

# L10: Network Systems

Frans Kaashoek

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<http://web.mit.edu/6.033>

Some slides are from lectures by Nick Mckeown, Ion Stoica, Dina Katabi, Hari Balakrishnan, Sam Madden, and Robert Morris

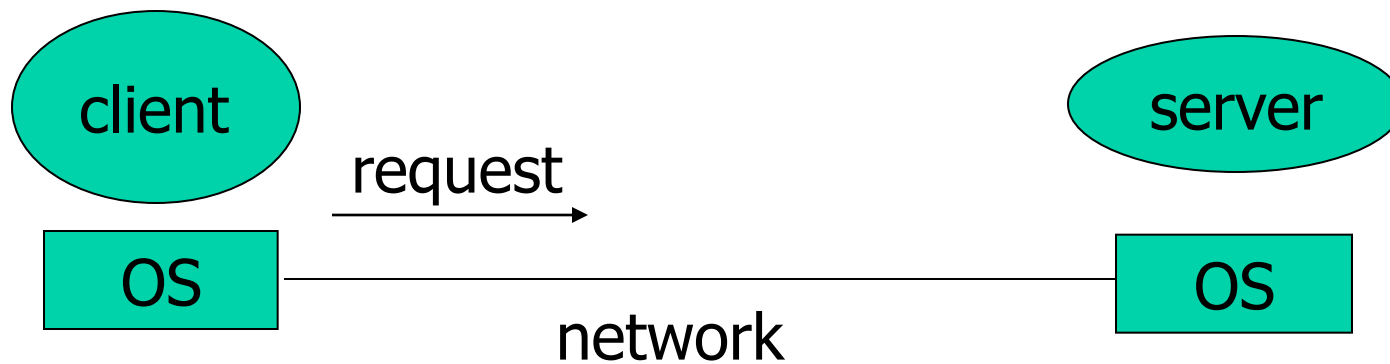


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# What have you seen so far?

