

EEE 315  
Communication Engineering-I

**Topic 3: Communication Channels**  
(Ref: Modern Digital and Analog Communication Systems –  
B. P. Lathi - Chapter 1)

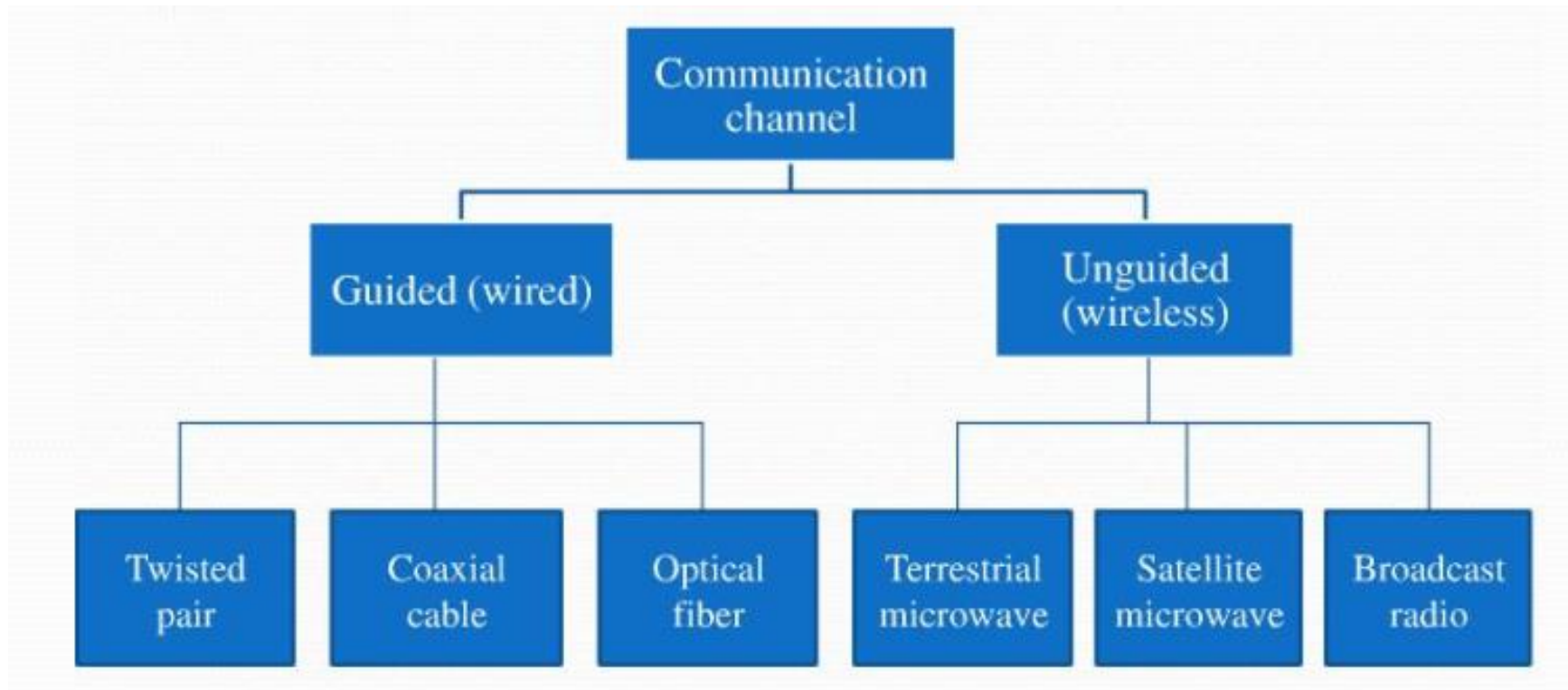
# Purpose of Communication Channel

Transmitting data from transmitter output to receiver input.



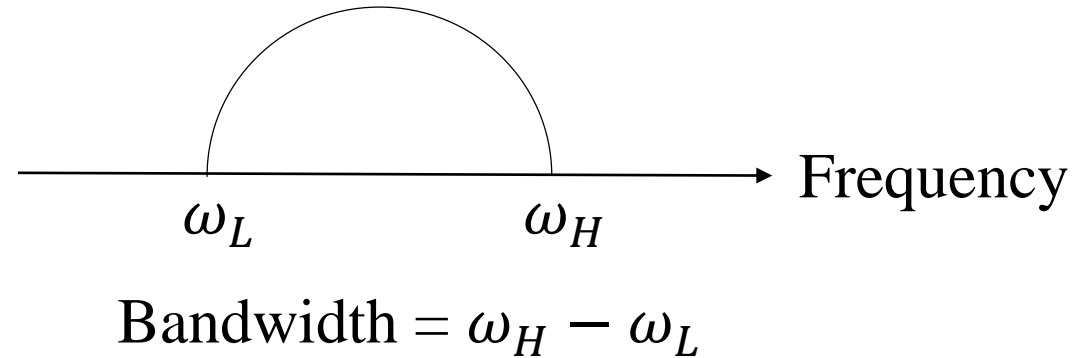
Also known as communication media.

