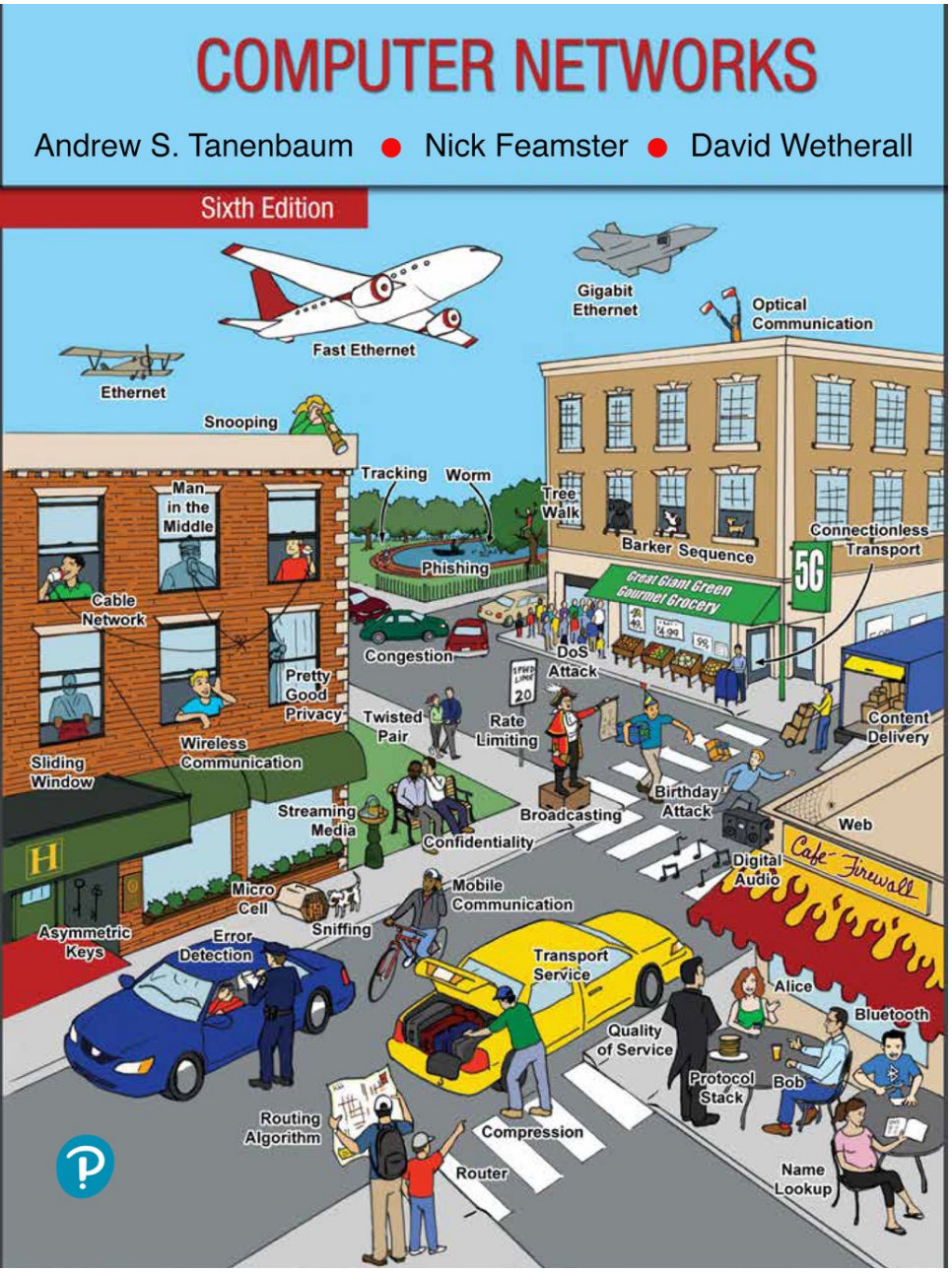


Chapter 2

The Physical Layer

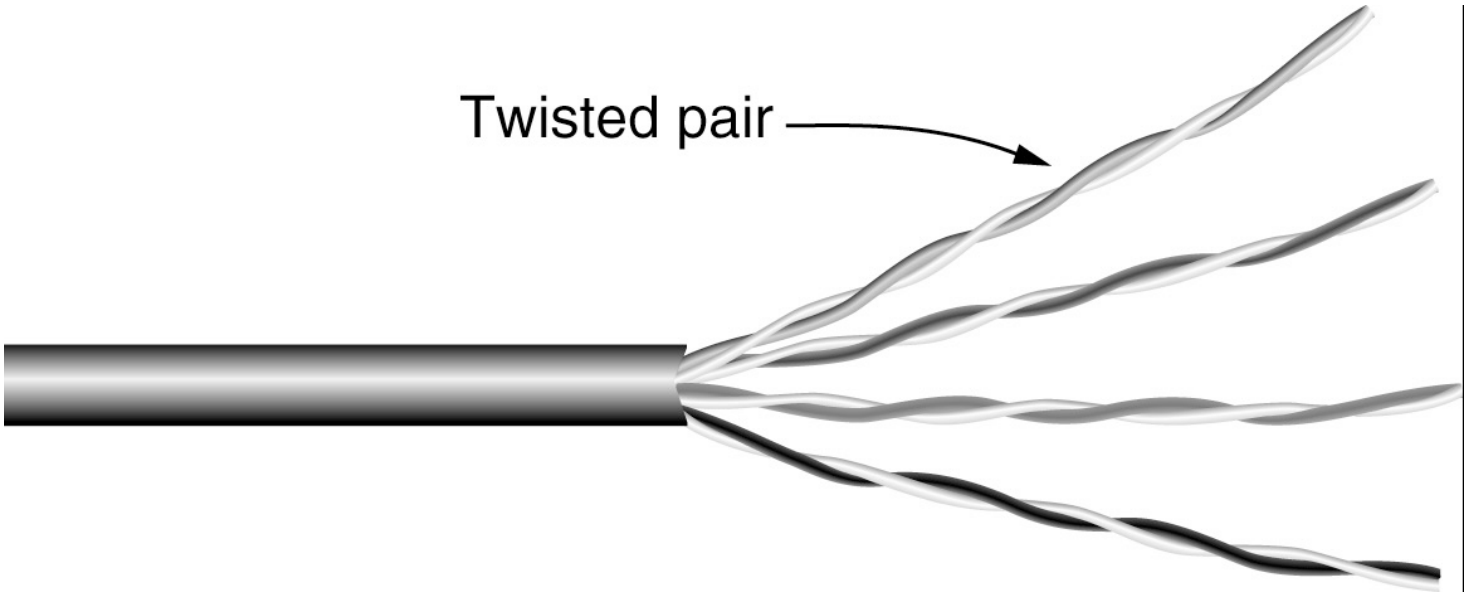
Guided Transmission Media

- Guided transmission media
  - Persistent storage
  - Twisted pairs
  - Coaxial cable
  - Power lines
  - Fiber optics

Persistent Storage

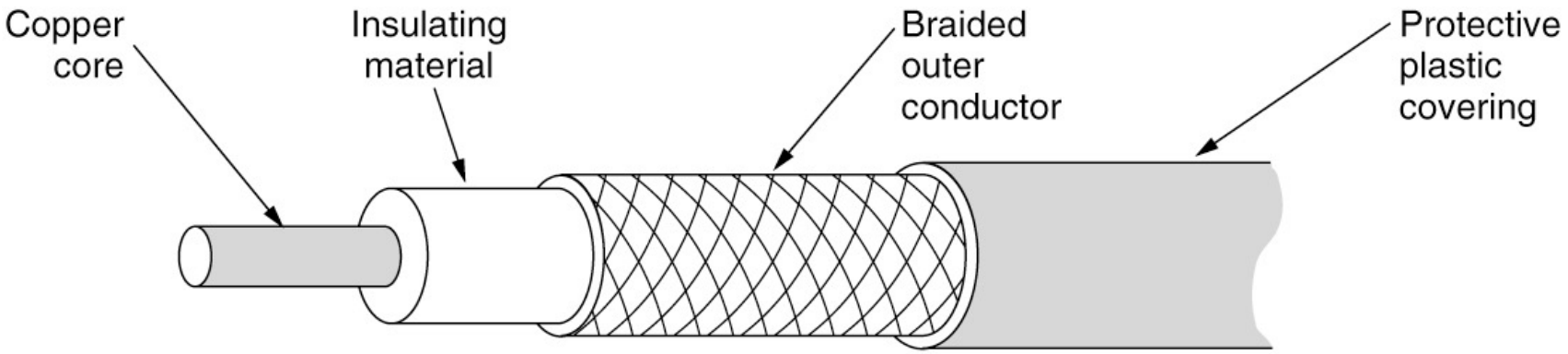
- Consists of magnetic or solid-state storage
- Common way to transport data
  - Write to persistent storage
  - Physically transport the tape or disks to the destination machine
  - Read data back again
- Cost effective for applications where a high data rate or cost per bit transported is the key factor
- Never underestimate the bandwidth of a station wagon full of tapes hurtling down the highway

Twisted Pairs



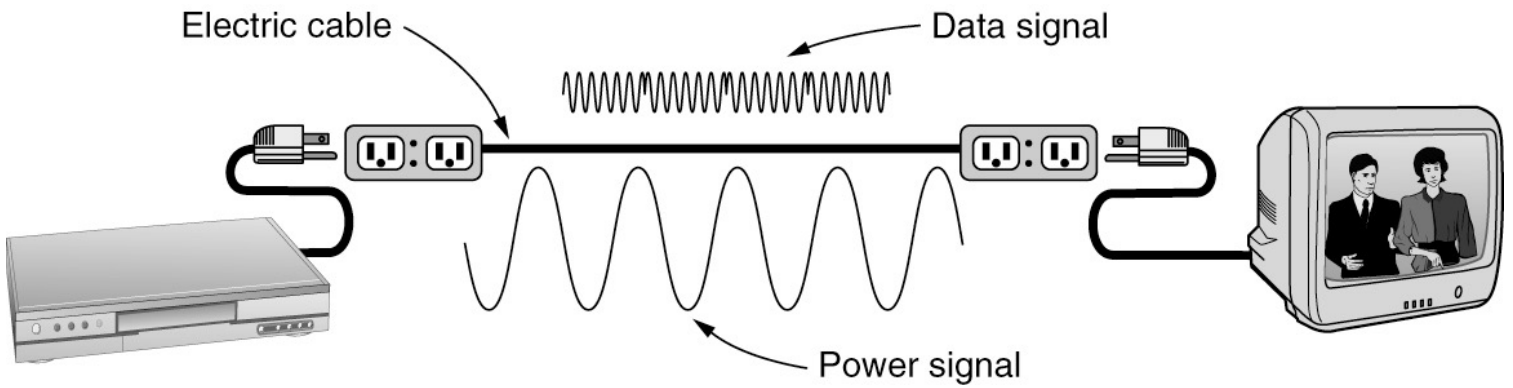
A category 5e twisted pair consists of two insulated wires gently twisted together. Four such pairs are typically grouped in a plastic sheath to protect the wires and keep them together.

Coaxial Cable



A coaxial cable consists of a stiff copper wire as the core, surrounded by an insulating material. The insulator is encased by a cylindrical conductor, often as a closely woven braided mesh. The outer conductor is covered in a protective plastic sheath.

Power Lines



Using power lines for networking is simple. In this case, a TV and a receiver are plugged into the wall, which must be done anyway because they need power. Then they can send and receive movies over the electrical wiring.

Fiber Optics (1 of 7)

- Allows essentially infinite bandwidth
- Must consider costs
  - For installation over the last mile and to move bits
- Uses
  - Long-haul transmission in network backbones
  - High-speed LANs
  - High-speed Internet access
- Key components
  - Light source, transmission medium, and detector
- Transmission system uses physics

Fiber Optics (2 of 7)

