

CSCE 463/612

Networks and Distributed Processing

Spring 2016

Introduction

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Updates

- Recv loop reminder
 - timeout.tv_usec must be initialized to zero
 - NULL-terminate buf before searching with strchr or strstr

```
while (true) {
    FD_SET (...);
    if ((ret = select (0, &fd, ..., &timeout)) > 0)
    {
        // new data available; now read the next segment
        int bytes = recv (sock, buf + curPos, allocatedSize - curPos, ...);
        if (errors)
            // print WSAGetLastError() & return false;
        if (connection closed)
        {
            buf[curPos] = NULL;
            return true; // normal completion
        }
        curPos += bytes; // adjust where the next recv goes
        if (allocatedSize - curPos < THRESHOLD)
            // realloc() buf to double its size
    }
    else if (timeout)
        // report timeout & return false;
    else
        // print WSAGetLastError() & return false;
}
```

commonly
forgotten

Chapter 1: Roadmap

1.1 What *is* the Internet?

1.2 Network edge

1.3 Network core

1.4 Network access and physical media

1.5 Internet structure and ISPs

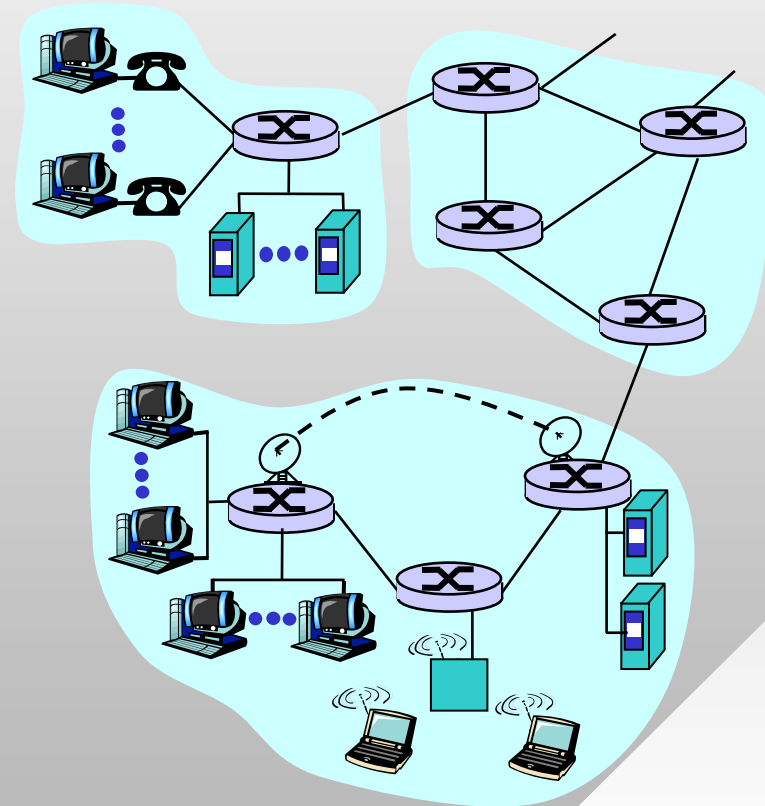
1.6 Delay & loss in packet-switched networks


1.7 Protocol layers, service models

1.8 History

The Internet: “Nuts and Bolts” View

- 1) **Hosts** (end systems)
 - Computing devices (servers, desktops, phones, laptops)
 - Run network apps
- 2) **Routers**
 - Forward **packets** (chunks of data) to destinations
- 3) **Communication links**
 - Connect hosts & routers
 - Fiber, copper, radio, satellite
 - Transmission rate = **bandwidth**



