

Information Theory & Coding (5CS3-01)

Unit-4 Notes

Vision of the Institute

To become a renowned center of outcome based learning and work towards academic, professional, cultural and social enrichment of the lives of individuals and communities.

Mission of the Institute

M1- Focus on evaluation of learning outcomes and motivate students to inculcate research aptitude by project based learning.

M2- Identify, based on informed perception of Indian, regional and global needs, the areas of focus and provide platform to gain knowledge and solutions.

M3- Offer opportunities for interaction between academia and industry.

M4- Develop human potential to its fullest extent so that intellectually capable and imaginatively gifted leaders can emerge in a range of professions.

Vision of the Department

To become renowned Centre of excellence in computer science and engineering and make competent engineers & professionals with high ethical values prepared for lifelong learning.

Mission of the Department

M1- To impart outcome based education for emerging technologies in the field of computer science and engineering.

M2- To provide opportunities for interaction between academia and industry.

M3- To provide platform for lifelong learning by accepting the change in technologies

M4- To develop aptitude of fulfilling social responsibilities.

Program Outcomes (PO)

1. **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
2. **Problem analysis:** Identify, formulate, research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
3. **Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
4. **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
5. **Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
6. **The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
7. **Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
9. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
10. **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
11. **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
12. **Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

Program Educational Objectives (PEO)

1. To provide students with the fundamentals of Engineering Sciences with more emphasis in **Computer Science &Engineering** by way of analyzing and exploiting engineering challenges.
2. To train students with good scientific and engineering knowledge so as to comprehend, analyze, design, and create novel products and solutions for the real life problems.
3. To inculcate professional and ethical attitude, effective communication skills, teamwork skills, multidisciplinary approach, entrepreneurial thinking and an ability to relate engineering issues with social issues.
4. To provide students with an academic environment aware of excellence, leadership, written ethical codes and guidelines, and the self-motivated life-long learning needed for a successful professional career.
5. To prepare students to excel in Industry and Higher education by Educating Students along with High moral values and Knowledge

Program Specific Outcomes (PSO)

PSO1: Ability to interpret and analyze network specific and cyber security issues, automation in real word environment.

PSO2: Ability to Design and Develop Mobile and Web-based applications under realistic constraints.

SYLLABUS:



RAJASTHAN TECHNICAL UNIVERSITY, KOTA

Syllabus

III Year-V Semester: B.Tech. Computer Science and Engineering

5CS3-01: Information Theory & Coding

Credit: 2
2L+0T+0P

Max. Marks: 100(IA:20, ETE:80)
End Term Exam: 2 Hours

SN	Contents	Hours
1	Introduction: Objective, scope and outcome of the course.	01
2	Introduction to information theory: Uncertainty, Information and Entropy, Information measures for continuous random variables, source coding theorem. Discrete Memory less channels, Mutual information, Conditional entropy.	05
3	Source coding schemes for data compaction: Prefix code, Huffman code, Shanon-Fane code &Hempel-Ziv coding channel capacity. Channel coding theorem. Shannon limit.	05
4	Linear Block Code: Introduction to error connecting codes, coding & decoding of linear block code, minimum distance consideration, conversion of non-systematic form of matrices into systematic form.	05
5	Cyclic Code: Code Algebra, Basic properties of Galois fields (GF) polynomial operations over Galois fields, generating cyclic code by generating polynomial, parity check polynomial. Encoder & decoder for cyclic codes.	06
6	Convolutional Code: Convolutional encoders of different rates. Code Tree, Trllis and state diagram. Maximum likelihood decoding of convolutional code: The viterbi Algorithm fee distance of a convolutional code.	06
	Total	28

LECTURE PLAN:

Unit No./ Total lec. Req.	Topics	Lect. Req.
	Objective, Scope & Outcome of the Course	1
Unit-1	Introduction to information theory, Uncertainty, Entropy	1
	Information measures for continuous random variables	1
	Numerical problem on entropy	1
	Source coding theorem, Discrete memory less channels	1
	Mutual information, Conditional entropy	1
Unit-2	Prefix code, Huffman coding	1
	Shannon – fanon coding	1
	Numerical on huffman and shanon fano coding	1
	Hempel-Ziv coding	1
	Channel capacity, Channel coding theorem, Shannon limit	1
Unit-3	Introduction to error correcting codes	1
	Coding and decoding of linear block code	1
	Numerical problem on Linear block code	1
	Error correcting codes, Minimum distance consideration	1
	Conversion of non symmetric form of matrix into symmetric form	1
Unit-4	Code algebra	1
	Basic properties of Galois Field(GF)	1
	Polynomial operation over Galois field	1
	Generating cyclic code by generating polynomial	1
	Numerical Problems on generator polynomial	1
	Parity check polynomial , Encoder and decoder for cyclic codes	1
Unit-5	Convolutional encoders of different rates	1
	Code tree	1
	Trellis diagram	1
	state diagram	1
	Maximum likelihood decoding of convolution code	1
	Viterbi algorithm, Free distance of convolution codes	1

Binary cyclic codes:-

Binary cyclic codes are an important subclass of linear block codes. These codes can be easily implemented using feedback shift registers.

The advantages of Binary cyclic codes over linear block codes are:-

1. Encoding & Syndrome calculation can be easily implemented using simple shift registers with feedback connections.
2. BCC have a fair amount of mathematical structure that is useful to design codes with useful error correcting properties.

An (n, k) linear code is called a cyclic code if it can be described by the following properties:

(a) Linear

(b) Cyclic

if the n tuple $V = (v_0, v_1, v_2, \dots, v_{n-1})$ is a codeword in the subspace S , then

$$V^{(1)} = (v_{n-1}, v_0, v_1, v_2, \dots, v_{n-2})$$

obtained by an end around shift, is also a codeword in S .

The components of a codeword $V = (v_0, v_1, \dots, v_{n-1})$ can be written as, in the form of polynomial

$$V(x) = v_0 + v_1x + v_2x^2 + \dots + v_{n-1}x^{n-1}$$

Q. A cyclic $(7, 3)$ code has the generator polynomial

$$g(x) = x^4 + x^2 + x + 1$$

find the generator matrix for this code. Further find the minimum distance for this code.

