15-441/641: Computer Networks <u>Midterm Review</u> 15-441 Fall 2019

15-441 Fall 2019 Profs Peter Steenkiste & **Justine Sherry**





Brought to you by...



Don't come within 5 feet of me unless you want to get sick before the exam

> But I want you all to rock this test so here I am!



Today's Agenda

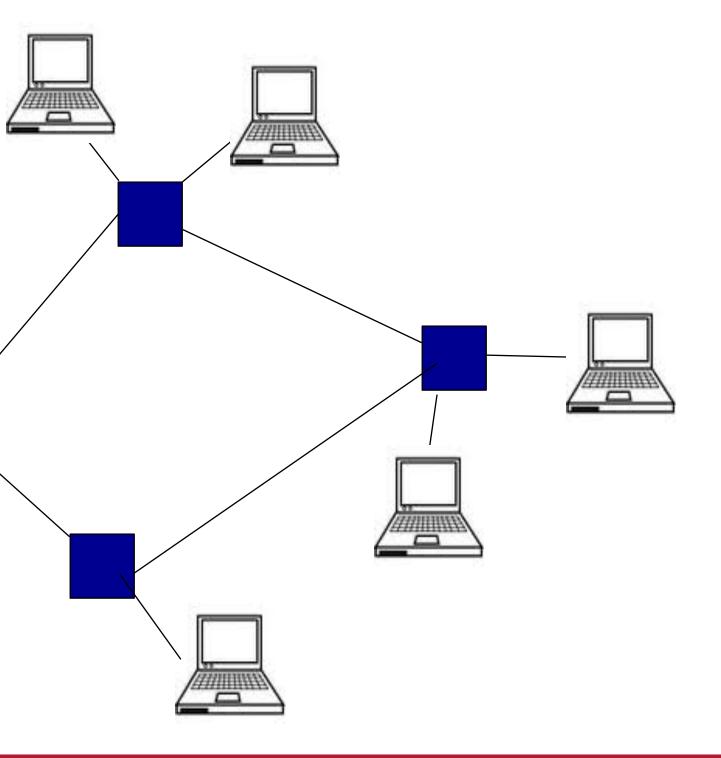
- Piazza Questions
 - Answers to your questions
- Math
 - A tough question from last year's midterm
- Internet Scavenger Hunt
 - You need to know how all the pieces fit together



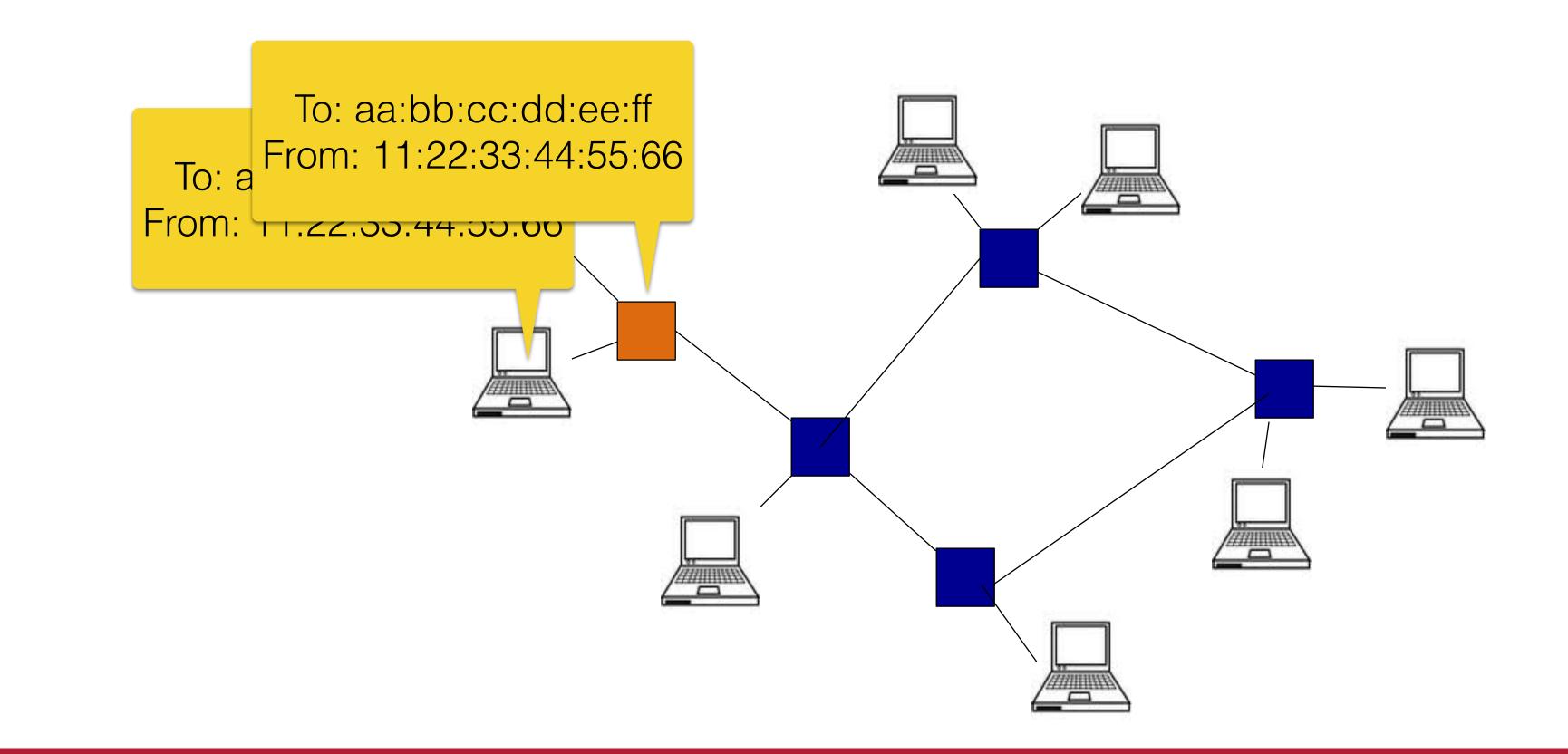
After running the spanning tree algorithm in LAN and finding the shortest path from every node to root node, how do 2 non-root nodes find path to reach each other?



