NETWORK PROTOCOLS

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INTRODUCTION TO NETWORKING AND PROTOCOLS

LECTURE 1 PART B

2204 - 2025

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In this lecture will talk about:

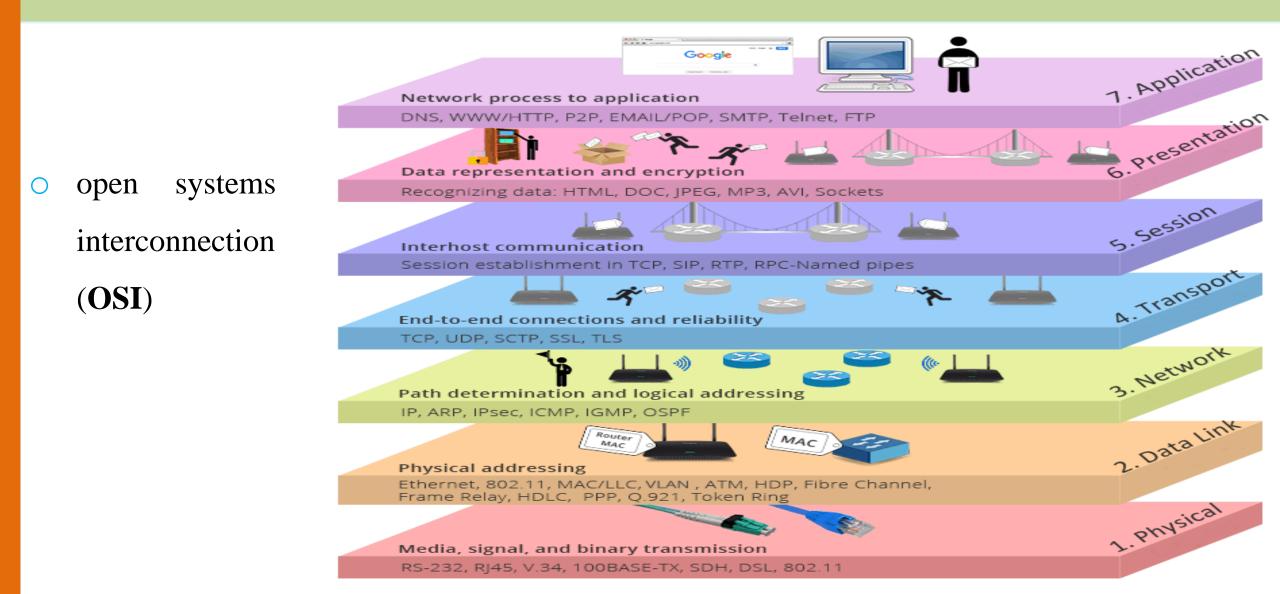
General Foundations of Networking

o Layered Network Models

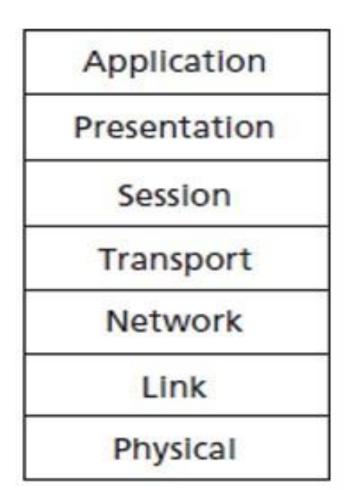
The intercommunication between hosts in any computer network, be it a large-scale or a small-scale one is **built upon the premise** of various task-specific **layers**.

√ يعتمد الاتصال المتبادل بين المضيفين في أي شبكة كمبيوتر ، سواء كانت واسعة النطاق أو صغيرة النطاق، على فرضية وجود طبقات مختلفة خاصة بالمهام.

