

Networking

Friday Four Square!
Outside Gates, 4:15PM

An Interesting Article

NYTimes: “Unreported Side Effects of Drugs Are Found Using Internet Search Data, Study Finds”

http://www.nytimes.com/2013/03/07/science/unreported-side-effects-of-drugs-found-using-internet-data-study-finds.html?hp&_r=0

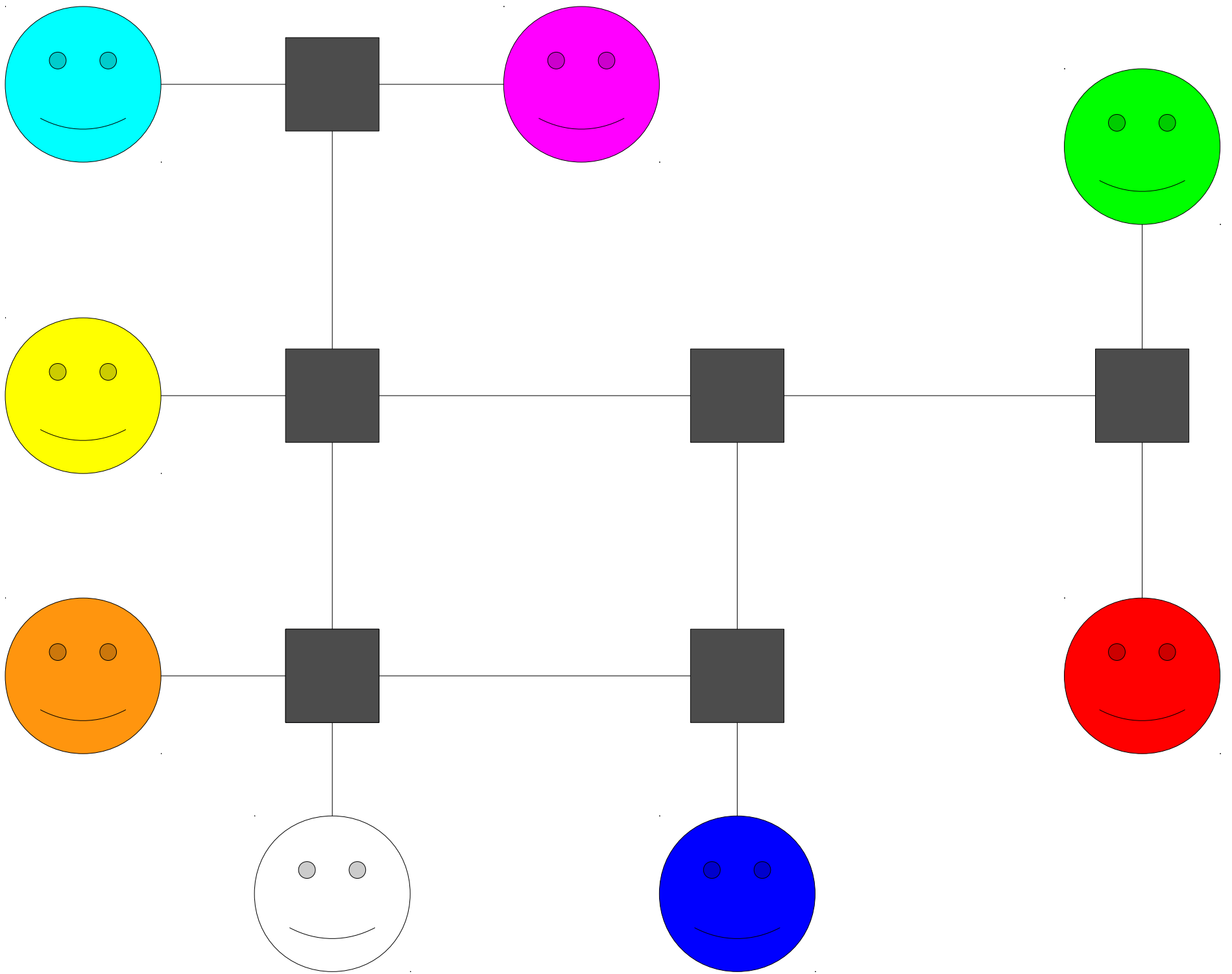
Announcements

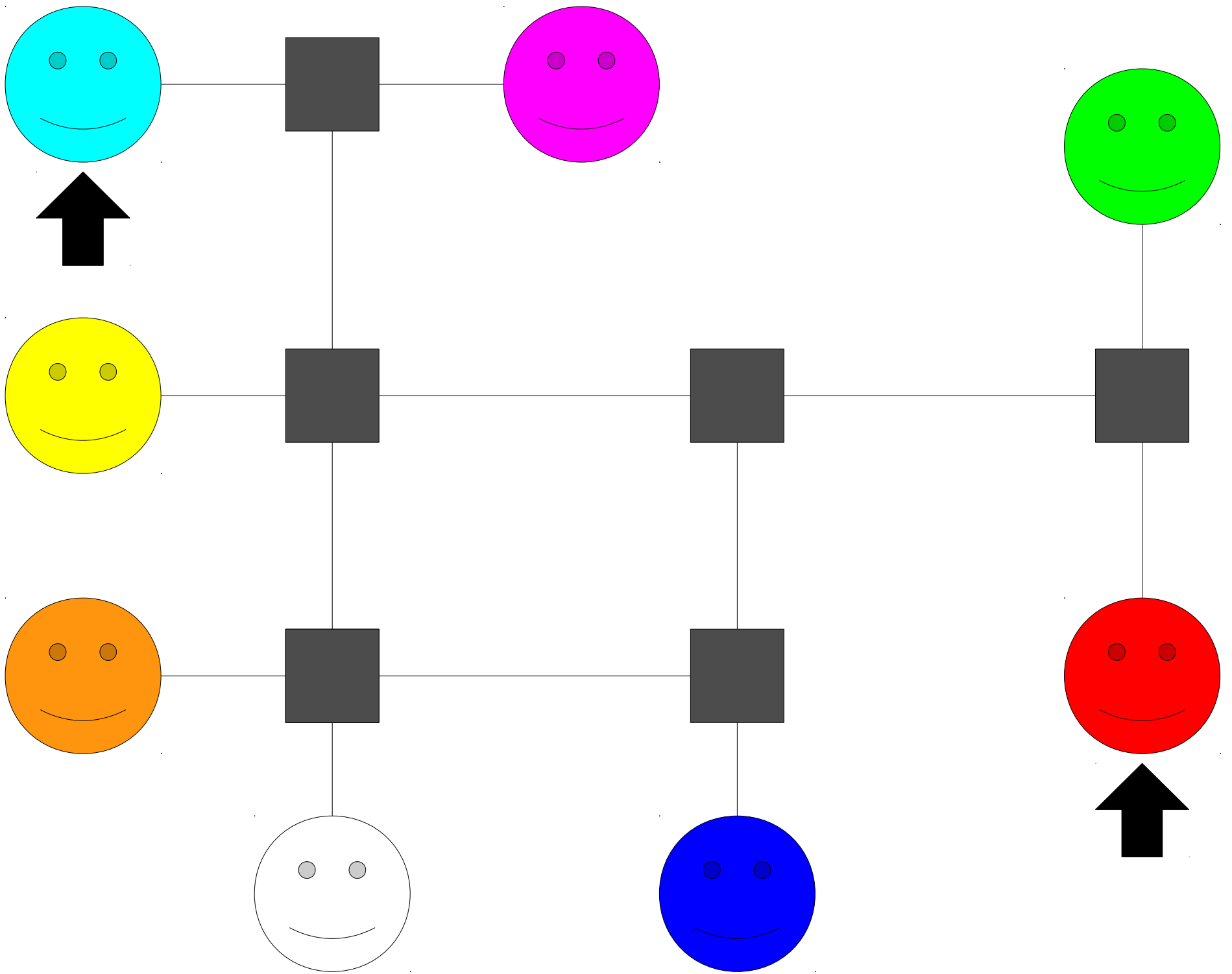
- Second midterm exam this upcoming **Monday, March 11** from 7PM – 10PM in Memorial Auditorium.
 - Review session **tomorrow** from 1PM – 3PM in Hewlett 200.
- Alternate exam times: if you have not heard back from Gil yet, contact us ASAP.

