The Internet

Will Leeson

What led to the internet?

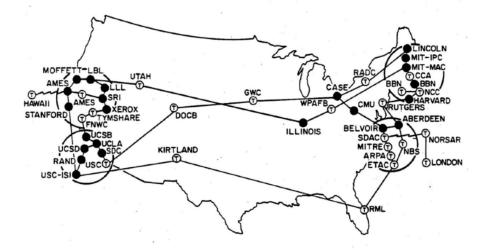
- Computers started to take off
 - Academic research
 - Military uses
- Need to share information
 - We could physically transport things
 - Telegraph allowed sending text
 - Expensive and/or error prone





APRANET

- Advanced Research Project Agency (ARPA)
- Funded by Department of Defense
- Initially created in 1969
- Connected 4 Universities
 - UCLA
 - Stanford
 - UC Santa Barbara
 - University of Utah
- By 1970, made it to the East Coast



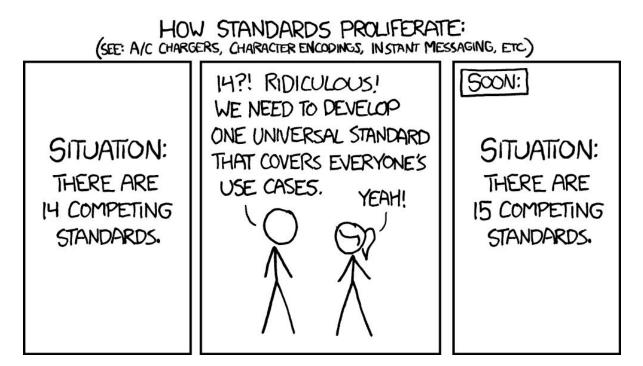
From ARPANET to the Internet

- By the mid 70s, ARPANET flourished
 - Crossed the Atlantic
 - Averaged a new connection every 20 days
- Several other networks cropped up
 - NIPRNET (Military, unclassified)
 - SIPRNET and JWICS (Military, classified)
 - CSNET (Research and Academic)
- NSFNET
 - Supported by the National Science Foundation
 - The "backbone" of the internet
- Connecting networks became the "Inter-net"

NSFNET T3 Network 1992



The Early Days of the internet



A Hero Emerges



Setting the Stage for a Standard

• CERN

- European Organization for Nuclear Research
- Currently 33 Members
- The Largest Internet node in Europe

• Tim Berners-Lee

- British Computer Scientist
- Employ at CERN
- Frustrated at lack of standardization



The World Wide Web

- Created by Berners-Lee in 1990
- A standard for navigating the Internet
- Three crucial components
 - Uniform Resource Locator (URL)
 - Hypertext Transfer Protocol (HTTP)
 - Hypertext Markup Language (HTML)



The World Wide Web (W3)

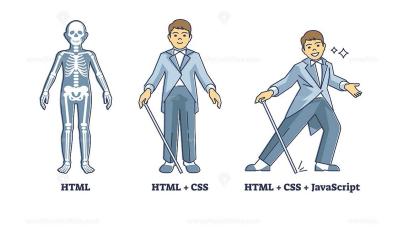
- Uniform Resource Locator (URL)
 - Colloquially, a Web address
 - A location for something on the internet
 - Web page (HTTP), Files (FTP), email (mailto), etc.
- Hypertext Transfer Protocol (HTTP)
 - \circ $\,$ Rules for communication across the W3 $\,$
 - Describes interaction between client
 (You) and server (Host of webpage)
- HyperText Markup Language (HTML)
 - Language for displaying web pages





HTML, CSS, and Javascript

- The core languages of the web
- HyperText Markup Language (HTML)
 - Controls the content of the webpage
 - Very basic stylizing
- Cascading Style Sheets (CSS)
 - Changes the look of the content
 - Integrated closely with HTML
- JavaScript
 - Allows dynamic content
 - Playing games, streaming media, login
 - Not related to Java programming language



A Trip Down Memory Lane



Web Frameworks

- You no longer have to start from scratch!
- Someone designs a pattern
- You fill in some blanks
- You get a fancy website

