

Where are you joining from today?





ELEC202
Lecture 10/12

Digital Baseband Communication

Last week...

- **Digitisation: Sampling & Quantisation**
- **Nyquist-Shannon criterion**
- **Aliasing and anti-aliasing filters**
- **Quantisation and quantization error**

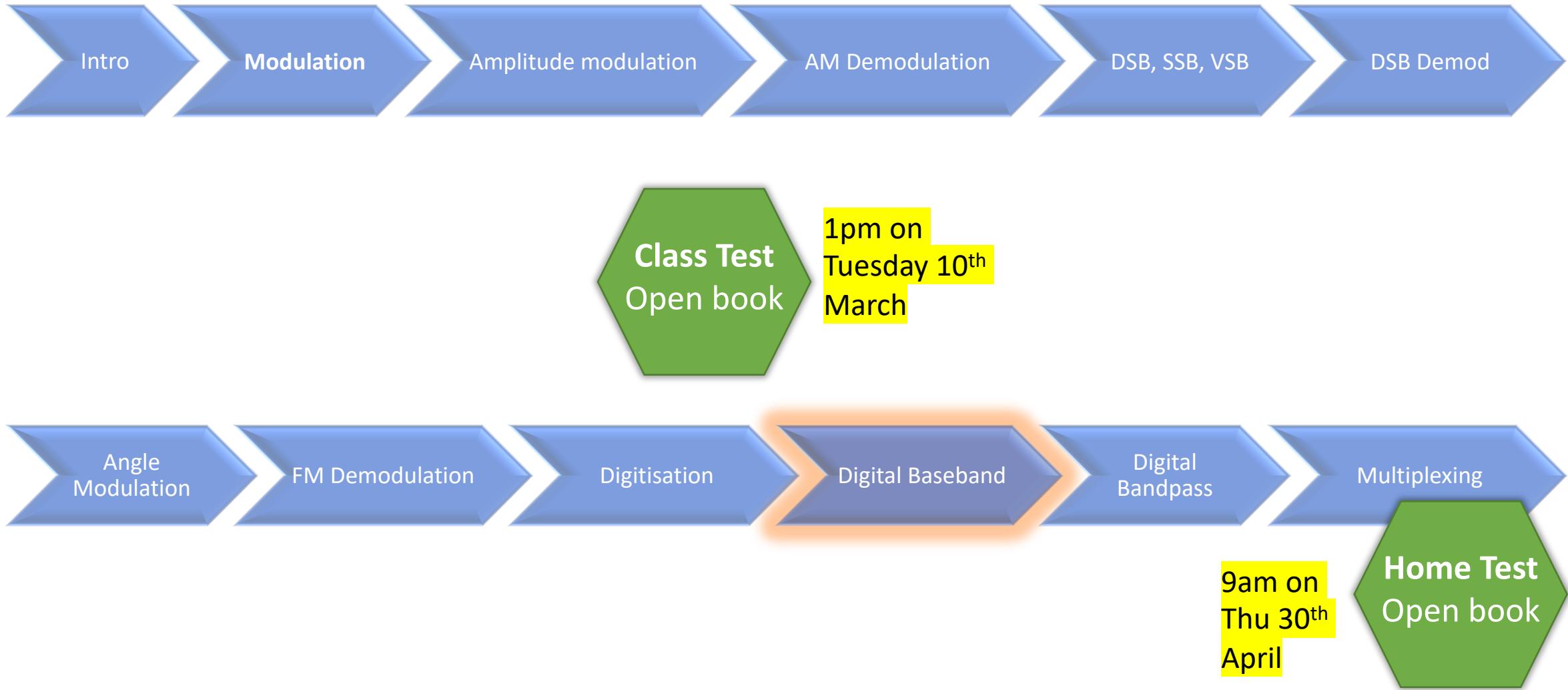


What remains . . .

- **L10: Digital Baseband/Pulse Modulation**
- **L11 (Mon 20/4): Digital Bandpass Modulation**
- **L12 (Thu 23/4): Multiplexing**
- **Class Test 2: Thu 30/4 at 9:00am**

