

# Mobile and Ubiquitous Computing

## Wireless Signals

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# Overview

- Signal characteristics
- Representing digital information with wireless
- Transmission and propagation
- Accessing the wireless medium

# Signals

- physical representation of data
- function of time and location
- signal parameters: parameters representing the value of data
- classification
  - continuous time/discrete time
  - continuous values/discrete values
  - analog signal = continuous time and continuous values
  - digital signal = discrete time and discrete values

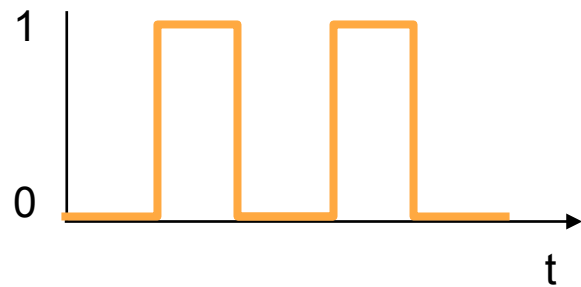
# Signal parameters

- signal parameters of periodic signals:
  - period  $T$ ,
  - frequency  $f=1/T$ ,
  - amplitude  $A$ ,
  - phase shift  $\varphi$
- Example: A sine wave as special periodic signal:

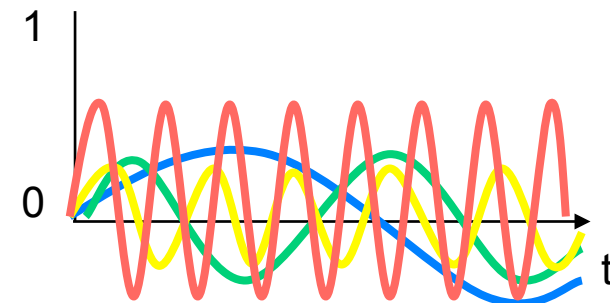
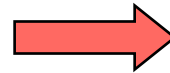
$$s(t) = A_t \sin(2 \pi f_t t + \varphi_t)$$



# Fourier representation of signals



ideal periodic signal



real composition  
(based on harmonics)

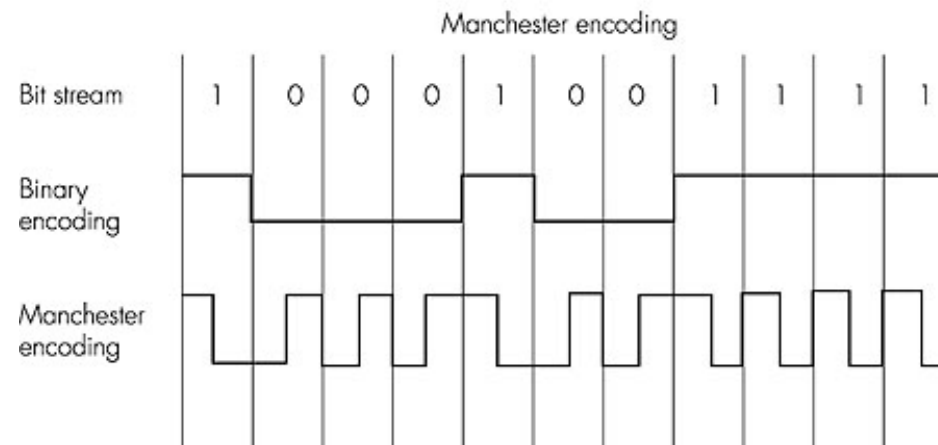
$$g(t) = \frac{1}{2}c + \sum_{n=1}^{\infty} a_n \sin(2\pi n f t) + \sum_{n=1}^{\infty} b_n \cos(2\pi n f t)$$

# Modulation

- Digital modulation
  - digital data is translated into an analog signal
  - different ways to achieve this
    - sine waveforms whose parameters are shaped (modulated) by the sequence of bits that is transmitted
  - different alternatives have differences in spectral efficiency, power efficiency, robustness

