

## 2.4 Layered Network Models

### What is Layering?

A technique to organize a network system into a succession of logically distinct entities, such that the service provided by one entity is solely based on the services provided by the previous (lower level) entity.

### Why Layering?

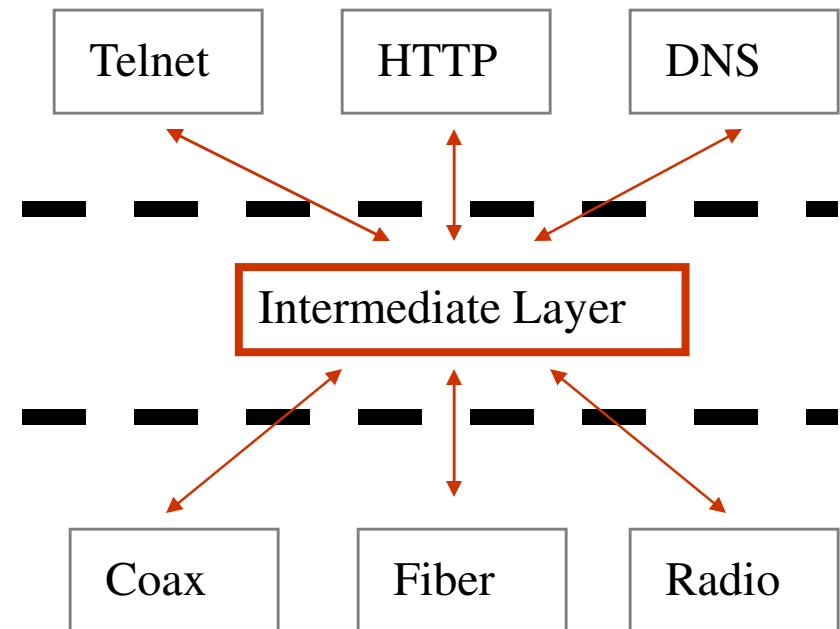
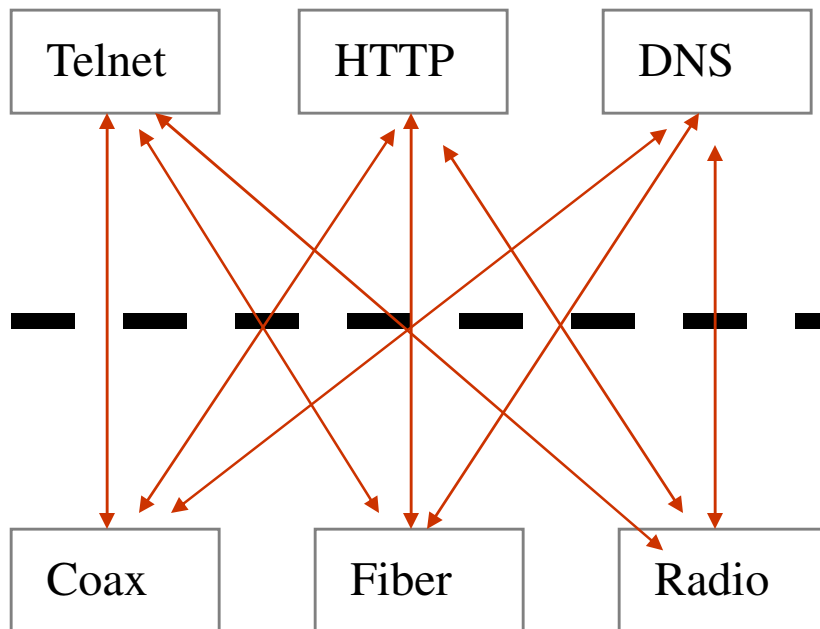
Solving all the problems at once is difficult.

It's a good idea to divide problems or functions into several sets in such a way that:

- problems or functions in a same set are tightly coupled
- the inter-dependence between problems or functions in different sets is minimized

Address the problem sets separately.

