

# Radio Physics

Training materials for wireless trainers



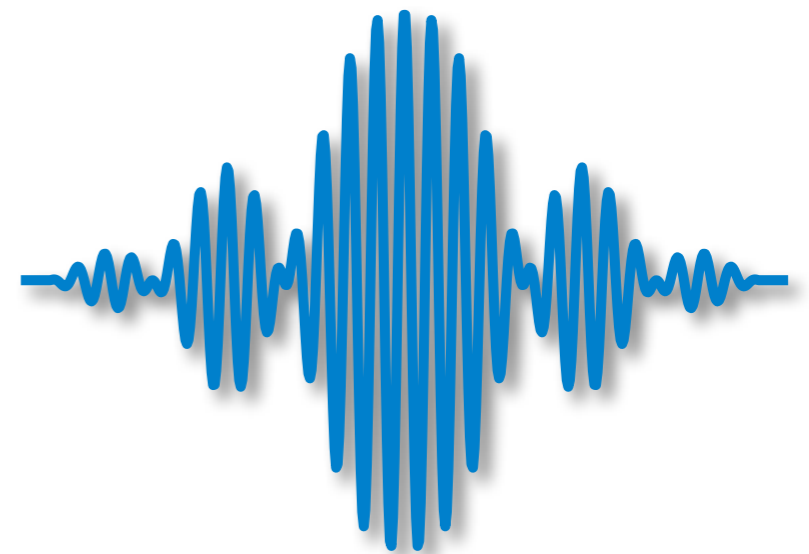
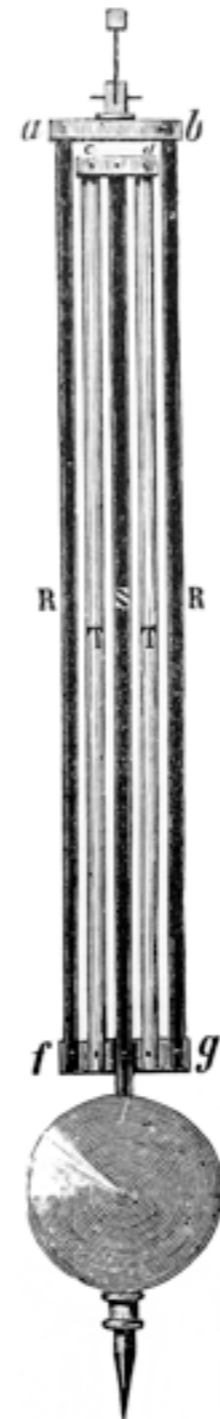
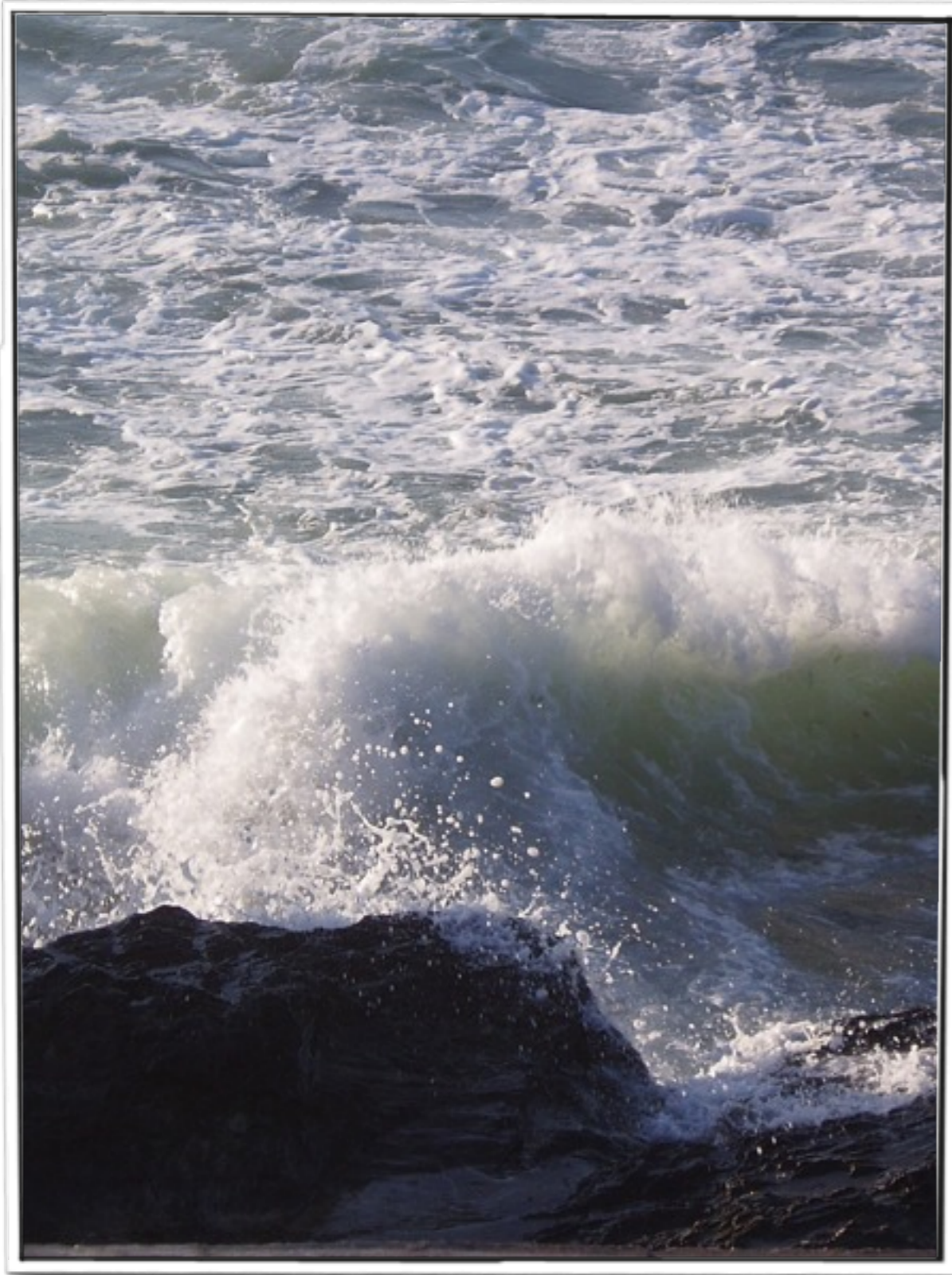
*The Abdus Salam*  
**International Centre  
for Theoretical Physics**



