

# Spectrum Analyzer, Routing Tables

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# Outline

- Radio Frequency Wave Propagation
- Spectrum Analyzer Demonstration
- Routing Tables

# **RADIO FREQUENCY WAVE PROPAGATION**

# Fundamental aspects of wireless communications

**Fading:** the *time variation* of the channel strengths due to:

- *Small-scale effect* of multipath fading
- *Larger-scale effects*, such as
  - **Path loss** via *distance attenuation* and
  - **Shadowing** via *obstacles*

**Interference:**

Unlike the wired world where transmitter-receiver pair can often be thought of as an isolated point-to-point link, wireless users communicate over the air & there is significant interference between them

# Types of fading

- **Large-scale fading**

due to **path loss of signal** as a function of **distance** and **shadowing** by large objects (hills, buildings)

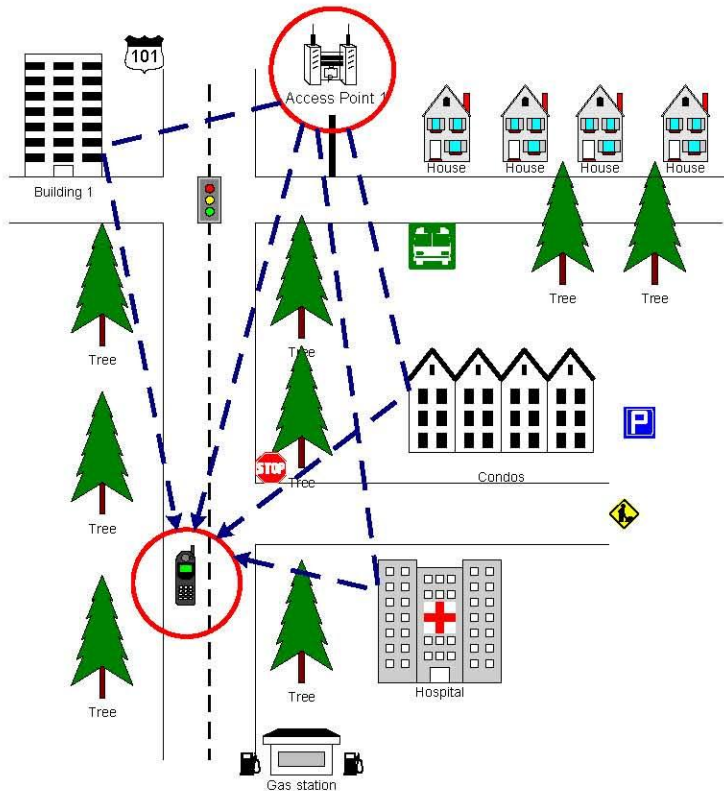
☞ This occurs as the mobile moves through a **distance of the order of the cell size** and is typically **frequency independent**

- **Small-scale fading**

due to **constructive & destructive interference** of *multiple\_signal paths* between the transmitter and receiver

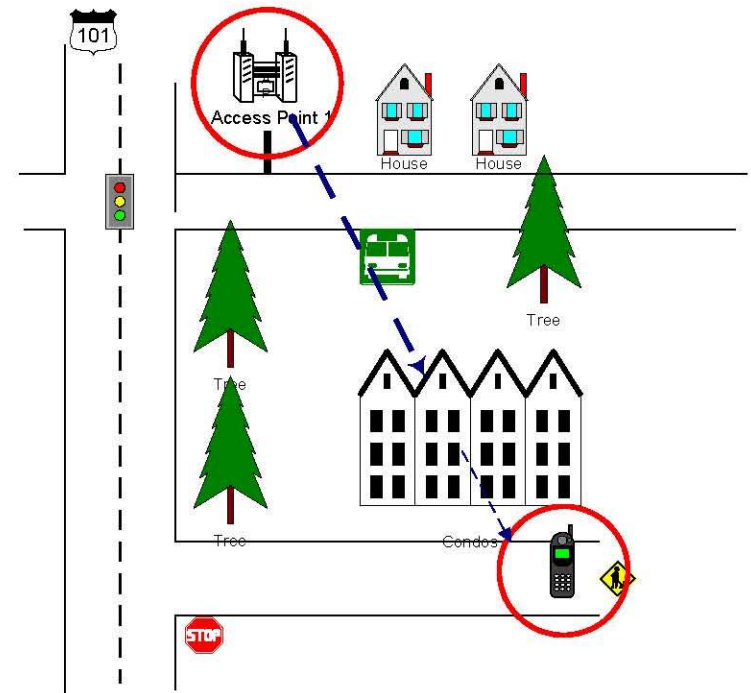
☞ This occurs at the **spatial scale of the order of the carrier wavelength** and is **frequency dependent**

# Radio Frequency Wave Propagation



## Multipath Fading

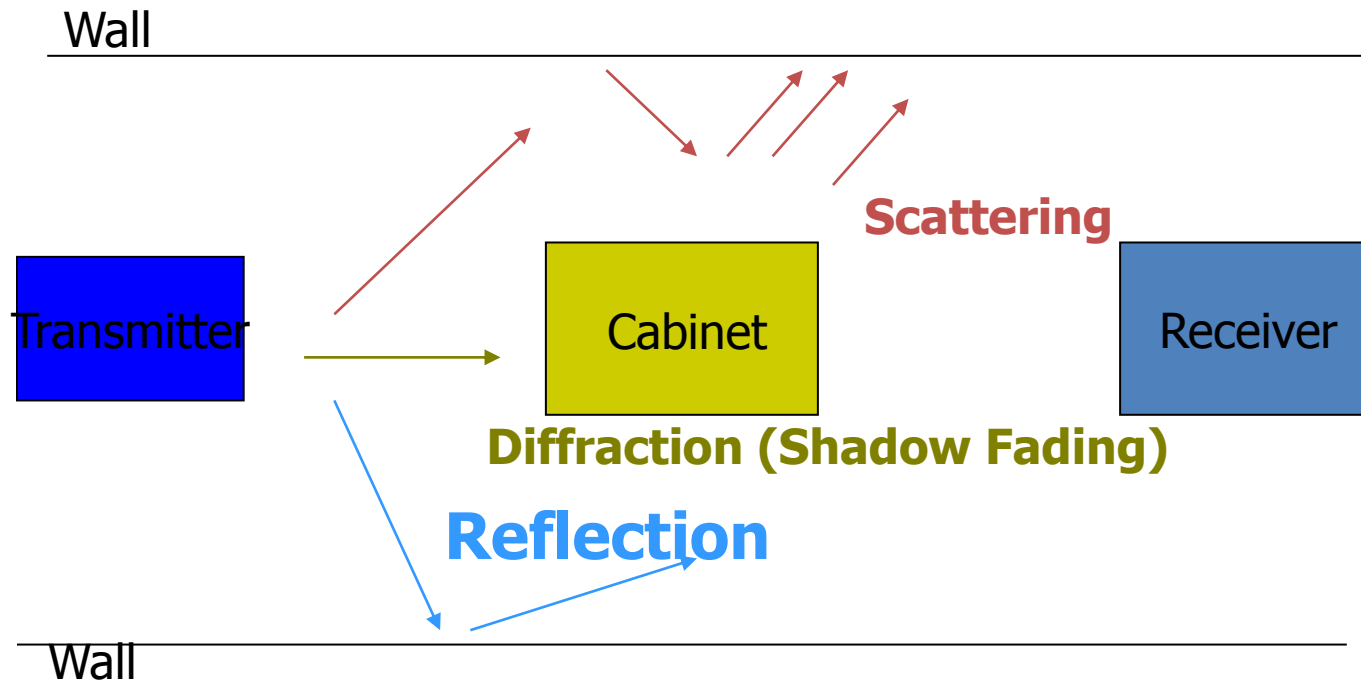
- caused by multiple reflections



## Shadowing

- caused by physical obstructions

# Different types of fading



# Example of multi-path effect



- @ 1: **free space loss** likely to give an accurate estimate of path loss
- @ 2: strong line-of-sight but **ground reflections** can significantly influence path loss
- @3: significant **diffraction** losses caused by trees cutting into the direct line of sight
- @ 4: simple **diffraction** model for path loss
- @ 5: multiple diffraction, loss prediction fairly **difficult & unreliable**



# Multipath Fading

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## What causes multipath fading?

