

**D** WWW.DAUPHINE.PSL.EU

**Computer Networks**  
<https://guilhermeir.github.io/L3Networks.html>

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## Computer Networks Class 2: Physical Layer (Continued)

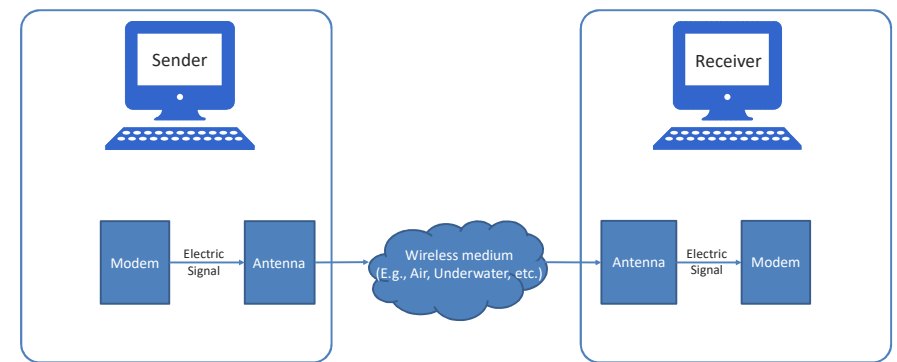
## Physical Layer

### *Overview/roadmap:*

- Preliminaries
- Guided Transmission
- **Wireless Transmission**
- Using the Spectrum for Transmission
- Fundamentals of Digital Communication

### Physical Layer

#### Wireless Transmissions



## Physical Layer

**Eletromagnetic (EM) Spectrum**

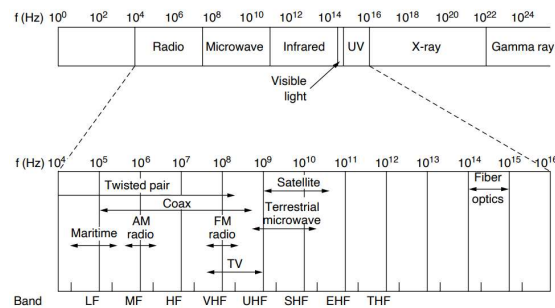
## • Characteristics:

- Frequency,  $f$  [Hz = 1/s]
- Wavelength  $\lambda$  [m]
- Amplitude
- Phase

## • Fundamental Relation:

$$\lambda \cdot f = c$$

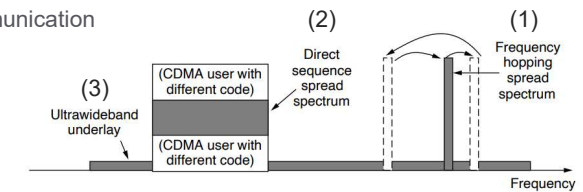
## • Frequency Bands



## Physical Layer

**Types of Wireless Transmission**

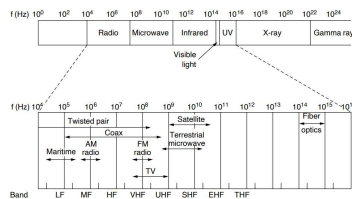
1. Frequency Hop Spread Spectrum
  - Military communication, Bluetooth, etc.
  - Trivia: Hedy Lamar
2. Direct Sequence Spread Spectrum
  - 3G, GPS, etc.
  - CDMA (Later!)
3. Ultra-wideband Communication
  - Indoor applications



## Physical Layer

### Overview/roadmap:

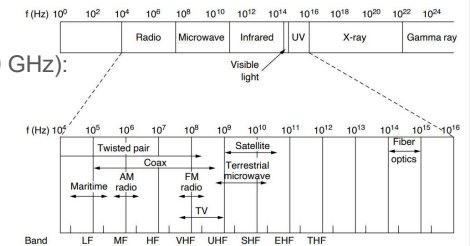
- Preliminaries
- Guided Transmission
- Wireless Transmission
- Using the Spectrum for Transmission
- Fundamentals of Digital Communication



### Physical Layer

#### Radio Frequency (RF)

- Band: 1 Hz – 300 GHz (1000 km – 1 mm)
- Interference (electrical equipment)
- Low-frequency radio waves (< 300 MHz):
  - Omnidirectional
  - Obstacle penetration
  - Path loss :  $1/r^2$
- Microwaves ( $\geq 300$  MHz and < 300 GHz):
  - More Directional
  - Partial obstacle reflection
  - Multi-path fading



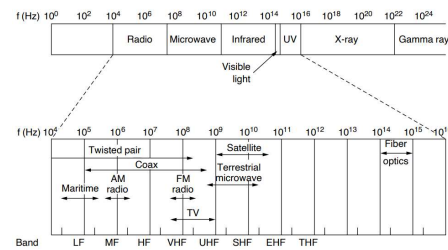
## Physical Layer

**Higher frequency bands****Infrared Transmission**

- 300 GHz – 430 THz
- 1 mm – 700 nm
- Short range communication
- Full obstacle reflection
- “Same room” applications

