

Module-2

Basics of Signals and Transmission

Analog vs. Digital signals

- Bandwidth and Frequency Spectrum
- Transmission media: Wired (Copper, Fiber-optic) and Wireless

Analog vs. Digital signals

- **Analog Signal**

An **analog signal** is a continuous signal that varies smoothly over time. It can take **any value** within a given range.

Key Points:

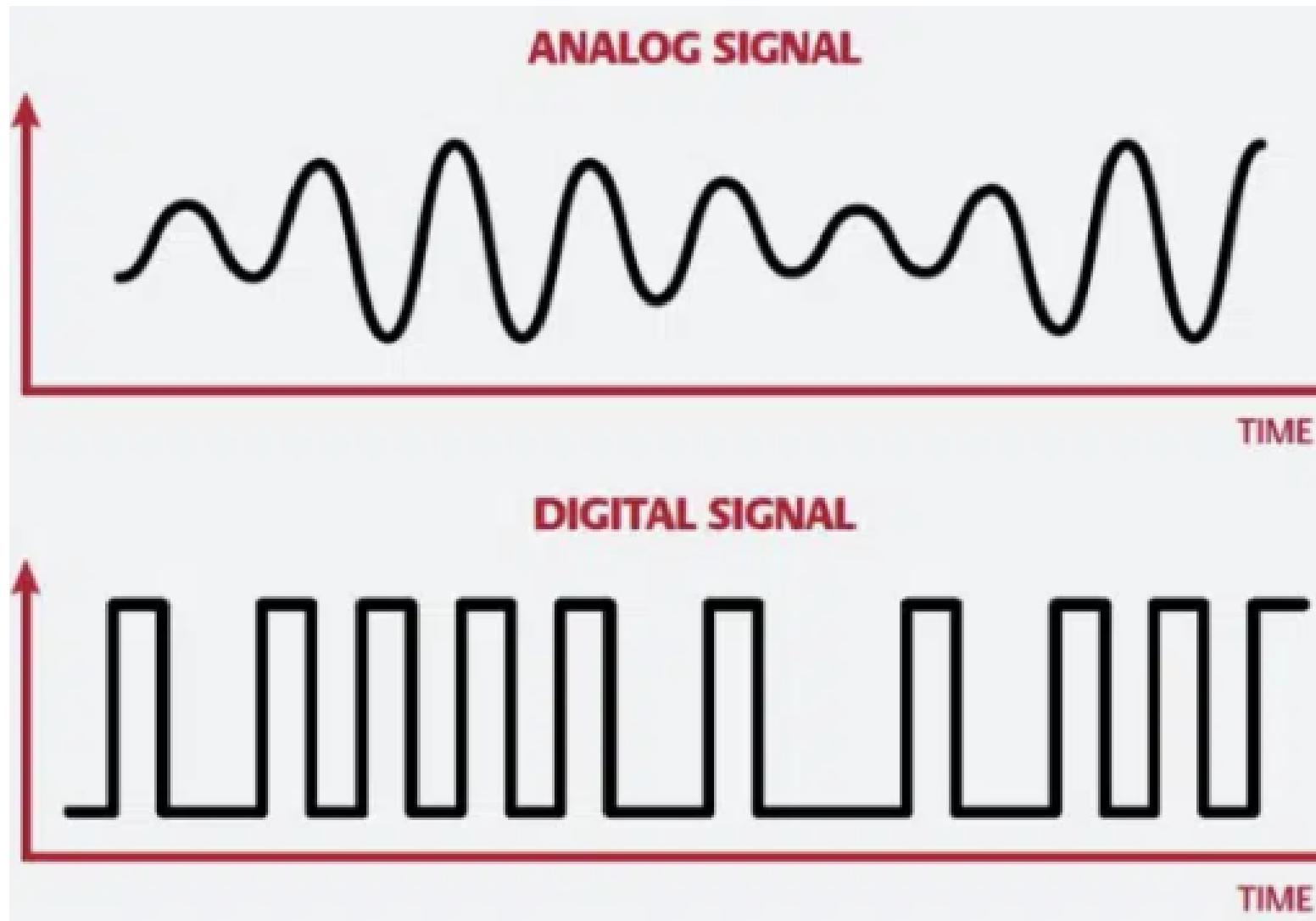
- Continuous and smooth waveform
- Represents natural signals like sound, light, temperature
- More affected by noise and distortion
- Example: Human voice, radio signals
- **Digital Signal**

A **digital signal** is a discrete signal that uses **binary values (0 and 1)**. It changes in steps rather than continuously.

