

# INSTRUMENTATION II (III/I)

Course Code: (EX - 602)  
(Module#5)

Dhawa Sang Dong  
(Lecturer)

KATHMANDU ENGINEERING COLLEGE  
Kalimati, Kathmandu

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# CHAPTER#5

## DATA ACQUISITION AND TRANSMISSION

### ✓ Class Outline

- ① Introduction
- ② Transmission Media
- ③ Data Acquisition System

# Introduction

## Analog Transmission

- content is not concern rather shape of the signal which is information (information is modulated).
- Amplifiers can be used which might amplify noise too.
- Attenuation over distance causes difficulty to recover.

## Digital Transmission

- concern with content rather than shape of the signal.
- repeaters can be used to add power for long distance transmission.
- repeaters extract and re-transmit bit pattern over the distance.
- noise has minimal effect as error can be removed at intermediate repeaters.

# Introduction

## Advantages of digital Transmission over Analog

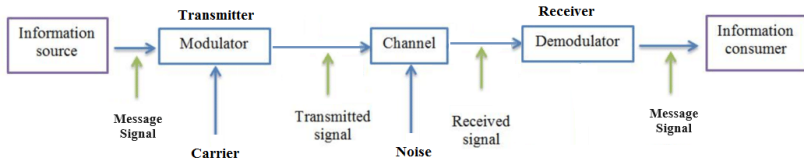
- increased immunity to noise
- flexible operation.
- low cost of LSI/VLSI technologies
- common data format for all types of signal
- security and privacy is high.

## Disadvantages of digital Transmission over Analog

- complex circuitry
- High bandwidth requirements.

# Introduction

## Analog Communication System

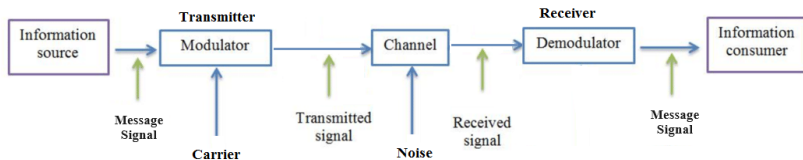


**Fig. 1** Analog Communication System

- message signal is analog, signals are from analog sources such as speech(microphone), video shooting.
- generally, analog signals are time continuous that means it has been defined for all time instance.
- message signal is modulated with some carrier frequency by modulator at transmitting end.

# Introduction

## Analog Communication System...

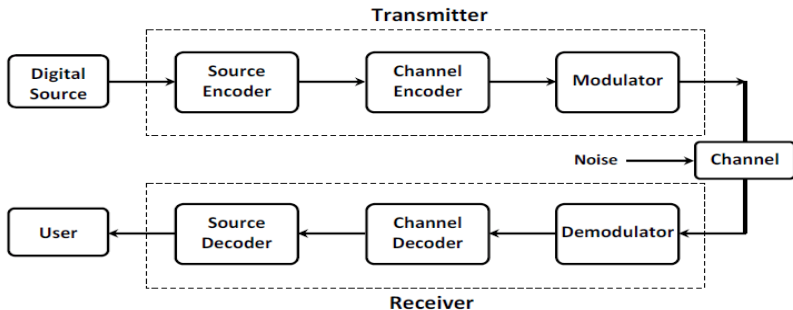


### Analog Communication System

- message (from channel) is demodulated at demodulator at receiver and forwarded to receiving destination.
- modulation is the process to make the signal suitable to transmit through the given channel.

# Introduction

## Digital Communication System



**Fig. 2** Digital Communication System

- digital/discrete source signals are equivalently represented in binary pattern in source encoder.
- efficient source encoder completely removes the redundant bit at encoded signal.

# Introduction

## Digital Communication System...

- channel encoder adds some redundant bit to binary information
  - redundant bit helps the receiver to detect (correct) the error at channel decoder.
- modulator modulates the binary signal to make the signal suitable for transmission (Binary frequency shift keying, Binary phase shift keying, Binary amplitude shift keying).
- digital signals are mapped to signal waves.
- channels are physical medium to transfer signal to the receiver.



# Introduction

## Digital Communication System...

- Generally, noise due to transmitting devices is neglected while channel noise are considered.
- demodulator recovers back the digital or binary signal from the waveform.
- channel decoder removes the redundant bit added by channel decoder making source information bit error free.
- source decoder recovers back original discrete/digital signal from binary signal, and signal is forwarded to destination.

# Transmission Media

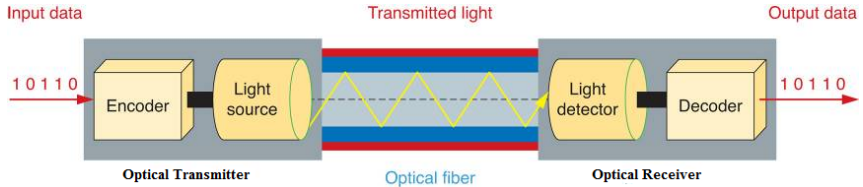
- Guided media – wire
  - 📎 cable, fibre, twisted pair cable
- Unguided media – wireless
  - 📎 radio wave, micro-wave, bluetooth
- transmission media is important for guided transmission while bandwidth of antenna is important for unguided transmission.

