

There are *THREE* questions. You have the class period to answer them. Show all work. Answers given without work will receive no credit. *GOOD LUCK!*

1. (50 points) **Pulse Amplitude Modulation:** Consider the signal

$$r(t) = m(t) \sum_{k=-\infty}^{\infty} p(t - kT)$$

where  $m(t)$  is program material bandlimited to  $\pm W$  Hz and  $p(t)$  is an arbitrary waveform such that the sum  $\sum_{k=-\infty}^{\infty} p(t - kT)$  exists.

- (a) (20 points) Suppose  $p(t) = \delta(t)$ . What condition on  $T$  insures that  $m(t)$  can always be recovered from  $r(t)$ ?
- (b) (20 points) Now suppose  $W = 10$ ,  $T = 10^{-3}$ , and  $p(t) = \frac{\sin \pi t}{t}$ . Since  $p(t)$  exists for all time, you'll notice that the pulses  $p(t)$  which comprise  $\sum_{k=-\infty}^{\infty} p(t - kT)$  **OVERLAP**. If we apply an ideal band pass filter  $H(f) = u(f + 1010) - u(f + 990) + u(f - 990) - u(f - 1010)$  (where  $u()$  is the unit step function) to  $r(t)$ , show how can  $m(t)$  be recovered from  $r(t)$  (or not).
- (c) (20 points) Now suppose  $W = 10$ ,  $T = 10^{-3}$ , and  $p(t) = \frac{\sin 10^5 \pi t}{t}$ . Since  $p(t)$  exists for all time, you'll notice that the pulses  $p(t)$  which comprise  $\sum_{k=-\infty}^{\infty} p(t - kT)$  **OVERLAP**. If we apply an ideal band pass filter  $H(f) = u(f + 1010) - u(f + 990) + u(f - 990) - u(f - 1010)$  (where  $u()$  is the unit step function) to  $r(t)$ , show how can  $m(t)$  be recovered from  $r(t)$  (or not).

2. (50 points) **Quantization:**

- (a) (20 points) What is the purpose of a quantizer? State your answer in words (no more than a short paragraph). NOTE: this is not an *optimality* question, just a simple question about what a quantizer is used for.
- (b) (30 points) We have seen in class that an optimal quantizer function  $Q(x)$  seems to always be non-decreasing. Please **PROVE** that this observation is true (or not). You may assume that the PDF of  $X$ , the random variable to be quantized, exists and is non-zero for all  $X \in \mathfrak{R}$ . HINT: start from the Lloyd-Max conditions and remember how these conditions were derived.

3. (50 points) **Cora and the Quantizer/Coder From Hell:**

Cora the communications engineer has been hired by Mephisto Incorporated to design a communications hot line (tee hee) for the Prince of Darkness himself. The Prince wishes to use the hot line to remotely measure the temperature,  $x(t)$  in various parts of his domain. As one might imagine, the sample sequence for the temperature is constantly increasing. In fact in one particular area the sampled temperature follows

$$x_n = n/2$$

Assume Cora needs to encode and transmit this sequence.

Cora has a choice of two systems. The block diagram for the first scheme is given in FIGURE 1. Basically, a direct difference is computed for the input signal  $x_n$  and input to a 1-bit quantizer. A coder then outputs a binary 1 or 0 depending upon whether the quantizer output is  $+1$  or  $-1$  respectively. At the receiver, the 1's and 0's are converted into  $\pm 1$ s and cumulatively summed to obtain  $\hat{x}_n$ .

The block diagram for the second system is shown in FIGURE 2.

In this problem we will evaluate the effectiveness of both systems. For all parts assume that  $\hat{y}_0 = 1$  and  $q_n = 0$  for  $n < 0$ .

- (a) (10 points) For system A in FIGURE 1, sketch the discrete sequence  $\hat{y}_n$  for  $n = 0, 1 \dots 10$ . What is the corresponding binary code sequence?
- (b) (10 points) For system B in FIGURE 2, write down expressions for  $y_n$  and  $q_n$  by analyzing the block diagram and then sketch the discrete sequence  $\hat{y}_n$  for  $n = 0, 1 \dots 10$ . What is the corresponding binary code sequence?  
HINT: It might help to put everything in a table.
- (c) (10 points) For system A, carefully sketch the resulting  $\hat{x}_n$ . You may assume that  $\hat{x}_0 = 0$ .
- (d) (10 points) Repeat the previous part for system B. Comment on any differences you find between the outputs generated by the two methods. Which, if either, does a better job? Why?

