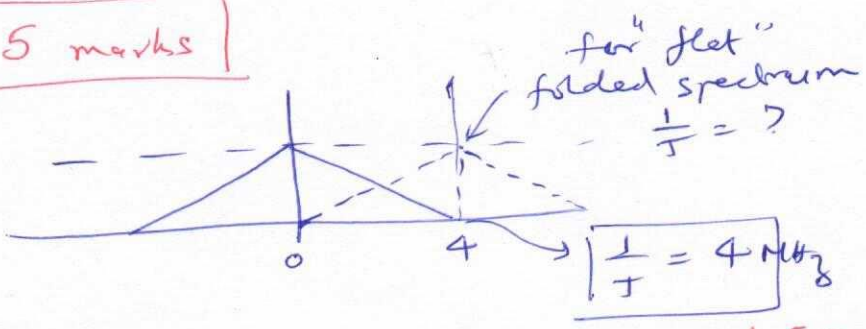


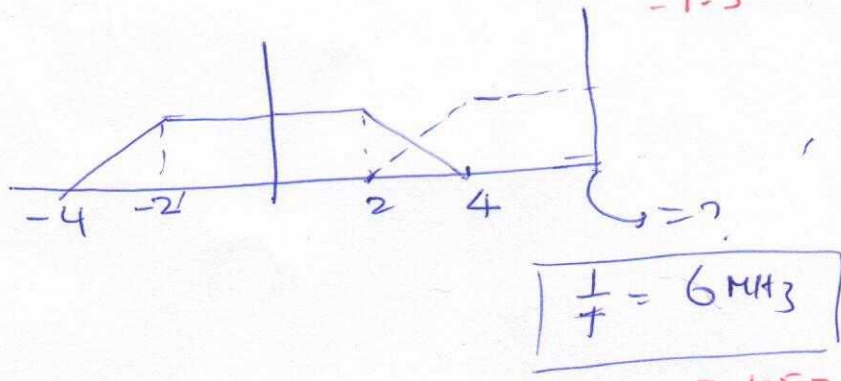
1. 5 marks

(a)



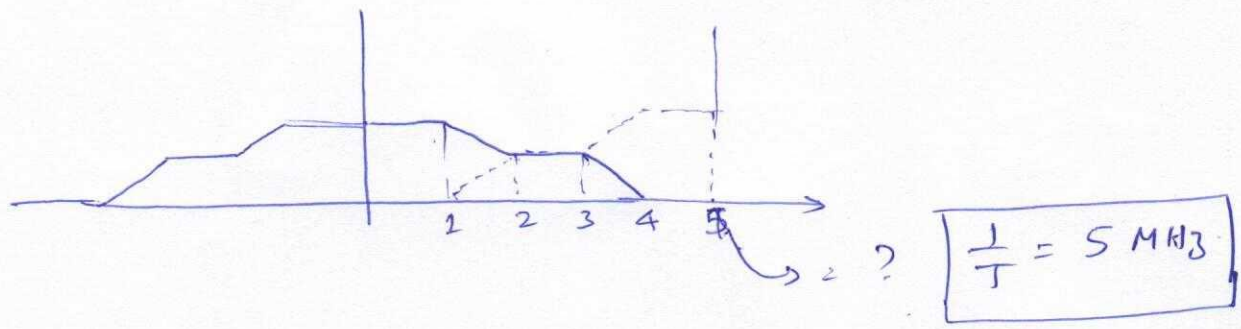
-1.5-

(b)

