

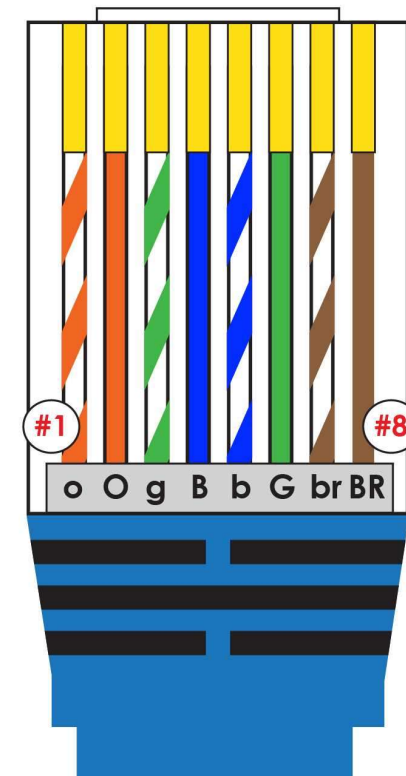


Science and  
Technology  
Facilities Council

# Networking 101

From Computer to the Internet

OFFICIAL



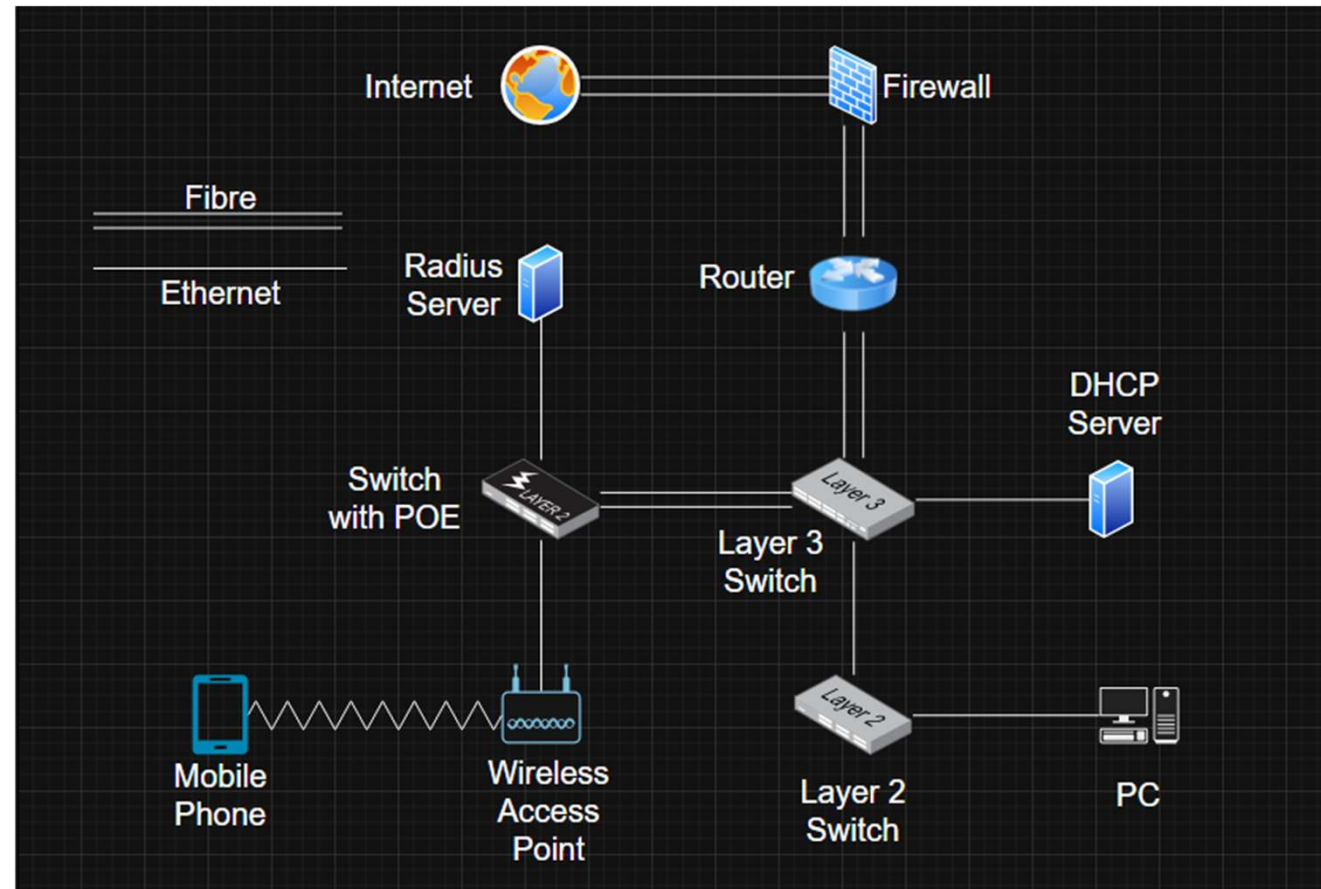
**T-568B Standard**

# The Network

Commercial network example.

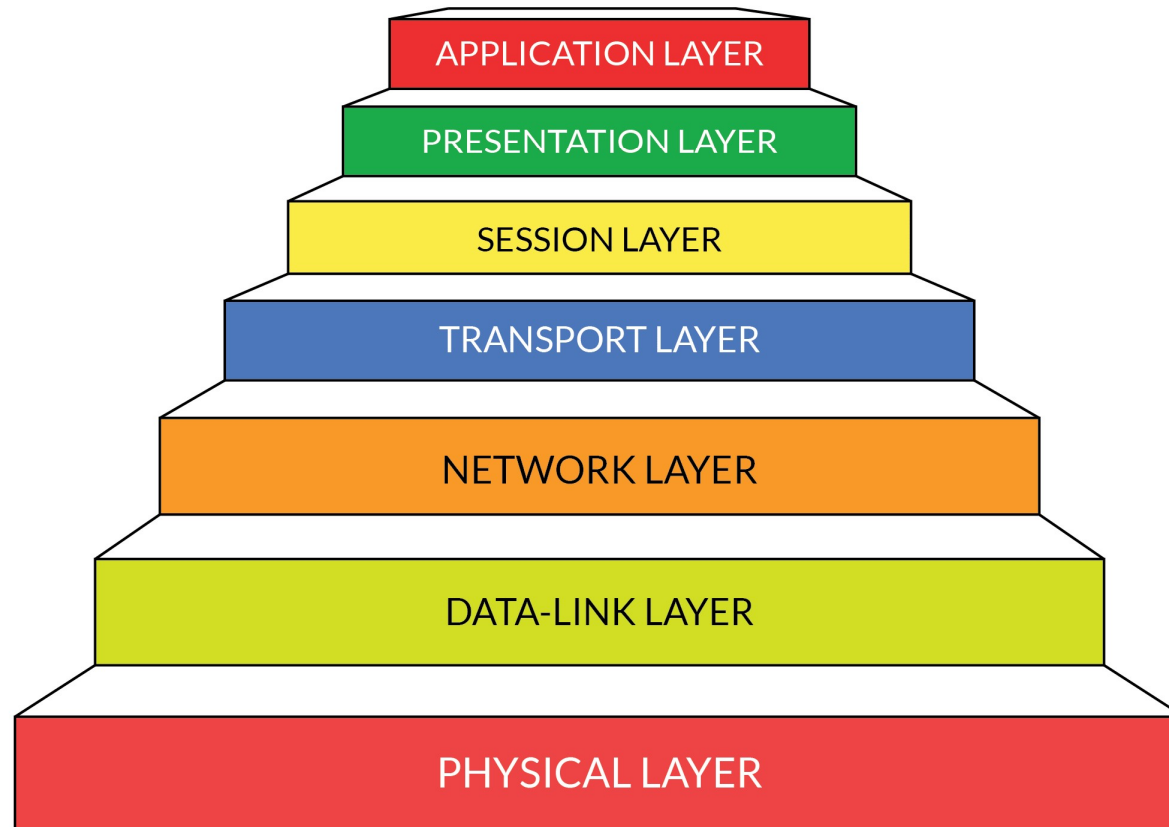
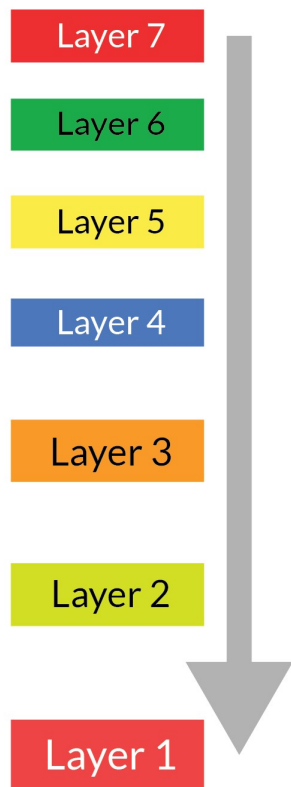
Today we will explore how your computer connects to the internet.

From getting an Ip to how your data reaches the internet.

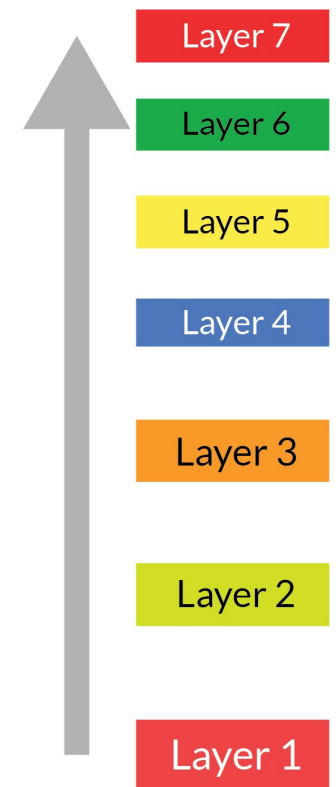


# OSI MODEL

Client Side



Server Side

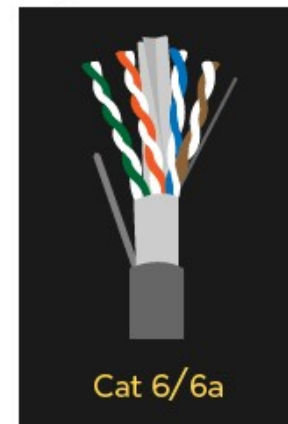
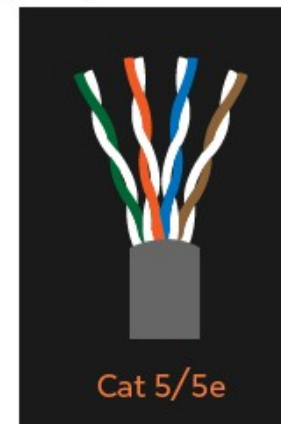