## Design Factors:

- bandwidth - higher the bandwidth equivalents to higher data rate; correspondingly, higher cost
- error models are major concern for error free transmission and minimal attenuation.
- interference is another factors to be considered at wireless transmission.

# Fiber Optics

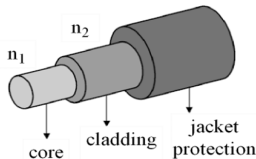
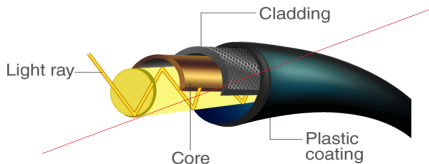
- is cylindrical guided line.
- it consists three major parts or layers: core, cladding, and jackets (sheath).
- it is dielectric (non-conductor of electron) waveguide made of glass or plastic.



**Fig. 3** Optical transmission

# Fiber Optics...

- it uses the characteristics of light ray transmission – total internal reflection ( $n_1 > n_2$ ).
- signal through fiber optics is free of channel tapper because of jacket and transmission direction.



**Fig. 4** Fiber Optics

# Fiber Optics...

- Depending up on number of information carrying signals through core, optical fiber can be categorized in two mode:  
⇒ **single mode fibers** and **multi-mode fibers**.

## Single mode Fibers

- single signal per fiber (cable TV, Telephone)
- small cores (9 micron in diameter)
- transmit infrared light emitted from laser.
- core diameter is in the order of light wavelength injected.
- it has high bandwidth, so high speed transmission.

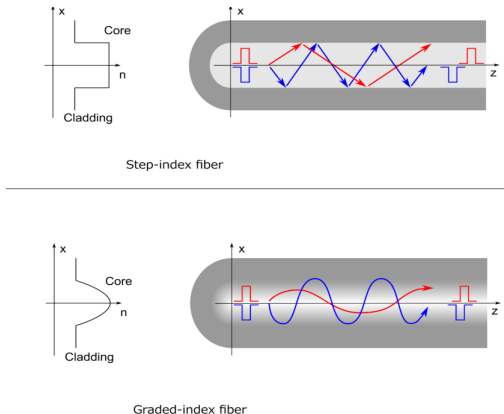
# Fiber Optics...

## multi-mode Fibers

- many signals per fiber (in computer network)
- larger cores (62.5 microns in diameter)
- transmit infra-red light from LED
- they are not suitable for long distance due to larger dispersion and so higher attenuation.
- As shown in Fig.3, an optical communication, there is need of signal conversion – electrical to optical at transmitting end and optical to electrical signal at receiving end.
- optical transmitter converts electrical to optical signal while reverse process at optical receiver.

# Fiber Optics...

- Depending up on the refractive index distribution, optical fibers can be grouped into step-index and graded-index fiber.



**Fig. 5** (a) Step-Index and (b) Graded-Index Fiber Optics

# Fiber Optics...

## Step-index optical fiber

- core and cladding has uniform refractive index say  $n_1$  and  $n_2$
- signal passes through core using total internal reflection at core-cladding boundary.

## Advantage

- cheaper and has large Numerical Aperture (NA)  
$$\left( \text{NA} = \sqrt{n_1^2 - n_2^2} \right)$$
- NA is the measure of ability to capture light.
- long life time.

## Disadvantage

- lower bandwidth, higher light dispersion and smearing of signal pulse.



# Fiber Optics...

## Graded-index optical fiber

- core has not uniform distribution of refractive index equivalently number of layers within core.
- Refractive index gradually decreases while moving towards cladding interface.
- however, cladding has uniform refractive index.
- because of non-uniform distribution of refractive index in core, light propagate in the form of skew rays or helical rays.

## Advantage

- dispersion is low, higher bandwidth, easy to couple with optical source.

## Disadvantage

- expensive and very difficult to manufacture.

# Fiber Optics...

## Advantage of Optical Fiber

- Thinner
- less expensive because it can be formed from sand.
- higher bandwidth and less probability of attenuation – low transmission loss.
- light weight
- immunity to interference.
- electrical isolation
- signal security.

## Disadvantage of Optical Fiber

- Requires skilled manpower for installation.
- difficult to repair and maintain.
- higher equipment and manufacturing cost.
- optical splicing is difficult (joining to optical cable is difficult)

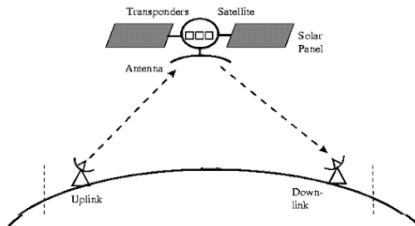
# Fiber Optics....

## Application of Fiber Optics

- in communication where higher bandwidth is needed.
- medical applications such as endoscopy.
- in military communication because of higher signal security.
- TV application which needs higher bandwidth.

