Information, Codes and Ciphers

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1 Introduction

1.1 Mathematical Model

To give a mathematical framework for digital data transmission, define

- a source alphabet $S = \{s_1, s_2, \dots, s_q\}$ of q symbols
- a **code alphabet** A of r symbols probabilities $p_i = P(s_i)$
- a **code** that encodes each symbol s_i by a codeword which is a **string** of code symbols.

1.2 Assumed Knowledge

- Modular Arithmetic and the Division Algorithm
- Probability (Binomial Distribution and Bayes' Rule)
- Linear Algebra (Linear combination, independence, etc...)

1.3 Morse Code

Morse code is a **ternary** code (radix 3). Its alphabet is

- 1. \bullet called **dot**
- 2. called dash
- 3. p a pause

The codewords are strings of • and — **terminated** by p.

1.4 ASCII

 $\underline{\mathbf{A}}$ merican National $\underline{\mathbf{S}}$ tandard $\underline{\mathbf{C}}$ ode for $\underline{\mathbf{I}}$ nformation $\underline{\mathbf{I}}$ nterchange.

Binary code of fixed codeword length, namely 7, with $2^7=128$ encoded symbols.

The extended ASCII is a code like the 7-bit ASCII but with an extra bit in the front used as a check bit, requiring the number of 1's to be even.

1.5 ISBN

International Standard Book Number.

They have 10 bits, with it's last bit being a check bit, requiring

$$\sum_{i=1}^{10} ix_i \equiv 0 \pmod{11}.$$

2 Error Detection and Correction Codes

We say that \mathbf{x} corrupted to \mathbf{y} is denoted by $\mathbf{x} \leadsto \mathbf{y}$.

2.1 ISBN-10 Error Capability

ISBN-10 numbers are capable of detecting the two types of errors:

- 1. getting a digit wrong,
- 2. interchanging two (unequal) digits.

2.2 Types of Codes

- variable length code: codewords have different lengths
- block code: codewords have the same lengths
- t-error correcting code: code can always correct up to t errors
- systematic code: code with information digits and check digits distinct

2.3 Binary Repetition Codes

A binary r-repetition code encodes $0 \to \overbrace{0 \cdots 0}^r$ and $1 \to \overbrace{1 \cdots 1}^r$

The binary (2t+1)-repetition code is t-error correcting. The binary 2t-repetition code is (t-1)-error correcting and t-error detecting.

2.4 Information Rate and Redundancy

The **information rate** R is given by,

- For a code C of radix r and length $n, R = \frac{\log_r |C|}{n}$
- For a systematic code, $R = \frac{\text{\# information digits}}{\text{length of code}}$

We then define **redundancy** = $\frac{1}{R}$.

2.5 Binary Hamming Error-Correcting Codes

A Binary Hamming (n, k) code is a code of length n with k information bits, such that it is a single error correcting and has a parity check matrix, H, of size n - k by n.

2.6 Hamming Distance, Weights

The **weight** of an n-bit word \mathbf{x} is defined to be

$$w(\mathbf{x}) = \#\{i : 1 \le i \le n, x_i \ne 0\}.$$

Given two n-bit words, the **Hamming distance** between them is

$$d(\mathbf{x}, \mathbf{y}) = \#\{i : 1 \le i \le n, x_i \ne y_i\}.$$

Given some code with set of codewords C, we define (minimum) weight of C to

$$w = w(C) = \min\{w(\mathbf{x}) : \mathbf{x} \in C, \mathbf{x} \neq \mathbf{0}\}.$$

Similarly, the (minimum) distance of C is defined by

$$d = d(C) = \min\{d(\mathbf{x}, \mathbf{y}) : \mathbf{x}, \mathbf{y} \in C, \mathbf{x} \neq \mathbf{y}\}.$$

If $\mathbf{x} \leadsto \mathbf{y}$, then $d(\mathbf{x}, \mathbf{y})$ is the number of errors in \mathbf{y} .

2.7 Decoding Strategies

Minimum Distance Decoding Strategy Given a received word y, decode to *closest* codeword x.

Standard Strategy If received word y is distance at most t from a codeword x, then decode y to x; otherwise flag an error.

Pure Error Detection If received word y is not a codeword x, then flag an error.

2.8 Sphere Packing

The **sphere** of radius r around c:

$$S_r(\mathbf{c}) = {\mathbf{x} \in \mathbb{Z}_2^n : d(\mathbf{x}, \mathbf{c}) \le r}.$$

The volume of this sphere is its size $|S_r(\mathbf{c})|$.

Sphere-Packing Condition Theorem A t-error correcting binary code C of length n has minimum distance d=2y+1 or 2t+2, and

$$|C|\sum_{i=0}^{t} \binom{n}{i} \le 2^{n}.$$

If we have equality in the bound, then we say that the code is perfect. This means that codewords are evenly spread around in \mathbb{Z}_2^n space.

2.9 Binary Linear Codes

A linear code C is a vector space over some field \mathbb{F} . Equivalently it is the null-space of

$$C = \{ \mathbf{x} \in \mathbb{F}^n : H\mathbf{x}^T = \mathbf{0} \}$$

of an $m \times n$ parity check matrix H with m = rank(H).

- $\dim C = k = n m$ by the Rank-Nullity Theorem.
- If C is binary, then $|C| = 2^k$.
- C is systematic.
- If *H* is **reduced echelon form**, then we can choose the non-leading columns of *H* to be **information bits** and the leading columns of *H* to be **check bits**.

Minimum Distance for Linear Codes If C is a linear code with parity check matrix H, then

- w(C) = d(C),
- $d(C) = \min\{r : H \text{ has } r \text{ linearly dependent columns }\}.$

For a linear code C, the **row space** (or **row span**) of a $k \times n$ **generator matrix** G over \mathbb{F} generates C, in the sense that C is a set of linear combinations of G.

2.10 Standard Form Matrices

For a linear code C of dimension k and length n = k + m,

- $H = (I_m \mid B)$ is a parity check matrix for C if and only if
- $G = (-B^T \mid I_k)$ is a generator matrix C.

Linear codes C and C' are **equivalent** if C' is obtained by permuting the codeword entries of C by a fixed permutation:

$$C' = CP = \{ \mathbf{x}P : \mathbf{x} \in C \}$$
 for some permutation matrix P

Note that G' = GP and H' = HP.

2.11 Extending Linear Codes

The **extension** of a linear code C:

$$\hat{C} = \{x_0 x_1 \cdots x_n : x_1 \cdots x_n \in C, x_0 = -(x_1 + \cdots + x_n)\}.$$

The **extension** \hat{C} is a linear code with minimum distance d(C) or d(C) + 1.

2.12 Radix r Hamming Codes

- Let r be a prime number and m > 1 some integer.
- Write the numbers $1, \ldots, r^m 1$ in base r, as length m column vectors.
- Of each set of r-1 parallel columns, delete all whose first nonzero entry is not 1.
- This gives the radix r Hamming code of length $n = \frac{r^m 1}{r 1}$.

3 Compression Coding