

Link Layer

Instructor: C. Pu (Ph.D., Assistant Professor)

Lecture 15

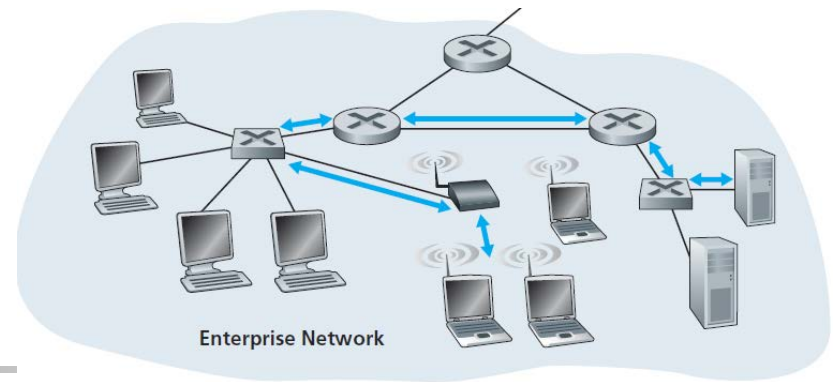
puc@marshall.edu



Link Layer

- refer to any device that runs a link-layer (i.e., layer 2) protocol as a node
 - nodes include hosts, routers, switches, and WiFi access points
- we will also refer to the communication channels that connect adjacent nodes along the communication path as links.
- in order for a datagram to be transferred from source host to destination host, it must be moved over each of the individual links in the end-to-end path.

Link Layer



- for example: sending a datagram from one of the wireless hosts to one of the servers
 - this datagram will actually pass through six links:
 - a WiFi link between sending host and WiFi access point,
 - an Ethernet link between the access point and a link-layer switch;
 - a link between the link-layer switch and the router,
 - a link between the two routers;
 - an Ethernet link between the router and a link-layer switch;
 - and finally an Ethernet link between the switch and the server.
- over a given link, a transmitting node encapsulates the datagram in a link-layer frame and transmits the frame into the link.



Link Layer (cont.)

- transportation analogy
 - trip from Princeton (New Jersey) to Provins (Paris)
 - limo: Princeton to JFK airport
 - plane: JFK airport to Paris airport
 - train: Paris airport to Provins
- tourist = datagram
- transport segment = communication link
- transportation mode = link layer protocol
- travel agent = routing algorithm



Link Layer Services

- *the basic service of any link layer is to move a datagram from one node to an adjacent node over a single communication link*
- *framing:*
 - encapsulate datagram into frame, adding header
 - the structure of the frame is specified by the link-layer protocol
- *link access:*
 - channel access if shared medium
 - **Medium Access Control (MAC) protocol**
 - specifies the rules by which a frame is transmitted onto the link
- *reliable delivery between adjacent nodes*
 - when a link-layer protocol provides reliable delivery service, it guarantees to move each network-layer datagram across the link without error.



Link Layer Services (cont.)

- *error detection:*
 - the link-layer hardware in a receiving node can incorrectly decide that a bit in a frame is zero when it was transmitted as a one, and vice versa.
 - such bit errors are introduced by signal attenuation or noise
 - receiver detects presence of errors:
 - signals sender for retransmission or drops frame
- *error correction:*
 - receiver identifies *and corrects* bit error(s) without resorting to retransmission