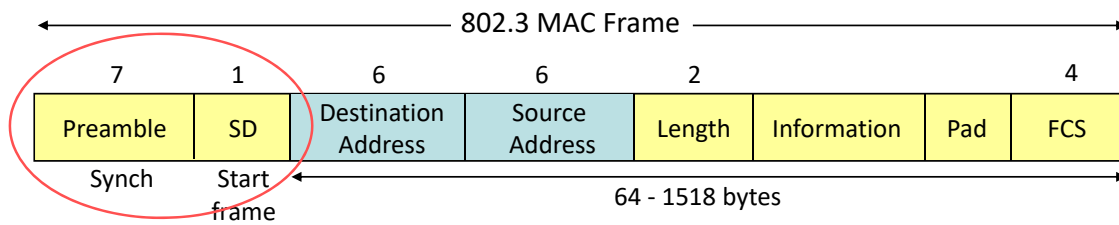
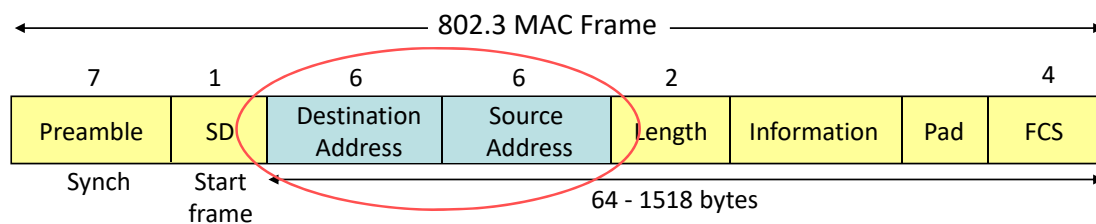


IEEE 802.3 MAC Frame



- ✦ Preamble helps receiver synchronize its clock to transmitter clock
 - 7 bytes of 10101010 generate a square wave
- ✦ Start frame byte changes to “10101011”
- ✦ Receiver looks for change in “10” pattern

IEEE 802.3 MAC Frame

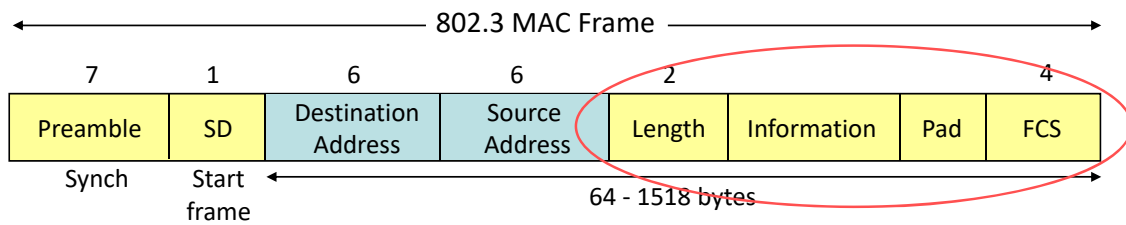


0	Single Address
1	Group Address
0	Global Address
1	Local Address

- ✦ Addresses
 - Single or Group (1st bit transmitted)
 - Global or Local (2nd bit transmitted)
- ✦ Global Addresses
 - 2⁴⁶ global addresses
 - 2²² vendors, 2²⁴ addresses per vendor
 - E.g., Cisco 00-00-0C

