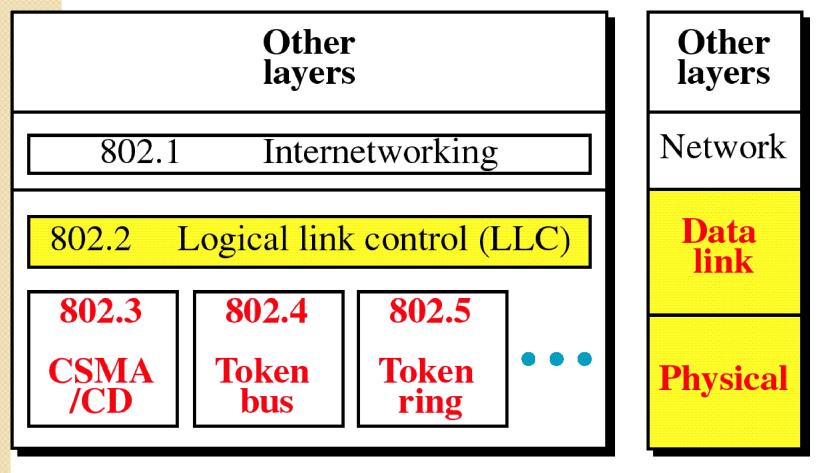
# IEEE Standards & Ethernet

# IEEE STANDARDS

In 1985, the Computer Society of the IEEE started a project, called Project 802, to set standards to enable intercommunication among equipment from a variety of manufacturers. Project 802 is a way of specifying functions of the physical layer and the data link layer of major LAN protocols.

Other Other layers layers Network Network LLC Data link MAC Physical Physical Project 802 **OSI Model** 



Project 802

**OSI Model** 

#### **IEEE** standard for LANs

LLC: Logical link control
MAC: Media access control

	Upper layers		Upper layers							
	Data link layer			LLC	С					
			Ethernet MAC	Token Ring MAC	Token Bus MAC	• • •				
Physical layer			Ethernet physical layers (several)	Token Ring physical layer	Token Bus physical layer	• • •				
ransmission medium			Transmission medium							
			IFFE C							

OSI or Internet model

**IEEE Standard** 

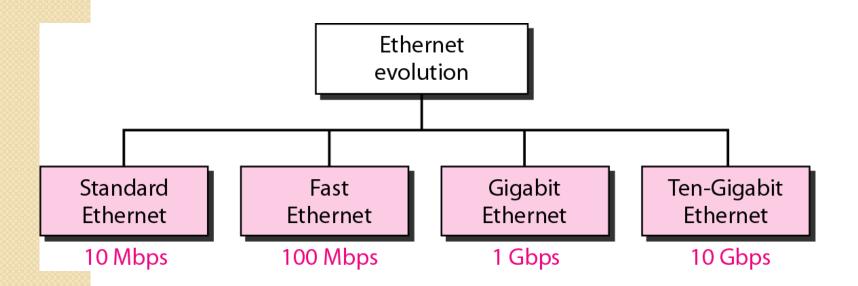
### IEEE 802 Standards

802.1	Bridging & Management			
802.2	Logical Link Control			
802.3	Ethernet - CSMA/CD Access Method			
802.4	Token Passing Bus Access Method			
802.5	Token Ring Access Method			
802.6	Distributed Queue Dual Bus Access Method			
802.7	Broadband LAN			
802.8	Fiber Optic			
802.9	Integrated Services LAN			
802.10	Security			
802.11	Wireless LAN			
802.12	Demand Priority Access			
802.14	Medium Access Control			
802.15	Wireless Personal Area Networks			
802.16	16 Broadband Wireless Metro Area Networks			
802.17	Resilient Packet Ring			

# STANDARD ETHERNET

The original Ethernet was created in 1976 at Xerox's Palo Alto Research Center (PARC). Since then, it has gone through four generations.

