ECE 405: Computer Networks

- Lecture 3 – Introduction

OUTLINE:

- Reference Models---------- Sec. 1.4

note, follow the yellow highlighted sentences in the textbook.

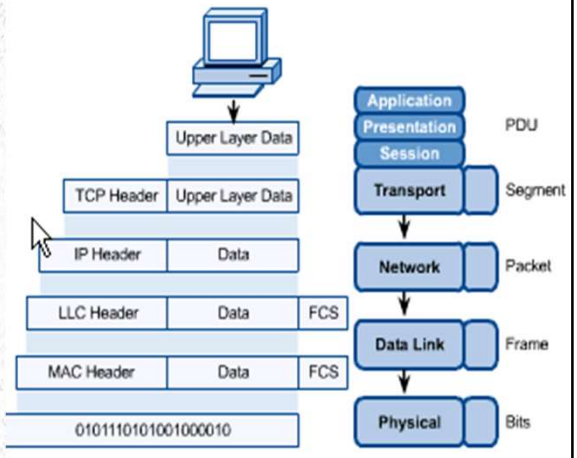
OSI Reference Model

- The OSI model describes how information or data makes its way from application programmes (such as spreadsheets) through a network medium (such as wire) to another application programme located on another network.

7	Application	Network Processes to Applications
6	Presentation	Data Representation
5	Session	Interhost Communication
4	Transport	End-to-end Connections
3	Network	Address and Best Path
2	Data Link	Access to Media
1	Physical	Binary Transmission

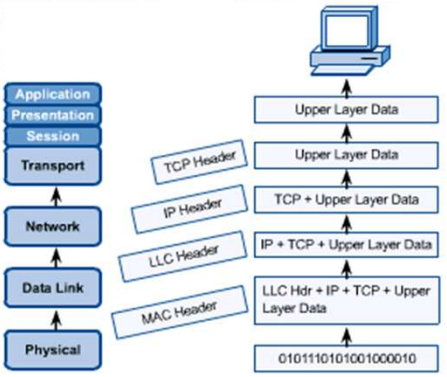
OSI Reference Model

- The lower 4 layers (transport, network, data link and physical —Layers 4, 3, 2, and 1) are concerned with the flow of data from end to end through the network.
- The upper four layers of the OSI model (application, presentation and session—Layers 7, 6 and 5) are orientated more toward services to the applications.
- A message begins at the top application layer and moves down the OSI layers to the bottom physical layer.



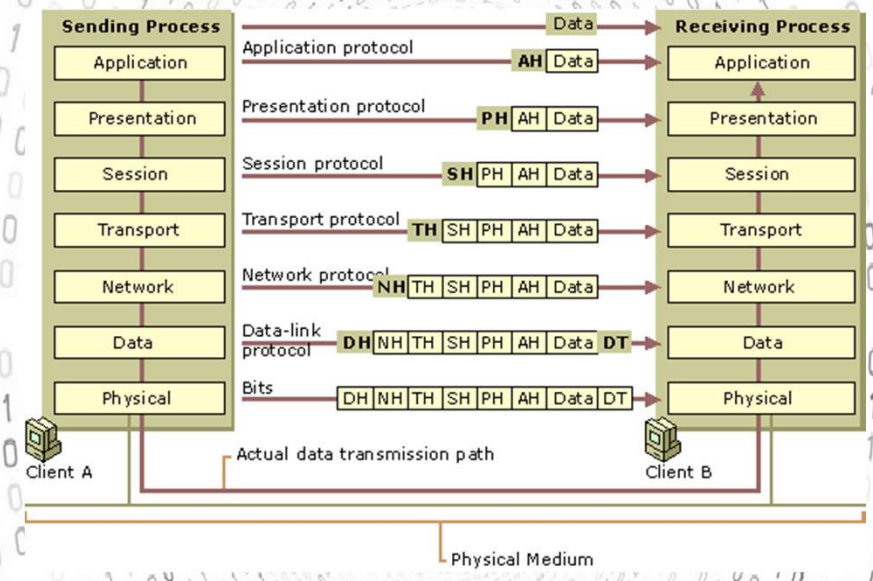
OSI Reference Model

- Data is Encapsulated with the necessary protocol information as it moves down the layers before network transit.
- As the message descends, each successive OSI model layer adds a header to it.
- A header is layer-specific information that basically explains what functions the layer carried out.
- Conversely, at the receiving end, headers are striped from the message as it travels up the corresponding layers.



