

# Networking Technologies and Applications

Rolland Vida  
BME TMIT

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# Lecturers

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# Administrative details

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Slides on the webpage:

<http://www.tmit.bme.hu/vitmac05>

No book, but (quite) detailed slides

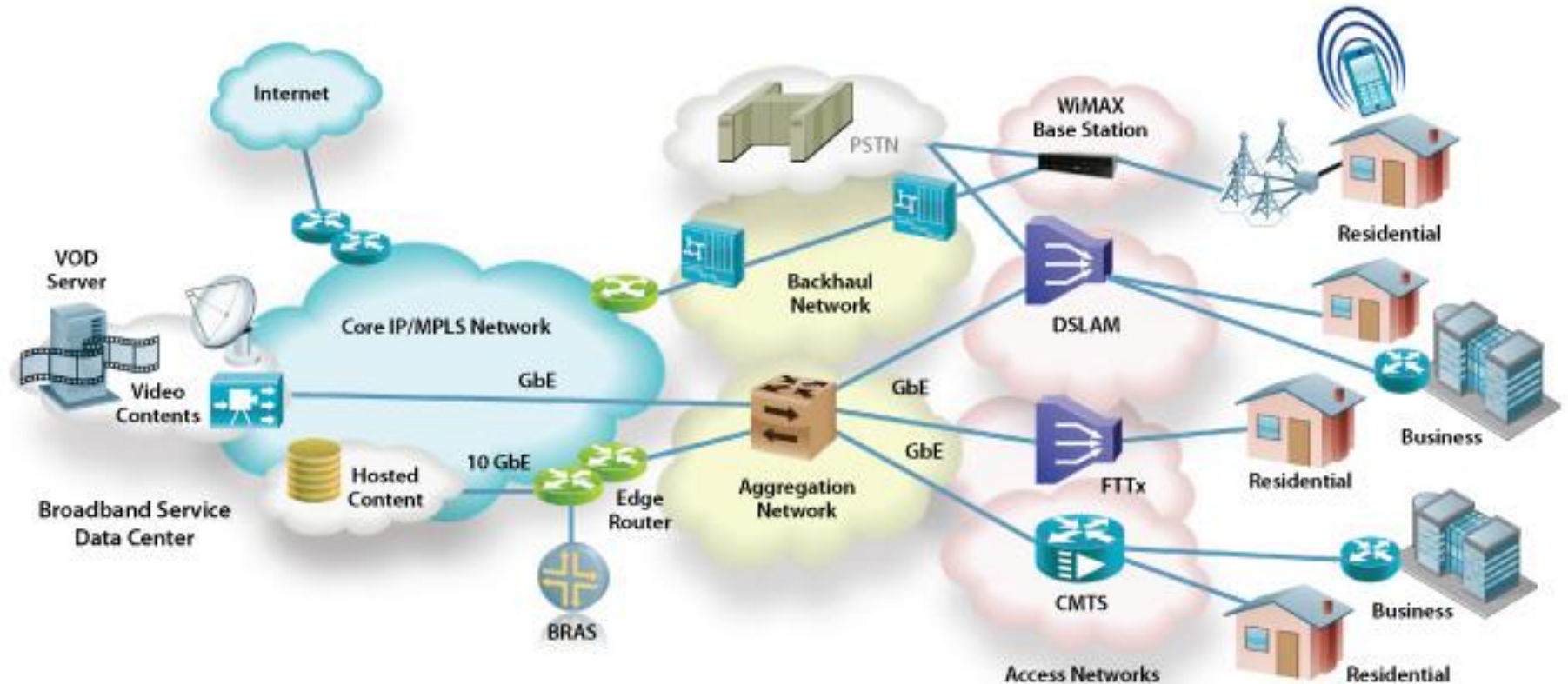
Presence at the lectures not mandatory **(but advised)**

# Exams

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- 1 mid-term exam, around end of October
- 1 re-take for the mid-term, during the last week
  - The grade of the mid-term exam will not be part of the final grade, you just have to pass it for the signature
  - Material for the mid-term and the re-take are the same
- Written exam

