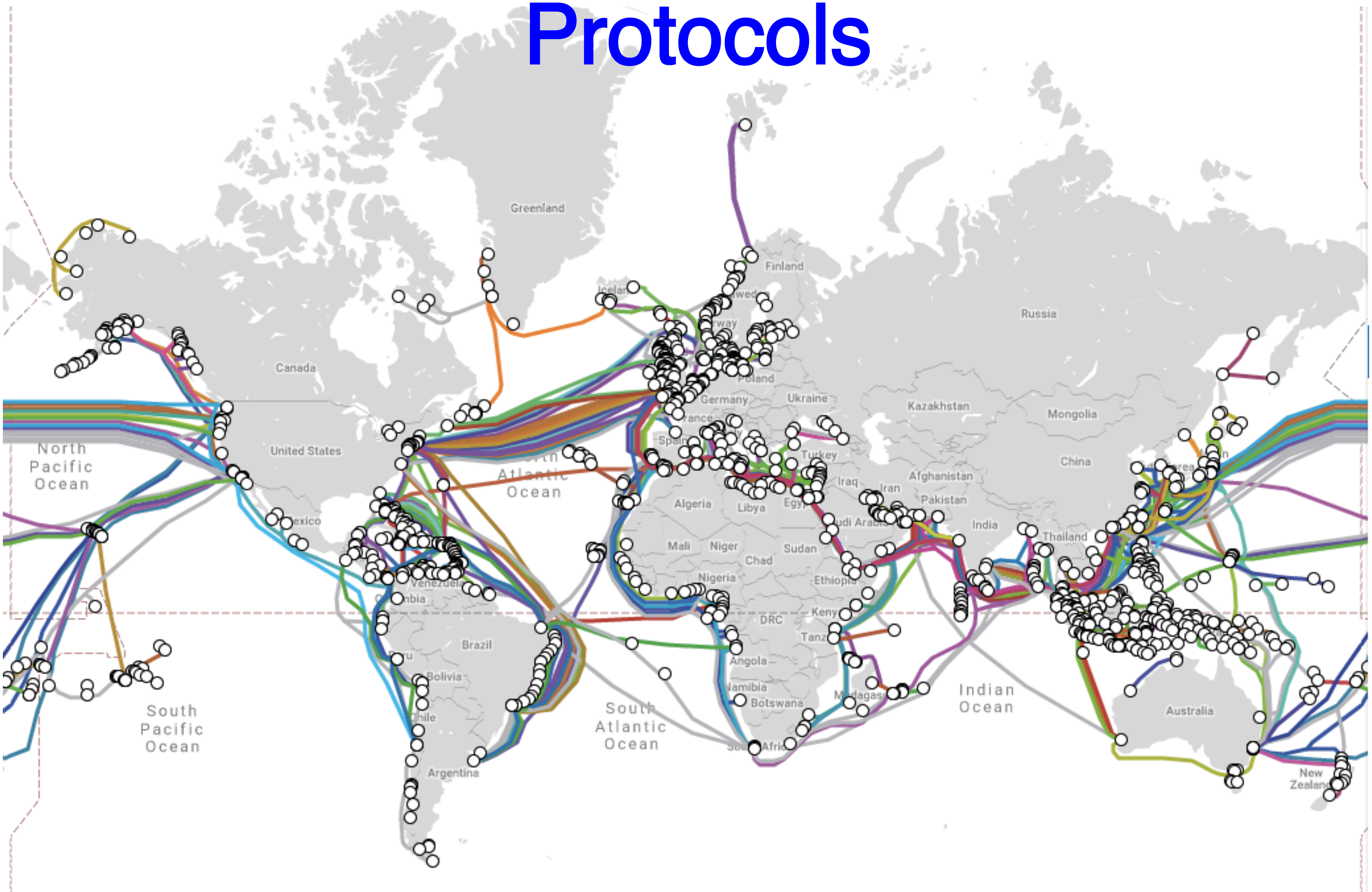
Lecture 15
Protocols



Protocols

- **precise rules that govern communication between two parties**
- **TCP/IP: the basic Internet protocols**
- **IP: Internet protocol (bottom level)**
  - all packets shipped from network to network as IP packets
  - no guarantees on quality of service or reliability: "best effort"
  - each physical network has its own format for carrying IP packets
- **TCP: transmission control protocol**
  - creates a reliable 2-way data stream using IP
    errors are detected and corrected
  - most things we think of as "Internet" use TCP
- **"application-level" protocols, mostly built from TCP**
  - HTTP (web), SMTP (mail), SSH (secure login), FTP (file transfer), …

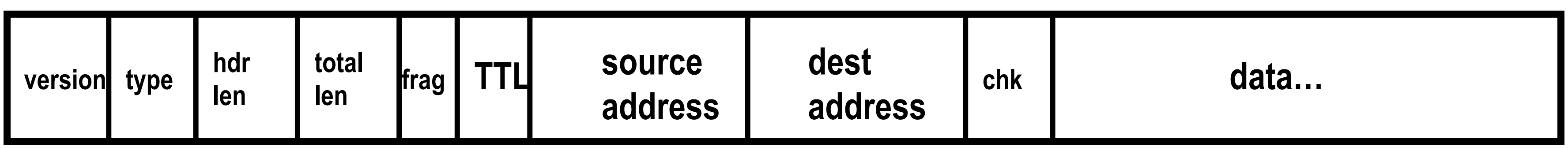
- **UDP: user datagram protocol**
  - simple unreliable datagram protocol (errors not detected)
  - used in DNS, voice, video, ...

