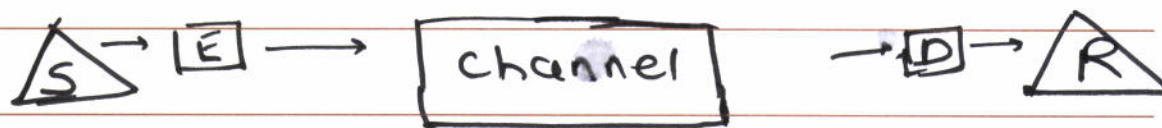


Information Theory

claude shannon



1) ~~can~~ how do you efficiently transmit data from $S \rightarrow R$
source coding

2) how do you reliably transmit data from $S \rightarrow R$
channel coding

source \rightarrow vocabulary
 $S \rightarrow \{s_1, s_2, s_3, s_4\}$

s_1	70	1	70
s_2	5	001	15
s_3	20	01	40
s_4	5	000	<u>15</u>
			140

1.4 bits/symbol

$$S \rightarrow \{s_1, s_2, s_3, \dots, s_N\}$$

$$l_1, l_2, l_3, \dots, l_N$$

$S \rightarrow$ a message of length M in time T

$$\text{In } M \rightarrow m_1, m_2, m_3, \dots, m_N$$

$$M = m_1 + m_2 + \dots + m_N = \sum m_i$$

$$\begin{aligned} \# \text{ of bits in } M &= m_1 l_1 + m_2 l_2 + \dots + m_N l_N \\ L &= \sum m_i l_i \end{aligned}$$

