

SNS COLLEGE OF TECHNOLOGY

(An Autonomous Institution)

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DEPARTMENT OF COMPUTER APPLICATIONS

23CAT601 - DATA COMMUNICATION AND NETWORK

CLASS : I YEAR / I SEMESTER

UNIT I – DATA COMMUNICATION

TOPIC – OSI MODELS – FUNCTIONS OF OSI LAYERS





Protocol - OSI MODEL

- In data communication and networking, a protocol defines the rules that both the sender and receiver and all intermediate devices need to follow to be able to communicate effectively.
- \checkmark When communication is simple, we may need only one simple protocol; when the communication is complex, we may need to divide the task between different layers, in which case we need a protocol at each layer, or protocol layering.
- International Organization for Standardization (ISO) is a multinational body dedicated to worldwide agreement on international standards.
- ✓ An ISO standard that covers all aspects of network communications is the Open Systems Interconnection (OSI) model. It was first introduced in the 1980s.









OSI Model

- OSI "Open Systems Interconnection". \checkmark
- ✓ OSI model was first introduced in 1984 by the International Organization for Standardization (ISO).
- Outlines WHAT needs to be done to send data from one computer to another. \checkmark
- Not HOW it should be done. \checkmark
- \checkmark Protocols stacks handle how data is prepared for transmittal (to be transmitted)
- \checkmark In the OSI model, The specification needed are contained in 7 different layers that interact with each other.







What is "THE OSI MODEL?"

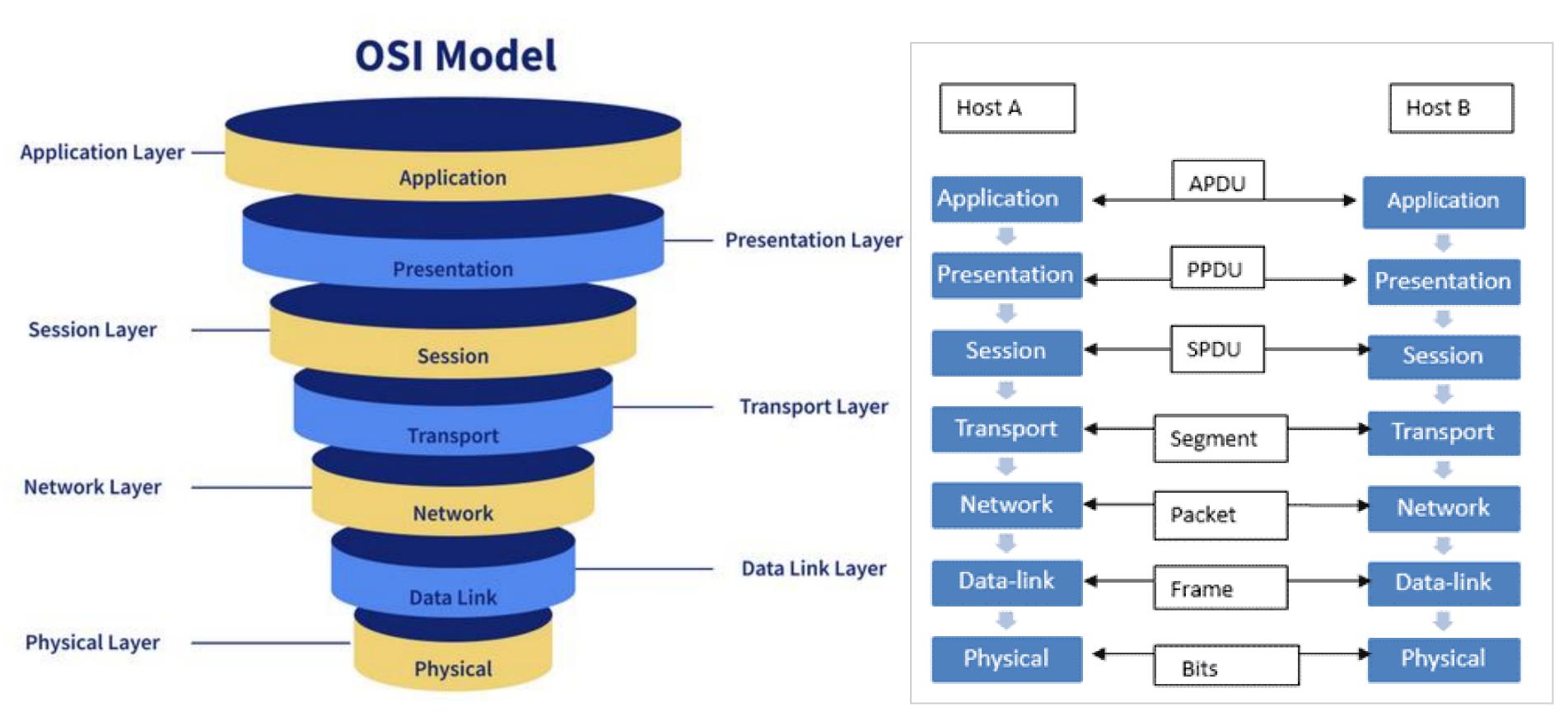
- \checkmark Commonly referred to as the OSI reference model.
- ✓ The OSI model is a theoretical blueprint that helps us understand how data gets from one user's computer to another.
- ✓ It is also a model that helps develop standards so that all of our hardware and software talks nicely to each other.
- ✓ It aids standardization of networking technologies by providing an organized structure for hardware and software developers to follow, to insure there products are compatible with current and future technologies.















