

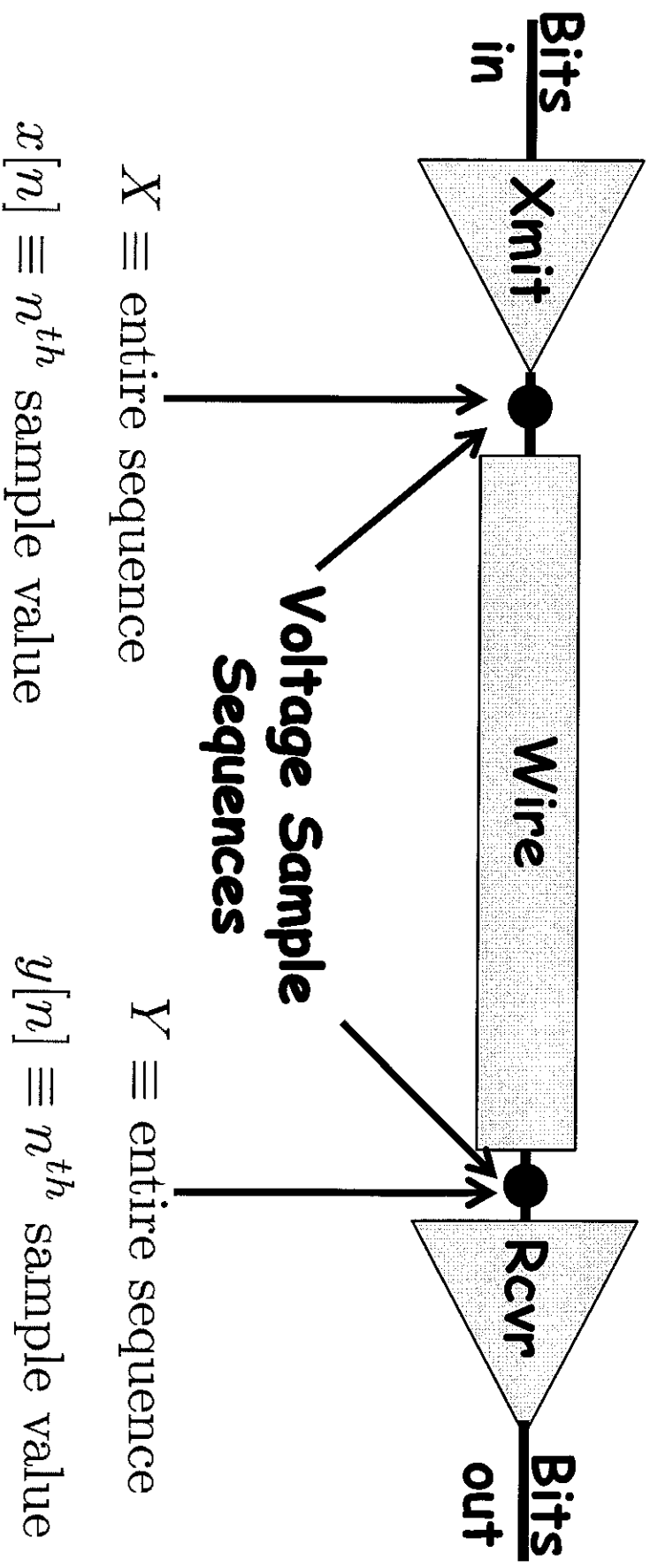
6.02 Lecture 3 - Unraveling Wires

(After Notes and Examples)

- **Quick Reminder about Problem**
 - Slow Wires and Eye diagrams
 - Wires model Casual and LTI
 - Improvements by processing
- **Unit Sample Response**
 - Convolution Sum
 - Connection to Difference Equations
 - Deconvolution
- **Flip and slide convolution**
 - Lends insight in to system response

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Transmission Setup and Notation

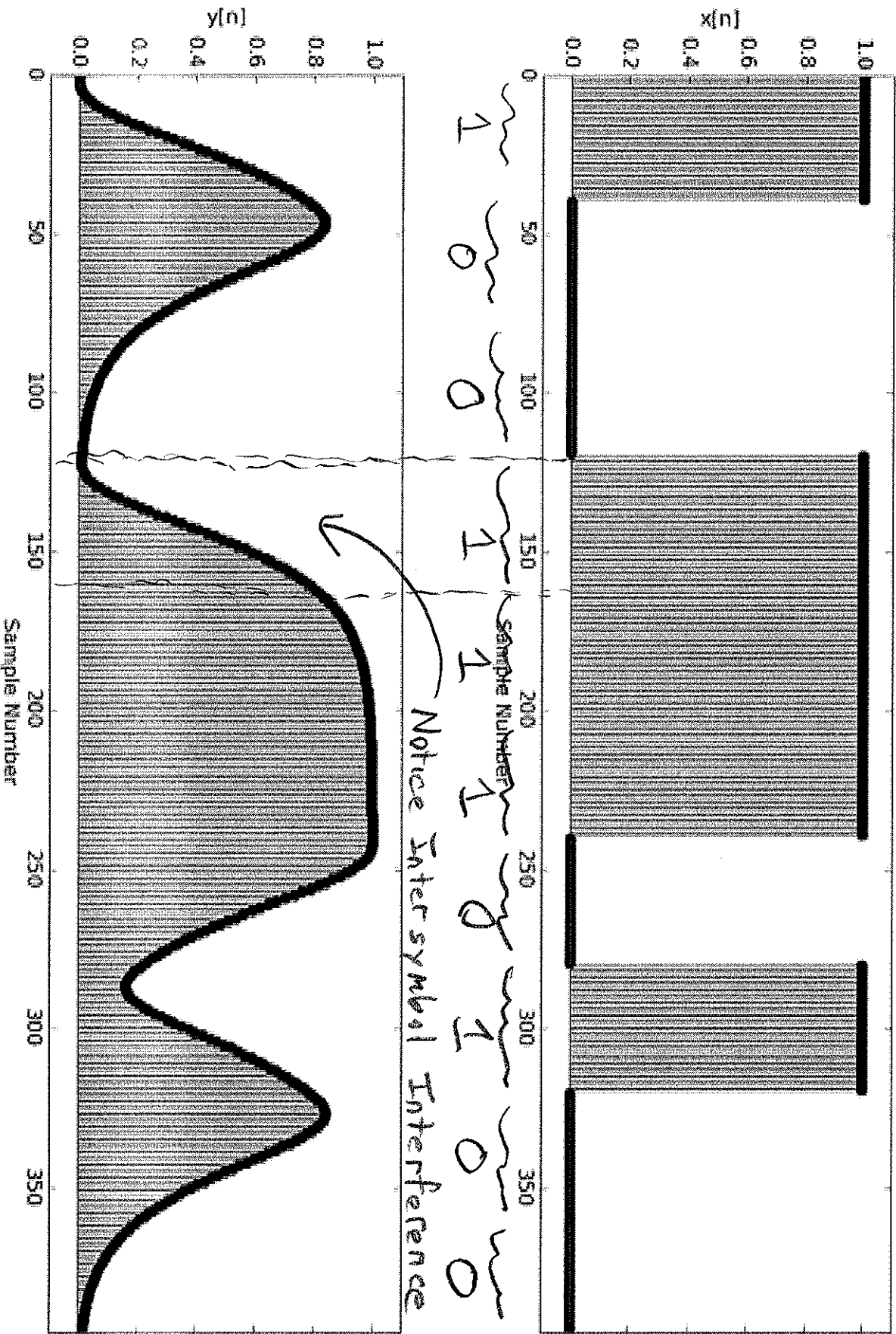


Sample Rates:

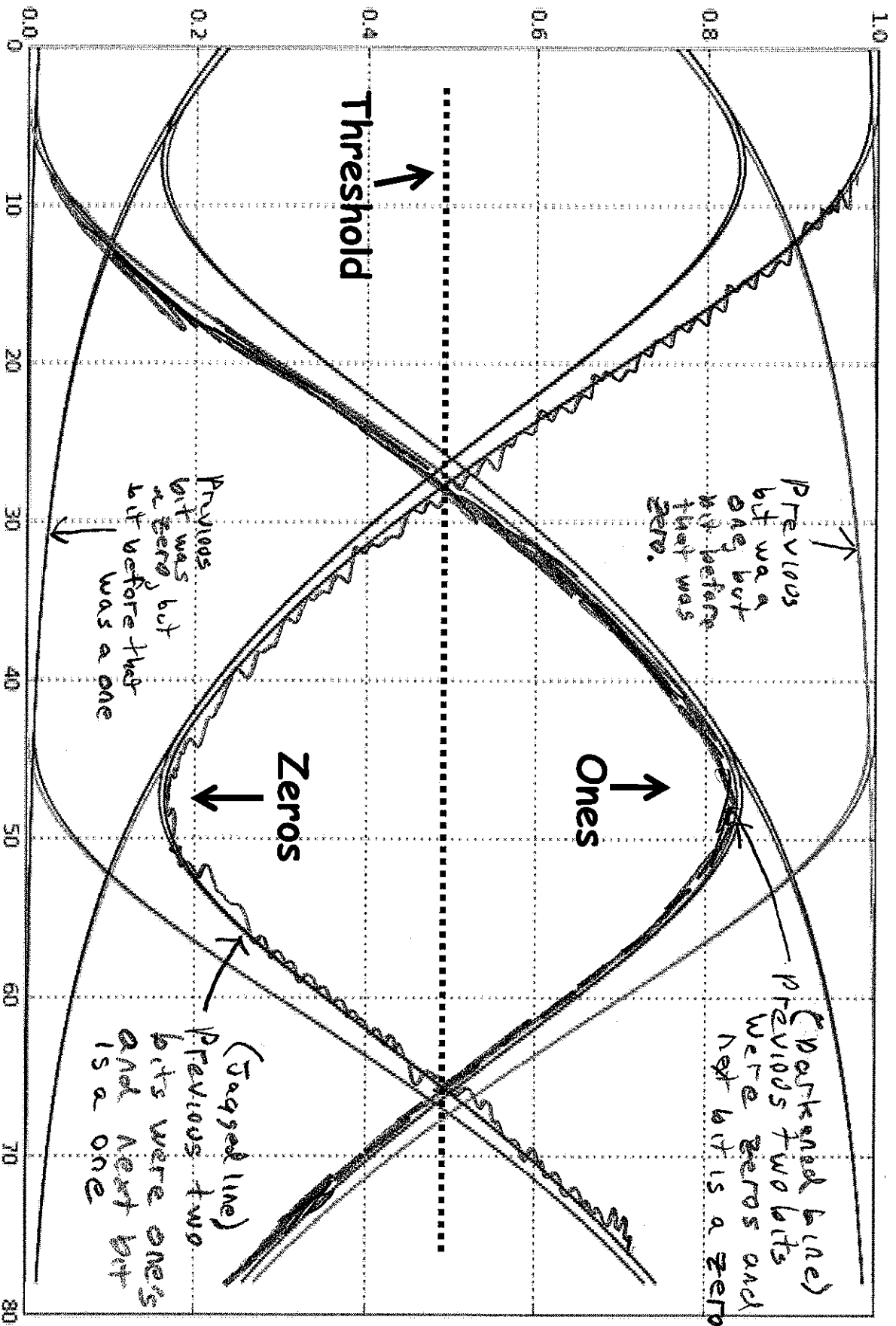
- 256,000 Samples/Second (lab)
- Up to gigaSamples/Second (Real World)

