

## Entropy rate

- Average per symbol entropy in an information source.

- Random walk on graph

## Coin Tossing versus poker

Toss a fair coin and see the sequence

Head, Tail, Tail, Head - - -

$$(x_1, x_2, \dots, x_n) \approx 2^{-nH(X)}$$

• Play card games with friend and see a sequence

↓  
output depend on previous  
card  
↓  
not independent.

$$(x_1, x_2, x_3, \dots, x_n) = ?$$

## How to model dependence: Markov chain

• A stochastic process  $x_1, x_2, \dots$

- State  $\{x_1, \dots, x_n\}$ , each state  $x_i \in \mathcal{X}$
- Next step only depend on the previous state

$$p(x_{n+1} | x_n, \dots, x_1) = p(x_{n+1} | x_n)$$

↓  
principle of  
Markov chain

## - Transition Probability

- Probability of moving from one state to another state

$P_{i,j}$  : the transition probability of  $i \rightarrow j$

$$P(x_{n+1}) = \sum_{x_n} p(x_n) p(x_{n+1} | x_n)$$

$$P(x_1, x_2, \dots, x_n) = p(x_1) p(x_2 | x_1) \dots p(x_n | x_{n-1}).$$

## Hidden Markov Model (HMM)

- used extensively in speech recognition, handwriting recognition, machine learning.



- Markov process  $x_1, x_2, \dots, x_n$  unobservable

- Observe a random process  $y_1, y_2, y_3, \dots, y_n$  such that

emission probability  $y_i \sim p(y_i | x_i)$

$$\begin{cases} y - \text{observable} \\ x - \text{hidden state} \end{cases}$$

- We can build a probability model

$$p(x^n, y^n) = p(x_1) \prod_{i=1}^{n-1} p(x_{i+1} | x_i) \prod_{i=1}^n p(y_i | x_i)$$

## Time invariance Markov Chain

- A Markov chain is time invariant if the conditional probability  $p(x_n | x_{n-1})$  does not depend on  $n$ .

$$p(x_{n+1} = b | x_n = a) = p(x_2 = b | x_1 = a) \text{ for all } a, b \in \mathcal{X}.$$

- For this kind of Markov chain, define transition matrix

$$P = \begin{bmatrix} p_{11} & \dots & p_{1n} \\ \vdots & & \\ p_{m1} & \dots & p_{mn} \end{bmatrix}.$$

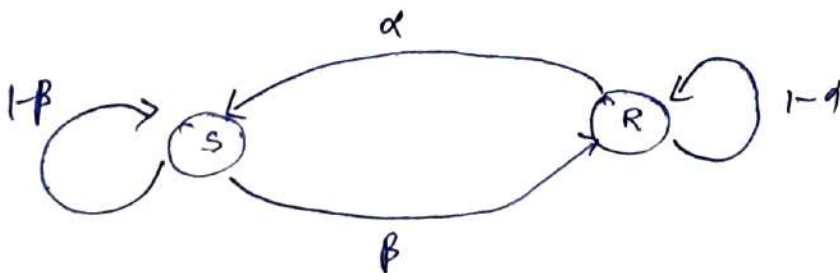
time independent  
↓  
Transition take equal probability.

### Simple Weather Model

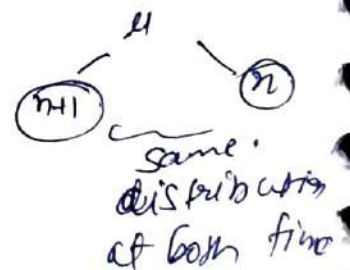
$$\mathcal{X} = \{ \text{Sunny } S, \text{ Rainy } R \}.$$

$$p(S|S) = 1 - \beta, \quad p(R|R) = 1 - \alpha$$

$$p(R|S) = \beta, \quad p(S|R) = \alpha$$



Stationary distribution



$$P = \begin{bmatrix} 1-\beta & \beta \\ \alpha & 1-\alpha \end{bmatrix} \quad \text{transition probability matrix.}$$

Stationary  
Distribution  
✓✓

$$\mu P = \mu \quad \text{--- (i)}$$

$$\mu(S) + \mu(R) = 1 \quad \text{--- (ii)}$$

$$\mu(S) = \frac{\alpha}{\alpha + \beta} \quad \mu(R) = \frac{\beta}{\alpha + \beta}$$

$$\mu(S) \beta = \mu(R) \alpha$$

$$\mu(S) = \mu(R) \frac{\alpha}{\beta}$$

from eq (ii)

$$\mu(R) \frac{\alpha}{\beta} + \mu(R) = 1$$

$$\mu(R) = \frac{\beta}{\alpha + \beta}$$

Probability of seeing a sequence SSRR:

$$\begin{aligned} p(SSRR) &= p(S) p(S|S) p(R|S) p(R|R) \\ &= p(S) (1-\beta) \beta (1-\alpha) \end{aligned}$$

↳ what will this sequence behave after long time?

## Stationary distribution

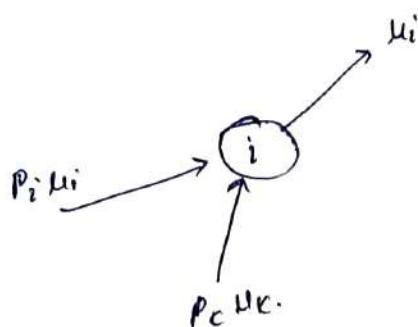
- a distribution  $\pi$  on the states such that the distribution at time  $n+1$  is same as at time  $n$ .

How to calculate stationary distribution

- $\mu_i$   $i = 1, 2, \dots, |X|$  satisfy

$$\mu_i = \sum_j \mu_j p_{ji}, (\mu P = \mu P) \quad \text{and} \quad \sum_{i=1}^{|X|} \mu_i = 1.$$

"Detailed balancing":



## Stationary Process

A stochastic process is stationary if the joint distribution of any subset is invariant to time shift

$$p(x_1 = x_1, \dots, x_n = x_n) = p(x_2 = x_1, \dots, x_{n+1} = x_n).$$



e.g. coin tossing

$$p(x_1 = \text{head}, x_2 = \text{tail}) = p(x_2 = \text{head}, x_3 = \text{tail}) = p(1-p).$$

### Entropy rate

- when  $x_i$  are iid, entropy

$$\begin{aligned} H(x^n) &= H(x_1, \dots, x_n) = \sum_{i=1}^n H(x_i) \\ &= n H(x). \end{aligned}$$

- with dependent ~~sequence~~  $x_i$ , how does  $\{H(x^n)\}$  grow with  $n$ ?

