



## Pulse Amplitude Modulation (PAM)

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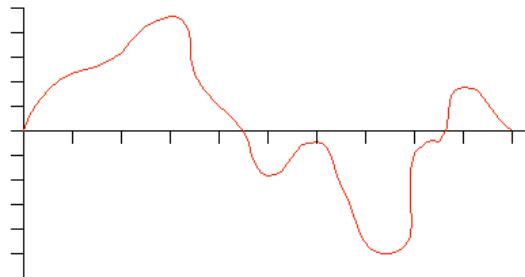
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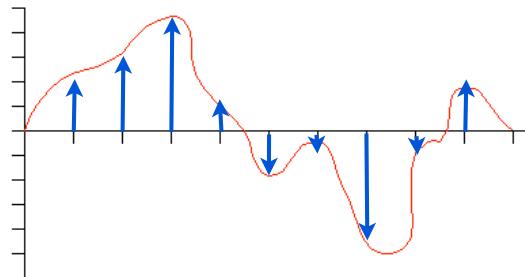
From Analog to Digital...



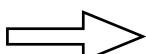
# From Analog to Digital...



Analog Signal



Discrete Signal



Sampling



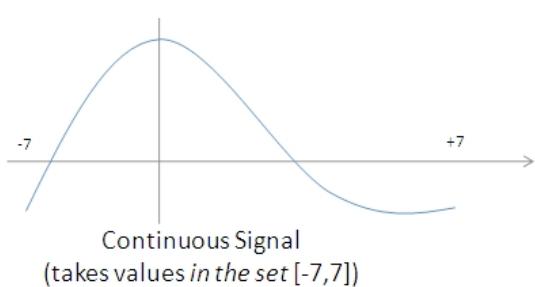
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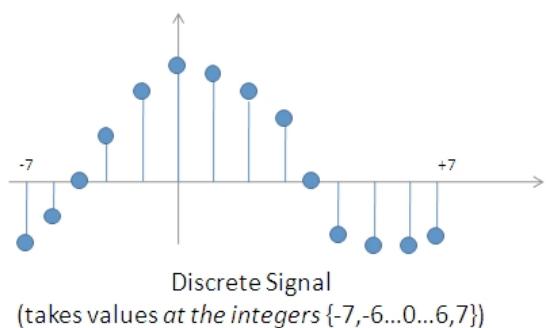
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## Sampling

- Convert **continuous** signals to **discrete** signals



Continuous Signal  
(takes values *in the set*  $[-7, 7]$ )



Discrete Signal  
(takes values *at the integers*  $\{-7, -6, \dots, 0, \dots, 6, 7\}$ )

In order to make digital signals, we need ...

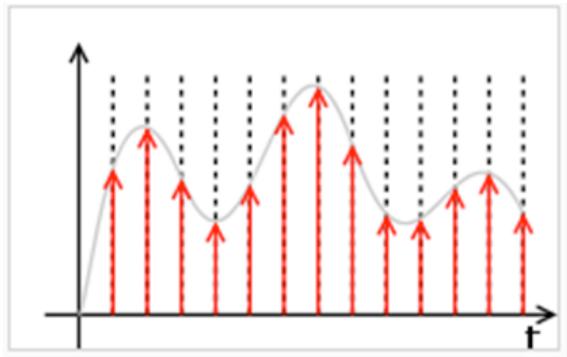


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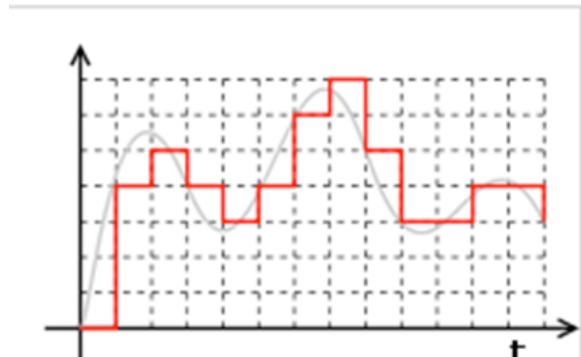
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# Quantization



Sampling → Discrete Signal



Quantization → Digital Signal



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## Pulse Modulations

- Message signals → Modulated signals
- **Amplitude** → Pulse **Amplitude** Modulation
- **Width** → Pulse **Width** Modulation
- **Position** → Pulse **Position** Modulation

