

# Overview

---

- This Lecture
  - Signals and Encoding
  - Source: Section 1.1, 3.4, 4.1, 4.2, 5.1
- Next Lecture
  - Data Transmission
  - Source: Sections 1.1, 4.3, 6.1

# Data Representation

---

- Morse code
- Bit (0,1), Byte (8 bits)
- ASCII code (American Standard Code for Information Interchange, 7-bit code, keyboard characters)
- Unicode (16-bit, math symbols, more characters)
- Other codes (8-bit EBCDIC by IBM)

|   |         |   |         |   |         |
|---|---------|---|---------|---|---------|
| A | • -     | J | • - - - | S | • • •   |
| B | - • • • | K | - • -   | T | -       |
| C | - • - • | L | • - - - | U | • • -   |
| D | - - • • | M | --      | V | • • • - |
| E | •       | N | - -     | W | • - -   |
| F | - • - - | O | - - -   | X | - - - - |
| G | - - - - | P | • - - • | Y | - - - - |
| H | - - - - | Q | • - - - | Z | - - - - |
| I | ..      | R | • - -   |   |         |

# ASCII Code

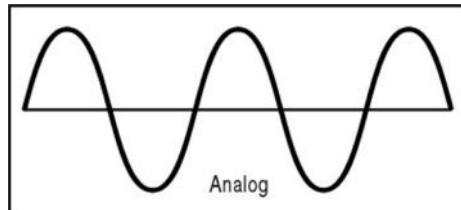
|         |         |    |         |         |    |         |         |    |   |
|---------|---------|----|---------|---------|----|---------|---------|----|---|
| 0100001 | 21      | !  | 1000001 | 41      | A  | 1100001 | 61      | a  |   |
| 0100010 | 22      | "  | 1000010 | 42      | B  | 1100010 | 62      | b  |   |
| 0100011 | 23      | #  | 1000011 | 43      | C  | 1100011 | 63      | c  |   |
| 0100100 | 24      | \$ | 1000100 | 44      | D  | 1100100 | 64      | d  |   |
| 0100101 | 25      | %  | 1000101 | 45      | E  | 1100101 | 65      | e  |   |
| 0100110 | 26      | &  | 1000110 | 46      | F  | 1100110 | 66      | f  |   |
| 0100111 | 27      | '  | 1000111 | 47      | G  | 1100111 | 67      | g  |   |
| 0101000 | 28      | (  | 1001000 | 48      | H  | 1101000 | 68      | h  |   |
| 0101001 | 29      | )  | 1001001 | 49      | I  | 1101001 | 69      | i  |   |
| 0101010 | 2A      | *  | 1001010 | 4A      | J  | 1101010 | 6A      | j  |   |
| 0101011 | 2B      | +  | 1001011 | 4B      | K  | 1101011 | 6B      | k  |   |
| 0101100 | 2C      | ,  | 1001100 | 4C      | L  | 1101100 | 6C      | l  |   |
| 0101101 | 2D      | -  | 1001101 | 4D      | M  | 1101101 | 6D      | m  |   |
| 0101110 | 2E      | .  | 1001110 | 4E      | N  | 1101110 | 6E      | n  |   |
| 0101111 | 2F      | /  | 1001111 | 4F      | O  | 1101111 | 6F      | o  |   |
| 0110000 | 30      | 0  | 1010000 | 50      | P  | 1110000 | 70      | p  |   |
| 0110001 | 31      | 1  | 1010001 | 51      | Q  | 1110001 | 71      | q  |   |
| 0110010 | 32      | 2  | 1010010 | 52      | R  | 1110010 | 72      | r  |   |
| 0110011 | 33      | 3  | 1010011 | 53      | S  | 1110011 | 73      | s  |   |
| 0110100 | 34      | 4  | 1010100 | 54      | T  | 1110100 | 74      | t  |   |
| 0110101 | 35      | 5  | 1010101 | 55      | U  | 1110101 | 75      | u  |   |
| 0110110 | 36      | 6  | 1010110 | 56      | V  | 1110110 | 76      | v  |   |
| 0110111 | 37      | 7  | 1010111 | 57      | W  | 1110111 | 77      | w  |   |
| 0111000 | 38      | 8  | 1011000 | 58      | X  | 1111000 | 78      | x  |   |
| COSC2   | 0111001 | 39 | 9       | 1011001 | 59 | Y       | 1111001 | 79 | y |

# Definitions

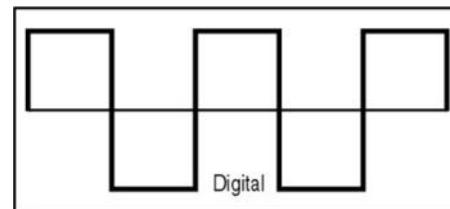
---

- Computers are digital
- Signal: A way of conveying information
  - electrical voltage or current, radio waves, light
- To be transmitted, information must be transformed to electromagnetic signals.
  - Signals can be analog or digital
  - Digital transmission and Analog transmission

