EE450 Discussion #7





Multiplexing

Statistical TDM Parameters

- I = Number of Input Sources
- R = Data rate of each source (bps)
- a (Alpha) = mean fraction of time each source is transmitting
- M = Effective capacity of multiplexed line
- K = M / (I x R) = Ratio of multiplexed line capacity to total input rate
- λ (lambda) = $\alpha \times I \times R$ = Average Arrival time
- $T_s = 1 / M = Service time in seconds$

ρ: Line Utilization

- ρ = Fraction of total link capacity being used
- Many different forms to express line utilization
 - $\rho = \lambda T_s$
 - $\rho = (a \times I \times R) / M$
 - $\rho = a / K$
 - $\rho = \lambda / M$

- Ten 9600 bps lines are multiplexed using TDM. Ignoring overhead bits what is the total capacity required for Synchronous TDM?
 - Simple: 10 X 9600 = 96 kbps (96,000)

- Ten 9600 bps lines are multiplexed using TDM. Assuming that we limit line utilization to 0.8 and each line is busy 50 % of the time. What is the capacity required for <u>Statistical</u> TDM?
 - What do we know?
 - Line utilization $\rho = .8$
 - Fraction of time transmitting a = .5
 - R Data Rate of each input source = 9600 bps
 - I number of Input Sources = 10

Continued

- The Equation:
- $\rho = a \times I \times R \times /M$
 - Where M is the capacity of the multiplexed line
- Rearrange for M
 - $M = a \times I \times R / \rho$
- Plug in the given parameters
 - $M = 0.5 \times 10 \times 9600 / 0.8$
 - M = 60 kbps

- Calculate the capacity of a Multiplexed carrier?
 - 24 voice channels multiplexed
 - 8000 samples per second
 - Each frame lasts $1/8000 = 125 \mu \text{ sec}$
 - Uses 8 bit encoding per sample
 - Capacity
 - 24 X 8000 samples/second X 8 bits/sample
 - 1,536,000 bits/second
 - T-1 Adds an extra bit per frame (for synchronization) which makes it 1.544 Mbps

- What is the percent overhead on a T-1 Carrier?
 - T-1 Carrier bandwidth of 1.544 Mbps
 - Every 192 bits one more bit is added for framing.
 - What is the overhead?



Continued



- Overhead in a T-1 Line
 - Every frame consists of 193 bits
 - 24 X 8 = 192 bits
 - 193-192 = 1 overhead bit
 - **1/193 = .5%**