**Light Transmission**

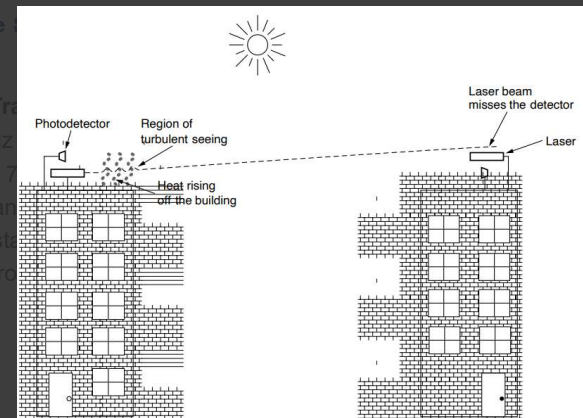
- 430 THz – 750 THz
- 700 nm – 400 nm



## Physical Layer

**Using the****Infrared Tr**

- 300 GHz
- 1 mm – 700 nm
- Short range communication
- Full obstacle reflection
- “Same room” applications



# Physical Layer

## Overview/roadmap:

- Preliminaries
- Guided Transmission
- Wireless Transmission
- Using the Spectrum for Transmission
- **Fundamentals of Digital Communication**

## Physical Layer

### Fundamentals of Digital Communication - Introduction

- Information transmission: varying physical properties (voltage, current, etc.)
  - General time-dependent notation:  $g(t)$
  - Fourier series representation:

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

Diagram annotations:

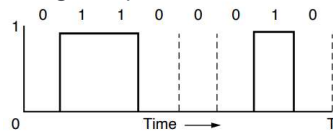
- A green dashed box around  $\frac{1}{2}c$  is labeled "Constant".
- A blue dashed box around  $a_n$  and  $b_n$  is labeled "Sine and Cosine Amplitude of n-th harmonic".
- A red dashed box around  $f$  is labeled "Fundamental Frequency  $f=1/T$ ".

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

Physical Layer

**Fundamentals of Digital Communication – Example: Transmitting “b”**

- 8-bit ASCII “b”: 0110 0010
- Power (Voltage) x Time signal representation:



- Given that  $T=8$ , we have:

$$a_n = \frac{1}{\pi n} [\cos(\pi n/4) - \cos(3\pi n/4) + \cos(6\pi n/4) - \cos(7\pi n/4)]$$

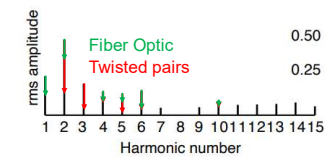
$$b_n = \frac{1}{\pi n} [\sin(3\pi n/4) - \sin(\pi n/4) + \sin(7\pi n/4) - \sin(6\pi n/4)]$$

$$c = 3/4.$$

Physical Layer

**Fundamentals of Digital Communication – Bandwidth**

- Transmitted Power  $\propto \text{RMS}_n = \sqrt{a_n^2 + b_n^2}$



- Different media, different amplitude attenuation
- Cutoff frequency  $f_c$ : severe attenuation (beyond recovery possibility)

Physical Layer


### Fundamentals of Digital Communication – Bandwidth

- Transmitted Power (propto RMS=aaa)

Amplitude vs. Frequency (Hz) plot showing a low-pass filter response. The curve starts at 1.0 at 0 Hz and drops to 0.50 at the cutoff frequency  $f_c$ .

**Definition:** Bandwidth is a physical property of the transmission medium which defines the frequency interval from 0 up to the cutoff frequency  $f_c$ .

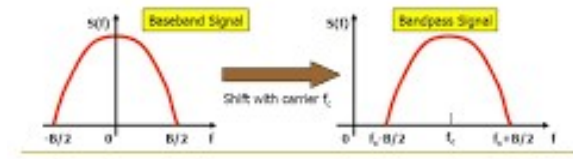
- Different media, different amplitude attenuation
- Cutoff frequency  $f_c$ : severe attenuation (beyond recovery possibility)

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### Fundamentals of Digital Communication – Bandwidth usage