Physical Layer

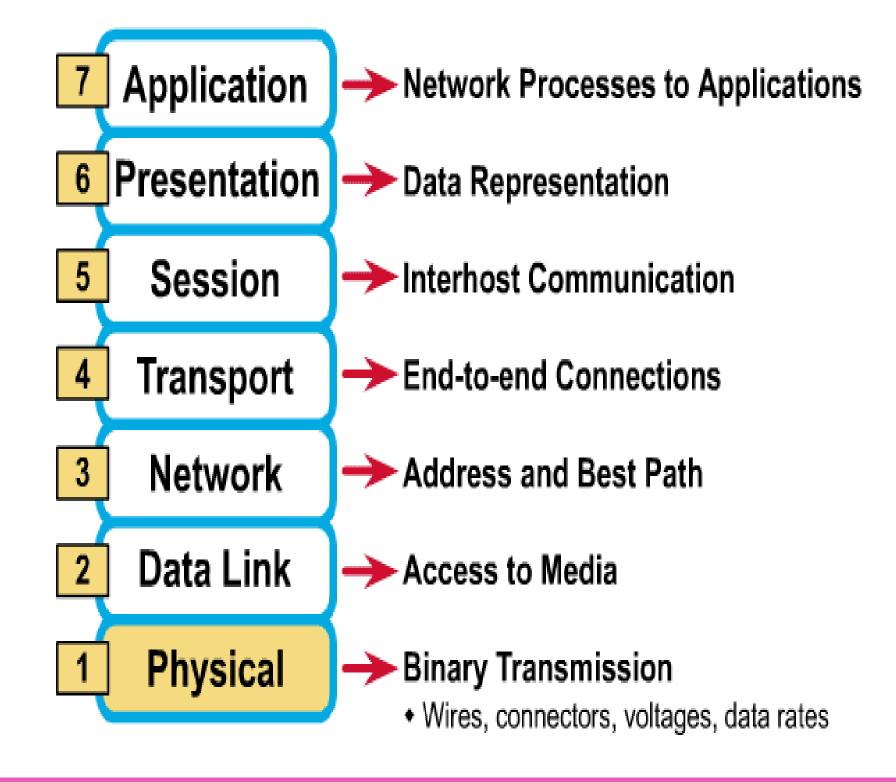
The physical layer coordinates the functions required to transmit a bit stream over a physical medium.

Determines the specs for all physical components

- Cabling \checkmark
- Interconnect methods (topology / devices) \checkmark
- Data encoding (bits to waves)
- **Electrical properties**
- Transmission mode

Examples:

- Ethernet (IEEE 802.3), Token Ring (IEEE 802.5) \checkmark
- Wireless (IEEE 802.11b)

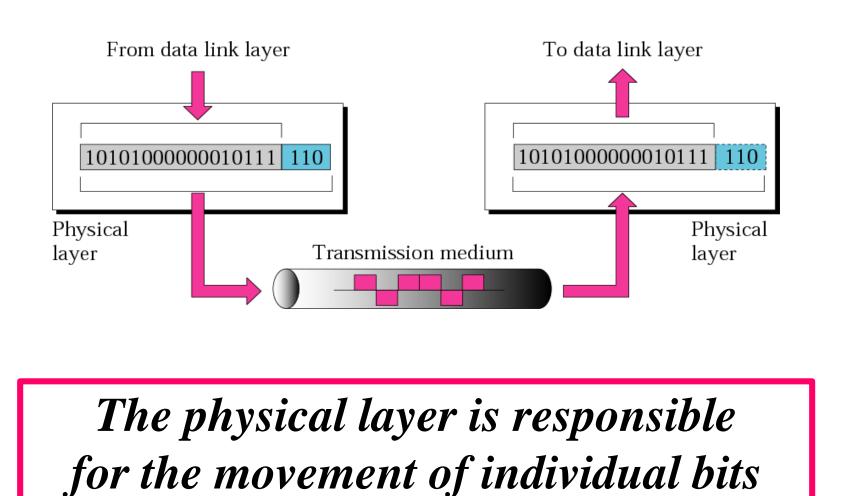






Physical Layer

The physical layer coordinates the functions required to transmit a bit stream over a physical medium.



from one hop (node) to the next.

my computer?

