

Anadolu Üniversitesi – EE Department – EEM 468 (MT2)

Student Name :

Date : 06.05.2008

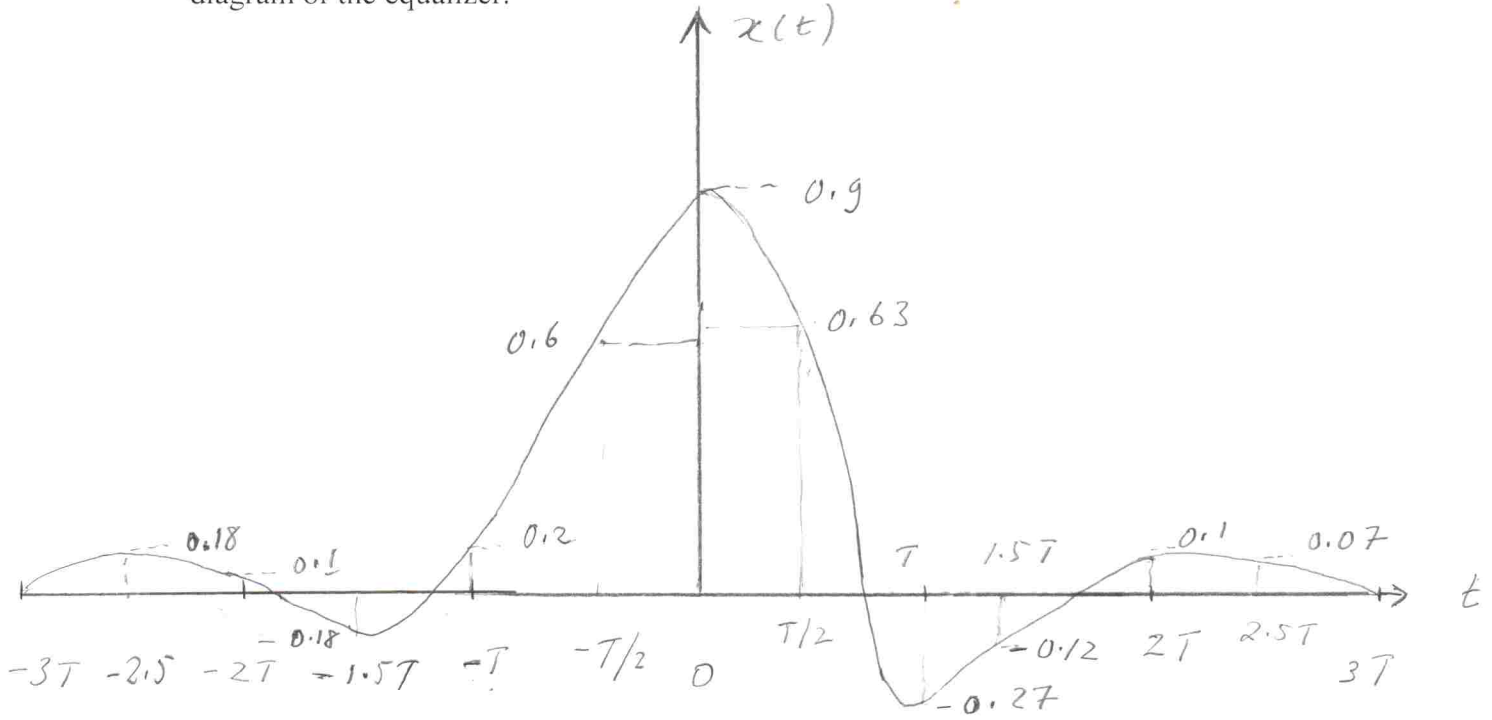
Student Number :

Open book exam

Duration : 90 Minutes

Questions

1. (50 Points) The OP of a matched filter demodulator, $x(t)$, is shown below. Write for the whole $\mathbf{X}$ matrix if the FIR filter delay is T and $T/2$. Identify in each case the number of taps. Find the tap coefficients c_{-1} , c_0 and c_1 if a three tap equalizer is used. Draw the block diagram of the equalizer.



