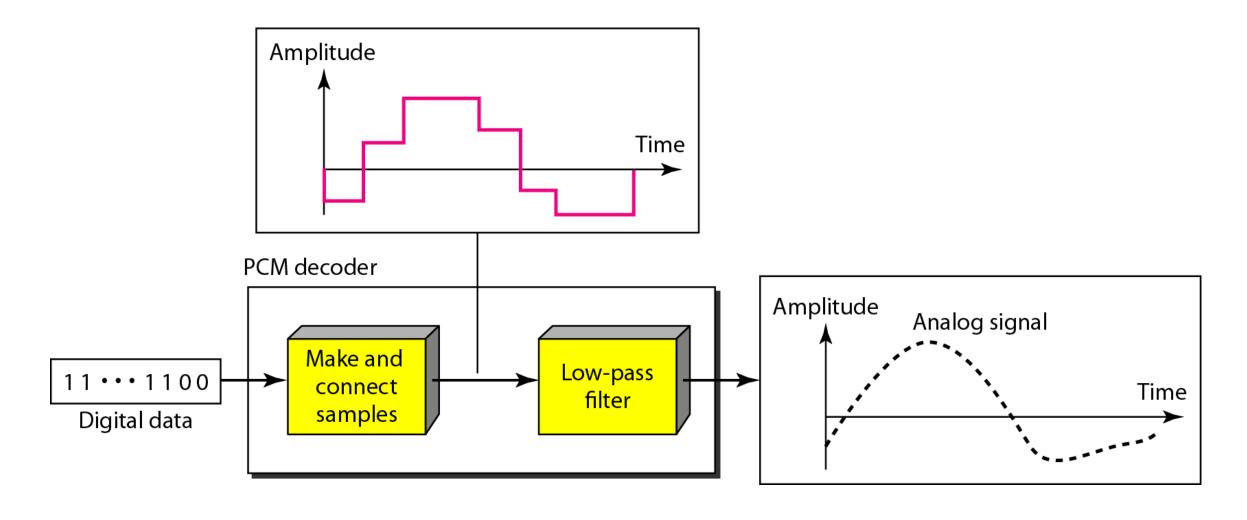
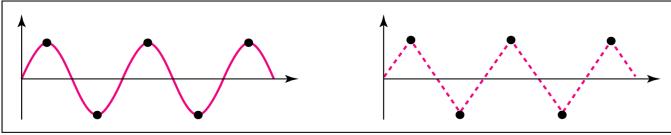
PCM Decoder

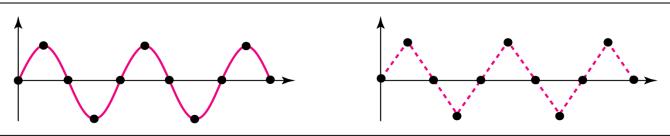
- To recover an analog signal from a digitized signal we follow the following steps:
- 1. We use a hold circuit that holds the amplitude value of a pulse till the next pulse arrives.
- 2. We pass this signal through a low pass filter with a cutoff frequency that is equal to the highest frequency in the pre-sampled signal.
- 3. The higher the value of L, the less distorted a signal is recovered.



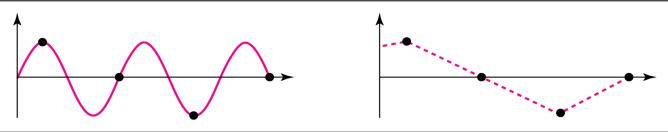
Recovery of a sampled sine wave for different sampling rates



