

Chapter 1

Introduction

Networks

Network

- *the interconnection of a set of devices capable of communication.*

Device

- *can be a host such as a large computer, desktop, laptop, workstation, cellular phone, or security system.*
- *can also be a connecting device such as a router a switch, a modem that changes the form of data, and so on.*

Networks (Continued)

- *Local Area Networks*

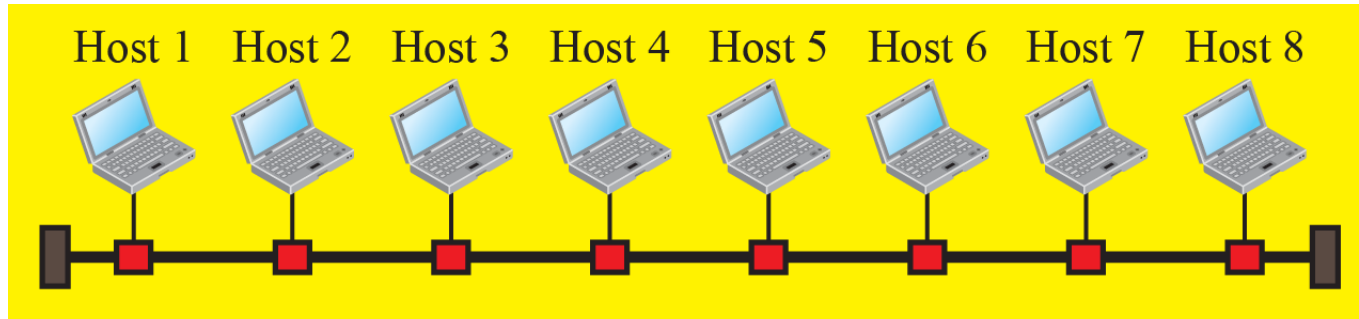
- *Wide Area Networks*

 - ❖ *Point-to-Point WANs*

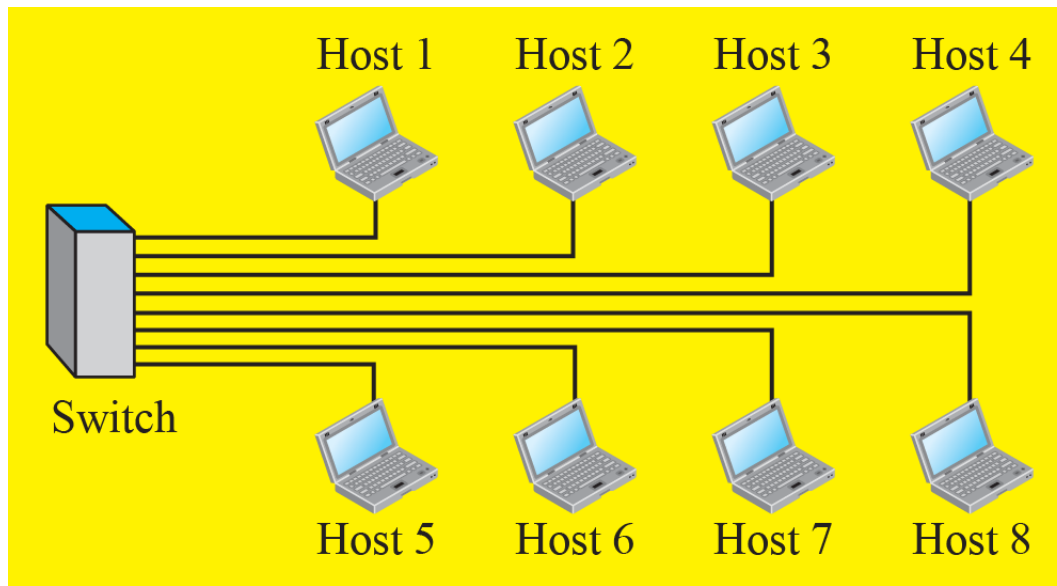
 - ❖ *Switched WANs*

- *Internetwork*

An Isolated LAN in the past and today

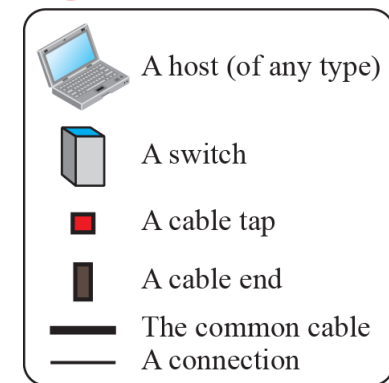


a. LAN with a common cable (past)



b. LAN with a switch (today)



