

# Introduction to Computer Networks

## Modulation (§2.5)



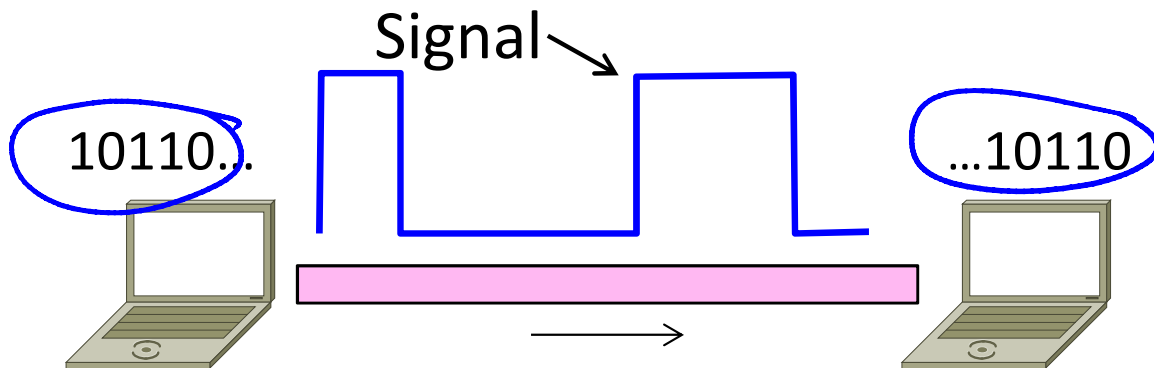
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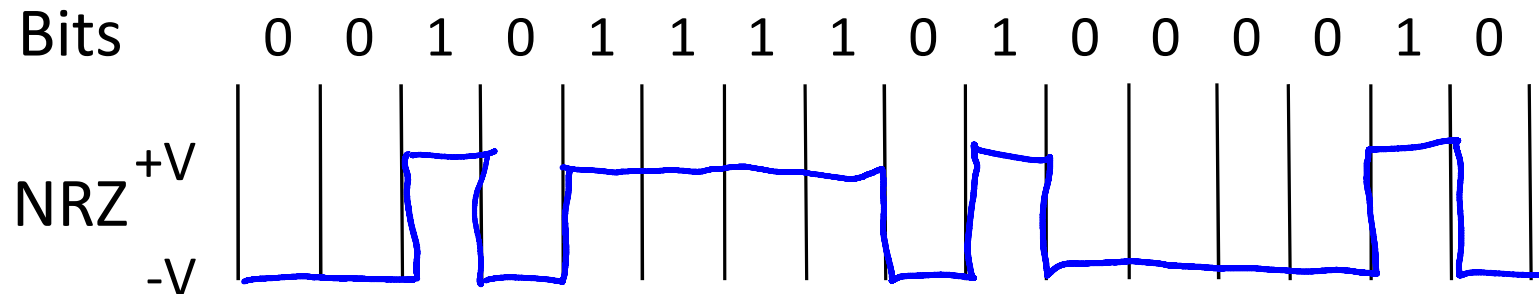
# Topic

- We've talked about signals representing bits. How, exactly?
  - This is the topic of modulation



