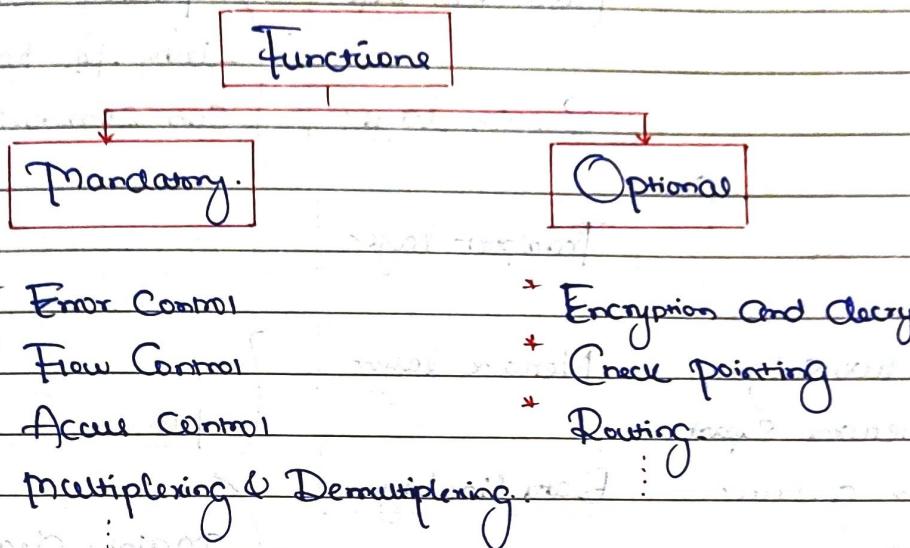


OSI AND TCP/IP PROTOCOL STACK

→ Computer Networks is implemented by 7 functions.



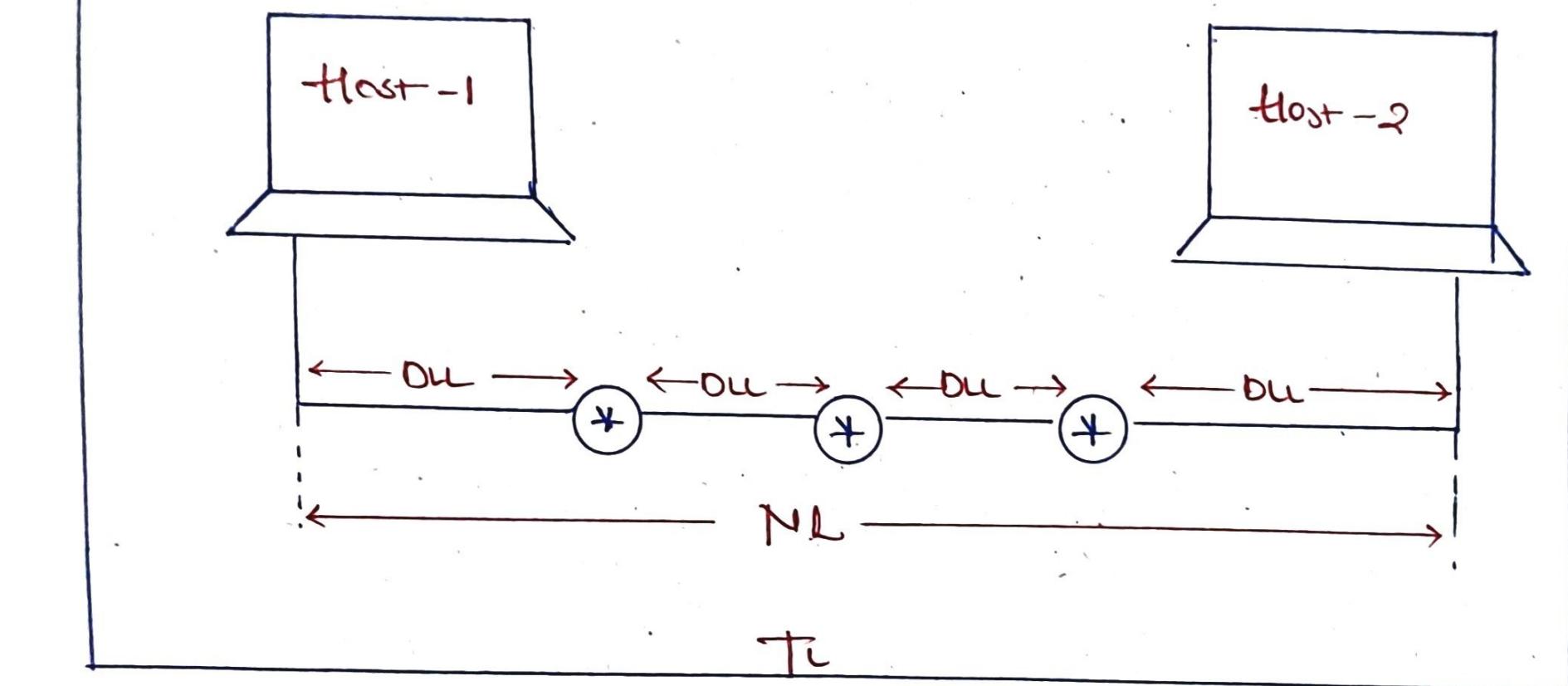
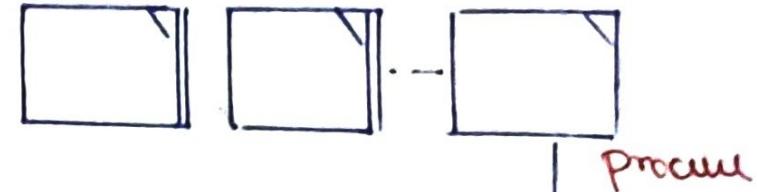
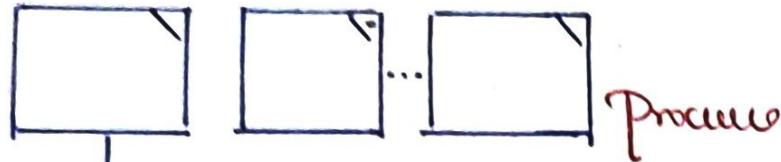
OSI: Open Systems Interconnected model.