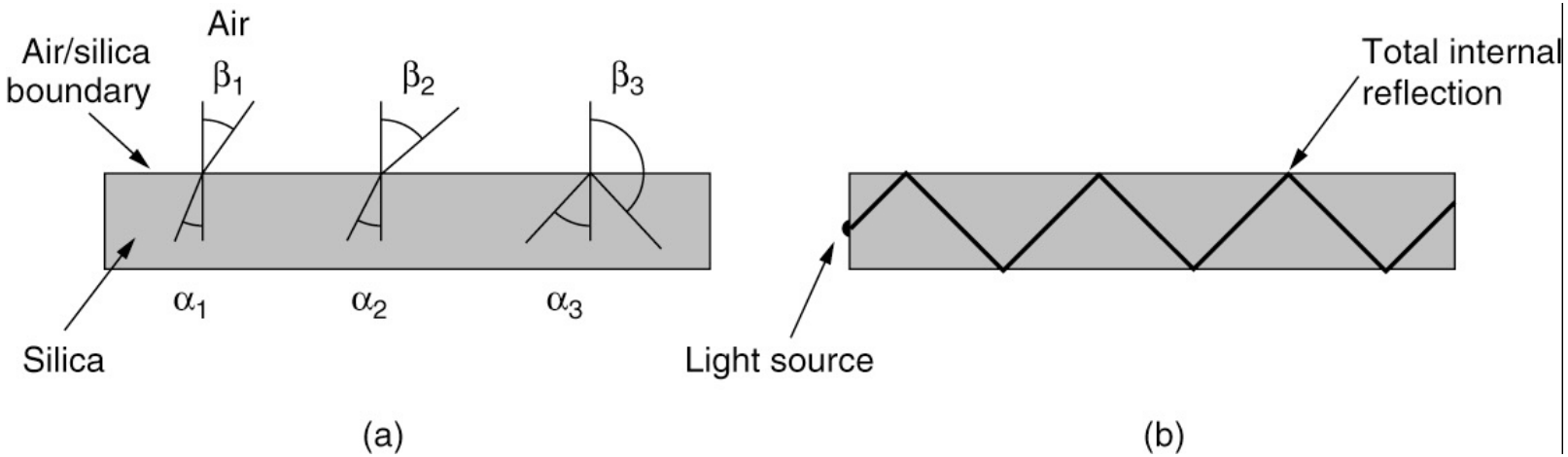
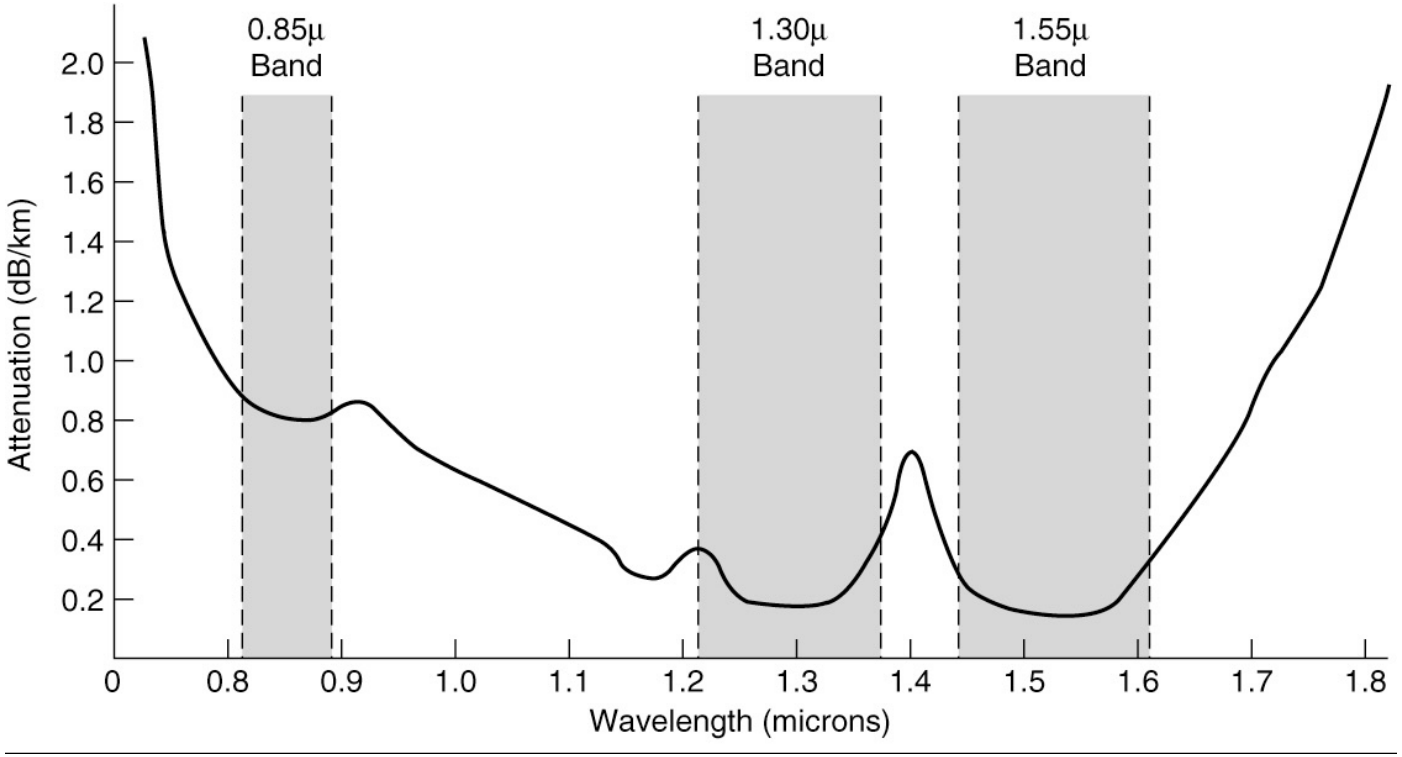


Figure (a) illustrates a light ray inside a silica fiber impinging on the air/silica boundary at different angles. Figure (b) illustrates light trapped by total internal reflection.

Fiber Optics (3 of 7)

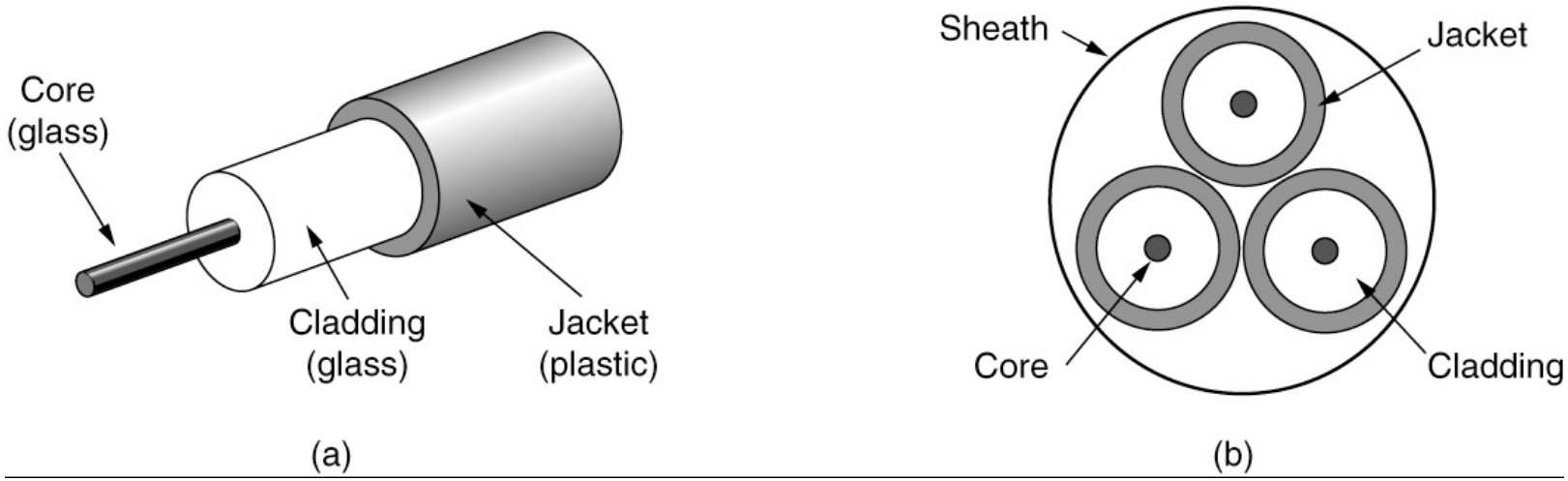
- Transmission of light through fiber
  - Attenuation of light through glass
    - Dependent on the wavelength of the light
    - Defined as the ratio of input to output signal power
- Fiber cables
  - Similar to coax, except without the braid
- Two kinds of signaling light sources
  - LEDs (Light Emitting Diodes)
  - Semiconductor lasers

Fiber Optics (4 of 7)



Attenuation of light through fiber in the infrared region is measured in units of decibels (dB) per linear kilometer of fiber.

Fiber Optics (5 of 7)



Views of a fiber cable

Fiber Optics (6 of 7)

Item	LED	Semiconductor laser
Data rate	Low	High
Fiber type	Multi-mode	Multi-mode or single-mode
Distance	Short	Long
Lifetime	Long life	Short life
Temperature sensitivity	Minor	Substantial
Cost	Low cost	Expensive

A comparison of semiconductor diodes and LEDs as light sources.

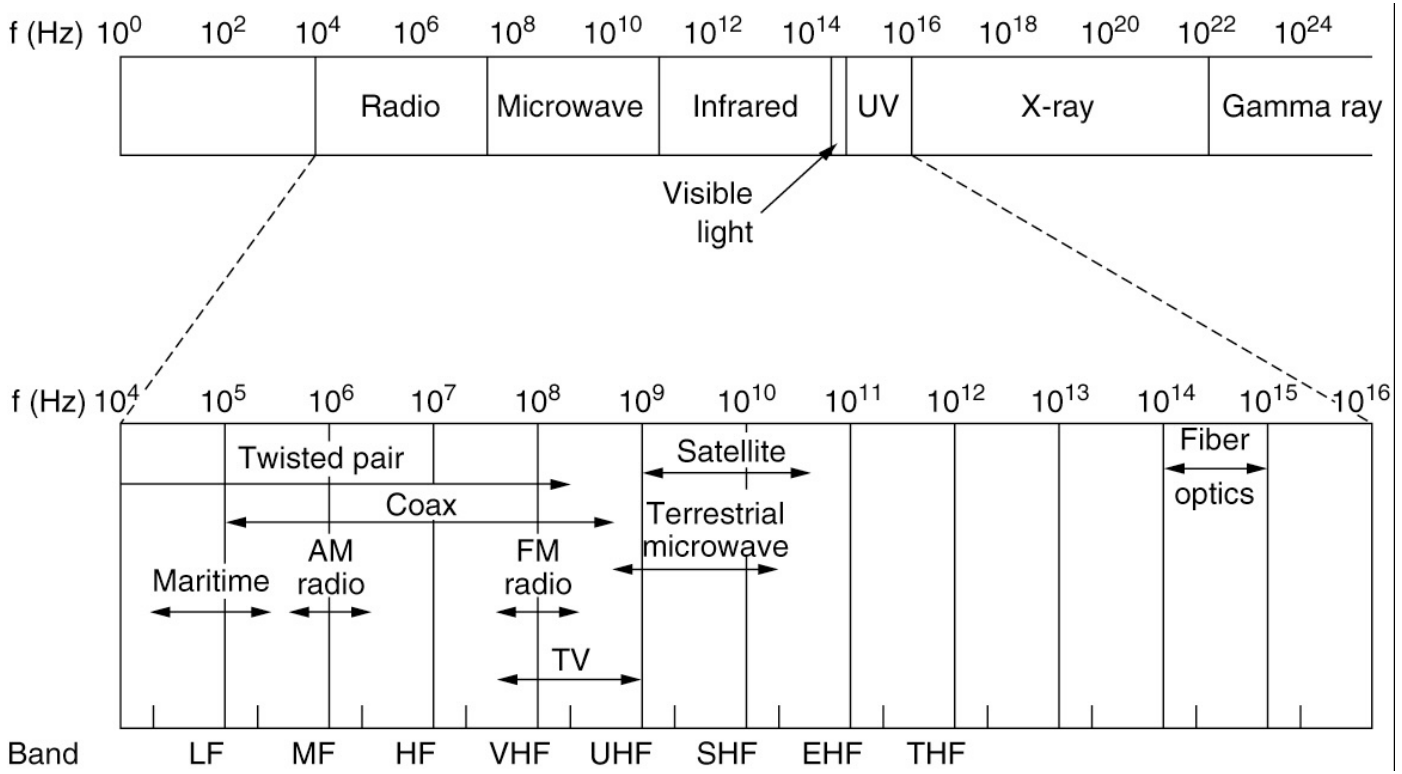
Fiber Optics (7 of 7)

- Fiber advantages over copper
  - Handles higher bandwidth
  - Not affected by power surges, electromagnetic interference, power failures, corrosive chemicals
  - Thin and lightweight
  - Do not leak light
  - Difficult to tap
- Fiber disadvantage
  - Less familiar technology that requires specific engineering skills
  - Fibers damaged easily by being bent too much

Wireless Transmission

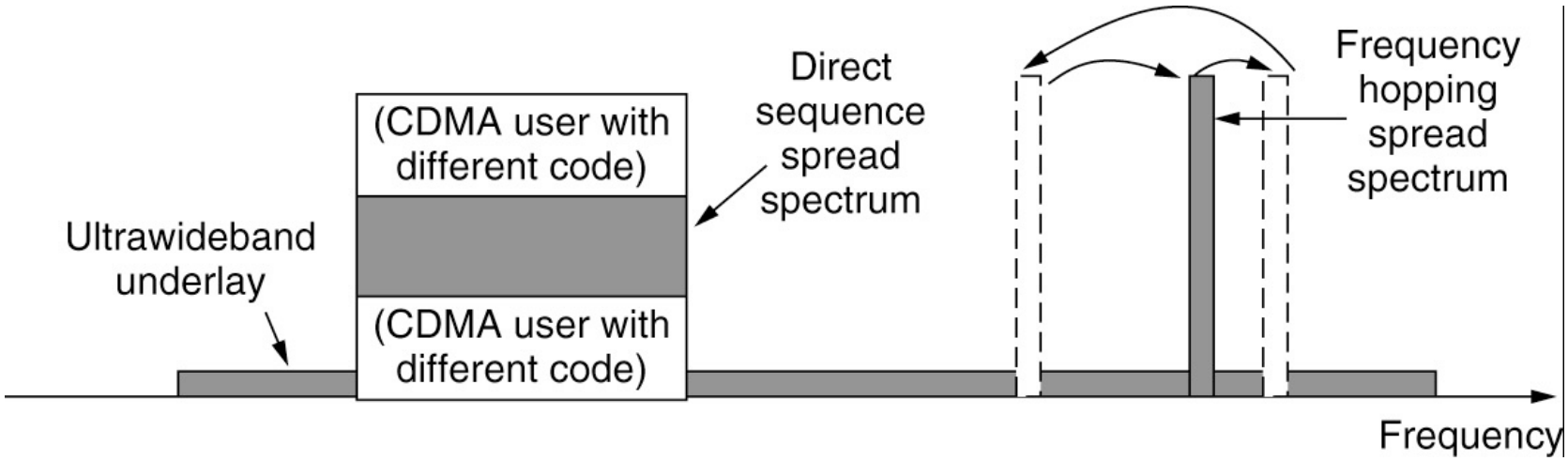
- The electromagnetic spectrum
  - Modulate wave amplitude, frequency, or phase
- Frequency hopping spread spectrum
  - Transmitter hops from frequency to frequency hundreds of times per second
- Direct sequence spread spectrum
  - Code sequence spreads data signal over wider frequency band
- Ultra-wideband communication
  - Communication sends a series of low-energy rapid pulses, varying their carrier frequencies to communicate information

The Electromagnetic Spectrum



The electromagnetic spectrum and its uses for communication.

