

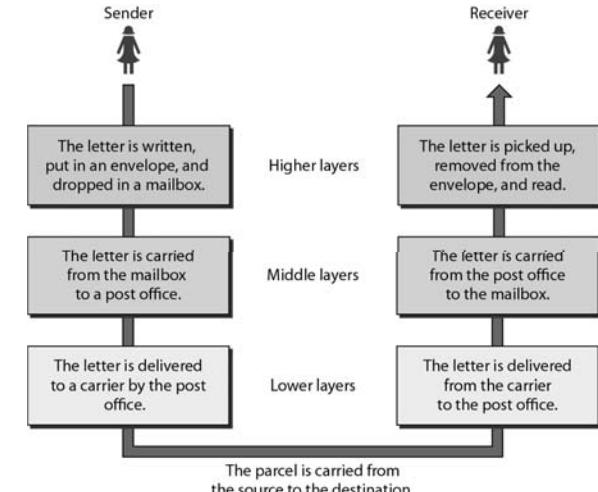
Chapter 2

Network Models

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LAYERED TASKS

- Sender, Receiver, and Carrier
- Hierarchy



B. A. Forouzan, Data Communications and Networking, 4th edition, McGRAW-HILL Tasks involved in sending a letter (Fig. 2.1)

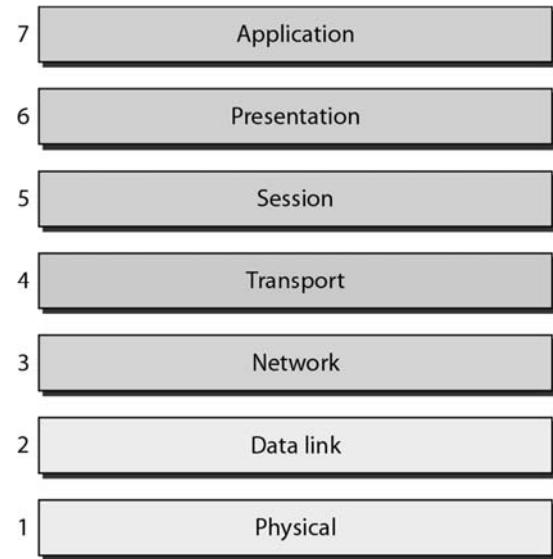
THE OSI MODEL

- History
- Layered Architecture
- Peer-to-Peer Processes
- Encapsulation

OSI Model

- History
 - 1970 → ISO (International Organization for Standard)
จัดตั้งคณะกรรมการพิจารณา architecture ที่เป็นกลางเพื่อกำหนดการเชื่อมต่อระบบห่วงโซ่มีนิยม ระยะสั้น และอุปกรณ์ต่างๆ
 - 1984 → released in ISO 7498 document
OSI (Open System Interconnection) → 7 layers
- Objectives
 - Compatibility ความเข้ากันได้ของอุปกรณ์ต่างผู้ผลิตกัน
 - Flexibility มีความยืดหยุ่นต่อการเปลี่ยนแปลง เช่นการพัฒนาของเทคโนโลยี

Layered Architecture

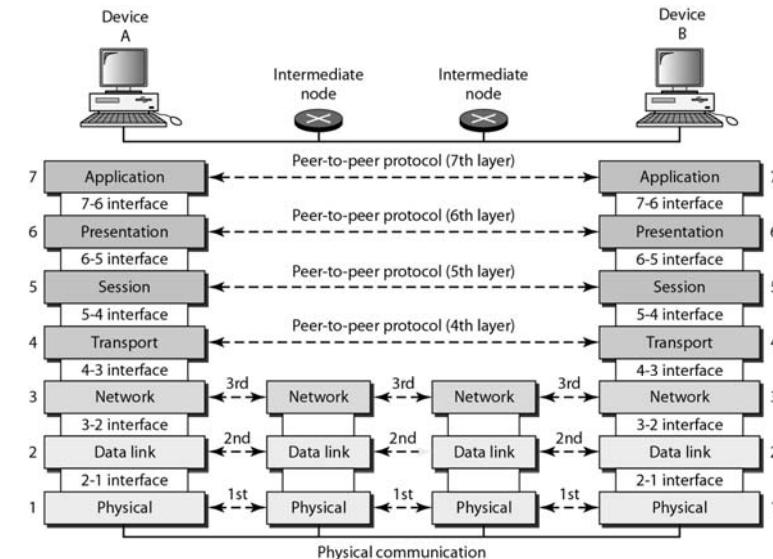


Seven layers of the OSI model (Fig. 2.2)

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Peer-to-Peer Processes

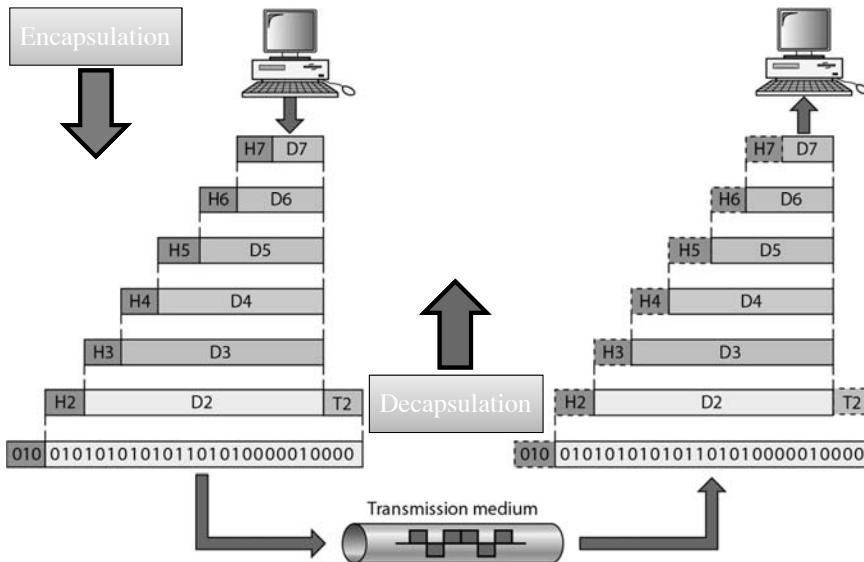


The interaction between layers in the OSI model (Fig. 2.3)