Packets

- packet: a sequence of bytes carrying information
  - usually over a network connection
- bytes have a specific sequence, format, organization
  - usually as specified in a protocol
- typical network packet includes
  - source (where it comes from)
  - destination (where it goes to)
  - size or length information (how big is the data part)
  - miscellaneous information (type, version, info to detect errors, ...)
  - the data itself ("payload")
- typical sizes range from
  - a few bytes
  - 150-1500 (Ethernet packets)
  - 100-65,000 (IP packets)

What's in an IP packet

- a "header" that contains
  - protocol version, type of packet, length of header, length of data
  - fragmentation info in case it was broken into pieces
  - time to live: maximum number of hops before packet is discarded
    - each gateway decreases this by 1
  - source & destination addresses (32 bits for IPv4, 128 bits for IPv6)
  - checksum of header information
    - redundant info to detect errors in header information only, not data itself
  - etc.; about 20-40 bytes in header
- actual data
  - up to 64 KB of payload
  - IPv4:



IP: Internet Protocol

- IP provides an unreliable connectionless packet delivery service
  - every packet has full source & destination addresses
  - every packet is independent of all others
- IP packets are *datagrams*
  - individually addressed packages, like postcards in the postal system
    "connectionless"
  - stateless: no memory from one packet to next
    each packet is independent of others, even if in sequence and going same place
  - unreliable: packets can be lost or duplicated ("best effort" delivery)
  - packets can be delivered out of order
  - contents can be wrong (though error rates are usually very low)
  - no speed control: packets can arrive too fast to be processed
  - limited size: long messages have to be split up and then reassembled

- higher level protocols use IP packets to carry information
- IP packets are carried on a wide variety of physical media

TCP: Transmission Control Protocol

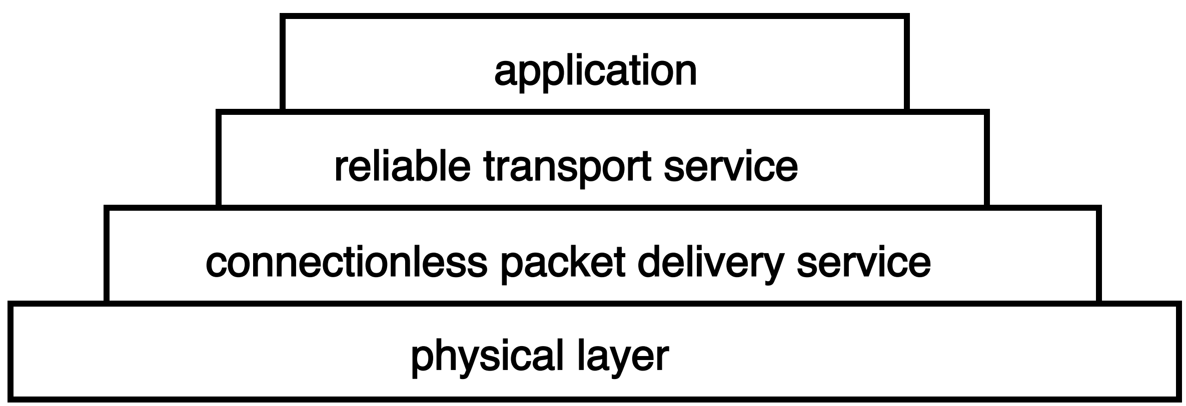
- a reliable 2-way byte stream built with IP
- a TCP connection is established to a specific host
  - and a specific "port" at that host
- each port provides a specific service
  - SSH = 22, SMTP = 25, HTTP = 80, ...

