

Indian Institute of Technology Kanpur

National Programme on Technology Enhanced Learning (NPTEL)

**Course Title
Optical Communications**

**Week – IX
Module-IV
Advantages of coherent receiver**

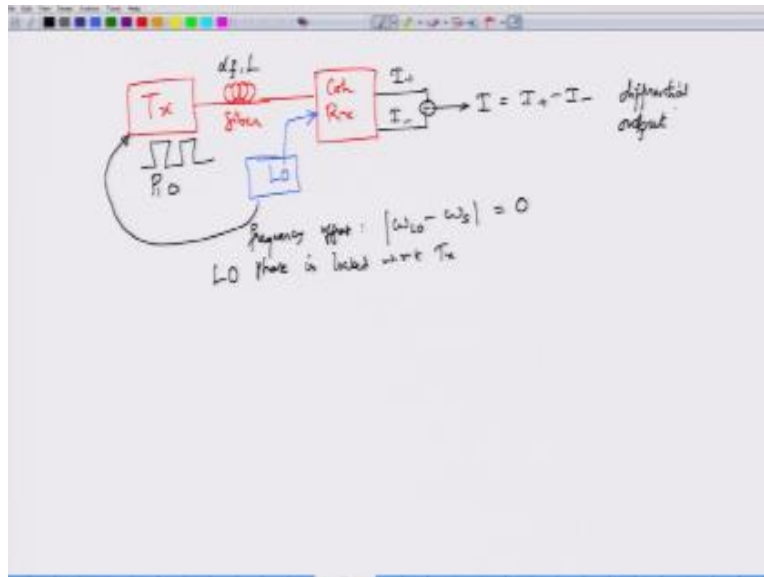
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Hello and welcome to the module on optical communications. In this module we will look at the improvement that a coherent receiver provides over the simple direct detection receivers in the on-off keying systems that we considered. If you remember in the on-off keying systems that we considered in the last module, there you saw that the receiver just consisted of a photo diode followed by an amplifier in the RF case in, RF amplifier if you want or it would just be given to the decision circuit right.

And there we found that if you do not have any other impairments except for the noise of the receivers which can be shot noised when the bit one is transmitted as well as thermal noise. However, only thermal noise when bit 0 is transmitted, in addition to that noise the only limitation that the fiber of versus in terms of the attenuation. We found that as the length increases the transmission distance between the transmitter and the receiver increases then the performance, the as measured by the bit error rate degrades for these systems.

Let us see if coherent receiver is able to bring out any kind of an improvement over the direct detection receiver.

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In order to do that let us look at this picture which shows you the block diagram sense of what is happening with the coherent receiver. So you start with a transmitter okay, it produces a certain power, so the transmitter is producing an optical power of P_1 and 0 when you transmit a bit 0 P_1 when you transmit a bit 1, this passes through the fiber, the fiber is still characterized by only the fiber loss coefficient which is αf and the distance between the transmitter and receiver which is given by the length l .

At the receiver what we are assuming at this point is that there is a local oscillator which is a very strong optical signal coming from a local oscillator whose frequency is exactly matched to that of the transmitter. Moreover, both not just the frequency is matched, but also the phase is locked to that of the transmitter. So the frequency offset which one might define as the difference in the frequencies between the local oscillator and the signal frequency of the transmitter laser is assumed to be 0.

So we assume a frequency offset of 0 and we assume that phase is locked with respect to transmitter. So which phase are we talking about, we are talking about the local oscillator phase which is locked with respect to the transmitter phase. What do we mean by locked phase, what

we mean here is that, if this is how the phase of the transmitter is varying okay, then apart from that fixed offset the phase of the local oscillator also tracks the phase variation of the transmitter.

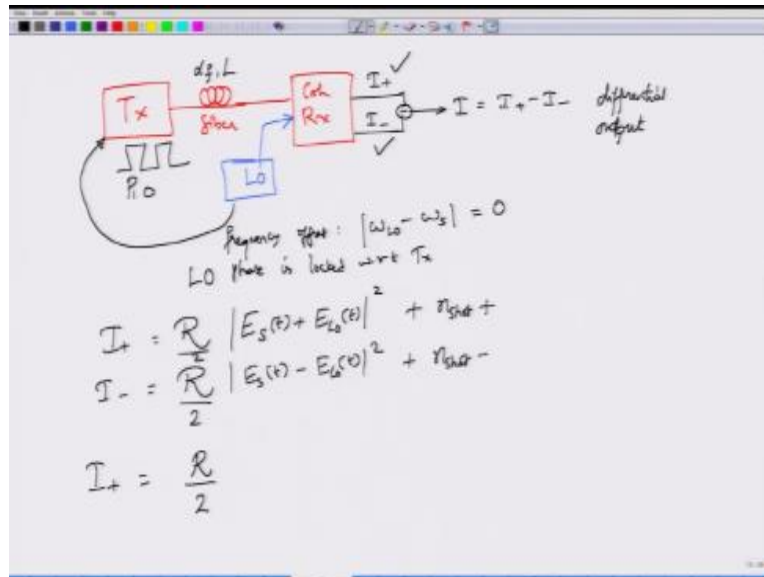
Of course, it will never be sinusoidal like this, but this was just used to illustrate the concept that local oscillator phase is locked with respect to the transmitter phase okay. Under these ideal conditions and the only limitations that you are going to get is the loss in the fiber as well as the noises that will be appearing in the receiver circuit. This part which you see I_+ and I_- correspond to the output of the photodiodes and two photodiodes are used in the balanced coherent receiver as we described in one of the earlier modules okay.

