

# **Data and Computer Communications**

## **Chapter 9 – Spread Spectrum**

Eighth Edition  
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Lecture slides by Lawrie Brown

# Spread Spectrum

*All creative people want to do the unexpected.*

*—Ecstasy and Me: My Life as a Woman,*

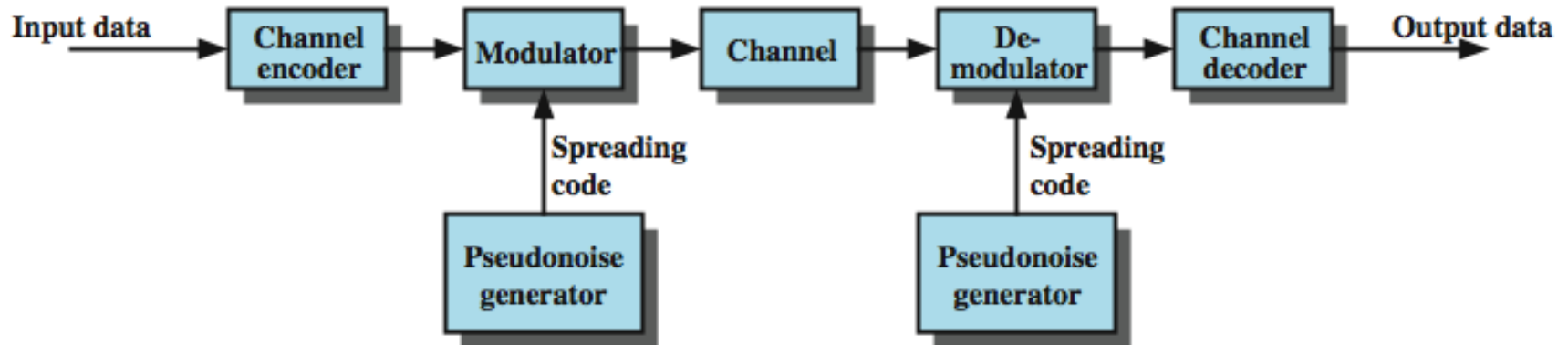
Hedy Lamarr



# Spread Spectrum

- important encoding method for wireless communications
- analog & digital data with analog signal
- spreads data over wide bandwidth
- makes jamming and interception harder
- two approaches, both in use:
  - Frequency Hopping
  - Direct Sequence

# General Model of Spread Spectrum System



# Spread Spectrum Advantages

- immunity from noise and multipath distortion
- can hide / encrypt signals
- several users can share same higher bandwidth with little interference
  - CDM/CDMA Mobile telephones

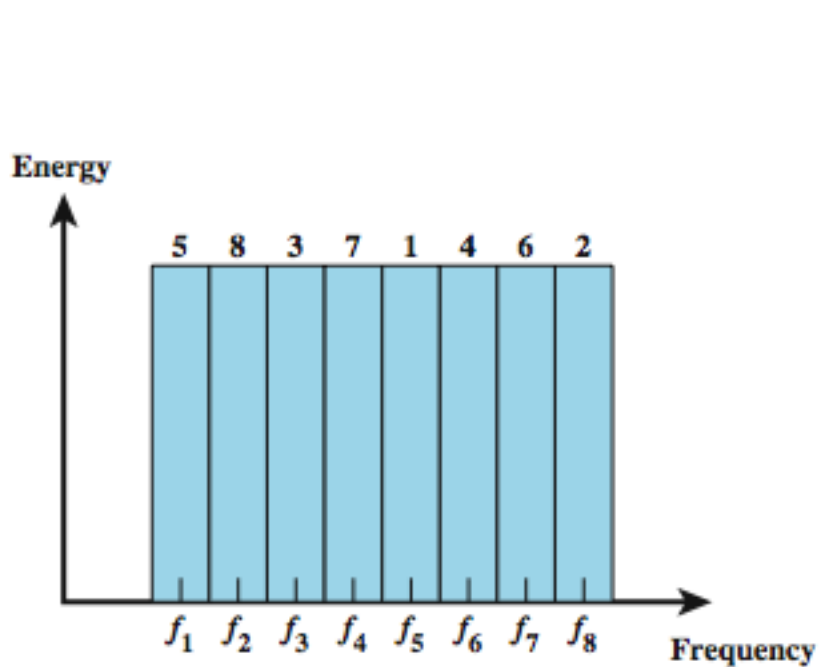
# Pseudorandom Numbers

- generated by a deterministic algorithm
  - not actually random
  - but if algorithm good, results pass reasonable tests of randomness
- starting from an initial seed
- need to know algorithm and seed to predict sequence
- hence only receiver can decode signal

