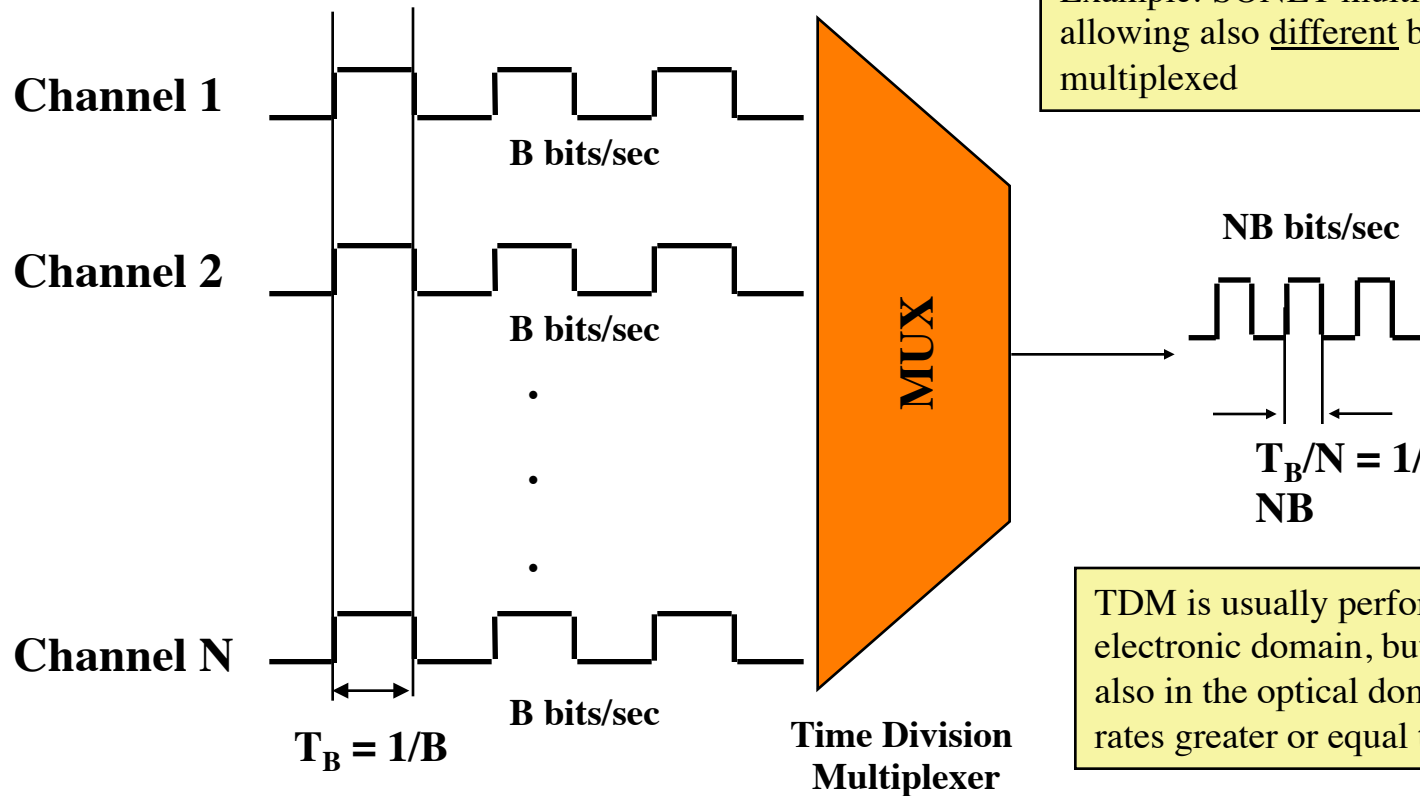


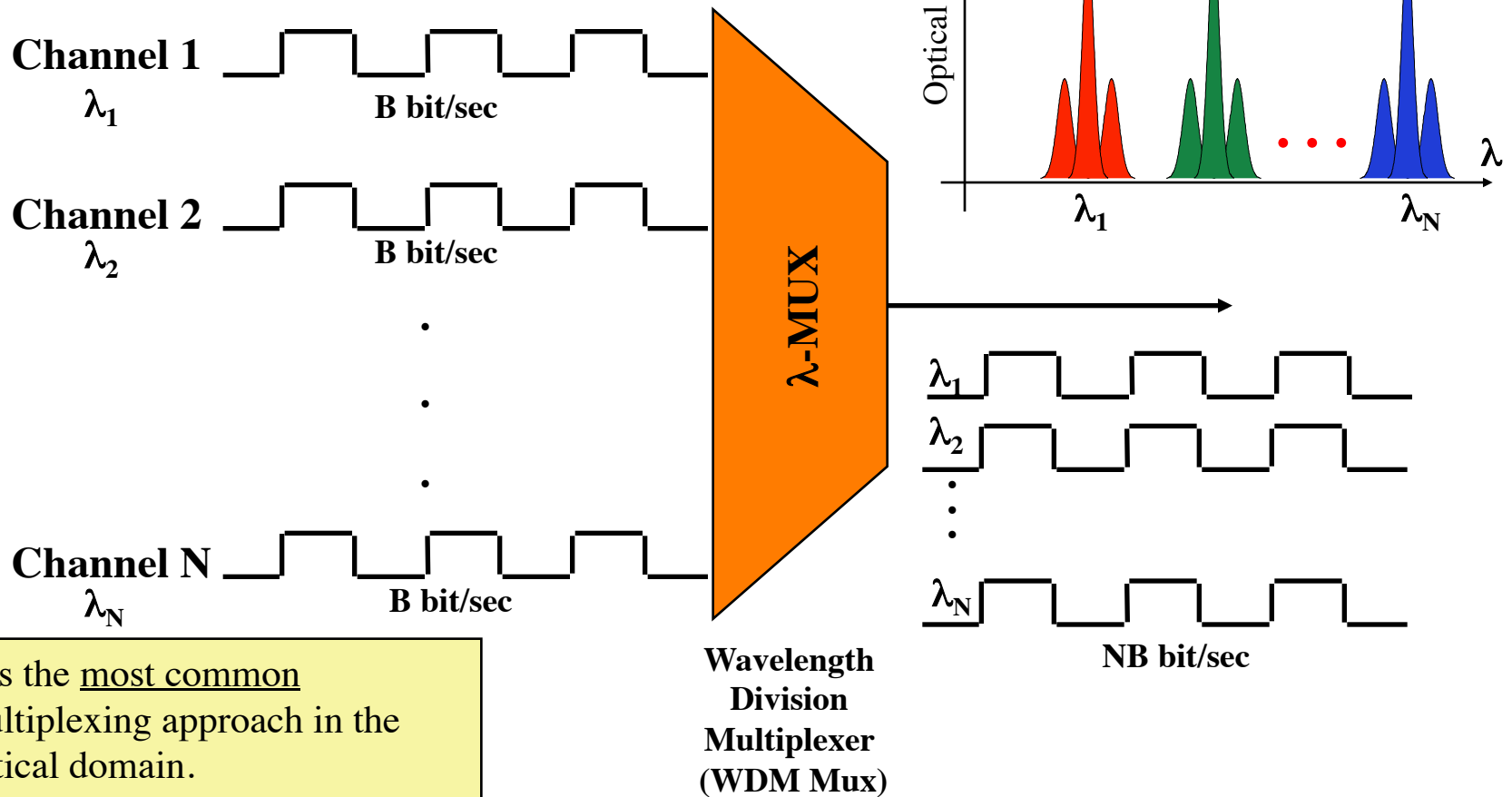
# Multiplexing Techniques

## ⇒ Time Division Multiplexing (TDM)



# Multiplexing