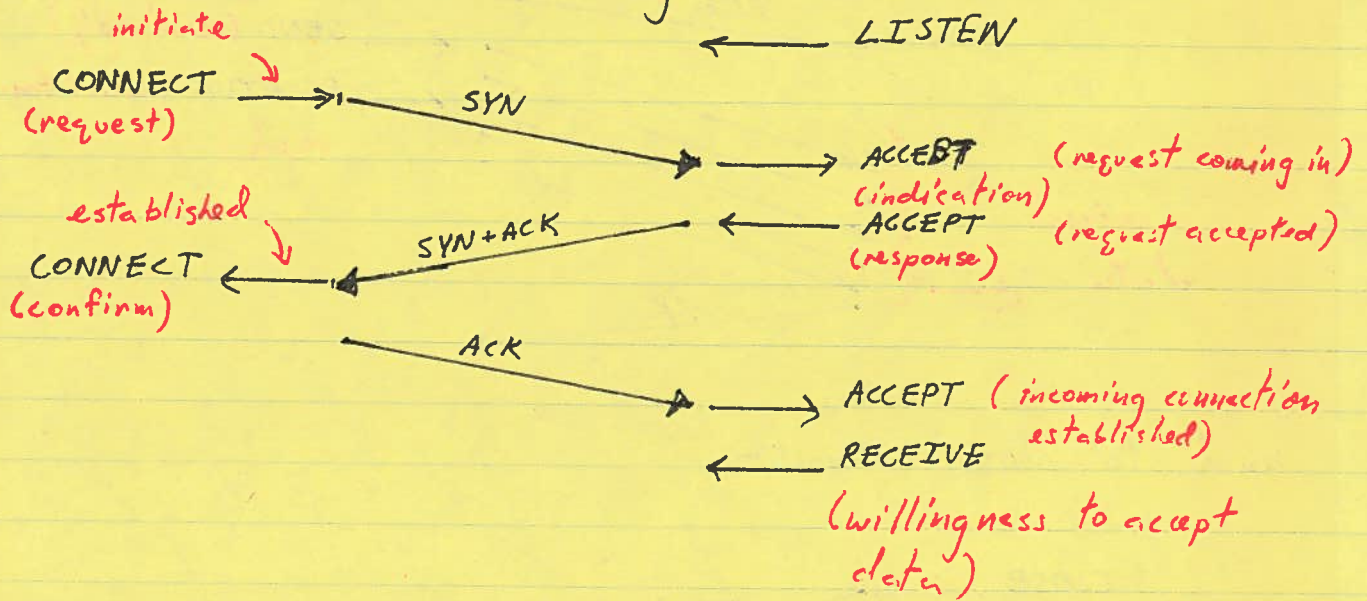


L6 OSI Reference Model


- mostly directly in slides

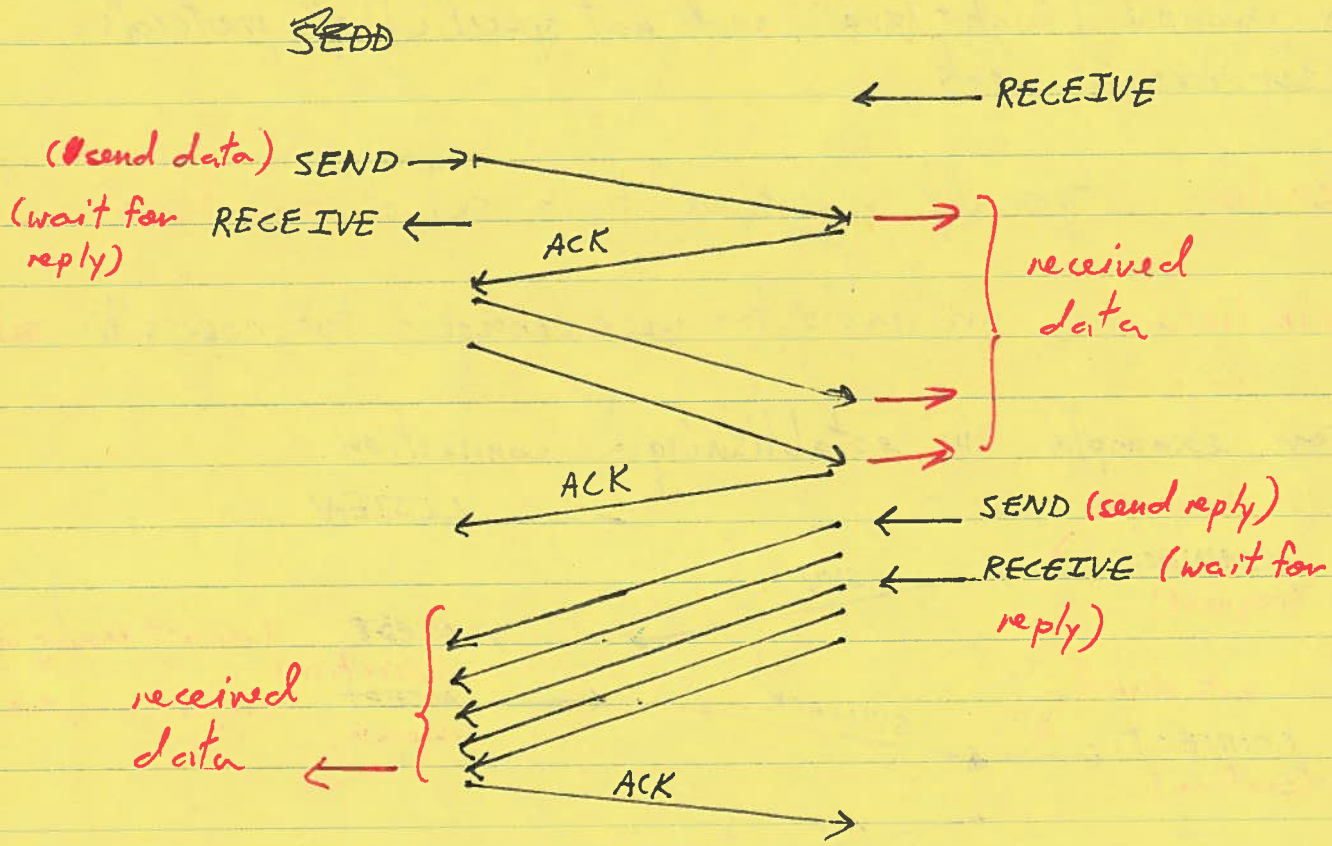
6.10 OSI Unified View

- an example (high-level and not specific) of protocols & services at work
- **service** is formally specified by a set of **primitives**
- **primitives** are available to user processes to access the **service**
- for example in establishing a connection

