IEEE 802

Switched Etherne

Addresse

Ethernet

ITS323: Introduction to Data Communications CSS331: Fundamentals of Data Communications

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 $\label{eq:prepared} Prepared by Steven Gordon on 13 October 2015 \\ ITS323Y15S1L12, Steve/Courses/2015/s1/its323/lectures/ethernet.tex, r4135 \\$

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Switched Etherne

Ethernet Frames and Addressing

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Frames Address

IEEE 802 LAN Architecture

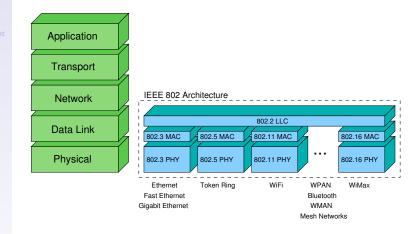
- ► Institute of Electrical and Electronics Engineers: professional and standards organisation
 - ▶ 754 (Floating Point Arithmetic), 828, 829, 830, (Software Development), 1003 (POSIX), 1076 (VHDL), 1363 (Cryptography), 1394 (Firewire), . . .
- ► IEEE 802: LAN/MAN standards committee
 - Developing standards for PANs, LANs, MANs, WANs
 - Divided into numbered working groups
- ▶ IEEE 802 standards focus on:
 - Physical (PHY) layer
 - Data link (DL) layer
 - Medium Access Control (MAC): efficient data transfer, sharing the medium
 - Logical Link Control (LLC): addressing, connecting to other networks
- IEEE 802.3 (Ethernet), IEEE 802.5 (Token Ring), IEEE 802.11 (WiFi), IEEE 802.15.1 (Bluetooth), IEEE 802.16 (WiMax), . . .

IEEE 802 LAN Architecture

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Frames Address



LLC = Logical Link Control

MAC = Medium Access Control

PHY = Physical

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Frames Address

IEEE 802.3: Ethernet

- ► Ethernet developed for LAN communications in 1970's; standardised as IEEE 802.3 in 1983
- Several competing technologies at the time: Token Ring, Token Bus
- Ethernet became most popular and now most common LAN standard
- Evolution of Ethernet:
 - ► Ethernet ('73): 3 Mb/s, coaxial cable, bus topology, half-duplex, shared medium
 - ► Ethernet II ('83): 10 Mb/s
 - ► Fast Ethernet ('87): 100 Mb/s, twisted pair, star topology with hub
 - ► Switched Ethernet ('90): 100 Mb/s, full duplex, star topology with switch, point-to-point links
 - Gigabit Ethernet ('99): 1 Gb/s, twisted pair or optical fibre
 - ► For data centres, MANs and WANs: 10 Gb/s, 40 Gb/s, 100 Gb/s, 400 Gb/s



Switched Ethernet

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IEEE 802 LANS

Switched Ethernet

Ethernet Frames and Addressing

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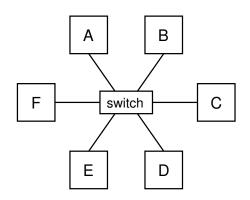
- Most LANs today use Ethernet in a star topology
- Centre device is called switch (different from a hub)
- ► Key characterstics of today's LANs:
 - Stations have full-duplex, point-to-point links to switch
 - ► Twisted pair cable (Category 5 UTP)
 - ▶ Data rate: 100 Mb/s or 1 Gb/s (auto-negotiation)
 - ▶ PHY standard: 802.3u (100BASE-TX) or 802.3ab (1000BASE-T)
 - ▶ Distance: 100 m
 - ▶ Random access is *not* used

Switched Ethernet Topology

IEEE 802

Switched Ethernet

Frames &



- ► Stations (hosts, routers) connect via full-duplex twisted pair to switch
- ▶ Switch has multiple ports, e.g. 4, 8, 24, 48
- All frames between stations pass via the switch

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Frames & Addresses

Contents

IEEE 802 LANs

Switched Ethernet

Ethernet Frames and Addressing

IEEE 802 Addresses

- ► IEEE 802 standards use common IEEE 48-bit address format
- Commonly called MAC or hardware addresses
- Globally unique (ideally)
 - First 24-bits assigned by IEEE to manufacturer http://standards.ieee.org/regauth/oui/
 - Second 24-bits assigned by manufacturer to device
- ► For simplicity, represented as 6 × 2 digit hexadecimal numbers, e.g. 90:2b:34:60:dc:2f
- Special case broadcast address: ff:ff:ff:ff:ff
- ► Common in other standards: Bluetooth, ATM, FDDI, FibreChannel
- ► IEEE 64-bit address is alternative format: Firewire, ZigBee, IPv6

Switched Etherne

Frames & Addresses

IEEE 802.3 Frames

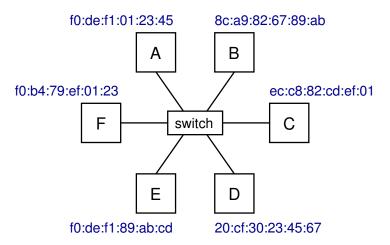
6 Bytes	6 Bytes	2 Bytes	46 to 1500 Bytes	4 Bytes
Destination Address	Source Address	Ether Type	Data	CRC Checksum

- ► Typical maximum data size is 1500 Bytes (optional Jumbo frames)
- ▶ 1st 8 bytes (preamble, delimiter) sometimes considered part of Physical layer

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Frames & Addresses

Example Hardware Addresses

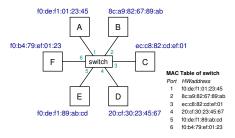


- Hardware (MAC) addresses are assigned to LAN card by manufacturer
- Each station (hosts and routers) has address for each network interface card



Frames & Addresses

Example MAC Table used by Switch



- Switch learns address of station at other end point of link
- ▶ Store address and port in memory; used for forwarding frames