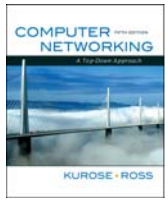
Chapter 1
Introduction



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Computer Networking: A Top Down Approach ,
5th edition.
Jim Kurose, Keith Ross
Addison-Wesley, April 2009.

CSE3214

- Text: Computer Networking: A top-down approach 5th Edition Kurose and Ross
- Grading Scheme
- 3 quizes 10%
- Projects 20%
- Midterm 25%
- Final 45%

Chapter 1: Introduction

Our goal:
- get "feel" and terminology
- more depth, detail *later* in course
- approach:
  - use Internet as example

Overview:
- what's the Internet?
- what's a protocol?
- network edge; hosts, access net, physical media
- network core: packet/circuit switching, Internet structure
- performance: loss, delay, throughput
- security
- protocol layers, service models
- history

Chapter 1: roadmap

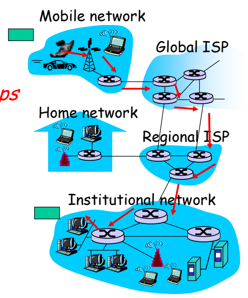
1.1 What *is* the Internet?
1.2 Network edge
- end systems, access networks, links

1.3 Network core
- circuit switching, packet switching, network structure

1.4 Delay, loss and throughput in packet-switched networks
1.5 Protocol layers, service models
1.6 Networks under attack: security
1.7 History

What's the Internet: "nuts and bolts" view

- millions of connected computing devices: *hosts = end systems*
  - running *network apps*
- *communication links*
  - fiber, copper, radio, satellite
  - transmission rate = *bandwidth*
- *routers:* forward packets (chunks of data)



"Fun" internet appliances

IP picture frame
http://www.ceiva.com/

Web-enabled toaster + weather forecaster

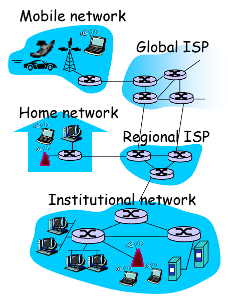
Internet refrigerator

Slingbox: watch, control cable TV remotely

Internet phones

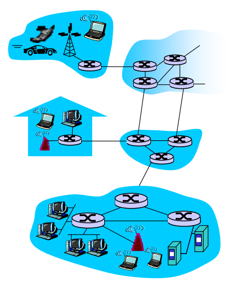
What's the Internet: "nuts and bolts" view

- *protocols* control sending, receiving of msgs
  - e.g., TCP, IP, HTTP, Skype, Ethernet
- *Internet:* "network of networks"
  - loosely hierarchical
  - public Internet versus private intranet
- Internet standards
  - RFC: Request for comments
  - IETF: Internet Engineering Task Force



What's the Internet: a service view

- Infrastructure that provides services to applications (postal Service Analogy).
- communication *infrastructure*
  - Web, VoIP, email, games, e-commerce, file sharing
  - Enables distributed applications
- *Internet provides API to users*
  - Compare that to postal service
- communication services provided to apps:
  - reliable data delivery from source to destination
  - "best effort" (unreliable) data delivery



What's a protocol?

human protocols:
- "what's the time?"
- "I have a question"
- introductions

… specific msgs sent

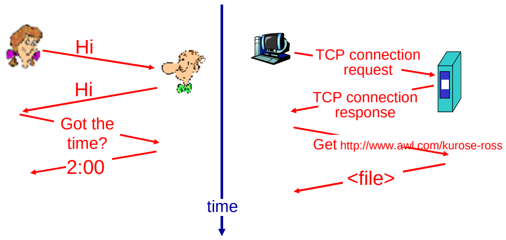
… specific actions taken when msgs received, or other events

network protocols:
- machines rather than humans
- all communication activity in Internet governed by protocols

protocols define format, order of msgs sent and received among network entities, and actions taken on msg transmission, receipt

What's a protocol?

a human protocol and a computer network protocol:

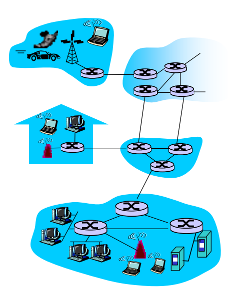


Q: Other human protocols?

Chapter 1: roadmap

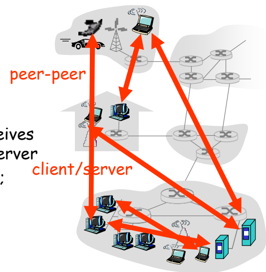
A closer look at network structure:

- network edge: applications and hosts
- access networks, physical media: wired, wireless communication links
- network core:
  - interconnected routers
  - network of networks



The network edge:

- end systems (hosts):
  - run application programs
  - e.g. Web, email
  - at "edge of network"
- client/server model
  - client host requests, receives service from always-on server
  - e.g. Web browser/server; email client/server
- peer-peer model:
  - minimal (or no) use of dedicated servers
  - e.g. Skype, BitTorrent



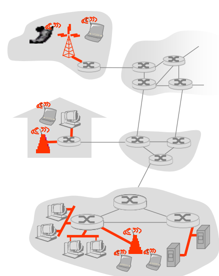
Access networks and physical media

Q: How to connect end systems to edge router?

