

Wireless Communication

Lecture workshop: Wireless Communication

Course: Minor Smart Things

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October 1, 2020

Learning Objectives

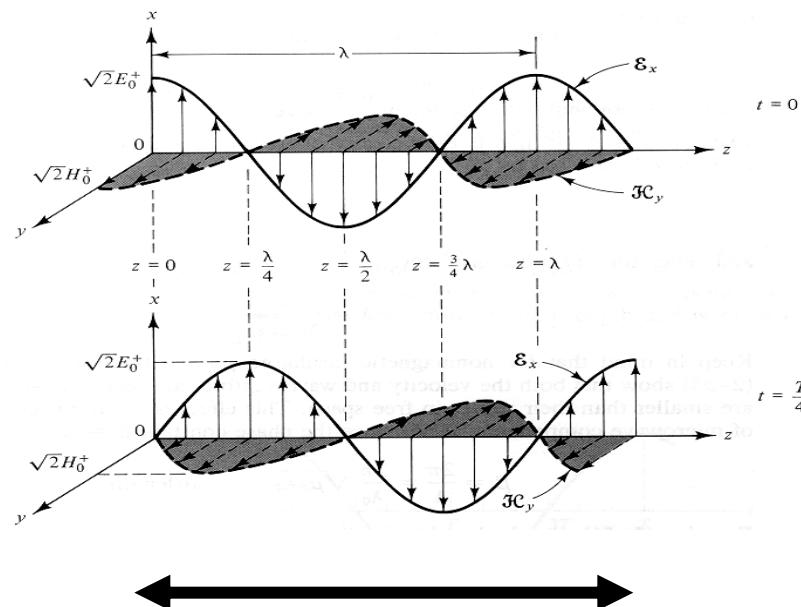
- **Working principal of wireless communication.**
- **Access Technique.**
- **Different types of wireless communications:**
 - **Long range: GSM, UMTS**
 - **Short range: Wi-Fi, Bluetooth**
- **Workshop: Arduino with Xbee shield.**

Wireless Communication

- Why do we need these technologies?
 - Mobility,
 - Reachability independent of time and space,
 - Speed,
 - Communication over long and short distances,
 - Huge impact on Smart products, medical, safety, meetings, ramp situation, and many, many more.

Wireless Communication

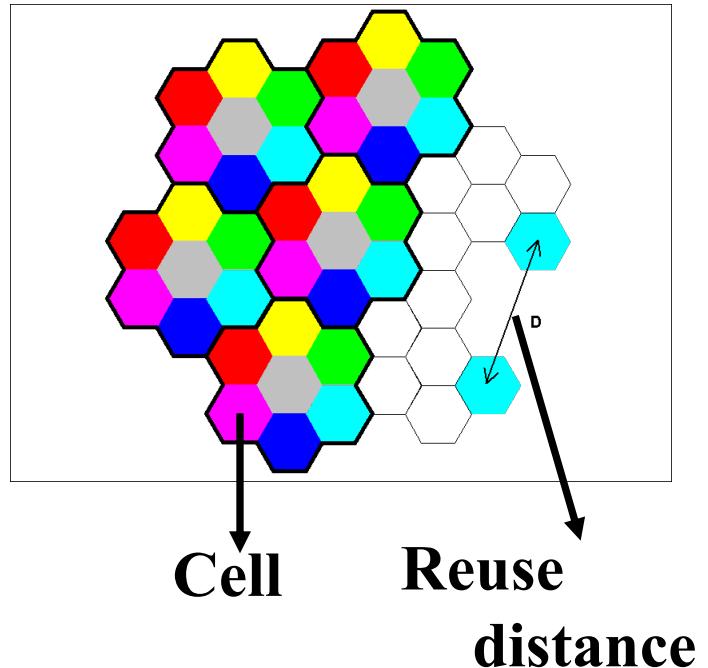
- To communicate using Electromagnetic radio waves through time and space.
- Electromagnetic fields travel with speed of light 3×10^8 m/s.



Two way communication

Operation principle: UMTS

- **Cellular network or mobile network**
- **Geographical area divided in cells**
- **Cells has shape of hexagonal**
- **Each cell has his own set of resources**
- **Cells radius:**
 - **Signal strength**
 - **Signal-to-Noise ratio (SNR) expressed in dB**
 - **Signal-to-(Noise + Interference) ratio (SINR) expressed in dB**
 - **Capacity**

