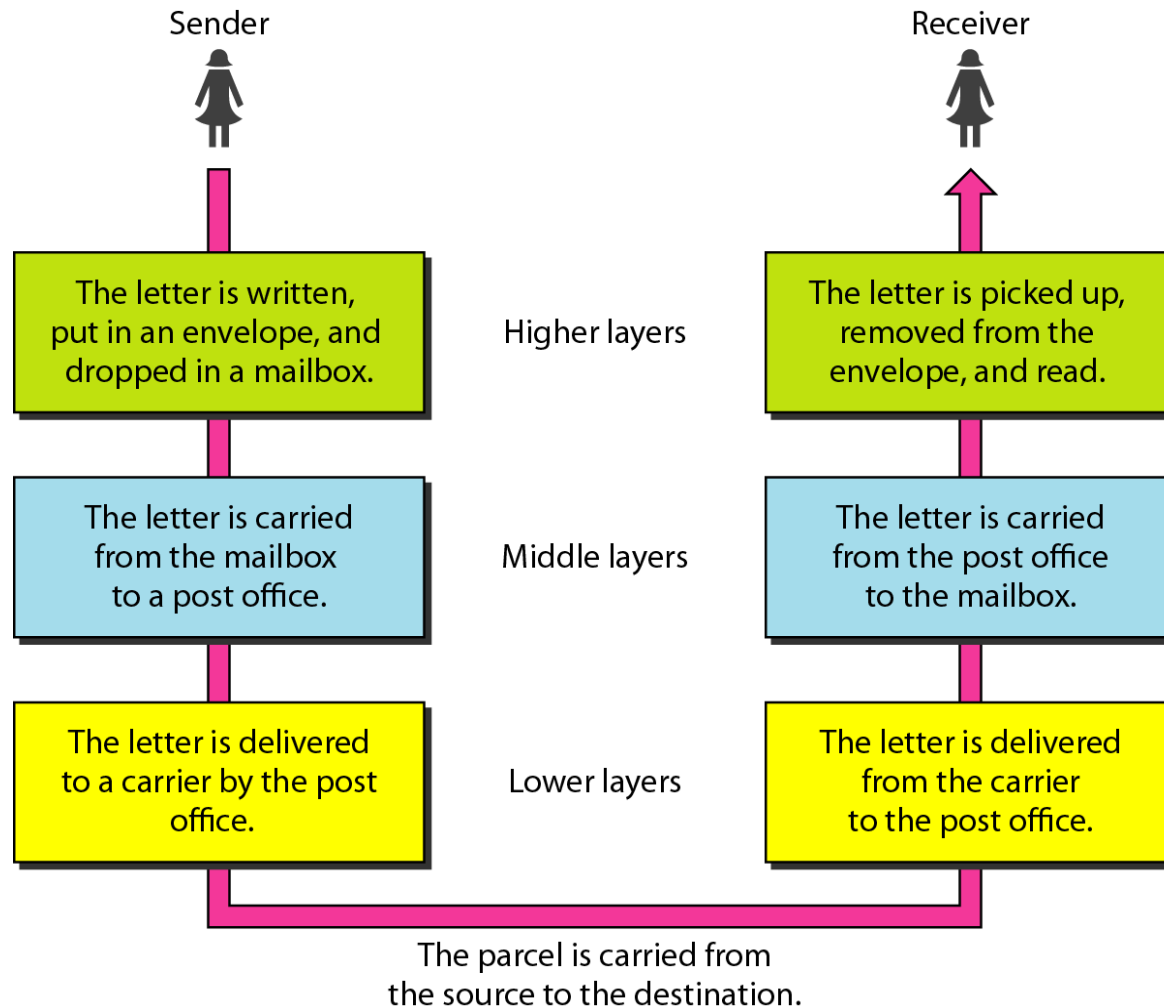
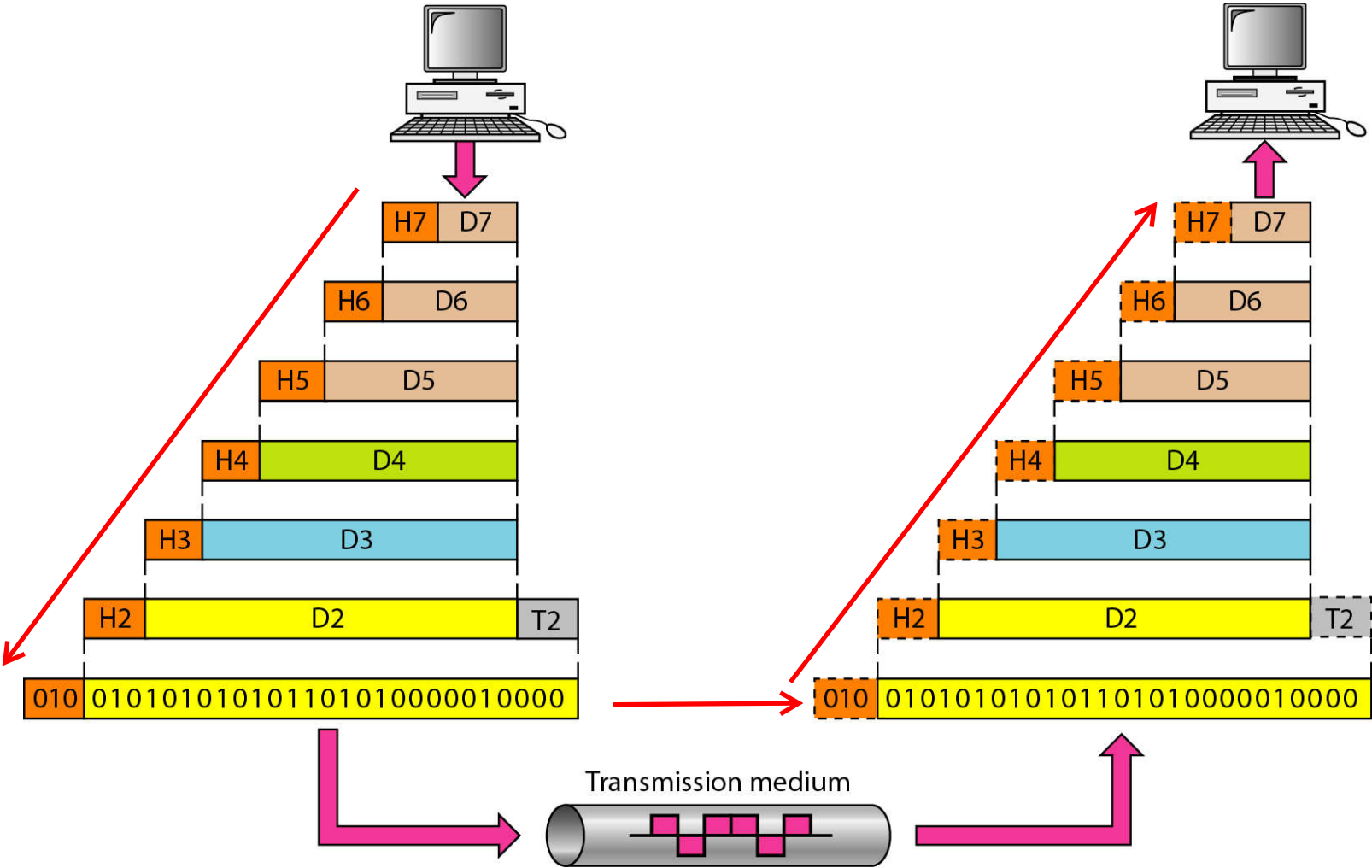


