Addis Ababa University
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Seek Wisdom, Elevate your Intellect and Serve Humanity

Data Communication and Computer Networks

INSY3071

Instructor: Tsegaye Berhanu

Chapter 4

Protocols and OSI Reference Model

Outline

- Network Protocols
- Layered Models
  - The OSI Model
  - The TCP/IP Model
- Comparing OSI Model with TCP/IP Model
- Overview & functions of each layer
- Encapsulation

Network Protocols

- In order for data packets to travel from a source to a destination on a network, it is important that all the devices on the network speak the same language or protocol.
- A data communications protocol is a set of rules or agreements that determines the data format, and how transmission of data occurs.
- A protocol is a set of standards that make communication on a network more efficient.

Network Protocols

- **Network protocols** are formal standards and policies made up of rules, procedures and formats that defines communication between two or more devices over a **network**
- Protocols are Rules that specify:
  - How the messages are sent
  - How they are directed through the network, and
  - How they are interpreted at the destination devices

Example of Network Protocols

- TCP/IP (Transmission Control Protocol/Internet Protocol) suite
- ARP (Address Resolution Protocol)
- DHCP (Dynamic Host Configuration Protocol)
- DNS (Domain Name System)
- FTP (File Transfer Protocol)
- HTTP (Hyper Text Transfer Protocol)
- HTTPS (Hypertext Transfer Protocol Secure)
- ICMP (Internet Control Message Protocol)
- IGMP (Internet Group Management Protocol)
- IMAP4 (Internet Message Access Protocol version 4)
- NTP (Network Time Protocol)
- SNMP2/3 (Simple Network Management Protocol version 2 or 3)
- SSH (Secure Socket Shell)
- POP3 (Post Office Protocol version 3)
- RTP (Real-time Transport Protocol
- SIP (Session Initiation Protocol)
- TFTP (Trivial File Transfer Protocol)
- TLS (Transport Layer Security)
- UDP (User Datagram Protocol)

Layered Models

- A reference model (Layered Model) is a conceptual blueprint of how communications should take place.
- It addresses all the **processes** required for effective communication and **divides** these processes into logical groupings called layers.
- When a communication system is designed in this manner, it's known as layered architecture.

Advantage of Layered Models

- It divides the network communication **process** into smaller and simpler components, thus aiding component development, design, and troubleshooting.
- It encourages industry standardization by defining what functions occur at each layer of the model.
- It allows various types of network hardware and software to communicate.
- It prevents changes in one layer from affecting other layers, so it does not hamper development.

Examples of Layered Models

- OSI Reference Model
- TCP/IP Model

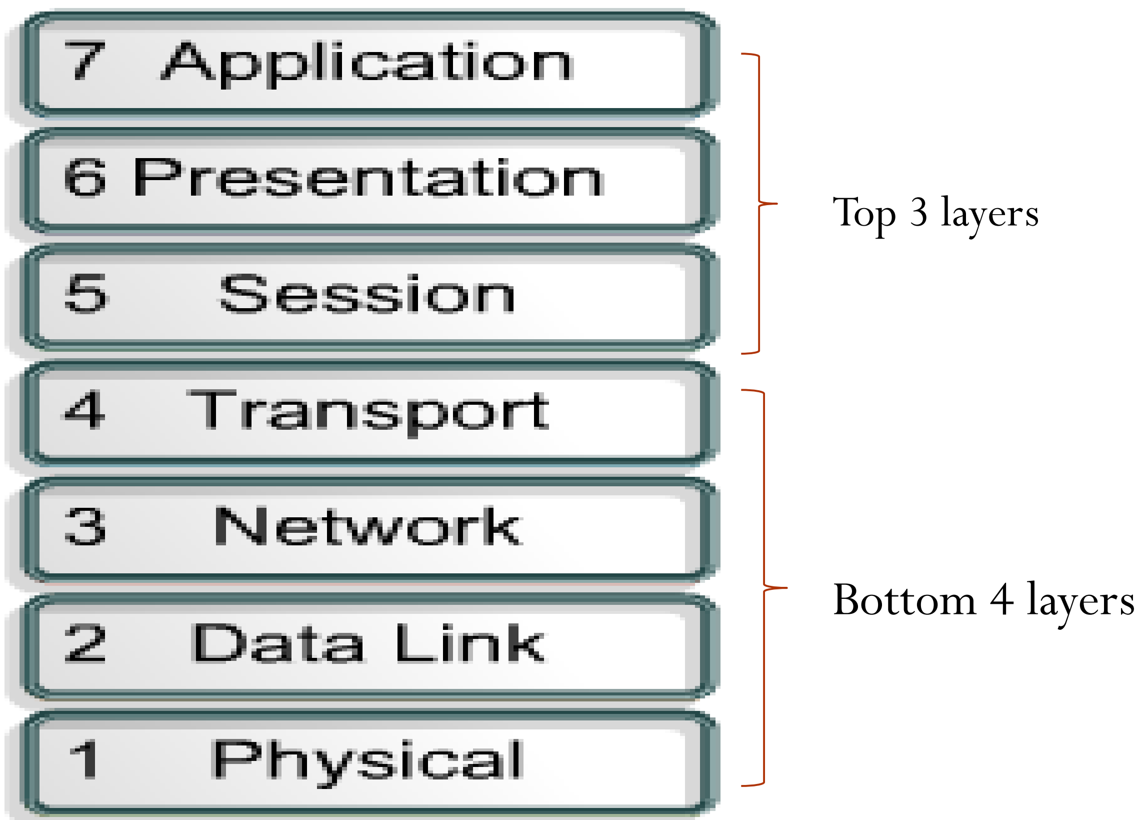
OSI Model

- **OSI** stands for Open Systems Interconnection. It has been developed by ISO – 'International Organization of Standardization', in the year 1974. It is a 7 **layer** architecture with each **layer** having specific functionality to perform
- The OSI isn't a physical model. Rather, it's a set of guidelines that application developers can use to create and implement applications that run on a network.
- It also provides a framework for creating and implementing networking standards, devices, and internetworking schemes.

The OSI Model

- The **OSI model** defines a networking framework to implement protocols in **layers**, with control passed from one **layer** to the next
- The OSI has seven different layers, divided into two groups.
- The top three layers define how the applications within the end stations will communicate with each other and with users.
- The bottom four layers define how data is transmitted end-to-end.

Layers of the OSI Model

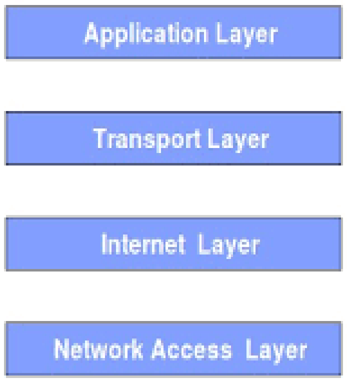


The TCP/IP Model

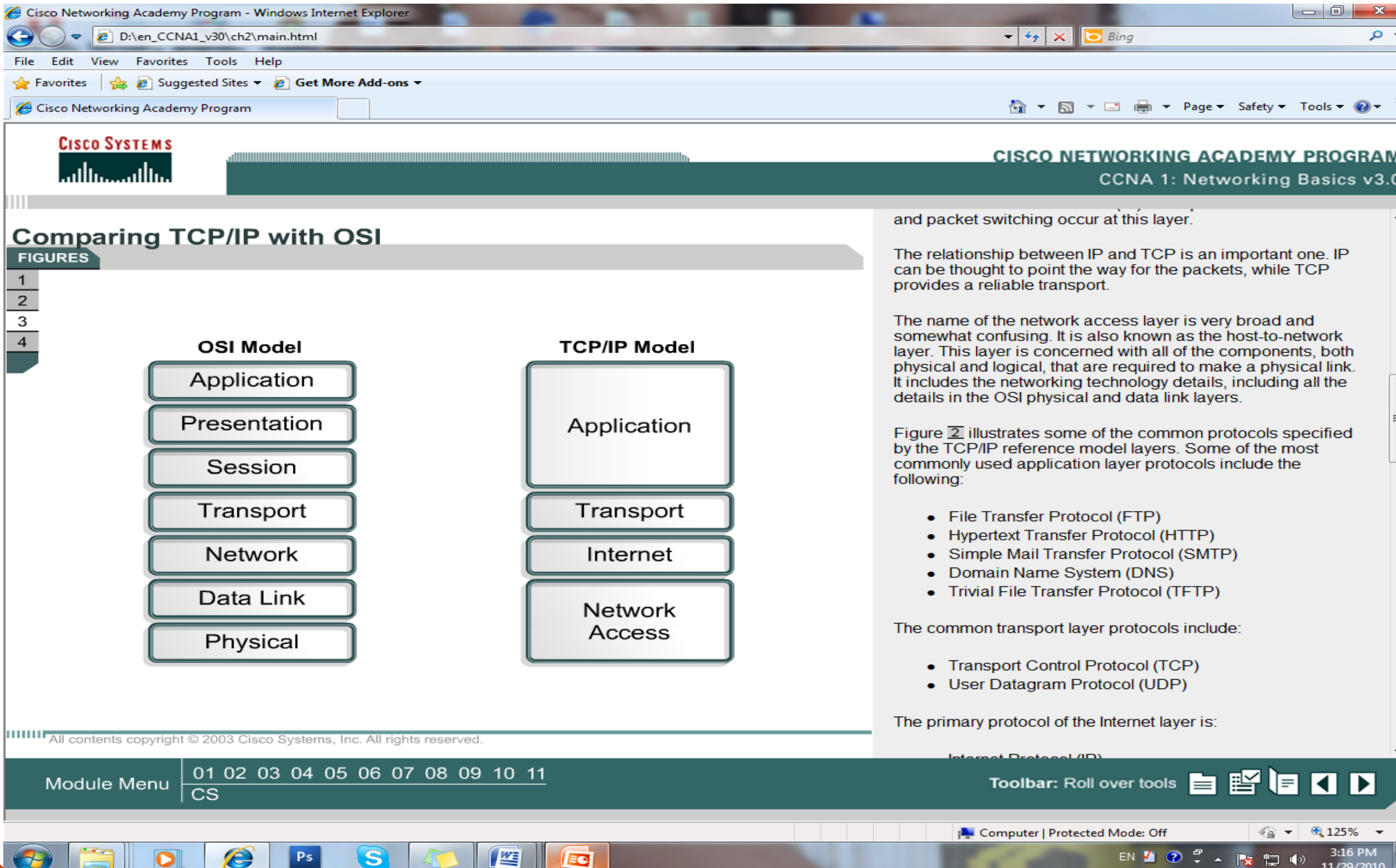
- The U.S. Department of Defense (DoD) created the TCP/IP reference model, because it wanted to design a network that could survive under any conditions, including a nuclear war.
- In a world connected by different types of communication media such as copper wires, microwaves, optical fibers and satellite links, the DoD wanted transmission of packets every time and under any conditions. This very difficult design problem brought about the creation of the TCP/IP model.

