

# 6.1800 Spring 2025

## Lecture #8: Introduction to Networking

Katrina's favorite lecture

# 6.1800 in the news

so much of life today relies on the Internet — so much so that Internet shutdowns are sometimes used as tools of oppression

## Lives on hold: internet shutdowns in 2024

PUBLISHED: 23 FEBRUARY 2025

LAST UPDATED: 23 FEBRUARY 2025



*“During times of political unrest, the streets become dangerous, and information spreads mostly online. Without internet access, I have no way to stay informed about what’s happening. This isolation disrupts everything. I can only plan and organize when the internet returns, leaving our lives at the mercy of these shutdowns.”*

*— Retired professor, Venezuela*

The data is in and it’s official: in 2024, we saw more internet shutdowns, in more countries, implemented by more offenders, and across more borders. As our new report, *Emboldened offenders, endangered communities: internet shutdowns in 2024*, documents, it was a record-breaking year across the board, providing further proof that the scourge of internet shutdowns is an unyielding threat to human rights — and human life — around the world.

# 6.1800 in the news

so much of life today relies on the Internet — so much so that Internet shutdowns are sometimes used as tools of oppression

keep that in mind today as we talk about the history of the Internet. was it originally designed to be this crucial to modern life?

## Lives on hold: internet shutdowns in 2024

PUBLISHED: 23 FEBRUARY 2025

LAST UPDATED: 23 FEBRUARY 2025

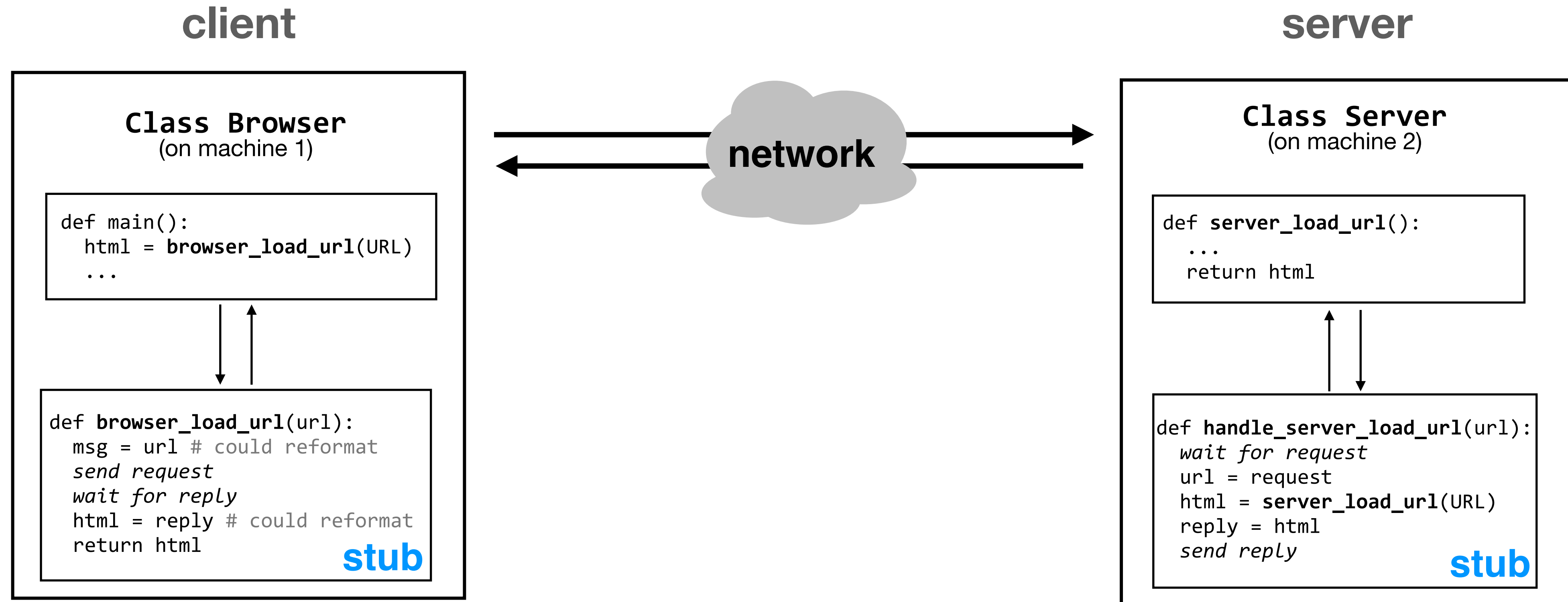


*“During times of political unrest, the streets become dangerous, and information spreads mostly online. Without internet access, I have no way to stay informed about what’s happening. This isolation disrupts everything. I can only plan and organize when the internet returns, leaving our lives at the mercy of these shutdowns.”*

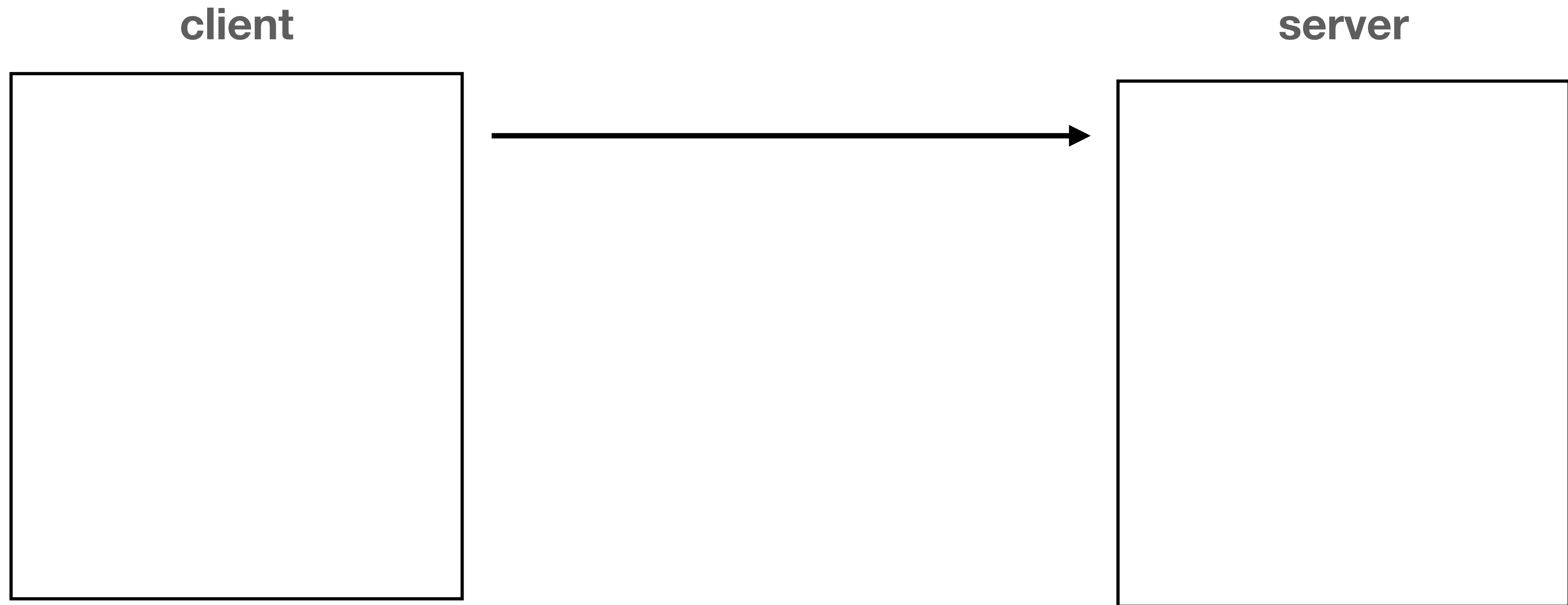
*— Retired professor, Venezuela*

The data is in and it’s official: in **2024**, we saw more internet shutdowns, in more countries, implemented by more offenders, and across more borders. As our new report, *Emboldened offenders, endangered communities: internet shutdowns in 2024*, documents, it was a record-breaking year across the board, providing further proof that the scourge of internet shutdowns is an unyielding threat to human rights — and human life — around the world.

# how do modules of a system communicate if they're on separate machines?



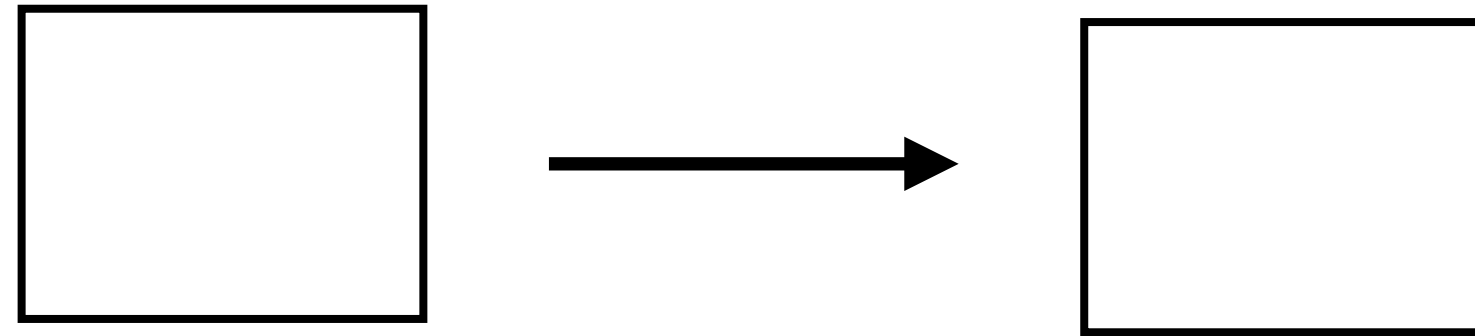
**how do modules of a system communicate if they're on separate machines?**



**how do modules of a system communicate if they're on separate machines?**

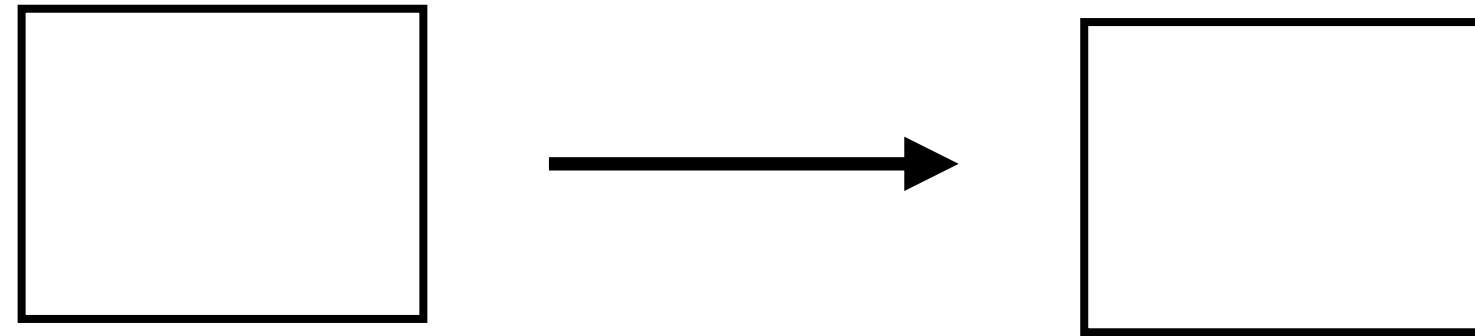


# how do modules of a system communicate if they're on separate machines?



**point-to-point links:** get a source to talk to a directly-connected destination

# how do modules of a system communicate if they're on separate machines?



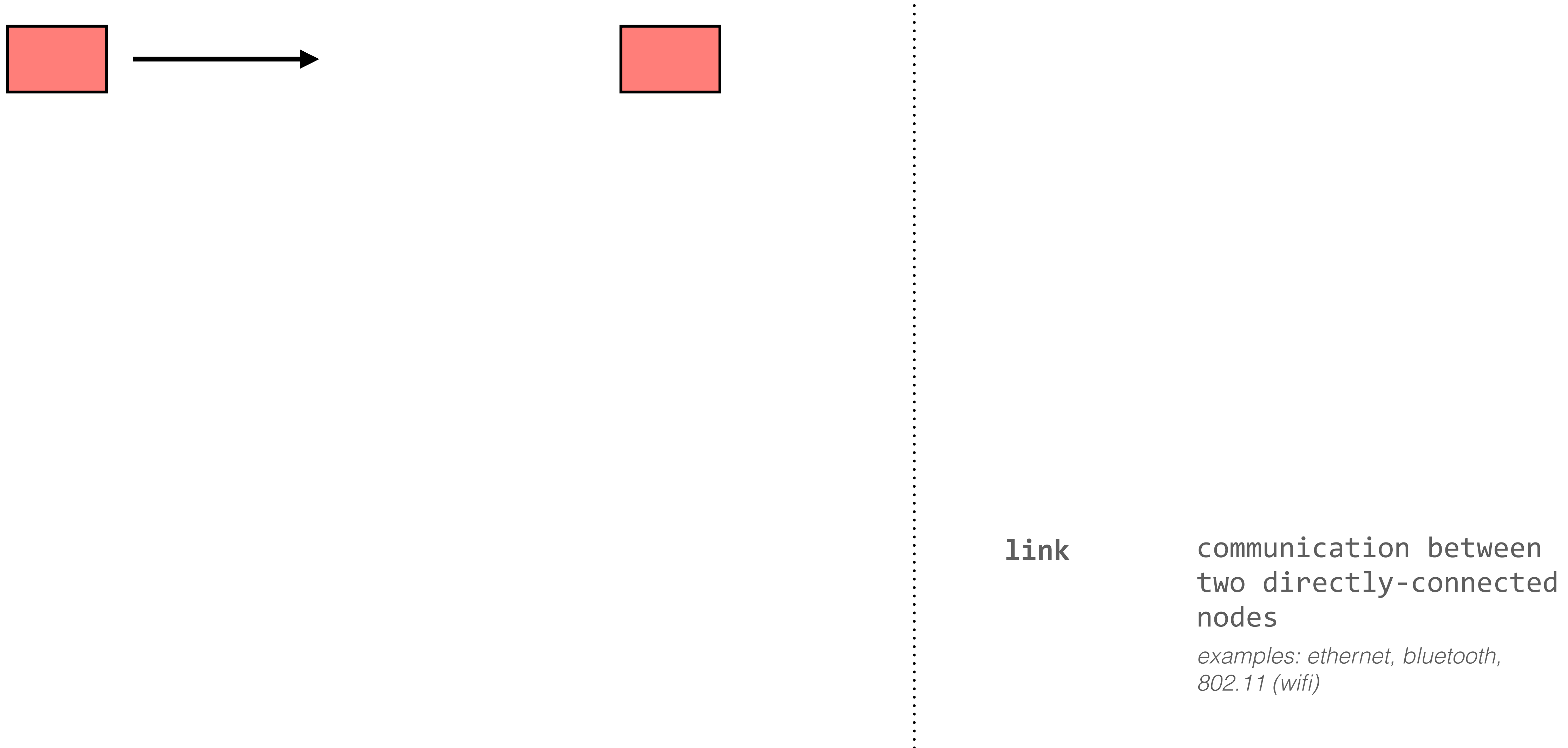
**point-to-point links:** get a source to talk to a directly-connected destination

**link**

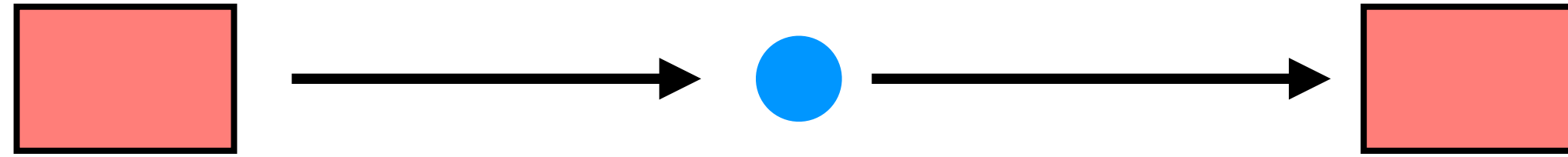
communication between two directly-connected nodes

