

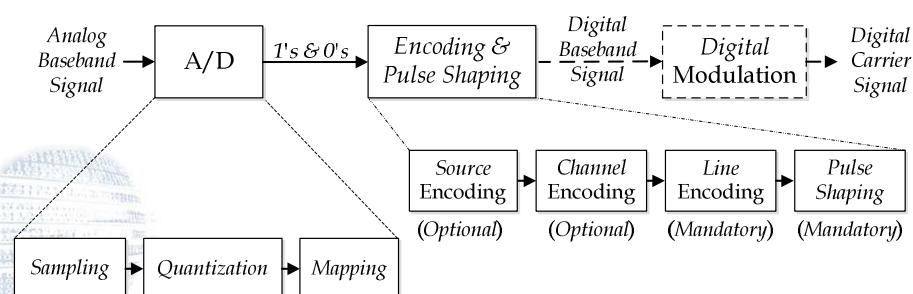
## Lecture 5b: Line Codes

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EE421: Communications I

## Digitization

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



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## 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)*.

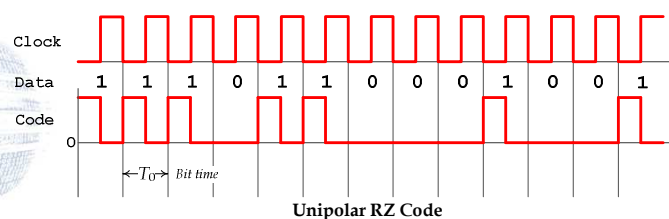
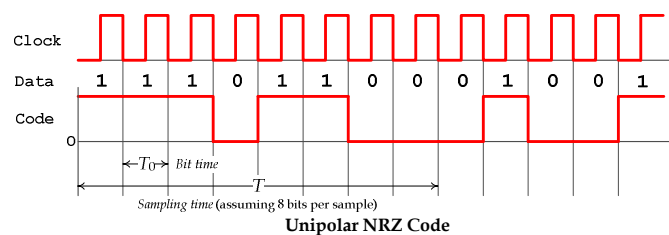