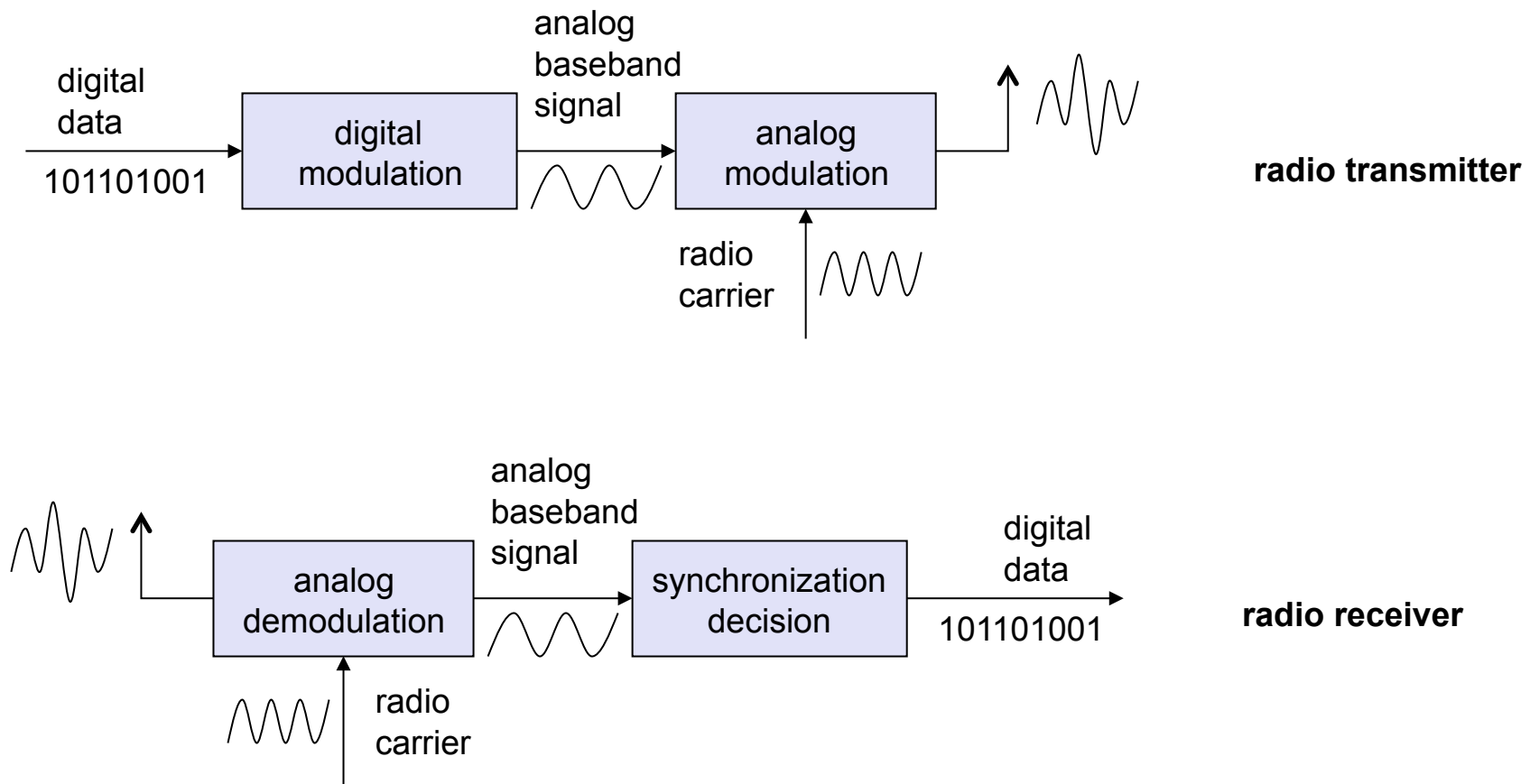
# Encoding

- A set of rules according to which a sequence of bits is mapped to a signal
- Example: Manchester encoding



Source `netlab.ulusoфона.pt`

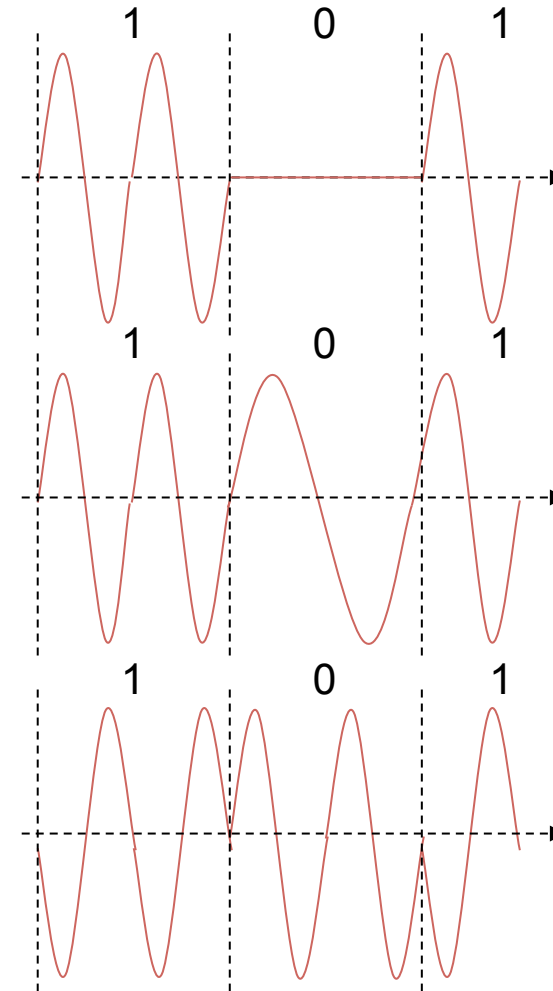
# Modulation and demodulation



# Digital modulation

- Modulation of digital signals known as Shift Keying

- Amplitude Shift Keying (ASK)
- Frequency Shift Keying (FSK)
- Phase Shift Keying (PSK)

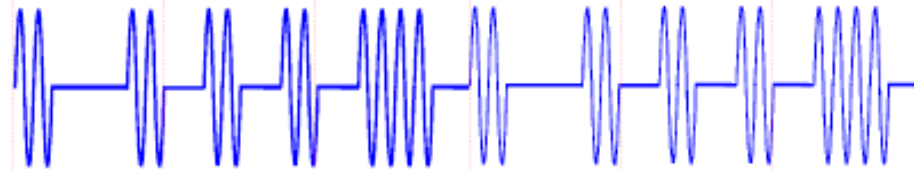


# Example: EPC Gen2 RFID Example

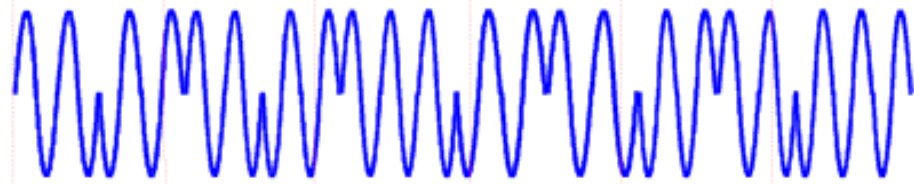
Miller Bits  
(2 Sub carrier cycles)



ASK Modulation  
(Amplitude Shift Keyed)

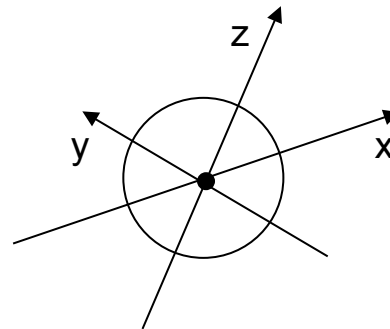
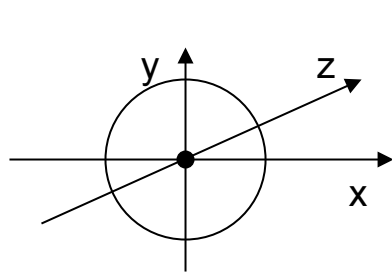


PSK Modulation  
(Phase Shift Keyed)