# OSI Model

## Tasks involved in sending a letter



**Figure 2.4** *An exchange using the OSI model*



## Summary of OSI Model Layers

7

**The application layer is responsible for providing services to the user.**

6

**The presentation layer is responsible for translation, compression, and encryption.**

5

**The session layer is responsible for dialog control and synchronization.**

4

**The transport layer is responsible for the delivery of a message from one process to another.**

3

**The network layer is responsible for the delivery of individual packets from the source host to the destination host.**

2

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

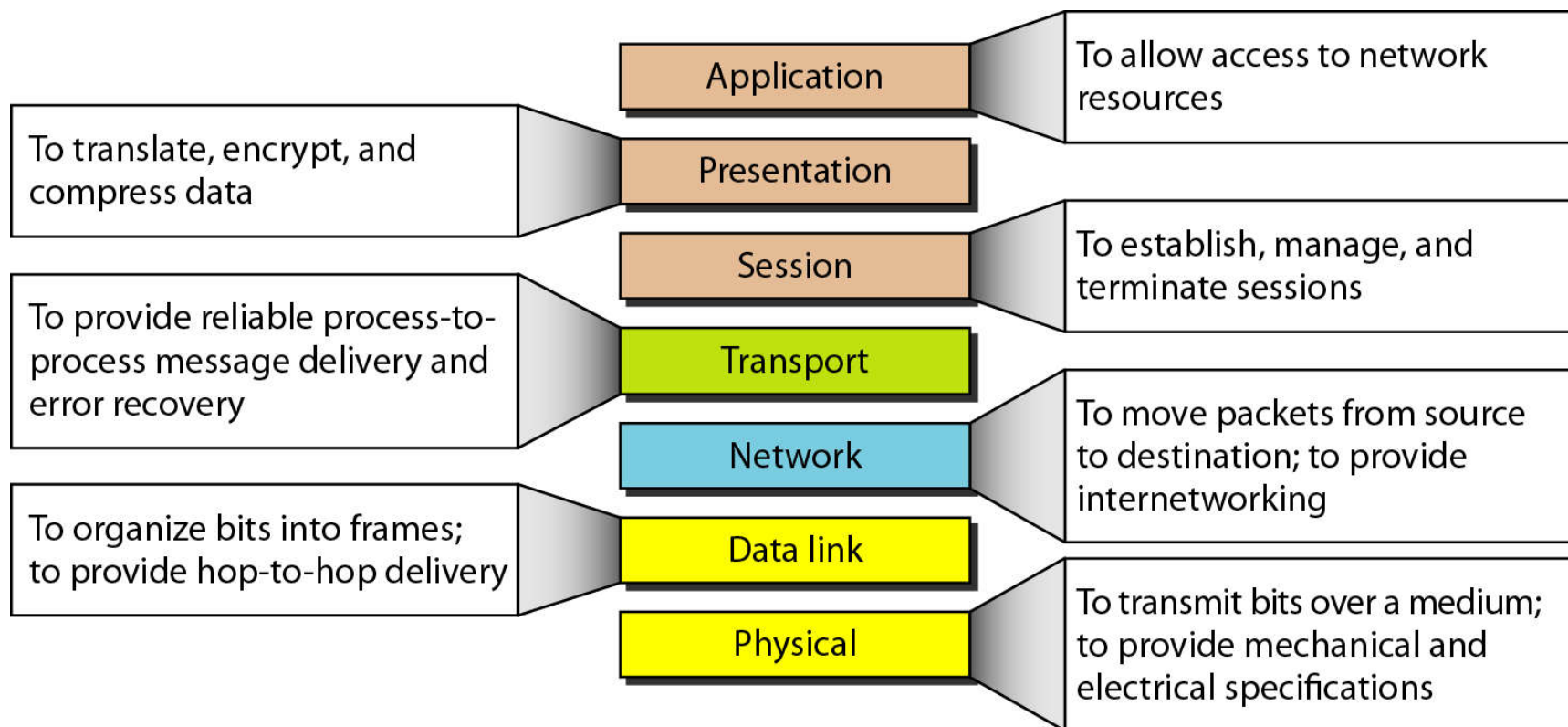
1

