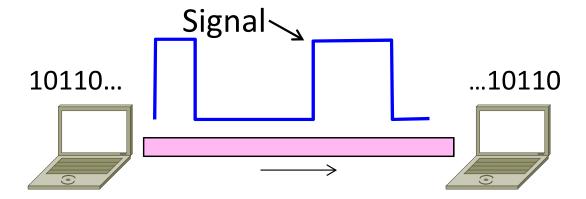
## Computer Networks

Signals (§2.2, 2.3)



## Topic

Analog signals encode digital bits.
 We want to know what happens as signals propagate over media



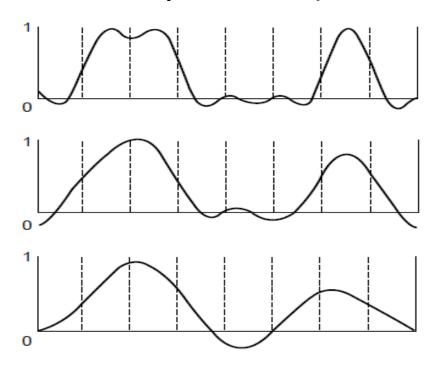
## Frequency Representation

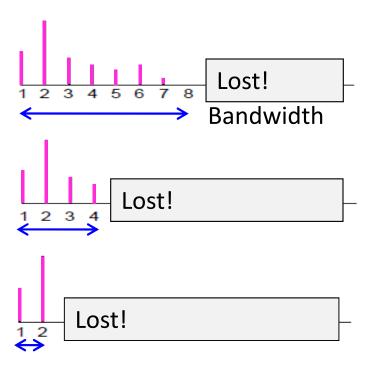
 A signal over time can be represented by its frequency components (called Fourier analysis)

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

#### Effect of Less Bandwidth

Fewer frequencies (=less bandwidth) degrades signal





# Signals over a Wire

- What happens to a signal as it passes over a wire?
  - 1. The signal is delayed (propagates at %c)
  - The signal is attenuated (goes for m to km)
  - 3. Frequencies above a cutoff are highly attenuated
  - 4. Noise is added to the signal (later, causes errors)

EE: Bandwidth = width of frequency band, measured in Hz

CS: Bandwidth = information carrying capacity, in bits/sec

# Signals over a Wire (2)

Example:

2: Attenuation:

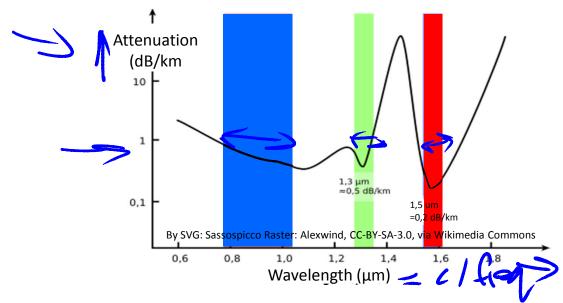
Sent signal

→ 3: Bandwidth:

4: Noise:

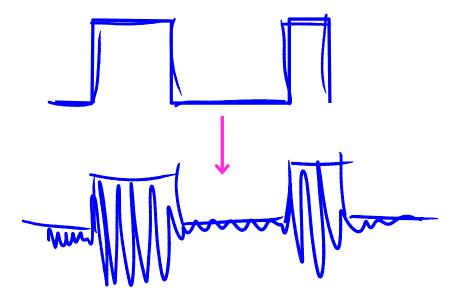
# Signals over Fiber

- Light propagates with very low loss in three very wide frequency bands
  - Use a carrier to send information



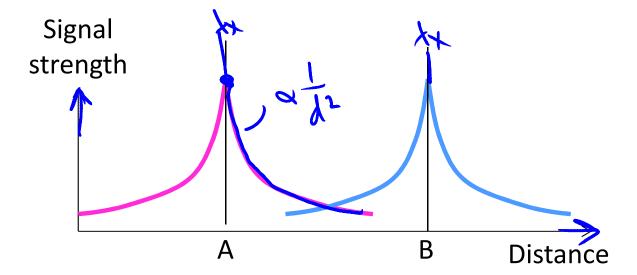
# Signals over Wireless

 Signals transmitted on a carrier frequency, like fiber (more later)



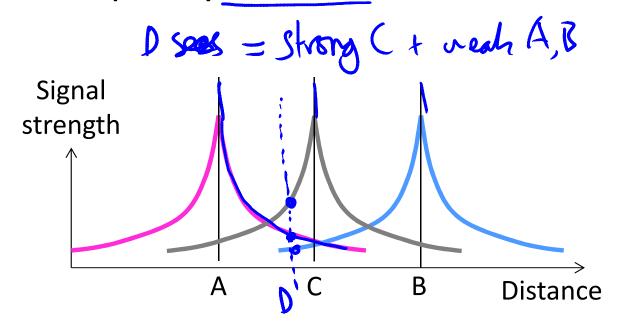
# Signals over Wireless (2)

 Travel at speed of light, spread out and attenuate faster than 1/dist<sup>2</sup>



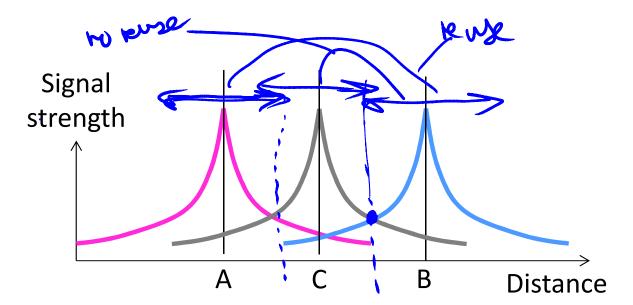
# Signals over Wireless (3)

 Multiple signals on the same frequency interfere at a receiver



# Signals over Wireless (4)

 Interference leads to notion of spatial reuse (of same freq.)

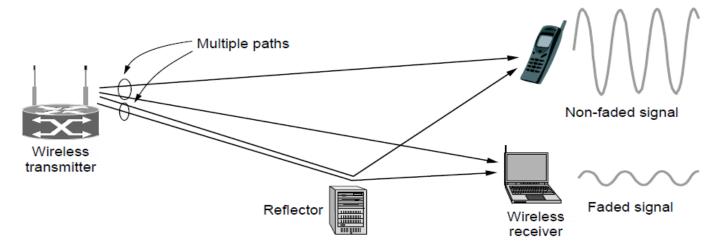


# Signals over Wireless (5)

- Various other effects too!
  - Wireless propagation is complex, depends on environment
- Some key effects are highly frequency dependent,
  - E.g., multipath at microwave frequencies

# Wireless Multipath

- Signals bounce off objects and take multiple paths
  - Some frequencies attenuated at receiver, varies with location
  - Messes up signal; handled with sophisticated methods (§2.5.3)



#### **END**

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