## Link Layer Goal

- Get from one node to it's adjacent neighbor.
- Abstract the details of the underlying network technology from the protocols above it (IP).
- Lots of media with different characteristics:
  - Copper cable
  - Fiber optic cable
  - Radio/electromagnetic broadcast
  - Satellite

# Challenges

- Even with one medium:
  - Potentially many ways to format & signal data.
  - Multiple users may contend to transmit.
  - How do we address endpoints?
  - How do we locate destinations?

### Link Layer Functions

- 1. Addressing: identifying endpoints
- Must be able to uniquely identify each host on the network. Can't assume IP.
- Implication: each host on the Internet will have two addresses: IP & link-layer

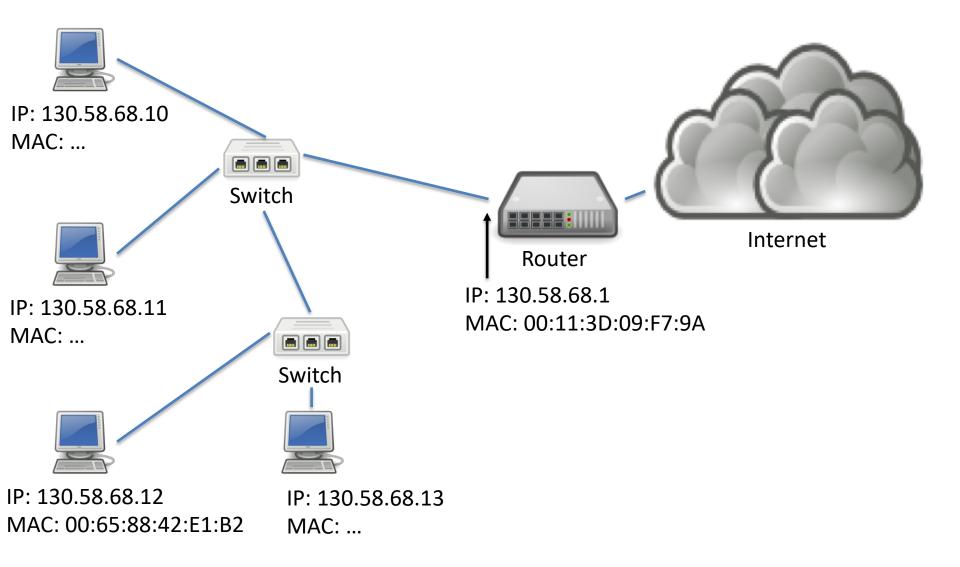
Typically referred to as "MAC address" <u>Media Access Control</u>

