

# INTERNETWORKING TUTORIAL

**Juan-Pablo Cáceres**

**Network Sound and Data**

Center for Computer Research in Music and Acoustics (CCRMA)

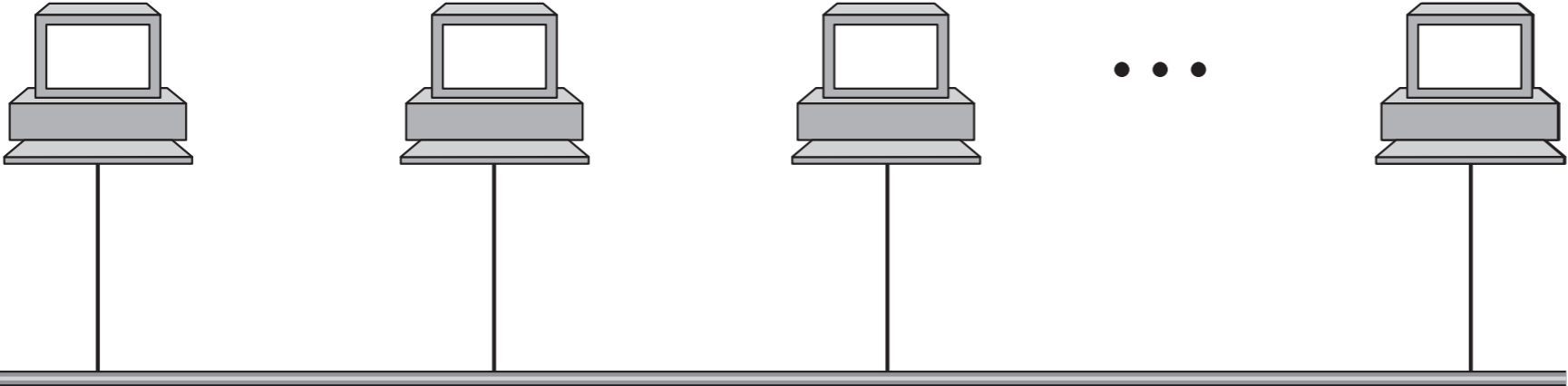
Stanford University

# What is a NETWORK?

# Direct Links

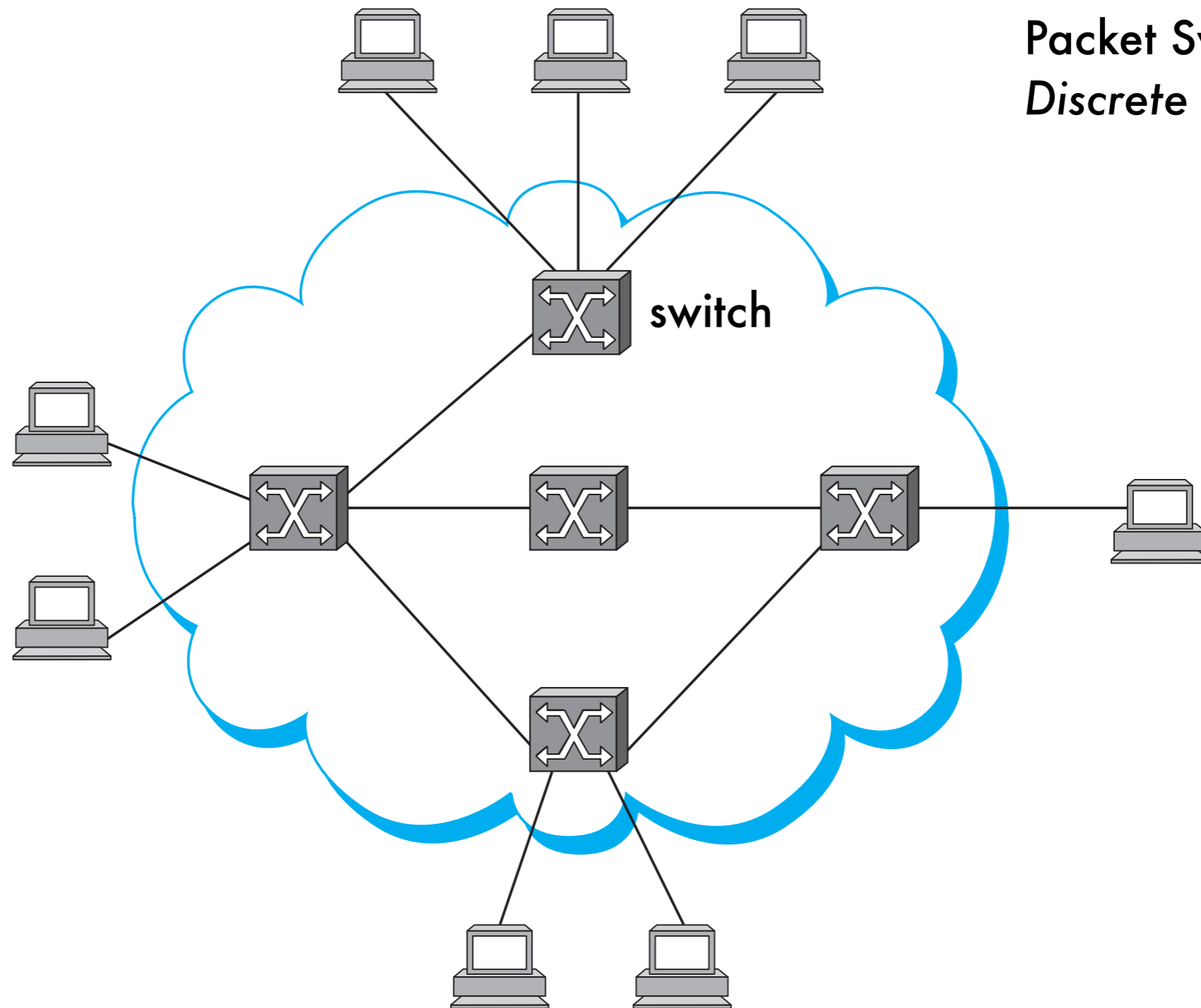