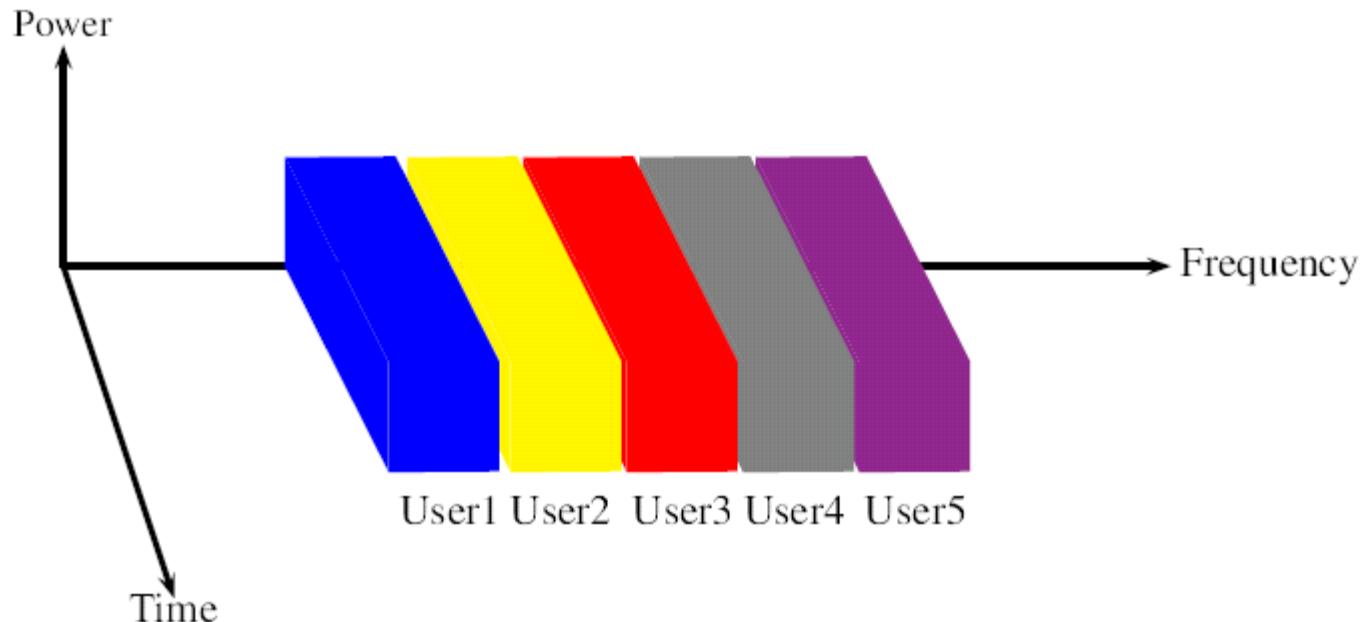


Access techniques

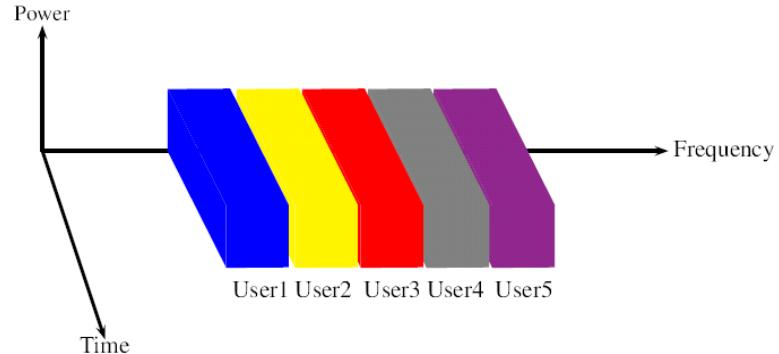
- **Access the users**
- **Information of one user should not interfere with others:**
 - Time
 - Frequency
 - Code
 - Space
- **Orthogonality**

Access techniques

- Frequency: FDMA: Frequency Division Multiple Access



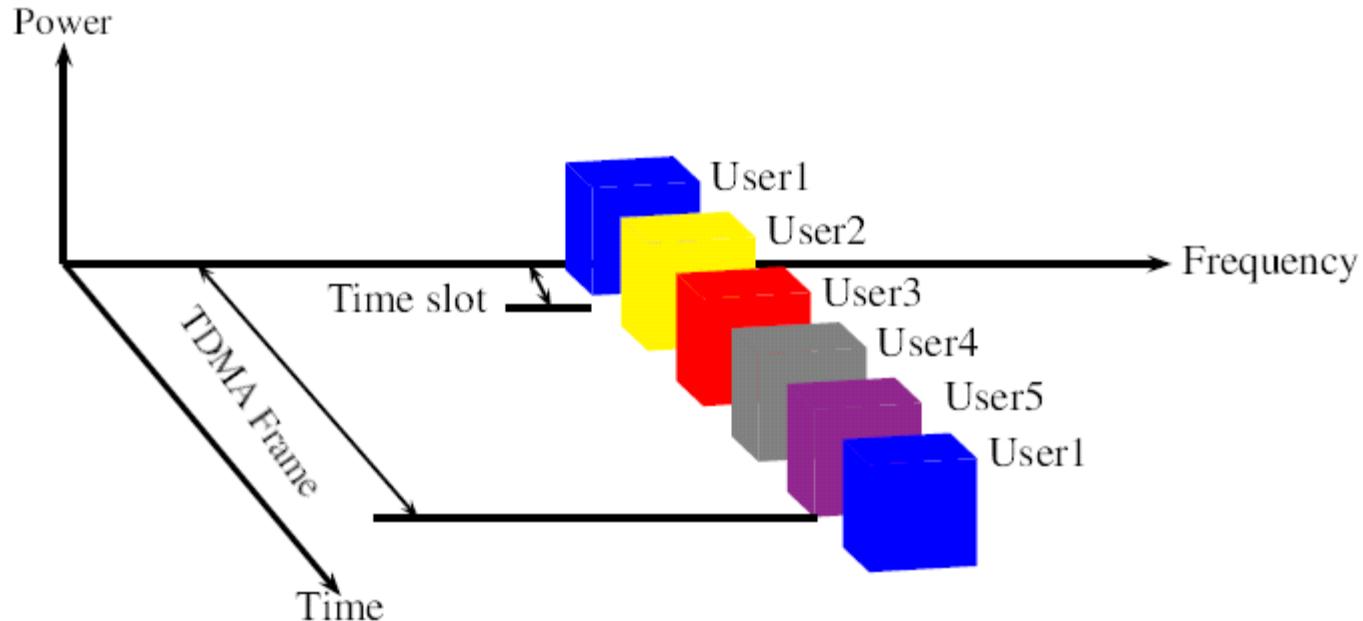
Access techniques



- FDMA
- GSM: Global System for Mobile Communication: Outdoor
- Uplink: Mobile to Base Station: $890\text{MHz} \leq f \leq 915\text{MHz}$
- 25MHz bandwidth divided into 124 one way carrier: 200kHz spacing
- DECT: Digital European Cordless Telecommunication: Indoor
- 10MHz bandwidth divided into 10 carrier: 1,78MHz spacing

