

# 6.1800 Spring 2024

## 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

## Tracking Internet Shutdowns in 2023



**Robbie Mitchell**

Senior Communication and Technology Advisor,  
Internet Society

Categories:  
Shutdown



---

January 11, 2024

It is increasingly common for governments to shut down the Internet on a national or sub-national level to solve specific problems, including controlling civil unrest, stemming the flow of misinformation, or preventing cheating on national exams.

As of the end of 2023, governments and other actors across 18 countries intentionally disrupted Internet connectivity or blocked access to specific Internet services for their citizens. Of the 124 events Pulse tracked across the year, including four that continued from last year, 55 have been nationwide disruptions lasting from a couple of hours to a week, culminating in more than 2,370 days of disruptions.

# 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?

## Tracking Internet Shutdowns in 2023



**Robbie Mitchell**

Senior Communication and Technology Advisor,  
Internet Society

Categories:  
Shutdown



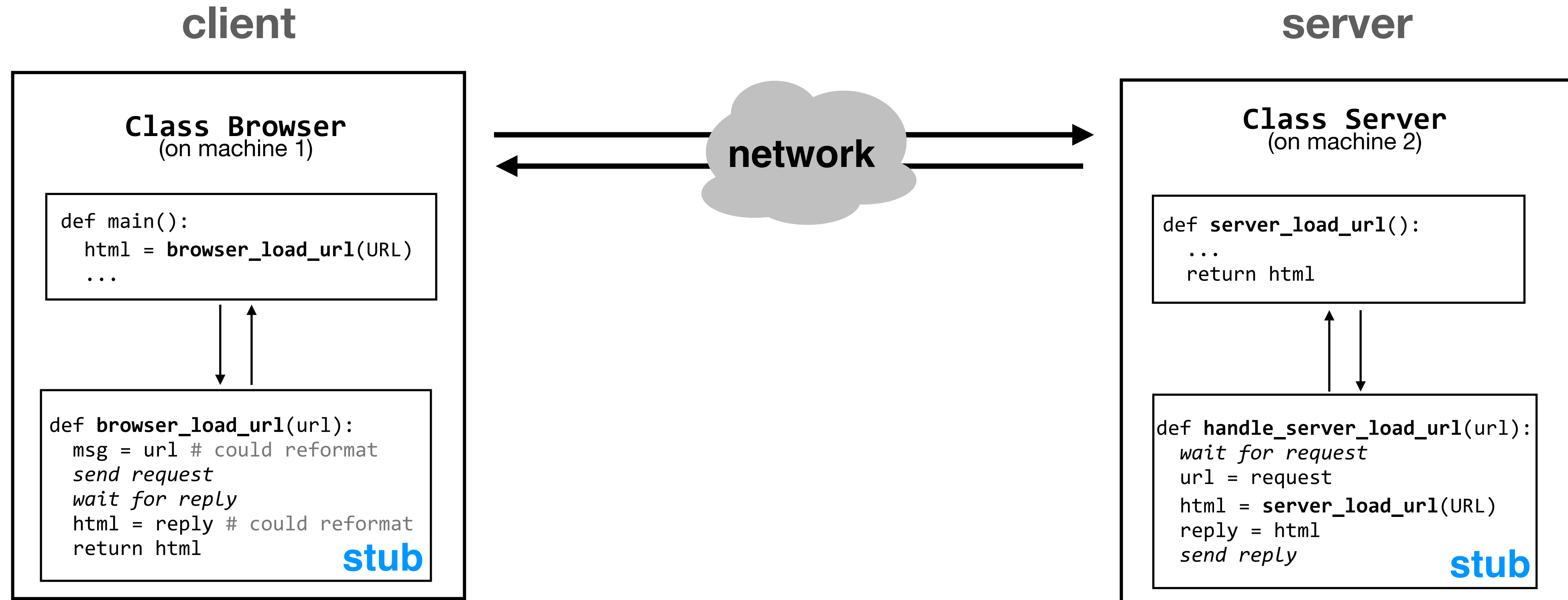
---

January 11, 2024

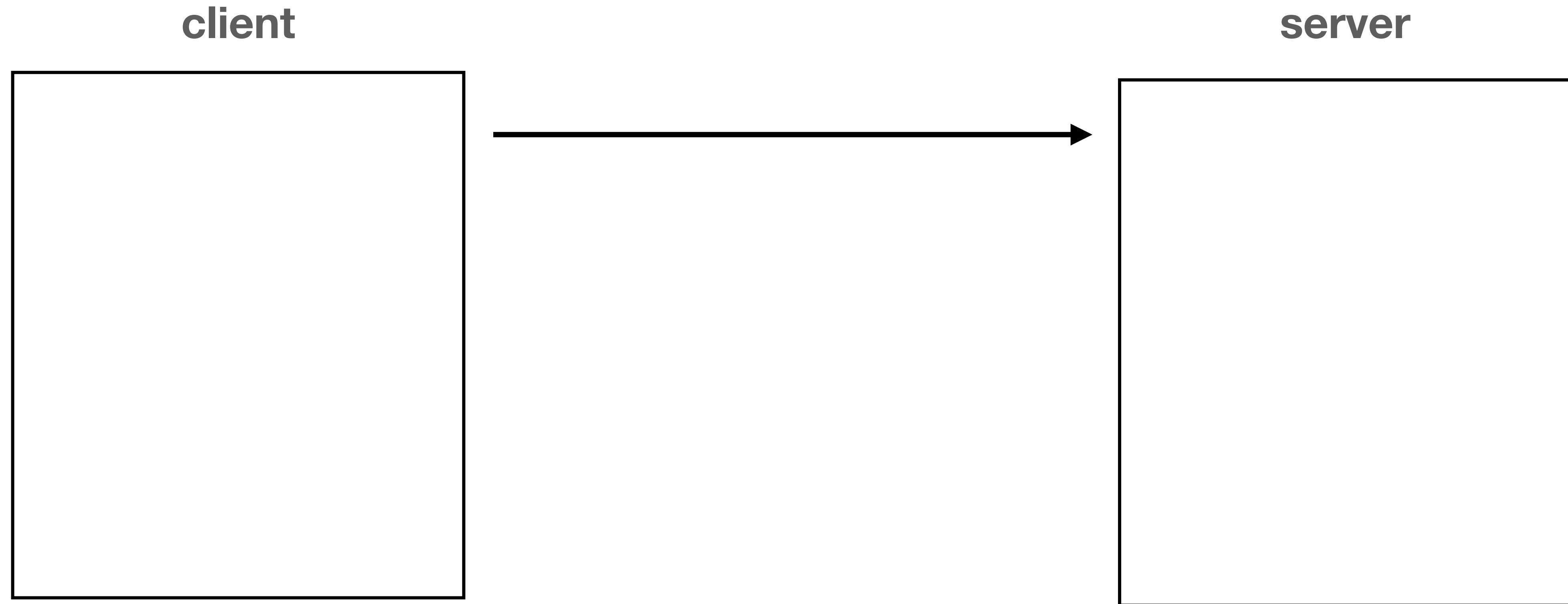
It is increasingly common for governments to shut down the Internet on a national or sub-national level to solve specific problems, including controlling civil unrest, stemming the flow of misinformation, or preventing cheating on national exams.

As of the end of 2023, governments and other actors across 18 countries intentionally disrupted Internet connectivity or blocked access to specific Internet services for their citizens. Of the 124 events Pulse tracked across the year, including four that continued from last year, 55 have been nationwide disruptions lasting from a couple of hours to a week, culminating in more than 2,370 days of disruptions.

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



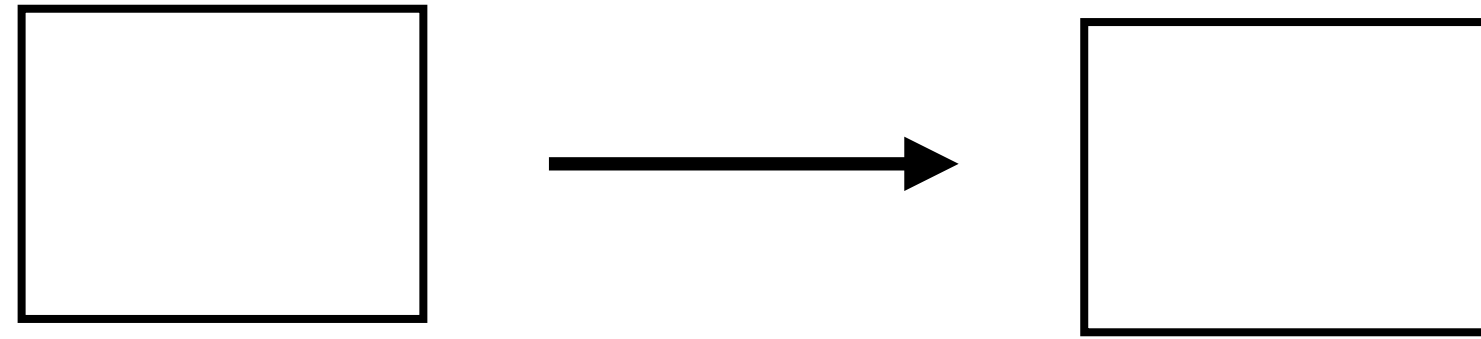
# how do modules of a system communicate if they're on separate machines?



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

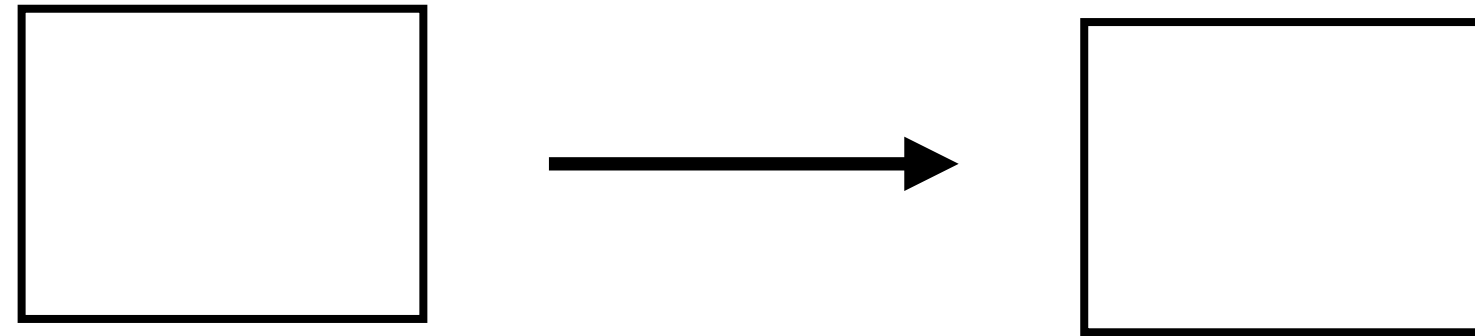


# how do modules of a system communicate if they're on separate machines?



**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?

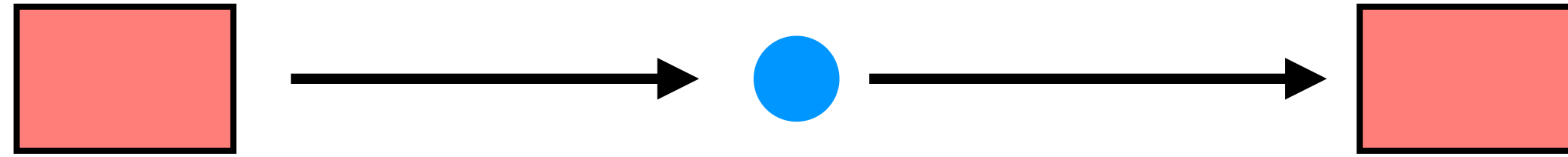


**link**

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?