# Big picture

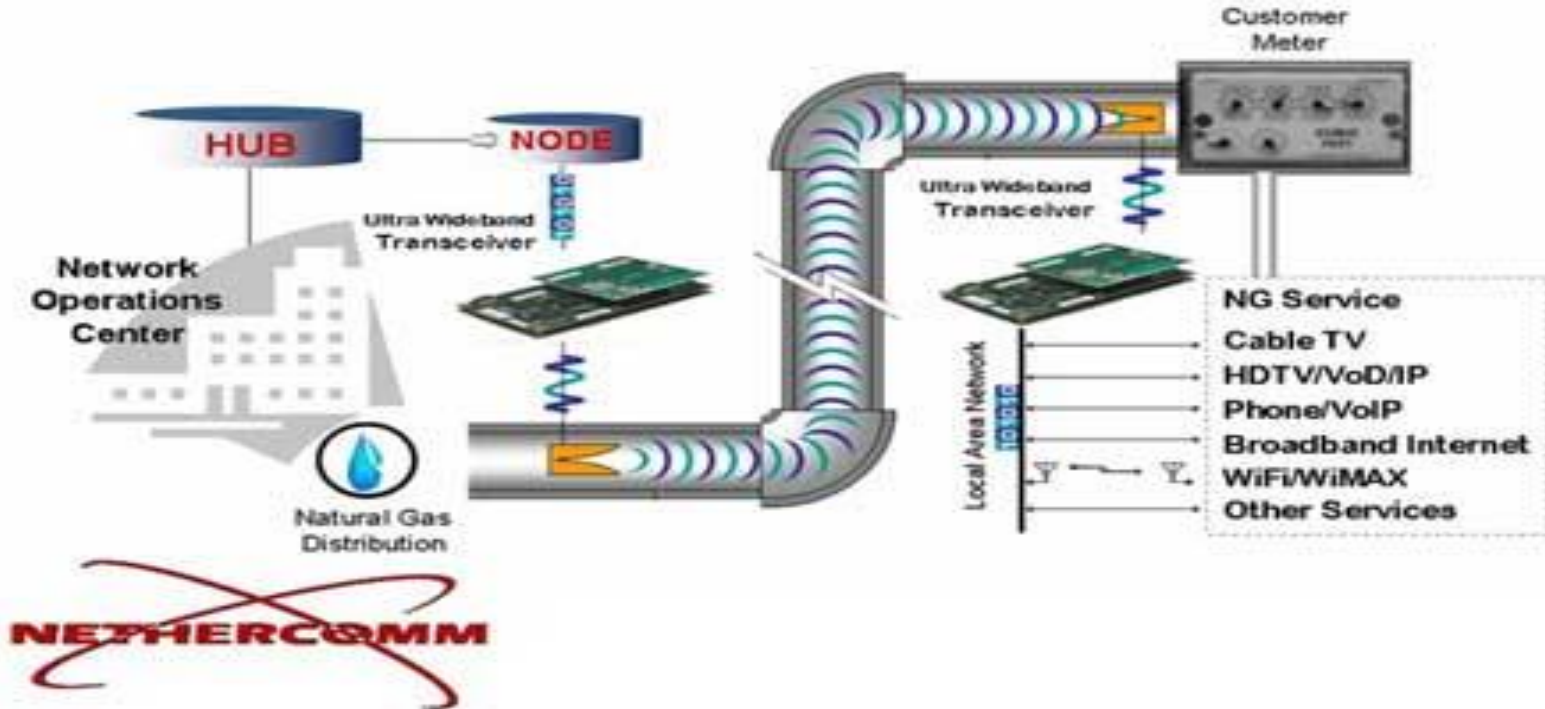


# Access Networks

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- Easiest way for two computers to communicate – direct connection
- If long distances and many computers – too expensive
  - It's not the cost of the wires...
    - But the digging, and the work inside the buildings
- Solution: **use some existing infrastructures/networks**
  - Public Switched Telephone Network (PSTN)
  - Cable TV network
  - Electric network
  - Gas pipes (?)
    - Ultra Wideband radio communication
  - Drainpipes (?)
    - Optical fiber cables
- But sometimes you can build new ones as well...

