

# Chapter 2: Physical Layer

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- Frequency domain vs time domain
- Bandwidth of a channel
- Transmission Media
  - UTP, Coax, Fiber
  - Wireless: Radio, Microwave, Satellite

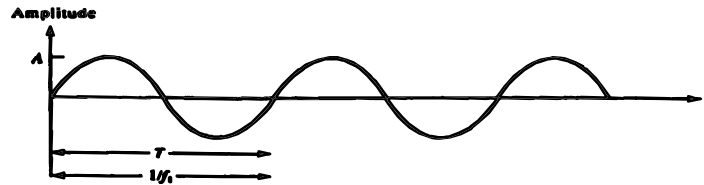
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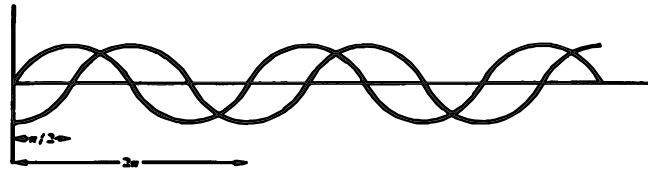
# Frequency, Period, and Phase

□  $A \sin(2\pi ft + \theta)$

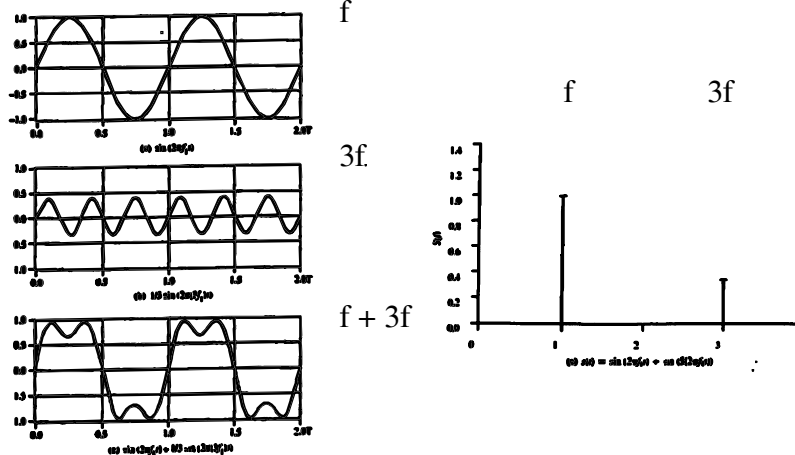


(a) Sine wave

□  $A \sin(2\pi ft)$  and  $A \sin(2\pi ft + \pi/2)$



# Time Domain vs Frequency Domain



## Fourier Analysis

- Information can be transmitted on wires by varying voltage or current
- Any reasonable periodic function  $g(t)$  with period  $T$  can be constructed as
- $g(t) = 1/2 c + \sum (a_n \sin (2\pi nft)) + \sum b_n \cos (2\pi nft)$
- Where,  $f = 1/T$  is the fundamental frequency
- $a_n$  and  $b_n$  amplitudes can be computed from  $g(t)$  by integration

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## Bandwidth-Limited Signals

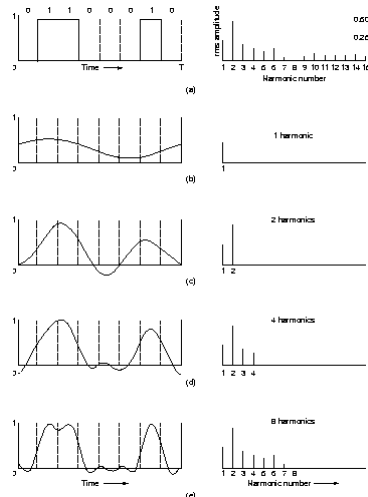
- Suppose we want to transmit the ASCII character "b"
- This translates to the bit pattern 01100010
- Fourier analysis gives
$$a_n = 1 / \pi n [\cos (\pi n/4) - \cos(3 \pi n/4) + \cos(6 \pi n/4) - \cos(7 \pi n/4)]$$
and
$$b_n = 1 / \pi n [\sin (3 \pi n/4) - \sin(\pi n/4) + \sin(7 \pi n/4) - \sin(6 \pi n/4)]$$
with  $c = 3/8$
- Root mean square =  $RMS = \sqrt{(a_n^2 + b_n^2)}$   
 $RMS^2 \propto$  Energy transmitted at  $n$ th frequency