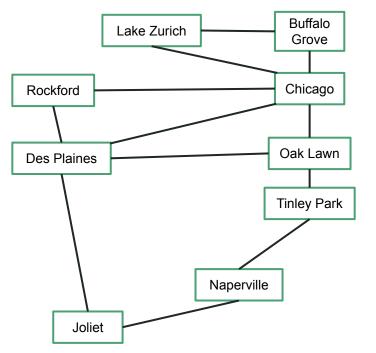




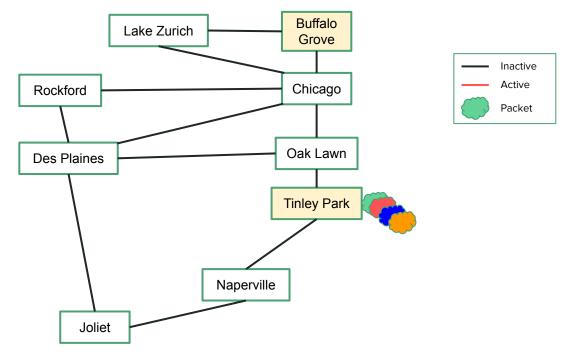
So how the internet does it work?

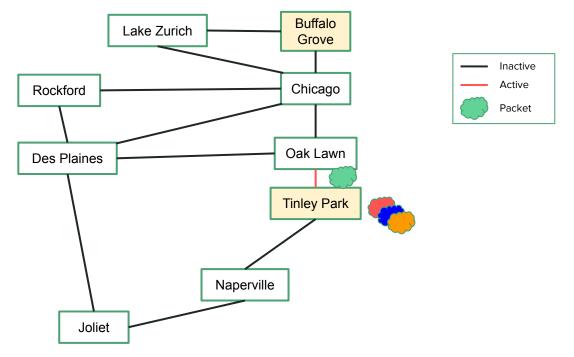
Packets!

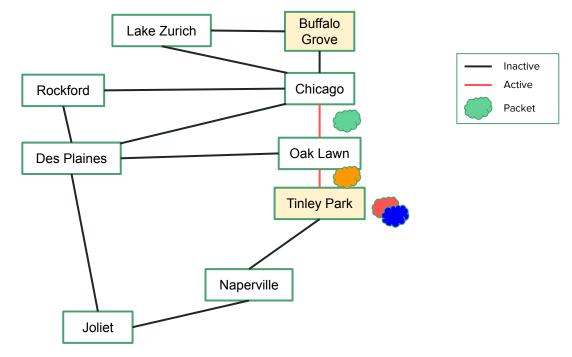
- Information is divided into "packets"
- Packets can be sent independently
 - Allows parallelization
 - Helps balance traffic
 - Can store information in multiple locations
- Packets are collected at destination
 - Regrouped in the correct order
 - Data has successfully gone through the network