# Satellite Communication

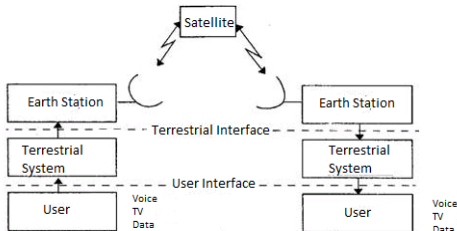
- Use of satellite as repeater.
- it consists of ground station for transmission or receive, and satellite in space for receive and retransmit as repeater.
- it has number of transponders to listen different frequency spectrum and retransmit towards receiving station on the earth ground. (transponder = receive, amplify and re-transmit)
- In frequency division, uplink and downlink has different frequency band which significantly avoids interference between uplink and downlink signals.



**Fig. 6** Satellite Communication

# Satellite Communication...

## Major components in satellite communications



**Fig. 7** Elements in Satellite Communication

### ① Space Segment

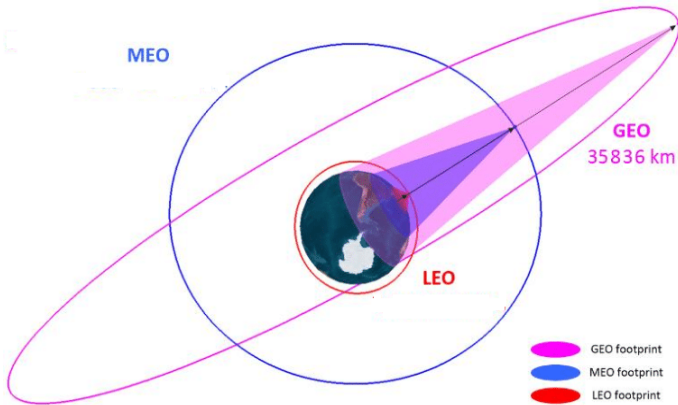
- ① satellite
- ② means for launching satellite
- ③ satellite control center for station keeping of the satellite.

### ② Ground Segment

- ① Earth Station – transmitting and receiving equipment, antenna system.
- ② terrestrial system
- ③ user terminal and interface networks.

# Satellite Communication..

## LEO, MEO, GEO Satellites



**Fig. 8** Different Earth Orbit and its coverage

# Satellite Communication...

## Low Earth Orbit (LEO)

- satellite are much closer to earth
- at distance of 500 to 1500 Km above the earth surface.
- only 15 to 20 minutes of exposure to certain earth station.
- larger number of other LEOs are necessary for complete communications

## Advantage

- better signal strength due to short distance – better point to point communication.
- small coverage area, so waste of bandwidth can be avoided.

## Disadvantage

- LEO network is needed for full operation – costly.
- higher effect of **Doppler shift** - (change in effective frequency for source has velocity comparable to signal) due to short distance.
- Atmospheric content can have effects on LEO satellite.

# Satellite Communication...

## Medium Earth Orbit (MEO)

- at a height of 8000 Km to 18000 Km from earth surface.
- MEO is visible usually 2 to 8 hours to a station in earth.
- has larger coverage than LEO.

## Advantage

- Fewer MEO satellite are enough to make complete network.

## Disadvantage

- Larger delay time and weaker signal strength compared to LEO satellite.



# Satellite Communication...

## Geostationary Earth Orbit (GEO)

- satellite orbits at a height of 35,836 Km above earth surface along the equator.
- GEO is relatively stationary for a portion in earth surface, so 24 hours of visibility.

## Advantage

- it has larger coverage almost one fourth of earth surface.
- 24 hours of exposure to particular earth station or surface.
- suitable for satellite broadcast.

## Disadvantage

- higher delay and weaker signal.
- centered above equator, so difficulty in polar region broadcasting.

# Satellite Communication...

## Service Types (Application Areas) of Satellite

Application areas of satellite link can be categorized with examples as follow:

### Fixed Service Satellite (FSS)

- Point to Point Communication.

### Broadcast Service Satellite (BSS)

- Satellite Television;
- also called Direct Broadcast Service (DBS)

### Mobile Service Satellite (MSS)

- satellite phones.

# Satellite Communications...

Different kinds of satellite use different frequency bands:

<b><i>Channel Naming</i></b>	<b><i>Frequency Range</i></b>	<b><i>Application Areas</i></b>
① L-Band	1 – 2 GHz	MSS
② S-Band	2 – 4 GHz	MSS, NASA, Deep Space Research
③ C-Band	4 – 8 GHz	FSS
④ X-Band	8 – 12.5 GHz	FSS, BSS
⑤ Ku-Band	12.5 – 18 GHz	FSS, BSS
⑥ K-Band	18 – 26.5 GHz	FSS, BSS
⑦ Ka-Band	26.5 – 40 GHz	FSS

# Satellite Communications...

## Advantage of Satellite

- larger coverage area compared to terrestrial system.
- Frequency multiplexing or time multiplexing could increase the bandwidth capacity.
- transmission cost is not distance dependent.
- precised communication between satellites.
- higher bandwidth (available) can be used for satellite link.

