### 6.004 L13: Introduction to the Physics of Communication



## What is Information?



Information Resolves

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## How do we measure information?



Error-Free data resolving 1 of 2 equally likely possibilities $=$
1 bit
of information.

## How much information now?



3 independent coins yield
 of information
\# of possibilities $=8$

## How about N coins?



N independent coins yield

$\#$ of possibilities $=\quad 2^{2^{\mathrm{N}}}$

## What about Crooked Coins?

$\mathrm{P}_{\text {tail }}=.25$

$$
\mathrm{P}_{\text {head }}=.75
$$

\# Bits $=-\quad \Sigma \quad \mathrm{p}_{\mathrm{i}} \log _{2} \mathrm{p}_{\mathrm{i}}$
(about .81 bits for this example)

## How Much Information?

. . 00000000000000000000000000000 . . .
None (on average)

## How Much Information Now?

...01010101010101010101...

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## How About English?

- 6.JQ4 ij a vondurfhl co8rse wibh sjart sthdenjs.
- If every English letter had maximum uncertainty, average information / letter would be $\log _{2}(26)$
- Actually, English has only 2 _ bits of information per letter if last 8 characters are used as a predictor.
- English actually has 1 __ bit / character if even more info is used for prediction.


## Why Do These Work?



Answer: They Lower


## Data Compression

Lot's O' Redundant Bits


Fewer Redundant Bits

Lot's O' Redundant Bits

## An Interesting Consequence:

- A Data Stream containing the most possible information possible (i.e. the least redundancy) has the statistics of
Random Noise !!!!!


## Digital Error Correction Original Message



Original Message

## How do we encode digital information in an analog world?

Once upon a time, there were these aliens interested in bringing back to their planet the entire library of congress ...

## The Effect of "Analog" Noise



VS.

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## Max. Channel Capacity

## for Uniform, Bounded Amplitude Noise


$乡$ Noise


Max \# Error-Free Symbols =


Max \# Bits / Symbol =


## Max. Channel Capacity for Uniform, Bounded Amplitude Noise (cont)

$$
\begin{aligned}
& \text { P = Range of Transmitter's Signal Space } \\
& \text { N = Peak-Peak Width of Noise } \\
& \text { W = Bandwidth in \# Symbols } / \text { Sec } \\
& \mathrm{C}=\text { Channel Capacity = Max. \# of Error-Free Bits/Sec } \\
& \mathrm{C}=\quad \mathrm{W} \log _{2} \mathbf{( P / \mathbf { N } )}
\end{aligned}
$$

Note: This formula is slightly different for Gaussian noise.

## Further Reading on Information Theory

The Mathematical Theory of Communication,
Claude E. Shannon and Warren Weaver, 1972, 1949.
Coding and Information Theory, Richard Hamming, Second Edition, 1986, 1980.

## The mythical equipotential wire



## But every wire has parasitics:



$$
\begin{aligned}
& V=L \frac{d I}{d t} \\
& I=C \frac{d V}{d t}
\end{aligned}
$$

## Why do wires act like transmission lines?



Signals take time to propagate
Propagating Signals must have energy
Inductance and Capacitance Stores Energy
Without termination, energy reaching the end of a transmission line has nowhere to go - so it

Echoes


## Transmission Line Math

## Lets try a sinusoidal solution for V and I:

$$
\begin{aligned}
V & =V_{0} e^{j\left(\omega_{t} t+\omega_{x} x\right)}=V_{0} e^{j \omega_{t} t} e^{j \omega_{x} x} \\
I & =I_{0} e^{j\left(\omega_{t} t+\omega_{x} x\right)}=I_{0} e^{j \omega_{t} t} e^{j \omega_{x} x} \\
\frac{\partial V}{\partial x} & =l \frac{\partial I}{\partial t} \longrightarrow \begin{array}{l}
j \omega_{x} V_{0}=l j \omega_{t} I_{0} \\
\frac{\partial I}{\partial x}
\end{array}=c \frac{\partial V}{\partial t} \longrightarrow j \omega_{x} I_{0}=c j \omega_{t} V_{0}
\end{aligned}
$$

## Transmission Line Algebra

 $j \omega_{x} V_{0}=l j \omega_{t} I_{0} \quad \omega_{x} V_{0}=l \omega_{t} I_{0}$ $j \omega_{x} I_{0}=c j \omega_{t} V_{0} \quad \omega_{x} I_{0}=c \omega_{t} V_{0}$$$
\frac{\omega_{t}}{\omega_{x}}=\frac{1}{\sqrt{l c}}
$$

$$
\frac{V_{0}}{I_{0}}=\sqrt{\frac{l}{c}}
$$

## The Open Transmission Line



## The Shorted Transmission Line



## Parallel Termination


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## Series Termination


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## Series or Parallel ?

- Series:
- No Static Power Dissipation
- Only One Output Point
- Slower Slew Rate if Output is Capacitively Loaded
- Parallel:
- Static Power Dissipation
- Many Output Points
- Faster Slew Rate if Output is Capacitively Loaded
- Fancier Parallel Methods:
- AC Coupled - Parallel w/o static dissipation
- Diode Termination - "Automatic" impedance matching


## When is a wire a transmission line?

$$
t_{f l}=l / v
$$

Rule of Thumb:

$$
t_{r}<2.5 t_{f l}
$$

$$
t_{r}>5 t_{f l}
$$

Transmission Line

## Equipotential Line

## Making Transmission Lines On Circuit Boards


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## Actual Formulas

$$
\begin{aligned}
& \text { Micro Stripline }
\end{aligned}
$$

$$
\begin{aligned}
& z_{0}=\sqrt{e_{r}+1.41} \ln \left(\frac{5.98 n}{0.8 b+c}\right) \Omega \\
& t_{P D}=1.017 \sqrt{0.475} \mathrm{e}_{r}+0.67 \mathrm{~ns} / \mathrm{ft} . \\
& \text { Stripline }
\end{aligned}
$$

$z_{0}=\sqrt{60} \sqrt{\epsilon_{r}} \ln \left(\frac{4 K}{0.67 \pi b\left(0.8+\frac{c}{b}\right)}\right) \mathrm{n}$
$t_{P D}=1.017 \sqrt{\epsilon_{r}} \quad n s / f t$.

$$
\begin{aligned}
& \quad \text { A Typical Circuit Board } \\
& \begin{array}{l}
\text { 1 Ounce Copper } \\
w=0.15 \mathrm{~cm} \\
t=0.0038 \mathrm{~cm} \\
h=0.038 \mathrm{~cm}
\end{array} \\
& \begin{array}{l}
\text { G-10 Fiberglass-Epoxy } \\
c=1.9 \quad p F / \mathrm{cm} \\
l=2.75 \mathrm{nH} / \mathrm{cm} \longrightarrow
\end{array} \begin{array}{r}
Z_{0}=38 \Omega \\
v=1.4 \times 10^{10} \mathrm{~cm} / \mathrm{sec} \\
(14 \mathrm{~cm} / \mathrm{ns})
\end{array}
\end{aligned}
$$

