

Lecture 1

Exercise 2: What units would be used to specify error rate, delay, and delay variability? For each of the following data sources/sinks identify the **relative data rate variability** and the **tolerance** it is likely to have **to errors**, to the **absolute delay** and to the delay **variability**: a **phone call** between two people, **downloading a computer program**, streaming a **video** over a computer network. Try to estimate typical values.

Units.

bit error rate: $\frac{\text{number of bits in error}}{\text{number of bits transmitted}}$

also: BER, P_e

dimensionless: 1%, 0.01, 10^{-2}

delay: dimension: time
units: seconds, ms

delay variability: { 1s, 2s, 1s, 0.5s }
dimension: time (s.d.) { 1.1s, 1.0s, 0.9s, 1.0s }
time² (variance)

	tolerance to errors	tolerance to delay	tolerance to jitter
phone or video call	H	L (interactive)	L (< delay)
download of program	L	H	H
streaming video	L (if compressed) H (sampled data)	H	H

Byte
|
bit
} not a standard

What is a kilobyte? 10^3 or 2^{10} ?

$$k = 1000, \quad 1024 = 2^{10}$$

$$M = 10^6, \quad 2^{20}$$

k	ki
M	Mi
base 10	base 2

Information

units: bits

$$\text{information} = -\log_2 P(\text{message})$$

e.g. 2 messages, equally likely:

- black $P(\text{black}) = \frac{1}{2}$

- white $P(\text{white}) = \frac{1}{2}$

$$\log_2 P(\cdot) = -1 \Rightarrow I = 1 \text{ bit per message}$$

Example 2 : (red), (green), (blue)

$$P(): \frac{1}{2}, \frac{1}{4}, \frac{1}{4}$$

Information
in
each
message:

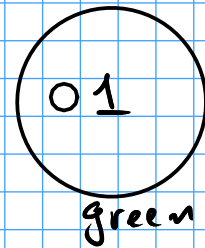
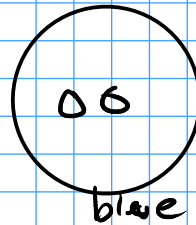
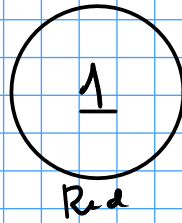
$$= -\log_2\left(\frac{1}{4}\right)$$

$$= -\log_2(2^{-2})$$

$$= 2$$

} for green, blue

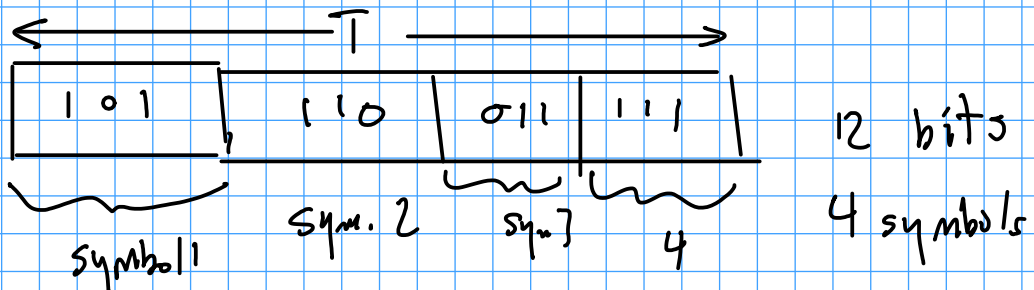
sample
encoding



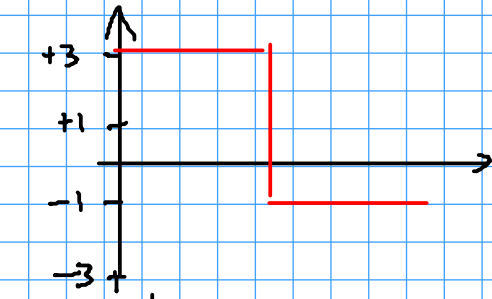
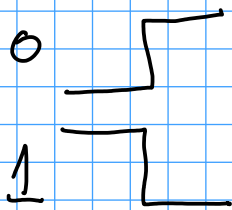
$$\frac{\text{bit rate}}{\text{bits/symbol}} = \text{symbol rate}$$

e.g. $\frac{8 \text{ kb/s}}{3 \text{ bits/symbol}} = 2 \frac{2}{3} \text{ ksymbols/second}$

units: $\frac{\text{b}}{\text{s}} \cdot \frac{\text{symbols}}{\text{b}} = \frac{\text{symbols}}{\text{s}}$