a. Nyquist rate sampling: $f_s = 2 f$



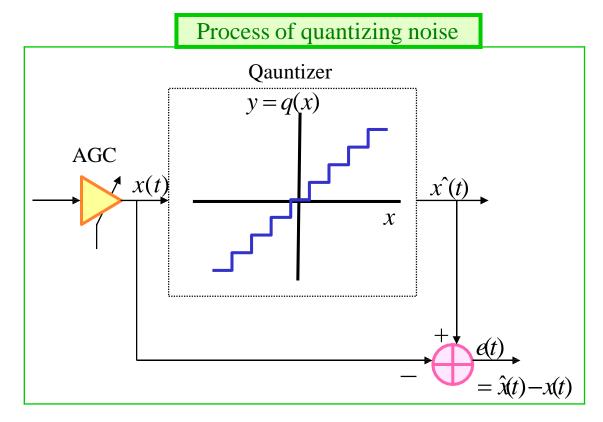
b. Oversampling: $f_s = 4 f$

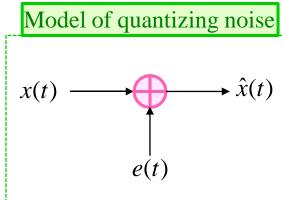


c. Undersampling: $f_s = f$

• Quantizing error: The difference between the input and output of a quantizer

$$\implies e(t) = x^{(t)} - x(t)$$





The Noise Model is an approximation!

- Quantizing error:
 - Granular or linear errors happen for inputs within the dynamic range of quantizer
 - Saturation errors happen for inputs outside the dynamic range of quantizer
 - Saturation errors are larger than linear errors (AKA as "Overflow" or "Clipping")
 - Saturation errors can be avoided by proper tuning of AGC
 - Saturation errors need to be handled by Overflow Detection!

Derivation of Quantization Error / Noise Power:

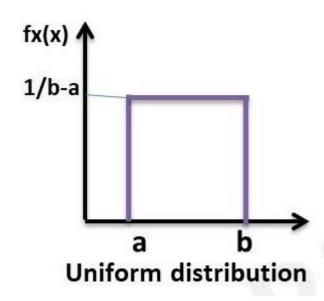
- The difference between the input and output signal is called Quantization error or Quantization Noise.
- Consider an input signal 'm(t)' of continuous amplitude in the range

$$(V_p = m_{max}, -V_p = -m_{max})$$

Step Size
$$(\Delta) = \frac{(V_p - (-V_p))}{L} = \frac{2V_p}{L}$$
, where L is the number of the levels

- If \mathbf{m} (t) is normalised to 1 ie, $V_p = 1$, $-V_p = -1$
- Then the Step Size $(\Delta) = \frac{2}{L}$

- Then the quantization error 'q' is assumed to be uniformly distributed random variable
- A continuous random variable is said to be uniformly distributed over an interval (a,b) as shown below,
- The PDF of 'x' is given by

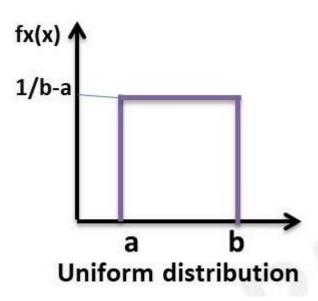


- Then the quantization error 'q' is assumed to be uniformly distributed random variable
- A continuous random variable is said to be uniformly distributed over an interval (a,b) as shown below,
- The PDF of 'x' is given by

$$f_x(x) = 0 \text{ for } x \le a$$

$$= \frac{1}{b-a} \text{ for } a < x \le b$$

$$= 0 \text{ for } x > b$$

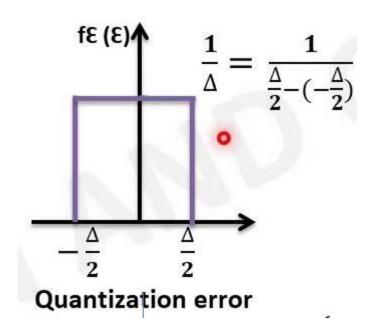


Similarly, the PDF of the quantization error 'q' can be written as

$$f_{Q}(q) = 0 \text{ for } q \le \frac{-\Delta}{2}$$

$$= \frac{1}{\Delta} \text{ for } \frac{-\Delta}{2} < x \le \frac{\Delta}{2}$$

$$= 0 \text{ for } x > \frac{\Delta}{2}$$



• For this to be true, the incoming signal should not overload the quantizer.