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## Time vs Frequency Domain



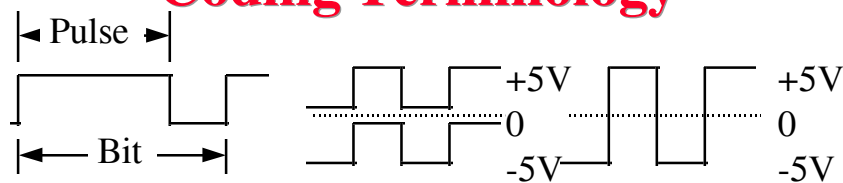
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Fig 2.1

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## Coding Terminology



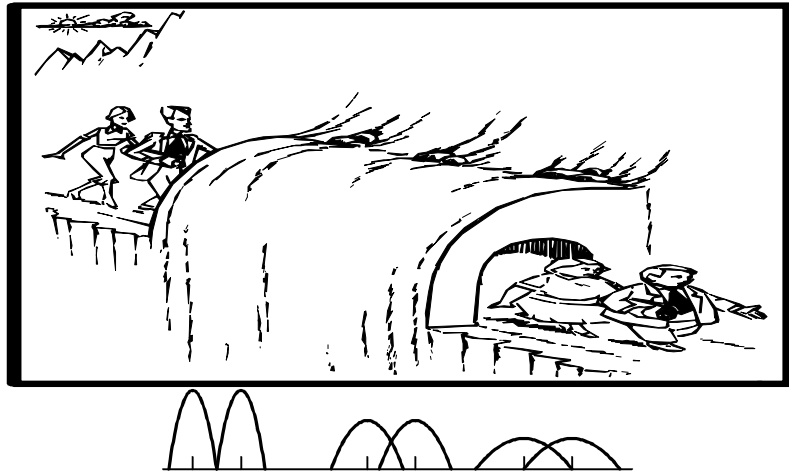
- ❑ Signal element: Pulse
- ❑ Modulation Rate:  $1/\text{Duration of the smallest element}$   
=Baud rate
- ❑ Data Rate: Bits per second
- ❑ Data Rate =  $F_n(\text{Bandwidth, signal/noise ratio, encoding})$

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## Attenuation and Dispersion



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Distance →

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## Decibels

□ Attenuation =  $\text{Log}_{10} \frac{P_{in}}{P_{out}}$  Bel

□ Attenuation =  $10 \text{Log}_{10} \frac{P_{in}}{P_{out}}$  deciBel

□ Attenuation =  $20 \text{Log}_{10} \frac{V_{in}}{V_{out}}$  deciBel    Since  $P=V^2/R$

□ **Example 1:**  $P_{in} = 10 \text{ mW}$ ,  $P_{out}=5 \text{ mW}$   
Attenuation =  $10 \log_{10} (10/5) = 10 \log_{10} 2 = 3 \text{ dB}$

□ **Example 2:**  $P_{in} = 100\text{mW}$ ,  $P_{out}=1 \text{ mW}$   
Attenuation =  $10 \log_{10} (100/1) = 10 \log_{10} 100 = 20 \text{ dB}$

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## Signal Distortion

- All transmission facilities diminish different Fourier components by different amounts, introducing distortion
- Frequencies above a certain cutoff frequency  $f_c$  (measured in cycle/second or Hertz) are strongly attenuated  $\Rightarrow$  Bandwidth of the medium

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## Maximum Data Rate of a Channel

- Nyquist's Theorem: No noise
- Shannon's Theorem: Noise
- Thermal noise is measured by the signal-to-noise ratio (S/N).
- Usually  $10 \log_{10} S/N$  is given (in decibels or dB)

## Nyquist's Theorem

- If a signal passes through a low-pass filter of bandwidth  $H$ , and the signal consists of  $V$  discrete levels, then
- Maximum Data Rate =  $2 H \log_2 V$  bits/sec
- This means that signal can be completely reconstructed by making only  $2 H$  samples per second
- Example: A noiseless 3 kHz channel cannot transmit binary signals at a rate exceeding 6000 bps

