

# *Chapter 23*

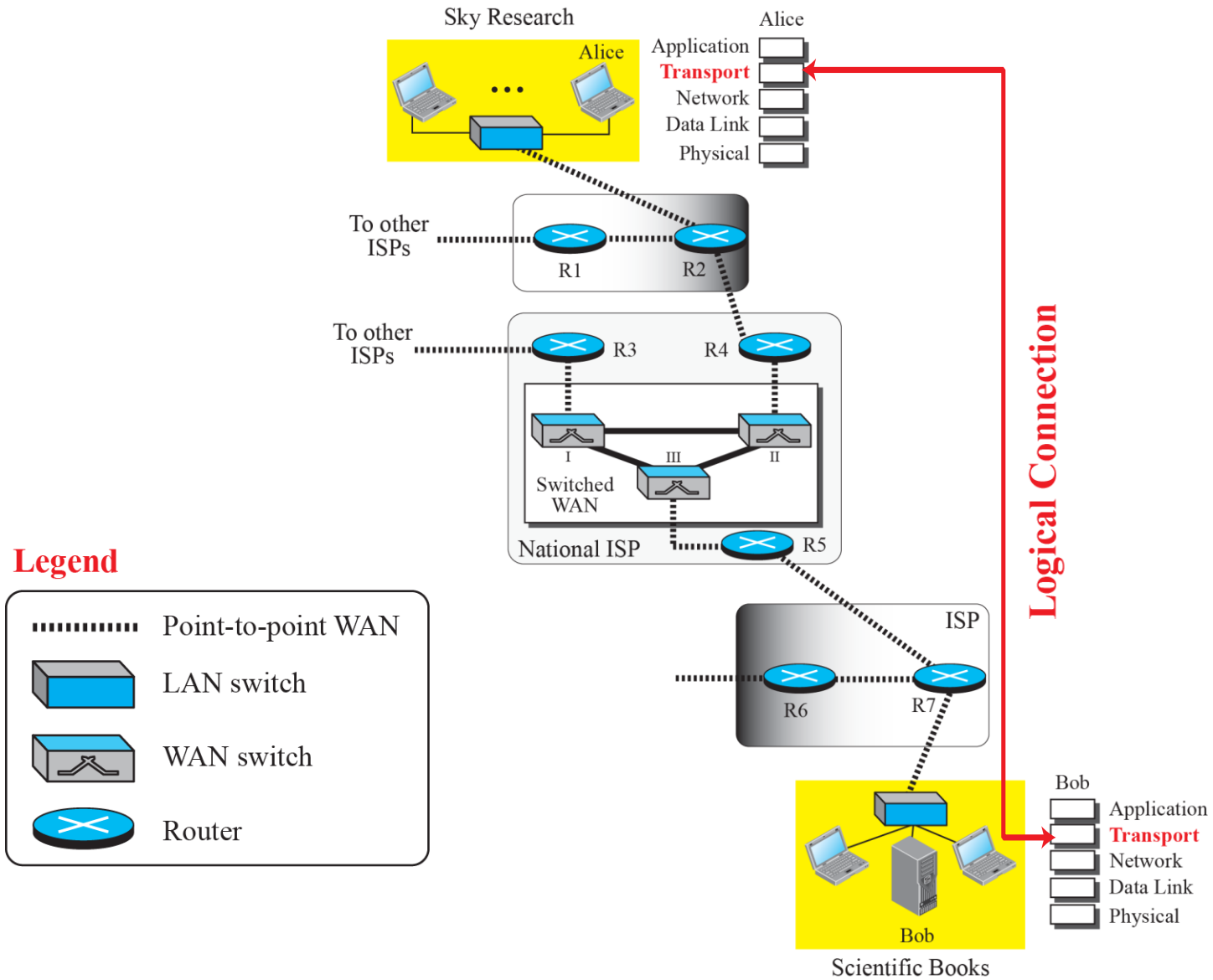
## *Introduction To Transport Layer*

## 23-1 INTRODUCTION

***The transport layer is***

- ***located between the application layer and the network layer***
- ***provides a process-to-process communication between two application layers***