Mean square value of a random variable is equivalent to its variance

$$\sigma_q^2 = E[q^2]$$

• Variance of $f_x(x)$ is given by

$$\sigma_x^2 = \int_a^b (x - \mu)^2 f_x(x) dx$$

• Where $\mu = expected \ value \ E(x)$ or the mean value

• Similarly, the variance of $f_Q(q)$ is given by

$$\sigma_q^2 = \int (q - \mu)^2 f_Q(q) dq = \int (q)^2 f_Q(q) dq$$

$$\frac{-\Delta}{2}$$

$$\frac{-\Delta}{2}$$

- Since mean value or $E(q) = \mu = 0$
- Substituting the value of $f_Q(q)$, $\sigma_q^2 = \frac{1}{\Delta} \int_{-\Delta}^{\frac{\Delta}{2}} (q)^2 \, dq$
- Quantization Noise power $\sigma_q^2(N_q) = \frac{\Delta^2}{12}$

Derivation of maximum signal to quantization noise ratio (non-sinusoidal)

• The number of bits per sample 'R' and the quantization levels 'L' are related as

$$L = 2^{R}; R = log_{2}L; \Delta = \frac{2V_{p}}{L}; \Delta = \frac{2V_{p}}{2^{R}}$$

$$N_{q} = \frac{\Delta^{2}}{12} = \frac{\frac{4V_{p}^{2}}{L^{2}}}{12} = \frac{V_{p}^{2}}{3L^{2}}$$

$$V_{p}^{2} = \frac{\Delta^{2}L^{2}}{4}$$

$$Signal Power = (SNR)_{q} = \frac{\Delta^{2}L^{2}}{4}/N_{q} = \frac{\Delta^{2}L^{2}}{4}/\Delta^{2} = 3L^{2}$$

• If 'P' is the average power of the message signal, then

$$S/N = \frac{P}{N_q} = \frac{P}{\frac{V_p^2}{3L^2}} = \frac{3P}{V_p^2} \times 2^{2R}$$

• If input V_p and power 'P' is normalised, then $S/N = 3 \times 2^{2R}$

• In decibels,
$$\left(\frac{S}{N}\right)_{dB} = 10log_{10} \left(\frac{S}{N}\right)_{dB}$$

$$\leq 10log_{10}[3 \times 2^{2R}]$$

$$\leq 10log_{10}3 + 10log_{10}2^{2R}$$

$$\leq 4.8 + 2R \times 10 \times 0.3$$
 $\left(\frac{S}{N}\right)_{dB} \leq (4.8 + 6R)dB$

Derivation of maximum signal to quantization noise ratio (sinusoidal)

- For full-load Sinusoidal Signal with peak amplitude A_m
- Power $P = \frac{V^2}{R}$, where V = RMS value

$$P = \left(\frac{A_m}{\sqrt{2}}\right)^2$$

• The normalised power P, when resistance R=1

$$P = \frac{A_m^2}{2}$$

$$S/_{N} = \frac{3P}{V_p^2} \times 2^{2R} = \frac{3 \times \frac{A_m^2}{2}}{A_m^2} \times 2^{2R} = \frac{3}{2} \times 2^{2R} = \mathbf{1.5} \times \mathbf{2^{2R}}$$

Expressing in dB,

$$\left(\frac{S}{N}\right)_{dB} = 10log_{10} \left(\frac{S}{N}\right)_{dB} = 10log_{10} (1.5 \times 2^{2R})$$

