



中国科学院大学  
University of Chinese Academy of Sciences

CS101

# 网络思维-2

连通性，协议栈

[zxu@ict.ac.cn](mailto:zxu@ict.ac.cn)

- 网络思维概述
- 名词术语
- 网页编程
- 连通性
  - 名字空间
  - 网络拓扑
- 协议栈
  - 分组交换
  - Web over Internet
- 网络效应与职业素养

# 1. Connectivity (连通性, 互联互通)

- 连通性往往用一个图表示

- Often expressed as a graph  $G = \langle V, E \rangle$  of two sets

- Set of nodes (vertices):  $V = \{v_1, v_2, \dots, v_n\}$
- Set of edges (links):  $E = \{e_1, e_2, \dots, e_m\}$

- Connectivity studies *naming* and *topology* problems

- Naming: How to name the nodes of a network? How to find a specific node? How to refer to a specific node? 如何命名网络的节点、发现节点、指向节点?
- How are the nodes interconnected? Does the network structure change over time?

网络拓扑如何变化?

- Undirected

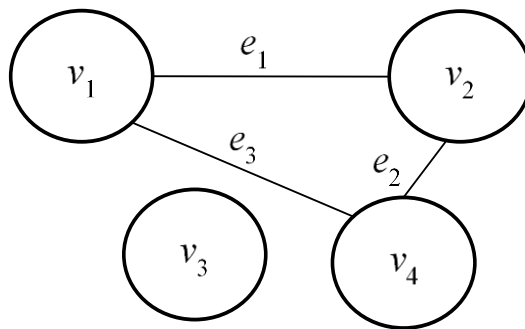
- $V = \{v_1, v_2, v_3, v_4\}$

- $E = \{e_1, e_2, e_3\}$

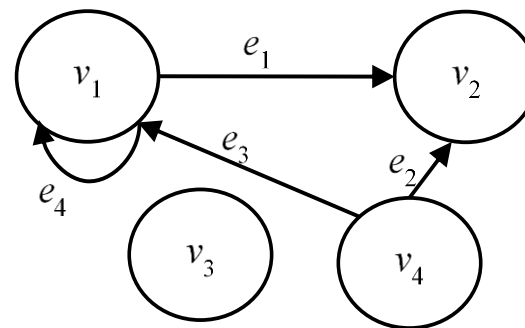
- Directed

- $V = \{v_1, v_2, v_3, v_4\}$

- $E = \{e_1, e_2, e_3, e_4\}$



undirected graph



directed graph

# 1.1 Naming 命名与名字空间

- Every network has one or more **namespaces**
  - Consisting of all names specified by a naming scheme
    - Naming scheme: a function mapping a legitimate string to a node or an edge
    - 一个名字是一个合规字符串

# 1.1 Naming 命名与名字空间

- Every network has one or more **namespaces**
  - Consisting of all names specified by a naming scheme
    - Naming scheme: a function mapping a legitimate string to a node or an edge
  - Specified by a standards body 命名方法往往由志愿者社区标准确定
    - Institute of Electrical and Electronics Engineers (IEEE) 国际电气与电子工程师协会
    - Internet Engineering Task Force (IETF) 国际互联网工程任务组
    - World Wide Web Consortium (W3C) 万维网联盟

Namespace	Instance	Remark on naming schemes
Personal name	Joan Smith	Personal names in a country
WeChat user	中关村民	Any legitimate string per WeChat standard
URL	cs101.ucas.edu.cn/中文/	Universal Resource Locator of a webpage
Internet site	www.ict.ac.cn	Any domain name by IETF standards
Email address	z xu@ict.ac.cn	userName@domainName
IP address	159.226.97.84	Internet Protocol address per IETF standards
Phone number	189-6666-8888	11 decimal digits by Telecom provider standards
MAC address	00-1E-C9-43-24-42	12 hexadecimal digits per IEEE standards

# 命名涉及的三个概念

- **名字**（name）是最广的概念，指代某个实体（entity）
  - 实体往往是网络中的节点，也可以是边
  - 例如，同学们用Go语言编程时使用的变量名 `studentGender := 0`
- **地址**（address）是可直接用于访问所指代实体的名字
  - 例如，采用地址运算符获得的地址 `&studentRank`
  - 例如，汇编语言程序看见的内存地址
  - 不是地址的名字需要转换出地址才能直接访问实体
- **标识符**（identifier，ID）是可唯一标识所指代实体的名字
  - 在某个范围内唯一
  - 例如，一个自然人的身份证号
  - 例如，万维网网址 URL

# Naming issues and considerations

- *Uniqueness*. Does a name map to a unique node? 唯一性
  - The email address namespace enjoys uniqueness, but the namespace of personal names of a country's population does not have uniqueness. There may be multiple persons named Joan Smith, causing *name conflicts*, which in turn may lead to wrong connections.
- 可与身份证号比较（教科书242页）

Namespace	Name (a legitimate string)	Uniqueness
Personal name 自然人姓名	Joan Smith	?
WeChat user 微信用户名	中关村民	?
URL 万维网网址	cs101.ucas.edu.cn/中文/	?
Internet site 因特网域名	www.ict.ac.cn	?
Email address 电子邮件地址	z xu@ict.ac.cn	?
IP address IP地址	159.226.97.84	?
Phone number 手机号码	189-6666-8888	?
MAC address MAC地址	00-1E-C9-43-24-42	?

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Namespace	Name (a legitimate string)	Uniqueness
Personal name	Joan Smith	No
WeChat user	中关村民	No
URL	cs101.ucas.edu.cn/中文/	Yes
Internet site	www.ict.ac.cn	Yes
Email address	z xu@ict.ac.cn	Yes
IP address	159.226.97.84	Yes
Phone number	189-6666-8888	Yes
MAC address	00-1E-C9-43-24-42	Yes



# Naming issues and considerations

- *Friendliness*. Are the names user-friendly, i.e., understandable by humans?  
用户友好性：是否对人（用户）友好，便于用户理解？
  - The eight name schemes in Table have roughly decreasing user friendliness
  - "Joan Smith" is much more understandable than "00-1E-C9-43-24-42", which is the name of the network interface circuitry in a computer, also called MAC address

Namespace	Name (a legitimate string)	User Friendliness
Personal name	Joan Smith	Yes
WeChat user	中关村民	Mostly Yes
URL	cs101.ucas.edu.cn/中文/	Somewhat friendly
Internet site	www.ict.ac.cn	Somewhat friendly
Email address	z xu@ict.ac.cn	Somewhat friendly
IP address	159.226.97.84	No
Phone number	189-6666-8888	No
MAC address	00-1E-C9-43-24-42	No

# Naming issues and considerations

- *Autonomy*. Can a user create or change a name on his own? 自主性
  - Autonomy has the advantage of convenience, but may lead to chaos
  - One may change a URL, but Web links to the old URL become invalid
  - Creating or modifying a name may need to go through a centralized process
    - Involving an authority of name registry

Namespace	Name (a legitimate string)	Autonomy
Personal name	Joan Smith	?
WeChat user	中关村民	?
URL	cs101.ucas.edu.cn/中文/	?
Internet site	www.ict.ac.cn	?
Email address	z xu@ict.ac.cn	?
IP address	159.226.97.84	?
Phone number	189-6666-8888	?
MAC address	00-1E-C9-43-24-42	?

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Namespace	Name (a legitimate string)	Autonomy
Personal name	Joan Smith	Yes
WeChat user	中关村民	Mostly Yes
URL	cs101.ucas.edu.cn/中文/	Hierarchically Centralized
Internet site	www.ict.ac.cn	Hierarchically Centralized
Email address	z xu@ict.ac.cn	Hierarchically Centralized
IP address	159.226.97.84	Hierarchically Centralized
Phone number	189-6666-8888	Choose from a centralized pool
MAC address	00-1E-C9-43-24-42	Hierarchically Centralized

# Naming issues and considerations

- *Name conversion.* An entity can have two namespaces.
  - The Internet site with domain name `www.ict.ac.cn` and IP address `159.226.97.84`
  - The Domain Name System (**DNS**) converts a domain name to its IP address  
**DNS将互联网域名转换为IP地址**
    - `http://www.ict.ac.cn` → `http://159.226.97.84`
- Two types of IP addresses are used today **两类IP地址**
  - **IPv4 addresses** use **32 bits** and can generate  $2^{32}$  different IP addresses
    - Each IPv4 address is organized as a 4-field format `xxx.xxx.xxx.xxx` such as `159.226.97.84`  
**IPv4地址通常写成“.”区分的4个字段，每个从0到255**
    - Each field is a decimal number from 0 to 255 **159.266.97.84是非法的**

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**IPv4地址通常写成“.”区分开的4个字段**
    - Each field is a decimal number from 0 to 255 **159.266.97.84是非法的**
  - **IPv6 addresses** use **128 bits** and can generate  $2^{128}$  different IP addresses
  - \*\*\* Each IPv6 address is an 8-field format (colon-hexadecimal form)  
XXXX:XXXX:XXXX:XXXX:XXXX:XXXX:XXXX:XXXX  
such as 2001:0db8:85a3:0000:0000:8a2e:0370:7334
  - \*\*\***IPv6地址通常写成“:”区分开的8个字段，每个包含4个Hex数**

# Naming issues and considerations

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**IPv4地址通常写成“.”区分的4个字段**
    - Each field is a decimal number from 0 to 255 **159.266.97.84是非法的**
  - **IPv6 addresses** use **128 bits** and can generate  $2^{128}$  different IP addresses
    - \*\*\* such as `2001:0db8:85a3:0000:0000:8a2e:0370:7334`
- IPv4 addresses exhaustion occurred as of November 2019
  - There are  $2^{128-32} = 2^{96}$  times as many IPv6 addresses as IPv4 addresses
  - **2019年11月，全球IPv4地址已穷尽**

# 万维网网址 URL

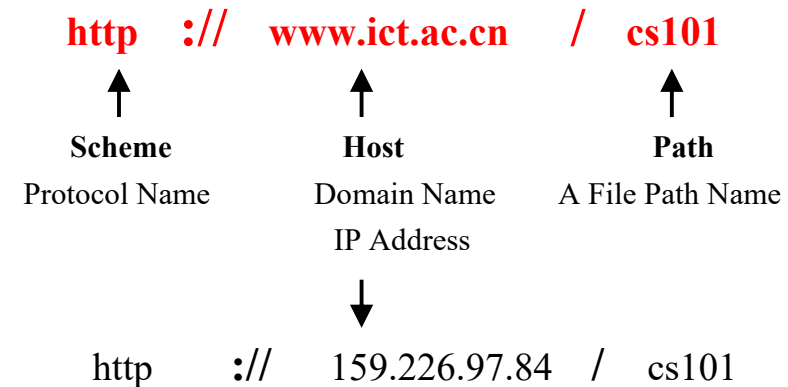
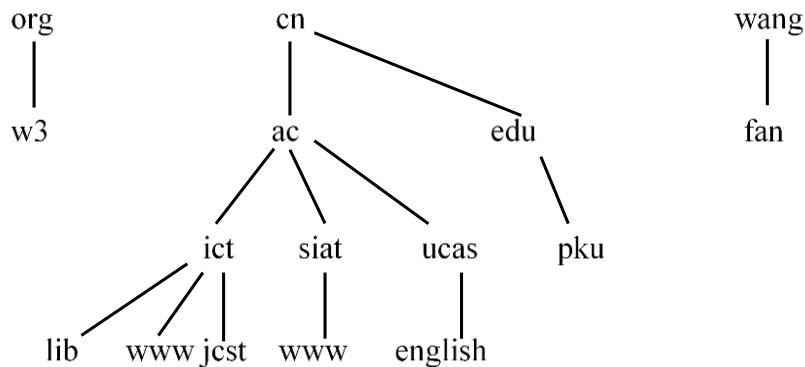
- Uniform Resource Locator 入门知识

http	://	cs101ucas.edu.cn	/中文/
协议		网站（域名或IP地址）	路径

- 其他协议：
  - file: 访问本计算机的文件
  - ftp: 访问互联网上任意计算机的文件
  - https: 安全地访问Web资源
  - mailto: 访问电子邮件地址

# Domain name hierarchy and URL

- 给定域名树，What is the URL of the homepage 首页 of the following institutions?
  - Fan Wang
  - Journal of Computer Science and Technology
  - Peking University
  - Shenzhen Institute of Advanced Technology
  - The World Wide Web Consortium
  - The University of Chinese Academy of Sciences
- Check your answers by accessing the URLs

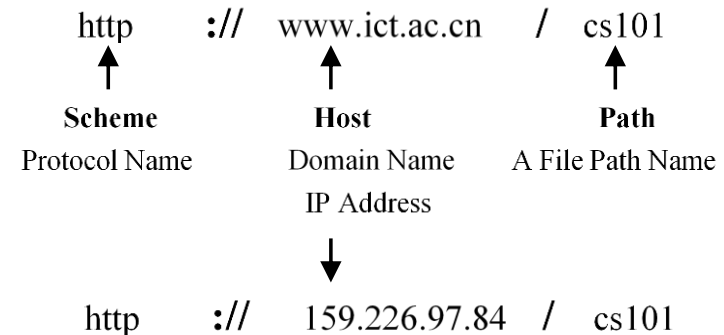
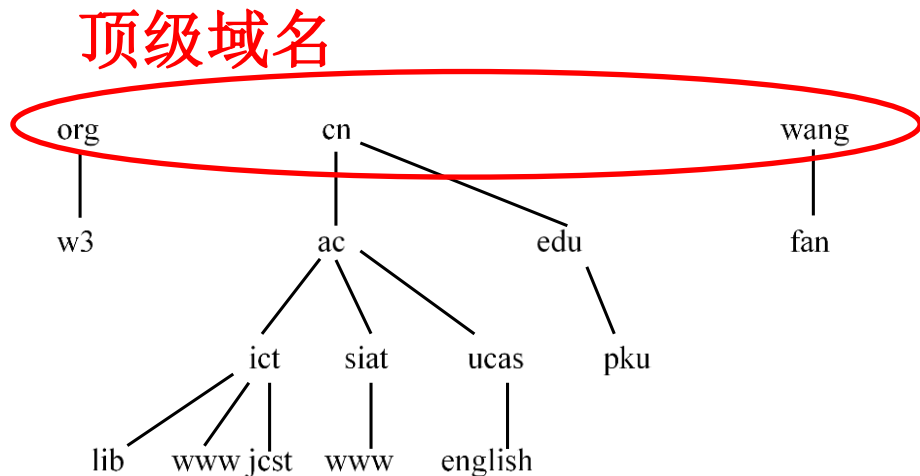




# Domain name hierarchy and URL

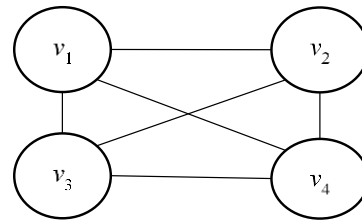
- What is the URL of the homepage of each of the following institutions? What is the **top-level domain**?