*examples: ethernet, bluetooth, 802.11 (wifi)*

# how do modules of a system communicate if they're on separate machines?



# how do modules of a system communicate if they're on separate machines?



**switches:** help forward data to destinations that are far away

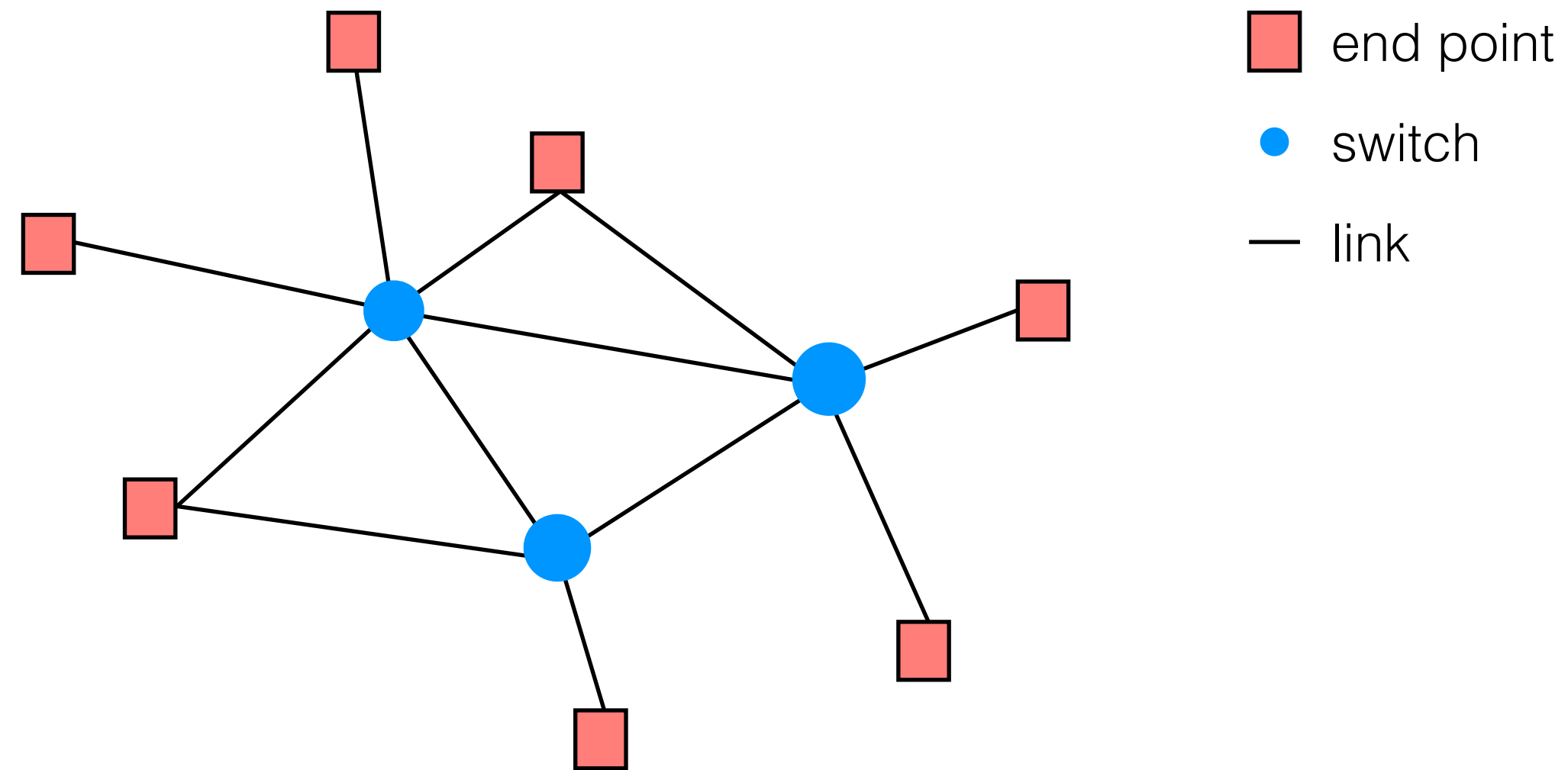
switches do other things, too

**link**

communication between two directly-connected nodes

*examples: ethernet, bluetooth, 802.11 (wifi)*

# how do modules of a system communicate if they're on separate machines?

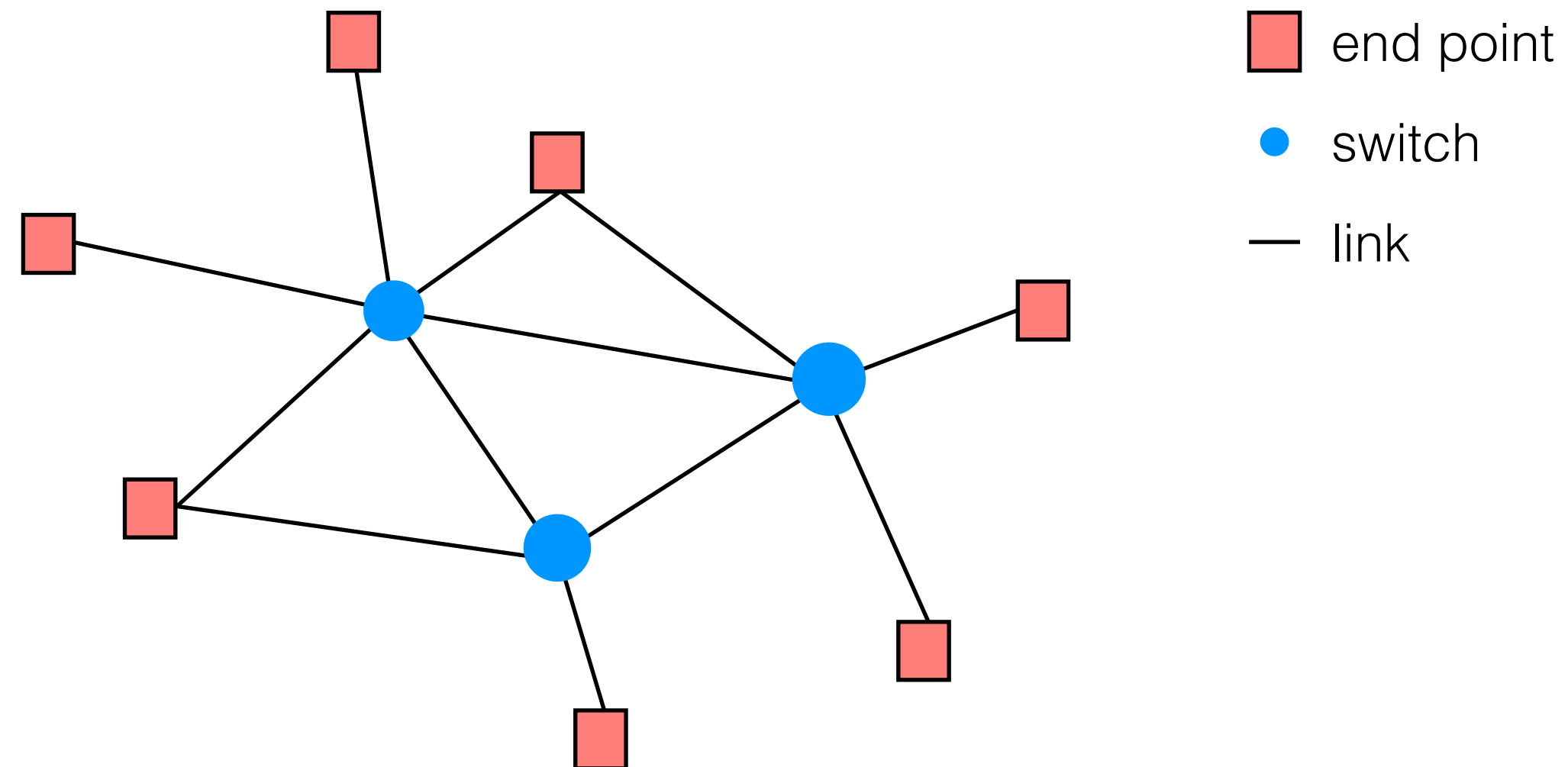


## link

communication between  
two directly-connected  
nodes

*examples: ethernet, bluetooth,  
802.11 (wifi)*

# how do modules of a system communicate if they're on separate machines?



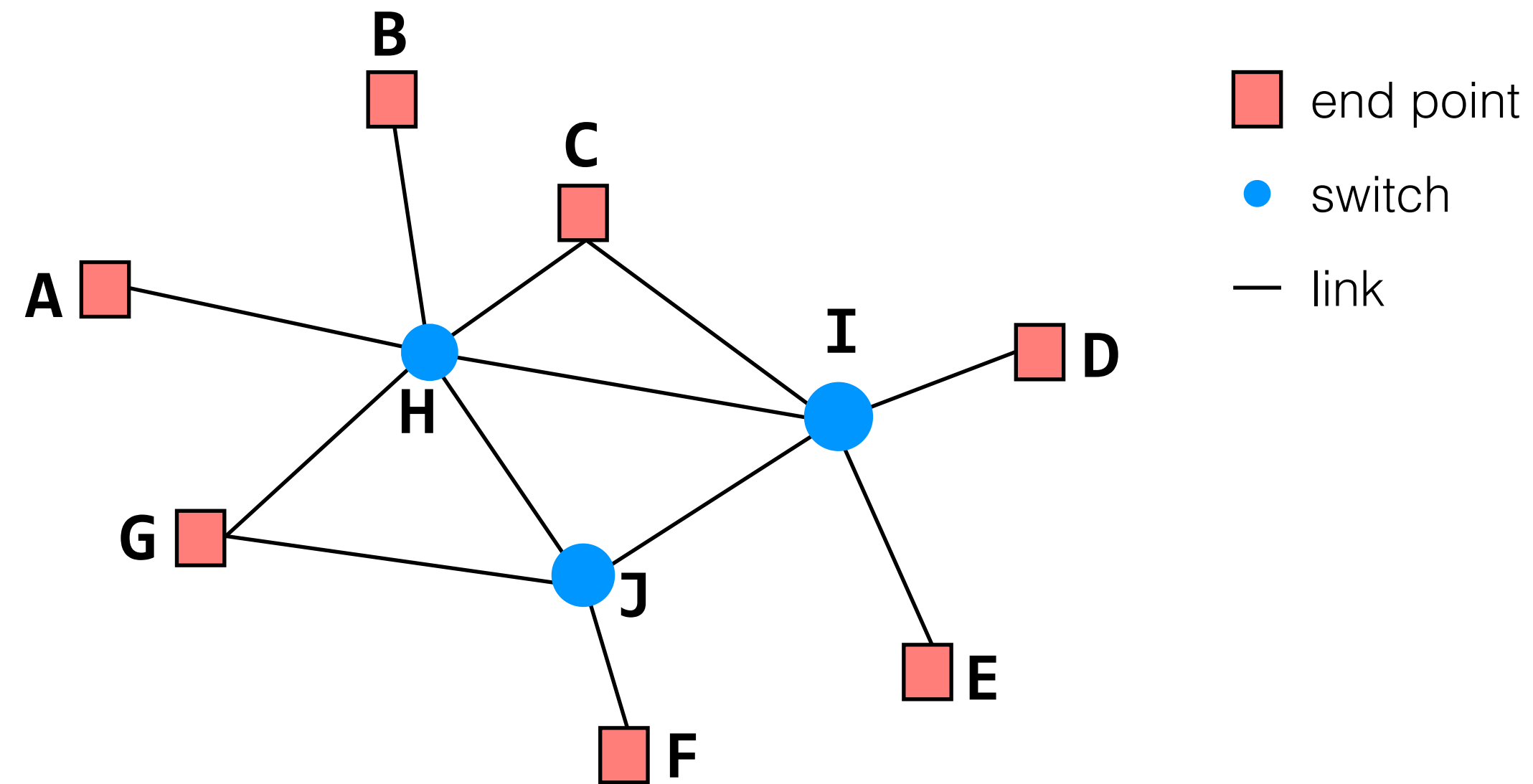
as this system grows, we need to think about how to turn this set of **links** into a **network**

**link**

communication between two directly-connected nodes

*examples: ethernet, bluetooth, 802.11 (wifi)*

# how do modules of a system communicate if they're on separate machines?



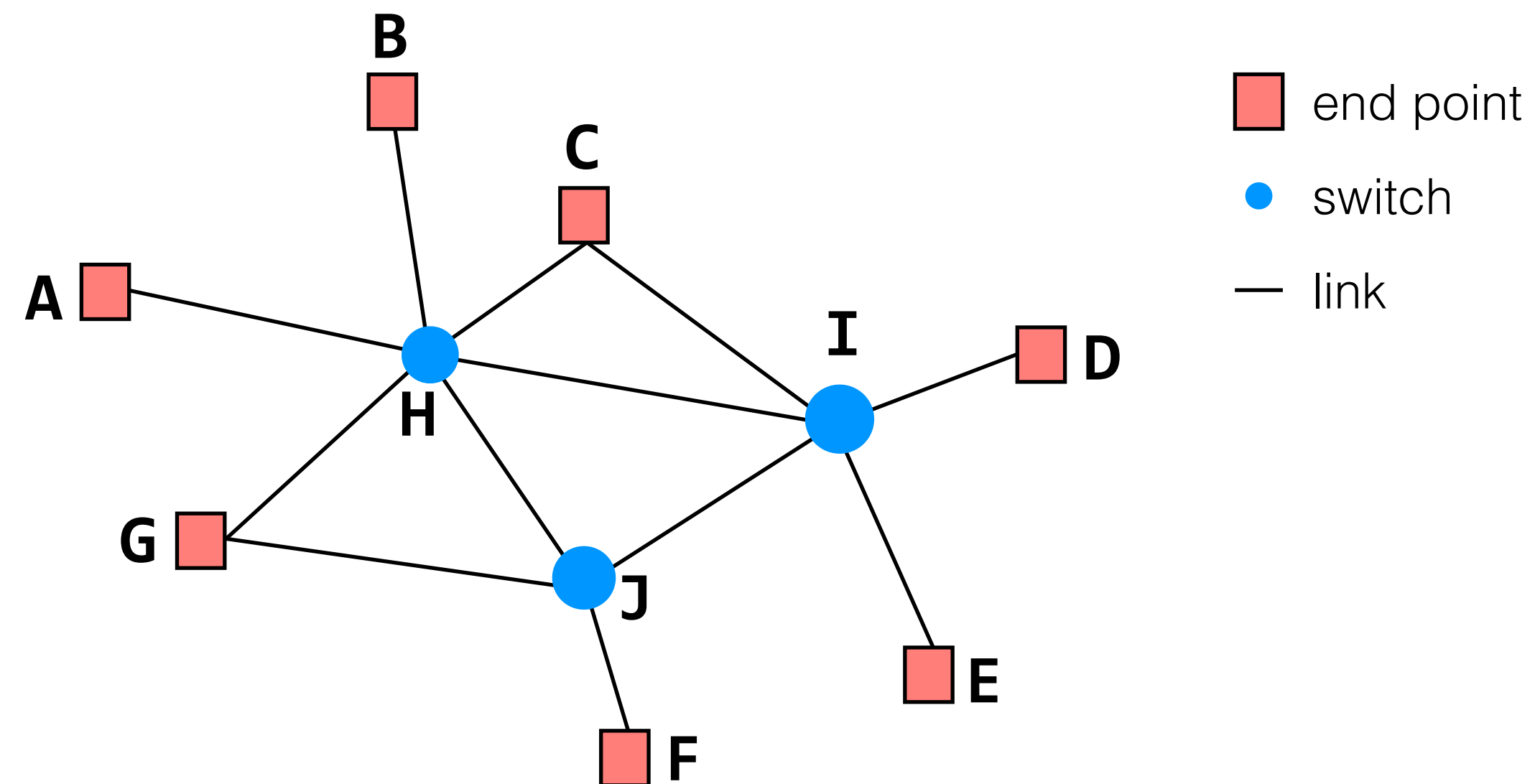
as this system grows, we need to think about how to turn this set of **links** into a **network**

**link**

communication between two directly-connected nodes

*examples: ethernet, bluetooth, 802.11 (wifi)*

# how do modules of a system communicate if they're on separate machines?



as this system grows, we need to think about how to turn this set of **links** into a **network**

