### **Ethernet – An Overview**

### **Simple Observation**

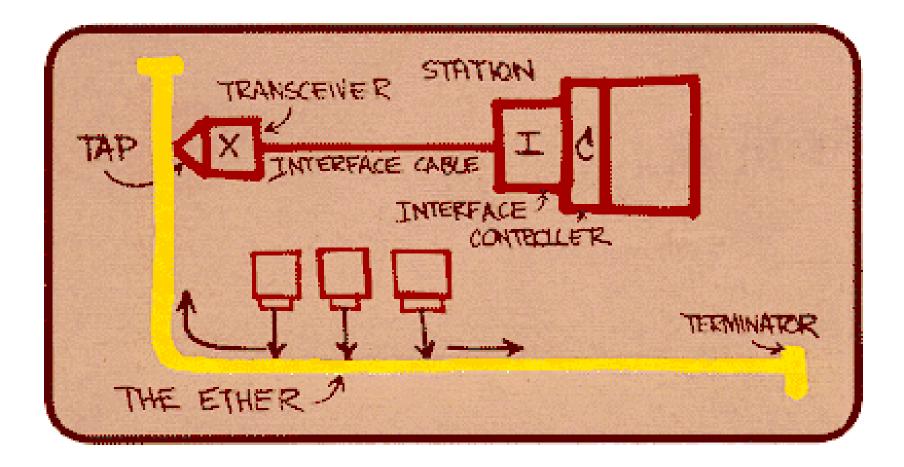
A computer is more likely to communicate with computers that are nearby than with computers that are distant

### **Lecture Outline**

### • Ethernet

- Switched Ethernet
- Fast Ethernet
- Giga Ethernet
- Logical Link Control

### **Metcalfe's Original Sketch**

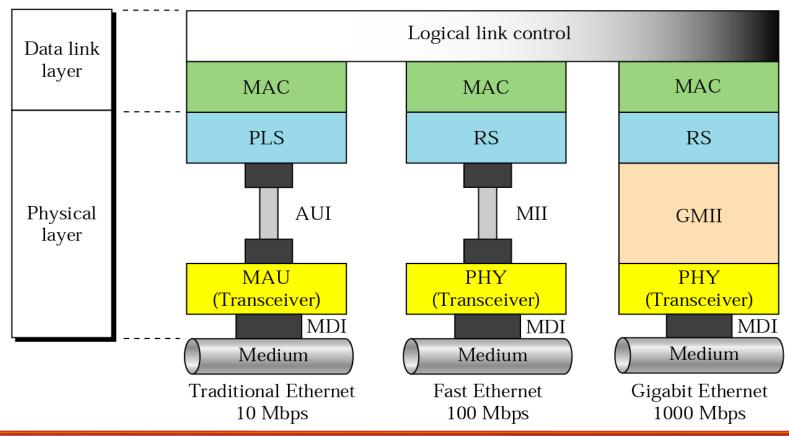


### **Evolution of the Ethernet**

Name	<b>Technical Name</b>	<b>Maximum Speed</b>
Ethernet	802.3, CSMA/CD	10 Mbps
Fast Ethernet	802.3u	100 Mbps
Gigabit Ethernet	802.3z	1 Gbps
10 Gbps Ethernet	802.3ae	10 Gbps

## **Ethernet Layered Model**

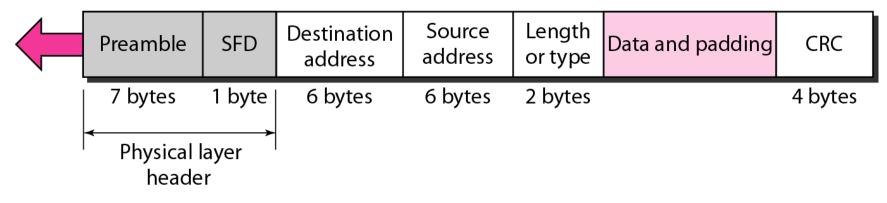
AUI: Attachment Unit Interface MAC: Media Access Control MAU: Medium Attachment Unit MDI: Medium-Dependent Interface MII: Medium-Independent Interface GMII: Gigabit Medium-Independent Interface PHY: Physical Layer Entity PLS: Physical Layer Signaling RS: Reconciliation Signaling



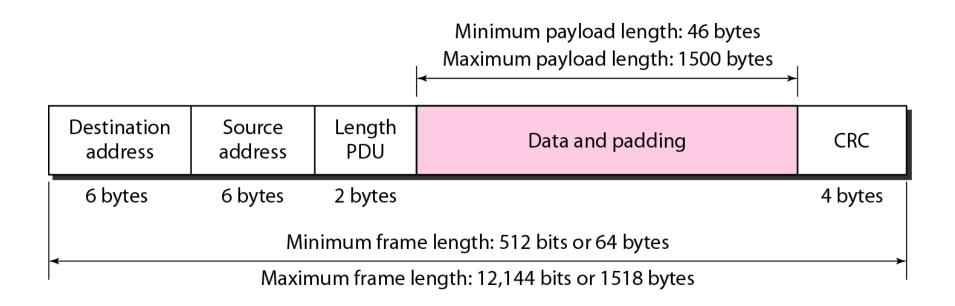
### 802.3 MAC Frame

Preamble: 56 bits of alternating 1s and 0s.