**How is data transfered?**

# The Humble Ethernet

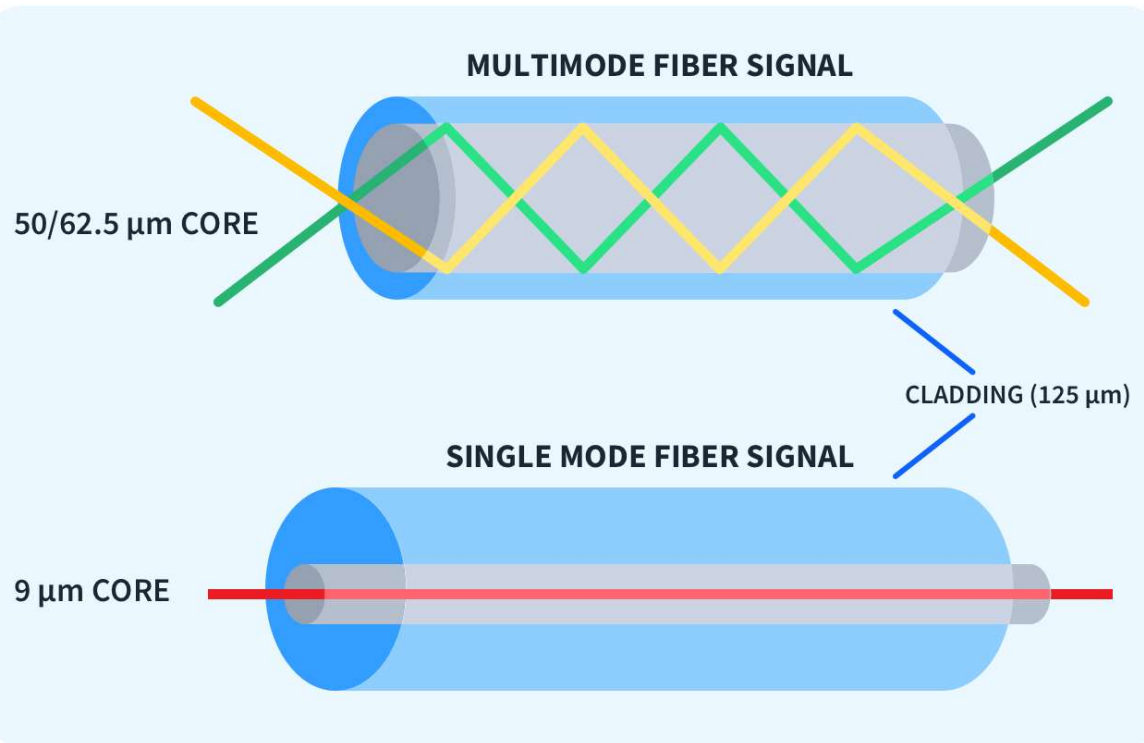
- Ethernet is the backbone of modern networking.
- Cat 5e is the most common in use for offices. Cat 6 is also widely adopted for data centres, but newer more cutting-edge data centres will use cat 7 or even cat 8.

Category Cable Wiring



| Cable Type | Shielding | Maximum Frequency | Max Data Rate         | Speed   | Year Developed |
|------------|-----------|-------------------|-----------------------|---------|----------------|
| Cat 3      | No        | 16Mhz             | 10 Mbps               | 10Mbps  | 1991           |
| Cat 5      | No        | 100MHz            | 100 Mbps              | 100Mbps | 1995           |
| Cat 5e     | No        | 100MHz            | 1,000 Mbps / 1 Gbps   | 1Gbps   | 2001           |
| Cat 6      | Sometimes | 250Mhz            | 1,000 Mbps / 1 Gbps   | 1Gbps   | 2002           |
| Cat 6a     | Sometimes | 500MHz            | 10,000 Mbps / 10 Gbps | 10Gbps  | 2009           |
| Cat 7      | Yes       | 600Mhz            | 40,000 Mbps/ 40 Gbps  | 10Gbps  | 2010           |
| Cat 8      | Yes       | 2GHz              | 25 Gbps or 40 Gbps    | 40Gbps  | 2016           |

# The Flashy Fibre



Two types of fibre cables:

- Single Mode Fibre
  - Single beam path
  - Long distance but less bandwidth
- Multi Mode Fibre
  - Multiple beam paths
  - Short distance but more bandwidth

Single Fibre is what's used by broadband providers.

# Wi-Fi

- Uses radio waves to transmit data wirelessly.
- It does this by using carrier frequencies which allow the signal to travel a workable distance.
- More on how devices communicate using Wi-Fi later

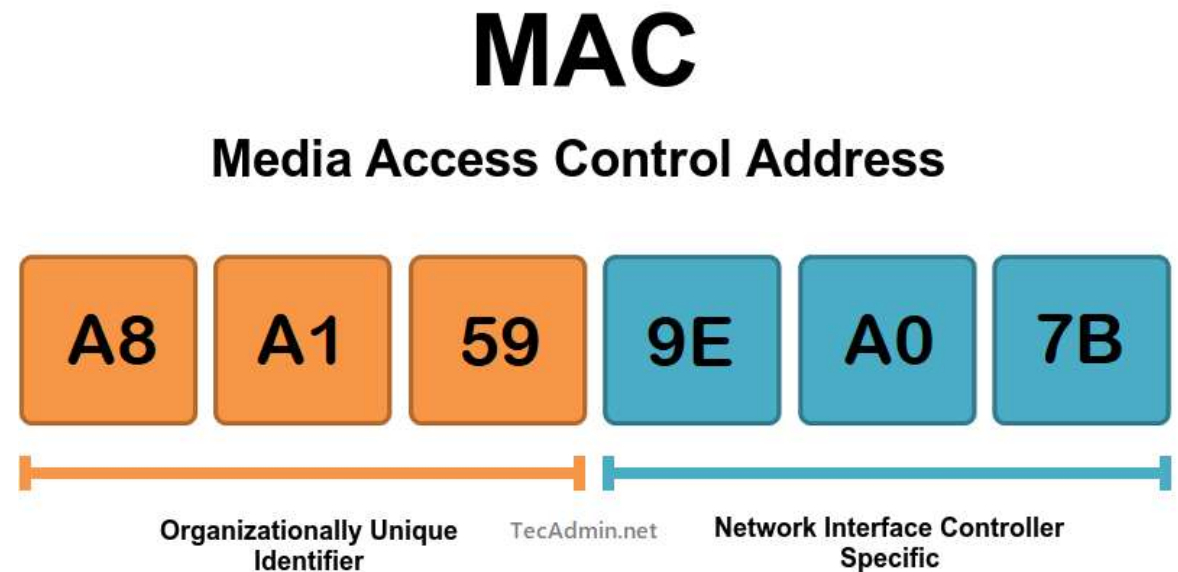
| WLAN Frequency Bands                          |                                                                |
|-----------------------------------------------|----------------------------------------------------------------|
| 2.4 GHz                                       | 5 GHz                                                          |
| Slow Data Transmission                        | Fast Data Transmission                                         |
| Covers Long Distance                          | Covers Short Distance                                          |
| 14 Channels                                   | 23 Channels                                                    |
| Overlapping Channels                          | No Overlapping                                                 |
| IEEE 802.11b<br>IEEE 802.11g<br>IEEE 802.11ax | IEEE 802.11a<br>IEEE 802.11n<br>IEEE 802.11ac<br>IEEE 802.11ax |

**How are devices and networks identified?**



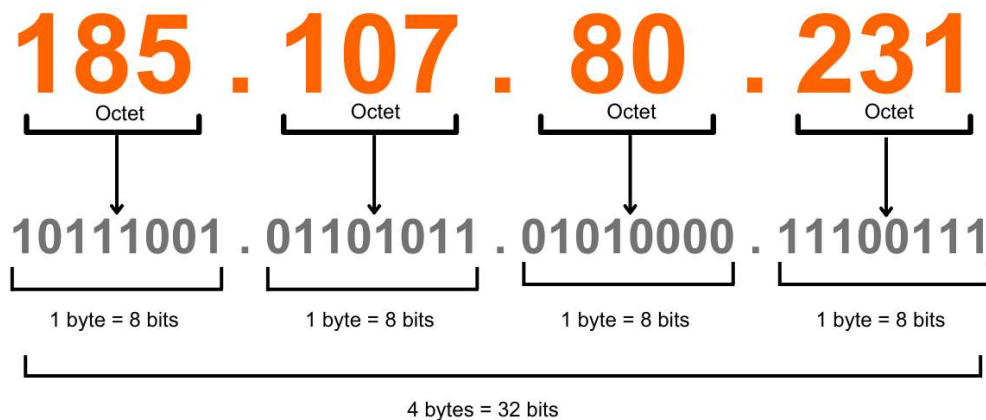
# Mac address

- All devices have one from the manufacturer
- 6-byte number represents the layer 2 address of devices
- 281,474,976,710,656 or  $2^{48}$
- They are “unique” per device. IEEE have a registration authority which assigns blocks of macs to manufacturers



# IP address

## IPv4 Address Format

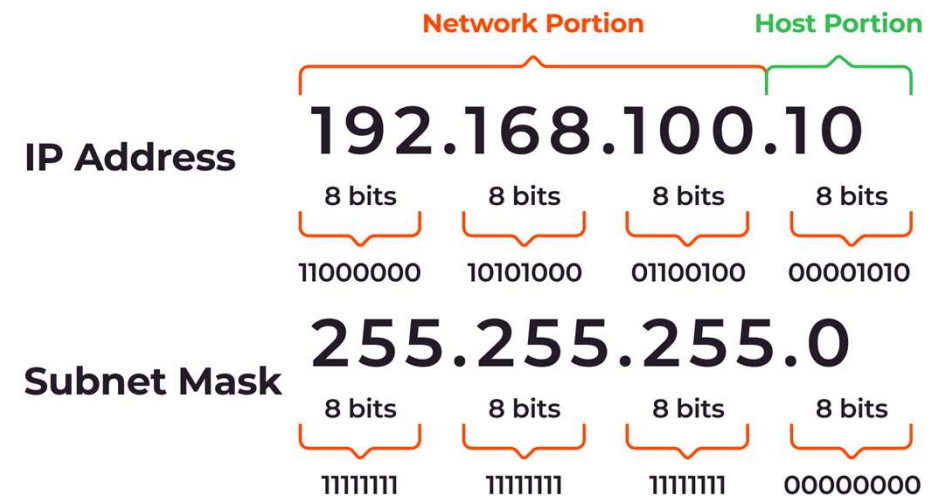


- Assigned when connecting a device
- Public and Private
  - Public should be unique globally
    - DL has 148.79.0.0/16
    - RAL has 130.246.0.0/16
  - Private is unique to a network
    - Eg. 192.168.0.0/16
- Needs to be unique on the network