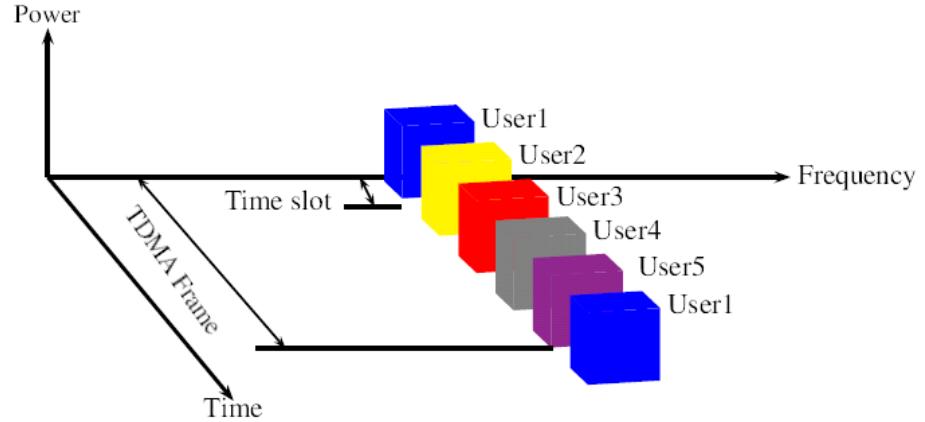
Access techniques

- Time: TDMA: Time Division Multiple Access



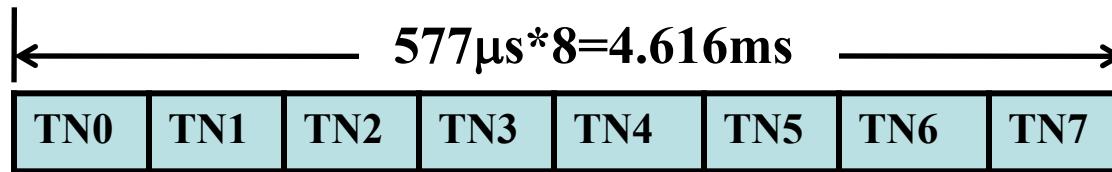
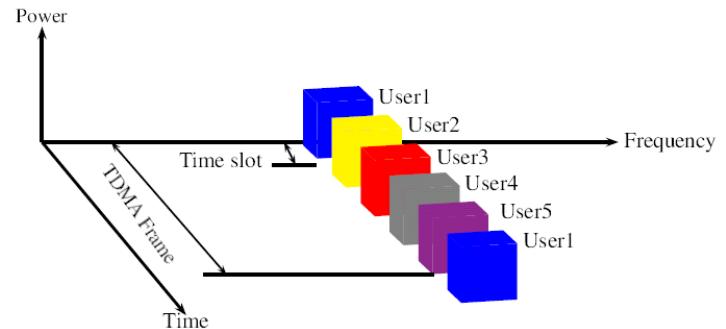
Access techniques

- TDMA
- One frequency channel is divided in a number of orthogonal time slots
- GSM: 8 slots takes 4.16538ms
- DECT: 12 slots takes 5.0ms
- Each slot:
 - GSM 557 μ sec
 - DECT 368 μ sec

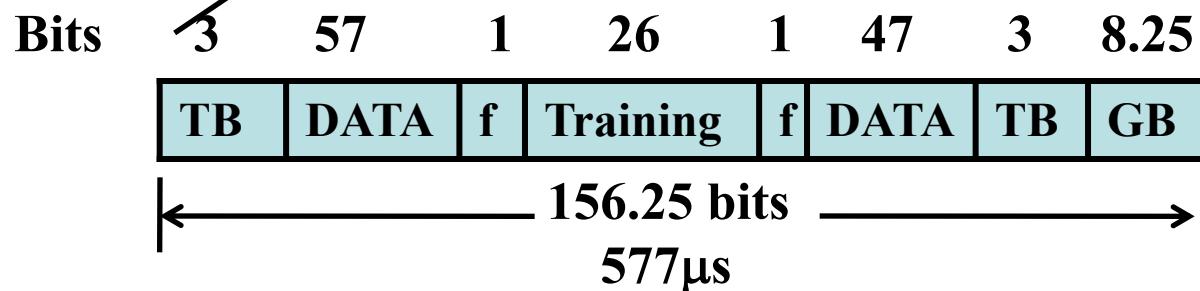


Access techniques

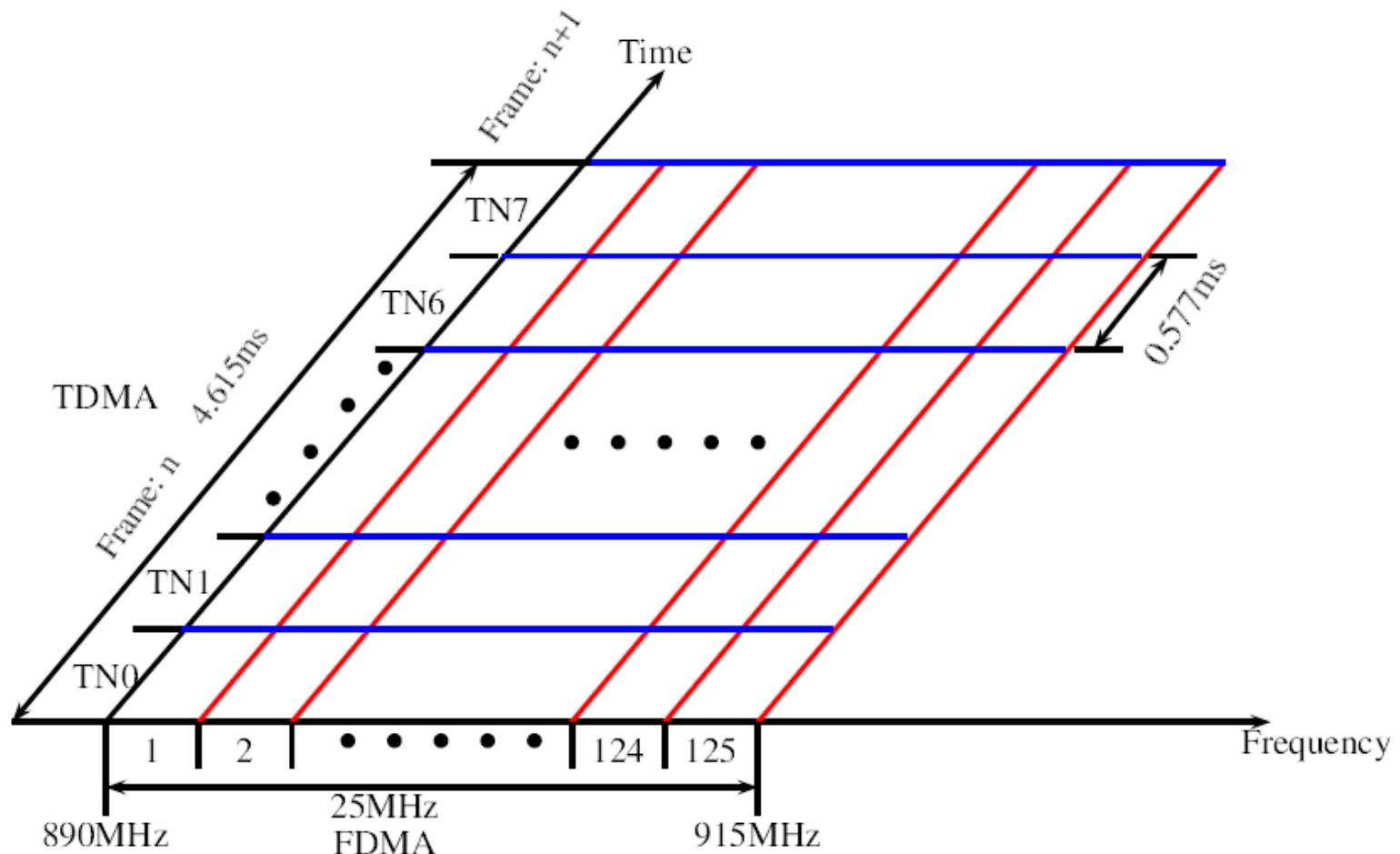
- GSM TDMA frame:



- TDMA slot:

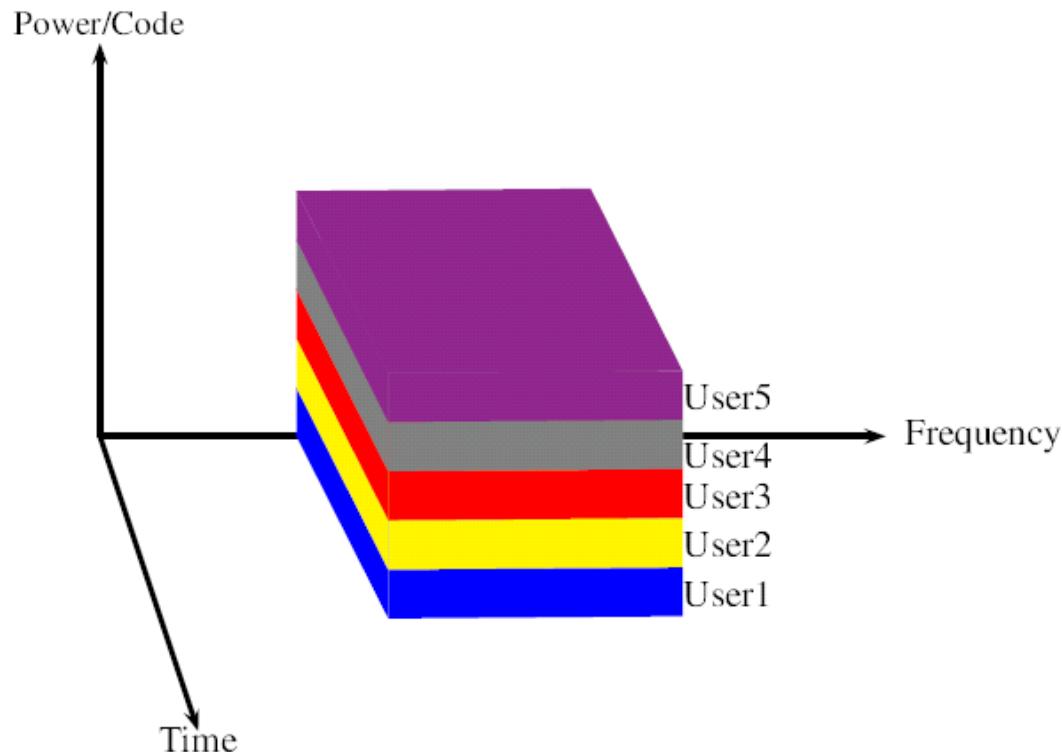


GSM: FDMA + TDMA



Access techniques

- Code: CDMA: Code Division Multiple Access



Access techniques

- CDMA

- UMTS: 3rd generation mobile communication

- UMTS: Universal Mobile Telecommunications System

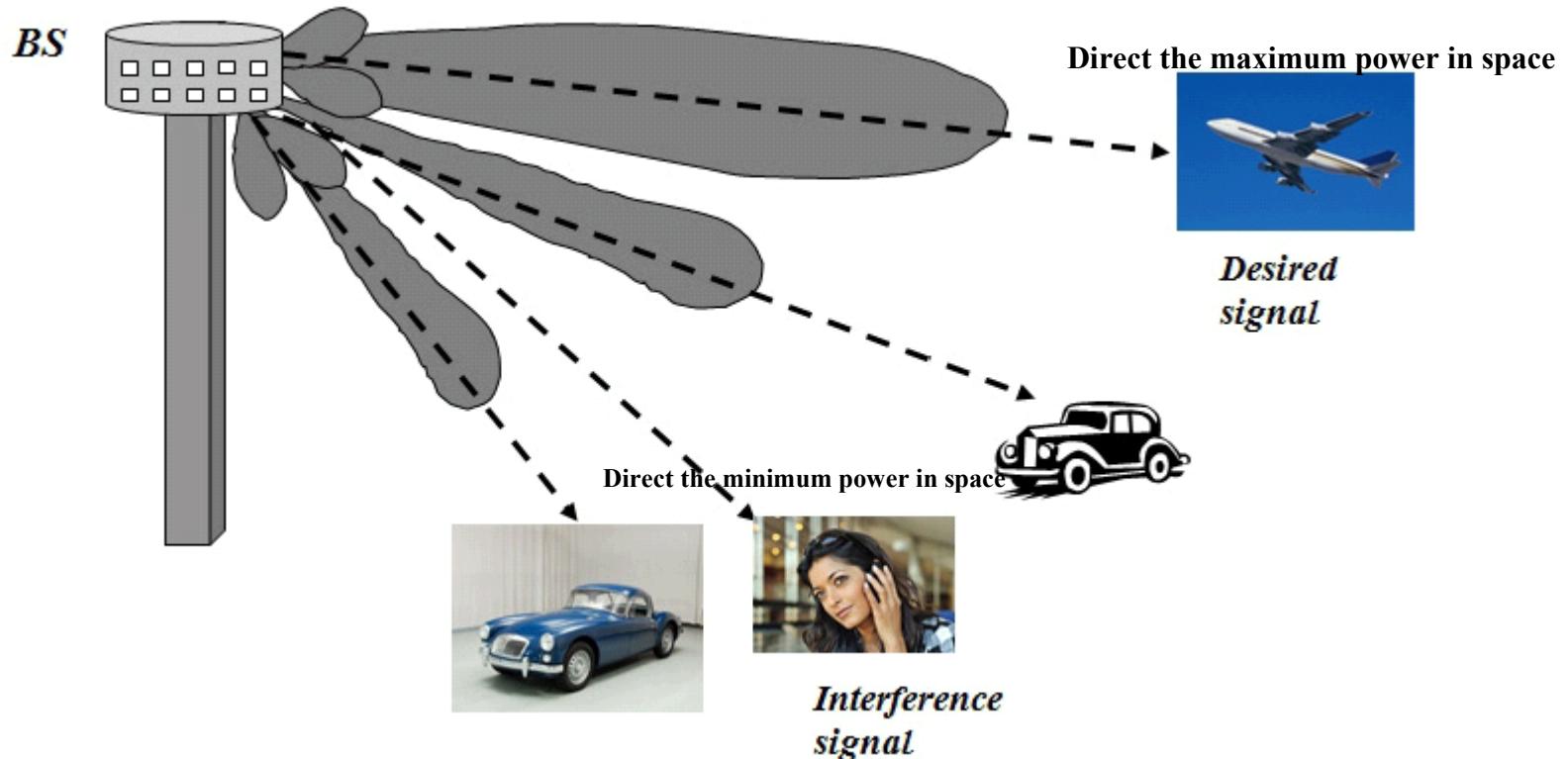
- Hadamard code
 - Orthogonal code
 - Code length 64

