Communication

Communication

<u>Much</u> cheaper than travel

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

$E = 1/2\ Mv^2$ if v much less than c

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

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

for M = M (electron)

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

ν = frequency

$= 6.6 \times 10^{-18}$ ergs   if $\nu = 10^9$ Hz

Ratio ~ 10^9 (and photon gets there in 4 yrs)
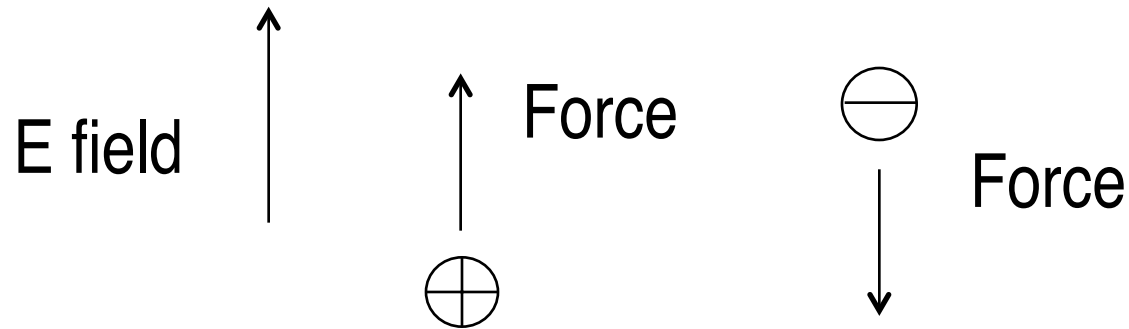

100 Megawatt transmitter - 1 yr

\$ 40×10^6

Spacecraft to nearest star

~ \$ 5×10^{16}
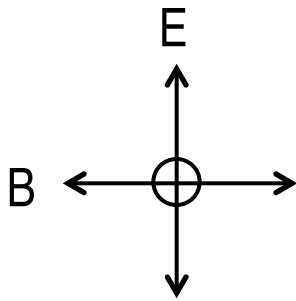
(some recent analysis questions this conclusion)

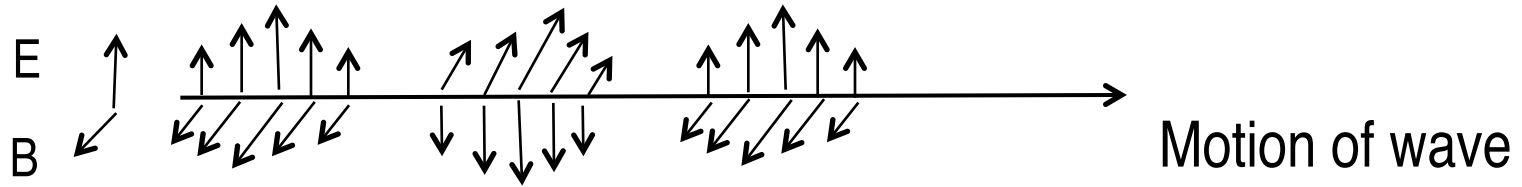# Light is an Electromagnetic Wave

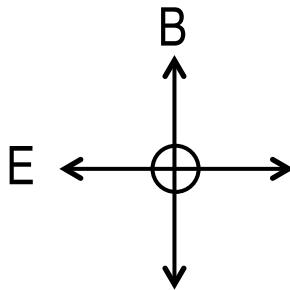Electric Field: Indicates force on charged particle

E field

Force

Force

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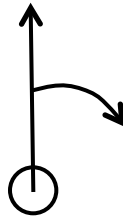
Electromagnetic Wave

