

## Data and Signal

by

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# Outline of The Lecture



The Topics will be covered in this lecture:

- What is data?
- Distinguish between data and signal.
- Distinguish between Analog and digital signal.
- Explanation the difference between time and Frequency domain representation of signal.
- Specify the bandwidth of the signal.
- Explain the bit interval and bit rate of the Digital signal.

# Data and Data Type

## ➤ *What is Data?*

Data is an entity that **conveys some meaning** based on some mutually agreed upon rule/convention between a sender and a receiver.

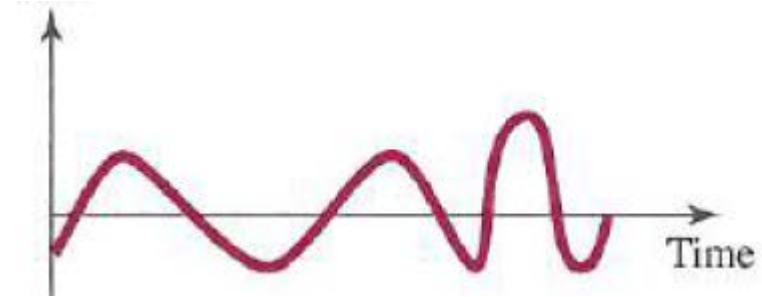
## Data Types

Data can be **analog** and **digital**

# Analog Data

- Analog data have continuous values over time.

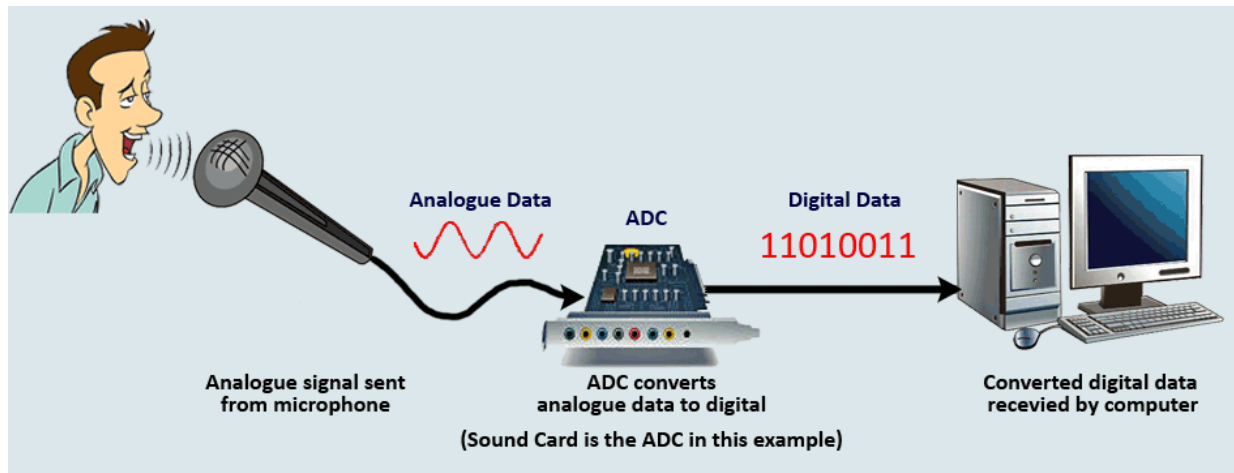
- **Example:-** Voice and video.



- Sounds made by a human voice, take on continuous values. When someone speaks, an analog wave is created in the air.
- **Physical Parameters:** Data collected from all the real world with the help of transducer are continuous in nature.
  - Temperature, Pressure, Light Intensity

# Digital Data

- Digital data can take on discrete values.



- **Example of Digital Data:-**
  - Text or character string.
  - Data stored in memory, say CD, have two discrete values, which can be represented by 0 and 1.
  - a digital clock that reports the hours and the minutes will change suddenly from 8:05 to 8:06.

# Signal and Signal Type



- **What is signal?**

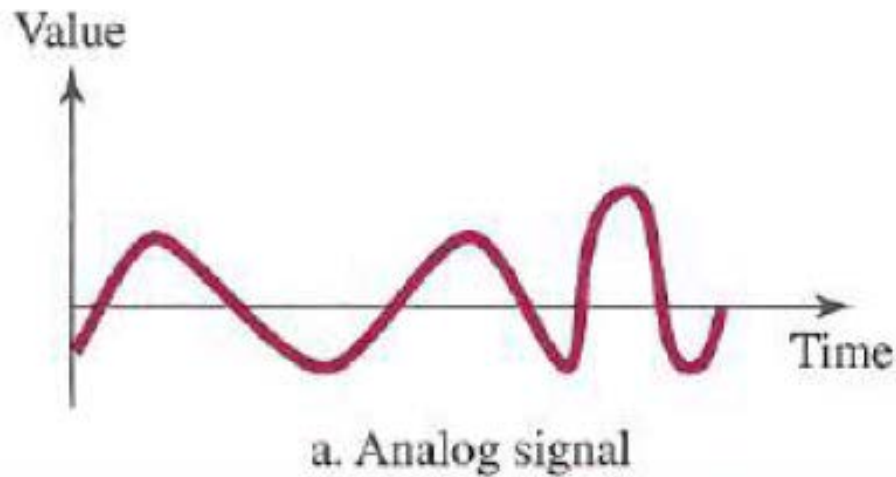
- It is **electric**, **electronic** or **optical** representation of data, which can be sent over communication media.

- **Signal Type: Analog and Digital**

- An **analog signal** has infinitely many levels of intensity over a period of time.
- A **digital signal** can have only a limited number of defined values.

# Example of Analog Signal

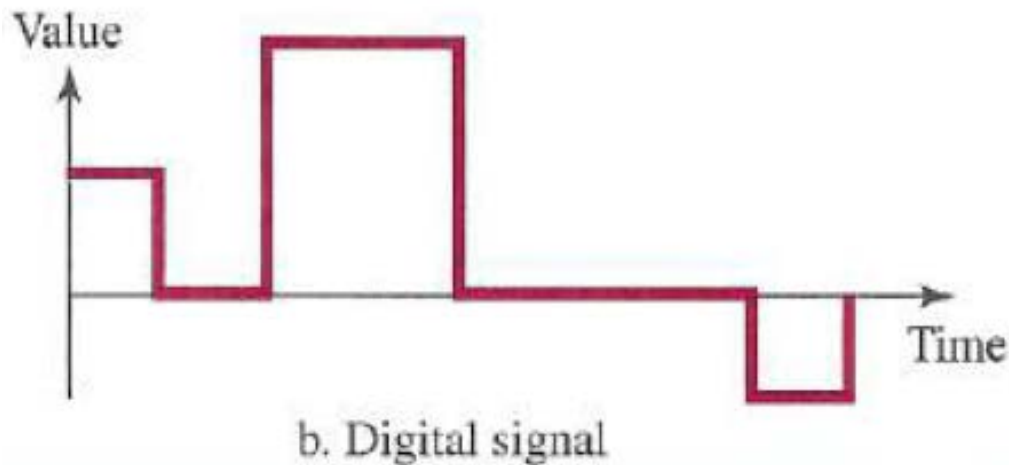
- A microphone converts **voice data** into **voice signal**, which can be sent over a pair of wire.



