



- Let the source symbols in the order of decreasing probabilities
  - $\mathbf{S}=\{s_1, s_2, s_3 \dots \dots \dots s_q\}$
  - $\mathbf{P}=\{p_1, p_2, p_3 \dots \dots \dots p_q\}$ .
  - $p_1 \geq p_2 \geq p_3 \dots \dots \geq p_q$
- Compute the sequence
  - $\alpha_1=0$
  - $\alpha_2=p_1 = p_1 + \alpha_1$
  - $\alpha_3 = p_2 + p_1 = p_2 + \alpha_2$
  - $\alpha_4 = p_3 + p_2 + p_1 = p_3 + \alpha_3$
  - $\alpha_{q+1} = p_q + \alpha_q = 1$



You



- Determine the smallest integer for  $l_i$  (length of code word) using the inequality
  - $2^{l_i} \geq \frac{1}{p_i}$  **for all  $i=1$  to  $q$**
- Expand the decimal numbers  $\alpha_i$  in binary form up to  $l_i$  places neglecting the expansion beyond  $l_i$  places.
- Remove the decimal point to get the desired code.





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- **Code efficiency:** The average length 'L' of any code is given by  $L = \sum_{i=1}^q p_i L_i$  where  $L_i = l_1 l_2 l_3 l_4 \dots \dots l_q$
- Code efficiency,  $\eta_c = \frac{H(S)}{L} * 100$



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- **Ex: 1.** Construct the Shannon's binary code for the following message symbols  $S=(s_1, s_2, s_3, s_4)$  with probabilities  $P=(0.4, 0.3, 0.2, 0.1)$ .
- Solution:
- **$0.4 > 0.3 > 0.2 > 0.1$**

$$\begin{aligned}\alpha_0 &= 0, \\ \alpha_1 &= 0.4 \\ \alpha_2 &= 0.4 + 0.3 = 0.7 \\ \alpha_3 &= 0.7 + 0.2 = 0.9 \\ \alpha_4 &= 0.9 + 0.1 = 1.0\end{aligned}$$

$$\begin{aligned}2^{-l_1} &\leq 0.4 \rightarrow l_1 = 2 \\ 2^{-l_2} &\leq 0.3 \rightarrow l_2 = 2 \\ 2^{-l_3} &\leq 0.2 \rightarrow l_3 = 3 \\ 2^{-l_4} &\leq 0.1 \rightarrow l_4 = 4\end{aligned}$$

$$\begin{aligned}\alpha_0 &= 0 = 0.00 \mid \underline{0} \\ \alpha_1 &= 0.4 = 0.01 \mid \underline{10} \\ \alpha_2 &= 0.7 = 0.101 \mid \underline{10} \\ \alpha_3 &= 0.9 = 0.1110 \mid \underline{01}\end{aligned}$$

$\frac{0.4 \times 2}{0.8 \times 2} \rightarrow 0$	$\frac{0.3 \times 2}{1.4} \rightarrow 1$	$\frac{0.2 \times 2}{1.8} \rightarrow 1$
$\frac{1.6}{0.6 \times 2} \rightarrow 1$	$\frac{0.4 \times 2}{0.8 \times 2} \rightarrow 0$	$\frac{0.8 \times 2}{1.6} \rightarrow 1$
$\frac{1.8}{0.2 \times 2} \rightarrow 1$	$\frac{1.6}{0.6 \times 2} \rightarrow 1$	$\frac{0.6 \times 2}{1.2} \rightarrow 1$
$\frac{0.2 \times 2}{0.4} \rightarrow 0$	$\frac{1.2}{0.2 \times 2} \rightarrow 1$	$\frac{0.2 \times 2}{0.4 \times 2} \rightarrow 0$
$\Rightarrow 0.0110 \dots$	$\frac{0.2 \times 2}{0.4 \times 2} \rightarrow 0$	$\frac{0.4 \times 2}{0.8 \times 2} \rightarrow 0$
	$\frac{0.4 \times 2}{0.8} \rightarrow 0$	
	$\Rightarrow 0.1110 \dots$	$\Rightarrow 0.1110 \dots$



$S_i$	$P_i$	$\alpha_i$	$l_i$	binary	Code
$S_1$	0.4	0	2	$(0.00000\ldots)_2$	00
$S_2$	0.3	0.4	2	$(0.01100\ldots)_2$	01
$S_3$	0.2	0.7	3	$(0.101100\ldots)_2$	101
$S_4$	0.1	0.9	4	$(0.11100\ldots)_2$	1110

- The codes are
- **$S_1: 00, s_2: 01, s_3: 101, s_4: 1110$**



- Apply Shannon's binary encoding procedure to the following set of messages and obtain code efficiency and redundancy.  $1/8, 1/16, 3/16, 1/4, 3/8$
- Solution:
- $3/8 > 1/4 > 3/16 > 1/8 > 1/8$