point-to-point



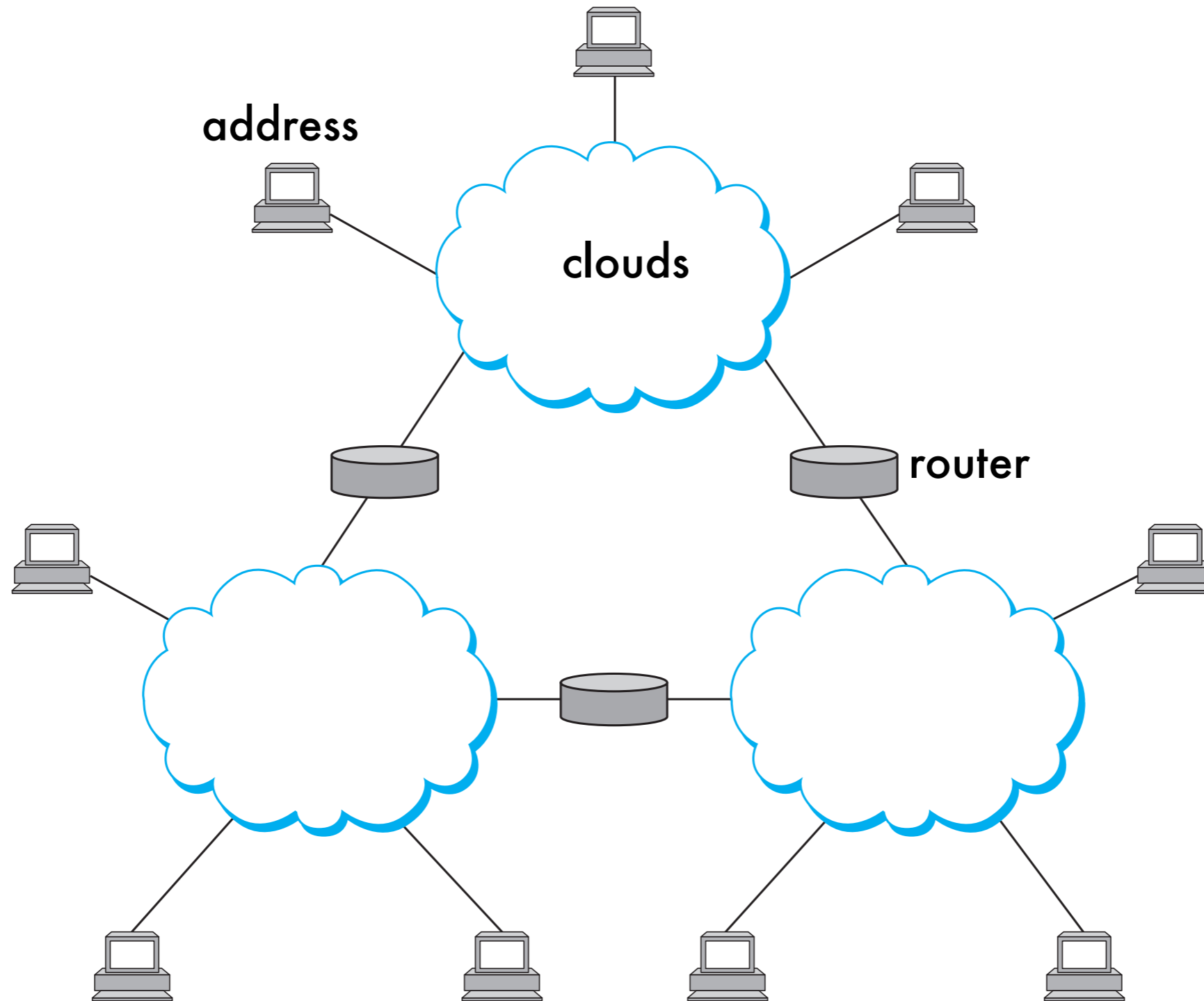
multiple-access

# Switched Network

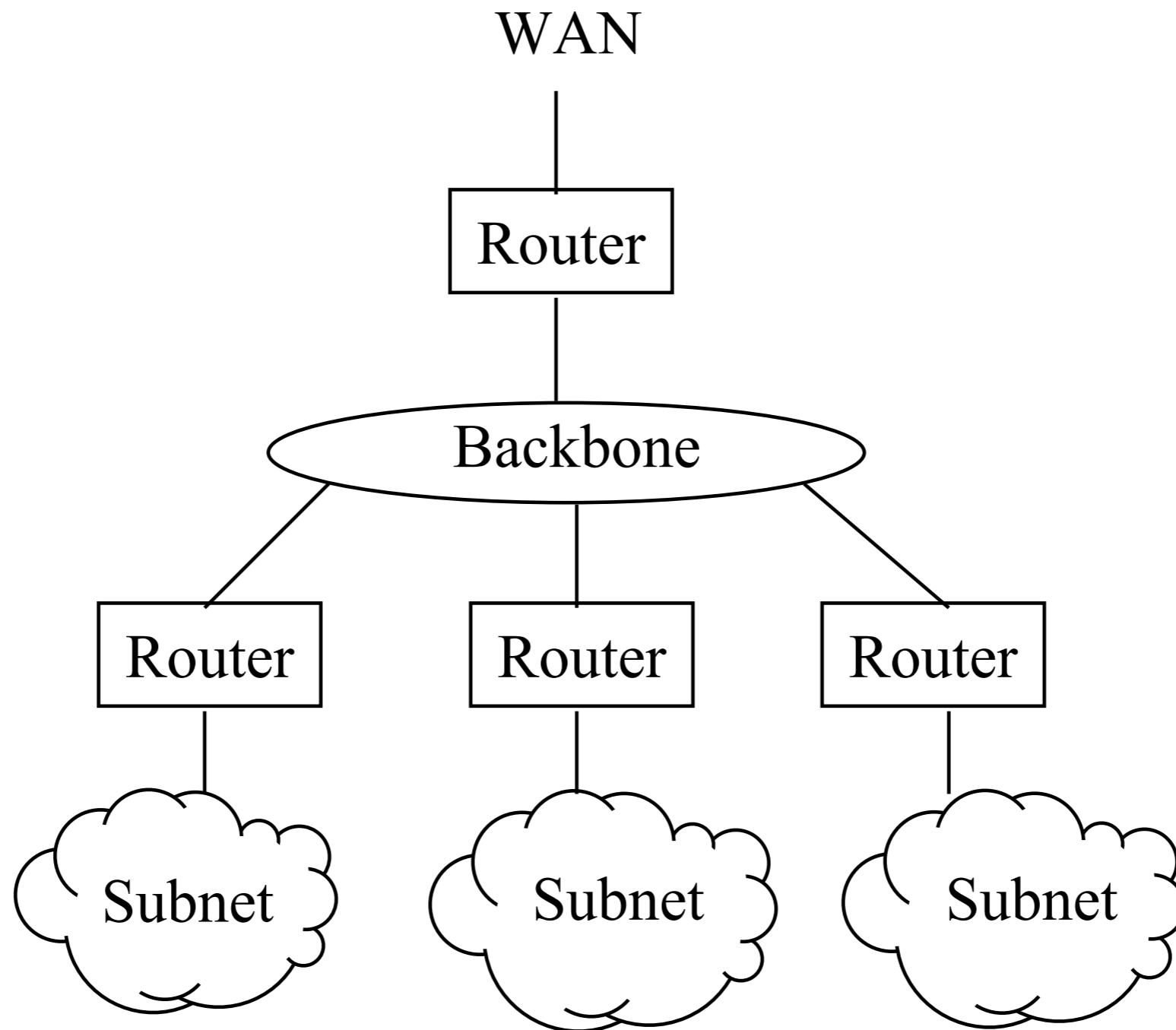


Packet Switched  
*Discrete blocks of data*

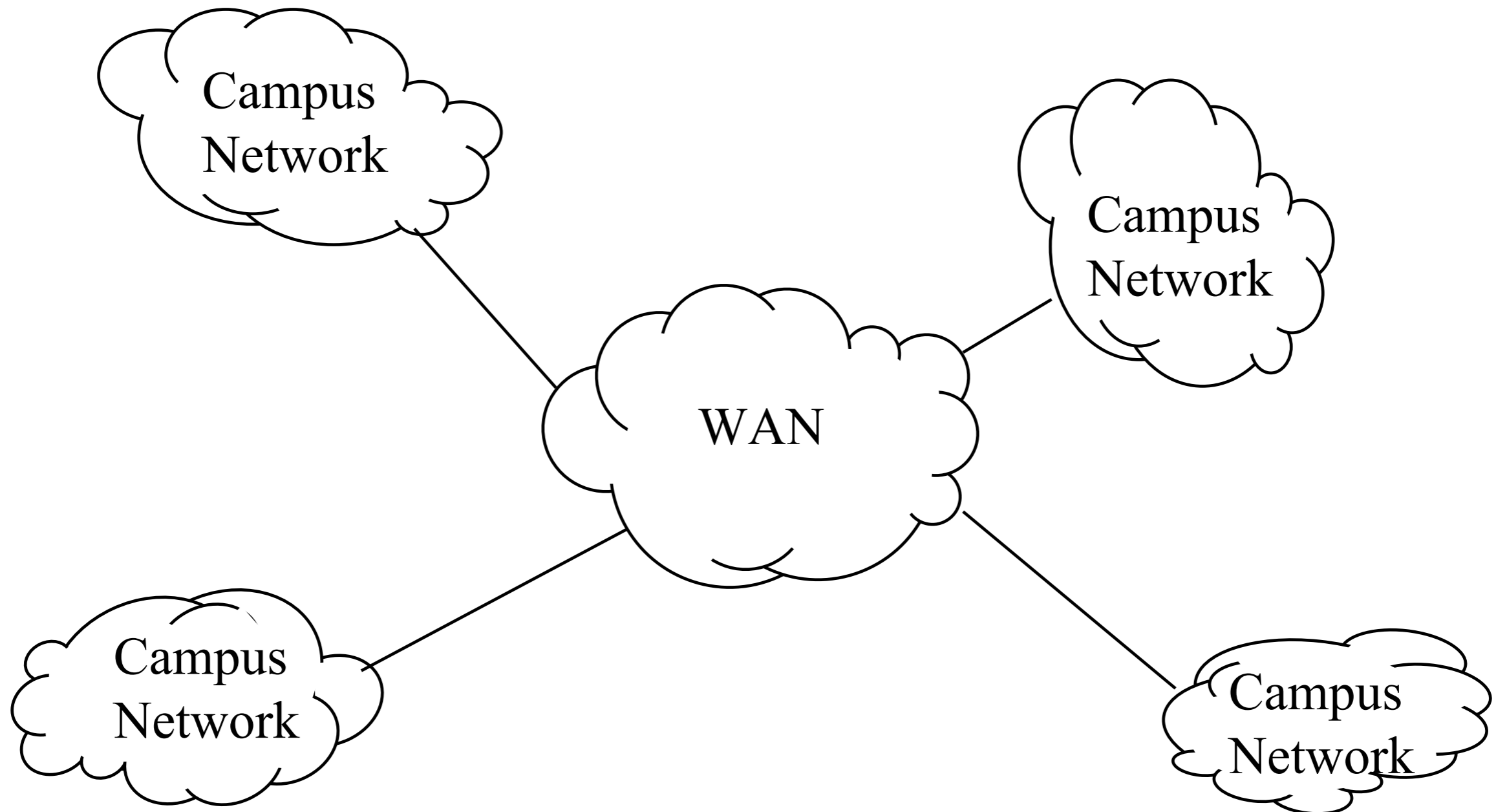