$$= 10log_{10} (1.5) + 10log_{10} 2^{2R}$$

$$= 1.76 + 2R \times 10 \times 0.3$$

$$= 1.8 + 6R$$

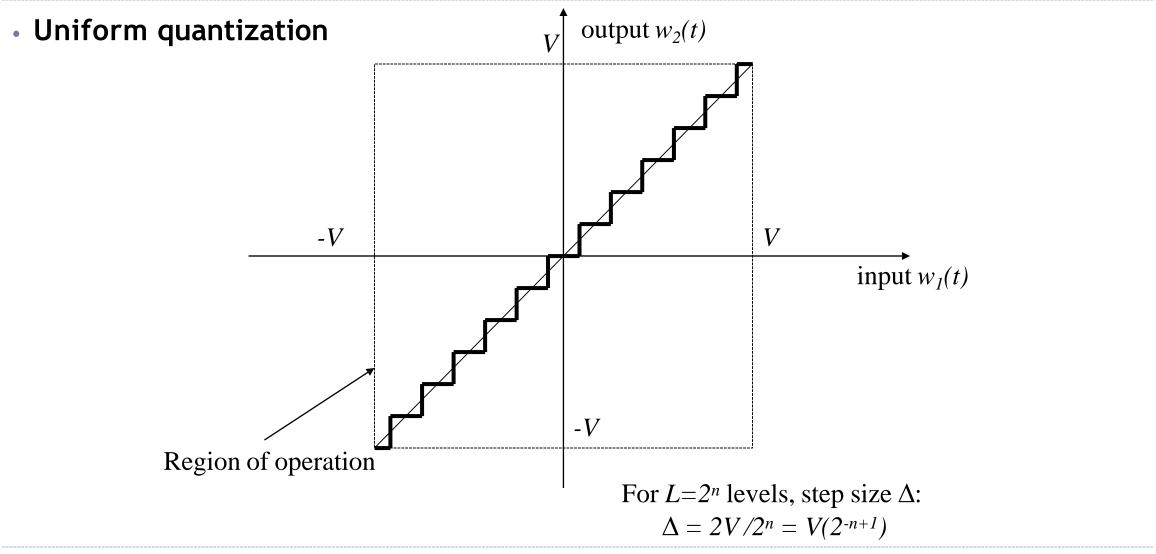
• Therefore, for Sinusoidal Signal $\left(\frac{S}{N}\right)_{dB} = 1.8 + 6R \ dB$

Uniform quantization

- When the quantization levels are uniformly distributed over the full amplitude range of the input signal, the quantizer is called an **uniform or linear quantizer**.
- In uniform quantization, the step size between quantization levels remains the same throughout the input range.

Non-uniform quantization

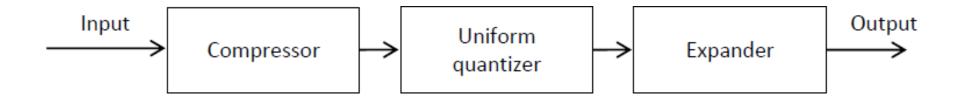
- If the quantizer characteristic is nonlinear, then the quantization is known as non-uniform quantization.
- In non-uniform quantization, the step size is not constant.
- The step size is variable, depending on the amplitude of input signal.