Direct Sequence Spread Spectrum

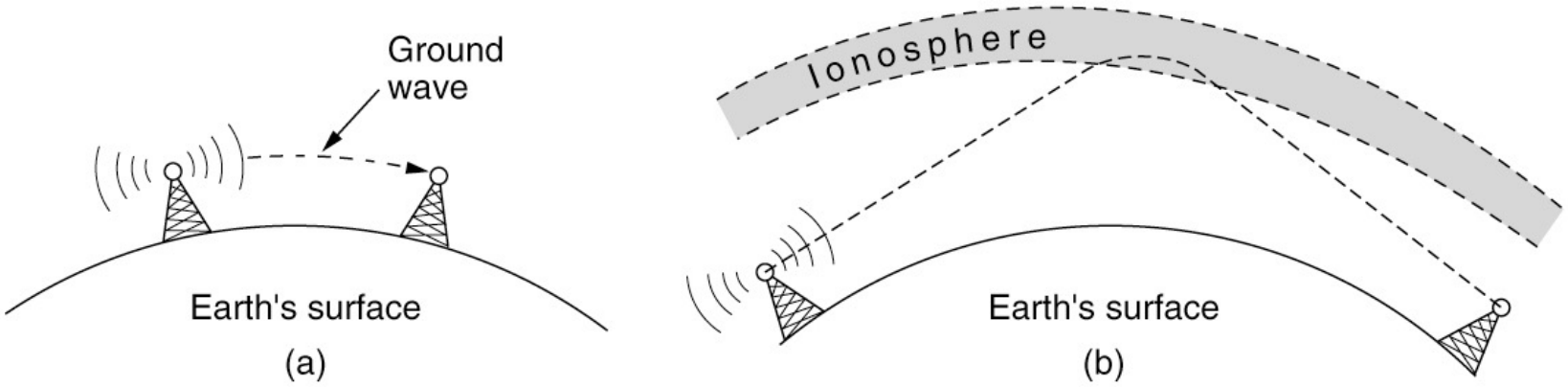


Direct sequence spread spectrum uses a code sequence to spread the data signal over a wider frequency band.

Using the Spectrum for Transmission

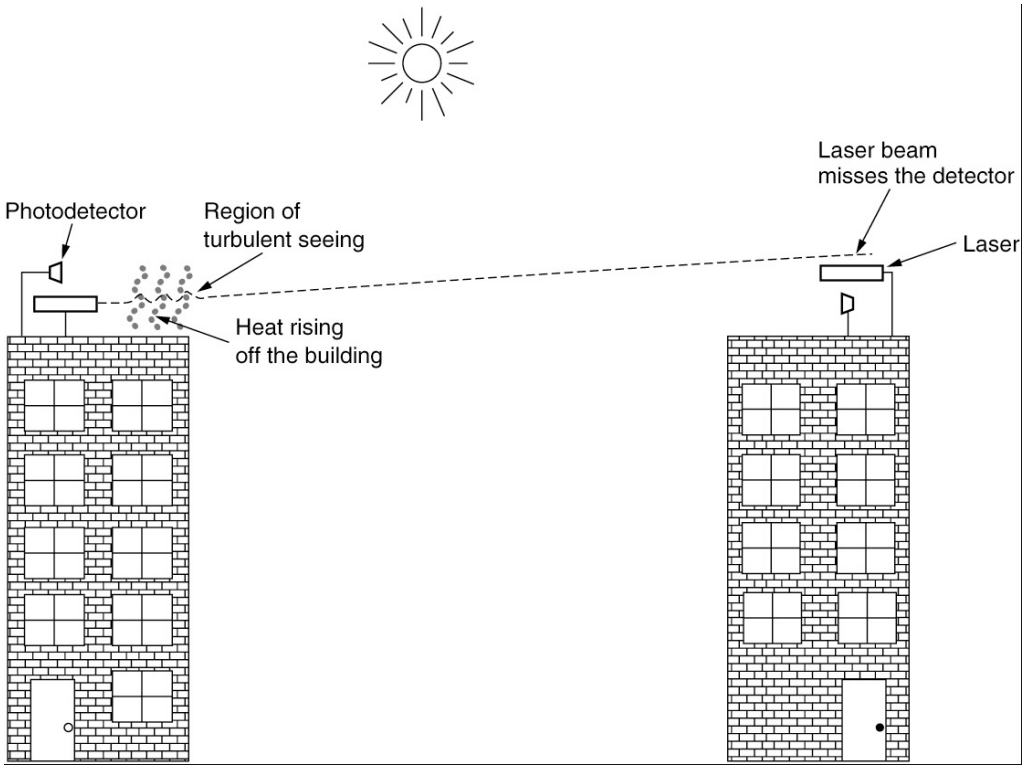
- Radio transmission
  - Omnidirectional waves, easy to generate, travel long distances, penetrate buildings
- Microwave transmission
  - Directional waves requiring repeaters, do not penetrate buildings
- Infrared transmission
  - Unguided waves used for short-range communication, relatively directional, cheap, easy to build, do not penetrate solid walls
- Light transmission
  - Unguided optical communication

Radio Transmission



In the VLF, LF, and MF bands, radio waves follow the curvature of the earth. In the HF band, they bounce off the ionosphere.

Light Transmission



Convection currents can interfere with laser communication systems. A bidirectional system with two lasers is pictured here.

From Waveforms to Bits

- The theoretical basis for data communication
  - Fourier analysis
  - Bandwidth-limited signals
- Digital modulation
- Multiplexing

Fourier Analysis

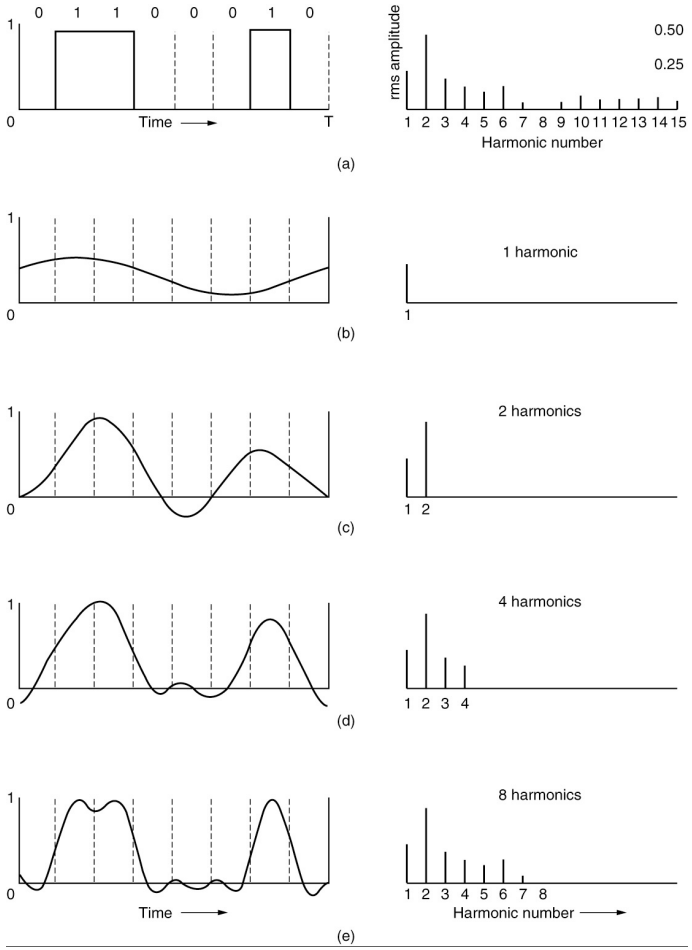
- We model the behavior of variation of voltage or current with mathematical functions
- Fourier series is used

$$g(t) = \frac{1}{2}c + \sum_{n=1}^{\infty} a_n \sin(2\pi nft) + \sum_{n=1}^{\infty} b_n \cos(2\pi nft)$$

- Function reconstructed with

$$a_n = \frac{2}{T}\int_0^T g(t)\sin(2\pi nft)\,dt \qquad b_n = \frac{2}{T}\int_0^T g(t)\cos(2\pi nft)\,dt \qquad c = \frac{2}{T}\int_0^T g(t)\,dt$$

Bandwidth-Limited Signals (1 of 2)

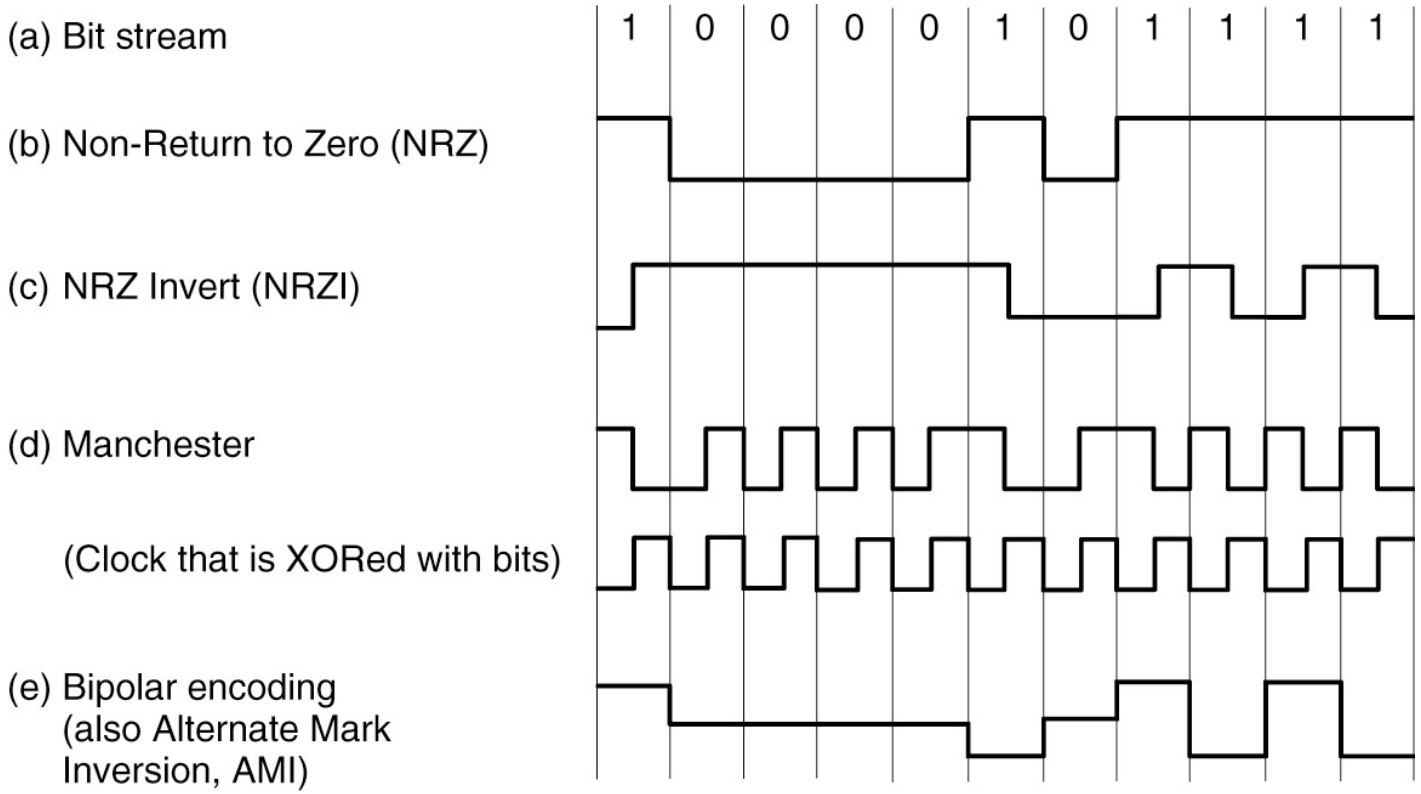


A binary signal and its root-mean-square Fourier amplitudes. This is followed by successive approximations to the original signal.

Digital Modulation

- Baseband transmission
- Bandwidth efficiency
- Balanced signals
- Passband transmission

Baseband Transmission



Line codes: (a) Bits, (b) NRZ, (c) NRZI, (d) Manchester, (e) Bipolar or AMI.

Bandwidth

- Bandwidth means different things to electrical engineers and to computer scientists.
- To electrical engineers, (analog) bandwidth is a quantity measured in Hz. The hertz is equivalent to one cycle per second.
- To computer scientists, (digital) bandwidth is the maximum data rate of a channel, a quantity measured in bits/sec.
- That data rate is the end result of using the analog bandwidth of a physical channel for digital transmission, and the two are related.