$$t = -2.5T, \quad t = -2T, \quad t = -1.5T, \quad t = -T, \quad t = -0.5T$$

$$x(t) = 0.18, \quad 0.1, \quad -0.18, \quad 0.2, \quad 0.6$$

$$t = 0, \quad t = 0.5T, \quad t = T, \quad t = 1.5T, \quad t = 2T, \quad t = 2.5T$$

$$0.9, \quad 0.63, \quad -0.27, \quad -0.12, \quad 0.1, \quad 0.07$$

Solution: The full matrix in the case of

$$g(mT) = \sum_{n=-N}^N c_n x(mT - nT) \text{ , where } T = T, N = 3$$

thus $m, n = 0, \pm 1, \pm 2, \pm 3$

$$X_T = \begin{matrix} & & & & & & t = -6T & m \\ \begin{matrix} \begin{matrix} 0.9 & 0.2 & 0.1 & 0 & 0 & 0 & 0 & -3 \\ -0.27 & 0.9 & 0.2 & 0.1 & 0 & 0 & 0 & -2 \\ & & & 3 \times 7 & & & & \\ 0.1 & -0.27 & 0.9 & 0.2 & 0.1 & 0 & 0 & -1 \\ 0 & 0.1 & -0.27 & 0.9 & 0.2 & 0.1 & 0 & 0 \\ 0 & 0 & 0.1 & -0.27 & 0.9 & 0.2 & 0.1 & 1 \\ 0 & 0 & 0 & 0.1 & -0.27 & 0.9 & 0.2 & 2 \\ & & & & & & & t = 6T \\ 0 & 0 & 0 & 0 & 0.1 & -0.27 & 0.9 & 3 \end{matrix} \end{matrix} \\ \begin{matrix} n \\ -3 & -2 & -1 & 0 & 1 & 2 & 3 \end{matrix} \end{matrix}$$

Note that the above X matrix spans

the time range of $t = -6T$ to $+6T$

when $g(m) = \sum_{n=-N}^N x(mT - nT)$ and $T = T/2$

X again becomes 7×7 matrix but spans a

time range of $-4.5T$ to $+4.5T$

Q1 of EEM MT2 (6.05, 2008) cont. (1)

$$X_{T/2} = \begin{bmatrix} \begin{matrix} t=-4.5T \\ -0.18 & 0.1 & 0.18 & 0 & 0 & 0 & 0 \end{matrix} & \begin{matrix} m \\ -3 \end{matrix} \\ \begin{matrix} 0.6 & 0.2 & -0.18 & 0.1 & 0.18 & 0 & 0 \end{matrix} & \begin{matrix} -2 \end{matrix} \\ \begin{matrix} 0.63 & 0.9 & 0.6 & 0.2 & -0.18 & 0.1 & 0.18 \end{matrix} & \begin{matrix} -1 \end{matrix} \\ \begin{matrix} -0.12 & -0.27 & 0.63 & 0.9 & 0.6 & 0.2 & -0.18 \end{matrix} & \begin{matrix} 0 \end{matrix} \\ \begin{matrix} 0.07 & 0.1 & -0.12 & -0.27 & 0.63 & 0.9 & 0.6 \end{matrix} & \begin{matrix} +1 \end{matrix} \\ \begin{matrix} 0 & 0 & 0.07 & 0.1 & -0.12 & -0.27 & 0.63 \end{matrix} & \begin{matrix} +2 \end{matrix} \\ \begin{matrix} t=4.5T \\ 0 & 0 & 0 & 0 & 0.07 & 0.1 & -0.12 \end{matrix} & \begin{matrix} +3 \end{matrix} \end{bmatrix}$$

