

Lecture 2

CS 621 Mobile Computing

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Communication Channel



The medium used to transmit the signal from the transmitter to the receiver

Wireline / Wireless channel

Bit Error Rate

- Optical fiber: 10^{-11} or 10^{-12}
- Mobile channel:
 - Good quality: 10^{-6}
 - Actual condition: 10^{-2} or worse

Thus,

- For wireline systems, it is assumed that the channel is error free
- Many protocols are designed with this assumption
- These protocols do not work well in a wireless environment
 - e.g. TCP (*Packet loss is only due to congestion, not due to error in channel*)

Multiple Transmitters

- For wireline systems, we can simply install new cables to increase capacity.
- For wireless systems, the channel can only be shared by the users.
 - Capacity does not increase.

Interference

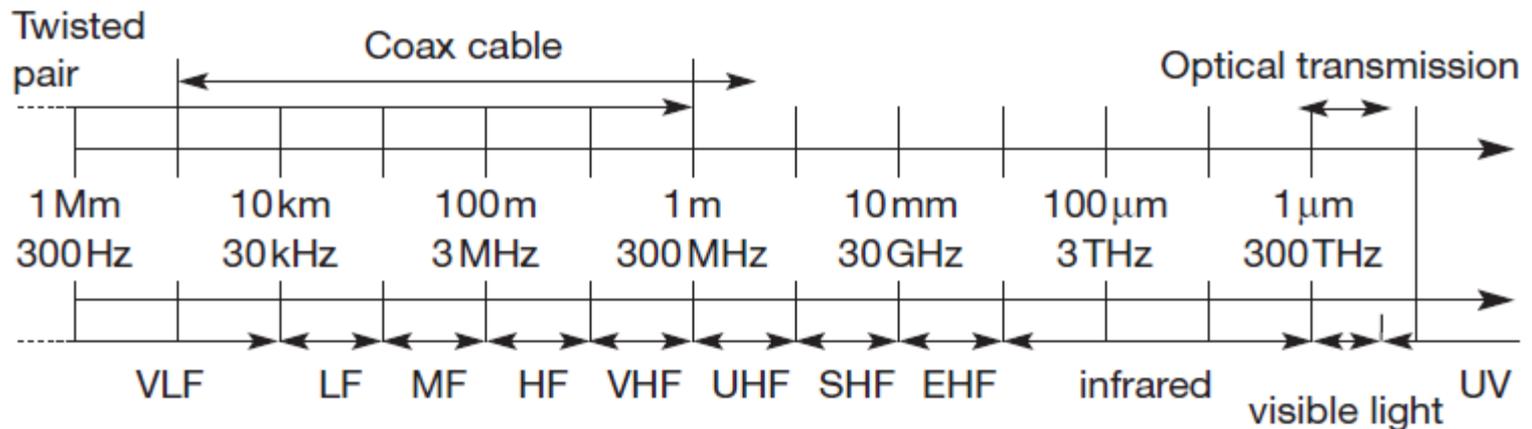
- **Interference** is a phenomenon in which two waves superpose to form a resultant wave of greater or lower amplitude.
- In communications and electronics, interference is anything which modifies, or disrupts a signal as it travels along a channel between a source and a receiver.^[Wikipedia]

Interference

- While transmission over different wires typically does not USUALLY cause interference, this is an important issue in wireless transmission.
- Multiuser Interference
 - Radio signals of different users interfere with each other
- Self-Interference
 - Multipath effect
 - Phase-shifted images of the signal at the receiver interact and may cancel the entire signal, (i.e. destructive interference).

