

Computer Networks: Physical Layer



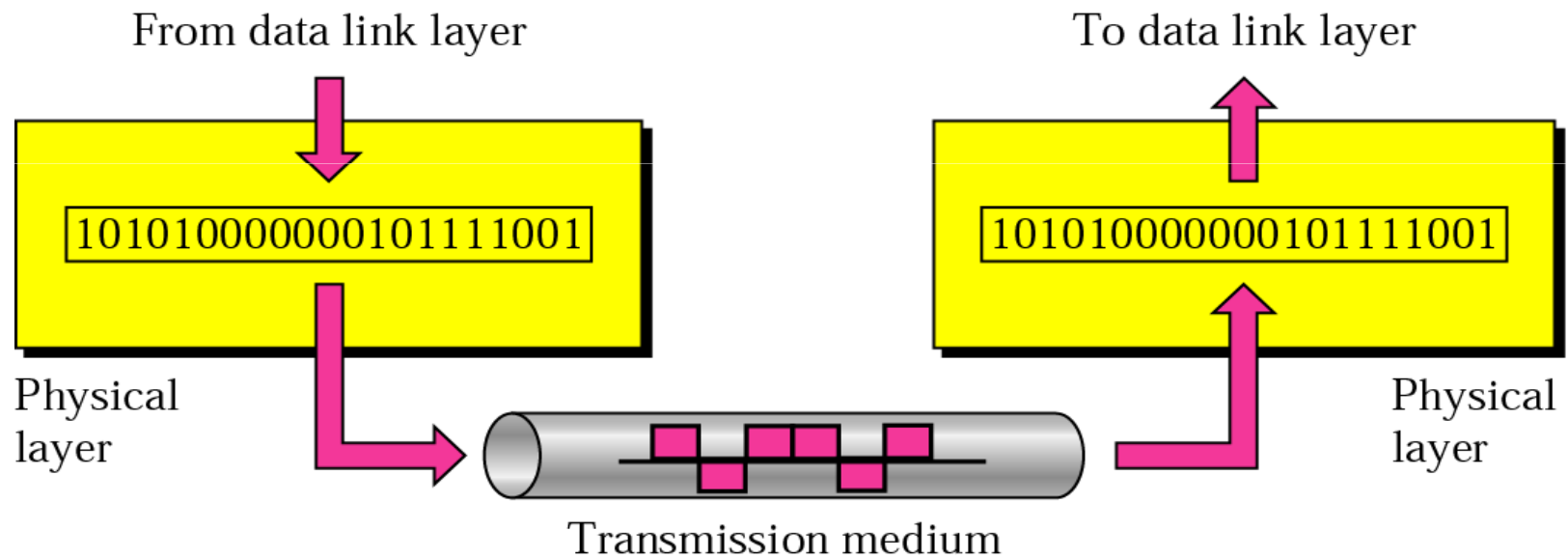
By,

Mr. Kumar Pudashine, (MEng, AIT)
CCNP (Security), CEH, ITIL Expert, ISO 27001, CISA, AcitivIdentity Certified
Information Technology Division,
Agricultural Development Bank,
Ramshahpath, Kathmandu
Nepal

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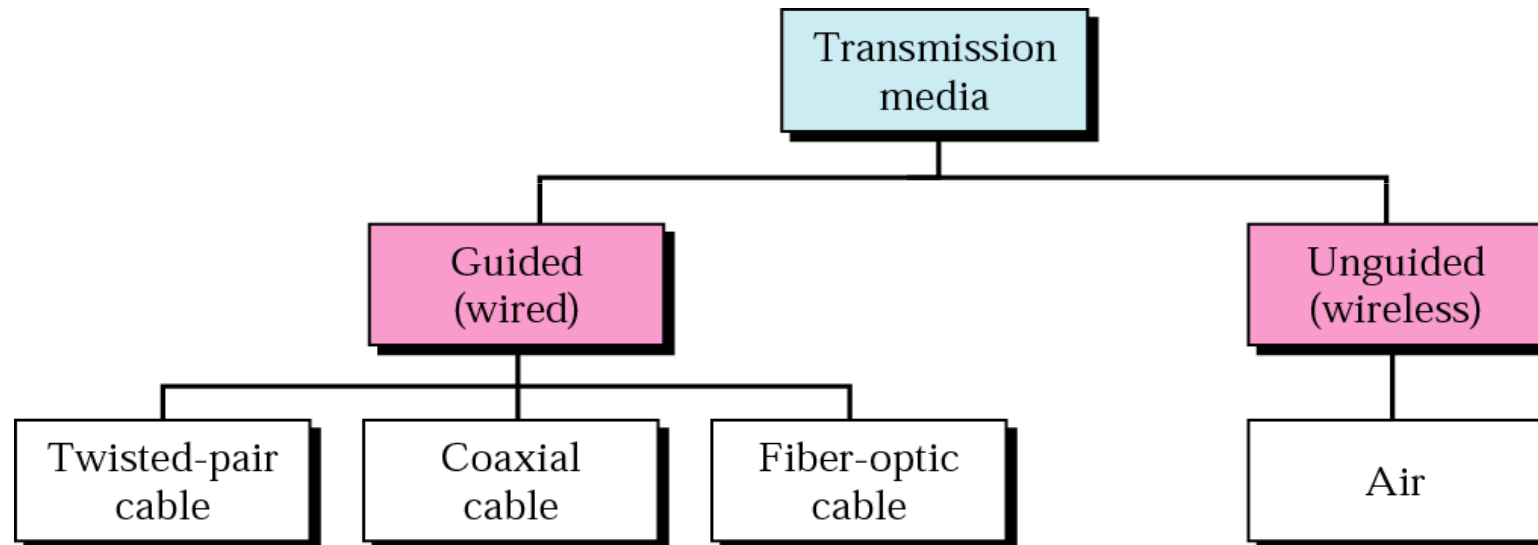
OSI Layers : Physical Layer

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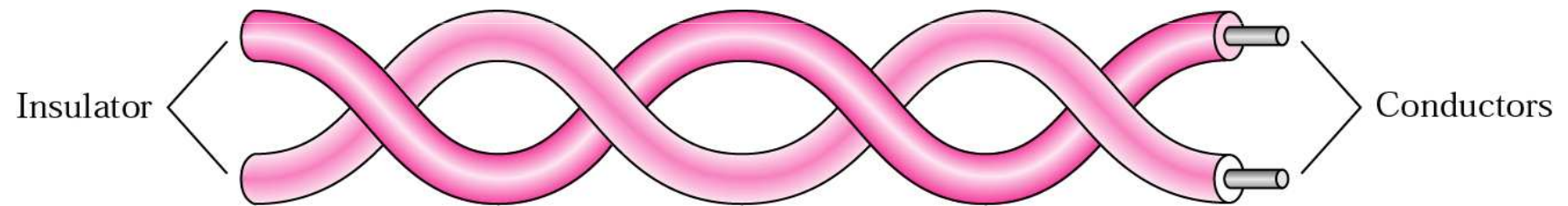
Transmission Media : Classes ??

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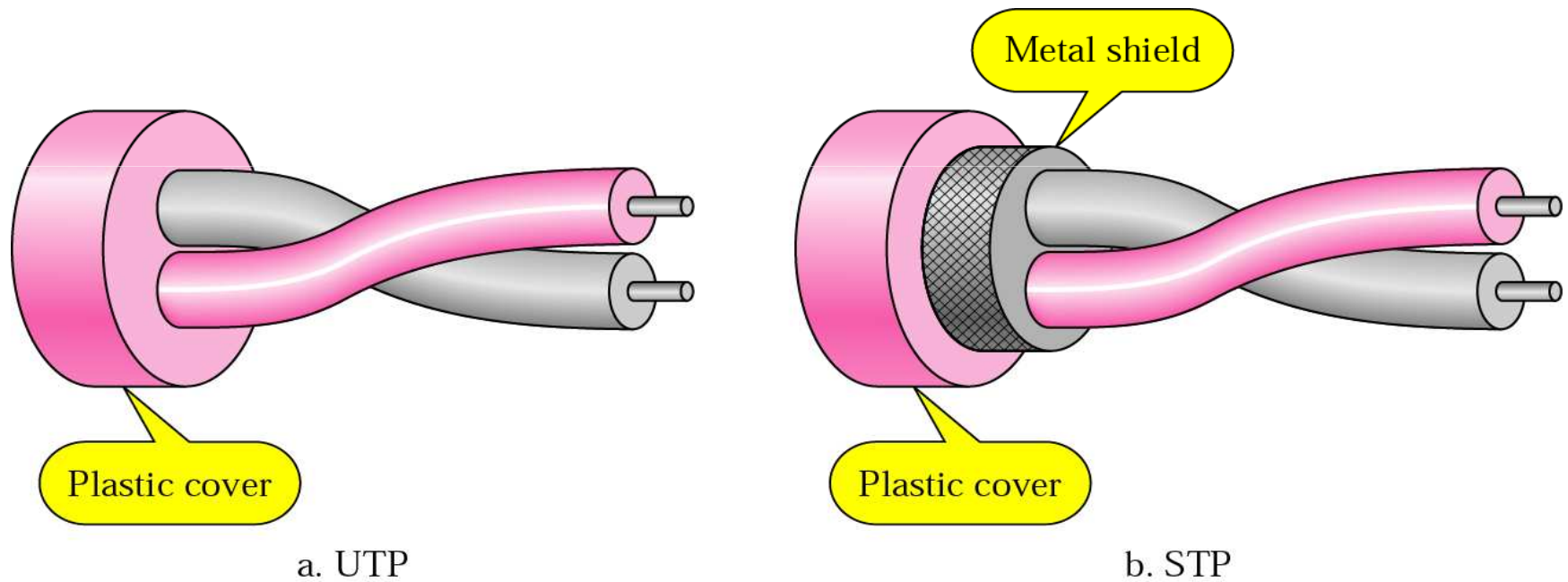
Transmission Media : Twisted Pair Cable

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Twisted Pair Cable : STP and UTP

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Twisted Pair : Applications ??

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- Most Common Medium.
- For Local Area Networks (LAN).
- Telephone Networks
 - Between House and Local Exchange (Subscriber Loop).
- Within Buildings
 - To Private Branch Exchange (PBX).
- Cable Connectors => RJ45 and RJ11.