# Logical connection at the transport layer

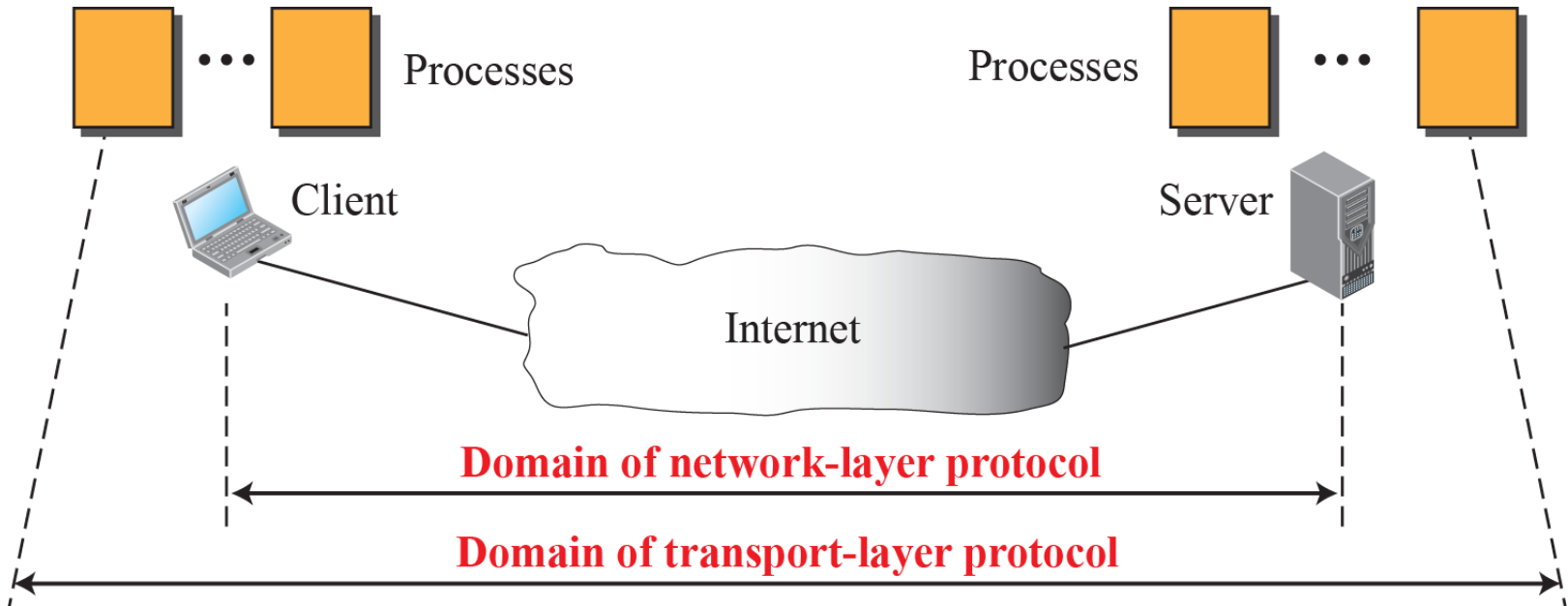


# *Transport-Layer Services*

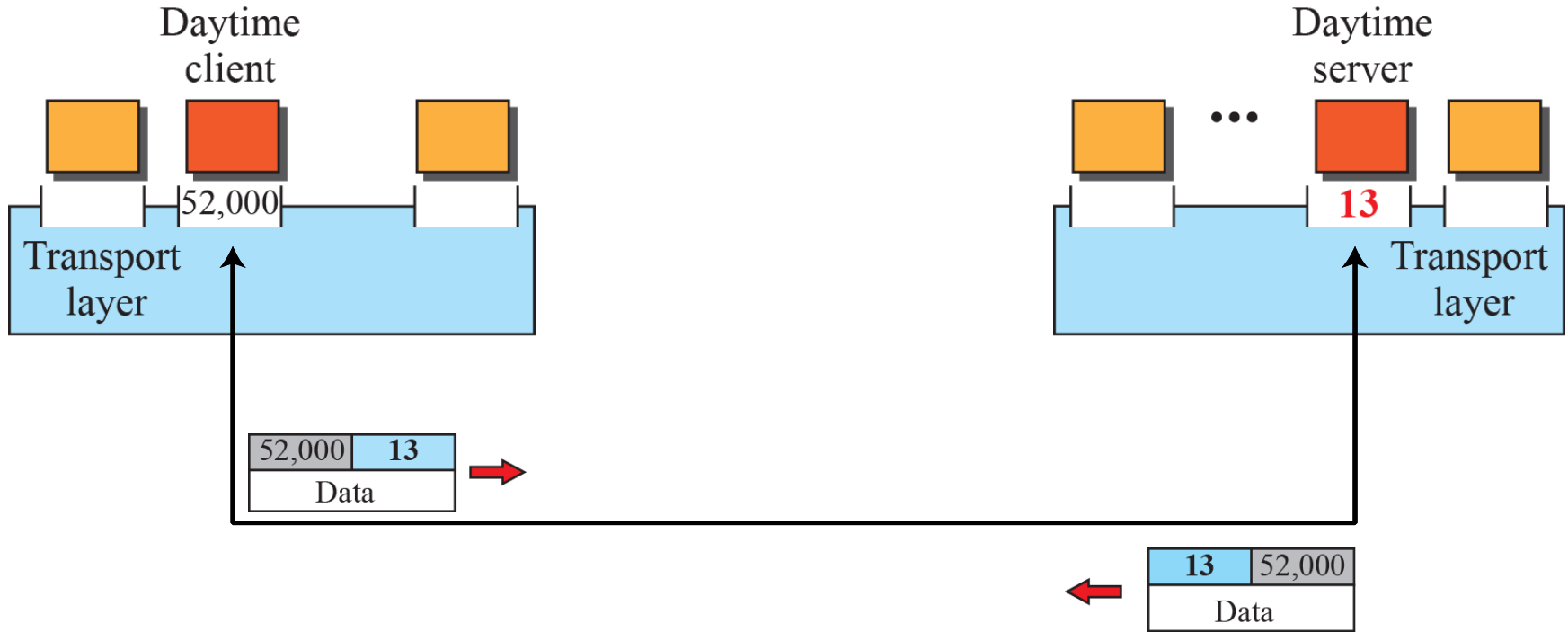
## *The transport layer*

- *is responsible for providing services to the application layer*
- *receives services from the network layer.*