Pulse Time Modulation

- Question: PAM is Continuous/Discrete/Digital Signal?
- Answer: Discrete Signal



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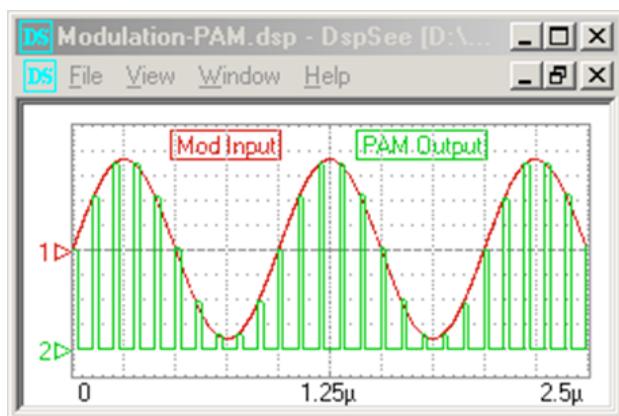
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## Definition of PAM

- Pulse Amplitude Modulation (PAM) is a form of signal modulation where the message information is encoded in the **amplitude** of a series of signal pulses.

- Example:



- Observations: Width and Position of pulses are kept **constant!**



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## Advantages of PAM

- Very **simple transmitter** - because...
  - act of **sampling** signals at regular intervals produces PAM.
- Hence, **receiver** can also be simple ( ).
- PAM is also used to generate other pulse modulations.
- **As long as amplitude** at the pulse intervals is **preserved**, no **distortion** will be introduced ( ).



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## Disadvantages of PAM

- **Circuit** implementation may be complex
  - For digital processing, needs “bitstream” → Analog-to-Digital Converter (ADC)
  - Unlike PPM, PWM, PCM
- There is generally “**loss**” in transmission → received pulse streams are **distorted in terms of amplitude** → **received information is distorted!**
- Low efficiency, small operating range, etc.



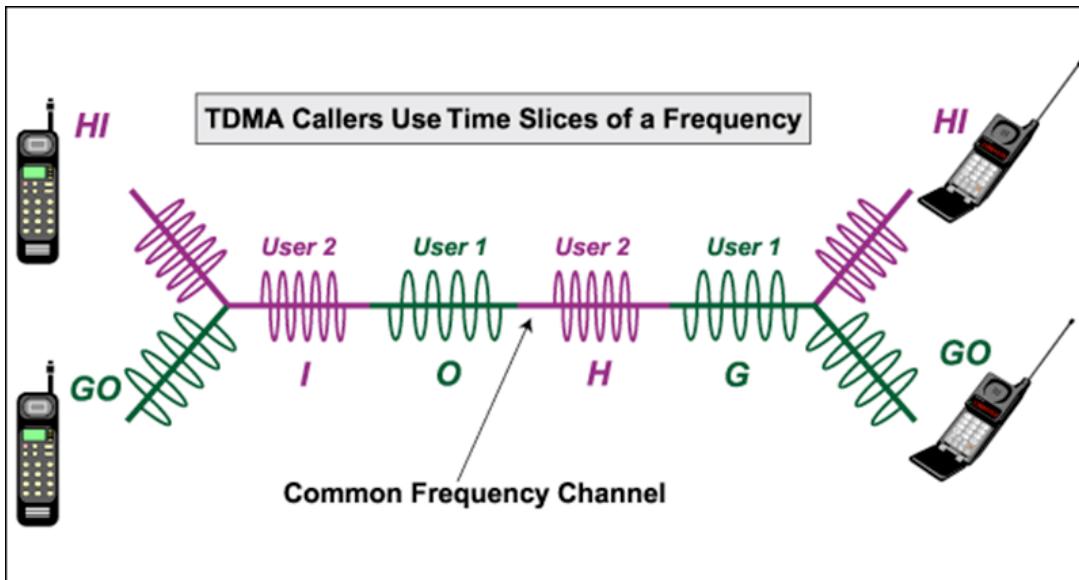
## Why Digital Communications?