Analog signals  
(Telephone/Radio)



Digital signals  
(0/1 bit)



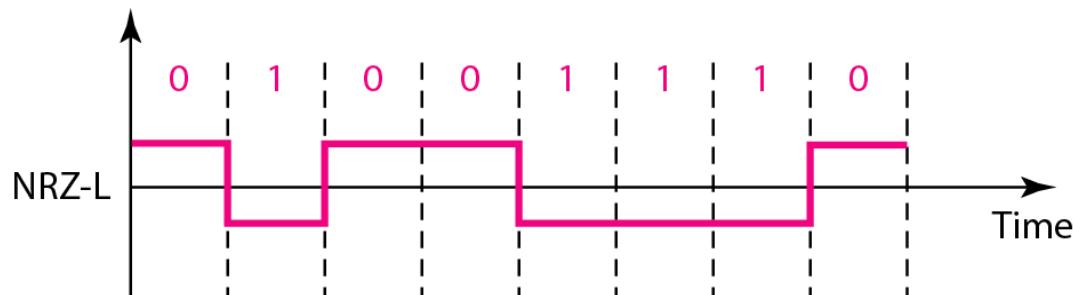
# Digital Transmission

---

- Digital-to-digital conversion
  - Digital transmission of digital data
  - Converts sequence of bits to digital signals
- Encoding
  - Assigning a meaning to signals
  - A signal is worthless if no meaning is assigned
  - A different encoding gives a particular signal a different interpretation
  - NRZ, Manchester, Differential Manchester

# Digital Transmission (cont.)

- NRZ Encoding



- How many 0s?

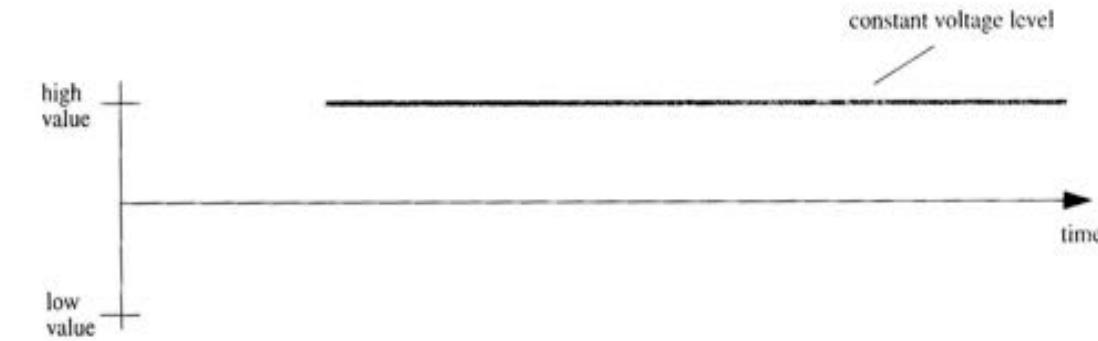
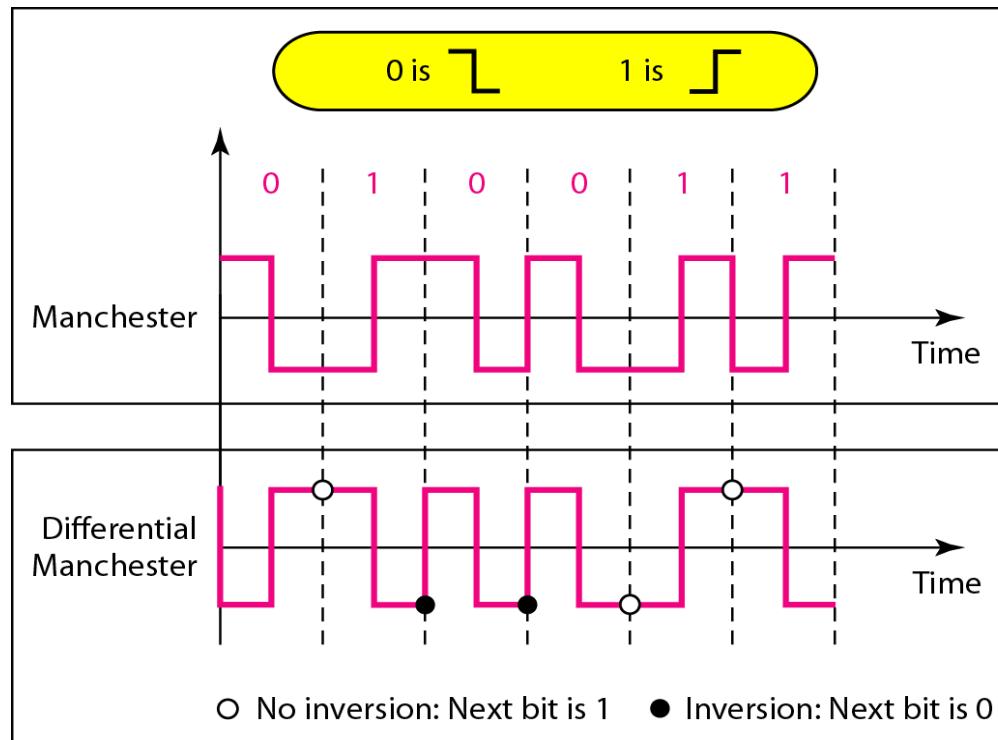


