# EE340: Communications Laboratory

## Prelab Material

## Lab 6: Non-linearity and its effects in communication systems

# Non-linear Systems

- Linear Systems: Satisfy superposition principle
- However, any practical system is non-linear (amount of non-linearity may vary)
- Non-linearity results in generation of "new frequency components" – i.e. frequency components that are not there at the input of the system.
- Memoryless non-linearity can be modeled as:

$$y(t) = a_1 x(t) + a_2 x^2(t) + a_3 x^3(t) + a_4 x^4(t) \ \ldots$$

- Memoryless means present output depends only on the present output (also see Appendix – last slide)

# Effects of Non-Linearity

**Consider a simplified non-linear system described by**

$$y(t) = a_1 x(t) + a_2 x^2(t) + a_3 x^3(t)$$

For $\quad x(t) = A\cos(\omega t),$

$$y(t) = \frac{1}{2} a_2 A^2 + \left( a_1 + \frac{3}{4} a_3 A^2 \right) A\cos(\omega t) + \frac{1}{2} a_2 A^2 \cos(2\omega t) + \frac{1}{4} a_3 A^3 \cos(3\omega t)$$

**Important observations:**

- **Second order non-linearity ($a_2$ coefficient):**
  **Adds DC + 2nd harmonic**

$$\boxed{\frac{1}{2} a_2 A^2 \left(1 + \cos(2\omega t)\right)}$$

- **Third order non-linearity ($a_3$ coefficient):**
  **Adds 3rd harmonic and Gain becomes input amplitude ($A$) dependent**
  **Also, $a_3$ is generally negative**
  **=> gain compression with increasing $A$**

$$\left( a_1 + \frac{3}{4} a_3 A^2 \right) A\cos(\omega t) + \frac{1}{4} a_3 A^3 \cos(3\omega t)$$

$$\text{Gain}: \quad \left( a_1 + \frac{3}{4} a_3 A^2 \right)$$

# Second Order Non-Linearity

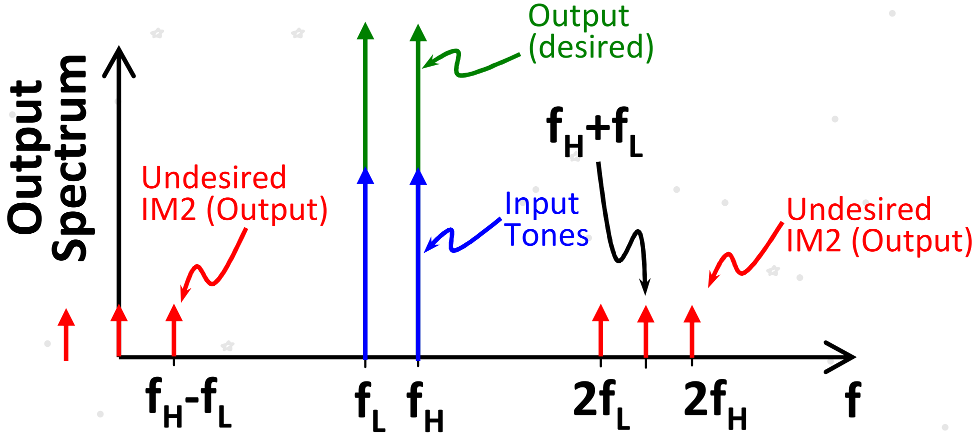
## Consider a non-linear system described by

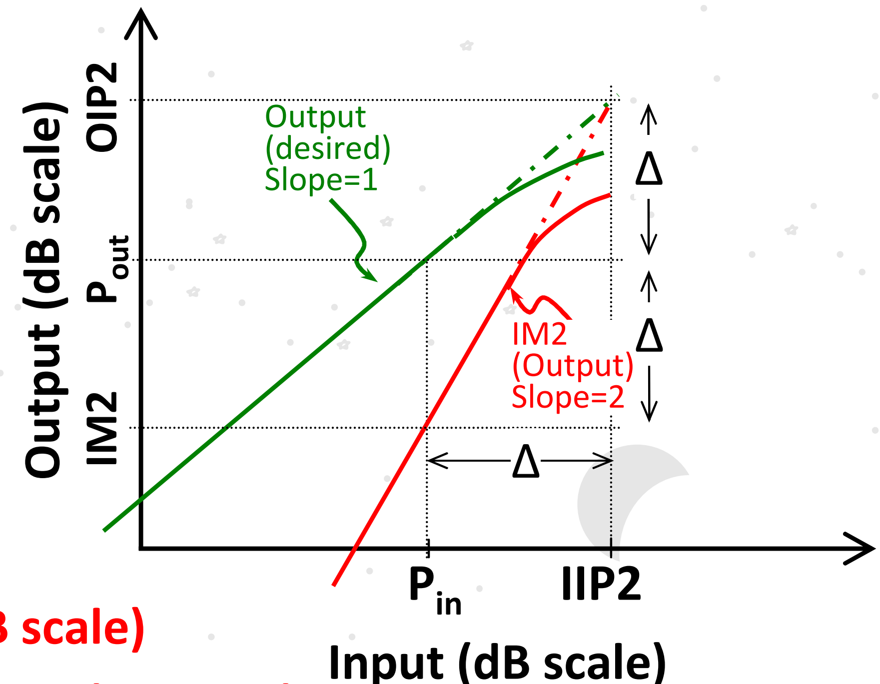
$$y(t) = a_1 x(t) + a_2 x^2(t); \qquad \Rightarrow \text{For } x = A(\cos\omega_1 t + \cos\omega_2 t):$$