- Several advantages:
  - Easier signal processing → errors caused by random processes can be detected and corrected → **robust** to noise
  - Sampled instead of continuously monitored → **finite** number of data
  - Much simpler multiplexing of multiple digital signals than continuous signals



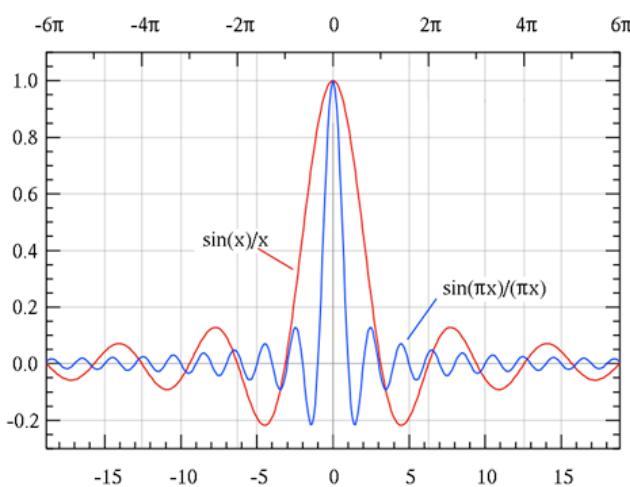
# Multiplexing

- **Definition:** multiplexing (also known as muxing) is a process, where **multiple** analog message signals or digital data streams are **combined** into one signal over a shared medium.



## One More Property

- Fourier transform of rectangular function: Sinc Function

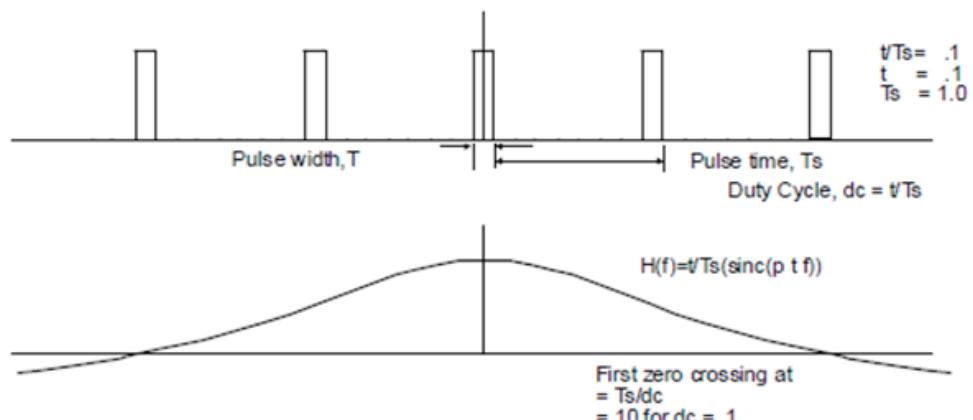


- Impulse is in practice a collection of “rectangular functions”...



# Non-ideal Sampling

- Ideal sampling: impulse train
  - In frequency domain: still impulse train
- In practice: non-ideal sampling
  - Pulses with finite widths
  - No longer impulse train in frequency domain



## Revisit: Sampling and Recovery

- Ideal Sampling (with impulse trains)

- Sampled message:

$$\begin{aligned}
 x_s(t) &= \text{comb}_T\{x(t)\} \\
 &= x(t)p_T(t) \\
 &= x(t) \sum_{k=-\infty}^{\infty} \delta(t - kT) \\
 &= \sum_{k=-\infty}^{\infty} x(kT)\delta(t - kT)
 \end{aligned}$$

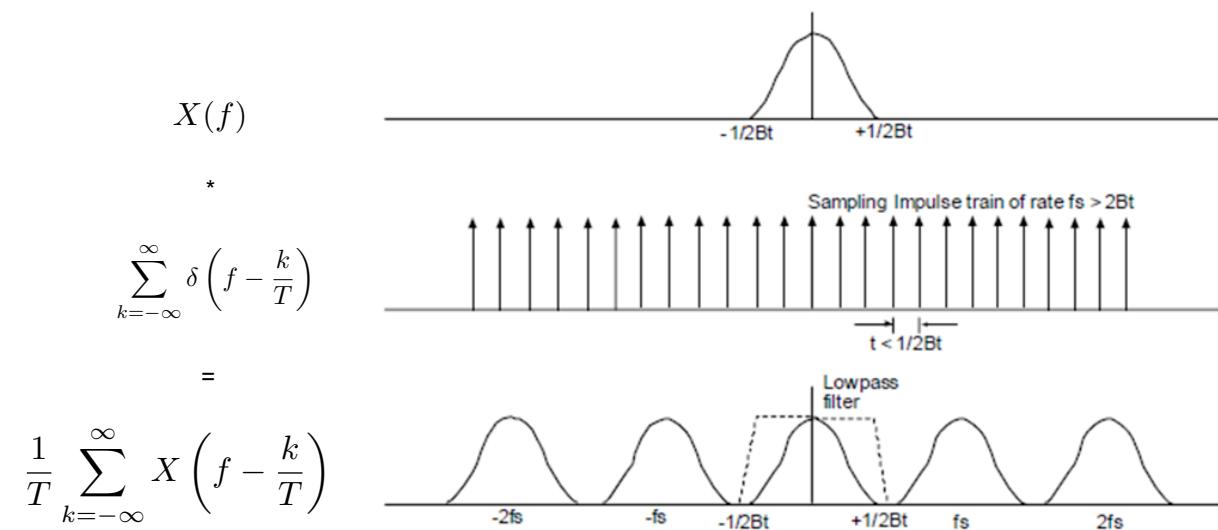
- Fourier transform of sampled message:

$$\begin{aligned}
 X_s(f) &= \frac{1}{T} \text{rep}_{\frac{1}{T}}\{X(f)\} \\
 &= \frac{1}{T} X(f) * p_{\frac{1}{T}}(f) \\
 &= \frac{1}{T} X(f) * \sum_{k=-\infty}^{\infty} \delta\left(f - \frac{k}{T}\right) \\
 &= \frac{1}{T} \sum_{k=-\infty}^{\infty} X\left(f - \frac{k}{T}\right)
 \end{aligned}$$

↑  
Repetition of  $X(f)$

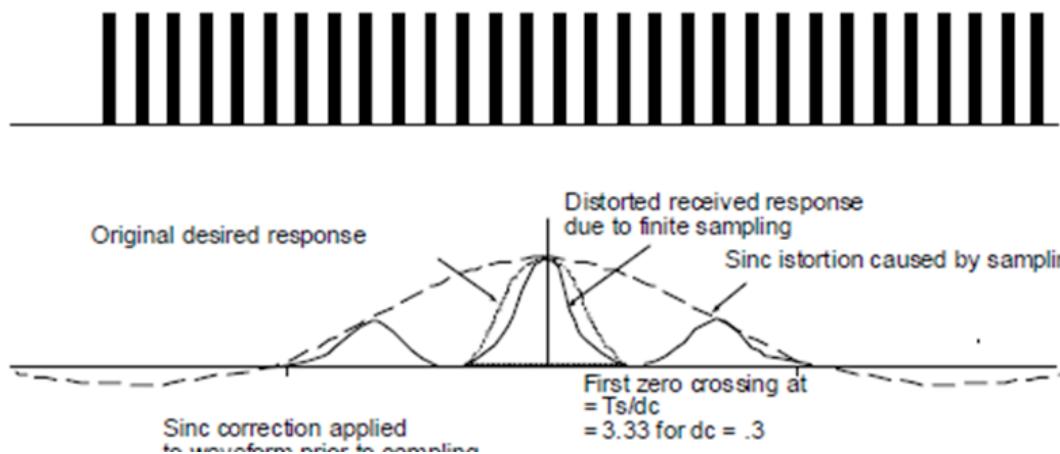


# Revisit: Sampling and Recovery

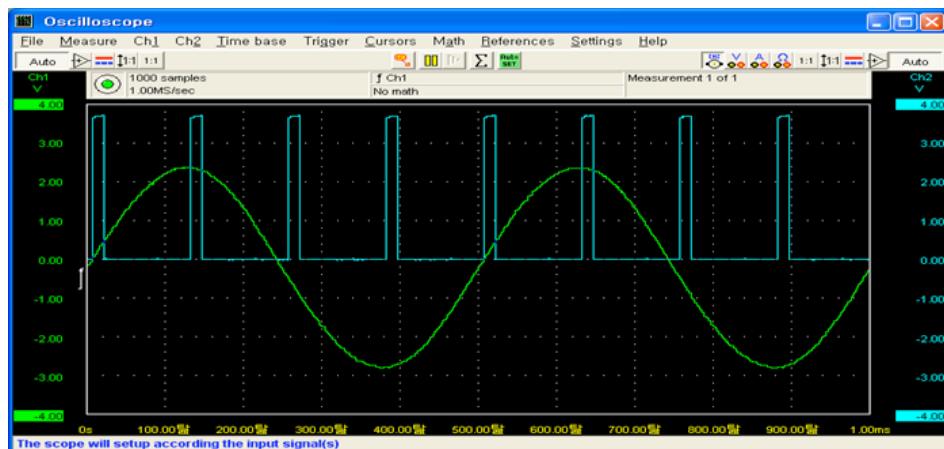


# Revisit: Sampling and Recovery

## ■ Non-ideal Sampling



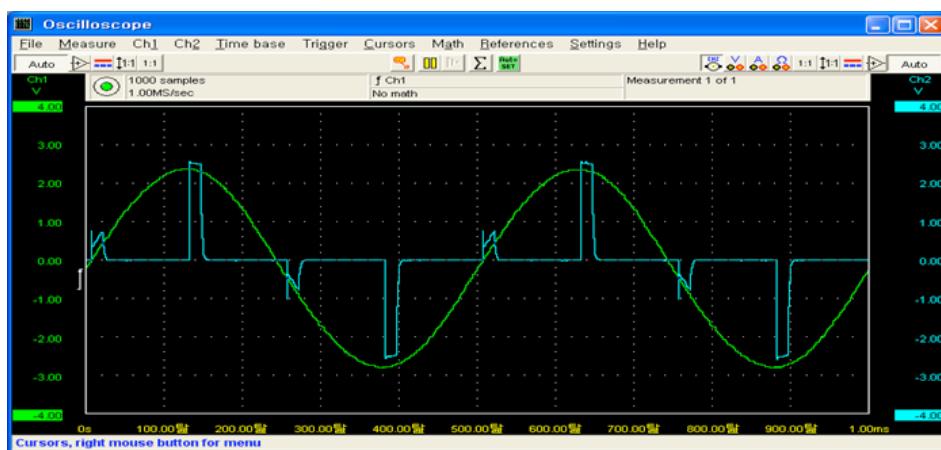