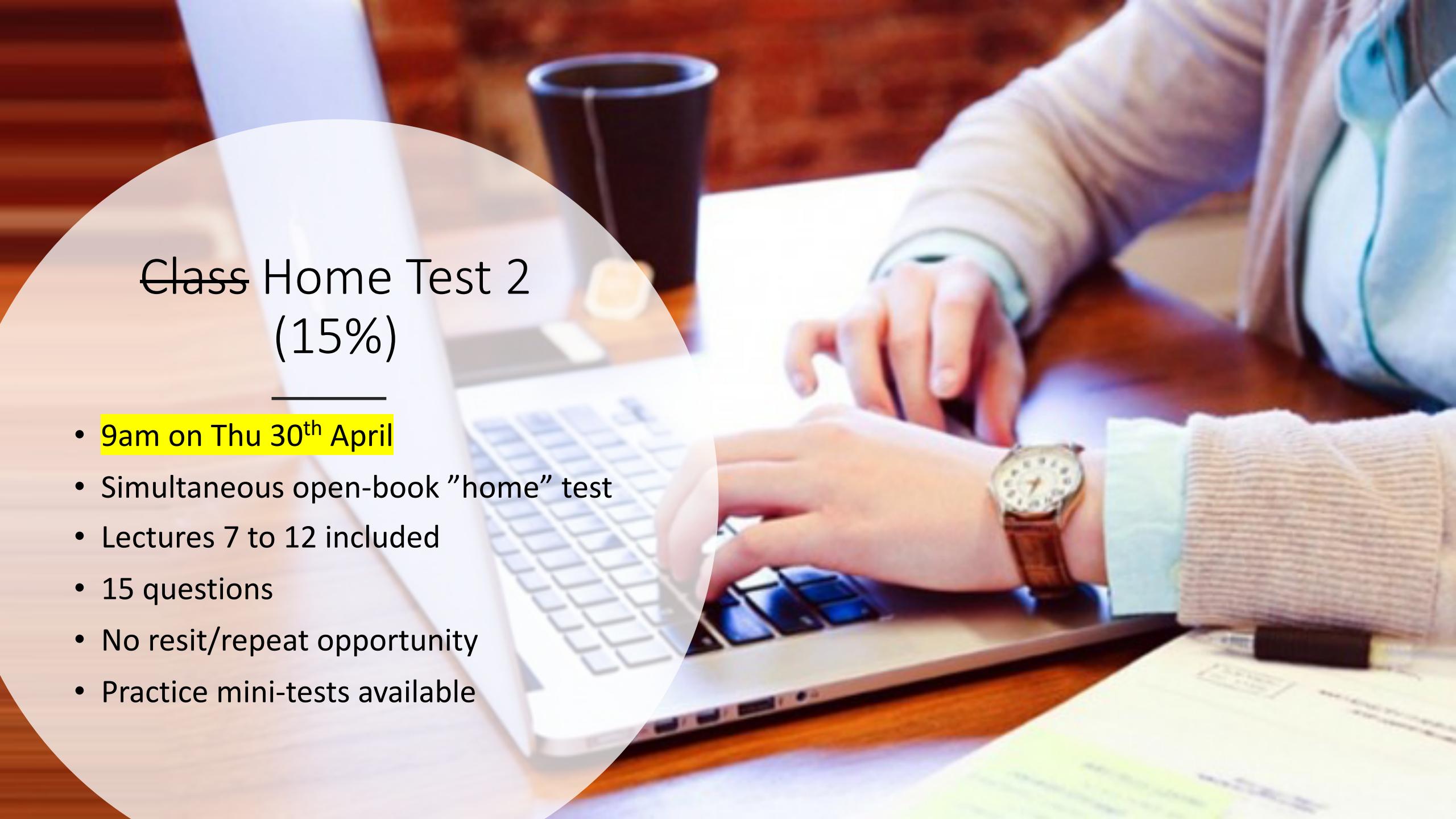


Module Pathway



Class Home Test 2 (15%)

- 9am on Thu 30th April
- Simultaneous open-book "home" test
- Lectures 7 to 12 included
- 15 questions
- No resit/repeat opportunity
- Practice mini-tests available



Next Steps...

- After the signal has been sampled, quantised and encoded, it is ready for digital transmission (baseband or bandpass): today, we'll be talking about **baseband** transmission,

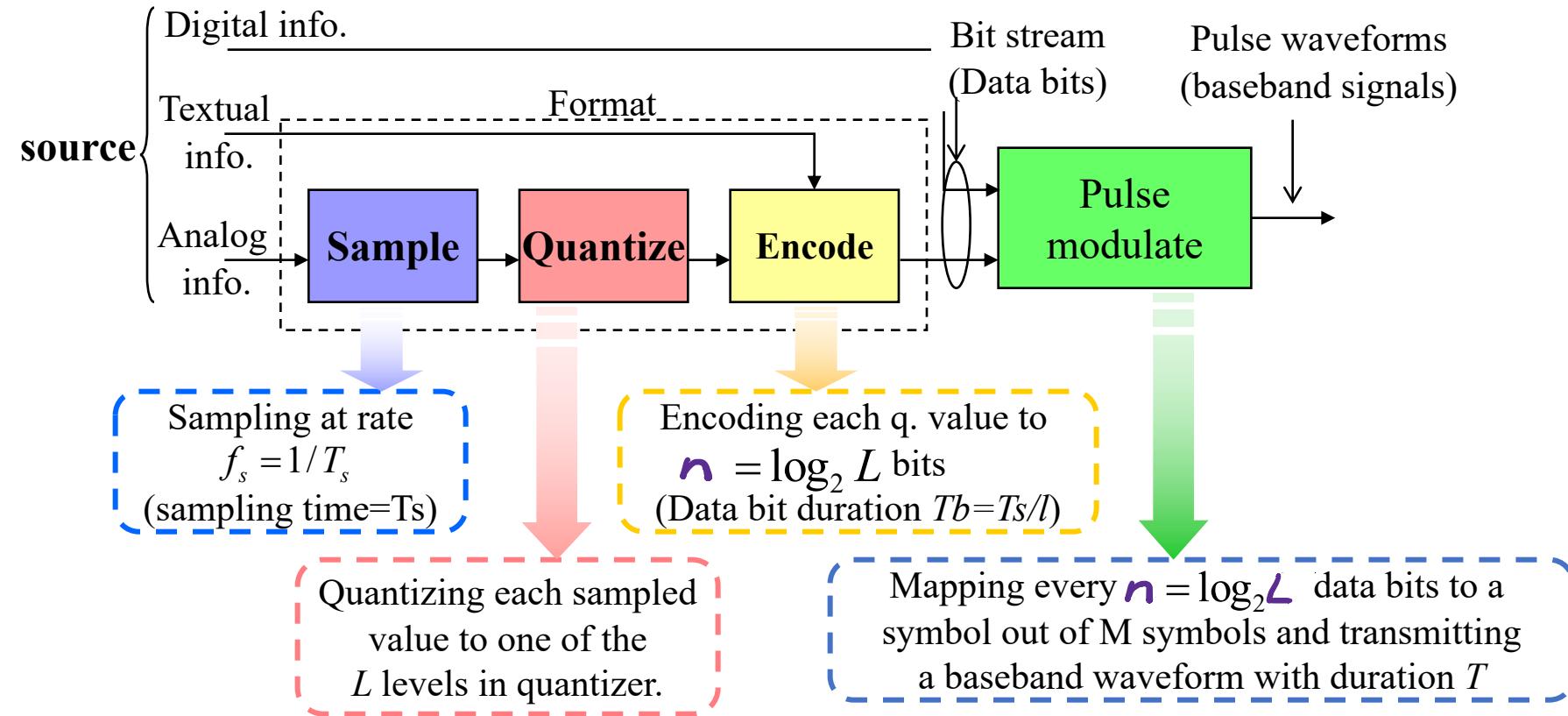




Today

- Pulse Modulation and Pulse Code Modulation
- Line Coding
- Hartley-Shannon Law (Channel Capacity)