# Goals

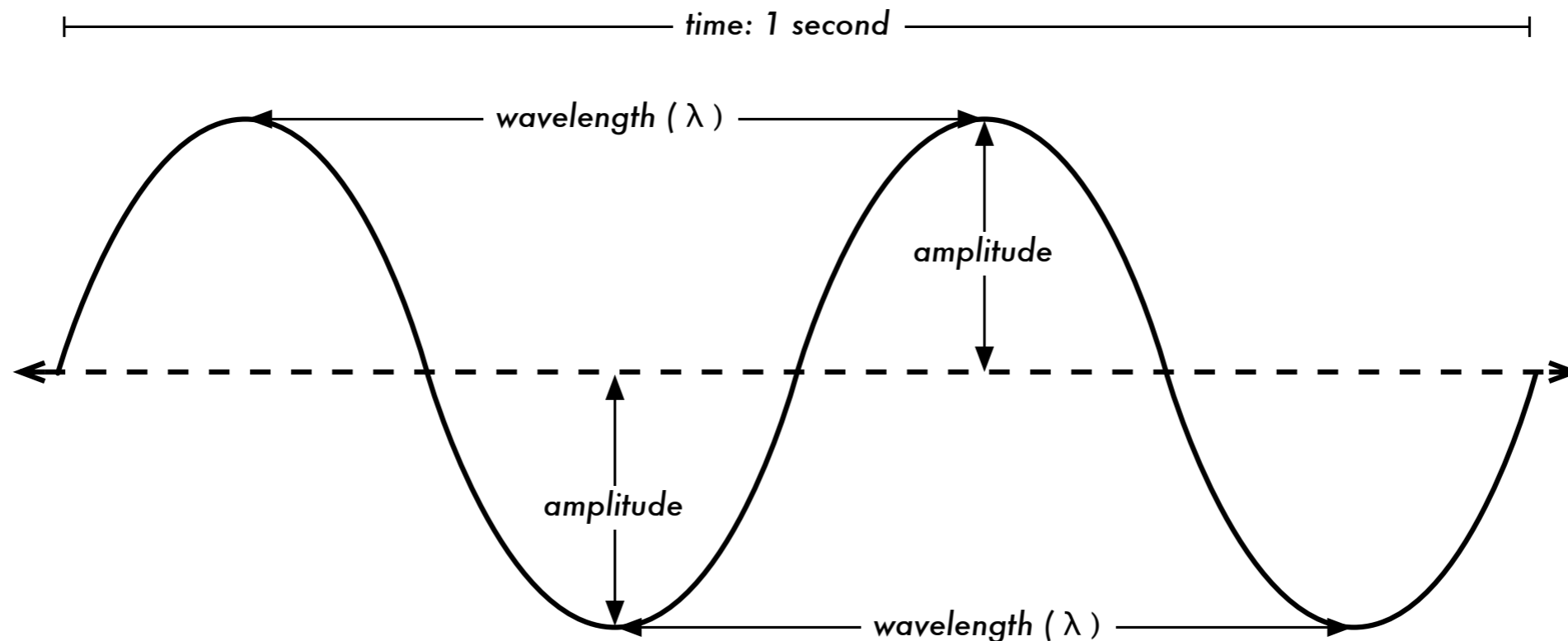
- ▶ to introduce the fundamental concepts related to electromagnetic waves (frequency, amplitude, speed, wavelength, polarization, phase)
- ▶ to show where WiFi is placed, within the broader range of frequencies used in telecommunications
- ▶ to give an understanding of behavior of radio waves as they move through space (absorption, reflection, diffraction, refraction, interference)
- ▶ to introduce the concept of the Fresnel zone

# What is a Wave?



# Electromagnetic Waves

- ▶ Characteristic wavelength, frequency, and amplitude
- ▶ No need for a carrier medium
- ▶ Examples: light, X-rays and radio waves





# Quick review of unit prefixes

Powers of ten			
Nano-	$10^{-9}$	1/1000000000	n
Micro-	$10^{-6}$	1/1000000	$\mu$
Milli-	$10^{-3}$	1/1000	m
Centi-	$10^{-2}$	1/100	c
Kilo-	$10^3$	1 000	k
Mega-	$10^6$	1 000 000	M
Giga-	$10^9$	1 000 000 000	G

# Wavelength and Frequency

$$c = f * \lambda$$

c = speed (meters / second)

f = frequency (cycles per second, or Hz)

$\lambda$  = wavelength (meters)

If a wave on water travels at one meter per second, and it oscillates five times per second, then each wave will be twenty centimeters long:

$$1 \text{ meter/second} = 5 \text{ cycles/second} * \lambda$$

$$\lambda = 1 / 5 \text{ meters}$$

$$\lambda = 0.2 \text{ meters} = 20 \text{ cm}$$

# Wavelength and Frequency

Since the speed of light is approximately  $3 \times 10^8$  m/s, we can calculate the wavelength for a given frequency.