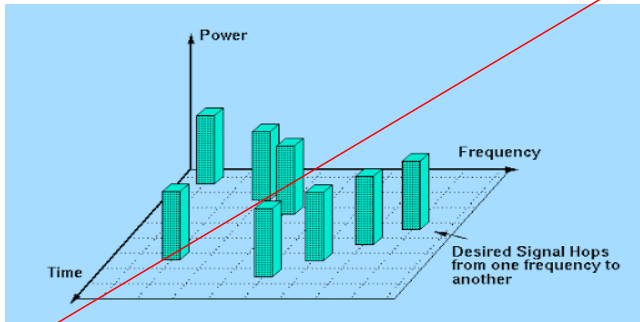
## Disadvantage of Satellite

- Bandwidth available is being gradually decreased.
- satellite projection to orbit is costly.
- larger propagation delay in satellite communication compared to terrestrial communication.

# Bluetooth

- is global standard radio frequency, physical level agreement/protocol, free of cost (open wireless).
- Bluetooth was standardized as IEEE 802.15.1; [Bluetooth Special Interest Group \(SIG\)](#) maintain specifications.
- used in short-range point-to-multipoint voice and data transfer (transmission can be done through solid, non-metal object).
- it has minimal coverage of 10cm to 10m; however, increasing transmission power could cover 100m.
- can facilitate ad-hoc networks in both stationary and mobile environment.
- communication frequency is 2.45 GHz (2.402 GHz to 2.48 GHz), signal strength of 1mW, for use by industrial, scientific and medical devices.

# Bluetooth...



- it uses spread-spectrum frequency hopping.
- it can randomly hop 79 frequency bands.
- transmitter can change frequencies 1600 times every second.
- it can create personal area network (PAN) or piconet.

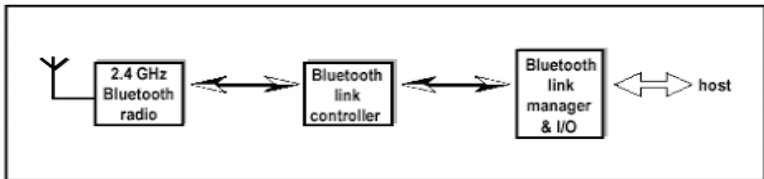
# Bluetooth...

## Characteristics of Bluetooth

- operates in 2.45 GHz
- uses **Frequency Hopping Spread Spectrum (FHSS)** where radio transceiver hop frequencies in pseudo-random fashion.
- non **line-of-sight (LOS)** transmission is possible through non-metallic object (wall); omni-directional transmission.
- built in security (without tapping probability).
- support max 8 devices with one master and rest as slave.
- easy integration of TCP/IP network.
- regulated by government for use free of cost.

# Bluetooth...

## Bluetooth Connection



**Fig. 9** Different functional blocks in Bluetooth System

- connection is maintained until they are (a) broken, (b) out of coverage, and (c) deliberate disconnect.

<b><i>Bluetooth Class</i></b>	<b><i>Max Power</i></b>	<b><i>Range(Approximate)</i></b>
Class 1	100 mW / 20 dBm	100 m
Class 2	2.5 mW / 4 dBm	10 m
Class 3	1 mW / 0 dBm	1 m



# Bluetooth...

## Bluetooth Radio: | Bluetooth Connection

### Wireless Transmission:

Sends/receives data packets wirelessly.

### Frequency Hopping:

Utilizes frequency hopping spread spectrum for transmission.

### Power Management:

Controls power levels for efficient energy usage.

## Bluetooth Link Controller: | Bluetooth Connection

### Connection Management:

Establishes, maintains, and terminates connections.

### Packet Formation:

Constructs and segments data packets for transmission.

### Error Correction:

Implements error correction techniques for data integrity.

# Bluetooth...

## Bluetooth Link Management: | Bluetooth Connection

### Connection Setup:

Initiates connection establishment and authentication.

### Security Enforcement:

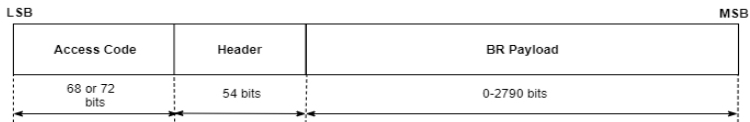
Enforces authentication, encryption for secure connections.

### Power Management:

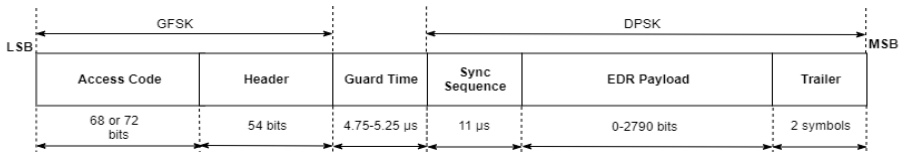
Implements power-saving features for energy efficiency.