# Subnets

- A flexible division of a network based on IP
- Splits IP into a network section and host section.
- Notations:
  - Binary: 11111111-11111111-00000000-00000000
  - Simplified: 255.255.0.0
  - Slash: /16
  - Class: Class B Network
- First address is reserved for wild card
- Last address is reserved for the broadcast domain

## Binary Notation of IP Address and Subnet

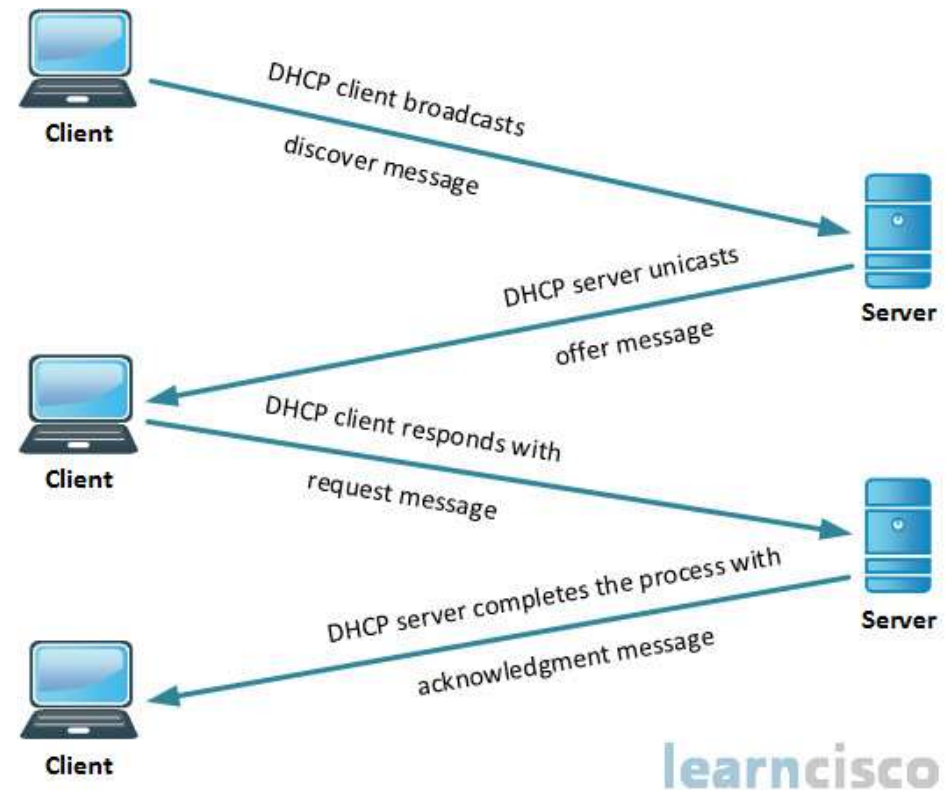


# Static vs DHCP

A device needs an IP to be able to connect to a network. It can either be assigned statically on the device, or the device can use Dynamic Host Configuration Protocol (DHCP) to get the IP from a DHCP server.

Static assignment needs an IP, Subnet

|               |              |
|---------------|--------------|
| IP address    | 148.79.3.40  |
| Subnet mask   | 255.255.0.0  |
| Gateway       | 148.79.1.1   |
| Preferred DNS | 148.79.80.78 |



When a device uses DHCP, it alerts the DHCP server on a network and the server sends the Ip configuration back to the device.

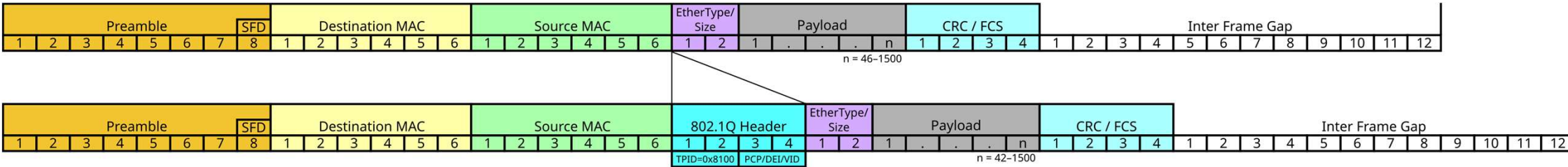
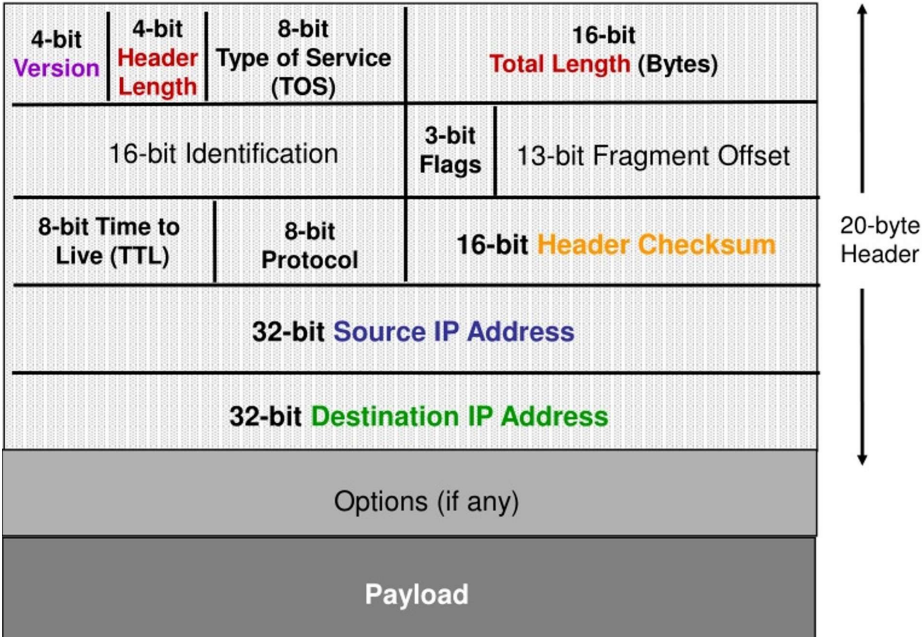
The device continues to communicate with the DHCP server periodically to check if the IP is still valid.

**How does data travel around the network?**

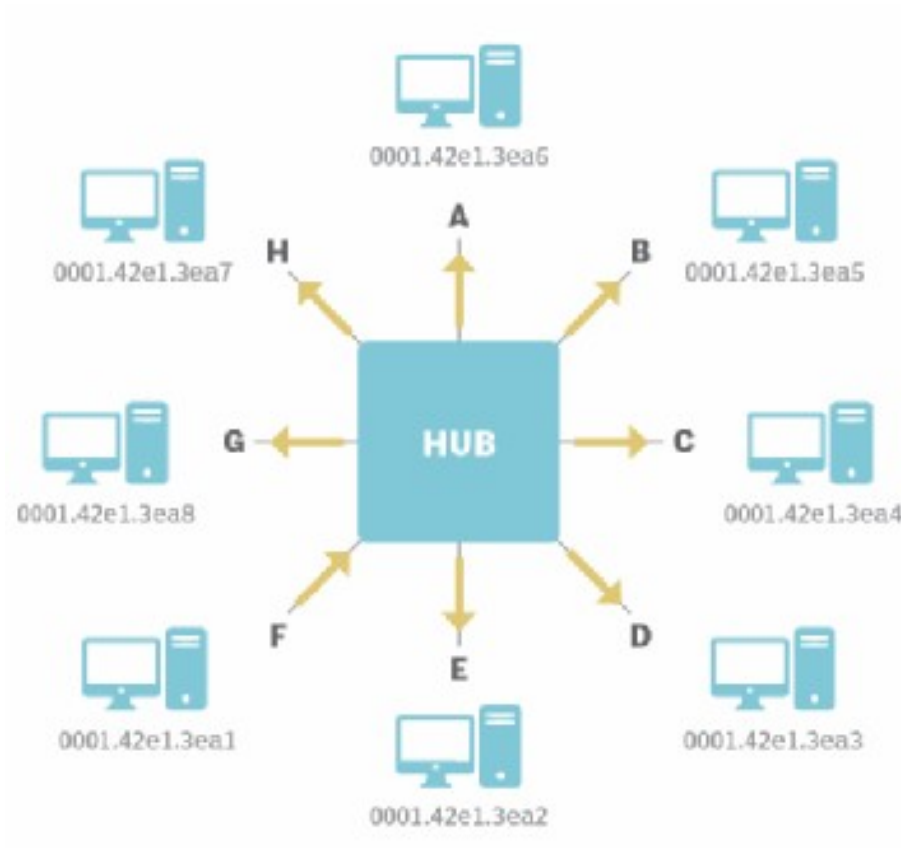
# Packets

- All Data is wrapped in meta data which holds information such as where the packet originated, where the packet should end up, and error correction.
- These are different for the different points in a packets journey.
- It can depend on the medium such as Wi-Fi or ethernet, also whether it's internet traffic or internal traffic.

## IP Packet Structure



# Network Hubs

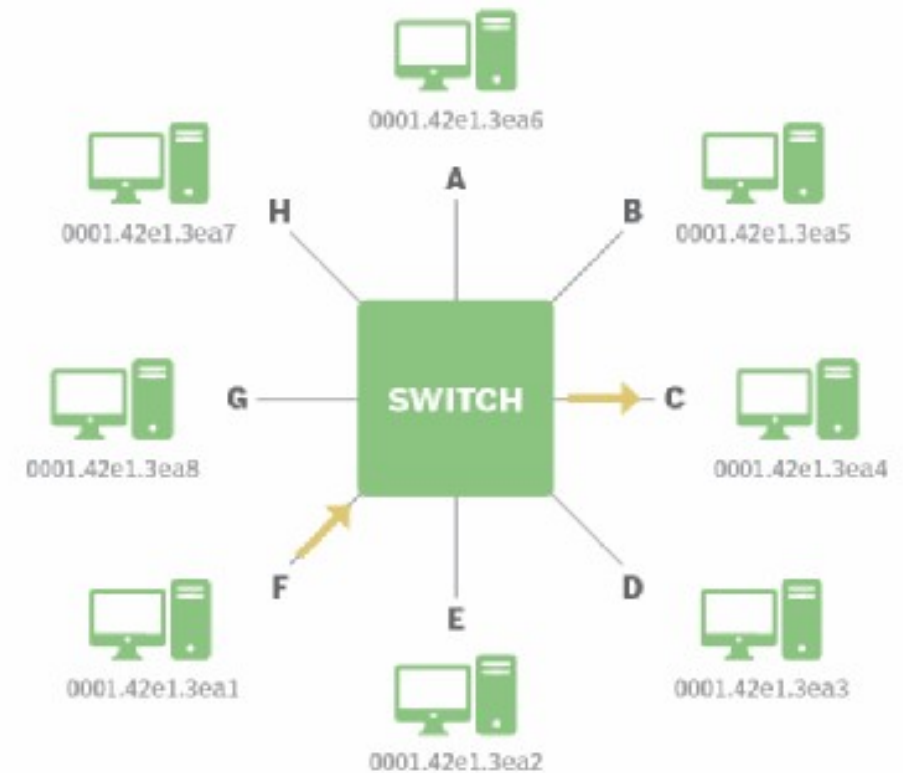


- Early method of connecting multiple computers together.
- Forwards all traffic to all devices connected.
- Since it's so "dumb" it work on the physical layer



