

# Computer Networks

## Overview of the Physical Layer



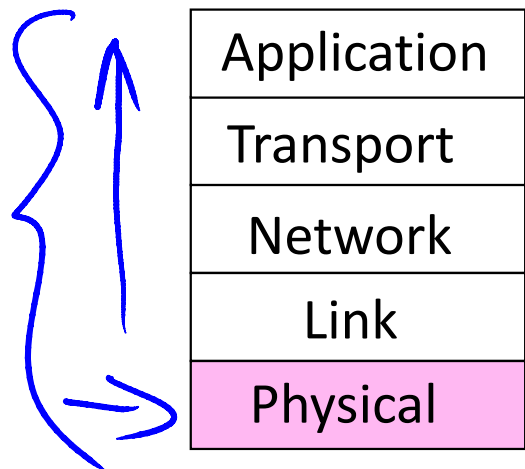
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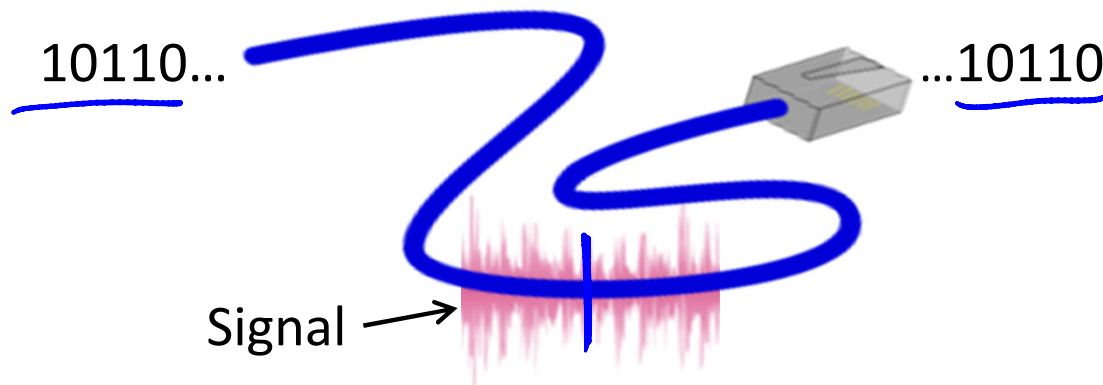
# Where we are in the Course

- Beginning to work our way up starting with the Physical layer



# Scope of the Physical Layer

- Concerns how signals are used to transfer message bits over a link
  - Wires etc. carry analog signals
  - We want to send digital bits

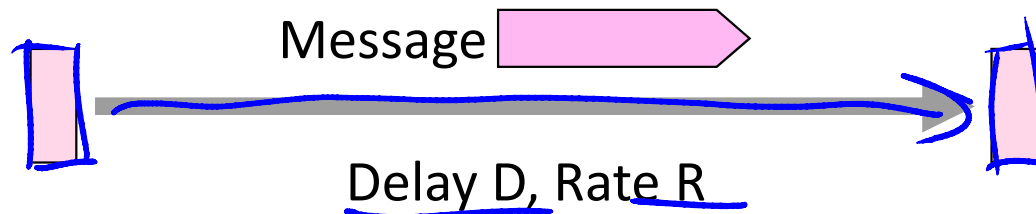


# Topics

1. Properties of media
  - Wires, fiber optics, wireless
2. Simple signal propagation
  - Bandwidth, attenuation, noise
3. Modulation schemes
  - Representing bits, noise
4. Fundamental limits
  - Nyquist, Shannon

# Simple Link Model

- We'll end with an abstraction of a physical channel
  - ➔ Rate (or bandwidth, capacity, speed) in bits/second
  - ➔ Delay in seconds, related to length



- Other important properties:
  - Whether the channel is broadcast, and its error rate