# Internetwork



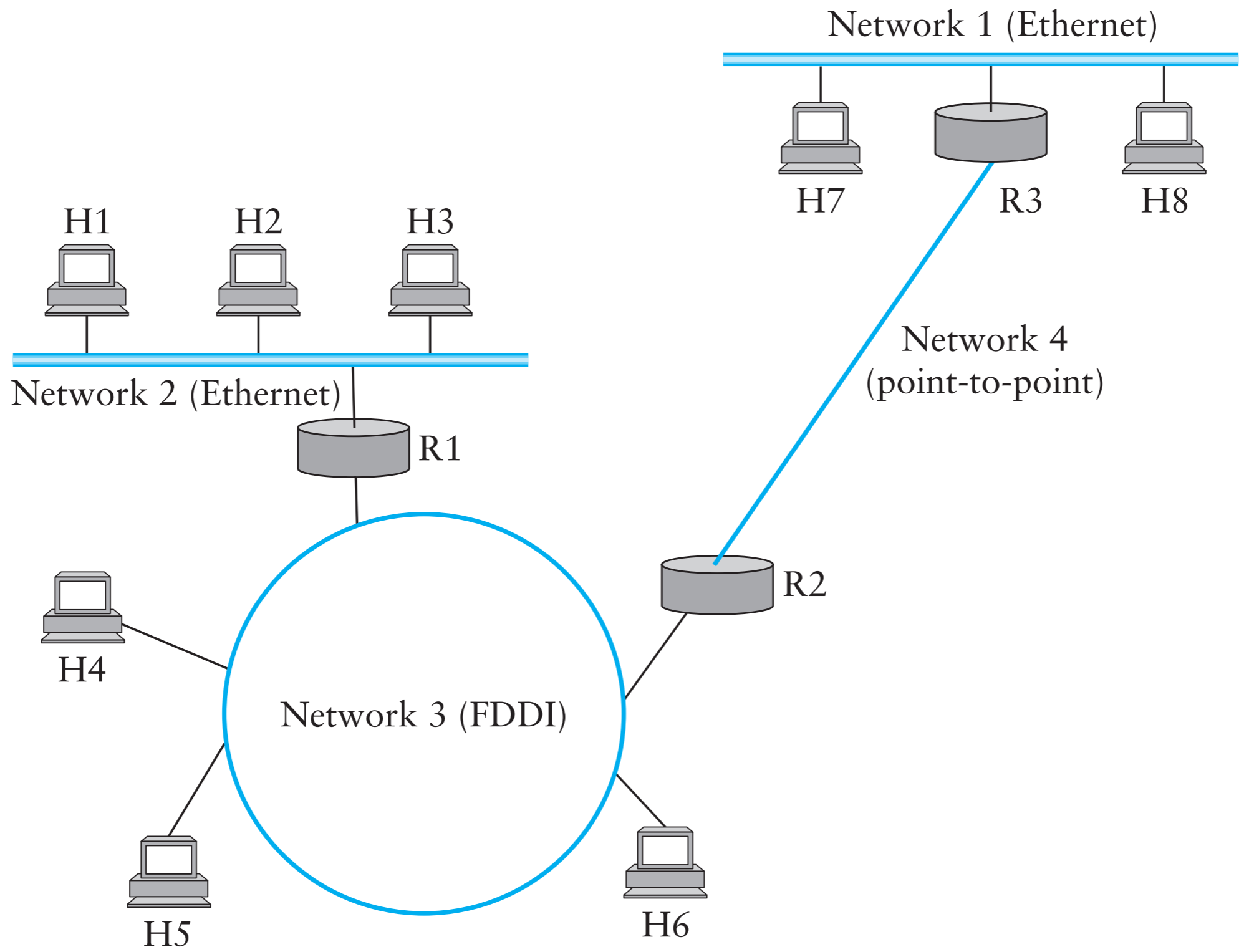
# Typical Campus Network Infrastructure



# Global Network Infrastructure



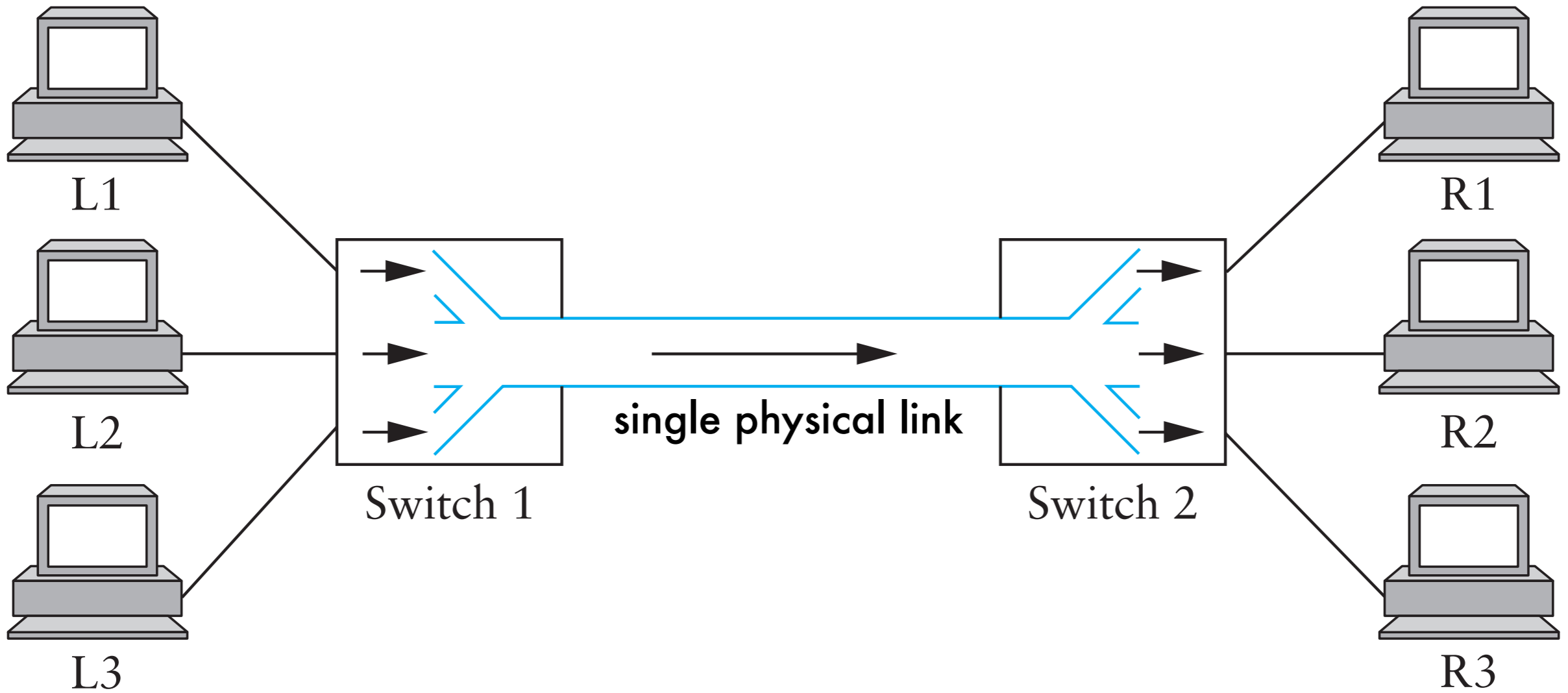
# Simple Internetworking



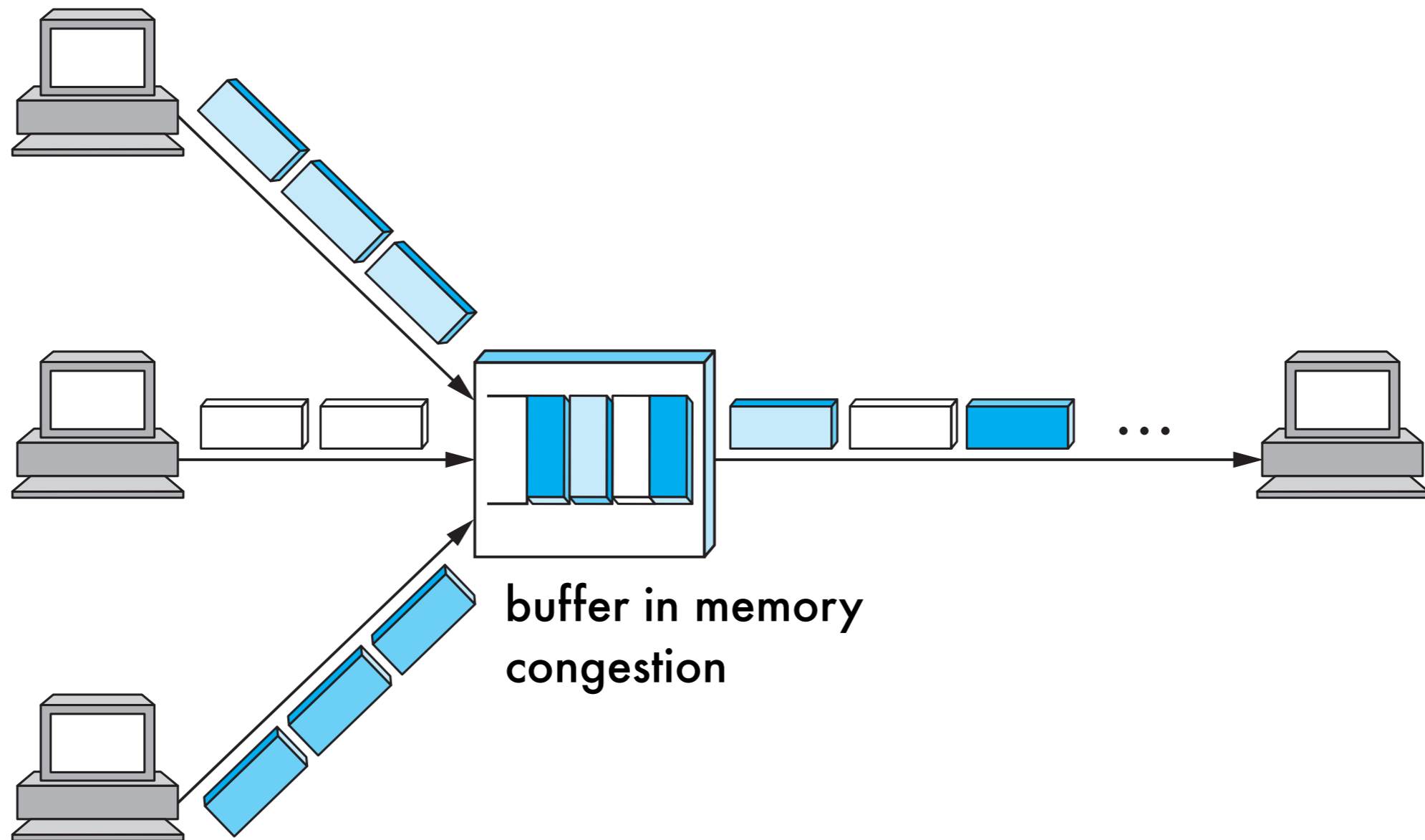


# Demo: *traceroute*

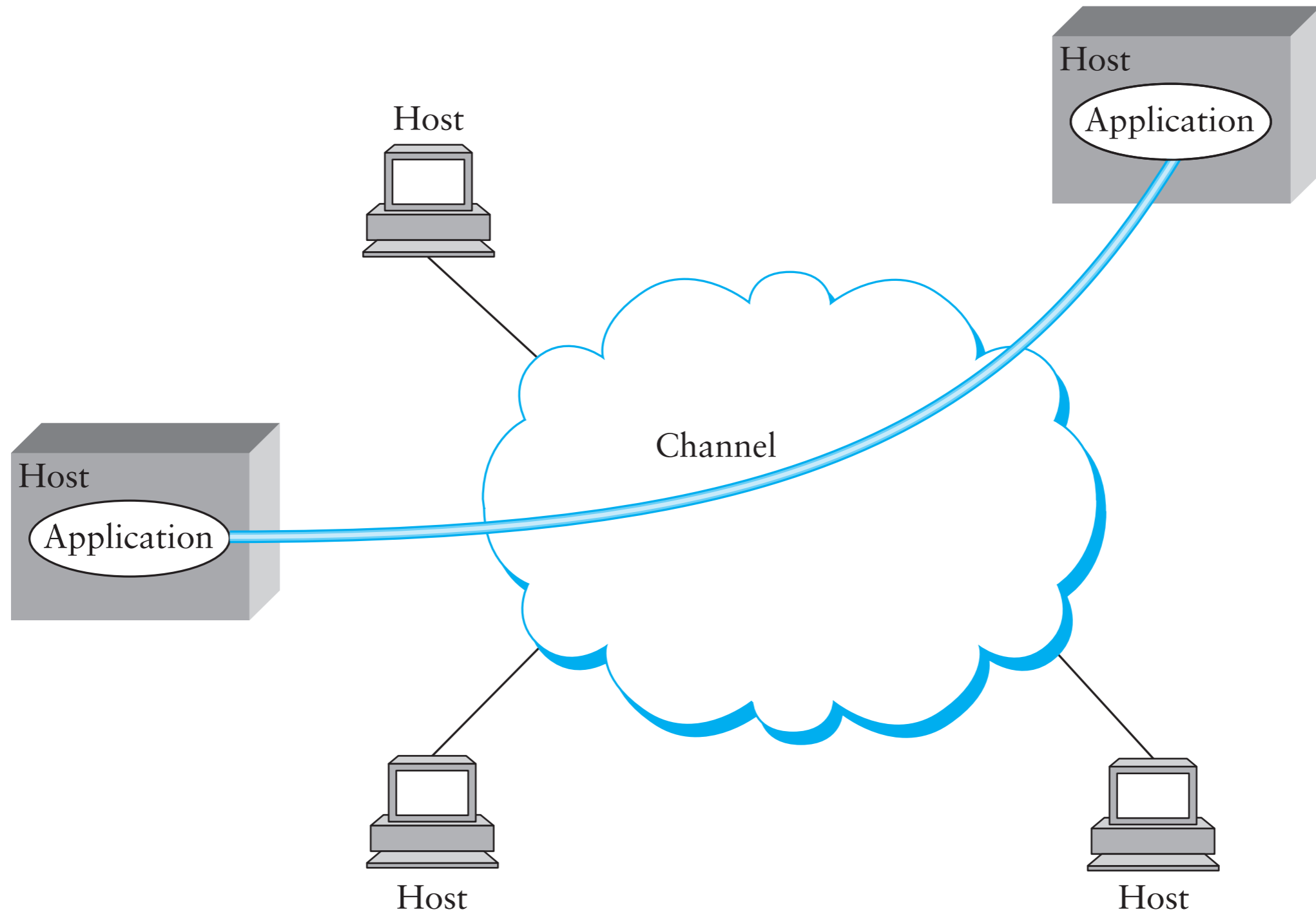
