

represent
dig data by dig signals

Digital to digital conversion

- 3 techniques :
- 1) Line coding (always need)
 - 2) Block coding
 - 3) Scrambling

Signal
element

Smallest entity :
digital signal

what we can send

Data Element

bit

what we need
to send

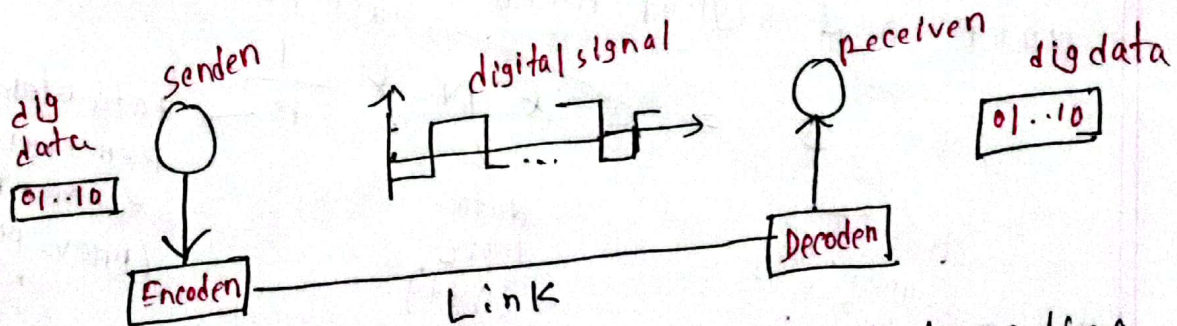
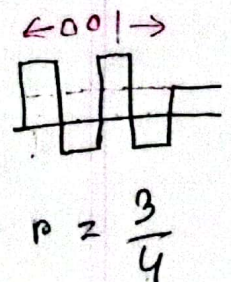
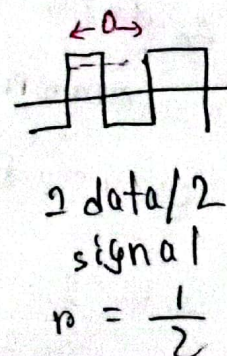
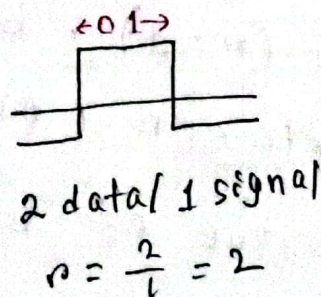
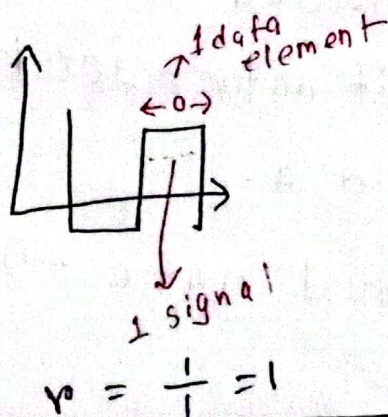


Fig 1: Line coding and decoding



Data rate (N)

no. of data elements
(bits) sent in 1 s.

unit: bps

bit rate

Signal rate (S)

no. of signal elements
sent in 1 s

unit: baud

✓ pulse rate

✓ modulation rate

✓ baud rate

relationship between data
rate and signal rate

$$S = c \times N \times \frac{1}{r}$$

Annotations for the equation:

- S : NO. of signal elements (baud)
- c : case factor
- N : data rate (bit)
- $\frac{1}{r}$: data elements per signal element (prev. page pics)

Ex: A signal is carrying data in which
1 data element is encoded as 1 signal
element ($r=1$). bit rate = 200 kbps
 c is between 0 and 1.
avg. value of baud rate = ?

$$\Rightarrow S = \frac{0+1}{2} \times (100 \times 1000) \times \frac{1}{1} = 50000 \text{ baud}$$

N.B:

Bandwidth of digital signal

actual = ∞

effective \rightarrow finite

Ex: max. data rate, $N_{\max} = 2 \times B \times \log_2 L$ (Nyquist) ^(bit rate)