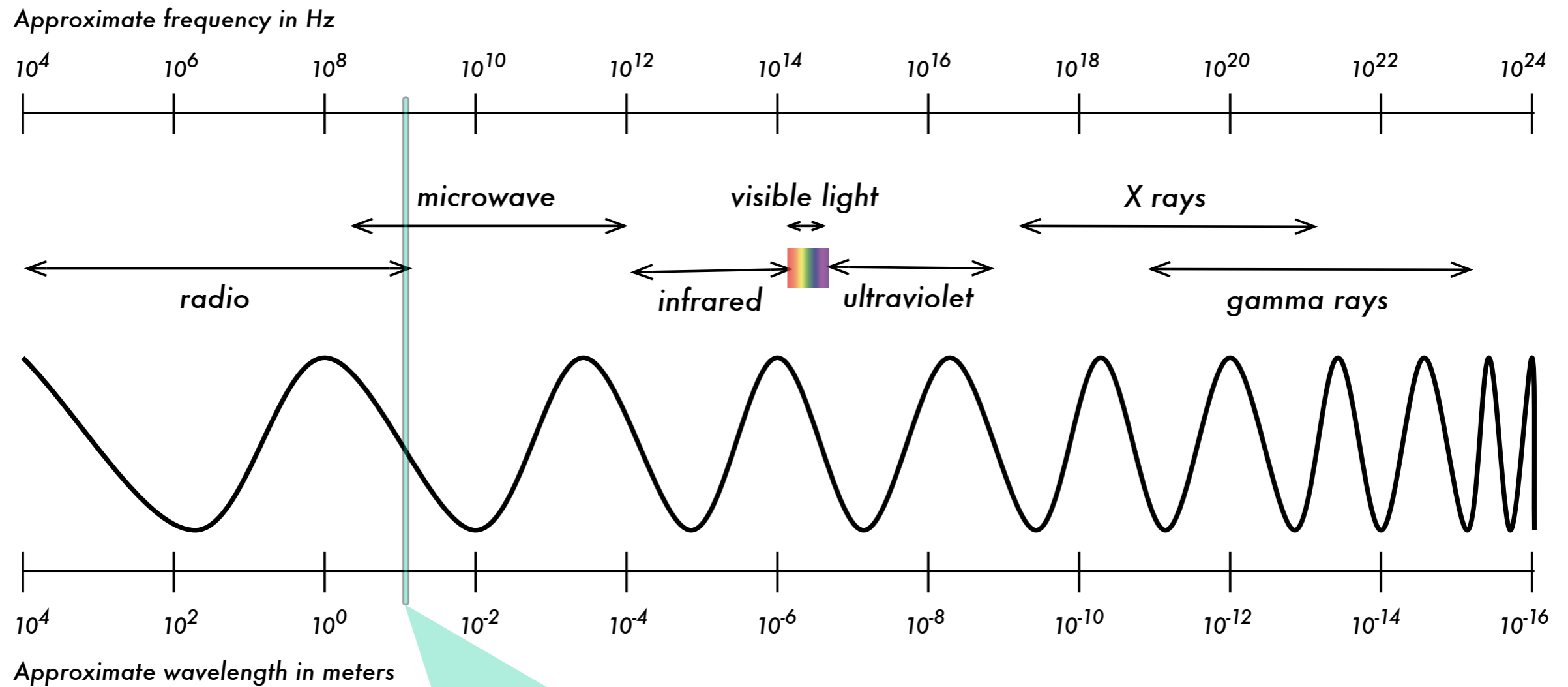
Let us take the example of the frequency of 802.11b/g wireless networking, which is:

$$\begin{aligned} f &= 2.4 \text{ GHz} \\ &= 2,400,000,000 \text{ cycles / second} \end{aligned}$$

$$\begin{aligned} \text{wavelength } (\lambda) &= c / f \\ &= 3 * 10^8 \text{ m/s} / 2.4 * 10^9 \text{ s}^{-1} \\ &= 1.25 * 10^{-1} \text{ m} \\ &= 12.5 \text{ cm} \end{aligned}$$

Therefore, the wavelength of 802.11b/g WiFi is about **12.5 cm**.

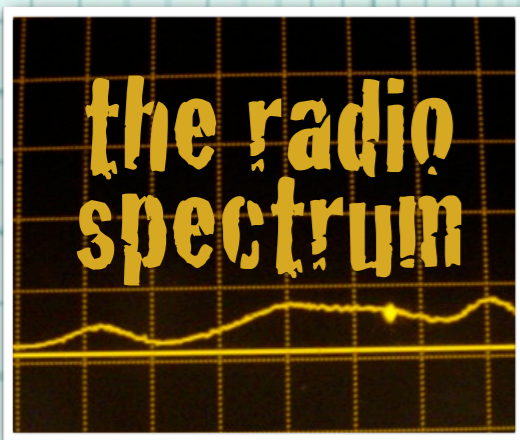
# Electromagnetic Spectrum



Approximate range for WiFi

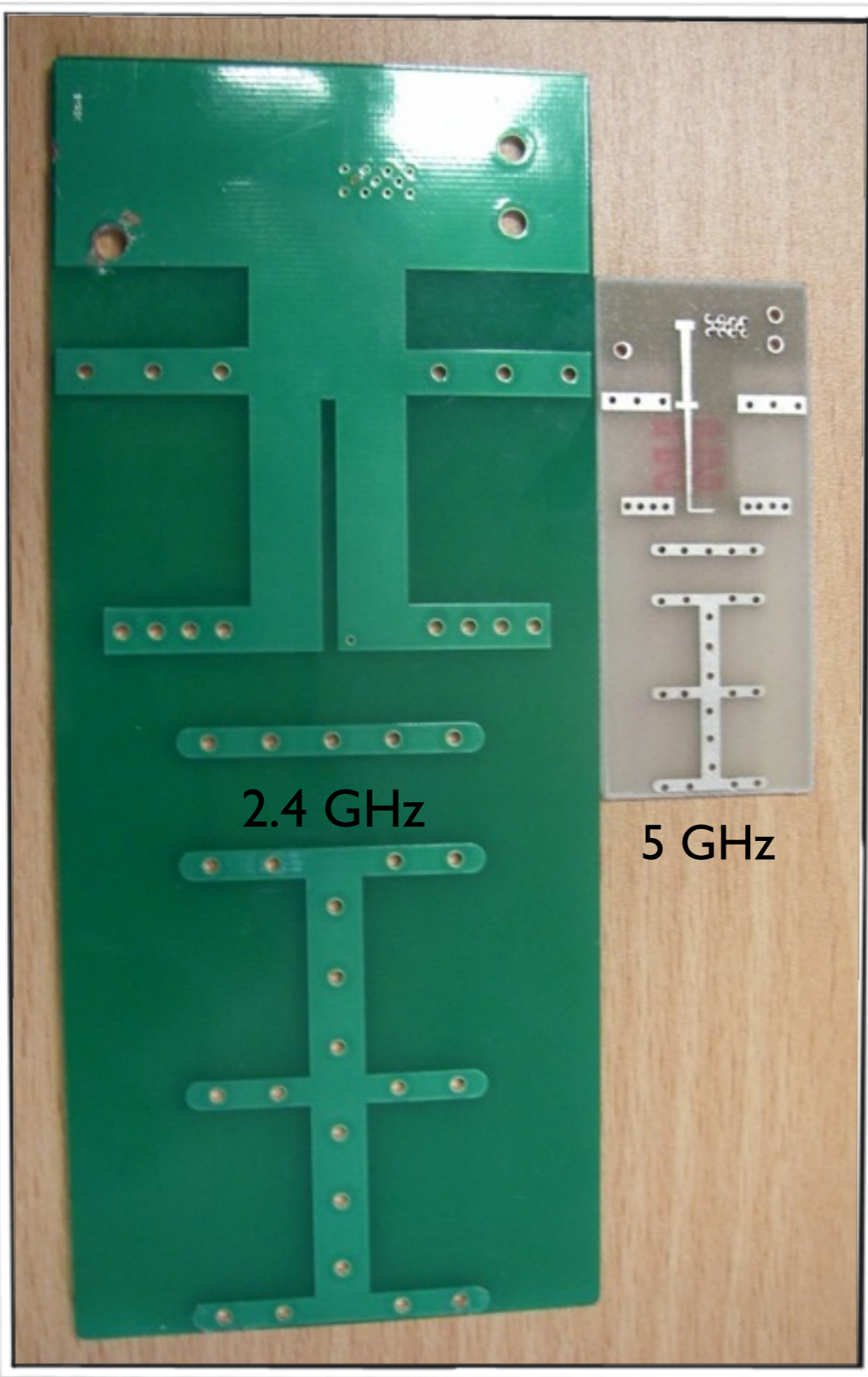


# Perspective





# WiFi frequencies and wavelengths



Standard	Frequency	Wavelength
802.11 b/g/n	2.4 GHz	12.5 cm
802.11 a/n	5.x GHz	5 to 6 cm

