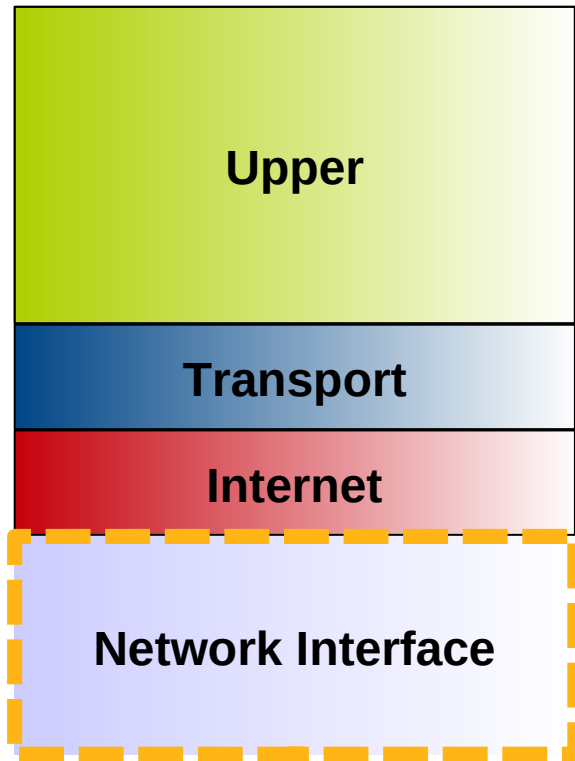


Network Physical Layer

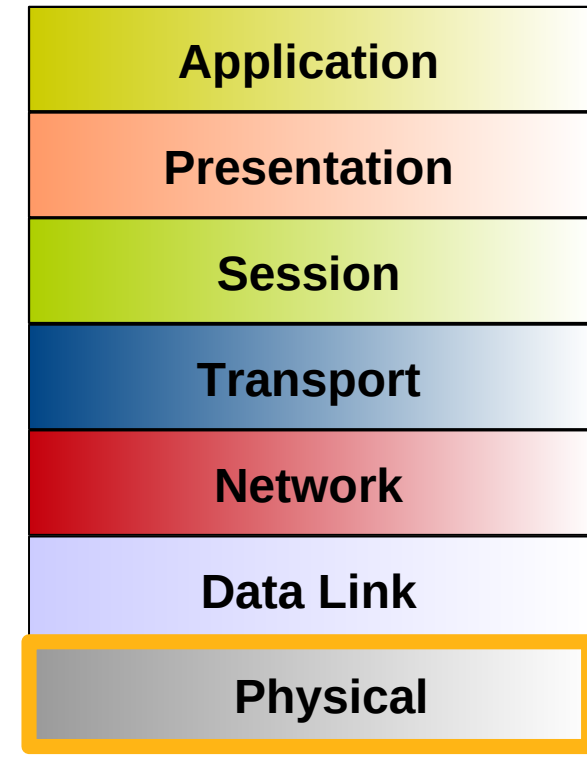
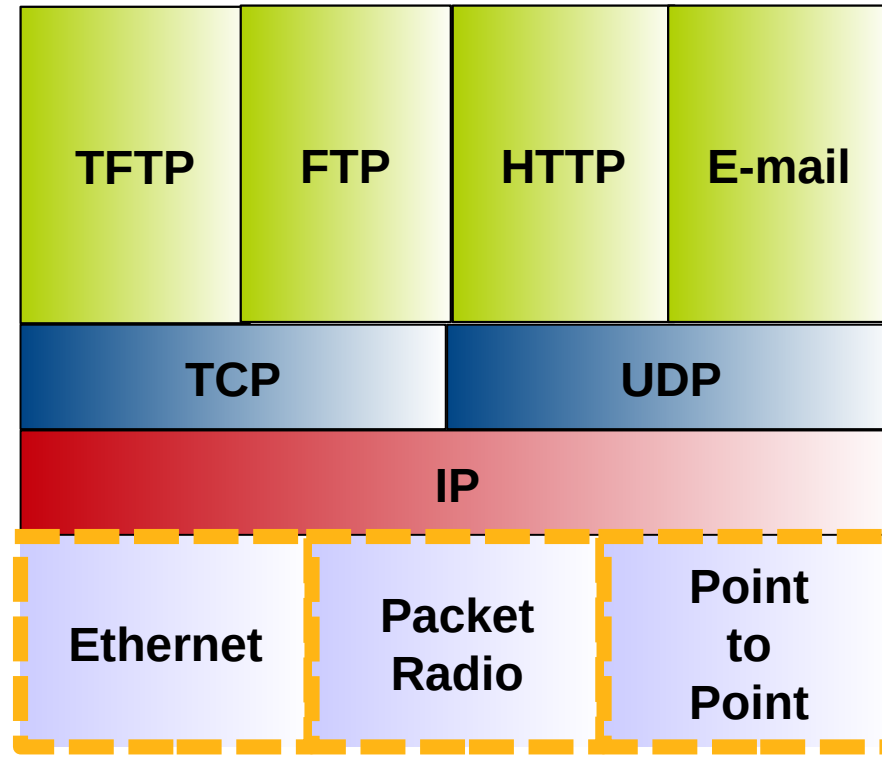
Redes de Comunicações I

**Licenciatura em Engenharia de Computadores e Informática
DETI-UA**

TCP/IP Reference Model



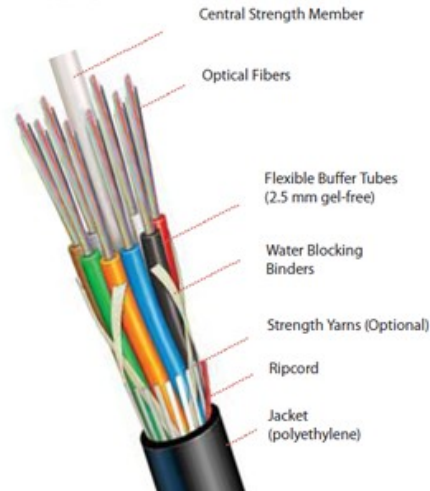
TCP/IP



OSI



Guided/Unguided Transmission Systems



- A transmission system can be classified as **Guided** or **Unguided**.

