

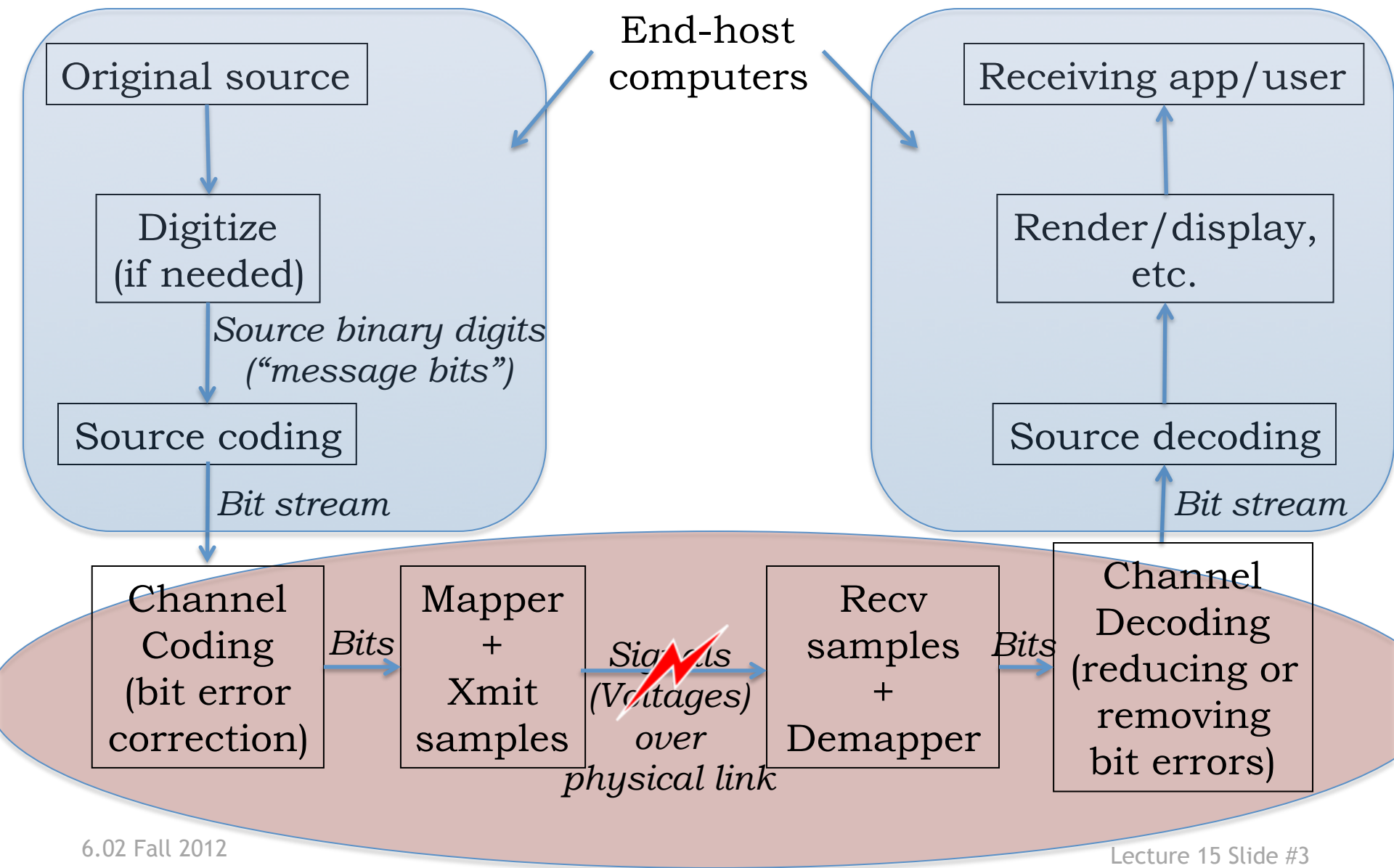
INTRODUCTION TO EECS II
**DIGITAL
 COMMUNICATION
 SYSTEMS**

6.02 Fall 2012 Lecture #15

- Modulation
 - to match the transmitted signal to the physical medium
- Demodulation

SCARY STUFF!!

Single Link Communication Model




DT Fourier Transform (DTFT) for Spectral Representation of General $x[n]$

$$x[n] = \frac{1}{2\pi} \int_{\langle 2\pi \rangle} X(\Omega) e^{j\Omega n} d\Omega$$

where

$$X(\Omega) = \sum_m x[m] e^{-j\Omega m}$$

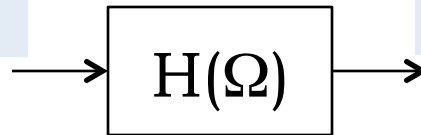


This Fourier representation expresses $x[n]$ as a weighted combination of $e^{j\Omega n}$ for **all** Ω in $[-\pi, \pi]$.

$X(\Omega_0)d\Omega$ is the **spectral content** of $x[n]$ in the frequency interval $[\Omega_0, \Omega_0 + d\Omega]$

Input/Output Behavior of LTI System in Frequency Domain

$$x[n] = \frac{1}{2\pi} \int_{\langle 2\pi \rangle} X(\Omega) e^{j\Omega n} d\Omega$$



$$y[n] = \frac{1}{2\pi} \int_{\langle 2\pi \rangle} H(\Omega) X(\Omega) e^{j\Omega n} d\Omega$$

$$y[n] = \frac{1}{2\pi} \int_{\langle 2\pi \rangle} Y(\Omega) e^{j\Omega n} d\Omega$$

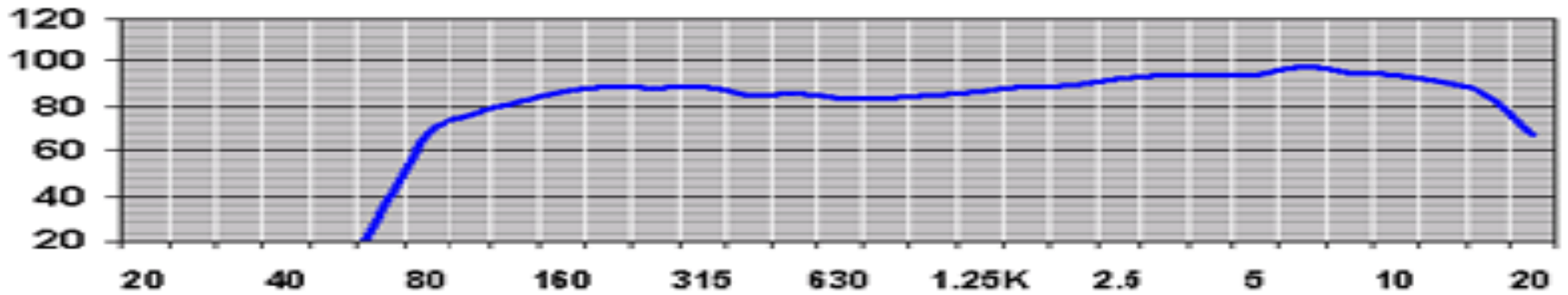
$$Y(\Omega) = H(\Omega) X(\Omega)$$

Spectral content of output

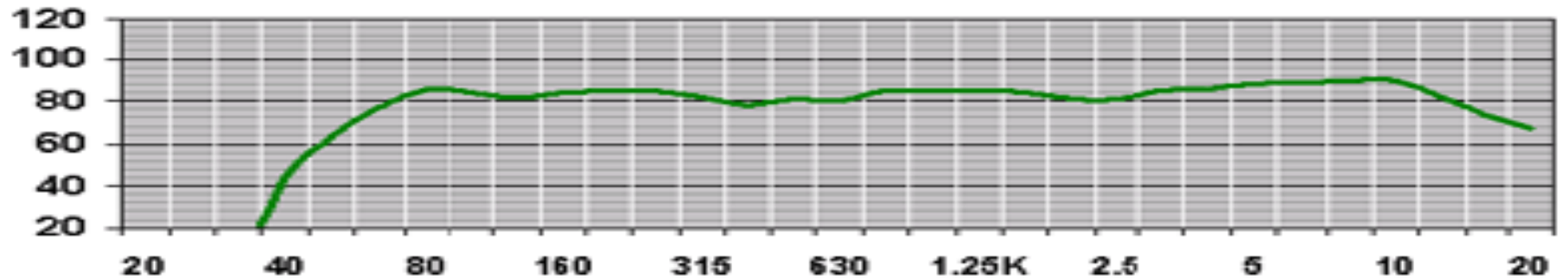
Frequency response of system

Spectral content of input

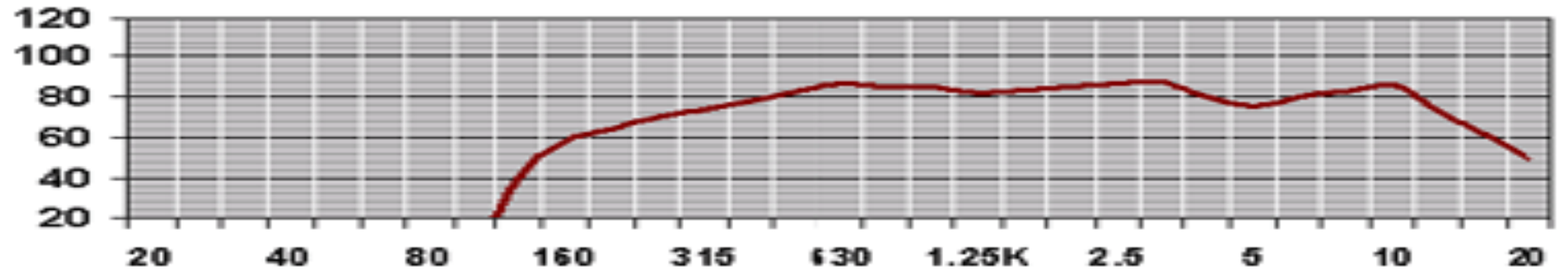
Altec iMmini



Bose SoundDock



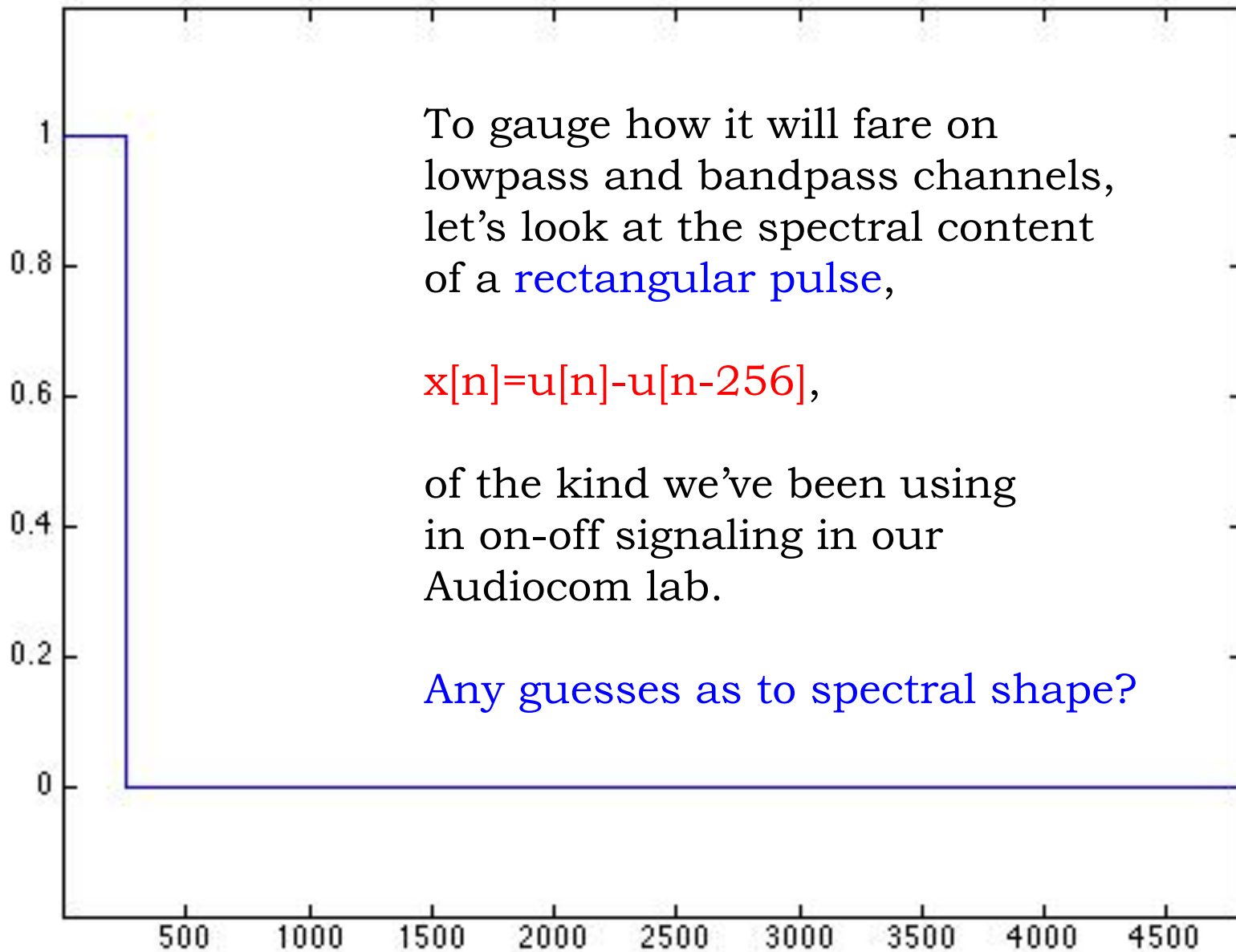
Sony T33



<http://www.pcmag.com/article2/0,2817,1769243,00.asp>

Phase of the frequency response is important too!