# Behavior of radio waves

There are a few simple rules of thumb that can prove extremely useful when making first plans for a wireless network:

- ▶ The **longer** the wavelength, the further it goes
- ▶ The **longer** the wavelength, the better it travels through and around things
- ▶ The **shorter** the wavelength, the more data it can transport

All of these rules, simplified as they may be, are rather easy to understand by example.

# Traveling radio waves

Radio waves do not move in a strictly straight line. On their way from “point A” to “point B”, waves may be subject to:

- ▶ Absorption
- ▶ Reflection
- ▶ Diffraction
- ▶ Refraction

# Absorption

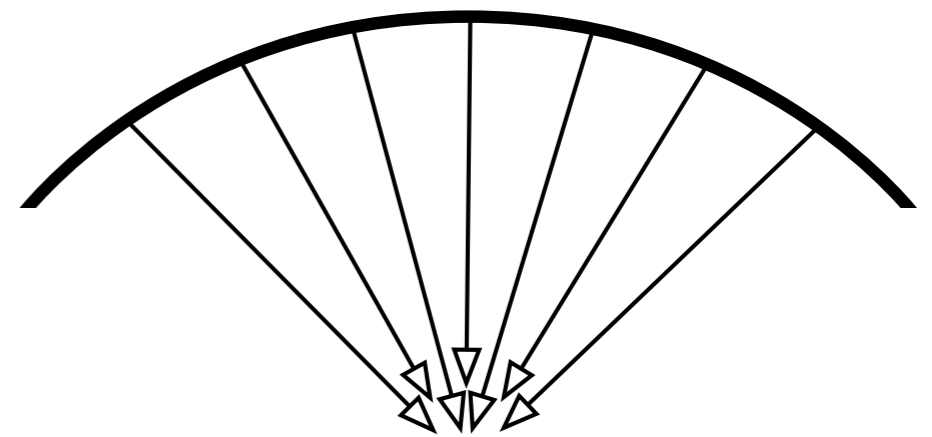
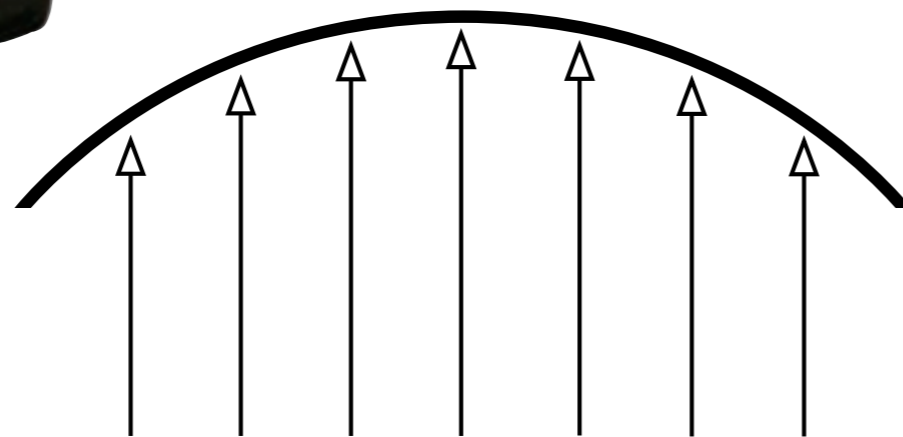
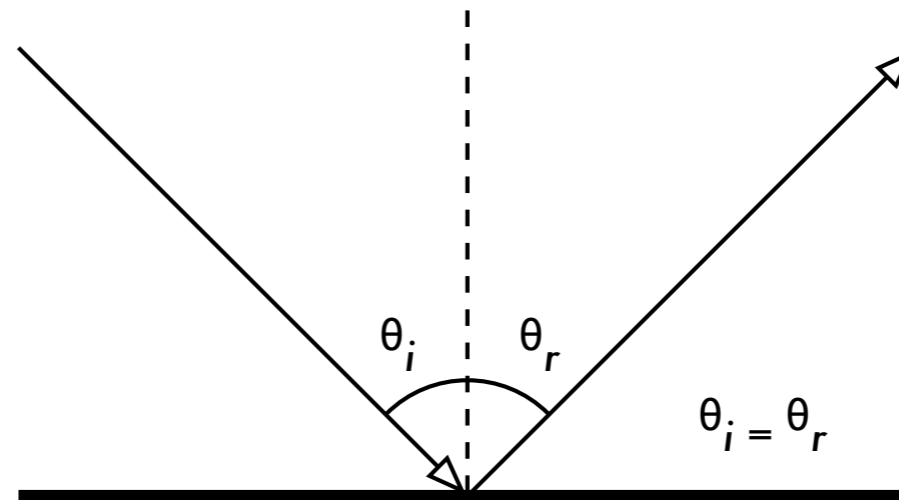
When electromagnetic waves go through some material, they generally get weakened or dampened.

Materials that absorb energy include:

- ▶ **Metal.** Electrons can move freely in metals, and are readily able to swing and thus absorb the energy of a passing wave.
- ▶ **Water** molecules jostle around in the presence of radio waves, thus absorbing some energy.
- ▶ **Trees** and **wood** absorb radio energy proportionally to the amount of water contained in them.
- ▶ **Humans** are mostly water: we absorb radio energy quite well!

