

Communication

Communication

Much cheaper than travel

Energy needed for Mass (M) at speed (v)

$$E = 1/2 Mv^2 \quad \text{if } v \text{ much less than } c$$

e.g., travel to nearest star (4 ly) in 40 yr

$$\Rightarrow v = 0.1 c \quad \Rightarrow \quad E = 4.1 \times 10^{-9} \text{ ergs}$$

for $M = m$ (electron)

Photon $E = h\nu$

$$h = 6.6 \times 10^{-27}$$

ν = frequency

$$= 6.6 \times 10^{-18} \text{ ergs}$$

$$\text{if } \nu = 10^9 \text{ Hz}$$

Ratio $\sim 10^9$ (and photon gets there in 4 yrs)

100 M watt transmitter - 1 yr

$$\text{\$ } 40 \times 10^6$$

Spacecraft to nearest star

$$\sim \text{\$ } 5 \times 10^{16}$$

(some recent analysis questions this conclusion)

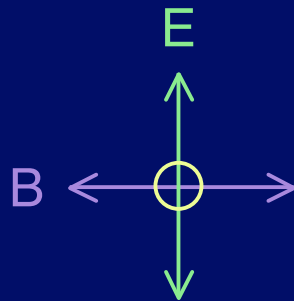
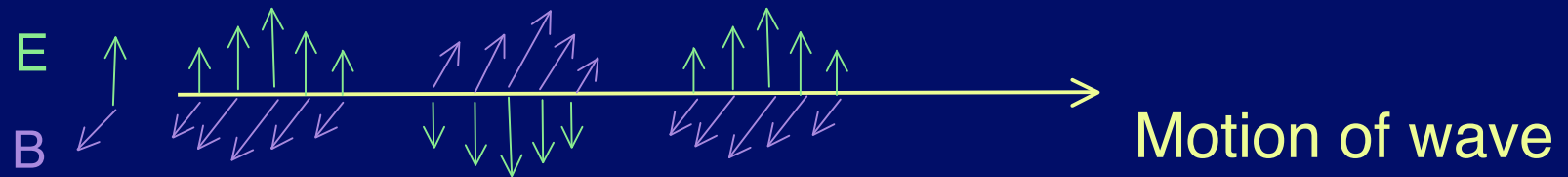
Light is an Electromagnetic Wave

Electric Field: Indicates force on charged particle

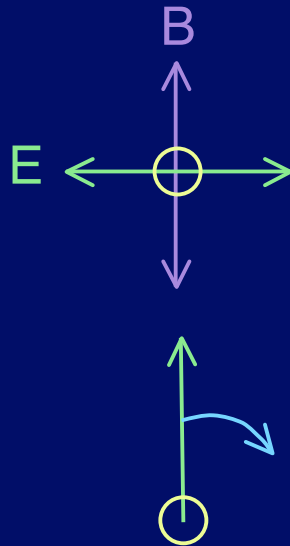


Magnetic field: created by changing electric field. At right angle to electric field.

