Physical Layer

Lecture Progression

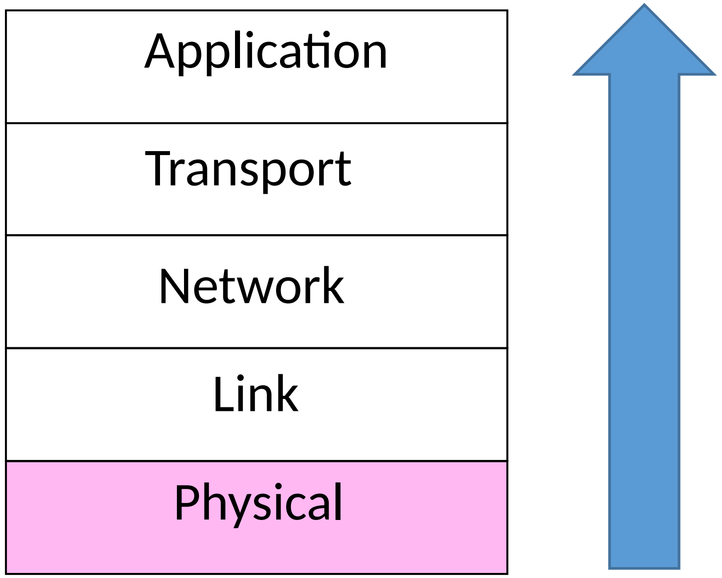
- Bottom-up through the layers:

Layer	Examples
Application	- HTTP, DNS, CDNs
Transport	- TCP, UDP
Network	- IP, NAT, BGP
Link	- Ethernet, 802.11
Physical	- wires, fiber, wireless

- Followed by more detail on:
    - Quality of service, Security (VPN, SSL)

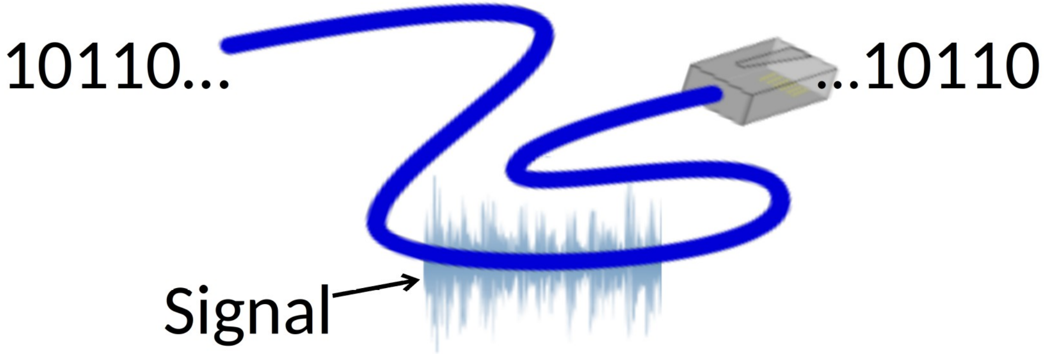
Where we are in the Course

- Beginning to work our way up starting with the Physical layer



Scope of the Physical Layer

- Concerns how signals are used to transfer message bits over a link
  - Wires etc. carry <u>analog signals</u>
  - We want to send <u>digital bits</u>



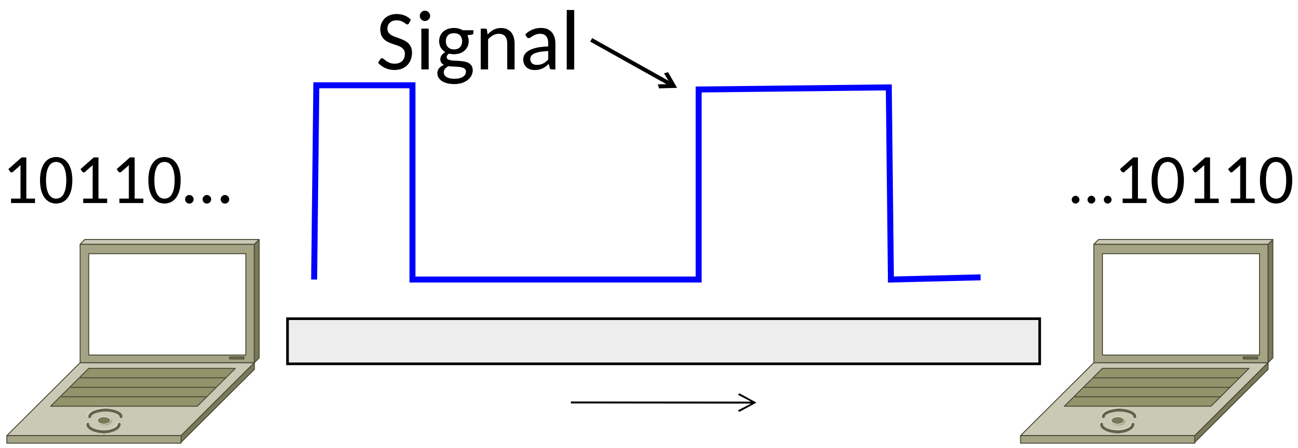
Topics

1. Coding and Modulation schemes
   - Representing bits, noise
2. Properties of media
   - Wires, fiber optics, wireless, propagation
   - Bandwidth, attenuation, noise
3. Fundamental limits
   - Nyquist, Shannon

Coding and Modulation

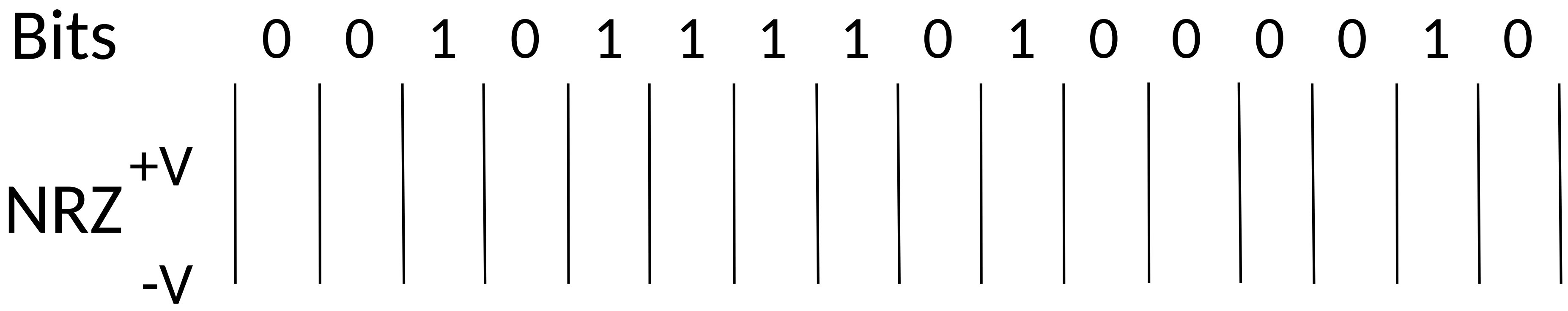
Topic

- How can we send information across a link?
  - This is the topic of coding and modulation
  - Modem (from modulator–demodulator)