The coherent receiver takes in as two inputs, one is the local oscillator and the transmitted signal which is now at the receiver, and produces two photo currents I_+ and I_- . The actual or the final photo current that you are going to get will be the difference between the two. Because you are taking the difference between the two, any DC value over which the signal is riding from the I_+ and I_- will be cancelled out.

So this one you can think of as differential output, so this differential output will only give you the signal that is encoded in the, or the signal that is riding the AC part of the signal, the DC offset values in I_+ and I_- which are very nearly equal to each other will be cancelled out. Of course, this, if this was the case then our life would have been very simple, unfortunately with this I which is the photo current that you are looking at, you also get noise okay.

So both I_+ and I_- because they are the outputs of a photodiode will be subjected to shot noise and the overall current I will be subjected to shot noise plus thermal noise okay. What we will do is that we will examine the output of the coherent receiver and then see whether some interesting cases can be, you know realized which will allow us to make some concrete predictions about how the coherent receiver would perform.

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So in order to do that first we need to recall the expressions for I_+ and I_- and let us do that by remembering that the I_+ is the output of the photo detector therefore there is a responsivity factor R multiplied by whatever the power that is input on that and power is input on that if you remember the coherent receiver that we talked about you have two electric fields which are talking to each other you have the signal electric field $E_s(t)$ and the local oscillator signal which is you know $E_{LO}(t)$.

And the magnitudes square of the sum of these two will be the optical power so optical power multiplied by R will give you the current I_+ if you want to find out the current I_- thus current will be equal to R and expect for a $+$ sign the rest of the terms are equal right in fact $E_s = t / E_{LO}(t)$ and $E_s(t) - E_{LO}(t)$ are coming from the output of the splitter and each of the splitter outputs are in turn feed into the photo detectors because the output power is coming through the splitter there is a factor by 2 here for each of them.

So you have I_+ and I_- given by $R/2$ this factor of course as I said this just the optical signal part okay but there is also shot noise coming because of the two photo diodes right so there is a shot noise $+$ and a shot noise $-$ these shot noise are coming from the photo detectors that are

connected to the balanced photo detector remember the coherent receiver actually has two photo diodes and each of these photo diodes will in turn look at the mean optical power and they will generate a certain shot noise okay and that shot noise is what is that is you are getting from both I+ as well as I- to proceed further let us just evaluate this the magnitudes square terms so consider just I+ for now I will leave the corresponding expression for I- as an exercise to you so I+ is given by R/2.

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Handwritten notes on a whiteboard:

Frequency offset: ω_{LO}
 LO phase is locked \rightarrow set T_x

$$I_+ = \frac{R}{2} |E_s(t) + E_{LO}(t)|^2 + n_{shot+}$$

$$I_- = \frac{R}{2} |E_s(t) - E_{LO}(t)|^2 + n_{shot-}$$

$$I_+ = \frac{R}{2} \left(|E_s(t)|^2 + |E_{LO}(t)|^2 + 2 \operatorname{Re} (E_s(t) E_{LO}^*(t)) \right) + n_{shot+}$$

$$E_{LO}(t) = \sqrt{P_{LO}} e^{j\omega_{LO}t}$$

$$E_s(t) = \sqrt{P_s} \sum_{n=-\infty}^{+\infty} s(t-nT_b) e^{j\omega_s t}$$

Open up this one you are going to get $E_s(t)$ magnitude square + $E_{LO}(t)$ magnitude square these are the two powers that the average powers that you are going to see with the signal and the local oscillator + there is a two times real part of $E_s(t) E_{LO}$ complex conjugate of t okay and therefore of course the shot noise term that we are going to any have what is this $E_s(t) E_{LO}$ conjugate of t we have $E_{LO}(t)$ which is the local oscillator output having a power of \sqrt{PL} okay.

And then you have $e^{j\omega_{LO}t}$ we are going to assume that this local oscillator is you know having a constant phase and remember that constant phase is the difference between the transmitter and the receiver phase which we are going to assume to constant okay so as for us the receiver is concerned local oscillator is simply a carrier signal okay or sorry a local oscillator signal which

is a sinusoidal carrier which has a frequency of ω_{LO} and an amplitude of square root E_{LO} similarly you have $E_s(t)$ given as $\sqrt{P_s}$ which is the amplitude that you are going to get and there is also $s(t) - nT_b$ summed over N from $-\infty$ to $+\infty$ clearly this $s(t)$ is the pulse shape that we have used and we are essentially transmitting one pulse after the other okay all these pulses are centered or modulated at $e^{j\omega_s t}$ ω_s is the transmit laser frequency.

So this is $E_s(t)$ and if you look at the case when you transmit bit 1 then you know over 1 time period let us actually look at this over one time period for which we can remove all this summation and everything okay so this in the particular time period that you are interested in this simply becomes $s(t)$ and $s(t)$ is the optical pulse okay this optical pulse will be non-zero when bit is 1 okay and it would be equal to 0 when bit is 0.

So essentially you get a sequence of optical pulses this would be normalized to 1 we have normalized this one to one without saying it so but this is how the optical pulse shape is going to look like when you are bit 1 when you transmit bit 0 there won't be any pulse so that the total optical power during the interval when bit is 0 is actually equal to 0.