Slow Wire and 40 Samples per bit

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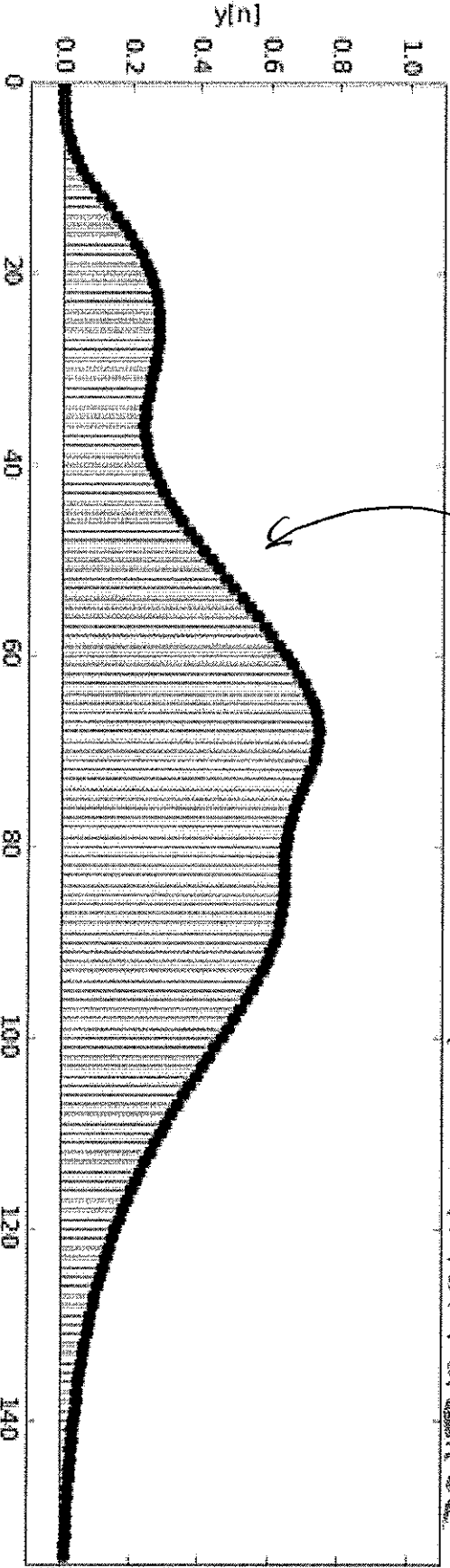
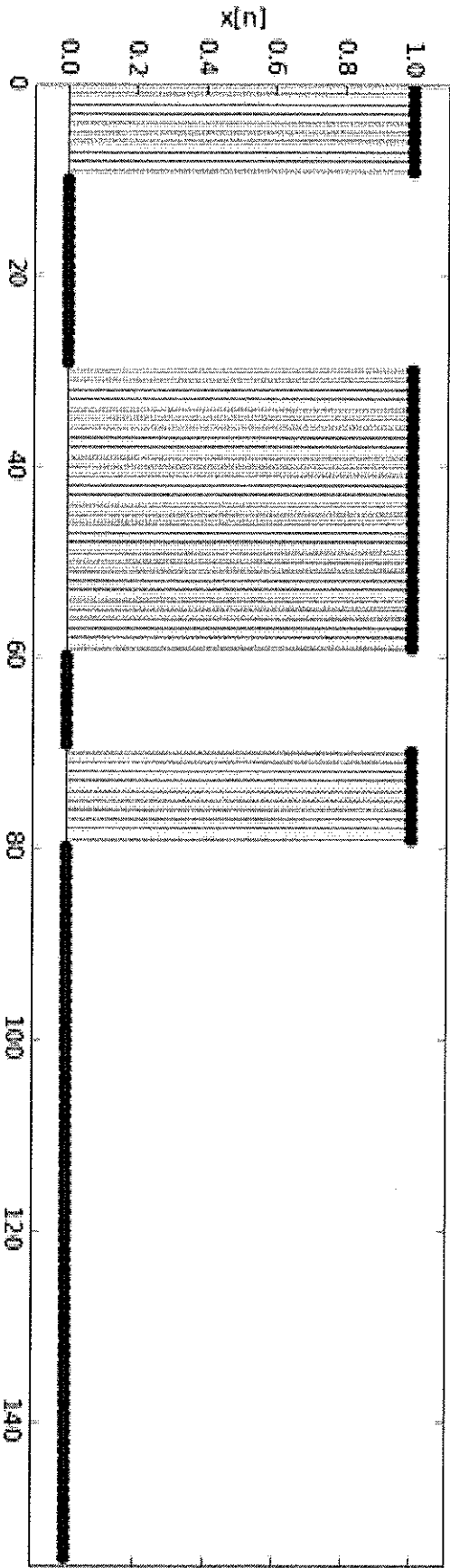


40 Samples per bit Eye diagram



Slow Wire and 10 Samples per bit

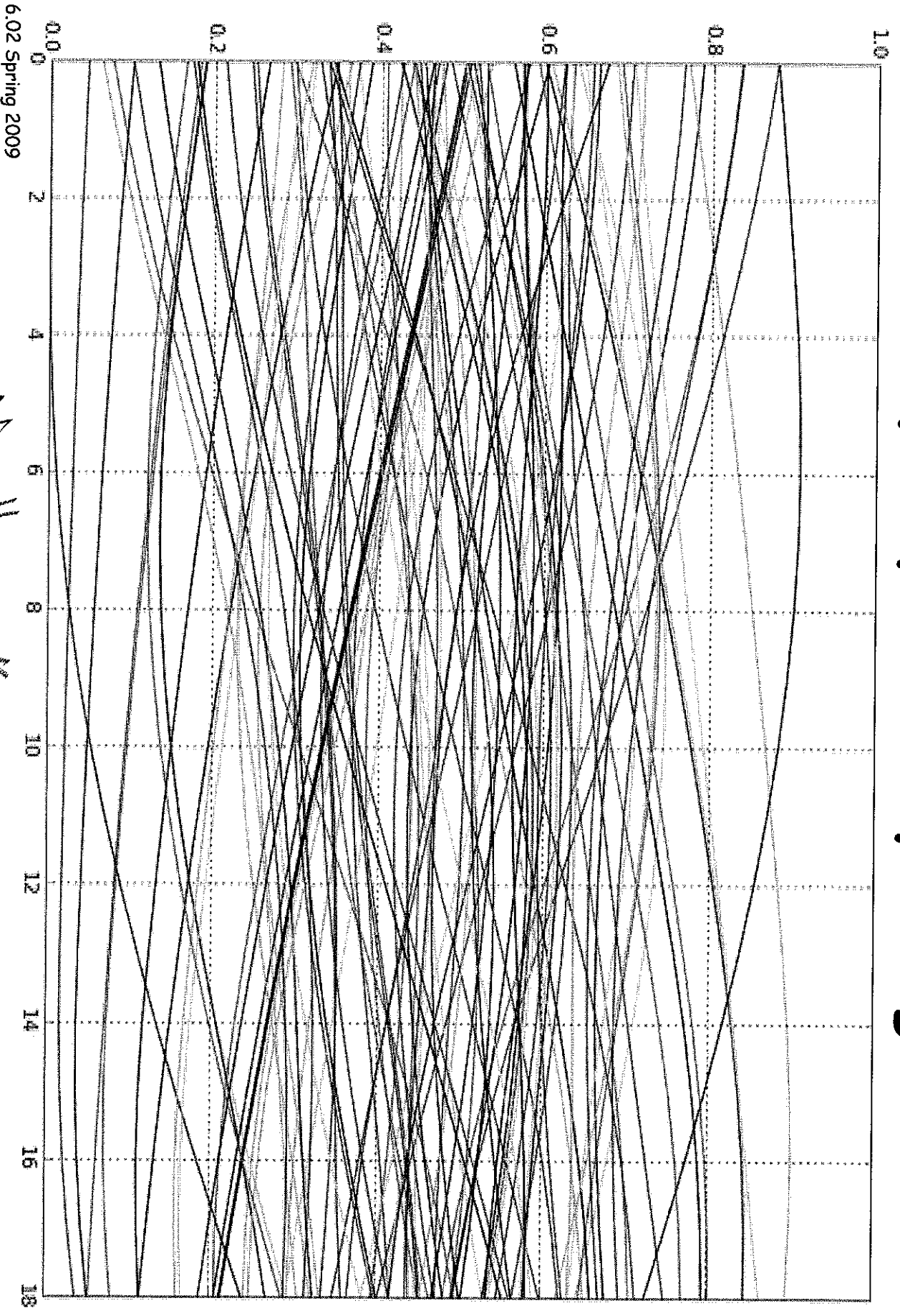
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Much worse intersymbol interference

