



University
of Glasgow

Communications Theory

Networked Systems 3
Lecture 4

Lecture Outline

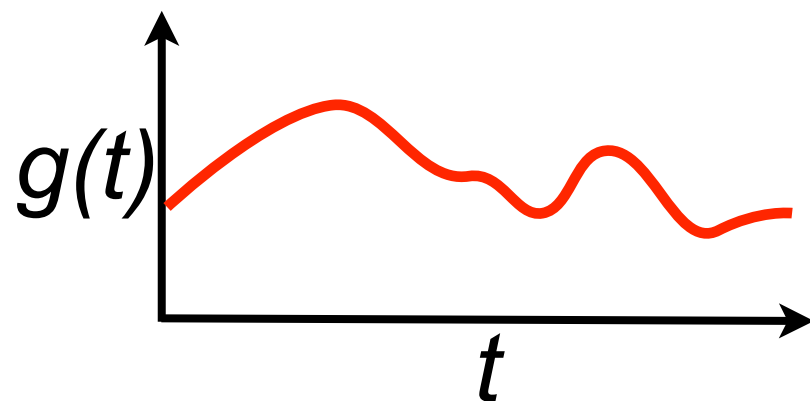
- Information content of signals
- Capacity of a channel
- Physical limits of communication

Information Theory

- Recall: communication happens when a *signal* is conveyed between source and destination via a channel
 - The channel has limited capacity
 - The amount of *information* in the signal determines if it will fit the channel
 - How to determine the amount of information in a signal, and the capacity of a channel?

How are Signals Conveyed?

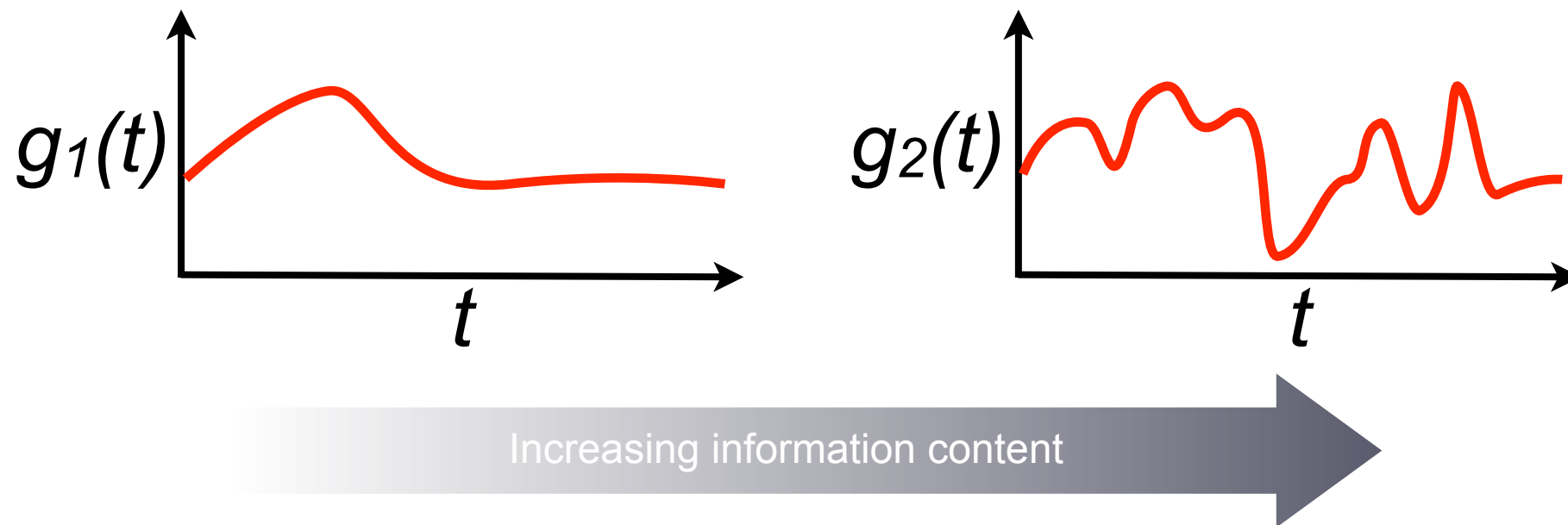
- Sender varies a physical property of the channel over time; receiver measures that property:
 - Voltage or current in an electrical cable
 - Modulation of a radio carrier
- Model as a mathematical function, $g(t)$



