

APPENDIX C

PCM STANDARDS (ADDITIONAL INFORMATION AND RECOMMENDATIONS)

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1.0 Bit Rate Versus Receiver Intermediate-Frequency Bandwidth

The following subparagraphs contain information about selection of receiver intermediate-frequency (IF) bandwidths. Additional information is contained in RCC document 119, *Telemetry Applications Handbook*.

1.1 The standard receiver IF bandwidth values are listed in Table 2-1. Not all bandwidths are available on all receivers or at all test ranges. Additional bandwidths may be available at some test ranges. The IF bandwidth, for data receivers, should typically be selected so that 90 to 99 percent of the transmitted power spectrum is within the receiver 3-dB bandwidth.

1.2 For reference purposes, in a well-designed PCM/FM system (NRZ-L data code) with peak deviation equal to 0.35 times the bit rate and an IF bandwidth (3 dB) equal to the bit rate, a receiver IF signal-to-noise ratio (SNR) of approximately 13 dB will result in a bit error probability (BEP) of 10^{-6} . A 1-dB change in this SNR will result in approximately an order of magnitude change in the BEP. The relationship between BEP and IF SNR in a bandwidth equal to the bit rate is illustrated in Figure C-1 for IF bandwidths equal to the bit rate and 1.5 times the bit rate. An approximate expression for the BEP is

$$\text{BEP} = 0.5 e^{(k \cdot \text{SNR})} \tag{C-1}$$

where:

$k \approx -0.7$ for IF bandwidth equal to bit rate

$k \approx -0.65$ for IF bandwidth equal to 1.2 times bit rate

$k \approx -0.55$ for IF bandwidth equal to 1.5 times bit rate

$\text{SNR} = \text{IF SNR} \cdot \text{IF bandwidth/bit rate}$.

Other data codes and modulation techniques have different BEP versus SNR performance characteristics.

1.3 It is recommended that the maximum period between bit transitions be 64-bit intervals to ensure adequate bit synchronization. Table C-1 contains

recommended frame synchronization patterns for general use in PCM telemetry.

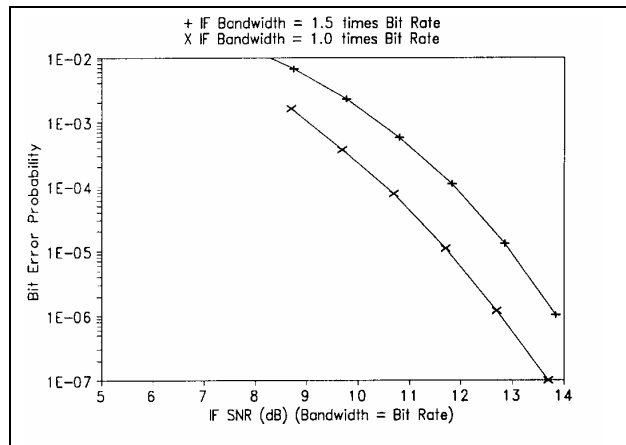


Figure C-1. BEP vs IF SNR in bandwidth = bit rate for NRZ-L PCM/FM.

2.0 Recommended PCM Synchronization Patterns

Table [C-1](#) contains recommended frame synchronization patterns for general use in PCM telemetry. Patterns are shown in the preferred order of transmission with "111" being the first bit sequence transmitted. This order is independent of data being LSB or MSB aligned. The technique used in the determination of the patterns for lengths 16 through 30 was essentially that of the patterns of 2^n binary patterns off a given length, n , for that pattern with the smallest total probability of false synchronization over the entire pattern overlap portion of the ground station frame synchronization.¹ The patterns for lengths 31 through 33 were obtained from a second source.²

3.0 Spectral and BEP Comparisons for NRZ and Bi ϕ ³

Figure [C-2](#) shows the power spectral densities of baseband NRZ and Bi ϕ codes with random data. These curves were calculated using the equations presented below. Figure [C-3](#) presents the theoretical bit error probabilities versus signal-to-noise ratio for the level, mark, and space versions of baseband NRZ and Bi ϕ codes and also for RNRZ-L. The noise is assumed to be additive white gaussian noise.

$$NRZ \text{ SPECTRAL DENSITY} \propto \frac{\sin^2(\pi fT)}{(\pi fT)^2} \quad (C-2)$$

$$Bi\phi \text{ SPECTRAL DENSITY} \propto \frac{\sin^4(\pi fT/2)}{(\pi fT/2)^2} \quad (C-3)$$

where T is the bit period.

