#### **COMPUTER NETWORKS**

- Chapter 1.2: Architecture

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#### Contents

How to design

- Layered Model
  - OSI
  - TCP/IP of Internet

Standardization

• IMS/SMS



#### Design Issues for the Networks

Addressing

Error control

flow control

routing

multiplexing and de-multiplexing



#### **Network Architecture**

#### Layered Network Model

- What is the Protocol
- What is the Service, Service Primitives
- Relationship of Services and Protocols

#### Software, Soften and Programmable



## Layered Network Model (OSI)

- Application Presentation Session 5 Transport 3 Network **Data Link Physical**
- Reduces complexity
- Standardizes interfaces
- Facilitates modular engineering
- Ensures interoperable technology
- Accelerates evolution
- Simplifies teaching and learning

**Support varieties** 





### OSI Model Application Layer



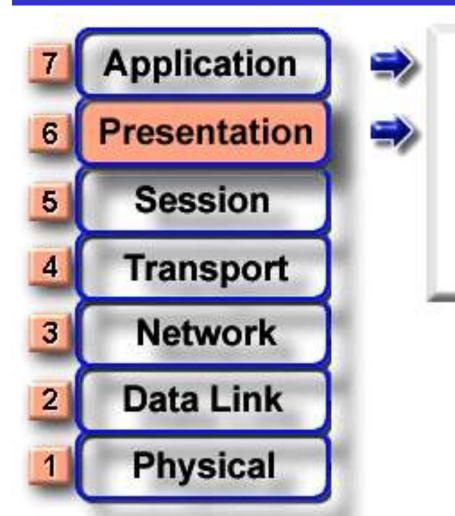


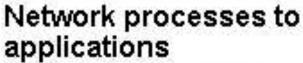
# Network processes to applications

 Provides network services to application processes (such as electronic mail, file transfer, and terminal emulation)



### OSI Model Presentation Layer

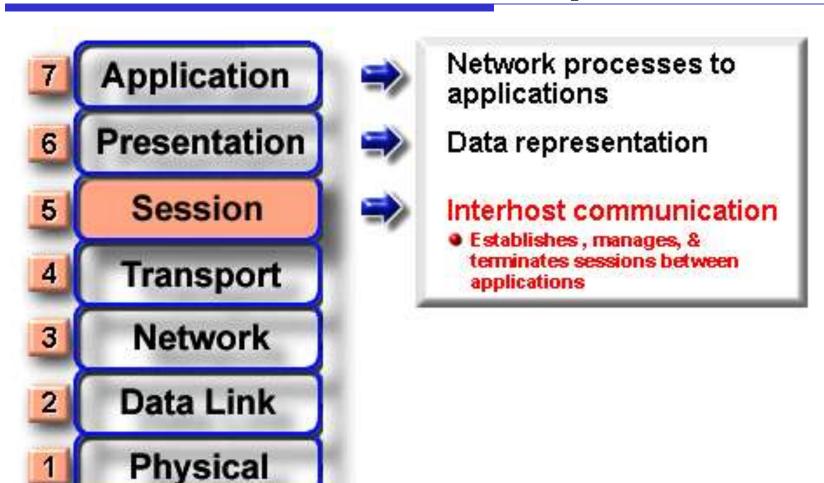




#### Data representation

- Insure data is readable by receiving system
- Format of data
- Data structures
- Negotiates data transfer syntax for application layer

