

# Multiple FSK (MFSK)

- ❑ More than two frequencies (M frequencies) are used
- ❑ More bandwidth efficient compared to BFSK
- ❑ More susceptible to noise compared to BFSK
- ❑ MFSK signal:

$$s_i(t) = A \cos(2\pi f_i t), \quad 1 \leq i \leq M$$

*where*

$$f_i = f_c + (2i - 1 - M)f_d$$

$f_c$  = *the carrier frequency*

$f_d$  = *the difference frequency*

$M$  = *number of different signal elements* =  $2^L$

$L$  = *number of bits per signal element*

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## ❑ Period of signal element

$$T_s = LT_b, \quad T_s : \text{signal element period} \quad T_b : \text{bit period}$$

## ❑ Minimum frequency separation

$$1/T_s = 2f_d \quad \Rightarrow \quad 1/(LT_b) = 2f_d \quad \Rightarrow \quad 1/T_b = 2Lf_d \text{ (bit rate)}$$

## ❑ MFSK signal bandwidth:

$$W_d = M(2f_d) = 2Mf_d$$

# Example

- ❑ With  $f_c=250\text{KHz}$ ,  $f_d=25\text{KHz}$ , and  $M=8$  ( $L=3$  bits), we have the following frequency assignment for each of the 8 possible 3-bit data combinations:

$$f_i = f_c + (2i - 1 - M)f_d$$

000	→	$f_1 = 75\text{KHz}$	} $bandwidth = W_s = 2Mf_d = 400\text{KHz}$
001	→	$f_2 = 125\text{KHz}$	
010	→	$f_3 = 175\text{KHz}$	
011	→	$f_4 = 225\text{KHz}$	
100	→	$f_5 = 275\text{KHz}$	
101	→	$f_6 = 325\text{KHz}$	
110	→	$f_7 = 375\text{KHz}$	
111	→	$f_8 = 425\text{KHz}$	

- ❑ This scheme can support a data rate of:

$$1/T_b = 2Lf_d = 2(3\text{bits})(25\text{Hz}) = 150\text{Kbps}$$

# Example

- ❑ The following figure shows an example of MFSK with  $M=4$ . An input bit stream of 20 bits is encoded 2bits at a time, with each of the possible 2-bit combinations transmitted as a different frequency.