# Antennas: isotropic radiator

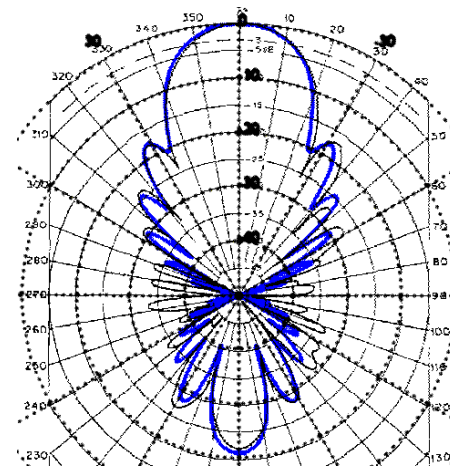
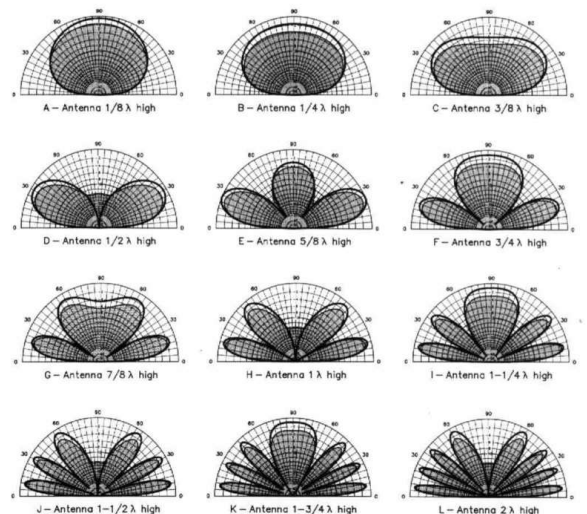
- Radiation and reception of electromagnetic waves, coupling of wires to space for radio transmission
- Isotropic radiator: equal radiation in all directions (three dimensional) - only a theoretical reference antenna



ideal  
isotropic  
radiator

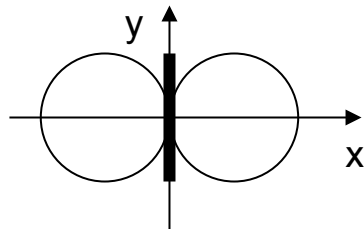
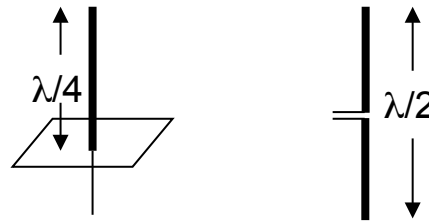
# Antennas: radiation pattern

- Real antennas always have directive effects (vertically and/or horizontally)
- Radiation pattern: measurement of radiation around an antenna

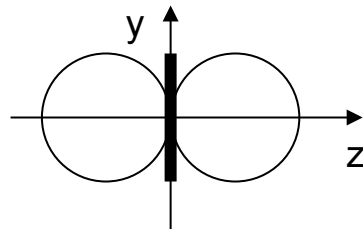




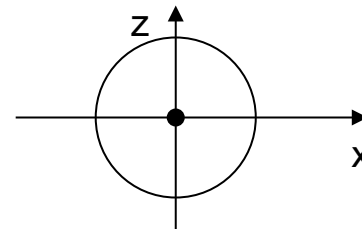
# Antennas: simple dipoles



side view (xy-plane)



side view (yz-plane)

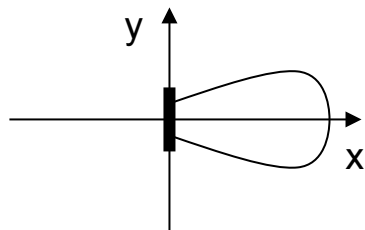


top view (xz-plane)

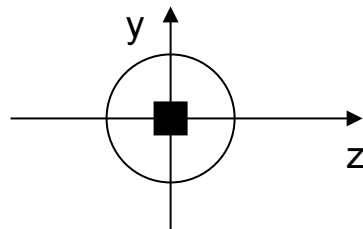
simple  
dipole

- Example: Radiation pattern of a simple dipole

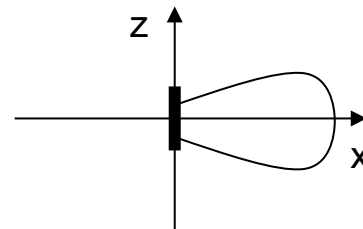
# Antennas: directed and sectorized



side view (xy-plane)

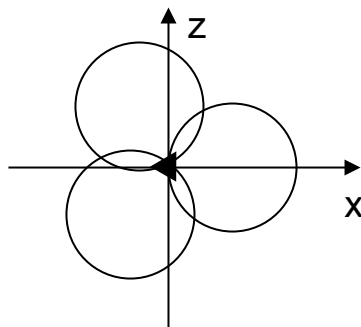


side view (yz-plane)

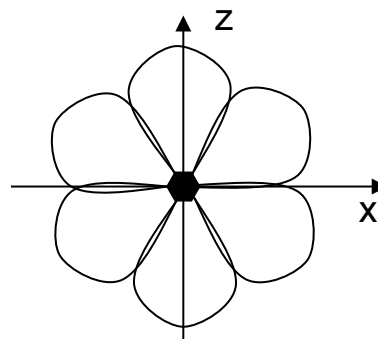


top view (xz-plane)