- In **Guided** systems, a signal travels through a bounding physical medium.

- Copper cable, Optical fibre, ...

- In **Unguided** media, a signal travels through a boundless medium

- Air, Water, Vacuum, ...

- Can be directional or omni-directional.

- In directional configuration, the source emits a focused beam in a particular direction.

- The receiver should be aligned for receiving the signals.

- In omni-directional configuration, the source emits equally in all directions.



Directional LTE



Free Space Optics (FSO)



Microwave link



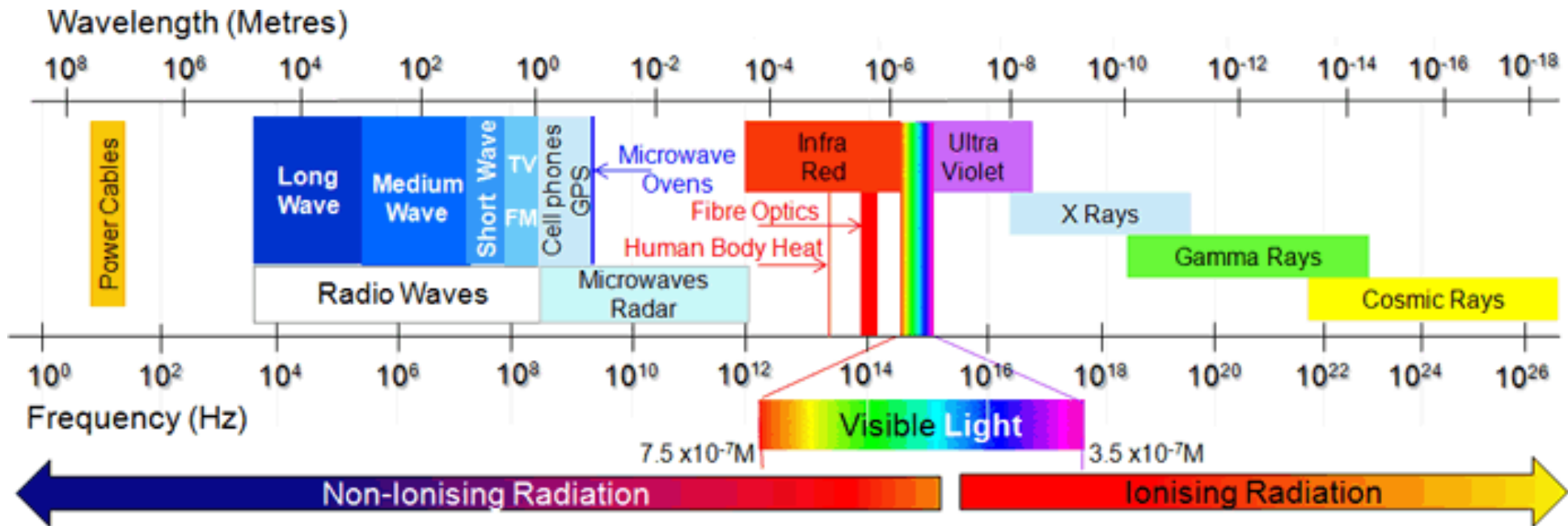
Omnidirectional LTE



802.11 Omnidirectional

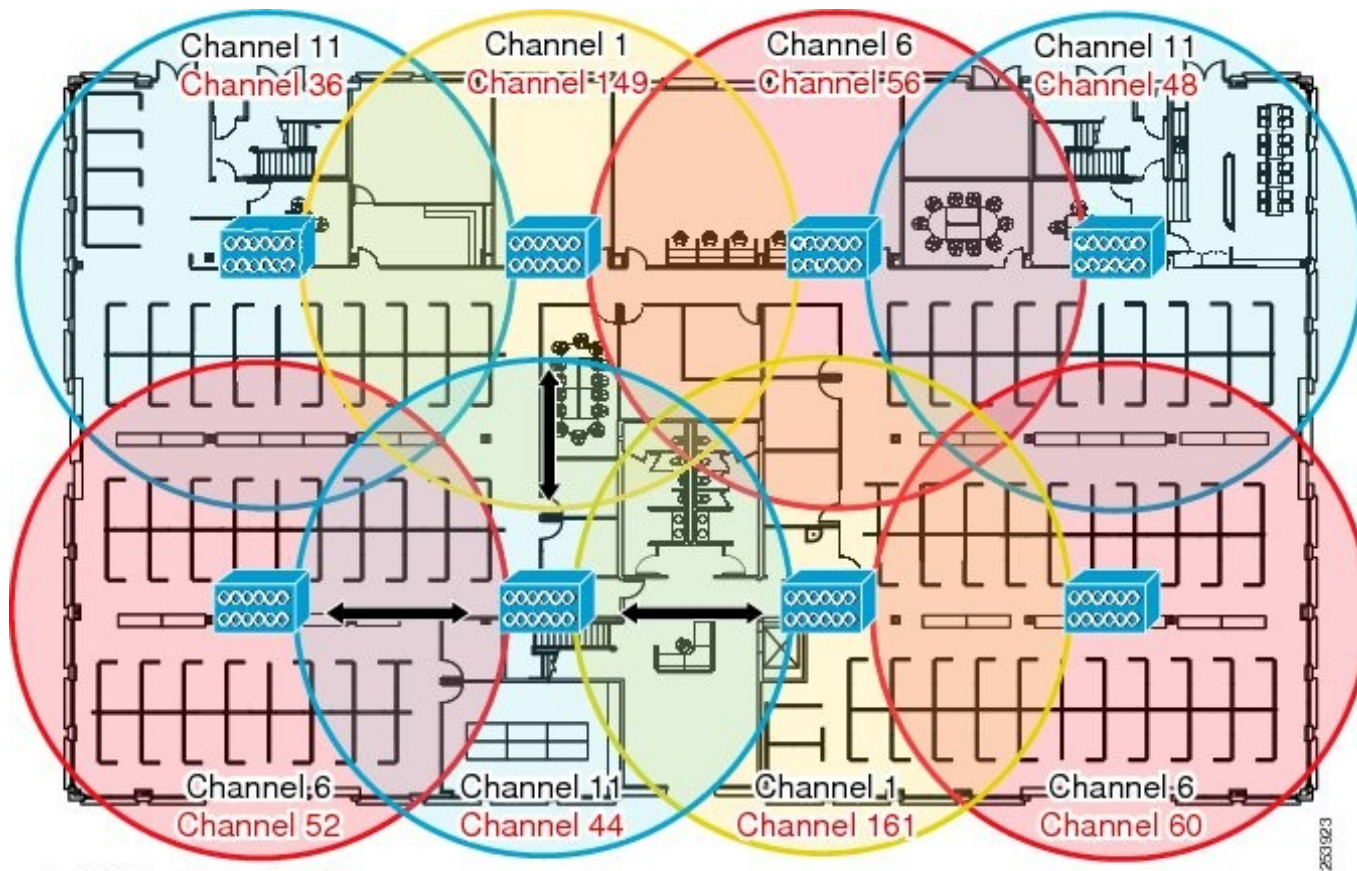


Electromagnetic Spectrum



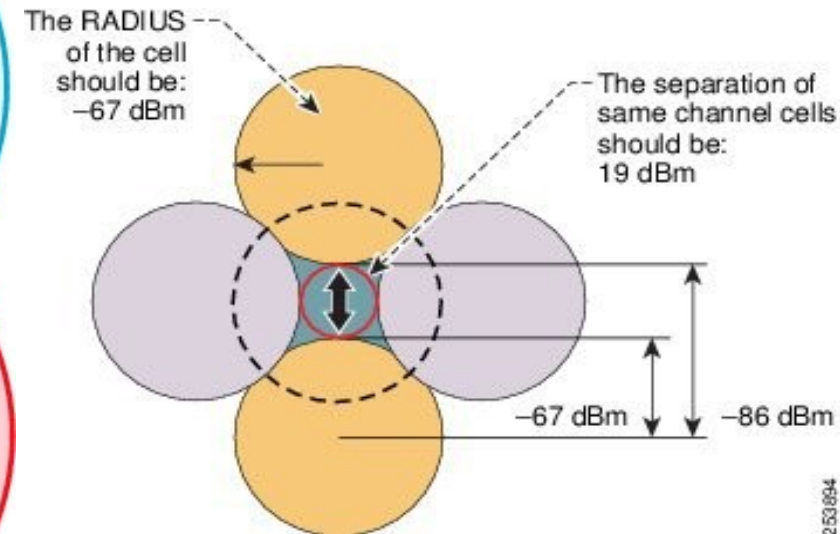
- For radio signals the antenna transmits a sinusoidal signal (“carrier”) that radiates in air/space.

AP Placement and Channel Allocation



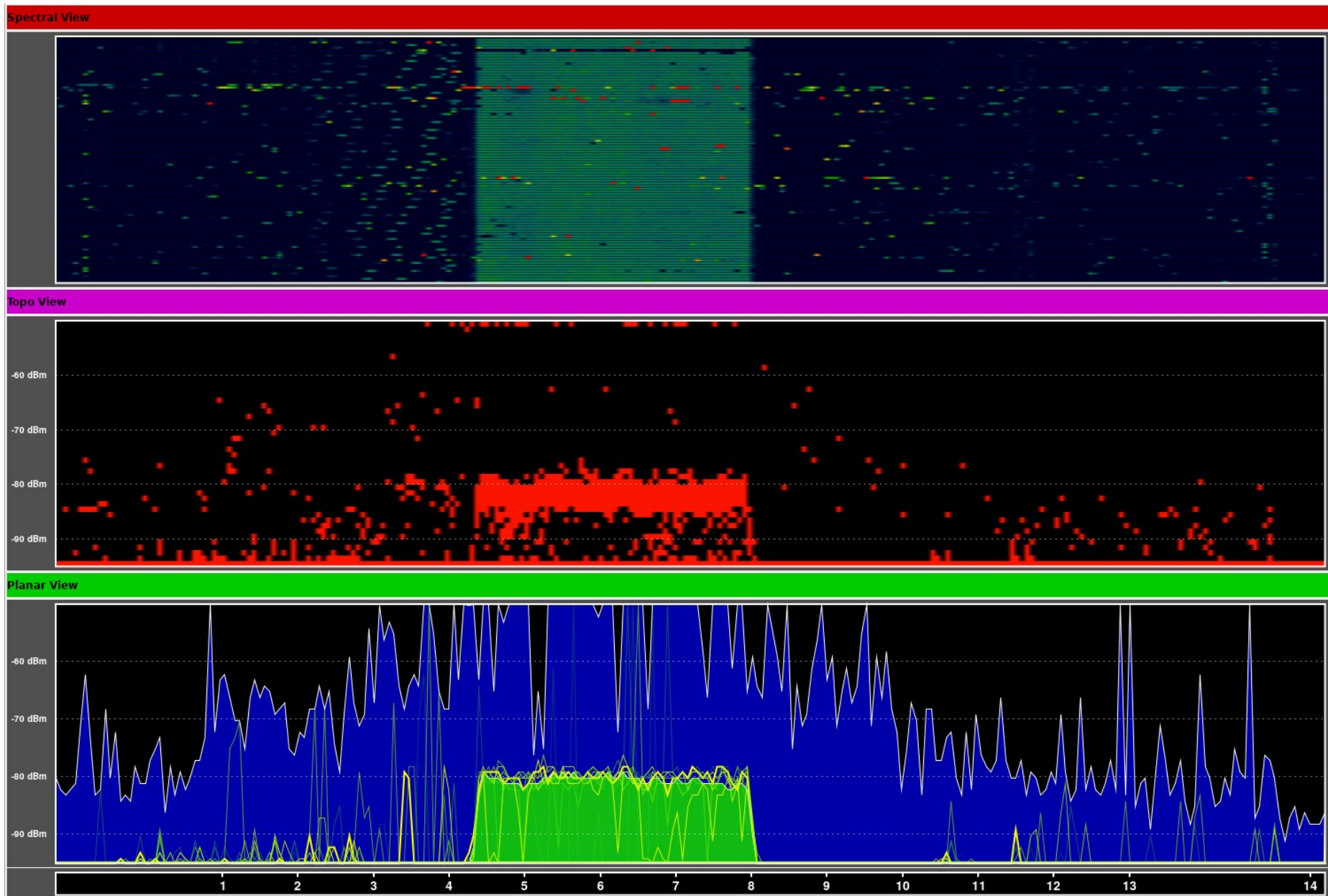
2.4 GHz channel cells
5 GHz channel cells