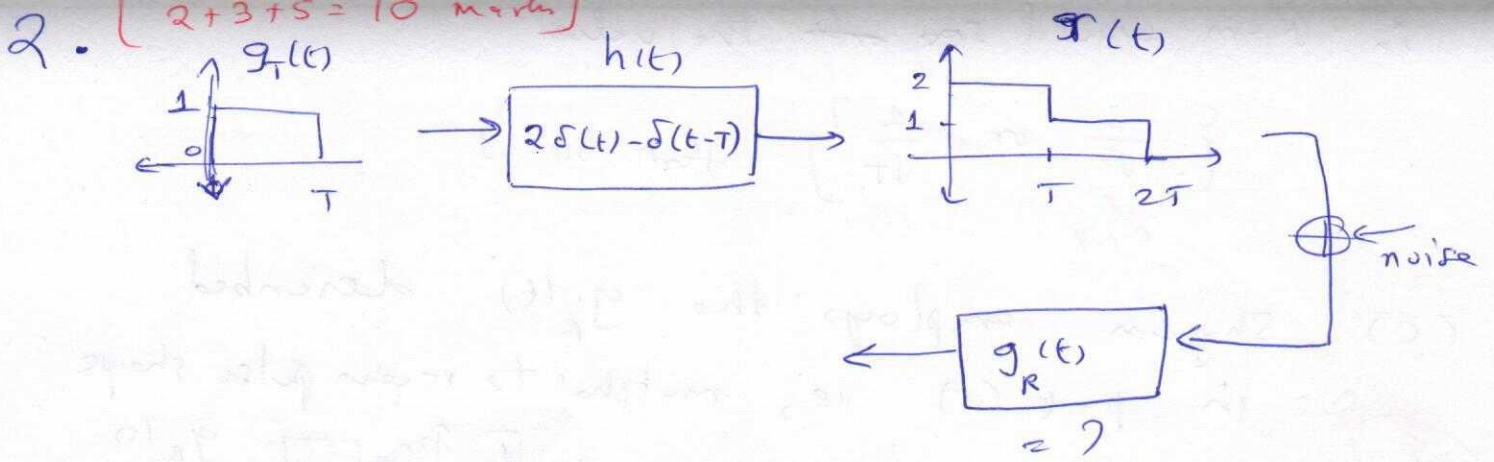


-1.5-

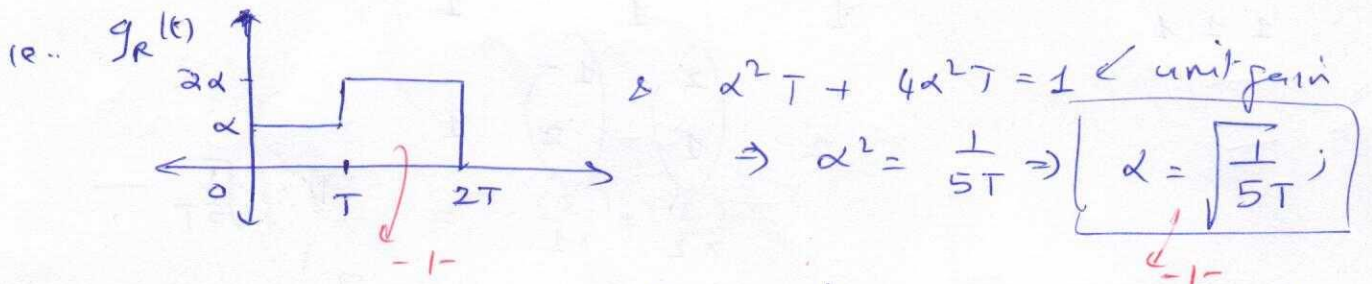
(c)



