

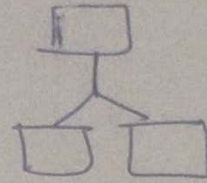
# Path Vector Routing

## Three categories of Network

① LAN (Local Area Network) is usually limited of few kilometers of area

② It's office, or privately own building, floor or campus &

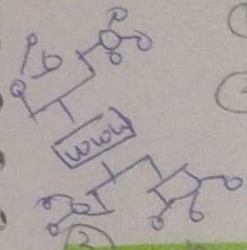
③



② WAN (Wide Area Network)

① Geographically large area

② The network in the entire state or could be a WAN

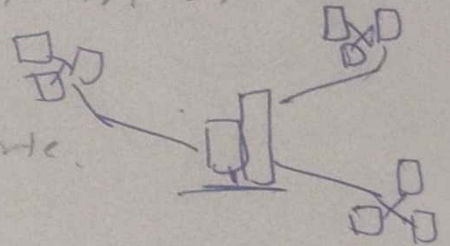


③ Metropolitan Area Network (MAN) →

① LAN size WAN is larger size than LAN

②  $LAN < MAN < WAN$

Example → It's city, or network.



## Network - models

It's open system It's used to communicate  
It's a standard (regardless) standards follow it

① In general ② It's a model of OSI  
reference model, TCP practical model.

① layered architecture

② 7 layers

It's 5AT 4 layers



# ① OSI model

① 7 layers, layered architecture.  $\frac{1}{2}$  मॉडल है

⑦ Application	SMTP, FTP, TELNET,
⑥ Presentation	DNS, SNMP, NFS
⑤ Session	RPC
④ Transport	TCP UDP
③ Network	ICMP, Icmp, IP $\rightarrow$ ARP, RARP
② Data link	
① Physical layer	

## Points

- ① OSI में 7 layers होते हैं
- ② प्रत्येक layer पर special service होता है।
- ③ ये 7 layers होते हैं जो कि मॉडल के द्वारा communicate करते हैं।
  - ① peer to peer, point to point
  - ② host to host.
- ④ HP2B  $\rightarrow$  Application, Presentation, Session, Transport
- ⑤ HP2B  $\rightarrow$  Network, Data link, physical layer.

## Detailed of each layer

### ① physical layer

① representation of bits - 0, 1  $\frac{1}{2}$  form में data transmission होता है, great responsibility को bits, ~~data~~ से कोरे के bits में wave अंतरा, जो electronic signal अंतरा, जो sound signal अंतरा,  $\frac{1}{2}$  जो  $\frac{1}{2}$  में  $\frac{1}{2}$  analog to digital, digital to analog conversion



② Data rate → number of bits send each second ये भी data link physical layer define करता है.

जो भी cable, twisted, coaxial, fiber cable है। उसे अपना data भेजना है उसे भेजना है ये सब भी देखना है।

③ line configuration

जो भी devices हैं उस दुनो से इसे connected है। point to point है, multipoint है।

④ topologies, क्या है इसे इसे handle करना है।

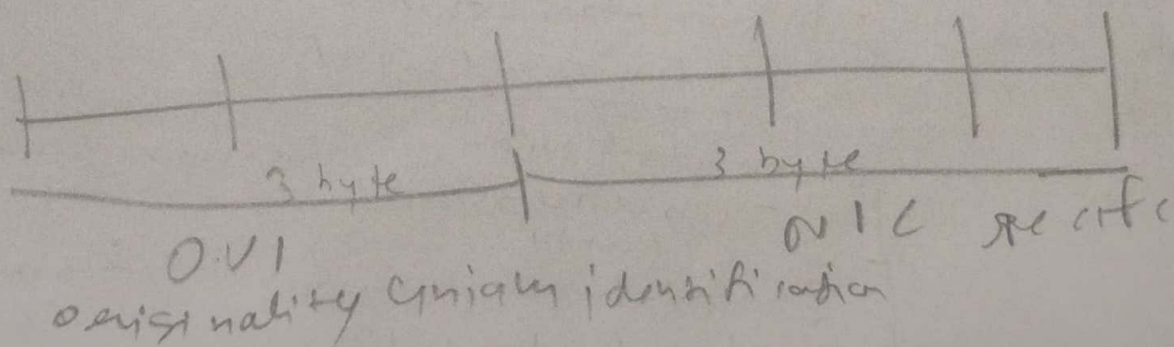
⑤ Transmission mode, half, full, simplex ये सब भी handle or manage करना है।

