Information Theory & Coding (5CS3-01)

Unit-5 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.

 $\ensuremath{\text{M3-}}$ 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 thespecified 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 issuesand 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)

- 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.
- 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.

Course Outcome:

CO1: Apply the fundamental concepts of information theory viz. entropy, mutual information and channel capacity in communication system.

CO2: Examine the principles of source coding and data transmission.

CO3: Analyze linear block code, cyclic code and Convolution code.

CO4: Evaluate information theoretic methods to novel settings of encoding and decoding techniques.

<u> </u>	РО	PO	PO1	PO1	PO1							
СО	1	2	3	4	5	6	7	8	9	0	1	2
Apply the fundamental concepts of information theory viz. entropy, mutual information and channel capacity in communication system.	3	2	2	2	1	1	1	1	1	1	1	3
Examine the principles of source coding and data transmission.	3	3	3	3	2	1	1	1	1	1	1	3
Analyze linear block code, cyclic code and Convolution code.	3	3	3	2	1	1	1	1	1	1	1	3
Evaluate information theoretic methods to novel settings of encoding and decoding techniques.	3	3	3	2	1	1	1	1	1	1	1	3

CO-PO Mapping:

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
	Introduction to information theory, Uncertainty, Entropy	1
	Information measures for continuous random variables	1
Unit-1	Numerical problem on entropy	1
	Source coding theorem, Discrete memory less channels	1
	Mutual information, Conditional entropy	1
	Prefix code, Huffman coding	1
	Shannon – fanon coding	1
Unit-2	Numerical on haffman and shanon fano coding	1
	Hempel-Ziv coding	1
	Channel capacity, Channel coding theorem, Shannon limit	1
	Introduction to error correcting codes	1
	Coding and decoding of linear block code	1
Unit-3	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
	Code algebra	1
	Basic properties of Galois Field(GF)	1
Unit-4	Polynomial operation over Galois field	1
Unit-4	Generating cyclic code by generating polynomial	1
	Numerical Problems on generator polynomial	1
	Parity check polynomial, Encoder and decoder for cyclic codes	1
	Convolutional encoders of different rates	1
	Code tree	1
Unit-5	Trellis diagram	1
	state diagram	1
	Maximum likelihood decoding of convolution code	1
	Viterbi algorithm, Free distance of convolution codes	1

CONVOLUTIONAL CODES A Convolutional Costes is a type of earch connecting code in which each K bit informations Symbol to be encoded; is transformed into an n-bit Symbol where K/n is called the code Raite(n≥K).

Convolutional Codes are used to improve the Performance of the digital radio, mobile phone, satellit links and bluetooth implementations.

Mersagé blocks	->	Convolutional encoder	blocks
(K)	6 er	veral Como hution	ul (n)
		Encoder	

Code Panameter! -

n = no of output bits K = no of input bits

M= no of memory register.

commonly K and n parameters range from 1 to 8, and m from 2 to 10 and the code rate from 1 to 78.

L = Constraint length of the code and defined by L= K(m-1)

The constraint length L Represents the number of bits in the encoder memory that affects the generation of the A-n-output bits.

CONVOLUTIONAL ENCODING :-

" Encoder Representation !- First draw in boxes repregenting the m memory register. Then draw in modulo adders to represent the in output bits. Now connect the memory register to the adders using the generator Poly nomials. This (3,1.3) Convolutional Vi = (1,1,0) Unit Vi = (1,1,0) This (3,1.3) Convolutional Vi = (1,1)1) Commutatod Encoder has 3 memory registers, output imput bit and 3 output bits.

Operations of encoder! - the above Encoder is a rate V3 code. each imput bit is cooled into 3 output bits. The constraint length of the code is 2. The 13 output bits are Produced by the 3 modulo -2 address by adding up certain bits in the Memory registers. The selection of which bits are to be addred to produce the output bit is called the generator polynomial (g) for that output bit.

for example! - The first output bit has a generator polynomial of (1,1,1). The output bit 2 has a generator polynomial of (1,0,0) and the third output bit has a polynomial of (1,0,0). The output bits just the sum of these bits.

 $V_1 = Mod 2 (D_1 + D_2 + D_3)$

 $V_2 = Mod 2(D_1)$

 $V_3 = Mod 2 (D_1 + D_2)$

The steps of operation ! -

1. initially shift negligiters are cleaned. The first bit of imput data entered into D1.