Still linear?

- Entropy rate characterizes the growth rate.

- Definition 1:-

Average entropy per symbol

$$H(X) = \lim_{n \rightarrow \infty} \frac{H(x^n)}{n}$$

- Definition 2:

Rate of information innovation

$$H'(X) = \lim_{n \rightarrow \infty} H(x_n | x_{n-1}, \dots, x_1).$$

$H'(X)$  exists, for  $x_i$  stationary

$$H(x_n | x_1, \dots, x_{n-1}) \leq H(x_n | x_2, \dots, x_{n-1}) \quad \text{--- (1)}$$

$$\leq H(x_{n-1} | x_1, \dots, x_{n-2}). \quad \text{--- (2)}$$

- $H(x_n | x_1, \dots, x_{n-1})$  decrease as  $n$  increases.
- $H(X) \geq 0$
- The limit must exist.

## AEP for Stationary Process

$$-\frac{1}{n} \log p(x_1, \dots, x_n) \rightarrow H(\mathcal{X})$$

- $p(x_1, \dots, x_n) \approx 2^{-nH(\mathcal{X})}$
- Typical sequence in typical set of size  $2^{nH(\mathcal{X})}$
- We can use  $nH(\mathcal{X})$  bits to represent typical sequence.

## Entropy rate for Markov chain

- For Markov chain

$$\begin{aligned} H(\mathcal{X}) &= \lim_{n \rightarrow \infty} H(x_n | x_{n-1}, \dots, x_1) \\ &= \lim_{n \rightarrow \infty} H(x_n | x_{n-1}) \\ &= H(x_2 | x_1) \end{aligned}$$

By ~~Markov~~ definition

$$p(x_2 = j | x_1 = i) = p_{ij}$$

- ① Find stationary distribution  $\pi_i$
- ② Use transition probability  $p_{ij}$

$$H(\mathcal{X}) = - \sum_{i,j} \pi_i p_{ij} \log p_{ij}$$

## Entropy rate of location model

$$x(s) = \frac{\alpha}{\alpha + \beta}$$

$$x(r) = \frac{\beta}{\alpha + \beta}$$

$$H(\alpha) = \frac{\beta}{\alpha + \beta} \left[ \alpha \log \alpha + (1 - \alpha) \log (1 - \alpha) \right]$$

$$= \frac{\alpha}{\alpha + \beta} H(\beta) + \frac{\beta}{\alpha + \beta} H(\alpha)$$

05/03/2024

## Source Coding

$P_i$	code1	code-2
$\frac{1}{2}$	000	0
	001	10
$\frac{1}{4}$		110
$\frac{1}{8}$		1110
		111100
$\frac{1}{16}$		111101
$\frac{1}{64}$		
$\frac{1}{64}$		111110
$\frac{1}{64}$		111111
$\frac{1}{64}$	111	
	3	

eq

Min<sup>m</sup> code word length  
and transmit max<sup>m</sup>  
information.

## Morse's Code (1836)



## Codes

### Block codes

00	1
01	01
10	110
11	111

fixed length      variable length

### Non-singular codes

If all of them are distinct  
 Then the block codes are called distinct non-singular codes

### Uniquely decodable codes

If its nth extension is also a non-singular  
 then it is known as uniquely decodable code

$C \rightarrow$        $0 \rightarrow 00$   
                   $1 \rightarrow 11$

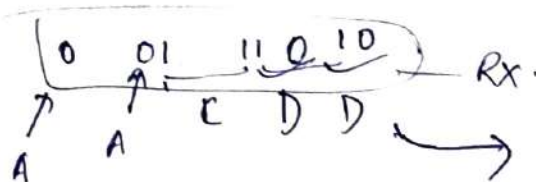
2nd extension       $C^2$       0000      0001  
    0100      0101

### Prefix codes

instantaneous

Source	Code
A	0
B	01
C	11
D	10

Not this  
 arises  
Scenario  
 ABCAD



Not instantaneous  
 as it is not  
 uniquely ~~decoded~~  
 decoded by  
 receiver

word length

word length

$r$  - base



$$\sum_{k=1}^N r^{-l_k} \leq 1$$

Kraft - McMillan inequality

Total no. of codes

code A

code B

code C

code D

0  
10  
110  
1110  
111  
X

1  
01  
11  
10  
00  
X

00  
110  
1110  
001  
011  
X

10  
11  
110  
01  
00

✓  
Prefix code.

Requirement of code construction

e.g.

code A

code B

code C

word length

1

2

3

1

1

1

1

2

2

2

1

3

2

1

2

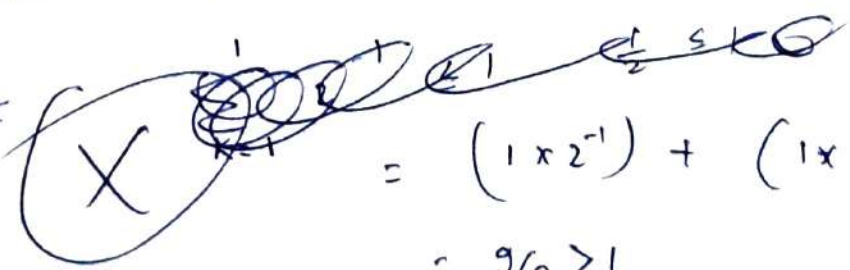
4

use Kraft - McMillan inequality to verify.



$$\sum_{k=1}^N 2^{-l_k} \leq 1$$

code A



$$= (1 \times 2^{-1}) + (1 \times 2^{-2}) + (2 \times 2^{-3}) + (2 \times 2^{-4})$$

$$= 9/8 > 1$$

So, code A can't be ~~code~~ to construct a prefix code

Code B

$$\sum_{k=1}^N 2^{-l_k} \leq 1$$

$$= (2 \times 2^{-1}) + (1 \times 2^{-2}) + (2 \times 2^{-3}) + (1 \times 2^{-4})$$

(X)  $= 1 + ( ) \geq 1$

Code-C

$$\sum_{k=1}^N 2^{-l_k} \leq 1$$

$$= (1 \times 2^{-1}) + (1 \times 2^{-2}) + (1 \times 2^{-3}) + (2 \times 2^{-4})$$

$$+ \frac{1}{2^2} + \frac{1}{2^2}$$

$$\frac{1}{2} + \frac{1}{2}$$

Prefix code = 1

0	0
01	10
001	110
0000	1110

Therefore, if the give code satisfy Kraft-McMillan Theorem then it can be use to construct prefix code.