 router

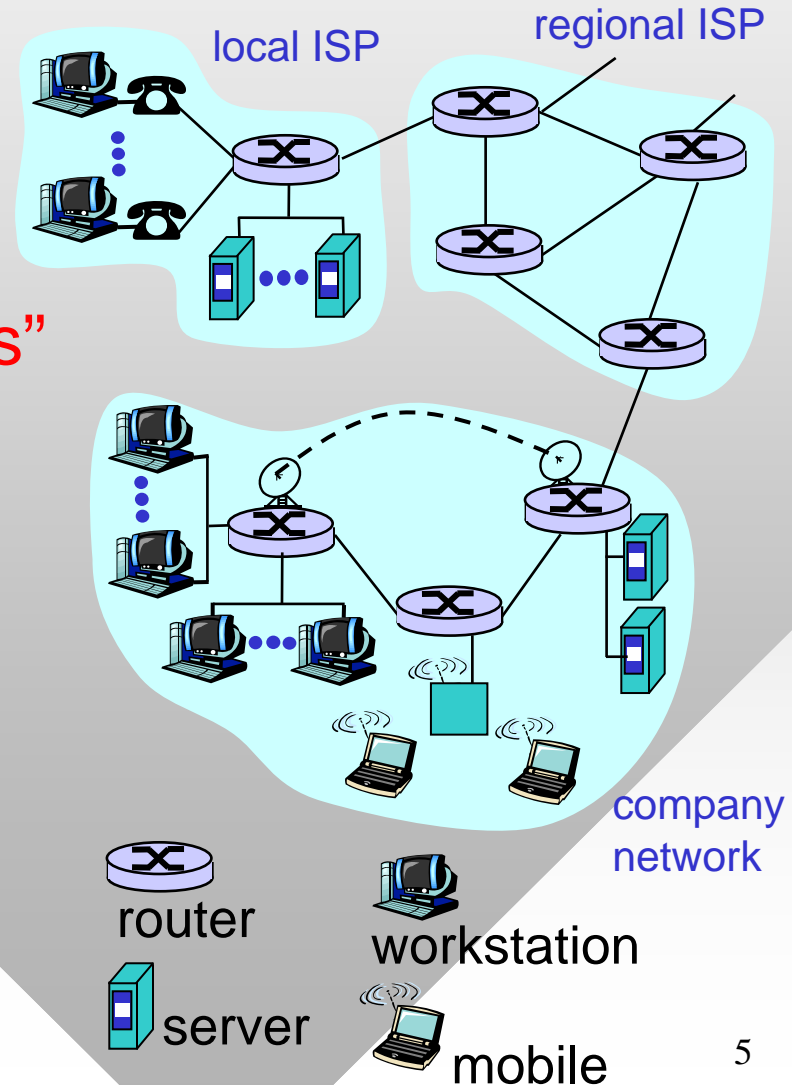
 workstation

 server

 mobile

The Internet: “Nuts and Bolts” View

- 4) **Protocols**
 - Control sending/receiving of messages (e.g., TCP, IP, HTTP, FTP, SMTP)
- *Internet: “network of networks”*
 - Loosely hierarchical
- Who rules the Internet?
 - No single authority, mostly decentralized
- Internet standards
 - IETF: Internet Engineering Task Force
 - RFC: Request for comments