SFD: Start frame delimiter, flag (10101011)



### **Frame Size Limitations**



### **Minimum Frame Size**

Minimum frame length Fmin= F(network speed, max. cable length)

As the network speed goes up, the minimum frame length must go up or the maximum cable length must come down proportionally.

For a 2500-meter LAN operating at 1 Gbps, the minimum frame size would have to be 6400 bytes.

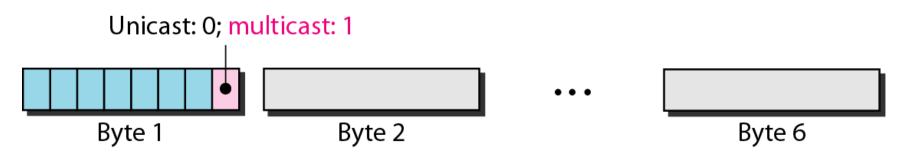
Alternatively, the minimum frame size could be 64 bytes and the maximum distance between any two stations 250 meters.

### **Ethernet Address**

# 06:01:02:01:2C:4B

6 bytes = 12 hex digits = 48 bits

### **Address Transmission Convention**



#### **Ethernet -> Address Format**

## **MAC Address Types**

Define the type of the following destination addresses:a. 4A:30:10:21:10:1Ab. 87:20:1B:2E:08:EEc. FF:FF:FF:FF:FF:FF

### Solution

To find the type of the address, we need to look at the second hexadecimal digit from the left. If it is even, the address is unicast.
If it is odd, the address is multicast. If all digits are F's, the address is broadcast. Therefore, we have the following:
a. This is a unicast address because A in binary is 1010.
b. This is a multicast address because 7 in binary is 0111.
c. This is a broadcast address because all digits are F's.

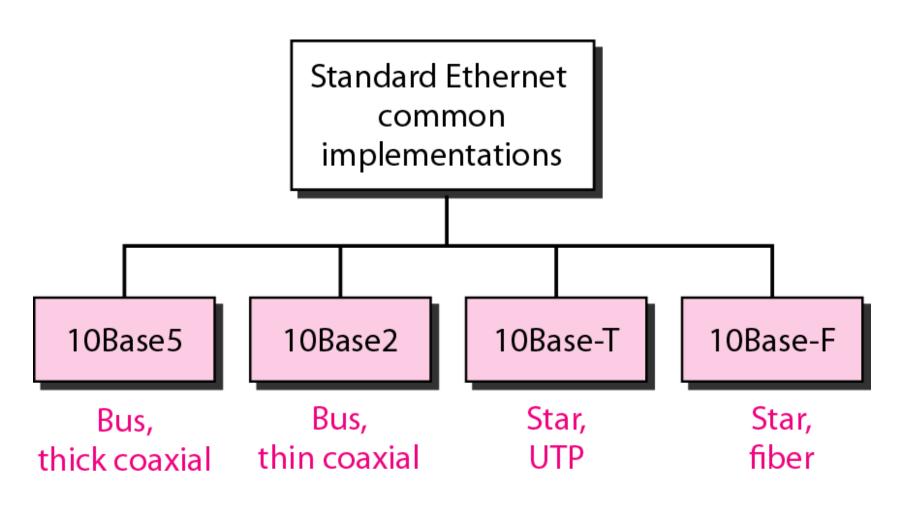
### **Address Transmission**

Show how the address 87:20:1B:2E:08:EE is sent out on line.

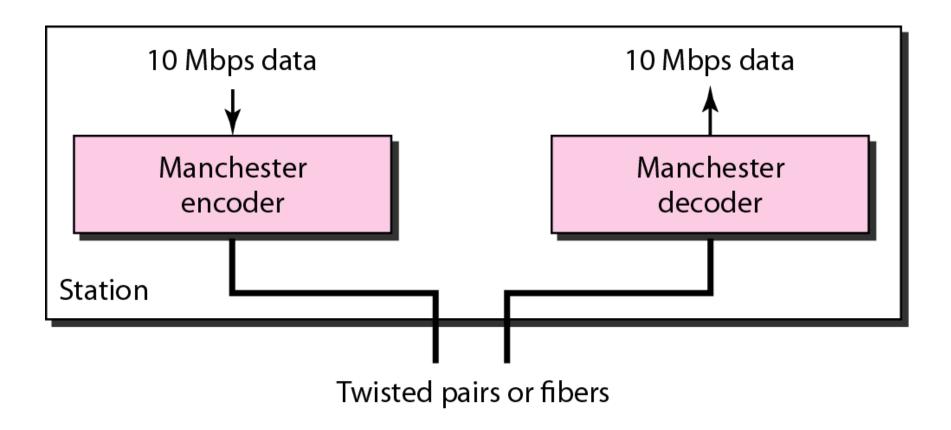
Solution The address is sent left-to-right, byte by byte; for each byte, it is sent right-to-left, bit by bit, as shown below:

11100010 00000100 11011000 01110100 00010000 01110111

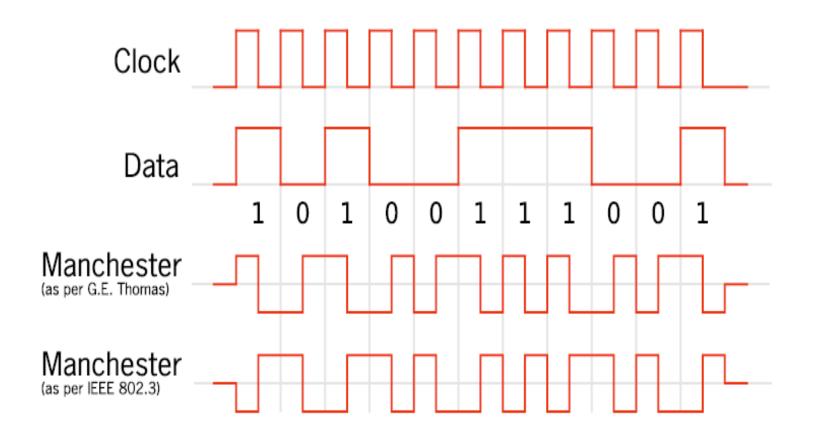
### Categories of Standard Ethernet Cables



# Line Encoding and Decoding



### **Manchester Encoding**



Implication: A 10 Mbps Ethernet needs a signal speed of 20M.

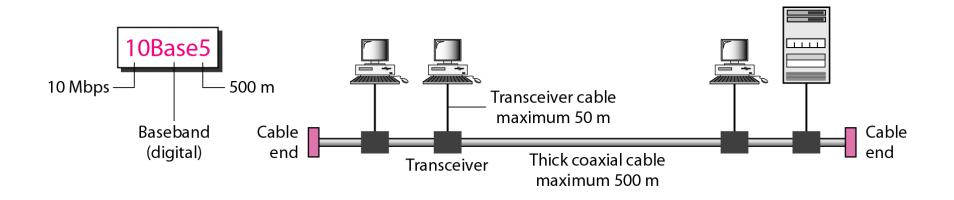
#### Ethernet -> Manchester Coding

# **Cable Naming Conventions**

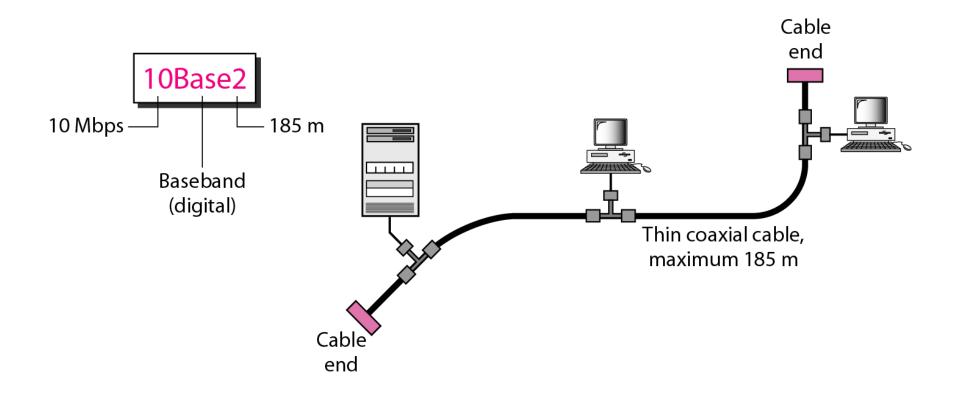
**Structure:** [rate][modulation][media or distance]

- 10Base5 (10Mbps, baseband, coax, 500m)
- 10Base-T (10Mbps, baseband, twisted pair)
- 100Base-TX (100Mbps, baseband, 2 pair)
- 100Base-FX (100Mbps, baseband, fiber)
- 1000Base-CX for two pairs balanced copper cabling
- 1000Base-LX for long wavelength optical transmission
- 1000Base-SX for short wavelength optical transmission.