10 Samples per bit Eye diagram

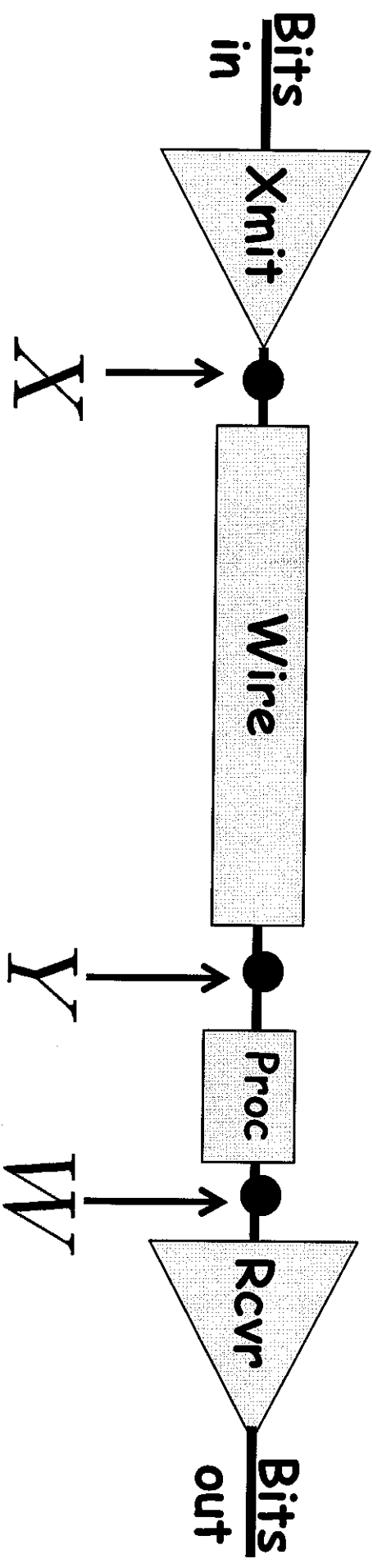
6



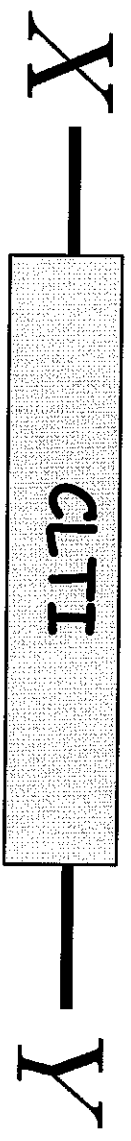
No "open" eye

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Can Signal Processing Help?

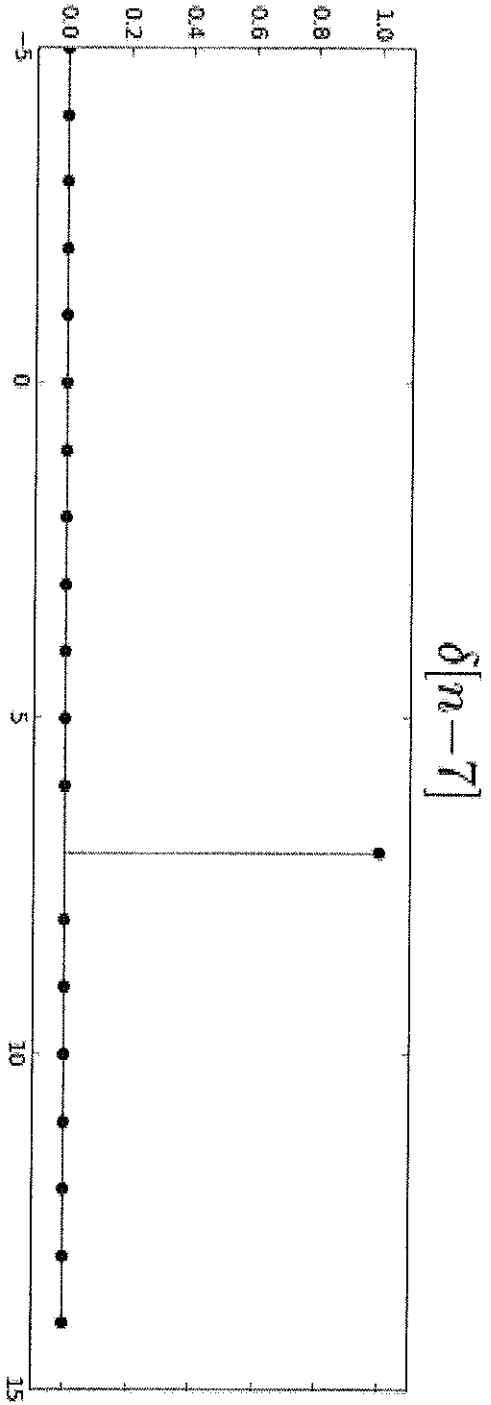
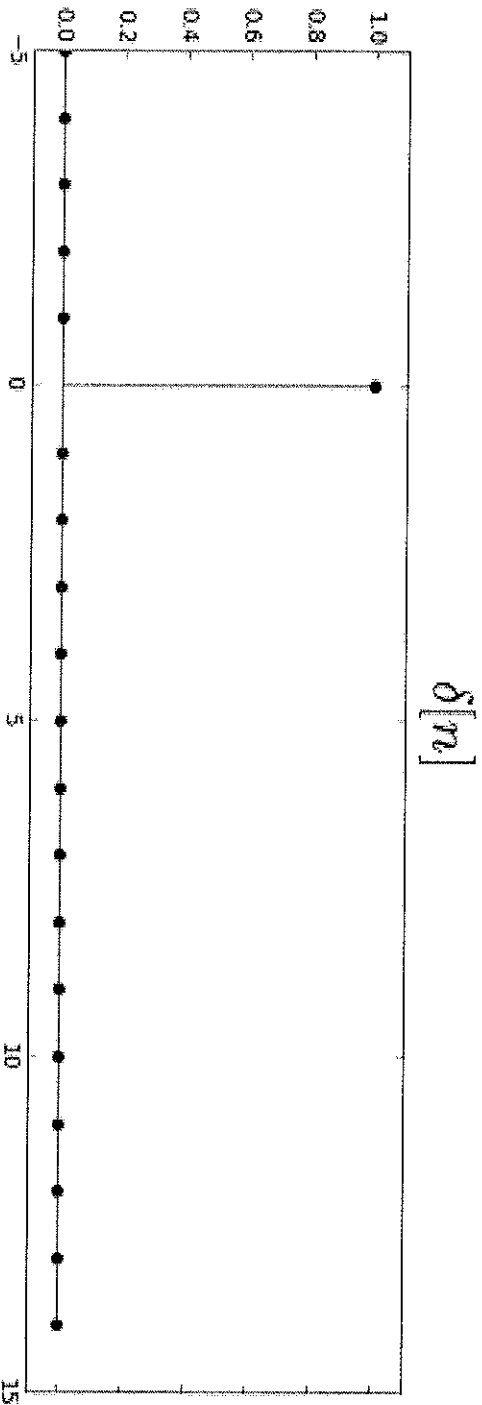


Model Wire as Causal and Linear Time-Invariant



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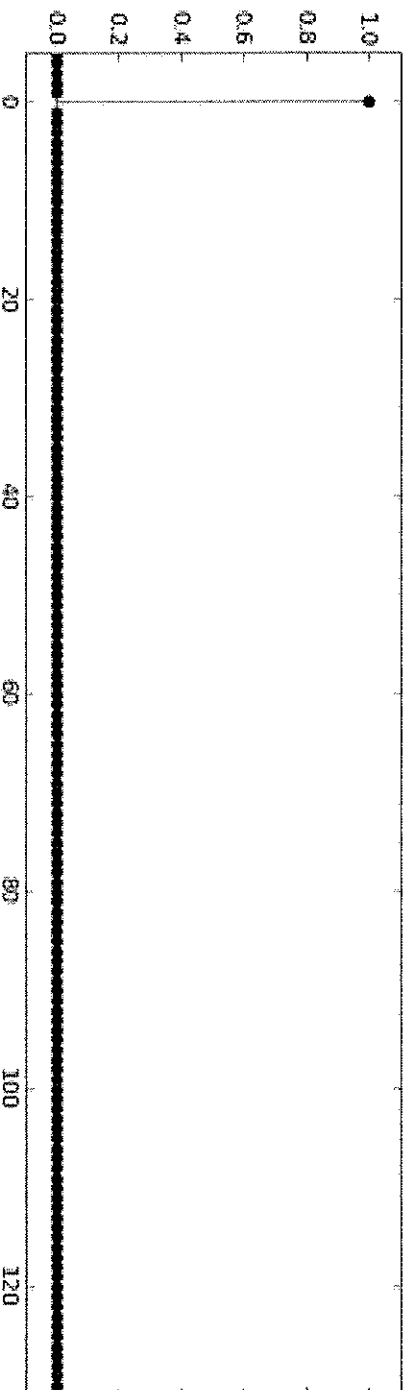
Unit Sample Reminder



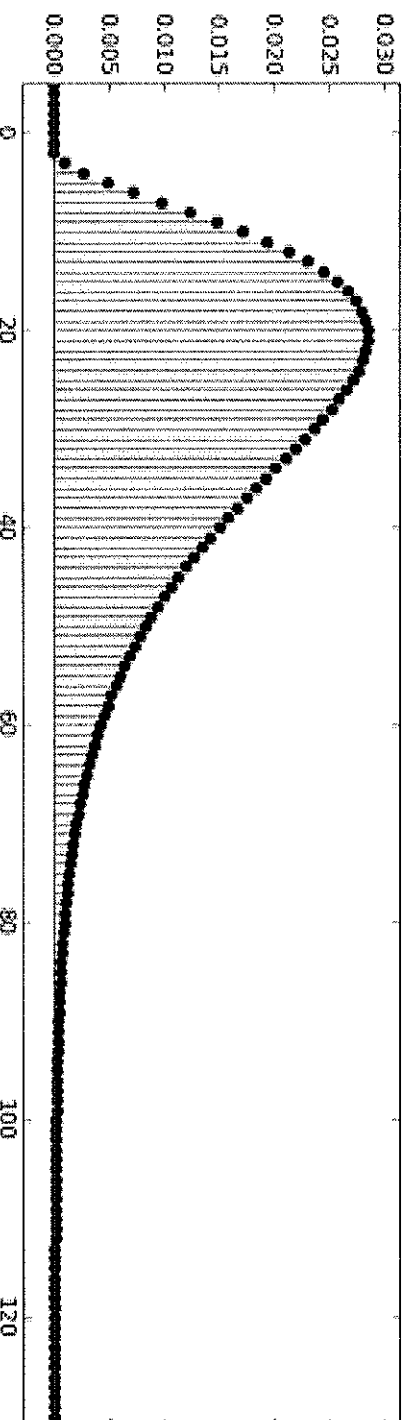
Unit Sample Response (slow wire)

