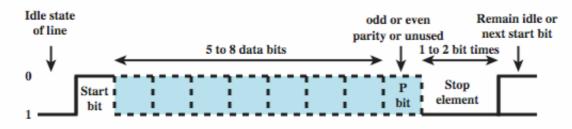


### Asynchronous Vs Synchronous Transmission

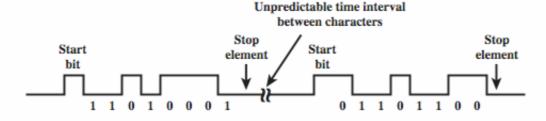
- >Timing problems require a mechanism to synchronize the transmitter and receiver.
  - □ receiver samples stream at bit intervals
  - if clocks not aligned and drifting will sample at wrong time after sufficient bits are sent
- > two solutions to synchronizing clocks
  - □ asynchronous transmission
  - □ synchronous transmission



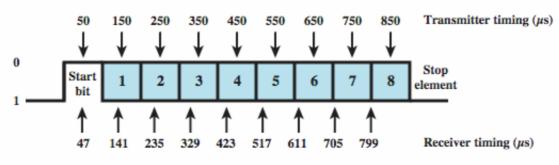
### **Asynchronous Transmission**



(a) Character format



(b) 8-bit asynchronous character stream



(c) Effect of timing error



### Asynchronous - Behavior

- > Simple
- > Cheap
- > Overhead of 2 or 3 bits per char (~20%)
- Good for data with large gaps Ex) Keyboard



### Synchronous Transmission

block of data transmitted sent as a frame clocks must be synchronized

- □can use separate clock line
- □or embed clock signal in data
- need to indicate start and end of block
  - □use preamble and postamble
- more efficient (lower overhead) than async





### Types of Error

an error occurs when a bit is altered between transmission and reception

single bit errors

- □only one bit altered
- □caused by white noise

burst errors

- □contiguous sequence of *B* bits in which first last and any number of intermediate bits in error
- □caused by impulse noise or by fading in wireless
- □effect greater at higher data rates



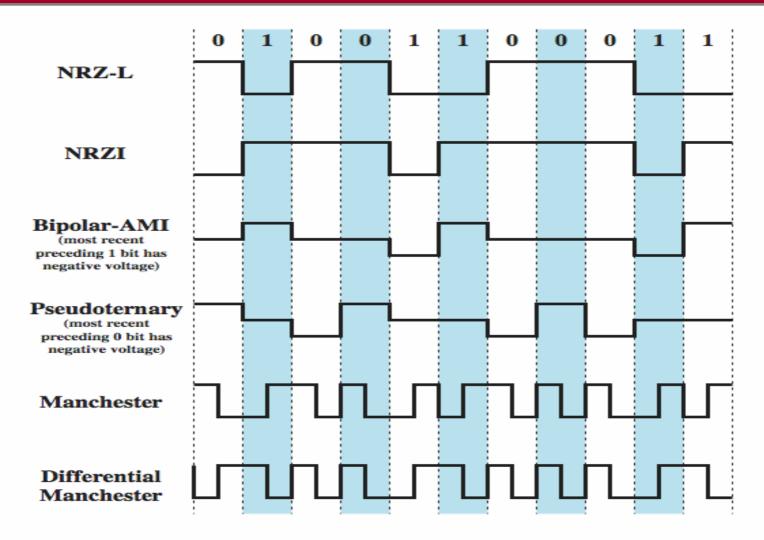
#### **Error Detection**

will have errors
detect using error-detecting code
added by transmitter
recalculated and checked by receiver
still chance of undetected error
parity

- □ parity bit set so character has even (even parity) or odd (odd parity) number of ones
- □ even number of bit errors goes undetected