$$S \rightarrow \{s_1, s_2, s_3, s_4\}$$

$$S \rightarrow s_1 s_1 s_2 s_1 s_4 s_3 s_1 \dots$$

s_1	70	00	\rightarrow 140
s_2	5	01	10
s_3	20	10	40
s_4	5	11	<u>10</u>
			200

2 bits / symbol

s_1	70	0	70
s_2	5	01	10
s_3	20	1	20
s_4	5	10	<u>10</u>
			110

1.1 bits / symbol

$$\begin{array}{lcl} s_1 s_3 & \rightarrow & 01 \\ s_2 & & 01 \end{array}$$

t = avg bits per symbol

$$L = \sum m_i l_i$$

$$t = \frac{L}{M} = \frac{\sum m_i l_i}{M}$$

$$t = \sum \left(\frac{m_i}{M} \right) l_i$$

$$= \sum p_i l_i$$

minimize t

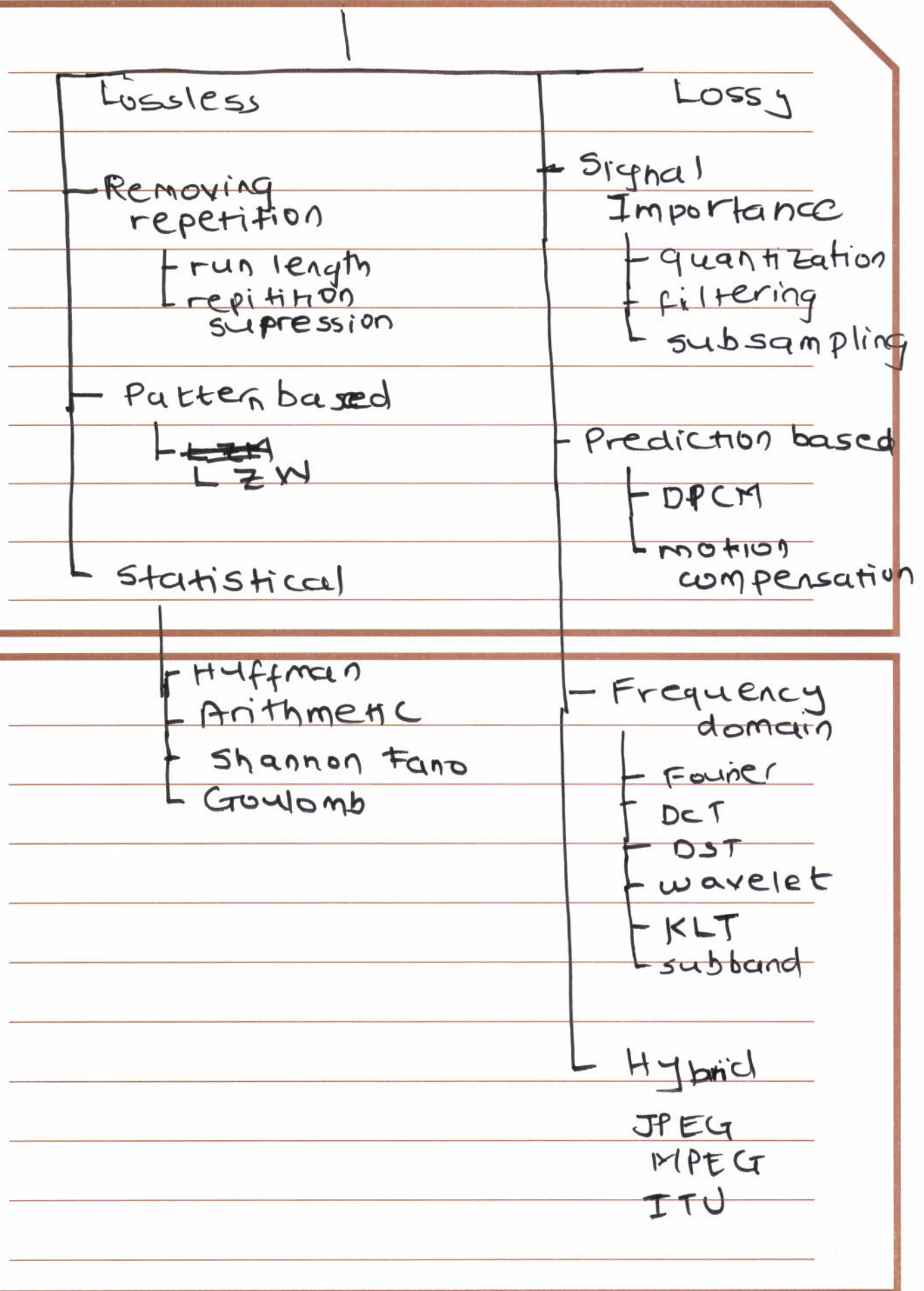
$$H = \sum p_i \log 1/p_i$$

$$= - \sum p_i \log p_i$$



Entropy

Lossless	Lossy
no loss	you don't get original signal
VBR	CBR
! guaranteed	guaranteed



Runlength

$$S = \{a, b\}$$

aaaaabbbbaaabbbb...

a5b3a3b4....