Solⁿ The generator matrix for the given $(7, 3)$ cyclic code with the generator polynomial

$$g(x) = x^4 + x^2 + x + 1 \text{ is given by}$$

$$G = \begin{bmatrix} x^{k-1} g(x) \\ x^{k-2} g(x) \\ \vdots \\ g(x) \end{bmatrix} = \begin{bmatrix} x^{3-1} g(x) \\ x^{3-2} g(x) \\ x^{3-3} g(x) \end{bmatrix} = \begin{bmatrix} x^2 g(x) \\ x g(x) \\ g(x) \end{bmatrix}$$

$$\Rightarrow G = \begin{bmatrix} x^6 + x^4 + x^3 + x^2 \\ x^5 + x^3 + x^2 + x \\ x^4 + x^2 + x + 1 \end{bmatrix}$$

$$\Rightarrow G = \left[\begin{array}{cccc|cccc} 1 & 0 & 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 & 1 \end{array} \right]$$

$$G = [I_k | P]$$

The above matrix is not in its systematic form. So we use elementary row transformations as

$$R_1 \rightarrow R_1 + R_3$$

Not column rearrange
bcuz $P \neq I$

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

①

The above matrix can be written as -

$$G = [I_k | P] \Rightarrow [I_3 | P]$$

where $I_3 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$ and $P = \begin{bmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 \end{bmatrix}$

Since $k=3$ then $2^k = 2^3 = 8$ Messages.

So data words are

- '000) (001) (010) (011) (100) (101) (110) (111).

The corresponding codewords are obtained by using 51 the relation $c = Dm$ as follows.

$$m = (000) \Rightarrow c = [000] \begin{bmatrix} 1 & 0 & 0 & | & 1 & 0 & | & 1 & 1 \\ 0 & 1 & 0 & | & 1 & 1 & | & 1 & 0 \\ 0 & 0 & 1 & | & 0 & 1 & | & 1 & 1 \end{bmatrix} = (000 \underline{0000})$$

$$m = (001) \Rightarrow c = [001] \begin{bmatrix} 1 & 0 & 0 & | & 1 & 0 & | & 1 & 1 \\ 0 & 1 & 0 & | & 1 & 1 & | & 1 & 0 \\ 0 & 0 & 1 & | & 0 & 1 & | & 1 & 1 \end{bmatrix} = [001 \underline{0111}]$$

$$m = [010] \Rightarrow c = [010] \begin{bmatrix} 1 & 0 & 0 & | & 1 & 0 & | & 1 & 1 \\ 0 & 1 & 0 & | & 1 & 1 & | & 1 & 0 \\ 0 & 0 & 1 & | & 0 & 1 & | & 1 & 1 \end{bmatrix} = [010 \underline{1110}]$$

$$m = [011] \Rightarrow c = [011] \begin{bmatrix} 1 & 0 & 0 & | & 1 & 0 & | & 1 & 1 \\ 0 & 1 & 0 & | & 1 & 1 & | & 1 & 0 \\ 0 & 0 & 1 & | & 0 & 1 & | & 1 & 1 \end{bmatrix} = [011 \underline{1001}]$$

$$m = [100] \Rightarrow c = [100] \begin{bmatrix} 1 & 0 & 0 & | & 1 & 0 & | & 1 & 1 \\ 0 & 1 & 0 & | & 1 & 1 & | & 1 & 0 \\ 0 & 0 & 1 & | & 0 & 1 & | & 1 & 1 \end{bmatrix} = [100 \underline{1011}]$$

$$m = [101] \Rightarrow c = [101] \begin{bmatrix} 1 & 0 & 0 & | & 1 & 0 & | & 1 & 1 \\ 0 & 1 & 0 & | & 1 & 1 & | & 1 & 0 \\ 0 & 0 & 1 & | & 0 & 1 & | & 1 & 1 \end{bmatrix} = [101 \underline{1100}]$$

$$m = [110] \Rightarrow c = [110] \begin{bmatrix} 1 & 0 & 0 & | & 1 & 0 & | & 1 & 1 \\ 0 & 1 & 0 & | & 1 & 1 & | & 1 & 0 \\ 0 & 0 & 1 & | & 0 & 1 & | & 1 & 1 \end{bmatrix} = [110 \underline{0101}]$$

$$m = [111] \Rightarrow c = [111] \begin{bmatrix} 1 & 0 & 0 & | & 1 & 0 & | & 1 & 1 \\ 0 & 1 & 0 & | & 1 & 1 & | & 1 & 0 \\ 0 & 0 & 1 & | & 0 & 1 & | & 1 & 1 \end{bmatrix} = [111 \underline{0010}]$$

Since the minimum distance between any two codewords is 4, therefore the minimum distance of this code is 4.

Encoding (Systematic form) of Binary cyclic code: 52

By using some algebraic properties of the cyclic codes, it is possible to establish a systematic encoding procedure. The message vector in the polynomial form is given by:-

$$M(x) = m_0 + m_1x + m_2x^2 + \dots + m_{k-1}x^{k-1} \quad \text{--- (1)}$$

In systematic form, the message digits are utilized as a part of the codeword. The message polynomial can be manipulated algebraically by shifting the message digits into the rightmost k stages of a codeword register, and then adding the parity digits by placing them in the leftmost $n-k$ stages. Multiply $m(x)$ by x^{n-k} , the right shifted message polynomial is

$$x^{n-k}m(x) = m_0x^{n-k} + m_1x^{n-k+1} + \dots + m_{k-1}x^{n-1} \quad \text{--- (2)}$$

divide eqⁿ (2) by $g(x)$

$$x^{n-k}m(x) = q(x)g(x) + r(x) \quad \text{--- (3)}$$

where remainder can be expressed as

$$r(x) = r_0 + r_1x + r_2x^2 + \dots + r_{n-k-1}x^{n-k-1}$$

or $r(x) = x^{n-k}m(x) \text{ modulo } g(x)$

by using eqⁿ (3)

$$r(x) + x^{n-k}m(x) = q(x)g(x) + r(x) + x^{n-k}m(x) = v(x) \quad \text{--- (4)}$$

the left hand side of eqⁿ (4) is a valid codeword of degree $n-1$ or less, and when it is divided by $g(x)$ there is a zero remainder. This codeword can be expanded into its polynomial as follows:-

$$r(x) + x^{n-k}m(x) = r_0 + r_1x + r_2x^2 + \dots + r_{n-k-1}x^{n-k-1} + m_0x^{n-k} + m_1x^{n-k+1} + m_2x^{n-k+2} + \dots + m_{k-1}x^{n-1}$$

The codeword polynomial corresponds to code vector

$$v = \underbrace{r_0, r_1, \dots, r_{n-k-1}}_{(n-k) \text{ Parity check bits}}, \underbrace{m_0, m_1, \dots, m_{k-1}}_{k \text{ message bits}} \quad \text{--- (5) } \quad \underline{53}$$

$(n-k)$ Parity check bits k message bits

Q. The generator Polynomial of a $(7,4)$ cyclic code is $g(x) = 1 + x + x^3$. Find codeword for message vector 1011 in the following ways: -

a) by forming the code Polynomial using

$$v(x) = g(x) m(x)$$

where $m(x)$ = message Polynomial

b) by using systematic encoding method.