- Transmitter radiates power in many directions
- Receiver collects power from many directions
- Signals are reflected by various objects
- Many different paths exists between transmitter & receiver

## Results in

- Delay spreads
  - ♦ Signals along different paths arrive at different times
  - ♦ One “symbol” bit may overlap with another
- Time varying signal amplitudes at receiver

## Types of Fading

- Fading can be fast or slow (rapid fluctuation of signal)
- Fading can be flat or frequency-selective
- All four combinations possible

# Shadow Fading

- Obstacles and their absorption behavior
- Shadowing differs from multi-path fading:
  - ☞ **Duration** of shadow fade lasts for **multiple seconds or minutes**, and hence occurs at a **much slower time-scale** compared to multi-path fading

# Reflection

- Wave impinges upon a large object when compared to the wavelength of the propagating wave
- Reflections occur from the surface of
  - The earth
  - Buildings
  - Walls

# Scattering

- Another **type of reflection**
- Can occur in the atmosphere or in reflections from **very rough** objects
- **Very large number of individual paths**
  - ☞ Received waveform is better modeled as an **integral over paths** with **infinitesimally small differences in their lengths** rather than as a sum

# RF Communications

Radio Frequency (RF) waves are effected by

- Distance between the transmitter and receiver
  - ♦ Inverse power law
- Reflection (e.g. ground reflection)
- Diffraction (e.g. from building)
- Scattering (e.g. from trees)
- Links may not be bi-directional
  - ♦ **A** can hear **B**, but **B** can't hear **A** (e.g. because of receiver sensitivity)
- Radio waves may be blocked (absorbed) by objects
  - ♦ e.g by buildings, humans, rain, walls, glass windows

↕ Path Loss

↕ Multipath Fading

↕ Shadowing

Degree of attenuation generally depends on frequency

# Free-space propagation model

- Assumes a **single direct path** between the base station and the mobile
- Predicts received signal strength when the transmitter and receiver have a **clear, unobstructed line-of-sight path between them**
- Typically used in an **open wide environment**  
Examples: satellite, microwave line-of-sight radio links

# Free space model

$$P_r(d) = P_t G_t G_r \lambda^2 / [(4\pi)^2 d^2 L]$$

$P_t, P_r$ : transmitter/receiver power

$G_t, G_r$ : transmitter/receiver antenna gain

$$G = 4\pi A_e / \lambda^2$$

L: system loss factor (L=1 no loss)

$A_e$ : related to the physical size of the antenna

$\lambda$ : wavelength in meters, f carrier frequency, c :speed of light

$$\lambda = c/f$$

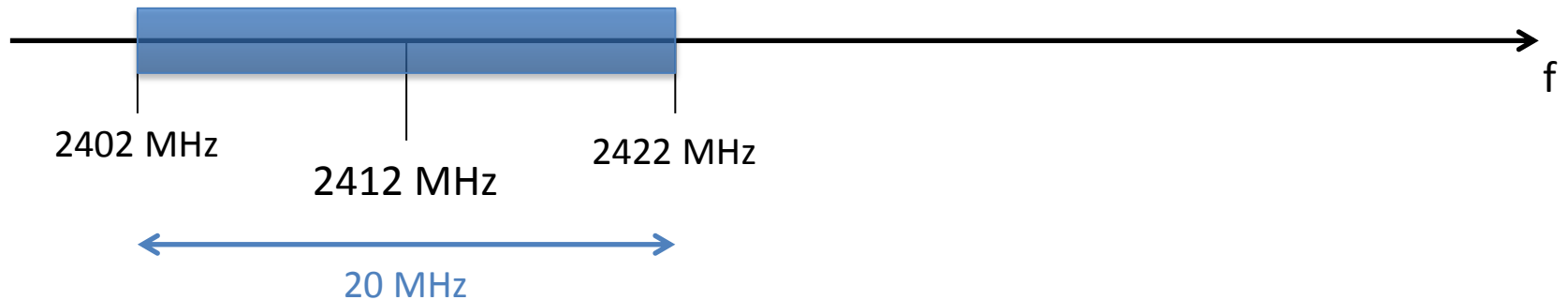
# **SPECTRUM ANALYZER DEMONSTRATION**



# 802.11 Channels

- Channel Bandwidth
  - 22 MHz (802.11b - DSSA)
  - 20 MHz (802.11g - OFDM)
- 13 Channels (14 in Japan)
  - 5MHz apart

Ch. 01: 2412 MHz  
Ch. 02: 2417 MHz  
Ch. 03: 2422 MHz  
...  
Ch. 13: 2472 MHz



# 802.11 Channels

- Channel Bandwidth
  - 22 MHz (802.11b - DSSS)
  - 20 MHz (802.11g - OFDM)
- 13 Channels (14 in Japan)
  - 5MHz apart

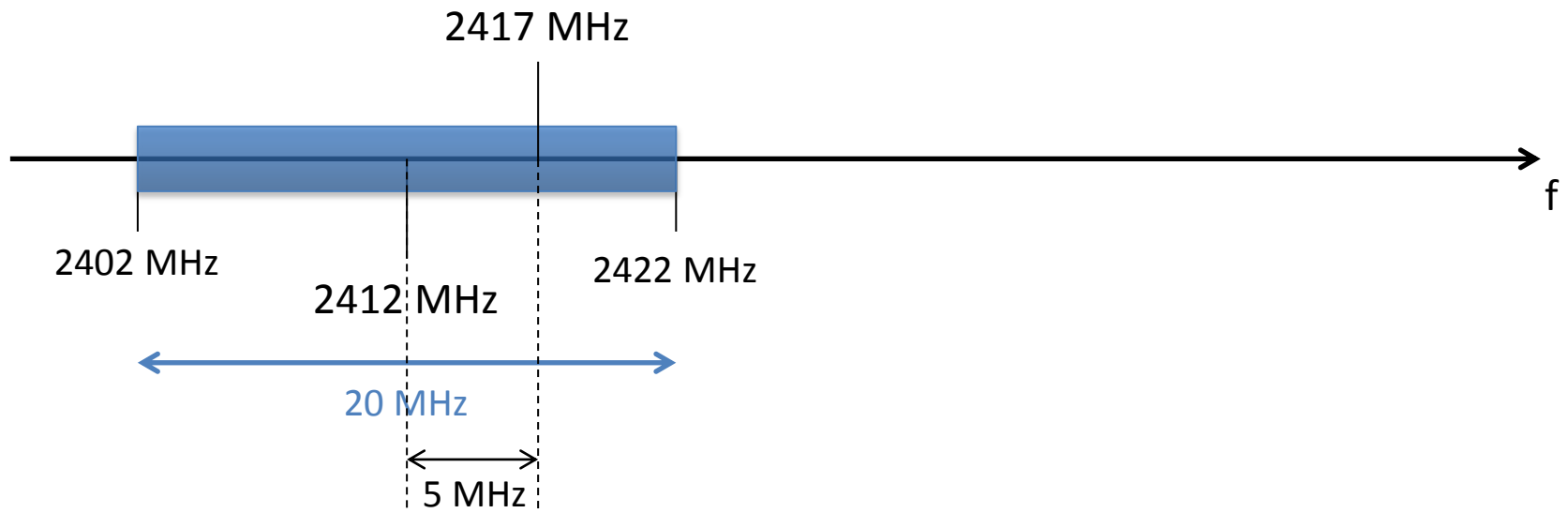
Ch. 01: 2412 MHz

Ch. 02: 2417 MHz

Ch. 03: 2422 MHz

...

