

Transport Layer

[Return to Glossary](#)

The **Transport Layer** is seven-layer [Open Systems Interconnection \(OSI\) Model](#) of computer networking, the [physical layer](#) or layer 1 is the first and lowest layer. The implementation of this layer is often termed PHY.

The physical layer consists of the basic networking hardware transmission technologies of a network. It is a fundamental layer underlying the logical [data structures](#) of the higher level functions in a network. Due to the plethora of available hardware technologies with widely varying characteristics, this is perhaps the most complex layer in the OSI architecture.

The physical layer defines the means of transmitting raw bits rather than logical data packets over a physical link connecting network nodes. The bit stream may be grouped into code words or symbols and converted to a physical signal that is transmitted over a hardware transmission medium. The physical layer provides an electrical, mechanical, and procedural interface to the transmission medium. The shapes and properties of the electrical connectors, the frequencies to broadcast on, the modulation scheme to use and similar low-level parameters, are specified here.

Within the [semantics](#) of the OSI network architecture, the physical layer translates logical communications requests from the [Data Link Layer \(DLL\)](#) into hardware-specific operations to affect transmission or reception of electronic signals.

Source: [Transport Layer](#)

From:
<https://omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:
https://omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:t:transportlayer&rev=1605299366

Last update: **2020/11/13 15:29**