$$\boxed{y(t) = a_2 A^2 + a_1 A\left(\cos(\omega_1 t) + \cos(\omega_2 t)\right) + a_2 A^2\left(\frac{\cos(2\omega_1 t) + \cos(2\omega_2 t)}{2} + \cos((\omega_1 - \omega_2)t) + \cos((\omega_1 + \omega_2)t)\right)}$$

**The undesired spectral components generated due to the second order non-linearity coefficent $a_2$ at frequencies 0, $2\omega_1$, $2\omega_2$, $2(\omega_1 - \omega_2)$ and $2(\omega_1 + \omega_2)$ are called IM2 (Inter-Modulation products due to 2nd order non-linearity) components**

## Observations:



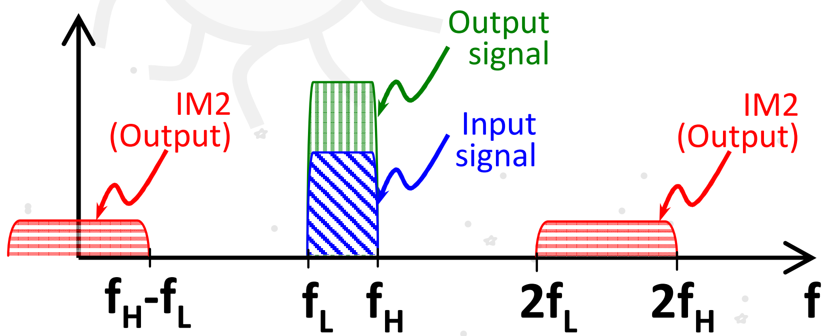




**IIP2 = Pin + Δ (dB scale)**

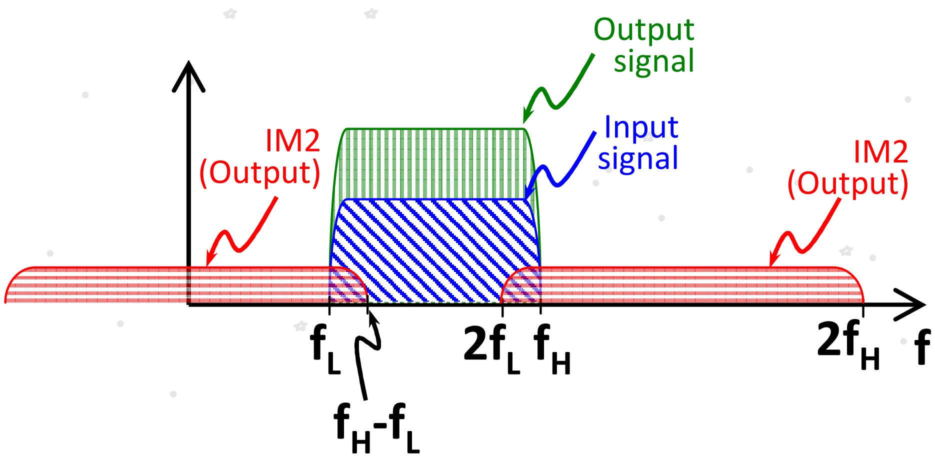
**OIP2 = Pin + Δ + Gain (dB scale)**

# Second Order Non-Linearity

## More observations:




**Sub-octave: $f_H < 2f_L$ (i.e. BW < $f_L$)**
- No in-band IM2 distortion –out-of-band IM2 components can easily be filtered out
- DC components can sometimes cause amplifier saturation




**Multi-octave: $f_H > 2f_L$ (i.e. BW > $f_L$)**
- In-band IM2 distortion present, can't be filtered out
- DC components may cause amplifier saturation

