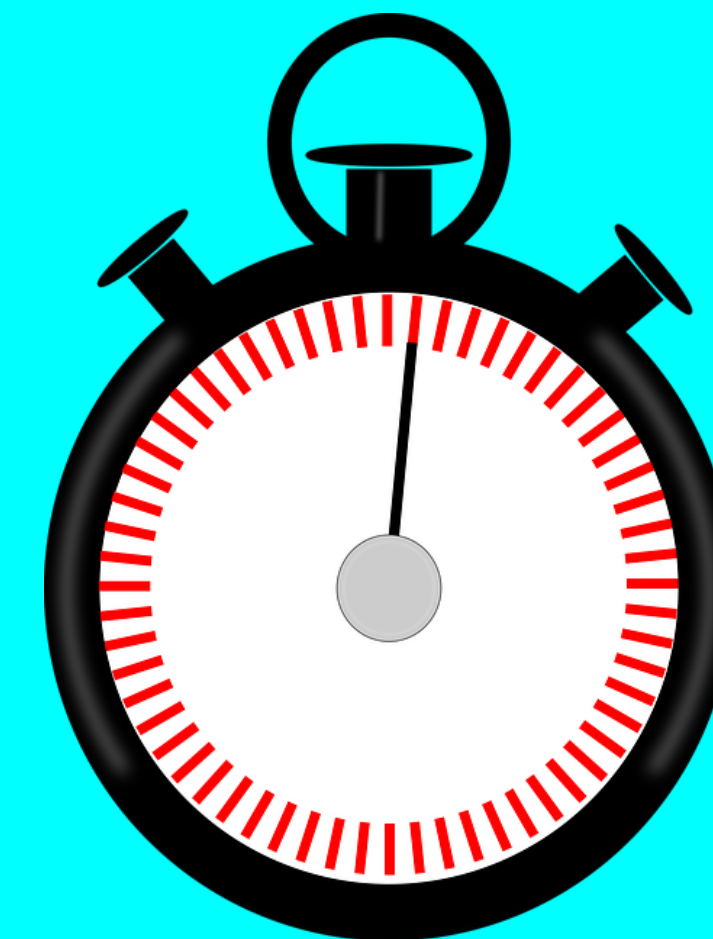
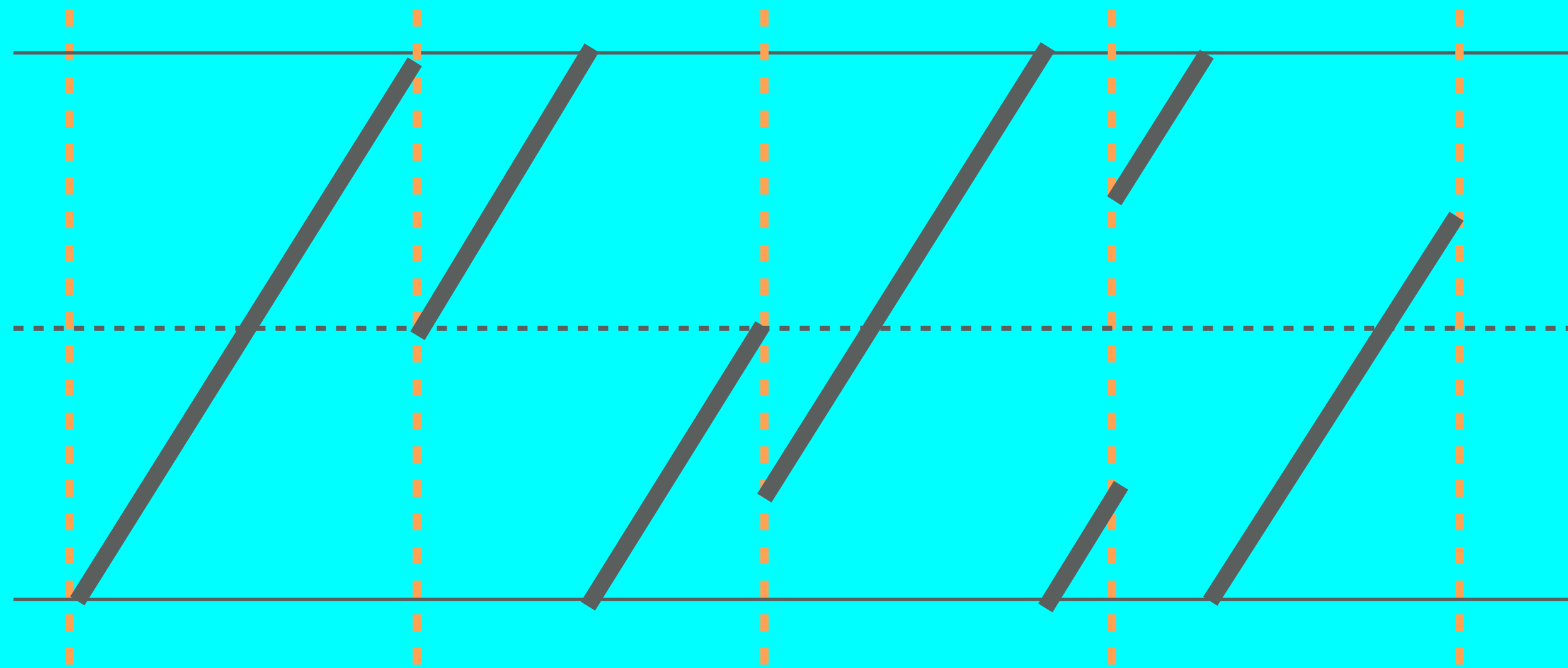