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

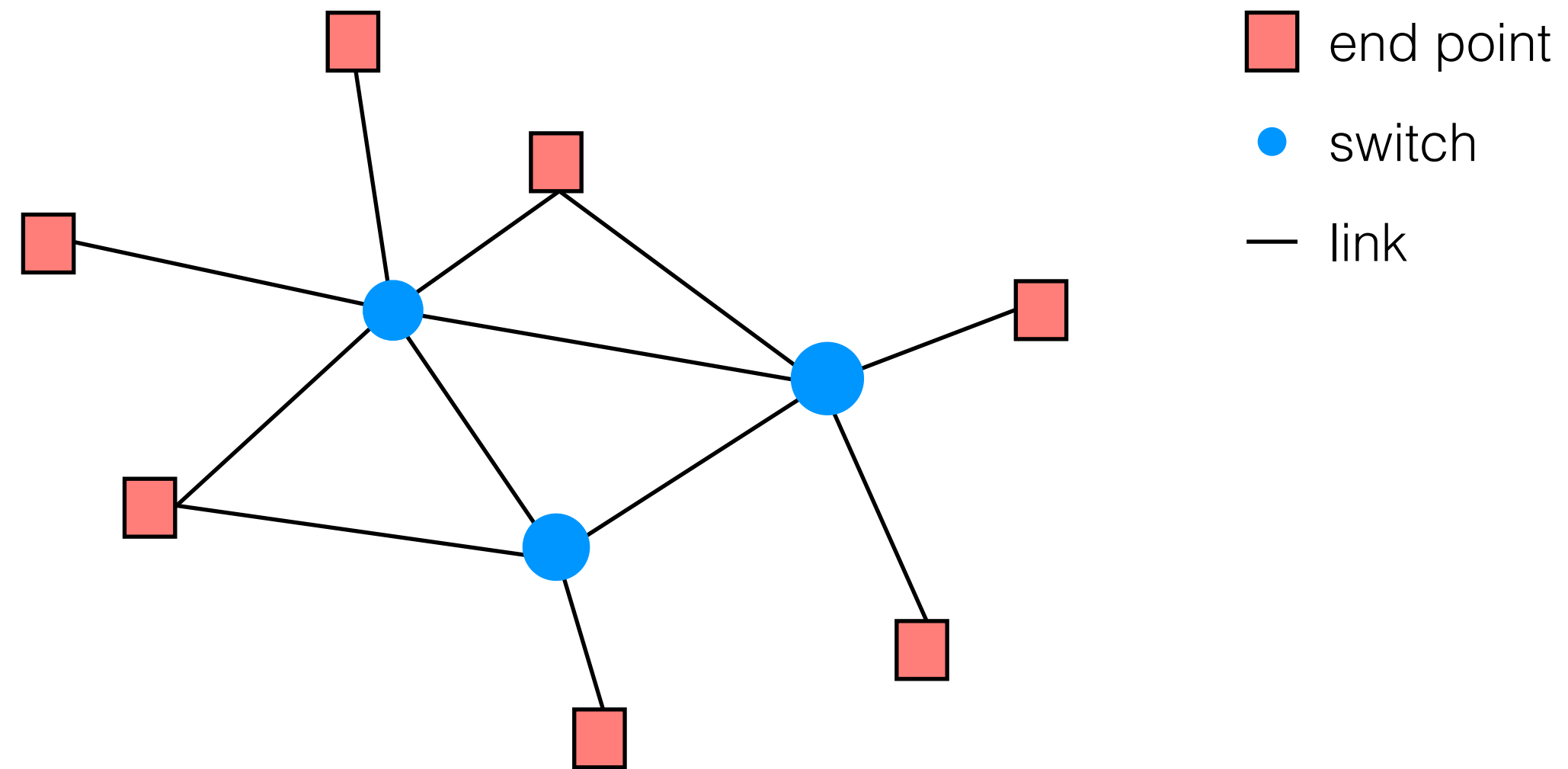
switches do other things, too

**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?

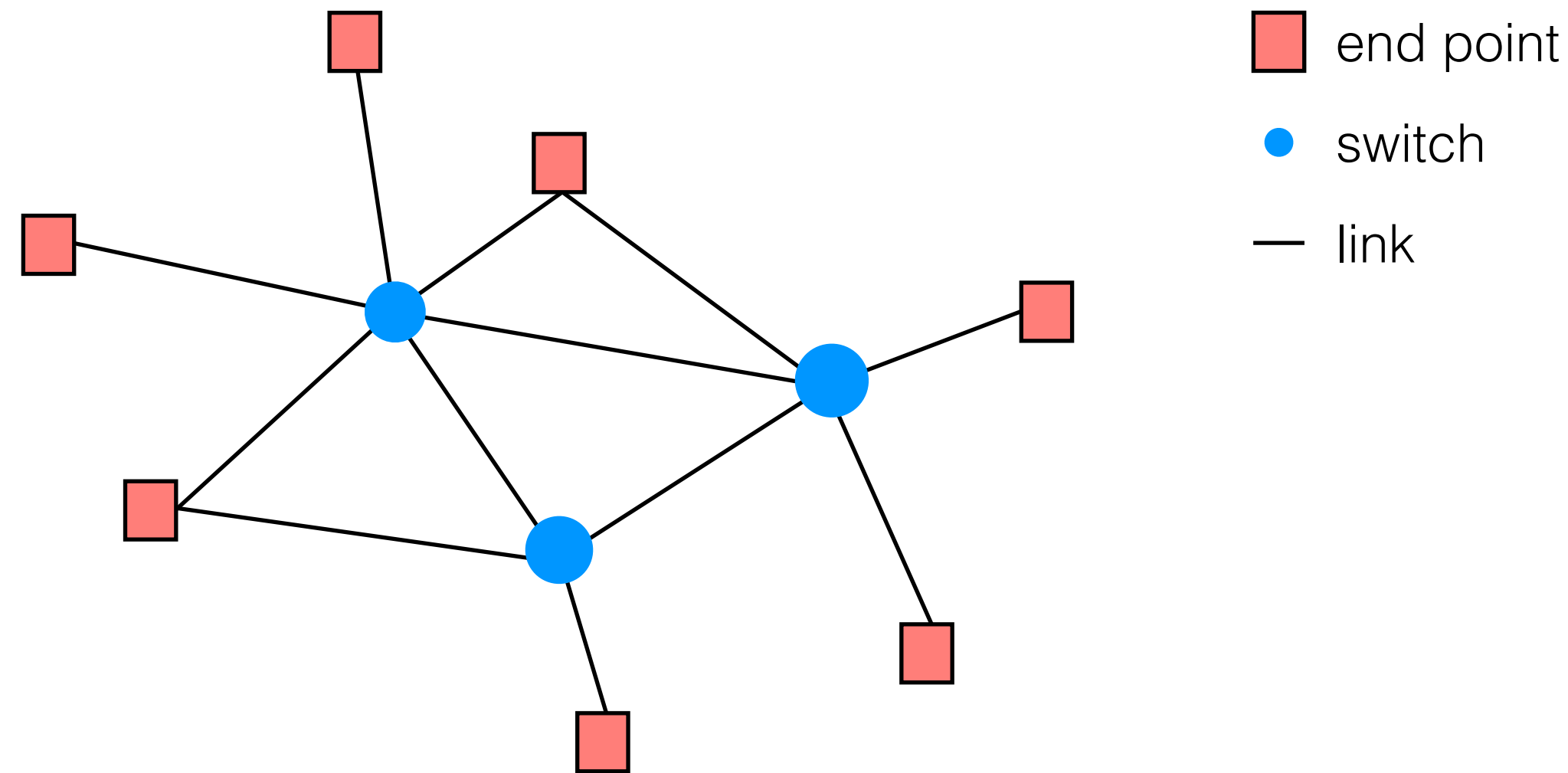


## link

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?



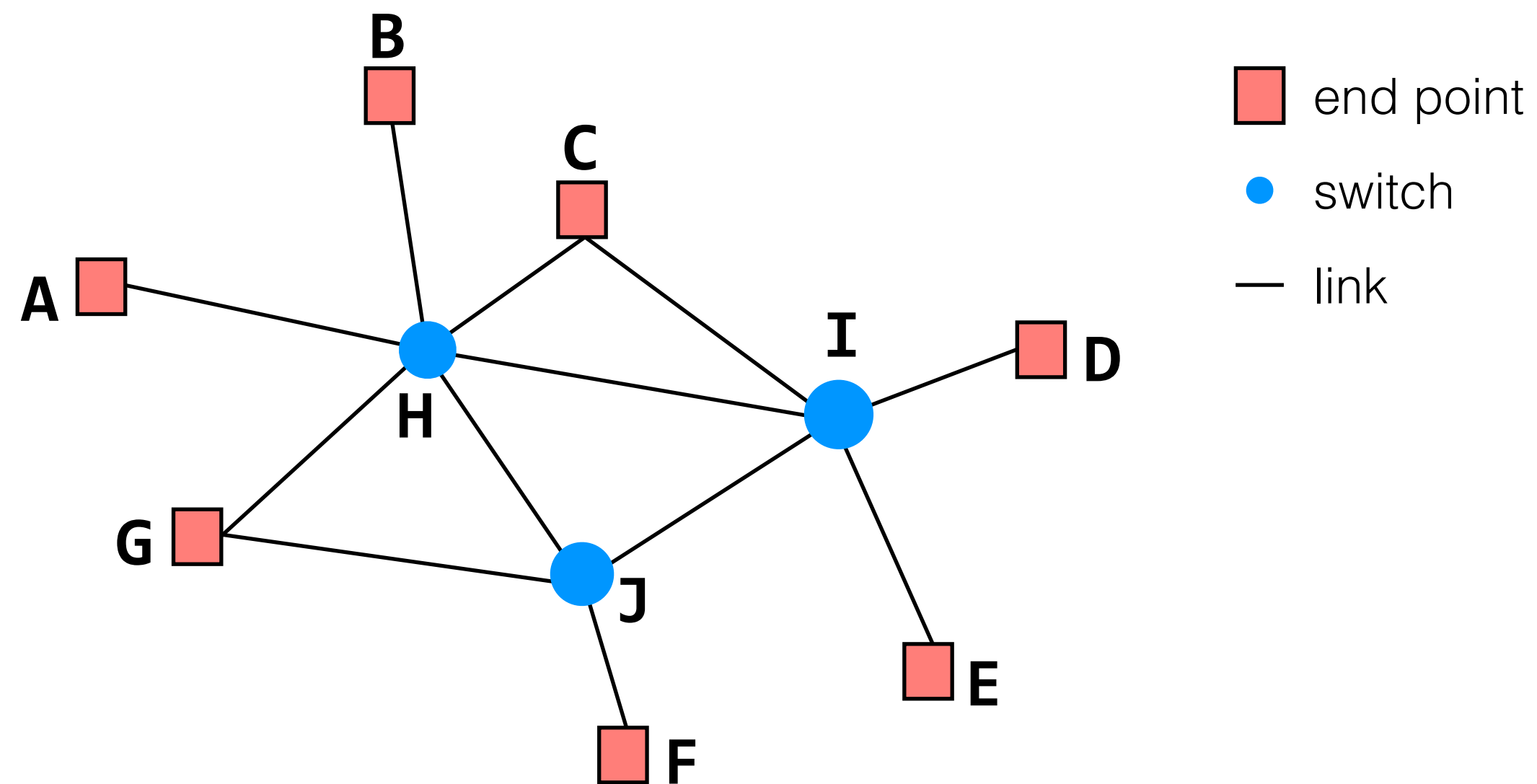
as this system grows, we need to think about how to turn this set of **links** into a **network**

## 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?



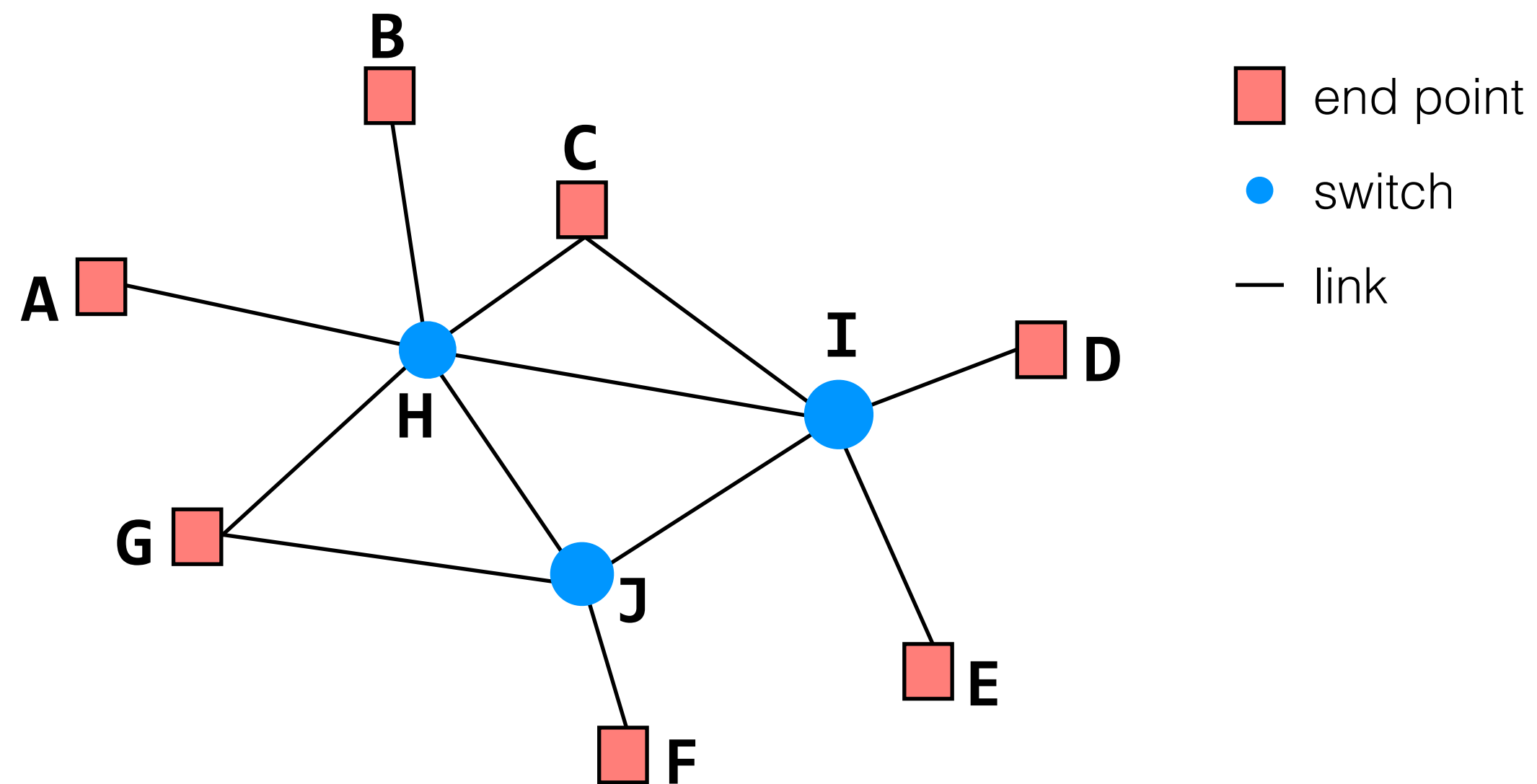
as this system grows, we need to think about how to turn this set of **links** into a **network**

