# THE HONG KONG UNIVERSITY OF SCIENCE AND TECHNOLOGY ISDN 2602

**Laboratory 4: Source and Channel Coding (5%)**

**Answer Sheet**

Please write down your answer here and submit your answer on GitHub by Wednesday (Oct 29th) 23:59

***Part I: Source Coding***

# Task 1 – Length of the bit streams

In this task, we will compare the lengths of the bit streams for four source coding algorithms applied to a black-and-white image: "raw" image encoding, run-length encoding with lengths encoded as 8-bit binary numbers, and run-length encoding with lengths encoded by Huffman coding with one or two dictionaries.

# Check Point:

1. Write down the lengths of the bit streams using “raw” image encoding and the run-length encoding. Is the run-length code better than the raw encoding? **Explain why**.

Lengths of the bit streams = 250,000\*8 = 2,000,000.

It depends on the cases. If the data contain many long sequences of identical values, it will be better. Otherwise, it may be worse.

1. Type “help transpose” in the command window to learn how to perform matrix transpose operation on a matrix in MATLAB. Revise the MATLAB codes so that the image will be rotated along the diagonal. Then, write down and compare the lengths of the bitstreams for these four source coding algorithms before and after the rotation. **Explain why**.

Original RLE data = 301688

Rotated 90-degree RLE data = 196680

The lengths of the bitstreams of the rotated RLE data will be lower than the original one using raw image encoding. It may be because the new data includes more long sequences of identical values.

***Fill in the answers to the blanks and Show your result to the TA.***

# Task 2 – Huffman code

In this task, you will generate the Huffman code for a set of run-lengths, and use it to encode the run- lengths of black or white pixels. You will find that Huffman coding enables us to encode the sequence of run lengths using fewer bits than the standard 8-bit encoding.

# Check point:

1. Find an optimal dictionary to represent these 11 symbols using the symbol probabilities and the Huffman coding algorithm. Once you have found it, replace the value of **dict** defined between the line:

*% % % % Revise the following code to generate a valid and efficient dictionary % % % %*

and

*% % % % Do not change the code below % % % %*

The remaining part of the code uses this dictionary to encode the run lengths, and to measure the length of the resulting bit stream. It also checks whether the dictionary is valid by reconstructing the image from the run lengths encoded by the dictionary using the function **huffman\_encode\_dict**. If your dictionary is correct, the original and reconstructed images should be the same and the **size\_huffman** should be equal to 117374.

# A computer screen shot of a computer program AI-generated content may be incorrect.

# (Commit the revised codes to GitHub. Show your results to TAs.)

1. Attach the corresponding Huffman tree of the revised optimal dictionary.

A blackboard with white text

AI-generated content may be incorrect.

***Fill in the answers, commit the revised codes to GitHub***

***and Show your result to the TA.***

***Part II: Channel Coding***



# Task 3 – (n,k) block code decoder and Error Correction Capability

In this task, we will implement the (n,k) block code decoder and compare the error correction capability of the repetition code, hamming block code, and no error correction code.

# Check point:

1. Generate a figure with three curves representing the BER performance.

A graph of different colored lines

AI-generated content may be incorrect.

# （Show your results to the TA）

1. Write down/Insert a screenshot of the modified code in “**blk\_decoder.m**”.

A screenshot of a computer

AI-generated content may be incorrect.

**(Commit the revised codes to GitHub. )**

1. Based on your observations, which coding scheme performs the best? **Explain why**.

From what I have seen, blk coding scheme performs the best. I thought it is because block codes can fix mistakes that repetition codes can’t. For instance, if you send 1011 as 1011010 and receive 1011011 with one bit wrong, the block code can correct it back to 1011, but if you send 1 as 111 and receive 001 with two bits wrong, the repetition code will incorrectly say the original message was 0.

***Fill in the answers, commit the revised codes to GitHub***

***and Show your result to the TA.***

**----------------------------------End-----------------------------------**