

CI0121 Computer Networks

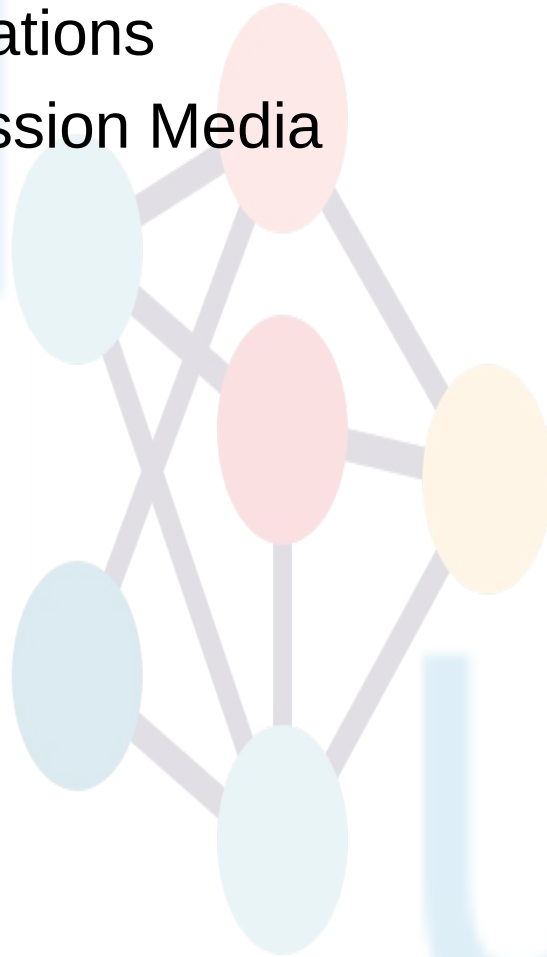
Physical Layer

Profesores ECCI

Physical layer - agenda

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- Data Communications
- Guided Transmission Media



Physical layer

Foundation on which other layers build

- Properties of wires, fiber, wireless limit what the network can do

Key problem is to send (digital) bits using only (analog) signals

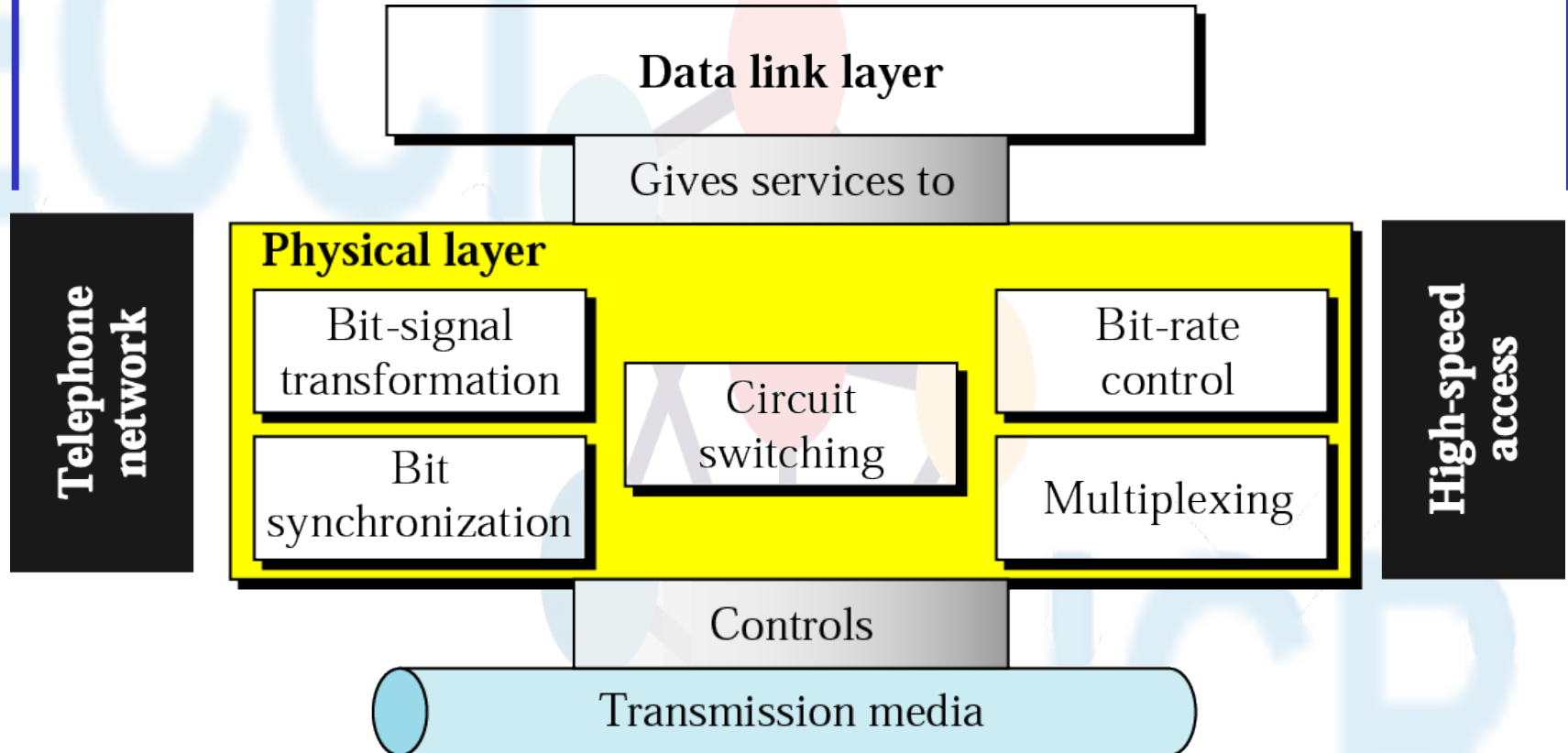
- This is called modulation

Application
Transport
Network
Link
Physical

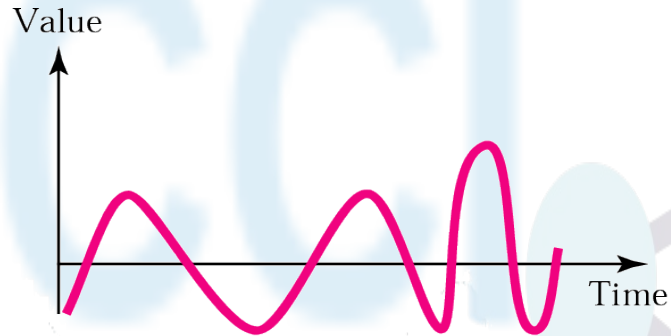


Physical Layer

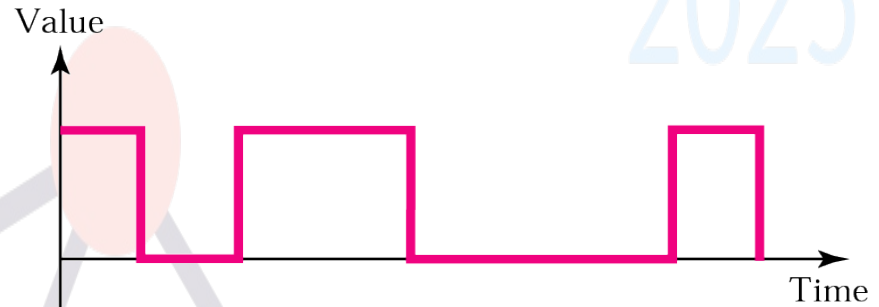
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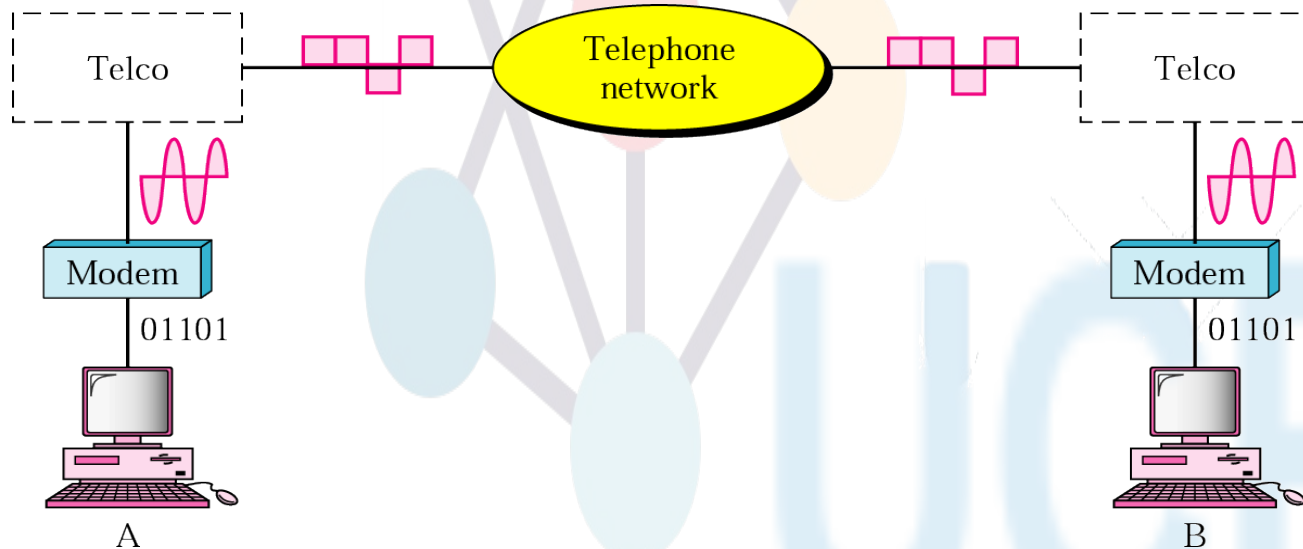
Analog vrs Digital



a. Analog signal



b. Digital signal



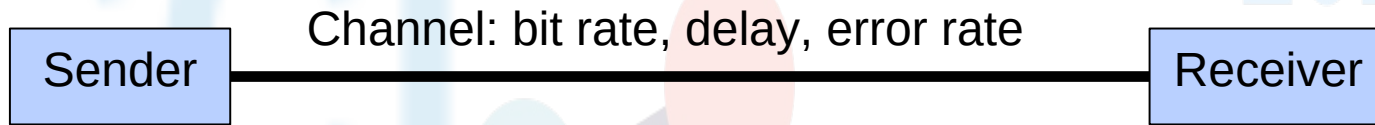
Physical Layer Issues

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- **Media**: wires, fiber, satellites, radio
- Signal **propagation**: bandwidth, attenuation, noise
- **Modulation**: how bits are represented as voltage signals
- Fundamental **limits**: Nyquist, Shannon



Abstract Model of a Link



- Bit rate: bits/sec depends on the channel's **bandwidth**
- Delay: **how long** does it take a bit to get to the end?
- Error rate: what is the **probability** of a bit flipping?

Link Terminology

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Simplex link

- Only one fixed direction at all times; not common

Half-duplex link

- Both directions, but not at the same time
- e.g., senders take turns on a wireless channel

Full-duplex link

- Used for transmission in both directions at once
- e.g., use different twisted pairs for each direction

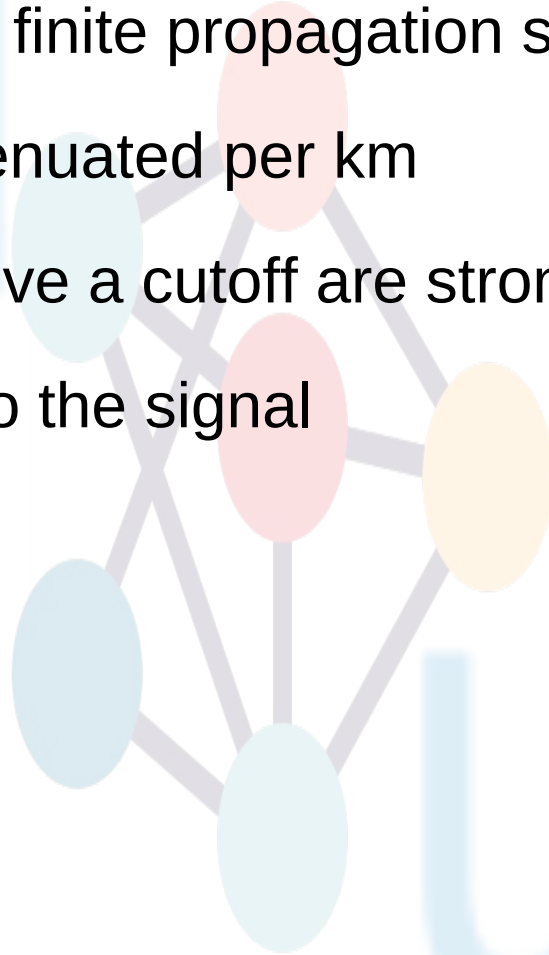
Bandwidth-Delay Product

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- Bits have a physical size on the channel!
- Storage capacity of a channel is: bit rate x delay
- Example:
 - 100 Mbps 5000-km fiber, delay = 50 msec
 - In 50 msec we can pump out 5 million bits
 - So the fiber can store 5 million bits in 5000 km
 - 1 km holds 1000 bits so a bit is 1 meter long
 - At 200 Mbps, a bit is 0.5 m long

