

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

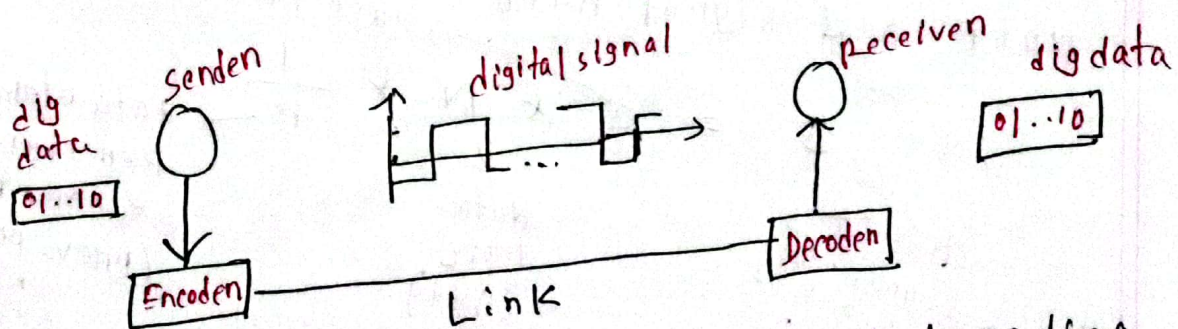
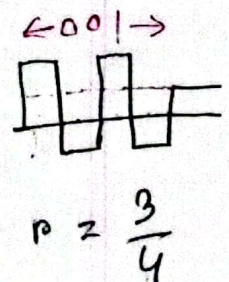
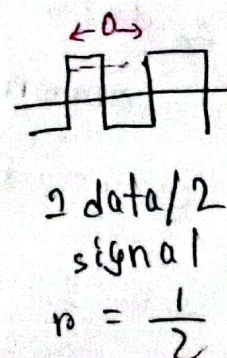
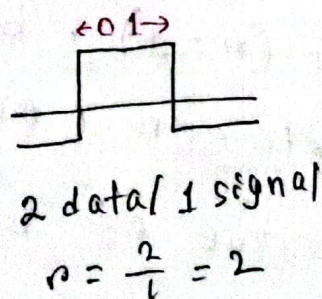
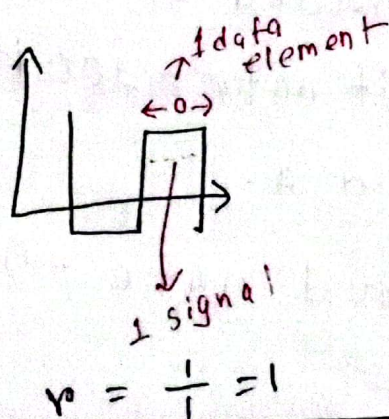


Fig : Line coding and decoding



## 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 above:

- $S$ : 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 =  $\infty$

effective  $\rightarrow$  finite

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

Does this agree with prev. formula? <sup>yes</sup>

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

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

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

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

\* 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

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

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

$$= 1$$

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

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

DC components:

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

NRZL → Level  
 NRZI → Inversion

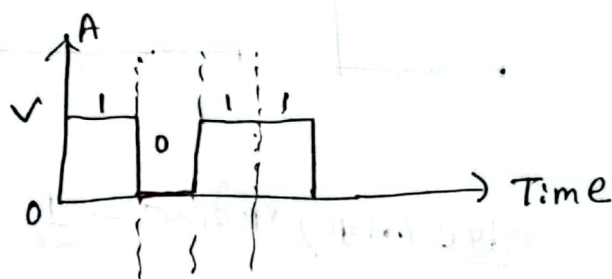
bit level  
 go mid  
 zero back  
 zero 51

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

## Line coding schemes (5)

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

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



positive V — 1  
 zero V — 0

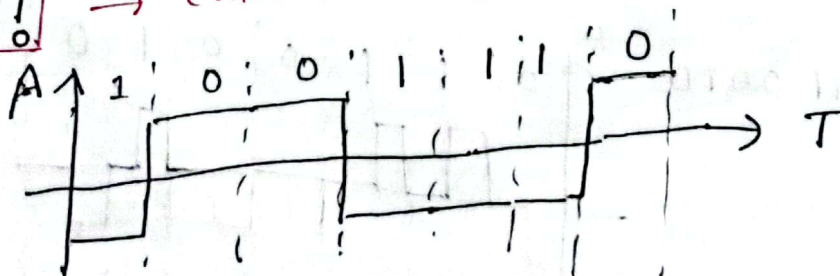
Polar:

NRZ:

NRZ-L:

1 → neg V  
 0 → pos V

1001110 → convert to dig. signal





NRZ-I

1 → transition

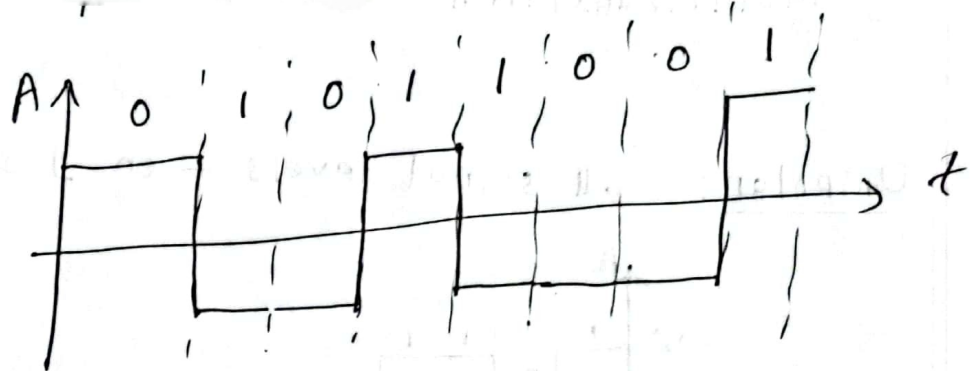
0 → no "

convention:  
first 0 starts  
high level

initial 1  
initial 0  
add two bits

011001

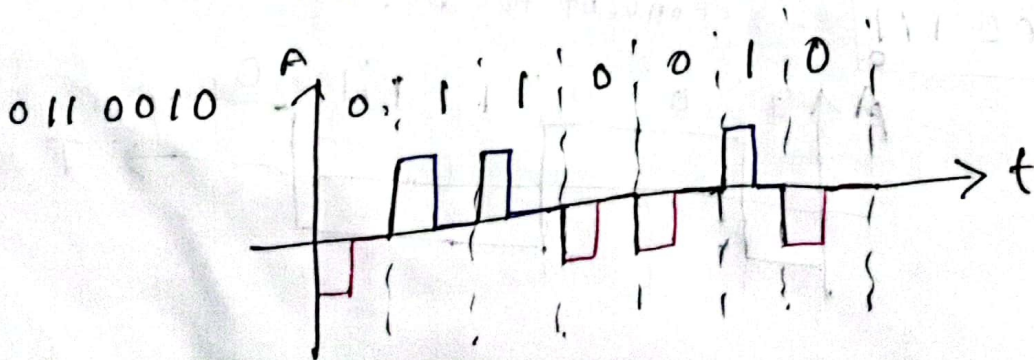
data  
to signal



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

RZ:

1 → pos to zero  
0 → neg to zero

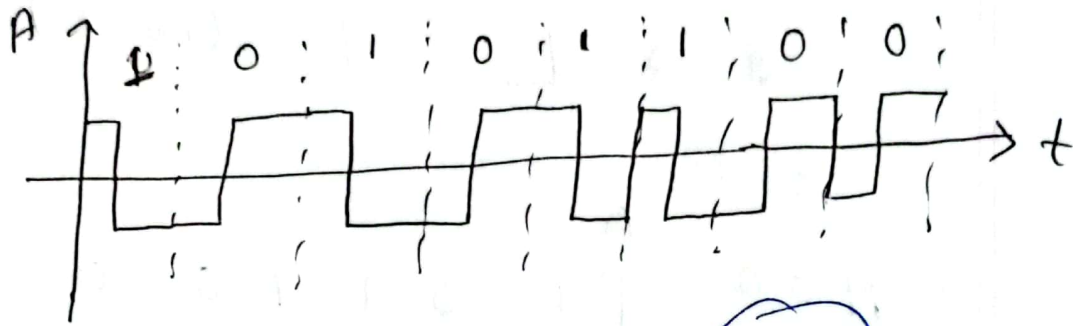


Dr. Thomas

biphase: manchester: 0 → neg to pos

1 → pos to neg

1 0 1 0 1 1 0 0



mention  
not in 2nd part

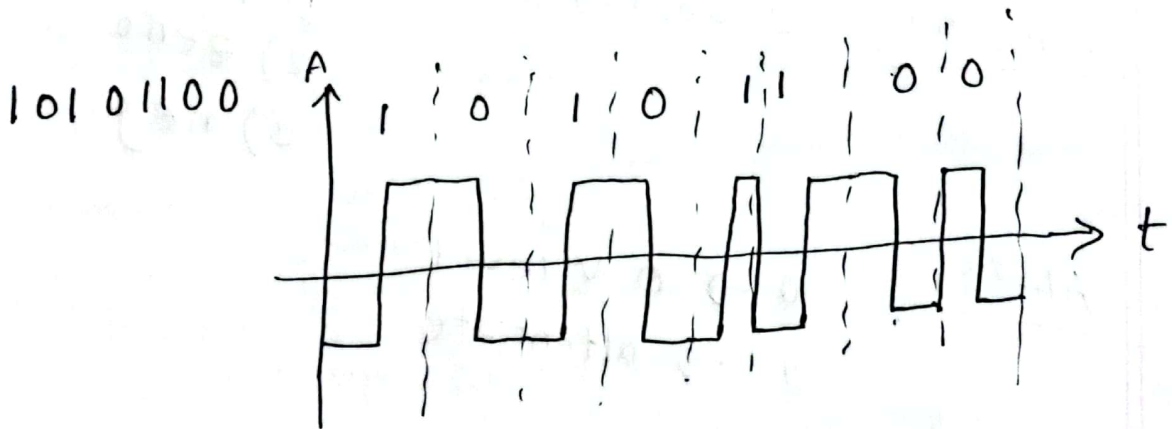
manchester  
follow  
this

~~Differential manchester~~ / manchester (EEEE)

manchester go down



0 → pos to neg

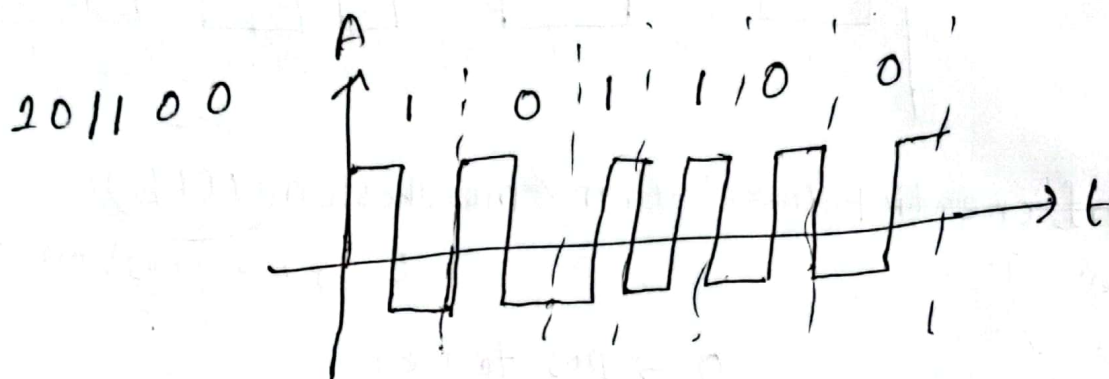
1 → neg to pos



## Differential Manchester

0  $\rightarrow$   ,  (transition)

1  $\rightarrow$   ,  (no)