Techniques

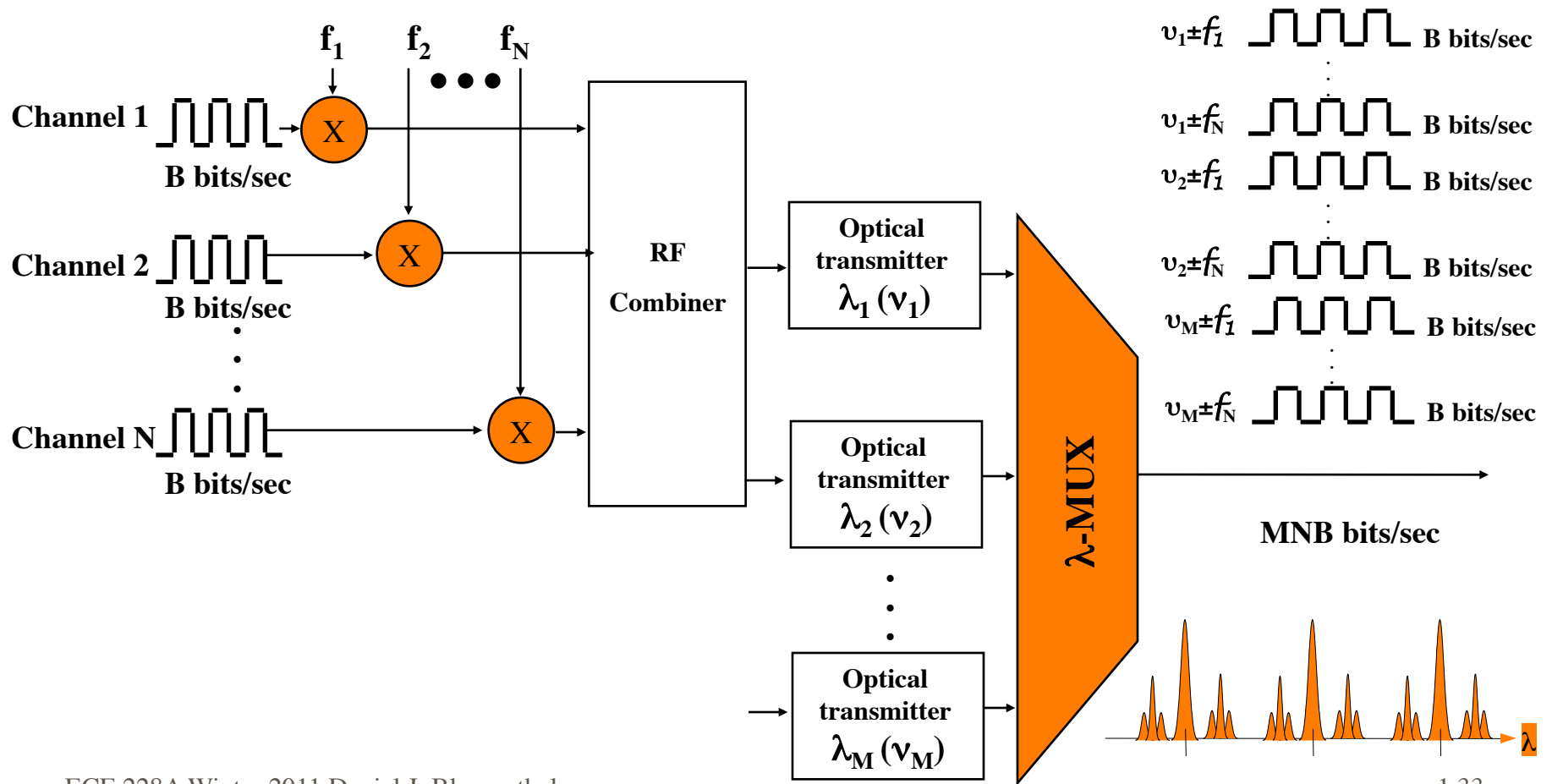
⇒ Wavelength Division Multiplexing (WDM)



It is the most common multiplexing approach in the optical domain.