• http://fan.wang/	wang	.wang
• http://jcst.ict.ac.cn/	cn	.cn
• http://pku.edu.cn/	cn	.cn
• http://www.siat.ac.cn/	cn	.cn
• http://w3.org/	org	.org
• http://English.ucas.ac.cn	cn	.cn

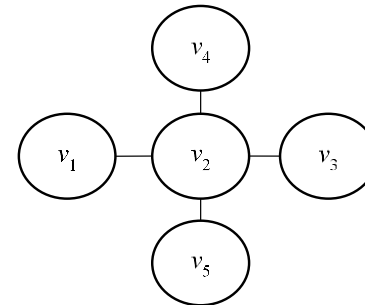


## 1.2 Topology 网络拓扑

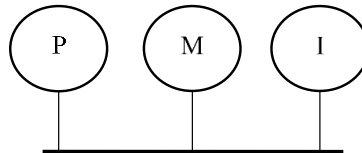
- Three types of networks 静态网络、动态网络、演化网络
  - A **static network** does not change nodes and edges
  - A **dynamic network** does not change nodes; may change edges
    - At one moment, the bus connects the processor (P) and the memory (M)
    - At the next moment, the bus connects the memory (M) and an input device (I)
      - The bus supports a *shared-media network*, while the crossbar supports a *switching network*
  - An **Evolutionary network** change both nodes and edges over time
    - Internet, WWW



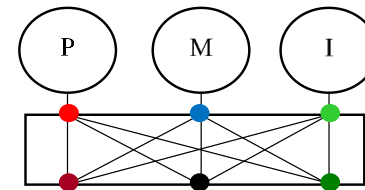
(a) A fully connected graph



(b) A star network



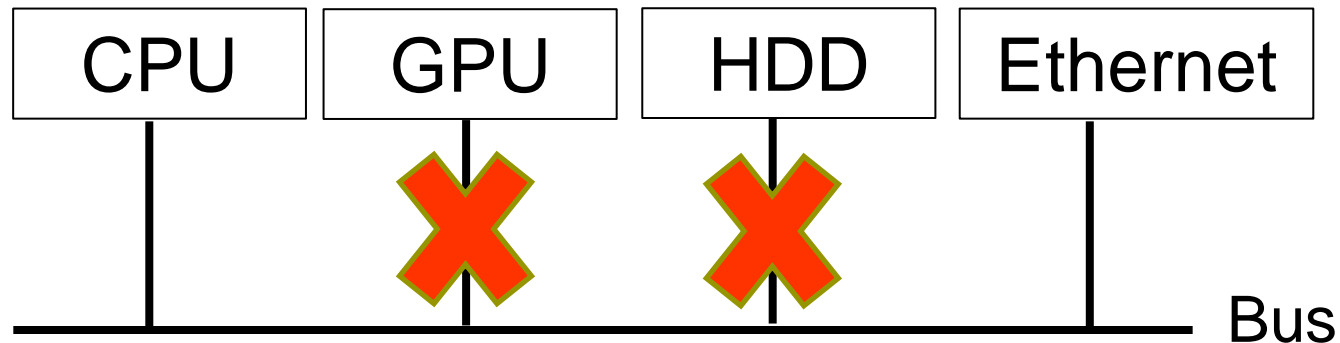
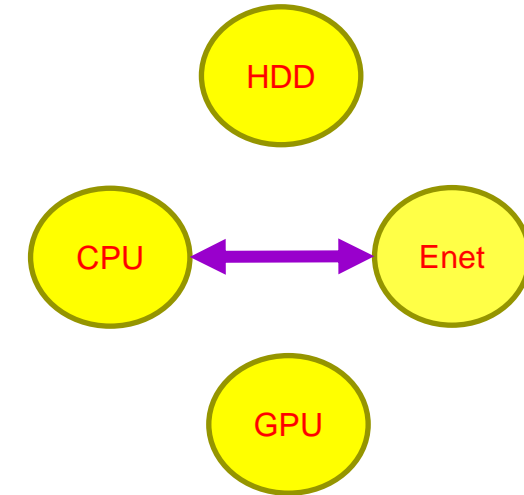
Nodes connected by (c) a bus



(d) a crossbar switch

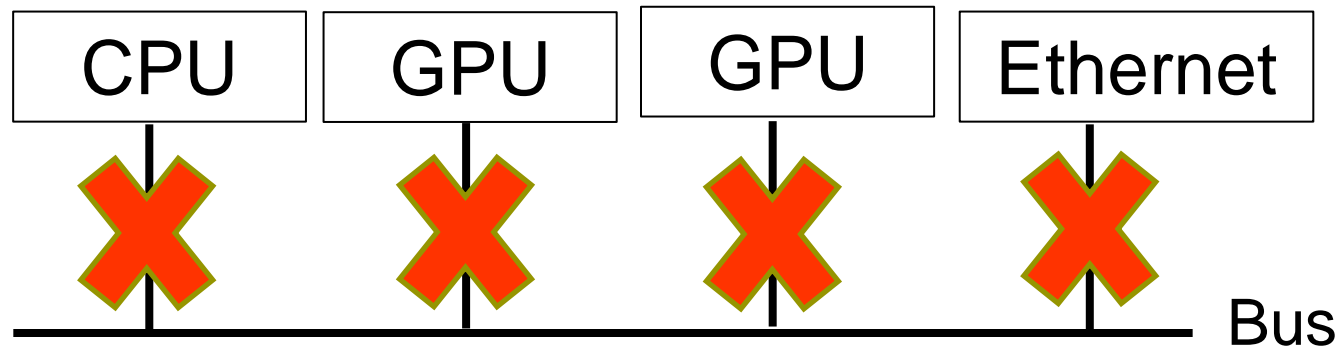
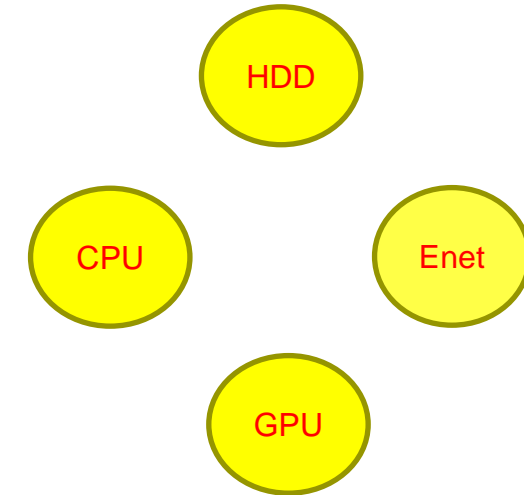
# How does a dynamic network work?

- Bus arbitration 总线仲裁例子
  - Time interval 1: CPU connects to Ethernet



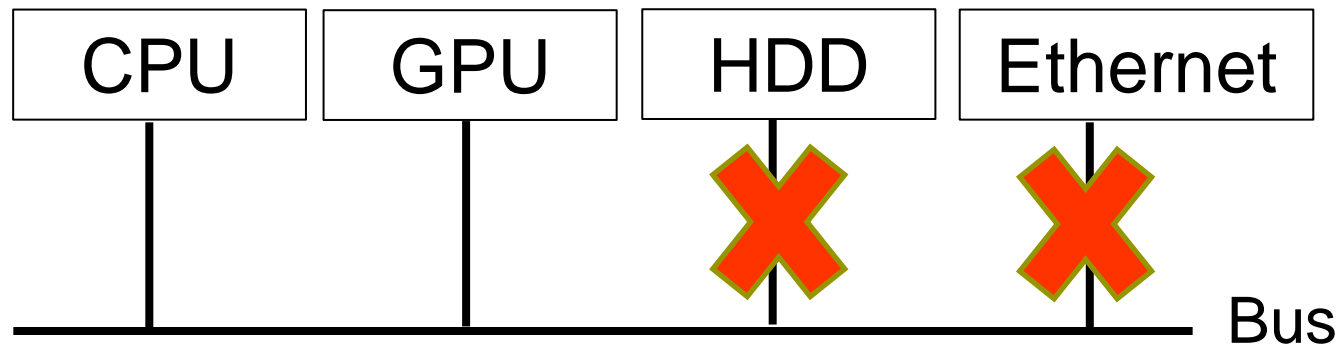
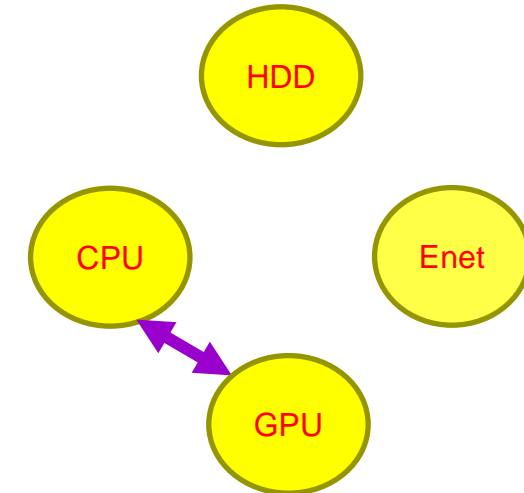
# How does a dynamic network work?

- Bus arbitration
  - Time interval 1: CPU connects to Ethernet
  - End of interval 1: Bus arbitration operation
    - Switch to a new connection



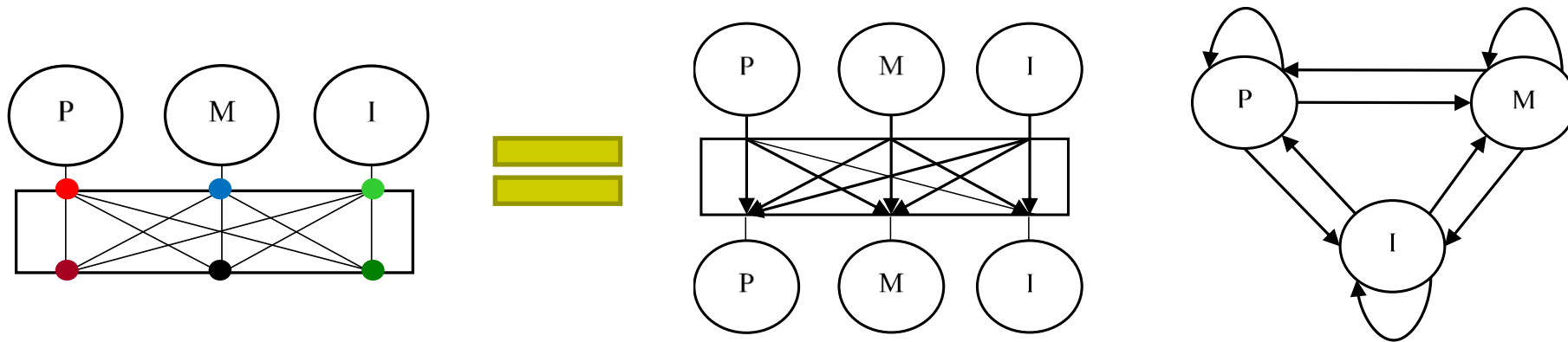
# How does a dynamic network work?