To: aa:bb:cc:dd:ee:ff From: 11:22:33:44:55:66





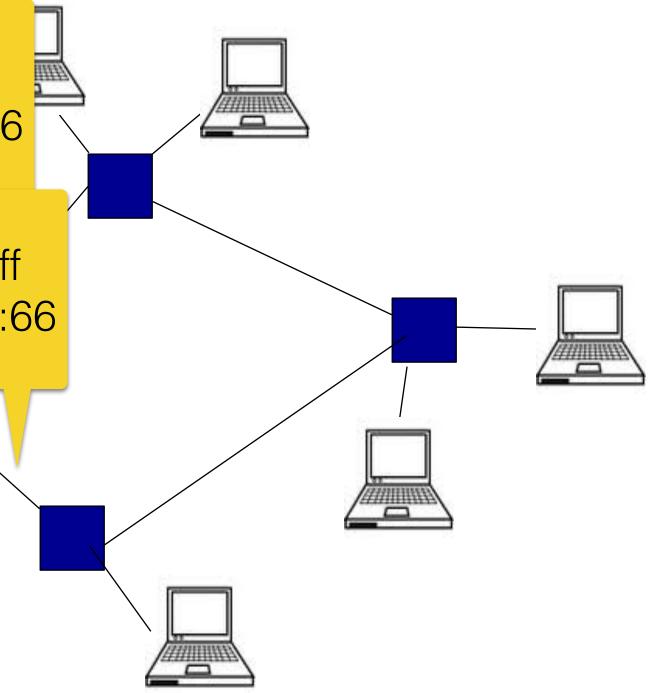




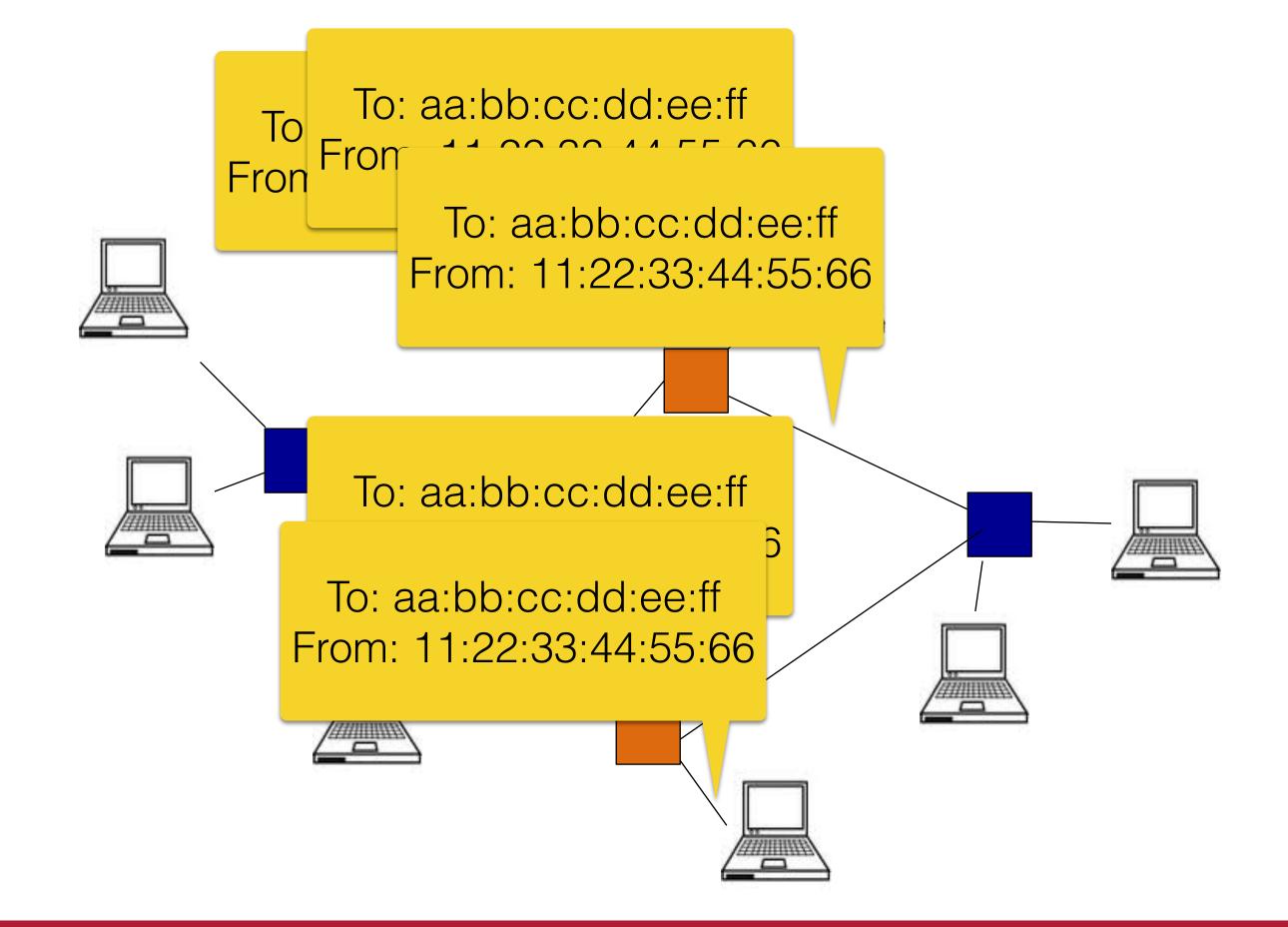
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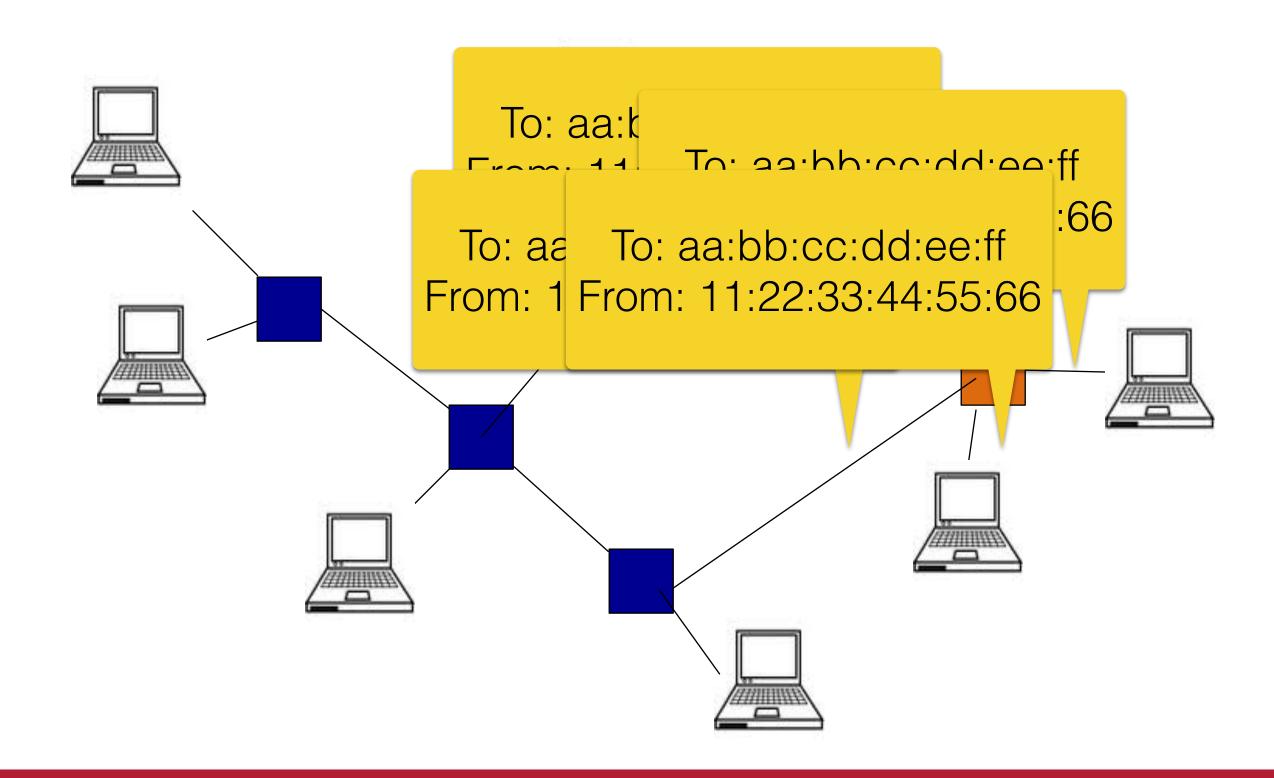