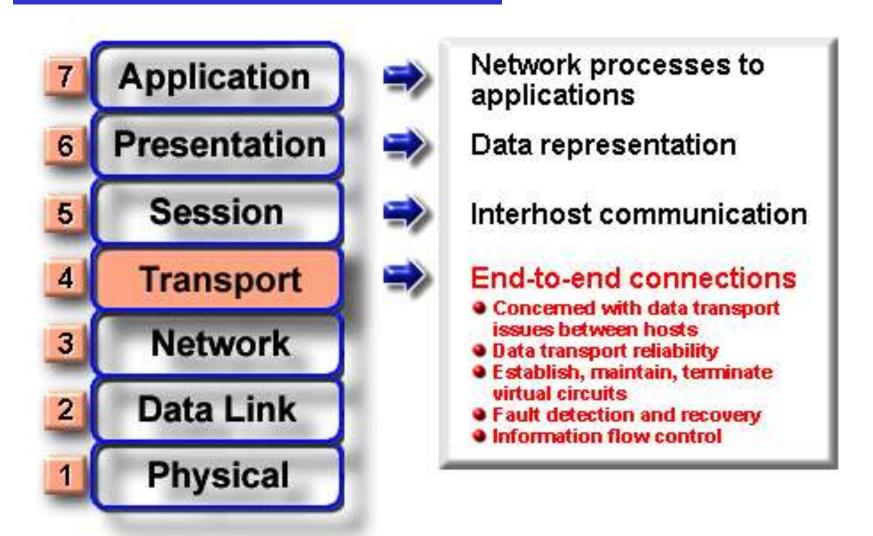
### OSI Model Session Layer







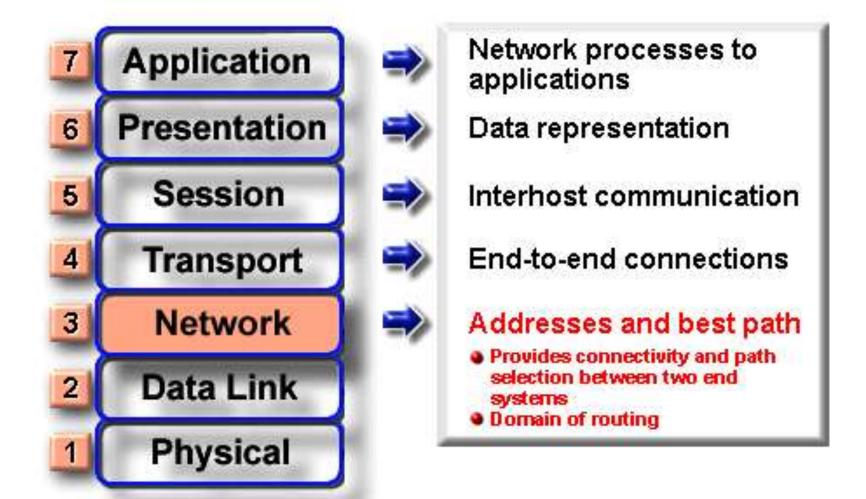
### OSI Model Transport Layer





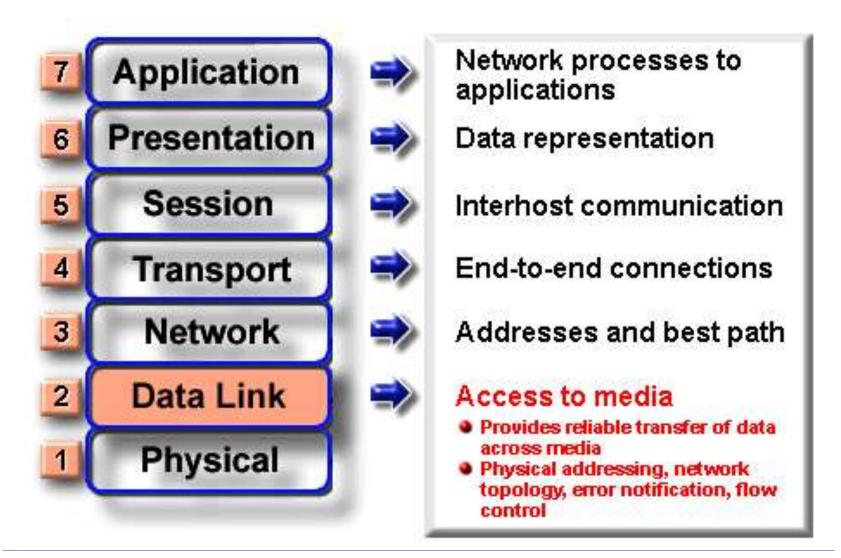


### **OSI Model Network Layer**





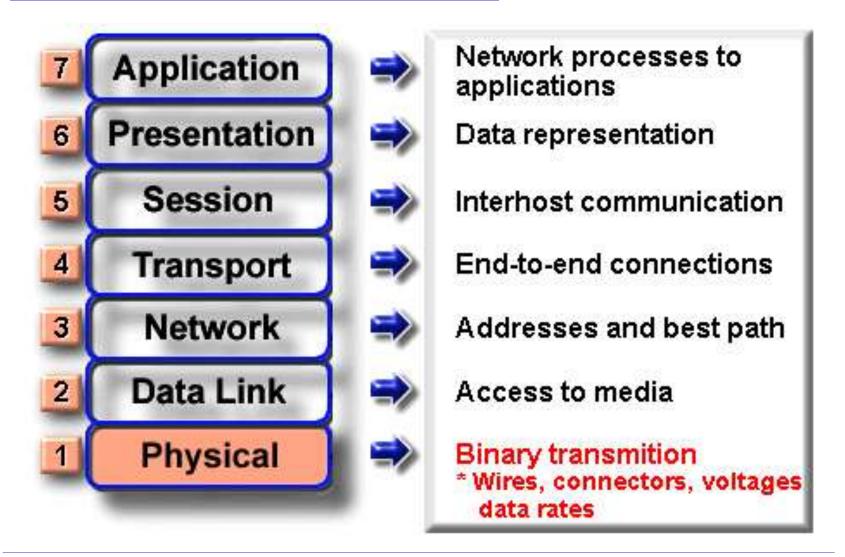
### OSI Model Data Link Layer







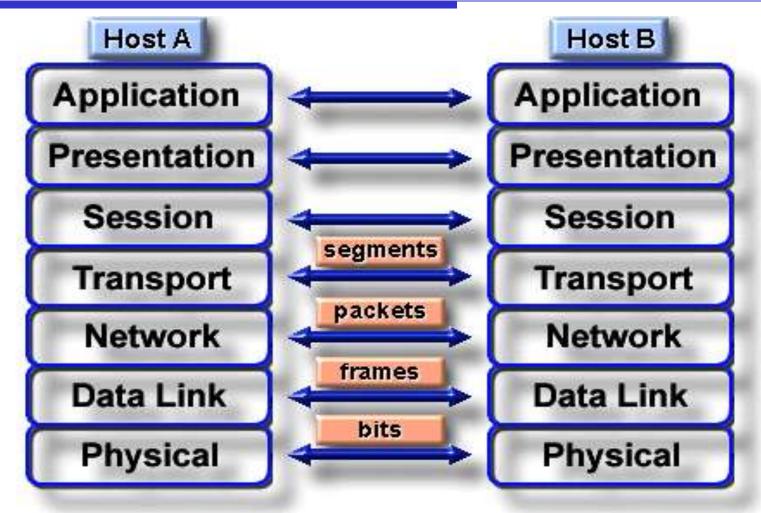
### OSI Model Physical Layer







#### **Peer-to-Peer Communications**



Protocol is the most important!