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$\delta[n]$



$h[n]$

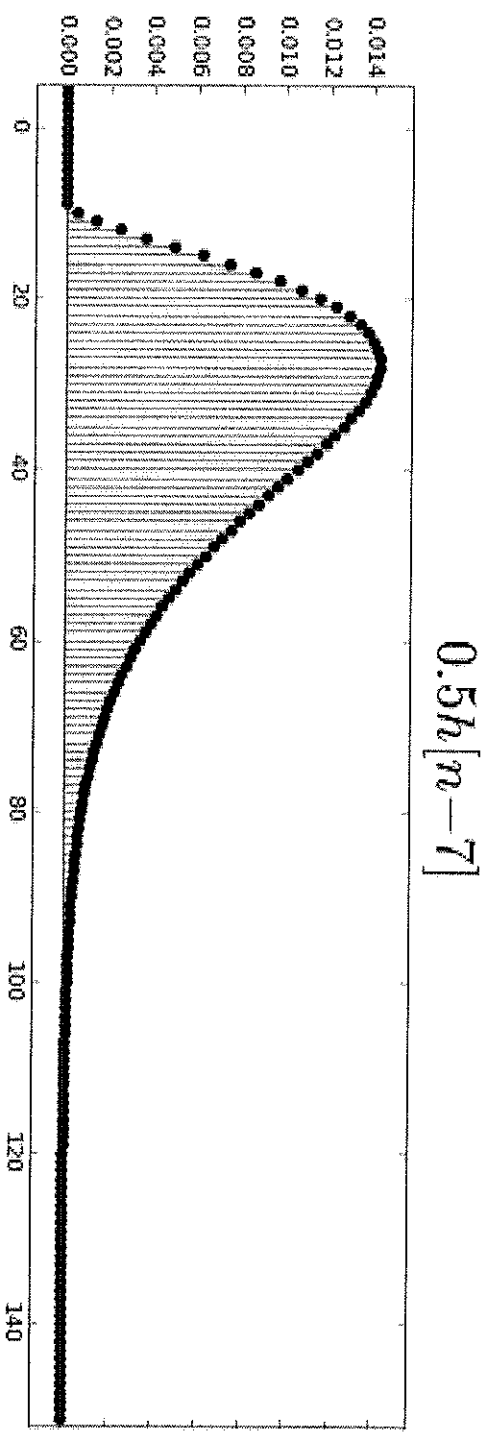
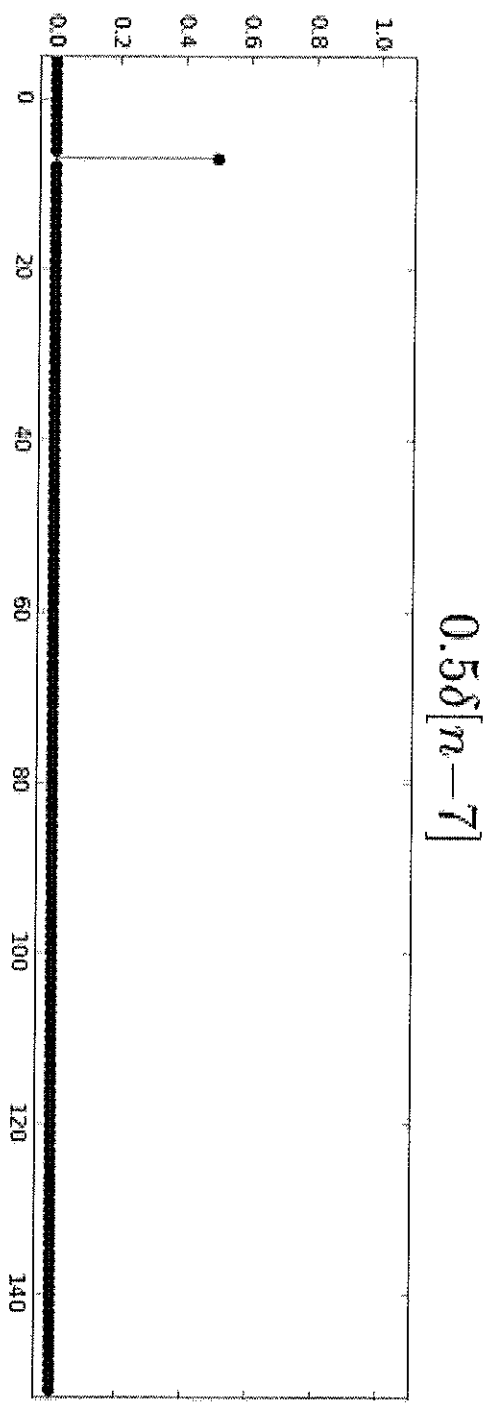


Notice $h[n]$ is non-zero for $n \sim 80$ samples (ISI for 40 samples/bit was two bits)

(That is, when $h[n]$ is non-zero for 2 bit periods, then two previous bits "interfere" with current bit)

Shifted and Scaled Unit Sample Response

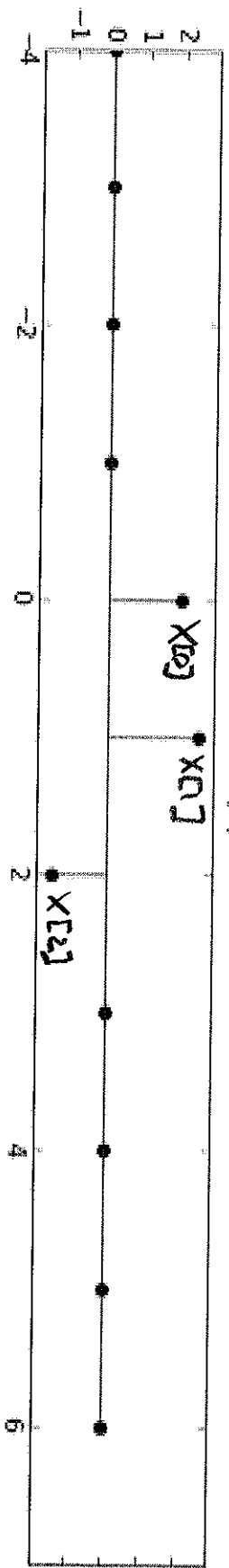
10



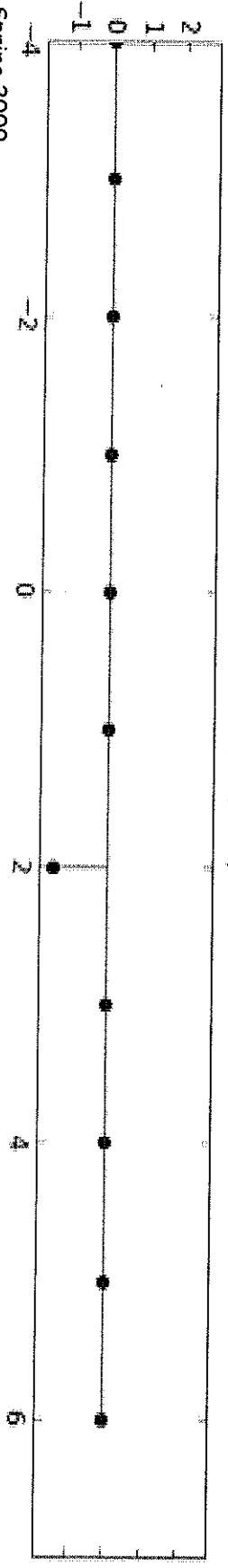
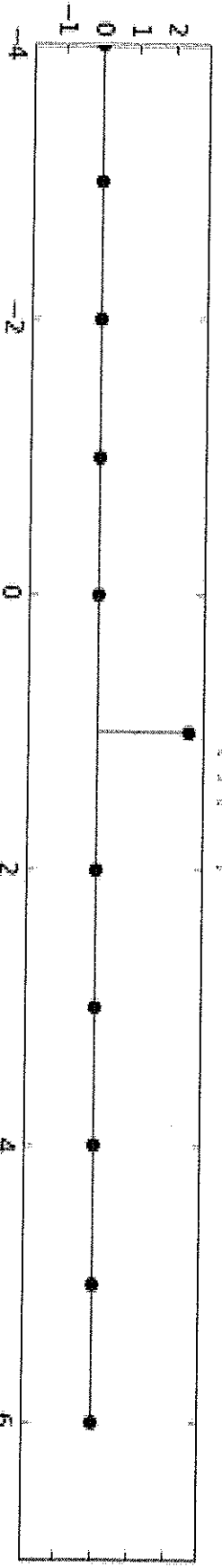
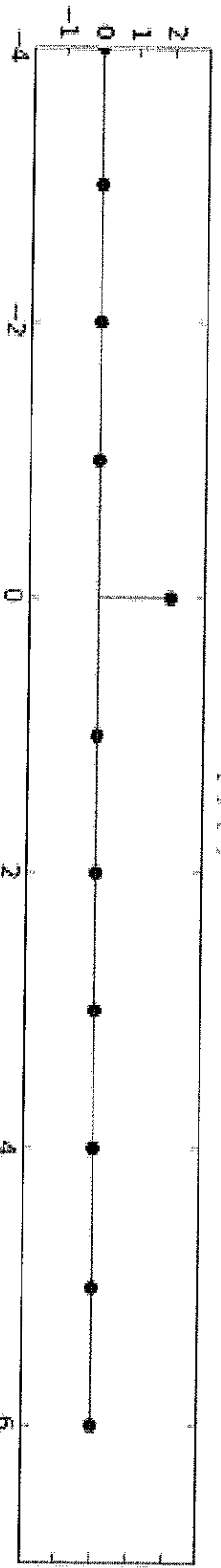
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Decomposing $X[n]$

$$X[n] = X[0]\delta[n] + X[1]\delta[n-1] + X[2]\delta[n-2]$$



(Note:
 $X[n]=0$
 $n > 2$
 $n < 0$)



In General for LTI

$$X[n] = X[0] \delta[n] + X[1] \delta[n-1] + X[2] \delta[n-2] + \dots$$



$$Y[n] = X[0] h[n] + X[1] h[n-1] + X[2] h[n-2] + \dots$$

In summation form:

$$Y[n] = \sum_{m=0}^n h[n-m] X[m]$$

Because $h[n-m] = 0$ for $n-m < 0$
Because $X[m] = 0$ for $m < 0$

Causality
Unit step response can not be non-zero before the unit step occurs.
 $h[n] = 0$
 $n < 0$

Notation:

$$Y = H * X$$

↑ sequences

Side Note Polynomial multiplication

$$(a[0] + a[1]z + a[2]z^2 + \dots + a[n]z^n) (b[0] + b[1]z + \dots + b[m]z^m)$$
$$= (a[0]b[0] + (a[0]b[1] + a[1]b[0])z + \dots + a[n]b[m]z^{n+m})$$