¹ A more detailed account of this investigation can be found in a paper by J. L. Maury, Jr. and J. Styles, "Development of Optimum Frame Synchronization Codes for Goddard Space Flight Center PCM Telemetry Standards," in *Proceedings of the National Telemetry Conference*, June 1964.

² The recommended synchronization patterns for lengths 31 through 33 are discussed more fully in a paper by E. R. Hill, "Techniques for Synchronizing Pulse-Code Modulated Telemetry," in *Proceedings of the National Telemetry Conference*, May 1963.

³ Material presented in paragraph 3.0 is taken from a study by W. C. Lindsey (University of Southern California), *Bit Synchronization System Performance Characterization, Modeling and Tradeoff Study*, Naval Missile Center Technical Publication.

TABLE C-1. OPTIMUM FRAME SYNCHRONIZATION PATTERNS FOR PCM TELEMETRY

<u>Pattern Length</u>	<u>Patterns</u>											
16	111	010	111	001	000	0						
17	111	100	110	101	000	00						
18	111	100	110	101	000	000						
19	111	110	011	001	010	000	0					
20	111	011	011	110	001	000	00					
21	111	011	101	001	011	000	000					
22	111	100	110	110	101	000	000	0				
23	111	101	011	100	110	100	000	00				
24	111	110	101	111	001	100	100	000				
25	111	110	010	110	111	000	100	000	0			
26	111	110	100	110	101	100	110	000	00			
27	111	110	101	101	001	100	110	000	000			
28	111	101	011	110	010	110	011	000	000	0		
29	111	101	011	110	011	001	101	000	000	00		
30	111	110	101	111	001	100	110	100	000	000		
31	111	111	100	110	111	110	101	000	010	000	0	
32	111	111	100	110	101	100	101	000	010	000	00	
33	111	110	111	010	011	101	001	010	010	011	000	

C-3

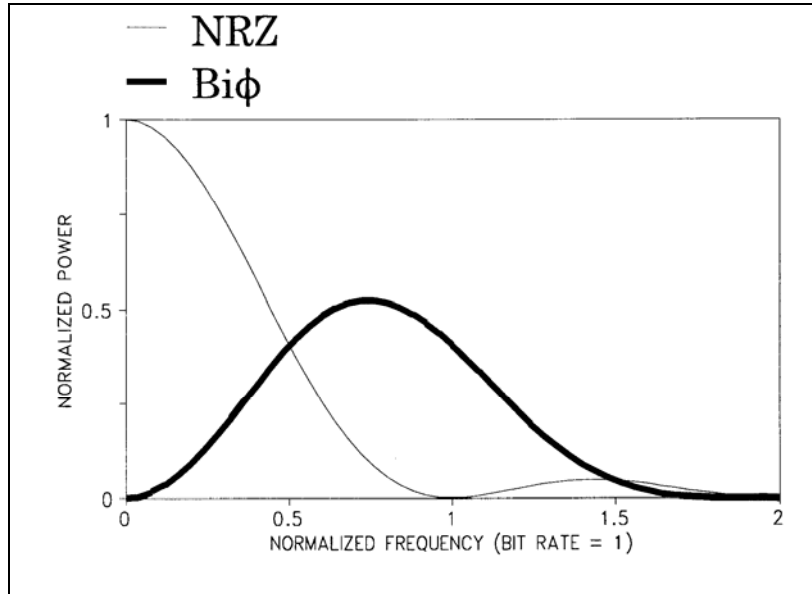


Figure C-2. Spectral densities of random NRZ and Biφ codes.