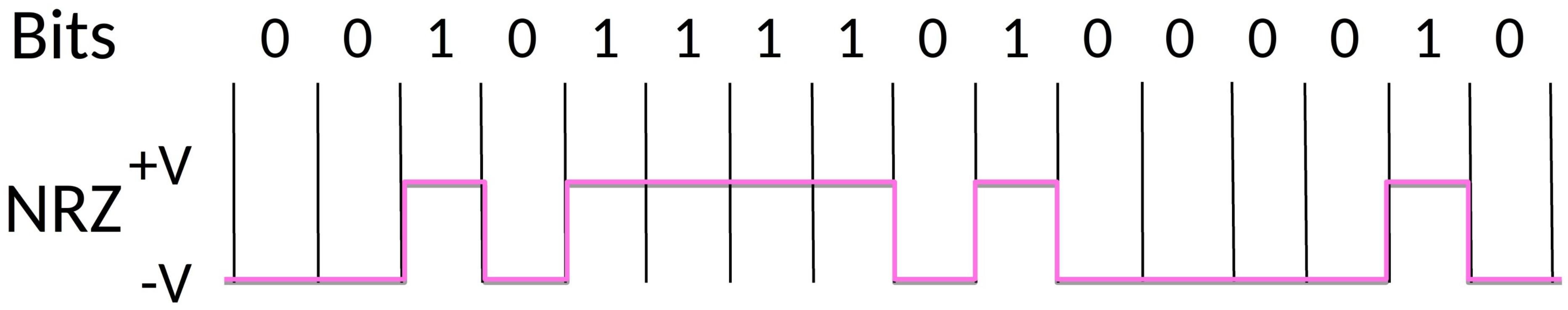
A Simple Coding

- Let a high voltage (+V) represent a 1, and low voltage (-V) represent a 0
  - This is called NRZ (Non-Return to Zero)



A Simple Modulation (2)

- Let a high voltage (+V) represent a 1, and low voltage (-V) represent a 0
  - This is called NRZ (Non-Return to Zero)



A Simple Modulation (3)

- Problems?

Many Other Schemes

- Can use more signal levels
  - E.g., 4 levels is 2 bits per symbol
- Practical schemes are driven by engineering considerations
  - E.g., clock recovery

Clock Recovery

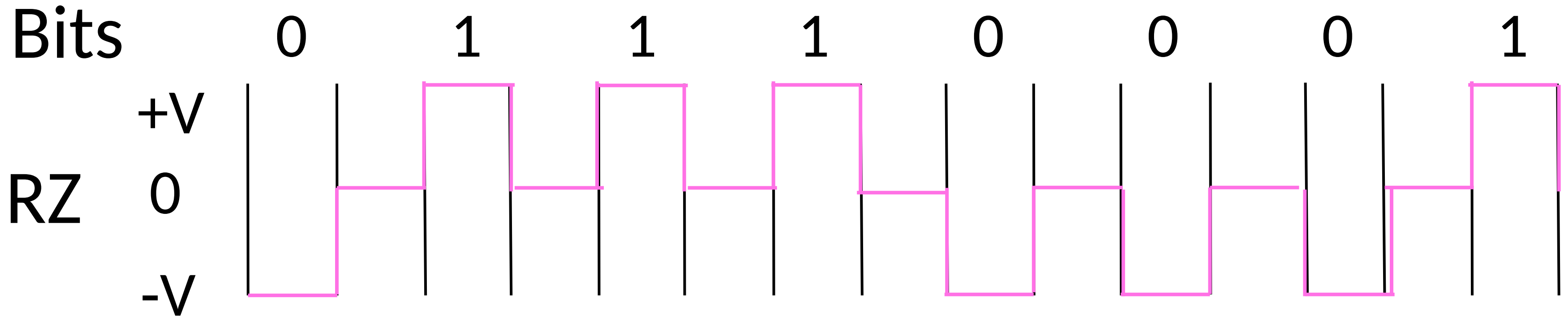
- Um, how many zeros was that?
  - Receiver needs frequent signal transitions to decode bits

- Several possible designs
  - E.g., Manchester coding and scrambling (§2.5.1)

Ideas?

Answer 1: A Simple Coding

- Let a high voltage (+V) represent a 1, and low voltage (-V) represent a 0
- Then go back to 0V for a "Reset"
  - This is called RZ (Return to Zero)



Answer 2: Clock Recovery – 4B/5B

- Map every 4 data bits into 5 code bits without long runs of zeros
  - 0000 → 11110, 0001 → 01001, 1110 → 11100, … 1111 → 11101
  - Has at most 3 zeros in a row
  - Also invert signal level on a 1 to break up long runs of 1s (called NRZI, §2.5.1)

Answer 2: Clock Recovery – 4B/5B (2)

- 4B/5B code for reference:
  - 0000→11110, 0001→01001, 1110→11100, … 1111→11101
- Message bits: 1 1 1 1 0 0 0 0 0 0 0 1

Coded Bits:

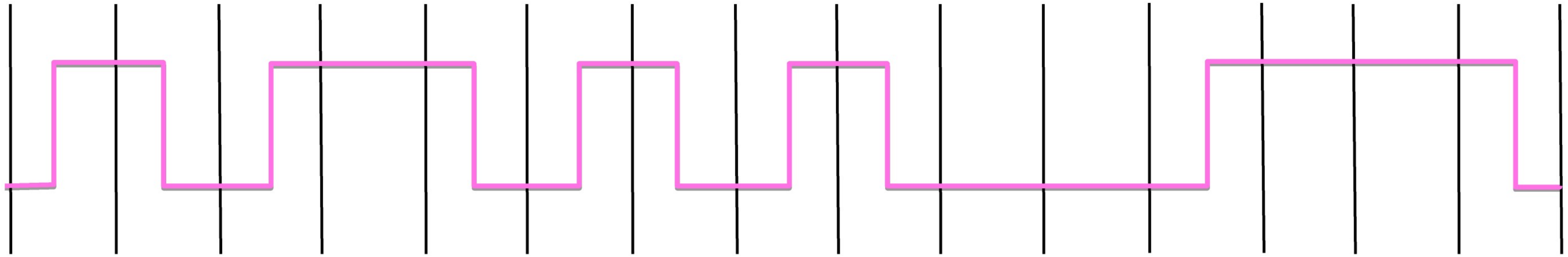
Signal:

Clock Recovery – 4B/5B (3)

- 4B/5B code for reference:
  - 0000□11110, 0001□01001, 1110□11100, … 1111□11101
- Message bits: 1 1 1 1 0 0 0 0 0 0 0 1

Coded Bits: 1 1 1 0 1 1 1 1 1 0 0 1 0 0 1

Signal:

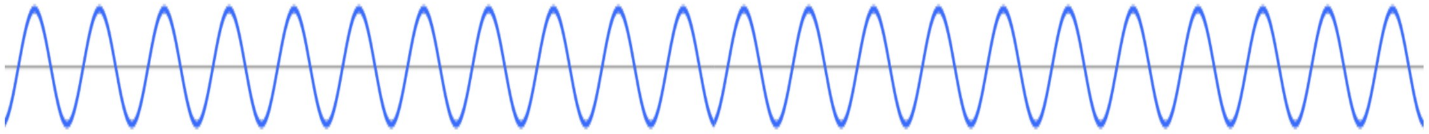


Modulation vs Coding

- What we have seen so far is called coding
  - Signal is sent directly on a wire
- These signals do not propagate well as RF
  - Need to send at higher frequencies
- Modulation carries a signal by modulating a carrier
  - Baseband is signal pre-modulation
  - Keying is the *digital* form of modulation (equivalent to coding but using modulation)

Passband Modulation (2)

- Carrier is simply a signal oscillating at a desired frequency:



- We can modulate it by changing:
  - Amplitude, frequency, or phase

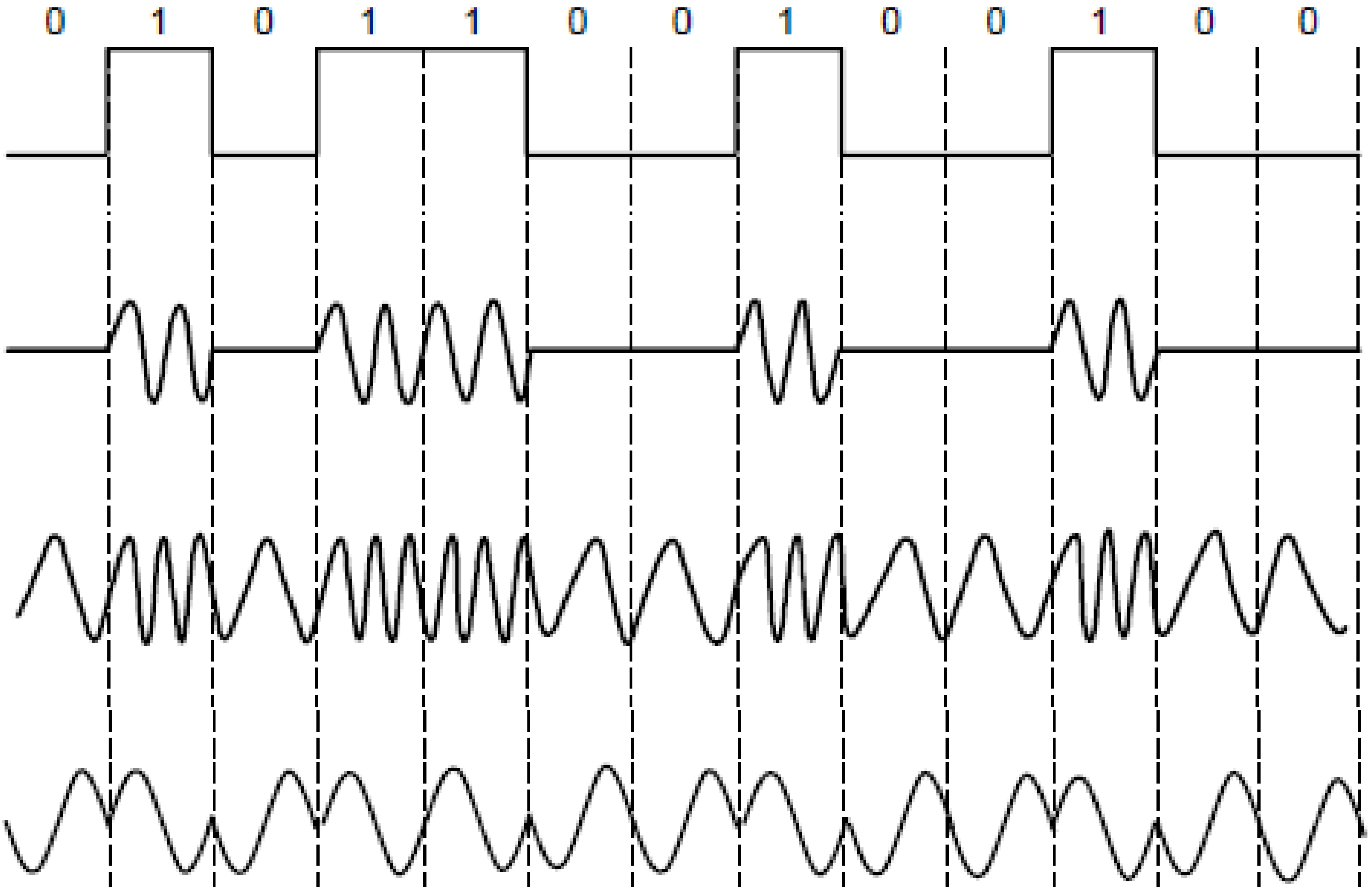
Comparisons

NRZ signal of bits

Amplitude shift keying

Frequency shift keying

Phase shift keying

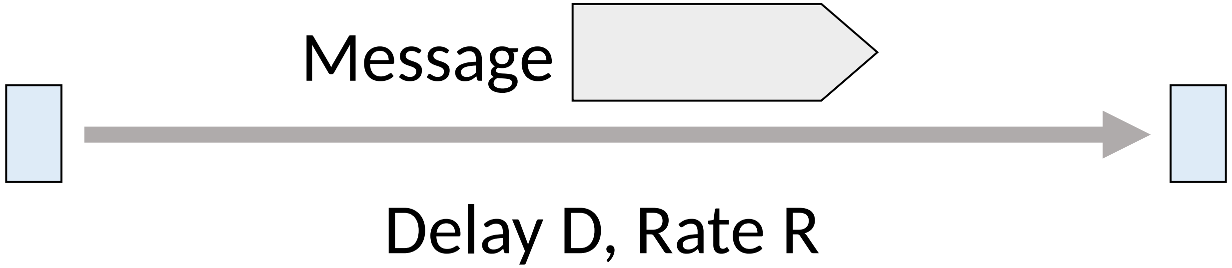


Philosophical Takeaways

- Everything is analog, even digital signals
- Digital information is a *discrete* concept represented in an analog physical medium
  - A printed book (analog) vs.
  - Words conveyed in the book (digital)

Simple Link Model

- We'll end with an abstraction of a physical channel
  - Rate (or bandwidth, capacity, speed) in bits/second
  - Delay in seconds, related to length



- Other important properties:
  - Whether the channel is broadcast, and its error rate

Message Latency

- Latency is the delay to send a message over a link
  - Transmission delay: time to put M-bit message "on the wire"
  - Propagation delay: time for bits to propagate across the wire
  - Combining the two terms we have:

Message Latency (2)