Minimum of 20% Overlap



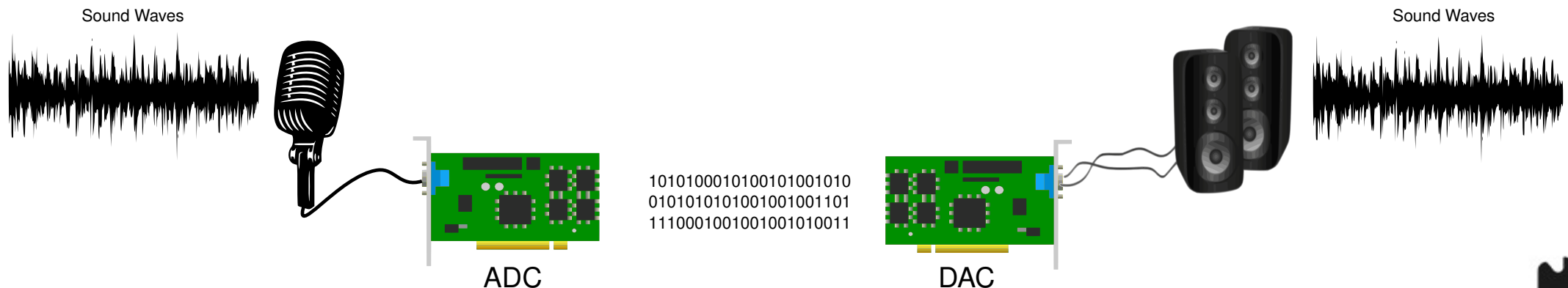
- 802.11n or 802.11ac 5GHz deployment does not have the overlap or collision domain issues of 2.4GHz.

Usage of Spectrum Analysis

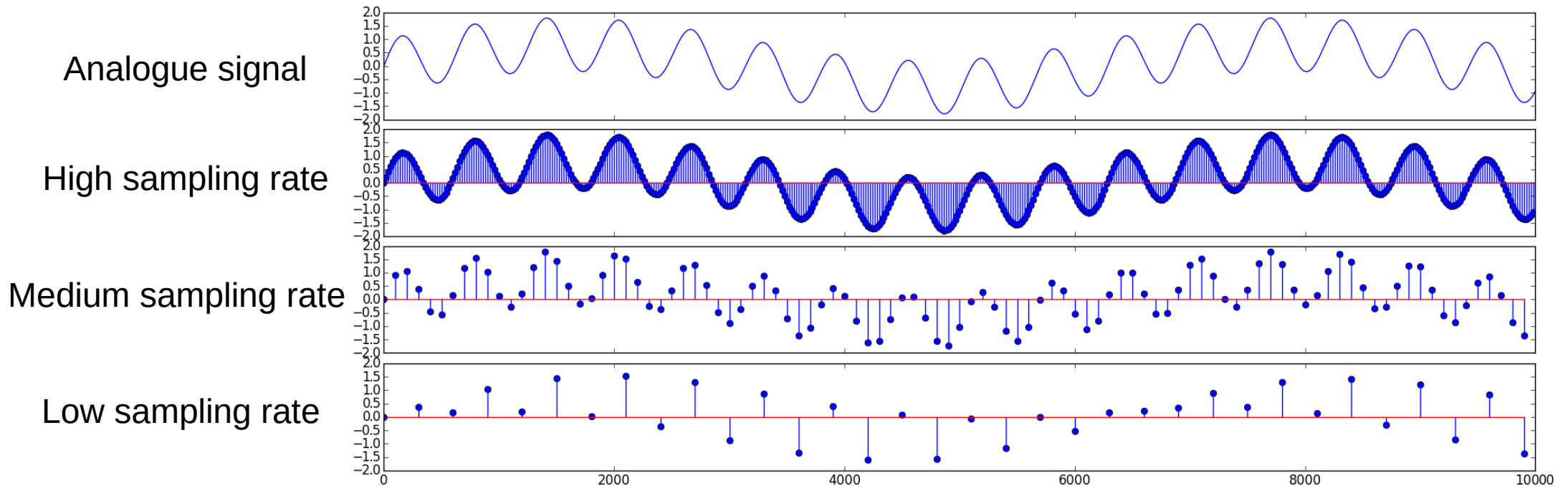


Analogue-Digital Conversion

- The digital transmission of analogue signals requires:
 - An ADC in the source, and
 - A DAC in the destination.
- ADC (Analogue to Digital Conversion)
 - Sampling
 - Quantization and Encoding
- DAC (Digital to Analogue Conversion)
 - Signal reconstruction