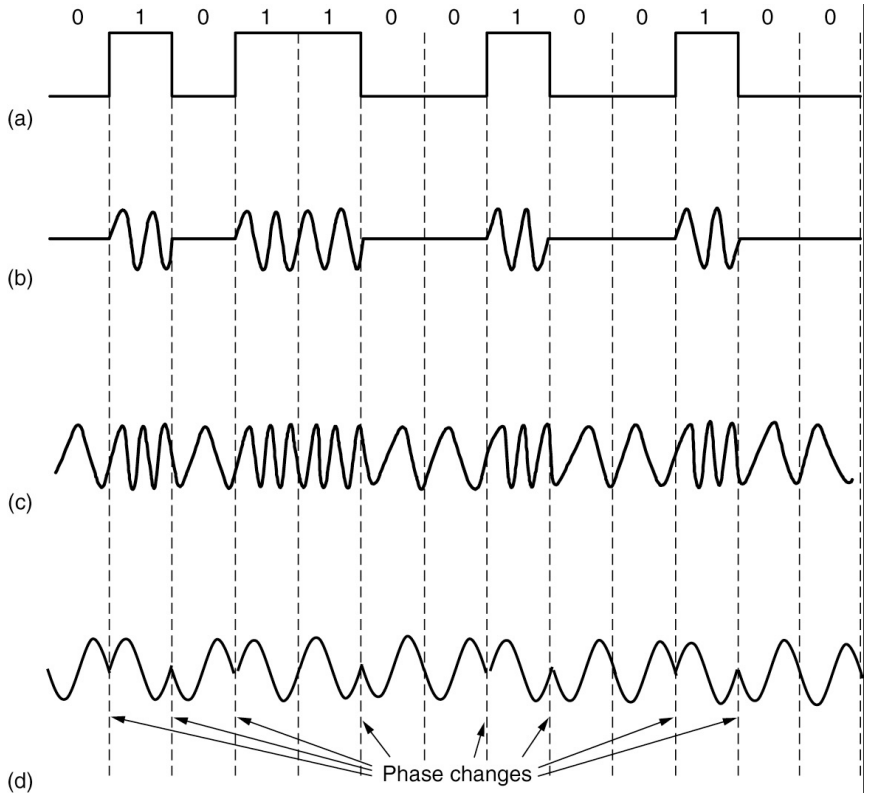
Bandwidth Efficiency

- Bandwidth is often a limited resource
- Solution
  - Use more than two signaling levels
  - By using four voltages we can send 2 bits at once as a single symbol
  - Design works as long as the signal at the receiver is sufficiently strong to distinguish the four levels
  - Signal rate change is half the bit rate, so the needed bandwidth has been reduced

Balanced Signals

- Balanced signals
  - Signals having as much positive voltage as negative voltage even over short periods of time
  - They average to zero (they have no DC electrical component)
- Balancing helps to provide transitions for clock recovery
- Provides a simple way to calibrate receivers
- Straightforward way to construct a balanced code
  - Use two voltage levels to represent a logical 1 and a logical zero

Passband Transmission (1 of 3)

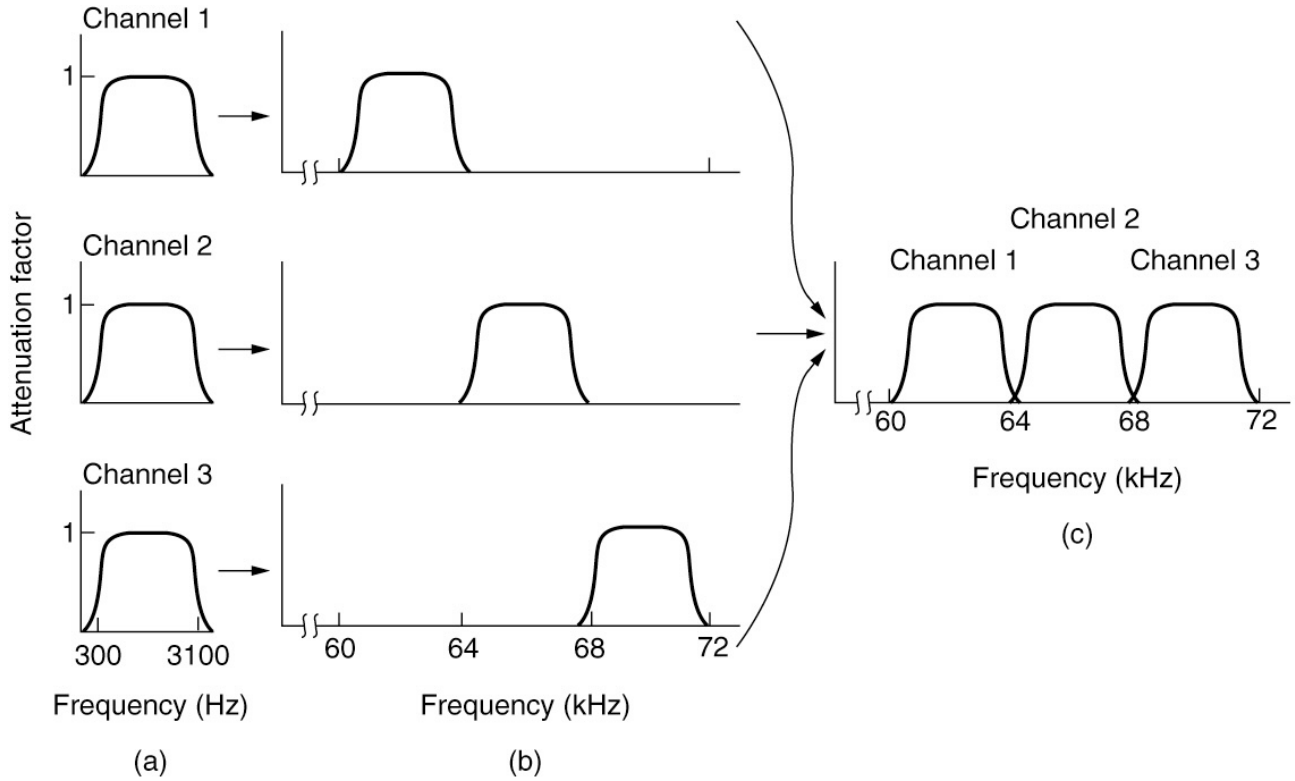


(a) A binary signal. (b) Amplitude shift keying. (c) Frequency shift keying. (d) Phase shift keying.

Multiplexing

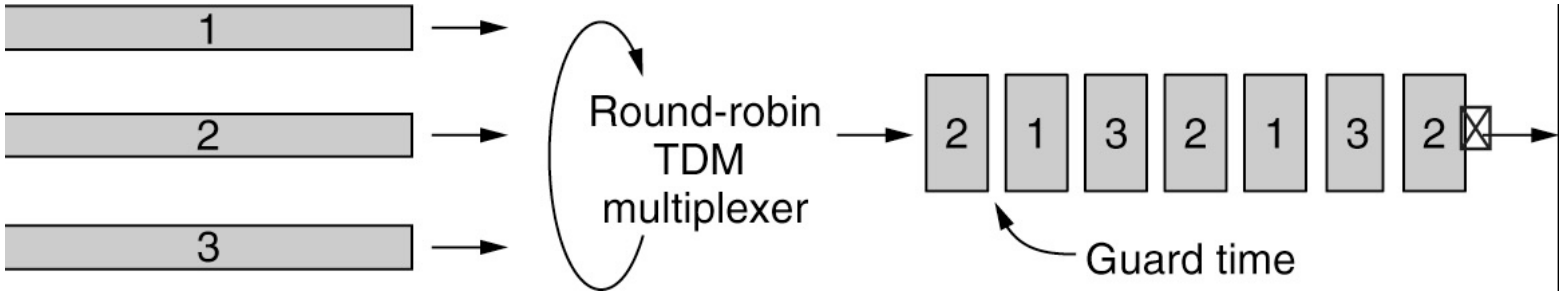
- Frequency Division Multiplexing
- Time Division Multiplexing
- Code Division Multiplexing
- Wavelength Division Multiplexing

Frequency Division Multiplexing (1 of 2)



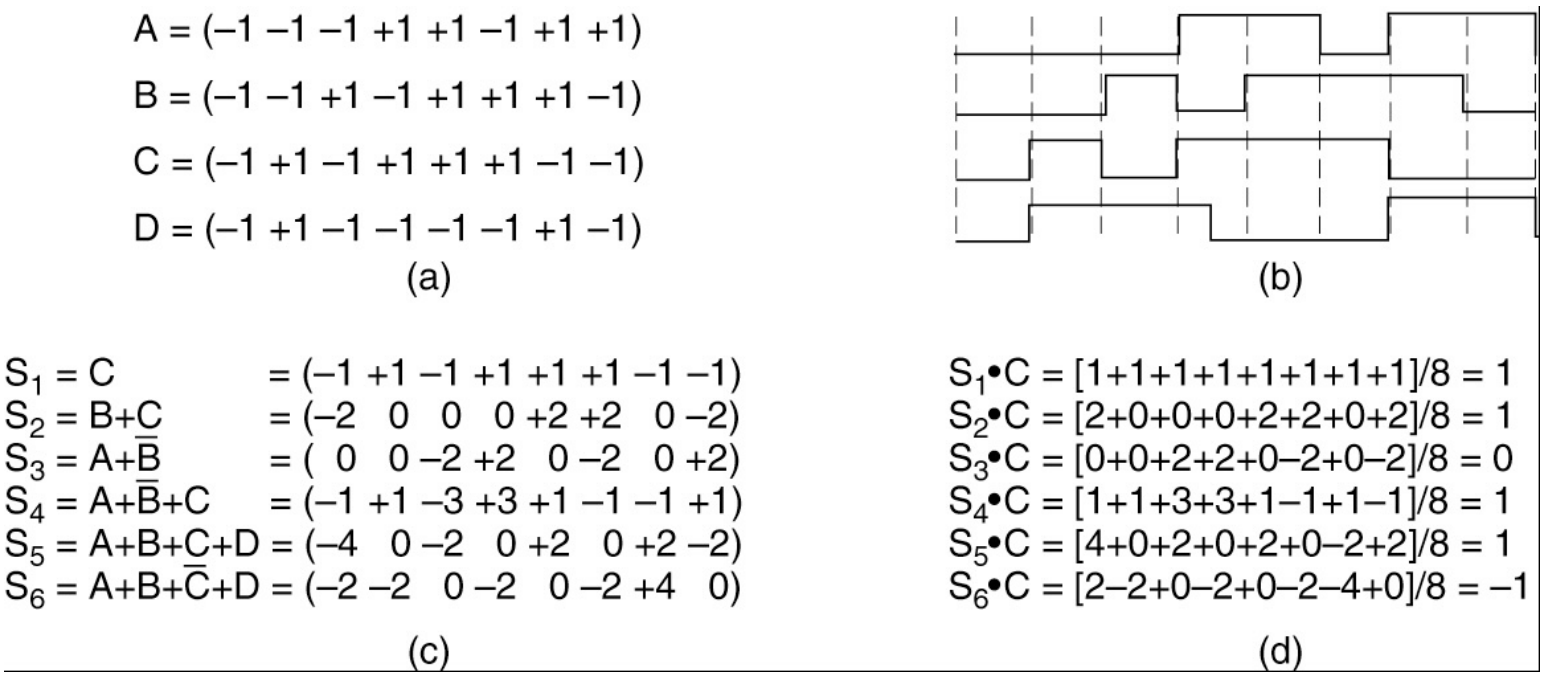
(a) The original bandwidths. (b) The bandwidths raised in frequency. (c) The multiplexed channel.

Time Division Multiplexing



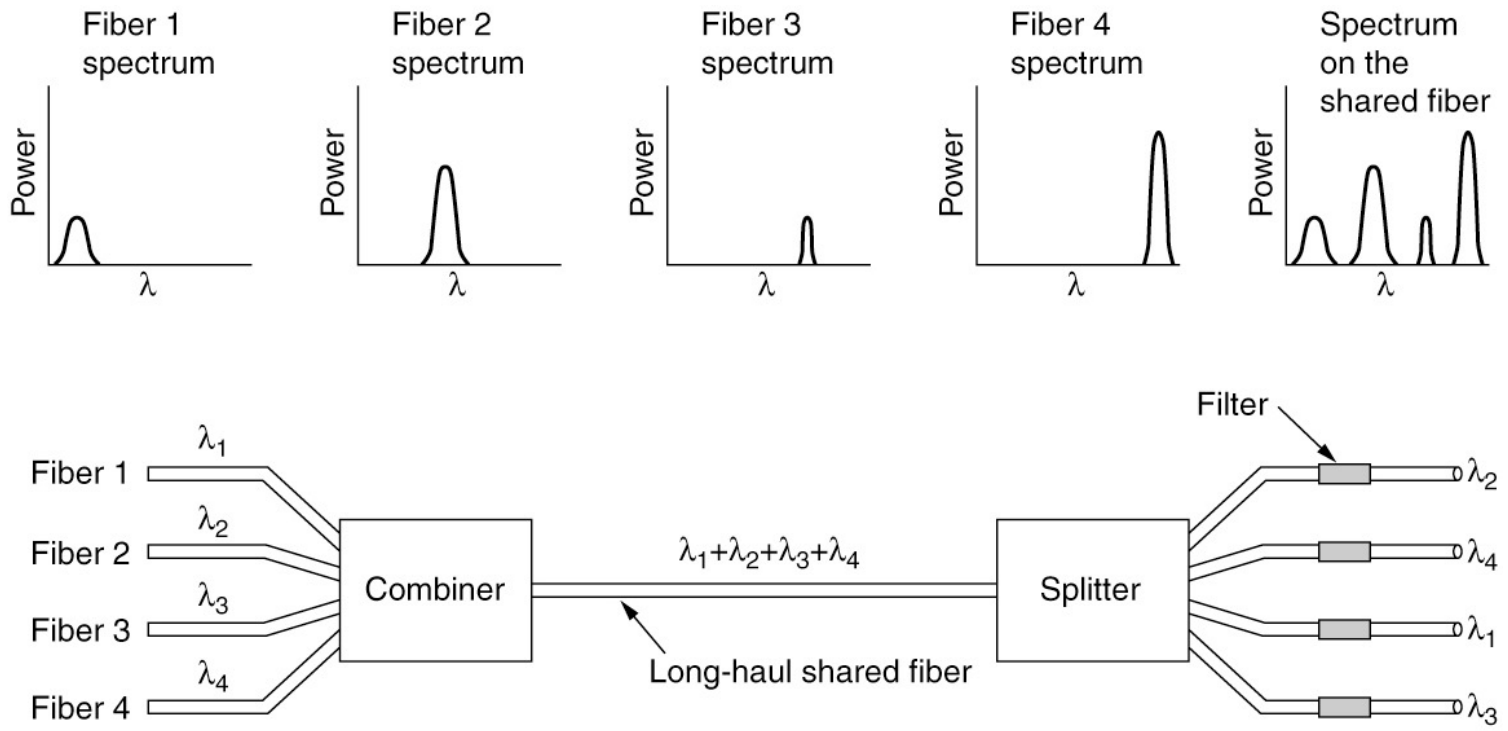
Time Division Multiplexing (TDM)

Code Division Multiplexing



(a) Chip sequences for four stations. (b) Signals the sequences represent. (c) Six examples of transmissions. (d) Recovery of station C's signal.