# Multiplexing



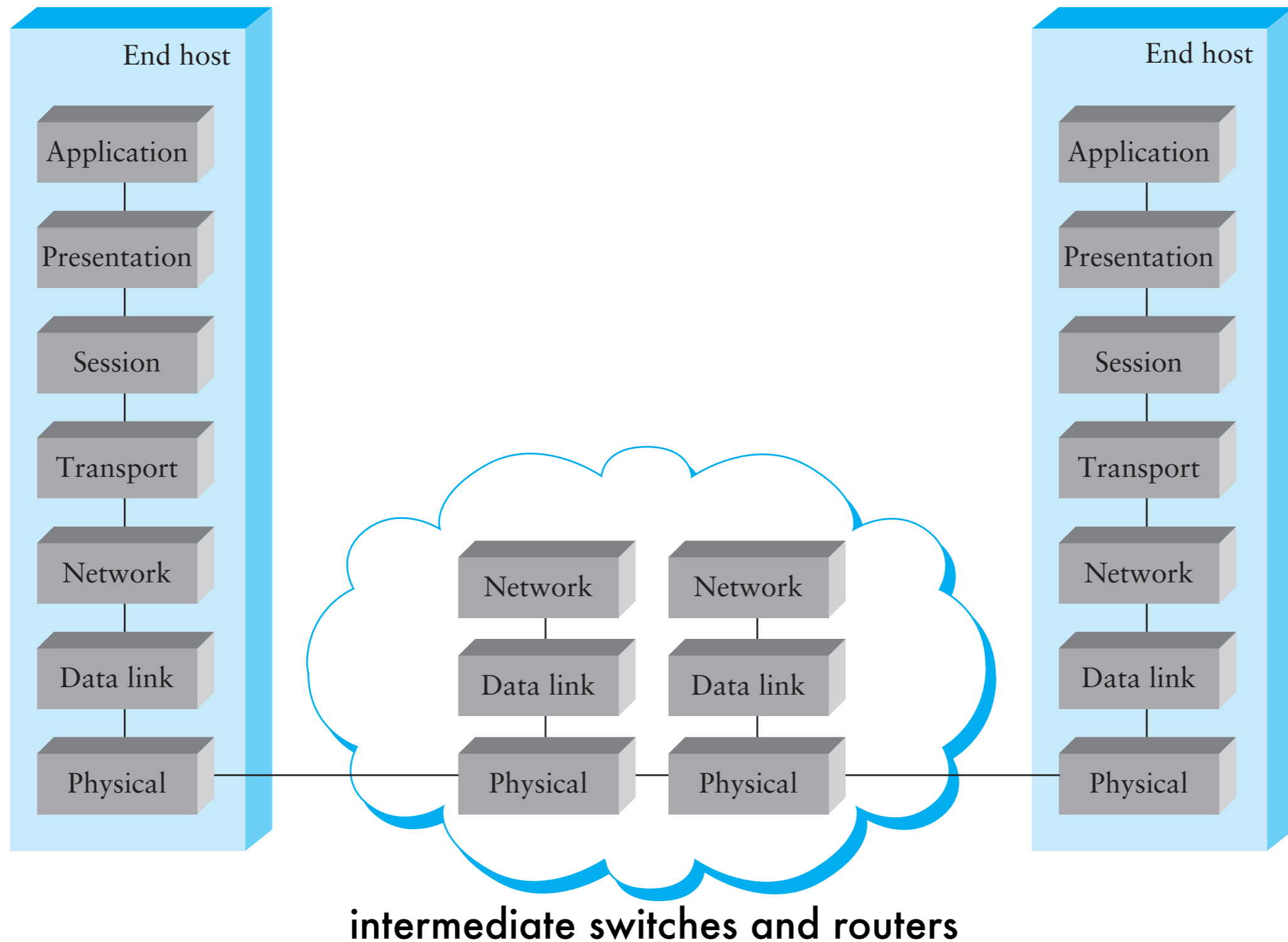
# Switch Multiplexing Packets



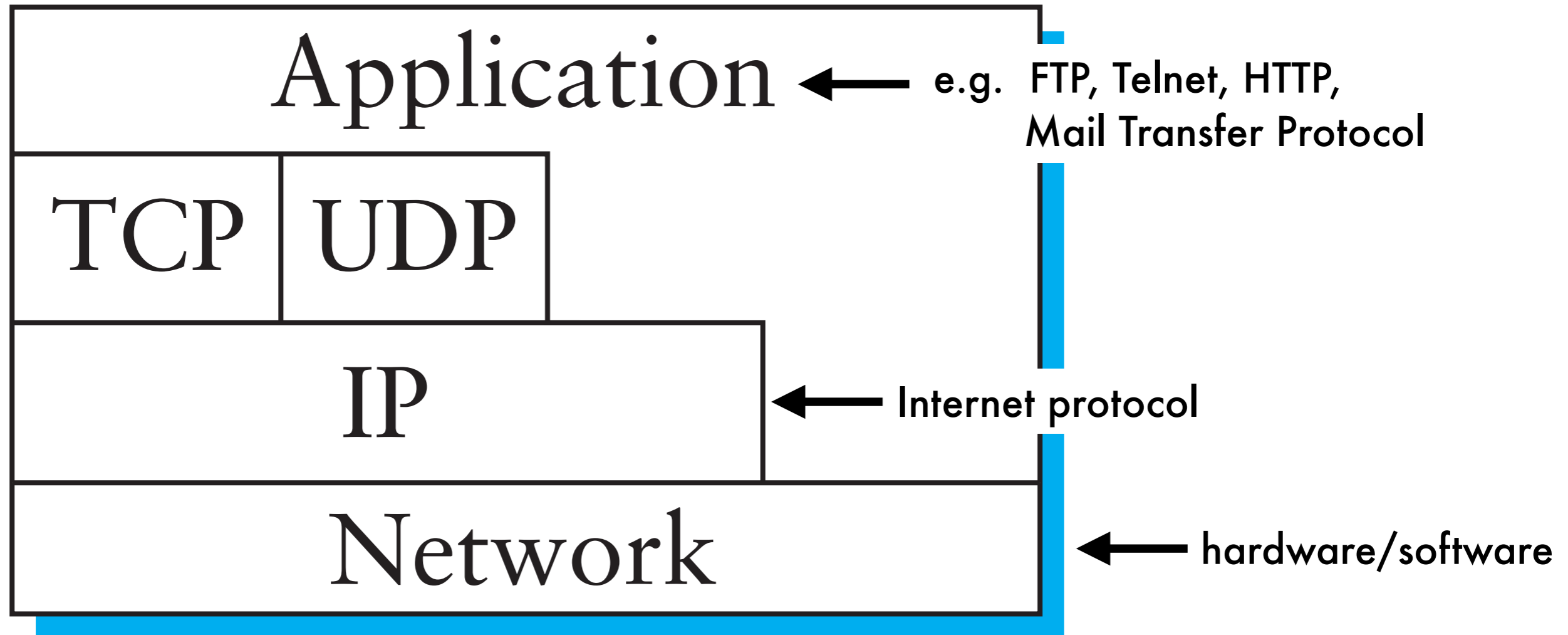
# Process Communication



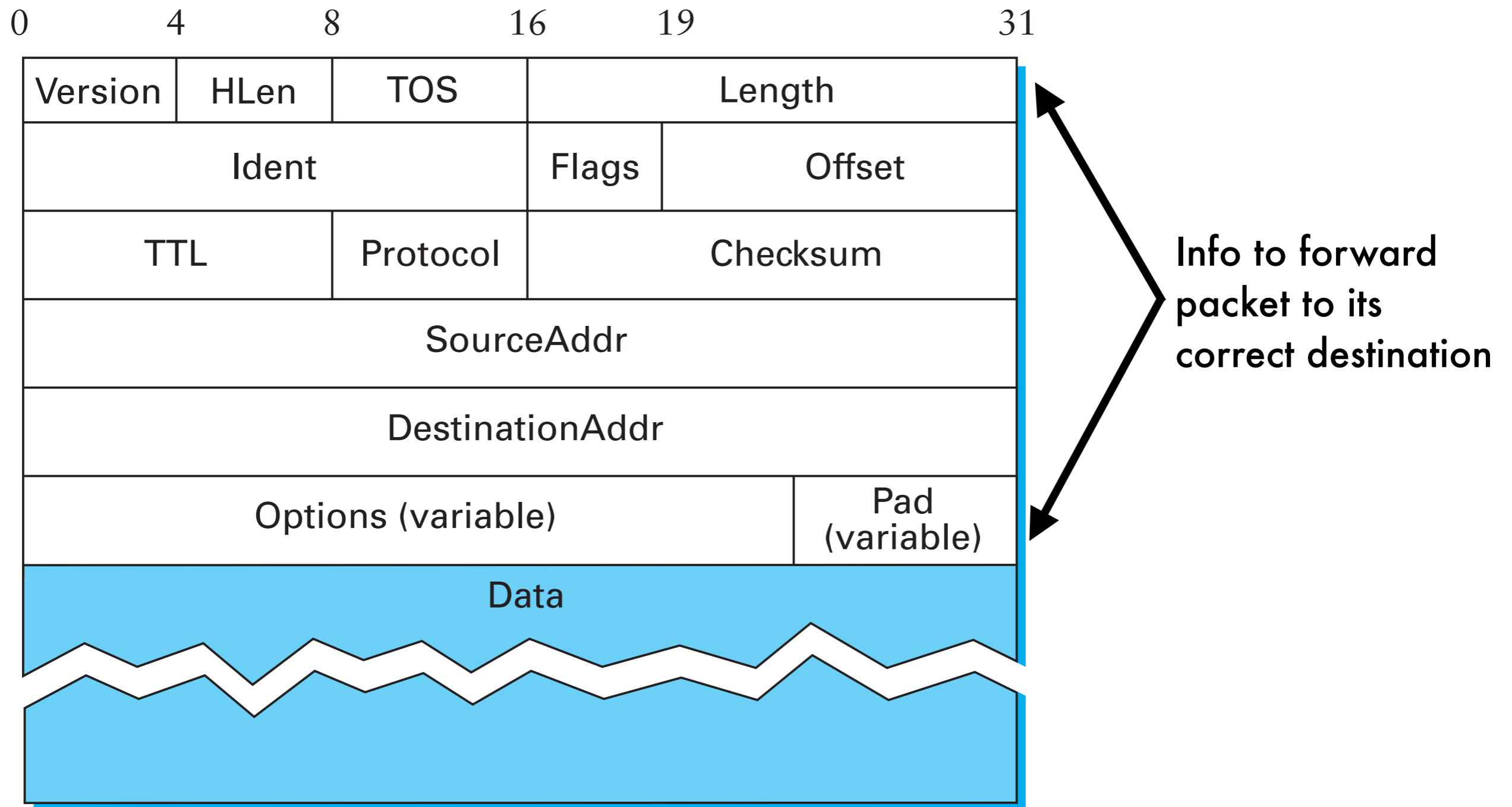
# Open Systems Interconnection (OSI) Architecture



