

Embedded Systems

Week 11: Interfaces II



Fenerbahçe University



Professor & TAs

Prof: Dr. Vecdi Emre Levent

Office: 311

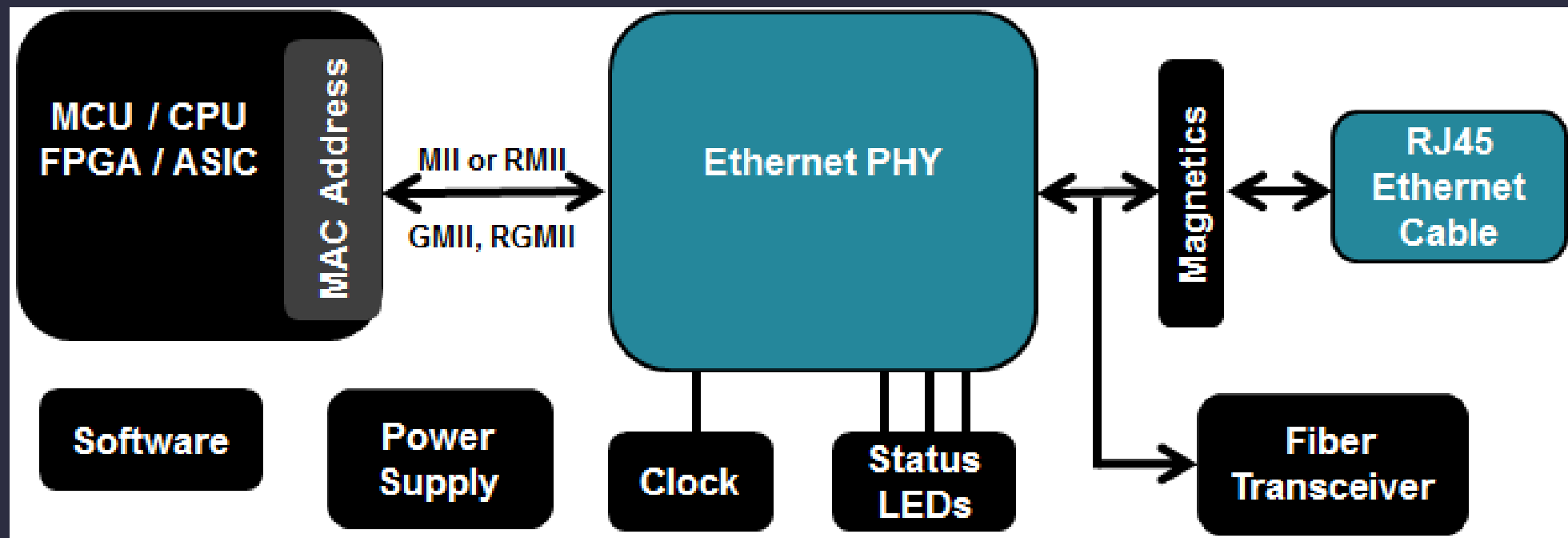
Email: emre.levent@fbu.edu.tr

TA: Arş. Gör. Uğur Özbalkan

Office: 311

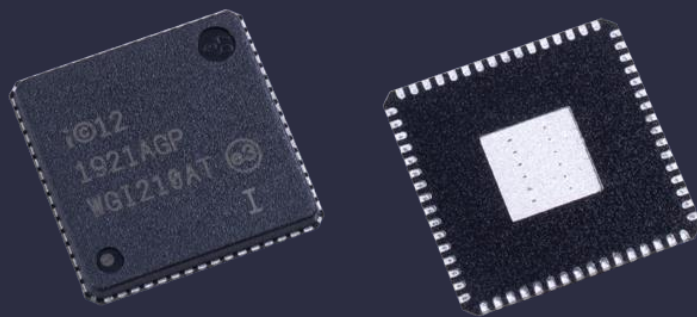
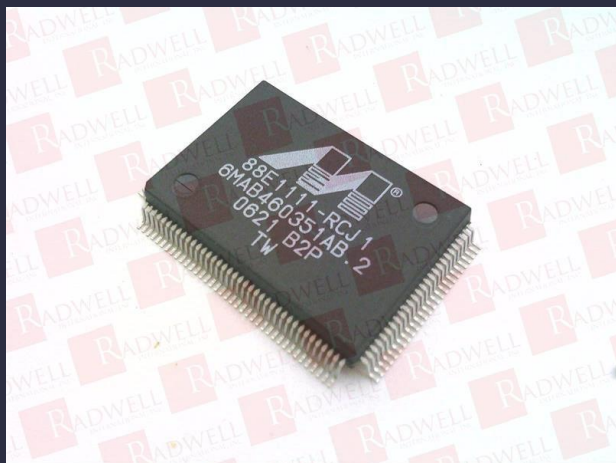
Email: ugur.ozbalkan@fbu.edu.tr