#### Ethernet evolution through four generations



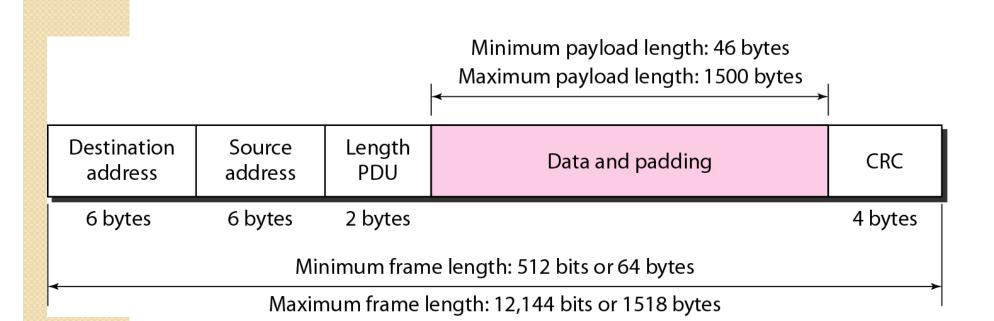
#### 802.3 MAC frame

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

SFD: Start frame delimiter, flag (10101011)

Preamble	SFD	Destination address	Source address	Length or type	Data and padding	CRC
7 bytes	1 byte	6 bytes	6 bytes	2 bytes		4 bytes
Physical layer header						

#### Minimum and maximum lengths





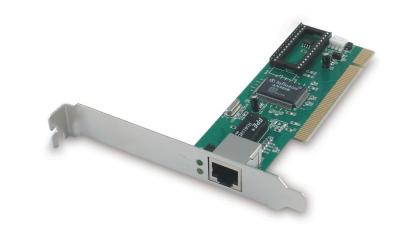
#### Frame length:

Minimum: 64 bytes (512 bits)
Maximum: 1518 bytes (12,144 bits)

# Ethernet address/MAC address/Physical Address

- This address is the address of NIC itself
- NIC is from Network Interface Card or simply a network-card
- How does it look like?







# Example of an Ethernet address in hexadecimal notation

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

6 bytes = 12 hex digits = 48 bits



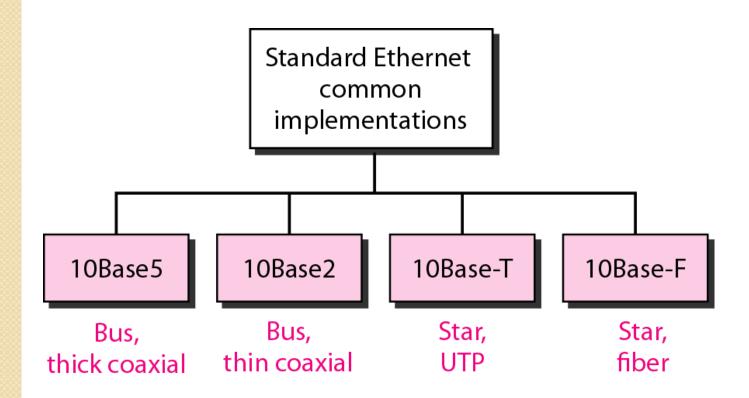
How the address 47:20:1B:2E:08:EE is sent out on line.

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:

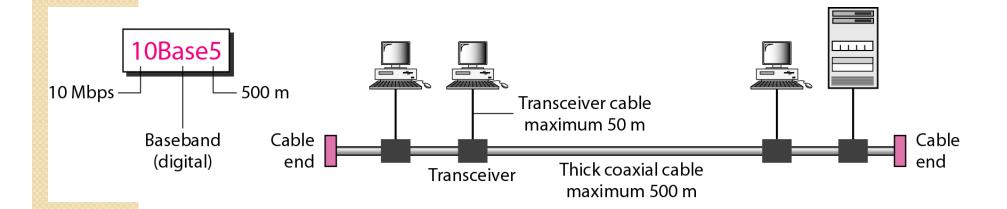


11100010 00000100 11011000 01110100 00010000 01110111

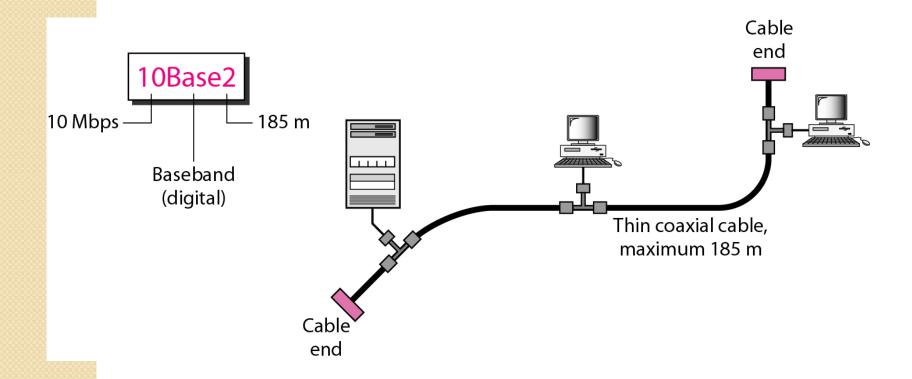
#### Categories of Standard Ethernet



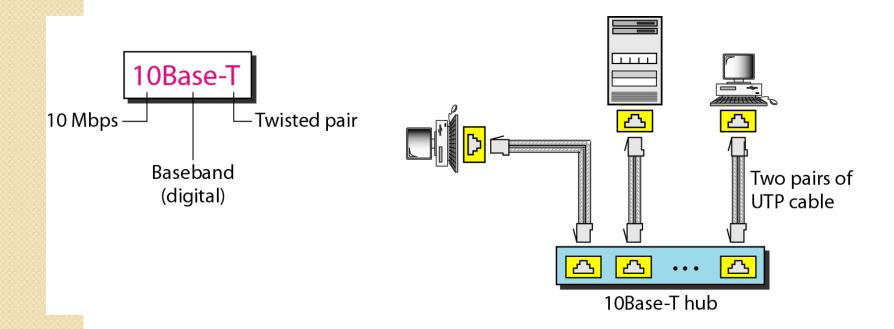
# 10Base5 implementation



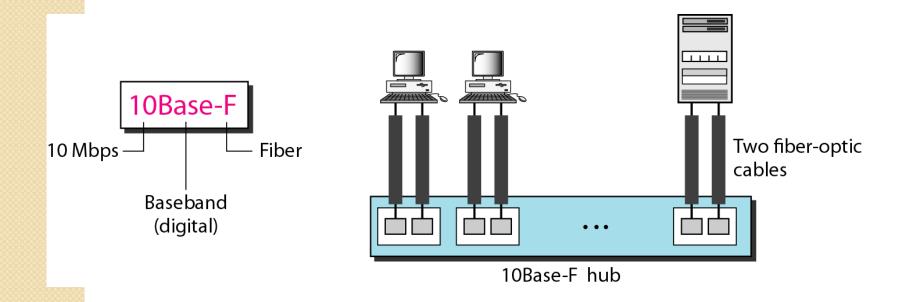
#### 10Base2 implementation



#### 10Base-T implementation



#### 10Base-F implementation



#### CHANGES IN THE STANDARD

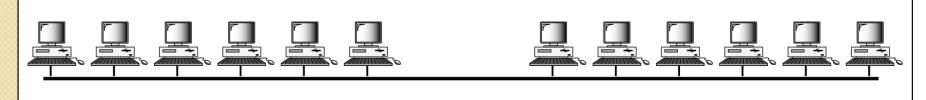
The 10-Mbps Standard Ethernet has gone through several changes before moving to the higher data rates. These changes actually opened the road to the evolution of the Ethernet to become compatible with other high-data-rate LANs.