Wavelength Division Multiplexing

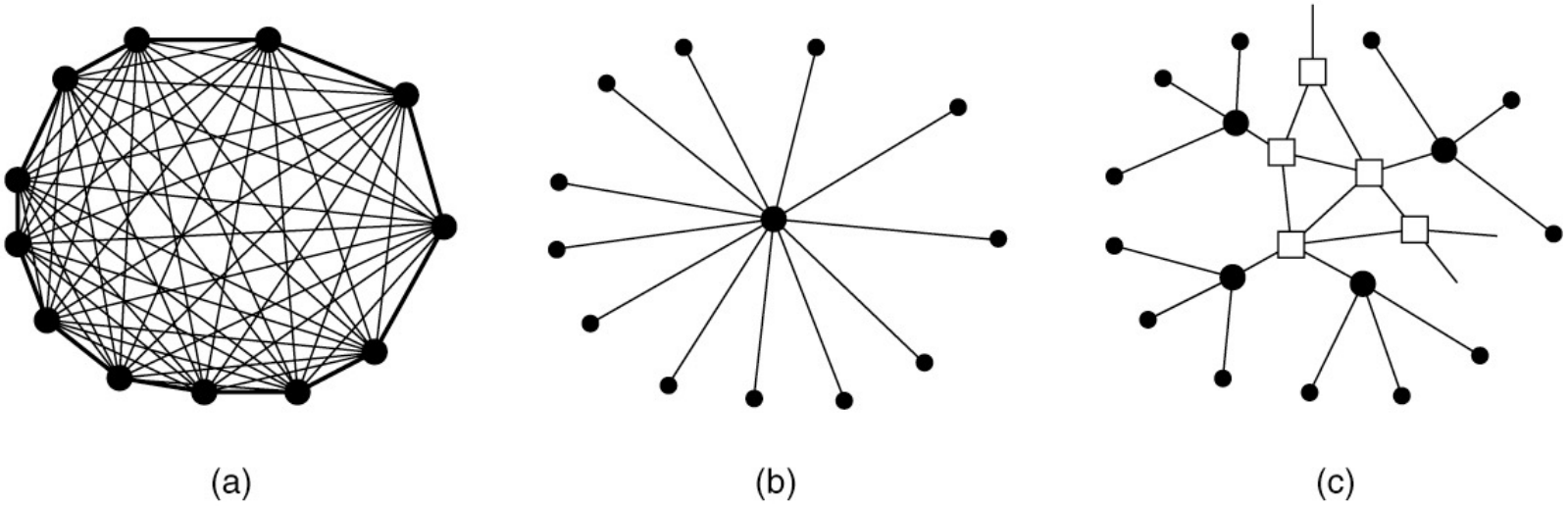


Wavelength division multiplexing

The Public Switched Telephone Network

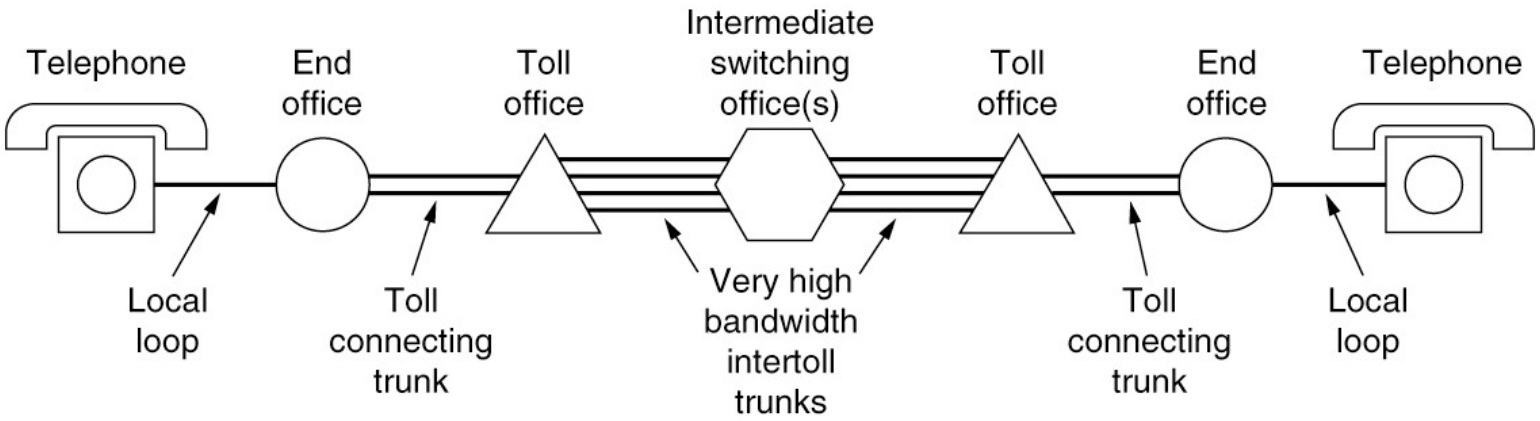
- Structure of the Telephone System
- The Local Loop: Telephone Modems, ADSL, and Fiber
  - Telephone modems

Structure of the Telephone System (1 of 2)



(a) Fully interconnected network. (b) Centralized switch. (c) Two-level hierarchy.

Structure of the Telephone System (2 of 2)



A typical circuit route for a long-distance call.

Telephone System Components

1. Local loops (analog twisted pairs between end offices and local houses and businesses).

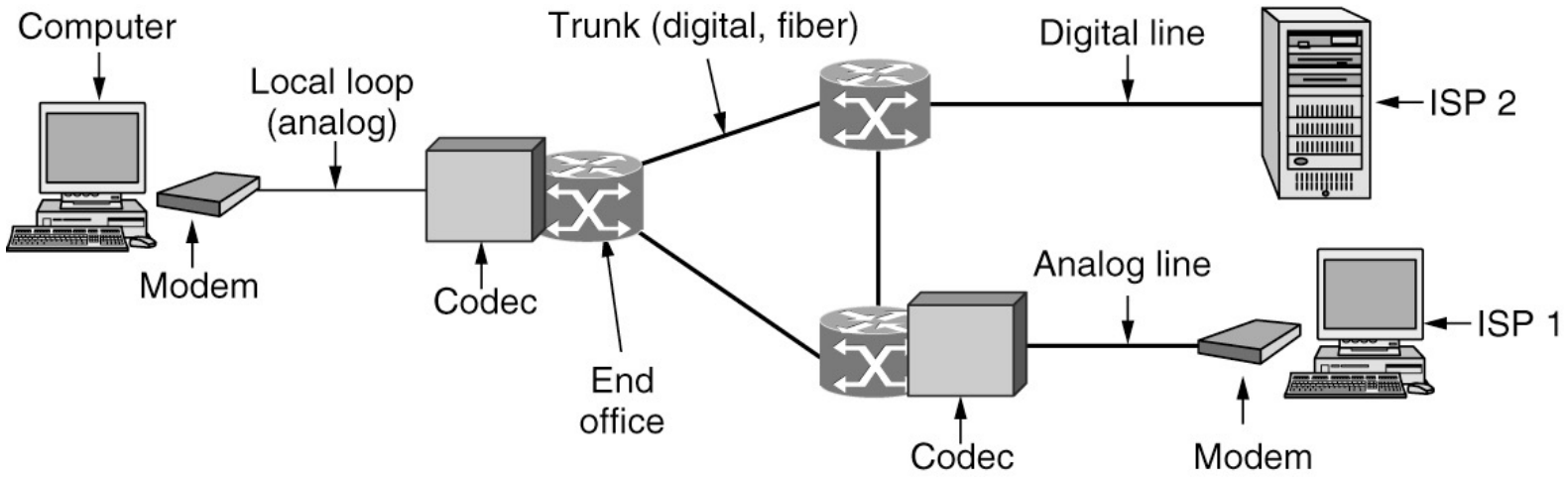
2. Trunks (very high-bandwidth digital fiber-optic links connecting the switching offices).

3. Switching offices (where calls are moved from one trunk to another either electrically or optically).

The Local Loop: Telephone Modems, ADSL, and Fiber

- Telephone Modems
- Digital Subscriber Lines (DSL)
- Fiber To The X (FTTX)

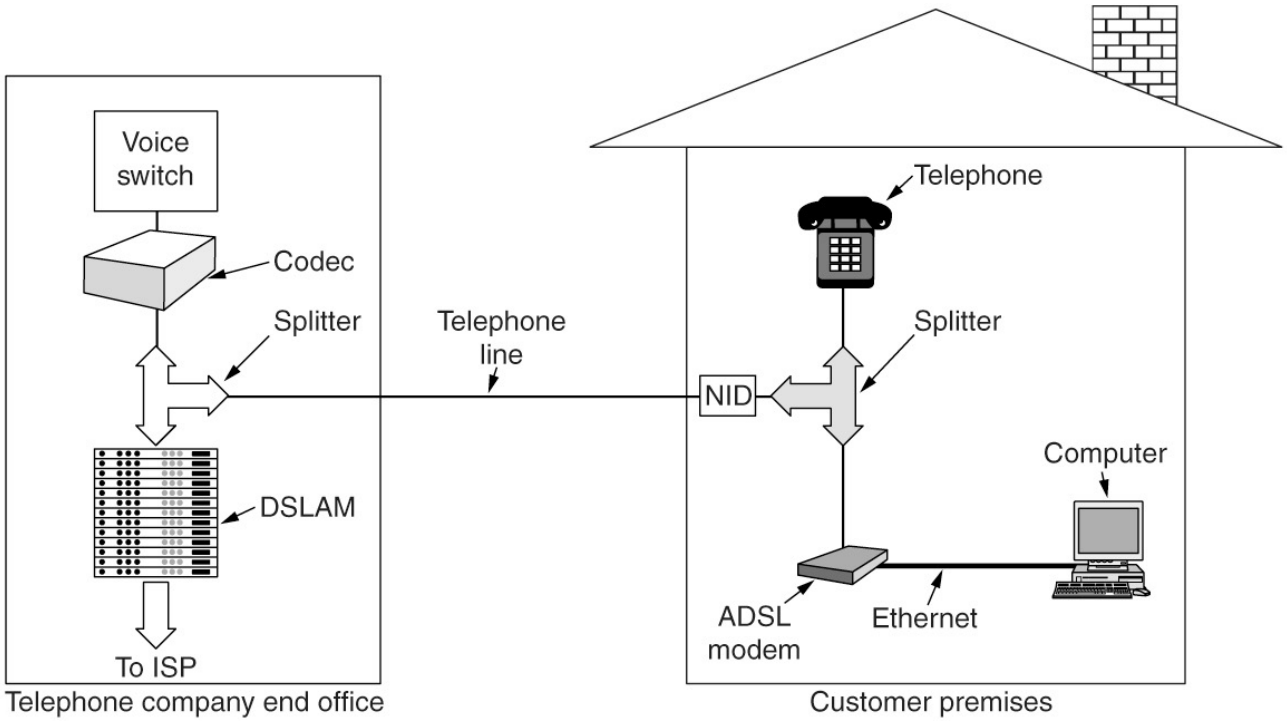
Telephone Modems (1 of 2)



A device that converts between a stream of digital bits and an analog signal that represents the bits is called a **modem.**

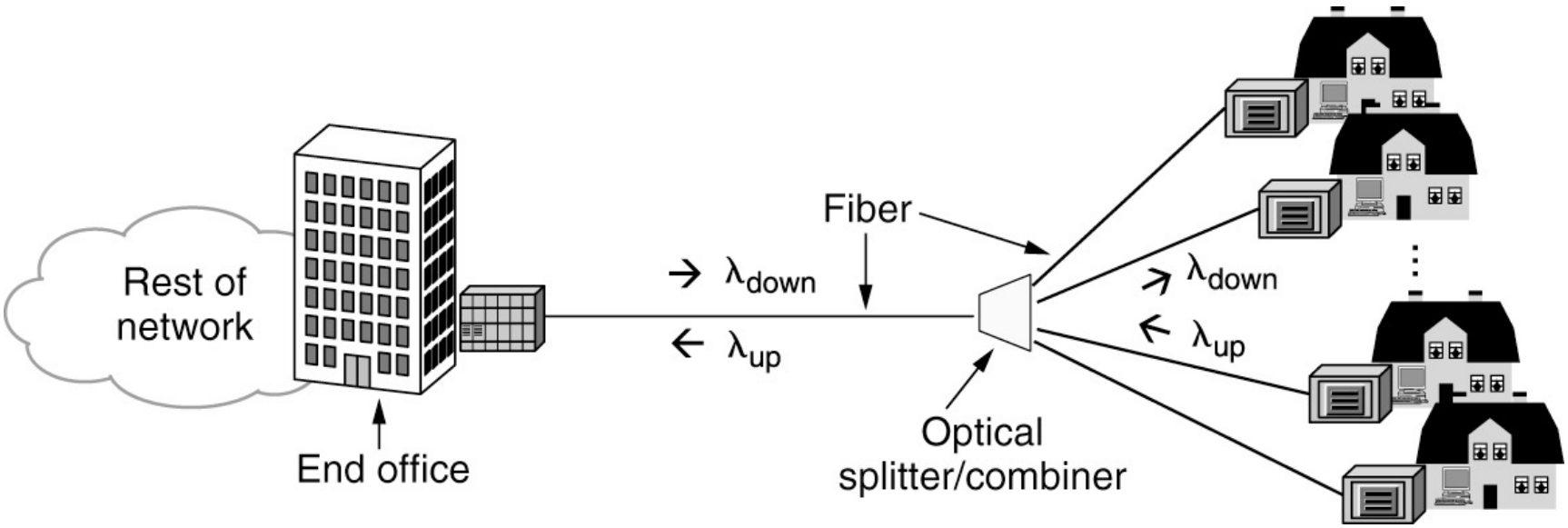
The use of both analog and digital transmission for a computer-to-computer call. Conversion is done by the modems and codecs.