### **10Base5 Implementation**

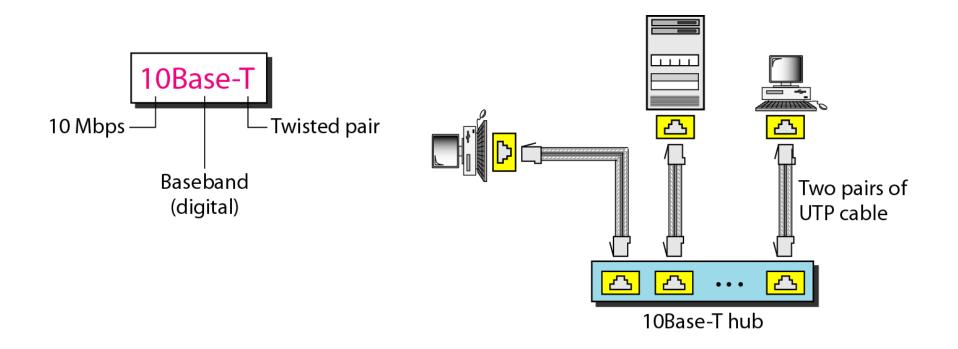


### **10Base2 Implementation**

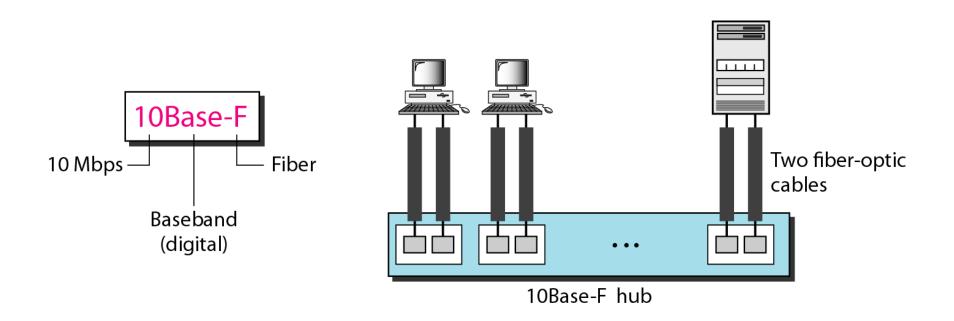


#### Ethernet -> 10Base2 Implementation

### **10BaseT Implementation**



### **10Base-F Implementation**



#### Ethernet -> 10BaseF Implementation

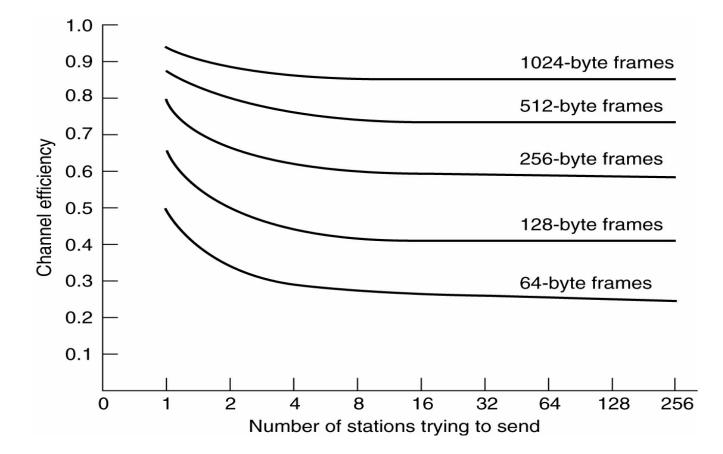
20/50

### Summary of Ethernet Implementations

Characteristics	10Base5	10Base2	10Base-T	10Base-F
Media	Thick coaxial cable	Thin coaxial cable	2 UTP	2 Fiber
Maximum length	500 m	185 m	100 m	2000 m
Line encoding	Manchester	Manchester	Manchester	Manchester

### **Ethernet Performance**

### Efficiency of Ethernet at 10 Mbps with 512-bit slot times.

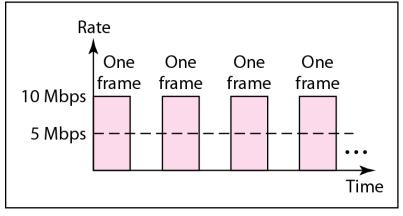


#### **Ethernet -> Performance**

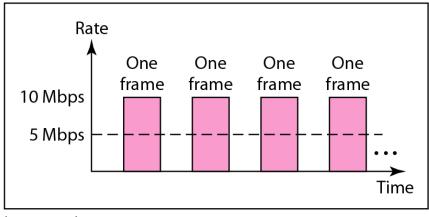
### **Lecture Outline**

- Ethernet
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- Fast Ethernet
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### **Sharing Bandwidth**