Looks like convolution

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Alternative Form

$$y[n] = \sum_{m=0}^n x[n-m] h[m]$$

$$y[n] = x[n] h[0] + x[n-1] h[1] + x[n-2] h[2] + \dots$$

Suppose $h[n] = 0, n > K$

$$y[n] = h[0] x[n] + h[1] x[n-1] + \dots + h[K] x[n-K]$$

(If $n < K$, equation still holds as $x[n-K] = 0$ because $x[n] = 0, n < 0$)

Difference Equation

Recall Right-shift operator \mathcal{R}

$$V = \mathcal{R} X \Rightarrow v[n] = x[n-1]$$

$$V = \mathcal{R}^2 X \Rightarrow v[n] = x[n-2]$$

$$\begin{aligned} \Rightarrow Y &= (h[0] + h[1] \mathcal{R} + \dots + h[K] \mathcal{R}^K) X \\ &= \left(\sum_{i=0}^K h[i] \mathcal{R}^i \right) X \end{aligned}$$

Deconvolution

$$Y = \left(\sum_{i=0}^k h[i] \mathcal{R}^i \right) X$$

W = reconstructed X

How to derive W from Y:

$$W = \frac{1}{\left(\sum_{i=0}^k h[i] \mathcal{R}^i \right)} Y$$

or

$$\left(\sum_{i=0}^k h[i] \mathcal{R}^i \right) W = Y$$

or

$$h[0]W[n] + h[1]W[n-1] + \dots + h[k]W[n-k] = Y[n]$$

Since W reconstructs X:

It should satisfy the same difference equation as X

Solving for W

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Plug & Chug

$$W[n] = \frac{1}{h[n]} \left(y[n] - \underbrace{(h[n-1]W[n-1] + \dots + h[k]W[k])}_{\text{all zero}} \right)$$

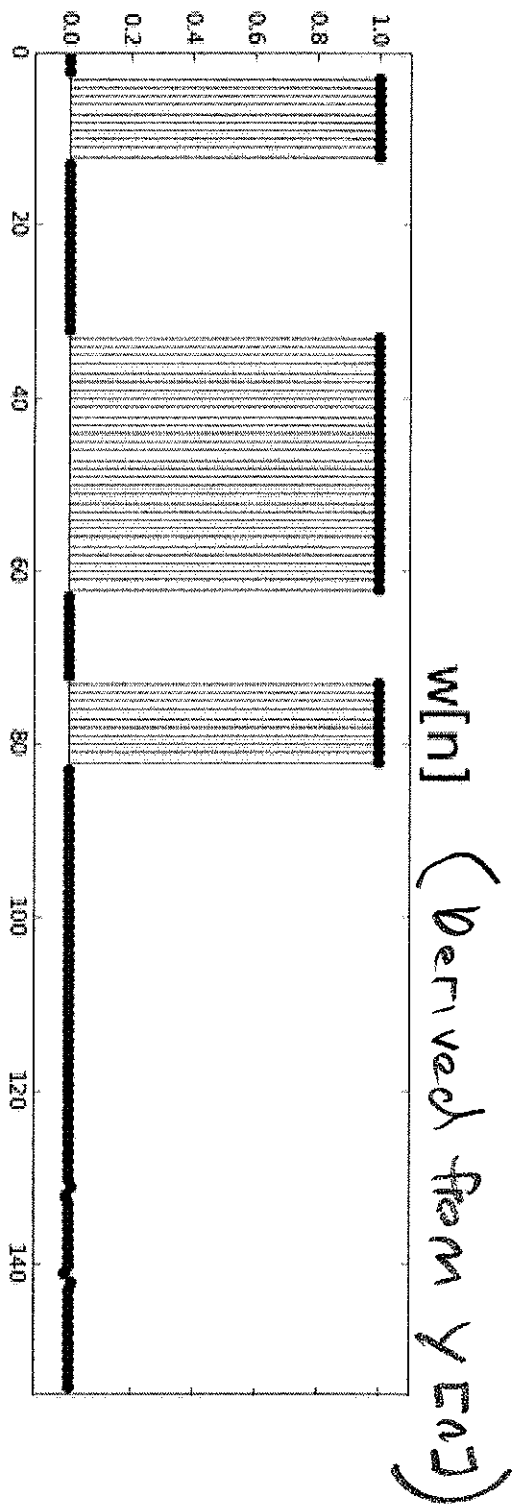
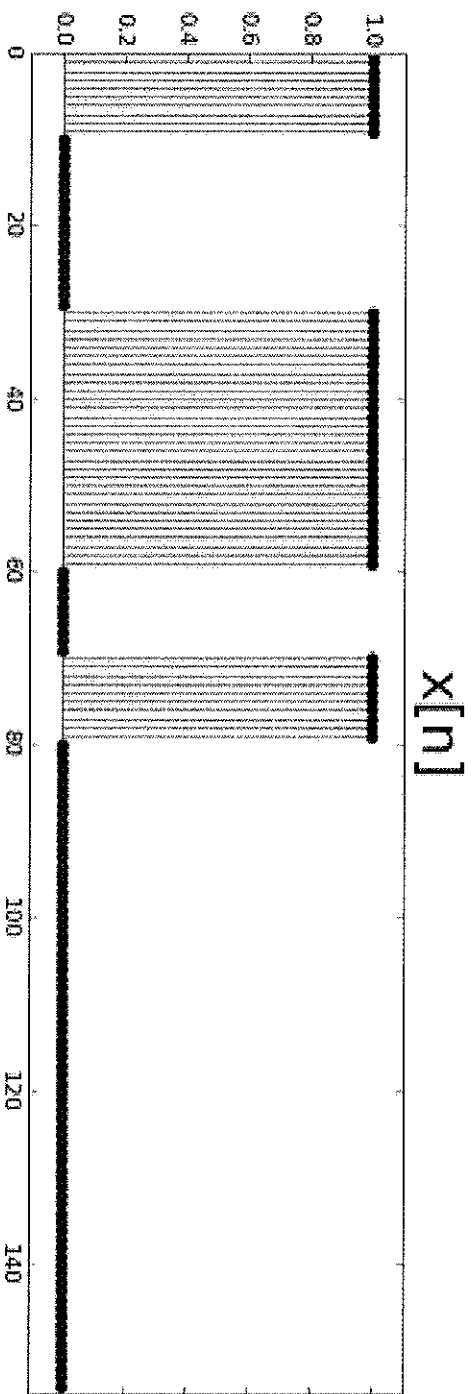
$$W[1] = \frac{1}{h[0]} (y[1] - h[1]W[0])$$

$$W[2] = \frac{1}{h[0]} (y[2] - (h[1]W[1] + h[2]W[0]))$$

⋮

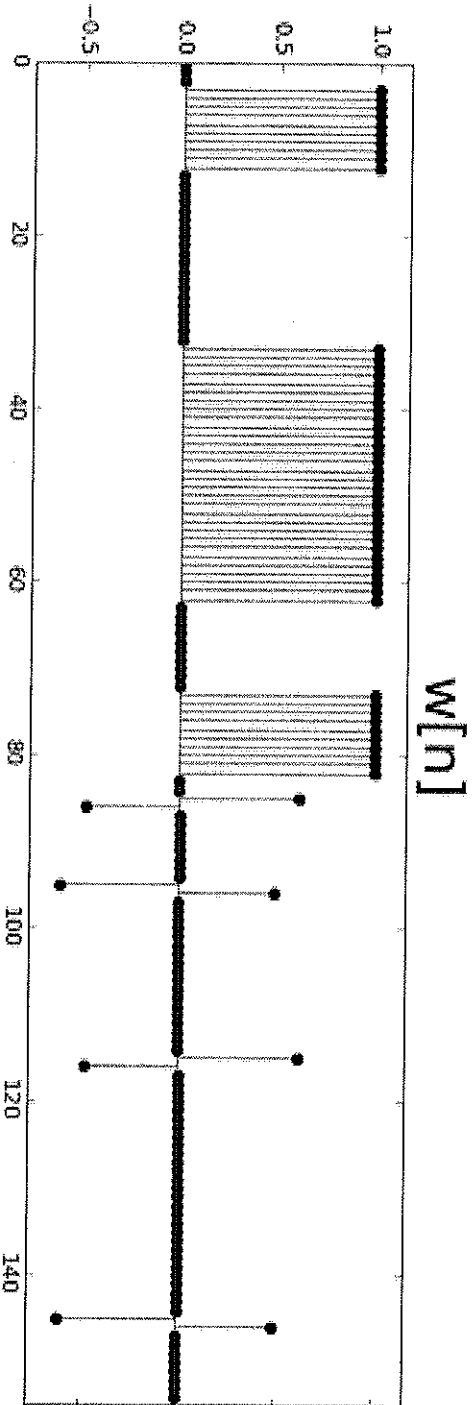
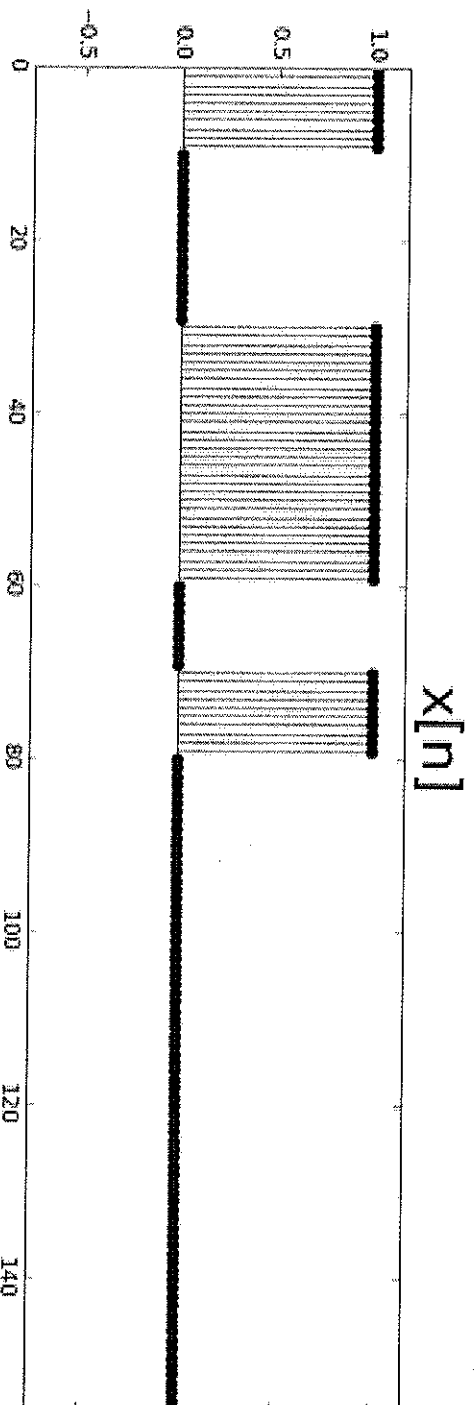
Deconvolution Result

