King Fahd University of Petroleum & Minerals Computer Engineering Dept

COE 241 – Data and Computer Communications

Term 122

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Lecture Contents

1. OSI
   a. The model
   b. OSI layers
2. TCP/IP Protocol Suite
3. Multimedia and Types of Traffic

The OSI Model

- **Software model and abstraction**
- **Defines set of layers and the services at these layers necessary to perform communication**
- **Promotes compatibility of network designs**
- **Logical partitioning:**
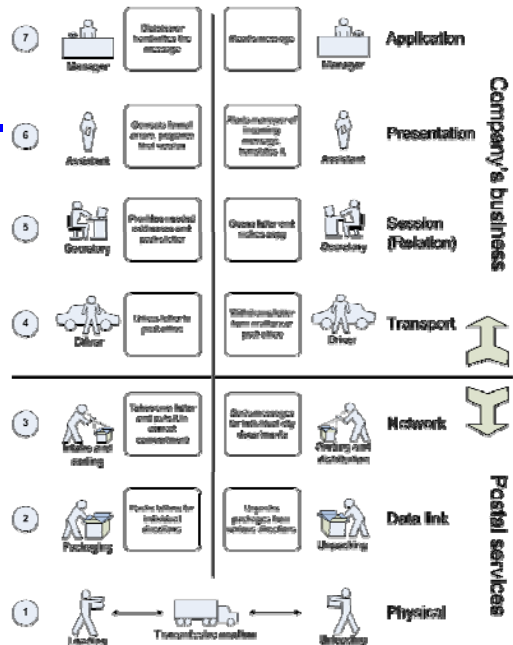 - **Manageability and scalability**

The OSI Model – Example:

- **Source: http://en.wikipedia.org/wiki/OSI_model**
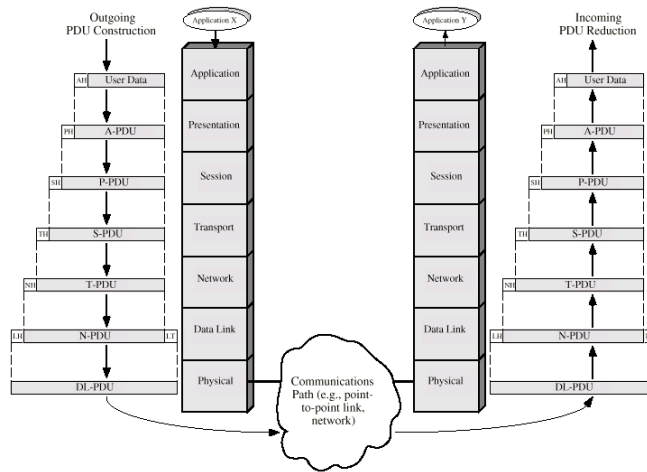

RM – OSI and letter communication parallel

The OSI Model - Environment

- **Layer i establishes a PEER relationship with layer i on the target node**
- **This means Layer i requires service from layer i-1**
- **And so on**
- **The use of the PDUs**
- **No direct communication except for the physical layer – all other communication is indirect or virtual**
- **Encapsulation of user data**
- **Each layer may segment SDU to accommodate its own requirement – These are reassembled at the other end**
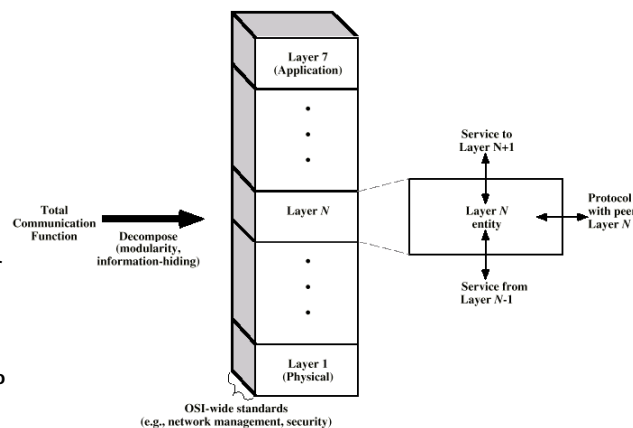
Outgoing PDU Construction

AH	User Data
PH	A-PDU
SH	P-PDU
TH	S-PDU
NH	T-PDU
LH	N-PDU	LT
	DL-PDU	

Application X

Application | Presentation | Session | Transport | Network | Data Link | Physical

Communications Path (e.g., point-to-point link, network)

Application Y

Application | Presentation | Session | Transport | Network | Data Link | Physical