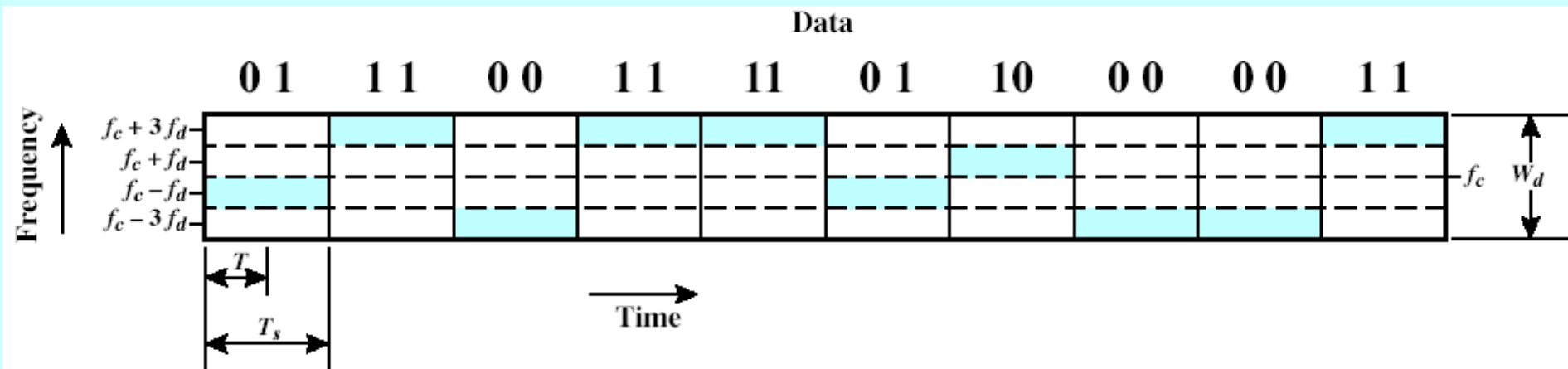
$$f_i = f_c + (2i - 1 - M)f_d$$

$$00 \rightarrow i = 1 \rightarrow f_1 = f_c - 3f_d$$

$$01 \rightarrow i = 2 \rightarrow f_2 = f_c - f_d$$

$$10 \rightarrow i = 3 \rightarrow f_3 = f_c + f_d$$

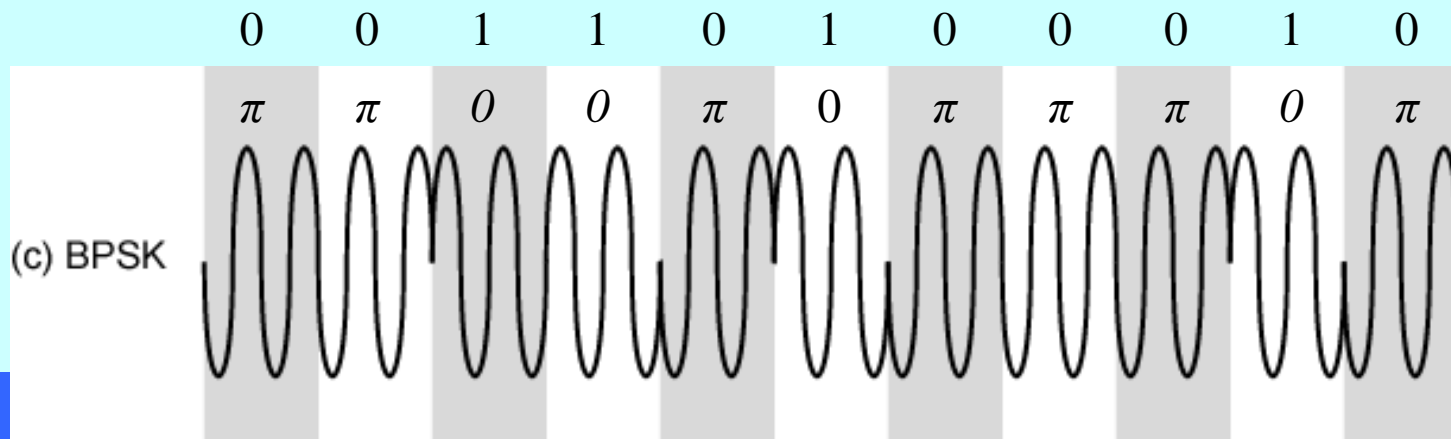
