Computer Networks(CS31204) Spring Semester (2022-2023)

Prof. Sudip Misra

Department of Computer Science and Engineering Indian Institute of Technology Kharagpur Email: smisra@sit.iitkgp.ernet.in

Website: http://cse.iitkgp.ac.in/~smisra/
Research Lab: cse.iitkgp.ac.in/~smisra/swan/



Data



- □ Data is information that has been translated into a form that is efficient for movement or processing.
- Data can be analog or digital.

Analog Data

- ☐ The term analog data refers to information that is continuous.
- Analog data take on continuous values.

Digital Data

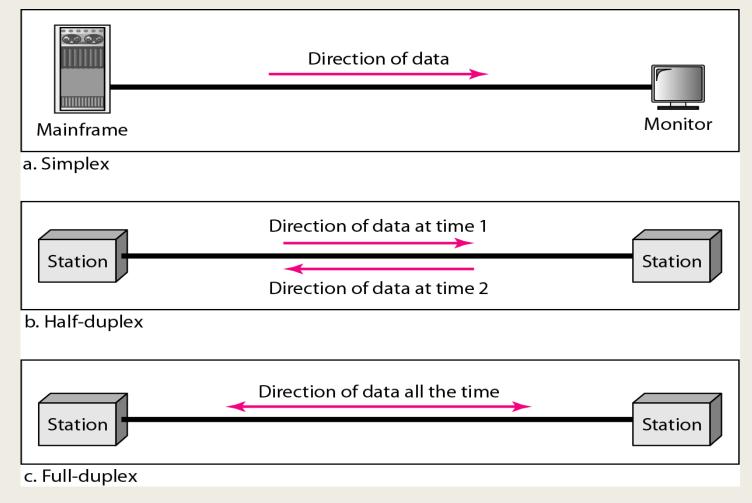
- Digital data refers to information that has discrete states.
- □ Digital data take on discrete values.

Data Flow

THE STATES

□ Communication between two devices can be simplex, half-duplex, or full-

duplex.



Advantages of Digital Signal



- Digital signals can convey information with less noise, distortion, and interference.
- Digital circuits can be reproduced easily in mass quantities at comparatively low costs.
- Digital signal processing is more flexible because DSP operations can be altered using digitally programmable systems.
- Digital signal processing is more secure because digital information can be easily encrypted and compressed.
- Digital systems are more accurate, and the probability of error occurrence can be reduced by employing error detection and correction codes.
- Digital signals can be easily stored on any magnetic media or optical media using semiconductor chips.
- Digital signals can be transmitted over long distances.

Disadvantages of Digital Signal



- A higher bandwidth is required for digital communication when compared to analog transmission of the same information.
- DSP processes the signal at high speeds, and comprises more top internal hardware resources. This results in higher power dissipation compared to analog signal processing, which includes passive components that consume less energy.
- Digital systems and processing are typically more complex

Advantages of Analog Signal



- Easier to process.
- Best suited for audio and video transmission.
- Have much higher density, and can present more refined information.
- Use less bandwidth than digital signals.
- Provide a more accurate representation of changes in physical phenomena, such as sound, light, temperature, position, or pressure.
- Less sensitive in terms of electrical tolerance.

