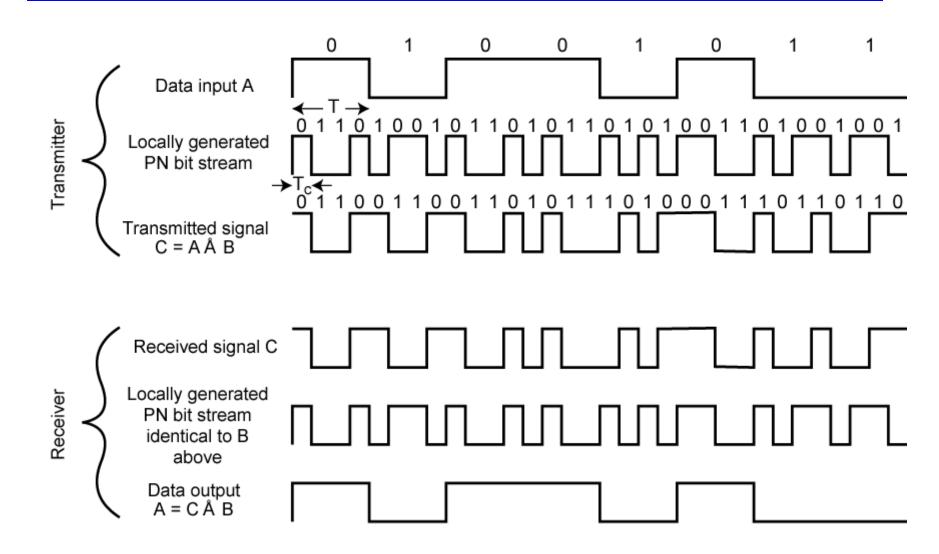
#### **FHSS Performance Considerations**

- Typically large number of frequencies used
  - —Improved resistance to jamming

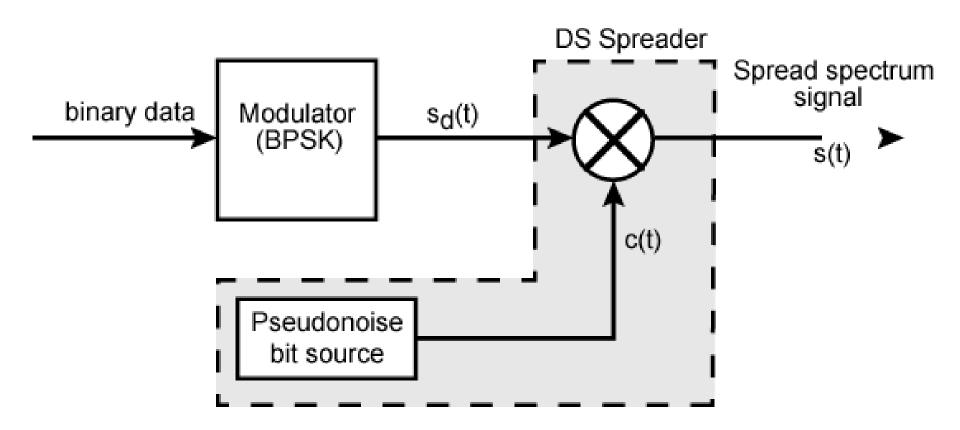
### Direct Sequence Spread Spectrum (DSSS)

- Each bit represented by multiple bits using spreading code
- Spreading code spreads signal across wider frequency band
  - In proportion to number of bits used
  - 10 bit spreading code spreads signal across 10 times bandwidth of 1 bit code
- One method:
  - Combine input with spreading code using XOR
  - Input bit 1 inverts spreading code bit
  - Input zero bit doesn't alter spreading code bit
  - Data rate equal to original spreading code
- Performance similar to FHSS