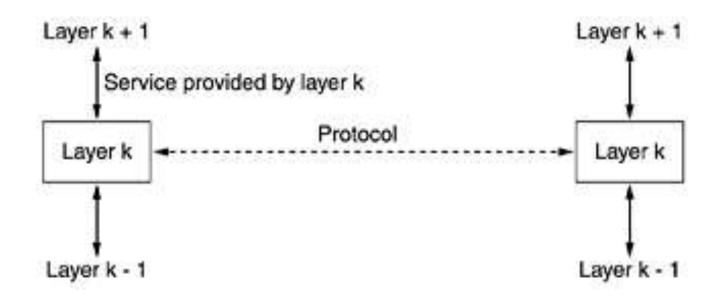
#### **Service Primitives**

Primitive	Meaning
LISTEN	Block waiting for an incoming connection
CONNECT	Establish a connection with a waiting peer
RECEIVE	Block waiting for an incoming message
SEND	Send a message to the peer
DISCONNECT	Terminate a connection



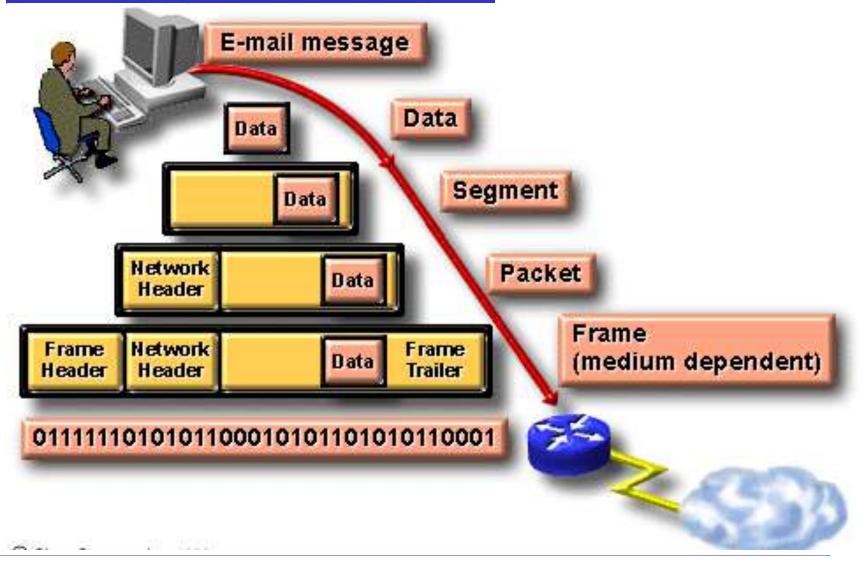
#### Relationship of Services & Protocols

