SC/CSE 3213 Winter 2014

L13: Line Coding

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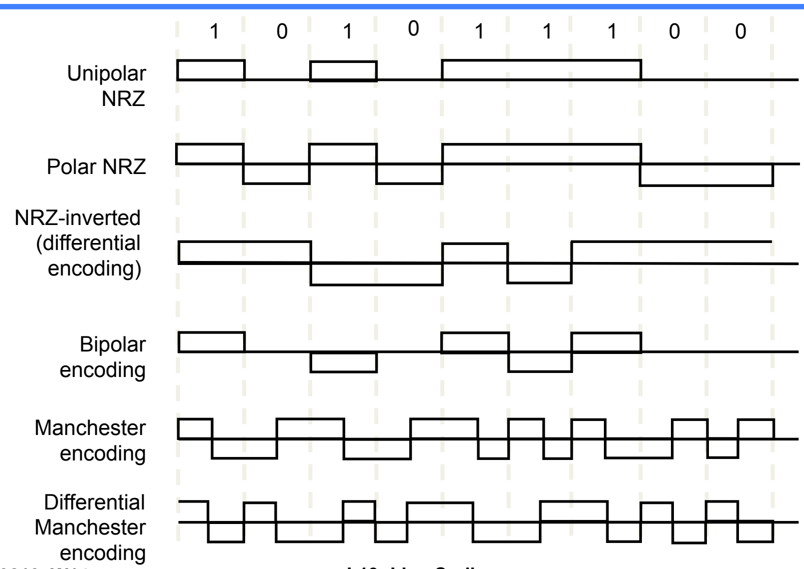
Overview

- Line Coding
  - Techniques to represent bits launched into a baseband channel
  - A form of baseband "modulation"

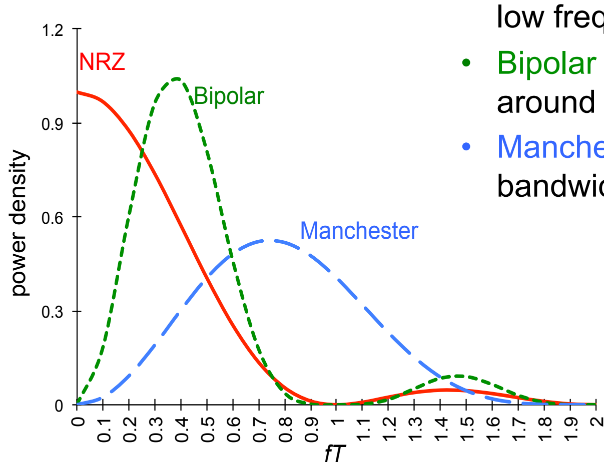
What is Line Coding?

- Mapping of binary information sequence into the digital signal that enters the channel
  - Ex. "1" maps to +A square pulse; "0" to –A pulse
- Line code selected to meet system requirements:
  - Transmitted power: Power consumption = $$$!
  - Bit timing: Transitions in signal help timing recovery
  - Bandwidth efficiency: Excessive transitions wastes bandwidth
  - Low frequency content: Some channels block low frequencies
    - long periods of +A or of –A causes signal to "droop"
    - Waveform should not have low-frequency content
  - Error detection: Ability to detect errors helps
  - Complexity/cost: Is code implementable in chip at high speed?

Line Coding Examples

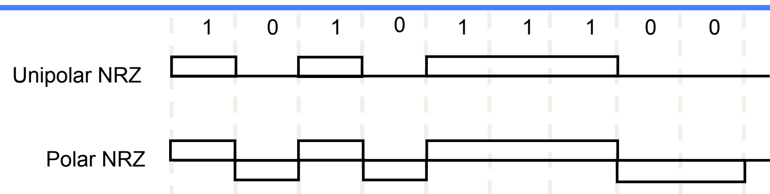


Spectrum of Line Codes



- NRZ has a high content at low frequencies
- Bipolar tightly packed around T/2
- Manchester wasteful of bandwidth

Unipolar & Polar Non-Return-to-Zero (NRZ)



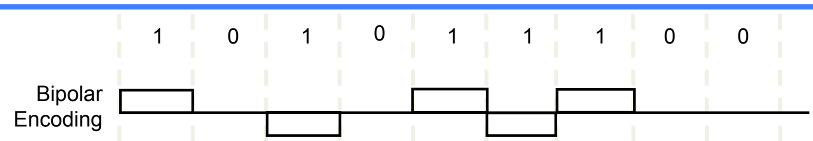
Unipolar NRZ

- "1" maps to +A pulse
- "0" maps to no pulse
- High Average Power
  $0.5*A^2 + 0.5*0^2=A^2/2$
- Long strings of A or 0
  - Poor timing
  - Low-frequency content
- Simple

Polar NRZ

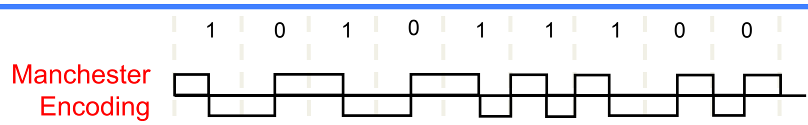
- "1" maps to +A/2 pulse
- "0" maps to –A/2 pulse
- Better Average Power
  $0.5*(A/2)^2 +0.5*(-A/2)^2=A^2/4$
- Long strings of +A/2 or –A/2
  - Poor timing
  - Low-frequency content
- Simple

Bipolar Code



- Three signal levels: {-A, 0, +A}
- "1" maps to +A or –A in alternation
- "0" maps to no pulse
  - Every +pulse matched by –pulse so little content at low frequencies
- String of 1s produces a square wave
  - Spectrum centered at *T*/2
- Long string of 0's causes receiver to lose synch

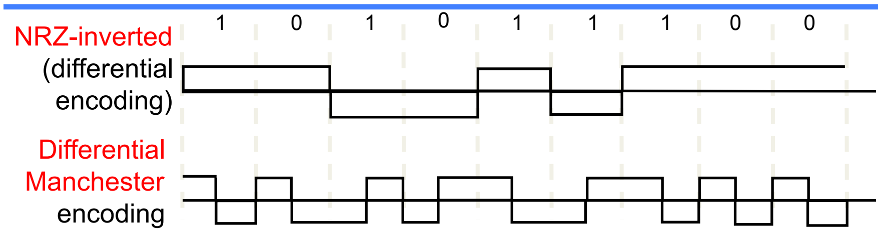
Manchester Code & *m*B*n*B Codes



- "1" maps into A/2 first *T*/2, -A/2 last T/2
- "0" maps into -A/2 first *T*/2, A/2 last *T*/2
- Every interval has transition in middle
  - Timing recovery easy
  - Uses double the minimum bandwidth
- Simple to implement
- Used in 10-Mbps Ethernet

- *m*B*n*B line code
- Maps block of *m* bits into *n* bits
- Manchester code is 1B2B code
- 4B5B code used in FDDI LAN
- 8B10B code used in Gigabit Ethernet
- 64B66B code used in 10G Ethernet

Differential Coding



- Errors in some systems cause transposition in polarity, +A become –A and vice versa
  - All subsequent bits in Polar NRZ coding would be in error
- Differential line coding provides robustness to this type of error
- "1" mapped into transition in signal level
- "0" mapped into no transition in signal level
- Same spectrum as NRZ
- Also used with Manchester coding