The Open Systems Interconnection Model (OSI)

The OSI Model: Understanding the Seven Layers of Computer Networks

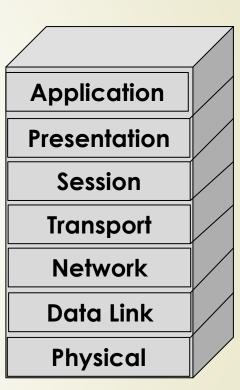
OSI Model

Application Application Presentation Presentation Session Session Transport Transport Network Network Data Link **Data Link** Physical Physical Information Flow Network Medium

OSI Model

The OSI model attempts to define rules that apply to the following issues:

- How network devices contact each other and, if they have different languages, how they communicate with each other.
- Methods by which a device on a network knows when to transmit data and when not to.
- How the physical transmission media are arranged and connected.
- How to ensure that network devices maintain a proper rate of data flow.
- How bits are represented on the network media.



(1) Physical Layer

The following items are addressed at the physical layer:

- Network connection types, including multipoint, point-to-point or multi-homed connections.
- Physical topologies, which are physical layouts of networks, such as bus, star.
- Analog and digital, which include several methods for encoding data.
- Multiplexing, which involves combining several data channels into one.
- Termination, which prevents signals from reflecting back through the cable and causing signal and packets errors.

(2) Data Link Layer

- Allows a device to access the network to send and receive messages
- Offers a physical address so a device's data can be sent on the network
- Works with a device's networking software when sending and receiving messages
- Provides error-detection capability

Application
Presentation
Session
Transport
Network
Data Link

Physical

(3) Network Layer

This layer is concerned with the following:

- Network addressing.
- Circuit, message, and packet switching.
- Route discovery, and rout selection.
- Gateway services.

Application

Presentation

Session

Transport

Network

Data Link

Physical

(4) Transport Layer

Some of the functions offered by the transport layer include:

- Application identification
- Client-side entity identification
- Confirmation that the entire message arrived intact
- Segmentation of data for network transport
- Control of data flow to prevent memory overruns
- Establishment and maintenance of both ends of virtual circuits
- Transmission-error detection
- Multiplexing or sharing of multiple sessions over a single physical link

(5) Session Layer

Session layer functionality includes:

- Virtual connection between application entities
- Synchronization of data flow
- Creation of dialog units
- Connection parameter negotiations
- Partitioning of services into functional groups
- Acknowledgements of data received during a session
- Retransmission of data if it is not received by a device

(6) Presentation Layer

The following items are addressed at the presentation layer:

- Encryption and decryption of a message for security
- Compression and expansion of a message so that it travels efficiently
- Graphics formatting
- Content translation
- System-specific translation

(7) Application Layer

- database access
- e-mail
- support for file transfers
- ability to print on a network
- browsing the World Wide Web