Application	User interface
Presentation	Data formatting
Session	Establish & maint connect
Transport	TCP - Accurate data
Network	IP - Routers
Data Link	MAC - Switches
Physical	Signals - Cables

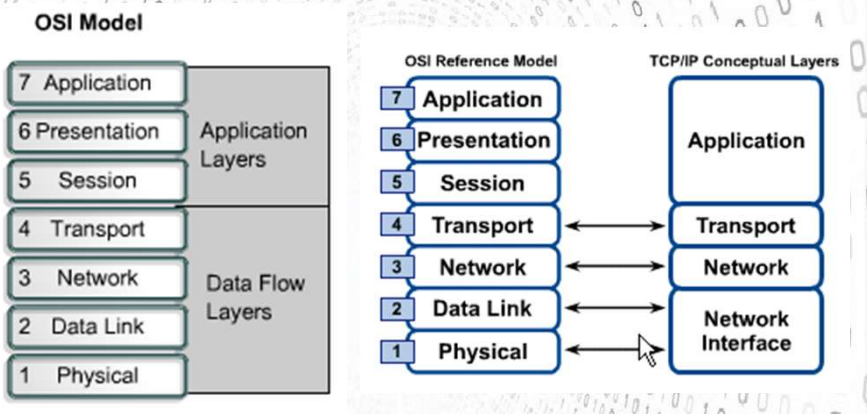
OSI Reference Model



OSI Reference Model

7 – Application Interface to end user. Interaction directly with software application.		**Software App Layer** Directory services, email, network management, file transfer, web pages, database access.	FTP, HTTP, WWW, SMTP, TELNET, DNS, TFTP, NFS
6 – Presentation Formats data to be "presented" between application-layer entities.		**Syntax/Semantics Layer** Data translation, compression, encryption/decryption, formatting.	ASCII, JPEG, MPEG, GIF, MIDI
5 – Session Manages connections between local and remote application.		**Application Session Management** Session establishment/teardown, file transfer checkpoints, interactive login.	SQL, RPC, NFS
4 – Transport Ensures integrity of data transmission.	Segment	**End-to-End Transport Services** Data segmentation, reliability, multiplexing, connection-oriented, flow control, sequencing, error checking.	TCP, UDP, SPX, AppleTalk
3 – Network Determines how data gets from one host to another.	Packet	**Routing** Packets, subnetting, logical IP addressing, path determination, connectionless.	IP, IPX, ICMP, ARP, PING, Traceroute
2 – Data Link Defines format of data on the network.	Frame	**Switching** Frame traffic control, CRC error checking, encapsulates packets, MAC addresses.	Switches, Bridges, Frames, PPP/SLIP, Ethernet
1 – Physical Transmits raw bit stream over physical medium.	Bits	**Cabling/Network Interface** Manages physical connections, interpretation of bit stream into electrical signals	Binary transmission, bit rates, voltage levels, Hubs

TCP/IP Reference Model



TCP/IP Reference Model

Application Layer
Application programs using the network

Transport Layer (TCP/UDP)
Management of end-to-end message transmission, error detection and error correction

Network Layer (IP)
Handling of datagrams : routing and congestion

Data Link Layer
Management of cost effective and reliable data delivery, access to physical networks

Physical Layer
Physical Media

IEEE Standards

IEEE (Institute of Electrical and Electronics Engineers), the largest professional organization in the world, has a standardization group that develops standards in the area of electrical engineering and computing. IEEE's 802 committee has standardized many kinds of LANs.

Number	Topic
802.1	Overview and architecture of LANs
802.2 ↓	Logical link control
802.3 *	Ethernet
802.4 ↓	Token bus (was briefly used in manufacturing plants)
802.5	Token ring (IBM's entry into the LAN world)
802.6 ↓	Dual queue dual bus (early metropolitan area network)
802.7 ↓	Technical advisory group on broadband technologies
802.8 †	Technical advisory group on fiber optic technologies
802.9 ↓	Isochronous LANs (for real-time applications)
802.10 ↓	Virtual LANs and security
802.11 *	Wireless LANs (WiFi)
802.12 ↓	Demand priority (Hewlett-Packard's AnyLAN)
802.13	Unlucky number; nobody wanted it
802.14 ↓	Cable modems (defunct: an industry consortium got there first)
802.15 *	Personal area networks (Bluetooth, Zigbee)
802.16 *	Broadband wireless (WiMAX)
802.17	Resilient packet ring
802.18	Technical advisory group on radio regulatory issues
802.19	Technical advisory group on coexistence of all these standards
802.20	Mobile broadband wireless (similar to 802.16e)
802.21	Media independent handoff (for roaming over technologies)
802.22	Wireless regional area network

Measurements

- It is also worth pointing out that for measuring memory, disk, file, and database sizes, in common industry practice, the units have slightly different meanings.
- There, kilo means 2^10 (1024) rather than 10^3 (1000) because memories are always a power of two. Thus, a 1-KB memory contains 1024 bytes, not 1000 bytes.
- Note also the capital "B" in that usage to mean "bytes" (units of eight bits), instead of a lowercase "b" that means "bits." Similarly, a 1-MB memory contains 220 (1,048,576) bytes, a 1-GB memory contains 230 (1,073,741,824) bytes, and a 1-TB database contains 240 (1,099,511,627,776) bytes.
- However, a 1-kbps communication line transmits 1000 bits per second and a 10-Mbps LAN runs at 10,000,000 bits/sec because these speeds are not powers of two.