- Latency is the delay to send a message over a link
  - Transmission delay: time to put M-bit message "on the wire"

    T-delay = M (bits) / Rate (bits/sec) = M/R seconds

  - Propagation delay: time for bits to propagate across the wire

    P-delay = Length / speed of signals = Length / ⅔c = D seconds

  - Combining the two terms we have: L = M/R + D

Latency Examples

Remembering L = M/R + D

- "Dialup" with a telephone modem:
  - D = 5 ms, R = 56 kbps, M = 1250 bytes

- Broadband cross-country link:
  - D = 50 ms, R = 10 Mbps, M = 1250 bytes

Latency Examples (2)

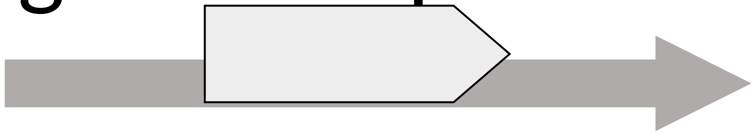
- "Dialup" with a telephone modem:
  - D = 5 ms, R = 56 kbps, M = 1250 bytes
  - L = (1250x8)/(56 x 10^3) sec + 5ms = 184 ms!

- Broadband cross-country link:
  - D = 50 ms, R = 10 Mbps, M = 1250 bytes
  - L = (1250x8) / (10 x 10^6) sec + 50ms = 51 ms

- A long link or a slow rate means high latency: One component dominates

Bandwidth-Delay Product

- Messages take space on the wire!



- The amount of data in flight is the <u>bandwidth-delay (BD) product</u>

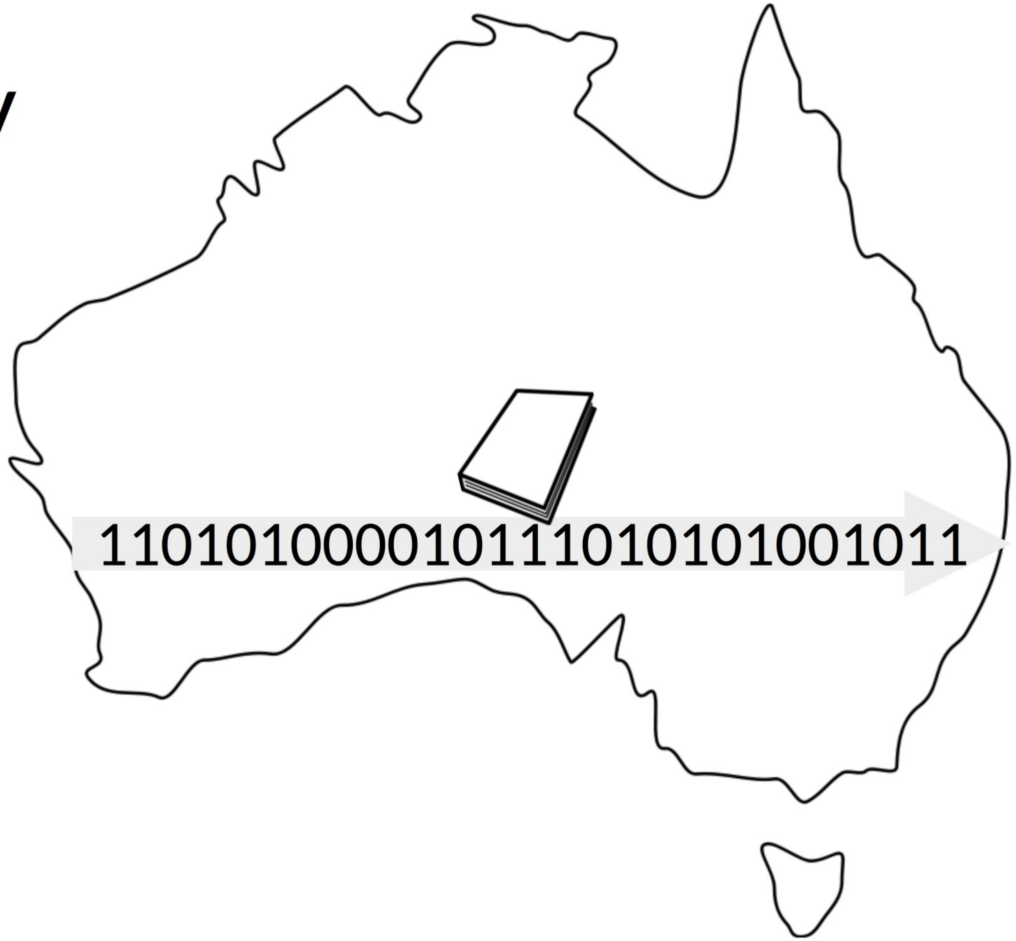
$$BD = R \times D$$

  - Measure in bits, or in messages
  - Small for LANs, big for “long fat” pipes

Bandwidth-Delay Example

- Fiber at home, cross-country

  R=40 Mbps, D=50 ms



Bandwidth-Delay Example (2)