## Data Link Layer

① framing → जो भी data या packet N/W layer से जा रहा है उसको appropriate parts में divide करना framing कहलाता है। हर network का अपना-अपना packet, frame, या MTU होता है। MTU से ज्यादा होने पर इसे fragment किया जाता है। ये काम DLL का होता है।

② physical addressing →

जो frames में physical address, mac address को add करना, यानी ethernet के communication में ATP N/W के multiple systems में DLL को काम करना है 48 bit, 6 byte का mac address होता है।





001 & bits

b24 ..... b3 | b2 | b1 | b0

0 → unicast  
1 → multicast

③ access control - when two or more devices are connected to the same link, data link layer protocols are necessary to determine which device has control over the link at any given time

multiple-access protocol

Random access protocol

- ALOHA
- CSMA
- CSMA/CD
- CSMA/CA

Controlled access protocol

- reservation
- polling
- token passing

channelization protocol

- FDMA
- TDMA
- CDMA

④ Flow control → data absorbing rate of receiver is less than the rate of sender sending data then data link layer imposes a flow control mechanism to avoid overwhelming the receiver

⑤ Error control → data link layer adds reliability to the physical layer by adding mechanisms to detect and transmit damaged or lost frames, it also uses a mechanism to recognize duplicate frames. Error control is normally achieved through a trailer added to the end of the frame.

