

→  $S_1$  0.4 00 0.4 00 0.4 00 0.4 00  
 $S_2$  0.2 11 0.2 11 0.2 10 0.2 01  
 $S_3$  0.1 011 0.1 010 0.2 11 0.2 10  
 $S_4$  0.1 100 0.1 011 0.1 010 0.2 11  
 $S_5$  0.1 101 0.1 100 0.1 011  
 $S_6$  0.05 100 0.1 101  
 $S_7$  0.05 101 0.1 100

|       |      |
|-------|------|
| $S_1$ | 00   |
| $S_2$ | 11   |
| $S_3$ | 011  |
| $S_4$ | 100  |
| $S_5$ | 101  |
| $S_6$ | 0100 |
| $S_7$ | 0101 |

$$L = 2.5$$

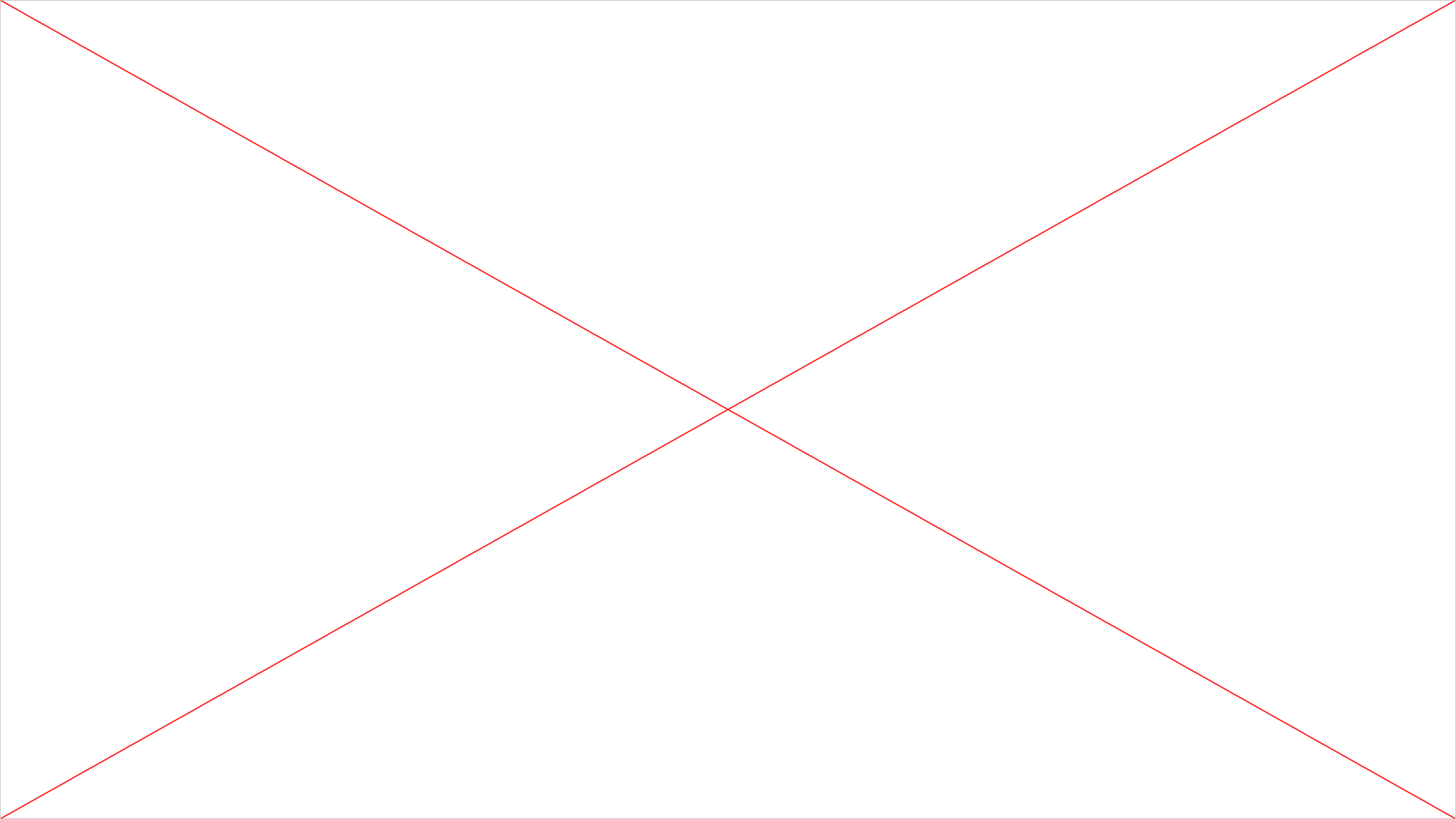
Probability of 0's = 0.58

Probability of 1's = 0.42

Efficiency  $\eta = 96.84\%$ .

Redundancy  $R_n = 3.16\%$







$X_6$  0.08 0100 0.06 0100  
 $X_4$  0.05 0101 0.07 0101  
 $X_8$  0.09 0101 0.11 0101

$$\eta_c = \frac{4(3)}{2} = 6$$

$$\eta_r = 98.95\%$$

$$\eta_r = 98.95\%$$

$$H(s) = \sum_{i=1}^q p_i \log_2 \frac{1}{p_i}$$

$$H(S) = 2.45 \text{ bits/symbol}$$

$$L = \sum_{i=1}^9 p_i \cdot l_i \quad R_{nc} = 1.49\%$$

$L = 2.8$

iv a)  $010100100001101011001$   
 $= X_7 X_6 X_3 X_2 X_8 X_4$

ii)  $q = 8 + \alpha(2)$  v)  $\begin{array}{cccccccc} 1 & 0 & 1 & 1 & 0 & 1 & 0 & 0 & 1 & 2 & 0 & 0 & 2 \end{array}$   
 $\alpha q = 2.5$   $x_8 \ x_6 \ x_3 \ x_1 \ x_2 \ x_4 \ x_7 \ x_5$   
 $\alpha q = 3 \Rightarrow q = 9$

[illegible]

$$H_7(s) = \frac{H(s)}{\log_2 \tau}$$