Hadamard code with length 16 generated in MATLAB

| | | | | | | | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 |
| 1 | 1 | -1 | -1 | 1 | 1 | -1 | -1 | 1 | 1 | -1 | -1 | 1 | 1 | -1 | 1 | -1 |
| 1 | -1 | -1 | 1 | 1 | -1 | -1 | 1 | 1 | -1 | -1 | 1 | 1 | -1 | -1 | 1 | 1 |
| 1 | 1 | 1 | 1 | -1 | -1 | -1 | -1 | 1 | 1 | 1 | 1 | -1 | -1 | -1 | -1 | 1 |
| 1 | -1 | 1 | -1 | -1 | 1 | -1 | 1 | 1 | 1 | -1 | 1 | -1 | -1 | 1 | -1 | 1 |
| 1 | 1 | -1 | -1 | -1 | -1 | 1 | 1 | 1 | 1 | -1 | -1 | -1 | -1 | 1 | 1 | 1 |
| 1 | -1 | -1 | 1 | -1 | 1 | 1 | 1 | -1 | 1 | -1 | -1 | 1 | -1 | 1 | 1 | -1 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 |
| 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 |
| 1 | 1 | -1 | -1 | 1 | 1 | -1 | -1 | -1 | -1 | 1 | 1 | -1 | -1 | 1 | 1 | 1 |
| 1 | -1 | -1 | 1 | 1 | -1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | -1 | 1 | 1 | -1 |
| 1 | 1 | 1 | 1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 | -1 |
| 1 | -1 | 1 | -1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 | -1 |
| 1 | 1 | -1 | -1 | -1 | -1 | 1 | 1 | -1 | -1 | 1 | 1 | -1 | 1 | 1 | -1 | 1 |
| 1 | -1 | -1 | 1 | -1 | 1 | 1 | -1 | 1 | 1 | -1 | 1 | -1 | 1 | -1 | 1 | 1 |

Access techniques

- FDMA, TDMA, CDMA: temporal
- SDMA: Space Division Multiple Access

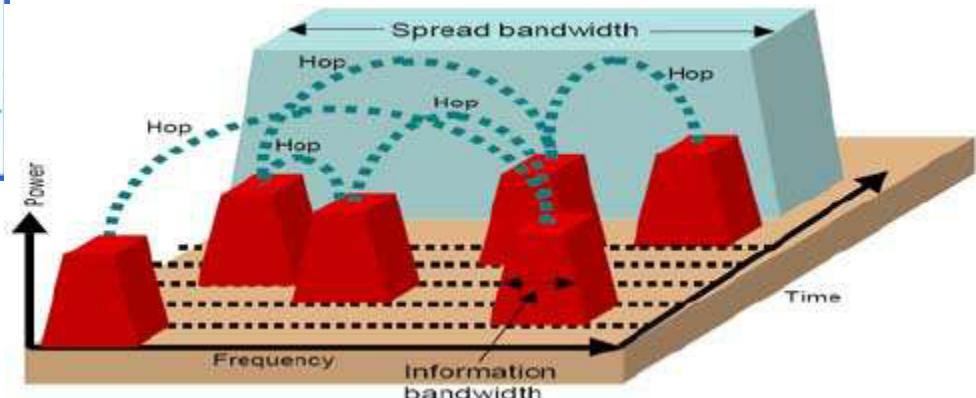
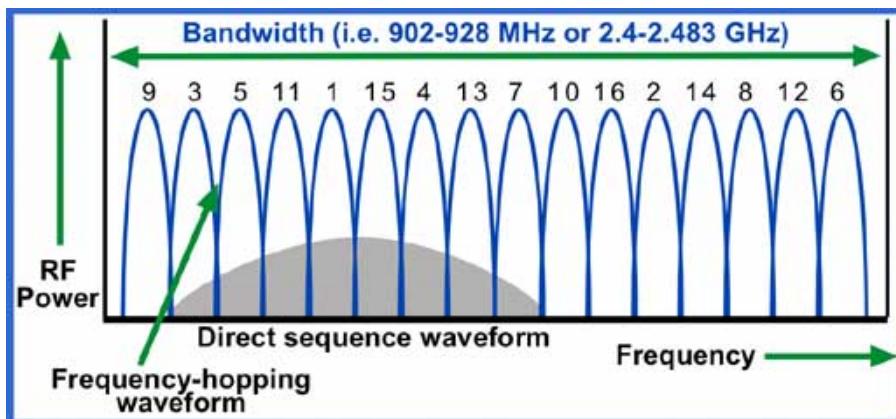


What is Wi-Fi?

- WiFi stands for Wireless Fidelity.
- Based on the IEEE 802.11 family of standards.
- Local area networking (LAN) technology to provide in-building broadband coverage.
- Coverage up to 300m.