# Illustrative Results



- Message signal and pulse trains



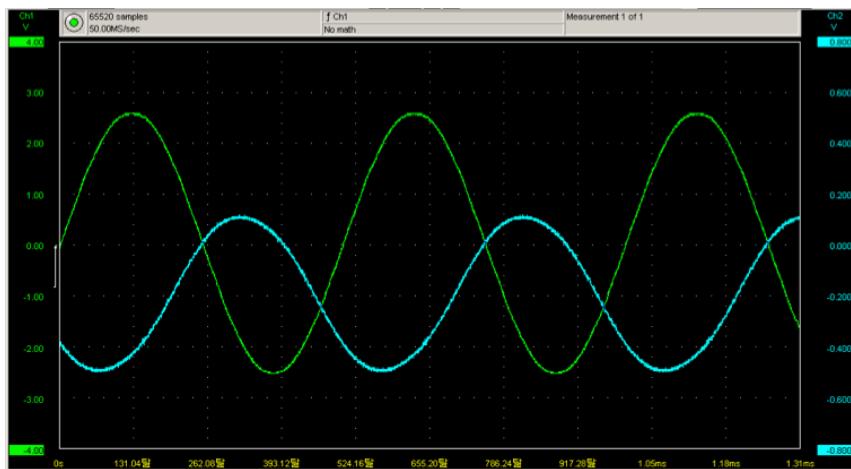
# Illustrative Results



- Sampled message: PAM signal



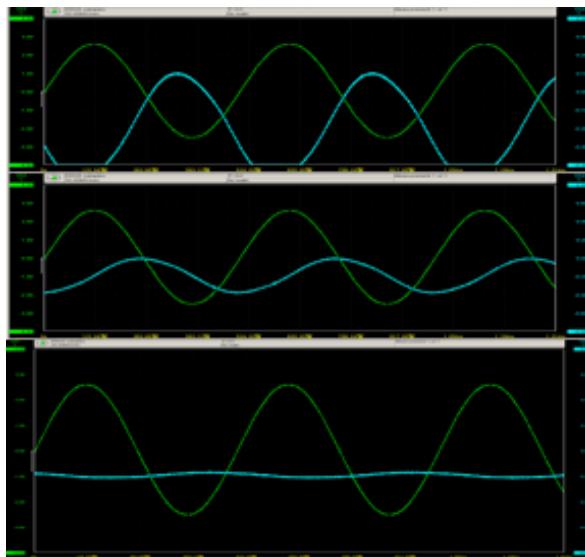
## Illustrative Results



- Well demodulated if sampling rate is higher than Nyquist rates



## Illustrative Results



- Not well demodulate - sample rate is less than Nyquist rates
- Observe that the recovered signals keep fluctuating - Think about the reason why...



