# Inter-Layer Communication

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#### Recap: Internet Protocol Stack

#### Application

- Supports application processes which generate messages
- E.g. Email, Web, File-transfer

#### Transport

- Supervises process to process communication (multiplexing/demultiplexing messages, reliability)
- E.g. TCP, UDP

#### Network

- Enables end-to-end routing of messages (from source to destination hosts)
- E.g. IP

#### • Link

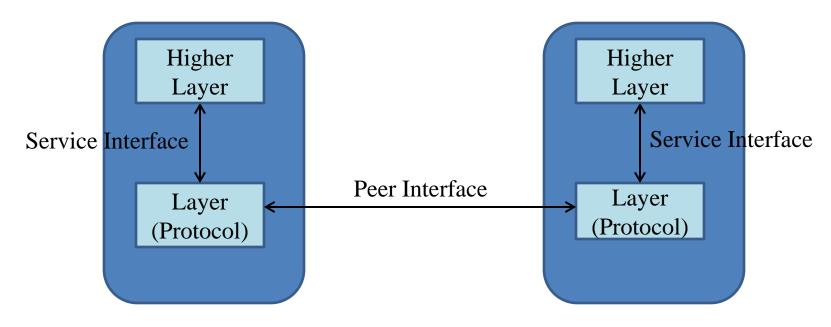
- Enables hop-to-hop message transfer (between neighbors)
- E.g. Ethernet, 802.11

#### • Physical

- Enables bit transmissions on media (wire/air)
- E.g. 10Base-T, OFDM

Application
Transport
Network
Link
Physical

#### Layers and Interfaces

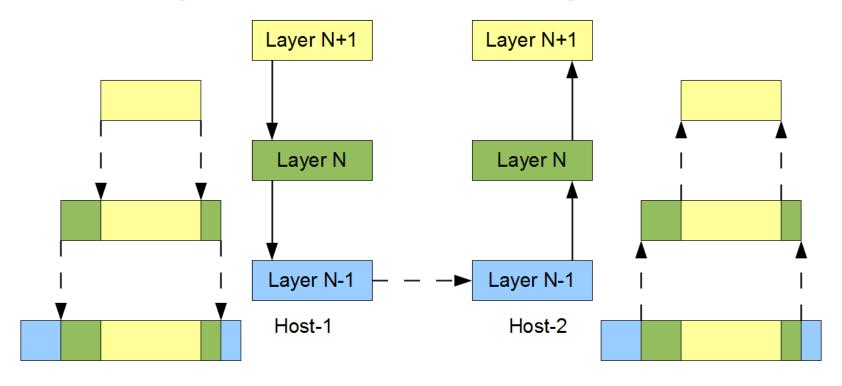


Node-1 Node-2

A layer (protocol) provides certain functionality.

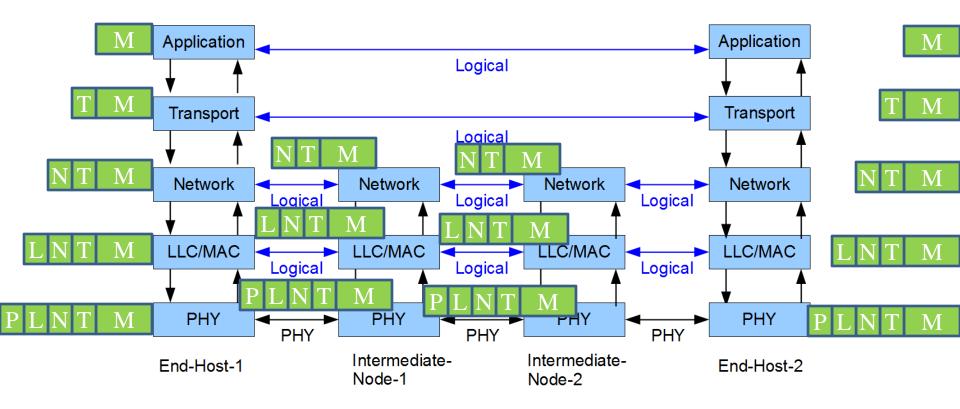
Service Interface: Interface for users of the functionality provided by the layer Peer Interface: Interact with peer (counterpart) to implement needed functionality