Motion of wave

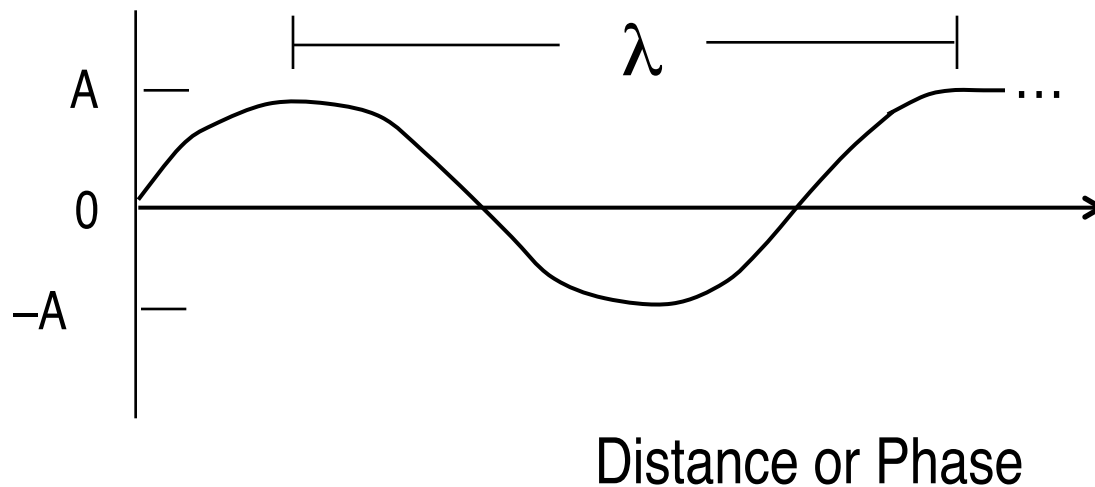Vertically Polarized

Horizontally Polarized

Circularly Polarized
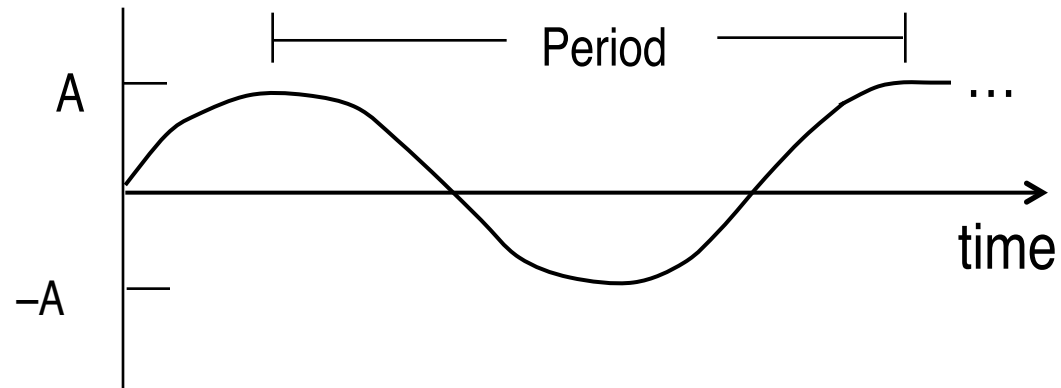
Wave Properties

Snapshot

A = Amplitude

λ = Wavelength

Wave Properties

Look at one point along wave

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

# of cycles per second   (hertz, Hz)

1 kHz $= 10^3$ Hz   1 MHz $= 10^6$ Hz

1 GHz $= 10^9$ Hz

Speed of light $c = \lambda\nu \Rightarrow \lambda = \dfrac{c}{\nu}$

A Wave Demo

Electromagnetic Spectrum (Light)

Frequency (ν) $\longrightarrow$

Radio waves	Infrared light	Visible light	Ultraviolet light	X rays	Gamma rays

$\longleftarrow$ Penetrate Better

$\longleftarrow$ Wavelength (λ)

$\longrightarrow$ Require more energy per photon (E = h ν)
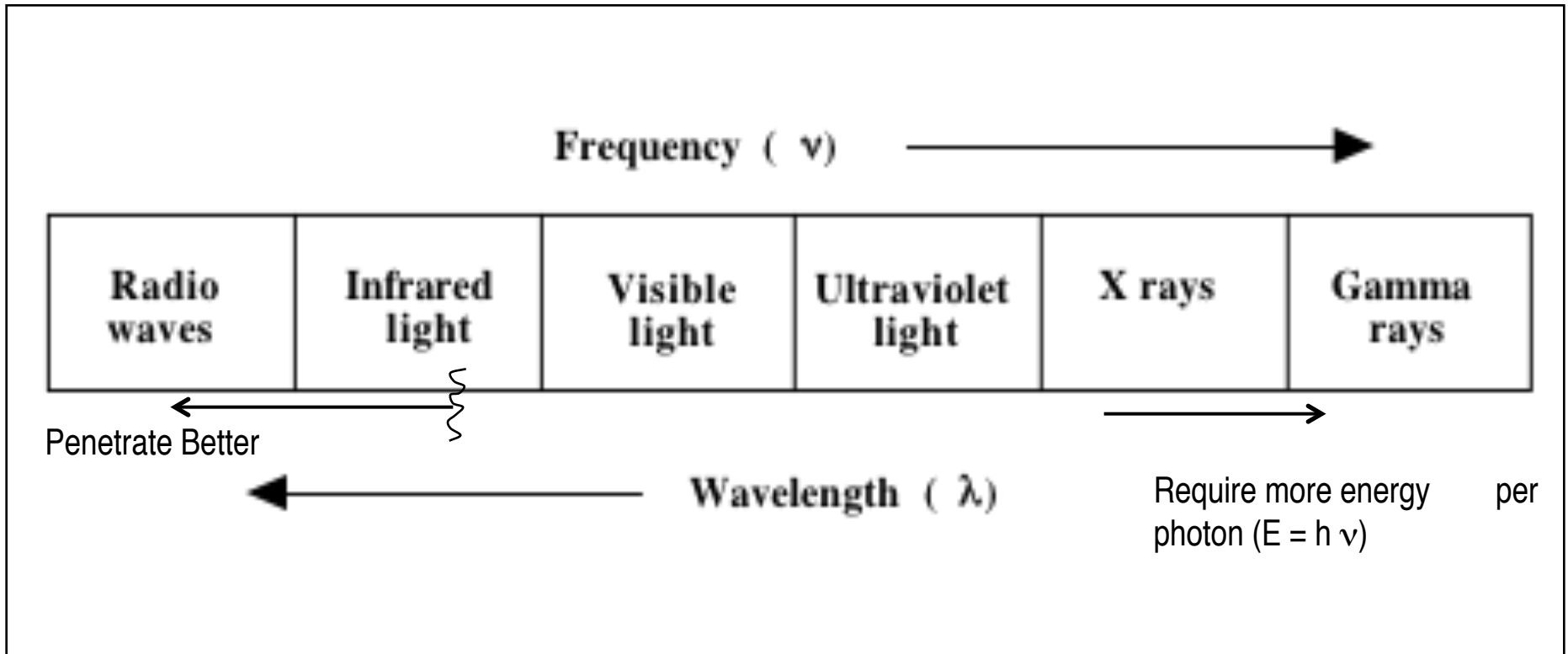
Noise: Any unwanted signal
Artificial, Natural