Error-control

error detection

- Two dimensional Parity
- Internet checksum
- Cyclic Redundant Check

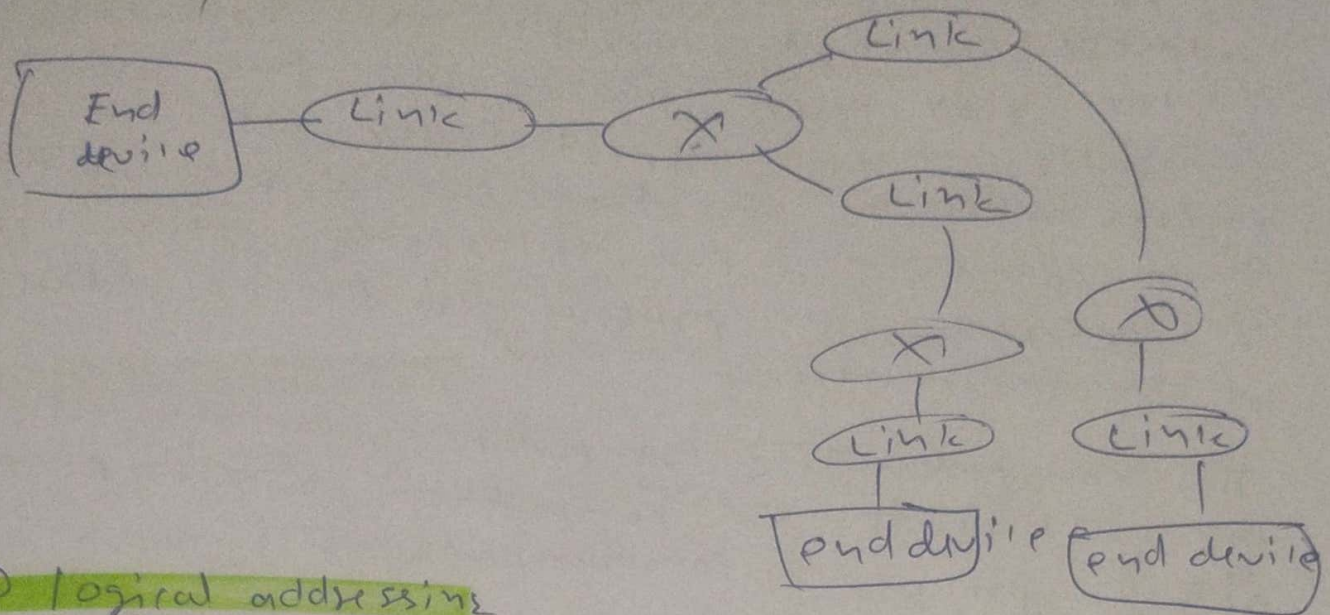
error correction

- Hamming Code



## Network layer

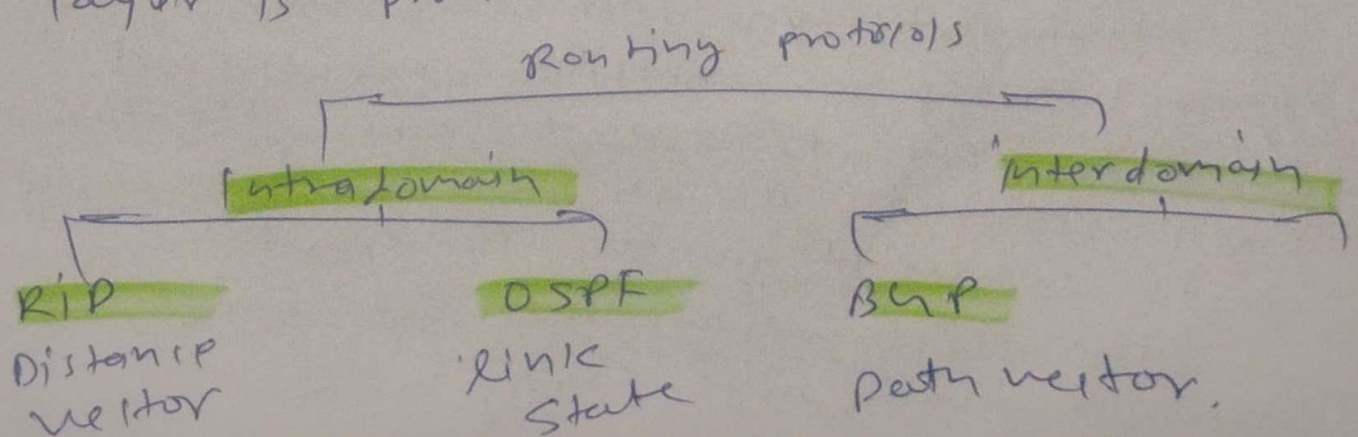
the network layer is responsible for the source to destination delivery of a packet possibly across multiple networks (links)



### ① Logical addressing

if a packet is passes the network boundary we need to another addressing system to help distinguish the source and destination system. The network layer adds a header to the packet coming from the upper layer that among other things, includes the logical address of the sender and receiver.

② Routing → when independent networks or links are connected to create internetworks (network to network) or a large network, the connecting device (called Router or switches) router or switch the packets to their final destination, one of the functions of the network layer is provide this mechanism





# Transport Layer

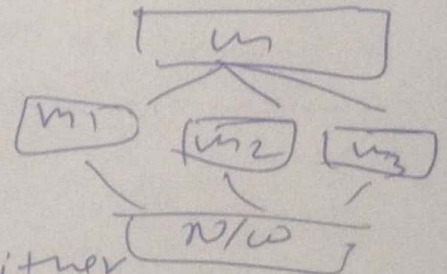
## ① Service-point addressing (port address)

The transport layer header must include a type of address called a service-point address (or port address). The network layer gets each packet to the correct computer. The transport layer gets the entire message to the correct process on that computer. The transport layer is responsible for process to process delivery of the entire message.

प्रत्येक कंप्यूटर द्वारा कंप्यूटर से communicate कर रहा है तो इन computers में किस किस प्रोसेस से communicate होगा, or सभी-जगह से एक Transport layer का काम होता है।

## ② Segment segmentation and reassembly

A message is divided into transmitted segments, with each segment containing a sequence number. These numbers enable the transport layer to reassemble the message correctly upon arriving at the destination and to identify and replace packets that were lost in transmissions.



## ③ Connection control

The transport layer can be either connectionless or connection oriented. A connectionless transport layer treats each segment as an independent packet and delivers it to the transport layer at the destination machine. A connection oriented transport layer makes a



a connection with the transport layer at the destination machine first before delivering the packets, after all the data are transferred, the connection is terminated

④ Flow control → data link, layer, the transport layer is responsible for flow control, however, flow control at this layer is performed end to end rather than across a single link.

⑤ Error control → same as data link layer here, error will check process to process, rather than a single across single link.

### Session layer

① The session layer is the network dialog controller. It establishes, maintains, and synchronizes the interaction among communicating systems.

#### responsibilities

① dialog control → the session layer allows two system to enter into a dialog. It allows the communication between two processes to take place in either half duplex or mode

② synchronizations: the session layer allows a process to add checkpoints, or synchronization point, to a stream of data.

### Presentation layer

① Translation → The processes in two system are usually exchanging information in form of character strings, number.



and so on

The information must be changed to bit streams before being transmitted, because different

① Languages are different and the same message is understandable format is change into the same

② Encryption → plain text is cipher text  
it is converted into cipher text and then  
plain text is converted into the presentation  
layer is plain text

③ Compression → Data compression reduces the number of bits contained in the information. Data compression become particularly important in the transmission of multimedia such as text, audio & video.