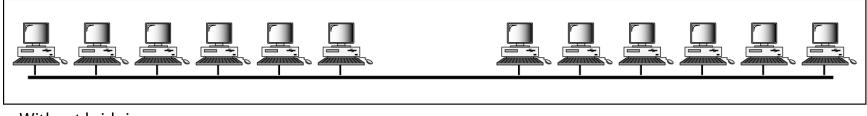


a. First station

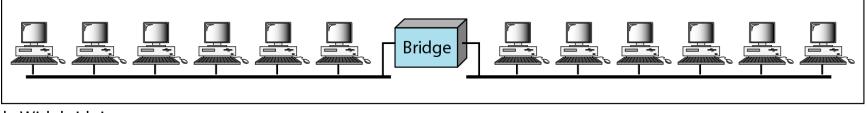


b. Second station

### **Bridged Ethernet**

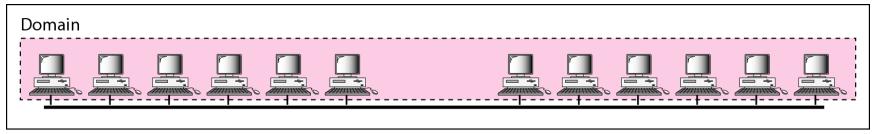


a. Without bridging

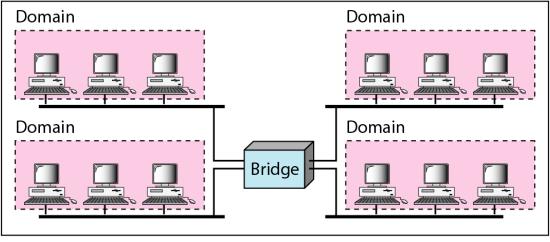


b. With bridging

## **Change in Collision Domain**



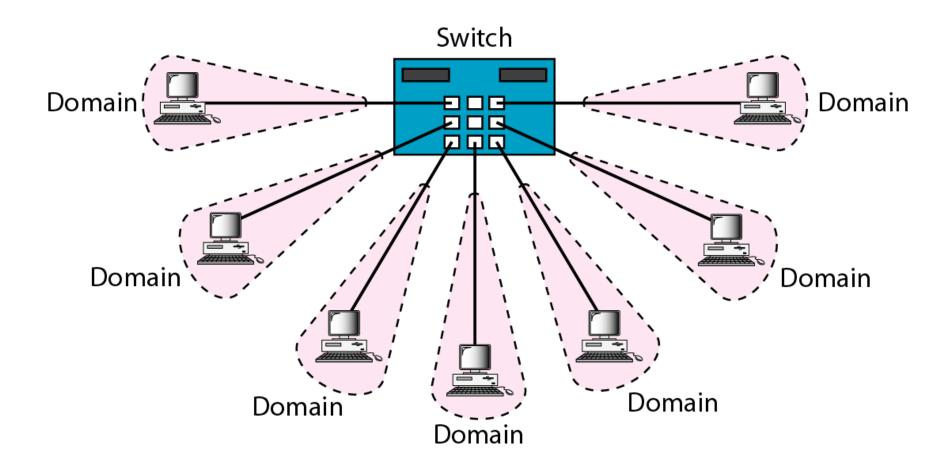
a. Without bridging



b. With bridging

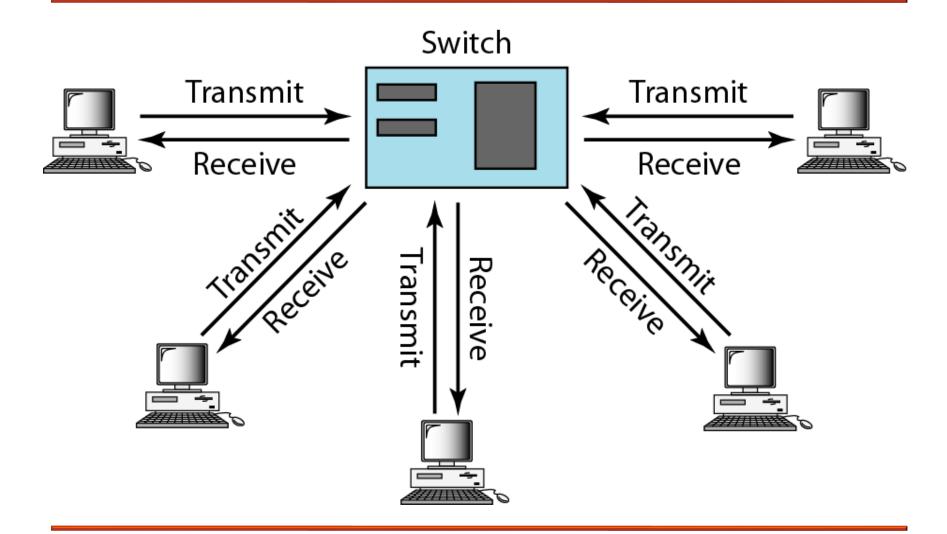
#### Switched Ethernet -> Collision Domain

### **Switched Ethernet**



#### Switched Ethernet -> Collision Domain

### **Full Duplex Switch**



#### Switched Ethernet -> Collision Domain

### **Lecture Outline**

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### Why Fast Ethernet?

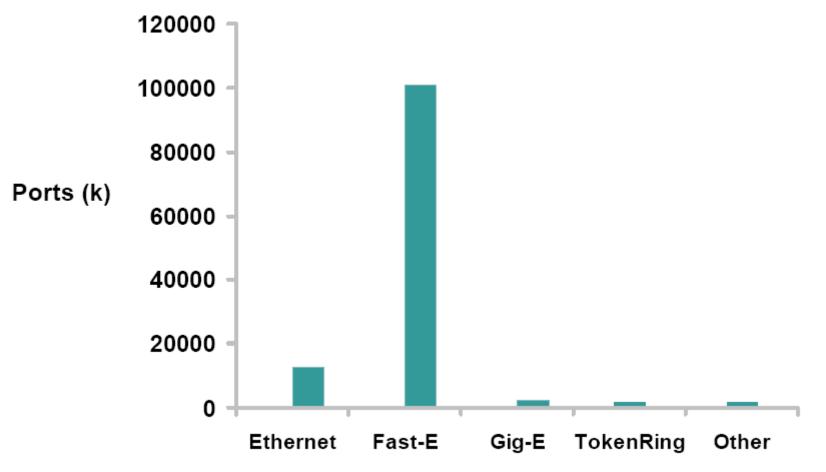
Fast Ethernet was designed to compete with LAN protocols such as FDDI or Fiber Channel. IEEE created Fast Ethernet under the name 802.3u. Fast Ethernet is backwardcompatible with Standard Ethernet, but it can transmit data 10 times faster at a rate of 100 Mbps.