Key Points:

- Non-continuous; represented as bits (0/1)
- More resistant to noise
- Used in computers, mobile communication, digital electronics
- Example: Computer data, digital audio, Internet communication

Analog vs. Digital signals



Analog vs. Digital signals

- **Systems where Analog Signals are used**
- Radio broadcasting (AM/FM radio)
- Television (older analog TV systems)
- Landline telephones (traditional PSTN)
- Audio systems (microphones, speakers)
- Medical instruments (ECG, EEG)
- Temperature and pressure sensors

Analog vs. Digital signals

- **Systems where Digital Signals are used**
- Computers and laptops
- Digital mobile communication (2G/3G/4G/5G)
- Digital TV and DTH systems
- Internet and data communication
- Digital audio systems (CD, MP3)
- IoT devices & smart sensors
- Satellite communication

Bandwidth and Frequency Spectrum

- . **Bandwidth**
- ✓ **Definition**
- **Bandwidth** is the range of frequencies that a communication channel, signal, or device can transmit.
It represents **how much data can be sent** over a channel in a given amount of time.
- ✓ **Key Points**
 - Measured in **Hertz (Hz)** for analog signals.
 - Measured in **bits per second (bps)** for digital communication.
 - Higher bandwidth → **higher data transfer speed**.
- ✓ **Example**
 - A 4G network with higher bandwidth can deliver faster internet than 2G.
 - An audio signal (20 Hz – 20 kHz) has a bandwidth of **19,980 Hz**.

Bandwidth and Frequency Spectrum

- **2. Frequency Spectrum**
- ✓ **Definition**
 - The **Frequency Spectrum** is the complete range of electromagnetic frequencies used for communication.
It includes all possible frequencies from **low-frequency radio waves** to **high-frequency microwaves** and **light waves**.
- ✓ **Key Points**
 - Divided into bands: LF, HF, VHF, UHF, microwave, etc.
 - Used in radio, TV, mobile communication, satellite, Wi-Fi.
 - Managed by government agencies (in India: **TRAI / DoT**).
- ✓ **Example**
 - **Mobile networks** use different parts of the frequency spectrum (e.g., 700 MHz, 1800 MHz, 2300 MHz).
 - **FM radio** uses the **88–108 MHz** band.

Bandwidth and Frequency Spectrum

USES OF

BANDWIDTH



Streaming media

Bandwidth ensures smooth playback without buffering or interruptions.



Video Conferencing

Bandwidth is essential for video conferencing to facilitate clear audio and video communication.



Internet Browsing

Bandwidth is crucial for accessing websites, streaming videos, and downloading files online.