Solⁿ

a) message vector = $M = (m_0 m_1 m_2 m_3) = 1011$

So message polynomial

$$m(x) = 1 + x^2 + x^3$$

Now code polynomial

$$v(x) = m(x) g(x)$$

$$= (1 + x^2 + x^3) (1 + x + x^3)$$

$$= 1 + x + \underline{x^3} + x^2 + \underline{x^3} + x^5 + \underline{x^3} + x^4 + x^6$$

$$\Rightarrow 1 + x + \underline{x^3} + x^4 + x^5 + x^6 \quad [\text{using } x \oplus x = 0]$$

and $v = (\underline{111} \oplus \underline{111})$

b) in systematic form

$$m(x) = 1 + x^2 + x^3$$

$$n = 7, k = 4.$$

$$n - k = 7 - 4 = 3.$$

$$x^{n-k} m(x) = x^3 (1 + x^2 + x^3) = x^3 + x^5 + x^6$$

Divide $x^{n-k} m(x)$ by $g(x)$ using Polynomial division.

we can write

$$\text{Polynomial} \rightarrow \frac{x^3 + x^5 + x^6}{1 + x + x^3} = (1 + x + x^2 + x^3) + 1$$

$$\rightarrow 1 + x + x^3$$

Quotient $g(x)$

Remainder $r(x)$

$$\begin{array}{r}
 x^3 + x + 1 \overline{) x^6 + x^5 + x^3} \quad \left\{ \begin{array}{l} x^3 + x^2 + x + 1 \\ x^6 + x^4 + x^3 \end{array} \right. \\
 \hline
 x^5 + x^4 \\
 x^5 + x^3 + x^2 \\
 \hline
 x^4 + x^3 + x^2 \\
 x^4 + x^2 + x \\
 \hline
 x^3 + x \\
 x^3 + x + 1 \\
 \hline
 1
 \end{array}$$

So Code Polynomial

$$\begin{aligned}
 V(x) &= R(x) + x^3 M(x) \\
 V(x) &= R(x) + x^{n-k} M(x) \\
 &= 1 + x^3 + x^5 + x^6
 \end{aligned}$$

and code $v = \underline{1001011}$
Parity Message bit

Q: Construct a Systematic (7,4) Cyclic code using the generator Polynomial $k=4$

$$g(x) = x^3 + x^2 + 1$$

Solⁿ we have to construct a cyclic code in which the number of data ~~words~~ bits are 4 and number of check bits are 3, so that the number of code bits are 7 i.e. $n=7$ and $k=4$

The generator polynomial is $g(x) = x^3 + x^2 + 1$. The total number of data words possible are $2^4 = 16$. we consider the following data word

$$M = [1010]$$

The corresponding data polynomial is

$$M(x) = x^3 + 0x^2 + x + 0(1) = \underline{x^3 + x}$$

further $x^{n-k}m(x) = x^{7-4}(x^3+x)$
 $= x^3(x^3+x)$
 $= x^6+x^4$

Hence

$$\begin{array}{r}
 x^3+x^2+1 \quad \left[\begin{array}{l} x^6+x^4 \\ x^5+x^4+x^3 \\ x^5+x^4+x^2 \\ x^3+x^2 \\ x^3+x^2+1 \end{array} \right] x^3+x^2+1 \leftarrow q(x) \\
 \hline
 x^6+x^4 \\
 \hline
 x^5+x^4+x^3 \\
 \hline
 x^5+x^4+x^2 \\
 \hline
 x^3+x^2 \\
 \hline
 x^3+x^2+1 \\
 \hline
 1 \leftarrow r(x)
 \end{array}$$

Therefore the code polynomial corresponding to the data Polynomial $m(x) = x^3+x$ is given by

$$v(x) = x^{n-k}m(x) + r(x)$$

where $r(x)$ is the remainder obtained by dividing $x^{n-k}m(x)$ by generator polynomial $g(x)$.

$$\therefore v(x) = x^3(x^3+x)+1 = x^6+x^4+1$$

the code polynomial can also be obtained by using

$$v(x) = g(x)q(x)$$

where $g(x)$ is the generator polynomial and $q(x)$ is the quotient obtained on dividing $x^{n-k}m(x)$ by $g(x)$.

$$\begin{aligned}
 \therefore v(x) &= (x^3+x^2+1)(x^3+x^2+1) \\
 &= x^6+x^5+x^3+x^5+x^4+x^2+x^3+x^2+1 \\
 &= x^6+(x^5+x^5)+x^4+(x^3+x^3)+(x^2+x^2)+1 \\
 &= x^6+x^4+1
 \end{aligned}$$

Now the code polynomial converted into corresponding code vector is $v(x) = x^6+x^4+1 = x^6+0x^5+x^4+0x^3+0x^2+0x+1 = (1 \ 0 \ 1 \ 0 \ 0 \ 0 \ 1)$

As an alternative we can construct the entire code by the use of generator matrix G . the generator matrix G for a (n, k) cyclic code is given by

$$G = \begin{bmatrix} x^{k-1} g(x) \\ x^{k-2} g(x) \\ \vdots \\ g(x) \end{bmatrix} = \begin{bmatrix} g_0 g_1 & \dots & g_{n-k} & 0 & 0 & \dots & 0 \\ 0 g_0 g_1 & \dots & g_{n-k} & 0 & \dots & \dots & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ 0 & 0 & 0 & \dots & g_0 g_1 & \dots & g_{n-k} \end{bmatrix}$$

Here $g(x) = x^3 + x^2 + 1$ and $k=4$, therefore

$$\Rightarrow G = \begin{bmatrix} x^3 g(x) \\ x^2 g(x) \\ x g(x) \\ g(x) \end{bmatrix} = \begin{bmatrix} x^3 (x^3 + x^2 + 1) \\ x^2 (x^3 + x^2 + 1) \\ x (x^3 + x^2 + 1) \\ x^3 + x^2 + 1 \end{bmatrix} = \begin{bmatrix} x^6 + x^5 + x^3 \\ x^5 + x^4 + x^2 \\ x^4 + x^3 + x \\ x^3 + x^2 + 1 \end{bmatrix}$$

$$\Rightarrow G = \begin{bmatrix} x^6 + x^5 + 0x^4 + x^3 + 0x^2 + 0x + 0 \\ 0x^6 + x^5 + x^4 + 0x^3 + x^2 + 0x + 0 \\ 0x^6 + 0x^5 + x^4 + x^3 + 0x^2 + x + 0 \\ 0x^6 + 0x^5 + 0x^4 + x^3 + x^2 + 0x + 1 \end{bmatrix}$$