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Encapsulation



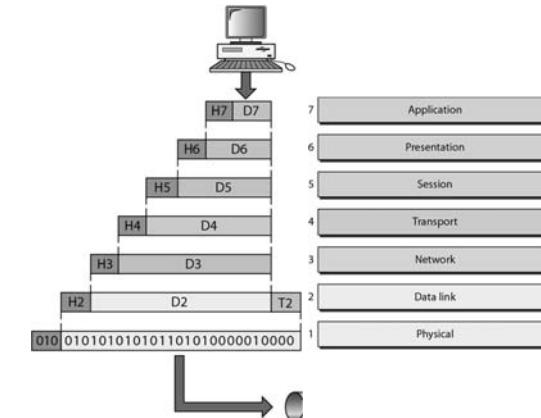
An exchange using the OSI model (Fig. 2.4)

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LAYERS IN THE OSI MODEL

- Physical Layer
- Data Link Layer
- Network Layer
- Transport Layer
- Session Layer
- Presentation Layer
- Application Layer
- Summary of Layers



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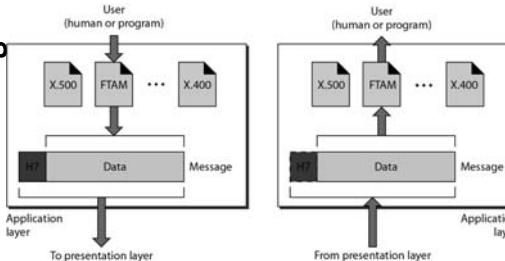
Application layer

- Responsibility

- providing services to the user
- User interface (Software app)
- No header or trailer

- Services

- Network Virtual Terminal
- File transfer, access, and management (FTAM)
- Mail service
- Accessing WWW



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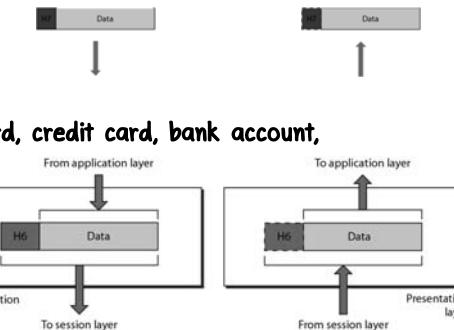
Presentation layer

- Responsibility

- translation, compression, and encryption
- Manage syntax (format) and semantics (format understanding) of different data format between any two systems

- Services

- Translation of data format
 - Ex. ASCII → non ASCII system
- Encryption (privacy & security)
 - For sensitive information: login-password, credit card, bank account, personal information
- Compression
 - Ex. Zip, Gif, JPEG



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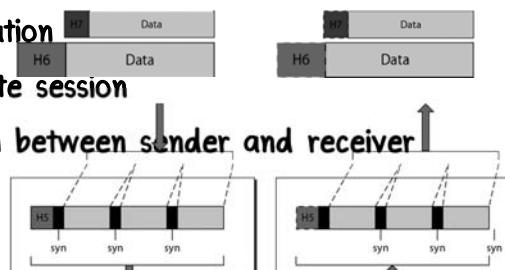
Session layer

- Responsibility

- dialog control and synchronization
- Establish, manage, and terminate session
- Session = virtual communication between sender and receiver

- Services

- Dialog control
- Traffic control & direction control (Half duplex, Full duplex)
- Message synchronization
- Adding checkpoints (synchronization points) in the message stream



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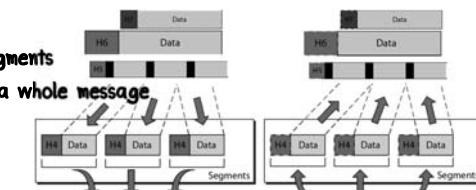
Transport layer

- Responsibility

- delivery of a message from one process to another
- Guarantee whole message delivery : From source to final destination

- Service

- Service-point addressing: Port address (16 bits: 0 - 65,535 ports)
 - Each application is assigned a specific port address
- Segmentation and Reassembly
 - Source : segment L5 data into small segments
 - Destination : reassembly small segments into a whole message
- Connection control
 - Connectionless
 - Connection-oriented
- Error control : error detection and correction of the entire message
- Flow control



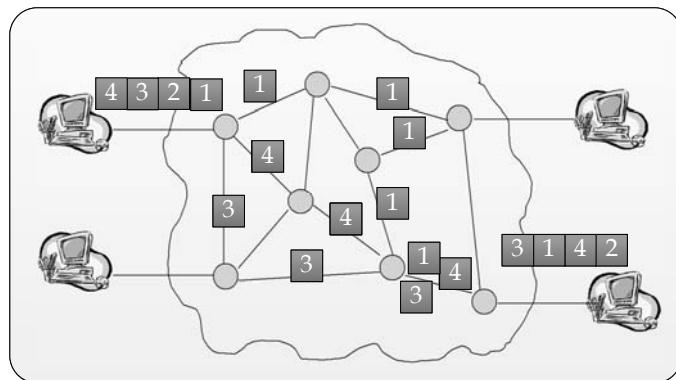
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Transport layer

- Connection Control

- Connectionless



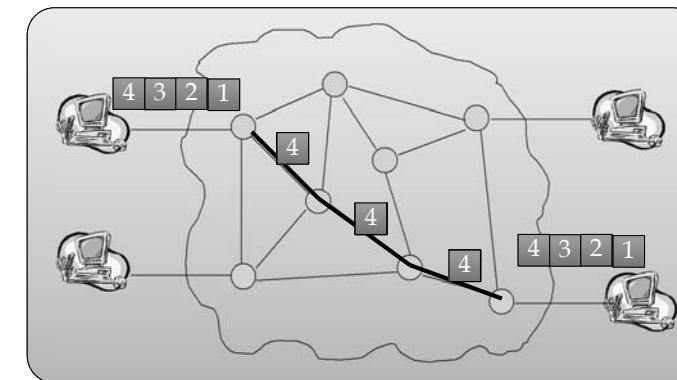
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Transport layer

- Connection Control

- Connection-oriented



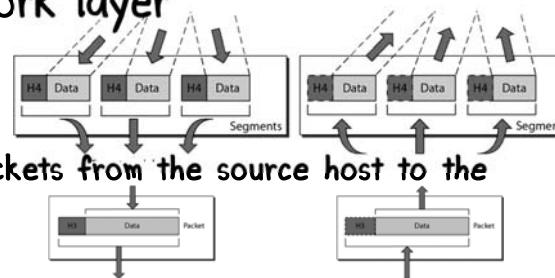
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Network layer