ν = (GHz)
10^9 Hz

Figure 6.8

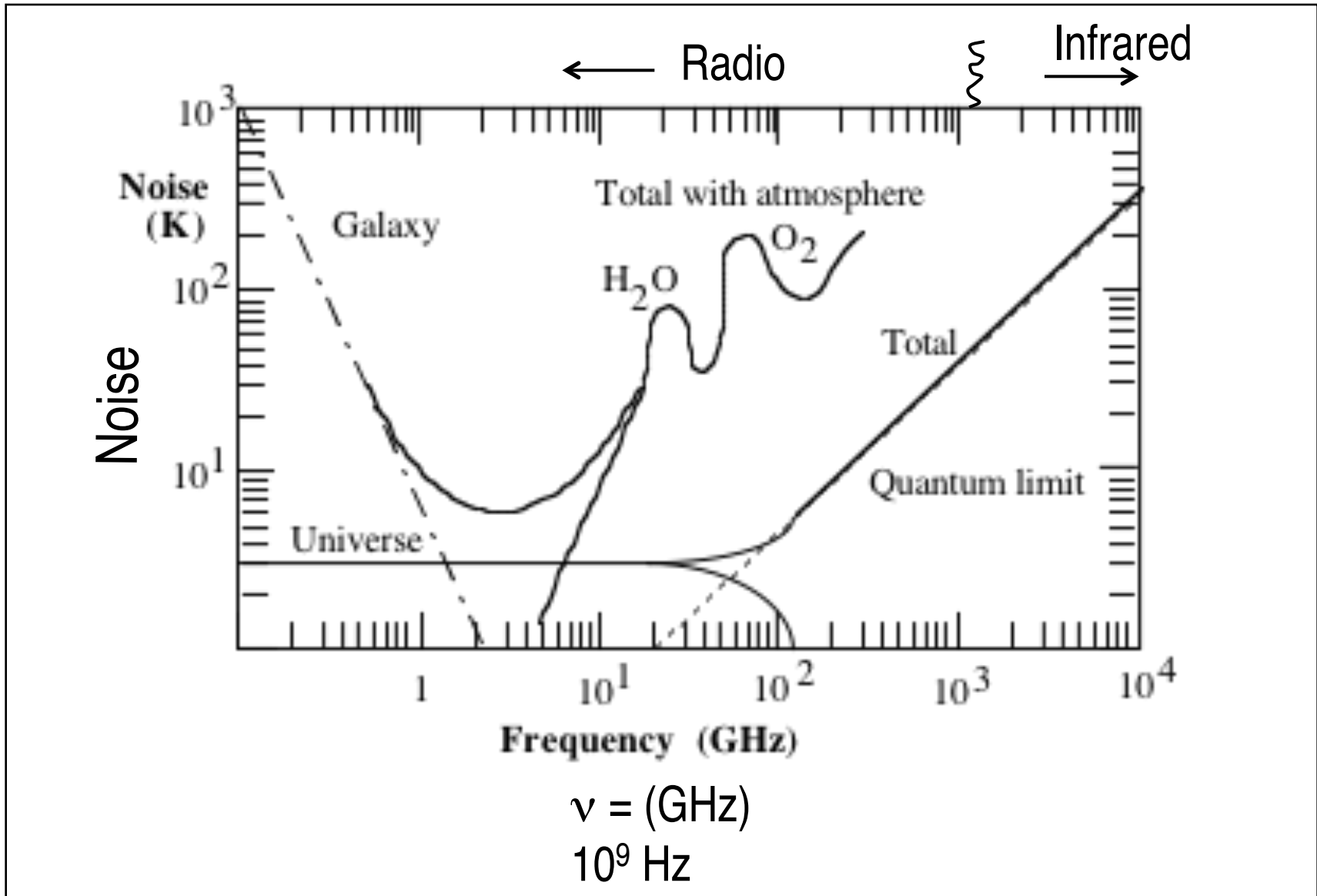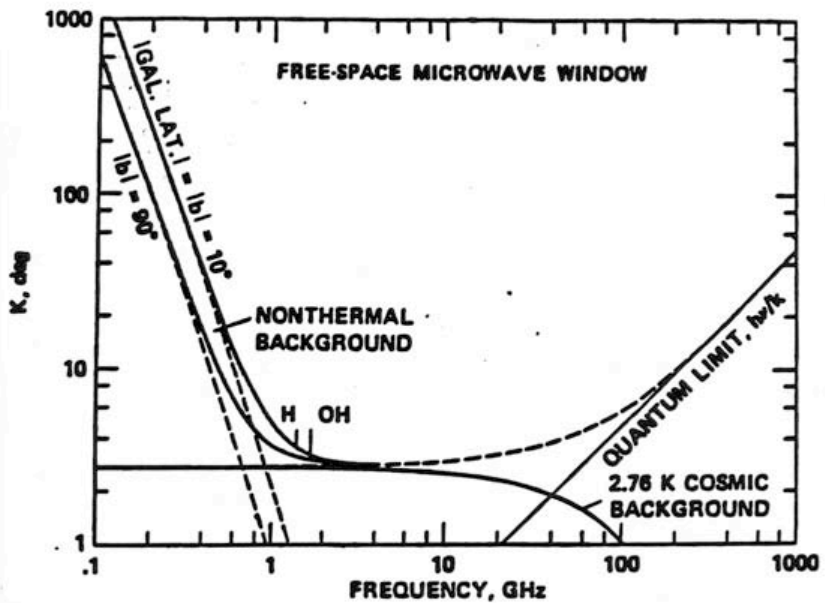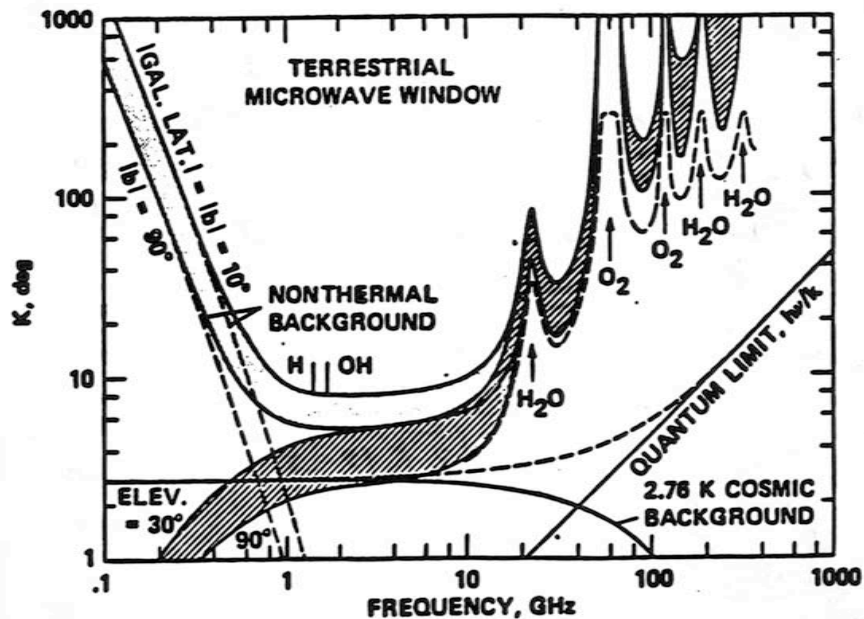Free-space microwave window, in which the basic noises that limit radio communication over interstellar distances are least disruptive.