Signal propagation over a wire

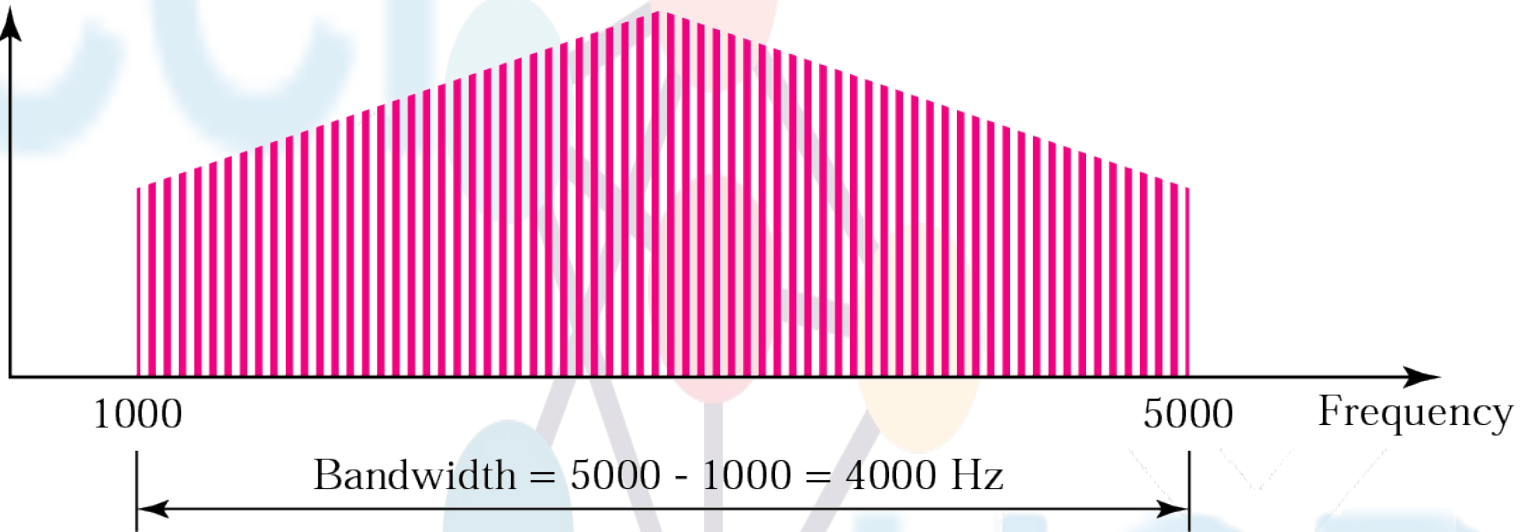
- The signal has a finite propagation speed ($\frac{2}{3}c$)
- The signal is attenuated per km
- Frequencies above a cutoff are strongly reduced
- Noise is added to the signal



Bandwidth

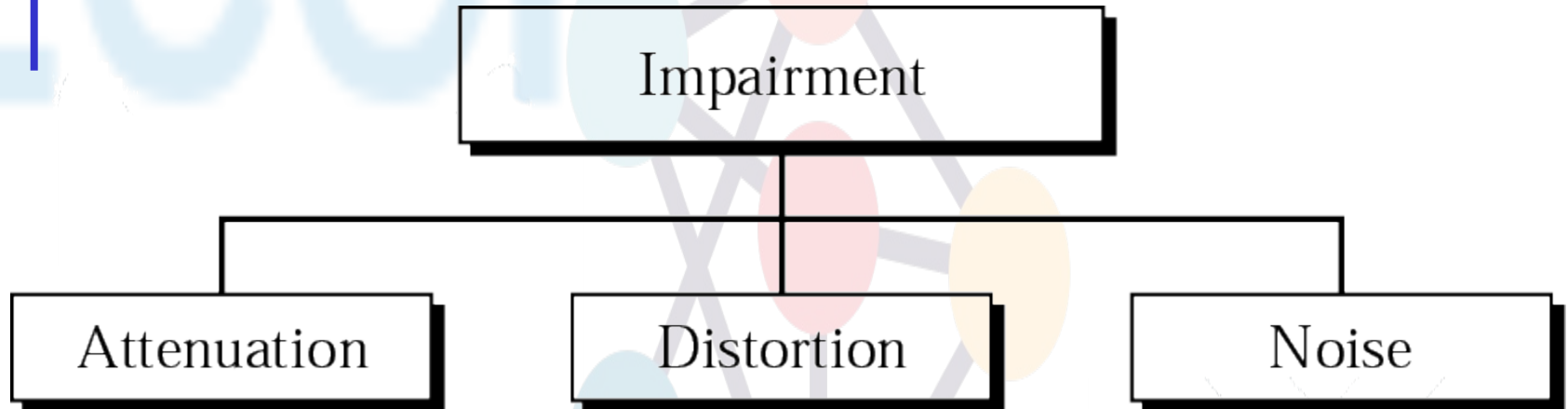
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Amplitude

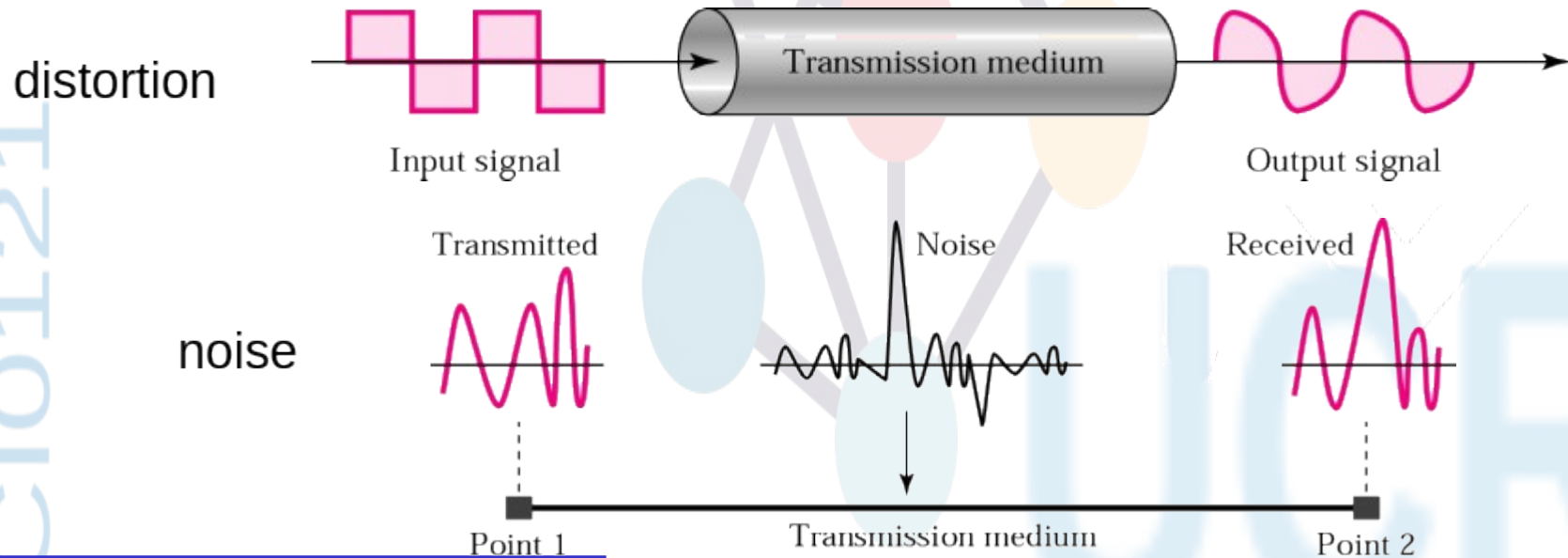
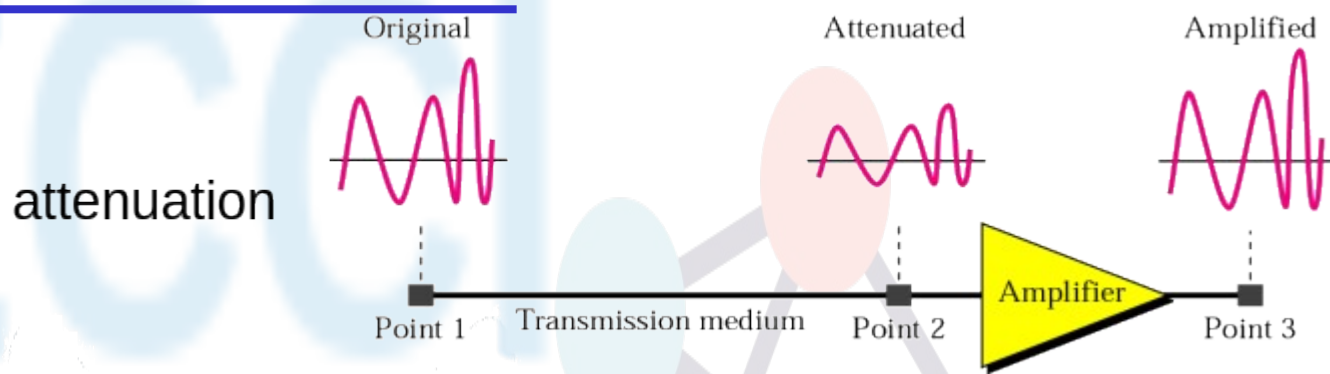


Signal impairments

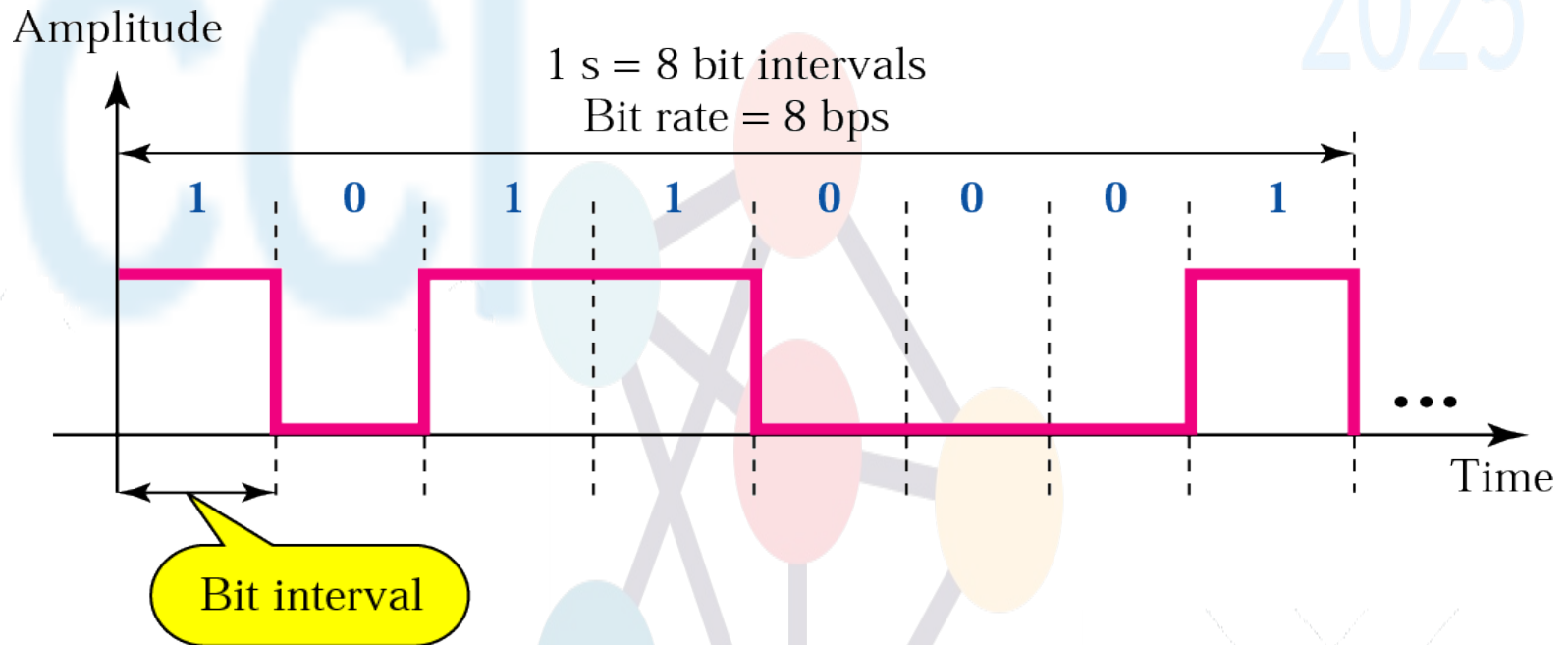
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Signal distortion



Digital signal

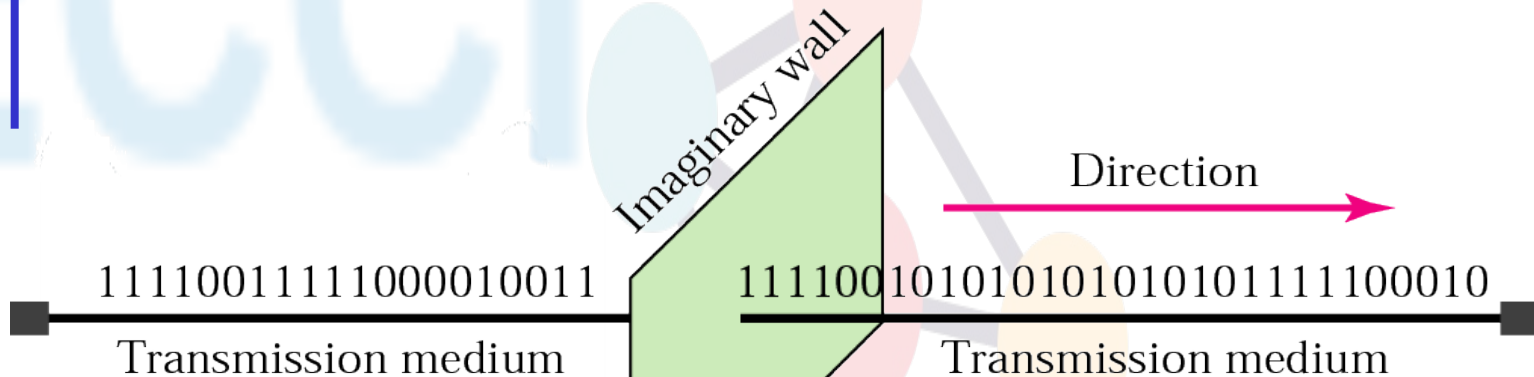


QUESTION:

What is the **bandwidth** of this signal?