- Bus arbitration
  - Time interval 1: CPU connects to Ethernet
  - End of interval 1: Bus arbitration operation
    - Switch to a new connection
  - Time interval 2: CPU connects to GPU



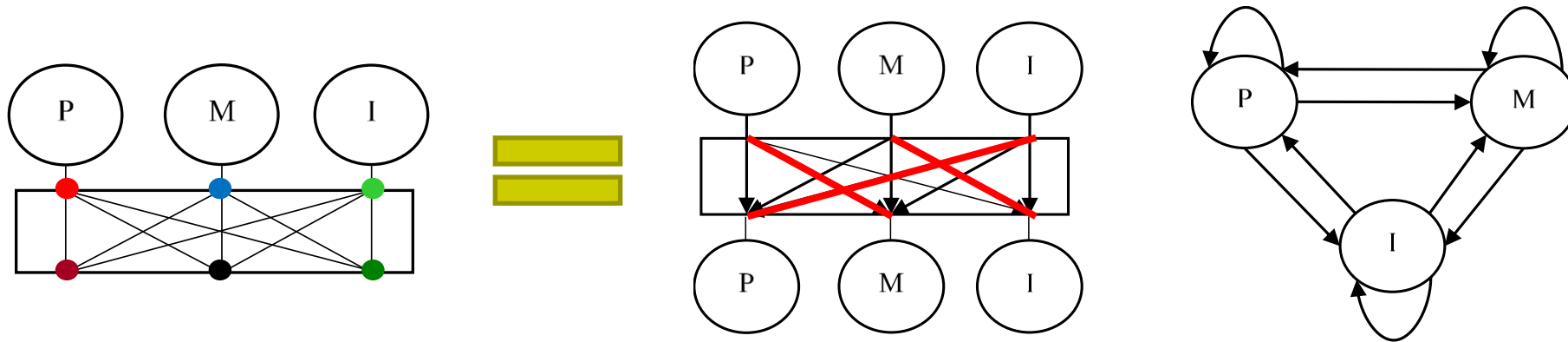
# Switch 交换机 交叉开关, 比总线成本更高

- All nodes of the network are dynamically connected
  - Switch = dynamic fully-connected network



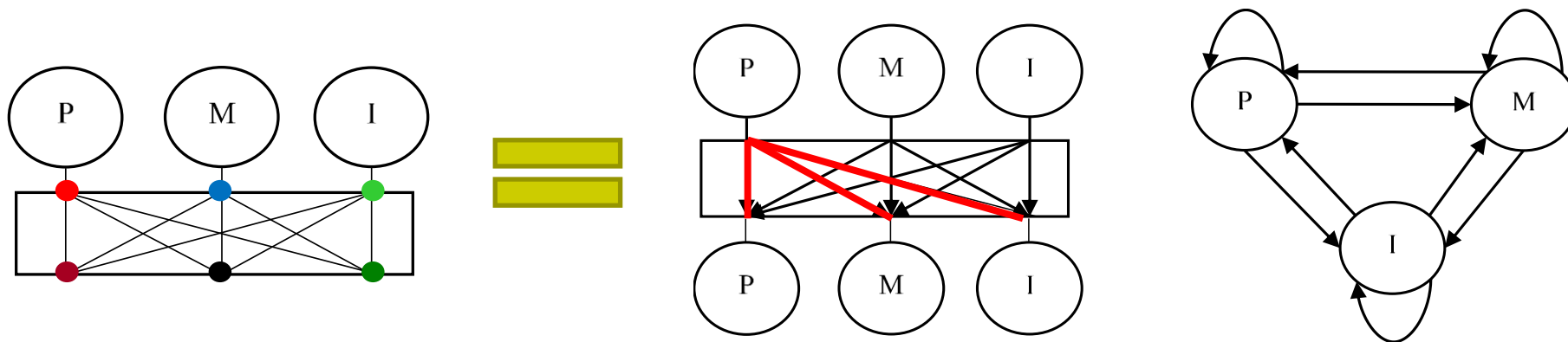
# Switch 交换机 交叉开关 (crossbar switch)

- All nodes of the network are dynamically connected
  - Switch = dynamic fully-connected network
- Can be configured to realize any connection
  - Interval 1: Permutation,  $\{P \rightarrow M, M \rightarrow I, I \rightarrow P\}$  置换



# Switch 交换机 交叉开关

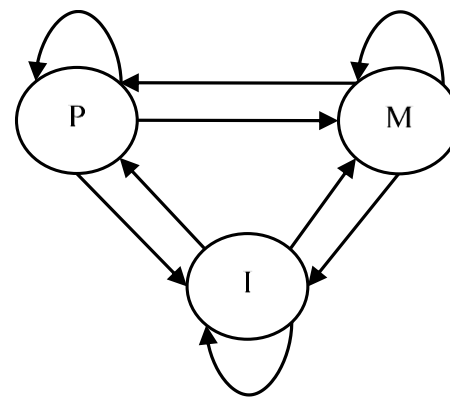
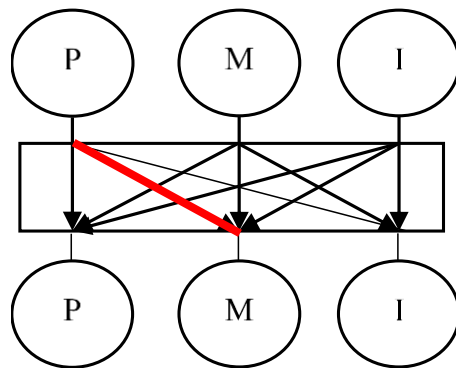
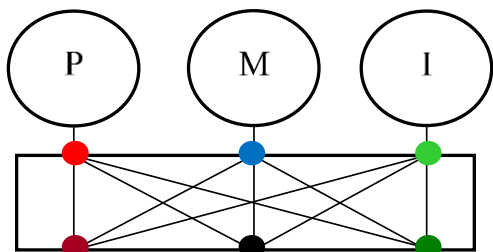
- All nodes of the network are dynamically connected
  - Switch = dynamic fully-connected network
- Can be configured to realize any connection
  - Interval 1: Permutation,  $\{P \rightarrow M, M \rightarrow I, I \rightarrow P\}$
  - Interval 2: Broadcast,  $\{P \rightarrow P, P \rightarrow M, P \rightarrow I\}$  广播





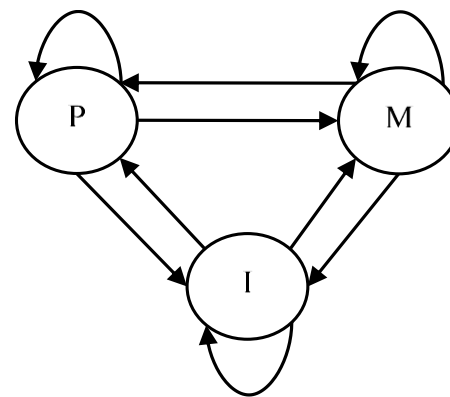
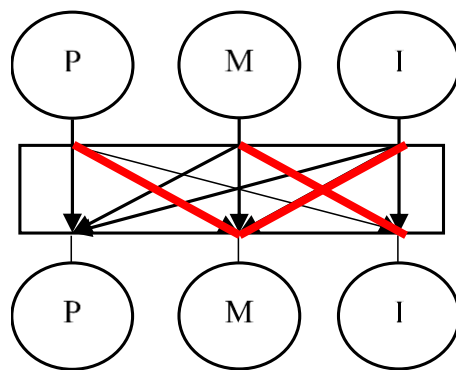
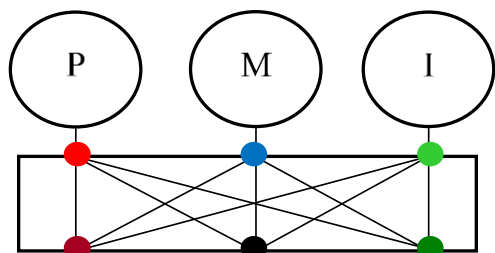
# Switch 交换机 交叉开关

- All nodes of the network are dynamically connected
  - Switch = dynamic fully-connected network
- Can be configured to realize any connection
  - Interval 1: Permutation,  $\{P \rightarrow M, M \rightarrow I, I \rightarrow P\}$
  - Interval 2: Broadcast,  $\{P \rightarrow P, P \rightarrow M, P \rightarrow I\}$
  - Interval 3: Point-to-point,  $\{P \rightarrow M\}$  点到点



# Switch 交换机 交叉开关; 可实现任意连通?

- All nodes of the network are dynamically connected
  - Switch = dynamic fully-connected network
- Can be configured to realize any connection
  - Interval 4:  $\{P \rightarrow M, M \rightarrow I, I \rightarrow M\}$  不行!
- 可实现任意无冲突连通



# 课堂小测验

- 姓名:                      学号:
- 关于连通性, 请指出下述哪一个断言是正确的 ( )
  - A. 一个IPv4地址有32比特, 可指称 $2^{32}$ 个互联网节点
  - B. DNS将IP地址转换为互联网域名
  - C. cs101.ucas.edu.cn的顶级域名是cs101
  - D. 总线是静态网络



# 2. Protocol stack 协议栈

- A network uses a **protocol stack** to communicate messages
  - A set of layers of protocols
  - We focus on one stack
- Key terms
  - Message and packet  
消息 **vs.** 分组（包、数据包）
    - Packet is part of a message
  - Circuit switching  
versus packet switching  
线路交换 **vs.** 分组交换
  - The Web over Internet stack
    - HTTP
    - TCP
    - IP
    - Ethernet or WiFi
    - Wired or wireless

## 互联网协议栈

### The Web over Internet Stack

Layer	Protocol	Purpose
Application Layer Layer 5	HTTP	Access hypertext resources on a Web server from a Web client
Transport Layer Layer 4	TCP	Reliably transfer packets between two Internet hosts
Network Layer Layer 3	IP	Transfer packets between two Internet hosts in the best-effort way
Data Link Layer Layer 2	Ethernet, WiFi	Reliably transfer packets between two homogeneously connected devices
Physical Layer Layer 1	Wired or wireless, electrical or optical, cables or waveforms	Provide physical communication channels Transfer signals of individual bits

## 2.1 线路交换与分组交换（包交换）

- 两种主要的通信方法
  - 传统的电话通信采用线路交换，计算机网络采用分组交换
- 线路交换（**circuit switching**）
  - 假设A与B要通话
    - 建立一条从A到B的物理线路
    - 在整个通话时间，这条物理线路一直被A和B的会话独占
  - 传统电话通信采用的线路交换技术使用了上百年，质量好，但通信线路效率低（2%）