Radio Transmission Frequencies

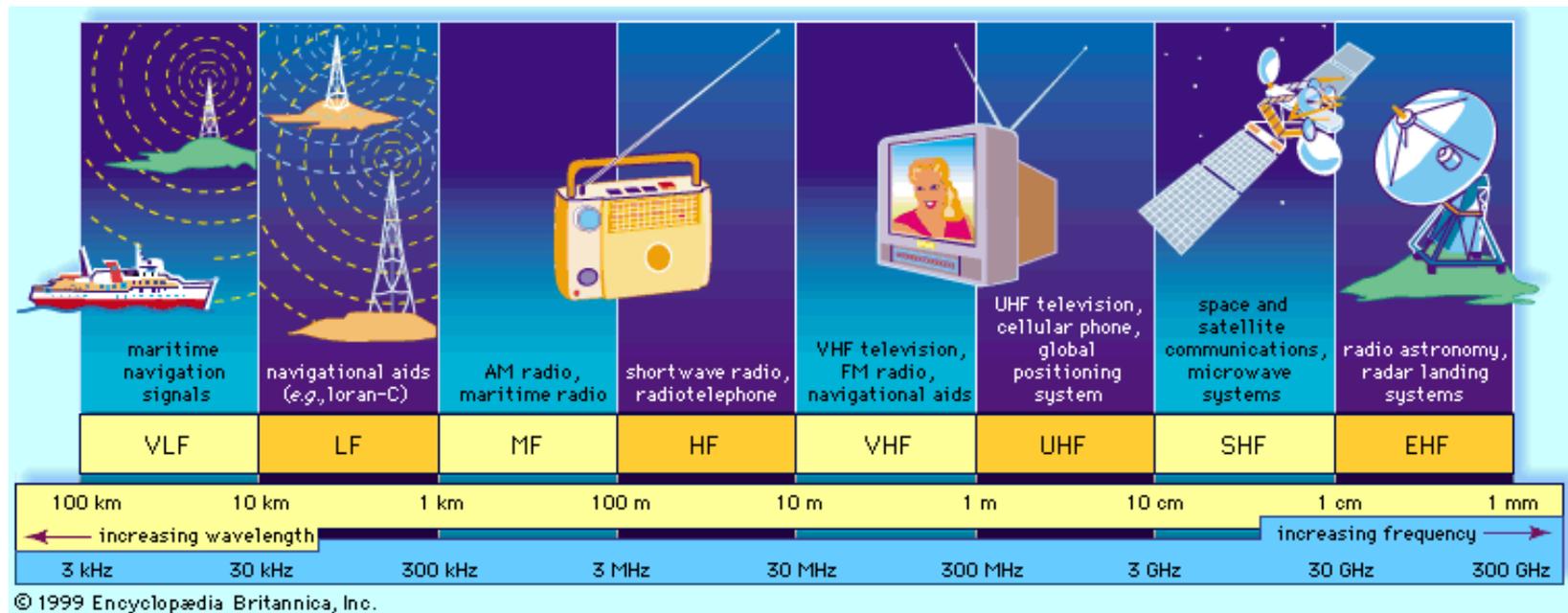
- Radio transmission can take place using many different frequency bands.



- Reminder note: $\lambda = c/f$, where f is the frequency and $c = 3 \times 10^8 \text{ ms}^{-2}$