Sampling

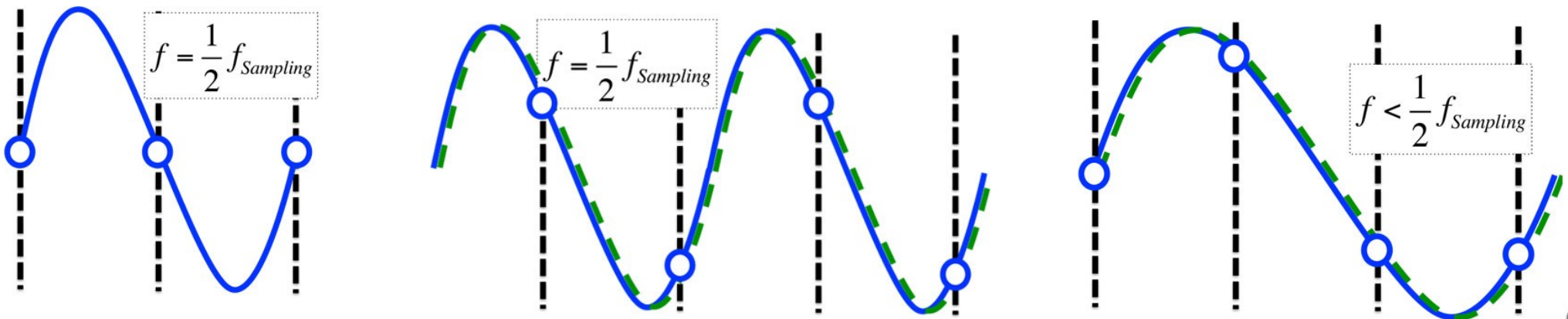


- The sampling process, measures and quantifies the analogue signal at equally space time intervals.
- The sampling process must be able to capture the main characteristics of the original analogue signal.
- The sampling rate determines the amount of information that its transferred to the digital signal.