Online Gaming

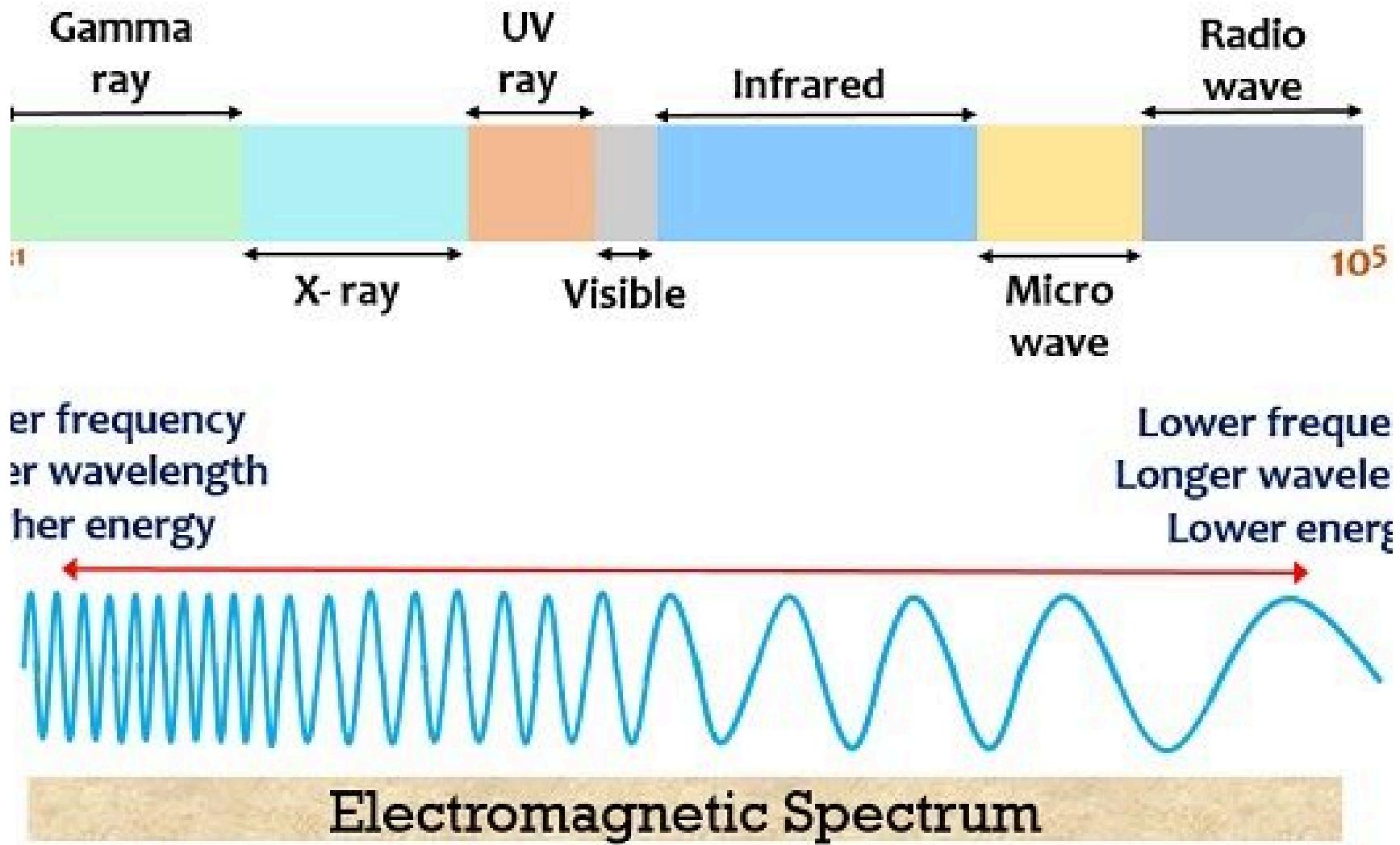
Online games require sufficient bandwidth to ensure smooth gameplay, fast response times, and minimal lag.