$$11 \rightarrow i = 4 \rightarrow f_4 = f_c + 3f_d$$



# Phase Shift Keying (PSK)

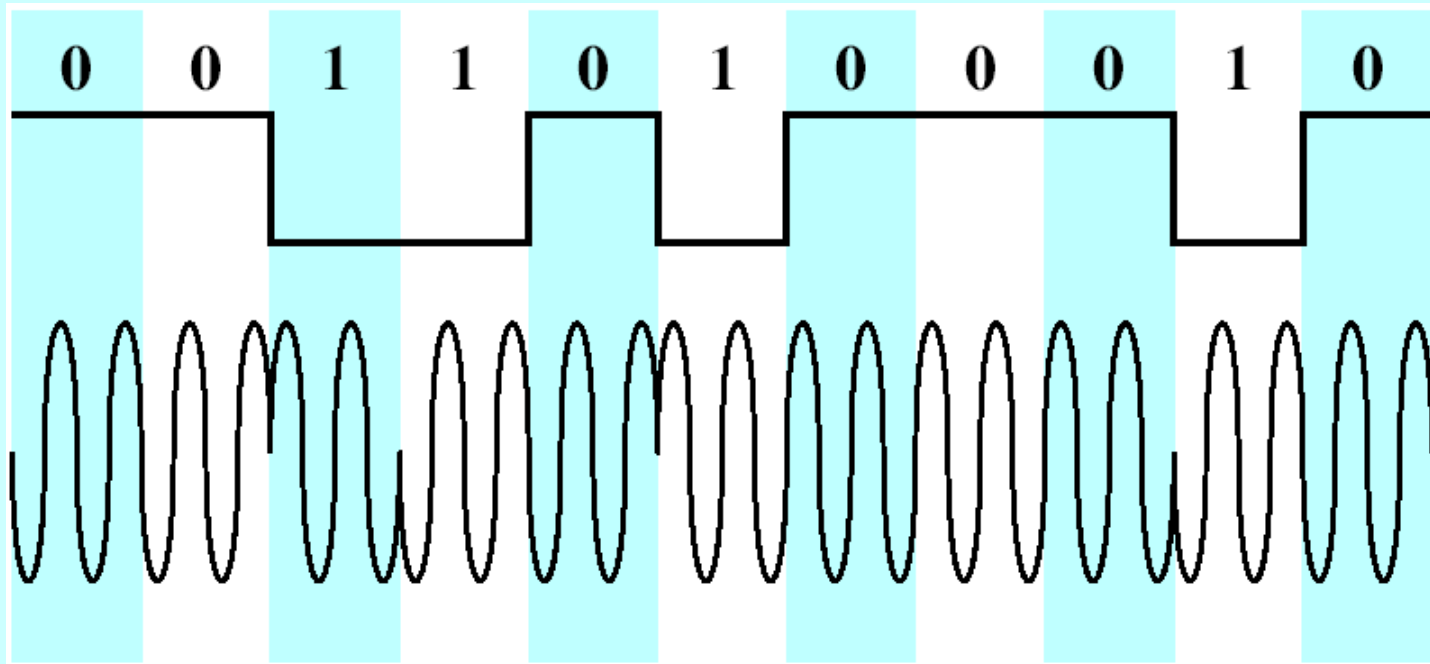
- ❑ Phase of carrier signal is shifted to represent data
- ❑ Binary PSK (BPSK): two phases represent two binary digits