- Maybe not if we are only interested in audio, because the ear is not so sensitive to phase distortions
- But it's certainly important if we are using an audio channel to transmit non-audio signals such as digital signals representing 1's and 0's, not intended for the ear



Derivation of DTFT for rectangular pulse

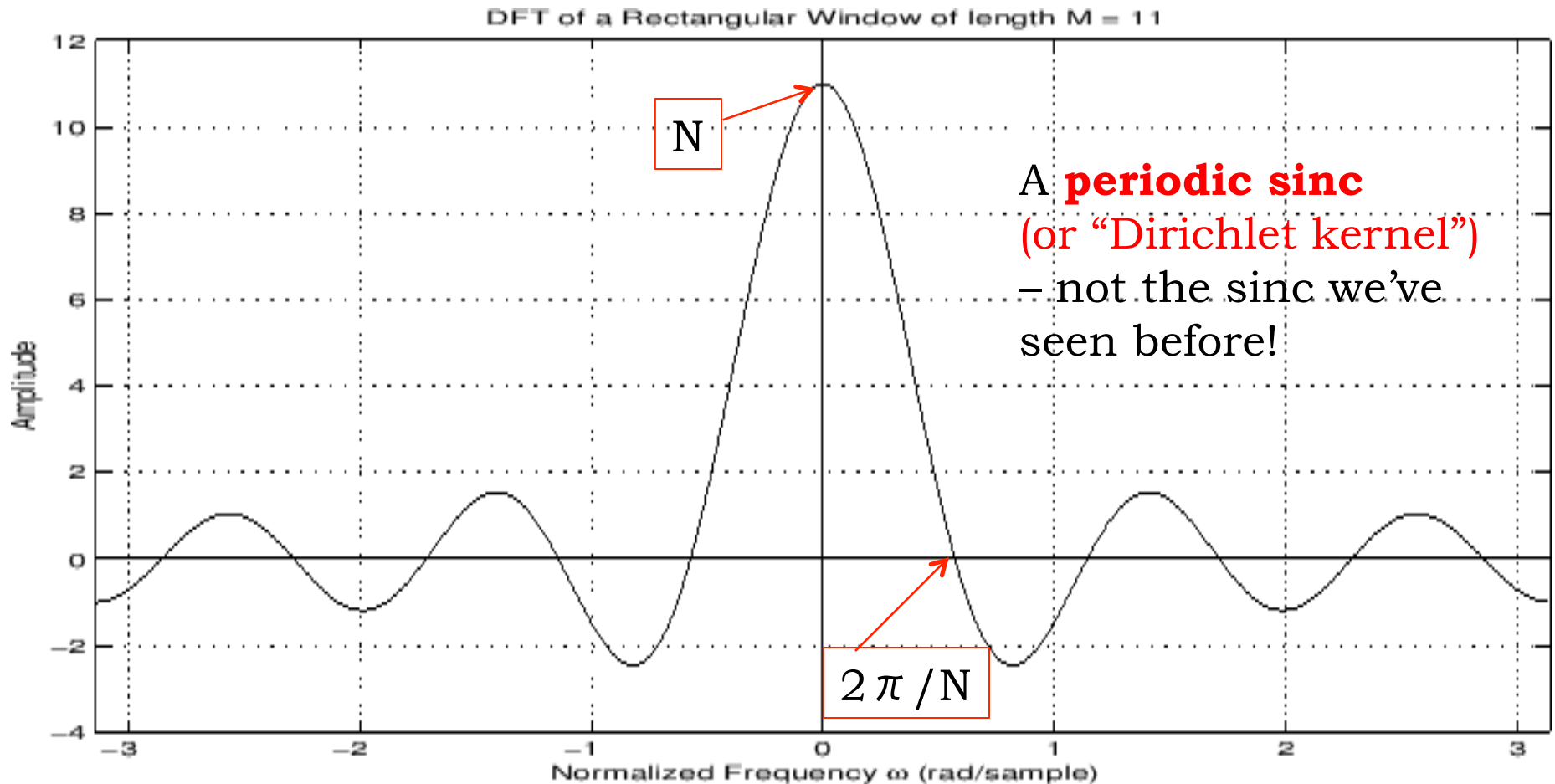
$$x[m]=u[m]-u[m-N]$$

$$\begin{aligned} X(\Omega) &= \sum_{m=0}^{N-1} x[m]e^{-j\Omega m} \\ &= 1 + e^{-j\Omega} + e^{-j2\Omega} + \dots + e^{-j\Omega(N-1)} \\ &= (1 - e^{-j\Omega N}) / (1 - e^{-j\Omega}) \\ &= e^{-j\Omega(N-1)/2} \frac{\sin(\Omega N / 2)}{\sin(\Omega / 2)} \end{aligned}$$

Height N at the origin,
first zero-crossing at
 $2\pi / N$

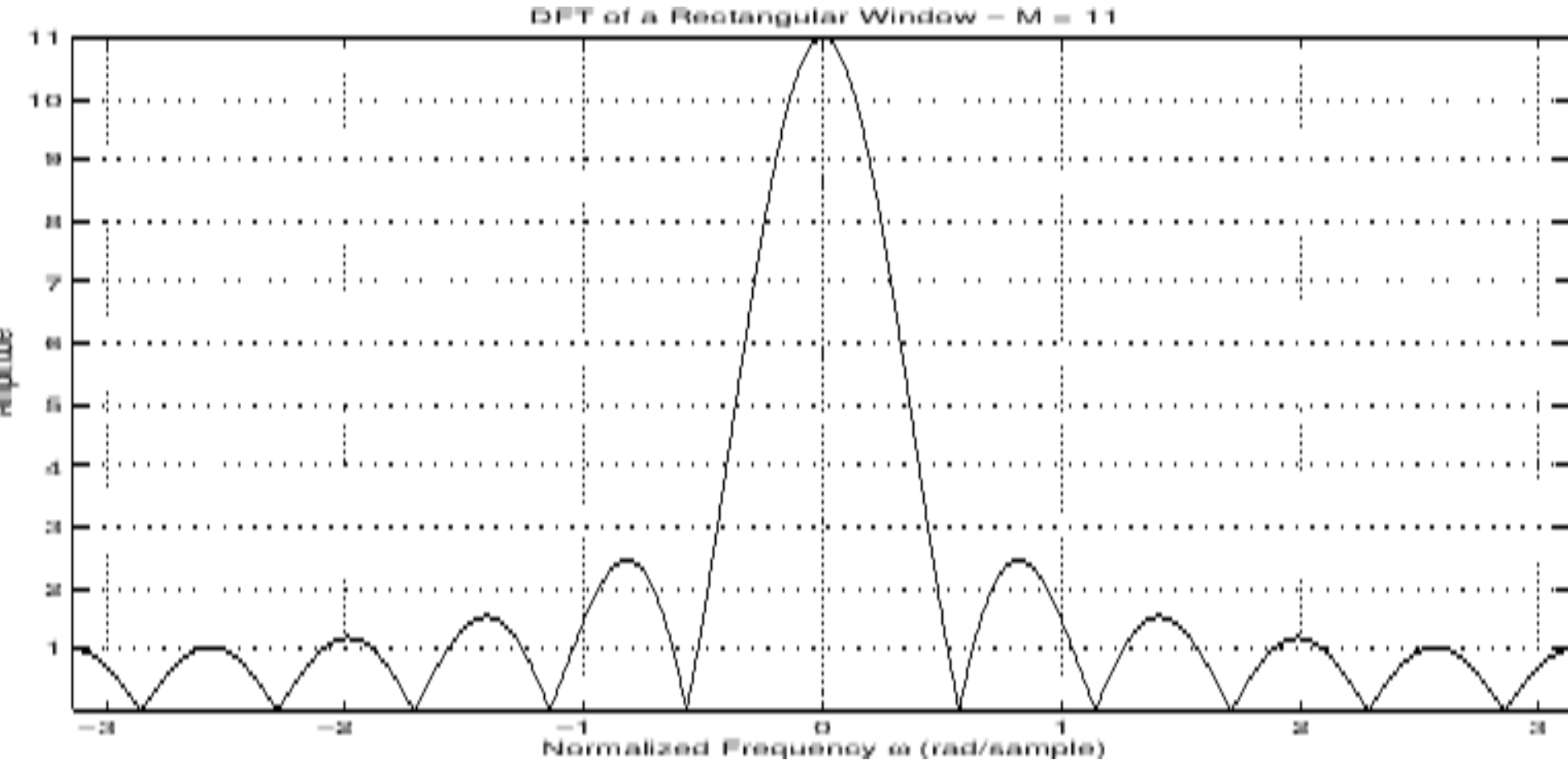
Shifting in time only changes the phase term in front.
If the rectangular pulse is centered at 0, this term is 1.

Simpler case: DTFT of $x[n] = u[n+5] - u[n-6]$
(centered rectangular pulse of length 11)



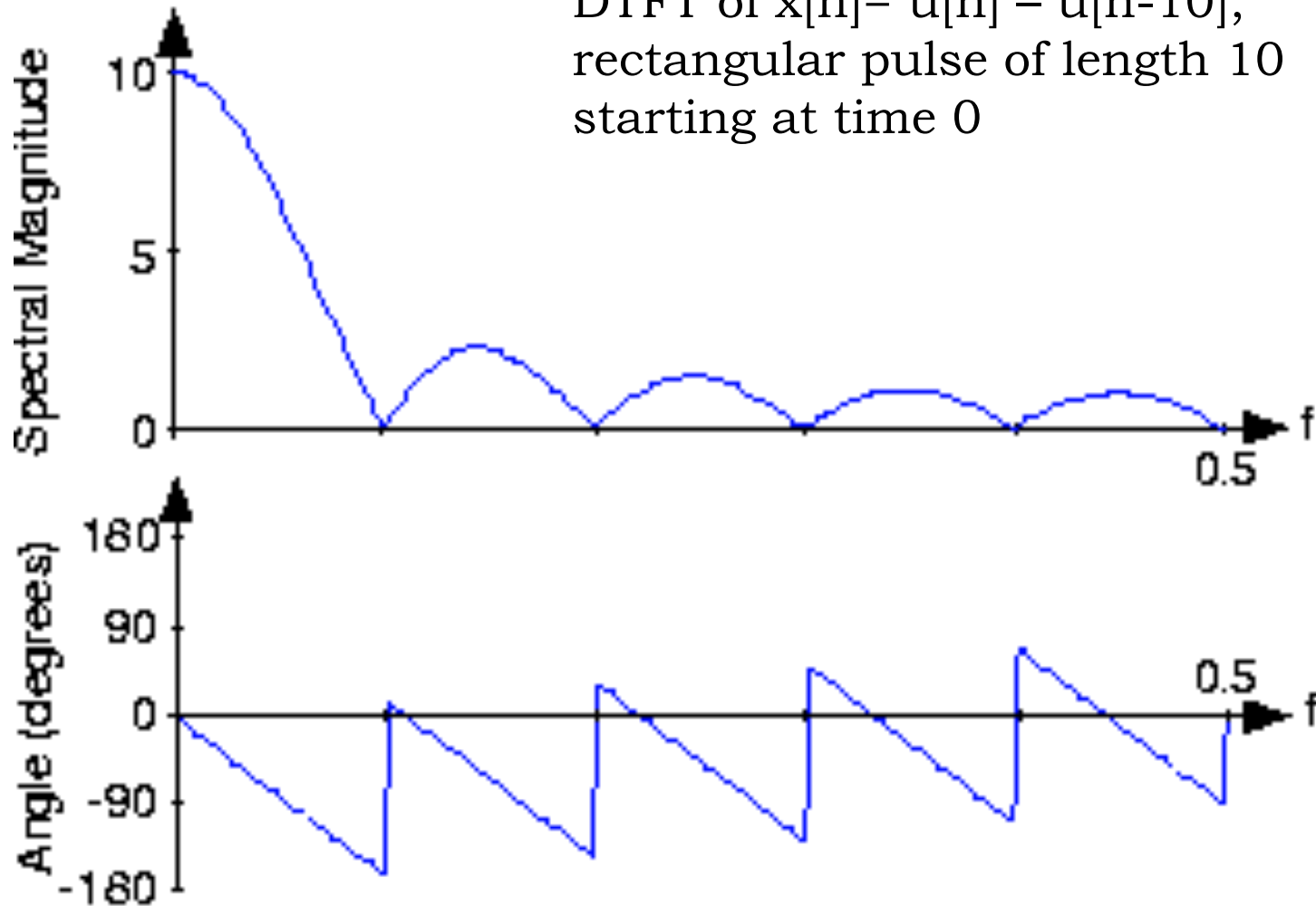
https://ccrma.stanford.edu/~jos/sasp/Rectangular_Window.html