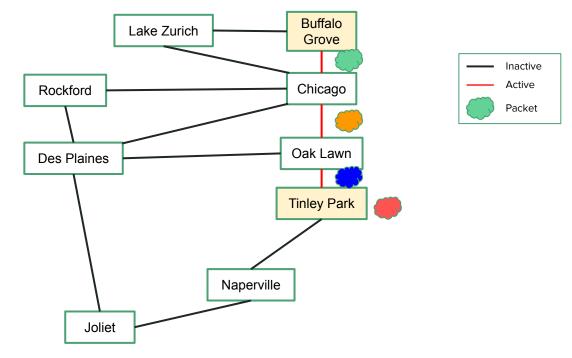


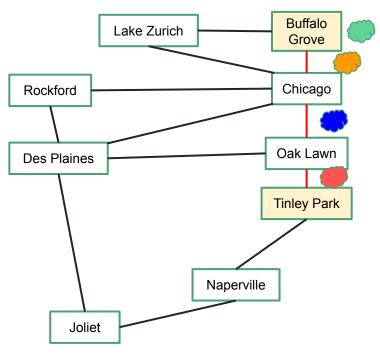




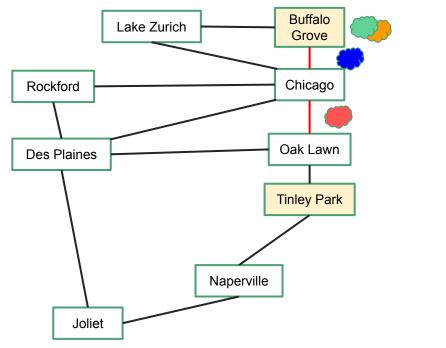


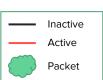


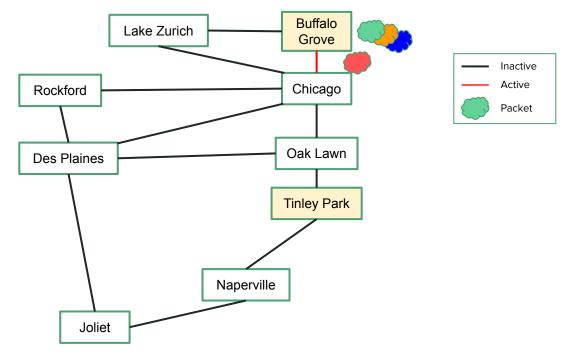


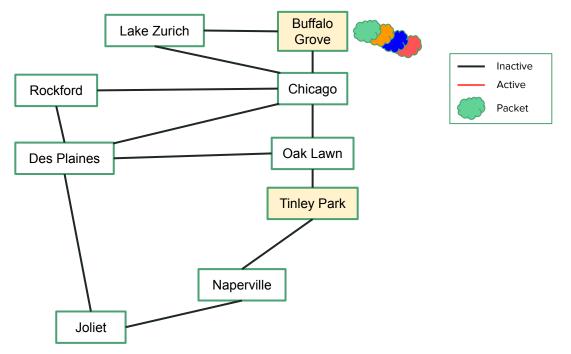


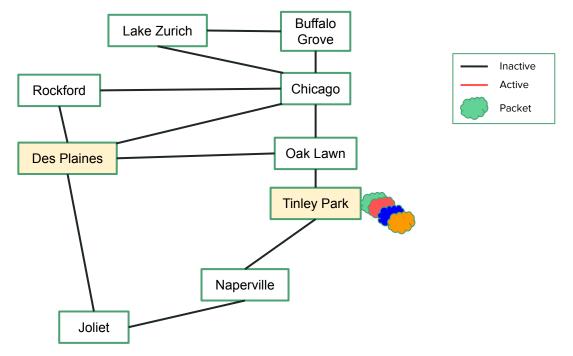


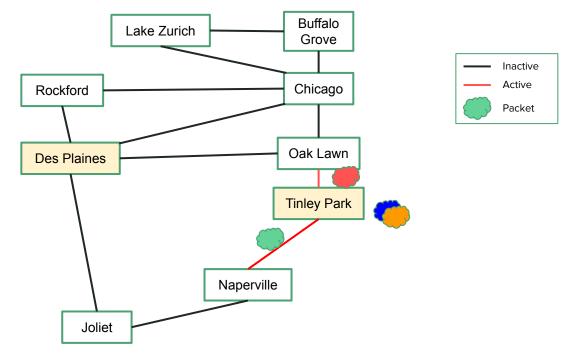


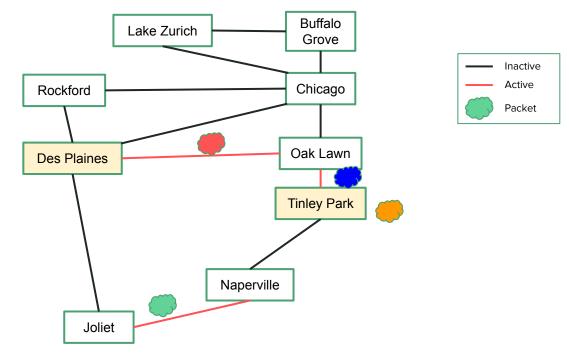


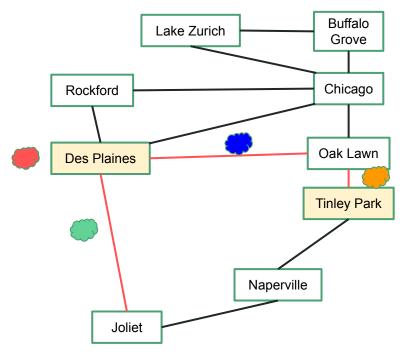


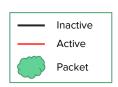


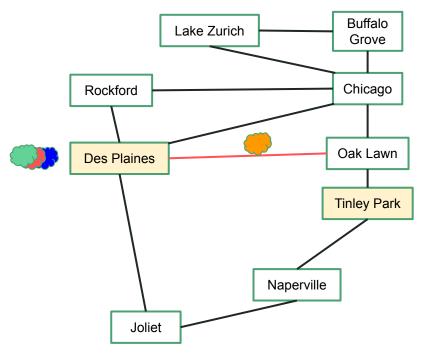


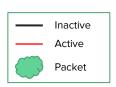






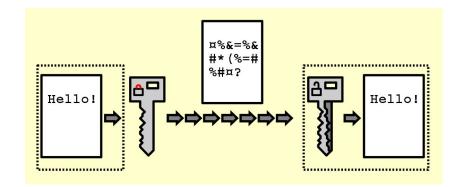


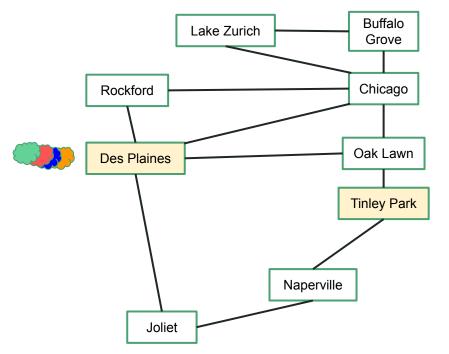


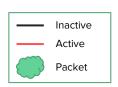


Encryption