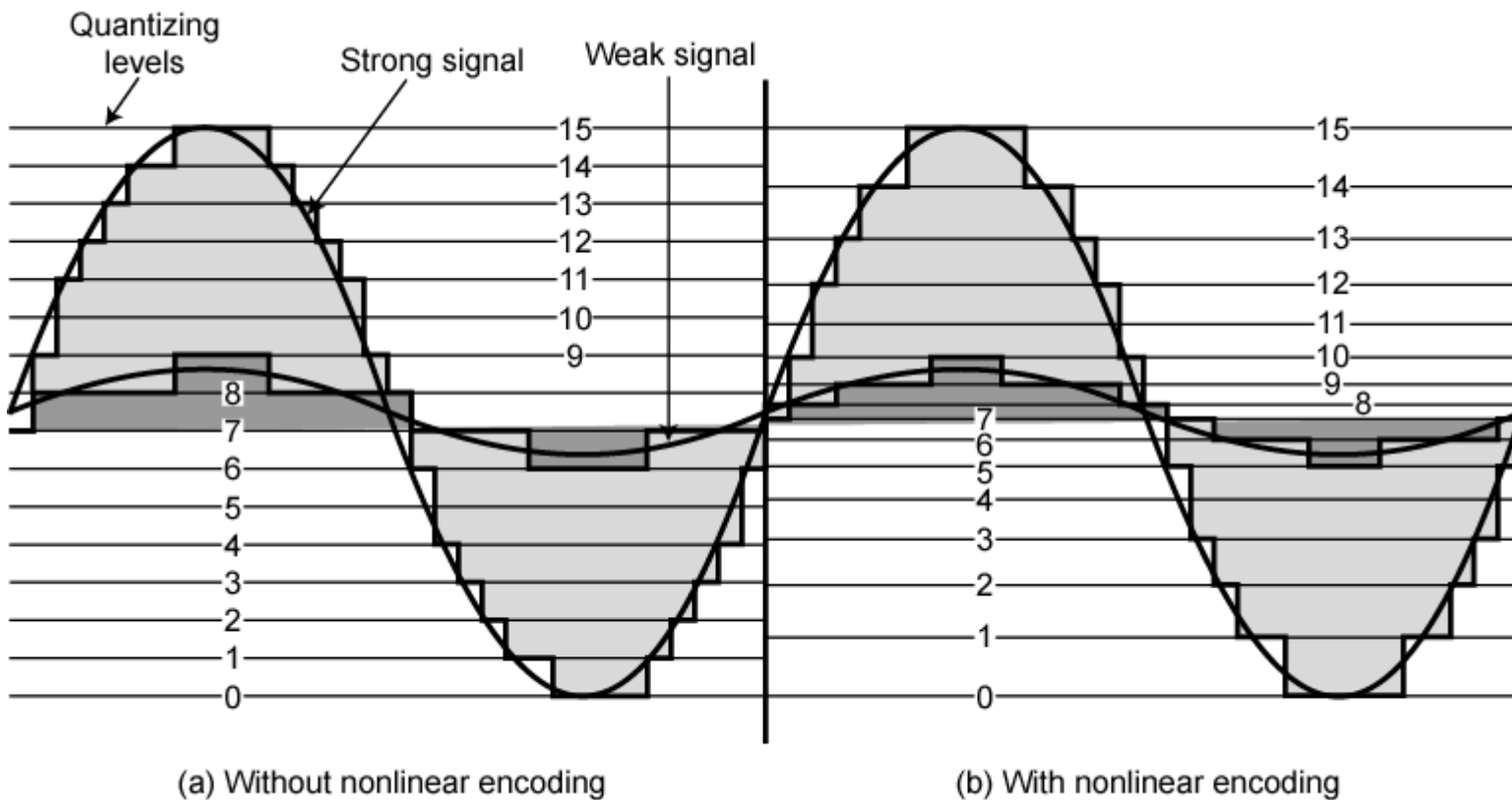
Sampling Theorem

- To reconstruct a signal from the samples, the sampling frequency must be high enough to capture the relevant signal information (frequency components).
 - Sampling frequency is the number of samples per second (f_s).
- For a signal where the highest (relevant) frequency is f_m , the sampling frequency (f_s) must be higher than two times f_m
 - $f_s > 2 * f_m \Leftrightarrow f_m < f_s / 2$
 - $f_s / 2$ is called the **Nyquist frequency**.
 - $2 * f_m$ is called the **Nyquist rate**.



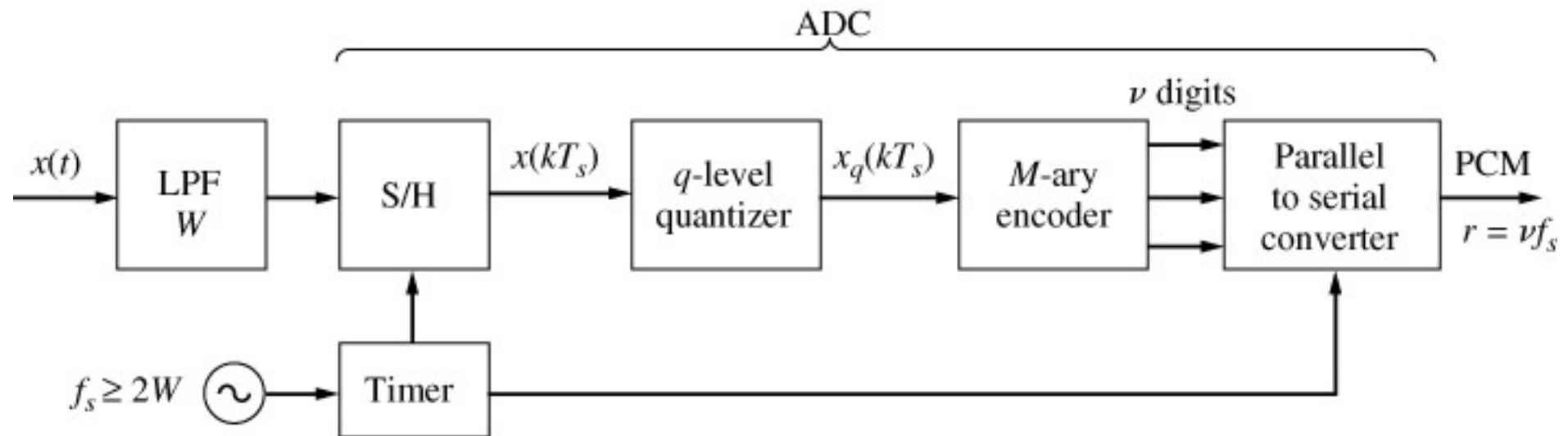
Signal Quantization and Encoding

- Each sampled value must be “rounded” to the nearest member of a set of discrete values.
- The resulting value is then encoded into a binary format.



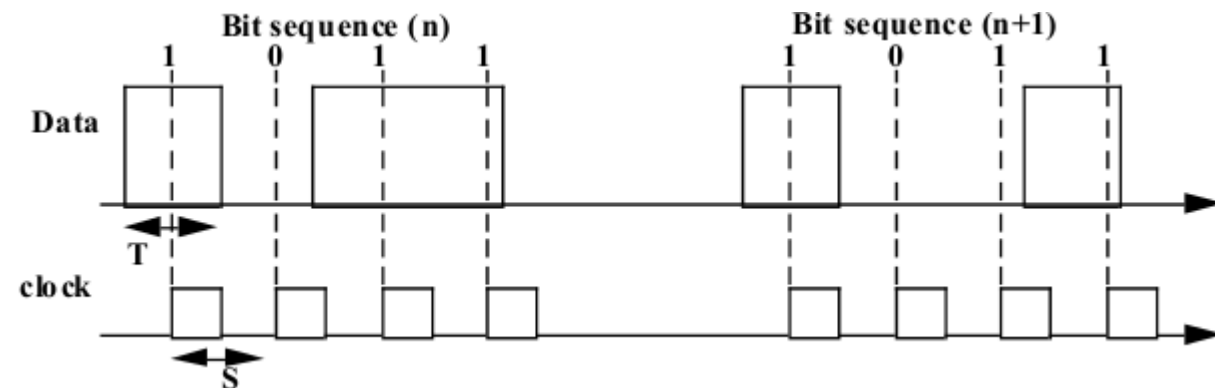
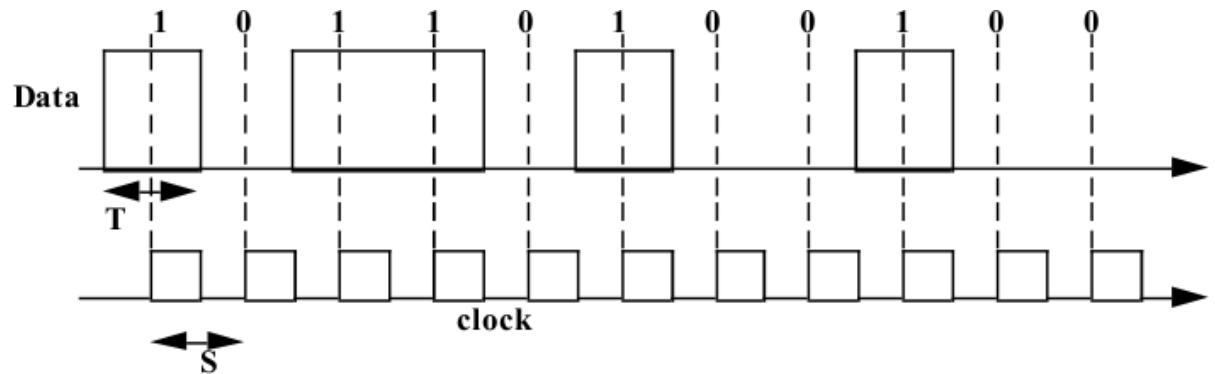
Pulse Code Modulation (PCM)