- The curve representing the analog signal passes through an **infinite number of points**.

# Example of Digital Signal

- Digital signal can have only a limited no of defined values, usually two values 0 and 1.



- The vertical lines of the digital signal, however, demonstrate the **sudden jump** that the signal makes from value to value.



# Types of Analog Signal

- Analog signal can be classified as:
  - simple
  - Composite
- Examples
  - **simple** analog signal: sine wave
  - **composite** analog signal: consists of a combination of multiple simple signals

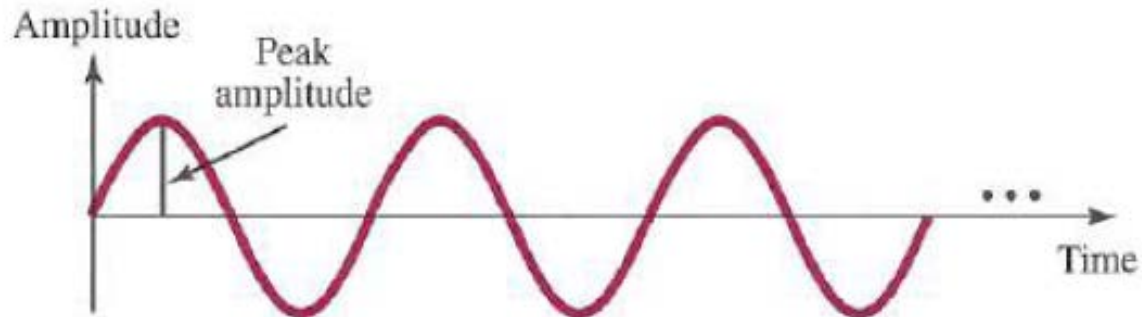
# Periodic Signal

- A signal is periodic if  $s(t+T) = s(t)$ , for  $-\infty < t < \infty$ , where  $T$  is the time period.
- A periodic signal can be characterized by the following three parameters- **Amplitude**, **Frequency** and **Phase**

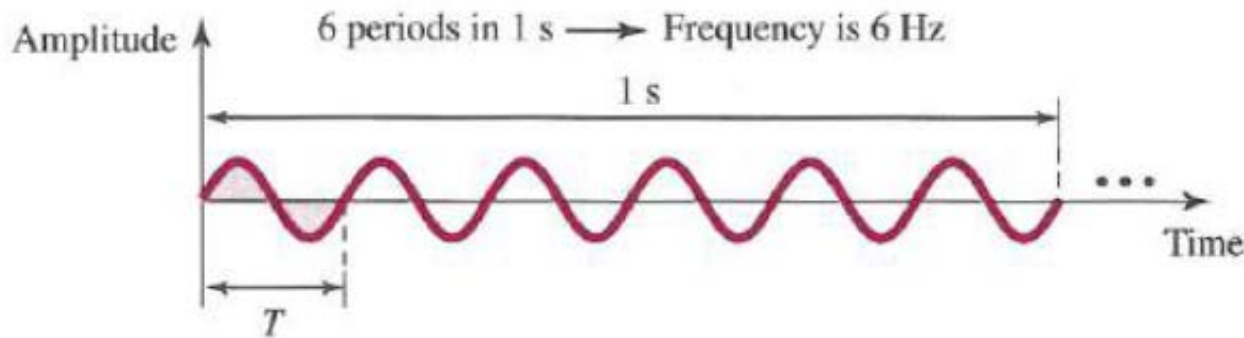
$$s(t) = A \sin(2\pi ft + \phi)$$

- **Amplitude (A)**: Value of signal at different instant of time, measured in **volts**.
- **Frequency (f)**: Frequency is the rate of change with respect to time. It is measured in **Hertz**.
- **Phase ( $\phi$ )**: It gives a measure of relative position of two signals in time, expressed in **degree** or **radian**.

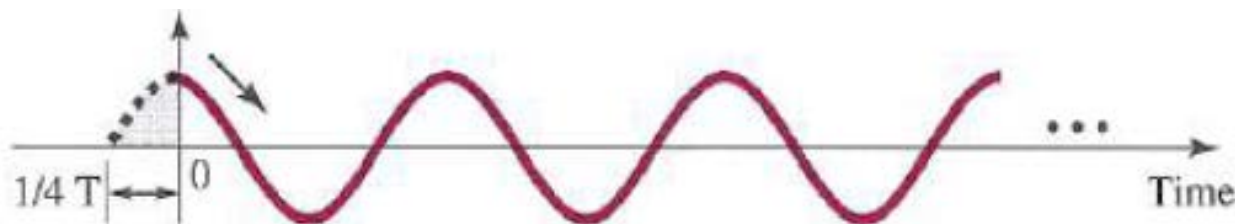
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Amplitude



Frequency



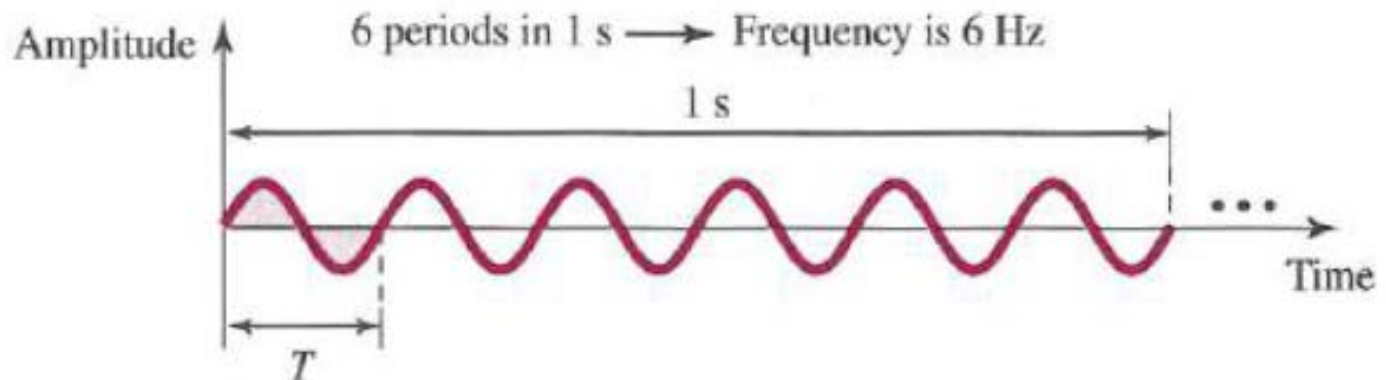
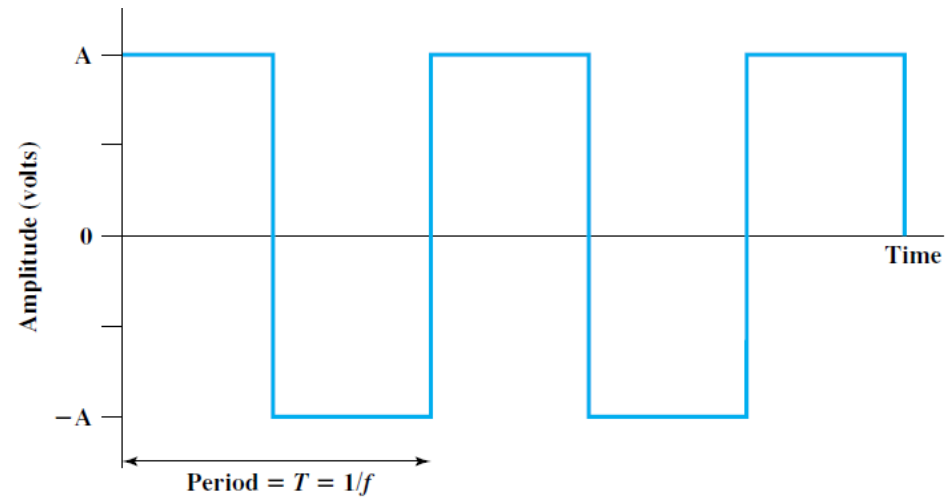
Phase