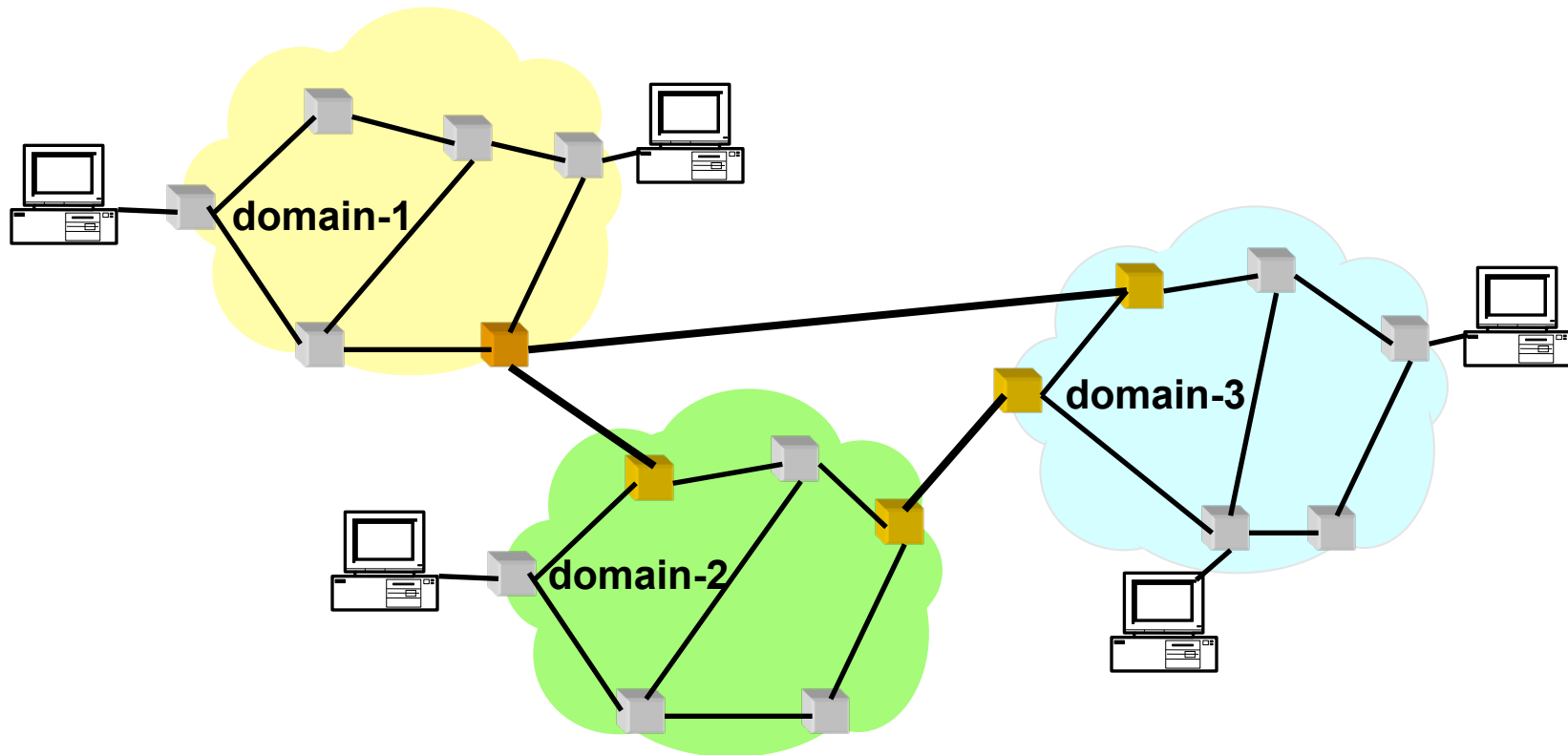
Systems	Complexity Modularity Dtechnology/dt	Hierarchy Therac-25
Naming systems	Gluing systems	File system name space/DNS
Client/service design	Enforced modularity	X windows
Operating systems	Client/service with in a computer	Eraser and Unix
Performance	Coping with bottlenecks	MapReduce

# Client/service using network



- Sharing irrespective of geography
- Strong modularity through geographic separation

# Network is a system too!

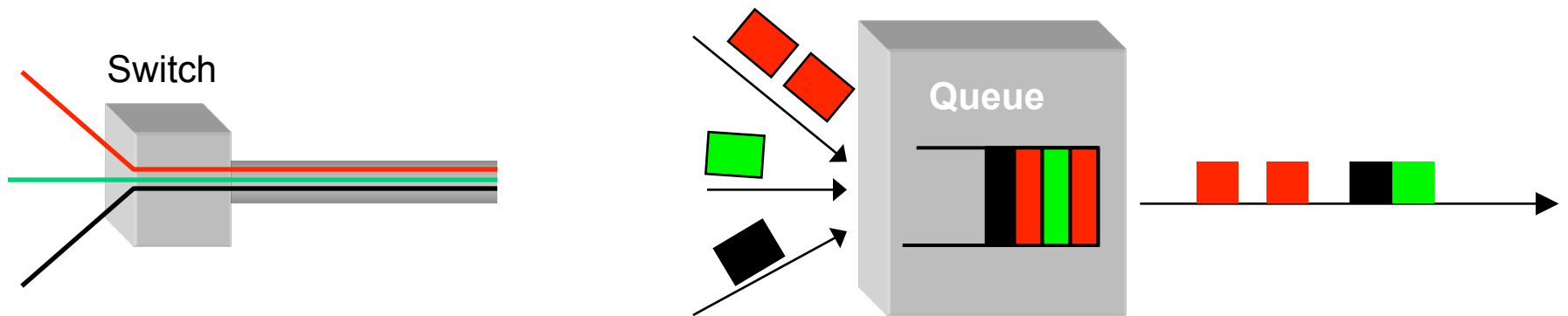


- Network consists of many networks, many links, many switches
- Internet is a case study of successful network system