- Services: interface between two layers
- Protocols: packets sent between peer entities on different machines





### Information Encapsulation Exp.



#### OSI: XNS, Novell-IPX, MS-NetBEUI

#### The TCP/IP Model

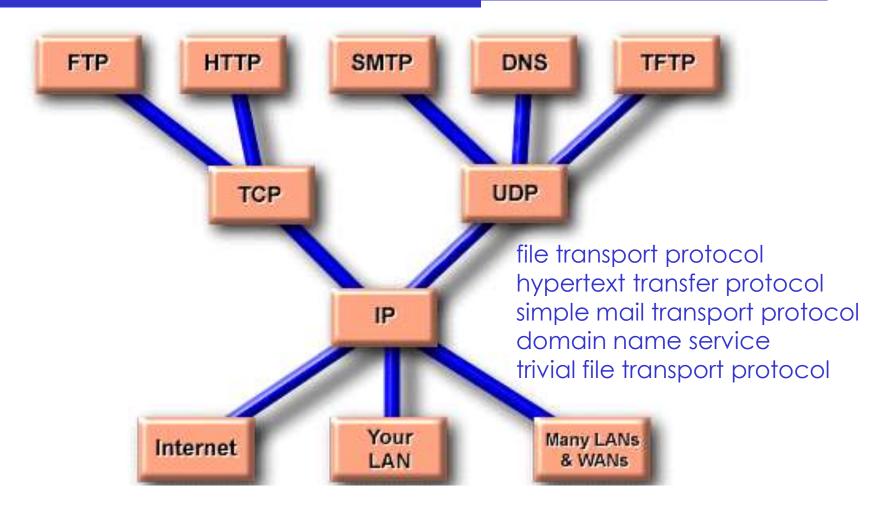


Physical + DataLink Layers : Ethernet





#### Protocol Graph: TCP/IP

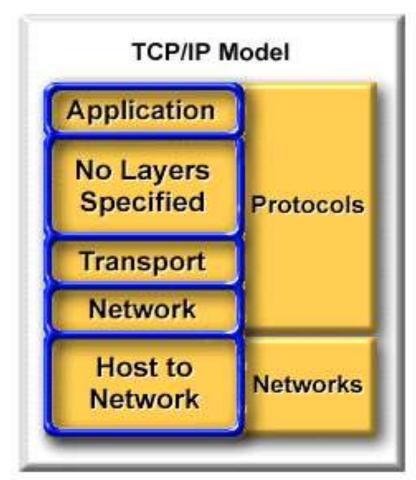


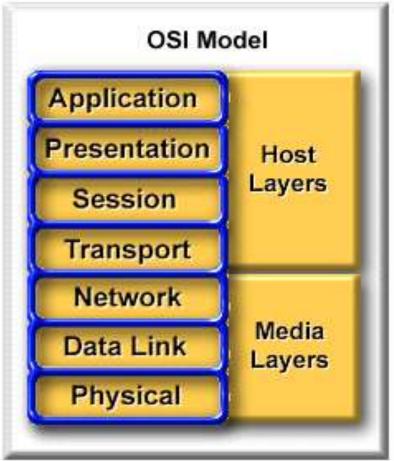
#### You can add more and more applications