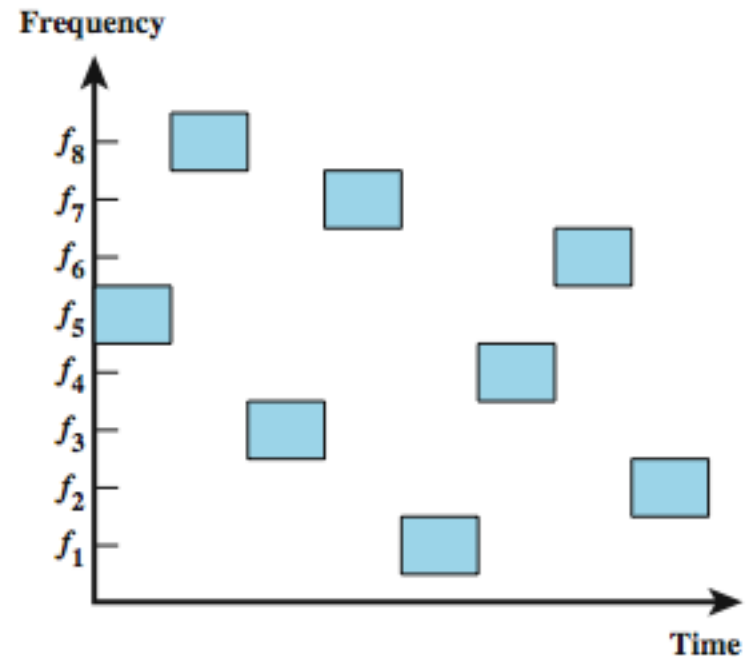
# Frequency Hopping Spread Spectrum (FHSS)

- signal is broadcast over seemingly random series of frequencies
- receiver hops between frequencies in sync with transmitter
- eavesdroppers hear unintelligible blips
- jamming on one frequency affects only a few bits

