

OSI MODEL

Chris Mejia

WHAT IS THE OSI MODEL?

- Open Systems Interconnection
- Seven Layered Model

Mnemonic



OSI Model

7. Application

6. Presentation

5. Session

4. Transport

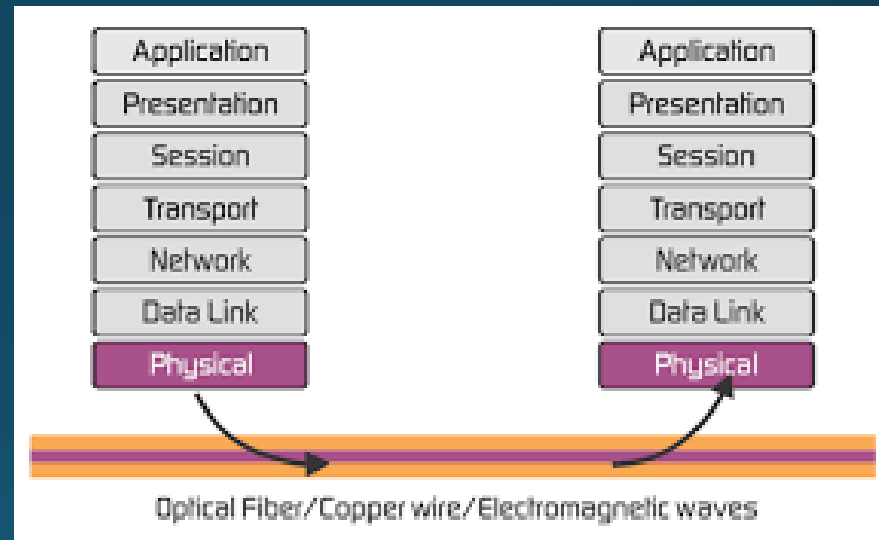
3. Network

2. Data Link

1. Physical

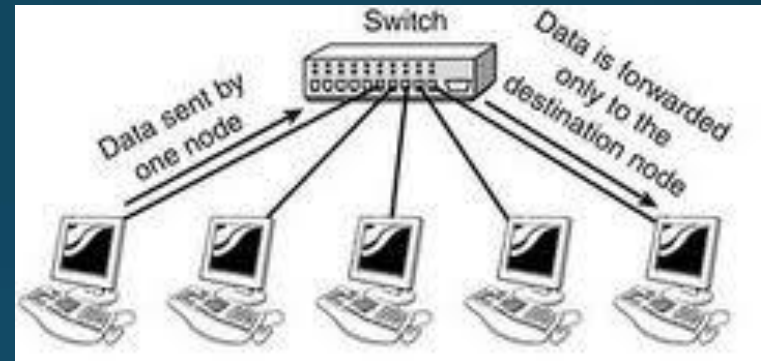
PHYSICAL (PLEASE)

- Aimed at consolidating the hardware requirements of a network to enable the successful transmission of data.
- USB, Bluetooth, Ethernet



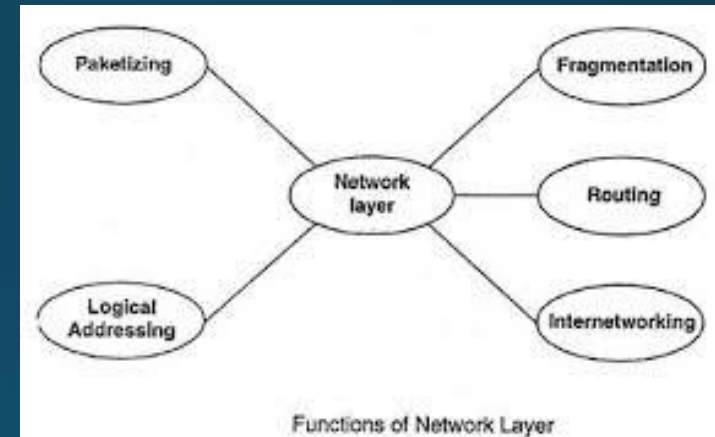
DATA LINK (DO)

Picks up data from hardware which are in the form of electrical signals, assembles them in a recognizable frame format, and hands over to upper layer.