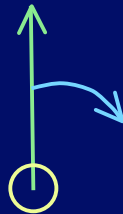
Electromagnetic Wave



Vertically Polarized



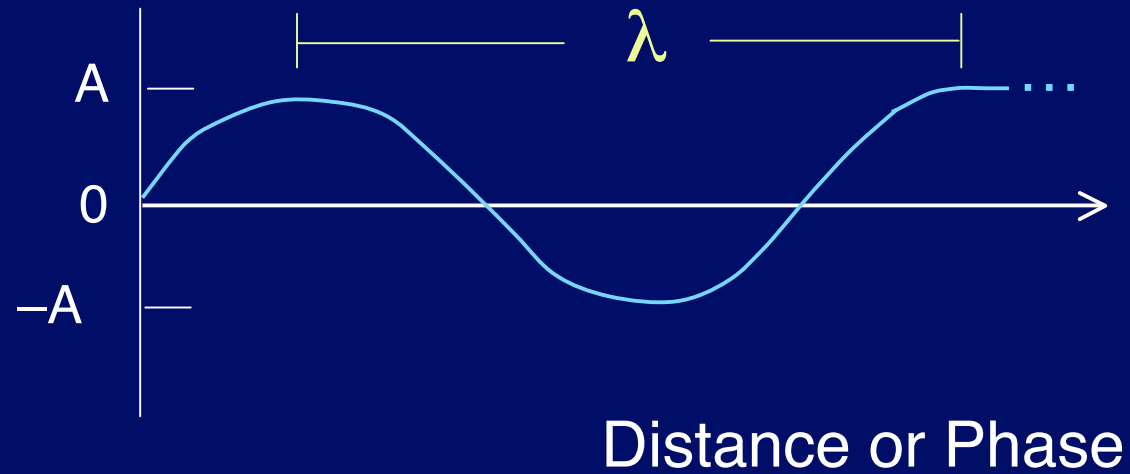
Horizontally Polarized



Circularly Polarized

Wave Properties

Snapshot

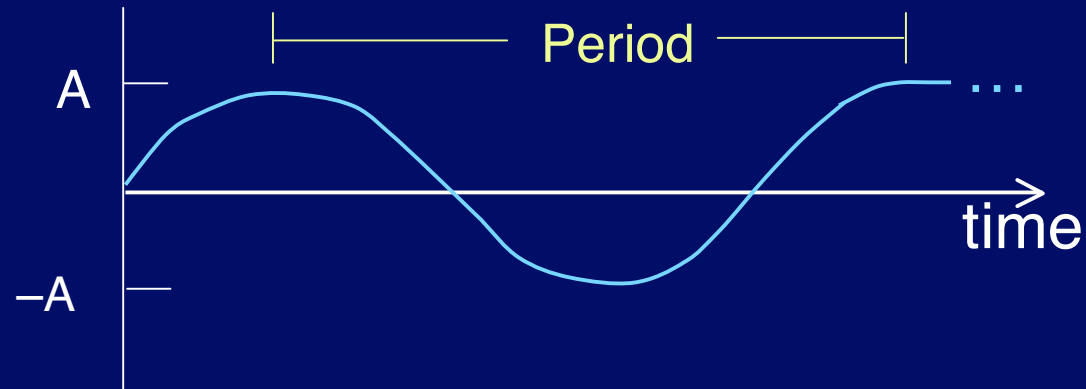


A = Amplitude

λ = Wavelength

Wave Properties

Look at one point along wave



$$\nu = \text{frequency} = \frac{1}{\text{period}}$$

of cycles per second (hertz, Hz)