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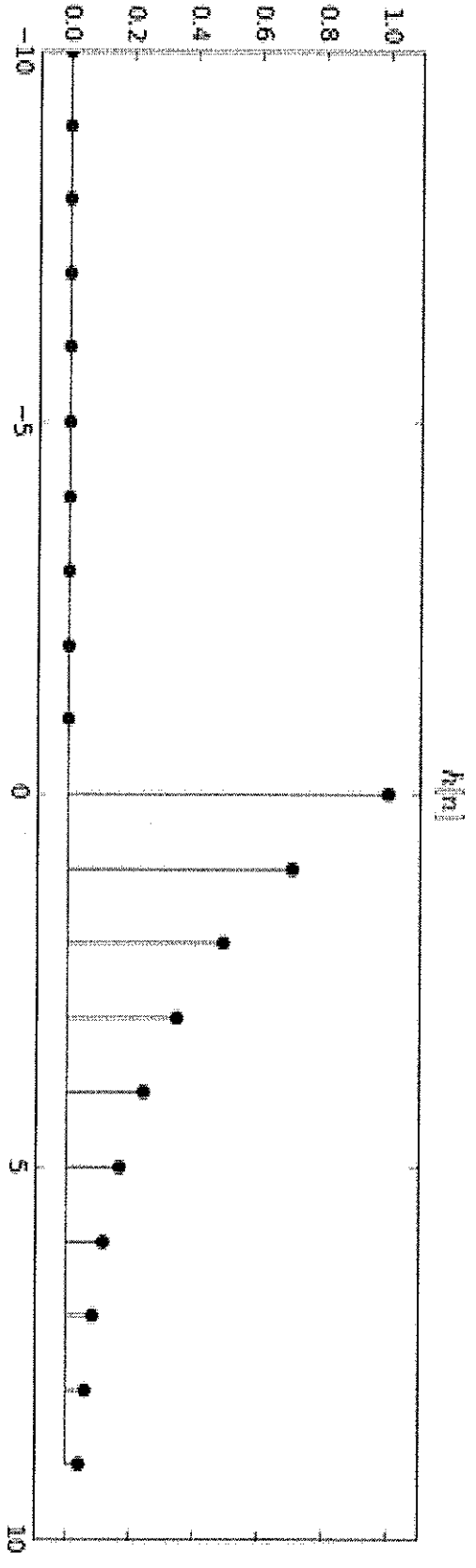
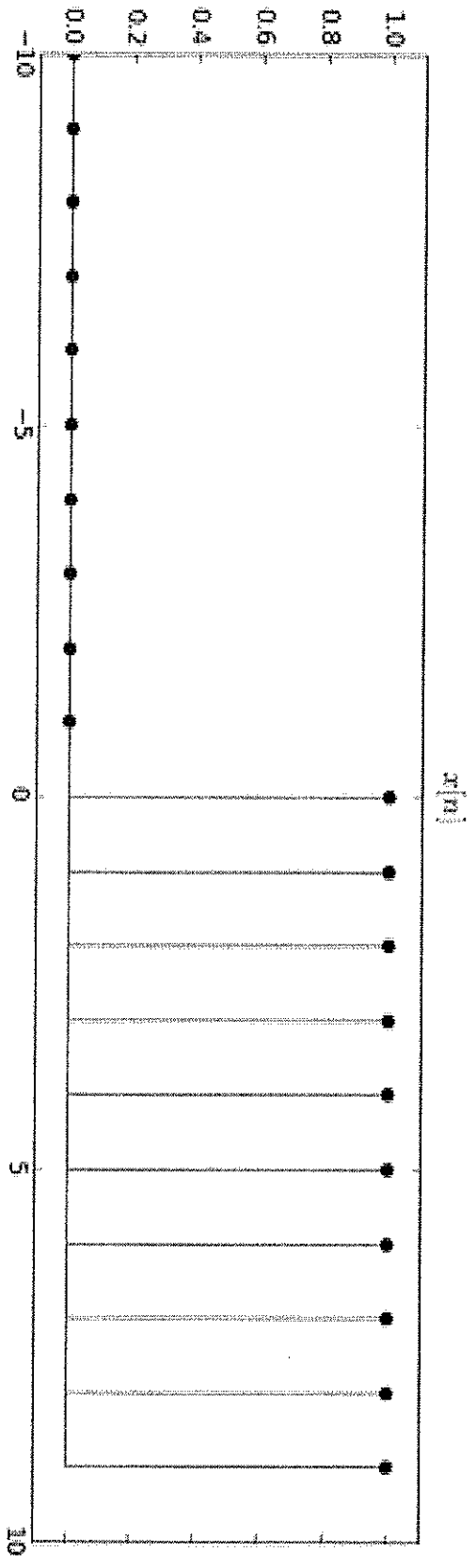
Deconvolution Result (Truncated h)

(17)



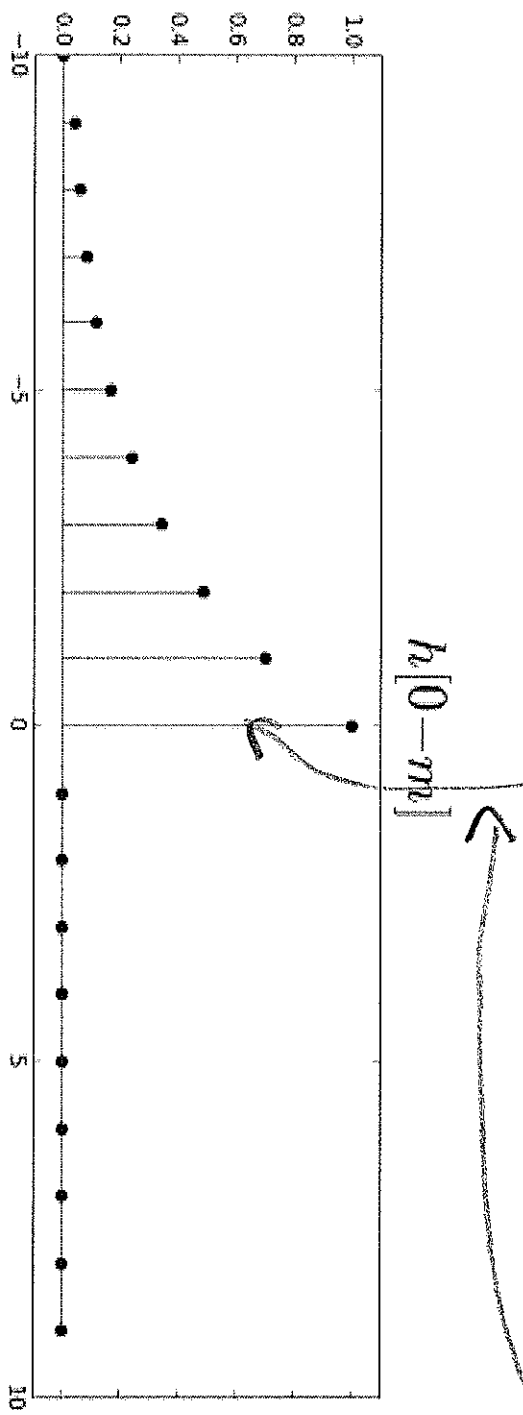
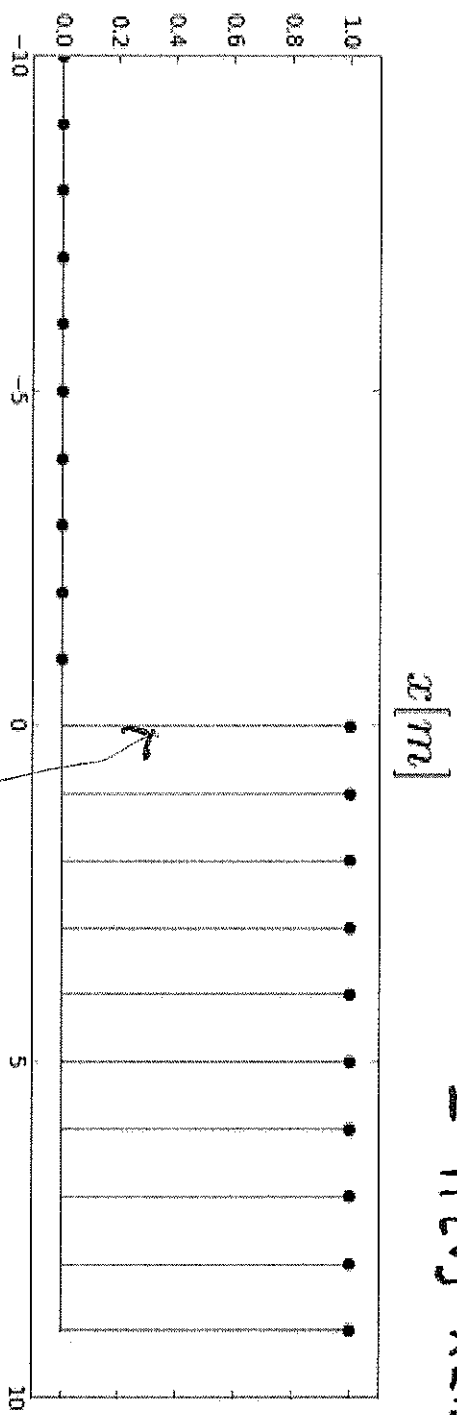
Why are errors at the end?

