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Phase-Predistortion to Mitigate Chromatic Dispersion Effects in Direct Detection Systems

24. VDE ITG Fachtagung Photonische Netze

Ulrike Höfler, Norbert Hanik

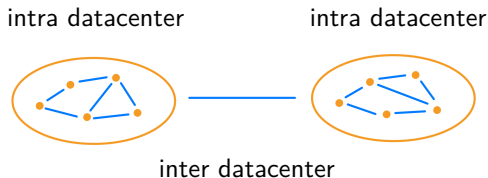
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Overview

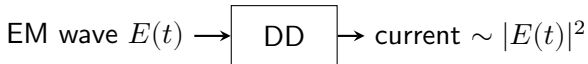
- 1 Motivation
- 2 Impact of Chromatic Dispersion
- 3 Strategies for Chromatic Dispersion Compensation
- 4 System Model
- 5 Numerical Results
- 6 Ongoing Work

Short-Reach Fiber-Optic Communication System



keep system costs down:

- no amplifiers
⇒ nonlinear effects negligible
- direct detection (DD) receiver



Impact of Chromatic Dispersion

propagation of baseband signal $s(z, t)$ over purely dispersive optical fiber channel:

$$\left(\frac{\partial}{\partial z} - j\beta_2/2 \cdot \frac{\partial^2}{\partial t^2} \right) \cdot s(z, t) = 0$$

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- expressing $s(z, t)$ by its magnitude and phase, i.e., $s(z, t) = |s(z, t)| \cdot \exp(j\varphi(z, t))$:

$$\frac{\partial |s(z, t)|}{\partial z} + \beta_2 \cdot \frac{\partial |s(z, t)|}{\partial t} \cdot \frac{\partial \varphi(z, t)}{\partial t} + \frac{\beta_2}{2} \cdot |s(z, t)| \cdot \frac{\partial^2 \varphi(z, t)}{\partial t^2} + j \left(|s(z, t)| \cdot \frac{\partial \varphi(z, t)}{\partial z} - \frac{\beta_2}{2} \cdot \frac{\partial^2 |s(z, t)|}{\partial t^2} + \frac{\beta_2}{2} \cdot |s(z, t)| \cdot \left(\frac{\partial \varphi(z, t)}{\partial t} \right)^2 \right) = 0$$

- separate into **real** and **imaginary** part:

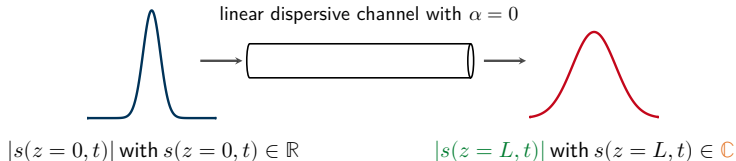
$$\Rightarrow \frac{\partial |s(z, t)|}{\partial z} = -\beta_2 \cdot \left(\frac{\partial |s(z, t)|}{\partial t} \cdot \frac{\partial \varphi(z, t)}{\partial t} + \frac{|s(z, t)|}{2} \cdot \frac{\partial^2 \varphi(z, t)}{\partial t^2} \right),$$

$$\Rightarrow \frac{\partial \varphi(z, t)}{\partial z} = \frac{\beta_2}{2} \cdot \left(|s(z, t)|^{-1} \cdot \frac{\partial^2 |s(z, t)|}{\partial t^2} - \left(\frac{\partial \varphi(z, t)}{\partial t} \right)^2 \right)$$

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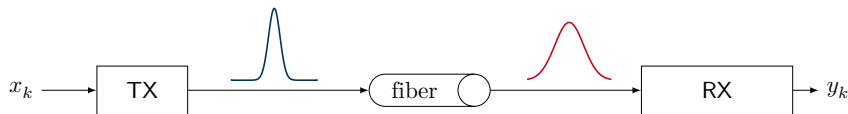
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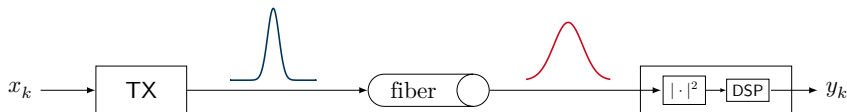
Impact of Chromatic Dispersion (CD)