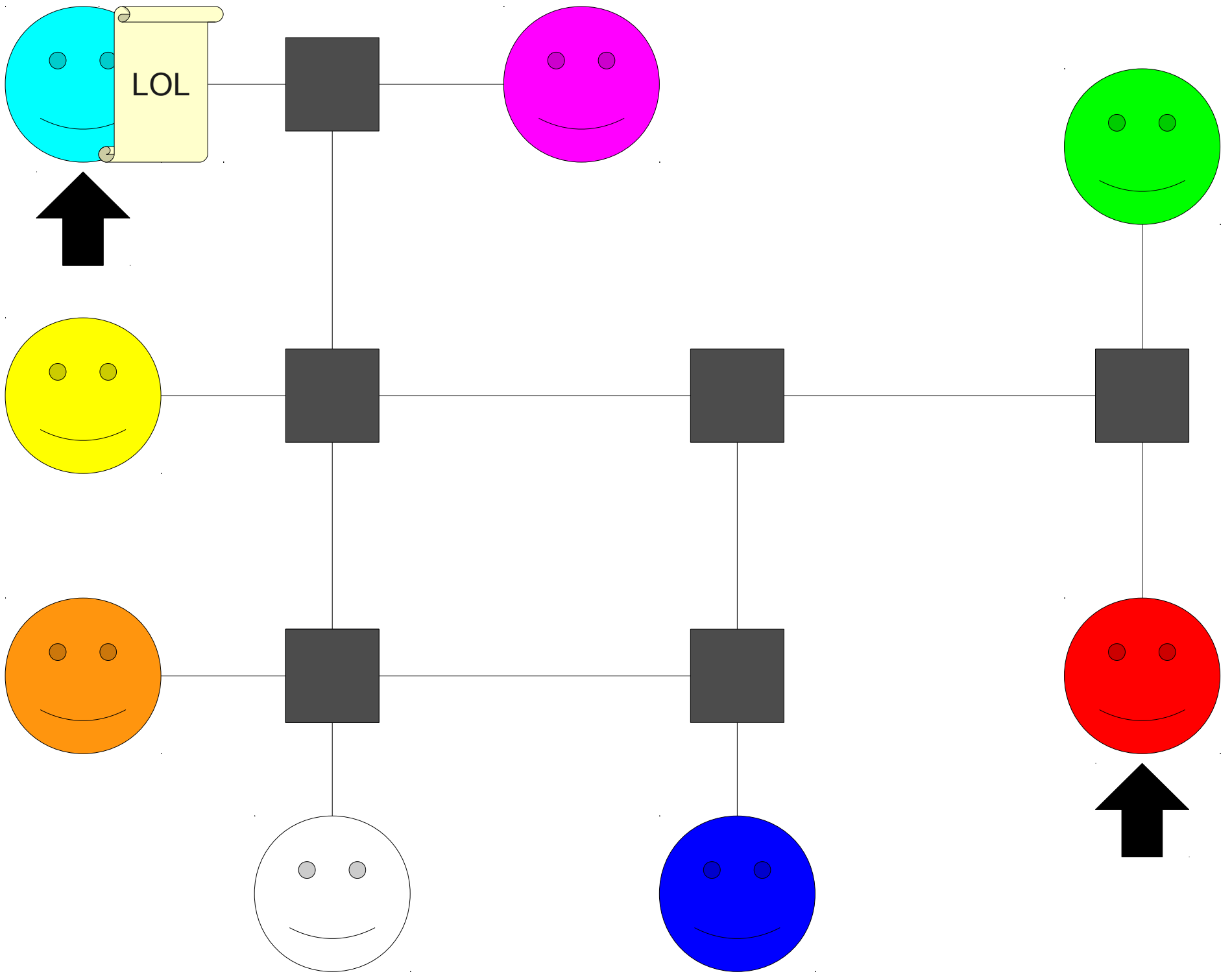
Computer Networks

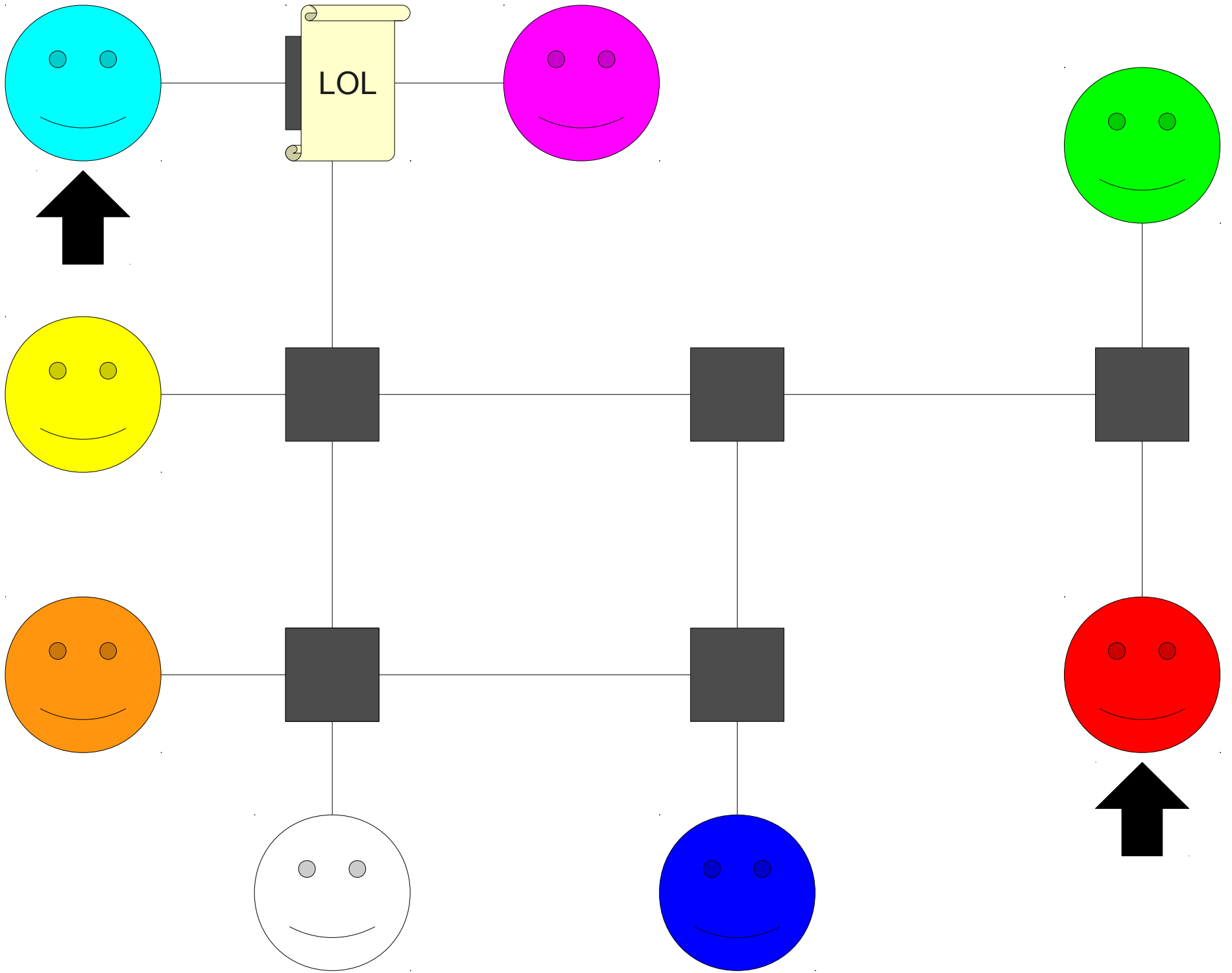
- Computer networks allow us to get amazing things done.
 - Sharing knowledge (Wikipedia, Khan Academy, Coursera, Udacity, etc.)
 - Solving huge problems (folding@home, SETI, etc.)
- Computer networks prevent us from getting amazing things done.
 - Social networks (Facebook, Google+, etc.)
 - Streaming video (Hulu, Netflix, etc.)

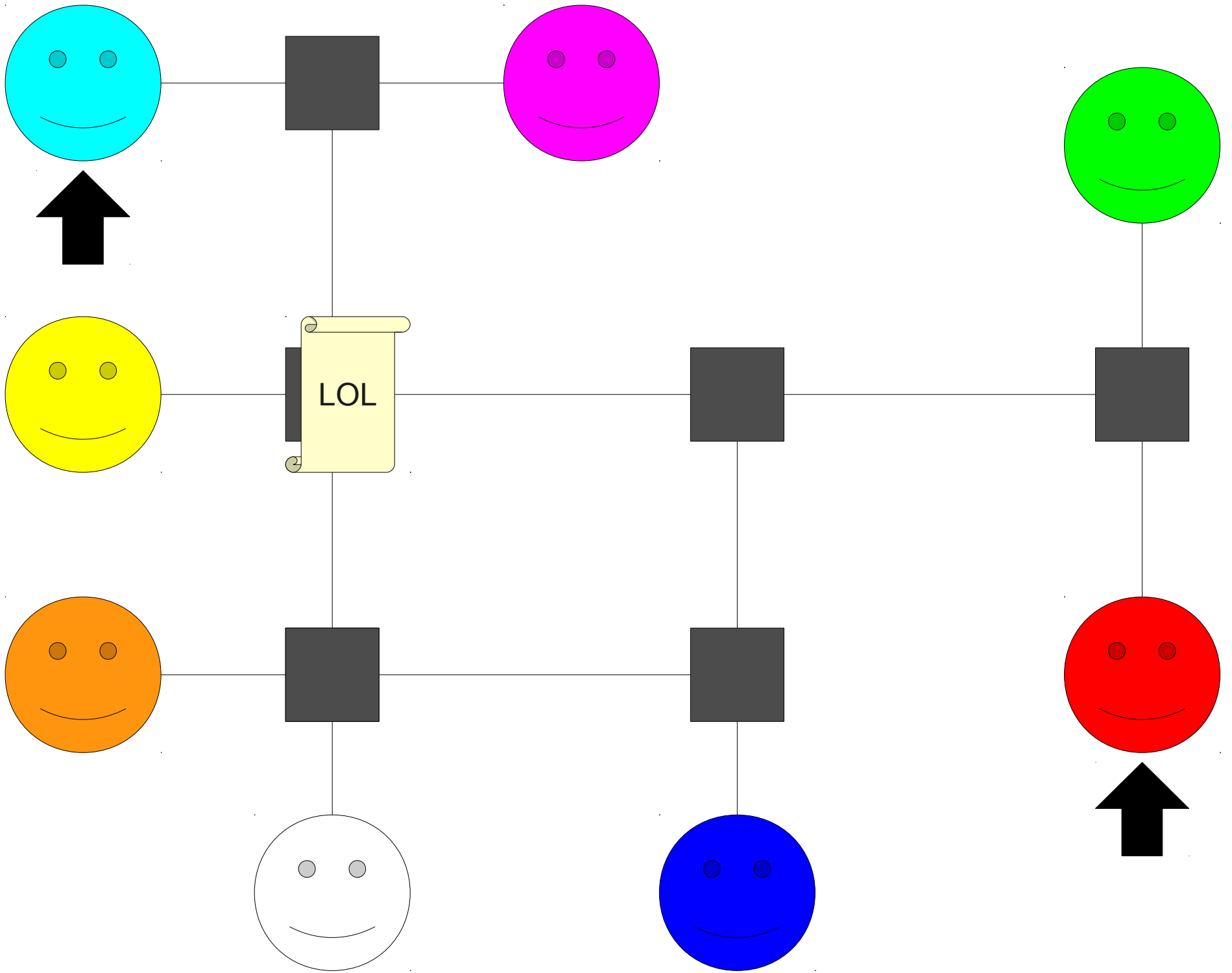
How does it all work?