$$\begin{aligned} s(t) &= \begin{cases} A \cos(2\pi f_c t), & \text{binary 1} \\ A \cos(2\pi f_c t + \pi), & \text{binary 0} \end{cases} \\ &= \begin{cases} A \cos(2\pi f_c t), & \text{binary 1} \\ -A \cos(2\pi f_c t), & \text{binary 0} \end{cases} \\ &= A d(t) \cos(2\pi f_c t), \quad d(t) = \pm 1 \end{aligned}$$



# Differential PSK (DPSK)

- ❑ In DPSK, the phase shift is with reference to the previous bit transmitted rather than to some constant reference signal
- ❑ Binary 0: signal burst with the same phase as the previous one
- ❑ Binary 1: signal burst of opposite phase to the preceding one



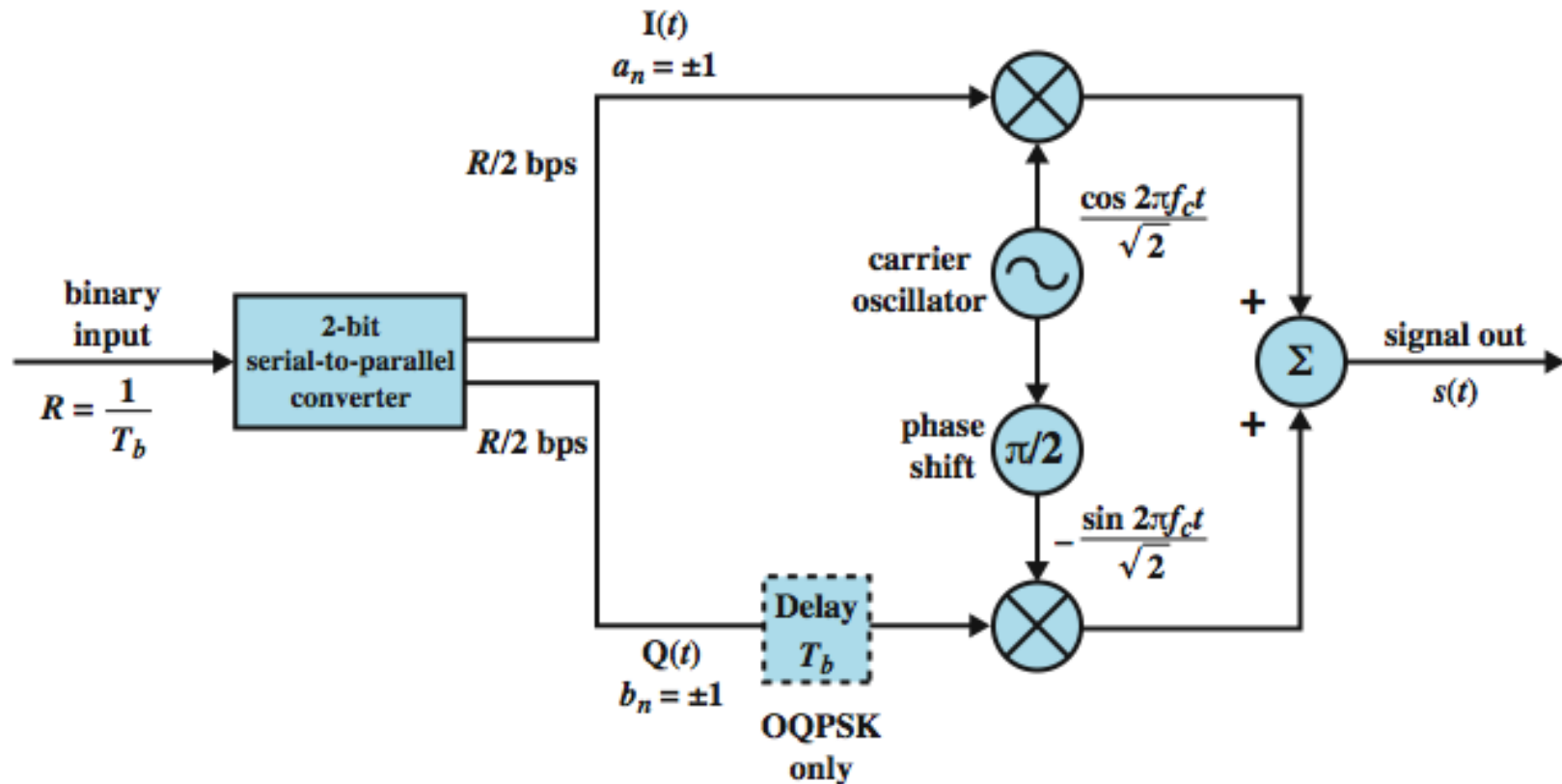
# Four-level PSK: Quadrature PSK (QPSK)