# Internet through the gas pipe?



# Internet through the gas pipe?

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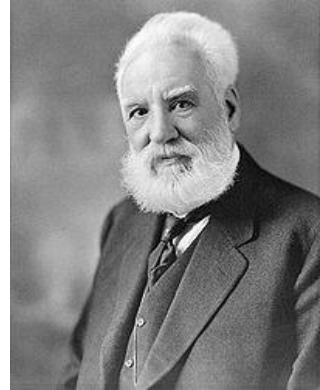
- Idea from NetherComm in 2005
- **Ultra Wideband**
  - Large frequency band (>500 MHz), large transfer speeds (100 Mbps)
  - In case of high power transmitters too much interference with other wireless technologies. Therefore, its operation only allowed for short ranges
  - In underground gas pipes this is not a problem, we can use higher transmit powers
- The UWB technology seemed promising, but ...
  - Strict regulations, slow standardization, lower speeds than promised
  - In 2008-2009 the industry support melts away
  - NetherComm disappears



# PSTN

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- The telephony network was designed only for speech transmission
- 1876 – Graham Bell patents the first telephone
  - A few hours before Elisha Gray
- You could buy the phone, but the wire was installed by the users
  - A separate wire for each pair of users
  - In a year the cities became completely „wired”



# PSTN

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- 1878 – Bell Telephone Company
  - The first switching center – New Haven, Connecticut
  - A human operator switching manually between the users
- Inter-city calls
  - Linking the telephone switching centers
  - Secondary centers, hierarchical architecture
- Only in the US more than 22.000 centers today, 5-level hierarchy

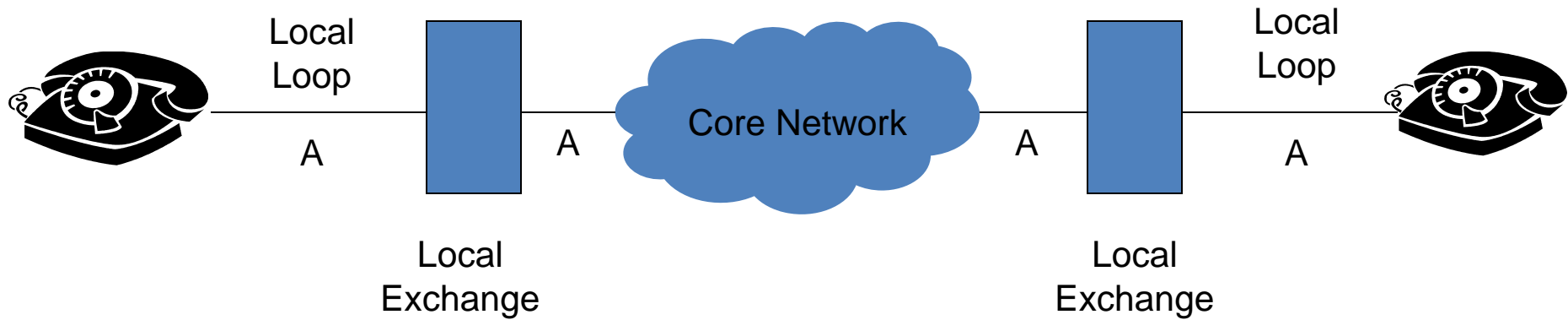


# PSTN

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- Elements of the PSTN network:
  - Local loop
    - From the user's home to the local exchange point
      - „last mile”
      - Optical local loop, wireless local loop
    - Twisted pair of copper wires
  - Switching centers / telephone exchanges
  - Optical trunks
    - Linking the a switching centers
    - Core network
- The first network was completely analog
  - Step by step transition to digital transmission, mainly in the core

