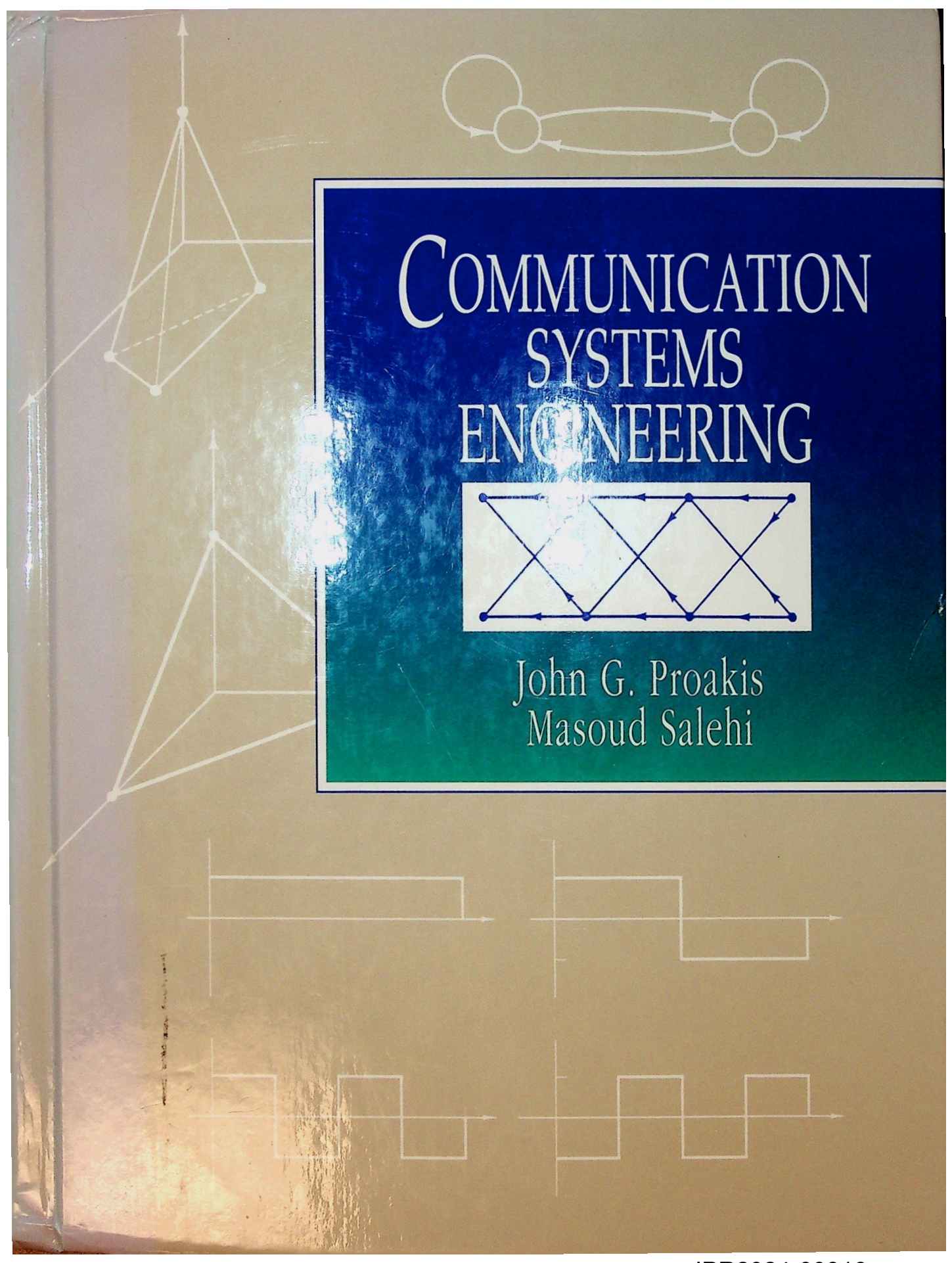
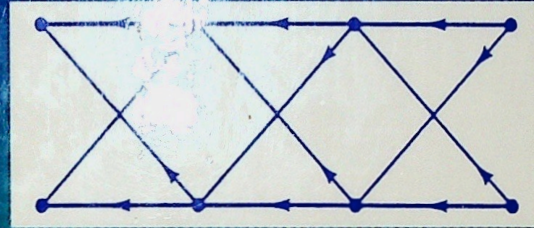


The background of the book cover is a light beige color with several faint, white technical diagrams. In the top left, there is a 3D wireframe diagram of a cube with an arrow pointing upwards from one of its vertices. In the top right, there is a state transition diagram with two circular nodes connected by two curved arrows, one in each direction. In the bottom left, there is a 3D wireframe diagram of a cube with an arrow pointing downwards from one of its vertices. In the bottom right, there are four rectangular waveforms arranged in a 2x2 grid, each plotted on a set of axes.

COMMUNICATION SYSTEMS ENGINEERING



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Communication Systems Engineering

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A transducer is usually required to convert the output of a source into an electrical signal that is suitable for transmission. For example, a microphone serves as the transducer that converts an acoustic speech signal into an electrical signal, and a video camera converts an image into an electrical signal. At the destination, a similar transducer is required to convert the electrical signals that are received into a form that is suitable for the user; for example, acoustic signals, images, etc.

