Computer Networks

COSC 6377 Lecture 1

Fall 2023

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Course Goals

- Overview of the basics
- Principles and Philosophies
- Read research papers
- Hands-on experience with networked systems

Prerequisites

- Undergraduate level networking/OS course
- Some systems programming
- Familiar with Linux environment
- Access to a Linux environment
 - Use department/AWS server
 - Use your own machine
- Willingness to catch up if you don't have these experiences

Structure

- Lectures
- Paper discussions
- Homework
- Project
- Exams
- Class participation

Homework

- Several short assignments
- Concepts and calculations
- Some hands-on (incl. programming) work
- Allowed to discuss with other students, but you should turn in your own hw
- Submit on Blackboard

Project

- One project with one mid-term checkpoint
- Build a networked system
- Individual project

- Possible to propose your own project
 - Strongly encouraged for PhD students
 - Talk to the instructor

Exams

- No final exam!
- Open notes
- In-class scheduling

Grades

Exams	40%
Homework	15%
Project	40%
Class Participation	5%

- It is possible to get a C or lower grades
- No incompletes

Readings

- No required textbook
- Recommended texts
 - Computer Networks: A Systems Approach
 - Computer Networking: A Top-Down Approach
- Research papers
- Standards
- Wikipedia

Academic Honesty

• The work you turn in should be yours

- Acknowledge
 - Group discussions
 - Internet sources

• Plagiarism results in an F

Course Staff

- Instructor: Omprakash Gnawali
- Office Hours: M230-330

- TA: Alireza Ansaripour
 - Expert in networking
 - Office hour: XXX

Communication

- Teams for discussions
- Personal message for private matters
 - Examples...
- Emails MUST have COSC6377 in the subject if you MUST send email.
- Do not use Teams personal message to the instructor or the TA unless it is an emergency
- Check course website regularly

http://www2.cs.uh.edu/~gnawali/courses/cosc6377-f23/

Logistics

- In-person instruction
- CBB118
- Some guest lectures may be remote

Some Questions

- How difficult is this course?
- What is the workload?
- Will I learn anything useful?
- Any other questions?

Why are you taking this course?

What do you want to do?

The Internet: An Exciting Time

- One of the most influential inventions
 - A research experiment that escaped from the lab
 - -... to be a global communications infrastructure
- Ever wider reach
 - Today: 11+B (?) mobile connection; 2B Facebook users
 - Tomorrow: more users, computers, things, ...
- Near-constant innovation
 - Apps: Web, P2P, social networks, virtual worlds
 - Links: optics, WiFi, cellular, 5G, ...

Transforming Everything

- The ways we do business
 - E-commerce, advertising, cloud computing, ...
- The way we have relationships
 - E-mail, IM, Facebook, virtual worlds, online dating
- How we think about law
 - Interstate commerce? National boundaries?
- The way we govern
 - E-voting and e-government
 - Censorship and wiretapping
 - Political work done online
- The way we fight
 - Cyber-attacks, including nation-state attacks

The Study of Networking is Cool

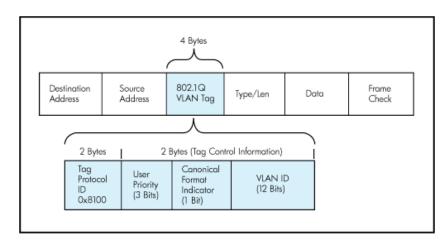
- Tangible, relates to reality
 - Can measure/build things
 - Can truly effect far-reaching change in the real world
- Inherently interdisciplinary
 - Well-motivated problems + rigorous solution techniques
 - Interplay with policy, economics, and social science
- Widely-understood impact
 - Can discuss technologies with your grandfather!

But, What *is* Networking?

A Plethora of Protocol Acronyms?

SNM	Ρ	WAP	SIP		IPX		
LLDP	FTP	UDP	1	PPP		MA	(C
OSPF	RTP		ICM	Ρ	IMAP	IGMP	HIP
PIM	RED	BGP	HTTP	A	RP	ECI	N
RIP		IF		PLS	ТСР)	RTCP
	SMT	—	SP	E	BFD	CIDR	
NNTP	SA	СК		LS	NAT		STUN
D	NS		SSH			DHCP	
POP	V	LAN	LISP	VTP	TFTP		LDP

A Heap of Header Formats?



0 4 bytes					31	
version ih	type of	service		total	length	
identification flags fragment offset						
time to liv	time to live protocol		header checksum			
source address						
destination address						
	options padding					
data						

Source Port			Destination Port					
	Sequence Number							
	Acknowledgment Number							
Unite United	нестерени	Une	ACK	PSH RST SYN FIN Window				
Checksum Urgent Pointer					iter			
Options					Pad	ding		

HTTP Response Header					
Name	Value				
HTTP Status Code: HTTP/1.1 200 OK					
Date:	Thu, 27 Mar 2008 13:37:17 GMT				
Server:	Apache/2.0.55 (Ubuntu) PHP/5.1.2				
Last-Modified:	Fri, 21 Mar 2008 13:57:30 GMT				
ETag:	"358a4e4-56000-ddf5c680"				
Accept-Ranges:	bytes				
Content-Length:	352256				
Connection:	close				
Content-Type:	application/x-msdos-program				

A Big Bunch of Boxes?