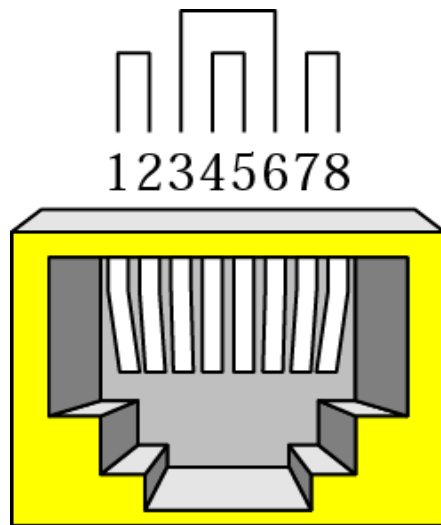
Twisted Pair : UTP Categories

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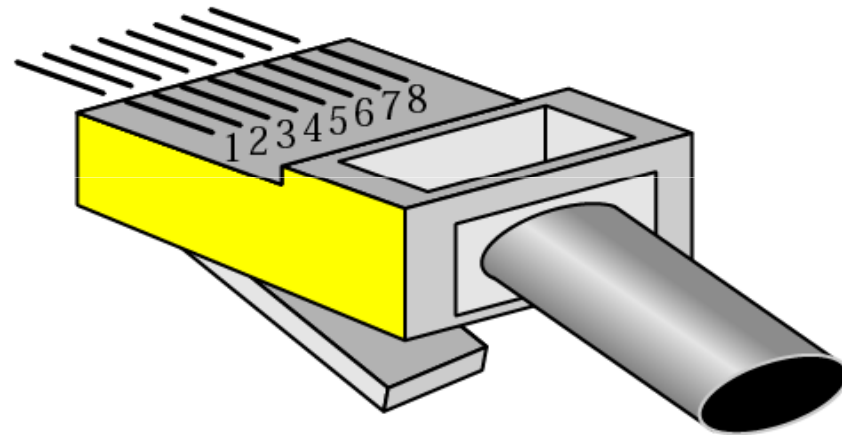
Category	Bandwidth	Data Rate	Digital/Analog	Use
1	Very Low	<100 Kbps	Analog	Telephone
2	< 2MHz	2Mbps	Analog/Digital	T-1 Lines
3	16 MHz	10 Mbps	Digital	LANs.
4	20 MHz	20 Mbps	Digital	LANs.
5	100 MHz	100 Mbps	Digital	LANs.
6	200 MHz	1000 Mbps	Digital	LANs

Twisted Pair : UTP Connector

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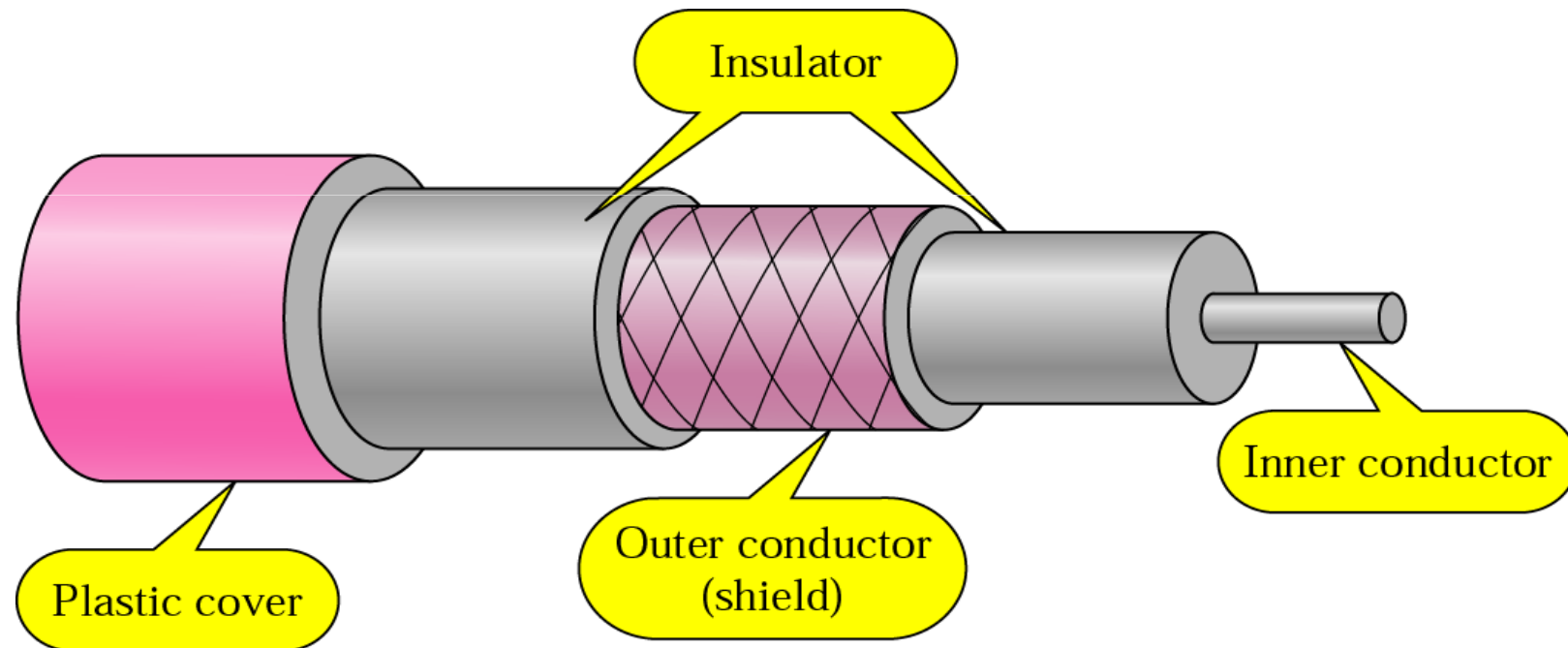
RJ-45 Female



RJ-45 Male

Coaxial Cable : Structure ?

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Coaxial Cable : Applications ??

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- Cable Television Distribution.
- Long Distance Telephone Transmission.
 - Can Carry 10,000 Voice Calls Simultaneously.
- Traditional LAN => Diskless Workstation in Novell Netware.
- Being Replaced by Optical Fibers.
- Baseband Cable and Broadband Cable

Coaxial Cable : Baseband Cable

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- ❑ Carries Single Signal at a Fixed Frequency.
- ❑ It is used for Digital Transmission.
- ❑ Uses Digital Signaling Technique.
- ❑ It is used for Small Area.
- ❑ 10 Base 5 Cable => Distance up to 500m.
- ❑ Repeaters Can be used to deal with attenuation.

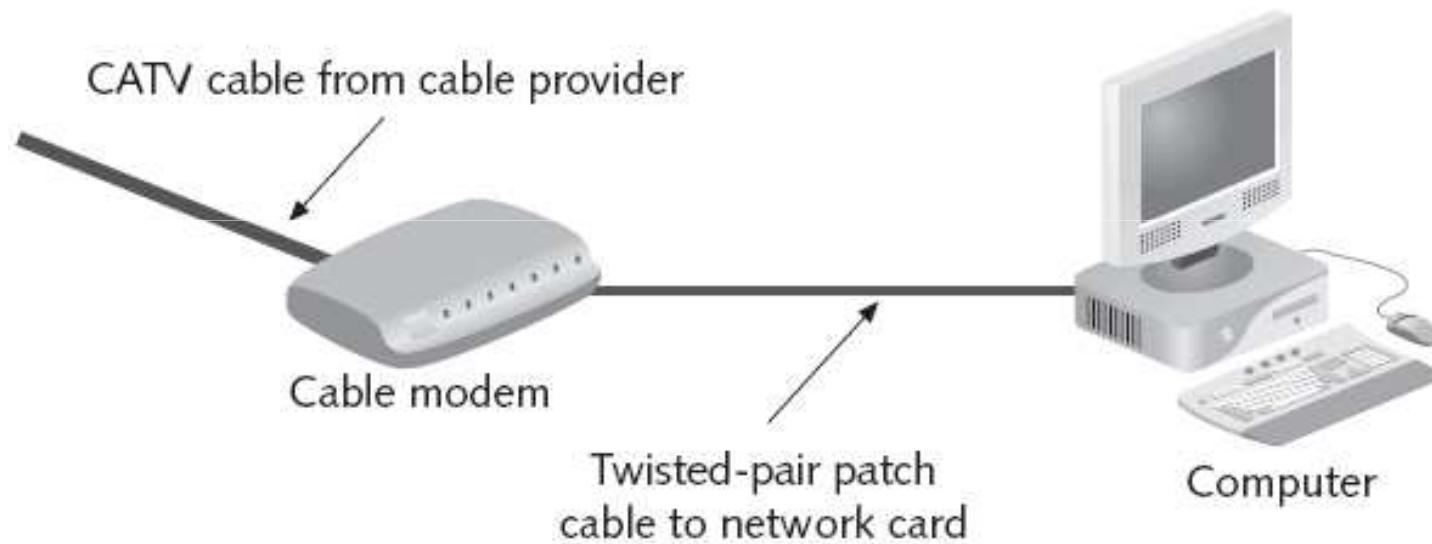
Coaxial Cable : Broadband Cable

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- Carries Multiple Signals => Multiplexing.
- It is used for Analog Transmission.
- Uses Analog Signaling Technique.
- It is used for Large Area => Cable Television
- Amplifiers Can be used to deal with attenuation.

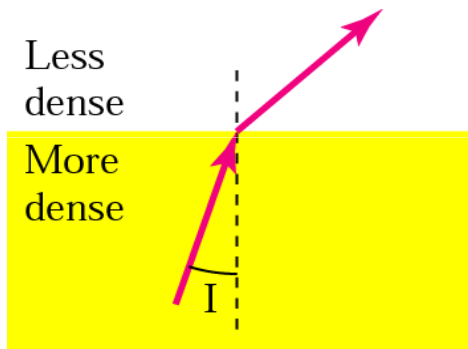
Coaxial Cable : Applications

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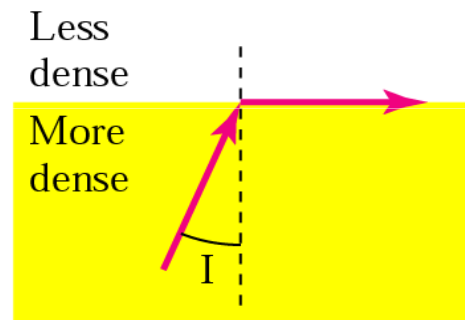


Optical Fiber : Bending of Light Ray

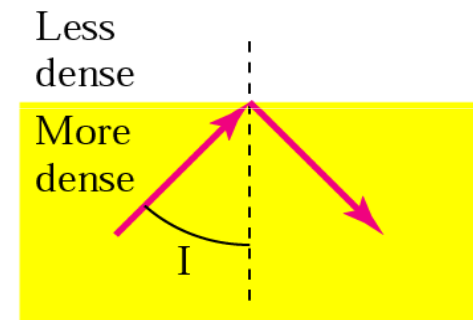
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$I < \text{critical angle,}$
refraction