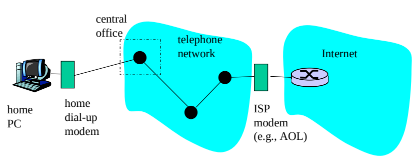
- residential access nets
- institutional access networks (school, company)
- mobile access networks

Keep in mind:

- bandwidth (bits per second) of access network?
- shared or dedicated?

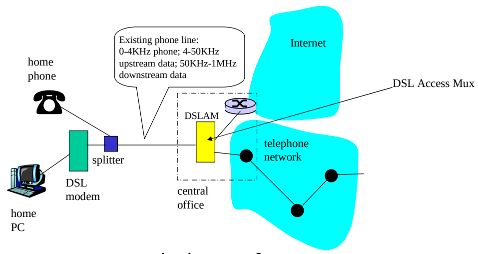


Dial-up Modem



- uses existing telephony infrastructure
  - home directly-connected to central office
- up to 56Kbps direct access to router (often less)
- can't surf, phone at same time: not "always on"

Digital Subscriber Line (DSL)



- uses existing telephone infrastructure
- up to 1 Mbps upstream (today typically < 256 kbps)
- up to 8 Mbps downstream (today typically < 1 Mbps)
- dedicated physical line to telephone central office

Residential access: cable modems

- uses cable TV infrastructure, rather than telephone infrastructure
- HFC: hybrid fiber coax
  - asymmetric: up to 30Mbps downstream, 2 Mbps upstream
- network of cable, fiber attaches homes to ISP router
  - homes share access to router
  - unlike DSL, which has dedicated access

Residential access: cable modems

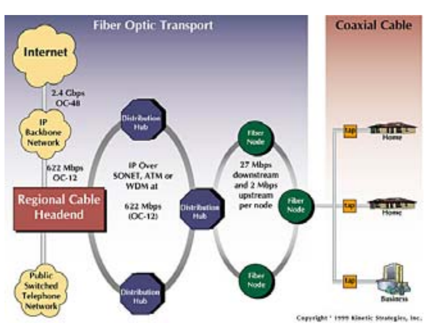
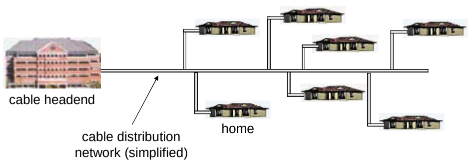


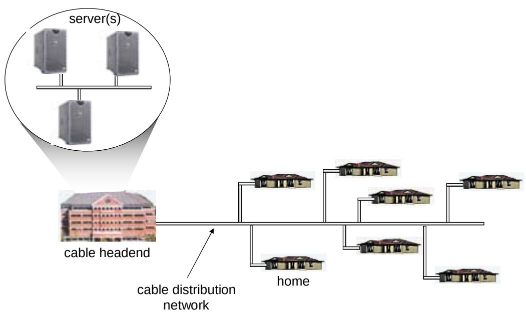
Diagram: http://www.cabledatacomnews.com/cmic/diagram.html

Cable Network Architecture: Overview

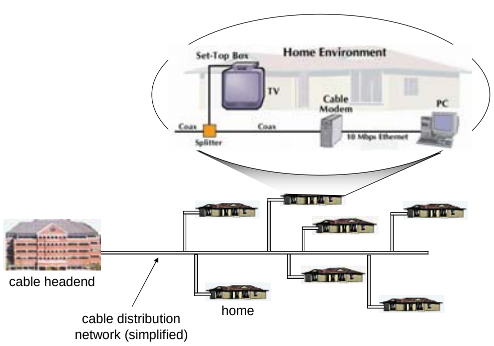
Typically 500 to 5,000 homes



Cable Network Architecture: Overview

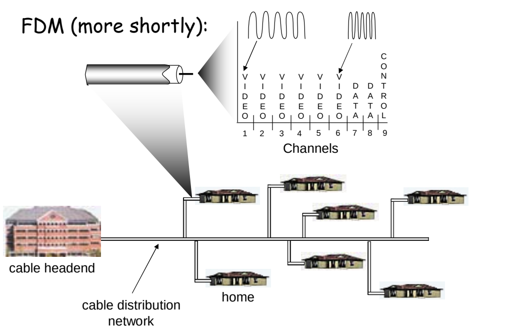


Cable Network Architecture: Overview

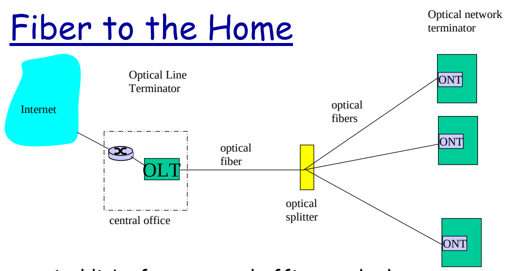


Cable Network Architecture: Overview

FDM (more shortly):