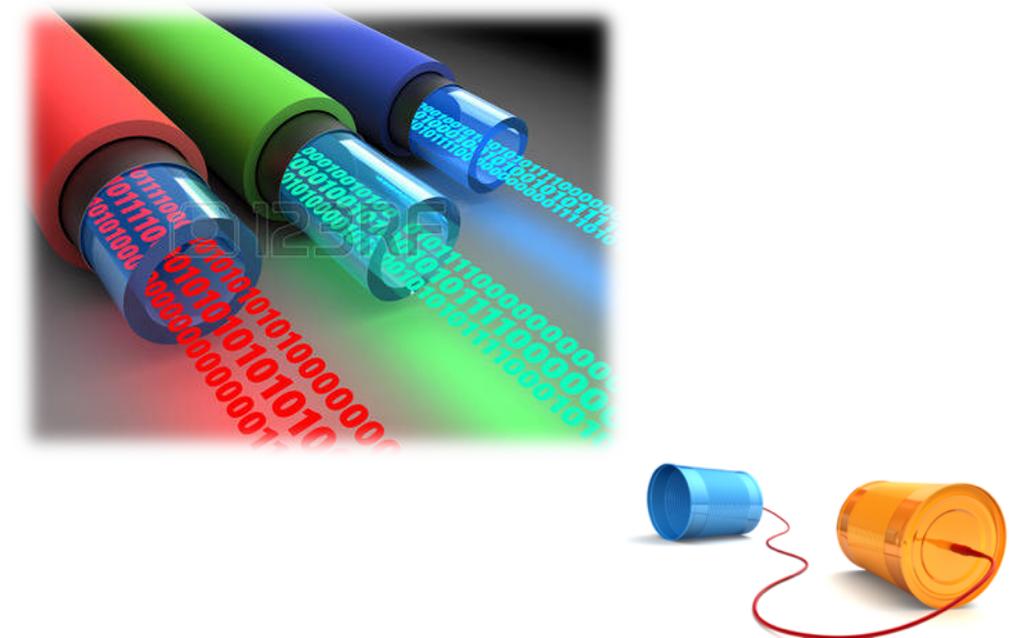
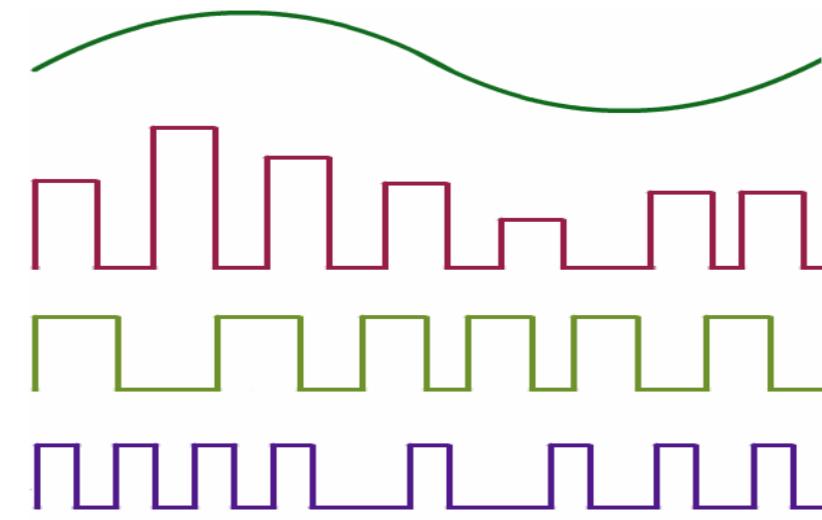
Before Pulse Modulation...



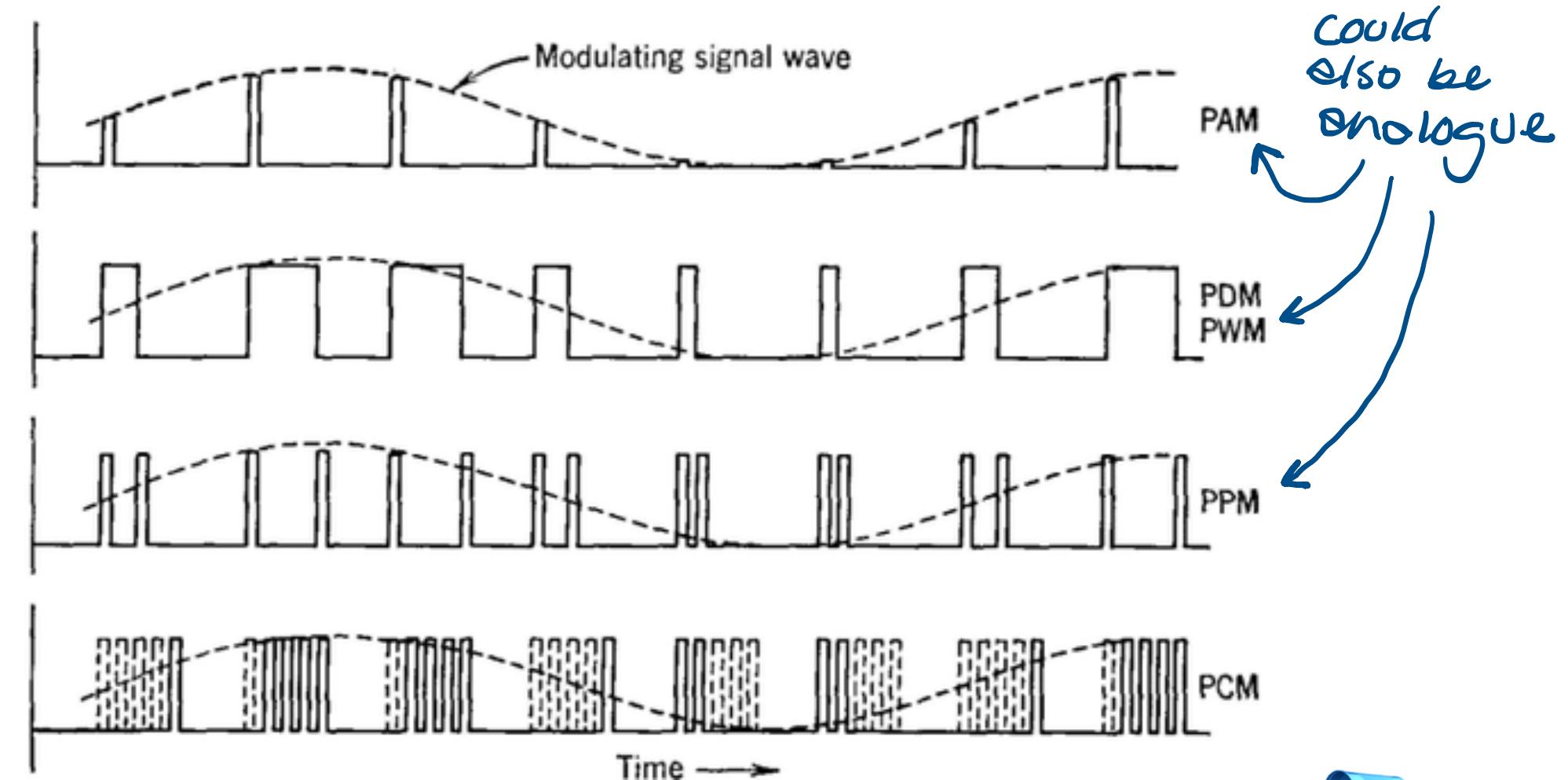
Pulse ‘Modulation’

