



Information and Communication Technology:

The INFORMATION THEORY (CONTINUED)

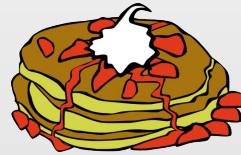
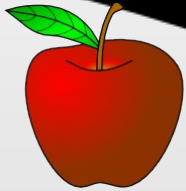
The **INFORMATION** *THEORY*



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The INFORMATION CAPACITY or Bit Rate of Data Transmission



1 bit per second → 1 bps

**8 to 10 bit per second → 1 Byte per second
1 Bps**

1000 bit per second → 1 Kbps

1000 Kbps → 1 Mbps

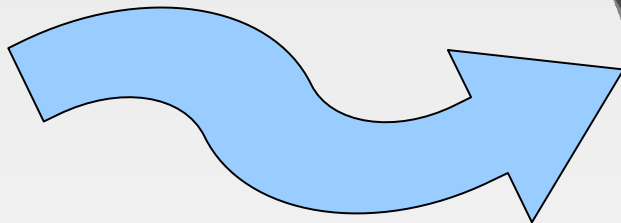
1000 Mbps → 1 Gbps

The Information Capacity (Bit Rate)



According to Shannon [1948], there are 2 (two) factors related to the information capacity:

- ***Bandwidth***
- ***Channel Quality (Signal to Noise Ratio, S/N atau SNR)***



The Information Theory

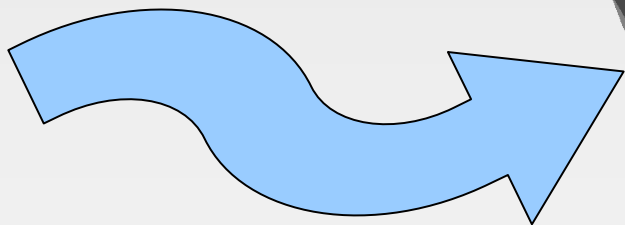
The Communication Model

[1948] Claude E. Shannon, "***A Mathematical Theory of Communication***" (a technical notes)



[*/home/rhiza/Desktop/shannon.pdf*](#)

[1949] Claude E. Shannon and Warren Weaver, "***The Mathematical Theory of Communication***" (popular version)

 **The Information Theory**

Communication Model

Shannon and Weaver [1949], simplex mode

INFORMATION

SOURCE

TRANSMITTER

RECEIVED

RECEIVER

DESTINATION

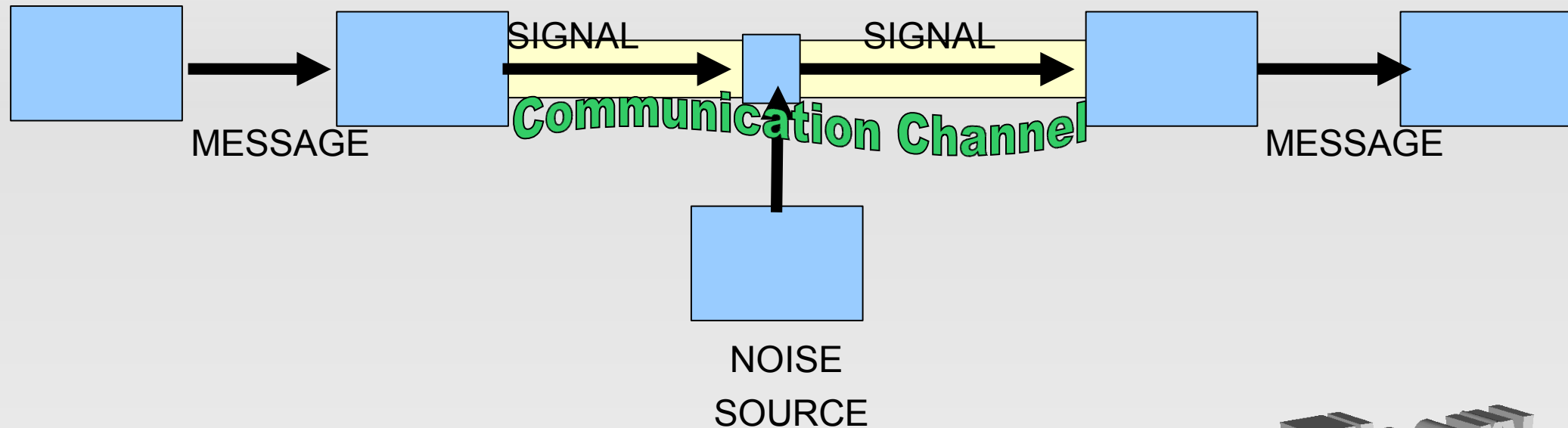
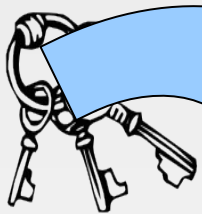