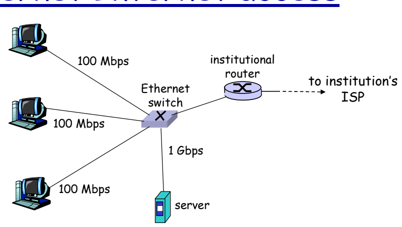


Fiber to the Home



- optical links from central office to the home
- two competing optical technologies:
  - Passive Optical network (PON)
  - Active Optical Network (PAN)
- much higher Internet rates; fiber also carries television and phone services

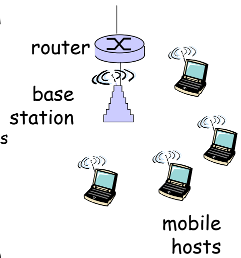
Ethernet Internet access



- typically used in companies, universities, etc
- 10 Mbps, 100Mbps, 1Gbps, 10Gbps Ethernet
- today, end systems typically connect into Ethernet switch

Wireless access networks

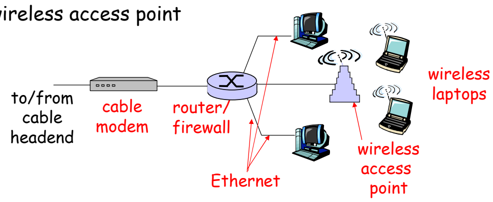
- shared *wireless* access network connects end system to router
  - via base station aka "access point"
- wireless LANs:
  - 802.11b/g (WiFi): 11 or 54 Mbps
- wider-area wireless access
  - provided by telco operator
  - ~1Mbps over cellular system (EVDO, HSDPA)
  - next up (?): WiMAX (10's Mbps) over wide area



Home networks

Typical home network components:

- DSL or cable modem
- router/firewall/NAT
- Ethernet
- wireless access point



Physical Media

- bit: propagates between transmitter/rcvr pairs
- physical link: what lies between transmitter & receiver
- guided media:
  - signals propagate in solid media: copper, fiber, coax
- unguided media:
  - signals propagate freely, e.g., radio

Twisted Pair (TP)

- two insulated copper wires
  - Category 3: traditional phone wires, 10 Mbps Ethernet
  - Category 5: 100Mbps Ethernet

Physical Media: coax, fiber

Coaxial cable:
- two concentric copper conductors
- bidirectional
- baseband:
  - single channel on cable
  - legacy Ethernet
- broadband:
  - multiple channels on cable
  - HFC

Fiber optic cable:
- glass fiber carrying light pulses, each pulse a bit
- high-speed operation:
  - high-speed point-to-point transmission (e.g., 10's-100's Gpbs)
- low error rate: repeaters spaced far apart ; immune to electromagnetic noise

Physical media: radio

- signal carried in electromagnetic spectrum
- no physical "wire"
- bidirectional
- propagation environment effects:
  - reflection
  - obstruction by objects
  - interference

Radio link types:
- terrestrial microwave
  - e.g. up to 45 Mbps channels
- LAN (e.g., WiFi)
  - 11Mbps, 54 Mbps
- wide-area (e.g., cellular)
  - 3G cellular: ~ 1 Mbps
- satellite
  - Kbps to 45Mbps channel (or multiple smaller channels)
  - 270 msec end-end delay
  - geosynchronous versus low altitude

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1.3 Network core
- circuit switching, packet switching, network structure

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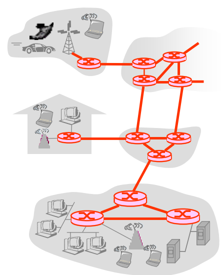
The Network Core

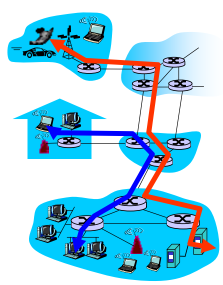
- mesh of interconnected routers
- *the* fundamental question: how is data transferred through net?
  - circuit switching: dedicated circuit per call: telephone net
  - packet-switching: data sent thru net in discrete "chunks"



Network Core: Circuit Switching

end-end resources reserved for "call"

- link bandwidth, switch capacity
- dedicated resources: no sharing
- circuit-like (guaranteed) performance
- call setup required



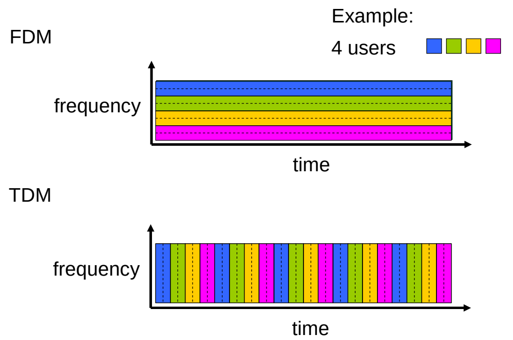
Network Core: Circuit Switching

network resources (e.g., bandwidth) divided into "pieces"

- pieces allocated to calls
- resource piece *idle* if not used by owning call *(no sharing)*

- dividing link bandwidth into "pieces"
  - frequency division
  - time division

Circuit Switching: FDM and TDM



Numerical example

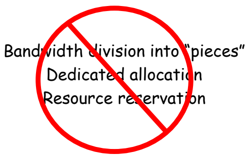
- How long does it take to send a file of 640,000 bits from host A to host B over a circuit-switched network?
  - all link speeds: 1.536 Mbps
  - each link uses TDM with 24 slots/sec
  - 500 msec to establish end-to-end circuit

Let's work it out!