Time domain view

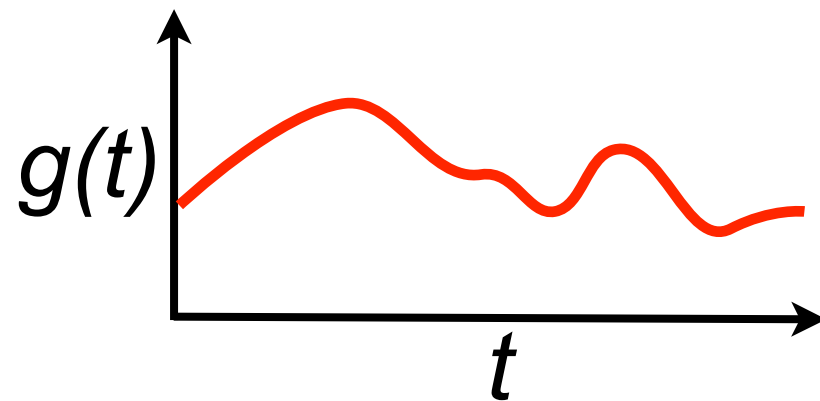
Information Content

- Intuition: a more complex signal carries more information

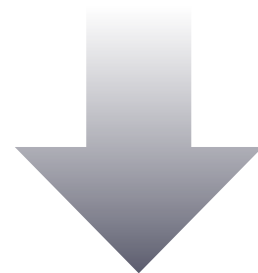


- Use *frequency domain analysis* to demonstrate this mathematically

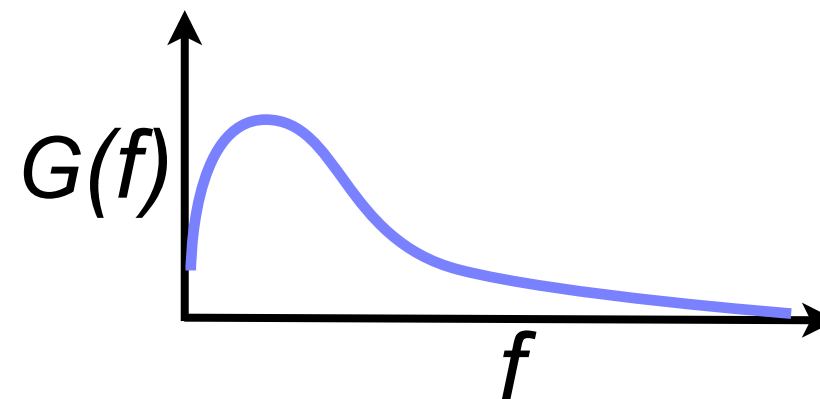