# Multiplexing Techniques

⇒ Wavelength Division/Subcarrier Multiplexing (WDM/SCM)



# Other Multiplexing and Coding Techniques

## ⇒ Space Division Multiplexing:

⇒ use of several fibers belonging to the same bundle

## ⇒ Polarization Multiplexing:

⇒ Using orthogonal states of polarization in fiber to transmit independent data streams

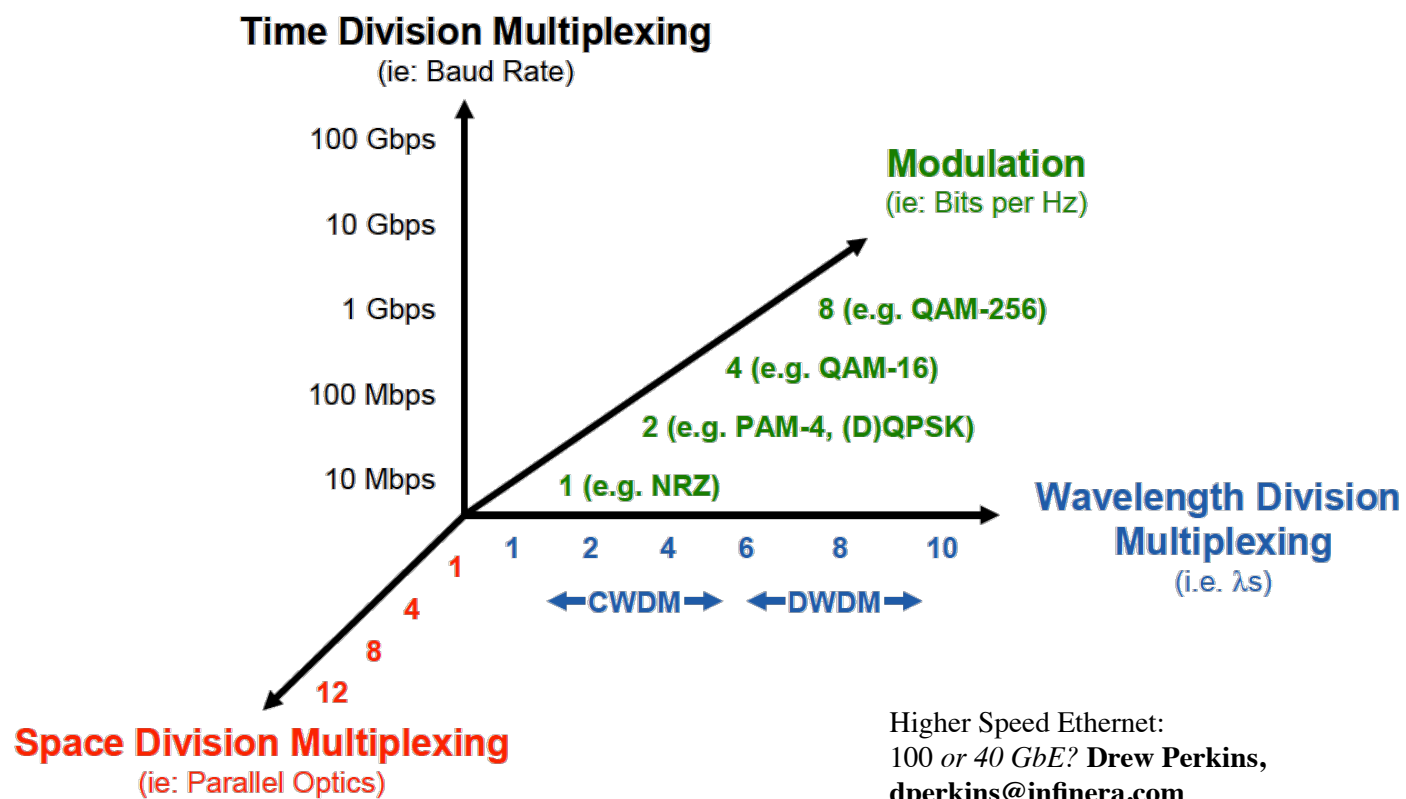
## ⇒ Code Division Multiplexing

⇒ Initially known as spread-spectrum, a particular kind of multiplexing based on the product between the useful signals and orthogonal pseudorandom sequences (mostly used in RF/wireless applications, like in third generation wireless phone)

## ⇒ Multilevel Coding

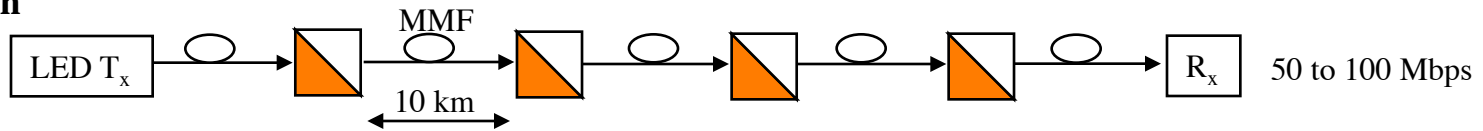
⇒ Bandwidth efficient way to increase channel bit-rate without requiring more modulation bandwidth.