# Today's topic: challenges and approach

- Economical:
  - Universality
  - Topology, Sharing, Utilization
- Organizational
  - Routing, Addressing, Packets, Delay
  - Best-effort contract
- Physical
  - Errors, speed of light, wide-range of parameters
- Approach: protocols and layering

# Asynchronous Multiplexing/ Demultiplexing

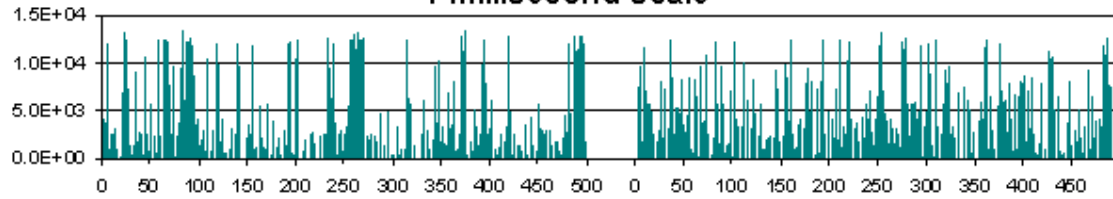


- Multiplex using a queue
  - Switch need memory/buffer
- Demultiplex using information in packet header
  - Header has destination
  - Switch has a forwarding table that contains information about which link to use to reach a destination