# Message Latency

- Latency is the delay to send a message over a link
  - Transmission delay: time to put M-bit message “on the wire”

$$M/R$$

- Propagation delay: time for bits to propagate across the wire

$$\text{Length} / \frac{2}{3}c = D$$


- Combining the two terms we have:  $L = M/R + D$

# Message Latency (2)




- Latency is the delay to send a message over a link
  - Transmission delay: time to put M-bit message “on the wire”  
$$T\text{-delay} = M \text{ (bits)} / \text{Rate (bits/sec)} = M/R \text{ seconds}$$
  - Propagation delay: time for bits to propagate across the wire  
$$P\text{-delay} = \text{Length} / \text{speed of signals} = \text{Length} / \frac{2}{3}c = D \text{ seconds}$$
  - Combining the two terms we have:  $L = M/R + D$

# Metric Units

- The main prefixes we use:



Prefix	Exp.	prefix	exp.
K(ilo)	$10^3$	m(illi)	$10^{-3}$
M(ega)	$10^6$	$\mu$ (micro)	$10^{-6}$
G(iga)	$10^9$	n(ano)	$10^{-9}$

- 
- Use powers of 10 for rates, 2 for storage
    - 1 Mbps = 1,000,000 bps, 1 KB =  $2^{10}$  bytes
  -  “B” is for bytes, “b” is for bits 



# Latency Examples

- “Dialup” with a telephone modem:

- $D = 5 \text{ ms}$ ,  $R = 56 \text{ kbps}$ ,  $M = 1250 \text{ bytes}$

$$L = 5 \text{ ms} + \frac{1250.8}{56 \cdot 10^3}$$
$$= 184 \text{ ms}$$

- Broadband cross-country link:

- $D = 50 \text{ ms}$ ,  $R = 10 \text{ Mbps}$ ,  $M = 1250 \text{ bytes}$

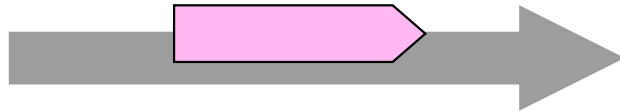
$$L = 50 \text{ ms} + \frac{1250.8}{10 \cdot 10^6}$$
$$= 50 + \frac{10^4}{10^7}$$
$$= 51 \text{ ms}$$

# Latency Examples (2)

- “Dialup” with a telephone modem:  
D = 5 ms, R = 56 kbps, M = 1250 bytes  
 $L = 5 \text{ ms} + (1250 \times 8) / (56 \times 10^3) \text{ sec} = 184 \text{ ms!}$
- Broadband cross-country link:  
D = 50 ms, R = 10 Mbps, M = 1250 bytes  
 $L = 50 \text{ ms} + (1250 \times 8) / (10 \times 10^6) \text{ sec} = 51 \text{ ms}$
- A long link or a slow rate means high latency
  - Often, one delay component dominates

# Bandwidth-Delay Product

- Messages take space on the wire!



- The amount of data in flight is the bandwidth-delay (BD) product

$$BD = R \times D$$

— Measure in bits, or in messages

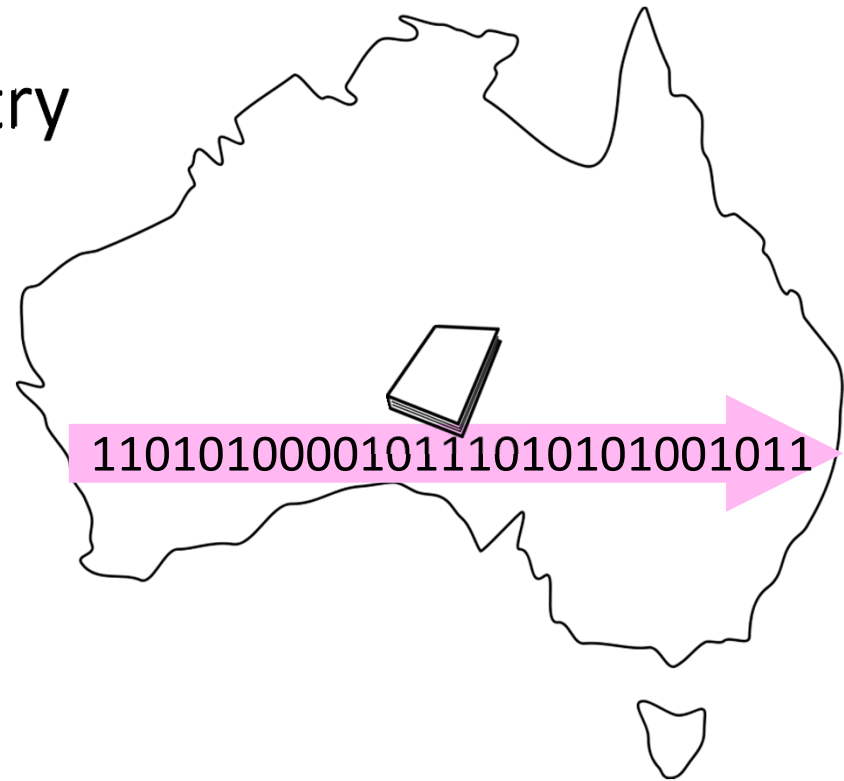
Small for LANs, big for “long fat” pipes