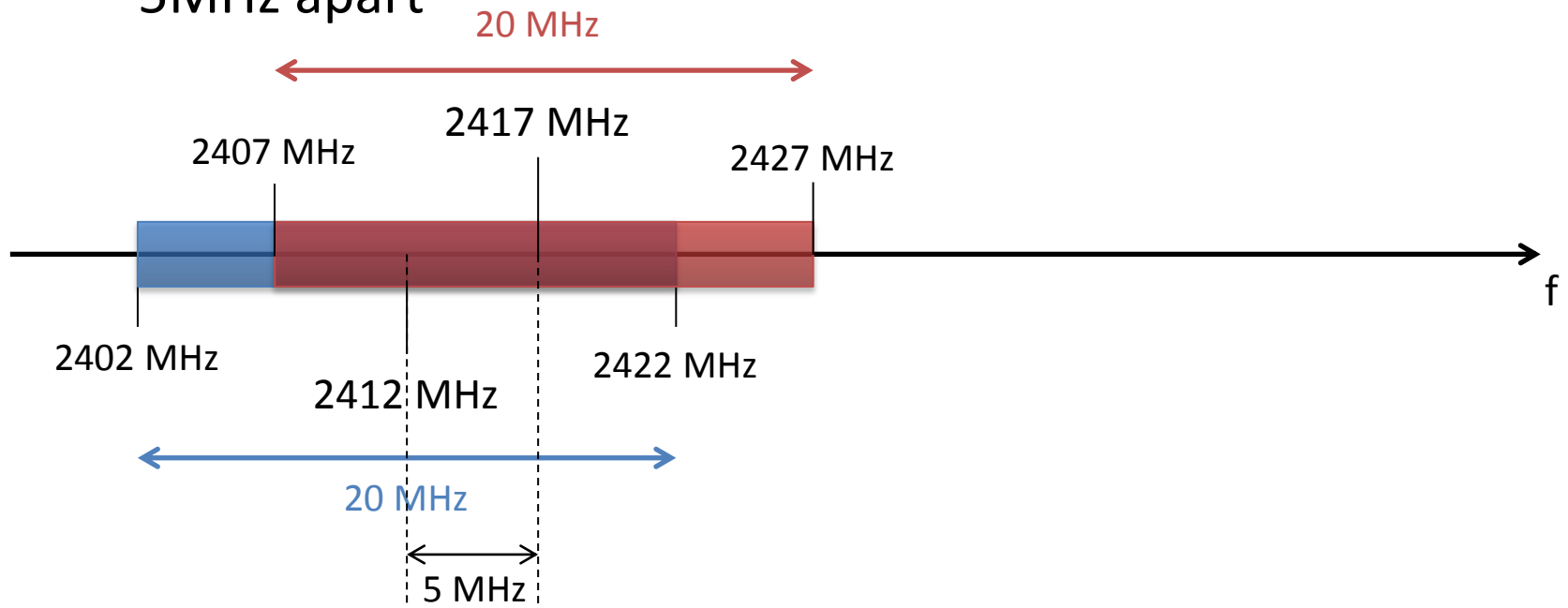
Ch. 13: 2472 MHz



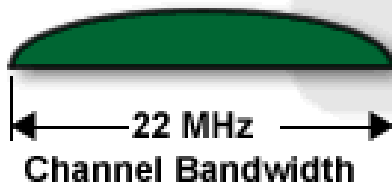
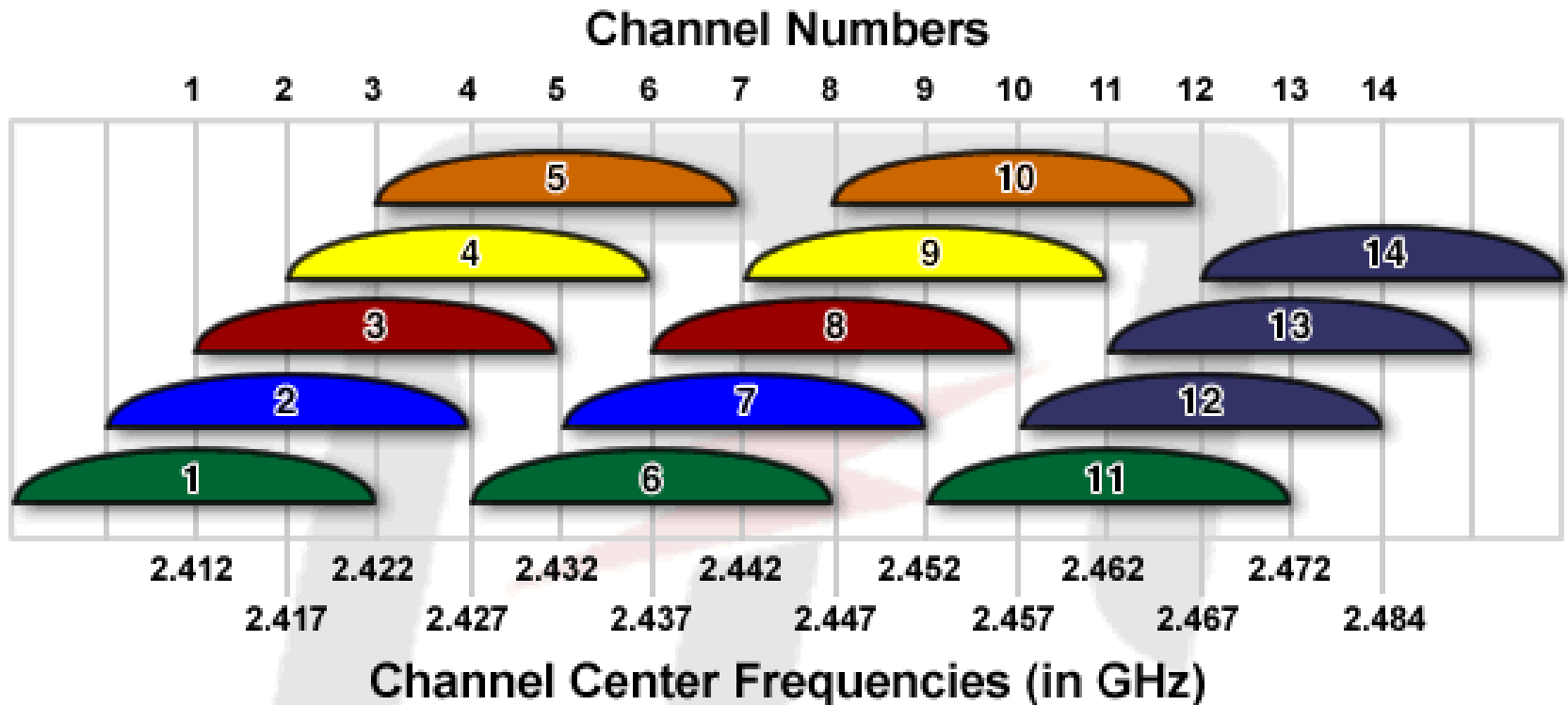
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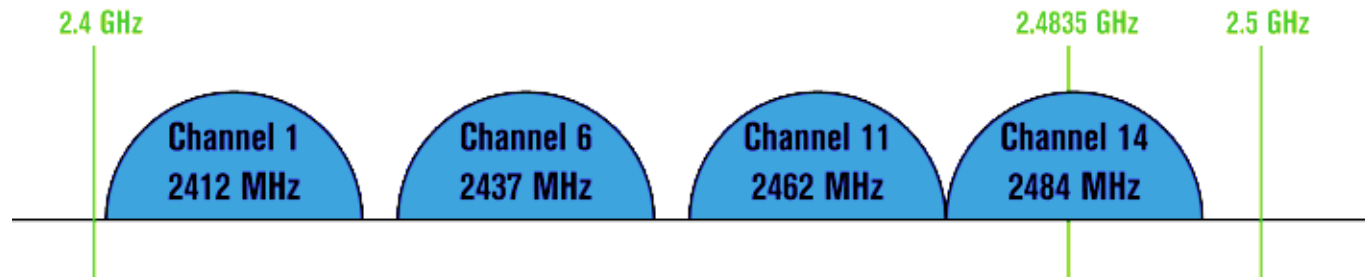
# 802.11 Channels