Legend



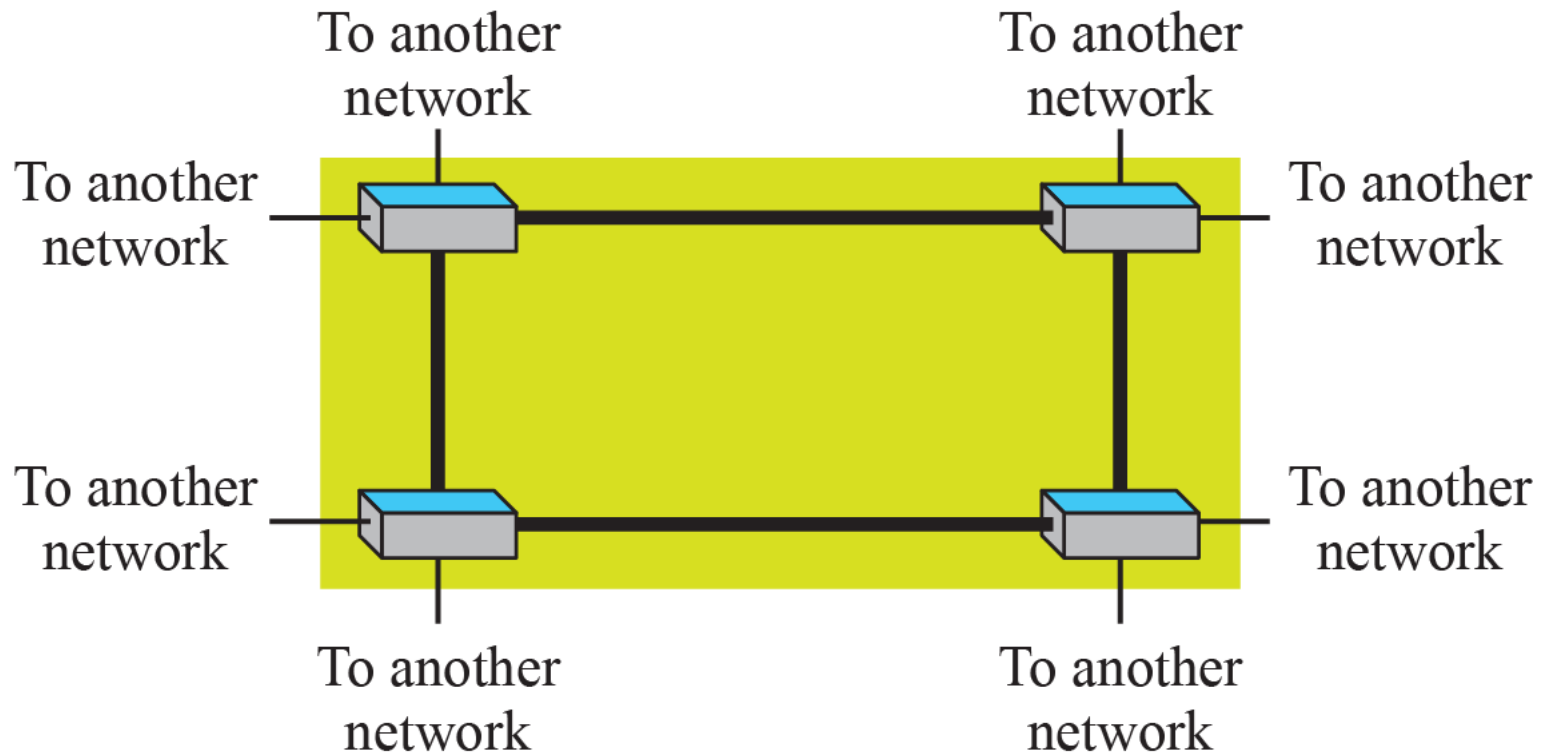
A Point-to-Point WAN



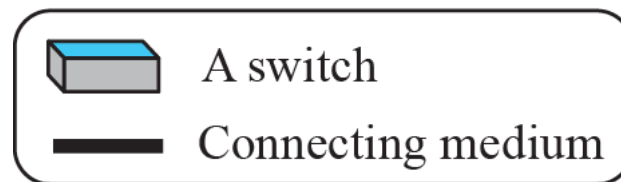
Legend

	A connecting device
	Connecting medium

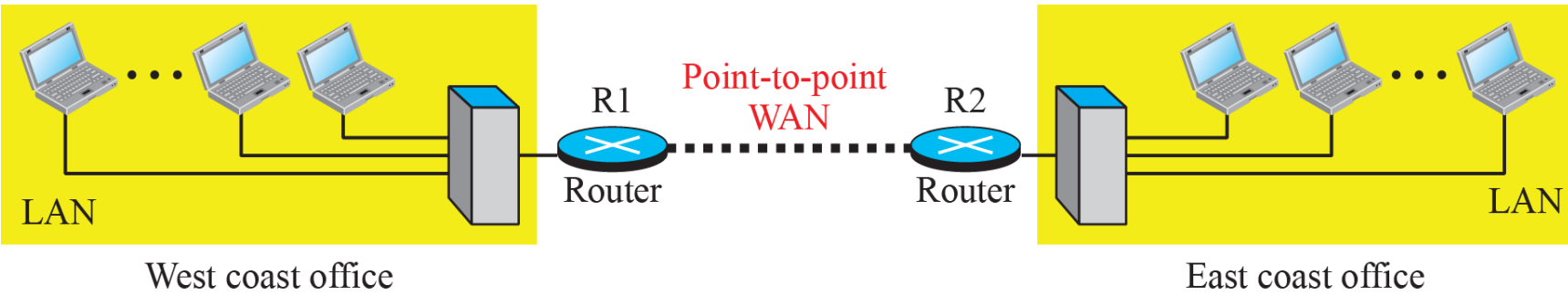
A Switched WAN



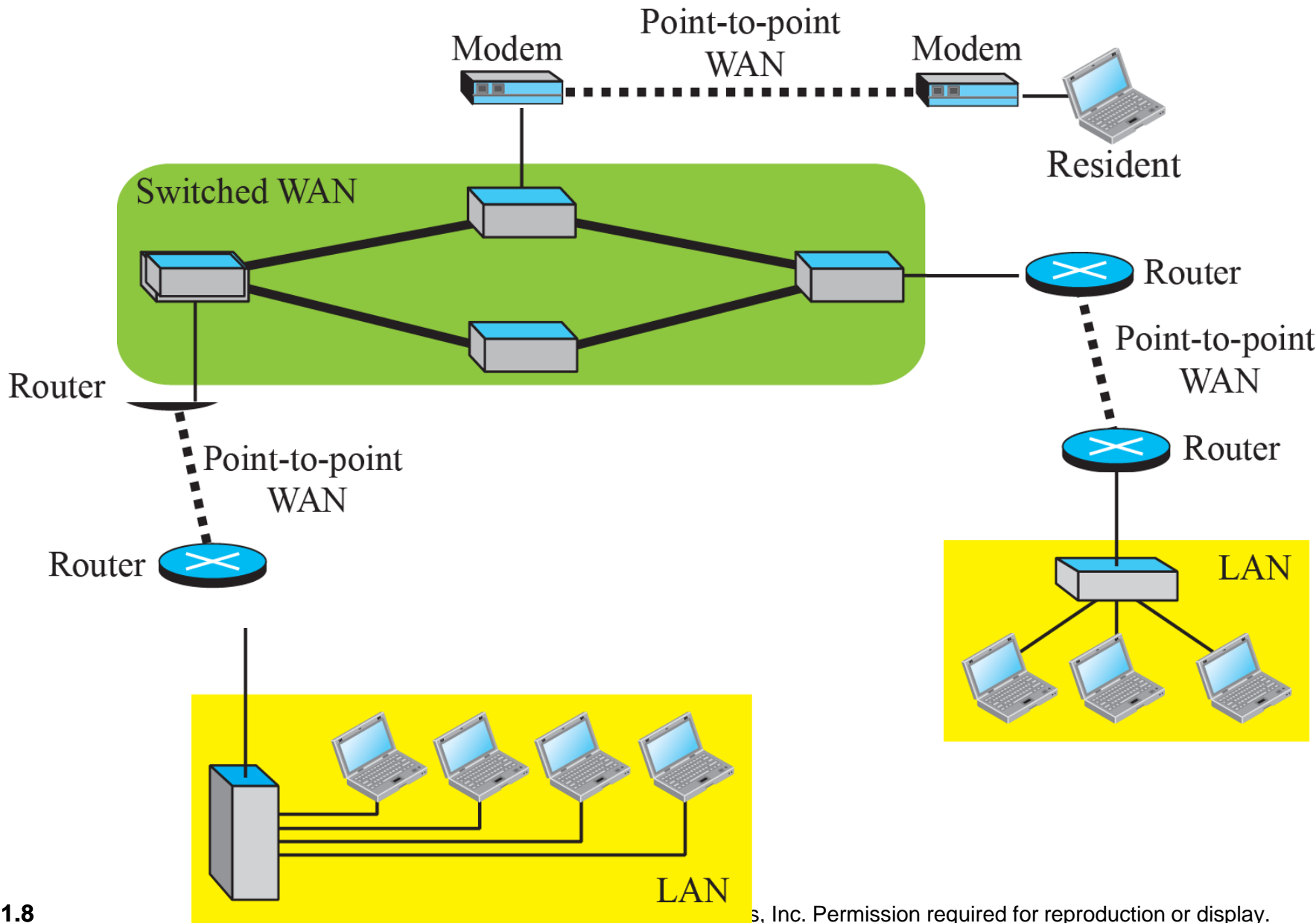
