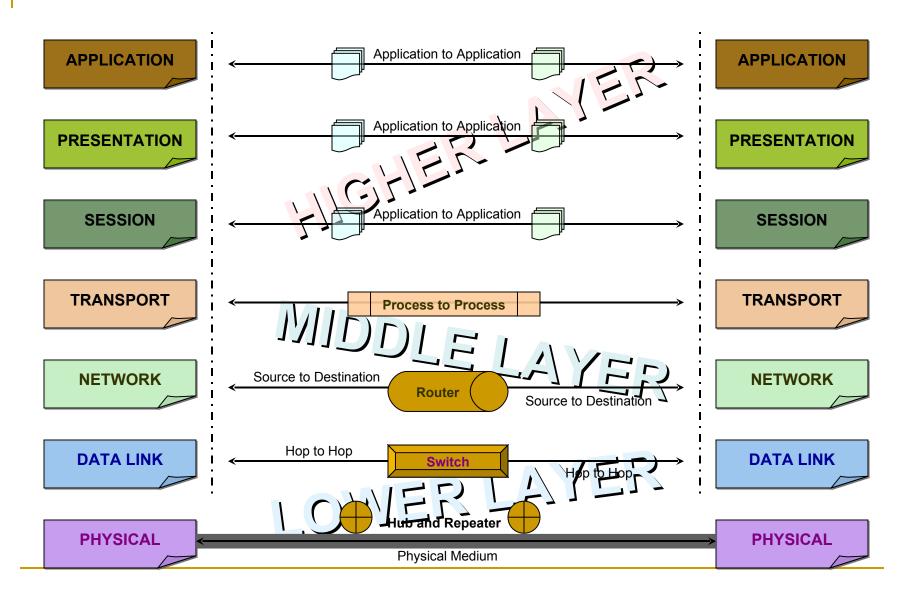
OSI MODEL

Rahul Bandhe

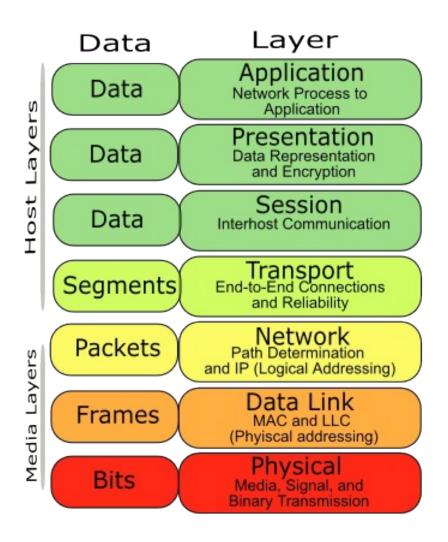
Introduction

Open Systems Interconnection Basic Reference Model (OSI Reference Model or **OSI Model**) is an abstract description for layered communications and computer network protocol design. It was developed as part of the **Open Systems Interconnection** (**OSI**) initiative. In its most basic form, it divides network architecture into seven layers which, from top to bottom, are the Application, Presentation, Session, Transport, Network, Data-Link, and Physical Layers. It is therefore often referred to as the OSI Seven Layer Model.