# Bluetooth...

## Bluetooth Packet Format (out of syllabus)



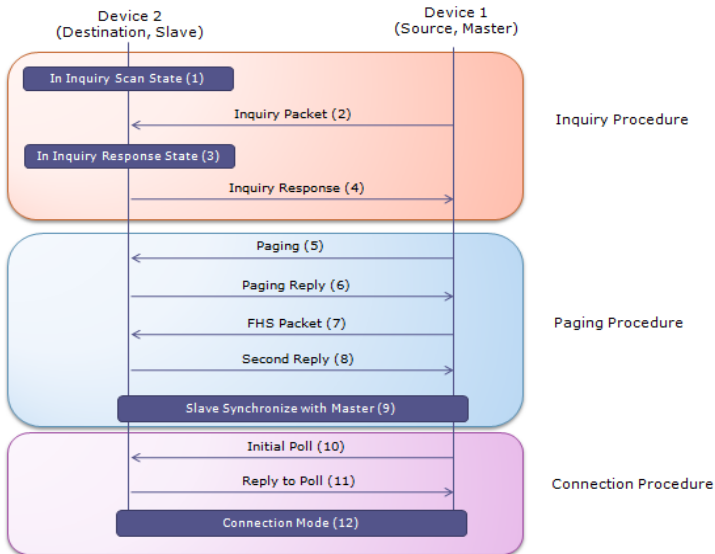
**Fig. 10** Basic Rate Mode packet format in Bluetooth



**Fig. 11** Enhanced Data Rate Mode packet format in Bluetooth

# Bluetooth...

## Bluetooth Connecting Process



# Bluetooth...

## Bluetooth Connecting Process...

### #1 Inquiry:

- when two unknown bluetooth devices come together, one must run inquiry to discover other.
- once inquiry request send, the request will be responded with its address and other information (type of device) if necessary.

### #2 Paging (connecting):

- once the address of each is known to each other, connection is formed and forming the connection is paging (Frequency Hopping Synchronization (FHS), clk info).

### #3 Connection:

- once the paging is completed, devices enter to connection state.
- at connected mode, active participation is possible to communicate ie data transfer.

# Bluetooth...

## Different Connection Mode

### #1 Active Mode:

- regular connection mode where the device can actively transmit or receive data.

### #2 Sniff Mode:

- power saving mode – less active or reduced activities
- slave sleeps for predetermined time, recurring, and listen master only after preset values (eg: 100 ms).

### #3 Hold Mode:

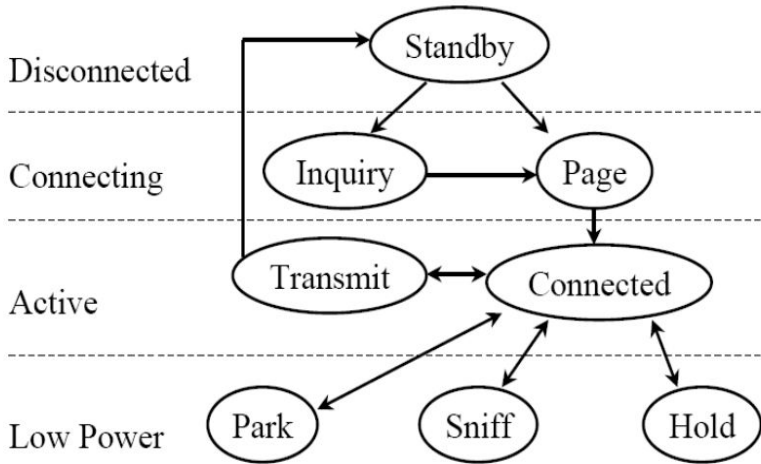
- power saving mode (stop transmission for other tasks)
- slave sleeps for one fixed predetermined time interval .
- master can command device to hold.

### #4 Park Mode:

- deepest sleep mode.
- it sleeps until master command to wake up at T-beacon time.

# Bluetooth ...

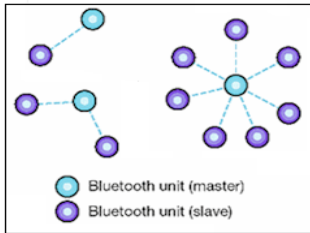
## Different Operational State of Bluetooth Device



# Bluetooth Network Topology

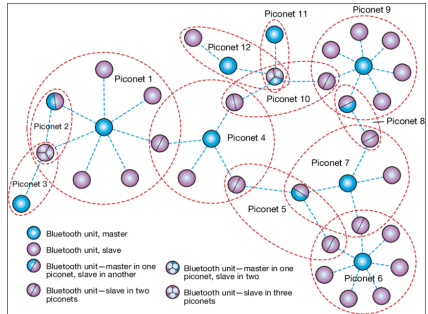
## piconet

- max 8 devices (one master and 7 slaves).
- Master/Slave, frequency hopping;
- up to 7 active slave and up to 255 parked slaves;
- no central network structure; only Ad-hoc network.