Fig. 1 — Schematic diagram of a general communication system



The Information Theory

The Information Capacity (Bit Rate)

Shannon and Weaver [1949], simplex mode

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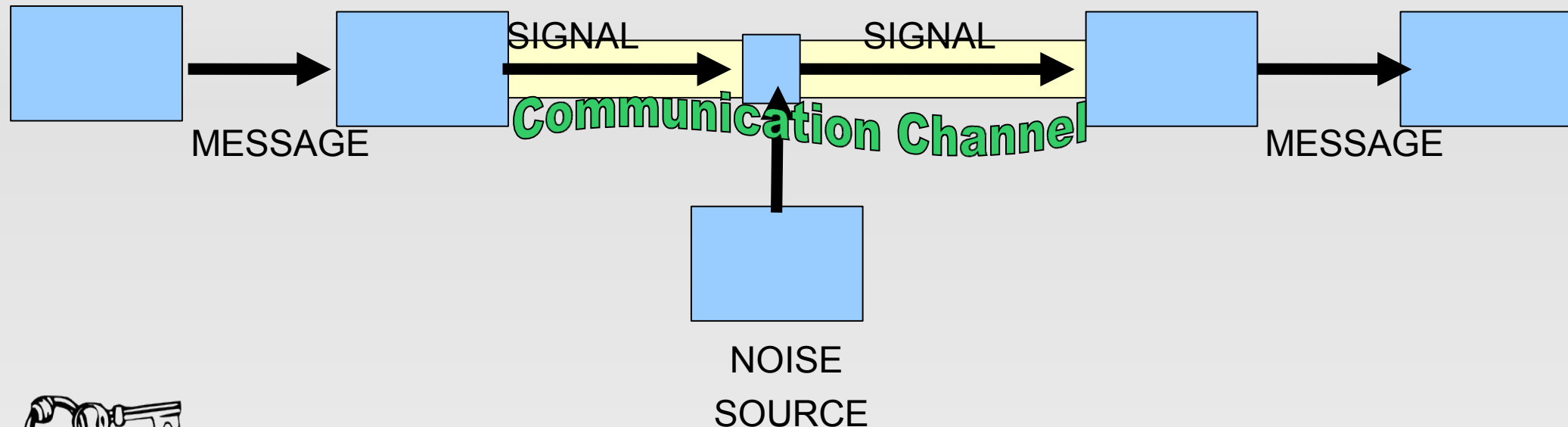


Fig. 1 — Schematic diagram of a general communication system.

The Shannon [1948] formula to compute the Information Capacity:

$$\text{Information Capacity [bps]} = (\text{Bandwidth} [\text{Hertz}]) \cdot \log_2 (1 + S/N)$$

Schweber, [1996], page 16

The Information Capacity (Bit Rate)

The Shannon [1948] formula to compute the Information Capacity:

$$\text{Information Capacity [bps]} = (\text{Bandwidth} [\text{Hertz}]) * 2 \log (1 + \text{S/N})$$