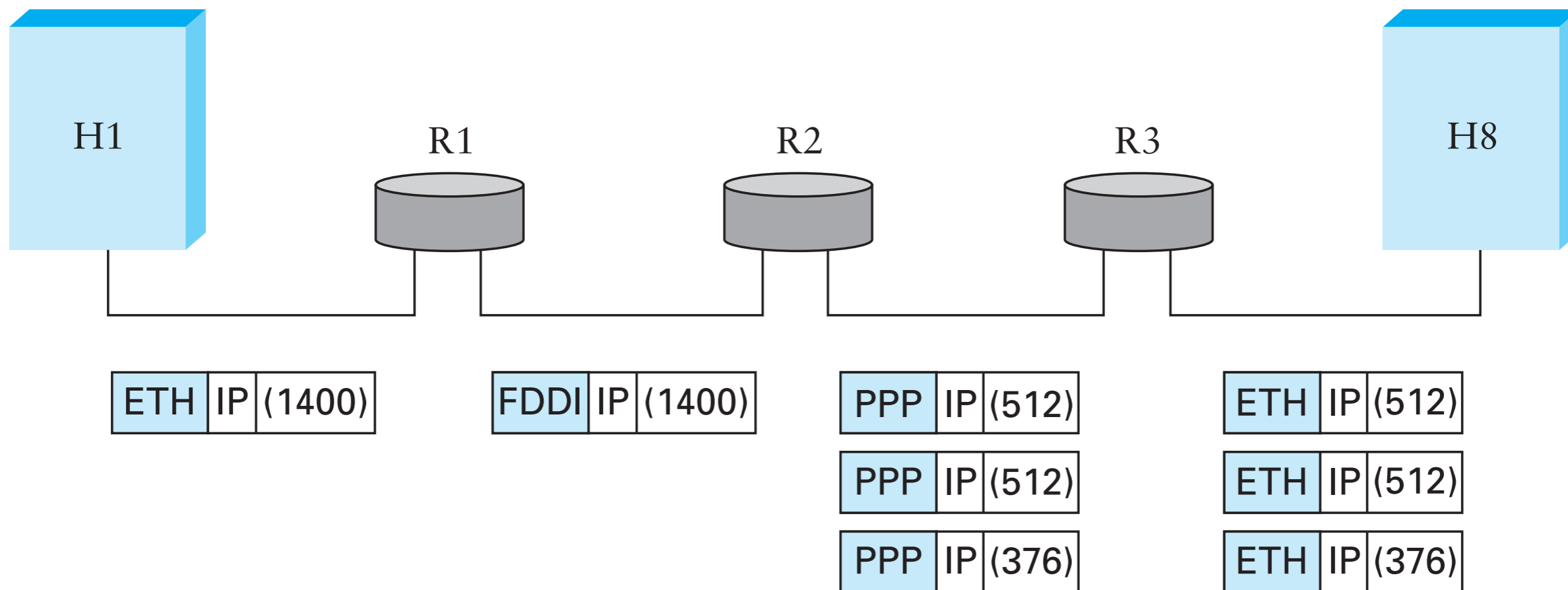
# Internet: TCP/IP Architecture



# Datagram Delivery and Packer Format (IPv4)



# Fragmentation



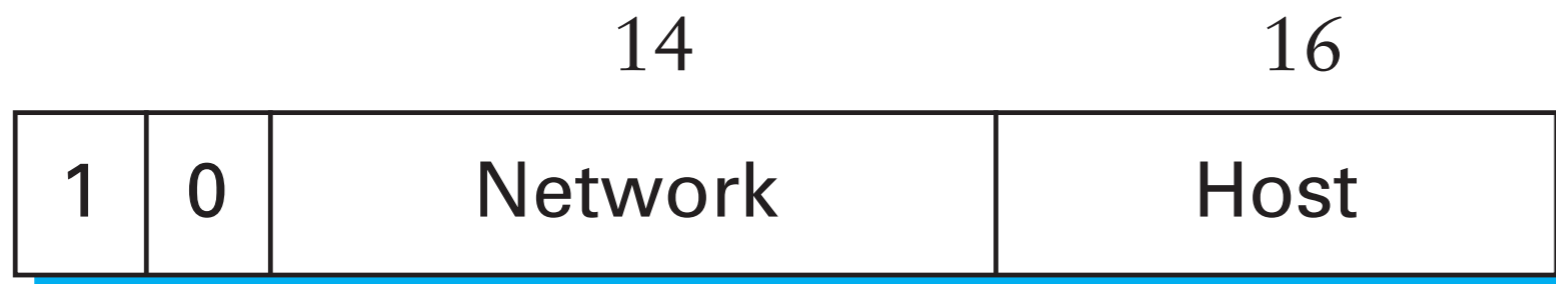


# IP Global Addresses (32 bits)

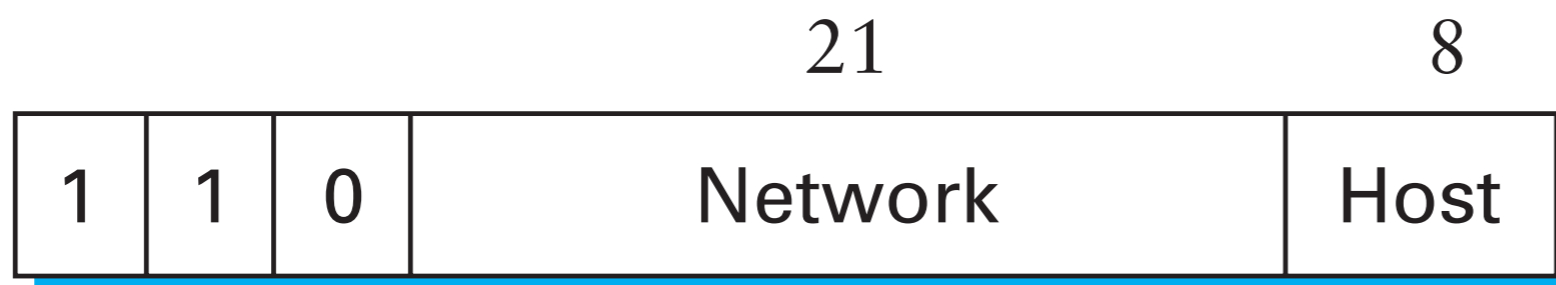
*Classes | Network Sizes*



← class a



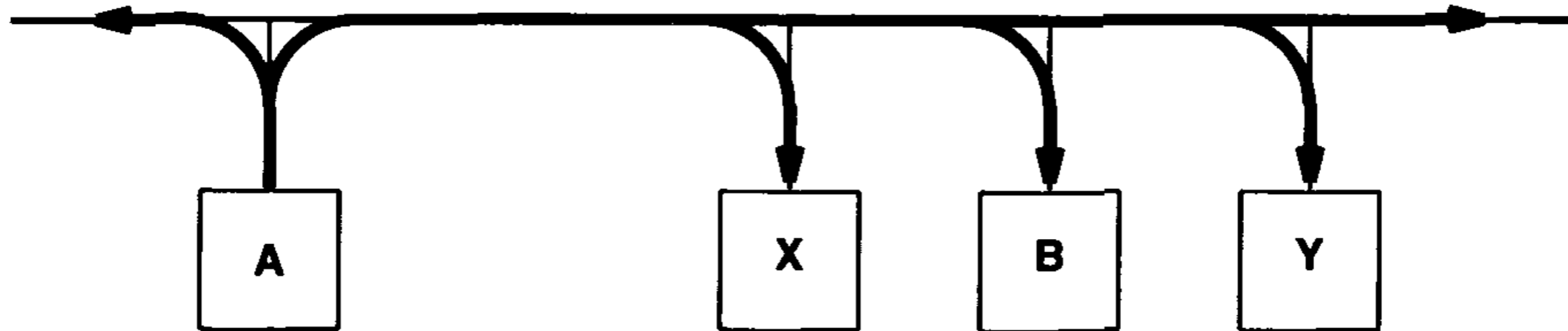
← class b



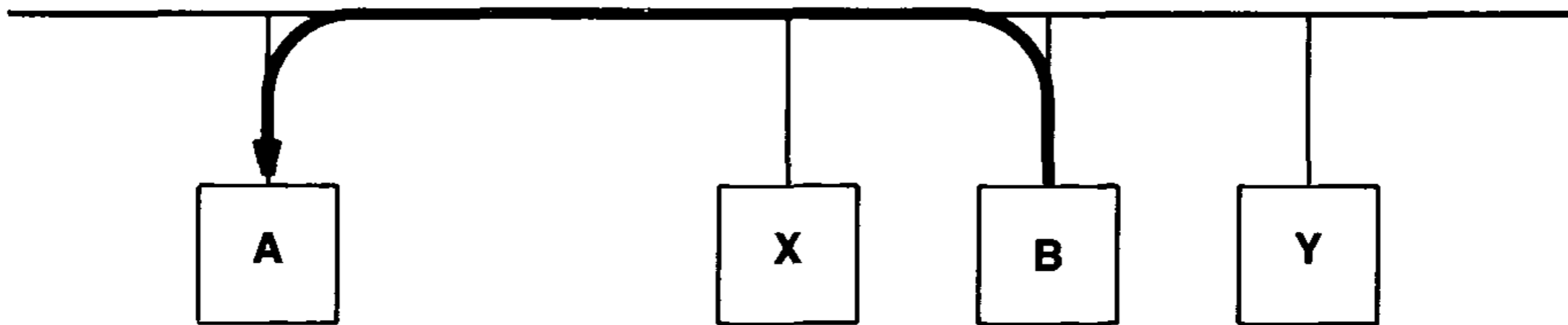
← class c

# ARP: IP to Physical Address

## Address Resolution Protocol



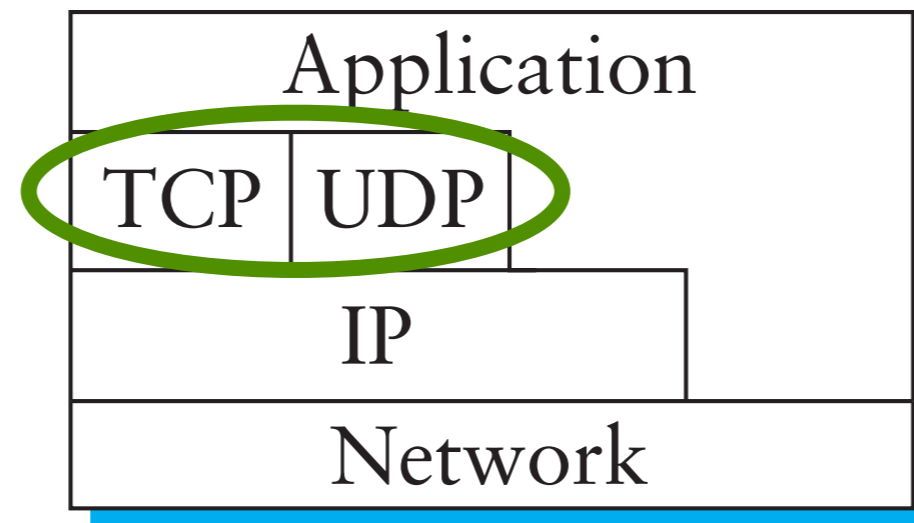
(a)



