

# Announcements

- Reading
  - Today: 4.3 & 4.4

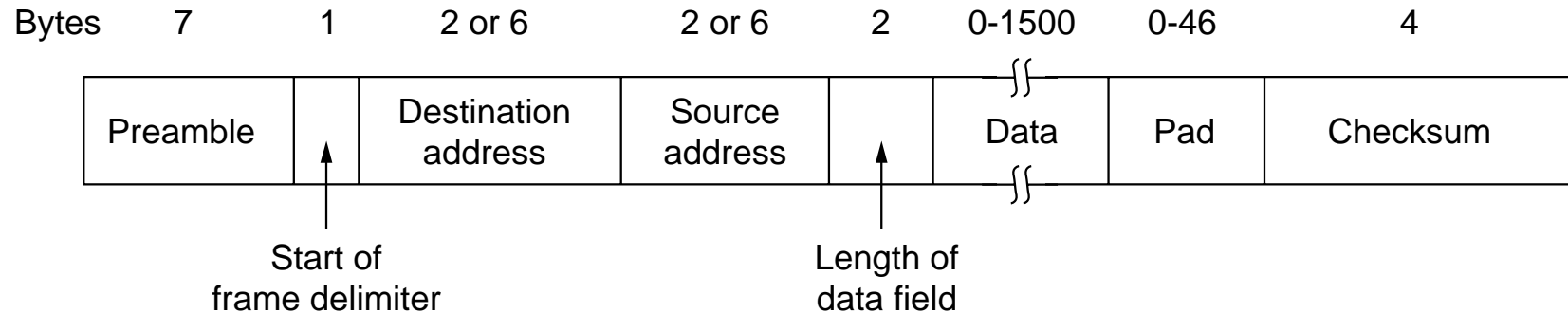
# Ethernet Cable Options

- **10base5: Thicknet - first Ethernet**
  - Thick cable, doesn't bend well
  - vampire taps used to "tap" the network
  - max run is 500 meters
- **10Base2: Thin coax (cheaper net),**
  - uses "T" connectors
  - max run is 200 meters
- **10baseT: twisted pair**
  - uses a central hub
  - easier to find faults and problems
  - max run is 100 meters to hub

# Manchester Encoding

- **Problem: How to send zero/ones?**
  - need to know timing information
  - when does on bit end?
- **Answer: Force many transitions**
  - every bit is half low and half high
  - 1 is high then low
  - 0 is low then high
  - but this doubles bandwidth
- **Differential Manchester Encoding**
  - better noise immunity
  - 0 is a transition at the start, 1 none
  - both transition during the middle

# Ethernet Frame Format



- Preamble used to sync clock
- Addresses
  - 48 bits
  - if it starts with a 0 it is globally unique (assigned by IEEE)
  - if it starts with a 1 it is locally unique
- Length
  - 0 to 1500 bytes
  - **min** length is 46 bytes
    - ensures frame reaches end of cable before end of frame is sent
- Checksum
  - 32 bit CRC to detect garbled data at link level

# Collision Management

- Binary Exponential Backoff

- after collision, divide into slot times
- after first collision, wait either 0 or 1 slot times
- after second collision, wait either 0, 1, 2, or 3 slot times
- limited to 1023 slots
- after 16 collisions, link layer gives up

- Performance

- each station wants to transmit with probability  $p$ , then
  - $A = k [p^1(1-p)^{k-1}]$
  - $A \rightarrow 1/e$  as  $k \rightarrow$  infinity
- probability a contention interval has  $j$  slots is  $A(1-A)^{j-1}$
- mean number of slots per contention is:

$$\sum_{j=0}^{\infty} jA(1-A)^{j-1} = \frac{1}{A} \quad \text{mean contention interval is then } 2\tau/A$$

- A discussion of the project was held