Broadband Technologies and Applications: A Tutorial

Presentation by

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Introduction

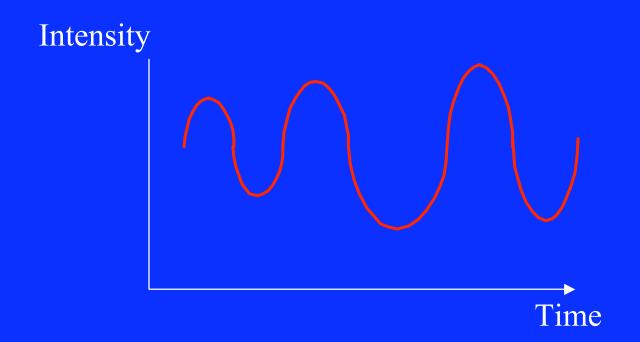
• Purpose:

 To provide non-engineers with an overview of major trends in telecommunications technology and to reflect briefly on the policy and regulatory implications of those trends

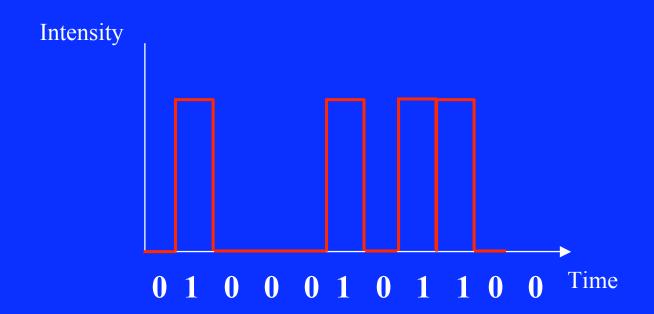
Outline

- The Digital Revolution
- The Race for Broadband
- The Wireless Revolution
- The Role of the Internet, the Internet Protocols and "Intelligence at the Edge"
- Convergence and Its Implications

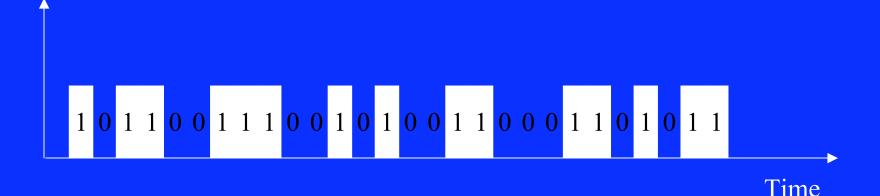
Analog Signal



• Digital Signal

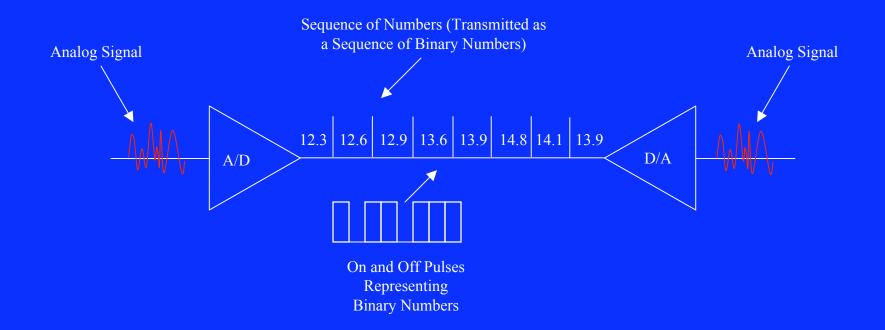


Analog and Digital Networks

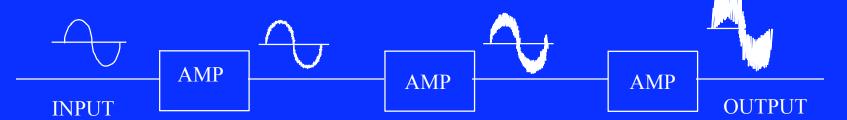


Digital Network: voice, data, image and video information carried as a sequence of ones and zeros represented by pulses of current or light or radio waves

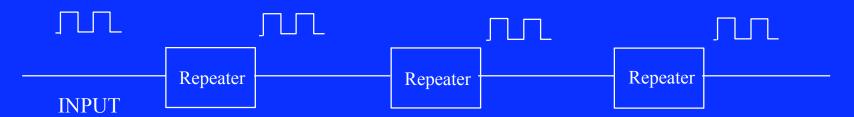
 Analog to Digital and Digital to Analog Conversion