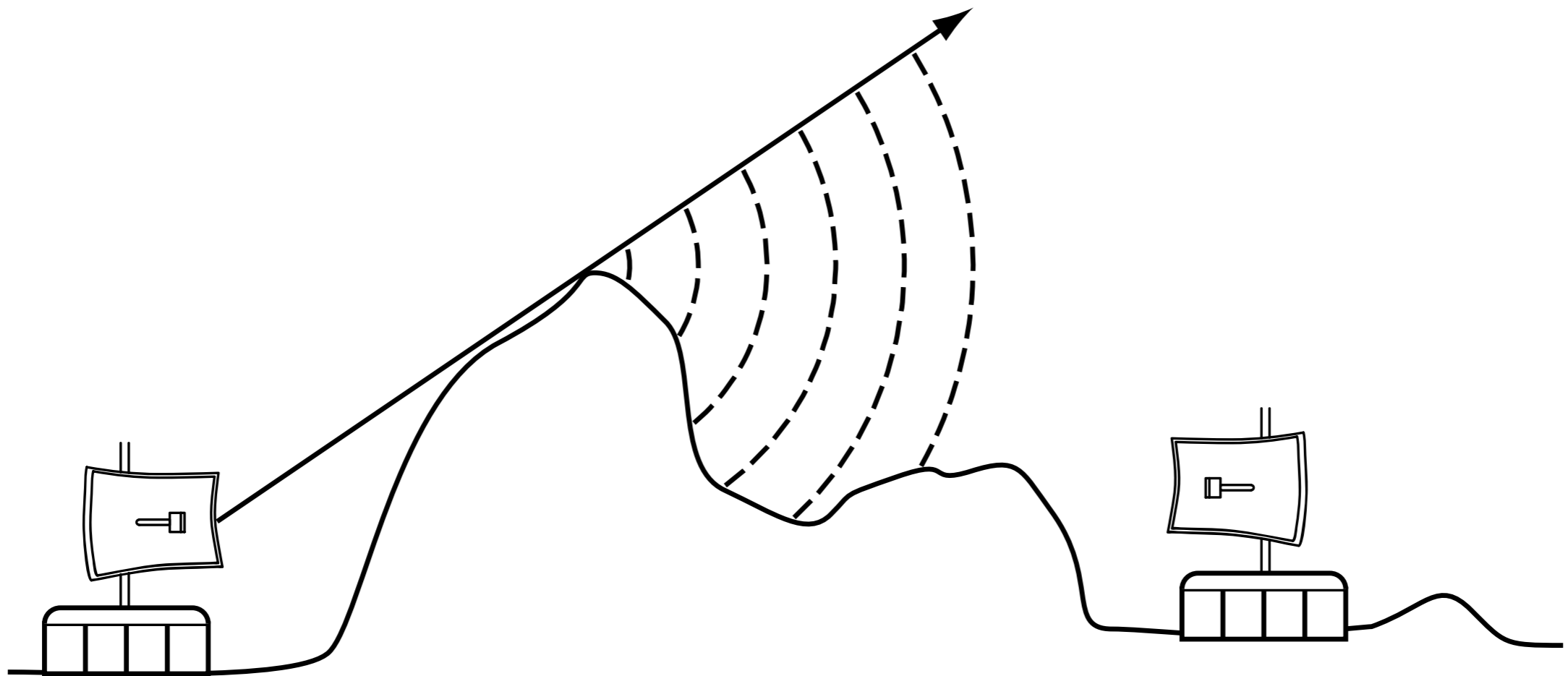
# Reflection

The rules for reflection are quite simple: the angle at which a wave hits a surface is the same angle at which it gets deflected. **Metal** and **water** are excellent reflectors of radio waves.



# Diffraction

Because of the effect of diffraction, waves will “bend” around corners or through an opening in a barrier.