## scatternet

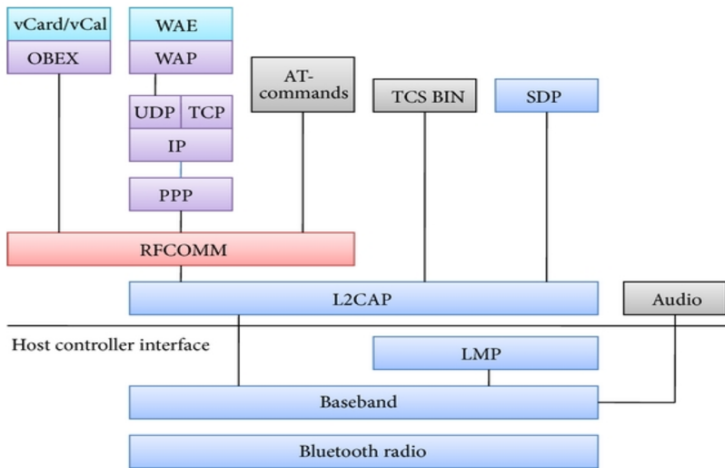
- inter-connected piconets; one master per piconet.
- a few devices shared between piconets.
- no central network structure; only Ad-hoc network.





# Bluetooth ...

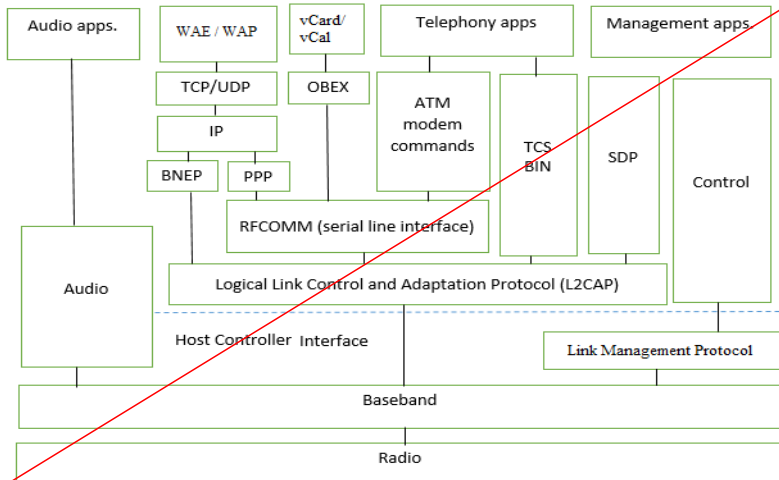
## Bluetooth Protocol Stack



**Fig. 12** Bluetooth Protocol Stack

# Bluetooth ...

## Bluetooth Protocol Stack...



Bluetooth Protocol Stack

# Bluetooth..

## Bluetooth Protocol Stack

### #1 Bluetooth Radio

- defines air interface, frequency bands, frequency hopping specifications, modulation techniques, and transmit power.

### #2 Baseband Layer

- addressing scheme, packet frame format, timing and power control algorithms for connection within piconet.

# Bluetooth..

## Bluetooth Protocol Stack...

### #3 Link Management Protocol (LMP)

- it is responsible to establish link between bluetooth devices and maintain the link between them.
- it includes authentication and encryption specification.

### #4 Logical Link Control and Adaptation Protocol (L2CAP)

- it adapts/converts upper layer frame to baseband layer frame format and vice versa.
- takes care of both connection-oriented (telephone connection) and connection-less services (packet based communication).

# Bluetooth..

## Bluetooth Protocol Stack...

### #5 Host Controller Interface (HCI)

- provides a common interface to the baseband link controller and link management protocol, and access to hardware status and control registers.

### #6 Service Discovery Protocol (SDP)

- queries about device information is handled by this protocol
- so responsible for connection.

### #7 TCS-BIN

- It specifies all call control signaling and mobility management procedures; it takes care of establishing speech and data calls.

# Bluetooth..

## Bluetooth Protocol Stack...

### #8 RFCOMM Protocol

- it is cable replacement protocol (wireless protocol)
- functions as virtual serial port and transport binary data bits.
- basically emulates RS232 specifications over bluetooth radio.
- Point to point protocol (PPP) to transfer IP datagrams, TCP/UDP/IP, OBEX and WAE/WAP protocols are adopted protocol in Bluetooth - defined by other standard bodies.
- OBEX is object exchange protocol developed by IrDA (infrared data association) – similar to HTTP (session level protocol).
- **WAE** provides Wireless Application Environment and **WAP** provides Wireless Application Protocol. (bluetooth tethering?)

# Bluetooth..

## Bluetooth Applications

- wireless control and communication between cell phone and heads free headset or car kit.
- wireless networking between PCs in confined space with little bandwidth (PAN with PCs using bluetooth wireless).
- wireless input connection such as mice, keyboards.
- wireless output device such as printer.
- transfer of files between devices via OBEX (Object Exchange Protocol– binary object file)
- replacement of wired devices with wireless devices: medical equipment, GPS receivers.
- replacement of remote controls which uses infrared traditionally.