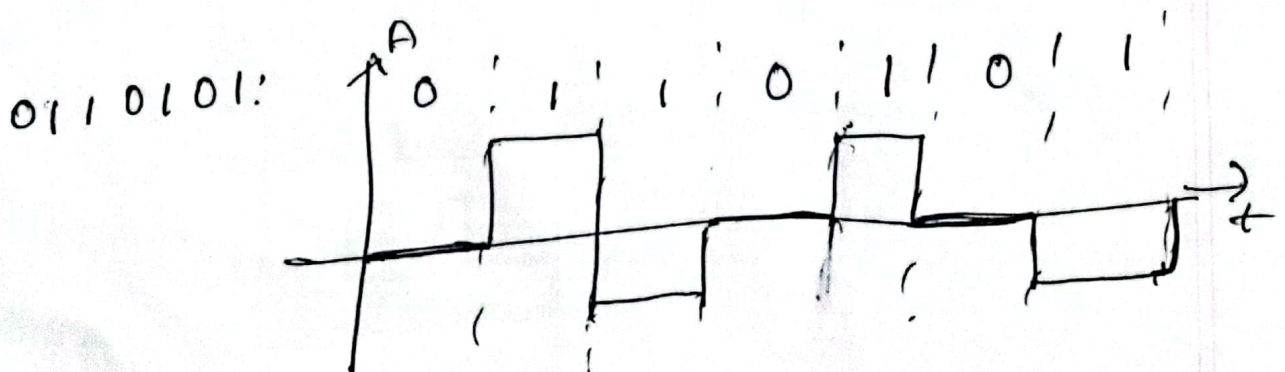


Bipolar:

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

AMI:

0  $\rightarrow$  0 v level  
1  $\rightarrow$  alternate





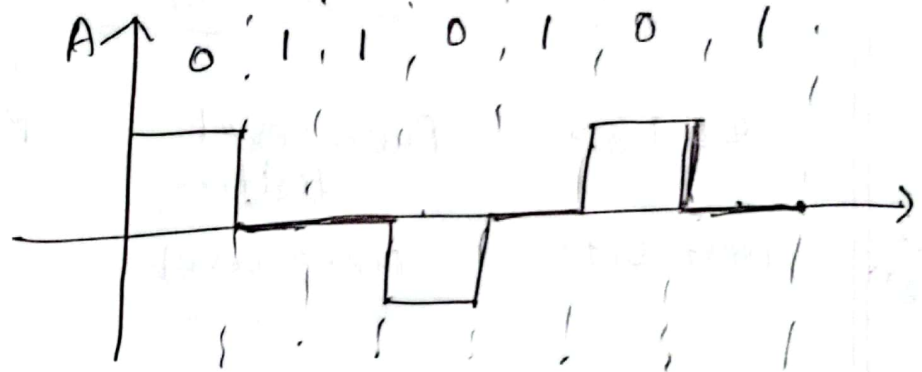
## AMI 90 data-

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 =  $L^n$

$L$  — no. of levels in signaling

B (Binary) —  $L = 2$

T (Ternary) —  $L = 3$

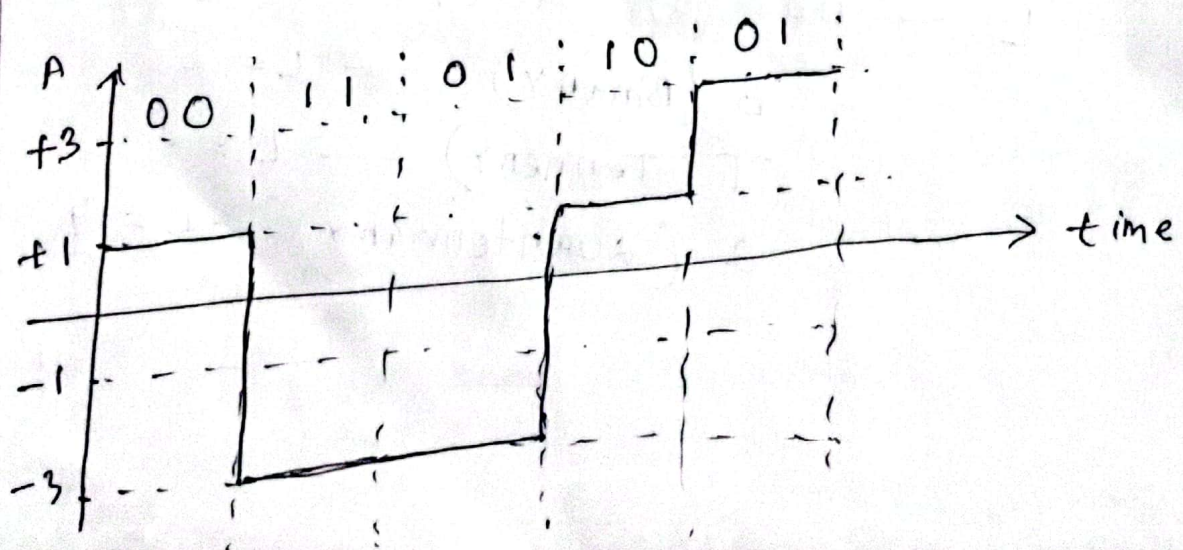
Q (Quaternary) —  $L = 4$

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<br>Positive | Pprev. Level<br>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 =  $\frac{6^3}{3} = 216$

