

Both optimality & scalability have enabled internet.

AC:- link perfor. depends on message prop.

Successive links incur noise accumulation & this limits no. of links that can be cascaded.

(separate optimization for channel cannot be done)

'bit pipes' makes the internet possible.

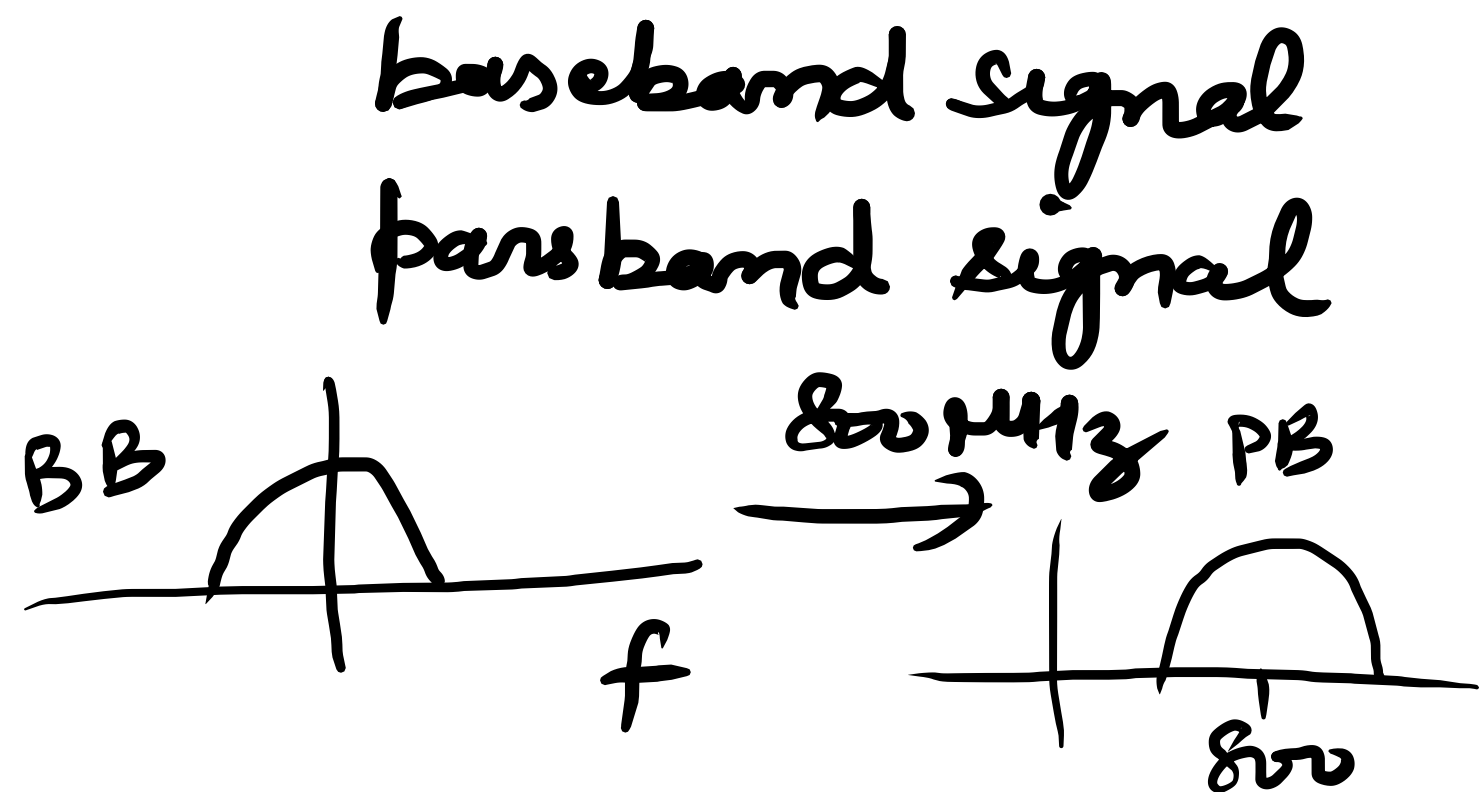
Then why AC still persists? - Analog circuit

design because the physical link over which these bits are sent (after being converted to waveforms)

is analog. Analog design of antennas, mixers and A-D converters is required in order to translate the physical ~~xxd~~ wave form to digital.

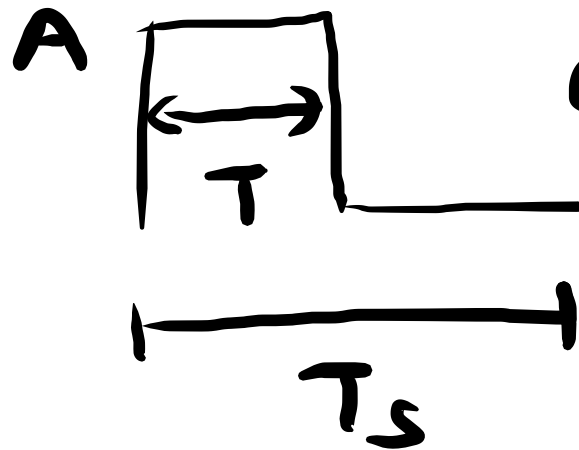
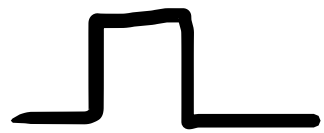
Continuous-Wave modulation (CWM):- some parameter of sinusoidal carrier wave is varied according to message signal. ex- AM, PM & FM.

what happens if going to PB is not required.