- All mechanisms of an ADC can be implemented using a PCM encoder.



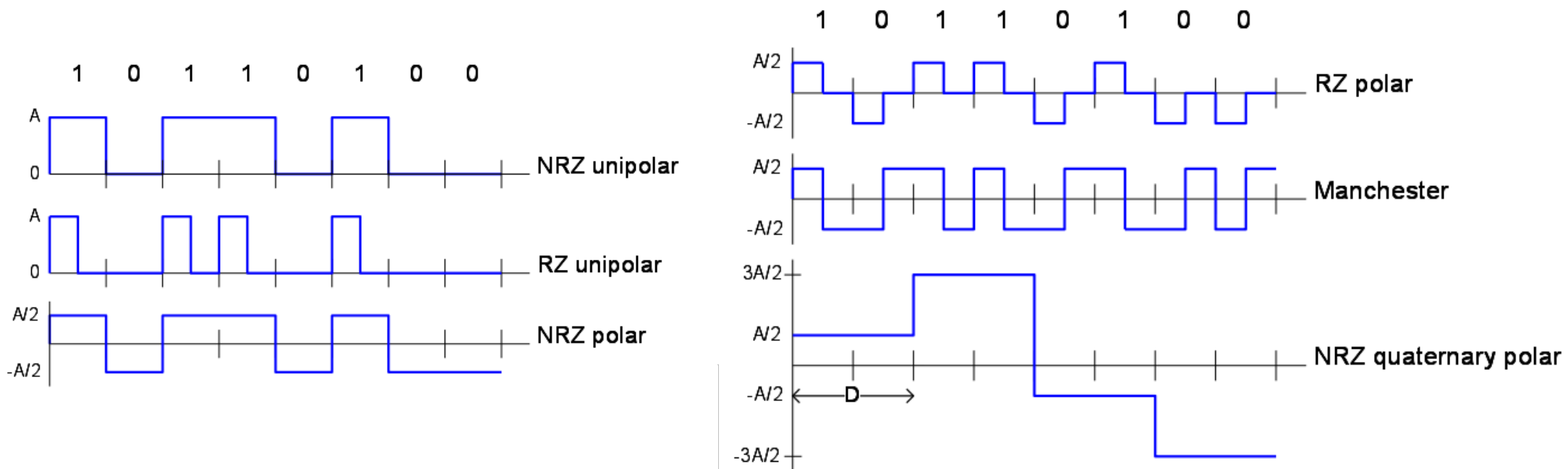
Digital Transmission

- Can be synchronous or asynchronous.
 - Synchronous Transmission data is transferred in the form of frames.
 - Asynchronous Transmission data is transmitted 1 bit or byte at a time.
- Synchronous Transmission requires a clock signal between the sender and receiver.
- Asynchronous Transmission sender and receiver does not require a clock signal, but data blocks must have a parity bit attached to it which indicates the start (start bit) of the new byte.
 - And, an optional stop bit.



Line Coding (1)

- Line Coding converts a binary sequence into a digital signal
- Sender then uses the digital signal to modulate transmitting signal in a way that the receiver can recognize.
- Line Coding can be done bit a bit, or in block of several bits (symbol).
- There are several (bit a bit) Line Codes:



Line Coding (2)

- mB/nB Encoding

- Symbols of m bits are coded as line symbols of n bits.
- Each valid line symbols has at least two 1s.

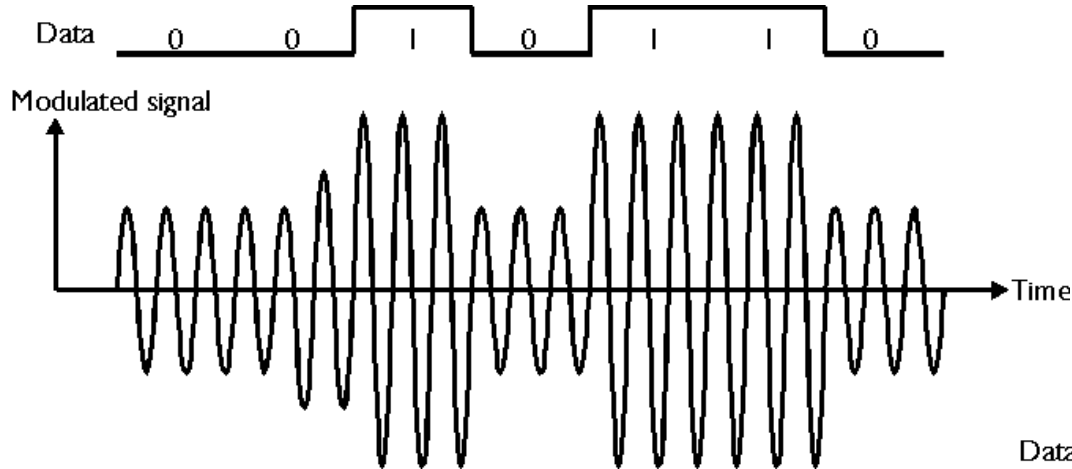
4B/5B Code

Bits	Symbol	Bits	Symbol
0000	11110	IDLE	11111
0001	01001	J	11000
0010	10100	K	10001
0011	10101	T	01101
0100	01010	R	00111
0101	01011	S	11001
0110	01110	QUIET	00000
0111	01111	HALT	00100
1000	10010		
1001	10011		
1010	10110		
1011	10111		
1100	11010		
1101	11011		
1110	11100		
1111	11101		