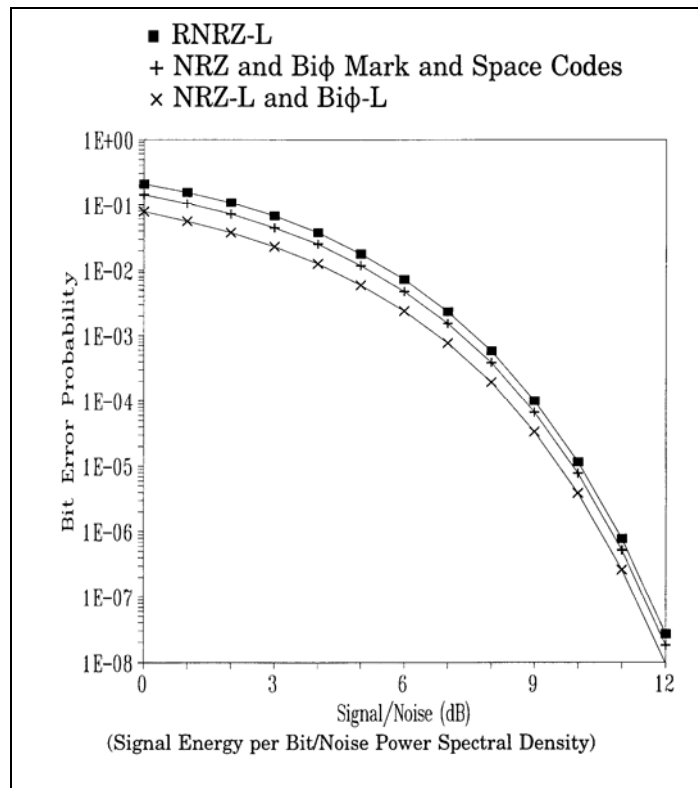


Figure C-3. Theoretical bit error probability performance for various baseband PCM signaling techniques (perfect bit synchronization assumed).

4.0 PCM Frame Structure Examples

Figures C-4, C-5, and C-6 show examples of allowable PCM frame structures. In each example, the Minor Frame Sync Pattern is counted as one word in the minor frame. The first word after the Minor Frame Sync Pattern is word 1.

Figures C-5 and C-6 show the preferred method of placing the subframe ID counter in the minor frame. The counter is placed before the parameters that are referenced to it.

Major Frame Length is as follows:

Figure [C-4](#): Major Frame Length = Minor Frame Maximum Length.

Figure [C-5](#): Major Frame Length = Minor Frame Maximum Length multiplied by Z.

Figure [C-6](#): Major Frame Length = Minor Frame Maximum Length multiplied by Z.