Throughput

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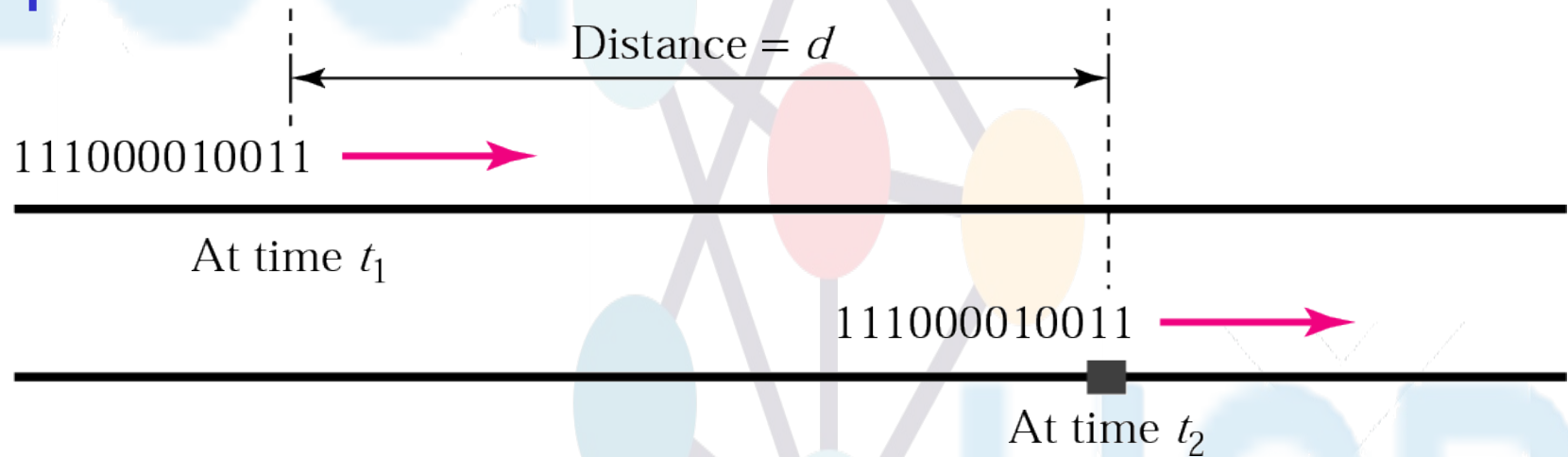


Throughput is the number of bits passing through this wall in a second.

Propagation time

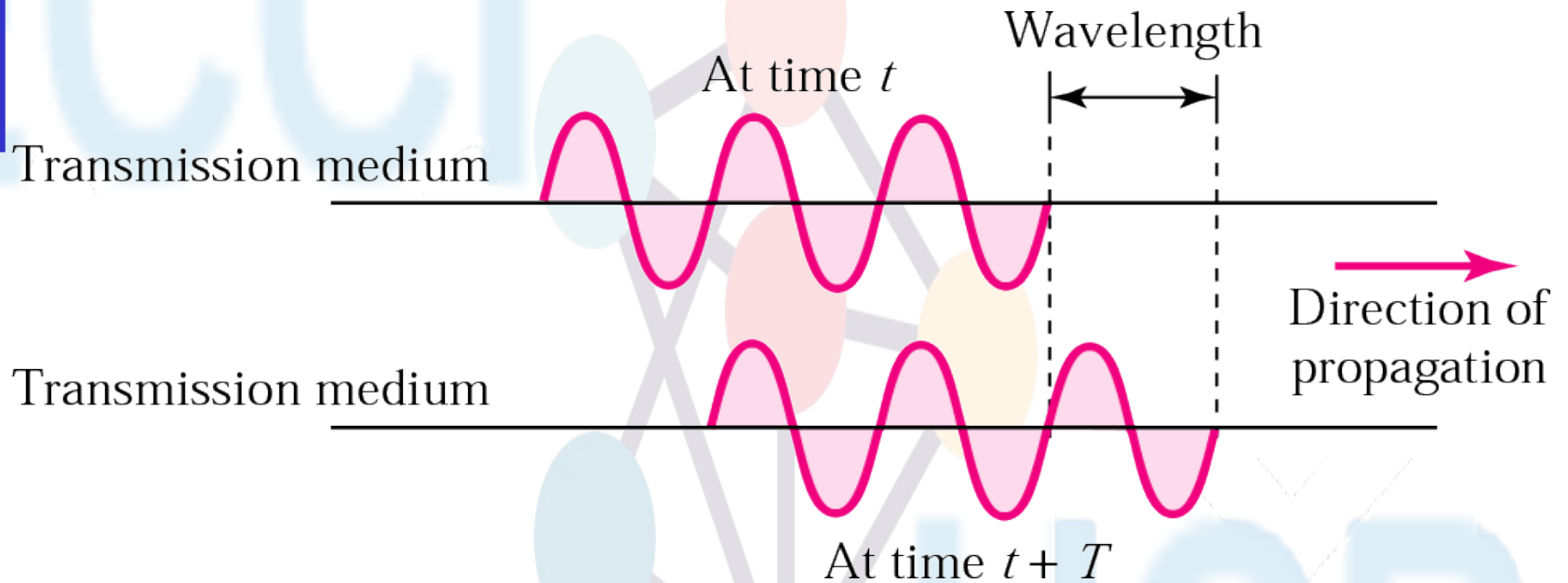
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$$\text{Propagation time} = t_2 - t_1 = d / \text{Propagation speed}$$



Wavelength

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Transmission media, persistent storage

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- Examples: Bernie (Ch. 1 # 1)

Imagine that you have trained your St. Bernard, Bernie, to carry a box of three 8-mm tapes instead of a flask of brandy. (When your disk fills up, you consider that an emergency.) These tapes each contain 10 gigabytes. The dog can travel to your side, wherever you may be, at 18 km/hour. For what range of distances does Bernie have a higher data rate than a transmission line whose data rate (excluding overhead) is 150 Mbps? How does your answer change if

- i) Bernie's speed is doubled
- ii) each tape capacity is doubled
- iii) the data rate of the transmission line is doubled.

Transporting Physical Media

- AST 1990: Never underestimate the bandwidth of a station wagon full of tapes hurtling down the highway.



- Ultrium 7 tape = 6 TB, 400 cm² (costs €100)
- Typical van has capacity of 7×10^6 cm²
- Van holds 17,500 tapes holding 105×10^{15} bytes
- One person can drive NYC to LA in 5 days = 4×10^5 s
- This is a bandwidth of 2 Tbps or 2000 Gbps

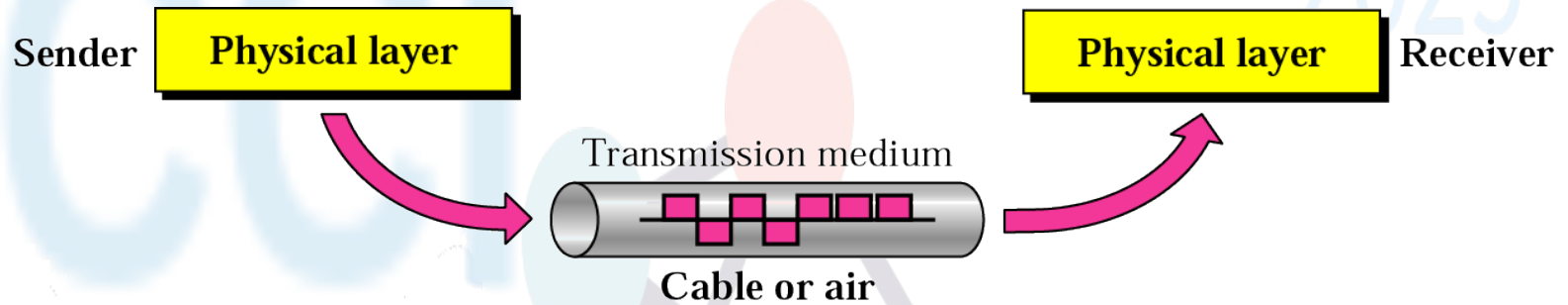
Amazon's Snowmobile Service

- When I first wrote that, I meant it as a joke
- No longer. Enter Amazon's Snowmobile service

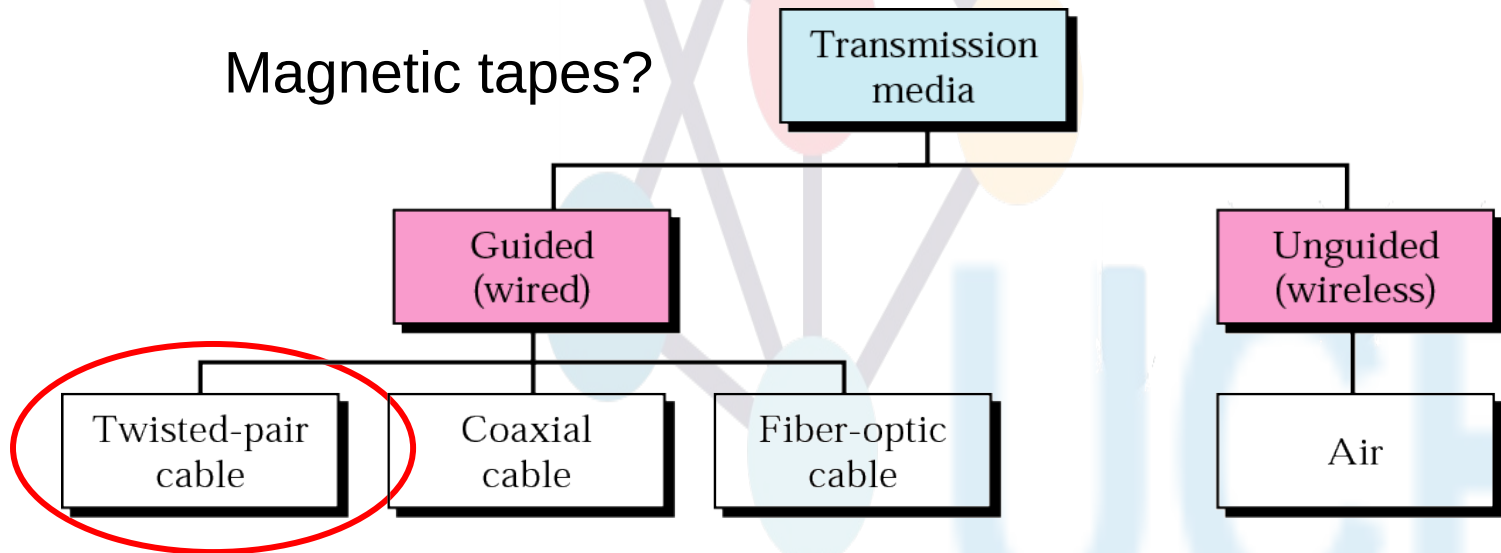


- It is for companies to put their data in the cloud
- The Truck holds 100 PB (100,000 terabytes) on HDs

Transmission media



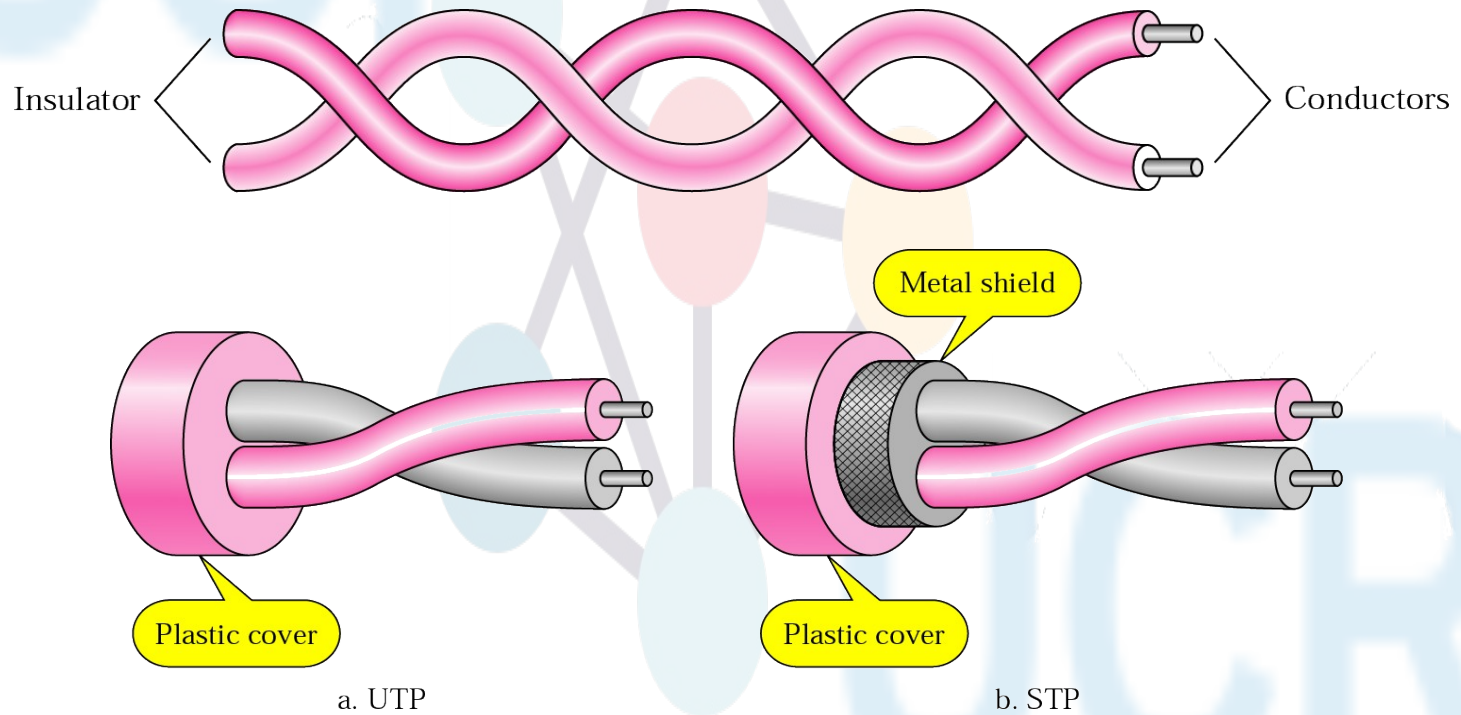
Magnetic tapes?