NIC

- Network Interface Card
- ✓ Has a unique 12 character Hexadecimal number permanently burned into it at the manufacturer.
- \checkmark The number is the MAC Address/Physical address of a computer
- Cabling
 - ✓ Twister Pair
 - ✓ Fiber Optic
 - ✓ Coax Cable



- What are the Physical Layer components on





Data Link Layer

Places data and retrieves it from the physical layer and provides error detection capabilities

Framing—The data link layer divides the stream of bits received from 6 Pr the network layer into manageable data units called frames.

- Flow Control \bullet
- **Error Control** \bullet
- **Access Control**
- **Physical Addressing**

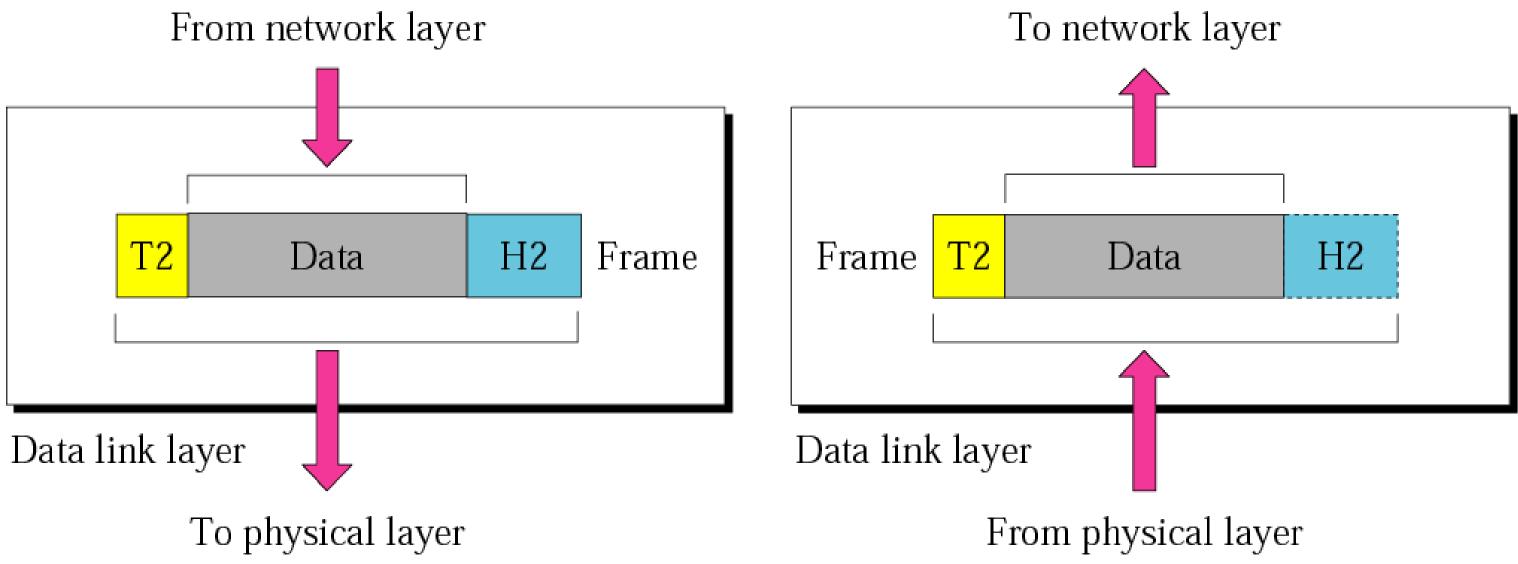
OSI Model / DCN / Priyanga S / AP / MCA / SNSCT



oplication	Network Processes to Applications
resentation	Data Representation
Session	Interhost Communication
Transport	End-to-end Connections
Network	Address and Best Path
Data Link	Access to Media • Provides reliable transfer of data across
Physical	 Physical addressing, network topology, error notification, flow control

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The data link layer is responsible for moving frames from one hop (node) to the next.







Network Layer

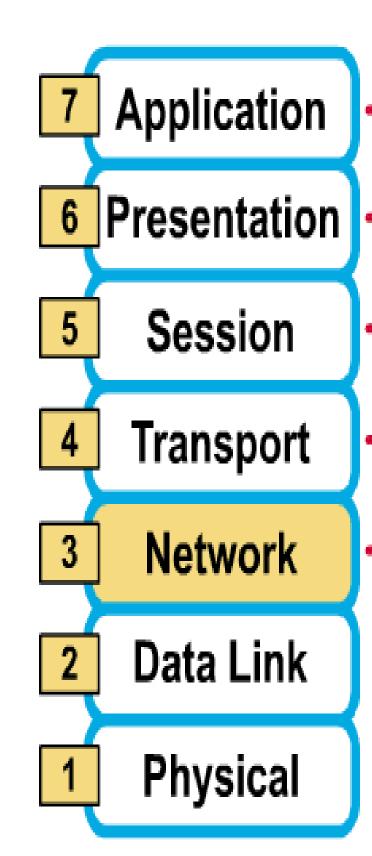
 \checkmark The network layer is responsible for the source - to - destination delivery of a packet.

