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A-Network' Chap 2 Model OSI The following topics are discussed in this lesson: Introduction of the OSI Model, Physical View LAN, Repeaters 5-4-3 Rule, Hubs, Physical Layer, Datalink Layer Concept, Classification Media Ac... Size: 1000 KBDownload is currently a personal development training network security map information illustrated in the OSI 7 layer model with tiered defense approaches. It is an informative and educational chart for IT and network professionals and students. Size: 40.0 KBDownload is now the security of the information security network computer security CCNA OSI model; IP address WAN technologies; Operating and customizing iOS devices Expanding switching networks with VLAN; Determining IP routes Managing IP traffic with access lists Network planni... 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Size: 40 KBDownload now search for network search tool security guide IT tool Want more? Advanced embedding details, examples and help! The OSI model 7 layer communication model. Application of the NNTP SIP SSI DNS FTP Gopher layer NTP SMPP SMTP SNMP Telnet DHCP Netconf details.... 6. MIME XDR ASN.1 ASCII PGP 5. The session layer is called the NetBIOS SAP PPTP RTP SOCKS SPDY 4. Transport layer TCP UDP SCTP DCCP SPX 3. Network layer IP IPv4 IPv6 ICMP IPsec IGMP IPX AppleTalk X.25 PLP 2. ATM ARP IS-IS SDLC HDLC CSLIP SLIP GFP SLIP GLIP IEEE 802.2 LLC MAC L2TP IEEE 802.3 Frame Relay ITU-T G.hn DLL PPP X.25 LAPB No.922 LAPF 1. Physical layer EIA/TIA-232 EIA/TIA-449 ITU-T V-Series 1.430 I.431 PDH SONET/SDH PONN DSL IEEE 802.3 IEEE 802.11 IEe 802.15 IEEE 802.16 IEEE 1394 ITU-T G.hn PHY USB Bluetooth Bluetooth RS-232 RS-449 vie The Open Systems Interconnection Model (OSI model) is a conceptual model, that characterizes and standardizes the communication functions of a telecommunications or computing system without its basic internal structure and technology. Its purpose is to different communication systems with standard communication protocols. The model distributes the flow of data in the communication system to seven levels of abstraction, from the physical implementation of the transfer of bits through the means of communication to the presentation of the distributed application data at the highest level. Each intermediate layer serves as a function class to layer above it and is served by a layer beneath it. The functionality classes are implemented in the software on standardized communication protocols. The ING model was developed in the late 1970s to support the emergence of various computer network methods that compete for use in major national network efforts in France, the United Kingdom and the United States. In the 1980s, this model became a working product of the Open Systems Joining Group under the International Organization for Standardization (ISO). In an attempt to provide a comprehensive description of the networks, this model was unable to enlist the support of the architects of the early Internet software, as reflected in the less prescriptive package of Internet Protocols, mainly sponsored by the Internet Development Task Force (IETF). Communication in OSI models (example with layers from 3 to 5) History In the early and mid-1970s, networks are largely either government-sponsored (NPL Networks in the UK, ARPANET in the US, CYCLADES in France) or vendors developed with proprietary standards such as IBM Network Architecture Systems and Digital Equipment Corporation DECnet. Public data networks were just beginning to emerge, and they started using the X.25 standard in the late 1970s. The publication of the UK's National Computing Centre, Why Distributed Computing, which was published as a result of significant research into future computer configurations, led to the UK acting as an international standards committee to cover the area at an ISO meeting in Sydney in March 1977. Since 1977, the International Organization for Standardization (ISO) has conducted a programme to develop common standards and methods for networking. A similar process developed in the International Telegraph and Telephone Advisory Committee (CCITT). Both bodies developed documents that defined similar network models. , it is necessary to identify the standards to which the new systems can converge, rather than standardize procedures after the fact; on the contrary, the traditional approach to standards development. Although not a standard, it is a basis in which future standards can be defined. In 1983, CCITT and ISO documents were merged into a basic reference model to connect open systems, commonly referred to as the Open Systems Connection Reference Model, the OSI reference model, or simply the OSI model. It was published in 1984 as ISO as the standard ISO 7498, and renamed CCITT (now called the International Telecommunication Union telecommunications standardization sector or ITU-T) as the X.200 standard. OSI has two main components: an abstract network model called the Base Reference Model or Seven-layer Model, and a set of specific protocols. The LIM reference model is an important progression in the teaching of networking concepts. She promoted the idea of a consistent protocol-level model that defines compatibility between network devices and software. The concept of the seven-layer model was presented by the work of Charles Bachmann at Honeywell Information Systems. Various aspects of OSI's design have evolved from experience with the NPL, ARPANET, CYCLADES, EIN and International Network Working Group (INWG). In this model, the network system was divided into layers. In each layer, one or more entities realize their functionality. Each entity interacted directly with the layer directly beneath it and provided the tools to use the layer above it. ING standards documents are available at ITU-T as recommendations for the H.200 series. Some protocol specifications were also available as part of the ITU-T X series. Not everything is free. OSI has been an industry effort to get industry participants to agree on common network standards to ensure the compatibility of multiple vendors. Large networks typically support multiple