directed  
antenna



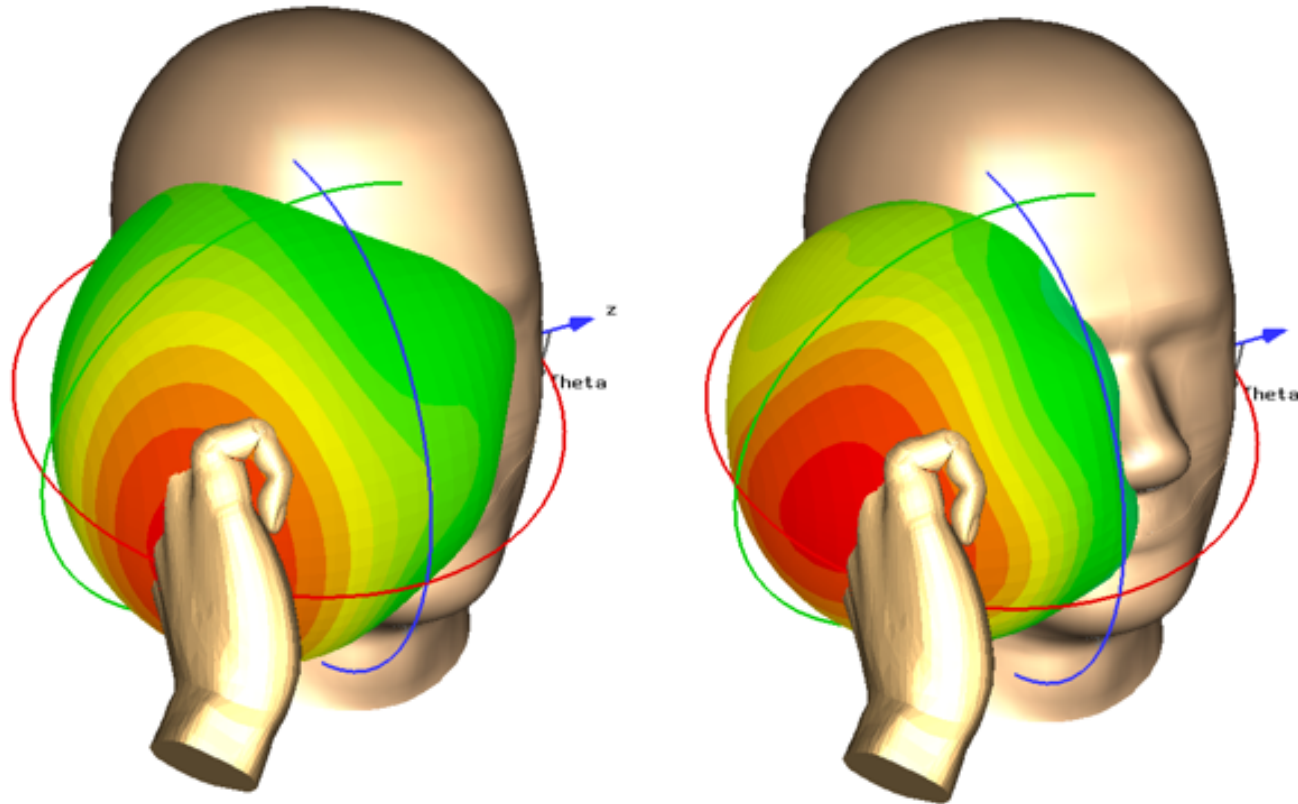
top view, 3 sector



top view, 6 sector

sectorized  
antenna

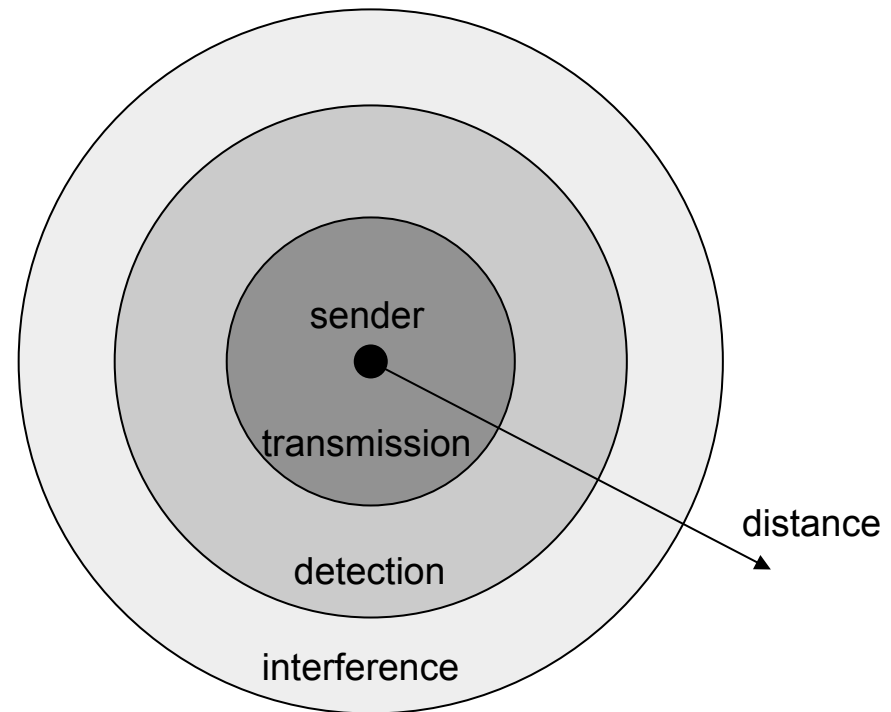
# Example: Mobile phone antenna



Source: cst.com

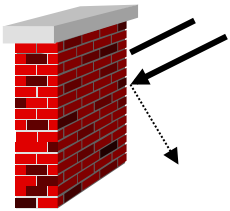
# Signal propagation ranges

- Transmission range
  - communication possible
  - low error rate
- Detection range
  - detection of the signal possible
  - no communication possible
- Interference range
  - signal may not be detected
  - signal adds to the background noise

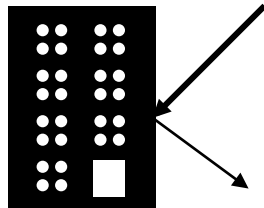


# Signal propagation

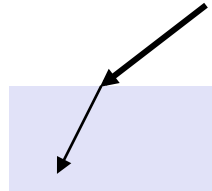
- Propagation in free space always like light (straight line)
- Receiving power proportional to  $1/d^2$  in vacuum – much more in real environments (d = distance between sender and receiver)
- Receiving power additionally influenced by
  - fading (frequency dependent)
  - shadowing
  - reflection at large obstacles
  - refraction depending on the density of a medium
  - scattering at small obstacles
  - diffraction at edges