Figure 2.32 NRZ Encoding of a Sequence of 0s

# Digital Transmission (cont.)

- Manchester and Differential Manchester



- Example: 1001011

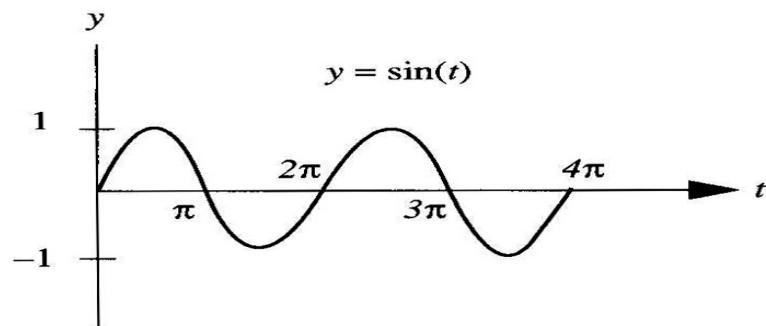
# Analog Transmission

---

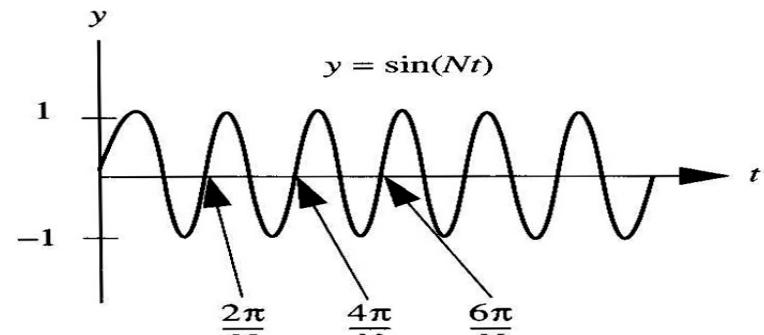
- Modem: Modulator-demodulator
  - Converts digital to analog (**Modulation**)
  - Send the analog signal over telephone line
  - Receive the analog signal
  - Convert the analog signal to digital (**Demodulation**)
  - D/A and A/D Conversion
- Methods: FSK, ASK, PSK, QAM

# Analog Transmission (cont.)

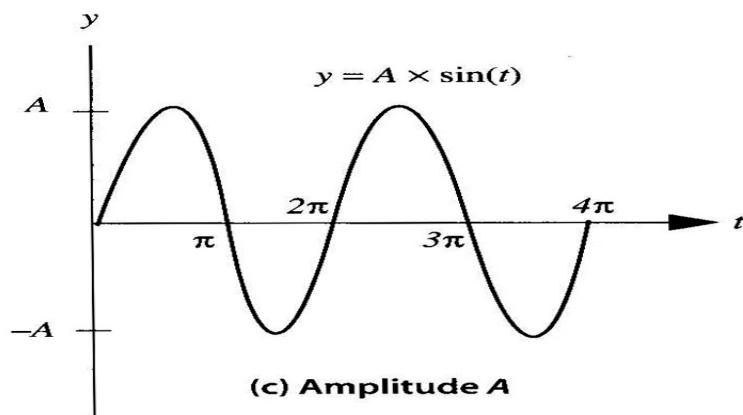
- Analog signals can be distinguished by amplitude, frequency, and phase.