# Network Switches

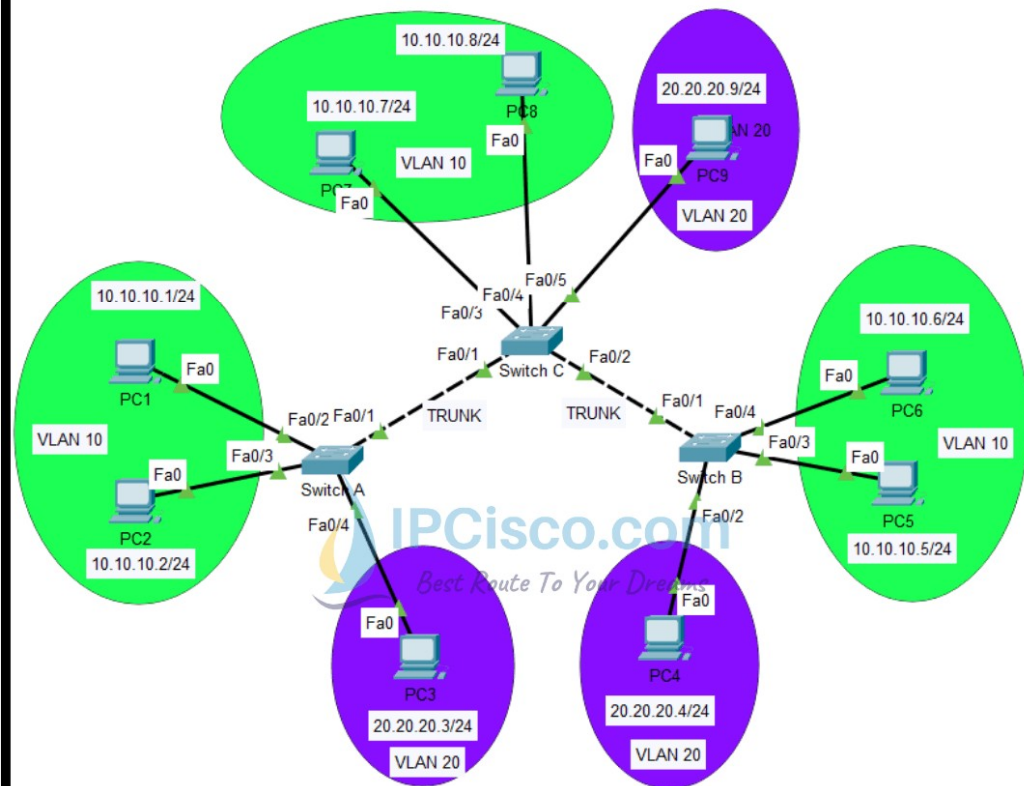
- Like the hub deals with layer 2 traffic.
- They use mac-addresses to forward traffic towards the intended device.
- Use mac-tables to learn which port connects to a mac-address.
- Modern switches are cable of hosting multiple networks through VLANs.





# VLANs

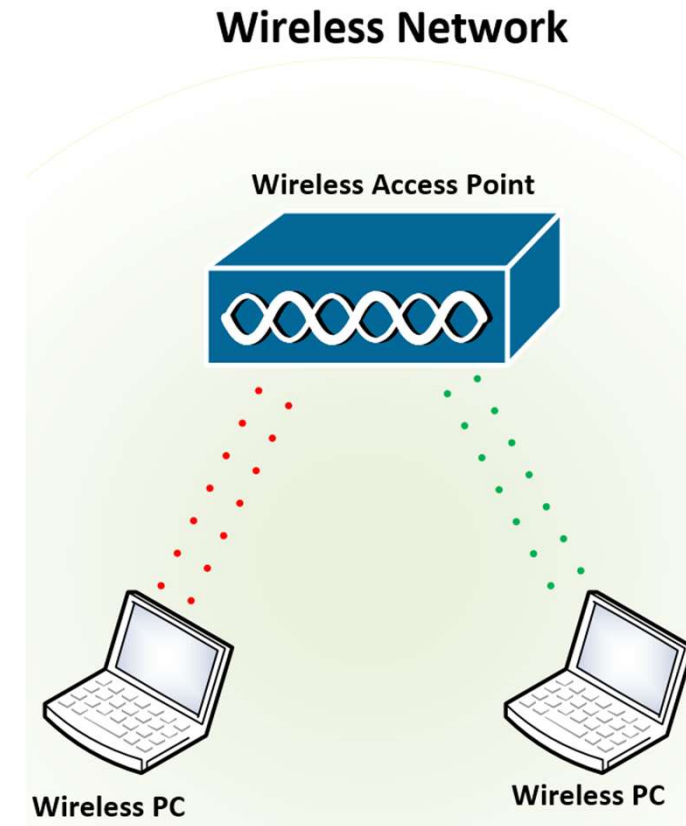
## VLAN EXAMPLE



- One principle of IT security is Segregation of Duties. This extends to devices as well as individuals.
- Achieving this by having different switches for different networks is inefficient particularly in larger networks.
- Virtual Local Area Networks (VLANs) work by assigning meta data to packets which determine what which ports the traffic can travel down.

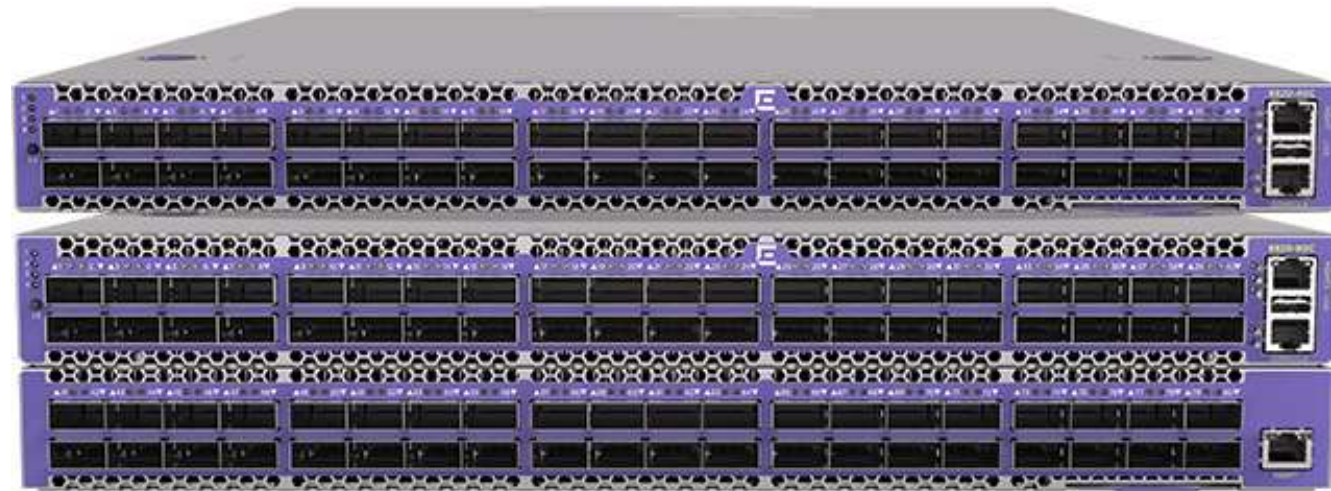
# Wireless Access Points

- Devices connect to Wireless Access Points (Thanks, Cardi B for ruining that Acronym).
- These effectively work as switches for wireless traffic
- Devices will choose which AP to connect to based on signal strength.
- When a device connects, it's credentials are sent to a radius server. The server has 3 functions:
  - Authentication – Check credentials
  - Authorisation – Assign level of access (VLAN, Access, IP info)
  - Accounting – Log the session



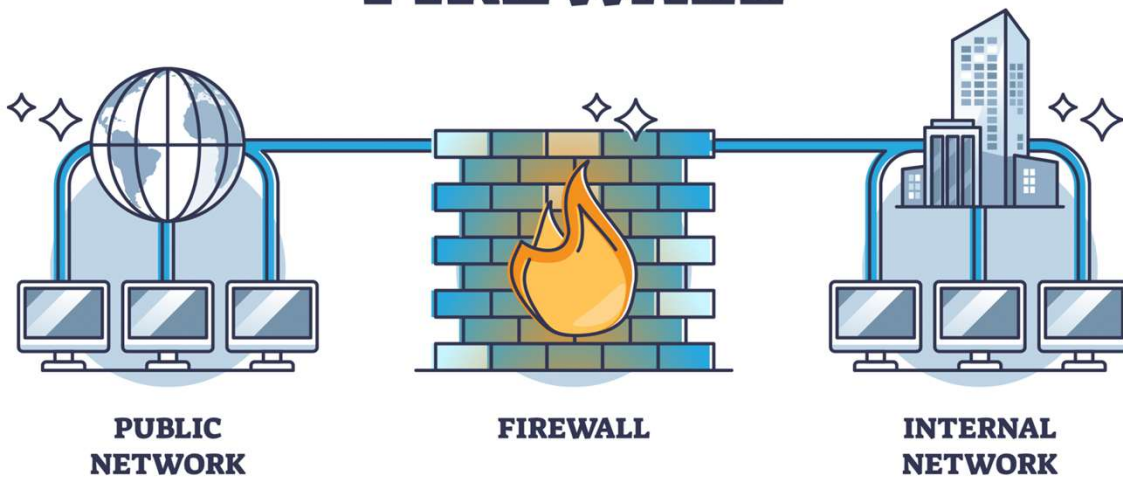
# Routers

- Layer 3 device
- The Gateway for a network
- Uses routing protocols to forward packets to external networks
  - Can be static or usually dynamic
  - Examples of dynamic are: OSPF,BGP,RIP
  - Classic best path problem, OSPF uses shortest path first, BGP communicates with other routers using BGP to figure out the shortest path.