Legend



An internetwork made of two LANs and one WAN



A heterogeneous network made of WANs and LANs



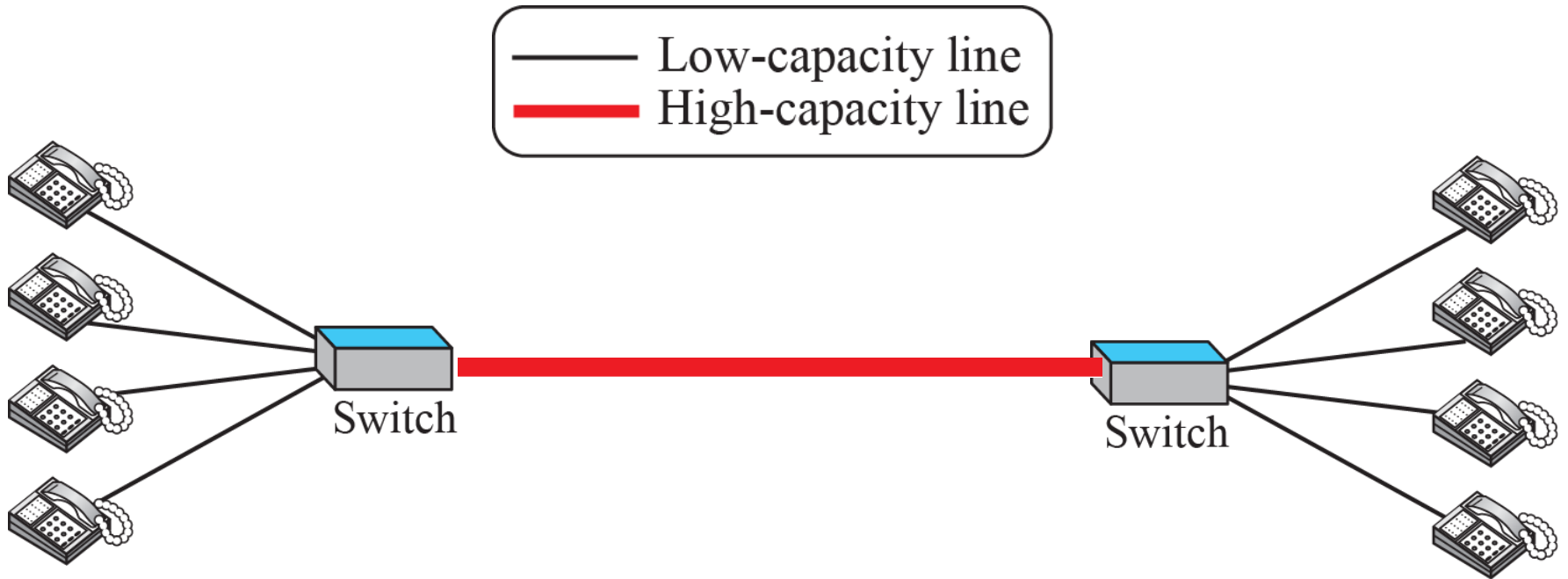
Switching

- *connects at least two links together.*
- *needs to forward data from a link to another link when required.*