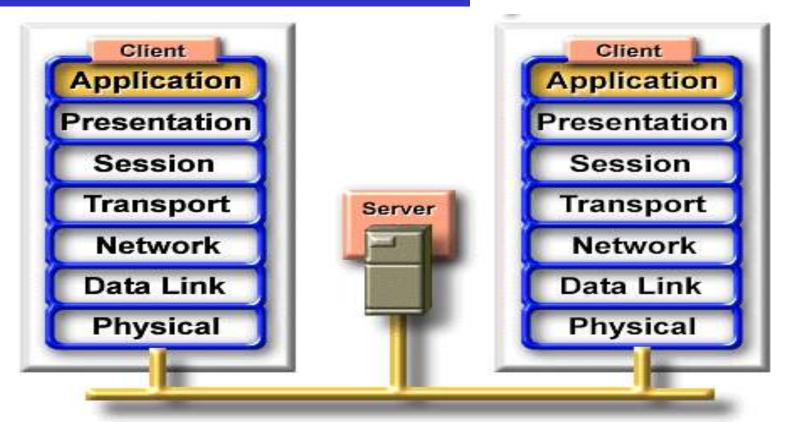
### Comparing TCP/IP with OSI







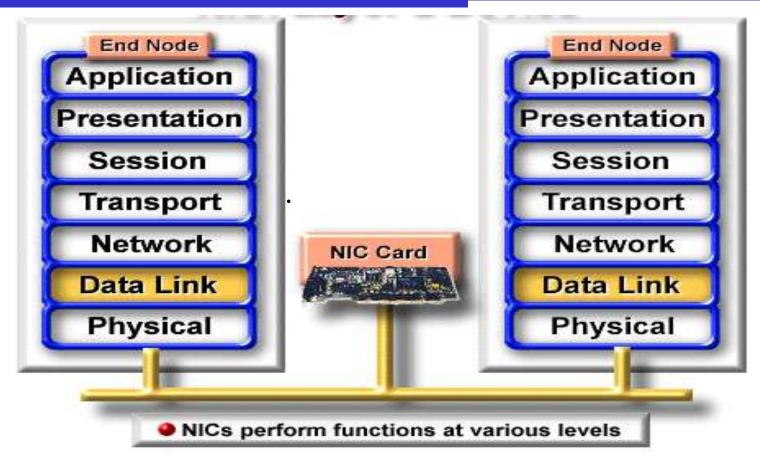
#### Example: Client/Server



They operate at all 7 layers of the OSI model. They perform the entire process of encapsulation and decapsulation to do their job of sending e-mails, printing reports, scanning pictures, or accessing database.

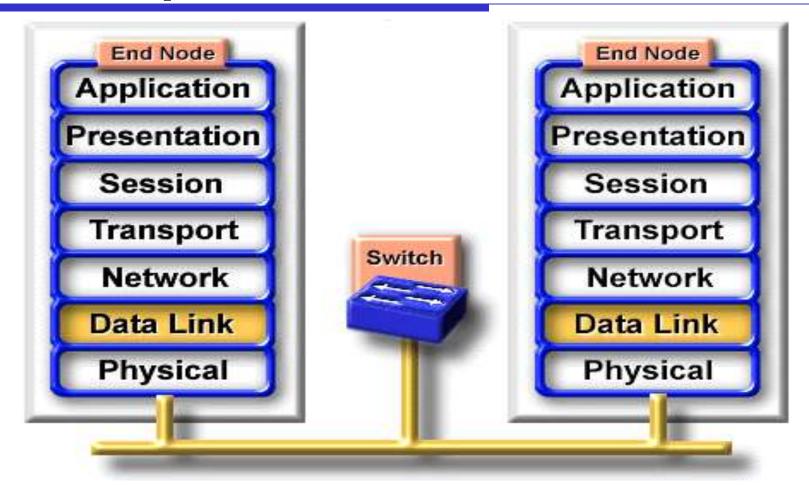


#### **Example: NIC**



A network interface card (NIC card or NIC) is a small printed circuit board that fits into the expansion slot of a bus on a computer's motherboard or peripheral device network adapter.

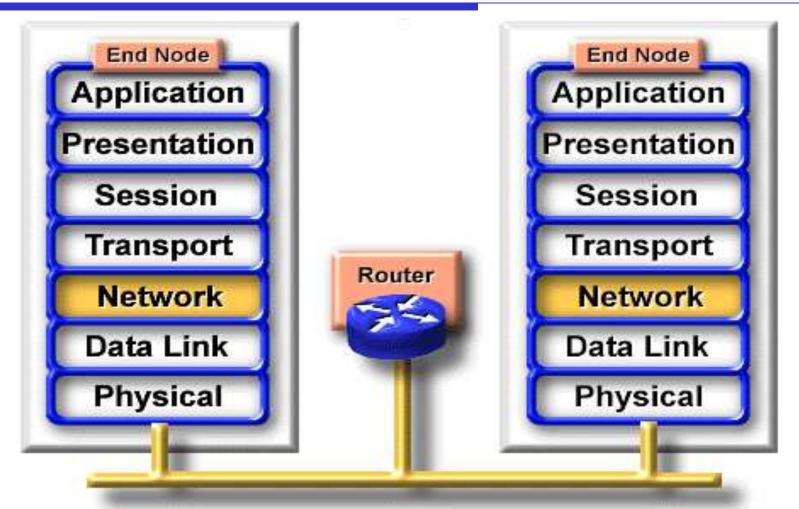
### **Example: Switch**



It switches packets from incoming ports (interfaces) to outgoing ports, while providing each port with full bandwidth