# 线路交换与分组交换

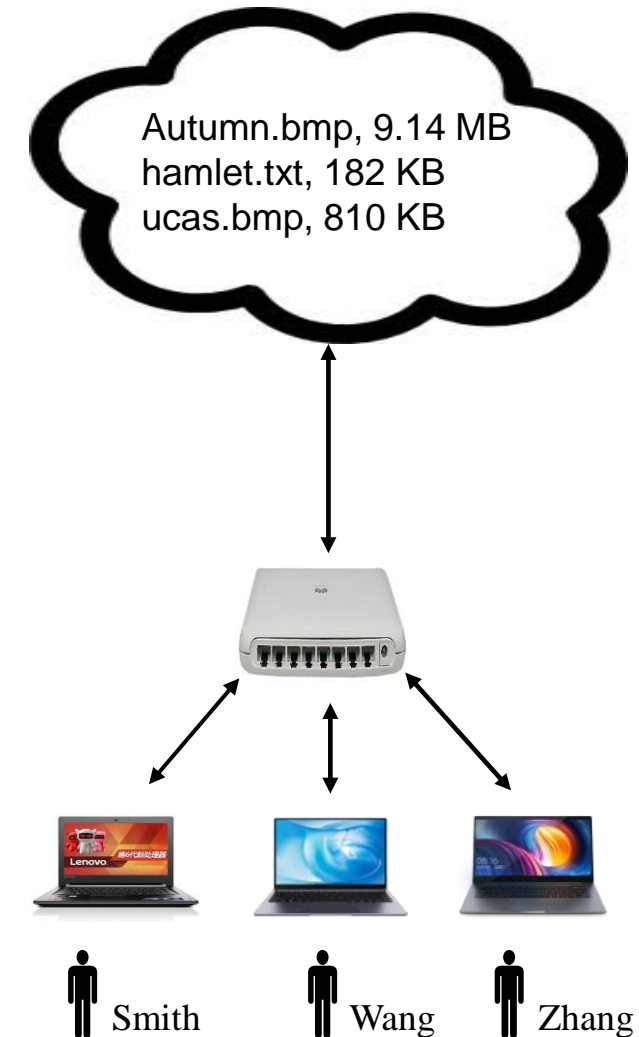
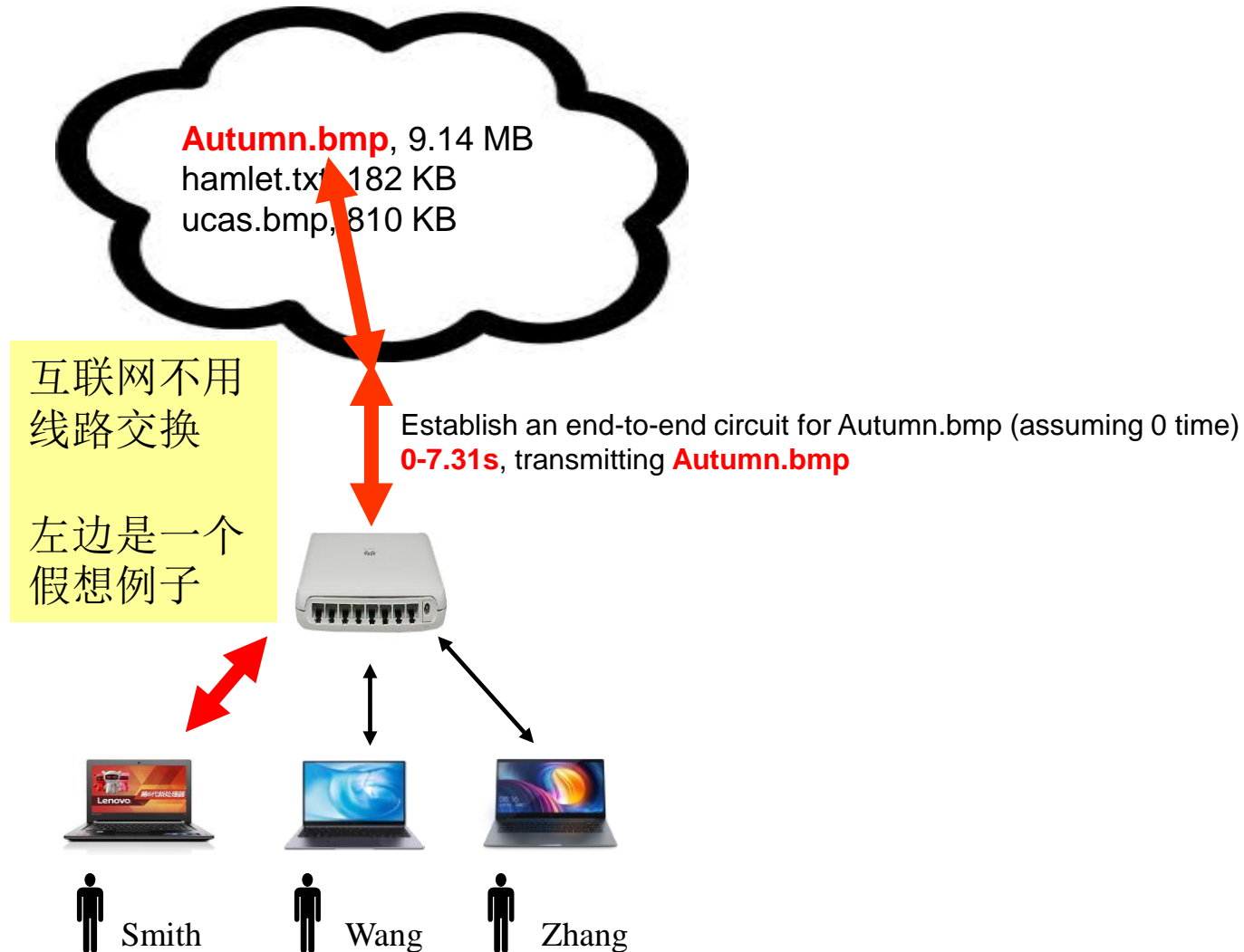
- 两种主要的通信方法
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- 线路交换（**circuit switching**）
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    - 建立一条从A到B的物理线路
    - 在整个通话时间，这条物理线路一直被A和B的会话独占
- 分组交换（**packet switching**）
  - 假设A要送一条消息给B
    - 将消息拆成很多小单元，称为“包”或“分组”（**packet**）
    - 通信线路每个时刻只在传输一个包
    - 但在1秒钟的时段内，通信线路传递来自多个用户的多个消息的多个包
      - 100个用户感受到：多条消息同时在一条物理线路上传播

# Circuit switch

vs.

# packet switch

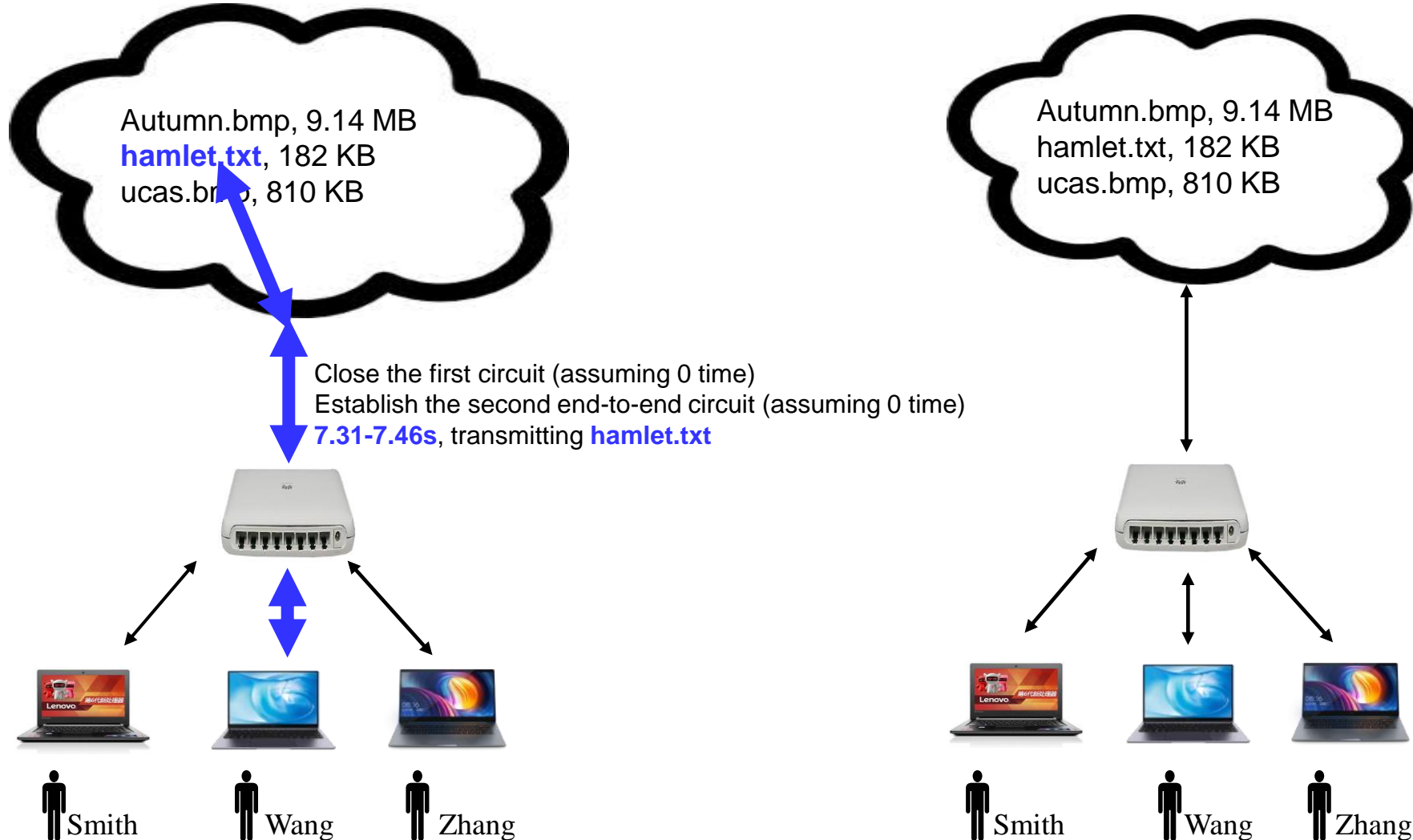
Assumptions for both systems: (1) 10 Mbps; (2) all three tasks start at 0; (3) ignore all overheads



# Circuit switch vs. packet switch

Assumptions for both systems:

(1) 10 Mbps; (2) all three tasks start at 0; (3) ignore all overheads





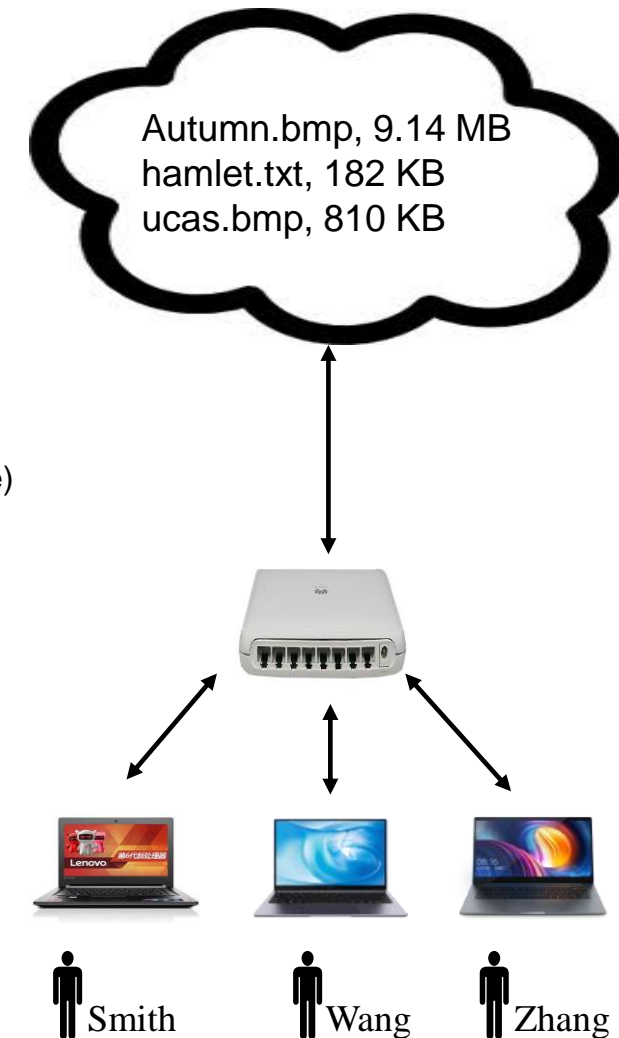
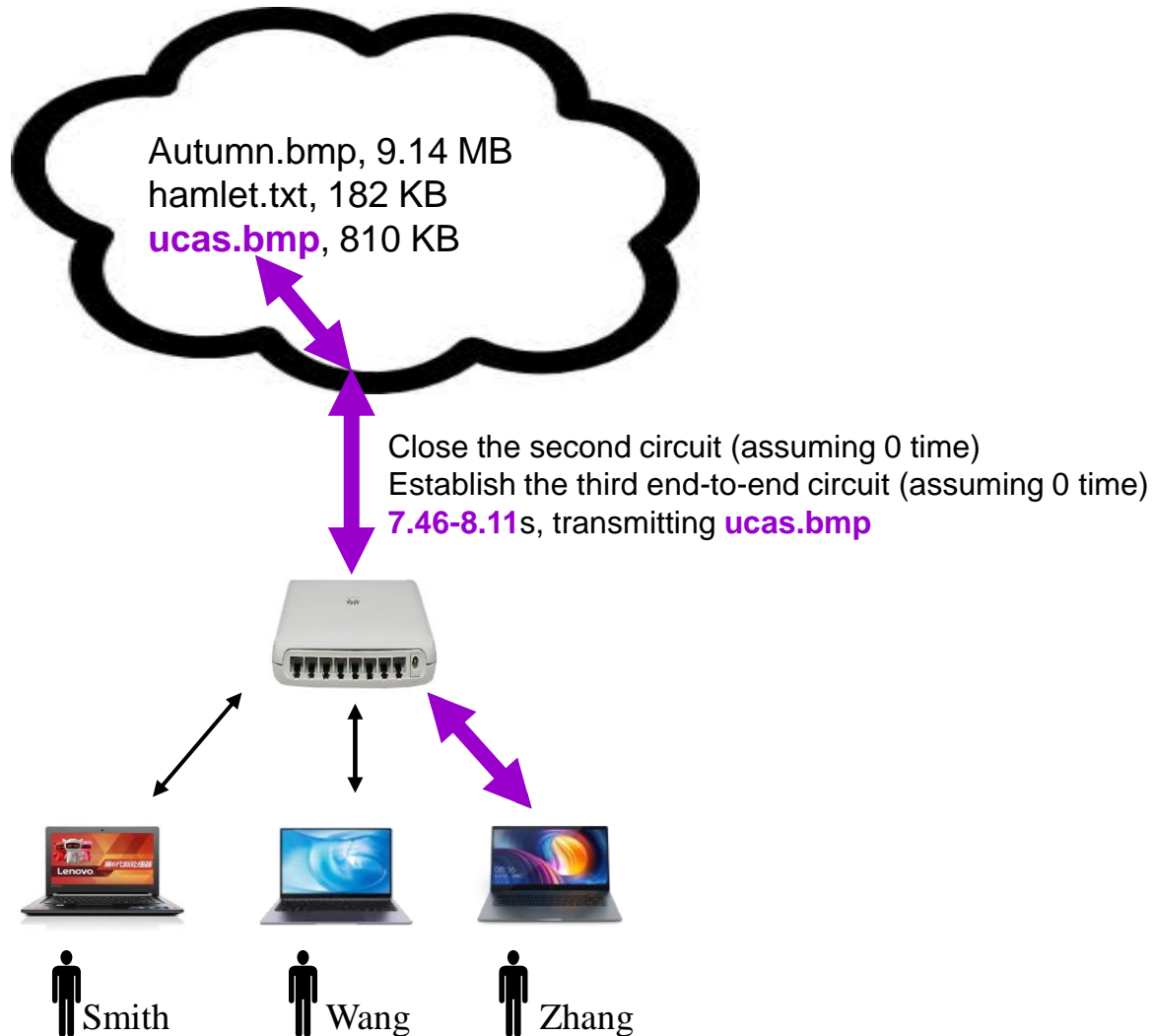
# Circuit switch

vs.