# Layered Network Architecture



# Advantages of Layering

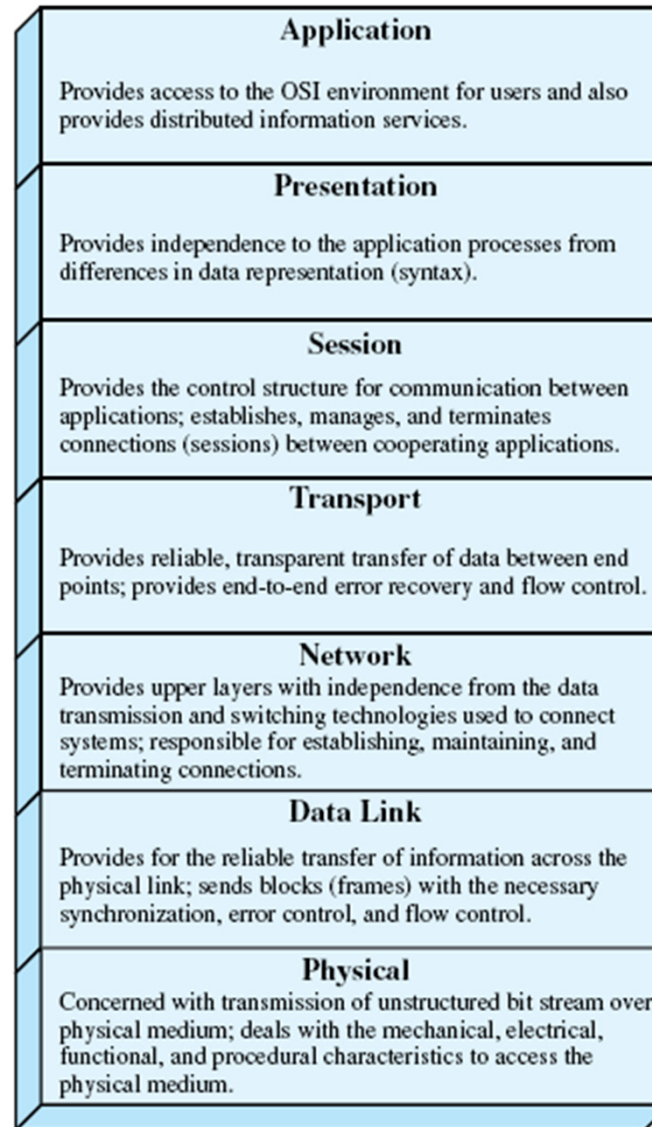
- ❑ A smaller number of problems need to be addressed at a time
- ❑ Modularity – protocols easier to manage and maintain
- ❑ A layer or its functionality can be altered without affecting the functionality of the layer above it.
- ❑ Facilitate standardization process
- ❑ Reuse – upper layers can reuse the functionality provided by lower layers
- ❑ ***Many different*** solutions for ***different*** problem sets can be combined in ***many different*** ways to form a complete solution.
- ❑ Good for teaching and learning

## 2.4.1 OSI Reference Model

- ❑ The International Standards Organization (ISO) proposal for the **standardization** of the various protocols used in computer networks (specifically those networks used to connect **open systems**) is called the **Open Systems Interconnection Reference Model**, or simply the OSI model.
- ❑ In 1970's the ISO undertook to develop this standard and the **first standard** of the **7 layer** architecture came in 1974.
- ❑ Although the OSI model is just a model (**not a specification**), it is generally regarded as the most complete model (**popular network protocol** suites in use today were developed before the OSI model was defined – APANET 1969 & TCP/IP 1974).
- ❑ Detailed standards for the various layers were developed separately by ISO.
- ❑ Goal : A general open standard
  - allow vendors to enter the market by using their own implementation and protocols.