#### **Example: Router**



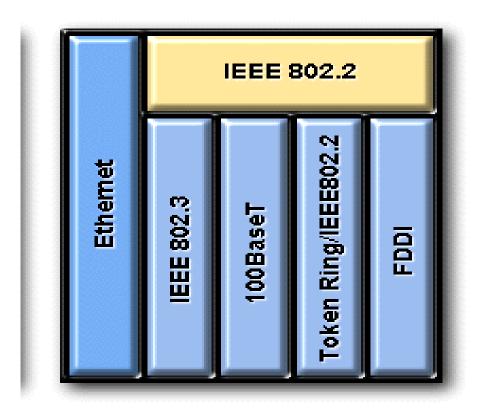
The symbol for a router is suggestive of its two primary purposes path selection, and switching of router routes, and packets.





#### TCP/IP protocols' friend

#### LAN Specification





### The IEEE 802 working groups

Number	Topic
802.1	Overview and architecture of LANs
802.2 ↓	Logical link control
802.3 *	Ethernet
802.4 ↓	Token bus (was briefly used in manufacturing plants)
802.5	Token ring (IBM's entry into the LAN world)
802.6 ↓	Dual queue dual bus (early metropolitan area network)
802.7 ↓	Technical advisory group on broadband technologies
802.8 †	Technical advisory group on fiber optic technologies
802.9 ↓	Isochronous LANs (for real-time applications)
802.10↓	Virtual LANs and security
802.11 *	Wireless LANs
802.12↓	Demand priority (Hewlett-Packard's AnyLAN)
802.13	Unlucky number. Nobody wanted it
802.14↓	Cable modems (defunct: an industry consortium got there first)
802.15 *	Personal area networks (Bluetooth)
802.16 *	Broadband wireless
802.17	Resilient packet ring



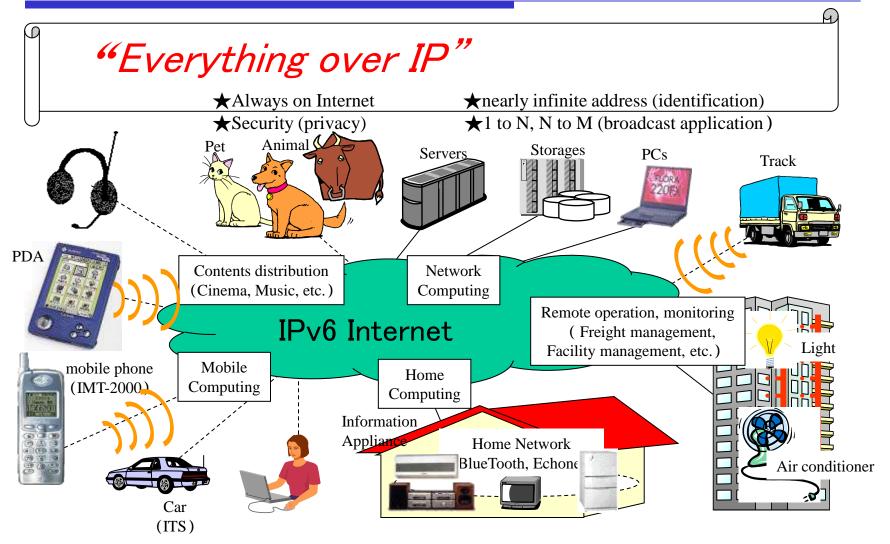
#### **Network Standardization**

- ITU (International Telecommunication Union)
- ISO (International Standards Organization)
- ANSI (American National Standards Institute)
- NIST (National Institute of Standards and Technology)
- IEEE (Institute of Electrical and Electronics Engineers)
- RFCs (Request For Comments).
- IRTF (Internet Research Task Force)





## Next generation network/society







#### Many thanks:

Layered Structure?

Cisco Academy.