- Why Digital?
 - Analog Amplification vs. Digital Regeneration



Analog Amplification: Noise Accumulates



Digital Regeneration: "Perfect" Signal is Regenerated

- Why Digital?
 - Digital Regeneration



-- Other Advantages (Examples):

Ease of combining different kinds of signals (multiplexing)

Rapid decline in costs and improvements in performance of digital devices ("chips")

Ease of encryption

The Race for Broadband

- What Is Bandwidth?
 - In simple terms, bandwidth is just a measure of how fast information can be transmitted
 - The larger the bandwidth, the more information that can be transmitted in a given amount of time
 - In the digital world, bandwidth is measured in bits per second
 - Analogous measures: vehicles per hour or gallons per minute

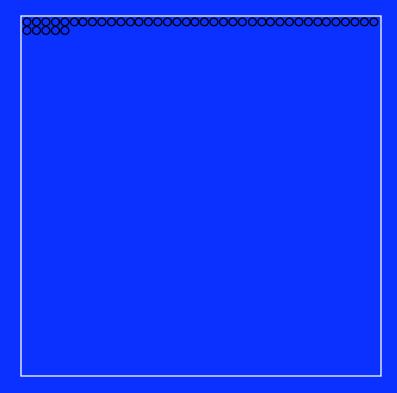
The Race for Broadband

- What Is Bandwidth?
 - To over simplify:
 - Voice requires only narrow bandwidths (narrowband)
 - Still images require wide bandwidths (wideband)*
 - Video requires broad bandwidths (broadband)

*For transmission of the image in a reasonable amount of time

The Race for Broadband

• Illustration of the Importance of Bandwidth

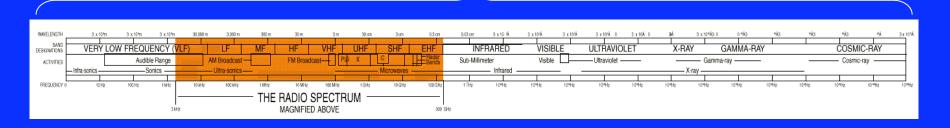


Computer Monitor

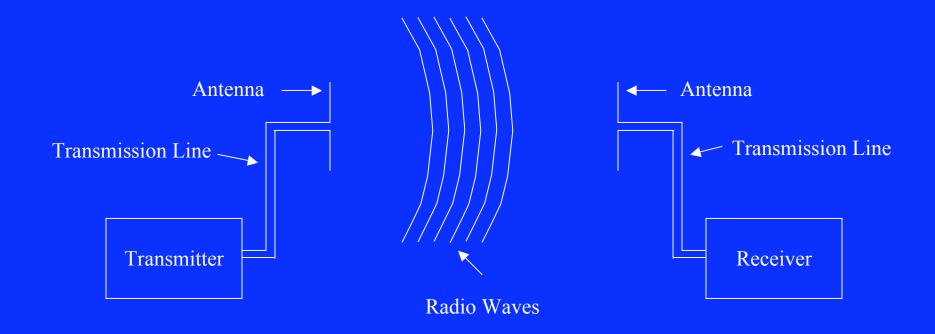
- What Is Spectrum?
 - "Spectrum" is a conceptual tool used to organize and map a set of physical phenomena
 - Electric and magnetic fields produce
 (electromagnetic) waves that move through
 space at different frequencies
 - The set of all possible frequencies is called the "electromagnetic spectrum"

- What Is Spectrum?
 - The subset of frequencies between 3,000 Hz
 and 300 GHz is known as the "radio spectrum"
 - Note that radio waves do not require a medium per se, that is, radio waves can travel through a vacuum (e.g., outer space)

