

1. Decoding Logical bit 1 and 0 by the best station.
- (i) Suppose station A (code a) station B (code b) static C (code c) station D (code d) station E (code e) sends following logical bits:
 A : Logical 1, B : Logical 0, C : logical 1, D : logical 0 and E does not send any thing
- ii) Base station shall give the tick signal and A, B, C, D transmits their data
- 1) Base station then calculates the sum signal S chip by chip
- $$S = \overline{B} a + \overline{b} + c + \overline{d}$$
- Now base str knows codes allocated to A, B, C, D, E are as a, b, c, d, e.
- Base station shall parallelly

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- (a) if the value of any of the above
 $s.a = 1$: station has transmitted
 $s.a = 0$: logical 1
 $s.a = 0$: logical 0

(b) Decoding
 & Let us take the above example
 for A : $s.a = (a+b+c+d) \cdot a$
 $= a \cdot a + b \cdot a + c \cdot a$
 $+ d \cdot a = 1 + 0 + 0 + 0$
 $= 1 \Rightarrow A$ has sent logical 1
 $s.b = 0 - 1 \Rightarrow$ logical 0
 $s.c = 1 \Rightarrow$ logical 1
 $s.d = 0 \}$
 $s.f = 0 \}$ A has not
 $s.e = 0 \}$ sent anything

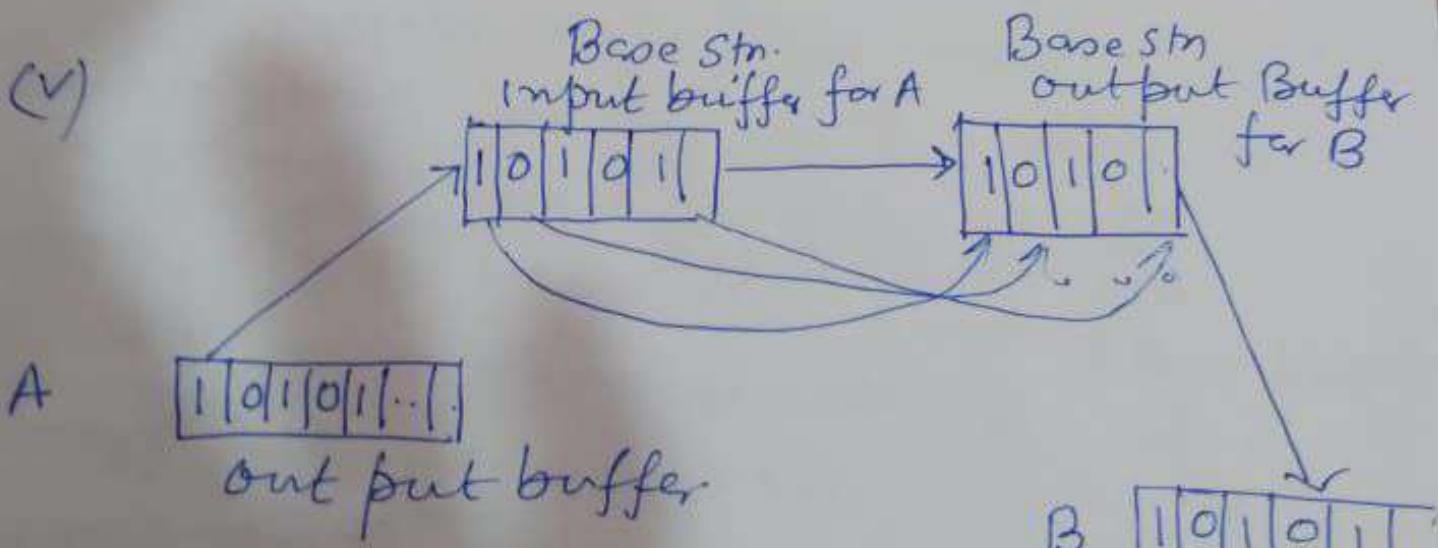
02 Control channels are also created in code : Similar (not exactly same) to TDMA

03 (i) To make a call party mobile A to B, A send control a call request to base station giving the end B's number through request channel

(ii) Base station shall check if A has sufficient Balance, B is not busy and has one uplink and down link code free than it will connect the call allocating and uplink and down link codes (= channel to A and B). Base station shall register

(iii) Base station shall not accept a connection A → B. \rightarrow Base station

(iv) Actual Route A to B is to B



A and B shall have their ^{input buffer} _{out put buffer} to transmit and ^{out put buffer} _{input buffer} to receive respectively.