- Responsibility

- delivery of individual packets from the source host to the destination host
 - Guarantee packet delivery



- Service

- Logical (Network) address (header): IP address
 - Routing packets through internetworking device
 - Router || Gateway

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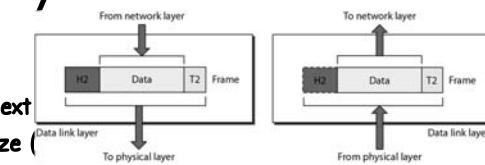
Data link layer

- Responsibility

- moving frames from one hop (node) to the next
 - Break L3 (Network) data into reasonable size (Segmentation)
 - Guarantee Node-to-Node delivery (Frame Error Free)

- Service

- Framing (adding header & trailer)
 - Physical addressing (MAC address: 12 digit hexadecimal (e.g. 080BF0AFDC09))
 - Same sender network : source & destination address
 - Outside sender network : source & connecting devices (bridge, router, gateway) address
 - Flow control: frame acknowledgement, inform buffer size, etc.
 - Error control: error detection and error correction
 - Access control: checking accessibility (ex. Multipoint connection)



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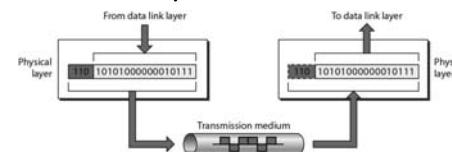
Physical layer

- Responsibility

- movements of individual bits from one hop (node) to the next
- Sending and receiving bitstream through physical medium

- Service

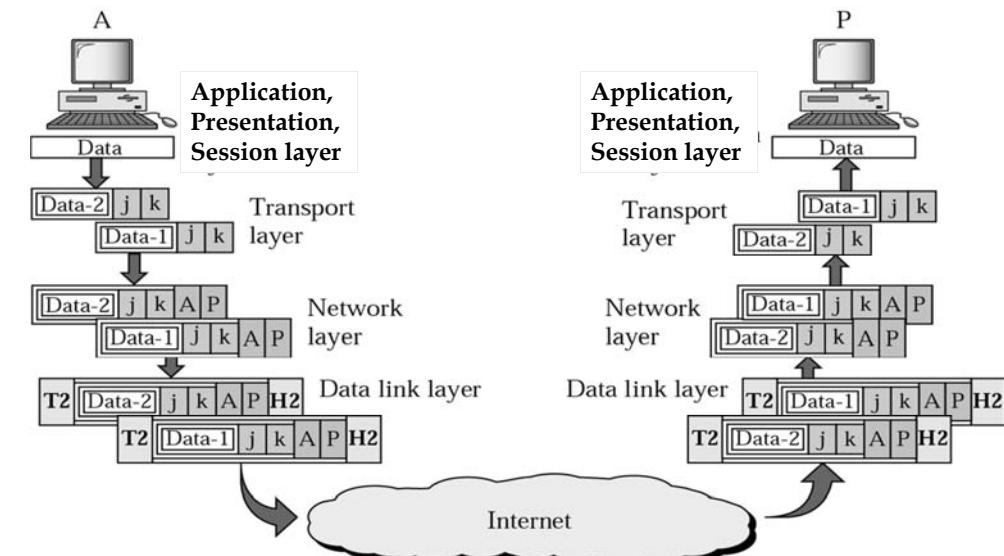
- Physical characteristics of interface and medium
- Representation of bits (encoding or modulation)
- Data rate
- Bit synchronization
- Line configuration & Topology
- Transmission mode (Simplex, Half-duplex, Full-duplex)



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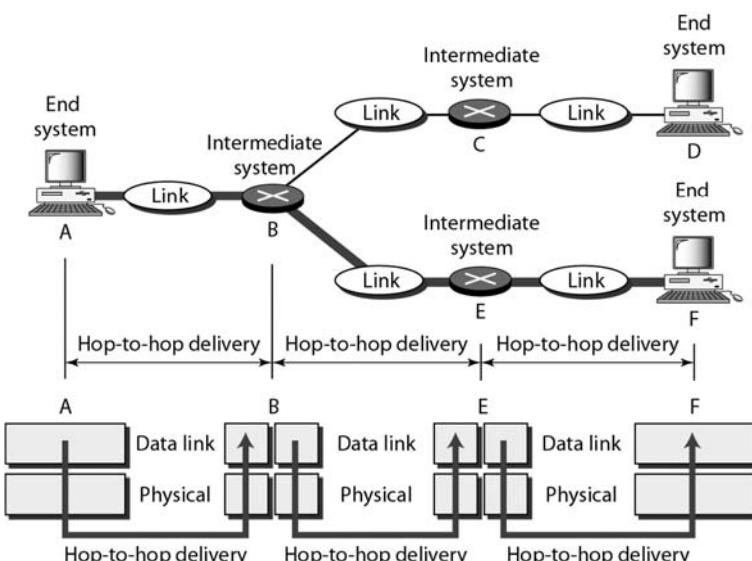
Transport and Network Layer Example



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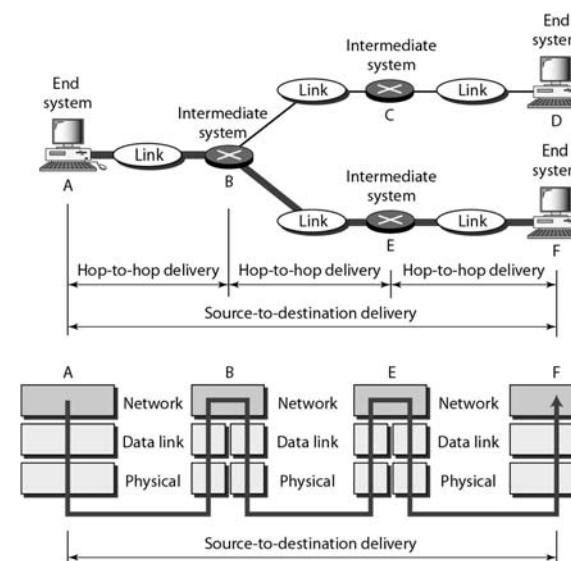
Hop-to-hop delivery (Fig. 2.7)