b. 90 degrees

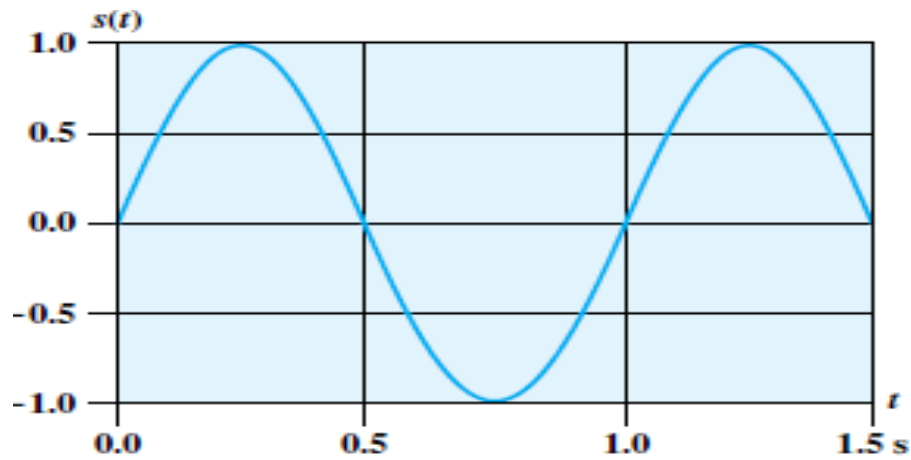
# Cont...

- **Period (T)** refers to the amount of time, in seconds, a signal needs to complete 1 cycle.
- **Frequency (f)** refers to the number of periods in 1 sec.

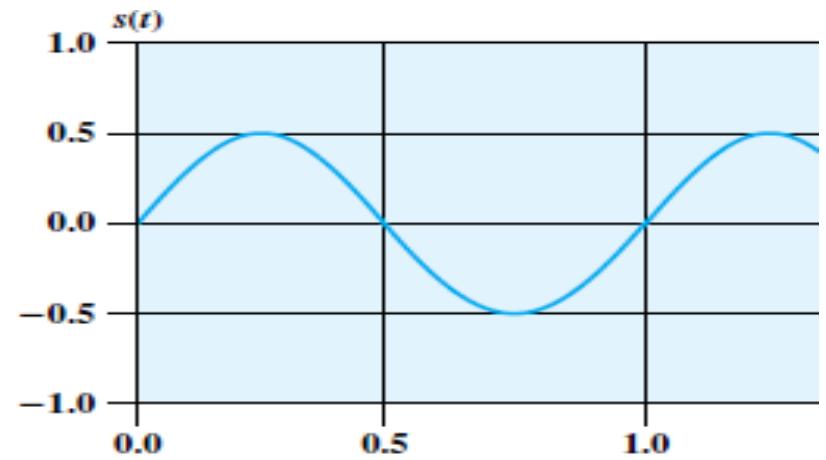
$$f = 1/T$$



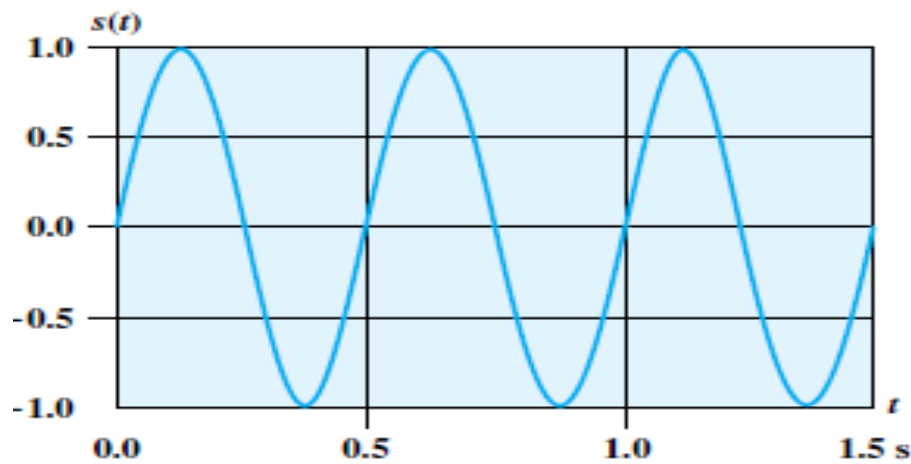
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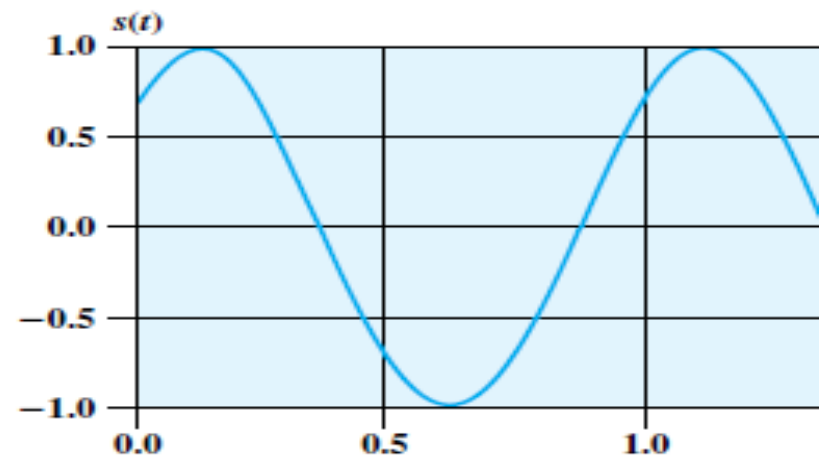
(a)  $A = 1, f = 1, \phi = 0$