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

    $\nu = 1.42$ GHz $\lambda = 21$ cm

          H atoms

2. Water "Hole"

    OH   1st molecule discovered at Radio λ

          $\nu = 1.6$ GHz

          $H + OH \longrightarrow H_2O$

                              Low Noise "Hole"

      1.4   1.6 GHz

3. Kuiper - Morris

Use fundamental constants

$$\nu = \frac{c}{\text{length}}$$ all very high ν
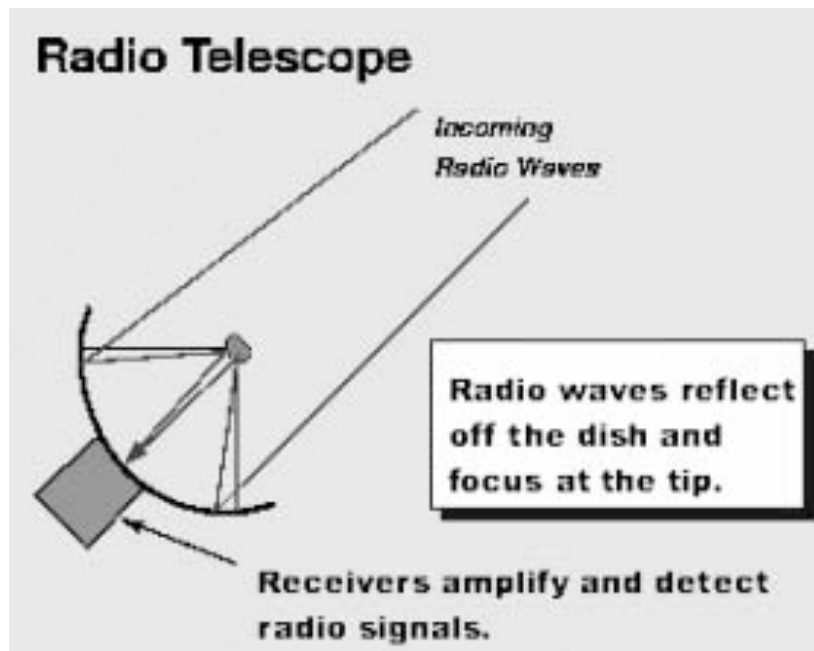
Most plausible is electron "radius"

Scale by powers of "fine structure constant"

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

$$\nu \rightleftharpoons 2.5568 \text{ GHz}$$

Radio Telescope Principle

Green Bank Telescope (GBT)