**network**

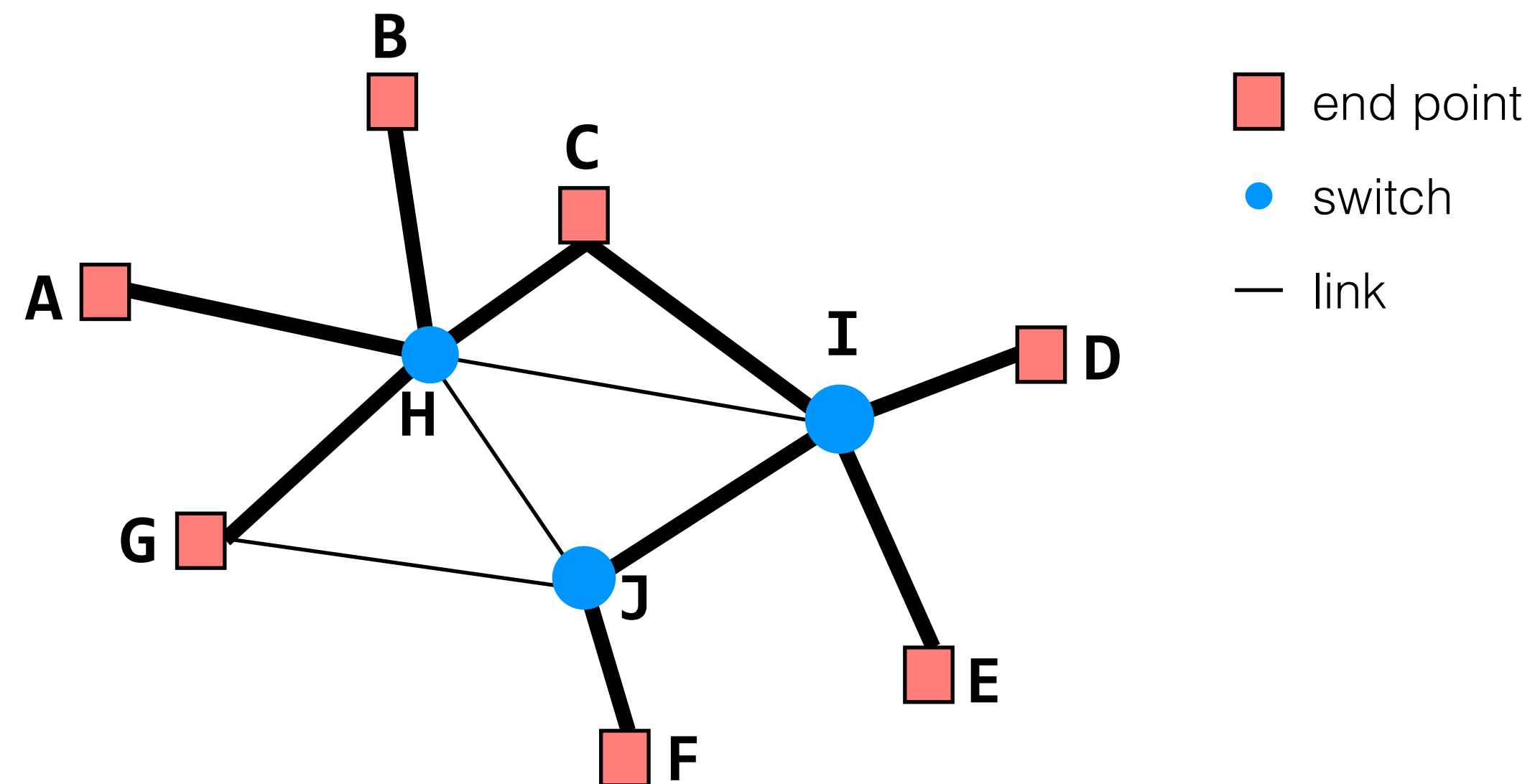
naming, addressing

**link**

communication between two directly-connected nodes

*examples: ethernet, bluetooth, 802.11 (wifi)*

# how do modules of a system communicate if they're on separate machines?



as this system grows, we need to think about how to turn this set of **links** into a **network**

**network**

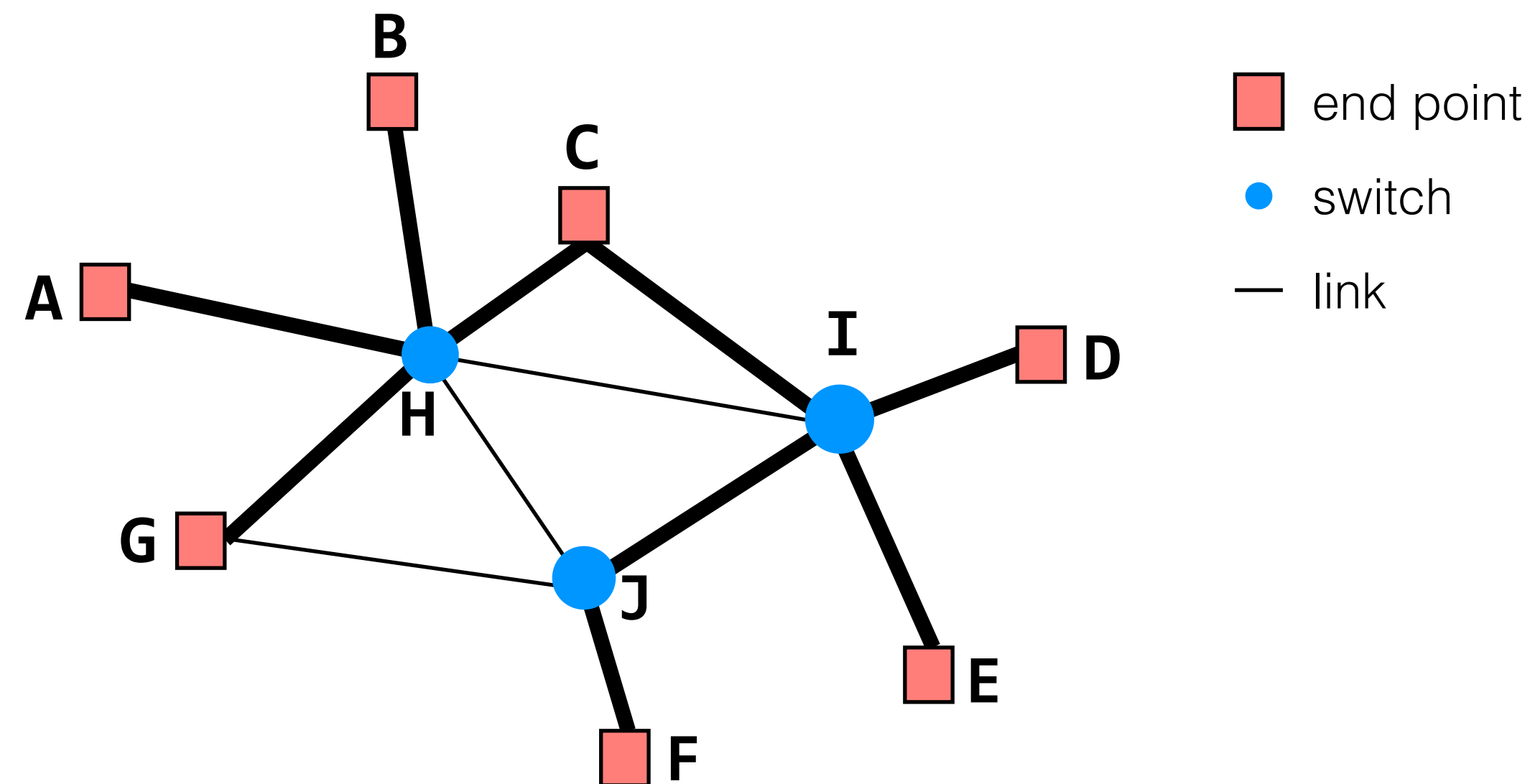
naming, addressing, routing

**link**

communication between two directly-connected nodes

*examples: ethernet, bluetooth, 802.11 (wifi)*

# how do modules of a system communicate if they're on separate machines?



as this system grows, we need to think about how to turn this set of **links** into a **network**

**transport**

sharing the network,  
reliability (or not)

**network**

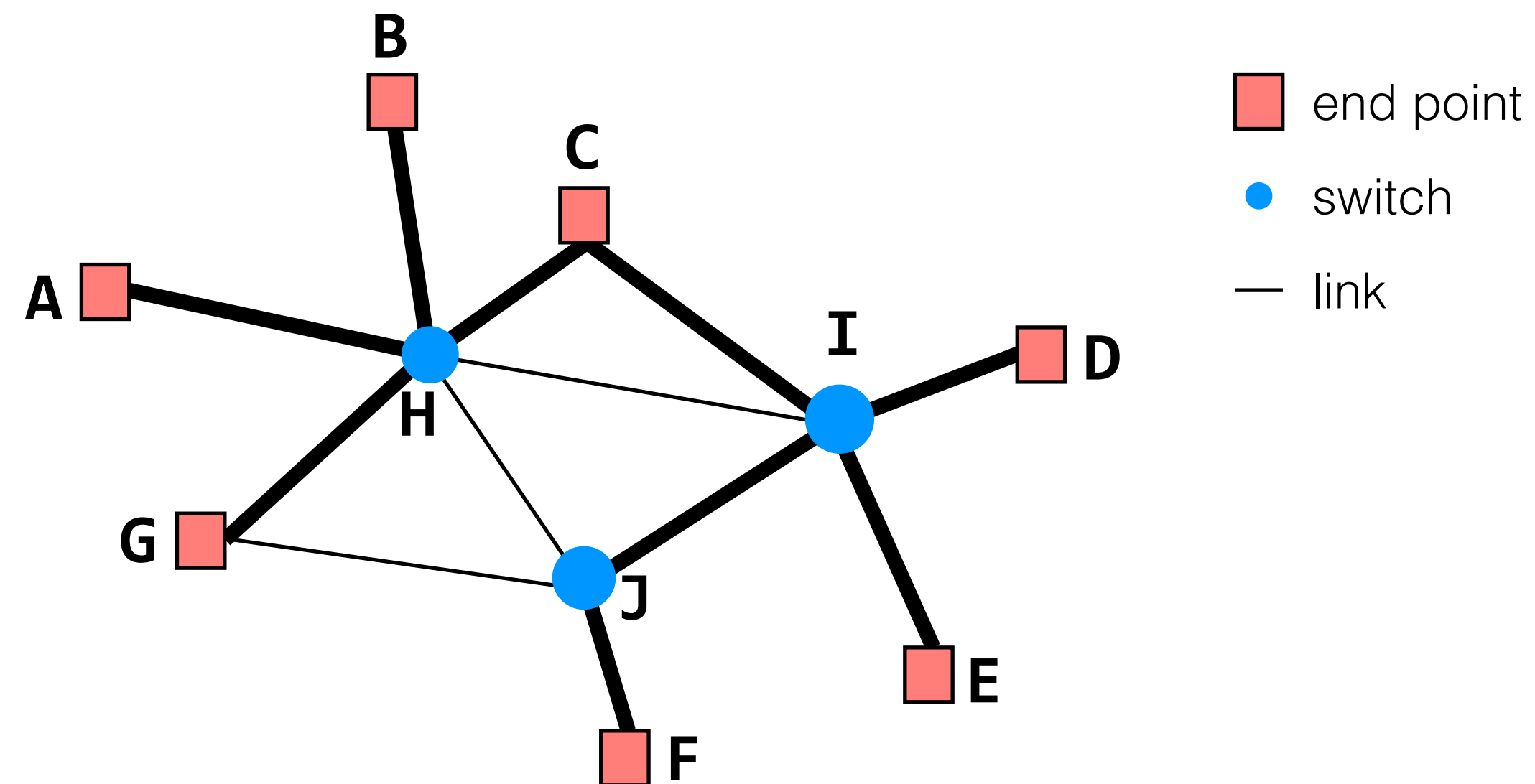
naming, addressing,  
routing

**link**

communication between  
two directly-connected  
nodes

*examples: ethernet, bluetooth,  
802.11 (wifi)*

# how do modules of a system communicate if they're on separate machines?



as this system grows, we need to think about how to turn this set of **links** into a **network**

**application**

the things that actually generate traffic

**transport**

sharing the network, reliability (or not)

**network**

naming, addressing, routing

**link**

communication between two directly-connected nodes

*examples: ethernet, bluetooth, 802.11 (wifi)*

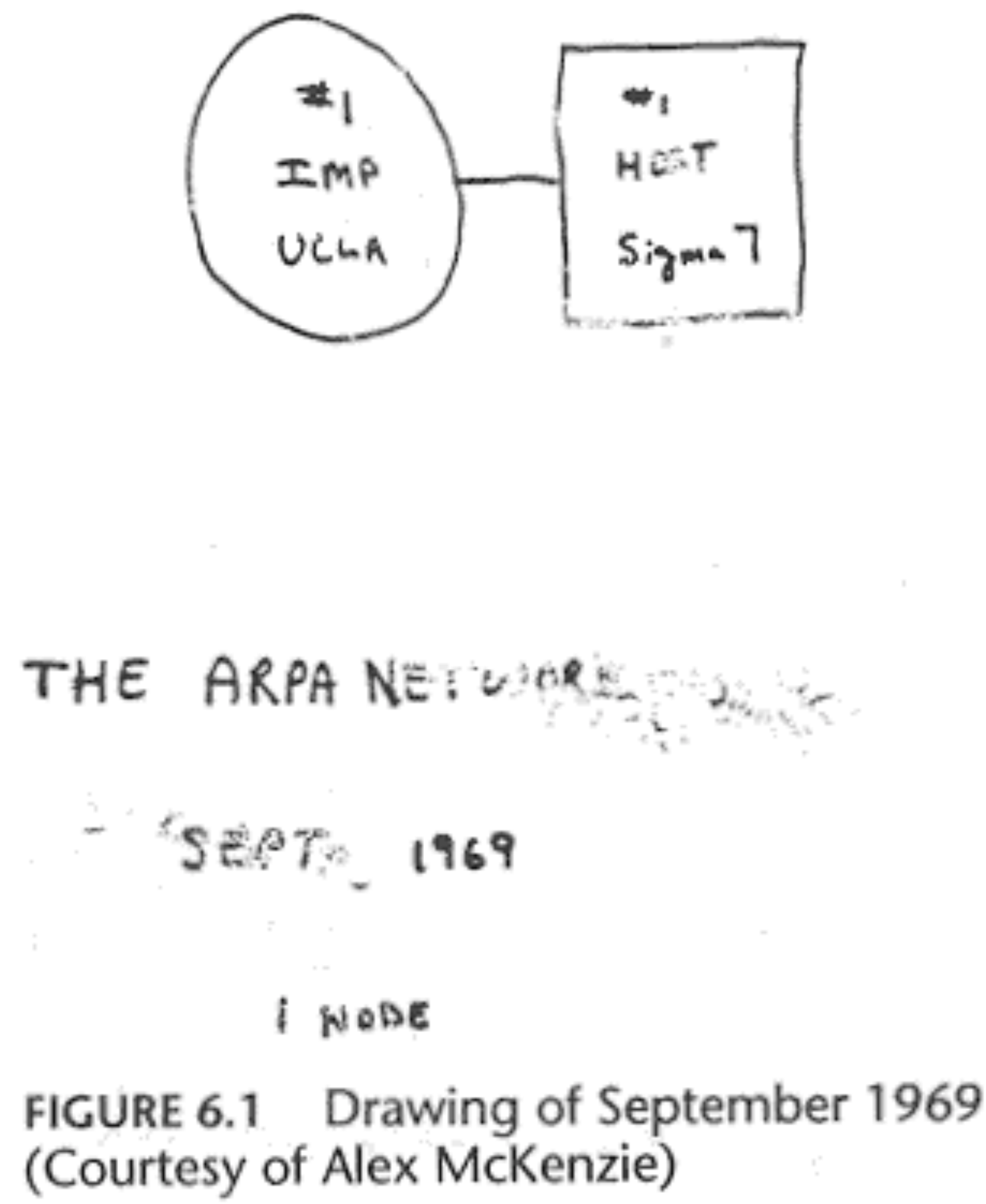


<b>application</b>	the things that actually generate traffic
<b>transport</b>	sharing the network, reliability (or not)
<b>network</b>	naming, addressing, routing
<b>link</b>	communication between two directly-connected nodes <i>examples: ethernet, bluetooth, 802.11 (wifi)</i>

1970s:  
ARPAnet



<b>application</b>	the things that actually generate traffic
<b>transport</b>	sharing the network, reliability (or not)
<b>network</b>	naming, addressing, routing
<b>link</b>	communication between two directly-connected nodes <i>examples: ethernet, bluetooth, 802.11 (wifi)</i>

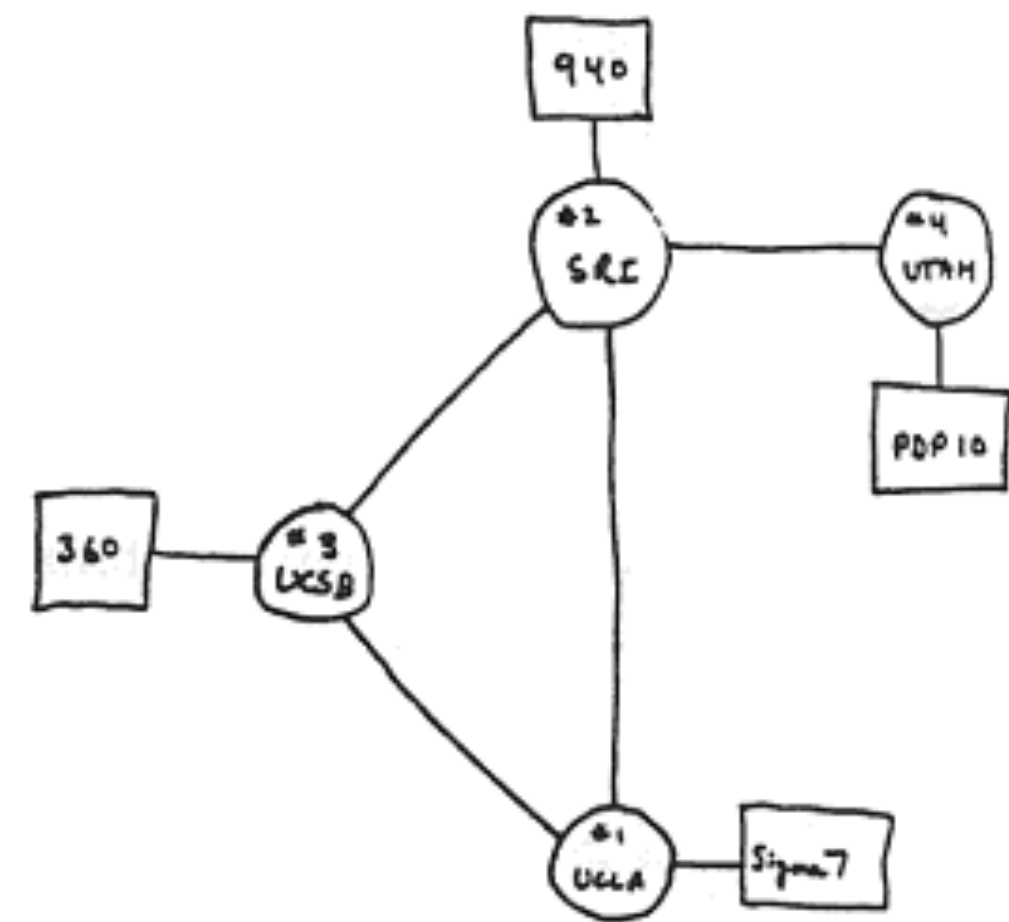


application	the things that actually generate traffic
transport	sharing the network, reliability (or not)
network	naming, addressing, routing
link	communication between two directly-connected nodes <i>examples: ethernet, bluetooth, 802.11 (wifi)</i>