(b)  $A = 0.5, f = 1, \phi = 0$



(c)  $A = 1, f = 2, \phi = 0$

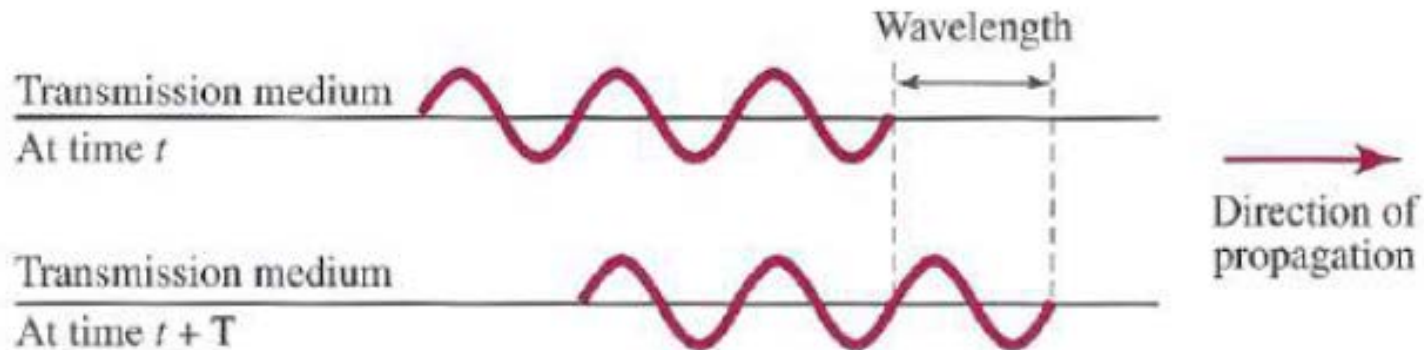


(d)  $A = 1, f = 1, \phi = \pi/4$

Figure 3.3  $s(t) = A \sin(2\pi ft + \phi)$

# Cont...

- The **wavelength** ( $\lambda$ ) of a signal is the distance occupied by a single cycle, or,
- the distance between two points of corresponding phase of two consecutive cycles.



- the **frequency** of a signal is independent of the medium, the **wavelength** depends on both the frequency and the medium.
- Assume that the signal is traveling with a **velocity**  $v$ . Then the wavelength is related to the period as follows:

**Wavelength** = (propagation speed) x period

$$\Rightarrow \lambda = v.T = v/f$$

# Time and Frequency Domain

- According to **Fourier analysis**, any **composite signal** can be expressed as a combination of simple sine wave with different amplitudes, frequencies and phase.
- An electromagnetic signal is commonly a **composite signal** made up of many frequencies.

$$s(t) = A_1 \sin(2\pi f_1 t + \phi_1) + A_2 \sin(2\pi f_2 t + \phi_2) + \dots$$

# Time Domain

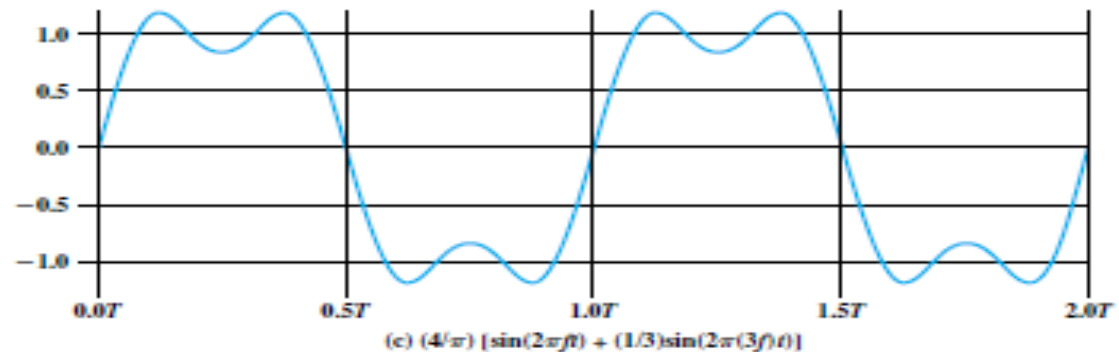
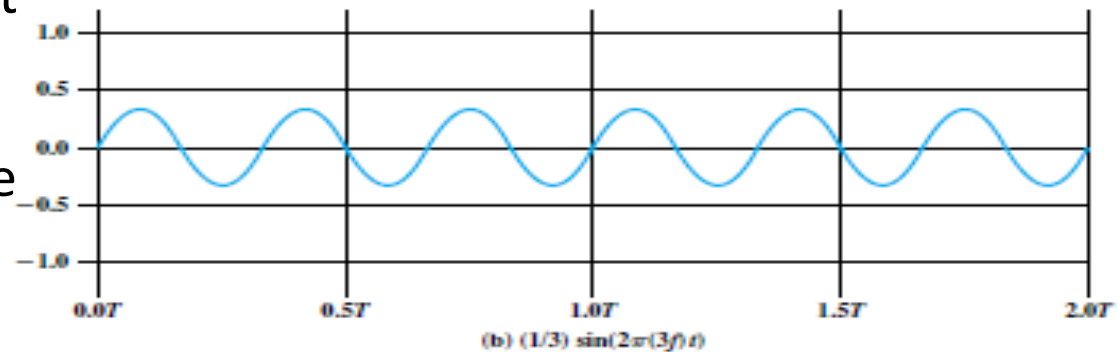
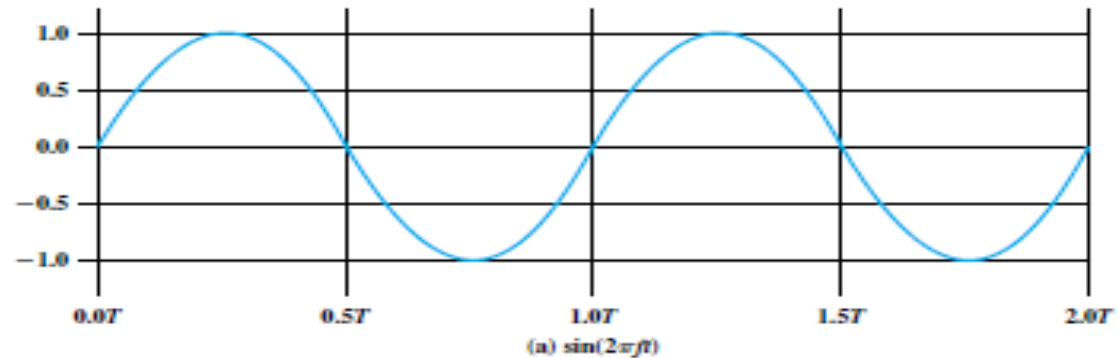
Example:

$$s(t) = \sin(2\pi ft) + (1/3) \sin(2\pi(3f)t)$$

The second frequency is an **integer multiple** of the first frequency.