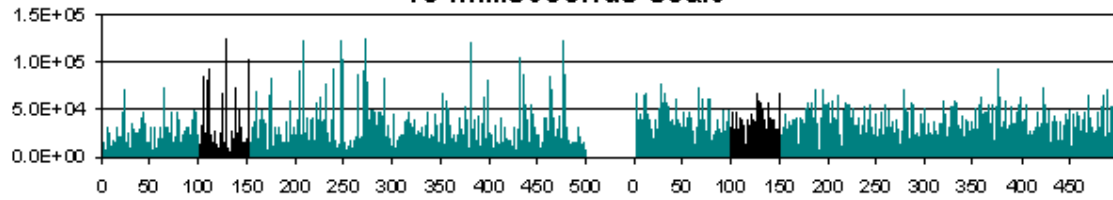
Pareto ON/OFF periods

Exponential ON/OFF periods

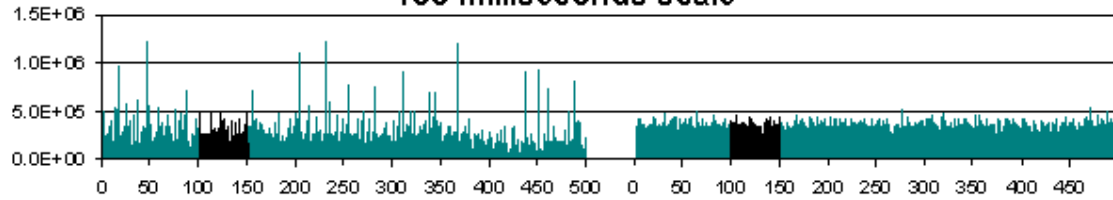
1 millisecond scale



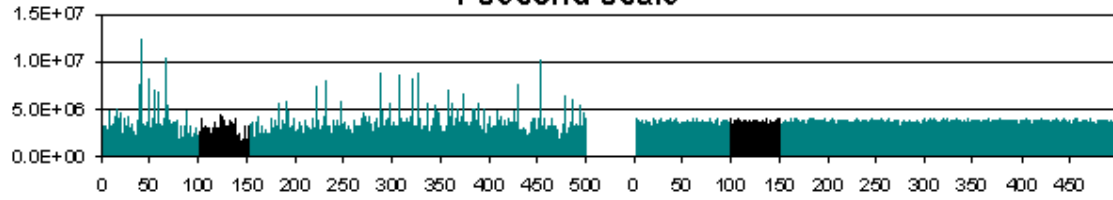
10 milliseconds scale



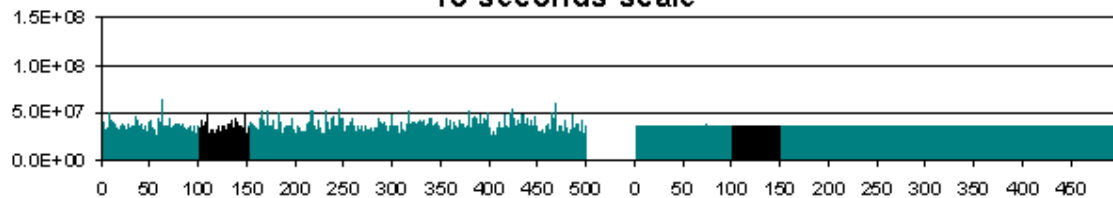
