

# Computer Network Theory

## CMSC 360

Eric Schmidt

# The 5 layers of the OSI Model

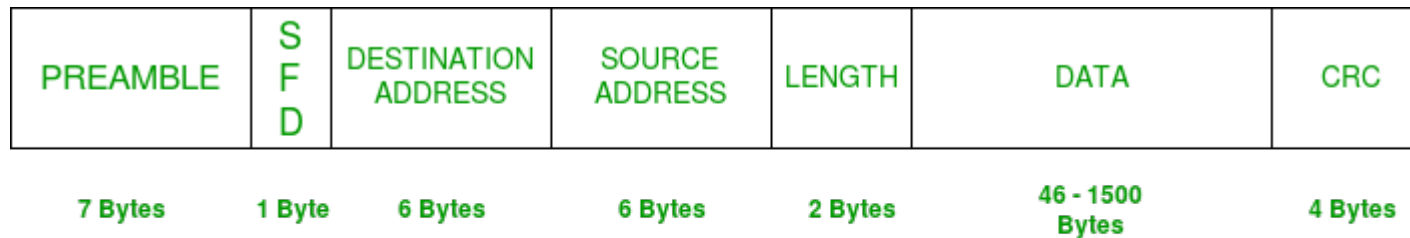
- ▶ Physical
- ▶ Data Link
- ▶ Network
- ▶ Transport
- ▶ Application

# Physical Layer

- ▶ Defines the means of transmitting raw bits
- ▶ Protocol: 4B/5B
  - ▶ Encode 4 bits as 5 bits
- ▶ Data Structure: Bits/ Bytes
  - ▶ Bit: either a 1 or 0
  - ▶ Byte: 8 bits
- ▶ Algorithm: Time Division Multiplexing
  - ▶ Full bandwidth
  - ▶ Limited time
  - ▶ Round Robin

# Data Link

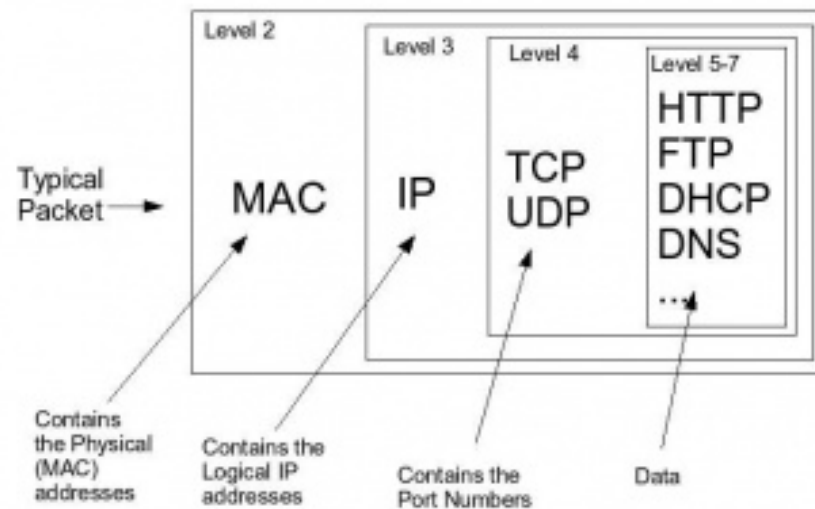
- ▶ Handles the moving of data into and out of a physical link in a network.
- ▶ Protocol: Ethernet
  - ▶ MAC address, 6 bytes long, Frame Format
- ▶ Data Structure: Frames
- ▶ Algorithm: Aloha
  - ▶ Send when you want
  - ▶ Collision - wait random time and resend
  - ▶ 18 % utilization