Q.

Symbol

Prob.

Codeword

Length

x

0.5

0

1

y

0.3

10

2

z

0.2

110

3



(b) Consider a 2nd order extension of the source. Recompute the codewords and the efficiency comment on both code

H.W

N

Symbols

Prob.

$0.5 \times 0.5$

xx

0.25

xy

0.15

xz

0.10

yx

0.15

yy

0.09

yz

0.06

zx

0.10

zy

0.06

zz

0.04



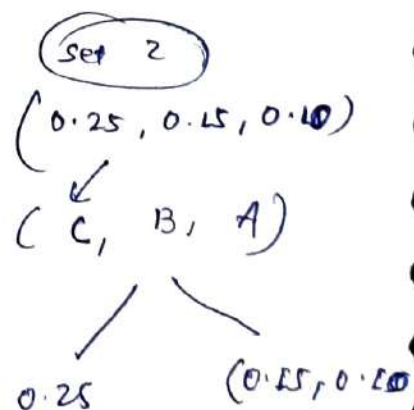
1000 1000

- E.g.
- $$S = \begin{pmatrix} 1 & 2 & 2 & 4 & 5 & 6 \\ A & B & C & D & E & F \end{pmatrix}$$
- $$P = \begin{pmatrix} 0.10 & 0.15 & 0.25 & 0.35 & 0.08 & 0.07 \\ 1 & 2 & 3 & 4 & 5 & 6 \end{pmatrix}$$

$$P = \begin{pmatrix} 0.35, & 0.25, & 0.15, & 0.10, & 0.08, & 0.07 \end{pmatrix}$$

$$\begin{array}{r} 0.35 \\ 0.08 \\ \underline{0.07} \\ 0 \end{array}$$

$$\left( \begin{array}{c} (0.35, 0.06, 0.07) \\ \text{set-L} \\ (D, E, F) \end{array} \right)$$





0.35 0  
0.25 0

0.35 0

0.25 1

0.15 1

0.15 - 0

0.10 1

0.10 - 1  
0.08 - 1  
0.07 - 1

0.08 1

0.10 0

0.07 1

0.08 1  
0.07 1

0.08 - 0

0.07 - 1

Symbol

Code word

Prob.

length

D

0 0

0.35

2

C

0 1

0.25

2

B

1 0

0.15

2

A

1 1 0

0.10

3

E

1 1 1 0

0.08

4

F

1 1 1 1

0.07

4

$$H(S) = -0.35 \log_2 0.35 + \dots$$

$$= 2.33.$$

$$\text{Efficient} = \frac{H(S)}{L} \times 100\%$$

$$L = \sum p_i l_i$$

$$L = \sum p_i l_i$$

$$= 0.35 \times 2 + 0.25 \times 2 + 0.15 \times 2 + 0.10 \times 3 + 0.08 \times 4$$

$$+ 0.07 \times 4$$

$$= 2.4$$

$$\text{Efficiency} = \frac{2.33}{2.4} \times 100$$

$$= 97.08\%$$

Huffman's Code  $\longrightarrow$  Consider as optimal code.

(compact code).

( $r$ -ary codeword)

Step 1: compute the number of stages required for the encoding operation.

$$\eta = \frac{N-r}{r-1}$$

$\therefore N$  = total no. of symbols in the source alphabet.

$\therefore \eta$  has to be ~~zero~~ integer

$\swarrow$   
If  $\eta$  is not integer we have to append dummy symbol.

Step 2:- If  $\eta$  is not integer then append minimum no. of dummy symbol with probability zero.

For binary,  $\eta$  is always integer.

Step 3: Arrange the prob. in descending order.

Step 4: Combine the last  $r$  probabilities in the set by summing as a single prob. and place the sum in the appropriate position in the set by

$\swarrow$  recording it.

For  $r=2$  } combine last two probabilities.

Step 5:- Continue step 4 till we reach the position where we have only  $r$  elements

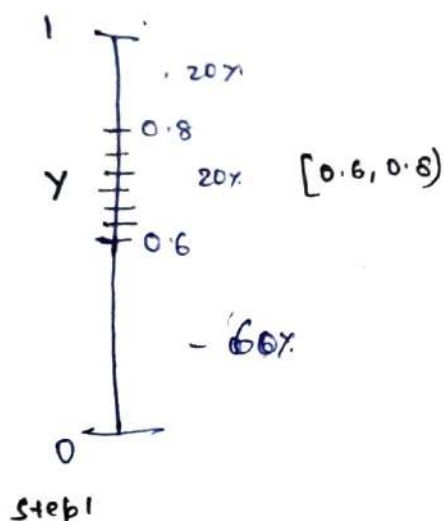
# Arithmetic coding

Q. Consider a discrete memoryless source with  $S = \{x, y, z\}$  with respective probabilities  $p = \{0.6, 0.2, 0.2\}$ . Find the codeword for the message 'y x z x y' using arithmetic coding

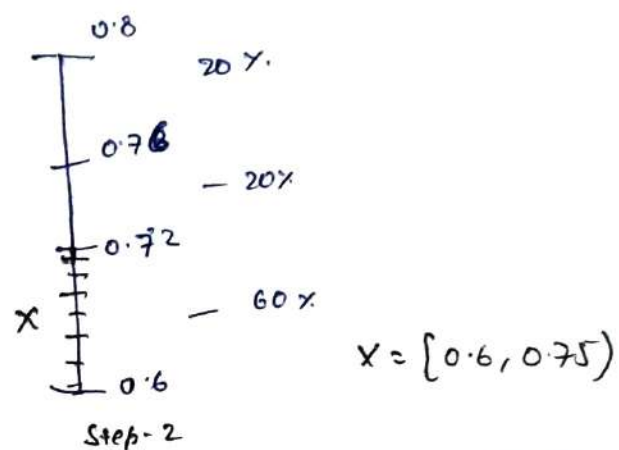
{01}

'y x z x y'  $p = \{0.6, 0.2, 0.2\}$ .