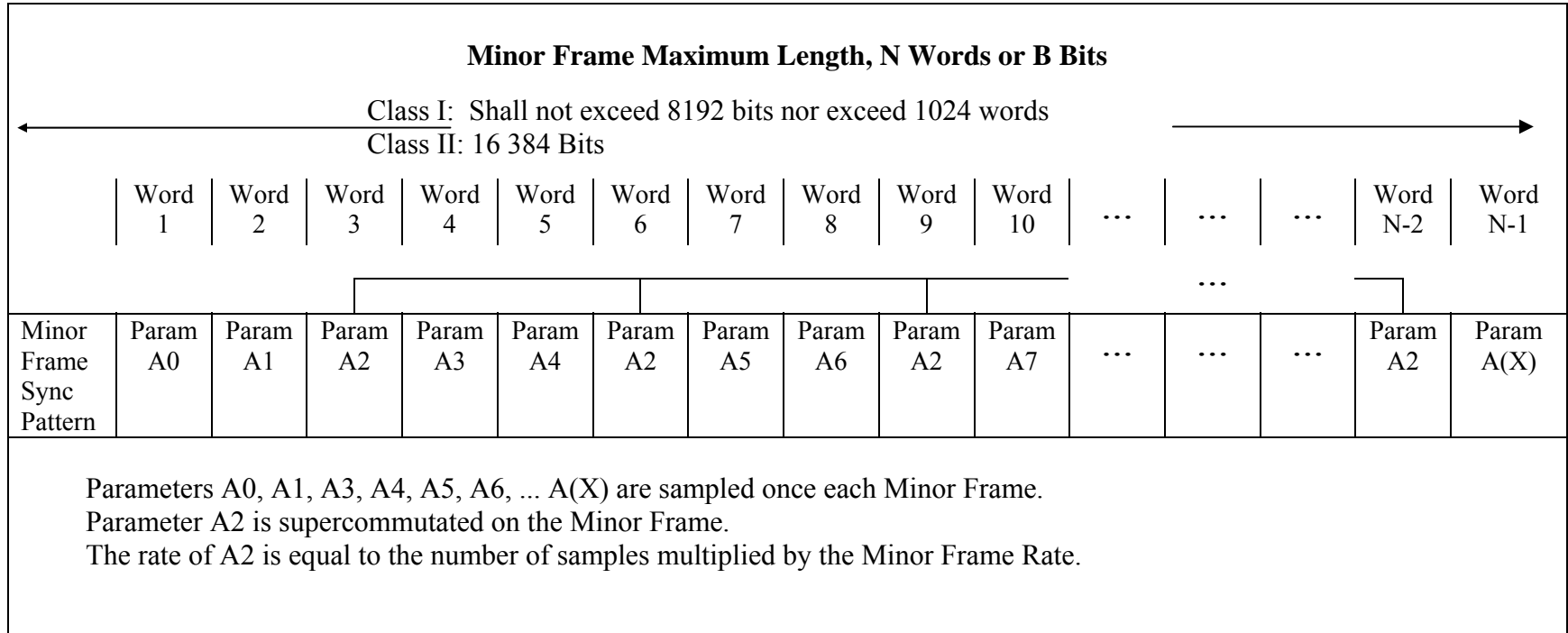


Figure C-4. Major Frame Length = Minor Frame Maximum Length.

C-7

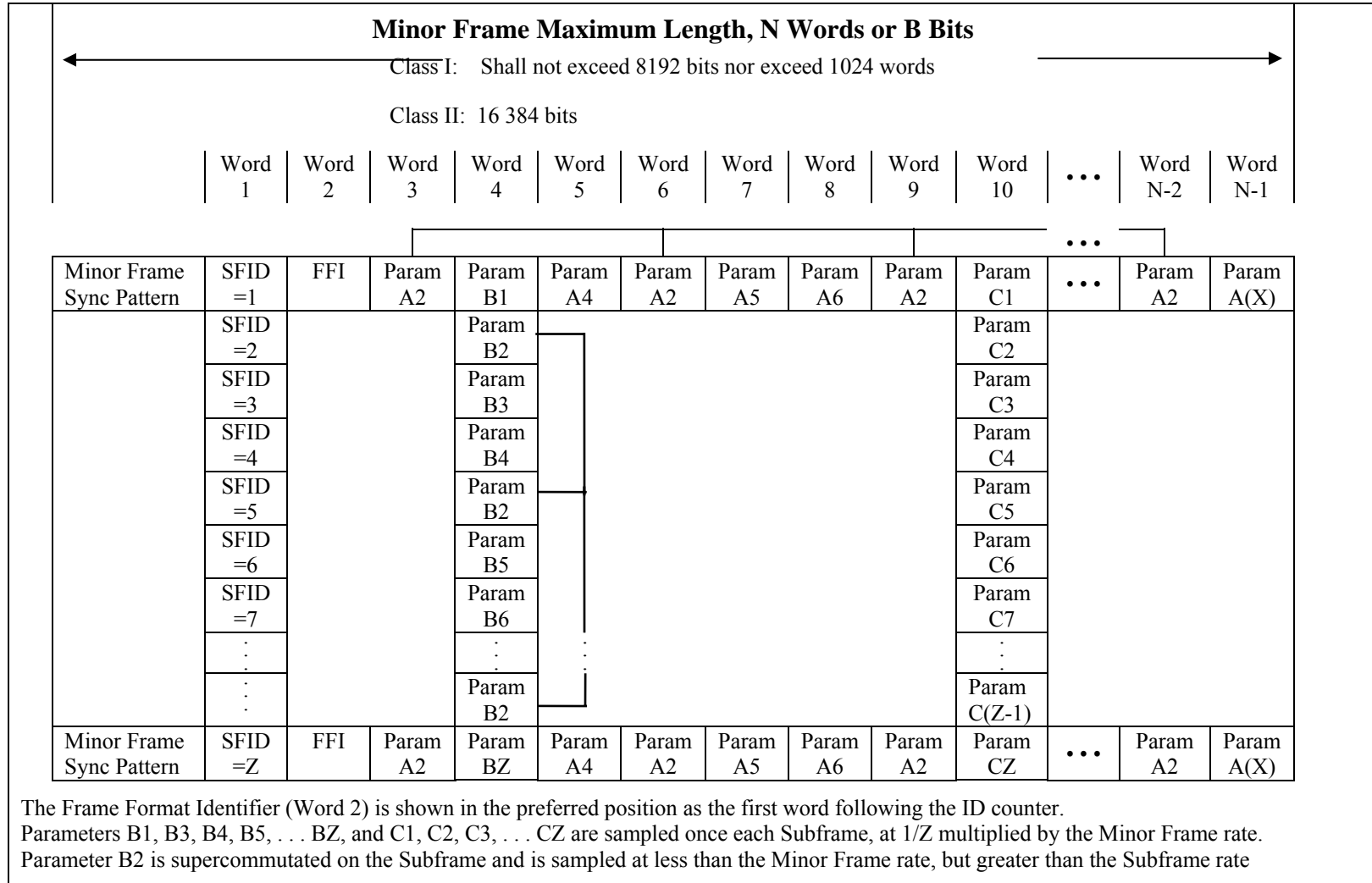


Figure C-5. Major Frame Length = Minor Frame Maximum Length multiplied by Z.