**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**

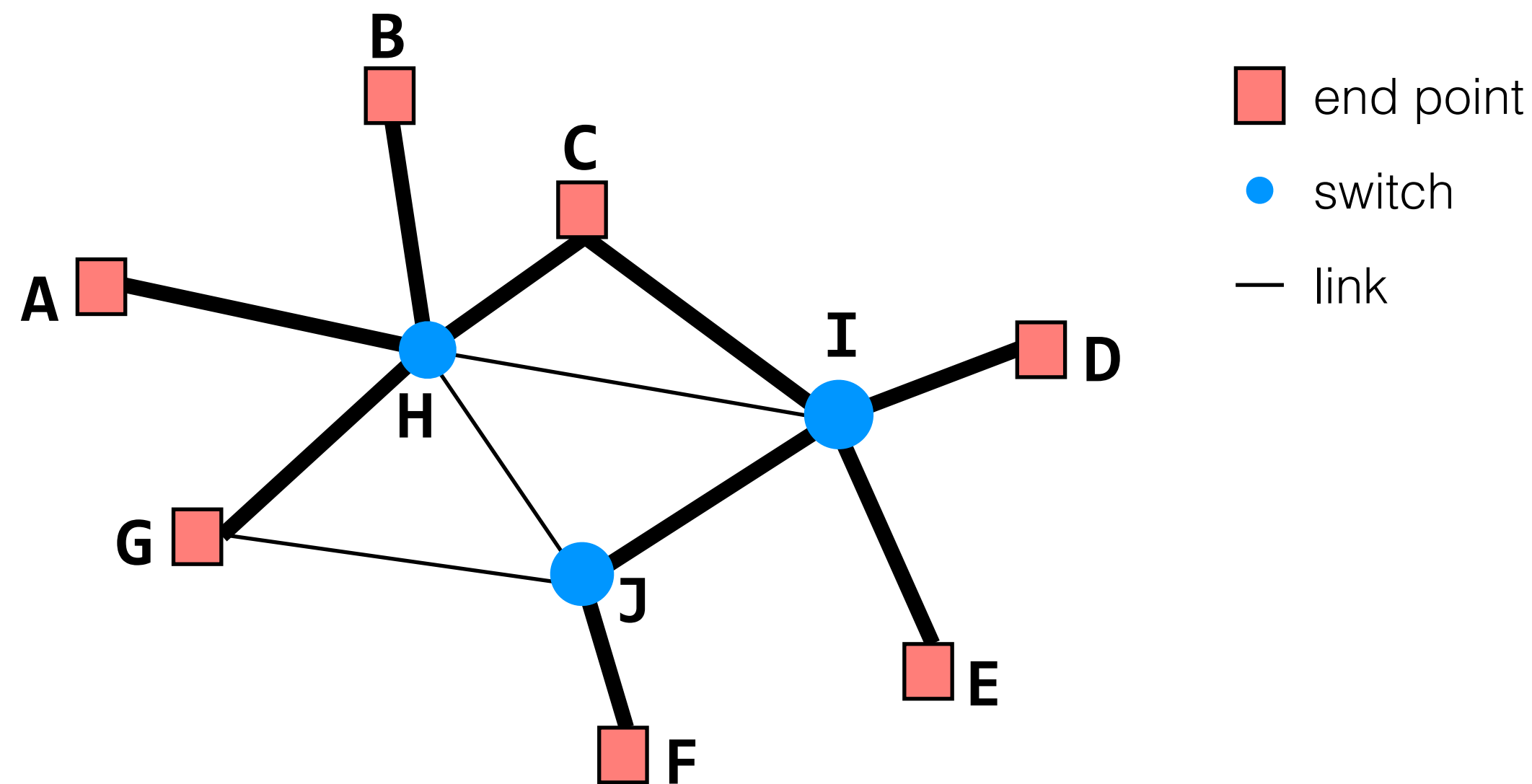
naming, addressing

**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**

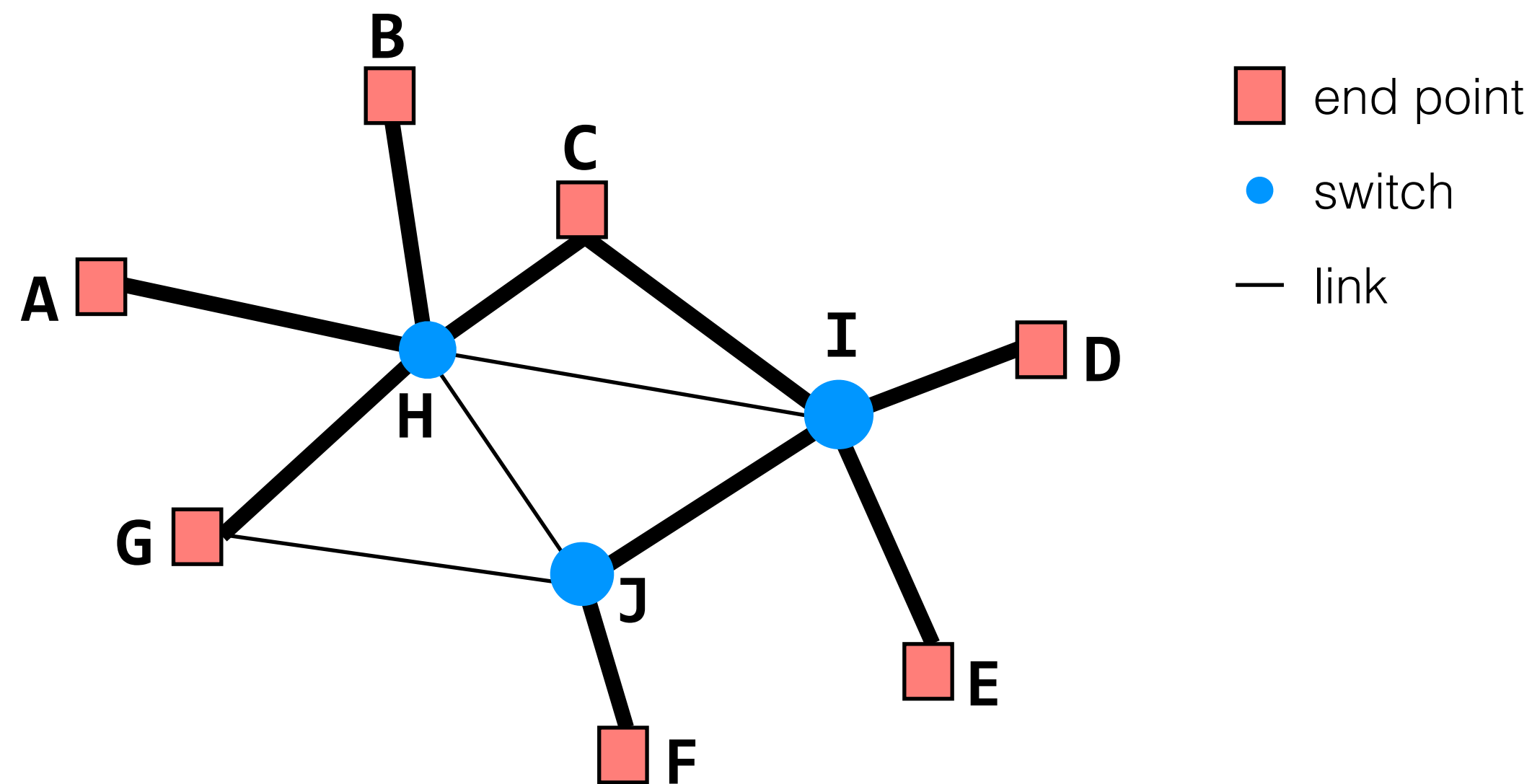
naming, addressing, routing

**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

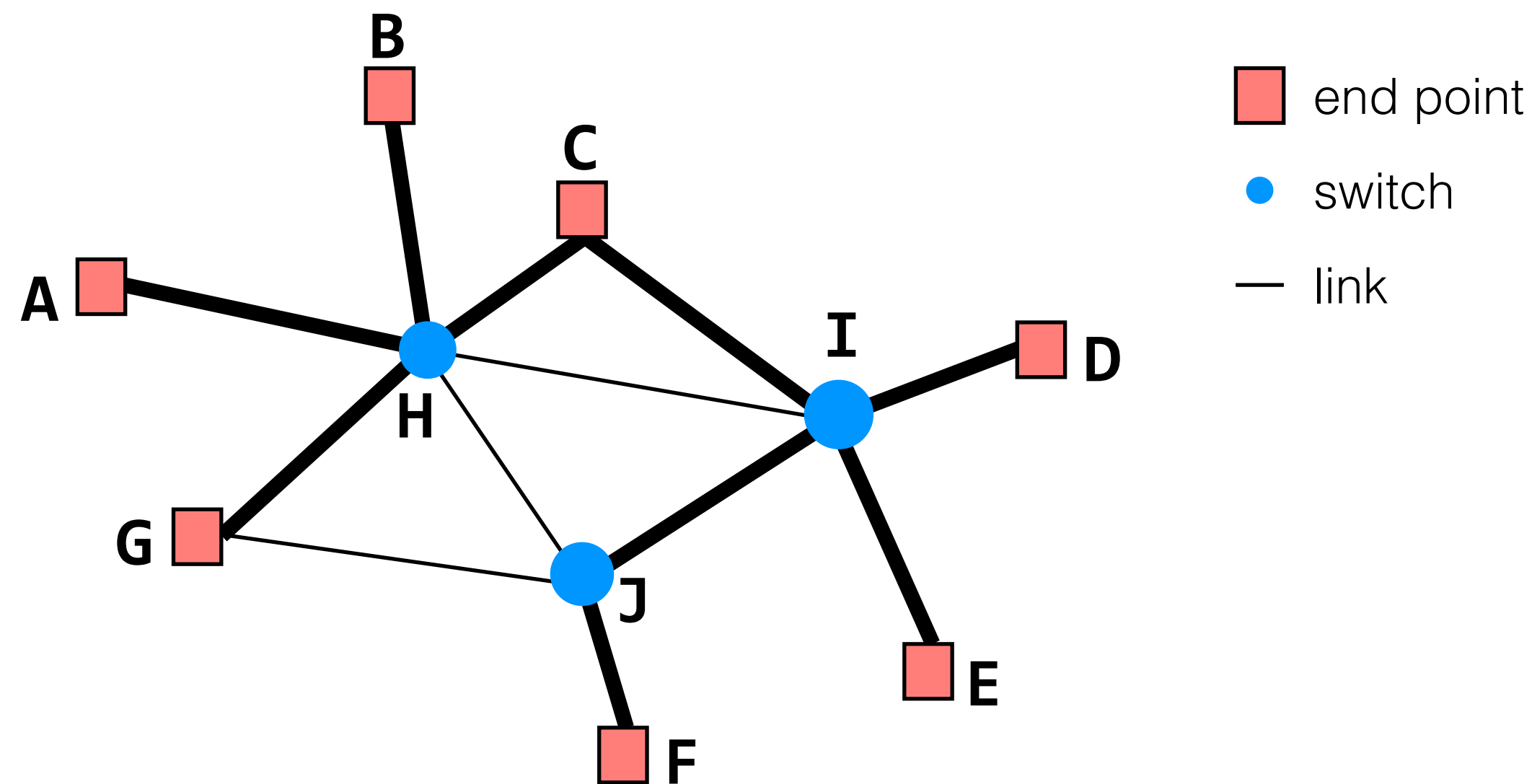
**link**

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)*



**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



**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)*

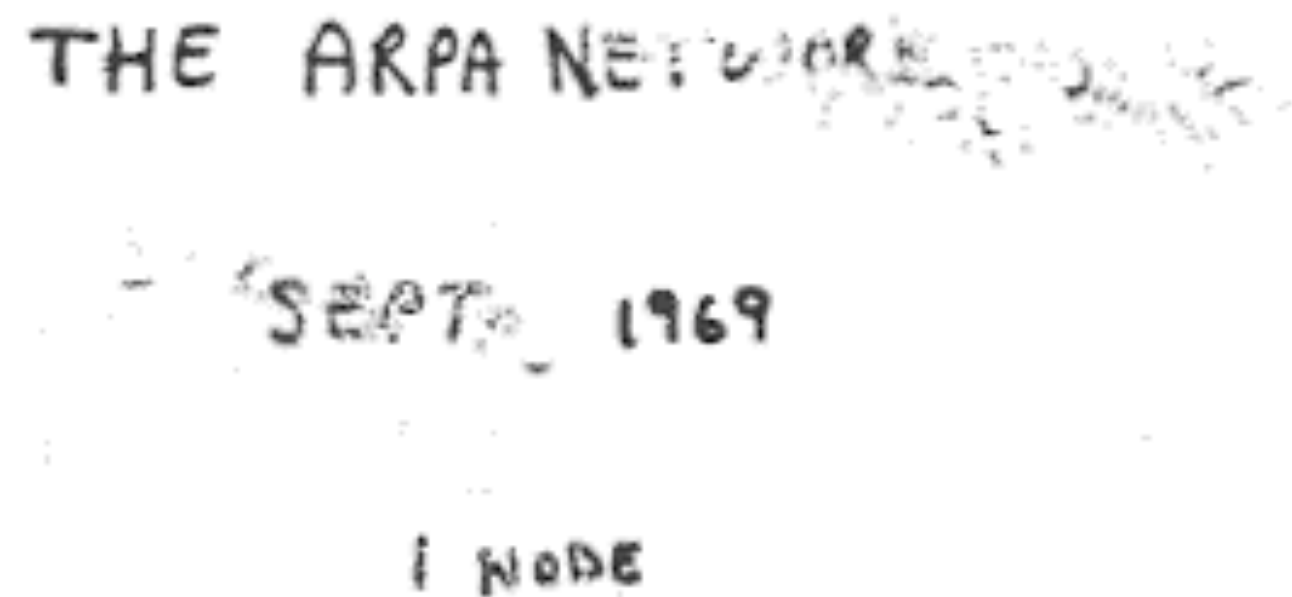
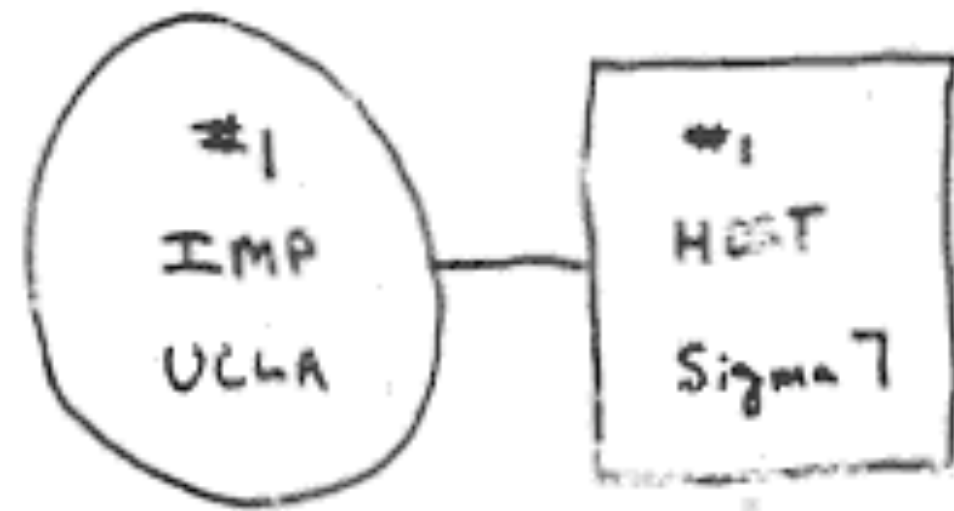


