

## APPENDIX I

The diagram illustrates a data path circuit with the following components and connections:

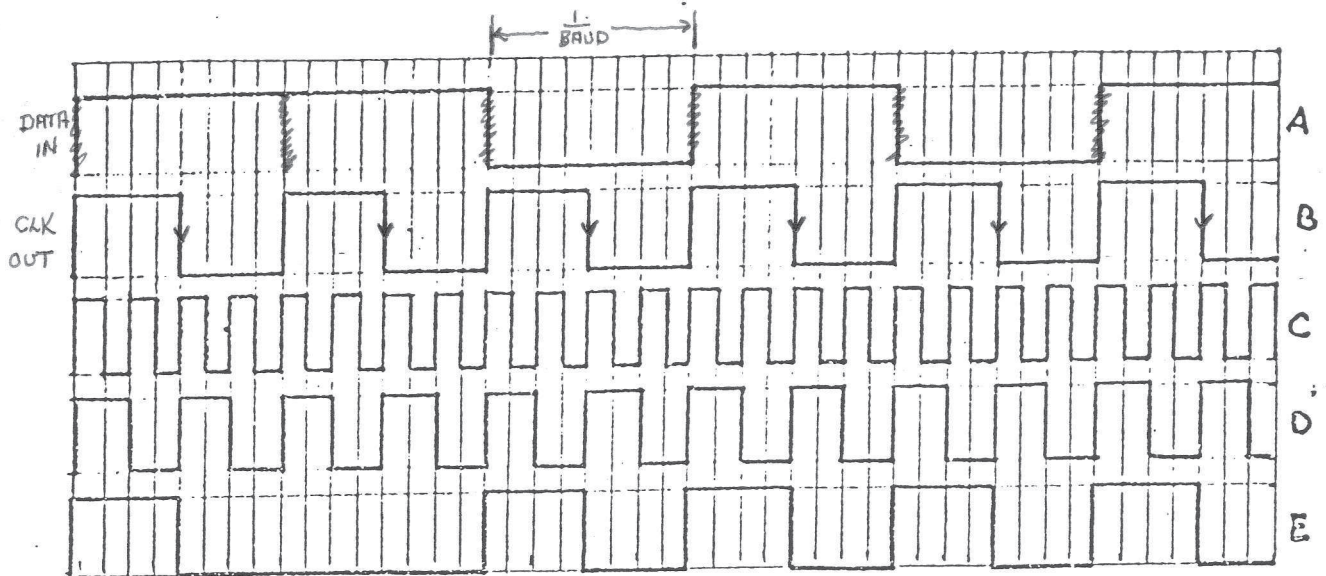
- OSC.  $F_0$** : The primary clock source.
- Divide-by-2 Block**: Receives  $F_0$  and produces a clock signal (pin 3) for the first D-type flip-flop.
- Divide-by-N Block (N=16)**: Receives  $F_0$  and produces a clock signal (pin 6) for the second D-type flip-flop.
- RECOVERED CLOCK**: A clock signal derived from the oscillator, labeled B.
- First D-type Flip-Flop (DQ)**: Receives **DATA IN** (pin 1) and the divided clock (pin 3). Its output (pin 5) is labeled C.
- Second D-type Flip-Flop (DQ)**: Receives the output of the first flip-flop (pin 12) and the recovered clock (pin 11). Its output (pin 9) is labeled D.
- Logic Gates**:
  - An AND gate (pins 1, 2) with output E (pin 3).
  - An AND gate (pins 11, 12) with output X (pin 1).
  - An OR gate (pins 4, 15) with output F (pin 12).
- EARLY-LATE GATE**: A dashed box containing the logic gates that generate the early-late signal X.

