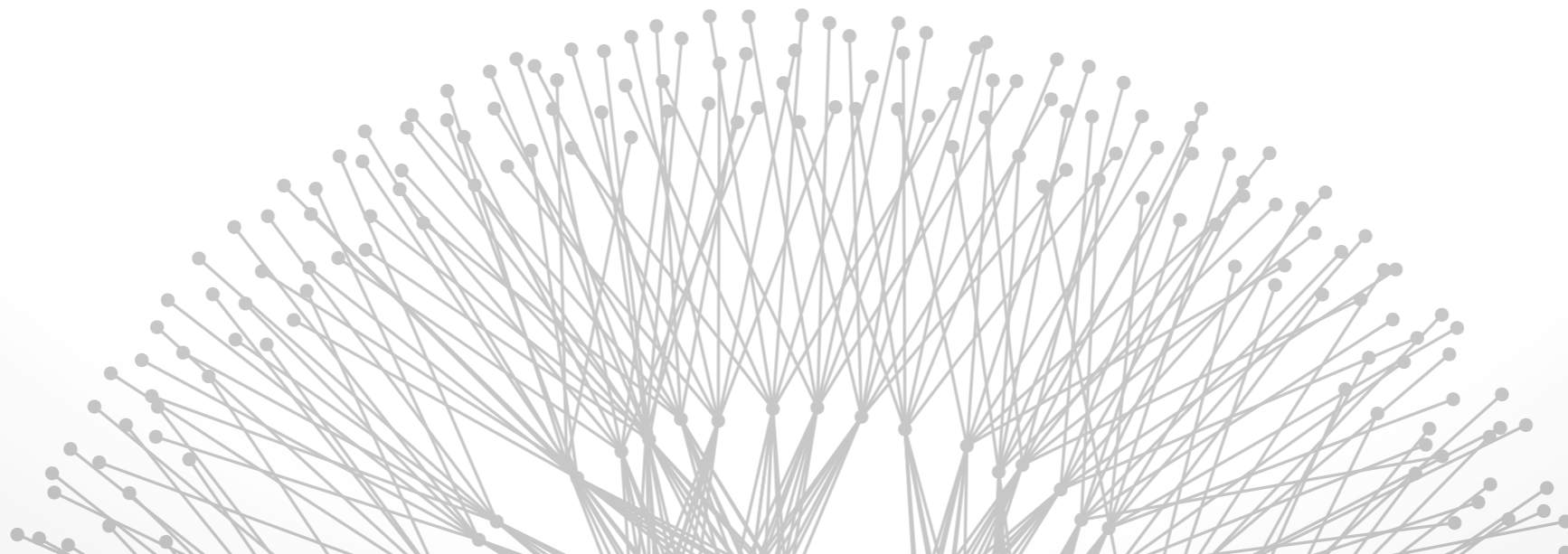# Architectural Principles

Brighten Godfrey
CS 538 January 29 2018

Cerf and Kahn: TCP/IP

Clark: TCP / IP design philosophy

Goals of the architecture

Interconnect existing networks

Survivability

Multiple communication services

Variety of networks

Distributed management

Cost effective

Easy host attachment

Resource usage accountability

Goals of the architecture

0. Interconnect existing networks

1. Survivability

2. Multiple communication services

3. Variety of networks

4. Distributed management

5. Cost effective

6. Easy host attachment

7. Resource usage accountability

Assumption: One common architecture

Technique: packet switching

- Met target application needs
- Already used in ARPANET, ARPA packet radio network

Interconnect with layer of gateways (packet switches)

1. Survivability

Definition: even with failures, endpoints can continue communicating without resetting high-level end-to-end conversation

- Except when?

Did this work?

1. Survivability

Key question for survivability:
Where is connection state stored?