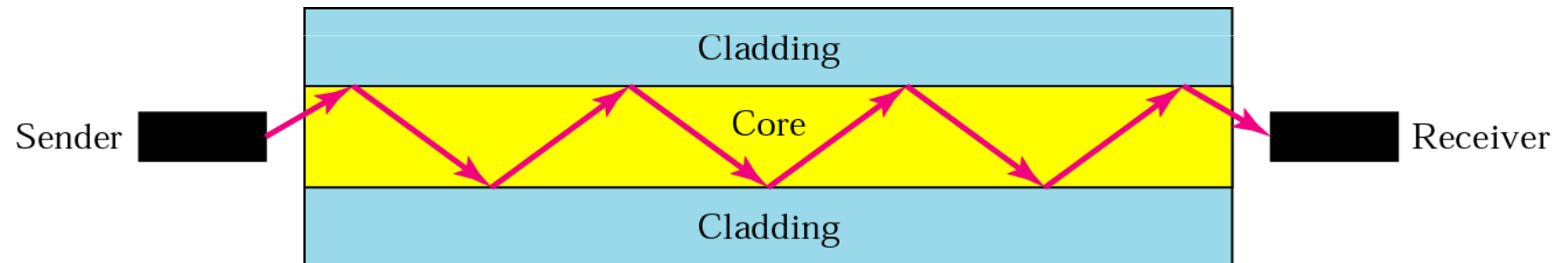
$I = \text{critical angle,}$
refraction



$I > \text{critical angle,}$
reflection

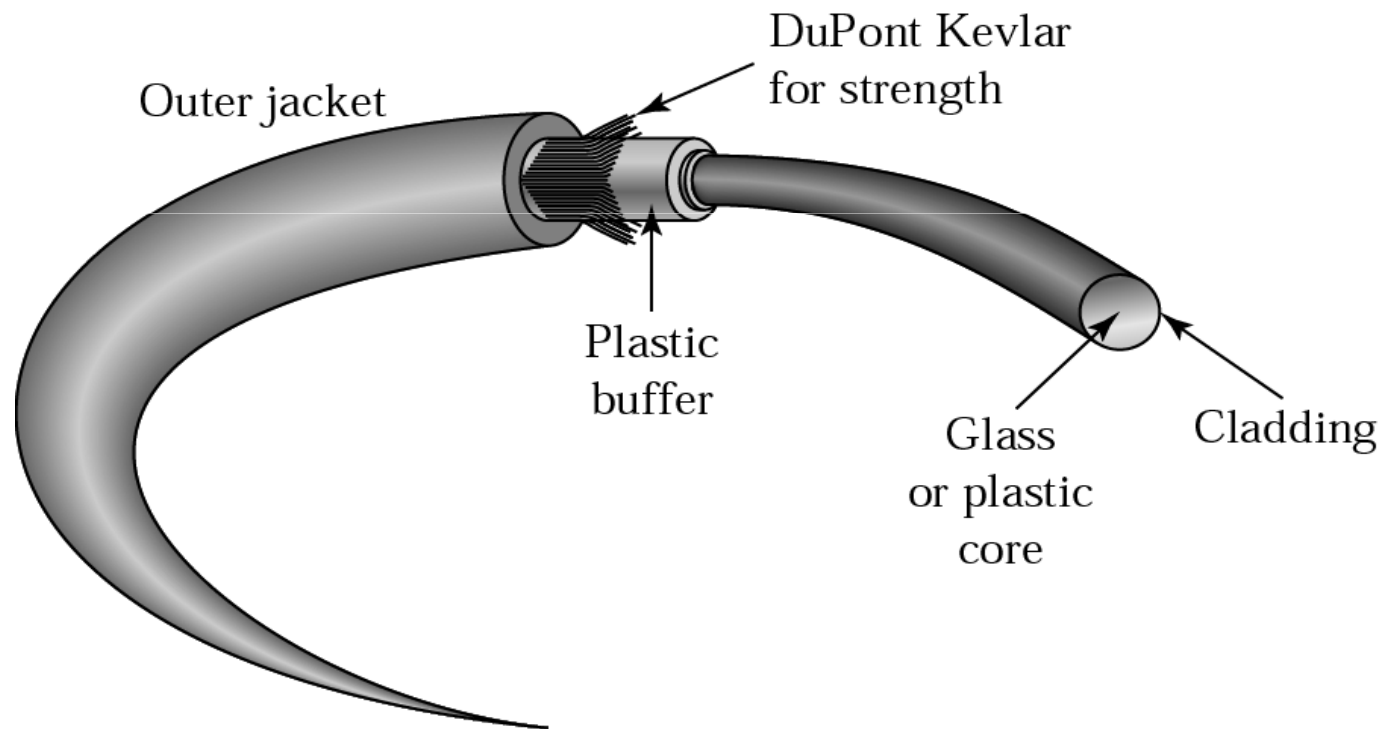
Optical Fiber : Structure ?

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Fiber Construction : Structure ?

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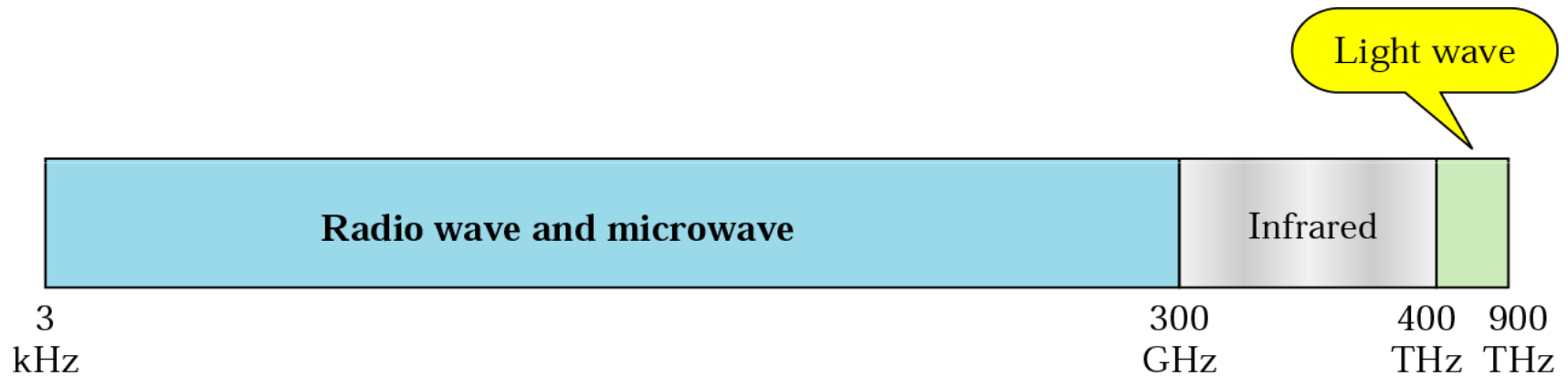
Optical Fiber : Benefits ??

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- Supports Higher Data Rate => Up to Tera Bits Per Second (Tbps)
- Smaller Size and Weight.
- Lower Attenuation
- Electromagnetic Isolation
- Greater Repeater Spacing

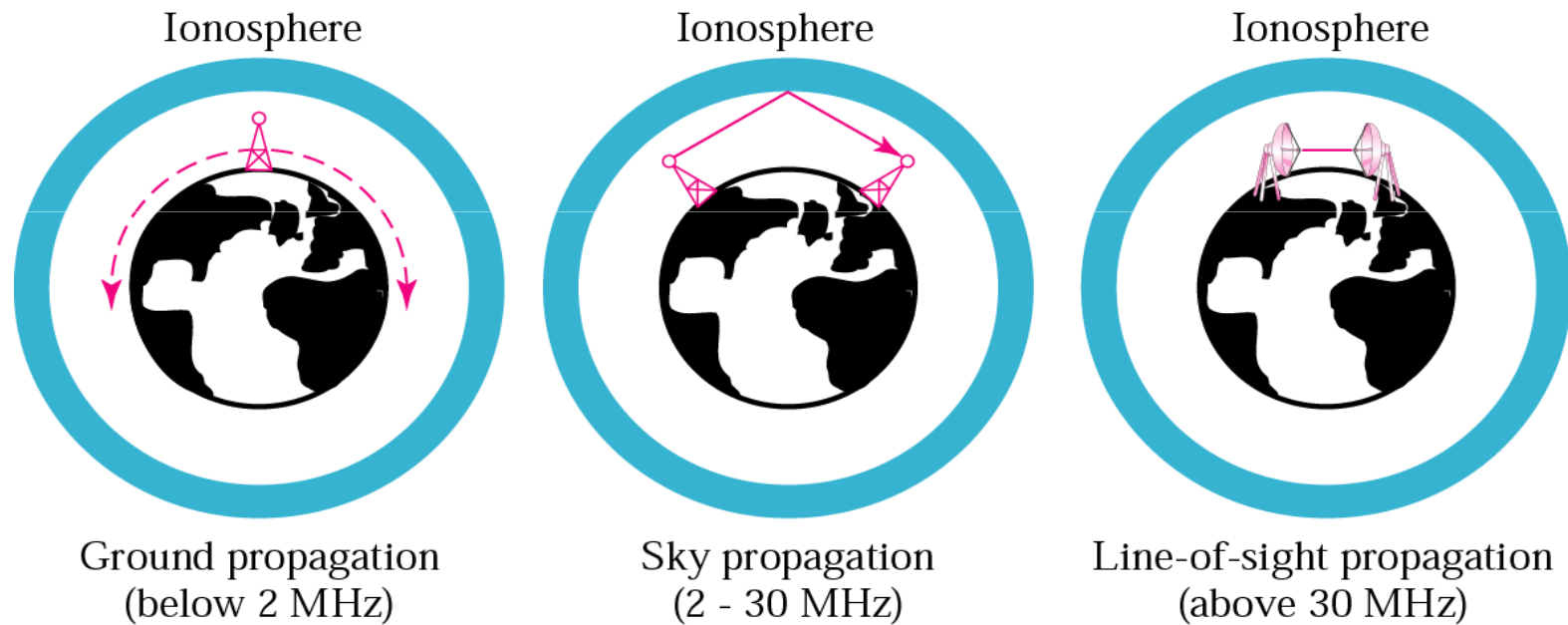
Electromagnetic Spectrum: Wireless Communication

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Propagation Methods ??

