

Signals

Last updated 10/3/24

These slides introduce signals

Signals

- Signal
 - **Information** transported or conveyed using an agreed upon **medium**

- Visual



- Audio



- Tactile

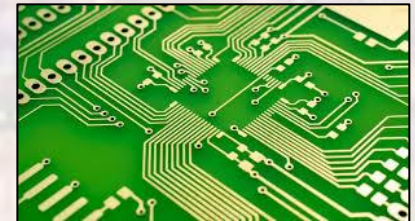
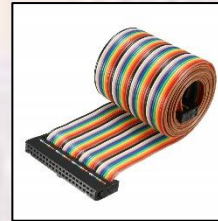


Signals

- Electronic Signal - **Medium**

- Wires

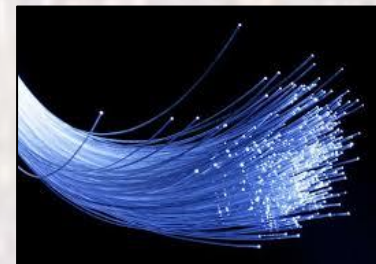
- Individual wires
- Ribbon cables
- Traces on a PC Board or an Integrated Circuit



- Coaxial cables



- Fiber Optics



- Radio

- AM/FM/BT/WiFi/RADAR/GPS/...



Signals

- Electronic Signal - **Carrier**

- The most common signal carriers in **wired** systems are **voltage** and **current**

- **Voltage**

- Electric potential - potential energy of a charge in an electric field
- Measured in volts (V)

- **Current**

- Flow of electric charge
- Measured in amps (A)