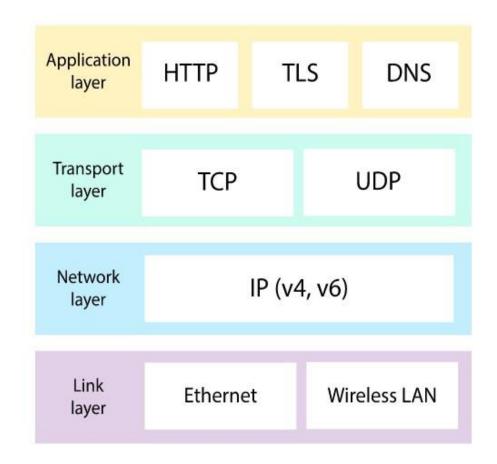
- Most **commonly** accepted and used **traditional** layered network models.
 - open systems interconnection (**OSI**) 7-layer model developed by the International Organization of Standardization (ISO).
 - Internet protocol suite (**TCP/IP**) 4-layer model.



- ISO-OSI) reference model:
- **1)** Application Layer
- 2) **Presentation Layer**
- 3) Session Layer
- 4) Transport Layer
- 5) Network Layer
- 6) Data Link Layer
- 7) Physical Layer

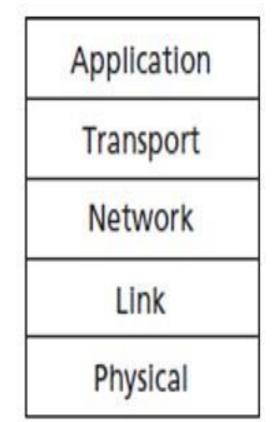


 Internet protocol suite, transmission control protocol (TCP) and Internet protocol (IP), (TCP/IP).



***** Internet protocol suite (TCP/IP)

- **1)** Application layer
- 2) Transport layer
- **3)** Internet layer
- 4) Link layer.
- Data link layer
- Physical layer



Application layer	HTTP	TL	s	DNS	
Transport layer	ТСР		UDP		
Network layer	IP (v4, v6)				
Link layer	Ethernet		Wireless LAN		

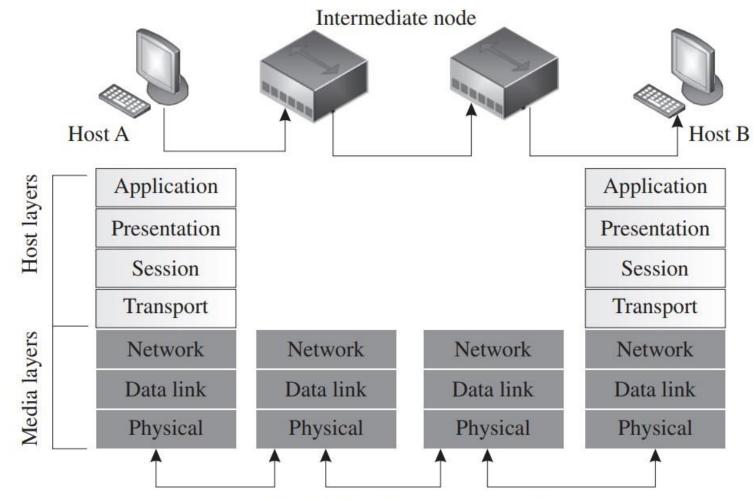
- Internet protocol suite (TCP/IP)
- Application layer
- 2) Transport layer
- 3) Internet layer
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	Application		
i i i i i i i i i i i i i i i i i i i	Presentation		
Application	Session		
Transport	Transport		
Network	Network		
Link	Link		
Physical	Physical		

- (ISO-OSI) reference model:
 - **1)** Application Layer
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(ISO-OSI) reference model:

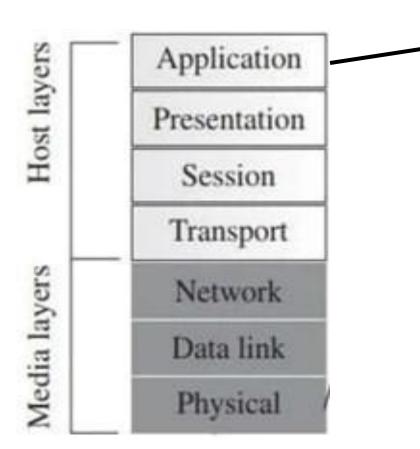
It is a conceptual framework that **divides** any networked communication system into seven layers, each performing specific tasks toward communicating with other systems