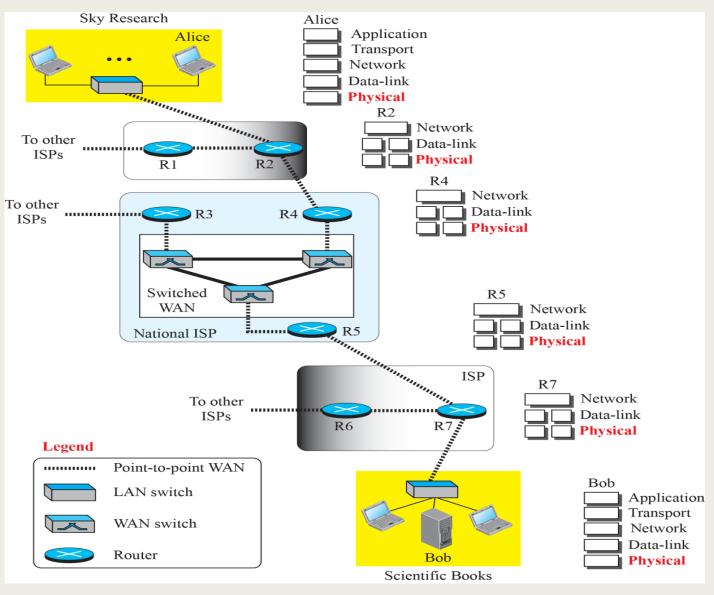
Disadvantages of Analog Signal



- Data transmission at long distances may result in undesirable signal disturbances.
- Analog signals are prone to generation loss.
- Analog signals are subject to noise and distortion, as opposed to digital signals which have much higher immunity.
- Analog signals are generally lower quality signals than digital signals.

Communication at Physical Layer



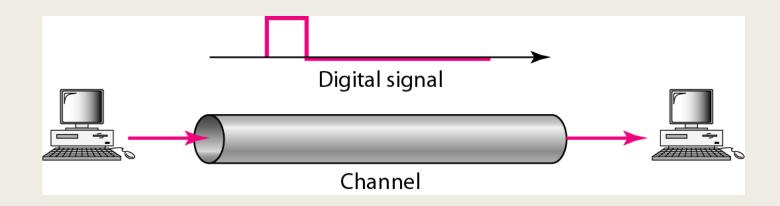


Source: B. A. Forouzan, "Data Communications and Networking," *McGraw-Hill Forouzan Networking Series*,5E.

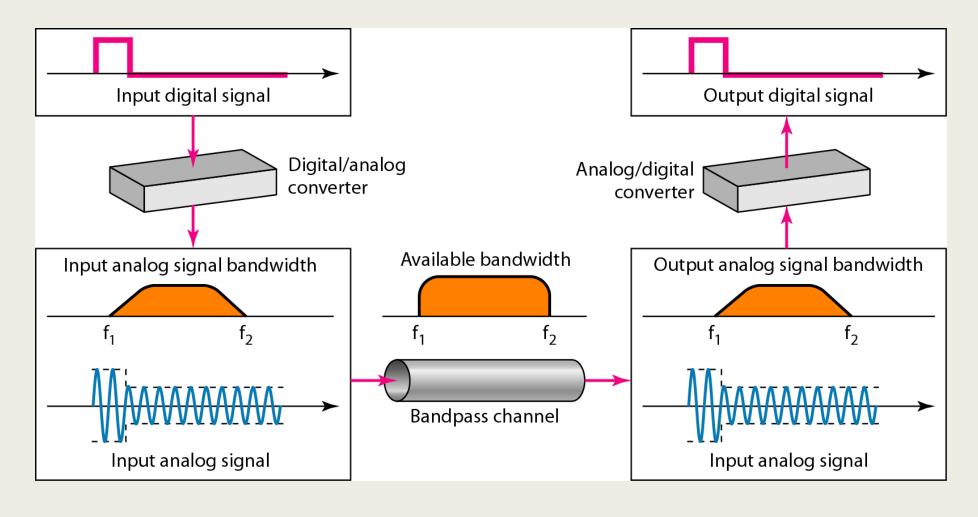
Baseband Transmission



 Baseband transmission means sending a digital signal over a channel without changing the digital signal to an analog signal.



Modulation of a digital signal for transmission on a bandpass channel



Broadband Transmission

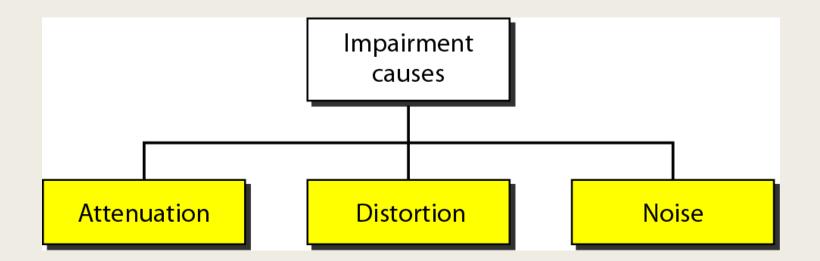


- Broadband transmission or modulation means changing the digital signal to an analog signal for transmission.
- Modulation allows us to use a bandpass channel-a channel with a bandwidth that does not start from zero.