shadowing



reflection



refraction

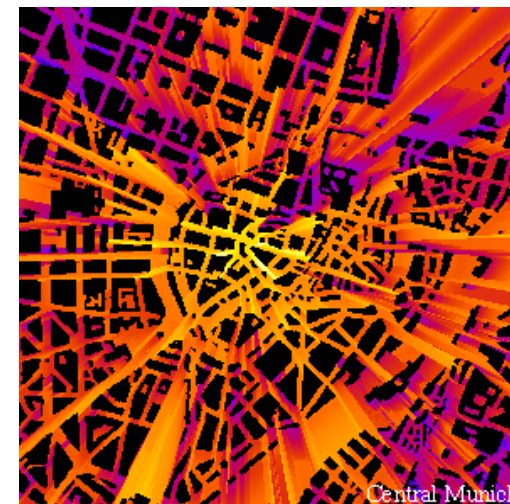
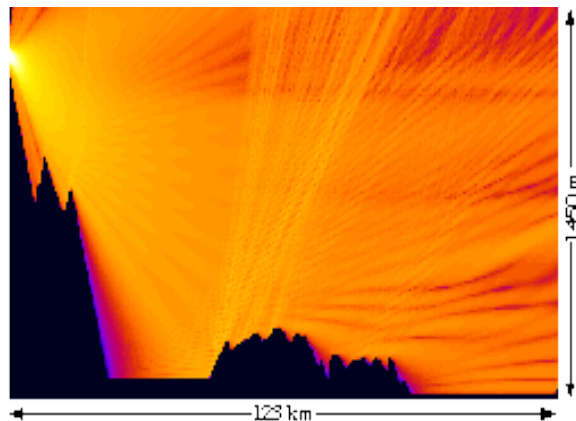
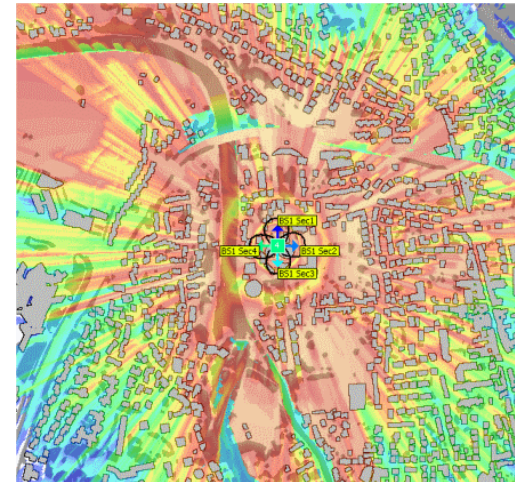
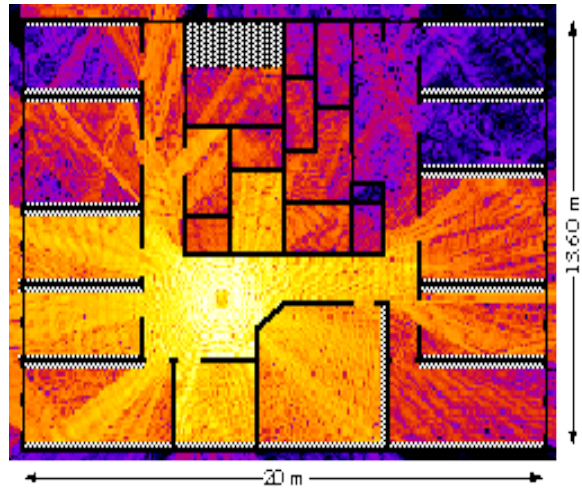