Physical medium communication

Figure: Networked communication between two hosts - OSI model

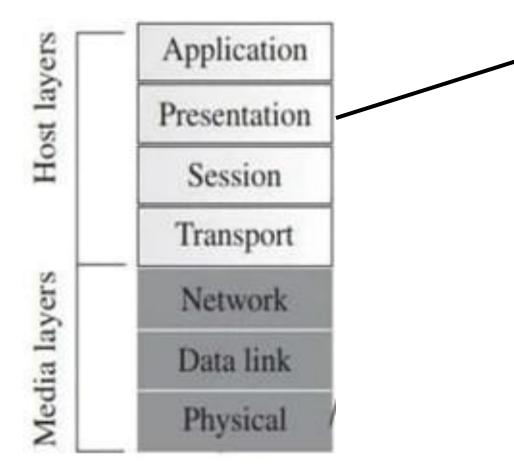
ISO-OSI) reference model:



• Application Layer:

- layer 7 of the OSI model & is a host layer.
- It is <u>select the protocol</u> that support the action.
- such as http for web search, file transfers, FTP
 (file transfer protocol) for download, SMTP for
 e-mails, and other such operations.
- protocol data unit –**Data**.

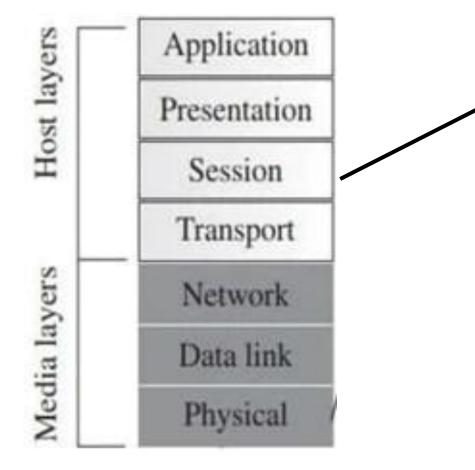
• (ISO-OSI) reference model:



Presentation Layer:

- layer 6 of the OSI model & is a host layer.
- Responsible for
 1- data format conversions / Translation (from high level language to binary system).
 2- Compression data.
 - **3- encryption tasks.**
- **syntactic compatibility** of the also referred to as the **syntax layer**.
- protocol data unit –**Data**.

ISO-OSI) reference model:



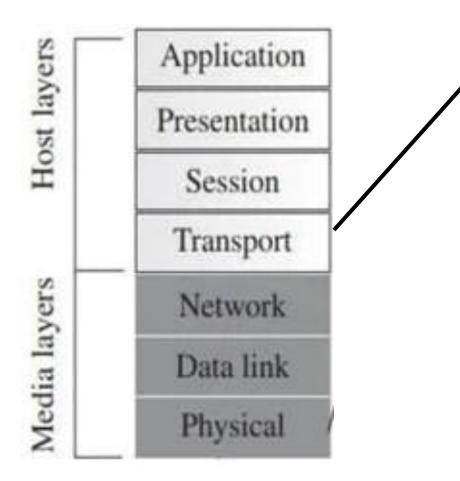
Session Layer:

• layer 5 of the OSI model & is a host layer.

• **Responsible** for

- 1- transmission mode.
- Simplex mode.
- Half-duplex.
- Full-duplex mode.
- 2- Authentication (Ex. Password).
- **3- Authorization.**
- **4- Session Management.**
- protocol data unit –**Data**.

• (ISO-OSI) reference model:

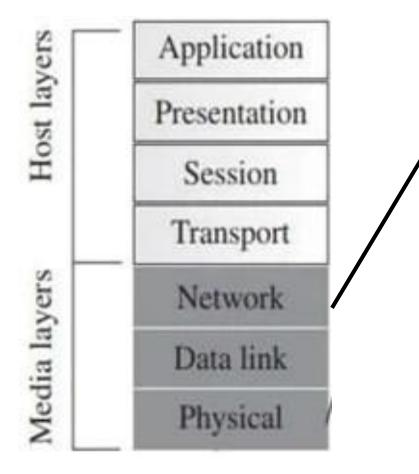


Transport Layer:

- This is a **host layer** and is also referred to as **layer 4** of the OSI model.
- achieve <u>transparent transfer</u> of data between hosts.
- The transport layer is tasked with **end-to-end error recovery and <u>flow</u>** <u>control</u>.
- keeping track of **acknowledgments** during variable-length data transfer.
- **Determine protocol** (TCP or UDP).
- The transport layer **ensures** that the **wrong data segment is re-sent** to the receiving host.
- Therefore, this layer is Responsible for:
 - 1- Data transfer (transfer Data TO segment). Segmentation
 - **2- Flow control** (Transfer Rate).
 - **3- Determine Protocol** (<u>TCP</u> Transmission Control Protocol *connection-oriented transmission* <u>UDP</u> User Datagram Protocol *connection-less transmission*).

• protocol data unit – Segment.

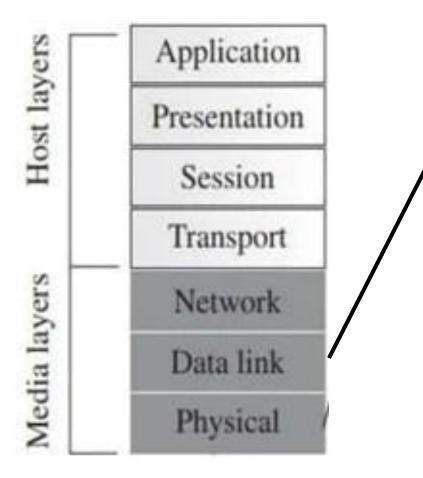
• (ISO-OSI) reference model:



Network Layer:

- This is a **media layer** and is also referred to as **layer 3** of the OSI model.
- **Routing data** to various hosts connected to different networks through **logical paths** called **virtual circuits**.
- These logical paths may pass through other intermediate hosts (nodes) before reaching the actual destination host.
- The primary tasks of this layer include <u>addressing</u>, sequencing of **packets (add IP for Sender and Receiver)**, congestion control, and error handling.
- Therefore, this layer is Responsible for:
 - 1- Logical Addressing (add IP to Data Segment for Sender and Receiver).
 - **2- Routing** (routing data to the best road between the sender and receiver).
- protocol data unit Packets.

• (ISO-OSI) reference model:



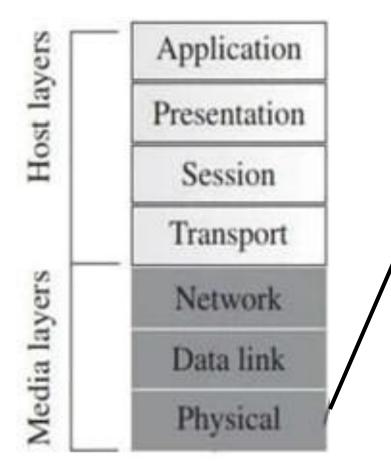
• Data Link Layer:

- This is a **media layer** and is also referred to as **layer 2** of the OSI model.
- mainly concerned with the establishment and termination of the <u>connection</u> between two hosts.
- **detection** and **correction** of <u>errors</u> during communication between two or more connected hosts.
- IEEE 802 divides into two sub-layers: Medium access control (MAC) and logical link control (LLC).
- MAC is responsible for <u>access</u> control and permissions.
- **LLC** is mainly tasked with <u>error</u> checking, flow control, and frame synchronization.

• Therefore, this layer is Responsible for:

- 1- Framing (Create Frame by adding MAC address to the Data Packet for Sender and Receiver, Which will create the header which will contain (MAC & IP) address, and add Trailer to the Frame).
- **Frame Encapsulation** for sender.
- **Frame Decapsulation** for receiver.
- 2- Access to media for upper layers.
- **3- Error Detection & Correction.**
- protocol data unit frame.