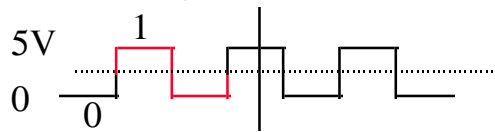
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## Nyquist's Theorem (Cont)

- **Nyquist Theorem:** Bandwidth =  $H$   
Data rate  $\leq 2 H \log_2 V$
- Bilevel Encoding: Data rate =  $2 \times$  Bandwidth



- Multilevel Encoding: Data rate =  $2 \times$  Bandwidth  $\times \log_2 V$



**Example:**  $V=4$ , Capacity =  $4 \times$  Bandwidth

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## Shannon's Theorem

- Bandwidth = H Hz  
Signal-to-noise ratio = S/N
- Maximum number of bits/sec =  $H \log_2 (1+S/N)$
- Example: Phone wire bandwidth = 3100 Hz

$$S/N = 30 \text{ dB}$$

$$10 \text{ Log}_{10} S/N = 30$$

$$\text{Log}_{10} S/N = 3$$

$$S/N = 10^3 = 1000$$

$$\begin{aligned} \text{Capacity} &= 3100 \log_2 (1+1000) \\ &= 30,894 \text{ bps} \end{aligned}$$

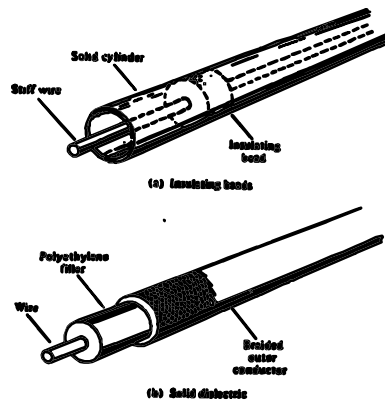
## Transmission Media

- Magnetic Media: Physically transfer data stored on a magnetic tape or floppy disk
- Guided Media: UTP, STP, Coax, Fiber

## Twisted Pair

- ❑ Unshielded Twisted Pair (UTP)
  - ❑ Category 3 (Cat 3): Voice Grade. Telephone wire. Twisted to reduce interference
  - ❑ Category 4 (Cat 4)
  - ❑ Category 5 (Cat 5): Data Grade. Better quality. More twists per centimeter and Teflon insulation  
100 Mbps over 50 m possible
- ❑ Shielded Twisted Pair (STP)

## Coaxial Cable



## Baseband Coaxial Cable

- ❑ Better shielding
  - ⇒ longer distances and higher speeds
- ❑ 50-ohm cable used for digital transmission
- ❑ Construction and shielding
  - ⇒ high bandwidth and noise immunity
- ❑ For 1 km cables, 1-2 Gbps is feasible
- ❑ Longer cable ⇒ Lower rate

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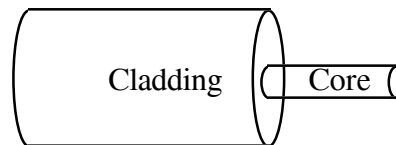
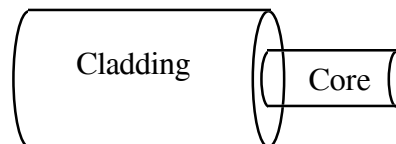
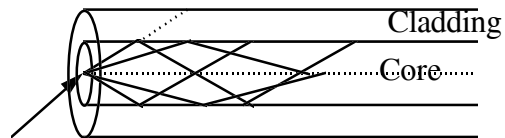
## Broadband Coaxial Cable (Cont)

- ❑ 75-ohm cable used for analog transmission (standard cable TV)
- ❑ Cables go up to 450 MHz and run to 100 km because they carry analog signals
- ❑ System is divided up into multiple channels, each of which can be used for TV, audio or converted digital bitstream
- ❑ Need analog amplifiers to periodically strengthen signal

- ❑ Dual cable systems have 2 identical cables and a head-end at the root of the cable tree
- ❑ Other systems allocate different frequency bands for inbound and outbound communication, e.g. subsplit systems, midsplit systems

