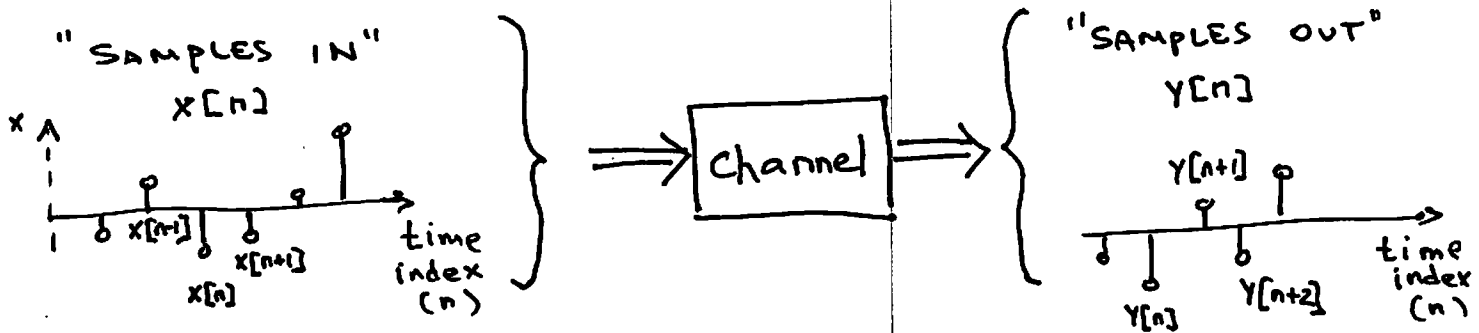


COMMUNICATION CHANNELS AS LTI SYSTEMS



Idealized Assumptions (pure math):

* what goes in defines what comes out in a unique way [? what about noise?]

* invariance to scaling & addition

$$\text{Ch}(ax[n]) = a \cdot \text{Ch}(x[n])$$

$$\text{Ch}(x[n] + y[n]) = \text{Ch}(x[n]) + \text{Ch}(y[n])$$

} what about finite voltage source?

* Invariance to time shift

$$\text{Ch}(\text{Delay}(x[n])) = \text{Delay}(\text{Ch}(x[n]))$$

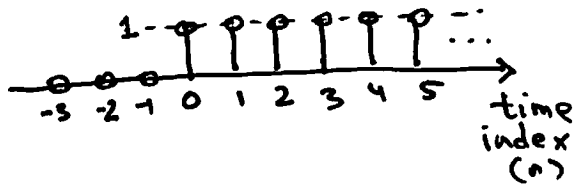
Ex.0 How does LTI system respond to zero input ($x[n] = 0$ for ALL n)?