1970s:  
ARPAnet



application	the things that actually generate traffic
transport	sharing the network, reliability (or not)
network	naming, addressing, routing
link	communication between two directly-connected nodes <i>examples: ethernet, bluetooth, 802.11 (wifi)</i>



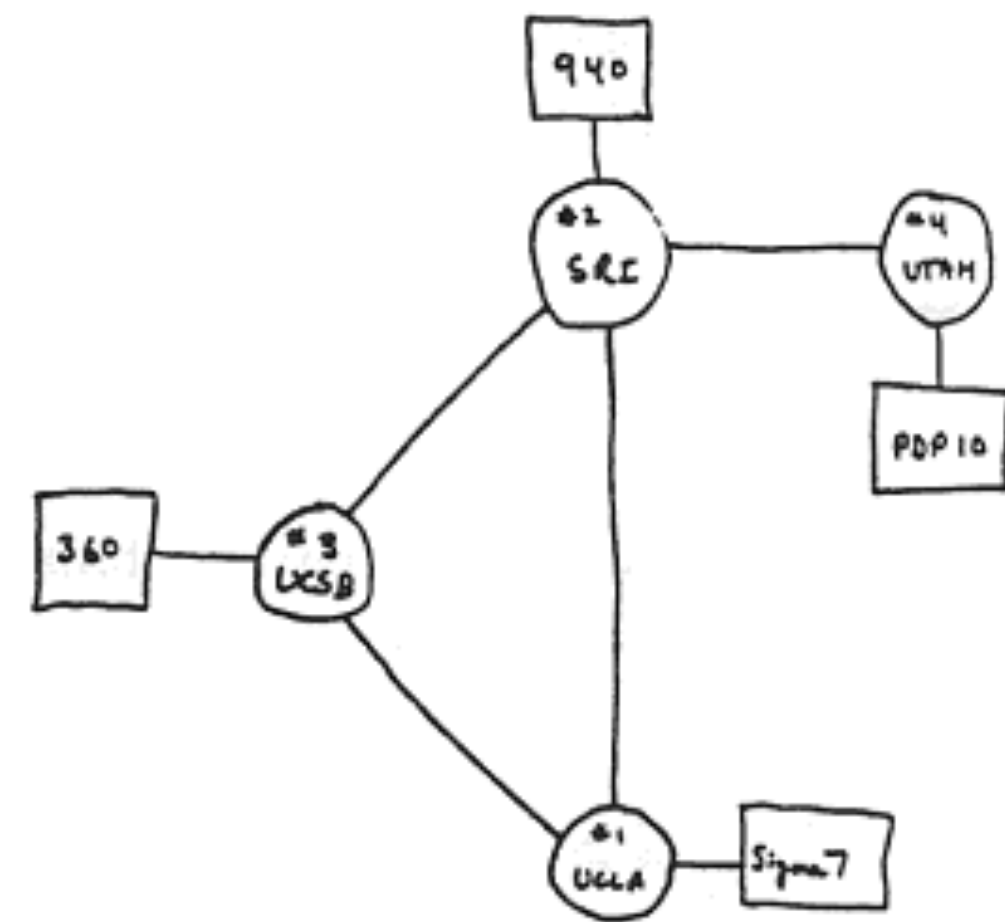
THE ARPA NETWORK

DEC 1969

4 NODES

FIGURE 6.2 Drawing of 4 Node Network  
(Courtesy of Alex McKenzie)

application	the things that actually generate traffic
transport	sharing the network, reliability (or not)
network	naming, addressing, routing
link	communication between two directly-connected nodes  <i>examples: ethernet, bluetooth, 802.11 (wifi)</i>



THE ARPA NETWORK

DEC 1969

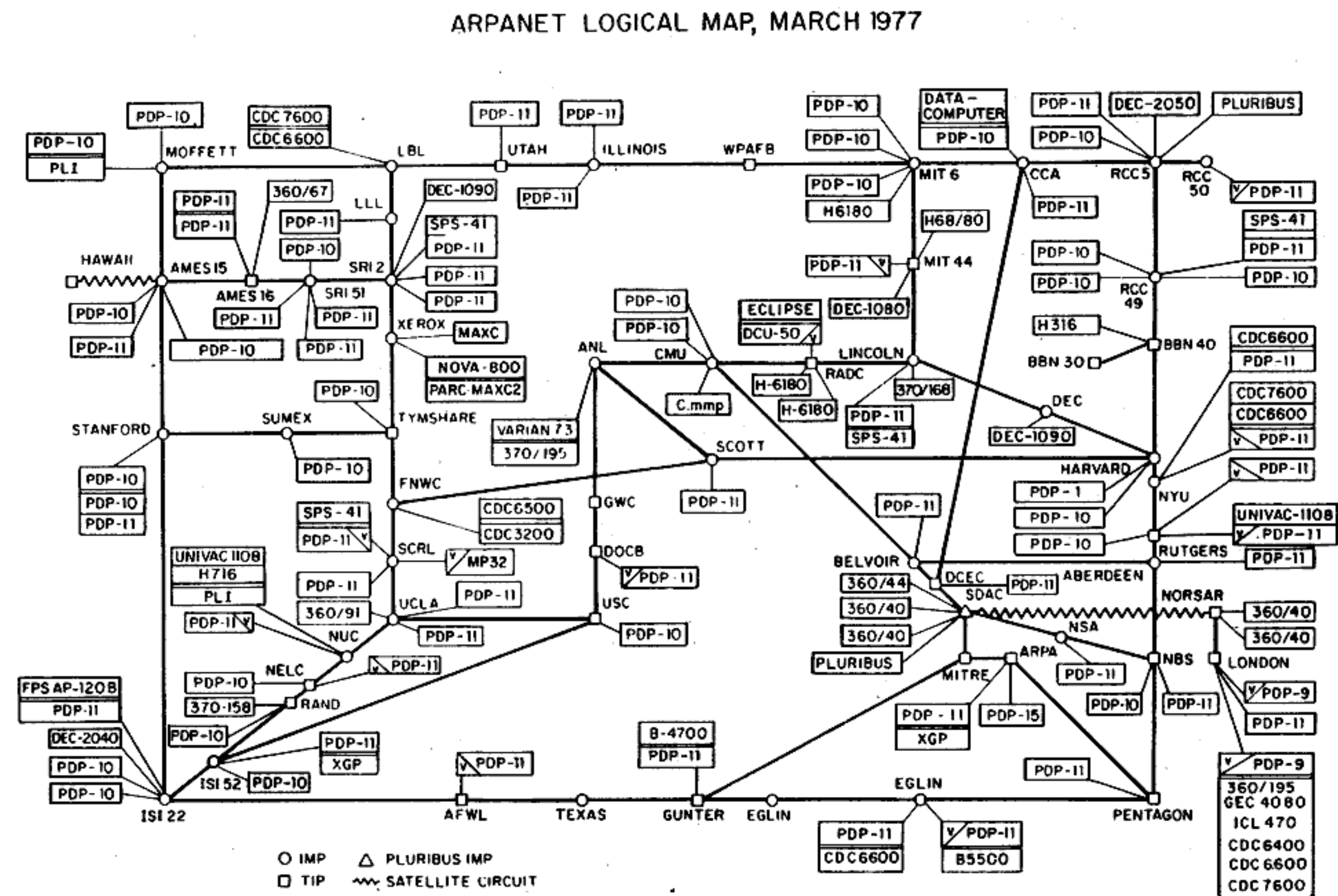
4 NODES

FIGURE 6.2 Drawing of 4 Node Network  
(Courtesy of Alex McKenzie)

application	the things that actually generate traffic
transport	sharing the network, reliability (or not)
network	naming, addressing, routing
link	communication between two directly-connected nodes  examples: ethernet, bluetooth, 802.11 (wifi)

1970s:  
ARPAnet

hosts.txt



(PLEASE NOTE THAT WHILE THIS MAP SHOWS THE HOST POPULATION OF THE NETWORK ACCORDING TO THE BEST INFORMATION OBTAINABLE, NO CLAIM CAN BE MADE FOR ITS ACCURACY)  
NAMES SHOWN ARE IMP NAMES, NOT (NECESSARILY) HOST NAMES

application

the things that  
actually generate  
traffic

transport

sharing the network,  
reliability (or not)

network

naming, addressing,  
routing

link

communication between  
two directly-connected  
nodes

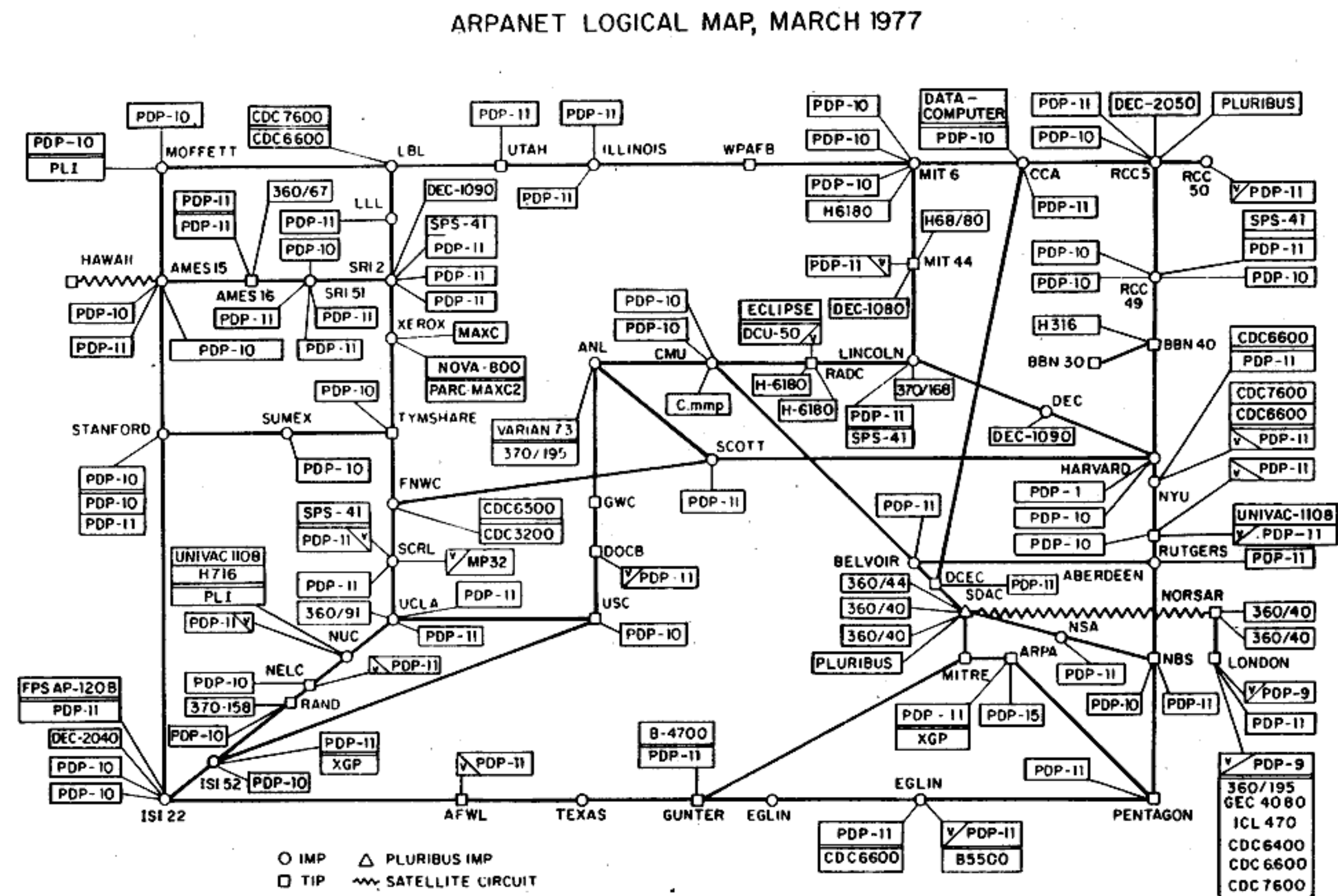
examples: ethernet, bluetooth,  
802.11 (wifi)



<b>application</b>	the things that actually generate traffic
<b>transport</b>	sharing the network, reliability (or not)
<b>network</b>	naming, addressing, routing
<b>link</b>	communication between two directly-connected nodes <i>examples: ethernet, bluetooth, 802.11 (wifi)</i>

1970s:  
ARPAnet

hosts.txt



(PLEASE NOTE THAT WHILE THIS MAP SHOWS THE HOST POPULATION OF THE NETWORK ACCORDING TO THE BEST INFORMATION OBTAINABLE, NO CLAIM CAN BE MADE FOR ITS ACCURACY)  
NAMES SHOWN ARE IMP NAMES, NOT (NECESSARILY) HOST NAMES

application

the things that  
actually generate  
traffic

transport

sharing the network,  
reliability (or not)