# PSTN



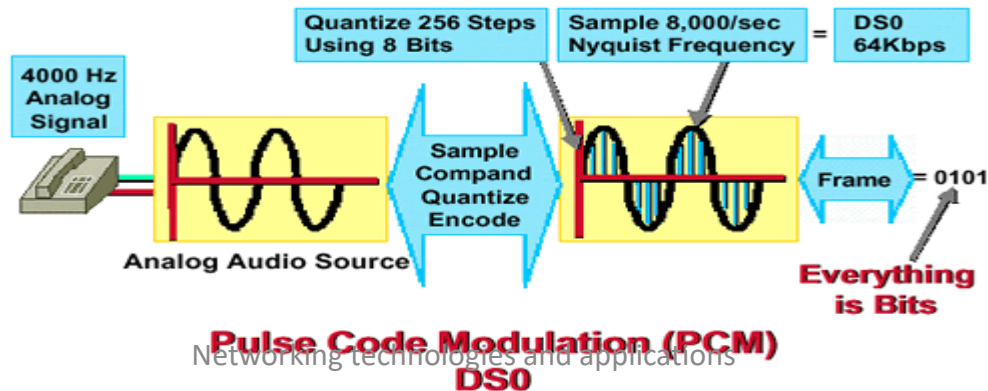
# Voice channel

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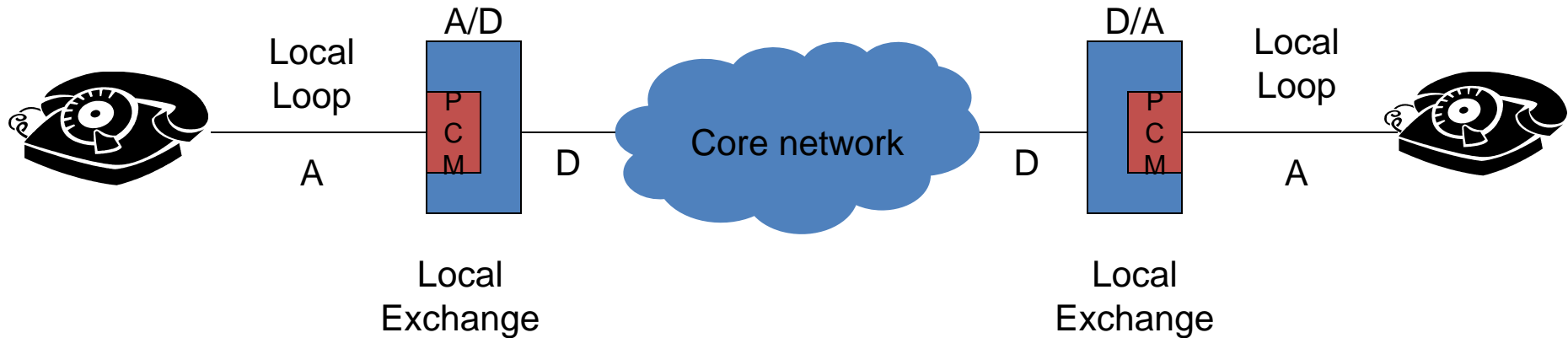
- 4kHz bandwidth for the voice channel
  - The transmission domain of the voice signal between 0.3 and 3.4 kHz
  - Some added guard bands
- The frequency range sensed by the human ear: 20Hz – 15-20 kHz
  - The goal was to transmit the voice signals
  - Not all the sounds should be transmitted
    - Economic aspects

# PCM

- Pulse Code Modulation
  - Transforming analog signals to digital
- Based on the Nyquist rule, for a 4kHz signal we need an 8kHz sampling
  - Quantized to 256 signal levels
    - Represented on 8 bits
  - Transmission speed:  $8\text{bit} \times 8\text{kHz} = 64\text{ kbit/s}$