 \checkmark Provides network-wide addressing and a mechanism to move packets between networks (routing).

Responsibilities: Network addressing or \checkmark

Logical addressing Routing

Example: IP from TCP/IP \checkmark



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Network Processes to Applications

Interhost Communication

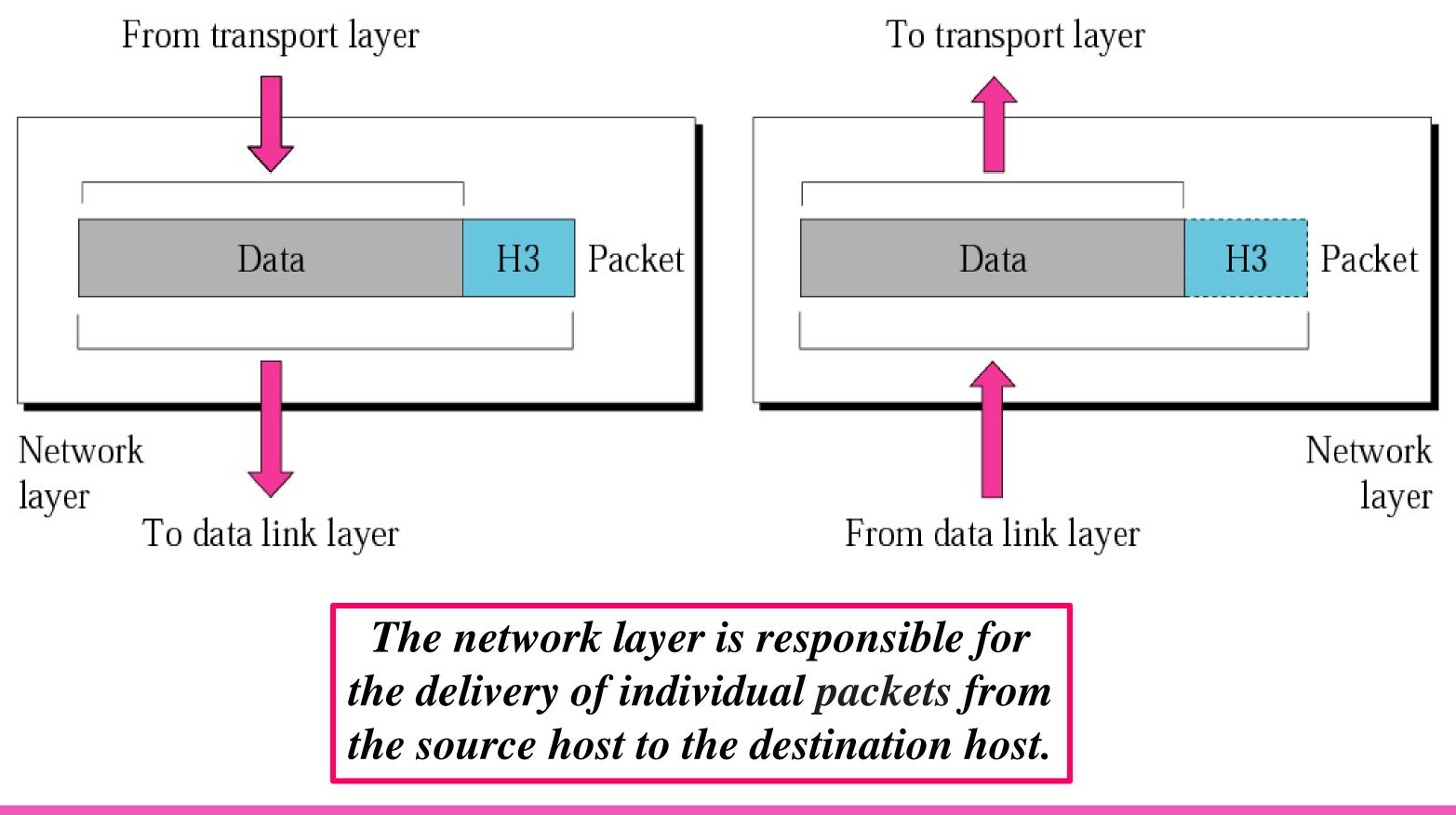
End-to-end Connections

Address and Best Path

- Provides connectivity and path selection between two end systems
- Domain of routing