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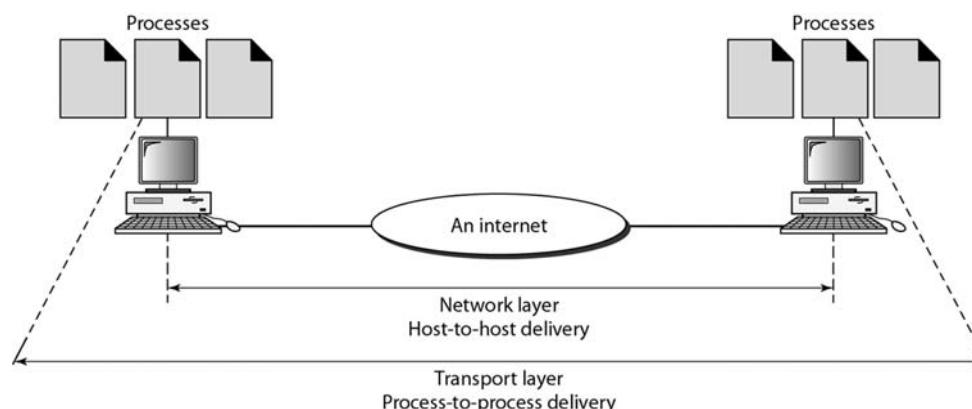
Source-to-destination delivery (Fig. 2.9)



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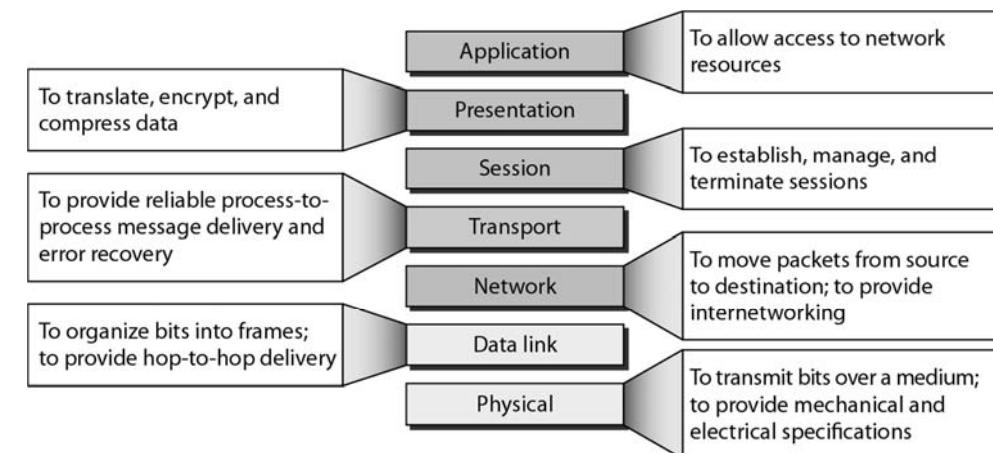
Reliable process-to-process delivery of a message (Fig. 2.11)



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Summary of layers (Fig. 2.15)



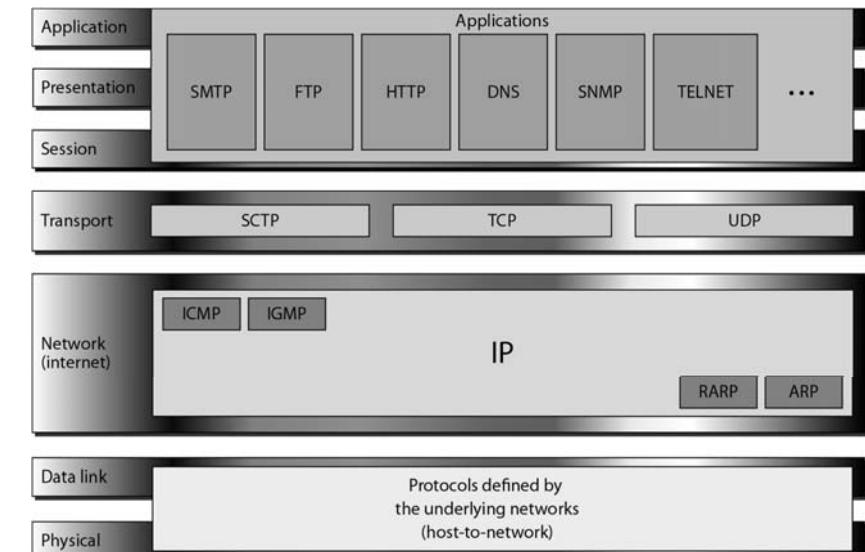
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TCP/IP PROTOCOL SUITE

- Physical and Data Link Layers
- Network Layer
- Transport Layer
- Application Layer

TCP/IP and OSI model (Fig. 2.16)



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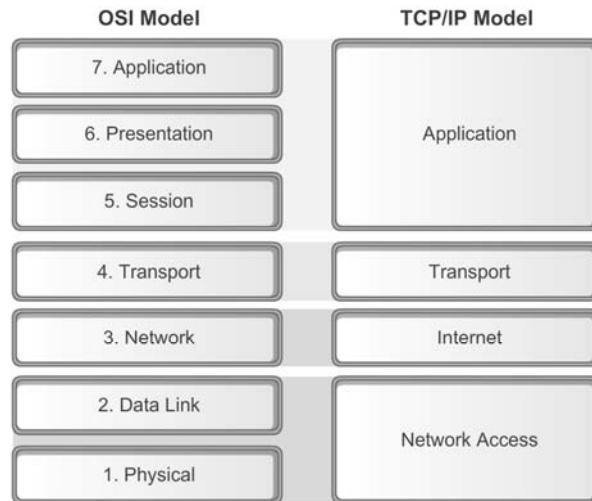
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Comparison of OSI and TCP/IP

- <https://www.netacad.com/>

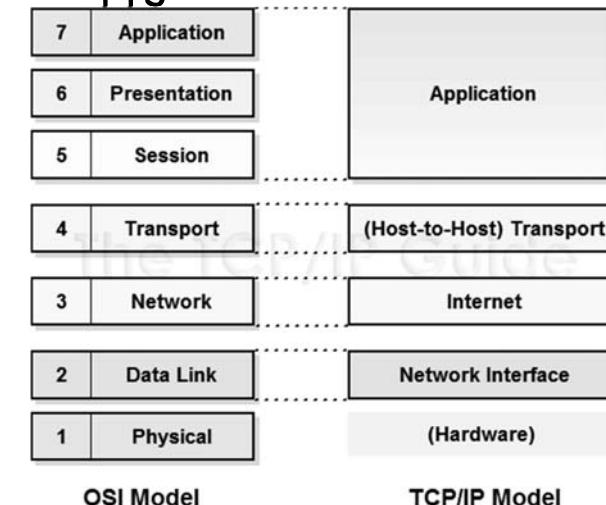


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Comparison of OSI and TCP/IP