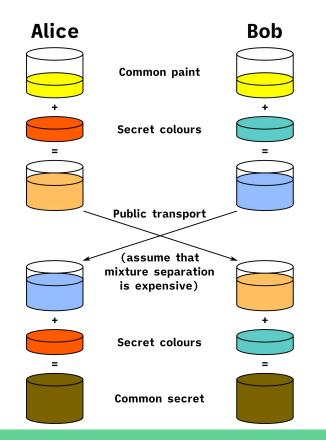
- Packets are sent over the air
 - Anyone can see them
 - Anyone can read them
- Packets can contain sensitive info
 - Passwords
 - Bank Information
 - A draft of the letter you want to send your crush
- Luckily, we can obscure this info
 - Encryption (Like the cipher we did)
 - We need to share a key
 - But others can't know the key



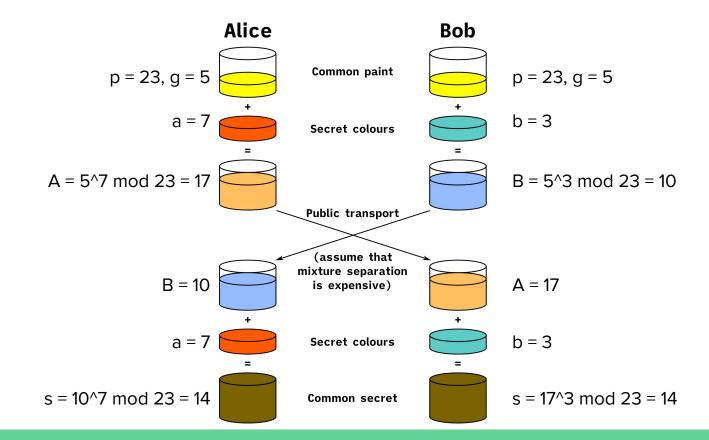




Diffie-Hellman Key Exchange



Diffie-Hellman Key Exchange



Diffie-Hellman Key Exchange

- Paints = Numbers
- Mixing Paint = Raising number to a power (modulo a number)

 - Like it would take 1 year to crack a single key
 - And \$100,000,000 of compute power
 - So, we're safe
 - For now...