Chapter 4 Network Layer: Data Plane

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Computer Networking: A Top-Down Approach

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Network layer: "data plane" roadmap

- Network layer: overview
- What's inside a router
- IP: the Internet Protocol
- Generalized Forwarding
- Middleboxes
 - middlebox functions
 - evolution, architectural principles of the Internet





Middleboxes

Middlebox (RFC 3234)

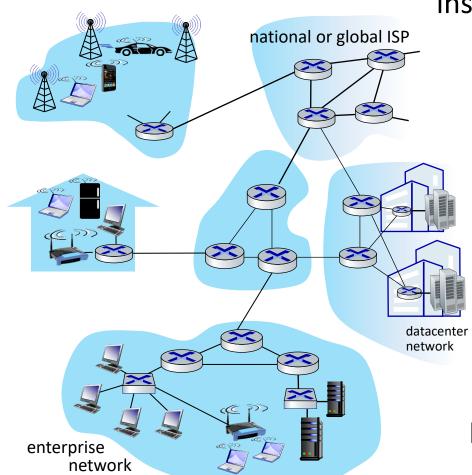
"any intermediary box performing functions apart from normal, standard functions of an IP router on the data path between a source host and destination host"



Middleboxes everywhere!

NAT: home, cellular, institutional

Applicationspecific: service
providers,
institutional,
CDN



Firewalls, IDS: corporate, institutional, service providers, ISPs

Load balancers:

corporate, service provider, data center, mobile nets

Caches: service provider, mobile, CDNs



Middleboxes

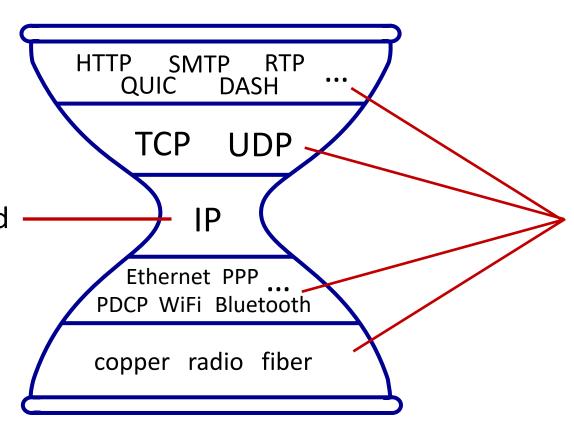
- initially: proprietary (closed) hardware solutions
- move towards "whitebox" hardware implementing open API
 - move away from proprietary hardware solutions
 - programmable local actions via match+action
 - move towards innovation/differentiation in software
- SDN: (logically) centralized control and configuration management often in private/public cloud
- network functions virtualization (NFV): programmable services over white box networking, computation, storage



The IP hourglass

Internet's "thin waist":

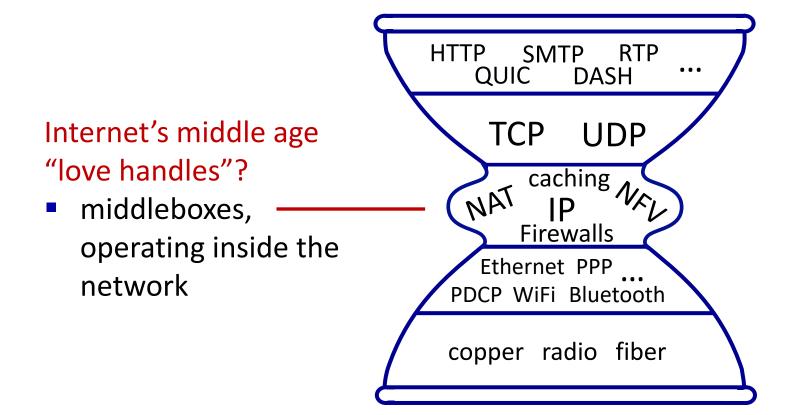
- one network layer protocol: IP
- must be implemented by every (billions) of Internet-connected devices



many protocols in physical, link, transport, and application layers



The IP hourglass, at middle age





Architectural Principles of the Internet

RFC 1958

"Many members of the Internet community would argue that there is no architecture, but only a tradition, which was not written down for the first 25 years (or at least not by the IAB). However, in very general terms, the community believes that the goal is connectivity, the tool is the Internet

Protocol, and the intelligence is end to end rather than hidden in the network."

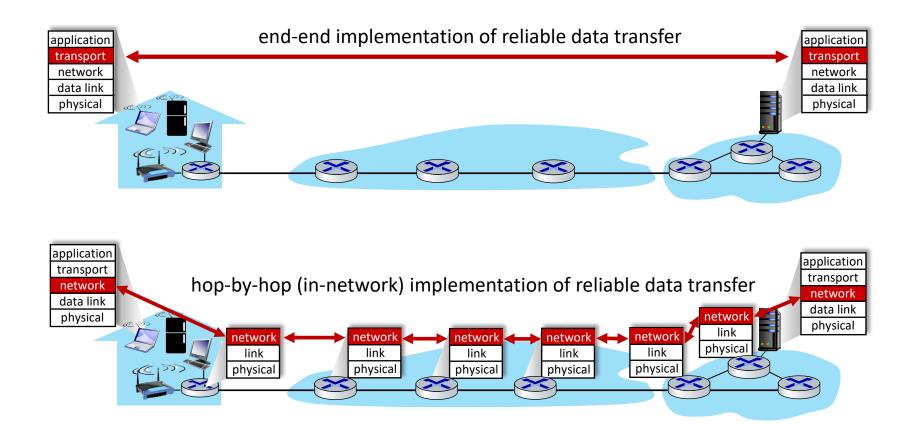
Three cornerstone beliefs:

- simple connectivity
- IP protocol: that narrow waist
- intelligence, complexity at network edge



The end-end argument

some network functionality (e.g., reliable data transfer, congestion)
 can be implemented in network, or at network edge



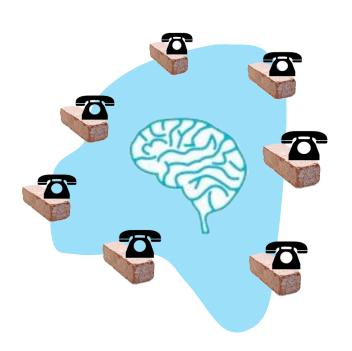
The end-end argument

some network functionality (e.g., reliable data transfer, congestion)
 can be implemented in network, or at network edge

"The function in question can completely and correctly be implemented only with the knowledge and help of the application standing at the end points of the communication system. Therefore, providing that questioned function as a feature of the communication system itself is not possible. (Sometimes an incomplete version of the function provided by the communication system may be useful as a performance enhancement.)

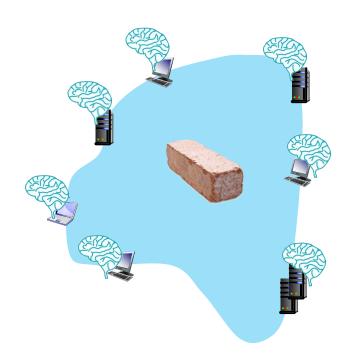
We call this line of reasoning against low-level function implementation the "end-to-end argument."

Where's the intelligence?



20th century phone net:

intelligence/computing at network switches



Internet (pre-2005)

intelligence, computing at edge



Internet (post-2005)

- programmable network devices
- intelligence, computing, massive application-level infrastructure at edge

Chapter 4: done!

- Network layer: overview
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- Generalized Forwarding, SDN
- Middleboxes



Question: how are forwarding tables (destination-based forwarding) or flow tables (generalized forwarding) computed?

Answer: by the control plane (next chapter)