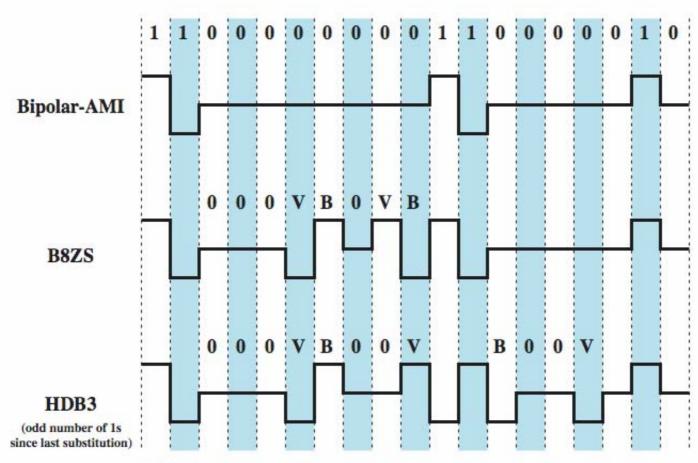


# **Encoding Schemes**





### B8ZS and HDB3

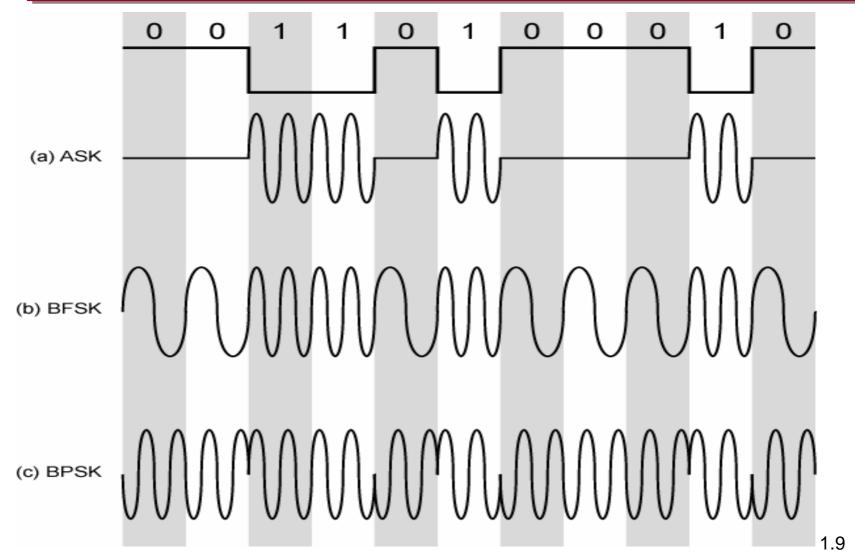


B = Valid bipolar signal

V = Bipolar violation

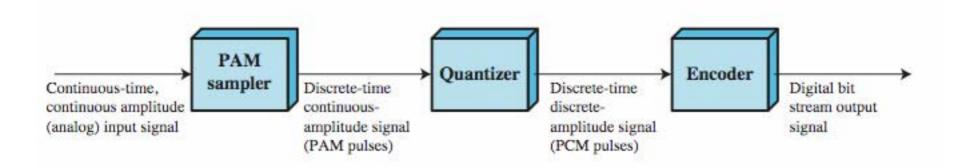


### Modulation Techniques



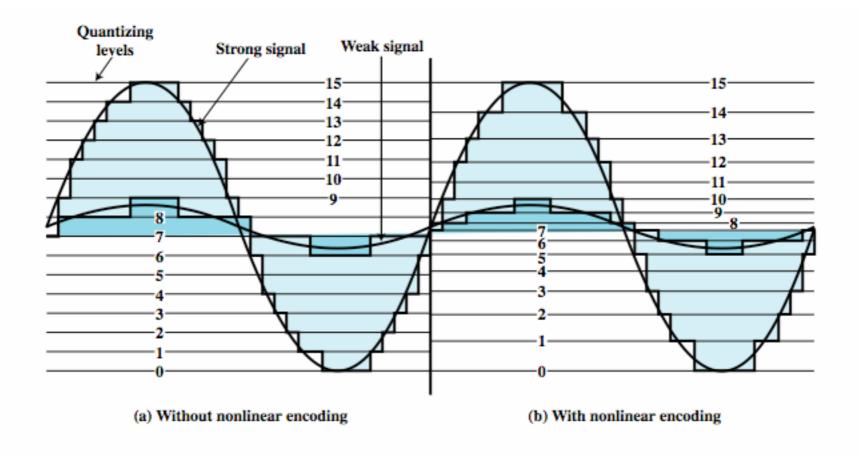


## PCM Block Diagram



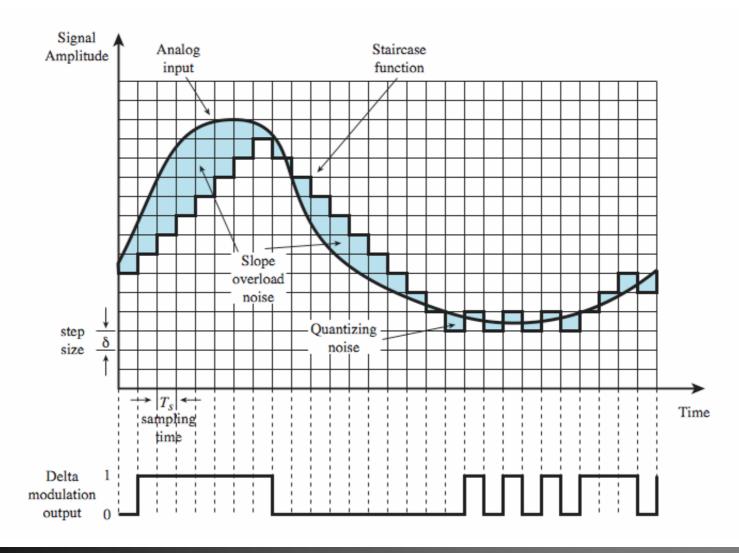


## Non-Linear Coding





## Delta Modulation Example





## Fourier Series Synthesis