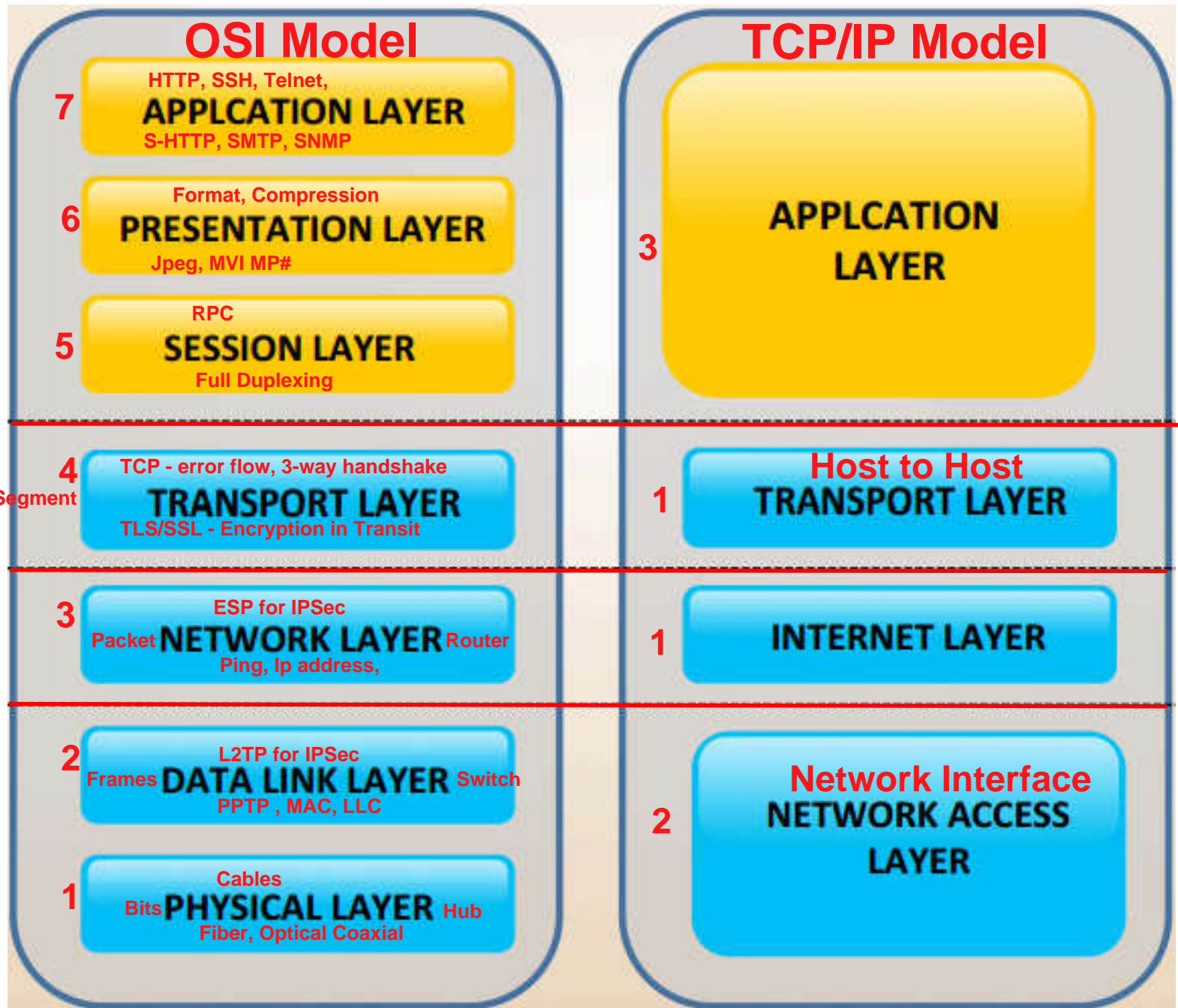
**The physical layer is responsible for movements of individual bits from one hop (node) to the next.**

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**Figure 2.15** *Summary of layers*

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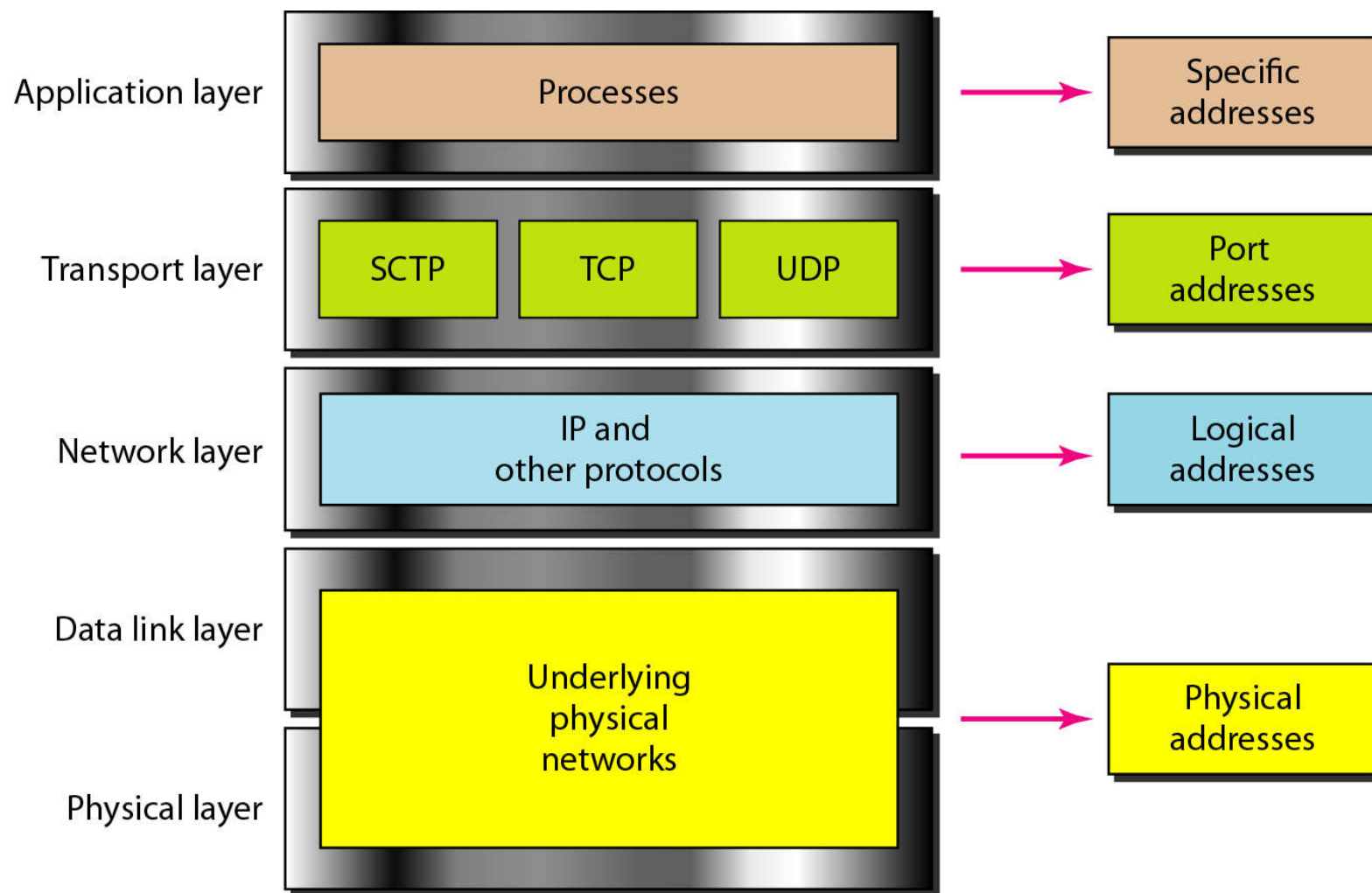
OSI (Open Source Interconnection) 7 Layer Model

