

10/10/18

Addendum to Angle Modulation

- FM is a non-linear modulation

→ Fourier transforms of modulated signals are very difficult to compute

$$\text{E.g.: } m(t) = A_m \cdot \cos(2\pi f_m t)$$

$$\Rightarrow \theta(t) = 2\pi K_f \cdot \int_{-\infty}^t m(\tau) d\tau$$

$$= \frac{2\pi K_f}{f_m} \cdot A_m \cdot \sin(2\pi f_m t)$$

$$\Rightarrow s_p(t) = A_c \cdot \cos\left(2\pi f_c t - 2\pi \frac{K_f A_m}{f_m} \sin(2\pi f_m t)\right)$$

Fourier transform is not easy to compute

Carson's rule:

is a useful rule-of-thumb to estimate the bandwidth of an FM signal

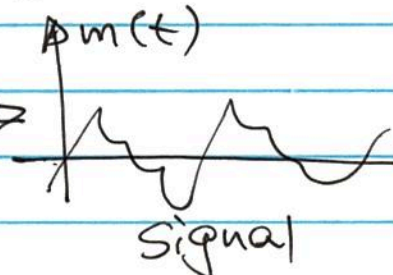
$$BW_{FM} \approx \underset{\substack{\uparrow \\ \text{signal} \\ \text{bandwidth}}}{2 \cdot B} + 2 \cdot \underset{\substack{\uparrow \\ K_f \cdot \max(|m(t)|)}}{\Delta f_{\max}} = 2B \cdot \underset{\substack{\uparrow \\ \text{modulation } \beta}}{(1 + \beta)}$$

Digital Modulation

Objective: Transmit digital information,
i.e., a sequence of bits

Leverage: know how to transmit
analog (baseband) signal

Question: Can we turn a sequence
of bits into a (complex
baseband) analog signal?

E.g.: $\{0, 1, 1, 1, 0, 0\}$ $\xrightarrow{\text{map}}$ 

Idea:

1.) Map bits to (complex) amplitude
- these are called "symbols"

E.g.:

bits $d[n]$	$\xrightarrow{\text{map}}$	symbols $b[n]$
0	\rightarrow	1
1	\rightarrow	-1

2) select a pulse shape $p(t)$

e.g. $p(t) = \text{I}_{[0, T)}(t) \leftarrow \text{rectangular pulse}$

where: T - pulse duration or symbol period

$R = \frac{1}{T}$ - symbol rate or baud rate

3.) Construct the analog message signal:

$$m(t) = \sum_{n=-\infty}^{\infty} b[n] \cdot p(t - nT)$$

4.) (optional) If a passband signal is needed:

- upconvert $m(t)$
using DSB AM - SC

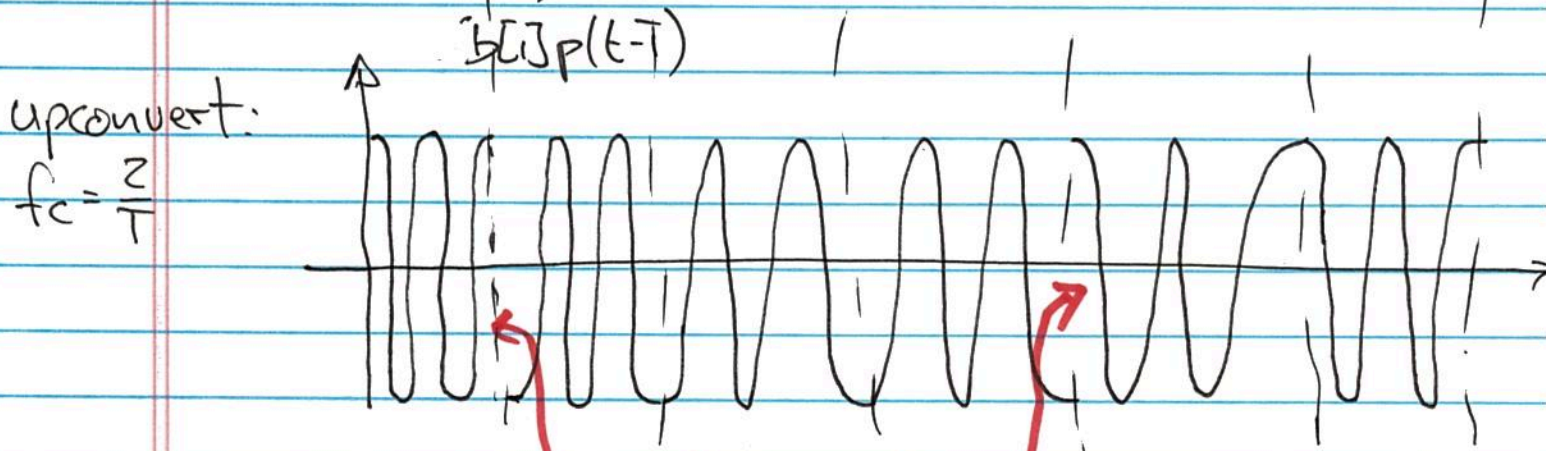
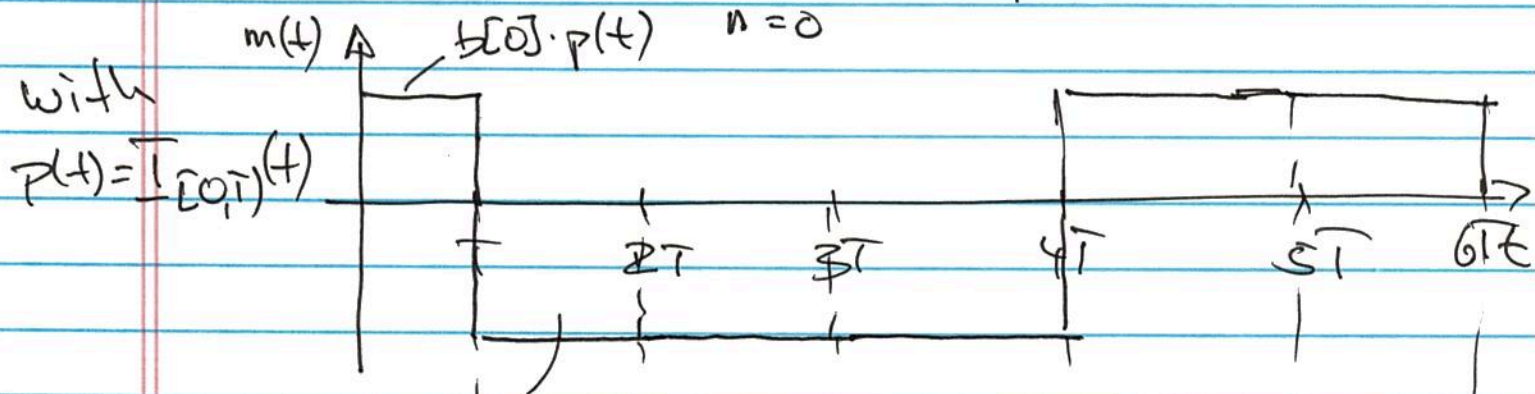
Example:

1.) bits to symbols

$\{0, 1, 1, 1, 0, 0\} \longrightarrow \{1, -1, -1, -1, 1, 1\}$

3.) construct baseband message signal:

$$m(t) = \sum_{n=0}^5 b[n] \cdot p(t - nT)$$



phase change of 180°

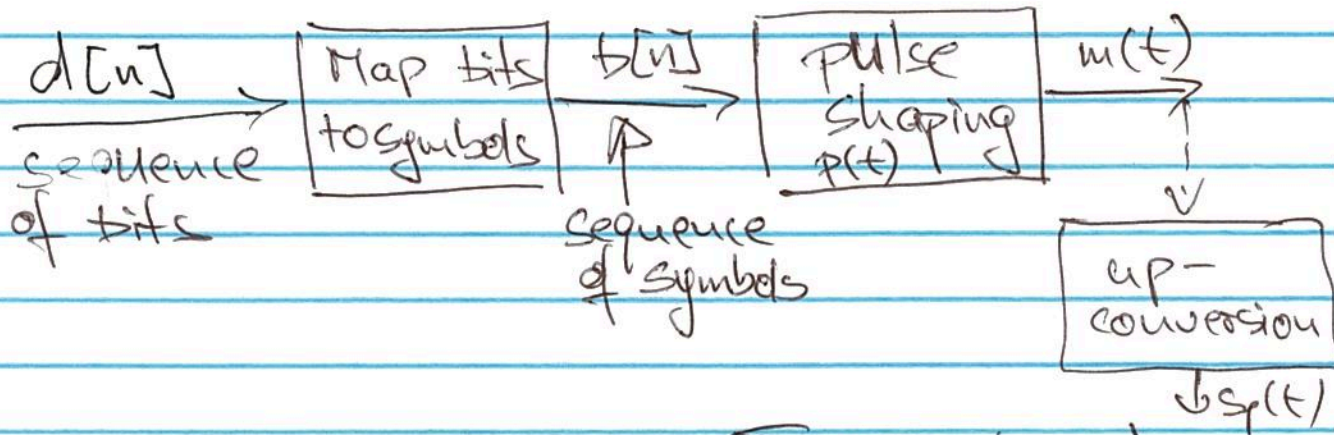
This digital modulation is called

Passband: BPSK - binary phase shift keying

Baseband: ZPAM - binary pulse amplitude mod

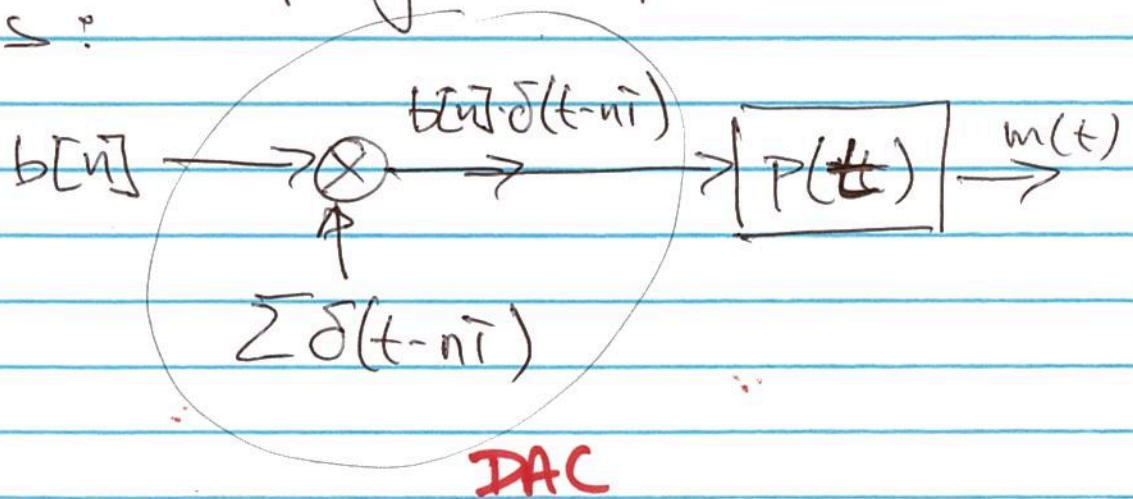
either : binary, antipodal modulation

In general:



$$m(t) = \sum_n b[n] \cdot p(t - nT)$$

Pulse shaping is often shown like this:



Observation:

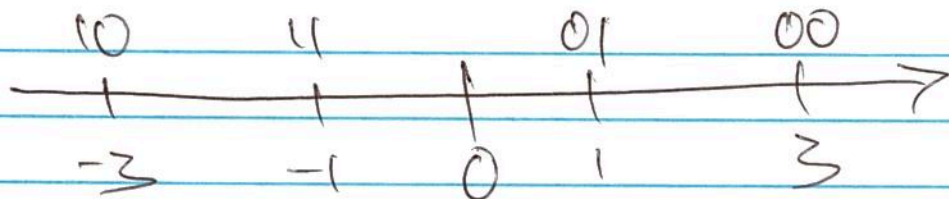
We are not restricted to binary modulation!

i.e., we can use more than two symbols

⇒ we can transmit multiple bits per symbol

<u>E.g.:</u>	bit pairs	→	Symbols
4PAM	00		3
	01		1
	11		-1
	10		-3

Gray coding



<u>E.g.:</u>	bit pairs	→	Symbols
QPSK ↑ Quaternary	00		$(1+j)/\sqrt{2}$
	01		$(-1+j)/\sqrt{2}$
	10		$(-1-j)/\sqrt{2}$
	11		$(1-j)/\sqrt{2}$

