CHAPTER 6

PRACTICE SET

Questions

- **Q6-1.** *Multiplexing* is the set of techniques that allows the simultaneous transmission of multiple signals across a single data link.
- **Q6-3.** In *multiplexing*, the word *link* refers to the physical path. The word *channel* refers to the portion of a link that carries a transmission between a given pair of lines. One link can have many (n) channels.
- Q6-5. To maximize the efficiency of their infrastructure, telephone companies have traditionally multiplexed analog signals from lower-bandwidth lines onto higher-bandwidth lines. The *analog hierarchy* uses voice channels (4 KHz), *groups* (48 KHz), *supergroups* (240 KHz), *master groups* (2.4 MHz), and *jumbo groups* (15.12 MHz).
- **Q6-7.** WDM is common for multiplexing *optical signals* because it allows the multiplexing of signals with a very high frequency.
- **Q6-9.** In *synchronous TDM*, each input has a reserved slot in the output frame. This can be inefficient if some input lines have no data to send. In *statistical TDM*, slots are dynamically allocated to improve bandwidth efficiency. Only when an input line has a slot's worth of data to send is it given a slot in the output frame.
- **Q6-11** The *frequency hopping spread spectrum* (FHSS) technique uses M different carrier frequencies that are modulated by the source signal. At one moment, the signal modulates one carrier frequency; at the next moment, the signal modulates another carrier frequency.

Problems

P6-1. To multiplex 10 voice channels, we need nine guard bands. The required bandwidth is then $B = (4 \text{ KHz}) \times 10 + (500 \text{ Hz}) \times 9 = 44.5 \text{ KHz}$

P6-3.

- **a.** Group level: overhead = $48 \text{ KHz} (12 \times 4 \text{ KHz}) = 0 \text{ Hz}$.
- **b.** Supergroup level: overhead = $240 \text{ KHz} (5 \times 48 \text{ KHz}) = 0 \text{ Hz}$.
- c. Master group: overhead = $2520 \text{ KHz} (10 \times 240 \text{ KHz}) = 120 \text{ KHz}$.
- **d.** Jumbo Group: overhead = $16.984 \text{ MHz} (6 \times 2.52 \text{ MHz}) = 1.864 \text{ MHz}$.

P6-5.

- **a.** Each output frame carries 2 bits from each source plus one extra bit for synchronization. Frame size $= 20 \times 2 + 1 = 41$ bits.
- **b.** Each frame carries 2 bit from each source. Frame rate = 100,000/2 = 50,000 frames/s.
- c. Frame duration = 1 / (frame rate) = 1 / 50,000 = 20 ms.
- **d.** Data rate = $(50,000 \text{ frames/s}) \times (41 \text{ bits/frame}) = 2.05 \text{ Mbps}$. The output data rate here is slightly less than the one in Problem 4.
- e. In each frame 40 bits out of 41 are useful. Efficiency = 40/41 = 97.5%. Efficiency is better than the one in Problem 4.
- **P6-7.** We combine six 200-kbps sources into three 400-kbps. Now we have seven 400-kbps channel.
 - **a.** Each output frame carries 1 bit from each of the seven 400-kbps line. Frame size = $7 \times 1 = 7$ bits.
 - **b.** Each frame carries 1 bit from each 400-kbps source. Frame rate = 400,000 frames/s.
 - **c.** Frame duration = 1 / (frame rate) = 1 / 400,000 = 2.5 ms.
 - **d.** Output data rate = $(400,000 \text{ frames/s}) \times (7 \text{ bits/frame}) = 2.8 \text{ Mbps}$. We can also calculate the output data rate as the sum of input data rate because there is no synchronizing bits. Output data rate = $6 \times 200 + 4 \times 400 = 2.8$ Mbps.
- **P6-9.** We need to add extra bits to the second source to make both rates = 190 kbps. Now we have two sources, each of 190 Kbps.
 - **a.** The frame carries 1 bit from each source. Frame size = 1 + 1 = 2 bits.
 - **b.** Each frame carries 1 bit from each 190-kbps source. Frame rate = 190,000 frames/s.
 - **c.** Frame duration = 1 / (frame rate) = 1 / 190,000 = 5.3 ms.

- **d.** Output data rate = $(190,000 \text{ frames/s}) \times (2 \text{ bits/frame}) = 380 \text{ kbps}$. Here the output bit rate is greater than the sum of the input rates (370 kbps) because of extra bits added to the second source.
- **P6-11.** See the following figure.



P6-13. See the following figure.



P6-15. The number of hops = 100 KHz/4 KHz = 25. So we need $\log_2 25 = 4.64 \approx 5$ bits

P6-17. Random numbers are 11, 13, 10, 6, 12, 3, 8, 9 as calculated below:

N ₁	=	11
$N_2 = (5 + 7 \times 11) \mod 17 - 1$	=	13
$N_3 = (5 + 7 \times 13) \mod 17 - 1$	=	10
$N_4 = (5 + 7 \times 10) \mod 17 - 1$	=	6
$N_5 = (5 + 7 \times 6) \mod 17 - 1$	=	12
$N_6 = (5 + 7 \times 12) \mod 17 - 1$	=	3
$N_7 = (5 + 7 \times 3) \mod 17 - 1$	=	8
$N_8 = (5 + 7 \times 8) \mod 17 - 1$	=	9