OSI Model's 7 Layers



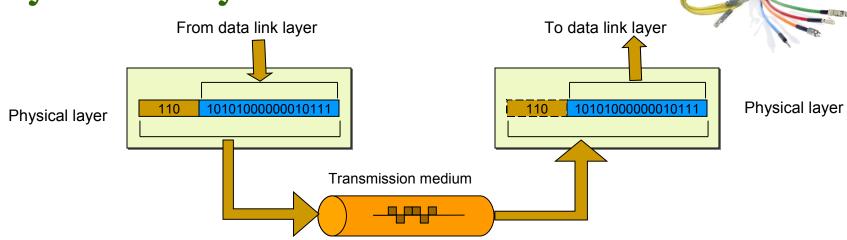
Host and Media Layer



Data, Protocol & Activities

I		
OSI Layers	TCP/IP Suit	Activities
Application	Application Telnet, FTP, SMTP, HTTP, DNS, SNMP, Specific address etc	To allow access to network resources
Presentation	Presentation	To Translate, encrypt, and compress data
Session	Session	To establish, manage, and terminate session
Transport	Transport SCTP, TCP, UDP, Sockets and <i>Ports address</i>	To Provide reliable process-to-process Message delivery and error recovery
Network	Network IP, ARP/RARP, ICMP, IGMP, <i>Logical address</i>	To move packets from source to destination; to provide internetworking
Data Link	Data Link IEEE 802 Standards, TR, FDDI, PPP, <i>Physical address</i>	To organize bits into frames; to provide Hop-to-hop delivery
Physical	Physical Medium, Coax, Fiber, 10base, Wireless	To Transmit bits over a medium; to provide Mechanical and electrical specifications

Physical Layer

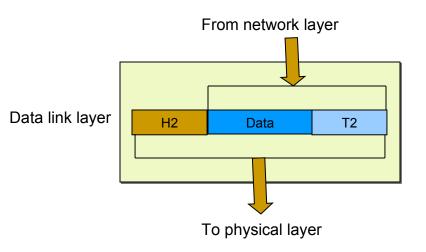


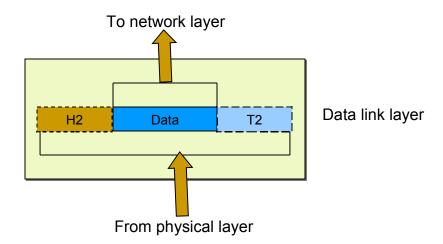
- One of the major function of the physical layer is to move data in the form of electromagnetic signals across a transmission medium.
- Its responsible for movements of individual bits from one hop (Node) to next.
- Both data and the signals can be either analog or digital.
- Transmission media work by conducting energy along a physical path which can be wired or wireless

Concerned:

- Physical characteristics of interface and medium (Transmission medium)
- Representation of bits (stream of bits (0s or 1s) with no interpretation and encoded into signals)
- Data rate (duration of a bit, which is how long it last)
- Synchronization of bits (sender and receivers clock must be synchronized)
- Line configuration (Point-to-Point, Point-to-Multipoint)
- Physical topology
- Transmission mode (Simplex, half duplex, full duplex)

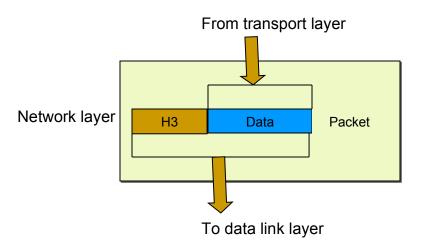
Data Link Layer (Host to Host)

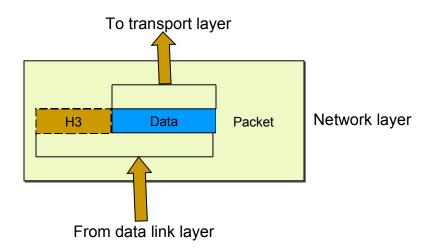




- Data link layer is responsible for moving frames from one hop (Node) to the next.
- Concerned:
 - Framing (stream of bits into manageable data units)
 - Physical addressing (MAC Address)
 - Flow Control (mechanism for overwhelming the receiver)
 - Error Control (trailer, retransmission)
 - Access Control (defining master device in the same link)

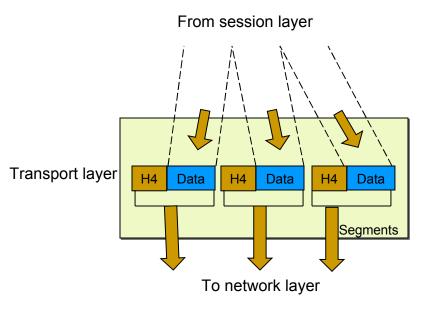
Network Layer (Source to Destination)