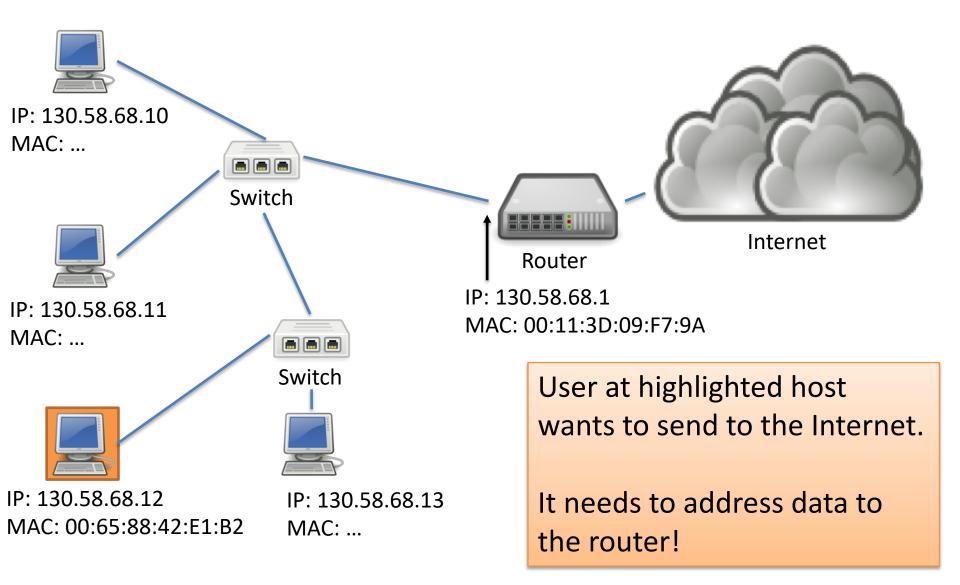
### Addressing

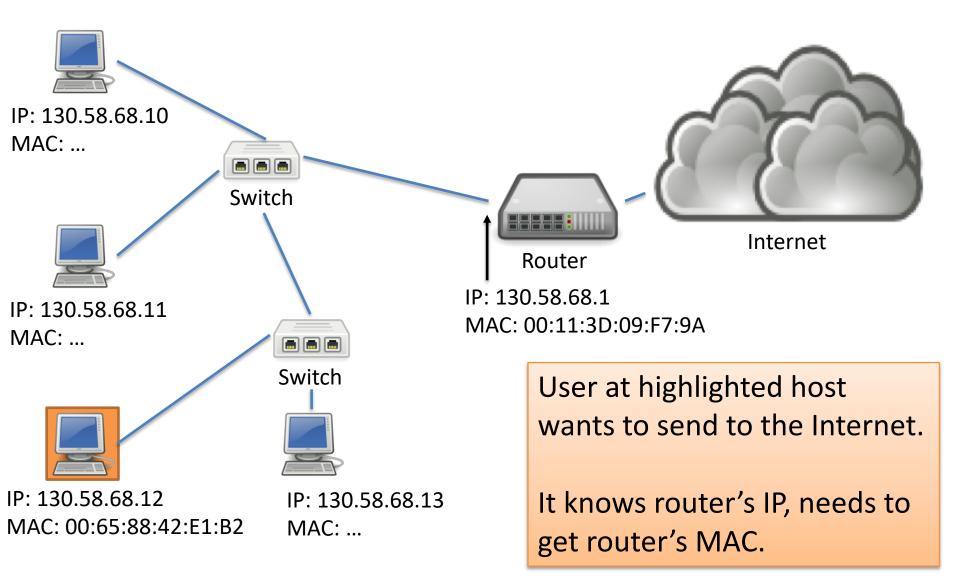
- Typically, humans deal in IP addresses (or DNS names that resolve to them)
- Network needs a mechanism to determine corresponding MAC address for local sending