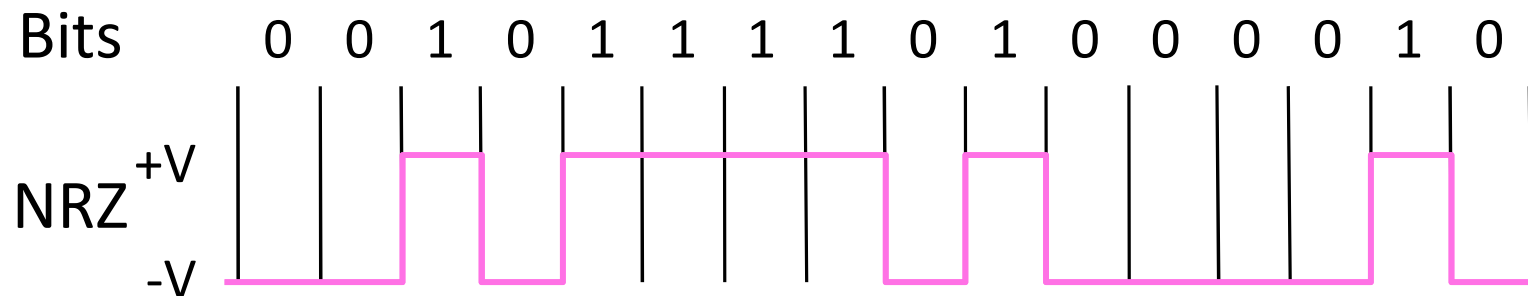
# A Simple Modulation

- Let a high voltage ( $+V$ ) represent a 1, and low voltage ( $-V$ ) represent a 0
  - This is called NRZ (Non-Return to Zero)



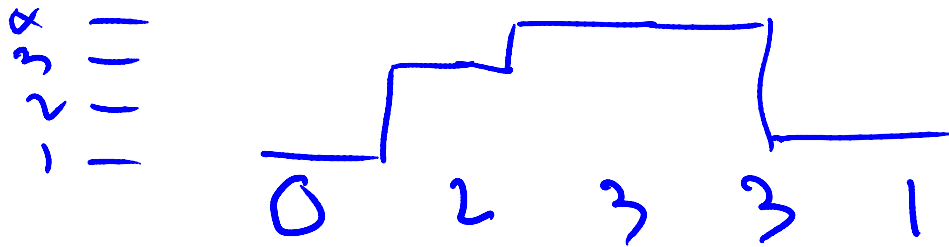
## A Simple Modulation (2)

- Let a high voltage ( $+V$ ) represent a 1, and low voltage ( $-V$ ) represent a 0
  - This is called NRZ (Non-Return to Zero)



# Many Other Schemes

- Can use more signal levels, e.g., 4 levels is 2 bits per symbol

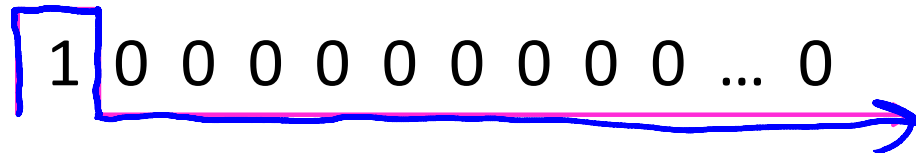


- Practical schemes are driven by engineering considerations
  - E.g., clock recovery »

# Clock Recovery

- Um, how many zeros was that?
  - Receiver needs frequent signal transitions to decode bits

1 0 0 0 0 0 0 0 0 0 0 ... 0



- Several possible designs
  - E.g., Manchester coding and scrambling (§2.5.1)

# Clock Recovery – 4B/5B

- Map every 4 data bits into 5 code bits without long runs of zeros
  - 0000 → 11110, 0001 → 01001,  
1110 → 11100, ... 1111 → 11101
  - Has at most 3 zeros in a row
  - Also invert signal level on a 1 to break up long runs of 1s (called NRZI, §2.5.1)