$$1 \text{ kHz} = 10^3 \text{ Hz}$$

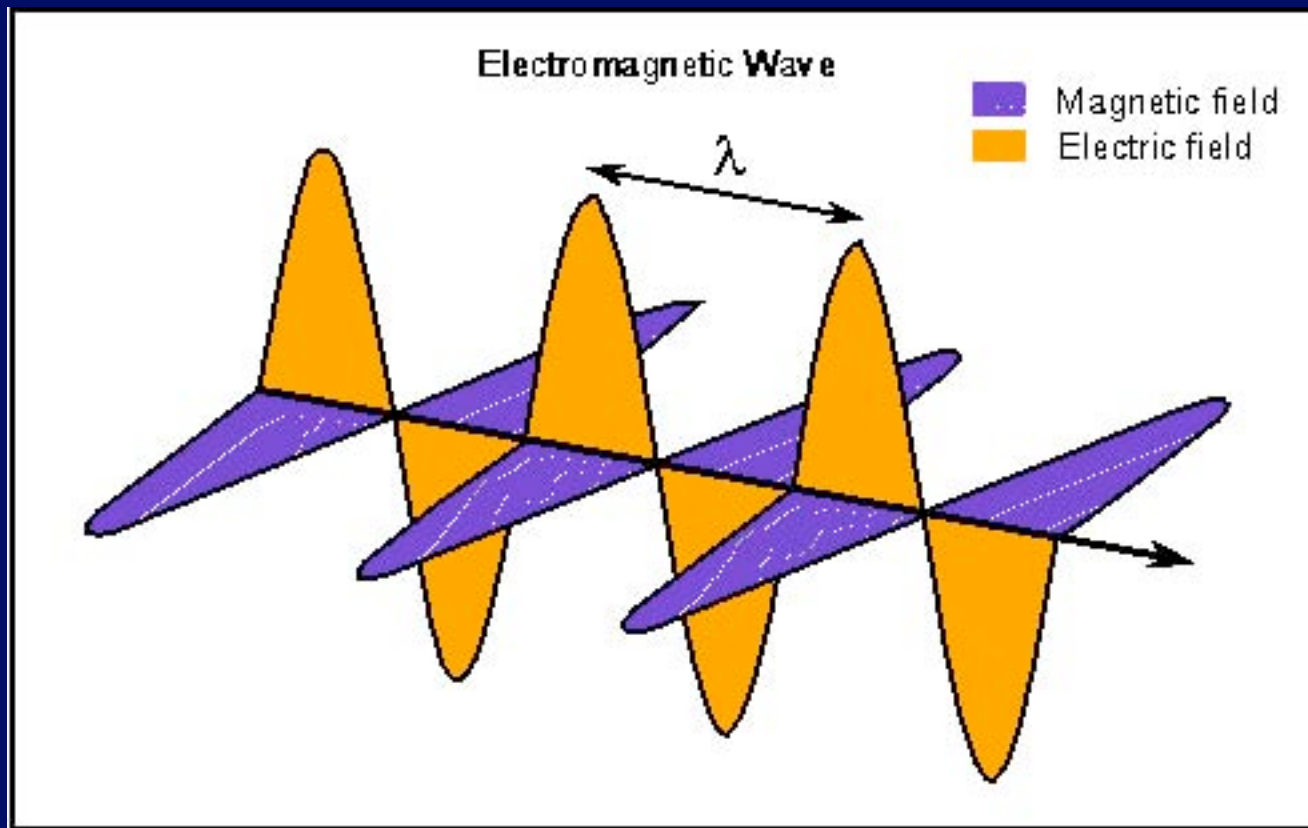
$$1 \text{ MHz} = 10^6 \text{ Hz}$$

$$1 \text{ GHz} = 10^9 \text{ Hz}$$

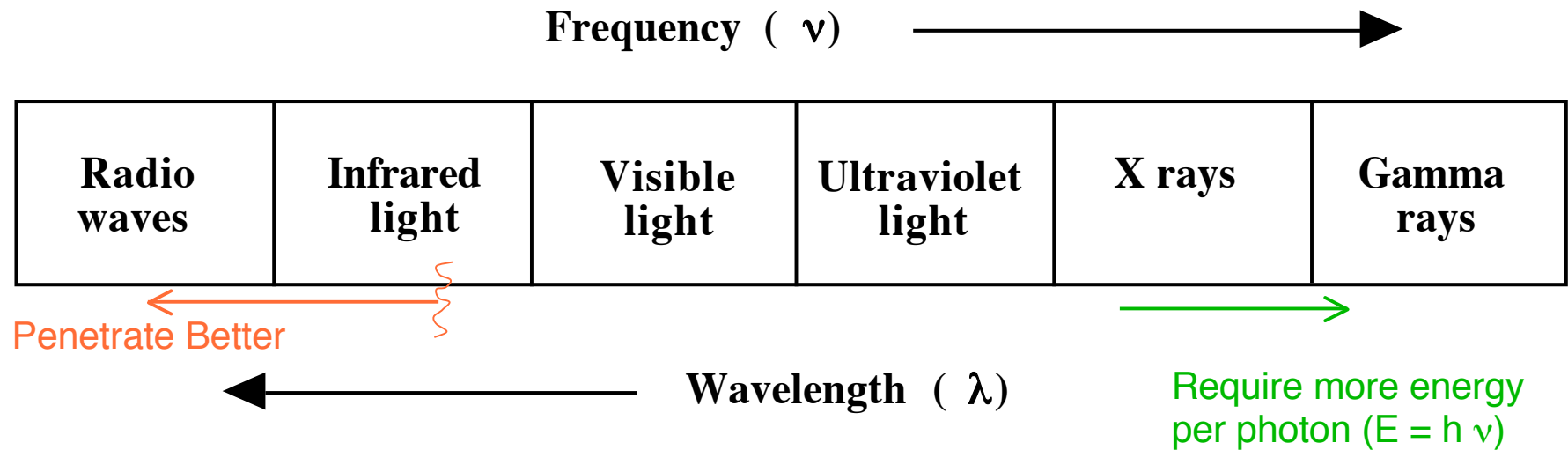
Speed of light

$$c = \lambda \nu \Rightarrow \lambda = \frac{c}{\nu}$$

A Wave Demo

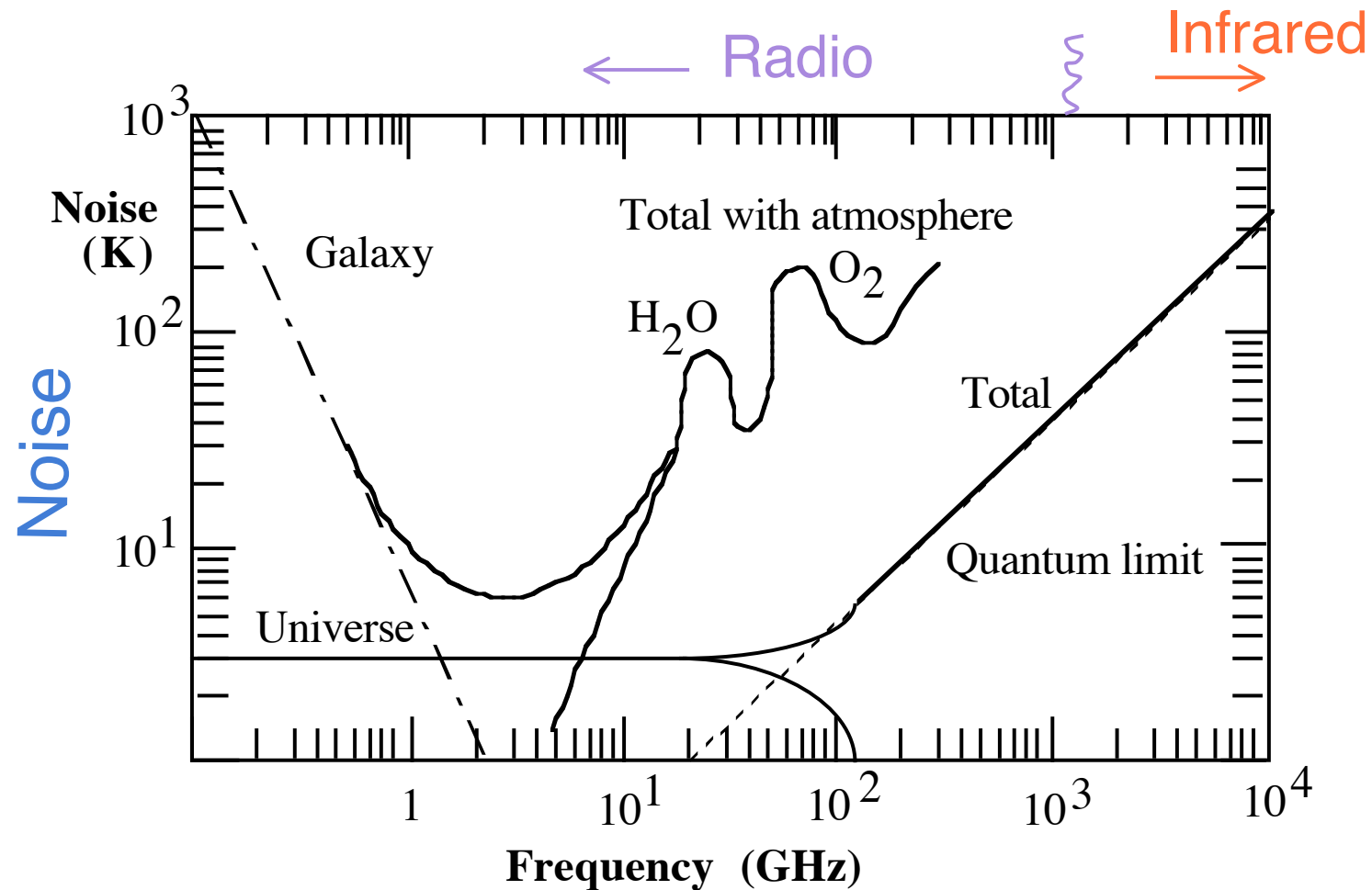


Electromagnetic Spectrum (Light)