Does this agree with prev. formula? ^{yes}

$\rightarrow 1/2 = c$ (assume)

prev.: $S = c \times N \times \frac{1}{r}$
 $N = \frac{S \cdot r}{c}$

$$N_{\max} = \frac{1}{\underset{\substack{\uparrow \\ 1/2}}{c}} \times B \times r = 2 \times B \times \log_2 L$$

$$B_{\min} = \frac{N \cdot c}{r}$$

* Baseline: In decoding a digital signal to digital data, the receiver calculates avg. of received signal power

→ long string of 0's and 1's sent

Baseline wandering: make difficult for receiver to decode correctly.

↙
not good line coding scheme

Ex: the receiver clock is 0.1% faster than sender clock. How many extra bps does the receiver receive, data rate = 1 kbps and 1 Mbps

$$\Rightarrow 1) \quad N = 1000 \text{ bps} \\ + \textcircled{1} \text{ (extra)} \\ \hline 1001 \text{ bps}$$

$$1000 \times \frac{0.1}{100}$$

$$= 1$$

$$2) \quad N = 1,000,000 \\ + 1000 \\ \hline 1,001,000 \text{ bps}$$

$$\boxed{\begin{array}{r} 1,000,000 \\ \times 0.1 \\ \hline 1000 \\ \hline \end{array}}$$

DC components:

$v = \text{constant}$,
 $f \rightarrow \text{low}$

NRZL → Level
 NRZI → Inversion

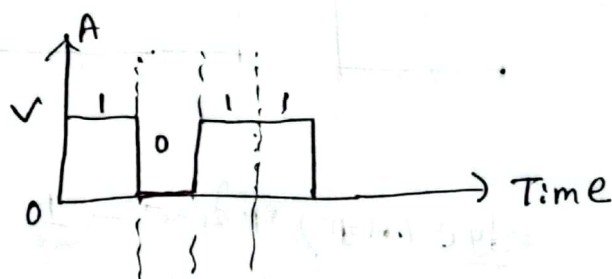
bit level
 go mid
 zero back
 zero 51

NRZ — Non-return to 0
 AMI — Alternate Mark Inversion

Line coding schemes (5)

- 1) Unipolar — NRZ
- 2) Polar — NRZ, RZ, biphase Manchester
- 3) Bipolar — AMI, pseudoternary Differential Manchester
- 4) Multilevel — 2B/1Q, 8B/6T, 4B/5Q-PAM5
- 5) Multitransition — MLT-3

Unipolar: all signal levels + on 1 side of time axis



positive V — 1
 zero V — 0

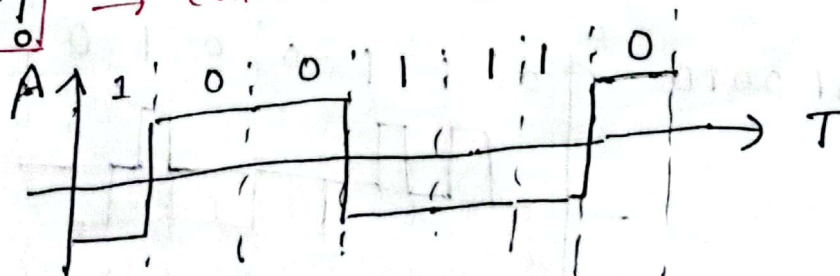
Polar:

NRZ:

NRZ-L:

1 → neg V
 0 → pos V

1001110 → convert to dig. signal



NRZ-I

1 → transition

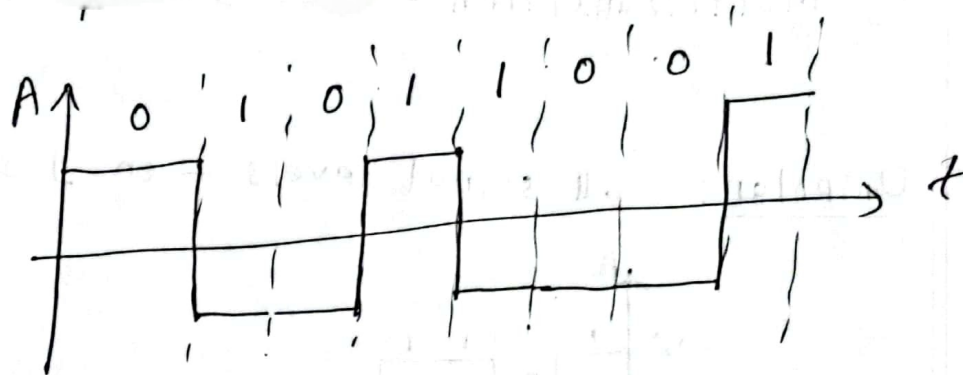
0 → no "

convention:
first 0 starts
high level

initial 1
initial 0
add two bits

011001

data
to signal

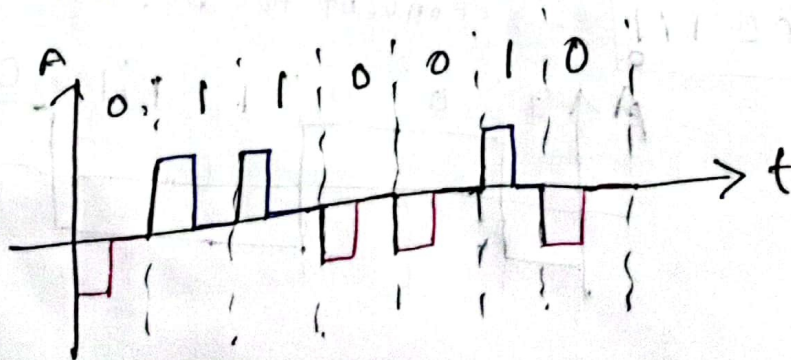


signal to data: edge (नक्शा) बदलने - 1
बदलना - 0

RZ:

1 → pos to zero
0 → neg to zero

0110010

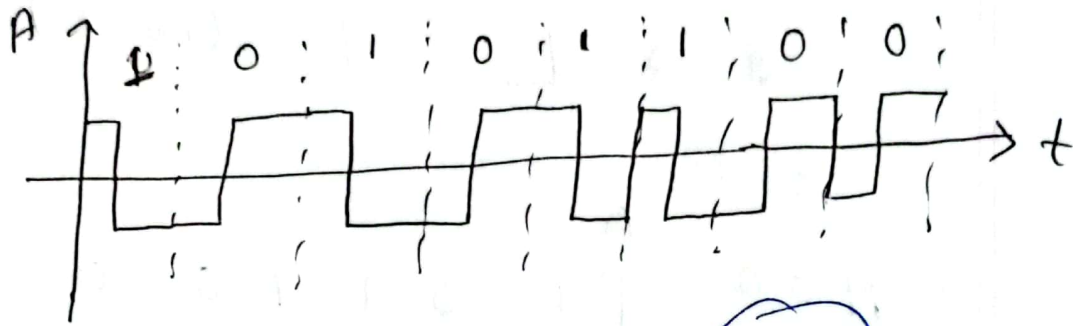


Dr. Thomas

biphase: manchester: 0 → neg to pos

1 → pos to neg

1 0 1 0 1 1 0 0



mention
not in 2nd part

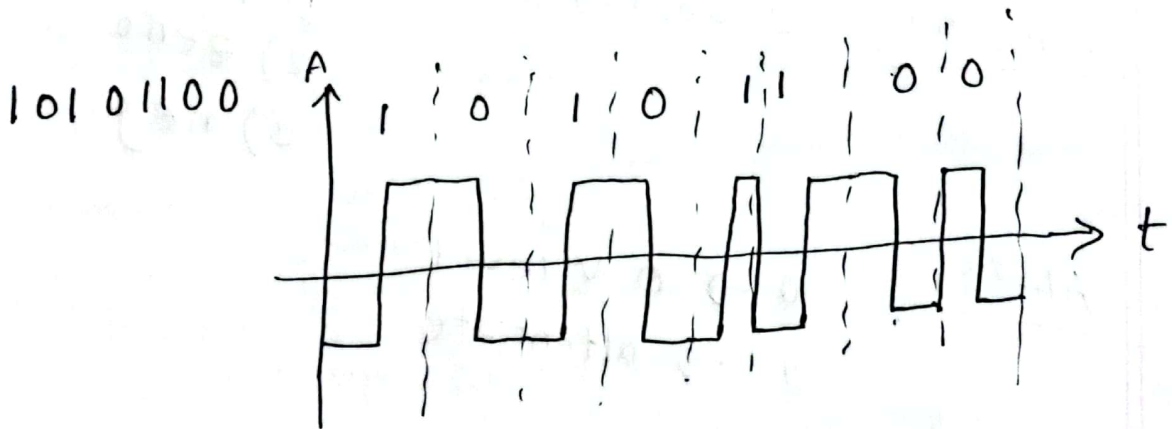
manchester
follow
this

~~Differential manchester~~ / manchester (EEEE)

manchester go down

0 → pos to neg

1 → neg to pos

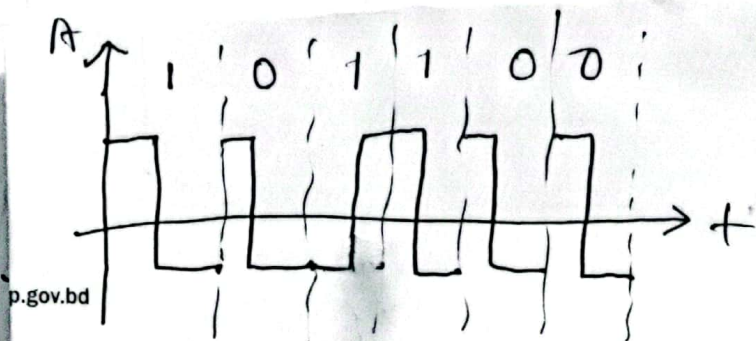


Differential Manchester

0 \rightarrow \sqcap , \sqcup (transition)

1 \rightarrow \sqsubset , \sqsupset (no)

101100



Bipolar:

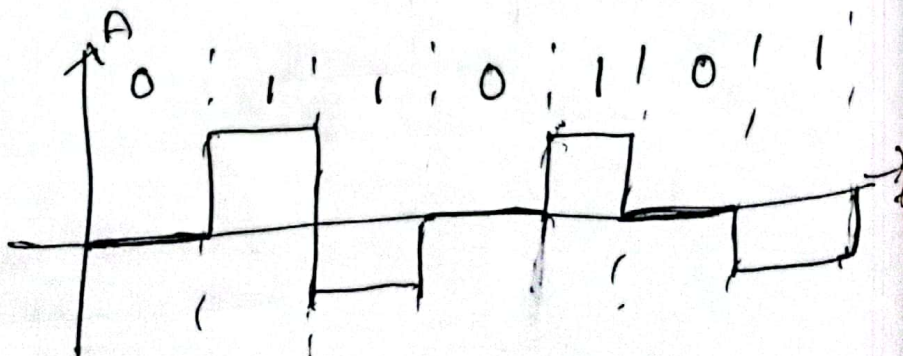
3 voltage level: 1) pos
2) zero
3) neg

Alternate
mark inversion

AMI:

0 \rightarrow 0 v level
1 \rightarrow alternate

0110101



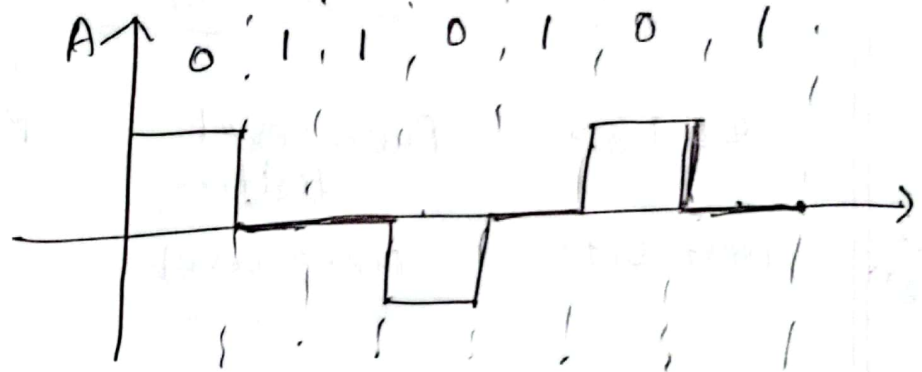
AMI 90 data

Pseudoternary:

1 → zero voltage

0 → alternate

0 1 1 0 1 0 1



Multilevel: 2B1Q

$m B n L$

$m \rightarrow$ length of binary pattern

no. of data pattern = 2^m

$B \rightarrow$ Binary data

$n \rightarrow$ length of signal pattern

no. of signal pattern = L^n

$L \rightarrow$ no. of levels in signaling

B (Binary) — $L = 2$

T (Ternary) — $L = 3$

Q (Quaternary) — $L = 4$

In 2B1Q $m = 2$, $n = 1$, $L = 4$

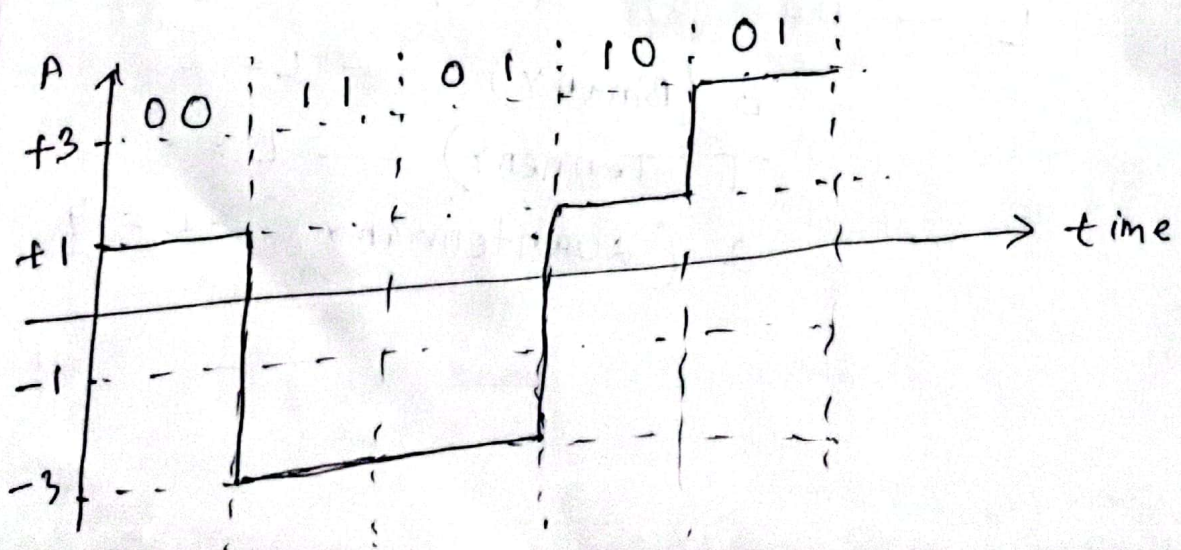
00/10/11/01 no. of binary pat. = $2^2 = 4$

$\pm 1, \pm 3 \leftarrow$ no. of signal pat. = $4^1 = 4$

Table
given

2B1Q	Pprev. Level Positive	Pprev. Level Negative
Next Bit	Next Level	Next level
00	+1	-1
01	+3	-3
10	-1	+1
11	-3	+3

Dig. data: 001101001



8B6T:

$m = 8, n = 6, L = 9$

no. of binary pat = $2^8 = 256$

no. " signal = $6^3 = 216$

$L^n 36 = 729$

unused

Redundant signal = $729 - 256 = 473$

- synchronization
- error detection
- DC balance

Hexadecimal

Data

code

00

- + 00 - +

11

- 0 - 0 + +

0A

0 - + + - 0

8bit

6bit

Data

code

2A

+ 0 + - 0 -

50

+ - - + 0 +

53

- + - + + 0

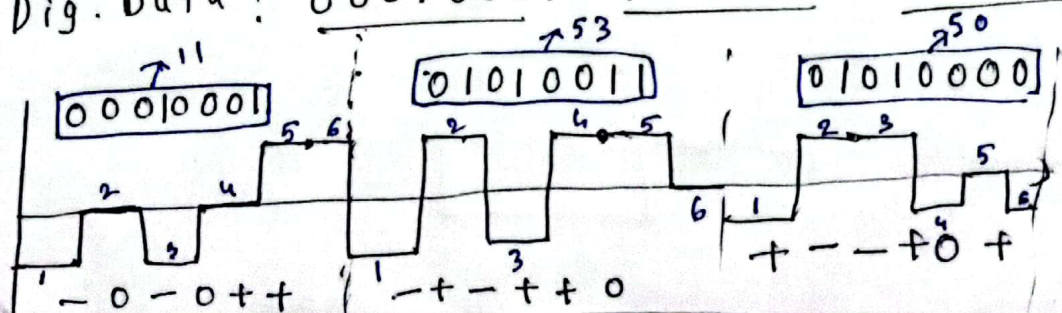
6bit

6bit

DC balance: -- + + 0 + : weight +1

- 0 - 0 + + : weight 0

Dig. Data: 00010001 01010011 01010000



Hex Bin
 00010001 → 11 → -0-0++
 weight: 0

01010011 → 53 → -+-++0
 wt: +1

[1st +1 → no change]

01010000 → 50 → +- - + 0 + wt: +1

2nd +1 ; invent

wt: -1

recieve
 find negative

- for invent
 not still

-++-0- [only for first
 graph's main bit error]

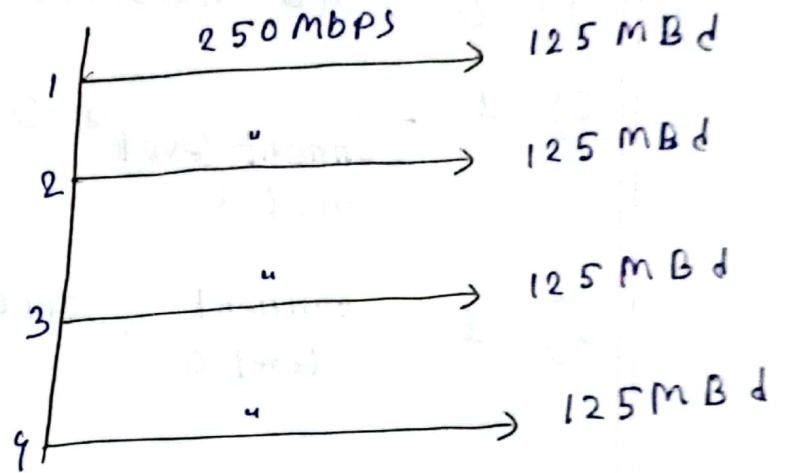
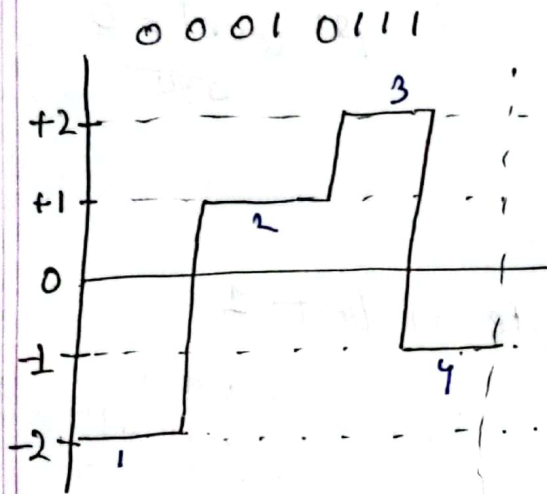
So, prev. graph total wt = $0 + (+1) + (-1)$
 $= 0$ (target)

$$2^8 = 256$$

$$5^4 = 625$$

$$\text{Redundant} \rightarrow \text{zero} \\ = 625 - 256 = 369$$

4D-PAM5



Suppose, wire no. = 1
0 → redundant (000)

this → 8 B 4 Q

no. of binary patterns = $2^8 = 256$

" " signal " = $4^4 = 256$

Multi transition :