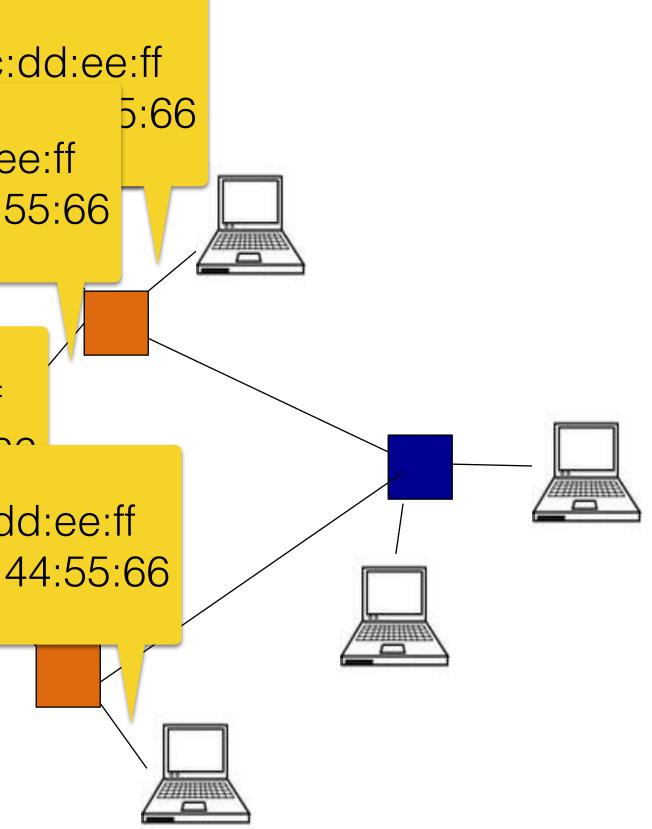
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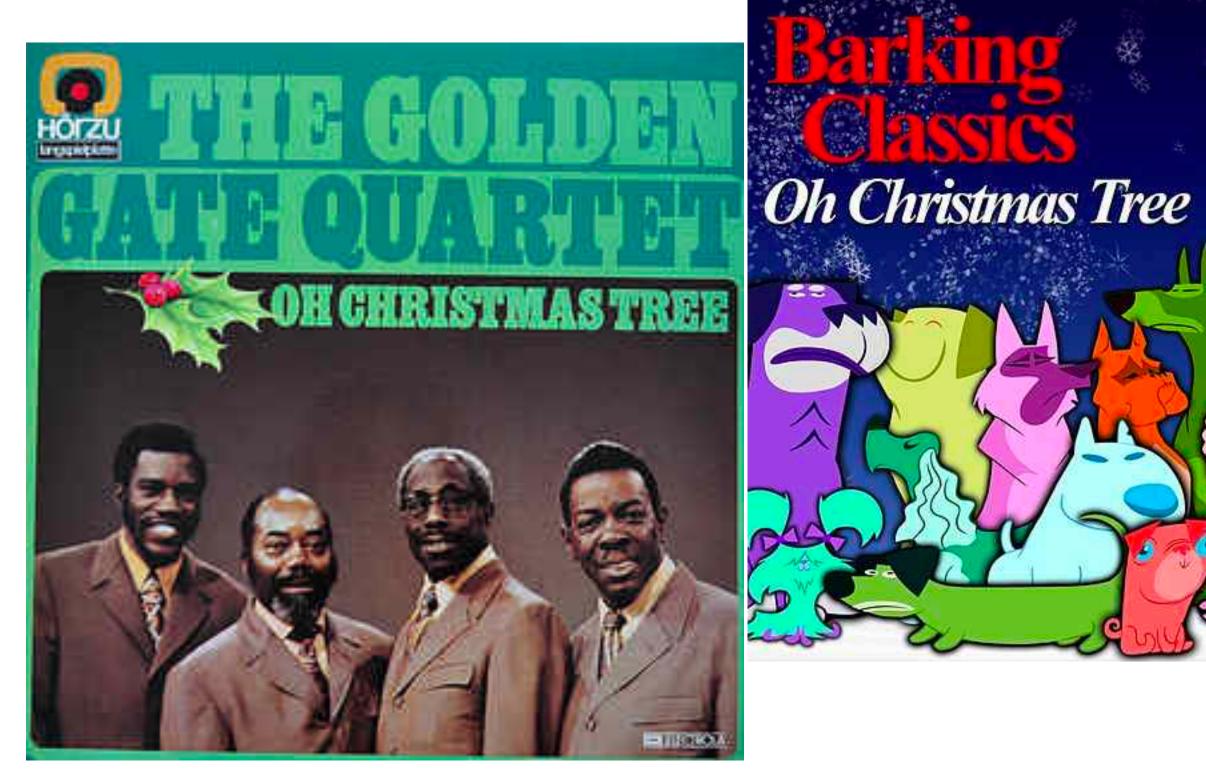
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Just make your network be a tree.

