



**Al-Mustaqbal University College**  
**Department of Computer**  
**Engineering Techniques**



**Information Theory and coding**  
**Fourth stage**

**Lecture 7**  
**Channel**

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## 1. Channel:

In telecommunications and computer networking, a communication channel or **channel**, refers either to a physical transmission medium such as a wire, or to a logical connection over a multiplexed medium such as a radio channel. A channel is used to convey an information signal, for example a digital bit stream, from one or several senders (or transmitters) to one or several receivers. A channel has a certain capacity for transmitting information, often measured by its bandwidth in Hz or its data rate in bits per second.

## 2. Symmetric channel:

The symmetric channel has the following condition:

- a- Equal number of symbol in X&Y, i.e.  $P(Y|X)$  is a square matrix.
- b- Any row in  $P(Y|X)$  matrix comes from some permutation of other rows.

For example, the following conditional probability of various channel types as shown:

a-  $P(Y|X) = \begin{bmatrix} 0.9 & 0.1 \\ 0.1 & 0.9 \end{bmatrix}$  is a BSC, because it is square matrix and 1<sup>st</sup> row is the permutation of 2<sup>nd</sup> row.

b-  $P(Y|X) = \begin{bmatrix} 0.9 & 0.05 & 0.05 \\ 0.05 & 0.9 & 0.05 \\ 0.05 & 0.05 & 0.9 \end{bmatrix}$  is TSC, because it is square matrix and each row is a permutation of others.

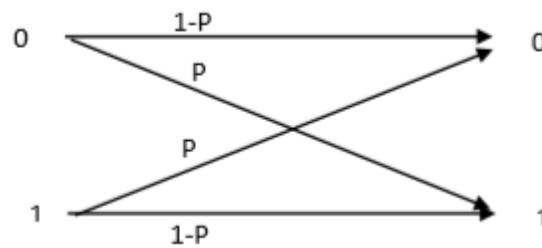
c-  $P(Y|X) = \begin{bmatrix} 0.8 & 0.1 & 0.1 \\ 0.1 & 0.8 & 0.1 \end{bmatrix}$  is a non-symmetric since since it is not square although each row is permutation of others.

d-  $P(Y|X) = \begin{bmatrix} 0.8 & 0.1 & 0.1 \\ 0.1 & 0.7 & 0.2 \\ 0.1 & 0.1 & 0.8 \end{bmatrix}$  is a non-symmetric although it is square since 2<sup>nd</sup> row is not permutation of other rows.



**2.1- Binary symmetric channel (BSC):** It is a common communications channel model used in coding theory and information theory. In this model, a transmitter wishes to send a bit (a zero or a one), and the receiver receives a bit. It is assumed that the bit is usually transmitted correctly, but that it will be "flipped" with a small probability (the "crossover probability").

$$P(Y/X) = \begin{matrix} & \begin{matrix} y_1 & y_2 \end{matrix} \\ \begin{matrix} x_1 \\ x_2 \end{matrix} & \begin{bmatrix} 1-p & p \\ p & 1-p \end{bmatrix} \end{matrix}$$



A binary symmetric channel with crossover probability  $p$  denoted by  $BSC_p$ , is a channel with binary input and binary output and probability of error  $p$ ; that is, if  $X$  is the transmitted random variable and  $Y$  the received variable, then the channel is characterized by the conditional probabilities:

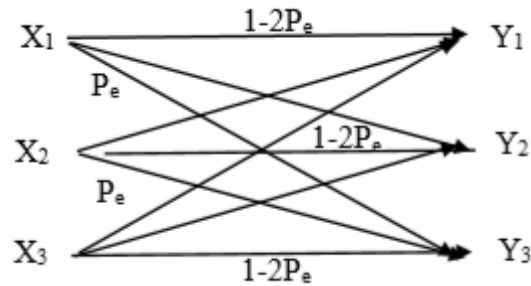
$$\begin{aligned} \Pr(Y = 0|X = 0) &= 1 - P \\ \Pr(Y = 0|X = 1) &= P \\ \Pr(Y = 1|X = 0) &= P \\ \Pr(Y = 1|X = 1) &= 1 - P \end{aligned}$$

**2.2- Ternary symmetric channel (TSC):**

The transitional probability of TSC is:

$$P(Y|X) = \begin{matrix} & \begin{matrix} y_1 & y_2 & y_3 \end{matrix} \\ \begin{matrix} x_1 \\ x_2 \\ x_3 \end{matrix} & \begin{bmatrix} 1-2P_e & P_e & P_e \\ P_e & 1-2P_e & P_e \\ P_e & P_e & 1-2P_e \end{bmatrix} \end{matrix}$$

The TSC is symmetric but not very practical since practically  $x_1$  and  $x_3$  are not affected so much as  $x_2$ . In fact the interference between  $x_1$  and  $x_3$  is much less than the interference between  $x_1$  and  $x_2$  or  $x_2$  and  $x_3$ .

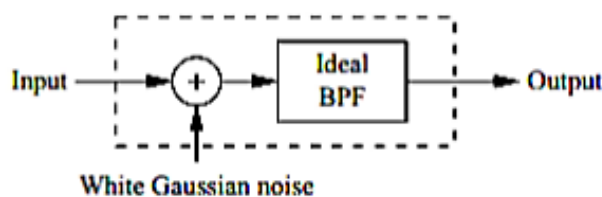


**Shannon’s theorem:**

- a- A given communication system has a maximum rate of information  $C$  known as the channel capacity.
- b- If the information rate  $R$  is less than  $C$ , then one can approach arbitrarily small error probabilities by using intelligent coding techniques.
- c- To get lower error probabilities, the encoder has to work on longer blocks of signal data. This entails longer delays and higher computational requirements.

Thus, if  $R \leq C$  then transmission may be accomplished without error in the presence of noise. The negation of this theorem is also true: if  $R > C$ , then errors cannot be avoided regardless of the coding technique used.

Consider a bandlimited Gaussian channel operating in the presence of additive Gaussian noise:





The Shannon-Hartley theorem states that the channel capacity is given by:

$$C = B \log_2 \left( 1 + \frac{S}{N} \right)$$

Where C is the capacity in bits per second, B is the bandwidth of the channel in Hertz, and S/N is the signal-to-noise ratio.

**Example:** If the channel capacity is 1500 bps, find its bandwidth if the SNR is 3

**Solution:**

$$C = B \log_2 (1 + SNR) \rightarrow 1500 = B \log_2 4 \rightarrow 1500 = B * 2$$
$$\therefore B = 750 \text{ Hz}$$

**Example:** find the capacity of a channel if the bandwidth is 1MHz and the power of signal is 21 W and the power of noise is 3 W.

**Solution:**

$$C = B \log_2 \left( 1 + \frac{S}{N} \right) \rightarrow C = 1M \log_2 \left( 1 + \frac{21}{3} \right) \rightarrow C = 1M \log_2 8 \rightarrow C = 3M \text{ bps}$$