In network
So, must replicate

- Complicated
- Does not protect against all failures

On end hosts
Shared fate

- Simpler
- If state lost, then it doesn't matter

Conclusion: stateless network, datagram packet switching

Initially, just TCP

But some apps do not want reliability
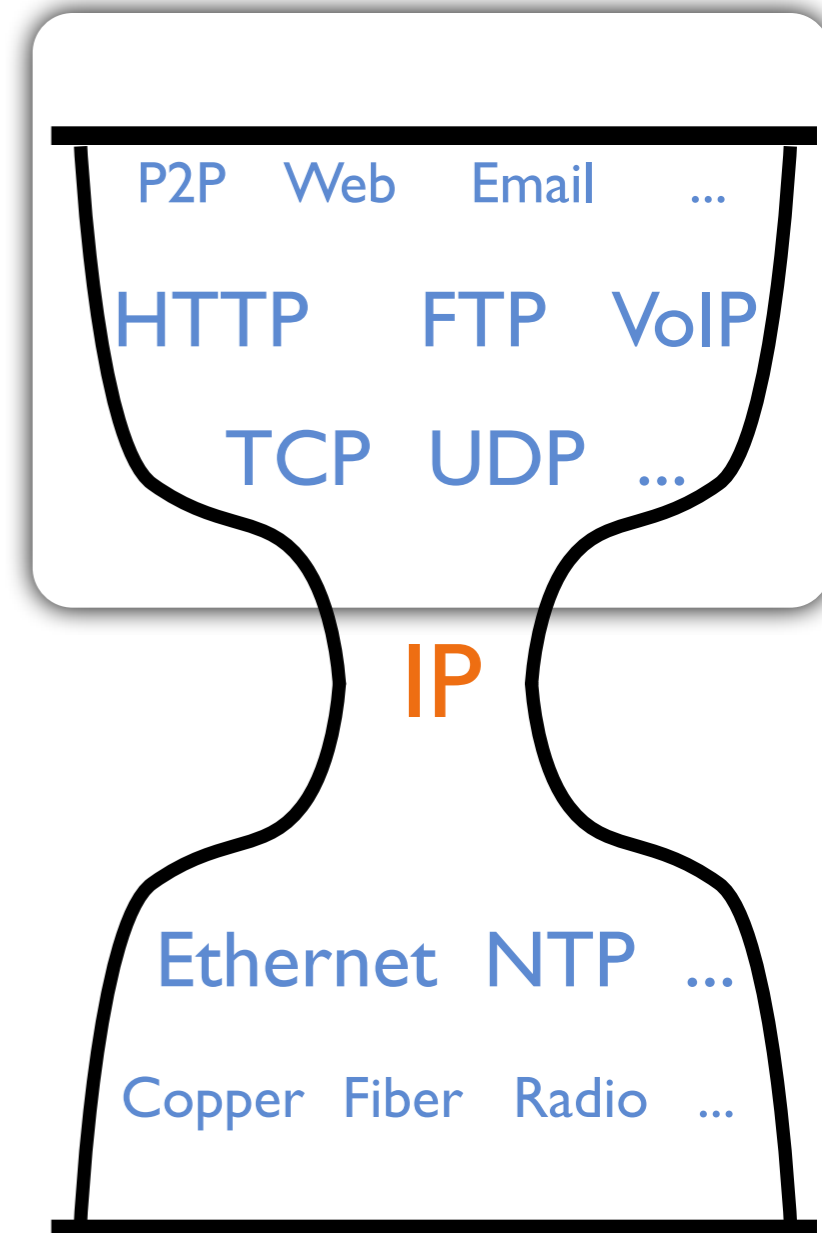
- VoIP
- XNET debugging protocol

So, TCP/IP split

- Datagram is basic building block for many services

Still difficult to support low latency across all networks

- Hard to remove reliability if lower layer provides it

P2P   Web   Email   ...

HTTP   FTP   VoIP

TCP   UDP   ...

IP

Ethernet   NTP   ...

Copper   Fiber   Radio   ...