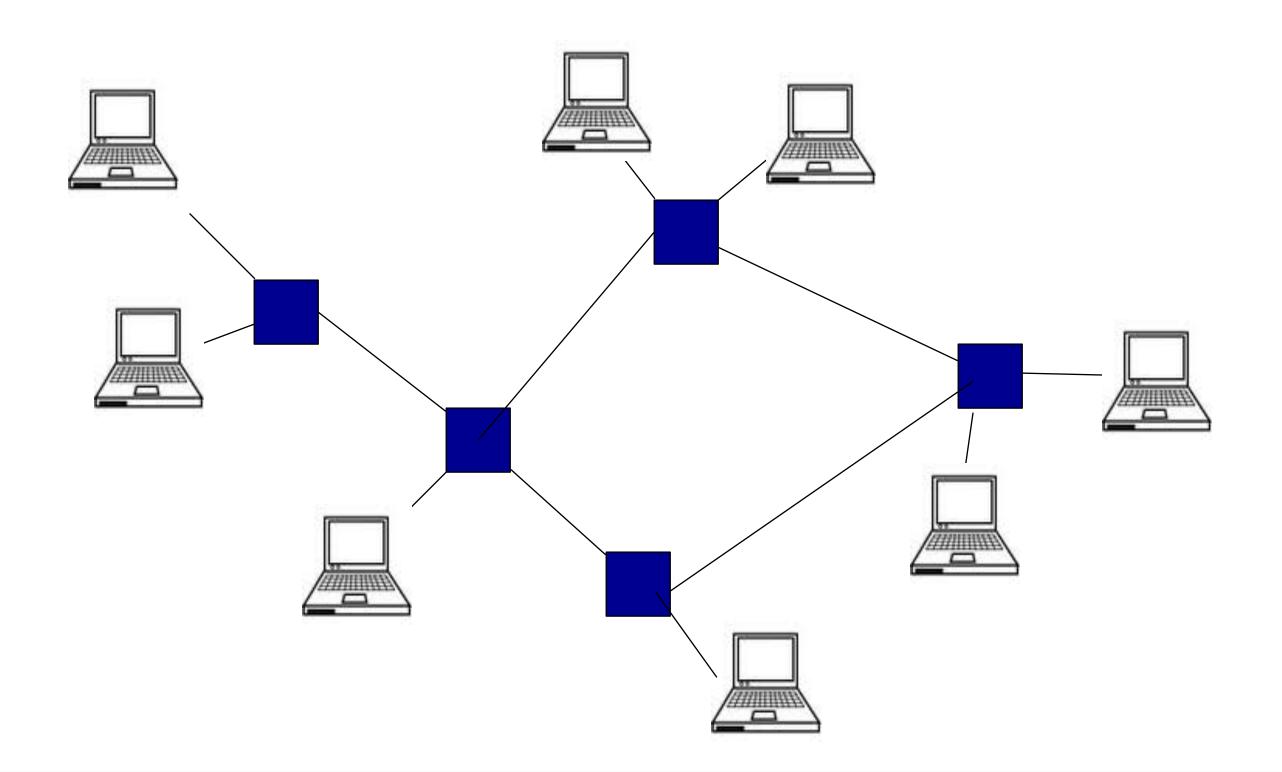






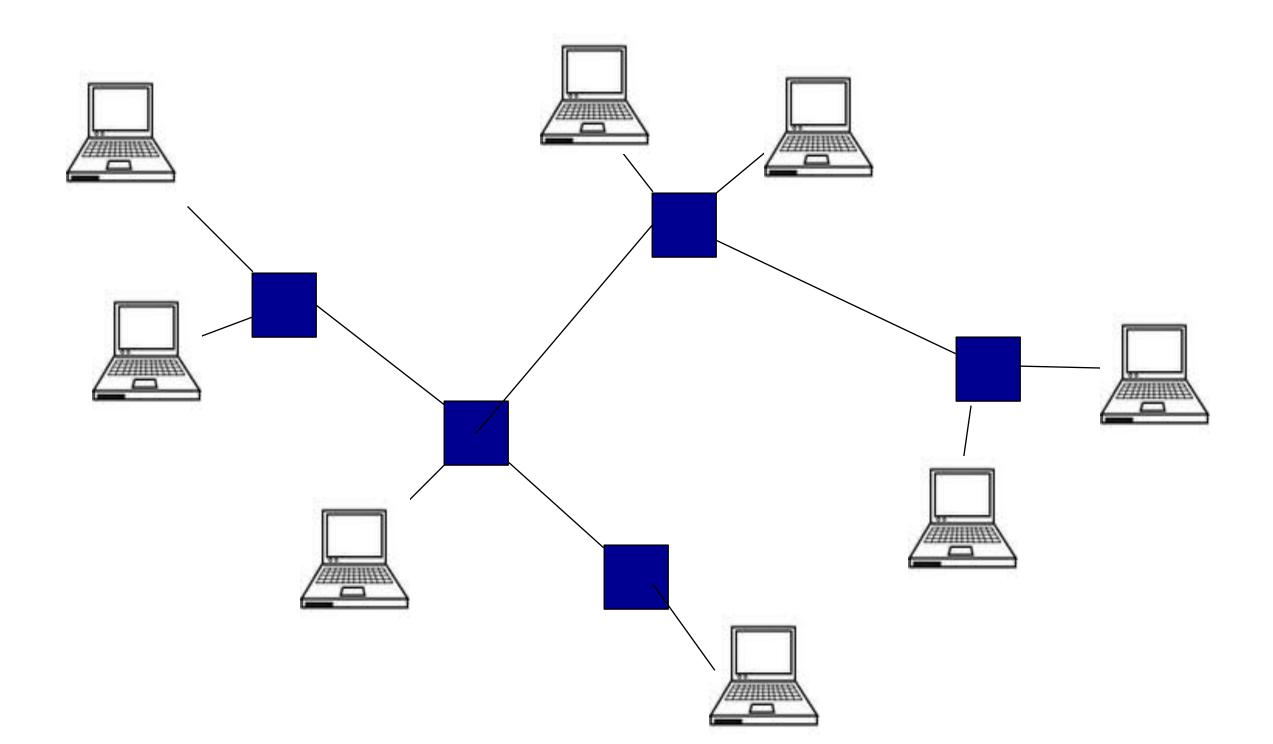


How do we turn this...





...into this?

