

Transport Layer - Additional Clarity Keywords

Study-Ready Notes

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Contents

| | |
|-----------------------------------------------|----------|
| 1 Transport Layer in Computer Networks | 2 |
| 1.1 Core Definitions | 2 |
| 1.2 Keyword Breakdown | 2 |
| 1.3 Stepwise Mechanism | 2 |
| 1.4 Examples & Applications | 3 |
| 1.5 Comparisons / Contrasts | 3 |
| 1.6 Analogies | 3 |
| 1.7 Visual / Diagram Description | 3 |
| 1.8 Concept Integration | 3 |
| 1.9 Summary & Study Aids | 4 |
| 2 Multiplexing in Computer Networks | 4 |
| 2.1 Core Definitions | 4 |
| 2.2 Keyword Breakdown | 4 |
| 2.3 Stepwise Mechanism | 4 |
| 2.4 Examples & Applications | 5 |
| 2.5 Comparisons / Contrasts | 5 |
| 2.6 Analogies | 5 |
| 2.7 Visual / Diagram Description | 5 |
| 2.8 Concept Integration | 5 |
| 2.9 Formulas & Performance Metrics | 6 |
| 2.10 Summary & Study Aids | 6 |

1 Transport Layer in Computer Networks

1.1 Core Definitions

- **Transport Layer:** Layer 4 of the OSI model responsible for end-to-end communication and data delivery between hosts.
- **Segment:** A unit of data encapsulated by the transport layer for transmission.
- **Port:** Logical endpoint identifying specific applications/services on a host.
- **Flow Control:** Mechanism to prevent sender from overwhelming the receiver.
- **Error Control:** Mechanism to detect and correct errors in transmitted data.

1.2 Keyword Breakdown

- **TCP (Transmission Control Protocol):** Connection-oriented, reliable, ensures ordered delivery.
- **UDP (User Datagram Protocol):** Connectionless, faster, but unreliable and unordered.
- **Three-Way Handshake:** Process to establish TCP connection (SYN, SYN-ACK, ACK).
- **Checksum:** Field used for error detection in segments/datagrams.
- **Sliding Window:** Technique for flow control and efficient data transmission.

1.3 Stepwise Mechanism

1. TCP Connection Establishment:

- Client sends SYN.
- Server responds with SYN-ACK.
- Client sends ACK; connection established.

2. Data Transmission:

- Segmenting large messages.
- Sending segments with sequence numbers.
- Receiver acknowledges received segments.
- Retransmit lost or corrupted segments.

3. Connection Termination:

- Four-way handshake: FIN, ACK, FIN, ACK.

1.4 Examples & Applications

- **Web Browsing:** HTTP/HTTPS over TCP.
- **Video Streaming:** UDP for live low-latency streams.
- **Email:** SMTP, IMAP, POP3 over TCP.
- **Gaming:** Real-time multiplayer using UDP.

1.5 Comparisons / Contrasts

- **TCP vs UDP**
 - TCP: Reliable, connection-oriented, slower.
 - UDP: Unreliable, connectionless, faster.
- **Flow Control vs Congestion Control**
 - Flow Control: Manages sender vs receiver speed.
 - Congestion Control: Manages network congestion to avoid packet loss.

1.6 Analogies

- Transport layer = postal service: ensures letters (data) reach the correct recipient (port) reliably (TCP) or quickly without guarantee (UDP).

1.7 Visual / Diagram Description

- TCP Three-Way Handshake diagram:
 - Client → SYN → Server
 - Server → SYN-ACK → Client
 - Client → ACK → Server
- Optional figure: Segmentation and reassembly of a large message using sequence numbers.

1.8 Concept Integration

- Interfaces with the Network Layer (IP) for addressing and routing.
- Provides reliable delivery for Application Layer protocols.
- Supports end-to-end communication across heterogeneous networks.

1.9 Summary & Study Aids

[Summary: The transport layer ensures end-to-end data delivery, providing reliability, flow control, and error management, mainly through TCP and UDP protocols.]

2 Multiplexing in Computer Networks

2.1 Core Definitions

- **Multiplexing:** Technique of combining multiple signals or data streams into one shared communication channel.
- **Demultiplexing:** Reverse process of separating combined signals back into their original individual streams at the receiver.
- **Channel:** A single communication path used to transmit multiple data flows.
- **Bandwidth:** The total data capacity of a channel shared among multiple users.

2.2 Keyword Breakdown

- **TDM (Time Division Multiplexing):** Allocates specific time slots to each data stream in sequence.
- **FDM (Frequency Division Multiplexing):** Allocates distinct frequency bands to each signal.
- **WDM (Wavelength Division Multiplexing):** Optical variant of FDM, using different light wavelengths.
- **CDM (Code Division Multiplexing):** Each sender uses a unique code to transmit simultaneously on the same frequency band.

2.3 Stepwise Mechanism

1. Multiplexing Process:

- Multiple data sources are encoded or modulated.
- Multiplexer (MUX) combines them into one composite signal.
- Signal transmitted through a shared physical medium.

2. Demultiplexing Process:

- Receiver uses a demultiplexer (DEMUX) to separate the composite signal.
- Each original data stream is reconstructed and delivered to the correct application.

2.4 Examples & Applications

- **Telecommunications:** Combining multiple voice calls on a single trunk line.
- **Internet Links:** ISP backbone links use multiplexing to carry multiple data flows.
- **Fiber Optics:** WDM enables terabit-scale data transmission using different light wavelengths.
- **Satellite Communication:** TDM used for scheduling transmission times for multiple users.

2.5 Comparisons / Contrasts

- **TDM vs FDM**
 - TDM: Time-based sharing; all users use full bandwidth sequentially.
 - FDM: Frequency-based sharing; all users transmit simultaneously using separate frequencies.
- **Synchronous vs Statistical TDM**
 - Synchronous: Fixed time slots for each channel (can waste bandwidth).
 - Statistical: Slots assigned dynamically based on demand.

2.6 Analogies

- **TDM Analogy:** Like a round-robin conversation where each person speaks in turn.
- **FDM Analogy:** Like multiple radio stations broadcasting on different frequencies.
- **CDM Analogy:** Like multiple people speaking in different languages simultaneously; each listener understands only their language.

2.7 Visual / Diagram Description

- Typical multiplexing system:
 - Multiple sources → MUX → Shared Channel → DEMUX → Multiple Destinations.
- Time or frequency bands can be shown as parallel blocks labeled for each user.

2.8 Concept Integration

- Works closely with the **Physical Layer** for channel sharing.
- Used in **Transport Layer** via port multiplexing (identifying processes).
- Enables efficient utilization of bandwidth and scalability in communication systems.

2.9 Formulas & Performance Metrics

- **Bandwidth per User (FDM):** $B_u = \frac{B_{total}}{N}$ where N is the number of channels.
- **Efficiency (TDM):** $\eta = \frac{T_{useful}}{T_{frame}}$

2.10 Summary & Study Aids

[Summary: Multiplexing combines multiple data streams into one channel to optimize bandwidth and transmission efficiency; demultiplexing reverses the process at the receiver.]

[Mnemonic: **M.U.X.** = **M**erge, **U**se, **eXtract**: Merge signals → Use shared channel → eXtract original data at destination.]