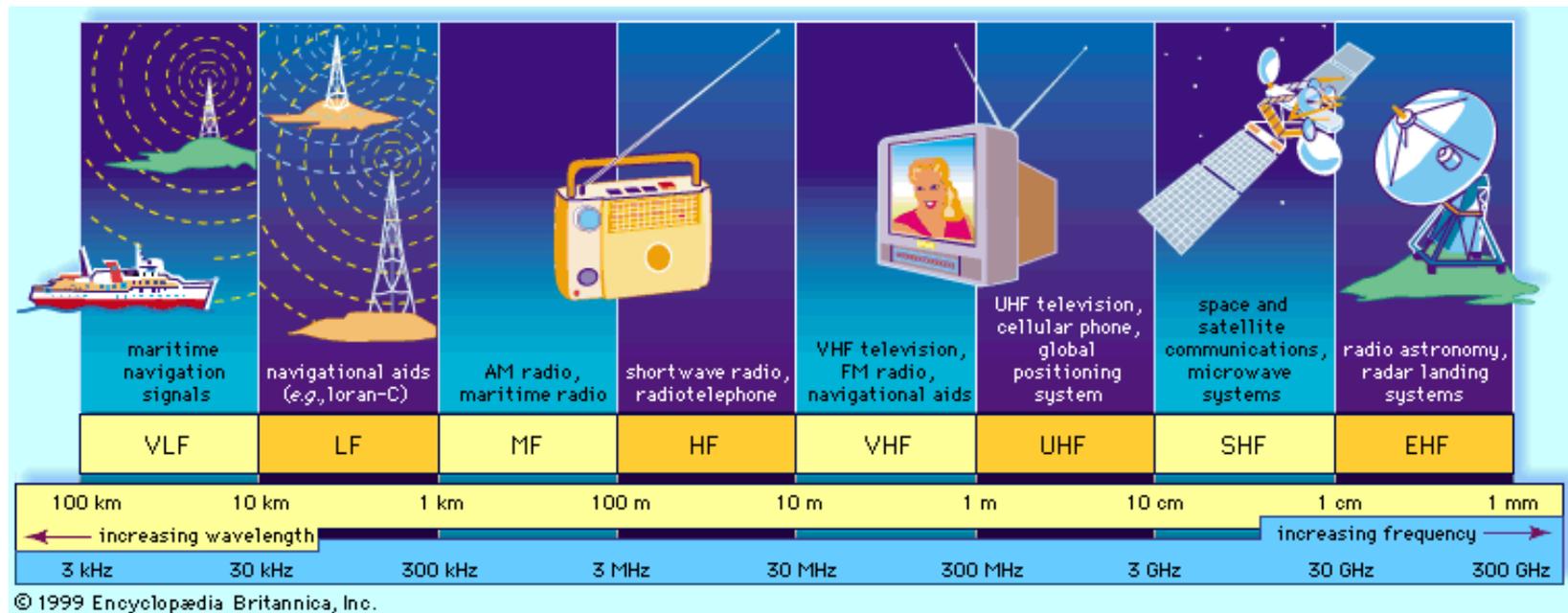
Radio Transmission Frequencies

- Radio transmission starts at several kHz, the very low frequency (VLF) range.
- The medium frequency (MF) and high frequency (HF) ranges are typical for transmission of hundreds of radio stations.



Radio Transmission Frequencies

- Conventional analog TV is transmitted in ranges of 174–230 MHz and 470–790 MHz using the very high frequency (VHF) and ultra high frequency (UHF) bands.
- GSM falls in 890–960 MHz, 1710–1880 MHz.



Signals

- Signals are the physical representation of data.
- The Physical Layer of the ISO/OSI basic reference model is responsible for the conversion of data, i.e., bits, into signals and vice versa.
- General function of sine wave is:

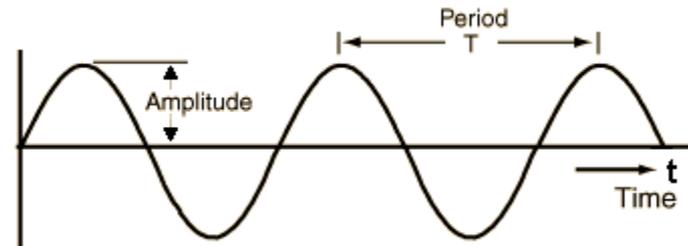
$$g(t) = A_t \sin(2 \pi f_t t + \varphi_t)$$

The Sine Wave

$$g(t) = A_t \sin(2 \pi f_t t + \varphi_t)$$

- Signals parameters are:

- Amplitude A
- Frequency f
- Phase shift φ

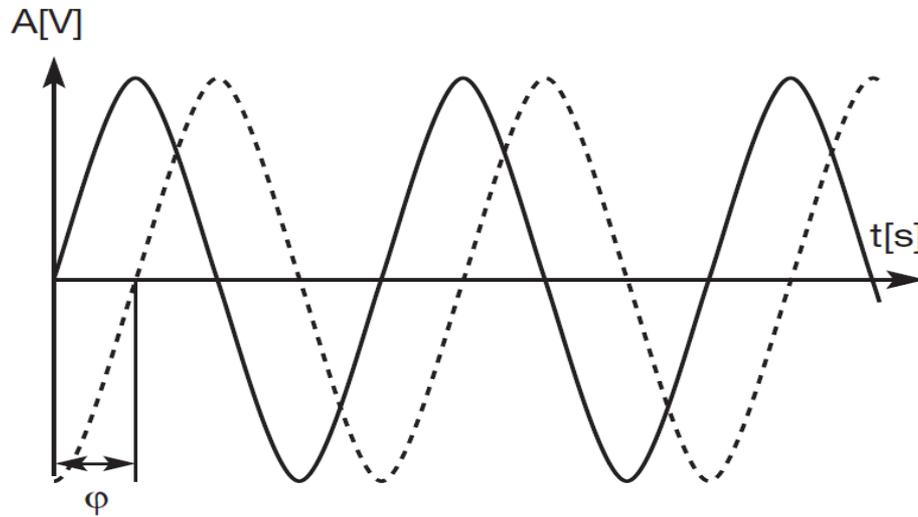


- Frequency f expresses the periodicity of the signal with $T = 1/f$.
- The phase shift determines the shift of the signal relative to the same signal without a shift.
- The amplitude A_t of a function g may also change with time.