Network Layer



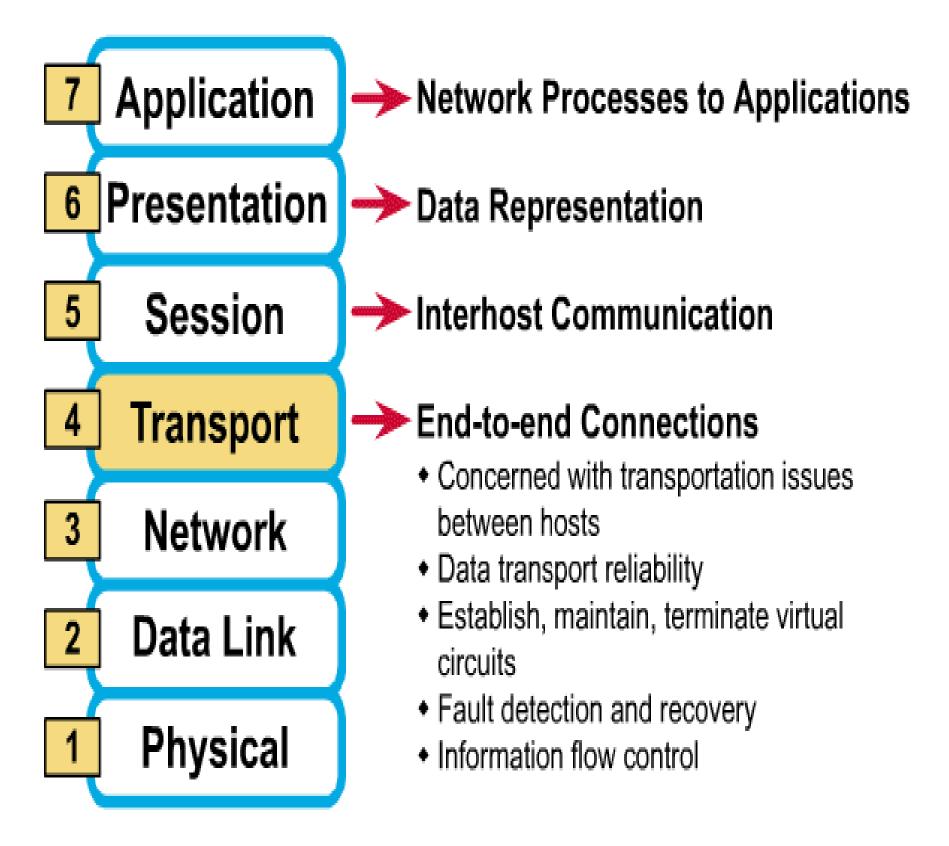




Transport Layer

The transport layer is responsible for process-to-process delivery of the entire message

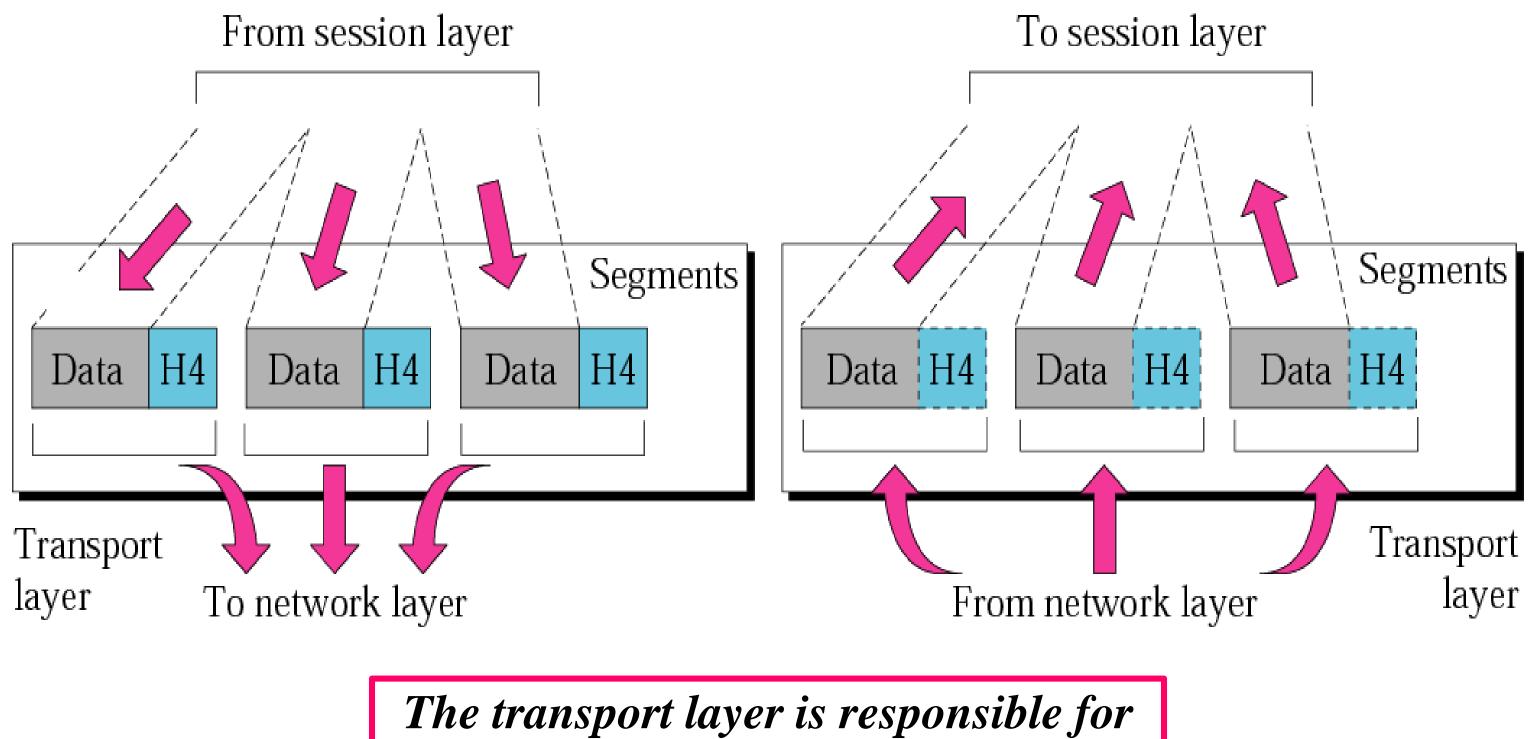
- Port Addressing \bullet
- Provides reliable data delivery ۲
- It's the TCP in TCP/IP ۲
- Receives info from upper layers and segments it into • packets
- Can provide error detection and correction \bullet
- Segmentation and reassembly