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Wireless LANs: Architecture

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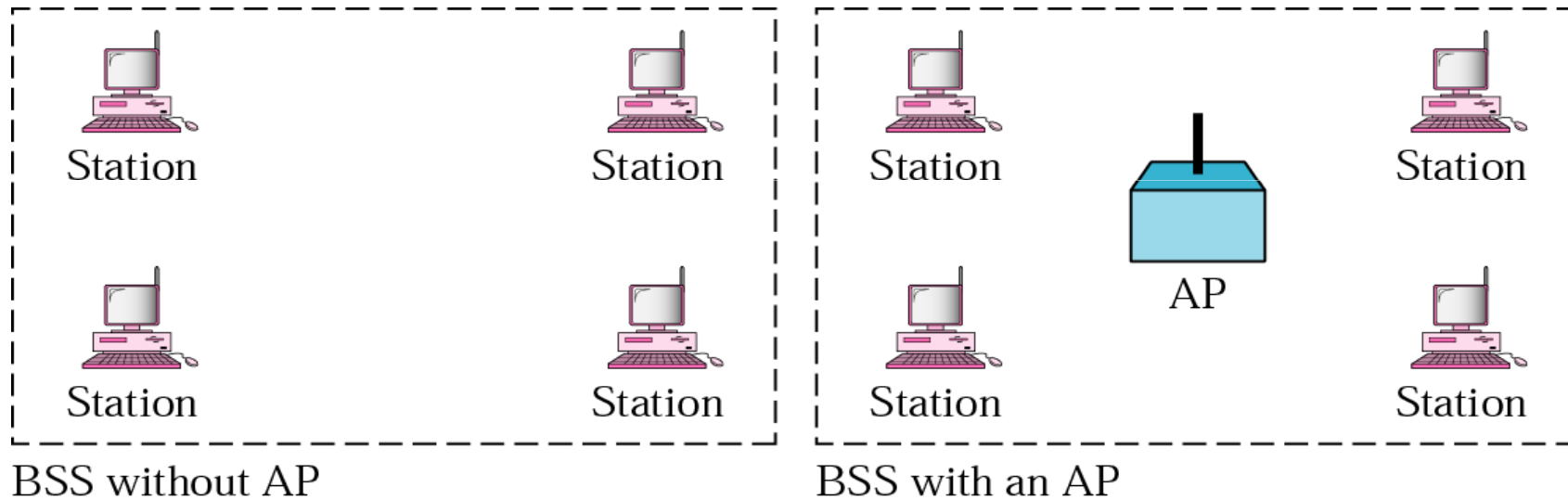
- Wireless Communication is one of the growing Technologies.
- Found everywhere => Home, Office Buildings, Campuses.

- Promising Wireless LAN Technologies
 - IEEE 802.11 Wireless LAN
 - Bluetooth

- IEEE 802.11 Wireless LAN is also referred as Wireless Ethernet.
- A Bluetooth LAN is an ad hoc Network.
- The gadgets find each other and make a network called Piconet.
- Bluetooth is defined by the IEEE 802.15 Standard.
- It defines Wireless PAN operable in an area of room or a hall.

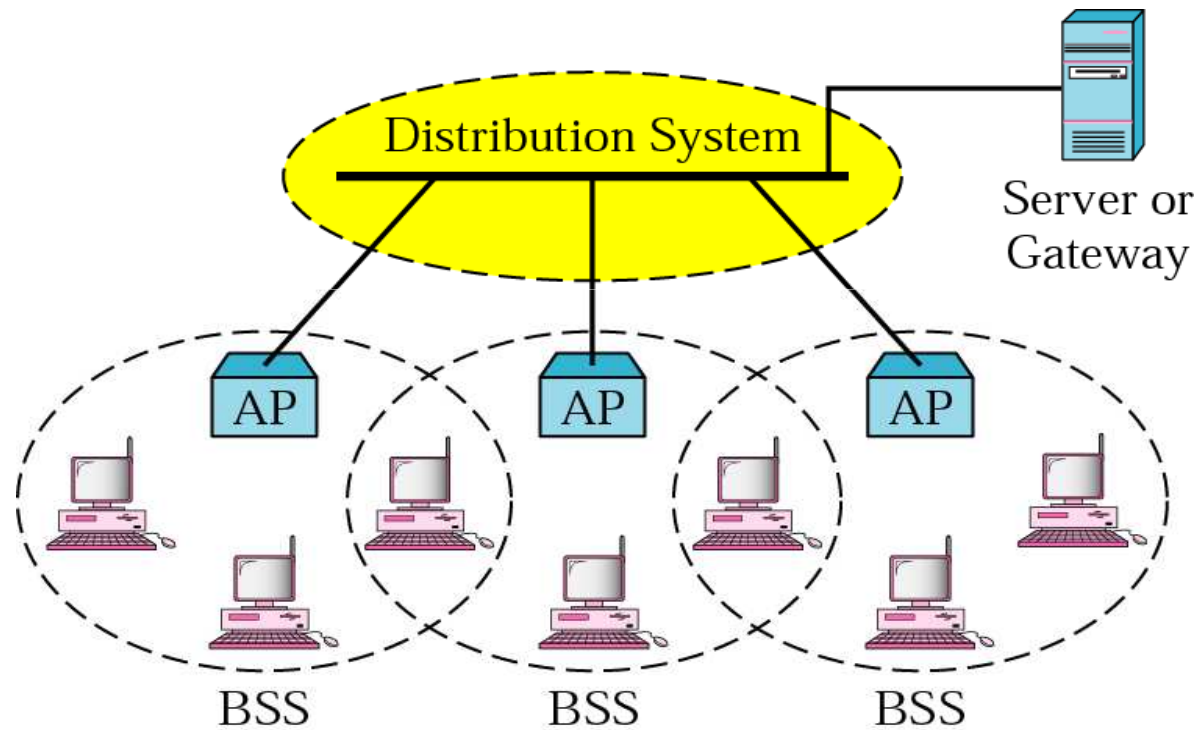
Wireless LANs: Basic Service Set

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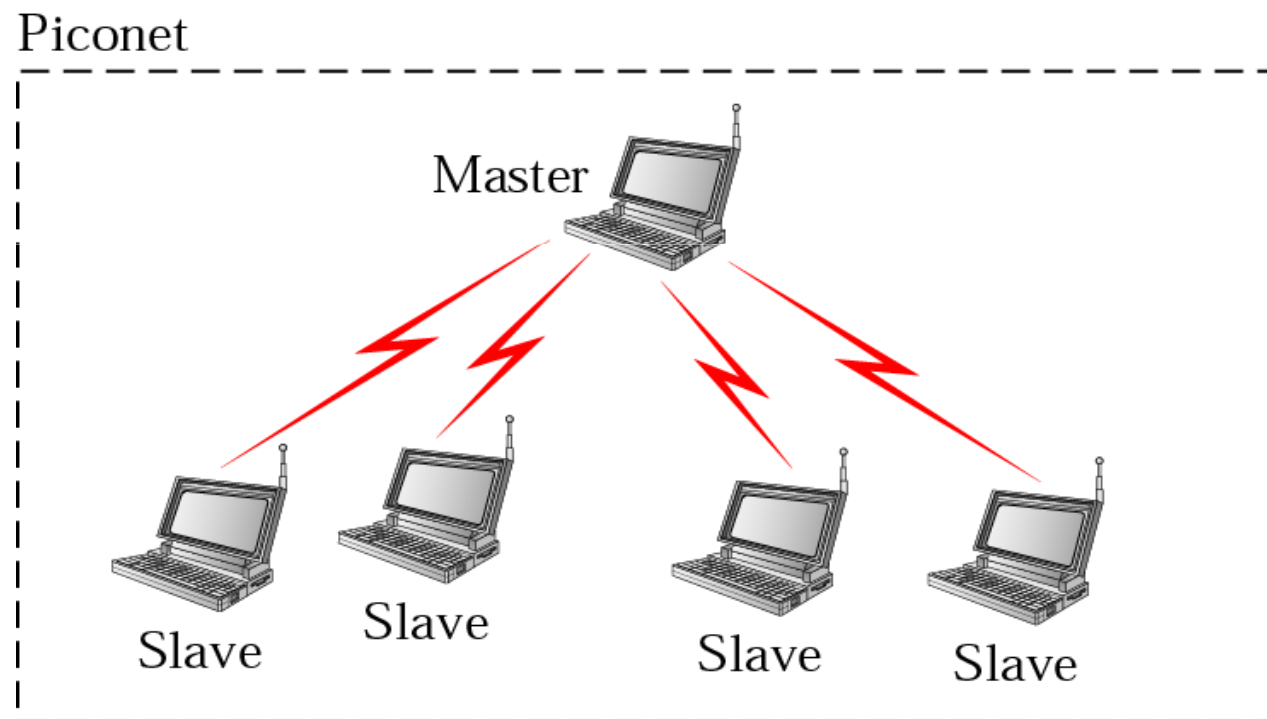
Wireless LANs: Extended Service Set

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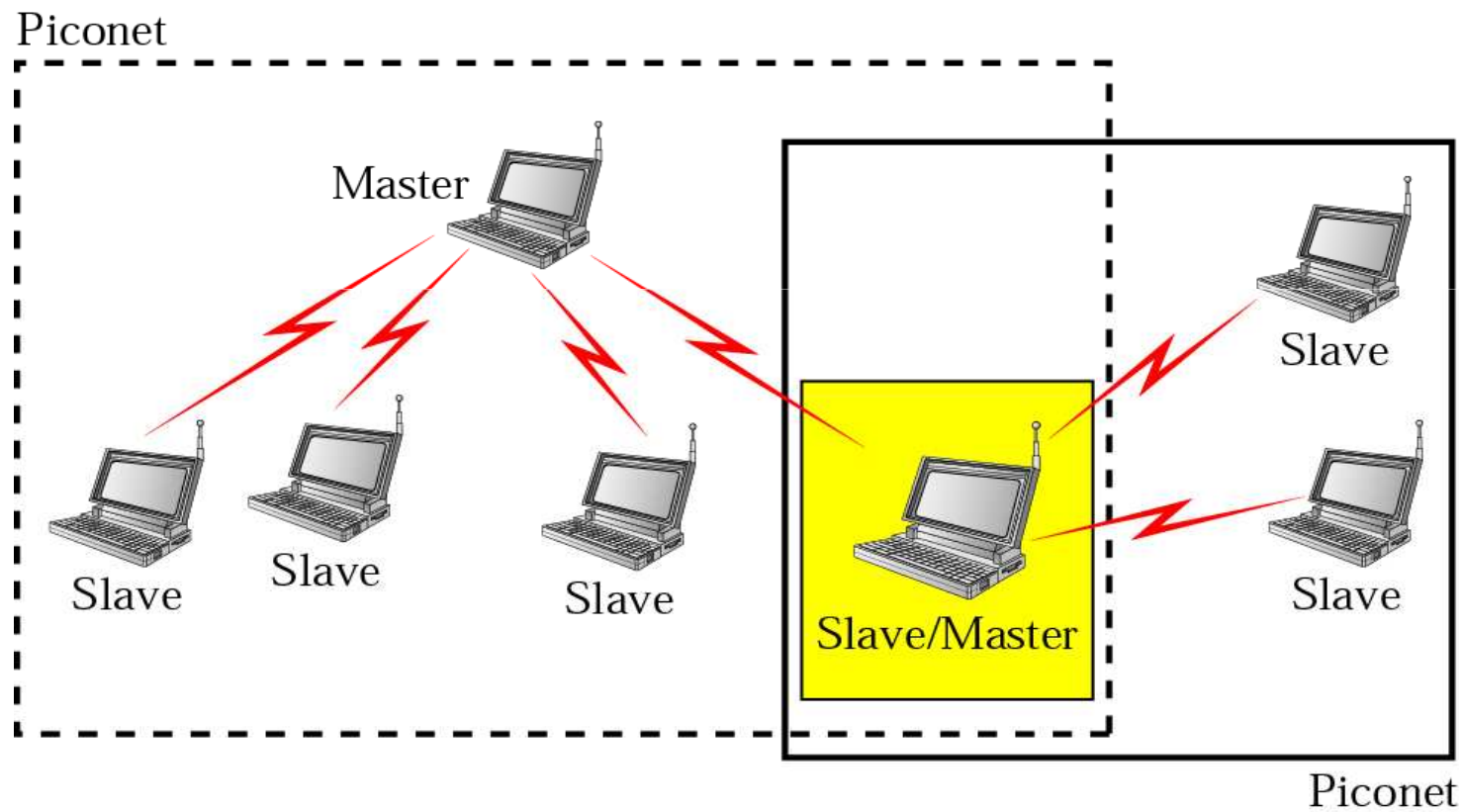
Bluetooth: Piconet