Noise: Any unwanted signal

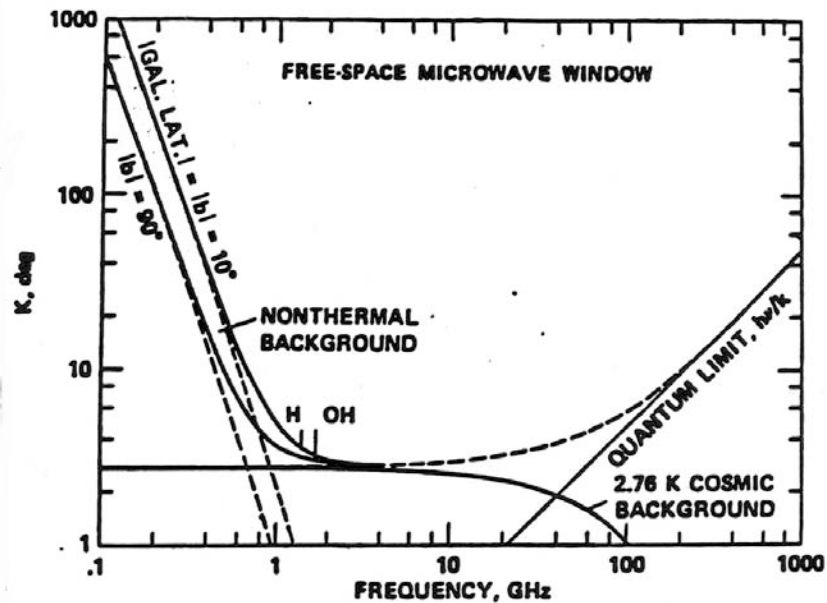
Artificial, Natural



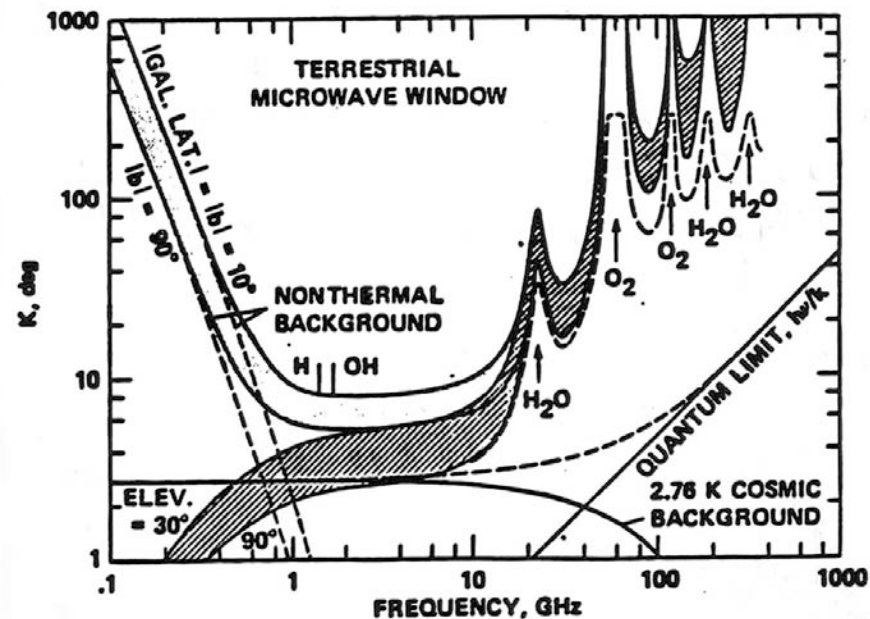
$\nu = (\text{GHz})$

10^9 Hz

Figure 6.8



Free-space microwave window, in which the basic noises that limit radio communication over interstellar distances are least disruptive.



Terrestrial microwave window. Atmospheric water vapor and oxygen degrade the upper end of the microwave window for receivers on Earth's surface and raise the temperature in the lower portion of the window.

Magic Frequencies

1. Morrison & Cocconi 1959

$$\nu = 1.42 \text{ GHz} \quad \lambda = 21 \text{ cm}$$

H atoms

2. Water “Hole”

OH 1st molecule discovered at Radio λ

$$\nu = 1.6 \text{ GHz}$$



Low Noise “Hole”