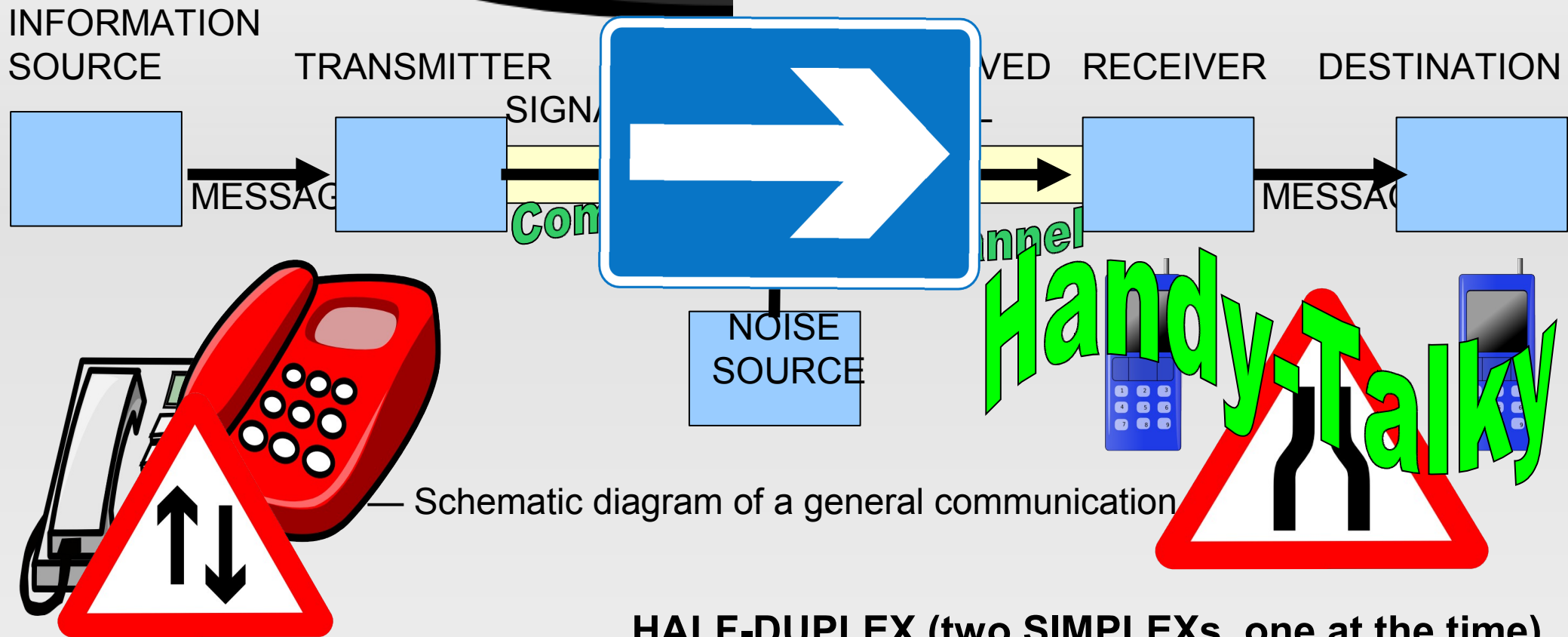
Schweber, [1996], page 16

$$\text{Bit Rate} = \text{BW} * 2 \log (1 + \text{S/N})$$

- Bit Rate (The Information Capacity) : The amount of information transmitted in a unit of time [**bit per second, bps**] through a communication channel
- BW (Bandwidth) : The spectrum of signals transmittable in the channel [**Hertz, getaran per detik, cycles per second, cps**], the difference between the highest frequency and the lowest frequency
- S/N (Signal to Noise ratio) : the quality of the channel in terms of the ratio of the transmitted signal power and the noise power

The MODEs of Communication

Shannon and Weaver [1949], simplex mode



HALF-DUPLEX (two SIMPLEXs, one at the time)

FULL-DUPLEX (two SIMPLEXs)

SINGLE-SOURCE SINGLE-DESTINATION



The MODEs of Communication

not a simplex mode

not a full-duplex

not a half-duplex, but

the NETWORK !