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Handwritten mathematical derivation of the optical intensity I_+ for a bit '1' transmission:

The bit stream is shown as 1010 with a clock rate of $1/T_b$.

The signal $E_s(t)$ is defined as:

$$E_s(t) = \sqrt{P_s} \sum_{n=-\infty}^{+\infty} s(t - nT_b) e^{j\omega_s t}$$

The carrier $E_{LO}(t)$ is defined as:

$$E_{LO}(t) = \sqrt{P_{LO}} e^{j\omega_{LO} t}$$

The total optical intensity I_+ is given by:

$$I_+ = \frac{R}{2} \left(|E_s(t)|^2 + |E_{LO}(t)|^2 + 2 \operatorname{Re} \left(E_s(t) E_{LO}^*(t) \right) \right) + n_{shot}$$

For bit '1', $s(t) \neq 0$. For bit '0', $s(t) = 0$.

The final equation for bit '1' is:

$$I_+ = \frac{R}{2} \left(|E_s(t)|^2 + |E_{LO}(t)|^2 + 2 s(t) \sqrt{P_s P_{LO}} e^{j(\omega_s - \omega_{LO}) t} \right) + n_{shot}$$

So going back to what is happening to I_+ you can write I_+ as $R/2 (|E_s(t)|^2 + |E_{LO}(t)|^2 + 2s(t) \sqrt{P_s P_{LO}})$. I am assuming that these sample widths are being to be constants therefore the signal power is P_s and the local oscillator power is P_{LO} so that essentially enters into the equation, okay. Then there is of course the case of $e^{j\omega_s t}$ right so if you look at E_s and E_{LO}^* you have $e^{j\omega_{LO}(t)}$ which is getting conjugated so you get a minus sign here you have $e^{j\omega_s t}$ that would be there as it is.

So you can combine these two to write this as $e^{j(\omega_s - \omega_{LO}(t))}$ of course you are taking the real part of it so let us basically take the real part of it, okay. This entire thing plus whatever the short noise that you are going to get this would be I_+ , okay.

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$$E_{Lo}(t) = \sqrt{P_{Lo}} e^{j\omega_{Lo} t}$$

$$E_s(t) = \sqrt{P_s} \sum_{n=-\infty}^{+\infty} s(t-nT_b) e^{j\omega_s t}$$

$$I_+ = \frac{R}{2} \left(|E_s(t)|^2 + |E_{Lo}(t)|^2 + 2s(t) \sqrt{P_s P_{Lo}} e^{j(\omega_s - \omega_{Lo})t} \right)$$

$$I_- = \frac{R}{2} \left(|E_s(t)|^2 + |E_{Lo}(t)|^2 - 2s(t) \sqrt{P_s P_{Lo}} \right) + n_{shot} + n_{noise}$$

Annotations in the image:

- Waveform diagram: A square wave labeled $s(t)$ with levels '1' and '0'.
- Equation for $E_s(t)$: Includes a note $s(t) \neq 0$ bit '1' and $= 0$ bit '0'.
- Equation for I_+ : The term $2s(t) \sqrt{P_s P_{Lo}} e^{j(\omega_s - \omega_{Lo})t}$ is labeled 'homodyne'.
- Equation for I_- : The term $n_{shot} + n_{noise}$ is added to the right side.

You can write down I in a very similar fashion so you have R/t you have $|E_s(t)|^2$ plus the local oscillator signal in place of a plus you get a minus sign here you have $s(t) \sqrt{P_s P_{LO}}$ and here recognizing that $\omega_s = \omega_{LO}$ remember we have assume that frequency is locked to the transmitter frequency and the frequency of the local oscillator is exactly equal to the transmitter frequency.

So now frequency oscillate this goes to 0 such a scheme is in fact called as homodyne, okay. It is a lightly older terminology homodynes means that the transmitter frequency is exactly equal to

the local oscillator frequency if it was not equal then such a scheme would have been called as a heterodyne frequency scheme or heterodyne deduction scheme, so you have $-2s(t) \sqrt{P_s P_{lo}}$ coming for I then the exponential is equal to 0.

So the exponential of J0 is 1 and real part of one is just one so I am just going to close the bracket over here, of course I cannot forget the short noise that exists and we can write this as short noise minus.

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The image shows handwritten mathematical equations on a whiteboard background. At the top, there are some notes: $s(t) \neq 0$ and $= 0$ bit '0'. The main equations are:

$$I_+ = \frac{R}{2} \left(\underbrace{|E_s(t)|^2}_{n_{shot+}} + \underbrace{|E_{lo}(t)|^2}_{\text{homodyne}} + 2s(t)\sqrt{P_s P_{lo}} e^{j(\omega_s - \omega_{lo})t} \right)$$

$$I_- = \frac{R}{2} \left(\underbrace{|E_s(t)|^2}_{n_{shot+}} + \underbrace{|E_{lo}(t)|^2}_{\text{homodyne}} - 2s(t)\sqrt{P_s P_{lo}} \right) + n_{shot-}$$