# Localhost (loopback)

**127.0.0.1**

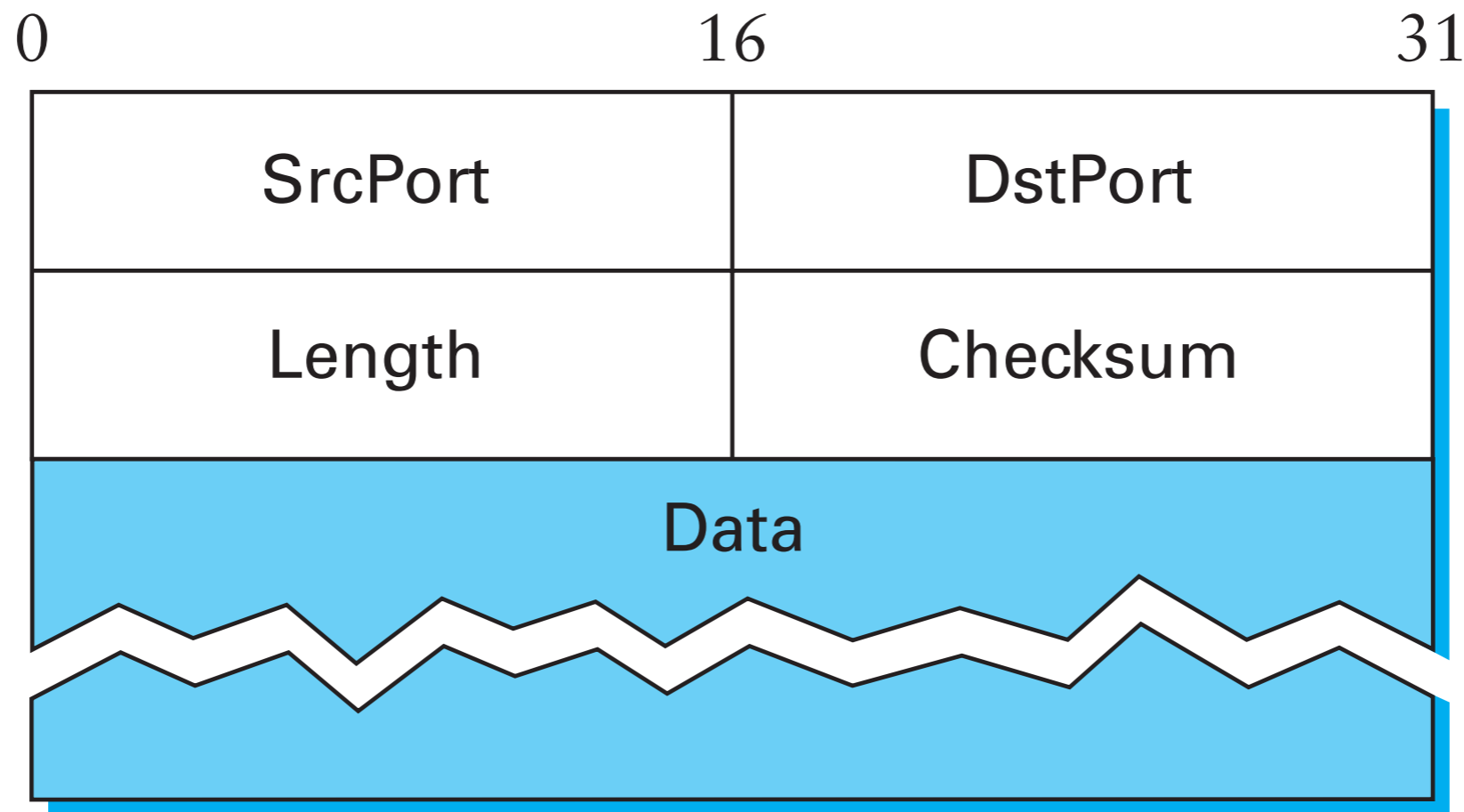
# End-to-End Protocols



# User Datagram Protocol (UDP)

## Unreliable Datagrams (like postal mail)

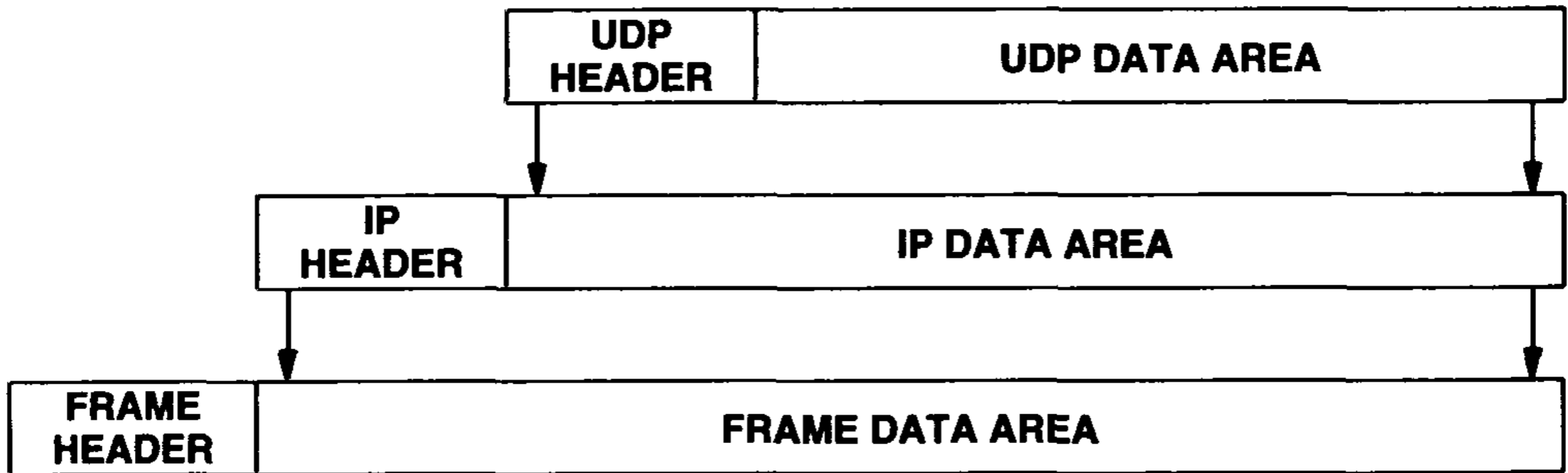
- *no acknowledgment*
- *ports to distinguish between applications*



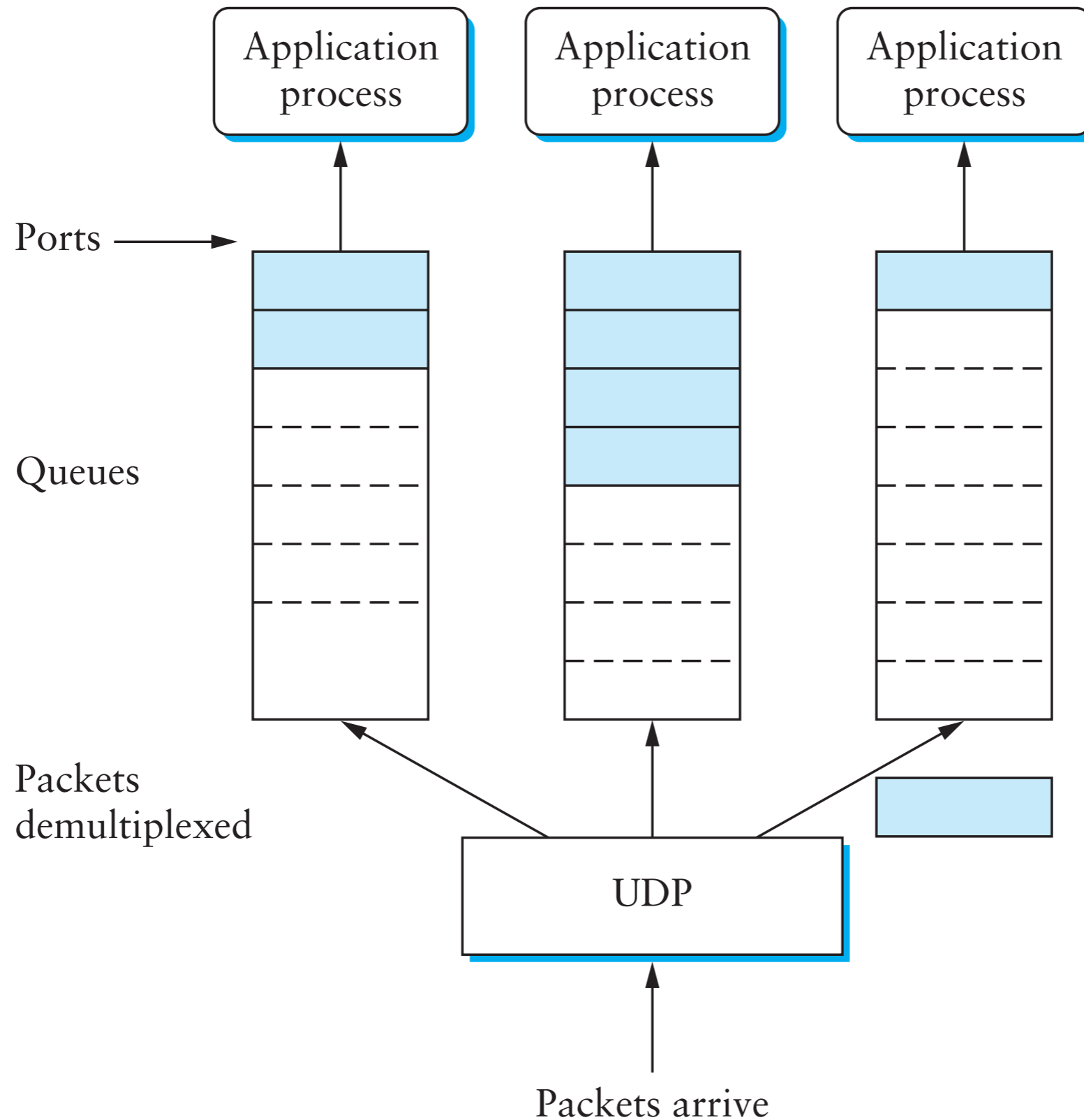
# UDP (Comer's definition)