$L^n 36 = 729$

unused

Redundant signal =  $729 - 256 = 473$

- synchronization
- error detection
- DC balance

Hexadecimal

Data

code

00

- + 0 0 - +

11

- 0 - 0 + +

0A

0 - + + - 0

8bit

6bit

Data

code

2A

+ 0 + - 0 -

50

+ - - + 0 +

53

- + - + + 0

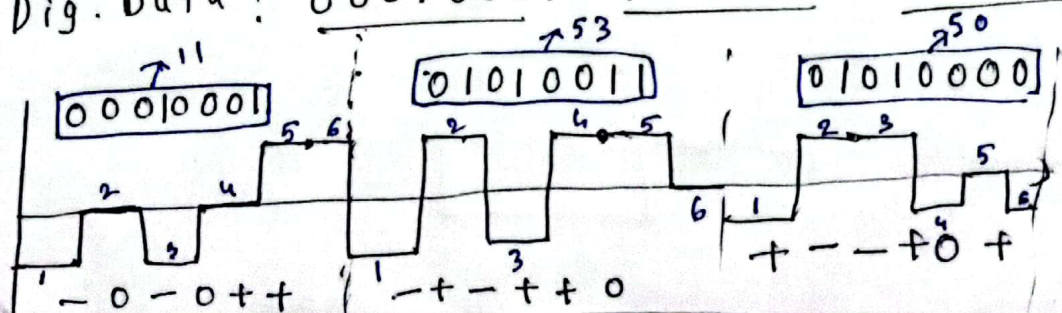
6bit

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

2<sup>nd</sup> +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)

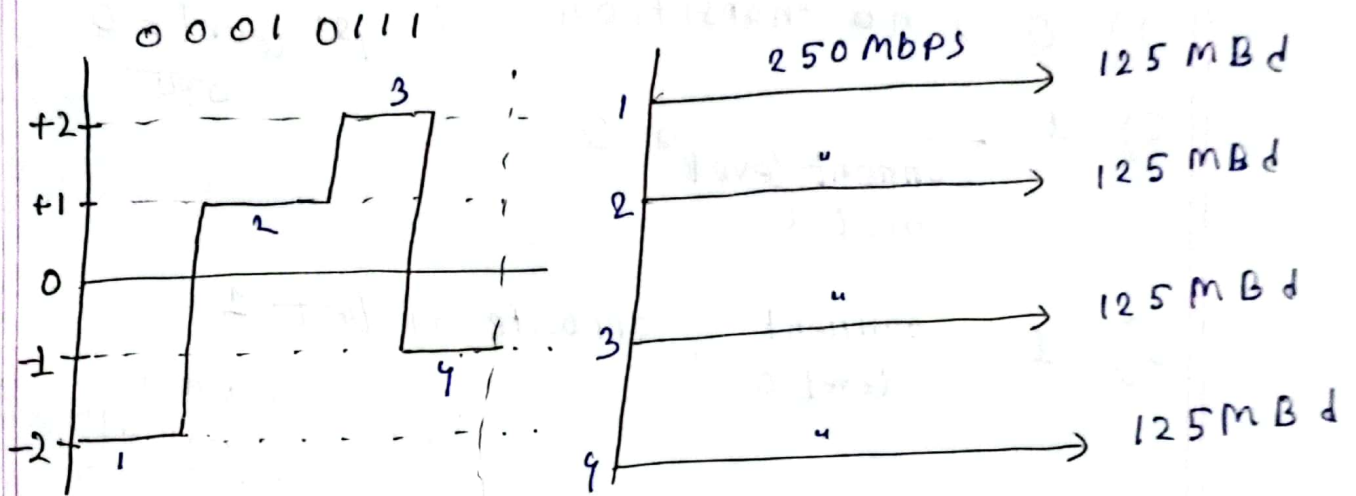


$$2^8 = 256$$

$$5^4 = 625$$

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

## 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