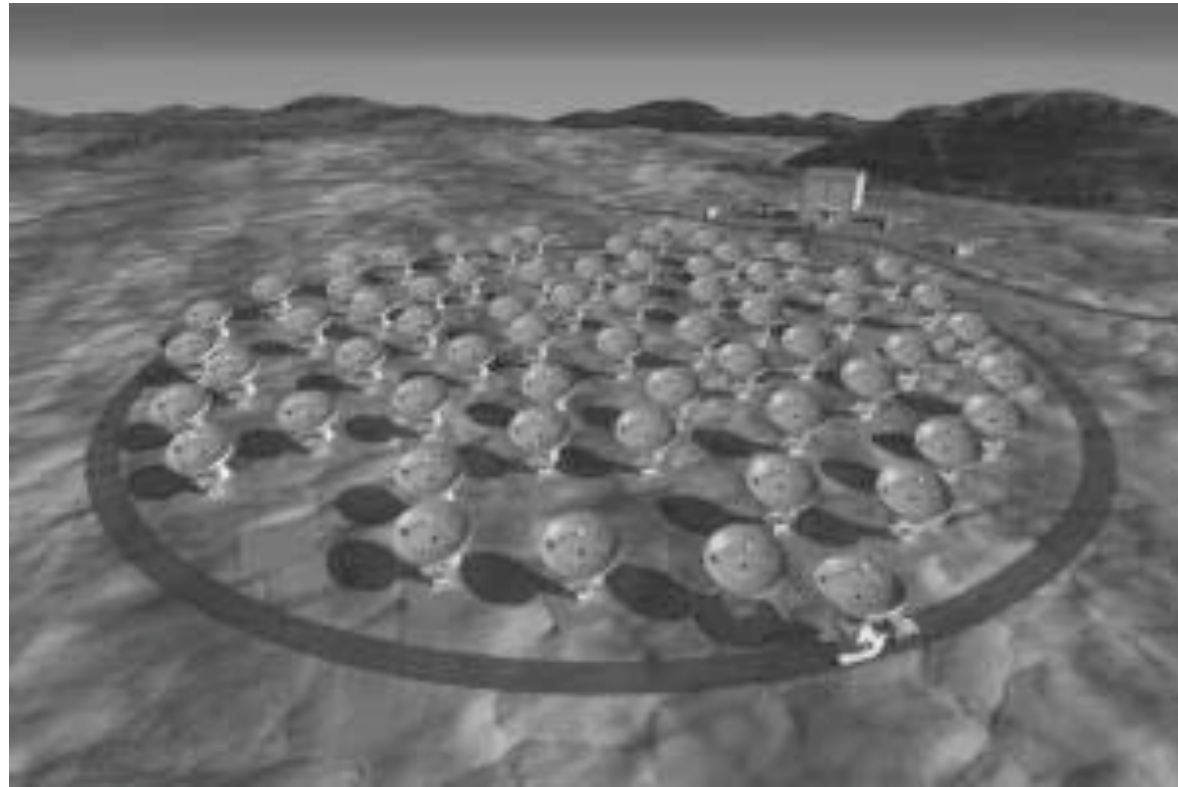# Arecibo Telescope

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

First major telescope designed for searching for
signals from other civilizations.
Initial funds from Paul Allen (Microsoft)

Recognizing the Message

Distinguishing from natural "signals":

        Expect: Variation with time, narrow band

        (small range of freq.)

 Crucial $\longrightarrow$ Not random noise

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

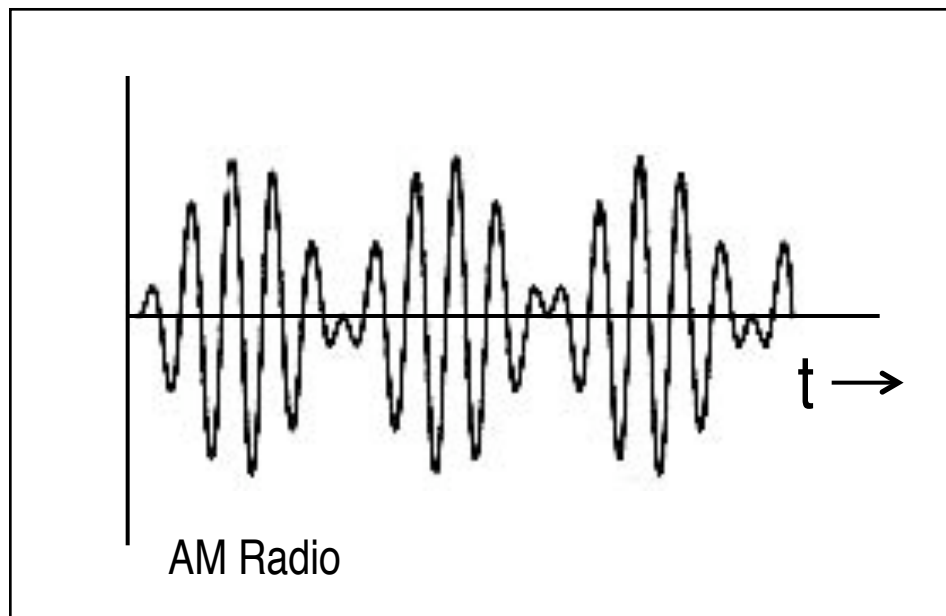Examples of natural signals that <u>might</u> have been ETI