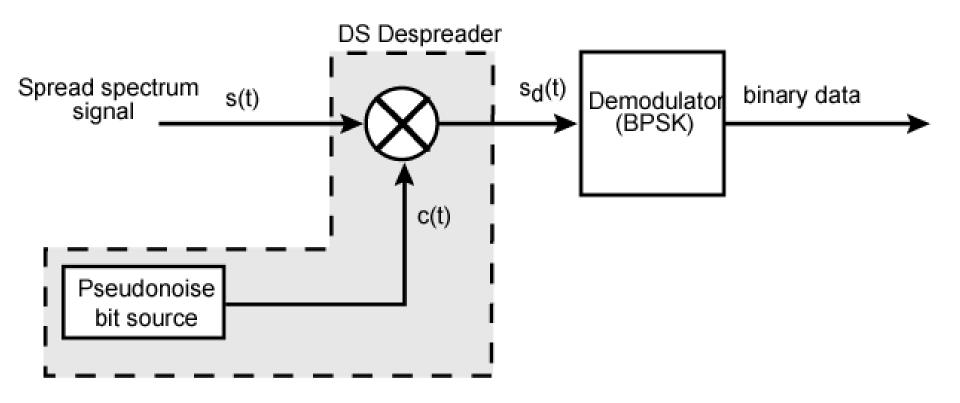
## Direct Sequence Spread Spectrum Example



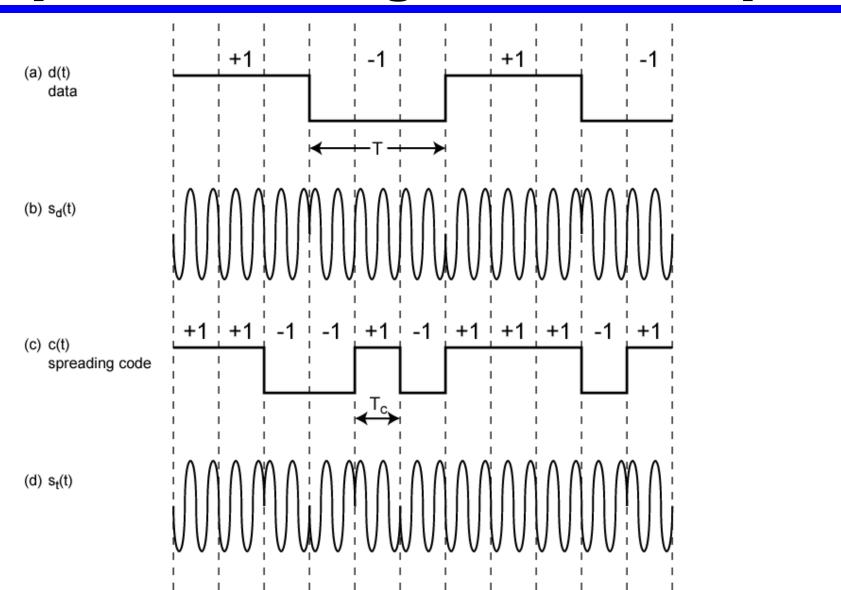
### Direct Sequence Spread Spectrum Transmitter



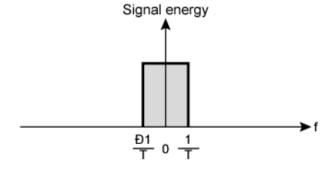
### Direct Sequence Spread Spectrum Transmitter



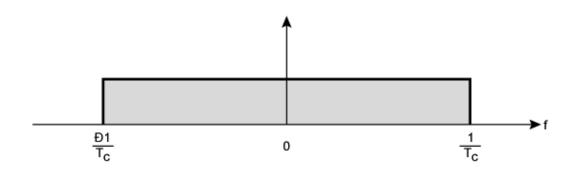
#### Direct Sequence Spread Spectrum Using BPSK Example