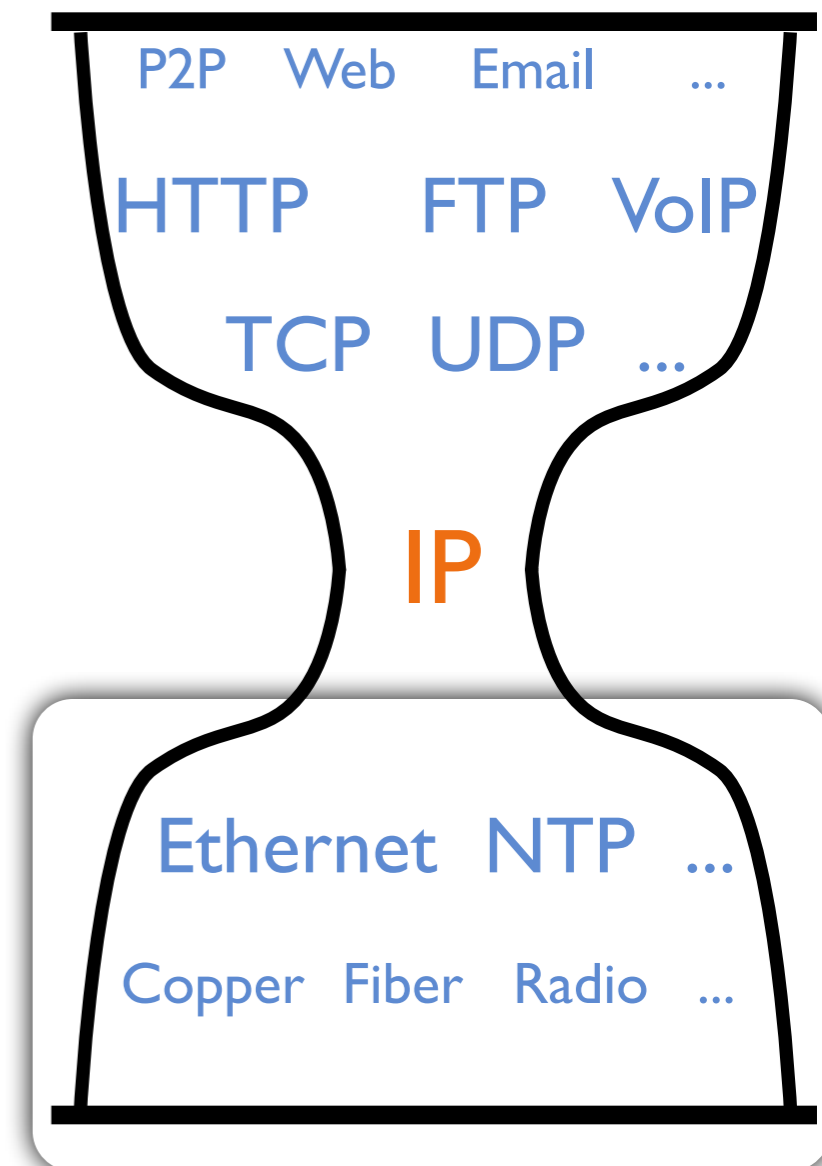Datagram is simple building block

Few requirements from underlying network technology

"IP over everything"

- D. Waitzman, "A Standard for the Transmission of IP Datagrams on Avian Carriers", RFC 1149

Photo: M. Betley / Wikimedia

P2P   Web   Email   ...

HTTP   FTP   VoIP

TCP   UDP   ...

IP

Ethernet   NTP   ...

Copper   Fiber   Radio   ...

4. Distributed management

> *... some of the most significant problems with the Internet today relate to lack of sufficient tools for distributed management, especially in the area of routing.*

— David Clark, 1988

Still a problem almost 30 years later!

Later in this course:
software-defined networks
ease distributed management

5. Cost effective

Inefficiencies:

- 40 byte header
- retransmission of lost packets
- How much do these matter now?

Many other sources of inefficiency

- Congestion control
- Load balancing
- Extra round trips in protocols
- ...

6. Easy host attachment

End-hosts must implement net services

Problems?

- End-host implementation complexity once caused concern to some people (end-hosts may be resource constrained)
- Host misbehavior

Difficult to account for who uses what resources

Today: inter-ISP transit service often priced based on 95th percentile of utilization

- Why is it only an approximation?

Both an economic and security issue

- Will return later in this course...

What it doesn't do

"The architecture tried very hard not to constrain the range of service which the Internet could be engineered to provide."

Extremely successful! But not as good at:

- Reporting failure ("potential for slower and less specific error detection")
- Resource management (next week!)
- Multipath forwarding
- Full illusion of reliability during failures
- Security
  - Host misbehavior and accountability discussed briefly
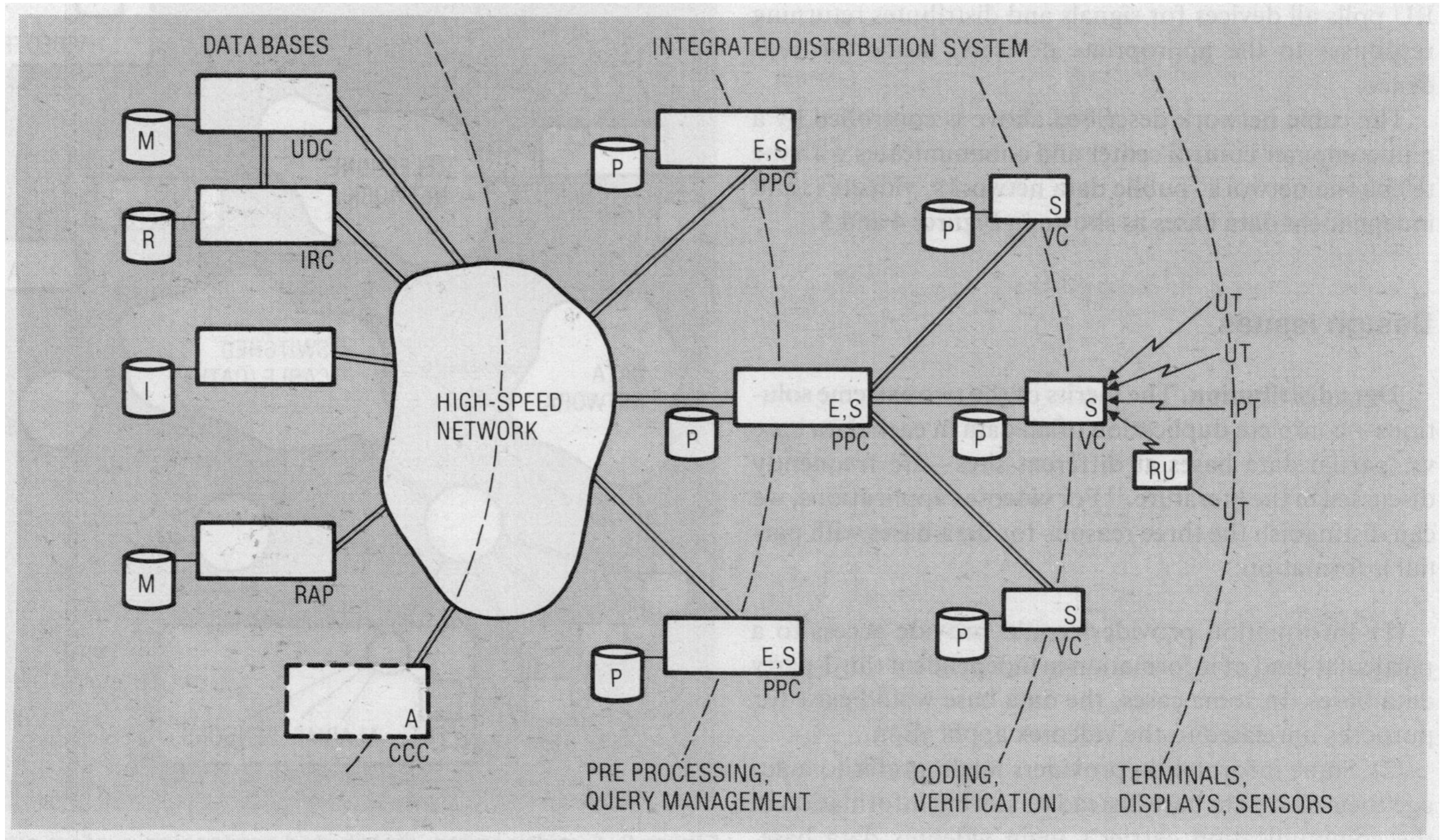 - Other aspects missing

fate-sharing

flow

soft state

Discussion

How would the network have been designed if the Internet were commercial?