# Classification of Communication Channel



# Common Terms Related to Channels

**Signal Bandwidth:** The difference between the upper frequency boundary and the lower frequency boundary is called the bandwidth of a signal.



**Channel Bandwidth:** The bandwidth of a channel is the range of frequencies that it can transmit with reasonable fidelity.

- A signal can be successfully sent over a channel if the channel bandwidth exceeds the signal bandwidth.

# Common Terms Related to Channels

**Signal to Noise Ratio (SNR):** The ratio of signal power to noise power is called Signal to Noise Ratio.

$$\text{SNR} = \frac{\text{Signal Power}}{\text{Noise Power}}$$

Not all channel can transmit all bandwidths, nor is the SNR same for every channel.

- The quality of communication systems varies with the Signal-to-Noise ratio (SNR).
- A certain minimum SNR at the receiver is necessary for successful communication.

SNR can also be expressed in dB unit:  $\text{SNR}_{(\text{dB})} = 10 \log_{10} \text{SNR} = 10 \log_{10} \frac{\text{Signal Power}}{\text{Noise Power}}$

# Signal to Noise Ratio Example

□ Find Signal to Noise Ratio in dB if the signal power is 100W and noise power is 0.1W.

Here, Signal Power,  $P_s = 100 \text{ W}$

Noise Power,  $P_n = 0.1 \text{ W}$

$$SNR_{dB} = 10 \log_{10} SNR$$

$$SNR_{dB} = 10 \log_{10} \frac{\text{Signal Power}}{\text{Noise Power}}$$

$$SNR_{dB} = 10 \log_{10} \frac{P_s}{P_n}$$

$$SNR_{dB} = 10 \log_{10} \frac{100}{0.1}$$

$$SNR_{dB} = 10 \log_{10} \frac{100}{0.1} = 10 \log_{10}(1000) = 30 \text{ dB}$$

□ H.W.: Find SNR(dB) if the signal power is 14W and noise power is 2W.

# Signal to Noise Ratio Example

□ Find noise power if Signal to Noise Ratio is 20 dB and signal power is 10W.

Here, SNR = 20 dB, Signal Power,  $P_s = 10$  W

$$SNR_{dB} = 10 \log_{10} SNR$$

$$\text{or, } \frac{SNR_{dB}}{10} = \log_{10} SNR$$

$$\text{So, } SNR = 10^{SNR_{dB}/10}$$

$$\frac{P_s}{P_n} = 10^{SNR_{dB}/10}$$

$$\frac{10W}{P_n} = 10^{20/10}$$

$$\frac{10W}{P_n} = 100$$

$$\text{Noise Power} = P_n = \frac{10W}{100} = 0.1W$$

# Bandwidths of Some Common Channels



**Copper wire: 1 MHz**



**Coaxial cable: 100 MHz**



**Microwave/RF: GHz**

**Optical fiber: THz**



Channel bandwidth **MUST** be larger than the bandwidth of the signal needed to be transmitted.



# Capacity of a Channel

□ Two primary resources in communications:

1. **Channel bandwidth:** Limits the bandwidth of signals that can successfully pass through.
2. **Transmitted power:** Signal SNR at the receiver determines the recoverability of the transmitted signals.

□ Shannon's Capacity Theorem,  $C = B \log_2 (1 + \text{SNR})$  bits/second

$C$  = Channel Capacity (bits/second or bps)

$B$  = Channel Bandwidth (Hz)

$\text{SNR}$  = Signal-to-Noise ratio = Signal Power/ Noise Power

□ Channel capacity is the maximum number of bits that can be transmitted per second with a probability of error arbitrarily close to zero.

# Capacity of a Channel

$$\begin{aligned}\text{Channel Capacity, } C &= B \log_2 (1 + \text{SNR}) \text{ bits/second} \\ &= 3.32 B \log_{10} (1 + \text{SNR}) \text{ bits/second}\end{aligned}$$

- ❑ Capacity increases linearly with bandwidth, but only logarithmically with signal strength.
- ❑ Shannon's limit tells us what we can achieve; it tells us nothing about how to do it.

# Example: Shannon's Capacity Theorem

□ A baseband signal with 10 kHz bandwidth has average power of 14W. If it is transmitted by a channel which has noise power=2W , what will be the capacity of that channel?