network

naming, addressing,  
routing

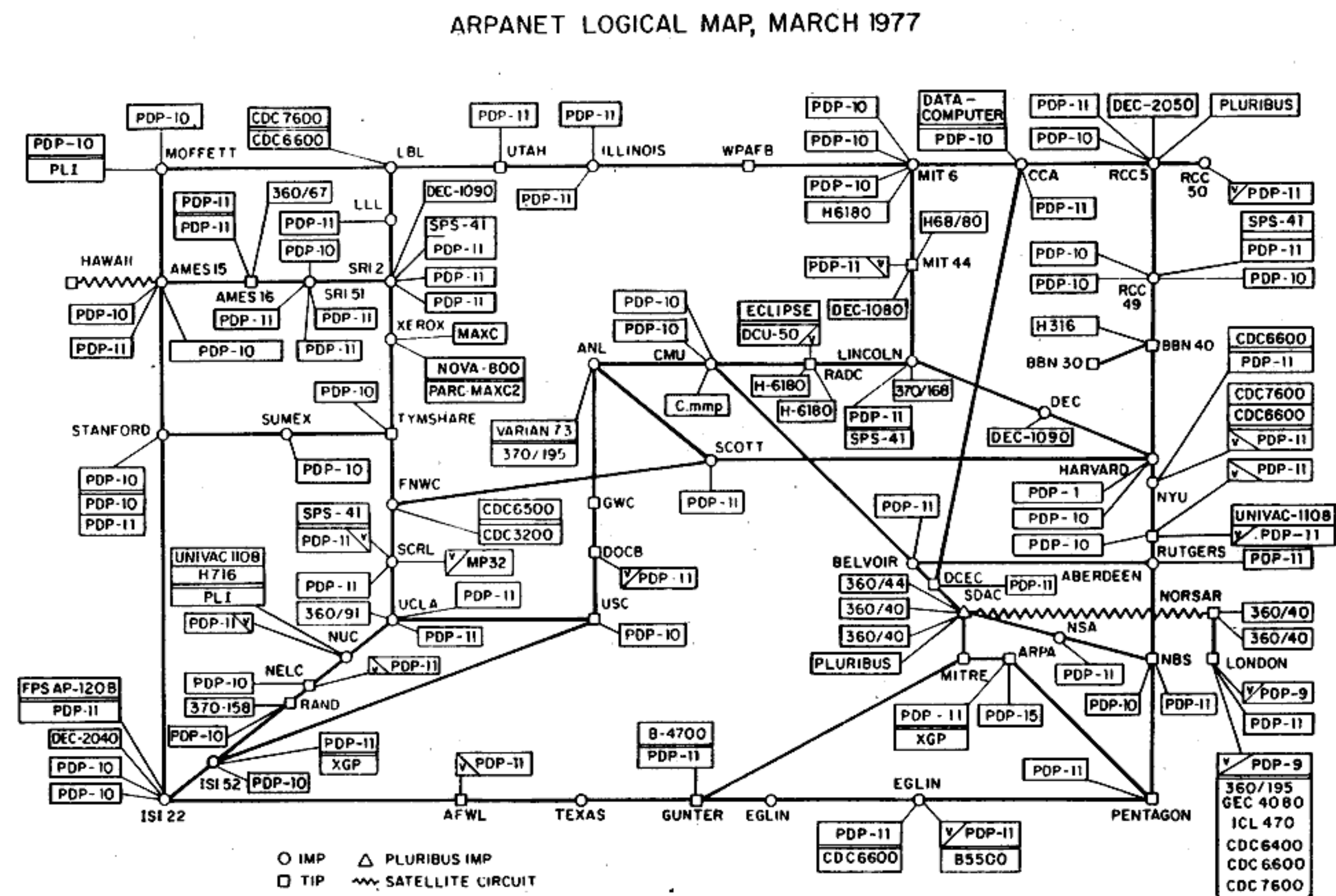
link

communication between  
two directly-connected  
nodes

*examples: ethernet, bluetooth,  
802.11 (wifi)*

1970s:  
ARPAnet

hosts.txt    distance-vector  
                 routing

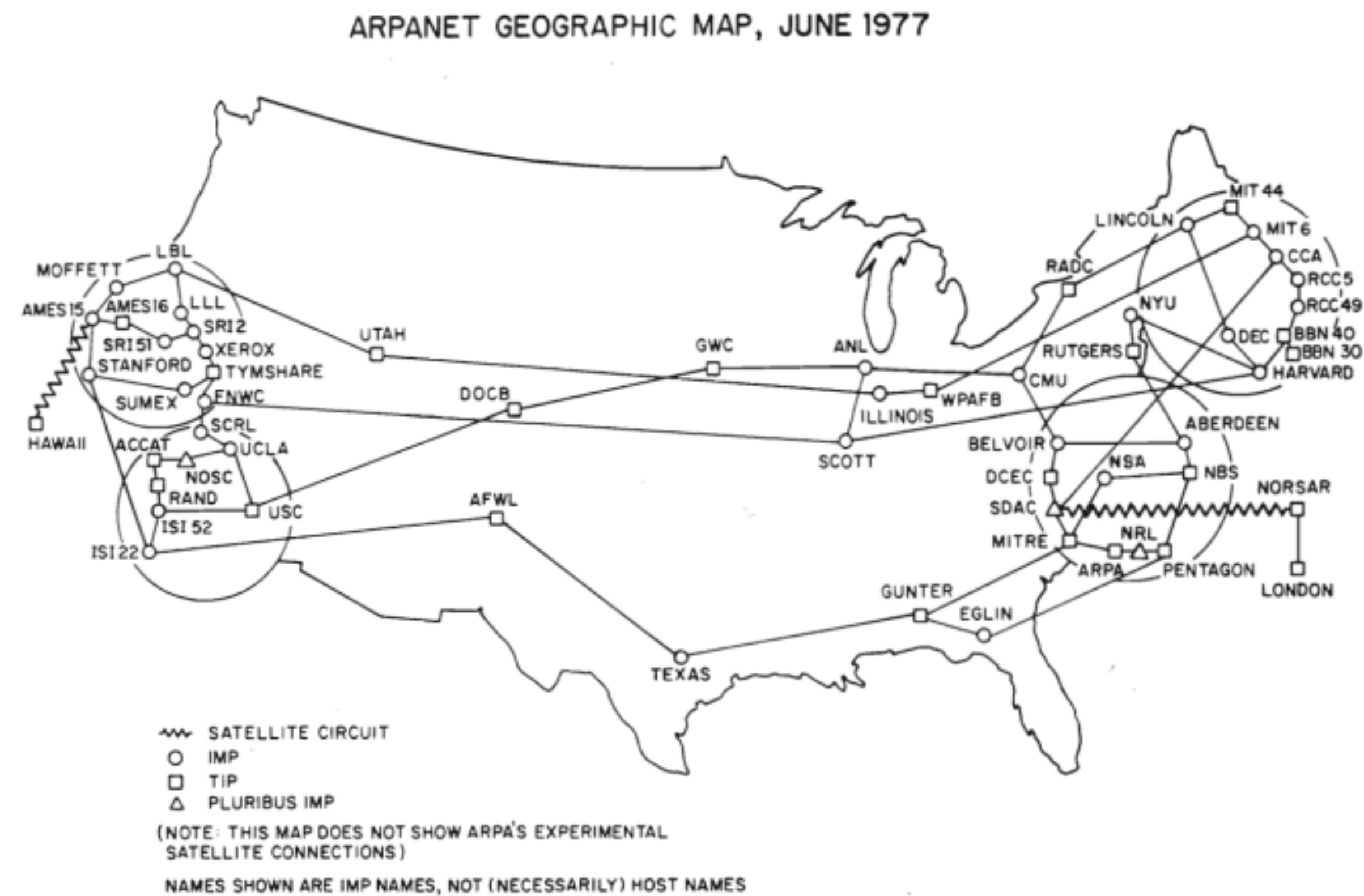


(PLEASE NOTE THAT WHILE THIS MAP SHOWS THE HOST POPULATION OF THE NETWORK ACCORDING TO THE BEST INFORMATION OBTAINABLE, NO CLAIM CAN BE MADE FOR ITS ACCURACY)  
NAMES SHOWN ARE IMP NAMES, NOT (NECESSARILY) HOST NAMES

application	the things that actually generate traffic
transport	sharing the network, reliability (or not)
network	naming, addressing, routing
link	communication between two directly-connected nodes  examples: ethernet, bluetooth, 802.11 (wifi)

1970s:  
ARPAnet

hosts.txt    distance-vector  
                 routing



<https://personalpages.manchester.ac.uk/staff/m.dodge/cybergeography/atlas/historical.html>

application

the things that  
actually generate  
traffic

transport

sharing the network,  
reliability (or not)

network

naming, addressing,  
routing

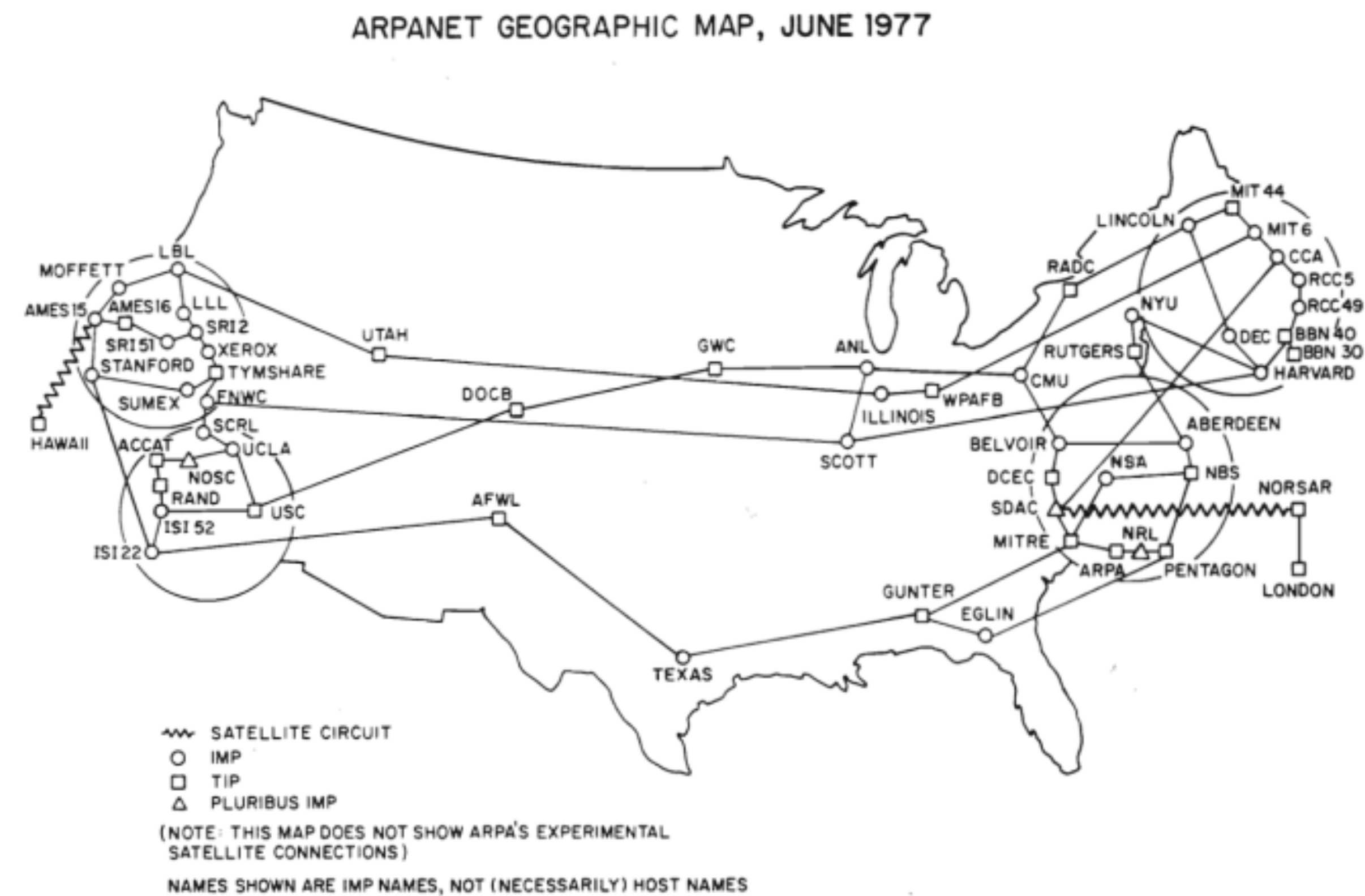
link

communication between  
two directly-connected  
nodes

*examples: ethernet, bluetooth,  
802.11 (wifi)*

1970s: ARPANet      1978: flexibility and layering

hosts.txt      distance-vector routing

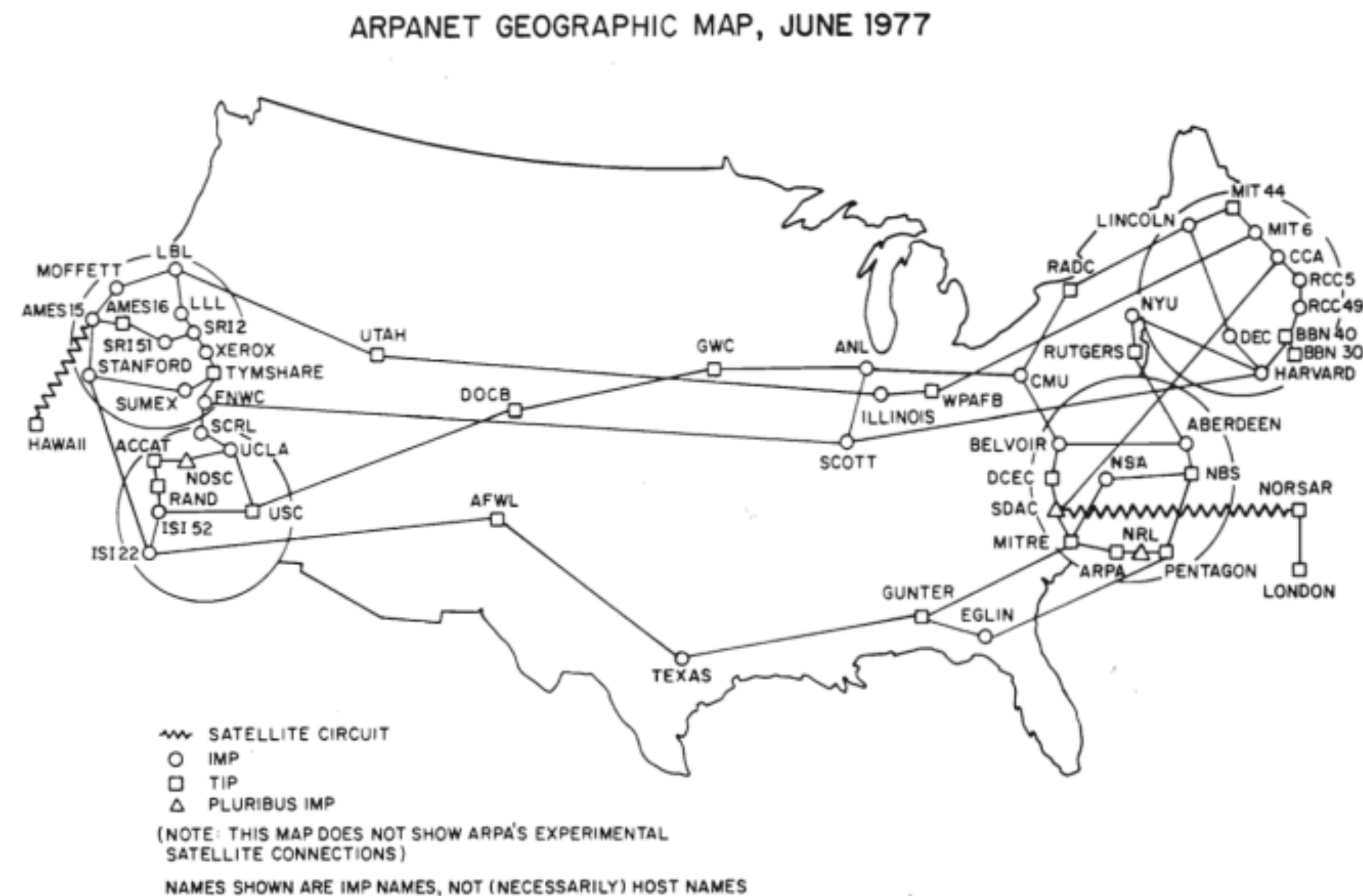


<https://personalpages.manchester.ac.uk/staff/m.dodge/cybergeography/atlas/historical.html>

application	the things that actually generate traffic
transport	sharing the network, reliability (or not)
network	naming, addressing, routing
link	communication between two directly-connected nodes <i>examples: ethernet, bluetooth, 802.11 (wifi)</i>

1970s: ARPANet      1978: flexibility and layering

hosts.txt      distance-vector routing



<https://personalpages.manchester.ac.uk/staff/m.dodge/cybergeography/atlas/historical.html>

application

the things that actually generate traffic

transport

sharing the network, reliability (or not)

network

naming, addressing, routing

link

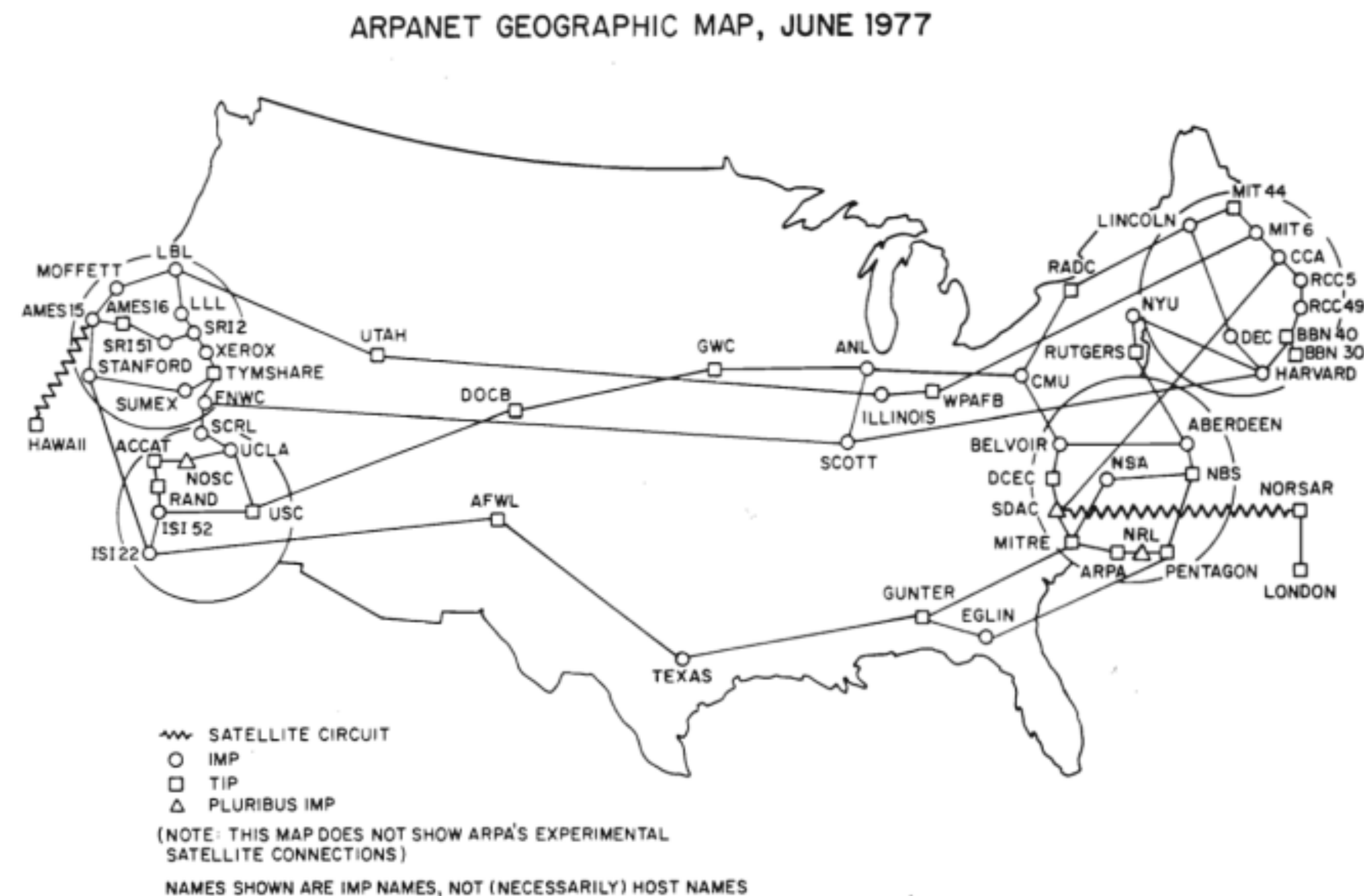
communication between two directly-connected nodes