Different priorities

- accountability first
- survivability & interconnection last

Example: Videotex networks

- e.g., France Telecom's Minitel
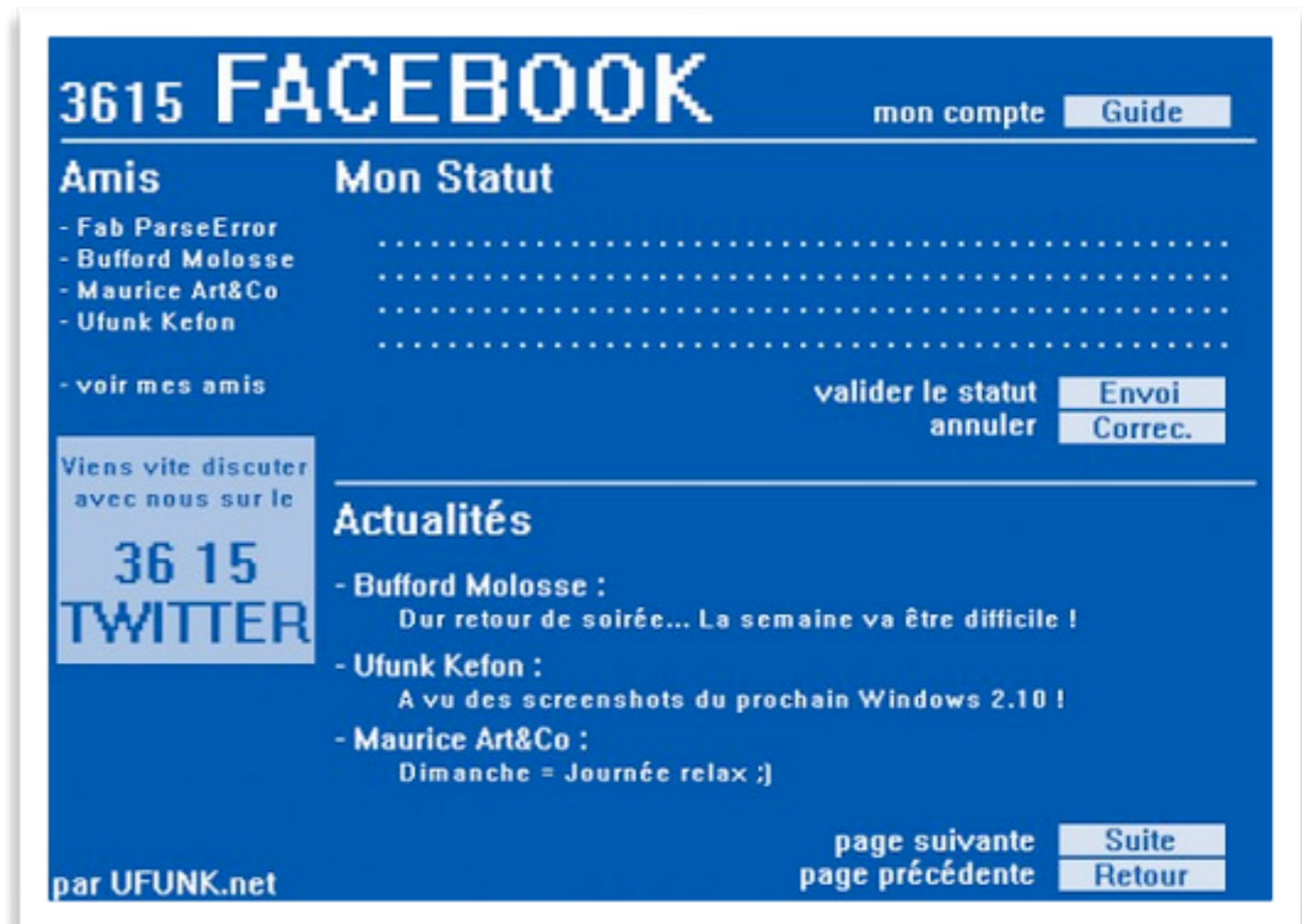

photo: wikimedia

Minitel

History

- 1972: launched
- 1995: 20 million users
- 2012 June: Terminated

Services

- banking
- news
- train reservations
- adult chat
- stock transactions
- + 25,000 more services in 1995

What Facebook might have looked like were it on Minitel.
[Emilie Ogez]

Minitel

Architecture

- reliable
- per-minute fee
- centralized, closed
- out-evolved by the Internet
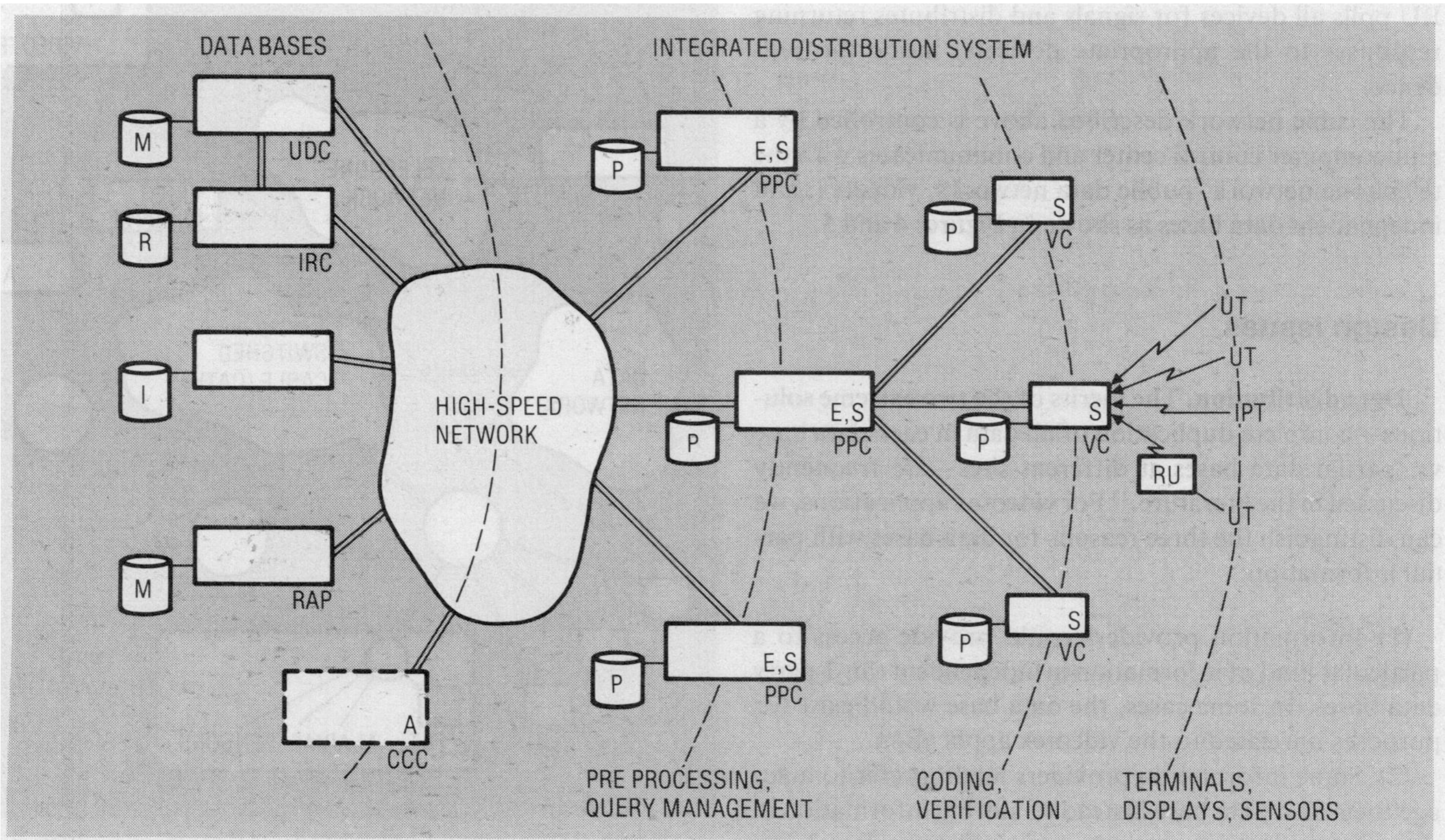