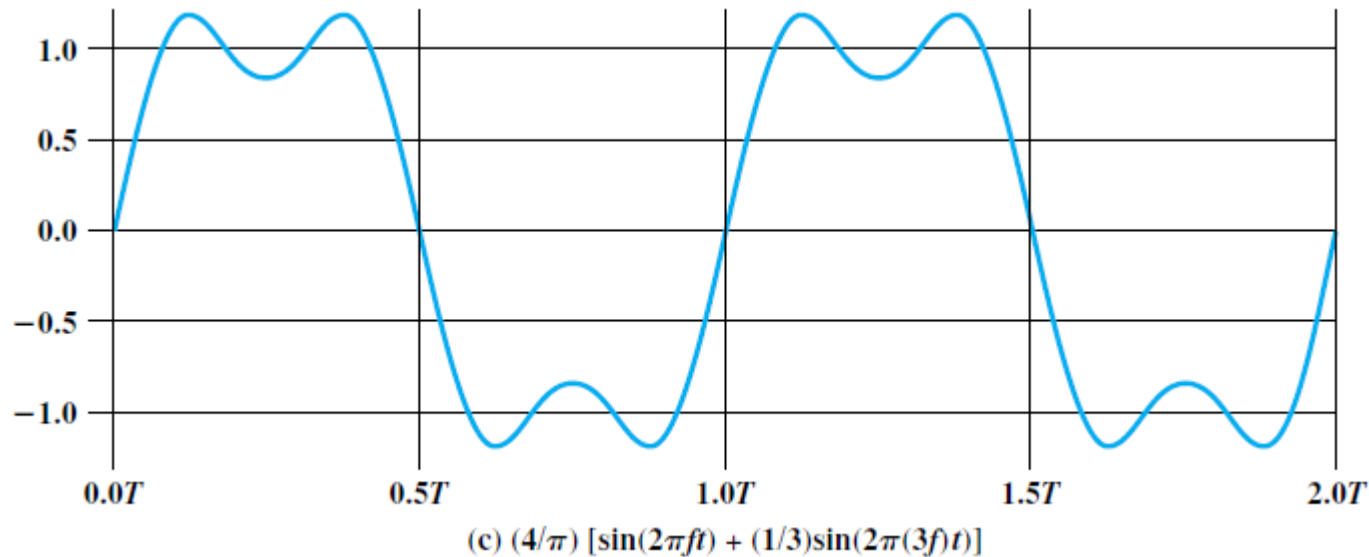
When all of the frequency components of a signal are integer multiples of one frequency, the latter frequency is referred to as the **fundamental frequency**.

The **period of the total signal** is equal to the period of the fundamental frequency.





# Frequency Spectrum

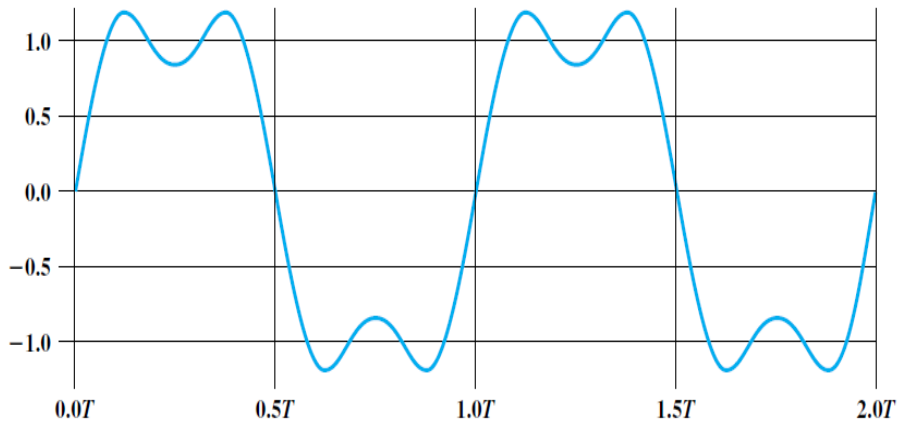


- Frequency **spectrum** of a signal is the range of frequencies a signal contains.
  - e.g.,  $f$  to  $3f$  in the above figure
- The absolute **bandwidth** of a signal is the width of the spectrum.
  - e.g., bandwidth is  $2f$  in the above figure

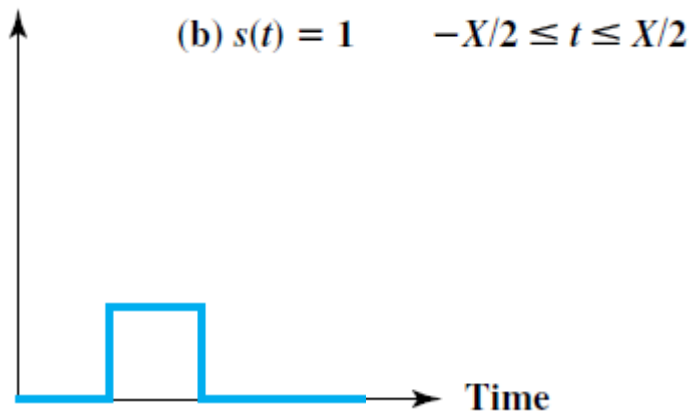
# Time to Frequency Conversion



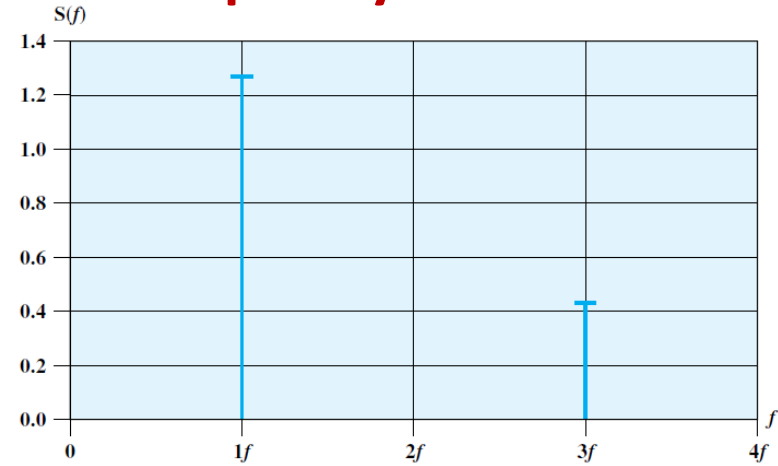
## Time Domain



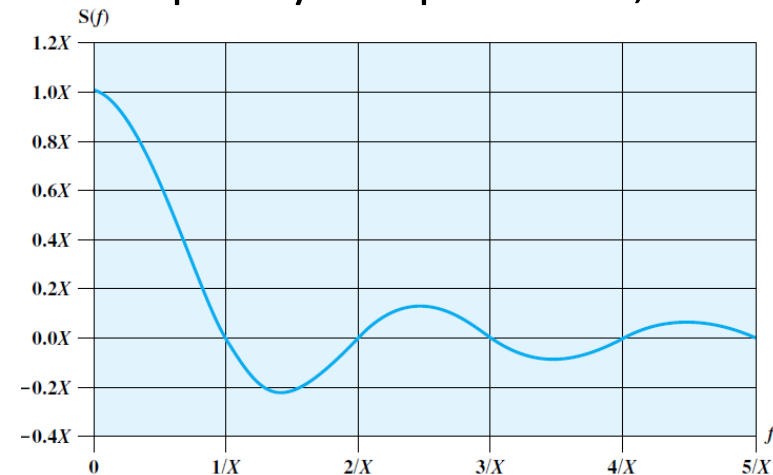
(a)  $s(t) = (4/\pi)[\sin(2\pi ft) + (1/3)\sin(2\pi(3f)t)]$



## Frequency Domain



Frequency components:  $f, 3f$



Frequency components: many !