$$H_T(s) = \frac{H(s)}{\log(3)} = \underline{1.735}$$

$$L = \sum_{i=1}^q p_i \cdot L_i$$

$$L = 1.85$$

$$\eta_c = \frac{H(\delta)}{L} = 93.73\%$$

$$R_{\eta_c} = 1 - \eta_c = 6.21\%$$



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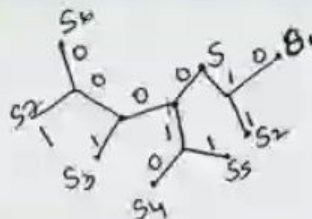
Styles

$$H(s) = 2.625 \text{ bits/symbol}$$

$$L = 2.625 \text{ bits/symbol}$$

$$\% \eta = H(s)/L = 100\%$$

### Code tree



### 1.6 Discrete memoryless Channel

A channel is defined as the medium through which the coded signals are generated by an information source are transmitted. In general, the input to the channel is a symbol belonging to an alphabet 'A' with 'r' symbols, the output of a channel is a symbol belonging to an alphabet 'B' with 's' symbols.



You



### 1.6.1 Representation of a channel:

A communication channel may be represented by a set of input alphabets  $A=(a_1, a_2, a_3 \dots \dots a_r)$  consisting of 'r' symbols and set of output alphabets  $B=(b_1, b_2, b_3 \dots \dots b_s)$  consisting of s symbols and a set of conditional probability  $P(b_j/a_i)$  with  $i=1, 2, \dots, r$  and  $j=1, 2, \dots, s$

$$A = \begin{Bmatrix} a_1 \\ a_2 \\ \vdots \\ a_r \end{Bmatrix} \rightarrow P(b_j/a_i) \rightarrow \begin{Bmatrix} b_1 \\ b_2 \\ \vdots \\ b_s \end{Bmatrix} = B$$