# Bluetooth..

## Bluetooth Advantage

- uses lower power
- can connect various type of devices.
- free of cost frequency band
- Ad-Hoc hardware can be established by Bluetooth connection
- simple, secure and global data transfer.
- less time consumption.

## Bluetooth Disadvantage

- Large data transmission is difficult
- Bluejack problems (receive of unsolicited message).

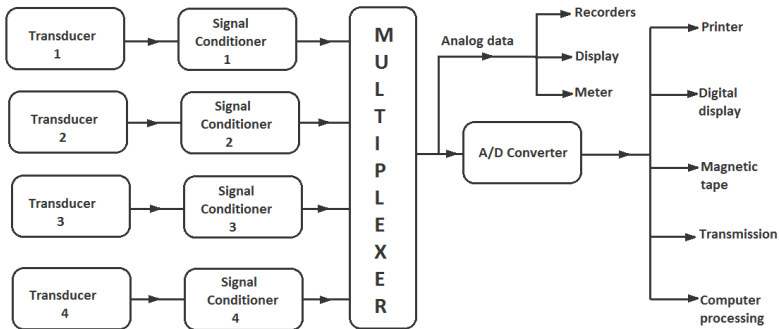


# Data Acquisition System

- Data acquisition system is the process of collecting the input data in digital form suitable for analysis and storage.
- Data collection should be timely, accurately and economically.
- Data acquisition system consists:
  - ① transducer (sensor)
  - ② signal conditioner
  - ③ data conversion and processing
  - ④ multiplexer, transmission
  - ⑤ storage and display system
  - ⑥ software for data processing
- Analog signals are generally acquired and converted into digital form for processing, transmission, display and storage.
- sometime data acquired can be used for controlling a process in process plant.

# Data Acquisition System...

- transducer is device that converts input energy of one form into another energy form.
- signal conditioning make signals compatible to forward acquisition; removing unwanted frequency components; amplifying amplitude.



**Fig. 13** General data acquisition system

# Data Acquisition System...

## Data Loggers

- transducers give the measure of some parameters of any process
  - the parameters can be used for process control after analysis, can be used for further processing.
- automatic data recorder for the readings (parameters) of remote instrumentation system.
- expectation for data logger is as quickly as effortlessly, and accurately.
- our expectation, being data reader at distant place, it should be small battery powered, portable, power efficiently and equipped with microprocessor and internal memories.

# Data Acquisition System...

## Characteristics of Data Loggers

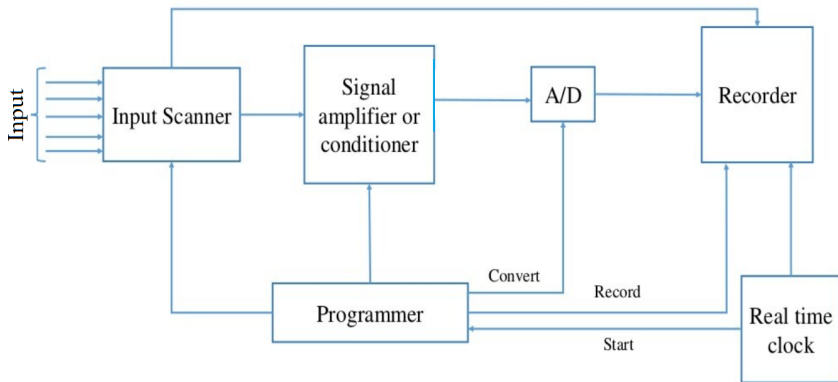
- **modularity**: compatible component to many systems.
- **reliability and ruggedness**: reliable data storage/reading.
- **accuracy**: data measure should be as accurate as possible.
- **management tool**:
- **Easy to Use**:

## Application of Data Loggers

- weather station: recording wind speed, wind direction, temperature, relative humidity.
- hydro-graphic recoding: water level, depth, water flow PH, conductivity
- soil moisture level, gas pressure
- environmental monitoring

# Data Acquisition System...

## Data Loggers...



**Fig. 14** Block Diagram of Data Logger

# Data Acquisition System...

## Data Loggers...

### Input Signals

- input signals may be pressure, AC signals, thermocouple, signals from relay, tachometer pulses

### input scanners

- is automatic sequence switch to select signals in turn.
- scanner should have low closed resistance, high open circuit resistance, low contact potential, short operating time, negligible contact bounce, long operation life.

### Signal Amplifiers and conditioners

- to adjust gain with low level signals
- it should be precise and stable DC gain, high SNR, high CMMR, low DC drift, low output impedance, high input impedance, good linearity, wide bandwidth.

# Data Acquisition System...

## Data Loggers...

### A/D Converter

- Converts analog to digital data
- it should have better resolution, accuracy, lower conversion time, linearity.