Layer	Application/Example	Central Device/ Protocols	DOD4 Model
<b>Application (7)</b> Serves as the window for users and application processes to access the network services.	<b>End User layer</b> Program that opens what was sent or creates what is to be sent Resource sharing • Remote file access • Remote printer access • Directory services • Network management	<b>User Applications</b>  SMTP	<b>G A T E W A Y</b>  Process
<b>Presentation (6)</b> Formats the data to be presented to the Application layer. It can be viewed as the "Translator" for the network.	<b>Syntax layer</b> encrypt & decrypt (if needed) Character code translation • Data conversion • Data compression • Data encryption • Character Set Translation	JPEG/ASCII EBDIC/TIFF/GIF PICT	
<b>Session (5)</b> Allows session establishment between processes running on different stations.	<b>Synch &amp; send to ports</b> (logical ports) Session establishment, maintenance and termination • Session support - perform security, name recognition, logging, etc.	<b>Logical Ports</b>  RPC/SQL/NFS NetBIOS names	
<b>Transport (4)</b> Ensures that messages are delivered error-free, in sequence, and with no losses or duplications.	<b>TCP</b> Host to Host, Flow Control Message segmentation • Message acknowledgement • Message traffic control • Session multiplexing	<b>F I L T E R I N G</b>  TCP/SPX/UDP	Host to Host
<b>Network (3)</b> Controls the operations of the subnet, deciding which physical path the data takes.	<b>Packets</b> ("letter", contains IP address) Routing • Subnet traffic control • Frame fragmentation • Logical-physical address mapping • Subnet usage accounting		<b>Routers</b>  IP/IPX/ICMP
<b>Data Link (2)</b> Provides error-free transfer of data frames from one node to another over the Physical layer.	<b>Frames</b> ("envelopes", contains MAC address) [NIC card — Switch — NIC card] (end to end) Establishes & terminates the logical link between nodes • Frame traffic control • Frame sequencing • Frame acknowledgment • Frame delimiting • Frame error checking • Media access control	<b>Switch Bridge WAP</b> PPP/SLIP	Land Based Layers  Network
<b>Physical (1)</b> Concerned with the transmission and reception of the unstructured raw bit stream over the physical medium.	<b>Physical structure</b> Cables, hubs, etc. Data Encoding • Physical medium attachment • Transmission technique - Baseband or Broadband • Physical medium transmission Bits & Volts	<b>Hub</b>	

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**Figure 2.18** *Relationship of layers and addresses in TCP/IP*

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## Example 2.2

## MAC Address

*Most local-area networks use a **48-bit** (6-byte) physical address written as 12 hexadecimal digits; every byte (2 hexadecimal digits) is separated by a colon, as shown below:*

**07:01:02:01:2C:4B**

**Vendor Name    Unique ID for NIC**

**A 6-byte (12 hexadecimal digits) physical address.**