sets of network protocols, and many devices are unable to interact with other devices due to lack of common protocols. In the late 1980s and early 1990s, engineers, organizations and countries were polarized over what standard, model of OMI or set of Internet protocols would lead to the best and most reliable computer networks. However, while OSI developed its network standards in the late 1980s, TCP/IP was widely used in multi-production networks for Internet work. The OMI model is still used as a guide for training and documentation; However, the OSI protocols originally conceived for the model did not gain popularity. Some engineers claim that the OSI reference model is still cloud computing. Others say that the original OSI model does not meet today's network protocols, and suggested a simplified approach instead. Definitions This section needs additional quotes to verify. Please help improve this article by adding quotes to reliable sources. Non-sources of materials can be challenged and removed. (November 2019) (Learn how and when to delete this template message) Communication protocols allow an entity in one host to interact with the relevant entity on the same level in another host. Service definitions, such as the OSI model, abstractly describe the functionality provided by the (N)-layer layer (N-1), where N is one of the seven levels of protocols that work in a local host. At each N level, two entities on communication devices (N-peer node layers) exchange units of protocol data (PDUs) using the N layer protocol. Each PDU contains a payload called the Service Data Unit (SDU), as well as protocol-related beaters or lackeys. The data is processed by two DEVICES compatible with THEM as follows: the data transmitted consists of the top layer of the transmission device (layer N) into the protocol data unit (PDU). PDU is transferred to the N-1 layer, where it is known as the Service Data Unit (SDU). With the N-1 layer, the SDU is combined with a header, footman or both, producing a layer of N-1 PDU. It is then transferred to the N-2 layer. The process continues until the lowest level from which the data is transferred to the receiving device. On the receiving device, the data is transmitted from the lowest to the highest layer as a series of SDUs, while being consistently removed from the header or footman of each layer until reaching the top layer where the last of the data is consumed. The OSI Model Standards Documents were identified in ISO/IEC 7498, which consists of the following parts: ISO/IEC 7498-1 Basic model ISO/IEC 7498-2 ISO Security Architecture// IEC 7498-3 Naming and referring to ISO/IEC 7498-4 ISO/IEC 7498-1 is also published as a recommendation of ITU-X-T.200. The X.200 Recommendation layer architecture describes seven layers marked from 1 to 7. Layer 1 is the lowest layer in this model. OSI Model Layer Data Block (PDU) Feature 19 Hostlayers 7 Application Data high-level API, including resource sharing, remote access to files 6 Presentation Transfer data between the network service and the app; including character coding, data compression and encryption/decryption of 5 Communications Management sessions, i.e. the continuous exchange of information in the form of multiple transmissions between two 4 Transport Segment nodes, Datagram Reliable transfer of segments of data between points of the network, including segmentation, recognition and multiplexing Medialayers 3 Network Packet Structuring and multi-tiered management including addresses, routing, and traffic management 2 Data Link Frame Reliable transfer of personnel data between two nodes connected by physical layer 1 Physical bit, Transmission symbol and reception of untreated bit flows over physical middle layer 1: Physical layer Physical layer is responsible for transmitting and receiving unstructured raw data between the device and the physical transmission environment. It converts digital bits into electrical, radio or optical signals. Layer specifications define characteristics such as voltage levels, voltage change times, physical data speeds, maximum transmission distances, modulation circuit, channel access method, and physical connectors. This includes the location of pins, voltages, impedance lines, cable specs, signal timing and frequency for wireless devices. The bit speed control is done on the physical layer and can determine the transmission mode as a simplex, a duplex half and a full duplex. The components of the physical layer can be described from the point of view of the topology of the network. The specifications of the physical layer are included in the specifications for the ubiquitous Bluetooth, Ethernet and USB standards. An example of a lesser-known specification of the physical layer is the CAN standard. Layer 2: Data Link Layer Data Link Layer provides data transfer to the site , a connection between two directly connected nodes. It detects and possibly corrects errors that may occur in the physical layer. It defines a protocol for establishing and stopping the connection between two physically connected devices. It also defines a protocol to control the flow between them. IEEE 802 divides the data layer into two sublayers: the Mid access control layer (MAC), which is responsible for managing how devices on the network gain access to the environment and permission to transmit data. The Logical Link Management Layer (LLC) is responsible for identifying and encapsulating network layer protocols, and oversees bug verification and frame synchronization. Mac and IEEE 802 NETWORK LLC levels such as 802.3 Ethernet, 802.11 Wi-Fi and 802.15.4 SiegB work at data reference level. The Point-to-Point Protocol (PPP) is a data level protocol that can work in several different physical layers, such as synchronous and asynchronous serial lines. The ITU-T G.hn standard, which provides high-speed local networks on existing wires (power lines, telephone lines and coaxial cables), includes a full layer of data communication that provides both error correction and flow control through selective repetition of sliding windows. Security, particularly (genuine) encryption, at this level can be applied