The TCP/IP Model

- The DoD model is basically a condensed version of the OSI model
- It's composed of four, instead of seven, layers:
  - Application layer
  - Transport layer
  - Internet layer
  - Network Access layer



OSI vs TCP/IP Model



TCP/IP vs OSI

Similarities include:

- Both have layers.
- Both have application layers, though they include very different services.
- Both have comparable transport layers.
- Both models need to be known by networking professionals.
- Both assume packets are switched.

TCP/IP vs OSI

Differences include:

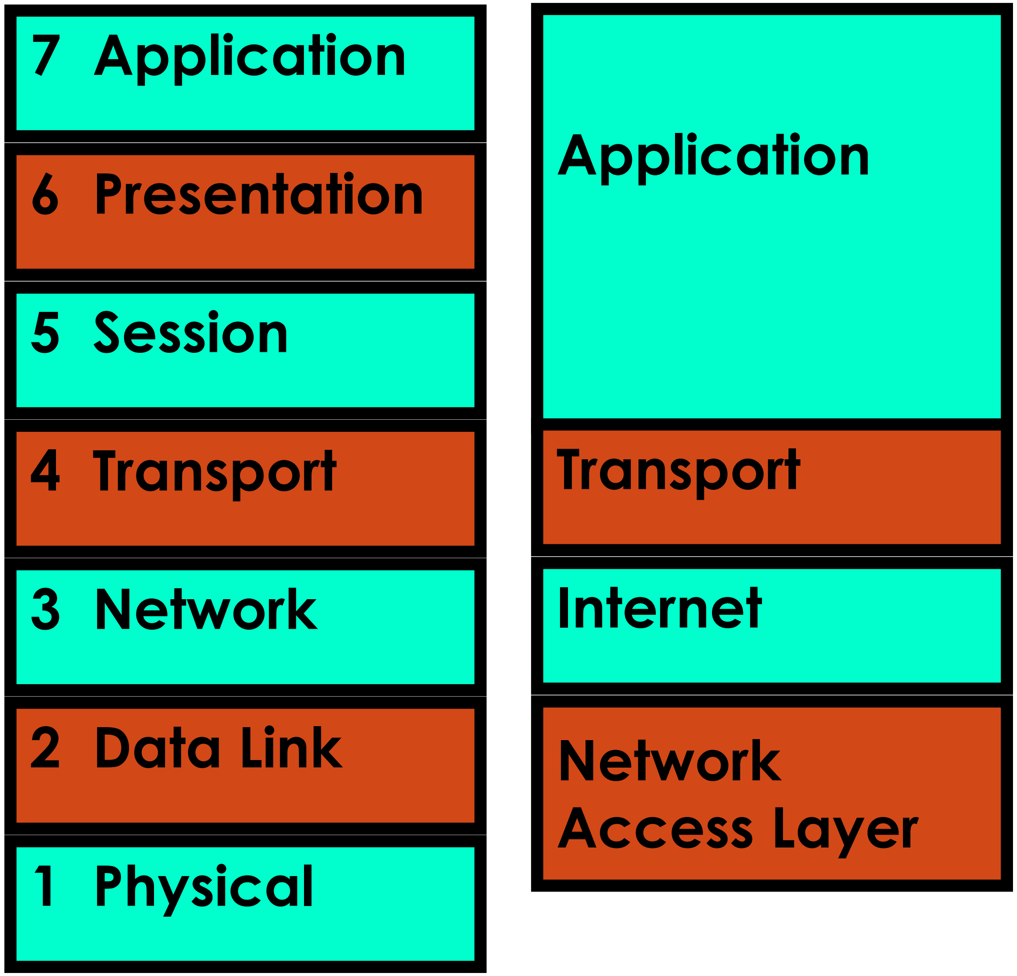
- TCP/IP combines the presentation and session layer issues into its application layer.
- TCP/IP combines the OSI data link and physical layers into the network access layer.
- TCP/IP appears simpler because it has fewer layers.
- TCP/IP protocols are the standards around which the **Internet** developed, so the TCP/IP model gains credibility just because of its protocols.

TCP/IP vs OSI

Although TCP/IP protocols are the standards with which the Internet has grown, the OSI model is useful for the following reasons:

- It is a generic standard.
- It has more details, which make it more helpful for teaching and learning, and for troubleshooting.
- Networking professionals differ in their opinions on which model to use. Due to the nature of the industry it is necessary to become familiar with both.
- Remember that there is a difference between a model and an actual protocol that is used in networking. The OSI model will be used to describe TCP/IP protocols.

Two Models: Side-By-Side



OSI Reference Model

- OSI model is a set of guidelines that application developers can use to create and implement applications that run on a network.
- It also provides a framework for creating and implementing networking standards, devices, and internetworking schemes.
- The OSI model divides the networking process into seven logical layers, each of which has unique functionality and to which are assigned specific services and protocols.

Overview & Functions of each layer

Application Layer (Layer 7)

- The Application layer of the OSI model marks the spot where users actually communicate to the computer.
- This layer only comes into play when it's apparent that access to the network is going to be needed soon.
- It consists of protocols that focus on process-to-process communication across an IP network and provides a firm communication interface and end-user services.

Application Layer

- The *OSI model* defines the *application layer* as the user interface responsible for displaying received information to the user.
- The **application layer** abstraction is used in both of the standard models of computer networking: the Internet Protocol Suite (TCP/IP) and the OSI model.

Application Layer

Network Processes to Applications

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

❑ Defines interface to user processes for communication and data transfer in network

Application Layer

The different Protocols available at the Application layer are:

- Domain Name System (DNS) - Port 53
- Hypertext Transfer Protocol (HTTP) - Port 80
- Simple Mail Transfer Protocol (SMTP) - Port 25
- Post Office Protocol (POP) - Port 110
- Telnet - Port 23
- Dynamic Host Configuration Protocol - UDP Port 67
- File Transfer Protocol (FTP) - Ports 20 and 21

WWW services and HTTP (Hyper Text Transfer Protocol)

- When a web address (or URL) is typed into a web browser, the web browser establishes a connection to the web service running on the server using the HTTP protocol.
- URLs (or Uniform Resource Locator) and URIs (Uniform Resource Identifier) are the names most people associate with web addresses. (http://www.google.com/resources.html)

Cont'd

- Web browsers are the client applications our computers use to connect to the World Wide Web and access resources stored on a web server.
- As with most server processes, the web server runs as a background service and makes different types of files available.
- Web clients make connections to the server and request the desired resources. The server replies with the resources and, upon receipt, the browser interprets the data and presents it to the user.

Cont'd

- Browsers can interpret and present many data types, such as plain text or Hypertext Markup Language (HTML, the language in which web pages are constructed). Example: user types http://www.google.com/resources.html

First, the browser interprets the three parts of the URL:

1) HTTP (the protocol or scheme)
2) www.google.com (the server name)
3) resource.html (the specific file name requested).

Cont'd

- The browser then checks with a DNS server to convert www.google.com <http://www.google.com > into a numeric address, which it uses to connect to the server.
- Using the HTTP protocol requirements, the browser sends a GET request to the server and asks for the file resource.html.
- The server in turn sends the HTML code for this web page to the browser. Finally, the browser deciphers the HTML code and formats the page for the browser window.