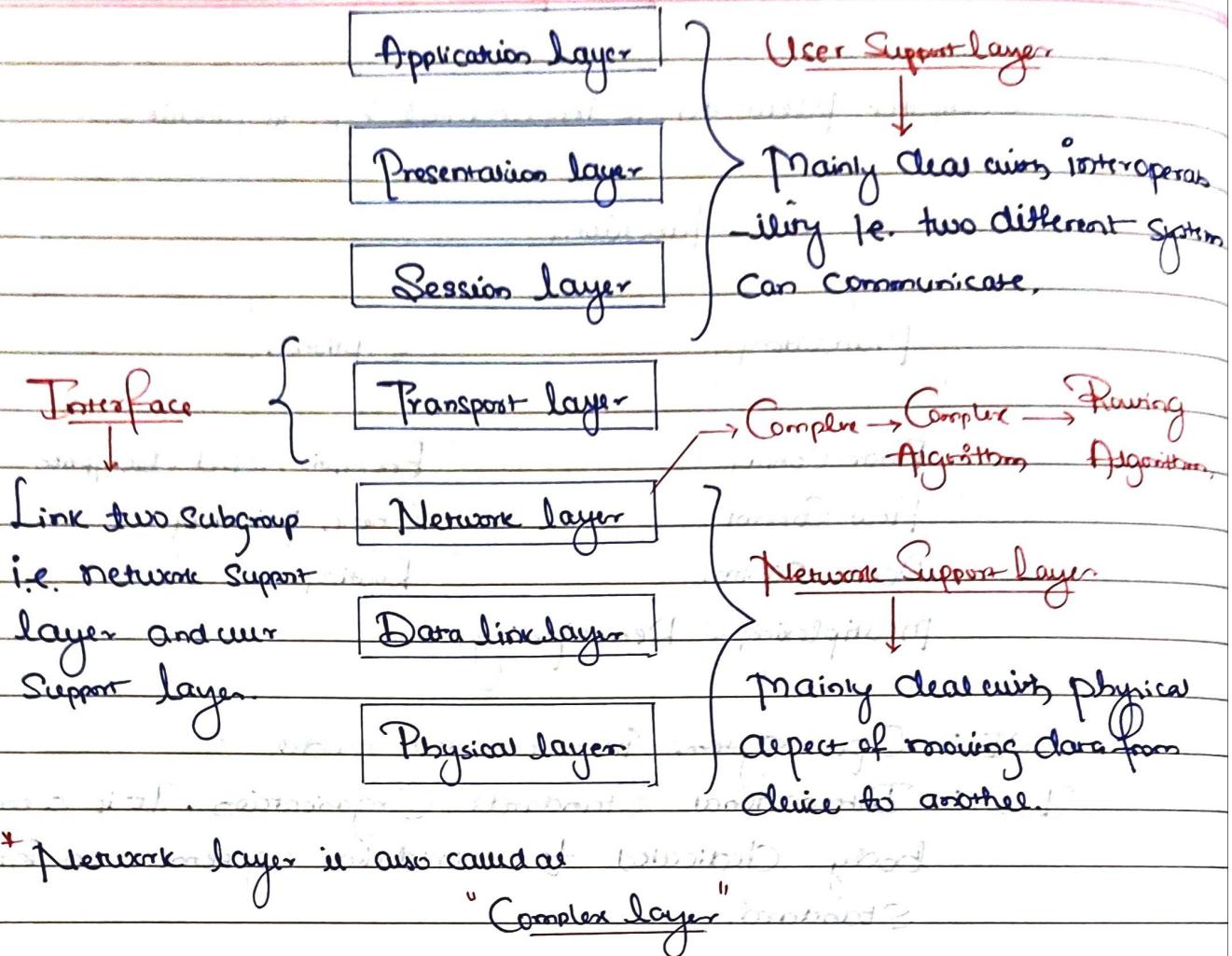
ISO: International Standards Organisation. It is a multi-national body dedicated to worldwide agreement on international Standard.