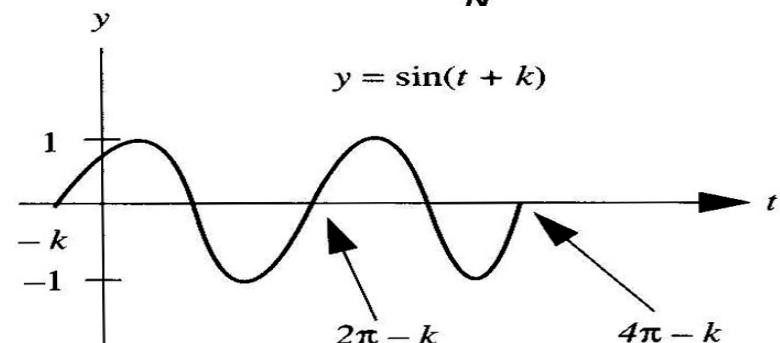
**(a) Period  $2\pi$**



**(b) Period  $\frac{2\pi}{N}$**



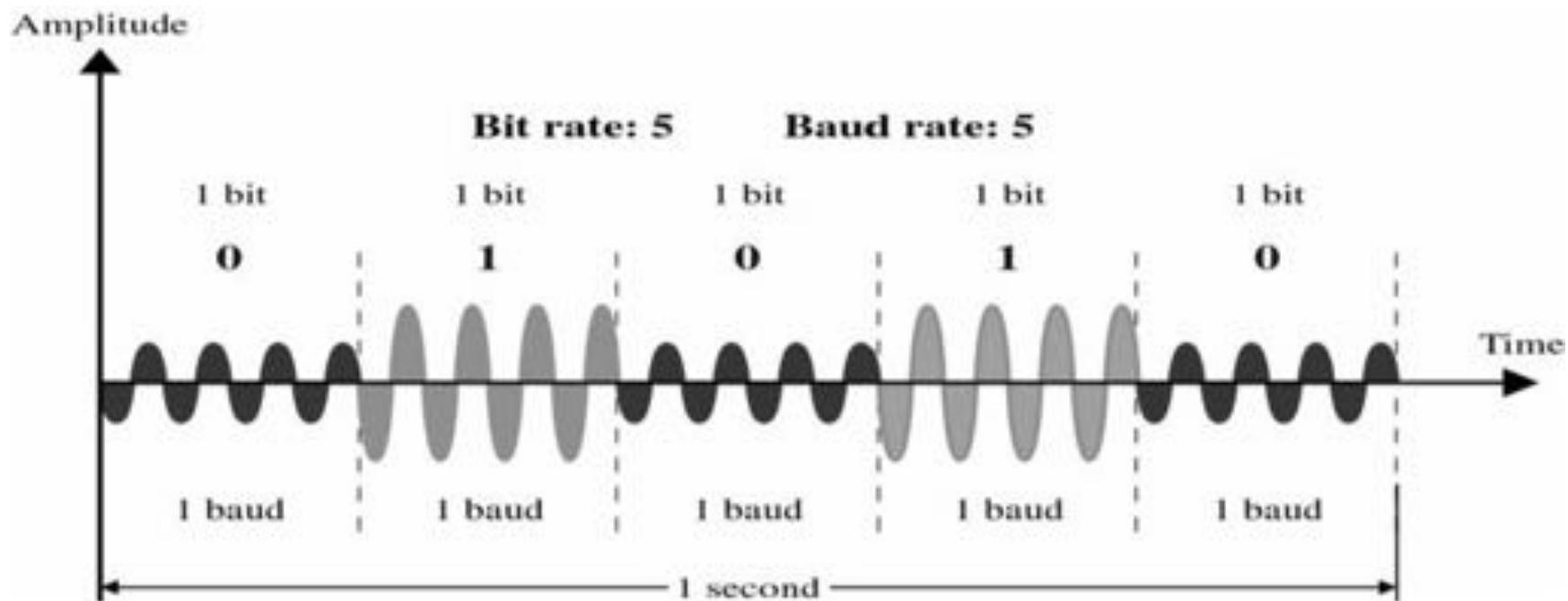
**(c) Amplitude  $A$**



**(d) Phase Shift  $k$**

# Analog Transmission (cont.)

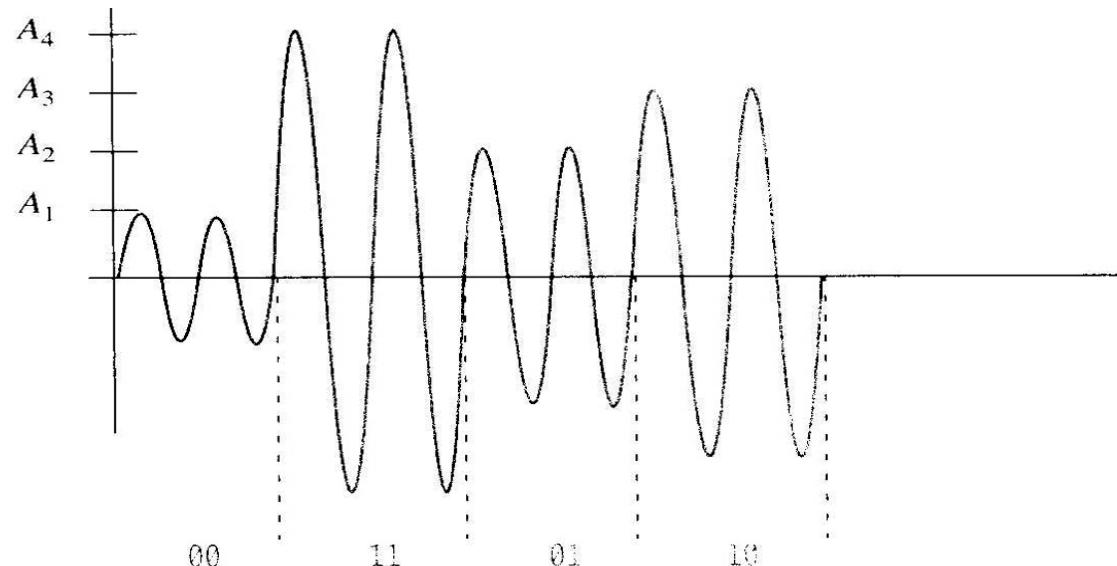
- Amplitude modulation
  - Amplitude shift keying (ASK): The amplitude of the carrier signal is varied to create signal element.
  - ASK is highly susceptible to noise interference



# Analog Transmission (cont.)

- Can we send more than one bit at a time?