# packet switch

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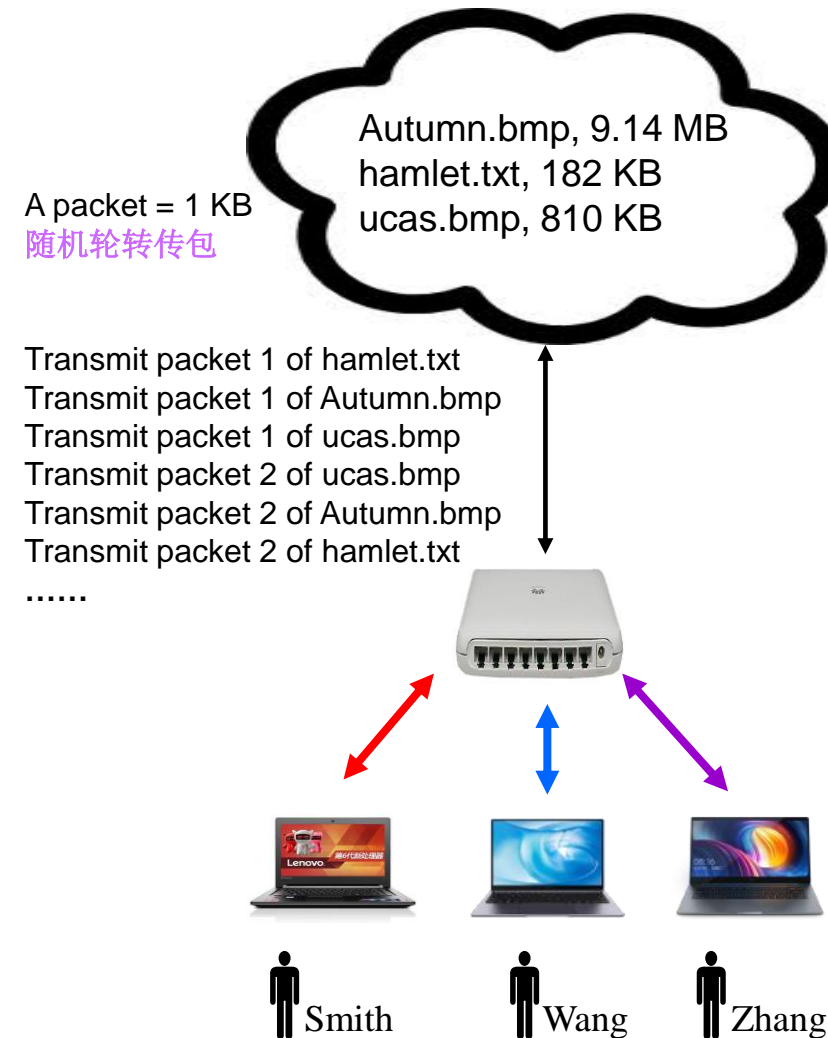
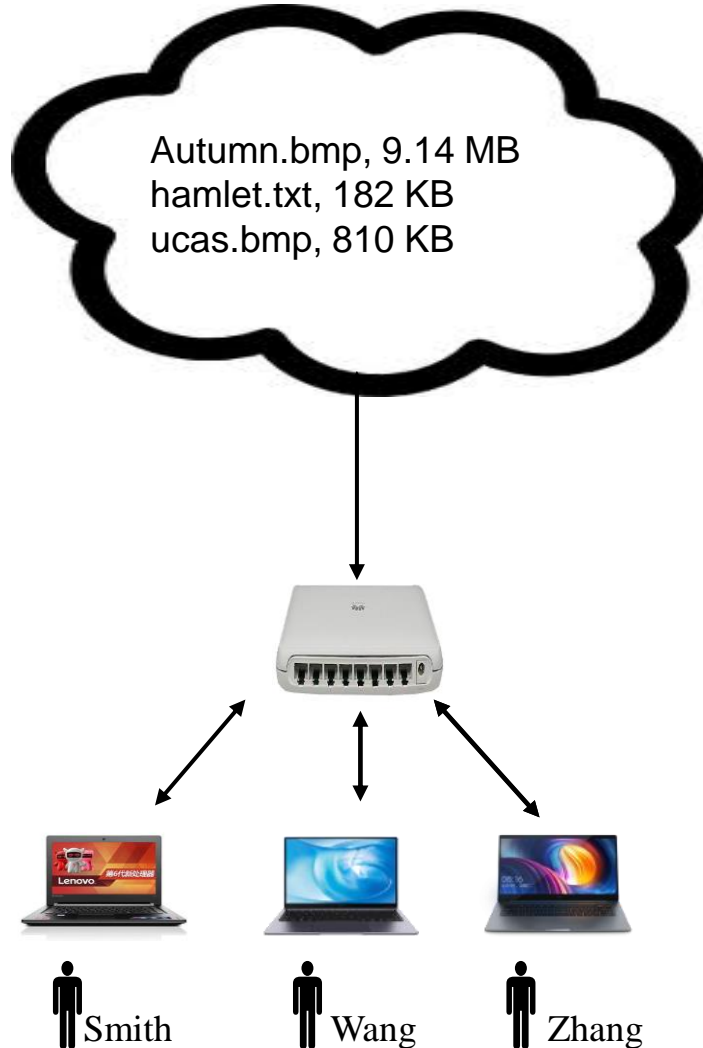
# Circuit switch

vs.

# packet switch

Assumptions for both systems:

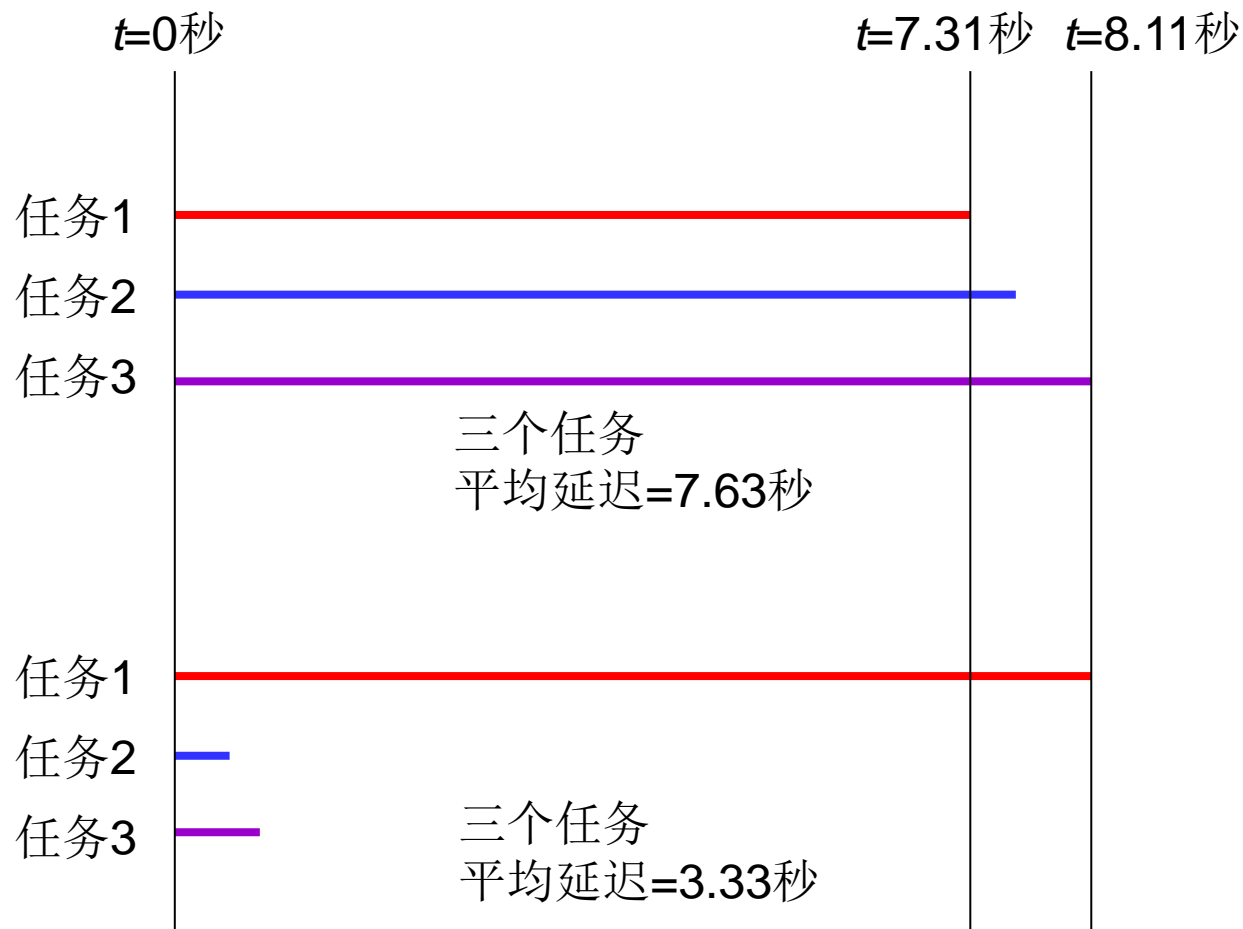
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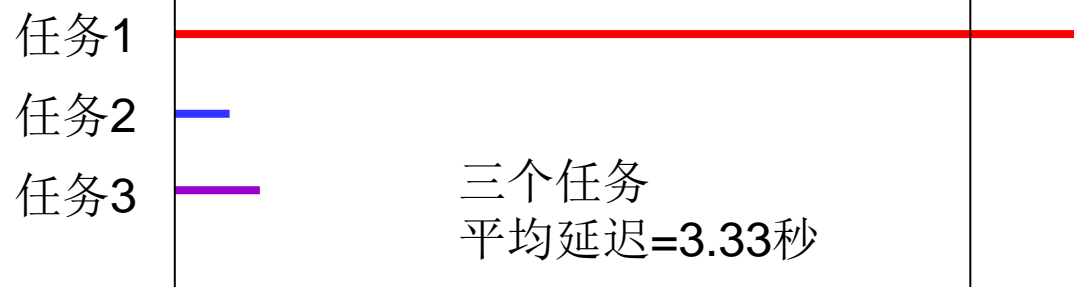
# 假设三个下载任务使用10 Mbps带宽资源

分组交换平均延迟更小，且任务1没有阻塞其他任务

## Circuit switch 线路交换



## Packet switch 分组交换



# 包格式 A packet has two parts

header and body

- Packet body is the payload data
- Packet header holds various metadata
  - Addresses of source and destination nodes
  - Error check information, e.g., Cyclic Redundancy Check (CRC)
  - Other information, e.g., control information
- Part of header may come after body
- Think of post mail
  - Body = Letter
  - Header = Envelop

包体是载荷数据

包头是3类元数据

地址

查错

其他信息

## Format of an Ethernet packet 以太网帧

7 bytes	1 byte	6 bytes	6 bytes	2 bytes	46-1500 bytes	4 bytes
Preamble	Frame Delimiter	Destination MAC Address	Source MAC Address	Type	Data (Payload)	CRC

# 以太网的帧格式 对比 WiFi的帧格式

字节数		包头				包体	总计
		地址	查错	其他	小计		
以太网 802.3	最小包	12	4	10	26	46	72
	最大包	12	4	10	26	1500	1538
WiFi 802.11	最小包	24	4	6	34	0	34
	最大包	24	4	6	34	2312	2346

以太网 (IEEE 802.3) 帧格式

7 bytes	1 byte	6 bytes	6 bytes	2 bytes	46-1500 bytes	4 bytes
Preamble	Frame Delimiter	Destination MAC Address	Source MAC Address	Type	Data (Payload)	CRC

WiFi (IEEE 802.11) 帧格式

2 bytes	2 bytes	6 bytes	6 bytes	6 bytes	2 bytes	6 bytes	0-2312 bytes	4 bytes
Frame Control	Duration	Address 1	Address 2	Address 3	Sequence	Address 4	Data (Payload)	CRC

# 2.2 Protocol stack 协议栈

- A network uses a **protocol stack** to communicate messages
  - A set of layers of protocols
  - We focus on one stack
- Key terms
  - Message and packet  
消息 vs. 分组（包、数据包）
    - a message is divided into one or more packets
  - Circuit switching  
versus packet switching  
线路交换 vs. 分组交换
  - The Web over Internet stack
    - HTTP
    - TCP
    - **IP (Internet Protocol)**
    - Ethernet or WiFi
    - Wired or wireless