### Recorder

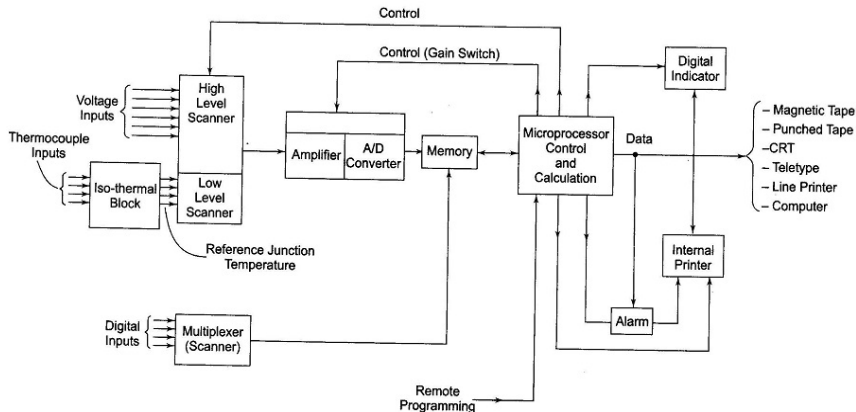
- data logger may be typewriter, strip printer, digital tape recorder, computer, magnetic tape.
- should have higher read/write speed;

### Programmer

- controls all units of data logger system
- microcontroller or microprocessor based system.
- it should perform: setting amplifier, linearity factor, A/D conversion time, reset logger, record reading channel, identify channel and time of recording.

# Data Acquisition System...

## Compact Data Loggers(*self study*)



**Fig. 15** Block Diagram of Compact Data Logger



# Data Acquisition System...

## Compact Data Loggers(*self study - explore more*)

- typical compact data logger unit provides 60 data channels
- some manufacturers offers add-on scanners to expand 100 data channels; scan rates at modest is 20 channels per second.
- most units have interface to computer for versatile processing when possible.
- uses built in microprocessor to carry out calculation on amplifiers, A/D converters.
- low level and high level scanner are available.
- **milivolt level signals:**
  - ✍ thermocouple signals use shielded, twisted pair cable.
- amplifiers and A/D converters are crucial for system accuracy.
- microprocessors are responsible for automatic gain.

# Data Acquisition System...

## Data Archiving and Storage

### Data Archiving

- is moving data that is no longer actively used.
- it can be readily accessible if required.
- data archives are indexed and have search capability so that data or files can be easily located or retrieved.
- make sure there is difference in **data backup** and **data archive**.
- data backup means re-storage of data when corrupted or destroyed.
- data archiving is protecting older information which may be used occasionally, not in everyday operation.

# Data Acquisition System...

## Data Archiving and Storage

### Data Storage

- recording data and retaining when needed.
- **storage design factors** are:
  - ① speed of data access
  - ② cost per unit data
  - ③ reliability: data loss when power failure or system crash, physical failure of storage device;

Volatile: loss of content when power is off

Non-Volatile: no content loss when power is off.

# Data Acquisition System...

## Different type of Data Storage

### Primary storage

- fastest media, it might be volatile.
- cache, main memory - RAM or ROM.

### Secondary storage

- online storage, non-volatile
- moderately fast to access.
- flash memory, magnetic disks.

### Tertiary storage

- off-line storage, non-volatile
- slow access time: tape libraries, optical jukebox.

# Data Acquisition System...

## Data Compression

- is the process of encoding to represent information with minimal number of bits
- reduces the bandwidth in both transmission and data storage.

<b><i>Lossy Compression</i></b>	<b><i>Lossless Compression</i></b>
when loss is acceptable	when loss is unacceptable
eg: Picture(JPEG), video(MPEG), audio (MP3)	eg: Zip, RAR, PNG, TIFF, video (Huff, AVI)

# Data Acquisition System...

## RAID: Redundant Arrays of Independent/Inexpensive Disks

- is the way of storing data in disk organization
- high capacity and high speed when multiple disk in parallel.
- high reliability by storing data redundantly, so data can be recovered even if a disk fails.
- main purpose of the RAID is data **reliability**, **availability**, **performance**, and **capacity**
- except RAID0, higher level RAID provide automatic data recovery at disk failure

 Note: Click [RAID Description](#) up to RAID-6

# Data Acquisition System...

## RAID: Redundant Arrays of Independent Disks

Category		Description	I/O Request Rate (Read/Write)	Data Transfer Rate (Read/Write)	Typical Application
Striping	0	Non-redundant	Large strings: Excellent	Small strips: Excellent	Applications requiring high performance for non-critical data
Mirroring	1	Mirrored	Good/fair	Fair/fair	System drives; critical files
Parallel access	2	Redundant via Hamming code	Poor	Excellent	
	3	Bit-interleaved parity	Poor	Excellent	Large I/O request size applications such as imaging, CAD
Independent access	4	Block-interleaved parity	Excellent/fair	Fair/poor	
	5	Block-interleaved distributed parity	Excellent/fair	Fair/poor	Applications requiring extremely high availability
	6	Block-interleaved dual distributed parity	Excellent/poor	Fair/poor	

# As you go Assignment

Assignment Module #5 is available at MS-Team.

Deadline for submission: 3rd July 2024 (*Before 3:00 PM*)