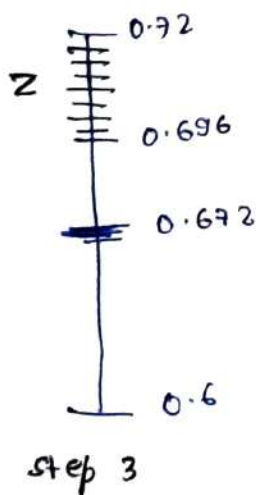
Step-1 :- Divide the range



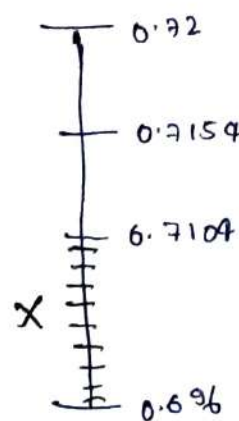
→



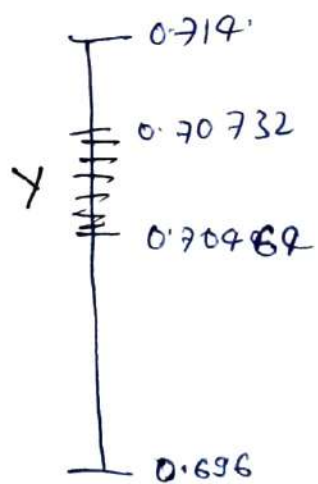
→



→



→



y x z x y → 0.70464 (receive lower bit tag.)

# Lempel - Ziv Algorithm

< index , code >

'THIS - IS - HIS - HIT'

## Dictionary

index	Symbol
1	T
2	H
3	I
4	S
5	-
6	IS
7	-H
8	IS -
9	HI

## Encoding Scheme

Symbol	Encoding
T	(0, code(T))
H	(2, code(H))
I	(3, code(I))
S	(4, code(S))
-	(5, code(-))
IS	(3, code(S))
-H	(5, code(H))
IS -	(6, code(-))
HI	(2, code(I))
T	(0, code(T))

## Run-length Encoding

0000 1111 000000 111 0000 1111 000 111

50 51 60 31 4041 3041



## JPEG

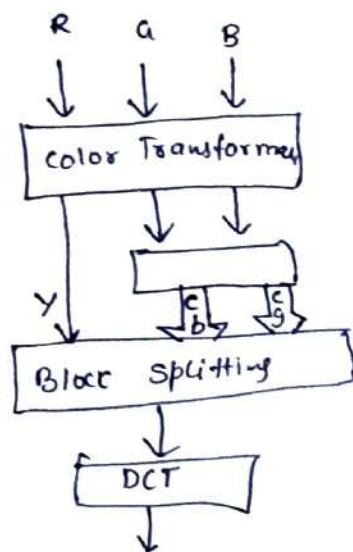
- Joint photographic Experts Groups
- Standard Specification for lossy compression for digital images.
- lossy compression means that JPEG images lose data when saved. This data is lost forever, and the original can never be re-formed.

### JPEG is not a file format

- JFIF (JPEG file interchange format file) is a wrapper that holds the compressed data created by the JPEG Compression.
- metadata

### JPEG vs JPG

- no difference b/w JPEG and JPG extensions.
- Before win dow 95 "only 3 characters" allowed.





## PEG encoding : Color Transformation

- Color space

### RGB-format

R: 229

G: 102

B: 102

### CMYK format

C: 229

M: 59

Y: 50

K: 12

- RGB (additive) — monitor

- CMYK (substantive)

→ print industry

## YCbCr color model

- human eye is more sensitive to fine variations in brightness (luminance) than to changes in color (chroma)

- JPEG can take advantage of this by converting to the

YCbCr color model which splits the luminance.

Y :	luminance	
Cb :	chroma blue	(RGB blue - luminance)
Cr :	chroma red	(RGB red - luminance)

## Downsampling

Chroma downsampling is where the color information in an image's Cb and Cr channels is sampled at a lower resolution than original.

(J: a: b)

J — horizontal sampling reference.  
a —  
b —

## JPEG Encoding

Step 1: Recentre around zero.

↳ Subtract 128

Step 2: Calculate the Discrete Cosine Transform coefficients

↳  $\left( \begin{array}{c} -415.38 \end{array} \right)$  — DC component

## Quantization

- Quantization process aims to reduce the overall size of the DCT coefficients so that they can be more efficiently compressed in the final Entropy encoding scheme.

### ↳ Quantization matrix

- determines the compression ratio

- To calculate the quantized DCT coefficients we divide the

$$\text{round} \left( \frac{-415.38}{16} \right) = \text{round} (-25.96) = -26.$$

## JPEG coding

Apply Run-length encoding and Huffman coding on AC coefficients

(runlength, size) (amplitude)

(0, 2) (-3) ; (1, 2) (-3) ; (0, 1) (-2) ; (0, 2) (-6) ;

(0, 1) (2) ; (0, 1) (-4) ; ( ) ( ) ;

96 of zeros  
number exceed 15  
then we can denote  
(15, 0) (0) or (0, 0) (0) .

-26 -3 0 -3 -2 -6 2 -4 1 -3 11 5 1 2  
-1 1 -1 2 00000 -1 -1 00 - - - 00  
38.

21/03/24

Maximum Entropy

$$\begin{cases} p(B) + p(C) + p(F) + p(T) = 1 \\ \$1 p(B) + \$2 p(C) + \$3 p(F) + \$8 p(T) = \$2.5 \end{cases}$$

Cannot be determined the frequency of each item

## Maximum entropy principles

- If nothing is known about a distribution except that it belongs to a certain class.
- Distribution with the largest entropy should be chosen as the default.