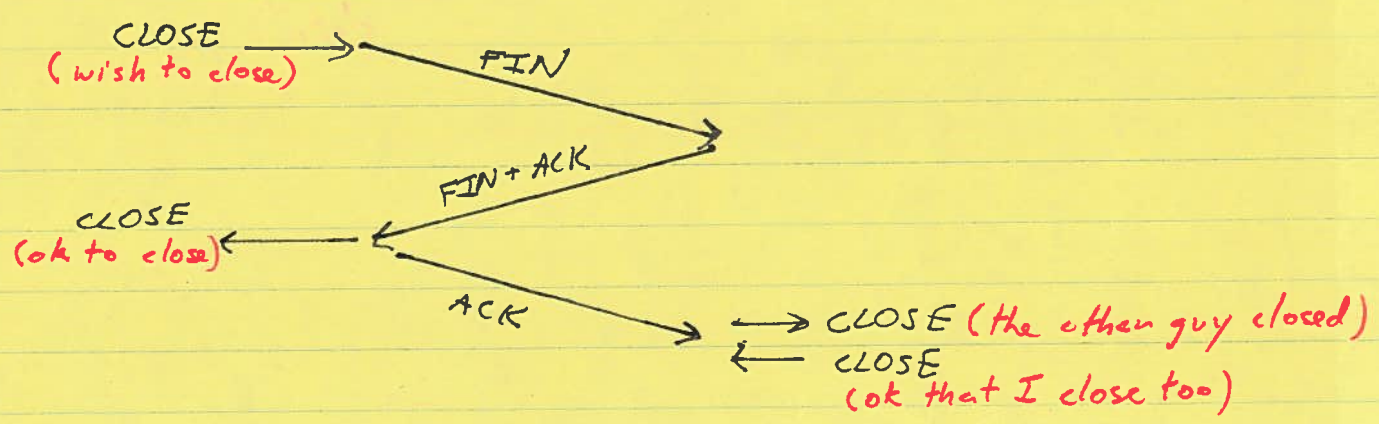


similar exchanges happen during communication

data  SEND + RECEIVE primitives used

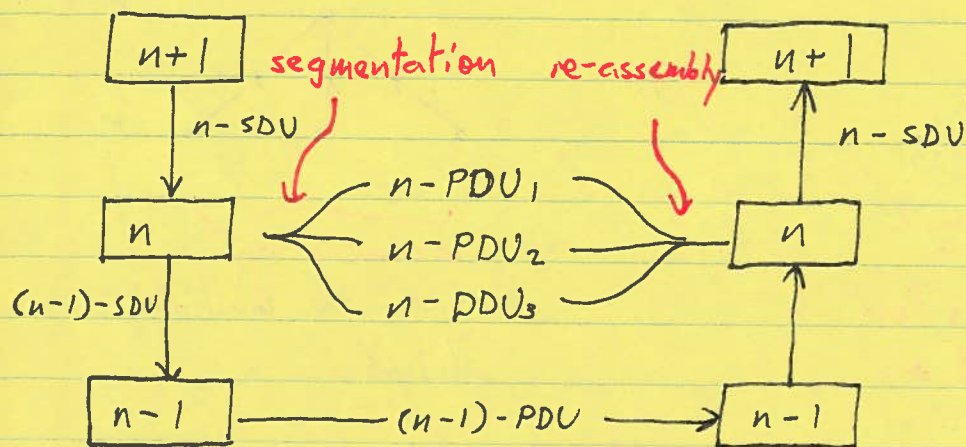


and to close connection



6.11 SDU/PDU Partitioning

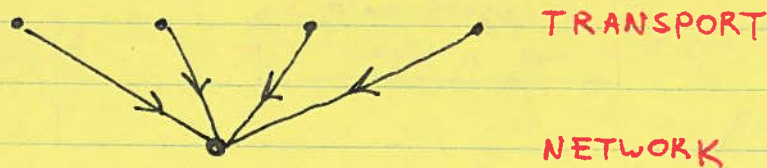
- if SDUs are too big to be sent in layer's PDU they can be chopped up



6.12 Interface Scenarios

Multiplexing: Sharing layer n among multiple n+1 users

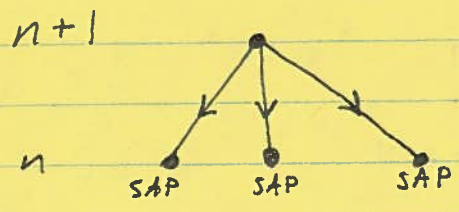
e.g.