- ⇒ CD causes time-varying phase \triangleq time-variant frequency deviation, i.e., $\partial\omega(z, t) = \frac{\partial\varphi(z, t)}{\partial t}$
- ⇒ different frequency contributions propagate at different speeds
- ⇒ pulse gets distorted in magnitude and phase

Non-Optical Chromatic Dispersion Compensation



Non-Optical Chromatic Dispersion Compensation

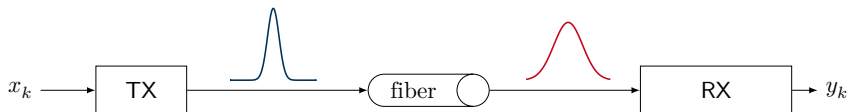


equalization at the receiver:

- nonlinear equalization due to square law detector

⇒ complex receiver design

Non-Optical Chromatic Dispersion Compensation



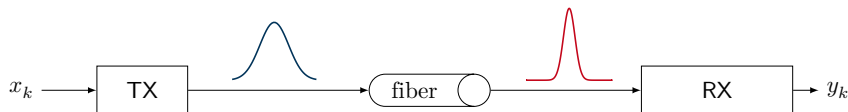
predistortion at the transmitter:

equalization at the receiver:

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Non-Optical Chromatic Dispersion Compensation



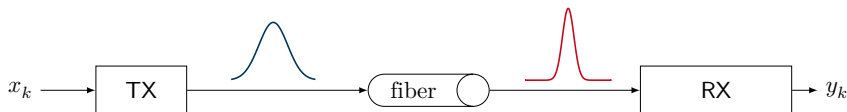
predistortion at the transmitter:

- predistortion of phase and magnitude

equalization at the receiver:

- nonlinear equalization due to square law detector
- ⇒ complex receiver design

Non-Optical Chromatic Dispersion Compensation



predistortion at the transmitter:

- predistortion of phase and magnitude
 - using IQ-Mach-Zehnder modulator¹
 - or direct modulation with amplitude modulator²

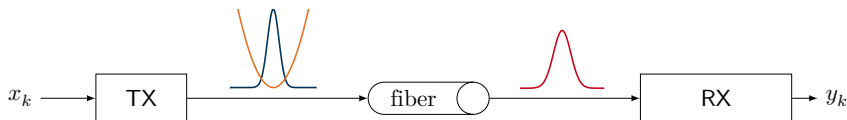
equalization at the receiver:

- nonlinear equalization due to square law detector
- ⇒ complex receiver design

¹Killey et al., Electronic dispersion Compensation by Signal Predistortion, 2006.

²Koch et al., Dispersion Compensation by Active Predistorted Signal Synthesis, 1985.

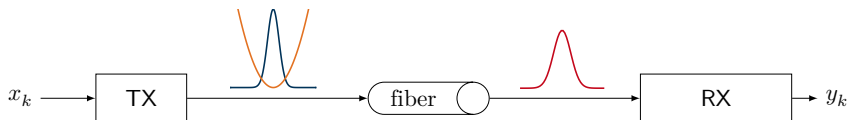
Non-Optical Chromatic Dispersion Compensation



predistortion at the transmitter:

- phase predistortion on symbol-per-symbol basis

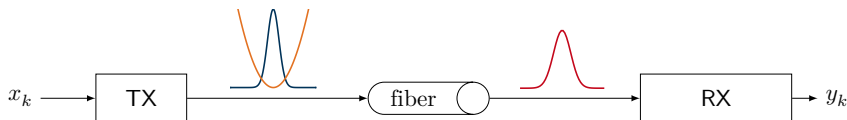
Non-Optical Chromatic Dispersion Compensation



predistortion at the transmitter:

- phase predistortion on symbol-per-symbol basis
- ⇒ imperfectly predistorted signal