$$I = I_+ - I_- = 2R s(t) \sqrt{P_s P_{lo}} + n_{shot}$$

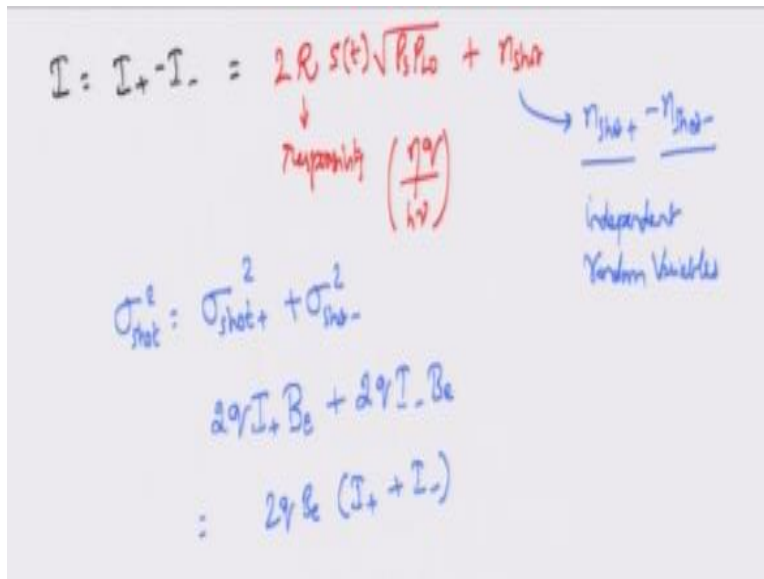
↓
responsivity $\left(\frac{Rq}{h\nu}\right)$

The total photo current that you are looking at will be the difference between I^+ and I^- and you can easily see that when you take a difference like this these terms are going to cancel with each other this $E_{LO}(T)^2$ is going to cancel with this $E_{lo}(t)^2$ so what you get in turn is $2 - (-2)$ becomes a $+2$ therefore this comes 4 times $s(t)$ there is an amplitude factor out there, there is an $R/2$ here therefore $R/2 \times 2$ that 2 and 2 will cancel and eventually what you get is 2 times R please remember this R is responsivity, okay.

This is responsivity which is related to quantum efficiency in this manner $\eta q/h\nu$ as we discussed in the photo receiver circuits, so you have $2Rs(t)$ I do not really have to say $s(t)$ as summation

signal. Because I am considering only one period and in that period bit period $s(t)$ can be either +1 or 0 depending on whether we are transmitting bit 1 or bit 0, okay. Times $\sqrt{P_s P_{10}}$ and then you have the total noise component which can be written as n_{short} , n_{short} will be defined as $n_{\text{short}} + (-n_{\text{short}})$.

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$$I = I_+ - I_- = 2R s(t) \sqrt{P_s P_{10}} + n_{\text{shot}}$$

↓
responsivity $\left(\frac{q}{h\nu}\right)$

$$\sigma_{\text{shot}}^2 = \sigma_{\text{shot}+}^2 + \sigma_{\text{shot}-}^2$$

$$2qI_+ B_0 + 2qI_- B_0$$

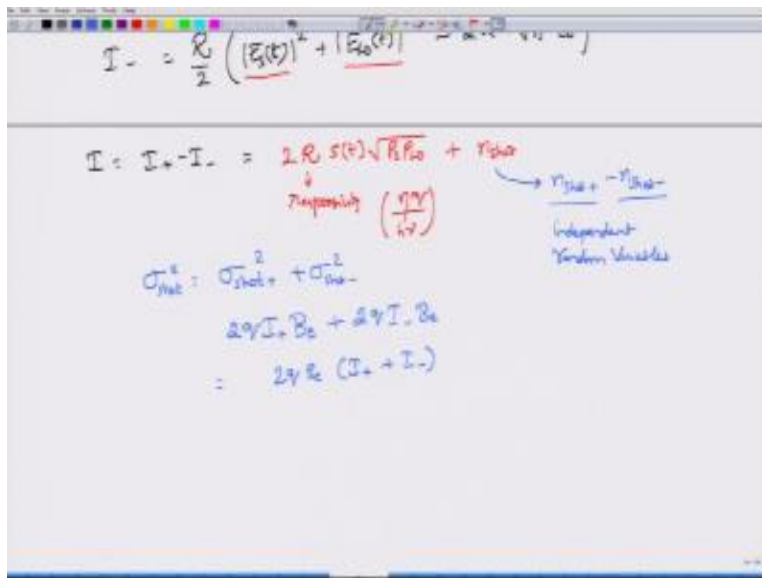
$$= 2qI_e (I_+ + I_-)$$

That is to say this fellow is actually $n_{\text{short}} + (-n_{\text{short}})$ okay so this is the overall noise variance that you are going to get and this variable the difference between the two noise is, is denoted by n_{short} , okay. So this is what you have in for the photo diode and what about the short noise variance, the overall short noise variance is going to be $\sigma_{\text{short}}^2 + \sigma_{\text{short}}^2$ if you are wondering where this kind of relation is coming from you have to remember that $\sigma_{\text{short}} + \sigma_{\text{short}}$ represents the short noises in the photo diodes.

Which are used at the two branches of the coherent receiver these are independent random variables and the way and these variables have both 0 mean and they are distributed according to certain shortness distribution that we have seen but for because they are independent random variables. The total variance of these two will simply add up, okay. What is the variance of short noise plus this is given by $2qI_+$ which is the photo current.

That you are looking at distributed over the bandwidth of B_e where B_e stands for the electrical filter that you are going to put after the photo diode circuit so you are actually looking at the total noise into that bandwidth of B_e , similarly shot noise minus will also be equal to $2qI_-$, I_- being the photo current that you are going to see in the other branch of the coherent receiver.