# Coding and Modulation

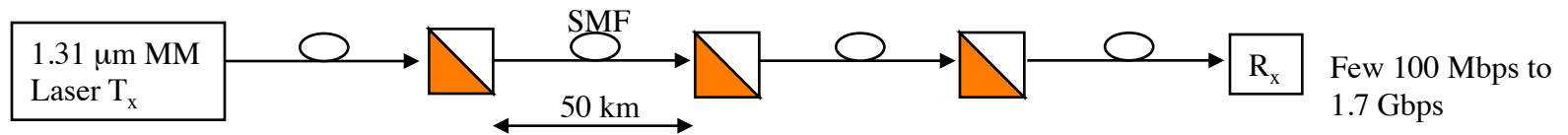


# DWDM Link Evolution

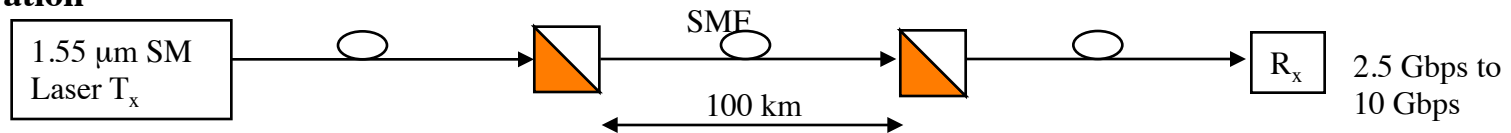
## 1st Generation



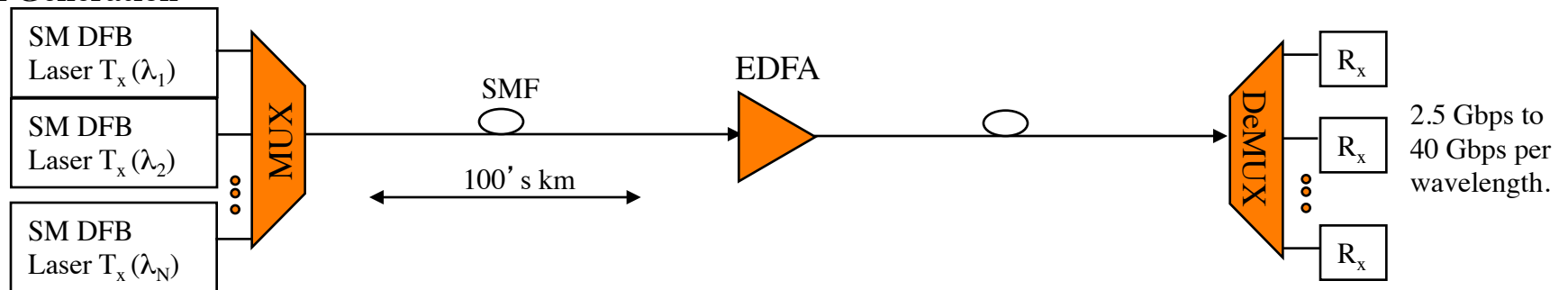
## 2nd Generation



## 3rd Generation

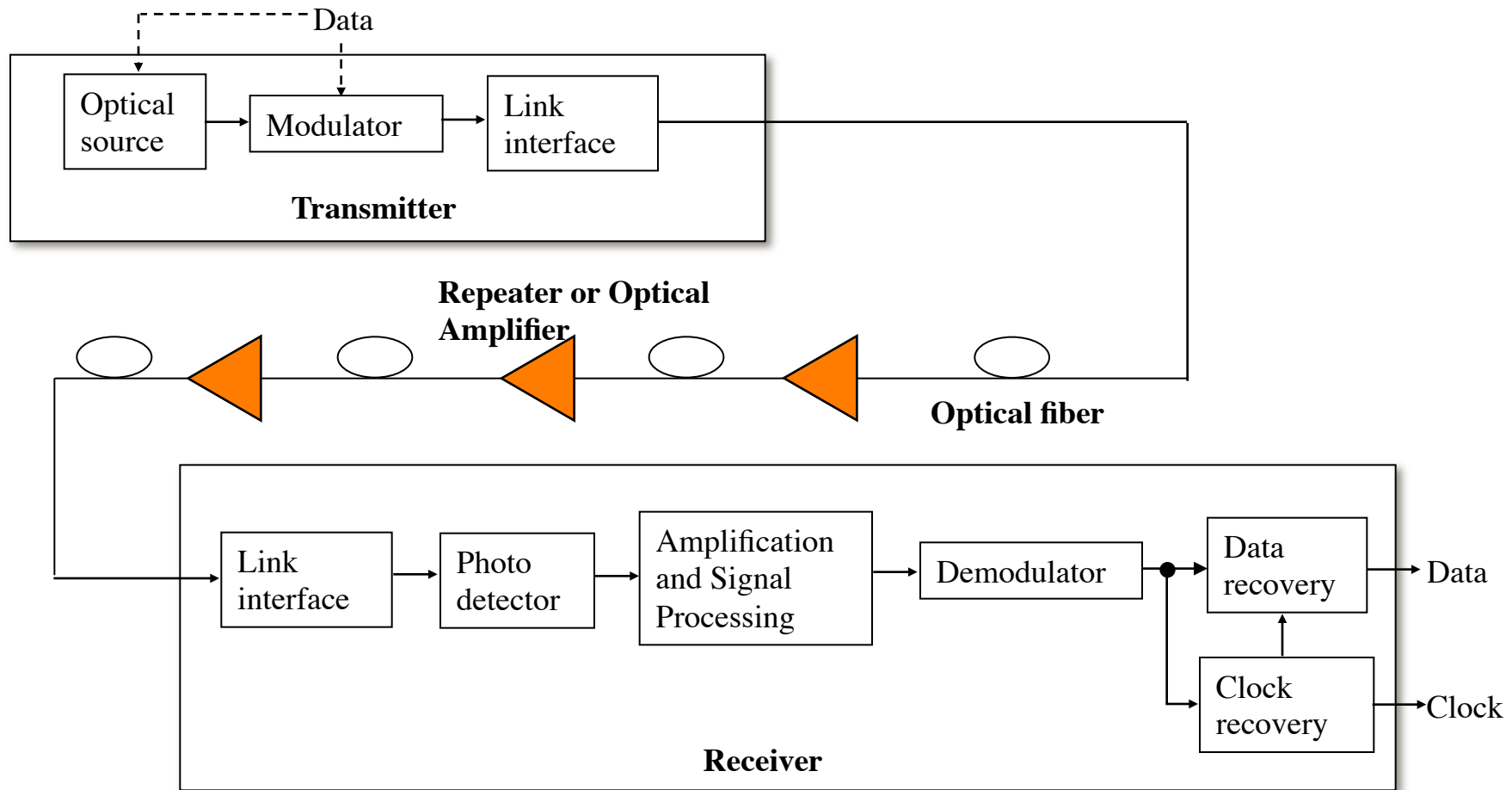


## 4th Generation



Optoelectronic Regenerator 

# Basic Fiber Optic Point-to-Point Link



# Link Capacity and Spectral Efficiency

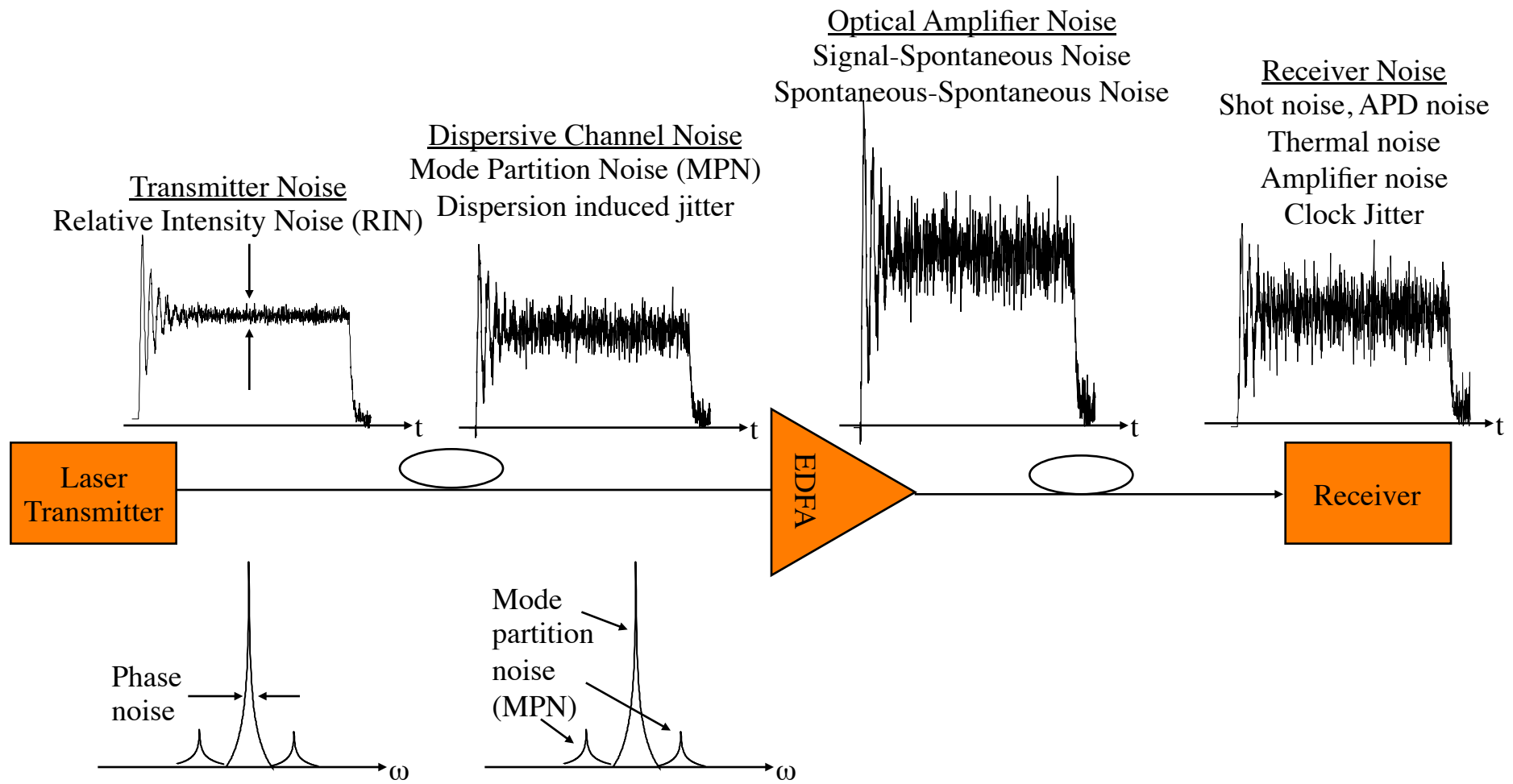


- ⇒ Capacity of an optical communications channel is the maximum bit rate that can be transmitted without error for a given noise, bandwidth and power.
- ⇒ Capacity can be calculated independent of modulation, coding or decoding technique
- ⇒ For a WDM (Wavelength Division Multiplexed) optical communications system

$$S = \text{Spectral Efficiency} = \frac{\text{Capacity per Channel}}{\text{Channel Spacing}} = \frac{C}{\Delta f} = \frac{\text{Bits/Second}}{\text{Hz}}$$