- Fiber at home, cross-country

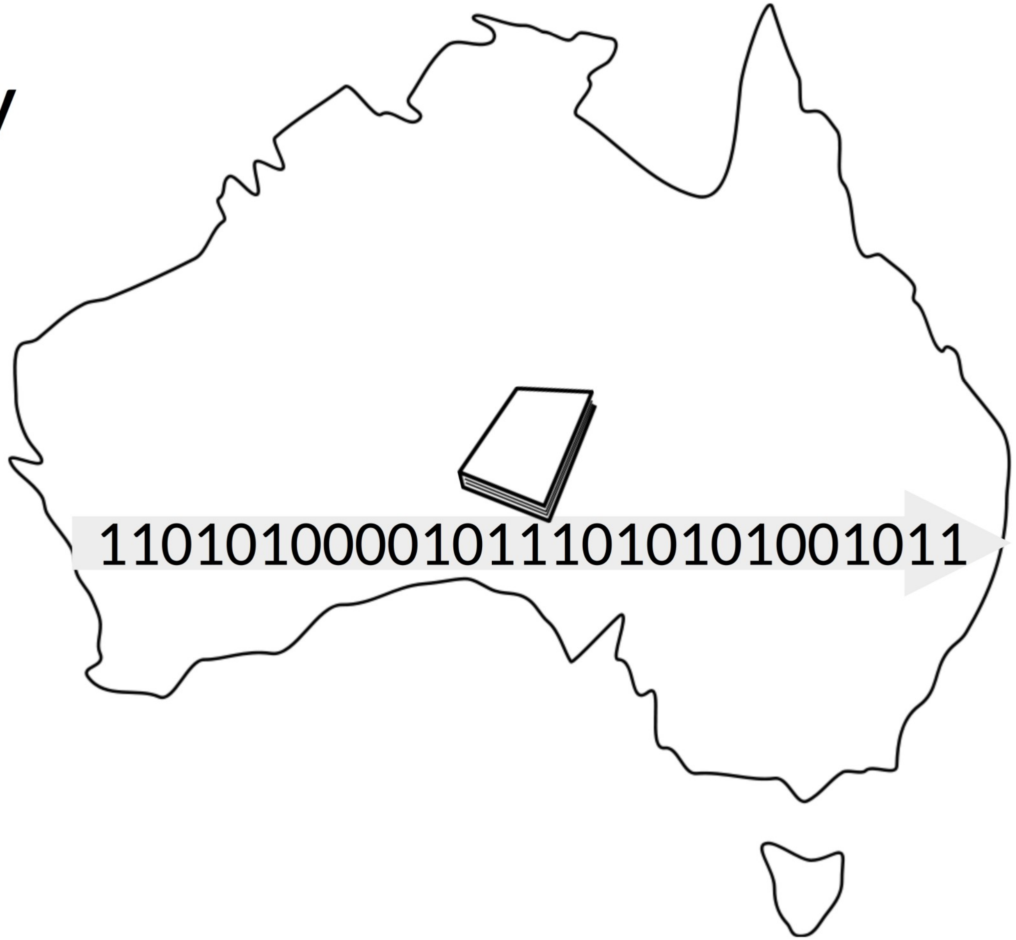
  R=40 Mbps, D=50 ms

  BD = $40 \times 10^6 \times 50 \times 10^{-3}$ bits

  = 2000 Kbit

  = 250 KB

- That's quite a lot of data in the network"!



Media

[2] media

noun, often attributive

Definition of MEDIA

plural **medias**

1 : a medium of cultivation, conveyance, or expression • Air is a *media* that conveys sound.; *especially* : MEDIUM 2b

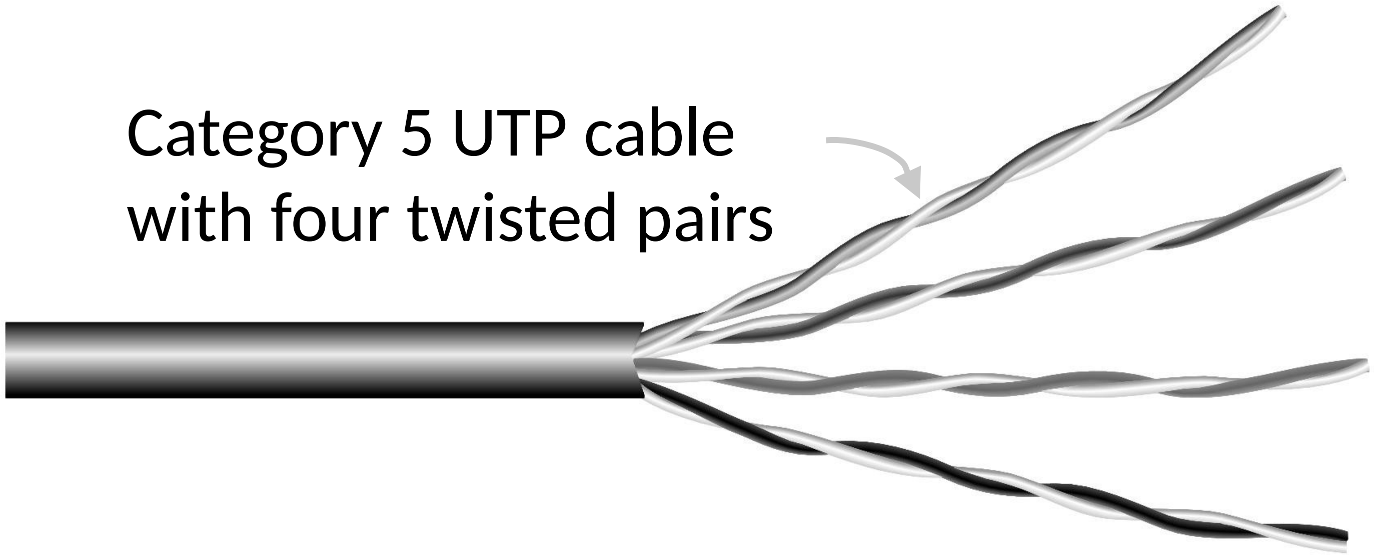
https://www.merriam-webster.com/dictionary/media

Types of Media

- Media propagate signals that carry bits of information
- We'll look at some common types:
  - Wires
  - Fiber (fiber optic cables)
  - Wireless

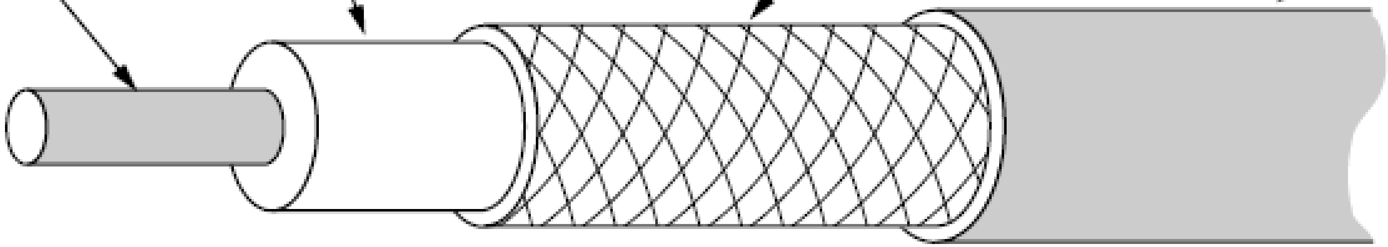
Wires – Twisted Pair

- Very common; used in LANs and telephone lines
  - Twists reduce radiated signal



Wires – Coaxial Cable

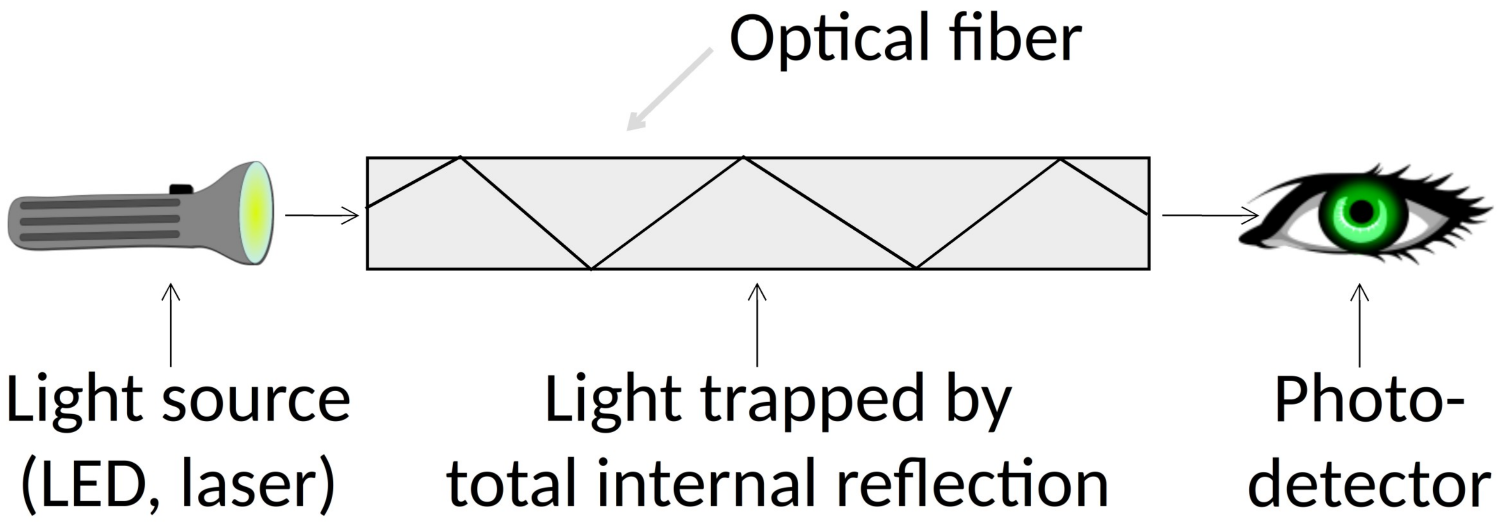
- Also common. Better shielding for better performance