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$$I_- = \frac{R}{2} (|E_s(t)|^2 + |E_o(t)|^2)$$

$$I = I_+ - I_- = 2R S(t) \sqrt{R P_s} + i_{\text{shot}}$$

Responsivity $\left(\frac{R P_s}{i^2}\right)$

Independent Random Variables

$$\sigma_{\text{shot}}^2 = \sigma_{\text{shot}+}^2 + \sigma_{\text{shot}-}^2$$

$$= 2qI_+ B_e + 2qI_- B_e$$

$$= 2q B_e (I_+ + I_-)$$

So you can write that one down, you get $2qI_- B_e$ you can factorize all this components out and you get $I_+ + I_-$. Now look at this, here you have I_+ and.

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$$I_+ = \frac{R}{2} \left(\frac{|E_r(t)|^2}{P_r + P_o} + \frac{|E_{Lo}(t)|^2}{P_o} + 2s(t)\sqrt{P_r P_o} \right) + n_{shot+}$$
 (homodyne)

$$I_- = \frac{R}{2} \left(\frac{|E_r(t)|^2}{P_r + P_o} + \frac{|E_{Lo}(t)|^2}{P_o} - 2s(t)\sqrt{P_r P_o} \right) + n_{shot-}$$

$$I = I_+ - I_- = 2R s(t)\sqrt{P_r P_o} + n_{shot}$$

(Responsivity $\frac{q\eta}{h\nu}$)

$$\sigma_{shot}^2 = \sigma_{shot+}^2 + \sigma_{shot-}^2$$

$$2qI_+ B_o + 2qI_- B_o$$

$$\therefore 2qB_o (I_+ + I_-)$$

Independent Random Variables

To that you are adding I_- , right in order to obtain the overall photo current you have to subtract the 2 but when you get so the noise variances I_+ adds on to I_- , right so you have an I_+ adding on to this when you add them these terms will vanish, right because these terms are and opposite signs so they will vanish, this one is the power that you are seeing in the received signal this is the power in the received signal actually this should be rewritten as P received, okay and we also know that this power that we are going to receive will be non zero only when you have transmitted a bit 1.

Therefore, I can write this as P_{1r} and P_{1r} , whereas this is a constant power that you are going to get which is P_{Lo} on both side, so when you now add these two there is $R/2$ times $P_{1r} + R/2$ times P_{1r} so this going to be.

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$$I_- = \frac{R}{2} \left(\frac{|E_s(t)|^2}{P_s - P_r} + \frac{|E_{lo}(t)|^2}{P_{lo}} - 2 s(t) \sqrt{P_s P_{lo}} \right) + N_{shot-}$$

$$I = I_+ - I_- = 2 R s(t) \sqrt{P_s P_{lo}} + N_{shot}$$

Responsivity $\left(\frac{q}{h\nu}\right)$ $\rightarrow N_{shot+} - N_{shot-}$
Independent Random Variables

$$\sigma_{shot}^2 = \sigma_{shot+}^2 + \sigma_{shot-}^2$$

$$= 2 q I_+ B_o + 2 q I_- B_o$$

$$= 2 q B_o (I_+ + I_-)$$

$$\sigma_{shot}^2 = 2 q B_o R (P_s + P_{lo})$$

You can write this as $2qB_e I_+$ is $R(P_{1r} + P_{L_o})$ for the local oscillator that would be $R P_{L_o}$, why did I write P_{1r} because remember you might actually start the transmission at P_s but that is not what you receive, what you receive here will be depending on the length of the propagation or the length of the fiber what you receive will be the power P_{1r} which is going to be, so this power is P_s which is where you start however the power that you receive will be this P_{1r} which is the actual power that you receive after a propagation length of L . so this is $2qB_e R (P_{1r} + P_{L_o})$ being the total shot noise variance and please remember this particular equation, okay.

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$$I = I_+ - I_- = 2R_s S(r) \sqrt{R_r P_{Lo}} + I_{shot}$$

$$\sigma_{shot}^2 = \sigma_{shot+}^2 + \sigma_{shot-}^2$$

$$= 2qI_+ B_e + 2qI_- B_e$$

$$= 2qB_e (I_+ + I_-)$$

$$\sigma_{shot+}^2 = 2qB_e R_r (P_r + P_{Lo}) \quad \text{bit '1'}$$

$$\sigma_{shot-}^2 = 2qB_e R_r P_{Lo} \quad \text{bit '0'}$$

Independent Random Variables

And this equation is also true when you have actually transmitted bit 1, what about the case when you have bit 0, so let us also designate this one as short noise corresponding to bit 1, so that we can write this as σ_1^2 okay, and we just have the short noise. The thermal noise of course does not depend on the local oscillator power nor it depends on the received signal therefore, the thermal noise for both bit 1 and bit 0 will be the same, so you can you do not really have to put them down here, okay.

What about the short noise when you have the bit 0, so for bit 0 of course there is no photo current because your received signal P_r is going to be equal to 0, while the received signal is equal to 0 the short noise unfortunately is still going to be the same except that P_r will be equal to 0, so the short noise here will be $2qB_e R_r P_{Lo}$, right this is kind of the primary difference between what you are going to get for bit 0 and bit 1. The short noise for bit 1 will include $P_r + P_{Lo}$ that would be the total mean optical power that you receive when you transmit bit 1.