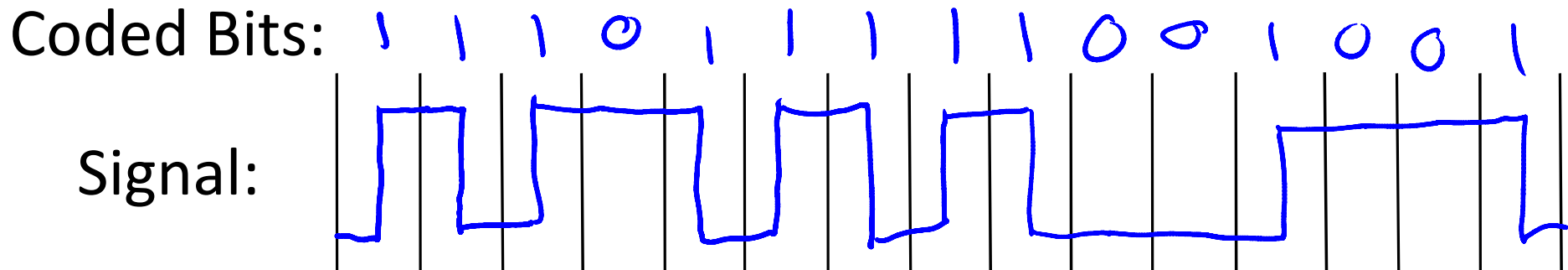
*invert*

# Clock Recovery – 4B/5B (2)

- 4B/5B code for reference:

→ 0000 → 11110, 0001 → 01001, 1110 → 11100, ... 1111 → 11101

- Message bits: 1 1 1 1 0 0 0 0 0 0 0 1



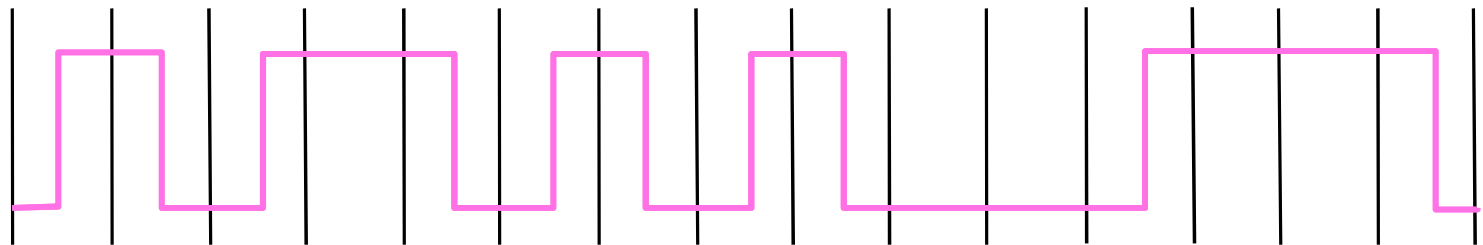


# Clock Recovery – 4B/5B (3)

- 4B/5B code for reference:
  - 0000 → 11110, 0001 → 01001, 1110 → 11100, ... 1111 → 11101
- Message bits: 1 1 1 1 0 0 0 0 0 0 0 1

Coded Bits: 1 1 1 0 1 1 1 1 1 0 0 1 0 0 1

Signal:

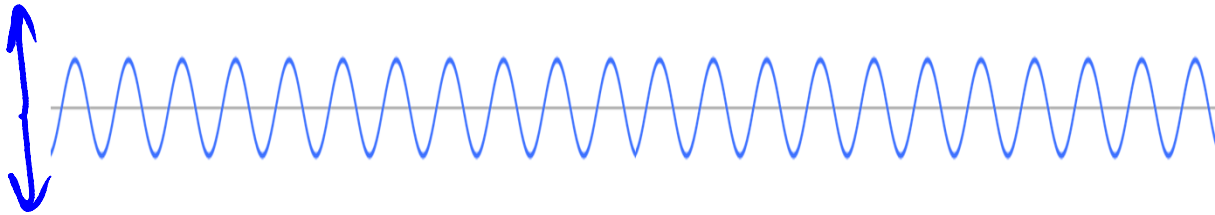


# Passband Modulation

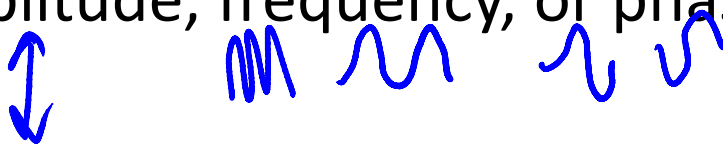
- What we have seen so far is baseband modulation for wires
  - Signal is sent directly on a wire
- These signals do not propagate well on fiber / wireless
  - Need to send at higher frequencies
- Passband modulation carries a signal by modulating a carrier