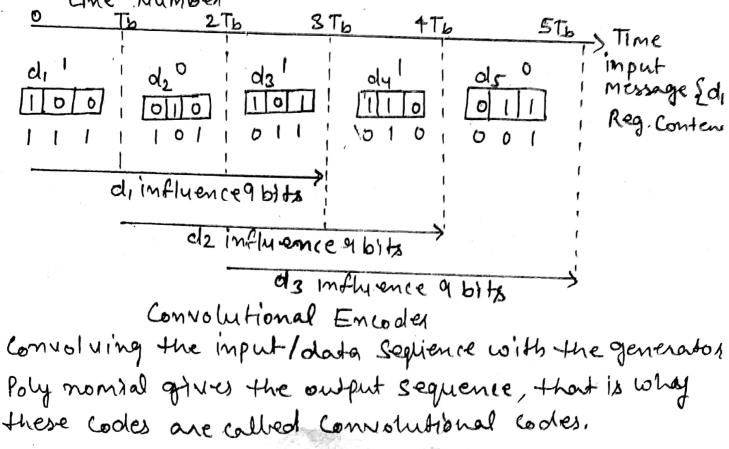
2. During this message bit interval the commutator samples modulo -2 adder output's VI, V2, V3 Single

- minssage ett y lands clients to output the
 - of Di is shifted to Dz. and again commutator zample there outputs.
 - 4. This process continue until all the Shift registerson cleaned.

for example message bits are 10/180

	D	D2	D3	$ V_1 $	N2	N3
1	1	ð	Ô	1	1	1
σ	0	1	Ø		0	1
1	1	Ø		D	1	
	1	1	0	0	1	Ð
D	0	1		D	0	Ĩ
/		11	11	11	11	71

Now all the Shift registers are not cleared so databio will be entered until all the Shift registers are cleared. so only one extra bit is required in this example. These bits are called "flush bits" and their output is called "tail bits". Line Number



State Representation and state Dragham a two bit sequence of 10 with the (2,1,21) coele and 71 Lets Encire see how this process work with convolutional encodes. (D) = V, $\rightarrow 1 = v_1$ 0 Ċ O 0 6 ->1 = N2 \rightarrow $| = V_2$ (a) t=0, I/P State=000 (b) t=1, U/P state = 100 input bit=1, o/p bits=11 0/P state = 100 imput bit=0, olp bit= $(f) \rightarrow l = V_1$ $\rightarrow |= v_1$ Ô Ö Ó $\rightarrow 0 = V_2$ $> 1 = V_2$ (c) t= 2, i/p state= 010 (d) f = 3, i/p, state=on imput bit = 0, 0/p bits=10 imput bit = 0, 0/p bits The number of combinations of bits in the last (m-1) register one called the states of the coole and one defended by where L is the constraint length of the code and is equal to the eight starty of this (2,1,4) Code are! 600, 001,010,011, 100 101,110,111. ·

By the basify check with
$$q a (B, 4)$$
 block lade are general of
 $C_{3} = a_{1} + a_{2} + a_{3}$
 $C_{6} = a_{1} + a_{2} + a_{3}$
 $C_{7} = a_{1} + a_{3} + a_{4}$
 $C_{8} = d_{2} + a_{3} + a_{4}$
Where $a_{1,a_{2}}, a_{3,a_{4}}$ are the message $a_{1,a_{3}}, f_{1,a_{4}}$ but
generator matrix and Parity check matrix for this code.
 $m=8$, $K=9$
 $P_{11} = 1$ $P_{21} = 1$ $P_{31} = 0$ $P_{41} = 1$
 $P_{12} = 1$ $P_{22} = 1$ $P_{32} = 1$ $P_{42} = 0$
 $P_{13} = 1$ $P_{23} = 0$ $P_{33} = 1$ $P_{43} = 1$
 $P_{14} = 0$ $P_{24} = 1$ $P_{34} = 1$ $P_{34} = 1$

$$\begin{aligned}
 G &= \begin{bmatrix} I_{k} | P \\
 P \\
 P \\
 P \\
 P \\
 P \\
 P_{11} \\
 P_{12} \\$$

8. The 'nepetition Gode in an (n,1) block lade there are only two Code woods by nepetition code, an all 0 codewood and all 1 codeword. Consider are of nepetition codewood m=s? Construct generator mouthin G for (3,1) Block (code. (*) Construct generator mouthin G for (3,1) Block (code. (*) K=1 m=5 P=[1111] G=[1111] d_1=0 G=[0][1111]=[00000] d_2=1 Cz=[1][111]=[1111]

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1 ATABIA

- Antonia

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ACIS, El Lineau cy clic corde has a generator Poly nonia g(x) = 1+x+x++x++x5+x8++ x10 3 Praw block divyram of an encoder and synchrome colculator for this could. Ø (5) find the code polymornial for the message polynomial 0 0 PCX) = 1+x2+x4 (in a systematic form). 94 107 113, 114,93,141, 150, 0 e n-K=10 G 98 142, 97 no of shift veg. = 10 O Jo=1 g=1 g2=1 g3=0 gy=1 g5=1 g6=0 0 Ø 97=0 98=1 99=0 910=1 6 O Serval quistent O € 0 C € - A JA CHA BROAD 20-2-->A1 С **(**); reminder Look, Polynomial for message Poly C (P DOR in Systematic form £. $D(X) = |+ x^2 + x^4$ 7 4/1 3 10 11+x 2+x 4) Jex) 3 10 (1+x 2+x 4) Ċ 1+x+x2+x1+x5+x8+x10 ×+ x + x + x + x + x + x + 1 = x + 1 + x/2 + x * (x + 1) t x10+x9+x8+x6+x5+x7 ť x10+x8+x5+x7+x2+x+1 Û x9+ x 6+ x2+x+1 "