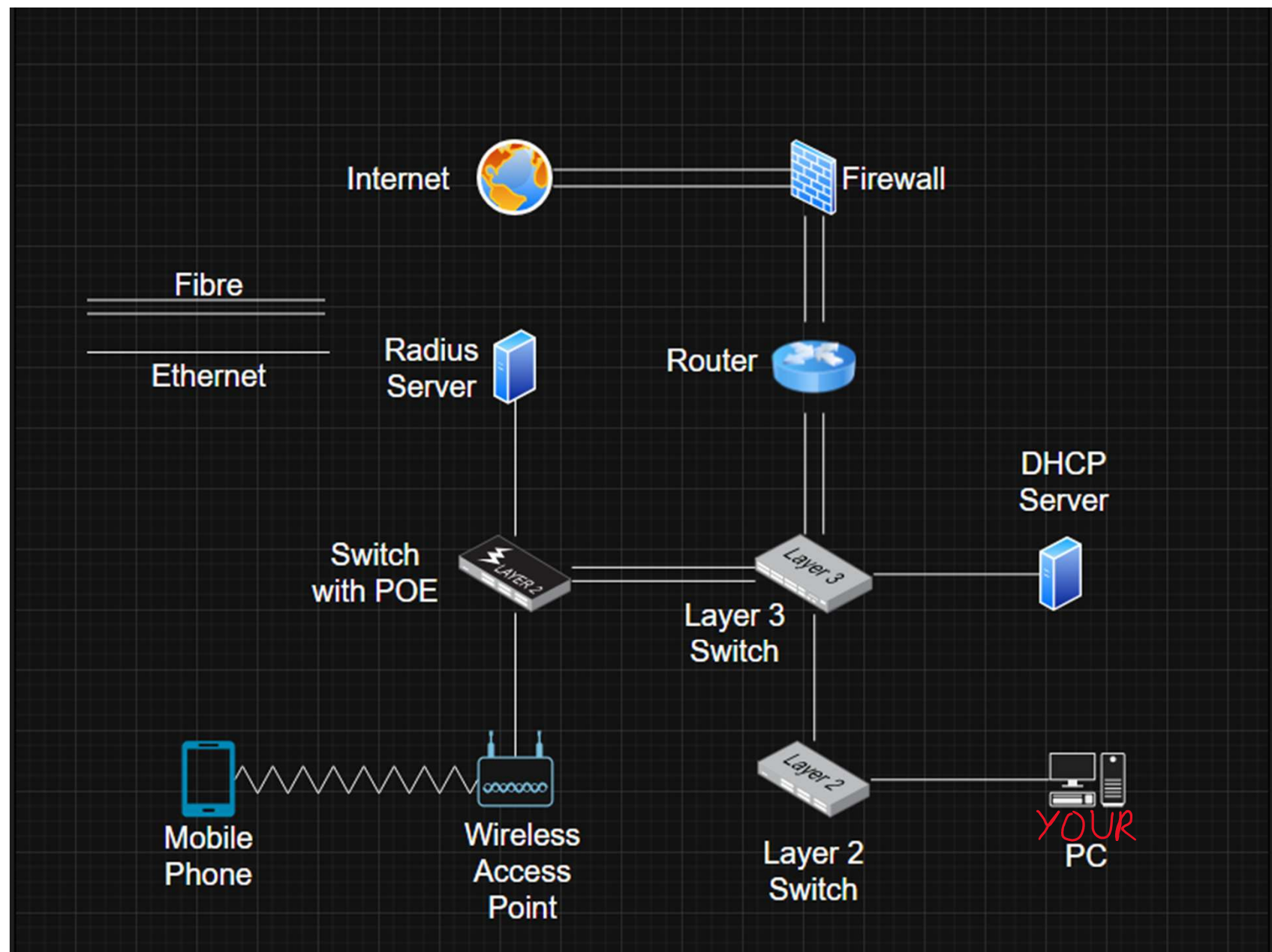
# Firewalls

## FIREWALL



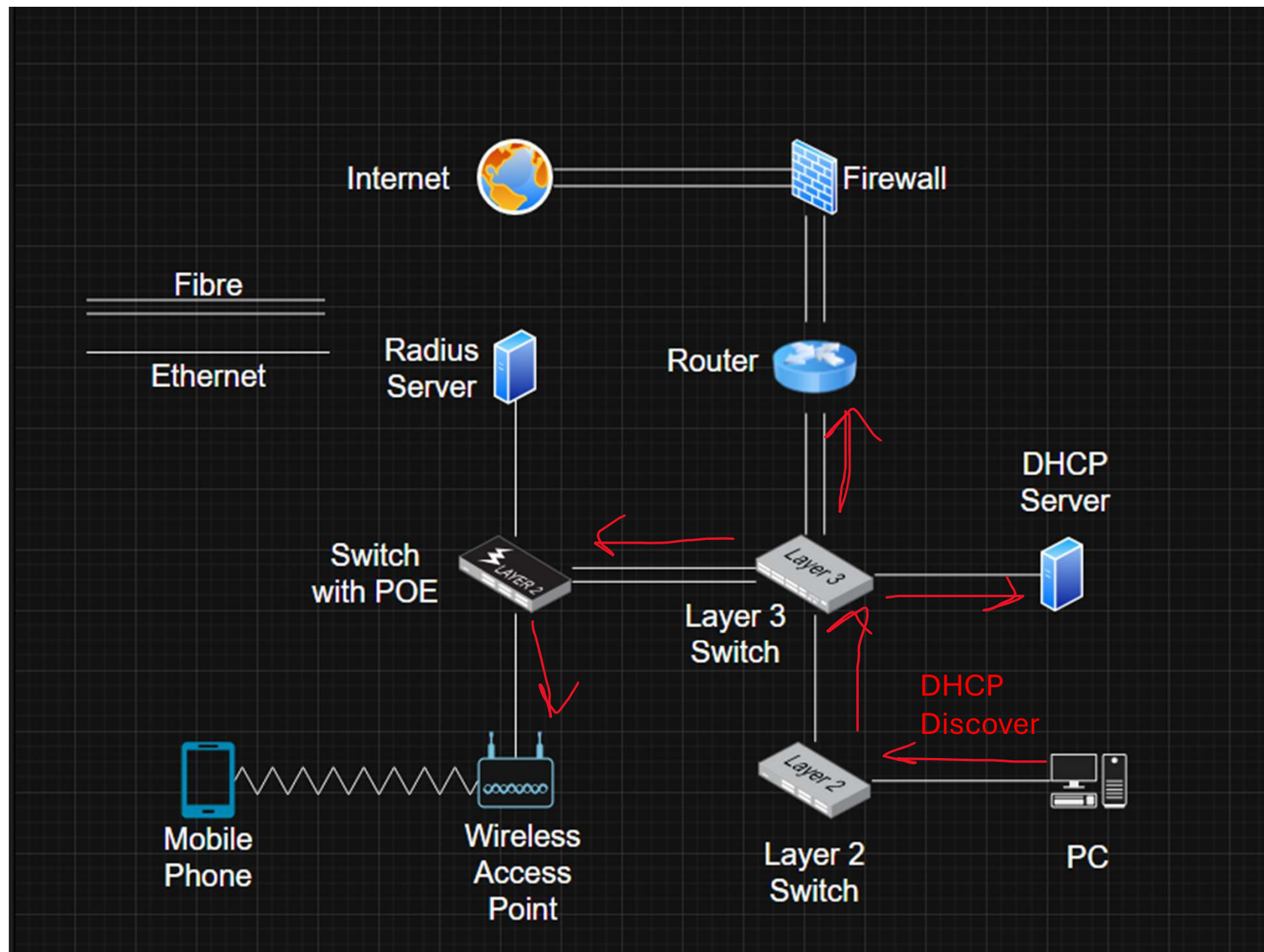
- The standard security device
- Tools the Firewall has:
  - Access Control List: Denies or Allows communication based on source and destination IP.
  - Packet Scanning: scans the data in packets for known malicious data.
  - Application Control: Blocks or restricts access to applications