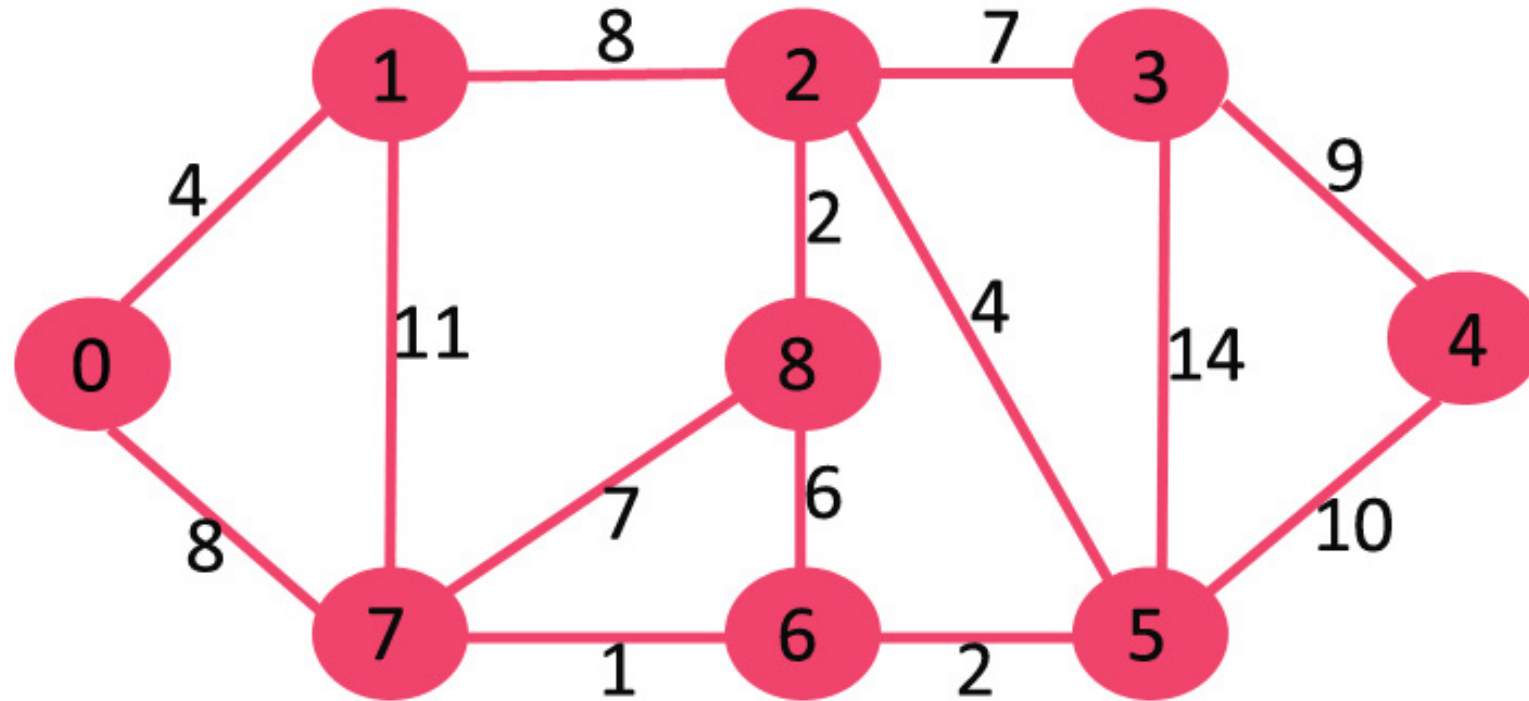
IEEE 802.3 ETHERNET Frame Format

# Network

- ▶ Responsible for packet forwarding
- ▶ Protocol: IP
  - ▶ Addresses host interfaces, encapsulating data into datagrams and routing datagrams from a source to a destination.
- ▶ Data Structure: Packets
- ▶ Algorithm: Dijkstra's
  - ▶ Single source shortest path



