

## Understanding Networks

IT4GIS  
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## Once Data is Created (saved)

- Someone will want a copy (sharing)
  - BTW, this entire refrigerator-sized memory bank stored 4KB of data
  - That's 0.000004 GB



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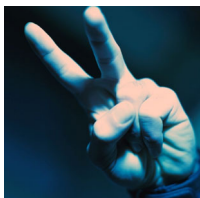
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## Why is Networking Important?

- GIS has always been *cursed* with the need to use large files
- GIS'ers have always acted as a community
- **Sharing is normal**



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### How to Facilitate Sharing...

- Floppy disks
- Bernoulli disks
- Zip disks
- Jazz disks



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### In the beginning...

- There were floppy disks
- And the "Sneaker Net"



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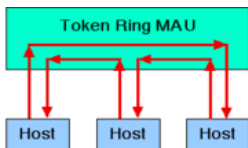
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### Then along came...

- Networks
  - Cabling that allowed computers to connect to one another
  - Token ring
    - Developed by IBM
    - Using coaxial cable
  - And then...



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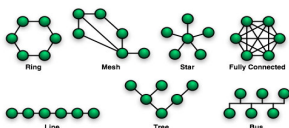
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## Ethernet

- Developed by Xerox
- Uses Star-topology
- And twisted pair cabling



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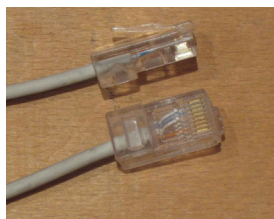
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## Cabling



- Twisted pair cabling can be either unshielded (UTP) or,
- Shielded
- IT4GIS will focus on UTP

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## Capabilities

- Ethernet is described by its **data rate** and **range**
- For instance:
  - 10Base-2
    - 10 (data rate, 10Mb/s)
    - Base (base band)
    - 2 (range, 200 meter runs)
  - 10GBase-T

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## Ethernet and GIS

- Data rates are 10, 100, 1000, and 10000
  - 10 = 10 Mb/s: Cat 3 cabling
  - 100 = 100 Mb/s, called Fast Ethernet: Uses Cat 5
  - **1000 = 1 Gb/s: Uses Cat 5E**
  - **10000 = 10 Gb/s: Uses Cat 6 and Cat 6a**



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## Gigabit Ethernet

- Data rates of 1, 10, 40, or 100 Gbps
- 1 Gbps is supported by Cat5E cabling**
  - A good GIS workstation option
  - Gigabit to the desktop
- 10 Gbps supported by Cat 6a cabling
- Cat7 runs at 10 Gbps (shielded only (STP))
- Cat8 is capable of 40 Gbps (STP)
- 100 Gbps requires fiber optic cabling

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## Comparing Ethernet

| Category | Standard Bandwidth | Max Data Rate    | Shielding     |
|----------|--------------------|------------------|---------------|
| Cat5e    | 100MHz (up to 350) | 1000Mbps         | UTP or STP    |
| Cat6     | 250MHz (up to 550) | 1000Mbps         | UTP or STP    |
| Cat6A    | 500MHz (up to 550) | 10Gbps           | UTP or STP    |
| Cat7     | 600MHz             | 10Gbps           | Shielded only |
| Cat8     | 2000MHz            | 25Gbps or 40Gbps | Shielded only |

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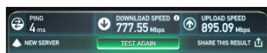
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## Quantifying Data Rate

- Think of Data Rate (Gbps or Mbps) as describing the highway speed limit
- To measure the actual speed messages are travelling is best described by **PING** (measured in milliseconds (*ms*))
- Think of Ping as describing *your* car's speed on the highway
- Download and Upload (data rate) may be very different



- Try it out at home using <http://www.speedtest.net/>

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## Understanding Data Rate

- Your data (packet) will travel only as fast as the slowest **component** between the source and destination!



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## Do Some Math!

- 1 **gigabit** / second = 125 **megabytes** / second
  - 100 GB file = 100,000 MB
  - 800 seconds (100,000 / 125) ~ 13 minutes
- This is under **ideal** conditions
  - No other traffic on your network
  - You are **allowed** to saturate the network
  - One file with a single open and close operation
  - 100, 1 GB files will transfer much slower due to I/O traffic (open and close for each file)

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## Orders of Magnitude

|                |      |         |                |
|----------------|------|---------|----------------|
| Factor of 1000 | 1 KB | 1024 B  | B = byte       |
|                | 1 MB | 1024 KB | KB = Kilobyte  |
|                | 1 GB | 1024 MB | MB = Megabyte  |
|                | 1 TB | 1024 GB | GB = Gigabyte  |
|                | 1 PB | 1024 TB | TB = Terabyte  |
|                | 1 EB | 1024 PB | PB = Petabyte  |
|                | 1 ZB | 1024 EB | EB = Exabyte   |
|                | 1 YB | 1024 ZB | ZB = Zettabyte |
|                |      |         | YB = Yottabyte |

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## Ethernet and GIS

- Ranges are 2, 5, T
  - 2 = ~ 200 m
  - 5 = ~ 500 m
  - T = well... (for Cat 6/6a, T is about 100 m)
    - It stands for twisted pair. Cable testing tools will determine how long a run can be and still pass "characteristics" test (based on standards)
    - Runs as long as 150 m can be used (Cat 5e).

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## What's Next...

- Wi-Fi (wireless-fidelity) 
- Developed by Cisco, 3Com, Lucent, Nokia, and others
- Specs are described under the IEEE 802.11 group.