Digital Subscriber Lines (DSL) (3 of 3)



A typical ADSL equipment configuration.

Fiber To The X (FTTX)

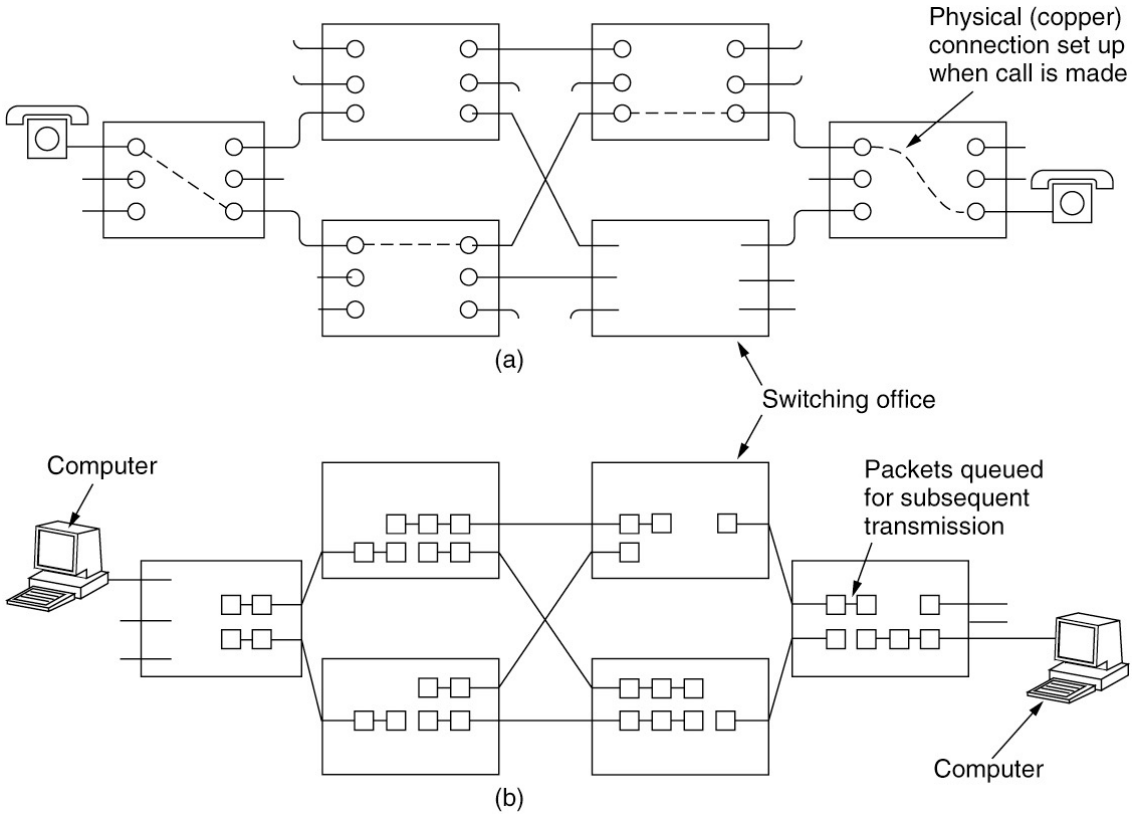


Passive optical network for Fiber To The Home.

Switching

- Phone system principal parts
  - Outside plant (outside switching offices)
  - Inside plant (inside switching offices)
- Two different switching techniques
  - Circuit switching: traditional telephone system
  - Packet switching: voice over IP technology

Circuit Switching (1 of 2)



(a) Circuit switching. (b) Packet switching.

Packet Switching

Item	Circuit switched	Packet switched
Call setup	Required	Not needed
Dedicated physical path	Yes	No
Each packet follows the same route	Yes	No
Packets arrive in order	Yes	No
Is a switch crash fatal	Yes	No
Bandwidth available	Fixed	Dynamic
Time of possible congestion	At setup time	On every packet
Potentially wasted bandwidth	Yes	No
Store-and-forward transmission	No	Yes
Charging	Per minute	Per byte

A comparison of circuit-switched and packet-switched networks.

Questions for you

Difference between Baseband and Passband Transmission?

How FDM works?

How TDM works?

How CDM works?

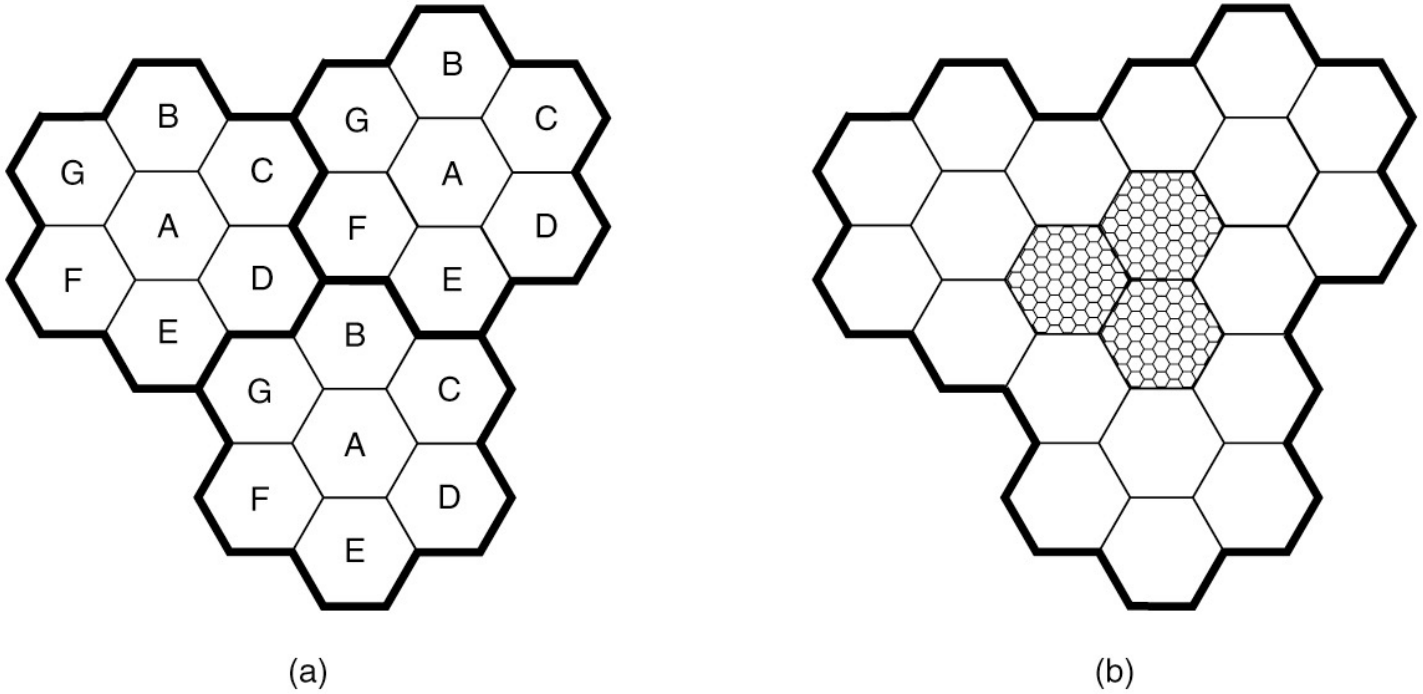
How WDM works?

Cellular Networks

- Mobile phone distinct generations
- The initial three generations: 1G, 2G, 3G
  - Provided **analog** voice, **digital** voice, and **both** digital voice and data (Internet, email, etc.) respectively
- 4G technology adds capabilities
  - Physical layer transmission techniques and IP-based femtocells
  - 4G is based on **packet switching** only (no circuit switching)
- 5G being rolled out now
  - Supports up to 20 Gbps transmissions and denser deployments
  - Focus on reducing network latency

Common Concepts: Cells

A geographic region is divided up into **cells,** allow for frequency reuse



(a) Frequencies are not reused in adjacent cells. (b) To add more users, smaller cells can be used.

Common Concepts: Cells

At the center of each cell is a base station to which all the telephones in the cell transmit.

The base station consists of a computer and transmitter/receiver connected to an antenna.

In a small system, all the base stations are connected to a single device called an **MSC** (**Mobile Switching Center**) or **MTSO** (**Mobile Telephone Switching Office**).

In a larger one, several MSCs may be needed, all of which are connected to a second-level MSC, and so on.

First-Generation (1G) Technology: Analog Voice

- 1946 push to talk systems
- 1960 IMTS (Improved Mobile Telephone System)
  - Two frequencies: one for sending, one for receiving
- 1983 AMPS (Advanced Mobile Phone System)
  - Analog mobile phone system
  - Cells are typically 10 to 20 km across
  - Used FDM to separate channels

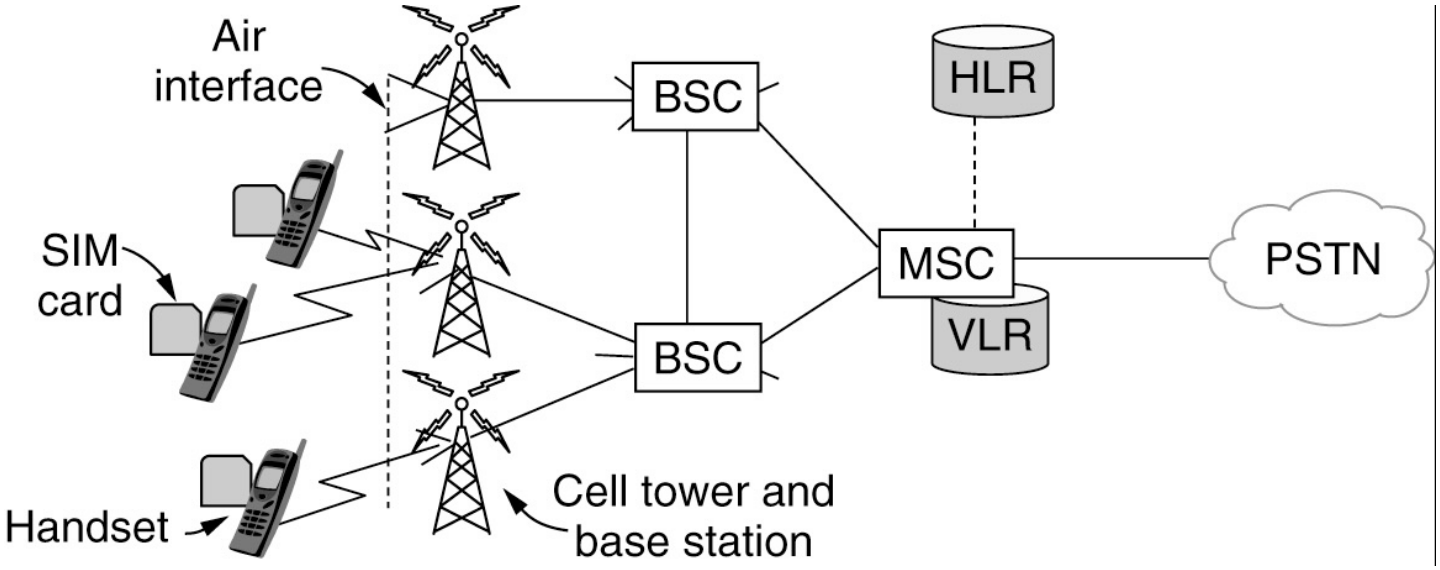
Call Management

- Outgoing calls
  - Phone switched on, number entered, CALL button hit
  - Phone transmits called number and its own identity on the access channel
  - Base informs the MSC and MSC looks for a channel for the call
- Incoming calls
  - Idle phones continuously listen to the paging channel to detect messages directed at them
  - Packet sent to base station in the current cell as a broadcast on the paging channel
  - The called phone responds on the access channel
  - Called phone switches to channel and starts ringing sound