The Sine Wave

$$g(t) = A_t \sin(2 \pi f_t t + \varphi_t)$$

- The phase shift determines the shift of the signal relative to the same signal without a shift.



- a sine function without a phase shift and the same function, i.e., same amplitude and frequency, with a phase shift

Signals

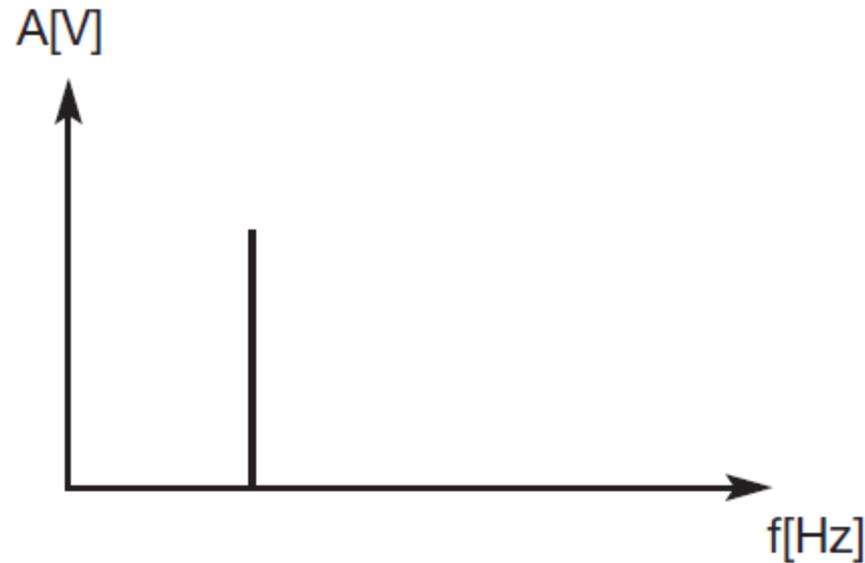
- It is possible to construct every periodic signal g by using *only sine* and cosine functions.

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

- c determines the **DC component** of the signal
- a_n and b_n are the amplitudes of the n^{th} sine and cosine functions.
- [Recap: Fourier Transform]

Frequency Domain representation

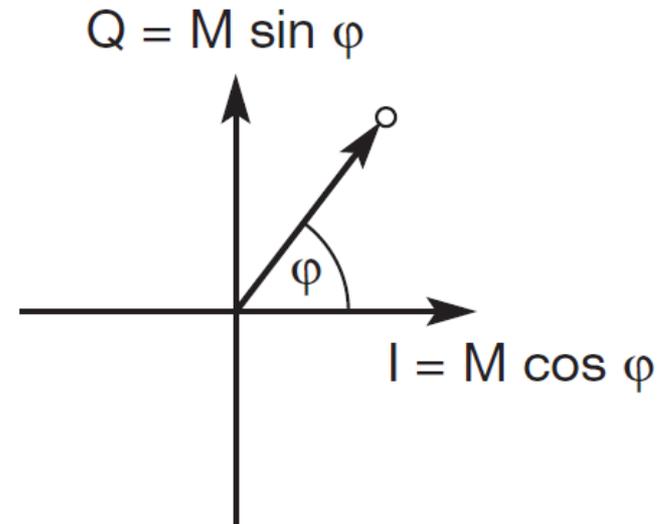
- The amplitude of a certain frequency part of the signal is shown versus the frequency.



- *Frequency spectrum of a signal*

Phase Domain representation

- The amplitude M of a signal and its phase φ *in polar* coordinates.
 - length of the vector represents the amplitude
 - the angle the phase shift
- The x-axis represents a phase of 0 aka, In-phase(I).
- phase shift of 90° or $\pi/2$ would be a point on the y-axis, called **Quadrature**.



THANKS!