Answer: with $y[n] \equiv 0$, because

$$\text{Ch}(0[n]) = \text{Ch}(0 \cdot x[n]) = 0 \cdot \text{Ch}(x[n]) = 0[n]$$

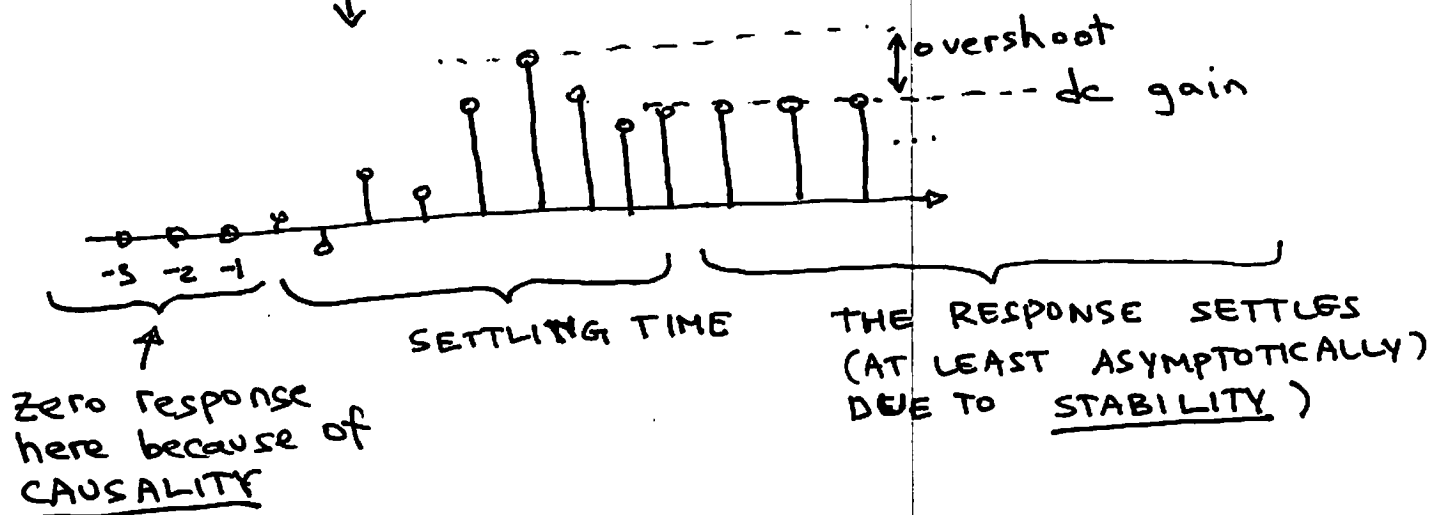
↑ LINEARITY

So, is the IR channel Linear???

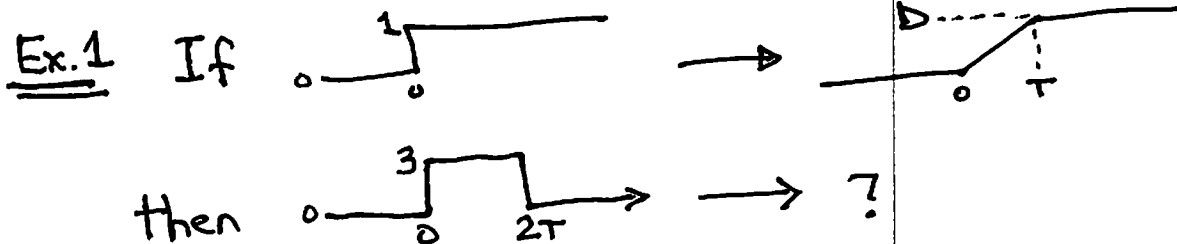
Unit step response:

$$u[n] = \begin{cases} 1, & n \geq 0 \\ 0, & n < 0 \end{cases}$$

↓
LTI System
↓

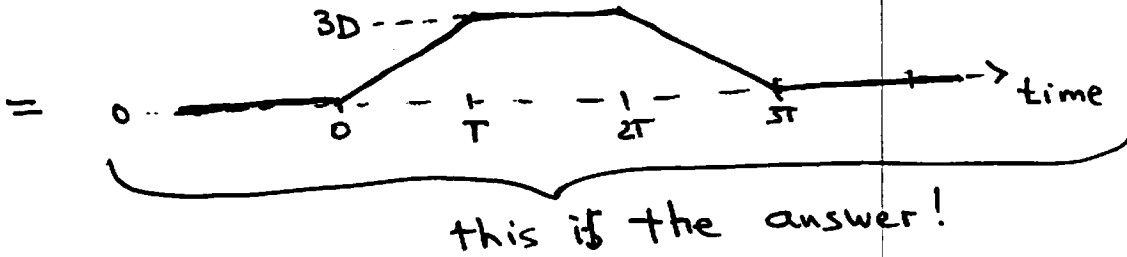
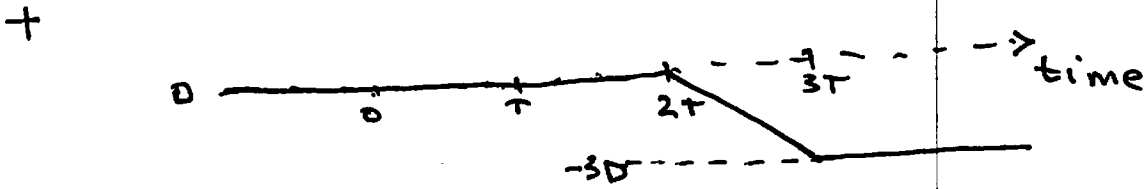
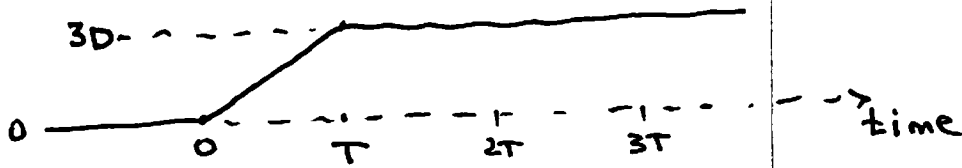