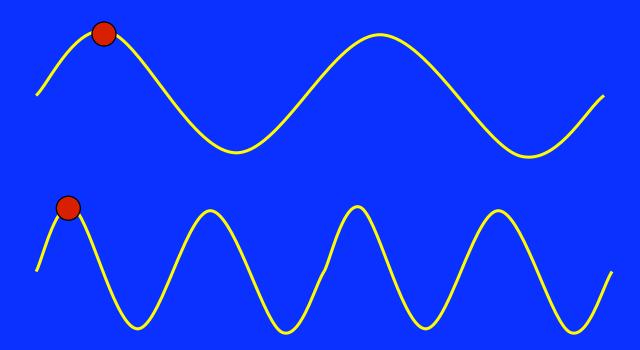
Electromagnetic Spectrum



A Radio Communications Link

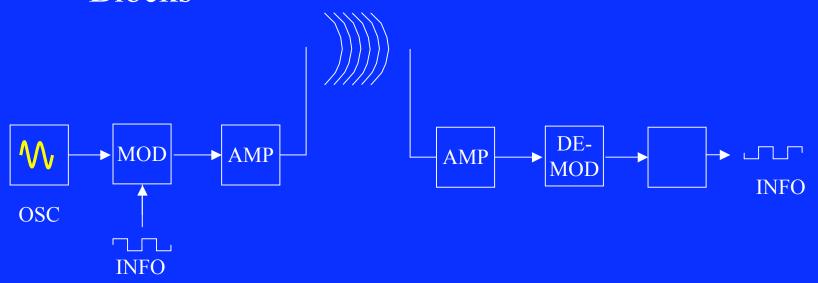


• Relationship Between Frequency and Wavelength



- Characteristics of Different Frequencies
 - Some Factors Vary with Frequency
 - How fast the wave weakens with distance
 - Size of efficient antennas
 - Ability of the waves to penetrate buildings
 - Ability of the waves to penetrate through trees and other vegetation
 - Reflectivity of various objects to the waves

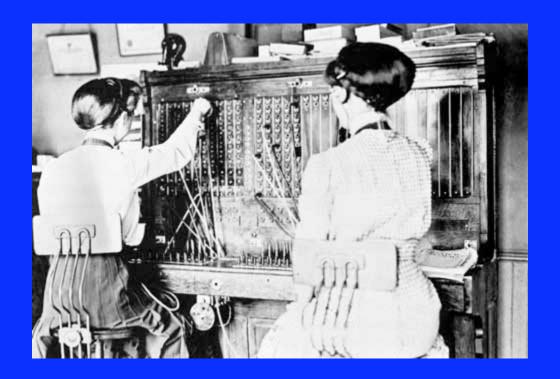
- Modulation and Demodulation
 - Transmitter and Receiver Basic Building Blocks



Transmitter

Receiver

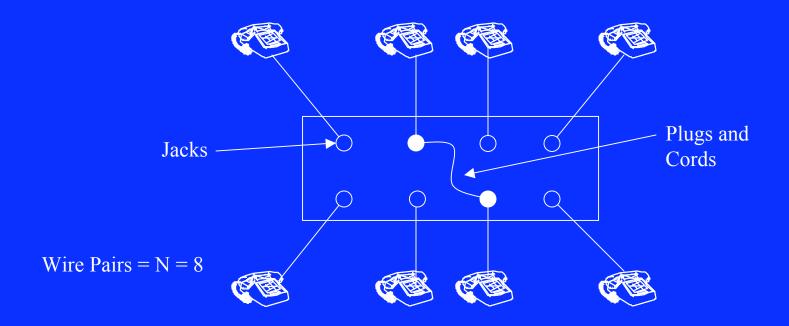
• Telephone Switching



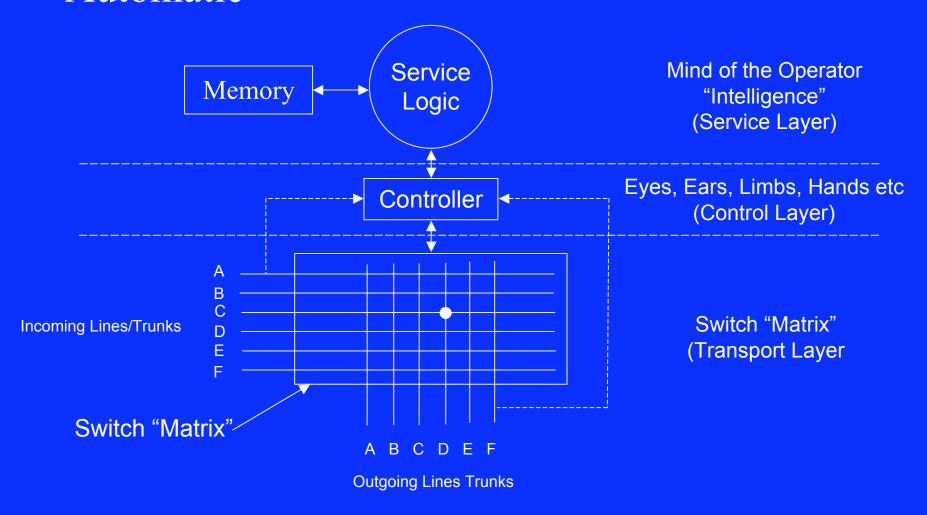
Laura Robbins and Maud Ware at telephone switchboard 1910

