Lecture 5*b*: Line Codes

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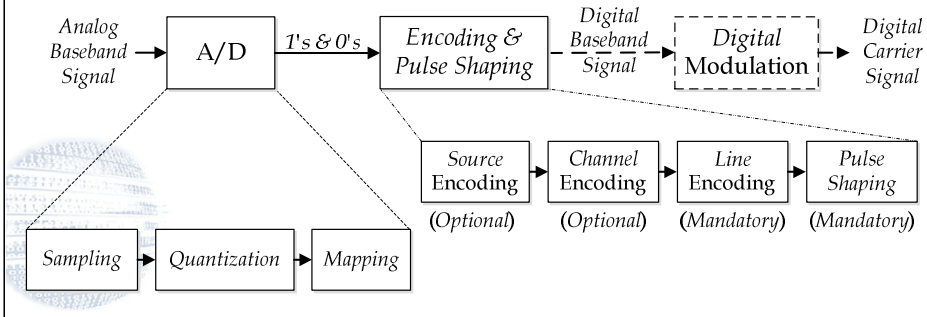
Digitization

- **Sampling** (discrete analog signal).
- **Quantization** (quantized discrete signal)
- **Mapping** (stream of 1's and 0's).
- **Encoding** and **Pulse Shaping** (digital baseband signal).



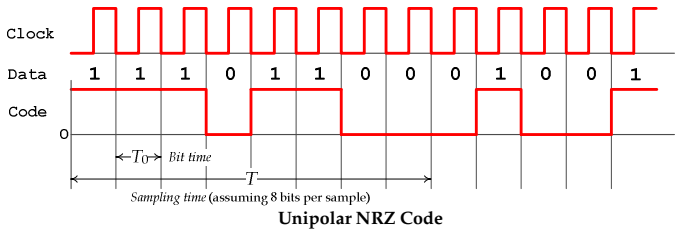
Line Coding

Advantages of a good ***Line Code***:

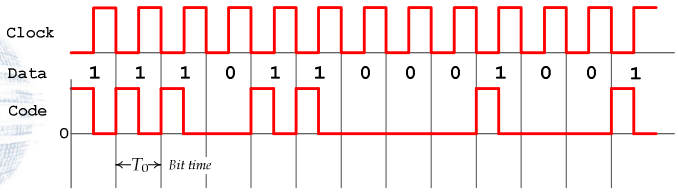
- *Clock recovery* at the receiver (enough transitions in the received bit sequence).
- No *DC component* nor *low-frequency* power content (important for long-distance communication channels).
- Smaller transmission bandwidth.
- Maximum power in the signal to improve Signal-to-Noise Ratio (SNR).

Unipolar NRZ and Unipolar RZ

Uses a positive rectangular pulse p(t) to represent binary 1, and the absence of a pulse (i.e., zero voltage) to represent a binary 0.