Ethernet



Ethernet PHY – FPGA Connection

Ethernet



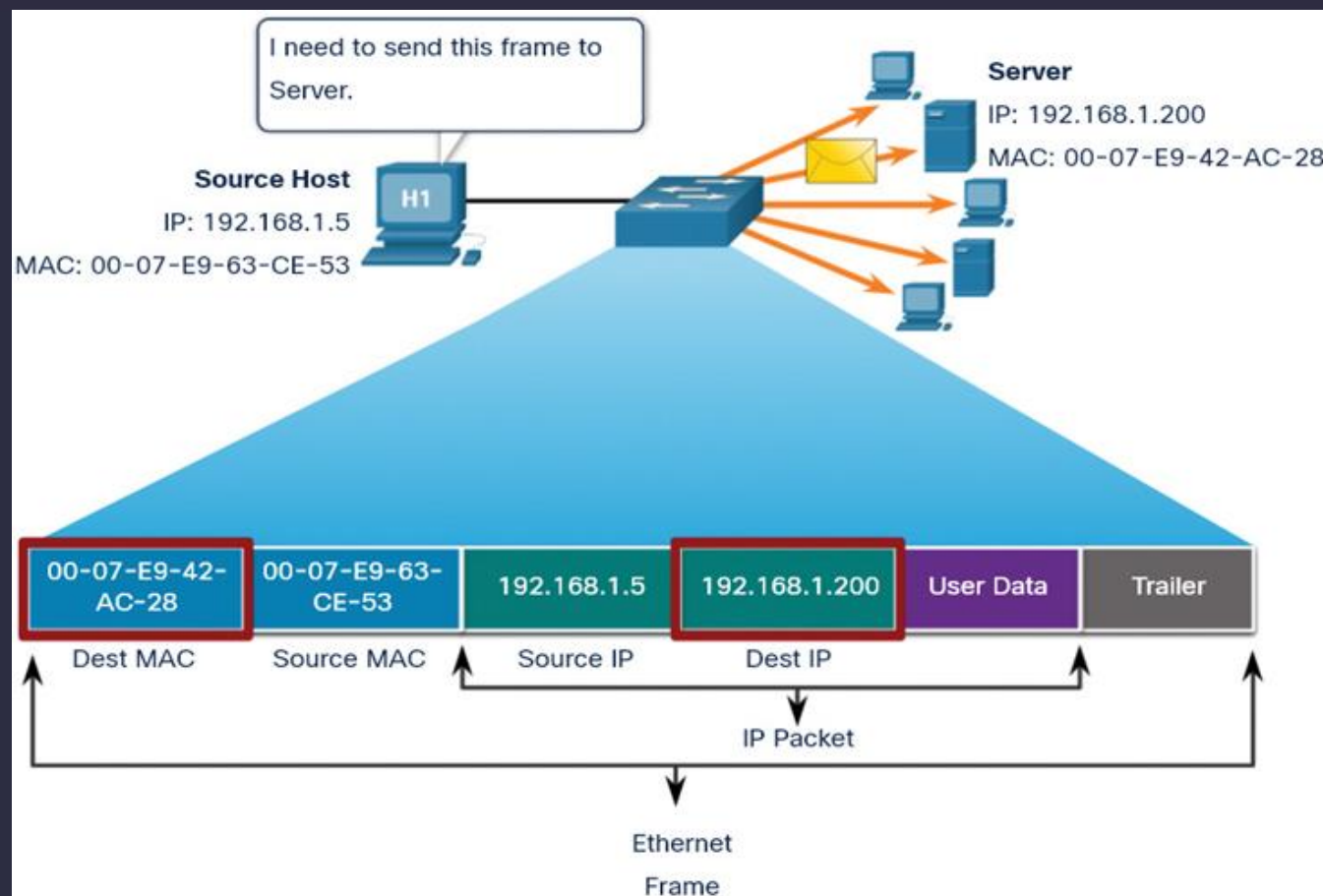
Ethernet PHY ICs

Ethernet



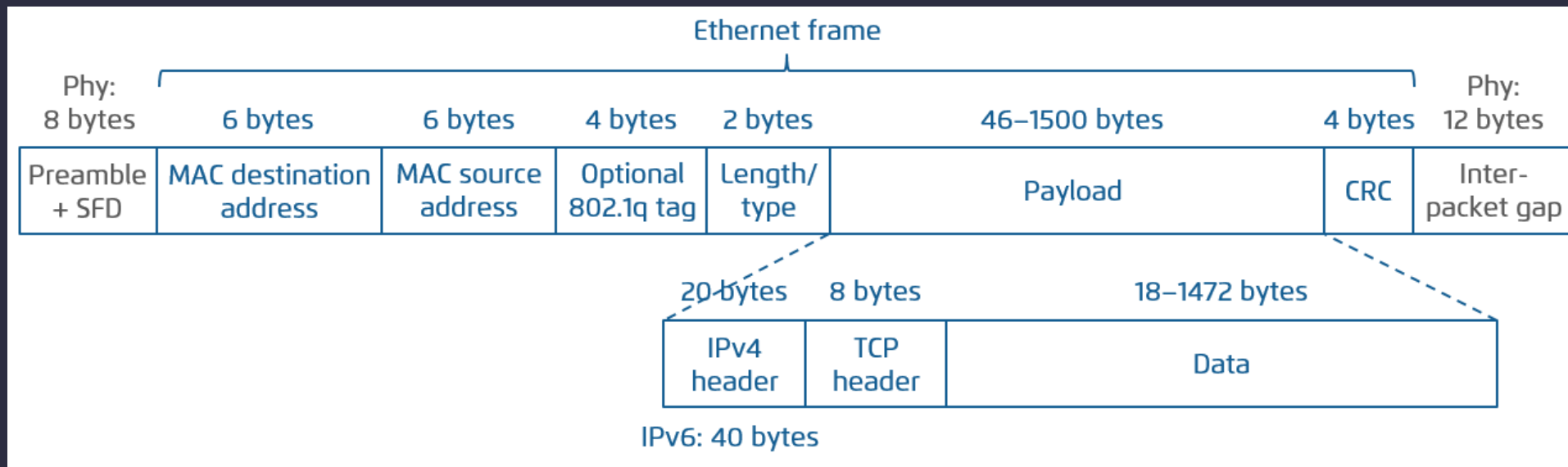
Ethernet Signals

Ethernet



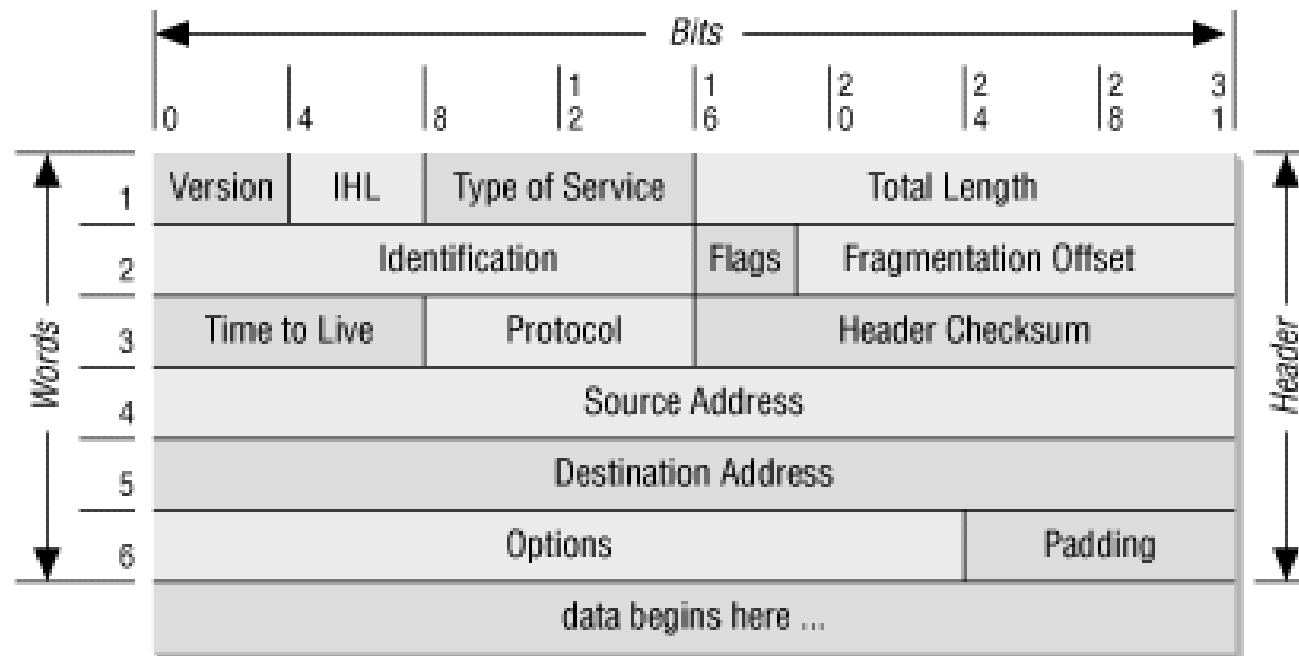
Ethernet MAC Layer Packet

Ethernet



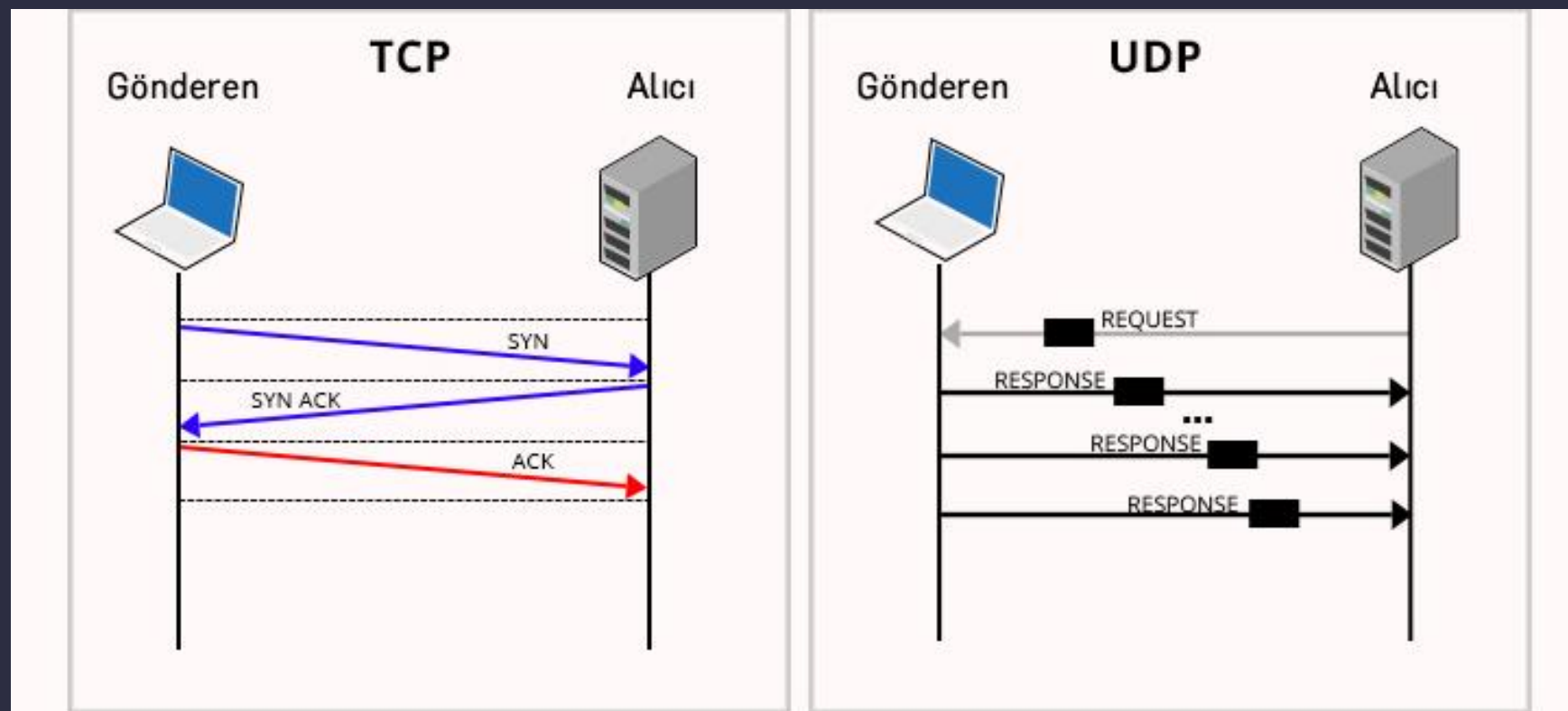
UDP Packet

Ethernet



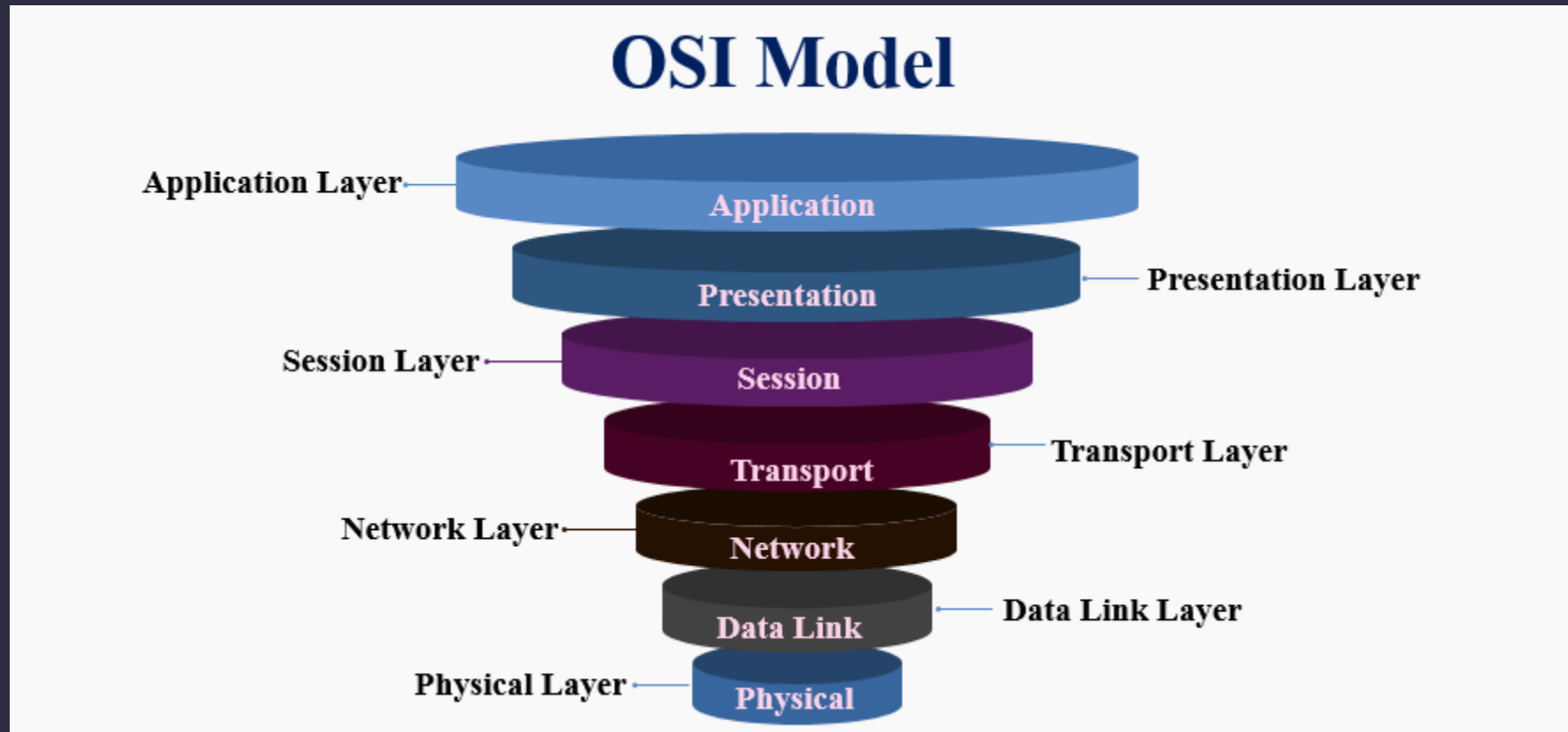
UDP Packet

Ethernet



TCP vs UDP

Ethernet



OSI Layers

Ethernet

| No. - | Time | Source | Destination | Protocol | Info |
|-------|----------|-------------|-------------|----------|-----------------------------------|
| 11 | 1.226156 | 192.168.0.2 | 192.168.0.1 | TCP | 3196 > http [SYN] Seq=0 Len=0 MSS |
| 12 | 1.227282 | 192.168.0.1 | 192.168.0.2 | TCP | http > 3196 [SYN, ACK] Seq=0 Ack= |