Time and Frequency Domains



Time domain view



Fourier transform

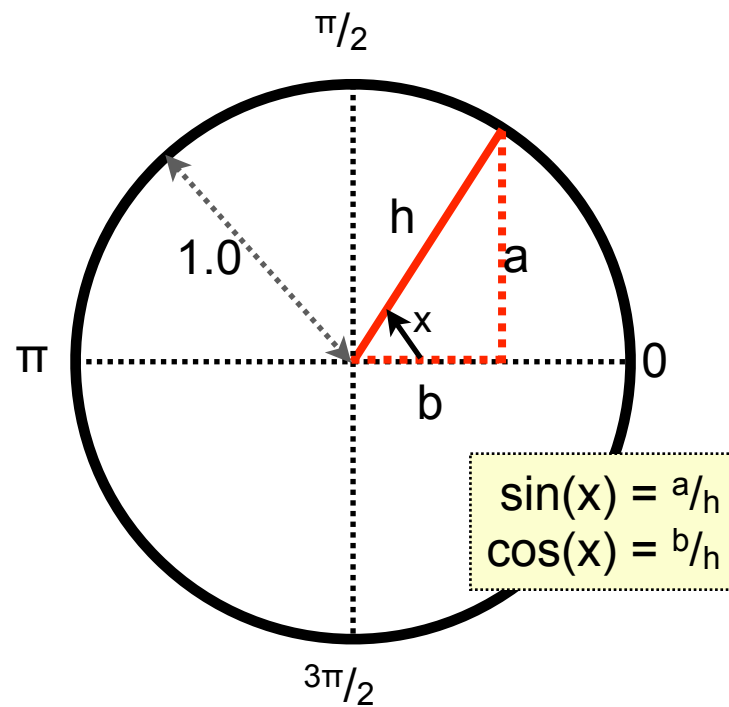


Frequency domain view

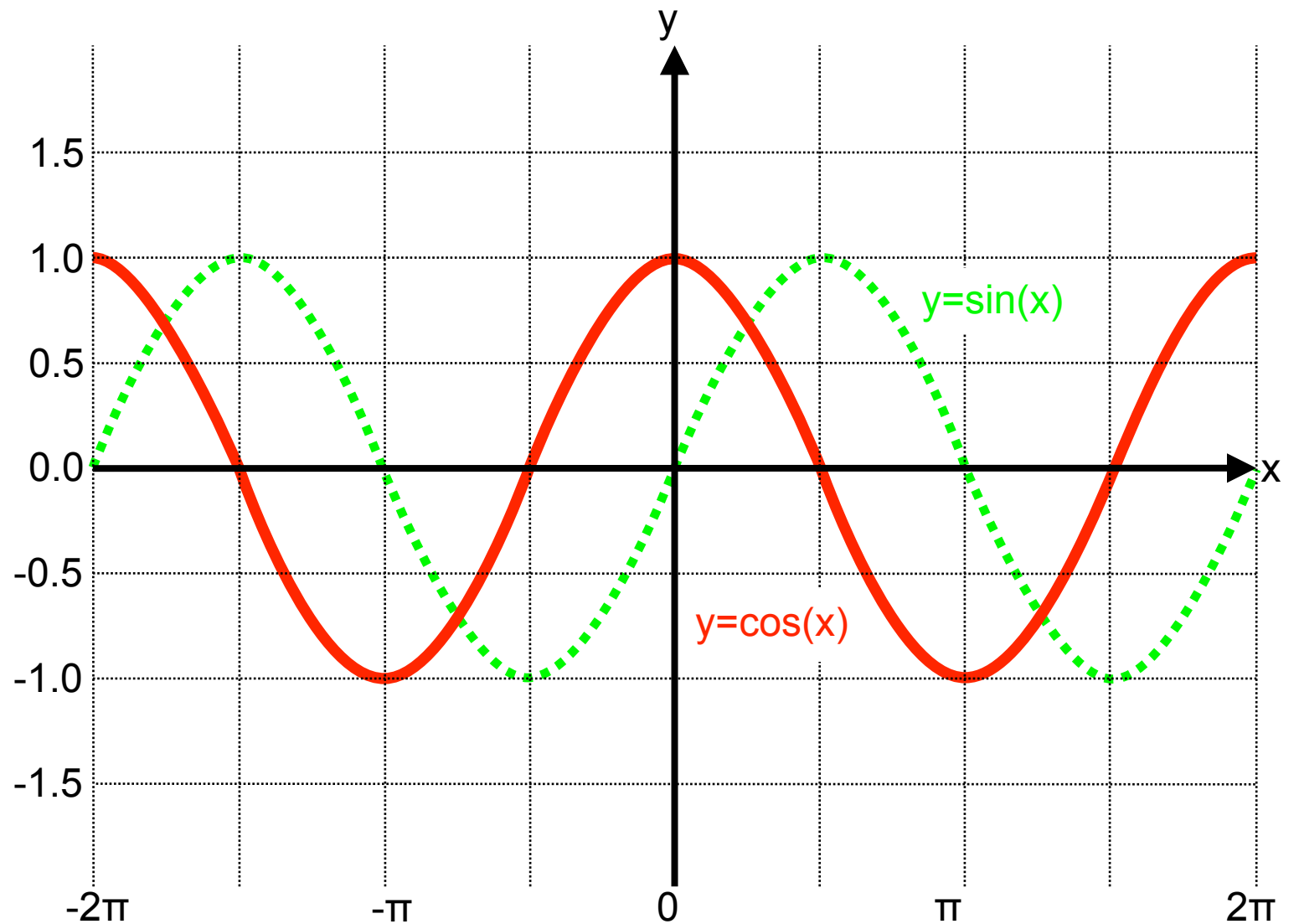
Sum of sines and cosines of
varying frequency and amplitude

Complex signal \rightarrow high frequency
components [compare to music]