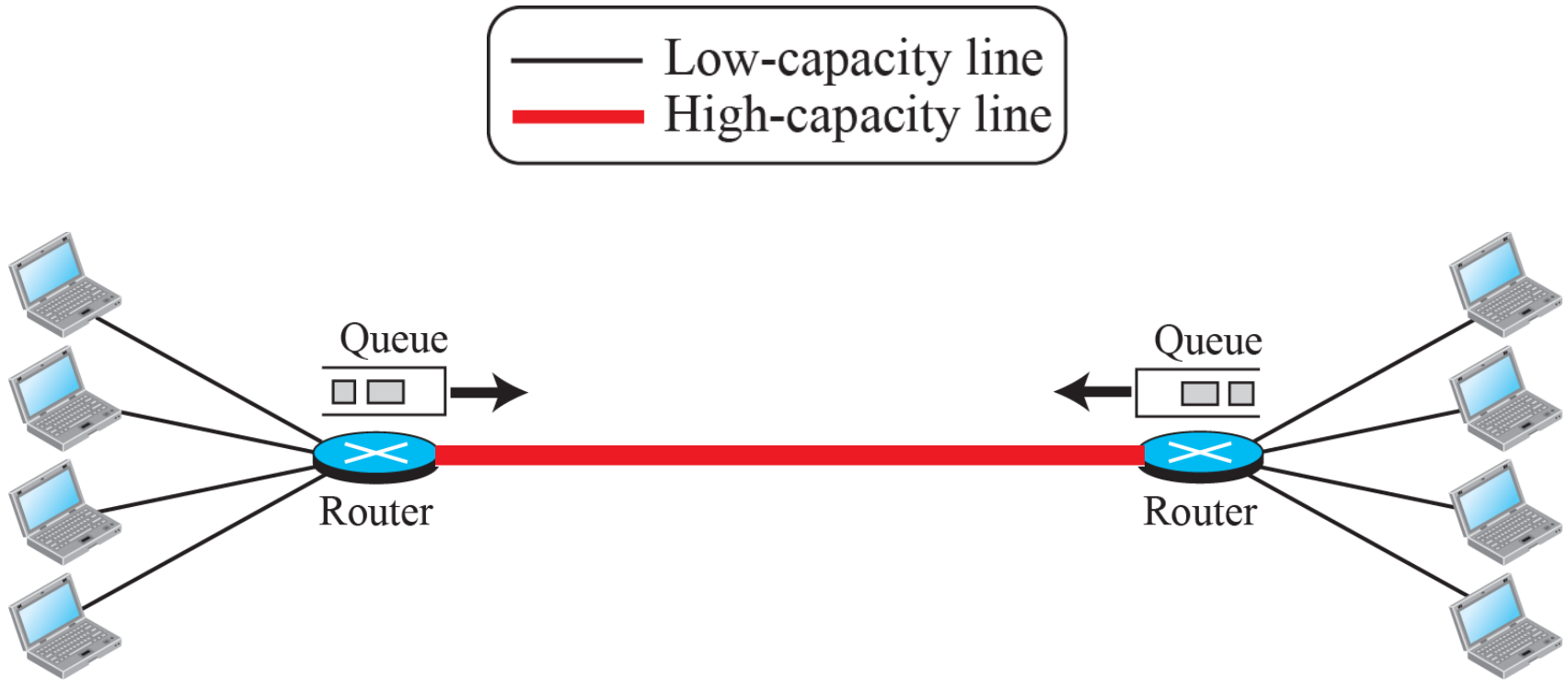
Circuit-Switched Network

Packet-Switched Network

A circuit-switched network



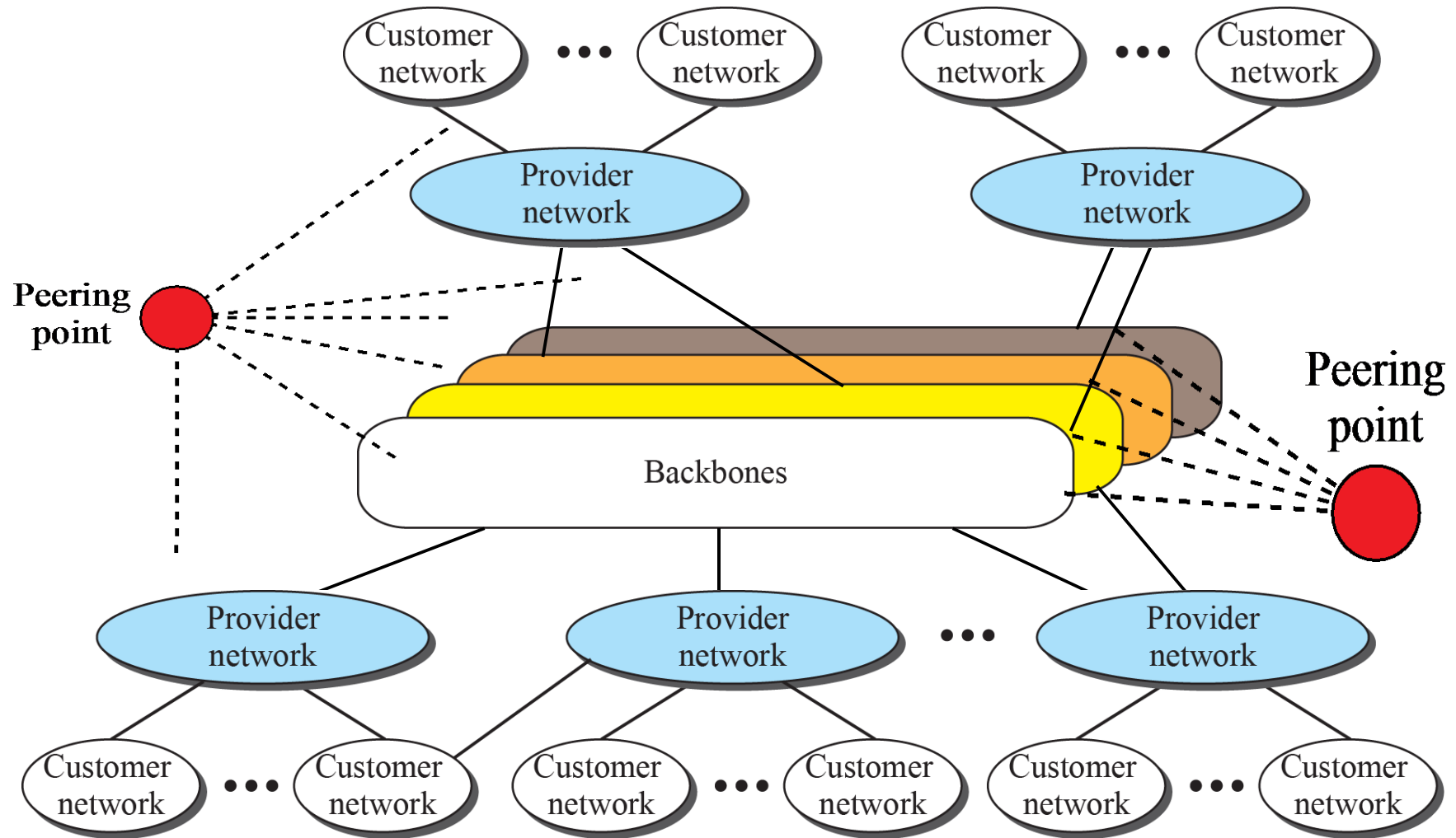
A packet-switched network



The Internet

- *The most notable internet*
- *is composed of thousands of inter-connected networks.*