**So... you want to connect to the Internet**

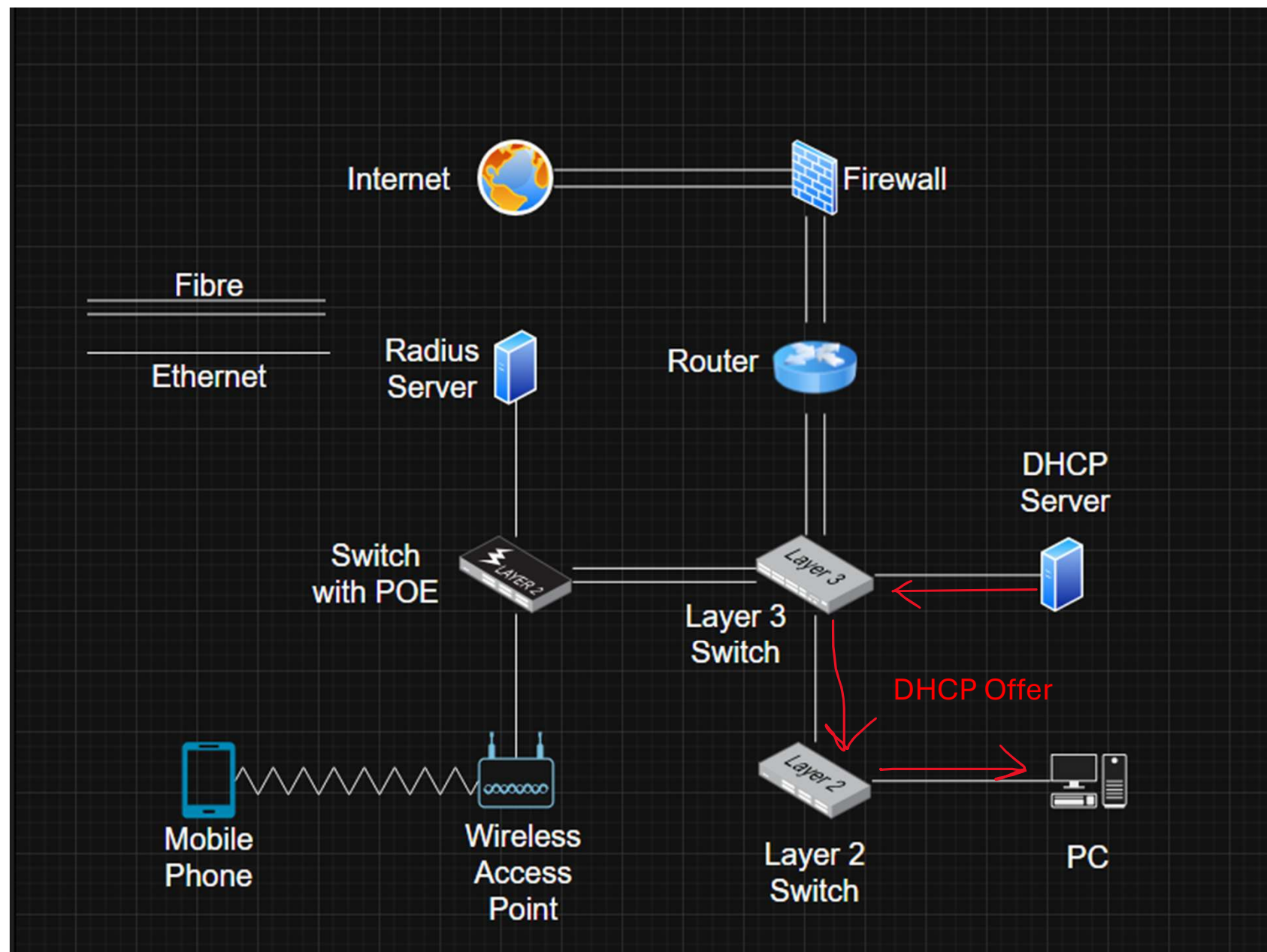


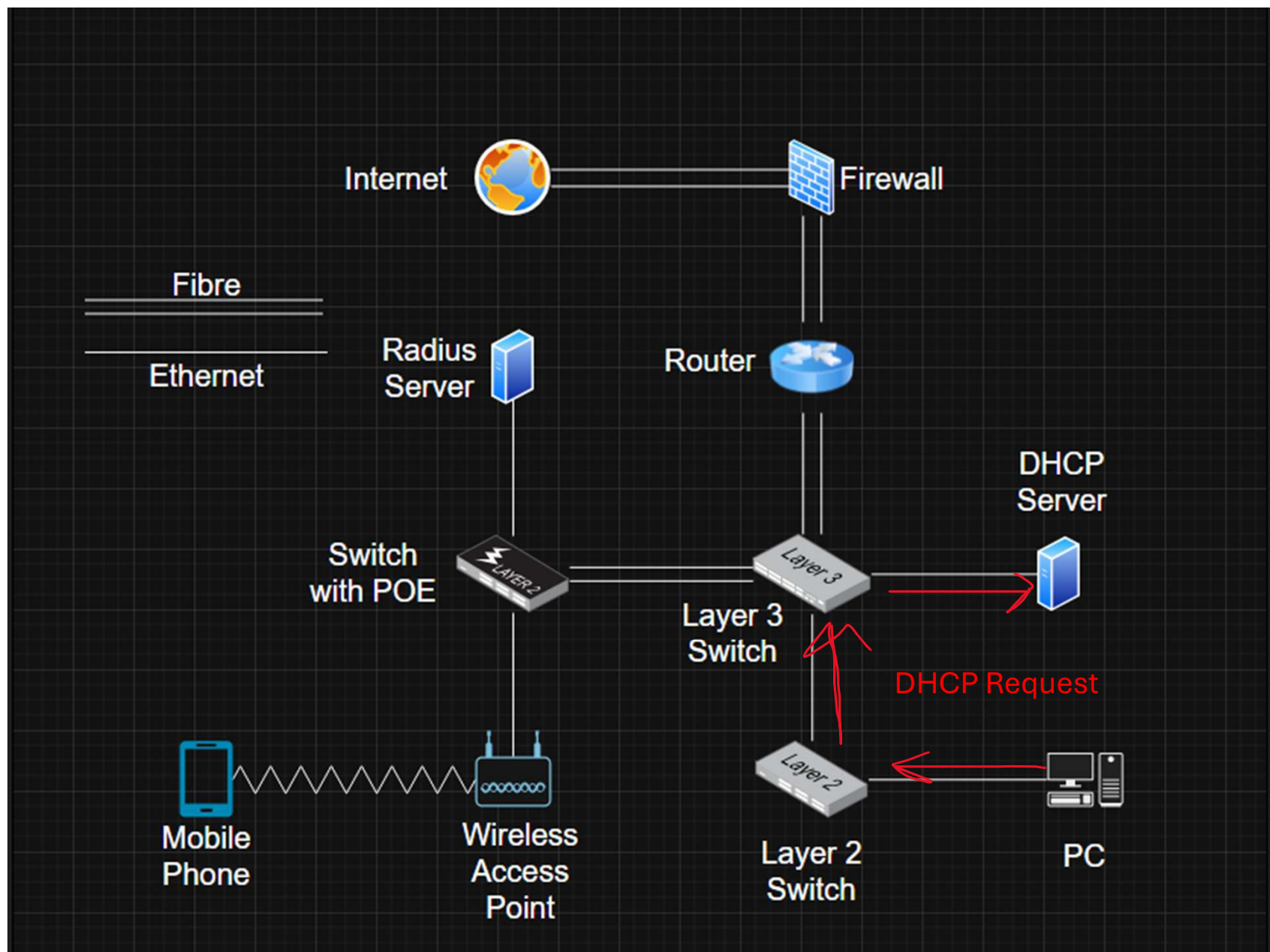
**Well, first we need an Ip address**  
**Let's do DHCP**