-2-

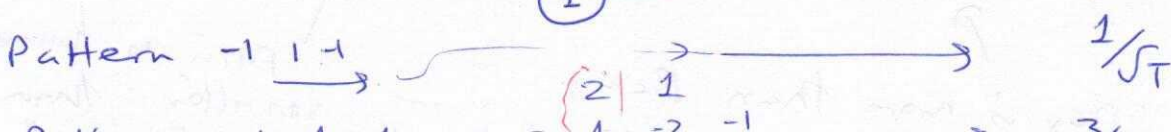
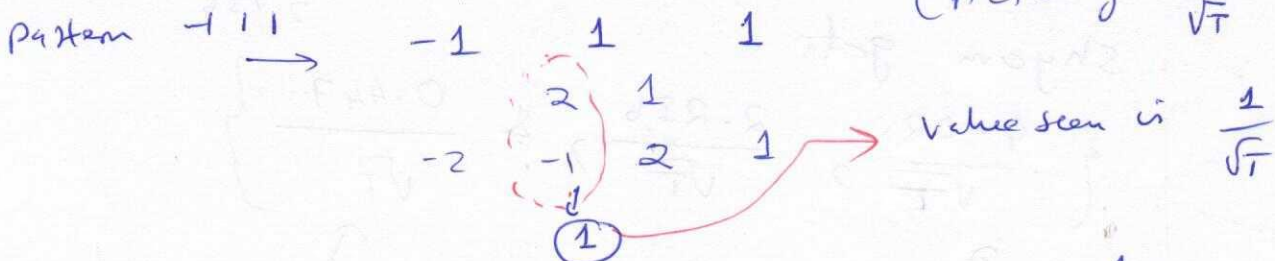
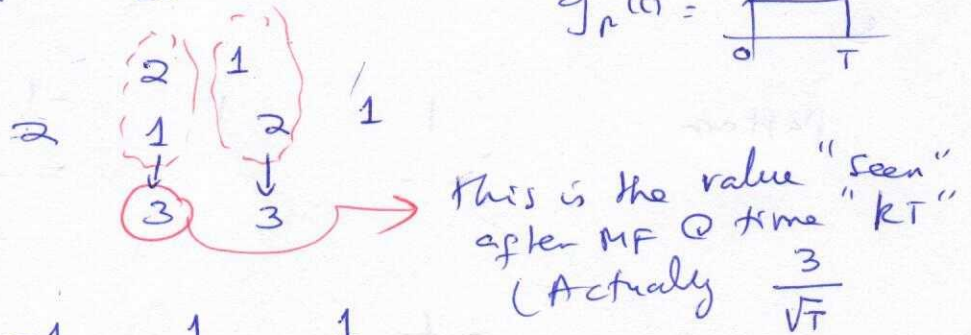
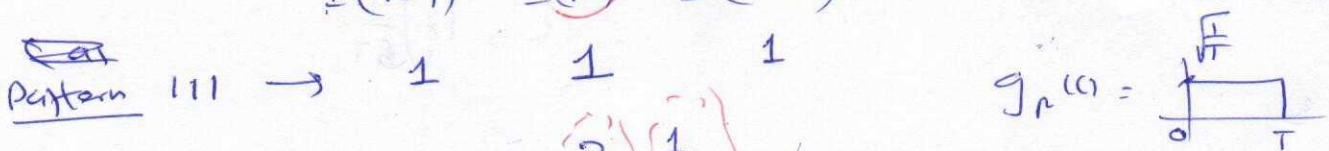


(a) Best possible $g_R(t)$ for "single-shot" communications **-2-** is $g_R(t) = T(2T-t)$, after normalisation.



(b) Continuous signalling & RSM using $g_R(t) = \frac{1}{\sqrt{T}} g_T(T-t)$

-3- Let the k th bit transmitted = +1
 Since memory is only 1 symbol long (ie, length $2T$), we need to consider only $k-1$ & $k+1$ bits to see the impact of ISI. only 4 combinations of ~~($I(k-1), I(k+1)$)~~ to be considered



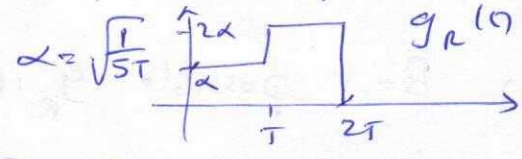
∴ Rem would see the values

$$\left\{ \frac{3}{\sqrt{T}} \text{ or } \frac{1}{\sqrt{T}} \right\} \text{ for bit "1"}$$

\swarrow 1.5 \searrow -1.5

(c) Shyam employs the $g_R(t)$ described in part (a) i.e., matched to receive pulse shape

-5-



Pattern	$\hat{I}(k-1)$	$\hat{I}(k)$	$\hat{I}(k+1)$	
1 1 1	1	1	1	
	2	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> $\begin{matrix} 2 \\ 1 \\ 3 \end{matrix}$ </div> <div style="text-align: center;"> $\begin{matrix} 1 \\ 2 \\ 3 \end{matrix}$ </div> </div>	1	$= 9 \times \frac{1}{\sqrt{5T}}$ $= \frac{9}{\sqrt{5}} \frac{1}{\sqrt{T}}$
		$\begin{matrix} \textcircled{1} \\ \times 2 \end{matrix} + \begin{matrix} \textcircled{3} \\ \times 1 \end{matrix}$		$= \frac{4.025}{\sqrt{T}}$;

(4) Pattern	-1	1	-1	
		$\begin{matrix} \textcircled{1} \\ \times 2 \end{matrix} + \begin{matrix} \textcircled{3} \\ \times 1 \end{matrix}$		$= 5 \times \frac{1}{\sqrt{5T}}$;

Pattern	1	1	-1	
				$= 5 \times \frac{1}{\sqrt{5T}}$; $= \sqrt{5} \times \frac{1}{\sqrt{T}}$ ≈ 2.236

Note: Shyam gets

$$\left\{ \frac{4.025}{\sqrt{T}}, \frac{2.236}{\sqrt{T}}, \text{ \& } \frac{0.447}{\sqrt{T}} \right\}$$

3
↑
 Max is more than Rem's

↑
 min is however smaller than Rem's