# Signal to Noise Ratio (SNR)



# Modulation Basics (I)

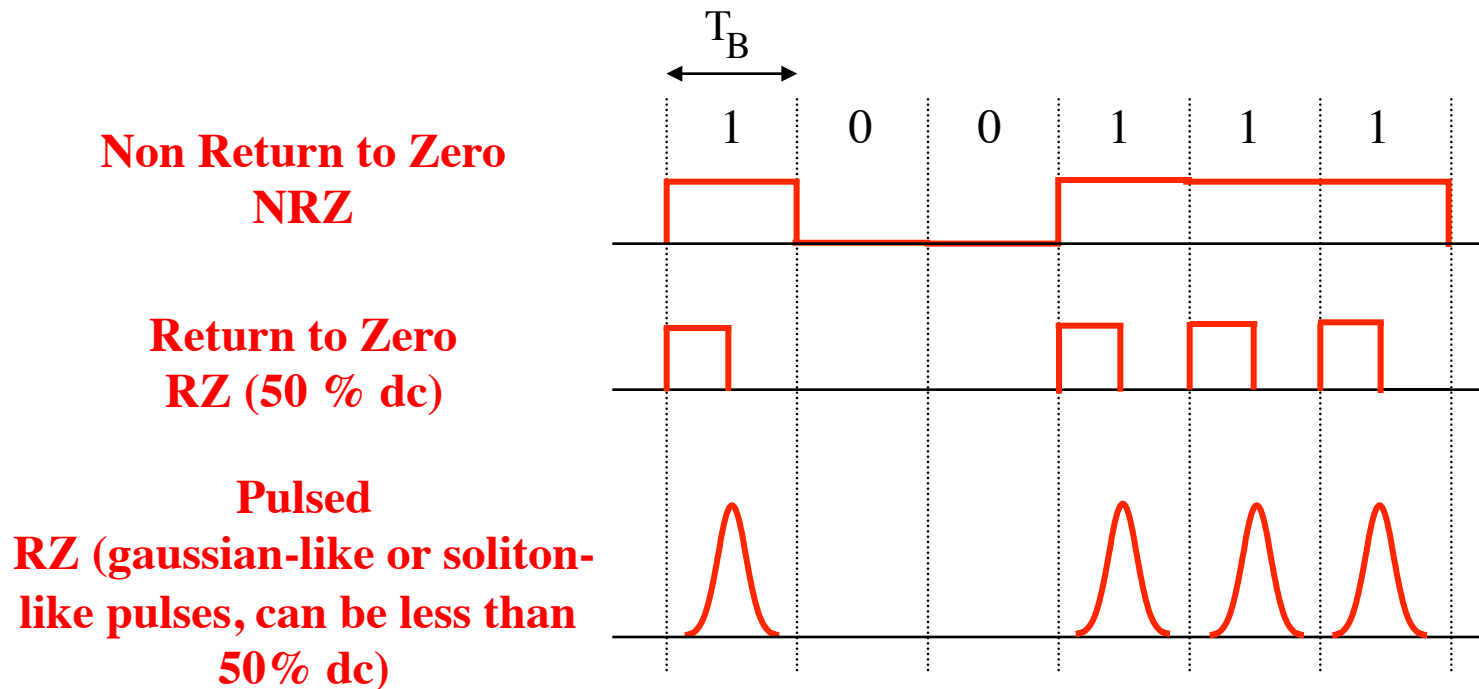
- ⇒ Define
  - ⇒  $R_b$  = bit rate = bits/second
  - ⇒  $R_c$  = added redundancy per bit to improve SNR = baud = symbols/second
  - ⇒  $B$  = occupied bandwidth per channel
  - ⇒  $M$  = number of points in signal constellation
- ⇒ Binary Modulation
  - ⇒ One bit per symbol
- ⇒ Non-Binary Modulation
  - ⇒ More than one bit per symbol
- ⇒ No inter-symbol interference (ISI)
  - ⇒  $R_s \leq B$
- ⇒ Error correction
  - ⇒  $R_c \leq 1$
- ⇒ No error correction
  - ⇒  $R_c = 1$

Information bit rate per channel  
in one polarization state

$$R_b = R_s R_c \log_2 M$$

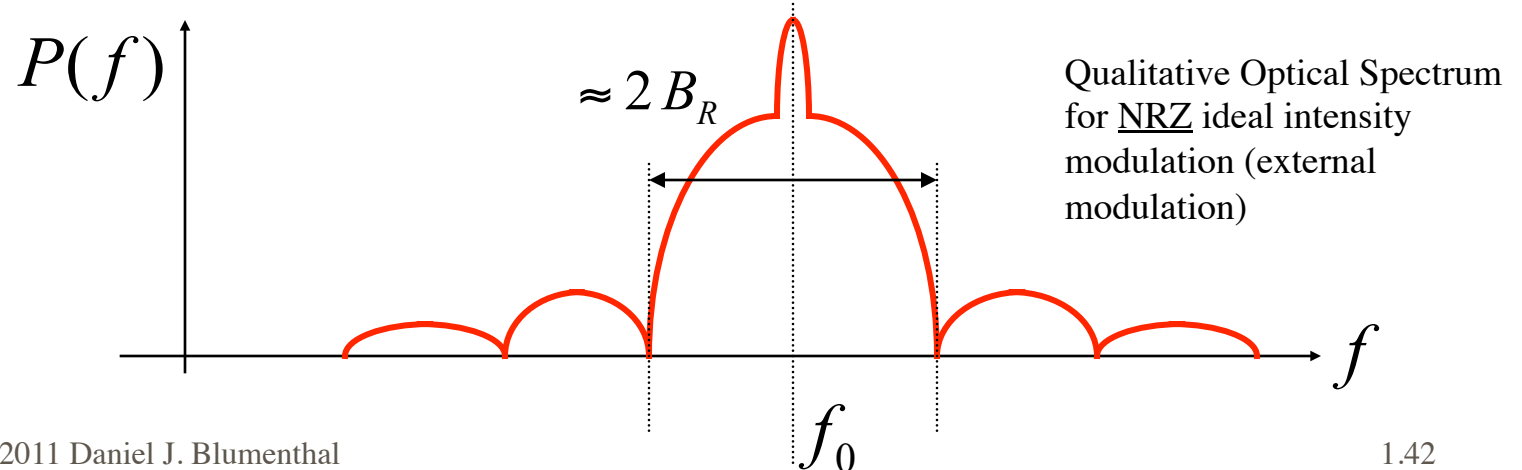
# Binary Intensity Modulation

- ⇒ The primary modulation format used for commercially deployed optical systems are intensity modulation (optical power modulation)