DNS (Domain Name System)

- In data networks each device has a unique IP address in order to communicate with devices on the data network. (198.132.219.25)
- Difficult to remember each and every IP address, hence domain names were used as a solution (www.google.com)
- As networks grew larger it became difficult to maintain or resolve the domain names and IP addresses manually, hence a system was formulated.

Cont’d

- The Domain Name System (DNS) was created for domain name to address resolution for these networks.
- DNS uses a distributed set of servers to resolve the names associated with these numbered addresses (IP Addresses).
- The DNS protocol defines an automated service that matches resource names with the required numeric network address.

FTP (File Transfer Protocol)

- FTP was developed to allow for file transfers between a client and a server.
- An FTP client is an application that runs on a computer that is used to push and pull files from a server running the FTP daemon (FTPd).
- The file transfer can happen in either direction. The client can download (pull) a file from the server or, the client can upload (push) a file to the server.

DHCP
(Dynamic Host Configuration Protocol)

- The Dynamic Host Confirmation Protocol (DHCP) service enables devices on a network to obtain IP addresses and other information from a DHCP server.

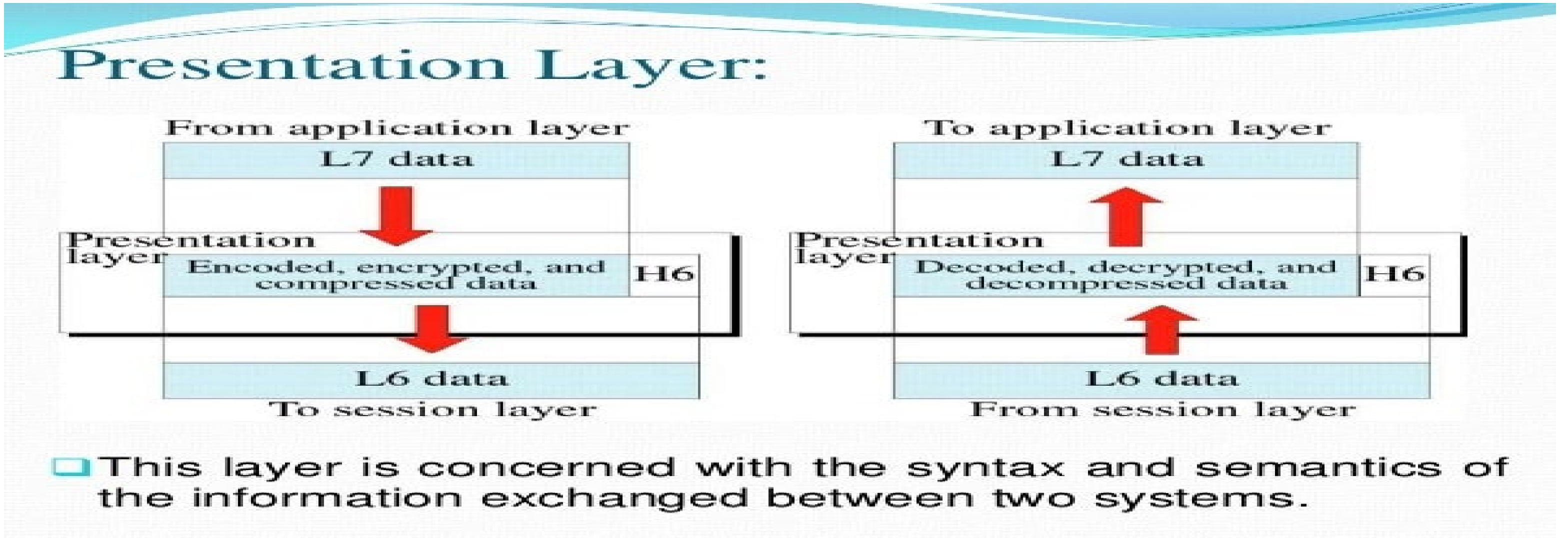
- This service automates the assignment of IP addresses, subnet masks, gateway and other IP networking parameters.

Cont'd

- The DHCP server is contacted and an address requested.
- The DHCP server chooses an address from a configured range of addresses called a pool and assigns ("leases") it to the host for a set of periods.
- On a larger local networks, or where the user population (number of computers) changes frequently, DHCP is preferred.

Presentation Layer (Layer 6)

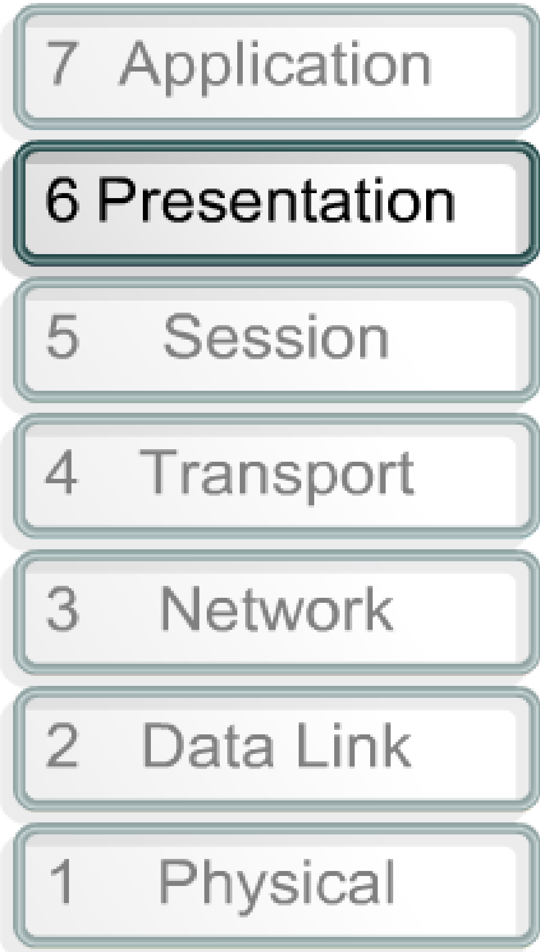
- The Presentation layer gets its name from its purpose: It presents data to the Application layer and is responsible for data translation and code formatting.
- It is sometimes called the syntax layer



Presentation Layer

- Tasks like data compression, decompression, encryption, and decryption are associated with this layer.
- This layer is essentially a translator and provides coding and conversion functions.
- A successful data-transfer technique is to adapt the data into a standard format before transmission.
- Computers are configured to receive this generically formatted data and then convert the data back into its native format for actual reading.

Presentation Layer



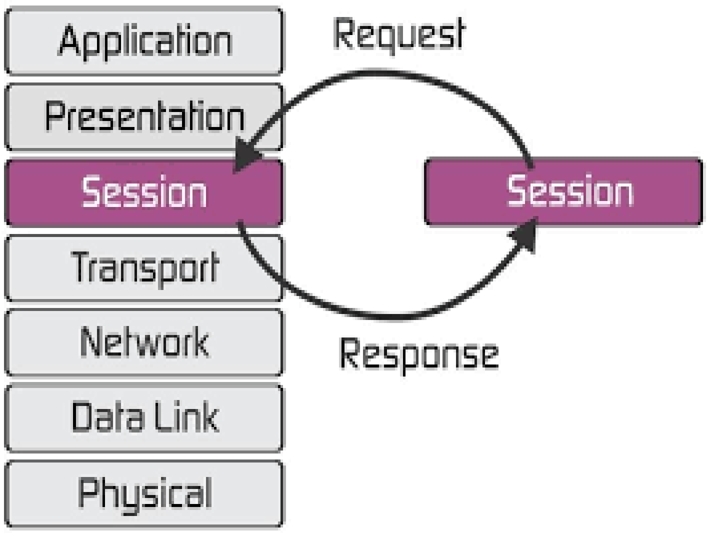
Data Representation

- Ensure data is readable by receiving system
- Format of data
- Data structures
- Negotiates data transfer syntax for application layer

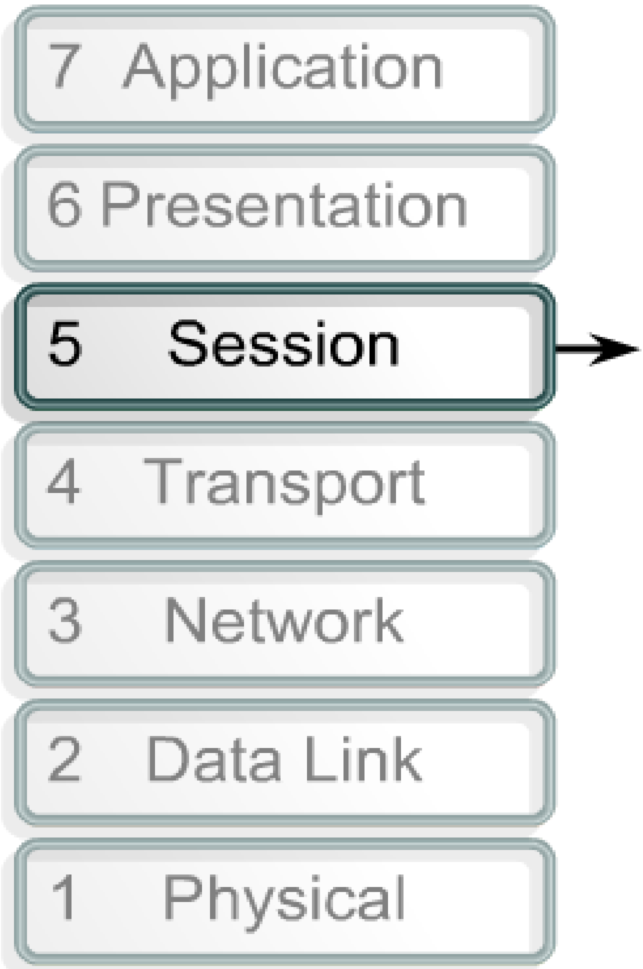
- ❑ Masks the differences of data formats between dissimilar systems
- ❑ Specifies architecture-independent data transfer format
- ❑ Encodes and decodes data;
- ❑ Encrypts and decrypts data;
- ❑ Compresses and decompresses data

Session Layer (Layer 5)

- The Session layer is responsible for setting up, managing, and then tearing down sessions between the sending and receiving entities.
- This layer also provides dialogue control between multiple computers, or nodes.