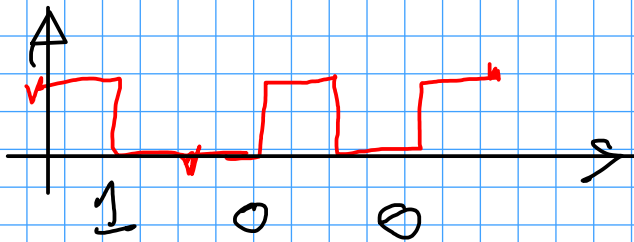


Examples of < 1 bits/baud & > 1 bits/baud



< 1 bits/baud

> 1 bits/baud



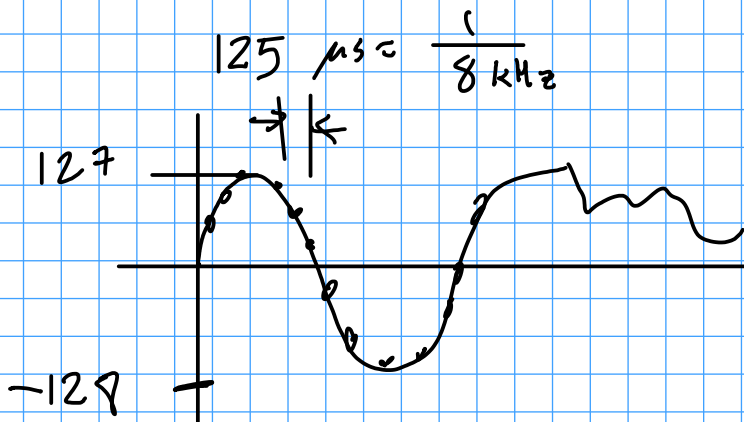
Lab 1

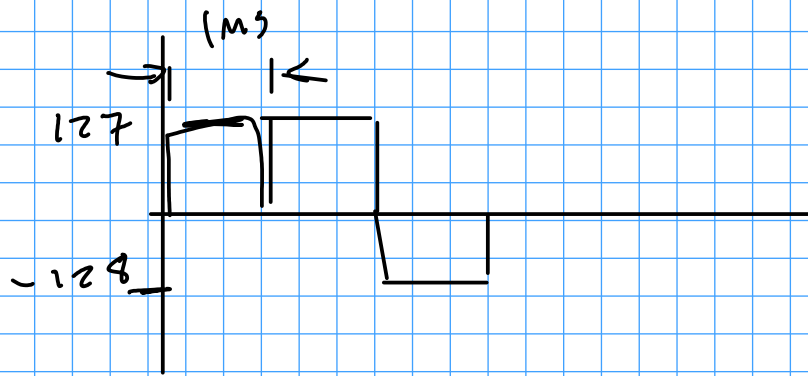
waveform
sample values

written to file as: 1 byte = 8 bits $\Rightarrow 2^8$ values

interpreted
as a number: $\begin{cases} \text{if unsigned: } 0 - 255 \\ \text{if 2's complement: } -128 \dots 127 \end{cases}$