NETWORK (NOT)

Provides services to exchange the individual pieces of data over the network between identified end devices



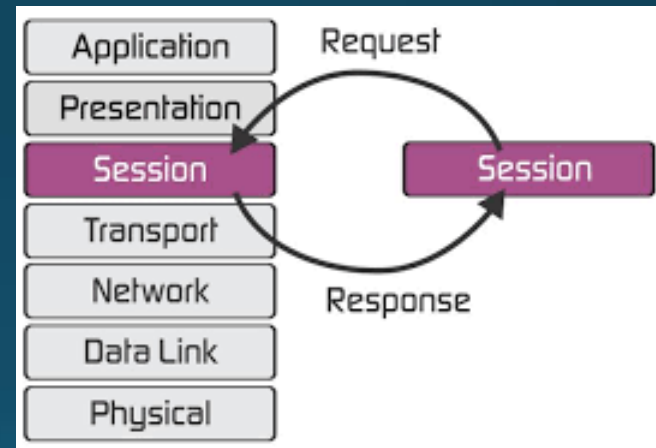
TRANSPORT (THROW)

- The transport layer defines services to segment, transfer, and reassemble the data for individual communications between the end devices.
- TCP
- UDP

SESSION (SAUSAGE)

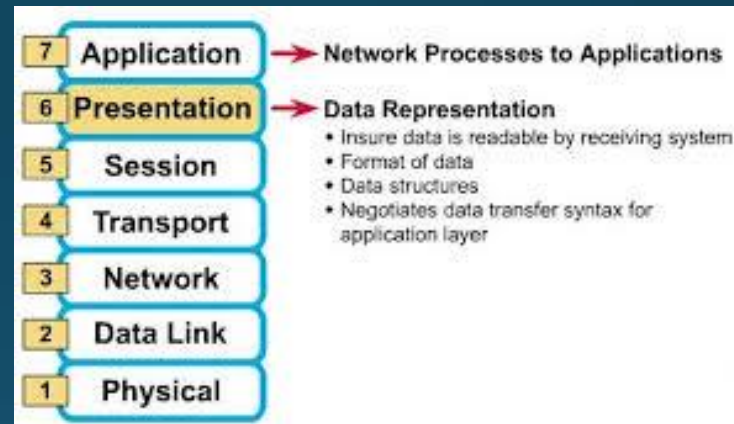
The session layer provides services to the presentation layer to organize its dialogue and to manage data exchange.

Establish and manage connections



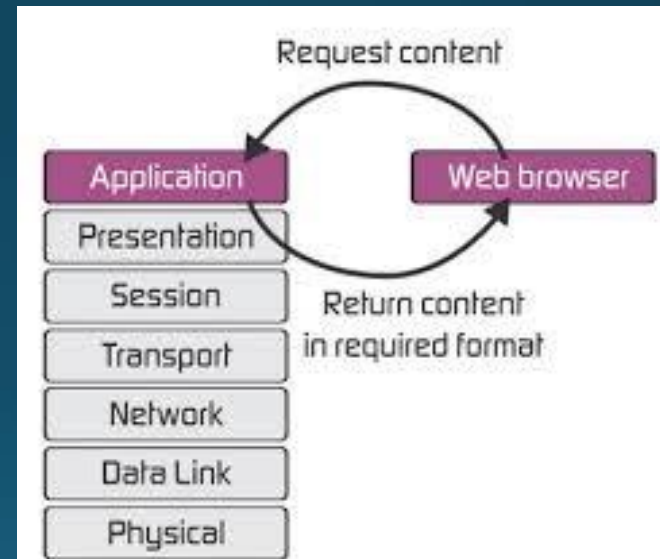
PRESENTATION (PIZZA)

The presentation layer provides for common representation of the data transferred between application layer services.



APPLICATION (AWAY)

The application layer contains protocols used for process-to-process communications.



OSI MODEL VS TCP/IP

The original objective of the OSI model was to provide a set of design standards for equipment manufacturers so they could communicate with each other. (AARP, IPv4)