Session Layer



Interhost Communication

- Establishes, manages, and terminates sessions between applications

- ❑ Manages user sessions and dialogues
- ❑ Controls establishment and termination of logic links between users
- ❑ Reports upper layer errors

Transport Layer (Layer 4)

- The Transport layer **segments** and **reassembles** data into a data stream.
- Services located in the Transport layer both segment and reassemble data from upper-layer applications and unite it onto the same data stream.
- They provide **end-to-end** data transport services and can establish a logical connection between the sending host and destination host on an internetwork.

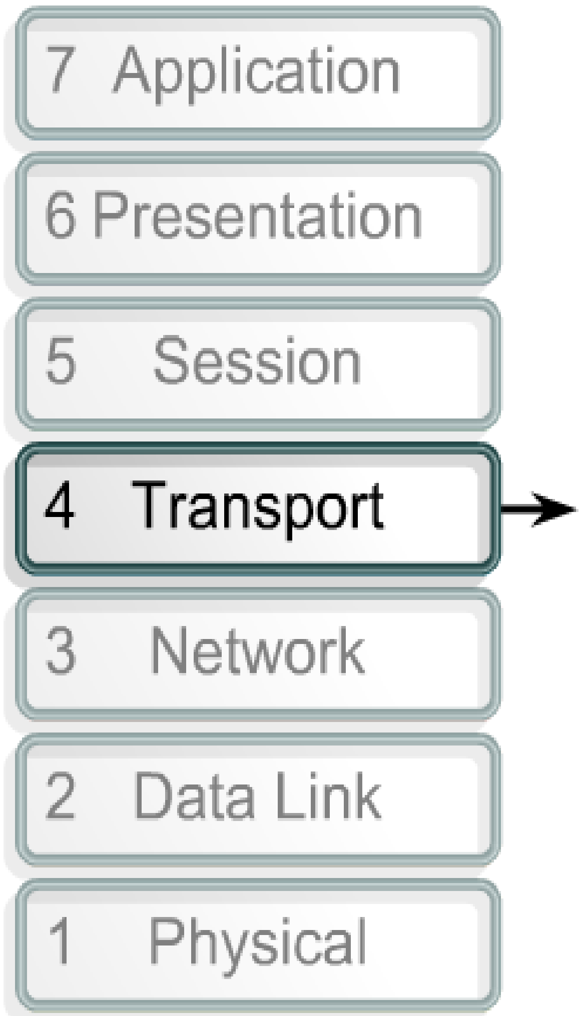
Transport Layer

- Transport layer, transports and regulates the flow of information from the source to the destination, reliably and accurately.
- End-to-end control and reliability are provided by sliding windows, sequencing numbers, and acknowledgments.

Transport Layer

- Sliding windows (Windowing) is a technique used by TCP as a method of controlling the flow of packets between two computers or **network** hosts with an acknowledgment.
- All bytes in a **TCP** connection are numbered, beginning at a randomly chosen **initial sequence number** (ISN). The SYN packets consume one **sequence number**, so actual data will begin at ISN+1. The **sequence number** is the byte **number** of the first byte of data in the **TCP** packet sent (also called a **TCP** segment)

Transport Layer



- ❑ Manages end-to-end message delivery in network
- ❑ Provides reliable and sequential packet delivery through error recovery and flow control mechanisms
- ❑ Provides connectionless oriented packet delivery

End-to-end Connections

- Concerned with transportation issues between hosts
- Data transport reliability
- Establish, maintain, terminate virtual circuits
- Fault detection and recovery information flow control

Transport Layer

- It also hides details of any network-dependent information from the higher layers by providing transparent data transfer.
- The Transport layer can be:
  - Connectionless oriented
  - Connection-oriented (reliable).

Connection –Oriented (Reliable)

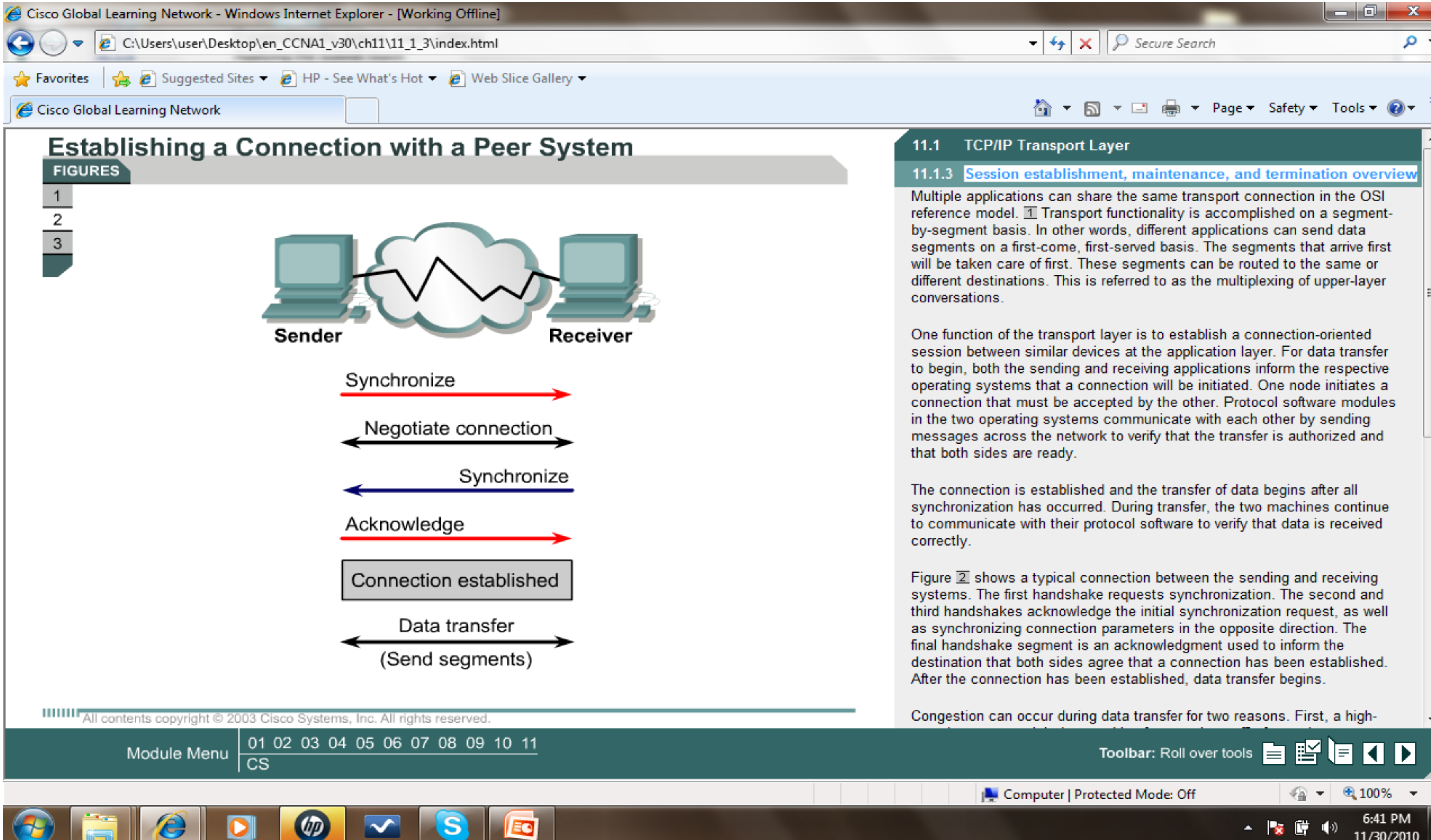
A service is considered connection-oriented if it has the following characteristics:

- A virtual circuit is set up (e.g. three-way handshake).
- It uses Sequencing.
- It uses Acknowledgments.
- It uses Flow Control.

Three-way handshake

- In reliable transport operation , a device that wants to transmit sets up a connection-oriented communication with a remote device by creating a session.
- The transmitting device ***first*** establishes a connection-oriented session with its peer system, which is called a call setup, or a three-way handshake.
- Data is then transferred; when finished, a call termination takes place to tear down the virtual circuit.