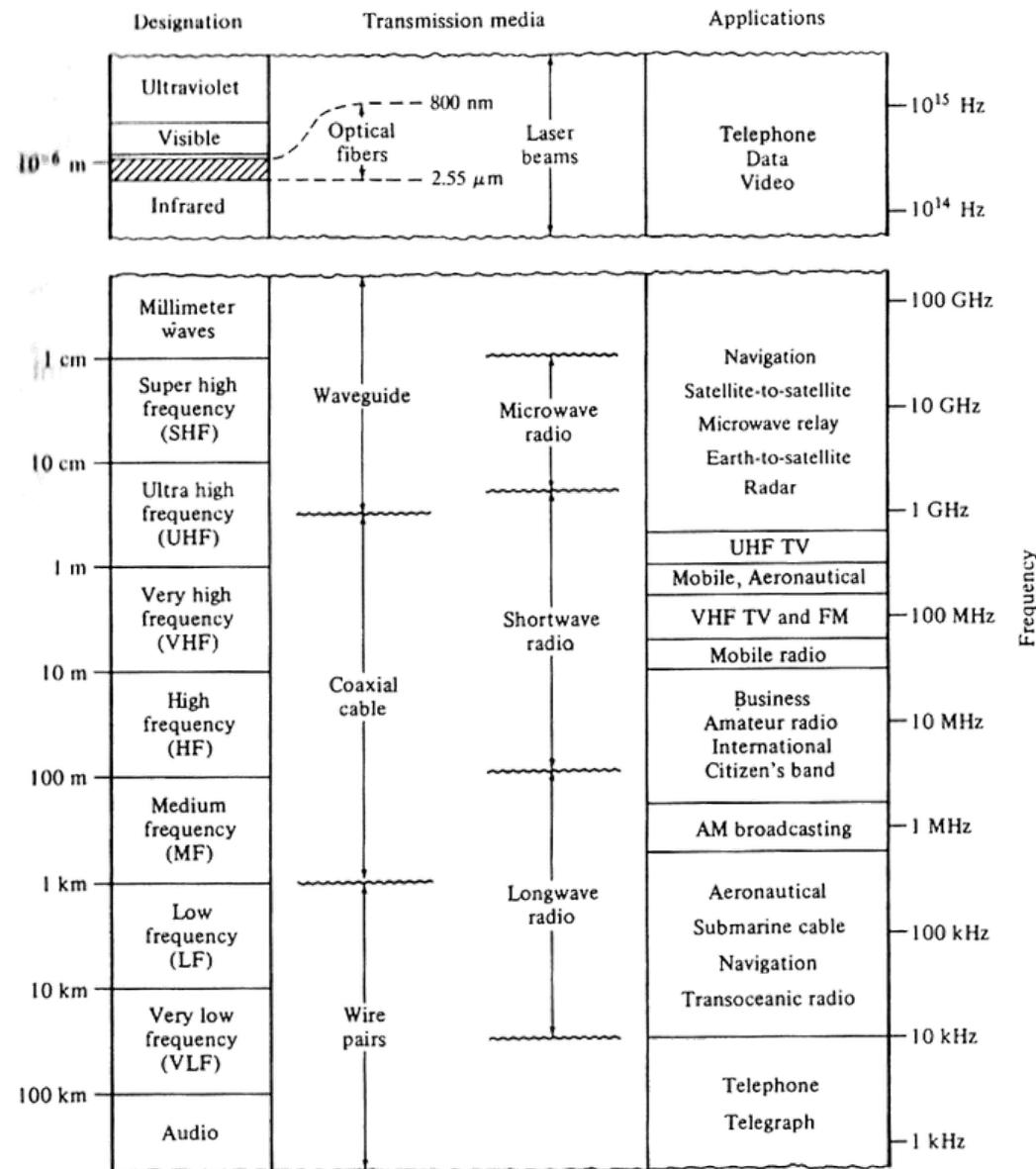
VoIP Services

VoIP relies on bandwidth to transmit voice data packets over the internet, enabling cost-effective voice communication.

Bandwidth and Frequency Spectrum



- Increase of telecommunications capacity and rates requires higher carriers
- Optical systems
 - apply predominantly low-loss silica-fibers
 - started with links, nowadays also in networks
 - very high bandwidths
 - repeater spacing up to thousands of km
- Optical communications is especially applicable in
 - ATM (MPLS)
 - FDDI
 - Gb-Ethernet



Transmission media: Wired (Copper, Fiber-optic) and Wireless

1. Why Copper Is Used in Transmission Media

- Copper is ideal for communication signals because:
- High electrical conductivity → signals travel with less resistance.
- Ductility and flexibility → easy to bend, twist, and install.
- Cost-effective → cheaper compared to optical fiber for short distances.
- Compatibility → widely used in existing LAN infrastructure.

2. Types of Copper Transmission Media

- A. Twisted Pair Cable
 - 1) Unshielded Twisted Pair (UTP)
 - Common in Ethernet LANs (Cat5, Cat6, Cat6a, Cat7).
 - No shielding → lighter, cheaper, easier to install.
 - 2) Shielded Twisted Pair (STP)
 - Metallic foil/braiding reduces noise.
 - Used in noisy industrial environments.

Advantages of Twisting-1)Reduces electromagnetic interference (EMI).

2)Minimizes crosstalk between adjacent pairs.