- ❑ More efficient use of bandwidth if each signal element represents more than one bit
  - eg. shifts of  $\pi/2$  ( $90^\circ$ )
  - each signal element represents two bits
  - split input data stream in two & modulate onto the phase of the carrier

$$s(t) = \begin{cases} A \cos(2\pi f_c t + \frac{\pi}{4}) & \leftrightarrow 11 \\ A \cos(2\pi f_c t + \frac{3\pi}{4}) & \leftrightarrow 01 \\ A \cos(2\pi f_c t + \frac{5\pi}{4}) & \leftrightarrow 00 \\ A \cos(2\pi f_c t - \frac{\pi}{4}) & \leftrightarrow 10 \end{cases}$$

- ❑ can use 8 phase angles & more than one amplitude
  - 9600bps modem uses 12 phase angles, four of which have two amplitudes: this gives a total of 16 different signal elements

# QPSK and Offset QPSK (OQPSK) Modulators

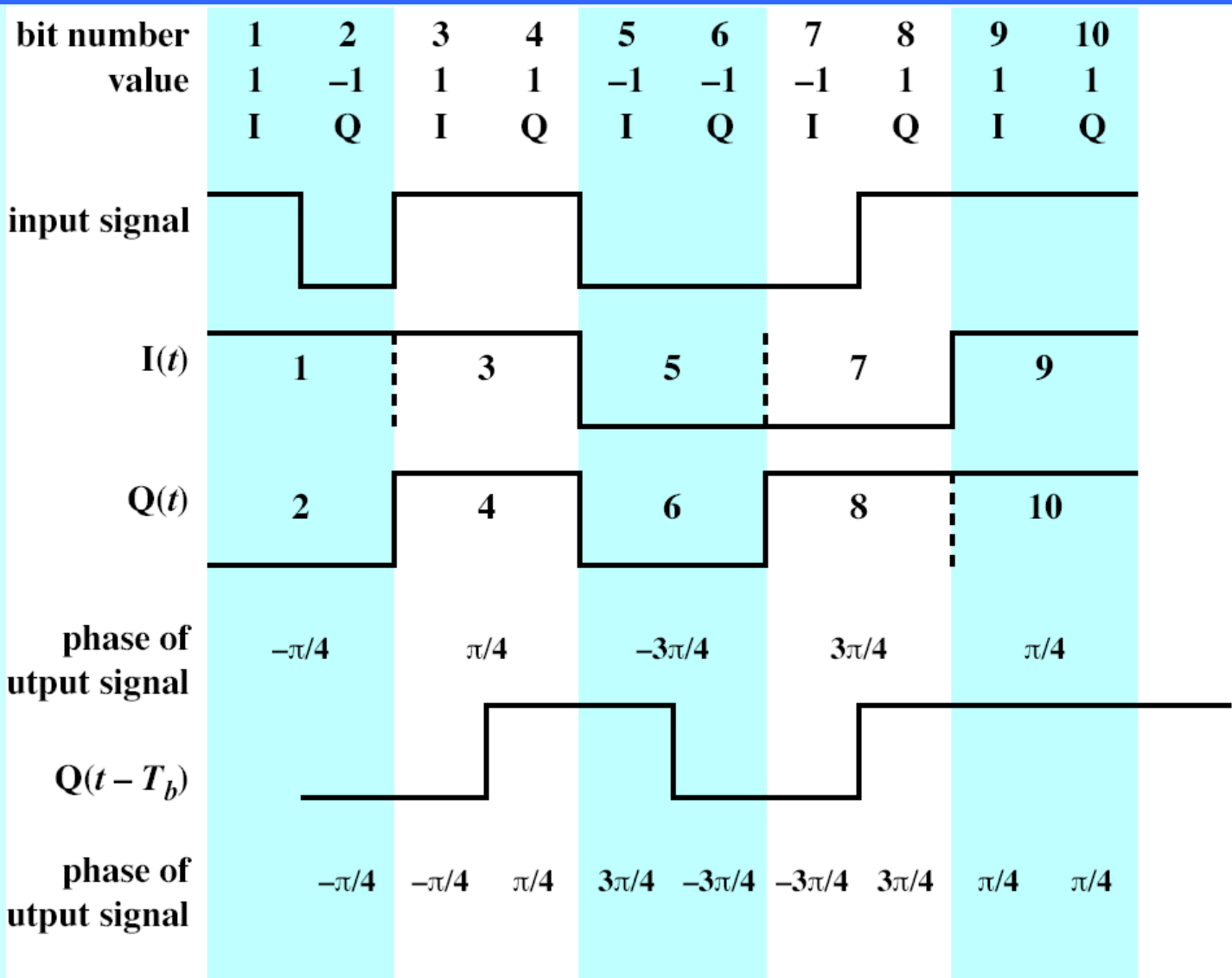


$$QPSK : \quad s(t) = \frac{1}{\sqrt{2}} I(t) \cos(2\pi f_c t) - \frac{1}{\sqrt{2}} Q(t) \sin(2\pi f_c t)$$

$$OQPSK : \quad s(t) = \frac{1}{\sqrt{2}} I(t) \cos(2\pi f_c t) - \frac{1}{\sqrt{2}} Q(t - T_b) \sin(2\pi f_c t)$$



# Example of QPSK and OQPSK Waveforms



for QPSK :

$$1 \ 1 \rightarrow 1 \ 1 \rightarrow \frac{\pi}{4}$$

$$0 \ 1 \rightarrow -1 \ 1 \rightarrow \frac{3\pi}{4}$$

$$0 \ 0 \rightarrow -1 \ -1 \rightarrow \frac{-3\pi}{4}$$

$$1 \ 0 \rightarrow 1 \ -1 \rightarrow \frac{-\pi}{4}$$

# Performance of ASK, FSK, MFSK, PSK and MPSK

## □ Bandwidth Efficiency

➤ ASK/PSK:  $\frac{\text{data rate}}{\text{transmission bandwidth}} = \frac{R}{B_T} = \frac{1}{1+r}, \quad 0 < r < 1$

➤ MPSK:  $\frac{R}{B_T} = \frac{\log_2 M}{1+r}, \quad M : \text{number of different signal elements}$