→ 140 kHz

$N = \text{OUTPUT DIVIDER}$

$$B_w = \text{BANDWIDTH} = \frac{2R}{N}$$

The oscillator produces pulses equal to the pulse width of the synchronous edges of the data (transitions in the data stream) and pulses which are half the duration of the edge pulses. The early-late gate synchronously compares each edge pulse and the rising edge of each divide-by-N clock cycle. If the derived clock is lagging the edge pulse in phase, extra pulses are gated through the divider chain. If leading, pulses are removed from the divider chain. When locked, no pulses are added or removed to the normal number of equilibrium pulses which, when divided, will yield the desired bit clock. Refer to the following timing diagram of an early-late gate when locked:



The bandwidth (tracking) is determined by the expression:  $B = 2R/N$  where  $B$  is the bandwidth in hertz,  $R$  is the bit rate in bits/sec, and  $N$  is the basic divide number, or phase increment. The tracking bandwidth is usually symmetric about the center frequency, i.e., the free running frequency with no input applied. Thus a loop for a 3600 BPS data input and a requirement of 10 Hz bandwidth, requires a divide chain of 720 and an oscillator of 5.184 MHz.

The aquisition time is also a function of the loop bandwidth as in any PLL system. Since the digital system will respond to phase variations up to  $180^\circ$  and make incremental phase corrections with one correction per bit transition, lock time, in response to a data signal  $180^\circ$  out of phase with good S/N ratios, is a function of the loop divide chain directly.  $N/2$  bit transitions are required to achieve lock. Thus in the previous example, 360 bit transitions are required to lock to a signal  $180^\circ$  out of phase with high S/N ratios. Of course, in low S/N conditions, the lock time is much longer. Lock time will also be a function of oscillator stability and the transition population of the data signal.

On a dedicated data channel where inband signal rejection is not a problem, the loop should be designed to track the data signal only to the point where the information is useful, i.e., an acceptable channel bit error rate. Nothing is gained by having the loop track lower in S/N beyond this point. The bandwidth can then be made as wide as necessary, thereby achieving the best possible lock times.

The early-late gate loop can also be used for tone detection and the above parameters apply. Tone detection may be accomplished by implementing a loop-lock indicator or correlation using the loop for synchronization. Detailed examples are discussed later for tone detection systems.

The following sections offer a new approach to clock recovery and tone detection that may be implemented, quite simply, using processors. The advantages of a processor phase-locked loop are numerous; no dedicated hardware is needed; since the loop is software, individual

parameters are programable; extremely high Q's or narrow bandwidths are possible; sophisticated algorithms can be integrated into the loop for special functions such as integrate and dump detectors, matched filters, majority logic sampling, etc. The technique is very simplistic and can be implemented in any machine or microprocessor and requires very little memory for the basic loop. Many of the following schemes have been implemented in MC6800 and F8 code.

#### References:

1. Stiffler, J., Theory of Synchronous Communication, Part 2, Prentice-Hall, Englewood Cliffs, New Jersey, 1971.
2. Lindsey, W.C., Synchronous Systems in Communication and Control, Prentice-Hall, Englewood Cliffs, New Jersey, 1972.
3. Lindsey, W.C. and Simon, M.K., Telecommunication Systems Engineering, Prentice-Hall, Englewood Cliffs, New Jersey, 1973.
4. Middleton, D., Introduction to Statistical Communication Theory, McGraw-Hill Book Co., New York, Chapt. 10.
5. Ohlson, T.E., "Phase-Locked Loop Operation in the Presence of Impulsive and Gaussian Noise", IEEE Trans. Commun. Tech., COM-20, 991-996 (September, 1973).
6. Snyder, D.L. and Rhodes, I.B., "Phase and Frequency Tracking Accuracy in Direct-Detection Optical Communication Systems", IEEE Trans. Commun. Tech., COM-20, 1139-1142 (December, 1972).
7. Gagliardi, R.M. and Karp, S., Optical Communications, John Wiley and Sons, Inc., New York, 1976.
8. Weinberg and Lin, "Discrete Time Analysis of Nonuniform Sampling First-and Second-Order Digital Phase Lock Loops", IEEE Trans. Commun. Tech., COM-22, No. 2, 123-137 (February 1974).
9. CHIE, C.M., "Mathematical Analogies Between First-Order Digital and Analog Phase-Locked Loops", IEEE Trans. Commun. Tech., COM-26, No. 6, 860-865 (June, 1978).
10. Lindsey, W.C. and CHIE, C.M., "Aquisition Behavior at a First-Order Digital Phase-Locked Loop", IEEE Trans. Commun. Tech., COM-26, No. 9, 1364-1370 (September, 1978).