- <http://www.tcpipguide.com>



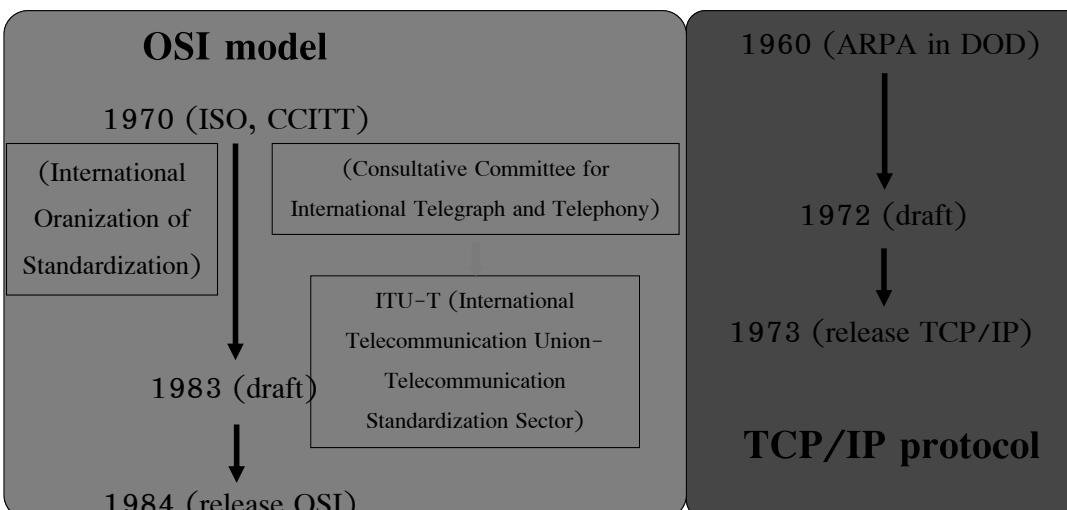
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OSI model and TCP/IP protocol

ARPA: Advanced Research Projects Agency

DOD : Department Of Defense



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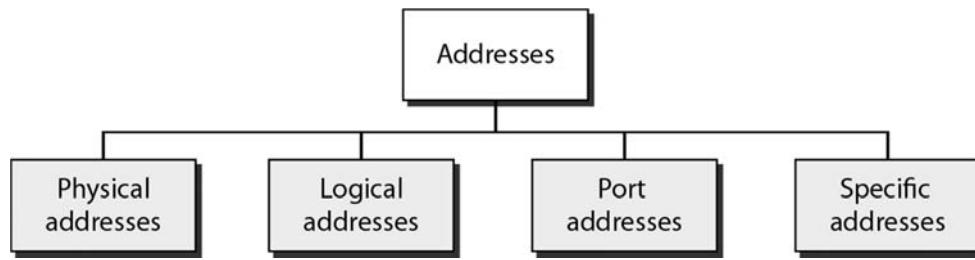
ADDRESSING

- Physical Addresses
- Logical Addresses
- Port Addresses
- Specific Addresses

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Addresses in TCP/IP (Fig. 2.17)



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- Handy way for computers and users to keep track of which port belongs to what program
 - Ports are numbered from 0 to 65,535
 - The Internet Assigned Numbers Authority (IANA) decided to reserve the first 1024 port numbers (i.e., 0 to 1023) for requesting entities.
 - Ports 1024 - 49,151 : registered port numbers
 - Ports 49,152 - 65,535: dynamic or private port numbers
 - General ways to use port number for source and destination
 - Well-known port numbers → usually for destination port
 - Randomly generate → for source port

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IANA well-known reserved ports

Protocol Name	Port Number
FTP	20-data, 21
Telnet	23
SMTP	25
DNS	53
HTTP	80
POP3	110
NetBIOS	137-139

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Sample port numbers for popular applications:

Application	Port Number
MSN Messenger	1863
IRC	1863, 6666-6670, 7000
ICQ	4000-4001
ICQ	4000-4001
AOL Instant Messenger	5190, 6040
PCAnywhere	5631-5632
RealAudio	7070, 6970-7170
Napster	7777, 8875, 8888
Half-Life game	27,018

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Common Windows port numbers

Protocol Name	Port Number
IE	80
POP3	110
RPC	135
NetBIOS	137-139
Server Message Block (SMB)	445
MSN Messenger	1863
Universal Plug and Play (UPnP)	5000

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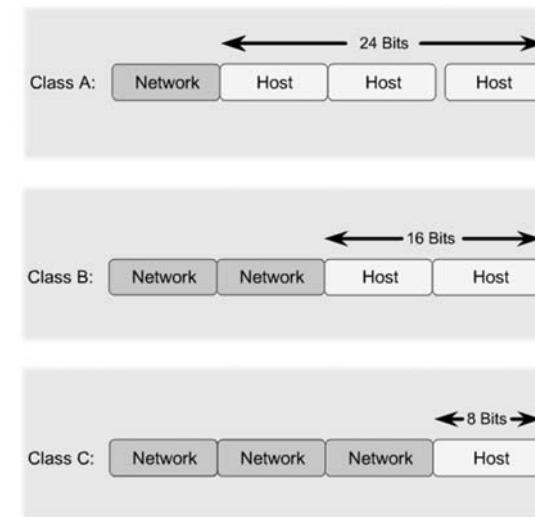
Logical Addresses : IP address (IPv4)

- IP Classes:
 - class A, B, C
- Class selection
 - Max. number of workstations required
- Each network
 - Must have a unique logical name (domain name)
 - Ex. www.ce.kmitl.ac.th is 161.246.4.119
- Each node or computer
 - Must have a unique host part of IP address

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Logical Addresses : IP address (IPv4)



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Logical Addresses : IP address (IPv4)