1.   Pulsars (LGM)

2.   OH Masers

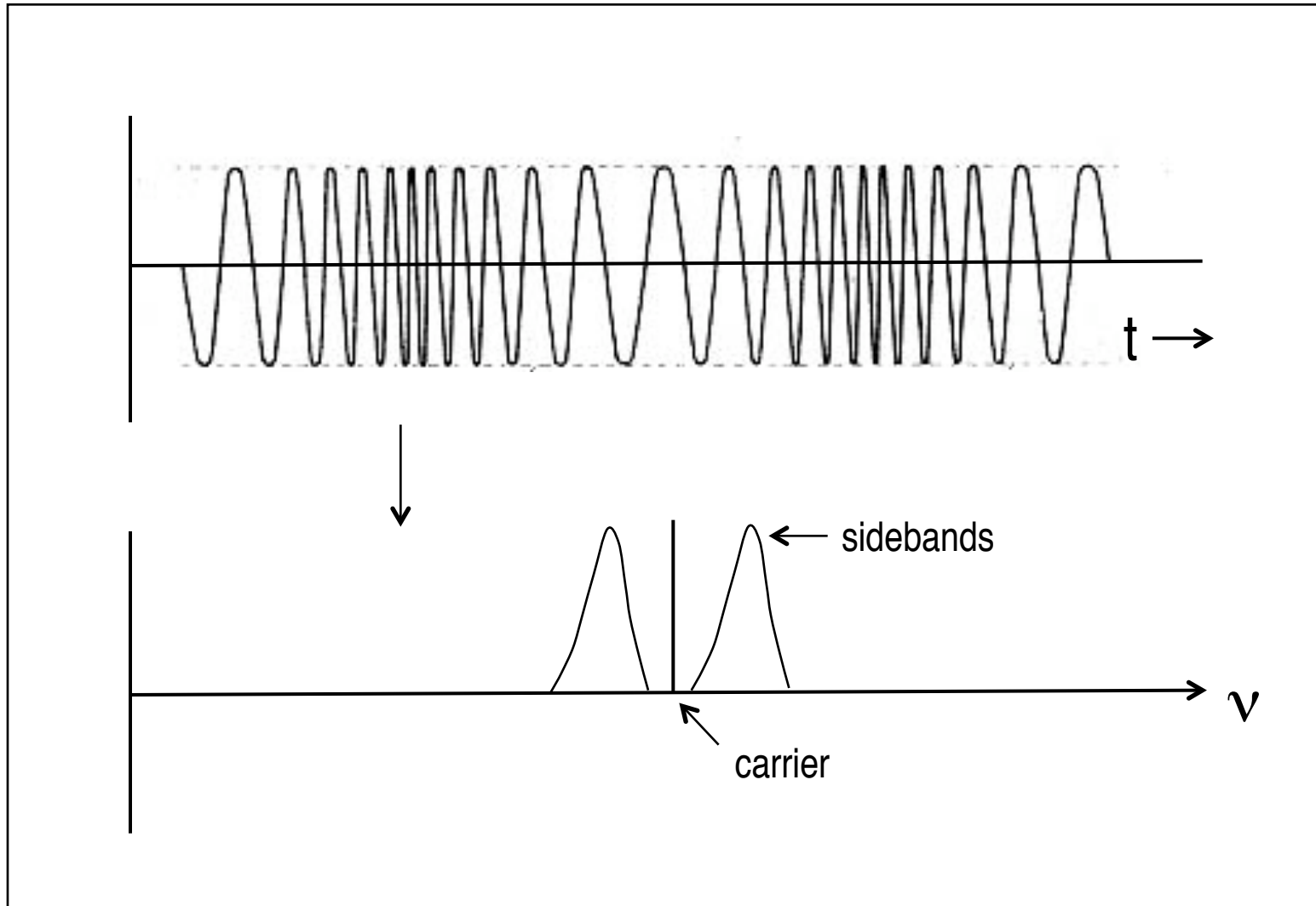Both are random noise (no coded information)