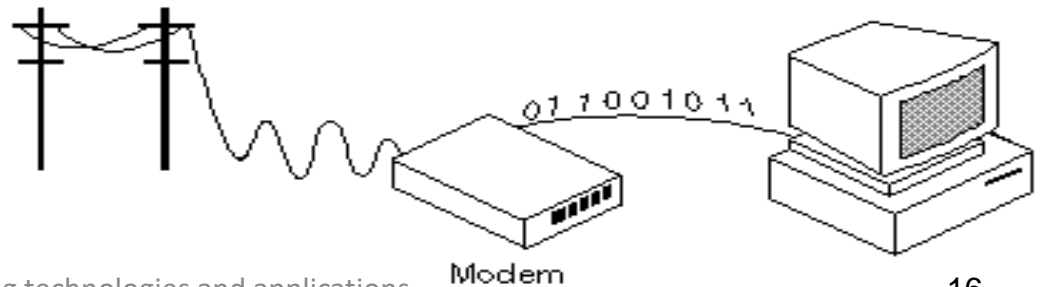
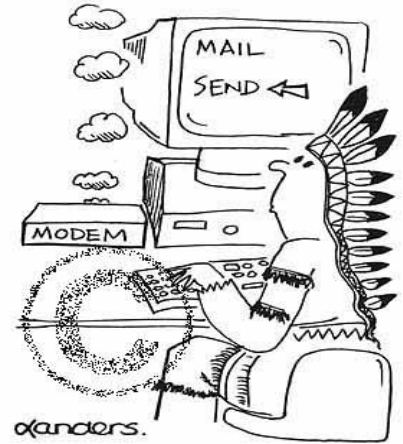


# Digital speech transmission



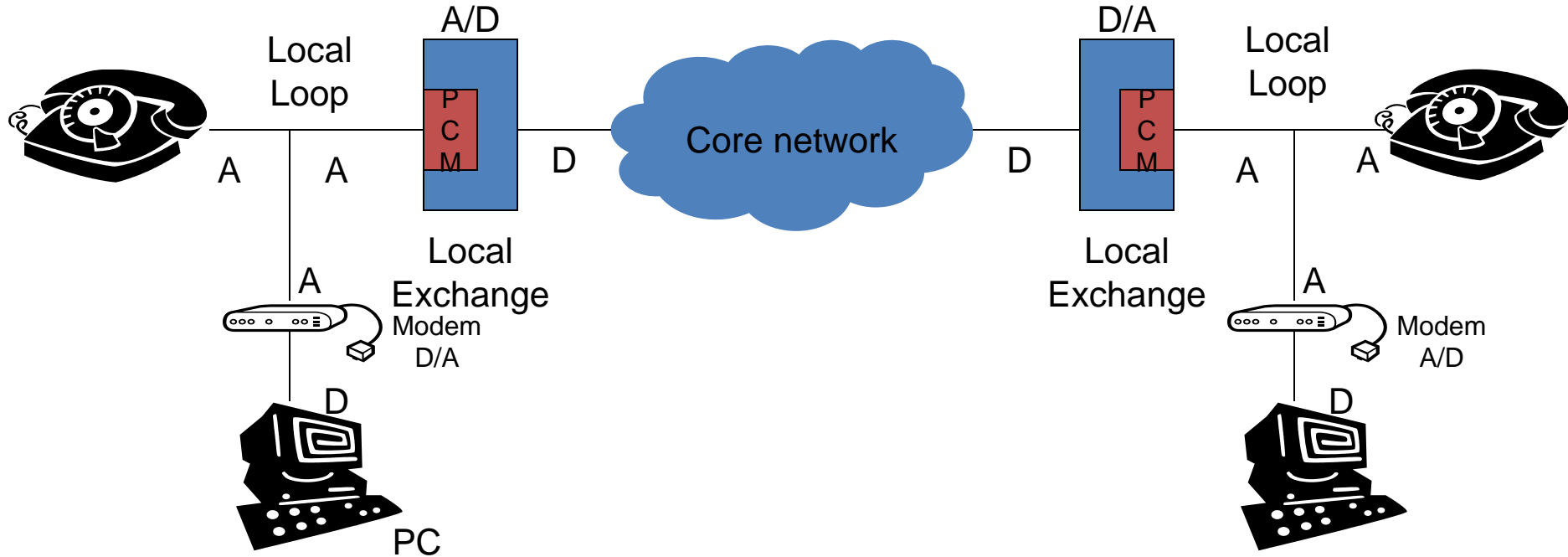
# Dial-up Access

- The digital information of a computer transformed into analog signals, and transmitted over a PSTN network
  - „Modem” – **m**odulator-**d**emodulator
    - Amplitude modulation
    - Frequency modulation
    - Phase modulation