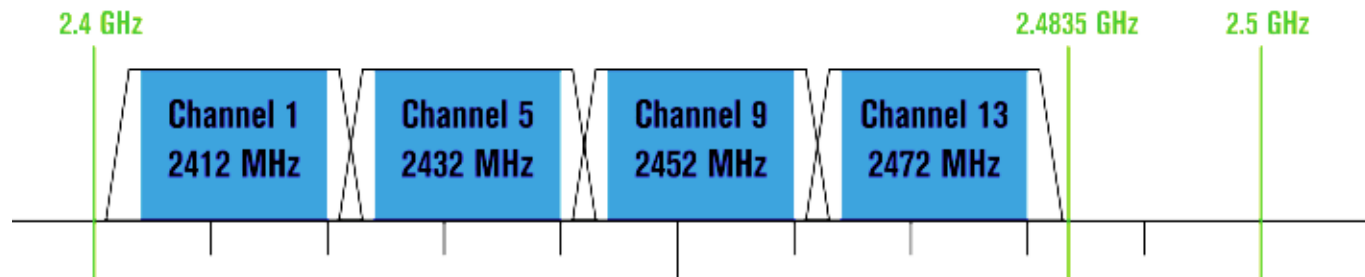
**IEEE 802.11 RF Channelization Scheme**