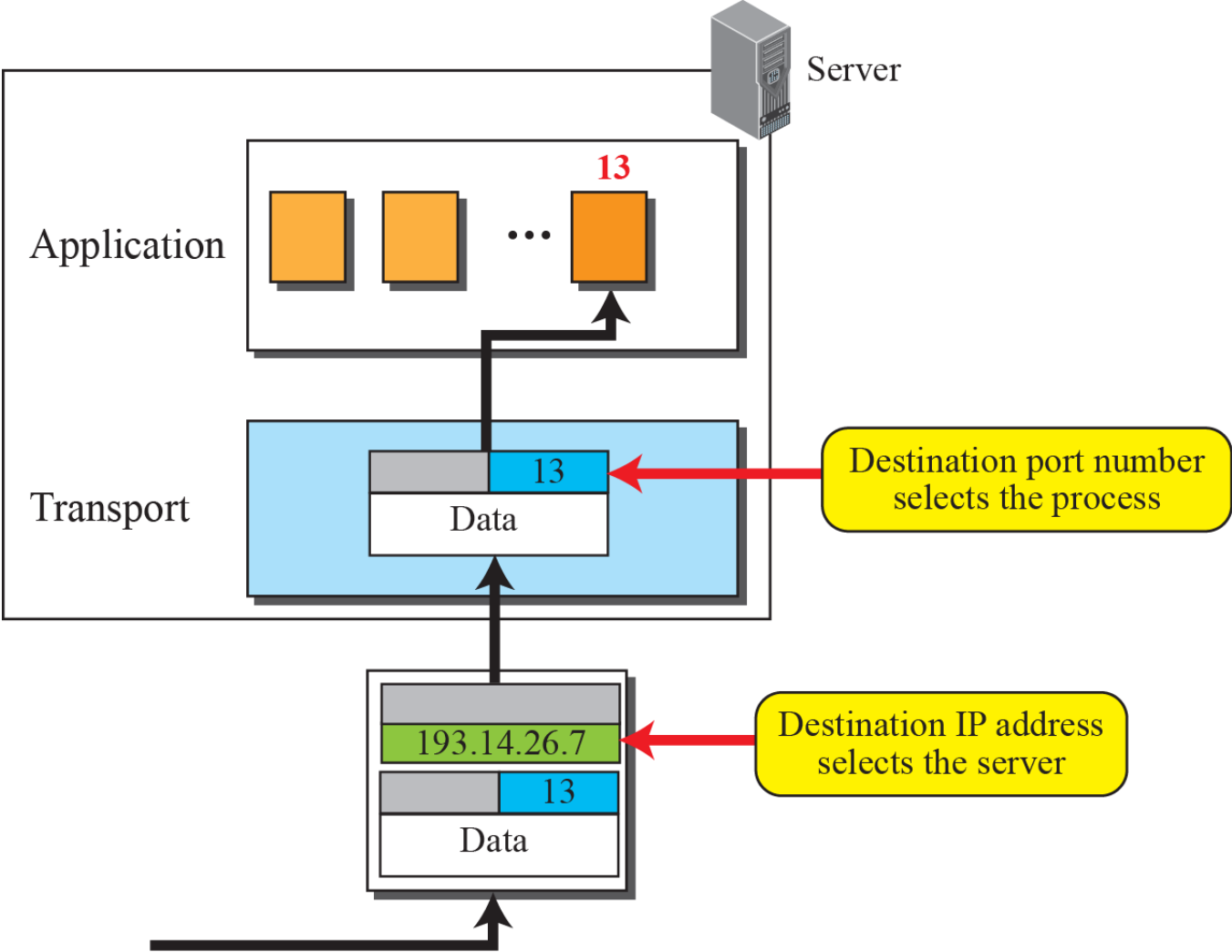
# Network layer versus transport layer



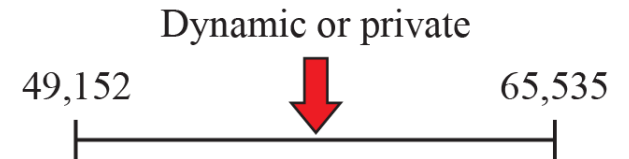
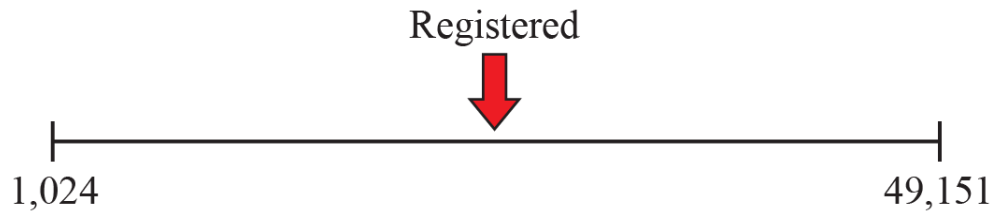
# Port numbers