scattering

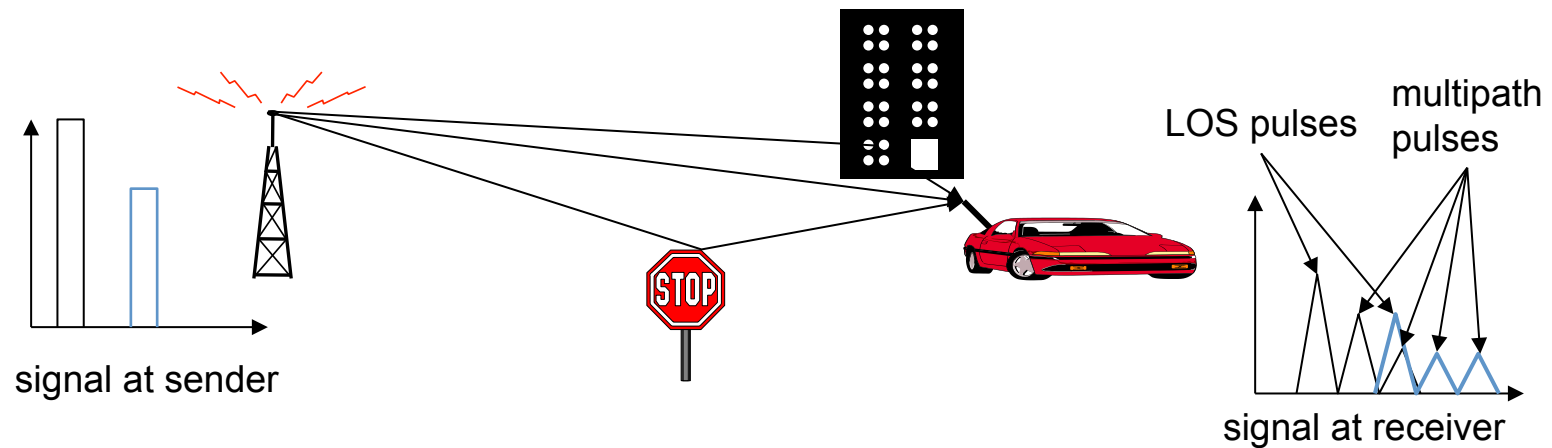


diffraction

# Real world examples

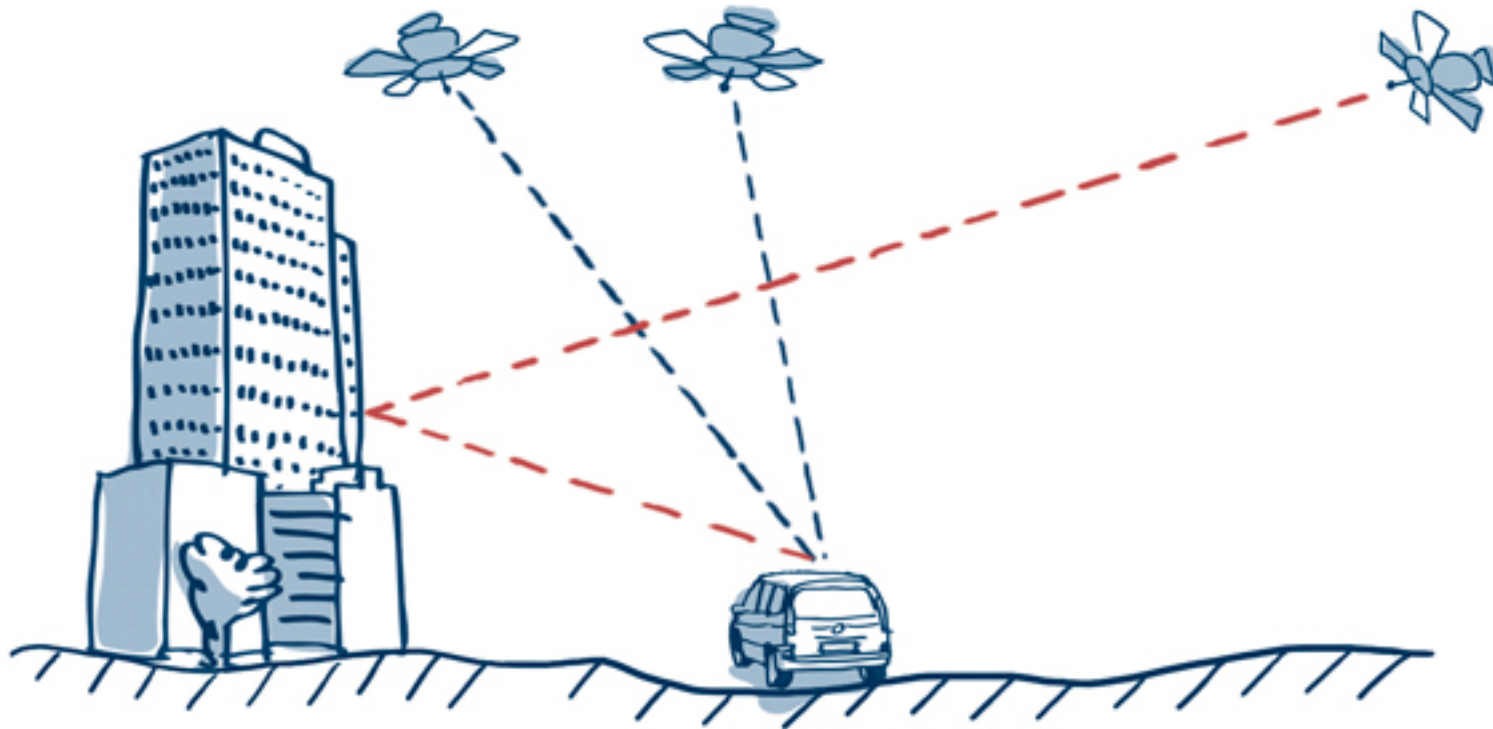


# Multipath propagation



- Signal can take many different paths between sender and receiver due to reflection, scattering, diffraction
- The signal reaches a receiver directly and phase shifted  
➔ signal distortion depending on the phases of the different parts