MLT-3

Rules:

1) 0 \rightarrow no transition

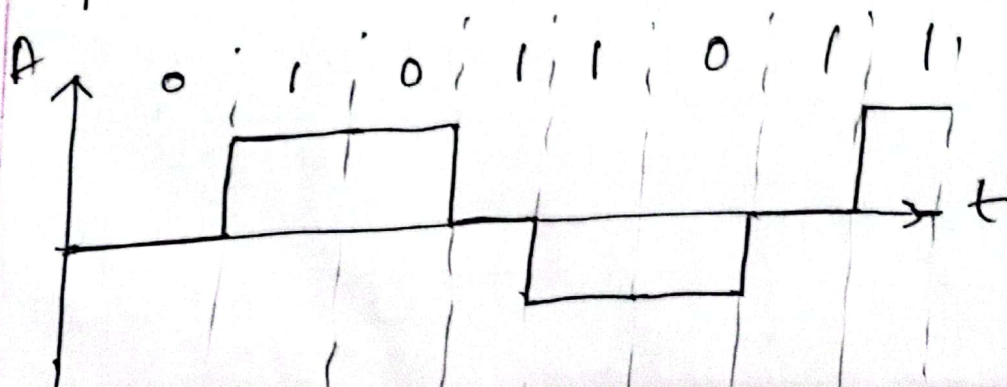
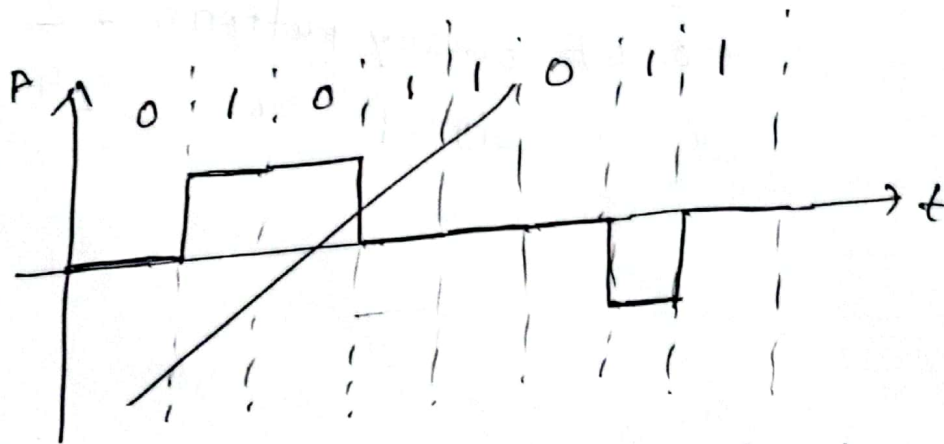
2) 1 $\xrightarrow[\text{current level not 0}]{} 0$