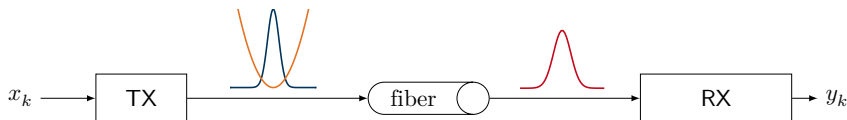
Non-Optical Chromatic Dispersion Compensation



predistortion at the transmitter:

- phase predistortion on symbol-per-symbol basis
- ⇒ imperfectly predistorted signal
- chromatic dispersion cannot be reduced/compensated for arbitrarily large distances
 - phase predistortion limited to single symbol duration

Non-Optical Chromatic Dispersion Compensation



predistortion at the transmitter:

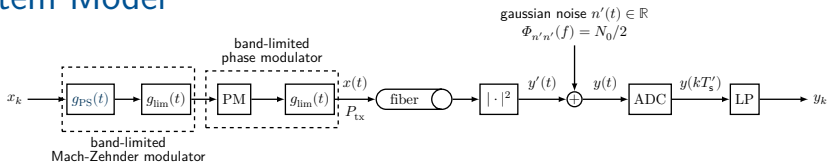
- phase predistortion on symbol-per-symbol basis

⇒ imperfectly predistorted signal

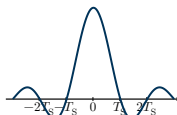
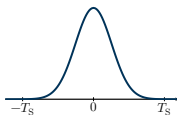
- chromatic dispersion cannot be reduced/compensated for arbitrarily large distances
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⇒ goal: performance enhancement in cost effective simple manner

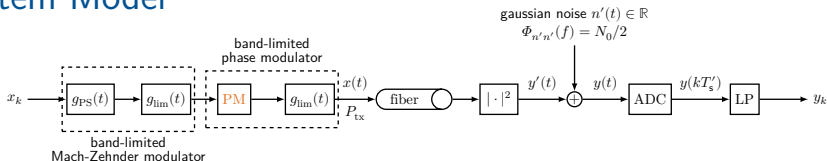
System Model



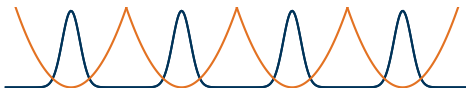
- symbols uniformly drawn from on-off keying (OOK) alphabet \mathcal{A} , i.e., $x_k \in \mathcal{A}$
- considering two pulse shapes $g_{PS}(t)$ (Gaussian and sinc) with $B = 1/T_S = 33$ GHz:



System Model

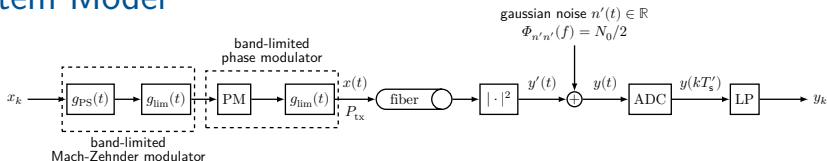


- phase is applied symbol-wise by **phase modulator**:

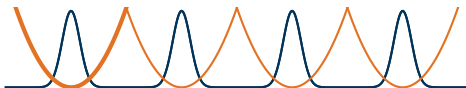


- Kerr non-linearity neglected \Rightarrow linear channel (distortions: attenuation and CD)

System Model



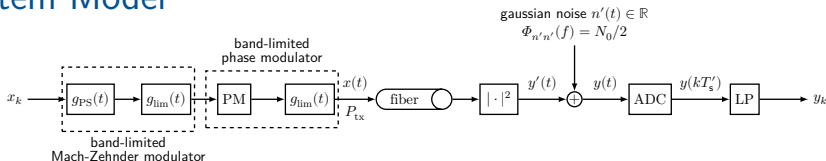
- phase is applied symbol-wise by **phase modulator**:



$$\Rightarrow \partial\omega(t) = \frac{\partial\varphi(t)}{\partial t} = -\text{sgn}(\beta_2) \cdot C \cdot t$$

- Kerr non-linearity neglected \Rightarrow linear channel (distortions: attenuation and CD)