1.4

1.6 GHz



3. Kuiper - Morris

Use fundamental constants

$$\nu = \frac{c}{\text{length}} \quad \text{all very high } \nu$$

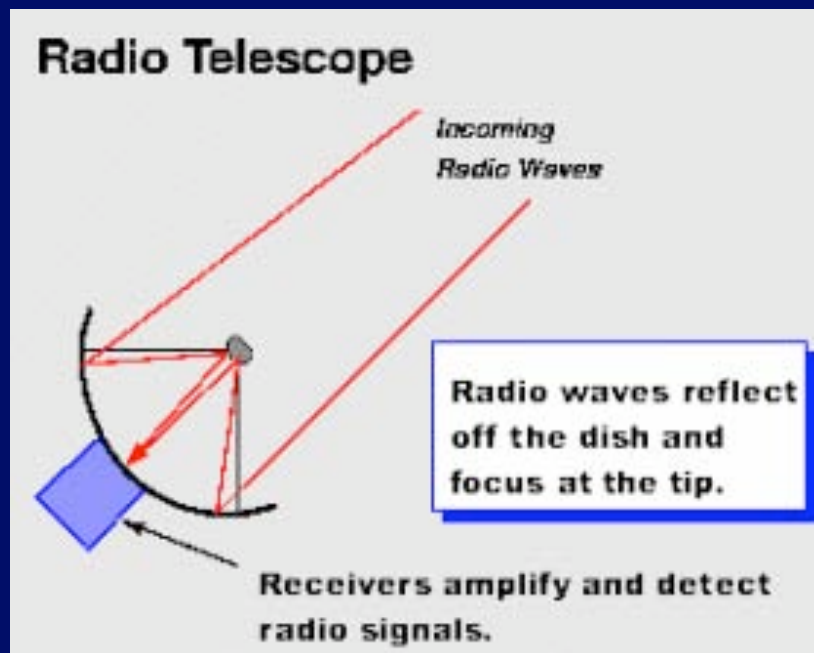
Most plausible is electron “radius”

Scale by powers of “fine structure constant”

$$\sim \frac{1}{137} \quad (\text{if multiply 5 times, get to radio})$$

$$\longrightarrow \nu = 2.5568 \text{ GHz}$$

Radio Telescope Principle



Green Bank Telescope (GBT)



Arecibo Telescope



Very Large Array (VLA)



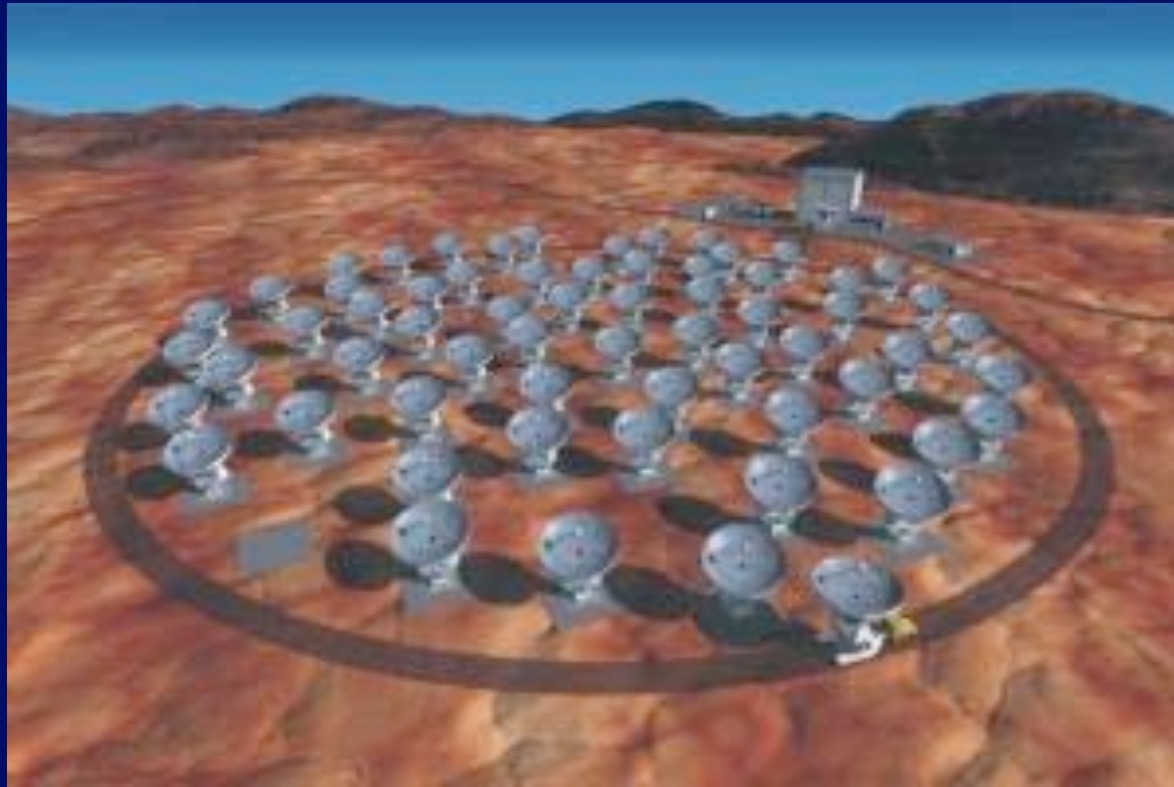
Very Long Baseline Array (VLBA)



Caltech Submillimeter Observatory (CSO)



Atacama Large Millimeter Array (ALMA)



Allen Telescope Array (ATA)



Prototype Test Array

Recognizing the Message

Distinguishing from natural “signals”:

Expect: Variation with time, narrow band
(small range of freq.)