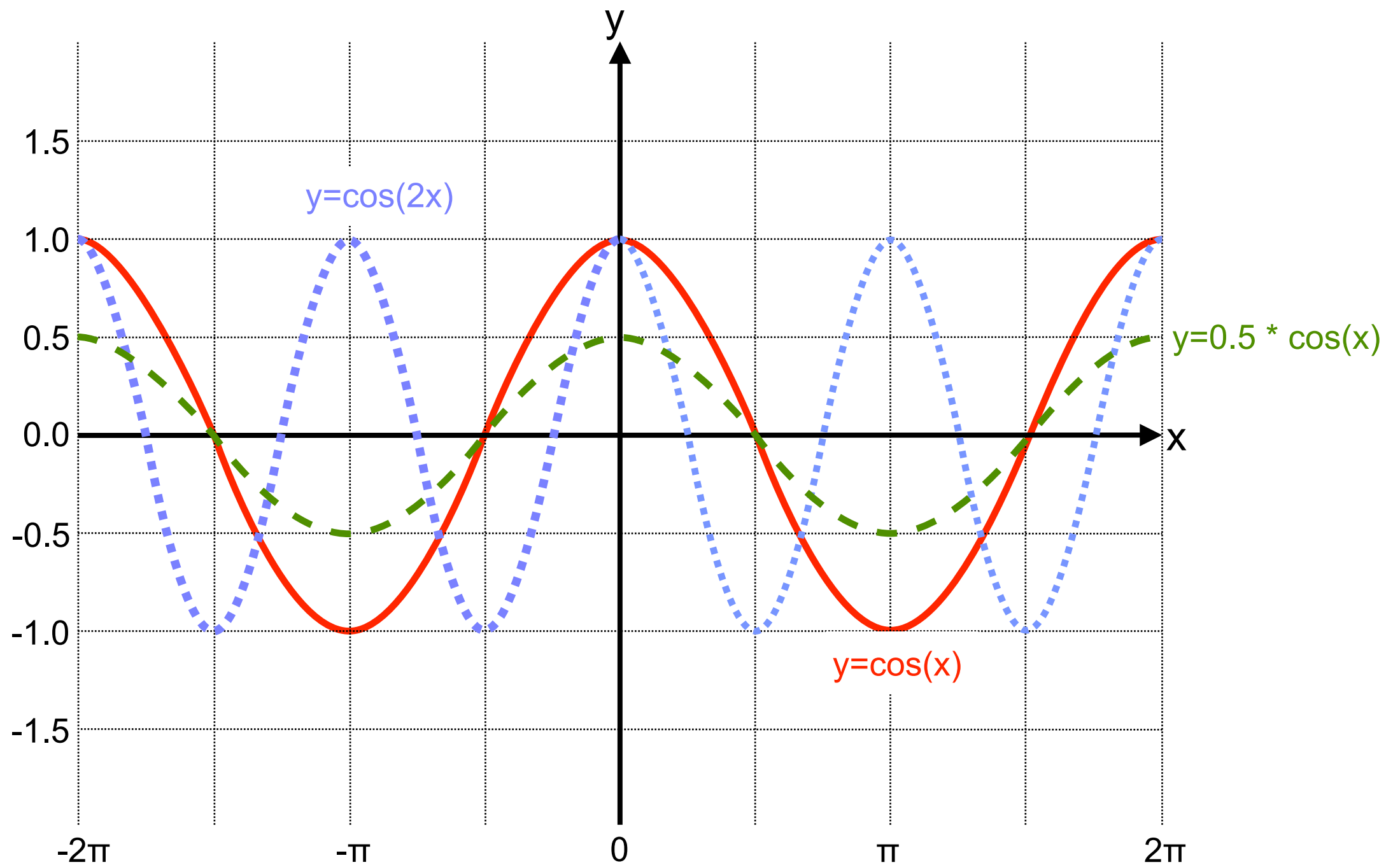
Sines and Cosines



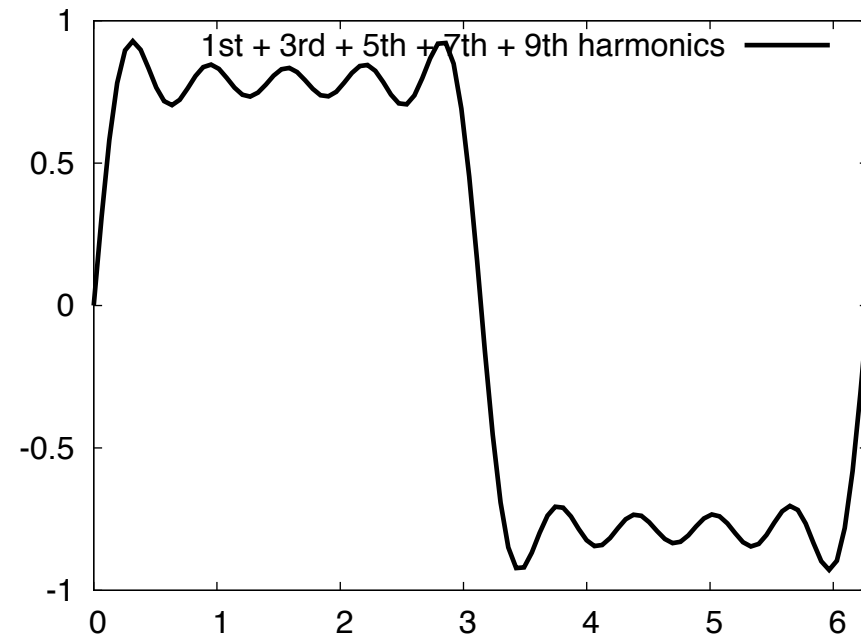
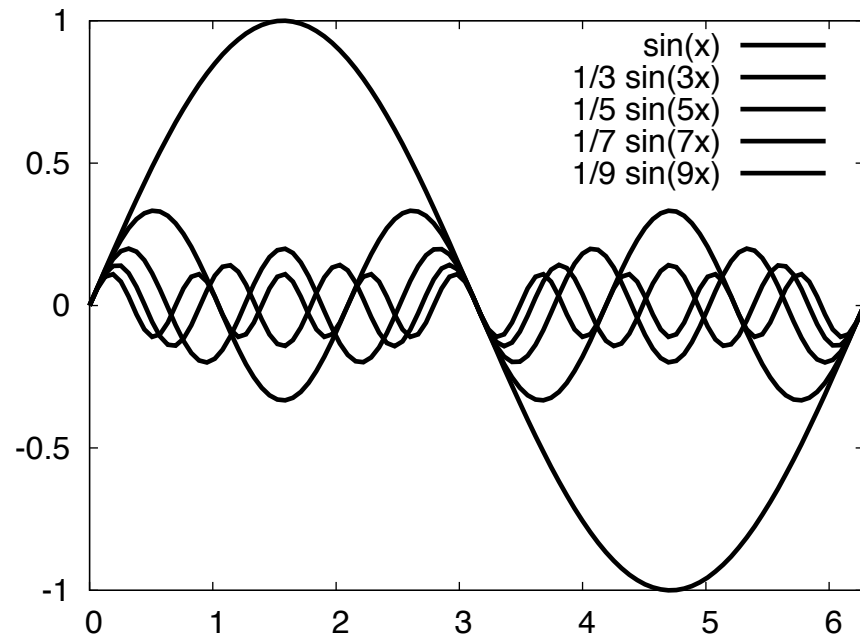
Sine wave: basis of
frequency domain analysis



Frequency and Amplitude



Addition of Sine Waves



Can build more complex waveforms by adding together a sequence of sine waves

Infinite sequence: more harmonics \rightarrow more accuracy

Fourier Analysis

- Any well behaved periodic function can be constructed by summing a (possibly infinite) number of sines and cosines of varying frequency and amplitude
- The *frequency domain* representation