SEE 6.003 ETC. { IF YOU KNOW RESPONSE OF A CAUSAL LTI SYSTEM TO ANY SINGLE NON-ZERO "CAUSAL" INPUT, YOU CAN PREDICT ITS RESPONSE TO ARBITRARY "CAUSAL" INPUT.

SOLUTION:

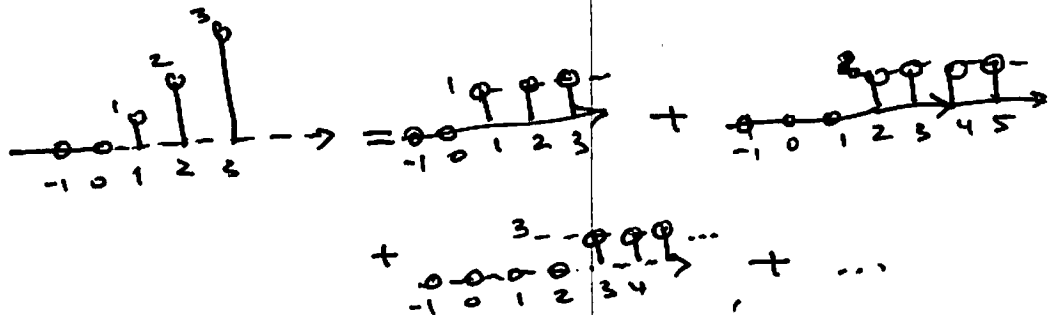
START WITH REPRESENTING $x[n]$ AS A LINEAR COMBINATION OF $u[n]$ AND ITS "SHIFTS"

$$\begin{array}{c} 3 \\ \text{---} \\ 0 \quad 2T \end{array} = 3 \cdot \begin{array}{c} 1 \\ \text{---} \\ 0 \end{array} + (-3) \cdot \text{"Delay by } 2T" \left(\begin{array}{c} 1 \\ \text{---} \\ 0 \end{array} \right)$$



Ex. 2 If $\begin{array}{c} 1 \\ \text{---} \\ 0 \end{array} \xrightarrow{n} \begin{array}{c} kn \\ \text{---} \\ 0 \end{array}$
 then $\begin{array}{c} n \\ \text{---} \\ 0 \end{array} \xrightarrow{n} ?$

Solution:



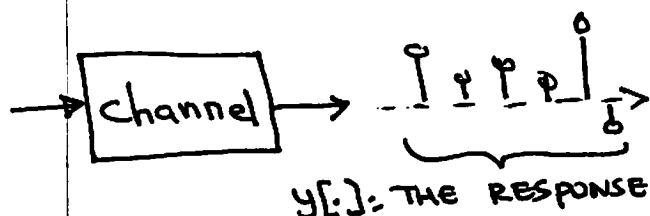
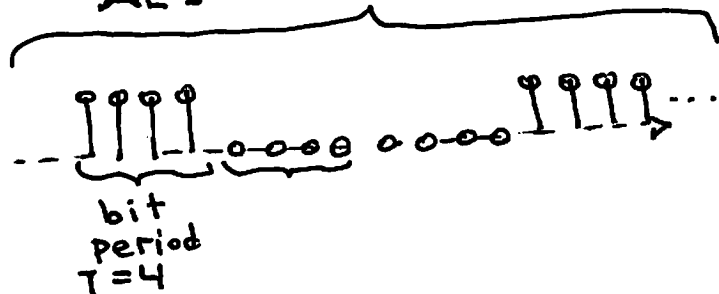
Hence $\begin{array}{c} n \\ \text{---} \\ 0 \end{array} \xrightarrow{n} \begin{array}{c} \text{quadratic growth} \\ \text{---} \\ 0 \end{array} \quad \frac{k \cdot n \cdot (n+1)}{2}$

