

Components of a Digital Comm. System

Different functions in a digital Comm system:

Source Encoder:

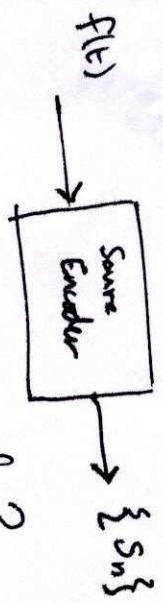
Rep. info in digital form up to arbitrary precision

more red. bits \longleftrightarrow more fidelity

Source encoder does that in a practical manner

~~Remove redundancy from source data~~

- Output of source encoder is a seq: of symbols from a finite alphabet



Can S_n represent $f(t)$ exactly?

- source symbols \in finite alphabet
- inf. alphabet \in finite alphabet

	Encoder output	Distortion lossy.
finite alphabet	finite alphabet	distortion less
finite alphabet	finite alphabet	does not occur

Entropy of Source \leq rate of Source Encoder

In reducing redundancy, we take into account end user requirement

Voice	64 kbites/sec.	wireless telephony
4 kbites/sec	for severe BW constraints	128 kbites/sec

typical bit rate 128 kbites/sec

MP3 player
High End Digital
Audio

40 times higher rates

Channel Encoder:

Introduces redundancy in a controlled manner (structured redundancy)

To combat errors that arise from

- channel imperfections
- noise



Channel encoder is designed specifically for

- anticipated ch. characteristic
- requirements dictated by higher net layers

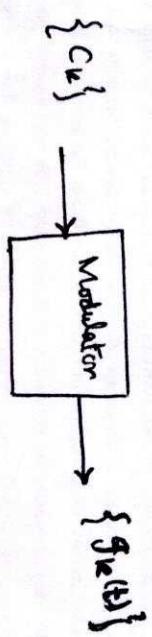
Ex:

* Delay insensitive applications:
code optimized for error detection → request for retransmission

* Real time applications:
(retrans. not possible)
code optimized for error correction

Error Detection
Error Correcting
Code designed
in between.

Modulation:



Translates discrete symbols into an analog waveform
that can be transmitted over channel

Ex: Physical ch. for WLAN 802.11b

Band of 20 MHz
Center freq. 2.4 GHz
Bit stream at rate of 1, 2, 5.5, 11 Mbps/sec

Mod. translates this bit stream into a waveform
that fits into the 20MHz BW.

Demodulator:

Channel produces a distorted & noisy version of the transmitted waveform

Demodulator processes the analog received waveform
Distorted & noisy version of transmitted waveform

Tasks

Synchronization: compensate for
phase shift } produced by
frequency shift } channel
time shift

Clock at T_x & R_x are
not synchronized a priori

Equalization:

Undo the channel effect
compensate for the intersymbol
interference induced by the channel

Ultimate Task:

To produce tentative decisions on the transmitted
signals ~~to feed to the channel~~
decision could be "hard" or "soft"

Channel Decoder:

Exploit redundancy in channel code to improve upon estimate from demod

To produce an estimate that was input to the channel encoder

Reverse operation of decoder

Are decoder & demod ~~independent~~?

* In traditional receivers they are independent

- * More advanced receivers
 - * Iterative info exchange b/w dec. & demod to reduce probability of error

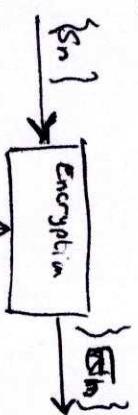
Source decoder:

Converts the estimated bits produced by the channel
decoder back into its original format

Remarks:

- 1) Two more blocks

Encryption device



transforms S_n into E_n such recovering S_n from E_n
without knowing the key is almost impossible

Decryption device

Reverse operation of the encryption device

- 2) Why digitized when we humans consume analog info

Source-indep. design:

Once info is transformed into bits, it can be without interpretation

When we recover the bits, we recover the info
Comm. media is indep. of the source
Many info sources can share the same comm. media

Encoding & decoding is done at the end points alone

channel optimised design:

channel word decoded
channel encoder / decoder
can be optimised for specific ch. characteristics

Bits ~~transferred~~ transported are being regenerated
at each link \rightarrow no noise accumulation