Twisted pair

Very common; used in LANs, telephone lines

- Twists reduce radiated signal (interference)
- UTP = Unshielded Twisted Pair



Twisted pair (cnt'd)

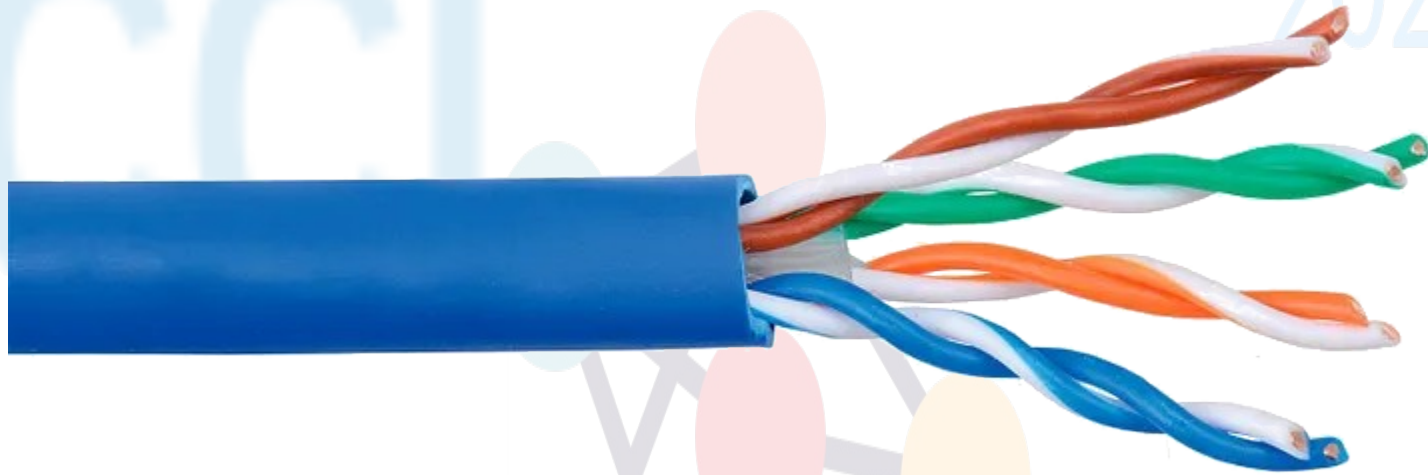


Fig. 2-1

Kinds of Wire

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- STP = Shielded Twisted Pair
- UTP = Unshielded Twisted Pair
 - Cat 3: Home telephone lines
 - Cat 5: Fast Ethernet (100 Mbps)
 - Cat 5e: Gigabit Ethernet (1 Gbps)
 - Cat 6: 10-Gigabit Ethernet (10 Gbps) up to 100 m
 - Cat 6A: Better quality Cat 6
 - Cat 7: Includes shielding (not in common use)

Connectors



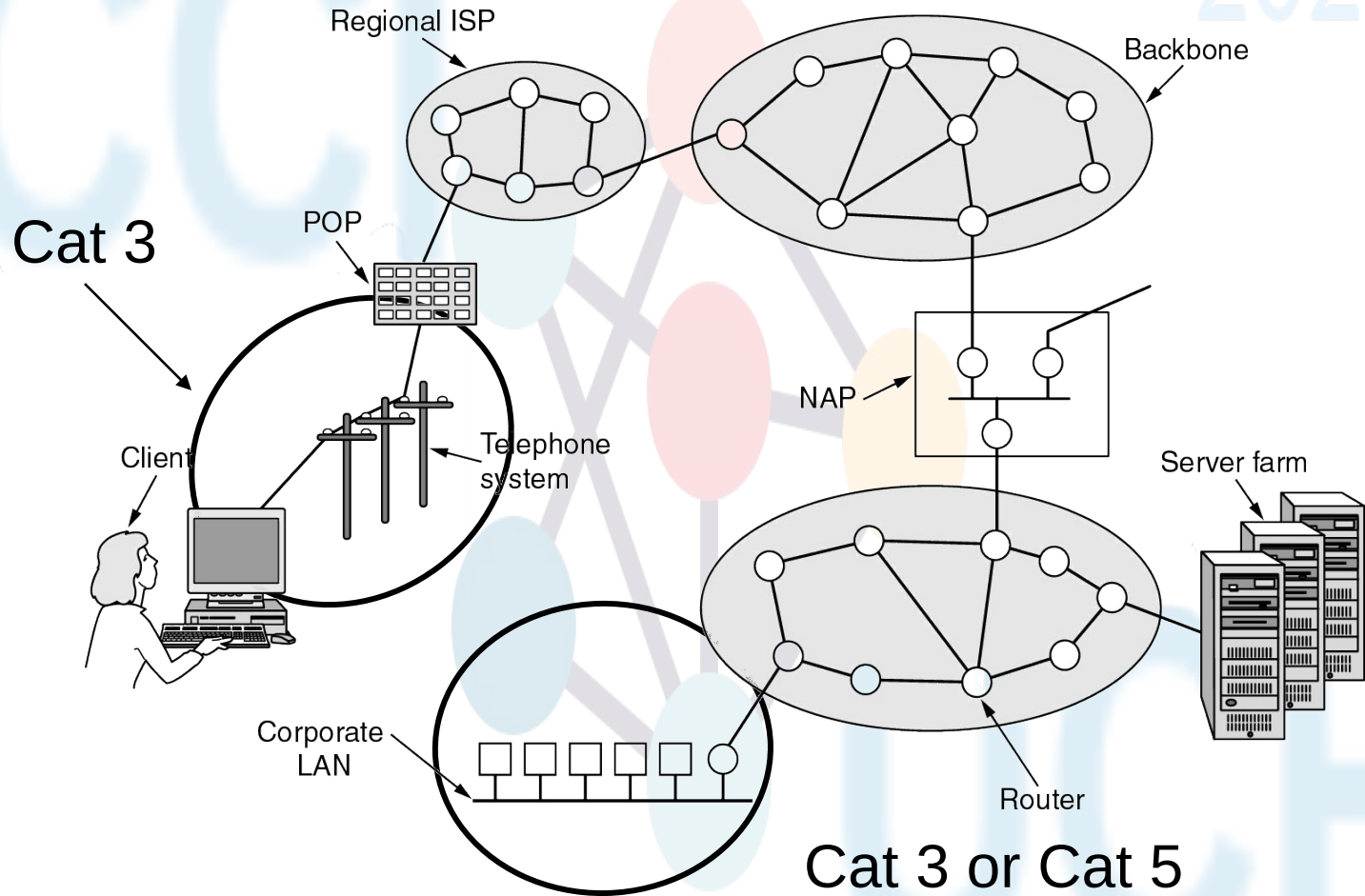
RJ11 – 4 wires



RJ45 – 8 wires

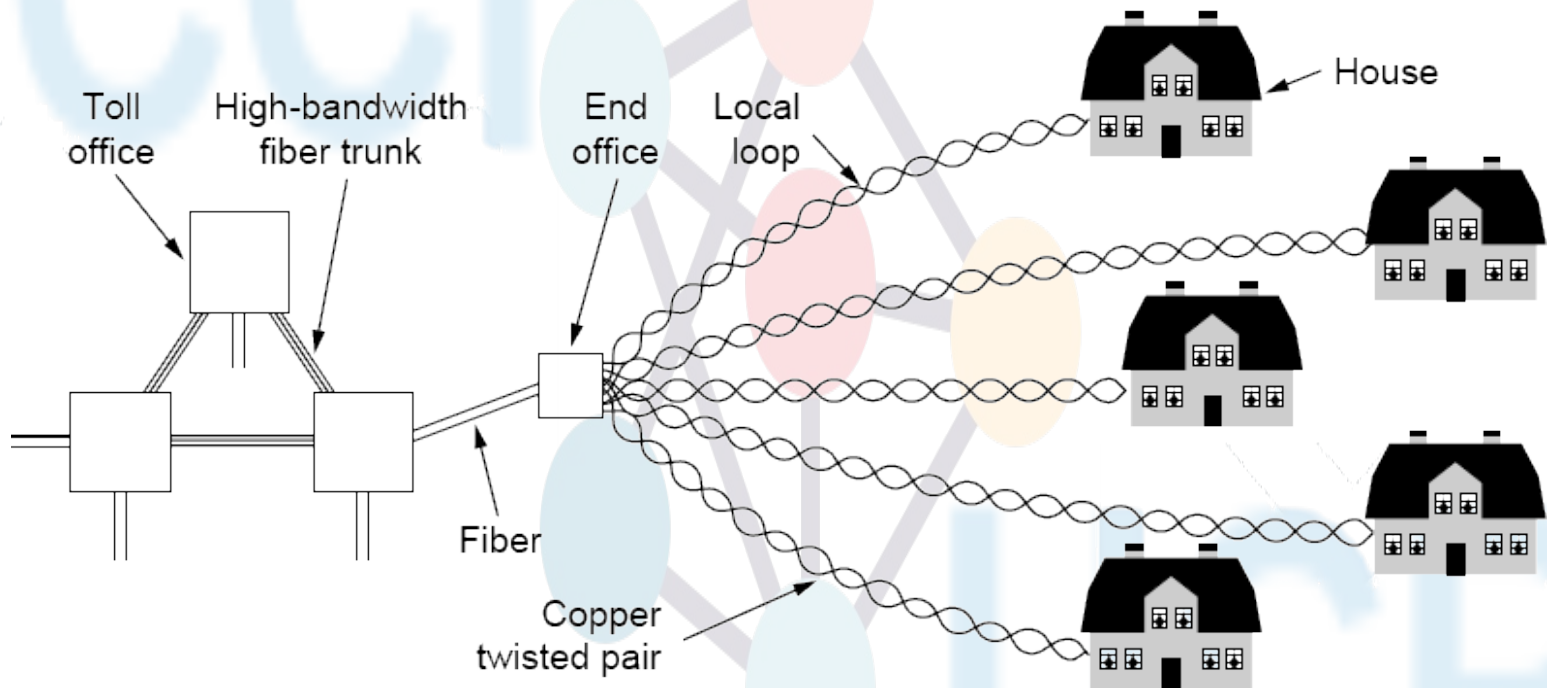
Modern buildings are wired for RJ45 but there are adapters

Using twisted pair cables in a network



Using twisted pair cables in a network (cnt'd)

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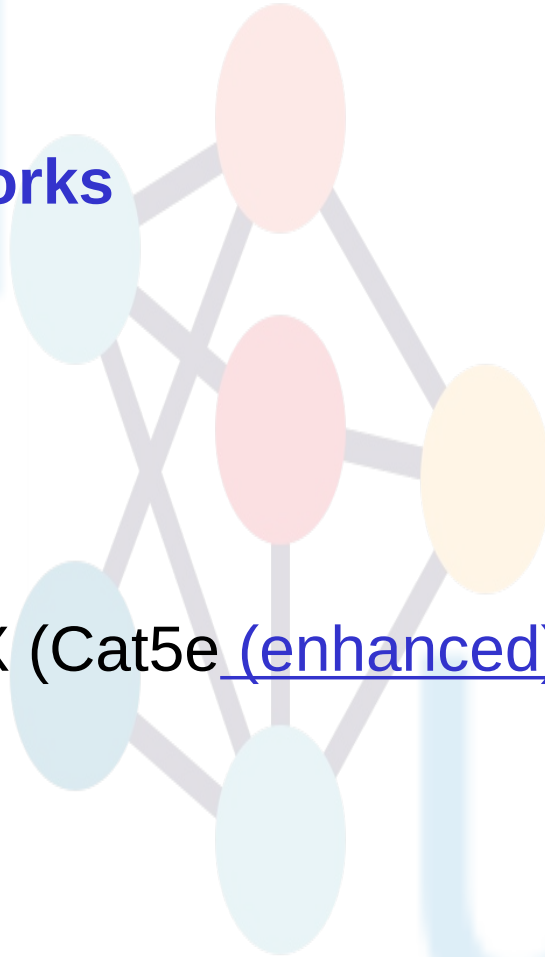