IP Address Class	High-Order Bits	First Octet Address Range	Number of Bits in the Network Address
Class A	0	0 - 127*	8
Class B	10	128 - 191	16
Class C	110	192 - 223	24
Class D	1110	224 - 239	28

Address Class	Number of Networks	Number of Hosts per Network
A	126*	16,777,216
B	16,384	65,535
C	2,097,152	254
D (Multicast)	N/A	N/A

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Logical Addresses : IP address (IPv4)

IP Address Classes					
Address Class	1st octet range (decimal)	1st octet bits (green bits do not change)	Network(Net) and Host(H) parts of address	Default subnet mask (decimal and binary)	Number of possible networks and hosts per network
A	1-127**	00000000-01111111	N.H.H.H	255.0.0.0	128 nets (2^7) 16,777,216 hosts per net (2^24-2)
B	128-191	10000000-10111111	N.N.H.H	255.255.0.0	16,384 nets (2^14) 65,534 hosts per net (2^16-2)
C	192-223	11000000-11011111	N.N.N.H	255.255.255.0	2,097,152 nets (2^21) 254 hosts per net (2^8-2)
D	224-239	11100000-11101111	NA (multicast)		
E	240-255	11110000-11111111	NA (experimental)		

** All zeros (0) and all ones (1) are invalid hosts addresses.

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Logical Addresses : IP address (IPv4)

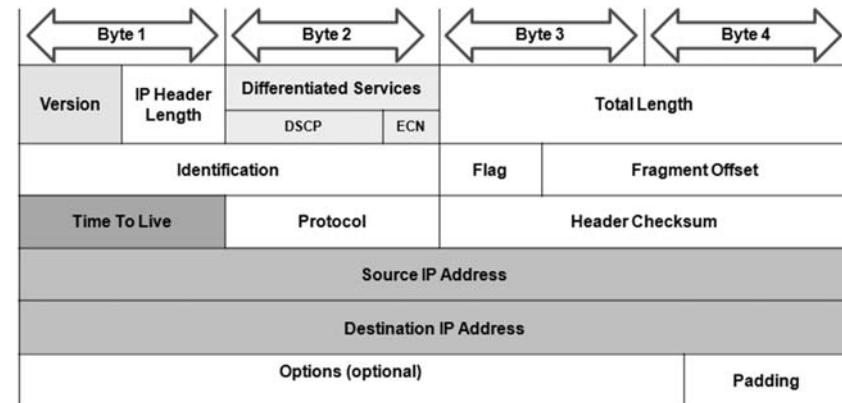
- Private addressing

Class	RFC 1918 Internal Address Range	CIDR Prefix
A	10.0.0.0 - 10.255.255.255	10.0.0.0/8
B	172.16.0.0 - 172.31.255.255	172.16.0.0/12
C	192.168.0.0 - 192.168.255.255	192.168.0.0/16

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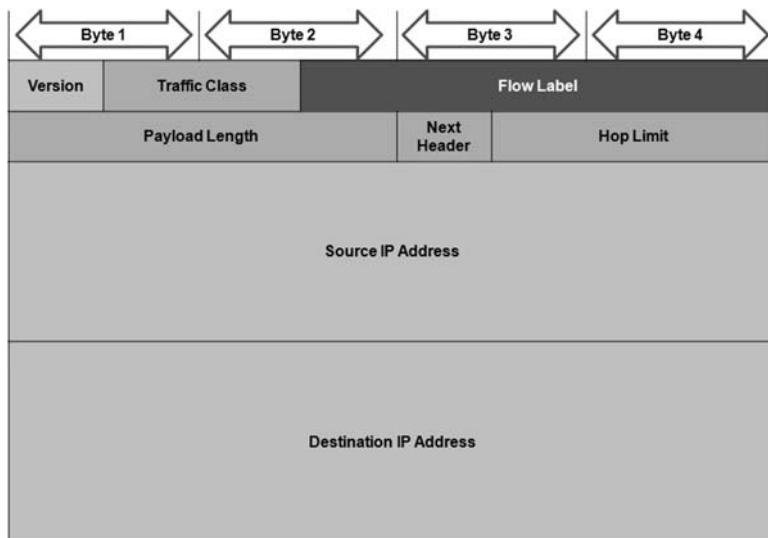
Logical Addresses : IP address (IPv4)



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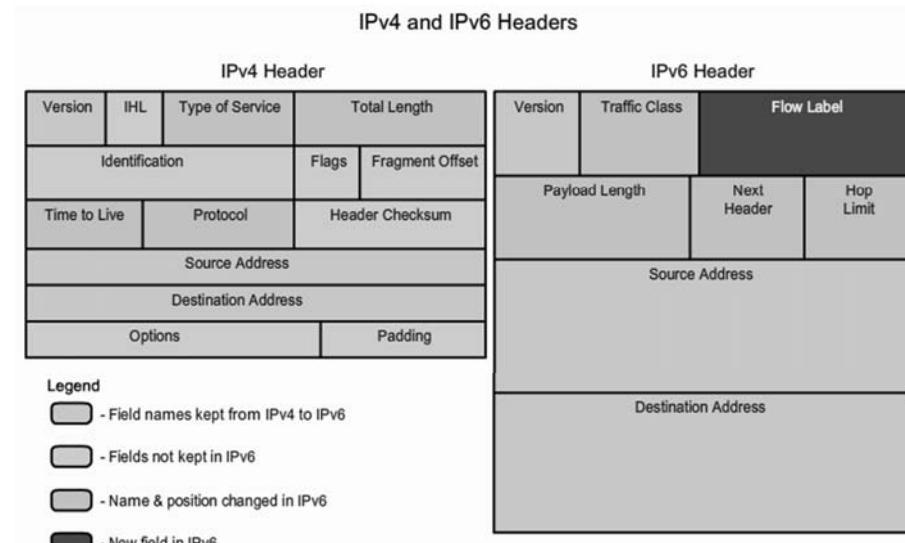
Logical Addresses : IP address (IPv6)



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Logical Addresses : IP address



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Physical Addresses : MAC Address