If the carrier signals are **DC**

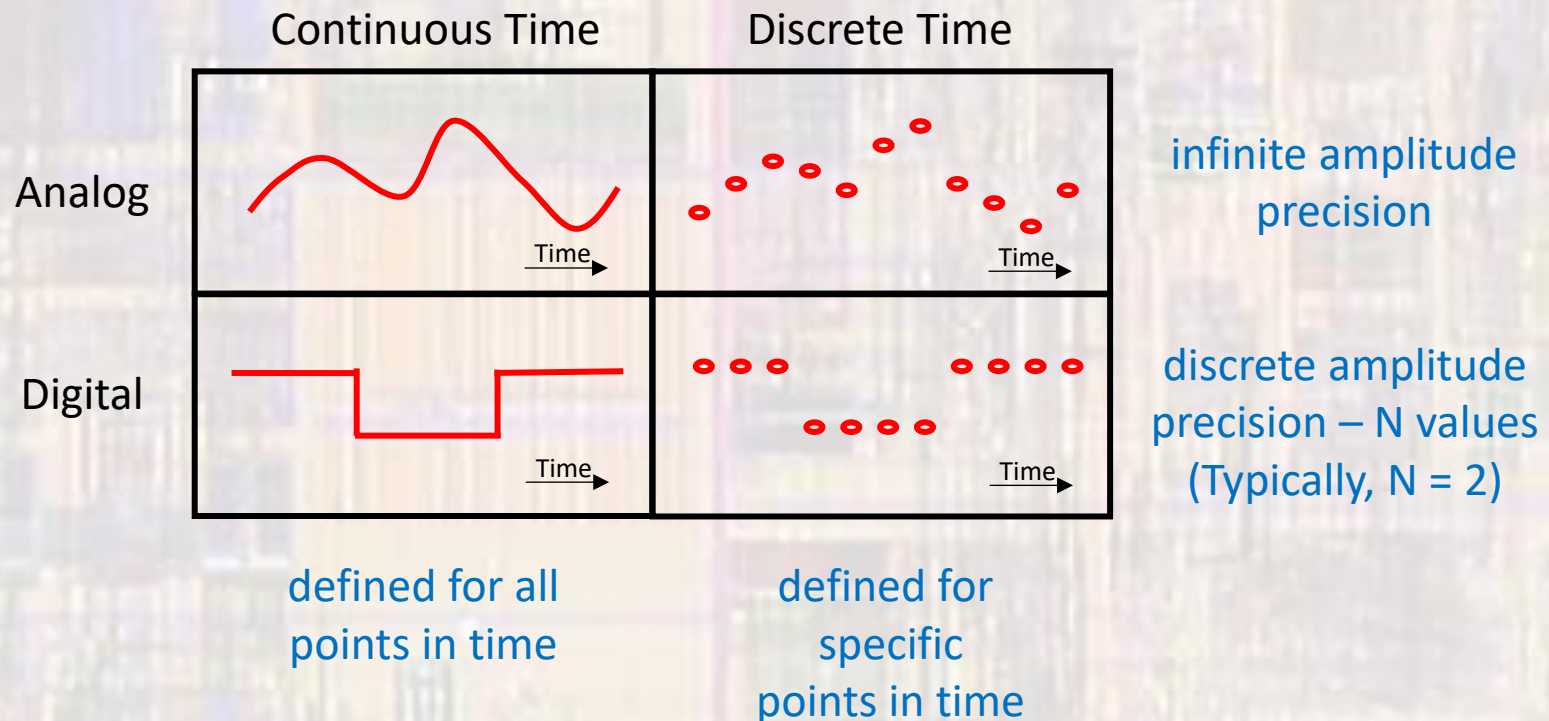
– we use capital **V, A**

If the carrier signals are **AC** or **Transient**

– we use small **v, a**

Signals

- Electronic Signal - Format
 - Electronic signals can be broken into one of 4 categories



- **DC** signals are a special case of continuous time signals
 - They have values for all points in time – they just don't change

Signals

- Digital Signals – CPE 1500
 - In CPE 1500 we will be working with **Continuous Time** – **Digital** Signals