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 take place

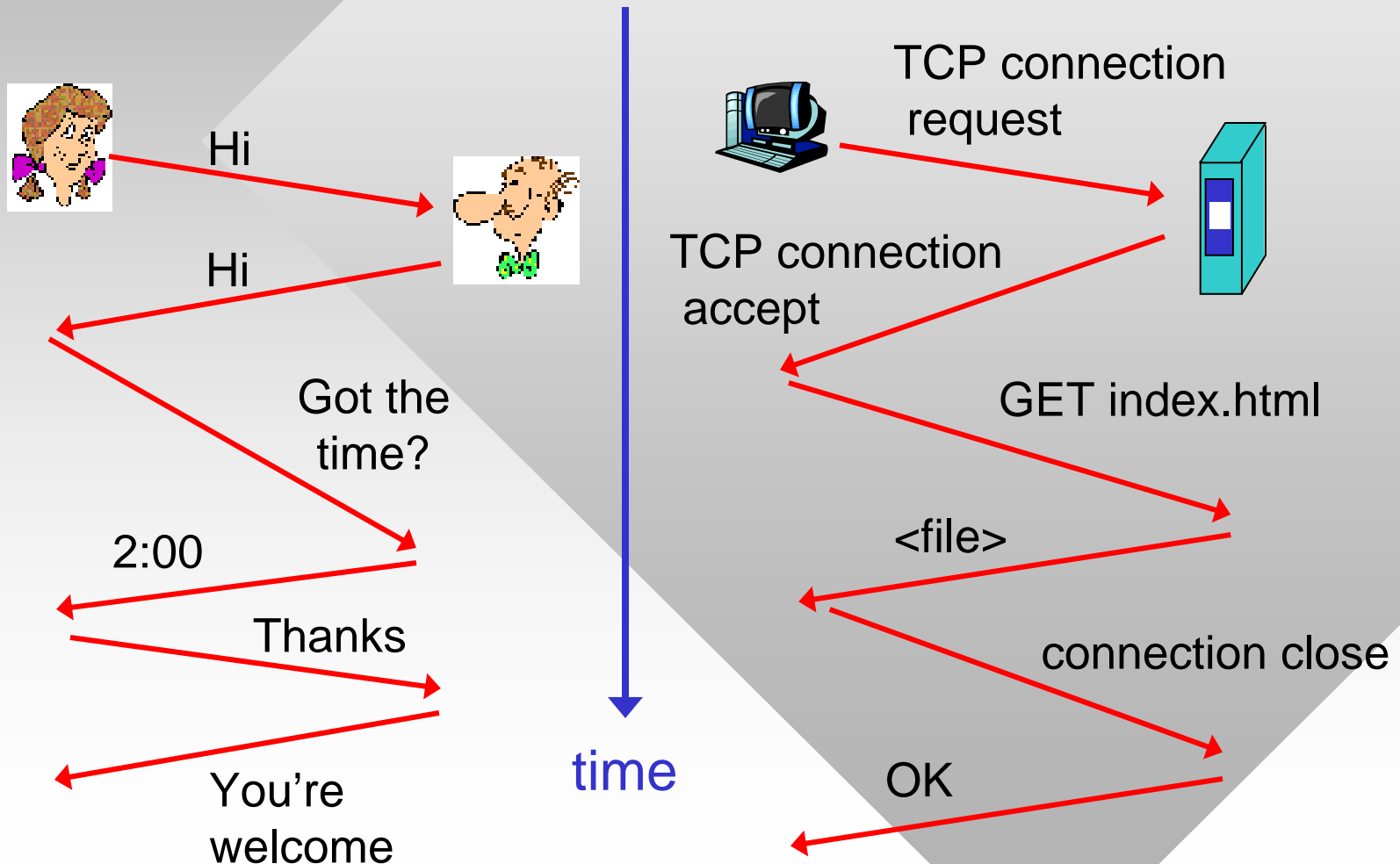
Network protocols:

- Machines rather than humans
- All communication activity in the Internet governed by protocols

Protocols define format, order of messages sent and received among network entities, and actions taken on message transmission/receipt

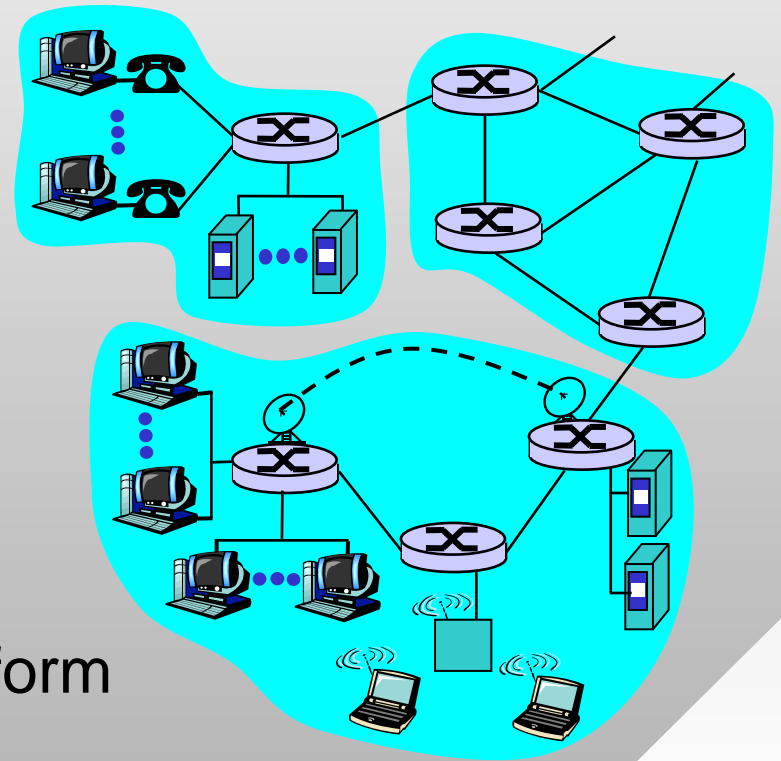
What's a Protocol?