EYE OPENING/DIAGRAMS

NEED: * A SYSTEM ("CHANNEL")

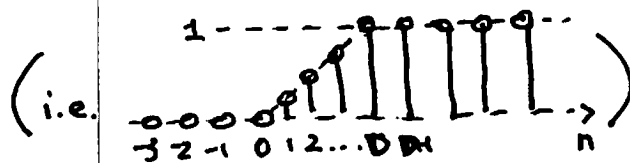
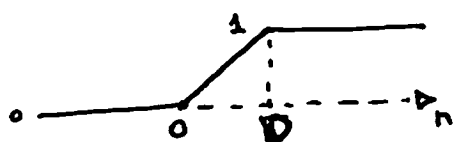
* A 0/1 SIGNAL CONSTANT OVER T -SAMPLE PERIODS

$x[n]$ - THE "TEST" SIGNAL



CUT $y[n]$ into pieces (EACH SHIFED BY A MULTIPLE OF T FROM THE OTHER) AND PLOT ON THE SAME GRAPH THE PIECES SHOULD BE AT LEAST T SAMPLES LONG (MORE THAN $3T$ APPEARS TO BE AN OVERKILL)

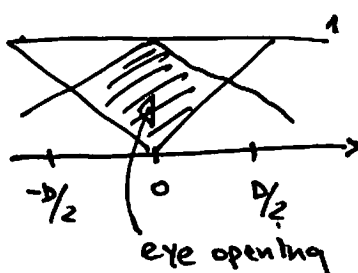
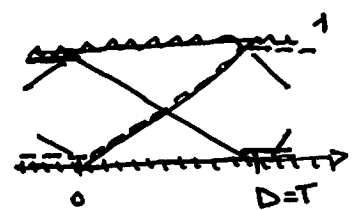
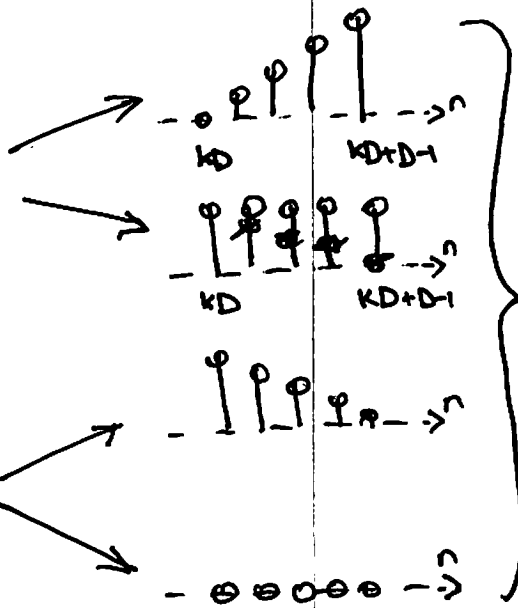
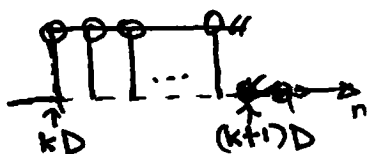
EXAMPLE 3 LTI SYSTEM WITH UNIT STEP RESPONSE



