

A comparison of Digital Signaling Methods

How to compare various modulation schemes?

Compare on basis of SNR needed to achieve a certain prob. of error (of bit error)

For comparison to be meaningful: 2 mod. schemes should be using the same BW or data rate.

There are 2 basic criteria in comparing:

- Power efficiency $\frac{P_s}{N_0}$ to achieve certain error prob. usually $P_e = 10^{-5}$
- Low $N_0 \Rightarrow$ more power efficient

- BW efficiency $r = \frac{\text{bit rate}}{\text{BW}}$

BW efficiency $= \frac{R}{W} \text{ bits/Hz}$

larger $r \Rightarrow$ more BW efficient

Best SFS:

- One at a given N_0 provides highest r
- One at a given r provides lowest N_0

BW & dimensionality:

Consider a signal $g(t)$ band limited to $(-B, B)$. By sampling them, we can rep. $g(t)$ by sampling it at a rate of $\frac{1}{2B}$ i.e.

$$g(t) = \sum_{i=-\infty}^{\infty} g\left(\frac{i}{2B}\right) \frac{\sin \pi B(t - i/2B)}{2\pi B(t - i/2B)}$$

N_0 if $g(t)$ is vanishing outside $(0, T)$, then we have the following nonzero samples only

$$0 \leq i/2B < T$$

$$\Rightarrow 0 \leq i < 2BT$$

$$\Rightarrow i = 0, 1, \dots, 2BT$$

\Rightarrow band limited to $2B$
 time limited to T sec
 is specified by $2BT$ samples.

The space of signals of duration T & BW = B has dimension $2BT$.

Statement is fallacious "no signal can be both time & band limited at the same time" but it is approximately true

This allows us to derive BW & dimensionality

Imagine that we have the following signaling scheme:

N signals each with duration T_s (signaling interval)

APPR BW of signals is W

\Rightarrow dimen. of signal space has a max of $N = 2WT_s$

$$\Rightarrow W = \frac{1}{2} N \cdot \frac{1}{T_s} = \frac{1}{2} N R_s$$

(R_s = symbol rate)

$$R \text{ (bit rate)} = R_s \log_2 M$$

$$\Rightarrow W = \frac{R}{2 \log_2 M}$$

$$\Rightarrow \eta = \frac{R}{W} = \frac{2 \log_2 M}{N}$$

Provides BW efficiency of sig. schemes in terms of constellation size & dimensionality of constellation

Calculates BW efficiency for various mod. schemes