Session establishment, maintenance, and termination



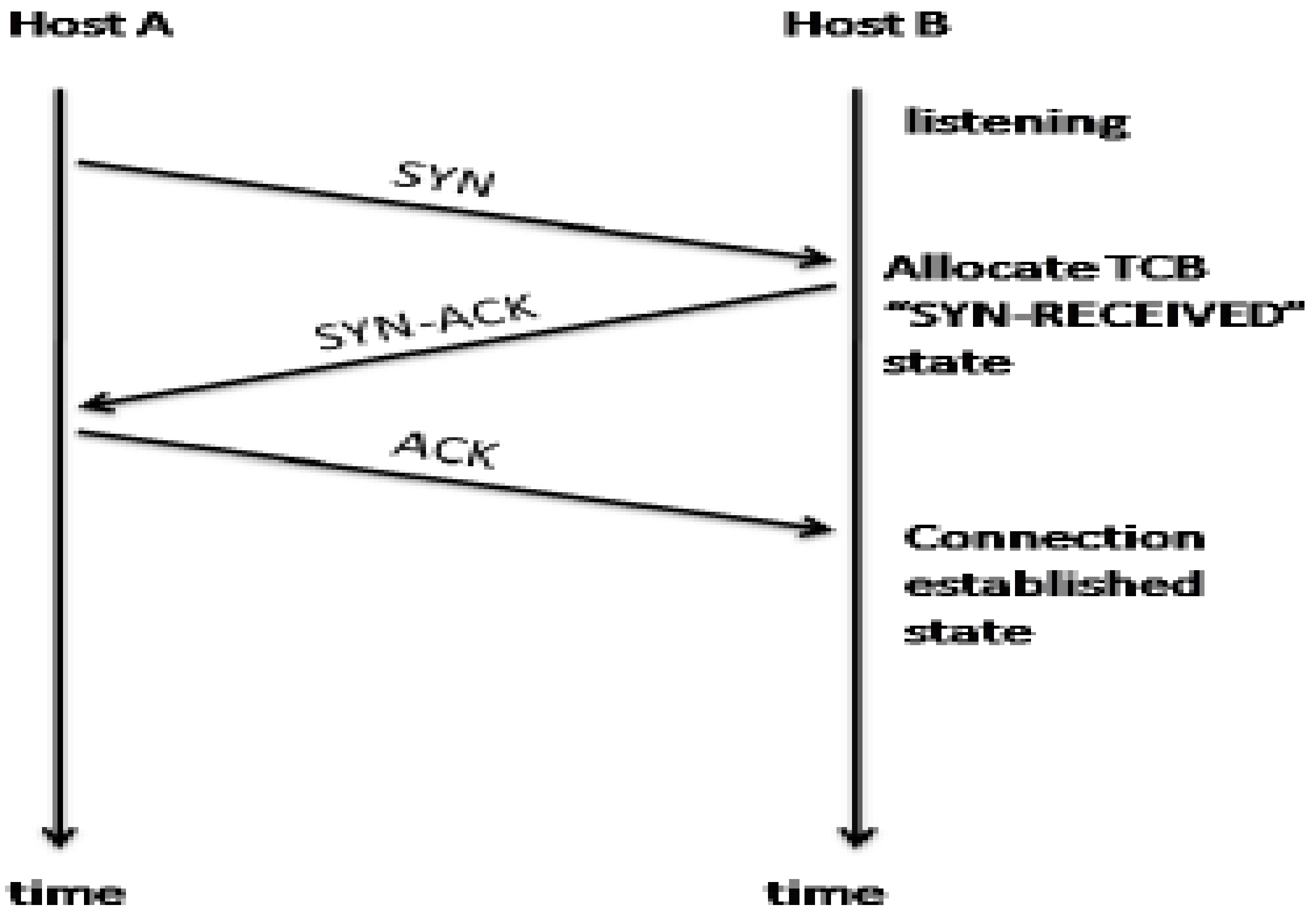
Acknowledgment

- Reliable data delivery ensures the integrity of a stream of data sent from one machine to the other through a fully functional data link. It guarantees that the data won't be duplicated or lost. This is achieved through something called *positive acknowledgment with retransmission*.
- This technique requires a receiving machine to communicate with the transmitting source by sending an acknowledgment message back to the sender when it receives data.

Acknowledgment

- The sender documents each segment it sends and waits for this acknowledgment before sending the next segment.
- When it sends a segment, the transmitting machine starts a *timer* and retransmits if it expires before an acknowledgment is returned from the receiving end.
- A **three-way handshake** is a method used in a TCP/IP network to create a *connection* between a local host/client and server. It is a **three**-step method that requires both the client and server to exchange SYN and ACK (**acknowledgment**) packets before actual data communication begins.

Three-way handshake



Flow Control

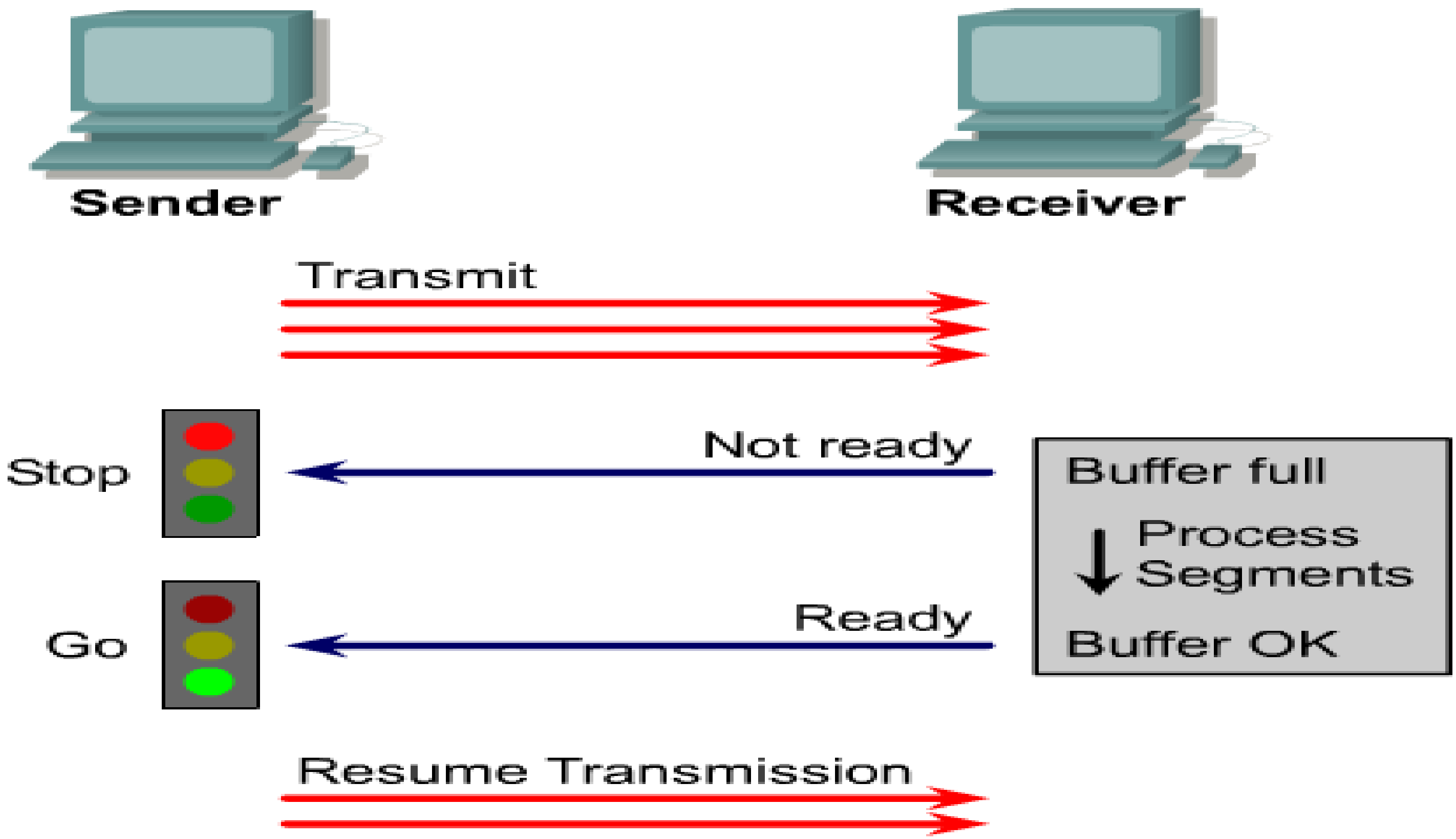
- Flow control prevents a sending host on one side of the connection from overflowing the buffers in the receiving host—an event that can result in lost data.
- A **buffer** is a temporary area for data storage.
- As the transport layer sends data segments, it tries to ensure that data is not lost. A receiving host that is unable to process data as quickly as it arrives could be a cause of data loss. The receiving host is then forced to discard it.

Flow control

Flow control avoids the problem of a transmitting host overflowing the buffers in the receiving host.

TCP provides the mechanism for flow control by allowing the sending and receiving host to communicate. The two hosts then establish a data-transfer *rate that is agreeable to both*.