Pulse modulation is a form of **baseband** communication.

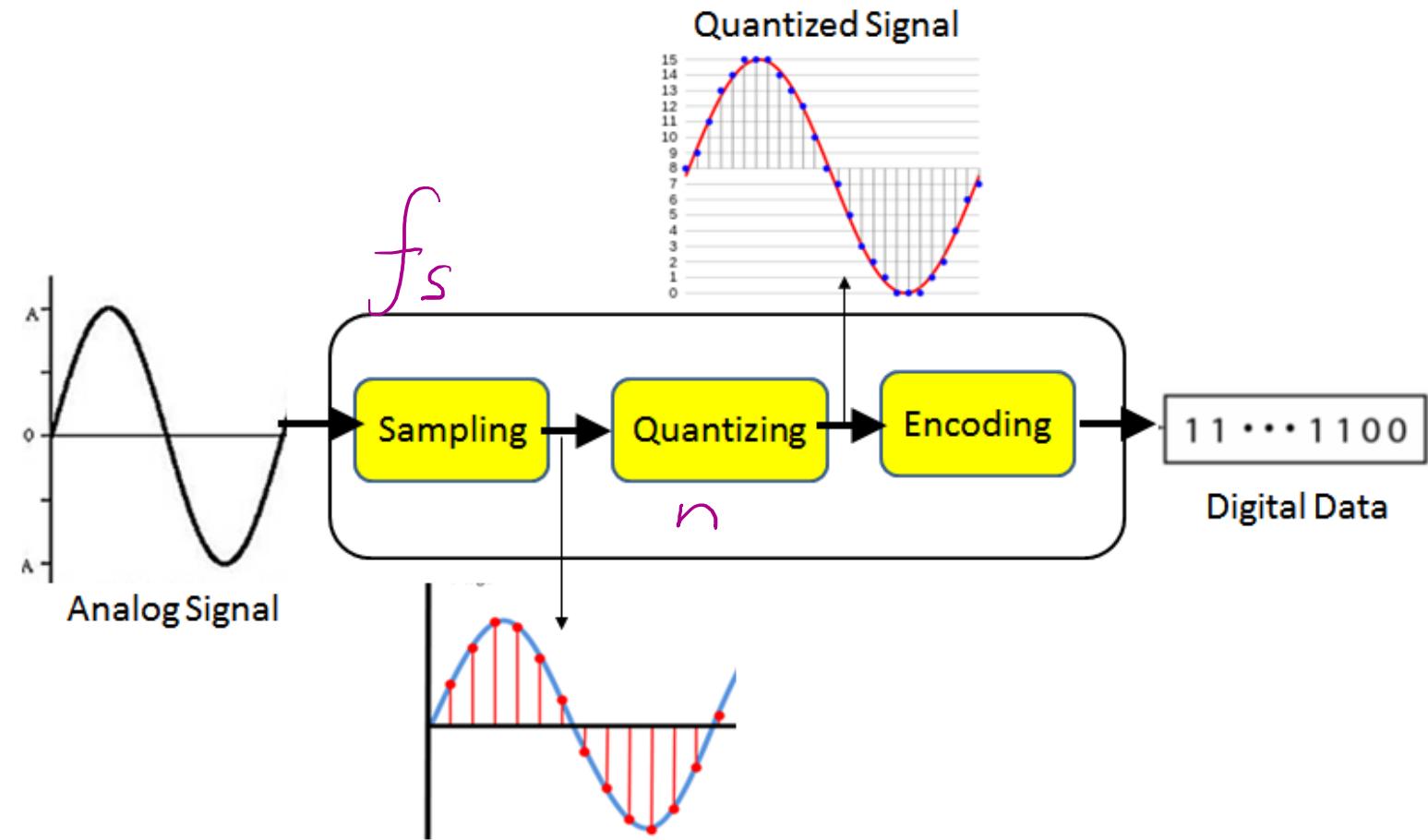
Even though it is called “modulation”, no carrier is involved.



