# Ondia



# The Ethernet Specifications

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- ► Ethernet Basics
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#### **Ethernet**

- The technology for connecting devices in a network
- Describes how network devices can format and transmit data
- Uses both Data Link and Physical layer specifications
- Electrical and Electronics Engineers (IEEE) defines
  Ethernet as protocol 802.3



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#### **Ethernet**

| Bandwidth | Common Name         | Informal name | IEEE name | Cable Type  |
|-----------|---------------------|---------------|-----------|-------------|
| 10 Mbps   | Ethernet            | 10Base-T      | 802.3     | UTP 100m    |
| 100 Mbps  | Fast Ethernet       | 100Base-T     | 802.3u    | UTP 100m    |
| 1000 Mbps | Gigabit Ethernet    | 1000Base-LX   | 802.3z    | Fiber 5000m |
| 1000 Mbps | Gigabit Ethernet    | 1000Base-T    | 802.3ab   | UTP 100m    |
| 10 Gbps   | 10 Gigabit Ethernet | 10GBase-T     | 802.3an   | UTP 100m    |



#### **Collision Domain**

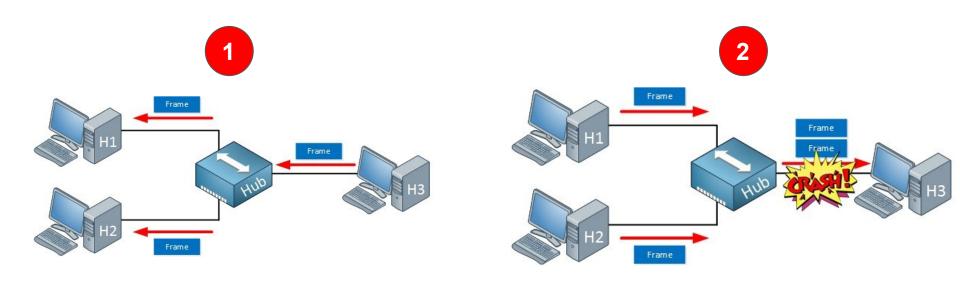
The term collision domain is used to describe a part of a network where packet collisions can occur

Collisions occur when two devices on a shared network segment send packets simultaneously

The colliding packets must be discarded and sent again, which reduces network efficiency

#### **Collision Domain**

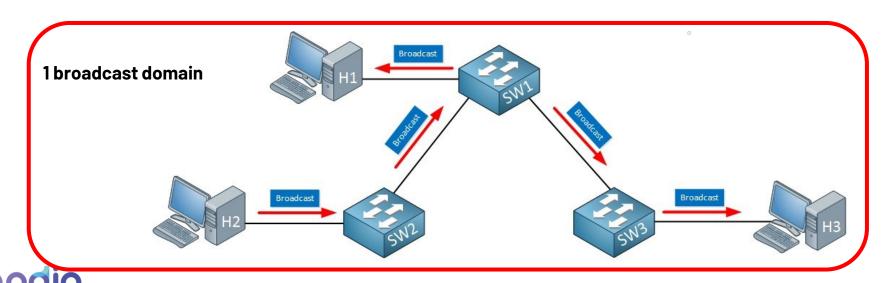
Occurs often in a hub environment



## O

#### **Broadcast Domain**

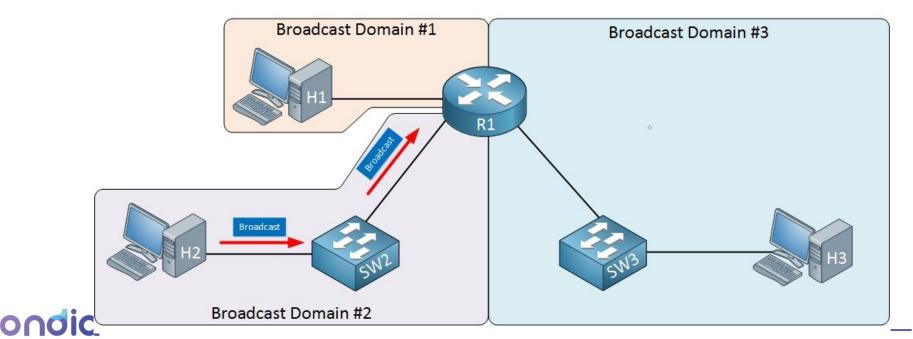
A broadcast domain is a collection of network devices that receive broadcast traffic from each other





#### **Broadcast Domain**

The more broadcast domains the more efficient network



#### CSMA/CD

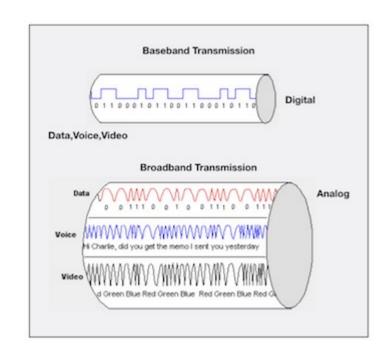
- Carrier Sense Multiple Access/Collision Detection is the protocol that is used to detect collisions and to retransmit frames
- Only bridges, switches, and routers, but not hubs, can effectively prevent a transmission from propagating throughout the entire network





#### **Broadband/Baseband**

- Baseband
  - Uses digital signals and single channel
  - Communication is bidirectional
  - Short distance
- Broadband
  - Uses analog signals
  - Multiple transmissions are possible
  - Communication is unidirectional
  - Long distance

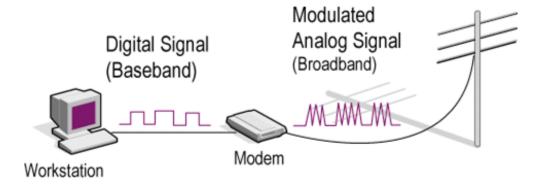






#### **Broadband/Baseband**

If you are using a broadband internet connection for your home internet, the signals from your ISP up to your broadband router are broadband signals. But, the signals used inside your Ethernet LAN are baseband signals.