3) 1 $\xrightarrow[\text{level 0}]{} \text{opposite of last 1}$

+ 0 -
1st level = 0
from

* Suppose, $\text{last level} = 0V$
 $\text{last non-zero} = \text{neg} (-1)$

Dig. data 01011011



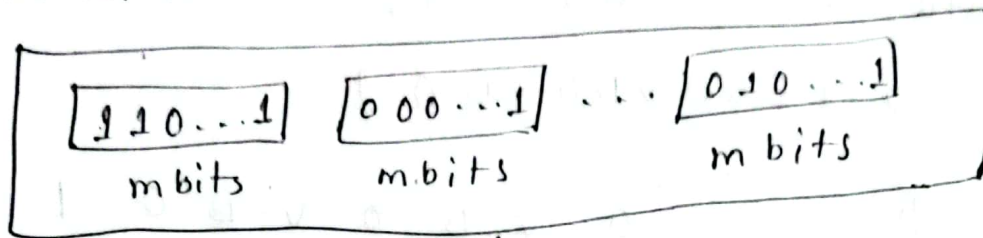
Block Coding

bit no \rightarrow increase
line coding \rightarrow improve

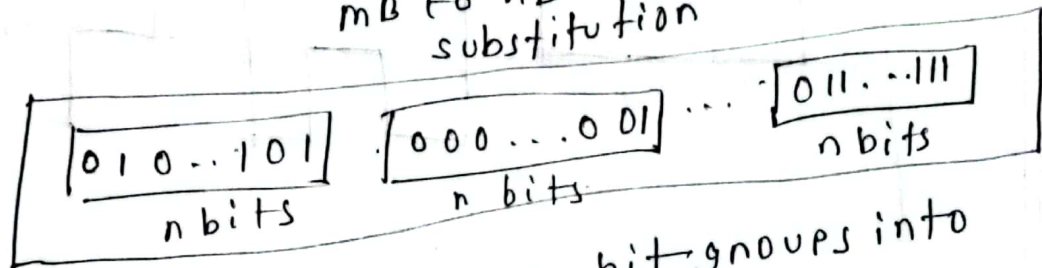
— to gain redundancy

$\rightarrow 4B/5B$

Division of a stream into m-bit groups



mB to nB
substitution



Combining n-bit groups into
a stream

Step: Division \rightarrow substitution \rightarrow combination

Scrambling \rightarrow AMI (improve)

B8ZS \rightarrow Bipolar with 8 zero substitution

8 zero \rightarrow 000VB0VB

V (violation) — same as last non-zero level
B (Bipolar) — opposite to last non-zero level

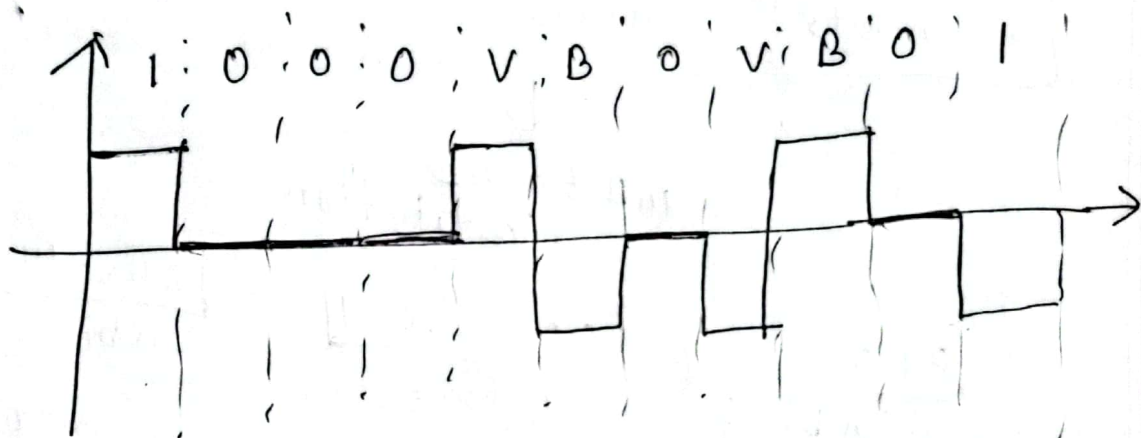
0 \rightarrow zero level

1 \rightarrow opposite to last non-zero level

Assume, last non-zero (-1)

Data: 1 0 0 0 0 0 0 0 0 0 1

\rightarrow 1 0 0 0 V B 0 V B 0 1



HDB3 High Density Bipolar 3 zero

4 zeroes \rightarrow 000V or B00V

non-zero
on 1st
on 2nd
on 3rd
on 4th

odd \rightarrow 000V
even \rightarrow B00V

V \rightarrow same as last non-zero level

B \rightarrow opposite to last non-zero level

assume, last non-zero negative

Dig. Data: 1 0 0 0 1 1 0 0 0 0 0