FIGURE 6.1 Drawing of September 1969  
(Courtesy of Alex McKenzie)

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



**application**

the things that  
actually generate  
traffic

**transport**

sharing the network,  
reliability (or not)

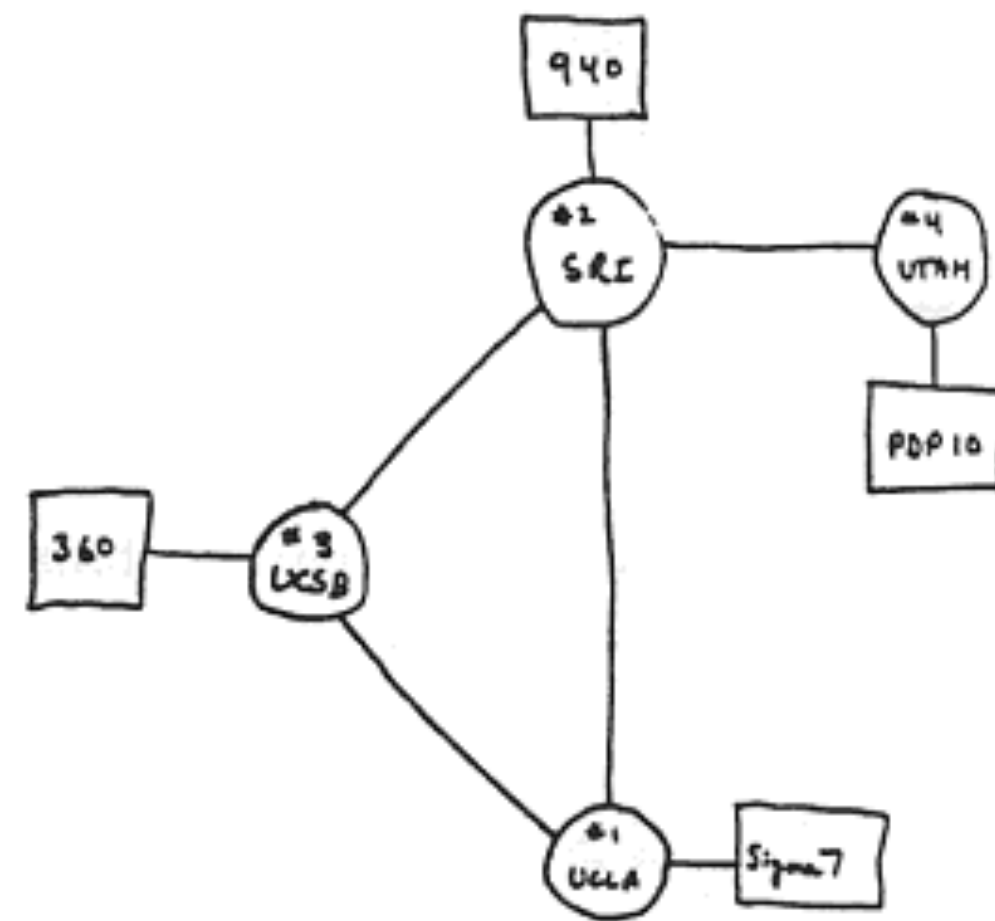
**network**

naming, addressing,  
routing

**link**

communication between  
two directly-connected  
nodes

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



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

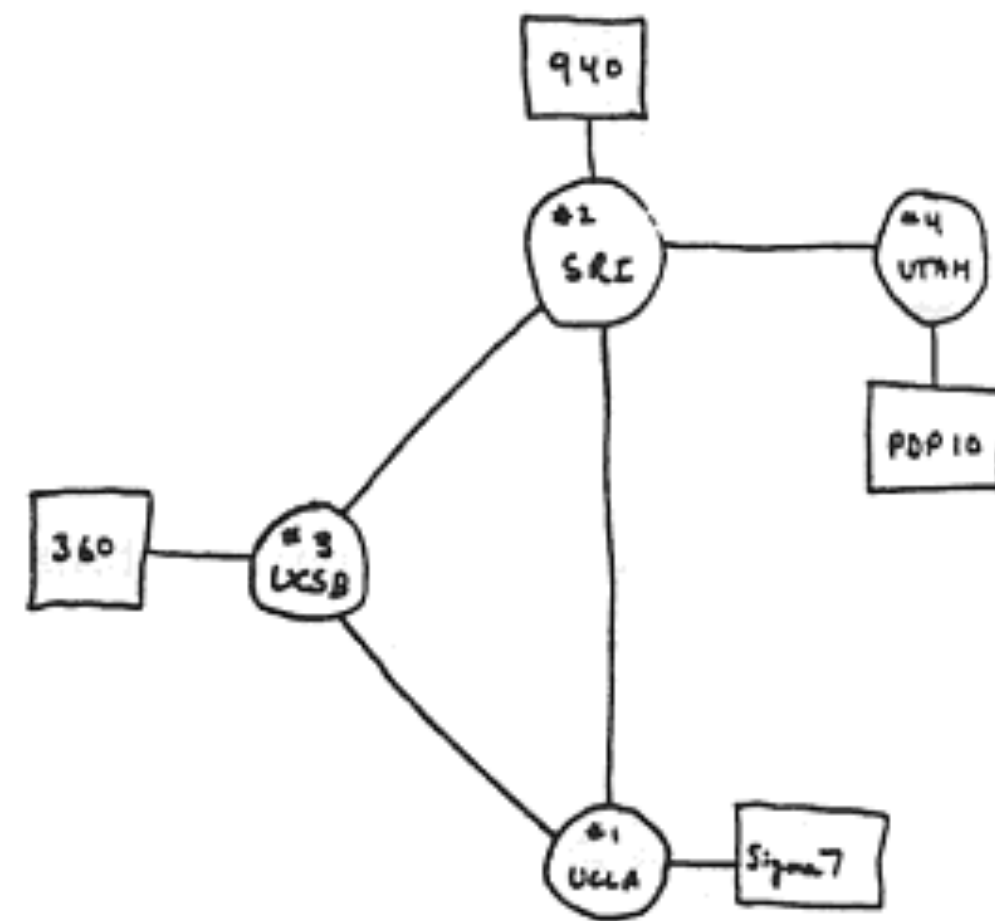
link

communication between two directly-connected nodes

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

1970s:  
ARPAnet

hosts.txt



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

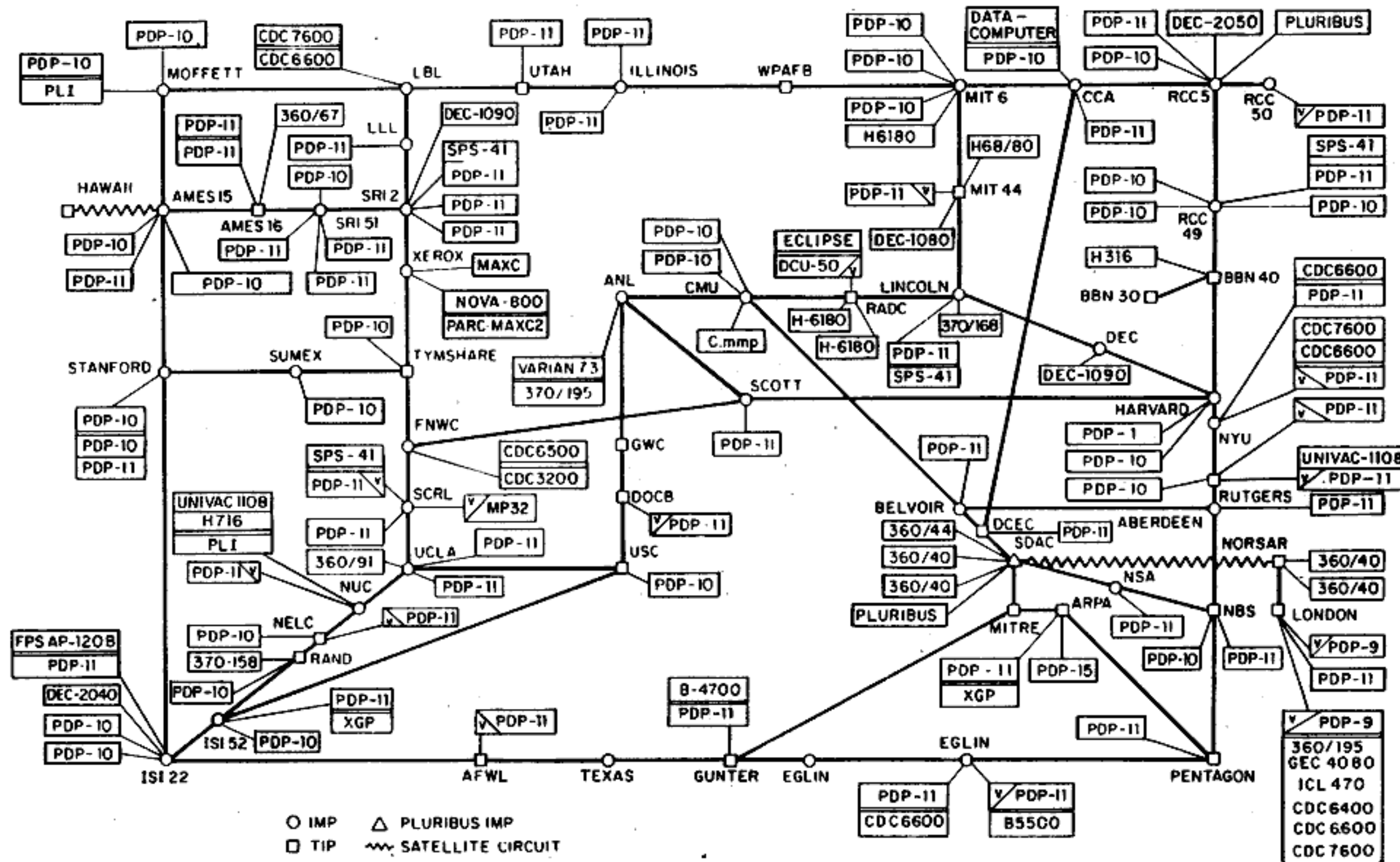
communication between two directly-connected nodes

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

# 1970s: ARPAnet

hosts.txt

ARPANET LOGICAL MAP, MARCH 1977



(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



**application**

the things that actually generate traffic

**transport**

sharing the network, reliability (or not)

**network**

naming, addressing, routing

**link**

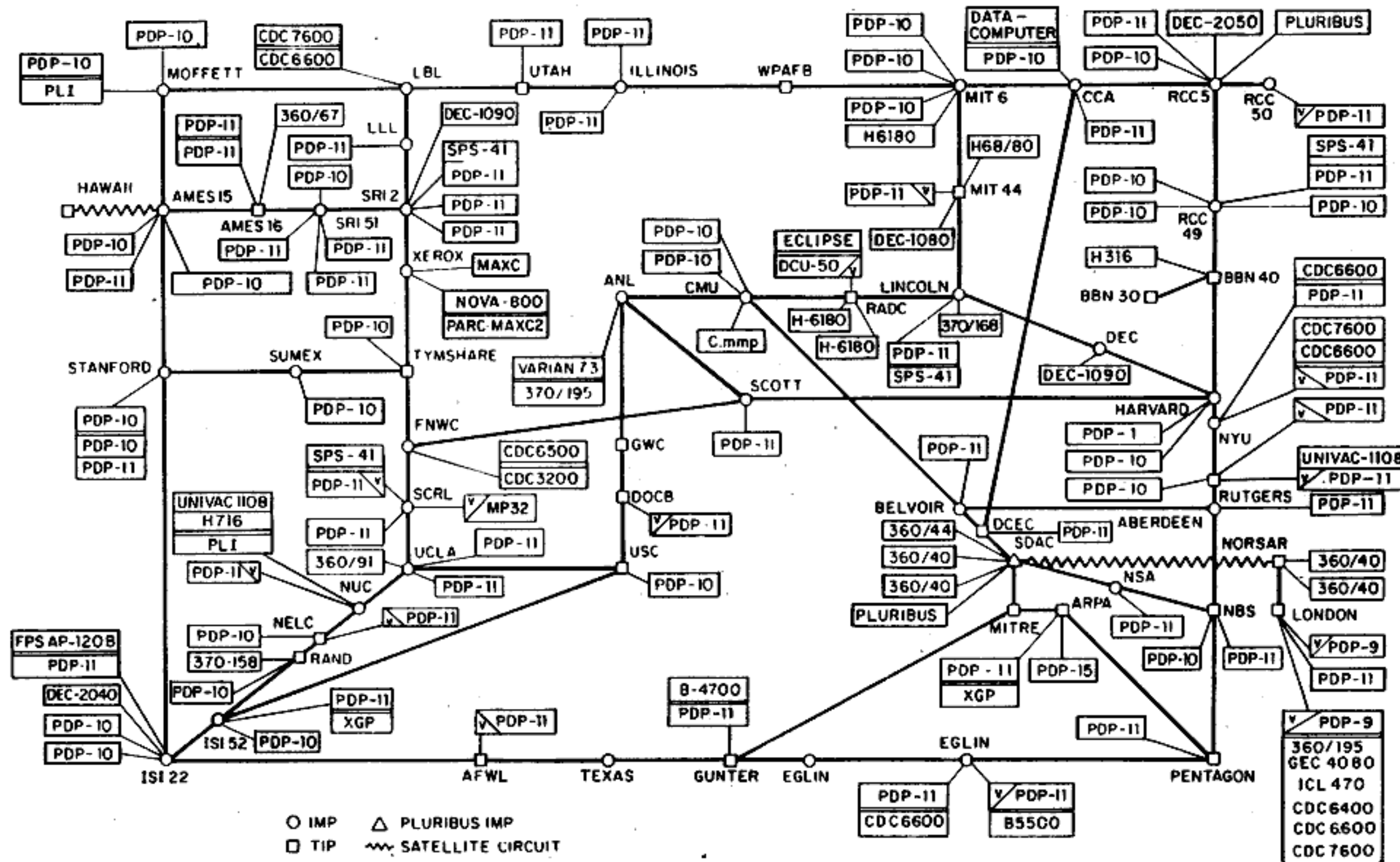
communication between two directly-connected nodes

