English Text over Erasure Channel

10% erasures:

A_ she said_this she I_oked down at her han_s, _nd was surpris_d to _ee _hat she had put on one of th_ Rabbit's _ittle white _id_gloves wh_le she was talking._'How CAN I have done that?'_she_th__ght. '_ m_st be growing small again.' She got up and _ent to the table to measure hersel_ by it,_a_d_fo_nd that,_as n_arly as she could gu___, __e was now

20% erasures:

a_out _wo fe__ high,_an_ _as_go__g _n__h__nking rapid__: she _oon found out that t_e _ause of this was the fa_ she_wa_ holding, _nd__he dropp_d it has_ily,_just i_ t__e to_avoid shrinking away altog_ther.

'That__AS a narrow es_ape!' said ___ce,_a good deal _righ__ned at _h_

s_dde_ change,_but very glad_to _in_ __rsel_ s_ill_in existence; '_nd

English Text over Erasure Channel

30% erasures:

n____r th__gard_n!'__nd _he_r__ wit___ll _p_e_ _c__to _he_li_tl_ door:
u, _l__! the litt_e doo_ w_s__hut __ain, a___ t_e_li__l_ g_lde_ key was
lying on t_e _l_ss_t_ble__s be_ore, 'and _hing_ are wor_e th_n _v_r,'
t_ought_t__ po_r child, 'f_r_l neve_ _s_o ___ll_as th__ be_o_e, _e_e_!
And l_dec_are i_'__t__ bad, _tha___t is!'

40% erasures:

_s __e_s__ t_es__w_rds h___oot_sli_ped, and_in_ano_her ___ent,___as_!
she wa_ up___e_ c_in in _alt water. _e_ first _d_a _as t_at s__
had___eh__ fal_e_ int__t___a,_'_nd i_ th___ase_l_can go_ba_k_by
r_il_ay,'__he s_i_ to_her_e_. (Alice had __e_ to_the se___d__nc__in
__r_li__, an_ h__ c_me_t_ th_ gener__ __cl___, __a__her_e__ou__

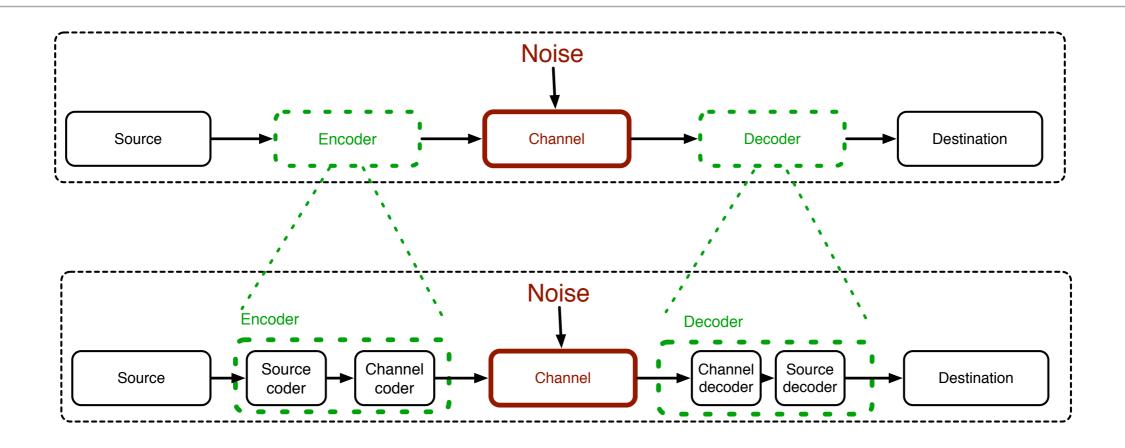
English Text over Erasure Channel

50% erasures:

____on t__Eng_i___a_____a____a__e__ba__ng ma_h_n_s in_th_
s__, s___h___n_ig_i__in_the san_____woode_s___,_h__a_r_w
of___gin_h___s,_an_behin_the_a_ailway st___o_.) H_we__r,_h_s__
ma_e_ou_tha__e_w_s_n_h_o__f_e__w_i_she_h_d w_p_w_n__
_s n___e_h_h.

60% erasures:

Source-channel separation



- For (time-varying) DMC we can design the source encoder and channel coder separately and still get optimum performance
- Not true for:
 - Correlated Channel and Source
 - Multiple access with correlated sources
 - Broadcast channel