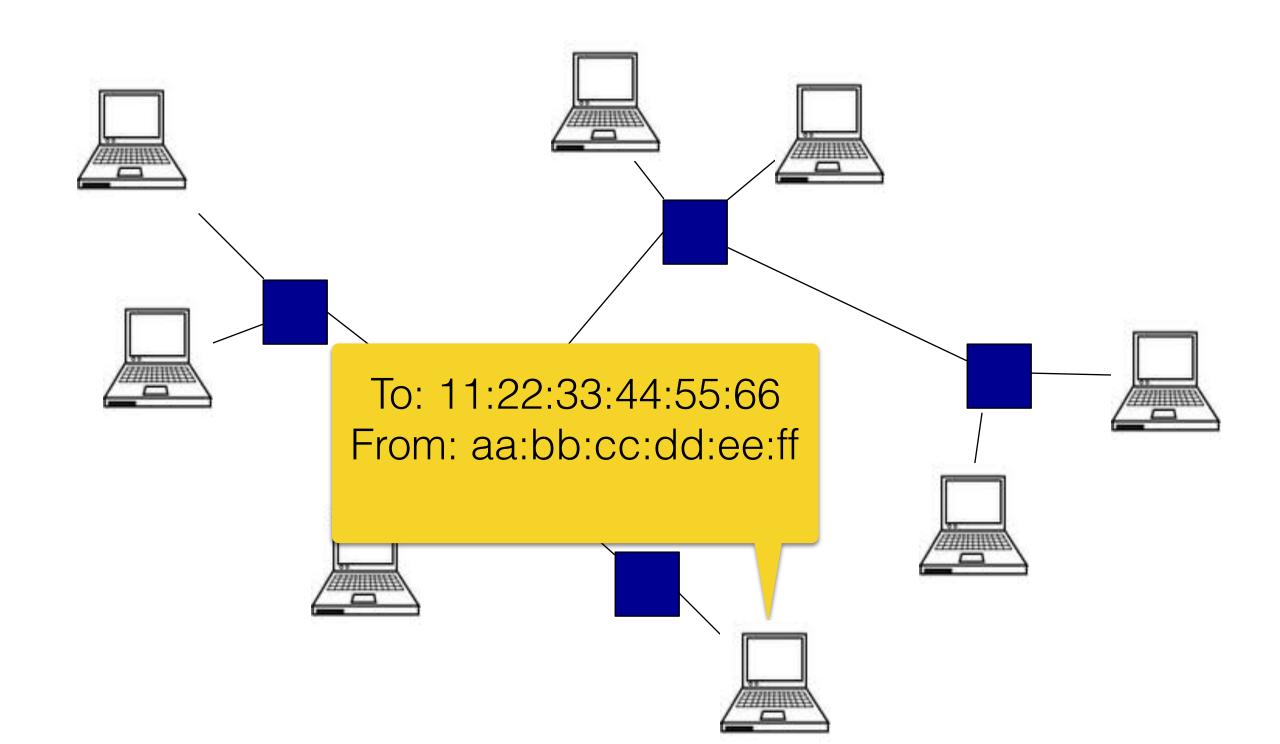




Spanning Tree Protocol (STP) turns the network into a tree and therefore prevents broadcast storms.



The Only Smart Thing In Gen 1: Learning Bridges

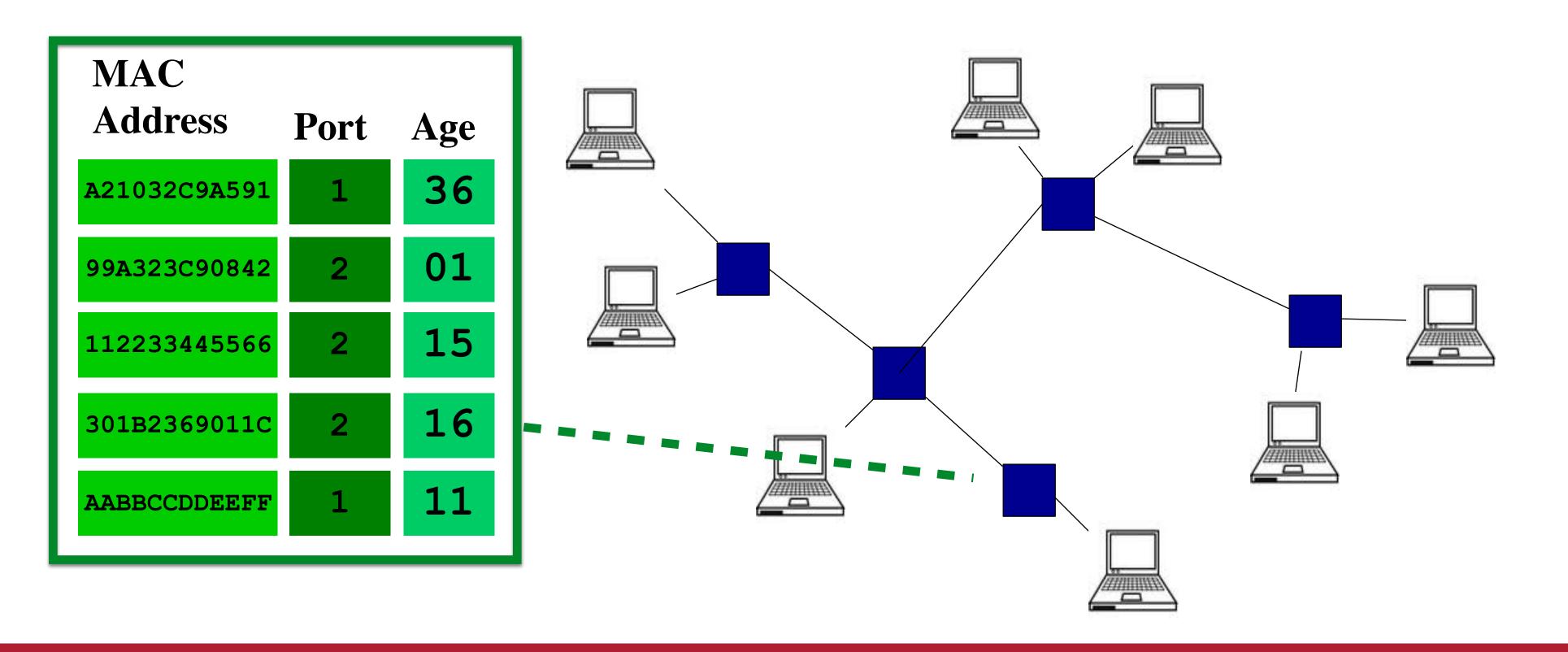




What Happens When aa:bb:cc:dd:ee:ff replies? Does everyone hear it again?



The Only Smart Thing In Gen 1: Learning Bridges



Every switch maintains a table: "If you want to send a packet to this MAC address, send it on this port."