Whereas when you transmit bit 0 there is no power to receive however the local oscillator which is sitting at the receiver is going to contribute to the total short noise and corresponding to these short noises or in addition to the short noises they are also going to be thermal noises.

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$$I = I_+ - I_- = 2R_s(P) \sqrt{R_s R_o} + P_{shot}$$

Responsivity $\left(\frac{q q_e}{h \nu}\right)$

$\rightarrow \eta_{shot+} - \eta_{shot-}$
Independent Random Variables

$$\sigma_{shot}^2 = \sigma_{shot+}^2 + \sigma_{shot-}^2$$

$$= 2q I_+ B_o + 2q I_- B_o$$

$$= 2q q_e (I_+ + I_-) \quad \text{bit '1'}$$

$$\sigma_{shot}^2 = 2q q_e R (R_s + R_o) \quad \text{bit '0'}$$

$$\sigma_{shot}^2 = 2q q_e R P_o$$

$$\sigma_0^2 = \sigma_{shot}^2 + \sigma_{0,th}^2$$

$$\frac{4kT}{R} B_o = \sigma_{1,th}^2$$

The thermal noises are independent of the optical power, but if you are looking at the total noise σ_0^2 this would be the shot noise that we have just written down plus there is a thermal noise, right. So you can write the thermal noise here and then you have a thermal noise spectral density of $4kT/R_L$ multiplied by the total band width that you are looking at which is equal to B_o , so this would be the thermal noise which is also the same as the thermal noise for bit 1.

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$$I = I_+ - I_- = 2R_s(f)\sqrt{R_s R_o} + n_{shot}$$

$$\sigma_{tot}^2 = \sigma_{shot+}^2 + \sigma_{shot-}^2$$

$$2qI_+ B_o + 2qI_- B_o$$

$$: 2q B_o (I_+ + I_-)$$

$$\sigma_{shot}^2 = 2q B_o R_s (R_r + R_o) \quad \text{bit 'd'}$$

$$\sigma_{shot}^2 = 2q B_o R_s R_o \quad \text{bit 'b'}$$

$$\sigma_n^2 = \sigma_{shot}^2 + \sigma_{1/fn}^2$$

$$\frac{4kT}{q} B_o = \sigma_{1/fn}^2$$

So we have looked at the total short noise and the total noises here, and you can actually this is all that is required for you to come ahead and calculate the bit error rate, you know by calculating the q factor and then applying the relationship between the q factor and bit error rate that is what you can do. However, it would be very, very interesting to see what actually turns out in practice, in practice what we do is we want to operate the signals at what is called as the short noise limit. Why do we want to do that, suppose we operated them not at the short noise limit.

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Handwritten notes on a whiteboard showing the derivation of total noise variance:

$$I = I_+ - I_- = \frac{2 R_s \epsilon(f) \sqrt{R_s R_o}}{R_s + R_o} + \eta_{shot}$$

Responsivity $\left(\frac{\eta \nu}{i \nu}\right)$

$\eta_{shot} + -\eta_{shot}$
Independent Random Variables

$$\sigma_{tot}^2 = \sigma_{shot}^2 + \sigma_{th}^2$$

$$2q I_+ B_o + 2q I_- B_o$$

$$= 2q B_o (I_+ + I_-)$$

$$\sigma_{shot}^2 = 2q B_o R_o (R_r + R_o) \quad \text{bit '1'}$$

$$\sigma_{shot}^2 = 2q B_o R_o R_o \quad \text{bit '0'}$$

$$\sigma_{th}^2 = \sigma_{shot}^2 + \sigma_{th}^2$$

$$\frac{4kT}{q} B_o = \sigma_{th}^2$$

A small graph on the left shows a curve starting at P_s and decaying towards P_r over a frequency range $f \rightarrow 1$.

But the thermal noise then bit 0 because there is no optical power input to it in terms of P_r the variance of that will be slightly lower compared to the variance of bit 1, and this by how much this difference would vary because σ_1 shot noise square plus thermal noise that is there σ_0 shot noise square plus thermal noise so thermal noise contributions are equal for both okay and you do not really want to operate with the thermal noise limit because that limits the speed of operation so you want to operate in the shot noise limit.

But while you are operation in the shot noise limit σ_1 is slightly larger than σ_0 because there is P_r sitting in σ_1 right so you can see that.

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$$I = I_+ - I_- = 2R_s f(\nu) \sqrt{R_s P_{00}} + N_{shot}$$

Proportionality $\left(\frac{P_{00}}{L}\right)$

$$\sigma_{shot}^2 = \sigma_{shot+}^2 + \sigma_{shot-}^2$$

$$2qI_+ B_s + 2qI_- B_s$$

$$= 2qB_s (I_+ + I_-)$$

$$\sigma_{shot}^2 = 2qB_s R_s (P_r + P_{00})$$
 bit '1'

$$\sigma_{shot}^2 = 2qB_s R_s P_{00}$$
 bit '0'

$$\sigma_s^2 = \sigma_{shot}^2 + \sigma_{0,m}^2$$

$$\frac{4kT B_s}{R_s} = \sigma_{1,m}^2$$

σ_1 short noise square is given by $p_{1r} + p_{0l}$ because of this $p_{1r} + p_{0l}$ this would always be greater than σ_0 short noise square however this of course sets your problem with putting the limits so in one incidents you have a Gaussian random variable that is what we have assume this is say σ_0^2 this is going to be phase this not going to be change right with the fiber length because this is all determine mainly by the or purely by the local oscillator power.

