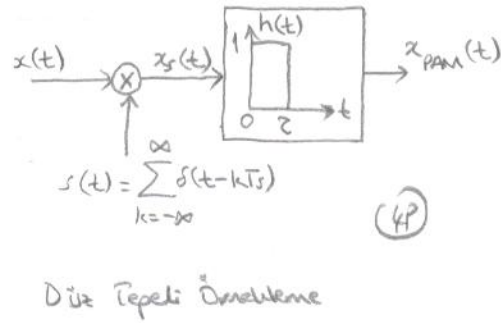
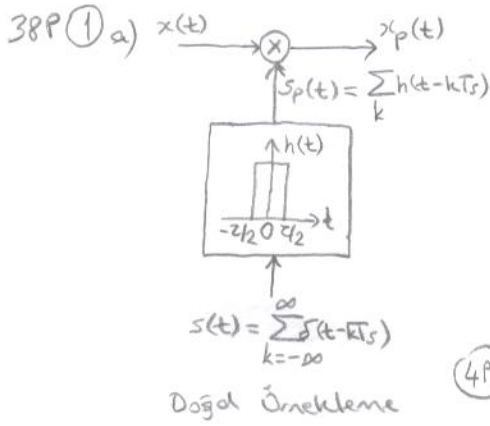


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b) Doğal Örnekleme için

$$x_p(t) = x(t) \cdot s_p(t)$$

$$X_p(f) = X(f) * S_p(f)$$

$s_p(t)$  periyodik olduğu için Fourier serisine ayrılabilir:  $s_p(t) = \sum_n c_n e^{jn\omega_s t}$ ,  $\omega_s = 2\pi f_s = \frac{2\pi}{T_s}$

$$c_n = \frac{1}{T_s} \int_{-T_s/2}^{T_s/2} s_p(t) e^{-jn\omega_s t} dt = \frac{1}{T_s} \int_{-T_s/2}^{T_s/2} 1 \cdot e^{-jn\omega_s t} dt = \frac{T_s}{T_s} \text{sinc}\left(\frac{nT_s}{T_s}\right)$$

$$S_p(f) = \sum_n c_n \delta(f - \frac{n}{T_s})$$

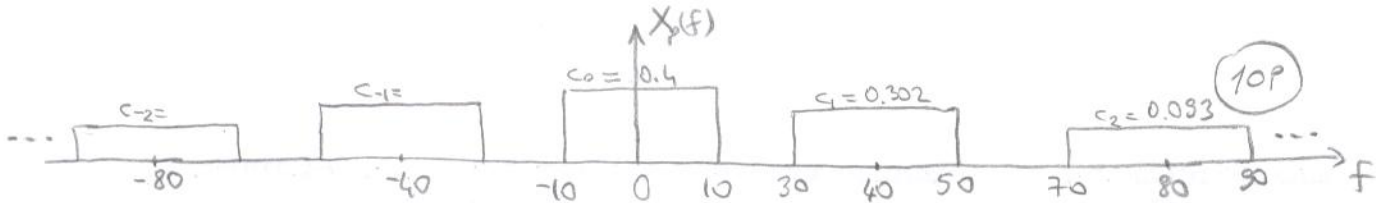
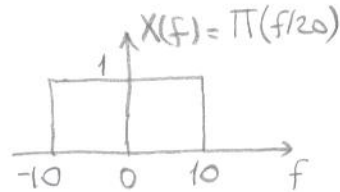
$$X_p(f) = X(f) * \sum_n c_n \delta(f - \frac{n}{T_s}) = \sum_n c_n X(f - \frac{n}{T_s})$$