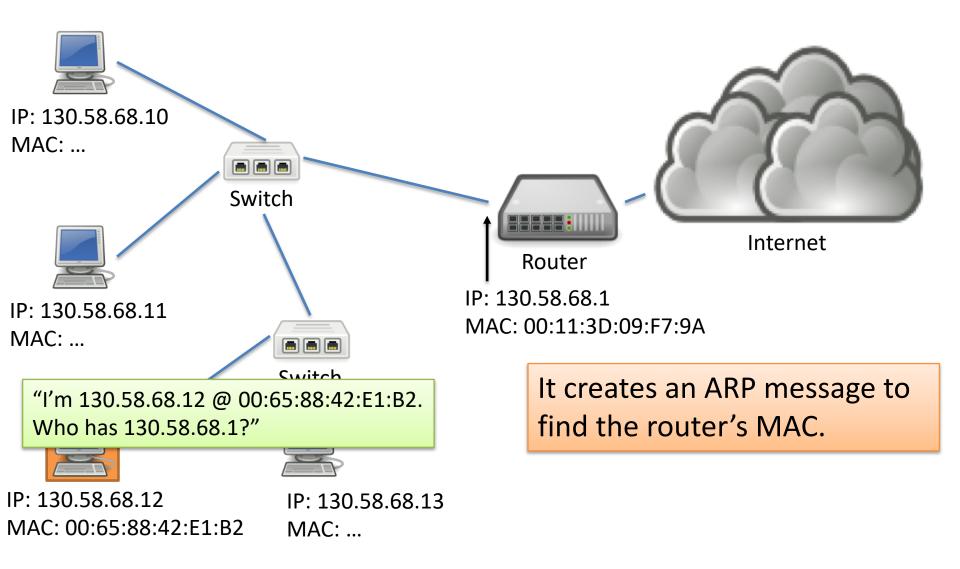
#### ARP: Address Resolution Protocol

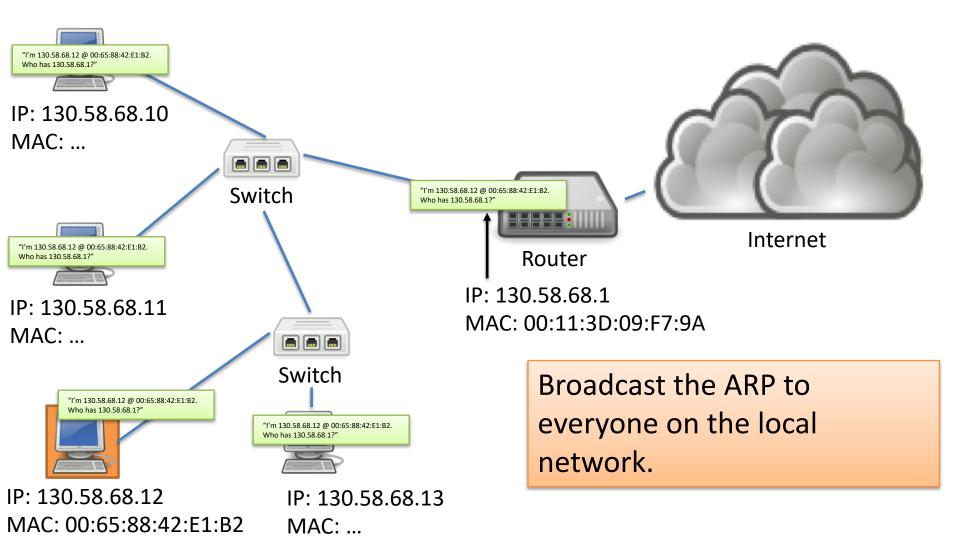
- Common in networks you use: Ethernet, WiFi
- Broadcast to entire local network:
  - "I'm looking for the MAC address of the host with IP address A.B.C.D. If you're out there, please respond to me!"
- You will implement this in lab 7!

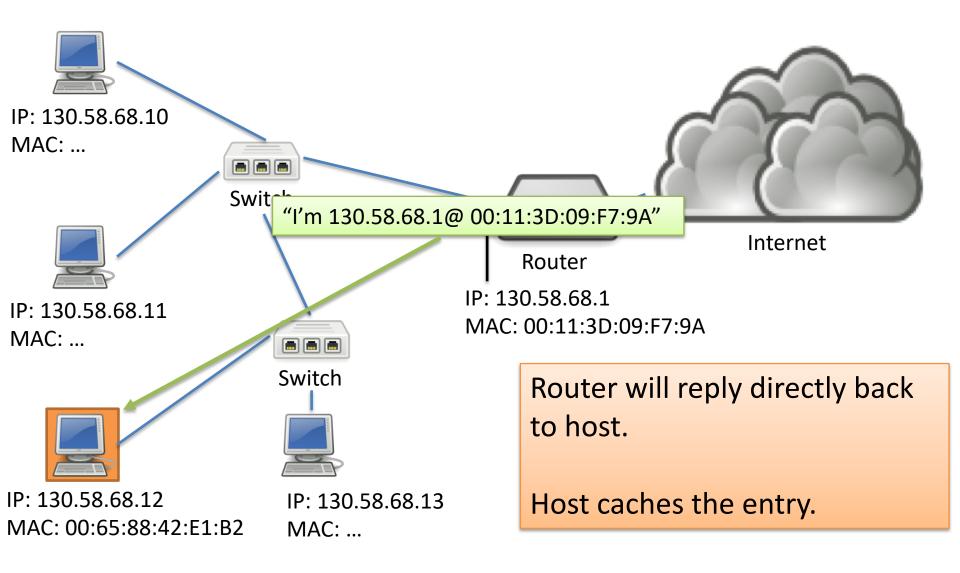












## Link Layer Functions

- 1. Addressing: identifying endpoints
- 2. Framing: Dividing data into pieces that are sized for the network to handle.
- Data pieces:
  - Transport: Segments
  - Network: Datagrams (or packets)
  - Link: Frames
  - Physical: Bits

## Link Layer Functions

- 1. Addressing: identifying endpoints
- 2. Framing: Dividing data into pieces that are sized for the network to handle.
- Data pieces:
  - Transport: <u>S</u>egments
  - Network: <u>D</u>atagrams (or packets)
  - Link: <u>F</u>rames
  - Physical:<u>B</u>its

"Big freaking deal, Sherlock!"