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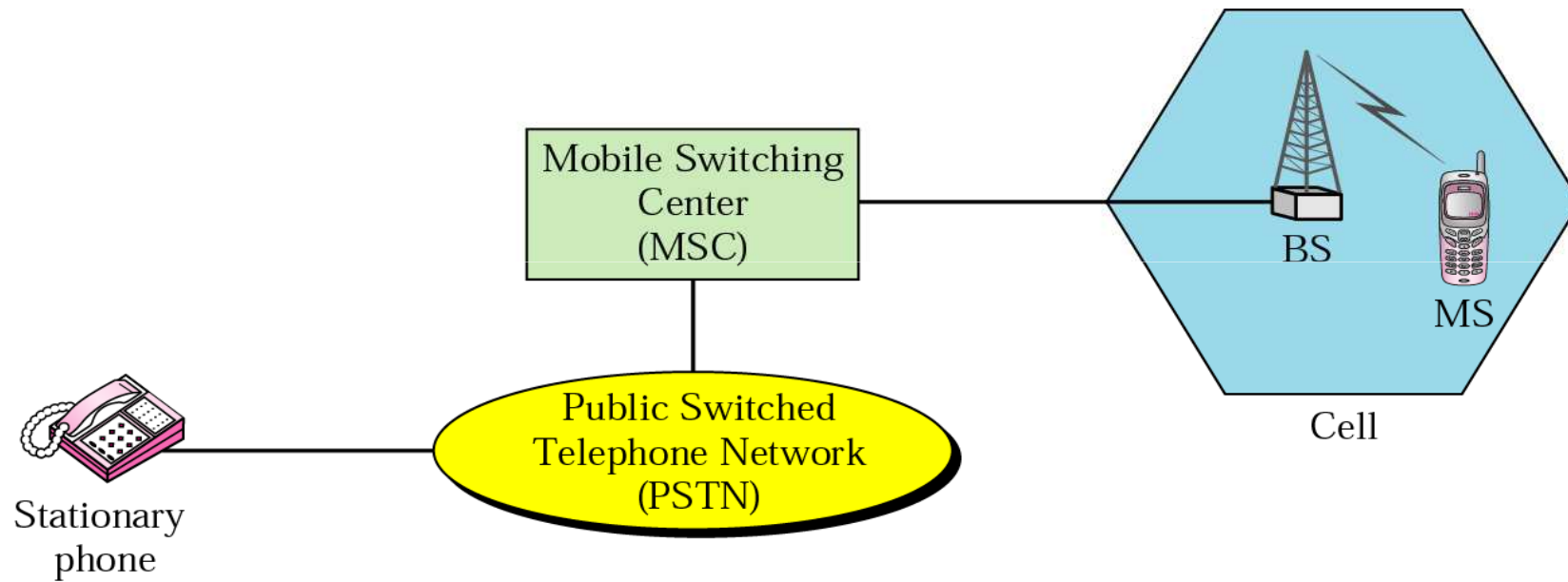


Bluetooth: Scatternet

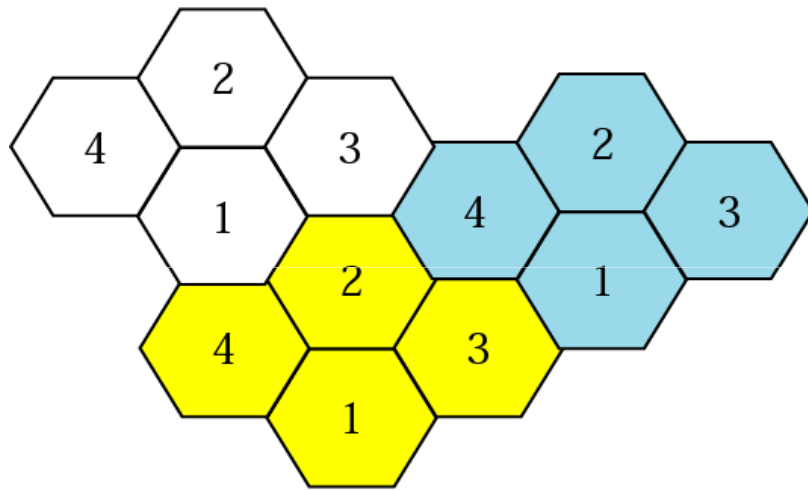
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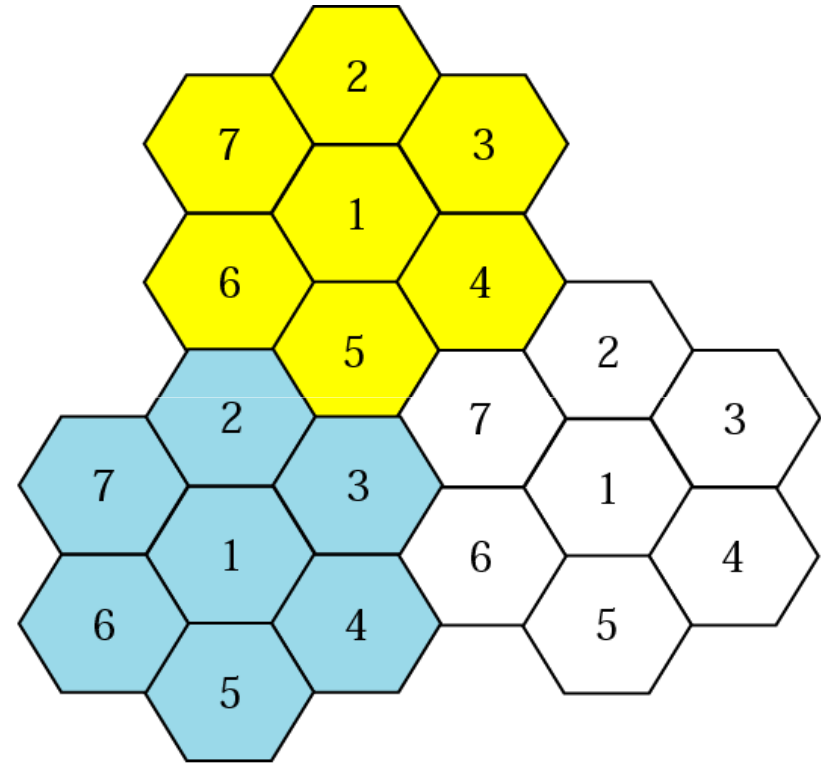
Cellular system