Source: Public domain

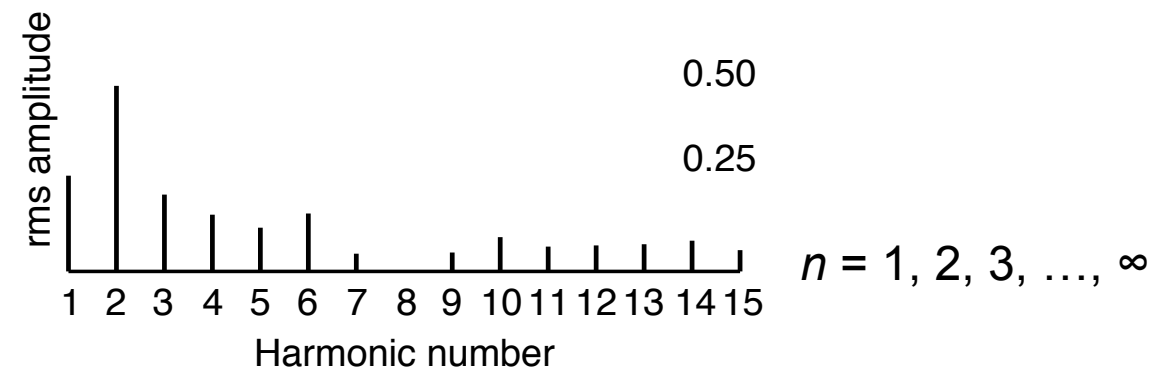
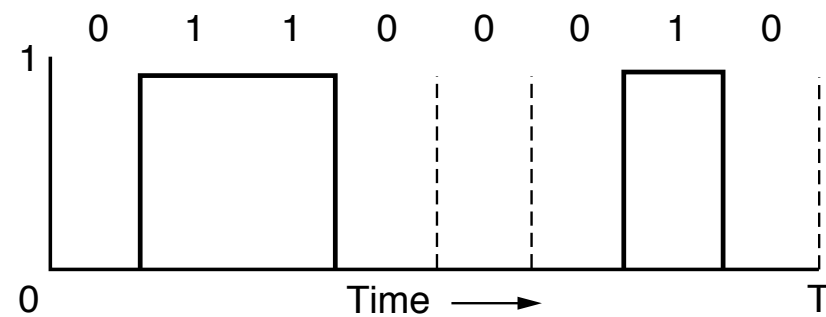
Jean Baptiste Joseph Fourier,

$$g(t) = \frac{1}{2}c + \sum_{n=1}^{\infty} a_n \sin(2\pi n f t) + \sum_{n=1}^{\infty} b_n \cos(2\pi n f t)$$

Amplitude

Frequency

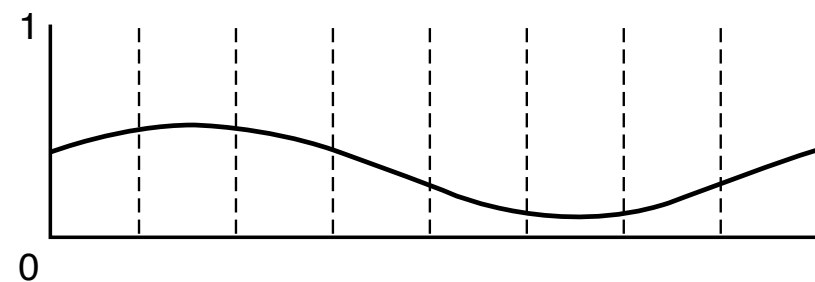
Fourier Analysis: Example (1)



ASCII character “b”

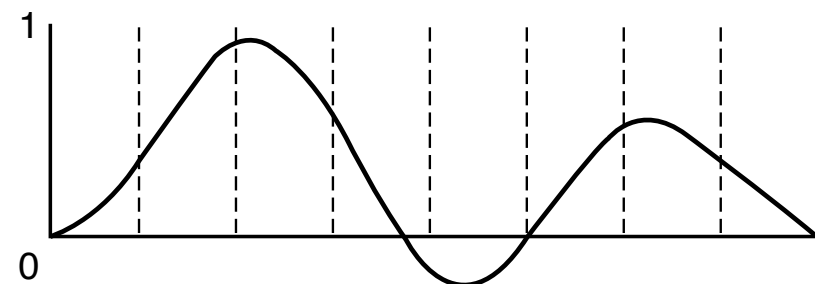
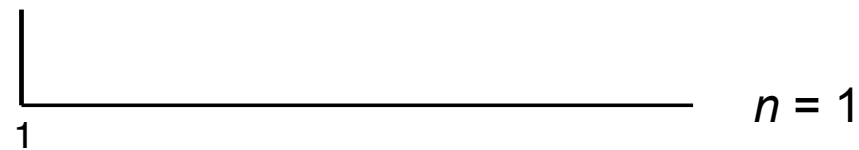
(a)

$$g(t) = \frac{1}{2}c + \sum_{n=1}^{\infty} a_n \sin(2\pi nft) + \sum_{n=1}^{\infty} b_n \cos(2\pi nft)$$