photo: wikimedia

Figure 7. Generic Videotex system.

[A. J. S. Ball, G. V. Bochmann, and J. Gecsei. Videotex networks. IEEE Computer Magazine, 13(12):8–14, December 1980]

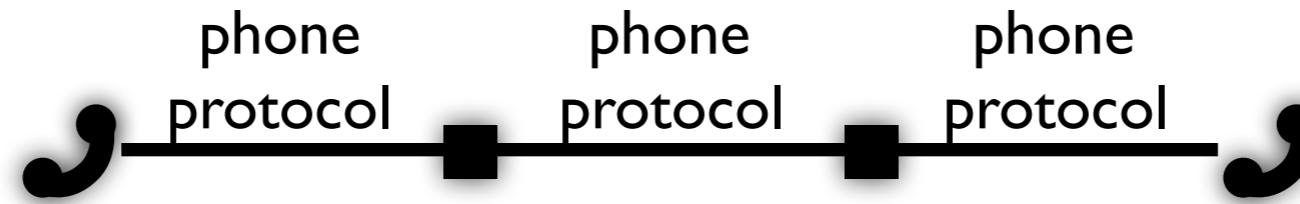# Two Architectural Principles

Question...

What was the key to the diversity of innovation that the Internet enabled?

- Packet switching for efficiency?
- Packet switching for resilience to nuclear attack?
- Ability to connect computers?
- Government funding?
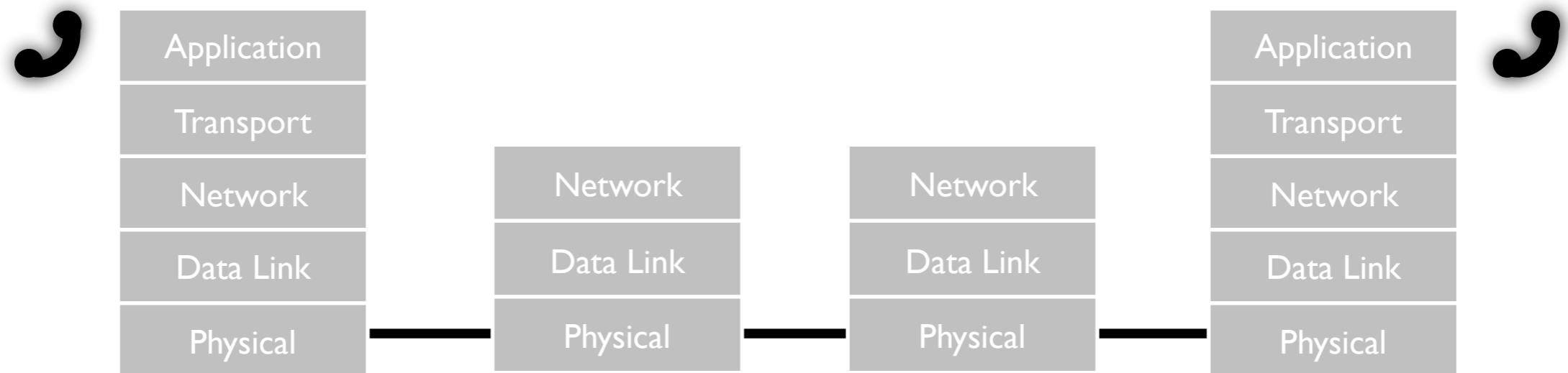- ...