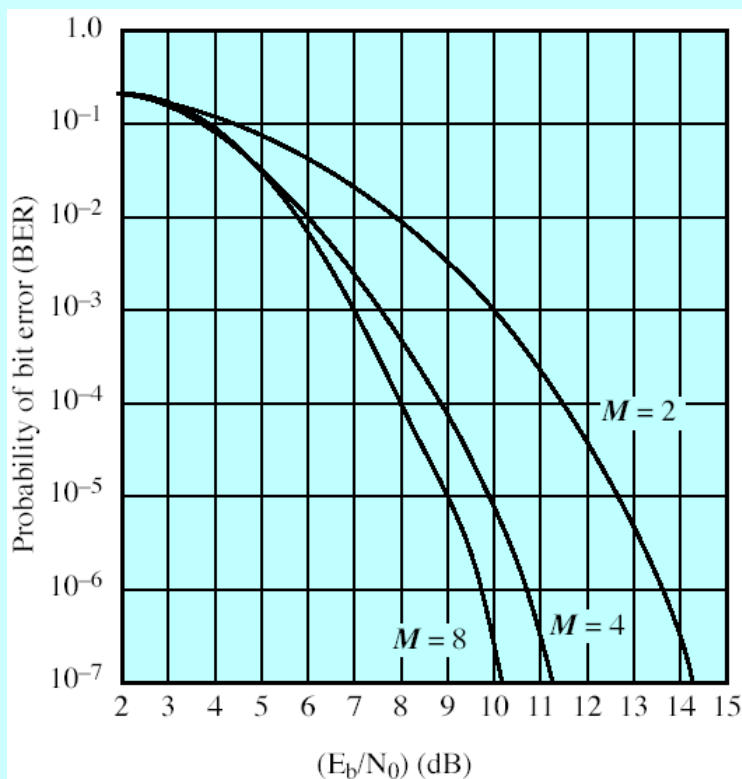
➤ MFSK:  $\frac{R}{B_T} = \frac{\log_2 M}{(1+r)M}$

## □ Bit Error Rate (BER)

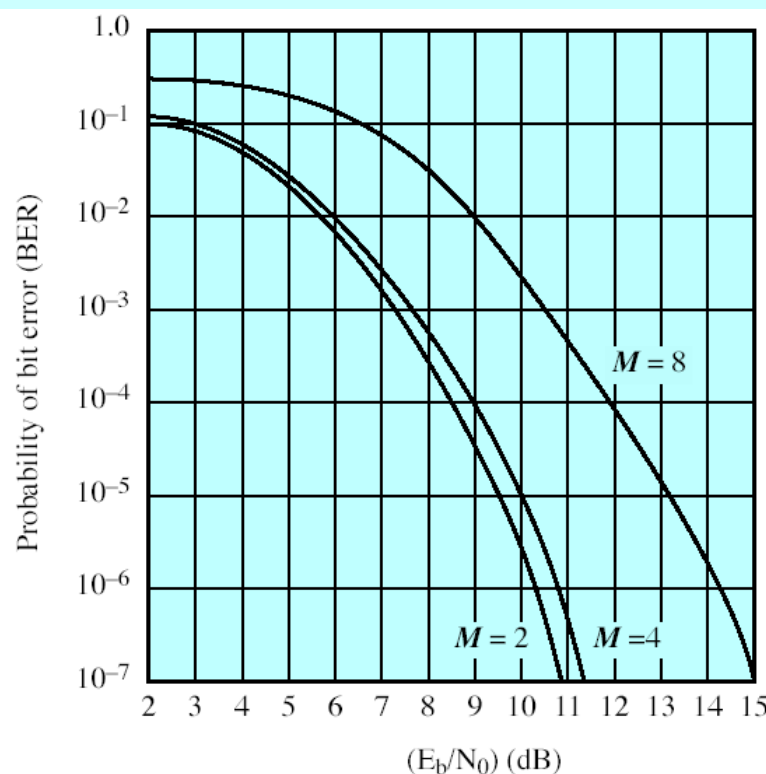
- bit error rate of PSK and QPSK are about 3dB superior to ASK and FSK (see Fig. 5.4)
- for MFSK & MPSK have tradeoff between bandwidth efficiency and error performance

# Performance of MFSK and MPSK

- ❑ MFSK: increasing  $M$  decreases BER and decreases bandwidth Efficiency
- ❑ MPSK: Increasing  $M$  increases BER and increases bandwidth efficiency



(a) Multilevel FSK (MFSK)