The conditional probabilities come in to the existence due to the presence of noise in the channel. Because of noise there will be some amount of uncertainty in the reception of any symbols. For this reason there are 's' number of symbols at the receiver from 'r' symbols at transmitter. Total



You





$$A \begin{Bmatrix} a_1 \\ a_2 \\ \vdots \\ a_r \end{Bmatrix} \rightarrow P(b_j/a_i) \rightarrow \begin{Bmatrix} b_1 \\ b_2 \\ \vdots \\ b_s \end{Bmatrix} B$$

The conditional probabilities come in to the existence due to the presence of noise in the channel. Because of noise there will be some amount of uncertainty in the reception of any symbols. For this reason there are 's' number of symbols at the receiver from 'r' symbols at transmitter. Totally there are  $r * s$  conditional probabilities represented in a form of matrix which is called as Channel Matrix or Noise Matrix.

$$P(b_j/a_i) = \begin{matrix} & \begin{matrix} b_1 & b_2 & b_3 & \dots & b_s \end{matrix} \\ \begin{matrix} a_1 \\ a_2 \\ a_3 \\ a_4 \\ \vdots \\ a_r \end{matrix} & \begin{bmatrix} P(b_1/a_1) & P(b_2/a_1) & P(b_3/a_1) & \dots & P(b_s/a_1) \\ P(b_1/a_2) & P(b_2/a_2) & P(b_3/a_2) & \dots & P(b_s/a_2) \\ P(b_1/a_3) & P(b_2/a_3) & P(b_3/a_3) & \dots & P(b_s/a_3) \\ P(b_1/a_4) & P(b_2/a_4) & P(b_3/a_4) & \dots & P(b_s/a_4) \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ P(b_1/a_r) & P(b_2/a_r) & P(b_3/a_r) & \dots & P(b_s/a_r) \end{bmatrix} \end{matrix}$$

When  $a_1$  is transmitted, it can be received as any one of the output symbols ( $b_1, b_2, b_3, \dots, b_s$ )

Therefore  $P_{11} + P_{12} + P_{13} + \dots + P_{1s} = 1$



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Therefore  $P_{11} + P_{12} + P_{13} + \dots P_{1s} = 1$

$$\Rightarrow P(b_1/a_1) + P(b_2/a_1) + P(b_3/a_1) + \dots P(b_s/a_1) = 1$$

In general,  $\sum_{j=1}^s P(b_j/a_i) = 1$  for  $i = 1$  to  $r$

Thus the sum of all the elements in any row of the channel matrix is equal to UNITY.

### 1.6.2 Joint Probability:

Joint probability between any input symbol  $a_i$  and any output symbol  $b_j$  is given by

$$P(a_i \cap b_j) = P(a_i, b_j) = P(b_j/a_i)P(a_i)$$



$$P(a_i, b_j) = P(a_i/b_j)P(b_j)$$

### Properties:

Consider the source alphabet  $A=(a_1, a_2, a_3 \dots \dots a_r)$  and output alphabet  $B=(b_1, b_2, b_3 \dots \dots b_s)$

- The source entropy is given by  $H(A) = \sum_{i=1}^r P_{a_i} \log_2 \left( \frac{1}{P_{a_i}} \right)$
- The entropy of the receiver or output is given by  $H(B) = \sum_{j=1}^s P_{b_j} \log_2 \left( \frac{1}{P_{b_j}} \right)$
- If all the symbols are equi-probable, then maximum source entropy is  $H(A)_{max} = \log_2 r$
- Conditional Entropy: The entropy of input symbols  $a_1, a_2, a_3 \dots \dots a_r$  after the transmission and reception of particular output symbol  $b_j$  is defined as conditional entropy, denoted by  $H(A/b_j)$

$$H(A/b_j) = \sum_{i=1}^r P(a_i/b_j) \log_2 \frac{1}{P(a_i/b_j)}$$

- If the average value of all the conditional probability is taken as  $j$  varies from 1 to  $s$  denoted by  $H(A/B)$



You