Transport Layer



the delivery of a message from one process to another.

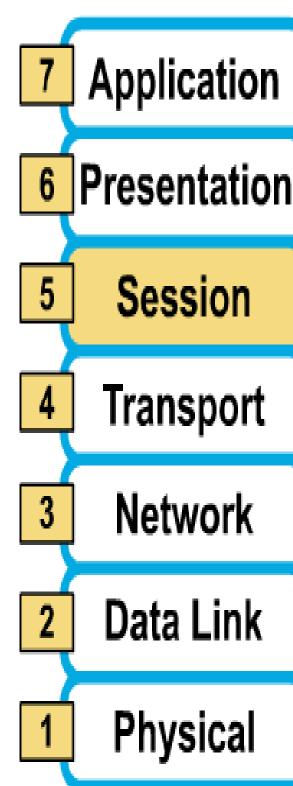






Session Layer

- \checkmark The session layer is the network dialog controller.
- establishes, maintains, and synchronizes \checkmark lt the interaction among communicating systems
- ✓ Allows applications to maintain an ongoing session Synchronization (Check Points) & Dialog Control (Manages who's turn to transfer data)
- \checkmark Where is it on my computer?
 - Workstation and Server Service (MS)
 - Windows Client for
 - NetWare (NetWare)



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Network Processes to Applications **Presentation** → Data Representation Interhost Communication Establishes, manages, and terminates sessions between applications