# Example: Effect on GPS

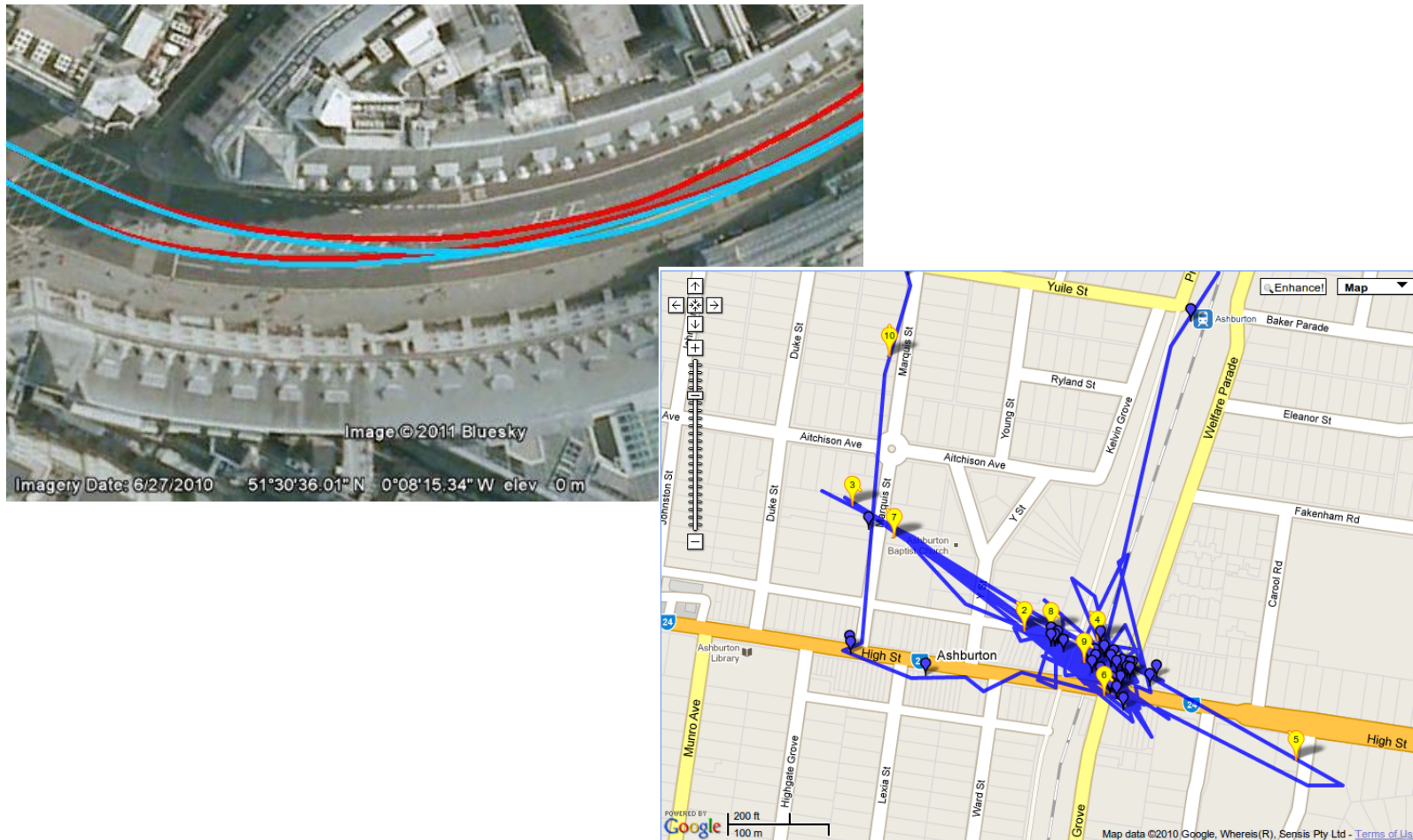


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Source: Bosch Sensortec



# Observable error



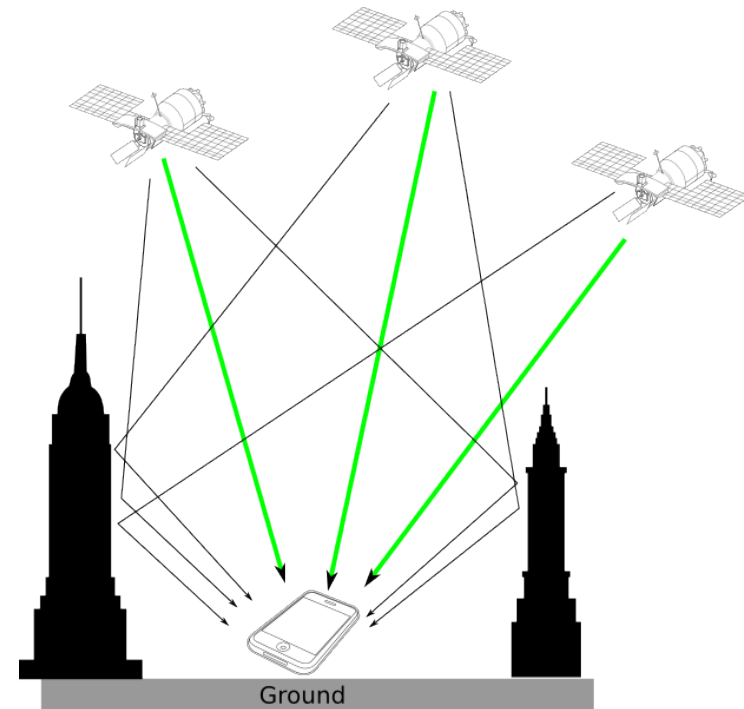
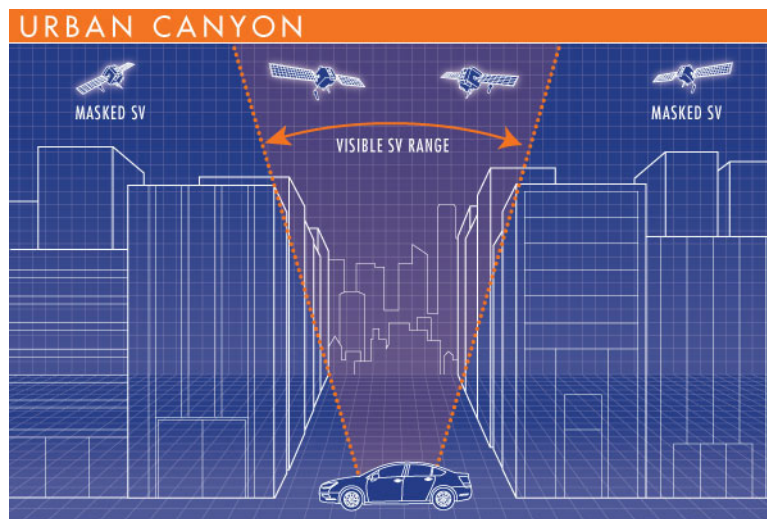
Source: Oxford Technical Solutions [oxts.com](http://oxts.com)

# Urban Canyons



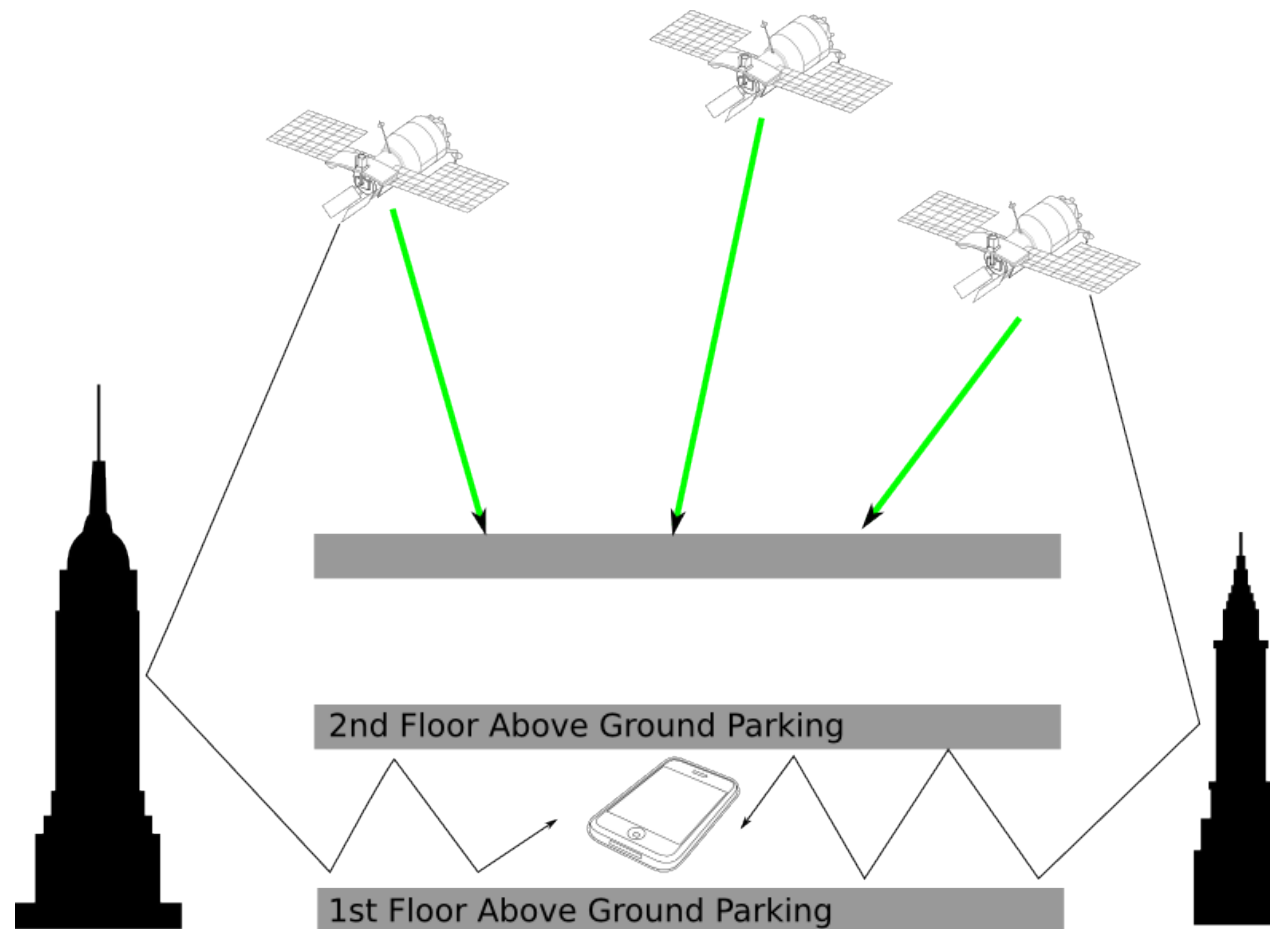


# GPS in Urban Canyons



Source: [fmcsmart.forumotion.com/](http://fmcsmart.forumotion.com/)