Network Core: Packet Switching

each end-end data stream divided into *packets*

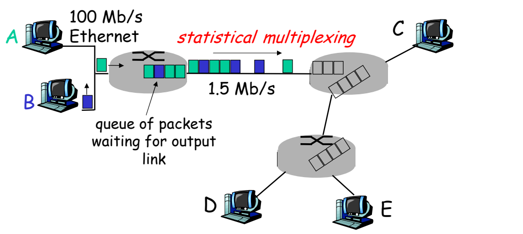
- user A, B packets *share* network resources
- each packet uses full link bandwidth
- resources used *as needed*



resource contention:

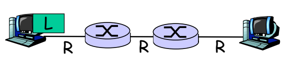
- aggregate resource demand can exceed amount available
- congestion: packets queue, wait for link use
- store and forward: packets move one hop at a time
  - node receives complete packet before forwarding

Packet Switching: Statistical Multiplexing



- sequence of A & B packets has no fixed timing pattern
  - bandwidth shared on demand: *statistical multiplexing.*
- TDM: each host gets same slot in revolving TDM frame.

Packet-switching: store-and-forward



- takes L/R seconds to transmit (push out) packet of L bits on to link at R bps
- *store and forward:* entire packet must arrive at router before it can be transmitted on next link
- delay = 3L/R (assuming zero propagation delay)

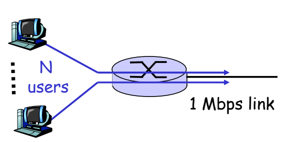
more on delay shortly …

Example:
- L = 7.5 Mbits
- R = 1.5 Mbps
- transmission delay = 15 sec

Packet switching versus circuit switching

Packet switching allows more users to use network!

Example:
- 1 Mb/s link
- each user:
  - 100 kb/s when "active"
  - active 10% of time



- *circuit-switching:*
  - 10 users
- *packet switching:*
  - with 35 users, probability > 10 active at same time is less than .0004

Q: how did we get value 0.0004?

Q: what happens if > 35 users ?

Packet switching versus circuit switching

Is packet switching a "slam dunk winner?"

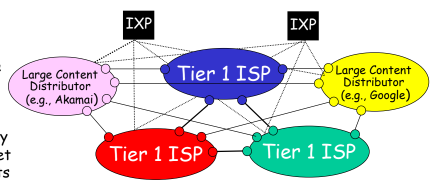
- great for bursty data
  - resource sharing
  - simpler, no call setup
- excessive congestion: packet delay and loss
  - protocols needed for reliable data transfer, congestion control
- Q: How to provide circuit-like behavior?
  - bandwidth guarantees needed for audio/video apps
  - still an unsolved problem (chapter 7)

Q: human analogies of reserved resources (circuit switching) versus on-demand allocation (packet-switching)?

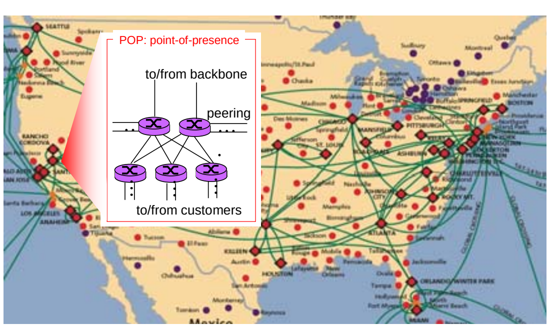
Internet structure: network of networks

- roughly hierarchical
- at center: small # of well-connected large networks
  - "tier-1" commercial ISPs (e.g., Verizon, Sprint, AT&T, Qwest, Level3), national & international coverage
  - large content distributors (Google, Akamai, Microsoft)
  - treat each other as equals (no charges)

Tier-1 ISPs & Content Distributors, interconnect (peer) privately … or at Internet Exchange Points IXPs



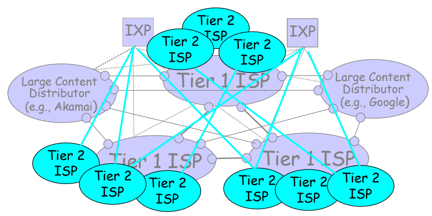
Tier-1 ISP: e.g., Sprint



Internet structure: network of networks

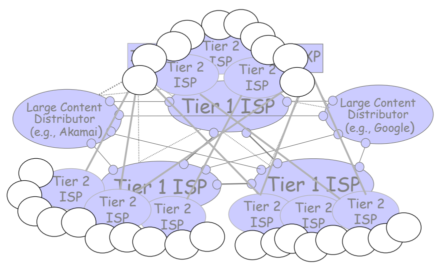
"tier-2" ISPs: smaller (often regional) ISPs