# Cont...

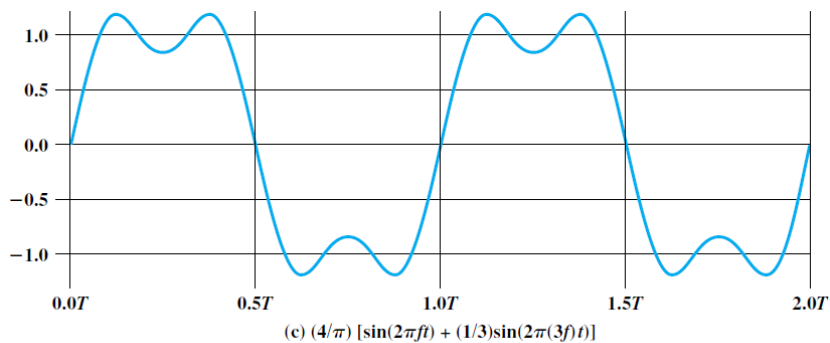
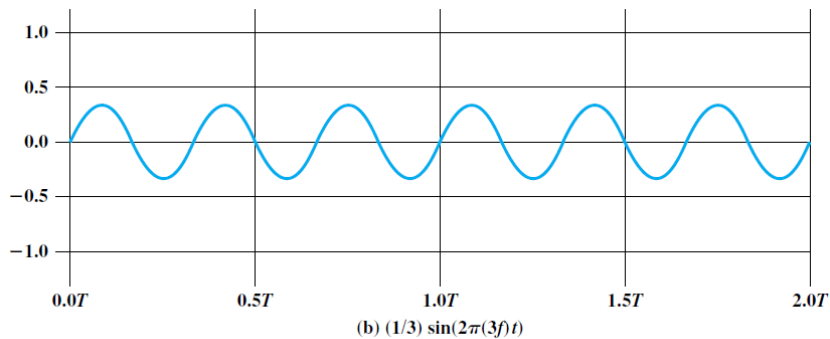
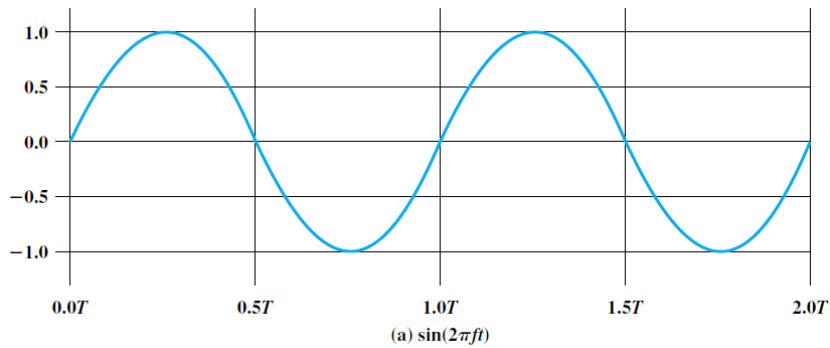


Figure 3.4 Addition of Frequency Components ( $T = 1/f$ )