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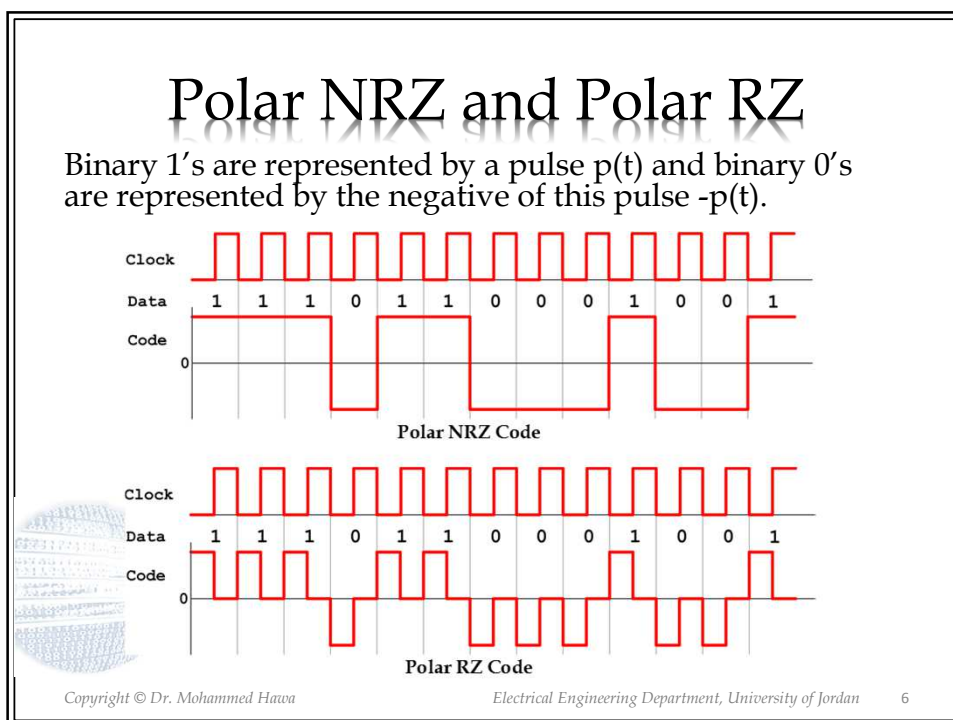
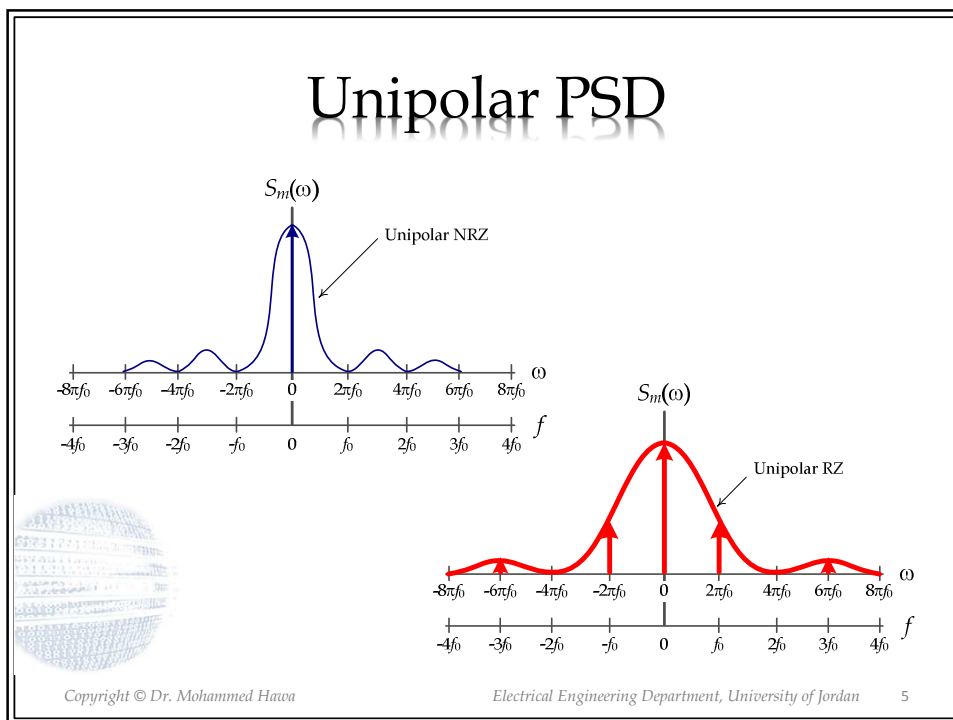
## Unipolar NRZ and Unipolar RZ

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.

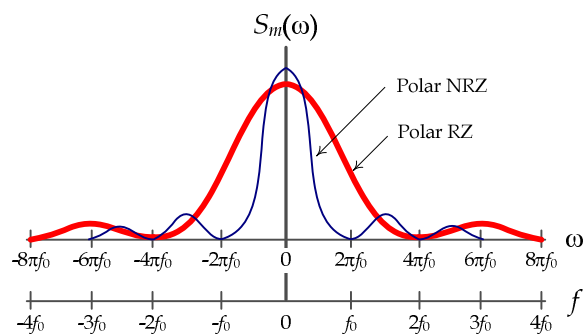


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## Polar PSD

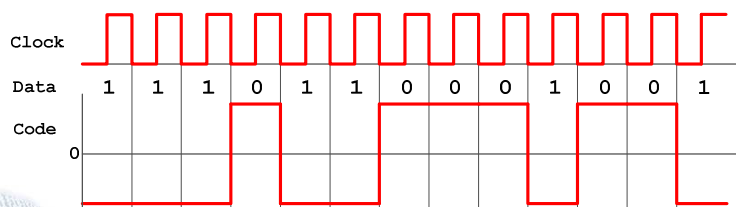


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## Non-Return-to-Zero-Level (NRZ-L)

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.

