

☆ Noise Analysis at Digital

Communication:

* Quantization Noise:

⇒ In PCM system input to the LPF is the sampled signals with quantization error. Due to this error in each sample signal distortion occurs and this distortion is called as the quantization noise. So, the quantization error should be as minimum as possible.

⇒ Quantization error depends on the size.

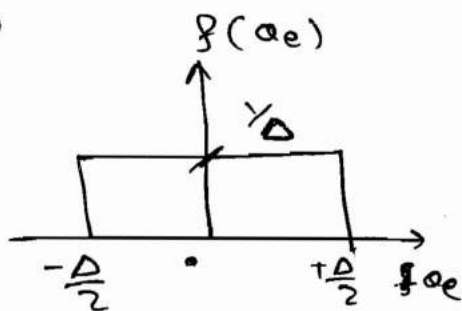
$\Rightarrow$ Assume that the input is a sinusoidal signal

$$m(t) = A_m \cos 2\pi f_m t.$$

$$\& \quad P = \frac{A_m^2}{2} \text{ (W)}.$$

$\Rightarrow$ The noise occurs due to the quantization error. So, the mean square value of the quantization error represents the quantization noise power.

$\Rightarrow$



Quantization noise power

$$= \int e_e^2 \cdot f(e_e) de_e.$$

$\therefore$ Quantization noise power

$$= \int_{-\frac{\Delta}{2}}^{+\frac{\Delta}{2}} e_e^2 \cdot \left(\frac{1}{\Delta}\right) de_e.$$

$$= \frac{2}{\Delta^2} \times \left[\frac{e_e^3}{3} \right]_0^{\frac{\Delta}{2}}.$$

$$= \frac{2}{\Delta^2} \times \frac{\Delta^3}{48 \times 3}$$

$$= \frac{\Delta^2}{12}$$

$$\therefore \text{Quantization noise Power} = \frac{\Delta^2}{12}$$

$$\Rightarrow \text{SQNR} = \frac{P_{si}}{P_{qn}} = \frac{\frac{A_m^2}{2}}{\frac{\Delta^2}{12}} = \frac{6A_m^2}{\Delta^2 \times 8}$$

$$\text{But } \Delta = \frac{V_{p-p}}{L} = \frac{2A_m}{L}$$

$$\therefore \text{SQNR} = \frac{A_m^2}{4A_m^2} \times \frac{L^2}{8} \times 6 \quad \text{IMP}$$

$$\text{SQNR} = \frac{3}{2} L^2$$

$$L = 2^n$$

$$\therefore \boxed{\text{SQNR} = \frac{3}{2} \times 2^{2n}}$$

$$(\text{SQNR})_{\text{dB}} = (d + 6n) \text{ dB}$$

$$d = 1.8 \text{ for uncompressed}$$

$$d = 10 \log_{10} C \text{ for Compressed}$$

$$\rightarrow C = \frac{3}{[\ln(1+u)]^2}$$

$$\therefore (\text{SQNR})_{\text{dB}} = 10 \log \left[\frac{3}{2} \times 2^{2n} \right] = 10 \log \frac{3}{2} + 10 \log 2^{2n} \\ = 1.76 + 20n \log 2 \\ = 1.76 + 6n$$

$$\therefore \boxed{(\text{SQNR})_{\text{dB}} = (1.8 + 6n) \text{ dB}}$$

$$\Rightarrow \begin{array}{l} n=2 \Rightarrow 13.8 \text{ dB} \\ n=3 \rightarrow 19.8 \text{ dB} \\ n=4 \rightarrow 25.8 \text{ dB} \end{array} \left. \begin{array}{l} \\ \\ \end{array} \right\} 6 \text{ dB/bit}$$

IMP $\Rightarrow$ As n increases, the Δ decreases and the quantization noise power also decreases. So, the signal to noise ratio increases and the improvement in the

Q In a PCM system the Code length is increased from 6 to 8 bits. The Quantization power is decreases by a factor of (A) 2 (B) 2 (C) 8 (D) 16.

Solⁿ:

$$n=6 \Rightarrow \Delta \Rightarrow P_{an} = \frac{\Delta^2}{12}$$

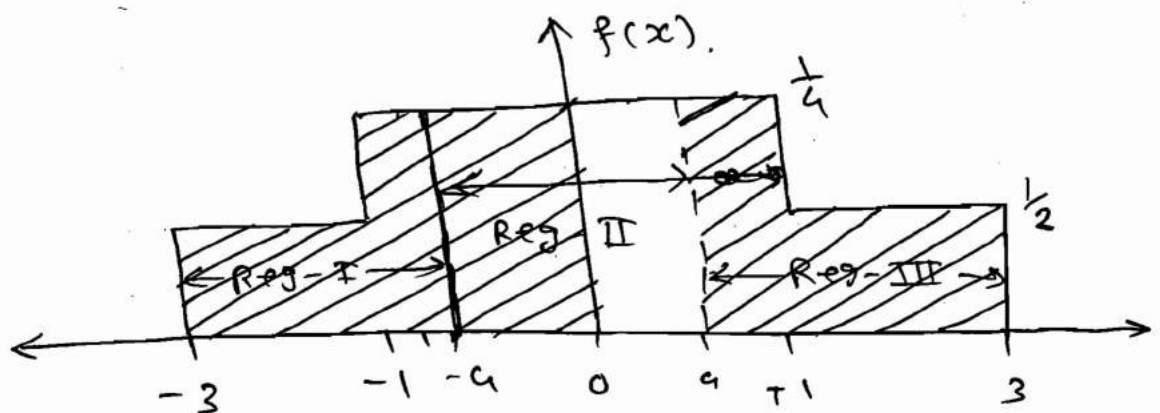
$$n=7 \Rightarrow \frac{\Delta}{2} \Rightarrow P_{an} = \frac{\Delta^2}{4 \times 12}$$

$$n=8 \Rightarrow \frac{\Delta}{4} \Rightarrow P_{an} = \frac{\Delta^2}{16 \times 12}$$

So, ans is (D) 16

Q
Gate - 2005
Linked MPE
question

A 3 level Quantizer is design assuming the equiprobable occurrence of all the 3 quantization levels. The pdf is divided into 3 region as shown in fig.



Q-1 Determine the value of a of the a in the above figure.

Q-2 Determine the value of a of the a in the above figure.

Soln: ① A Total area = 1.

$\Rightarrow$ All three region i.e Reg- I, Reg- II and Reg - III are equiprobable.

So, Area of each region is $\frac{1}{3}$.

$\therefore$ Area of Reg- II = $\frac{1}{3}$.

$$\therefore 2a \times \frac{1}{4} = \frac{1}{3}$$

$$\therefore \boxed{a = \frac{2}{3}}$$

②

$$P_{on} = \int_{-a}^a x^2 \cdot f(x) \cdot dx$$

$$= \int_{-\frac{2}{3}}^{\frac{2}{3}} \frac{1}{4} \cdot x^2 \cdot dx.$$

$$= \frac{2}{4} \times \left[\frac{x^3}{3} \right]_0^{\frac{2}{3}}.$$

$$= \frac{1}{2} \times \frac{8}{3 \times 9 \times 3}$$

$$\boxed{P_{on} = \frac{4}{81} w.}$$