PSNR vs Channel SNR — All Methods ($\rho = 1/4$, Kodak)

JSCC Advantage

Graceful Degradation

Cliff Effect

- - - Shannon Bound ($\rho = 1/4$)
- ■ - JPEG + Ideal Code
- ◆ - WebP + Ideal Code
- ● - DeepJSCC (Ours), 17.5M
- ▲ - Model-Based (Ours), 2.6M

X-axis: Channel SNR (dB)
Y-axis: PSNR (dB)