# Frequency Hopping Example



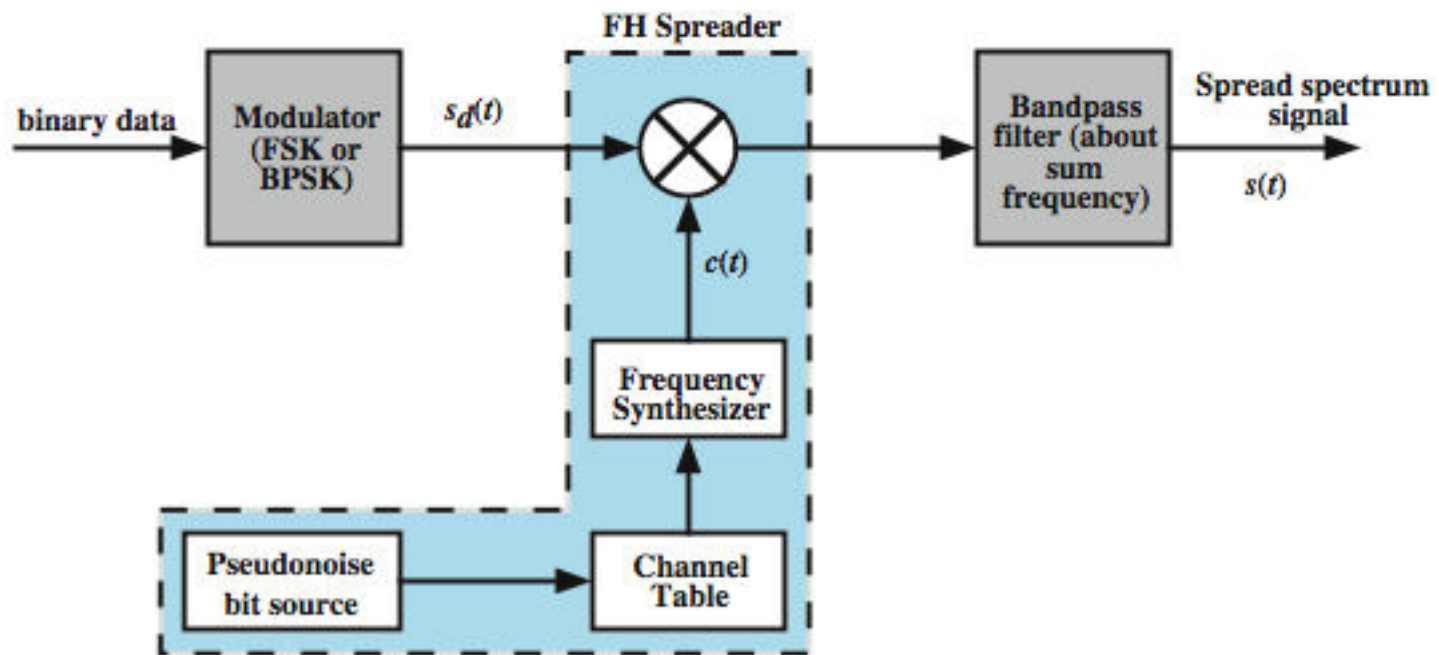
(a) Channel assignment



(b) Channel use

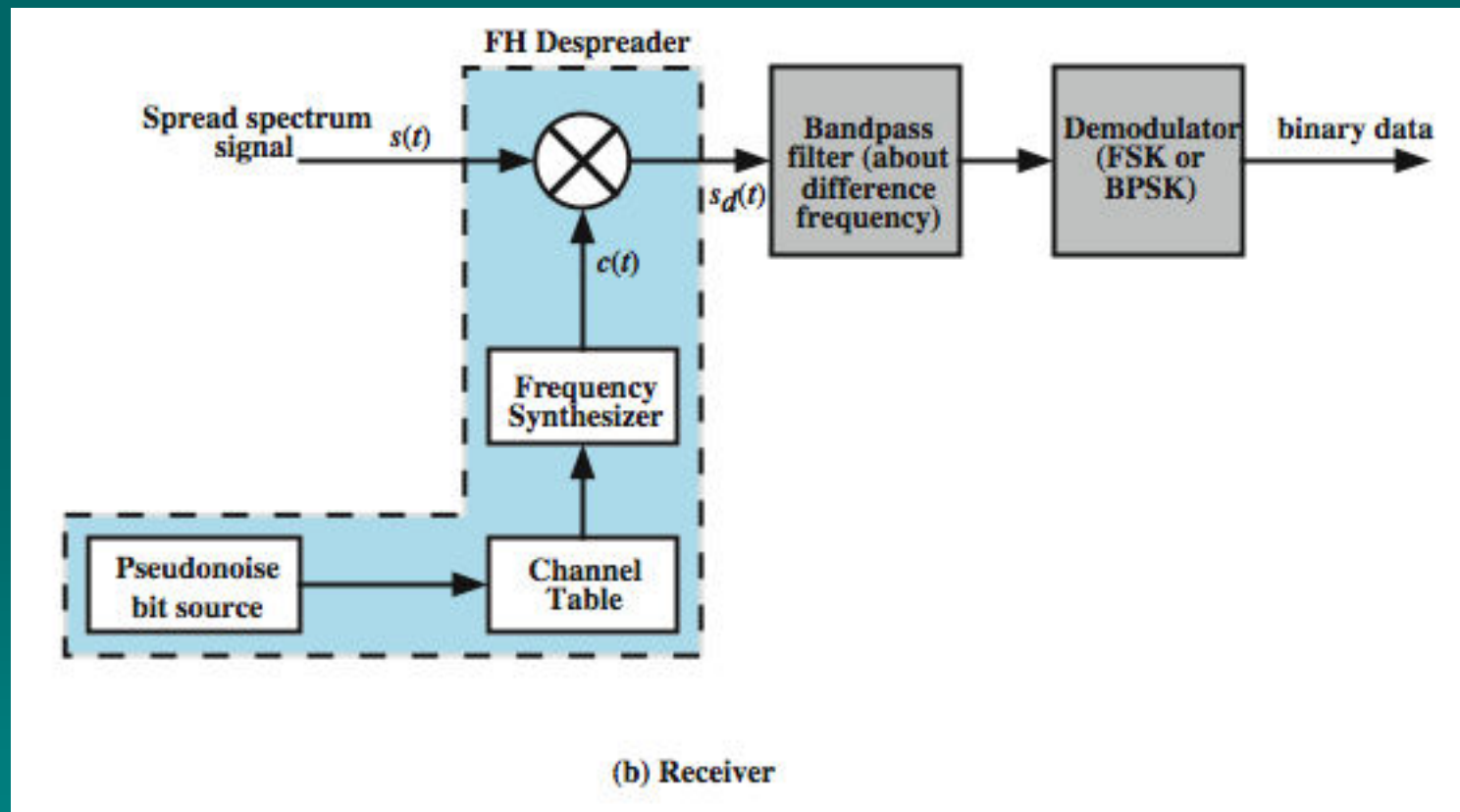