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

# 1970s: ARPAnet

hosts.txt

ARPANET LOGICAL MAP, MARCH 1977



(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

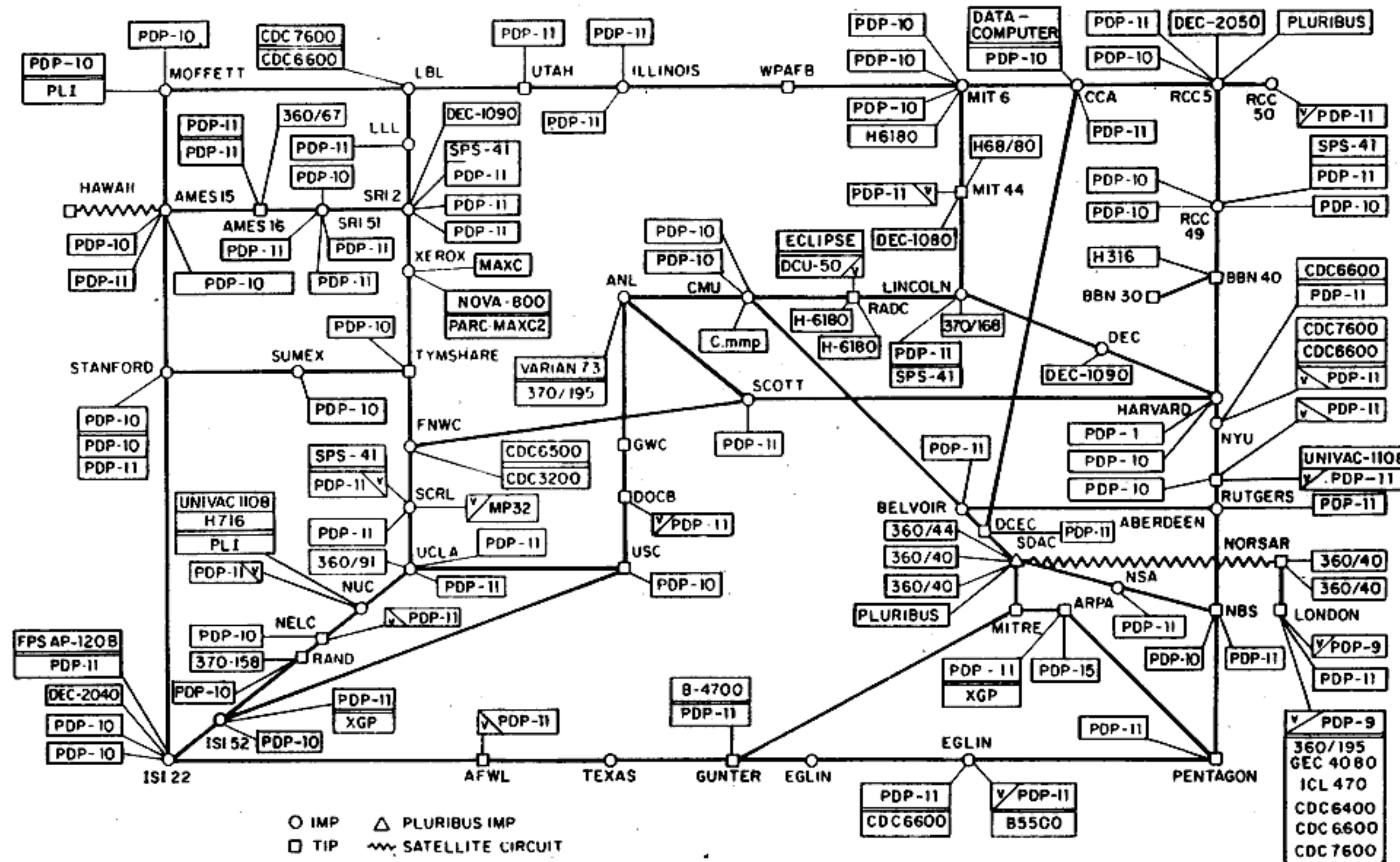
communication between two directly-connected nodes