LZW $S = \{a, b\}$

a b b a a b b a a b a b ...
 └─┘ └─┘ └─┘ └─┘ └─┘ └─┘
 0 1 1 0 2 4

a 0 ba 4

b 1 aa 5

ab 2 abb 6

bb 3 baa 7

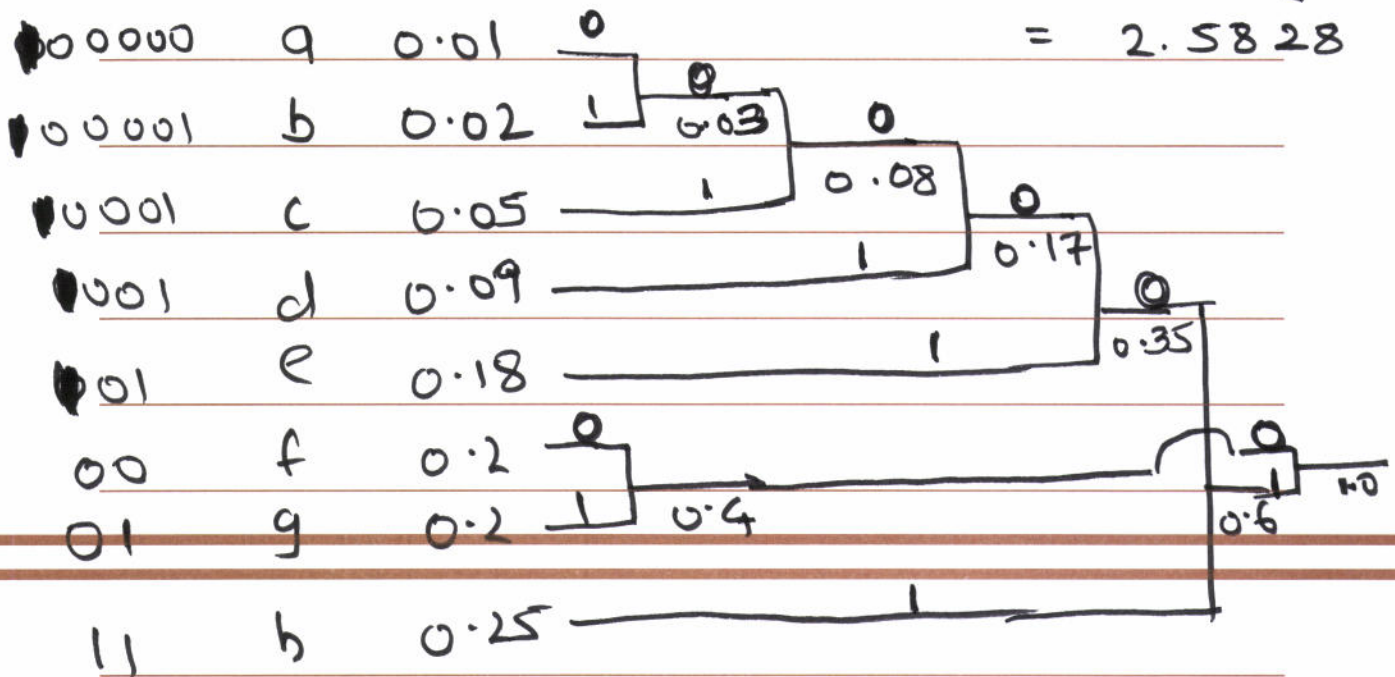
Huffman coding

$S = \{a, b, c, d, e, f, g, h\}$

$$\sum p_i l_i = 3$$

$$H = -\sum p_i \log p_i$$

$$= 2.5828$$



$$\sum p_i l_i = 2.63$$

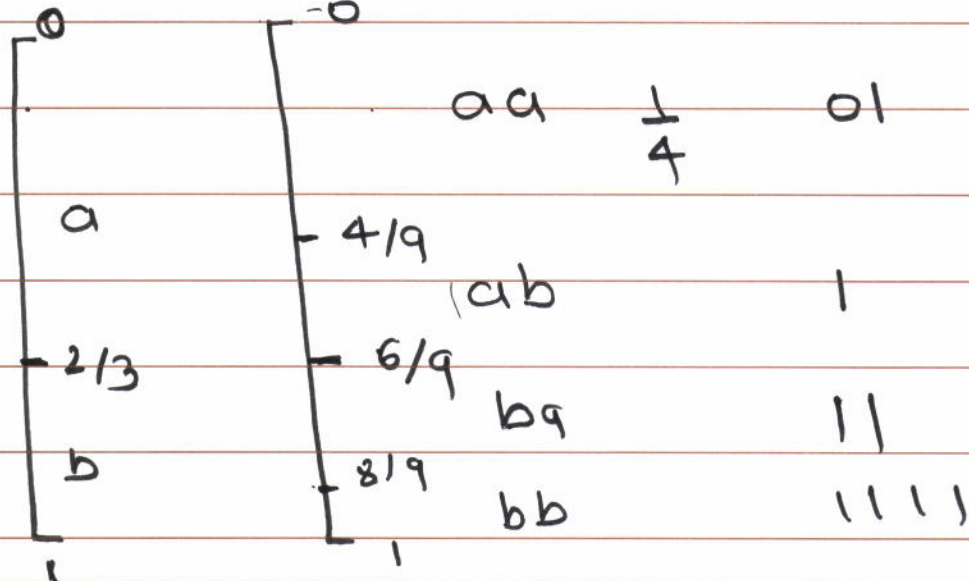
$$\text{efficiency} = \frac{H}{\text{avg code length}} = \frac{2.5828}{2.63}$$

Arithmetic

$$S = \{a, b\}$$

$$\frac{2}{3} \quad \frac{1}{3}$$

(.]



$$\dots 2^3 \quad 2^2 \quad 2^1 \quad 2^0 \quad 2^{-1} \quad 2^{-2} \quad \dots$$

.

Lossy compression

DPCM

$$y_1 \quad y_2 \quad y_3 \quad \dots \quad y_n$$

$$d_1 = y_1$$

$$d_2 = y_2 - y_1$$

$$d_3 = y_3 - y_2$$

$$\vdots$$

$$d_n = y_n - y_{n-1}$$

$$d_1 \rightarrow y_1$$

$$d_2 \rightarrow y_1 + d_2 \rightarrow y_2$$

$$d_3 \rightarrow y_2 + d_3 \rightarrow y_3$$

$$\vdots$$

$$y_1 \rightarrow d_1 \rightarrow \hat{d}_1$$

$$y_2 \rightarrow d_2 \rightarrow \hat{d}_2$$

$$\xrightarrow{\hat{d}_i}$$

$$\hat{d}_1 \rightarrow \hat{y}_1$$

$$\hat{d}_2 \rightarrow \hat{y}_1 + \hat{d}_2 \rightarrow \hat{y}_2$$

or

open loop

$$d_1 = y_1 \quad \hat{d}_1 \xrightarrow{\hat{d}_1} \hat{d}_1 \quad \hat{y}_1 = \hat{d}_1 \\ = y_1 + e_1$$

$$d_2 = y_2 - y_1 \quad \hat{d}_2 \xrightarrow{\hat{d}_2} \hat{d}_2 \quad \hat{y}_2 = \hat{d}_2 + \hat{y}_1 \\ = d_2 + e_2 + y_1 + e_1 \\ = y_2 + e_1 + e_2$$

closed loop

$$d_1 = y_1 \quad \hat{d}_1 \xrightarrow{\hat{d}_1} \hat{d}_1 \quad \hat{y}_1 = \hat{d}_1 \\ = y_1 + e_1 \\ \hat{d}_1 = \hat{y}_1$$

$$d_2 = y_2 - \hat{y}_1 \quad \hat{d}_2 \xrightarrow{\hat{d}_2} \hat{d}_2 \quad \hat{y}_2 = \hat{d}_2 + \hat{y}_1 \\ = d_2 + e_2 + \hat{y}_1 \\ \hat{y}_2 = \hat{y}_1 + \hat{d}_2 \\ = y_2 + e_2$$

subband coding