## 互联网协议栈

### The Web over Internet Stack

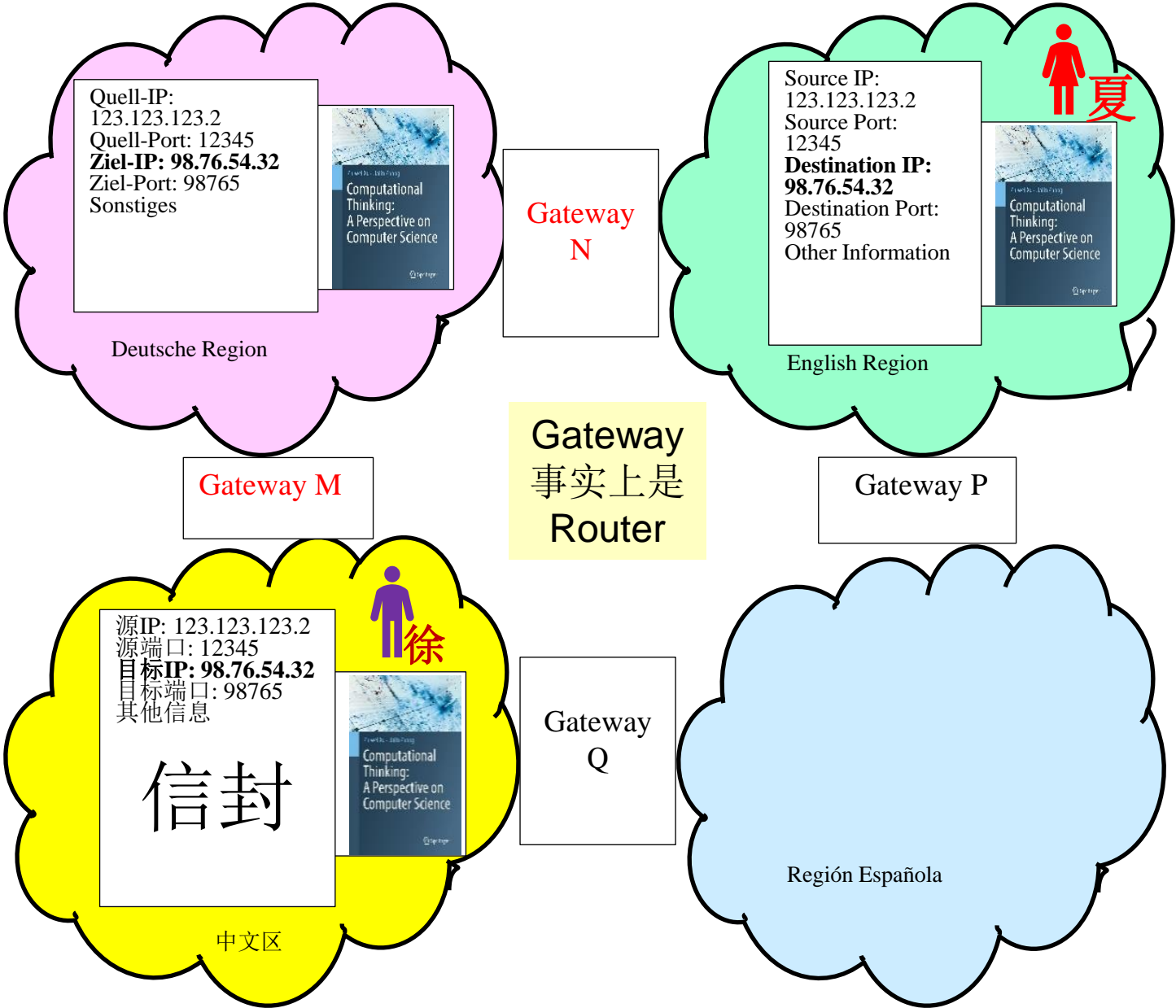
Layer	Protocol	Purpose
Application Layer Layer 5	HTTP	Access hypertext resources on a Web server from a Web client
Transport Layer Layer 4	TCP	Reliably transfer <b>TCP packets</b> between two Internet hosts
Network Layer Layer 3	IP	Transfer IP datagrams <b>数据报</b> Between two Internet hosts in a best-effort way
Data Link Layer Layer 2	Ethernet, WiFi	Reliably transfer <b>frames 帧</b> between two homogeneously connected devices
Physical Layer Layer 1	Wired or wireless, electrical or optical, cables or waveforms	Provide physical communication channels Transfer signals of individual <b>bits 比特</b>

# 为什么需要IP?

- 邮局示例：徐志伟送新书图片给夏煜涵
  - 明信片方式不能解决异构网络问题



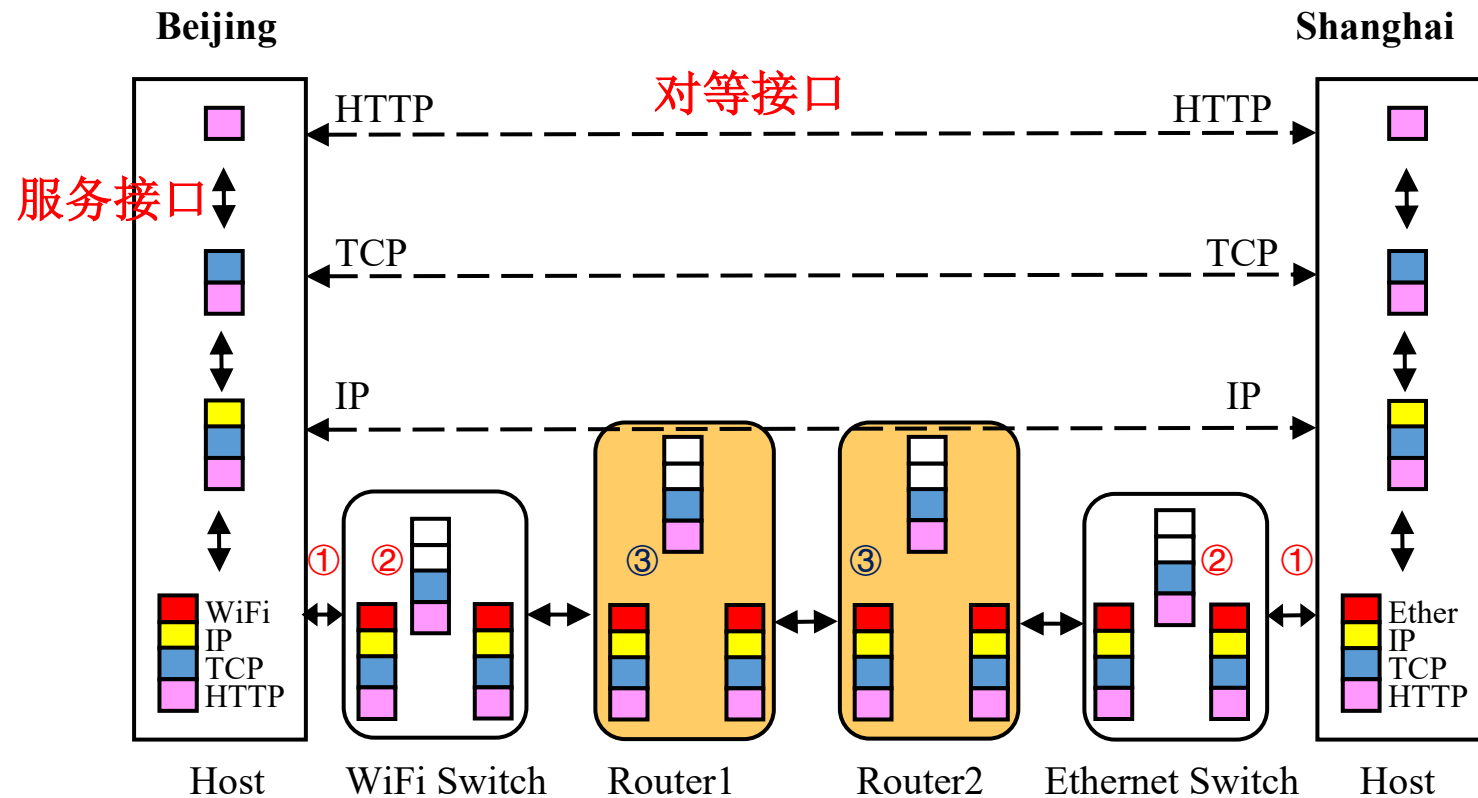
# 信件方式能够解决异构网络问题





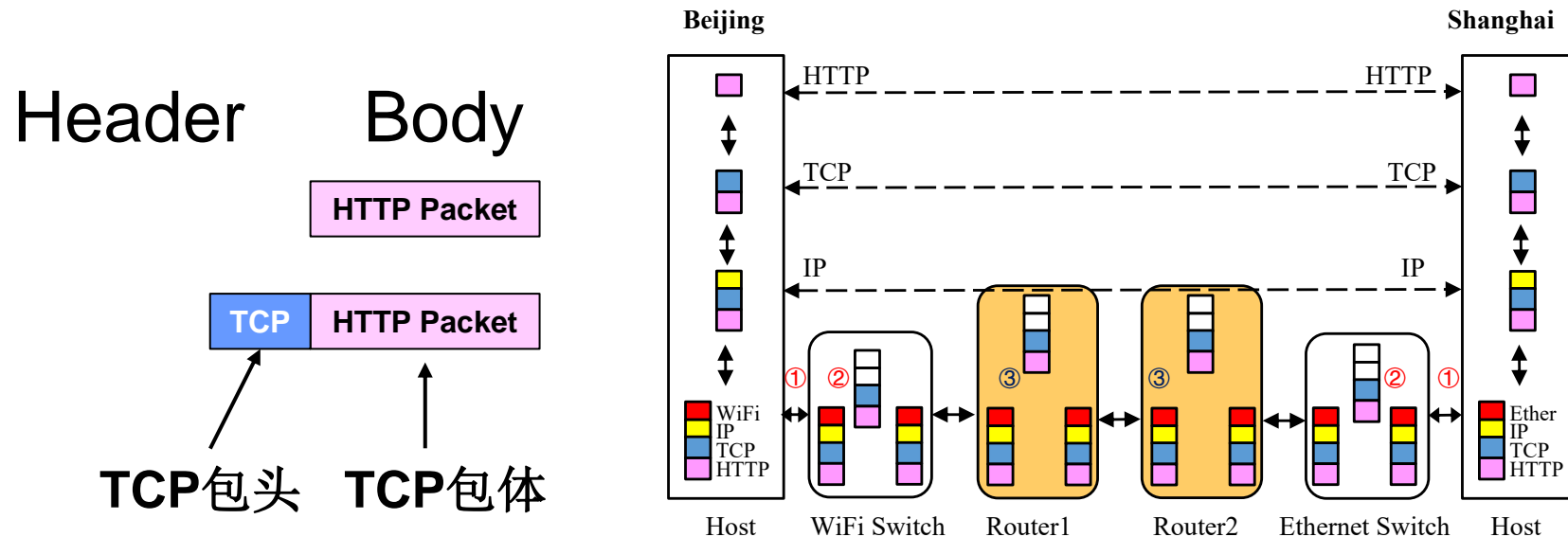
# HTTP GET request and response messages

- Request message: `http://www.shanghaitech.edu.cn/`
  - Sent to the server as a stream of packets
- Response message: the contents of the home page
  - Sent from the server as a stream of packets



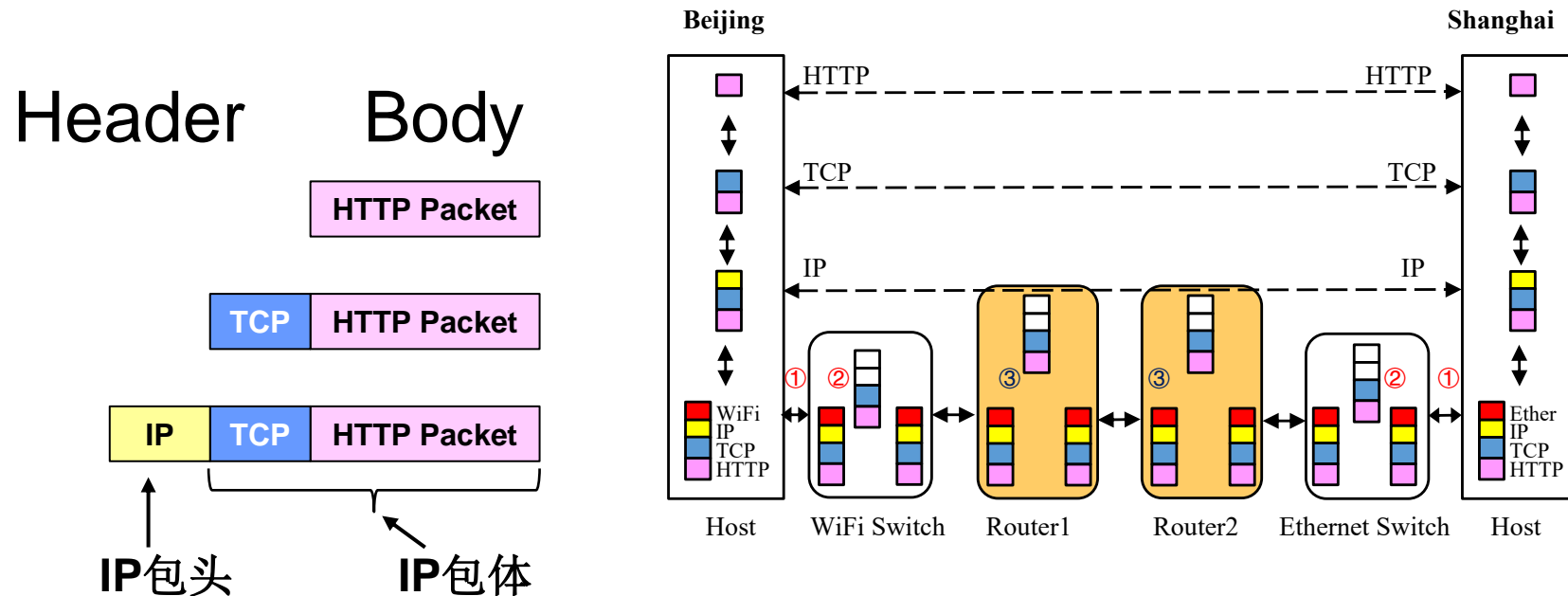
# How is the response message communicated