- connect to one or more tier-1 *(provider)* ISPs
  - each tier-1 has many tier-2 *customer nets*
  - tier 2 pays tier 1 provider
- tier-2 nets sometimes peer directly with each other (bypassing tier 1) , or at IXP



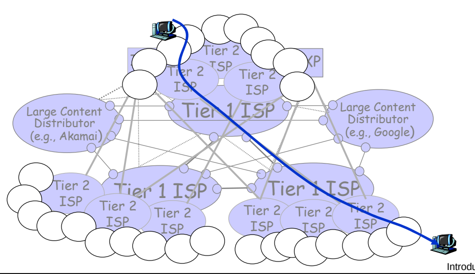
Internet structure: network of networks

- "Tier-3" ISPs, local ISPs
- customer of tier 1 or tier 2 network
  - last hop ("access") network (closest to end systems)



Internet structure: network of networks

- a packet passes through *many* networks from source host to destination host



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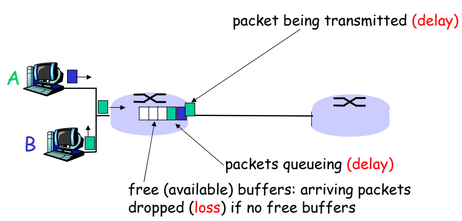
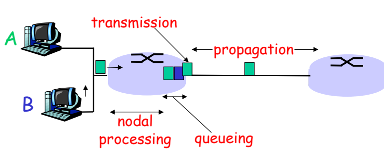
How do loss and delay occur?

packets *queue* in router buffers
- packet arrival rate to link exceeds output link capacity
- packets queue, wait for turn



Four sources of packet delay

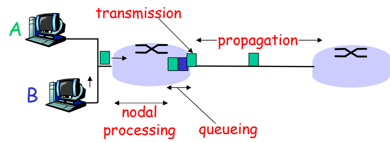


$$d_{nodal} = d_{proc} + d_{queue} + d_{trans} + d_{prop}$$

d_{proc}: nodal processing
- check bit errors
- determine output link
- typically < msec

d_{queue}: queueing delay
- time waiting at output link for transmission
- depends on congestion level of router

Four sources of packet delay



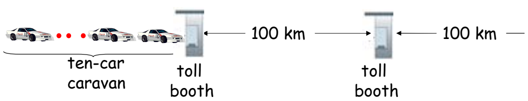
$d_{nodal} = d_{proc} + d_{queue} + d_{trans} + d_{prop}$

d_{trans}: transmission delay:
- L: packet length (bits)
- R: link bandwidth (bps)
- d_{trans} = L/R

d_{trans} and d_{prop} *very* different

d_{prop}: propagation delay:
- d: length of physical link
- s: propagation speed in medium (~2×10^8 m/sec)
- d_{prop} = d/s

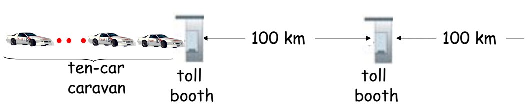
Caravan analogy



- cars "propagate" at 100 km/hr
- toll booth takes 12 sec to service car (transmission time)
- car~bit; caravan ~ packet
- Q: How long until caravan is lined up before 2nd toll booth?

- time to "push" entire caravan through toll booth onto highway = 12*10 = 120 sec
- time for last car to propagate from 1st to 2nd toll both: 100km/(100km/hr)= 1 hr
- A: 62 minutes

Caravan analogy (more)

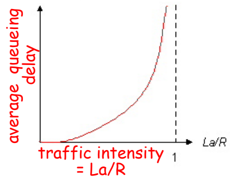


- cars now "propagate" at 1000 km/hr
- toll booth now takes 1 min to service a car
- *Q:* Will cars arrive to 2nd booth before all cars serviced at 1st booth?
  - *A: Yes!* After 7 min, 1st car arrives at second booth; three cars still at 1st booth.
  - 1st bit of packet can arrive at 2nd router before packet is fully transmitted at 1st router! (see Ethernet applet at AWL Web site

Queueing delay (revisited)

- Very high-level picture
- Most important part of the delay –WHY?

- R: link bandwidth (bps)
- L: packet length (bits)
- a: average packet arrival rate

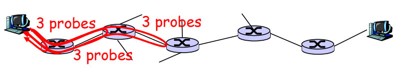


- La/R ~ 0: avg. queueing delay small
- La/R -> 1: avg. queueing delay large
- La/R > 1: more "work" arriving than can be serviced, average delay infinite!

Other measures besides μ, σ, pr(delay >δ)

"Real" Internet delays and routes

- What do "real" Internet delay & loss look like?
- **Traceroute program:** provides delay measurement from source to router along end-end Internet path towards destination. For all *i*:
  - sends three packets that will reach router *i* on path towards destination
  - router *i* will return packets to sender
  - sender times interval between transmission and reply.