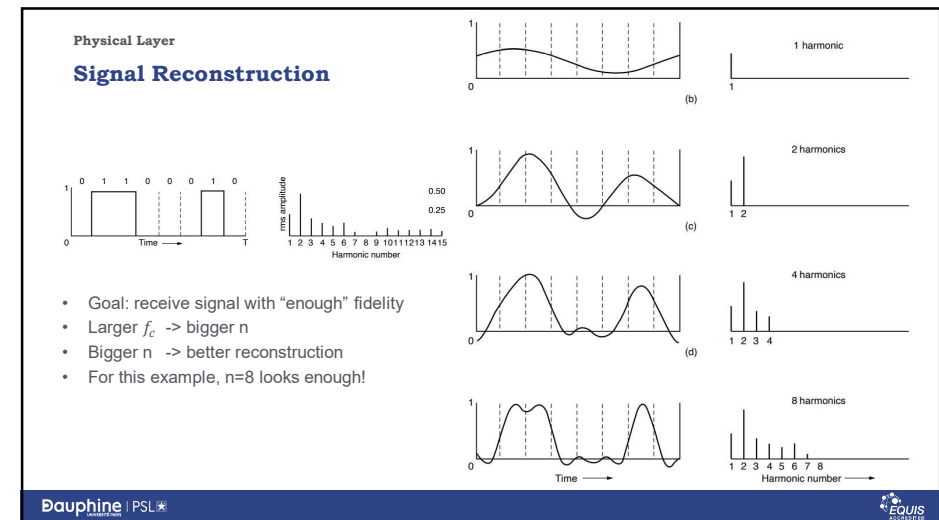
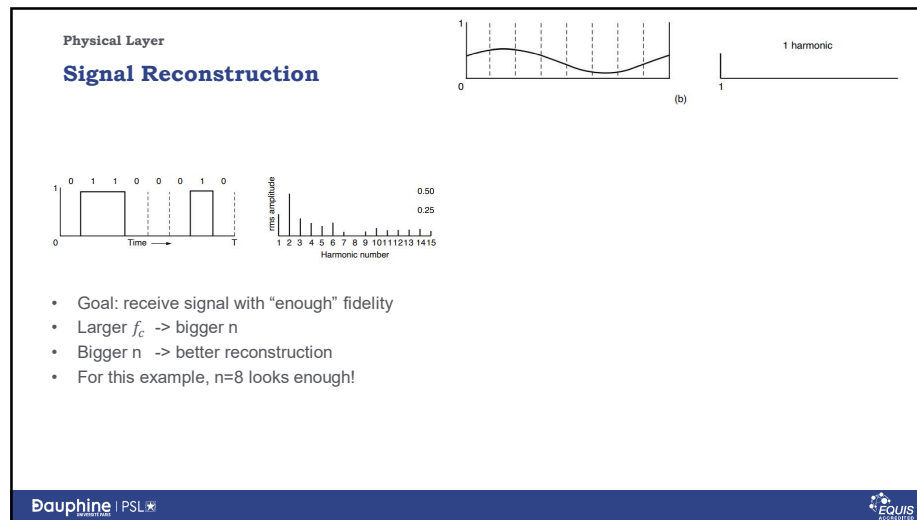
- Filtering: Slices of the total bandwidth
- Examples:
  - 802.11 Wireless channels typically use ~20MHz
  - TV channels occupy 6MHz
- Types of signal
  - Baseband
  - Passband



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Transmission rate x Bandwidth

r: Transmission rate [bps]


T: Time to send 8 bits  
 $T = 8 / r$

First Harmonic:  $1/T$

Cutoff freq.:  $f_c = 3kHz$

bps
300
600
1200
2400
4800
9600
19200
38400

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Physical Layer

Transmission rate x Bandwidth

r: Transmission rate [bps]

T: Time to send 8 bits  
 $T = 8 / r$


First Harmonic:  $1/T$

Cutoff freq.:  $f_c = 3kHz$   
(Bandwidth 3kHz)

bps	T (msec)	First harmonic (Hz)	# Harmonics sent
300	26.67	37.5	80
600	13.33	75	40
1200	6.67	150	20
2400	3.33	300	10
4800	1.67	600	5
9600	0.83	1200	2
19200	0.42	2400	1
38400	0.21	4800	0

<8 harmonics  
Insufficient reconstruction

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Physical Layer

### Transmission rate x Bandwidth


r: Transmission rate [bps]  
T: Time to send 8 bits  
 $T = 8 / r$

First Harmonic:  $1/T$   
Cutoff freq.:  $f_c = 3\text{kHz}$

bps	T (msec)	First harmonic (Hz)	# Harmonics sent
9600	0.83	1200	2
19200	0.42	2400	1
38400	0.21	4800	0

Transmission rate is limited by the bandwidth!

8 harmonics  
Insufficient reconstruction

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Physical Layer


### The Maximum Data Rate of a Channel

#### Nyquist's Theorem

- Ideal (noiseless) channel
- Bandwidth: B [Hz]
- Number of discrete levels: V

Maximum data rate  

$$r_{\max} = 2 \cdot B \cdot \log_2 V \text{ [bps]}$$

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**The Maximum Data Rate of a Channel****Shannon's Capacity**

- Channel subject to thermal noise
- Signal-to-Noise Ratio (SNR):  $S/N$ 
  - $S$ : Signal's transmission power [W]
  - $N$ : Random thermal noise [W]
  - $S/N$  is often expressed in dB
    - $\text{dB} = 10 \log_{10}(S/N)$

Maximum data rate  
(Channel Capacity)

$$r_{\max} = B \cdot \log_2(1 + S/N) \text{ [bps]}$$

**Questions?**

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