

Topologies:

1). Mesh topology -

$$\text{no. of ports} = n(n-1)$$

$$\text{no. of cables} = \frac{n(n-1)}{2}$$

2). Star topology -

$$\text{no. of ports} = n$$

$$\text{no. of cables} = n$$

3). Bus topology -

$$\text{no. of cables} = 1 \& n(\text{drop lines})$$

Data Communication (theoretical)

1). Fourier analysis -

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

$$a_n = \frac{2}{T} \int_0^T g(t) \sin(2\pi nft) dt$$

$$b_n = \frac{2}{T} \int_0^T g(t) \cos(2\pi nft) dt$$

$$C = \frac{2}{T} \int_0^T g(t) dt$$

2). Bandwidth limited signals -

$$ms = \sqrt{a_n^2 + b_n^2}$$

3). Maximum data rate -

$$\text{Nyquist} \Rightarrow 2H \log_2 V \text{ bits/sec}$$

$$\text{Shannon} \Rightarrow B \log_2 (1 + S/N)$$

$$\text{Attenuation} = \frac{\text{transmitted}}{\text{received}}$$

Electromagnetic spectrum:

$$\Delta f = \frac{c \Delta \lambda}{\lambda^2}$$

Higher the bandwidth \Rightarrow higher the data rate

$$\frac{\Delta f}{f} \ll 1$$

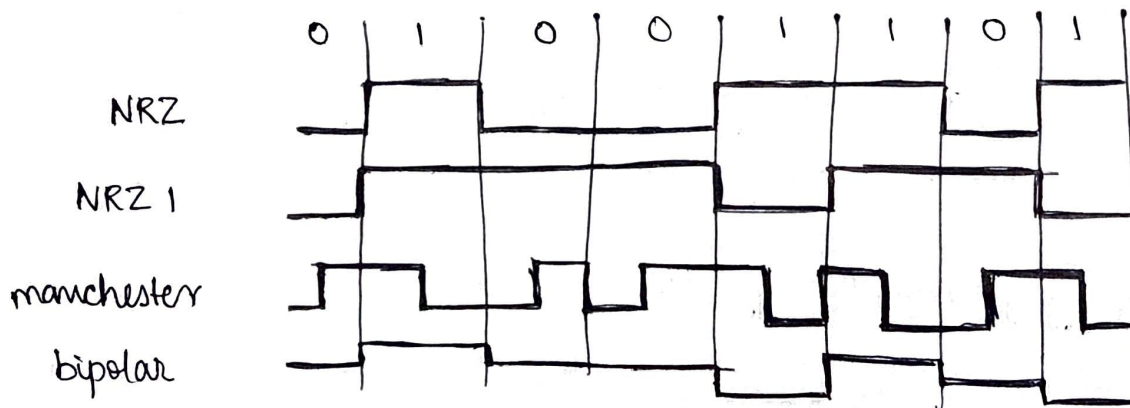
Modulation & Demodulation:

Baud rate = samples/sec \Rightarrow Baud rate = symbol rate

$$\text{Bit rate} = \frac{\text{symbol}}{\text{sec}} \times \frac{\text{bits}}{\text{symbol}}$$

Baseband modulation:

Bit stream = 01001101



Constellation diagrams:

- 1) QPSK — phase change by 45°
- 2) QAM-16 — 4 phases changed
4 bits, 16 symbols
- 3) QAM-64 — 16 phase change
6 bits, 64 symbols

$$\text{Net Attenuation loss} = 10 \log_{10} (P_2/P_1) \quad P_2 - \text{output power}$$

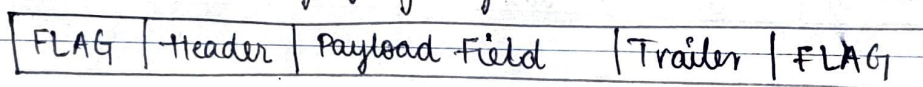
$$\text{SNR} = \frac{\text{avg signal power}}{\text{avg noise power}}$$

$$\text{Frame size} = (\text{no. of slots}) \times (\text{character size} + \text{slot address})$$

$$\text{Frame duration} = \frac{1}{\text{frame rate}}$$

Framing:

Frame delimited by flag bytes -



$$A - \text{FLAG} - B \Rightarrow A - \text{ESC} - \text{FLAG} - B$$

$$A - \text{ESC} - B \Rightarrow A - \text{ESC} - \text{ESC} - B$$

$$A - \text{ESC} - \text{FLAG} - B \Rightarrow A - \text{ESC} - \text{ESC} - \text{ESC} - \text{FLAG} - B$$

$$A - \text{ESC} - \text{ESC} - B \Rightarrow A - \text{ESC} - \text{ESC} - \text{ESC} - \text{ESC} - B$$

If the total no. of bits in a transmittable unit is $m+r$, then r must be able to indicate at least $m+r+1$ different states.

$$2^r \geq m+r+1$$

Pure ALOHA:

$$G \geq N$$

$$P_n(k) = \frac{G^k e^{-G}}{k!} \Rightarrow S = G e^{-2G} \quad \left. \vphantom{P_n(k)} \right\} \text{channel utilisation} = 18\%$$

Slotted ALOHA :

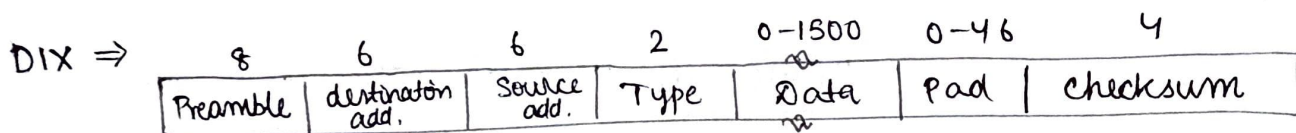
$$P_0 = e^{-G}$$
$$S = Ge^{-G}$$

} channel utilisation = 37%.
empty slots = 37% & collision = 26%.

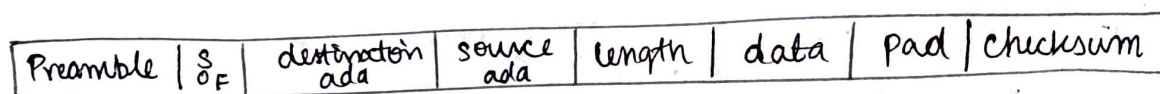
Transmission time $> 2 \times$ propagation time

p-persistent : $q = 1 - p$

Frame format for ethernet:



IEEE 802.3 \Rightarrow



Ethernet performance :

1) $A = kp(1-p)^{k-1}$

A is maximum when $p = 1/k$ with $A \rightarrow 1/e$.

2) contention interval has j slots

$$A \leq (1-A)^{j-1}$$

3) mean number of slot per contention is

$$\sum_{j=0}^{\infty} j A (1-A)^{j-1} = 1/A$$

each slot has duration of $2T$

mean contention interval is $W = 2T/A$.

4) channel efficiency =
$$\frac{P}{P + 2T/A}$$

5) channel efficiency = $\frac{1}{1 + 2BL_e/cF}$

frame length = F

bandwidth = B

cable length = L

speed of signal propagation = C

contention slot per frame = e