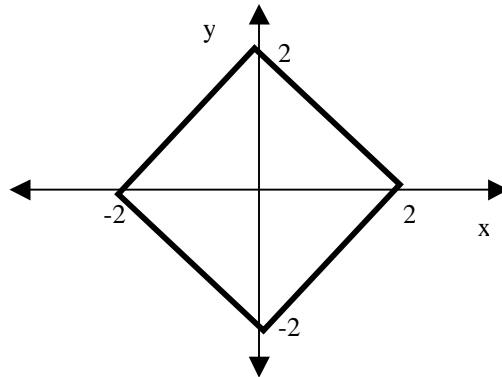


## EC 305 : Communication Systems

### Tutorial 1 : Sampling, Quantisation, & Line Coding

1. X is a (random) variable with an uniform probability density function (pdf) between the two limits (a,b) specified simply as follows:  $f_X(x) = 1/(b-a)$ , if  $a \leq x \leq b$ ; else,  $f_X(x) = 0$ . The mean value of X is defined by  $m_X = E[X] = \int_a^b x f_X(x) dx$  and the power or variance is defined by  $\sigma_X^2 = E[(X - m_X)^2]$ . Using this, show that the variance of the uniformly distributed X is given by  $\sigma_X^2 = (b-a)^2/12$ .
2. Two random variables X and Y are uniformly distributed on the square shown below:



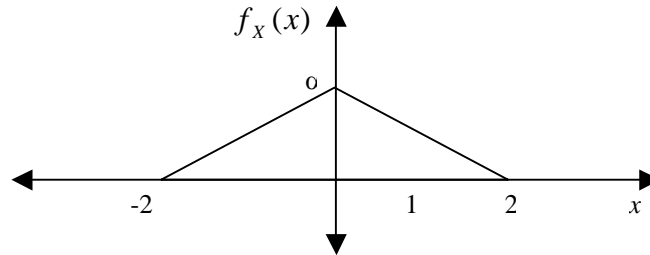
- (a) Find and sketch  $f_X(x)$  and  $f_Y(y)$ .
  - (b) If both of them are individually quantised using 4-level uniform quantisers, specify their Peq.
  - (c) What is the resulting number of bits per (X,Y) pair?
  - (d) Make a neat sketch of the quantization levels in both case (a) and case (b).
3. Optional Question (for the adventurer): For the above joint pdf, can you construct a non-uniform vector quantiser? Again, this will be based on the Lloyd-Max rule, with the difference being that the decision regions are defined by perpendicular bisectors to the line connecting the quantised values. What will be the number of bits/symbol required in this case?
  4. A WSS random process has an acf given by  $R_X(\tau) = \frac{A^2}{2} e^{-|\tau|} \cos(2\pi f_o \tau)$ . Assume that the random process never exceeds 6 in magnitude, and that  $A=6$ .
    - (a) How many uniform quantisation levels are required to provide an SQNR of at least 40dB ?
    - (b) If we want to increase the minimum SQNR to 60dB, how should the required number of quantisation levels change?
    - (c) If  $f_o=1\text{MHz}$ , what is the bit rate you will require to send the quantised samples in both of the above cases?
  5. The psd of a WSS process X(t) is given by

$$S_X(f) = \begin{cases} \frac{f + 5000}{5000}, & -5000 \leq f \leq 0 \\ \frac{-f + 5000}{5000}, & 0 < f \leq 5000 \\ 0, & \text{otherwise} \end{cases}$$

and the maximum amplitude of this process is 6.

- (a) What is the power content of this process?
- (b) If this process is sampled at  $f_s$  to guarantee a guard band of 2000Hz, then what is  $f_s$ ?
- (c) At this sampling rate, if we use a linear PCM system with 256 levels, what is the resulting SQNR in dB?
- (d) What is the resulting bit rate?
- (e) If we need to increase the SQNR by atleast 25dB, how many levels are required? What is the new bit rate?

6. A source  $X$  with a triangular pdf as below is to be quantised to 4 levels:
- Find  $\alpha$ .
  - Assuming a simple uniform quantiser (the obvious choice being  $a_1=-1, \Delta=1$ ), find the pdf of the quantisation error given by  $E=X-X_q$ , where  $X_q$  is the quantised value.
  - What is the SQNR for the uniform 4 level quantiser?
  - Perform 3 iterations for the Lloyd-Max non-uniform quantiser, starting with the initial decision regions as defined in part (b). What is the new SQNR?



7. Given a 10MHz signal  $g(t)$ , with power 2watts, it is required to define a L-bit ADC such that signal to (quantization) noise ratio is at least 48 dB. What is the (least) bit-rate required to represent the sampled stream  $g(kT_s)$ ? Assume power is the square of the (peak) voltage.
8. Reading: “Digital Telephony 3<sup>rd</sup> Ed.” by J.C.Bellamy – Sec. 3.1 thro Sec.3.9 (Skip details in Fig 3.34 and Fig 3.36).
9. Problems from “Digital Telephony 3<sup>rd</sup> Ed.” by J.C.Bellamy, Chapter 3 (pp.158-160): **3.2, 3.3, 3.4, 3.5, 3.6, 3.14, 3.18, and 3.20\***.
10. Consider the following 12 bit sequence: 111010001011 to be sent using rectangular waveforms.
- Sketch the line codes corresponding to this sequence for : (i) Non-return to Zero (NRZ), (ii) Alternate Mark Inversion (AMI), (iii) Bi-phase Manchester (BPM), (iv) Differential NRZ (D-NRZ), (v) D-BPM, (vi) Coded Mark Inversion (CMI).
  - Specify the line coded bit sequence if the following mapping schemes are used (assume : (i) B3ZS, (ii) B4ZS, (iii) B8ZS, and (iv) Pair Selected Ternary (PST) coding for 2 bits patterns.
11. Reading: “Digital Telephony 3<sup>rd</sup> Ed.” by J.C.Bellamy -- pp. 161-188 (Sec. 4.1 thro Sec. 4.3)