Frequency reuse patterns



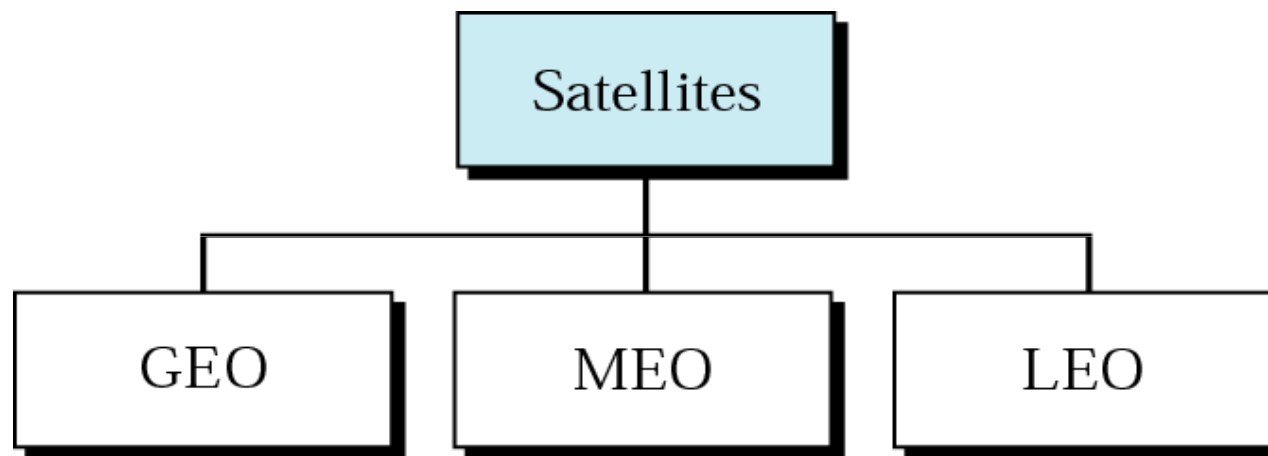
a. Reuse factor of 4



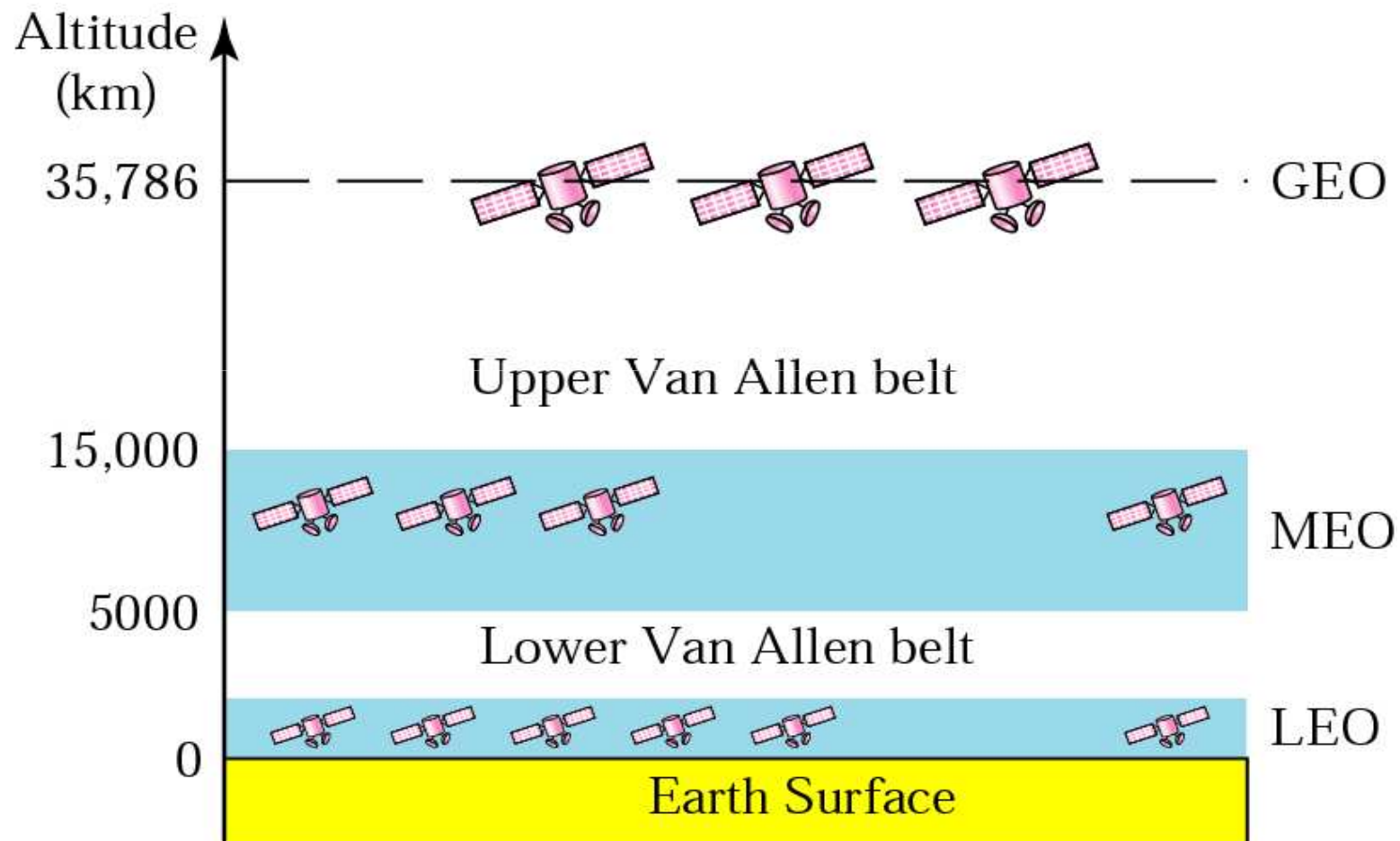
b. Reuse factor of 7



Satellite categories



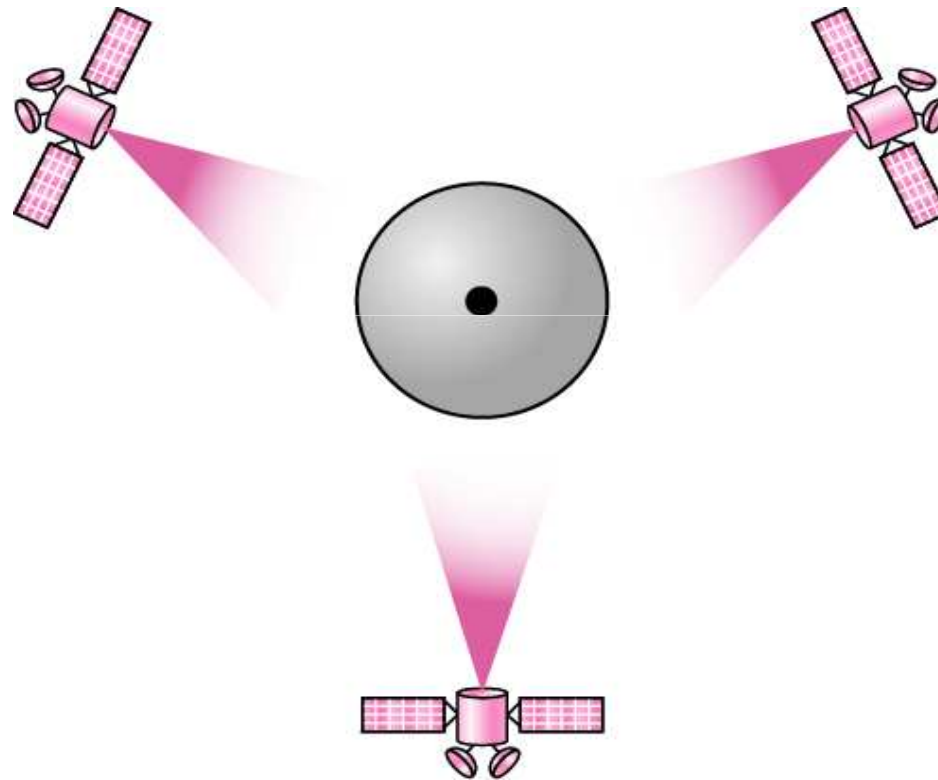
Satellite orbit altitudes

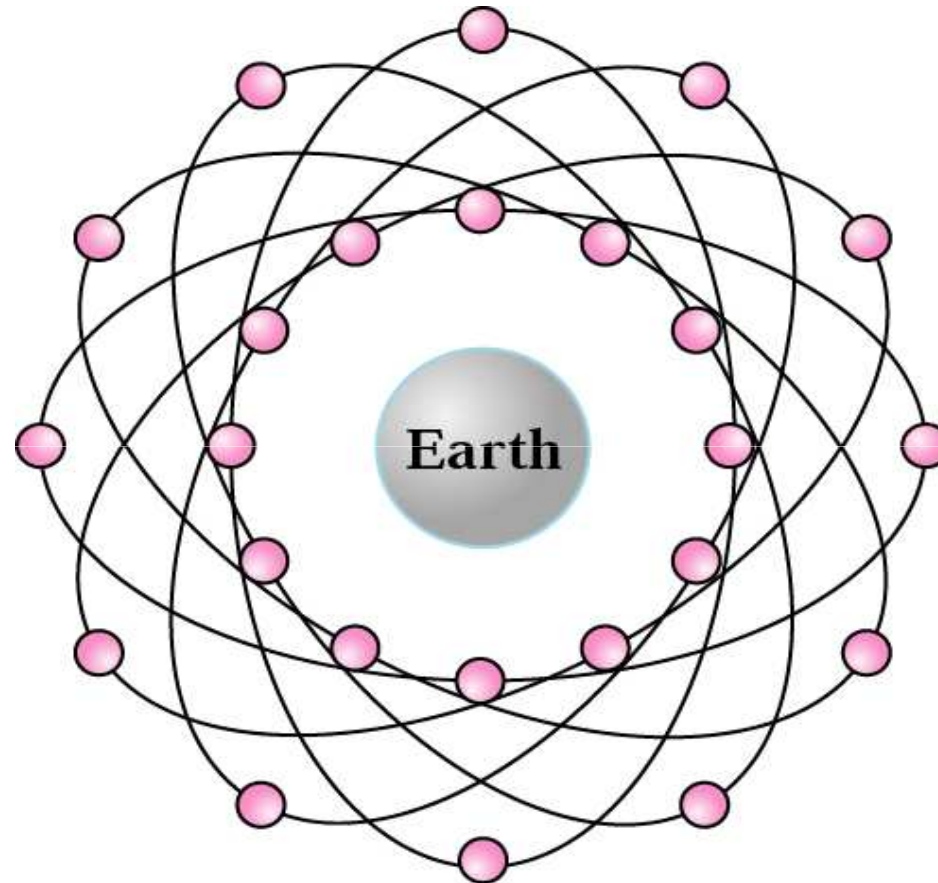


Satellite frequency band

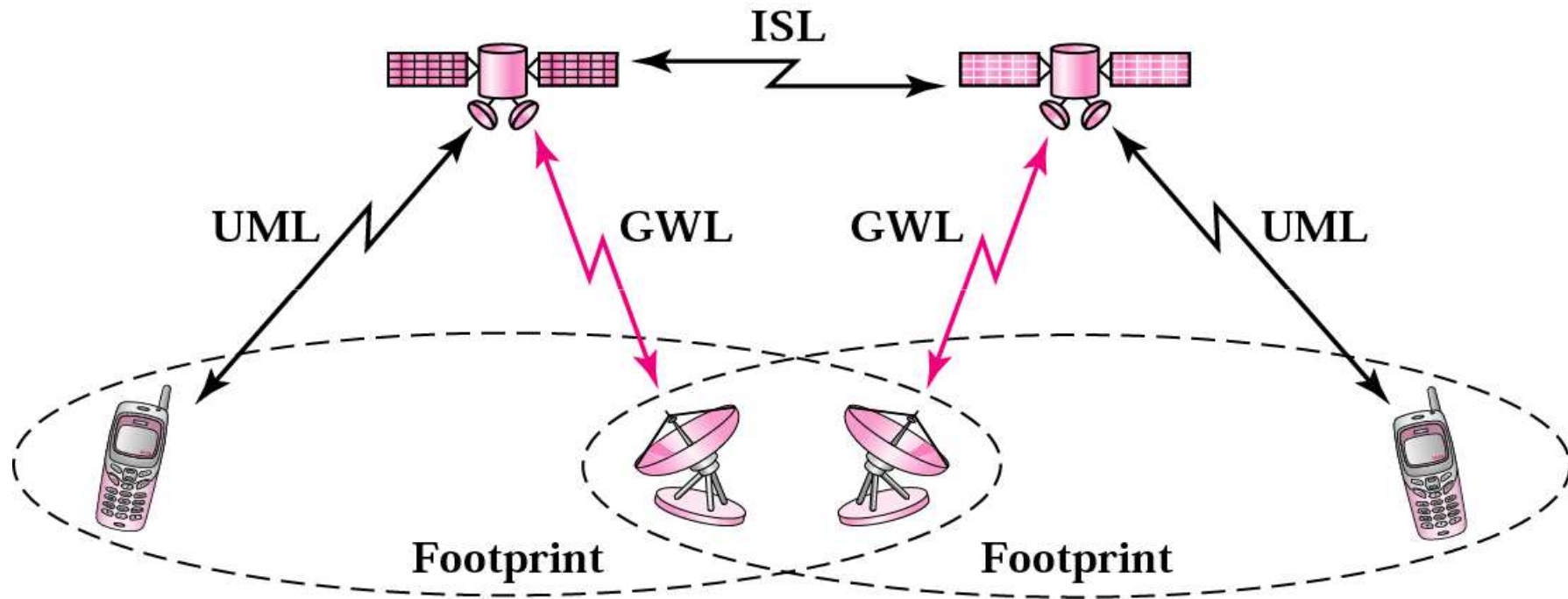
Band	Downlink, GHz	Uplink, GHz	Bandwidth, MHz
L	1.5	1.6	15
S	1.9	2.2	70
C	4	6	500
Ku	11	14	500
Ka	20	30	3500