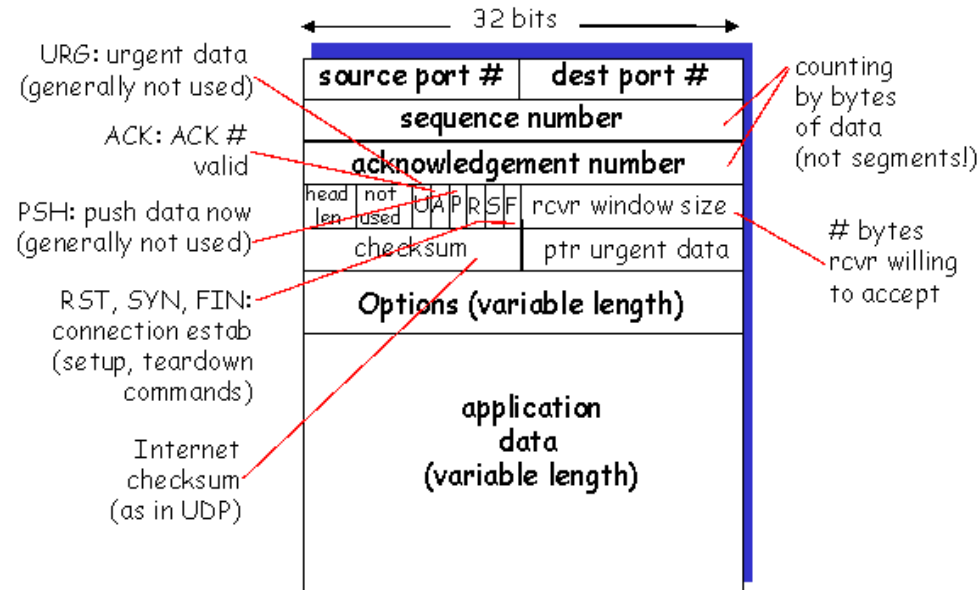
# Dijkstra's Algorithm



# Transport

- ▶ Responsible for end-to-end communication
- ▶ Protocol: Transmission Control Protocol (TCP)
  - ▶ provides reliable, ordered, and error-checked delivery of a stream of octets
- ▶ Data Structure: Segments
- ▶ Algorithm: Leaky Bucket
  - ▶ Constant Outflow
  - ▶ Inflow maybe bursty
  - ▶ Finite queue that outputs at a finite rate