### Formulation

Maximize  
entropy

$$H(p) = - \sum_{i=1}^n p_i \log p_i$$

$$p_i \geq 0 \quad \text{---} \quad (1)$$

$$\sum_{i=1}^n p_i = 1 \quad (2)$$

$$\sum_{i=1}^n p_i x_{ij} = \alpha_j \quad \text{for } 1 \leq j \leq m \quad (3)$$

Form Lagrangian

$$J(p) = - \sum_{i=1}^n p_i \log p_i + \lambda_0 \left( \sum_{i=1}^n p_i - 1 \right) + \sum_{j=1}^m \lambda_j \left( \sum_{i=1}^n p_i x_{ij} - \alpha_j \right)$$

- Take derivative w.r. to  $p_i$ :

$$-1 - \log p_i + \lambda_0 + \sum_{j=1}^m \lambda_j x_{ij}$$

Set this to 0, this solution is maximum entropy distribution.

$$p_i^* = \frac{e^{\sum_{j=1}^m \lambda_j x_{ij}}}{e^{1-\lambda_0}}$$



Tare  $\pi_{ij}$  = as price or calories

Dice, no constraint

$$X = \{1, 2, 3, 4, 5, 6\}$$

Maxim entropy distribution

$$p_i = 1/6.$$

$$p_i^* = e^{d_i} / \sum_{i=1}^6 e^{d_i}$$

Maximum entropy minimizes the amount of prior information.



Channel capacity (wireless)

$$I(X; Y) = H(X) - H(X|Y)$$

$$H(X|Y) = H(X|Y = \text{rain}) p(\text{rain}) + H(X|$$

→ "Information" channel capacity.

$$C = \max_{p(X)} I(X; Y)$$

We have proved, for fixed  $p(Y|X)$ ,  $I(X; Y)$  is a concave function in  $p(X)$ .

## Duality

Data compression :- remove redundancy

Data transmission :- add redundancy

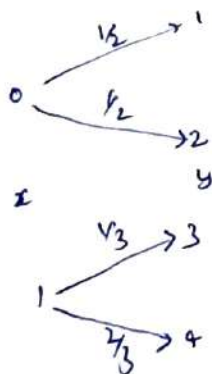
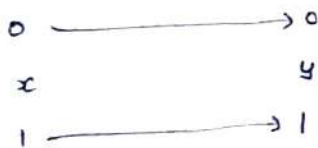
→ Why channel capacity?

\* - Shannon propose to focus on information theory computation.

3  
Semantic communication

→ Shannon's Secret of Success

→ Binary noiseless channel

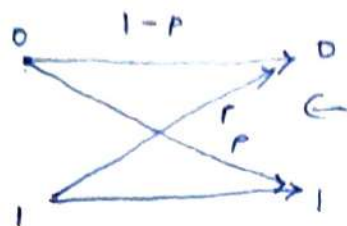


$$C = \log 2 = 1 \text{ bit.}$$

• Binary symmetric channel (BSC).

## Binary Symmetric Channel

2/07/24



channel transition matrix.

$$C = 1 - H(p) \text{ bits}$$

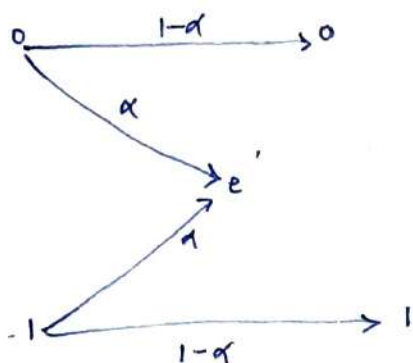
$$\begin{aligned} I(x; y) &= H(y) - H(y|x) \\ &= H(y) - \sum p(x) H(y|x=x) \\ &= H(y) - \sum p(x) H(p) \end{aligned}$$

$$\begin{aligned} I(x; y)_{\max} &\leq 1 - \sum p(x) H(p) \\ &\leq 1 - H(p) \end{aligned}$$

when  $p$  is uniform.

$$\text{Therefore } C \leq \underline{1 - H(p)} = I(x; y)_{\max}.$$

## Binary Erasure Channel



$$X = \{0, 1\}$$

$$Y = \{0, e, 1\}$$

Some bits are lost, can be use as a model for DNA sequencing

$$C = 1 - \alpha$$

$$\begin{aligned} C &= \max_{p(x)} H(y) - H(y|x) \\ &= \max_{p(x)} H(y) - H(\alpha) \end{aligned}$$

## Transition Probability matrix

$$X = \{x_0, x_1, x_2, \dots, x_{j-1}\}$$

$$Y = \{y_0, y_1, y_2, \dots, y_{k-1}\}$$

$$P(Y|X) = \begin{bmatrix} P(y_0|x_0) & P(y_1|x_0) & \dots & P(y_{k-1}|x_0) \\ P(y_0|x_1) & P(y_1|x_1) & \dots & P(y_{k-1}|x_1) \\ \vdots & \vdots & \ddots & \vdots \\ P(y_0|x_{j-1}) & P(y_1|x_{j-1}) & \dots & P(y_{k-1}|x_{j-1}) \end{bmatrix}$$

$$\sum_{i=0}^K P(y_i|x_j) = 1 \quad \forall j.$$

Rows are input, columns are output

## Symmetric Channel

$$P(y|x) = \begin{bmatrix} 0.3 & 0.2 & 0.5 \\ 0.5 & 0.3 & 0.2 \\ 0.2 & 0.5 & 0.3 \end{bmatrix}$$

each rows and columns are permutation and combination of each other.

Let  $r$  be a row of the transition matrix

$$\begin{aligned} I(X;Y) &= H(Y) - H(Y|X) \\ &= H(Y) - H(r) \\ &\leq \log |Y| - H(r) \end{aligned}$$

with equality if  $P(x) = 1/|X|$

$$P(y) = \sum_{x \in X} P(y|x) P(x) = \frac{C}{|X|}$$

## Weakly Symmetric Matrix

All the rows are p & c of every other rows and all the columns sums are equal.

