Analog Communication Systems EC-413-F



Topics to be covered

Pulse Code Modulation

Sampling, Quantizing, and Encoding

The PCM signal is generated by carrying out three basic operations:

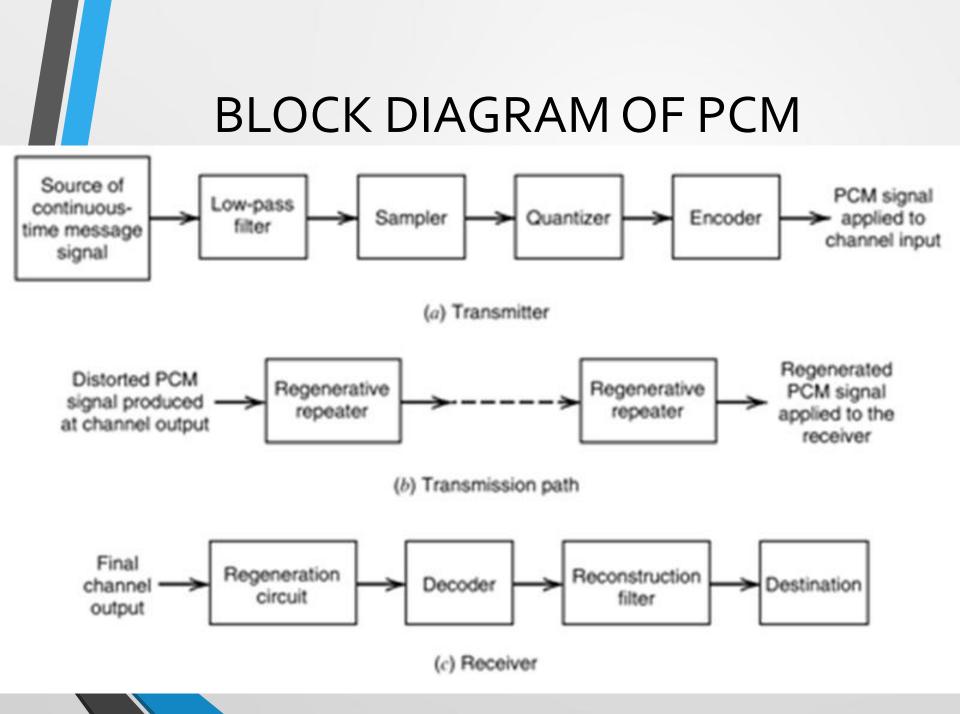
- **1.** Sampling
- 2. Quantizing
- 3. Encoding

Sampling operation generates a flat-top PAM signal.

Quantizing operation approximates the analog values by using a finite number of levels. This operation is considered in 3 steps

- a) Uniform Quantizer
- b) Quantization Error
- C) Quantized PAM signal output

PCM signal is obtained from the quantized PAM signal by encoding each quantized sample value into a digital word.



Analog to Digital Conversion



Sampling

- Makes the signal discrete in time.
- If the analog input has a bandwidth of W Hz, then the *minimum sample frequency* such that the signal can be reconstructed without distortion.

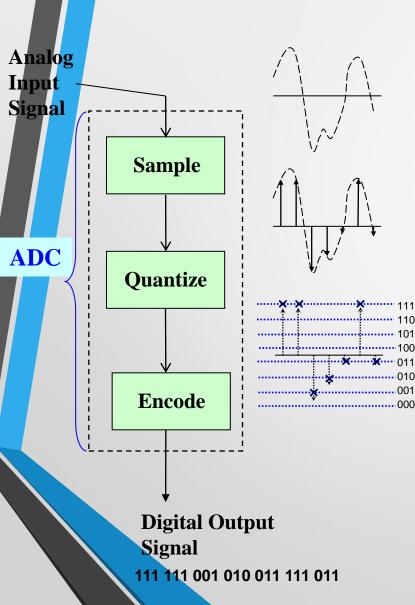
Quantization

- Makes the signal discrete in amplitude.
- Round off to one of *q* discrete levels.