# GPS in multi-storey car parks



Source: [fmcsmart.forumotion.com/](http://fmcsmart.forumotion.com/)

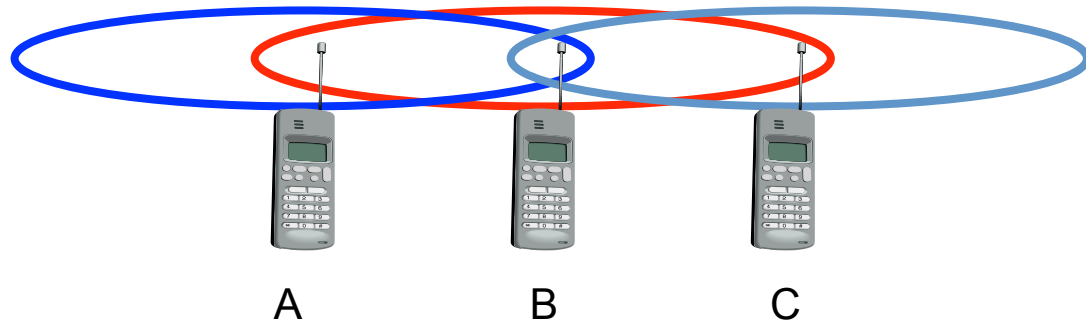
# Media access

- Can we apply media access methods from fixed networks?
- Example CSMA/CD
  - **C**arrier **S**ense **M**ultiple **A**ccess with **C**ollision **D**etection
  - send as soon as the medium is free, listen into the medium if a collision occurs (original method in IEEE 802.3)
- Problems in wireless networks
  - signal strength decreases proportional to the square of the distance
  - the sender would apply CS and CD, but the collisions happen at the receiver
  - it might be the case that a sender cannot “hear” the collision, i.e., CD does not work
  - furthermore, CS might not work if, e.g., a terminal is “hidden”

# Hidden and exposed terminals

- Hidden terminals

- A sends to B, C cannot receive A
- C wants to send to B, C senses a “free” medium (CS fails)
- collision at B, A cannot receive the collision (CD fails)
- A is “hidden” for C

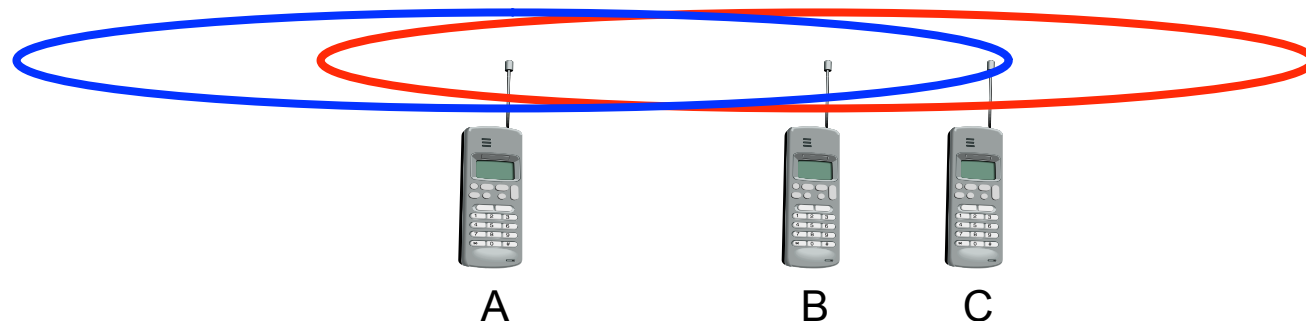


- Exposed terminals

- B sends to A, C wants to send to another terminal (not A or B)
- C has to wait, CS signals a medium in use
- but A is outside the radio range of C, therefore waiting is not necessary
- C is “exposed” to B

# Motivation - near and far terminals

- Terminals A and B send, C receives
  - signal strength decreases proportional to the square of the distance
  - the signal of terminal B therefore drowns out A's signal
  - C cannot receive A



- If C for example was an arbiter for sending rights, terminal B would drown out terminal A already on the physical layer
- Also severe problem for CDMA-networks - precise power control needed!

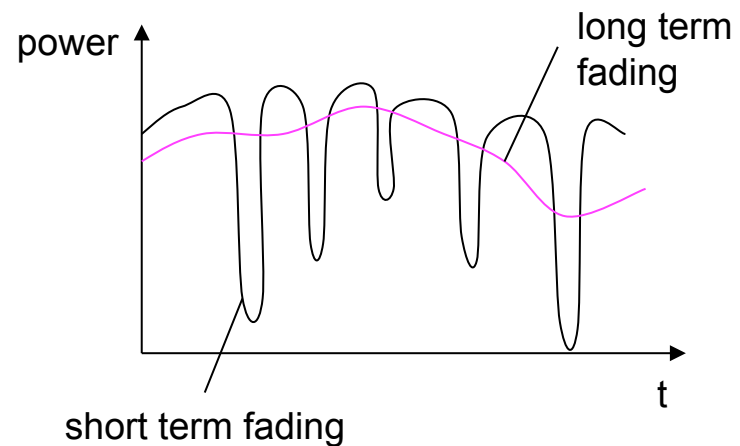
# Effects of mobility

- Channel characteristics change over time and location
  - signal paths change
  - different delay variations of different signal parts
  - different phases of signal parts

- ➔ quick changes in the power received (short term fading)

- Additional changes in
  - distance to sender
  - obstacles further away

- ➔ slow changes in the average power received (long term fading)





# Summary

- Signal characteristics
- Signal modulation to represent information
- Signal processing pathway
- Role of antenna
- Propagation of wireless signals
- Wireless media access