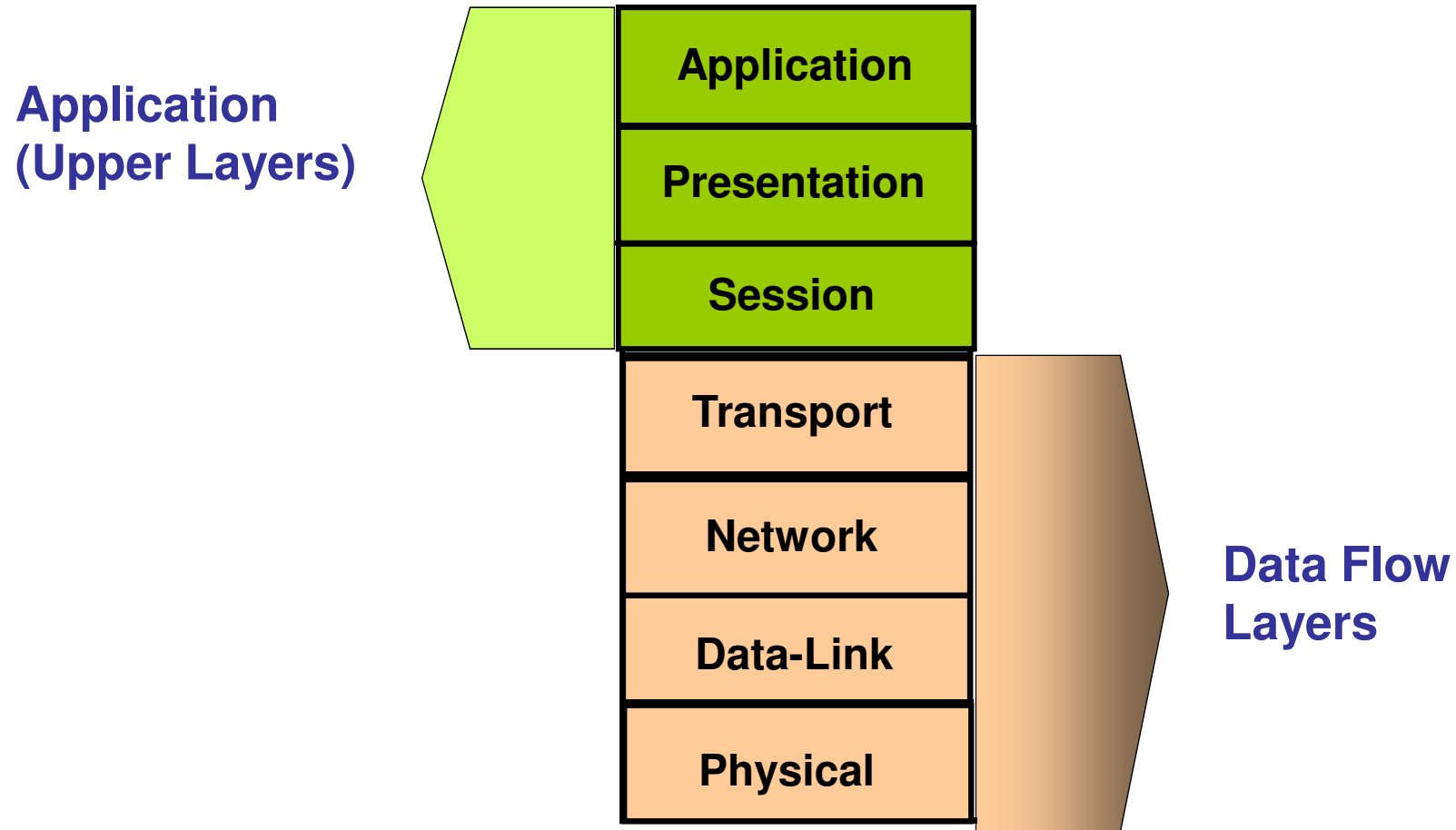
# OSI Model

*OSI:  
Open Systems  
Interconnection  
Reference Model*



The OSI Layers

# OSI Model Overview



# Role of Application Layers

		<u>Examples</u>
Application	User Interface	Telnet FTP
Presentation	<ul style="list-style-type: none"><li>• How data is presented</li><li>• Special processing such as encryption</li></ul>	ASCII EBCDIC JPEG
Session	Keeping different applications' data separate	Operating System/ Application Access Scheduling

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Transport		
Network		
Data-Link		
Physical		