"Real" Internet delays and routes

traceroute: gaia.cs.umass.edu to www.eurecom.fr

Three delay measurements from gaia.cs.umass.edu to cs-gw.cs.umass.edu

```
1  cs-gw (128.119.240.254)  1 ms  1 ms  2 ms
2  border1-rt-fa5-1-0.gw.umass.edu (128.119.3.145)  1 ms  1 ms  2 ms
3  cht-vbns.gw.umass.edu (128.119.3.130)  6 ms 5 ms 5 ms
4  jn1-at1-0-0-19.wor.vbns.net (204.147.132.129)  16 ms 11 ms 13 ms
5  jn1-so7-0-0-0.wae.vbns.net (204.147.136.136)  21 ms 18 ms 18 ms
6  abilene-vbns.abilene.ucaid.edu (198.32.11.9)  22 ms  18 ms  22 ms
7  nycm-wash.abilene.ucaid.edu (198.32.8.46)  22 ms  22 ms  22 ms
8  62.40.103.253 (62.40.103.253)  104 ms 109 ms 106 ms
9  de2-1.de1.de.geant.net (62.40.96.129)  109 ms 102 ms 104 ms
10  de.fr1.fr.geant.net (62.40.96.50)  113 ms 121 ms 114 ms
11  renater-gw.fr1.fr.geant.net (62.40.103.54)  112 ms  114 ms  112 ms
12  nio-n2.cssi.renater.fr (193.51.206.13)  111 ms  114 ms  116 ms
13  nice.cssi.renater.fr (195.220.98.102)  123 ms  125 ms  124 ms
14  r3t2-nice.cssi.renater.fr (195.220.98.110)  126 ms  126 ms  124 ms
15  eurecom-valbonne.r3t2.ft.net (193.48.50.54)  135 ms  128 ms  133 ms
16  194.214.211.25 (194.214.211.25)  126 ms  128 ms  126 ms
17  * * *
18  * * *
19  fantasia.eurecom.fr (193.55.113.142)  132 ms  128 ms  136 ms
```

trans-oceanic link

* means no response (probe lost, router not replying)

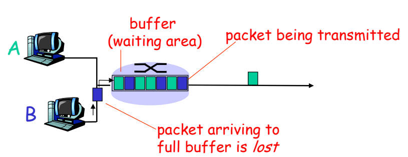
"Real" Internet delays and routes

- From my desktop to the same destination

```
tigger 126 % traceroute www.eurocom.fr
traceroute to www.eurocom.fr (88.191.53.83), 30 hops max, 60 byte packets
 1  gateway-90.cs.yorku.ca (130.63.90.1)  0.556 ms  0.548 ms  0.531 ms
 2  core01.gw.yorku.ca (130.63.31.14)  2.507 ms  2.509 ms  2.494 ms
 3  border01.swx.yorku.ca (130.63.27.18)  0.796 ms  1.049 ms  1.035 ms
 4  york-hub-yorku-if-internet.gtanet.ca (205.211.95.133)  0.762 ms  0.742 ms  0.994 ms
 5  ut-hub-york-hub-if-internet.gtanet.ca (205.211.94.41)  1.264 ms  1.260 ms  1.499 ms
 6  v504.core1.tor1.he.net (216.66.30.113)  6.112 ms  5.387 ms  5.379 ms
 7  10gigabitethernet3-1.core1.nyc5.he.net (184.105.213.193)  15.073 ms  15.078 ms  15.073 ms
 8  * * *
 9  paix-ny.proxad.net (198.32.118.197)  96.886 ms * *
10  londres-6k-1-po103.intf.routers.proxad.net (212.27.58.205)  96.434 ms * *
11  bzn-crs16-1-be1102.intf.routers.proxad.net (212.27.51.185)  105.684 ms  105.712 ms  105.669 r
12  dedibox-2-p.intf.routers.proxad.net (212.27.50.162)  133.993 ms  125.211 ms  125.204 ms
13  88.191.2.30 (88.191.2.30)  105.813 ms  105.110 ms  105.110 ms
14  sd-9741.dedibox.fr (88.191.53.83)  104.719 ms  104.639 ms  104.643 ms
tigger 127 %
```

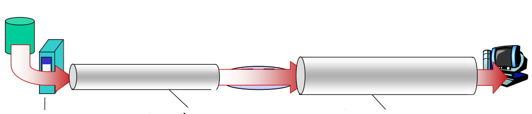
Packet loss

- queue (aka buffer) preceding link in buffer has finite capacity
- packet arriving to full queue dropped (aka lost)
- lost packet may be retransmitted by previous node, by source end system, or not at all



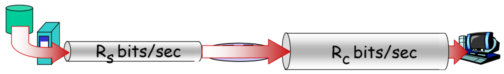
Throughput

- *throughput:* rate (bits/time unit) at which bits transferred between sender/receiver
  - *instantaneous:* rate at given point in time
  - *average:* rate over longer period of time

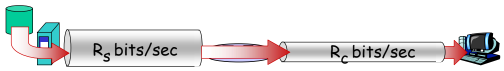


Throughput (more)

- $R_s < R_c$ What is average end-end throughput?