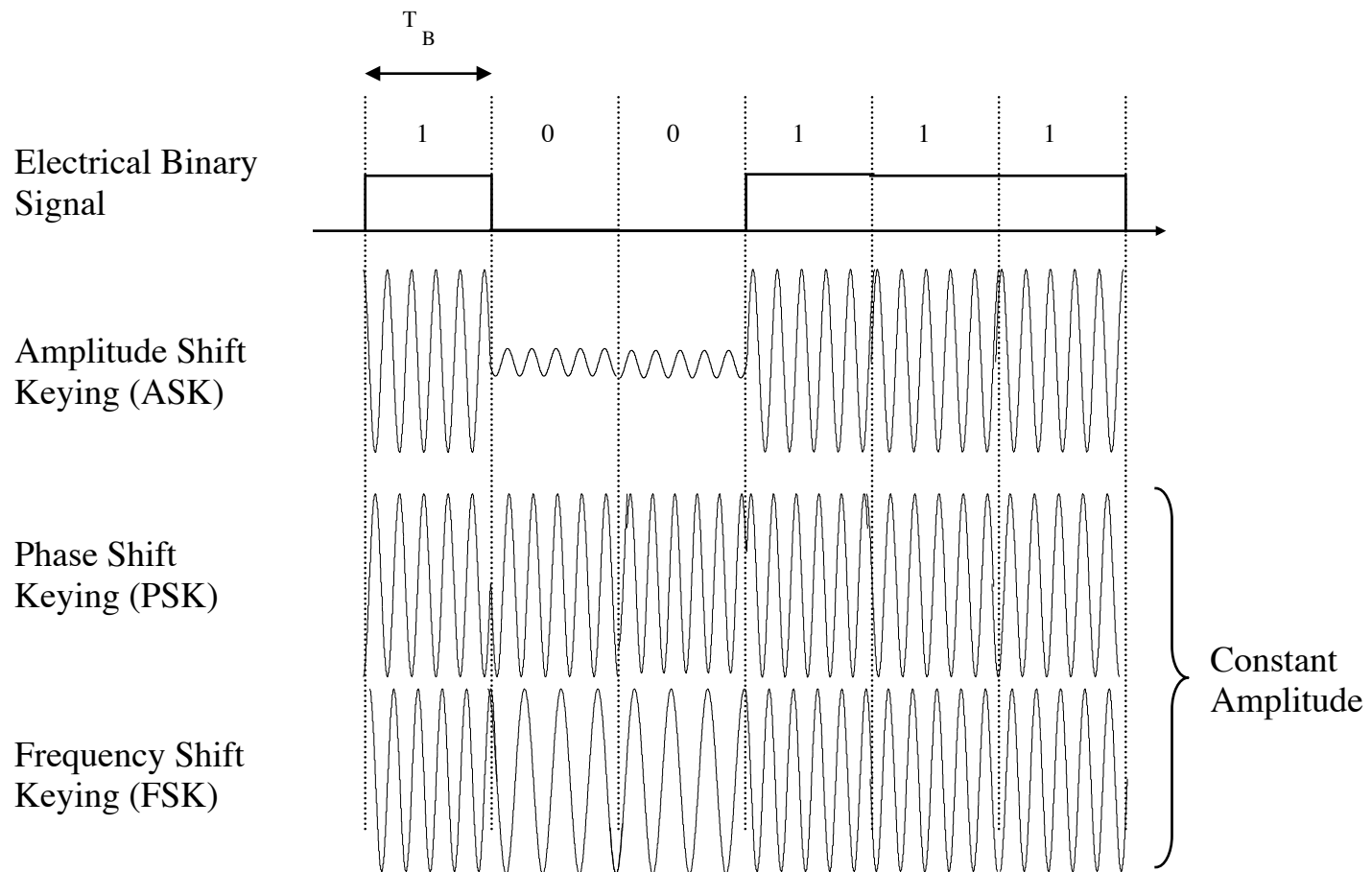


# Optical spectrum for intensity modulation

- ⇒ If the intensity modulation is imposed to the optical signal together with unwanted phase or frequency modulation (e.g. chirp under direct laser modulation, excess laser phase noise)
  - ⇒ The resulting optical spectrum is larger than the bit rate
- ⇒ If the modulation is a (nearly) pure intensity modulation, without any accompanying phase/frequency shift (e.g. external modulation)
  - ⇒ The resulting spectrum has a primary lobe that occupies the order of the bit rate