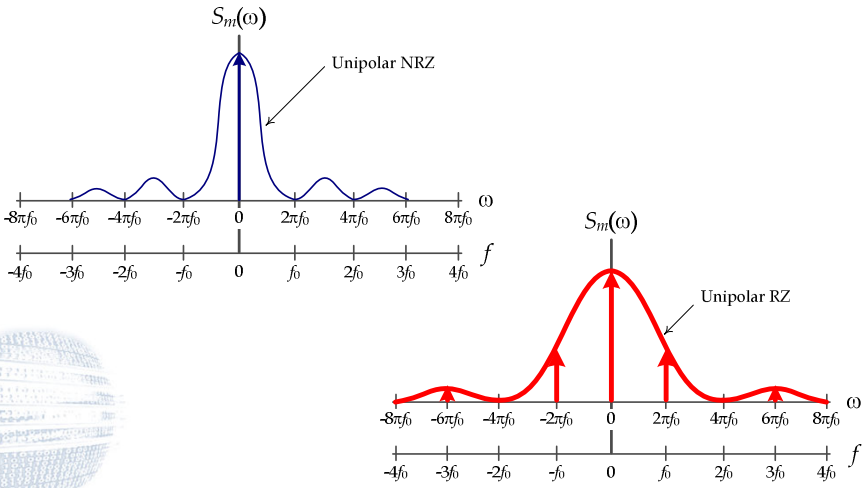


Unipolar NRZ Code



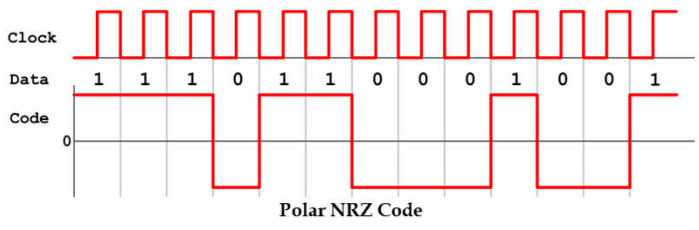
Unipolar RZ Code

Unipolar PSD

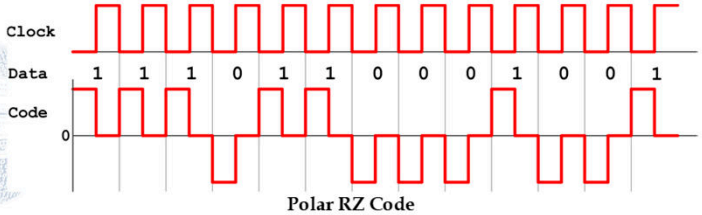


Polar NRZ and Polar RZ

Binary 1's are represented by a pulse p(t) and binary 0's are represented by the negative of this pulse -p(t).

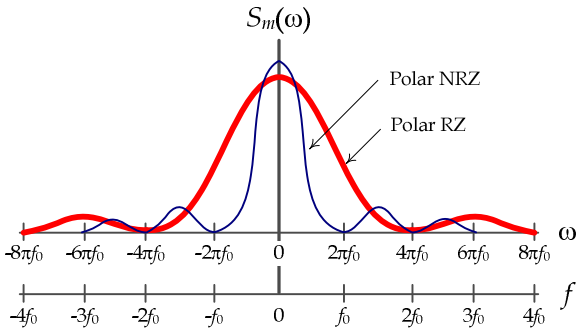


Polar NRZ Code



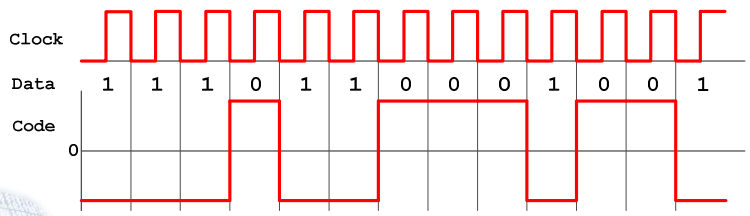
Polar RZ Code

Polar PSD



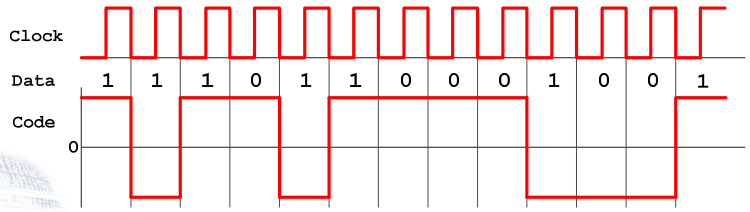
Non-Return-to-Zero-Level (NRZ-L)

A variant of Polar NRZ is NRZ-L in which the 1's and 0's are represented by -p(t) and p(t), respectively.



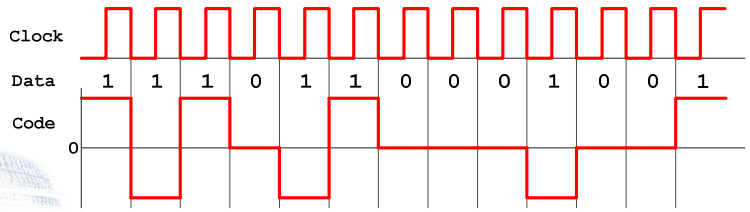
Non-Return-to-Zero, Inverted (NRZI)

In NRZI there are two possible pulses, p(t) and -p(t). A transition from one pulse to the other happens if the bit being transmitted is a logic 1, and no transition happens if the bit being transmitted is a logic 0.