# FHSS (Transmitter)



(a) Transmitter

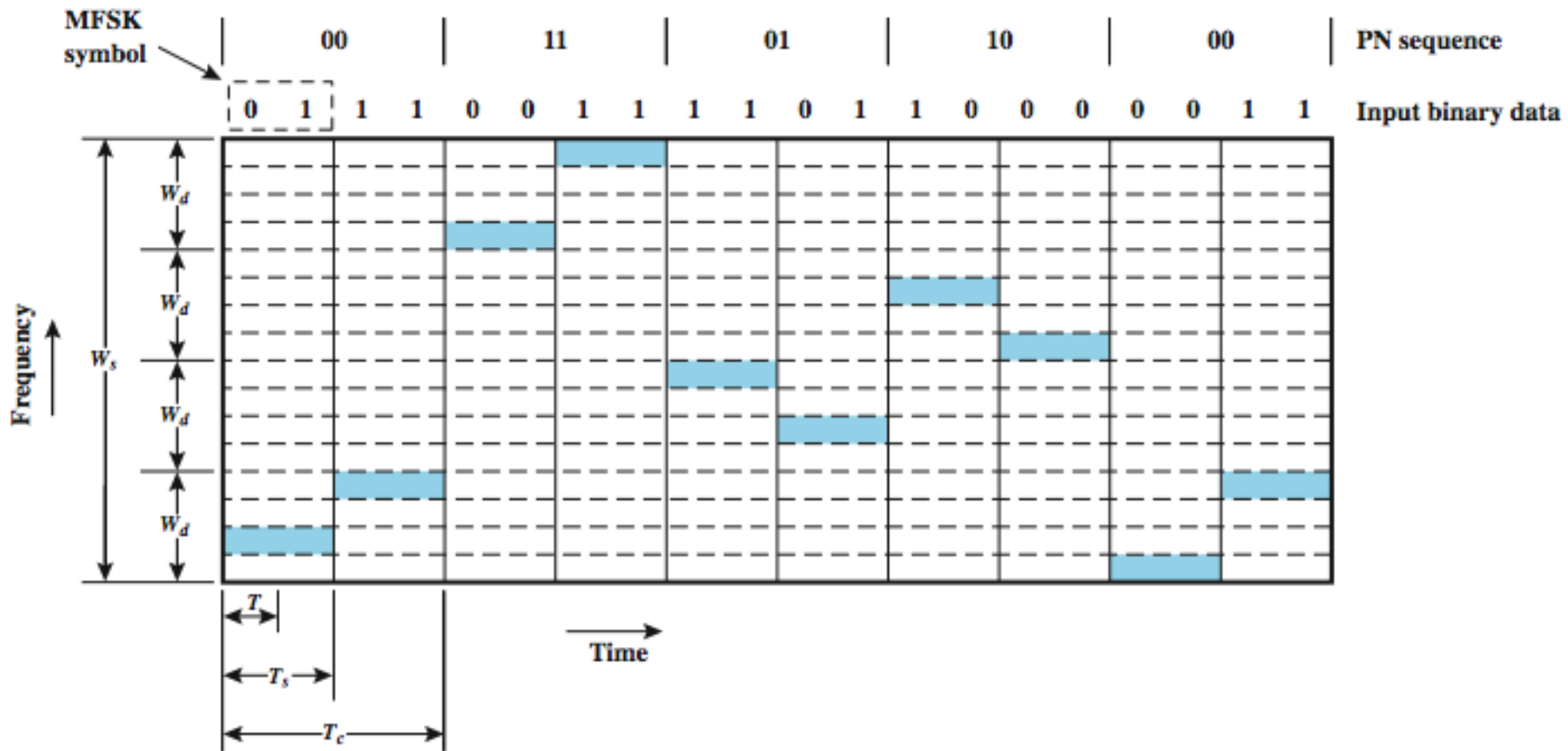
# Frequency Hopping Spread Spectrum System (Receiver)