Source: bchs.kearney.net/BTales 198302.htm

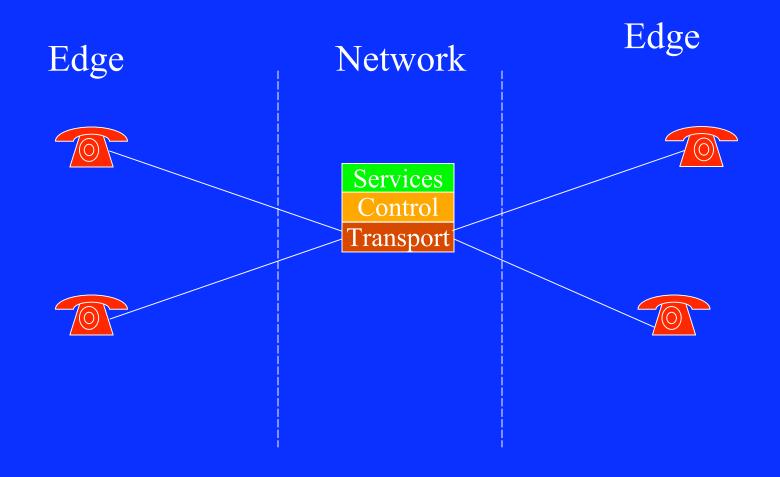
• A Telephone Switchboard



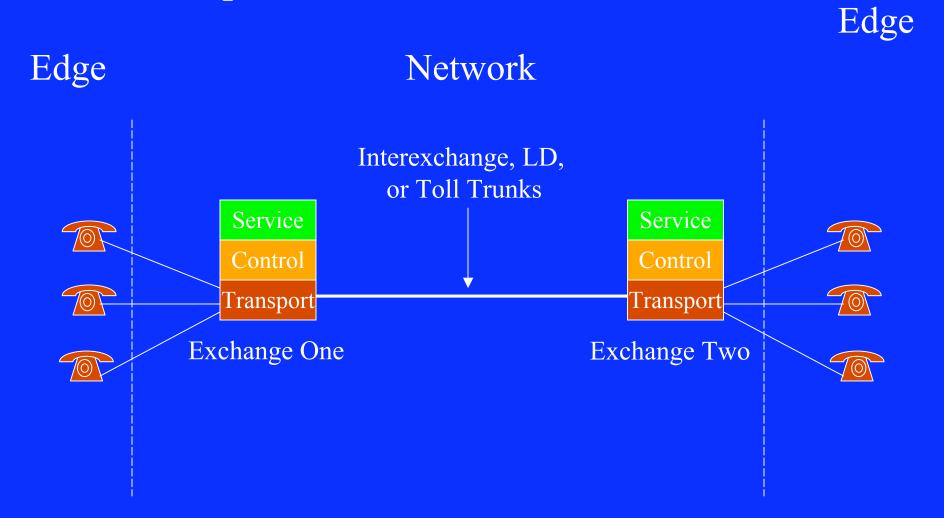
• A Simple Telephone Switch – Manual or Automatic