*examples: ethernet, bluetooth, 802.11 (wifi)*

with a **layered model**, we can swap out protocols at one layer without much (or perhaps any) change to protocols at other layers

1970s: ARPANet      1978: flexibility and layering

hosts.txt      distance-vector routing      TCP, UDP



<https://personalpages.manchester.ac.uk/staff/m.dodge/cybergeography/atlas/historical.html>

application

the things that actually generate traffic

transport

sharing the network, reliability (or not)

examples: TCP, UDP

network

naming, addressing, routing

examples: IP

link

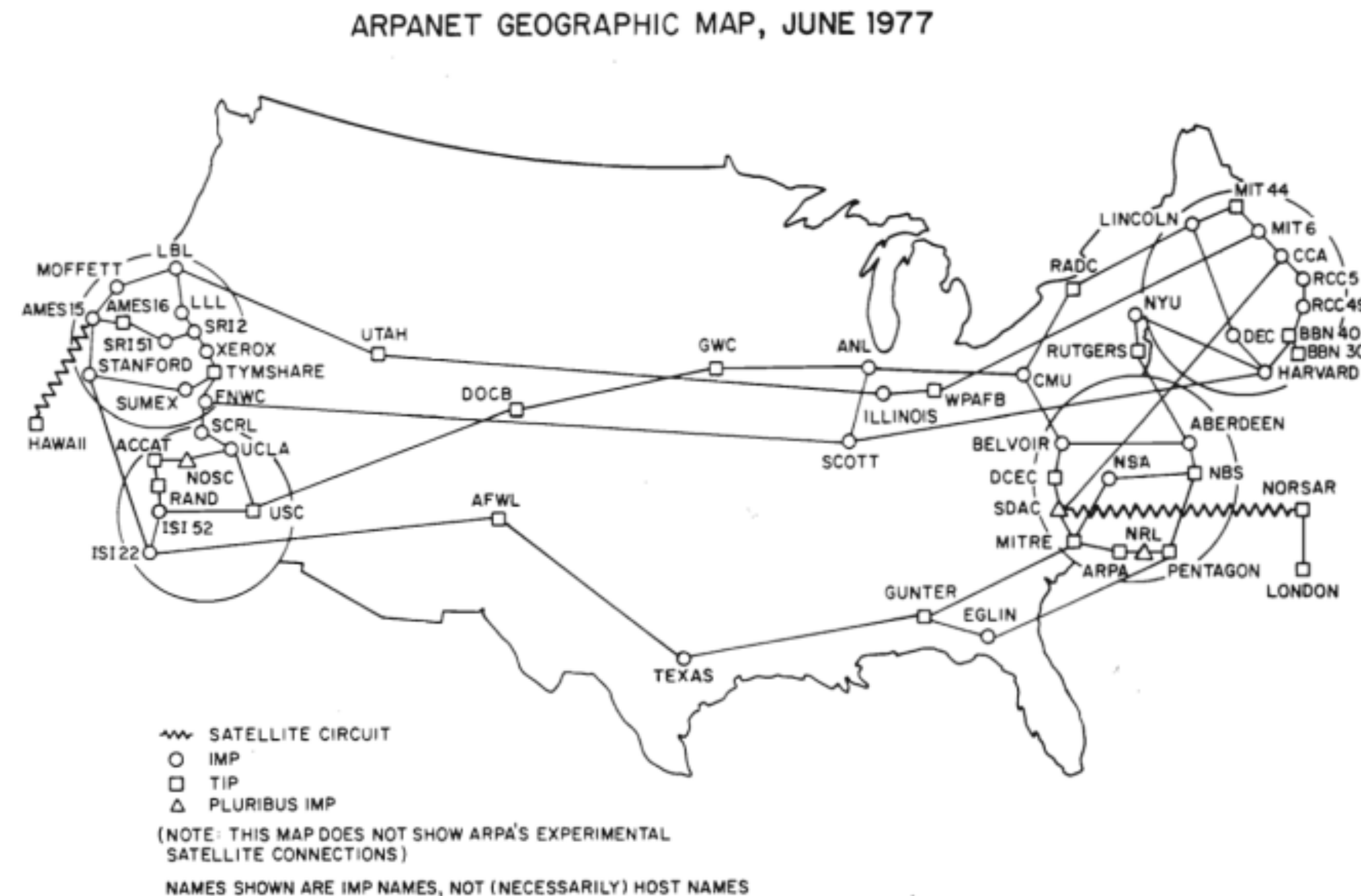
communication between two directly-connected nodes

examples: ethernet, bluetooth, 802.11 (wifi)

with a **layered model**, we can swap out protocols at one layer without much (or perhaps any) change to protocols at other layers

1970s: ARPAnet      1978: flexibility and layering      early 80s: growth → change

hosts.txt      distance-vector routing      TCP, UDP



<https://personalpages.manchester.ac.uk/staff/m.dodge/cybergeography/atlas/historical.html>

application

the things that actually generate traffic

transport

sharing the network, reliability (or not)

examples: TCP, UDP

network

naming, addressing, routing

examples: IP

link

communication between two directly-connected nodes

examples: ethernet, bluetooth, 802.11 (wifi)

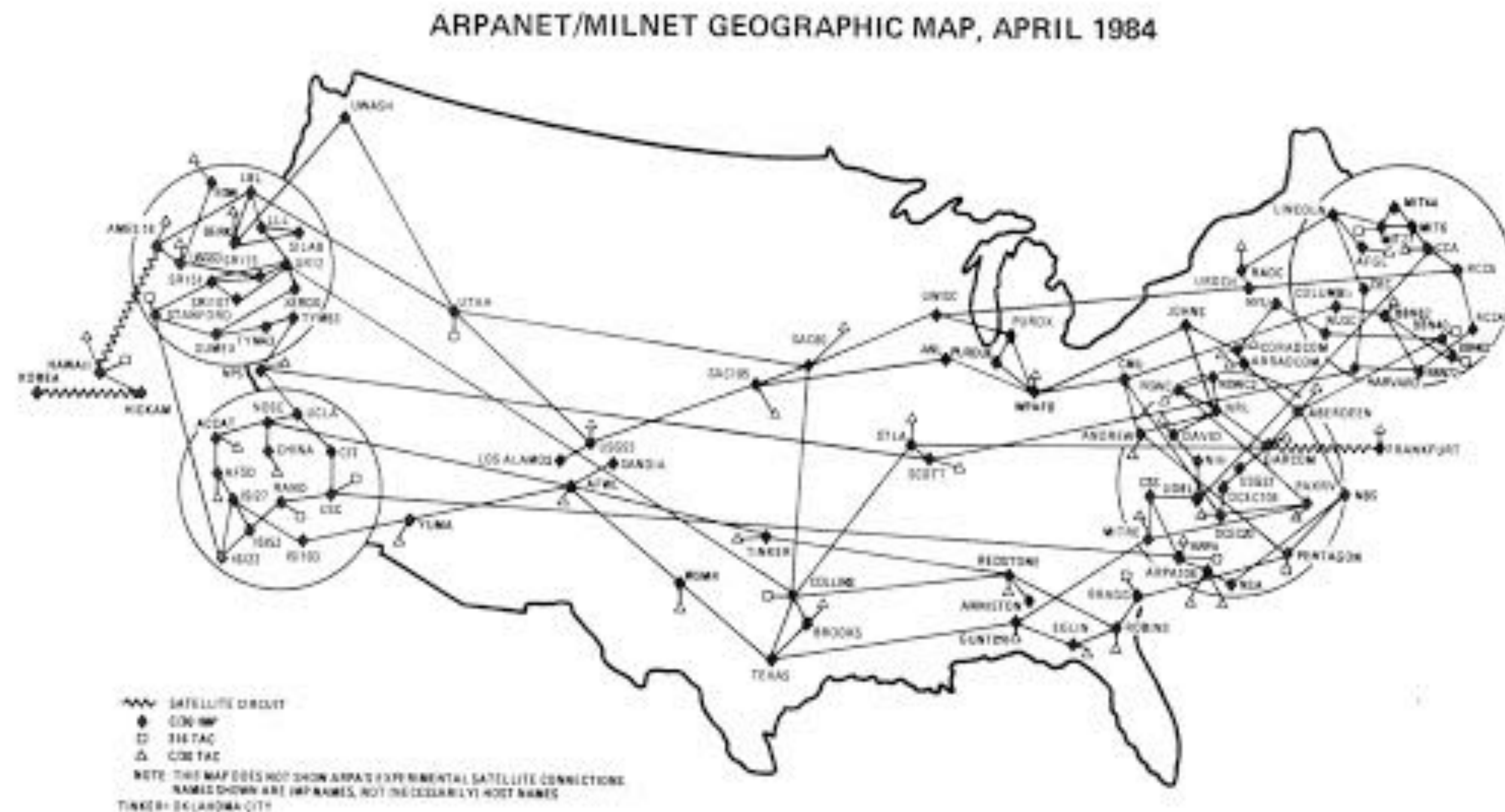
with a **layered model**, we can swap out protocols at one layer without much (or perhaps any) change to protocols at other layers

1970s: ARPANet      1978: flexibility and layering      early 80s: growth → change

hosts.txt

distance-vector routing

TCP, UDP



<https://personalpages.manchester.ac.uk/staff/m.dodge/cybergeography/atlas/historical.html>

application

the things that actually generate traffic

transport

sharing the network, reliability (or not)

examples: TCP, UDP

network

naming, addressing, routing

examples: IP

link

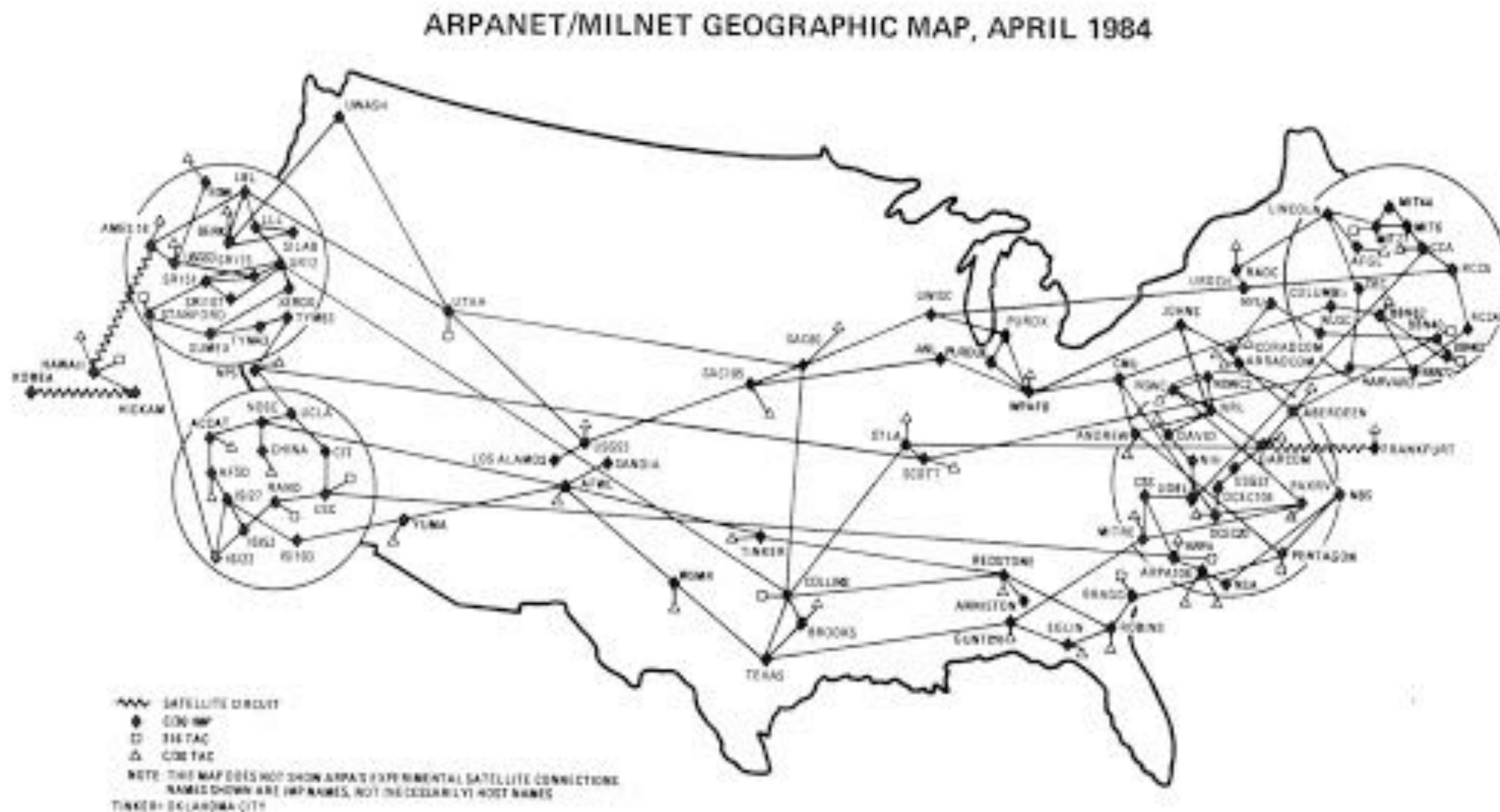
communication between two directly-connected nodes

examples: ethernet, bluetooth, 802.11 (wifi)

with a **layered model**, we can swap out protocols at one layer without much (or perhaps any) change to protocols at other layers

1970s: ARPANet      1978: flexibility and layering      early 80s: growth → change

hosts.txt      distance-vector routing      TCP, UDP      OSPF, EGP, DNS



<https://personalpages.manchester.ac.uk/staff/m.dodge/cybergeography/atlas/historical.html>

application

the things that actually generate traffic

transport

sharing the network, reliability (or not)  
*examples: TCP, UDP*

network

naming, addressing, routing  
*examples: IP*

link

communication between two directly-connected nodes  
*examples: ethernet, bluetooth, 802.11 (wifi)*

with a **layered model**, we can swap out protocols at one layer without much (or perhaps any) change to protocols at other layers