However the power corresponding to or the short noise variants corresponding to σ_1 will change depending on the variants of that depends on the received power okay. When the length of the fiber is very large then p_{1r} will be small so you can kind of say that it would have the same short noise variants as the 0 bit short noise variants, however at lower powers it is not really so, right so you actually have a variants which is changing with respect to so you have actually have a variants which is changing depending on the length of propagation right.

So this variants of σ_1^2 depends on the length of propagation simply because p_{1r} depends on the length of propagation so setting the threshold will now be very difficult you cannot have a simple you know coherent receiver circuit and say okay this is the coherent receiver circuit go ahead and use it because then someone also has to tell you what is the length and you have to do a manual

adjustment of the thresholding. Thresholding that separates bit 0 and bit 1 in order to avoid this problem what we normally do is.

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$$I_s = \frac{R}{2} \left(\frac{E_s(t)^2}{P_s + P_n} + \frac{E_n(t)^2}{P_n} - 2 \sqrt{P_s P_n} \cos(\omega t) \right) + r_{shot}$$

$$\underline{I} = I_+ - I_- = 2R \underbrace{s(t)}_{\text{Transmit}} \sqrt{P_s P_n} + r_{shot}$$

$r_{shot} = -r_{shot}$
Independent Random Variables

$$\sigma_{shot}^2 = \sigma_{shot+}^2 + \sigma_{shot-}^2$$

$$= 2qI_+ B_e + 2qI_- B_e$$

$$= 2qB_e (I_+ + I_-)$$

$$\sigma_{shot}^2 = 2qB_e R \left(\frac{P_s}{R} + \frac{P_n}{R} \right) \quad \text{bit '1'}$$

$$\sigma_{shot}^2 = 2qB_e R P_n \quad \text{bit '0'}$$

We have a p_{lo} the local oscillator completely dominating the received power even under the worst case scenarios you have p_{lo} which is much larger than p_{lr} the advantage of that in terms of the signal is that you have p_{lo} which is much larger than p_{lr} of course p_{lr} = p_s when you transmit bit 1, so you are essentially getting some sort of a gain without actually using an optical amplifier you are getting some sort of a gain because you are using this p_{lo} okay.

So the total photo current increases of course a noise also increases but consider what is happening when p_{lo} is much larger than p_{lr} the variants of 0 bit is exactly or very, very close to the variant so bit 1 and because these bits are the same you can simply set the threshold right as the half wave point for example if my p_{lr} = 0 dbm which is 1mw and p₀ = 0 you can set the threshold right at half mw voltage or half mw current depending on what you are looking at.

So this sort of a equalization of the variants is very important and in order to achieve that you want to operate.

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Handwritten notes on a whiteboard showing derivations for signal-to-noise ratios and Q-factor:

$$\sigma_{1,shot}^2 = 2qB_e R (P_r + P_o) \quad \text{bit '1'}$$

$$\sigma_{0,shot}^2 = 2qB_e R P_o \quad \text{bit '0'}$$

$$\sigma_o^2 = \sigma_{o,shot}^2 + \sigma_{o,th}^2$$

$$\frac{4kT}{R} B_e = \sigma_{o,th}^2$$

Assuming $P_o \gg P_r$ (shot noise limit):

$$\sigma_1 \approx \sigma_0 = \sqrt{2qB_e R P_o}$$

$$Q_{oh,cr} = \frac{I_1 - I_0}{\sigma_1 + \sigma_0} =$$

This is under the condition that P_o is much larger than P_r . When you do that σ_1 is approximately equal to σ_0 of course the shot noises are approximately equal to each other the thermal noise was anyway equal to each other but we are also assuming that P_o is such that we are operating under the shot noise limit so we can limit or we can neglect the thermal noise okay. So σ_1 will be approximately equal to σ_0 is given by $\sqrt{2qB_e R P_o}$.

Now if you recall the Q factor that we describe for the on off keying systems with coherent receiver so I am going to write this as coherent receiver on off keying thing this we had defined it has $i_1 - i_0$ being the photo current when you transmit bit 0/ $\sigma_1 + \sigma_0$ here $\sigma_1 = \sigma_0$ and $i_0 = 0$ what about i_1 .

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Handwritten notes on a whiteboard showing the derivation of the Q-factor for a coherent receiver in the shot noise limit.

Graph: A plot of power P_s versus time L showing a rectangular pulse.

Equations:

$$\sigma_{shot}^2 = 2qB_e R (P_r + P_{10}) \quad \text{bit '1'}$$

$$\sigma_{shot}^2 = 2qB_e R P_{10} \quad \text{bit '0'}$$

$$\sigma_o^2 = \sigma_{shot}^2 + \sigma_{th}^2$$

$$\frac{4kT R_e}{R} = \sigma_{th}^2$$

Shot noise limit: $P_{10} \gg P_r$

$$\sigma_1 \approx \sigma_0 = \sqrt{2qB_e R P_{10}}$$

$$Q_{shot,cr} = \frac{I_1 - I_0}{\sigma_1 + \sigma_0} = \frac{R \sqrt{P_r P_{10}}}{\sqrt{2qB_e R P_{10}}}$$

It is given by 2 times responsively and $s(t) = 1$ when you transmit bit 1 and p_s becomes $p_1 r$ so substituting this values what you get here is $2 \text{ times } r \sqrt{p_1 r p_{10}} / \sigma_1 + \sigma_0$ is the thing but two times σ of either of the two right so it would be $\sqrt{2qB_e R P_{10}}$ 2 cancels on both sides you can clearly see that there is a p_{10} here in the denominator which can be canceled with a p_{10} in the numerator all though p_{10} was used to establish the shot noise.

