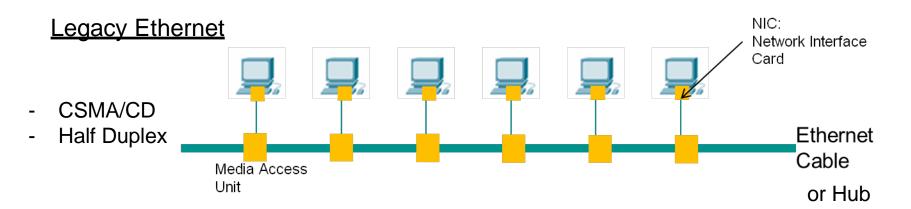
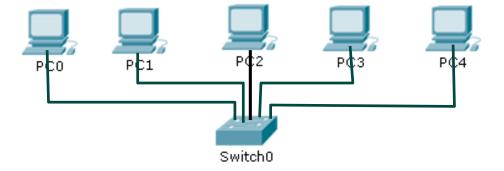


Ethernet

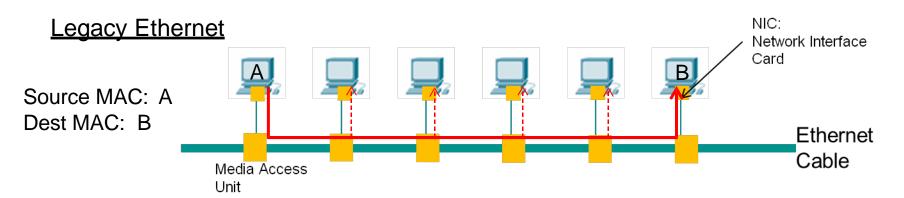


Modern Ethernet

- Switched
- Full Duplex

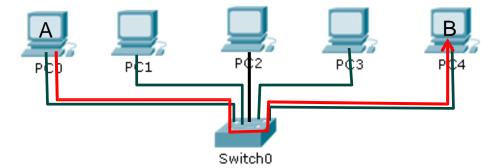


Example: Ethernet Frame Sent from A to B



Modern Ethernet

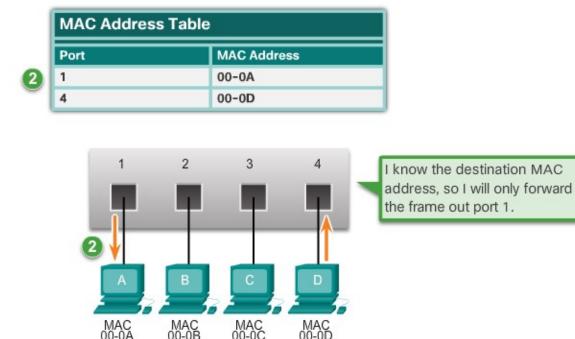
Source MAC: A Dest MAC: B

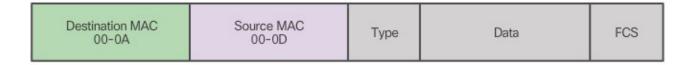


Layer 2 Switching - 4

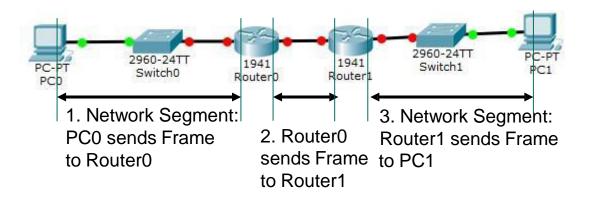
Step 1: Forward the Frame

Since the Switch MAC Address table contains PC-A's MAC Address, it sends the frame out only port 1.

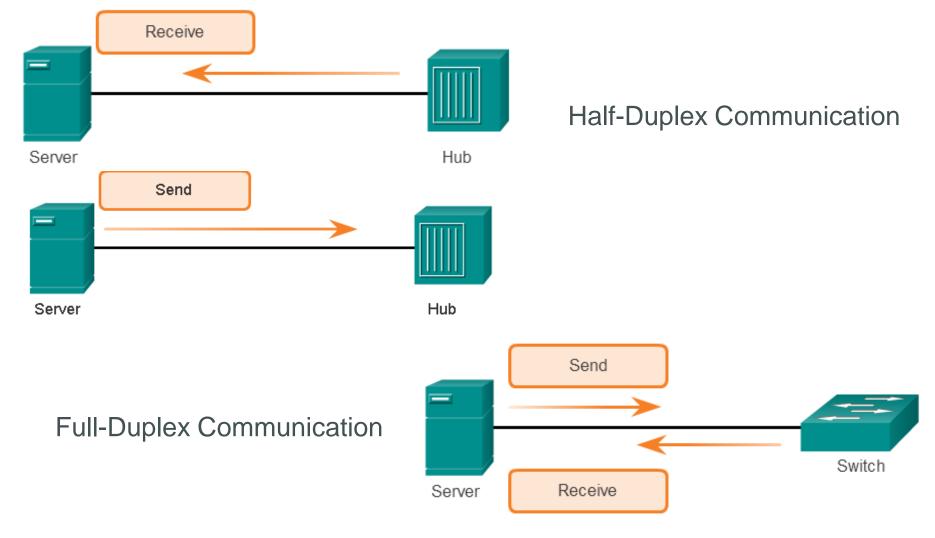




How Many Destination MAC Addresses



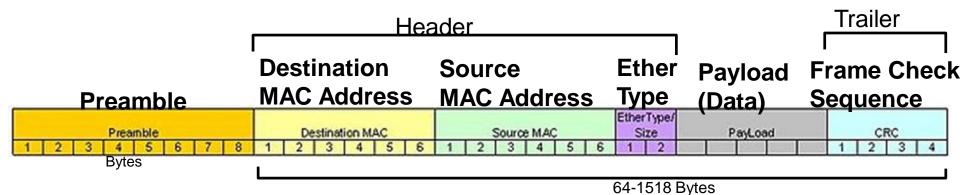
Half and Full Duplex



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Ethernet Encapsulation

IEEE 802.3 Standard / Ethernet II



Preamble: sequence of 10101 for bit synchronization

Destination and Source MAC Address:

EtherType: Identifies upper layer Protocol, see table below for examples

Frame Check Sequence: Redundant information for error detection

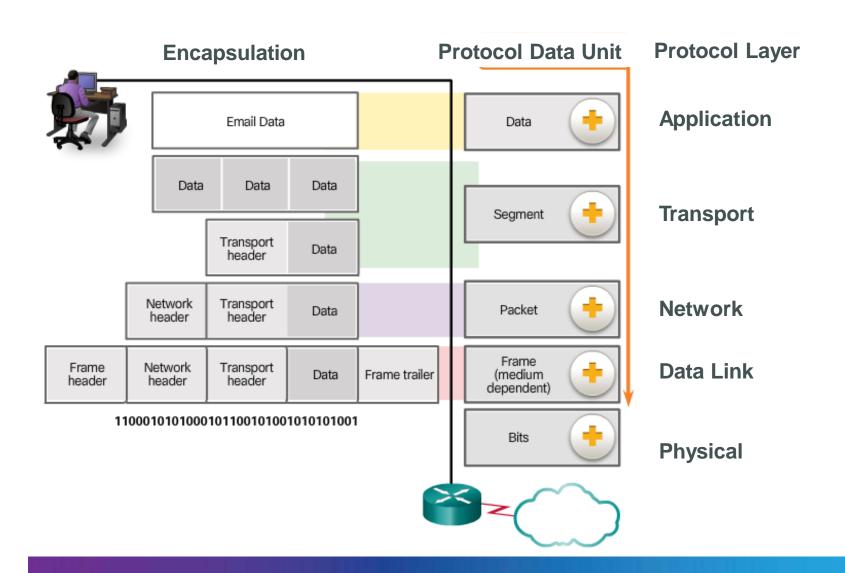
EtherType for some notable protocols

	EtherType		Protocol
	0x0800	Internet Protocol version 4 (IPv4)	
	0x0806	Address Resolution Protocol (ARP)	
•	0x0842	Wake-on-LAN ^[0]	
	UAUUTZ	Wake-on-EAIV-	
	0x22F3	IETF TRILL Protocol	
	0x6003	DECnet Phase IV	
	0+0025	Deverse Address Desolution Protocol	

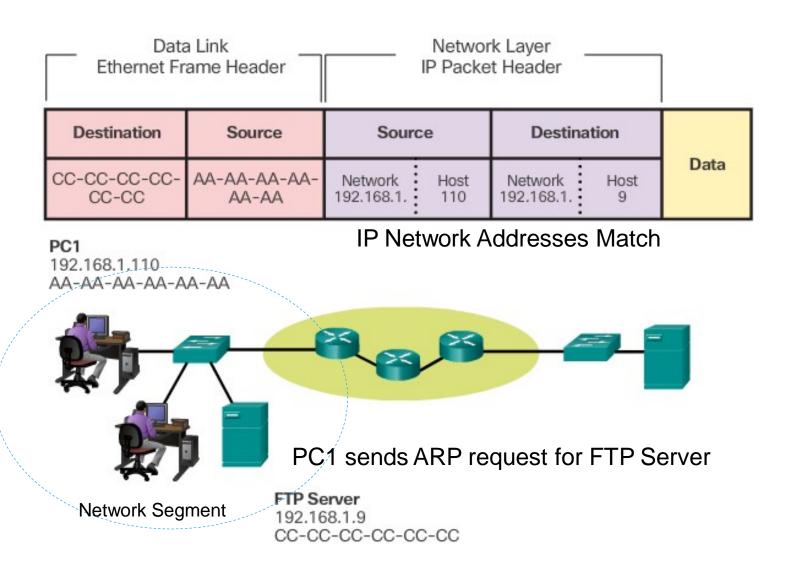
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Protocol Data Units

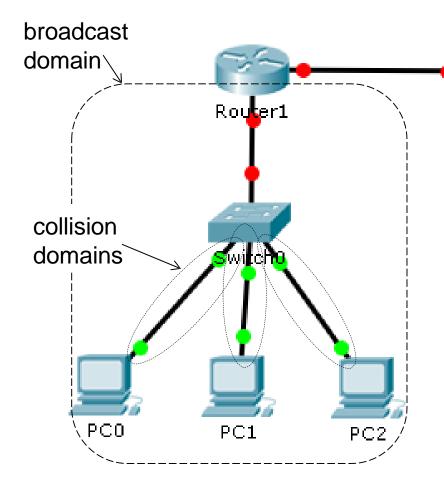
- Segmentation partition of application data into blocks of data
- A data block with its header is called a Protocol Data Unit (PDU)



Devices on the Same Network



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Router2

Collision Domain:

- Ethernet Switches break up collision domains into point-to-point links.
- Each Switch port forms a separate collision domain
- This is due to the switching function

Broadcast Domain:

- Routers break up broadcast domains and collision domains
- Each Router port forms a separate broadcast domain
- Routers do not forward broadcasts
- The switch prevents collisions in the broadcast domain.

This is important for capacity planning