A human protocol and a computer network protocol:



Closer Look at Network Structure

- Network **edge**:
 - Applications and hosts
- Network **core**:
 - Routers
 - Links
- How large is the edge?
 - 1+ billion hosts, 1+ trillion web pages, exabytes of information
- Large core networks (ISPs) form the Internet **backbone**
 - Terabits per second



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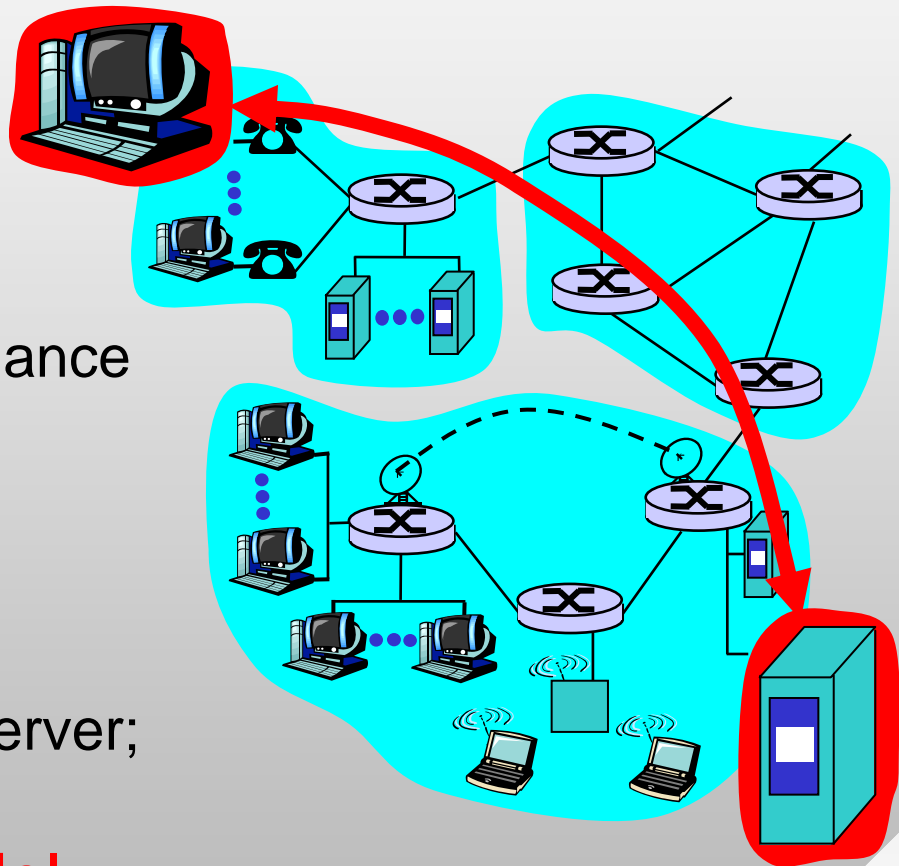
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Network Edge

- **The edge:**
 - Responsible for almost all data supply/demand
 - Protocols impact performance
- **Client/server model**
 - Client host requests, receives service from always-on server
 - Example: web browser/server; email client/server
- **Peer-to-peer (P2P) model:**
 - Minimal (or no) use of dedicated servers; user hosts talk to each other
 - Example: Skype, BitTorrent