- Other kinds of wires too: e.g., electrical power (§2.2.4)

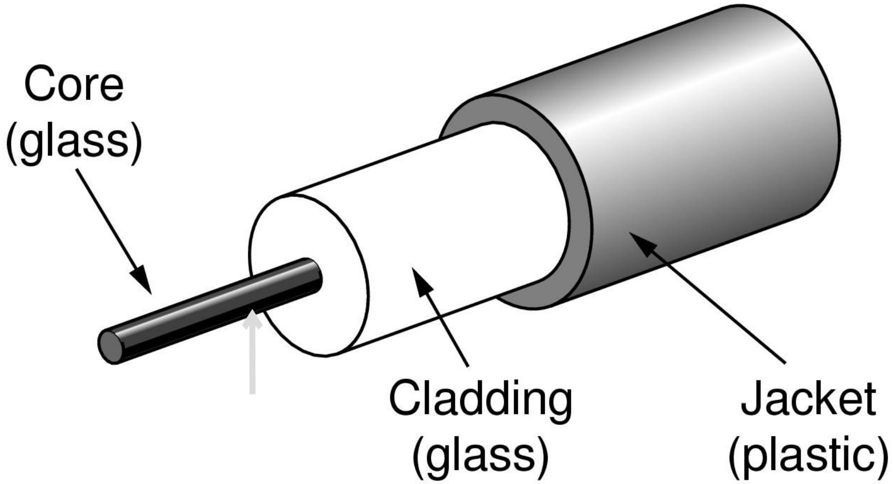
Fiber

- Long, thin, pure strands of glass
  - Enormous bandwidth (high speed) over long distances

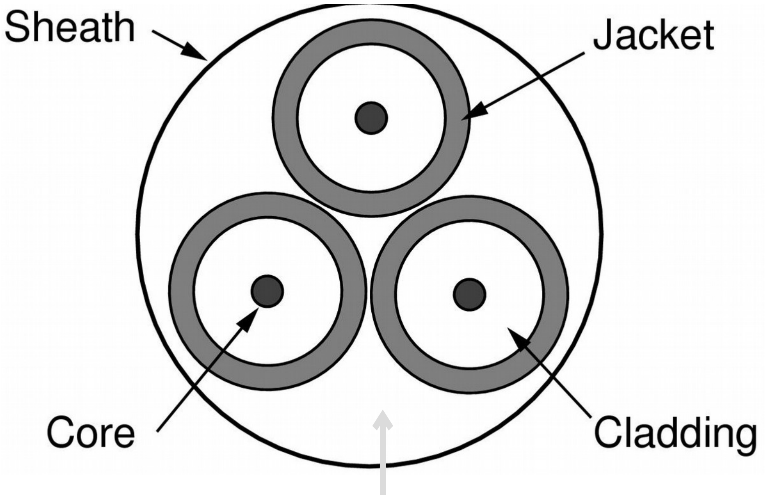


Fiber (2)

- Two varieties: multi-mode (shorter links, cheaper) and single-mode (up to ~100 km)



One fiber

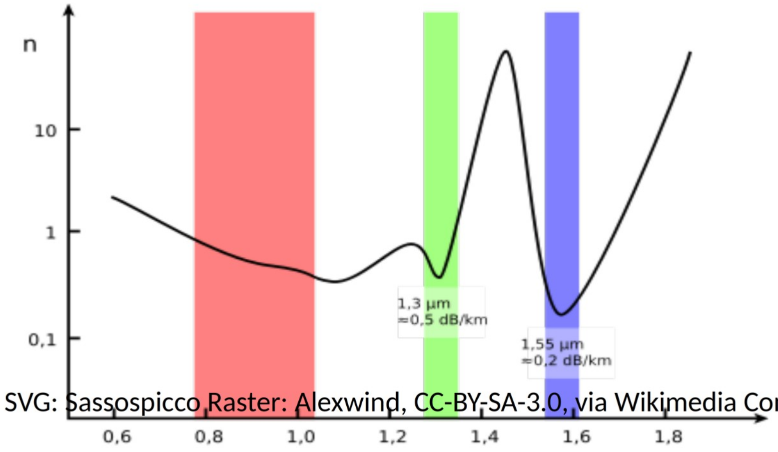


Fiber bundle in a cable

Signals over Fiber

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

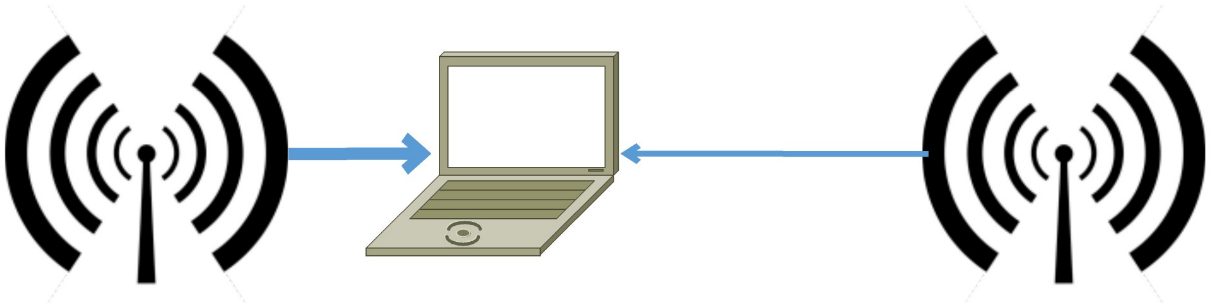
Attenuation (dB/km)