<http://standards-oui.ieee.org/oui.txt>

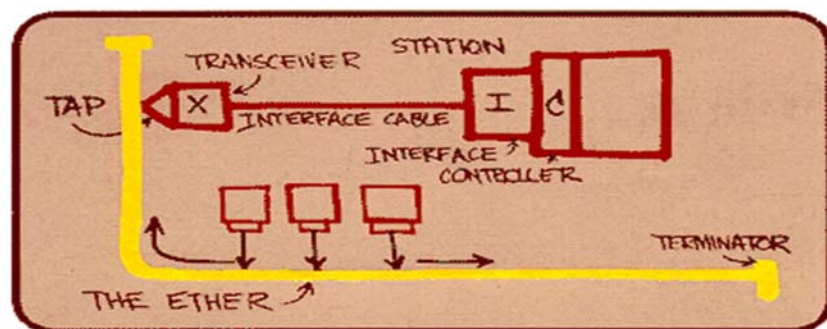
IEEE 802.3 MAC Frame



- ✦ Length: # of bytes in the information field
 - Max frame 1518 bytes, excluding preamble & SD
 - Max information 1500 bytes: 05DC
- ✦ Pad: ensures **minimum frame size of 64 bytes**
- ✦ FCS: CCITT-32 CRC, covers addresses, length, information, and pad fields
 - NIC discards frames with improper lengths or failed CRC

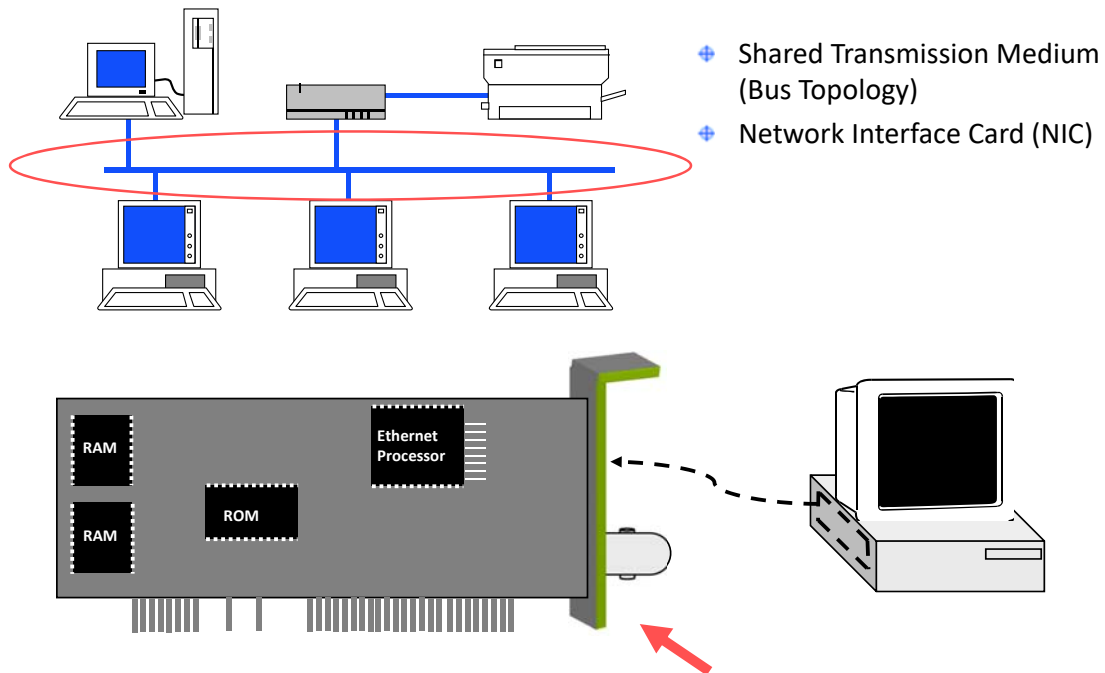
Ethernet LAN Evolution

- ✦ 1970 ALOHAnet radio network deployed in Hawaiian islands
- ✦ 1973 Metcalf and Boggs invented Ethernet: *random access in wired net*
- ✦ 1985 IEEE 802.3 LAN Standard (10 Mbps)
- ✦ 1995 Fast Ethernet (100 Mbps)
- ✦ 1998 Gigabit Ethernet
- ✦ 2002 10 Gigabit Ethernet
- ✦ 2007 100 Gigabit Ethernet
- ✦ Ethernet is the dominant LAN standard