| 13 | 1.227325 | 192.168.0.2 | 192.168.0.1 | TCP | 3196 > http [ACK] Seq=1 Ack=1 Win |
| 14 | 1.227451 | 192.168.0.2 | 192.168.0.1 | HTTP | SUBSCRIBE /upnp/service/Layer3For |
| 15 | 1.229309 | 192.168.0.1 | 192.168.0.2 | TCP | http > 3196 [ACK] Seq=1 Ack=256 W |
| 16 | 1.232421 | 192.168.0.1 | 192.168.0.2 | TCP | [TCP Window Update] http > 3196 [|
| 17 | 1.248355 | 192.168.0.1 | 192.168.0.2 | TCP | 1025 > 5000 [SYN] Seq=0 Len=0 MSS |
| 18 | 1.248391 | 192.168.0.2 | 192.168.0.1 | TCP | 5000 > 1025 [SYN, ACK] Seq=0 Ack= |
| 19 | 1.250171 | 192.168.0.1 | 192.168.0.2 | HTTP | HTTP/1.0 200 OK |
| 20 | 1.250285 | 192.168.0.2 | 192.168.0.1 | TCP | 3196 > http [FIN, ACK] Seq=256 Ac |
| 21 | 1.250810 | 192.168.0.1 | 192.168.0.2 | TCP | http > 3196 [FIN, ACK] Seq=114 Ac |