• A Telephone Exchange



A Telephone Network



• The Telegraph and Message Switching



Telegraph Key and Sounder

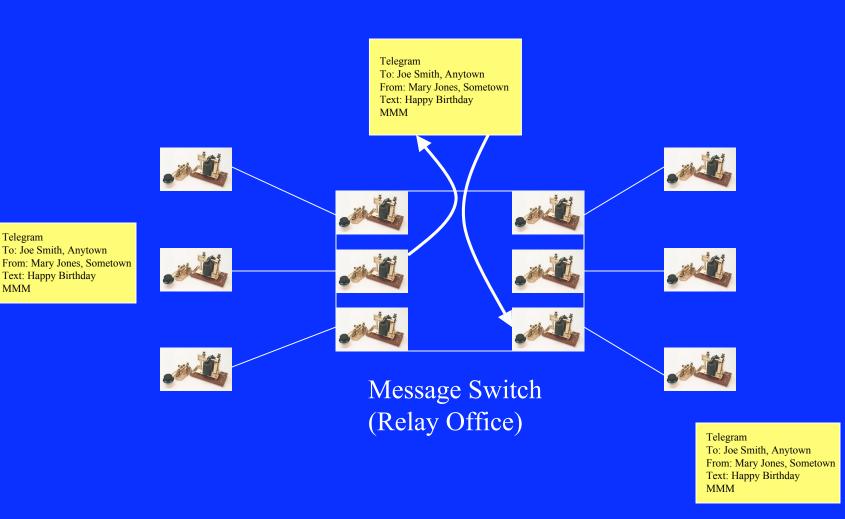


Telegraph Relay Office

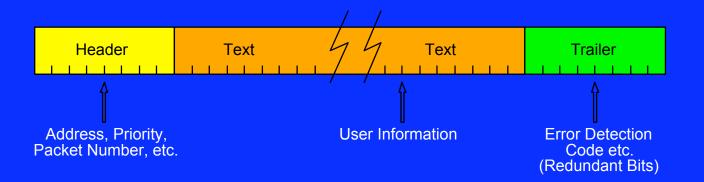
A Message Switch

Telegram

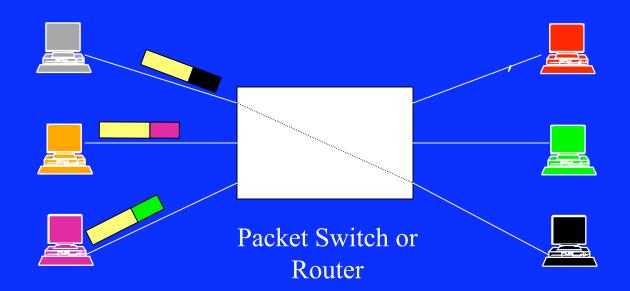
MMM



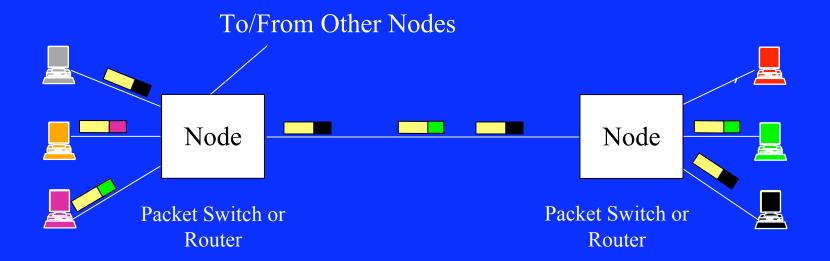
• A Packet of Information



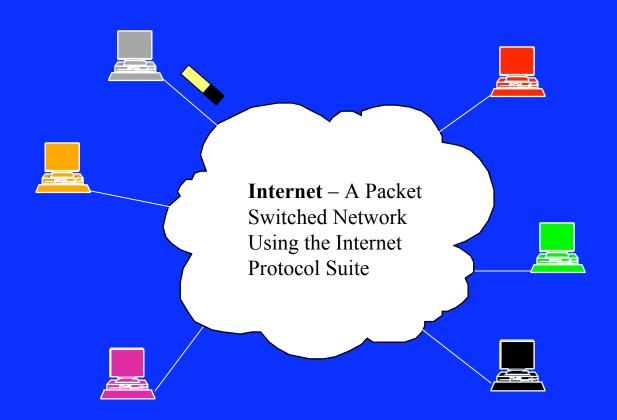
• A Packet Switch or Router



A Packet Switched Network



• The Internet As a "Cloud"



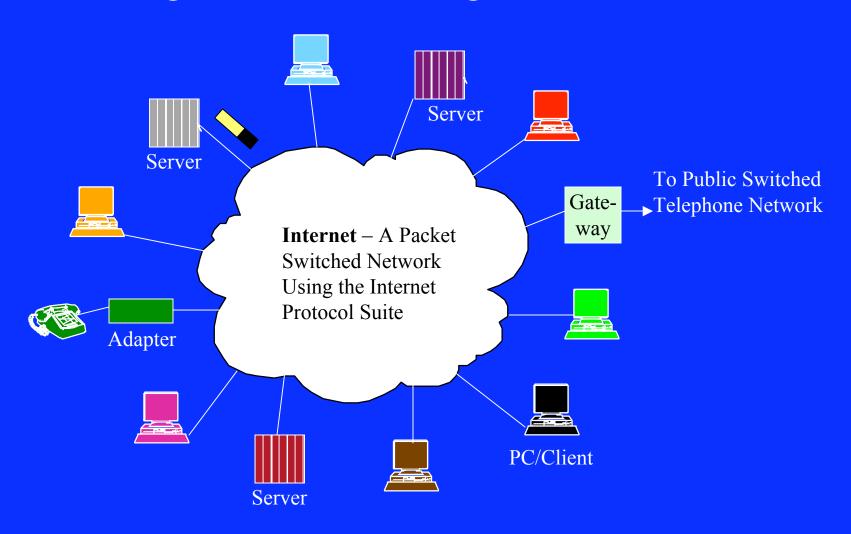
- A Note on Latency and Quality of Service (QoS)
 - In simple terms, latency just refers to delay
 - Latency is the amount of time it takes information (e.g., a packet) to travel from source to destination