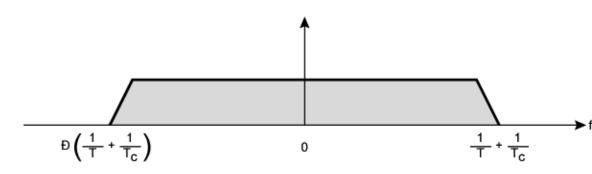
# Approximate Spectrum of DSSS Signal



(a) Spectrum of data signal



(b) Spectrum of pseudonoise signal

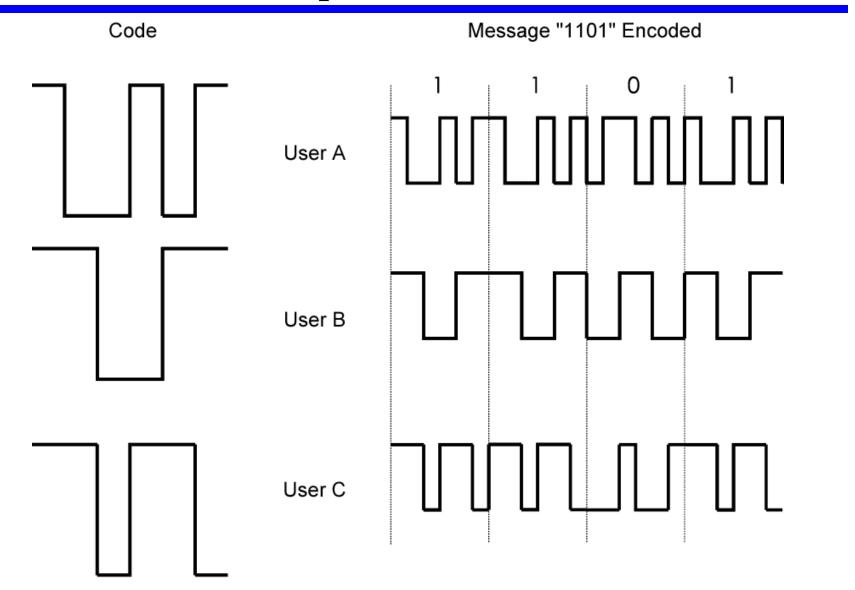


(c) Spectrum of combined signal

### Code Division Multiple Access (CDMA)

- Multiplexing Technique used with spread spectrum
- Start with data signal rate D
  - Called bit data rate
- Break each bit into k chips according to fixed pattern specific to each user
  - User's code
- New channel has chip data rate kD chips per second
- E.g. k=6, three users (A,B,C) communicating with base receiver R
- Code for A = <1,-1,-1,1,-1,1>
- Code for  $B = \langle 1, 1, -1, -1, 1, 1 \rangle$
- Code for  $C = \langle 1, 1, -1, 1, 1, -1 \rangle$

#### **CDMA Example**



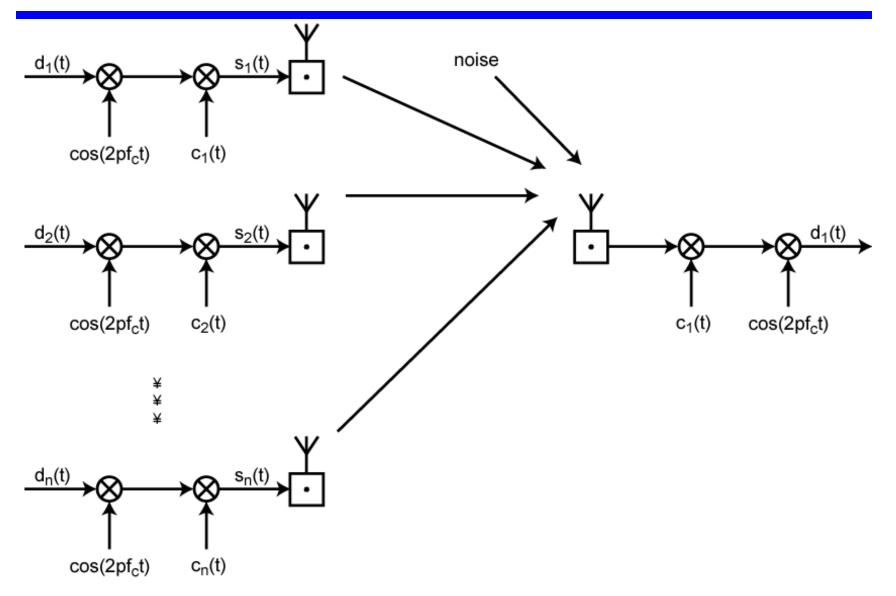
#### **CDMA Explanation**

- Consider A communicating with base
- Base knows A's code
- Assume communication already synchronized
- A wants to send a 1
  - Send chip pattern <1,-1,-1,1,-1,1>
    - A's code
- A wants to send 0
  - Send chip[ pattern <-1,1,1,-1,1,-1>
    - Complement of A's code
- Decoder ignores other sources when using A's code to decode
  - Orthogonal codes

#### **CDMA for DSSS**

- n users each using different orthogonal PN sequence
- Modulate each users data stream
  - —Using BPSK
- Multiply by spreading code of user

#### **CDMA** in a DSSS Environment



# Seven Channel CDMA Encoding and Decoding