100 milliseconds scale



1 second scale



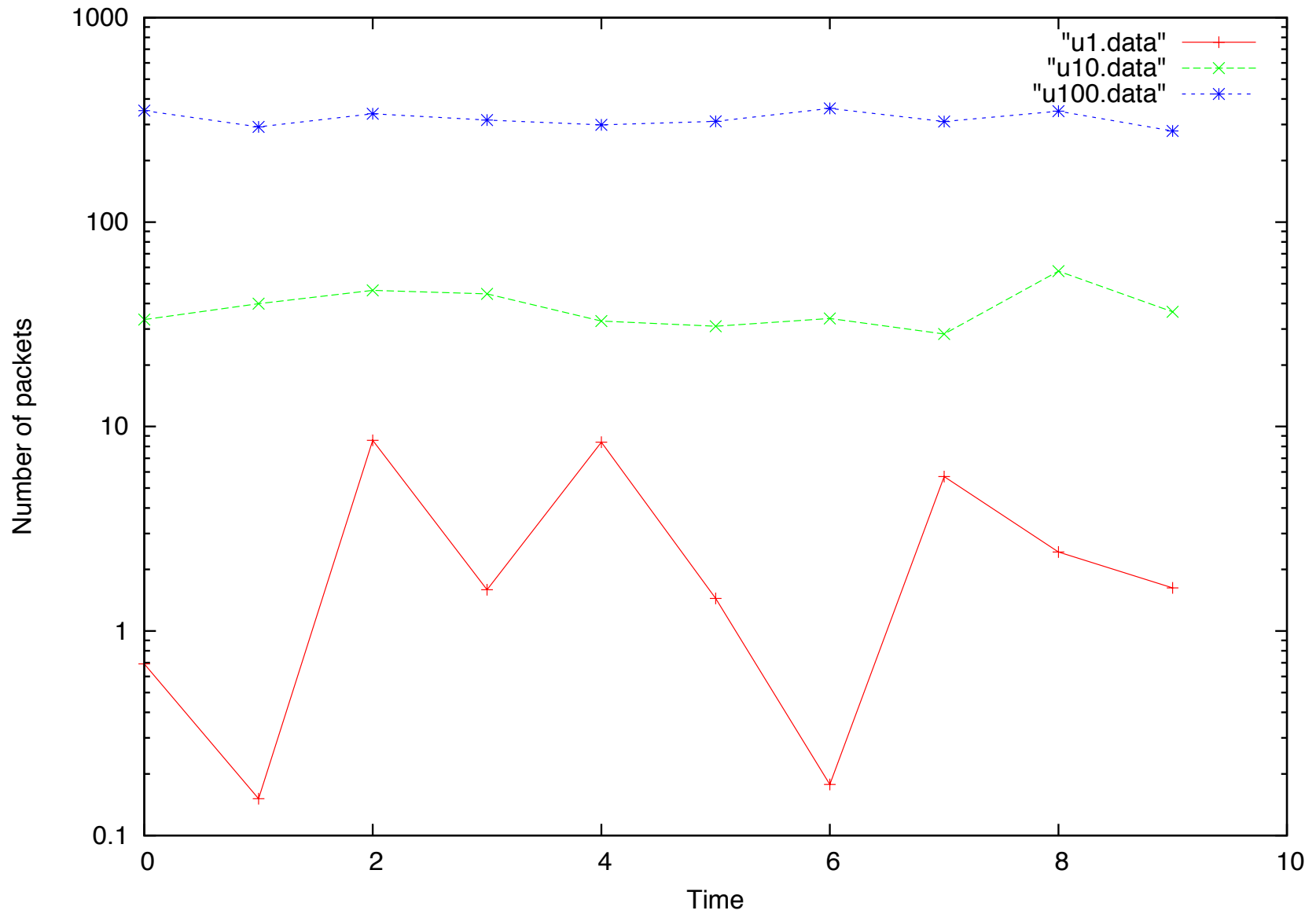
10 seconds scale



Queue  
length

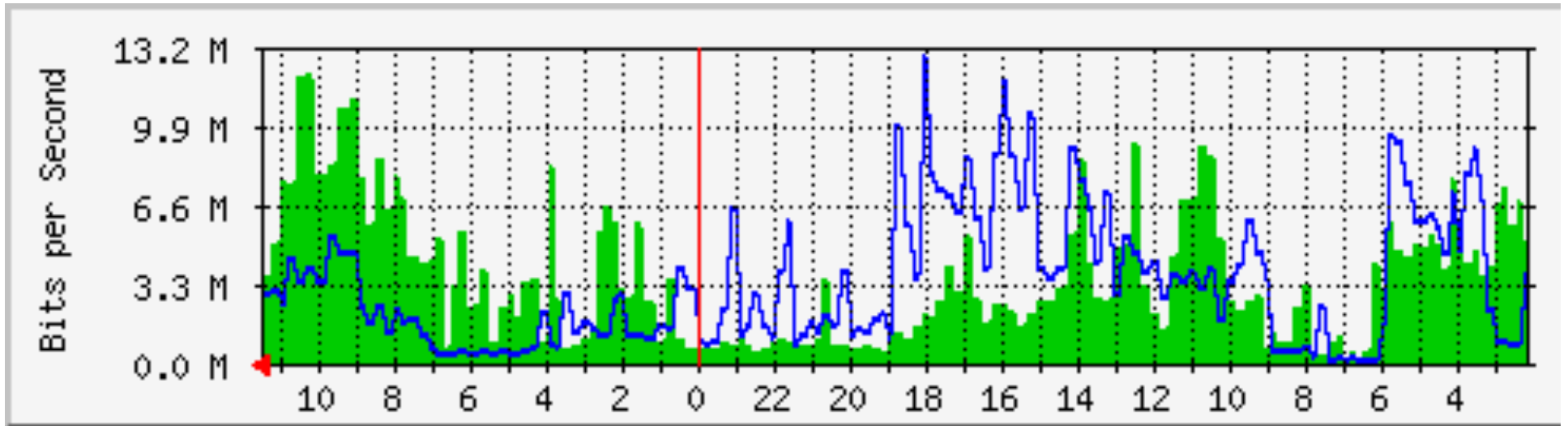


# Statistical multiplexing



# Aggregate Internet Traffic