Pulse modulation :- Some parameter of a periodic (Pulse Modulation) pulse train is varied in accordance with the message signal.

Analog PuM



Analog PuM :- Inform. is tx'd in analog form but at discrete times.
Digital PuM :- Message signal is discrete in time

Digital PuM

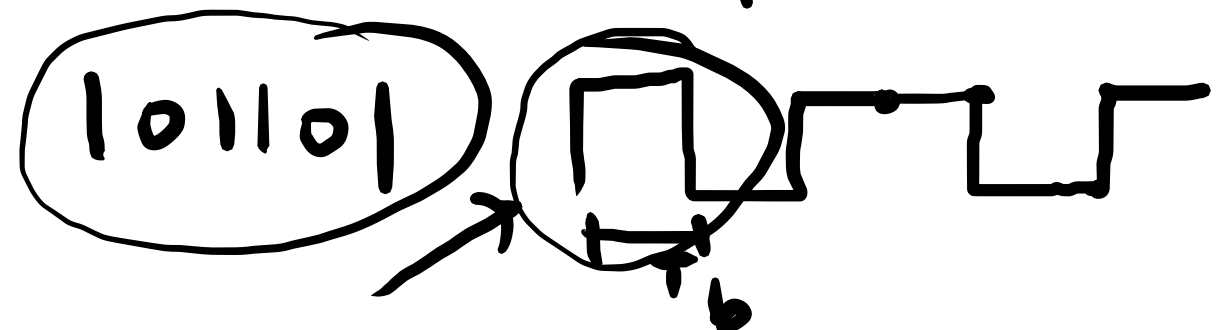
Can vary A, T & position in T_s .

PAM, PWM, PPM

PAM - Pulse amp. mod.

PWM - Pulse width "

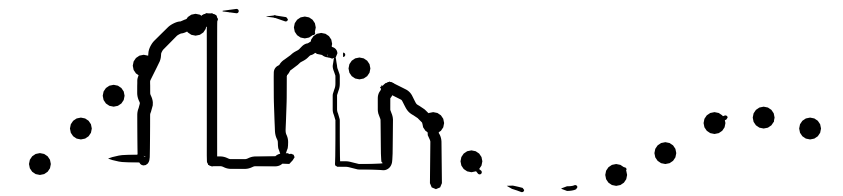
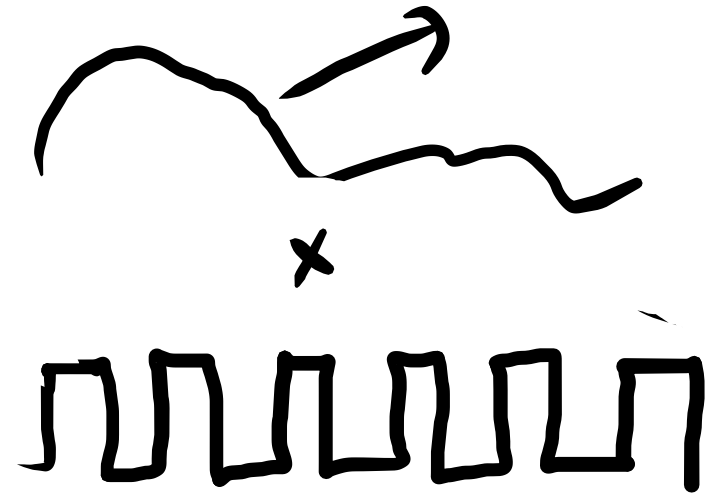
PPM - Pulse position "



and amplitude both, hence can be Tx'd as a seq. of coded pulses.

Digital Comm:- the base req.

is use of coded pulses for Tx. of analog information bearing signals.



Sampling Process:-

Analog signal \rightarrow seq. of samples that are 'usually' spaced

Q. rate or procedure

s.t. seq. of samples

uniformly in time

'uniquely' defines the original

analog signal.

(sampling process should have a mechanism for distortionless regeneration)

→ Let us take an arbitrary signal $g(t)$ of 'finite energy' & 'specified at all time'.

→ sample the signal $g(t)$ instantaneously & at a uniform rate, once every T_s seconds
 $\{g(nT_s)\}$, $n \in \mathbb{Z}$ (integers)

T_s :- sampling period - you get inf. seq. of samples spaced T_s seconds apart.

f_s :- $1/T_s$: sampling rate - no. of samples every second.