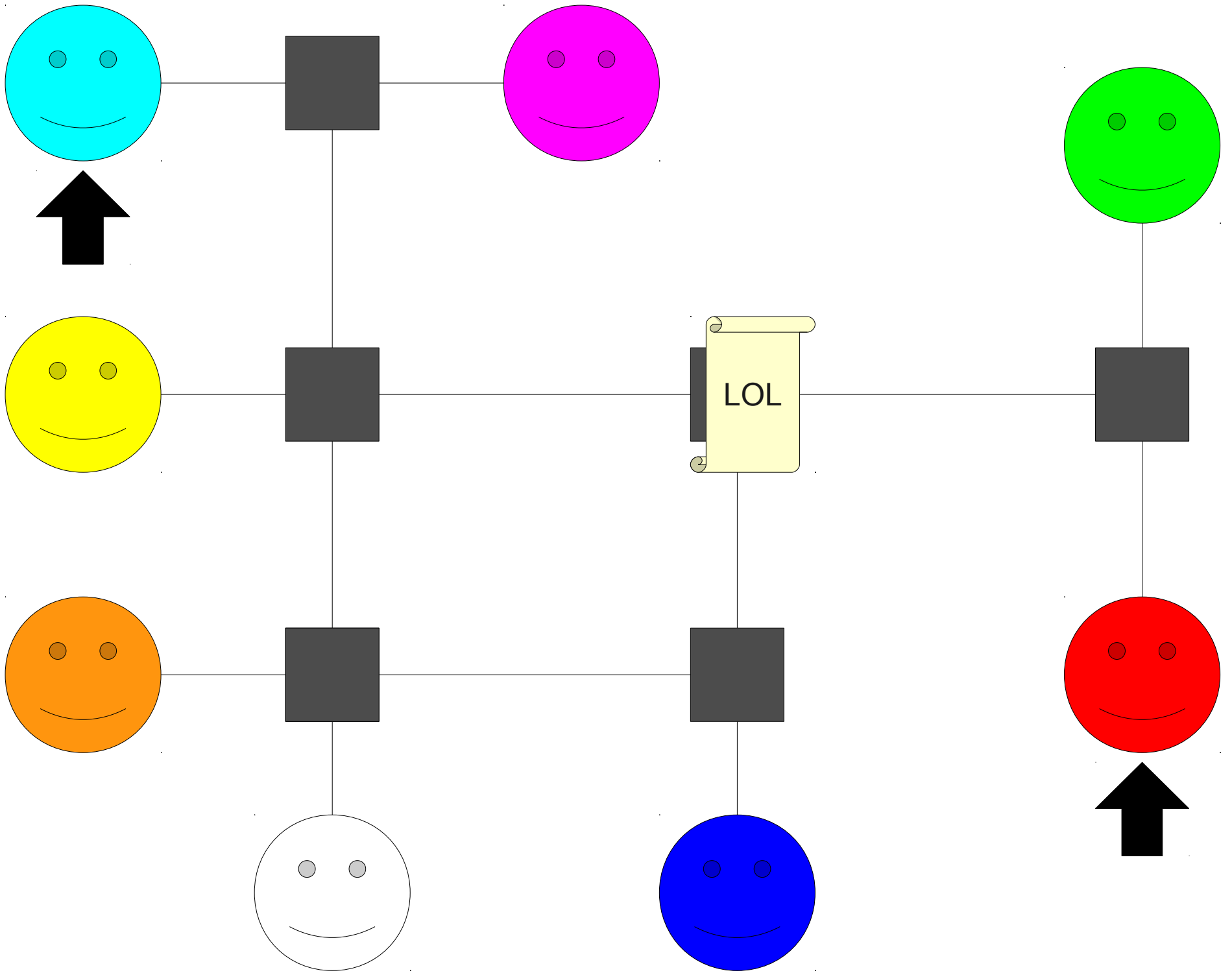


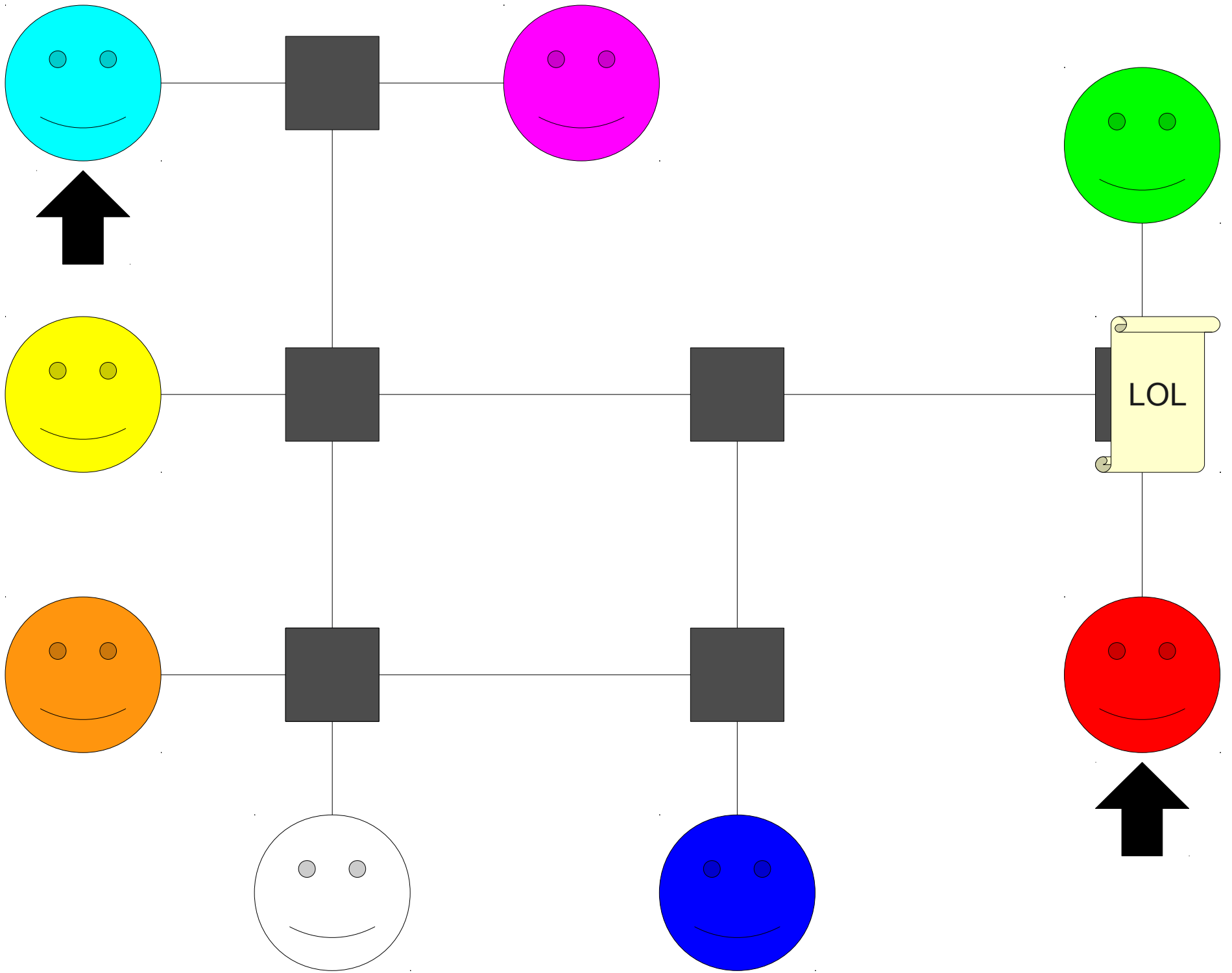


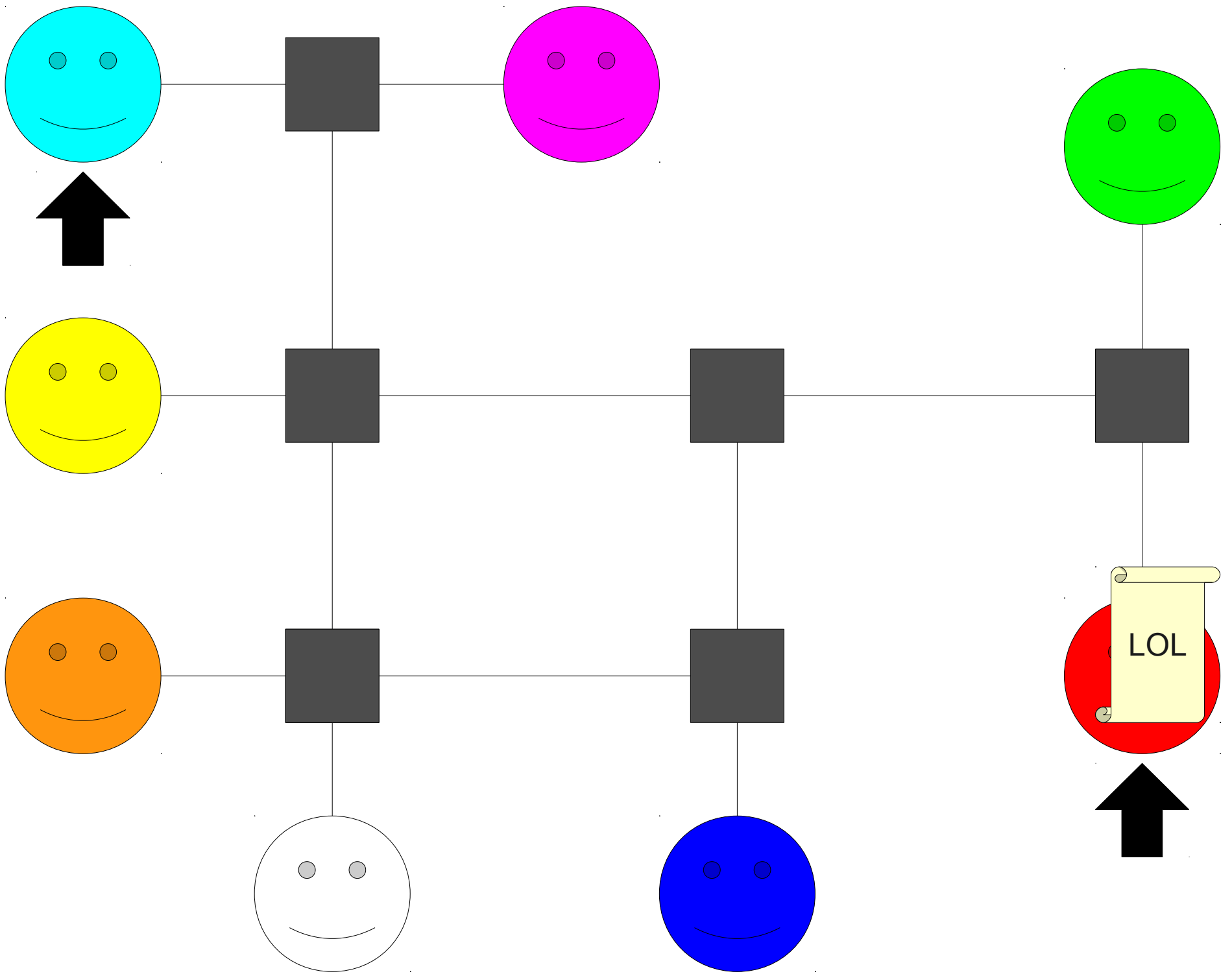


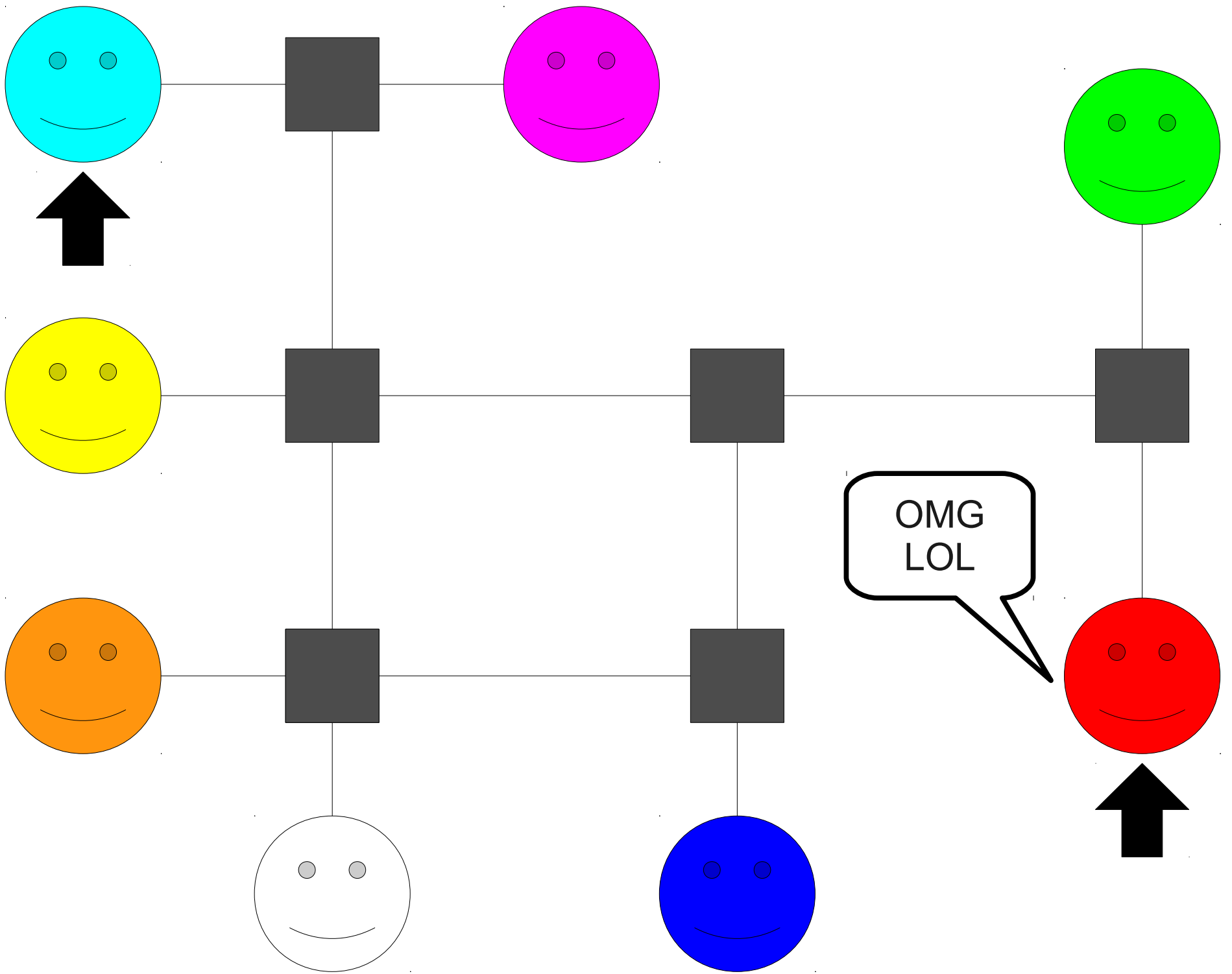