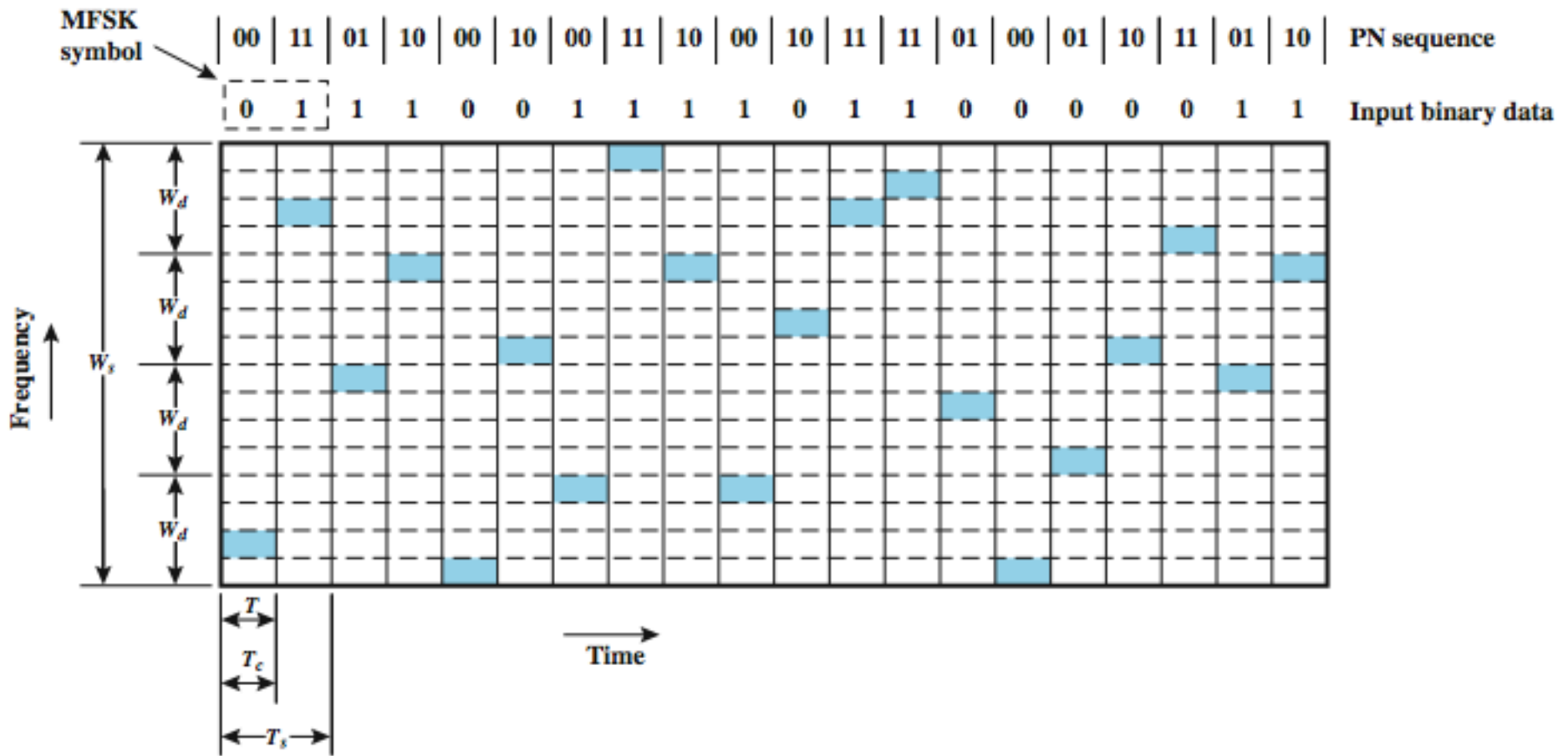
# Slow and Fast FHSS

- commonly use multiple FSK (MFSK)
- have frequency shifted every  $T_c$  seconds
- duration of signal element is  $T_s$  seconds
- Slow FHSS has  $T_c \geq T_s$
- Fast FHSS has  $T_c < T_s$
- FHSS quite resistant to noise or jamming
  - with fast FHSS giving better performance