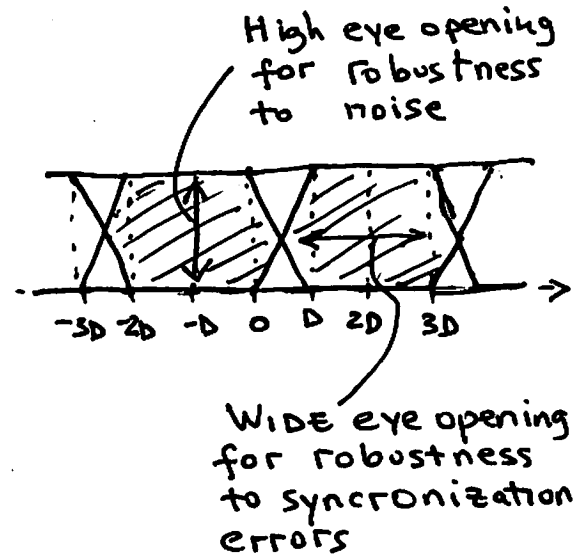
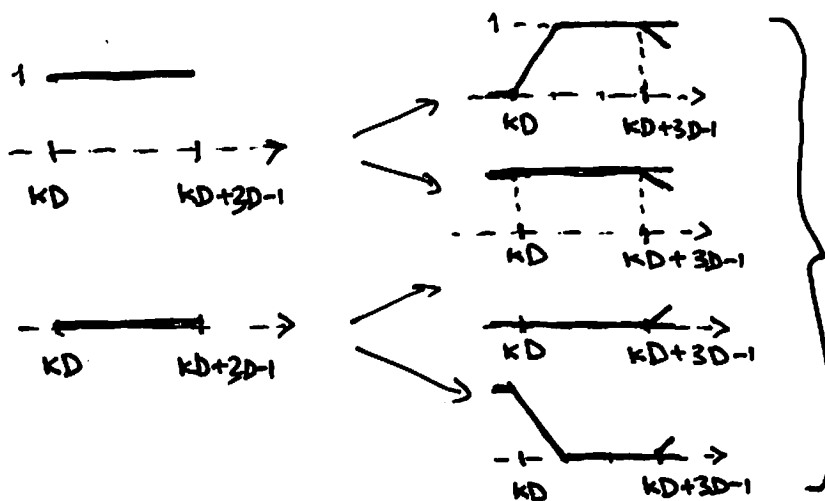
($D \approx$ "TIME CONSTANT")

EYE DIAGRAM WITH $T=D$

input:



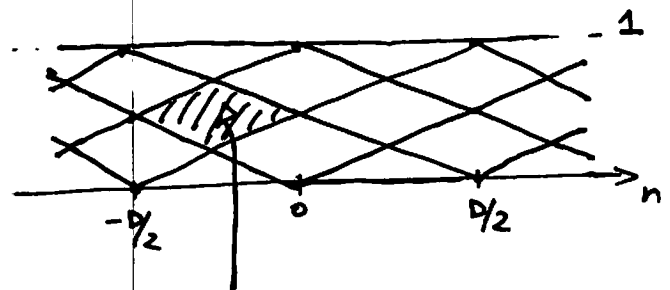
only two options per bit period

Eye Diagram with $T = 3D$:Eye Diagram with $T = D/2$:

POSSIBLE "STATES" AT $n = KT$: 0.0, 0.5, 1.0

POSSIBLE "TRANSITIONS" FROM $n = KT$ TO $n = (K+1)T$:

0.0 $\rightarrow$ 0.0	($x=0$)
0.0 $\rightarrow$ 0.5	($x=1$)
0.5 $\rightarrow$ 0.0	($x=0$)
0.5 $\rightarrow$ 1.0	($x=1$)
1.0 $\rightarrow$ 1.0	($x=1$)
1.0 $\rightarrow$ 0.5	($x=0$)



IS THIS REALLY AN "EYE OPENING" ?
I DON'T THINK SO!

* IN THE CASE OF IDEAL SYNCHRONIZATION, THE EYE DIAGRAMS WOULD BE "TWO COLOR" : ONE COLOR WHEN "0" IS TRANSMITTED, ANOTHER FOR "1"

* FOR $T = D/2$, COMPARING OUTPUT VALUE TO A THRESHOLD WOULD NOT TELL YOU WHETHER "1" OR "0"

* NOT ALL IS LOST : E.G. LOOKING AT THE SLOPE DOES DISTINGUISH 0/1. HOW ABOUT "SLOPE" WHEN "NOISE" IS THERE?