# LORA / LORAWAN TUTORIAL 15

## Data Rate, Chip Rate, Symbol Rate Chip Duration & Symbol Duration



# INTRO

- In this tutorial I will explain how data rate, chip rate, symbol rate, chirp duration and symbol duration are calculated.

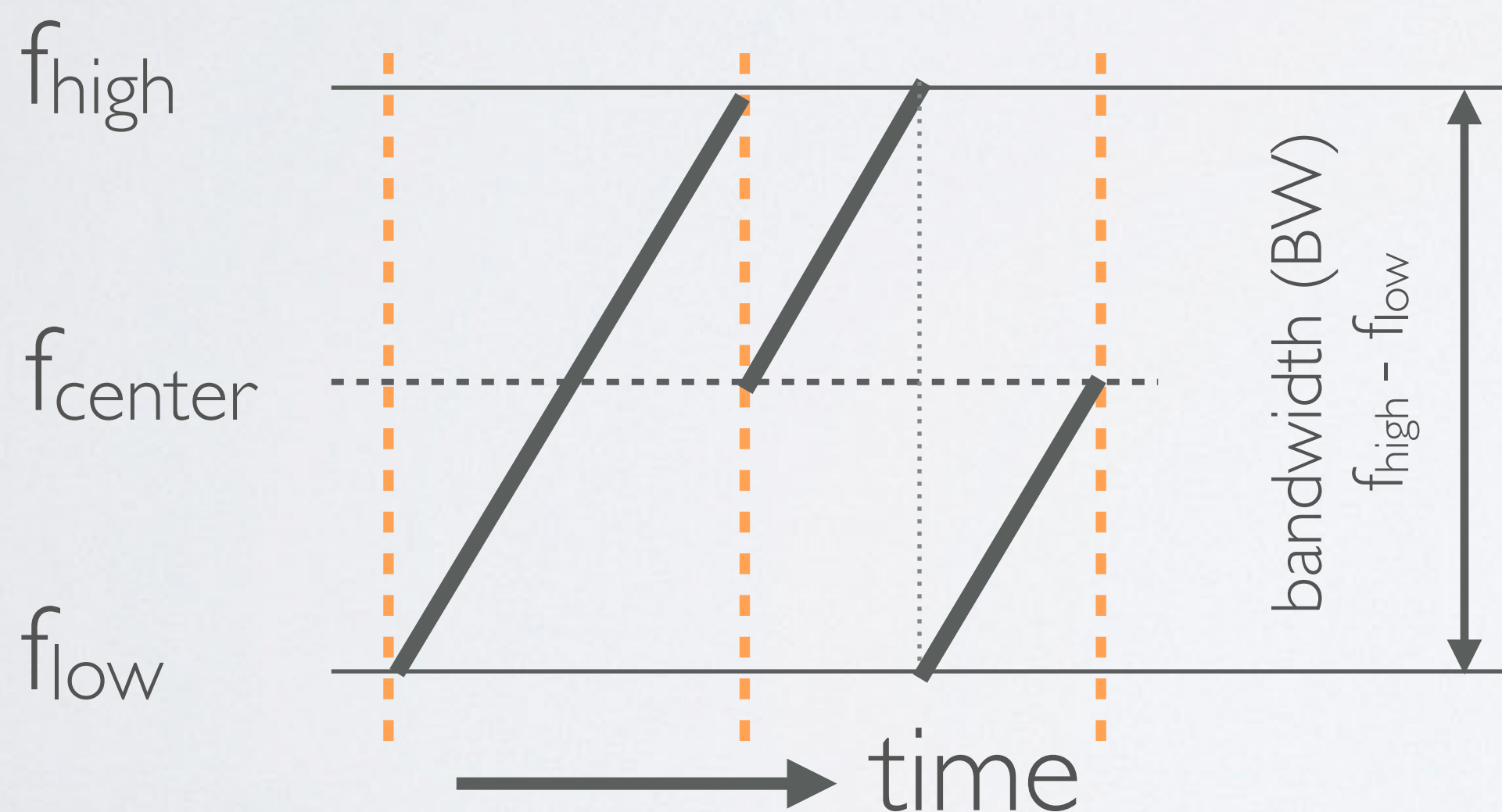
# CHIP RATE

- The unit of bandwidth (BW) is Hertz (Hz) which is the number of vibrations or wave cycles per second. This bandwidth is interchangeable with chip rate:

$$\mathbf{BW = R_c = \text{chip rate (chips/s)} [1]}$$

- For example: BW=125 kHz

$$\mathbf{BW = R_c = 125000 \text{ chips/s}}$$



**SF=9**

**Symbol carries 9 raw bits of information**

**Symbol holds  $2^{\text{SF}} = 2^9 = 512$  chips**

# SYMBOL RATE

- The Symbol Rate ( $R_s$ ) is calculated as follow:

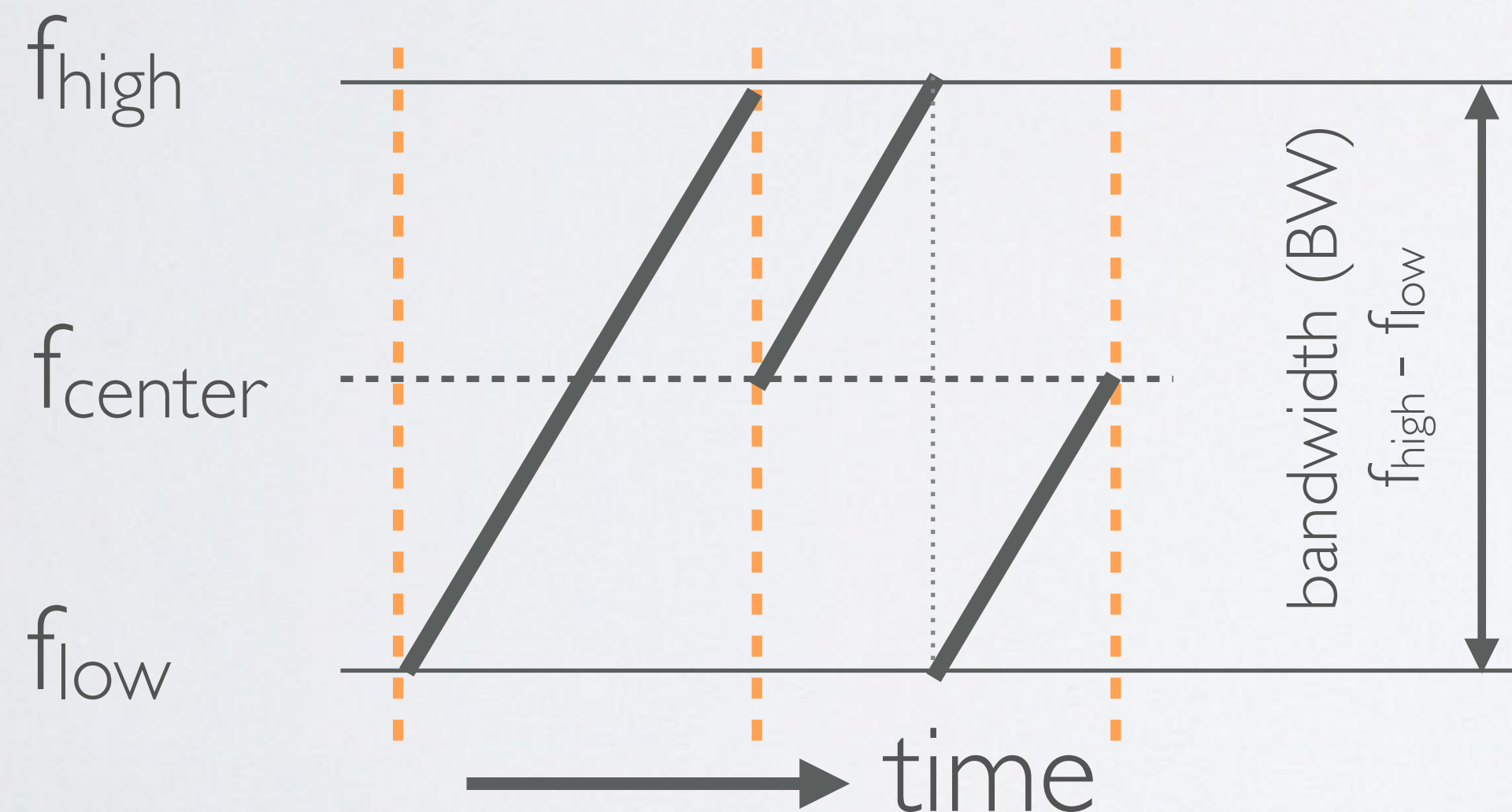
$$R_s \text{ (symbols/sec)} = BW / 2^{SF} = R_c / 2^{SF} \quad [1]$$