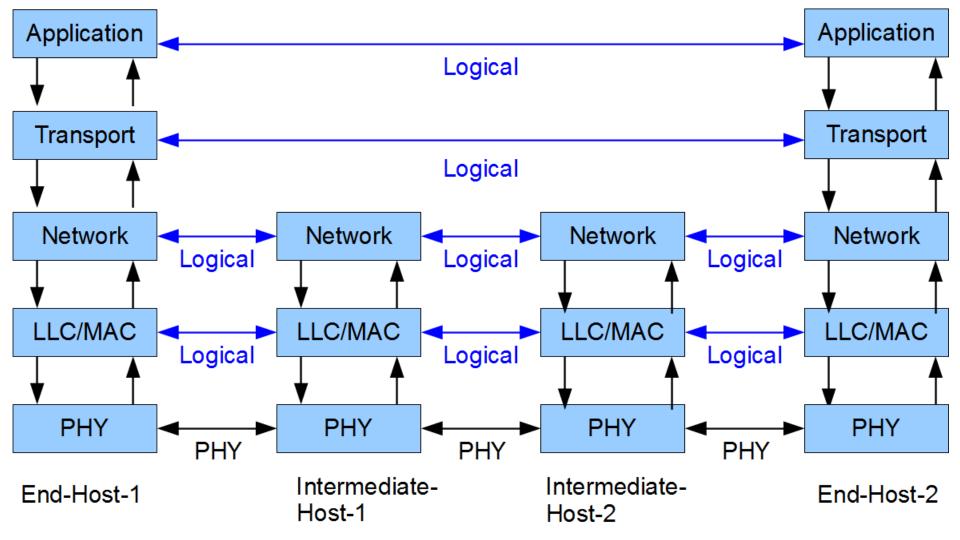
# Encapsulation/Decapsulation



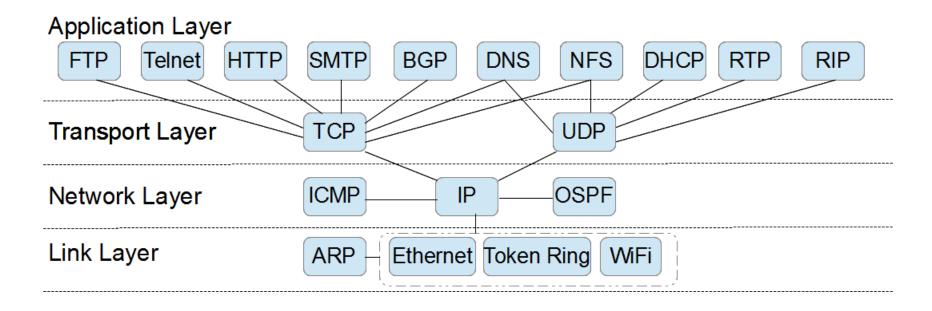
Each layer adds/removes its header

# End to End vs Hop to Hop

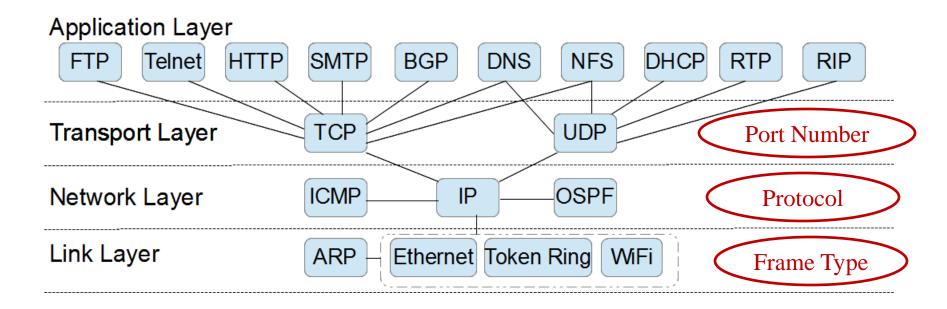




# Protocols in Different Layers



# Multiplexing/Demultiplexing



# Summary

- Layers implement protocols
- To achieve above, layers need to communicate
  - Two interfaces: service and peer
- Peer interface communication via encapsulation/decapsulation
- Passing message to right protocol/process via demultiplexing key