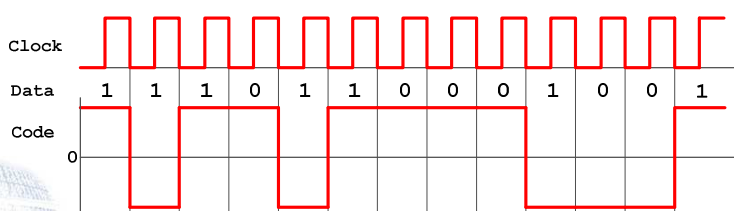


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## Non-Return-to-Zero, Inverted (NRZI)

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.

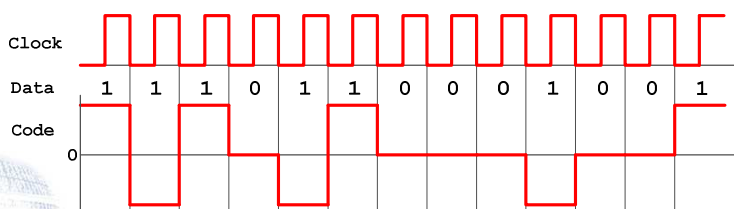


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## Bipolar (AMI)

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).

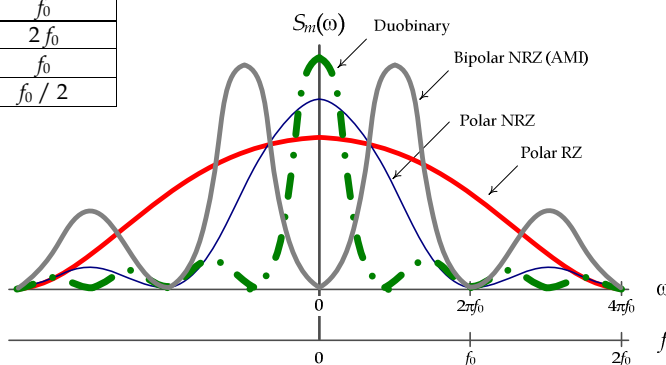


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# Power Spectral Density

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

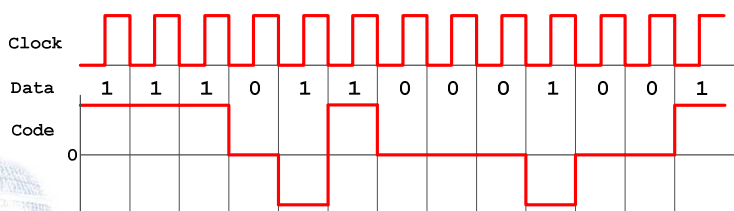


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# Duobinary

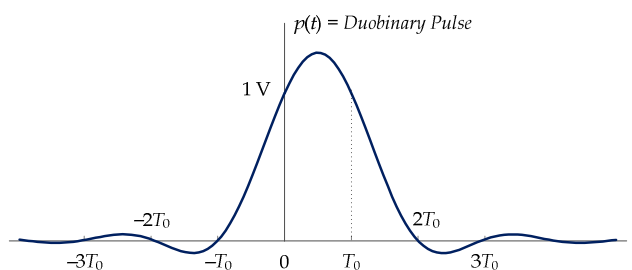
A 0 bit is represented by a zero-level electric voltage; a 1 bit is represented by a  $p(t)$  if the quantity of 0 bits since the last 1 bit is even, and by  $-p(t)$  if the quantity of 0 bits since the last 1 bit is odd.



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## Be ware: Duobinary Pulse

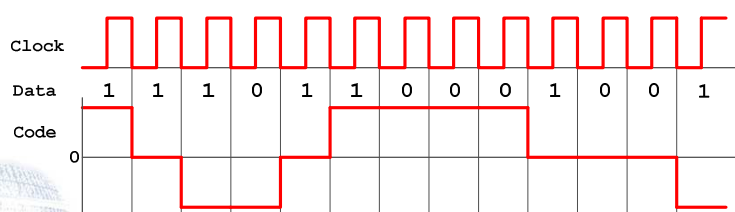


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## MLT-3

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.