$n \quad -3 \quad -2 \quad -1 \quad 0 \quad +1 \quad +2 \quad +3$

For the three tap equalizer case (when $\tau = T$)

we take the part of the X_T matrix bordered

$$X_{3T} = \begin{bmatrix} 0.9 & 0.2 & 0.1 \\ -0.27 & 0.9 & 0.2 \\ 0.1 & -0.27 & 0.9 \end{bmatrix}$$

By setting

$$\begin{bmatrix} C_{-1} \\ C_0 \\ C_{+1} \end{bmatrix} = X_{3T}^{-1} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} -0.2499 \\ 0.9656 \\ 0.3174 \end{bmatrix}$$

For the case of $\tau = T/2$, by taking the inner 3×3 matrix block of $X_{T/2}$

$$X_{3T/2} = \begin{bmatrix} 0.6 & 0.2 & -0.18 \\ 0.63 & 0.9 & 0.6 \\ -0.12 & -0.27 & 0.63 \end{bmatrix}$$

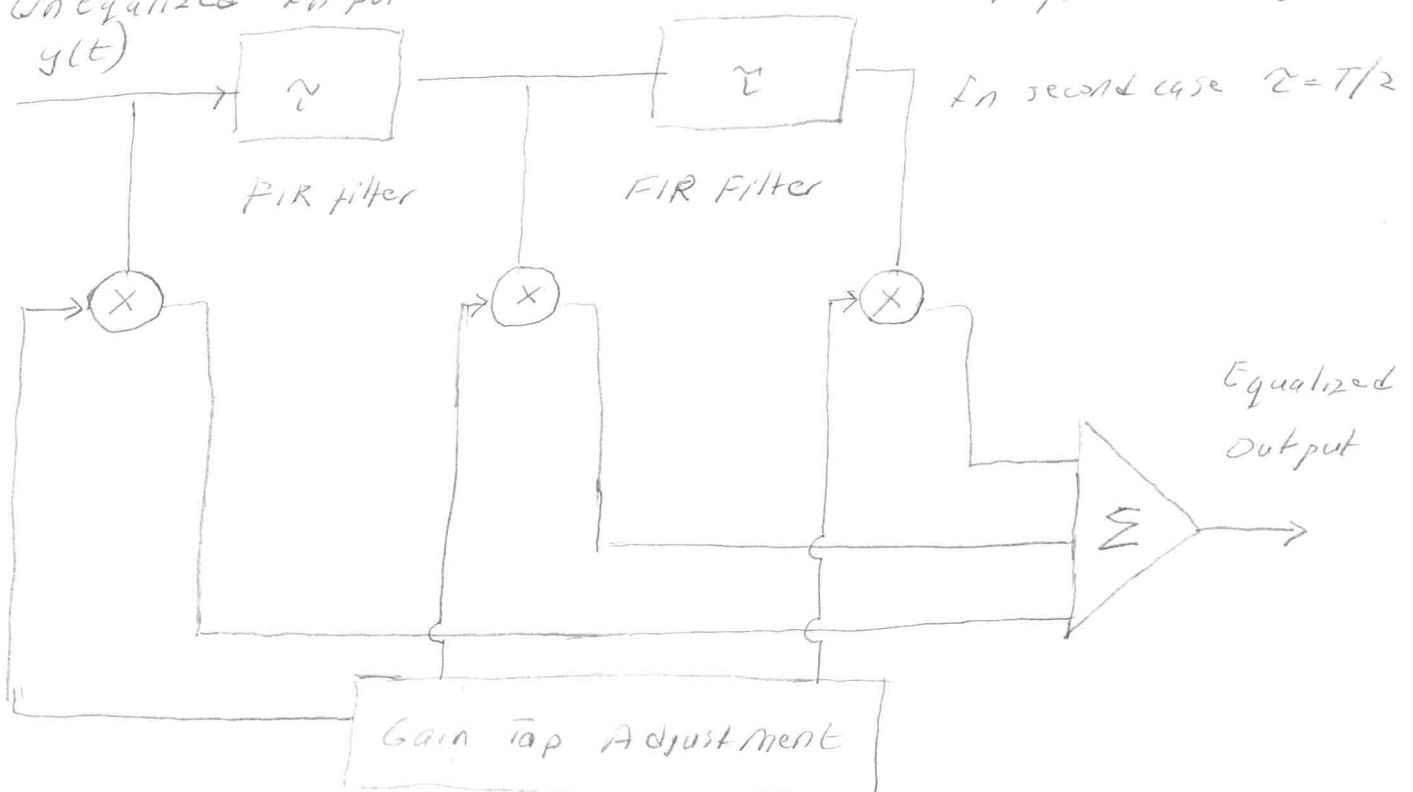
Again by setting $\begin{bmatrix} C_{-1} \\ C_0 \\ C_{+1} \end{bmatrix} = X_{3T/2}^{-1} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} -0.2182 \\ 1.0045 \\ 0.3890 \end{bmatrix}$

