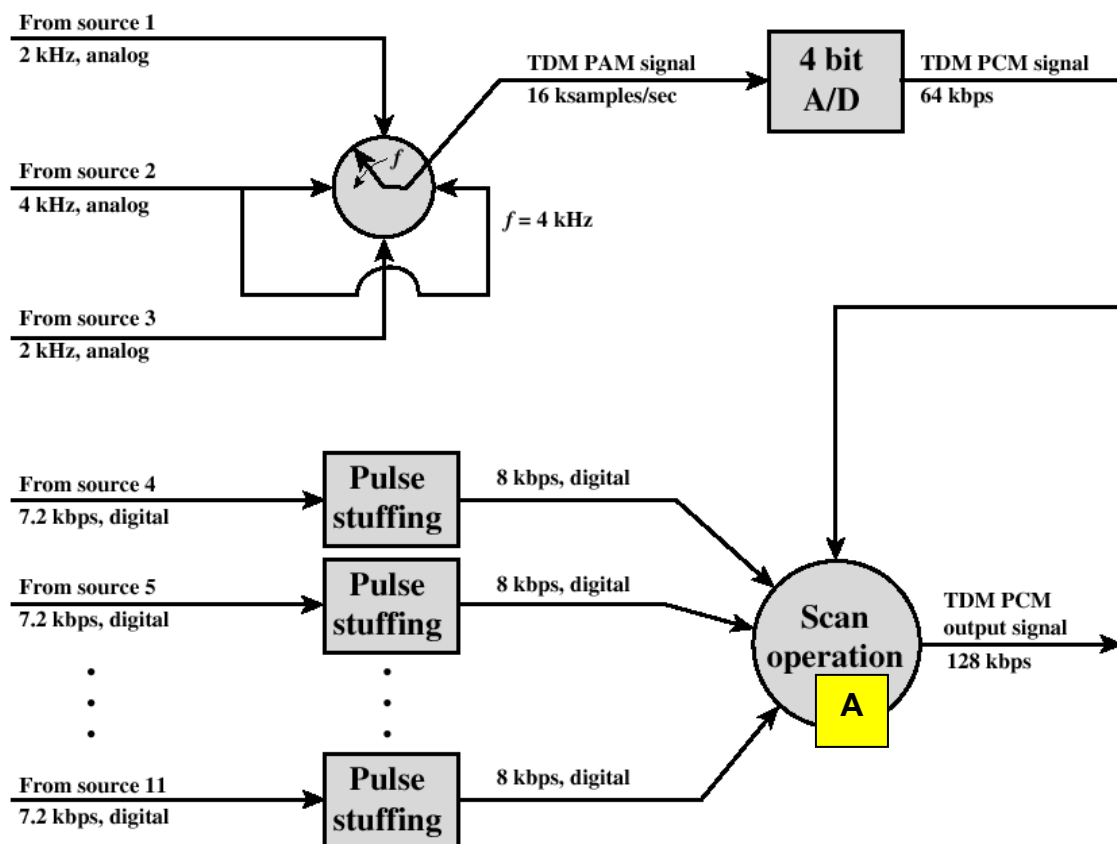


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COMPUTER ENGINEERING DEPARTMENT

COE-342 – Data and Computer Communication

Answers to the three questions in relation to the TDM example (on slide 16 of lecture_8.pdf file):



Q1: How does the pulse stuffing work to increase the bit rate of each digital source from 7.2 kb/s to 8 kb/s?

A1: Let $R_{\text{original}} = 7.2 \text{ kb/s}$, $R_{\text{target}} = 8 \text{ kb/s}$

The digital stream comprising R_{original} has to be inflated by

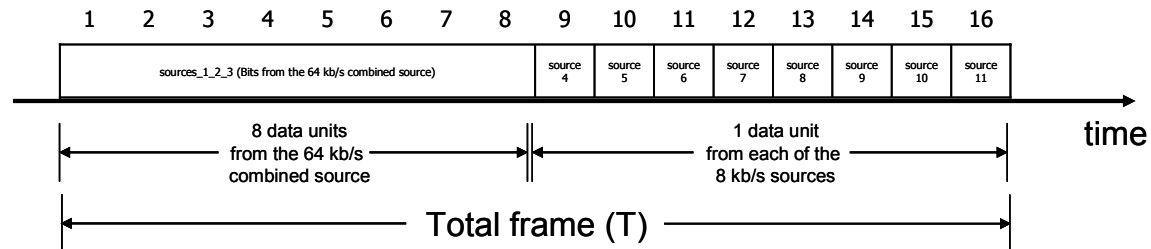
$$R_{\text{target}}/R_{\text{original}} = 8/7.2 = 1.11 \text{ times} \\ = 10 / 9 \text{ times}$$

Therefore, the inflation can be done by inserting one dummy bit every 9 bits of the original source. This ensures the final rate is equal to the target rate.

Note, the target rate can be obtained by inserting one dummy byte for every 9 bytes of the original source as well. The important issue to use the same inflation ratio (i.e. 10 / 9).

Q2: What is the time for scanner A to make a full cycle?

The scanner A takes one complete TDM frame duration to make one complete cycle. The duration of the TDM frame is a design issue. However, the frame should carry 16 data units (bit, nibbles, bytes, etc.) where 8 of these units are taken from the 64 kb/s source, while each of the remaining 8 data units will be taken from each of the remaining 8 kb/s sources. The frame structure is shown in the next figure.



Digital TDM frame structure

If the data unit copied from the digital source is a "BIT" - then the length of the frame is equal to 16 bits. Since the frame rate is 128 kb/s

$$\begin{aligned} \rightarrow \text{frame duration (scanner A cycle time)} &= (16 \text{ bits}) / (128 \text{ kb/s}) \\ &= 125 \mu\text{sec} \end{aligned}$$

If the data unit copied from the digital source is a "BYTE" - then the length of the frame is equal to 16X8 bits. Since the frame rate is 128 kb/s

$$\begin{aligned} \rightarrow \text{frame duration (scanner A cycle time)} &= (16 \times 8 \text{ bits}) / (128 \text{ kb/s}) \\ &= 1 \text{ msec} \end{aligned}$$

If the data unit copied from the digital source is M bits - then the length of the frame is equal to 16XM bits. Since the frame rate is 128 kb/s

$$\begin{aligned} \rightarrow \text{frame duration (scanner A cycle time)} &= (16 \times M \text{ bits}) / (128 \text{ kb/s}) \\ &= 125M \mu\text{sec} \end{aligned}$$

Q3: What is the contact time scanner A makes with every source?

The contact time with each of the 8kb/s sources is equal to $1/16 \times T$, where T is the frame duration or the scanner A cycle time.

The contact time with the 64 kb/s is equal to $8/16 \times T$ or $T/2$, where T is the frame duration or the scanner A cycle time.