• (ISO-OSI) reference model:



• Physical Layer:

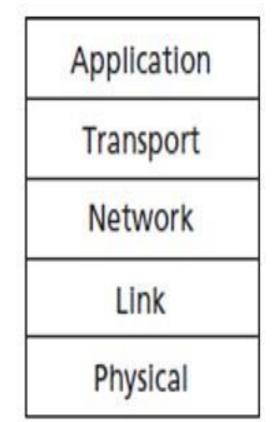
- This is a **media layer** and is also referred to as **layer 1** of the OSI model.
- responsible for taking care of the electrical and mechanical operations.
- deal with issues relating to signal generation, signal transfer,
 voltages, the layout of cables, physical port layout, and signal loss.
- **responsible** for the **topological layout** of the network (star, mesh, bus, or ring), **communication mode** (simplex, duplex, full duplex), and **bit** rate control operations.

• Therefore, this layer is Responsible for:

- **1- Transferring Data Bits to signal** (Transformed signal form depends on the data transmission media, Ex.:electric signal if the media is Ethernet cable, light pulses single if the media is A fiber-optic cable, and Radio signal if the media is wireless.).
- The protocol **data unit associated** with this layer is referred to as a **symbol**.

***** Internet protocol suite (TCP/IP)

- **1)** Application layer
- 2) Transport layer
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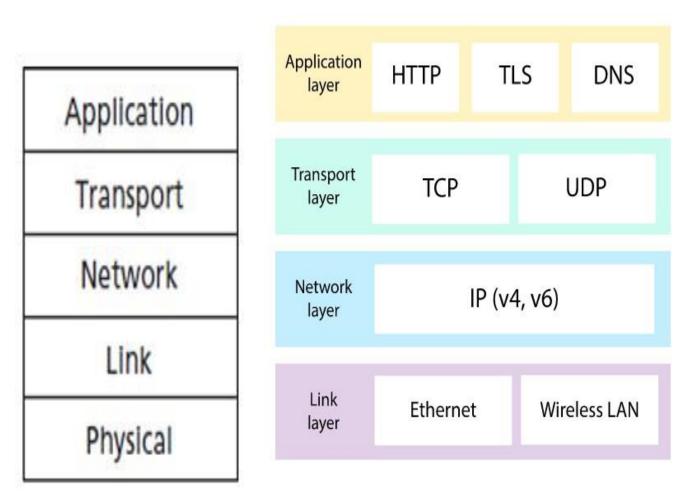


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Internet protocol suite (TCP/IP)

1) Link layer.

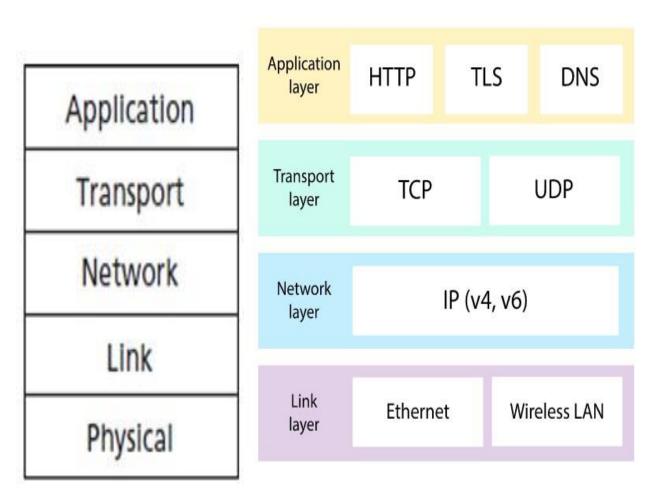
- The **first** and base **layer**.
- This layer is equivalent to the collective physical and data link layer of the OSI model.
- It enables the transmission of TCP/IP packets over the physical medium.
- Link layer is independent of the medium in use, frame format, and network access.
- Ethernet, wireless LAN, and the asynchronous transfer mode (ATM).