Transmission Impairment



- The signal at the beginning of the medium is not the same as the signal at the end of the medium.
- Three causes of impairment are attenuation, distortion, and noise.

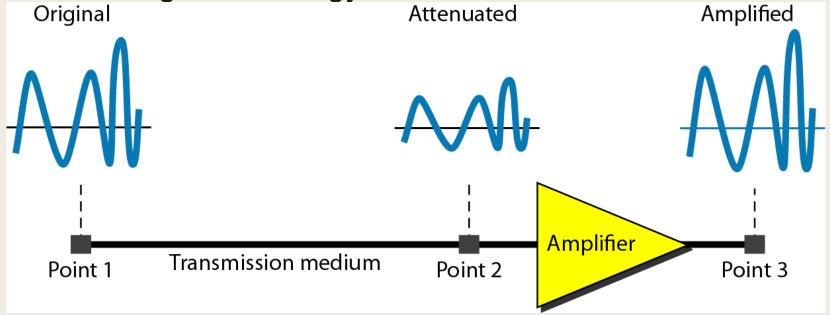


Attenuation



- Attenuation means a loss of energy.
- When a signal travels through a medium it loses energy overcoming the resistance of the medium.
- Amplifiers are used to compensate for this loss of energy by amplifying the signal.

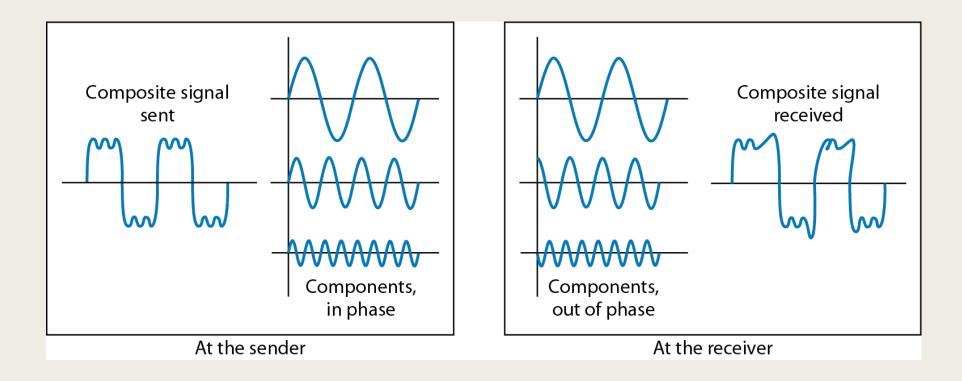
To show the loss or gain of energy the unit "decibel" is used.



Distortion

THE RIVE STATES

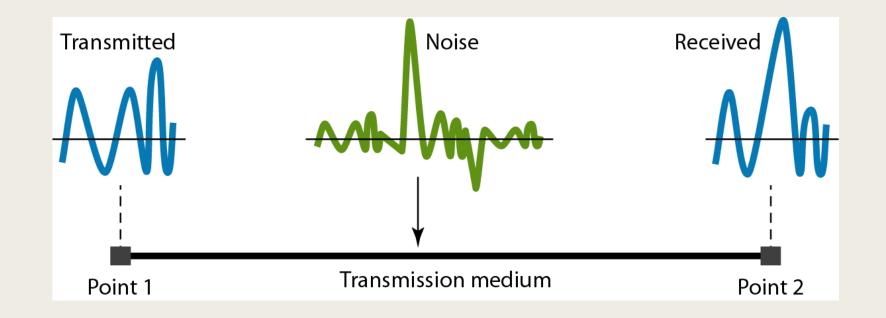
- Means that the signal changes its form or shape.
- Distortion occurs in composite signals.