# Slow MFSK FHSS



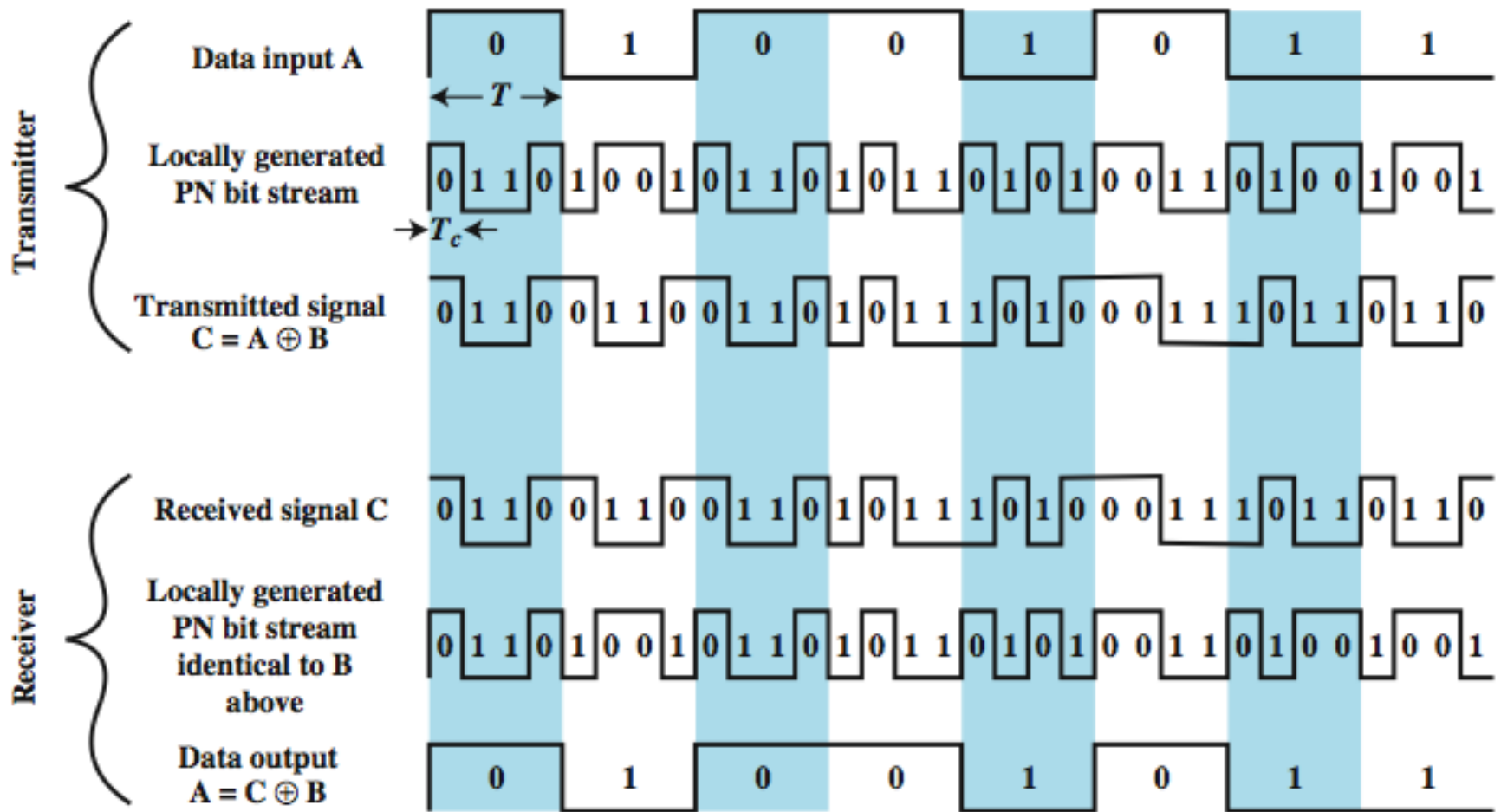
# Fast MFSK FHSS



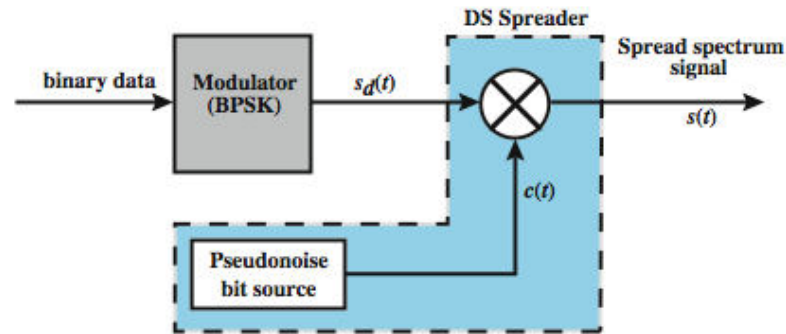
# Direct Sequence Spread Spectrum (DSSS)