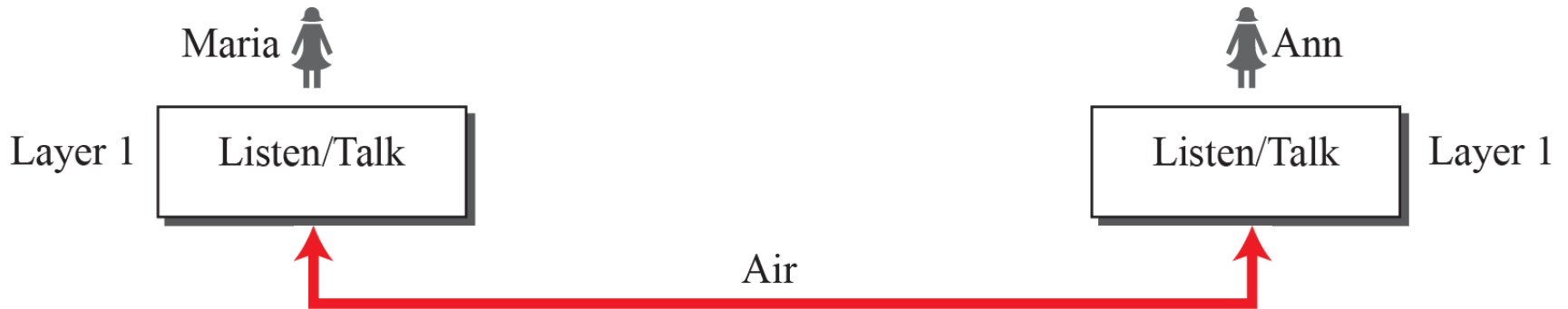
The Internet today



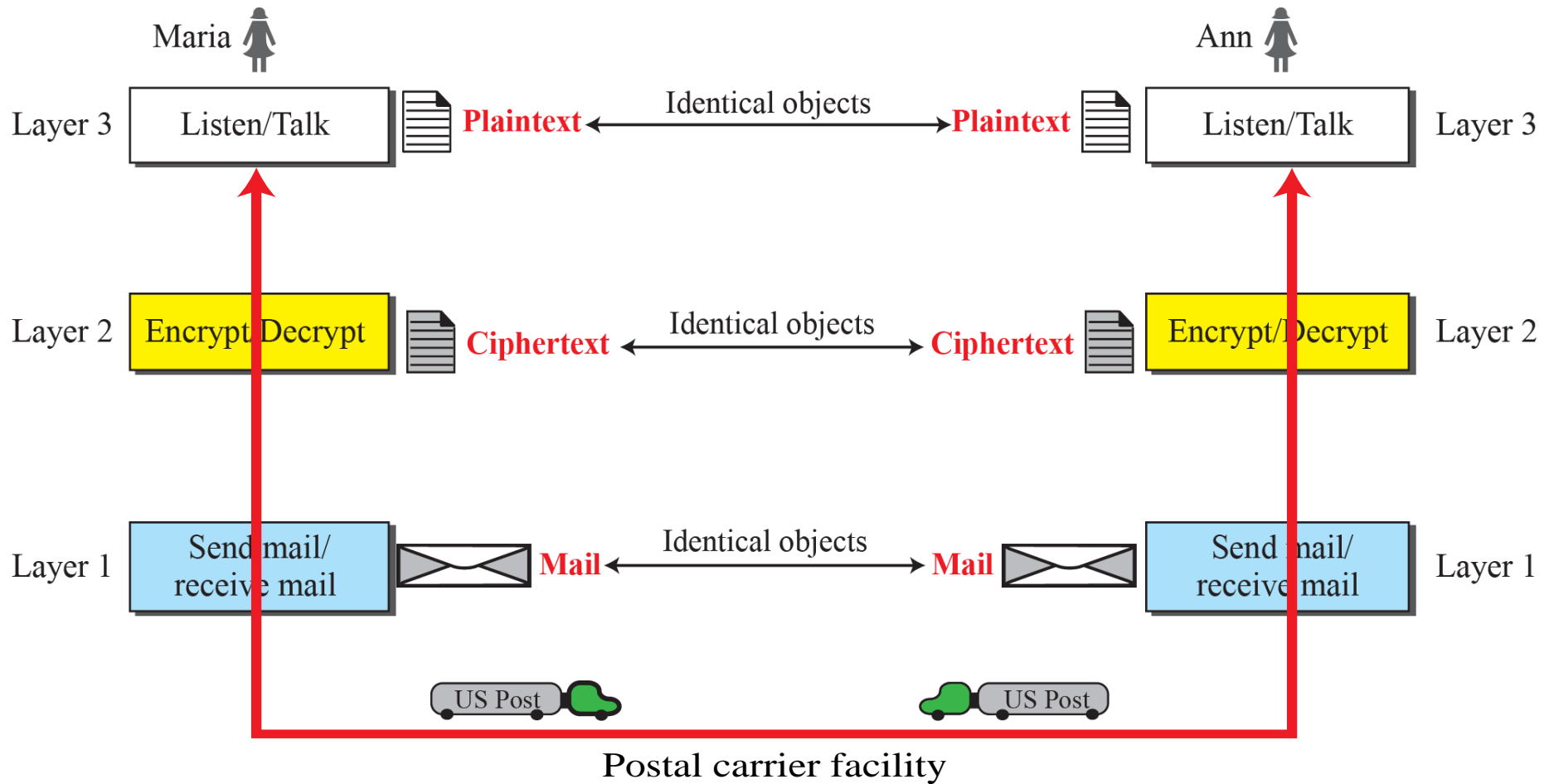
PROTOCOL LAYERING

- ***A **protocol** defines the rules that both the sender and receiver and all intermediate devices need to follow to be able to communicate effectively.***
- ***When communication is simple, we may need only one simple protocol***
- ***when the communication is complex, we need a protocol at each layer, or protocol layering.***

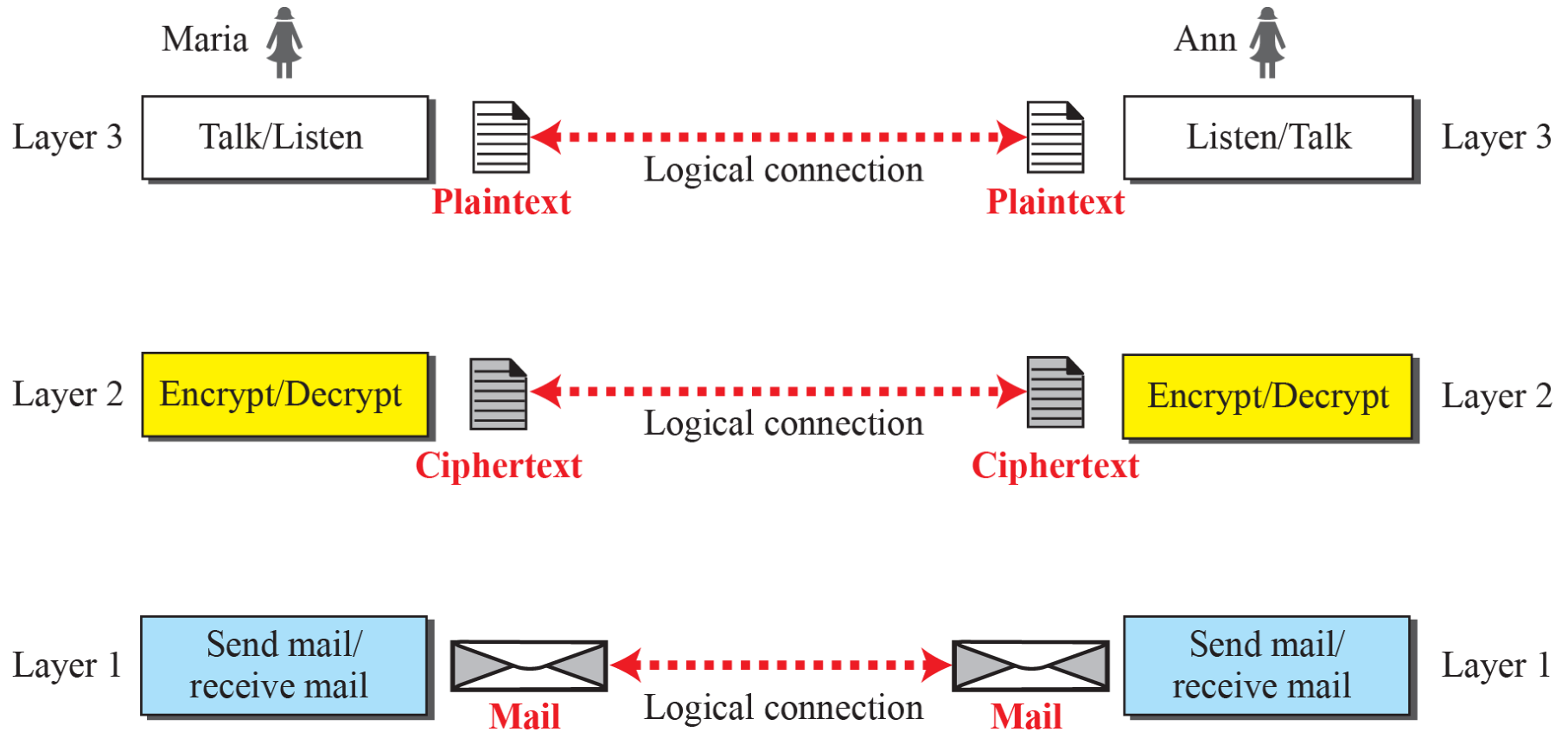
A single-layer protocol



A three-layer protocol



Logical connection between peer layers



TCP/IP Protocol Suite

- ***used in the Internet today***
- ***It is a hierarchical protocol made up of interactive modules, each of which provides a specific functionality***
- ***The term hierarchical means that each upper level protocol is supported by the services provided by one or more lower level protocols***
- ***is thought of as a five-layer model***

TCP/IP Protocol Suite (continued)

- ❑ *Layered Architecture*
- ❑ *Layered in the Suite*
- ❑ *Description of Each Layer*
 - ❖ *Application Layer*
 - ❖ *Transport Layer*
 - ❖ *Network Layer*
 - ❖ *Data-link Layer*
 - ❖ *Physical Layer*

TCP/IP Protocol Suite (continued)