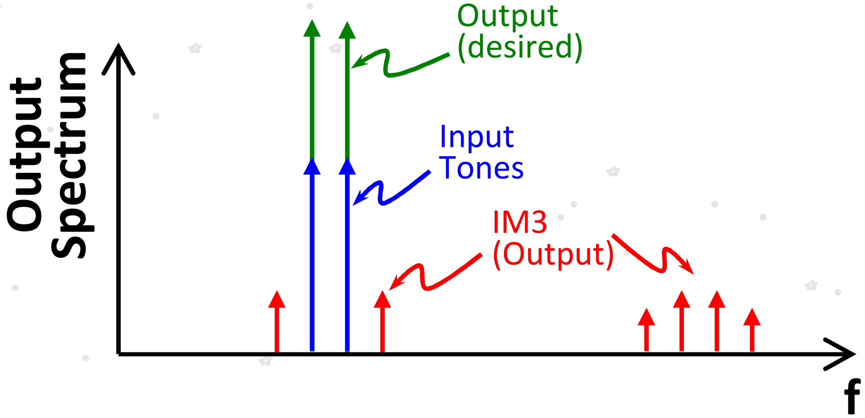
# Third Order Non-Linearity

## Consider a non-linear system described by

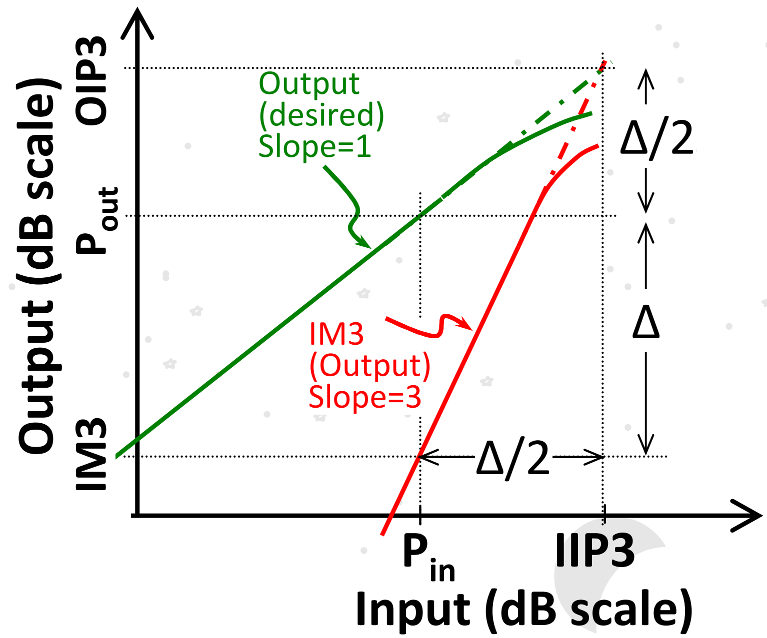
$$y(t) = a_1 x(t) + a_3 x^3(t); \qquad \Rightarrow \text{For} \quad x(t) = A\cos(\omega_1 t) + A\cos(\omega_2 t):$$

$$y(t) = A\left(a_1 + \frac{9a_3A^2}{4}\right)\left(\cos(\omega_1 t) + \cos(\omega_2 t)\right) + \frac{1}{4}a_3A^3\left(\cos(3\omega_1 t) + \cos(3\omega_2 t)\right)$$
$$+\frac{3}{4}a_3A^3\left[\cos\left((2\omega_1 - \omega_2)t\right) + \cos\left((2\omega_1 + \omega_2)t\right) + \cos\left((2\omega_2 - \omega_1)t\right) + \cos\left((2\omega_2 + \omega_1)t\right)\right]$$