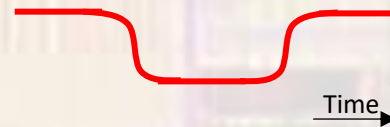
- Ideal Signal

- 2 values
- No transition time



- Actual Signal

- Analog values
- Finite transition times

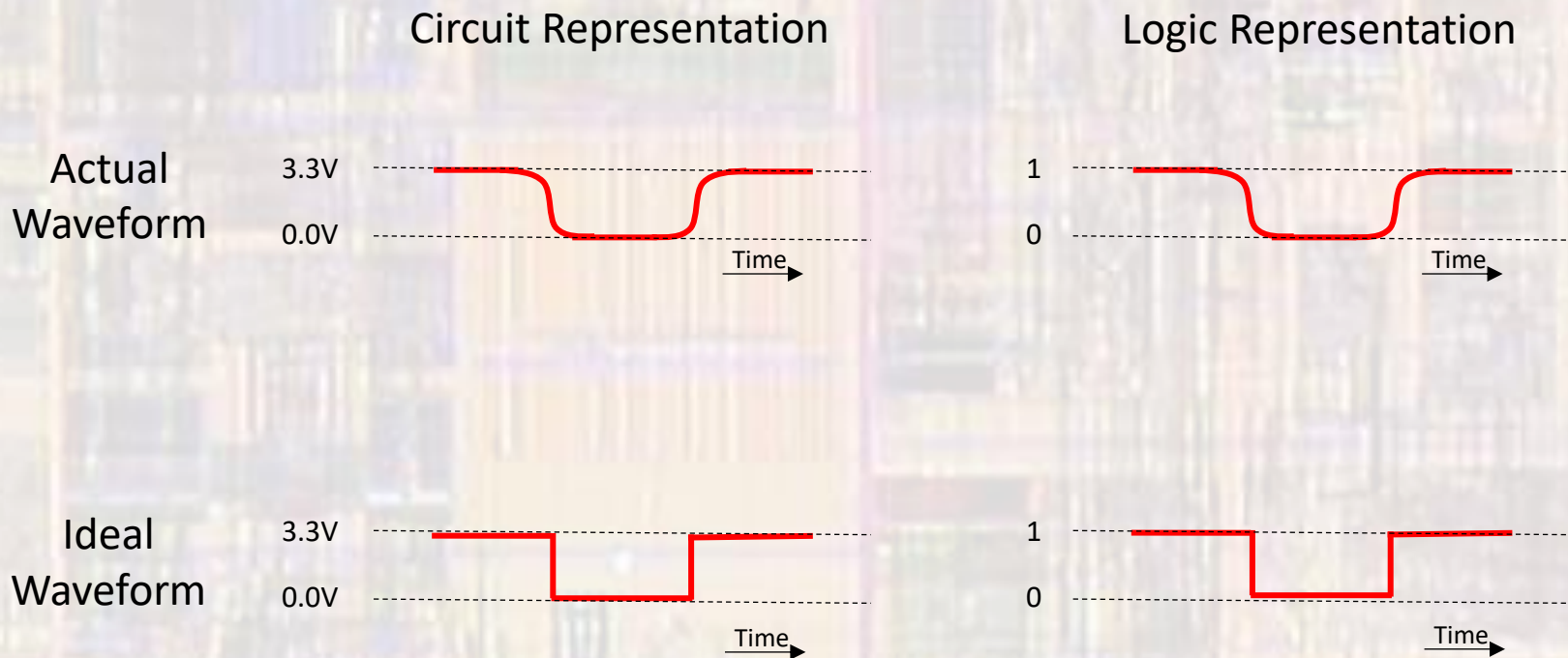


In most cases we will treat our digital signals as a hybrid of these two views

2 values
with
finite transition times

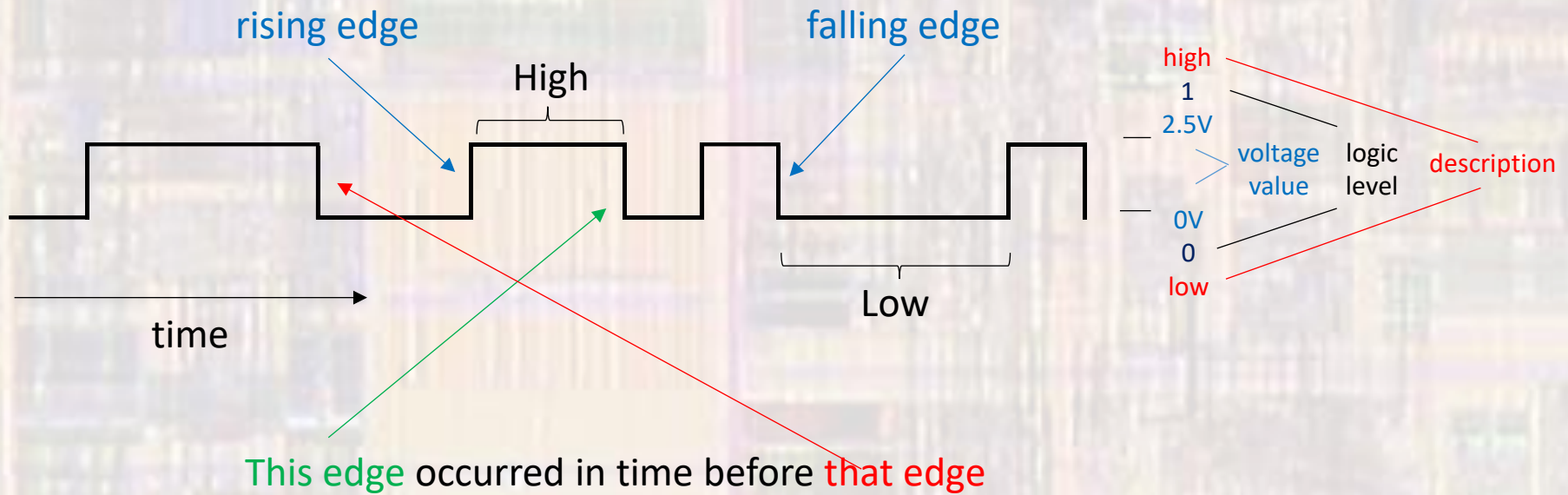
Signals

- Signal Abstraction
 - There are multiple representations of the same signal



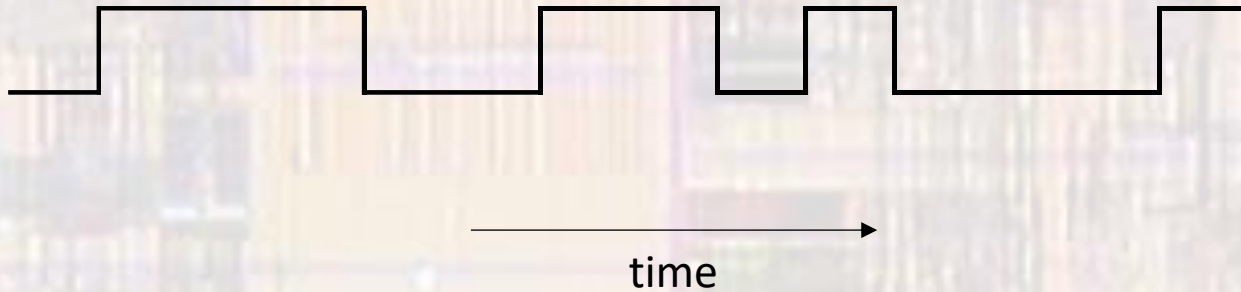
Signals

- Signal Terms



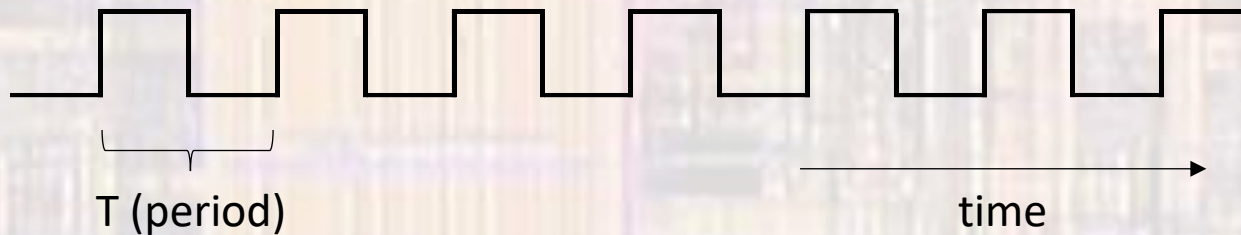