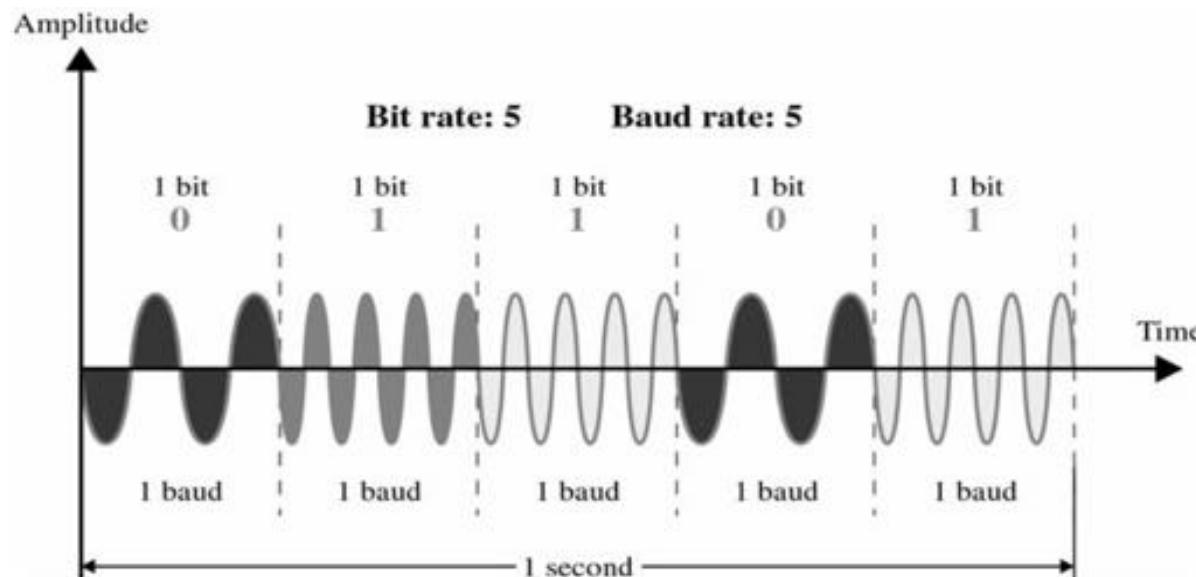
| Amplitude of Signal | Bit Values |
|---------------------|------------|
| $A_1$               | 00         |
| $A_2$               | 01         |
| $A_3$               | 10         |
| $A_4$               | 11         |



Amplitude Shift Keying (Four Amplitudes), Two Bits per Baud

# Analog Transmission (cont.)

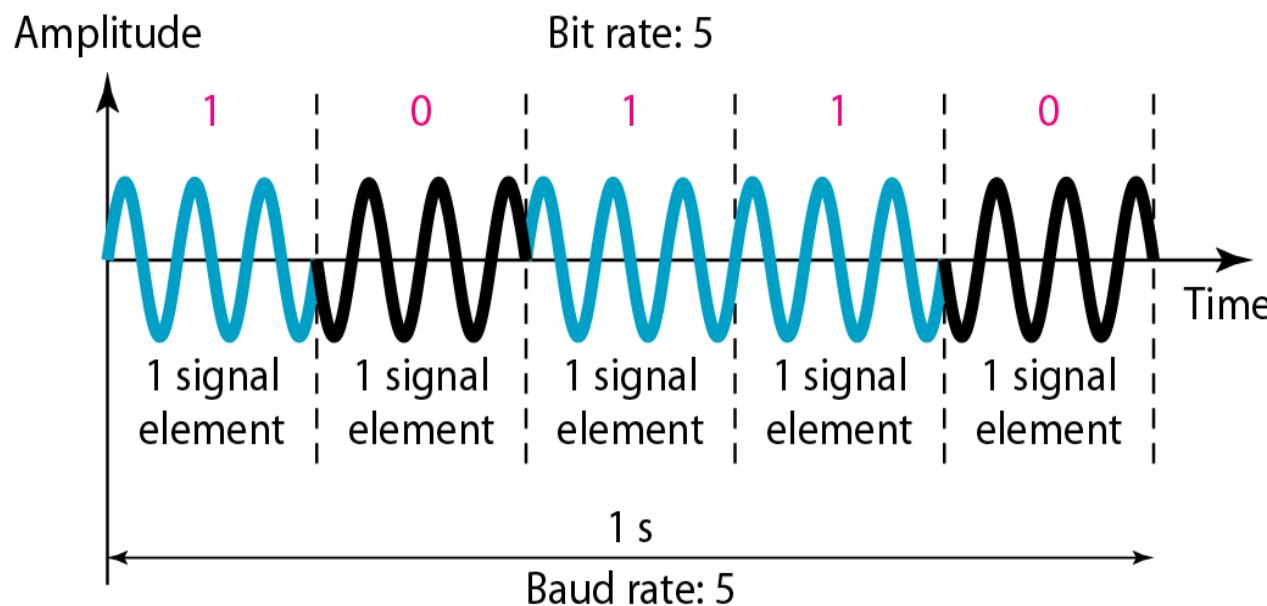
- Frequency modulation
  - Frequency shift keying (FSK): Frequency of signal is varied to represent binary 1 or 0
  - FSK avoids most of the noise problems of ASK, but is limited by the physical capabilities of the carrier