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

The above matrix not in systematic form. to convert it into the standard form, we perform the following operations

$$R_1 \rightarrow R_1 + R_2 + R_3$$

$$R_2 \rightarrow R_2 + R_3 + R_4$$

$$R_3 \rightarrow R_3 + R_4$$

Now G will be

$$G = \left[\begin{array}{cccc|ccc} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{array} \right]$$

Now all the code vectors can be obtain using the relation $C = DG$ as follow! 57

$$M_1 = (0000) \Rightarrow C = (0000) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} = (0000000)$$

$$M_2 = (0001) \Rightarrow C = (0001) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} = (0001101)$$

$$M_3 = (0010) \Rightarrow C = (0010) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} = (0010111)$$

$$M_4 = (0011) \Rightarrow C = (0011) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow (0011010)$$

$$M_5 = (0100) \Rightarrow C = (0100) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow (0100011)$$

$$M_6 = (0101) \Rightarrow C = (0101) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow (0101110)$$

$$M_7 = (0110) \Rightarrow C = (0110) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow (0110100)$$

$$M_8 = (0111) \Rightarrow C = (0111) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow (0111001)$$

$$M_9 = (1000) \Rightarrow C = (1000) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow [1000110]$$

$$M_{10} = (1001) \Rightarrow C = (1001) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow [1001011]$$

$$M_{11} = (1010) \Rightarrow C = (1010) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow [1010001]$$

$$M_{12} = (1011) \Rightarrow C = (1011) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow [1011100]$$

$$M_{13} = [1100] \Rightarrow C = (1100) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow [1100101]$$

$$M_{14} = [1101] \Rightarrow C = (1101) \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow [1101000]$$

$$M_{15} = [1110] \Rightarrow C = [1110] \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow [1110010]$$

$$M_{16} = [1111] \Rightarrow C = [1111] \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \Rightarrow [1111111]$$

The minimum distance b/w any two codeword is 3. Hence this is a single error correcting and 14 of these codewords can be obtain by successive cyclic shift of two codewords 1110010 and 1101000. The remaining two codewords 1111111 and 0000000 remain unchange under cyclic shift.

Types of Cyclic codes!

① Cyclic codes!:- Cyclic code is capable of correcting any combination of three or fewer random errors in a block of 23 bits. The code has minimum distance of 4. The (23,12) Cyclic code is generated by either of the two generated polynomials.

$$g_1(x) = x^{11} + x^{10} + x^6 + x^5 + x^4 + x^2 + 1$$

$$g_2(x) = x^{11} + x^9 + x^7 + x^6 + x^5 + x + 1$$

which are factors of $x^{23} + 1$.

$$x^{23} + 1 = (x+1)g_1(x)g_2(x)$$

② Bose Chaudhuri Hocquenghem (BCH) Codes!

BCH code can be treated as a generalization of the Hamming code for multiple error correction. For any positive integers m (equal to or greater than 3) and t [less than $(2^m - 1)/2$] there exists a binary BCH code with the following parameters.

Block length $\Rightarrow n = 2^m - 1$

No of message bits $k \geq n - mt$

minimum distance $d_{min} \geq 2t + 1$

Each BCH code is a t -error correcting code in that it can detect and correct up to t random errors per code word.

③ Galois field!

A Galois field is a finite field with a finite number of elements (i.e. number of elements). The order of a finite field is always a prime or a power of prime. For each prime power there exists exactly one finite field.

Every existing field of finite order may be represented as Galois field of order p^n . The GF (p^n) is defined uniquely by its order. A field is an algebraic structure in which the operations of

addition, subtraction, multiplication and division to can be performed and they satisfy the usual rules.

Properties of Galois fields:

We have some property of the $GF(p^m)$ with respect to the included field, the $GF(p^n)$.

1. if two function $f(x)$ and $p(x)$ belonging to the $GF(p^n)$ have in the field no common divisor containing x , we can determine two function $f'(x)$ and $p'(x)$ belonging to the $GF(p^n)$ such that

$$f'(x) \cdot f(x) - p'(x) \cdot p(x) = 1$$

Q. Factorize the polynomial $x^3 - 1$ over $GF(2)$ and $GF(3)$.

Solⁿ over any field, the factorization -

$$x^3 - 1 = (x - 1)(x^2 + x + 1)$$

The factor $(x - 1)$ can not be reduced further. Now let us try to factorize the second term $p(x) = x^2 + x + 1$ in the Galois field $GF(2)$ which contain two elements 0 and 1 satisfying the addition and multiplication shown in table

		Addition	
+		0	1
0		0	1
1		1	0

		Multiplication	
.		0	1
0		0	0
1		0	1

then $p(0) = 0 + 0 + 1 = 1 \neq 0$ over $GF(2)$

$p(1) = 1 + 1 + 1 = 1 \neq 0$ over $GF(2)$

therefore $p(x)$ can not be factorized further in $GF(2)$ and therefore in Galois field $GF(2)$ we have $x^3 - 1 = (x - 1)(x^2 + x + 1)$.

Again $GF(3)$ contain three elements 0, 1 and 2 which satisfy the addition and multiplication shown in table.

Addition

0	0	1	2
1	1	2	0
2	2	0	1

Multiplication

0	0	1	2
0	0	0	0
1	0	1	2
2	0	2	1

Table 20

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0	1	2	2
0	1	2	0
0	1	2	0
0	1	2	0

4

$$P(0) = 0 + 0 + 1 = 0 + 1 = 1 \neq 0 \text{ over GF}(3)$$

$$P(1) = 1 + 1 + 1 = 2 + 1 = 0 \text{ over GF}(3)$$

$$P(2) = 2^2 + 2 + 1 = 2 \cdot 2 + 2 + 1 = 1 + 2 + 1 = 0 + 1 = 1 \neq 0 \text{ over GF}(3)$$

Since only $P(1) = 0$ therefore $(x-1)$ is the only factor of $P(x)$ possible in $GF(3)$ therefore in the Galois Field $GF(3)$.

$$x^3 - 1 = (x-1)(x^2 + x + 1) = (x-1)(x-1)(x-1)$$

Q. The following Polynomials $f(x)$ and $g(x)$ are defined over $GF(3)$.

$$f(x) = 2 + x + x^2 + 2x^4$$

$$g(x) = 1 + 2x^2 + 2x^4 + x^5$$

Calculate addition and multiplication of the above two polynomials.