Second-Generation (2G) Technology: Digital Voice

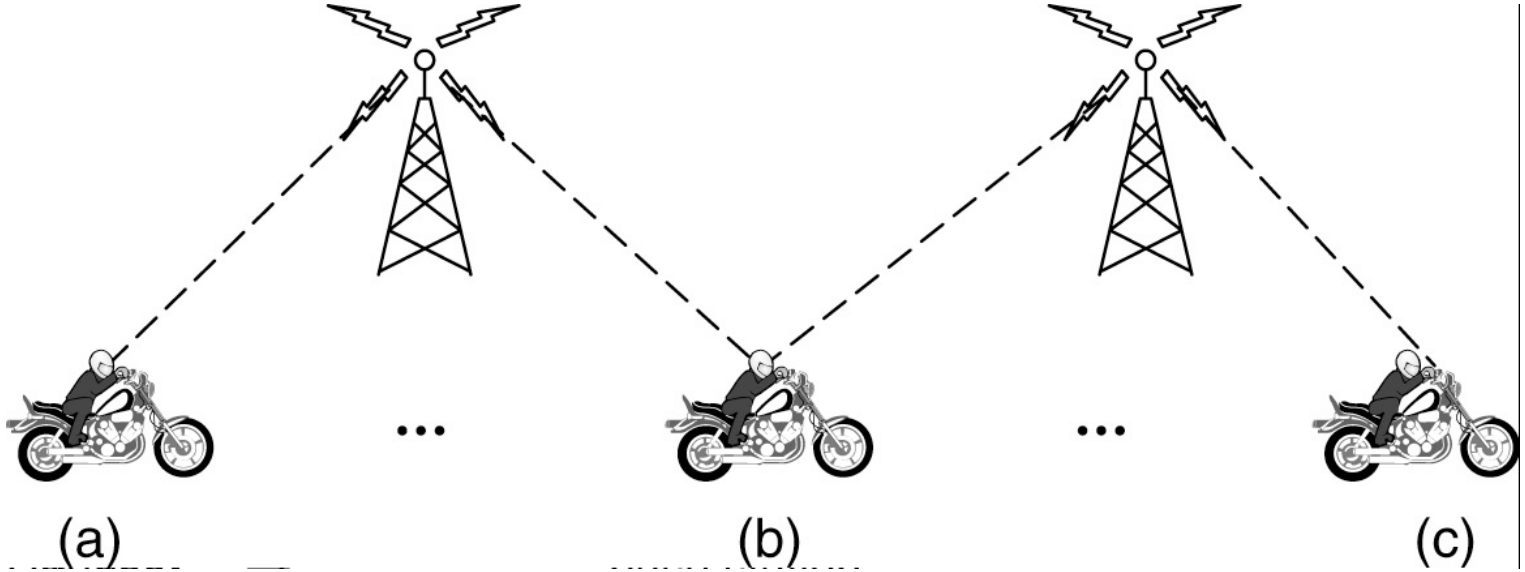
- Digital advantages
  - Provides capacity gains by allowing voice signals to be digitized and compressed
  - Improves security by allowing voice and control signals to be encrypted
  - Deters fraud and eavesdropping
  - Enables new services such as text messaging
- Three systems developed
  - D-AMPS (Digital Advanced Mobile Phone System)
  - GSM (Global System for Mobile communications)
  - CDMA (Code Division Multiple Access)

GSM: The Global System for Mobile Communications (1 of 3)



GSM mobile network architecture.

Third-Generation (3G) Technology: Digital Voice and Data



Soft handoff (a) before, (b) during, and (c) after.

Fourth-Generation (4G) Technology: Packet Switching

- Also called IMT Advanced
- Based completely on packet-switched technology
- EPC (Evolved Packet Core) allows packet switching
  - Carries both voice and data in IP packets
  - Voice over IP (VoIP) network with resources allocated using the statistical multiplexing approaches
  - The EPC must manage resources in such a way that voice quality remains high in the face of network resources that are shared among many users

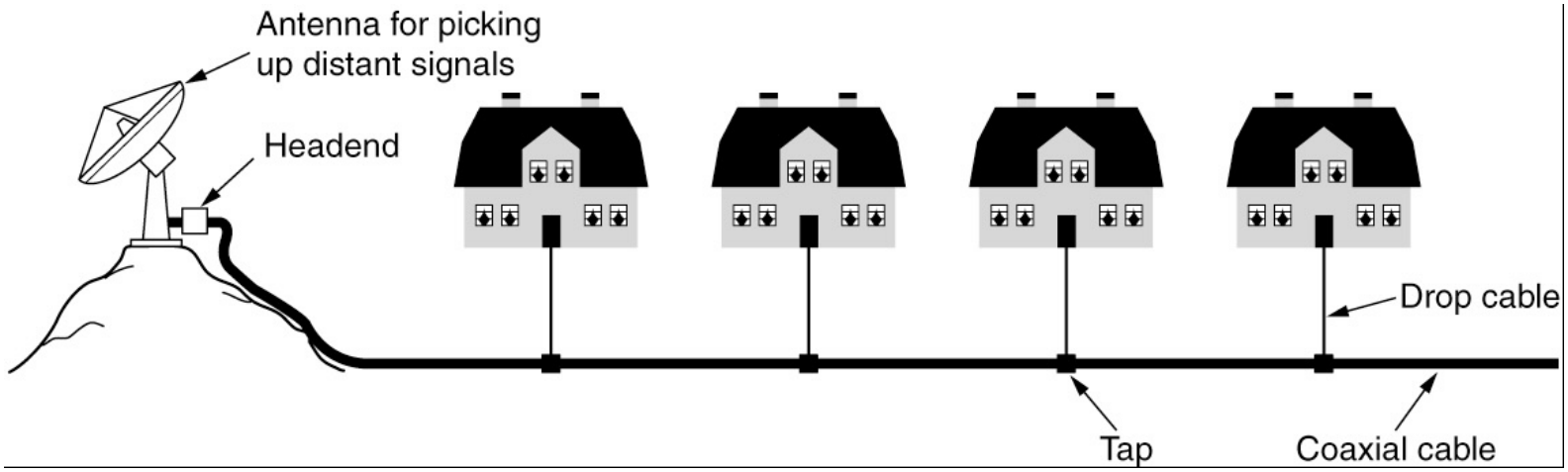
Fifth-Generation (5G) Technology

- Two main factors
  - Higher data rates and lower latency than 4G technologies
- Technology used to increase network capacity
  - Ultra-densification and offloading
  - Increased bandwidth
  - Increased spectral efficiency through advances in massive MIMO (Multiple-Input Multiple-Output) technology
- Network slicing feature
  - Lets cellular carriers create multiple virtual networks on top of the same shared physical infrastructure
  - Can devote network portions to specific customer use cases

Cable Networks

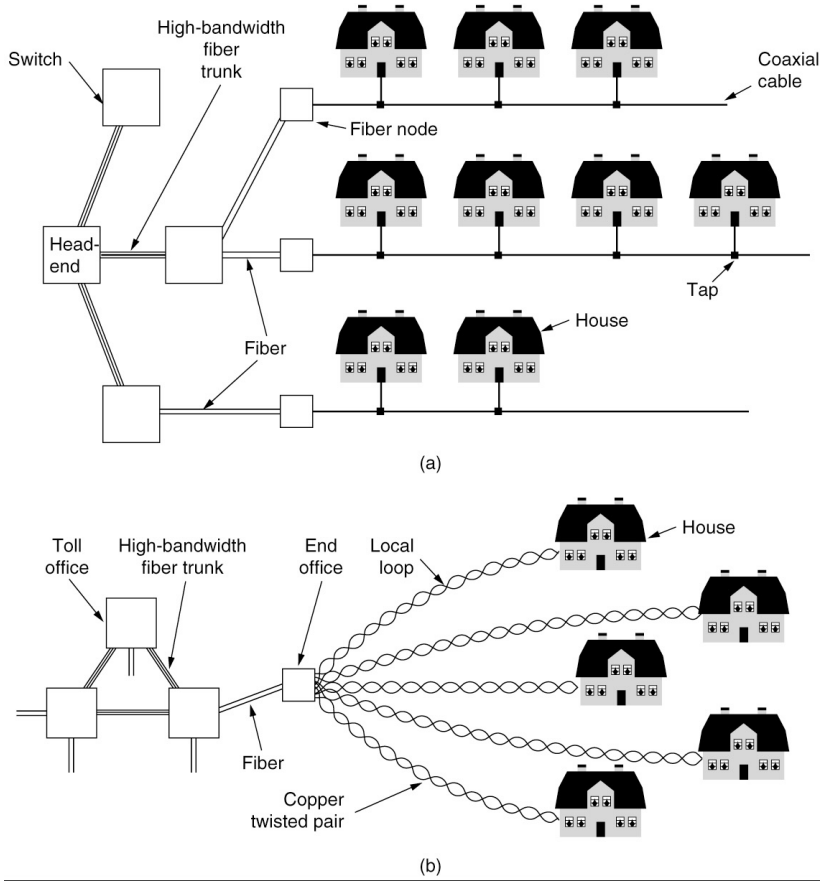
- Cable networks
  - Will factor heavily into future broadband access networks
- Many people nowadays get their television, telephone, and Internet service over cable
- 2018 DOCSIS standard
  - Provides information related to modern cable network architectures

A History of Cable Networks: Community Antenna Television



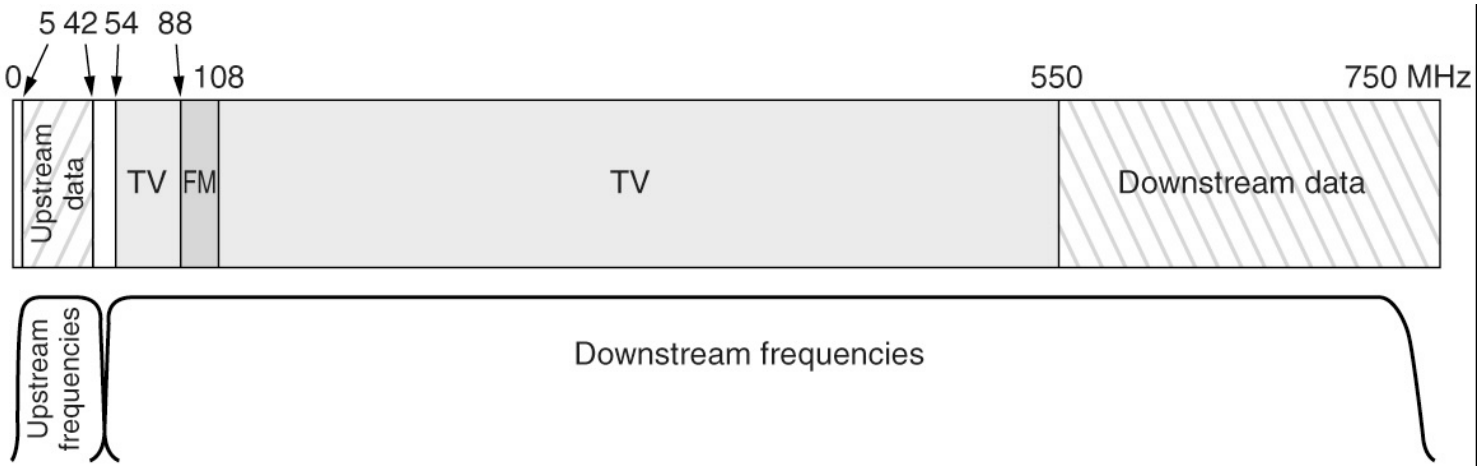
An early cable television system.

Broadband Internet Access Over Cable: HFC Networks (1 of 2)



(a) Hybrid Fiber-Coax cable network. (b) The fixed phone system.

Broadband Internet Access Over Cable: HFC Networks (2 of 2)

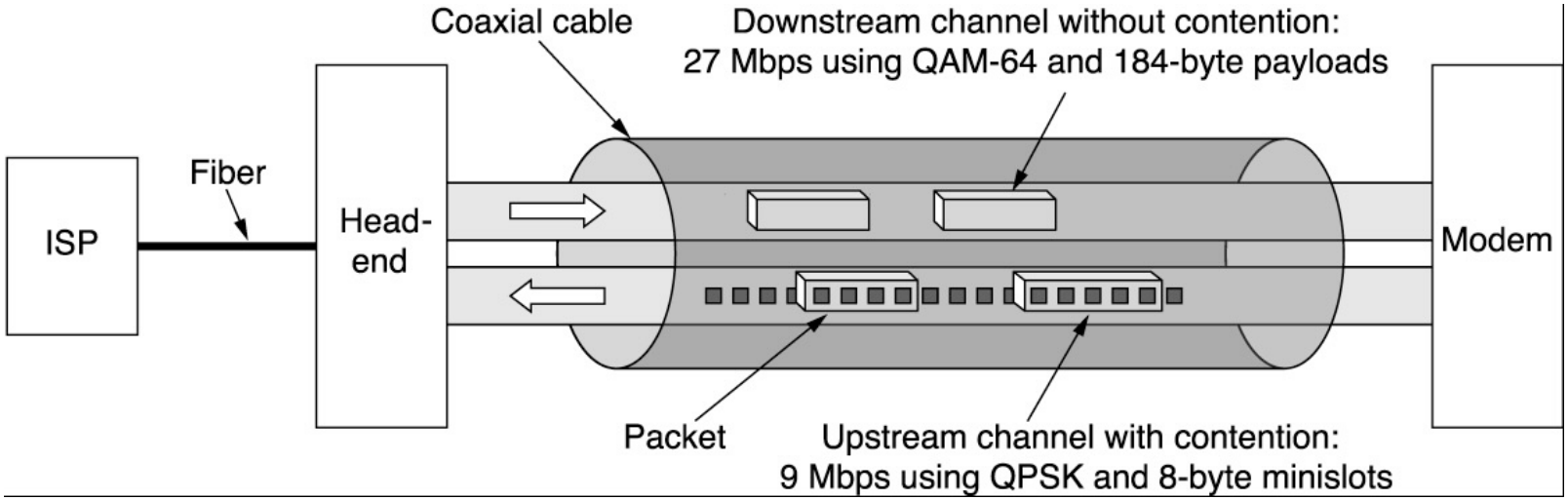


Frequency allocation in a typical cable TV system used for Internet access.