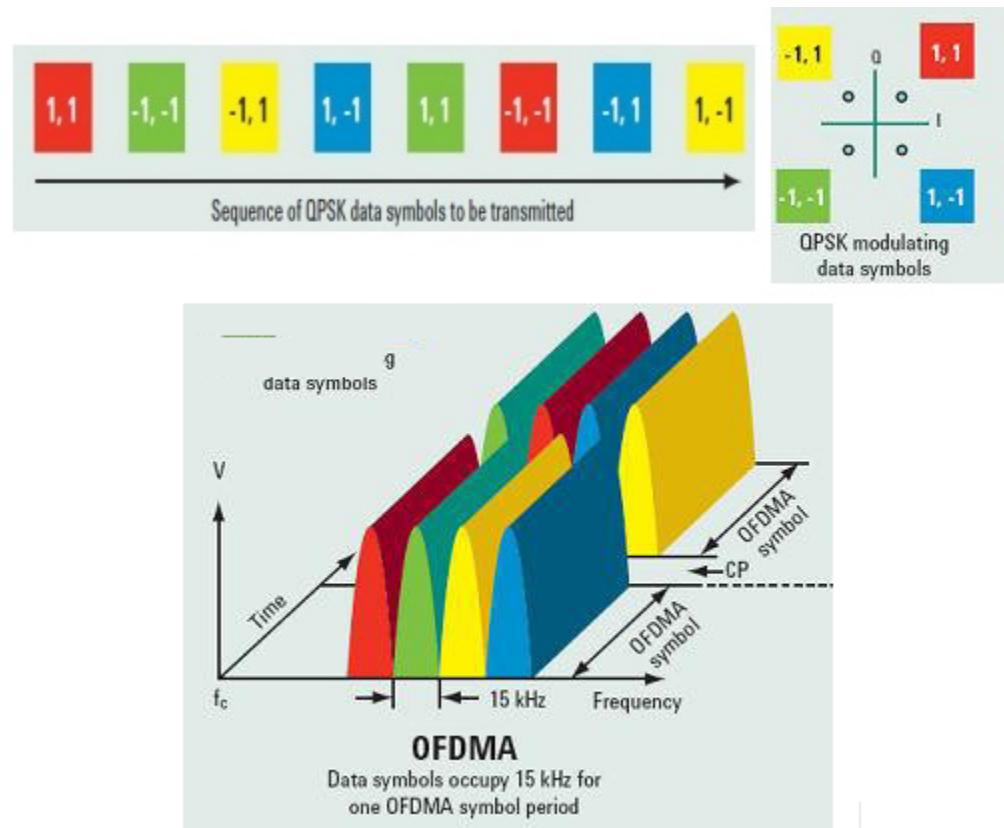
802.11 Physical Layers

- 802.11b - 2.4 GHz ISM band
 - FHSS (Frequency hopping spread spectrum): combat interference.
 - DSSS (Direct sequence spread spectrum)
 - Up to 11 Mbps



802.11 Physical Layers

- 802.11a/g - 2.4 GHz ISM band / 5.0 GHz UNII band
 - OFDM (Orthogonal frequency domain multiplexing)
 - Up to 54 Mbps



802.11 Physical Layers

- 802.11n – 2.4/5.0 GHz bands
 - Adds MIMO and other tricks to 802.11g
 - Up to 300-500 Mbps!
- Each backwards compatible with the previous ones

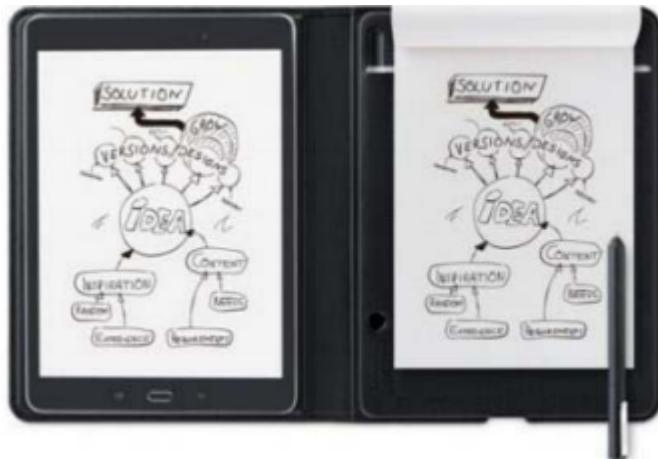


What is Bluetooth (BT)?

- **BT is wireless communication standard which allows electronic devices to connect and interact with each other.**
- **Applications:**
 - computers from Apple and mice from Microsoft, is what Bluetooth technology is all about—all at a low cost
 - Printers, mouse,
 - Listening to music: your smartphone to wireless speakers or headphones.
 - Hands-free headsets.
 - File transfer
 - Healthcare + high dedicated applications:
 - <https://web.mst.edu/~mobildat/Bluetooth%20Applications/index.html>

What is Bluetooth (BT)?

- Applications:
 - Wearable devices:
 - Smart bracelet.
 - Smart watch.
 - Smart shoes.
 - Smart pen.



Bluetooth

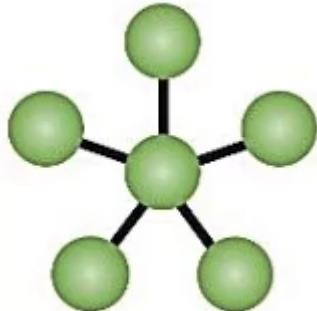
- Short range communication
- ISM free band, 2.4GHz, IEEE 802.15 Standards
- Access technique: Frequency Hopping Spread Spectrum (FHSS)
- Maximum network speed: 1M bit/sec
- Network range: 1 or 100m, depending on radio class.
- Typical Network joint time: 3 Sec.

Different classes

| Device class | Tx power | Intended Range |
|--------------|--------------|----------------|
| Class 3 | 1mW: 0dBm. | <10m |
| Class 2 | 2.5mW: ≈4dBm | 10m |
| Class 1 | 100mW: 20dBm | 100m |

Network topology

- Broadcasting (Star):
 - All devices are connected to a central hub.
 - Range is limited.