Flow Control



Transport Layer Protocols

- TCP: Transfer Control Protocol
  - (Connection Oriented/Reliable)
- UDP: User Datagram Protocol
  - (Connectionless Oriented /unreliable)

TCP (Transfer Control Protocol)

- TCP is responsible for breaking messages into segments, reassembling them at the destination station, resending anything that is not received, and reassembling messages from the segments.
- TCP acknowledges that data is successfully received and guarantees the data is reassembled in the correct order.

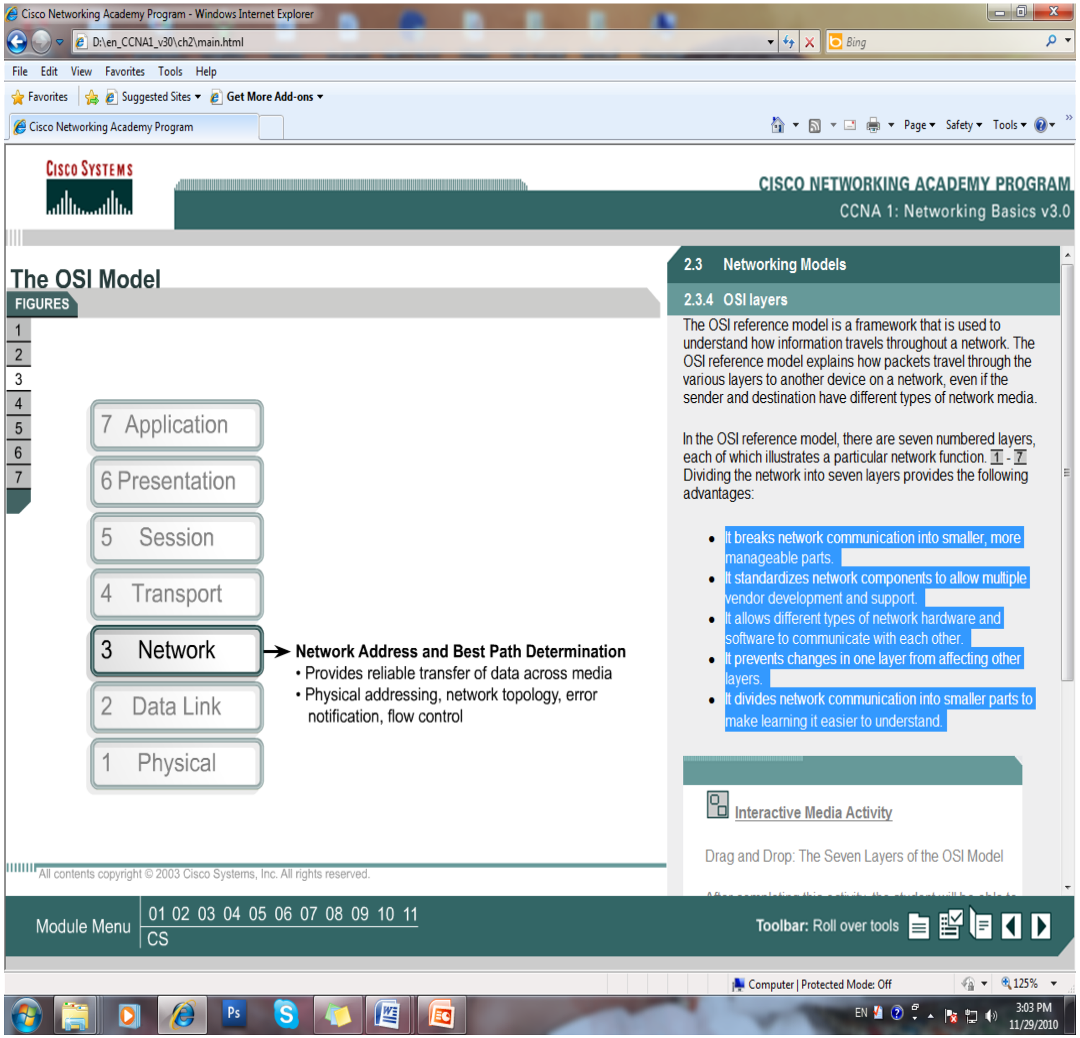
UDP (User Datagram Protocol)

- UDP is the connectionless transport protocol in the TCP/IP protocol stack.
- UDP is a simple protocol that exchanges datagrams, without acknowledgments or guaranteed delivery.
- UDP doesn't establish connections as TCP does, so UDP does not perform this 3-way handshake and for this reason, it is referred to as an unreliable protocol.
- That doesn't mean UDP can't transfer data, it just doesn't negotiate how the connection will work, UDP just transmits and hopes for the best.

Network Layer (Layer 3)

- It manages device addressing (IP Addressing)
- tracks the location of devices on the network and determines the best way to move data, which means that the Network layer must transport traffic between devices that aren't locally attached.
- Routers (layer 3 devices) are specified at the Network layer and provide the routing services within an internetwork.

Network Layer

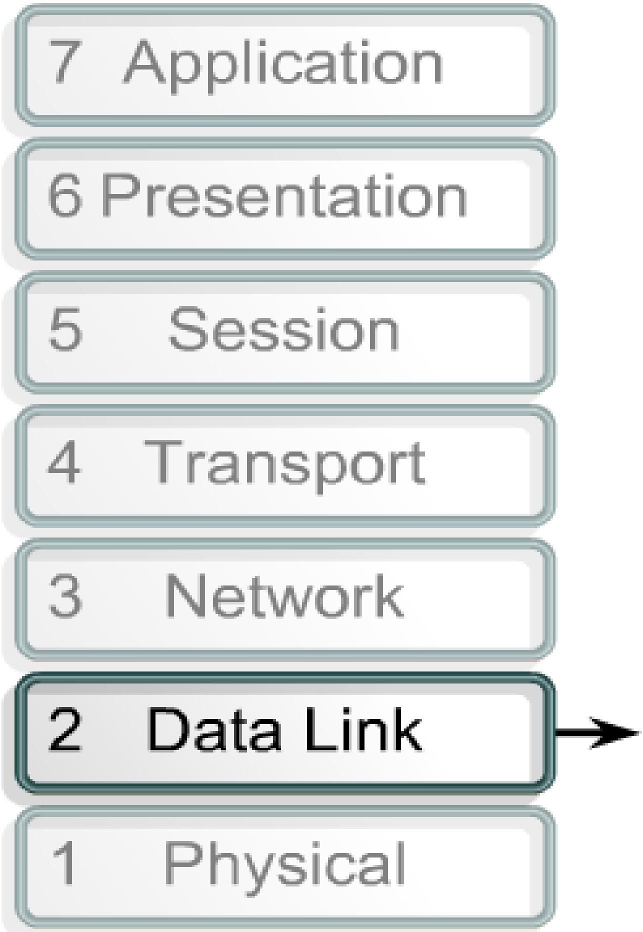


- Determines how data are transferred between network devices
- Routes packets according to unique network device addresses
- Provides flow and congestion control to prevent network resource depletion

Data link Layer

- The data link layer is the protocol layer in a program that handles the moving of data into and out of a physical link in a network.
- The data link layer is Layer 2 in the Open Systems Interconnection (OSI) architecture model for a set of telecommunication protocols
- Defines procedures for operating the communication links
- The datagram on the data link layer is a Frames
- It manages physical addressing (MAC Address)