(b)

1 harmonic

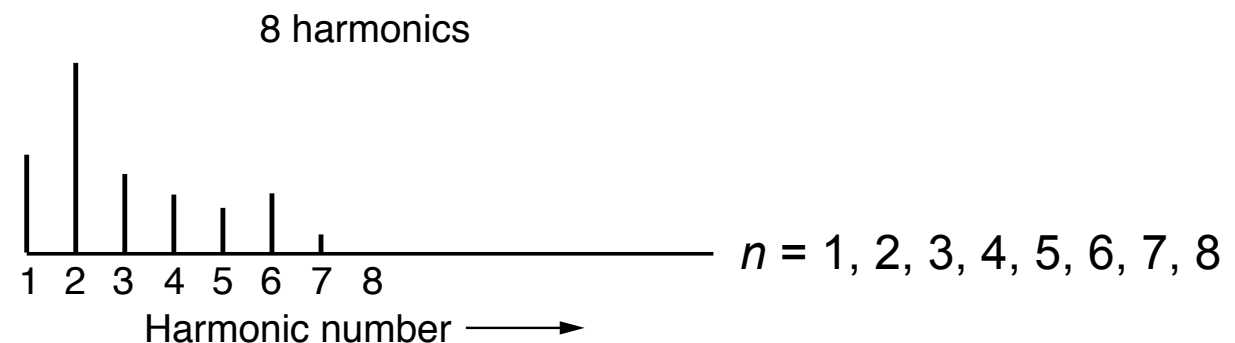
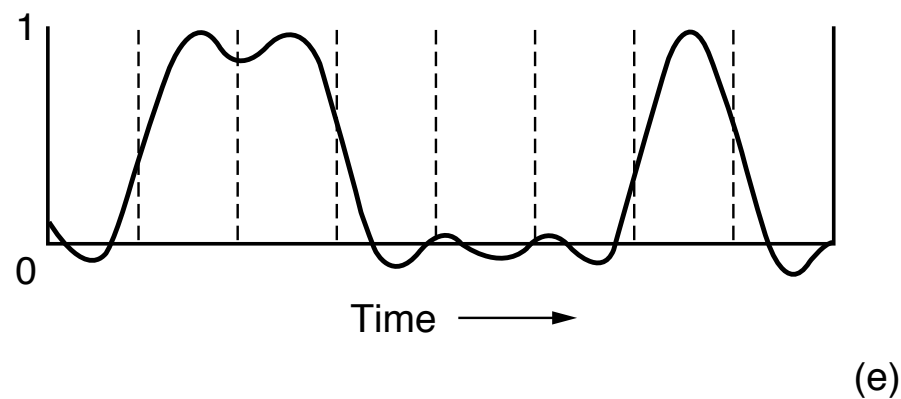
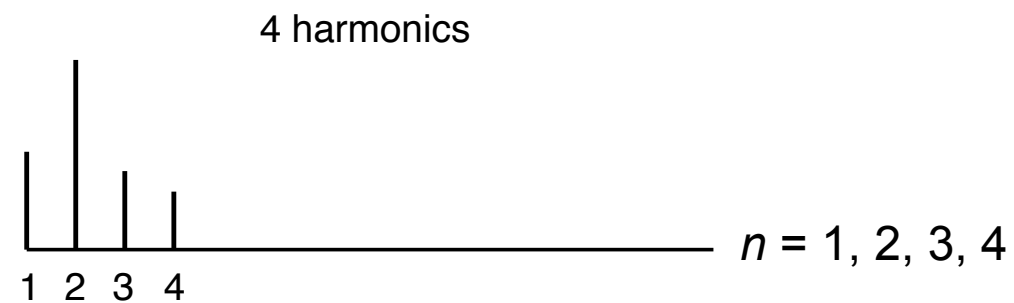
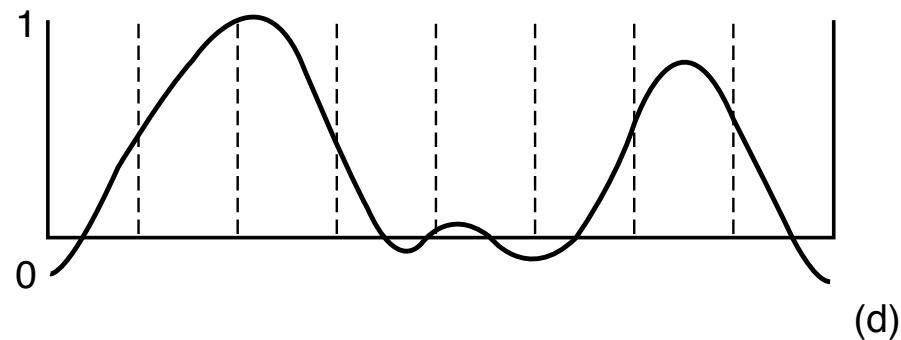


(c)

2 harmonics



Fourier Analysis: Example (2)



Source: Tanenbaum, Copyright © 1996, Prentice-Hall

Including more high frequency components (high harmonics) gives a more accurate representation