Transmission media: Wired (Copper, Fiber-optic) and Wireless

- B. Coaxial Cable
- Used in cable TV, broadband Internet, and earlier long-distance telephone networks.
- Structure:
- Central copper conductor/Insulation/Shield (braided copper/aluminum)/Outer jacket
- Types:
- RG-6 → Cable TV & broadband/RG-59 → CCTV/RG-11 → Long-distance runs
- **C. Copper Wire for Power & Signaling**
- Used in telephone subscriber lines (POTS – Plain Old Telephone Service)
- Early telegraph, dial-up Internet, DSL services

Transmission media: Wired (Copper, Fiber-optic) and Wireless

- **3. Electrical Characteristics of Copper Transmission Media**

- **A. Bandwidth**

- Copper has **lower bandwidth** compared to fiber.
 - UTP (Cat6/Cat7) supports up to **10 Gbps**, limited by distance.

- **B. Attenuation**

- Signal weakens over distance due to resistance.
 - Higher frequencies attenuate more.
 - Twisted pair effective up to 100–200 meters.

- **C. Noise Susceptibility**

- Copper is vulnerable to:
1-Electromagnetic interference (from motors, power cables)
2-Crosstalk (between adjacent wires)
3-Radio frequency interference (RFI)

- **D. Impedance**

- For performance:
 - UTP → 100 ohms
 - Coax → 50 or 75 ohms
- Matching impedance avoids reflections.

Transmission media: Wired (Copper, Fiber-optic) and Wireless

4. How Copper Transmits Signals

- **Analog Transmission**

Audio signals in telephone lines, AM/FM radio antenna wiring, CCTV analog signals

- **Digital Transmission**

Binary data in Ethernet cables, DSL broadband technology, Cable Internet via coax, Copper carries both forms depending on modulation and the system.

5. Usage / Applications of Copper as Transmission Media

- **A. Telecommunication Networks**

Telephone lines (local loop) / DSL broadband (copper pair)/ PBX systems

- **B. Internet & Data Communication**

LAN Ethernet using UTP/STP, Cable internet via coax, Modem to router connections

- **C. Broadcast & Media**

Cable TV distribution (coax RG-6), CCTV and security camera feeds

- **D. Industrial & Control Systems**

Instrumentation control wiring, RS-232, RS-485 communication, Sensor and actuator connections

Transmission media: Wired (Copper, Fiber-optic) and Wireless

- **1. What is Fiber Optic Cable?**
- A **fiber optic cable** is a communication medium that uses **glass or plastic fibers** to transmit information using light signals. The fiber is extremely thin (about the thickness of a human hair).
- Data is transmitted in the form of:
- **Infrared light** (LED or laser sources)
- **Reflected light pulses** inside the fiber core
- This makes communication:
- **Faster**
- **More secure**
- **Long distance**
- **High bandwidth**

Transmission media: Wired (Copper, Fiber-optic) and Wireless

- **2. Construction of a Fiber Optic Cable**
- A typical fiber optic cable has the following layers:
- **Core**
 - Central glass/plastic fiber.
 - Very pure silica.
 - Diameter: 8–62.5 microns.
- **Cladding**
 - Surrounds the core.
 - Has lower refractive index.
 - Helps in total internal reflection.
- **Primary Coating**
 - Protects from moisture and physical damage.
- **Strengthening Members**
 - Kevlar (aramid yarn) for mechanical strength.
- **Outer Jacket**
 - PVC, polyethylene, or fire-resistant material.

Transmission media: Wired (Copper, Fiber-optic) and Wireless

- **3. Principle of Operation**
- Fiber optic communication works mainly on:
- **Total Internal Reflection (TIR)**
- Light is transmitted through the core and reflected internally by the cladding due to the difference in refractive index.
- **Steps:**
- Light pulses (0s and 1s) are generated by **LED or Laser diode**.
- Light enters the core at an angle.
- Light bounces (reflects) inside the core without escaping.
- Light reaches the receiver (photo-detector).
- Photo-detector converts light into electrical signal.
- Because light travels with very low loss, signals can go far without distortion.