Incoming PDU Reduction

AH	User Data
PH	A-PDU
SH	P-PDU
TH	S-PDU
NH	T-PDU
LH	N-PDU	LT
	DL-PDU	

The OSI Model - Framework

- **Very similar to subroutine or function design in software engineering**
- **Boundaries and functionalities are well designed – development of one layer has little or no effect on other layers**
- **Protocol specification:**
  - **Format of PDUs, and the semantic of each field**
- **Service definition:**
  - **What are the services provided to upper layer and the lower one**
- **Addressing:**
  - **E.g: NSAP is the address of an entity in the transport layer who uses the network service**

Layer 7 (Application)

•
•
•

Total Communication Function

Decompose (modularity, information-hiding)

Layer N

Service to Layer N+1

Layer N entity

Protocol with peer Layer N

Service from Layer N-1

•
•
•

Layer 1 (Physical)

OSI-wide standards (e.g., network management, security)

The OSI Model - Framework

- **Service Primitives:**
  - **Request:**
  - **Indication:**
  - **Respond**
  - **Confirm**
- **Note:**
  - **Encapsulation**
  - **Peer communication is virtual (dashed lines) – except at physical layer**
  - **Figure shows confirmed services case – For non confirmed services, the initiator receives no confirmation.**

Layer N+1

protocol entity — N+1 PDU → protocol entity — N+1 Service

N.request (1) N.confirm (4) N.response (3) N.indication (2)

Layer N

protocol entity — H | N+1 PDU = N PDU → protocol entity — N Service

Layer N-1

protocol entity   protocol entity — N-1 Service

Node A   **Node B**
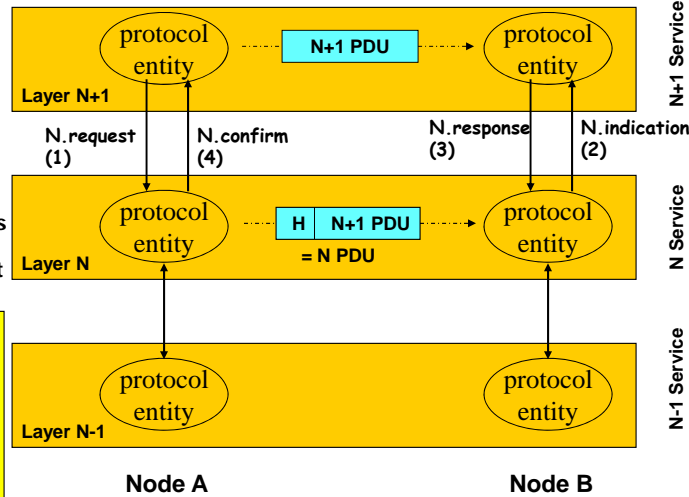
The OSI Model – Physical Layer

- **Specifications:**
  - **Mechanical: dimensions, connectors, etc.**
  - **Electrical: signal levels, rates of change, etc**
  - **Functional: functions performed by each circuit**
  - **Procedural: steps required to transport bits from one end to the other**
- **Provides service to do "transmission of raw bits"**

The OSI Model – Data Link Layer

- **Converts the raw bit stream service provided by the physical layer to a reliable stream:**
  - **Performs error detection and error control**
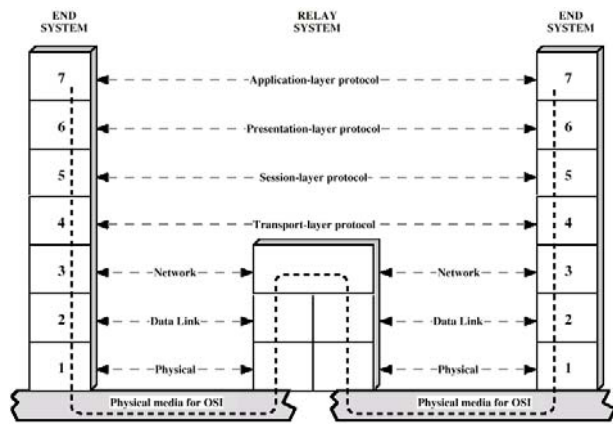
- **Examples: HDLC, LAPB, LLC, etc**

The OSI Model – Network Layer

- **Service: transfer of information between two end systems across communication network – End to end delivery of packets**

- Two end systems may be connected by:
  - Point-2-point: no need for network layer
  - Same network (see figure)
  - Different network

The OSI Model – Transport Layer

- Service: mechanism of exchanging data (or messages) between the two end systems:
  - For connection oriented networks:
    - Error-free delivery
    - Ordered delivery
    - No loss or duplication
    - Attempts to provide a certain quality of service (QoS) {certain max error rate, delay jitter, etc) through optimizing the the network layer services
- Example: TCP (connection oriented), UDP (connectionless)

