

<b>Cost of Internet Downtime</b>		
<ul> <li>Cost of 1 hour of downtime</li> </ul>	9	
Brokerage operations	\$6,450,000	
Credit card authorization	\$2,600,000	
Ebay	\$225,000	
Amazon.com	\$180,000	
Package shipping services	\$150,000	
Home shopping channel	\$113,000	
Catalog sales center	\$90,000	
Airline reservation center	\$89,000	
Cellular service activation	\$41,000	
On-line network fees	\$25,000	
ATM service fees	\$14,000	
Cost of one hour of downtime. From InternetWeek 4/3/2000 and		
Fibre Channel: A Comprehensive Introduction, R. Kembel 2000,		
p.8. "based on a survey done by Contingency Planning Research."		
<ul> <li>Internet is critical for business, personal,</li> </ul>		
government, and military use.		
government, and military user		
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# Why Does the Internet Go Down?

• Example causes for outages:



### The New Hork Times

January 31, 2008

#### 2 Communication Cables in the Mediterranean Are Cut

#### By HEATHER TIMMONS

NEW DELHI — Two undersea telecommunication cables were cut on Tuesday evening, knocking out Internet access to much of <u>Egypt</u>, disrupting the world's back office in <u>India</u> and slowing down service for some <u>Verizon</u> customers.

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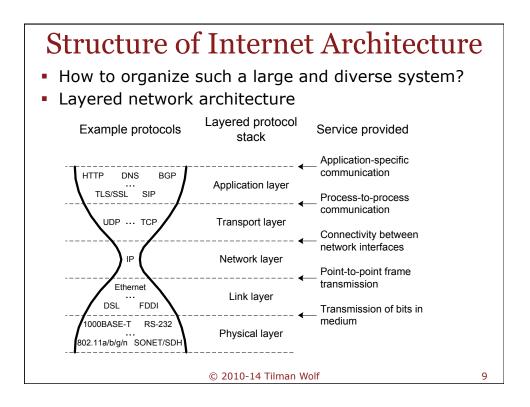
One cable was damaged near Alexandria, Egypt, and the other in the waters off Marseille, France, telecommunications operators said. The two cables, which are separately managed and operated, were damaged within hours of each other. Damage to undersea cables, while rare, can result from movement of geologic faults or possibly from the dragging anchor of a ship.

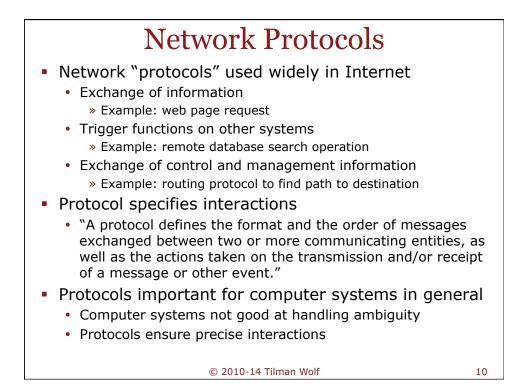
Hundreds of undersea cables often owned and managed by international consortiums keep telecommunications running worldwide

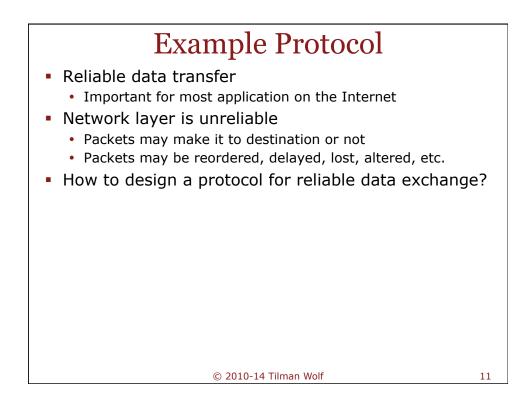
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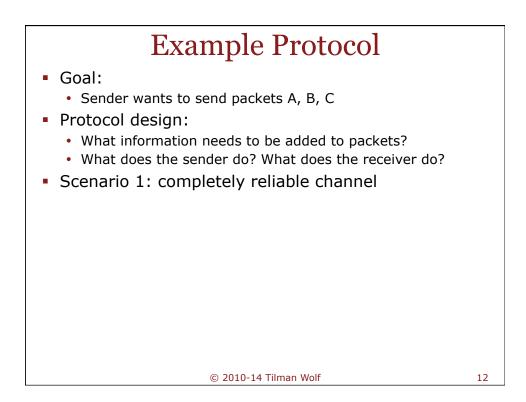
What is the Internet? End-systems Desktops/laptops Servers · Wireless devices Network infrastructure • Cables, optical fiber • Routers, switches Satellites, radio links Software • WWW, e-mail, file sharing Network protocols Key aspects of Internet: Network of independent networks ("autonomous systems") • "Open" system that support many diverse network components and applications

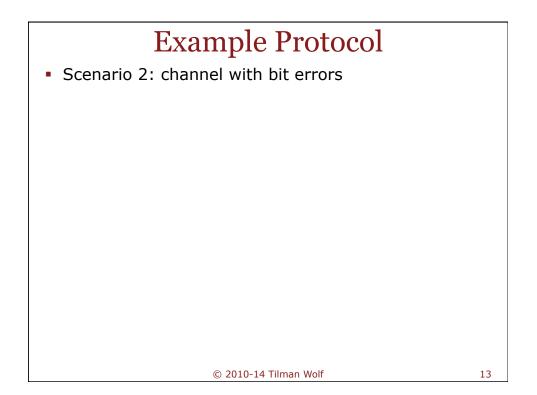
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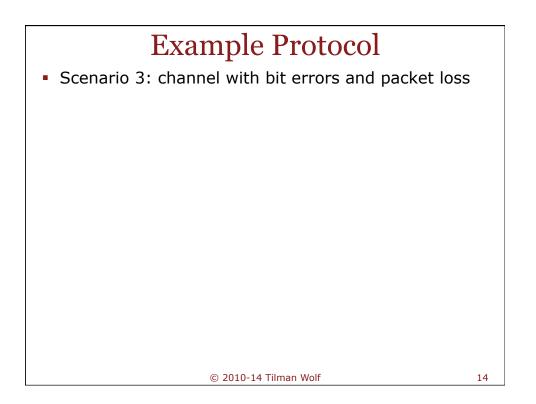












## **Example Protocol**

- Scenario 3: channel with bit errors and packet loss
- Information in packet header
  - Checksum of packet (to allow detection of bit errors)
  - Sequence number (to allow ordering)
  - Acknowledgement information (to respond to sender)
- Sender operation
  - Add checksum, sequence number, send, and start timer
  - If timer expires, resend
  - If "old" acknowledgement, resend
  - If correct acknowledgement, move to next packet
- Receiver operation
  - Check checksum, check sequence number
  - If error, send old acknowledgement
  - If correct, send correct acknowledgement
- Many possible improvements (e.g., pipelining) © 2010-14 Tilman Wolf

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### **Courses in ECE Curriculum**

- ECE 374 Computer Networks and the Internet
- ECE 671 Computer Networks

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