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

# 1970s: ARPAnet

hosts.txt distance-vector routing

ARPANET LOGICAL MAP, MARCH 1977



(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

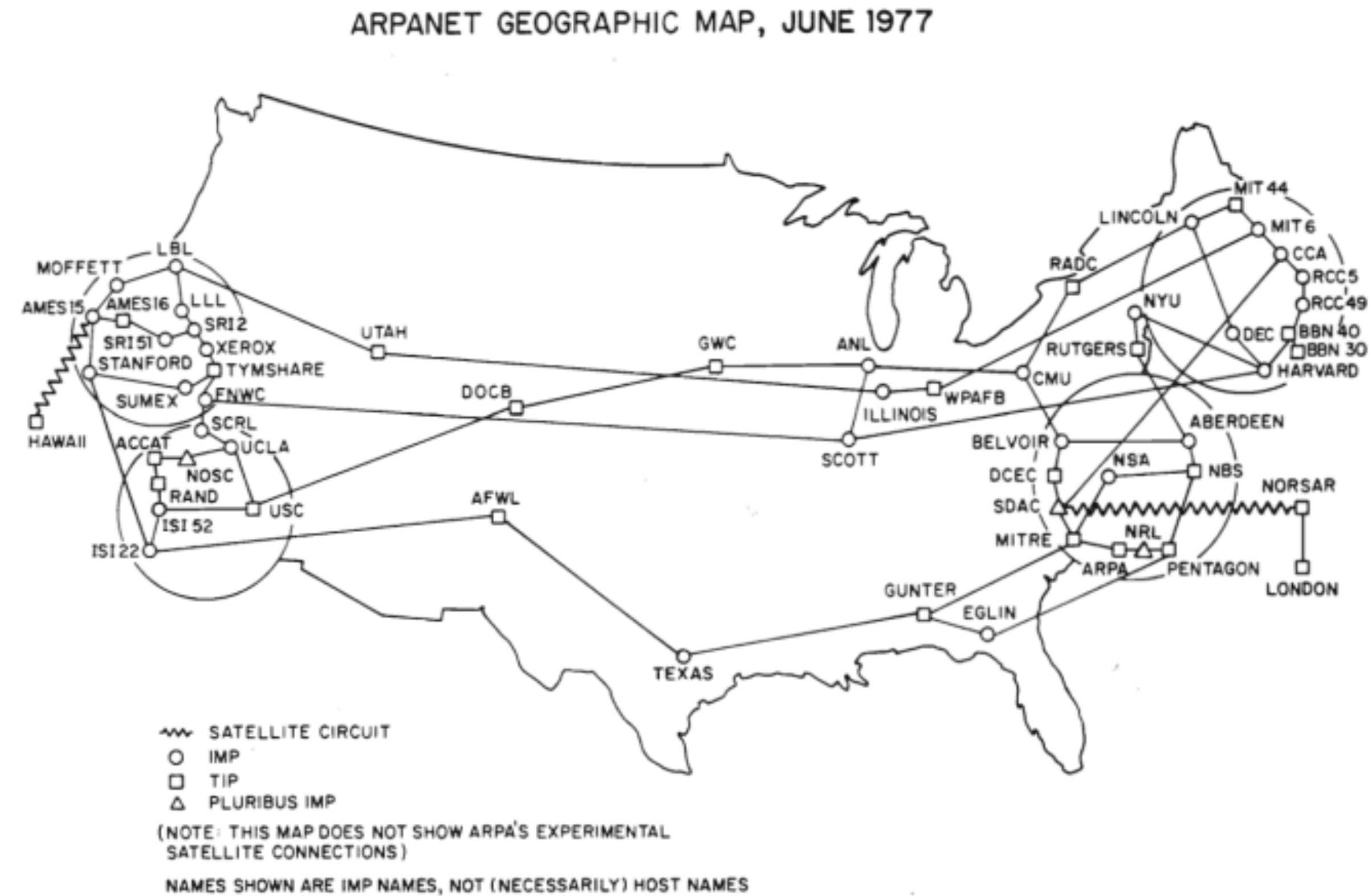
link

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

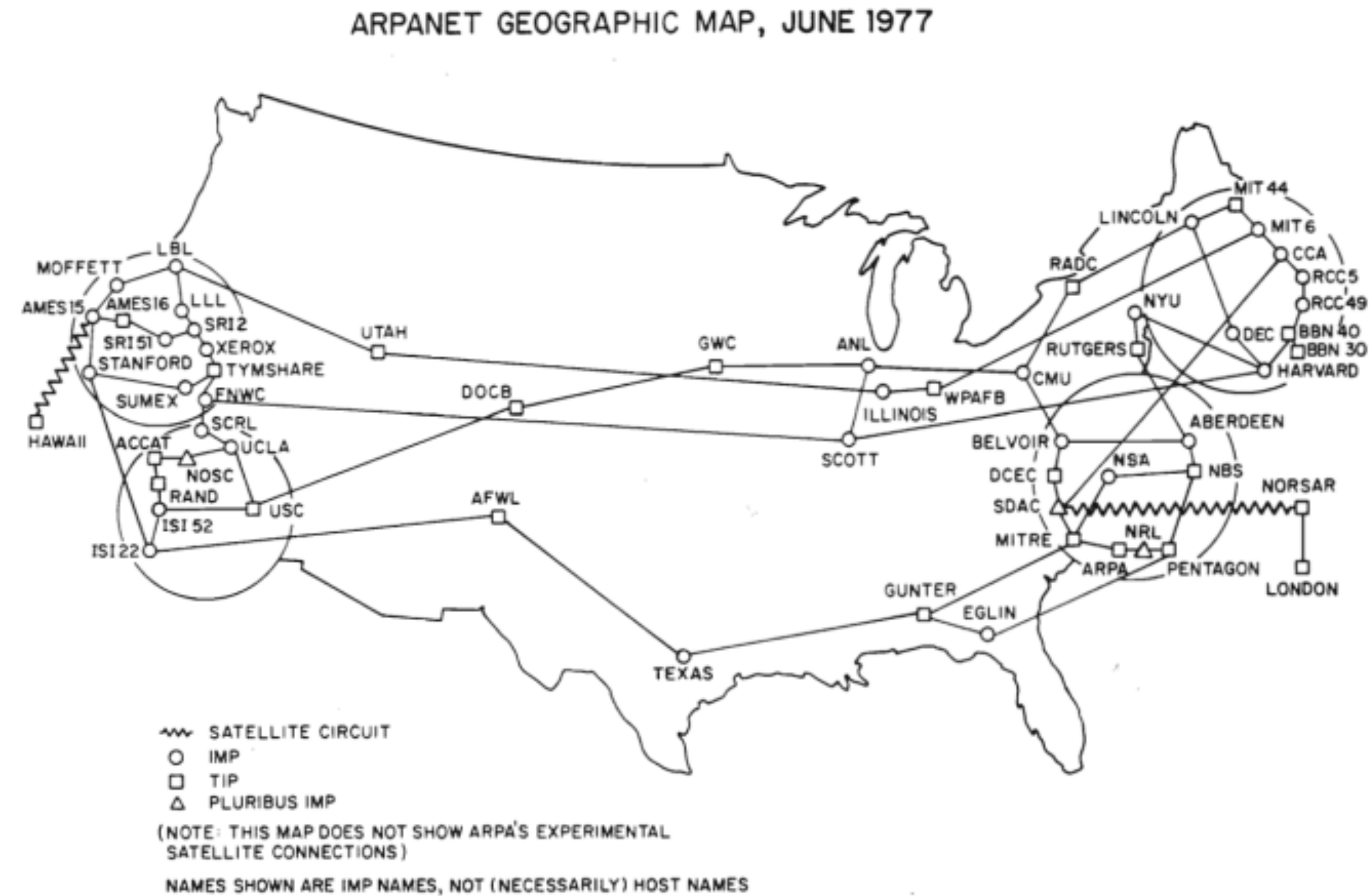
link

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

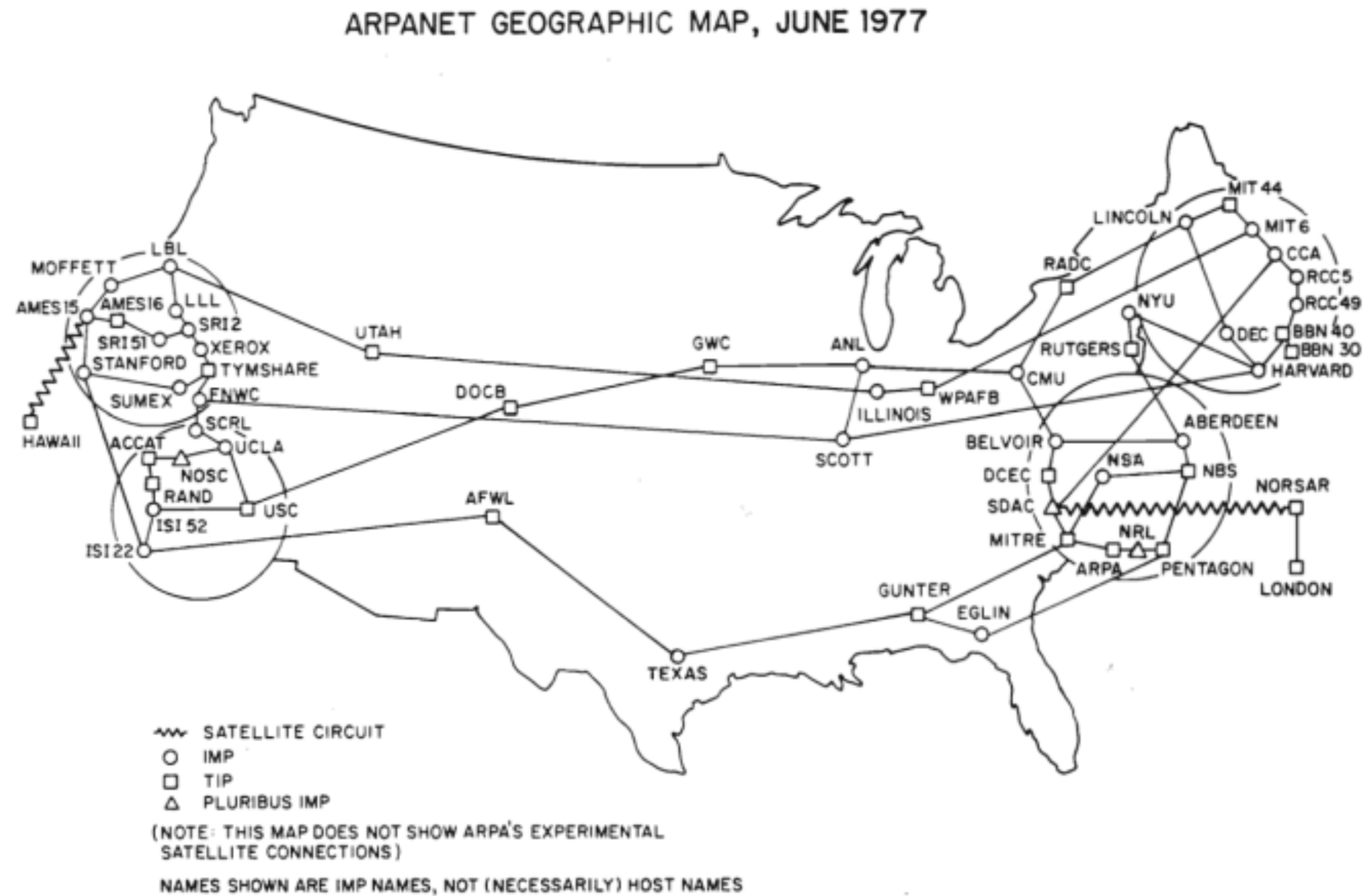
link

communication between two directly-connected nodes

*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

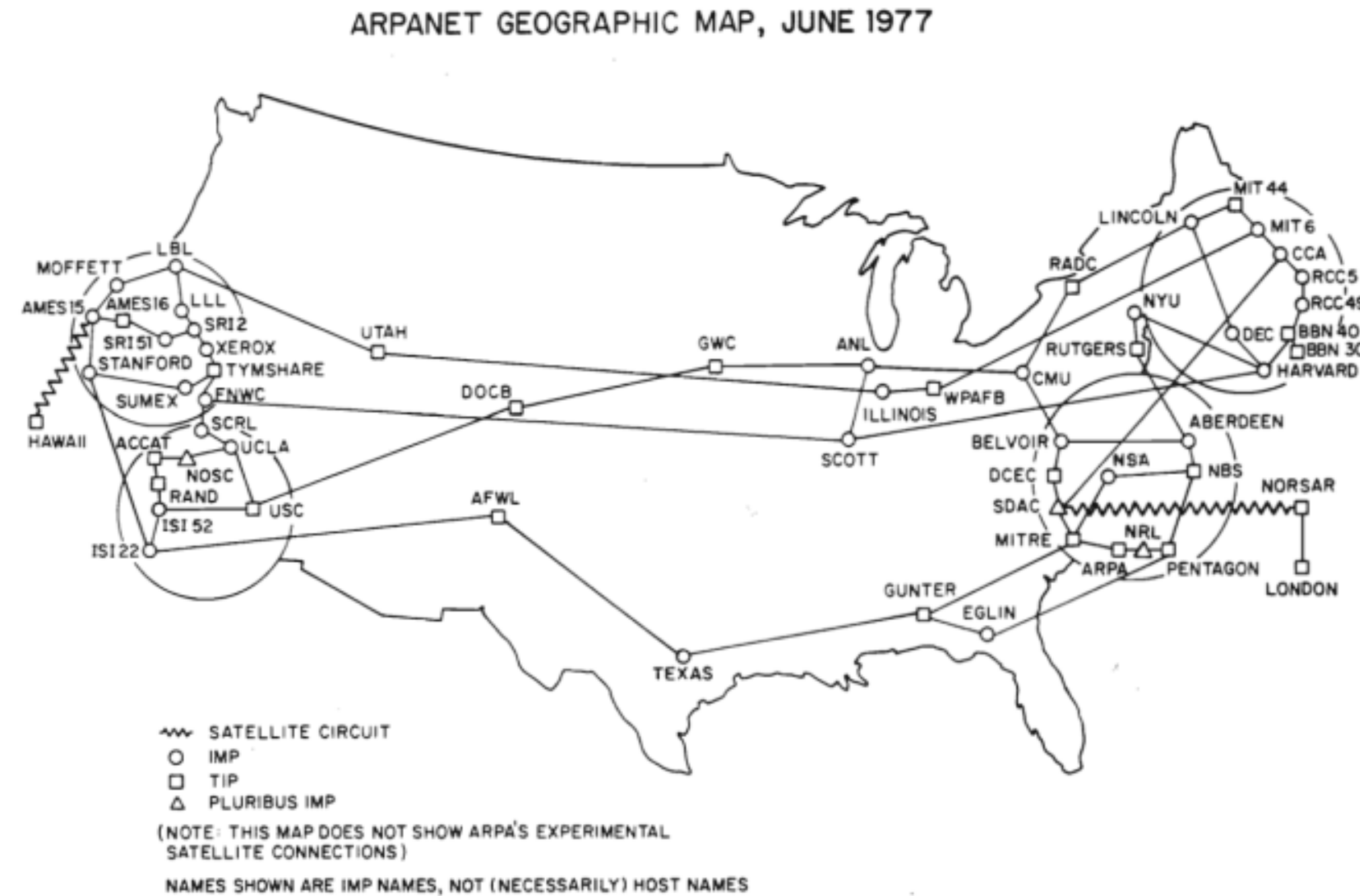
communication between two directly-connected nodes