Metcalf's Famous Sketch

Typical Ethernet LAN Structure



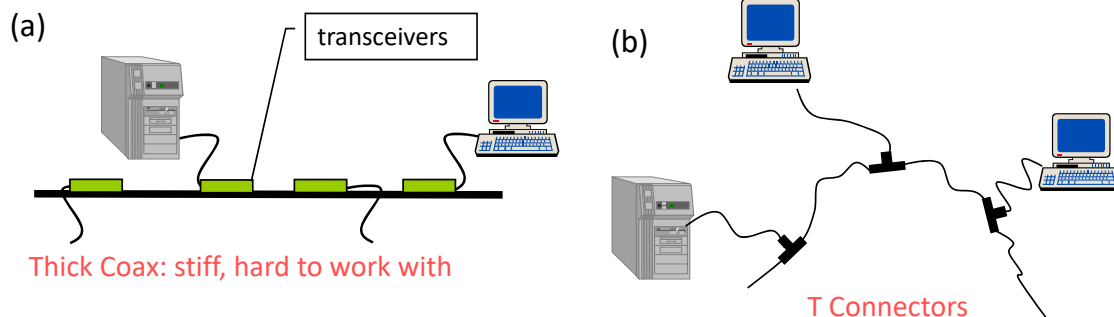
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Ethernet Physical Layers

	10base5	10base2	10baseT	100baseT
Medium	thick coax	thin coax	twisted pair	CAT5
Max Segment Length	500 m	200 m	100 m	100 m
Topology	bus	bus	star	star

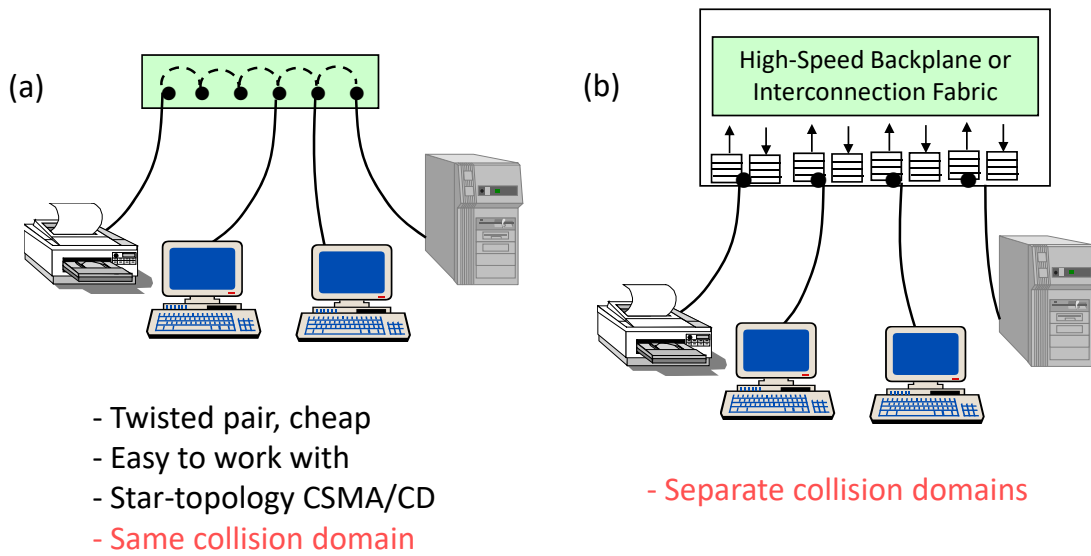
Hubs & Switches



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4.22

Ethernet Hubs & Switches



Repeaters, Bridges, Routers, Gateways

⊕ Several ways of interconnecting networks:

- ➡ Repeater at the physical layer
- ➡ Bridge at the MAC or data link layer
- ➡ Router at the network layer
- ➡ Gateway at a higher layer