| 22 | 1.250842 | 192.168.0.2 | 192.168.0.1 | TCP | 3196 > http [ACK] Seq=257 Ack=115 |
| 23 | 1.251868 | 192.168.0.1 | 192.168.0.2 | TCP | 1025 > 5000 [ACK] Seq=1 Ack=1 Win |
| 24 | 1.252826 | 192.168.0.1 | 192.168.0.2 | TCP | http > 3196 [FIN, ACK] Seq=26611 |
| 25 | 1.253323 | 192.168.0.2 | 192.168.0.1 | TCP | 3197 > http [SYN] Seq=0 Len=0 MSS |
| 26 | 1.254502 | 192.168.0.1 | 192.168.0.2 | TCP | http > 3197 [SYN, ACK] Seq=0 Ack= |
| 27 | 1.254532 | 192.168.0.2 | 192.168.0.1 | TCP | 3197 > http [ACK] Seq=1 Ack=1 Win |

⊞ Frame 11 (62 bytes on wire (62 bytes captured))

⊞ Ethernet II, Src: 192.168.0.2 (00:0b:5d:20:cd:02), Dst: Netgear_2d:75:9a (00:09:5b:2d:75:9a)

⊞ Internet Protocol, Src: 192.168.0.2 (192.168.0.2), Dst: 192.168.0.1 (192.168.0.1)