Noise



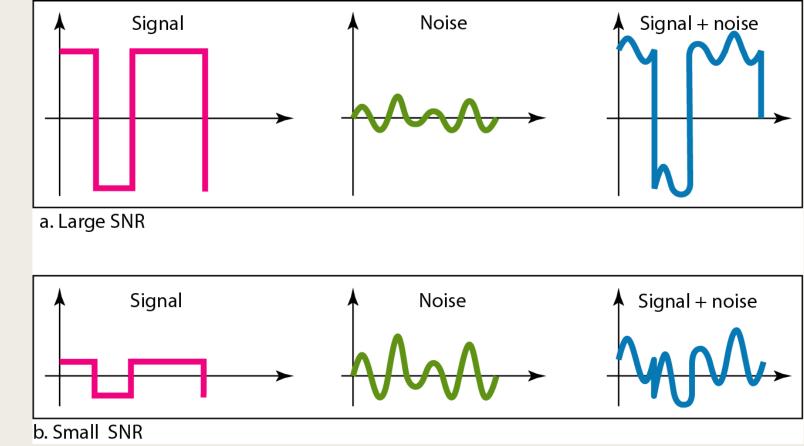
- Noise is unwanted electrical or electromagnetic energy that degrades the quality of signals and data.
- There are different types of noise: Thermal, Induced, Crosstalk, Impulse



Signal to Noise Ratio



- It indicates the strength of the signal wrt the noise power in the system.
- It is the ratio between two powers.
- It is usually given in dB and referred to as SNR_{dB}.



Propagation and Transmission Delay

 Propagation speed - speed at which a bit travels though the medium from source to destination.

Propagation Delay = Distance/Propagation speed

■ Transmission speed - the speed at which all the bits in a message arrive at the destination. (difference in arrival time of first and last bit)

Transmission Delay = Message size/bandwidth bps

 Latency = Propagation delay + Transmission delay + Queueing time + Processing time

Data Rate Limit



18

Data rate depends on three factors:

- 1. The bandwidth available
- 2. The level of the signals we use
- 3. The quality of the channel (the level of noise).

Noiseless Channel: Nyquist Bit Rate

For a noiseless channel, the Nyquist bit rate formula defines the theoretical maximum bit rate.

Sampling Rate=2 x f

Bit Rate = $2 \times \text{ bandwidth } \times \text{Log}_2 L$

Noisy Channel: Shannon Capacity

The theoretical highest data rate for a noisy channel:

Capacity =bandwidth X log₂ (1 + SNR)

Example



We need to send 265 kbps over a noiseless channel with a bandwidth of 20 kHz. How many signal levels do we need?

Solution



We can use the Nyquist formula as shown:

$$265,000 = 2 \times 20,000 \times \log_2 L \longrightarrow \log_2 L = 6.625 \longrightarrow L = 2^{6.625} = 98.7 \text{ levels}$$

Since this result is not a power of 2, we need to either increase the number of levels or reduce the bit rate. If we have 128 levels, the bit rate is 280 kbps. If we have 64 levels, the bit rate is 240 kbps.

Example



We have a channel with a 1-MHz bandwidth. The SNR for this channel is 63. What are the appropriate bit rate and signal level?

Solution



■ First, we use the Shannon formula to find the upper limit.

$$C = B \log_2(1 + \text{SNR}) = 10^6 \log_2(1 + 63) = 10^6 \log_2 64 = 6 \text{ Mbps}$$

The Shannon formula gives us 6 Mbps, the upper limit. For better performance we choose something lower, 4 Mbps. Then we use the Nyquist formula to find the number of signal levels.

$$4 \text{ Mbps} = 2 \times 1 \text{ MHz} \times \log_2 L \longrightarrow L = 4$$



Thank You!!!