1970s:  
ARPAnet

1978: flexibility and  
layering

early 80s: growth → change

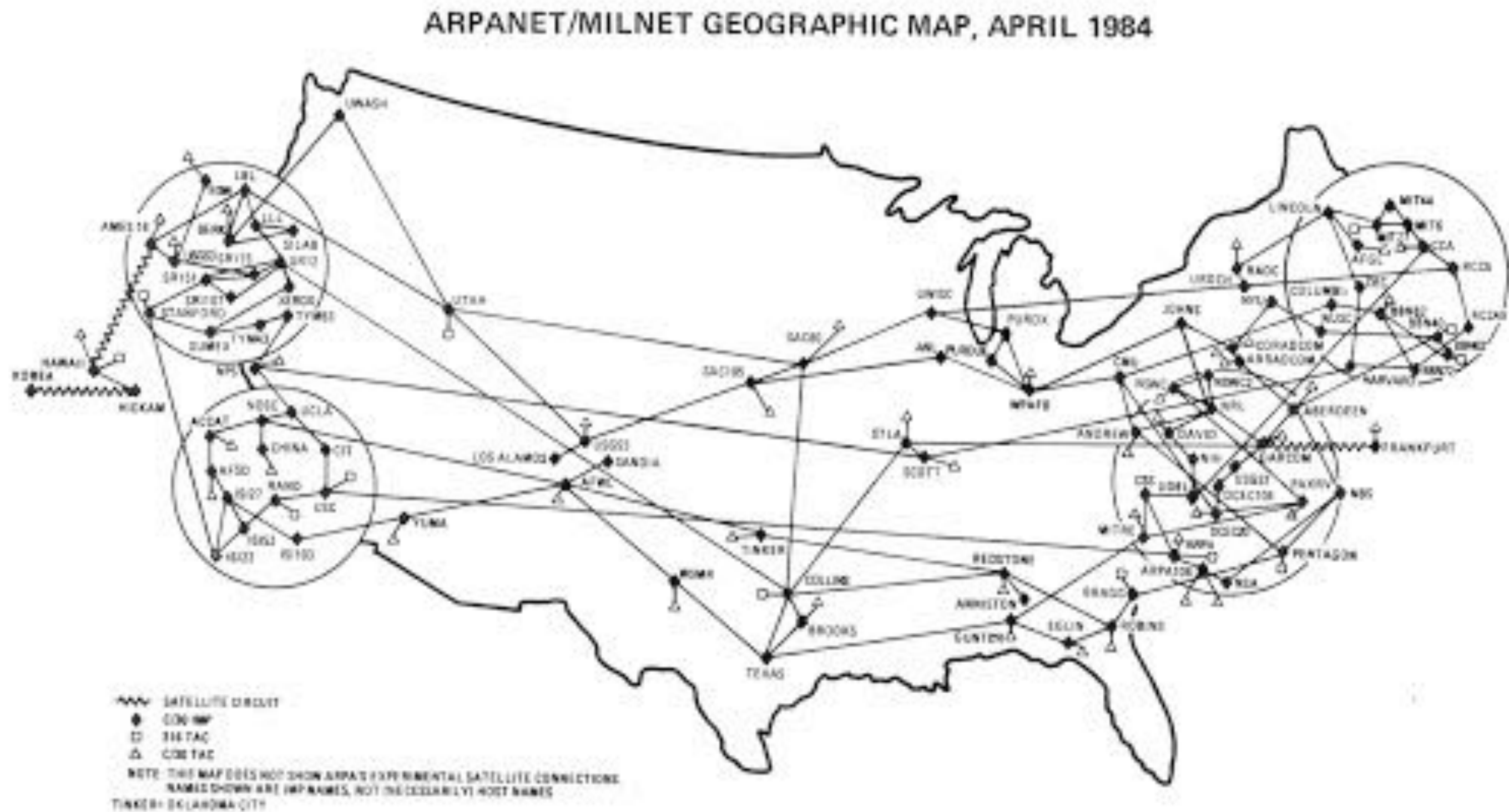
late 80s: growth → problems

hosts.txt

distance-vector  
routing

TCP, UDP

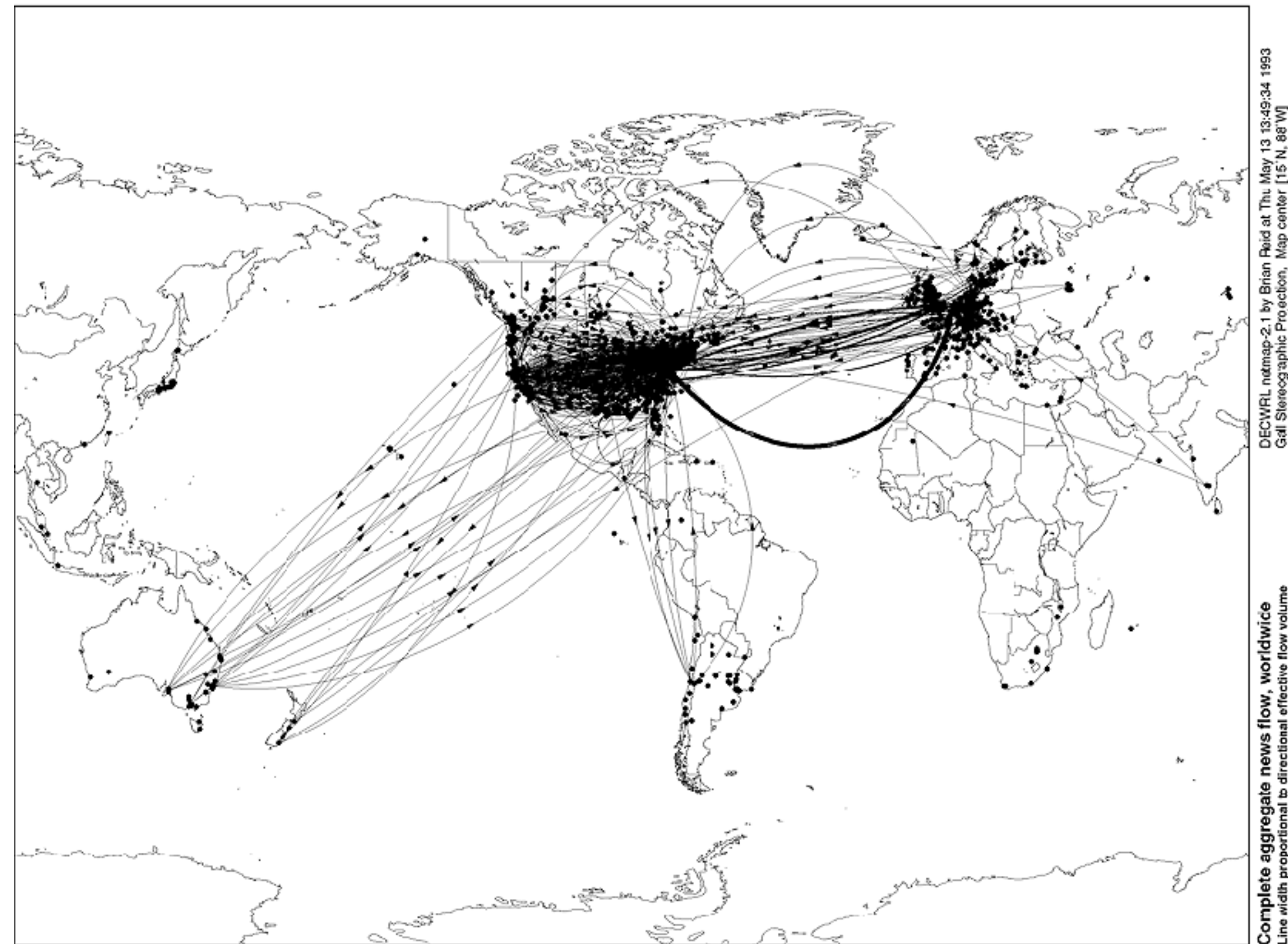
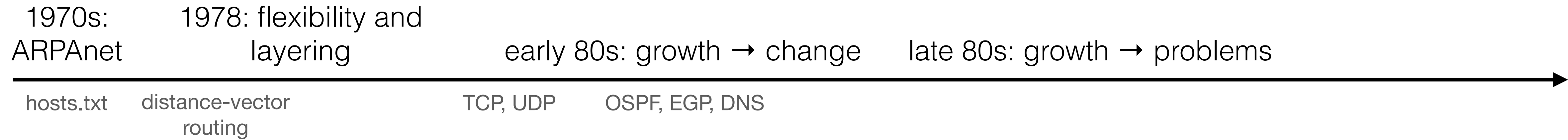
OSPF, EGP, DNS



<https://personalpages.manchester.ac.uk/staff/m.dodge/cybergeography/atlas/historical.html>

application	the things that actually generate traffic
transport	sharing the network, reliability (or not) <i>examples: TCP, UDP</i>
network	naming, addressing, routing <i>examples: IP</i>
link	communication between two directly-connected nodes <i>examples: ethernet, bluetooth, 802.11 (wifi)</i>

with a **layered model**, we can swap out protocols at one layer without much (or perhaps any) change to protocols at other layers



<https://www.vox.com/a/internet-maps>

application

the things that  
actually generate  
traffic

transport

sharing the network,  
reliability (or not)

*examples: TCP, UDP*

network

naming, addressing,  
routing

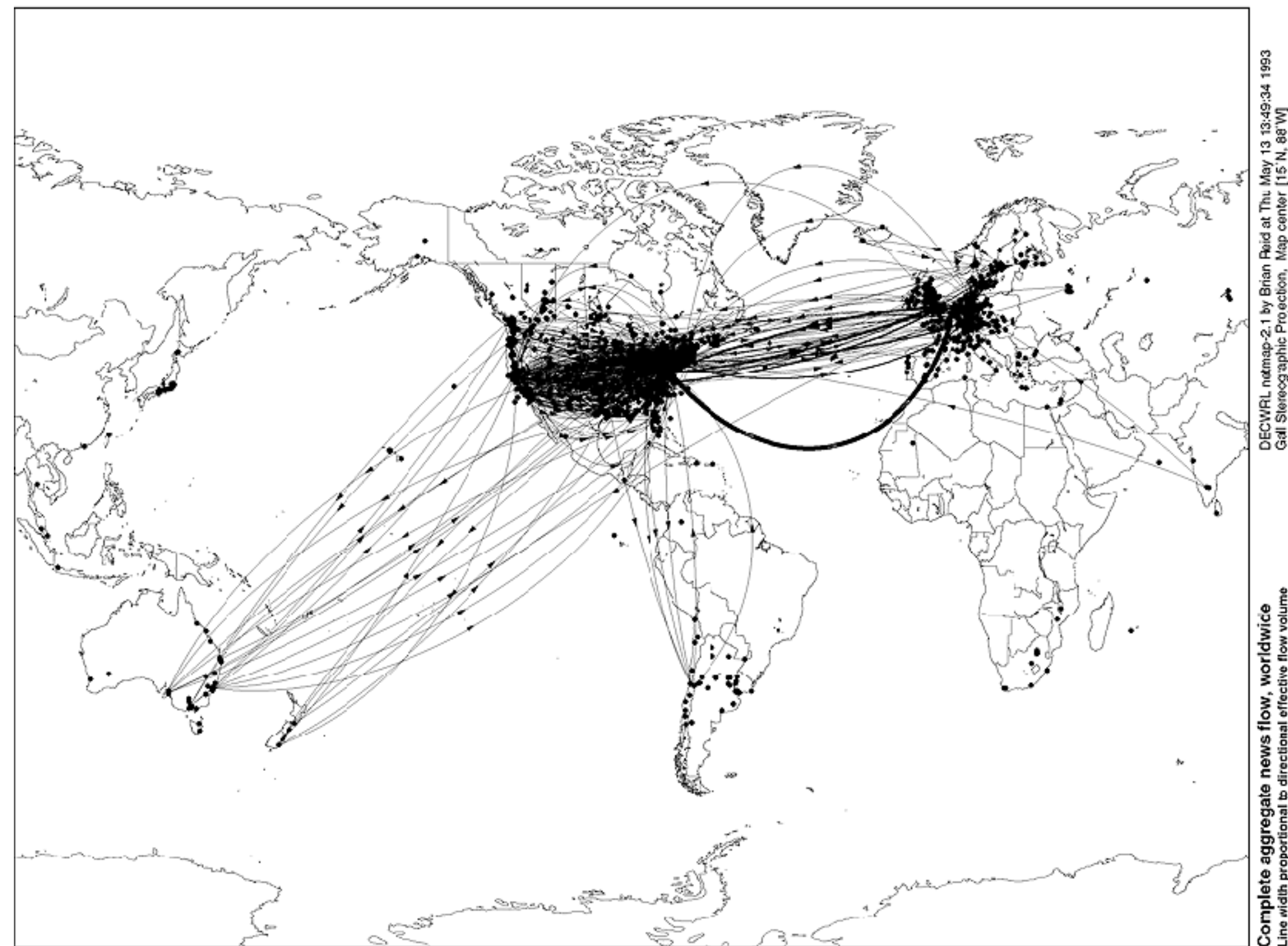
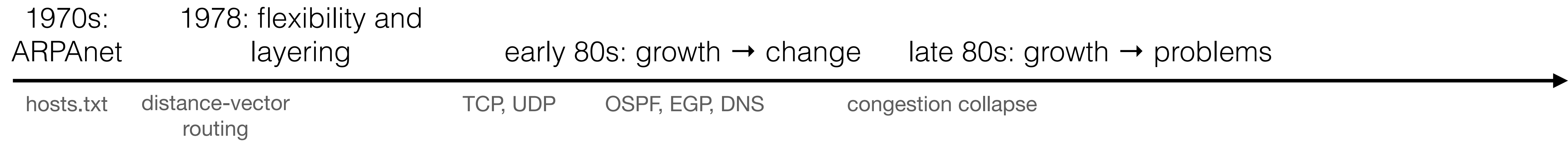
*examples: IP*

link

communication between  
two directly-connected  
nodes

*examples: ethernet, bluetooth,  
802.11 (wifi)*

with a **layered model**, we can swap out protocols at one layer  
without much (or perhaps any) change to protocols at other layers



<https://www.vox.com/a/internet-maps>

**application**

the things that actually generate traffic

**transport**

sharing the network, reliability (or not)

*examples: TCP, UDP*

**network**

naming, addressing, routing

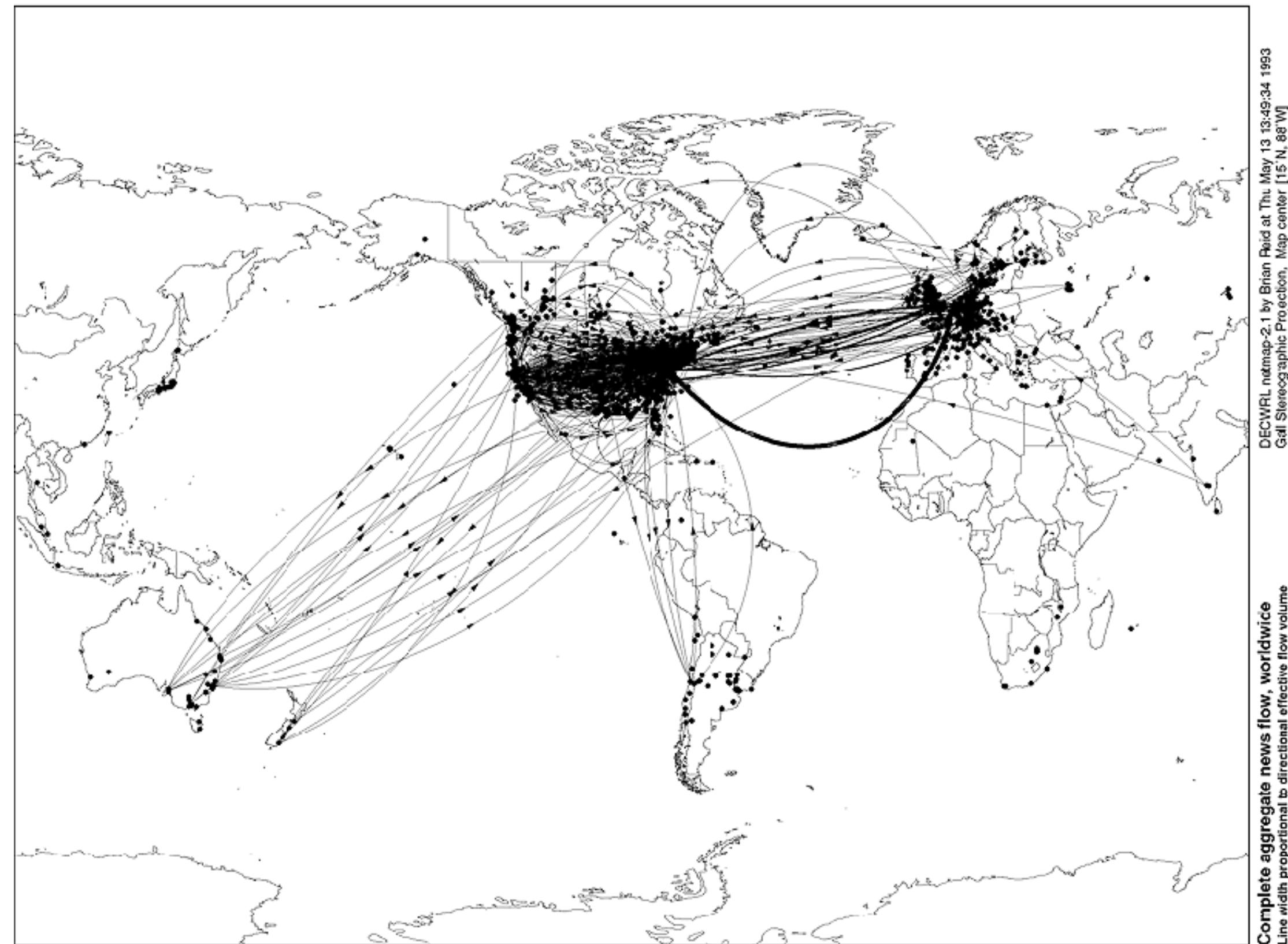
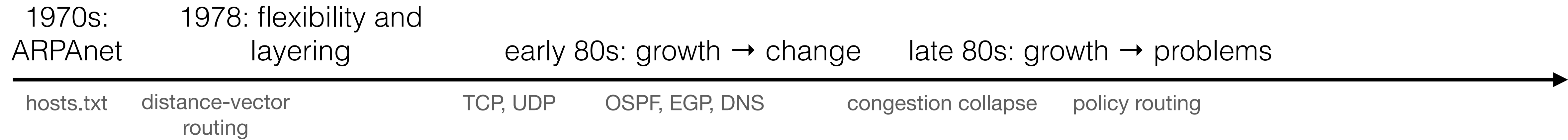
*examples: IP*