MULTI-SOURCE MULTI-DESTINATION

The NETWORK mode

on NETWORK

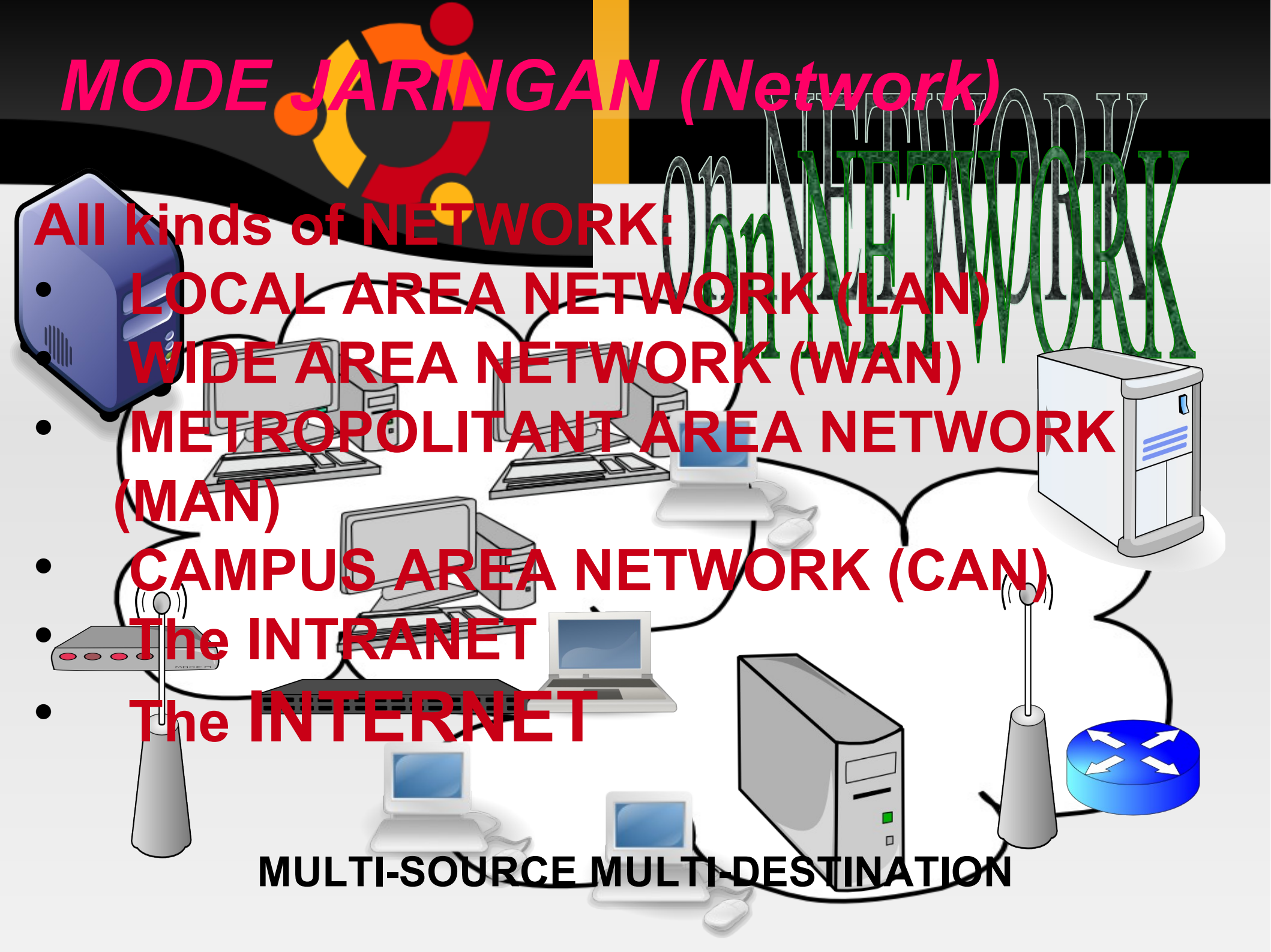


MODE JARINGAN (Network)

All kinds of NETWORK:

- LOCAL AREA NETWORK (LAN)
- WIDE AREA NETWORK (WAN)
- METROPOLITAN AREA NETWORK (MAN)
- CAMPUS AREA NETWORK (CAN)
- The INTRANET
- The INTERNET

MULTI-SOURCE MULTI-DESTINATION



The INTERNET

- Read :
http://en.wikipedia.org/wiki/History_of_the_Internet
- A “non-hierarchical” organization
- Members: Computers and the Accessories
- “Permanent” and “Temporary” members
- Every single member has its “IP address”
(IP = Internet Protocol) :
 - Version 4: 000.000.000.000 to 255.255.255.255, “local” and “public” IP
 - Ipv6 (version 6)



The INTERNET member.....

- Every single member of the Internet has its specific function:
 - *servers*: mail-server, file-server, web-server, list-server, Domain-Name Server (DNS), dll.....
 - *routers*: the traffic controllers
 - *bridges*: connecting networks
 - *terminal, client*
 - etc.

Packet Data Communication

- Using a communication protocol: **TCP/IP**
- Communication by sending and receiving **DATA PACKETS**
- Each DATA PACKET has its CONTENTS and its "WRAPPER", its SENDER's Address and its DESTINATION/RECEIVER's Address





Let's GO

to seethe

Internet