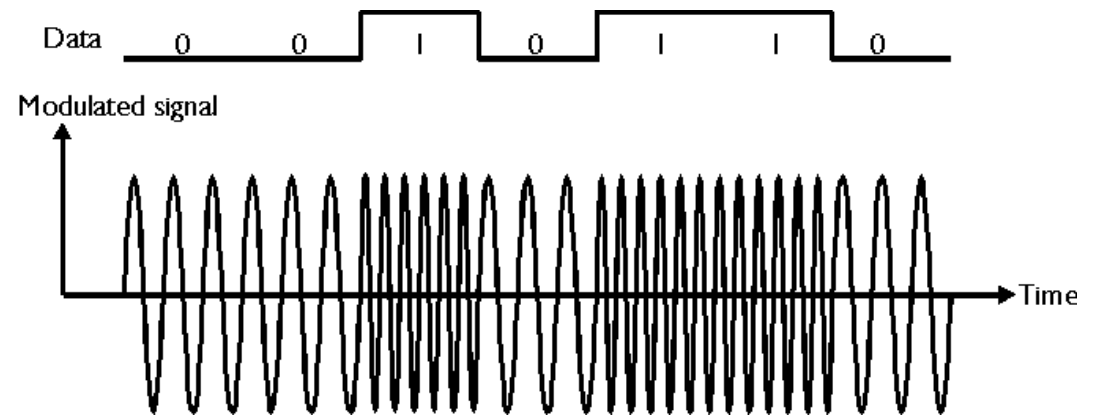


Modulation (1)

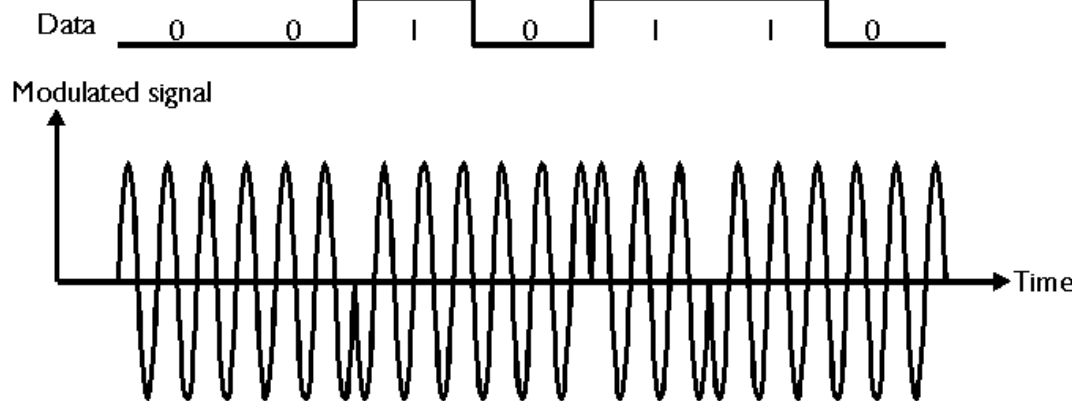
- Amplitude



- Frequency



- Phase



Modulation (2)

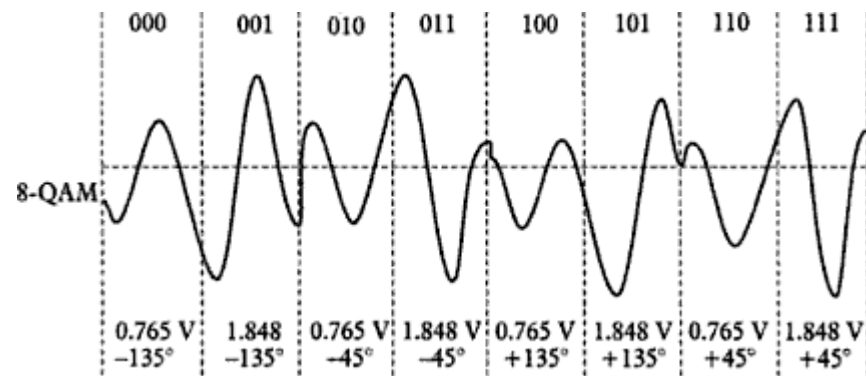
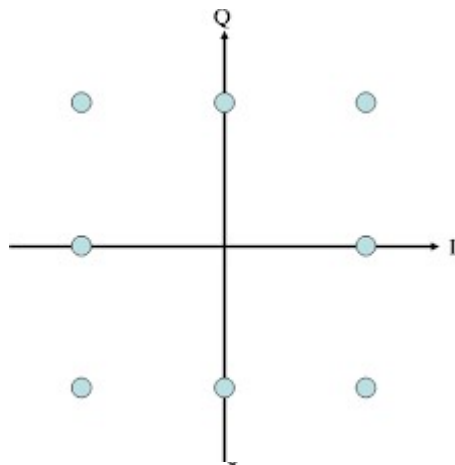
- Quadrature Amplitude Modulation (QAM)

- Uses 2-Dimensional signalling

- Quadrature ← Sine wave + Cosine wave

- $s(t) = I(t)\cos(2\pi f_0t) - Q(t)\sin(2\pi f_0t)$

- 8-QAM



- 16-QAM