*The User Datagram Protocol (UDP) provides an unreliable connectionless delivery service using IP to transport messages between machines. It uses IP to carry messages, but adds the ability to distinguish among multiple destinations within a given host computer.*

# Encapsulation



# Ports and Demultiplexing





# Reserved Ports

Decimal	Keyword	UNIX Keyword	Description
0	-	-	Reserved
7	ECHO	echo	Echo
9	DISCARD	discard	Discard
11	USERS	systat	Active Users
13	DAYTIME	daytime	Daytime
15	-	netstat	Network status program
17	QUOTE	qotd	Quote of the Day
19	CHARGEN	chargen	Character Generator
37	TIME	time	Time
42	NAMESERVER	name	Host Name Server
43	NICNAME	whois	Who Is
53	DOMAIN	nameserver	Domain Name Server
67	BOOTPS	bootps	BOOTP or DHCP Server
68	BOOTPC	bootpc	BOOTP or DHCP Client
69	TFTP	tftp	Trivial File Transfer
88	KERBEROS	kerberos	Kerberos Security Service
111	SUNRPC	sunrpc	Sun Remote Procedure Call
123	NTP	ntp	Network Time Protocol
161	-	snmp	Simple Network Management Proto
162	-	snmp-trap	SNMP traps
512	-	biff	UNIX comsat
513	-	who	UNIX rwho daemon
514	-	syslog	System log
525	-	timed	Time daemon

# Transmission Control Protocol (TCP)

**Reliable**

**Byte-stream oriented (as opposed to Datagram oriented)**

**Virtual Circuit Connection**

**Buffered Transfer**

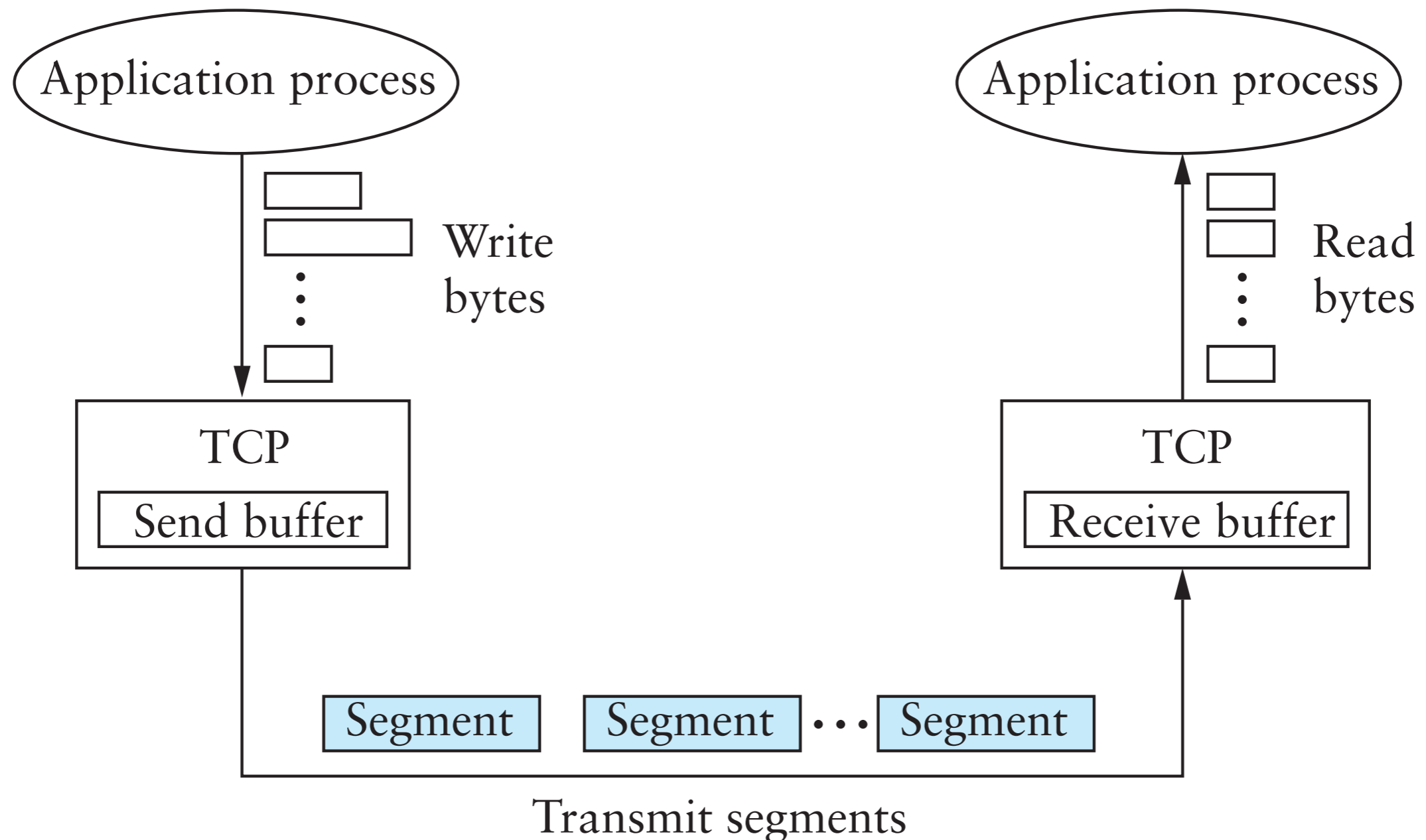
**Unstructured Stream**

**Full Duplex Connection**

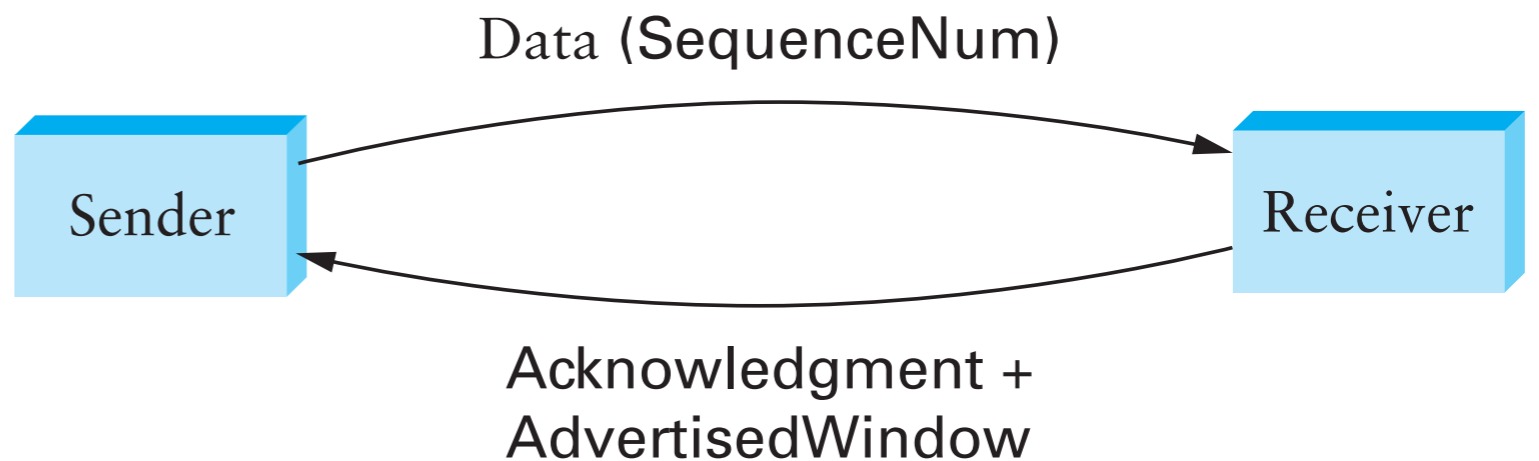
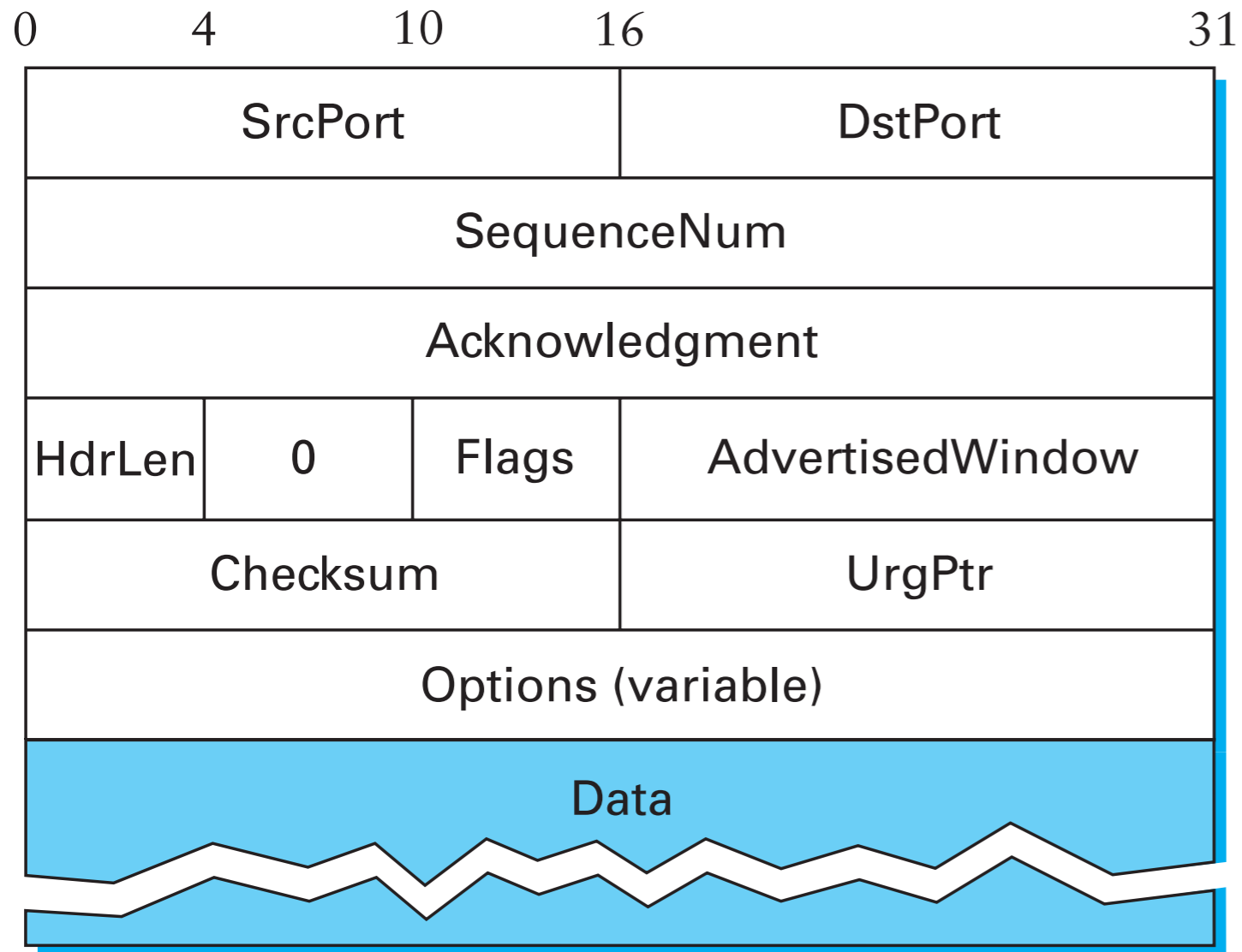
# Transmission Control Protocol (TCP)