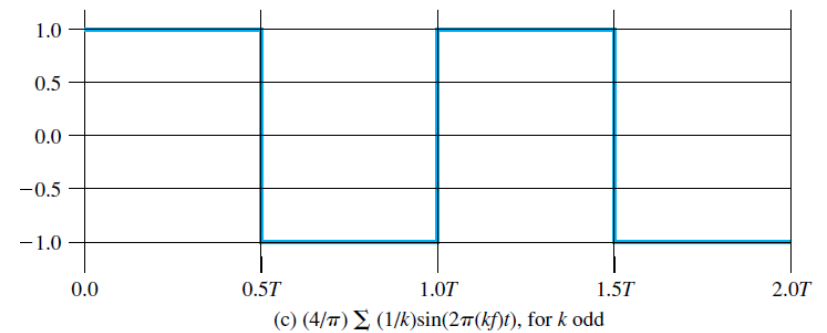
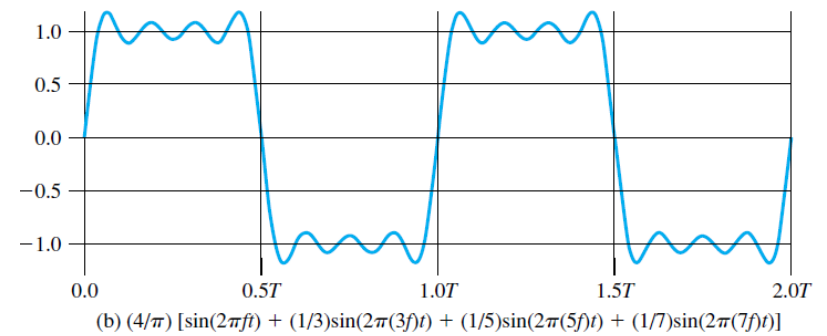
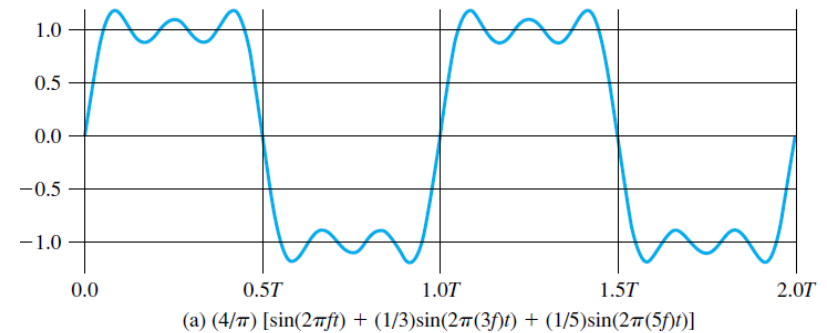
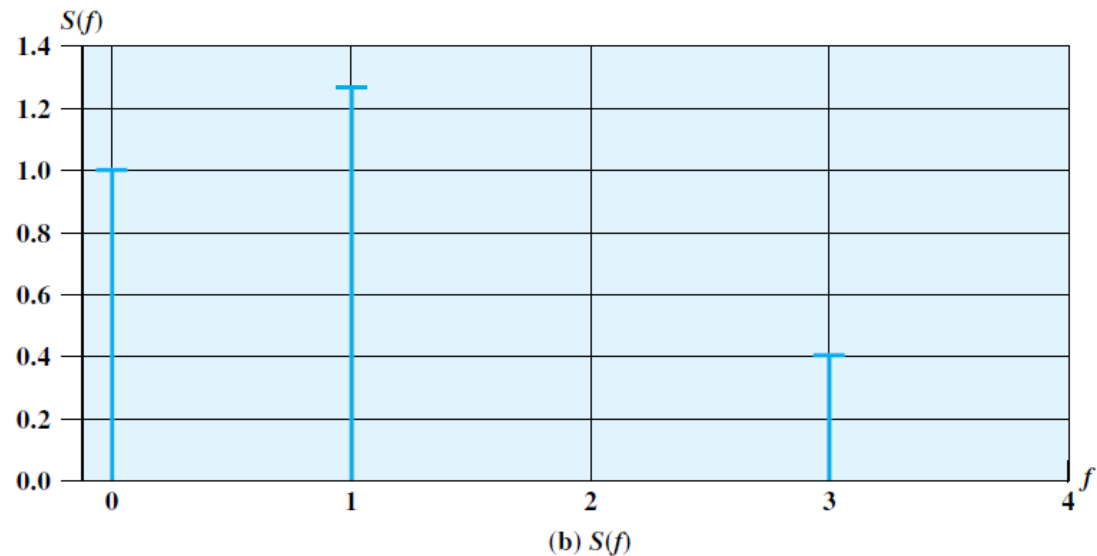
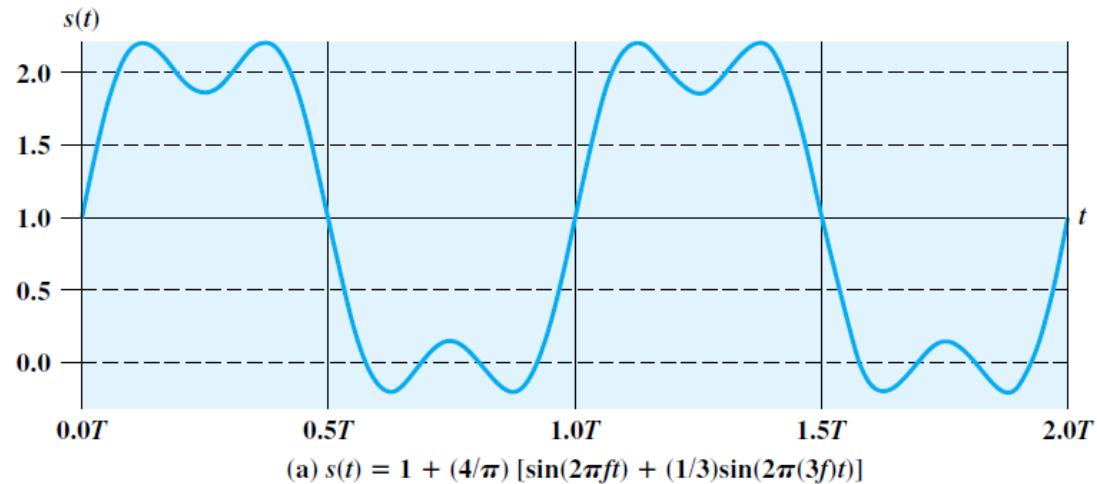


Figure 3.7 Frequency Components of Square Wave ( $T = 1/f$ )

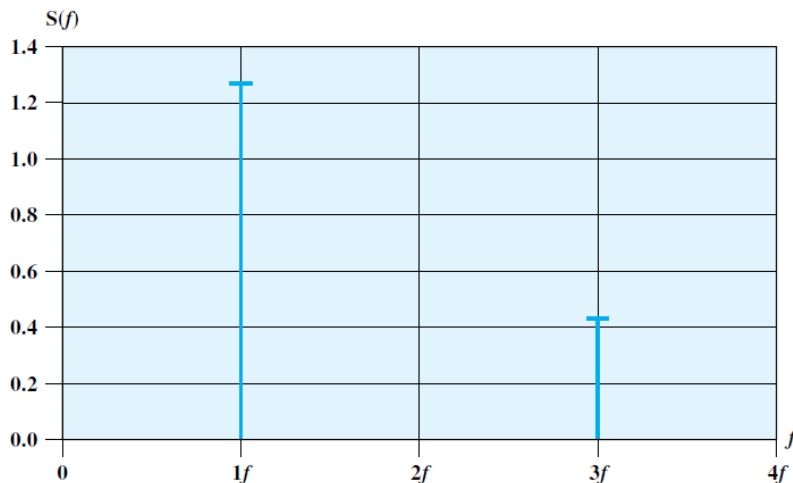
# DC Component

- If a signal includes a component of **zero frequency**, that component is a direct current (dc) or constant component.
- With no dc component, a signal has an **average amplitude** of zero, as seen in the time domain.
- With a dc component, it has a frequency term at  $f=0$  and a nonzero average amplitude.

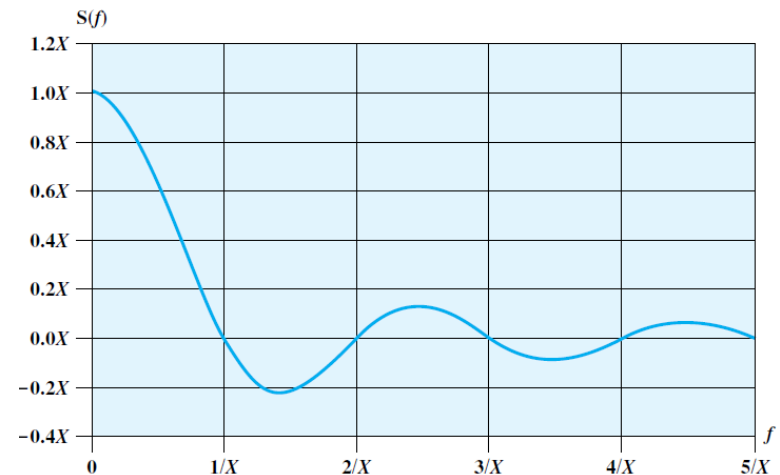


# Bandwidth

- Range of frequencies over which most of the signal energy of signal is contained is known as bandwidth or **effective bandwidth** of the signal.