# Role of Data Flow Layers

## Examples

Transport	<ul style="list-style-type: none"><li>• Reliable or unreliable delivery</li><li>• Error correction before retransmit</li></ul>	TCP UDP SPX
Network	Provide logical addressing that routers use for path determination	IP IPX
Data Link	<ul style="list-style-type: none"><li>• Combines bits into bytes and bytes into frames</li><li>• Access to media using MAC address</li><li>• Error detection not correction</li></ul>	802.3 / 802.2 HDLC
Physical	<ul style="list-style-type: none"><li>• Move bits between devices</li><li>• Specifies voltage, wire speed, and pin-out cables</li></ul>	EIA/TIA-232 V.35

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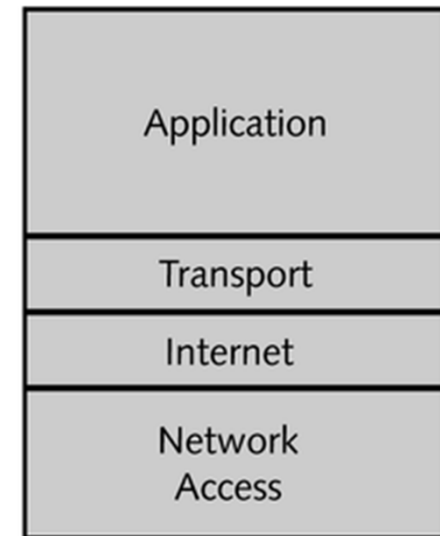
## 2.4.2 The IP Model

### What Is TCP/IP?

- ❑ The large collection of networking protocols and services called TCP/IP denotes far more than the combination of the two key protocols that gives this collection its name.
- ❑ These protocols deserve an initial introduction: Transmission Control Protocol, or TCP, handles reliable delivery for messages of arbitrary size, and defines a robust delivery mechanism for all kinds of data across a network.
- ❑ The Internet Protocol, or IP, manages the routing of network transmissions from sender to receiver, along with issues related to network and computer addresses, and much more.

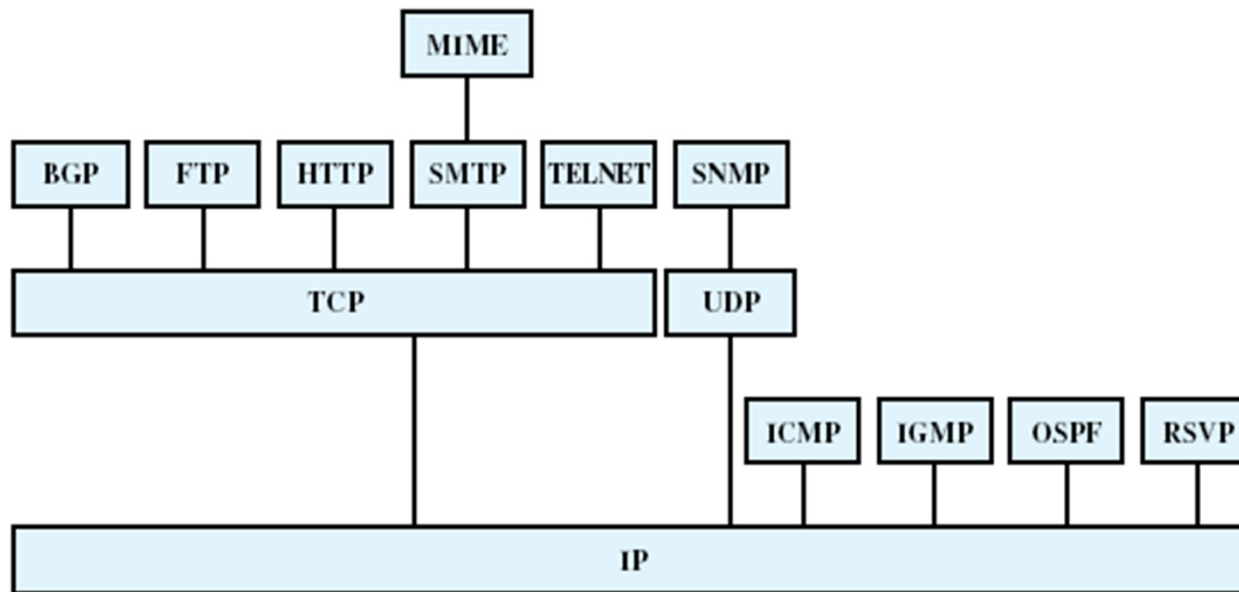
# What Is TCP/IP Cont.