- In a packet switched network, latency is associated with congestion produced by the inability of packet switches to process packets fast enough and/or by the lack of adequate transmission capacity (bandwidth) between packet switches
- In combination, latency and bandwidth define the speed and capacity of a network
- Low latency is critical in voice communications and certain "real-time" data communications applications (e.g., interactive games)

- Architecture of the Traditional Public Switched Telephone Network
 - Circuit switching
 - "Dumb" terminals with limited capabilities
 - "Intelligence" residing in switches, intelligent peripherals, service control points, etc. interior to the network
 - Services created inside the network

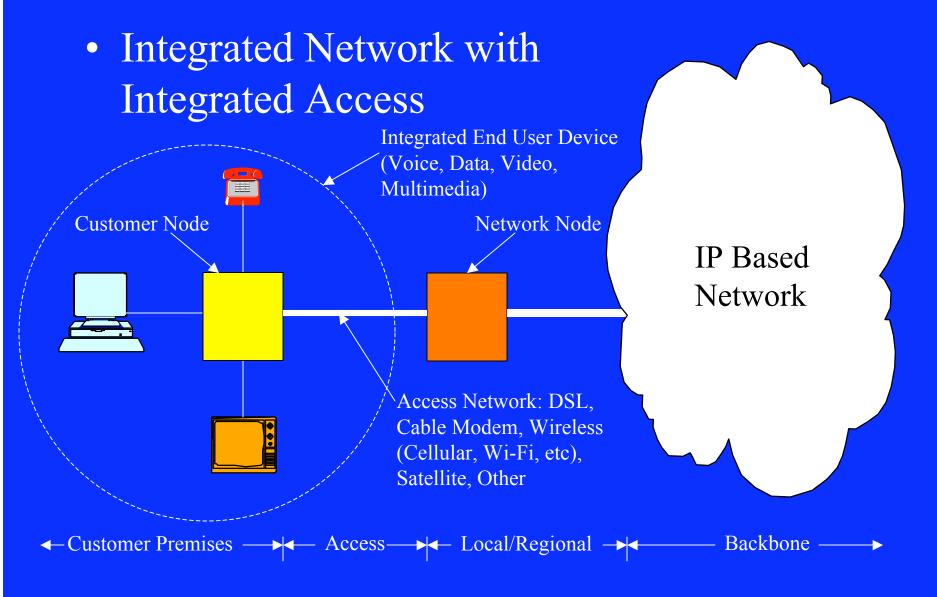
- Architecture of Networks Based Upon the Internet Protocol (IP)
 - Packet switching
 - "Dumb" network
 - "Intelligent" terminals (e.g., PCs) with a rich set of capabilities
 - Services created in terminals/servers at the edge of the network

• "Intelligence" at the "Edge" of the Network



- Network Trends/Goals from a Technological Perspective:
 - All applications -- voice, data, image, video, multimedia -- conveyed on an all digital, packet-switched, broadband, low latency network or "platform"
 - A "network of networks" platform that uses common, open, non-proprietary standards and protocols (e.g., the Internet Protocol -- IP)

- Network Trends/Goals from a Technological Perspective: (Cont'd)
 - Extension of this platform using wireless technology to allow users to communicate anyplace, anytime, in any mode or combination of modes.



Convergence

• Traditional "Silos" of Service/Regulation

Title II Title III Title III Title VI Wireless Wireline **Broadcast** Cable **Telephony** Radio/TV Telephony **Television** Common Carrier Wireless Broadcast Bureau -Cab:e Television Bureau - Now the **Telecommunications** Now Part of the Bureau - Now Part of Wireline Competition Media Bureau the Mass Media Bureau Bureau Bureau

Note: Titles refer to the Communications Act of 1934 (as amended); Bureaus refer to organizational units within the FCC

Sources: Newman, Whitt, Sicker, others

Convergence

Converged Networks Services

Applications

Voice, data, still image, video (telephony, email, WWW, video, etc.)

TCP/IP

(The Internet Protocol Suite)

Medium

Cable, wireless (3G, WiFi, WiMax), DSL, FTTH, etc.

Contact Information

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