Abstract

Synchronization is one of the most important requirements for designing a Digital Communication System. Synchronization here means feeding both the transmitter and the receiver with the same carrier signal for demodulating the modulated signal accurately. The more accurate is the synchronization, the more accurate is the demodulated signal. Unfortunately, synchronizing the transmitter system and the receiver system perfectly is very
complex and difficult. Thus, in this paper, two Tent Map Systems have been synchronized. There is a master system which controls a slave system and synchronization is achieved quickly due to the feedback mechanisms and cascading connections made between both the systems.

References


Index Terms

Computer Science
Information Sciences
Keywords
Feedback And Cascading Method (fcm).