# IP addresses versus port numbers

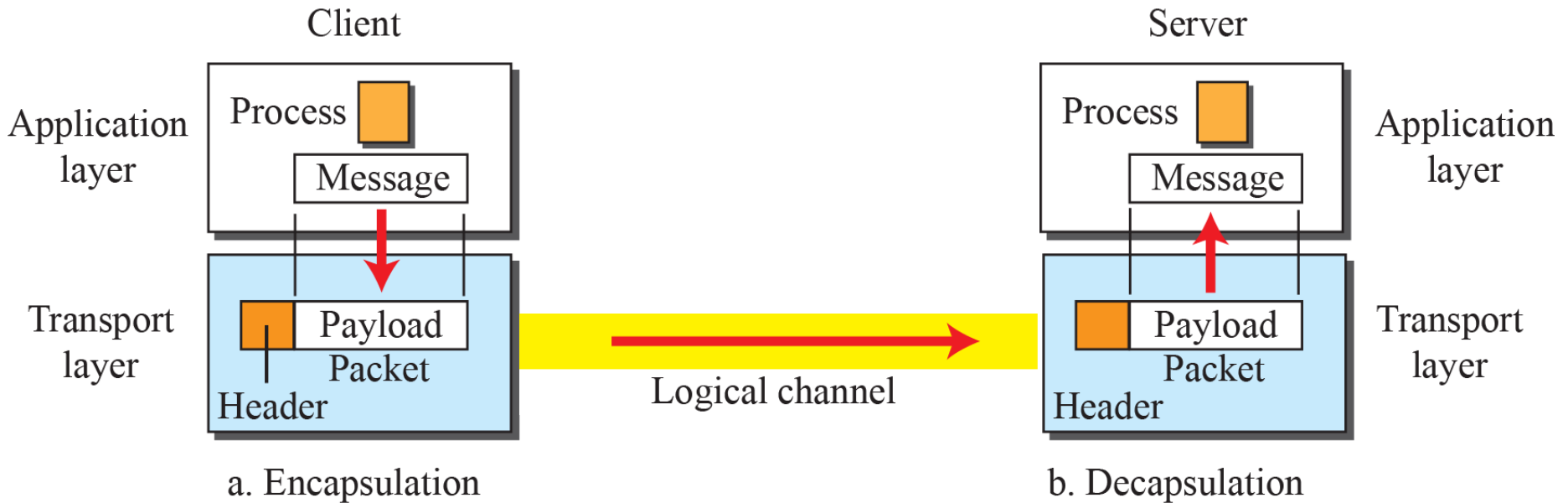


# ICANN ranges

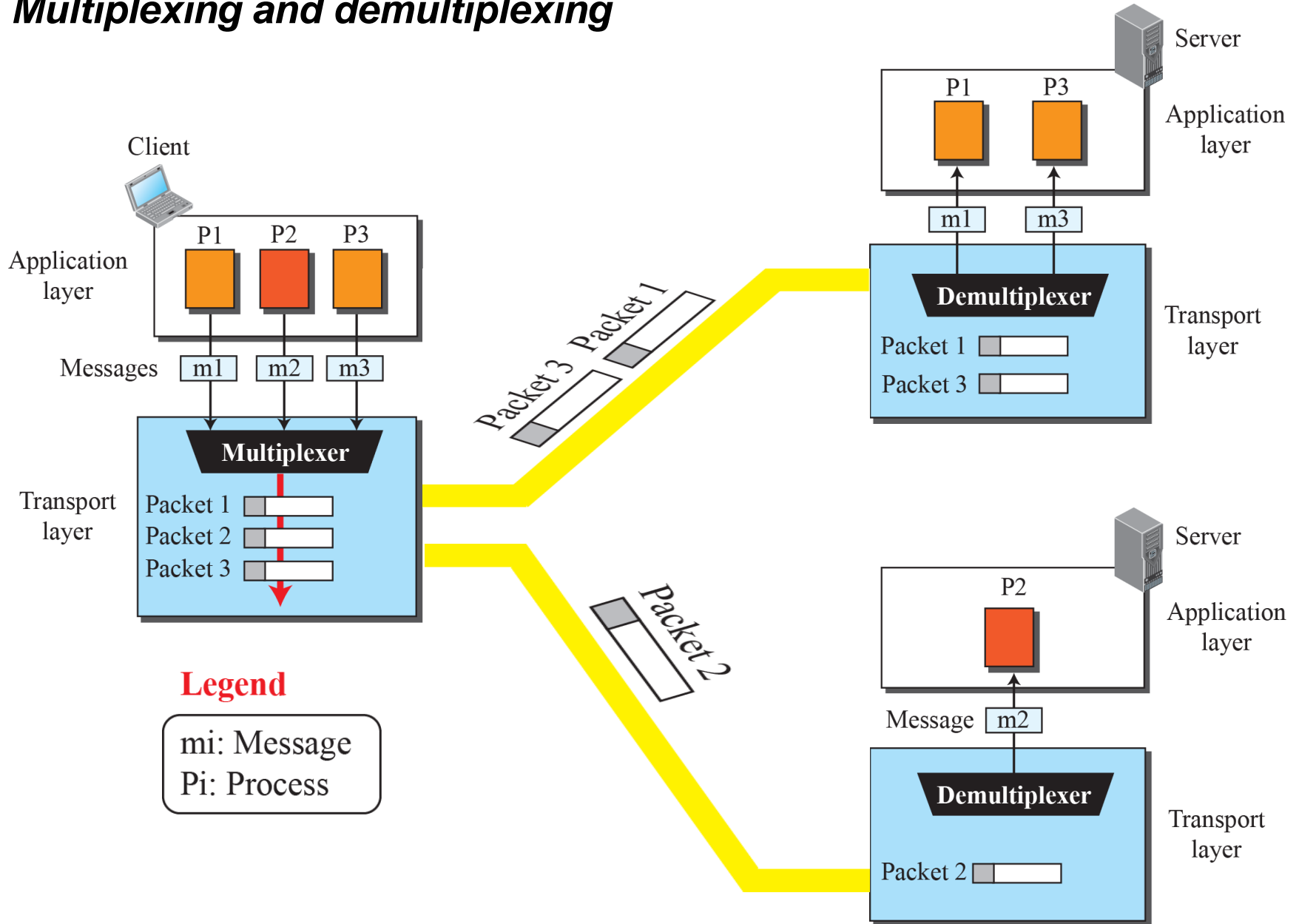




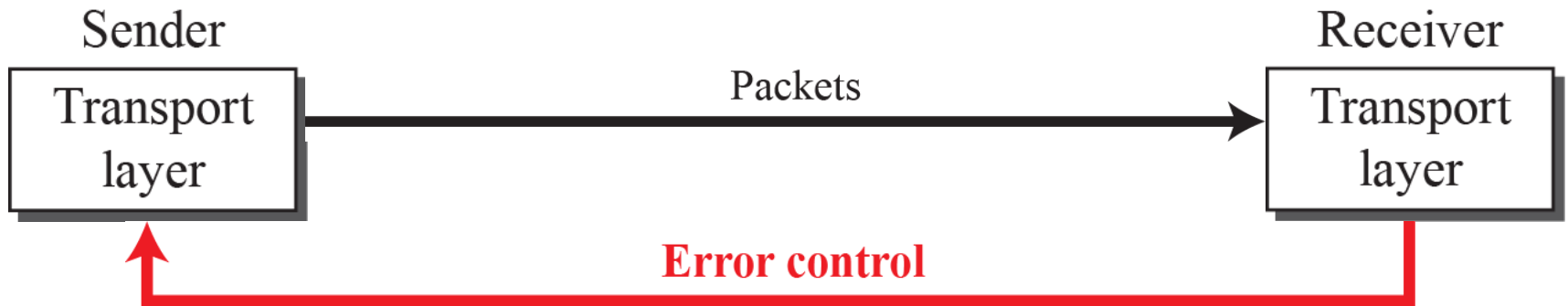
# Encapsulation and decapsulation



# Multiplexing and demultiplexing



## *Error control at the transport layer*



# Sliding window in linear format



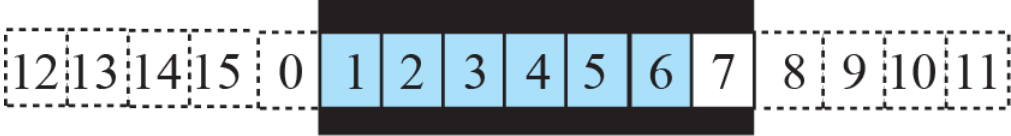
a. Four packets have been sent.



b. Five packets have been sent.



c. Seven packets have been sent;  
window is full.