Magnitude of preceding DTFT



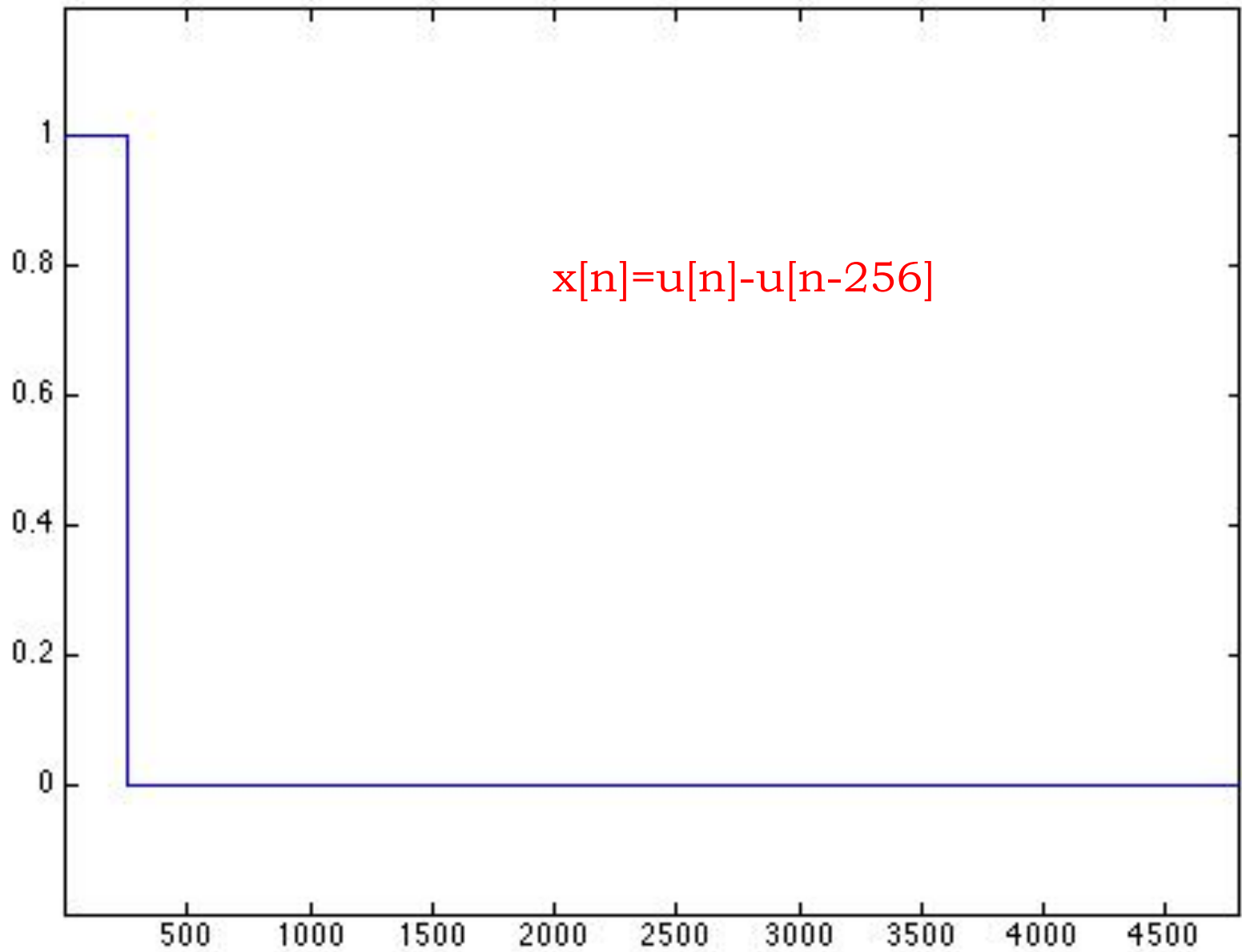
https://ccrma.stanford.edu/~jos/sasp/Rectangular_Window.html

DTFT of $x[n] = u[n] - u[n-10]$,
rectangular pulse of length 10
starting at time 0

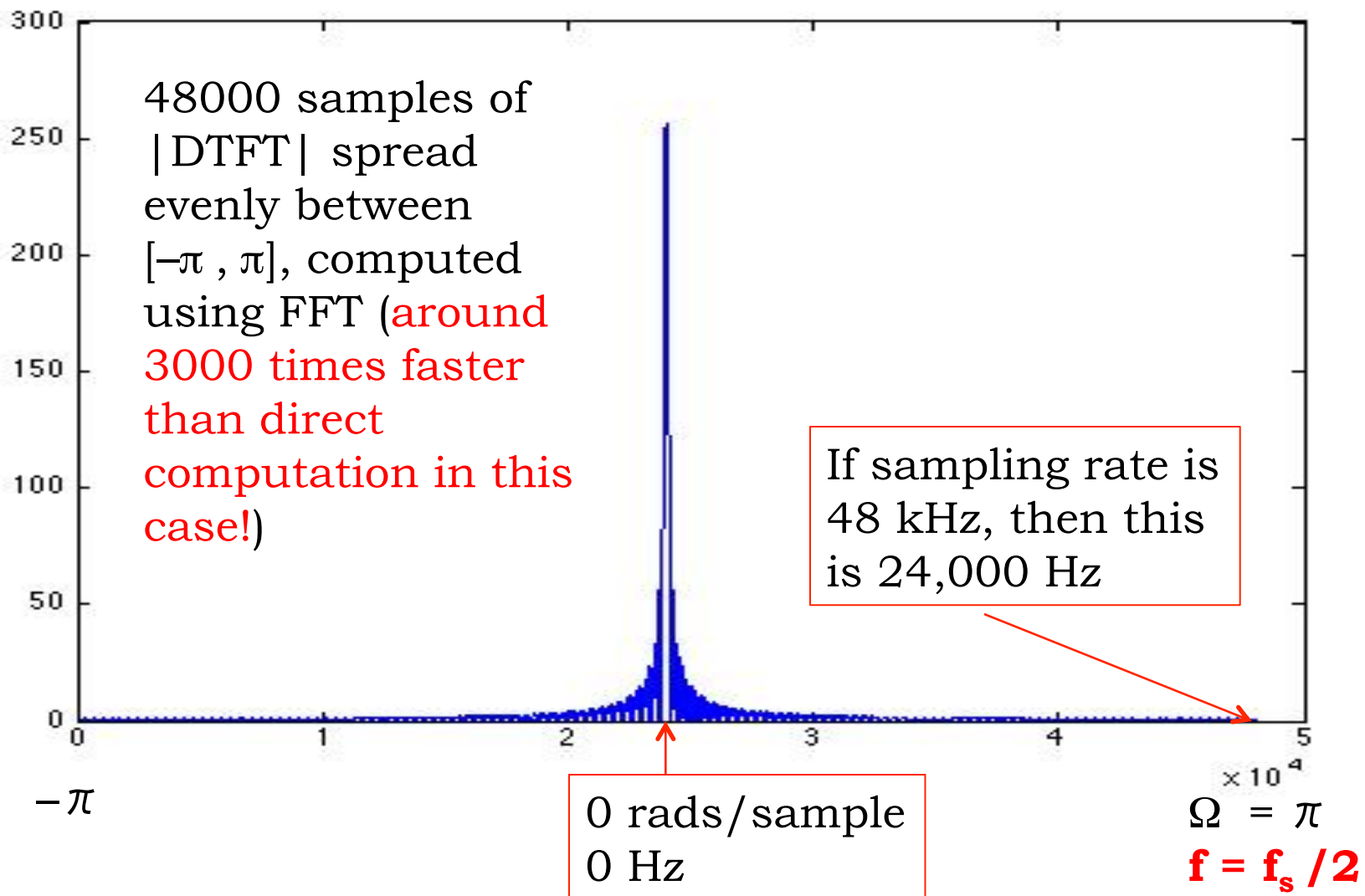


<http://cnx.org/content/m0524/latest/>

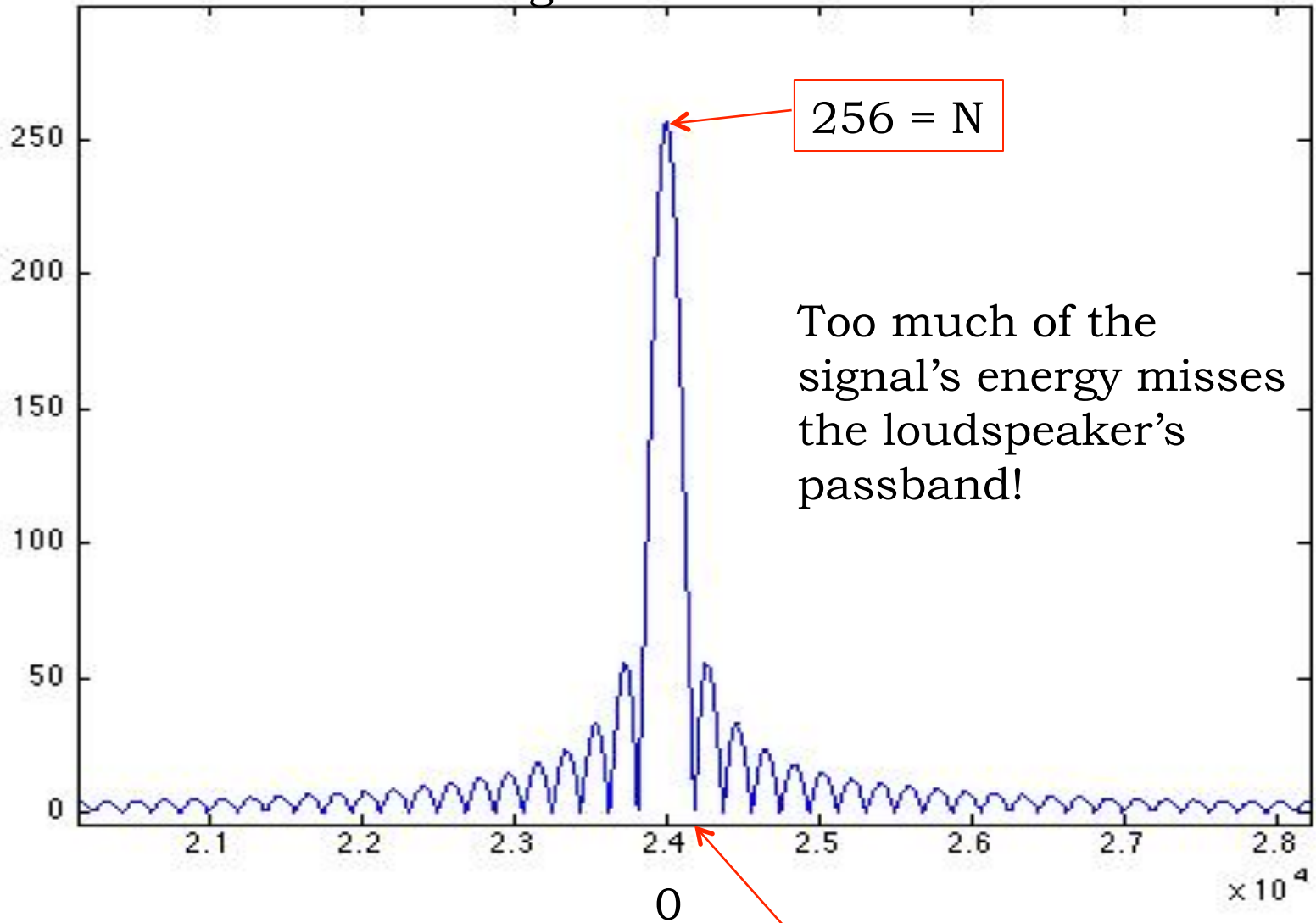
Back to our Audiocom lab example



| DTFT | of $x[n]=u[n]-u[n-256]$,
rectangular pulse of length 256:



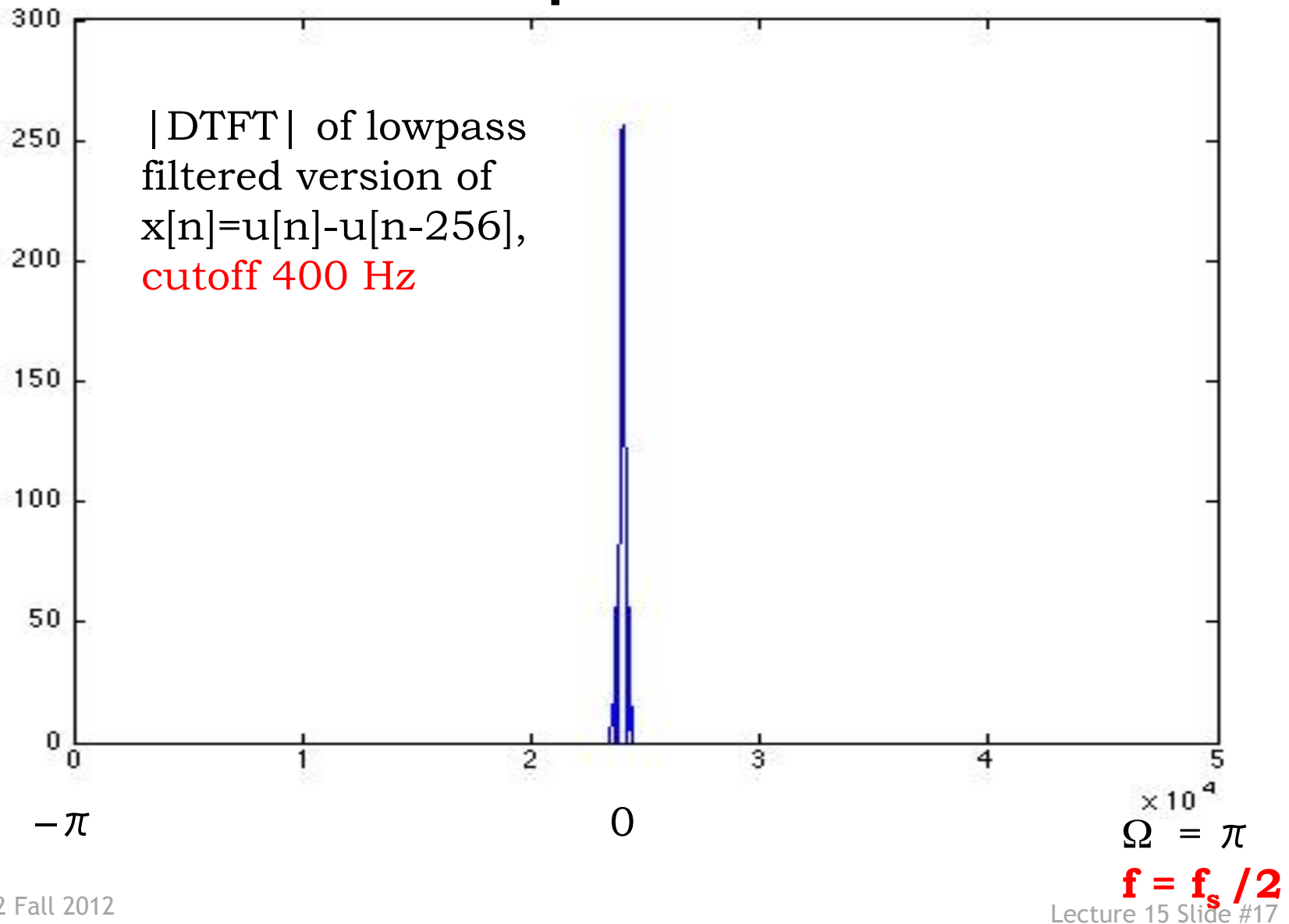
Zooming in:



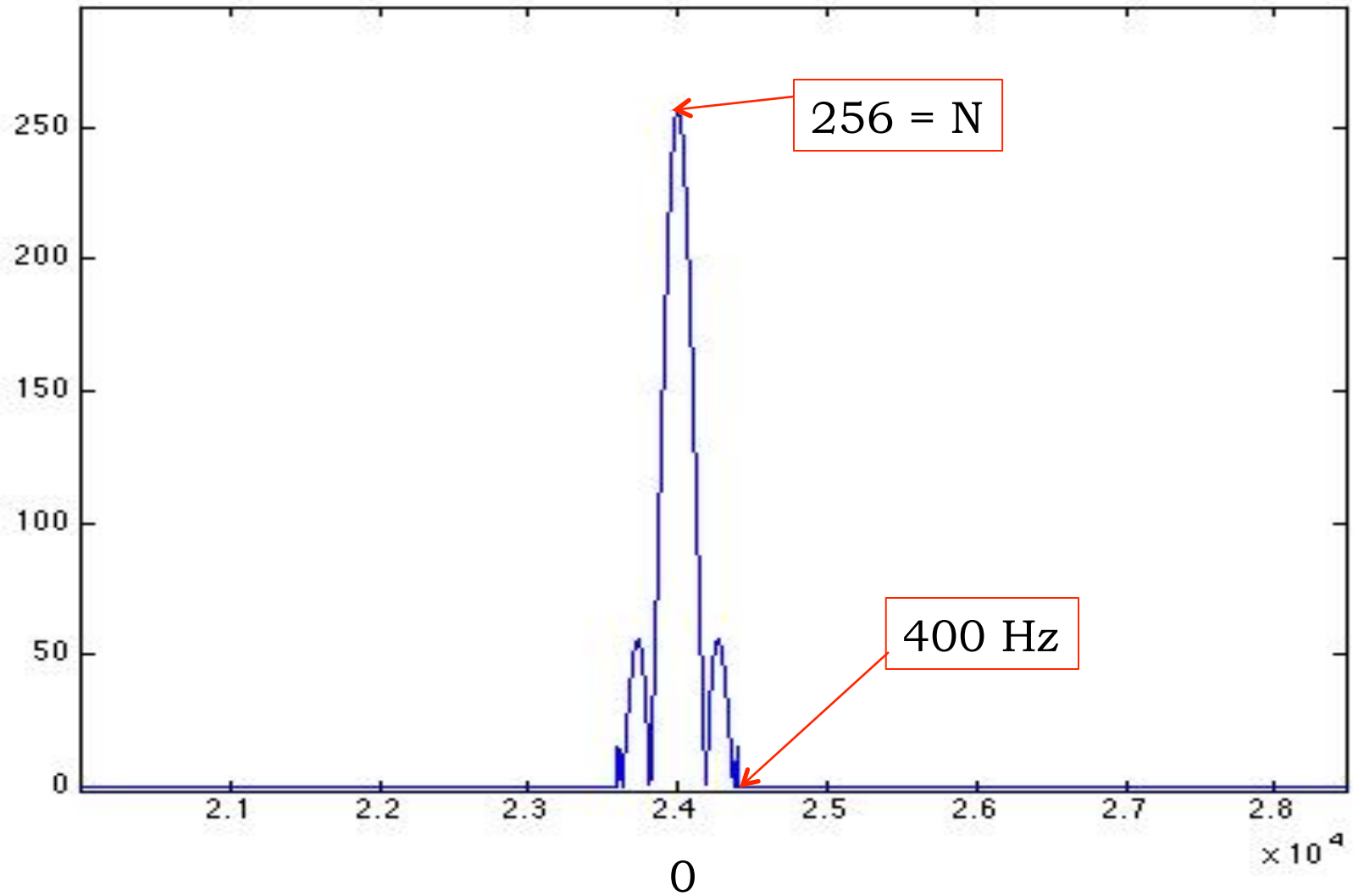
Too much of the signal's energy misses the loudspeaker's passband!

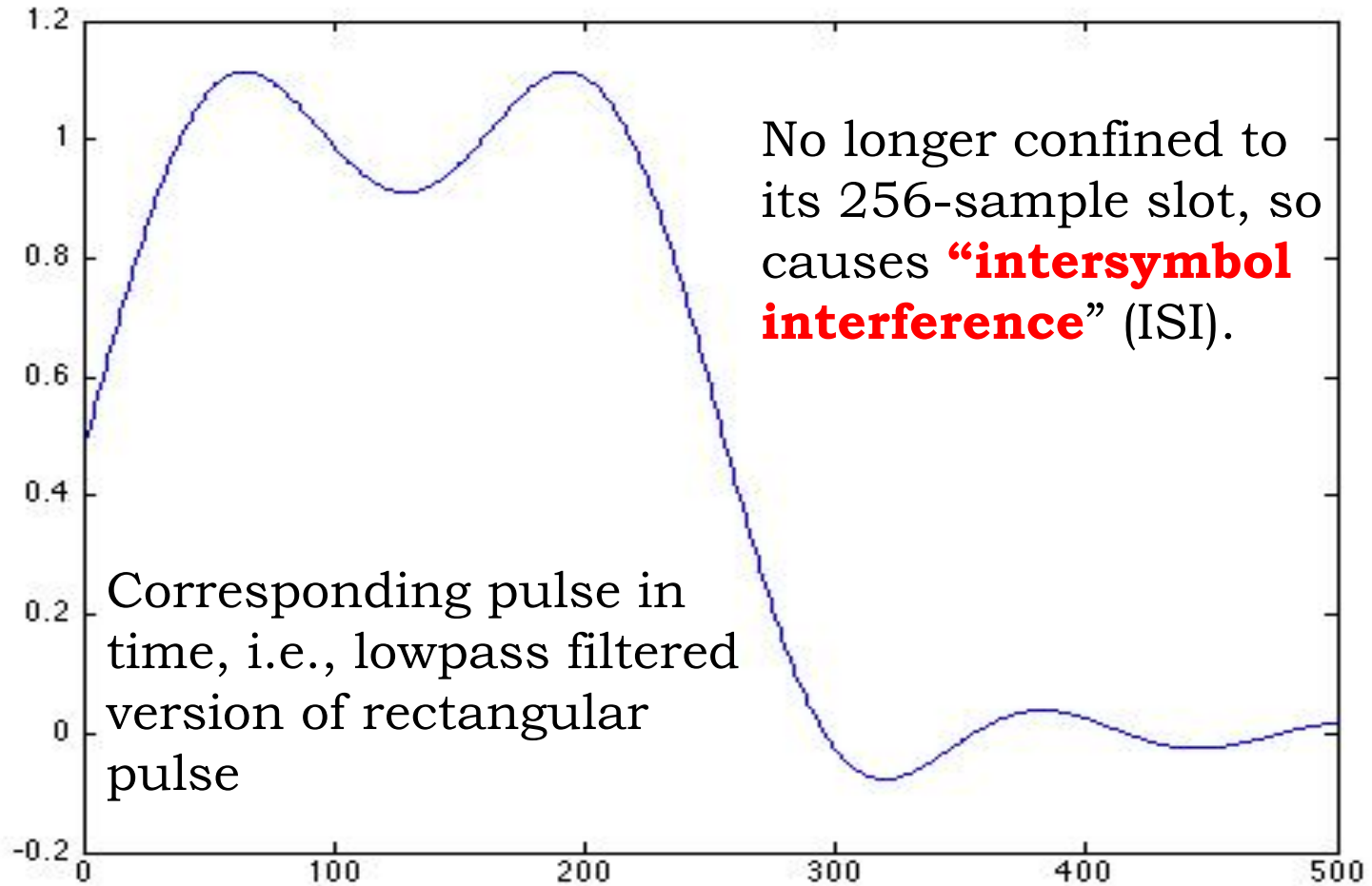
187.5 Hz (corresponds to $2\pi/N$ when $f_s = 48$ kHz)

What if we sent this pulse through an ideal lowpass channel?