The OSI Model – Session Layer

- Service: mechanism of controlling the dialogue between applications at end systems
  - Dialogue Discipline
  - Grouping
  - Recovery

The OSI Model – Presentation

- **Service: defines format of data (format, encryption, and compression) to be exchanged between applications**

The OSI Model – Application

- **Service: A means for user applications (email, ftp, etc) to access the services provided by the OSI model**

The TCP/IP Model

- **TCP/IP is the result of R&D conducted on experimental packet switched network (ARPANET) and funded by Defense Advanced Research Agency (DARPA)**
- **TCP/IP is NOW the dominant commercial architecture – The foundation of the internet and its applications**
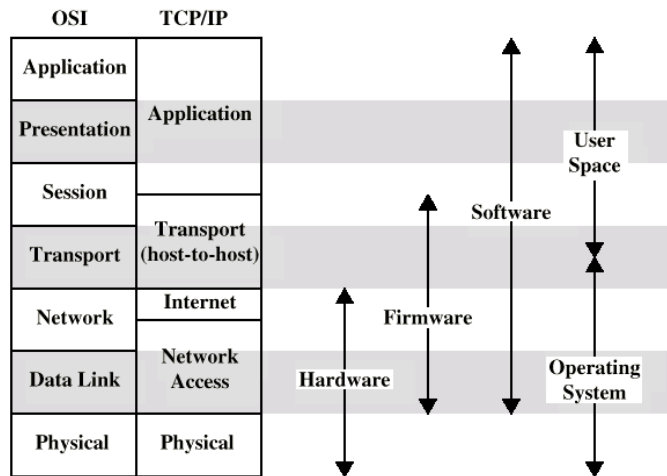
The TCP/IP Model

- **Model has five independent layers:**
  - **Application layer: comm between processes or applications on separate hosts**
  - **Transport layer: end-2-end transfer service – may include reliability mechanisms**
  - **Internet layer: routing data from source to destination through one or more networks**
  - **Network access layer: logical interface between end systems and the network**
  - **Physical layer: defines mechanism of transmitting raw bits depending on media characteristic**

The TCP/IP Model (using the OSI Model as a reference)

OSI	TCP/IP
Application	Application
Presentation	
Session	
Transport	Transport (host-to-host)
Network	Internet
Data Link	Network Access
Physical	Physical

User Space

Software

Firmware

Hardware

Operating System

Example of TCP/IP Communications

- A process (has port 1) on host A needs to communicate to another process: port 2 at host B
- The application layer on A hands the msg down to TCP with instructions to deliver it to (port2,host B)
- TCP hands msg down to IP with instructions to send it to host B:
  - The IP layer knows how to reach host B (or at least the first hop of the route) – does not care about port info
- IP hands down packets to network access (say Ethernet) with instructions to pass it to next router (first hop on the way to B)
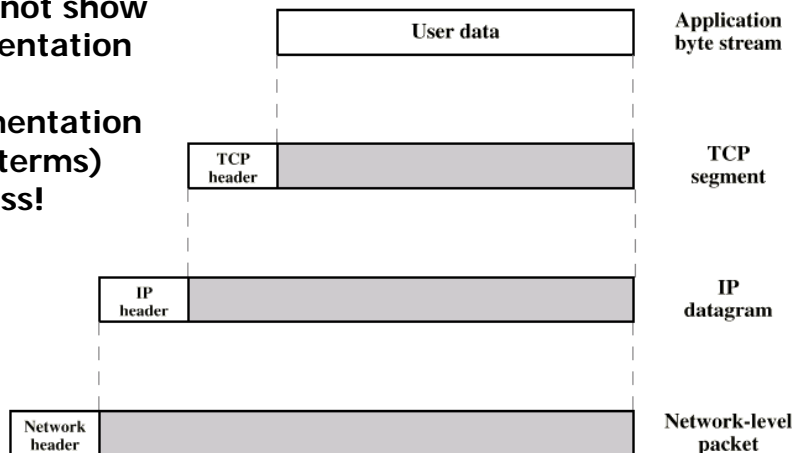
Example of TCP/IP Communications

- **Does not show segmentation (or fragmentation in IP terms) process!**

User data	Application byte stream
TCP header	TCP segment
IP header	IP datagram
Network header	Network-level packet

TCP Headers

- **TCP control info:**
  - **Destination port number**
  - **Sequence number**
  - **Checksum**