- $R_s > R_c$ What is average end-end throughput?

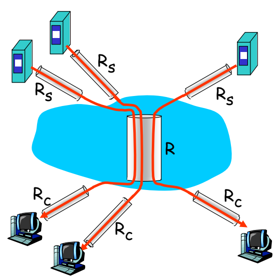


bottleneck link

link on end-end path that constrains end-end throughput

Throughput: Internet scenario

- per-connection end-end throughput: $\min(R_c, R_s, R/10)$
- in practice: R_c or R_s is often bottleneck



10 connections (fairly) share backbone bottleneck link R bits/sec

Chapter 1: roadmap

1.1 What *is* the Internet?
1.2 Network edge
- end systems, access networks, links

1.3 Network core
- circuit switching, packet switching, network structure

1.4 Delay, loss and throughput in packet-switched networks
1.5 Protocol layers, service models
1.6 Networks under attack: security
1.7 History

Protocol "Layers"

Networks are complex, with many "pieces":

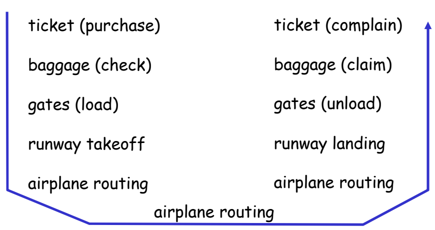
- hosts
- routers
- links of various media
- applications
- protocols
- hardware, software

Question:

Is there any hope of *organizing* structure of network?

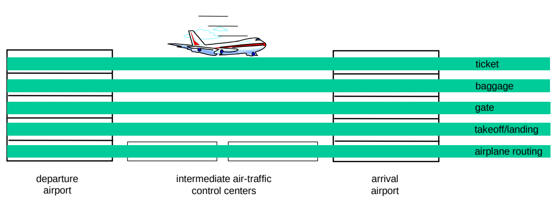
Or at least our discussion of networks?

Organization of air travel



- a series of steps

Layering of airline functionality



Layers: each layer implements a service

- via its own internal-layer actions
- relying on services provided by layer below

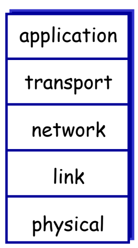
Why layering?

Dealing with complex systems:

- explicit structure allows identification, relationship of complex system's pieces
  - layered reference model for discussion
- modularization eases maintenance, updating of system
  - change of implementation of layer's service transparent to rest of system
  - e.g., change in gate procedure doesn't affect rest of system
- layering considered harmful?

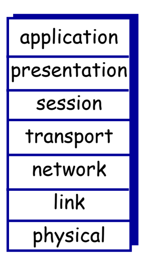
Internet protocol stack

- application: supporting network applications
  - FTP, SMTP, HTTP
- transport: process-process data transfer
  - TCP, UDP
- network: routing of datagrams from source to destination
  - IP, routing protocols
- link: data transfer between neighboring network elements
  - Ethernet, 802.111 (WiFi), PPP
- physical: bits "on the wire"

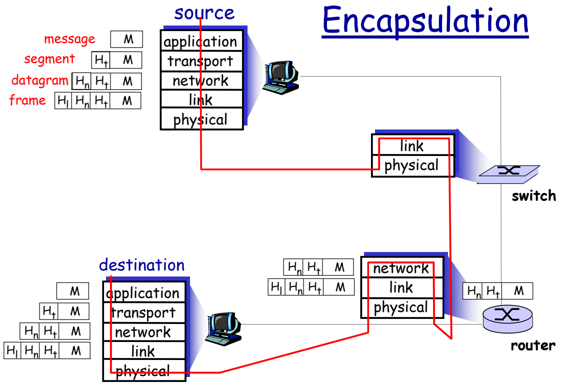


ISO/OSI reference model

- *presentation:* allow applications to interpret meaning of data, e.g., encryption, compression, machine-specific conventions
- *session:* synchronization, checkpointing, recovery of data exchange
- Internet stack "missing" these layers!
  - these services, *if needed,* must be implemented in application
  - needed?



Encapsulation



Chapter 1: roadmap

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Network Security

- field of network security:
  - how bad guys can attack computer networks
  - how we can defend networks against attacks
  - how to design architectures that are immune to attacks
- Internet not originally designed with (much) security in mind
  - *original vision:* "a group of mutually trusting users attached to a transparent network" ☺
  - Internet protocol designers playing "catch-up"
  - security considerations in all layers!