# Non-Overlapping Channels for 2.4 GHz WLAN

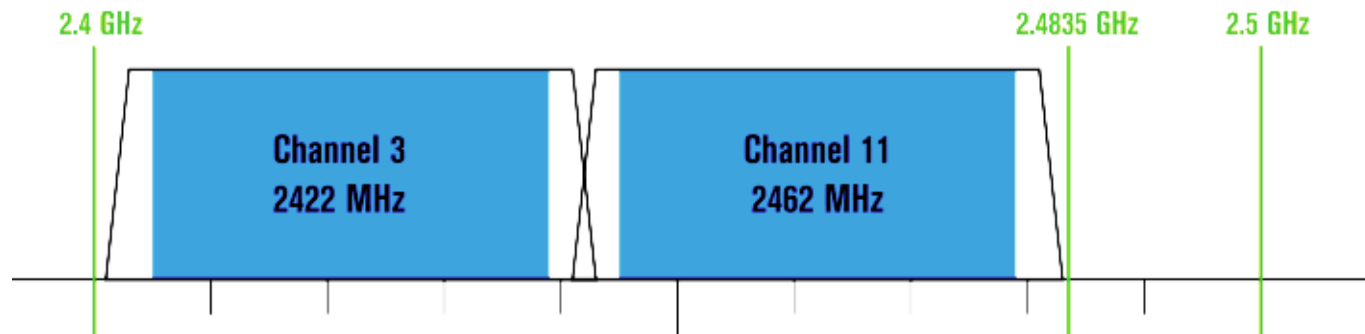
802.11b (DSSS) channel width 22 MHz



802.11g/n (OFDM) 20 MHz ch. width – 16.25 MHz used by sub-carriers

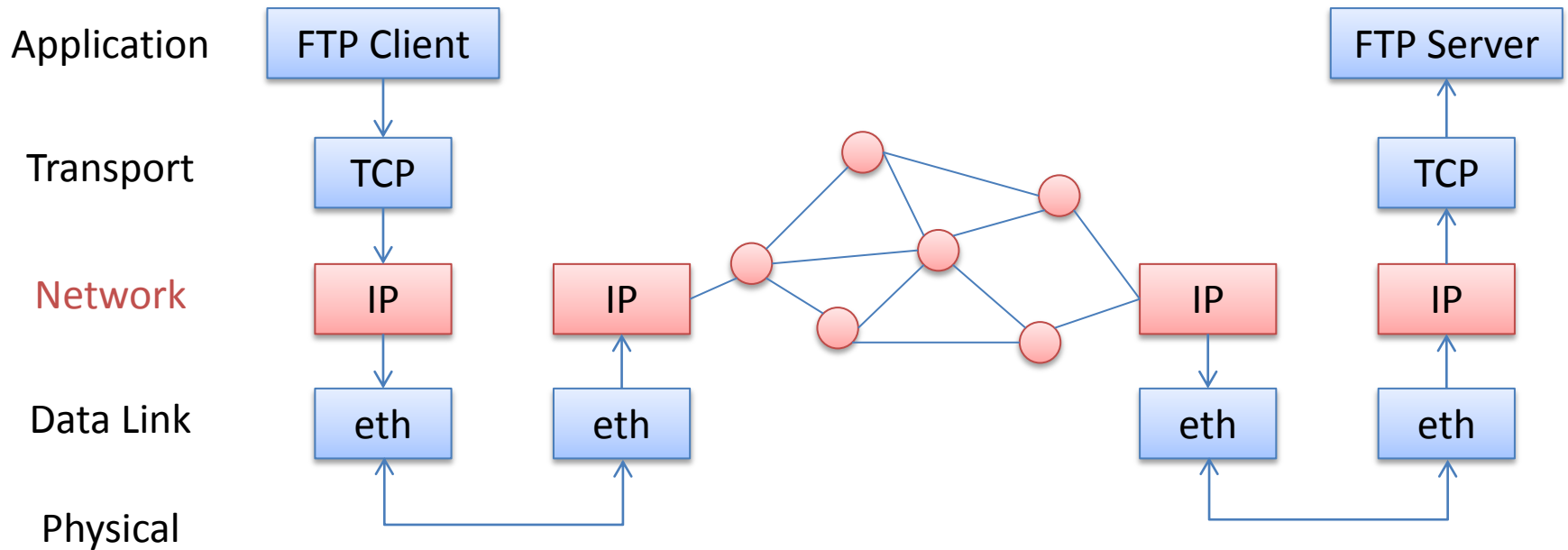


802.11n (OFDM) 40 MHz ch. width – 33.75 MHz used by sub-carriers

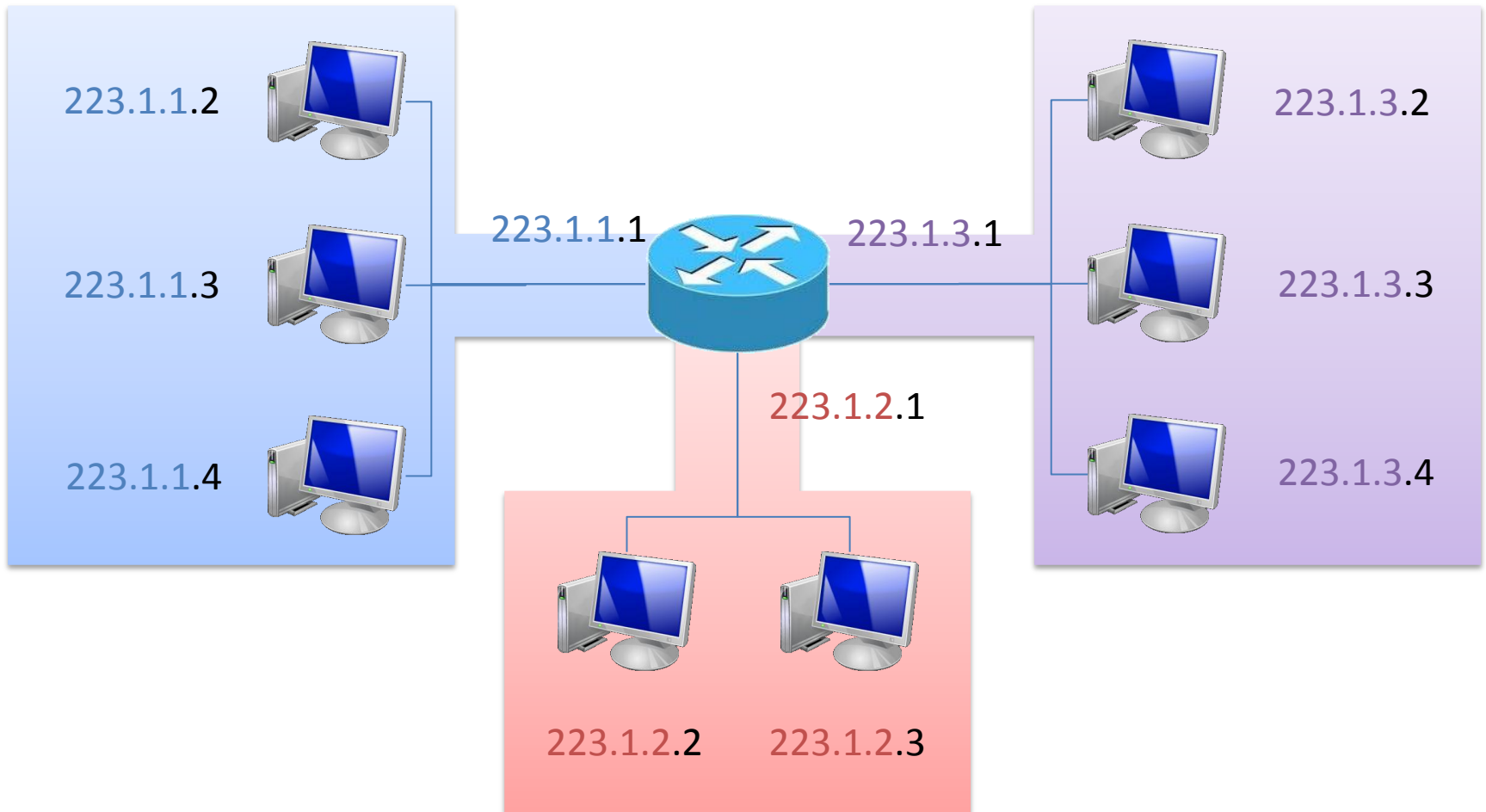


# **ROUTING TABLES**

# The Network Layer



# IP address





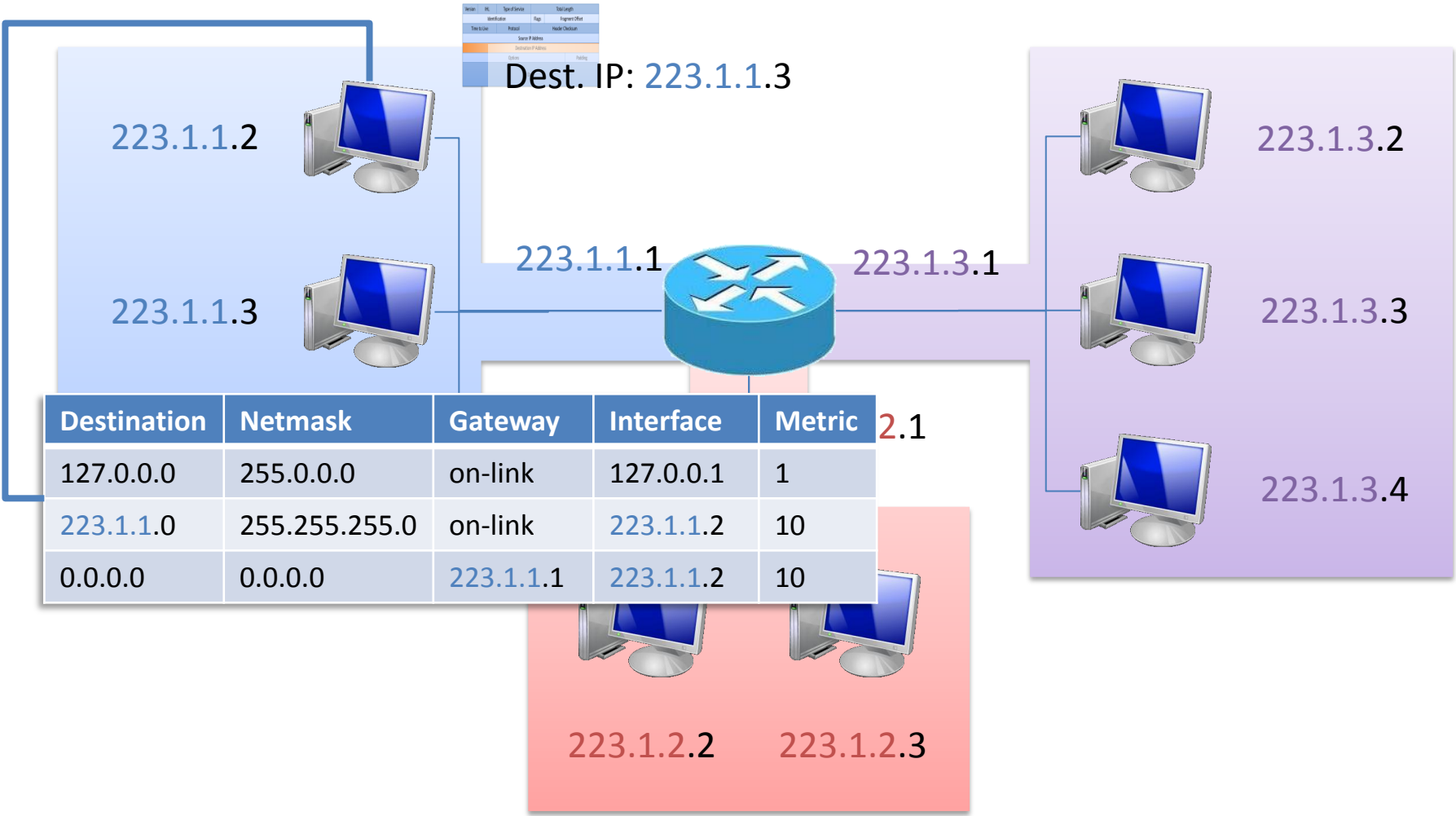
# IP datagram

|                        |          |                 |                 |  |
|------------------------|----------|-----------------|-----------------|--|
| Version                | IHL      | Type of Service | Total Length    |  |
| Identification         |          | Flags           | Fragment Offset |  |
| Time to Live           | Protocol |                 | Header Checksum |  |
| Source IP Address      |          |                 |                 |  |
| Destination IP Address |          |                 |                 |  |
| Options                |          |                 | Padding         |  |
| Data                   |          |                 |                 |  |