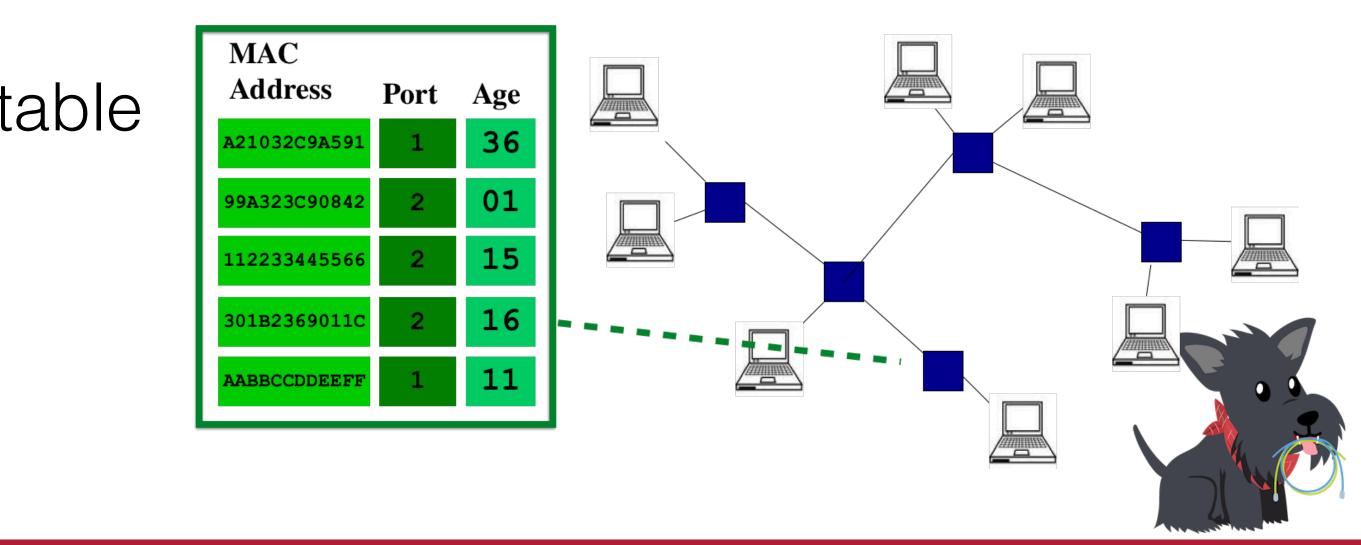


Learning Switch Algorithm

Receive_Packet (packet, ingress_port, time_now): Is <u>Source</u> MAC Address in Table? If no, insert source (address, ingress_port, time) into table

Is Destination MAC address in Table? If no, send out all ports (except the one it came in on)!! (except ingress_port) If yes, just send out the port from table

Clean_Up(time_now): foreach entry: if (time_now - entry.time) is big delete entry



The TCP Reno graph on the first page of sample question shows vertical line between detecting a loss of packet and fast-recovery, isn't that supposed to be a slope?



A: Sort of? It drops by 1/2 all at once. Technically there is a tiny tiny slope because time is continuous.



When timeout / packet loss is detected, will the cwnd and ssthresh change at exactly that time or the next RTT?

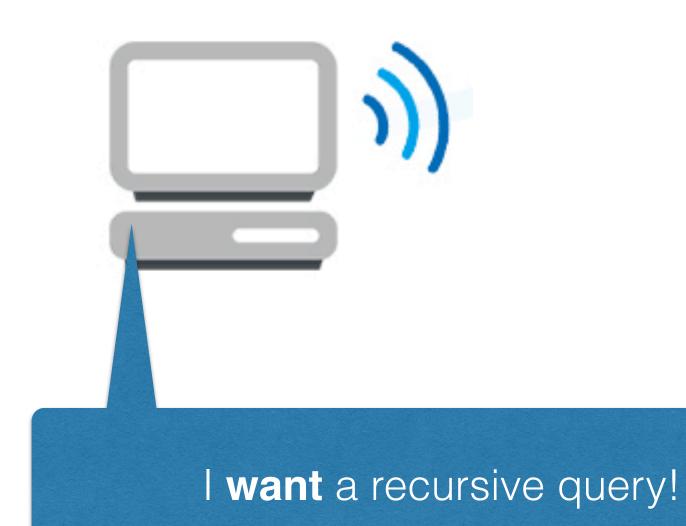


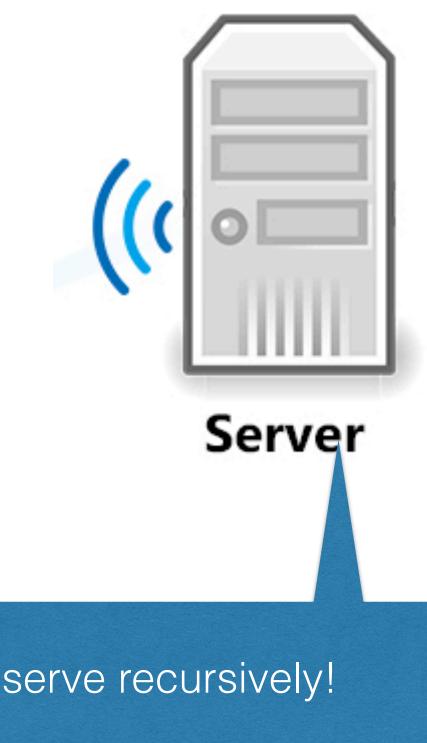
A: The values are updated immediately. Remember that time, in the real world, is continuous, not discrete...



How can we determine whether a DNS server will resolve a query iteratively versus recursively?