Pulse Modulation Schemes



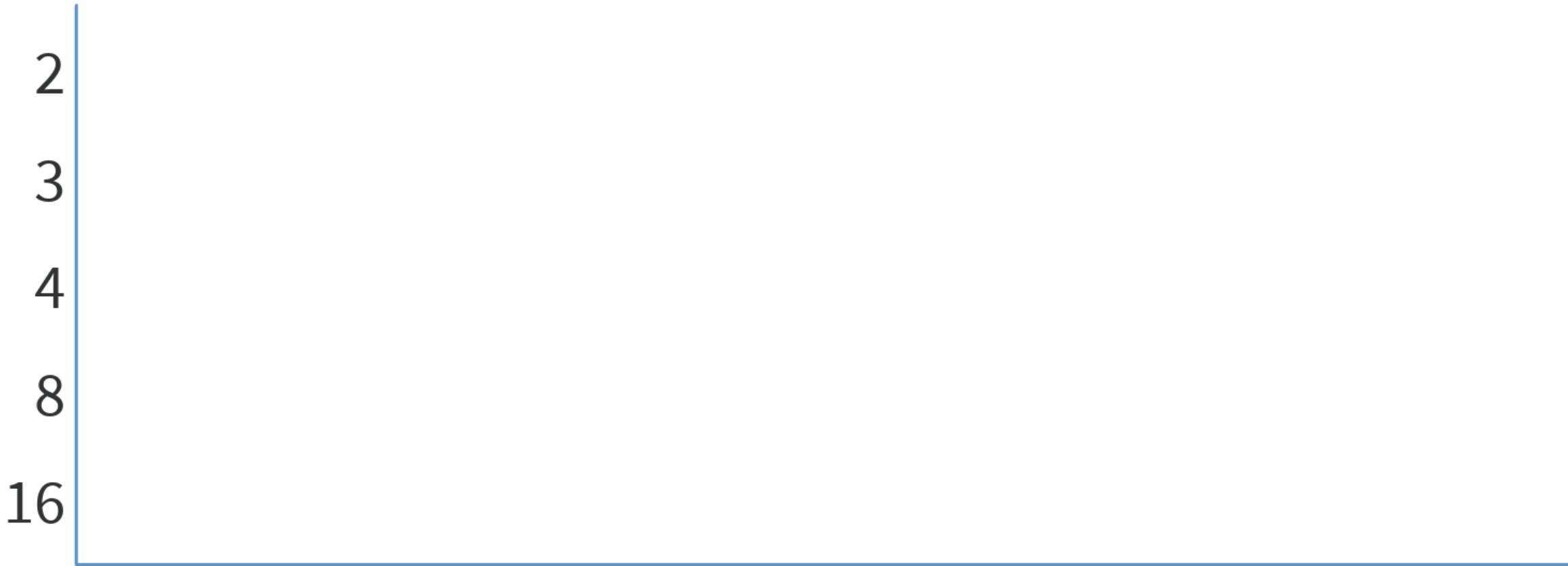
PCM Generation



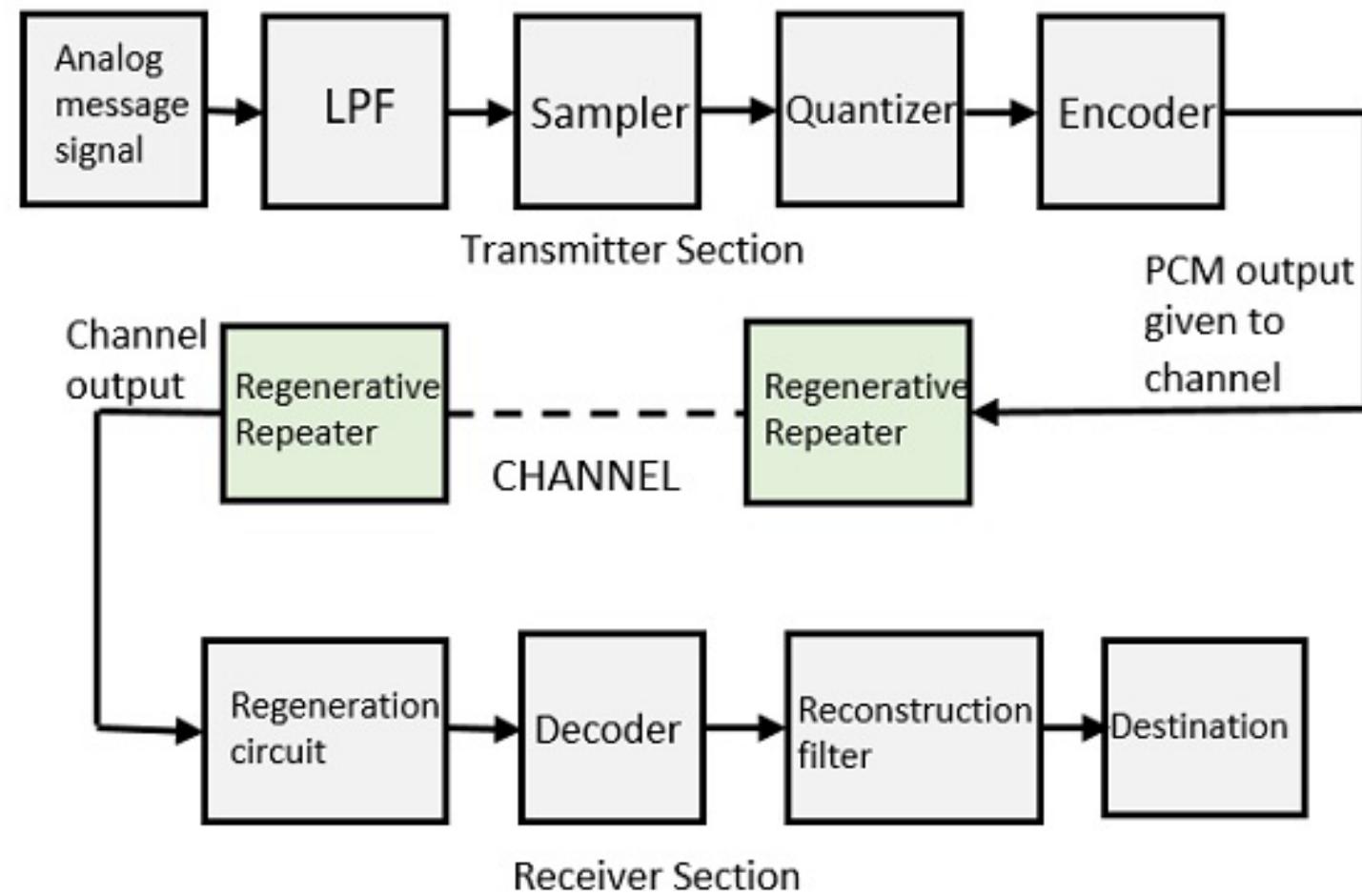
$n \cdot f_s$
bits per second



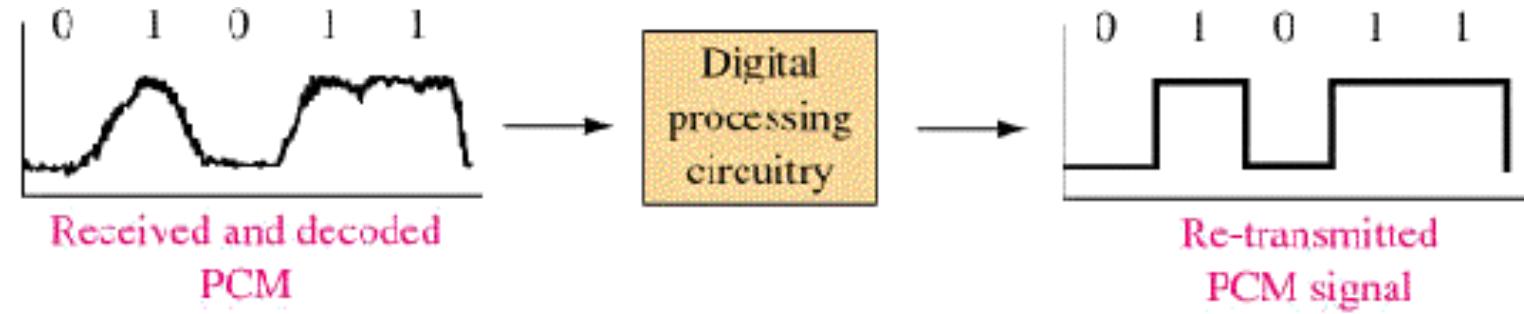
**A signal is encoded using PCM with 16 levels.
How many bits per sample are needed?**



PCM System



Pulse Regeneration



Noise added by the channel etc. is removed by regenerating a fresh signal. This is done by a ***regenerator***.

Some errors can nevertheless appear



PCM Bandwidth

- ④ For a sample rate of f_s samples per second ...
- ④ and $L=2^n$ quantiser levels, n = bits per sample
- ④ Bit rate at quantiser output is $f_s n$ bits/sec
- ④ Optimum pulse shaping : 2 bits per second per Hertz