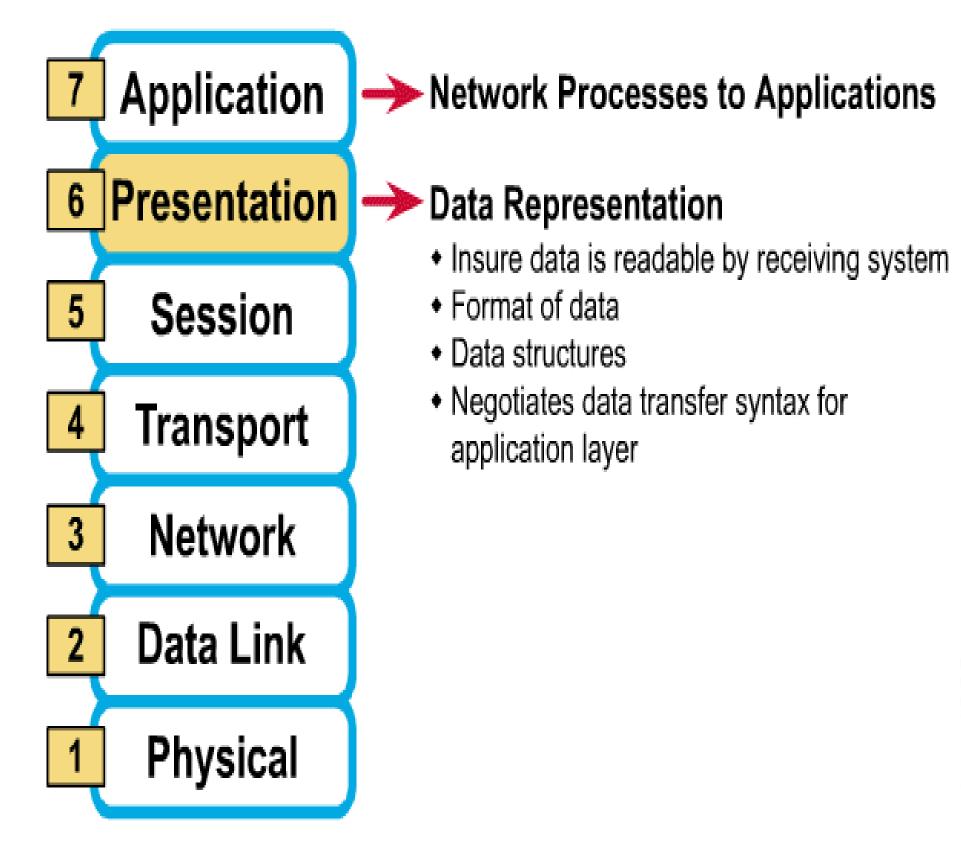




Presentation Layer

The presentation layer is concerned with the syntax and semantics of the information exchanged between two systems.

- Translation -Encoding and Decoding
- Encryption
- Compression



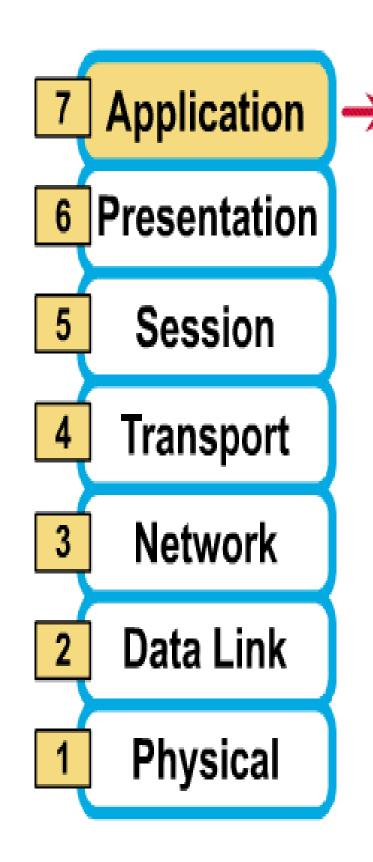




Application Layer

✓ The 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 etc



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Network Processes to Applications

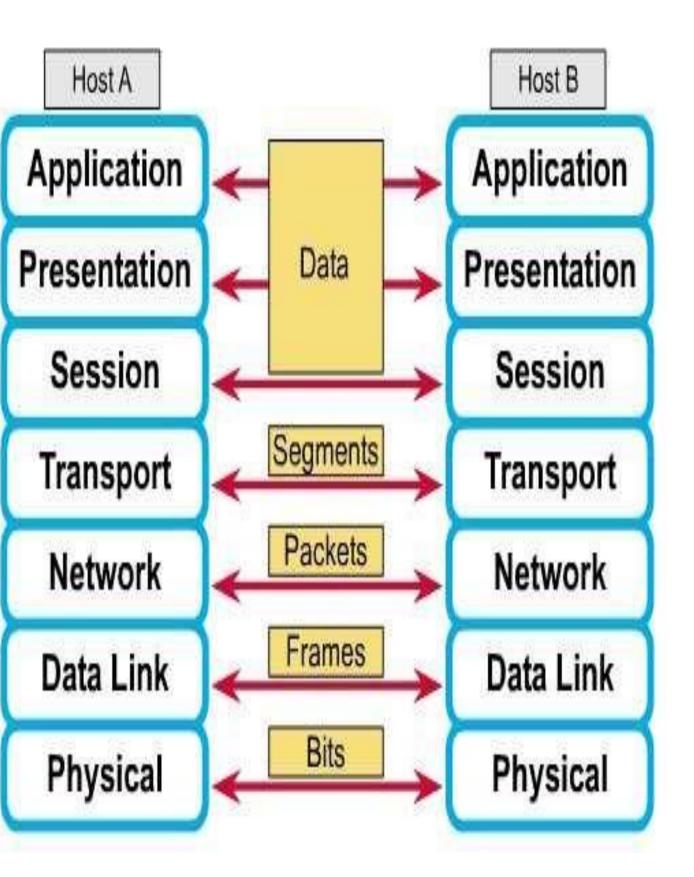
 Provides network services to application processes (such as electronic mail, file transfer, and terminal emulation)