Solⁿ in the Galois Field $GF(3)$, the addition and multiplication procedures are shown in the table 2.

$$f(x) + g(x) = (2 + x + x^2 + 2x^4) + (1 + 2x^2 + 2x^4 + x^5)$$

$$= (2+1) + x + (1+2)x^2 + (2+2)x^4 + x^5$$

$$\Rightarrow 0 + x + 0x^2 + 1x^4 + x^5$$

$$\Rightarrow x + x^4 + x^5$$

$$f(x) \cdot g(x) = (2 + x + x^2 + 2x^4)(1 + 2x^2 + 2x^4 + x^5)$$

$$\Rightarrow 2 + x^2 + x^4 + 2x^5 + x + 2x^3 + 2x^5 + x^6 + x^2 + 2x^4 + 2x^6 + x^7 + 2x^4 + x^6 + x^8 + 2x^9$$

$$\Rightarrow 2 + x + 2x^2 + 2x^3 + (1+2+2)x^4 + (2+2)x^5 + (1+2+1)x^6 + 2x^7 + x^8 + 2x^9$$

$$\Rightarrow 2 + x + 2x^2 + 2x^3 + 2x^4 + x^5 + x^6 + x^7 + x^8 + 2x^9 \quad \underline{G_2}$$

8. Construct a Galois Field $GF(2^4)$ or $GF(16)$ as an extension of the Galois Field $GF(2)$.

Ans By definition the Galois Field $GF(2^4)$ is the field F of polynomials over $GF(2)$ modulo an irreducible polynomial of degree 4 in Galois Field $GF(2)$.

First we have to find an irreducible polynomial of degree 4 in Galois Field $GF(2)$.

Now consider the polynomial

$$P(x) = x^4 + x + 1$$

add			mult		
+	0	1	·	0	1
0	0	1	0	0	0
1	1	0	1	0	1

$$P(0) = 0 + 0 + 1 = 1 \neq 0 \text{ over } GF(2)$$

$$P(1) = 1 + 1 + 1 = 0 + 1 = 1 \neq 0 \text{ over } GF(2)$$

Therefore the polynomial $p(x) = x^4 + x + 1$ is irreducible over the Galois Field $GF(2)$.

Therefore the Galois Field $GF(2^4)$ of $2^4 = 16$ elements may be formed as the field of polynomials over $GF(2)$ modulo $x^4 + x + 1$.

Since $p(x)$ is of degree 4, therefore it must have roots somewhere. Let α be the root of $p(x)$ then we have

$$p(\alpha) = 0$$

$$\alpha^4 + \alpha + 1 = 0$$

This element α is known as the primitive element of $GF(16)$. Every non-zero element of $GF(16)$ can be expressed as some power of α . Since $GF(16)$ contains 16 elements and 0 will be an element of $GF(16)$, being the additive identity, therefore the elements of $GF(16)$ are

$$\{ \alpha^0, \alpha^1, \alpha^2, \dots, \alpha^{14} \}, \text{ 0 is not included.}$$

where α is given by table 3. The Power, Polynomial, and vector representation of elements of $GF(2^4) = GF(16)$ are as follows

Power Representation	Polynomial Representation	Vector Representation
$\alpha^0 = 1$	1	$= (0001)$
$\alpha^1 = \alpha$	α	$= (0010)$
$\alpha^2 = \alpha^2$	α^2	
$\alpha^3 = \alpha^3$	α^3	$= (1000)$
$\alpha^4 = \alpha^4$	$\alpha^2 + \alpha + 1$	$= (0011)$
$\alpha^5 = \alpha^5$	α^2 $\alpha^2 + \alpha$	$= (0110)$
$\alpha^6 = \alpha^6$	$\alpha^3 + \alpha^2$	$= (1100)$
$\alpha^7 = \alpha^7$	$\alpha^3 + \alpha + 1$	$= (1011)$
$\alpha^8 = \alpha^8$	$\alpha^2 + 1$	$= (0101)$
$\alpha^9 = \alpha^9$	$\alpha^3 + \alpha$	$= (1010)$
$\alpha^{10} = \alpha^{10}$	$\alpha^3 + \alpha^2 + \alpha$	$= (0111)$
$\alpha^{11} = \alpha^{11}$	$\alpha^3 + \alpha^2 + 1$	$= (1110)$
$\alpha^{12} = \alpha^{12}$	$\alpha^3 + \alpha^2 + \alpha + 1$	$= (1111)$
$\alpha^{13} = \alpha^{13}$	$\alpha^3 + \alpha^2 + 1$	$= (1101)$
$\alpha^{14} = \alpha^{14}$	$\alpha^3 + 1$	$= (1101)$
$\alpha^{15} = \alpha^{15}$	1	$= \alpha^0$

0 will be the additive identity in GF(16) while evaluating the elements, it should be remembered that

$$\alpha^4 + \alpha + 1 = 0$$

$$\Rightarrow \alpha^4 = -\alpha - 1 = \alpha + 1$$

Similarly $\alpha^5 = \alpha^4 \cdot \alpha = (\alpha + 1) \cdot \alpha = \alpha^2 + \alpha$

$$\begin{aligned} \alpha^{12} &= \alpha^6 + \alpha^6 = (\alpha^3 + \alpha^2)(\alpha^3 + \alpha^2) \\ &= \alpha^6 + \alpha^5 + \alpha^4 \\ &= \alpha^6 + \alpha^4 \Rightarrow \alpha^3 + \alpha^2 + \alpha + 1 \end{aligned}$$