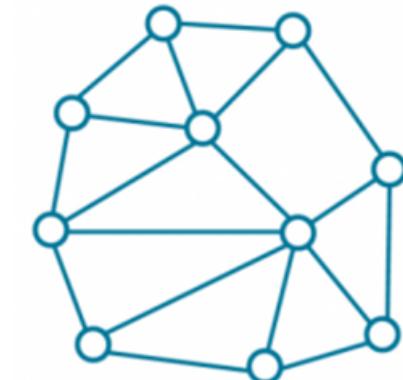
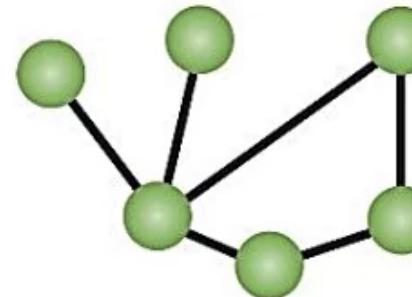


- Point-to-point:



- Mesh:

- All devices communicate with each other.
- Size and area covered by the network virtually unlimited.



Network topology

- Point-to-point:



Audio



Device to device



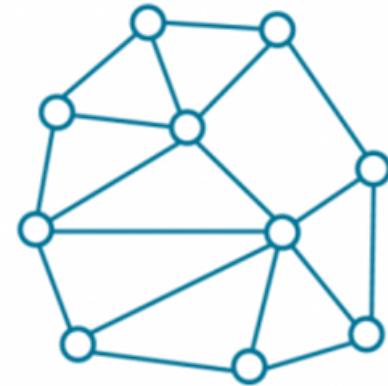
Network topology

- Broadcasting (Star) applications: one to many
 - Beacon revolution
 - Advertisement.
 - In-door location.



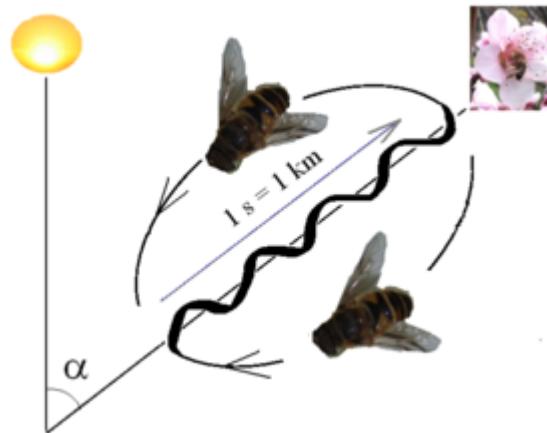
Network topology

- Mesh applications: many to many communication



What is ZigBee?

- used to create personal area networks with small, low-power digital radios: home automation, medical device data collection.
- is a low-power, low data rate, and close proximity (i.e., personal area) wireless ad hoc network.
- Named after zigzag dance of the honeybees, where direction of the dance indicate the location of food.



Applications

- IoT
- Industrial Automation: monitors various parameters and critical equipment.
- Home Automation: controlling home appliances remotely: lighting system control, heating and cooling system control, etc.
- Smart Metering: energy consumption response, pricing support, security over power line, etc.
- Smart Grid monitoring: involve remote temperature monitoring, fault locating, etc.

Workshop

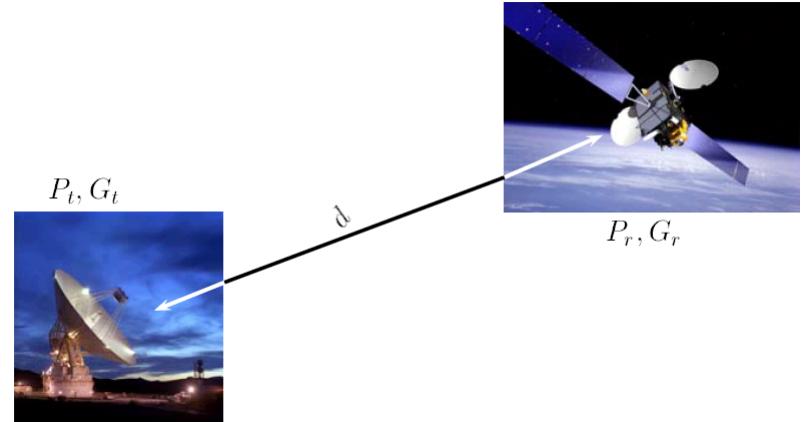
- **XBee shields with Arduino:**
 - Two students.
 - Sender: send messages using switches.
 - Receiver: receive data and decoded to turn three LED on/off. You are free to choose which LED turns on/off.
 - Xbee addresses are already configured using XCTU.
 - Addressing: 200, 100, etc are the receivers (LED side), and 201 or 101 is the transmitter (switches).
 - **Switch on the shield:**
 - On select when uploading Arduino program.
 - On Serial when transmitting and receiving.

End of lecture

Rest of slides are for additional background information.

- **Receive power**

- **High gain: improved S/N, S/(N+I)**
- **P_r = received power**
- **P_t : transmit power**
- **R : distance between the transmitter and receiver.**
- **$\lambda = c/f$: wavelength.**
- **G_{ot}, G_{or} Gain of transmit and receive antennas respectively.**
- **LOS: where Tx and Rx see each other in some kind of eye contact.**