Network Edge: Reliable Service

- Goal: data transfer between sockets
- TCP – Transmission Control Protocol
 - Internet’s reliable service
- **Connection-oriented**
 - *Handshaking*: send connection messages (prepare) for data transfer ahead of time
 - Set up *state* in two communicating hosts

TCP service [RFC 793]

- *Reliable, in-order* byte-stream data transfer
 - Packet loss handled through acknowledgements and retransmissions
- *Flow control*:
 - Sender won’t overwhelm receiver
- *Congestion control*:
 - Senders reduce transmission rate when network becomes congested

Network Edge: Unreliable Service

- Goal: data transfer between sockets
 - Same as before!
- **UDP** – User Datagram Protocol [RFC 768]:
 - Connectionless
 - Unreliable data transfer
 - No flow control
 - No congestion control
- Less overhead and delay
 - TCP connection setup & termination is 7 packets
 - TCP retransmission delay is potentially unbounded

Apps using TCP:

- HTTP (Web), FTP (file transfer), SSH (remote login), SMTP (email)

Apps using UDP:

- DNS, SNMP
 - Short (single-packet) transfers
 - No need for congestion management
- Streaming media, online games, IP telephony
 - More sensitive to delay than packet loss

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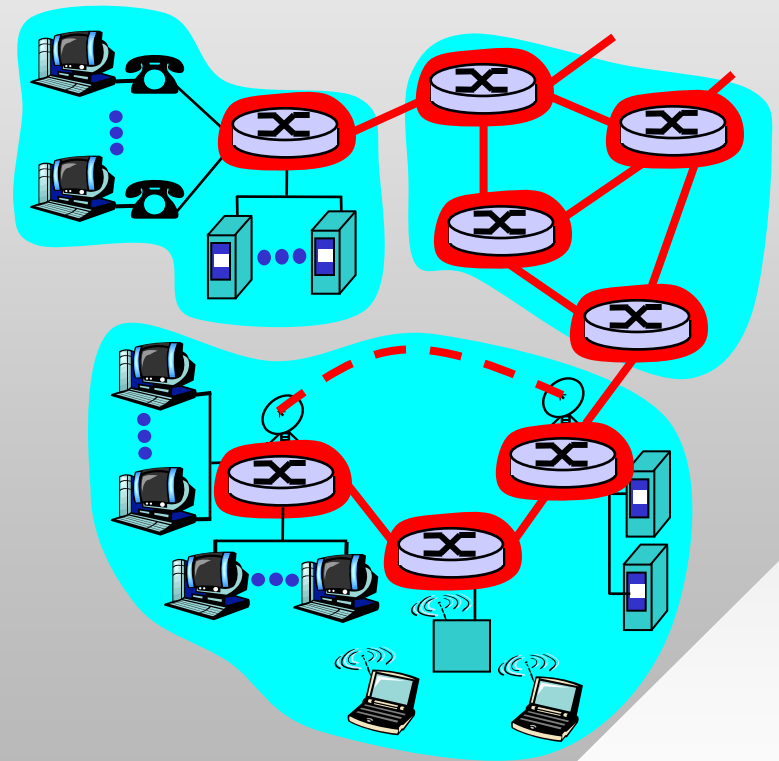
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The Network Core