Crucial → Not random noise

If not random, it is artificial (ETI or Human)

Examples of natural signals that might have been ETI

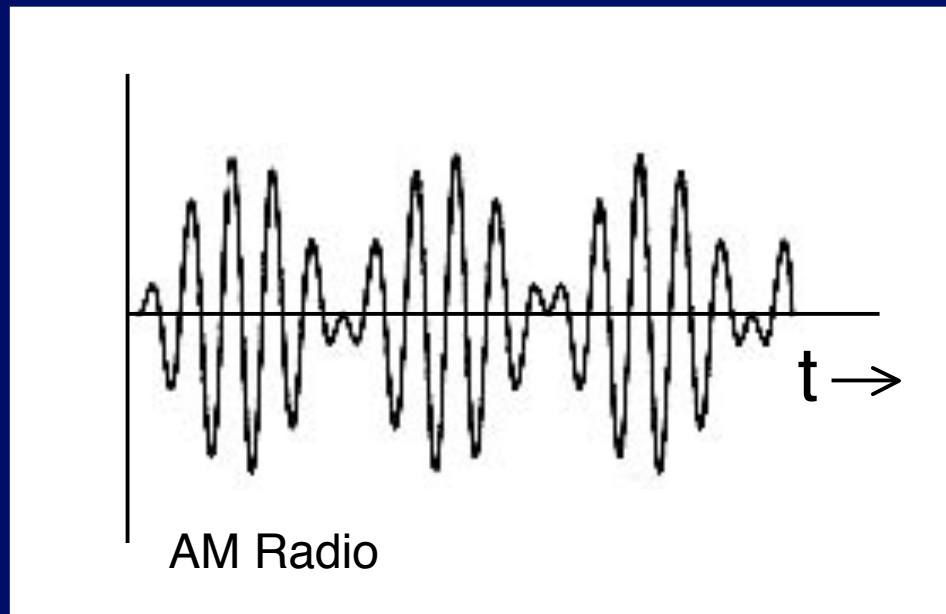
1. Pulsars (LGM)
2. OH Masers

Both are random noise (no coded information)