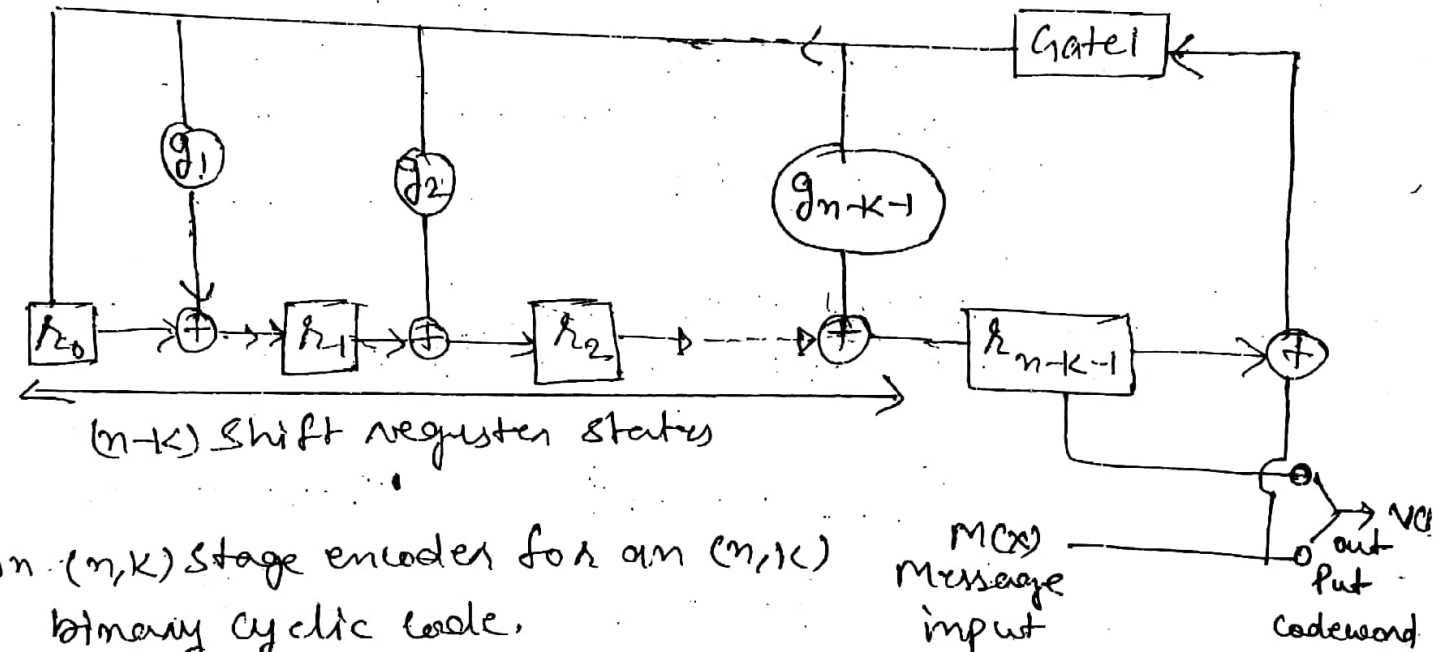
SYSTEMATIC ENCODING USING (n-k) BIT SHIFT REGISTER 64

REGISTER:-

The stages of Register are first initialized by being filled with zeros. After the shifting of bits into the shift register, the quotient has been serially presented at the output and the remainder resides in the registers.

The circuit feedback connections corresponds to the coefficients of the generator polynomial, which is written as

$$g(x) = 1 + g_1(x) + g_2(x)^2 + \dots + g_{n-k-1} x^{n-k-1} + x^{n-k}$$



1. In circuit Symbol \square is used to denotes flip flop that makes up shift registers.
2. at the occurrence of clock pulse, the register inputs are shifted into registers and appears at output when the clock pulse end.

Q. Design an encoder for (7,4) BCC generated by $g(x) = 1+x+x^3$ and verify its operation using message vector 0101.

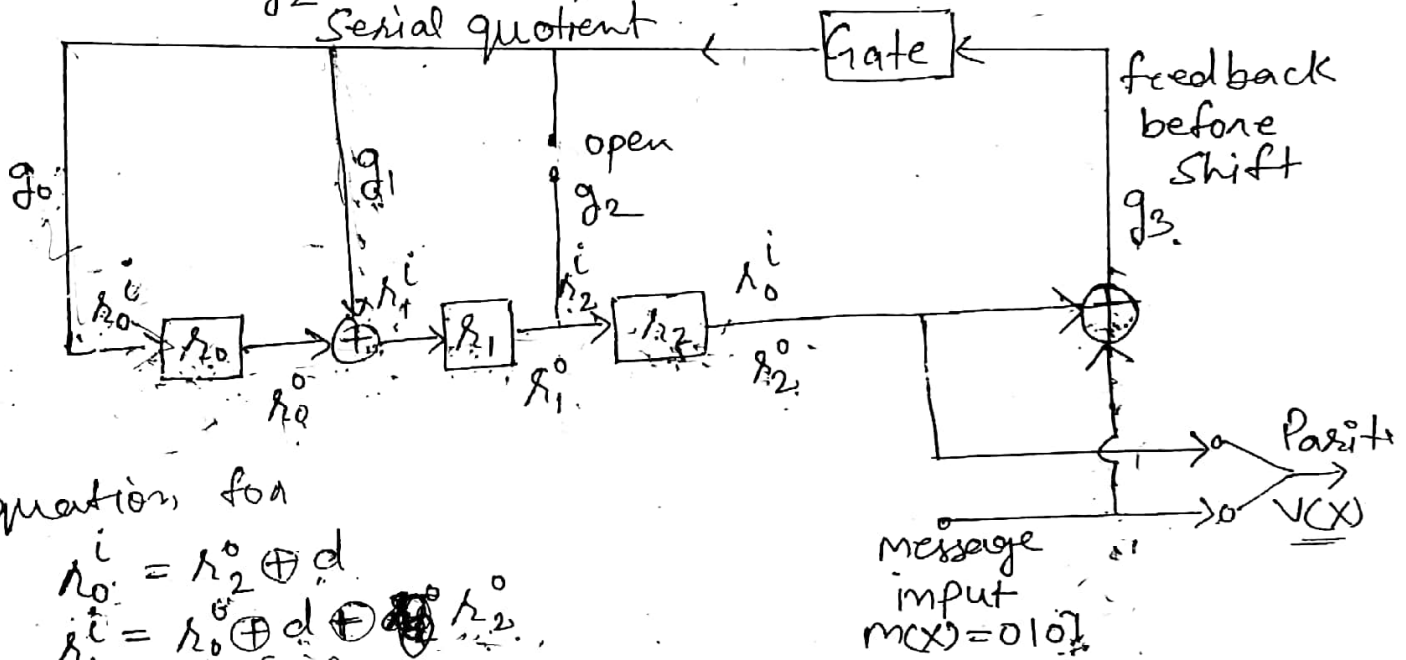
Solⁿ 0101.