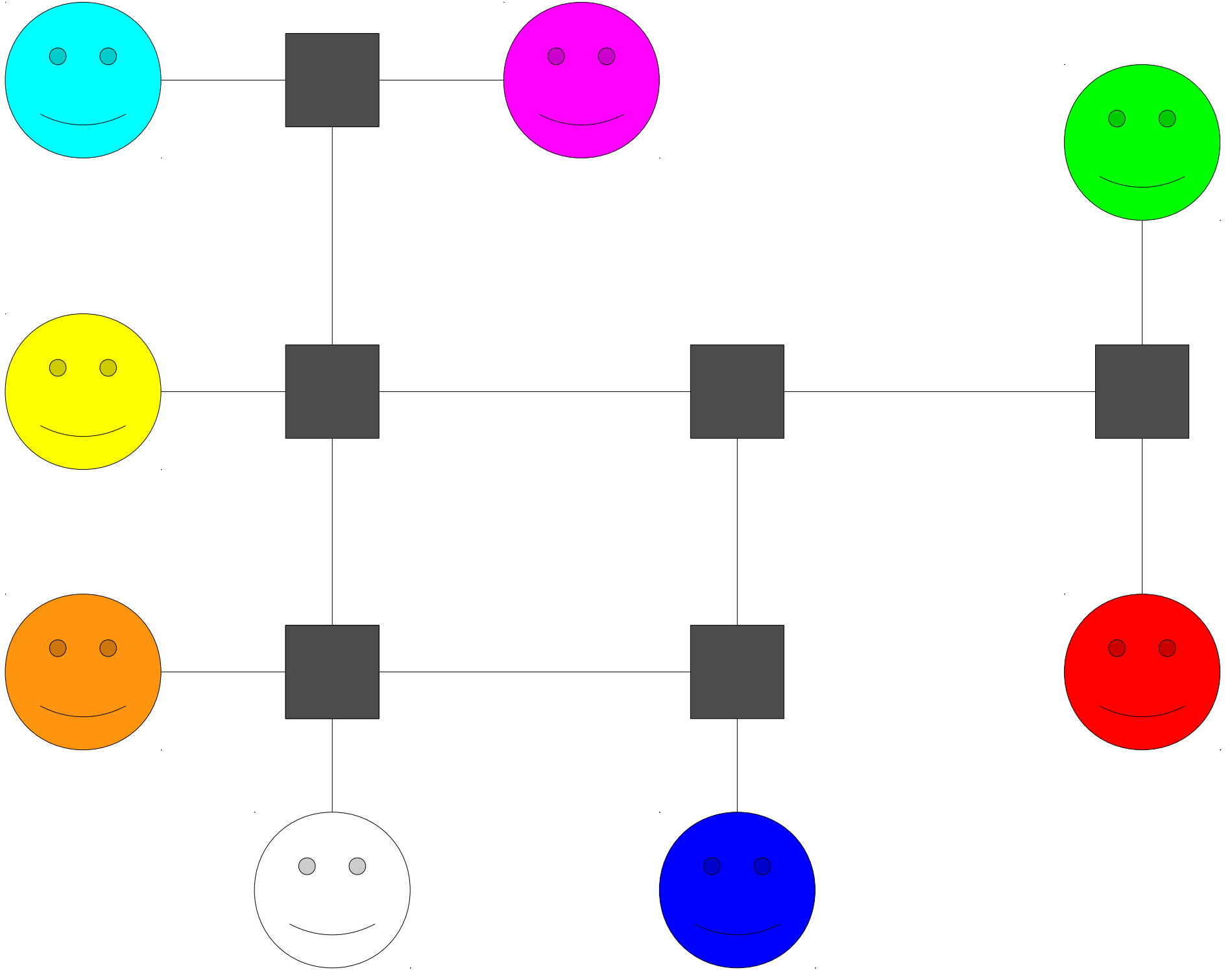


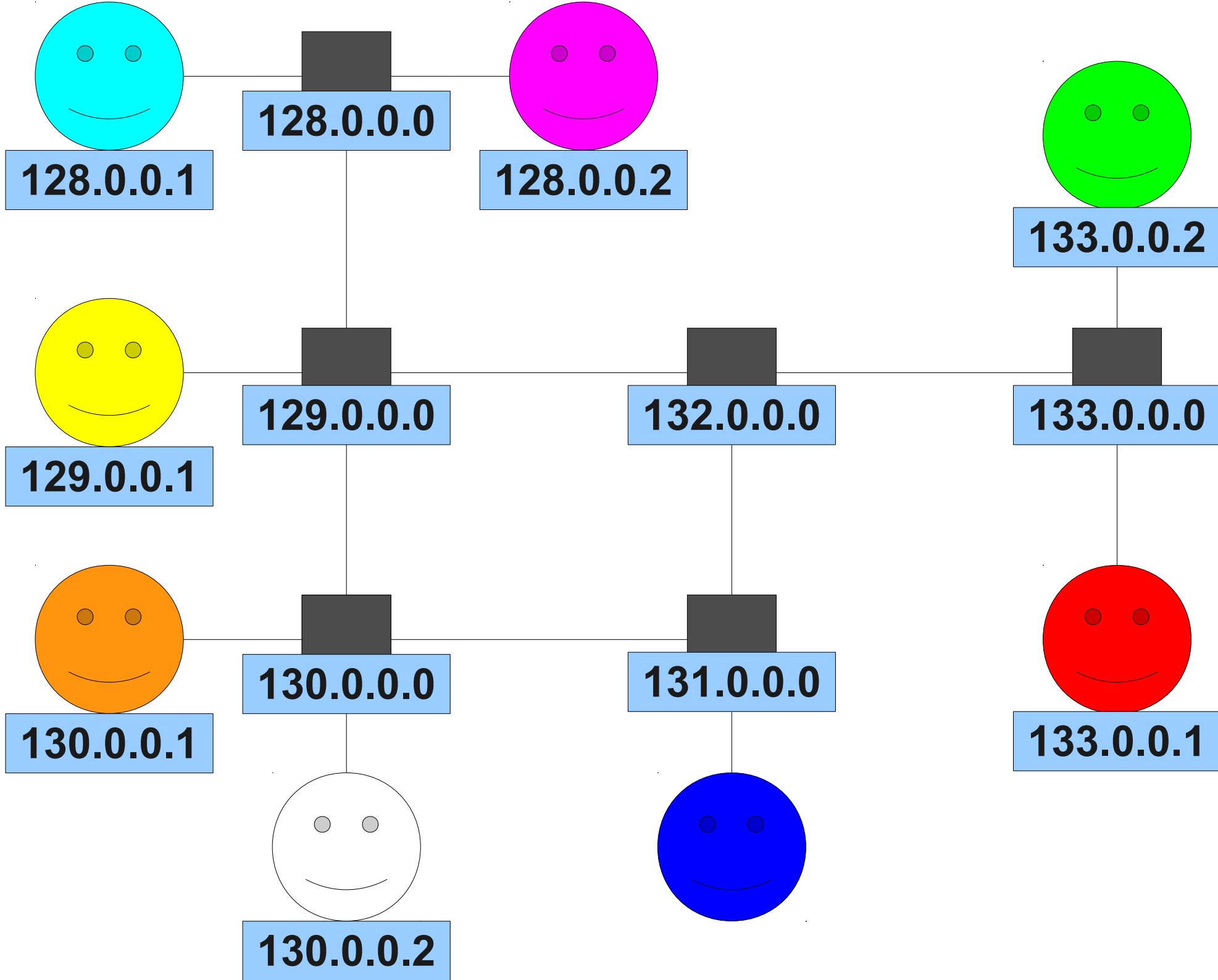


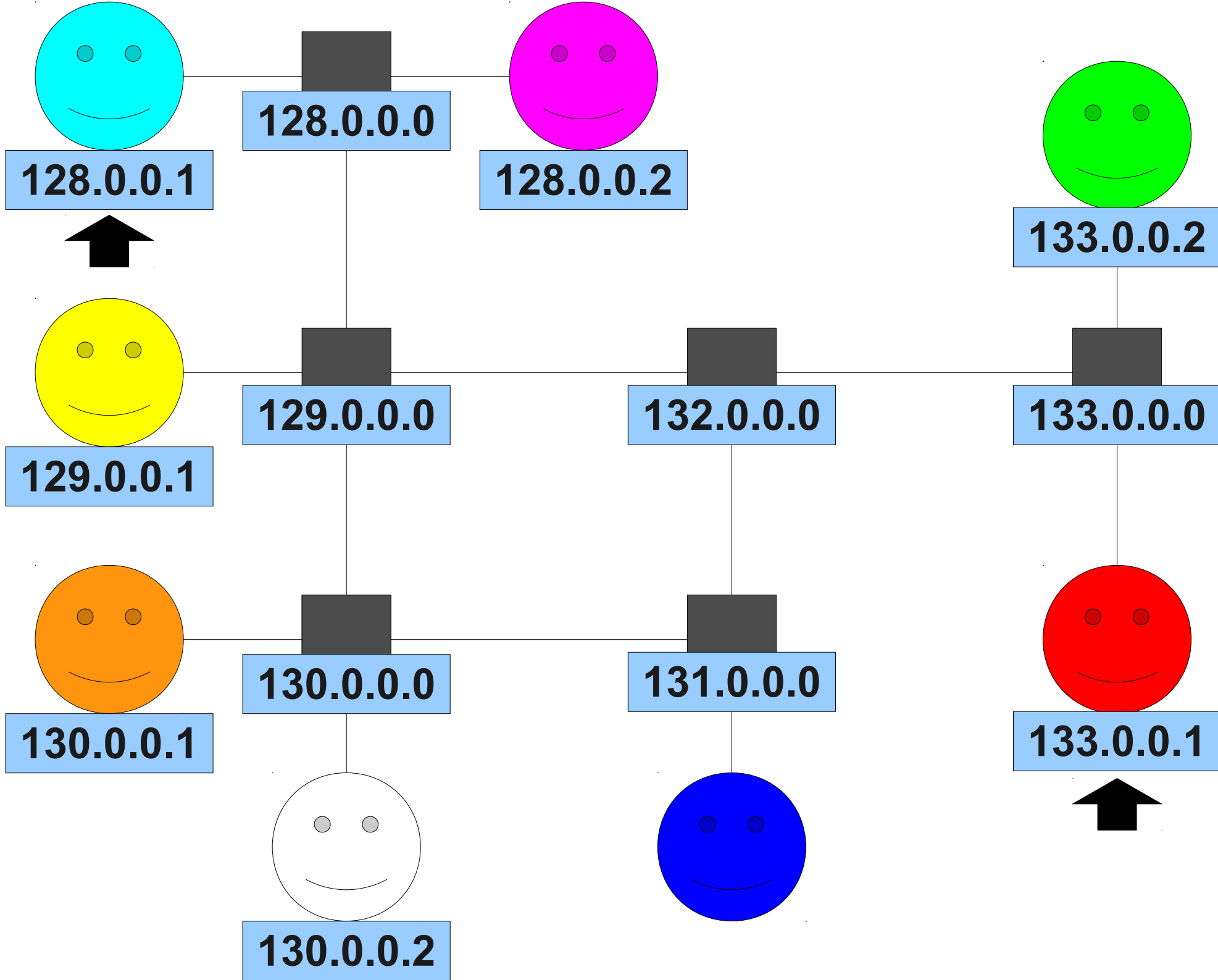


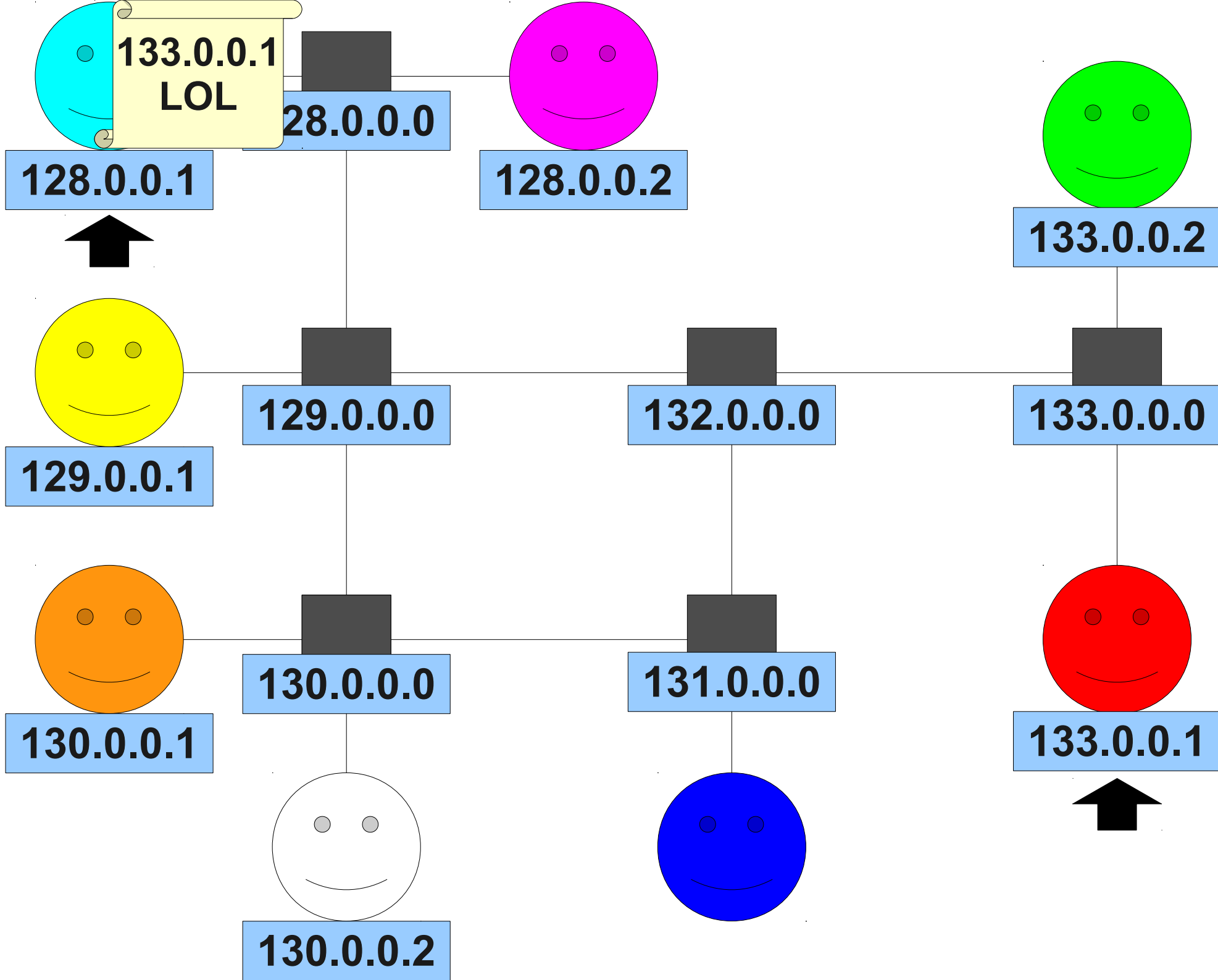
Sending Data

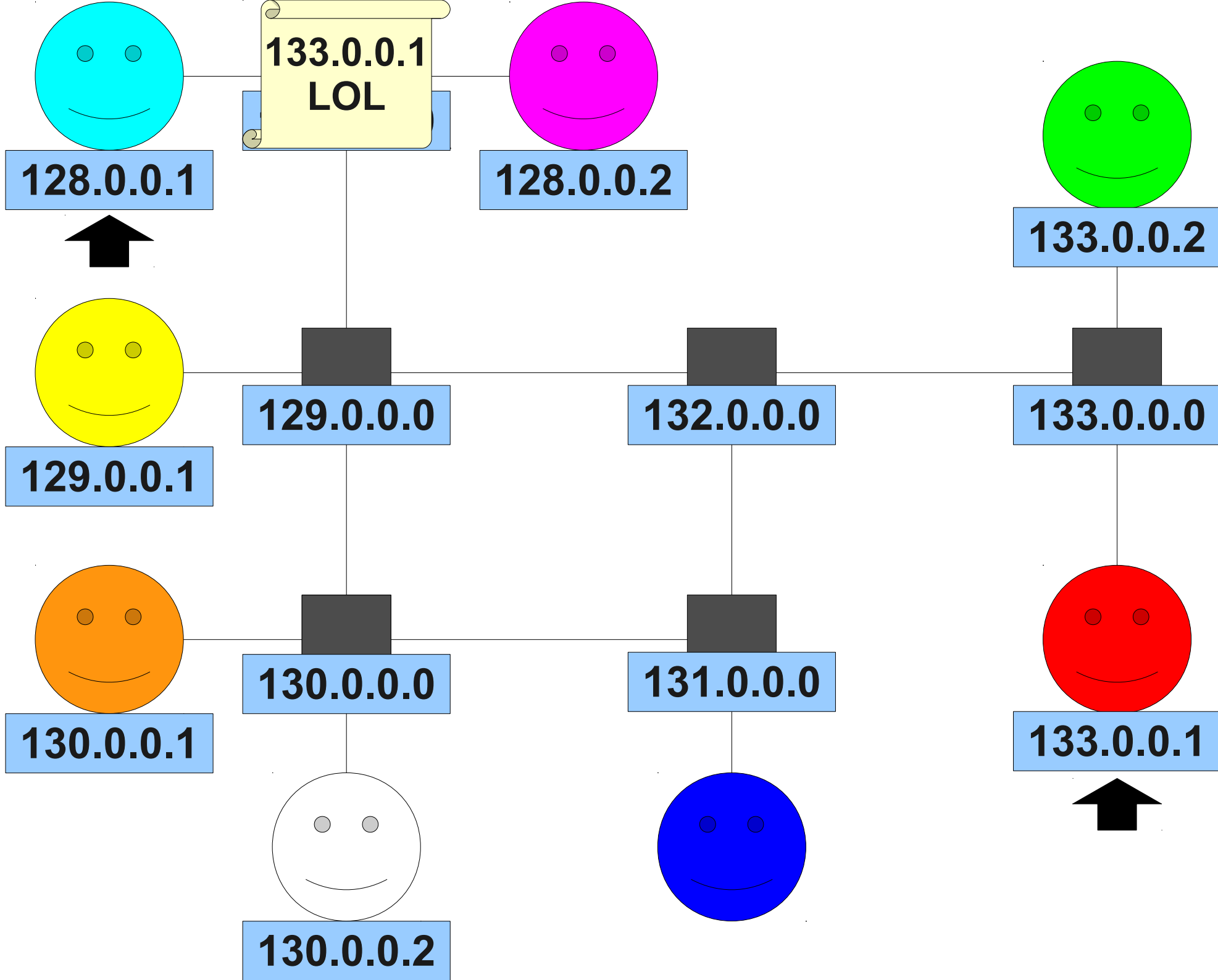
- Data is sent across the Internet in **packets**.
- Each packet contains a message (called the **payload**), along with extra information to help it get to its destination correctly.