# Dial-up access

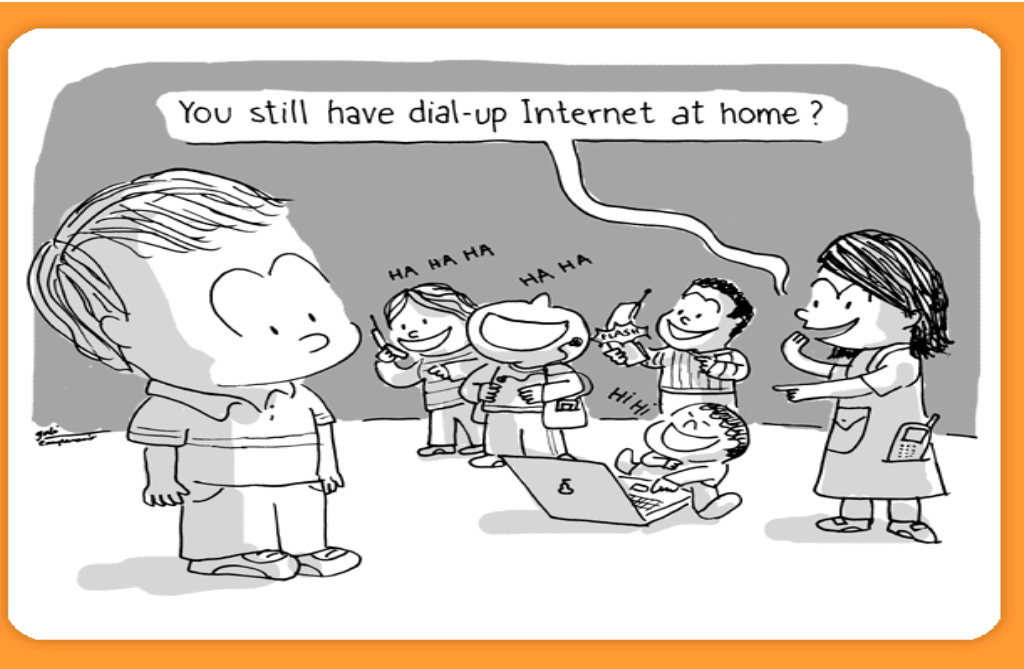


# What's the limit?

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- The core network is digital
  - After the PCM coding, the signal is restricted to a 64 Kbps channel, this is the upper limit
    - In most of the systems 1 bit/byte for signaling
    - Max. 56Kbps
  - Quantization noise due to the A/D and D/A conversions
    - The actual limit is 33.6 Kbps

# Dial-up is dying out...?



# Why DSL?

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- DSL – Digital Subscriber Line
- Dial-up speed – 56 Kbps
  - Other technologies – much higher speeds
  - Obligated to move, if you want to keep the subscribers
- Emerges the **broadband** connectivity
  - Mostly a marketing term
  - Not clear what broadband means
- **xDSL** – different DSL versions

# Why is DSL fast?

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- Why is dial-up slow?
  - The PSTN network optimized for voice transmission
    - A band-pass filter in the local exchange
    - Only the 4 KHz large voice channel remains
  - Data is also restricted to this channel
- The line of the xDSL subscriber has no filter
  - You can use the entire capacity of the local loop
    - It depends on the length of the loop, the thickness and the quality of the cable
    - Optimal case: new cables, thin bundles, short loop
- If you want higher speed, you need many local exchanges
  - If someone lives far away, he or you should move closer
    - Lower the speed, higher the service range – more potential subscribers
    - Lower the speed, fewer interested subscribers