### The Thing About Records...

# Congratulations. I knew the record would stand until it was broken.

Yogi Berra

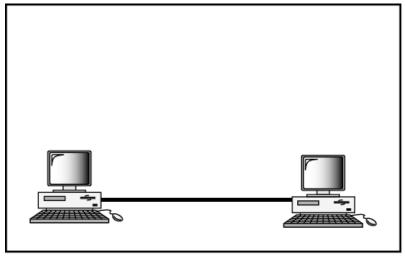
### **Ethernet Ports Shipped in 2000**



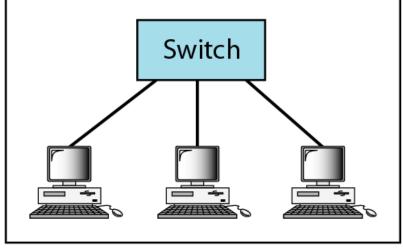
Source: Cahners In-Stat group

#### Fast Ethernet -> Commercial Scene

### **Fast Ethernet Topologies**

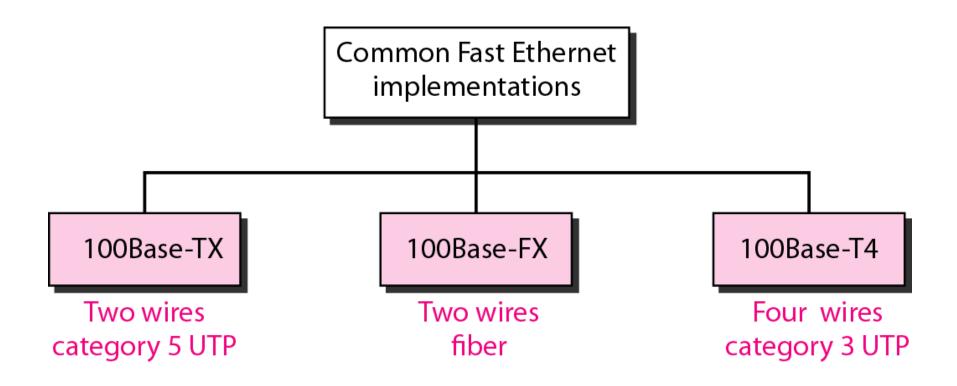


a. Point-to-point

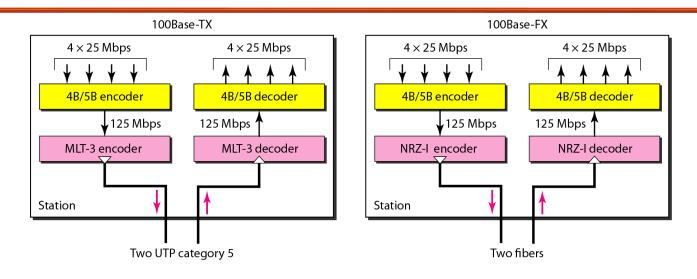


b. Star

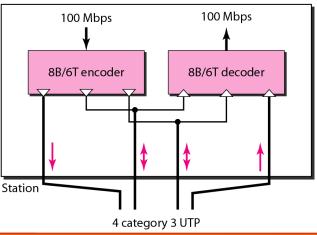
### **Fast Ethernet Implementations**



### **Channel Encoding for Fast Ethernet**



100Base-T4



Fast Ethernet -> Channel Coding

### **Fast Ethernet Summary**

Characteristics	100Base-TX	100Base-FX	100Base-T4
Media	Cat 5 UTP or STP	Fiber	Cat 4 UTP
Number of wires	2	2	4
Maximum length	100 m	100 m	100 m
Block encoding	4B/5B	4B/5B	
Line encoding	MLT-3	NRZ-I	8B/6T

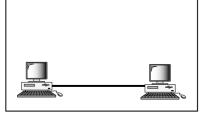
#### **Lecture Outline**

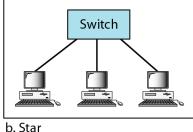
- Ethernet
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## **Gigabit Ethernet**

- The IEEE committee calls the standard 802.3z.
- In the full-duplex mode of Gigabit Ethernet, there is no collision;
- the maximum length of the cable is determined by the signal attenuation in the cable.