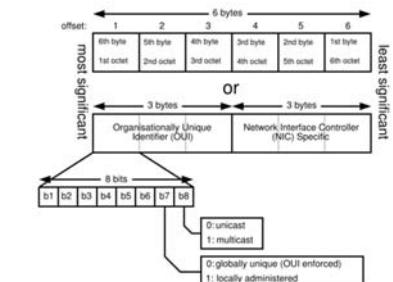
- ใน OSI Model นอกจาก IP Address ที่ต้องตั้งค่าเพื่อกำให้อุปกรณ์สามารถเชื่อมต่อผ่านเครือข่ายคอมพิวเตอร์แล้วยังมี Address อีกประเภทที่ใช้งานในเครือข่ายได้แก่ Media Access Control Address
- MAC Address เป็น Address ที่อยู่ในลำดับชั้นการสื่อสารชั้นที่ 2 (Data Link Layer) ของ OSI Model
- สำหรับ MAC Address นั้นเป็น Address ที่ถูกกำหนดมาในตัว NIC ซึ่งมาจากโรงงานที่ผลิตออกมานั้นเองไม่สามารถเปลี่ยนหมายเลข MAC Address ได้

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Physical Addresses : MAC Address

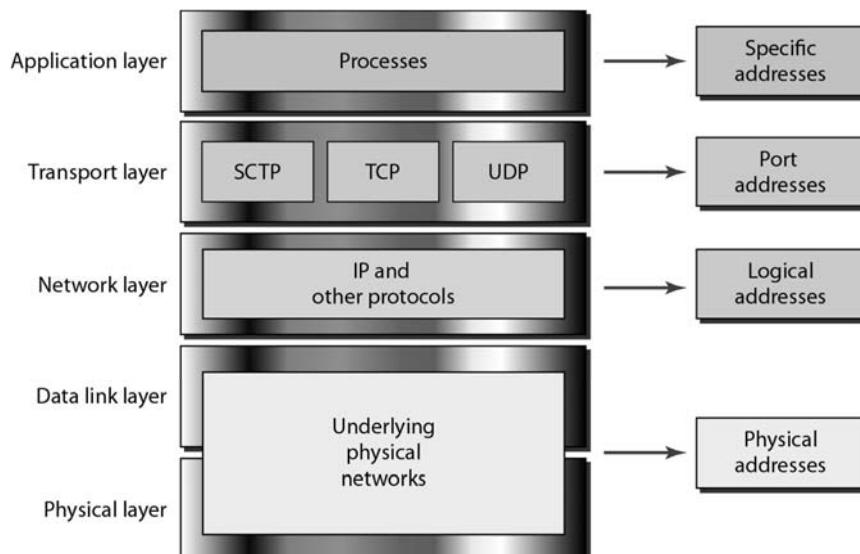
- ลักษณะของ MAC Address จะประกอบด้วยเลขฐานสองจำนวน 48 bit (6 byte) โดยแบ่งออกเป็น 6 ส่วน คือด้วย -
 - การแสดงผล MAC Address จะแสดงเป็นเลขฐานสิบหก ดังนี้จะเห็นเป็นเลขฐานสิบหกจำนวน 12 ตัว (เลขฐานสิบหก 6 คู่)
 - ตัวอย่างเช่น : 00-11-25-99-AF-44



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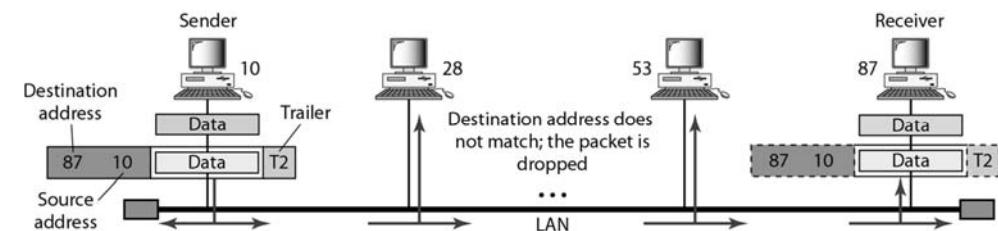
Relationship of layers and addresses in TCP/IP (Fig. 2.18)



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Physical addresses (Fig. 2.19)



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Example 2.2

- As we will see in Chapter 13, most local-area networks use a 48-bit (6-byte) physical address written as 12 hexadecimal digits; every byte (2 hexadecimal digits) is separated by a colon, as shown below:

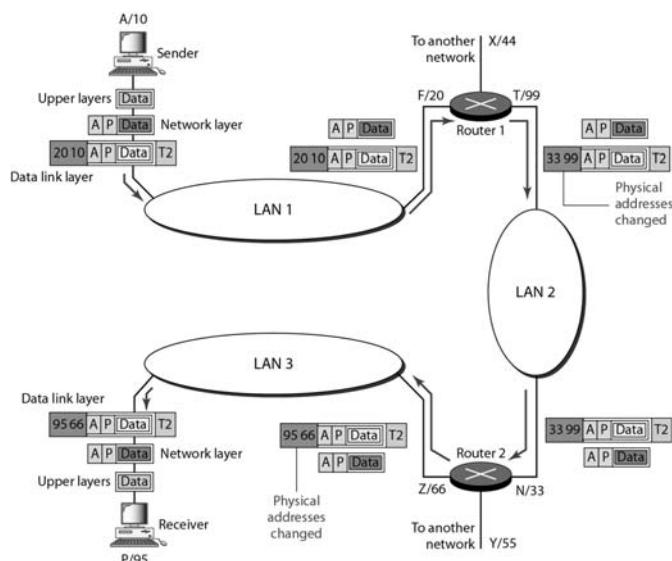
07:01:02:01:2C:4B

A 6-byte (12 hexadecimal digits) physical address.

Example 2.3

- Figure 2.20 shows a part of an internet with two routers connecting three LANs. Each device (computer or router) has a pair of addresses (logical and physical) for each connection. In this case, each computer is connected to only one link and therefore has only one pair of addresses. Each router, however, is connected to three networks (only two are shown in the figure). So each router has three pairs of addresses, one for each connection.

Figure 2.20 IP addresses



Note

- The physical addresses will change from hop to hop, but the logical addresses usually remain the same.