- ❑ A working understanding of where TCP/IP comes from, and what motivated its original design, can enhance one's understanding of this essential collection of protocols (often called a protocol suite)
- ❑ The standards groups that are involved with TCP/IP are as follows:
  - Internet Society (ISOC)
  - Internet Architecture Board (IAB)
  - Internet Engineering Task Force (IETF)
  - Internet Research Task Force (IRTF)
  - Internet Societal Task Force (ISTF)
  - Internet Corporation for Assigned Names and Numbers (ICANN)



**TCP/IP model**

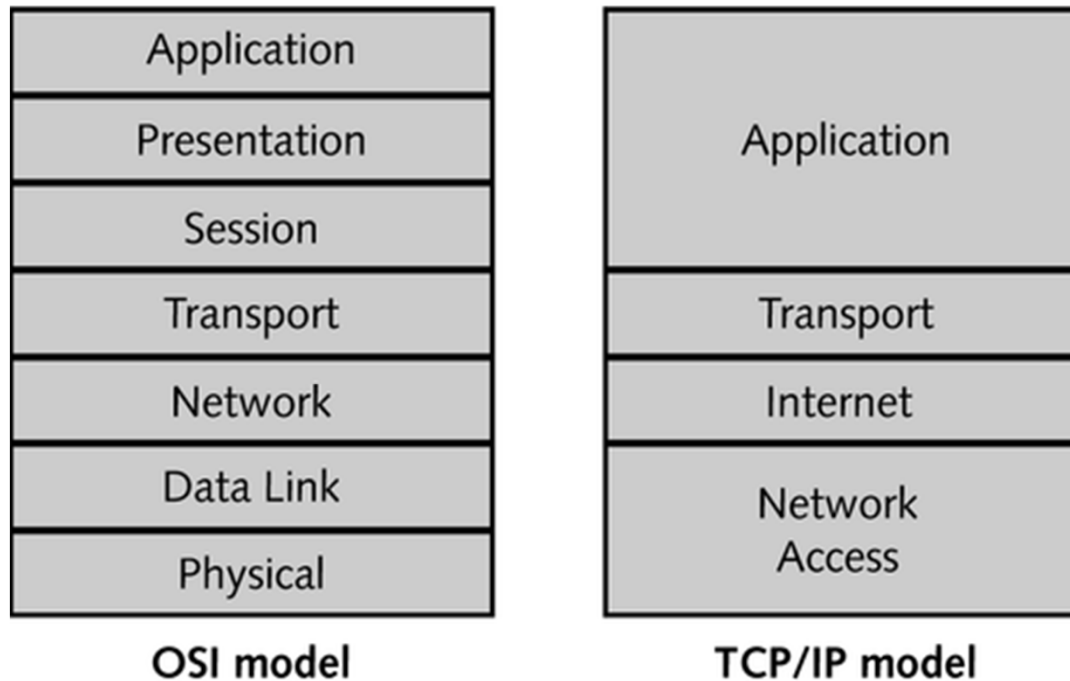
# What Is TCP/IP cont.



<b>BGP</b> = Border Gateway Protocol	<b>OSPF</b> = Open Shortest Path First
<b>FTP</b> = File Transfer Protocol	<b>RSVP</b> = Resource ReSerVation Protocol
<b>HTTP</b> = Hypertext Transfer Protocol	<b>SMTP</b> = Simple Mail Transfer Protocol
<b>ICMP</b> = Internet Control Message Protocol	<b>SNMP</b> = Simple Network Management Protocol
<b>IGMP</b> = Internet Group Management Protocol	<b>TCP</b> = Transmission Control Protocol
<b>IP</b> = Internet Protocol	<b>UDP</b> = User Datagram Protocol
<b>MIME</b> = Multipurpose Internet Mail Extension	

Some Protocols in the TCP/IP Protocol Suite

# OSI Reference Model and TCP/IP Networking Model Layers



# End of Chapter.