## Observations:



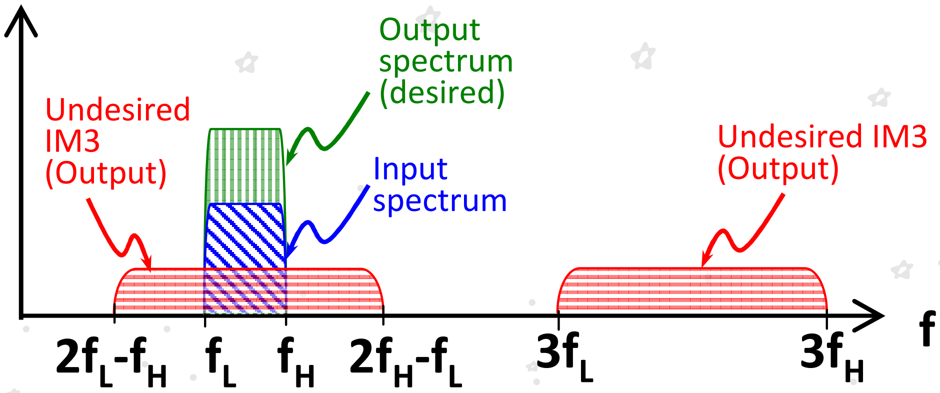

Generates in-band/adjacent band, out-of-band components, but no DC




**IIP3 = Pin + Δ/2 (dB scale)**

**OIP3 = Pin + Δ/2 + Gain (dB scale)**

# Third Order Non-linearity

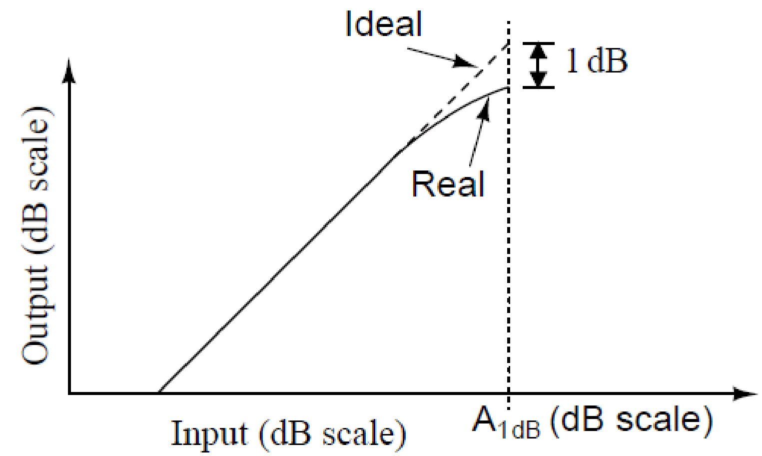



- The figure above shows the undesired spectrum generated by 3rd order non-linearity (i.e. due to non-zero $a_3$ co-efficient)
- The undesired spectrum generated is called IM3 component, i.e. Inter-Modulation products due to 3rd order non-linearity component.
- Due to 3rd or odd order non-linearities (unlike 2nd or even order non-linearities), part of the spectrum is in-band and hence CANNOT be removed by filtering even for narrow-band inputs.
- Therefore, effects of 3rd (or odd) order non-linearities are more difficult to remove in general (then of even order non-linearities).

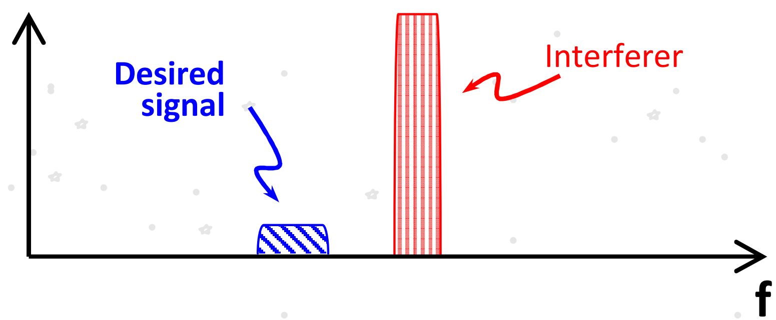
# Compression Point and Jamming

**1-dB compression point: Amplitude ($A_{-1dB}$) at which gain decreases by 1-dB (without interferer) – because $a_3$ is "almost always" negative.**

$$20\log\left[\frac{\left(a_1+\frac{3}{4}a_3A_{-1dB}^2\right)A_{-1dB}}{a_1A_{-1dB}}\right]=-1\,\text{dB}\quad\Rightarrow A_{-1\text{dB}}\approx 0.40\sqrt{\left|\frac{a_1}{a_3}\right|}$$




## Jamming / Blocking / Desensitization




Desired signal

Interferer

$$\text{For}\quad x(t)=A\cos(\omega t)+B\cos(\omega_I t),$$

$$y(t)=\left(a_1+\frac{3}{4}a_3A^2+\frac{3}{2}a_3B^2\right)A\cos(\omega t)+\text{other terms}$$

- **Therefore, if interferer amplitude B>>A, the receiver is jammed**
- **The transmitter can jam the receiver if they are operating concurrently, for example in full duplex systems (and isolation is poor)**

# APPENDIX: Real Systems are not memory-less or linear: Non-linear dynamical behaviour

- **Transfer function of a dynamic non-linear system**
  - Very complex, commonly expressed as the Volterra series

$$y(t) = a_0 + \sum_{n=1}^{\infty} \frac{1}{n!} \int_0^{\infty} \ldots\ldots \int_0^{\infty} a_n(\tau_1, \tau_2, \cdots, \tau_n) x(t-\tau_1) x(t-\tau_2) \cdots x(t-\tau_n)\, d\tau_1 d\tau_1 \ldots d\tau_n$$

***$a_n$* is called the n^th order Volterra kernel**

**Therefore, a 2^nd order dynamic non-linear system can be modeled as**

$$y(t) = a_0 + \int_0^{\infty} a_1(\tau_1) x(t-\tau_1) d\tau_1 + \frac{1}{2} \int_0^{\infty}\int_0^{\infty} a_2(\tau_1, \tau_2) x(t-\tau_1) x(t-\tau_2)\, d\tau_1 d\tau_2$$