# Pulse Time Modulation (PTM)

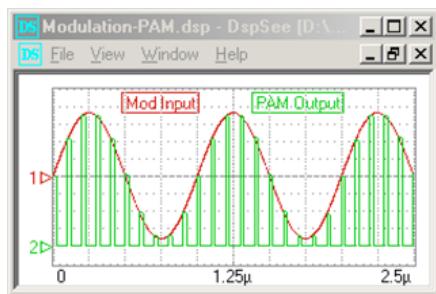
- additional slides



## Pulse Modulations

- Message signals → Modulated signals
- **Amplitude** → Pulse **Amplitude** Modulation
- **Width** → Pulse **Width** Modulation
- **Position** → Pulse **Position** Modulation

Pulse Time Modulation



- Q: What if we play with **timing** (e.g., **width** or **position**) of pulses?

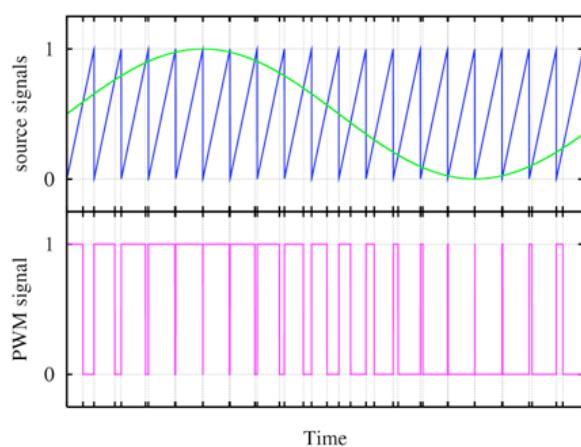


# Pulse Time Modulation (PTM)

- Time characteristics of pulses
- Examples:
  - Pulse Width Modulation (PWM) = Pulse Duration Modulation (PDM)
  - Pulse Position Modulation (PPM)
  - Pulse Frequency Modulation (PFM)
- We may be interested in
  - PWM: Time **duration** of pulses
  - PPM: Time **occurrence** of pulses