⊞ Transmission Control Protocol, Src Port: 3196 (3196), Dst Port: http (80), Seq: 0, Len: 0


```

0000  00 09 5b 2d 75 9a 00 0b 5d 20 cd 02 08 00 45 00  ..[-u... ] .....E.
0010  00 30 18 48 40 00 80 06 61 2c c0 a8 00 02 c0 a8  .O.H@... a,.....
0020  00 01 0c 7c 00 50 3c 36 95 f8 00 00 00 00 70 02  ...|.P<6 .....p.
0030  fa f0 27 e0 00 00 02 04 05 b4 01 01 04 02     ...'.....

```

Wireshark for Sniffing

Petalinux

Ethernet

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <netinet/in.h>
```

```
#define PORT 8080
#define MAXLINE 1024
```

```
// Driver code
```

```
int main() {
    int sockfd;
    char buffer[MAXLINE];
    char *hello = "Hello from client";
    struct sockaddr_in servaddr;

    // Creating socket file descriptor
    if ( (sockfd = socket(AF_INET, SOCK_DGRAM, 0)) < 0 ) {
        perror("socket creation failed");
        exit(EXIT_FAILURE);
    }

    memset(&servaddr, 0, sizeof(servaddr));

    // Filling server information
    servaddr.sin_family = AF_INET;
    servaddr.sin_port = htons(PORT);
    servaddr.sin_addr.s_addr = inet_addr("192.168.2.9");

    int n, len;

    sendto(sockfd, (const char *)hello, strlen(hello),
        MSG_CONFIRM, (const struct sockaddr *) &servaddr,
        sizeof(servaddr));
    printf("Hello message sent.\n");

    n = recvfrom(sockfd, (char *)buffer, MAXLINE,
        MSG_WAITALL, (struct sockaddr *) &servaddr,
        &len);
    buffer[n] = '\0';
    printf("Server : %s\n", buffer);

    close(sockfd);
    return 0;
}
```