□ *Encapsulation and Decapsulation*

- ❖ *Encapsulation at the Source Host*

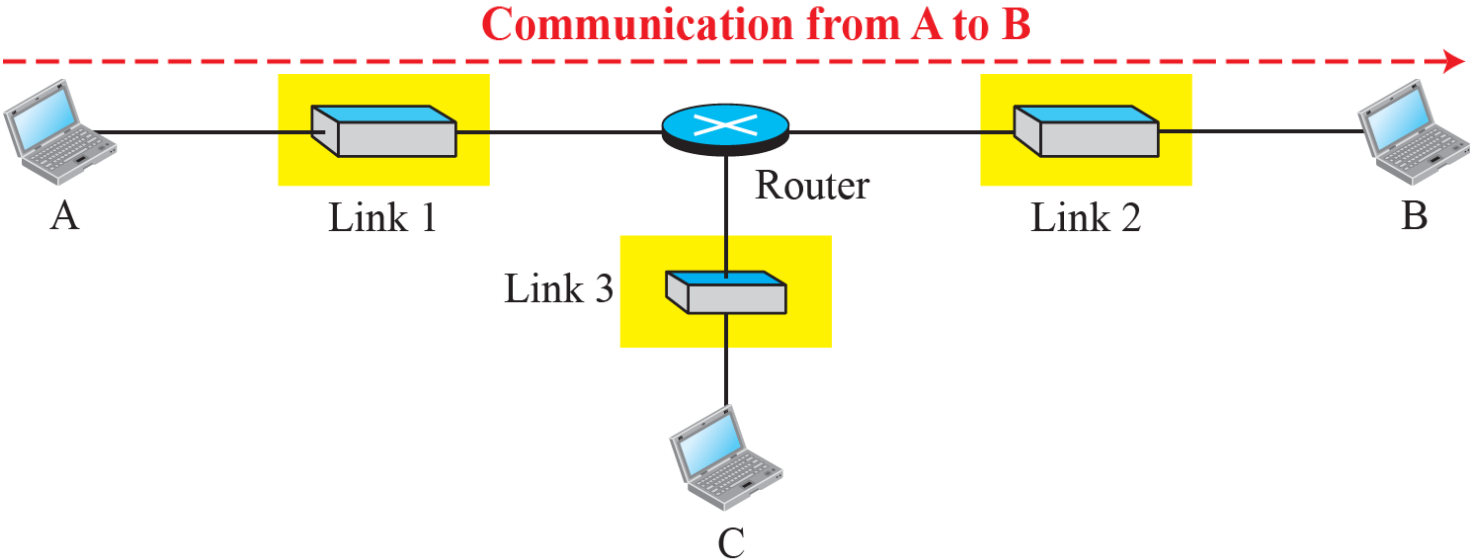
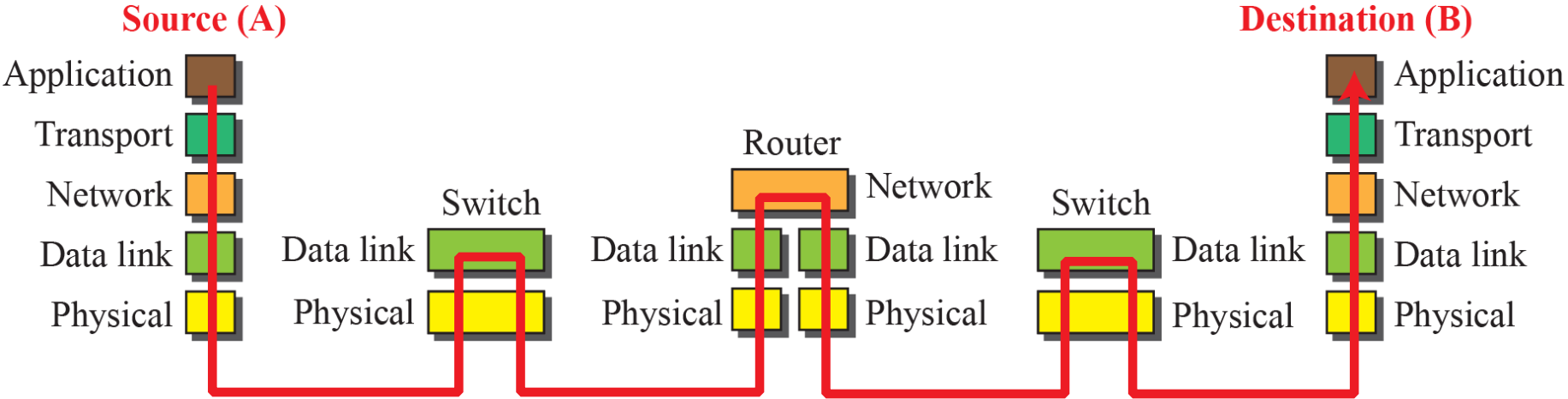
- ❖ *Decapsulation and Encapsulation at Router*