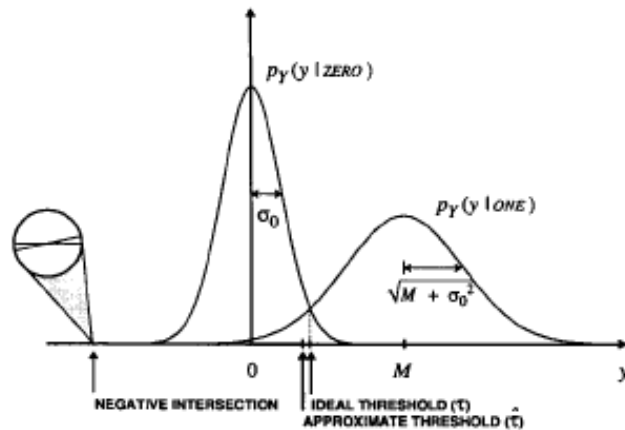


# Coherent Binary Modulation

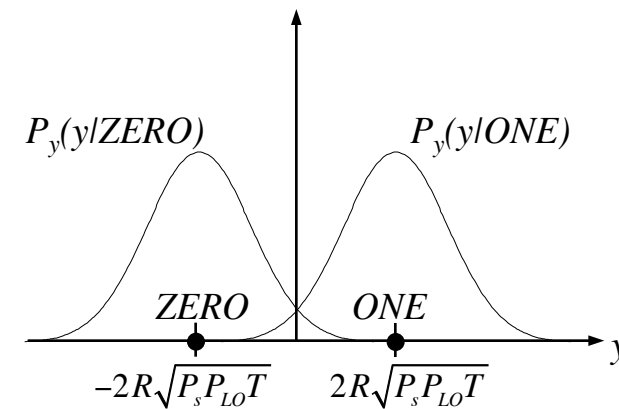


# Binary Signal Constellations

Binary Intensity Modulation/Direct Detect (IM/DD)



Two-Level PSK



$M$  = average power in 1 bit  
 $\sigma_0$  = variance of signal independent noise  
 $P_s$  = average signal power  
 $P_{LO}$  = average local oscillator power  
 $T$  = bit period

# Modulation Constellations

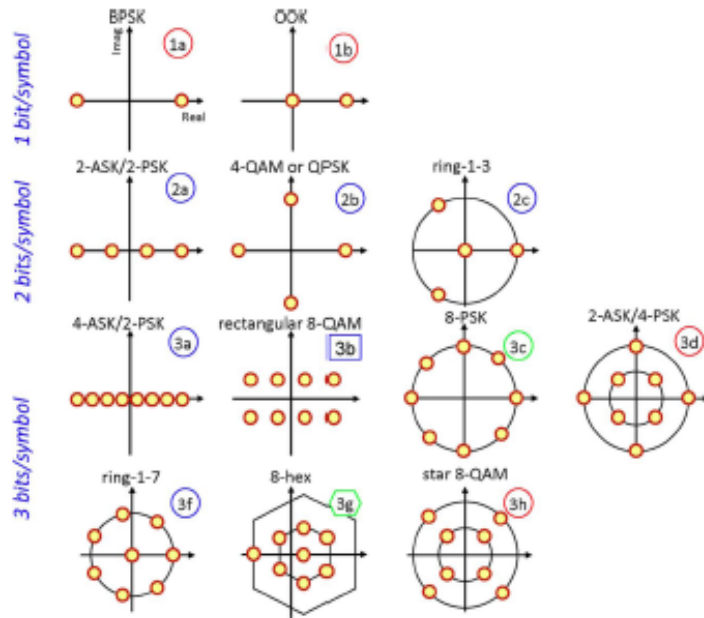


Fig. 42. Examples of constellations with  $M = 2$ ,  $M = 4$ , and  $M = 8$  points.

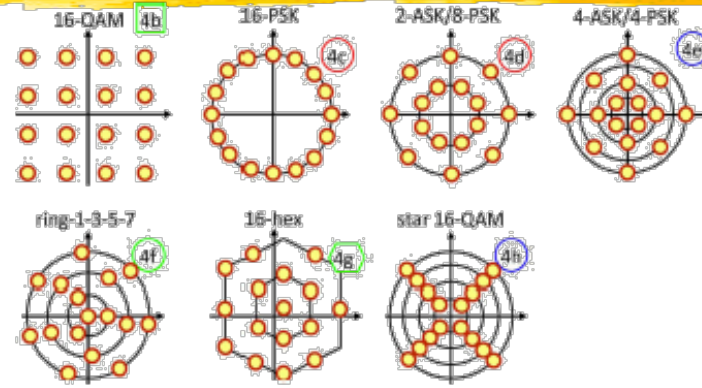


Fig. 44. Constellations with  $M = 16$  points.

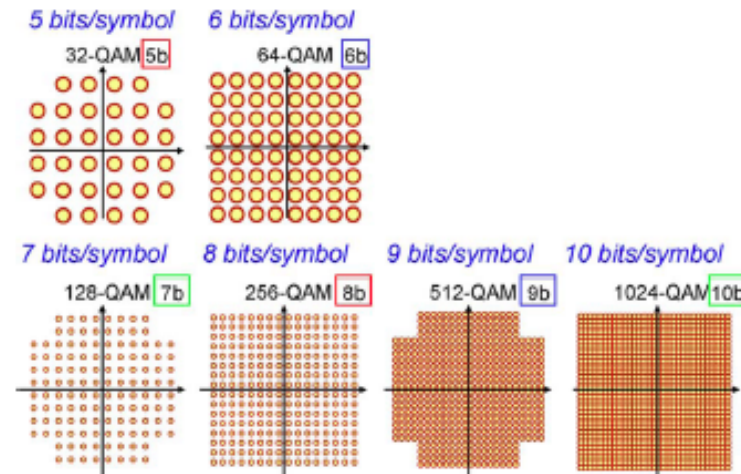


Fig. 47. QAM constellations with 32, 64, 128, 256, 512, and 1024 points.

*Capacity Limits of Optical Fiber Networks, René-Jean Essiambre et al., JOURNAL OF LIGHTWAVE TECHNOLOGY, VOL. 28, NO. 4, FEBRUARY 15, 2010*