

Shannon showed that there is a fundamental limitation to reliable data transmission.

- the wider the bandwidth (Hz) the higher the reliable throughput
- the noisier the channel, the smaller the reliable throughput
→ overhead spent dealing with corrupted bits

Channel Coding Theorem (Shannon): Given bandwidth W , signal power P_S , noise power P_N , channel subject to white noise,

$$C = W \log \left(1 + \frac{P_S}{P_N} \right) \text{ bps.}$$

→ P_S/P_N : signal-to-noise ratio (SNR)

Implications for networking:

- Increase bandwidth W (Hz) to proportionally increase reliable throughput
 - e.g., FDM, OFDM
 - best possible way
 - wireless bandwidth: scarce resource
- Power control (e.g., handheld wireless devices)
 - trade-off w.r.t. battery power
 - trade-off w.r.t. multi-user interference: doesn't work if everyone increases power
 - signal-to-interference ratio (SIR)

Signal-to-noise ratio (SNR) is expressed as

$$\text{dB} = 10 \log_{10}(P_S/P_N).$$

Ex.: Assuming a decibel level of 30, what is the channel capacity of a telephone line?

First, $W = 3000$ Hz, $P_S/P_N = 1000$. Using Channel Coding Theorem,

$$C = 3000 \log 1001 \approx 30 \text{ Kbps.}$$

- compare against 28.8 Kbps modems
- what about 56 Kbps modems?
- xDSL lines?

Nyquist's sampling criterion:

- modern communication: mainly for digitizing analog audio (music and voice)
- key issue: digitizing time
- digitizing amplitude: less critical due to log-response of auditory system

Sampling Theorem (Nyquist): Given continuous bandlimited signal $s(t)$ with bandwidth W (Hz), $s(t)$ can be reconstructed from its samples if

$$\nu > 2W$$

where ν is the sampling rate.

→ ν : samples per second

Ex.: human auditory system

→ sensitivity: 20 Hz–20 KHz range (roughly 20 KHz)

→ voice: 300 Hz–3.3 KHz (roughly 4 KHz)

T1 TDM line: 1.544 Mbps

→ frame size 193 (24 users, 8 bits-per-user, 1 preamble bit)

→ 8000 samples per second

→ $193 \times 8000 = 1.544$ Mbps

CD quality audio: 44100 samples per second

→ also denoted Hz (44.1 KHz)

DVD quality audio: 96 samples per second (and higher)