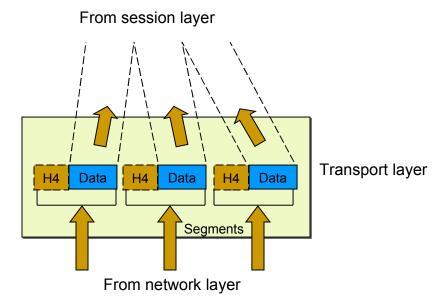




- The network layer is responsible for the delivery of individual packets from the source host to the destination host.
- Concerned:
 - Logical addressing (IP Address)
 - Routing (Source to destination transmission between networks)

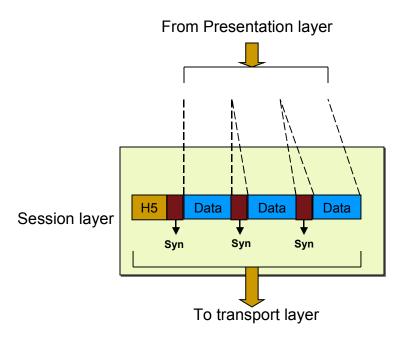
Transport Layer (Process to Process)

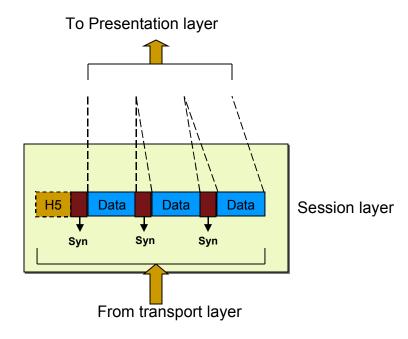




- The transport layer is responsible for the delivery of a message from one process to another
- Concerned:
 - Service-point addressing (Port address)
 - Segmentation and reassembly (Sequence number)
 - Connection control (Connectionless or connection oriented)
 - □ Flow control (end to end)
 - Error Control (Process to Process)

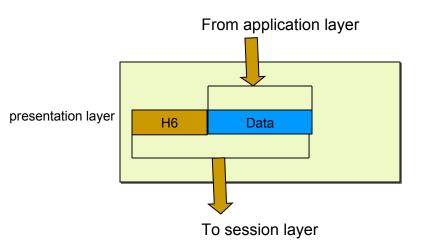
Session Layer (Dialog initiation)

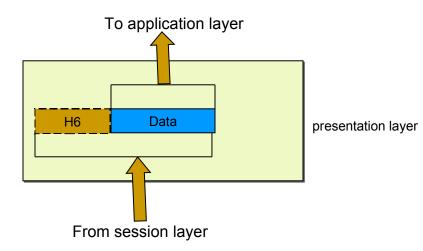




- The session layer is responsible for dialog control and synchronization
- Concerned:
 - Dialog Control (Half Duplex/Full duplex)
 - Synchronization (Synchronization points, process inline within same page)

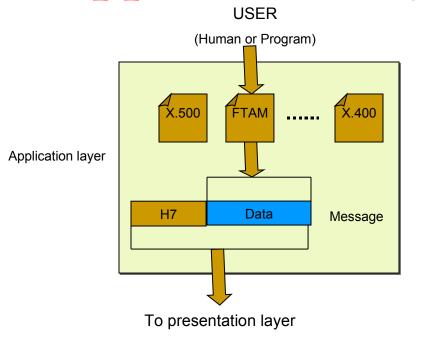
Presentation Layer (dependency)

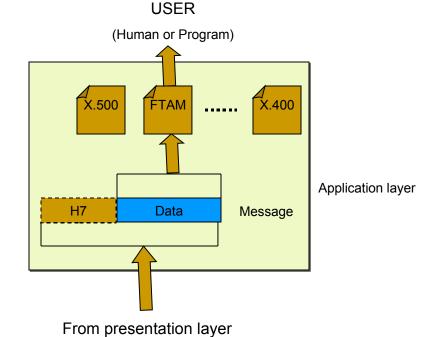




- The presentation layer is responsible for translation, compression and encryption
- Concerned:
 - Translation (interoperability between different encoding system)
 - Encryption (Privacy schemes)
 - Compression (data compression)

Application Layer (user level service)





- The application layer is responsible for providing services to the user.
- Concerned:
 - Network virtual terminal (Software)
 - File transfer, access and management
 - Mail services
 - Directory services (access to distributed database sources for global information about various objects and services)