Example $x[n]$ and $h[n]$



Evaluating $Y[0] = \sum_{M=0}^0 h[0-M] X[M]$

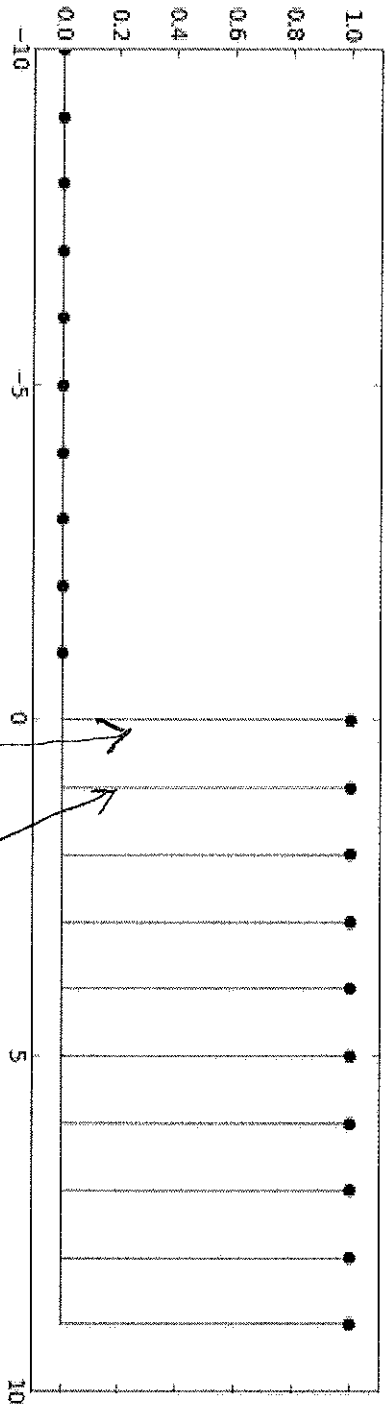
$$= h[0] \cdot X[0]$$



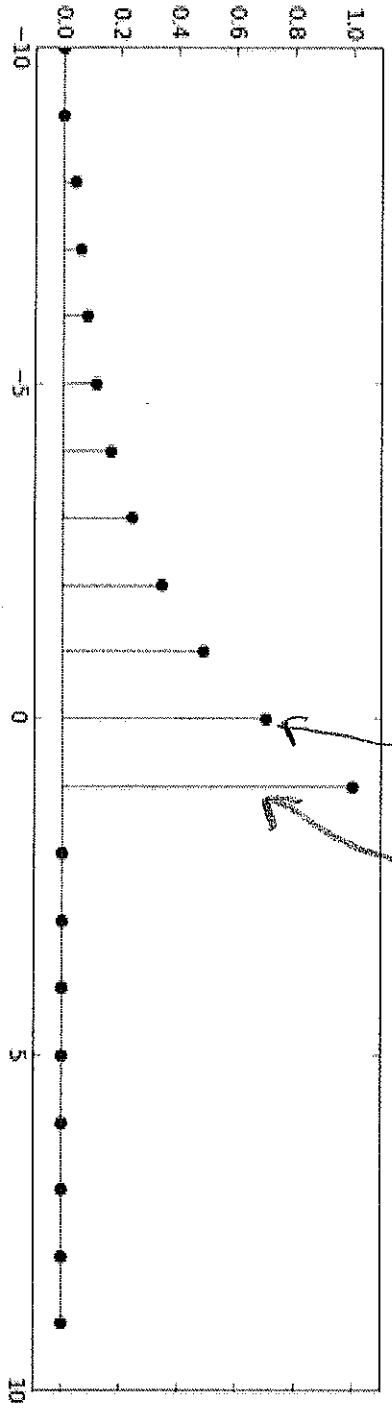
Flipped h

$$\text{Evaluating } y[1] = h[0]x[0] + h[1]x[1]$$

$x[m]$

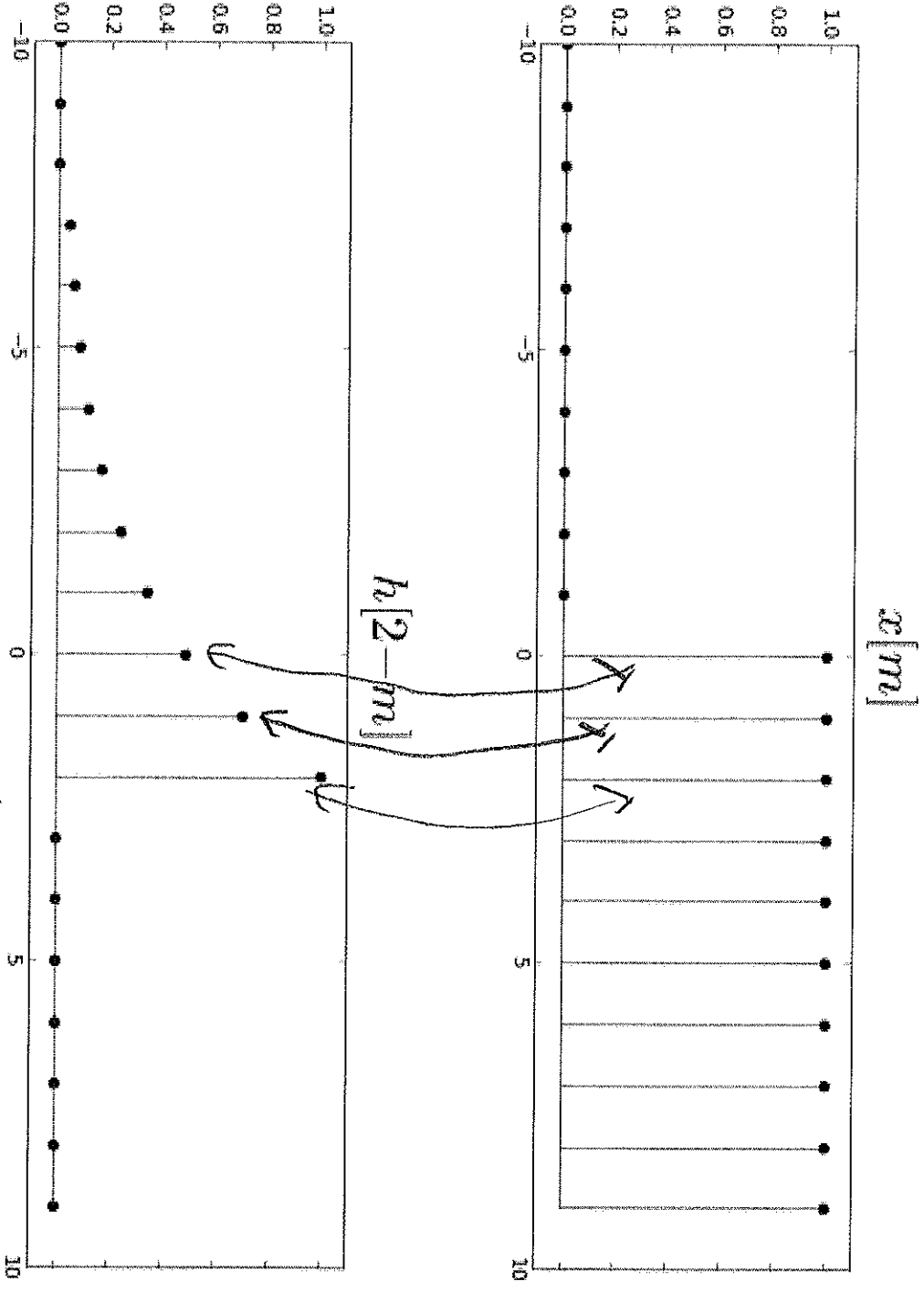


$h[1-m]$



Flipped h , slid by 1.

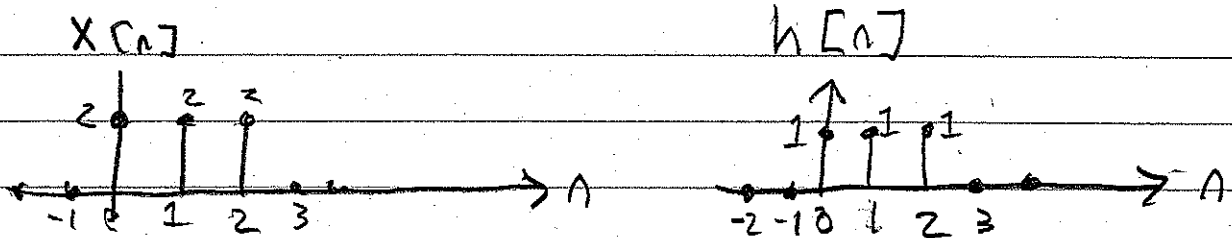
Evaluating $y[2] = x[0]h[2] + x[1]h[1] + x[2]h[0]$



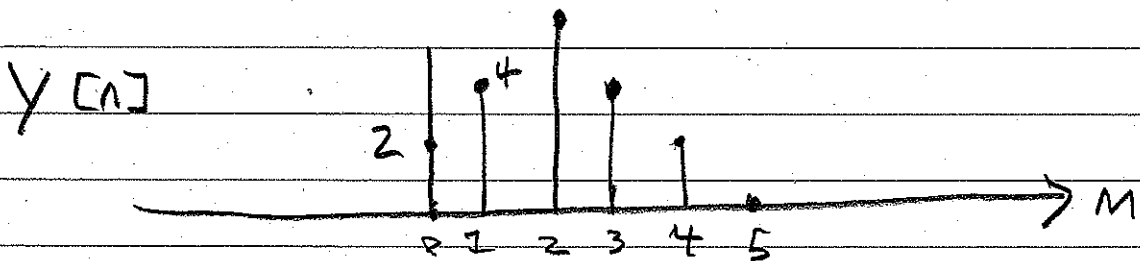
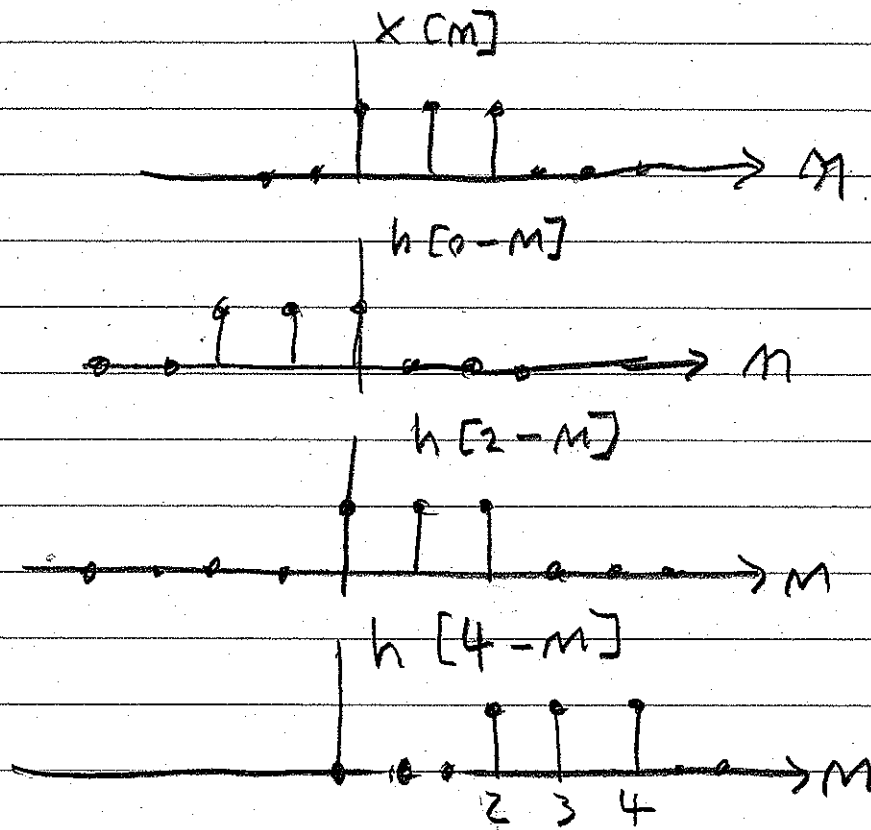
Flipped h
Slid by 2