Transmission media: Wired (Copper, Fiber-optic) and Wireless

- **4. Types of Fiber Optic Cable**
- **A. Based on Mode of Propagation**
 - 1) Single-Mode Fiber (SMF)**
 - Very thin core: **8–10 microns**/ Uses **laser light** / Supports **very high bandwidth**
Suitable for **long-distance communication (up to 40–80 km without repeaters)**
 - 2) Multimode Fiber (MMF)**
 - Thicker core: **50–62.5 microns**/ Uses **LED light**/ Lower cost but shorter distance (2–5 km) / Common in LAN, campus, data centers
- **B. Based on Index Profile**
- **Step Index Fiber**
 - Uniform core refractive index.
 - Simple, low cost.
- **Graded Index Fiber**
 - Gradually changing refractive index.
 - Reduces modal dispersion.
 - Better performance for data networks.

Transmission media: Wired (Copper, Fiber-optic) and Wireless

5. Performance Characteristics

A. Bandwidth

- Extremely high bandwidth (Gbps to Tbps)/ Much higher than copper cables

B. Attenuation

- Very low signal loss (0.2–0.5 dB/km) / Can transmit long distances without repeaters

C. Immunity to Noise

- Not affected by: 1-Electromagnetic interference (EMI) 2-Radio frequency interference (RFI) 3-Lightning or electrical noise

D. Security

- Hard to tap → excellent data security

E. Distance

- SMF: 40–100 km / MMF: 2–5 km

F. Data Rate

- Easily supports: **10 Gbps/ 40 Gbps / 100 Gbps / 400 Gbps / 1 Tbps and beyond**

Transmission media: Wired (Copper, Fiber-optic) and Wireless

6. Usage / Applications of Fiber Optic Cables

A. Telecommunications

- Backbone of telephone networks / International submarine fiber optic cables / DWDM systems / FTTH / FTTP (Fiber to the Home/Premises)

B. Internet Backbone

- High-speed backbone lines / ISP long-distance networks / Metro fiber networks

C. Cable TV & IPTV

- Cable television distribution / High-definition video streaming

D. Computer Networking

- Data centers / Enterprise networks / Campus LAN connections

E. Industrial & Military

- Aircraft communication/ Radar systems /Industrial control systems (noise-free environments)

F. Medical Applications

- Endoscopy equipment/Laser medical devices/

G. Sensors-Fiber sensors measure/Temperature/Pressure/Strain/Vibration

Transmission media: Wired (Copper, Fiber-optic) and Wireless

- 7. Advantages of Fiber Optic Transmission
- Extremely High Bandwidth
- Long Distance Transmission
- Immunity to EMI/RFI
- High Security
- Small Size & Light Weight
- Very Low Signal Loss
- Future-Proof Technology i,e Backbone of 5G, IoT, and cloud

Transmission media: Wired (Copper, Fiber-optic) and Wireless

1. What is Wireless Transmission Media?

- Wireless media refers to communication technologies that transmit information without physical wires, using: Radio waves / Microwave signals /Infrared waves / Light (LASER)

Data is transmitted by modulating these waves, and the receiver demodulates them into usable information

2. How Wireless Transmission Works

- Transmitter converts electrical data into electromagnetic waves.
- Waves propagate through air/free space.
- Receiver antenna captures the waves.
- Demodulation converts signals back into data.
- **Very useful where:**
- Cabling is difficult or expensive
- Mobility is required (phones, laptops)
- Long-distance communication is needed

Transmission media: Wired (Copper, Fiber-optic) and Wireless

3. Types of Wireless Transmission Media

- **A. Radio Waves (3 kHz – 1 GHz)**- Used for long-range broadcasting,
Can penetrate walls , Omni directional (spread in all directions).
- Uses: FM/AM radio , Television broadcasting, Mobile phones (2G/3G/ ...) Wi-Fi (2.4 GHz)
- **B. Microwaves (1 GHz – 300 GHz)**
 - 1) Terrestrial Microwaves- Point-to-point line-of-sight communication (tower to tower)
- Frequency: 4–6 GHz, 11–18 GHz
- Uses: Telephone backhaul/TV distribution/Long-distance data links
 - 2) Satellite Microwaves- Geostationary or Low-Earth Orbit satellites
- Frequency: 1–40 GHz (Ku-band, Ka-band)
- Uses: DTH TV/GPS/Global communication/Weather forecasting