Coding the Message

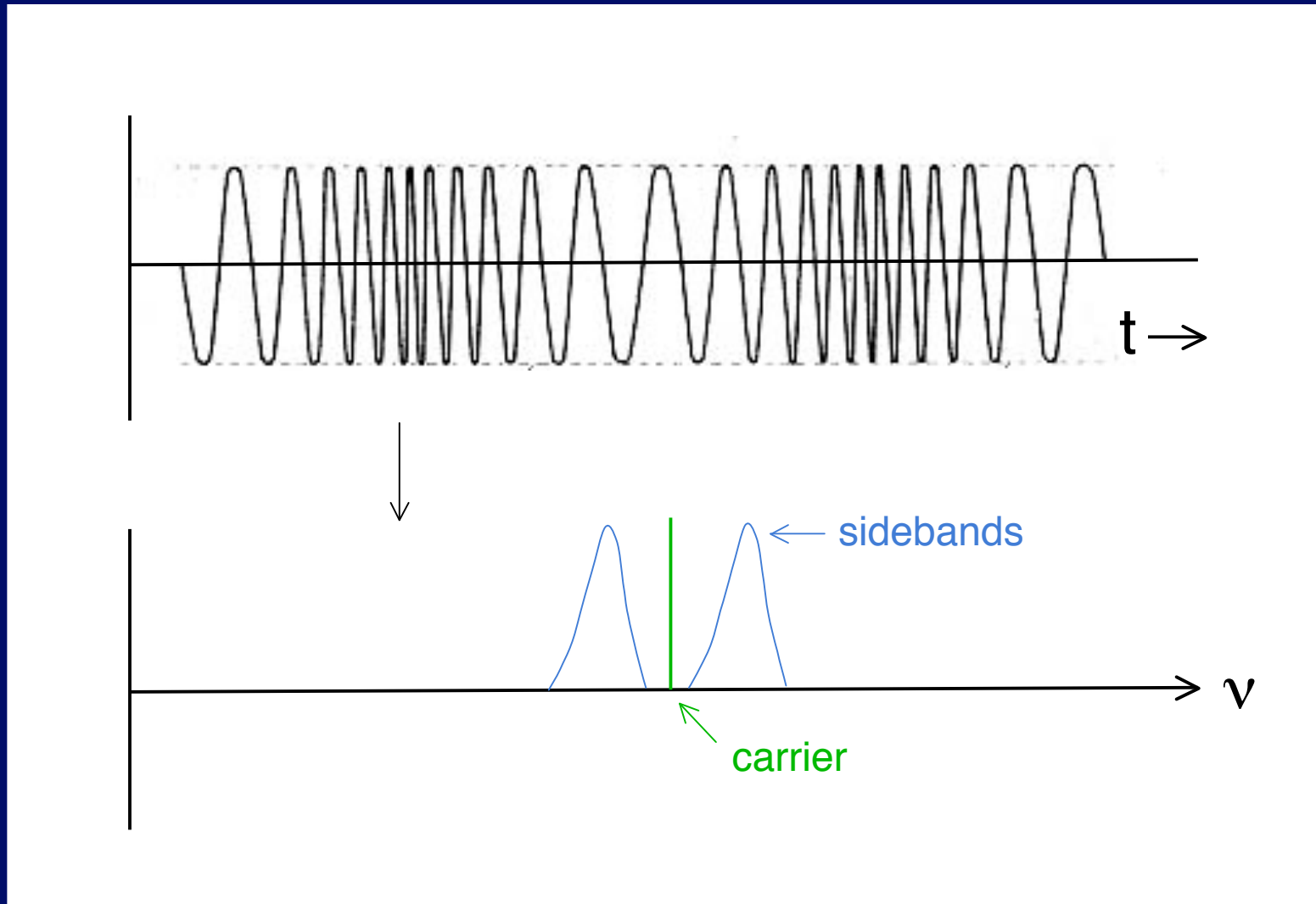
Change the signal with time

1. Amplitude modulation (AM)

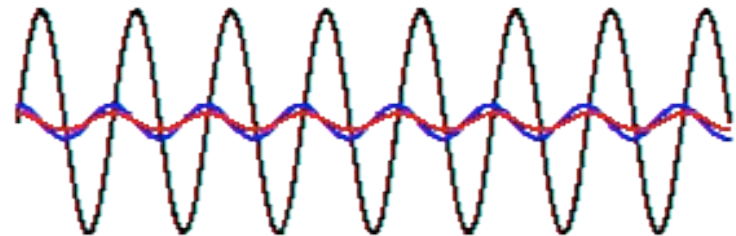
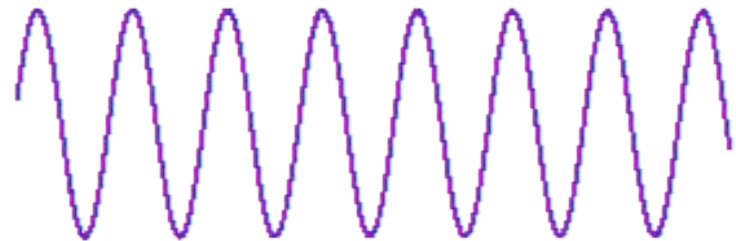
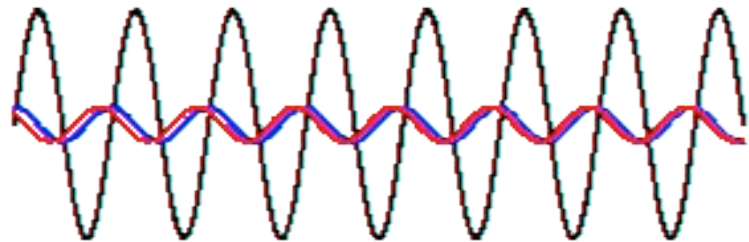
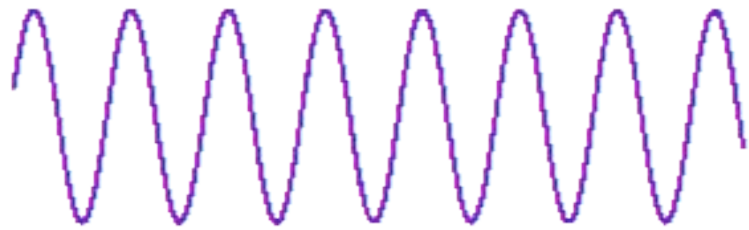


Coding the Message

2. Frequency Modulation (FM Radio)



Coding the Message



<http://www.chem.tamu.edu/rgroup/north/FM.html>

Analog vs. Digital

1. Analog - need accurate amplifiers, etc.
to avoid distortion
e.g. radios, tv, records, analog tapes
2. Digital “digitize” signal
Represent by Base 2 Number

Base 10	Base 2
0	0
1	1
2	10
3	11
4	100
⋮	⋮

Analog vs. Digital

Send one digit at a time so electronics just need to
Distinguish 1 from 0

Can use 2 very different voltages

—> Need fast digital electronics

e.g. CD's, DVDs, Computers, Digital Tapes, Digital
TV, ...

Decoding the Message

Assume Digital

Repeat to Establish Pattern

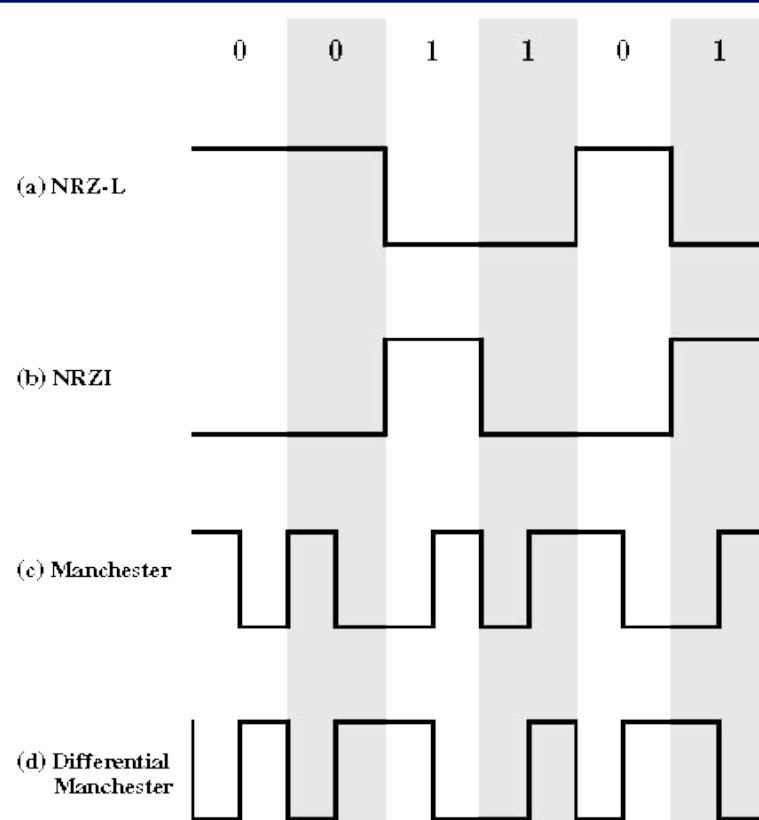


Figure 5.5 Examples of Digital Signal Encoding Schemes

Image?