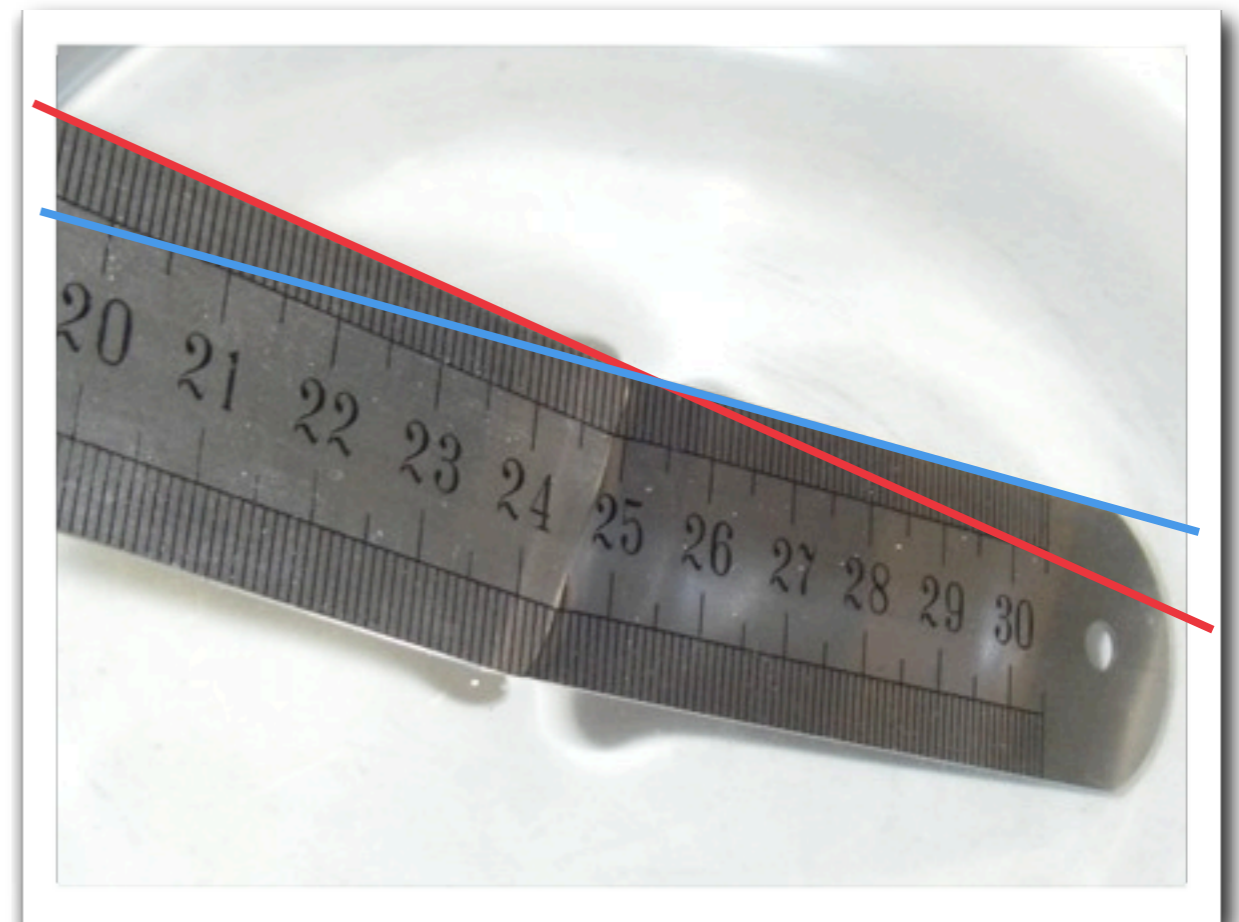
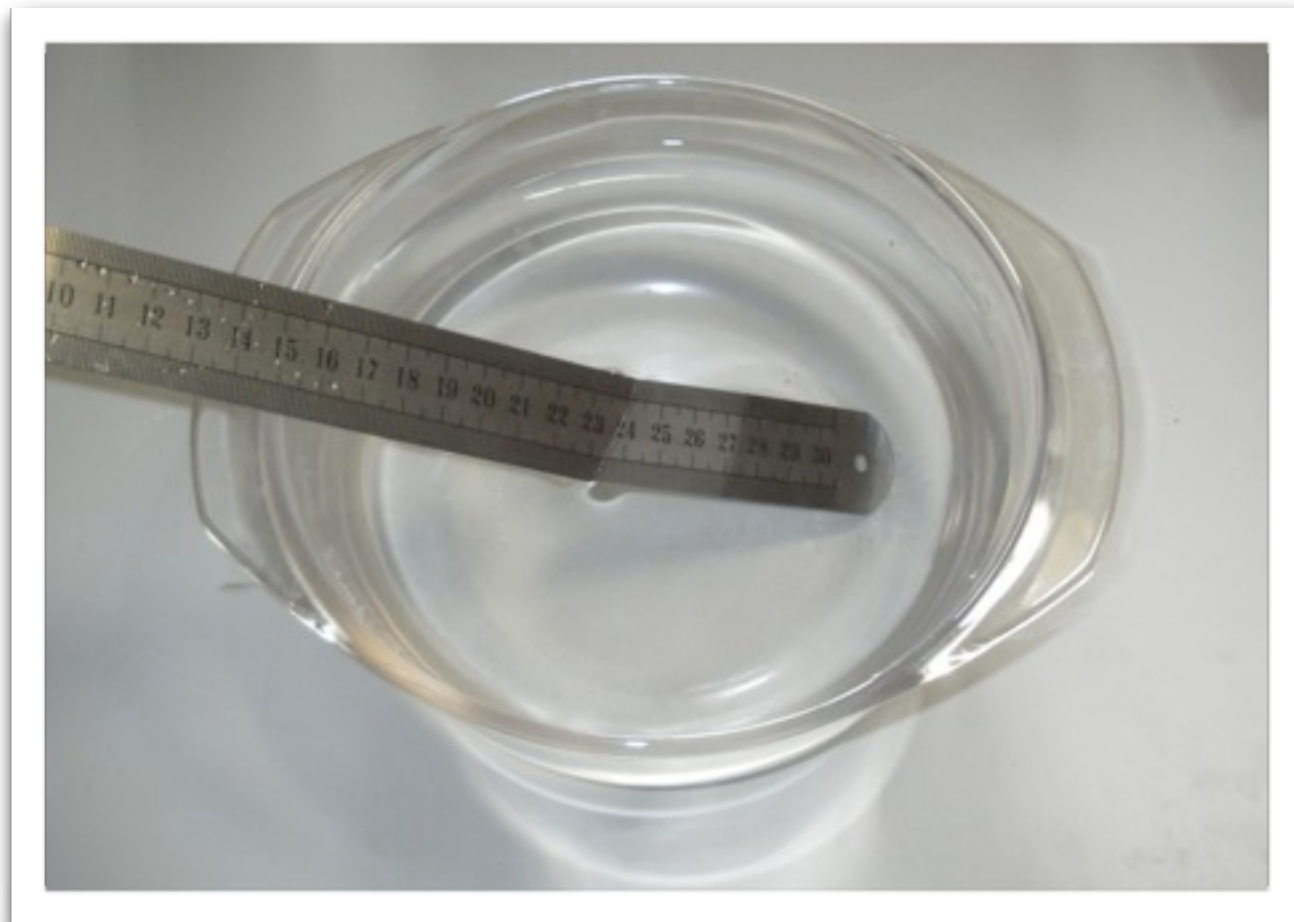




# Refraction

Refraction is the apparent “bending” of waves when they meet a material with different characteristics.

When a wave moves from one medium to another, it changes speed and direction upon entering the new medium.



# Other important wave properties

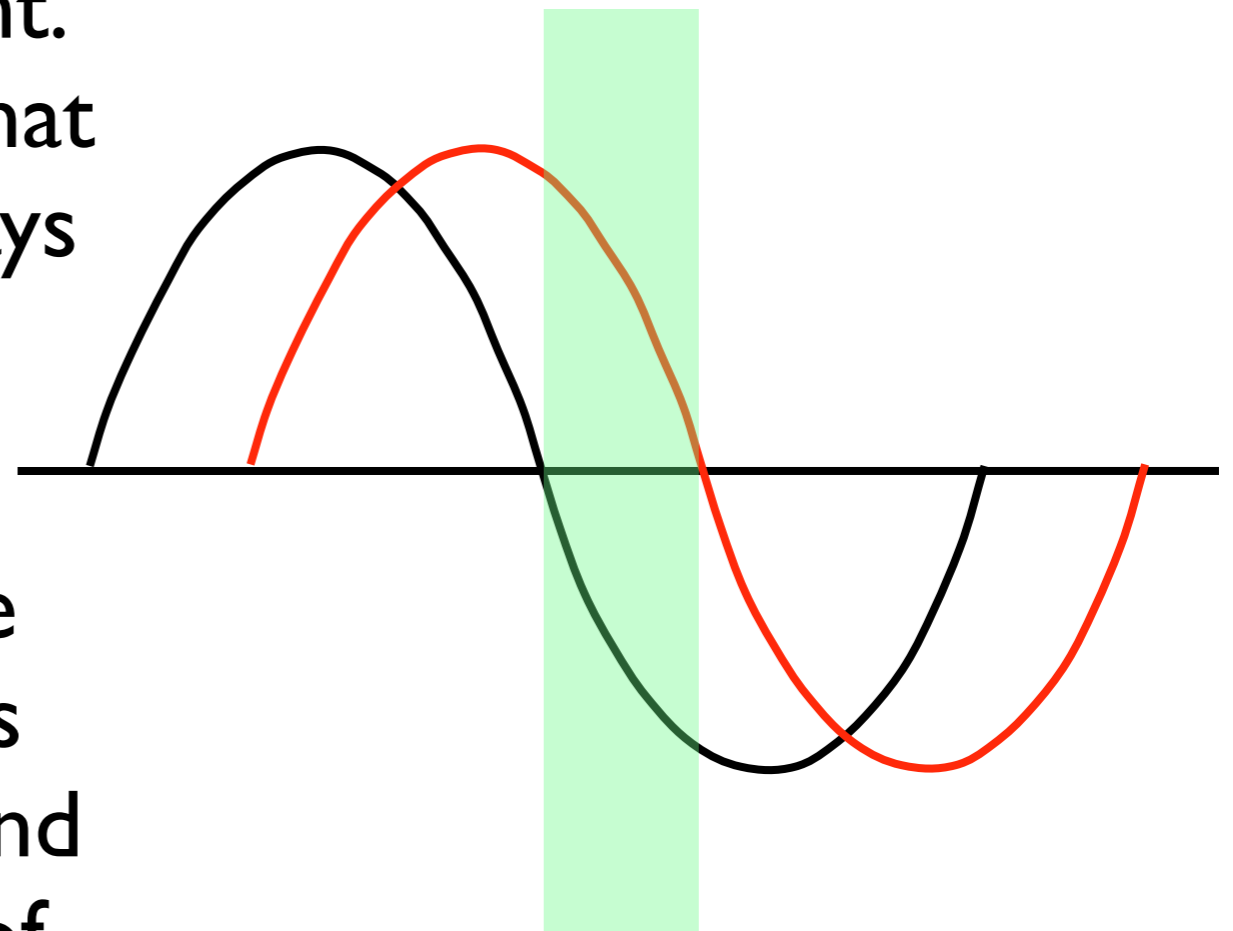
These properties are also important to consider when using electromagnetic waves for communications.