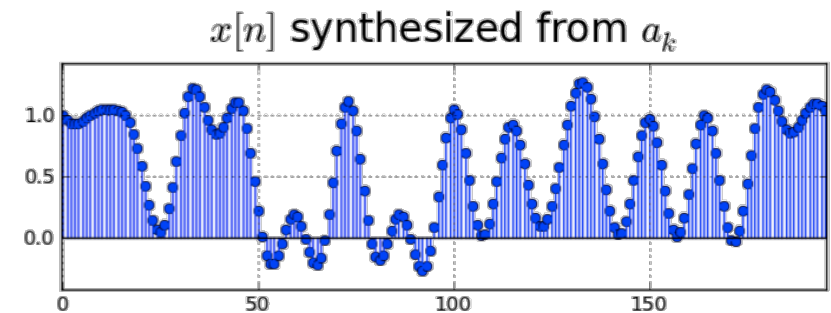
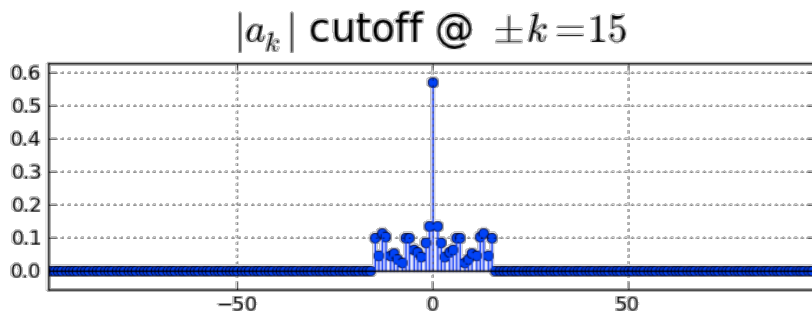
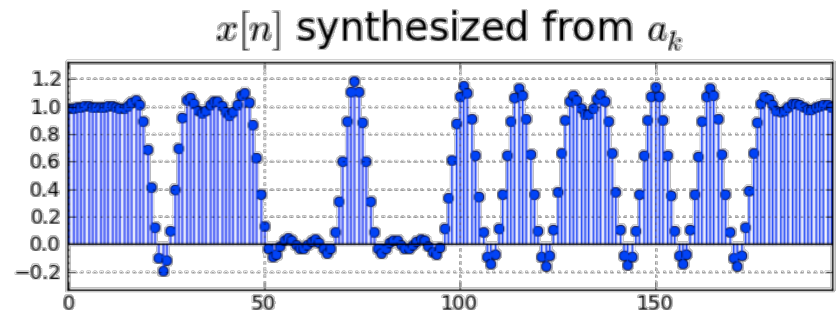
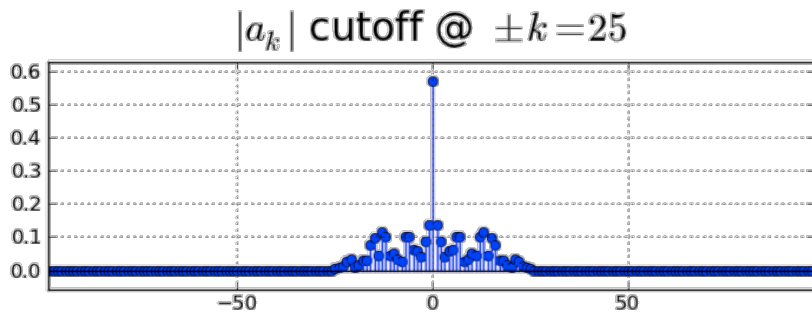
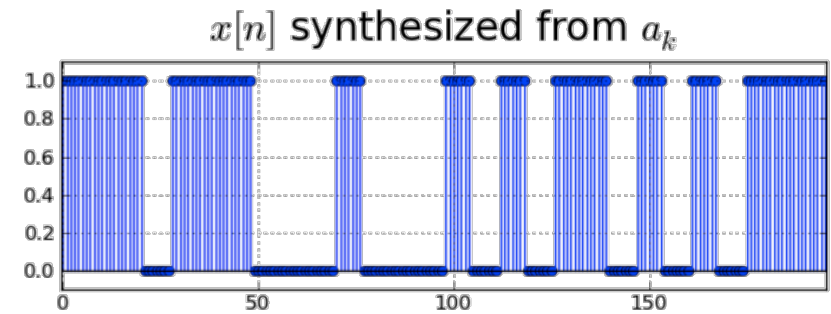
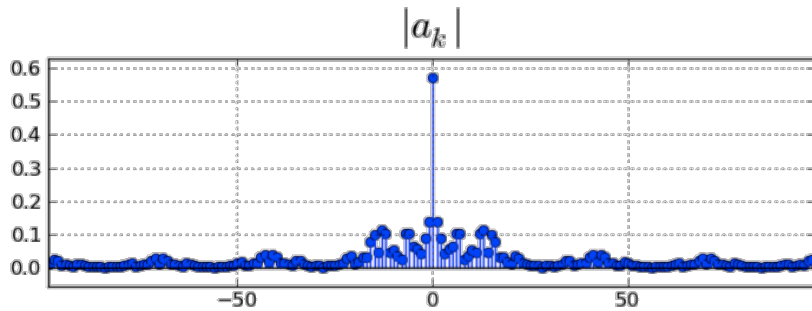


Zooming in:

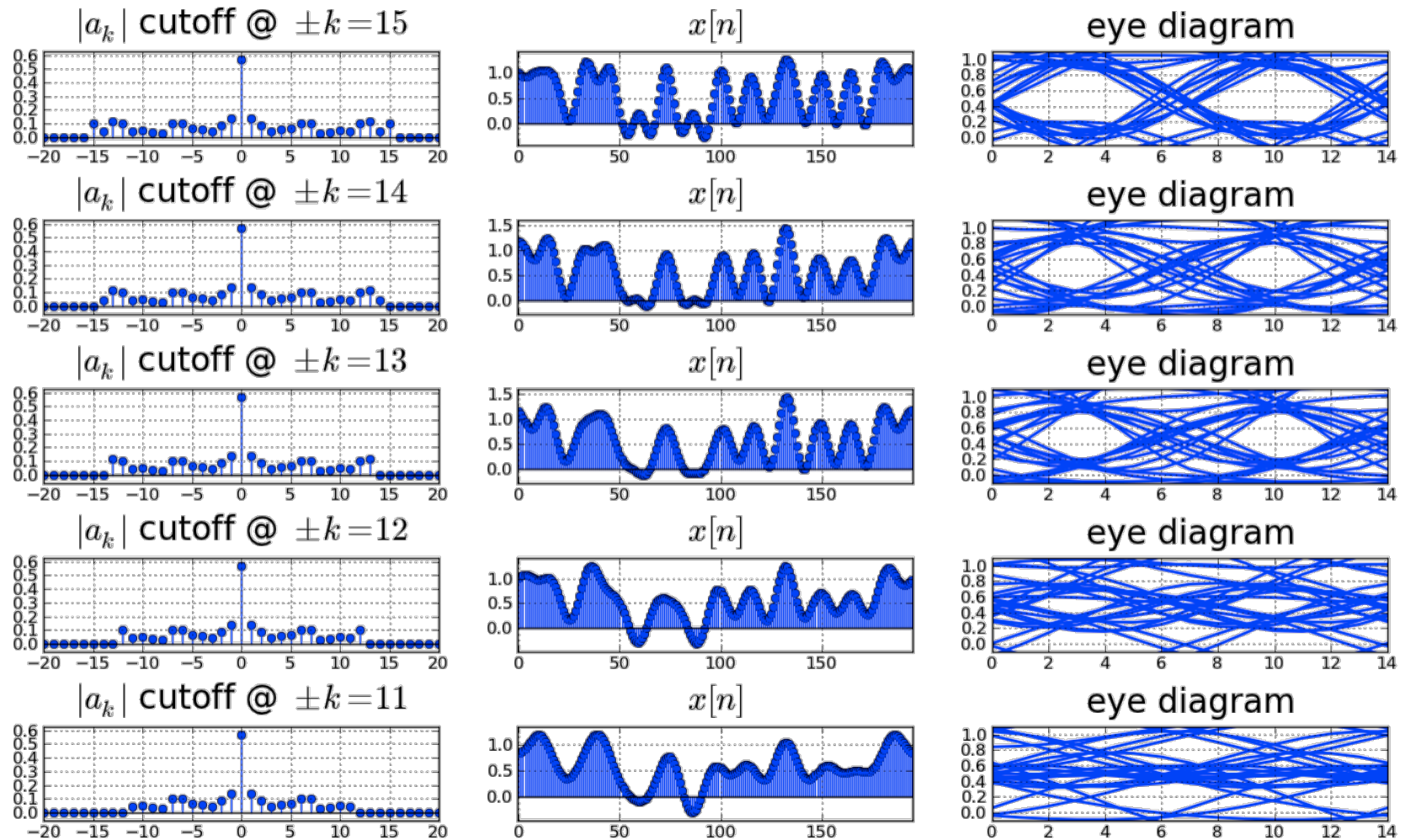




Effect of Low-Pass Channel



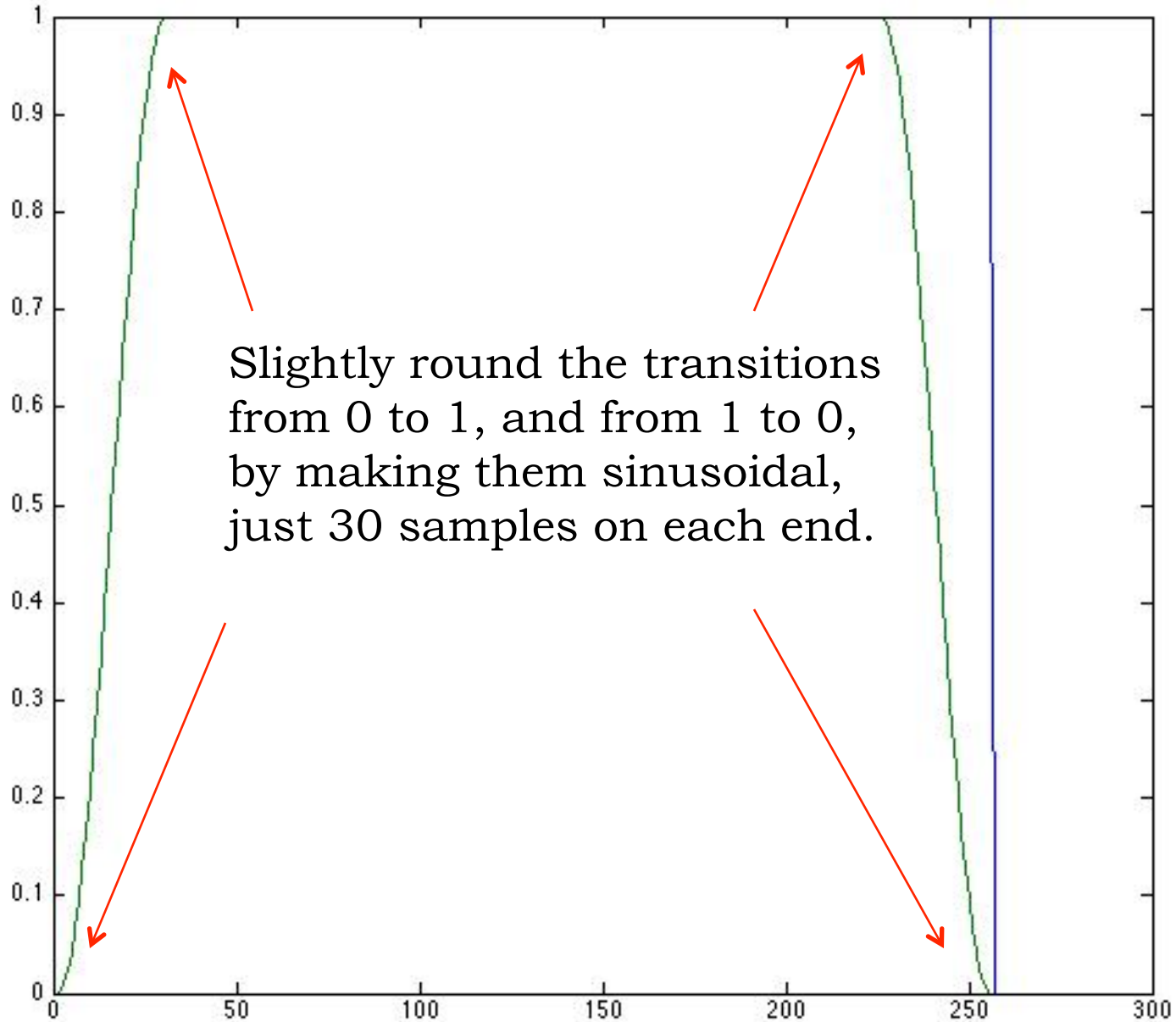
How Low Can We Go?



Complementary/dual behavior in time and frequency domains

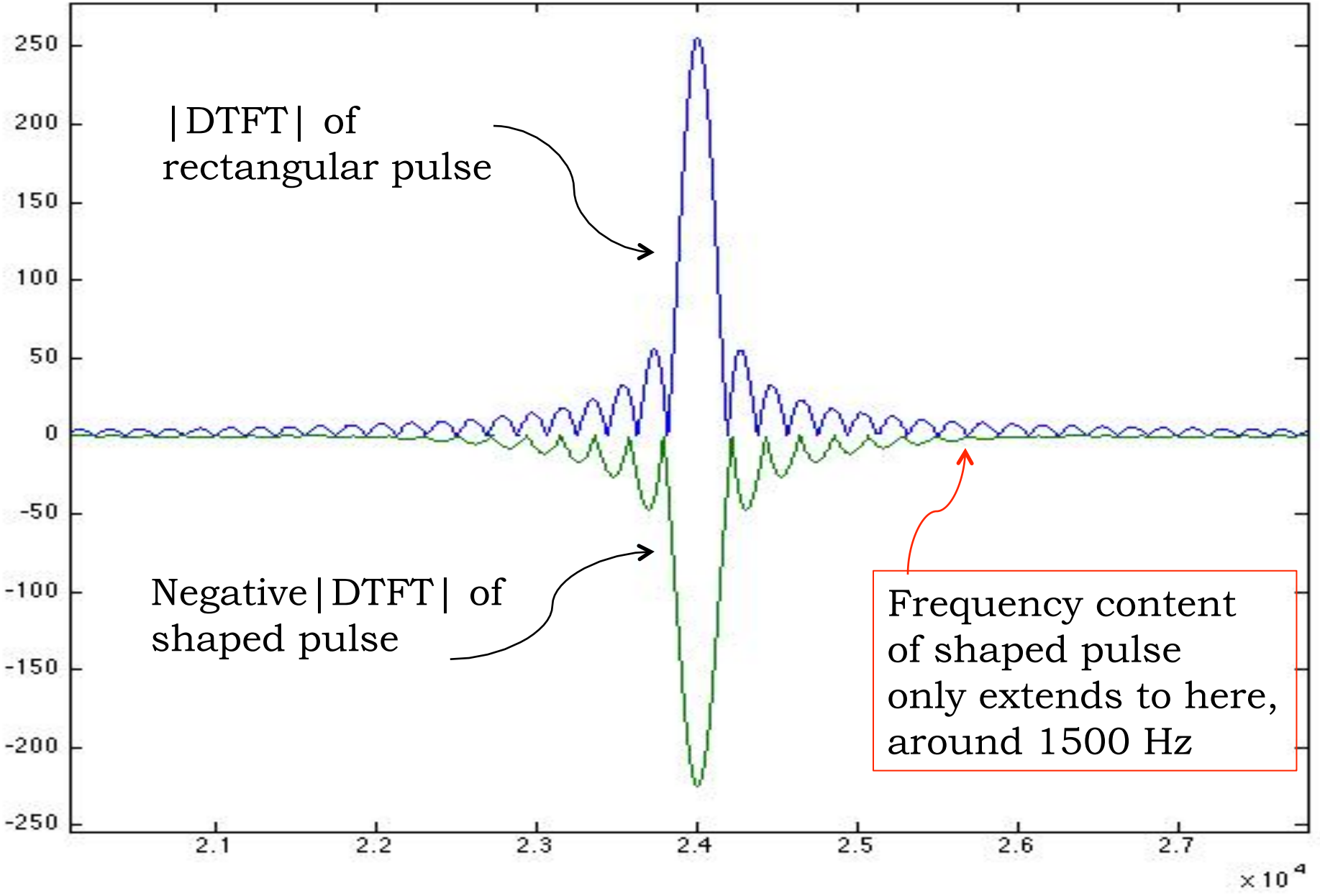
- Wider in time, narrower in frequency; and vice versa.
 - This is actually the basis of the uncertainty principle in physics!
- Smoother in time, sharper in frequency; and vice versa
- Rectangular pulse in time is a (periodic) sinc in frequency, while rectangular pulse in frequency is a sinc in time; etc.