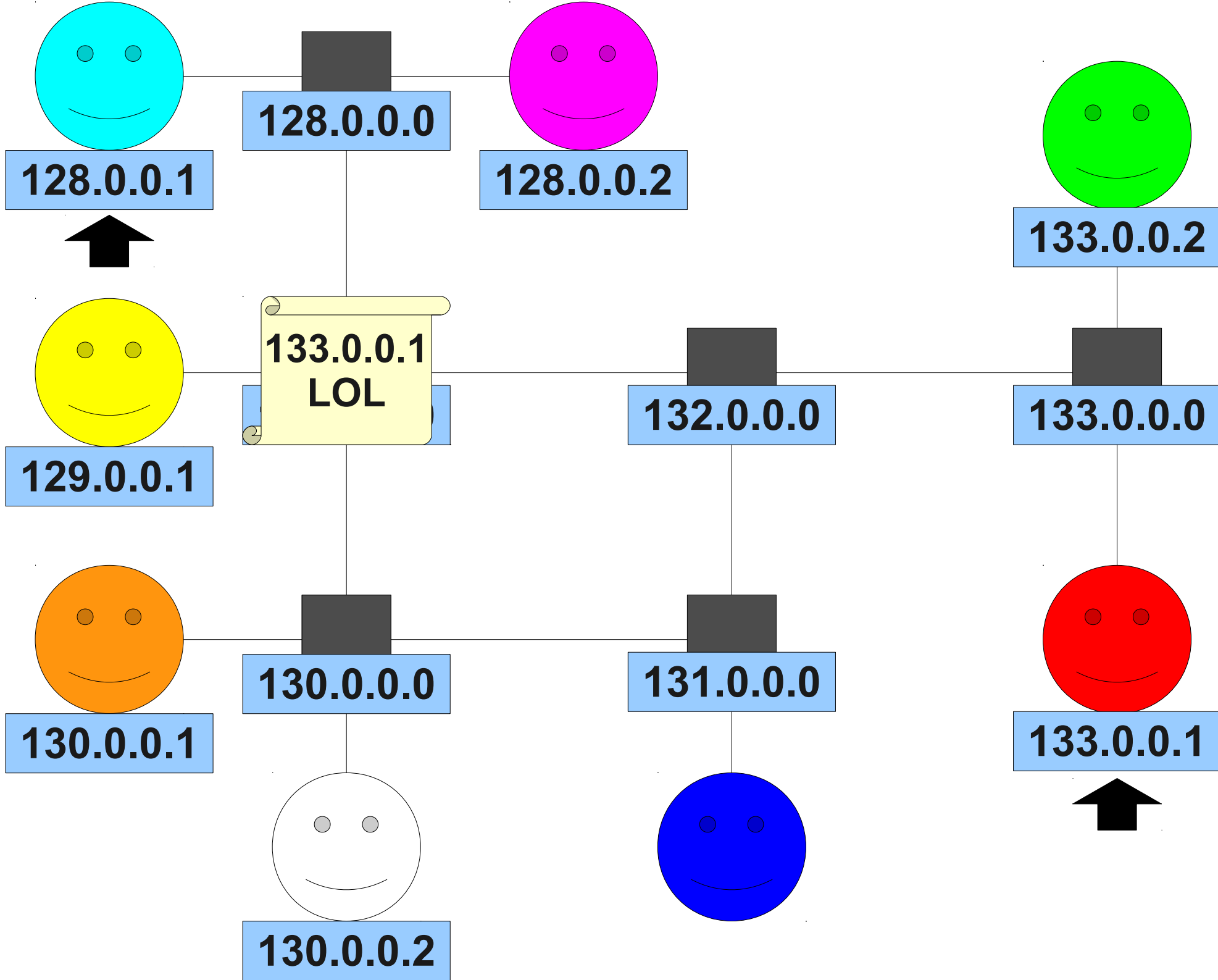


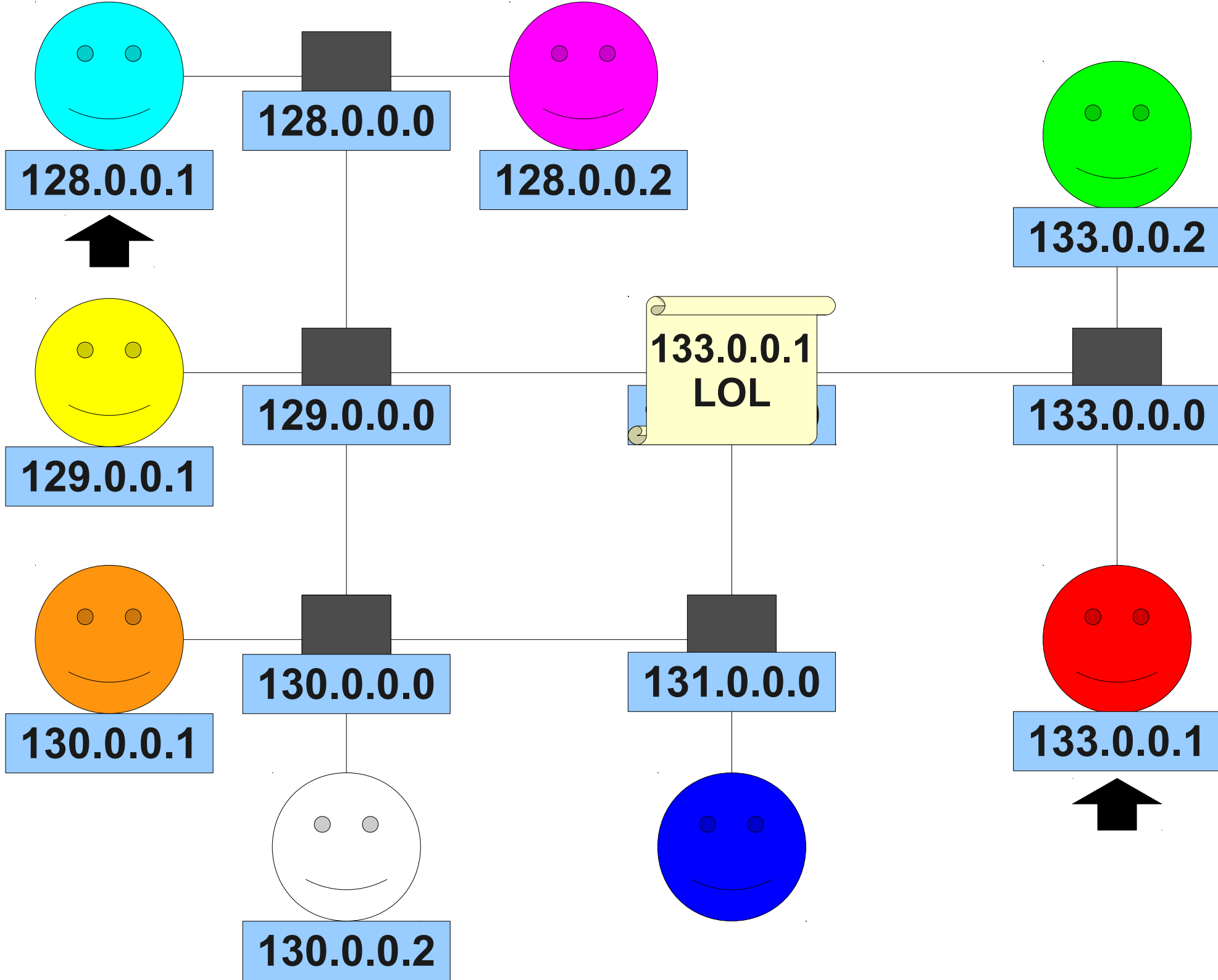


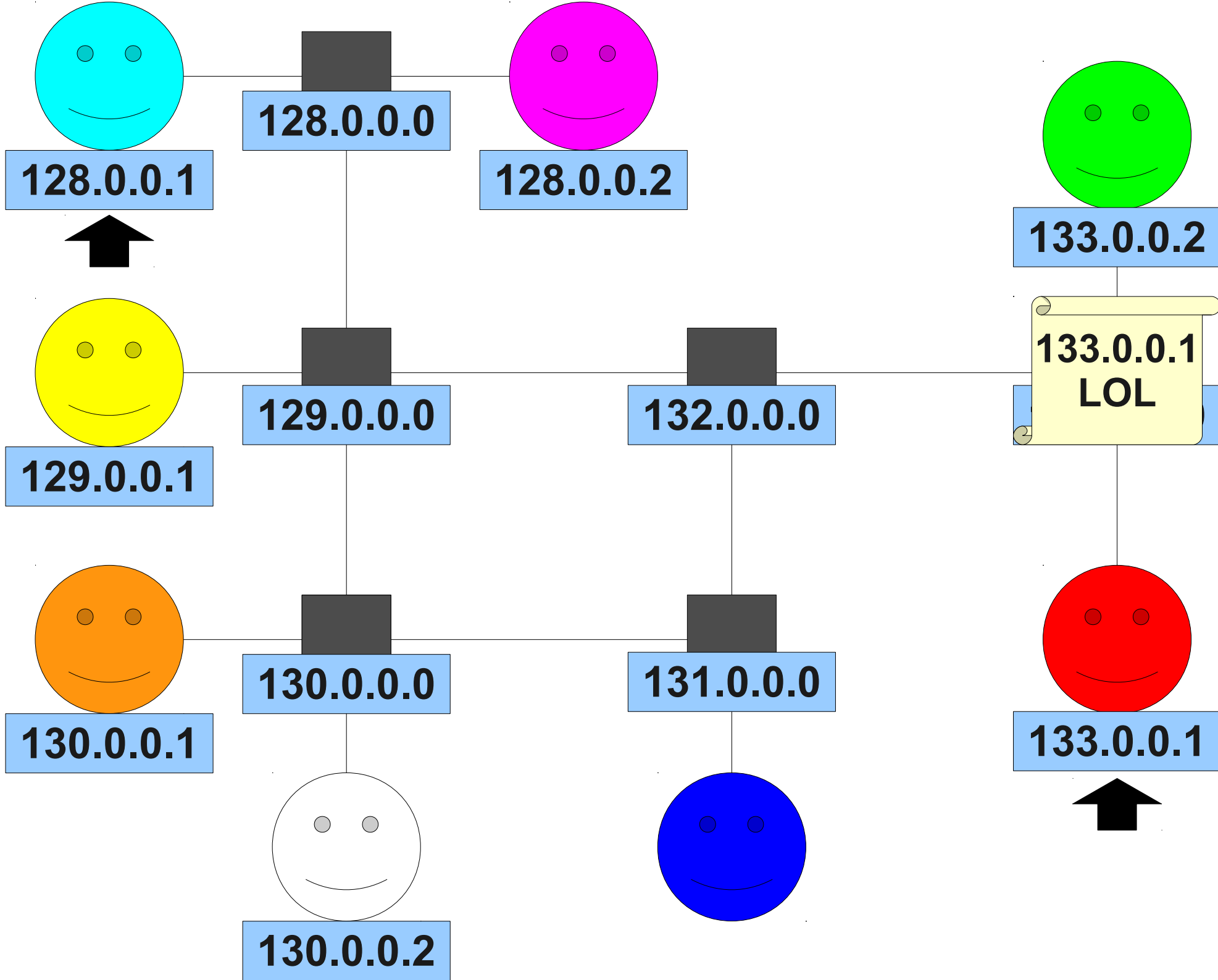


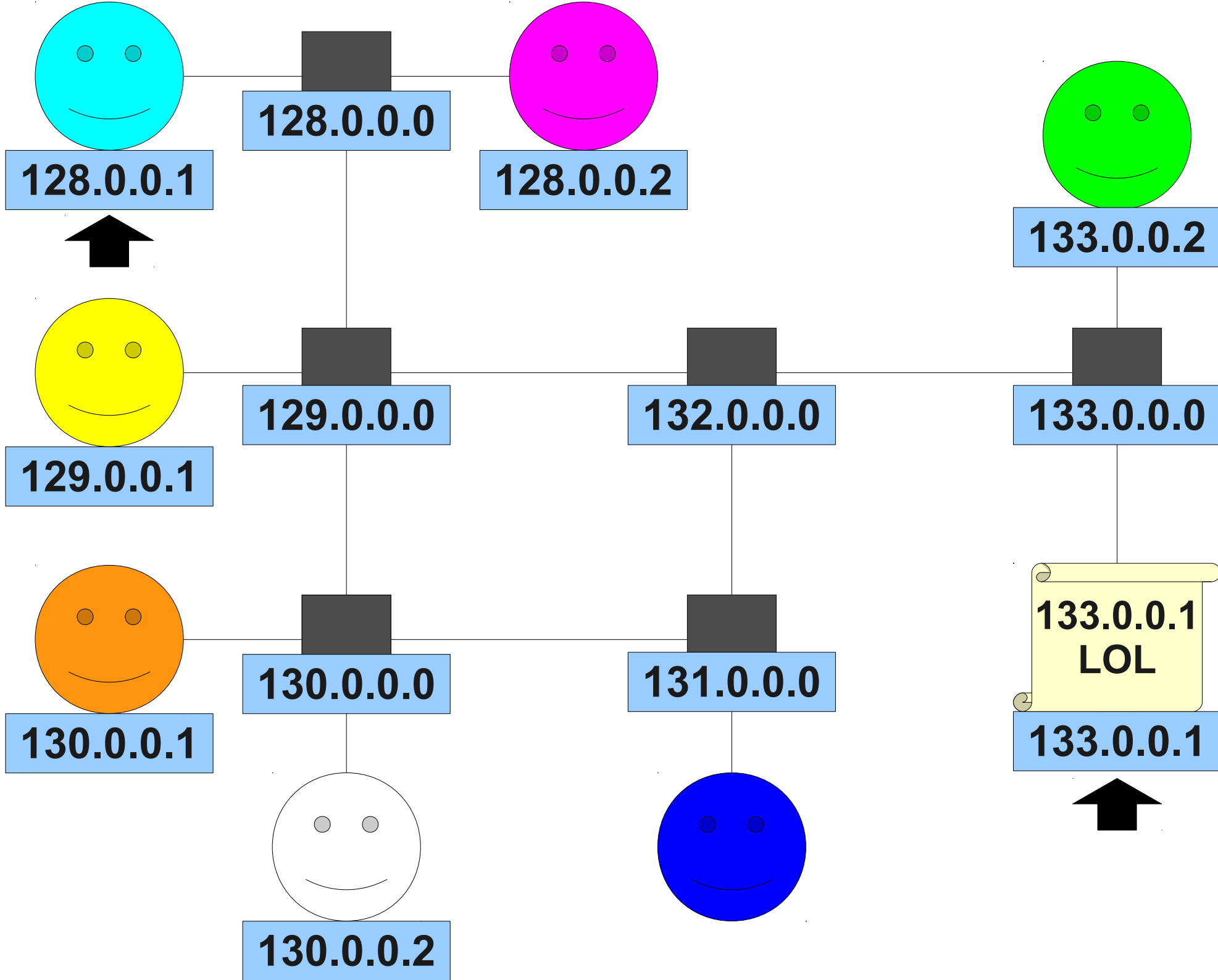


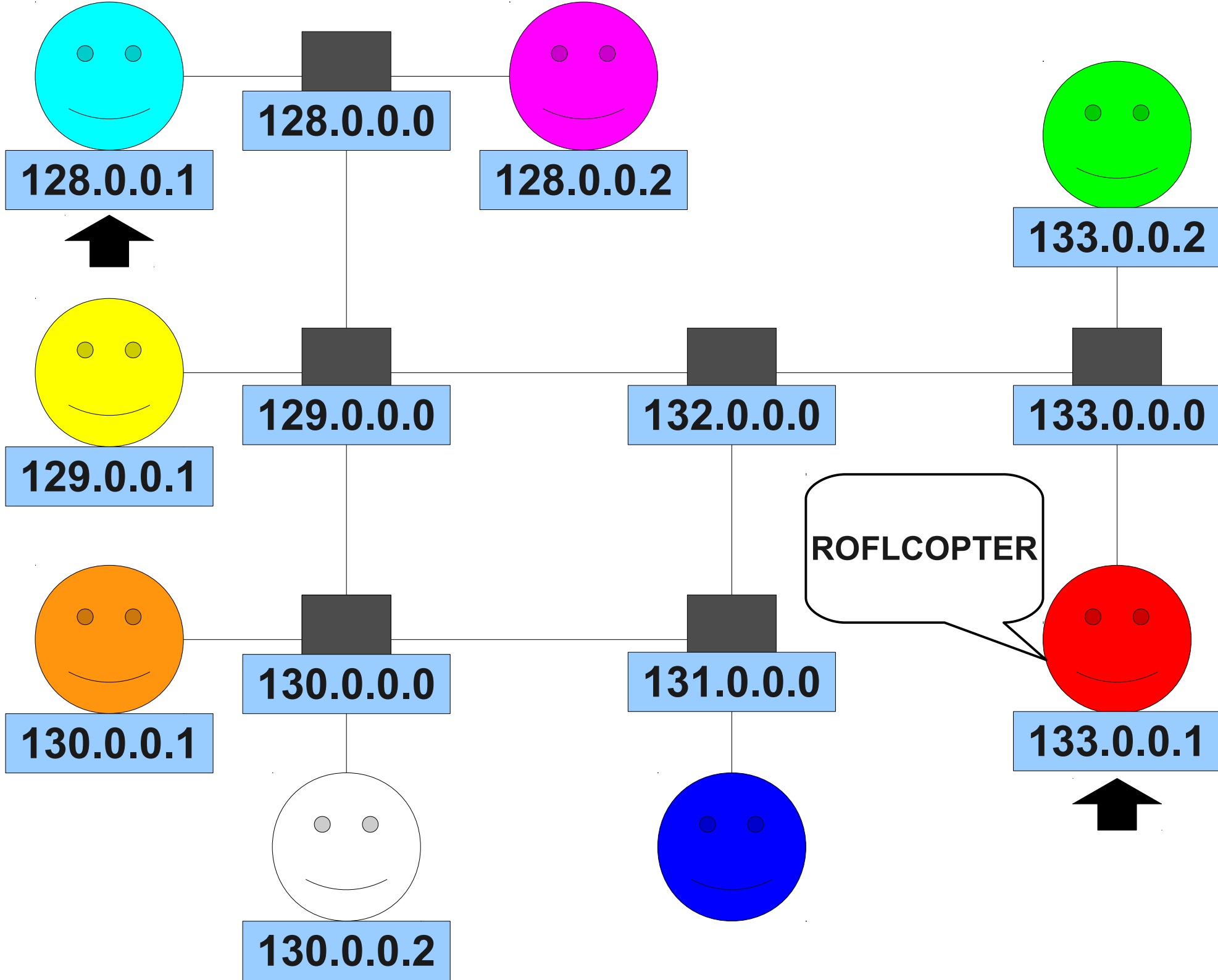












IP Addresses

- Each computer may have one or more **IP addresses** so that it can receive messages over the Internet.
 - Similar to a phone number.
- There are two types of IP addresses:
 - IPv4: 2^{32} possible addresses (about four billion), and we've just about run out!
 - IPv6: 2^{128} possible addresses (about 4×10^{34}), and we're very unlikely to run out in the future.

Hostnames

- In order to make it easier to find remote computers, computers can have names associated with them.
 - www.google.com
 - www.stanford.edu
- These names are called **hostnames**.
- A system called the **domain name system** (or **DNS**) is responsible for converting domain names into IP addresses.
 - Like a huge `HashMap<String, IP Address>`

A Small Problem

- At any one time, you could be
 - Surfing the web,
 - Downloading music from iTunes,
 - Checking your email,
 - Chatting on IM,
 - etc.
- You might have packets from many different machines all arriving at once.
- How does the computer know how to send each message to the right program?

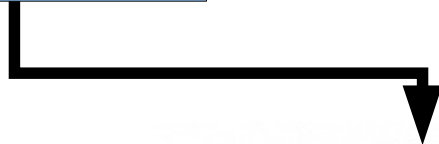
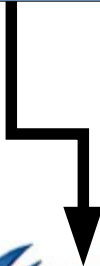
Ports