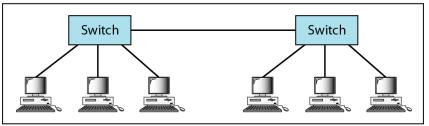
## **Topologies of Gigabit Ethernet**



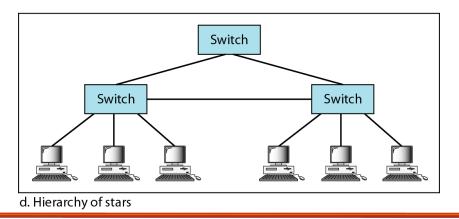






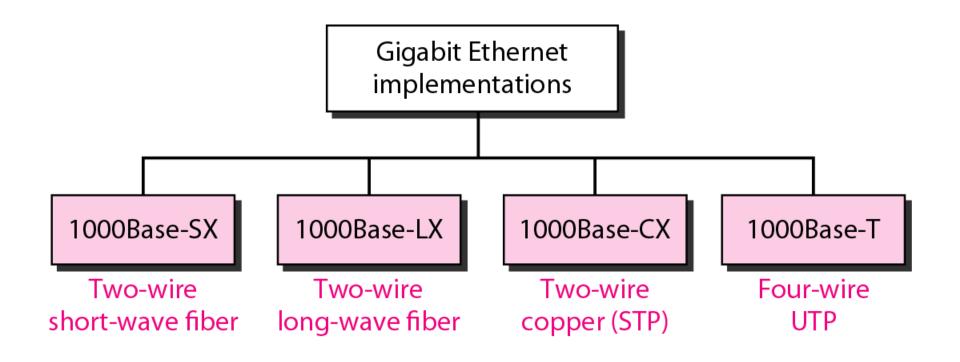


c. Two stars

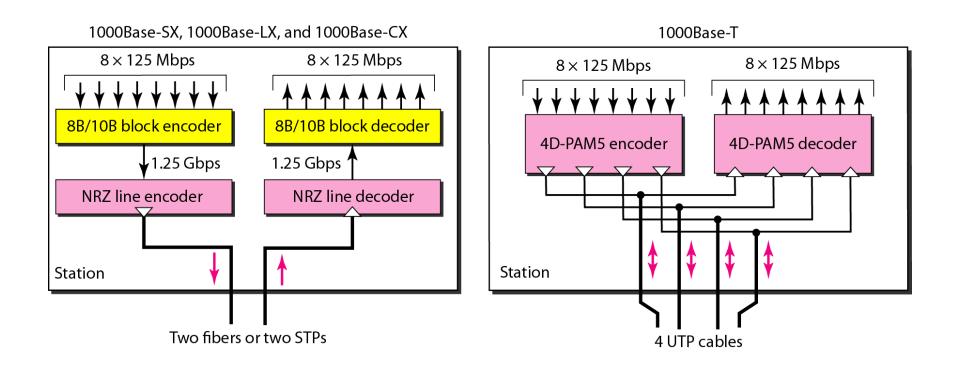


#### **Gigabit Ethernet -> Topologies**

## **Gigabit Ethernet Implementations**



## **Line Encoding**



#### **Gigabit Ethernet -> Line Encoding**

## **Gigabit Ethernet Summary**

Characteristics	1000Base-SX	1000Base-LX	1000Base-CX	1000Base-T
Media	Fiber short-wave	Fiber long-wave	STP	Cat 5 UTP
Number of wires	2	2	2	4
Maximum length	550 m	5000 m	25 m	100 m
Block encoding	8B/10B	8B/10B	8B/10B	
Line encoding	NRZ	NRZ	NRZ	4D-PAM5

## **10 Gigabit Ethernet Standard**

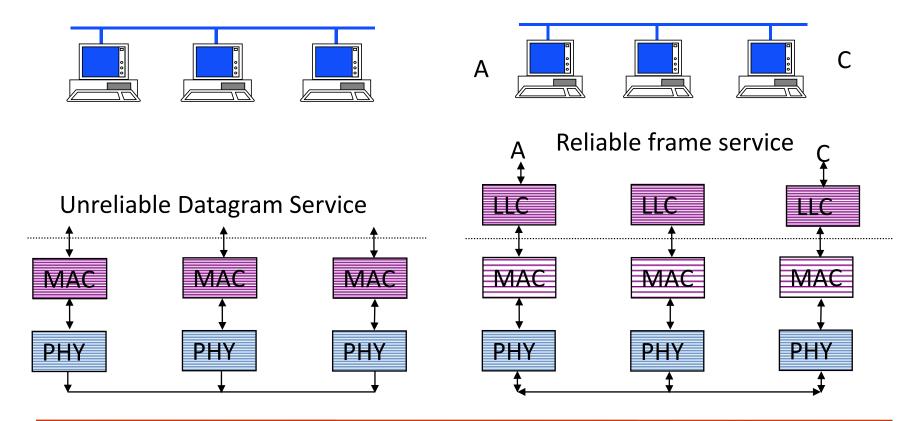
Characteristics	10GBase-S	10GBase-L	10GBase-E
Media	Short-wave 850-nm multimode	Long-wave 1310-nm single mode	Extended 1550-mm single mode
Maximum length	300 m	10 km	40 km

#### **Lecture Outline**

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# Logical Link Control (LLC) Sublayer