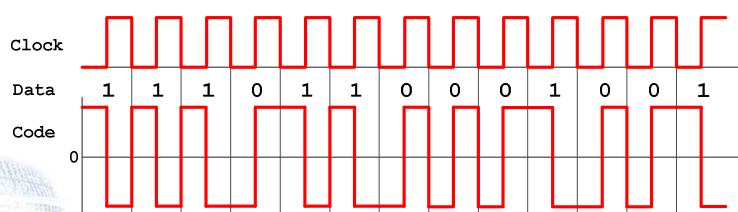


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# Manchester

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.

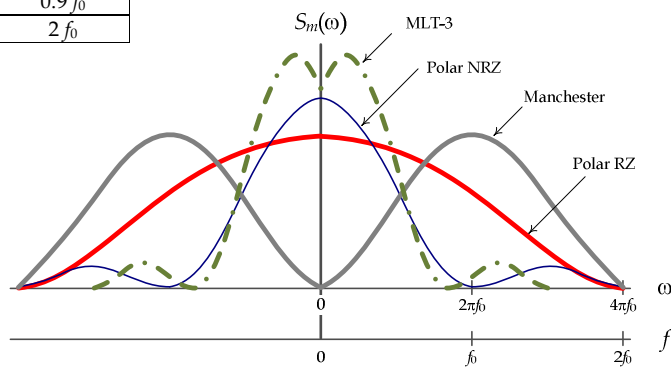


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# Power Spectral Density

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



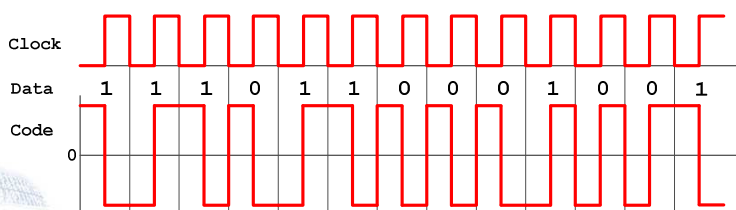
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# Differential Manchester

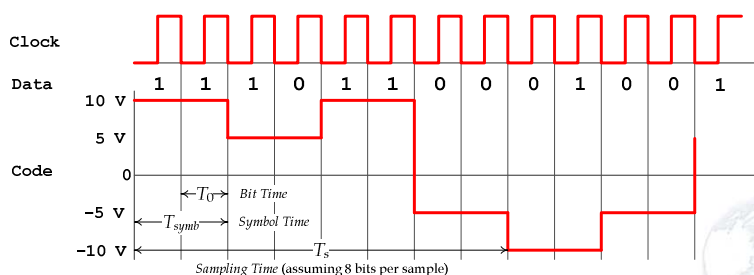
A 1 bit is indicated by the absence of a transition at the start of the bit-time. A 0 bit is indicated by a transition at the beginning of the bit-time.



# M-ary Coding

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

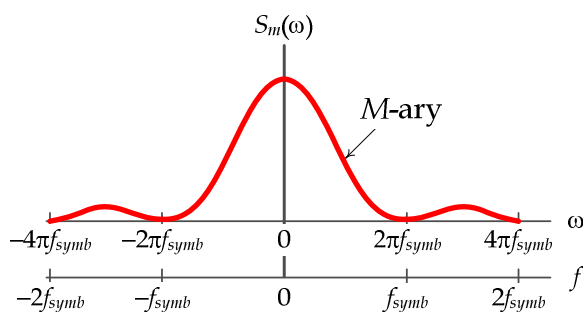
M=4 levels



Quaternary Code



## M-ary PSD and Bandwidth

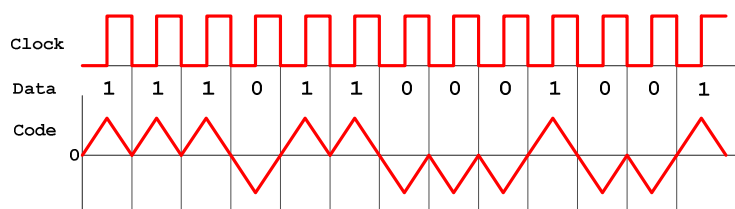


symbol rate [in units of baud] =  $(1/\log_2(M)) \times$  data bit rate [in units of bit/s]

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## Pulse Shaping



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