# ADSL - Asymmetric Digital Subscriber Line

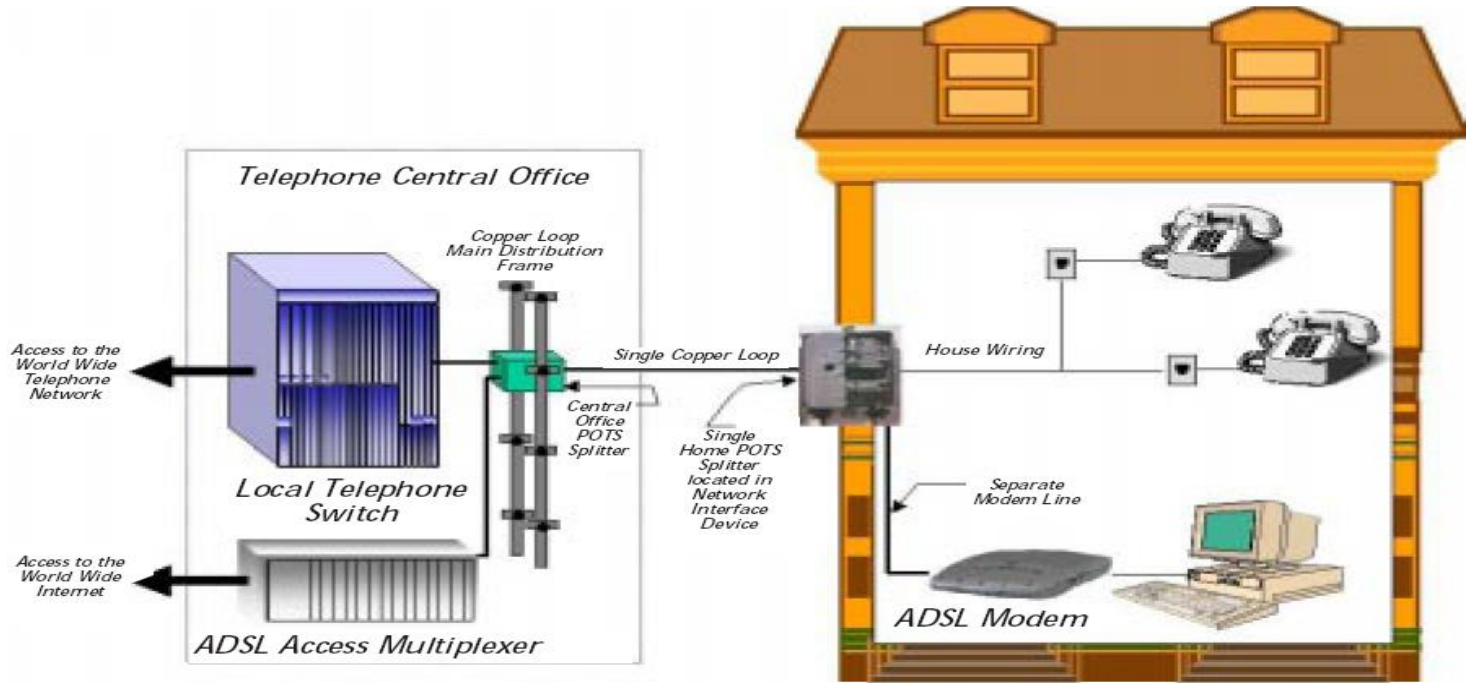
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- DMT – Discrete Multitone Modulation
  - 1.1 MHz frequency domain
  - 256 channels, 4.3125kHz each
    - Channel 0 – POTS (voice)
    - Channels 1-5 – guard band (empty)
      - To avoid interferences between voice and data channels
    - 1 upstream and 1 downstream channel for signaling
    - The remaining channels split between upstream and downstream user data
- Frequency allocation in ADSL
  - 0-4 kHz – voice
  - 4-25 kHz – guard band
  - 25-160 kHz – upstream band
  - 200 kHz - 1.1 MHz – downstream band