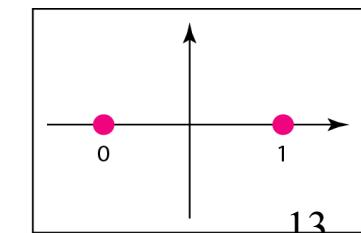
# Analog Transmission (cont.)

- Phase modulation

- Phase shift keying (PSK): The phase of the signal is varied to represent different signal elements.
- PSK is not susceptible to the noise degradation that affects ASK, nor to the bandwidth limitations of FSK
- Constellation diagram

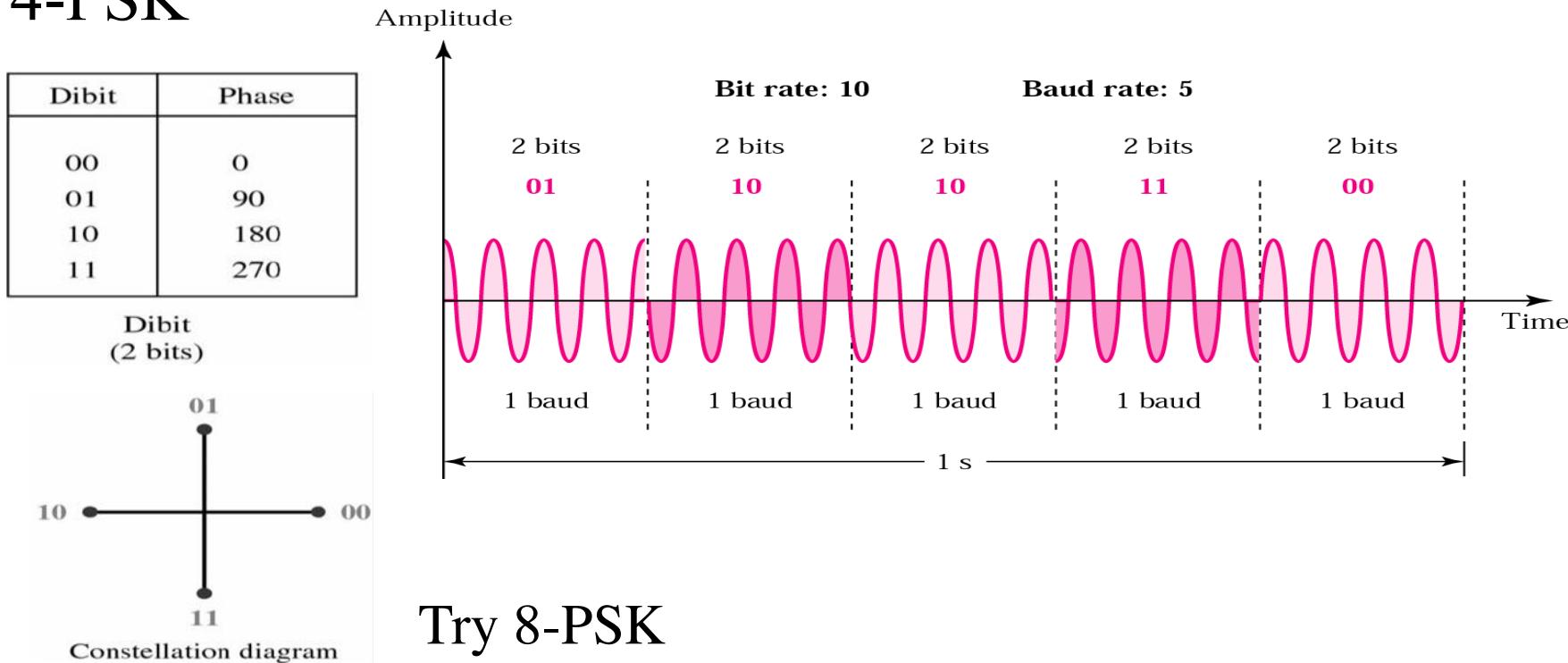


| bit | phase       |
|-----|-------------|
| 1   | $0^\circ$   |
| 0   | $180^\circ$ |



