

DIGITAL COMMUNICATION

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to the nodes. Time-slots can be *pre-assigned*, implying that changes are infrequent and only as a result of rearrangements, or *demand-assigned*, meaning that frequent reassignments are made to match the ebb and flow of traffic demands.

The reference burst is composed of three parts. A deterministic *carrier and bit-timing* sequence of approximately 30 to 300 symbols enables each node to do accurate carrier recovery and timing recovery for detection of the subsequent information bits. This is followed by a *unique word* with good autocorrelation properties, enabling each node to establish an accurate time-reference within the reference burst. The unique word is entirely analogous to the added framing bits in a TDM frame. Finally, there is the *control and delay channel*, which is a set of information bits used for control of the nodes. It enables the central control to assign time-slots, and can even be used to control the phase of a node's traffic burst within a time-slot, thereby reducing the size of the guard time. The traffic burst preamble has a very similar structure. The control algorithms can get fairly complicated, and the reader is referred to [3] for a more detailed discussion.

Early satellite systems utilized multiple access by FDM, to be described later, but the current trend is to use TDMA.

Example 16-10.

The INTELSAT system uses TDMA for high-volume international traffic. The basic bit rate is 120.832 Mb/s using four-phase PSK so that the baud rate is 60.416 MHz. The basic frame is 2 ms in length, this being 16 times the frame period of both of the standard primary multiplex standards in the world (example 16-5 and example 16-6). Each time-slot is assigned to one of these primary bit streams. For a G.732 bit stream (example 16-5), the traffic burst will contain $2 \text{ ms} \cdot 2.048 \text{ kb/s} = 4096$ information bits. At a bit rate of 120.832 Mb/s, the information portion of the traffic burst consumes 33.9 μsec . Forgetting the reference burst, guard times, and traffic burst preambles, the frame has room for 59 of these G.732 bit streams. \square

16.2.3. Time-Compression Multiplexing

Two methods of providing full-duplex transmission will be described in this chapter; *time-compression multiplexing (TCM)* [5] is described in this subsection and *frequency-division multiplexing (FDM)* is described in section 16.3. A full-duplex channel is a broadcast channel, in the sense that during a near-end transmission, both receivers, the near-end and the far-end, can listen. TDMA is therefore applicable to full-duplex transmission, and TCM is in fact just a simple application of TDMA. We divide a basic frame into two time-slots, using one for transmission in each direction. The "time-compression" refers to the fact that a bit-stream in one direction is divided into traffic bursts and transmitted at a speed at least twice as high as its average bit rate. Of course, "time-compression" in this sense is a feature of all time-division multiplexing schemes, and is not unique to full-duplex transmission.

TCM is illustrated in figure 16-7. The switches close to connect a local transmitter to remote receiver, alternating in direction. The "west" transmitter transmits a traffic burst at regular intervals (to insure the fixed bit rate) and at a rate somewhat higher than twice the average data rate in one direction. The west transmitter is the master for the system, defining the basic TDMA frame. It does not transmit a reference burst