Twisted pair networks

-example -

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- **ADSL**
- **Ethernet networks**
 - 10BASE-T
 - 100BASE-TX
 - 1000BASE-T
 - 1000BASE-TX (Cat5e (enhanced))



Twisted pair

- *pros and cons* -

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Pros:

- easy to understand
- mass production - low cost
- most widely used medium

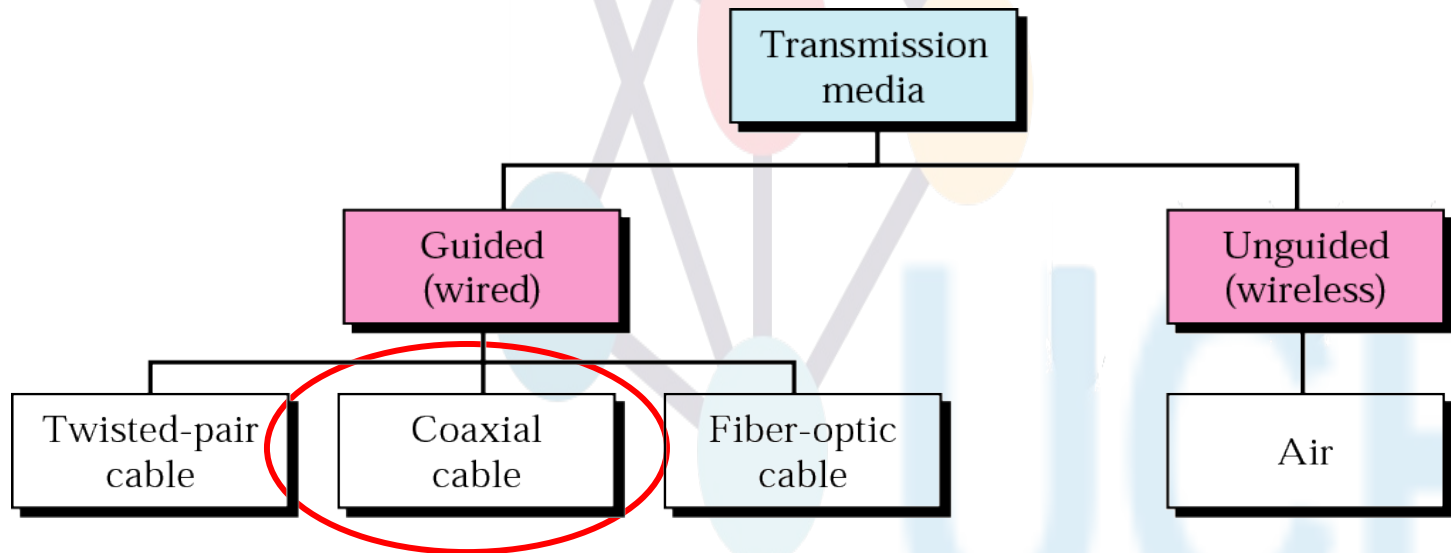
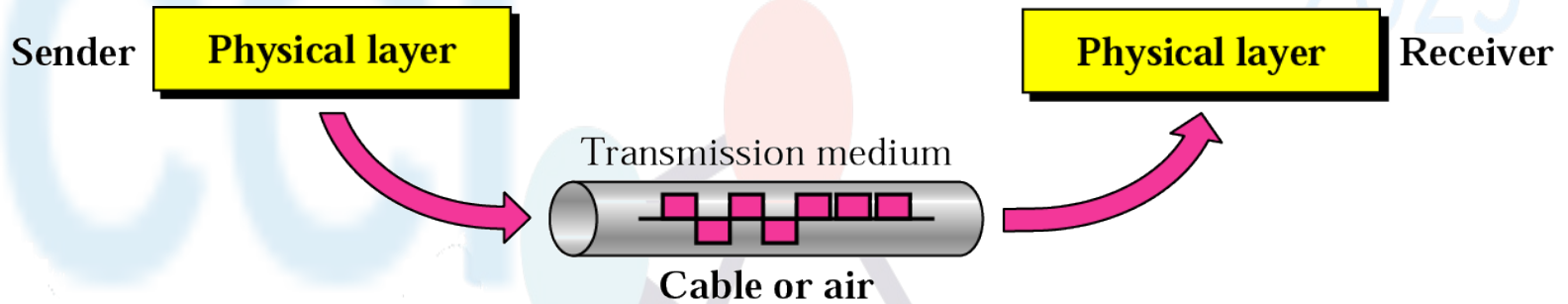
Cons:

- prone to electromagnetic interference
 - in power plants, airport buildings, military facilities, cars...

Note:

In-building networks at our university are almost all twisted pair

Transmission media



Coax cable

Also common. Better shielding and more bandwidth for longer distances and higher rates than twisted pair.

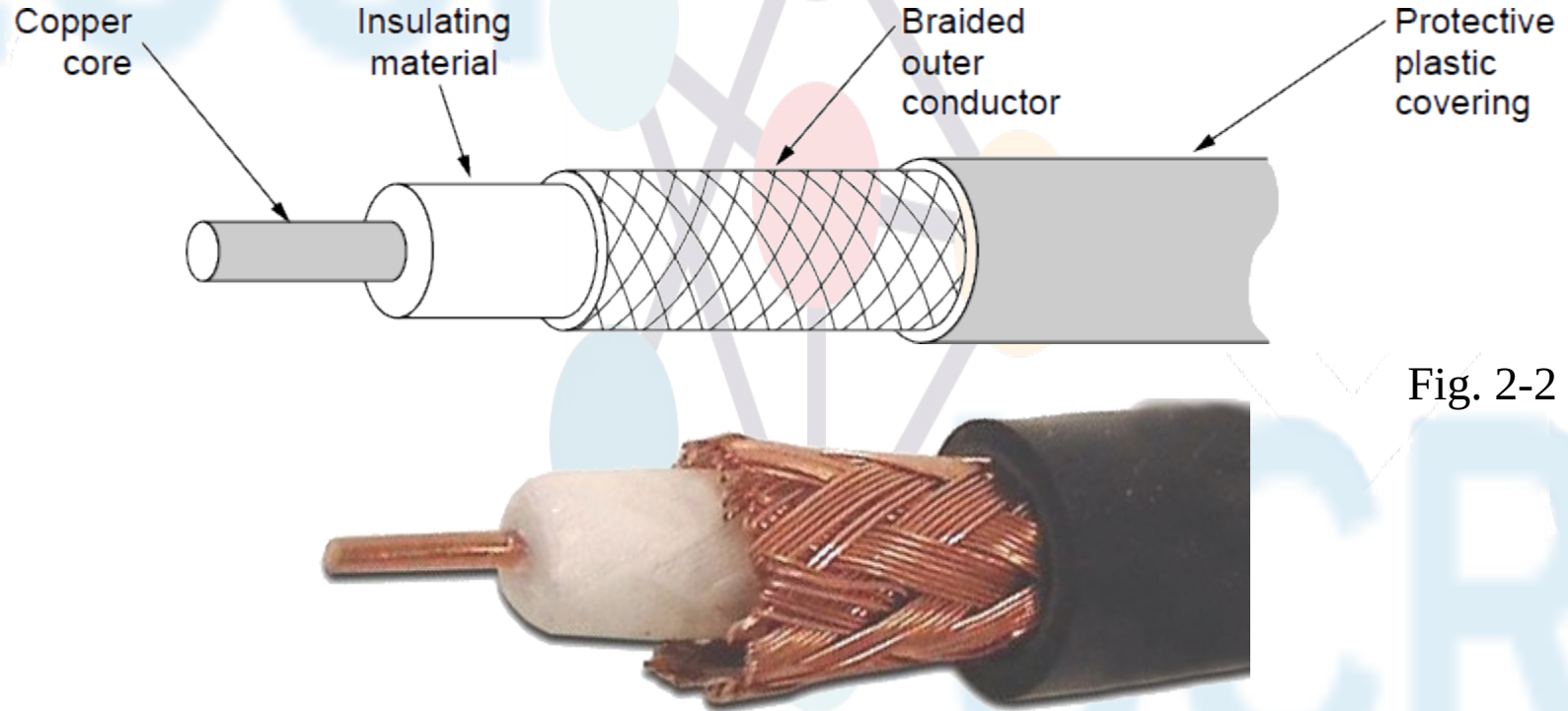
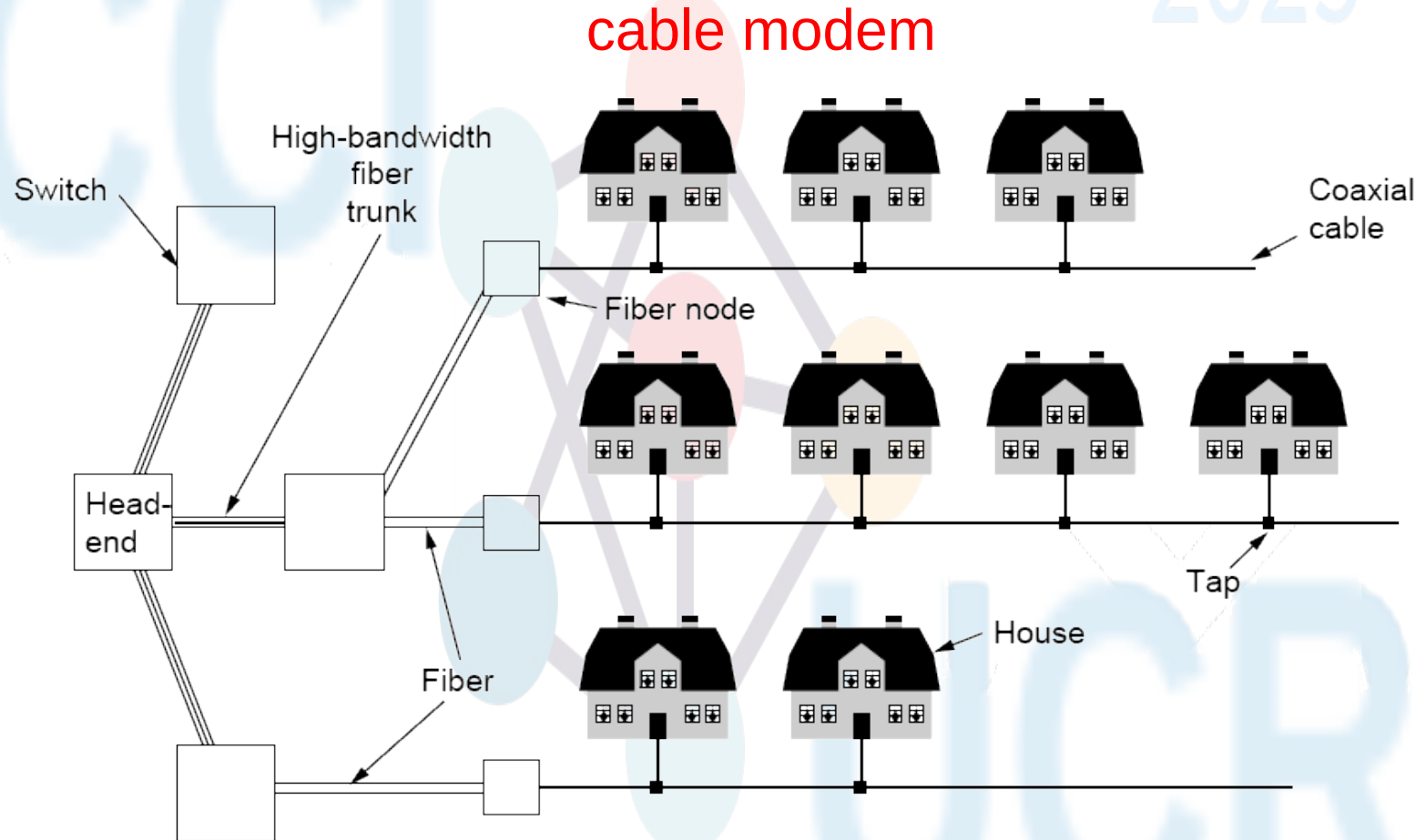