Satellites in geosynchronous orbit





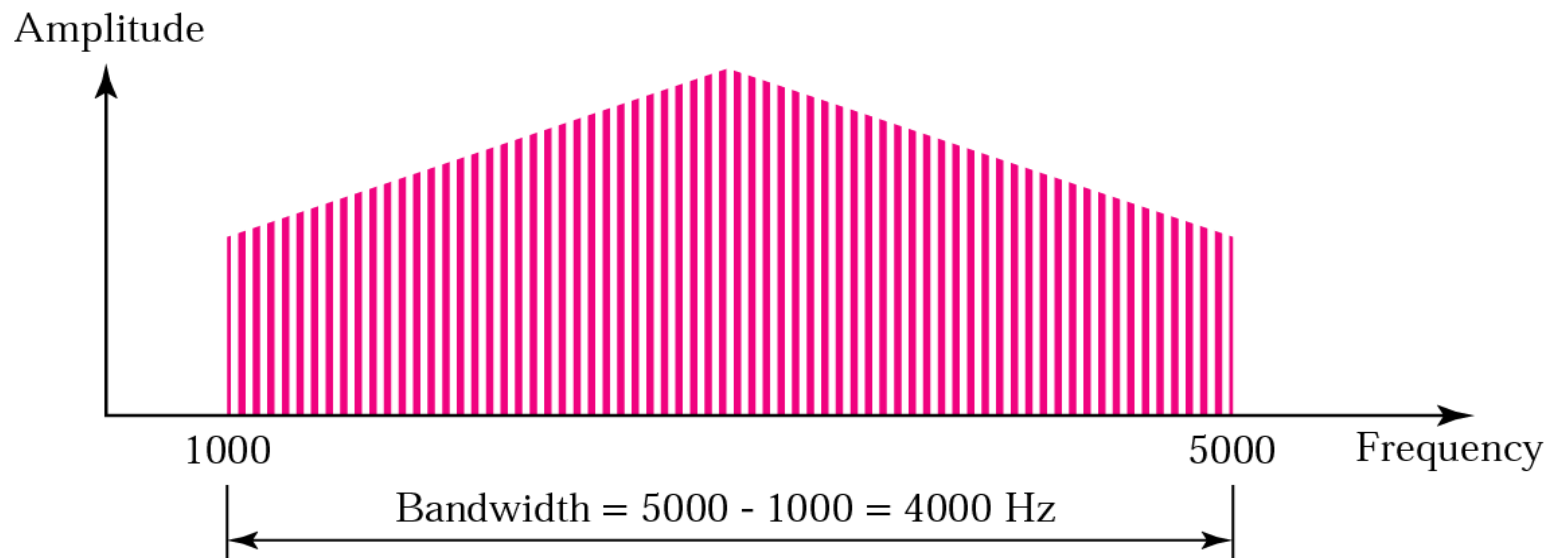
LEO satellite system



Bandwidth

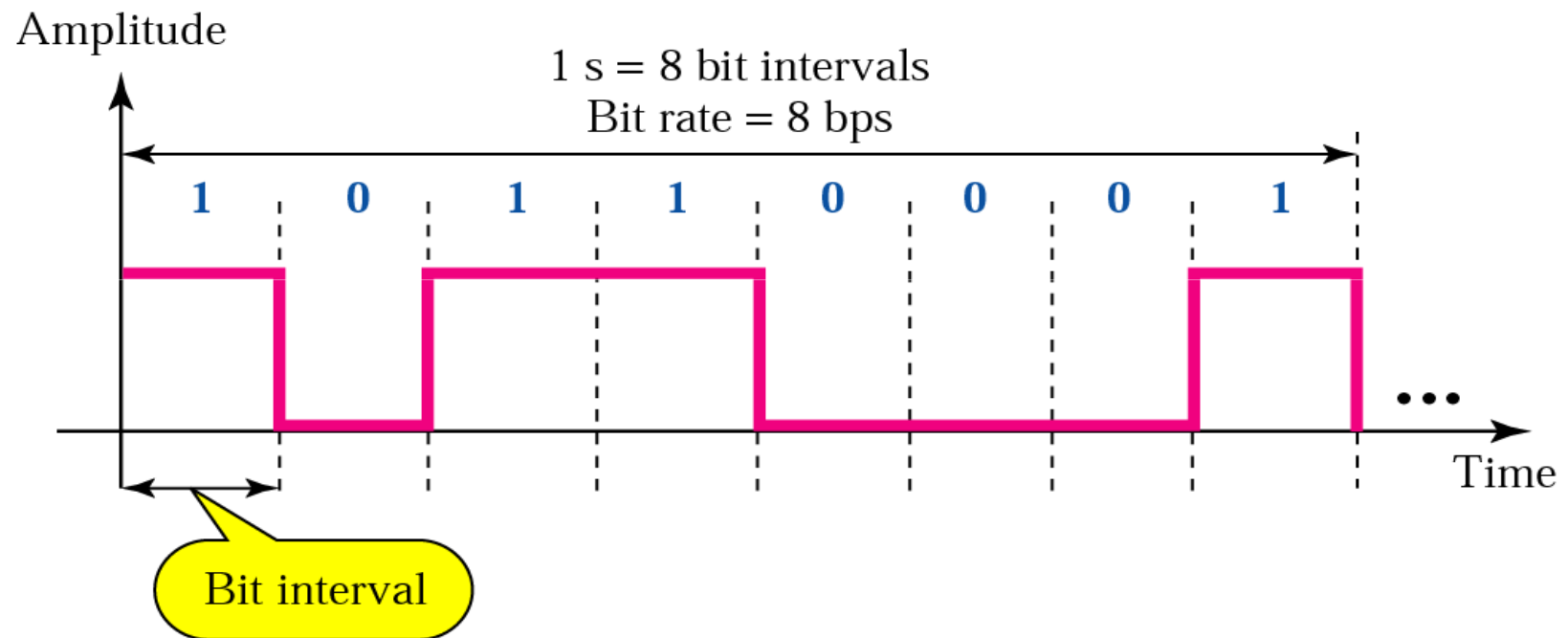
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- The bandwidth is a property of a medium.
- It is the difference between the highest and the lowest frequencies that the medium can satisfactorily pass.
- Bit Rate and Bandwidth are proportional to each other.



Bit Rate and Bit Interval

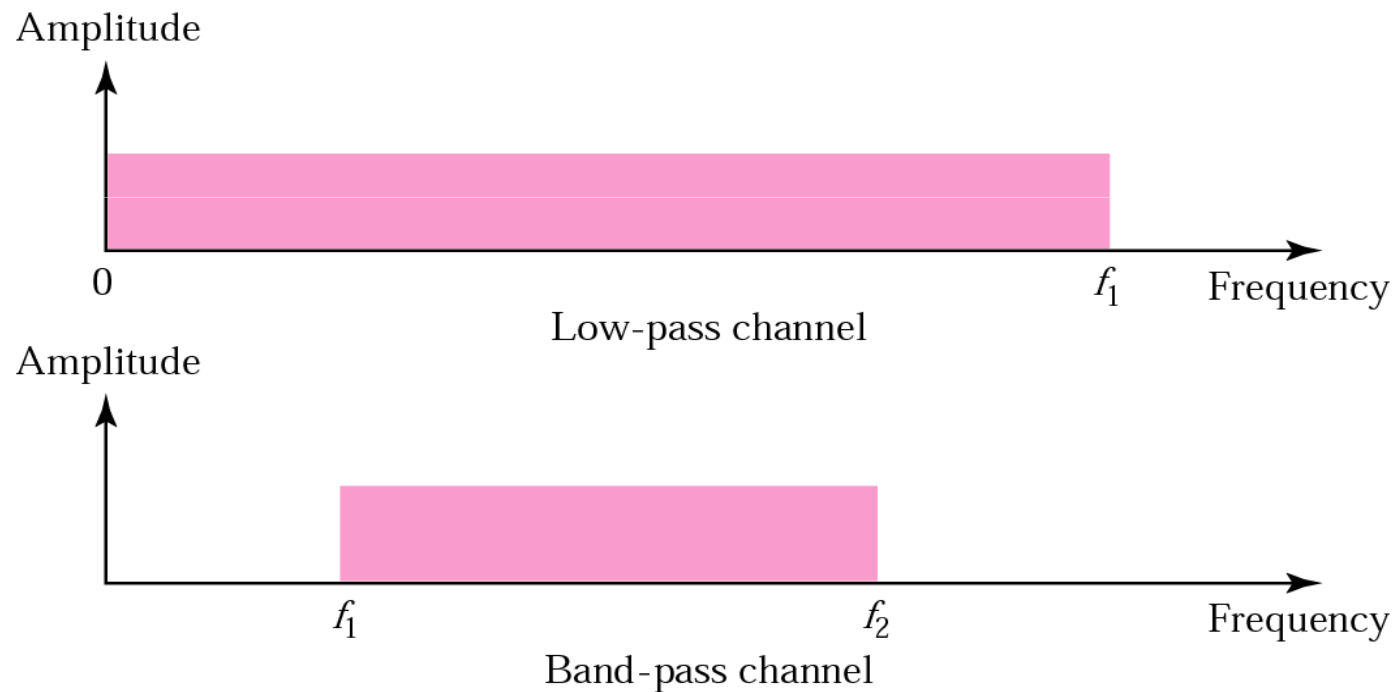
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- ❑ Bit Interval is the Inverse of Bit Rate.
- ❑ The analog bandwidth of a medium is expressed in hertz; the digital bandwidth, in bits per second.

Channels: Low Pass and Band Pass Channel

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Baud Rate Vs. Bit Rate

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- The baud rate of a data communications system is the number of symbols per second transferred.
- A symbol may have more than two states.