In both cases the block diagram is

Unequalized Input $y(t)$

In first case $\tau = T$

In second case $\tau = T/2$



2. (50 Points) Answer the following questions as **True** or **False**. For the **False** ones give the correct answer or the reason. For the **True** ones justify your answer.

a) For an all pass (unlimited) channel, we do not need raised cosine filtering, but it can be used to eliminate ISI : *False, an unlimited channel does not create ISI under any circumstances, so no need to use raised cosine*

b) In a band-limited channel, we need raised cosine filtering, but it does not completely remove ISI : *True since we use a limited number of taps, in theory we should use unlimited number of FIR filters and corresponding number of taps to remove ISI completely*

c) Channel with a response of $C(f)$ always introduces amplitude and phase distortions :
Not necessarily if $C(f) = 1$ (or a constant) then there is no amplitude and phase distortion
Additionally when channel is bandlimited and flat $\Rightarrow$

d) ISI occurs when the symbol rate exceeds the channel bandwidth : *True*
Symbol Rate = $\frac{1}{T}$, if $\frac{1}{T} > 2W$, no choice of filter to satisfy Nyquist criteria (pp. 494 of Proakis 2002)

e) Coding increases bandwidth requirements : *True*
Since coding demands that within the previously allocated time slot more bits are to be transmitted

and the message signal bandwidth is completely contained within $C(f)$, and setting

Assuming

$$C(f) = |C(f)| e^{-j\theta_c(f)} \text{ where } [C(f) = C_r(f) + jC_i(f)]$$

$$\theta_c(f) = \tan^{-1} \frac{C_i(f)}{C_r(f)}, \quad \tau(f) = -\frac{1}{2\pi} \frac{d\theta_c(f)}{df}$$

If $\tau(f) = \text{constant}$ (i.e. independent of frequency)

then there is no amplitude or phase distortion

f) A step index fibre can be single mode or multimode : *True*

depending on V (normalised fibre frequency)

If $V \leq 2.4$: single mode

If $V > 2.4$: multimode

g) Maxwell's equations are inadequate, Helmholtz equation is required to describe propagation in fibres : *False*

Helmholtz equation describes propagation in fibres, but it is derived from Maxwell's equations

h) Channel equalization is always applied with five tap equalizers and can eliminate ISI completely : *False*

The number of taps depends on where $x(t)$ (nearly) falls to zero.

i) Sinc pulses are a special form of raised cosine pulses : *True*

When, α (roll-off factor) = 0, raised cosine characteristics approach sinc pulse.

j) For channel equalization, the technique of MSE is applied to take into account the effect of noise in channel equalization : *True*

Equalization without (MMSE) enhances noise, whereas MMSE attempts to take into account noise characteristics

k) Linear block codes are always at the rate of $k/n = 2/5$: *False*

Linear block codes can be at any rate so long as $k < n$.