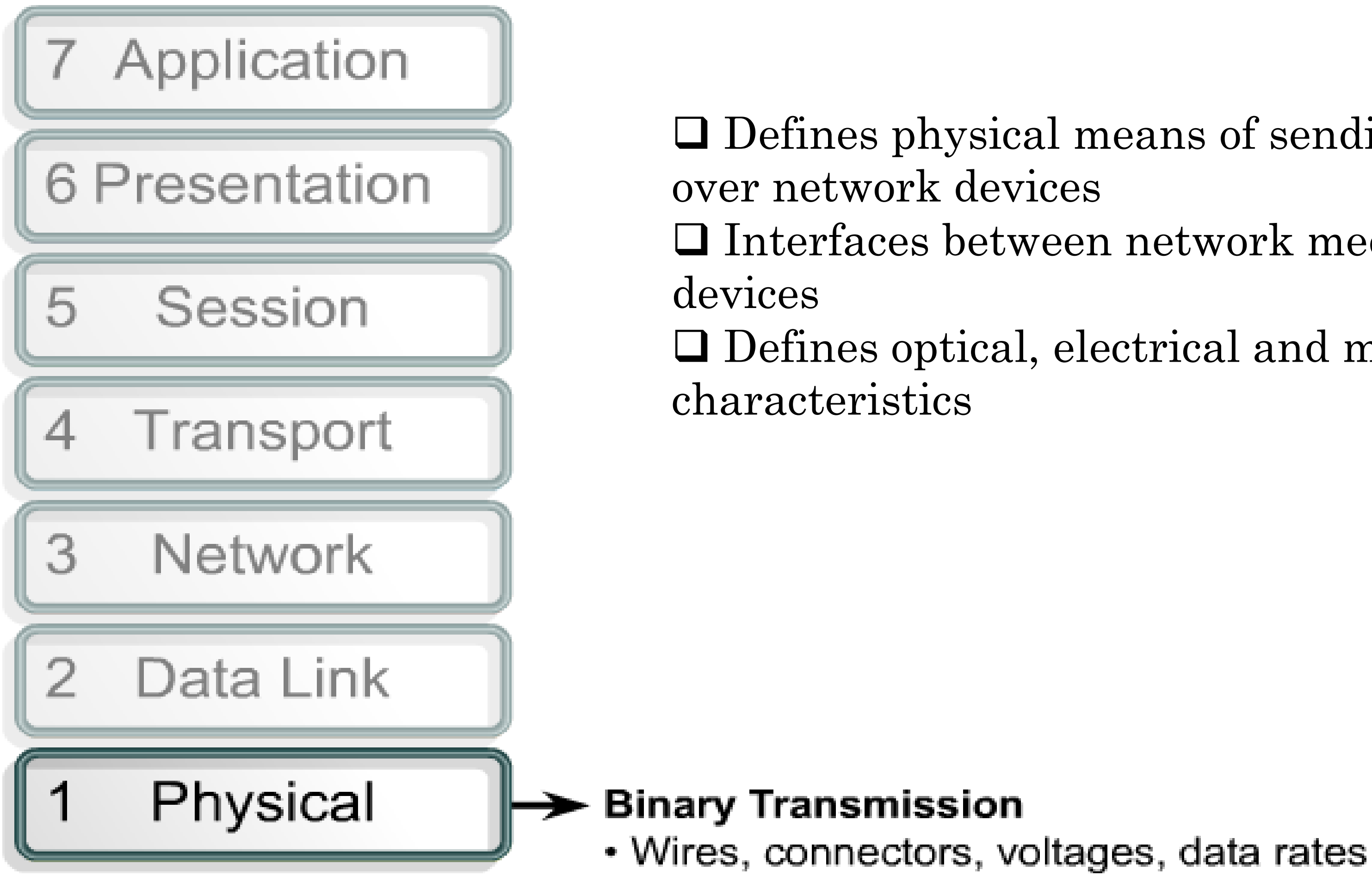
Data Link layer



Direct Link Control, Access to Media

- Provides reliable transfer of data across media
- Physical addressing, network topology, error notification, flow control

Physical Layer

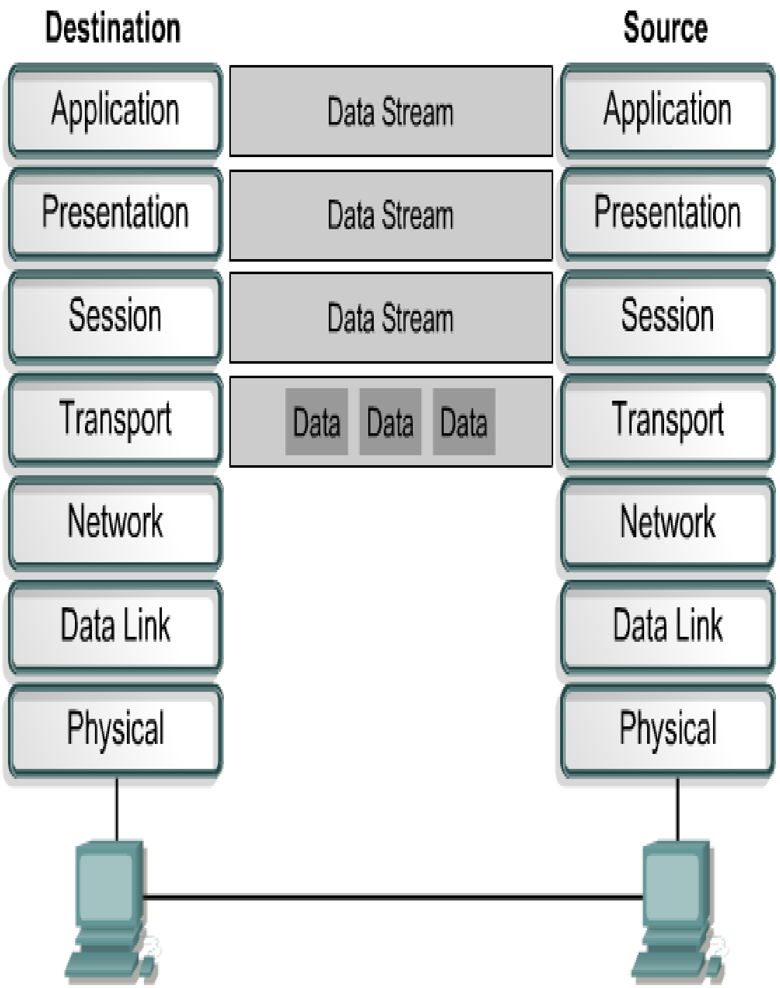


- ❑ Defines physical means of sending data over network devices
- ❑ Interfaces between network medium and devices
- ❑ Defines optical, electrical and mechanical characteristics

Detailed encapsulation process

- All communications on a network originate at a source, and are sent to a destination.
- The information sent on a network is referred to as data or data packets.
- If one computer (host A) wants to send data to another computer (host B), the data must first be packaged through a process called encapsulation.
- Encapsulation is the process of taking data from one protocol and translating it into another protocol, so the data can continue across a network

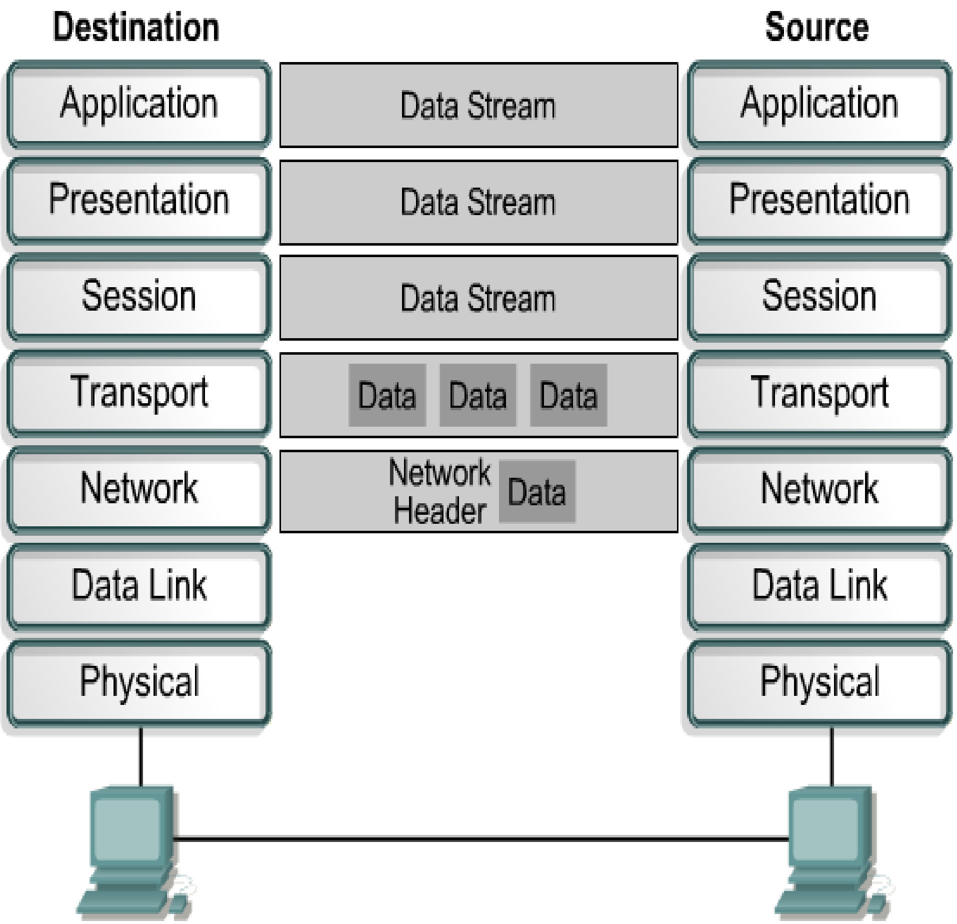
Top three layer



- **Build the data.**
  As a user sends an e-mail message, its alphanumeric characters are converted to data that can travel across the internetwork.

- **Package the data for end-to-end transport.**
  The data is packaged for internetwork transport. By using segments, the transport function ensures that the message hosts at both ends of the e-mail system can reliably communicate.