System Model



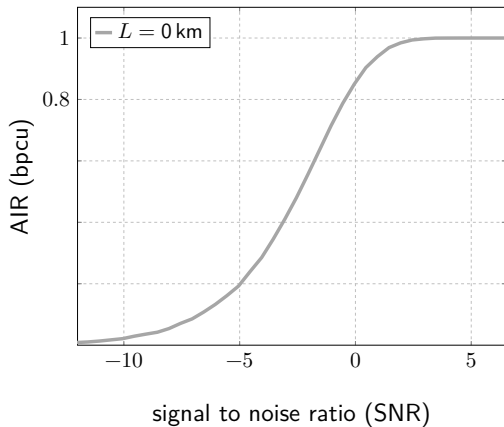
- analog-to-digital converter (ADC) is a bandlimited sampling device with $N_{OS} = 3$
- in case signal bandwidth is smaller than ADC bandwidth, the noise power is further reduced by the LP filter

Numerical Results

- C-band at $\lambda_c = 1550$ nm
- performance metric: achievable information rate (AIR)
- SNR definition: $\text{SNR} = P_{\text{tx}}/\sigma_n^2$, where noise variance after the ADC is set to $\sigma_n^2 = 1$

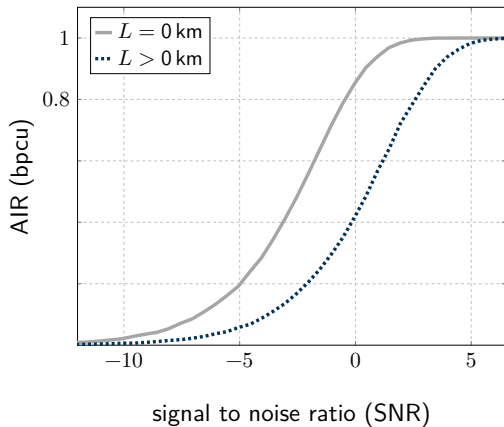
Saving Input Power

gaussian pulse with SSMF



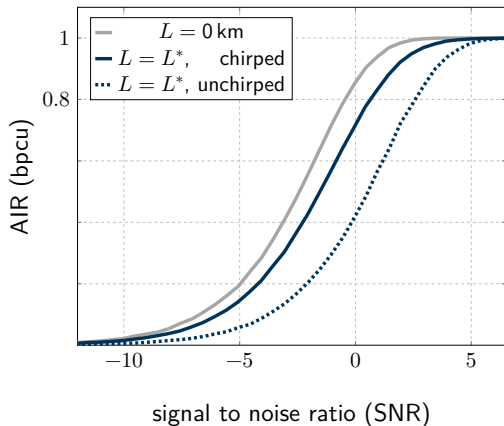
Saving Input Power

gaussian pulse with SSMF



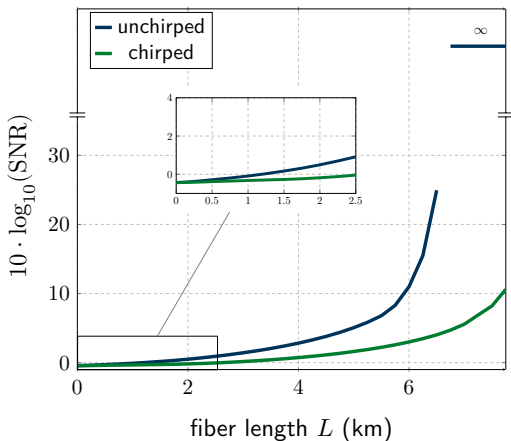
Saving Input Power

gaussian pulse with SSMF



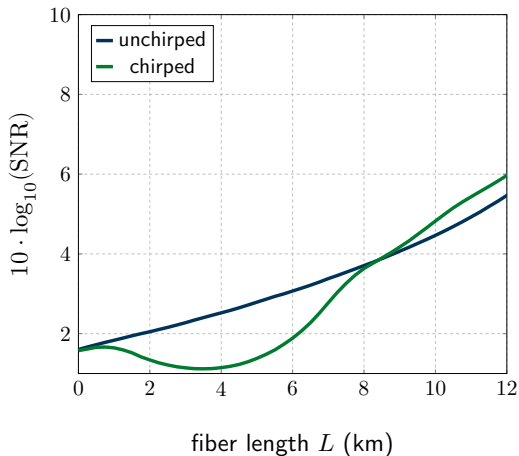
by chirping: system operating point is achieved for less input power