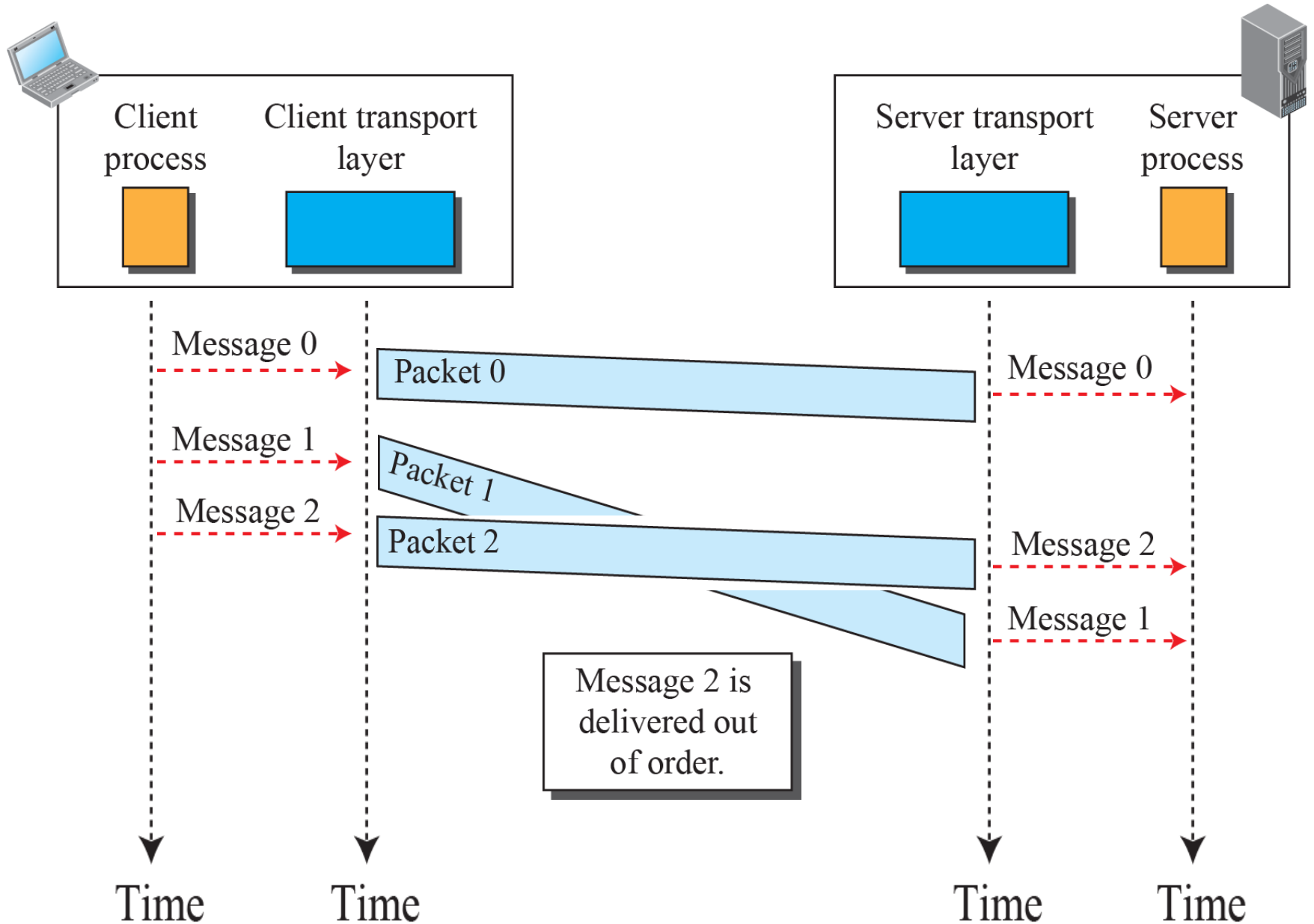
d. Packet 0 has been acknowledged;  
window slides.