C-8

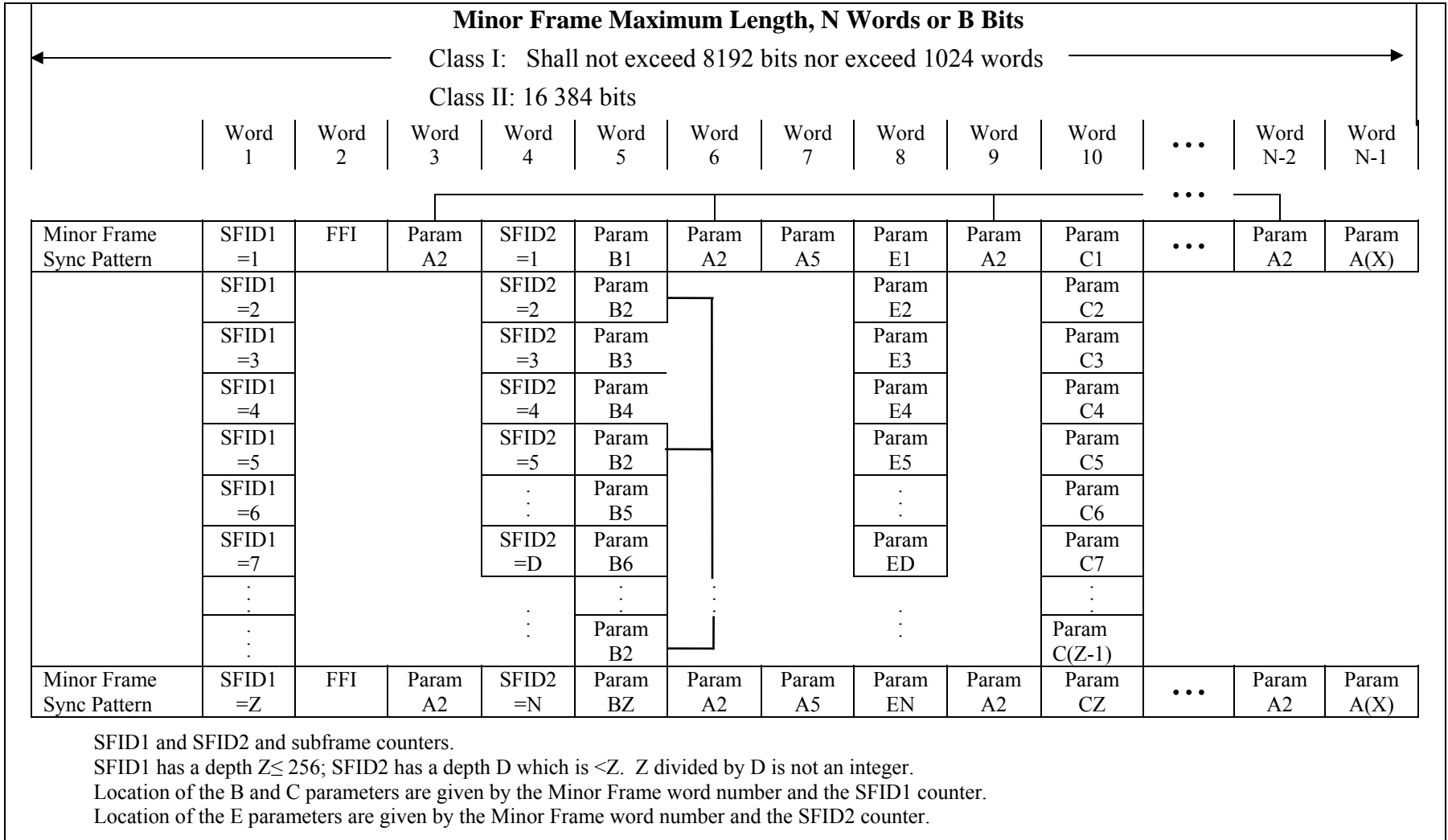


Figure C-6. Major Frame Length = Minor Frame Maximum Length multiplied by Z..

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