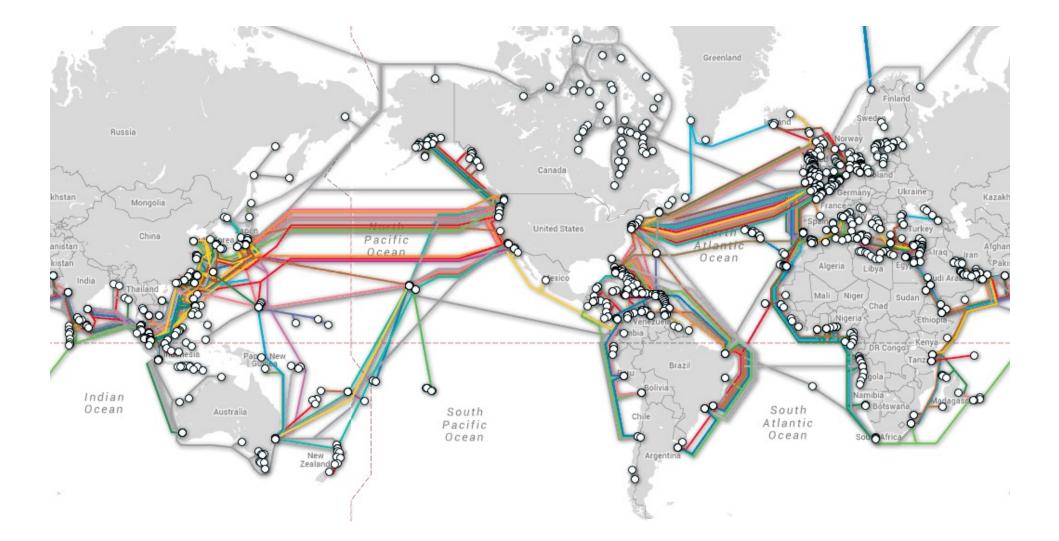
Router Label Switched		Load balancer	Switch	
	Router	Scrubb	ber Repeater	
Gatew Deep Packet	ay Intrusion Detectior System		Route Reflector	
Inspection		DHCP		
I NAT	Firewall Hub	server	Packet shaper	
WAN accelerator	DNS server	Packe sniffer Base station		

A Ton of Tools?

arpwatch		tcp		cpdump	odump	
	5 7 210	syslog			wget	
trac	eroute	nslookup				
		snor	t	1	trat	
nmap	who	ois	in	oconfig		
ran			•	Joening		
			ntop		b v o	
dig	net-snmp	ping		iperf	bro	
NDT			wireshark			
	dummyr	net			mrtg	

But, That Doesn't Say What Networking Really Is

Or, What Will This Course is About



http://www.submarinecablemap.com/

Nor does that...

We want to understand how the Internet works

Technical issues (protocols, architectures...)

Non-technical topics you will encounter (net-neutrality, access, rights...)

Internet as human right?

Politics Business Types of things we will study

Internet Architecture

- How to
 - Design and manage protocols
 - That can be used and *combined in many ways*
 - To do many things
- Definition and placement of function
 - What to do, and where to do it
- The "division of labor"
 - Across multiple protocols and mechanisms
 - Across components (hosts, routers, administrators)
- Goal: search for general principles
 - Of protocol design, evaluation, and composition

Congestion

- How to know how much traffic is being used for what purpose?
- How to ensure we can service the competing traffic demand sharing the infrastructure

• How to design applications to run "fast"

Reliability

- How reliable is the Internet?
- How can we measure different aspects of reliability in networking?
- What causes it to break?

Security

- How secure is the Internet?
- Security challenges in the Internet (DDoS, bots, etc.)
- Technologies to make Internet secure and their limitations

• How to make your application secure?

Wireless

- Wireless networks are pervasive
- Mobile, phones, IoT devices
- 5G

Online services at scale

- Internet-scale networking
- Cloud
- Data centers
- Content distribution

Back to the two questions

Why are you taking this course?

What do you want to do?

Will I learn anything useful?

- Architect data communication
 - IoT
 - Online software
 - Apps on different platforms
 - Information consumption and production
- Some general skills
 - Presentation
 - Project formulation
 - Checkpoints
 - Code review

Project Ideas

- Study Wireless, Internet, ... adoption, use
- Extend existing technology
- Explore new and popular ideas
 - IoT
 - Blockchain
- Create impact using Internet or Wireless
 - Low-resource setting (edu, health, etc.)
 - Access to information

Plan for next four weeks

- Rapid review of undergraduate material
 - Understand how the basic building blocks work
- Watch lectures/read slides from COSC4377
 - Cover 3-5 lectures per week
- Discuss the material in the class
- Grab lectures from:

https://www2.cs.uh.edu/~gnawali/courses/cosc4377-s12/