Fig. 2-2

Coax cable network - example 2-

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Wires and power lines

Household electrical wiring is another example of wires

- Convenient to use, but poor for sending data

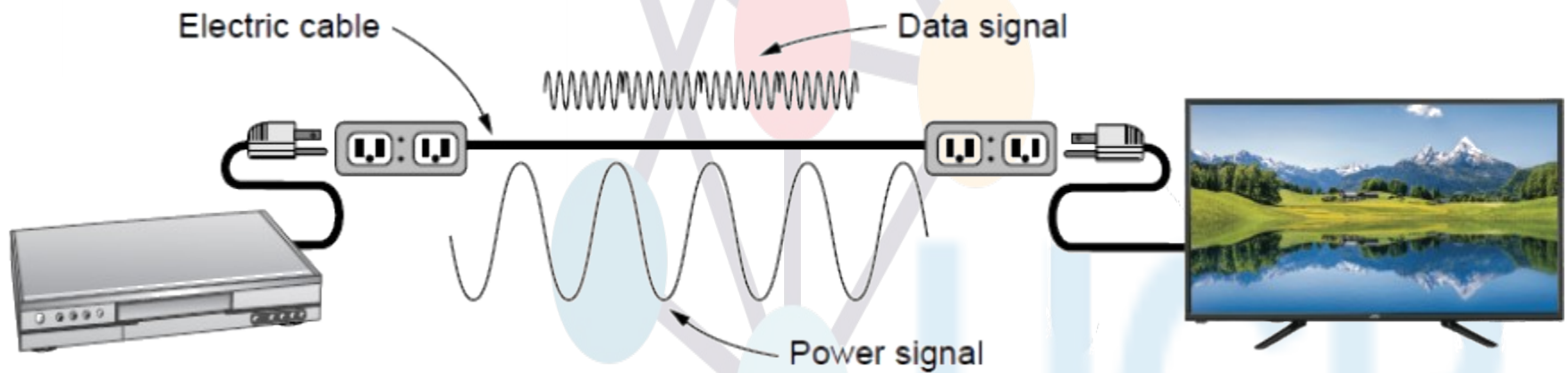
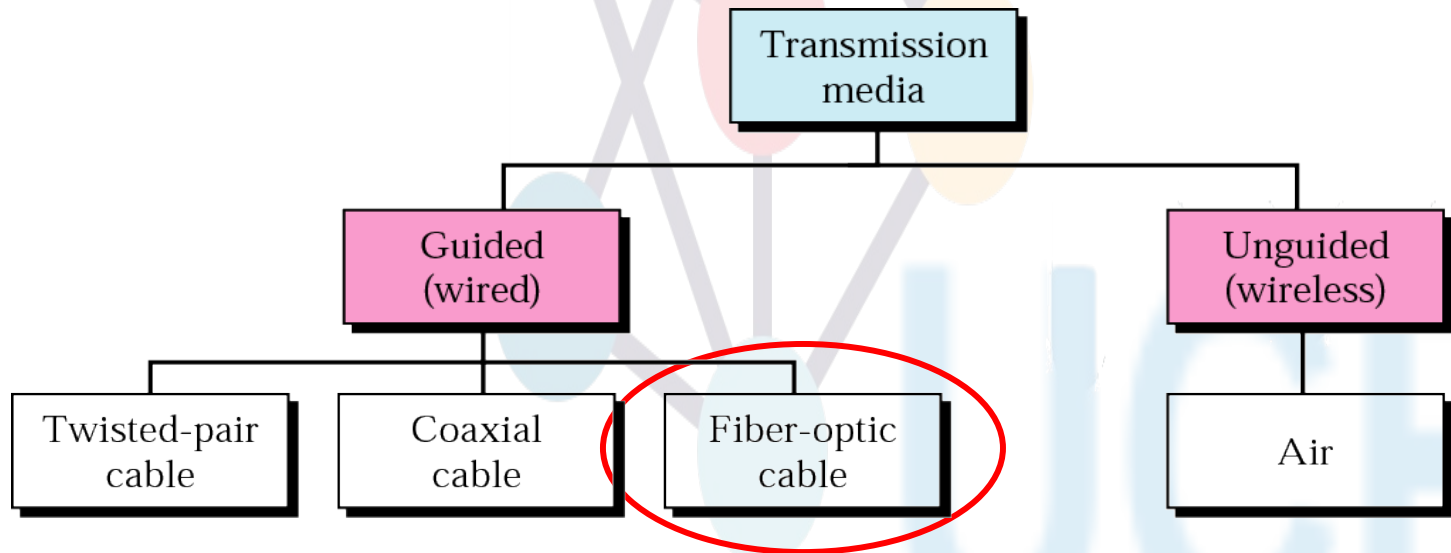
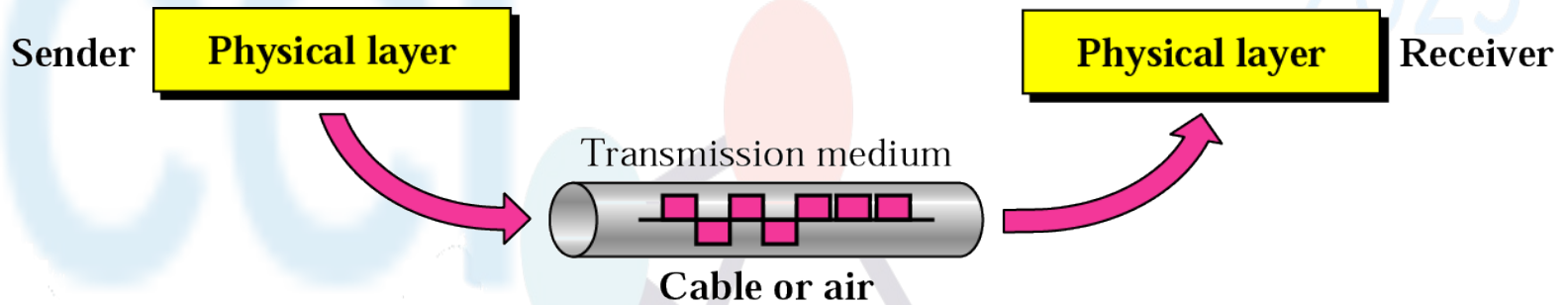


Fig. 2-3

Transmission media

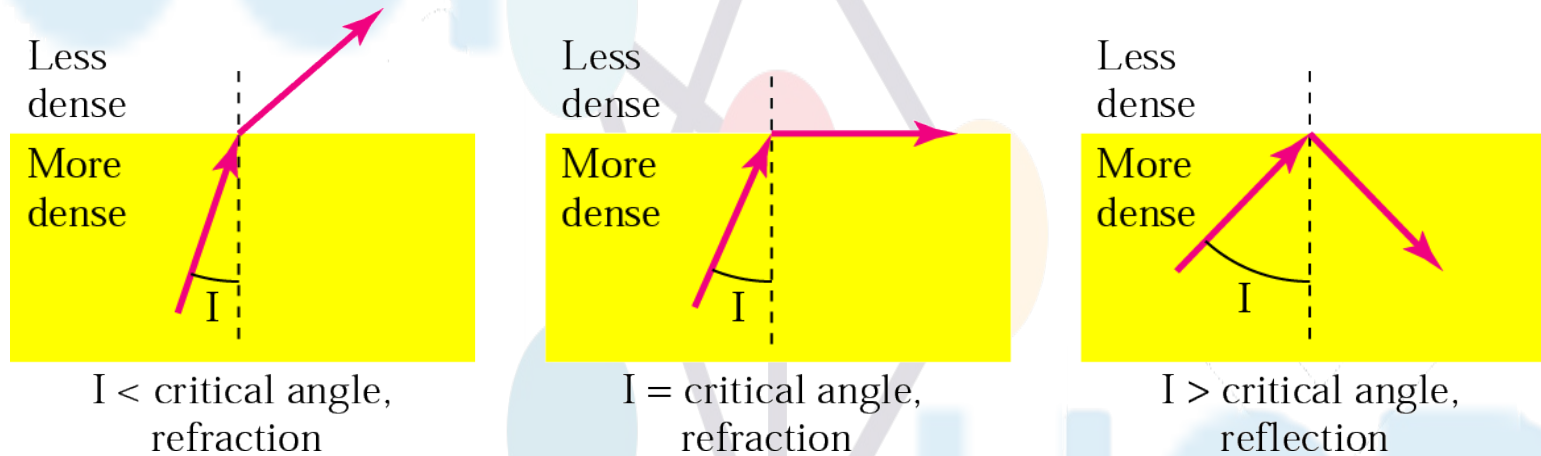


Optical fiber fundamentals

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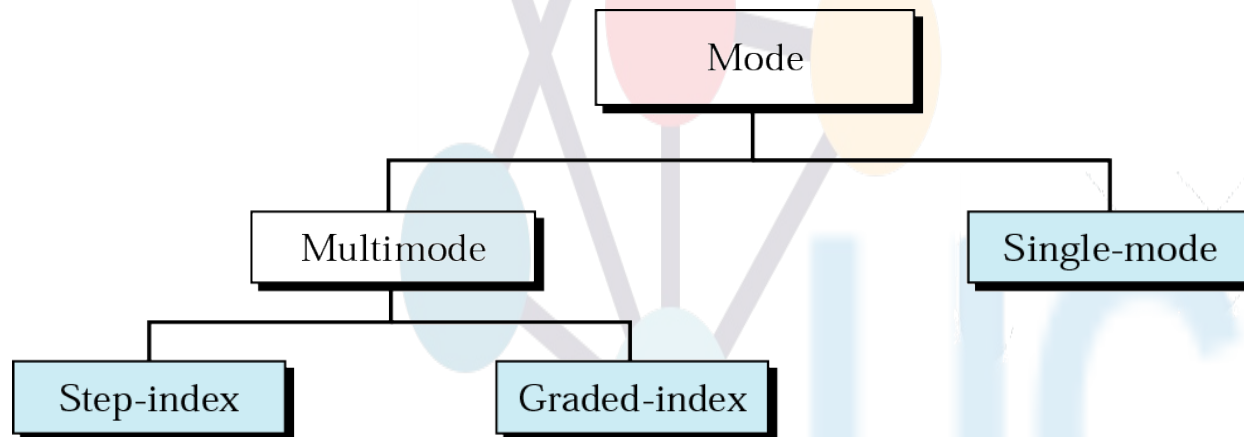
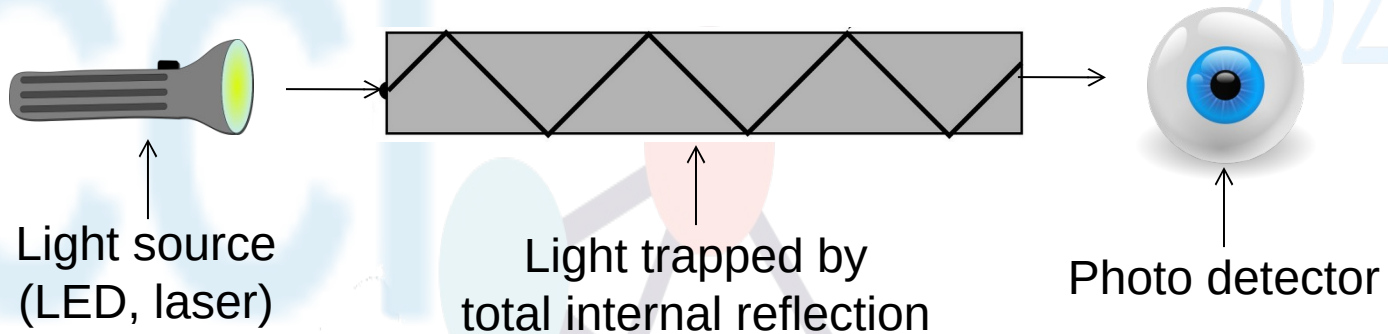
Bending the light ray

Fig. 2-4



Three examples of a light ray from inside a silica fiber impinging on the air/silica boundary at different angles.

Optical fiber fundamentals



Optical fiber fundamentals

Fiber has enormous bandwidth (THz) and tiny signal loss – hence high rates over long distances

