

ELG3175 Introduction to Communication Systems

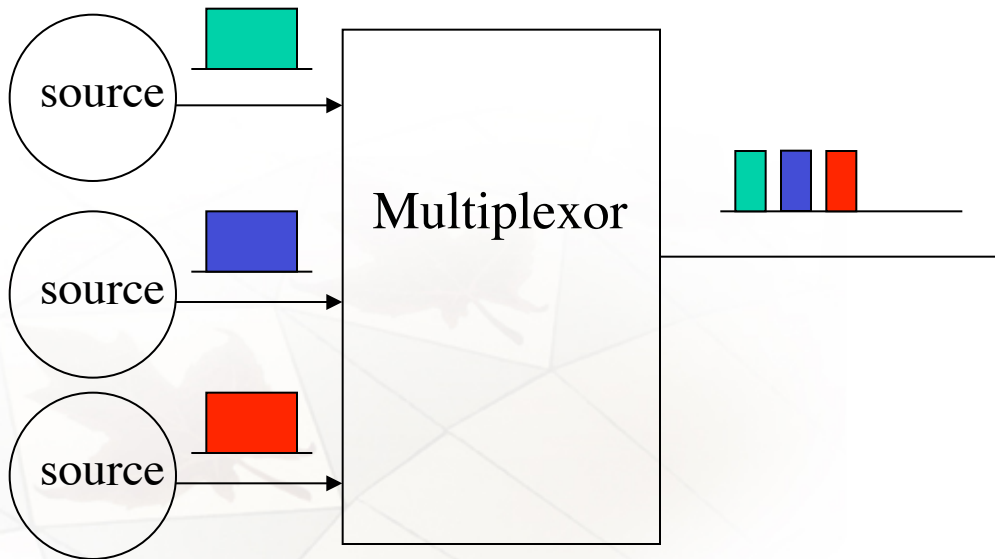
Lecture 15

Binary and M-ary Pulse Modulation



Digital system

- A source produces digital symbols for transmission (bits, bytes etc).
- Multiple sources can be time division multiplexed (TDM).

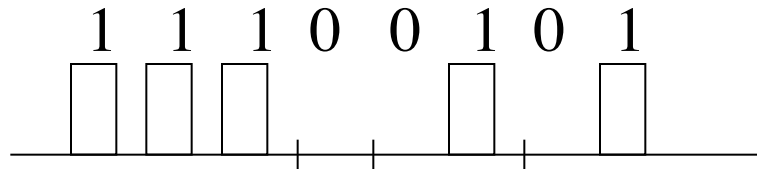




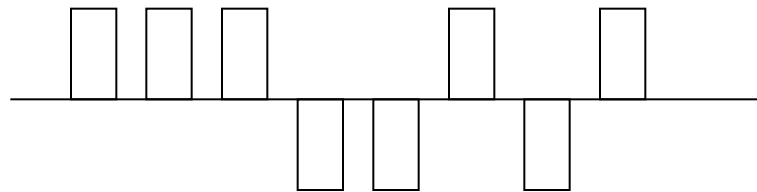
Binary Pulse Modulation

- We consider two different types of binary pulse modulation: Pulse amplitude modulation (PAM) and pulse position modulation (PPM)
- We assume that the source is producing data in the form of a binary sequence of 0s and 1s at a rate of R_b bps.
- Return to Zero (RZ), non return to zero (NRZ).
 - RZ: The pulse duration is less than the symbol duration.
 - NRZ: The pulse duration is the same as the symbol duration.

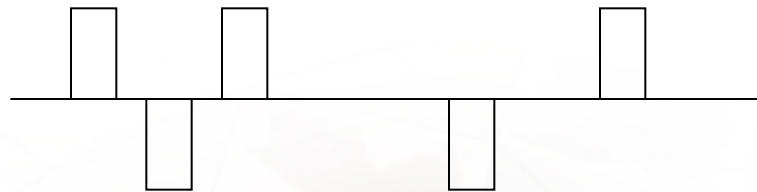
Binary PAM



RZ “all or nothing” “1” = $p(t)$, “0” = 0.



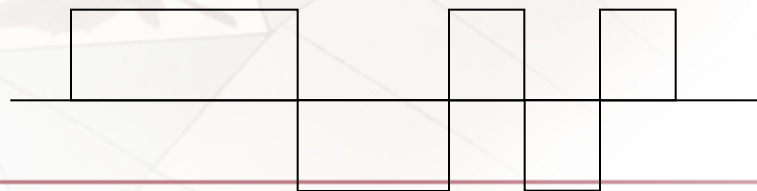
RZ antipodal “1” = $p(t)$, “0” = $-p(t)$.



RZ bipolar “1” alternates between $p(t)$ and $-p(t)$, “0” = 0 (AMI)



NRZ all or nothing “1” = $p(t)$, “0” = 0.



NRZ antipodal “1” = $p(t)$, “0” = $-p(t)$.





Signal design

- Desired properties:
 - Minimize bandwidth.
 - Minimize transmission power keeping performance and bandwidth requirements in mind
 - No DC components since transformers are used in repeaters.
 - Should be able to recover clock information from signal.



Binary PAM

- Simplest digital modulation method
- Information bit "1" is represented by a pulse of amplitude A and "0" by a pulse of amplitude $-A$.
- Pulses are transmitted at a rate $R_b = 1/T_b$ bps where T_b = bit interval.



1 1 1 0 0 1 0 1



Binary Pulse Position Modulation (PPM)



- Information bit "1" is transmitted by sending a pulse of amplitude A on the first half of the bit interval
 - $s_1(t) = A$ $0 < t < T_b/2$, 0 otherwise
- Information bit "0" is transmitted by sending a pulse of amplitude A on the second half of the bit interval.
 - $s_0(t) = A$ $T_b/2 < t < T_b$, 0 otherwise.





M-ary PAM

- We can group bits into symbols
 - 00 01, 10, 11 = 4-ary
 - 000, 001, 010, 011, 100, 101, 110, 111 = 8-ary
 - $M = 2^k$, where k is the number of bits per symbol.
 - $R_s = 1/T_s$ is the symbol rate in symbols/sec, where T_s = symbol interval.
- Each symbol is assigned a pulse of different amplitude
 - 4-ary 00 = A , 01 = $3A$, 10 = $-A$, 11 = $-3A$
 - 8-ary...



M-ary PPM

- Divide up the symbol duration into non-overlapping sections.