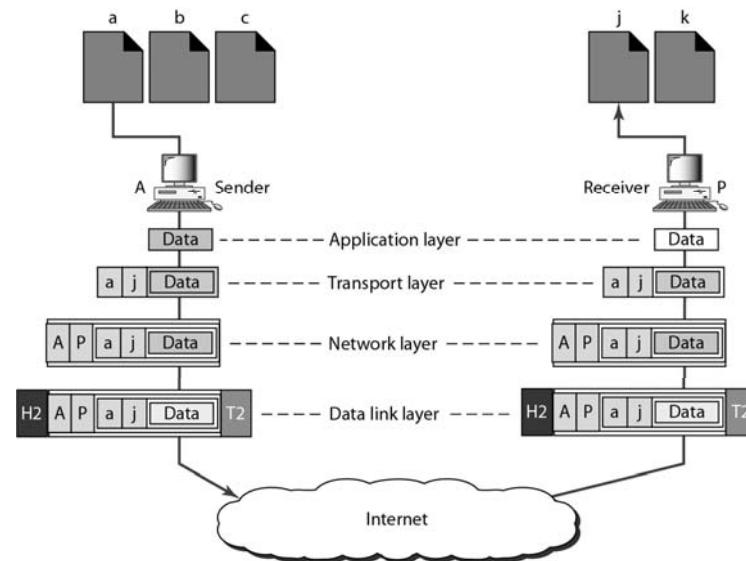
Example 2.4

- Figure 2.21 shows two computers communicating via the Internet. The sending computer is running three processes at this time with port addresses a, b, and c. The receiving computer is running two processes at this time with port addresses j and k. Process a in the sending computer needs to communicate with process j in the receiving computer. Note that although physical addresses change from hop to hop, logical and port addresses remain the same from the source to destination.

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Figure 2.21 Port addresses



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Example 2.5

- As we will see in Chapter 23, a port address is a 16-bit address represented by one decimal number as shown.

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A 16-bit port address represented as one single number.

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Note

- The physical addresses change from hop to hop, but the logical and port addresses usually remain the same.

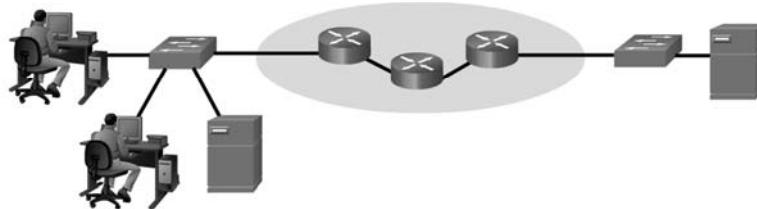
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Communicating with Device / Same Network

Data Link Ethernet Frame Header		Network Layer IP Packet Header				Data		
Destination	Source	Source	Destination	Source	Dest.			
CC-CC-CC-CC-CC-CC	AA-AA-AA-AA-AA-AA	Network 192.168.1.	Host 110	Network 192.168.1.	Host 9	???	21	Data

PC1
192.168.1.110
AA-AA-AA-AA-AA-AA

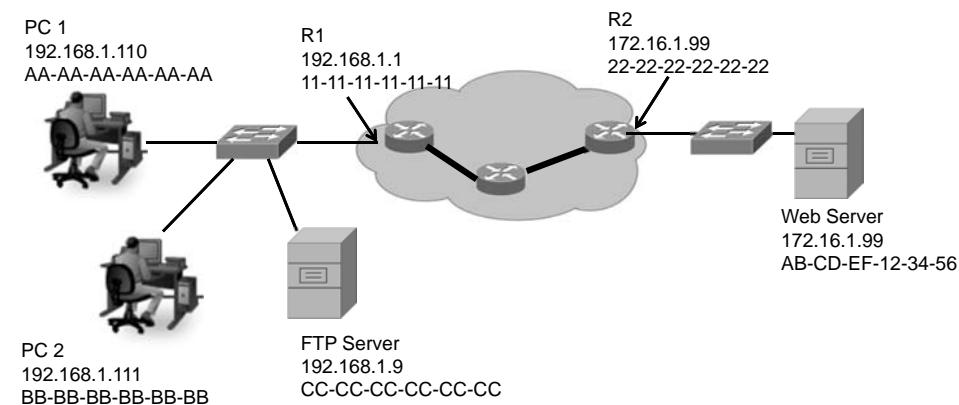


FTP Server
192.168.1.9
CC-CC-CC-CC-CC-CC

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Default Gateway



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Communicating Device / Remote Network

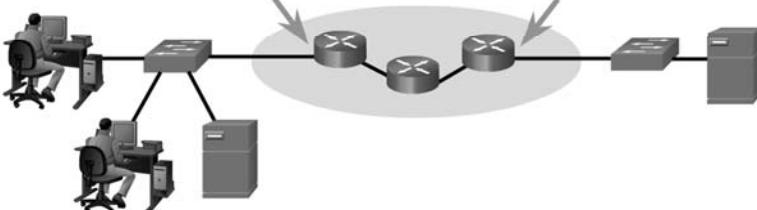
Data Link Ethernet Frame Header		Network Layer IP Packet Header				Data		
Destination	Source	Source	Destination	Source	Dest.			
11-11-11-11-11-11	AA-AA-AA-AA-AA-AA	Network 192.168.1.	Device 110	Network 172.16.1.	Device 99	???	80	Data

PC1
192.168.1.110
AA-AA-AA-AA-AA-AA

R1
192.168.1.1
11-11-11-11-11-11

R2
172.16.1.99
22-22-22-22-22-22

Web Server
172.16.1.99
AB-CD-EF-12-34-56

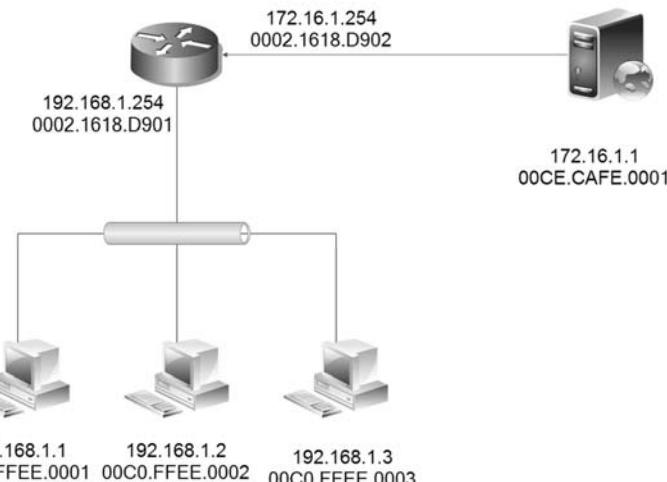


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Activity

- ให้ นศ. แสดงลำดับ และรายละเอียดการสื่อสารระหว่างเครื่องคอมพิวเตอร์



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