- ④ Min. PCM bandwidth with optimum pulse shaping ∴ $f_s n / 2$ Hz



A signal is sampled at 10kHz and encoded using PCM with
16 levels.

How many bits per second are needed?



**A PCM signal with 16 levels needs half the bandwidth of a
PCM signal with 32 levels (assuming same sample rate)**

True

False

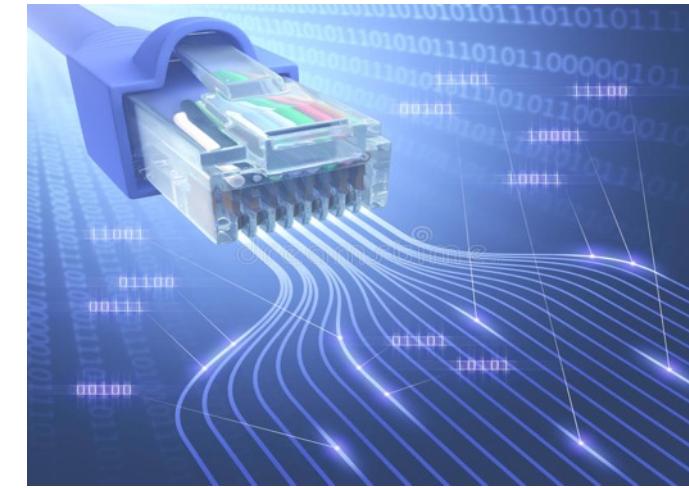
**A PCM signal with 17 levels needs twice the bandwidth of a
PCM signal with 16 levels (assume same sample rate)**

True

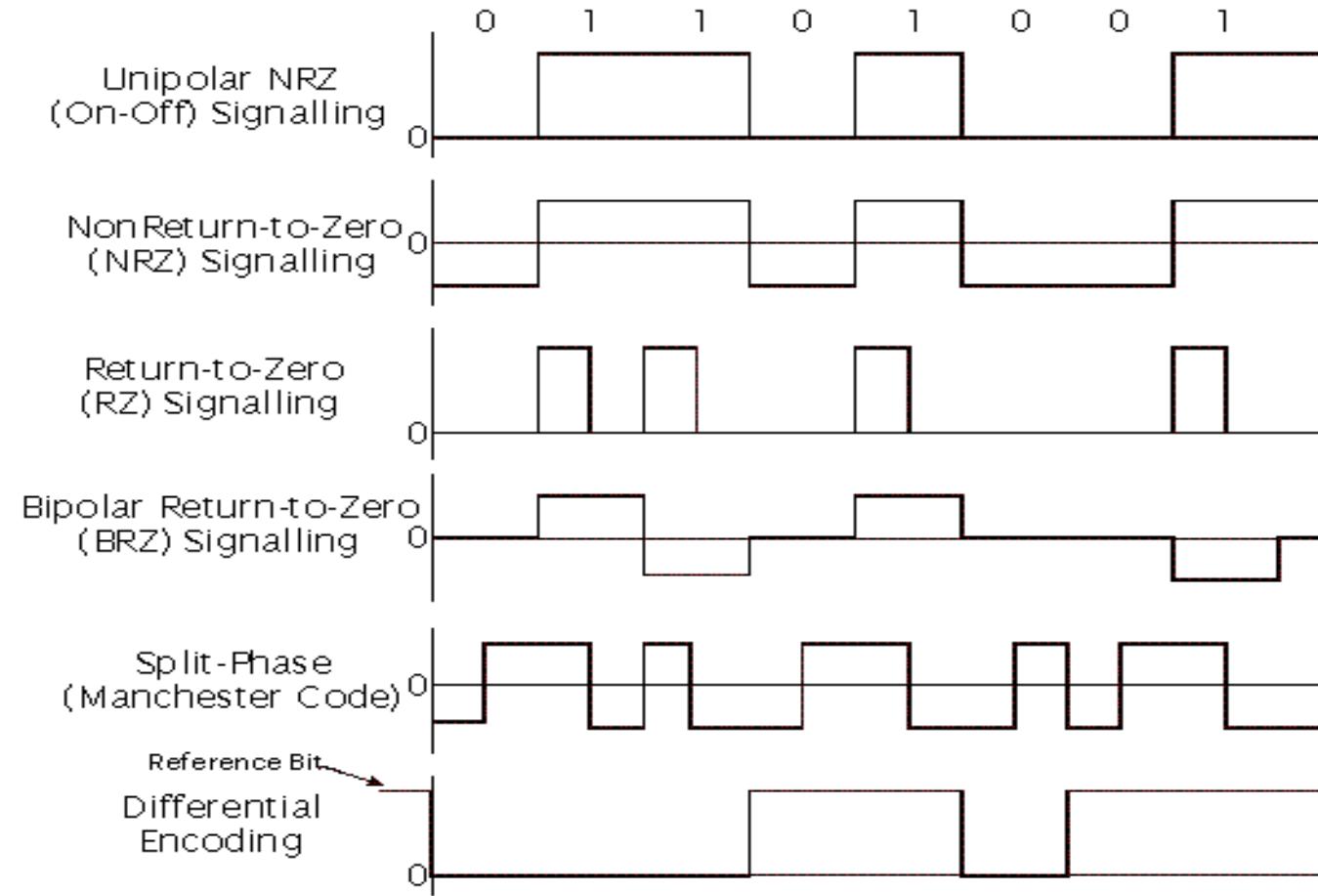
False

Line coding

- Line coding is the process of converting digital data into digital pulses for transmission onto a physical medium (the channel).
- There are many different line coding formats.