## Application

- Application layer enables the user, whether human or software, to access the network.
- It provides user interfaces and support for services such as electronic mail, remote file access and transfer, shared database management and other types of distributed information services.

## Services

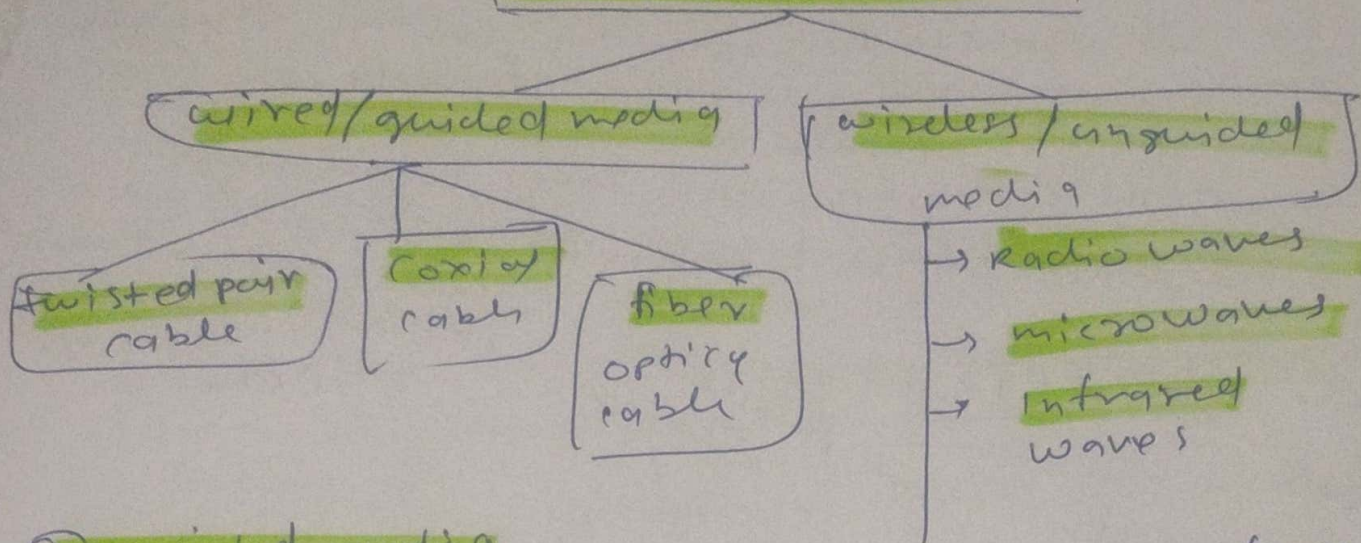
- ① Network virtual terminal →
- ② File transfer, access and management.
- ③ mail service
- ④ Directory services

Study more using  
youtube)



layer D) → can broadly be defined anything that can carry information from source to destination

## Transmission medium



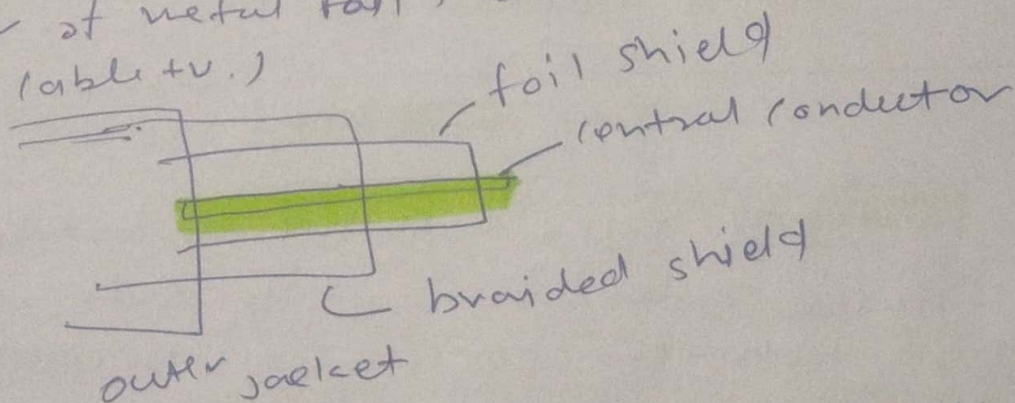
### ① guided media

① are those which provide a connection from one device to another.

#### ② twisted pair cable

consist of two conductors (copper) each with its own plastic insulation twisted together.  
i.e. - RJ-45.

② Coaxial cable → has a central core conductor of solid wire enclosed in an insulating sheath which in turn, encased in an outer conductor of metal foil, braid or a combination of two (able to).