A shaped pulse versus a rectangular pulse:

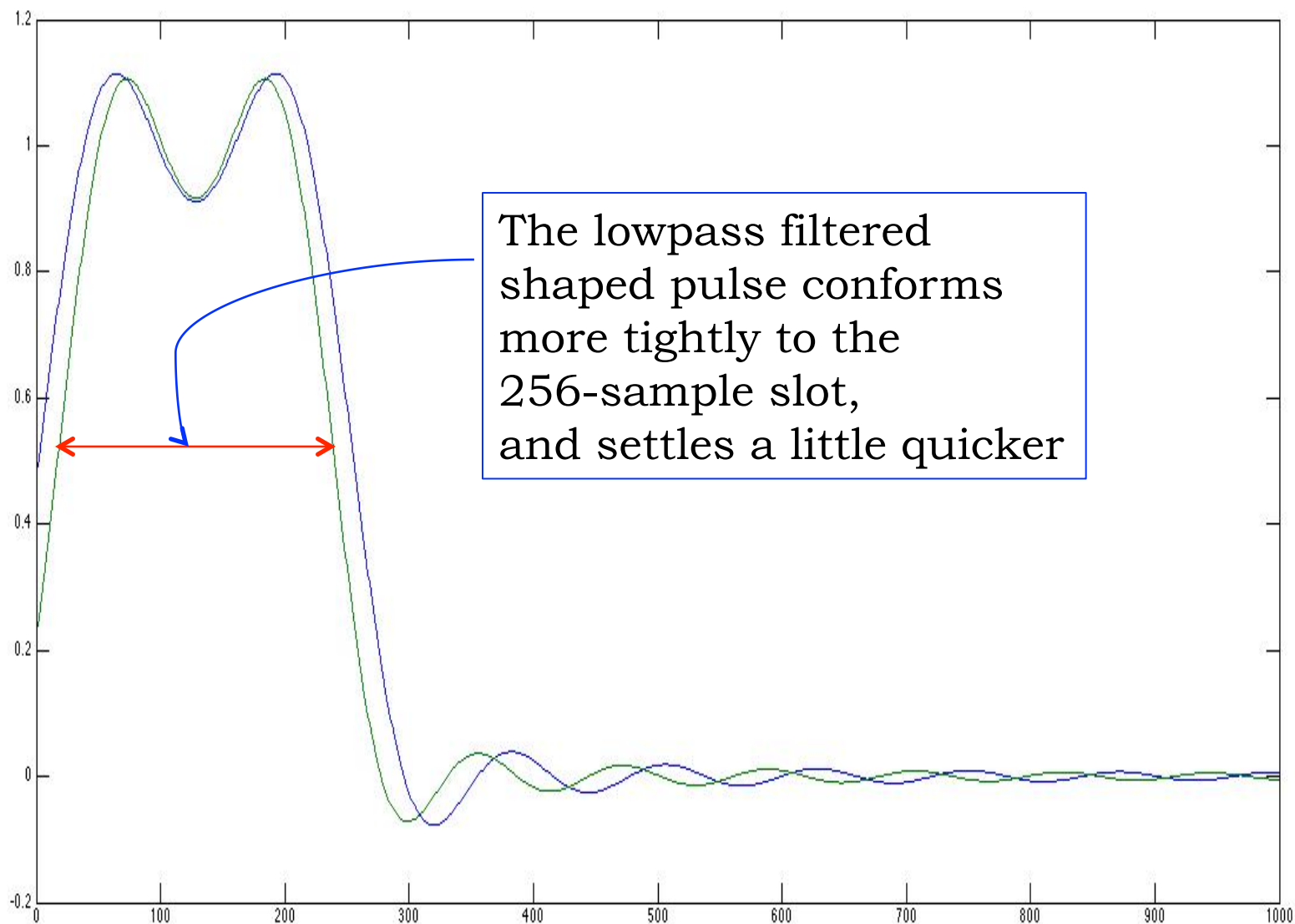


Slightly round the transitions from 0 to 1, and from 1 to 0, by making them sinusoidal, just 30 samples on each end.

In the spectral domain:

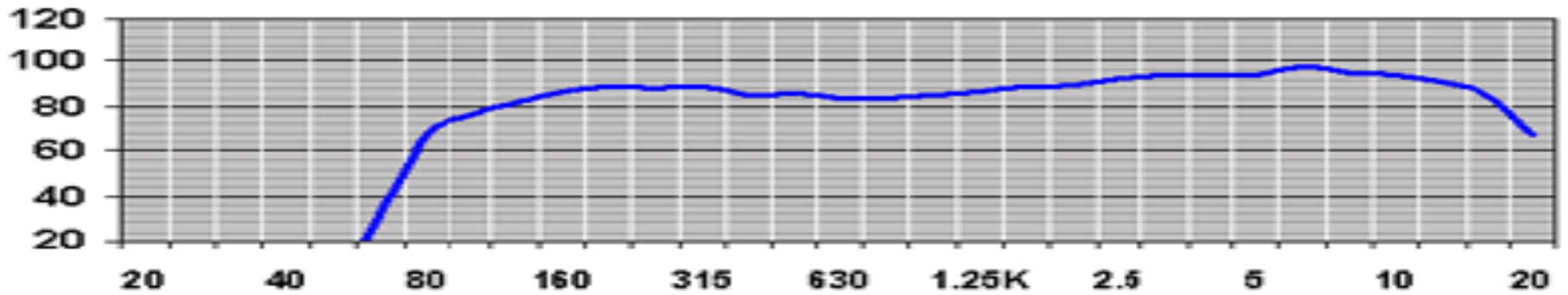


After passing the two pulses through a 400 Hz cutoff lowpass filter:

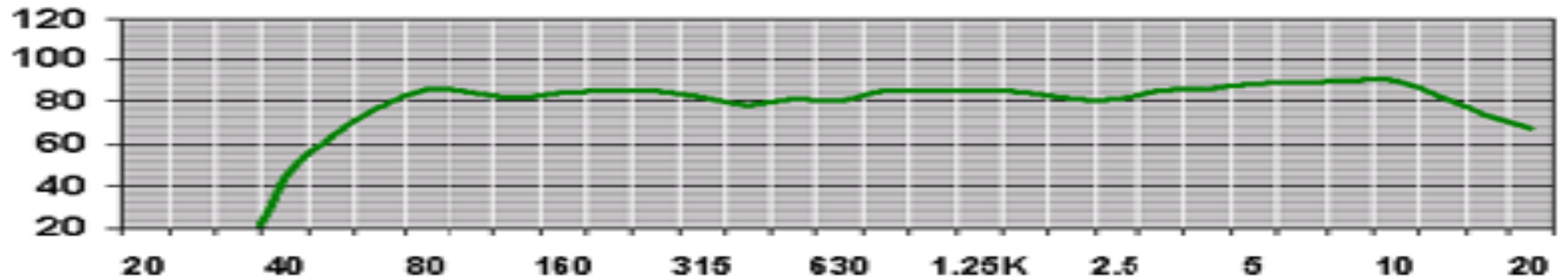


**But loudspeakers are bandpass,
not lowpass**

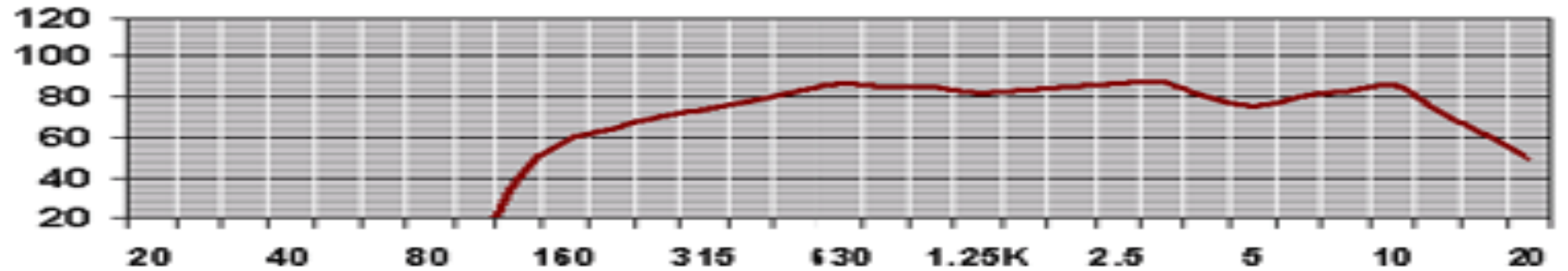
Altec iMmini



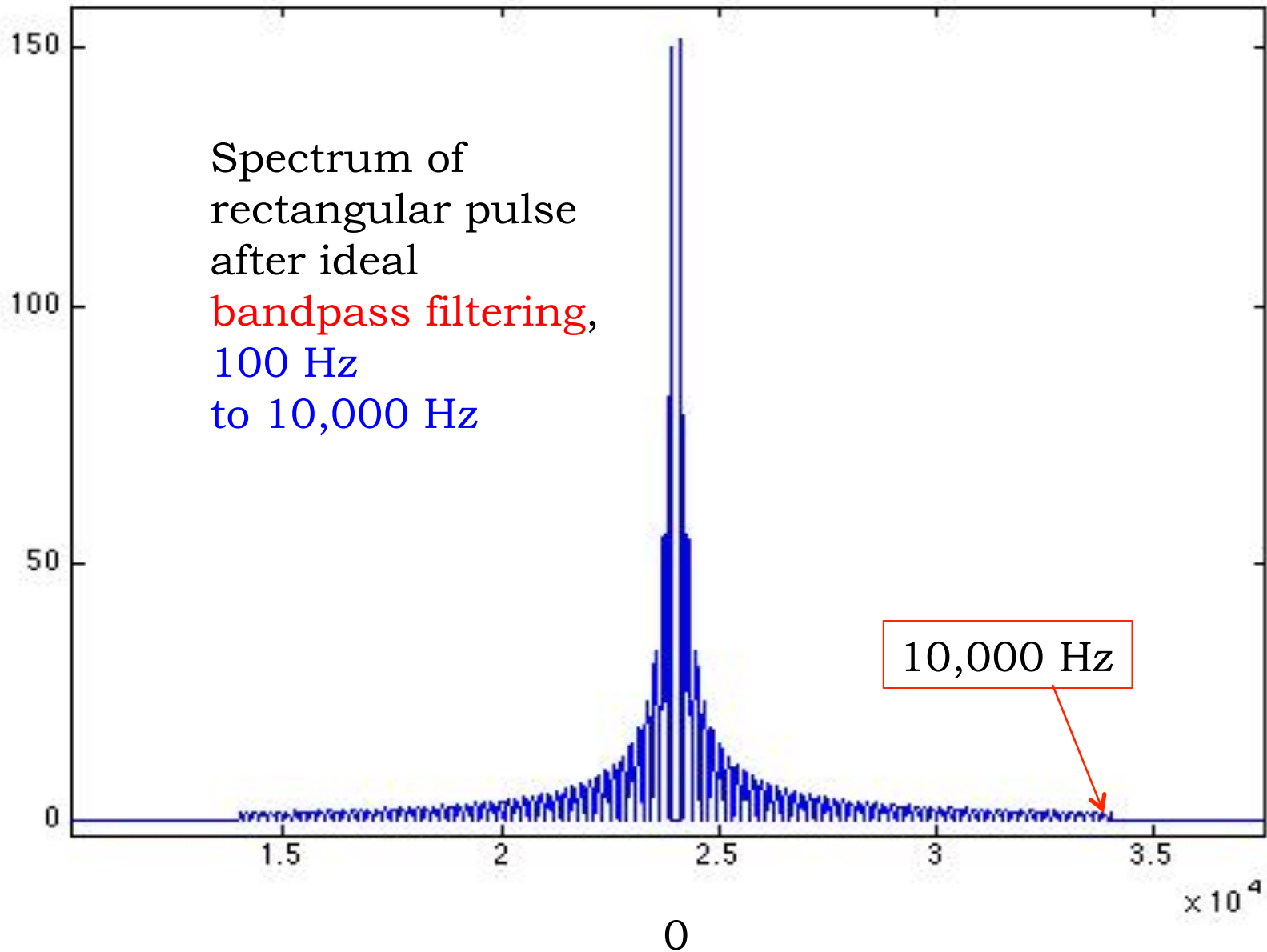
Bose SoundDock



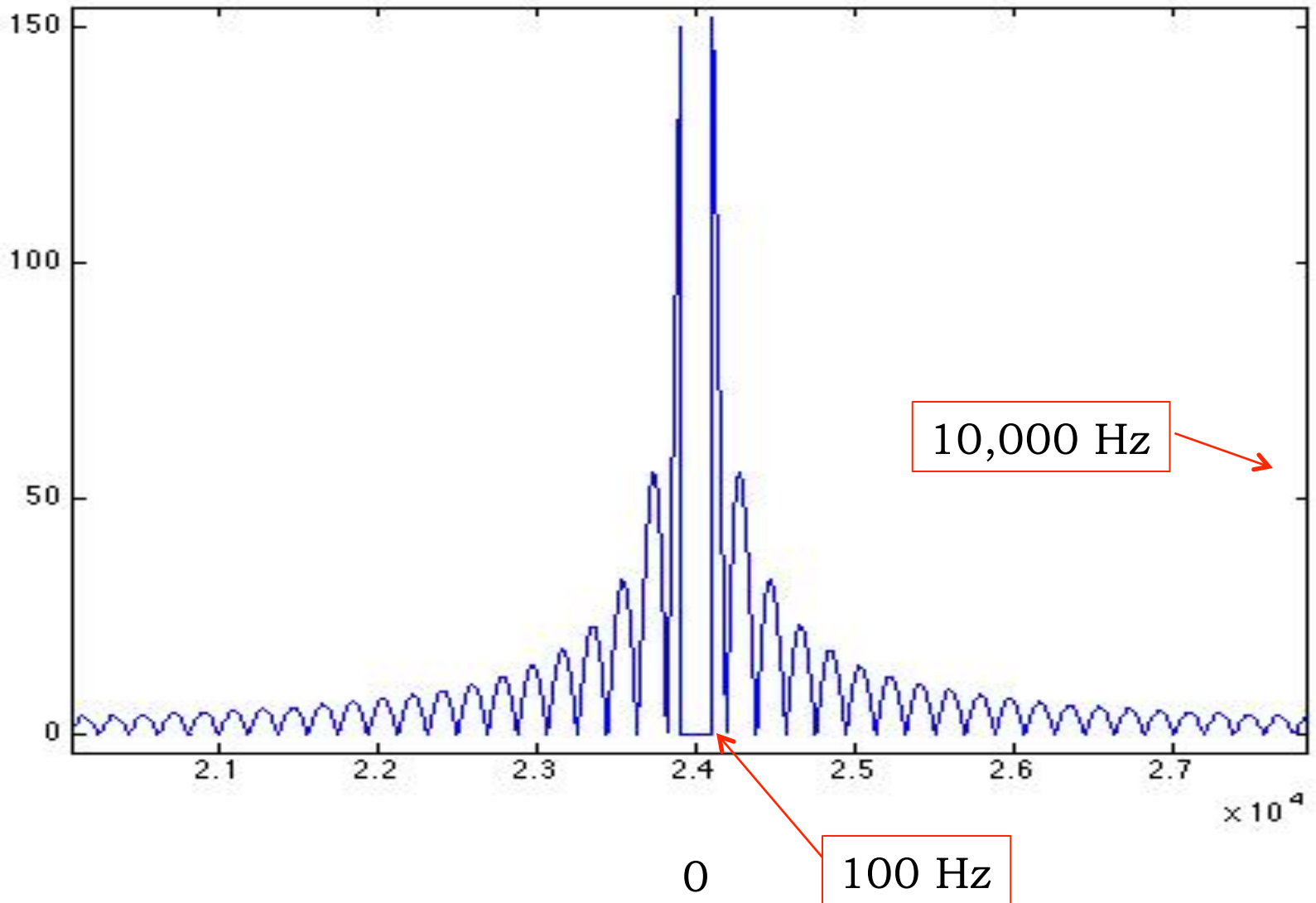
Sony T33

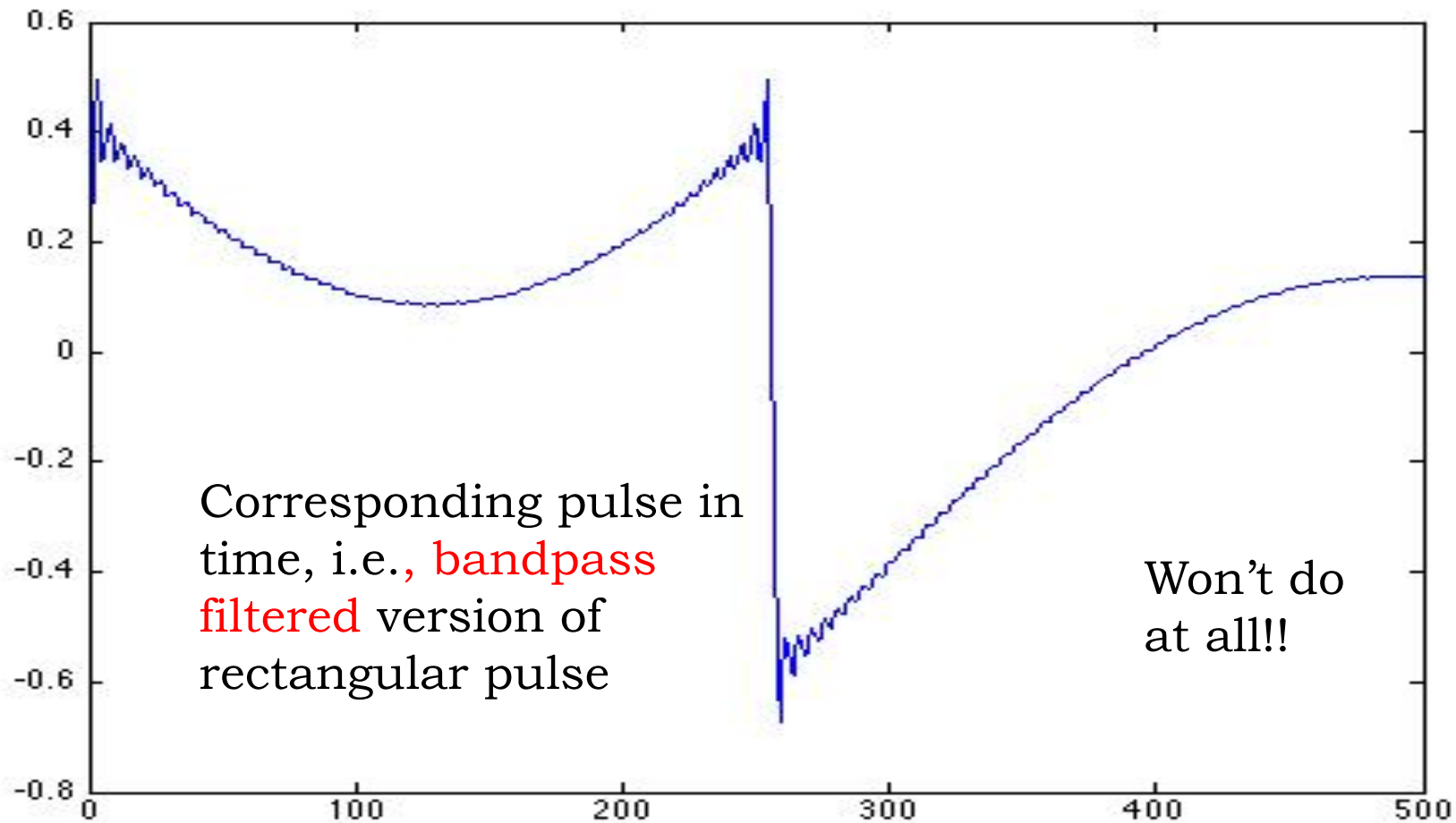


<http://www.pcmag.com/article2/0,2817,1769243,00.asp>



Zooming in:





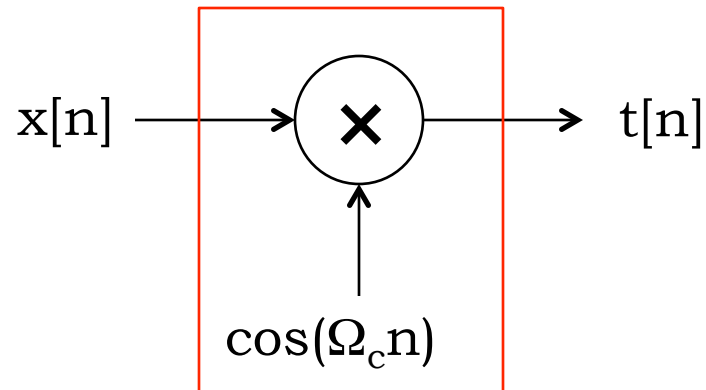
The Solution: Modulation

- Shift the spectrum of the signal $x[n]$ into the loudspeaker's passband by **modulation!**

$$\begin{aligned}x[n] \cos(\Omega_c n) &= 0.5x[n](e^{j\Omega_c n} + e^{-j\Omega_c n}) \\&= \frac{0.5}{2\pi} \left[\int_{\langle 2\pi \rangle} X(\Omega') e^{j(\Omega' + \Omega_c)n} d\Omega' + \int_{\langle 2\pi \rangle} X(\Omega'') e^{j(\Omega'' - \Omega_c)n} d\Omega'' \right] \\&= \frac{0.5}{2\pi} \left[\int_{\langle 2\pi \rangle} X(\Omega - \Omega_c) e^{j\Omega n} d\Omega + \int_{\langle 2\pi \rangle} X(\Omega + \Omega_c) e^{j\Omega n} d\Omega \right]\end{aligned}$$

Spectrum of modulated signal comprises **half-height replications of $X(\Omega)$ centered as $\pm\Omega_c$** (i.e., plus and minus the carrier frequency). So choose carrier frequency comfortably in the passband, leaving room around it for the spectrum of $x[n]$.

Is Modulation Linear? Time-Invariant? ...