# *Connection*

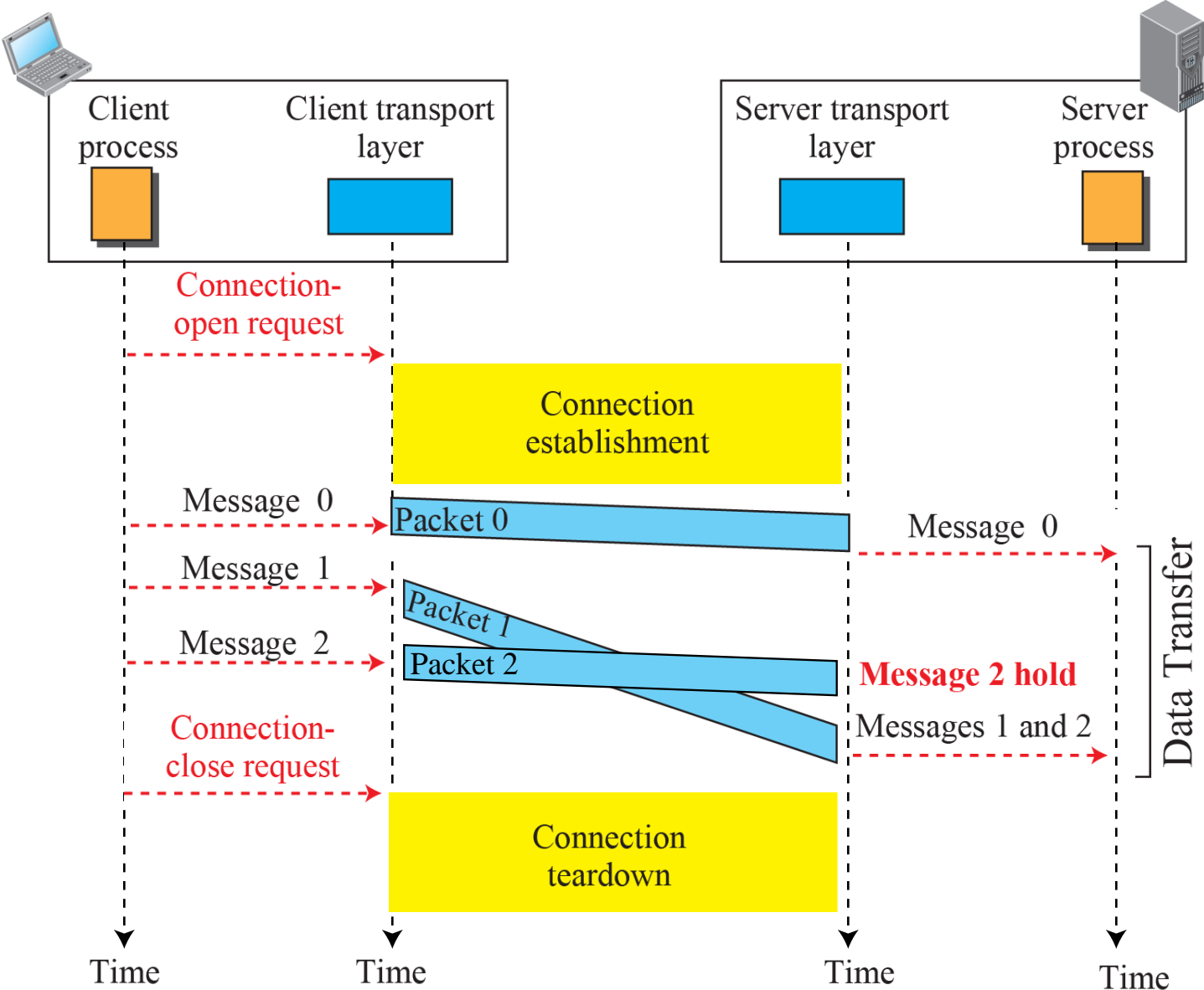
*A transport-layer protocol can provide two types of services*