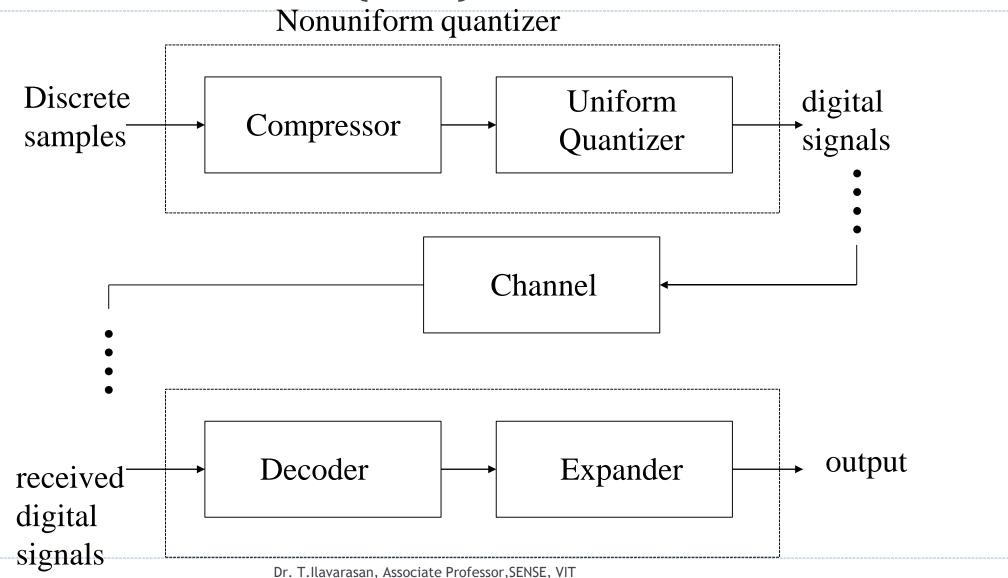


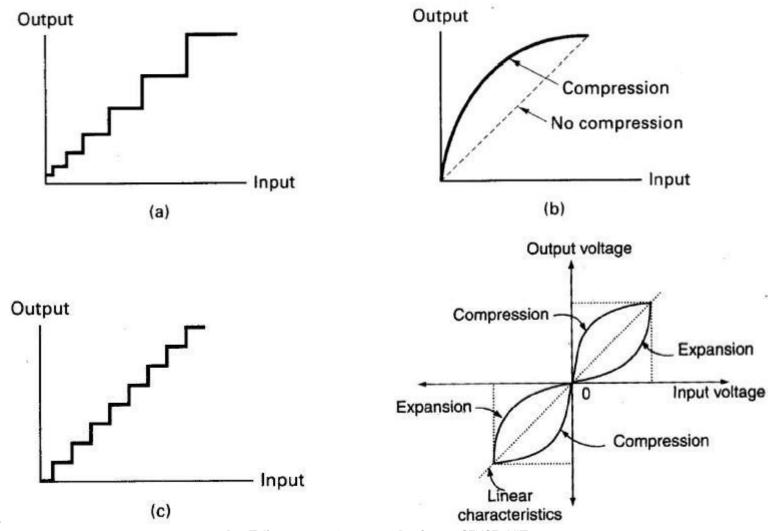
• Uniform quantization: Quantization Every ror output $w_2(t)$ V-Vinput $w_1(t)$ -VError, e input $w_I(t)$

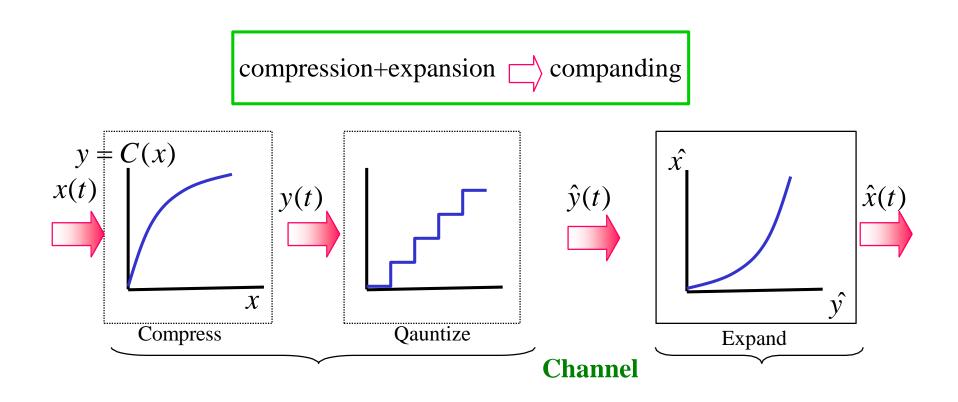
Companding

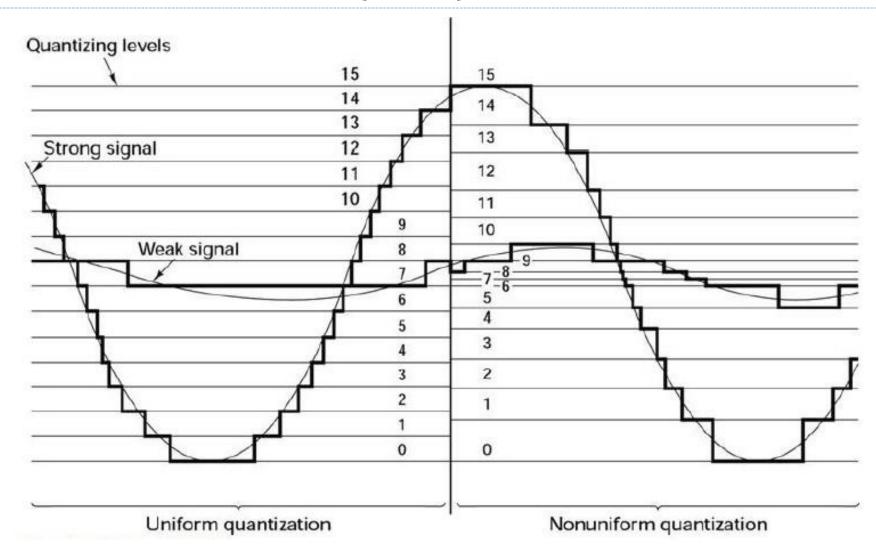
- The non-uniform quantization is practically achieved through a process called companding.
- The word **Companding** is a combination of **Compressing** and Expanding, which means that it does both.
- This is a non-linear technique used in PCM which compresses the data at the transmitter and expands the same data at the receiver.
- The effects of noise and crosstalk are reduced by using this technique.