Bad guys: put malware into hosts via Internet

- malware can get in host from a virus, worm, or Trojan horse.
- spyware malware can record keystrokes, web sites visited, upload info to collection site.
- infected host can be enrolled in botnet, used for spam and DDoS attacks.
- malware often self-replicating: from one infected host, seeks entry into other hosts

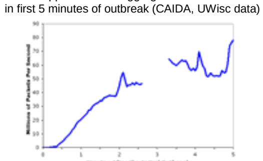
Bad guys: put malware into hosts via Internet

Trojan horse
- hidden part of some otherwise useful software
- today often in Web page (Active-X, plugin)

virus
- infection by receiving object (e.g., e-mail attachment), actively executing
- self-replicating: propagate itself to other hosts, users

worm:
- infection by passively receiving object that gets itself executed
- self- replicating: propagates to other hosts, users

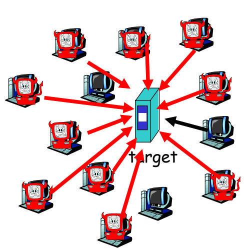
Sapphire Worm: aggregate scans/sec
in first 5 minutes of outbreak (CAIDA, UWisc data)



Bad guys: attack server, network infrastructure

Denial of Service (DoS): attackers make resources (server, bandwidth) unavailable to legitimate traffic by overwhelming resource with bogus traffic

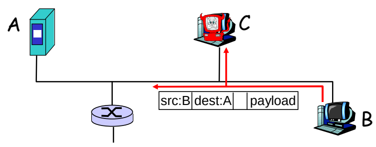
1. select target
2. break into hosts around the network (see botnet)
3. send packets to target from compromised hosts



The bad guys can sniff packets

Packet sniffing:

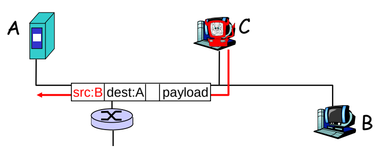
- broadcast media (shared Ethernet, wireless)
- promiscuous network interface reads/records all packets (e.g., including passwords!) passing by



- Wireshark software used for end-of-chapter labs is a (free) packet-sniffer

The bad guys can use false source addresses – Man in the middle attack

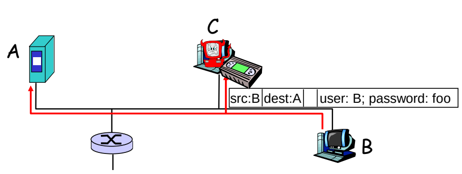
IP spoofing: send packet with false source address



The bad guys can record and playback

record-and-playback: sniff sensitive info (e.g., password), and use later

- password holder *is* that user from system point of view



… lots more on security (throughout, Chapter 8)

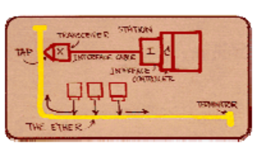
Chapter 1: roadmap

Internet History

1961-1972: Early packet-switching principles

- 1961: Kleinrock - queueing theory shows effectiveness of packet-switching
- 1964: Baran - packet-switching in military nets
- 1967: ARPAnet conceived by Advanced Research Projects Agency
- 1969: first ARPAnet node operational
- 1972:
  - ARPAnet public demonstration
  - NCP (Network Control Protocol) first host-host protocol
  - first e-mail program
  - ARPAnet has 15 nodes

Internet history



Internet History

1972-1980: Internetworking, new and proprietary nets

- 1970: ALOHAnet satellite network in Hawaii
- 1974: Cerf and Kahn - architecture for interconnecting networks
- 1976: Ethernet at Xerox PARC
- late70's: proprietary architectures: DECnet, SNA, XNA
- late 70's: switching fixed length packets (ATM precursor)
- 1979: ARPAnet has 200 nodes

Cerf and Kahn's internetworking principles:
- minimalism, autonomy - no internal changes required to interconnect networks
- best effort service model
- stateless routers
- decentralized control

define today's Internet architecture

Internet History

1980-1990: new protocols, a proliferation of networks

- 1983: deployment of TCP/IP
- 1982: smtp e-mail protocol defined
- 1983: DNS defined for name-to-IP-address translation
- 1985: ftp protocol defined
- 1988: TCP congestion control
- new national networks: Csnet, BITnet, NSFnet, Minitel
- 100,000 hosts connected to confederation of networks

Internet History

1990, 2000's: commercialization, the Web, new apps

- early 1990's: ARPAnet decommissioned
- 1991: NSF lifts restrictions on commercial use of NSFnet (decommissioned, 1995)
- early 1990s: Web
  - hypertext [Bush 1945, Nelson 1960's]
  - HTML, HTTP: Berners-Lee
  - 1994: Mosaic, later Netscape
  - late 1990's: commercialization of the Web

late 1990's – 2000's:
- more killer apps: instant messaging, P2P file sharing
- network security to forefront
- est. 50 million host, 100 million+ users
- backbone links running at Gbps

Internet History

2010:

- ~750 million hosts
- voice, video over IP
- P2P applications: BitTorrent (file sharing) Skype (VoIP), PPLive (video)
- more applications: YouTube, gaming, Twitter
- wireless, mobility

Introduction: Summary

Covered a "ton" of material!

- Internet overview
- what's a protocol?
- network edge, core, access network
  - packet-switching versus circuit-switching
  - Internet structure
- performance: loss, delay, throughput
- layering, service models
- security
- history

You now have:

- context, overview, "feel" of networking
- more depth, detail *to follow!*