# Bandwidth-Delay Example

- Fiber at home, cross-country

R=40 Mbps, D=50 ms

$$\begin{aligned} BD &= 40 \cdot 10^6 \cdot 50 \cdot 10^{-3} \\ &= 2000 \times 10^3 \\ &= 250 \text{ KB} \end{aligned}$$



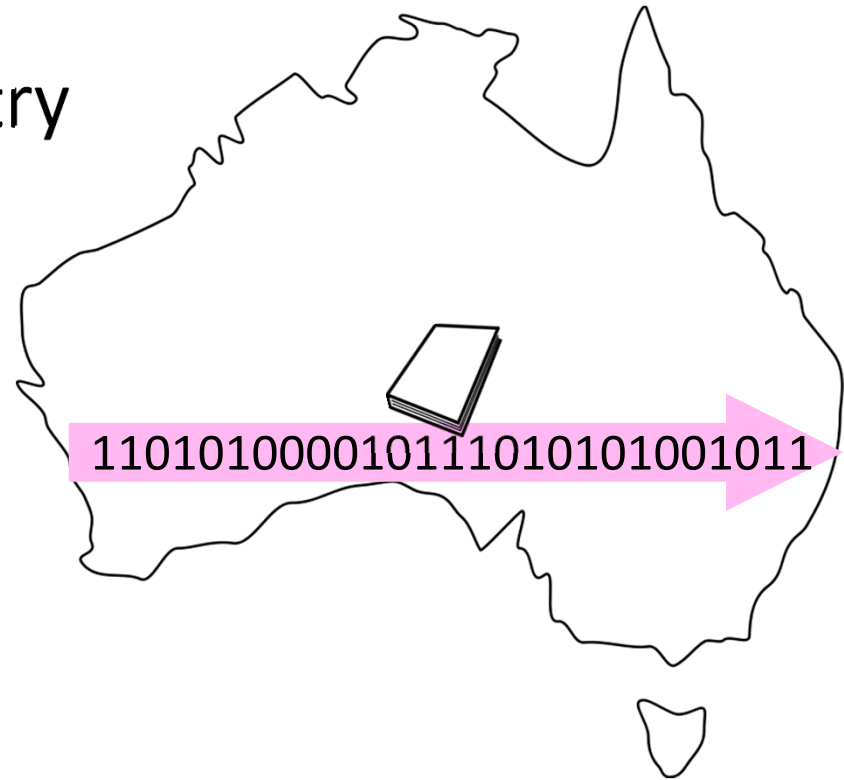
# Bandwidth-Delay Example (2)

- Fiber at home, cross-country

$R=40$  Mbps,  $D=50$  ms

$$\begin{aligned} BD &= 40 \times 10^6 \times 50 \times 10^{-3} \text{ bits} \\ &= 2000 \text{ Kbit} \\ &= 250 \text{ KB} \end{aligned}$$

- That's quite a lot of data  
“in the network”!



# END

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