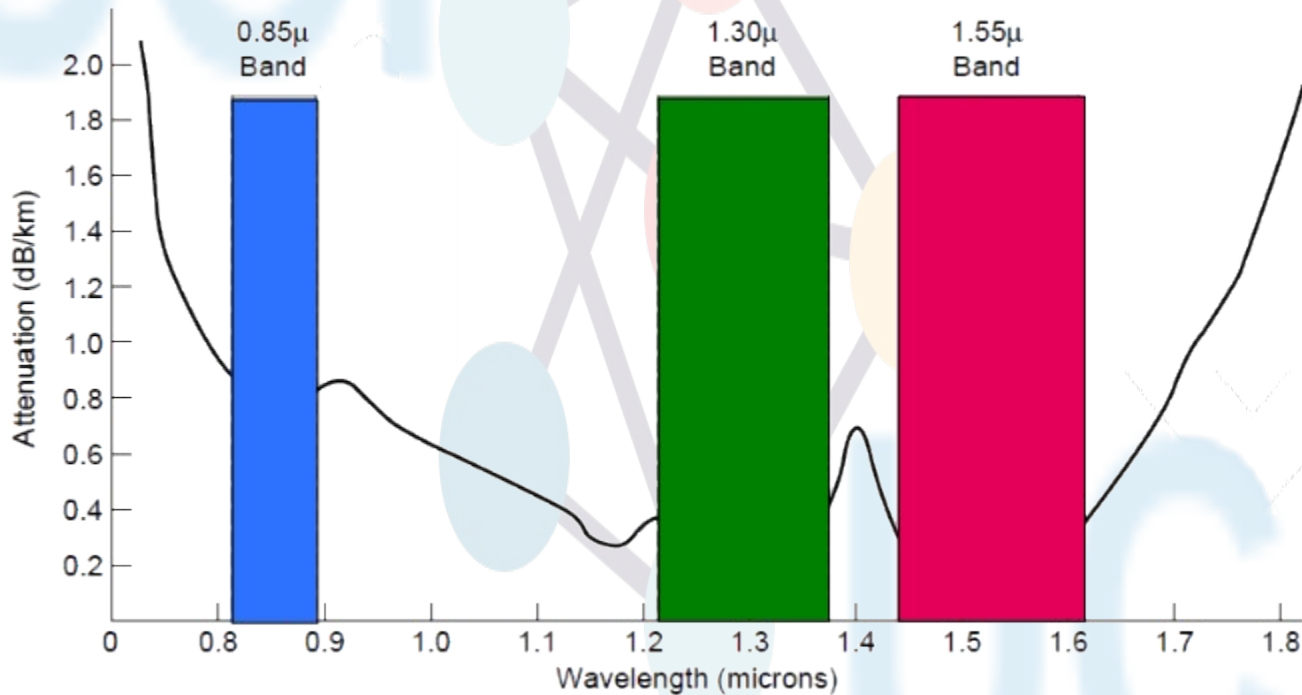


Fig. 2-5

Optical fiber fundamentals

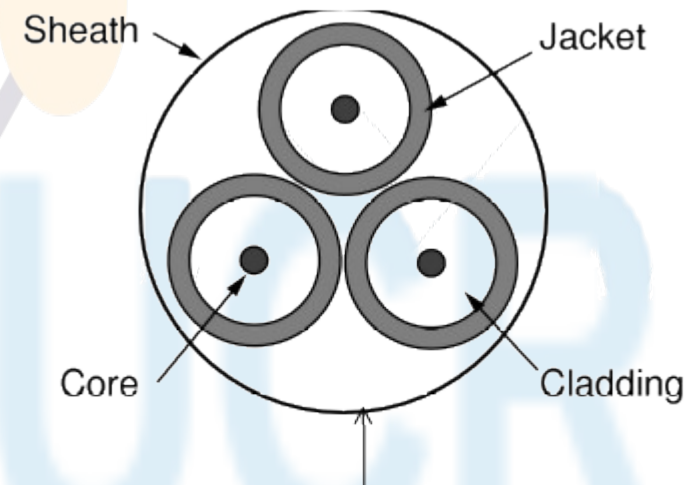
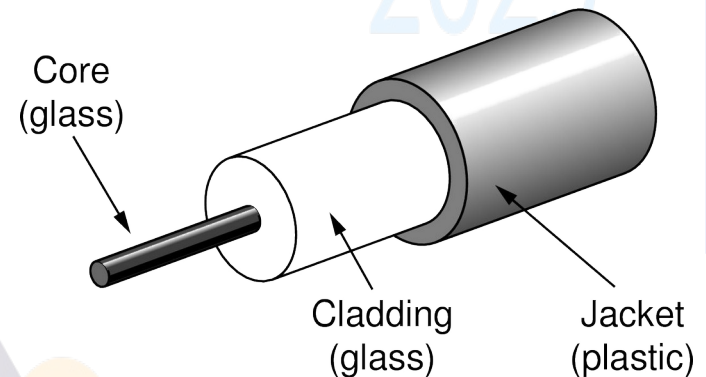
Single-mode

- Core so narrow (10um) light can't even bounce around
- Used with lasers for long distances, e.g., 100km

Multi-mode

- Other main type of fiber
- Light can bounce (50um core)
- Used with LEDs for cheaper, shorter distance links

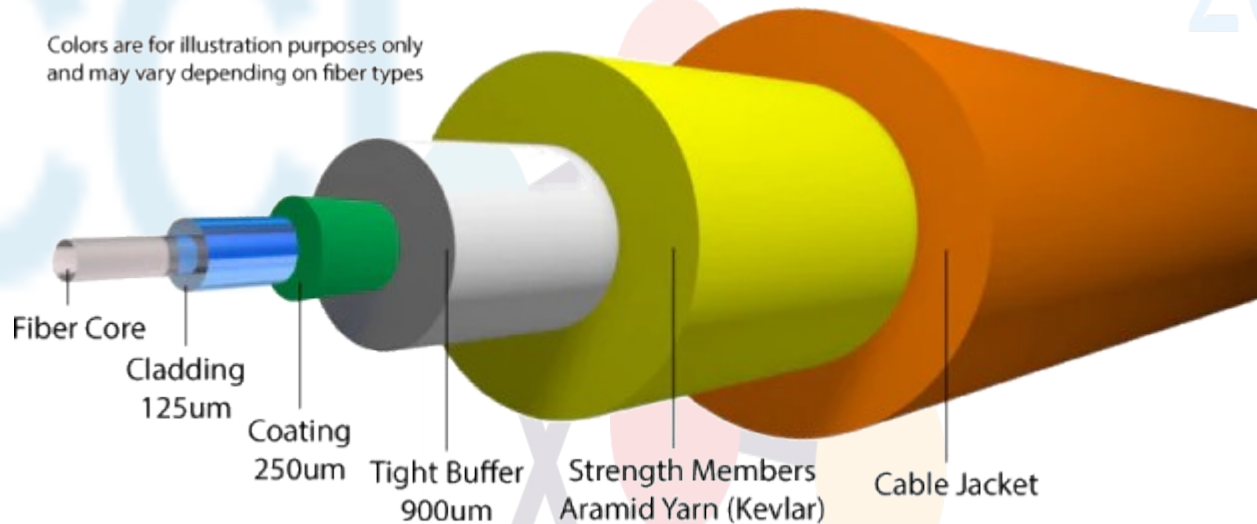
Fig. 2-6



Fibers in a cable

Optical fiber fundamentals

Fiber optic cable structures



Standard Fiber Types



Single Mode
9/125 μm



OM2 Multimode
50/125 μm



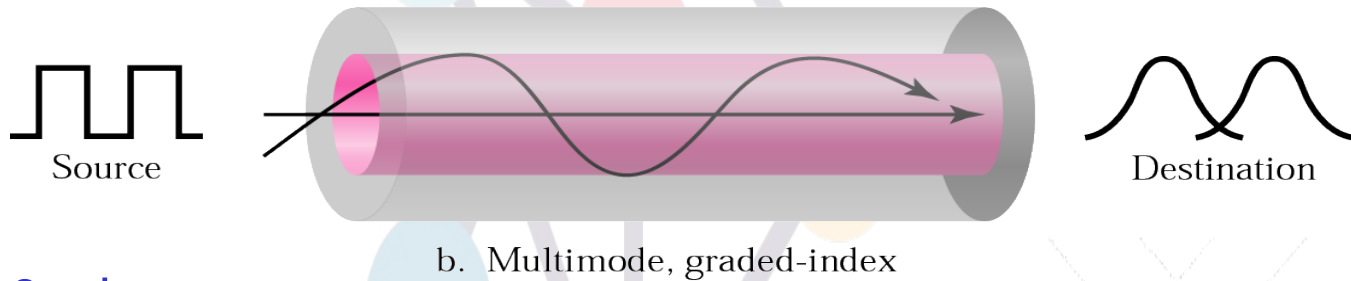
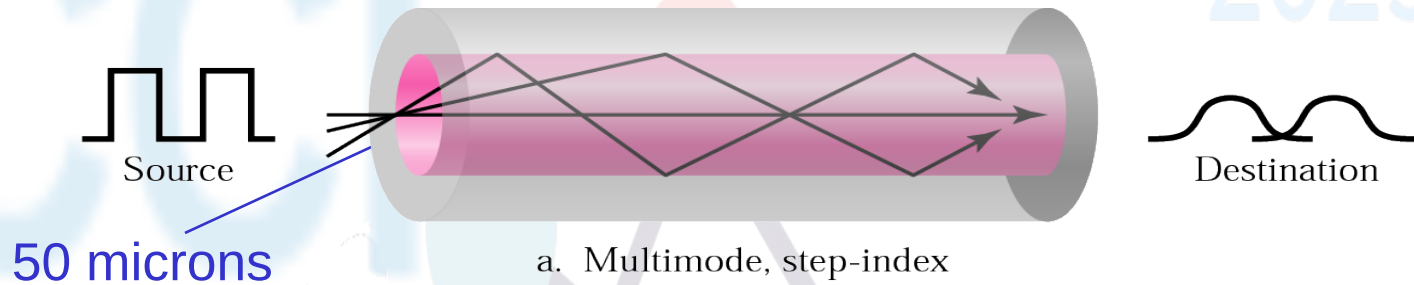
OM3, OM4 Multimode
50/125 μm
(Fiber clarity is
higher than OM2)



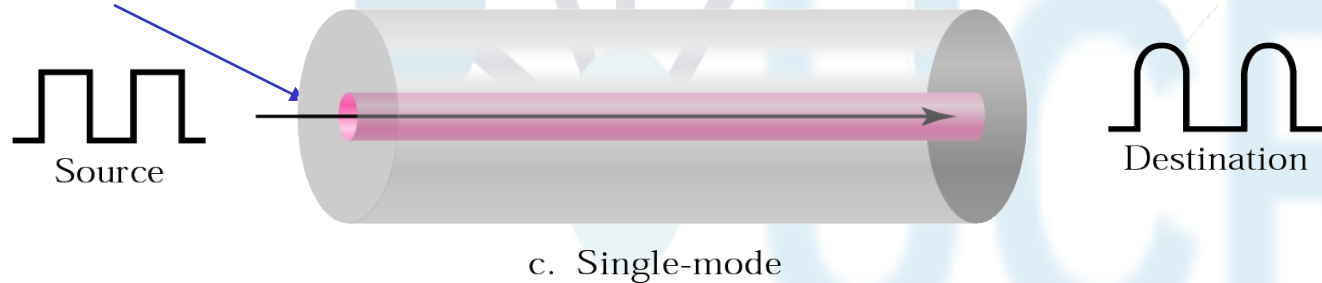
OM1 Multimode
62.5/125 μm

Optical fiber fundamentals

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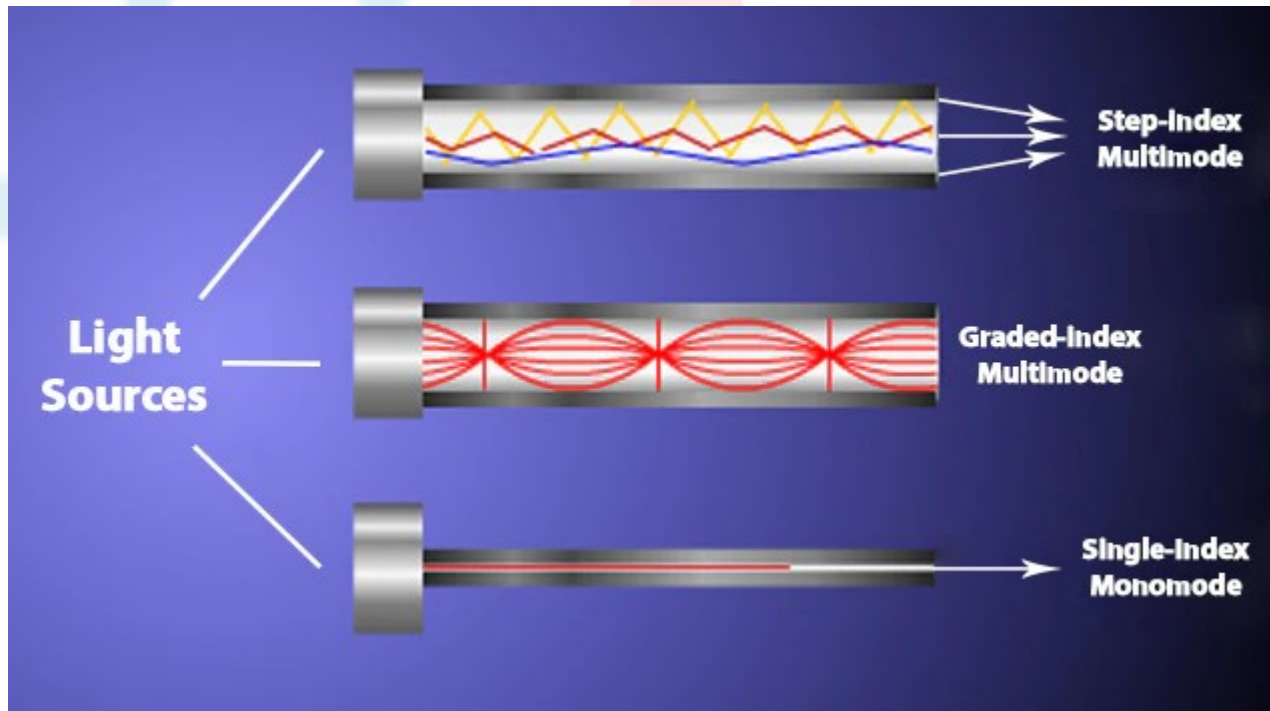


5-10 microns



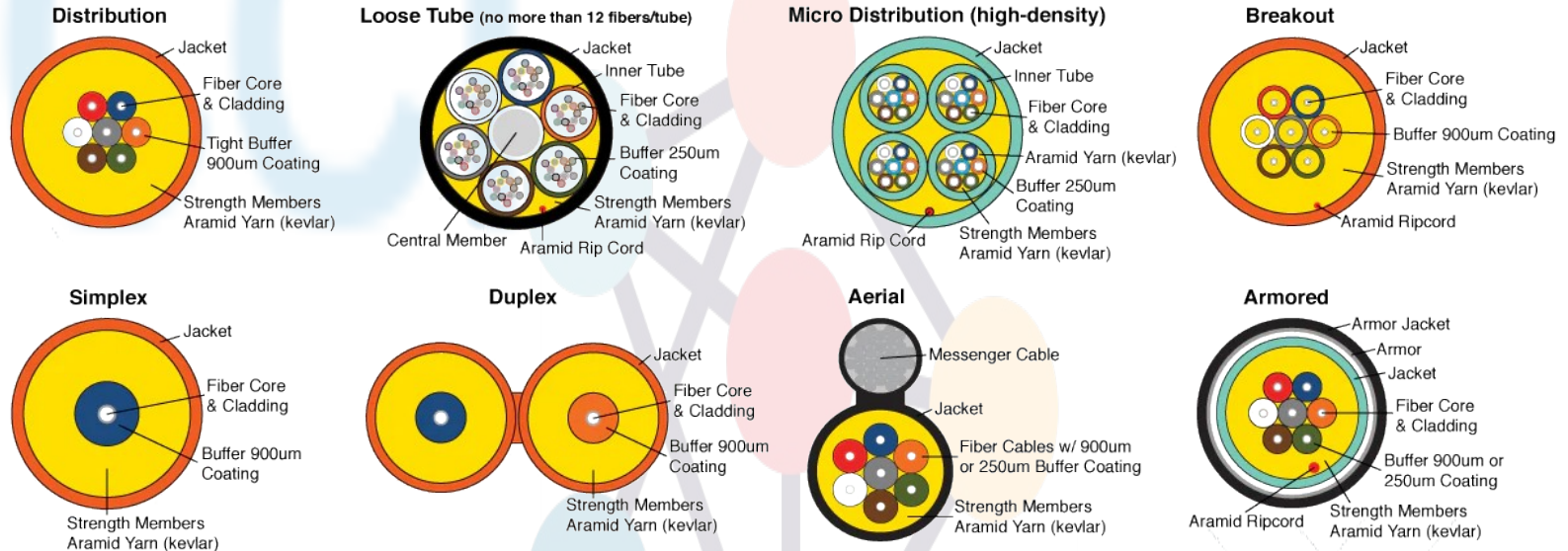
Optical fiber fundamentals

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Fiber construction types

Fiber Construction Types



Fiber Color Codes

Fiber #1 - Blue	Fiber #2 - Orange	Fiber #3 - Green	Fiber #4 - Brown	Fiber #5 - Slate	Fiber #6 - White	Fiber #7 - Red	Fiber #8 - Black	Fiber #9 - Yellow	Fiber #10 - Purple	Fiber #11 - Pink	Fiber #12 - Aqua
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Cable Marking Definition