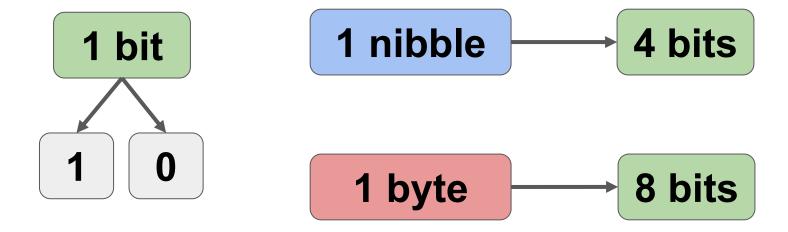
#### **Binary to Decimal and Hexadecimal Conversion**

- Ethernet at the Data Link layer is responsible for:
  - Ethernet addressing (hardware or MAC addressing)
  - framing packets received from the Network layer
- Ethernet MAC addresses are made up of hexadecimal addresses





Binary to Decimal and Hexadecimal Conversion







#### **Binary to Decimal Conversion**

| Binary Value | Decimal Value |  |
|--------------|---------------|--|
| 10000000     | 128           |  |
| 11000000     | 192           |  |
| 11100000     | 224           |  |
| 11110000     | 240           |  |
| 11111000     | 248           |  |
| 11111100     | 252           |  |
| 11111110     | 254           |  |
| 11111111     | 255           |  |





#### Binary to Decimal and Hexadecimal Conversion

| Binary<br>Value | Hexadecimal<br>Value | Decimal<br>Value |
|-----------------|----------------------|------------------|
| 0000            | 0                    | 0                |
| 0001            | 1                    | 1                |
| 0010            | 2                    | 2                |
| 0011            | 3                    | 3                |
| 0100            | 4                    | 4                |
| 0101            | 5                    | 5                |
| 0110            | 6                    | 6                |
| 0111            | 7                    | 7                |

| Binary<br>Value | Hexadecimal<br>Value | Decimal<br>Value |
|-----------------|----------------------|------------------|
| 1000            | 8                    | 8                |
| 1001            | 9                    | 9                |
| 1010            | А                    | 10               |
| 1011            | В                    | 11               |
| 1100            | С                    | 12               |
| 1101            | D                    | 13               |
| 1110            | E                    | 14               |
| 1111            | F                    | 15               |



#### Binary to Decimal and Hexadecimal Conversion

#### Example:

What is the binary value of **0x4E** (or **4Eh**)? (Ox and h means that the value is hexadecimal or hex)

binary:

01001110





Binary to Decimal and Hexadecimal Conversion

**27**h





Binary to Decimal and Hexadecimal Conversion

0xF9





#### **Ethernet Addressing**

- MAC (Media Access Control) Address
  - 48-bit (6 bytes or 12-digit hex) hardware number
  - unique
  - embedded into the network card, not changeable
  - represented as 00:1A:3F:D3:2C:11 or 00-1A-3F-D3-2C 11





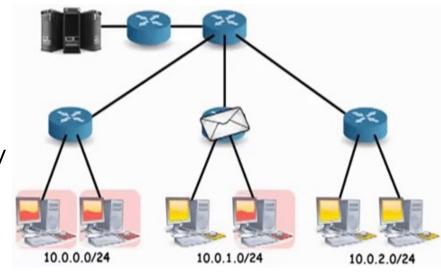
Network Interface Controller Specific



#### **Types of MAC Address**

#### 1. Unicast:

- A specific NIC on the network
- Only one sender and only one receiver

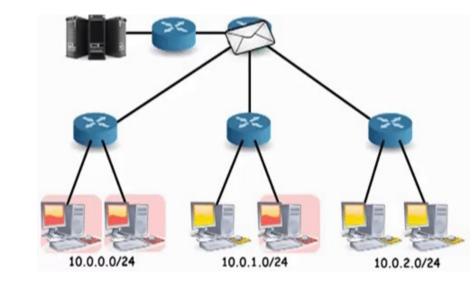






#### **Types of MAC Address**

- 2. Multicast:
  - A group of receivers
  - OUI is **01:00:5E**





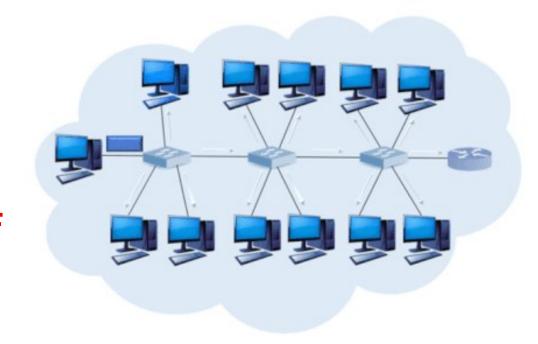


#### **Types of MAC Address**

#### 3. Broadcast:

- All devices on the network are recipients
- MAC Address is:

FF:FF:FF:FF:FF







#### **Ethernet Frames**

- Encapsulated data defined by the <u>Network Access layer</u> is called an Ethernet frame
- The Ethernet frame structure is defined in the IEEE 802.3 standard