*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

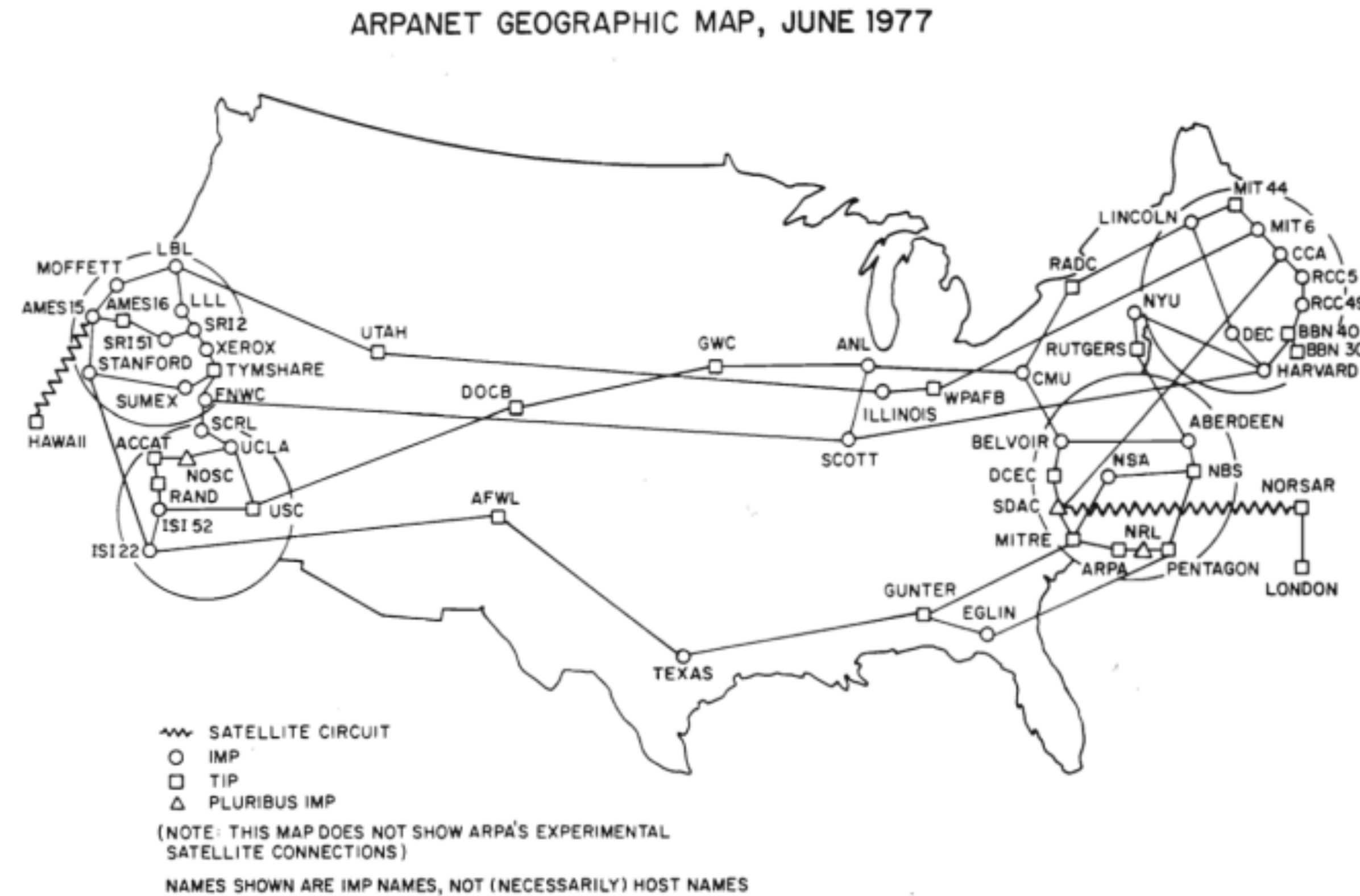
1978: flexibility and  
layering

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

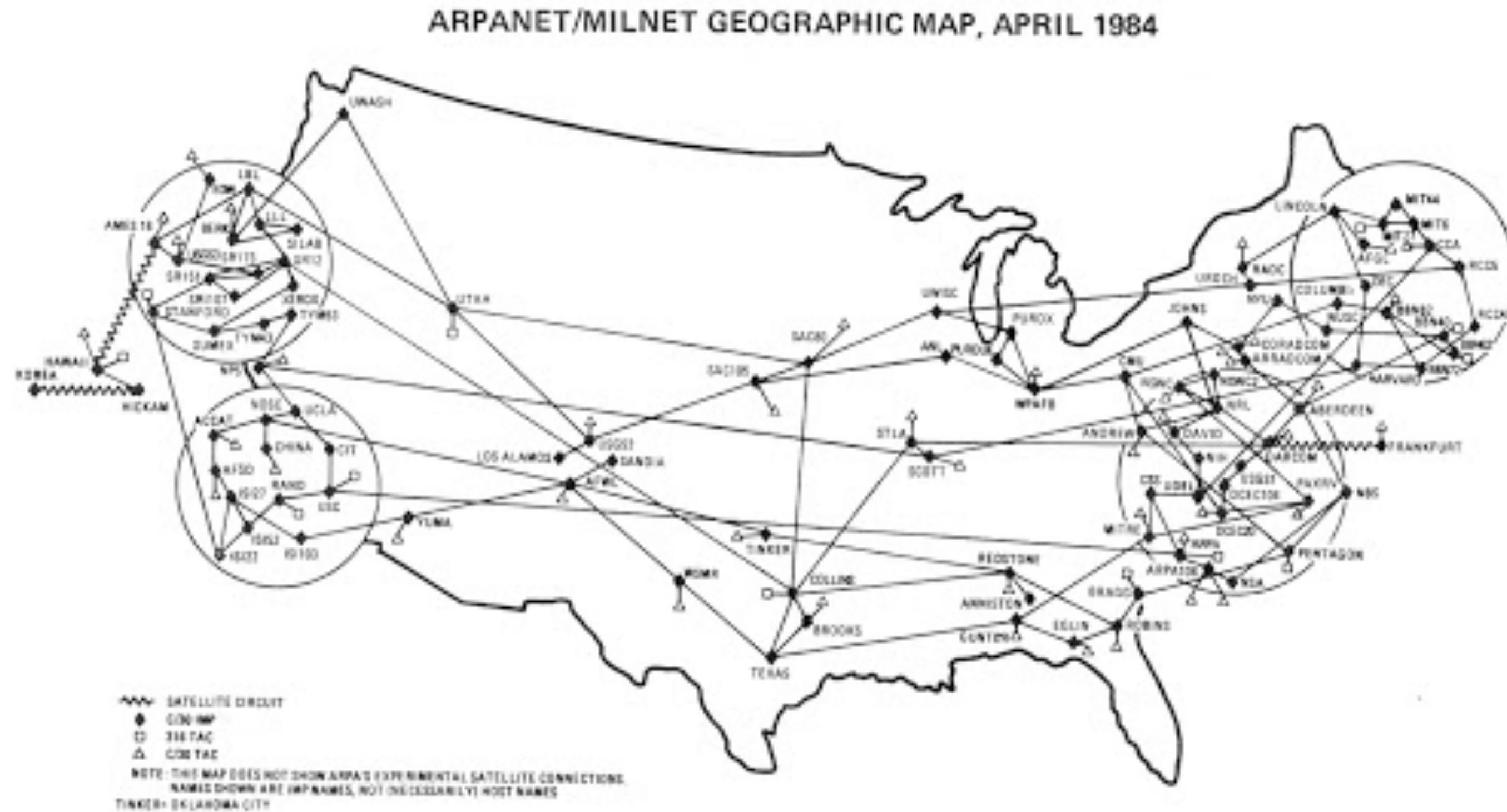
1978: flexibility and  
layering

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

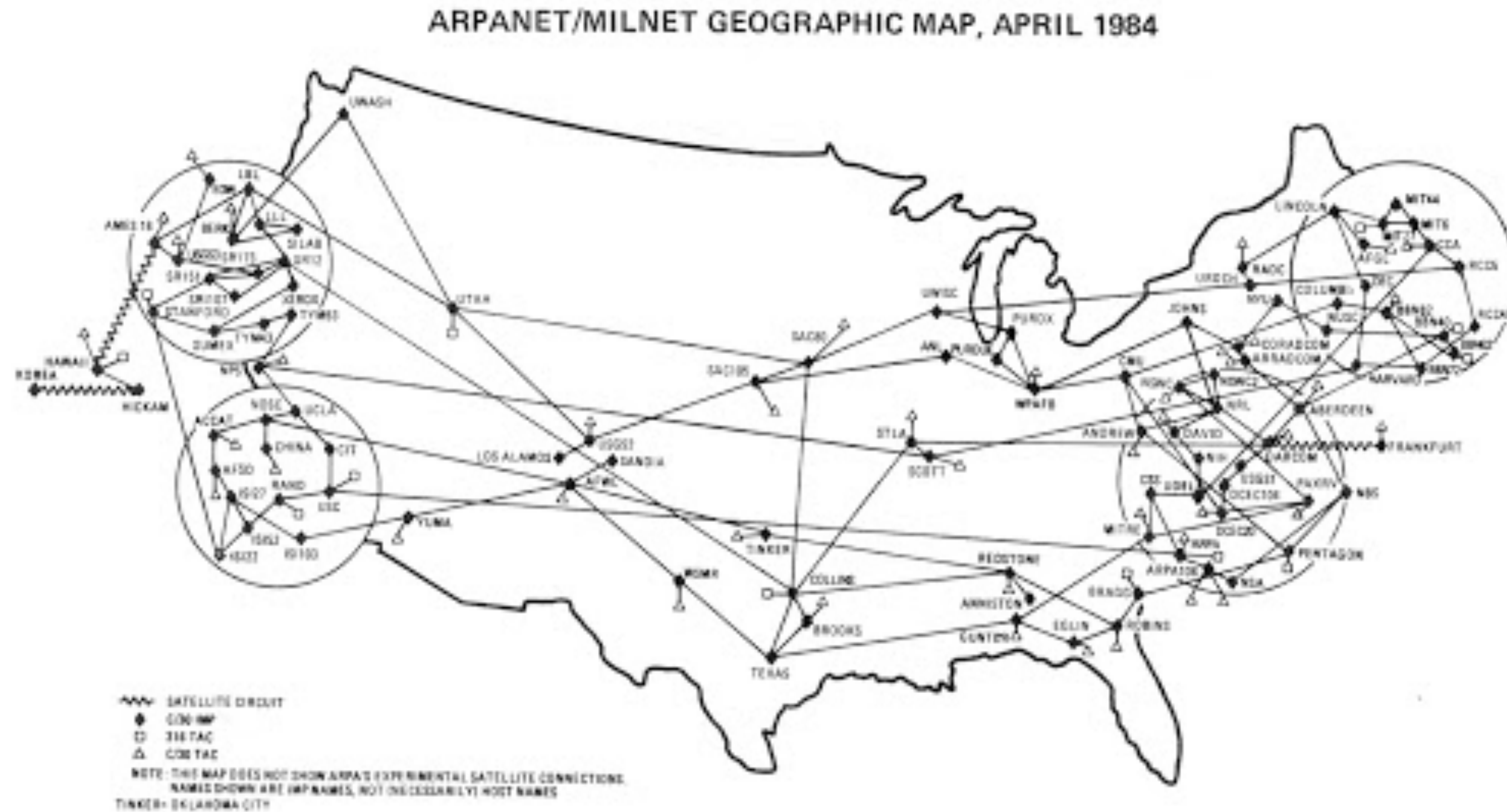
early 80s: growth → change

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

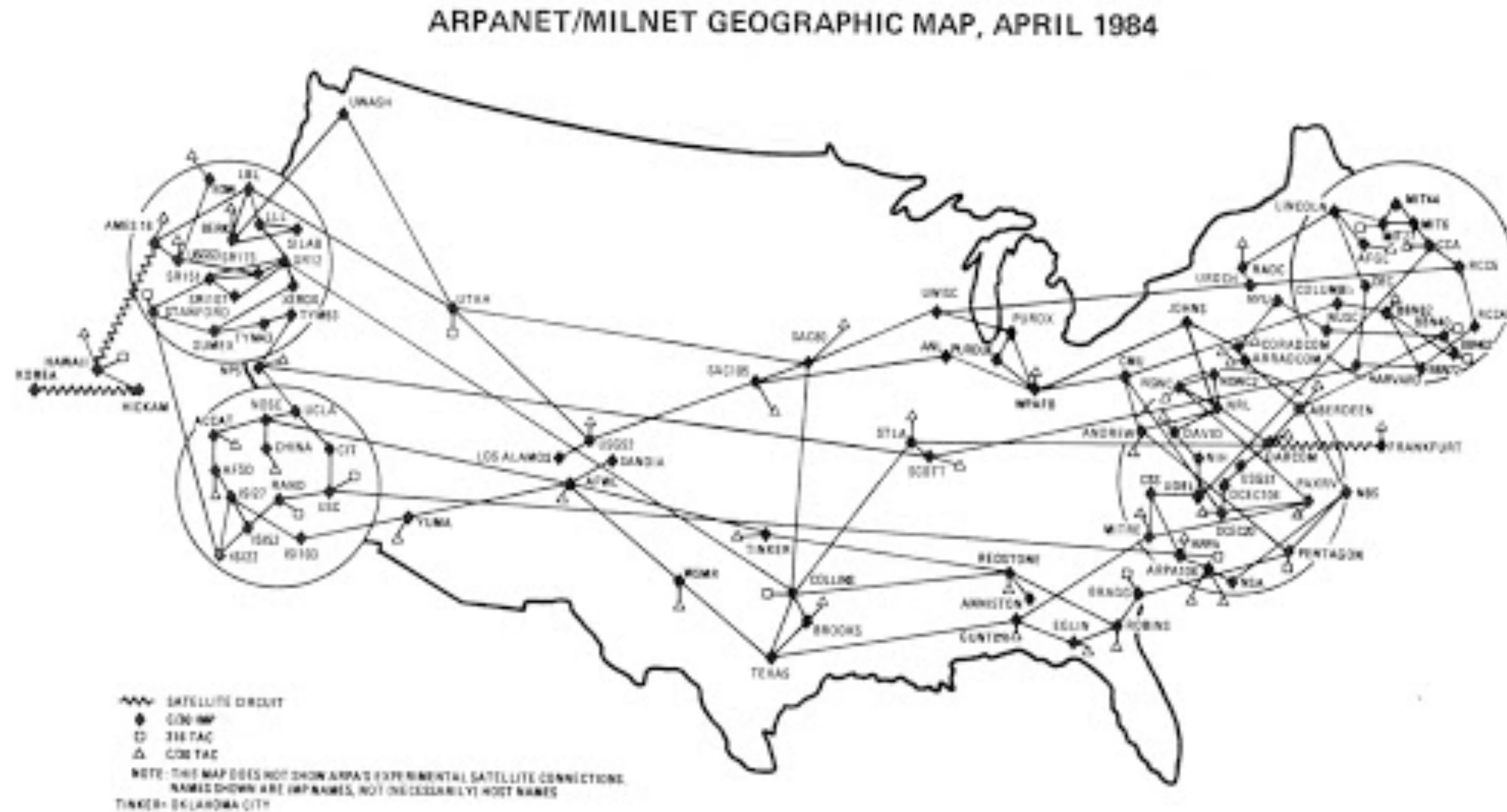
late 80s: growth → problems

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)  
*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