Information Content

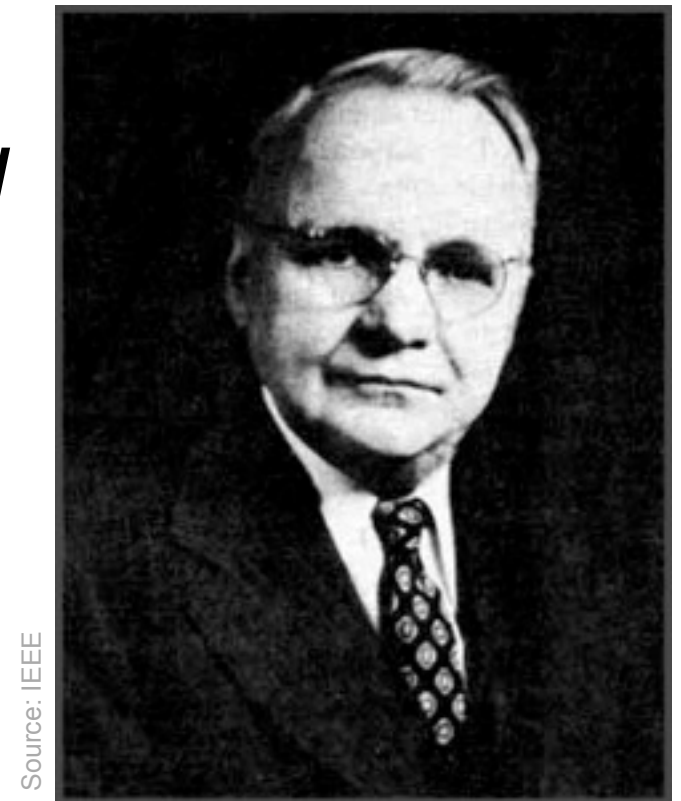
- Frequency domain view allows us to visualise information content of a signal
 - More information → high frequency components
 - Limiting frequency range distorts signal – *alternatively* – signal content defines needed frequency range

Channel Bandwidth Limits

- Real channels cannot pass arbitrary frequencies
 - Fundamental limitations based on physical properties of the channel, design of the end points, etc.
 - The channel *bandwidth*, H , measures the frequency range (Hz) it can transport
- Implication: a channel can only convey a limited amount of information per unit time

Capacity of a Perfect Channel

- Bandwidth tells highest frequency that can be passed: *analogue signal*
- What about digital signals?
 - $R_{max} = 2H \log_2 V$
 - R_{max} = maximum data rate (bits per second)
 - H = bandwidth
 - V = number of discrete values per symbol
 - Assumption: noise-free channel



Source: IEEE

Harry Nyquist, 1889-1976

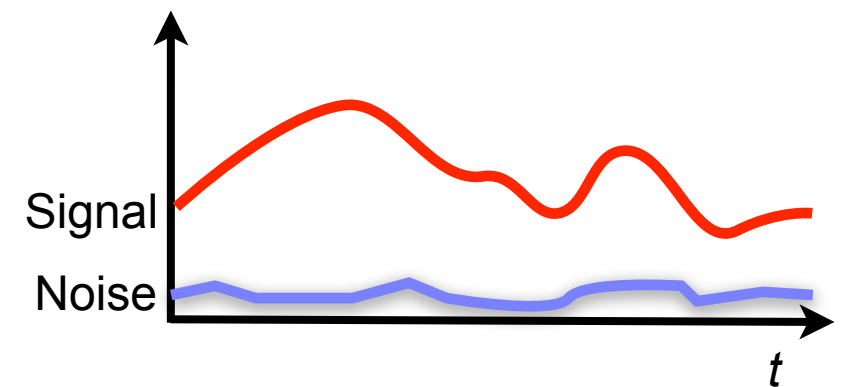
n	$\log_2(n)$
1	0.00
2	1.00
4	2.00
8	3.00

Noise

- Real world channels are subject to *noise*
- Many causes of noise:
 - Electrical interference
 - Cosmic radiation *Different noise spectra*
 - Thermal noise
- Corrupts the signal: additive interference

Signal to Noise Ratio

- Can measure signal power, S , and noise power, N

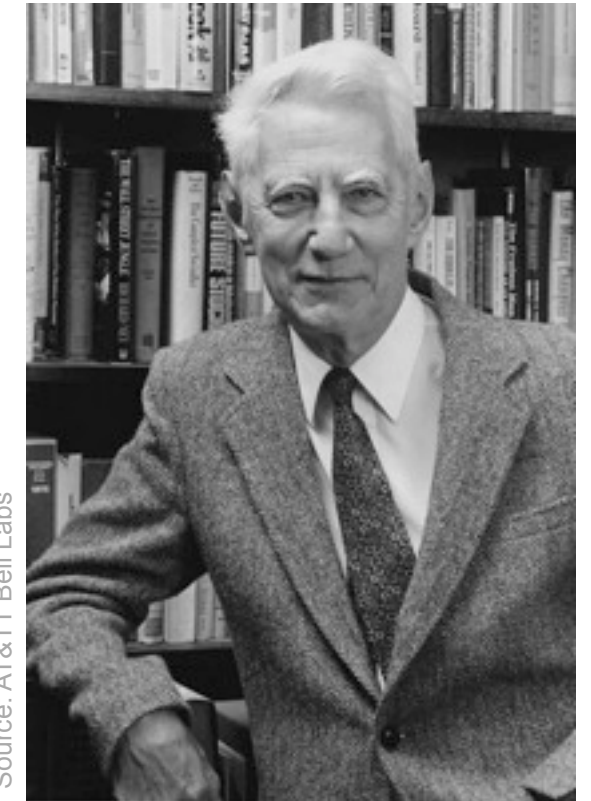


- Gives signal-to-noise ratio: S/N
 - Typically quoted in decibels (dB), not directly
 - Signal-to-noise ratio in dB = $10 \log_{10} S/N$