1 dimension (string of bits)



2 dimensions

Rows + columns

Make product of # rows + # of columns
each a prime number

e.g., $23 \times 73 = 1679$ so 23 rows, 73 columns
or vice versa

Semantics

Can we understand the message?

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0 0 0 0 0 0 1 0 1 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 1 0 0 0 0 0 1 0 1 0
0 0 0 0 0 0 1 0 0 1 0 0 0 1 0 0 0 1 0 0 0 1 0 0 1 0 1 1 0 0 1 0 1 0 1 0 1
0 1 0 1 0 1 0 1 0 1 0 0 1 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 0 0
1 1 1 0 0 0 1 1 0 0 0 0 1 1 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 1 0
0 0 0 1 1 0 1 0 0 0 1 1 0 0 0 1 1 0 0 0 0 1 1 0 1 0 1 1 1 1 1 0 1 1 1 1 1
0 1 1 1 1 1 0 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 1 0 0 0 0 0 1 1 0 0 0 0 1 1 1 0 0 0 1 1 0 0 0 0 1 0 0 0 0 0 0 0 1 0 0 0
0 0 0 0 0 0 1 0 0 0 0 1 1 0 1 0 0 0 0 1 1 0 0 0 1 1 1 0 0 1 1 0 1 0 1 1 1
1 1 0 1 1 1 1 1 0 1 1 1 1 1 0 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 1 1 1 1 1 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 1 1 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 1 1 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 1 1 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 1 0 0 0 1 1 1 0 1 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 1 0 1 1 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 1 1 1 0 1 1 1 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 0 0 0 0 0 1 1 1 0 1 1 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 0 0 0 0 0 0 1 0 1 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
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0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 0 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 1 1 0 1 0 0 1 1 1 1 0 0 0

```

Figure 19.12 The message sent in 1974 from the Arecibo telescope in the direction of the globular cluster M13 consists of 1679 bits of information, either “on” or “off,” shown here as 0’s and 1’s.

INTERSTELLAR RADIO AND TELEVISION MESSAGES

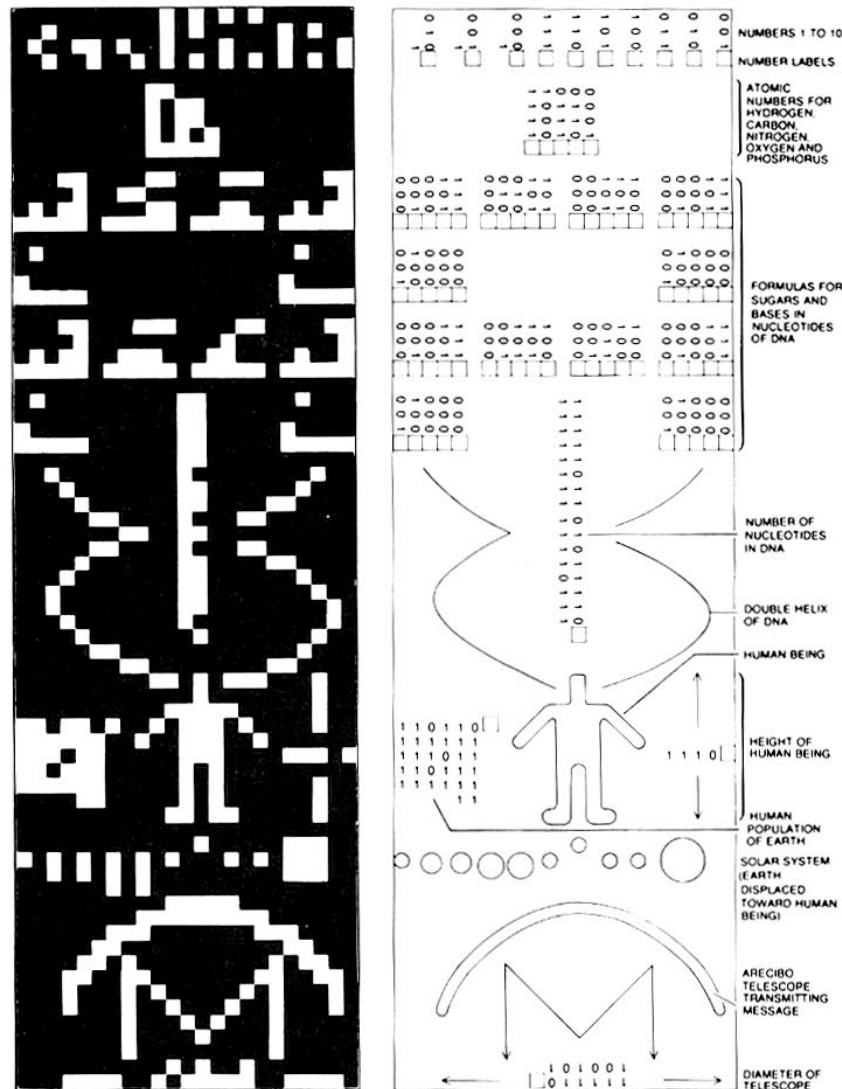


Figure 19.13 If the 1679 bits of the Arecibo message are arranged into 23 columns of 73 rows each, and if the on and off bits are given different colors, a picture emerges that is loaded with information—for those who can decipher it.