Here, Bandwidth,  $B = 10\text{kHz}$

$$SNR = \frac{14W}{2W} = 7$$

$$\begin{aligned} \text{Channel Capacity, } C &= B \log_2 (1 + SNR) \\ &= (10 \times 10^3) \log_2 (1 + 7) \\ &= 30000 \text{ bits/second} \\ &= 30 \text{ kbit/second} \\ &= 30 \text{ kbps} \end{aligned}$$

$$\begin{aligned} \text{Alternatively, } C &= 3.32 B \log_{10} (1 + SNR) \\ &= 3.32 (10 \times 10^3) \log_{10} (1 + 7) \\ &= 29983 \text{ bits/second} \\ &= 29.98 \text{ kbit/second} \\ &\approx 30 \text{ kbit/second} \end{aligned}$$

# Example: Shannon's Capacity Theorem

□ H.W.: A baseband signal with 12 kHz bandwidth has Signal to Noise ratio 20 dB, what will be the capacity of that channel?

Hints: Change  $SNR_{dB}$  to SNR

$$C = B \log_2 (1 + SNR) \text{ bits/second}$$

# Challenges in Communication Link

1. **Attenuation:** Reduction in signal power or intensity.
2. **Distortion:** Signal shape gets changed.
3. **Noise:** Random signals that manipulate messages.
4. **Multi-User Interference:** Collision or interference among two or more messages.

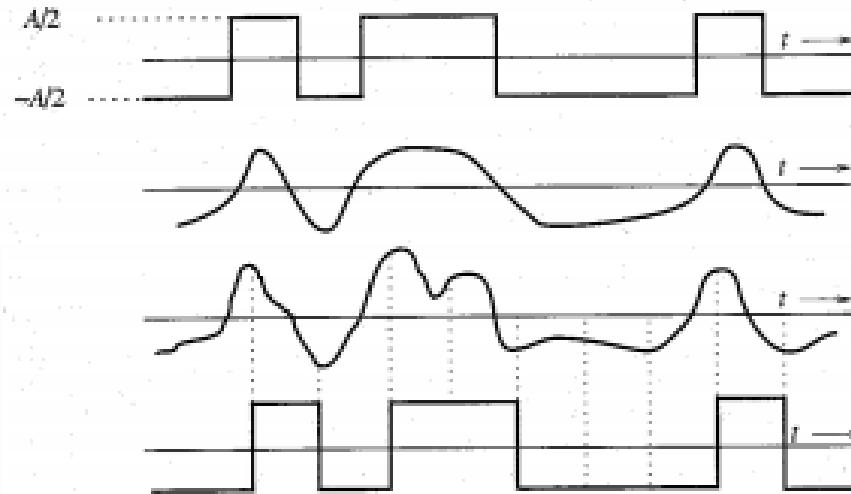
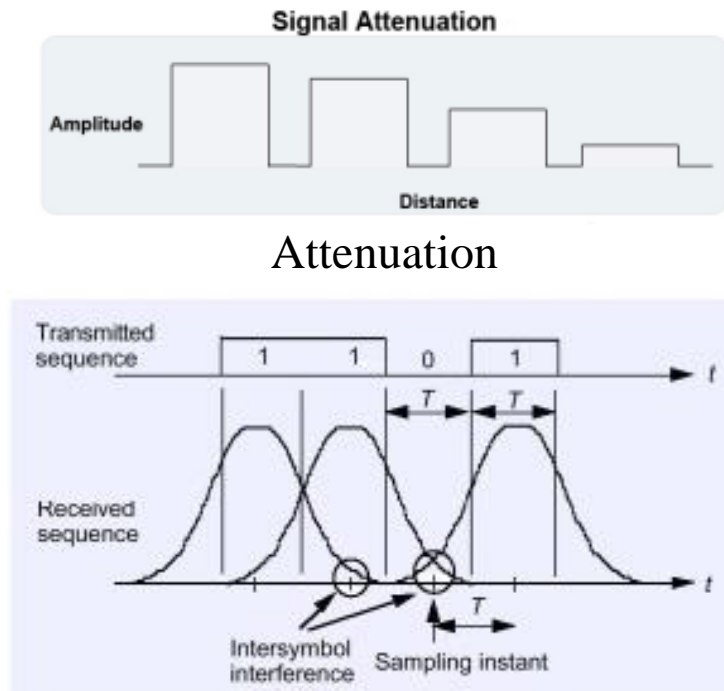


Figure 1.3 (a) Transmitted signal. (b) Received distorted signal (without noise). (c) Received distorted signal (with noise). (d) Regenerated signal (delayed).

Effect of Distortion and Noise

# Types of Transmission

## 1. Baseband Transmission

- The message signal is transmitted directly.
- Messages are generally low frequency signals.
- Can be transmitted through cables.
- Has severe interference due to overlapping bands.

## 2. Carrier Modulation/Passband Transmission

- The message signal is used to modify a carrier signal.
- Carriers are generally high frequency signals.
- Can be transmitted wireless.