Line Encoding			
Category	Scheme	Starting Level	Alternating Level Rule
Unipolar	NRZ	0 → Zero 1 → Positive	No
Polar	NRZ-L	0 → Positive	Alternate on every opposite bit
	NRZ-I	1 → Negative	Alternate on bit 1; No inversion on bit 0
	RZ	0 → Negative to Zero1 → Positive to Zero	No
Biphase (NRZ-x+RZ)	Manchester	0 → 1 1 → ∫	No
	Differential Manchester	$0 \rightarrow (i) \qquad \qquad$	Connecting with the latest signal pattern (if that makes an alternate, it will auto-adjust)
Bipolar	AMI	0 → Zero 1 → Positive	Alternate polarity level for bit 1
	Pseudoternary (Opposite of AMI)	0 → Positive 1 → Zero	Alternate polarity level for bit 0
Multilevel	2B1Q	Based on Data and Codes (Transition Table)	No
	8B6T	Based on Data and Codes.	If the total weight so far is NOT Zero, invert the current code's sign to make the total weight zero)
	4D-PAM5	Based on Data and Codes.	current code's sign to make the total weight 2010)
Multitransition	MLT-3	0 → Zero 1 → Positive	3 levels (-V, 0, +V) Alternate as 1. Bit is 0 → No transition. 2. Bit is 1 → look at the latest level a. Non-Zero → Zero b. Zero → Opposite of Previous Non-Zero Level
D' 1	D0ZG	Scrambling	
Bipolar	B8ZS	Same as AMI A pulse of 8 consecutive 0's will convert into 000VB0VB.	In AMI, if the next bit is 1, then it will be in the opposite polarity of the previous 1. V = Violation of this rule; no alter (same level as previous nonzero) B = In order of this Bipolar rule; alternate. Therefore, The initial V will follow the latest 1's level. Following V or B will have the alternate level to the latest V to follow the V-B rule.
	HDB3	A pulse of <u>4 consecutive 0</u> 's will convert based on the number of Nonzero pulses after the last substitution. If	Following the V-B rule.
		Even \rightarrow B00V Odd \rightarrow 000V	