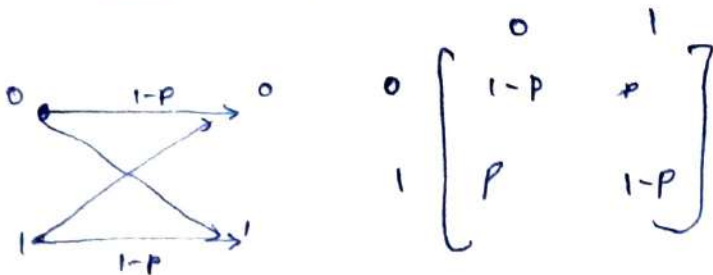
$$p(y|x) = \begin{bmatrix} 1/3 & 1/6 & 1/2 \\ 1/3 & 1/2 & 1/6 \end{bmatrix}$$

$$C = \log |Y| - H(\text{row of transition matrix})$$

## Properties of channel capacity :-

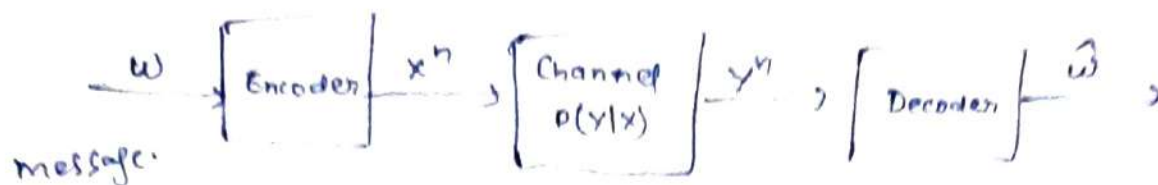
- ①  $C \geq 0$  since  $I(x; y) \geq 0$
- ②  $C \leq \log |X|$  since  $C = \max I(x; y) \leq \max H(x) = \log |X|$
- ③  $C \leq \log |Y|$  ↖ same reason
- ④  $I(x; y)$  is a continuous function of  $p(x)$
- ⑤  $I(x; y)$  is a concave function of  $p(x)$

Transition probability matrix for binary Symmetric Channel



Lagrangian  
and KKT  
condition.





↓  
 $\{1, 2, \dots, M\} \rightarrow x^n(w)$

Channel output:  $y^n \sim p(y^n | x^n)$   
 $\hat{w}$

$\hat{w} \neq w$  — error.

Def<sup>n</sup> 1.  $(x, p(y|x), y)$

Discrete channel

$$\sum_y p(y|x) = 1$$

Def<sup>n</sup> 2

The  $n$ th extension of the DMC is

$(x^n, p(y^n | x^n), y^n)$  where,

$$p(y_k | x^k, y^{k-1}) = p(y_k | x_k) \quad k = 1, 2, \dots$$

$$p(y^n | x^n) = \prod_{i=1}^n p(y_i | x_i)$$

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## Channel coding Theorem

For a DMC

- (i) all rates below capacity  $R < C$  are achievable.
- (ii) converse :- any sequence

code rate (missing)

$K$ -bit long

↳  $2^K$  possible information symbols.

- add  $n-K$  redundant bits.

⇓

bits length becomes  $n$

⇓

$2^n$  possible information symbol

Then  $2^n - 2^K$  error pattern

Types of codes

- (i) Error detecting code
- (ii) Error correcting code

}

ARQ

/  
Automatic repeat  
request.

BER can be  
large

Bit error  
rate:

→ FEC (Forward Error Correction)

Error correcting

(i) Block code  $(n, k)$

$k$ -tuple binary

$n$ -tuple codeword

(ii) Convolution code

e.g.  $(7, 4)$  block code

4-bit information  
↓ convert into  
7-bit codeword

It has a memory element. present input depend on past input.

Linear Block Codes

$(n, k)$

$k$ -dimensional subspace of a  $n$ -dimensional vector space  $V$  over the field  $F_2$  such that a linear combination of any two vectors in the subspace will lead to another vector in subspace.

Mathematically

$$\forall v_1, v_2 \in C$$

$$v_1 \oplus v_2 \in C$$

$k$ -tuple message

$$2^k$$

$C$  is  $k$ -dimensional subspace of a vector space  $V$ .

$k$   $n$ -tuple vectors in  $C$  which forms a basis set of  $C$

$$G = \begin{bmatrix} g_1 \\ g_2 \\ \vdots \\ g_k \end{bmatrix} \quad \left. \begin{array}{l} g_1 = g_{10} \quad g_{11} \quad \dots \quad g_{1n-1} \\ g_2 = g_{20} \quad g_{21} \quad \dots \quad g_{2n-1} \\ \vdots \\ g_k = g_{k0} \quad g_{k1} \quad \dots \quad g_{kn-1} \end{array} \right\} \begin{array}{l} \text{n-tuple} \\ \text{vectors} \end{array}$$

Linear combination of  $k$   $n$ -tuple vectors.

$$v = u_0 g_1 + u_1 g_2 + \dots + u_{k-1} g_k$$

$$= \begin{bmatrix} u_0 & u_1 & \dots & u_{k-1} \end{bmatrix} \begin{bmatrix} g_1 \\ g_2 \\ \vdots \\ g_k \end{bmatrix}$$

$$v = u \cdot G \quad \rightarrow \quad \begin{array}{l} \text{Generator} \\ \text{matrix} \end{array}$$

Systematic form

$k$ -bit information	$(n-k)$ check bits
-------------------------	-----------------------

LBC

$$G = [I_k : P]$$

$$\text{or } \begin{array}{c} \begin{bmatrix} P & I_k \end{bmatrix} \\ \swarrow \quad \searrow \\ k \times (n-k) \quad k \times k \end{array}$$

$I_k$  - Identity matrix.  
dimension -  $k \times k$ .

$$P = k \times (n-k)$$

Q. Obtain the encoded information for the given message and generator matrix.

$$u = [1 \ 0 \ 1 \ 1] \quad \text{and} \quad G = \begin{bmatrix} 1 & 1 & 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 0 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$v = \begin{bmatrix} 1 & 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

Q. Obtain all possible code vectors for a (7,4) LBC in its systematic form for the generator matrix

$$G = \begin{bmatrix} 1 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

$$R_1 = R_1 + R_2$$

$$R_2 = R_3 + R_1$$



$$G = \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

$$R_3 = r_3 + r_1$$

$$G = \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

↓  
Identity matrix.