Transmission media: Wired (Copper, Fiber-optic) and Wireless

C. Infrared Waves (IR)

- Short-range, line-of-sight , Cannot penetrate walls
- **Uses:** Remote controls (TV, AC) /IrDA ports (legacy laptops)/short-range sensors

D. Bluetooth and ZigBee

- Short-range personal communication/Low power consumption
- **Uses:** Wireless headphones/Smart home IoT systems/Wearables

E. Wi-Fi (2.4 GHz / 5 GHz / 6 GHz)

- Wireless LAN for high-speed internet/Range: 20–100 meters
- **Uses:** Home and office internet/Public hotspots/Smart devices

F. Cellular Networks (Mobile Communication)

- Uses licensed spectrum for large-scale mobile communication.
- **Generations:** **2G** – GSM, basic voice/text/**3G** – Video call, mobile internet
4G LTE – High-speed internet/**5G** – Ultra-fast, IoT, low latency
- **Uses:** Smartphones/IoT devices/vehicular communication

Transmission media: Wired (Copper, Fiber-optic) and Wireless

G. LASER (Light Amplification by Stimulated Emission of Radiation)

- Optical wireless communication/High-speed, line-of-sight
- **Uses:** Building-to-building links / Free space optical communication (FSO)

4. Characteristics of Wireless Transmission Media

A. Bandwidth- Varies widely based on the frequency band/Wi-Fi 6 → up to 9.6 Gbps

5G → 1–20 Gbps/Satellite → 10–100 Mbps

B. Attenuation

- Signal weakens due to: Distance/Atmospheric conditions (rain, fog)

C. Interference- Wireless signals may be affected by:

- Other wireless devices/Microwave ovens/Physical obstacles/Weather

D. Mobility

- **Major advantage** → Allows communication on the move.

E. Coverage

- Can be local (Wi-Fi) or global (satellite, cellular).

Transmission media: Wired (Copper, Fiber-optic) and Wireless

5. Usage / Applications of Wireless Transmission Media

A. Mobile Communication-Smart phones, tablets/Voice, SMS, data services/4G/5G networks

B. Wi-Fi Networks-Home broadband/Campus networking/Enterprise WLANs

C. Satellite Communication

- TV broadcasting (DTH)/GPS navigation/Remote area connectivity/Military comm.

D. Broadcasting-AM/FM radio/Digital TV/News and entertainment channels

E. IoT (Internet of Things)-Smart home devices (Alexa, smart bulbs)/Smart agriculture/Industrial automation/ Smart healthcare

F. Short-Range Communication-Bluetooth audio/Smartwatches/Wireless keyboards/mouse

G. Emergency & Defense Communication-Radar systems/Drone communication
Disaster management networks

H. Transportation-Vehicle-to-vehicle (V2V) communication/Intelligent traffic systems/Aviation (air traffic control)

Transmission media: Wired (Copper, Fiber-optic) and Wireless

- 6. Advantages of Wireless Transmission Media
Mobility / Easy Installation / Cost Saving / Scalability / Wide Coverage / Flexibility
- 7. Limitations of Wireless Transmission Media
Interference / Security Risks / Limited Bandwidth / Environmental Impact / Lower Reliability / Latency Issues.

Wireless vs. Wired Media – Comparison Table

Feature	Wireless Media	Wired Media (Copper/Fiber)
Transmission Medium	Air / Free Space	Physical cables (Copper, Coaxial, Fiber Optic)
Mobility	Very high – users can move freely	Low – user/device must stay connected by cable
Installation	Easy, quick, low physical work	More complex – requires cabling and infrastructure
Cost	Lower initial cost	Higher installation and material cost
Bandwidth	Moderate to high (depends on technology like Wi-Fi, 4G/5G)	Very high (especially fiber optics)
Interference	High (EMI, obstacles, other wireless devices)	Very low (almost none in fiber; some in copper)
Use Cases	Mobile devices, IoT, Wi-Fi networks, satellite, sensor networks	High-speed internet backbone, LAN, data centers, enterprise networks