- ❖ *Decapsulation at the Destination Host*

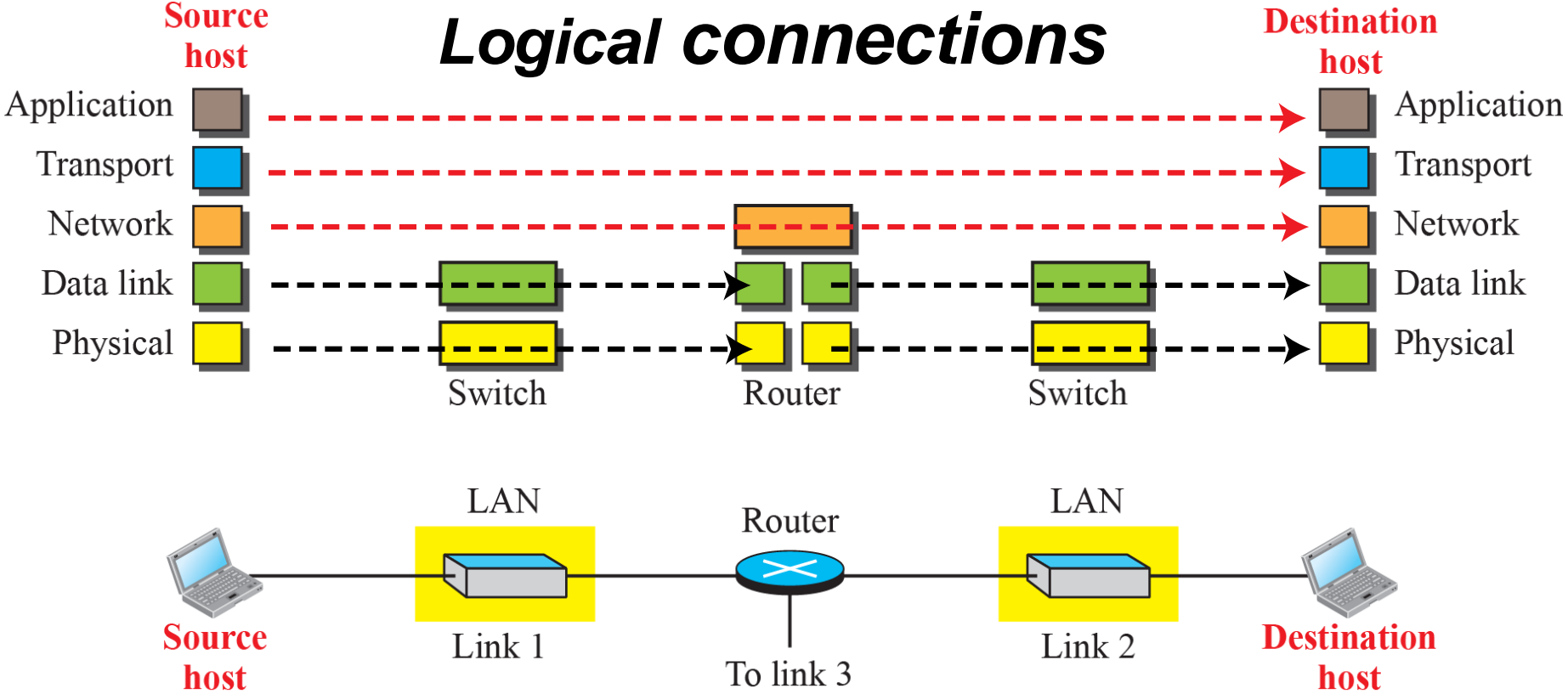
□ *Addressing*

□ *Multiplexing and Demultiplexing*

Communication through an internet

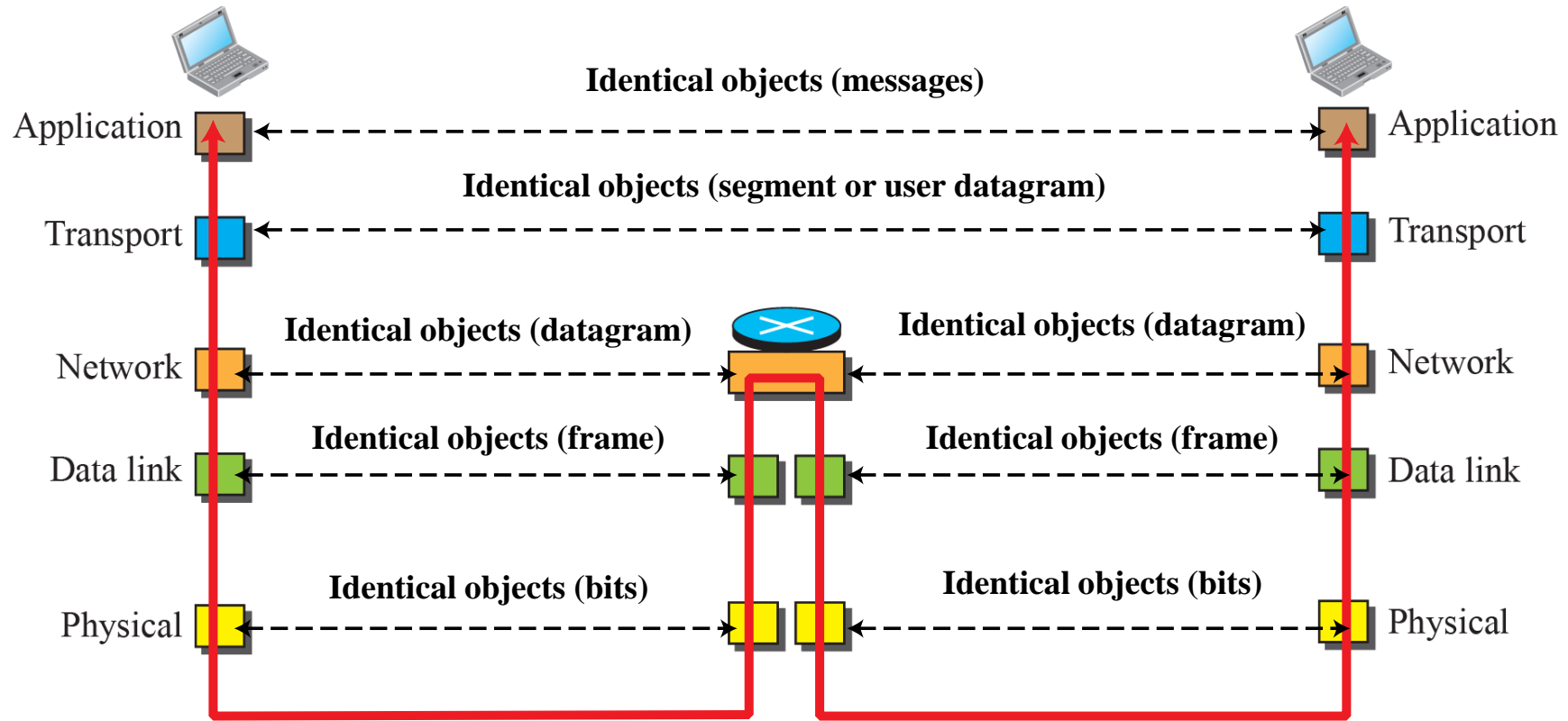


Logical connections between layers in TCP/IP



Identical objects in the TCP/IP protocol suite

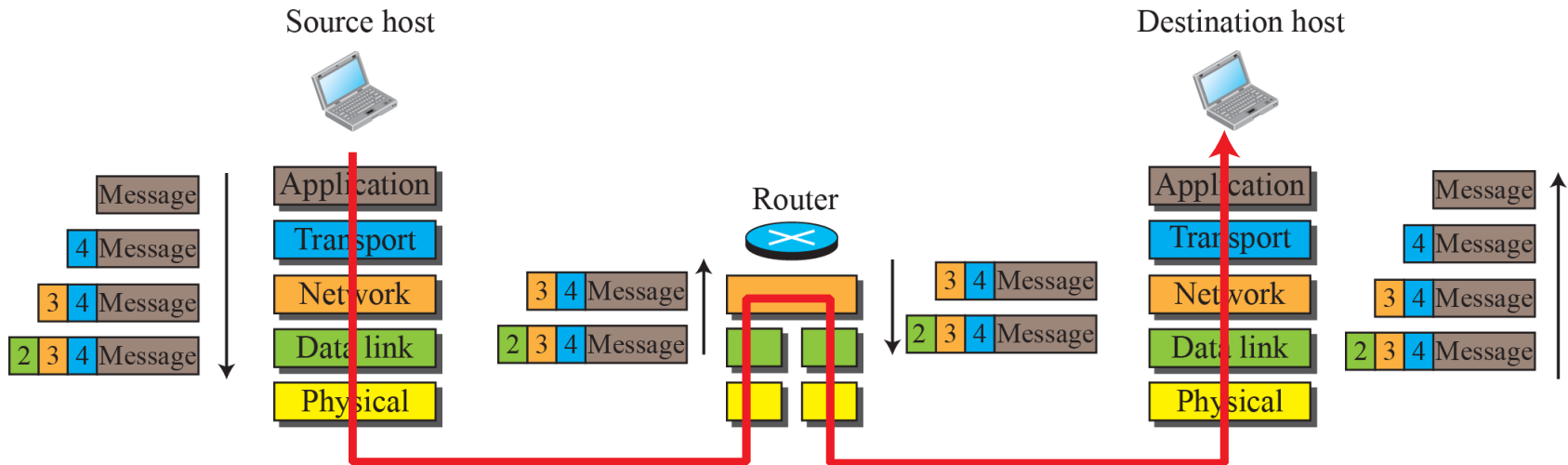
Notes: We have not shown switches because they don't change objects.