with MACSec. Layer 3: Network Layer Provides Functional and Procedural Means of Data Sequence Transmission length (so-called packages) from one site to another, connected in different networks. Networks. The network is an environment where you can connect many nodes where each site has an address and that allows nodes connected to it to send messages to other nodes connected to it, simply by providing the contents of the message and address of the destination site and allowing the network to find a way to deliver the message to the destination node, perhaps by routing it through intermediate nodes. If the message is too large to be transmitted from one site to another at the data communication level between those sites, the network can deliver messages by dividing the message into multiple fragments in one site, sending the fragments on its own and framed the fragments to another site. It can, but does not need, to report delivery errors. Delivering messages at the network level is not necessarily guaranteed reliability; network layer protocol can ensure reliable message delivery, but it shouldn't. A number of level management protocols, a feature defined in the ISO 7498/4 management application, relate to the network layer. These include routing protocols, multi-tissue group management, information and network-level errors, and the assignment of network-level addresses. It is a payload feature that makes them belong to the network layer rather than the protocol that carries them. Layer 4: The Transport Layer Transport Layer provides functional and procedural means of transmitting alterally length data sequences from source to destination host while maintaining quality of service functions. The transport layer controls the reliability of this connection by managing the flow, segmentation/desegmentation and error management. Some protocols are state-oriented and connected. This means that the transport layer can track segments and relay those that can't deliver. The transport layer also recognizes successful data transmission and sends the following data if no errors have been made. The transport layer creates segments from a message derived from the application layer. Segmentation is the process of dividing a long message into smaller ones. OSI defines five classes of transportation protocols in connection mode, ranging from Class 0 (also known as TP0 and provides the smallest features) to Class 4 (TP4, designed for less reliable networks similar to the Internet). Class 0 does not contain bug repair and has been designed to be used on network layers that provide unmistakable connections. Class 4 is closest to TCP, although TCP contains features such as graceful closure, which OSI assigns to the session layer. In addition, all OSI TP protocols provide faster data transmission and record boundaries. Detailed characteristics of TP0-4 classes are shown in the following table: the name of the function TP0 TP1 TP2 TP3 TP4 Connection-oriented network Yes Yes Yes No No No No No Yes Concatenation and separation No Yes Yes Yes Segmentation and reassembly Yes Yes Yes Error recovery No Yes Yes Yes Reinitiate connectiona No Yes No Yes No Multiplexing / demultiplexing over single virtual circuit No No Yes Yes Explicit flow control No No Yes Yes Retransmission on timeout No No No No Yes Reliable transport service No Yes No Yes Yes a If an excessive number of PDUs are unacknowledged. An easy way to visualize a transport layer is to compare it to a post office that sends and classifies mail and parcels. The Post Office only checks the outer envelope of the mail to determine its delivery. Higher layers may have the equivalent of double envelopes, such as cryptographic presentation services, that can only be read by the recipient. Roughly speaking, tunnel protocols work at a transport level, such as non-IP protocols such as IBM's SNA or IPX Novell via IP network, or permanent encryption with IPsec. While general routing encapsulation (GRE) may seem like a network layer protocol, if the load encapsulation occurs only at the end point, GRE gets closer to the transport protocol that uses IP blanks but contains a full layer 2 frame or layer 3 packages to deliver to the end point. L2TP carries PPP frames inside transport segments. Although it is not designed in accordance with the IMU reference model and does not meet the strict definition of the TRANSPORT's INM, the Data Control Protocol (TCP) and the Internet Protocol (UDP) set of protocols are generally classified as level-4 protocols under the EDM. Transport level safety (TLS) ensures safety at this level. Layer 5: Session Layer Controls Conversations (Connections) between Computers. It installs, controls, and stops connections between local and remote apps. It provides for full duplex, semi-desert or simplex work, as well as establishes procedures for checkpoint days, suspension, restart and termination of the session. In the OSI model, this layer is responsible for the graceful session closure that is processed in the Transport Transfer Control Protocol in the Internet Protocols set. This layer is also responsible for monitoring and restoring sessions that are not normally used in the Internet protocol set. Session level is typically used explicitly in application environments that use remote procedure calls. Layer 6: Presentation Level level sets the context between application-level objects, in which application-level objects can use different syntax and semantics if the presentation service provides a display between them. If you have a display, the submission protocol units are encapsulated into units Sessions and are passed on Stack. This layer ensures independence from data presentation by translating between application and network formats. The view layer converts the data into the form the application adopts. This layer formats the data that will be sent through the network. Sometimes it is called the syntax layer. The presentation layer can include compression functions. The presentation layer negotiates the syntax of the transmission. The original presentation structure used the

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