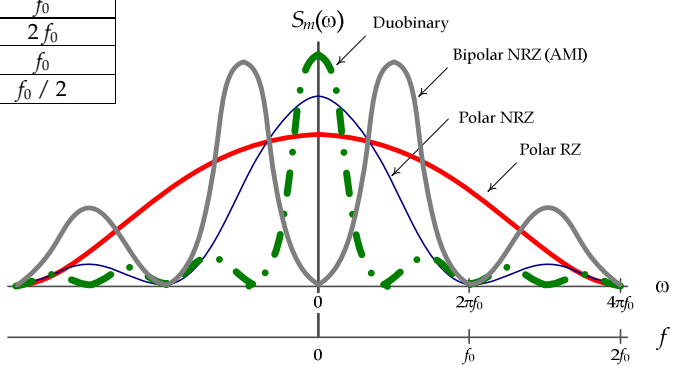
Bipolar (AMI)

A logic 0 is represented with a grounded or absent pulse, and a logic 1 by either a positive pulse p(t) or negative pulse -p(t). The direction of the pulse is opposite of the pulse sent for the previous logic 1 (mark).



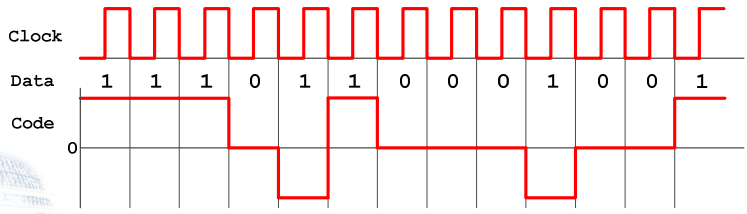
Power Spectral Density

Line Code	Bandwidth
Unipolar NRZ	f_0
Unipolar RZ	$2 f_0$
Polar NRZ	f_0
Polar RZ	$2 f_0$
Bipolar NRZ	f_0
Duobinary	$f_0 / 2$

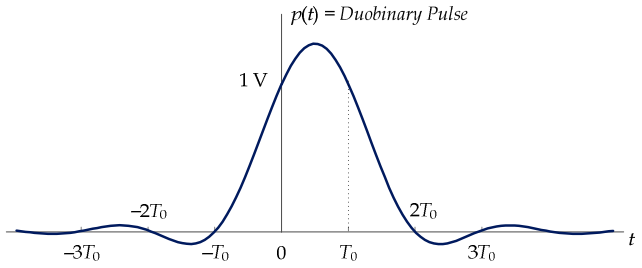


Duobinary

A **0** bit is represented by a zero-level electric voltage; a **1** bit is represented by a p(t) if the quantity of 0 bits since the last 1 bit is even, and by -p(t) if the quantity of 0 bits since the last 1 bit is odd.

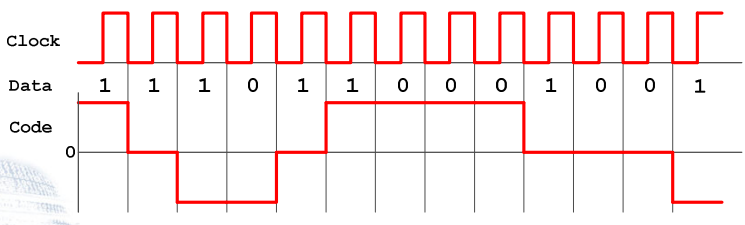


Be ware: Duobinary Pulse



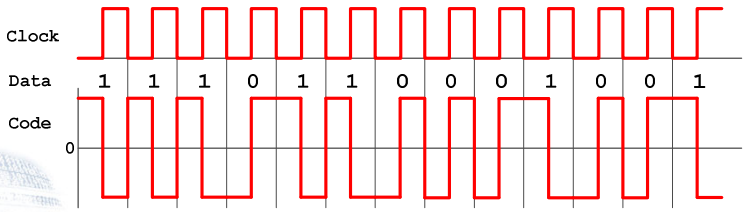
MLT-3

MLT-3 cycles through the states -p(t), 0, p(t), 0, -p(t), 0, p(t), 0, ... etc. It moves to the next state to transmit a **1** bit, and stays in the same state to transmit a **0** bit.