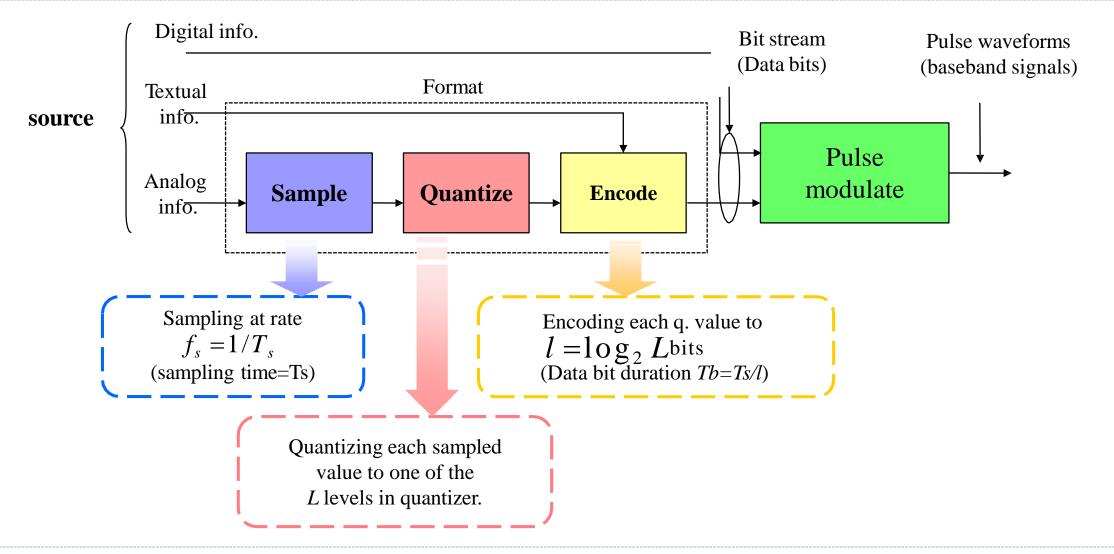


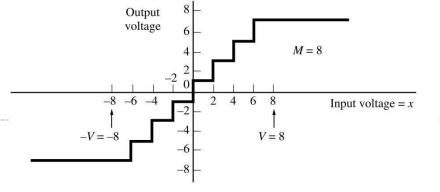






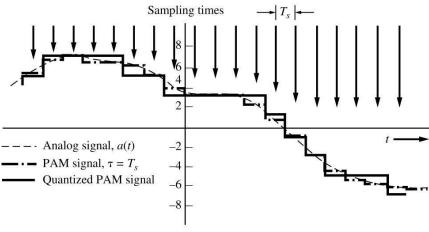
Pulse code modulation (PCM) or ADC



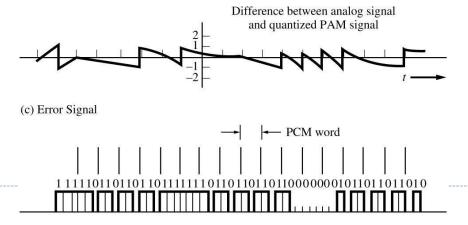


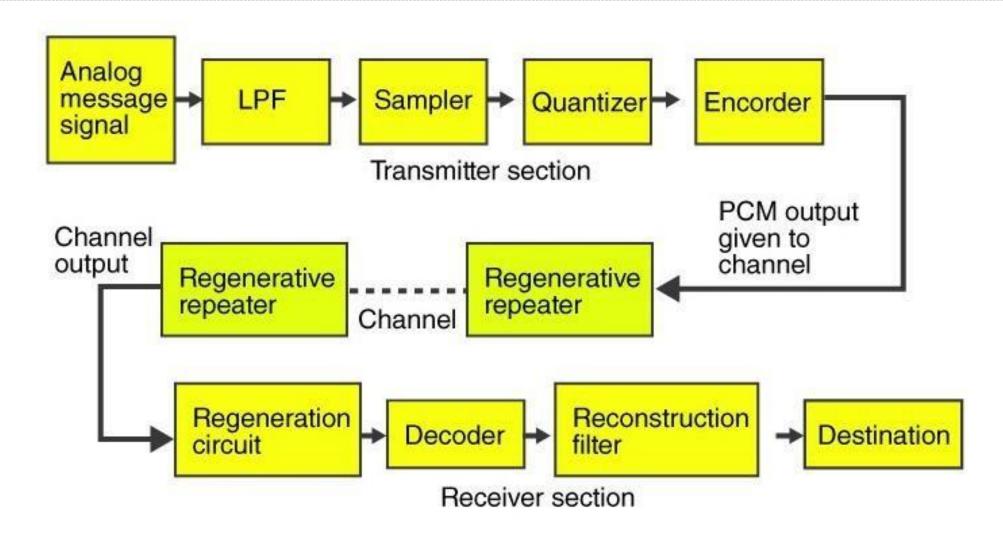
(a) Quantizer Output-Input Characteristics

(d) PCM Signal



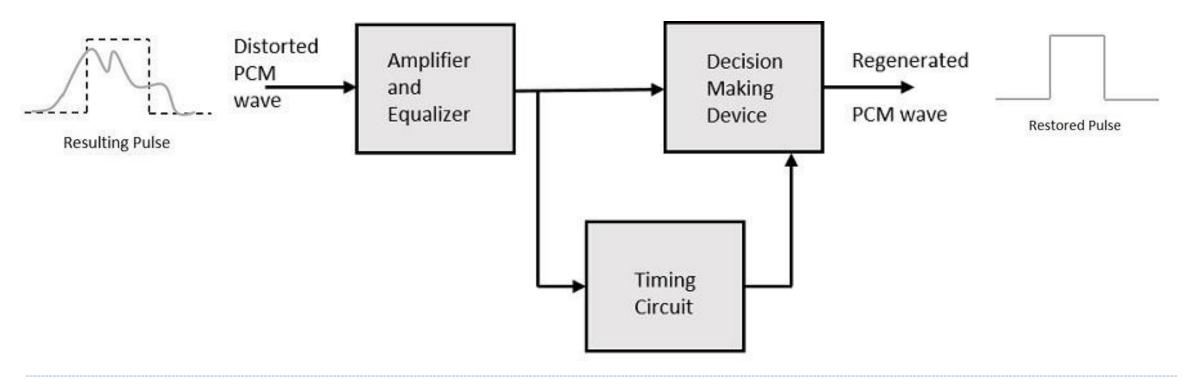
(b) Analog Signal, Flat-top PAM Signal, and Quantized PAM Signal





Regenerative Repeater (PCM)

- A regenerative repeater consists of an equalizer, a timing circuit and a decision making device.
- Regenerative repeaters are used to reconstruct the PCM signal.



Regenerative Repeater (PCM)

Equalizer

- The channel produces amplitude and phase distortions to the signals.
- This is due to the transmission characteristics of the channel.
- The Equalizer circuit compensates these losses by shaping the received pulses.

Timing Circuit

- To obtain a quality output, the sampling of the pulses should be done where the signal to noise ratio is maximum
- To achieve this perfect sampling, a periodic pulse train has to be derived from the received pulses, which is done by the timing circuit.
- Hence, the timing circuit, allots the timing interval for sampling at high SNR, through the received pulses.

Regenerative Repeater (PCM)

Decision Device

- The timing circuit determines the sampling times.
- The decision device is enabled at these sampling times.
- The decision device decides its output based on whether the amplitude of the quantized pulse and the noise, exceeds a pre-determined value or not.

Advantages:

- It is robust against noise and interference.
- Uniform transmission quality.
- Efficient SNR and bandwidth trade off.
- It provides secure data transmission.
- It offers efficient regeneration.
- It is easy to add or drop channels.

Disadvantages:

- Overload appears when modulating signal changes between samplings, by an amount greater than the size of the step.
- Large bandwidth is required for transmission.
- Noise and crosstalk leaves low but rises attenuation.
- An IDN (Integrated Digital Network) can only be realized by gradual extension of noise.