It finally turns out that in the Q factor P_{10} does not make an entrance, okay so your results are independent of P_{10} as long as P_{10} is much larger than the received signal, so that both the photo diodes and the entire coherent receiver is operating in the shot noise limit, okay. Further simplification of these equations can be made.

(Refer Slide Time: 25:28)

Handwritten mathematical derivation on a whiteboard:

$$\sigma_o^2 = \sigma_{o,shot}^2 + \sigma_{o,th}^2$$

$$\frac{4kT}{R} R_b = \sigma_{o,th}^2$$

$R_b \Rightarrow P_r$ shot noise limit

$$\sigma_r \approx \sigma_o = \sqrt{2q B_e R_b}$$

$$Q_{opt,r} = \frac{I_1 - I_0}{\sigma_r + \sigma_o} = \frac{2R_b \sqrt{P_r R_b}}{\sqrt{2q B_e R_b}}$$

$$= \sqrt{\frac{R_b}{2q B_e}}$$

$$E_{pr} = P_r T_b$$

And you can show that because there is a \sqrt{r} here, there will be \sqrt{r} in the numerator, there is a P_r here, and you can show that this is going to be $\sqrt{R} P_r / 2q B_e$, now the energy P_r can be written as the $E_r = P_r T_b$ of course energy being power in to time, that is where so I had confused a little bit earlier.

(Refer Slide Time: 25:56)

$$Q_{ook,cr} = \frac{I_1 - I_0}{\sigma_1 + \sigma_0} = \frac{2R \sqrt{P_r B_r}}{2 \sqrt{2\gamma B_e R B_r}}$$

$$= \sqrt{\frac{R B_r}{2\gamma B_e}}$$

$$E_{err} = P_r T_b = \frac{\eta P_r h \nu}{2\gamma B_e}$$

$$P_r = \frac{\eta P_r h \nu}{T_b}$$

$$R = \frac{\eta P_r}{2 h \nu}$$

$$Q_{ook,cr} = \sqrt{\frac{\eta P_r}{2\gamma B_e}} = \sqrt{\frac{\eta N_p h \nu}{2\gamma B_e}}$$

$$= \sqrt{\frac{\eta N_p h \nu}{2\gamma}}$$

So you can write down the energy as the number of photons that you are going to receive, times $h \nu$, so this allows you to write $P_r T_b$ as number of photons that you received times $h \nu / T_b$, you can substitute that equation into this one also substitute $r = \eta q / h \nu$, and simplify the relationships what you get for the on-off keying coherent receiver is an expression which is very interesting you get $\eta P_r / 2 h \nu B_e$, okay.

Of course you can substitute again as I said for P_r which could be equal to $\sqrt{\eta} N_p h \nu / 2 T_b h \nu B_e$, $h \nu$ cancels on both sides, now you get $\sqrt{\eta} N_p h \nu / 2 B_e T_b$, if you are using inquest pulse shaping then to transmit signals at a rate of,

(Refer Slide Time: 27:00)

Handwritten notes on a whiteboard:

$$Q_{\text{coherent}} = \sqrt{\frac{\eta P_r}{2 B W B_e}} = \sqrt{\frac{\eta N_{ph} h \nu}{2 B W B_e}}$$

$$= \sqrt{\frac{\eta N_{ph} h \nu}{2 B_e T_b}}$$

B bits/sec $\rightarrow B_e = B/2 = 1/2 T_b$

$$Q_{\text{coherent}} = \sqrt{\eta N_{ph} T_b}$$

$$N_{ph} T_b = 2 N_{avg} T_b$$

$$Q_{\text{coherent}} = \sqrt{2 \eta N_{avg} T_b}$$

$$L_{CR} \rightarrow 2 L_{DR}$$

Graph showing BER vs L for DA and CR receivers. The CR curve is steeper than the DA curve.

B bits per/sec, okay you need a bandwidth of about $B/2$ or $1/2T_b$ assuming the equiseta pulse shaping, this is what the bandwidth that you require, so you can substitute $B_e = 1/2T_b$ this expression and see that the denominator simply cancels out, right or becomes equal to 1, so the ON OFF keying for the coherent receiver is given by $\sqrt{\eta N_{ph}}$, the number of photons that you are receiving when you transmitted a bit.

So let me just modify the notation and then say this is $N_{ph} T_b$, where N_{ph} the number of photon that you have received with T_b , and this is what you are going to get and you can recognize the number of photons that you receive when you transmit a bit will be two times the average number of photons that you are going to receive okay.

And therefore the Q ! For the coherent receiver is given by $\sqrt{2 \eta}$, the average number of photons that you receive okay, and this is the quickly evaluate this okay, you will see that the “ B_e ” are of course increases but there is a 3Db improvement with the direct detection receiver and the coherent receiver which is operating under the short noise limit, okay.

As the fiber length increases you will also see that the approximately the length with a coherent receiver will be twice of length with the direct detection receiver, and all this is happening because you are using this extra degree of this one because of the coherent receiver, okay. So we will stop it this point and consider the limitations due to dispersion in the next module thank you very much.

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