Each layer contains a **Protocol Data Unit (PDU)**

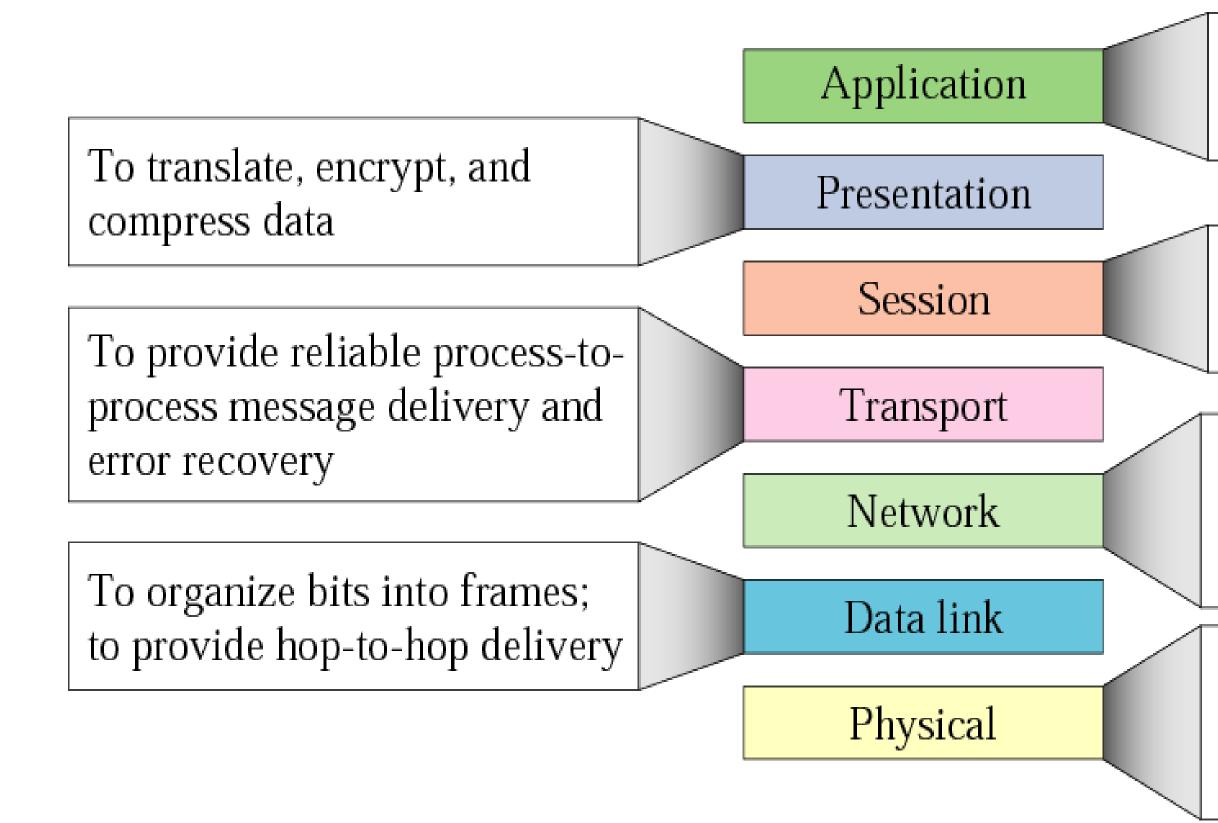
- PDU's are used for peer-to-peer contact between corresponding layers.
- Data is handled by the top three layers, then Segmented by the Transport layer.
- The Network layer places it into packets and the Data ● Link frames the packets for transmission.
- Physical layer converts it to bits and sends it out over the media.
- The receiving computer reverses the process using the \bullet information contained in the PDU.







Summary



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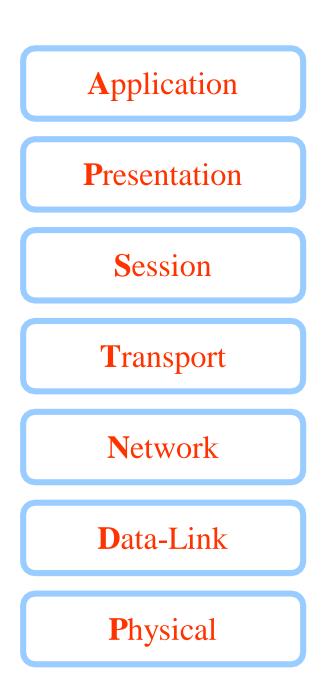
To allow access to network resources

To establish, manage, and terminate sessions

To move packets from source to destination; to provide internetworking

To transmit bits over a medium: to provide mechanical and electrical specifications





Analogy – Postal System

- **A-** Write a 20 page letter to a foreign country.
- **P-** Translate the letter so the receiver can read it.
- **S-** Insure the intended recipient can receive letter.
- **T-** Separate and number pages. Like registered mail, tracks delivery and requests another package if one is "lost" or "damaged" in the mail.
- **N-** Postal Center sorting letters by zip code to route them closer to destination.
- **D-** Local Post Office determining which vehicles to deliver letters.
- **P-** Physical Trucks, Planes, Rail, autos, etc which carry letter between stations.