DOCSIS

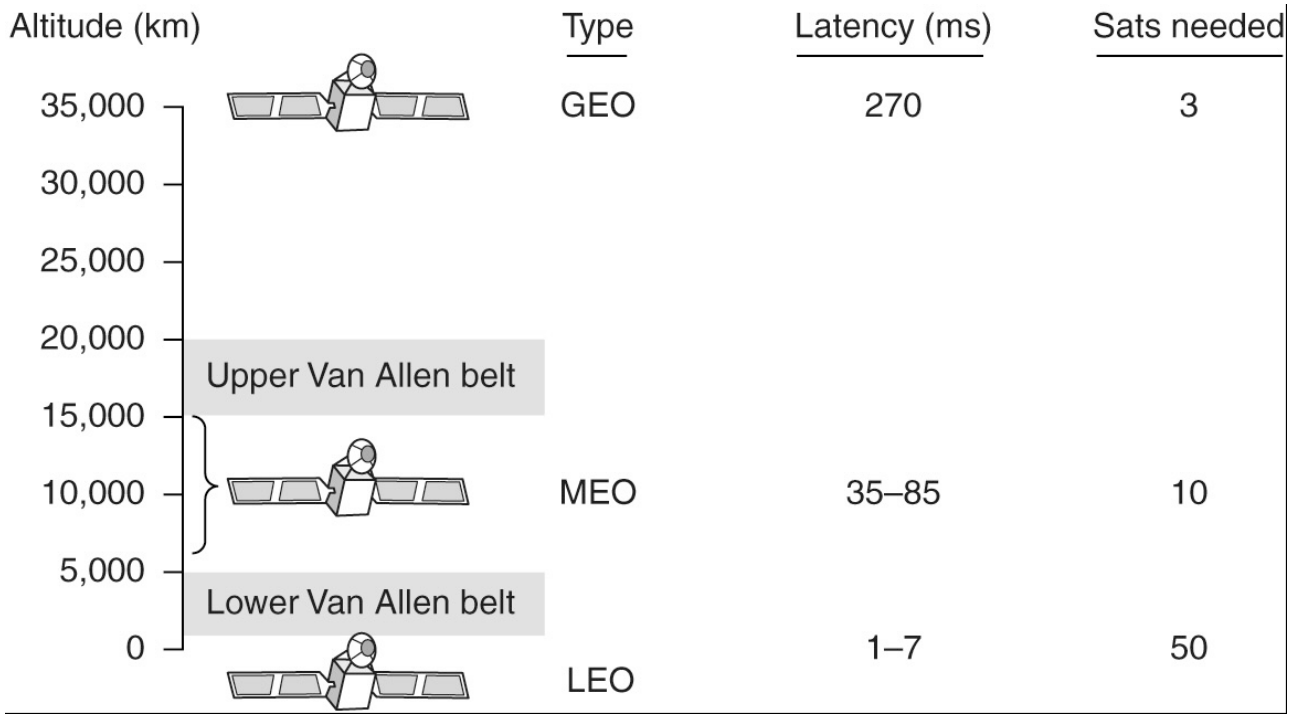
- DOCSIS (Data Over Cable Service Interface Specification) 3.1 latest version
  - Introduced Orthogonal Frequency Division Multiplexing (OFDM)
  - Introduced wider channel bandwidth and higher efficiency
  - Enabled over 1 Gbps of downstream capacity per home
- Extensions to DOCSIS 3.1
  - Full Duplex operation (2017) and DOCSIS Low Latency (2018)
- Cable Internet subscribers require a DOCSIS cable modem
- Modem-to-home network interface: Ethernet connection

Resource Sharing in DOCSIS Networks



Typical details of the upstream and downstream channels in North America.

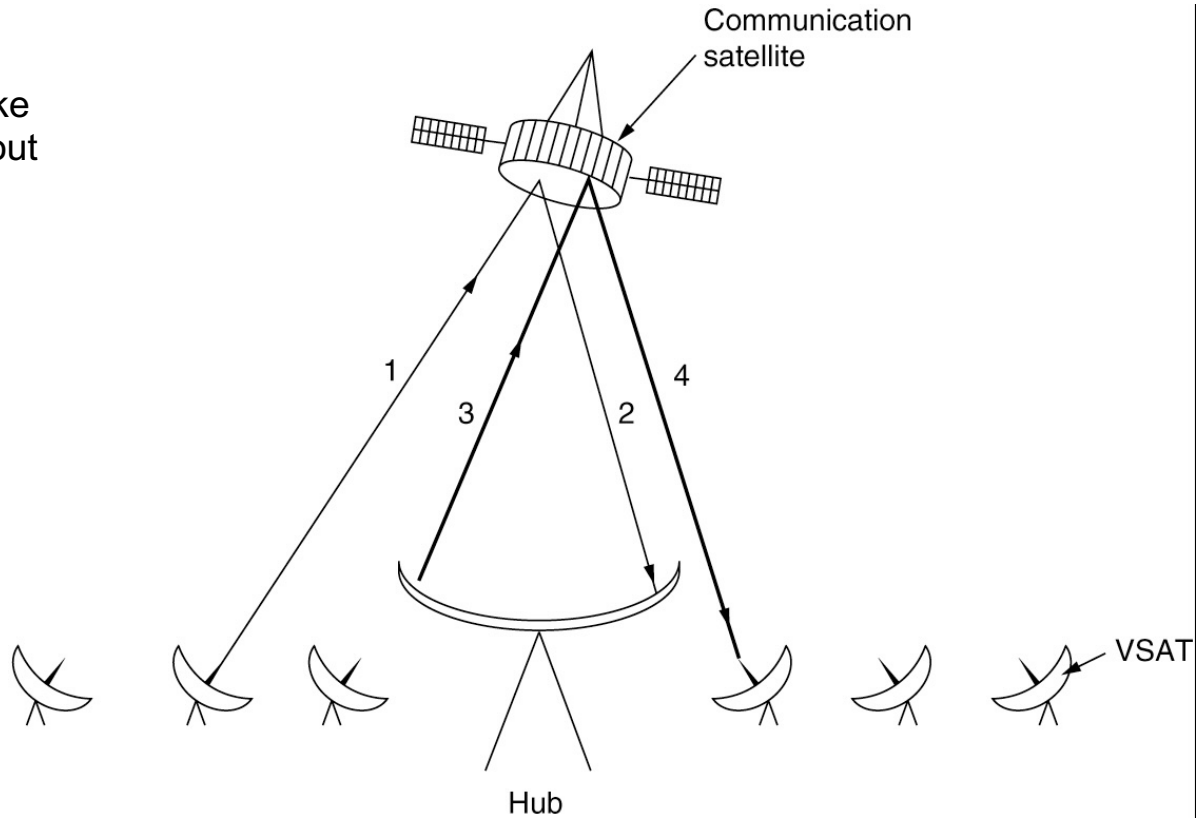
Communication Satellites



Communication satellites and some of their properties, including altitude above the earth, round-trip delay time, and number of satellites needed for global coverage.

Geostationary Satellites (2 of 2)

Arthur Clarke thought about GEO

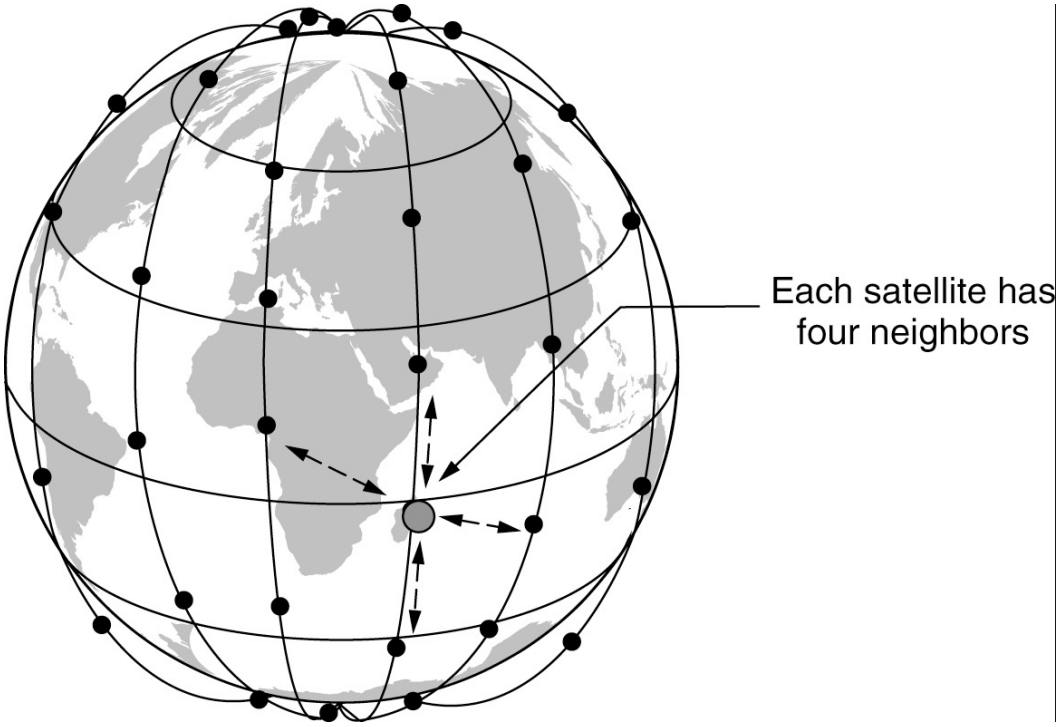


VSATs using a hub.

Medium-Earth Orbit Satellites

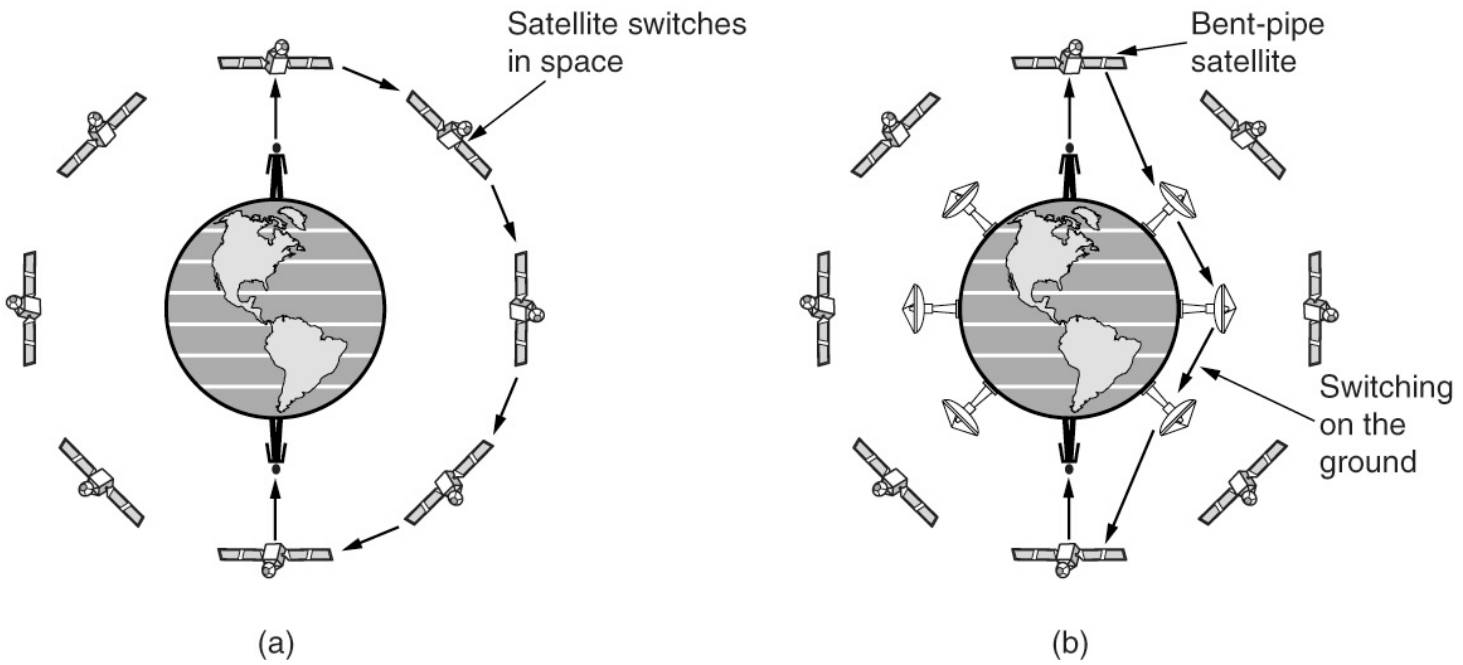
- MEO (Medium-Earth Orbit) satellites
  - Found at lower altitudes - between the two Van Allen belts
  - Drift slowly in longitude (6 hours to circle the earth)
  - Must be tracked as they move through the sky
  - Have a smaller footprint on the ground
  - Require less powerful transmitters to reach them
- Used for navigation systems

Low-Earth Orbit Satellites (1 of 2)



The Iridium satellites form six necklaces around the earth.

Low-Earth Orbit Satellites (2 of 2)



(a) Relaying in space. (b) Relaying on the ground.

Terrestrial Access Networks: Cable, Fiber, and ADSL

- Similarities
  - Comparable service and comparable prices
  - Use fiber in the backbone
- Differences
  - Last-mile access technology at the physical and link layers
  - Bandwidth consistency
  - Cable subscribers share the capacity of a single node
  - Maximum speeds
  - Availability
  - Security

Satellites Versus Terrestrial Networks

- Communication satellites niche markets
  - Rapid deployments
  - Places where the terrestrial infrastructure is poorly developed
  - When broadcasting is essential
- United States has some competing satellite-based Internet providers
- Satellite Internet access seeing a growing interest
  - In-flight Internet access

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