1000 0000 0111 1111
(not 1111 1111) 0000 0000

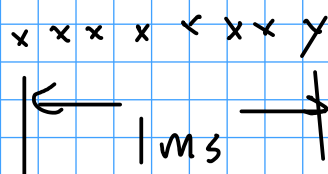
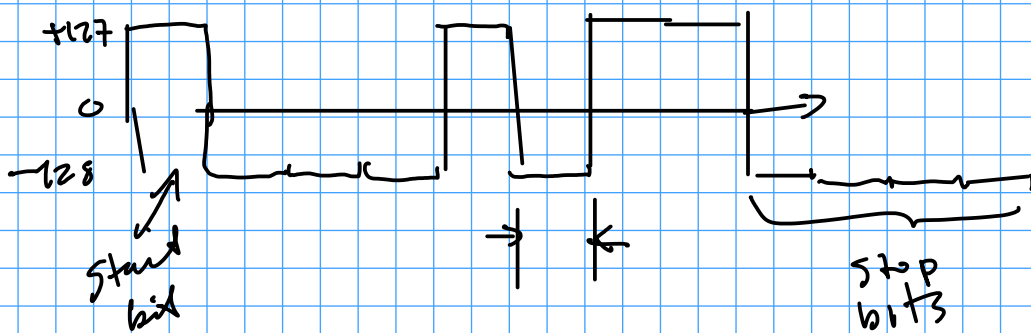
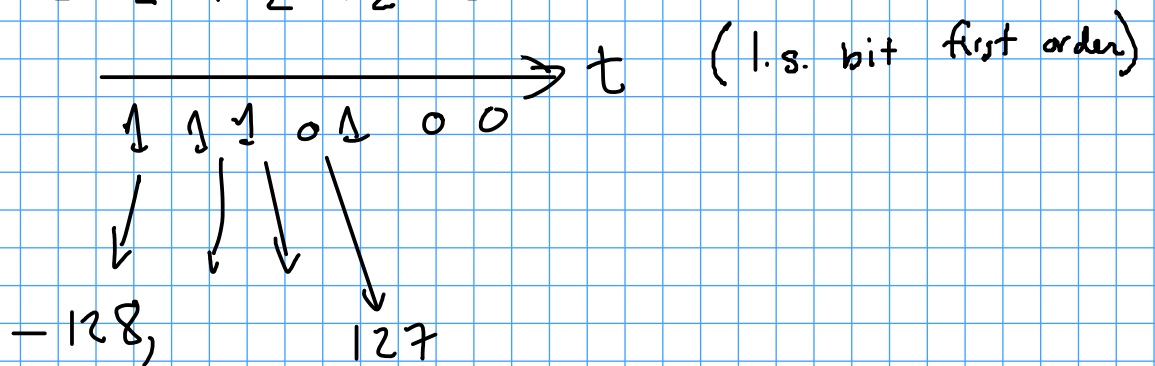




$$A \ 00 \underbrace{2 \ 4 \ 6 \ 8 \ 12}_{\text{add up to}} = 23$$

$$23 = 16 + 4 + 2 + 1 = 0010111_2$$

$$= 2^4 + 2^2 + 2^1 + 2^0$$



$$f_s = 8 \text{ kHz}$$

$$T_s = \frac{1}{8 \text{ kHz}} = 125 \mu\text{s}$$

Exercise 3: Convert the decimal number 3525 to a 16-bit (two-byte) binary number. Write the sequence of bits that would be transmitted if both the bytes and bits were transmitted in little-endian order. Write the sequence of bits that would be transmitted in "network order".

$2^0 = 1$
 $2^1 = 2$
 $2^2 = 4$
 $2^3 = 8$
 $2^4 = 16$
 $2^5 = 32$
 $2^6 = 64$
 $2^7 = 128$
 $2^8 = 256$
 $2^9 = 512$
 $2^{10} = 1024$
 $2^{11} = 2048$

3525
 2048

 1477
 1024

 453
 256

 197
 128

 69
 64

 5
 4

 1

2^{10}
 0000 1101 1000 101 } binary in network order
 0 D C 5 } hex
 bytes in LSB first order
~~1010 0011 }
 A 3~~
 1011 0000 }
 D 0
 → both bytes & bit in little-endian order

C5 0D
 1100 0101 0000 1101

ohy bytes in
 little-endian wde

Exercise 4: Write the 16-bit number above in hexadecimal notation.

Exercise 5: Find the ASCII codes for the characters '3525'. Write out the first 16 bits of the sequence that would be transmitted assuming each character is encoded using 8 bits per character and little-endian bit order. Hint: the character code for a digit is 0x30 plus the value of the digit.

"3 5 2 5"

0x33, 0x35, 0x32, 0x35

0011 0011 0011 0101
 ← ←
 1100 1100 1010 1100

code for a digit is 0x30 plus the value of the digit.

Exercise 6: Highlight or underline each term where it is defined in these lecture notes.

Component Manufacturers make components such as ICs, capacitors, cables, etc

Distributors buy components from manufacturers

Equipment Manufacturers buy components and build equipment

Retailers buy equipment and sell to customers

Service Providers buy equipment and provide services to customers

Standards Organizations write and publish standards so that equipment from different manufacturers will interoperate

Regulators publish and enforce regulations to ensure efficient use of public resources and protect the safety of the public

Exercise 7: Draw a diagram showing the flow of goods and services between these various entities. Classify the following: Intel, Xilinx, Analog Devices, Belden, Avnet, DigiKey, Samsung, Apple, Cisco, Ericsson, Telus, Netflix, Walmart, Amazon, IEEE-SA, IETF, Industry Canada, CRTC, FCC. Look these up if you're not familiar with them.

The Electronics Ecosystem