## Optical Fiber

- ❑ Index=Index of referection  
=Speed in Vacuum/  
Speed in medium  
Modes
- ❑ Multimode
- ❑ Single Mode



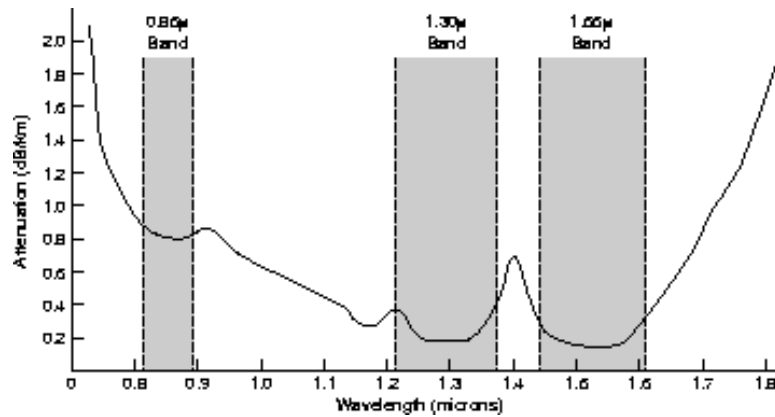
## Fiber Optics

- ❑ With current fiber technology, the achievable bandwidth is more than 50,000 Gbps
- ❑ 1 Gbps is used because of conversion from electrical to optical signals
- ❑ Error rates are negligible
- ❑ Optical transmission system consists of light source, transmission medium and detector

- ❑ Pulse of light indicates a 1-bit and absence 0-bit
- ❑ Detector generates electrical pulse when light falls on it
- ❑ Refraction traps light inside the fiber
- ❑ Fibers can terminate in connectors, be spliced mechanically, or be fused to form a solid connection
- ❑ LEDs and semiconductor lasers can be used as sources
- ❑ Tapping fiber is complex  $\Rightarrow$  topologies such as rings or passive stars are used

## Wavelength Bands

- 3 wavelength bands are used



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Fig 2-6

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## Wireless Transmission

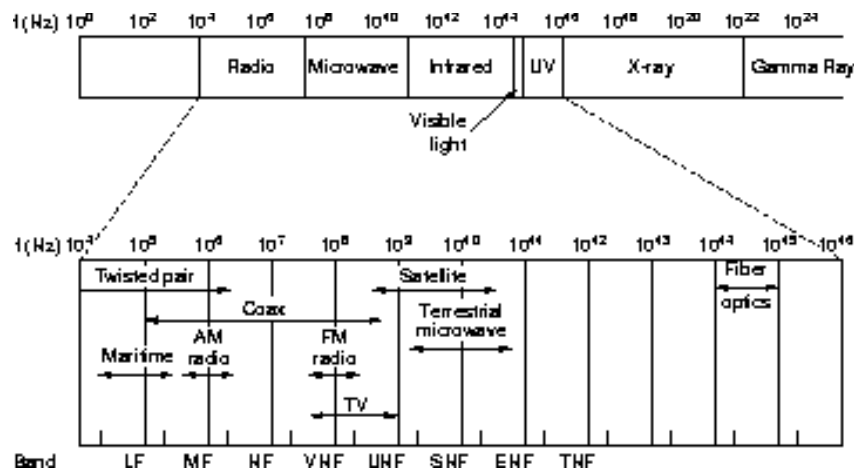
- The Electromagnetic Spectrum
- Radio Transmission
- Microwave Transmission
- Infrared and Millimeter Waves
- Lightwave Transmission
- Satellite Transmission

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# Electromagnetic Spectrum



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Fig 2-11

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# The Electromagnetic Spectrum

- Electromagnetic waves oscillate at a certain frequency  $f$
- The distance between 2 consecutive maxima is the wavelength  $\lambda$
- An antenna can broadcast electromagnetic waves
- Electromagnetic waves travel at the speed of light,  $c$ , in vacuum

$$\lambda f = c$$

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- ❑ Radio, microwave, infrared and visible light portions of the electromagnetic spectrum can be used to transmit information