# Analog Transmission (cont.)

- **4-PSK**

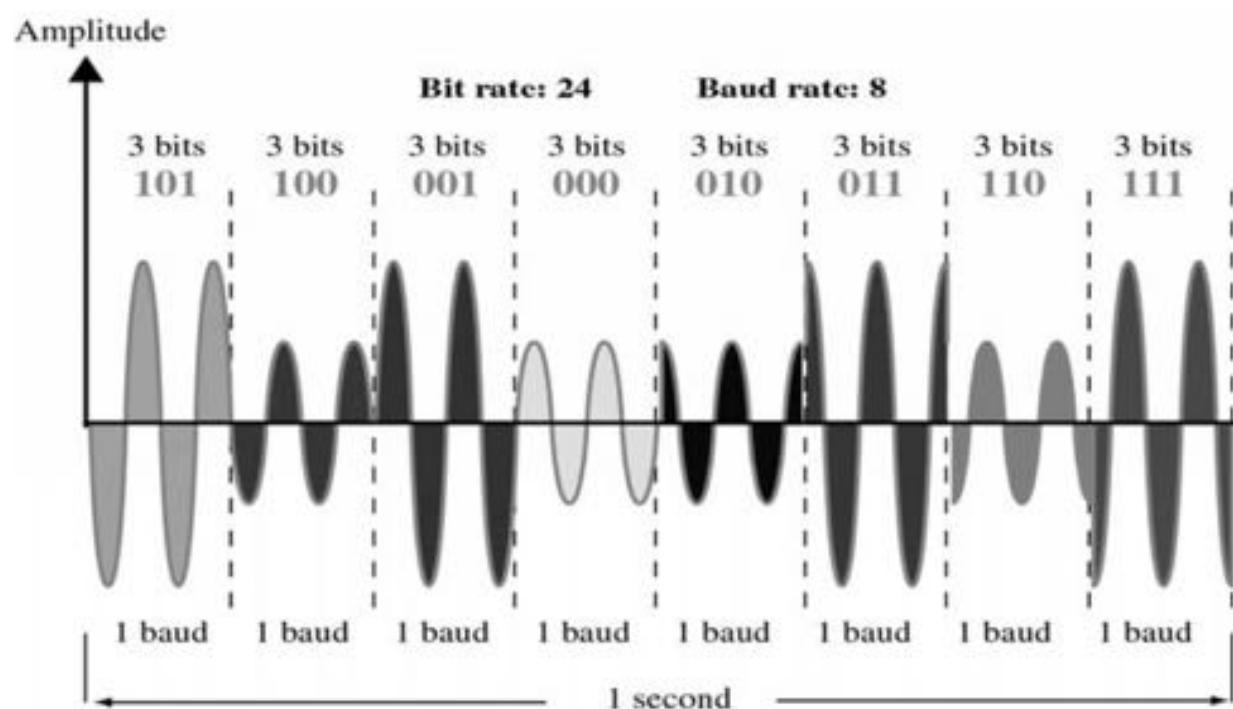
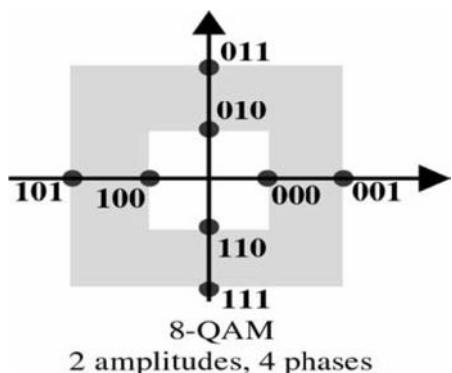


- PSK is limited by the ability of the equipment to distinguish small differences in phase (Why not combine PSK with ASK?)

# Analog Transmission (cont.)

- Quadrature Amplitude Modulation (QAM): a combination of ASK and PSK

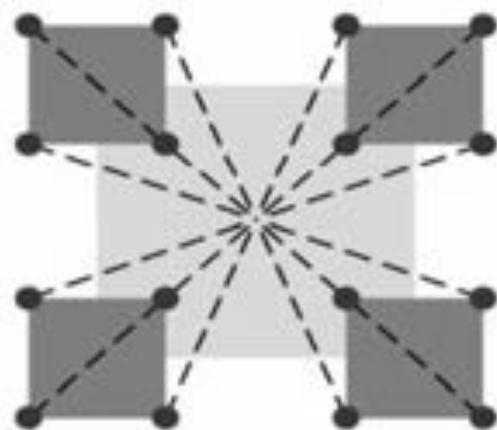
| Bit Values | Amplitude of Signal | Phase Shift |
|------------|---------------------|-------------|
| 000        | $A_1$               | 0           |
| 001        | $A_2$               | 0           |
| 010        | $A_1$               | $1/4p$      |
| 011        | $A_2$               | $1/4p$      |
| 100        | $A_1$               | $2/4p$      |
| 101        | $A_2$               | $2/4p$      |
| 110        | $A_1$               | $3/4p$      |
| 111        | $A_2$               | $3/4p$      |