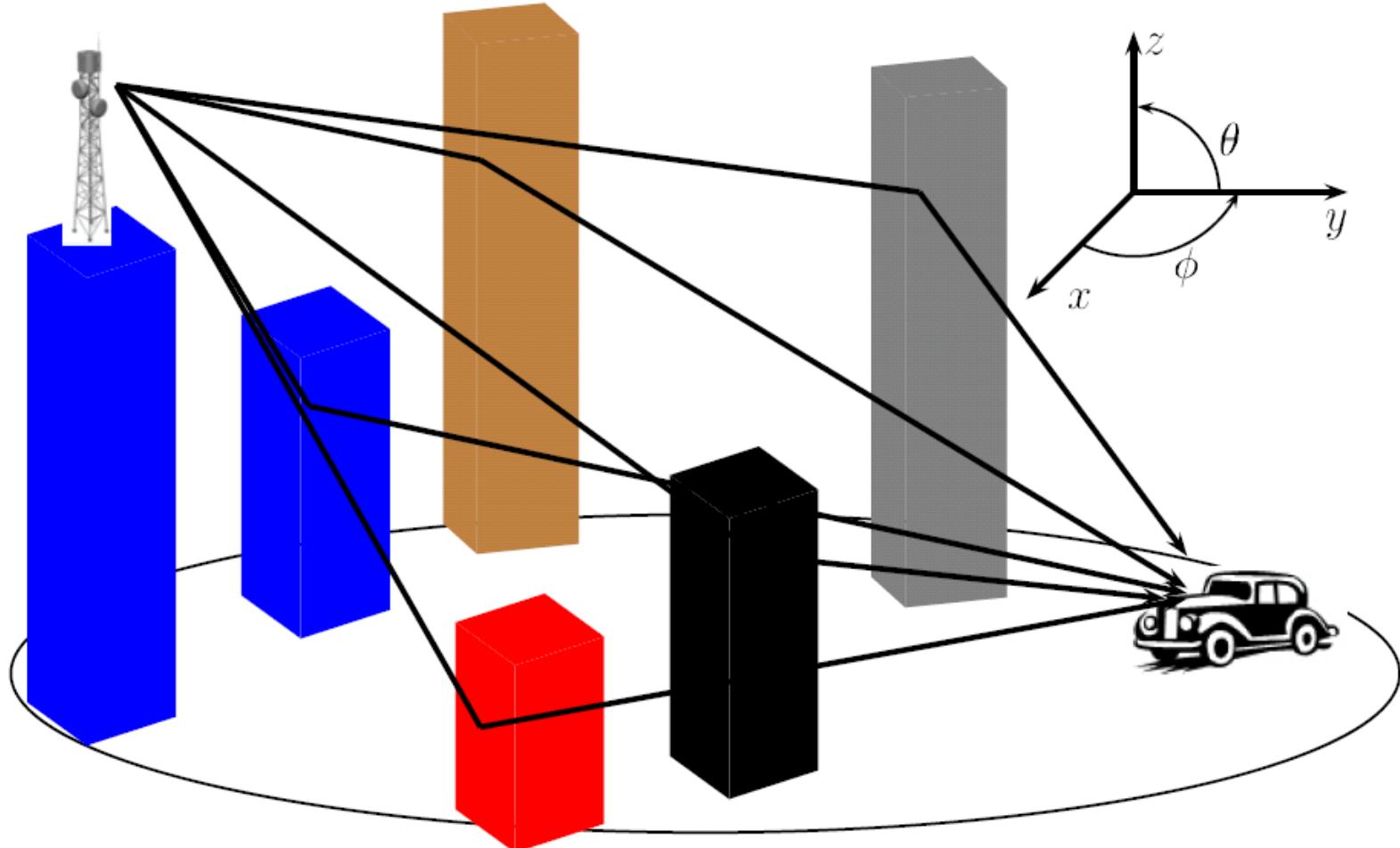
Line of Sight (LOS) situation

$$P_r = P_t \left(\frac{\lambda}{4\pi R} \right)^2 G_{0t} G_{0r}$$

↓

Free-space loss factor

Double distance: 6dB losses



Reflection and scattering of EM waves

- **Dynamic Range: sensitivity**
- The dynamic range of a radio receiver is essentially the range of signal levels over which it can operate.
- The low end of the range is governed by its sensitivity whilst at the high end it is governed by its overload or strong signal handling performance.
- **ZigBee:**
 - for 1mW transmit power: **-97dBm**
 - For 50mW: **-102dBm**
- **Bluetooth:**
 - **4dBm output transmitter, -80dBm typical receive sensitivity**

• Dynamic Range: sensitivity

- Distance = 5km
- Frequency = $f = 5.8\text{GHz}$
- Tx power = 23dBm
- Antenna Gain = 24dBi

$$P_{\text{dB}} = 10 * \log_{10}(P)$$

$$P_{\text{dBm}} = 10 * \log_{10} \left(\frac{P}{1\text{mW}} \right)$$

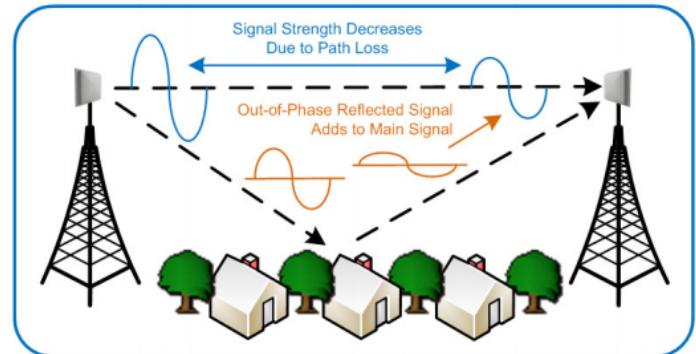
$$P_r(\text{dBm}) = P_t(\text{dBm}) + G_{0t}(\text{dB}) + G_{0r}(\text{dB}) + 10 * \log_{10} \left[\left(\frac{\lambda}{4\pi R} \right)^2 \right]$$

$$\lambda = \frac{c}{f} = \frac{3 \times 10^8}{5.8 \times 10^9} = 0.0517\text{m}$$

$$10 * \log_{10} \left[\left(\frac{\lambda}{4\pi R} \right)^2 \right] = 10 * \log_{10} \left(\frac{0.0517}{4\pi \times 5 \times 10^3} \right)^2 = -121.70\text{dB}$$

$$P_r(\text{dBm}) = 23 + 24 + 24 - 121.70 = -50.7$$

- **Dynamic Range:** sensitivity
- **Link margin or fade margin**



- **Quality Of Service (QOS):** guarantee communication

| Time Availability (%) | Fade Margin (dB) |
|-----------------------|------------------|
| 90 | 8 |
| 99 | 18 |
| 99.9 | 28 |
| 99.99 | 38 |
| 99.999 | 48 |

- **Dynamic Range: sensitivity** $P_r(dBm) = -50.7$
- **Link margin or fade margin = Receiver power – Receiver sensitivity**
- **Receiver sensitivity of TR-Plus-24 used at the receiver is -72dBm**
- **Link margin or fade margin = $-50.7 - (-72dBm) = 21.3dB$**
- **Thus 99% of time guarantee communication**

| Time Availability (%) | Fade Margin (dB) |
|-----------------------|------------------|
| 90 | 8 |
| 99 | 18 |
| 99.9 | 28 |
| 99.99 | 38 |
| 99.999 | 48 |