Application

Presentation

Session

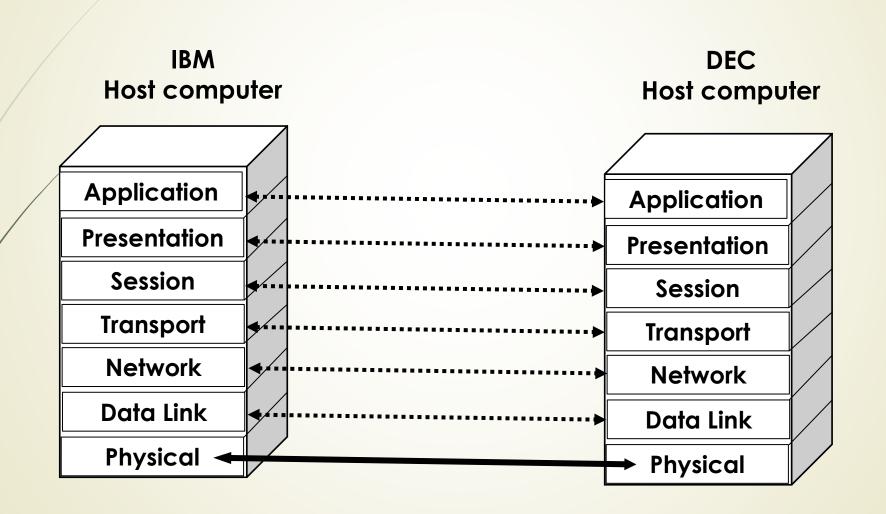
Transport

Network

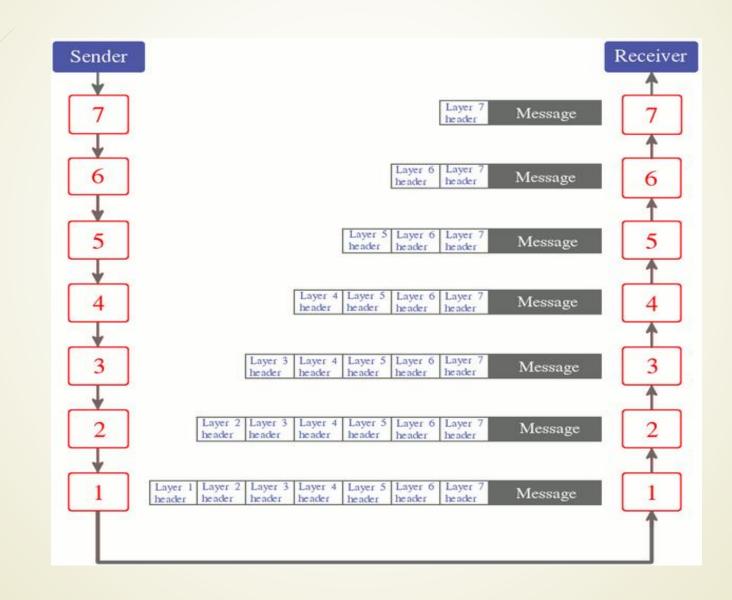
Data Link

Physical

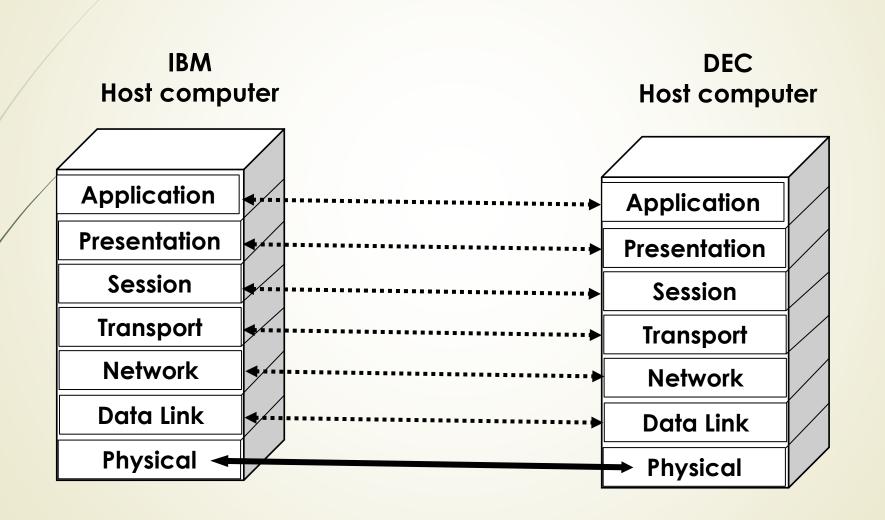
OSI in Action



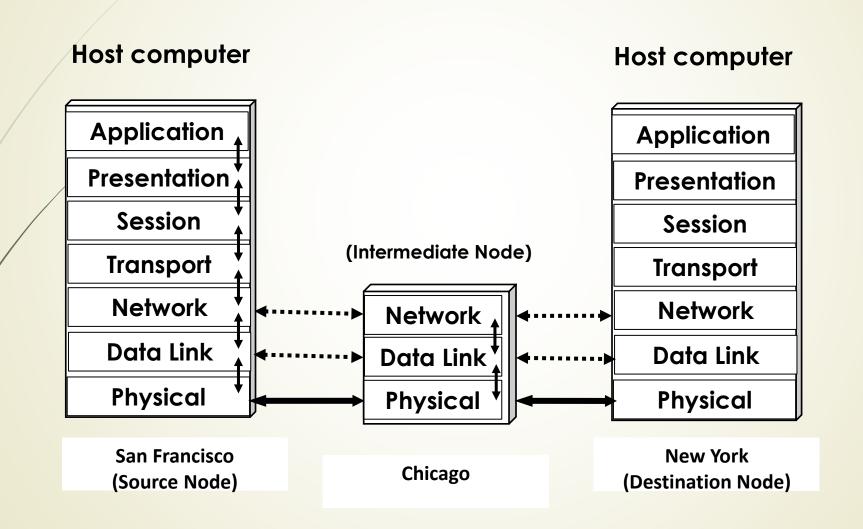
OSI in Action



OSI in Action - What if an error had occurred?



OSI in Action



Thank You Q & A