Coding the Message

Change the signal with time

1.   Amplitude modulation   (AM)

AM Radio

t →

Coding the Message

2.   Frequency Modulation   (FM Radio)

Coding the Message
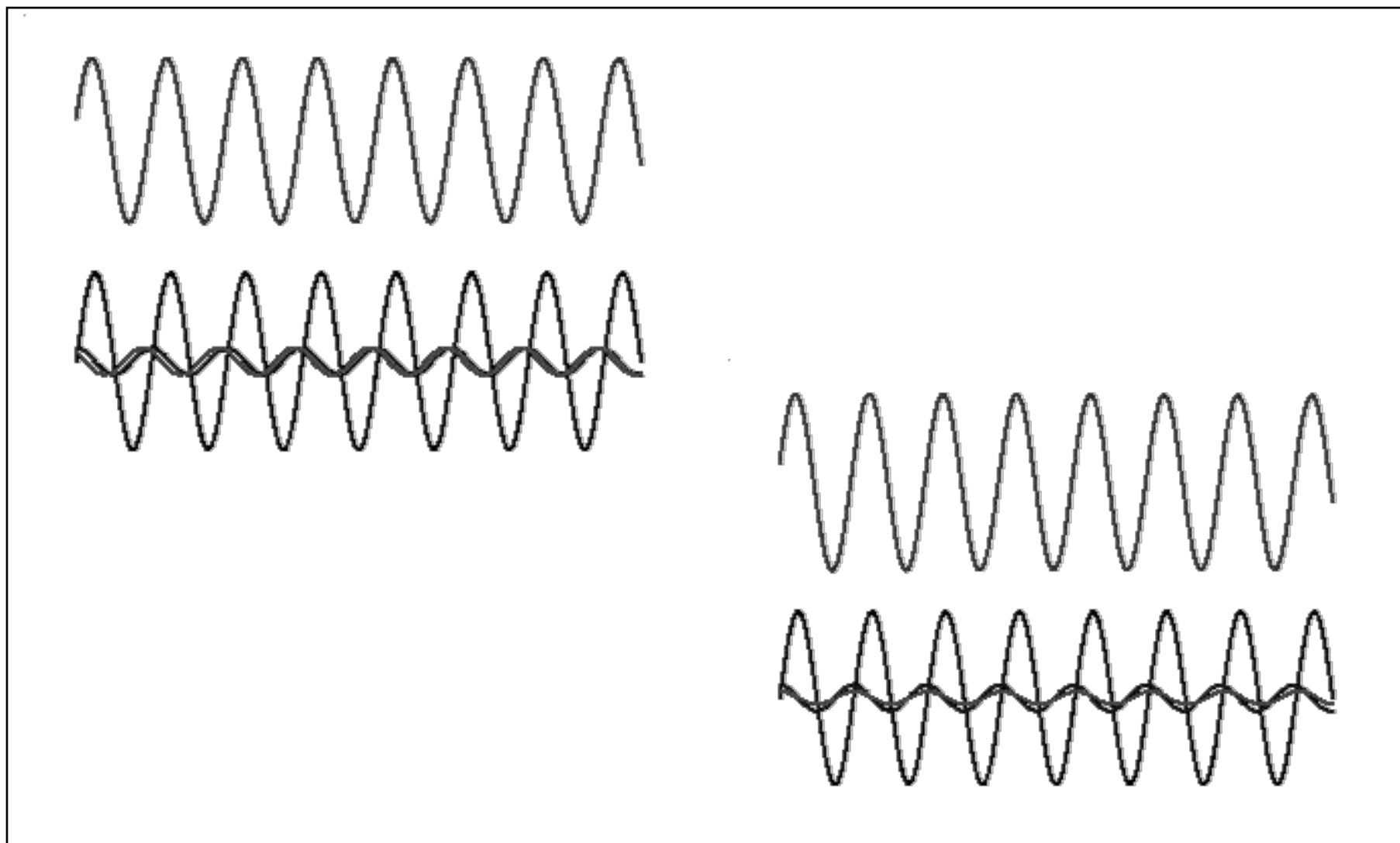
Analog vs. Digital

1. Analog - need accurate amplifiers, etc.
    to avoid distortion
    e.g. radios, television (until retired), 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, amplifiers do not have to have
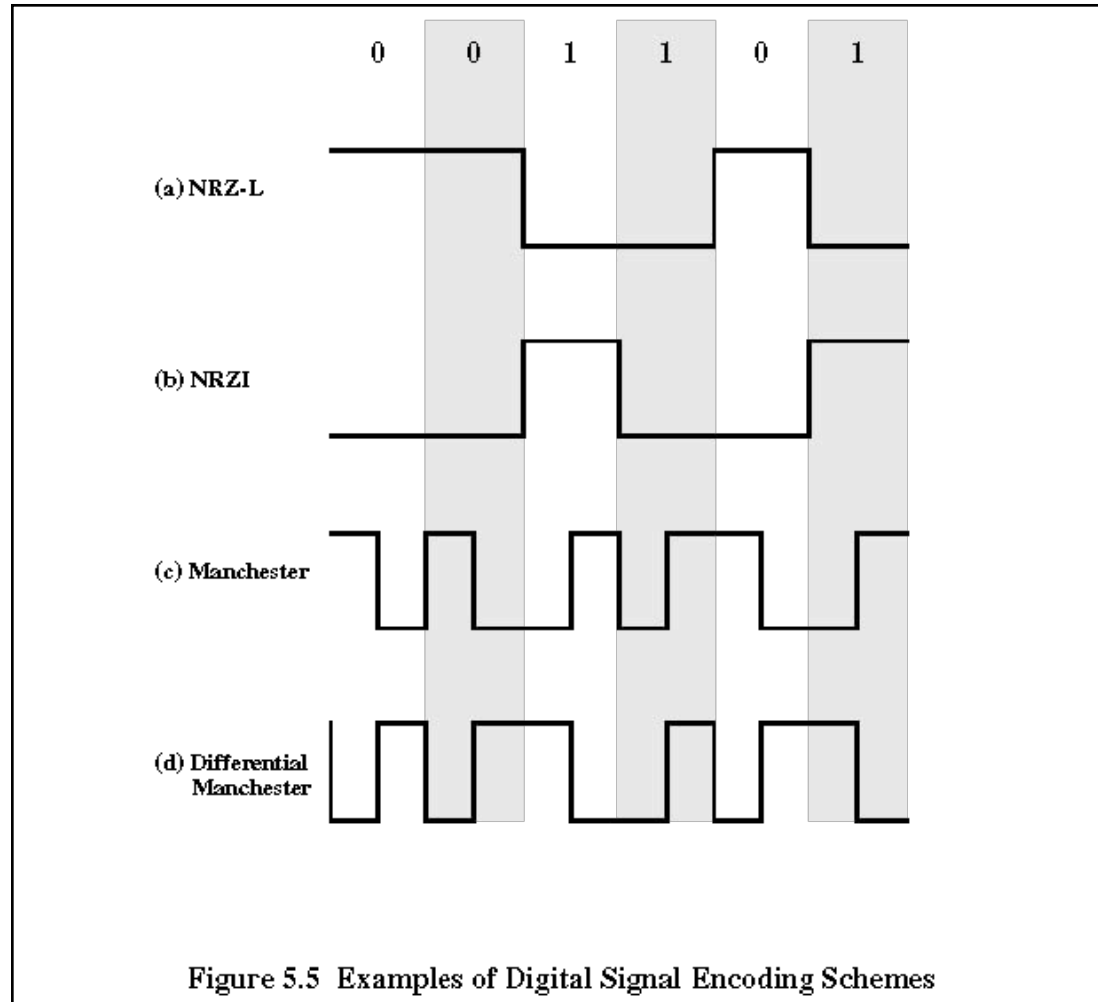   "high fidelity"

Need fast digital electronics, now available

e.g. CD's, DVDs, MP3, iPods, 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)

$\downarrow$

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?