Parity Check Matrix

$$V H^T = 0$$

if  $\neq 0$  then error.

$$u \cdot G H^T = 0$$

$$G H^T = 0$$

Remaining.

$$G = \begin{bmatrix} 1 & 0 & 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 \end{bmatrix}$$

Q. Determine the parity check matrix.

Step-  $(n, k)$  - identity

$(6, 3)$  - block code.

$$k = 3$$

$$n = 6$$

$$H = [P^T : I_{n-k}] = [P^T : I_3]$$

$$P = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 0 & 1 \\ 0 & 1 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 \end{bmatrix}$$

$$GH^T = 0$$

$$\begin{bmatrix} 1 & 0 & 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 \end{bmatrix}^T$$

$3 \times 6$ .

$$\begin{bmatrix} 1 & 1 & 1 \\ 1 & 0 & 1 \\ 0 & 1 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} 6 \times 3.$$

Q. Determine the parity check matrix for a (7,4) systematic

LBC whose parity equations are:

$$k=4$$

$$n=7$$

$$P_1 = u_0 + u_1 + u_3$$

$$P_2 = u_1 + u_2 + u_3$$

$$P_3 = u_0 + u_2 + u_3$$

$$P^T = \begin{bmatrix} 1 & 1 & 0 & 1 \\ 0 & 1 & 1 & 1 \\ 1 & 0 & 1 & 1 \end{bmatrix}_{3 \times 4}$$

$$P = \begin{bmatrix} 1 & 0 & 1 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix} \begin{matrix} u_0, u_1 \\ u_2 \\ u_3 \end{matrix}$$

$$H = \begin{bmatrix} P^T & I_{n-k} \end{bmatrix} = \begin{bmatrix} P^T & I_3 \end{bmatrix}$$

$$H = \begin{bmatrix} 1 & 1 & 0 & 1 & 1 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 & 0 & 1 \end{bmatrix}$$

u - input.  
H - parity check.  
v - output.  
u - Gener

$$H = \begin{bmatrix} 1 & 1 & 0 & 1 & 1 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 & 0 & 1 \end{bmatrix}$$

Q. Find H for given G.

$$G = \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 0 & 1 \end{bmatrix}$$

Q is in the form

$$G = [P; I_{n-k}]$$

$$H = [I_{n-k}; P^T]$$

$$H = [I_{n-k}; P^T]$$

$$H = \begin{bmatrix} 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 0 & 1 \end{bmatrix}$$

Encoding circuit for a  $(n, k)$  LBC

$$V = uG$$

$$[v_0 \ v_1 \ \dots \ v_{n-1}] = [u_0 \ u_1 \ \dots \ u_{k-1}]$$

$$\begin{bmatrix} 1 & 0 & \dots & 0 & p_{11} & p_{12} & \dots & p_{1, n-k} \\ 0 & 1 & \dots & 0 & p_{21} & p_{22} & \dots & p_{2, n-k} \\ \vdots & \vdots & \ddots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & \dots & \dots & 1 & p_{k1} & p_{k2} & \dots & p_{k, n-k} \end{bmatrix}$$

$$v_0 = u_0$$

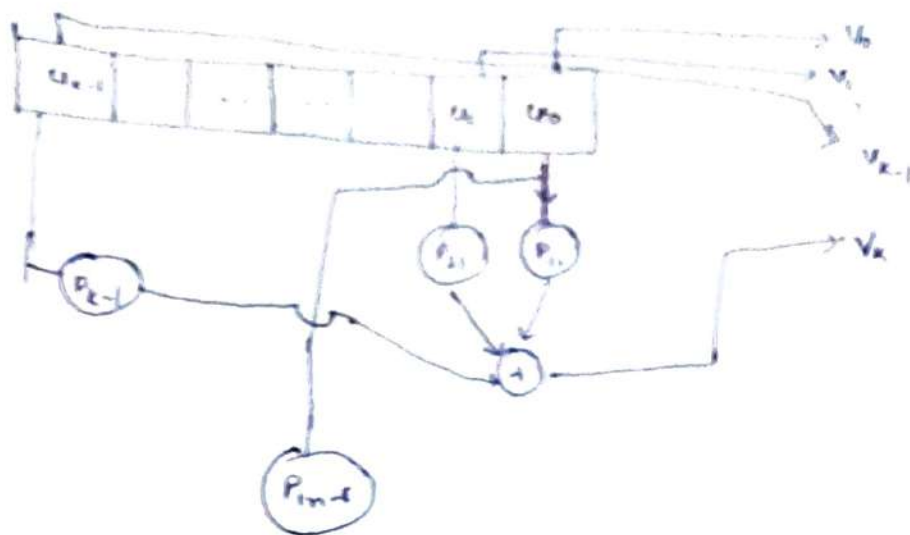
$$v_1 = u_1$$

$$\vdots$$

$$v_{k-1} = u_{k-1}$$

$$v_k = u_0 p_{1k} + u_1 p_{2k} + \dots + u_{k-1} p_{k, k}$$

$$v_{n-1} = u_0 p_{1, n-k} + u_1 p_{2, n-k} + \dots + u_{k-1} p_{k, n-k}$$



Q. Consider a Systematic (6,4) LBC whose parity check equations are:

$$v_4 = u_1 + u_2 + u_3$$

$$v_5 = u_0 + u_1 + u_2$$

$$v_6 = u_0 + u_1 + u_3$$

$$v_7 = u_0 + u_2 + u_3$$

Q(i) write the generator and parity check matrices.