- Response message, i.e., the contents of the home page, is divided into a number of packets, i.e., slices of the message
  - Each HTTP packet is turned into an Ethernet packet as follows 打包
    - HTTP packet (pink) is handed to the TCP layer as the body of a TCP packet
    - TCP layer adds a TCP header (blue) to form a TCP packet
    - The TCP packet is handed over to the IP layer as the IP packet body
    - The IP layer adds an IP header (yellow) to form an IP packet
    - Finally, the IP packet is handed over to the data link (Ethernet) layer as the Ethernet packet body
    - The Ethernet layer adds an Ethernet header (red) to form an Ethernet packet



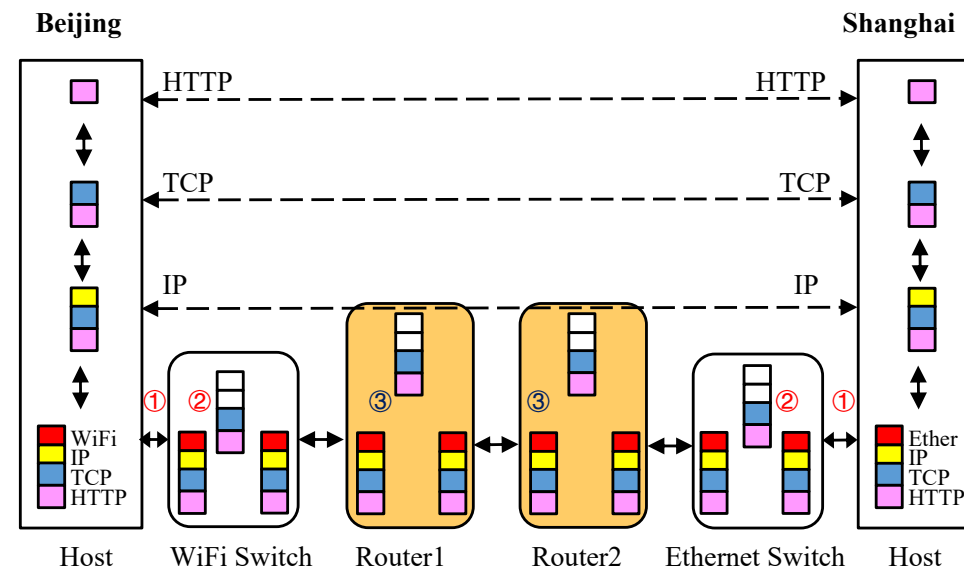
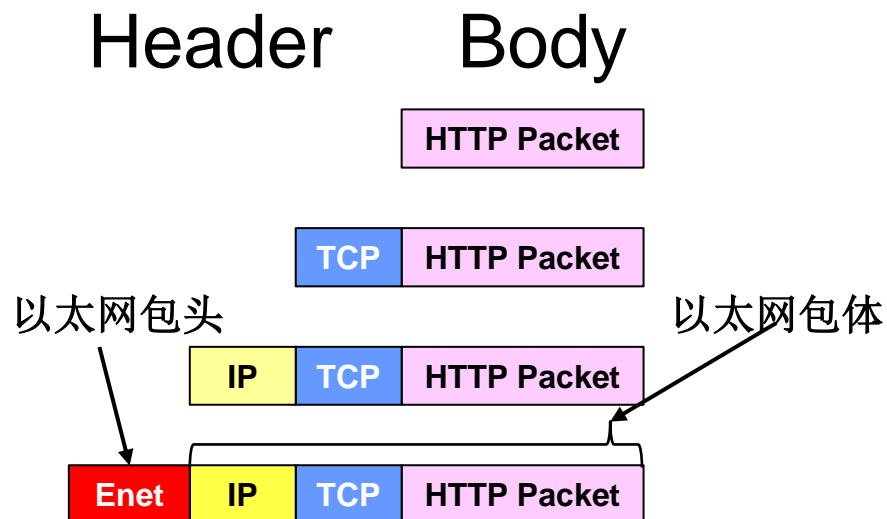
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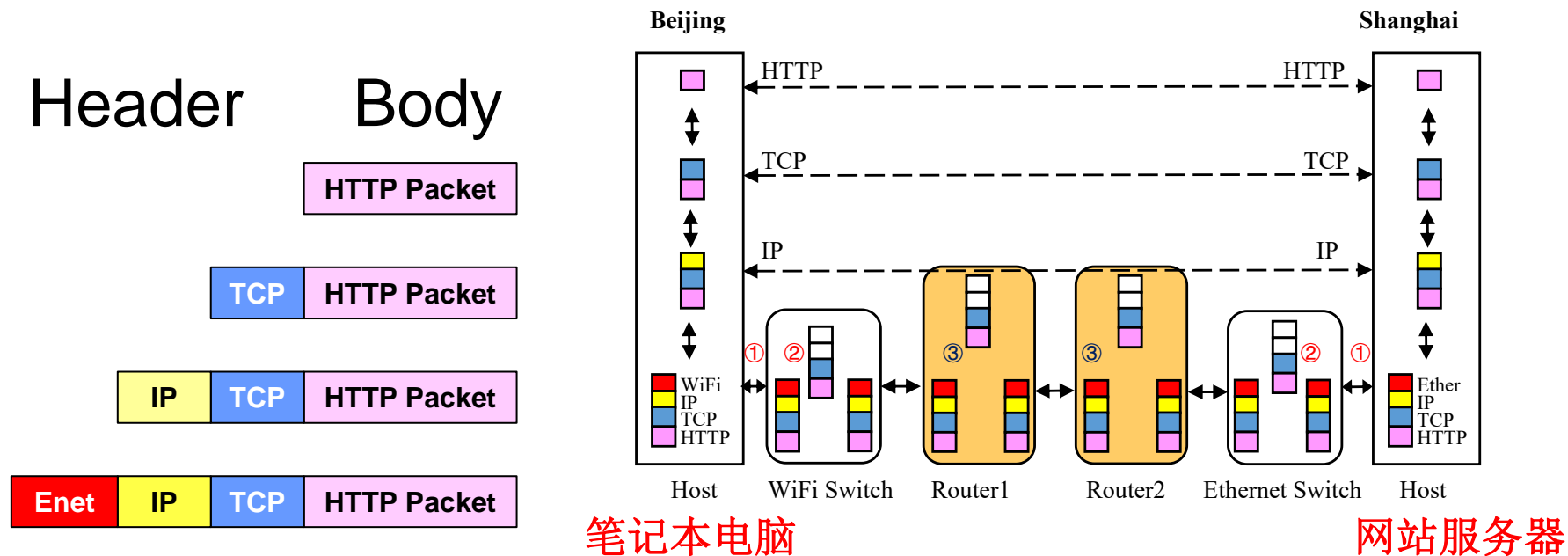
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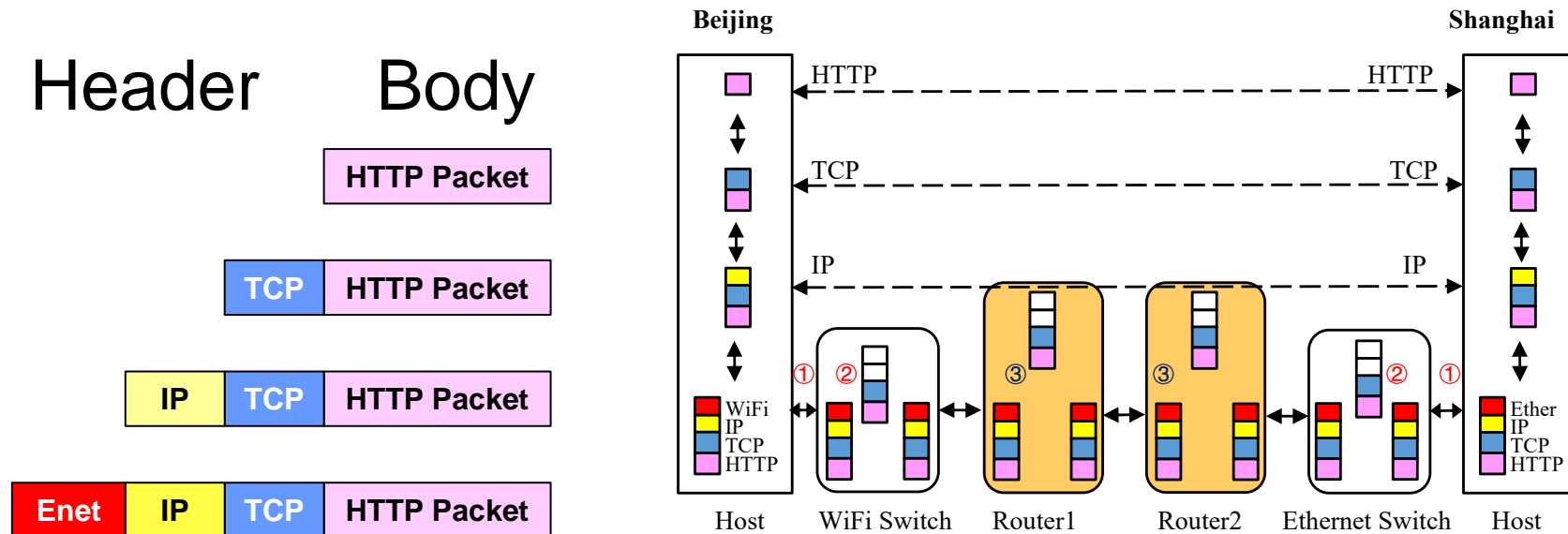
# How is the response message communicated

- Each HTTP packet is communicated as follows 传输
  - ① The server host sends an HTTP packet, wrapped as an Ethernet packet, to the Ethernet switch
  - ② The switch opens the packet to reveal the Ethernet and the IP headers, and then adds a new header to form a new Ethernet packet
  - ③ When the packet arrives at Router2, the router opens the packet to reveal both the Ethernet and the IP headers and then form a new Ethernet packet by reformatting the packet and adding a new Ethernet header
  - Similar steps take place at Router1 (③) and the WiFi Switch (②), and then a WiFi packet arrives at the laptop computer host (①)



# How is the response message communicated

- Each HTTP packet is communicated as follows 解包
  - After a WiFi packet arrives at the laptop computer host in Beijing, it is unpacked by the host (the laptop computer) to reveal
    - the IP packet,
    - the TCP packet, and finally
    - the HTTP packet, i.e., a slice of the message