0 0 0 0 0 0 1 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 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 1 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 1 0 1 0 1 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 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 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 1 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 1 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 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 1 1 0 0 0 0 1 1 0 0 0 0 1 1 1 0 0 0 1 1 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 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 1 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 1 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 1 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0
1 1 1 1 1 1 0 0 0 0 0 1 1 0 0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 0 0 0 0 1 1 0
0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 1 0 0 0 0 0 0 1 0 0 0 0 0 1
0 0 0 0 0 0 1 1 0 0 0 0 0 0 1 0 0 0 0 0 0 0 1 1 0 0 0 0 1 1 0 0 0 0 0
1 0 0 0 0 0 0 0 0 0 1 1 0 0 0 1 0 0 0 0 1 1 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 1 1 0 0 0 1 0 0 0 0 1 1 0 0 0 0 0
0 0 0 0 1 1 0 0 0 0 1 1 0 0 0 0 0 0 1 0 0 0 0 0 0 1 0 0 0 0 0 0 1 0 0 0
0 0 0 0 0 1 0 0 0 0 0 1 0 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 1 0 0 0 1 0 0 0
0 0 0 0 0 1 1 0 0 0 0 0 0 0 1 0 0 0 1 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0
1 0 0 0 0 0 1 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 1 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 1 1 0 0 0 0 0 0 0 1 1 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 1 0 0 0 0 0 0 0 1 0 0 0 0
0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0
0 1 0 1 1 1 0 1 0 0 1 0 1 1 0 1 1 0 0 0 0 0 0 1 0 0 1 1 1 0 0 1 0 0 1 1 1
1 1 1 1 0 1 1 1 0 0 0 0 1 1 1 0 0 0 0 0 1 1 0 1 1 1 0 0 0 0 0 0 0 0 0 1 0
1 0 0 0 0 0 1 1 1 0 1 1 0 0 1 0 0 0 0 0 0 1 0 1 0 0 0 0 0 1 1 1 1 1 1 0 0
1 0 0 0 0 0 0 0 1 0 1 0 0 0 0 0 1 1 0 0 0 0 0 1 0 0 0 0 0 1 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 1 1 1 0 0
0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 0 1 0 1 0 0 0 1 0 1 0 1 0 1 0 1
0 1 0 0 1 1 1 0 0 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 0
0 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0 1 1 1
0 0 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 1 1 0 1 0 0
0 0 0 0 0 0 1 0 1 1 0 0 0 0 0 1 1 0 0 1 1 0 0 0 0 0 0 1 1 0 0 1 1 0 0
0 0 1 0 0 0 1 0 1 0 0 0 0 1 0 1 0 0 0 1 0 0 0 1 0 0 0 1 0 0 0 1 0 0 0 1
0 0 1 0 0 0 1 0 0 0 0 0 0 0 1 0 0 0 1 0 1 0 0 0 1 0 0 0 0 0 0 0 0 0 0
0 1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 1 0 0
0 0 0 0 0 0 0 0 0 0 0 1 0 0 1 0 1 0 0 0 0 0 0 0 0 0 0 1 1 1 1 0 0 1 1
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.
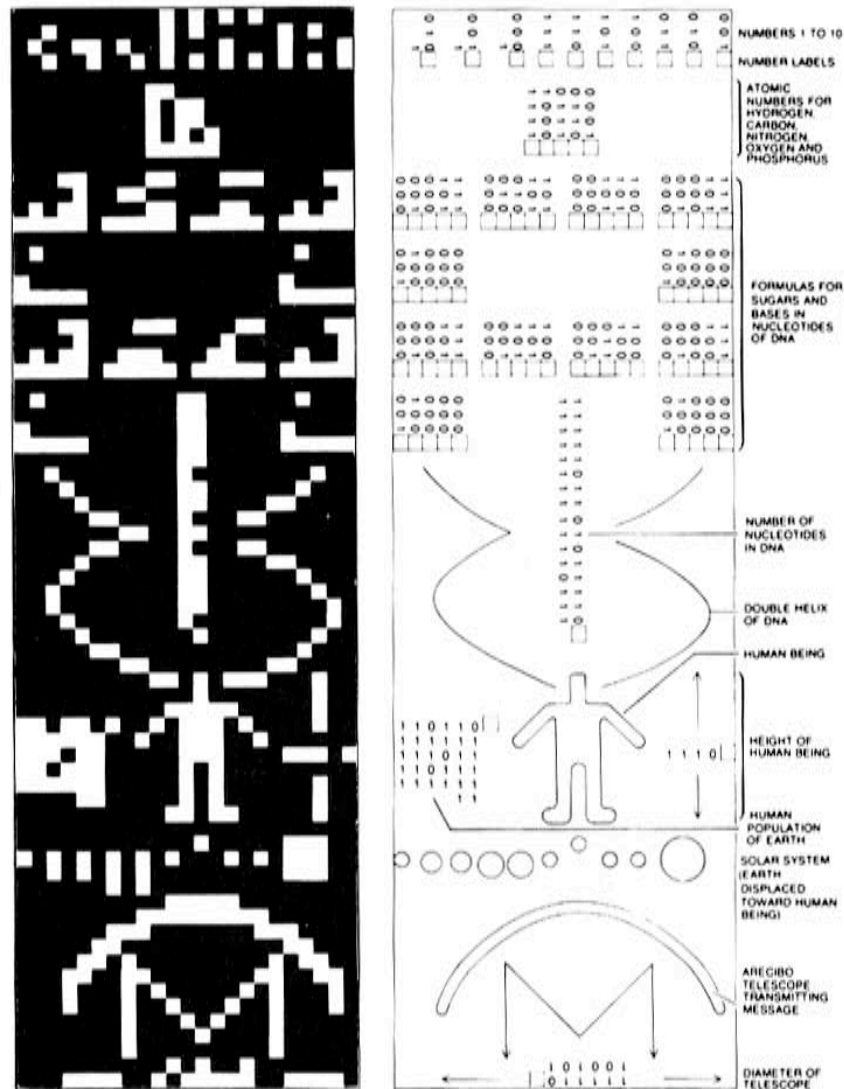
Figure 19.13   If the 1679 bits of the Arecibo message are arranged into 23 columns of 73 rows each, and if the on and off bits are given different colors, a picture emerges that is loaded with information—for those who can decipher it.