Common line codes

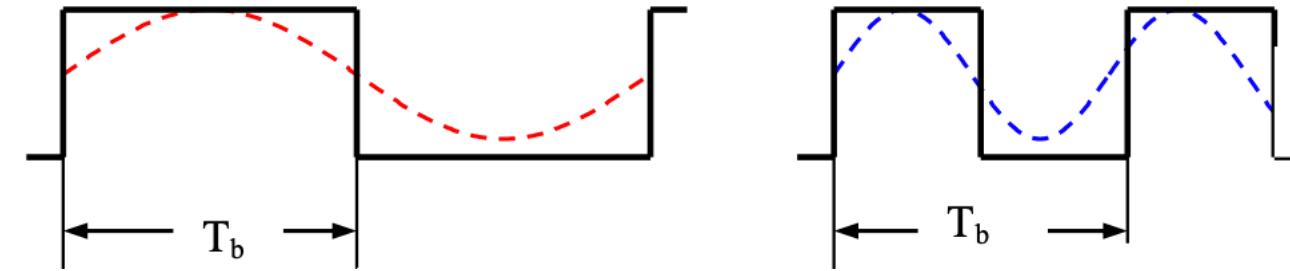


Bandwidth Requirements

NRZ schemes can transmit 2 bits per level-change : 2 bits per second per Hertz

RZ schemes can transmit one bit per level-change : 1 bit per second per Hertz

No. of bits per second per Hertz = **Bandwidth Efficiency**



PCM bandwidth (again)

Consider a binary PCM system using L quantisation levels.

Number of bits per sample is $n = \lceil \log_2 L \rceil$ (ceiling function: next highest integer)

Sample rate is $f_s = 1/T$.

Number of bits per second is $\lceil \log_2 L \rceil / T$.

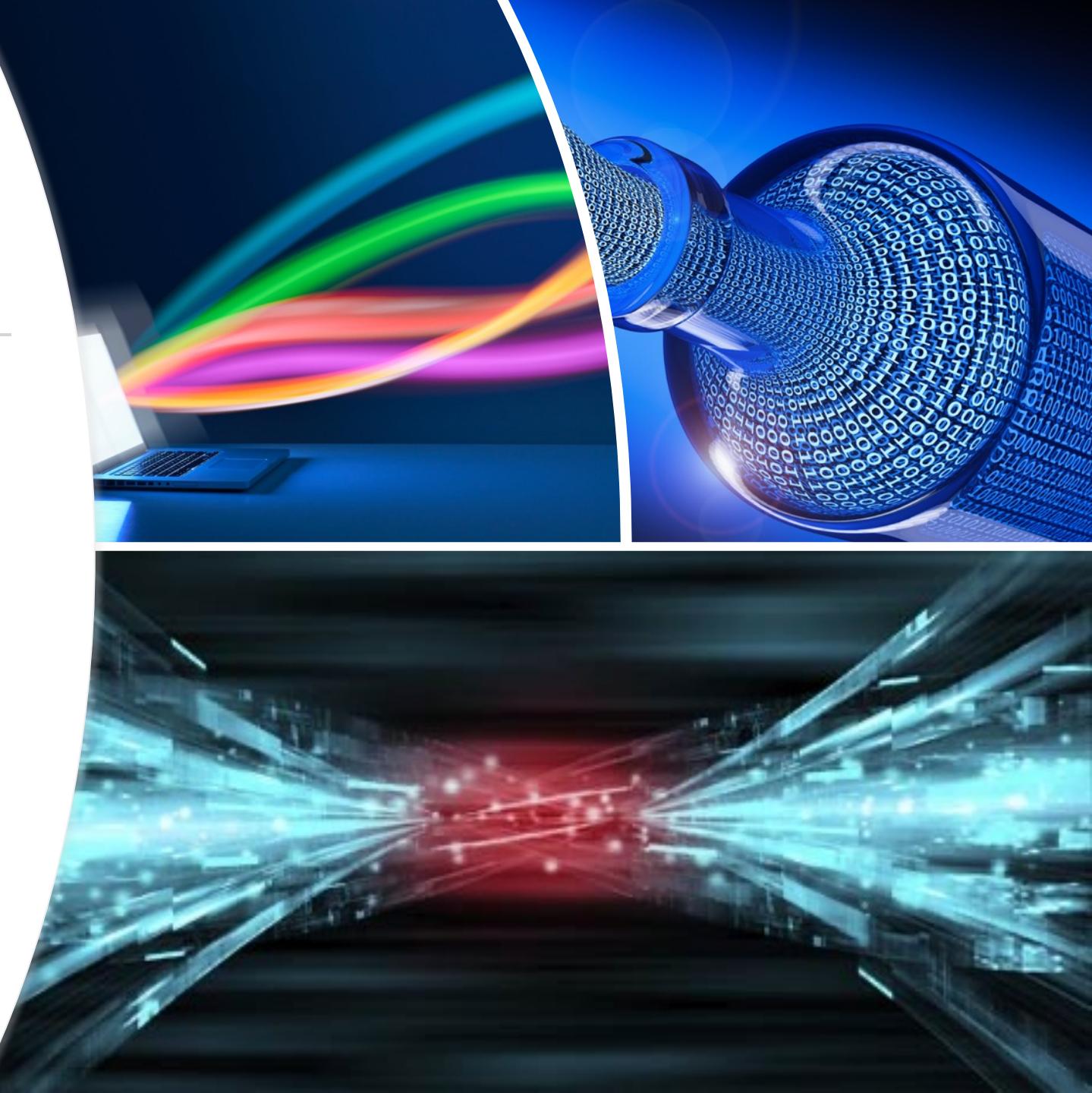
Bandwidth Efficiency of NRZ code is 2 bps/Hz

∴ Minimum bandwidth = $\lceil \log_2 L \rceil / 2T$



How fast can we send data down a channel?