Signals

- Aperiodic Signals
 - No fixed repetition
 - e.g. Intermittent transitions



Signals

- Periodic Signals
 - Fixed repetition cycle
 - Frequency = $1/\text{Period}$

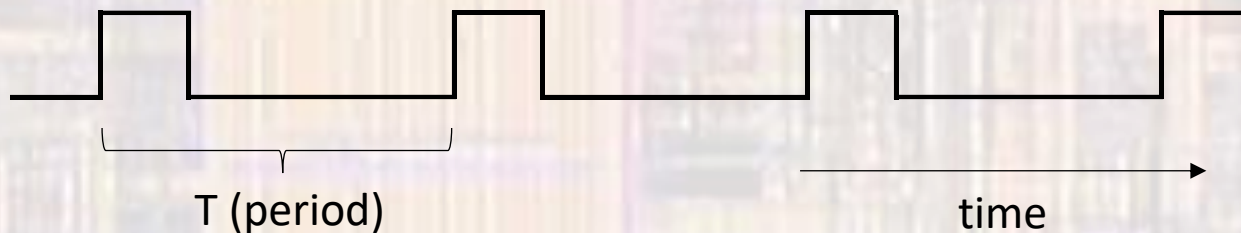


$$F \text{ (frequency)} = 1/T$$

$$50\text{MHz} \leftrightarrow 20\text{ns}$$

Signals

- Periodic Signals
 - Fixed repetition cycle
 - Duty Cycle = $(\text{Time}_{\text{High}} / \text{Period}) \%$



$$\text{Duty Cycle} = (\text{Time}_{\text{High}} / T) \%$$

High = 10ns, Low = 40ns \rightarrow 25% Duty Cycle