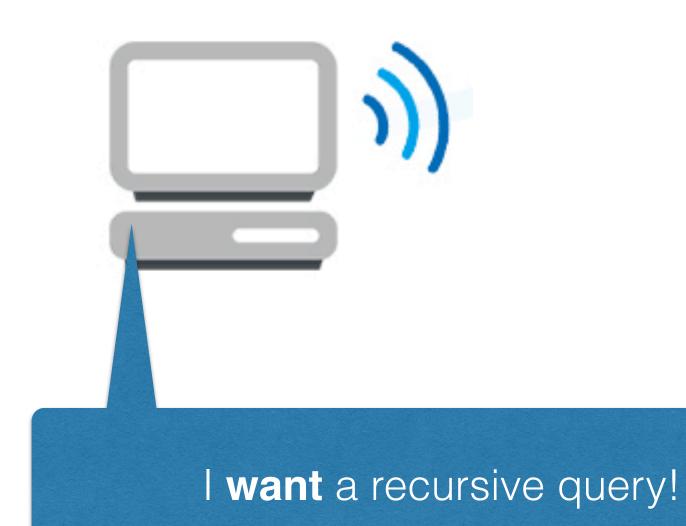


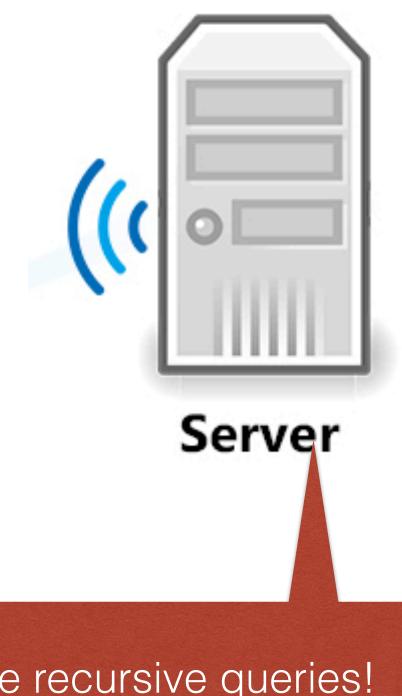








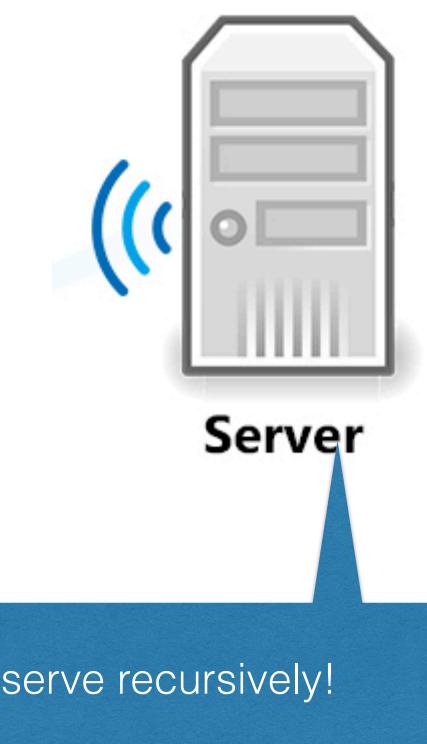




I don't want to serve recursive queries!











Field	
QR	Indicates if the message is a query (0) or a reply (1)
OPCODE	The type can be QUERY (standard query, 0), IQUERY (inve
AA	Authoritative Answer, in a response, indicates if the DNS se
тс	TrunCation, indicates that this message was truncated due
RD	Recursion Desired, indicates if the client means a recursive
Re	Recursion Available, in a response, indicates if the replying
Z	Zero, reserved for future use
RC ODE	Response code, can be NOERROR (0), FORMERR(1, Forn

Header flags format

Description	Length (bits)
	1
erse query, 1), or STATUS (server status request, 2)	4
rver is authoritative for the queried hostname	1
to excessive length	1
query	1
DNS server supports recursion	1
	3
nat error), SERVFAIL (2), NXDOMAIN (3, Non existent domain), etc. ^[31]	4



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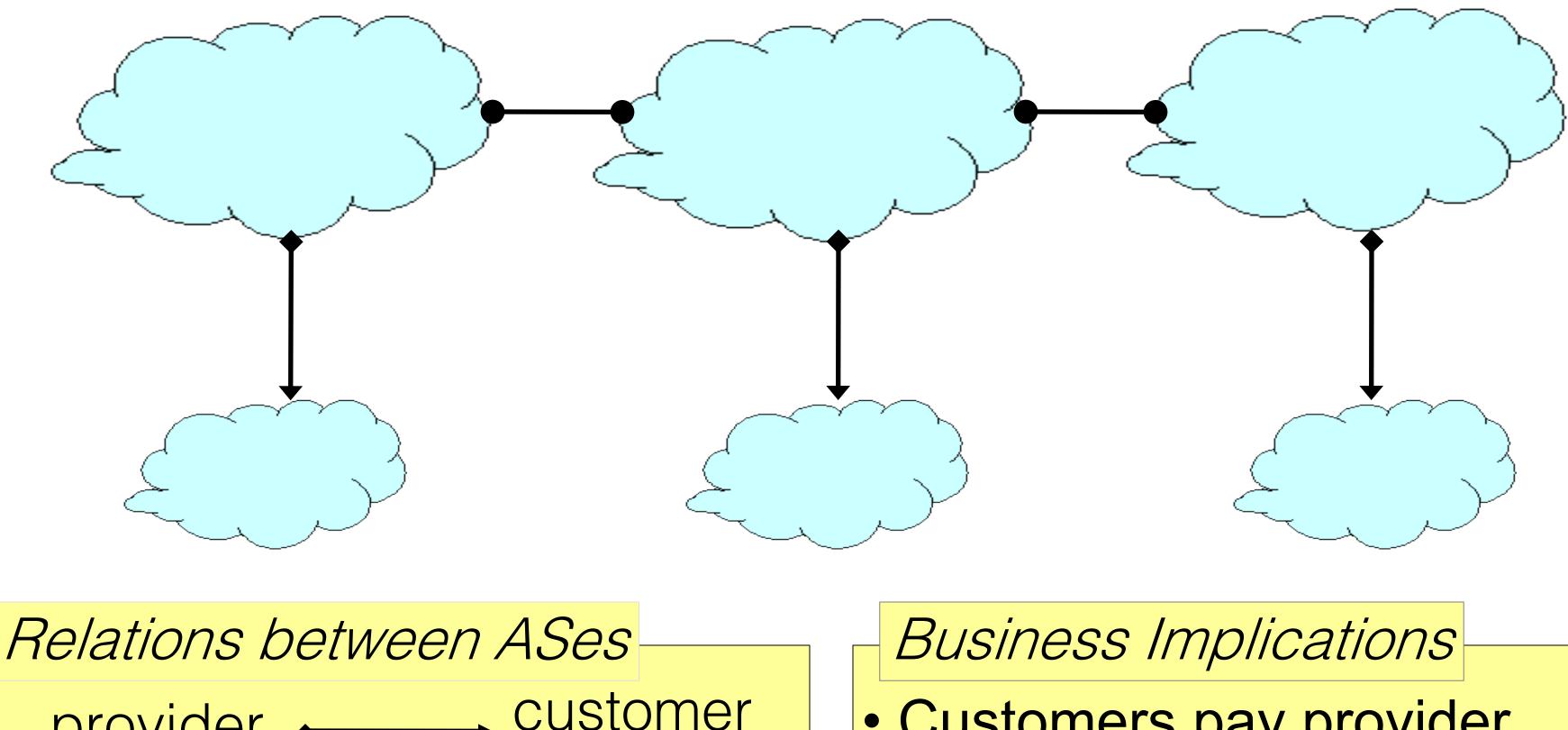


Will an AS advertise its customer's customers to its providers, customers and peers?



A: Yes! A network will always announce routes that can earn it money. In this case, if the customer forwarded the route to the network, the network will earn money forwarding traffic to its customer (and its customer will earn more forwarding to the customer's customer!)