# Routing Table

| Destination | Netmask       | Gateway   | Interface | Metric |
|-------------|---------------|-----------|-----------|--------|
| 127.0.0.0   | 255.0.0.0     | on-link   | 127.0.0.1 | 1      |
| 223.1.1.0   | 255.255.255.0 | on-link   | 223.1.1.2 | 10     |
| 0.0.0.0     | 0.0.0.0       | 223.1.1.1 | 223.1.1.2 | 10     |

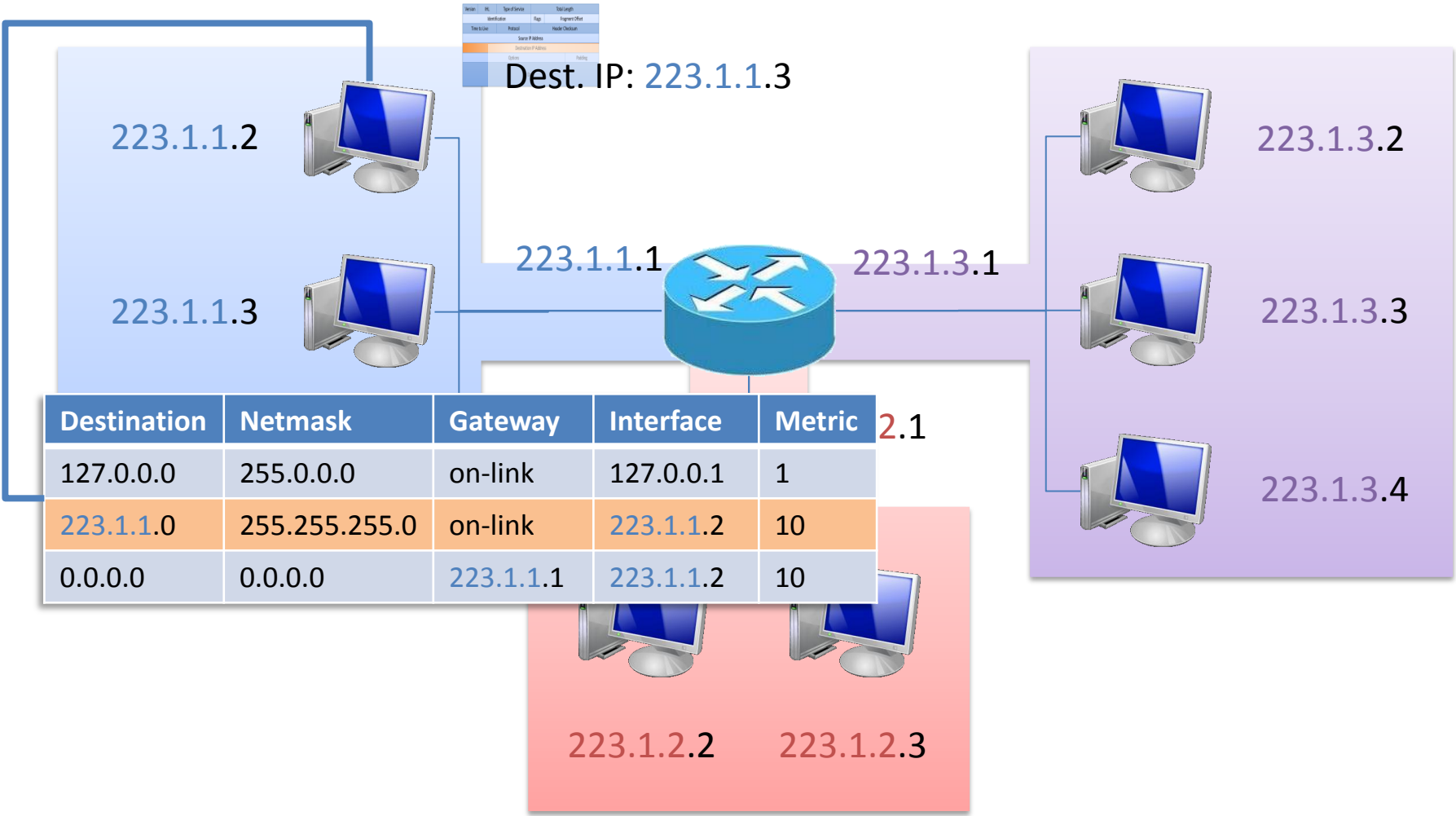
# Routing



| Destination | Netmask       | Gateway   | Interface | Metric |
|-------------|---------------|-----------|-----------|--------|
| 127.0.0.0   | 255.0.0.0     | on-link   | 127.0.0.1 | 1      |
| 223.1.1.0   | 255.255.255.0 | on-link   | 223.1.1.2 | 10     |
| 0.0.0.0     | 0.0.0.0       | 223.1.1.1 | 223.1.1.2 | 10     |

| Source         | IC                  | Type of Service | Use Length |
|----------------|---------------------|-----------------|------------|
| Interface      | Flag                | Precedence      |            |
| Time To Live   | Protocol            | Header Checksum |            |
| Source Address | Destination Address | Offset          |            |