- ❑ Given wavelength, we can compute data rate

$$df / d \lambda = -c / \lambda^2$$

$$\Delta f = c \Delta \lambda / \lambda^2$$

- ❑ In USA, FCC allocates spectrum

## Radio Transmission

- ❑ Easy to generate, travel long distances in all directions and easily penetrate buildings
- ❑ At low frequency, radio wave power falls off sharply with distance from the source
- ❑ At high frequencies, radio waves travel in straight lines, bounce off obstacles and are absorbed by rain
- ❑ Interference is a problem at all frequencies
- ❑ Bandwidth is relatively low

## Microwave Transmission

- ❑ Above 100 MHz waves travel in straight lines
- ❑ S/N is high, but antennas must be accurately aligned
- ❑ Repeaters are needed periodically
- ❑ Signals do not easily pass through buildings
- ❑ Multipath fading
  - ⇒ waves do not arrive at the same time
- ❑ Easier to install than fiber
  - ⇒ widely used and inexpensive
- ❑ ISM bands

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## Infrared and Millimeter Waves

- ❑ Widely used for short-range communications
- ❑ Directional, cheap and easy to build, but do not pass through solid objects
- ❑ Secure ⇒ no licensing is needed
- ❑ Used indoors and for LANs

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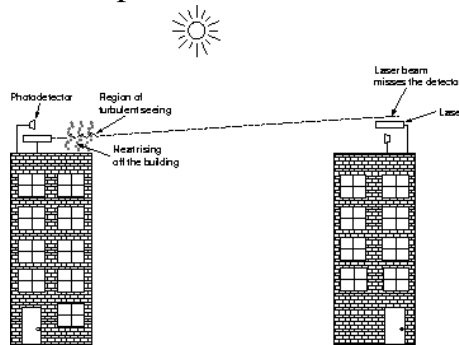
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## Lightwave Transmission

- ❑ High bandwidth, cheap, easy to install and no licensing needed
- ❑ Laser beams cannot penetrate rain or thick fog



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Fig 2-13

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## Communication Satellites

- ❑ Communication satellites can be used as microwave repeaters
- ❑ Each satellite contains several transponders, one for amplifying each portion of the spectrum

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## Geosynchronous Satellites

- ❑ Geosynchronous satellites are placed at high altitudes to be "fixed" in the sky
  - ❑ C band: 4/6 GHz
  - ❑ Ku band: 11/14 GHz
  - ❑ Ka band: 20/30 GHz
- ❑ Spot beams are small and highly focused
- ❑ Large delay (typically 270 ms) causes problems
- ❑ Satellites are inherently broadcast media  
⇒ security risks
- ❑ Cost is independent of distance, and error rates are low

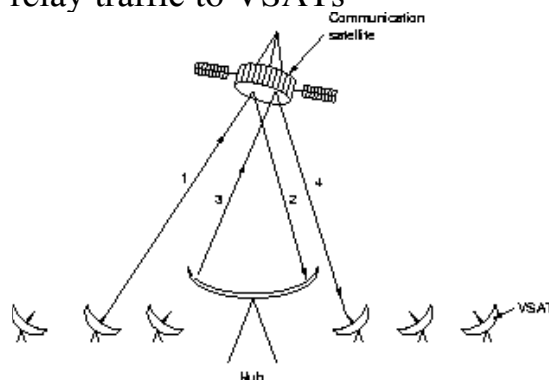
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## VSATs

- ❑ Very Small Aperture Terminals: Very low-cost microstations, but a special station, called hub is needed to relay traffic to VSATs



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Fig 2-56

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## Low-Orbit Satellites

- As soon as a satellite goes out of view, another replaces it



(a)

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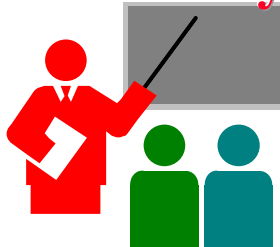
(b)

Fig 2.57

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## Summary



- Frequency domain and time domain
- Bit, Baud, Hertz
- Nyquist theorem and Shannon's Theorem
- UTP, Coax, Fiber, Radio, Microwave, Satellite
- Attenuation and Dispersion

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# Homework

- ❑ Problems 4, 8, 11
- ❑ Read sections 2.1, 2.2, 2.3, and 2.8

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