Bit: 0   4   8   16   31

20 octets

Source Port	Destination Port
Sequence Number	
Acknowledgement Number	

Header length	Reserved	Flags	Window

Checksum	Urgent Pointer
Options + Padding	

(a) TCP Header

Bit: 0   16   31

8 octets

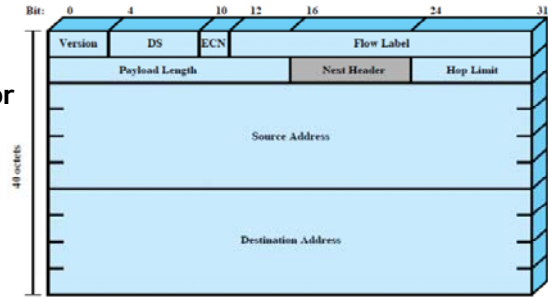| Source Port	Destination Port
Segment Length	Checksum
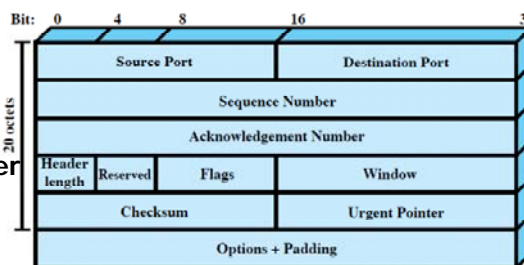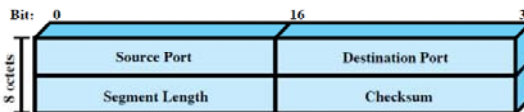
(b) UDP Header

Figure 2.3 TCP and UDP Headers

IP Header

- **IP control Info**
  - **Version**
  - **Source Address**
  - **Destination Address**
  - **Protocol**

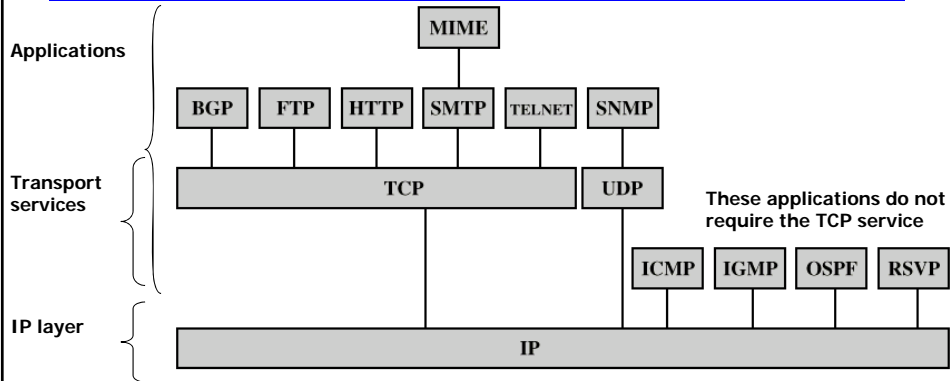- **Note the 32-bit address for IPv4 versus the 128-bit address for IPv6.**
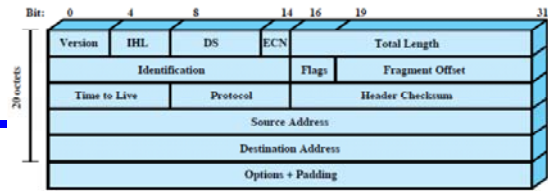
Figure 2.4 IP Headers

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TCP/IP Protocols

Applications

Transport services

These applications do not require the TCP service

IP layer

BGP = Border Gateway Protocol
FTP = File Transfer Protocol
HTTP = Hypertext Transfer Protocol
ICMP = Internet Control Message Protocol
IGMP = Internet Group Management Protocol
IP   = Internet Protocol
MIME = Multi-Purpose Internet Mail Extension

OSPF = Open Shortest Path First
RSVP = Resource ReSerVation Protocol
SMTP = Simple Mail Transfer Protocol
SNMP = Simple Network Management Protocol
TCP = Transmission Control Protocol
UDP = User Datagram Protocol

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11

Typical Internet Applications

- **Simple Mail Transfer Protocol (SMTP)**

- **File Transfer Protocol (FTP)**

- **Telnet**

Multimedia

- **Media: text, still images, and video**
- **Multimedia: Human-computer interaction involving text, graphics, images, and/or audio/video**
- **Streaming Media: video and audio clips**

- **Quality of Service (QoS) Parameters include:**
  - **Throughput, delay, delay variation (jitter), packet loss, etc.**

- **Types of Traffic:**
  - **Elastic: can accept variable range of QoS levels across the internet – e.g. TCP/IP is designed for this**

  - **Inelastic – have very strict QoS levels requirements – e.g. (real-time) voice traffic**