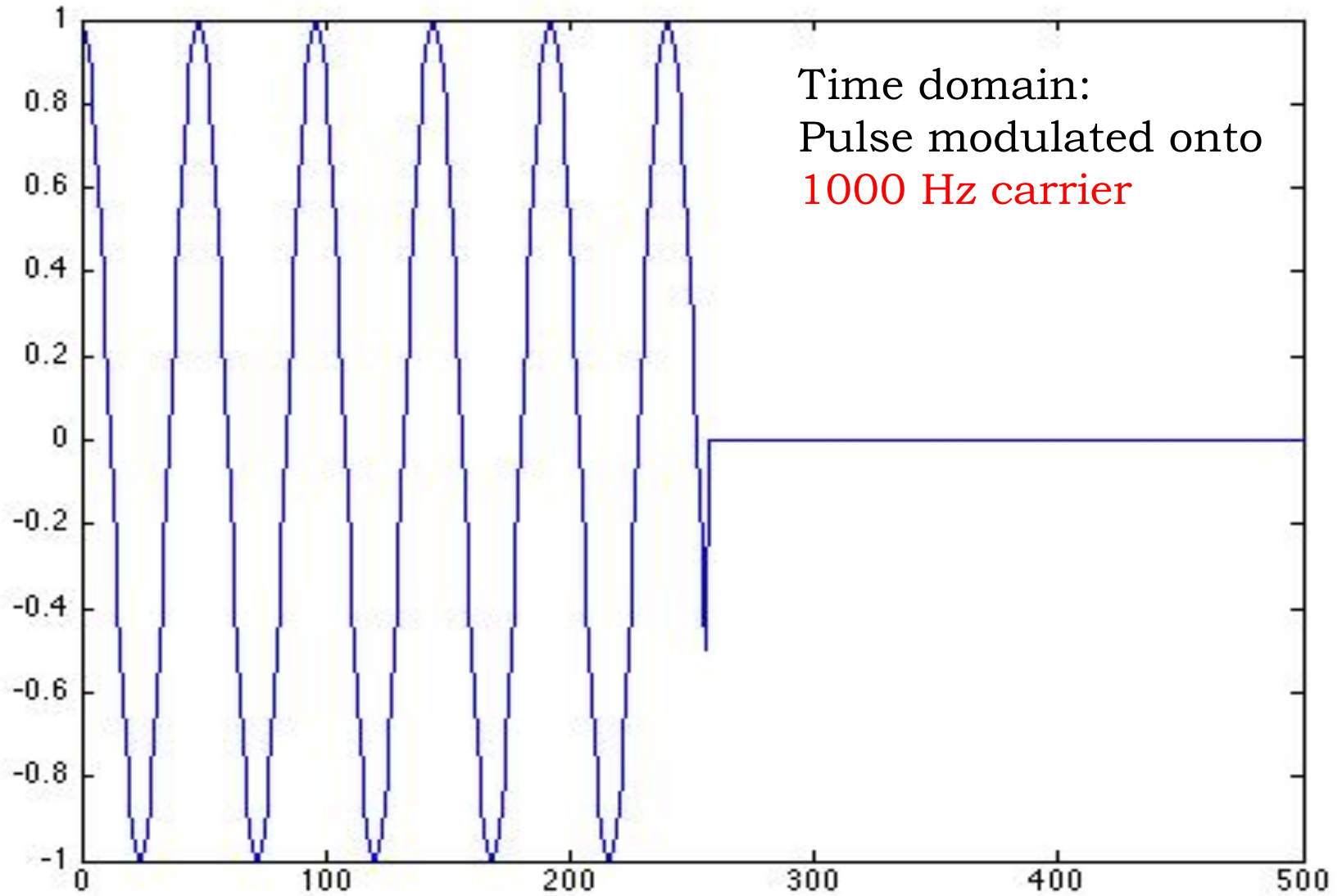


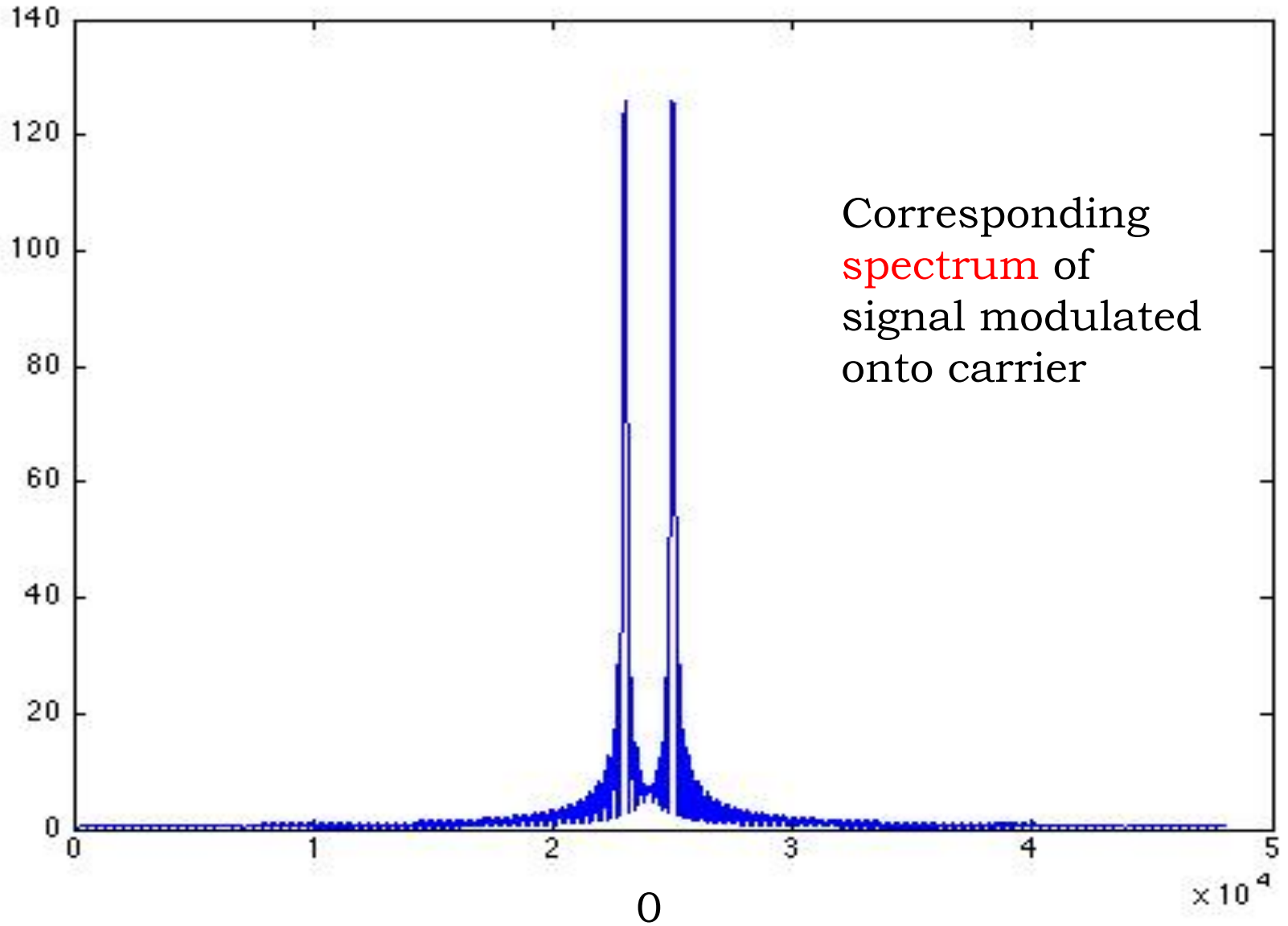
... as a system that takes input $x[n]$ and produces output $t[n]$ for transmission?

Yes, linear!

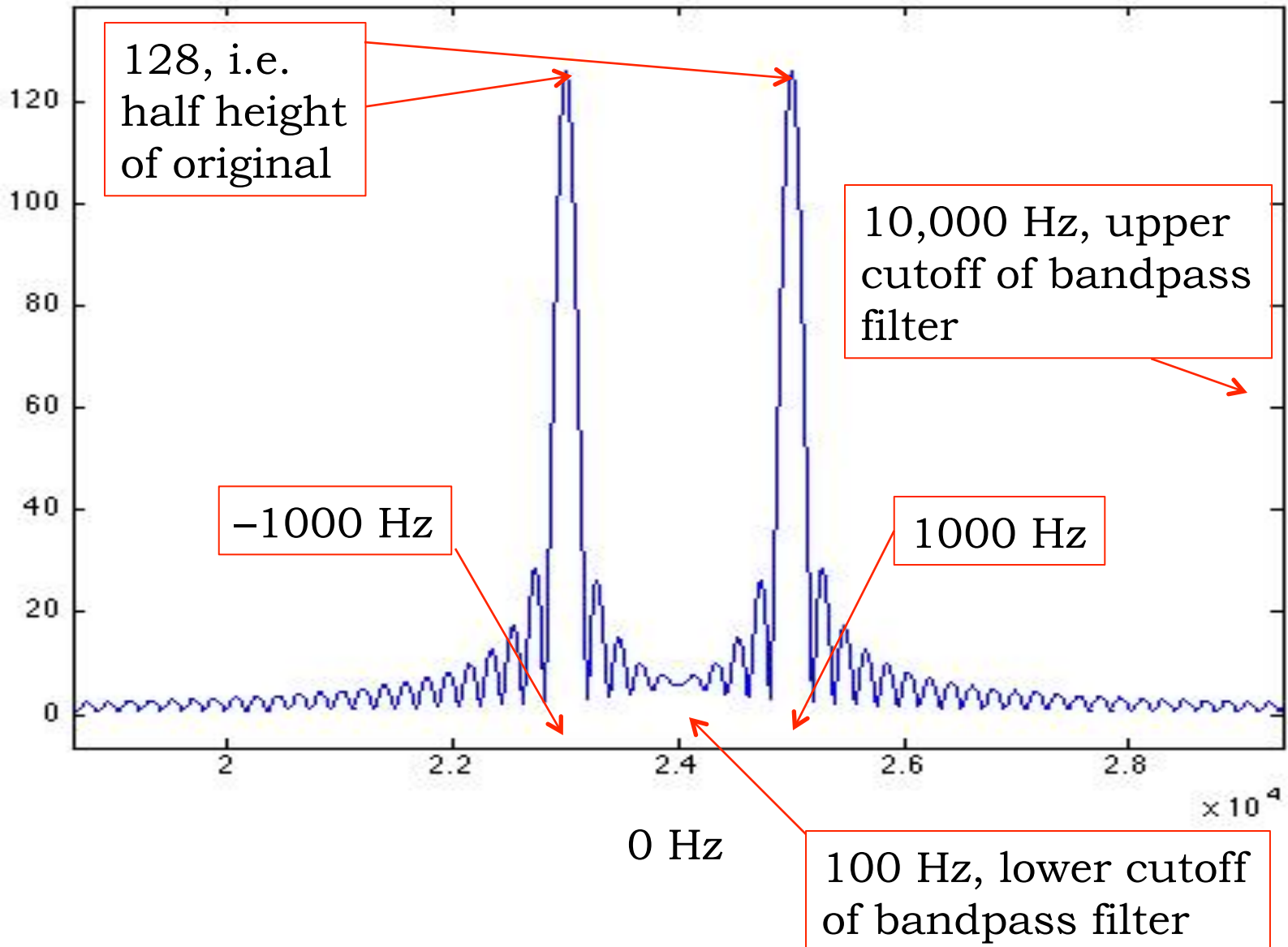
No, not time-invariant!

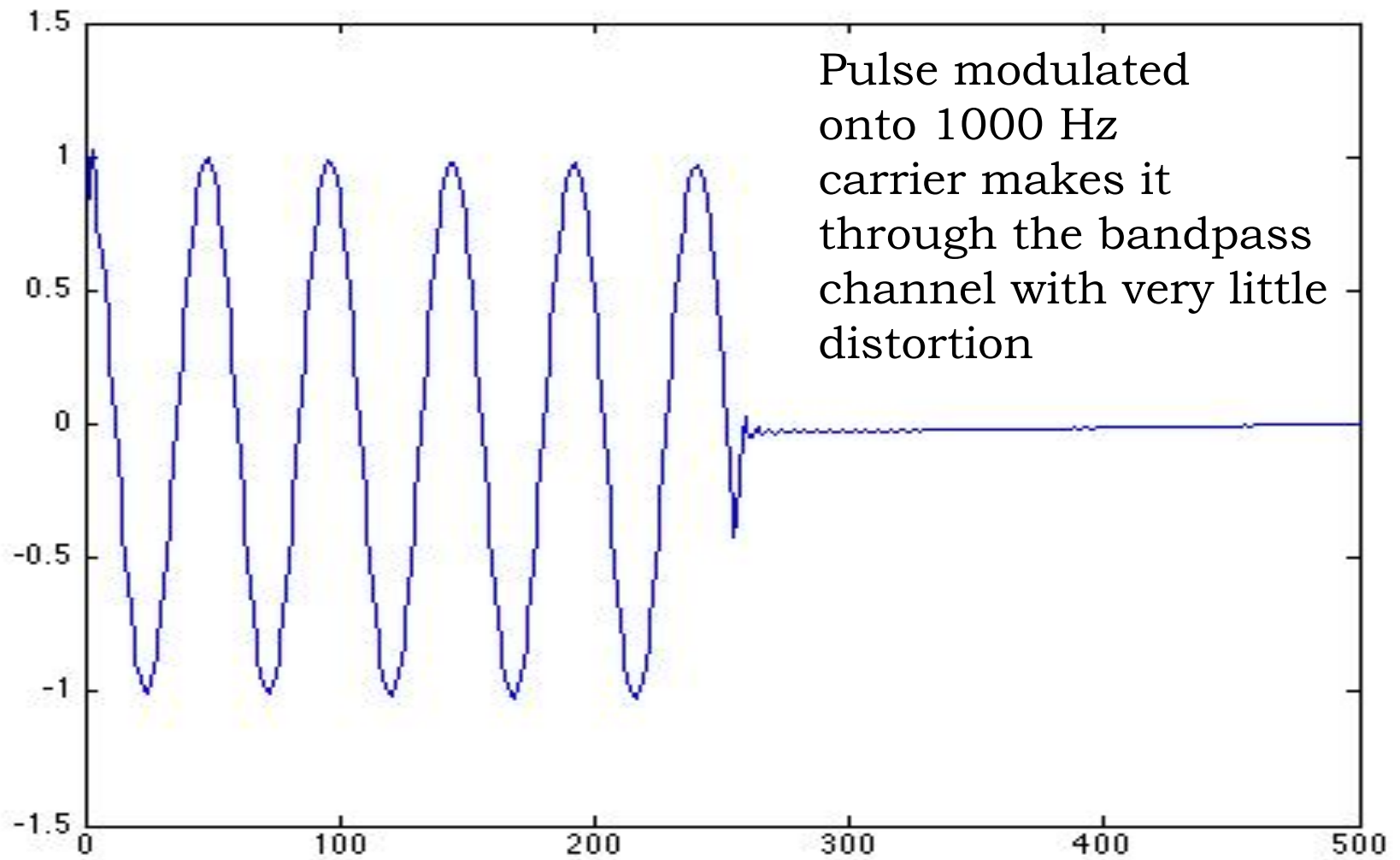
So for our rectangular pulse example:





Zooming in:





SCARY GOOD!!

At the Receiver: Demodulation

- In principle, this is (as easy as) modulation again:

If the received signal is

$$r[n] = x[n]\cos(\Omega_c n),$$

then simply compute

$$\begin{aligned}d[n] &= r[n]\cos(\Omega_c n) \\ &= x[n]\cos^2(\Omega_c n) \\ &= 0.5 \{x[n] + x[n]\cos(2\Omega_c n)\}\end{aligned}$$

- What does the spectrum of $d[n]$ look like?
- What constraint on the bandwidth of $x[n]$ is needed for perfect recovery of $x[n]$?