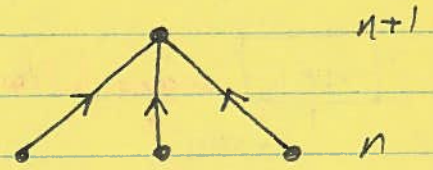
- multiple TCP ports using one IP address
- multiple SDUs shoved into one entity
- at the other end these have to be de-multiplexed correctly

the opposite is

splitting (inverse multiplexing)



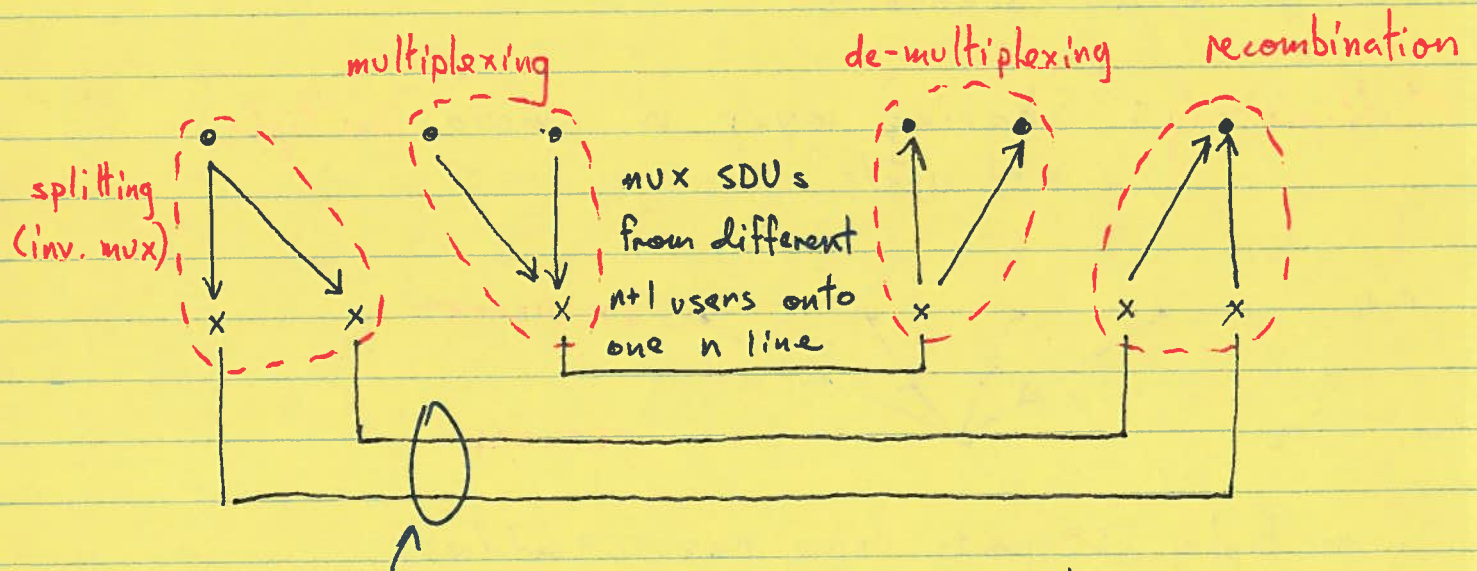
sending over multiple lines for higher speed or reliability



recombining from the multiple lines

e.g. parallel V.C. lines for IP traffic

in summary



split SDUs from $n+1$ user onto different n lines