Bandwidth (BW) in Hz

Spreading Factor (SF): 7-12

- For example: BW=125 kHz, SF=7

$$R_s = 125000 / 2^7 = 977 \text{ symbols/sec}$$



# DATA RATE

- The chip rate is always higher than the symbol rate:  $R_c > R_s$
- To calculate the data rate (**DR**) or bit rate ( $R_b$ ):

$$R_b \text{ (bits/sec)} = SF \times \frac{BW}{2^{SF}} \times \frac{4}{(4 + CR)} \quad [1]$$

Bandwidth (BW) in Hz

Spreading Factor (SF): 7-12

Code Rate (CR): 1-4

# DATA RATE

- For example: SF=7, CR=1

$$\text{BW}=125 \text{ kHz}, R_b = 7 \times (125000 / 2^7) \times (4 / (4 + 1)) = 5.5 \text{ kbits/s}$$

$$\text{BW}=250 \text{ kHz}, R_b = 7 \times (250000 / 2^7) \times (4 / (4 + 1)) = 10.9 \text{ kbits/s}$$

$$\text{BW}=500 \text{ kHz}, R_b = 7 \times (500000 / 2^7) \times (4 / (4 + 1)) = 21.9 \text{ kbits/s}$$

- If you increase the bandwidth, the bit rate or data rate is increased.

# DATA RATE

- For example: BW=125 kHz, CR=1

$$SF=7, \quad R_b = 7 \quad \times \quad (125000/2^7) \quad \times \quad (4/(4+1)) = 5.5 \text{ kbits/s}$$

$$SF=8, \quad R_b = 8 \quad \times \quad (125000/2^8) \quad \times \quad (4/(4+1)) = 3.13 \text{ kbits/s}$$

$$SF=9, \quad R_b = 9 \quad \times \quad (125000/2^9) \quad \times \quad (4/(4+1)) = 1.76 \text{ kbits/s}$$

$$SF=10, \quad R_b = 10 \quad \times \quad (125000/2^{10}) \quad \times \quad (4/(4+1)) = 0.98 \text{ kbits/s}$$

$$SF=11, \quad R_b = 11 \quad \times \quad (125000/2^{11}) \quad \times \quad (4/(4+1)) = 0.54 \text{ kbits/s}$$

$$SF=12, \quad R_b = 12 \quad \times \quad (125000/2^{12}) \quad \times \quad (4/(4+1)) = 0.29 \text{ kbits/s}$$

- If you increase the Spreading Factor, the bit rate or data rate is decreased.