#### ③ Fiber cable

→ long distance, continuous, light speed data transmission.

1600 gbps



## ① ground propagation (Radio waves)

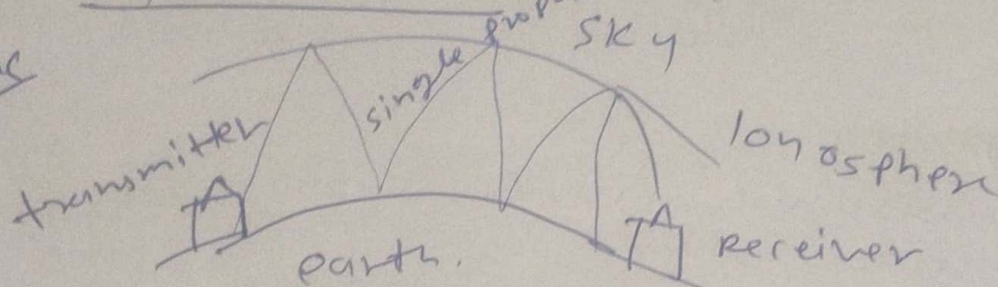
① waves travel through lower portion of the atmosphere hugging the earth, they are omnidirectional, distance depends on the amount of power.

② low frequency, and large wave length

③ short range & power ~~earth to earth~~ <sup>Receiver ground wave</sup> Transmitter

## ② Sky propagation

Radio wave



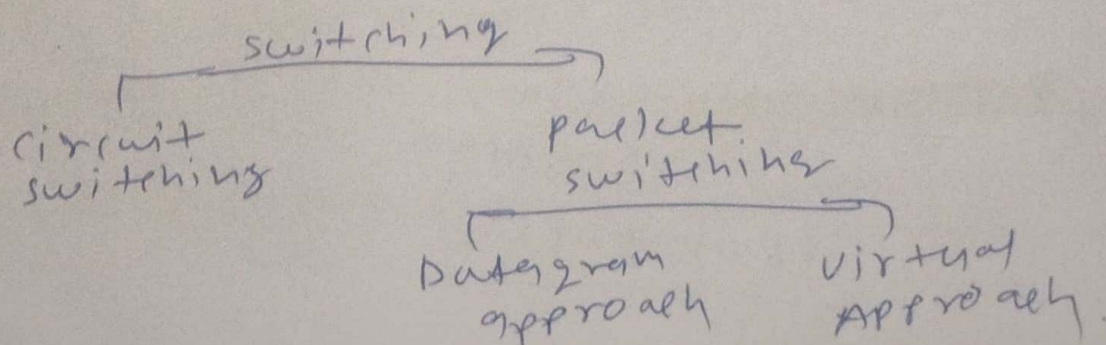
long distance communication.

I.R. 300 GHz - 400 THz

③ Line of sight propagation → very high frequency signals transmitted in straight lines directly from the antenna to antenna.  
→ short range, like military cell, walky-talky, one-way communication

## switching

switching → is a technique by which nodes (control) or switch data to transmit it between specific points on a network





## ① circuit switching

- ① हमें dedicated path मिलता है
- ② path reserve होता है

advantages

- ① कोई disturbance नहीं होता है
- ② कोई lag नहीं होता / reliable है

dis → यदि users use नहीं कर रहे हैं तो वह line at waste  
आपके लिए ही reserve रहेगा / costally है

• दो तरह से circuit switching किया जा सकता है  
time से base पर और frequency से base पर  
→ time पर particular time में आपके लिए  
reserve है

→ frequency limited frequency आपके लिए receiver  
है। ऐसे

## ② packet switching

- advantages
- ① The main advantage of circuit switching is that a committed transmission channel is established between the computers which gives guaranteed data rate.
  - ② in circuit switching there is no delay in data flow because of the dedicated transmission path.
  - ③ No header is required
  - ④ Recording of data cannot happen

Disadvantages → ① It has the following disadvantages

- ① take long time to establish connection
- ② more bandwidth is required is setting up of dedicated channels
- ③ outdated, not used now a days.



## packet switching

- ① कोई dedicated path नहीं होता है
  - ② packet किसी भी order में मिलेगी और available path से जा सकते हैं
- Datagram network
- ③ destination के address के अपने original form में ब्रान्स से जाते हैं using header

## Virtual network

- ① सभी path में dedicated रहना है या
- ② जो packet का order है जो बदल सकता है आगे - पीछे से बदलता है
- ③ destination के address से जाते हैं. with header.