Encapsulation / Decapsulation

Legend

- 4 Header at transport layer
 - 3 Header at network layer
 - 2 Header at data-link layer
- ↓ Encapsulate
↑ Decapsulate



Addressing in the TCP/IP protocol suite

Packet names

Layers

Addresses

Message

Application layer

Names

Segment / User datagram

Transport layer

Port numbers

Datagram

Network layer

Logical addresses

Frame

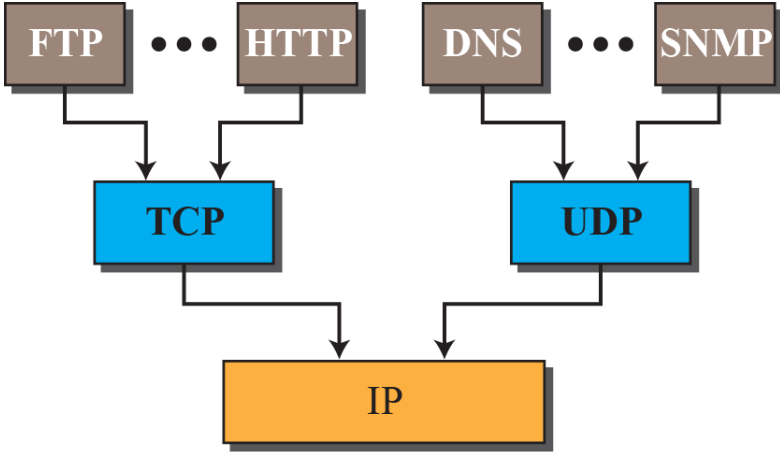
Data-link layer

Link-layer addresses

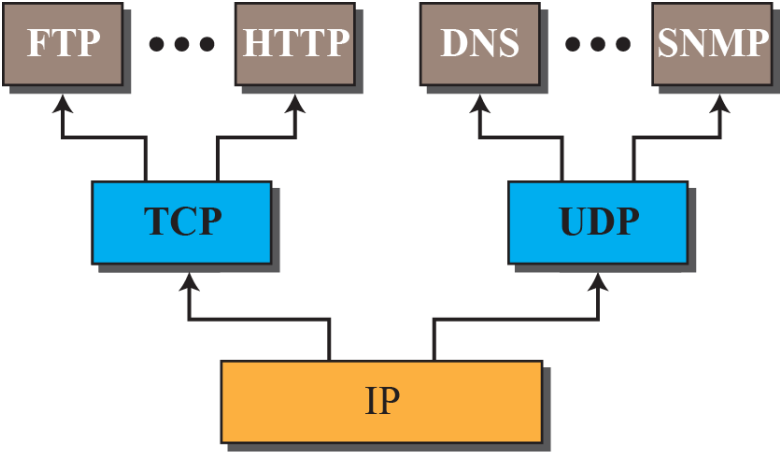
Bits

Physical layer

Multiplexing and demultiplexing



a. Multiplexing at source



b. Demultiplexing at destination

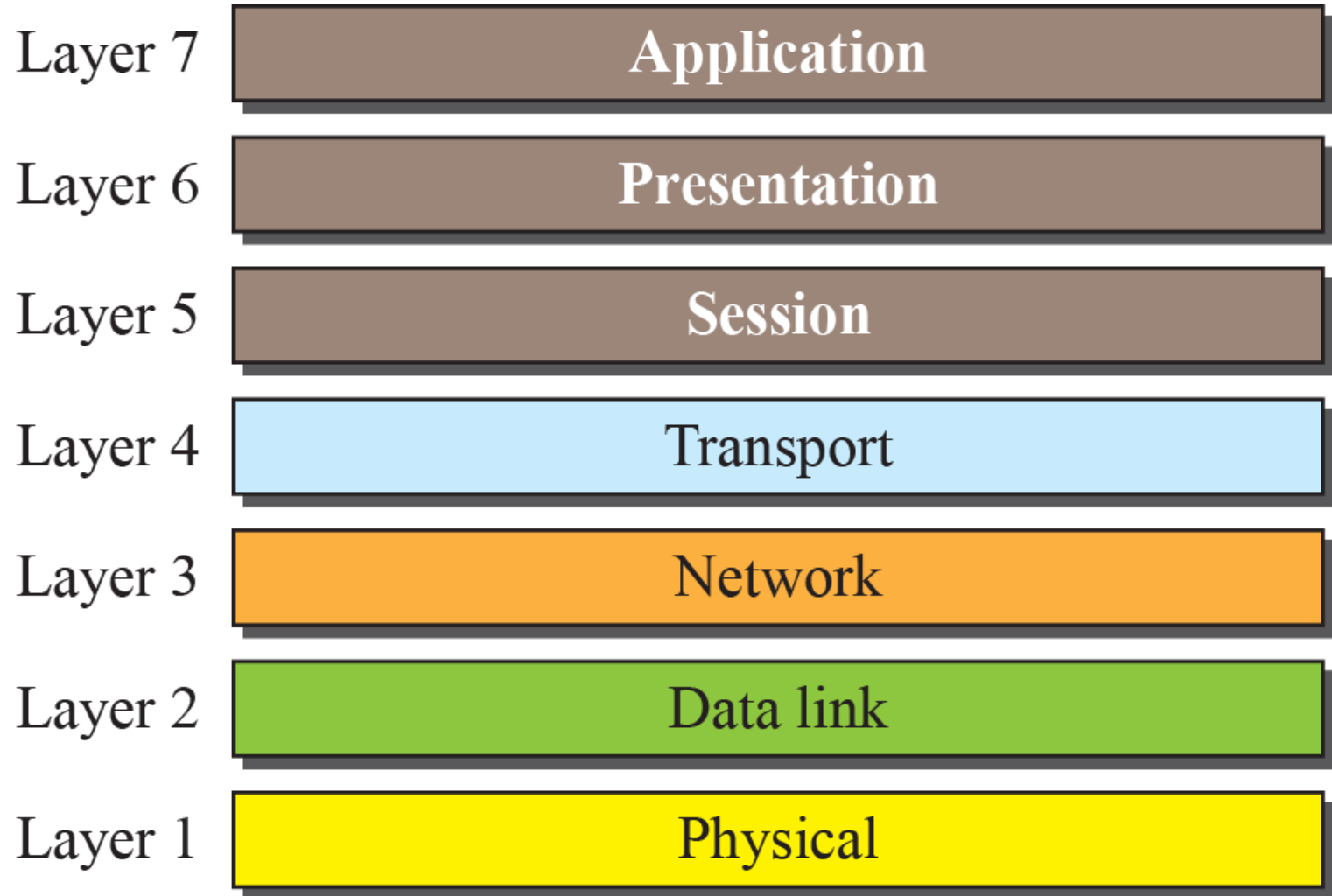
The OSI Model

- *An ISO standard that covers all aspects of network communications*
- *It was first introduced in the late 1970s*

OSI versus TCP/IP

Lack of OSI Model's Success

The OSI model



TCP/IP and OSI model