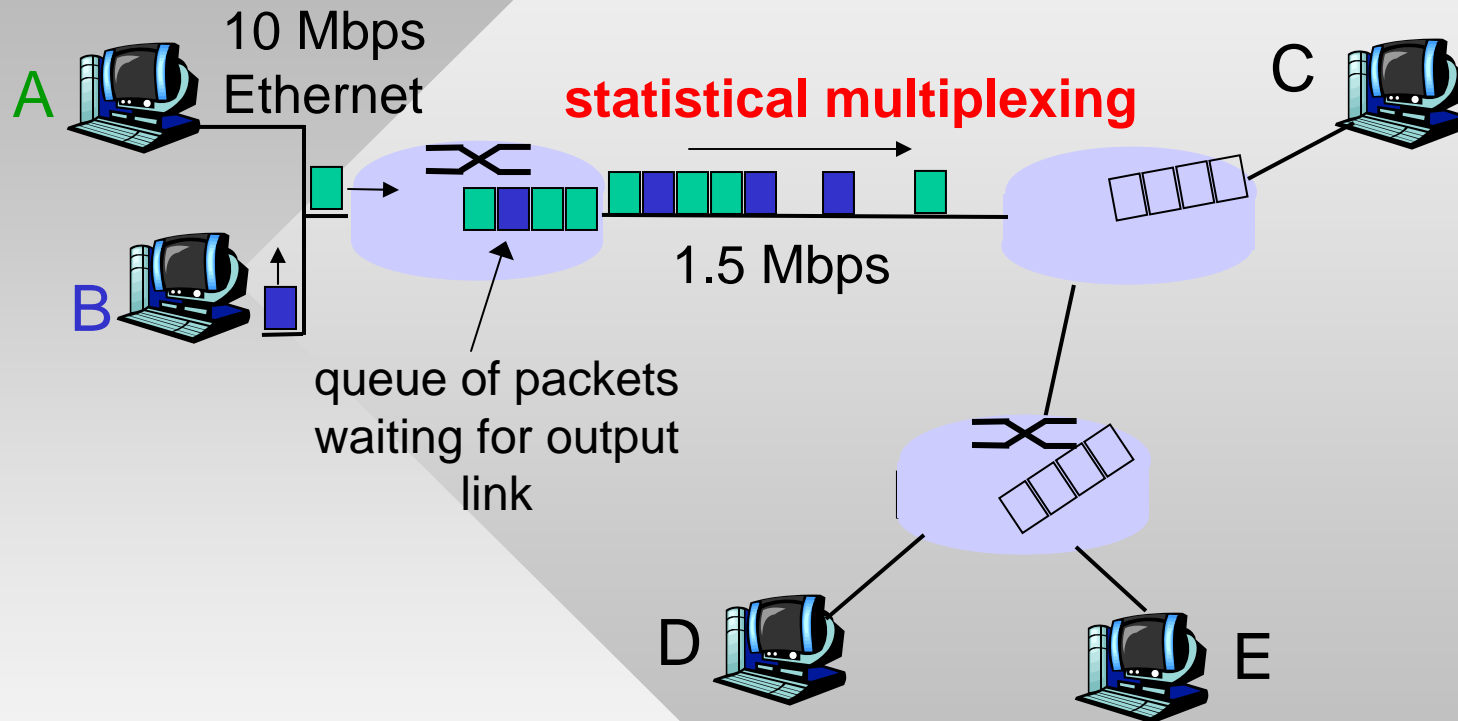
- Supports end-host communication
- **Fundamental question:** how is data transferred through the network?
 - **Circuit switching:** dedicated circuit per call (telephone network, origin 1800s)
 - **Packet-switching:** data sent in discrete “chunks” (1960s)
- Notation
 - Call = connection = flow



Network Core: Packet Switching

- End-end data stream divided into *packets*
 - Packets of users A and B *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 (router) at a time
 - Node receives complete packet before forwarding