Convolution Examples

1)

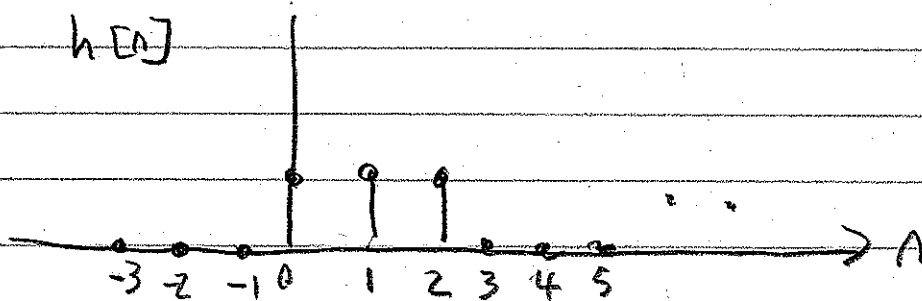
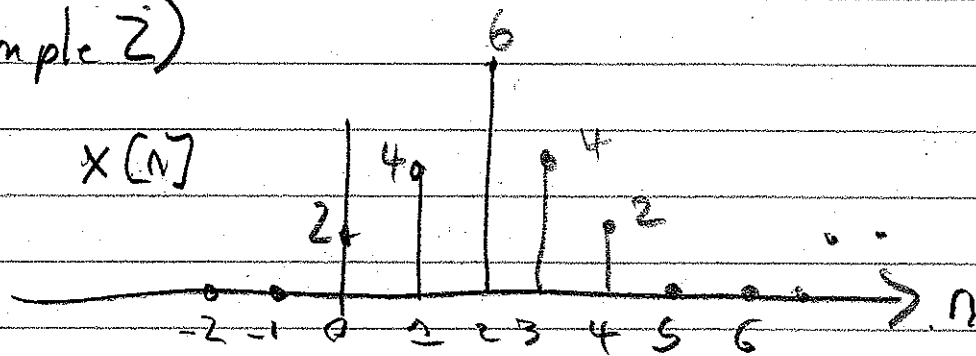


$$Y = H * X$$

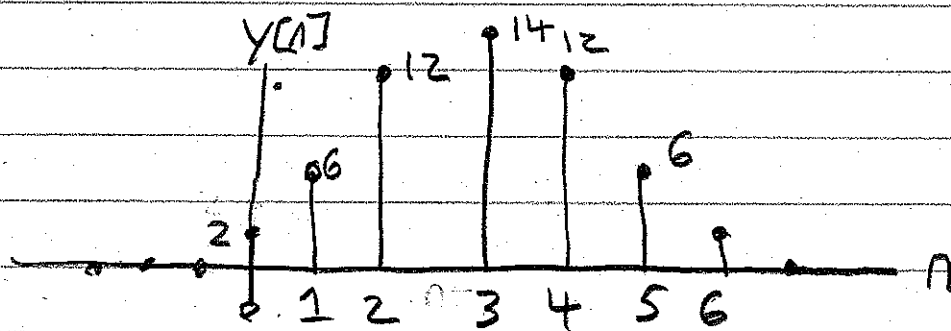
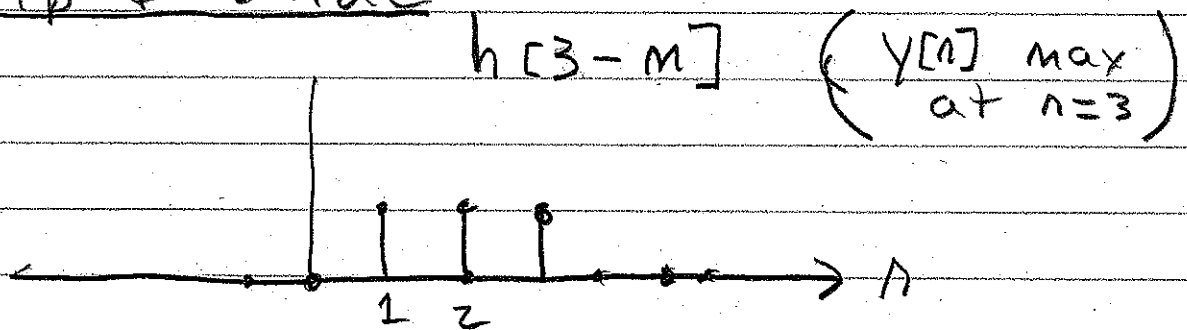


Note $y[n]$'s maximum value is 6 at $n=2$.
Easy to see from flip & slide

Example 2)



Flip & Slide

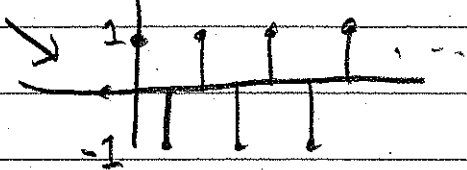
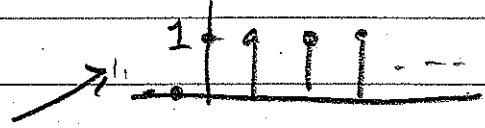


Note Example 1 $\square * \square = \Delta$ } Each Convolution
 Example 2 $\Delta * \square = \text{smooth}$ } 5 smooths

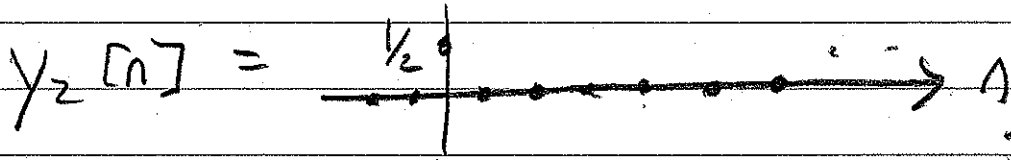
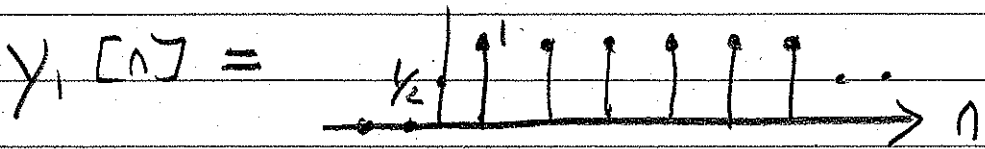
Example 3)

$x_1[n] = u[n]$

$x_2[n] = (-1)^n u[n]$



$h[n] = \frac{1}{2} \delta[n] + \frac{1}{2} \delta[n-2]$

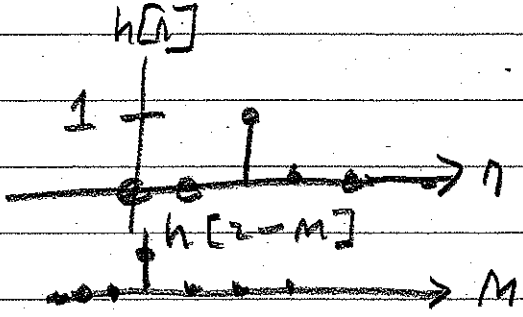


} Easy to see by Flip and Slide

Example 4)

$h[n] = \delta[n-2]$

$y[n] = x[n-2]$



Deconvolution Example

Example 1)

$$x[n] = u[n] \quad h[n] = \frac{1}{2} \delta[n] + \frac{1}{2} \delta[n-1]$$

$$\Rightarrow y[n] = \frac{1}{2} \delta[n] + \frac{1}{2} \delta[n-1] + \frac{1}{2} \delta[n-1] + \frac{1}{2} \delta[n-2] + \dots$$

$$h[n]w[n] + h[n-1]w[n-1] = y[n]$$

$$w[0] = \frac{1}{2} (y[0] - h[1]w[-1]) \stackrel{=0}{}$$

$$= 1$$

$$w[1] = \frac{1}{2} (y[1] - h[1]w[0])$$

$$= 1$$

$$w[n] = 1 \quad n > 1$$

Example 2) $x[n] = (-1)^n u[n]$, same $h[n]$

$$y[n] = \frac{1}{2} \delta[n] + \frac{1}{2} \delta[n-1]$$

$$\begin{aligned} w[n] &= \left(\frac{1}{h[n]} \right) (y[n] - h[n-1]w[n-1]) \\ &= 2 (y[n] - \frac{1}{2} w[n-1]) \end{aligned}$$

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Example 2 (cont)

= 0

$$W[0] = 2 \left(y[0] - \frac{1}{2} W[-1] \right)$$

$$= 2 \left(\frac{1}{2} - 0 \right) = 1$$

$$W[1] = 2 \left(y[1] - \frac{1}{2} W[0] \right)$$

$$= -1$$

$$W[2] = 2 \left(y[2] - \frac{1}{2} W[1] \right)$$

$$= 1$$

$$W[n] = (-1)^n u[n]$$

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Example 3

$$x[n], \quad h[n] = \delta[n-2]$$

$$\Rightarrow y[n] = x[n-2]$$

Decconvolution Equations:

$$\cancel{h[0]} W[n] + \cancel{h[1]} W[n-1] + \cancel{h[2]} W[n-2] = y[n]$$

$$\Rightarrow W[n-2] = y[n] = x[n-2]$$

$$\Rightarrow W[n-2] = x[n-2]$$

$$W[n] = x[n]$$

Note

To compute $W[n]$, you need $y[n+2]$! The deconvolution equation does NOT describe a causal system!