# Analog Transmission (cont.)

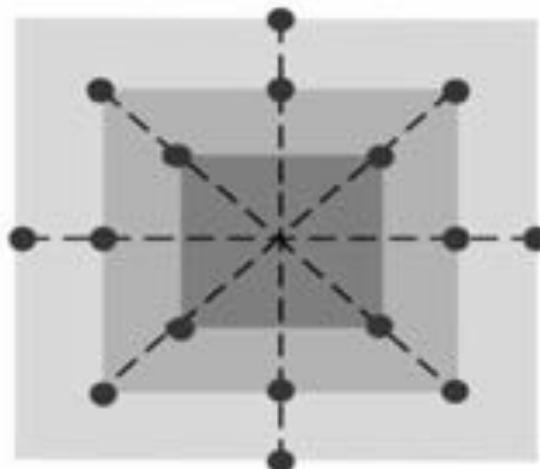
- Variations of QAM are numerous. The example is 8 QAM, try design 16 QAM

3 amplitudes, 12 phases



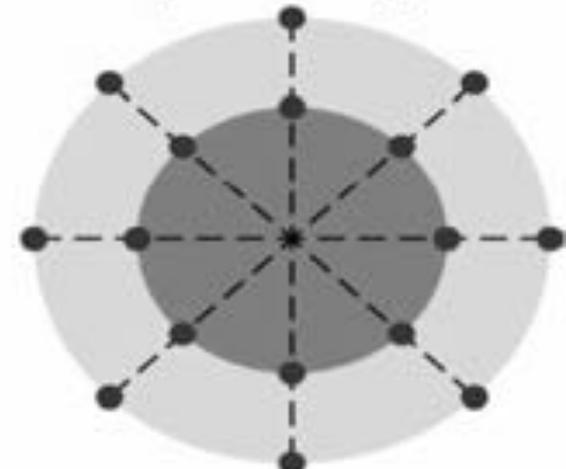
16-QAM

4 amplitudes, 8 phases



16-QAM

2 amplitudes, 8 phases



16-QAM

# Analog Transmission (cont.)

---

- Bit Rate and Baud rate
  - Bit rate : the number of bits per second.
  - Baud rate : the number of signal elements per second.  
(Number of signal changes per second)
  - **Bit rate = baud rate × n**  
(n is Number of bits represented by each signal element)
  - In the analog transmission of digital data, the Baud rate is less than or equal to the bit rate
  - An analog signal carries 4 bits per signal element. If 1000 signal elements are sent per second, find the baud rate and bit rate. (1k bauds per second, 4kbps)

# Modulating/Carrier/Modulated signals

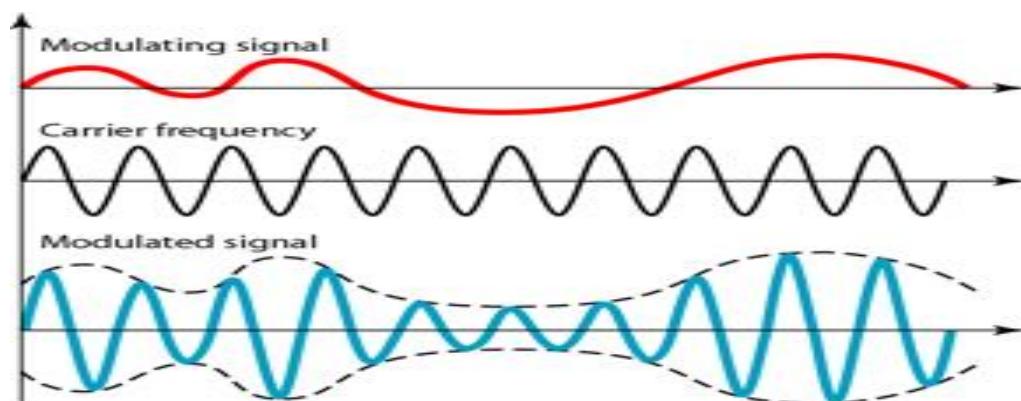
---

- Modulating signal: information to transmit
- Carrier signal: base signal (high frequency) that device produces (to be changed by modulating signal)
- Modulated signal: carrier signal altered (characteristics changed) by the modulating signal.
- Frequency of the carrier signal is greater than the highest frequency of the modulating signal

# Analog-to-analog conversion

---

- Analog-to-analog conversion is the representation of analog information by an analog signal.
- Use a high frequency signal to carry the information of a low frequency signal.



# Analog-to-digital conversion

---

- Digital representation of analog data
  - Multimedia, music, movies, microphone, camera
  - Accurate replay of high quality analog signals
- Digitization: Analog signal is sampled, quantized and encoded as streams of bits.

# Summary

---

- Data Representation
- Digital Transmission
  - Encoding Methods for Digital to digital conversion
- Analog Transmission
  - Modulation Methods for digital to analog conversion
- Analog-to-digital/Analog-to-analog conversion