# Examples

# Example

#### Input/Output Bit Streams

n	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
IN	1	1	0	1	1	0	0	1	1	1	0	1	1	0	1	0	0	1	1	1	1	0	1	1	1
OUT	1	1	0	1	1	0	0	1	1	1	1	1	1	0	1	0	0	1	1	0	1	0	0	1	1

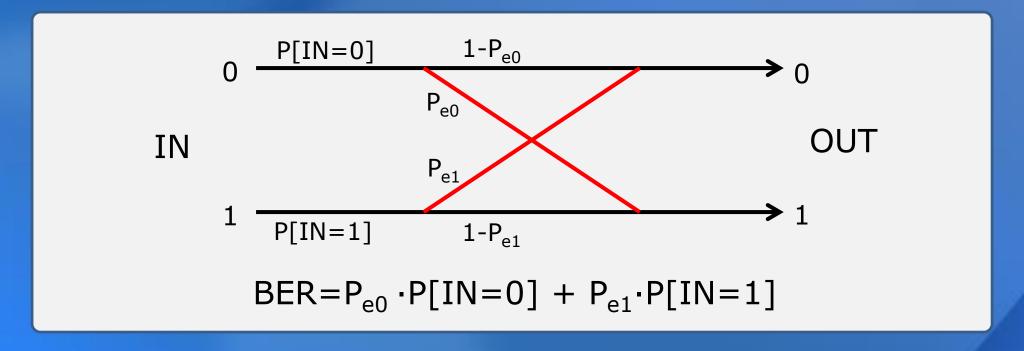
#### By definition:

BER 
$$\approx \frac{\text{\# of errors}}{\text{\# of bit pairs}} = \frac{3}{25} = 12\%$$

#### **Using our formula:**

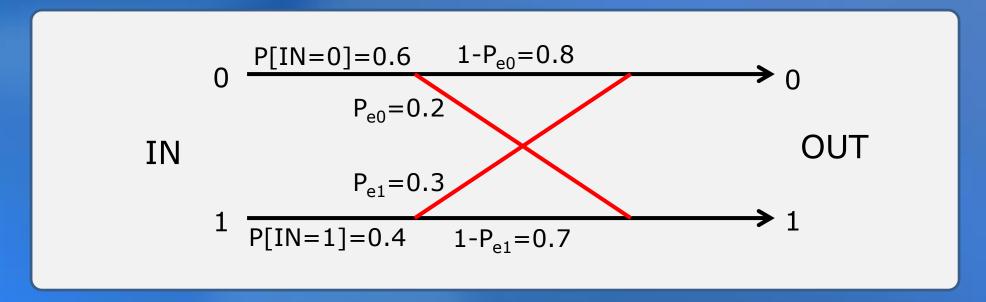
BER = 
$$P_{e0}$$
 x [IN = 0] +  $P_{e1}$  x [IN = 1] =  $\frac{1}{8}$  x  $\frac{8}{25}$  +  $\frac{2}{17}$  X  $\frac{17}{25}$  =  $\frac{3}{25}$ 

### Intuition



- Since P[IN=0]+P[IN=1]=1,
  - The BER is a weighted average of P<sub>e0</sub> and P<sub>e1</sub>
  - The BER is between P<sub>e0</sub> and P<sub>e1</sub>
  - If IN=0 is more likely, the BER is closer to P<sub>e0</sub>
  - If IN=1 is more likely, the BER is closer to P<sub>e1</sub>
  - If IN=0 and 1 are equally likely, BER =  $\frac{1}{2}(P_{e0} + P_{e1})$
  - If  $P_{e0} = P_{e1}$ , BER =  $P_{e0} = P_{e1}$ .

# **Example BER Calculation**

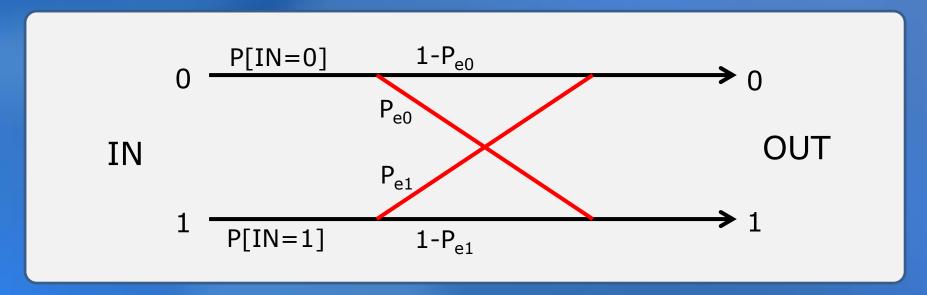


Question: What is the BER for the Binary Channel above?

Solution: 0.2<BER<0.3

BER=
$$P_{e0} \cdot P[IN=0] + P_{e1} \cdot P[IN=1]$$
  
=0.2×0.6 + 0.3×0.4  
=0.12+0.12  
=0.24

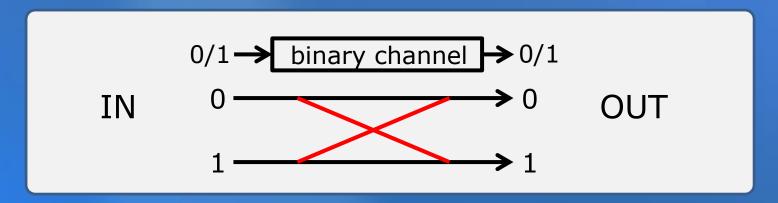
### What we need to know to predict BER



- In order to predict the BER, we need to know
  - P[IN=0] (we can find P[IN=1] = 1 P[IN=0])
  - P<sub>e0</sub>
  - P<sub>e1</sub>
- Usually, the transmitter determines P[IN=0]
  - e.g. P[IN=0] = P[IN=1] = 0.5
- P<sub>e0</sub> and P<sub>e1</sub> depend on
  - the transmit levels (r<sub>min</sub>, r<sub>max</sub>)
  - the "size" of the noise

## Summary

Noise is one of the critical and fundamental concepts in communications. Without noise, there would be no difficulty in communication! We started our analysis by considering only input/output bits using a simple binary channel model.



We use probability to get a formula for BER

$$BER=P_{e0} \cdot P[IN=0] + P_{e1} \cdot P[IN=1]$$

Usually, the transmitter controls P[IN=0] and P[IN=1]
e.g. P[IN=0] = P[IN=1] = 0.5