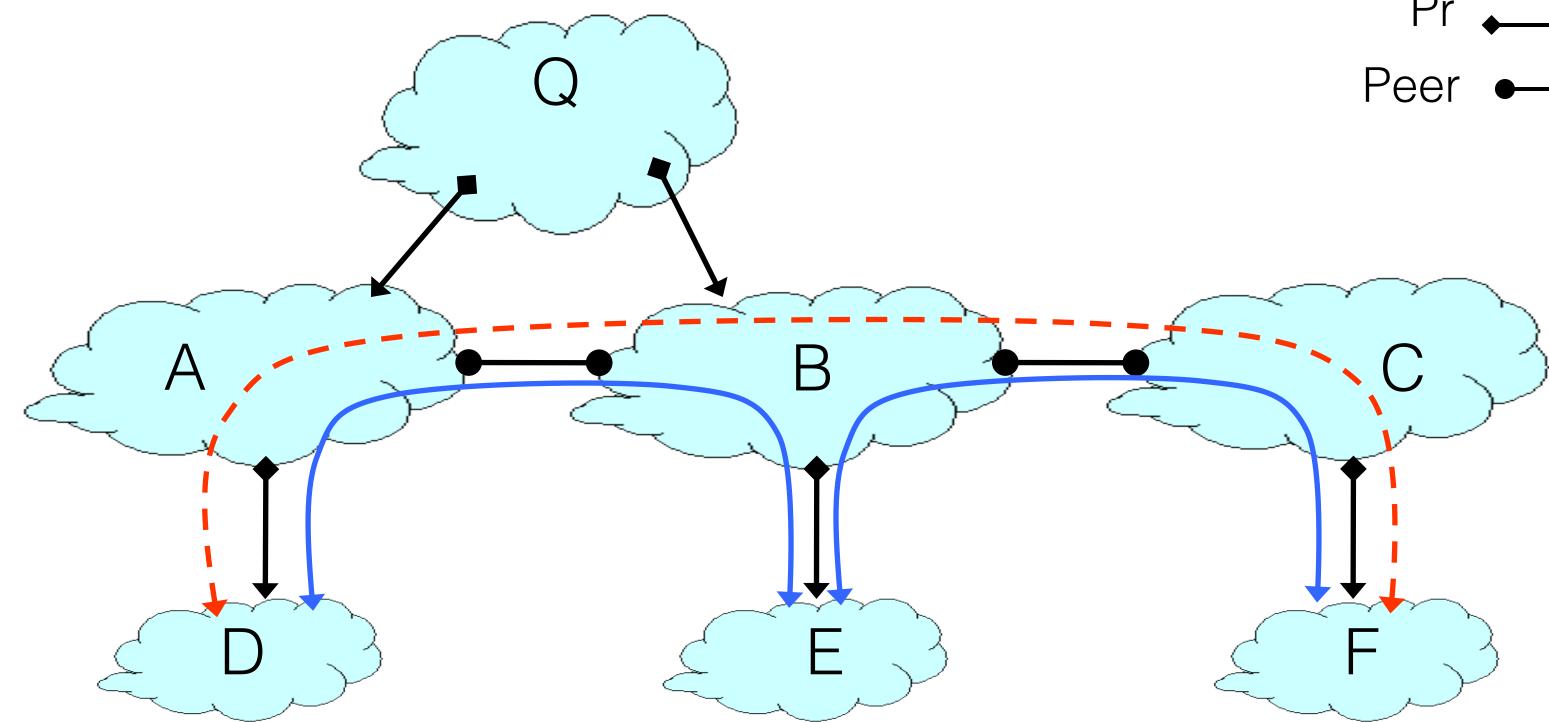


_____ customer provider peer peer

Business Relationships

- Customers pay provider
- Peers don't pay each other

Routing Follows the Money! Pr ← Cu Peer — Peer



traffic allowed

traffic <u>not</u> allowed

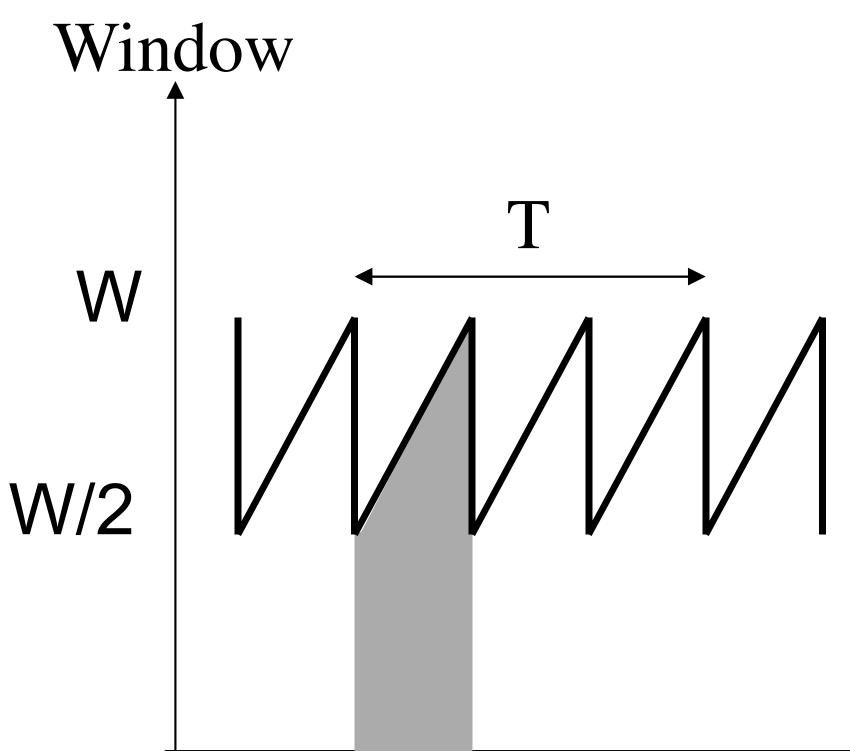
 ASes provide "transit" between their customers • Peers do not provide transit between other peers

Math!



Deriving the Mathis Equation

derive this formula. You should assume the RTT is fixed.



1. (16 points) In class, we presented a formula that represents the throughput of TCP as a function of the MTU, roundtrip time, and packet loss rate, assuming there are no timeouts. In this question we will





From the Mathis Paper

Solving for W we get:

Substitute W into the bandwidth equation below:

 $BW = \frac{MSS}{RTT} \frac{C}{\sqrt{p}}$ (3)

 $BW = \frac{data \ per \ cycle}{time \ per \ cycle} = \frac{MSS * \frac{3}{8}W^2}{RTT * \frac{W}{2}} = \frac{MSS/p}{RTT\sqrt{\frac{2}{3p}}}$ Collect the constants in one term, $C = \sqrt{3/2}$, then we arrive at:

$$W = \sqrt{\frac{8}{3p}} \tag{1}$$



(Blank slide for you to take notes)



(Blank slide for you to take notes)



And now: An Internet Scavenger Hunt

- of the Internet we have discussed.
 - What is L2? What is L3? Where does a packet go?
- pieces go.

Many students have a hard time trying to "connect" all of the layers

This Scavenger Hunt is a fun way to get a "feel" for where all the



And now: An Internet Scavenger Hunt

- Form teams of at most 4 people.
- Navigate to: <u>https://github.com/computer-networks/scavenger-hunt</u>
- There are 8 clues, 7 of which are encrypted.
 - The answer to each clue is the key to decrypt the next clue.
- There will be **two** winning teams:
 - (a) The team that finds the answer to clue 8 first.
 - (b) The team that provides the most first "hints" to other teams on the chalkboard.