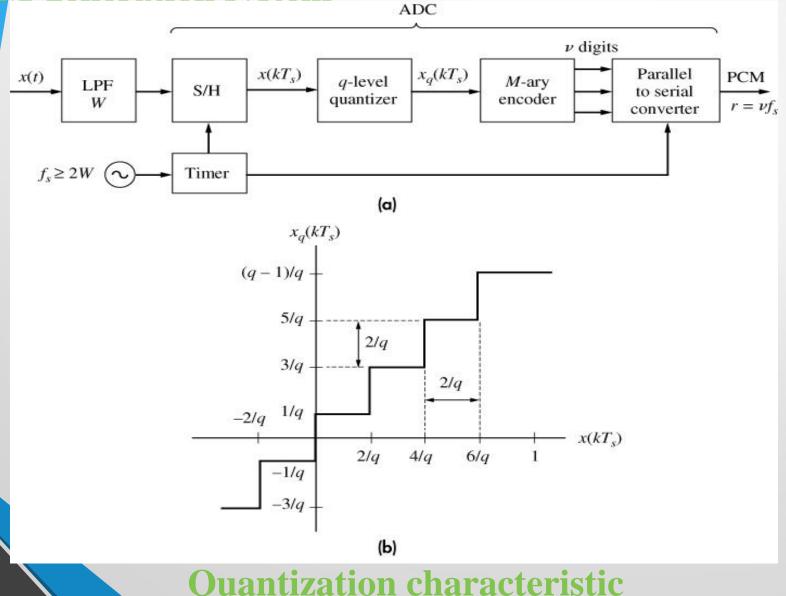
• Encode

• Maps the quantized values to digital words that are *v* bits long.

If the (Nyquist) Sampling Theorem is satisfied, then only quantization introduces distortion to the system.



M-generation system



Quantizer Continues.....

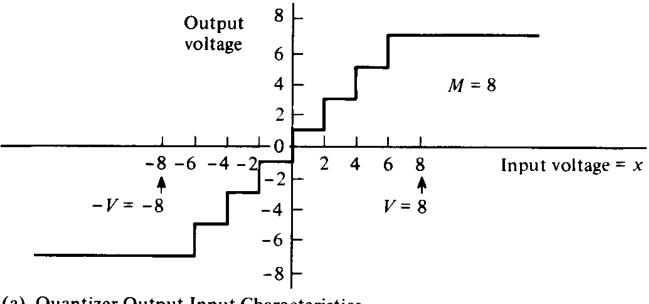
 Suppose amplitude of signal lies in range –x to +x which is partitioned into L levels, then –

 $\Delta v = 2 \times / L$

 Then each sample is approximated to or round off to the nearest quantized level.

Hence each sample is approximated to one of the numbers & therefore the information is digitized.

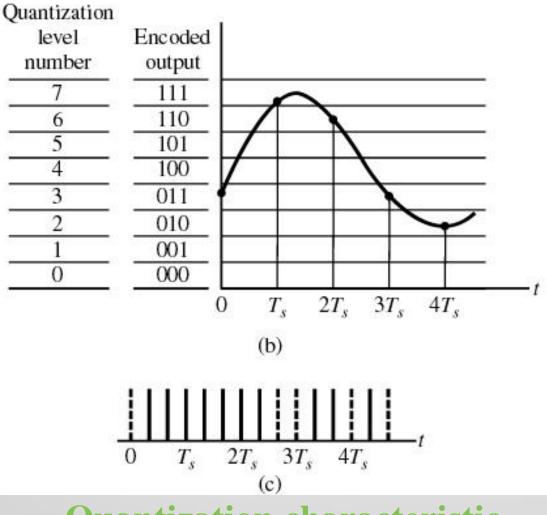
Baseband Transmission PCM-generation system



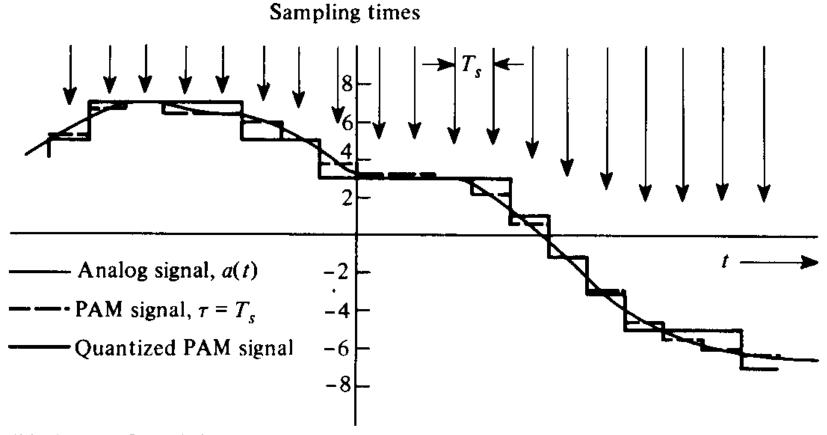
(a) Quantizer Output-Input Characteristics