## TCP segment structure

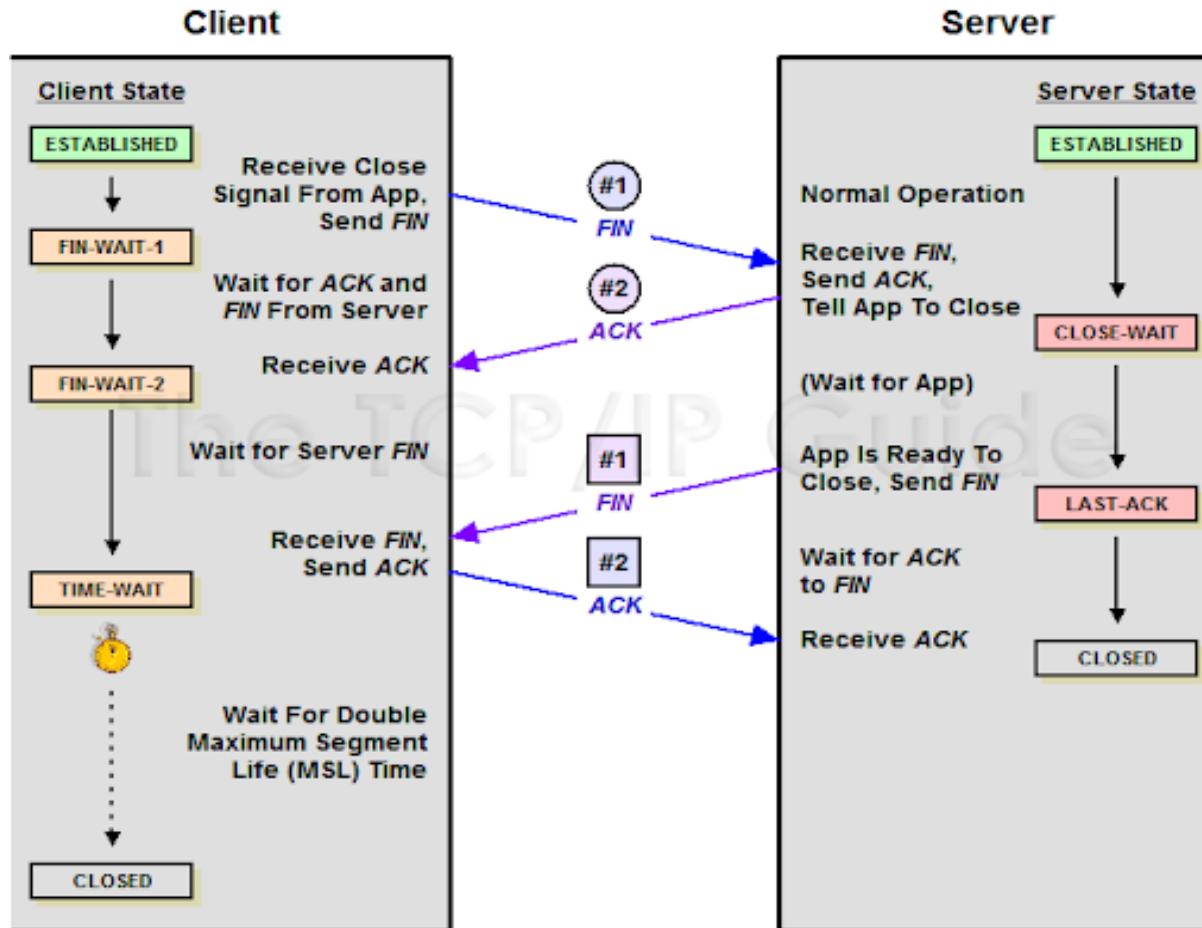


# Application

- ▶ specifies the shared communications protocols and interface methods  
Protocol: N/A  
Data Structure: RFC's (Request for Comments)
- ▶ Algorithm:
  - ▶ Ex) POP3
    - ▶ a protocol for receiving email by downloading it to your computer from a mailbox on the server of an Internet service provider

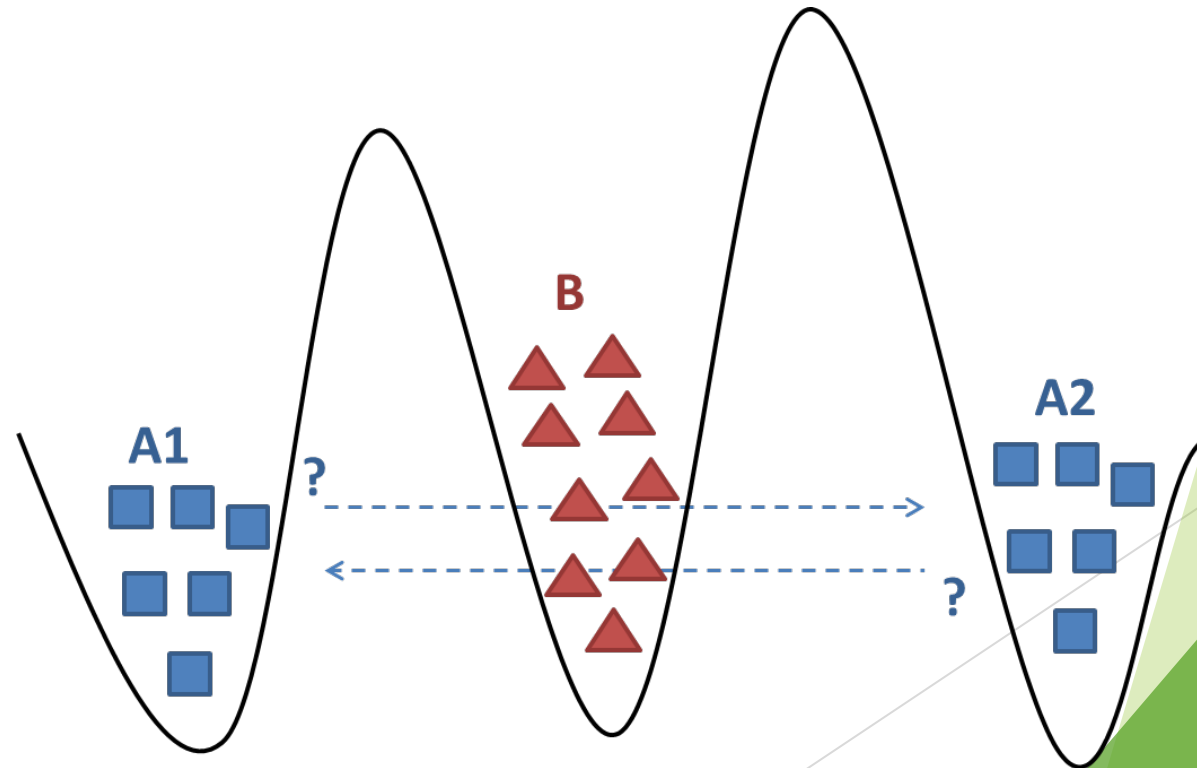


# 4 Way - Handshake



## 2 Generals Problem

- ▶ Unsolvable problem that explores two-party communication over an unreliable channel.



# Sources

- ▶ [http://www.tcpiptide.com/free/t\\_TCPConnectionTermination-2.htm](http://www.tcpiptide.com/free/t_TCPConnectionTermination-2.htm)
- ▶ 360 notes
- ▶ <https://www.geeksforgeeks.org/dijkstras-shortest-path-algorithm-greedy-algo-7/>
- ▶ <http://slideplayer.com/slide/4854172/>