$$c_0 = \frac{T_s}{T_s} = T_s f_s = 10 \times 10^{-3} \times 40 = 0.4$$

$$c_1 = 0.4 \text{sinc}(0.4) = c_{-1} \approx 0.302$$

$$c_2 = 0.4 \text{sinc}(0.8) = c_{-2} \approx 0.093$$

$$c_3 = 0.4 \text{sinc}(1.2) = c_{-3} \approx -0.062$$



Düz tepeli Örnekleme (PAM) için

$$x_{PAM}(t) = x_s(t) * h(t), \quad x_s(t) = x(t) s(t)$$

$$X_{PAM}(f) = X_s(f) H(f)$$

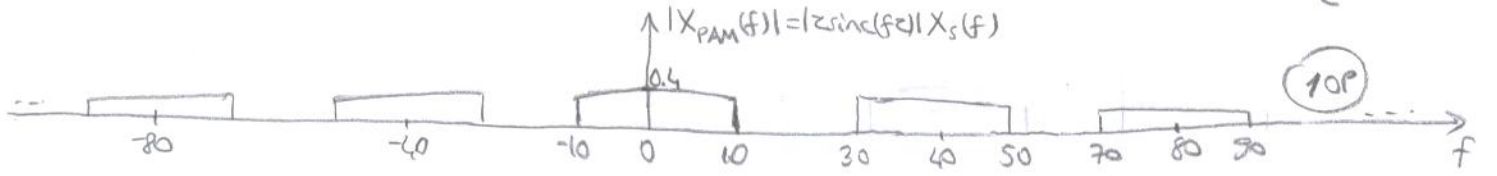
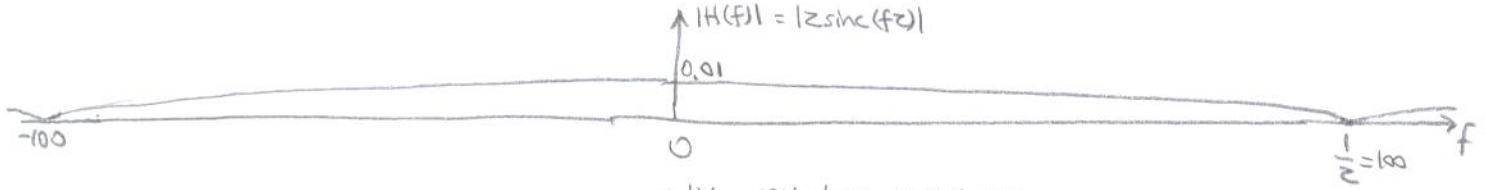
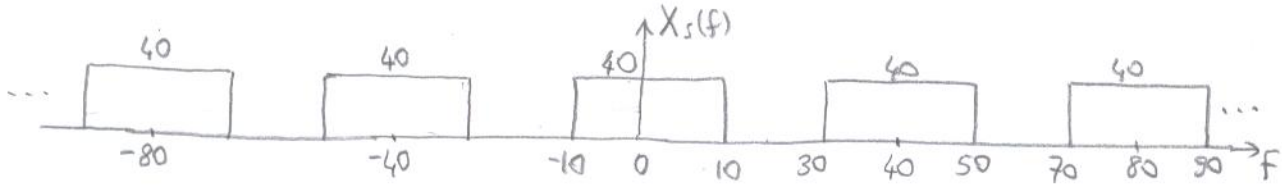
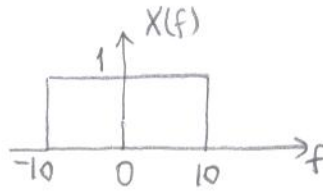
$$= f_s \sum_n X(f - nf_s) H(f)$$

$$|H(f)| = T_s \text{sinc}(fT_s)$$

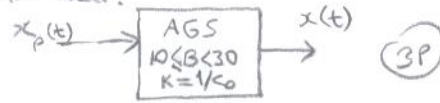
$$X_s(f) = X(f) * S(f), \quad S(f) = f_s \sum_n \delta(f - nf_s)$$

$$= f_s \sum_n X(f - nf_s)$$

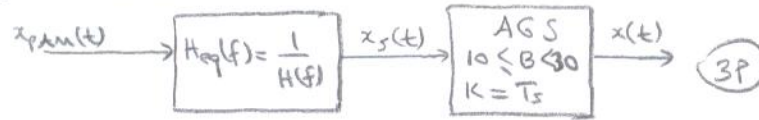
(10P)



c) Doğal örnekleme için alıcı:

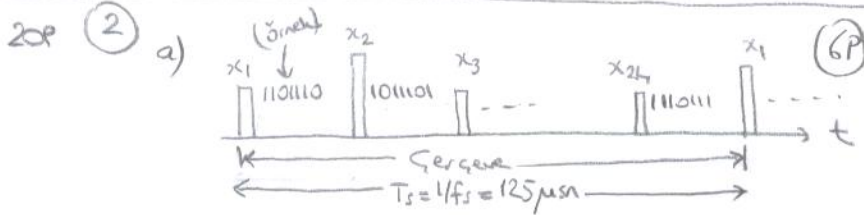


Düz tepeli örnekleme için alıcı:



d) Doğal örneklemede  $z$  süreleri boyunca genliğin sabit olmaması ( $x(t)$ 'ye göre değişmesi) sayısal devreler için problem yaratır. Buna karşılık alıcı devresi basittir.

Düz tepeli örneklemede,  $z$  süreleri boyunca genlik sabittir. Sayısal devrelerde saklamaya daha uygundur. Buna karşılık alıcı devresinde dengeleyici de gerektirir. (4P)



Bir çerçevede toplam  $8 \times 24 + 1 = 193$  bit olur. (3P)  
↑  
eizamanlama için

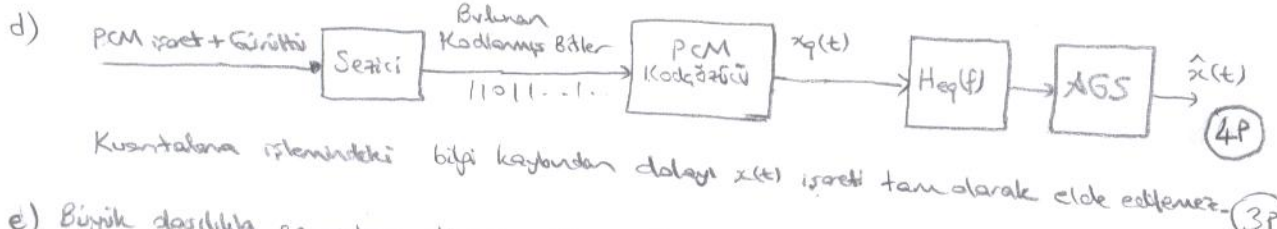
$$R = 193 \times f_s = 193 \times 8000 = 1.544 \text{ Mbit/sn}$$

b)  $4R = 6.176 \text{ M bit/sn}$  (4P)

c)  $4R \times 7 \times 6 \times 2 = 336R = 518.784 \text{ Mbit/sn}$

(4P)





- e) Büyük olasılıkla en yakın düzeyler "karışır". Gray kodlama, bu durumda hatanın en fazla 1 bit olmasını sağlar. (3P)