- connectionless*
- connection-oriented*

# Connectionless service



# Connection-oriented service

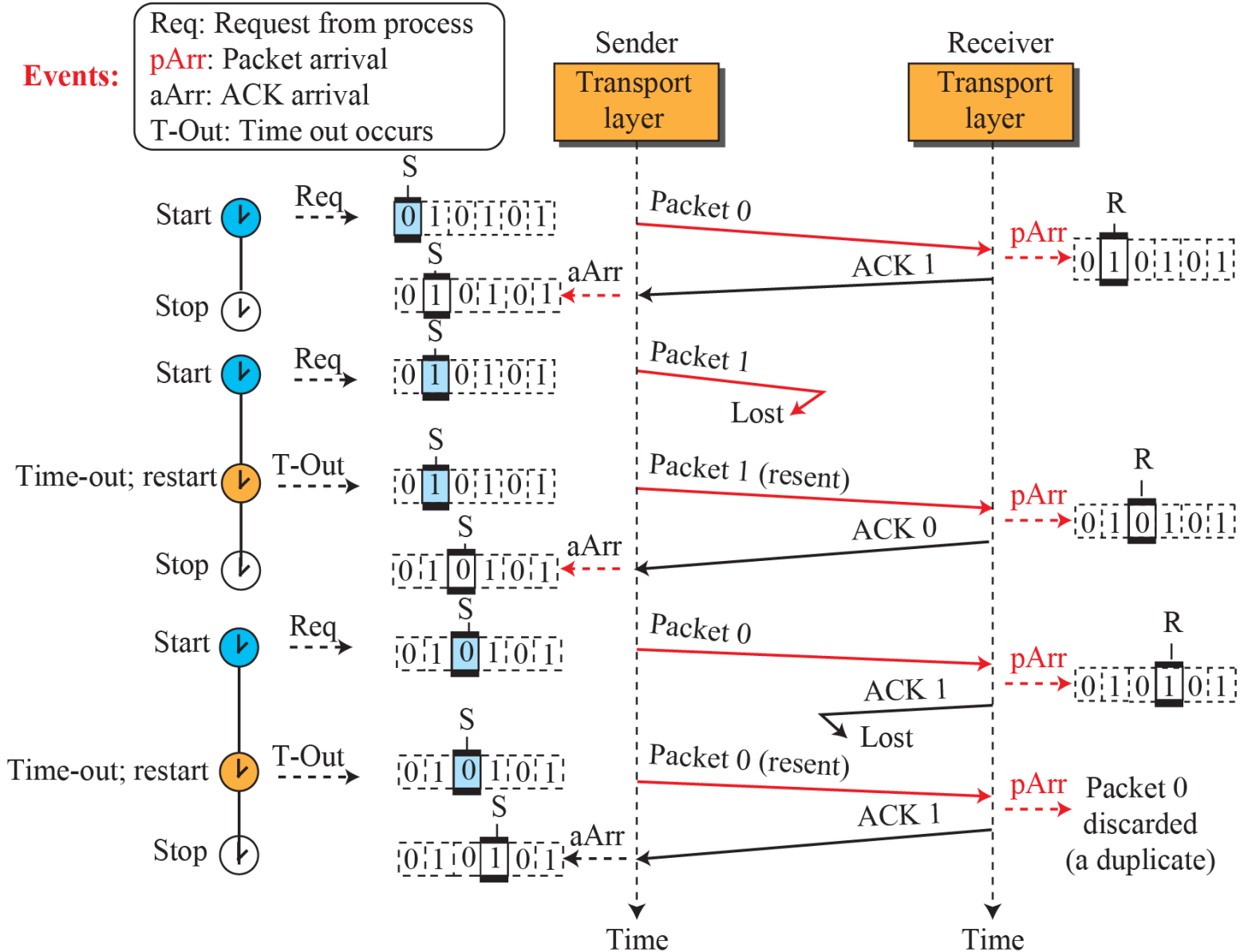


# *Stop-and-Wait Protocol*

- *uses both flow and error control.*
- *both the sender and the receiver use a sliding window*
- *the sender sends one packet at a time and waits for an acknowledgment before sending the next one.*
- *to detect corrupted packets, we need to add a checksum to each data packet.*
- *when a packet arrives at the receiver, it is checked. If its checksum is incorrect, the packet is corrupted and silently discarded.*



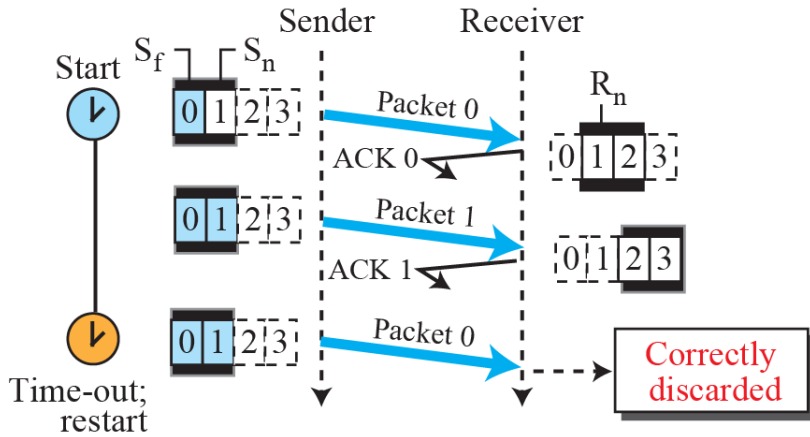
# Flow diagram



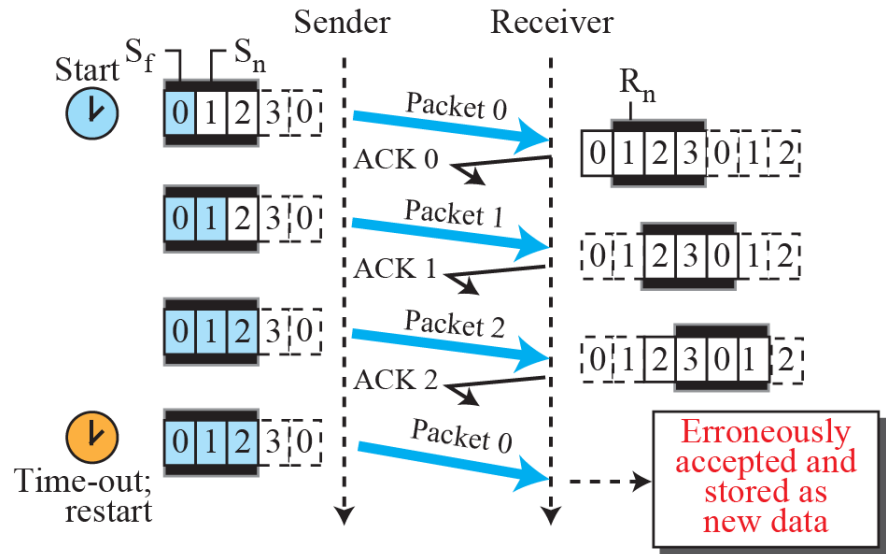
# ***Go-Back-N Protocol (GBN)***

# *Selective-Repeat Protocol*

# Selective-Repeat, window size



a. Send and receive windows of size =  $2^m - 1$



b. Send and receive windows of size  $> 2^m - 1$