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(vi) On making connection to from A to B, Base sm other than channel allocation to A, & B like above page 3(vi), shall also allocate an input buffer for A and output buffer for B in Base sm's database.

(vii) - Now suppose A sends logical 1 bit (first bit in his input buffer)

- Base sm shall decode it like page 2/vii and find it as logical 1 and store it in A's input buffer in his database.

As base sm shall note that for A, the connection is to B, it will transfer that bit from input buffer of A to output buffer of B.

(ix)

Now Assume there are other connections also.

$A \rightarrow B$

$C \rightarrow E$

$F \rightarrow G$

$K \Rightarrow L$

inBuff
of A to B transfe;
all first

(x) So in similar manner, first bits will be transferred from input buff. $C \rightarrow E$, $F \rightarrow G$ out buffers. Input buffer $\# K$ to output buffer $\# L$

(xi) Base str. shall note the bit content of $B, E, G, \# L$

Suppose $B \Rightarrow 1, E \Rightarrow 0, G \Rightarrow 1, L \Rightarrow 0$

Now base str. shall make ab sum $S = \overline{B} + \overline{E} + G + L$
(bit chop by chif)

and send it in the downlink

(xii) All stations B, E, G, L and also others will receive S through

their corresponding downlink channels. sum signal

(xi) After receiving N^S , each station who are in connection shall decode their received by as follows

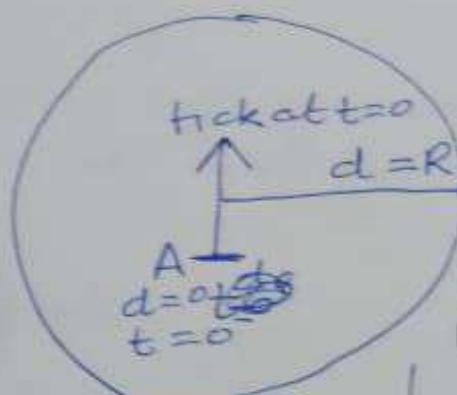
B. b	{	b, e g e c v e
E. e		the downlink assigned
G. g		to b, e, g, l.
K. l		

04 synchronization problems
in uplink channels.

(i) The assumption was that after giving the tick signal at $t=0$, all stations shall receive it at $t=0$ and send their codes in uplink channel at $t=0$ and base str gets all codes at $t=0$ so that the first chip of all codes as will reach at $t=0$ and other chips will also reach sometime

for all

(ii) But above is not true in practical situation ~~for~~ due to propagation delay



A receives tick
at $t = 0$
sends first chip
at $t = 0$
Base str. Recv

B receives tick
at $t = t_p = \frac{R}{2c}$
(i) pt or b pending
first chip
(ii) first chip received
by base str.
at $t = 2t_p = \frac{2R}{2c}$
 $(t_p + t_p)$

first chip at
 $t = 0$

B's first chip
at Base str.

$$\text{This delay} = 2 \frac{R}{2c}$$

A's 1st chip
at Base str.

first chip time

2nd chip time

(iii) While Base str calculates sum of first

chip at $t = 0$, it does not get the 1st chip of B.
So the calculation of sum signal shall go wrong.

(iv) Soln.

Base station instead of calculating the sum signal chip by chip at the beginning of chip time, it calculates the chip at the middle of chip time.

If $\frac{2R}{v} = \frac{t_c}{2}$ then the chip of B (furthest station) shall also reach at time $\frac{t_c}{2}$, and all others chip value is available at the middle of chip time.

$$\text{So if } \frac{2R}{v} = \frac{t_c}{2} \quad v = \text{speed of signal}$$

$$R = \frac{t_c}{2} v \quad v = \text{speed of signal}$$

suffix $B_{BU} = 2 \text{ MHz}$, Modulation = 4

B_{BRU} (band rate) = 2 M baud/sec.

chip time $t_p = \frac{1}{4 \times 10^6} \text{ sec}$. $2 \times 2 = 4 \text{ Mbps}$.
 $R = \text{known if } v = 3 \times 10^8$