Smooths

5-min average traffic rate at an MIT-CSAIL router



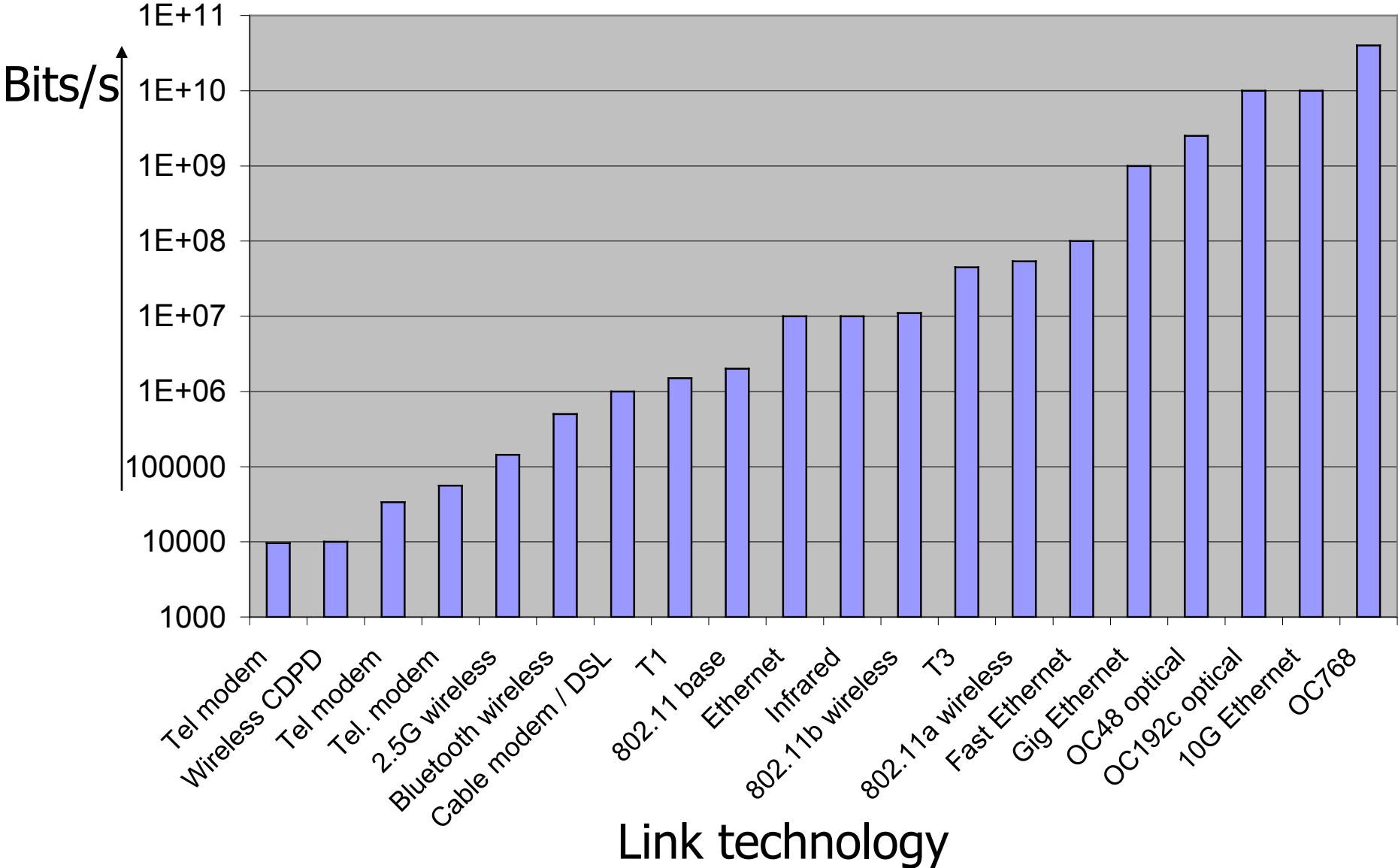
Max In: 12.2 Mb/s

Avg. In: 2.5 Mb/s

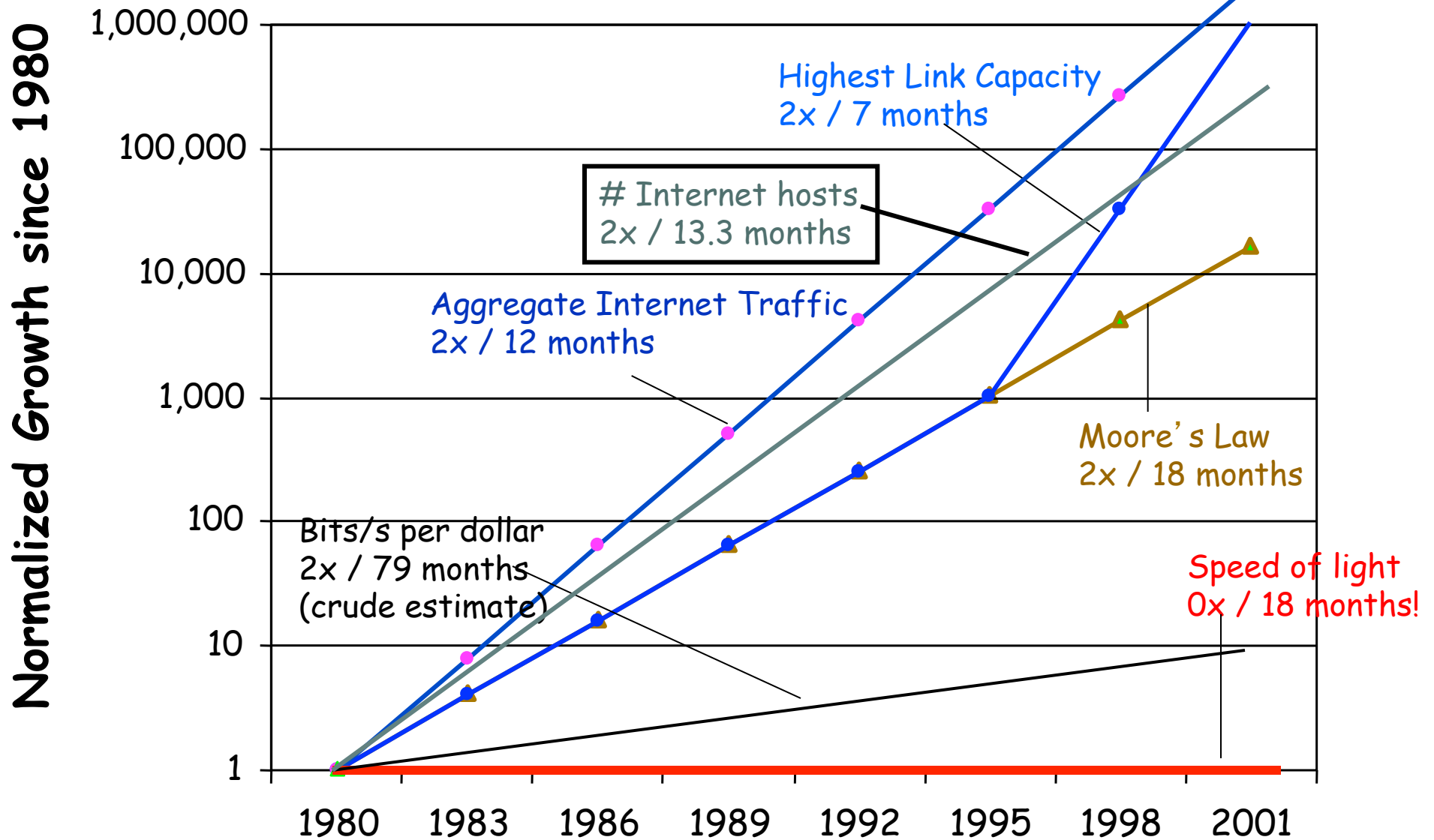
Max Out: 12.8 Mb/s

Avg. Out: 3.4 Mb/s

# Networks are heterogeneous



# $d(\text{technology})/dt$ for networks



Thanks to Nick Mckeown @ Stanford for some of these data points

# Internet: Best Effort

No Guarantees:

- Variable Delay (jitter)
- Variable rate
- Packet loss
- Duplicates
- Reordering