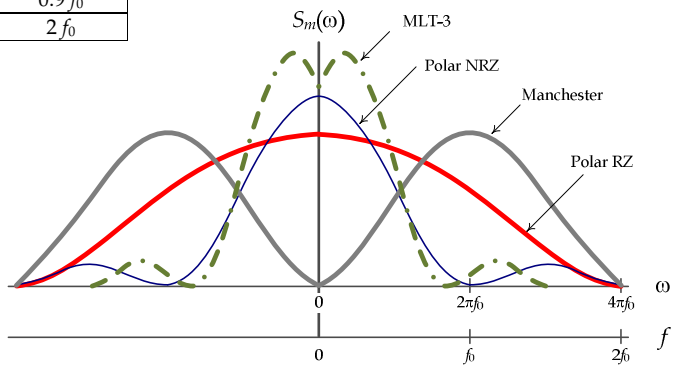
Manchester

Manchester states that a logic **0** is represented by a **High-Low signal** sequence and a logic **1** is represented by a **Low-High signal** sequence.



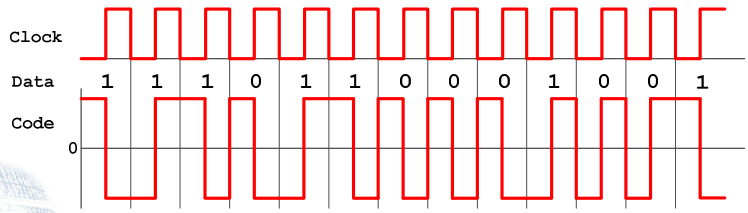
Power Spectral Density

Line Code	Bandwidth
Polar NRZ	f_0
Polar RZ	$2\,f_0$
MLT-3	$0.9\,f_0$
Manchester	$2\,f_0$



Differential Manchester

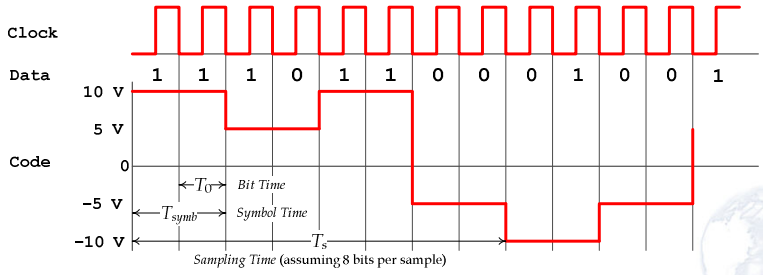
A **1** bit is indicated by the absence of a transition at the start of the bit-time. A **0** bit is indicated by a transition at the beginning of the bit-time.



M-ary Coding

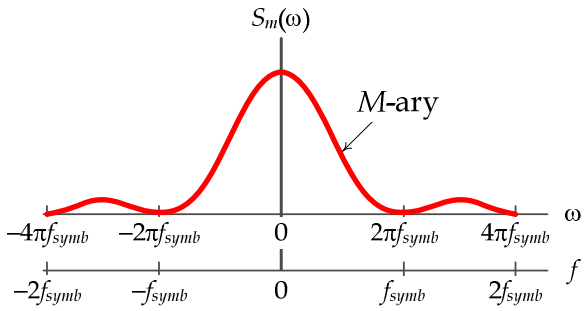
Bits	Symbol
00	–5 V
01	–10 V
10	5 V
11	10 V