OSI Model:

- * This model has been proposed by ISO.
- * An Open System is a set of protocols that allow any two different systems to communicate regardless of their underlying architecture (Hardware and Software).
- * The purpose is to show how to facilitate communication between different systems without requiring changes to the logic of underlying hardware and software.
- * This model has got 7 separate but related layers.
- * The 7 layers are:

1. Application layer 2. Presentation layer 3. Session layer 4. Transport layer 5. Network layer 6. Data link layer	7. Physical layer
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**I.**

Physical Layer: Physical layer is responsible for movement of individual bits from one hop to next hop.

Functions of Physical layer:

- 1) It is used to define electrical, mechanical, functional and procedural characteristics of physical line.
 - Copper → Electrical Signal
 - Fiber → Light Signal
 - Wireless Communications → Electromagnetic Signal
- 2) It identifies transmitting mode:
 - a. Simplex
 - b. Half duplex
 - c. Full duplex

- 3) It identifies topology configuration:
 - * Bus topology.

* Star topology

* Mesh topology

* Tree topology

4) It is totally hardware layer

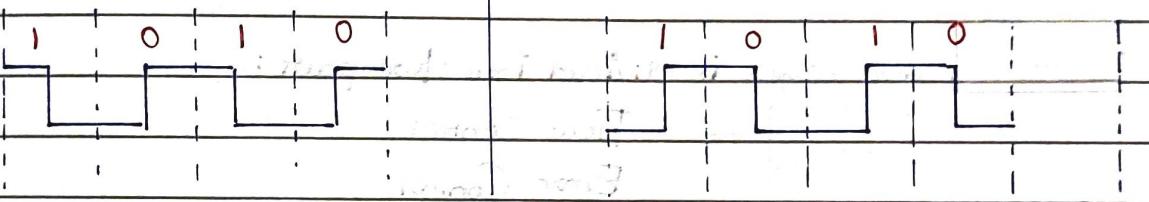
5) It defines link configurations: (i) Point to point link
(ii) Broadcast link.

6) It defines encoding:

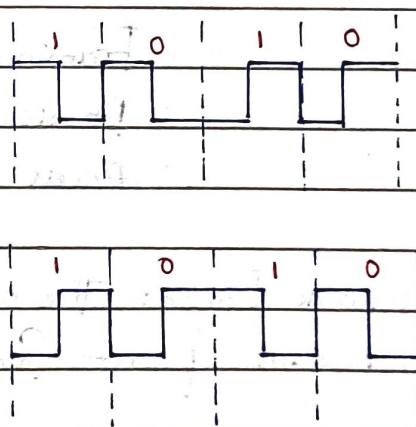
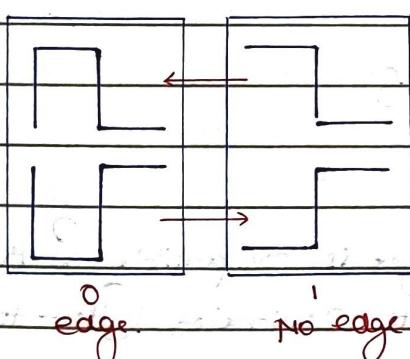
(i) Manchester Encoding: Two opposing conventions of representing data

① Dr G.E Thomas

② IEEE 802.3



(ii) Differential Manchester Encoding.