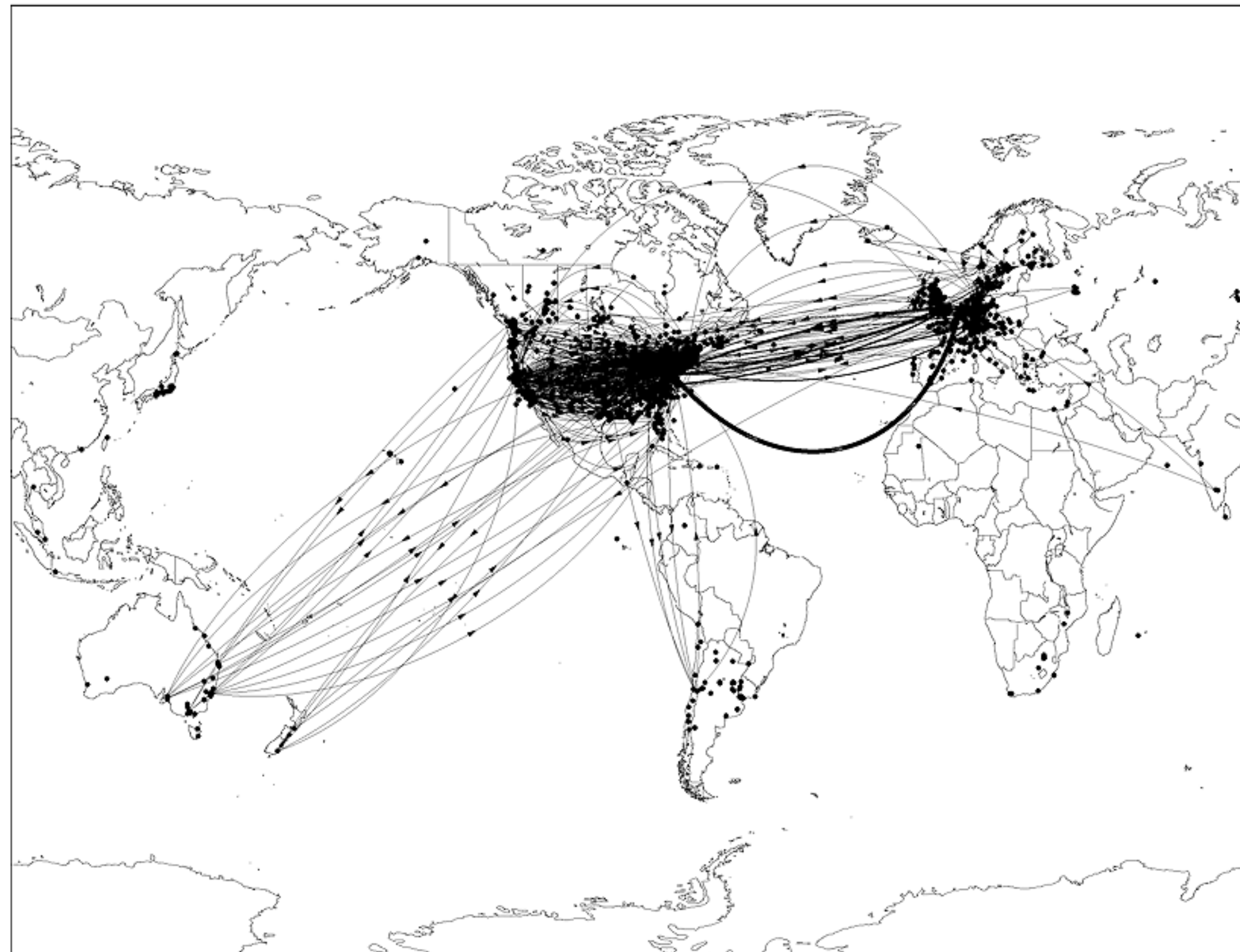
late 80s: growth → problems

hosts.txt

distance-vector  
routing

TCP, UDP

OSPF, EGP, DNS



<https://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

hosts.txt

distance-vector  
routing

TCP, UDP

OSPF, EGP, DNS

congestion collapse



<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

hosts.txt

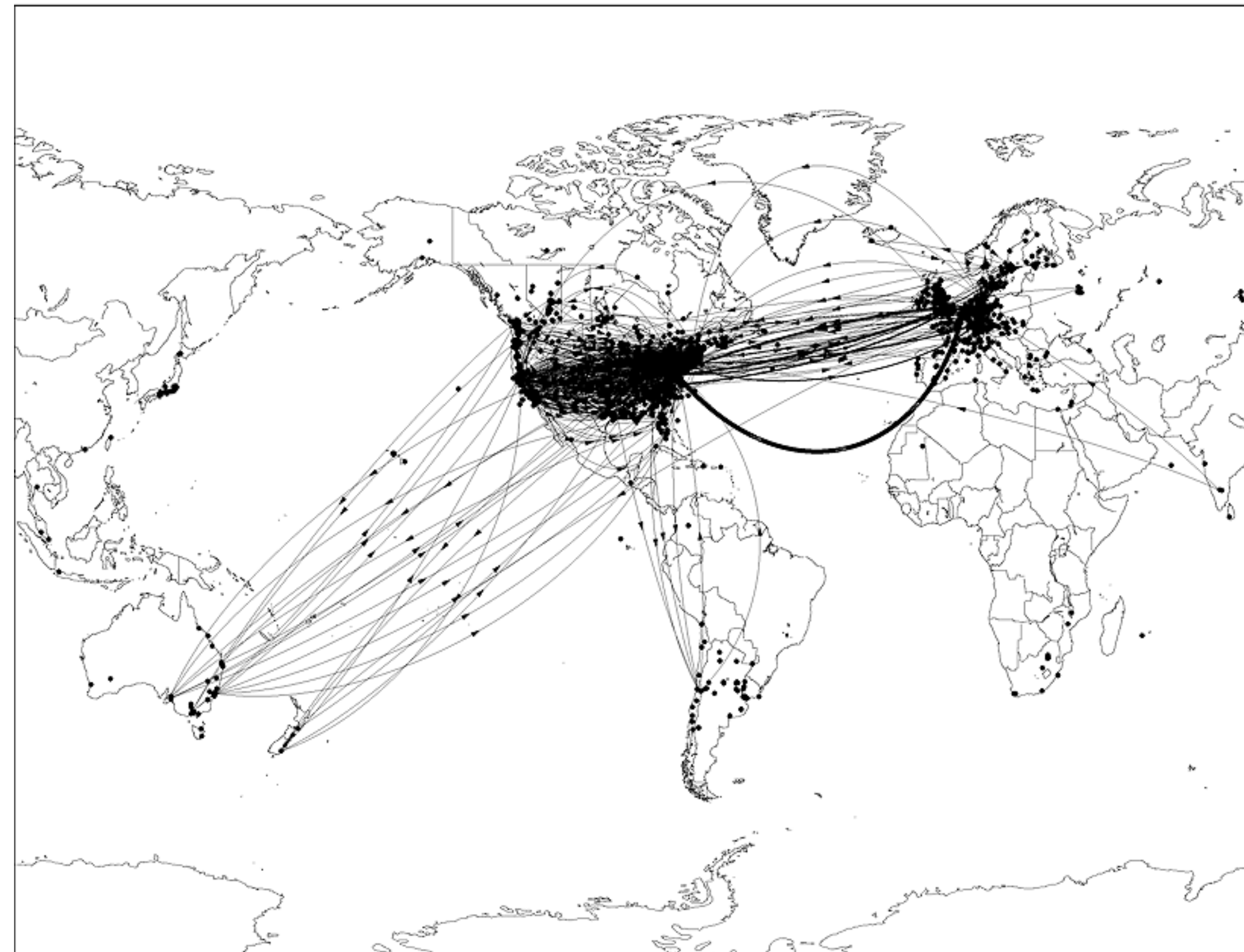
distance-vector  
routing

TCP, UDP

OSPF, EGP, DNS

congestion collapse

policy routing



<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

hosts.txt

distance-vector  
routing

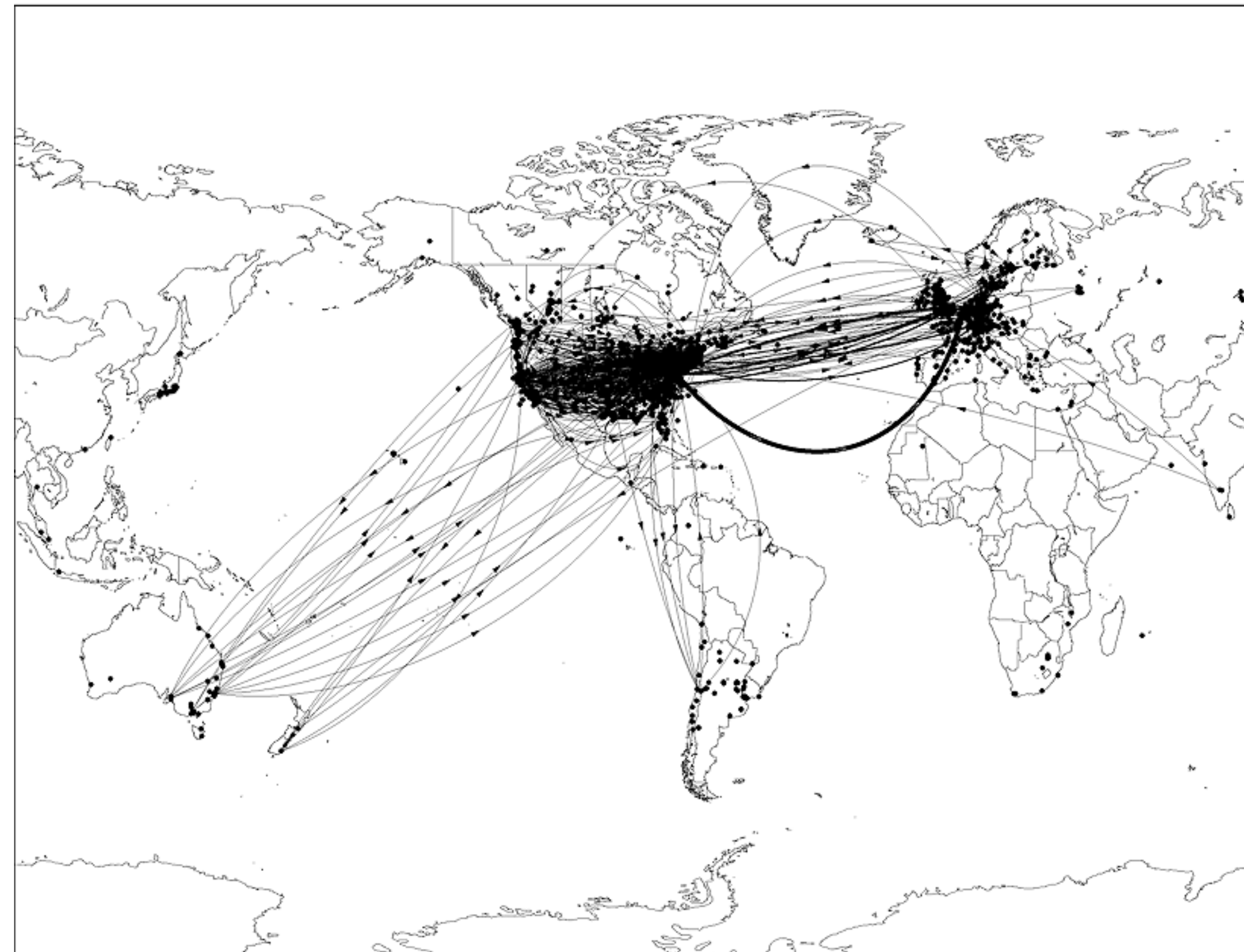
TCP, UDP

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

1970s:  
ARPAnet

1978: flexibility and  
layering

early 80s: growth → change

late 80s: growth → problems

1993:  
commercialization

hosts.txt

distance-vector  
routing

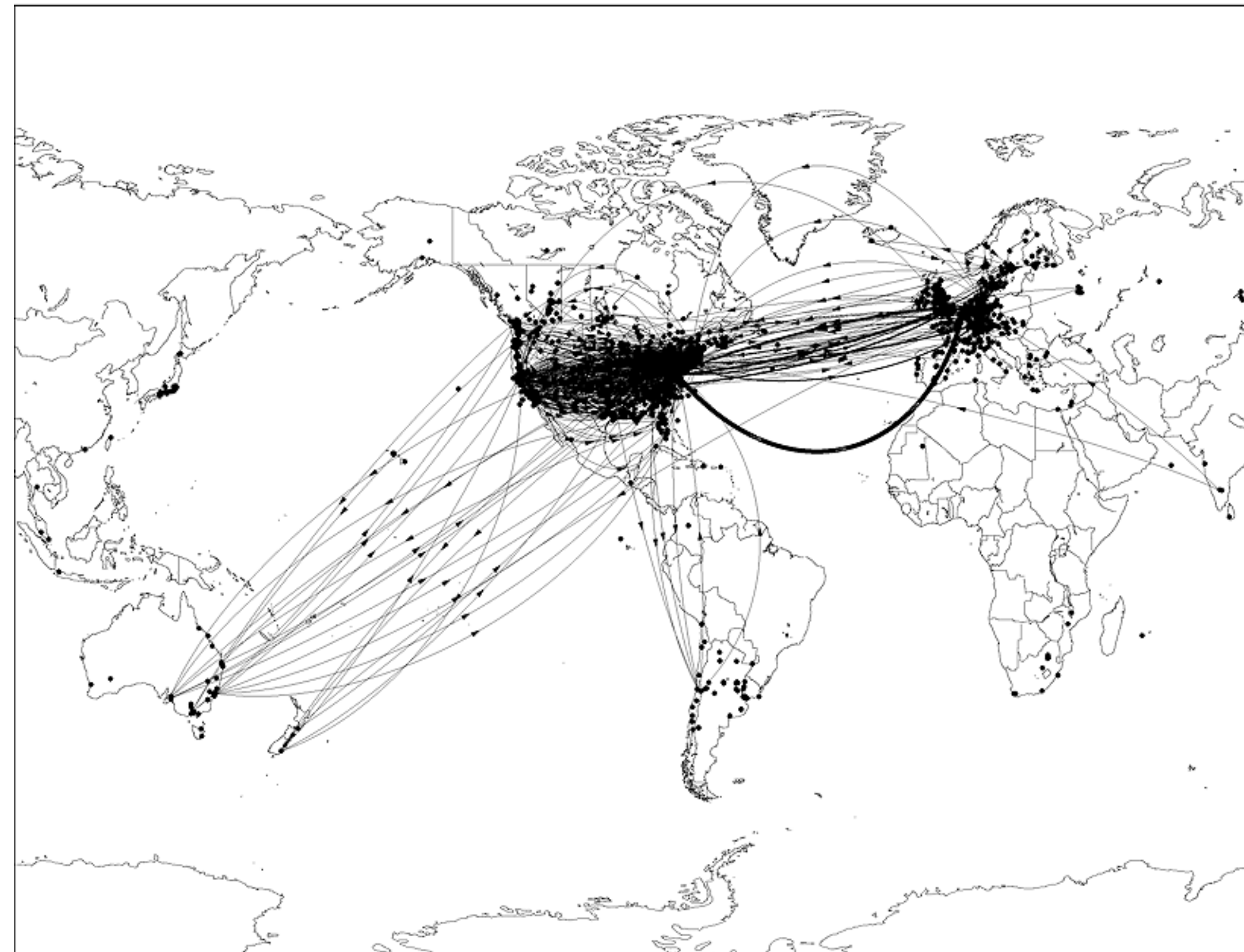
TCP, UDP

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



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



<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*

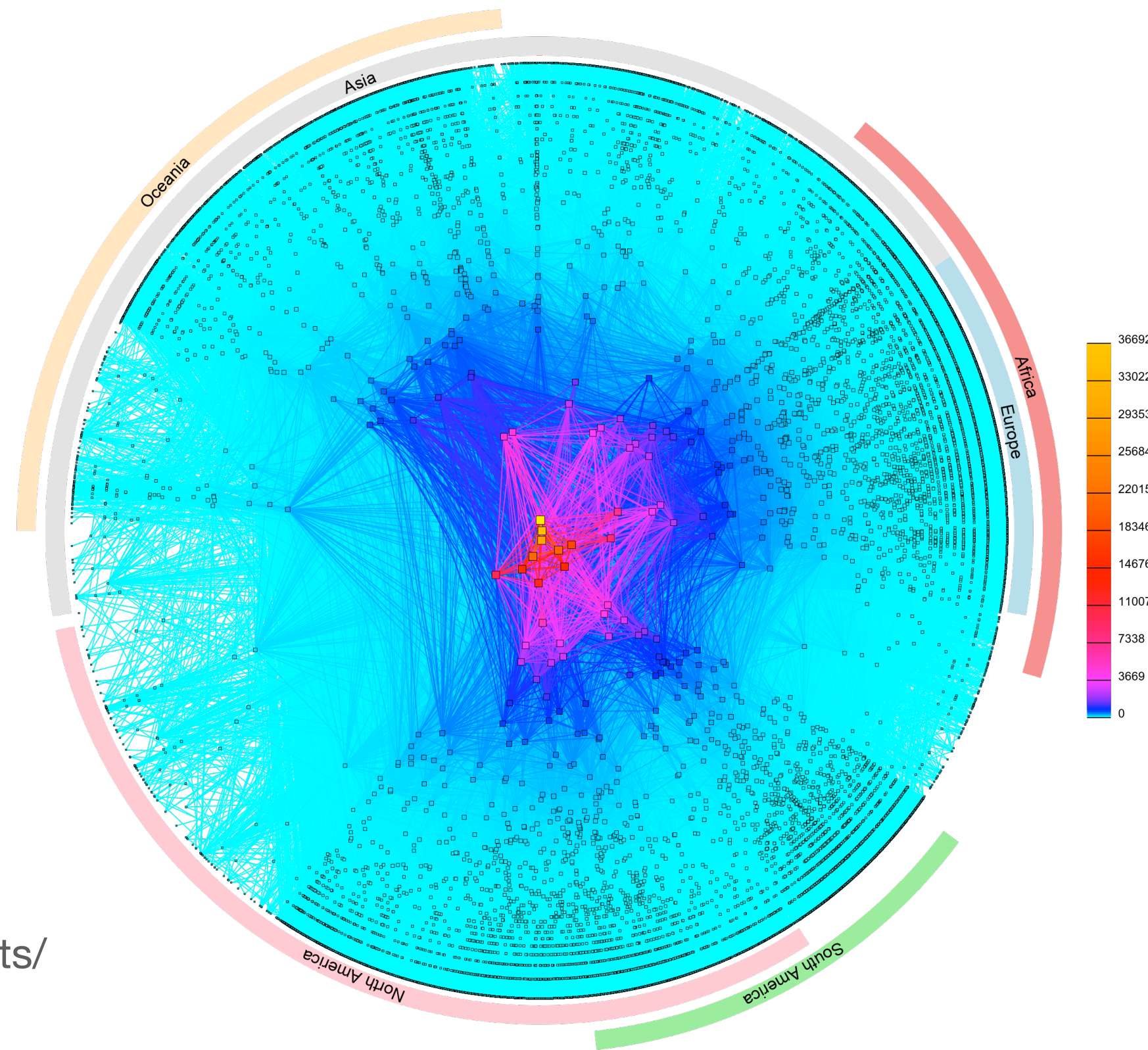
**link**

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

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

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



CAIDA's IPv4 AS Core, January 2020  
<https://www.caida.org/projects/cartography/as-core/2020/>

**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)*