S/N	dB
2	3
10	10
100	20
1000	30

Capacity of a Noisy Channel

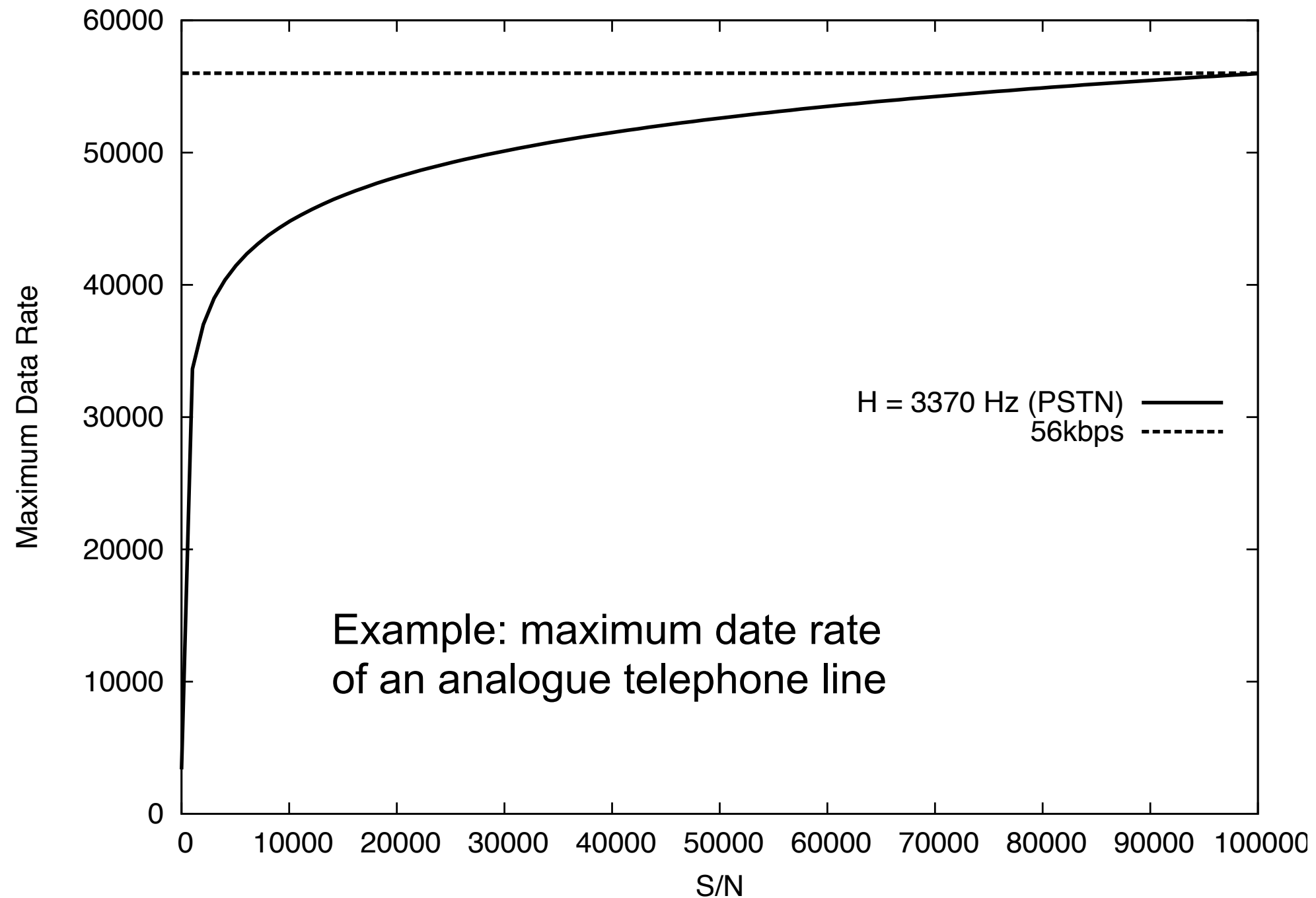
- $R_{max} = H \log_2(1 + S/N)$
 - R_{max} = maximum data rate (bits per second)
 - H = bandwidth
- Note:
 - Channel subject to white noise
 - Irrespective of number of discrete values per symbol



Source: AT&TT Bell Labs

Claude Shannon, 1916-2001

Capacity of a Noisy Channel



Implications

- Physical characteristics of channel limit amount of information that can be transferred
 - Bandwidth
 - Signal to noise ratio
- These are fundamental limits: might be reached with careful engineering, *but cannot be exceeded*

Questions?