Required SNR over Length: Gaussian Pulse Shaping



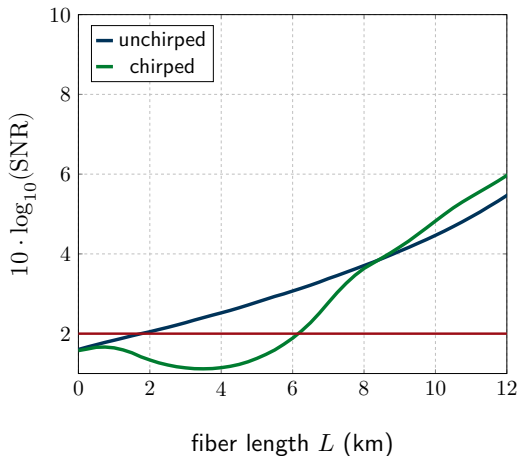
by chirping: absolute reach increase

Required SNR over Length: Sinc Pulse Shaping



by chirping: no absolute reach increase

Required SNR over Length: Sinc Pulse Shaping

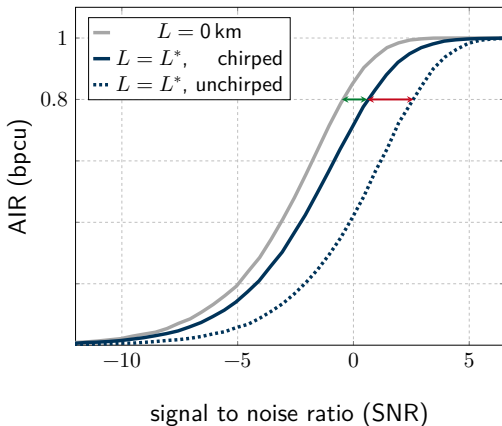


by chirping: no absolute reach increase

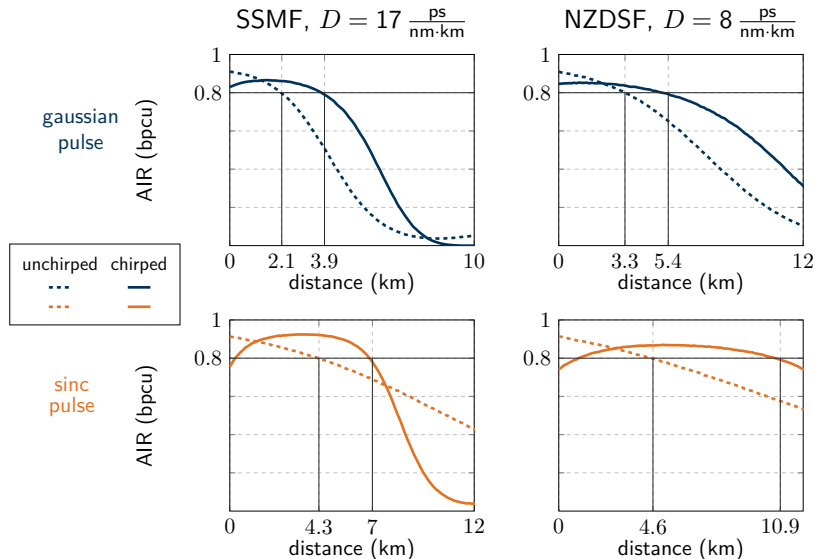
⇒ reach increase under input power constraint

1 dB Power Constraint

gaussian pulse with SSMF



- allow power penalty of 1 dB (green arrow)
- find C^* for certain reach L^* while satisfying power constraint



Ongoing Work

- C-band + O-band
- interaction of chirp with nonlinear fiber channel
- different pulse shapes: time-limited vs. band-limited
- optimized chirp shape