**link**

communication between two directly-connected nodes

*examples: ethernet, bluetooth, 802.11 (wifi)*

with a **layered model**, we can swap out protocols at one layer without much (or perhaps any) change to protocols at other layers



<https://www.vox.com/a/internet-maps>

**application**

the things that  
actually generate  
traffic

**transport**

sharing the network,  
reliability (or not)  
*examples: TCP, UDP*

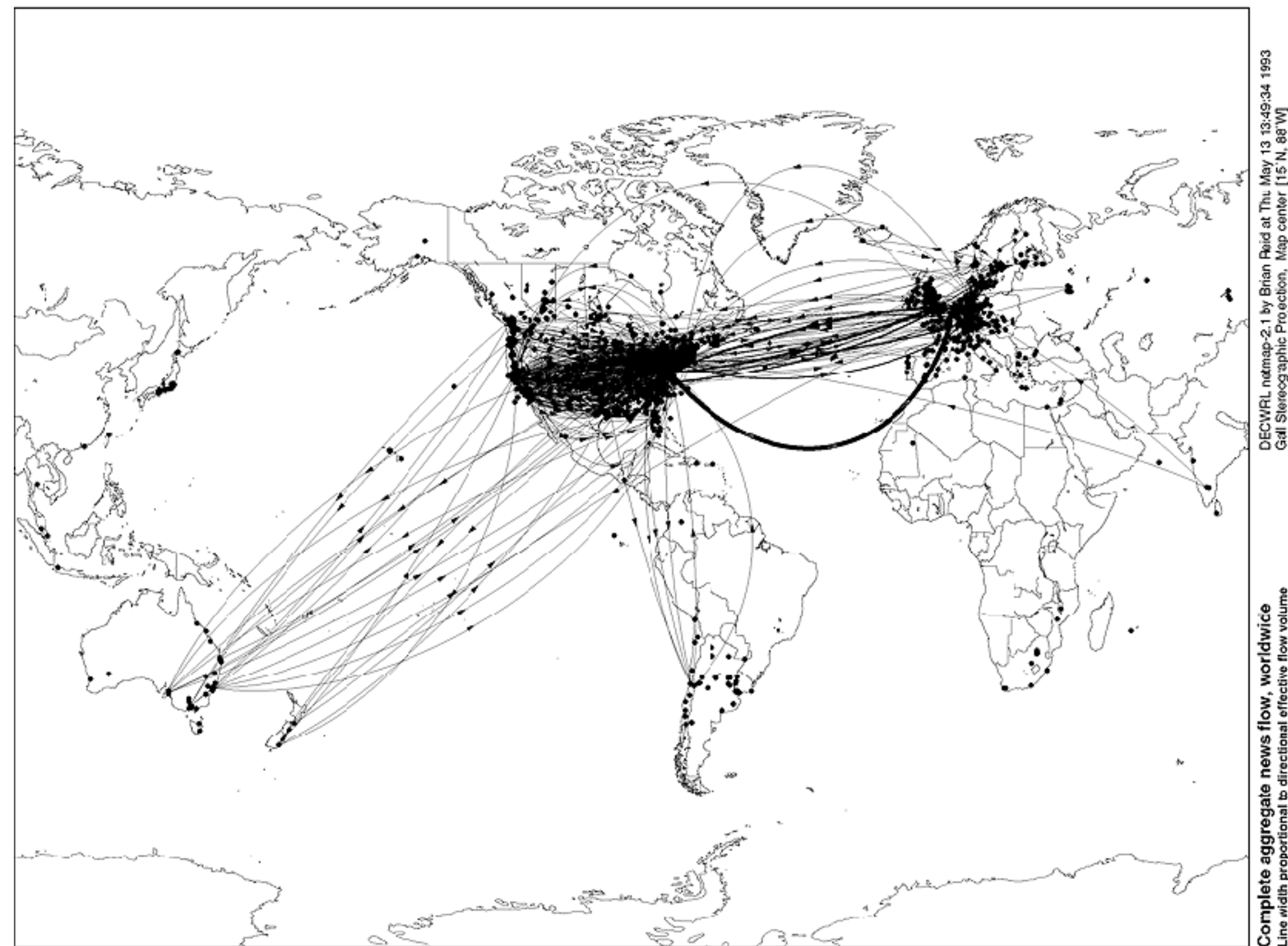
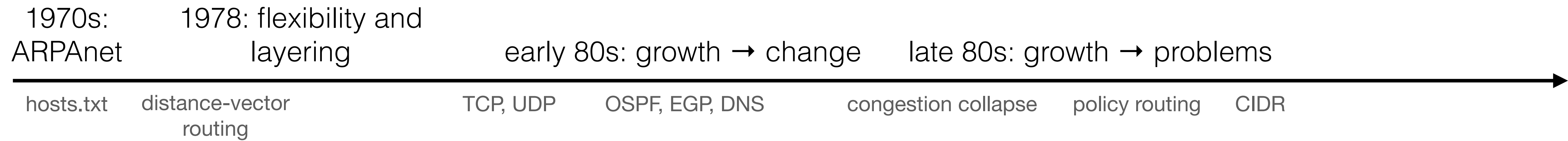
**network**

naming, addressing,  
routing  
*examples: IP*

**link**

communication between  
two directly-connected  
nodes  
*examples: ethernet, bluetooth,  
802.11 (wifi)*

with a **layered model**, we can swap out protocols at one layer  
without much (or perhaps any) change to protocols at other layers



<https://www.vox.com/a/internet-maps>

**application**

the things that  
actually generate  
traffic

**transport**

sharing the network,  
reliability (or not)

*examples: TCP, UDP*

**network**

naming, addressing,  
routing

*examples: IP*

**link**

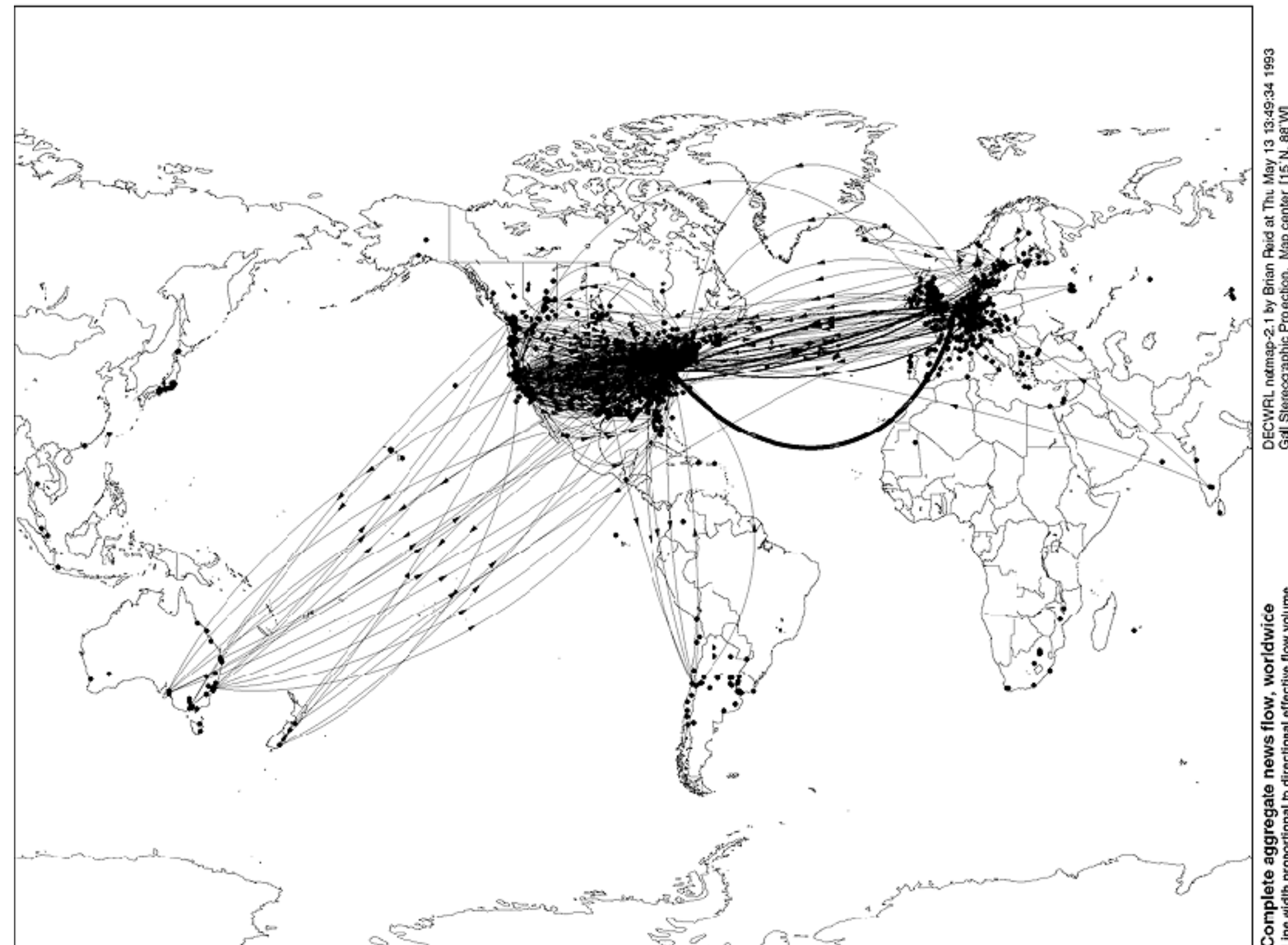
communication between  
two directly-connected  
nodes

*examples: ethernet, bluetooth,  
802.11 (wifi)*

with a **layered model**, we can swap out protocols at one layer  
without much (or perhaps any) change to protocols at other layers

1970s: ARPAnet      1978: flexibility and layering      early 80s: growth → change      late 80s: growth → problems      1993: commercialization

hosts.txt      distance-vector routing      TCP, UDP      OSPF, EGP, DNS      congestion collapse      policy routing      CIDR



<https://www.vox.com/a/internet-maps>

**application**

the things that actually generate traffic

**transport**

sharing the network, reliability (or not)

*examples: TCP, UDP*

**network**

naming, addressing, routing

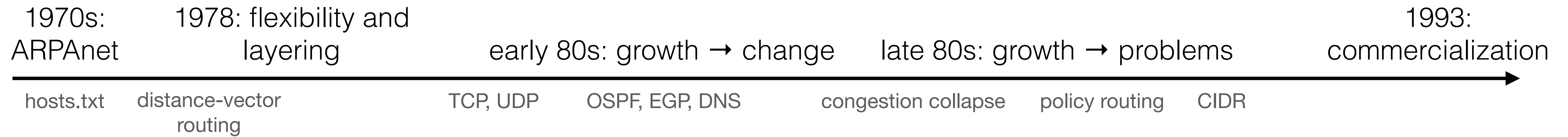
*examples: IP*

**link**

communication between two directly-connected nodes

*examples: ethernet, bluetooth, 802.11 (wifi)*

with a **layered model**, we can swap out protocols at one layer without much (or perhaps any) change to protocols at other layers



<http://blog.lastpass.com/2013/05/for-the-love-of-security-end-of-week-link-round-up/internet-1993-3/>

**application**

the things that actually generate traffic

**transport**

sharing the network, reliability (or not)  
*examples: TCP, UDP*

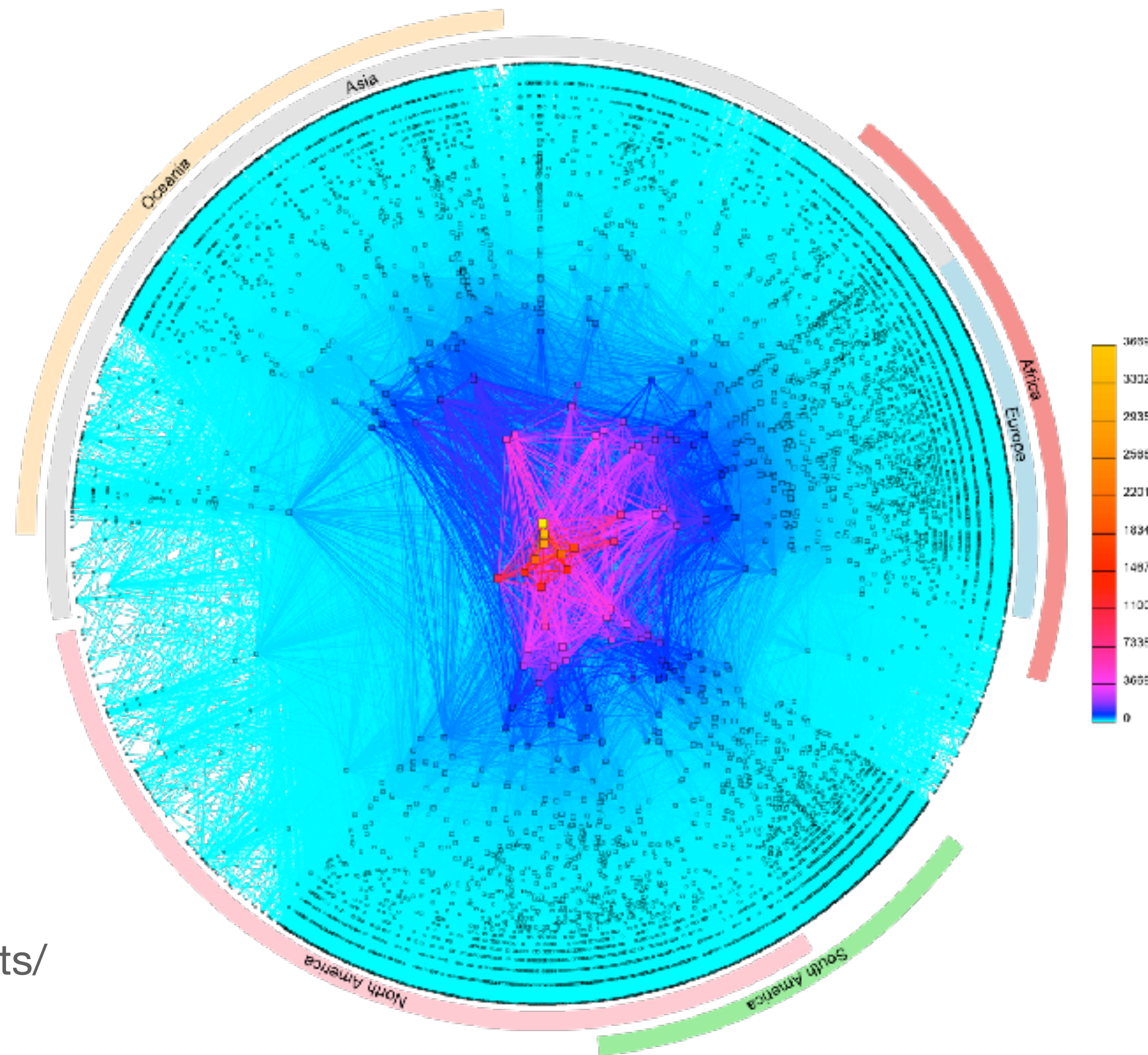
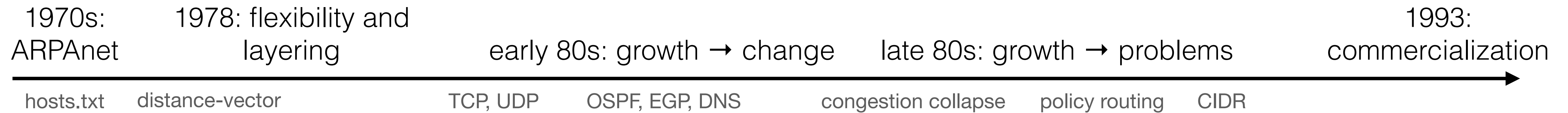
**network**

naming, addressing, routing  
*examples: IP*

**link**

communication between two directly-connected nodes  
*examples: ethernet, bluetooth, 802.11 (wifi)*

with a **layered model**, we can swap out protocols at one layer without much (or perhaps any) change to protocols at other layers



**on the Internet, we have to solve all of the “normal” networking problems** (addressing, routing, transport) **at massive scale**, while supporting a **diverse group of applications** and **competing economic interests**

**application**

the things that actually generate traffic

**transport**

sharing the network, reliability (or not)  
*examples: TCP, UDP*

**network**

naming, addressing, routing  
*examples: IP*

**link**

communication between two directly-connected nodes  
*examples: ethernet, bluetooth, 802.11 (wifi)*