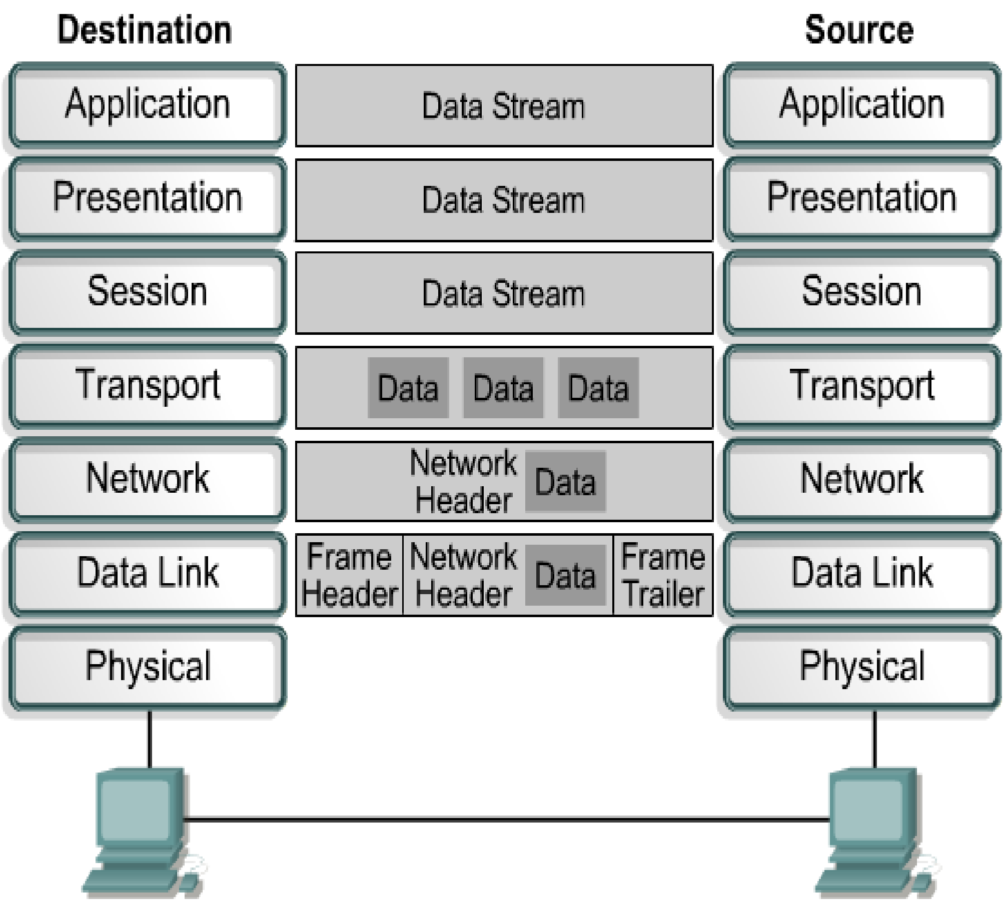
Network Layer



Add the network IP address to the header.

The data is put into a packet or datagram that contains a packet header with source and destination logical addresses. These addresses help network devices send the packets across the network along a chosen path.

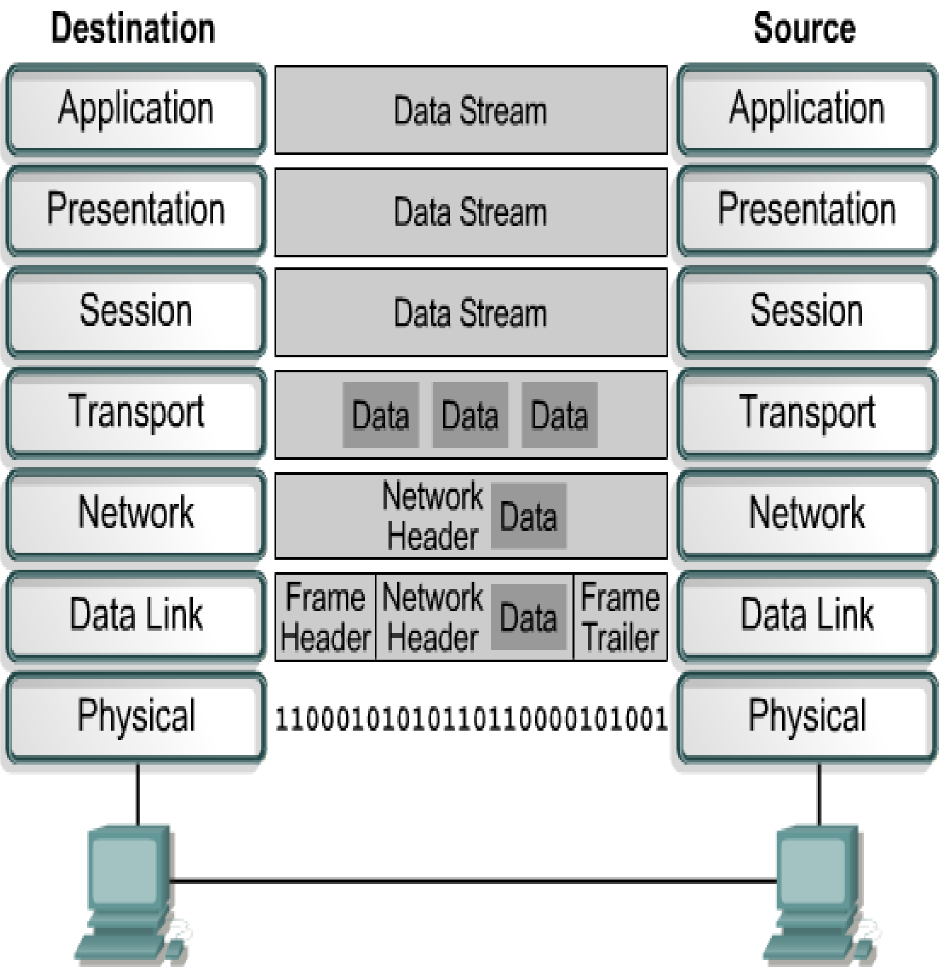
Data Link Layer



Add the data link layer header and trailer.

Each network device must put the packet into a frame. The frame allows connection to the next directly-connected network device on the link. Each device in the chosen network path requires framing in order for it to connect to the next device.

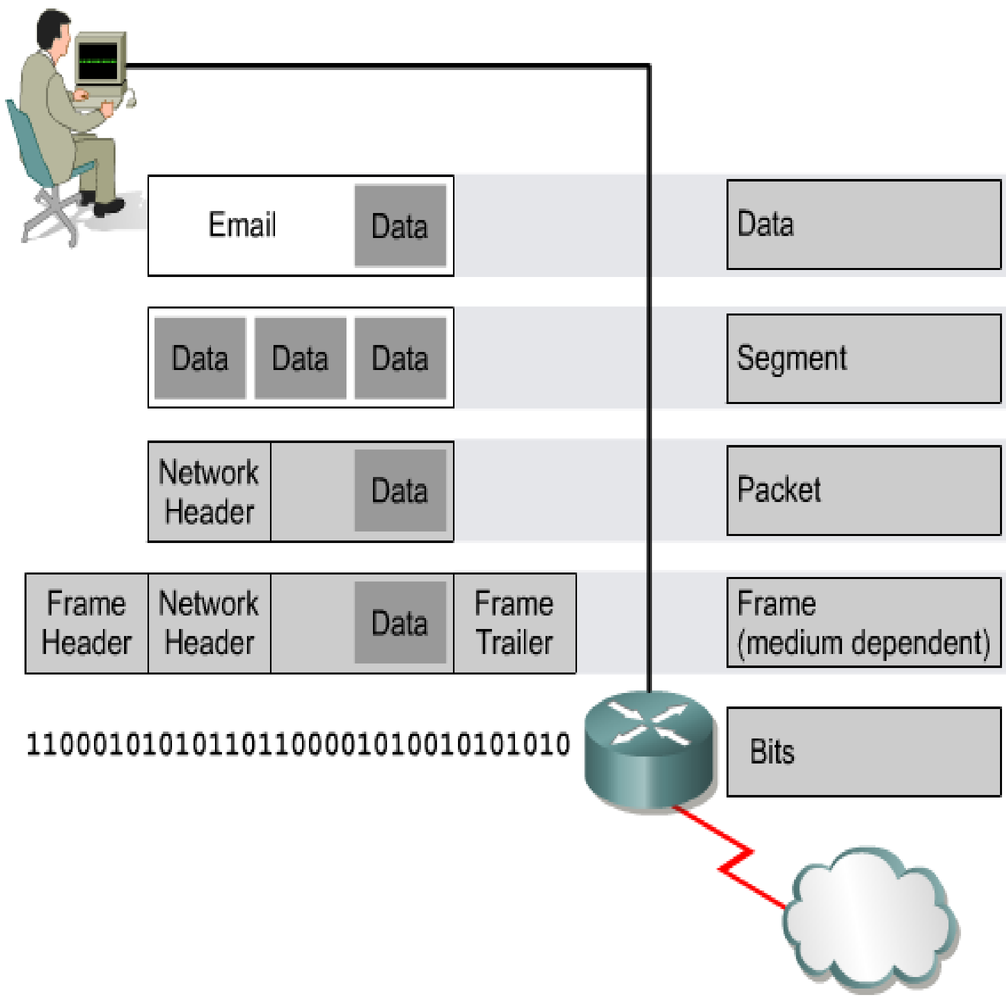
Physical Layer



Convert to bits for transmission.

The frame must be converted into a pattern of 1s and 0s (bits) for transmission on the medium. A clocking function enables the devices to distinguish these bits as they travel across the medium. The medium on the physical internetwork can vary along the path used. For example, the e-mail message can originate on a LAN, cross a campus backbone, and go out a WAN link until it reaches its destination on another remote LAN.

Data Encapsulation Example



Once the packet has been sent to the destination, the protocols undo the construction of the packet that was done on the source side. This is done in reverse order. The protocols for each layer on the destination return the information to its original form, so the application can properly read the data.

Peer-to-peer cont'd