M=4 levels



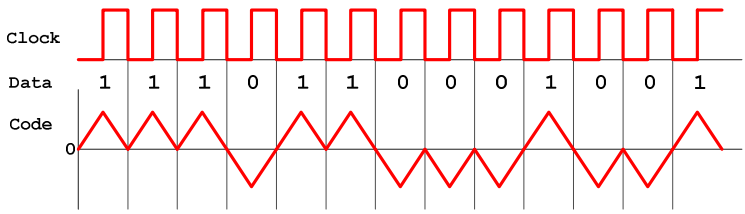
Quaternary Code

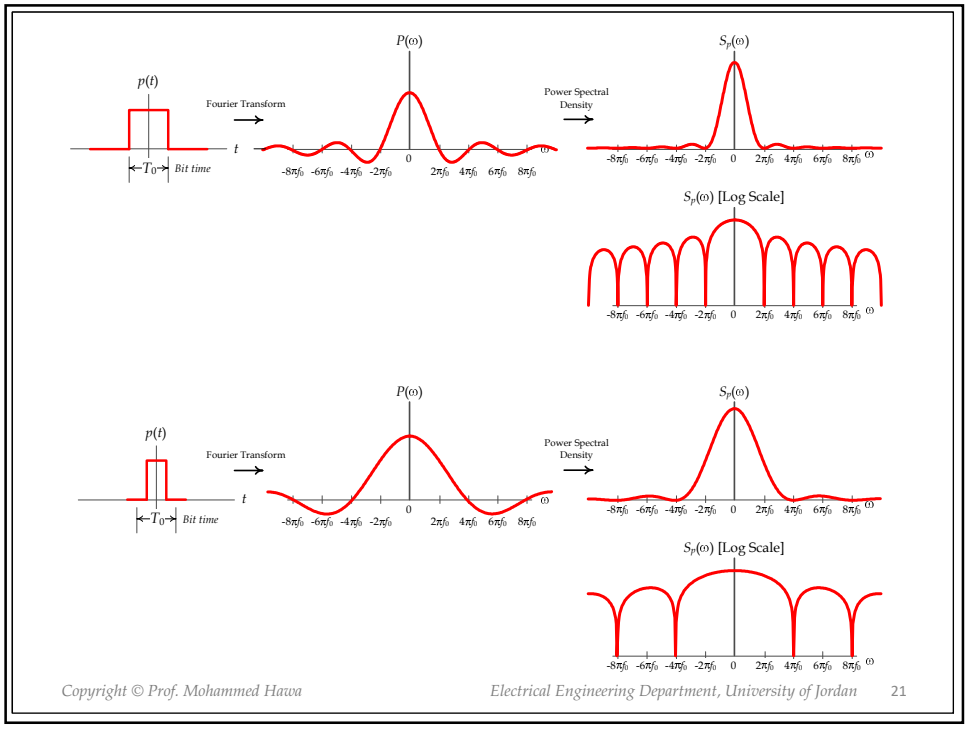
M-ary PSD and Bandwidth

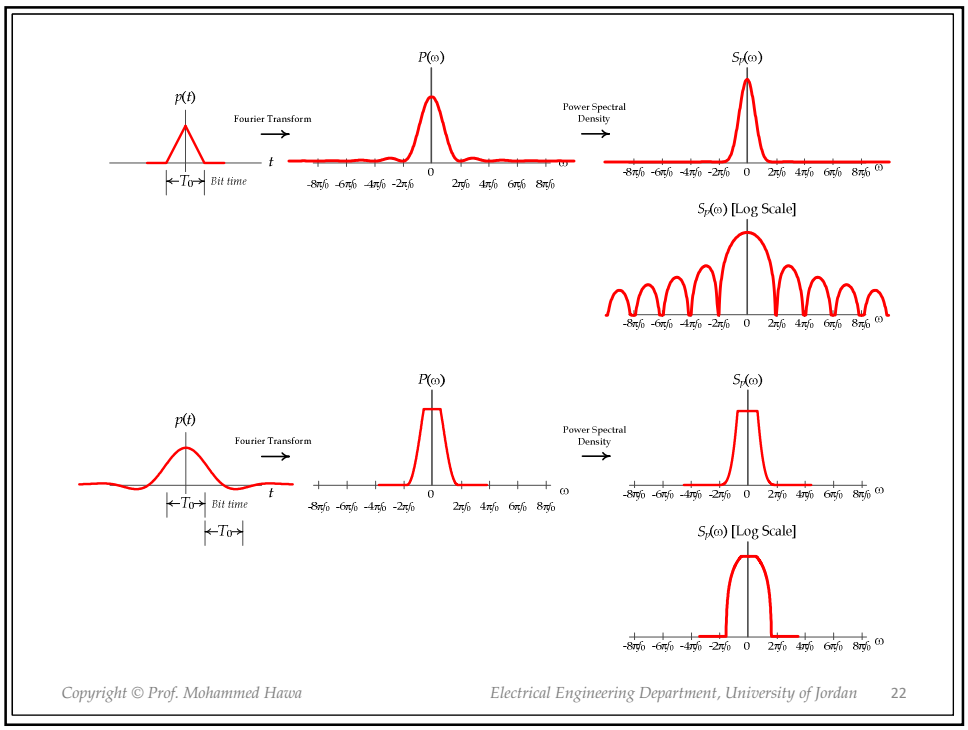


symbol rate [*in units of* baud] = $(1/\log_2(M))$ × data bit rate [*in units of* bit/s]

Pulse Shaping







Pulse Shaping: Polar *Raised-Cosine*