Reliable

Byte-stream oriented (as opposed to Datagram oriented)



# Header

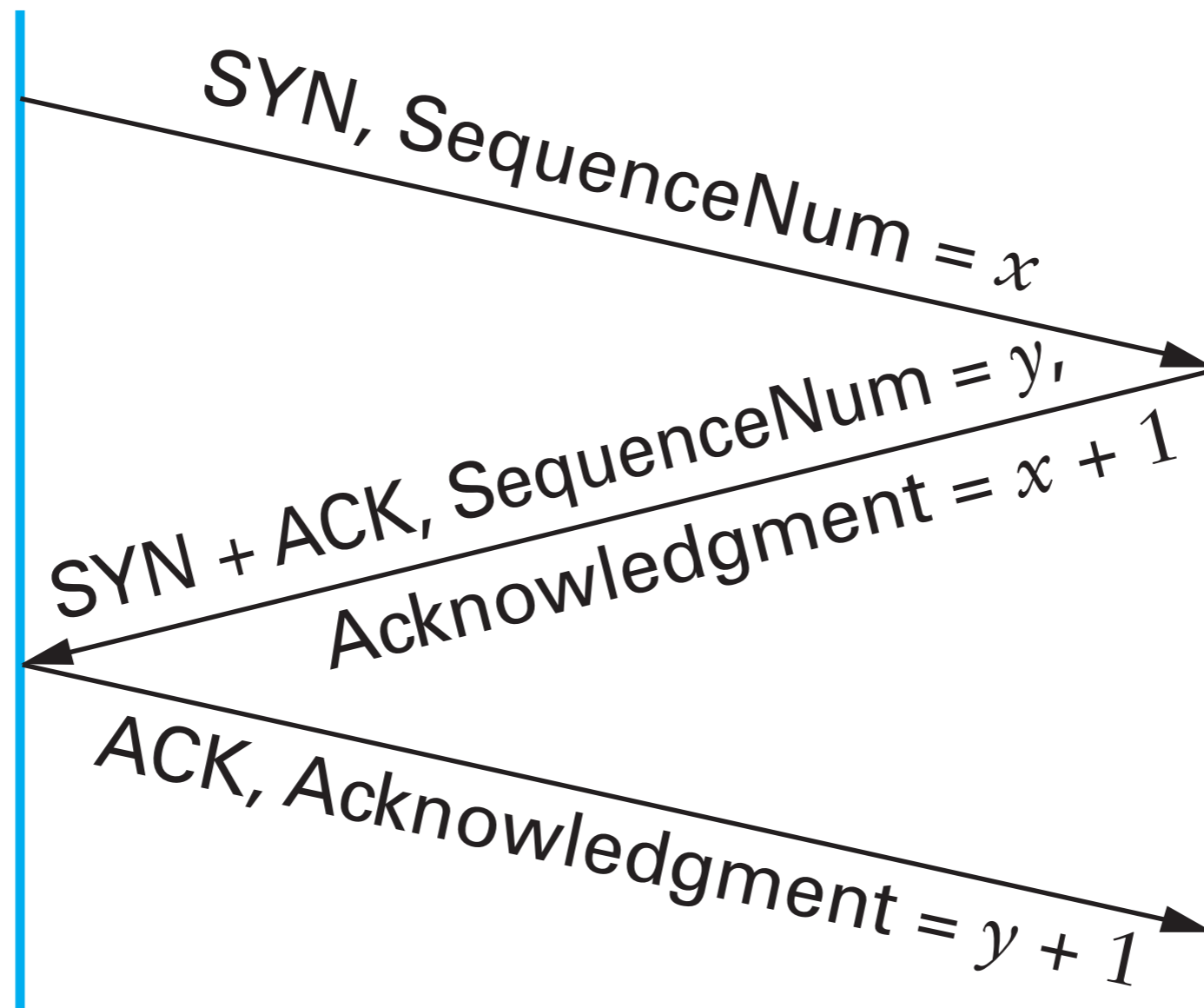


# Connection Establishment and Termination

## Three-way Handshake

Active participant  
(client)

Passive participant  
(server)

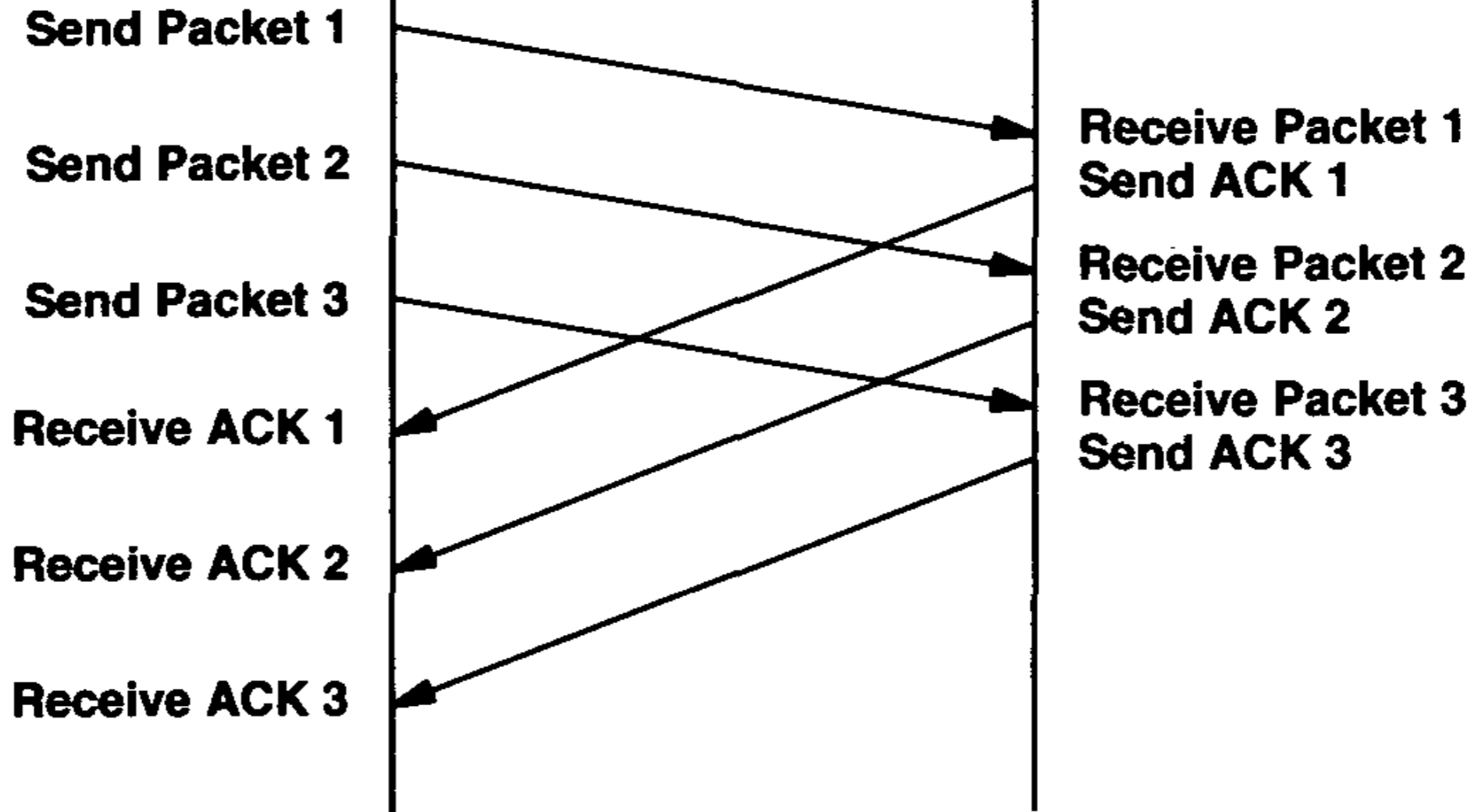


# Under the Hood

## Events At Sender Site

## Network Messages

## Events At Receiver Site



# TCP vs UDP for Audio and Messages

# Music Through Messages





# Open Sound Control (OSC)

# What's OSC

**Networking protocol for real-time musical control information**

**Introduced by CNMAT (UC Berkeley) in 1997**

**Transport-independent (UDP, TCP, WiFi, serial connections, and within applications)**

# OSC Messages

Address:

URL-style

Arguments:

strings, floats, ints, binary numbers,  
"blobs", etc.

/nmp2010/JPC/freq 2220.02



*address*



*argument*

# Argument Types

i	int32
f	float32
s	OSC-string
b	blob (binary data)
h	int64
t	Time Tag
d	float64
s	symbol

c	ASCII character
r	RGBA color
m	MIDI Message
T	TRUE
F	FALSE
N	nil
I	infinitum

# Address Space

Every address space is application-specific

*Symbolic names of features, parameters...*

*Arbitrary arrangement into tree structure*

OSC standard proscribes nothing

+ *Utterly flexible*

– *No automatic “plug and play”*

# Time

“Bundle” - group of messages

*Transmitted together*

*Must take effect atomically*

Bundles have time-tags saying when messages should take effect

# Demo Pd Patch

# Credits

Some networking images taken from:

- Peterson, *"Computer Networks"*, 3rd edition
- Comer, *"Internetworking with TCP/IP"*, Vol. 1, 4th edition

OSC slides Inspired from:

- Wright, *"Brief Overview of OSC and its Application Areas"*, OSC Conference 2004