# CHIP DURATION

- Because  $R_c = BW [1]$ , the chip duration is calculated as follow:

$$\mathbf{T_c (sec) = 1 / BW}$$

Bandwidth (BW) in Hz

- For example: BW=125 kHz

$$T_c = 1 / 125000 = 8 \mu s$$



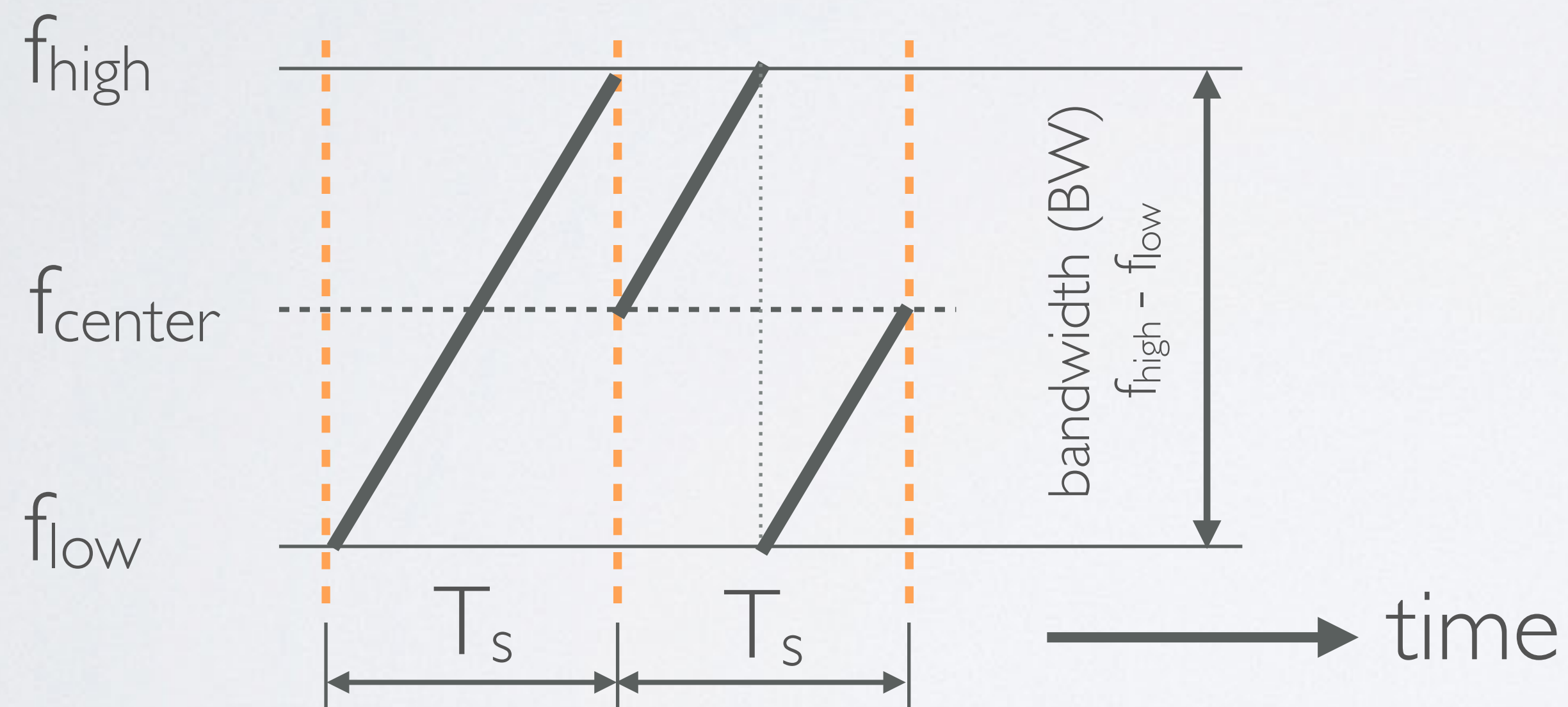
# SYMBOL DURATION

- The symbol duration or sweep time is calculated as follow:

$$\mathbf{T_s(sec) = 2^{SF} / BW [1]}$$

Bandwidth (BW) in Hz

Spreading Factor (SF): 7-12



# SYMBOL DURATION

- For example: SF7

$$BW=125 \text{ kHz}, T_s = 2^7 / 125000 = 1.024 \text{ ms}$$

$$BW=250 \text{ kHz}, T_s = 2^7 / 250000 = 512 \mu\text{s}$$

$$BW=500 \text{ kHz}, T_s = 2^7 / 500000 = 256 \mu\text{s}$$

If the BW increases, the Symbol duration decreases.