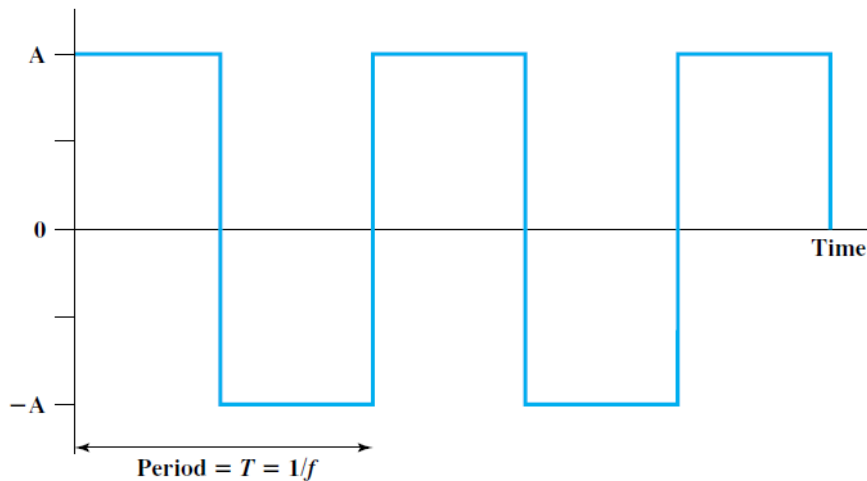


Absolute Bandwidth:  $2f$   
Effective Bandwidth:  $\leq 2f$



Absolute Bandwidth:  $\infty$   
Effective Bandwidth:  $\ll \infty$

# Data Rate



- In general, any digital waveform will have **infinite bandwidth**.
- If we attempt to transmit this waveform as a signal over any medium, the transmission system will **limit the bandwidth** that can be transmitted.
- let a positive pulse represent binary 0 and a negative pulse represent binary 1.
- Then, the waveform represents the binary stream 01010 . . .
- The duration of each pulse is  $1/(2f)$ ; thus the **data rate** is  $2f$  bits per second (bps).

# Example

- Let us attempt to transmit a sequence of alternating **1**s and **0**s as the square wave.

What **data rate** can be achieved?

- Case 1**: Let our square wave with the waveform of **Figure 3.7a** (Slide no. 19).

Let  $f = 10^6$  cycles/sec = 1 MHz,

So, **bandwidth** of the signal =  $(5-1) \times f = 4$  MHz, and

**period** of the fundamental frequency is  $T = 1/f = 1 \mu\text{s}$ .

If we treat **this waveform as a bit string** of **1**s and **0**s, one bit occurs every  $0.5 \mu\text{s}$ , for a **data rate** of  $2 \text{ bits}/\mu\text{s} = 2 \text{ Mbps}$ .

Thus, for a **bandwidth** of 4 MHz, a **data rate** of 2 Mbps is achieved.

# Cont...



- **Case 2:**

Let us look again at **Figure 3.7a**, but now with  $f = 2$  MHz.

So, **bandwidth** of the signal =  $(5 - 1) \times 2 \times 10^6 = 8$  MHz,  
**period** of the fundamental frequency is  $T = 1/f = 0.5 \mu\text{s}$ .

So, one bit occurs every  $0.25 \mu\text{s}$ , for a **data rate** of  $4 \text{ bits}/\mu\text{s}$   
 $= 4 \text{ Mbps}$

Thus, other things being equal, **by doubling the bandwidth**,  
we **double the potential data rate**.



# Cont...



- **Case 3:**

Now suppose that the waveform of **Figure 3.4c** (slide no. 19) is considered **adequate for approximating a square wave**.

Now suppose  $f = 2$  MHz and so,  $T = 1/f = 0.5 \mu\text{s}$ .

One bit occurs every  $0.25 \mu\text{s}$ , for a **data rate** of 4 Mbps.

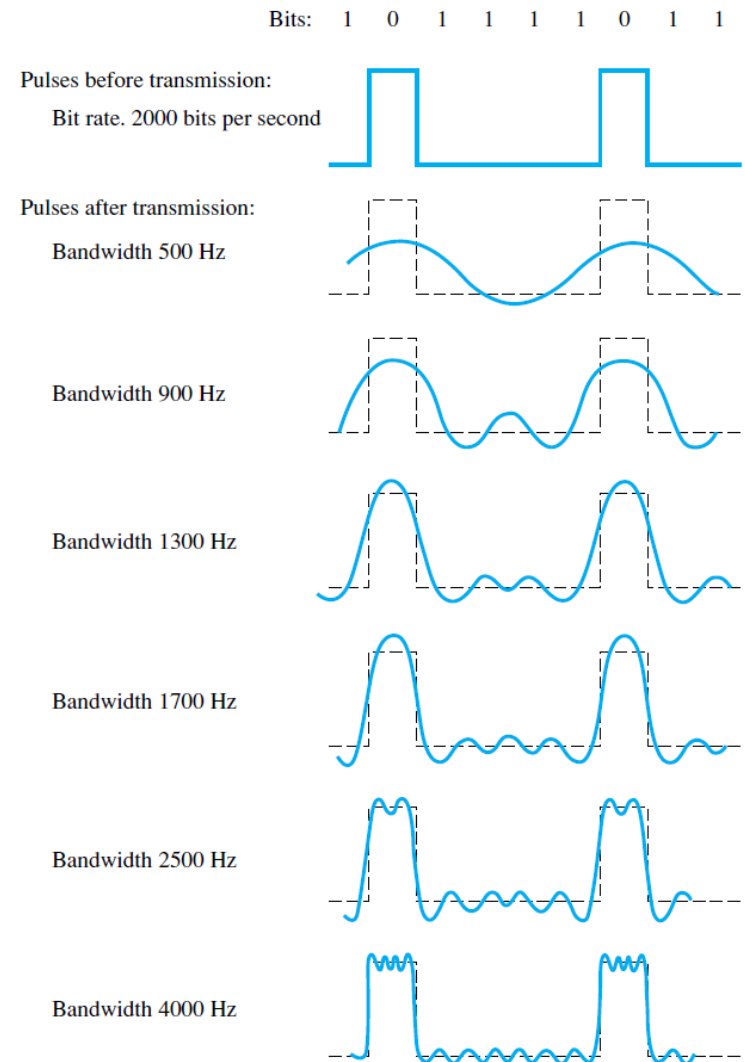
So, the **bandwidth** of the signal is  $(3 - 1) \times 2 \times 10^6 = 4$  MHz

## Conclusion:

- A given bandwidth can **support various data rates** depending on the ability of the receiver to discern the difference between 0 and 1 in the presence of noise and other impairments.
- In general, any digital waveform will have **infinite bandwidth**. If we attempt to transmit this waveform as a signal over any medium, the **transmission system will limit the bandwidth** that can be transmitted.
- The more limited the bandwidth, the greater the distortion, and the greater the **potential for error** by the receiver.

# Effect of Bandwidth on Digital Signal

- Thus, there is a direct relationship between data rate and bandwidth.
- The higher the data rate of a signal, the greater is its required effective bandwidth.
- Looked at the other way, the greater the bandwidth of a transmission system, the higher is the data rate that can be transmitted over that system.
- The higher the center frequency, the higher the potential bandwidth and therefore the higher the potential data rate.



**Figure 3.8** Effect of Bandwidth on a Digital Signal

# Thanks!

Figure and slide materials are taken from the following sources:

1. W. Stallings, (2010), [Data and Computer Communications](#)
2. [NPTL lecture](#) on Data Communication, by Prof. A. K. Pal, IIT Kharagpur
3. B. A. Forouzan, (2013), [Data Communication and Networking](#)