# ADSL architecture

- **At the operator**
  - POTS Splitter
    - Frequency splitter to separate voice and data traffic
      - Voice is directed to the local exchange
      - Everything above 26 KHz is directed to the DSLAM
  - DSLAM – DSL Access Multiplexer
    - Splits the bit stream into packets and sends them to the ISPs network
- **At the subscriber**
  - POTS Splitter
  - ADSL modem
    - Digital signal processing
  - High speed connection to the PC

# ADSL architecture





# ADSL G.dmt

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- ITU-T G.992.1 standard (1999)
  - <http://www.itu.int/rec/recommendation.asp?type=folders&lang=e&parent=T-REC-G.992.1>
- Much larger bandwidth for downstream traffic than for upstream
  - Designed for the needs of web browsing
  - Maximal downlink speed 8 Mbit/s
    - usually 512 Kbit/s – 1 Mbit/s
  - Maximal uplink speed 1 Mbit/s
    - usually 64 Kbit/s – 256 Kbit/s
- Service range of max. 3 km from the local exchange

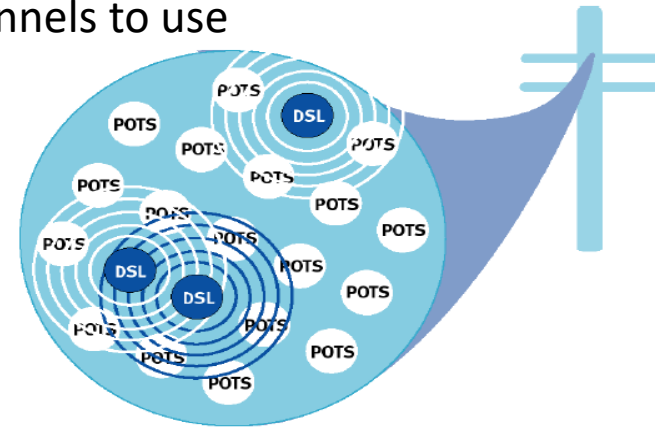
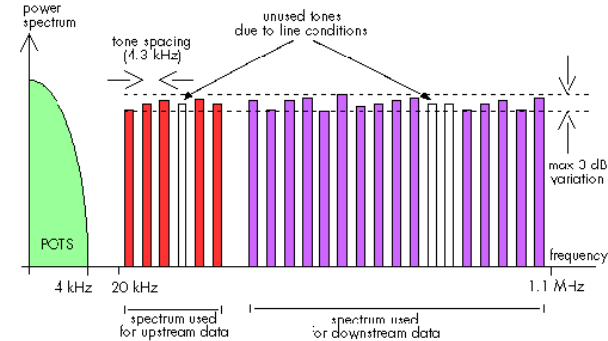
# ADSL G.dmt 2

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- ITU-T G.992.3 standard (2002)
- Extends the traditional ADSL technology
  - Maximum downlink speed increased to 12 Mbit/s
  - Service range extended with ~ 500 meters
    - The improvements mainly due to the limitation of the interferences on long loops
- ADSL2 is energy efficient
  - As opposed to ADSL, it differentiates between periods with or without traffic
- ADSL2 can temporarily switch to „complete digital” mode
  - The voice and guard channels used for data traffic

# ADSL G.dmt 2

- Seamless rate adaptation (SRA)
  - 20-25 twisted pairs in a bundler
  - „Crosstalk” from the neighboring pairs
    - Might lead to the ADSL connection being dropped
  - ADSL2 can adapt the speed
    - If too much noise on a channel, it can be blocked
    - The modem and the DSLAM agree on which channels to use



# ADSL 2+

- ITU-T G.992.5 (2003)
- Bandwidth is increased by enlarging the frequency domain
  - The frequencies used for voice and upstream traffic do not change
  - The upper frequency of the downlink channel is increased from 1.1 to 2.2 MHz.
    - The maximum downlink speed increases from 8Mbit/s to 16 Mbit/s
      - The service range is lowered to 1.5 km