- The data rate (in bits/sec) is limited by the **slowest link** in the communication system, the so-called **bottleneck**.
- This rate of information transfer is limited by a theoretical upper limit called the **channel capacity**.



Hartley-Shannon Law

Channel capacity of a white band-limited gaussian channel is

$$C = B \log_2(1 + S/N) \quad \text{bps}$$

where B is the channel bandwidth and S/N is mean-square signal-to-noise ratio.



Hartley-Shannon : Example

What bandwidth is needed to transmit 2.3 Mbits/sec on a channel with S/N ratio of 70 dB?

S/N as a ratio is obtained from

$$\begin{aligned} 70 &= 10 \log_{10}(S/N) \\ S/N &= 10^7 \end{aligned}$$

Channel capacity is 2.3 Mbits/sec

$$C = B \log_2(1+10^7) = 2,300,000 \text{ bps}$$

Bandwidth

$$\begin{aligned} B &= 2,300,000 / \log_2(10,000,001) \\ &= 2,300,000 / (\log_{10}(10,000,001)/\log_{10}(2)) \\ &= 2,300,000 / 23 \\ &= 100,000 \text{ Hz.} \end{aligned}$$



Hartley-Shannon : Example

A television picture consists of 3×10^5 pixels, each equiprobable among 10 brightness levels. 30 frames are transmitted every second.

Calculate the minimum bandwidth required to transmit the video signal assuming that a 30 dB SNR is necessary for picture reproduction.

(Stremler Ch. 9)

Answer : approx 3 MHz



Hartley-Shannon : Example

What is the **minimum time** required for the facsimile (fax) transmission of one picture over a standard telephone line. There are about **2.25×10^6** picture elements to be transmitted and **12** equiprobable brightness levels to be used for good reproduction. The telephone circuit has a **3** kHz bandwidth and a SNR of **30** dB.



(Stremler Ch. 9)

(Answer : 4.5 min)

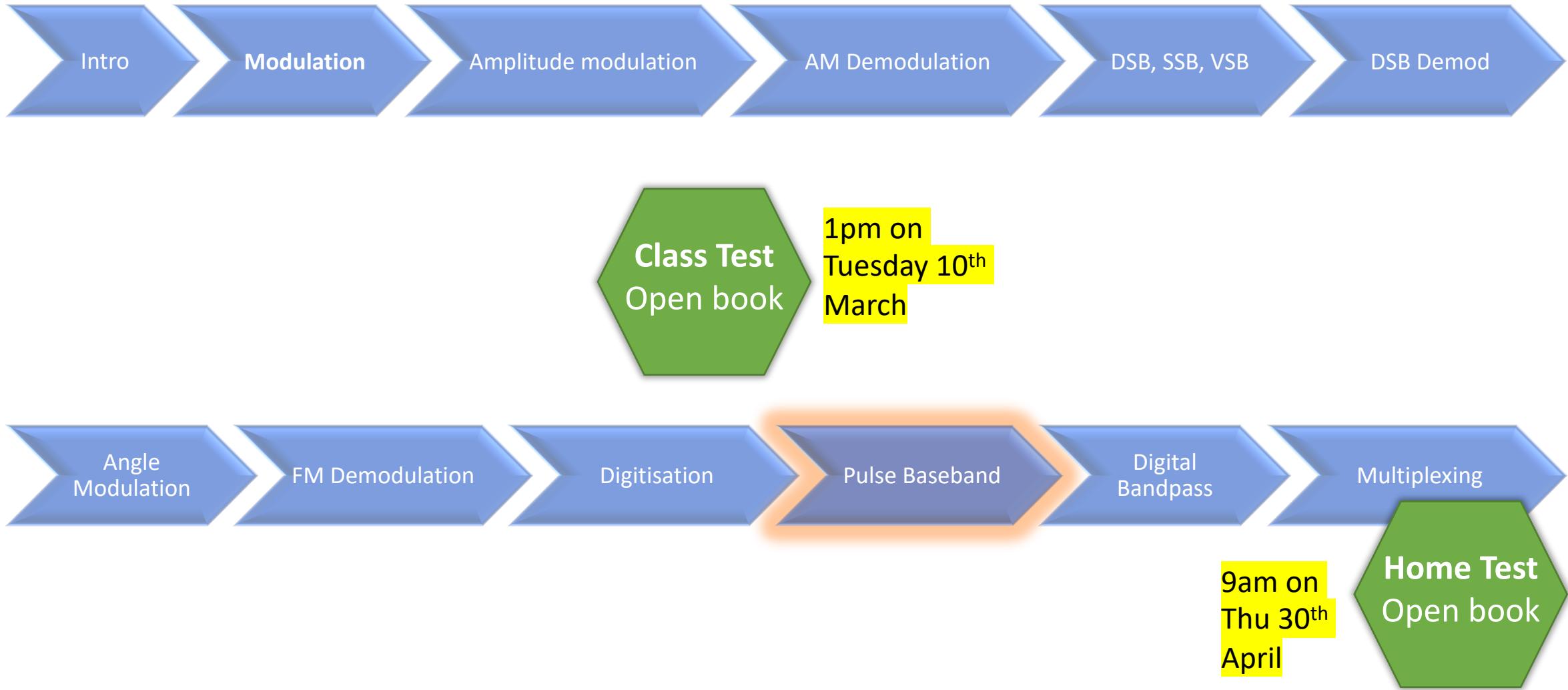


Summary

- Pulse Modulation
- Pulse Code Modulation
- Line Coding
- Hartley-Shannon Law (Channel Capacity)
- After Easter: Digital Bandpass Modulation



Module Pathway



Questions: SMS to 02071 838 329 starting with code: *wax*
Or visit www.textwall.co.uk/post



How was today's lecture?