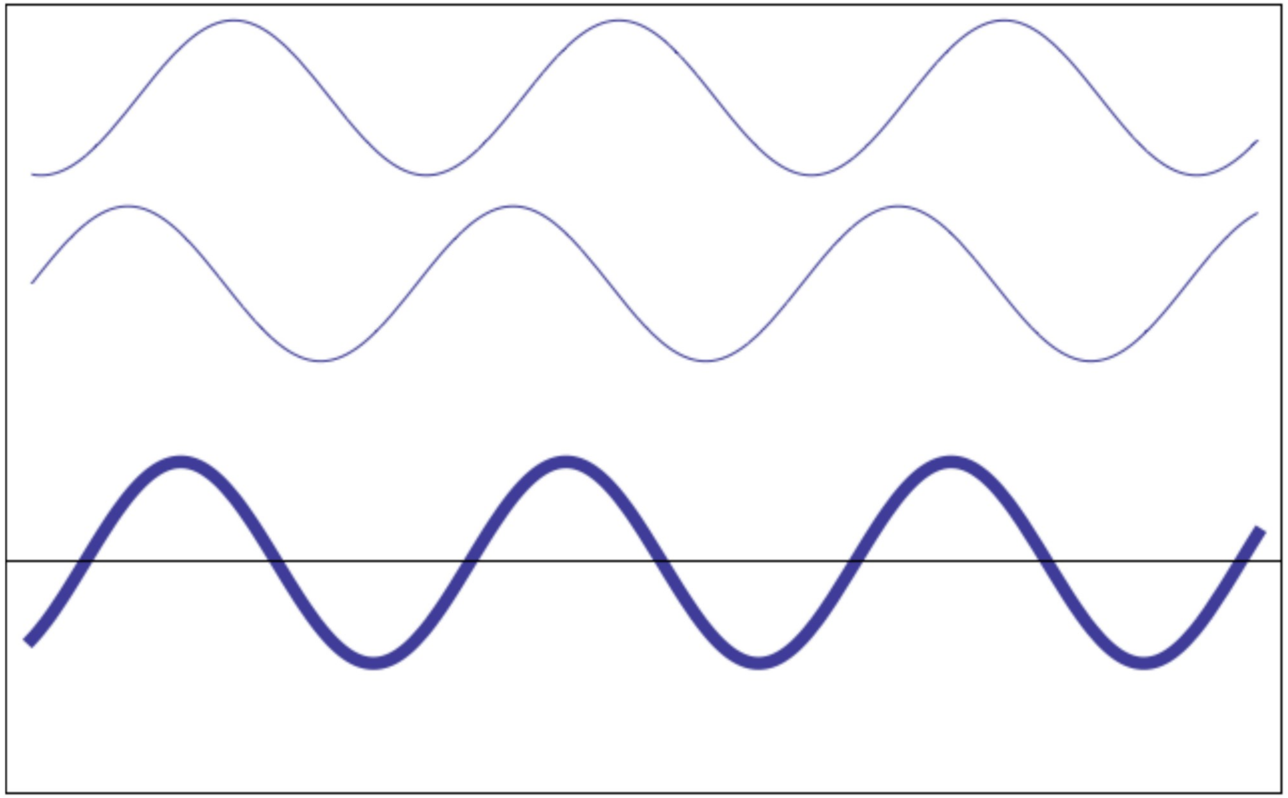
Wavelength (µm)

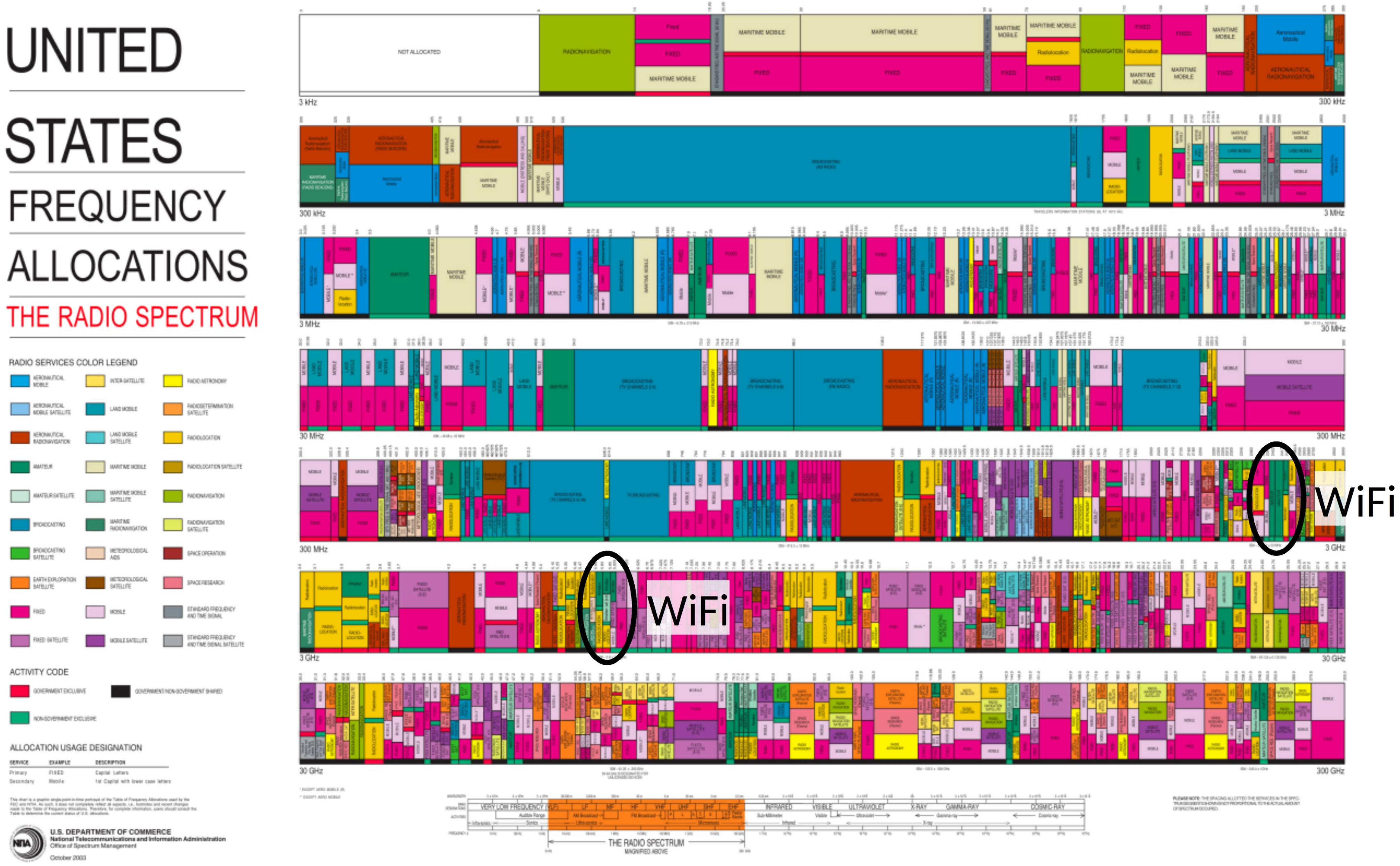
Wireless

- Sender radiates signal over a region
  - In many directions, unlike a wire, to potentially many receivers
  - Nearby signals (same freq.) interfere at a receiver; need to coordinate use