- Bridged Ethernet
- •Switched Ethernet
- •Full-Duplex Ethernet

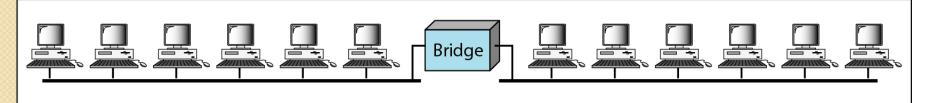
# **BRIDGED ETHERNET**

- Advantages
  - Raise bandwidth
  - Separate collision domains

#### A network with and without a bridge



#### a. Without bridging

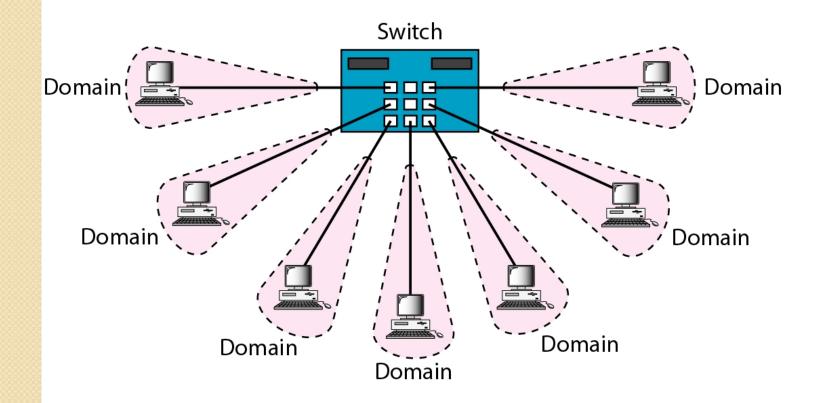


b. With bridging

# **SWITCHED ETHERNET**

- Better than bridged-Ethernet
- Reduced collision domain efficiently
- In this way, the bandwidth is shared only between the station and the switch

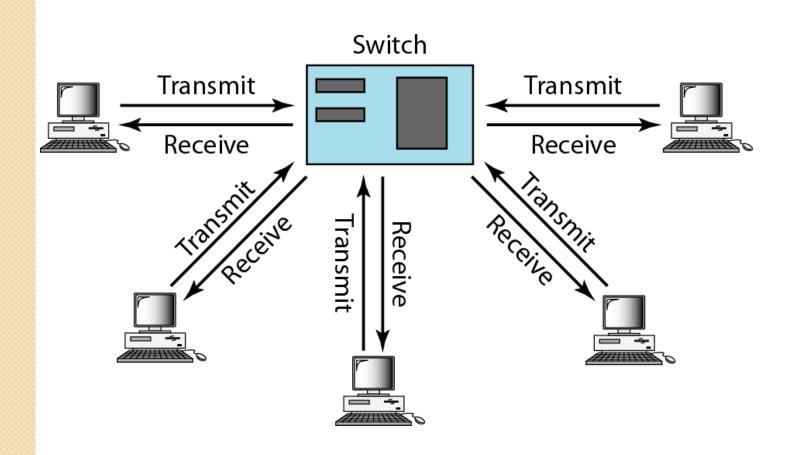
#### Switched Ethernet



### FULL DUPLEX ETHERNET

- In 10Base5 and 2, a station can either send or receive, but may not do both at the same time.
- The next step in the evolution was to move from switched Ethernet to full-duplex switched Ethernet.
- The full-duplex mode increases the capacity of each domain from 10 20 Mbps.
- But in this config. It uses 2-links. One to transmit and one to receive. Refer the given fig.

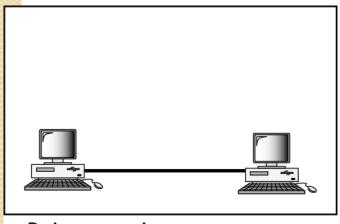
#### Full-duplex switched Ethernet



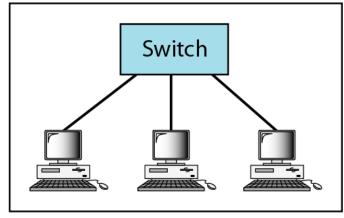
# **FAST ETHERNET**

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 backward-compatible with Standard Ethernet, but it can transmit data 10 times faster at a rate of 100 Mbps.