OFNP - Nonconductive Optical Fiber Plenum Cable

OFNR - Nonconductive Optical Fiber Riser Cable

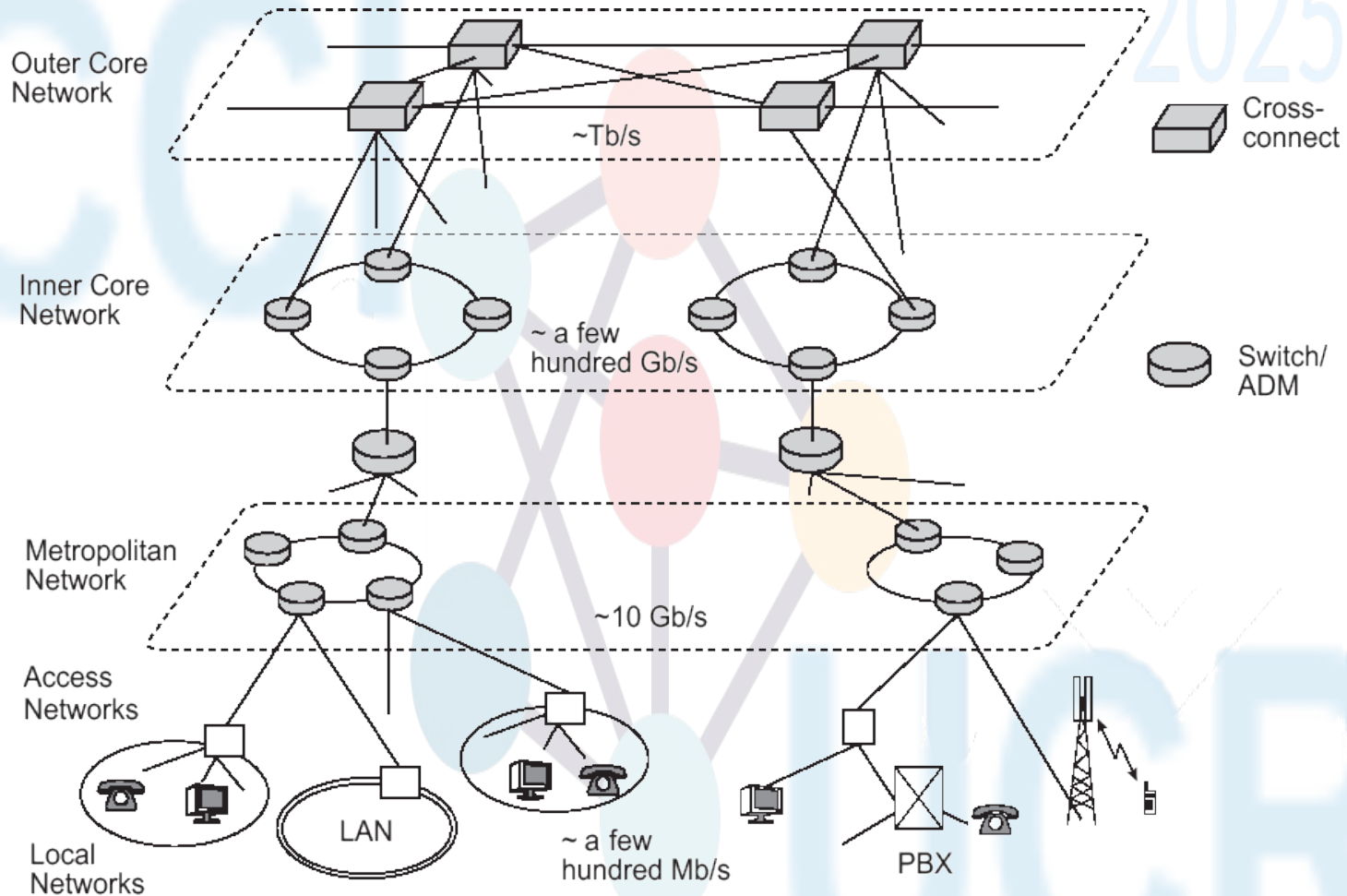
OFCP - Conductive Optical Fiber Plenum Cable

OFNG or OFN - Nonconductive Optical Fiber General Purpose Cable

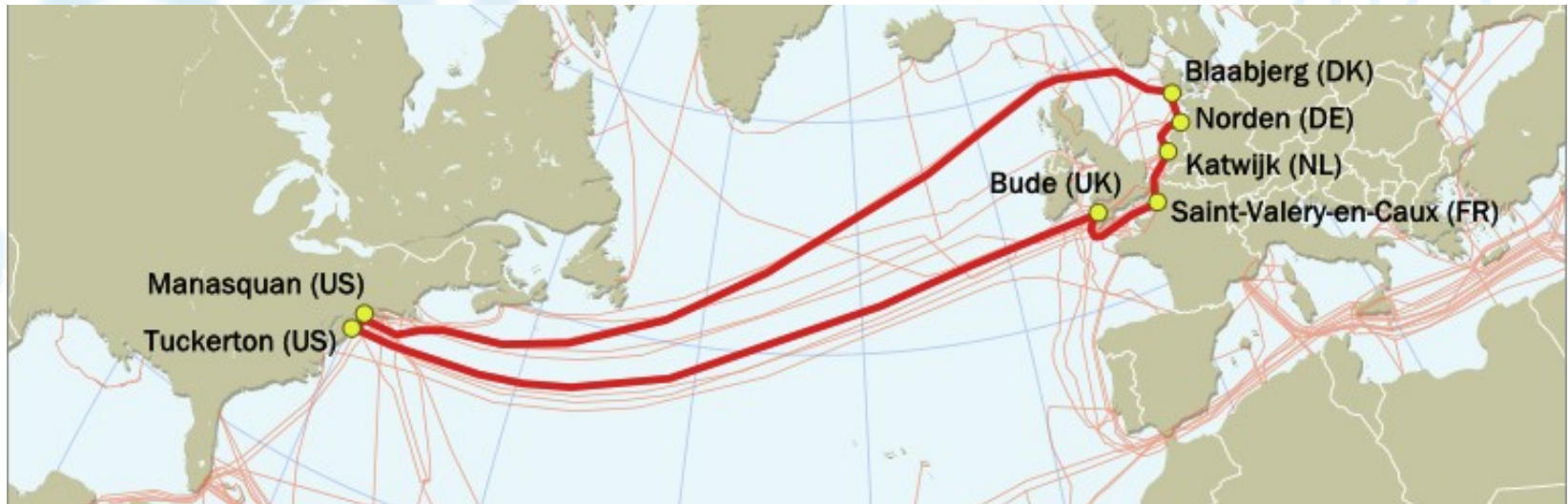
OFNR - Nonconductive Optical Fiber Riser Cable

OFNG or OFN - Nonconductive Optical Fiber General Purpose Cable

Optical fiber network - example 1-



TAT-14 TransAtlantic Cable



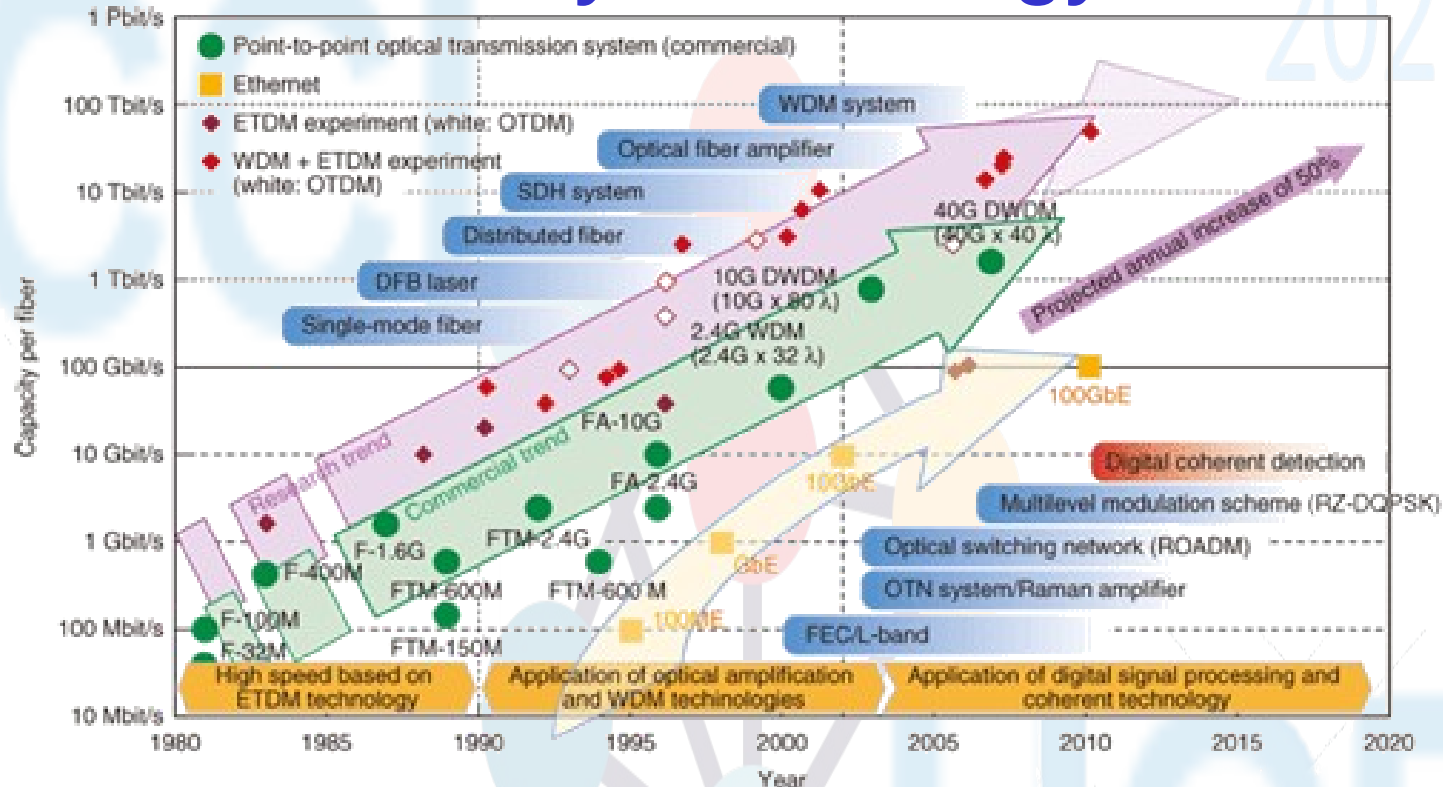
- Fiber cable lies on the ocean floor (8000 m deep)
- Ring structure
- Two pairs of fibers used plus two pairs for backup
- Theoretical capacity is 3 Tbps
- Cables are not well protected and there is no backup

Optical fiber

Comparison of the properties of wires and fiber:

Property	Wires	Fiber
Distance	Short (100s of m)	Long (tens of km)
Bandwidth	Moderate	Very High
Cost	Inexpensive	Less cheap
Convenience	Easy to use	Less easy
Security	Easy to tap	Hard to tap

Bandwidth delivery capability by technology



100ME: 100-Mbit/s Ethernet

DFB: distributed feedback

F, FTM, and FA are the names of NTT systems.

FEC: forward error correction

G: Gbit/s

GbE: Gigabit (Gbit/s) Ethernet

λ : wavelengths

M: Mbit/s

ME: Megabit (Mbit/s) Ethernet

OTDM: optical time division reflectometry

OTN: Optical Transport Network

RZ-DQPSK: return-to-zero differential quadrature phase key shifting

SDH: synchronous digital hierarchy

WDM: wavelength division multiplexing

Conclusions

- Physical layer is the basis of all networks
 - limitations: attenuation, dispersion, noise, interference.
 - aims: provide
 - as much bandwidth and as larger span as possible
 - security
 - upgradeability @ low cost & protect investments, and
 - facilitate reconstruction of the transmitted signal
- Transmission media: guided

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