Packet Switching: Statistical Multiplexing

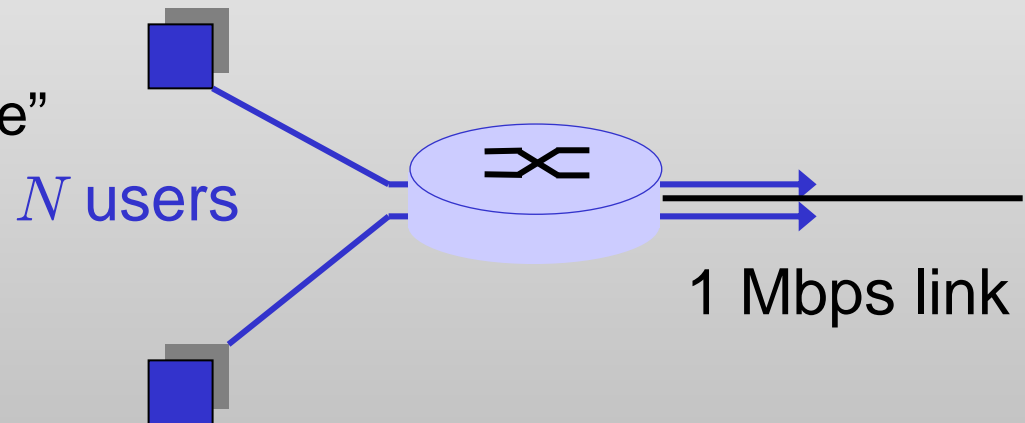


- Sequence of A's and B's packets does not have a fixed pattern → **statistical multiplexing**

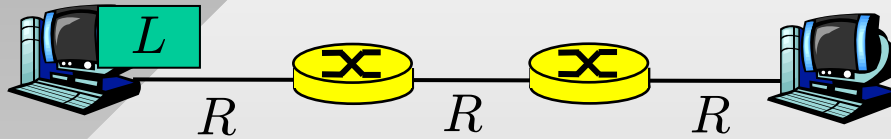
Packet Switching vs. Circuit Switching

Packet switching allows more users than circuit switching

- 1 Mbps link
- Each user:
 - 100 Kbps when “active”
 - Active 10% of time
- Circuit-switching:
 - Supports 10 users
- Packet switching:
 - With 35 users, probability that more than 10 are active is 0.0424%; with 50 users – 0.94%
 - Max 100 users (if perfectly unsynchronized)



Packet Switching: Store-and-Forward



- Takes L/R seconds to transmit (push out) packet of L bits on to link of R bps
- Entire packet must arrive at router before it can be transmitted on next link: *store and forward*
- Path delay = $3L/R$

Example:

- $L = 7.5$ Mbits
- $R = 1.5$ Mbps
- End-to-end delay = 15 sec

Multi-Threading

- Threads execute concurrently as part of a process
- Benefits:
 - Allows for parallelism in a multiprocessor/multicore system
 - If a blocking call is made in one thread, other threads can continue executing
- Issues:
 - Memory is shared between threads, concurrent access requires proper synchronization
 - Order of execution of threads is non-deterministic
- **Homework note:** pass shared parameters to threads using a dedicated class instead of using global variables (see 463-sample.zip on course site)

Multi-Threading 2

- Reasons for using multiple threads in hw #1
 - Web servers respond slowly (1-10 seconds/request)
 - While a thread is suspended waiting for connect() and recv(), other threads should be allowed to work
- Multiple threads achieve significant speed-up
 - You could run thousands of threads, but limit your testing to 10 until you know it works correctly
- Common synchronization mechanisms
 - **Mutex** (mutual exclusion): allows only one thread access to critical section; others must wait
 - **Semaphore**: allows up to N concurrent threads
 - **Event**: binary (i.e., ON or OFF) signal

Multi-Threading 3

- Mutex usage
 - Any data structure (e.g., queue) or resource (e.g., screen or disk) modified by parallel threads needs to be protected
 - If not, inconsistencies (data corruption) may result

```
CRITICAL_SECTION cs;  
InitializeCriticalSection (&cs);  
  
EnterCriticalSection (&cs);    // lock  
// critical section here ...  
LeaveCriticalSection (&cs);
```

- Events
 - CreateEvent, WaitForSingleObject, CloseHandle
- See MSDN for additional details

Multi-Threading 4

- A semaphore has a numerical value s attached to it
- Wait on semaphore (operation P)
 - If $s == 0$, the semaphore suspends the calling thread
 - If $s > 0$, the thread is allowed access and s is set to $s-1$
- Release semaphore (operation V)
 - If threads are waiting, unblock one of them and run it
 - Otherwise, increment $s = s + 1$

```
HANDLE sema = CreateSemaphore (...);
DWORD ret = WaitForSingleObject(sema, INFINITE);           // wait
if (ret != WAIT_OBJECT_0)
    // report error

// critical section...

if (ReleaseSemaphore (sema, ...) == FALSE)                // release
    // report error
```