Wireless Interference

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THE RADIO SPECTRUM
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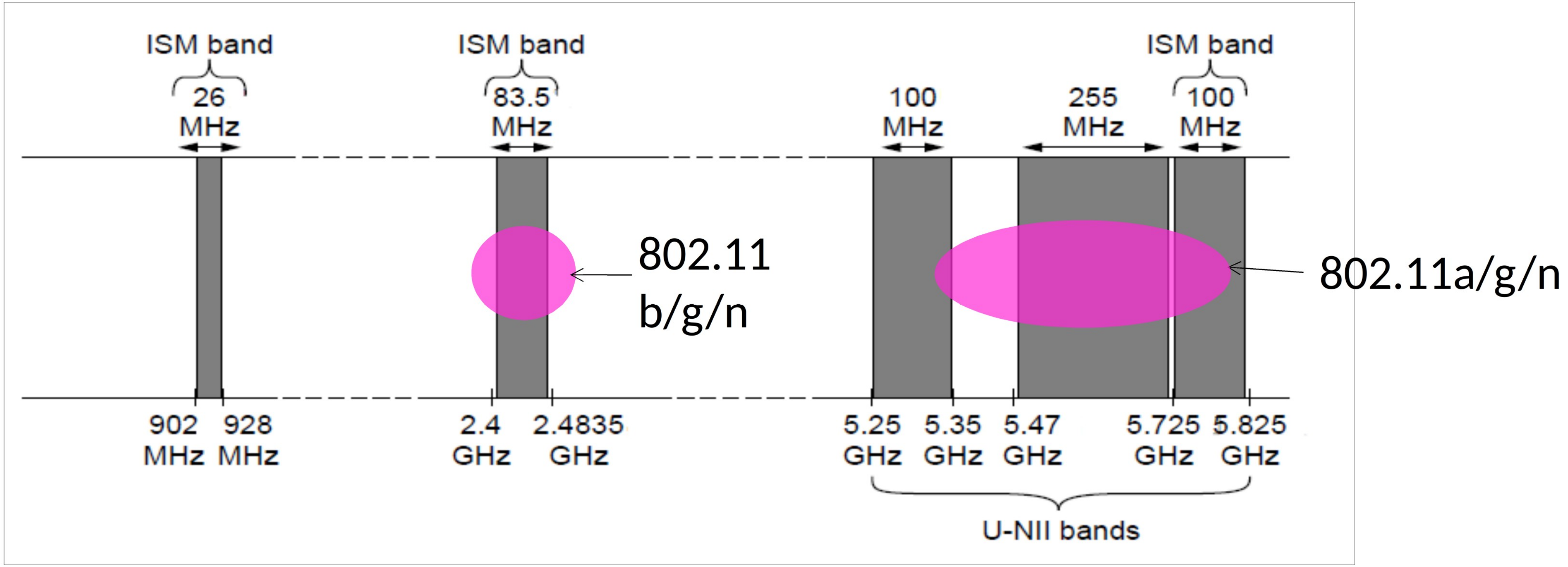
ALLOCATION USAGE DESIGNATION
U.S. DEPARTMENT OF COMMERCE
National Telecommunications and Information Administration
Office of Spectrum Management
October 2003
3 kHz
300 kHz
3 MHz
30 MHz
300 MHz
3 GHz
30 GHz
300 GHz
WiFi
WiFi
THE RADIO SPECTRUM

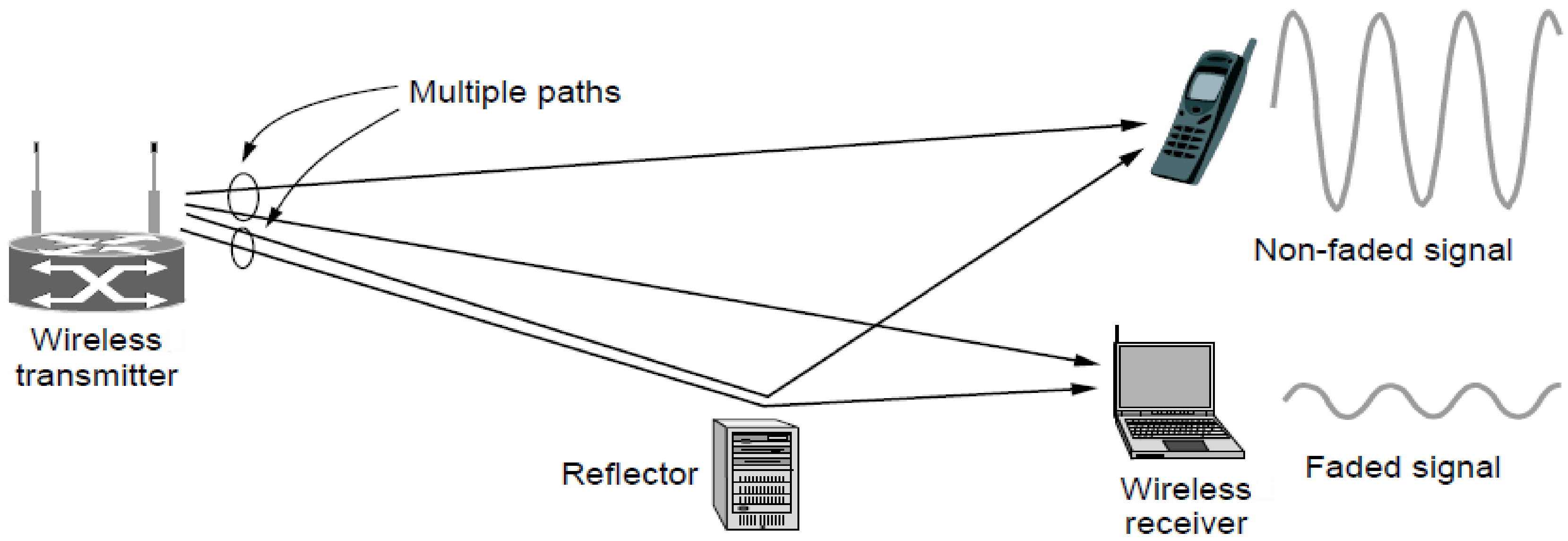
Wireless (2)

- Unlicensed (ISM) frequencies, e.g., WiFi, are widely used for computer networking



Multipath (3)

- Signals bounce off objects and take multiple paths
  - Some frequencies attenuated at receiver, varies with location



Wireless (4)

- Various other effects too!
  - Wireless propagation is complex, depends on environment

- Some key effects are highly frequency dependent,
  - E.g., <u>multipath</u> at microwave frequencies