• IEEE 802.2: LLC enhances service provided by MAC

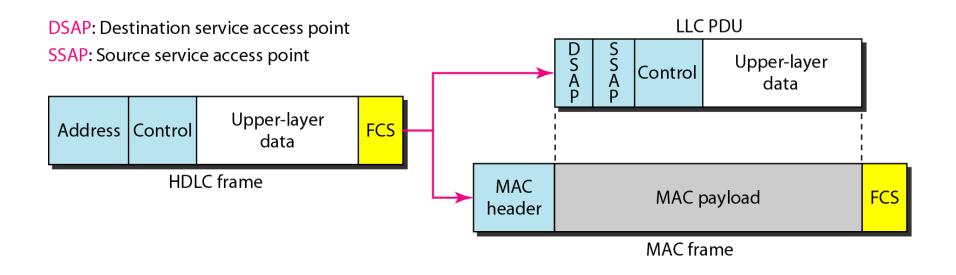


LLC -> Introduction

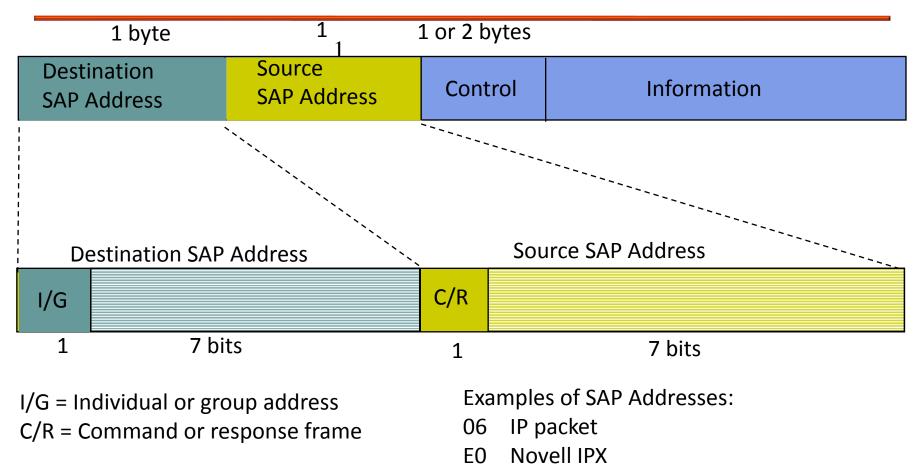
## **LLC Services**

- Type 1: Unacknowledged connectionless service
  - Unnumbered frame mode of HDLC
- Type 2: Reliable connection-oriented service
  - Asynchronous balanced mode of HDLC
- Type 3: Acknowledged connectionless service
- Additional addressing
  - A workstation has a single MAC physical address
  - Can handle several logical connections, distinguished by their SAP (service access points)

#### HDLC vs LLC+MAC Frames

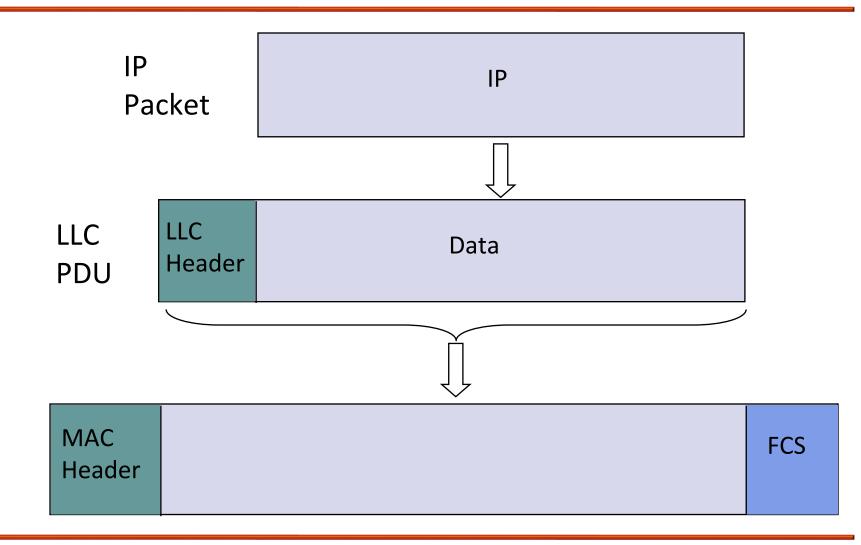


### **LLC PDU Structure**



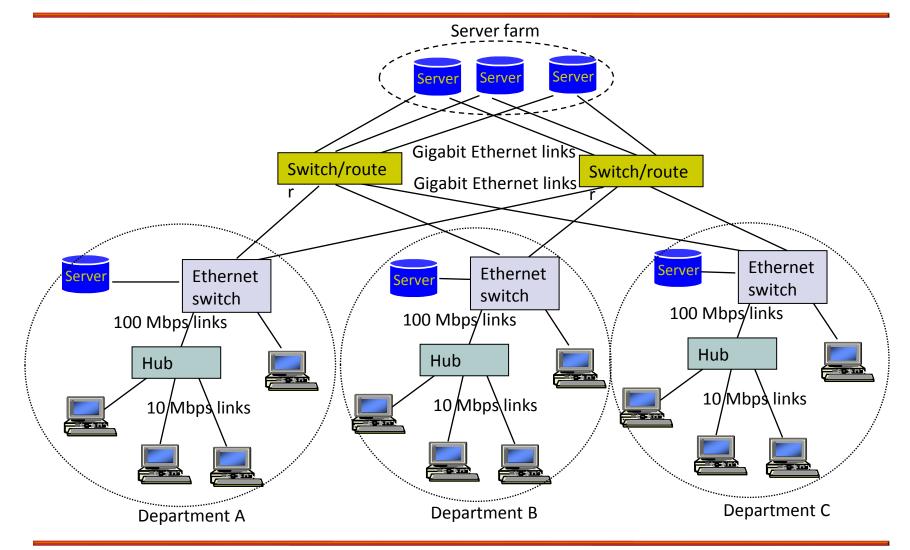
- FE OSI packet
- AA SubNetwork Access protocol (SNAP)

## **Encapsulation of MAC Frames**



LLC -> Payload Concept

## **Typical Ethernet Deployment**



LAN Example