Let's take a step back (in time)

phone
protocol

phone
protocol

phone
protocol

One protocol spoken by all devices

One application

What principle changed this picture?

Layering

Application				Application
Transport				Transport
Network	Network	Network		Network
Data Link	Data Link	Data Link		Data Link
Physical	Physical	Physical		Physical

A kind of modularity

Functionality separated into layers

- Layer *n* interfaces only with layer *n*-1
- Hides complexity of surrounding layers: enables greater diversity and evolution of modules
- (IP) connectivity becomes a commodity

Layering and innovation

Layering modularized the architecture with flexible open interfaces which helped spur innovation.

Layering in ARPANET

- *"Along with the basic host-host protocol, we also envisioned a hierarchy of protocols, with Telnet, FTP and some splinter protocols as the first examples. If we had only consulted the ancient mystics, we would have seen immediately that seven layers were required."* – Stephen Crocker on the 1969 development of ARPANET [RFC1000, 1987]

Layering in computer systems

- examples?

Discussion

Layering is a guiding principle, not a law

When is layering violated? (layer n interacts with layers other than *n*-1 and *n*+1)

- Web-based authentication for wireless networks
- NATs
- Web caches
- ...

Organizing the layers

Layering doesn't tell you what services each layer should provide

What is an effective division of responsibility between layers?

End-to-end principle

(a slight rephrasing of the paper)

If a function can completely and correctly be implemented only with the knowledge and help of the application standing at the endpoints of the communication system,

then providing that function as a feature of the communication system itself is not possible.

machine

file transfer application

machine

file transfer application

network

disk

flow of data

disk
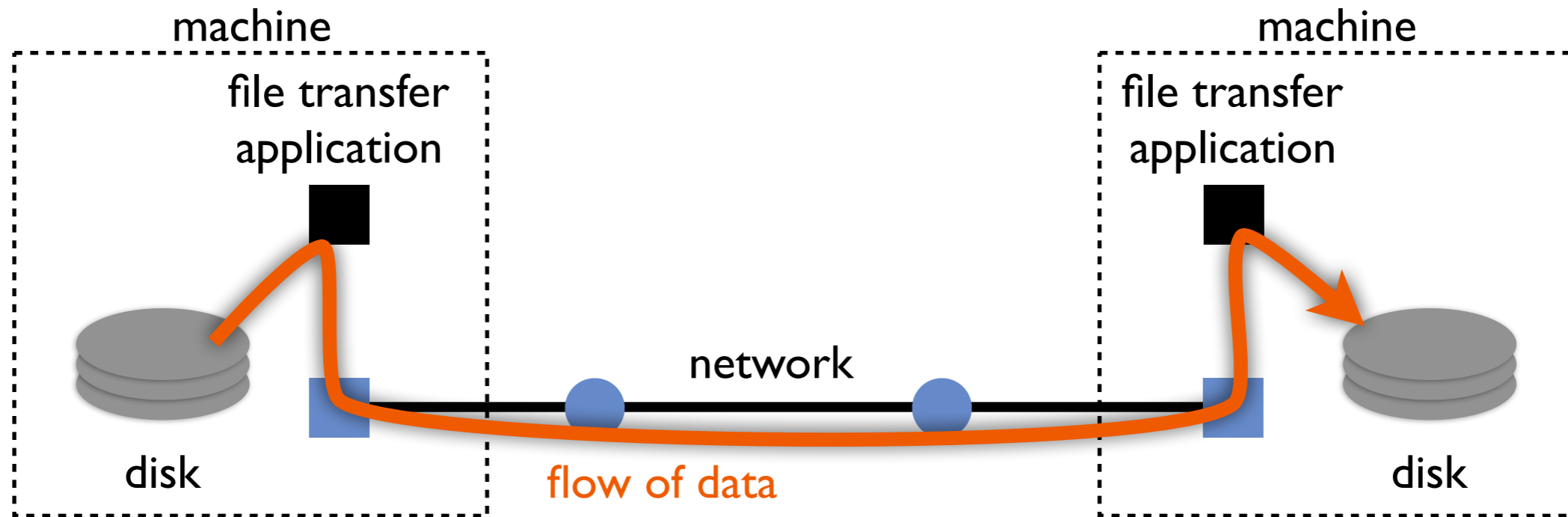
Suppose the link layer is reliable. Does that ensure reliable file transfer?

Suppose the network layer is reliable. Does that ensure reliable file transfer?

Interpretation

Assume the condition (if ...) holds. Then...