The heart of the communication system consists of three basic parts, namely, the transmitter, the channel, and the receiver. The functions performed by these three elements are described below.

The transmitter. The transmitter converts the electrical signal into a form that is suitable for transmission through the physical channel or transmission medium. For example, in radio and TV broadcast, the Federal Communications Commission (FCC) specifies the frequency range for each transmitting station. Hence, the transmitter must translate the information signal to be transmitted into the appropriate frequency range that matches the frequency allocation assigned to the transmitter. Thus, signals transmitted by multiple radio stations do not interfere with one another. Similar functions are performed in telephone communication systems, where the electrical speech signals from many users are transmitted over the same wire.

In general, the transmitter performs the matching of the message signal to the channel by a process called *modulation*. Usually, modulation involves the use of the information signal to systematically vary the amplitude, frequency, or phase of a sinusoidal carrier. For example, in AM radio broadcast, the information signal that is transmitted is contained in the amplitude variations of the sinusoidal carrier, which is the center frequency in the frequency band allocated to the radio transmitting station. This is an example of *amplitude modulation*. In FM radio broadcast, the information signal that is transmitted is contained in the frequency variations of the sinusoidal carrier. This is an example of *frequency modulation*. *Phase modulation* (PM) is yet a third method for impressing the information signal on a sinusoidal carrier.

In general, carrier modulation such as AM, FM, and PM is performed at the transmitter, as indicated above, to convert the information signal to a form that matches the characteristics of the channel. Thus, through the process of modulation, the information signal is translated in frequency to match the allocation of the channel. The choice of the type of modulation is based on several factors, such as the amount of bandwidth allocated, the types of noise and interference that the signal encounters in transmission over the channel, and the electronic devices that are available for signal amplification prior to transmission. In any case, the modulation process makes it possible to accommodate the transmission of multiple messages from many users over the same physical channel.

In addition to modulation, other functions that are usually performed at the transmitter are filtering of the information-bearing signal, amplification of the mod-

ulated signal, and in the case of wireless transmission, radiation of the signal by means of a transmitting antenna.

The channel. The communications channel is the physical medium that is used to send the signal from the transmitter to the receiver. In wireless transmission, the channel is usually the atmosphere (free space). On the other hand, telephone channels usually employ a variety of physical media, including wirelines, optical fiber cables, and wireless (microwave radio). Whatever the physical medium for signal transmission, the essential feature is that the transmitted signal is corrupted in a random manner by a variety of possible mechanisms. The most common form of signal degradation comes in the form of additive noise, which is generated at the front end of the receiver, where signal amplification is performed. This noise is often called *thermal noise*. In wireless transmission, additional additive disturbances are man-made noise and atmospheric noise picked up by a receiving antenna. Automobile ignition noise is an example of man-made noise, and electrical lightning discharges from thunderstorms is an example of atmospheric noise. Interference from other users of the channel is another form of additive noise that often arises in both wireless and wireline communication systems.

In some radio communication channels, such as the ionospheric channel that is used for long-range, short-wave radio transmission, another form of signal degradation is multipath propagation. Such signal distortion is characterized as a nonadditive signal disturbance which manifests itself as time variations in the signal amplitude, usually called *fading*. This phenomenon is described in more detail in Section 1.3.

Both additive and nonadditive signal distortions are usually characterized as random phenomena and described in statistical terms. The effect of these signal distortions must be taken into account in the design of the communication system.

In the design of a communication system, the system designer works with mathematical models that statistically characterize the signal distortion encountered on physical channels. Often, the statistical description that is used in a mathematical model is a result of actual empirical measurements obtained from experiments involving signal transmission over such channels. In such case, there is a physical justification for the mathematical model used in the design of communication systems. On the other hand, in some communication system designs, the statistical characteristics of the channel may vary significantly with time. In such cases, the system designer may design a communication system that is robust to the variety of signal distortions. This can be accomplished by having the system adapt some of its parameters to the channel distortion encountered.

The receiver. The function of the receiver is to recover the message signal contained in the received signal. If the message signal is transmitted by carrier modulation, the receiver performs *carrier demodulation* to extract the message from the sinusoidal carrier. Since the signal demodulation is performed in the presence

COMMUNICATION SYSTEMS ENGINEERING

John G. Proakis
Masoud Salehi

Communication systems have become part of our daily life through a variety of communications media such as wireline telephone channels, microwave radio, fiber-optic channels, and satellite channels. To help readers keep pace with the explosive growth of communication systems, this comprehensive volume introduces the basic principles underlying the analysis and design of both analog and digital communication systems.

Emphasizing digital communications, authors **John G. Proakis** and **Masoud Salehi** provide thorough coverage of all foundation topics in communication system analysis and design, including source coding, channel coding, baseband and carrier modulation, channel distortion, channel equalization, synchronization, and spread spectrum modulation. In addition, **Communication Systems Engineering:**

- Incorporates many applications to practical systems such as compact disc players, magnetic recording, satellite communications systems, ionospheric channels, and mobile radio channels.
- Provides nearly 200 worked-out examples and over 450 homework problems, many demonstrating applications to practical systems.
- Places a greater emphasis than existing introductory-level texts on elements of and approaches to system design.

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