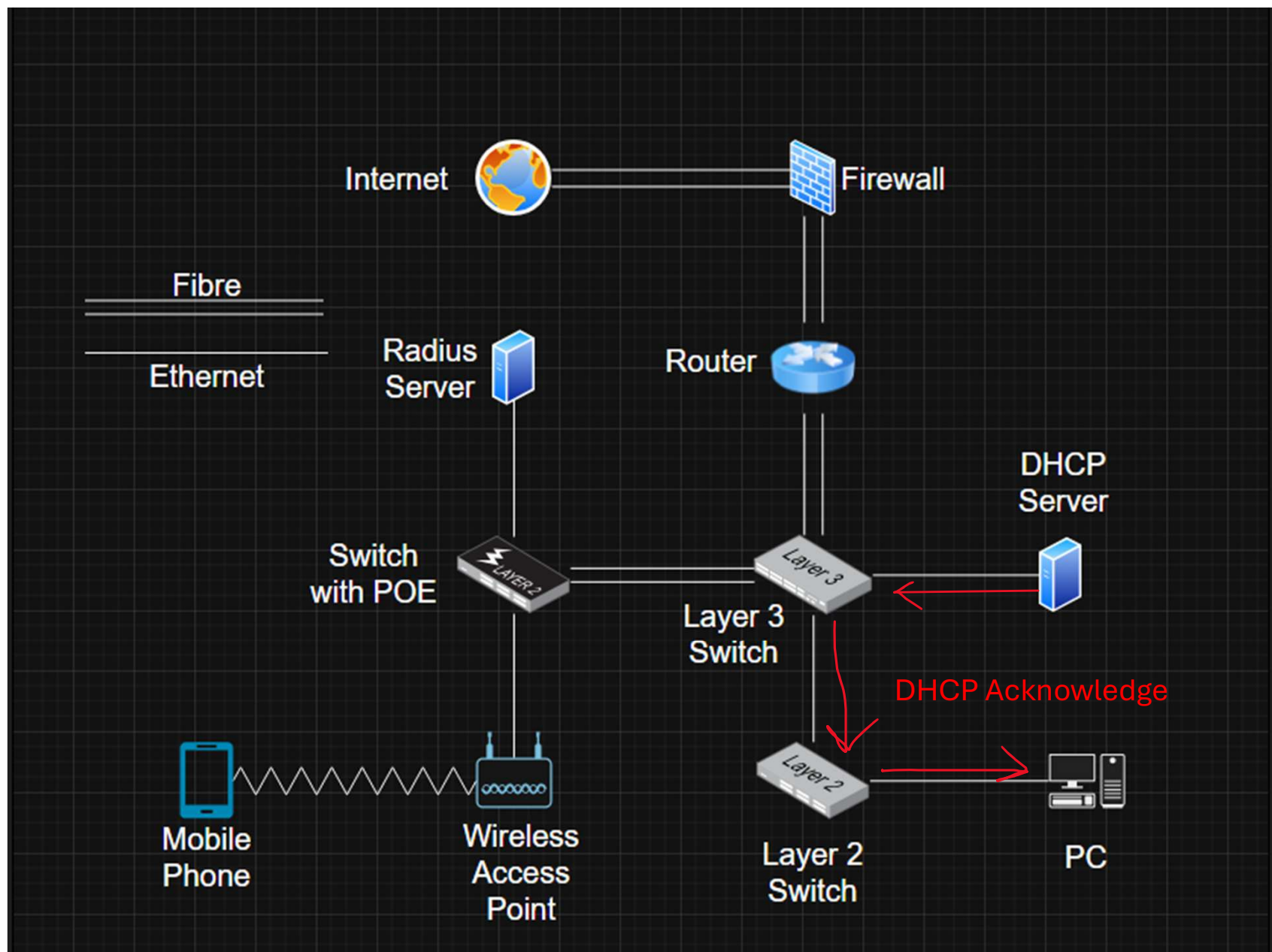




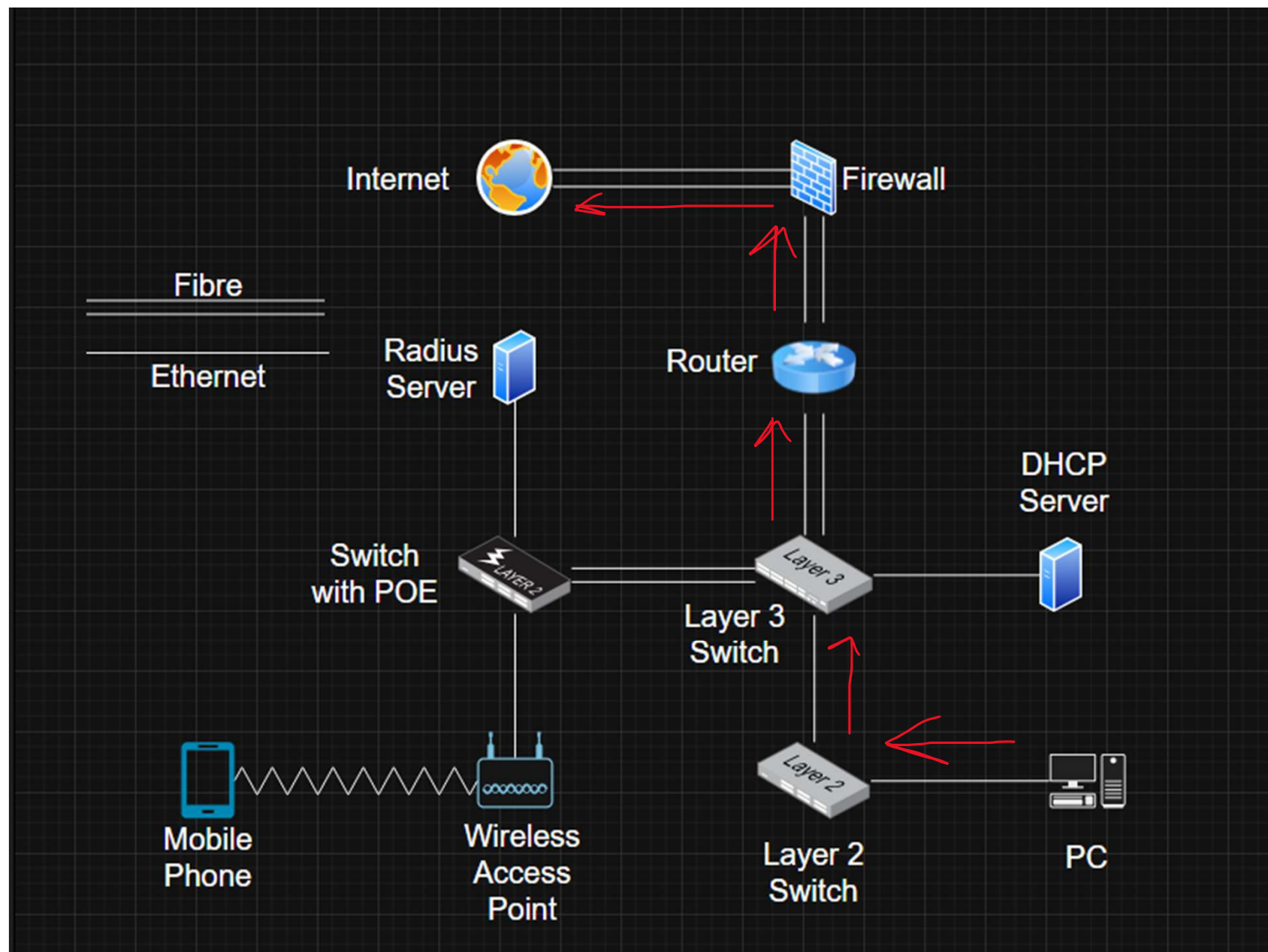




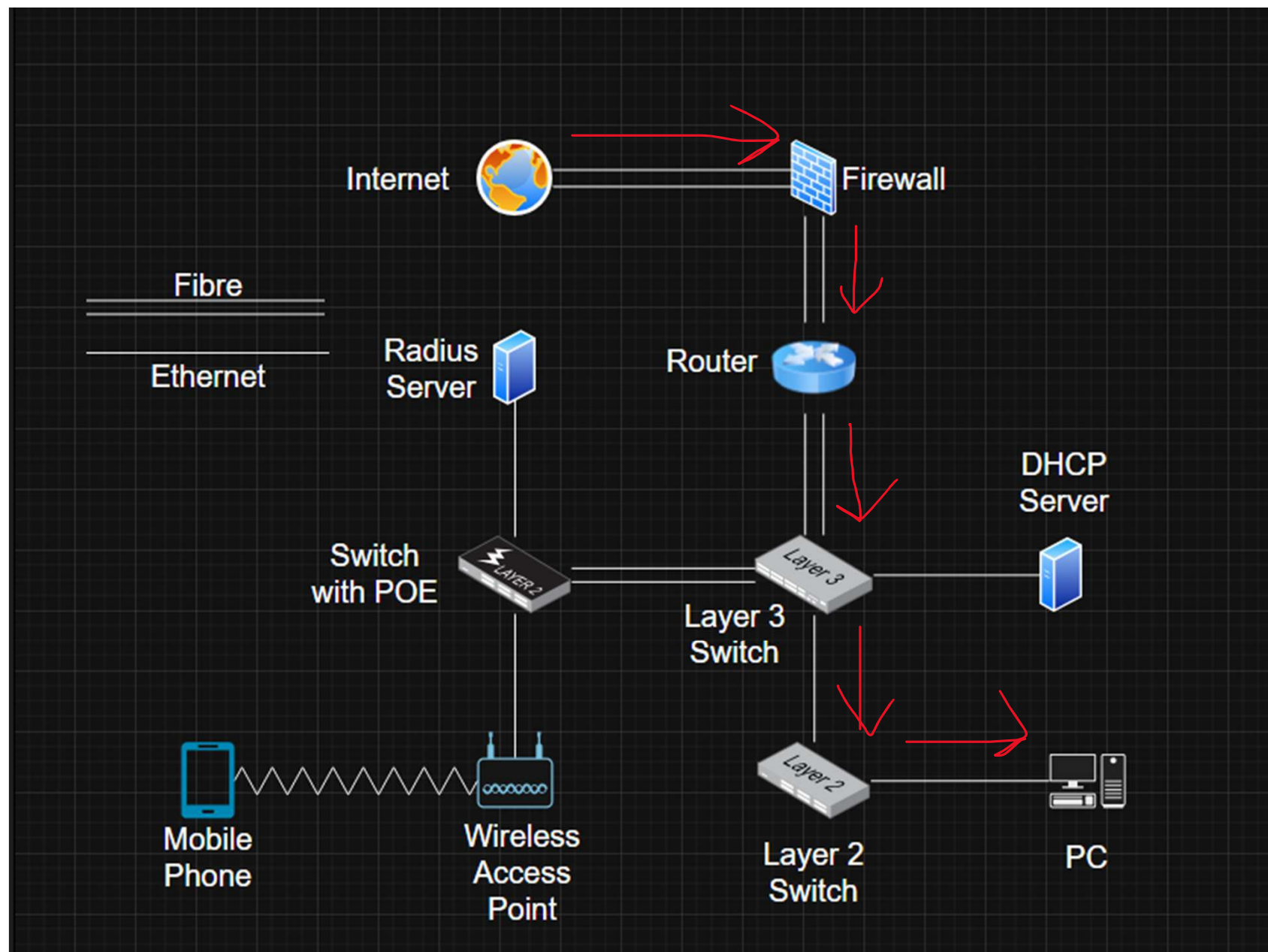




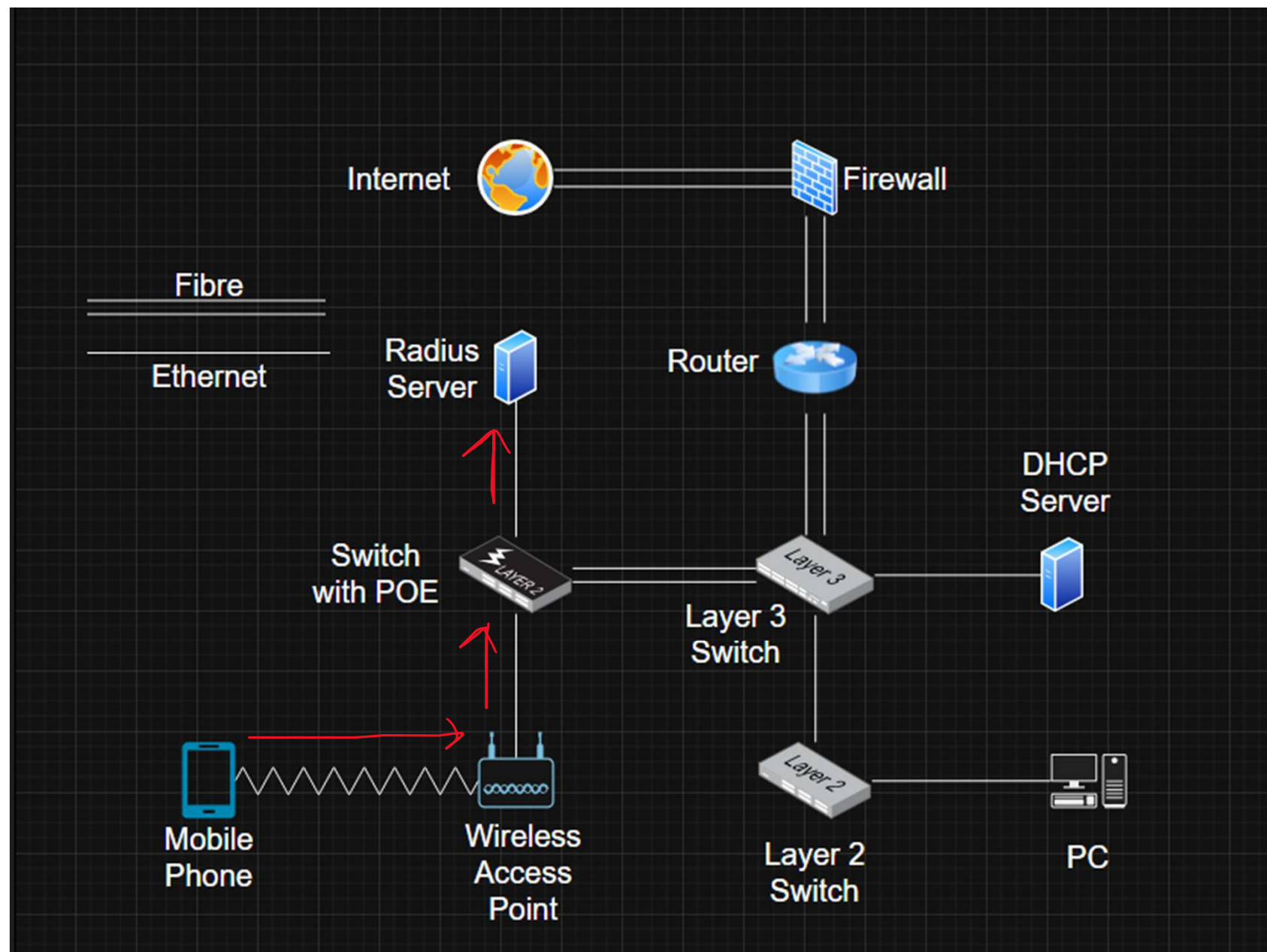
**Great, we have an Ip lets try to reach Google**