- ▶ Phase
- ▶ Polarization
- ▶ Fresnel Zone

# Phase

The **phase** of a wave is the fraction of a cycle that the wave is offset from a reference point. It is a relative measurement that can be expressed in different ways (radians, cycles, degrees, percentage).

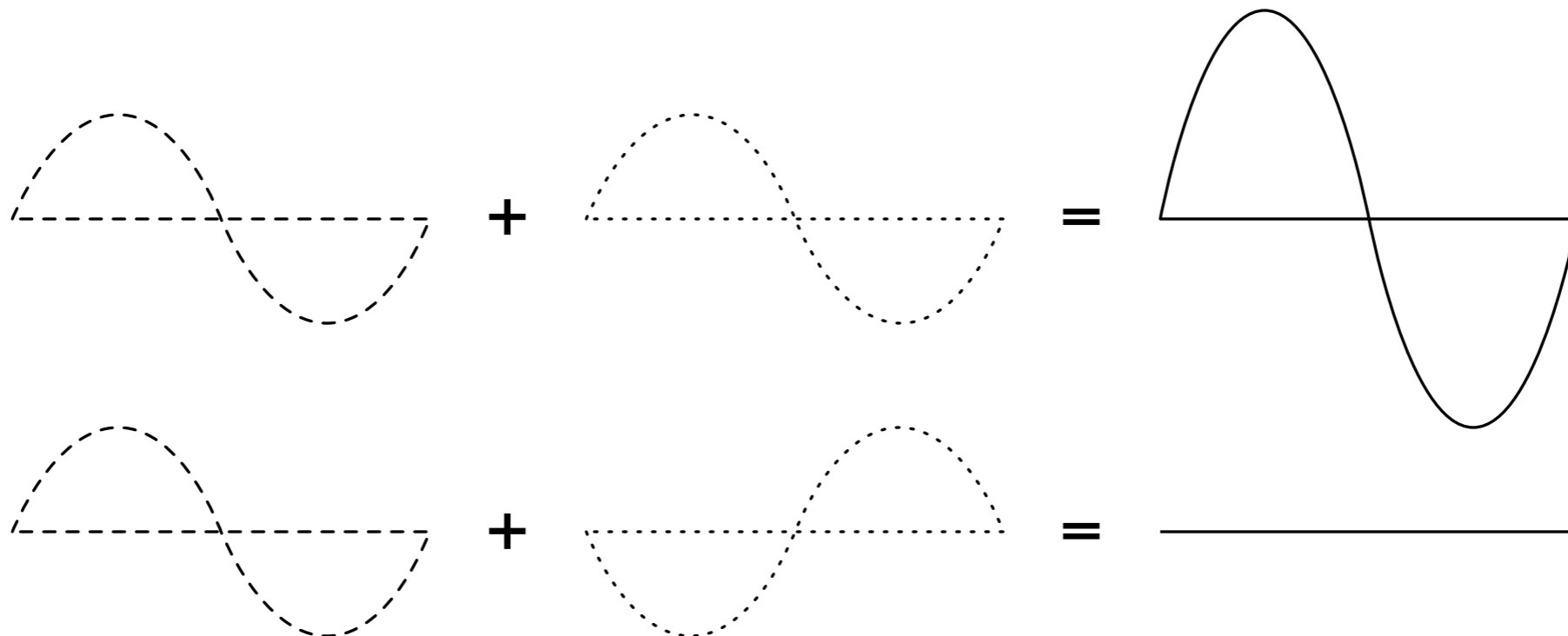
Two waves that have the same frequency and different phases have a **phase difference**, and the waves are said to be out of phase with each other.