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## A Look at 802.11

**2019**  
802.11ax

**The 6th Generation**  
of Wi-Fi

Designed to deliver faster speeds, support more devices simultaneously, decrease latency, improve security, and increase bandwidth. It operates in the 2.4 GHz bands and supports speeds up to 11 Gbps.

**2024**  
802.11be

**The 7th Generation**  
of Wi-Fi

Will build on 802.11ax to achieve extremely high throughput for 30 Gbps and will use the 2.4, 5, and 6GHz bands to maximize data.

<https://www.signalboosters.com/blog/ieee-802.11-standards-explained-802.11abgnacax/>

- Achievable throughput
- How do these compare for GIS???

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## Advantages/Limitations of Wi-Fi for GIS

**Brain-storm**

**• Advantages**

- No cabling
- Fairly inexpensive

**• Disadvantages**

- Security
- Traffic can congest at the 2.4 Ghz frequency
- Size of transmission (shared bandwidth)

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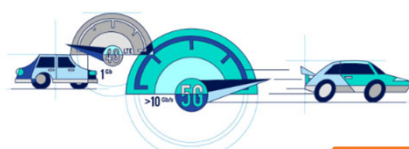
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## What About Cellular?

- Wi-fi is NOT the same as Cellular
  - 4G LTE
  - 5G



<https://www.cnn.com/interactive/2020/03/business/what-is-5g/index.html>

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## Getting Data from Here to There

- Recap...
  - We know something about the history of networks
  - We know about current Ethernet, Fast Ethernet, and Gigabit Ethernet technologies
  - We know about Wi-Fi capabilities
- These are the *Data Link* and *Physical* Layers, referred to as the *Network Access Layer*.
- But, how does the GIS data get from *here to there* on the network?...regardless of the type of network

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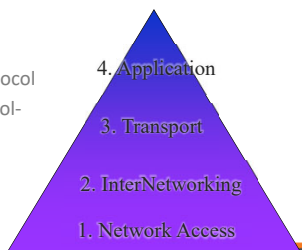
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## Good Question!

- Packets and Protocols
  - TCP-IP is most common protocol
  - Transmission Control Protocol-Internet Protocol



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## InterNetworking Layer

- Internet Protocol addressing
  - Currently IP v4 is common. This is a 32bit system allowing 4.2B addresses.
    - Example: 134.50.74.10
  - IP v 6 is newer, 128-bit addressing. Allowing  $2^{128}$  addresses.
    - Example: 00-B0-D0-86-BB-F7



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## Transport Layer



- TCP
  - Transmission Control Protocol
  - Phases of operation
    - Establish connection
    - Transfer data
    - Terminate connection

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## Application Layer



- You know these well...
  - HTTP
  - SMTP
  - FTP

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## Where's the Network

- Recap
  - We have now learned how the data moves in packets from our computer through the layers of the TCP-IP model onto the Internet
- But, where's The Internet

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## The Internet Highway

- From your workstation
- To the LAN
- To the Backbone at the Point of Presence
  - AKA...ISP
  - AKA...PoP

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## Various Backbones

- Redundancy through
  - ARPANet
  - NSFNet
  - Abilene (I2)
  - National LambdaRail
- What is IRON?



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## Undersea Fiber Optics



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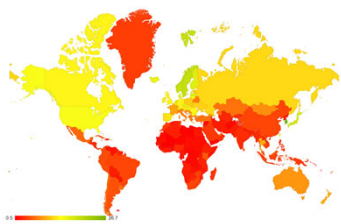
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## Internet Bandwidth (Data Rates)



<https://www.fastmetrics.com/internet-connection-speed-by-country.php>

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## We could go on forever...

- For IT4GIS, we have gone far enough...
- But today's discussion of networks would not be complete without mention of the second-generation Internet, Web2.0

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## Web2.0

- Is not :
  - Internet2
  - Is not hardware
  - Is not software
- It is...a whole new way that the Internet is used.
  - Participatory
  - Users are now "prosumers" instead of "consumers"

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## Participatory Web

- Examples:
  - Wikipedia
  - Others?
- What will this mean for GIS?



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## Web 3.0

- We will cover this in greater detail later in the semester
- For now, what was it and what is it today?  
<https://www.forbes.com/sites/forbestechcouncil/2020/01/06/what-is-web-3-0/?sh=68a3700e58df>

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## The Web and AI

- Is it the same thing?
  - Not really, the emergence of Artificial Intelligence (especially AI browsers) reflects a change in how we analyze data
  - AI is not about the delivery of data via the web

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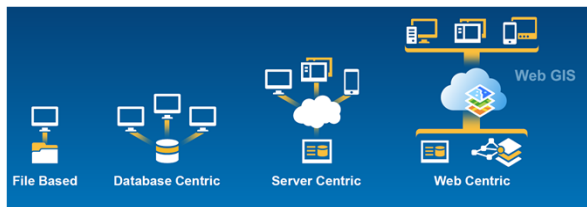
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## GIS and the Web



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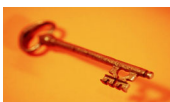
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## Key Concepts

- Understand how data moves over a network
- Understand the importance of **data rate** for GIS applications.
- Watch the potential of wireless for GIS
- Understand the roles of the various layers within the TCP-IP model
- Understand new terminology like PoP and GigaPoP
- The network is typically the **bottleneck** for GIS
- Contemplate the affect of Web2.0

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## Questions...



Get ready for the 2-minute write

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