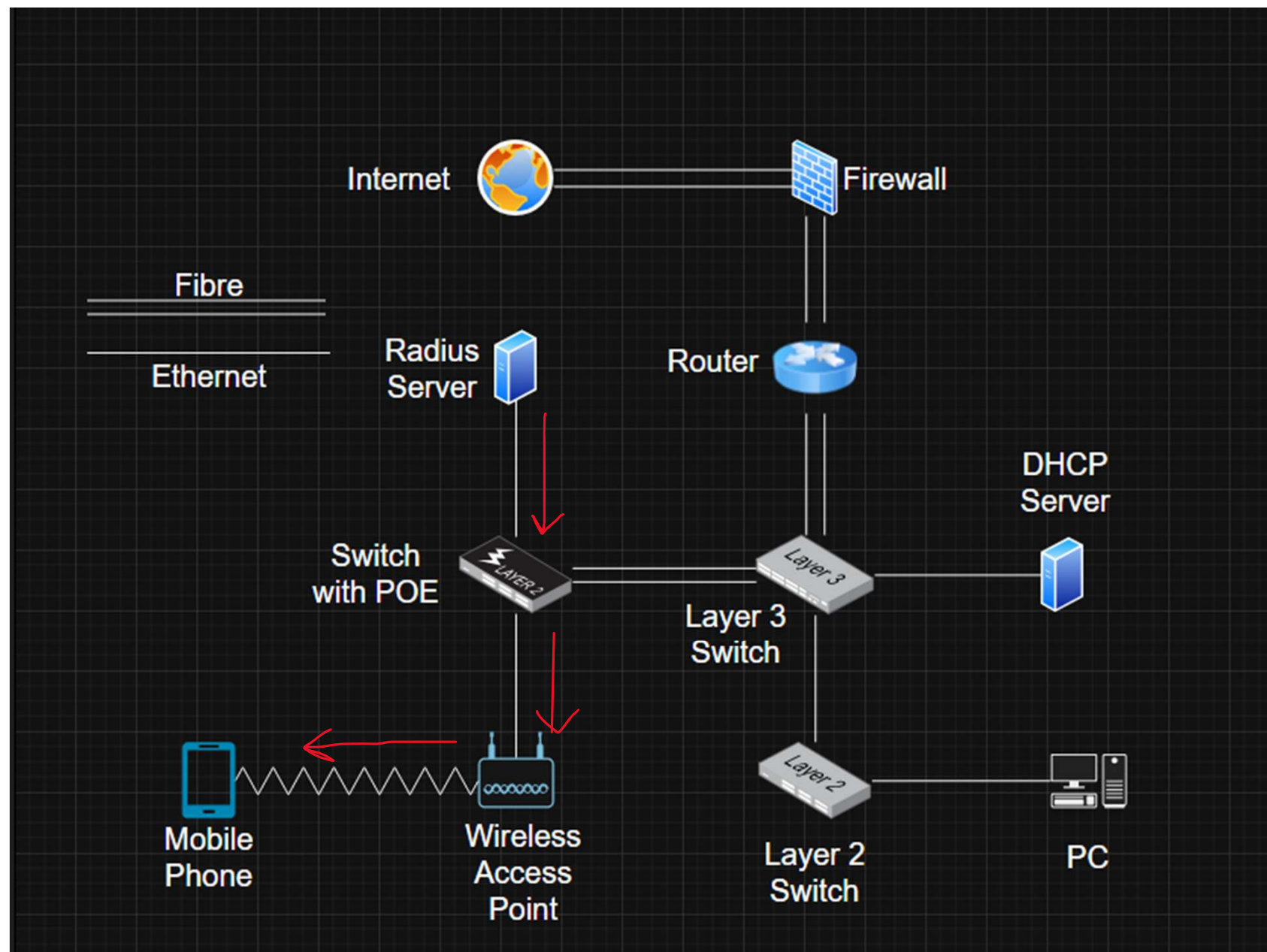




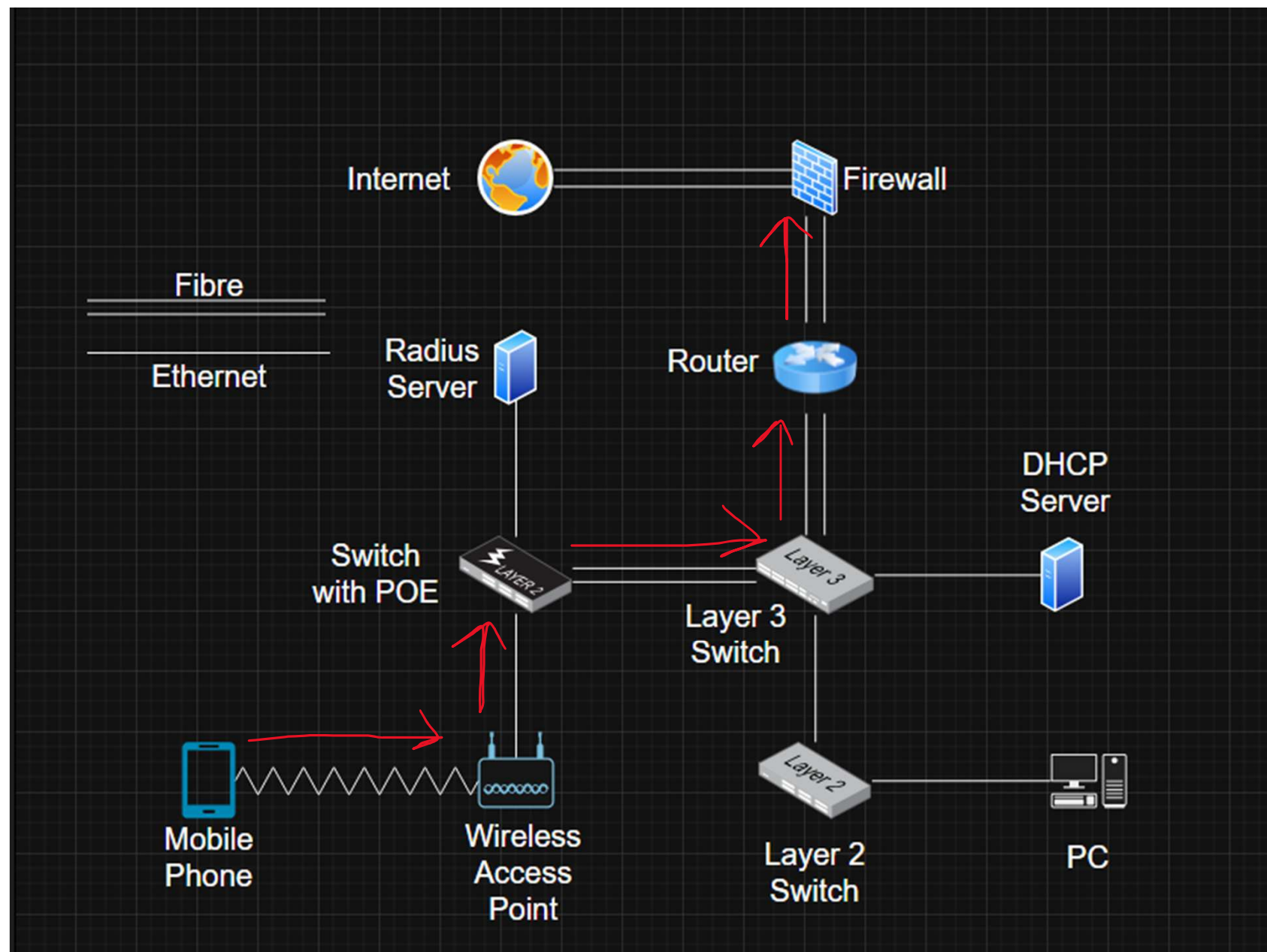
**What about your phone?**

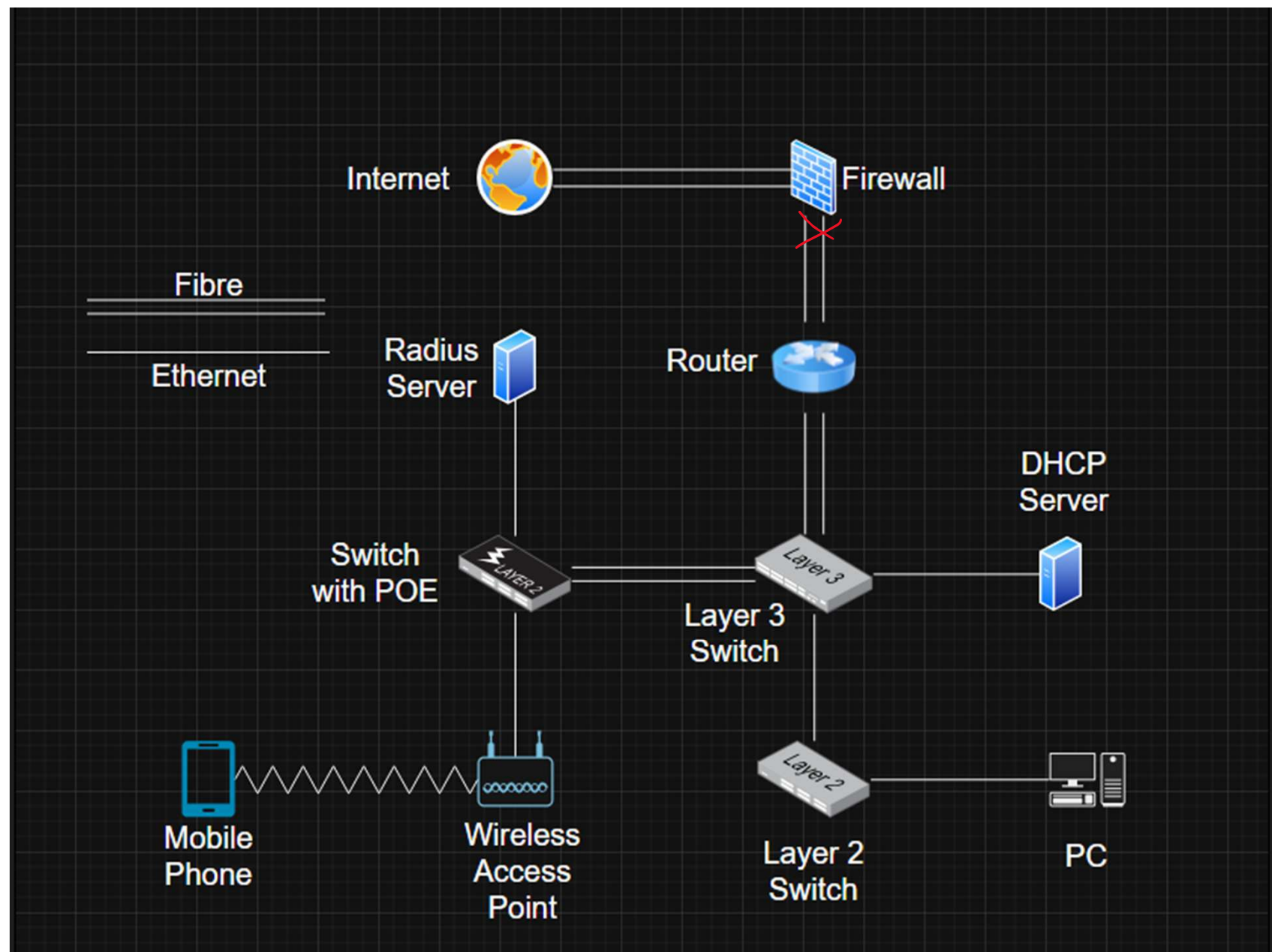






**You want to access something on your pc from  
your phone?**







Science and  
Technology  
Facilities Council

OFFICIAL

# Thank you

**X:**  
[@STFC\\_matters](#)

**LinkedIn:**  
[STFC](#)

**YouTube:**  
[SciTechUK](#)