# Passband Modulation (2)

- Carrier is simply a signal oscillating at a desired frequency:

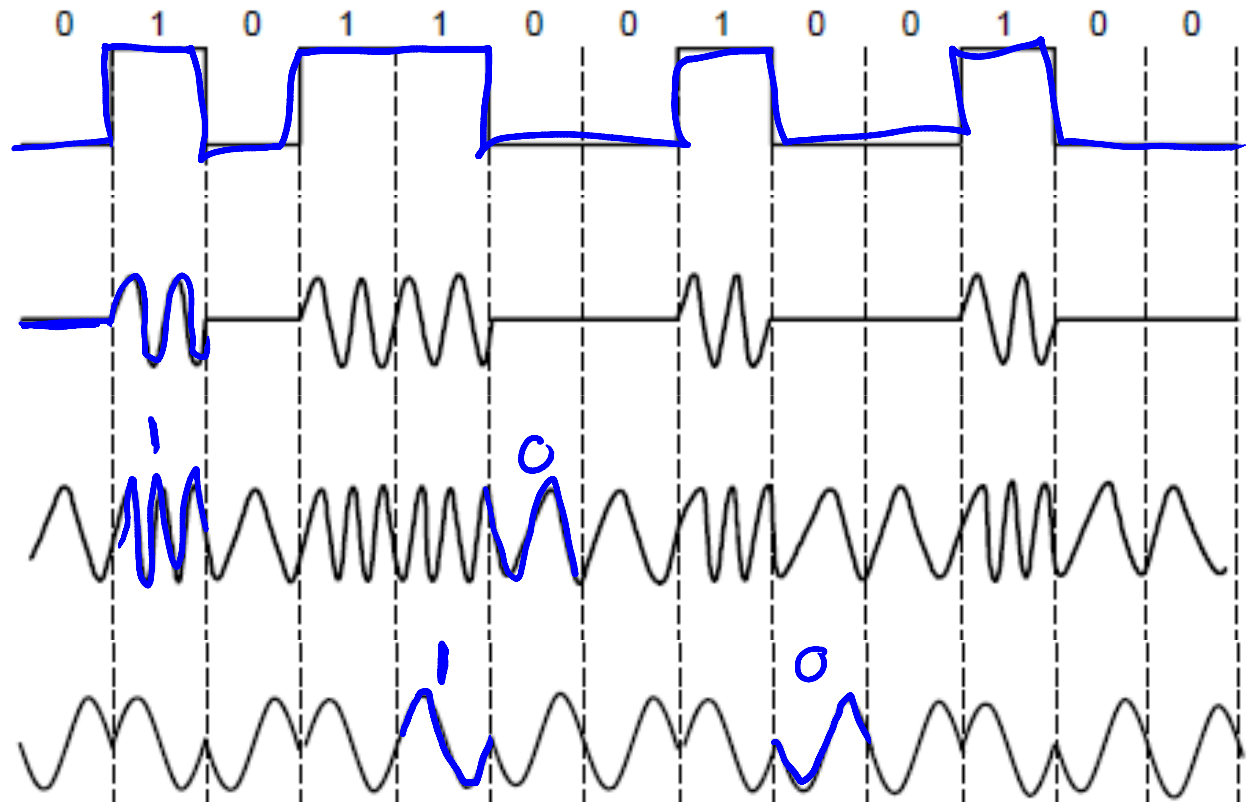


- We can modulate it by changing:
  - Amplitude, frequency, or phase



# Passband Modulation (3)

NRZ signal of bits



1. Amplitude shift keying

2. Frequency shift keying

3. Phase shift keying