# Does Zhang need to worry about TCP/IP and Ethernet when surfing the Web?

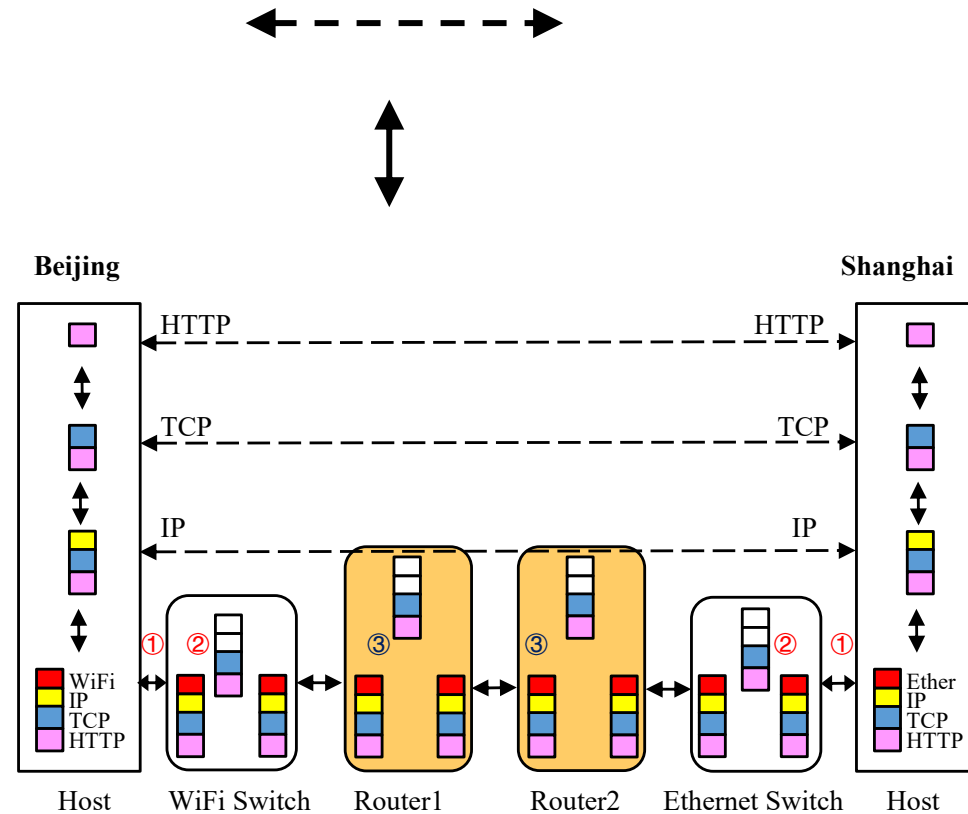
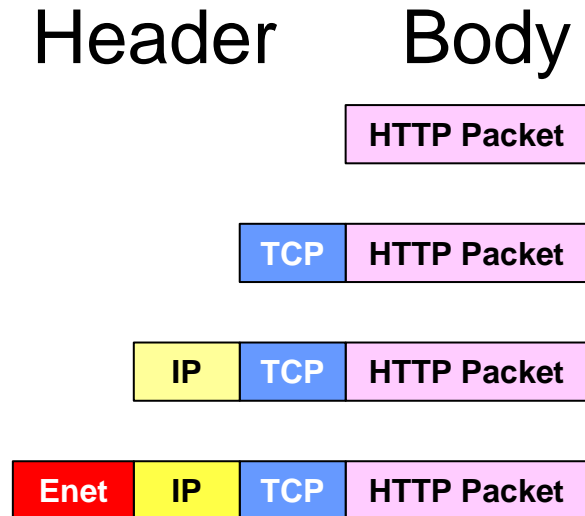
张蕾访问上海科大网站时，需要操心TCP/IP与以太网吗？

- No! A user only needs to know the peering interface HTTP
- Two types of interfaces
  - Peering interface for user

对等接口

- Service interfaces for implementation

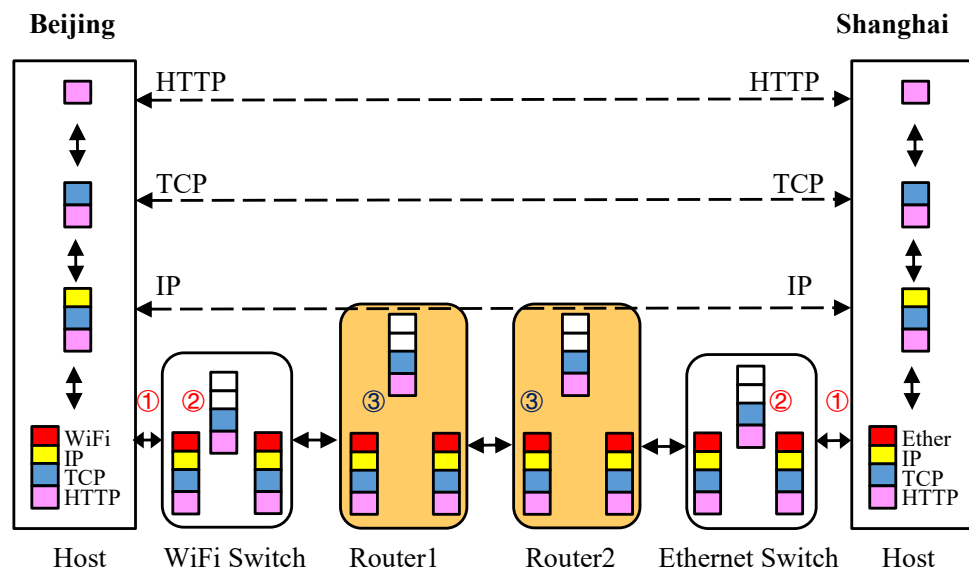
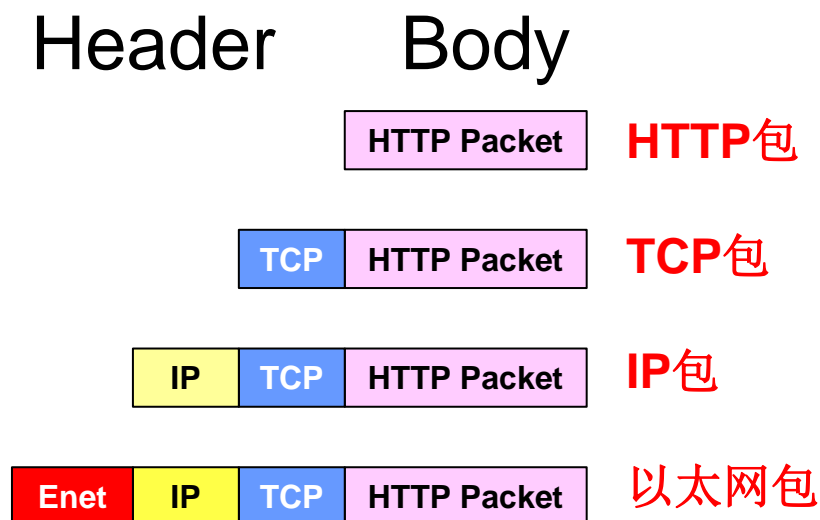
服务接口



Can one send an upper layer packet  
without also sending a lower layer packet?

能否只传HTTP包  
不传IP包

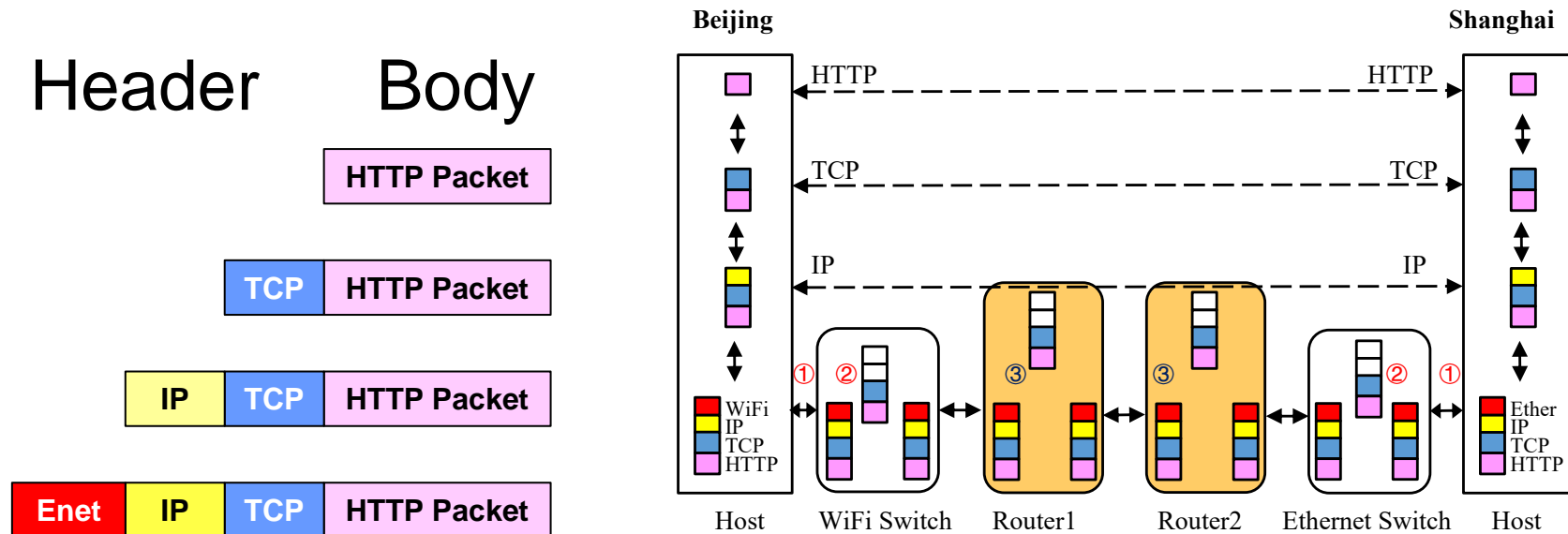
- Can the Web server in Shanghai send an HTTP packet to Zhang's Web browser in Beijing, without also sending an Ethernet frame?
- No! 不能只传上层数据包(如TCP包), 而不传下层包(IP包、以太网包)
  - Any information at the HTTP layer is wrapped in a data link layer packet, and eventually wrapped in a physical layer packet
  - One cannot send a high layer packet without also sending a packet of every layer below
  - When a packet enters a network, it is in a data link layer format and travels as wired and/or wireless signals





# What is actually sent over the network hardware?

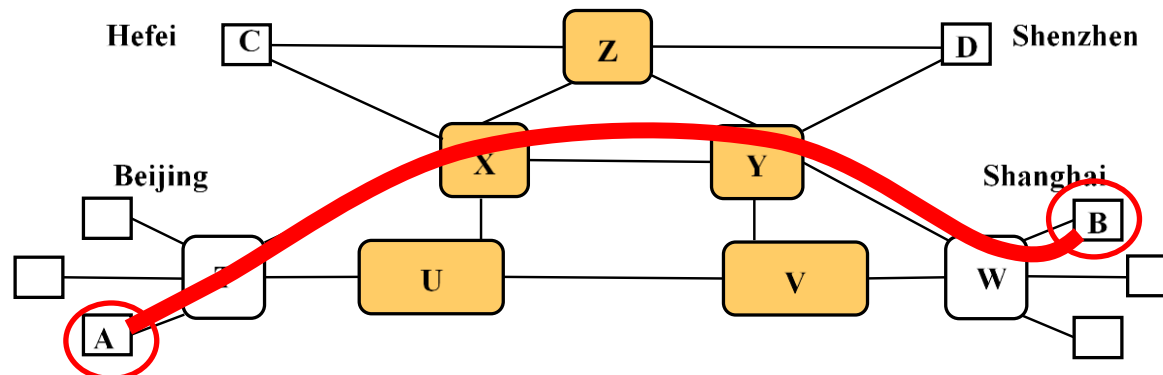
- Bit string of 0's and 1's  
任何数据包最终在物理层作为比特流传递，即一串**0或1**信号（电、光）
- Any packet is eventually encapsulated as one or more physical layer packets, which travel as wired or wireless signals
  - A physical layer packet is sent through electrical cables, electromagnetic waveforms or optical fibers, in a bit string of 0's and 1's
  - A 0 may be represented as a LOW voltage pulse or a LIGHTOFF state, while a 1 may be represented as a HIGH voltage pulse or a LIGHTON state



# Do all packets travel through the same physical path?

从A到B的一条消息的数据包必然通过同一条通路吗？

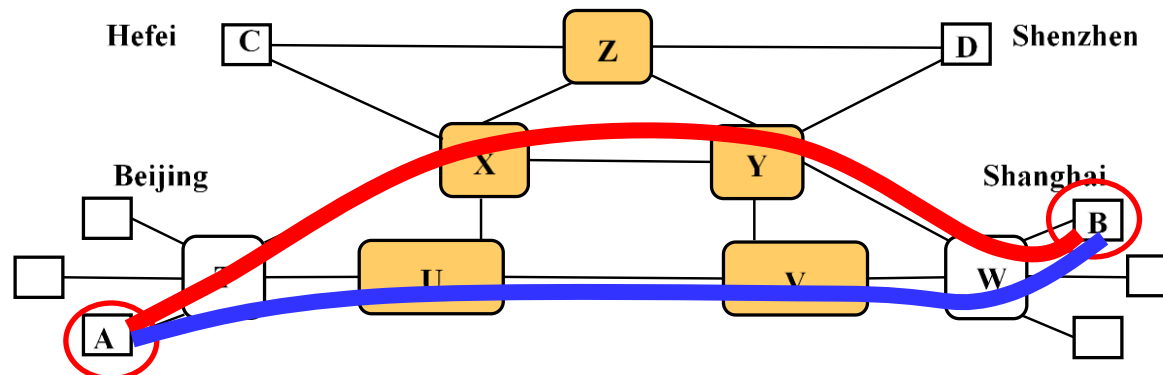
- A message is sent from host A to host B
  - Do all packets of the message travel through the same physical path from host A to host B?
  - Not necessarily. Internet has built-in redundancy 不一定。互联网有冗余通路
    - Possible physical paths for a 99-packet message from A to B
      - 1st packet of the message travels along the physical path **A-T-X-Y-W-B**
      - 49th packet traverses path **A-T-U-V-W-B**
        - Arriving at B before 1<sup>st</sup> packet
      - 99th packet traverses path **A-T-X-Z-Y-W-B**
  - Complete message is reassembled from the packets by their numbers



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