- For example: BW=125 kHz

$$SF=7, T_s = 2^7 / 125000 = 1.024 \text{ ms}$$

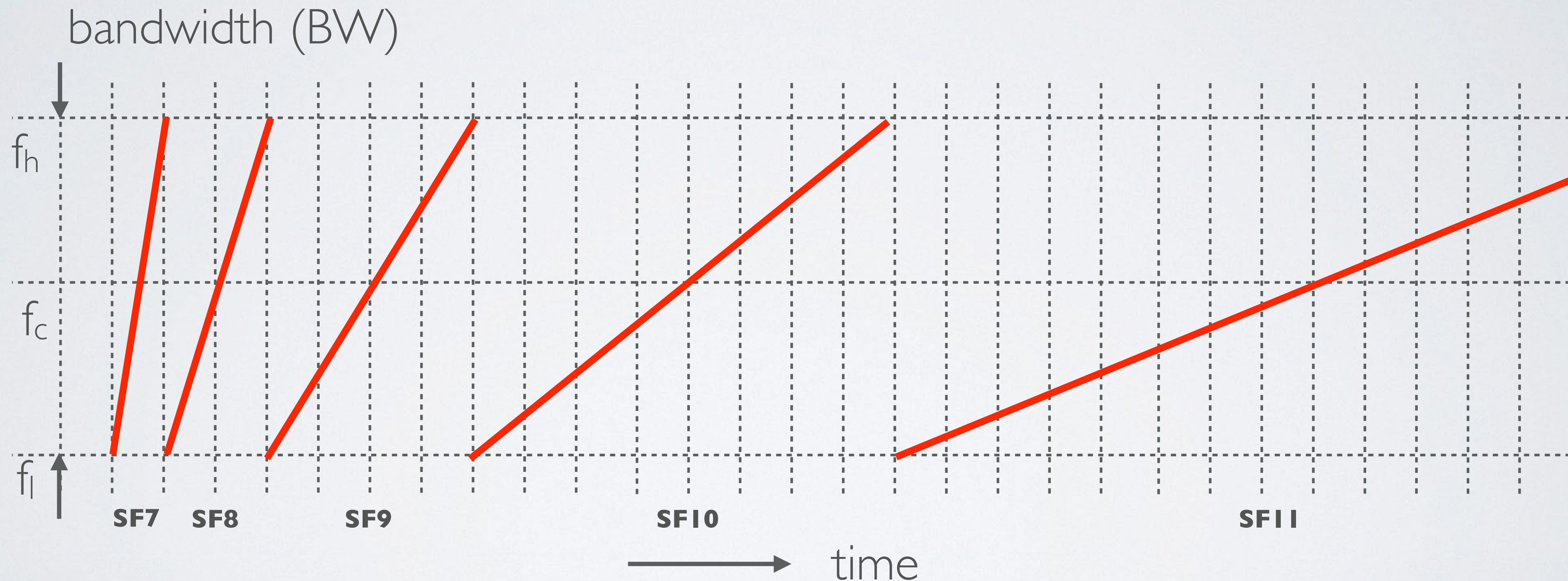
$$SF=9, T_s = 2^9 / 125000 = 4.096 \text{ ms}$$

$$SF=12, T_s = 2^{12} / 125000 = 32.768 \text{ ms}$$

If the SF increases, the Symbol duration increases.

# SPREADING FACTOR VS SYMBOL DURATION

- An overview of symbol durations with respect to different Spreading Factors. If the SF increases by one the symbol duration doubles.



# SPREADING FACTOR IMPACT

- If you increase the SF by 1:
    - The symbol duration or sweep time doubles compared to the previous SF.
    - It reduces the bit rate approximately by half compared to the previous SF.
    - The Time on Air (ToA) (= the amount of time that the transmitter antenna is energised and transmitting data) increases which means the distance increases.
  - To give you an idea what the Time on Air is for a 10 byte payload, BW=125kHz:
    - SF7: ToA = 41 ms
    - SF12: ToA = 991 ms
- See: <https://www.loratools.nl/#/airtime>

# SPREADING FACTOR IMPACT

- LoRa devices use a higher spreading factor when the signal is weak or there is a lot of interference. Using a higher spreading factor means a longer Time on Air (ToA).
- If an end device is further away from a gateway the signal gets weaker and therefore needs a higher spreading factor.