Appendix

Signal

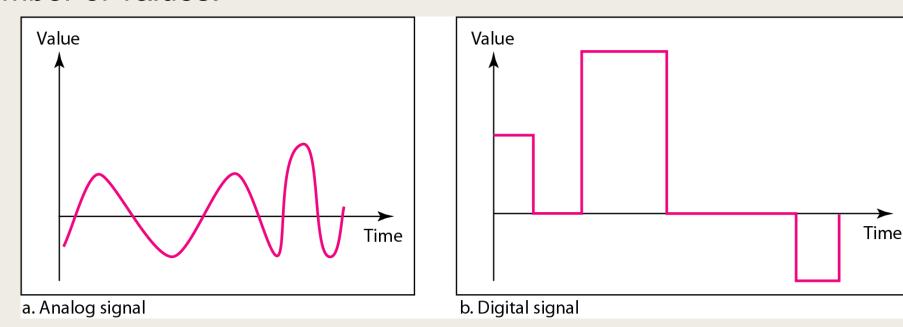
Signals are the electric or electromagnetic impulses used to encode and transmit data.

Analog Data

Analog signals can have an infinite number of values in a range.

Digital Data

 Digital signals can have only a limited number of values.



Source: B. A. Forouzan, "Data Communications and Networking," *McGraw-Hill Forouzan Networking Series*,5E.

Frequency and Phase



Frequency:

Frequency is the rate of change with respect to time.

If a signal does not change at all, its frequency is zero.

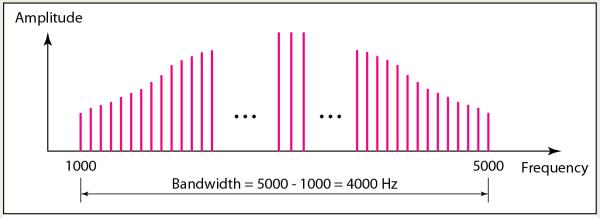
If a signal changes instantaneously, its frequency is infinite.

Phase:

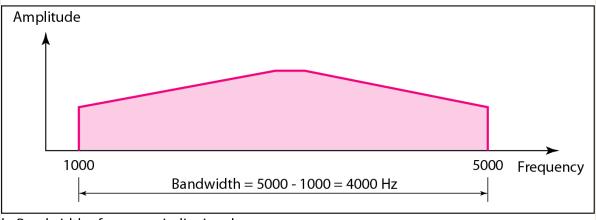
Phase describes the position of the waveform relative to time 0.

Bandwidth and Signal Frequency

The bandwidth of a composite signal is the difference between the highest and the lowest frequencies contained in that signal.



a. Bandwidth of a periodic signal

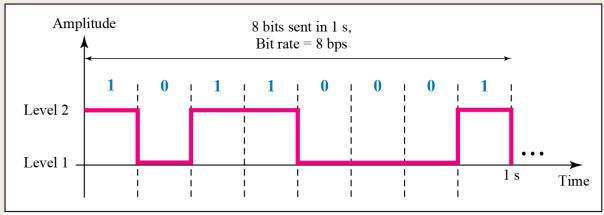


b. Bandwidth of a nonperiodic signal

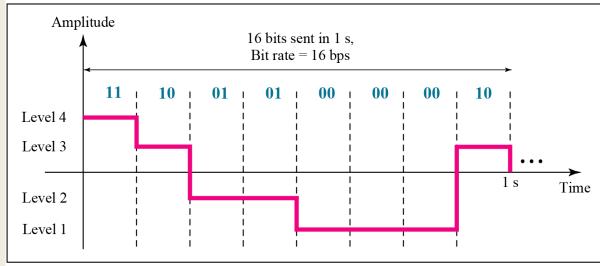
Digital Signal



- A digital signal is a signal that represents data as a sequence of discrete values.
- A digital signal can only take on one value from a finite set of possible values at a given time.
- With digital signals, the physical quantity representing the information can be many things: Variable electric current or voltage.



a. A digital signal with two levels



b. A digital signal with four levels

Bit Rate



The bit rate is the number of bits sent in Is, expressed in bits per second (bps).

Bit Length: The bit length is the distance one bit occupies on the transmission medium.

Bit length = propagation speed x bit duration