End-to-end implementation

- Correct
- Simplifies, generalizes lower layers

In-network implementation

- Insufficient
- May help – or hurt – performance. Examples?

Be wary to sacrifice generality for performance!

Failure avoidance

Congestion control

Routing

- Topology discovery
- Path selection

Caching web requests
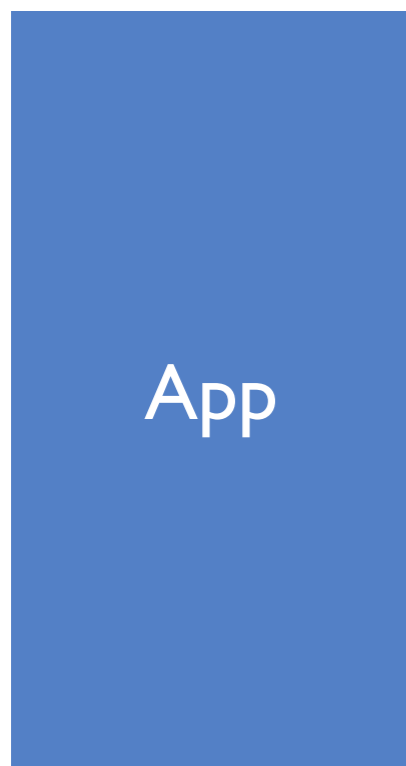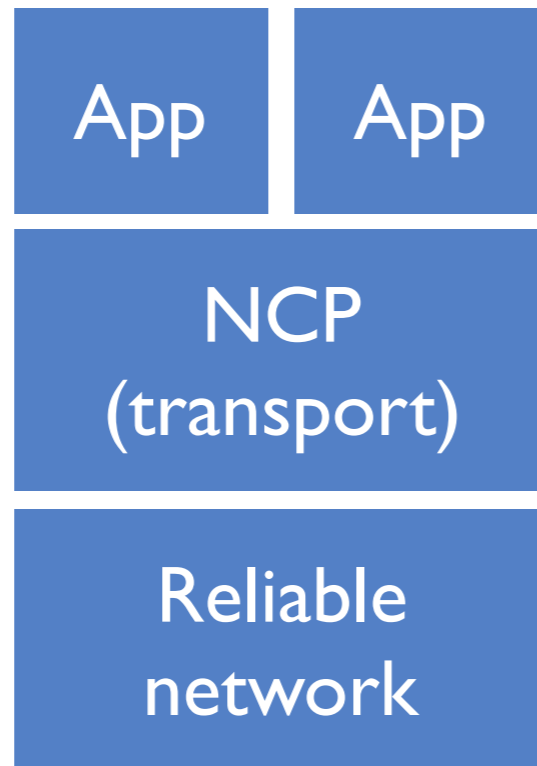
Firewalling (segmenting traffic)

Two main principles

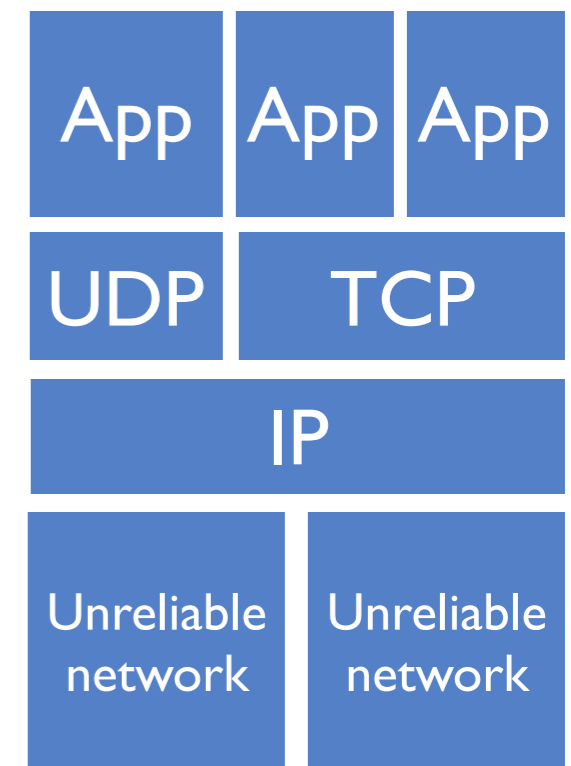- Layering: a modular design
- End-to-end: guides what the modules should do

Is that a complete Internet architecture?

- Operations / control?
- Resource management?
- What are the right layers above, e.g. Naming?
- Routing? Security? Interaction among entities? …

Internet experienced organic growth with fewer clear principles in other parts of the architecture

Announcements

Assignment 1 due Wednesday

Reviews for next time:

- Congestion Avoidance and Control (Jacobson 1988)