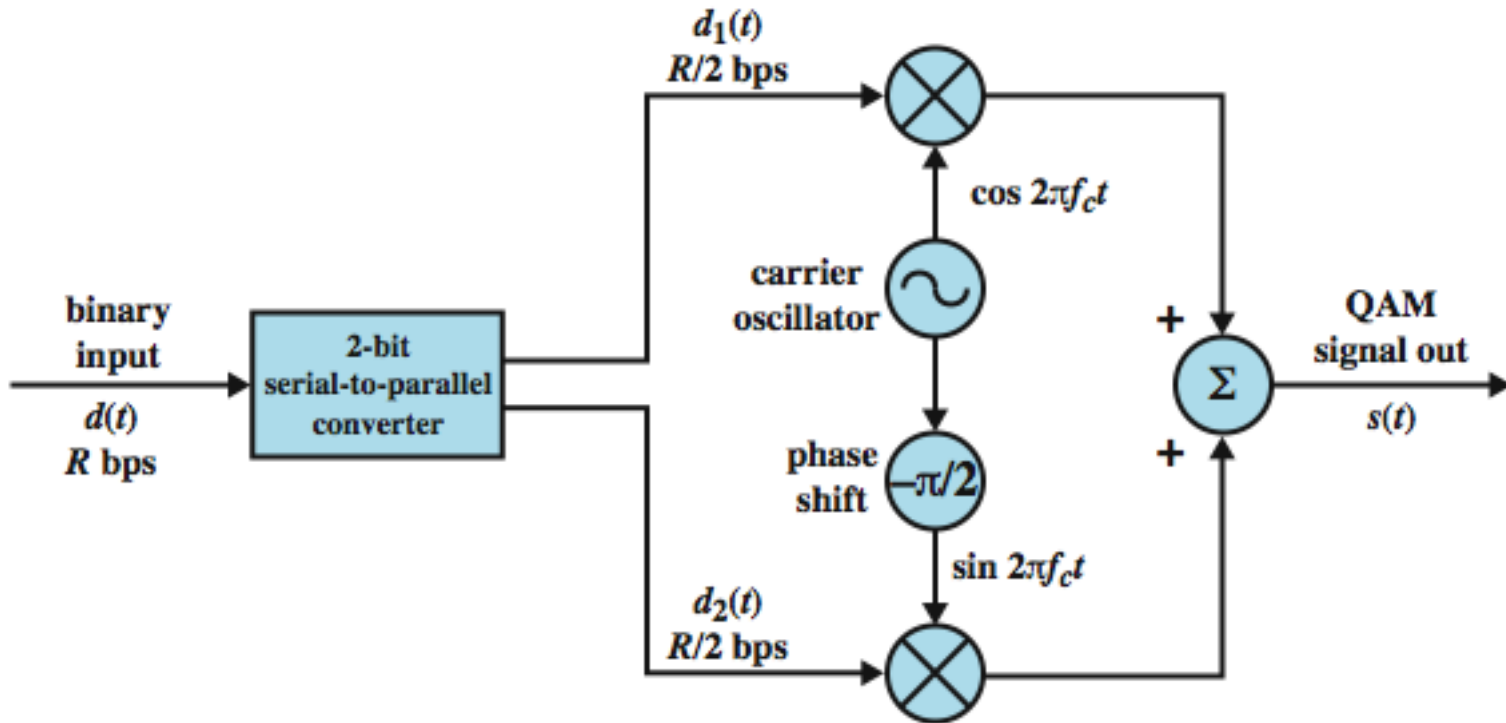
(b) Multilevel PSK (MPSK)

**Figure 5.13 Theoretical Bit Error Rate for Multilevel FSK and PSK**

# Quadrature Amplitude Modulation (QAM)

- ❑ QAM used on asymmetric digital subscriber line (ADSL) and some wireless standards
- ❑ combination of ASK and PSK
- ❑ logical extension of QPSK
- ❑ send two different signals simultaneously on same carrier frequency
  - use two copies of carrier, one shifted by  $90^\circ$
  - each carrier is ASK modulated

# QAM modulator



$$QAM : \quad s(t) = \underbrace{d_1(t) \cos(2\pi f_c t)}_{ASK} + \underbrace{d_2(t) \sin(2\pi f_c t)}_{ASK}$$

# QAM Variants

- ❑ Two level ASK (two different amplitude levels)
  - each of two streams in one of two states
  - four state system
  - essentially QPSK
- ❑ Four level ASK (four different amplitude levels)
  - combined stream in one of 16 states
- ❑ Have 64 and 256 state systems
- ❑ Improved data rate for given bandwidth
  - but increased potential error rate