Here $g(x) = 1 + x + x^3$

So $g_0 = 1 \rightarrow$ close circuit

$g_1 = 1 \rightarrow$ closed path

$g_2 = 0 \rightarrow$ open path $g_3 = 1$



equation for

$$r_0^i = r_2^o \oplus d$$

$$r_1^i = r_0^o \oplus d \oplus r_2^o$$

$$r_2^i = r_1^o$$

input bit m	Register Inputs			Register output		
	r_0^i	r_1^i	r_2^i	r_0^o	r_1^o	r_2^o
1	0	0	0	0	0	0
1	1	1	0	1	1	0
0	0	1	1	0	1	1
1	0	0	1	0	0	1
0	1	1	0	1	1	0

the code vector for $m(x) = 0101$ is 1100101

SYNDROME CALCULATION:

Suppose that a code vector V is transmitted over a noisy channel. The received vector R may or may not be transmitted code vector. The function of decoder is to determine the transmitted code vector based on received vector.

first The decoder test whether or not the received vector is a valid code vector by calculating the syndrome of received word. if $Syn = 0$, the received vector is divisible by generator Polynomial. if $S \neq 0$ indicates errors have occurred.

Syndrome $S(x)$ of received vector $R(x)$ is remainder resulting from dividing $R(x)$ by $g(x)$.

$$\frac{R(x)}{g(x)} = q(x) + \frac{S(x)}{g(x)} \quad \text{--- (1)}$$

$q(x)$ = quotient
Syn $S(x)$ is a polynomial of degree $n-k-1$. if $E(x)$ is Error pattern caused by channel

$$R(x) = V(x) + E(x) \quad \text{--- (2)}$$

divide eqn (2) by $g(x)$

$$\frac{R(x)}{g(x)} = \frac{V(x)}{g(x)} + \frac{E(x)}{g(x)} \quad \text{--- (3)}$$

$$V(x) = m(x) g(x)$$

by eqn (3)

$$\frac{R(x)}{g(x)} = \frac{m(x) g(x)}{g(x)} + \frac{E(x)}{g(x)}$$

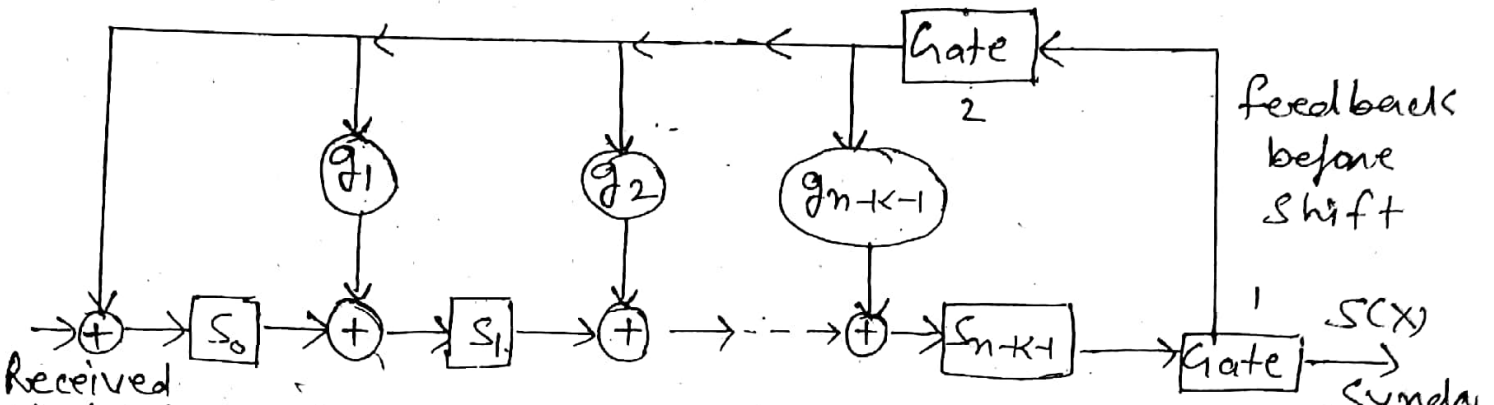
$$\frac{R(x)}{g(x)} = m(x) + \frac{E(x)}{g(x)} \quad \text{--- (4)}$$

adding eqn (4) and (1)

$$0 = [m(x) + q(x)] + \frac{E(x)}{g(x)} + \frac{S(x)}{g(x)}$$

$$-E(x) = S(x) + [D(x) + q(x)] g(x)$$

$$E(x) = [m(x) + q(x)] g(x) + S(x) \quad \text{--- (5)}$$



An $(n-k)$ Syndrome calculation circuit for an $(n-k)$ cyclic code.

initially register's are cleared. Then with gate 2 turned on & gate 1 turned off, the received vector $R(x)$ is entered into shift register. After entire received vector is shifted into register, the contents of Register will be Syndrome. Now gate 2 turned off & gate 1 ON & Syndrome vector is shifted out of register. The circuit is ready for processing next received word.

Q. Consider a $(5, 1)$ repetition code. Page 3.54 UNIT 3

- a) Evaluate the Syndrome S for all five possible single error patterns.
- b) Repeat (a) for all ten possible double error patterns.
- c) Show that the $(5, 1)$ Repetition code is capable of correcting up to two errors.

Solⁿ a) $S = EHT$

$$G = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ \text{I} & \text{P} & & & \end{bmatrix}$$

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

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

$$S = EH^T$$

$$\begin{array}{r} 00000 \\ \hline 11111 \end{array}$$

Where E is Error Vector, Let $e = [10000]$
then

$$S = [10000] \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \Rightarrow [11111]$$

in similar way other syndromes can be evaluated.

e	S
10000	11111
01000	10000
00100	01000
00010	00100
00001	00001

(b) Let $e = [11000]$ then

$$S = [11000] \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \Rightarrow [01111]$$

in similar way other syndromes are

e	S
11000	01111
10100	10111
10010	11011
10001	11101
01100	11000
01010	10100
01001	10010
00110	01100
00101	01010
00011	00110

(c) Since the syndromes for all single error and double error pattern are distinct, the (5,1) repetition code is capable of correcting up to two errors.

Q design a Syndrome calculator for a (7,4) cyclic Hamming code generated by the polynomial $g(x) = x^3 + x + 1$. Evaluate the Syndrome for $y = (1001101)$.