- a message is broken into 1 or more segments
- each TCP segment has a header (source, destination, etc) + data
  - header includes checksum for error detection, and sequence number to preserve order and detect missing or duplicated packets
- each TCP segment is wrapped in an IP packet and sent
  - has to be positively acknowledged to ensure that it arrived safely
    - otherwise, re-send it after a time interval

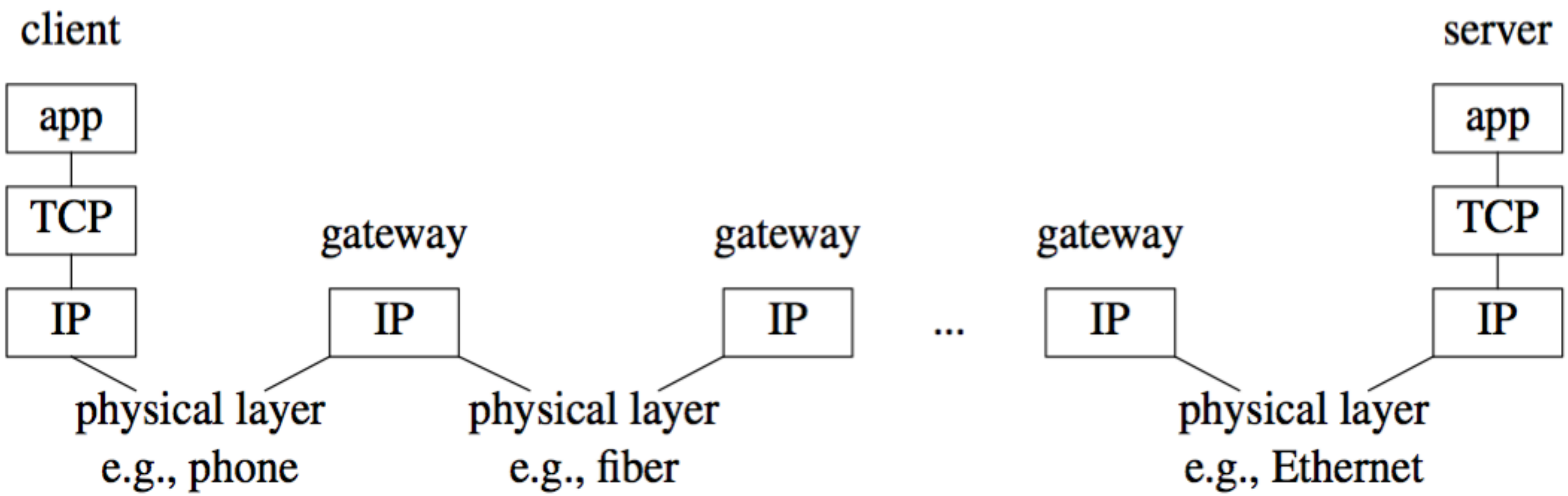
- TCP is the basis of most higher-level protocols

Higher level protocols

- SSH: secure login
- SMTP: mail transfer
- HTTP: hypertext transfer => Web
- protocol layering:
  - a single protocol can't do everything
  - higher-level protocols build elaborate operations out of simpler ones
  - each layer uses only the services of the one directly below
    and provides the services expected by the layer above
  - all communication is between peer levels: layer N destination receives exactly the object sent by layer N source



How information flows



How things are connected

- local nets connected to local Internet Service Provider (ISP)
- these in turn connect to regional ISPs
- and then to larger ones like Comcast, Verizon, AT&T, Sprint, …

- traffic is exchanged at Internet exchanges (IXP)
  – large and small, formal and informal, profit and non-profit

- bandwidth (bit-carrying capacity) of connections is usually higher for larger ISPs
  – cable, DSL: maybe 10-100 Mbps (you to your ISP)
  – optical fiber: 100 Mbps and up (large carriers)

Coping with bandwidth limits

- data flows no faster than the slowest link
- limits to how much data can pass per unit time
  - no guarantees about packet delivery
  - no guarantees about bandwidth, delay or quality of service
    - IP telephony is hard because voice traffic requires limited delay and jitter
    - video is somewhat easier but needs a lot more bandwidth
- caching
  - save previous data so it doesn't have to be retrieved again
- compression, encoding
  - to improve use of available bandwidth
  - don't send redundant or unnecessary information
    - text, code, etc., can be compressed and recreated exactly
    - music, pictures, movies are compressed with some information discarded

Internet Ideas

- **packets versus circuits**
  - different models (mail vs phone)
- **names and addresses**
  - what is a computer called, how to find it
- **routing**
  - how to get from here to there
- **protocols and standards**
  - Internet works because of IP as common mechanism
    - higher level protocols all use IP
    - specific hardware technologies carry IP packets
- **layering**
  - divide system into layers
    - each of which provides services to next higher level
    - while calling on service of next lower level
  - a way to organize and control complexity, hide details

Internet technical issues:

- **privacy & security are hard**
  - data passes through shared unregulated dispersed media and sites
    scattered over the whole world
  - it's hard to control access & protect information along the way
  - many network technologies (e.g., Ethernet, wireless) use broadcast
    encryption necessary to maintain privacy
  - many mechanisms are not robust against intentional misuse
  - it's easy to lie about who you are
- **service guarantees are hard**
  - no assurance of reliable delivery, let alone of bandwidth, delay or jitter
- **some resources are running low**
  - IPv4 addresses are all assigned
  - IPv6 (the next generation) uses 128-bit addresses
    acceptance growing, by necessity

- **but it has handled exponential growth amazingly well**