## Example: PWM

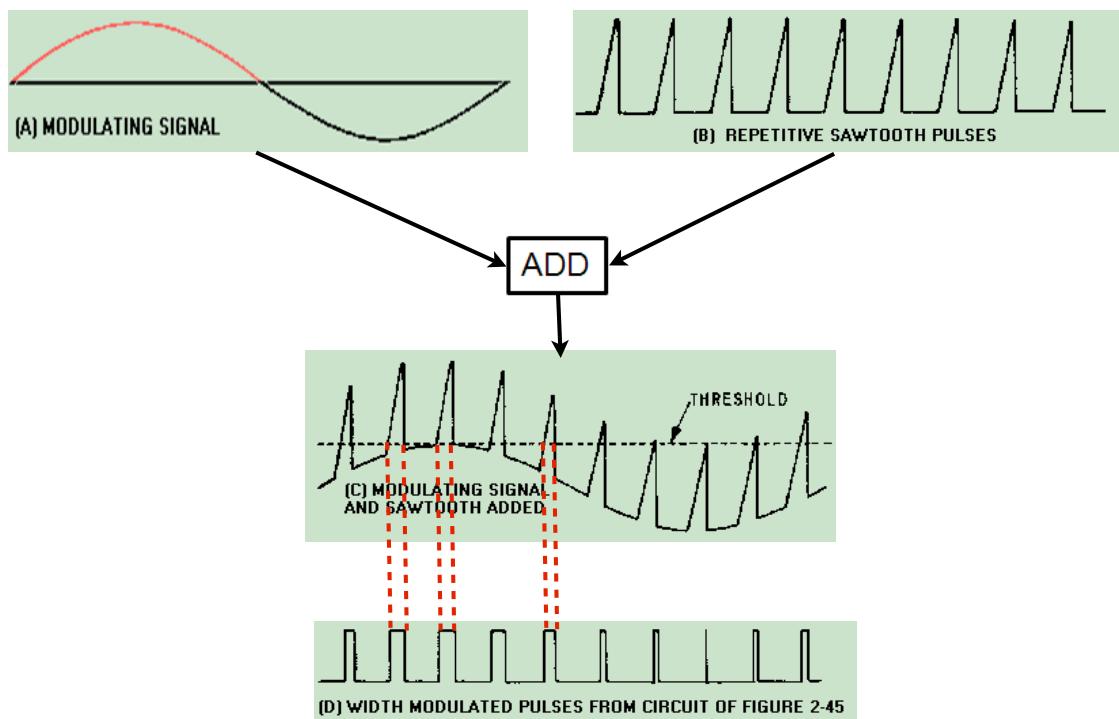


PWM Illustration

- Observations:
  - Width (or duration) of pulses is VARYING
  - Amplitudes of pulses are CONSTANT
  - Noise Robustness: PWM > PAM



# PWM Generation



## PWM and Duty Cycle

- Duty Duty cycle:
  - amount of time in period that pulse is high
- PWM is function of duty cycle

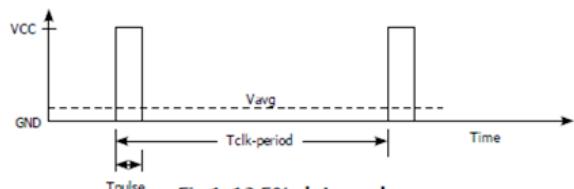


Fig 1: 12.5% duty cycle

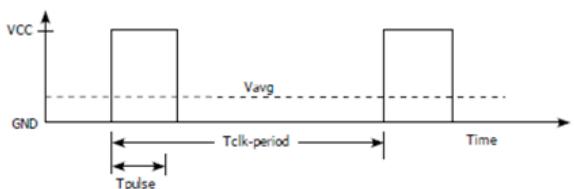


Fig 2: 25% duty cycle

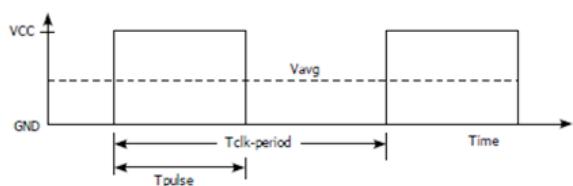
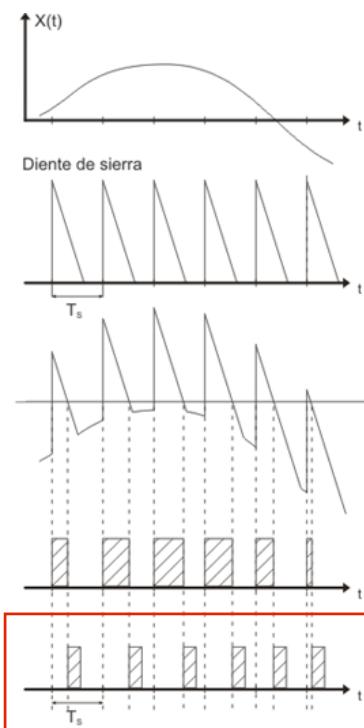
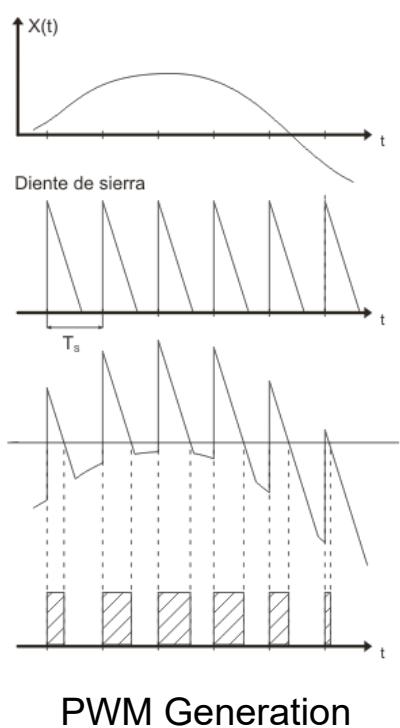


Fig 3: 50% duty cycle





## Properties of PPM

- Characteristics:
  - Positions of pulses are varying
  - Amplitudes of pulses are constant
- Advantages
  - Non-coherent detection: no need for PLL (phase-locked loop)
- Disadvantages
  - Sensitivity to multipath interference
  - Require synchronization – to find starting point