- Every packet is labeled with a **port number** that lets the destination computer know how to process the message.
- Different applications listen in on different ports:
 - Sending mail (SMTP): Port 25
 - Browsing the web (HTTP): Port 80
 - Checking email (IMAP): Port 143

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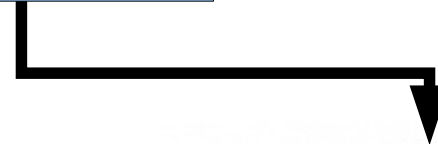
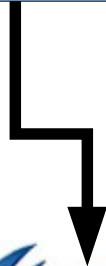
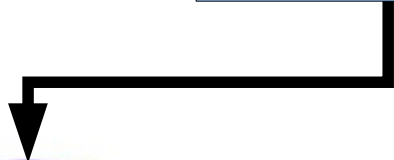
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CutePuppies.html

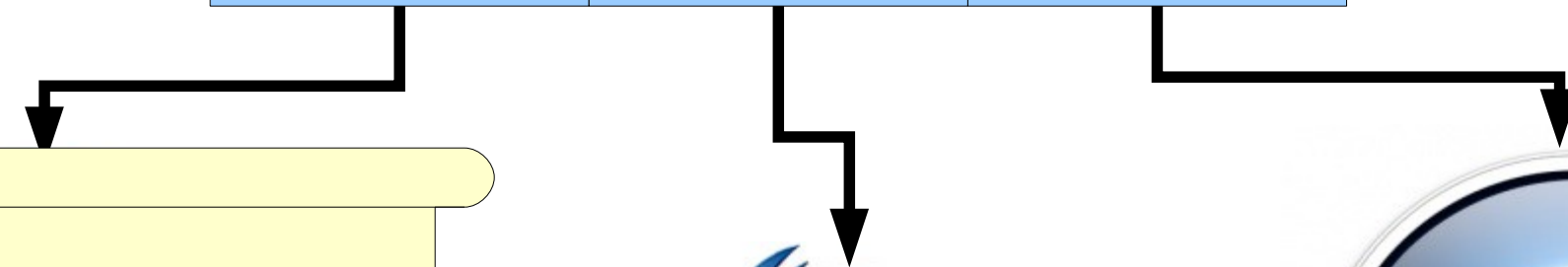
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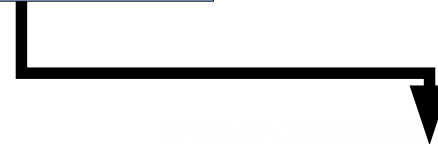
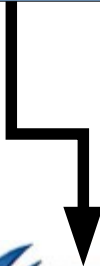
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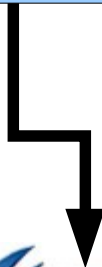
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Never Gonna Give
You Up.m4a

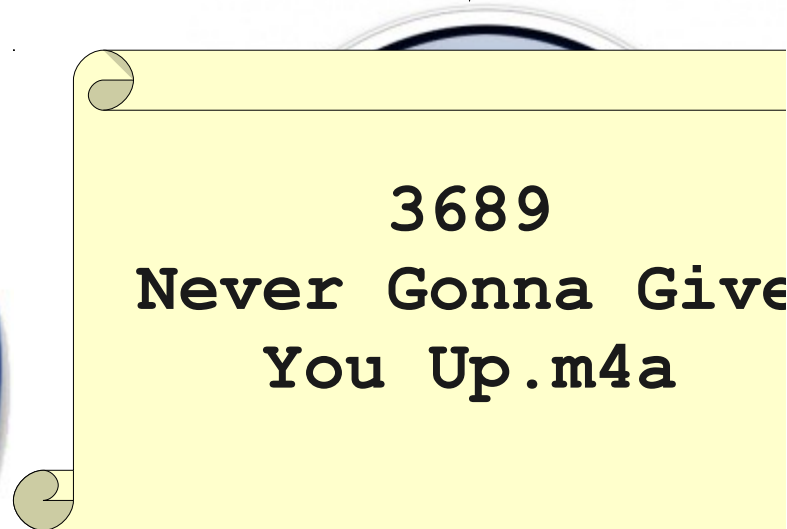
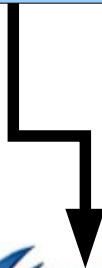
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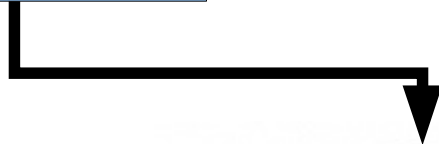
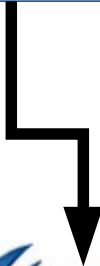
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Sockets

- A **socket** is a combination of an IP address (destination computer) and port number (what program should read the message).
- All the information necessary to ensure that a message gets to the right program on the right computer.
- To set up a connection to a remote computer, you need to create a socket connection to that computer.

Application Protocols

- Now that we can get computers talking to one another, how do they communicate information in a meaningful way?
- An **application protocol** is a set of rules computers can follow to communicate over a network.
- Each computer follows the rules of the protocol to share information.

An Example: **HTTP**

Networking in Java

- To connect to a remote machine:
 - Create a socket connection to the machine by giving a combination of the host name and the port.
 - Create a **BufferedReader** to read messages coming from the other computer.
 - Create a **PrintWriter** to send messages to the other computer.
 - Send and receive messages as you see fit!

Client/Server Architecture

- A **server** is a program that waits for incoming connections.
 - Typically, has some data or service that it can provide.
- A **client** is a program that initiates a connection to a server.
 - Typically, wants to use that data or service.
 - The program we just wrote was a client that connected to a remote web server.

Acting as a Server

- A program can act as a server as follows:
 - Create a **ServerSocket** on a given port and wait for an incoming connection.
 - Obtain a **Socket** that lets you communicate with the machine that has connected.
 - Proceed as before.

A Simple Chat Program