

$R_s$  = Símbolos por segundo transmitidos

$T_s$  = Tiempo de símbolo

$E_b$  = energía de un bit (db?)

SNR = Relación señal a ruido (dB?)

$N_0$  = constante normalizadora

$B_w$  = ancho de banda disponible en Hz

Si la atenuación es muy grande SNR va a ser muy mala

Si el  $B_w$  es pequeño podemos transmitir pocos símbolos/s

$C$  (máxima  $V_t$  teórica b/s) =  $B_w \cdot \log_2(1 + \text{SNR})$

$h_{ij}$  = constante que representa la atenuación entre la amplitud de  $T_x$  y  $R_x$

$$\begin{aligned}\varphi = \frac{\pi}{2} &\Rightarrow e^{i\frac{\pi}{2}} = \cos \frac{\pi}{2} + i \sin \frac{\pi}{2} \Rightarrow e^{i\frac{\pi}{2}} = 0 + 1 \cdot i = i, \\ \varphi = \pi &\Rightarrow e^{i\pi} = \cos \pi + i \sin \pi \Rightarrow e^{i\pi} = -1 + 0 \cdot i = -1, \\ \varphi = \frac{3\pi}{2} &\Rightarrow e^{i\frac{3\pi}{2}} = \cos \frac{3\pi}{2} + i \sin \frac{3\pi}{2} \Rightarrow e^{i\frac{3\pi}{2}} = 0 - 1 \cdot i = -i, \\ \varphi = 2\pi &\Rightarrow e^{i2\pi} = \cos 2\pi + i \sin 2\pi \Rightarrow e^{i2\pi} = 1 + 0 \cdot i = 1.\end{aligned}$$

$E_b/N_0$  and  $R/B_w$

$$\text{SNR} = P_{R_x}/P_N$$

We can express  $P_{R_x}$  and  $P_N$  as:

$$\begin{cases} P_{R_x} = E_b R \\ P_N = N_0 B_w \end{cases}$$

Does not include code bits!!

Obtaining

$$\text{SNR} = (E_b/N_0) (R/B_w)$$

Spectral efficiency  
No units: (b/s)/(1/s)

Energy per bit to noise power spectral density ratio  
No units: 1/(W/s)

$$R_s = 1/T_s$$

$$P_r = B_w \cdot N_0$$

$$P_{rx} = P_{tx} \cdot 10^{-\frac{\alpha}{10}}$$

$$P_{rx} = R \cdot E_b$$

$$\text{SNR} = \frac{P_{R_x}}{P_N} = \frac{E_b}{N_0} \cdot \frac{R}{B_w}$$

$$\begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = \begin{bmatrix} h_{11} \\ h_{21} \end{bmatrix} \cdot X(t) + \begin{bmatrix} n_1 \\ n_2 \end{bmatrix}$$

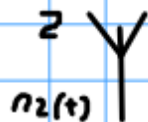
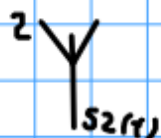
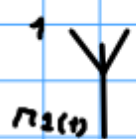
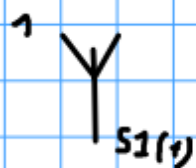
$$C = B_w \log_2(1 + \text{SNR})$$

$$h_{11} = \frac{A_1}{A} e^{i\phi_1}$$

$$\text{dB} = 10 \log \frac{P}{P(\text{ref})}$$

$$r(t) = S_1(t) \cdot h_{11} + S_2(t) \cdot h_{12} + N(t)$$

Prefix		Base 10	Decimal
Name	Symbol		
yotta	Y	$10^{24}$	1 000 000 000 000 000 000 000 000
zetta	Z	$10^{21}$	1 000 000 000 000 000 000 000 000
exa	E	$10^{18}$	1 000 000 000 000 000 000 000 000
peta	P	$10^{15}$	1 000 000 000 000 000 000 000 000
tera	T	$10^{12}$	1 000 000 000 000 000 000 000 000
giga	G	$10^9$	1 000 000 000 000 000 000 000 000
mega	M	$10^6$	1 000 000 000 000 000 000 000 000
kilo	k	$10^3$	1 000 000 000 000 000 000 000 000
hecto	h	$10^2$	100 000 000 000 000 000 000 000
deca	da	$10^1$	10 000 000 000 000 000 000 000
		$10^0$	1 000 000 000 000 000 000 000
deci	d	$10^{-1}$	0.1 000 000 000 000 000 000 000
centi	c	$10^{-2}$	0.01 000 000 000 000 000 000 000
milli	m	$10^{-3}$	0.001 000 000 000 000 000 000 000
micro	$\mu$	$10^{-6}$	0.000 001 000 000 000 000 000 000
nano	n	$10^{-9}$	0.000 000 001 000 000 000 000 000
pico	p	$10^{-12}$	0.000 000 000 001 000 000 000 000 000
femto	f	$10^{-15}$	0.000 000 000 000 001 000 000 000 000 000
atto	a	$10^{-18}$	0.000 000 000 000 000 001 000 000 000 000 000
zepto	z	$10^{-21}$	0.000 000 000 000 000 000 001 000 000 000 000 000
yocto	y	$10^{-24}$	0.000 000 000 000 000 000 000 001 000 000 000 000 000 000



$$s_1(t) = \cos(\omega t) \longleftrightarrow \operatorname{Re}(e^{i(\omega t)})$$

$$r_1(t) = 0.5 \sin(\omega t) \longleftrightarrow 0.5 e^{i(\omega t + \alpha)} \longleftrightarrow \underbrace{0.5 \cdot e^{i\pi}}_h \cdot e^{i(\omega t)}$$

$$r_2(t) = -0.25 \cos(\omega t) \longleftrightarrow \underbrace{-0.25 \cdot e^0}_h \cdot e^{i(\omega t)}$$

Ecuación vectorial  
señal recibida

$$\begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = \begin{bmatrix} h_{11} \\ h_{21} \end{bmatrix} \cdot X(t) + \begin{bmatrix} m_1 \\ m_2 \end{bmatrix}$$

$$h_{11} = \frac{0.5}{1} e^{i\pi/2} \longleftrightarrow \frac{1}{2} \cdot \left| \cos \frac{\pi}{2} + i \sin \frac{\pi}{2} \right| = 0.5i$$

$$h_{21} = \frac{-0.25}{1} \cdot e^{i0} = -0.25$$

$$h_{12} = \frac{0.5}{1} e^{i0} = 0.5$$

$$h_{22} = \frac{1}{1} e^{i\pi} = -1$$

$$-\frac{1}{1} e^{i0} = -1$$