- each bit is represented by multiple bits using a spreading code
- this spreads signal across a wider frequency band
- has performance similar to FHSS

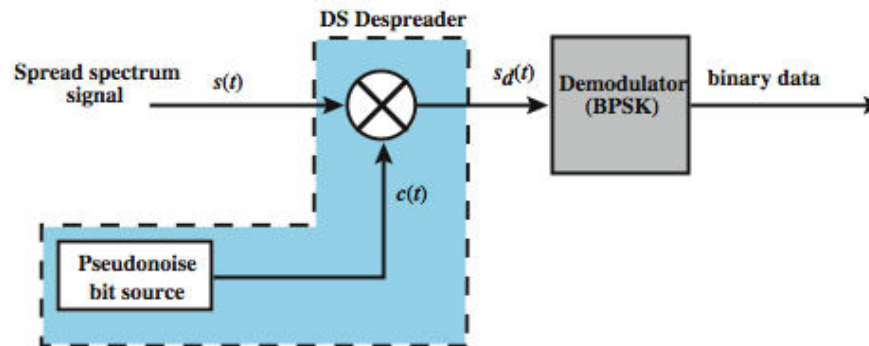
# Direct Sequence Spread Spectrum Example



# Direct Sequence Spread Spectrum System



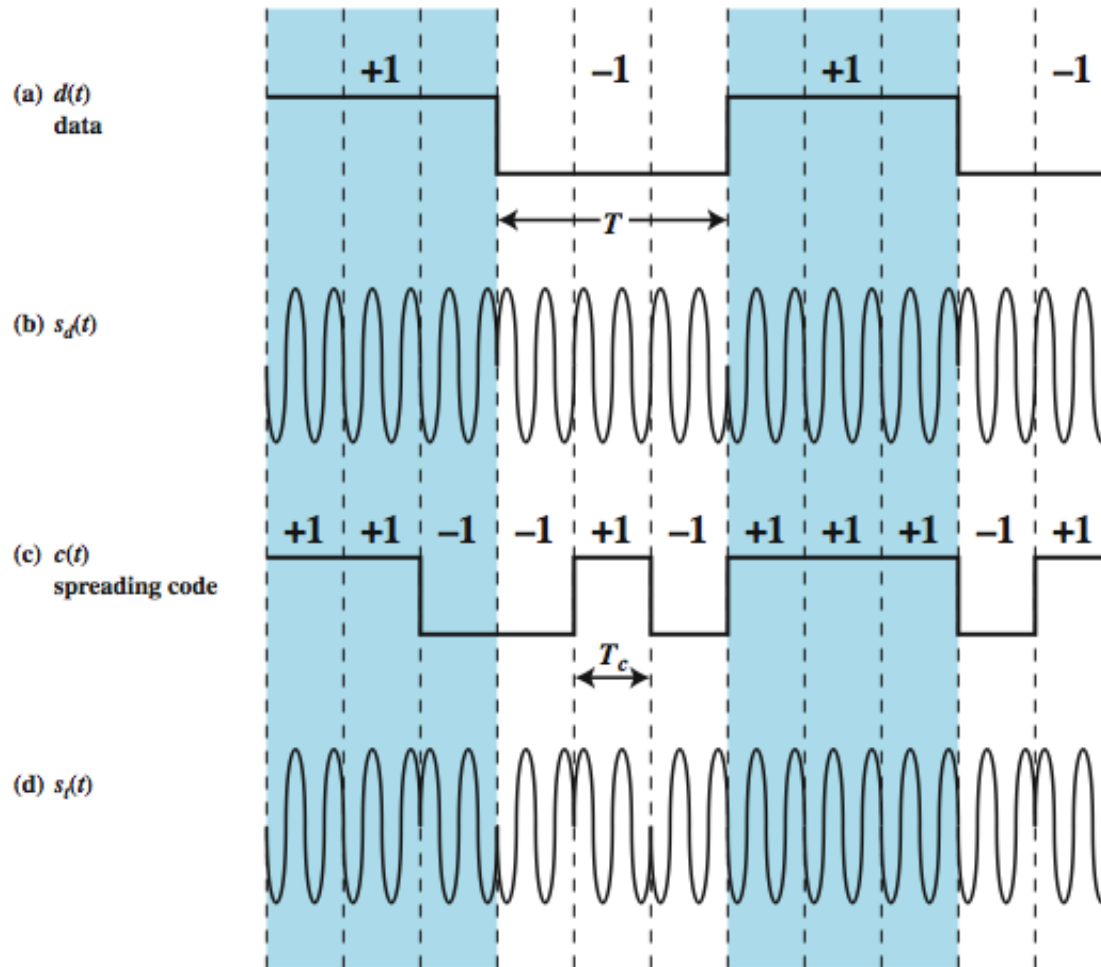
(a) Transmitter



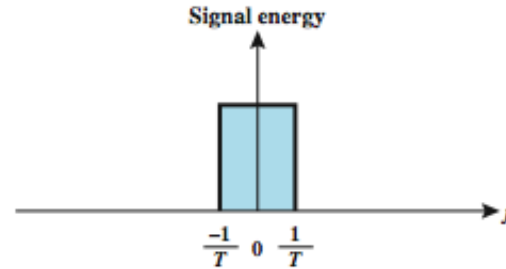
(b) Receiver



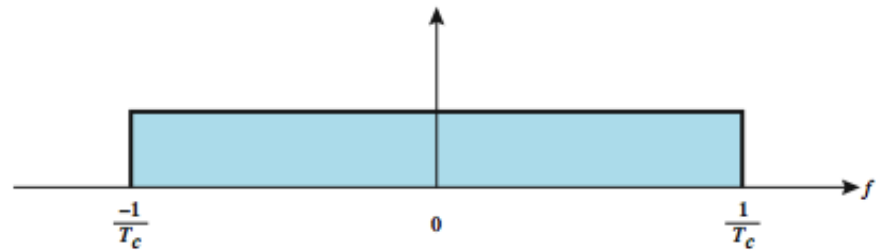
# DSSS Example Using BPSK



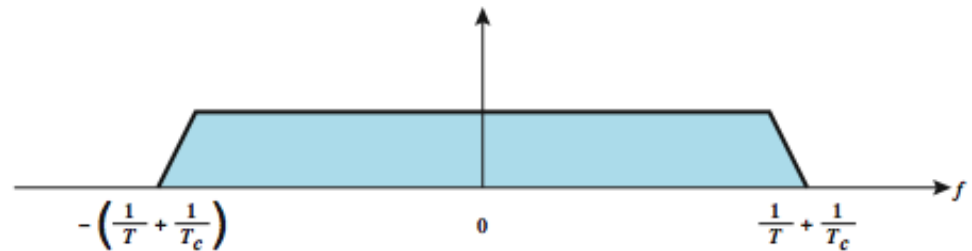
# Approximate Spectrum of DSSS Signal



(a) Spectrum of data signal