(ii) Draw the encoder diagram.

$$P = \begin{bmatrix} 0 & 1 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 0 & 1 \\ 1 & 0 & 1 & 1 \end{bmatrix}$$

$$I_{n-k} = I_4$$



$$G = \begin{bmatrix} I_{n-k} & P \end{bmatrix}$$

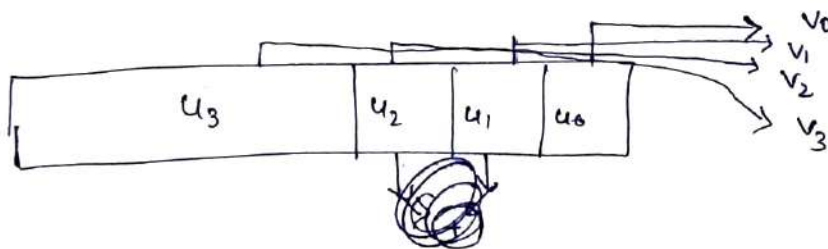
$$n = 8$$

$$k = 4$$

$$G = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 & 1 \end{bmatrix}$$

$$H = \begin{bmatrix} P^T & I_{n-k} \end{bmatrix}$$

$$H = \begin{bmatrix} 0 & 1 & 1 & 1 & 1 & 0 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 & 0 \\ 1 & 1 & 0 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$



$$V = \begin{bmatrix} u_0 & u_1 & u_2 & u_3 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 & 1 \end{bmatrix}$$

$v_0 \quad v_1 \quad v_2 \quad v_3 \quad v_4 \quad v_5 \quad v_6 \quad v_7$

$$V_0 = u_0$$

$$V_1 = u_1$$

$$V_2 = u_2$$

$$V_3 = u_3$$

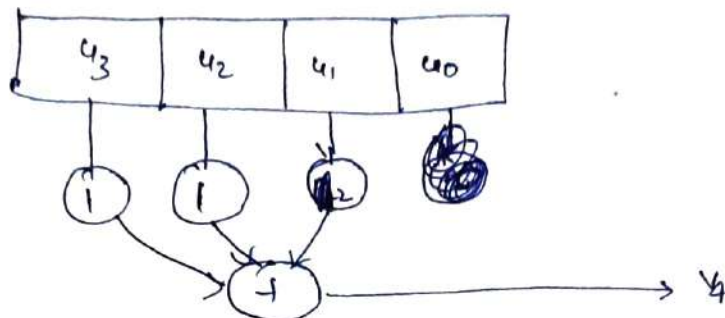
$$V_4 = u_1 + u_2 + u_3$$

$$V_5 = u_0 + u_1 + u_3$$

$$V_6 = u_0 + u_1 + u_3$$

$$V_7 = u_0 + u_2 + u_3$$

~~Mid-se~~ (30)



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### Syndrome Calculation and Error detection

$$VH^T = 0$$

$$r = v + e \quad (e - \text{error})$$

$$rH^T \neq 0 \quad ; \quad \boxed{S = rH^T} \quad (\text{Syndrome})$$

$$\begin{aligned} (v+e)H^T &= vH^T + eH^T \\ &= eH^T \end{aligned}$$

for any non-zero error pattern syndrome will be non-zero.

non-zero syndrome indicate.

• If both errors are same then it will have same ~~error~~ syndrome. (doesn't depend on input).



$$H = \{ H^T : 3 \times 4 \}$$

$$H = \begin{bmatrix} 1 & 1 & 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 & 0 & 1 \end{bmatrix}$$

$H^T =$

$$\begin{bmatrix} 1 & 1 & 0 \\ 1 & 0 & 1 \\ 0 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \textcircled{6}$$

000

$VH^T =$

$$\begin{bmatrix} 2 & 1 & 0 & 1 & 0 & 0 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 & 0 \\ 1 & 0 & 1 \\ 0 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \textcircled{V_4} \begin{bmatrix} 0 & 1 & 0 \end{bmatrix}$$

0 + 1 + 0 + 0

Syndrome calculation circuit

$$S = xH^T = [x_0 \ x_1 \ \dots \ x_{n-1}] \begin{pmatrix} p_{11} & p_{12} & \dots & p_{1n-k} \\ p_{21} & p_{22} & \dots & p_{2n-k} \\ \vdots & \vdots & \ddots & \vdots \\ p_{n-k,1} & p_{n-k,2} & \dots & p_{n-k,n-k} \\ 1 & 0 & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 1 & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & 1 \end{pmatrix}$$

$$S_0 = x_0 p_{11} + x_1 p_{21} + \dots$$

$$S_1$$

$$S_2$$

Q. Draw the Syndrome circuit for  $(7, 4)$  LBC.

### Properties of LBC

① Hamming distance:

$$v_1 = 1101010$$

$$v_2 = 1011100$$

$$d(v_1, v_2) = (v_1 \oplus v_2).$$

② Hamming weight:

$$(1101101)$$

$$H_w = 5$$

$$\rightarrow (5)$$

$$d(v_1, v_2) = H_w(v_1 \oplus v_2)$$

③ Minimum Distance

$$d_{\min} = \min \{ d(v_i, v_j) \} \quad \text{for } i \neq j$$

### Theorem:

The minimum distance of a LBC is equal to the minimum weight of a non-zero code vector.

### Theorem:-

For any code vector of weight  $d$  in an LBC there exist  $d$  columns in  $H$  matrix whose sum is zero.

Ex. 2.2 - Prove  
Corollary 1.

### Corollary ①

A LBC is said to have a  $d_{min}$  of  $d$  if there are no fewer  $d$  columns in  $H$  matrix whose sum is zero.

### Corollary ②

If there are  $d$  columns in  $H$ -matrix whose sum is zero and no fewer  $d$  columns whose sum is zero; then the LBC is said to have a minimum distance of  $d$ .

### Theorem

A  $(n, k)$  LBC with a minimum distance of  $d_{min}$  is capable of detecting  $(d_{min} - 1)$  bit errors.

Q.E.D.



### Theorem

A  $(n, k)$  LBC is capable of correcting up to

$\left\lfloor \frac{d_{\min} - 1}{2} \right\rfloor$  numbers of error bits for a minimum distance  $d_{\min}$ .

Q.

$$G = \begin{bmatrix} 1 & 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 & 1 & 1 \end{bmatrix}$$

(A) Find  $n, k$  value

(B)  $G$  in its systematic form.

(C) Find all codewords.

(D) Find  $d_{\min}$ .

(E) Find the error detecting