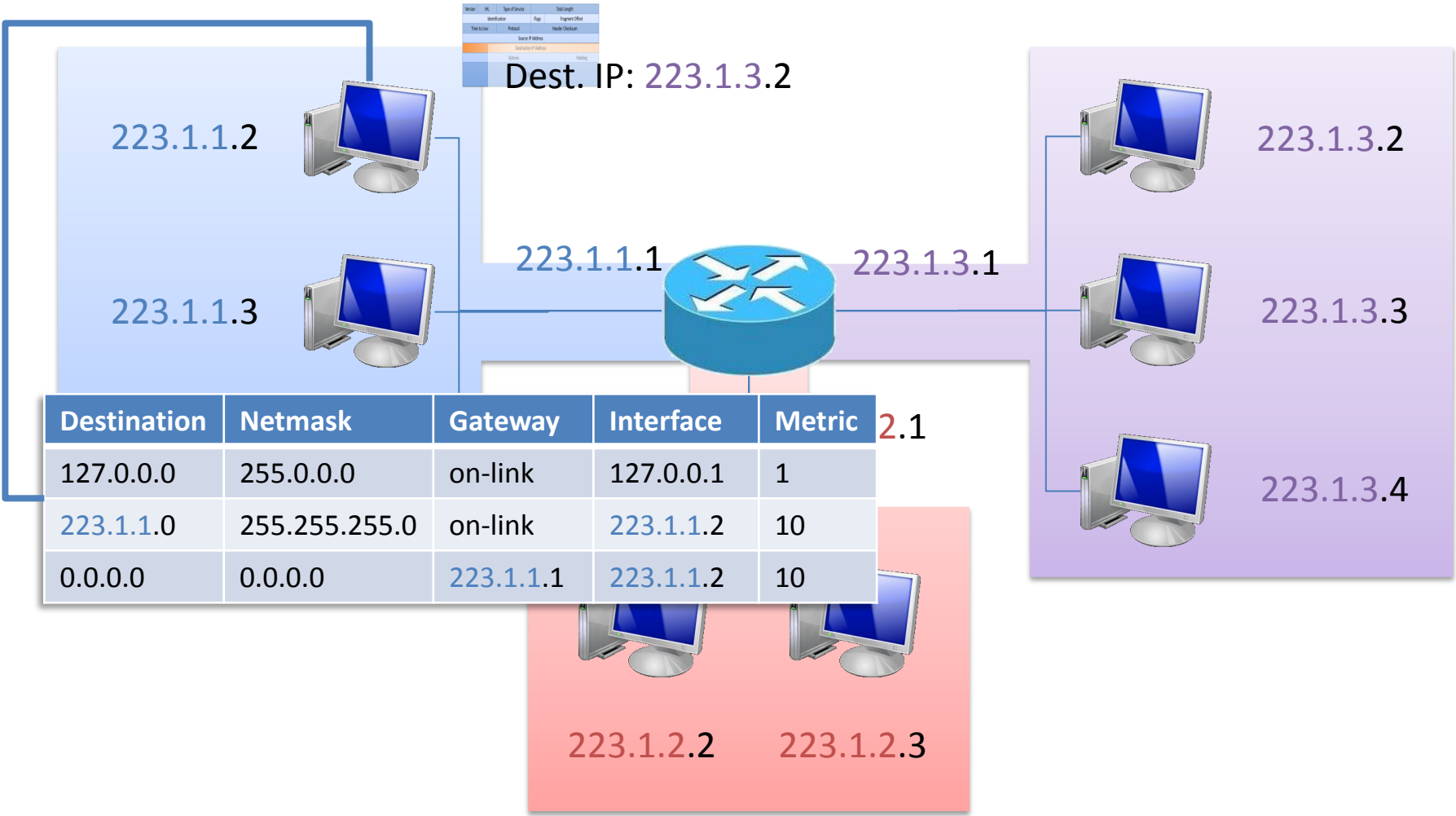
# Routing



| Destination | Netmask       | Gateway   | Interface | Metric |
|-------------|---------------|-----------|-----------|--------|
| 127.0.0.0   | 255.0.0.0     | on-link   | 127.0.0.1 | 1      |
| 223.1.1.0   | 255.255.255.0 | on-link   | 223.1.1.2 | 10     |
| 0.0.0.0     | 0.0.0.0       | 223.1.1.1 | 223.1.1.2 | 10     |