# Interference

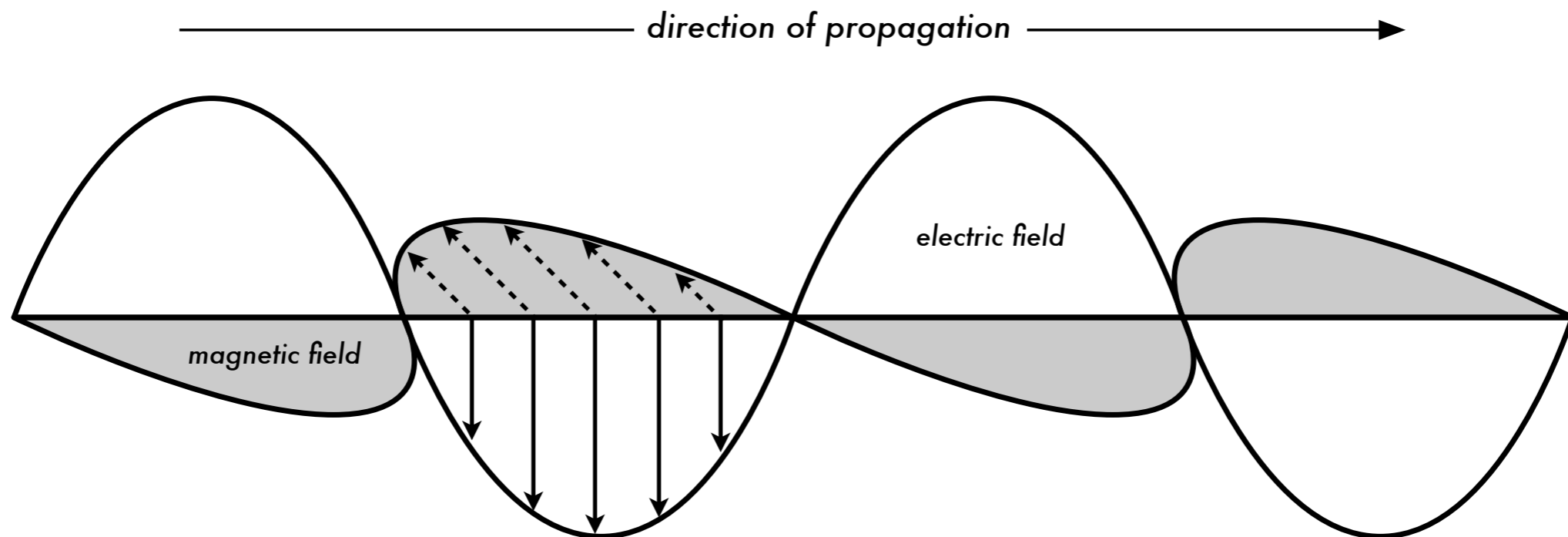
When two waves of the same frequency, amplitude and **phase** meet, the result is **constructive interference**: the amplitude doubles.

When two waves of the same frequency and amplitude and **opposite phase** meet, the result is **destructive interference**: the wave is annihilated.

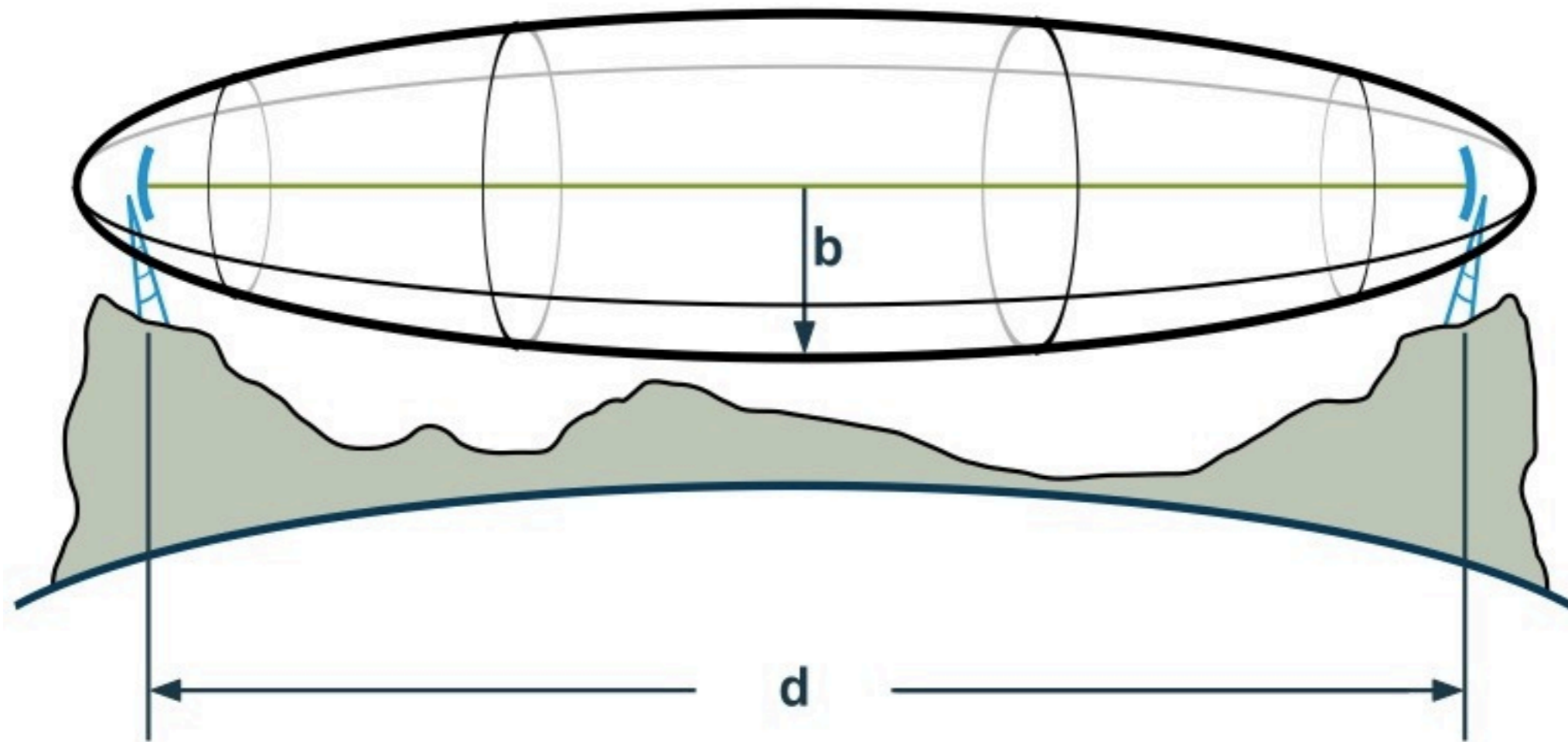


# Polarization

- ▶ Electromagnetic waves have electrical and magnetic components.
- ▶ The electrical and magnetic components oscillate perpendicular to each other and to the direction of the propagation.



# Line of Sight and Fresnel Zones



a free line-of-sight **IS NOT EQUAL TO** a free Fresnel Zone

# Conclusions

- ▶ Radio waves have a characteristic wavelength, frequency and amplitude, which affect the way they travel through space.
- ▶ WiFi uses a tiny part of the electromagnetic spectrum
- ▶ Lower frequencies travel further, but at the expense of throughput.
- ▶ Radio waves occupy a volume in space, the Fresnel zone, which should be unobstructed for optimum reception.



# Thank you for your attention

For more details about the topics presented in this lecture, please see the book ***Wireless Networking in the Developing World***, available as free download in many languages at:

<http://wndw.net>