Internet protocol suite (TCP/IP)

2) Internet layer:

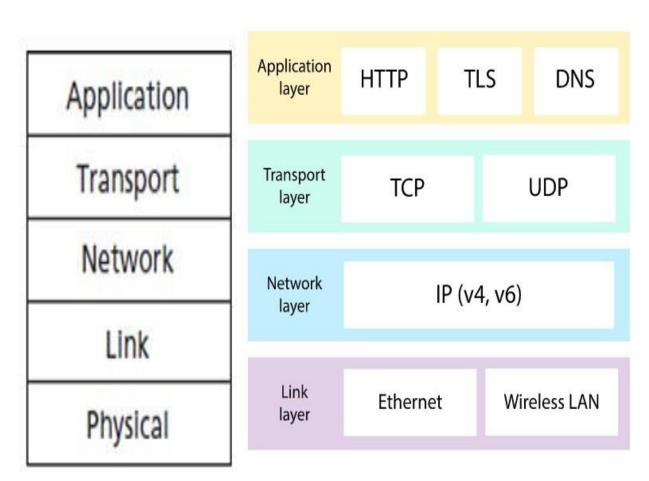
- Layer 2 of the TCP/IP protocol suite is somewhat equivalent to the network layer of the OSI model.
- It is responsible for addressing, address translation, data packaging, routing, and packet delivery tracking operations.
- Address resolution protocol (ARP), Internet protocol (IP), Internet control message protocol (ICMP), and Internet group management protocol (IGMP).



Internet protocol suite (TCP/IP)

3) Transport layer:

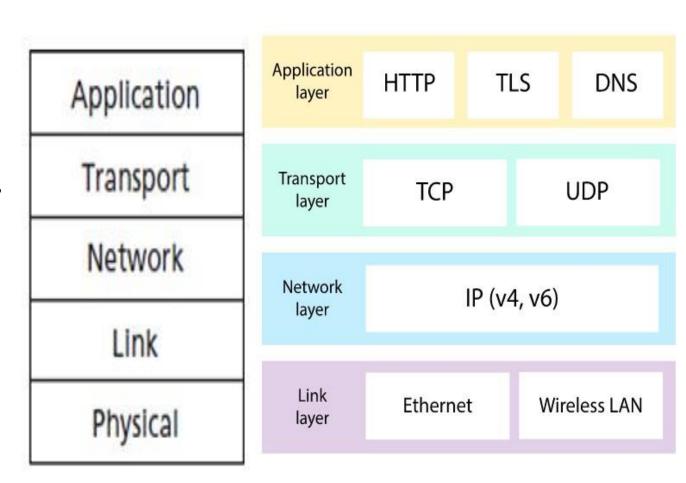
- Layer 3 of the TCP/IP protocol suite is functionally equivalent with the transport layer of the OSI model.
- Tasked with the functions of error control, flow control, congestion control, segmentation, and addressing in an end-to-end manner.
- Transmission control protocol (TCP) and user
 datagram protocol (UDP) are the core protocols.
- providing connection-oriented or connectionless
 services between two or more hosts or networked
 devices.



Internet protocol suite (TCP/IP)

4) Application layer:

- layer 4, of the TCP/IP protocol suite equivalent with the collective functionalities of the OSI model's session, presentation, and application layers.
- This layer enables an end-user to access the services.
- Hypertext transfer protocol (HTTP), file transfer protocol (FTP), simple mail transfer protocol (SMTP), domain name system (DNS), routing information protocol (RIP)



Basics of Networking / Addressing

- Addressing in networked devices plays a critical role in ensuring the delivery of packets to the designated/intended receivers.
- Addressing mechanisms can be divided into two parts:

- I. one focusing on **data link layer** address.
- **II**. other focuses on **network layer** addressing.

Foundations of PROTOCOLS

Definition of (PROTOCOLS)

A protocol is a formal set of rules that govern the communication between devices on a network.

٧ البروتوكول هو مجموعة رسمية من القواعد التي تحكم الاتصال بين الأجهزة على الشبكة.

A protocol defines the format and the order of messages exchanged between two or more communicating entities, as well as the actions taken on the transmission and/or receipt of a message or other event.

ا يحدد البروتوكول تنسيق وترتيب الرسائل المتبادلة بين كيانين أو أكثر من الكيانات المتواصلة، بالإضافة إلى الإجراءات المتخذة عند إرسال و/أو استلام رسالة أو حدث آخر.

END OF LECTURE (I) PART B

Keep connected with the classroom

Imzcbsf

THANK YOU FOR YOUR ATTENTION