Solⁿ $n=7, k=4$

$$q = n - k = 7 - 4 = 3$$

The given generator Polynomial is

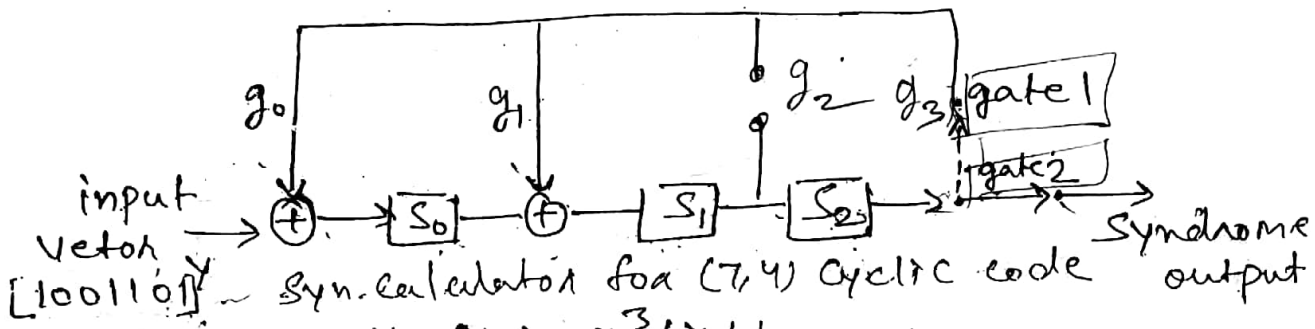
$$g(x) = x^3 + 0x^2 + x + 1 \quad \text{--- (1)}$$

$$g(x) = x^3 + g_2x^2 + g_1x + 1 \quad \text{(generalized eqn) --- (2)}$$

Comparing eqn (1) & (2)

$$g_0 = 1 \quad g_1 = 1 \quad g_2 = 0$$

So Syndrome calculator will be



The ~~gate~~ switch is kept in position 1 until all the 7 bit of Received Vector are shifted into the shift registers. The switch is then closed to position 2 and clock pulses are applied to shift register. This gives syndrome vector at the output.

The received vector $y = (1001101)$

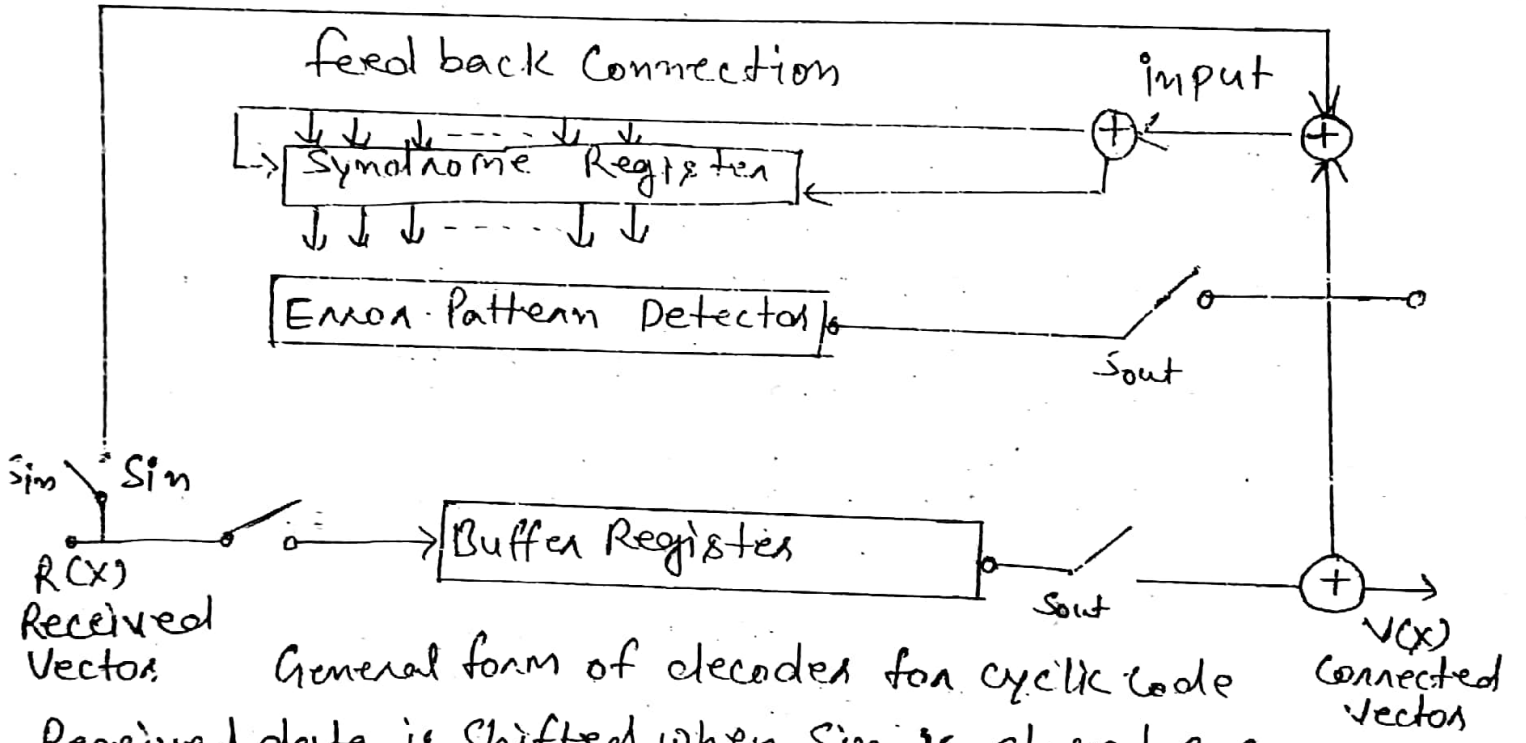
Shift	Received vector i.e. bit of y	contents of flip-flop in shift Registers		
		$S_0 = y \oplus S_2^0$	$S_1 = S_2^0 \oplus S_0^0$	$S_2 = S_1^0$
-	-	0	0	0
1	1	1	0	0
2	0	0	1	0
3	0	0	0	1
4	1	0	1	0
5	1	1	0	1
6	0	1	0	0
7	1	1	1	0

The table show that at end of last shift the registers contents are $(S_0, S_1, S_2) = (110)$ Hence the calculated Syndrome will be $S = (S_2, S_1, S_0) = (011)$ Ans.

ERROR DETECTION AND ERROR CORRECTION :- 70

Error Detection :- It can be implemented by simply adding an additional flip flop to syndrome calculation. if $S \neq 0$ flip flop sets & an indication of error is provided.

Error Correction :- Decoder task is to determine correctable error pattern $E(x)$ from Syndrome $S(x)$. Then add to $R(x)$ to determine transmitted code vector $V(x)$.



Received data is shifted when S_{in} is closed & S_{out} is open. Error correction is performed when S_{out} is closed & S_{in} open.

2. The decoder for a class of single error correcting cyclic codes (Hamming codes)