Quantization characteristic

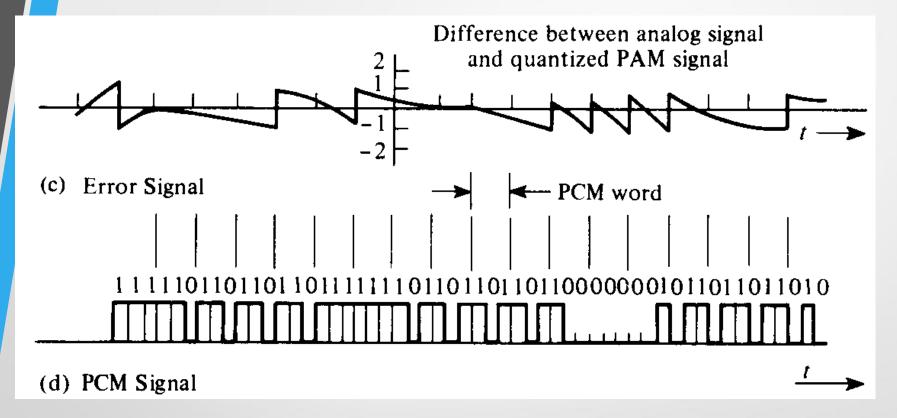
PCM-generation system



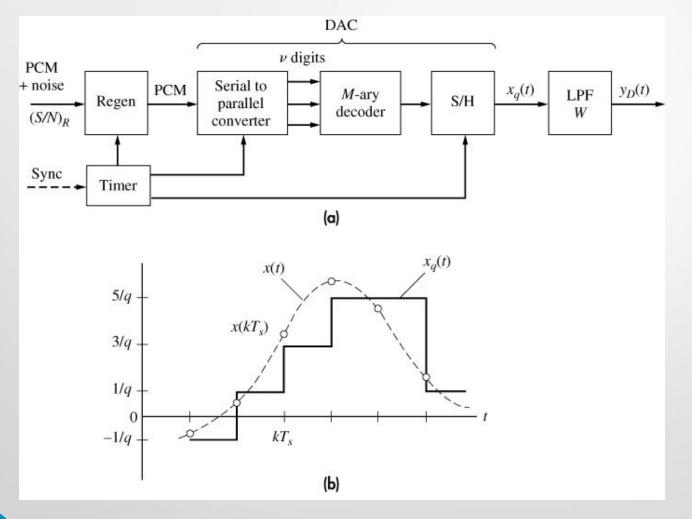
Quantization characteristic



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

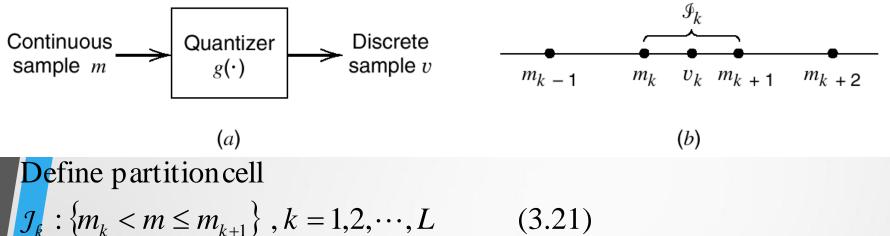


PCM receiver



Reconstructed waveform

Quantization Process



Where m_k is the decision level or the decision threshold. Amplitude quantization : The process of transforming the sample amplitude $m(nT_s)$ into a discrete amplitude $v(nT_s)$ as shown in Fig 3.9 If $m(t) \in \mathcal{J}_k$ then the quantizer output is v_k where v_k , $k = 1, 2, \dots, L$ are the representation or reconstruction levels , $m_{k+1} - m_k$ is the step size.

The mapping v = g(m) (3.22)

is called the quantizer characteristic, which is a staircase function.

Classification of Quantization process

Two types –

a) Uniform Quantization –

- I. Mid-tread Type
- II. Mid-rise Type
- a) Non-uniform Quantization –

a) Uniform Quantizer – Step Size remain same throughout the input range
 b) Non-uniform Quantizer – Step size varies according to the Input signal values