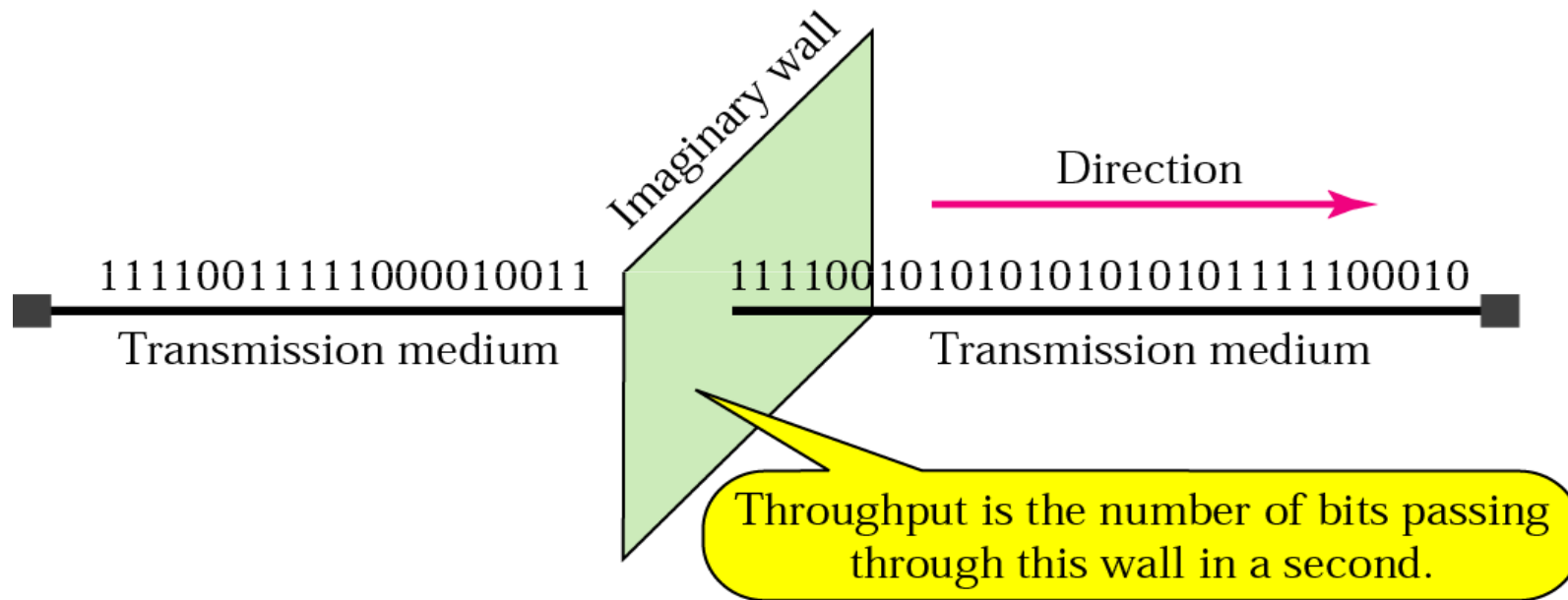
Bit Rate = Baud per second x No of bits per baud.

- No of bits per baud depends on modulation technique.
- Bell 212A modem uses Phase Shift Keying (PSK) modulation, and each symbol has one of four phase shifts (of 0(deg), 90(deg), 180(deg), or 270(deg)).=> 2 Bits Required to represent 4 shifts.
- This Modem transmits data at the rate of 1200 bps at 600 baud.
- For 64QAM Modem $M = 64 \Rightarrow 6$ Bits Required.
- Bit Rate is 6 Times the Baud Rate

!! Analogy of Baud Rate and Bit Rate !!

Passenger in a Highway Bus

Throughput



Bandwidth Delay Product

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- Bandwidth-delay product refers to the product of a data link's capacity (in bits per second) and its round-trip delay time (in seconds)

Moderate speed satellite network: 512 Kbit/s, 900 ms RTT

$$B \times D = 512 \times 10^3 \text{ b/s} \times 900 \times 10^{-3} \text{ s} = 460,800 \text{ b.}, / 8 = 57,600 \text{ B}$$

Residential DSL: 2 Mbit/s, 50 ms RTT

$$B \times D = 2 \times 10^6 \text{ b/s} \times 50 \times 10^{-3} \text{ s} = 100 \times 10^3 \text{ b, or 100 Kb, or 12.5 KB.}$$

Mobile broadband (HSDPA): 6 Mbit/s, 100 ms RTT

$$B \times D = 6 \times 10^6 \text{ b/s} \times 10^{-1} \text{ s} = 6 \times 10^5 \text{ b, or 600 Kb, or 75 KB.}$$

Residential ADSL2+: 20 Mbit/s (from DSLAM to residential modem), 50 ms RTT

$$B \times D = 20 \times 10^6 \text{ b/s} \times 50 \times 10^{-3} \text{ s} = 10^6 \text{ b, or 1 Mb, or 125 KB.}$$

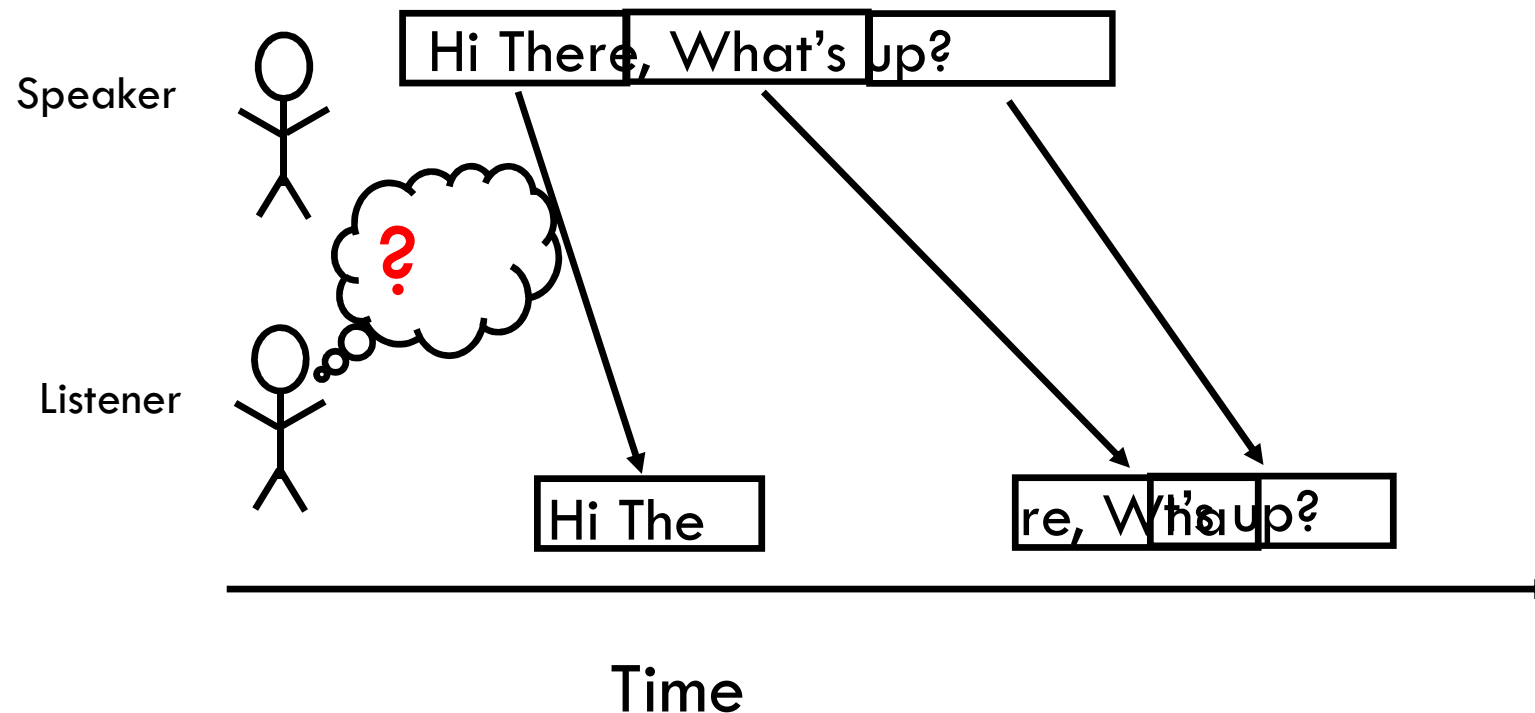
High-speed terrestrial network: 1 Gbit/s, 1 ms RTT

$$B \times D = 10^9 \text{ b/s} \times 10^{-3} \text{ s} = 10^6 \text{ b, or 1 Mb, or 125 KB.}$$

Jitter

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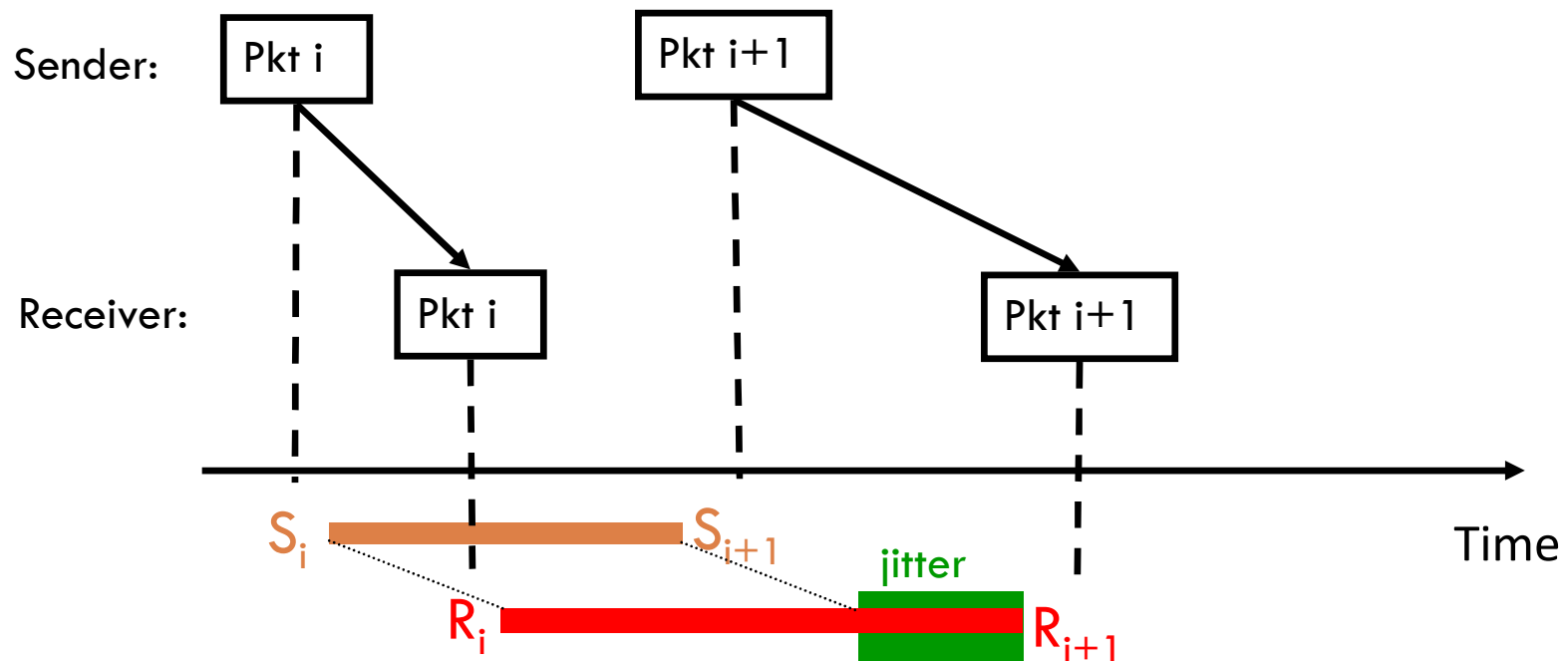
- The Internet makes no guarantees about time of delivery of a packet
- Consider an IP telephony session:



Jitter (cont'd)

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- A Packet Pair's Jitter is the difference between the transmission time gap and the receive time gap



- Desired time-gap: $S_{i+1} - S_i$ Received time-gap: $R_{i+1} - R_i$
- Jitter between packets i and i+1: $(R_{i+1} - R_i) - (S_{i+1} - S_i)$

Thank You