Bits Encoding: $\text{Baud rate} = 2 \times \text{Bit rate}$

7) Bit Synchronisation.

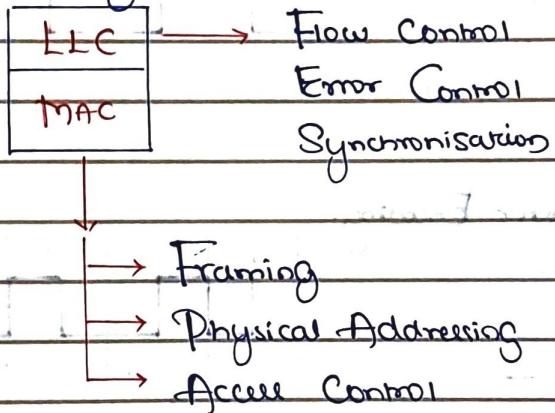
8) Bit rate Control: The physical layer also define the transmission rate i.e no of bits per second.

- II.** Data Link Layer: Data Link layer is responsible for moving frames from one hop (node) to next hop (node).

Functions of Data Link layer:

- 1> Flow Control.
- 2> Error Control.
- 3> Access Control.
- 4> Framing: DLL add header and trailer of datagram received from network layer and resulting packet is called frame.
- 5> Physical Addressing: Header of frame contains physical address (MAC address) of both sender and receiver.

* Data link layer is divided into two part:



- III.** Network Layer: The network layer is responsible for the delivery of individual packets from source to destination (Host to Host).

Functions of Network Layer:

- 1> Host to Host Connectivity.
- 2> Logical addressing: header of network layer contains logical address (IP address) of sender and receiver.
- 3> Switching
- 4> Routing
- 5> Fragmentation
- 6> Congestion Control: IP no. of packets present in the queue.

is greater than the no. of packets it can handle. Then we can say congestion has occurred.

IV. Transport Layer: Transport layer is responsible for process to process delivery. A process is an application program running on a host.

Functions of Transport Layer:

- 1) End to end connectivity.
- 2) Service point addressing: Computers run several programs at the same time. For this reason, end to end delivery means, delivery not only done from one computer to another computer but also from specific process (running program) on one computer to a specific process (running program) on the other computer. So the transport header must include a type of address called service point address (or port numbers).
- 3) Flow Control
- 4) Error Control
- 5) Segmentation and Reassembly: Transport layer receives the message from Session layer, breaks the message into small packets called segments. Each segment has segment number which help the transport layer at receiver side to reassemble them.
- 6) Congestion Control
- 7) Connection Control: Transport layer can be connection oriented or connection less.
- 8) Multiplexing and demultiplexing.

V. Session Layer: Session layer is also known as network dialog controller. It establishes, maintains, synchronizes and terminates the interactions between sender and receiver.

Functions of Session layer:

- 1) Authentication and authorization.

- 2) Check point or synchronization: Session layer adds checkpoints or synchronization points when transmitting the data in sequence. For example - if system is sending a file of 2000 pages. It is advisable to insert check point after every 100 pages to ensure that each 100 unit is received and acknowledged independently. In this case if crash happens during the transmission of page 523, the only page that need to be resent after sync recovery are pages 501 to 523, previous to 501 need not be resent.
- 3) Dialog control: The session layer allows two systems to start communication with each other either in half duplex or full duplex.

VII

Presentation Layer: This layer takes care of syntax and semantics of the information exchanged between two communicating systems.

Functions of Presentation Layer:

- 1) Character translation: If architecture of sender and receiver is different then still they can communicate. Eg: ASCII.
- 2) Encryption and Decryption: Encryption and decryption is needed to maintain privacy. Transforming plain to cipher text is called encryption and vice versa is called decryption.
- 3) Compression: Reduce the no. of bits that needed to be transmitted on the network.

VIII.

Applications Layer: Application layer is responsible for providing service to user. Such as:

1. Mail Service
2. File Sharing
3. File transfer and many more.