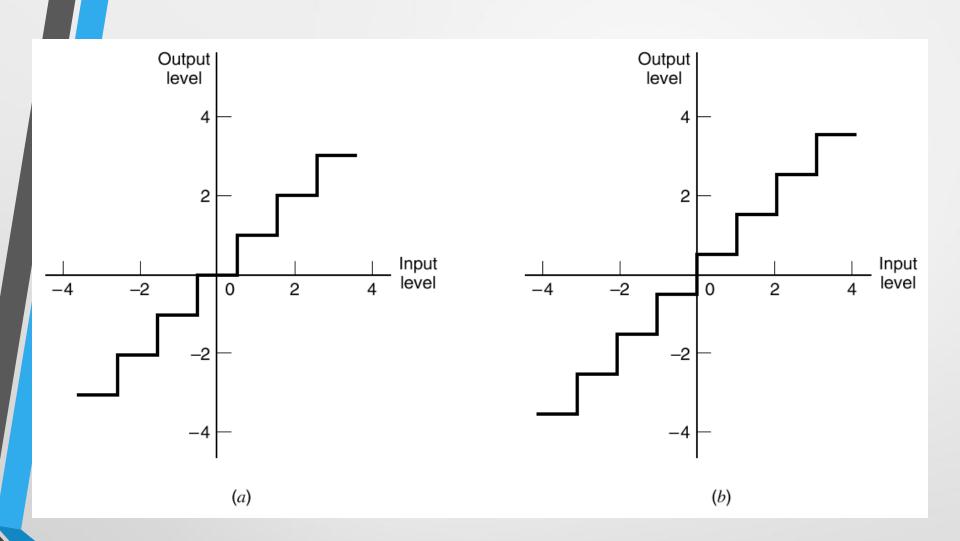


Figure 3.10 Two types of quantization: (*a*) midtread and (*b*) midrise.

$E = Xq (nTs) - X(nTs) = [\Delta/2]$ Quantization Error

- The maximum quantization error will be $[+\Delta / 2]$
- Transmission Bandwith:

q = 2 ^v

Where

v = no of binary digits to represent each level and q = to no of digital levels of q- level quantizer. If v = 4, then; q = 16 levels.

Each sample is converted to v binary bits i.e. no of bits per sample = v

Baseband Transmission Baildwidth of PCM

The bit rate of PCM data is defined as:

 $R = nf_s$

n = the number of bits in the PCM word (M = 2^n)

The bandwidth of PCM signal,

 $B_{PCM} > = 0.5R = 0.5nf_s$

Minimal sampling rate $f_s >= 2B$

 $B_{PCM} > = nB$

Baseband Transmission Juse in PCM

1. Quantization noise --> M-step quantizing at the transmitter

Quantization noise power,

$$\sigma_q^2 = \overline{\varepsilon_k^2} = \frac{1}{3q^2}$$

2. Channel noise --> causes bit errors at the receiver

PCM performance

Destination signal-to-noise ratio,

$$\left(\frac{S}{N}\right)_D = \frac{S_x}{\sigma_q^2} = 3q^2 S_x$$

Since, $S_x = \overline{x^2} \le 1$ and $q = 2^v$, in decibels

$$\left(\frac{S}{N}\right)_{D} = 10\log_{10}(3 \times 2^{2\nu}S_{x}) \le 4.8 + 6.0\nu$$
 dB

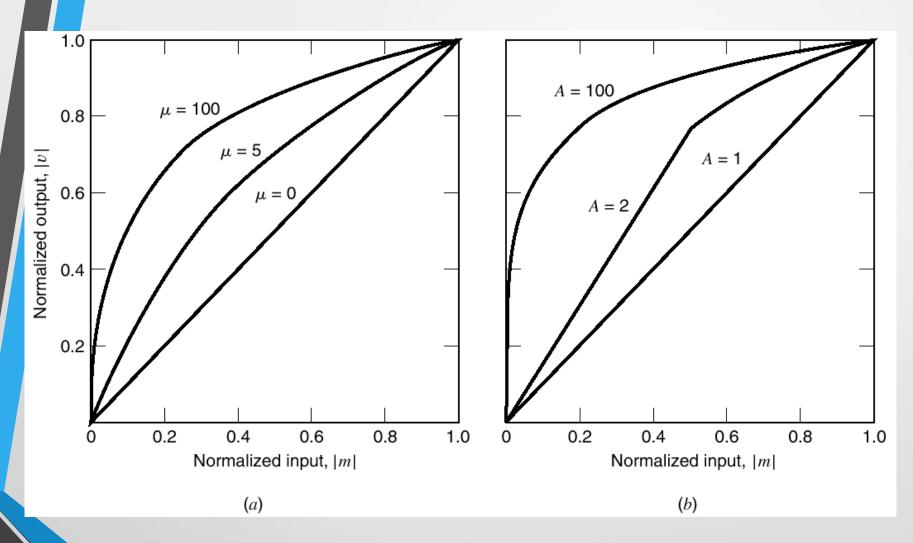


Figure 3.14 Compression laws. (*a*) μ -law. (*b*) A-law.

Baseband Transmission **Transmission**