(b) Spectrum of pseudonoise signal

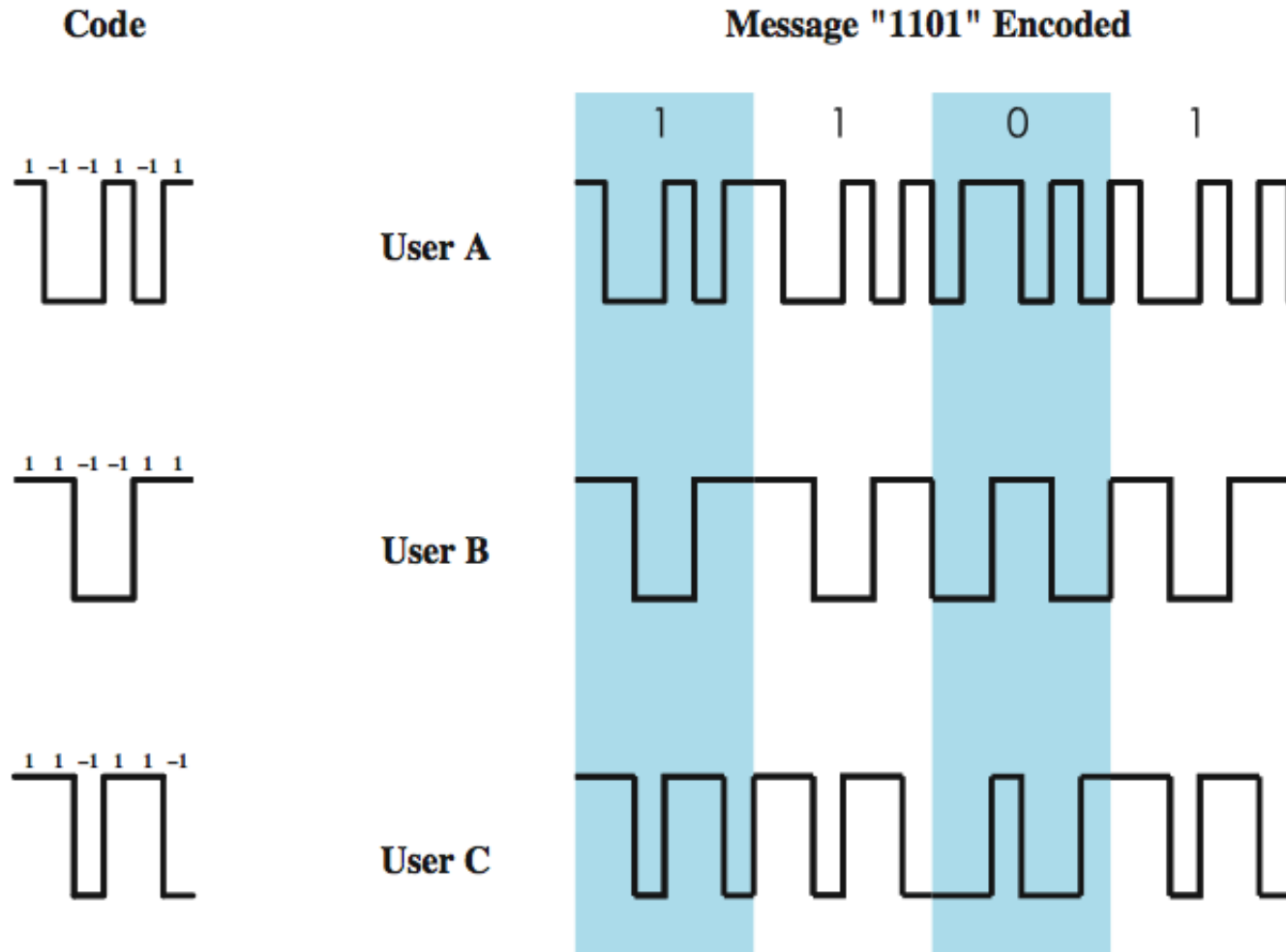


(c) Spectrum of combined signal

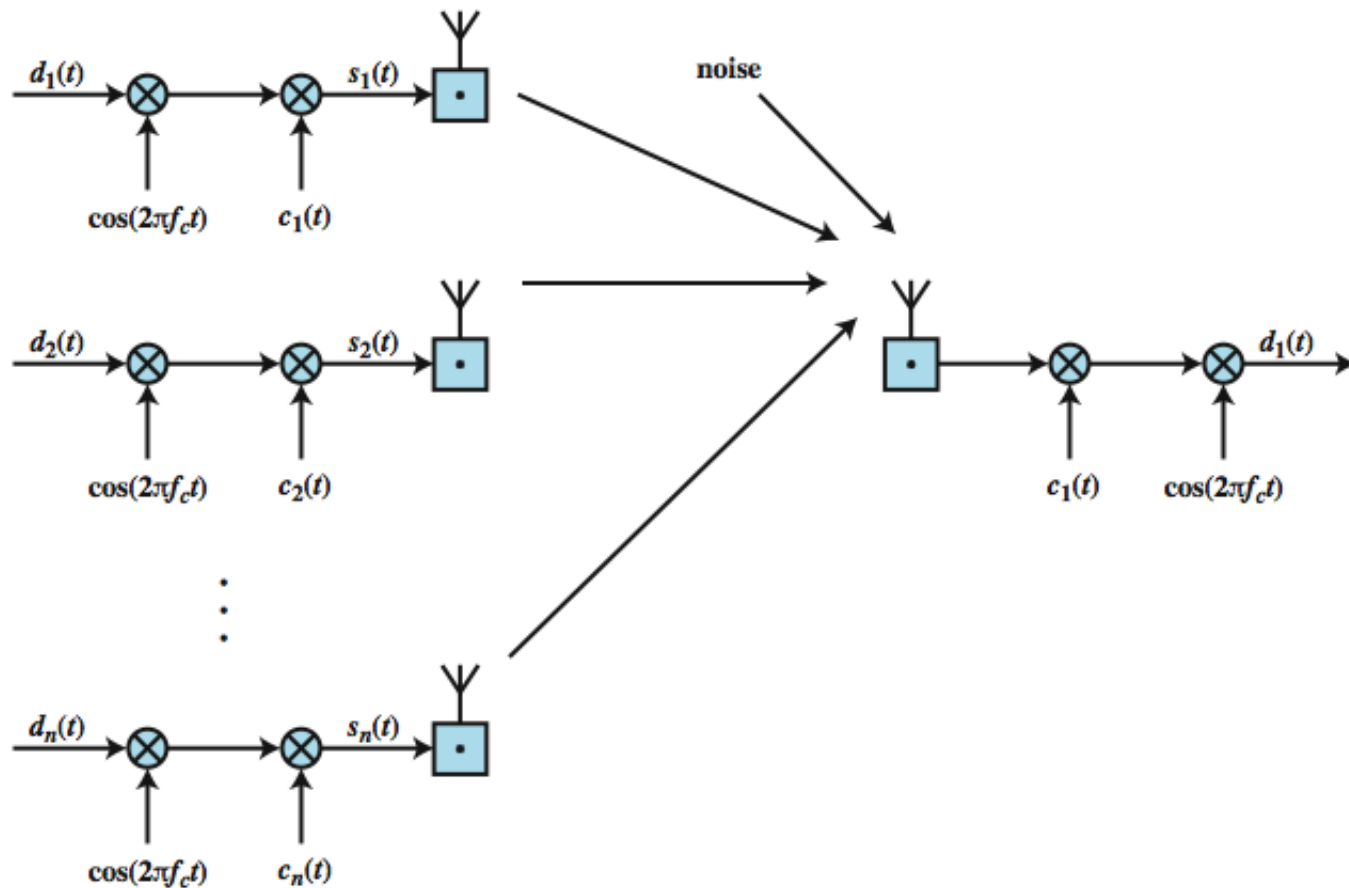
# Code Division Multiple Access (CDMA)

- a multiplexing technique used with spread spectrum
- given a data signal rate  $D$
- break each bit into  $k$  chips according to a fixed chipping code specific to each user
- resulting new channel has chip data rate  $kD$  chips per second
- can have multiple channels superimposed

# CDMA Example



# CDMA for DSSS



# Summary

- looked at use of spread spectrum techniques:
- FHSS
- DSSS
- CDMA