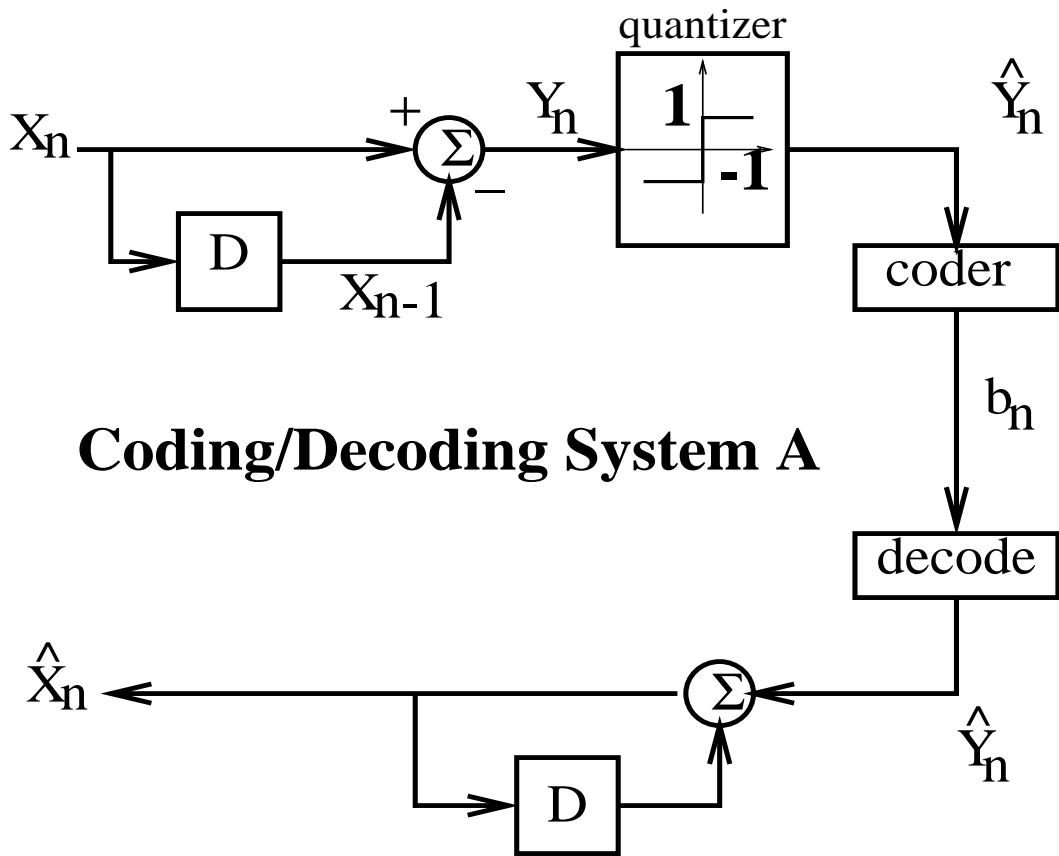


Figure 1: System A for problem 3

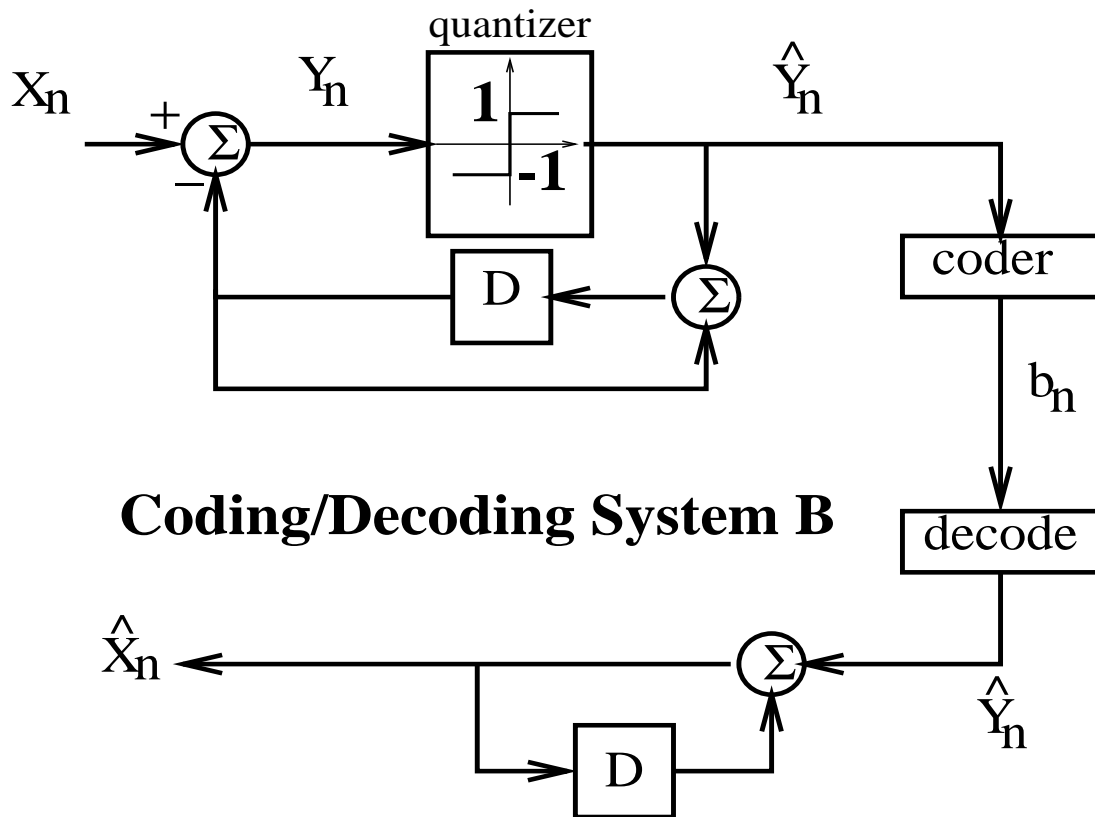


Figure 2: System B for problem 3