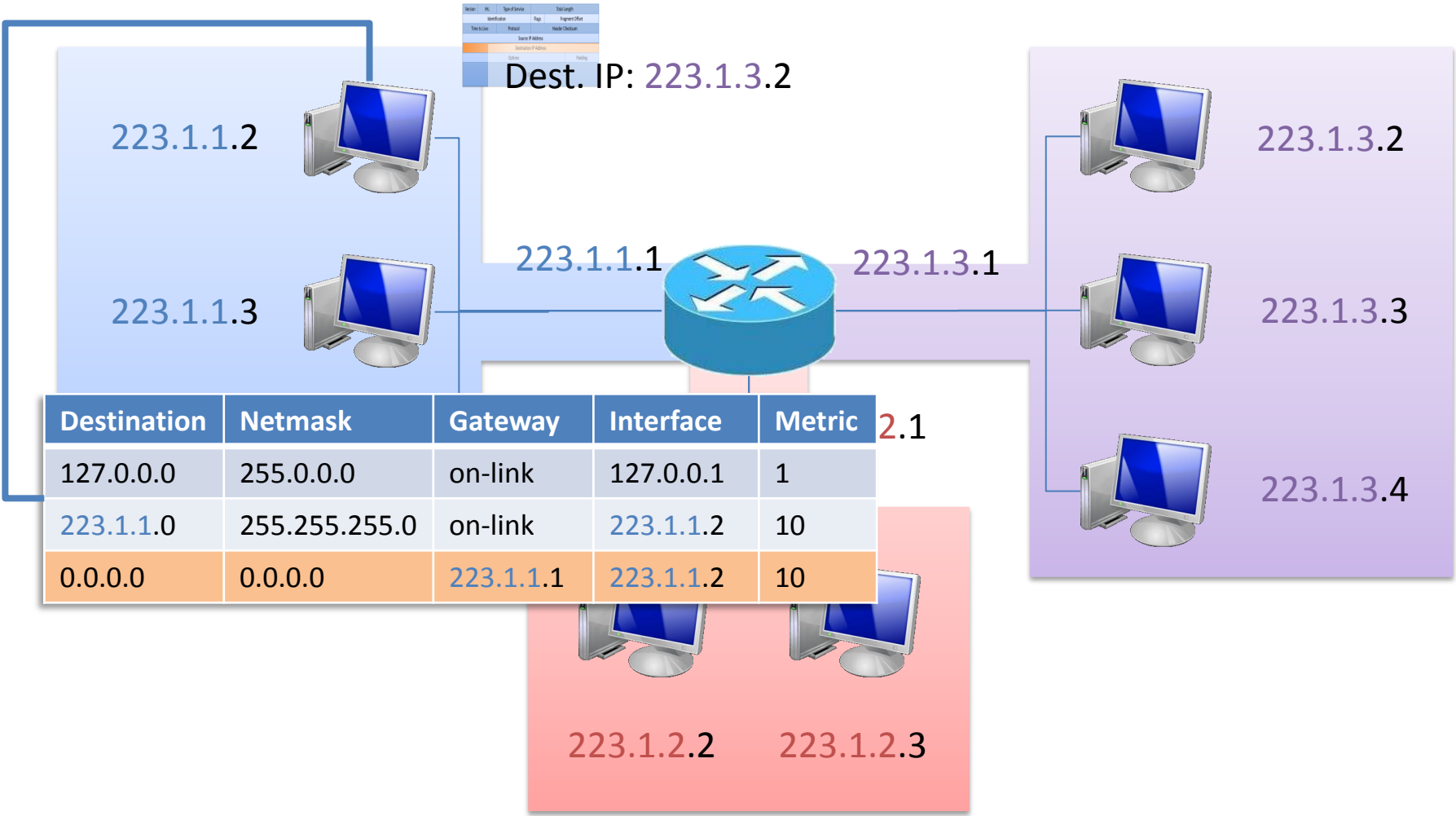
2.1

# Routing

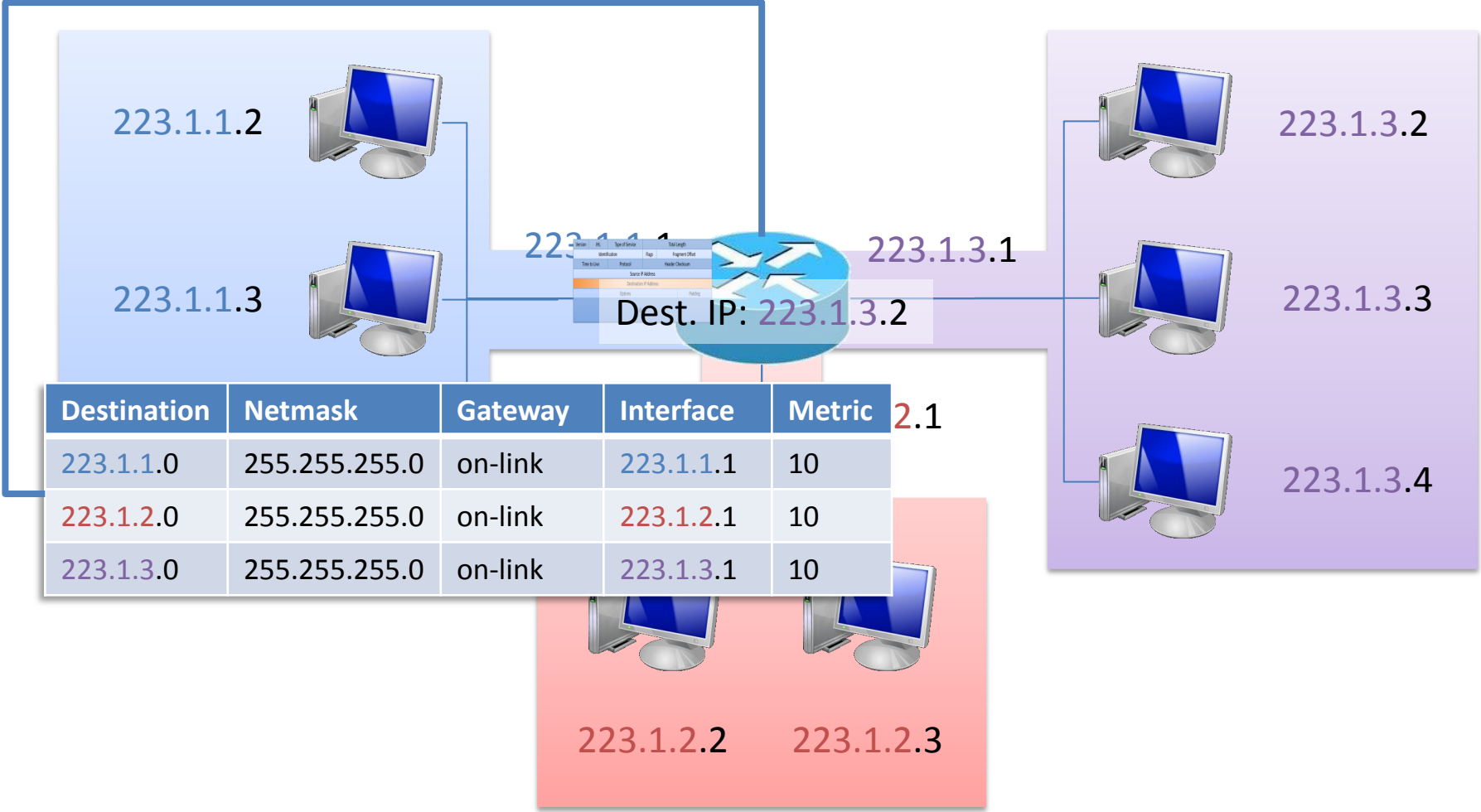


2.1

# Routing



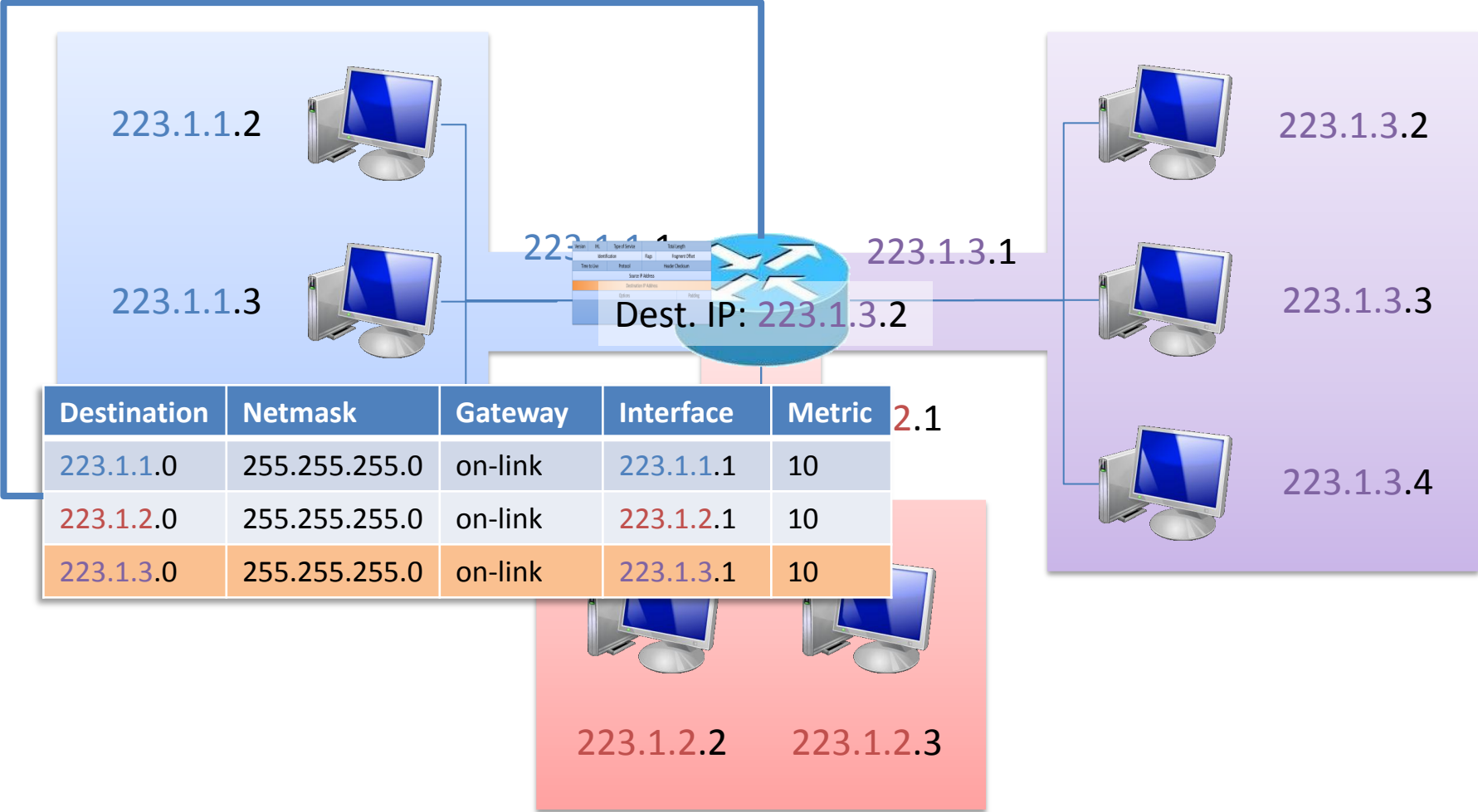
# Routing



| Destination | Netmask       | Gateway | Interface | Metric |
|-------------|---------------|---------|-----------|--------|
| 223.1.1.0   | 255.255.255.0 | on-link | 223.1.1.1 | 10     |
| 223.1.2.0   | 255.255.255.0 | on-link | 223.1.2.1 | 10     |
| 223.1.3.0   | 255.255.255.0 | on-link | 223.1.3.1 | 10     |

223.1.2.2      223.1.2.3

# Routing





# Routing