#### Fast Ethernet topology

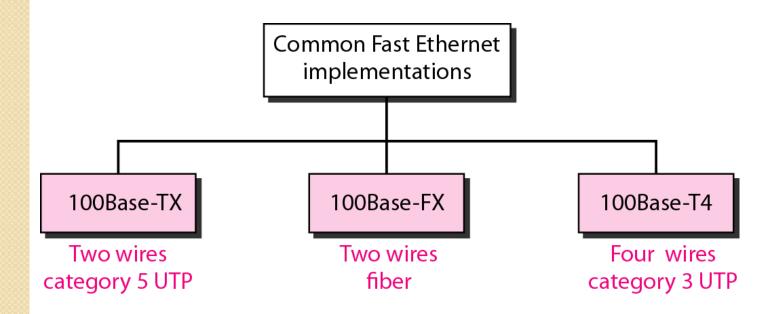


a. Point-to-point



b. Star

#### Fast Ethernet implementations



# **GIGABIT ETHERNET**

The need for an even higher data rate resulted in the design of the Gigabit Ethernet protocol (1000 Mbps). The IEEE committee calls the standard 802.3z.

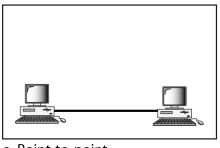
# **OBJECTIVES OF GIGABIT ETHERNET**

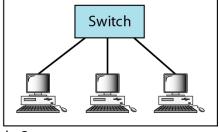
- Upgrade the data rate to 1Gbps
- Make it compatible with standard or fast Ethernet
- Use the same 48-bit address
- Use the same frame format
- Keep the same minimum and max frame length
- To support auto negotiation as defined in fast Ethernet



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.

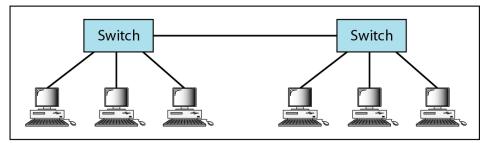
#### Topologies of Gigabit Ethernet



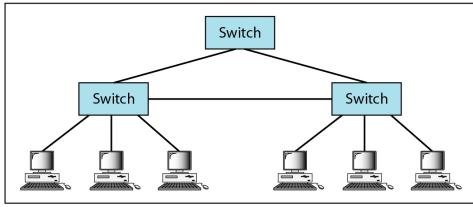


a. Point-to-point

b. Star

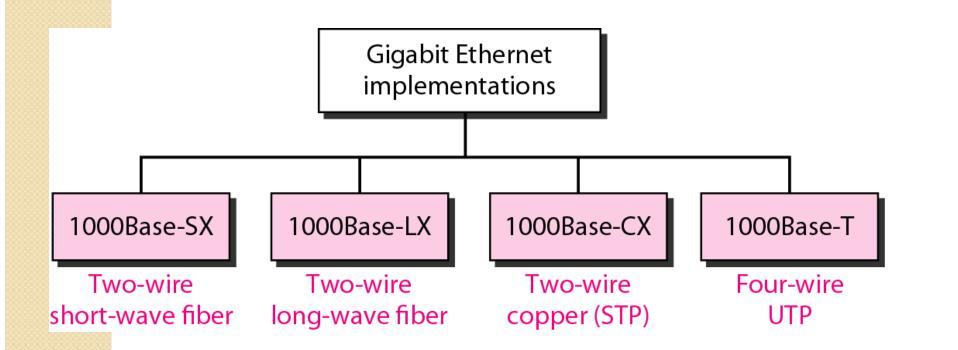


c. Two stars



d. Hierarchy of stars

#### Gigabit Ethernet implementations



# **Application**

- Ethernet is used in Wired LAN's as a physical layer standard.
- All LANs based on Ethernet have Ethernet card in each of their nodes and nodes are connected through standard cabling supported by desired Ethernet LANs.
- Ethernet is giving higher data rates of 10Gigabits per second for Local area Networks.

# Scope of Research

• 10 Gigabit Ethernet and higher data rate Ethernets.