Chapter 1

- In case of an accident, there is a high chance of getting lost. The transportation cost is very high each time. However, if the infrastructure is set once, it will be very easy to use it repeatedly. Time for wireless transmission is negligible as signals travel at the speed of light.
- 2. Advantages of bursty data communication
 - (a) Pulses are made very narrow, so multipaths are resolvable
 - (b) The transmission device needs to be switched on for less time.

Disadvantages

- (a) Bandwidth required is very high
- (b) Peak transmit power can be very high.
- 3. $P_b = 10^{-12}$ $\frac{1}{200} = 10^{-12}$ $\% = \frac{10^{12}}{5} = 5 \times 10^{11} \text{ (very high)}$
- 4. Geo: 35,786 Km above earth $\Rightarrow RTT = \frac{2 \times 35786 \times 10^3}{c} = 0.2386s$ Meo: 8,000- 20,000 Km above earth $\Rightarrow RTT = \frac{2 \times 8000 \times 10^3}{c} = 0.0533s$ Leo: 500- 2,000 Km above earth $\Rightarrow RTT = \frac{2 \times 500 \times 10^5}{2 \times 500 \times 10^5} = 0.0033s$ Only Leo satellites as delay = 3.3ms < 30ms

250

 optimum no. of data user = d optimum no. of voice user = v Three different cases: Case 1: d=0, y=6 \Rightarrow revenue = 60.80.2 = 0.96

Case 2: d=1, v=3

revenue = $[prob, of having one data user] \times (revenue of having one data user)$

$$\Rightarrow 0.5^{2} \begin{pmatrix} 2 \\ 1 \end{pmatrix} \times \$1 + 0.5^{2} \times \$1 + \begin{pmatrix} 6 \\ 1 \end{pmatrix} 0.8 \times 0.2^{5} \times \$0.2 + \begin{pmatrix} 6 \\ 2 \end{pmatrix} 0.8^{2} \times 0.2^{4} \times \$0.4 + \\ \left[1 - \begin{pmatrix} 6 \\ 1 \end{pmatrix} 0.8 \times 0.2^{5} \times \$0.2 - \begin{pmatrix} 6 \\ 2 \end{pmatrix} 0.8^{2} \times 0.2^{4} \times \$0.4\right] \times \$0.6$$

$$\Rightarrow \$1.35$$

Case 3: d=2, v=0

revenue $=2 \times 0.5 = \$1$

So the best case is case 2, which is to allocate 60kHz to data and 60kHz to voice.

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Table of Contents Goldsmith Solution Manual

- 1. Understanding the eBook Goldsmith Solution Manual
 - The Rise of Digital Reading Goldsmith Solution Manual
 - Advantages of eBooks Over Traditional Books
- 2. Identifying Goldsmith Solution Manual
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
- 3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Goldsmith Solution Manual
 - User-Friendly Interface
- 4. Exploring eBook Recommendations from Goldsmith Solution Manual
 - Personalized Recommendations
 - Goldsmith Solution Manual User Reviews and Ratings
 - Goldsmith Solution Manual and Bestseller Lists
- 5. Accessing Goldsmith Solution Manual Free and Paid eBooks

- Goldsmith Solution Manual Public Domain eBooks
- Goldsmith Solution Manual eBook Subscription Services
- Goldsmith Solution Manual Budget-Friendly Options
- 6. Navigating Goldsmith Solution Manual eBook Formats
 - o ePub, PDF, MOBI, and More
 - Goldsmith Solution Manual Compatibility with Devices
 - Goldsmith Solution Manual Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Goldsmith Solution Manual
 - Highlighting and Note-Taking Goldsmith Solution Manual
 - Interactive Elements Goldsmith Solution Manual
- 8. Staying Engaged with Goldsmith Solution Manual
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Goldsmith Solution Manual
- 9. Balancing eBooks and Physical Books Goldsmith Solution Manual
 - Benefits of a Digital Library
 - $\circ\,$ Creating a Diverse Reading Collection Goldsmith Solution Manual
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine Goldsmith Solution Manual
 - Setting Reading Goals Goldsmith Solution Manual
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Goldsmith Solution Manual
 - Fact-Checking eBook Content of Goldsmith Solution Manual
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development

- Exploring Educational eBooks
- 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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