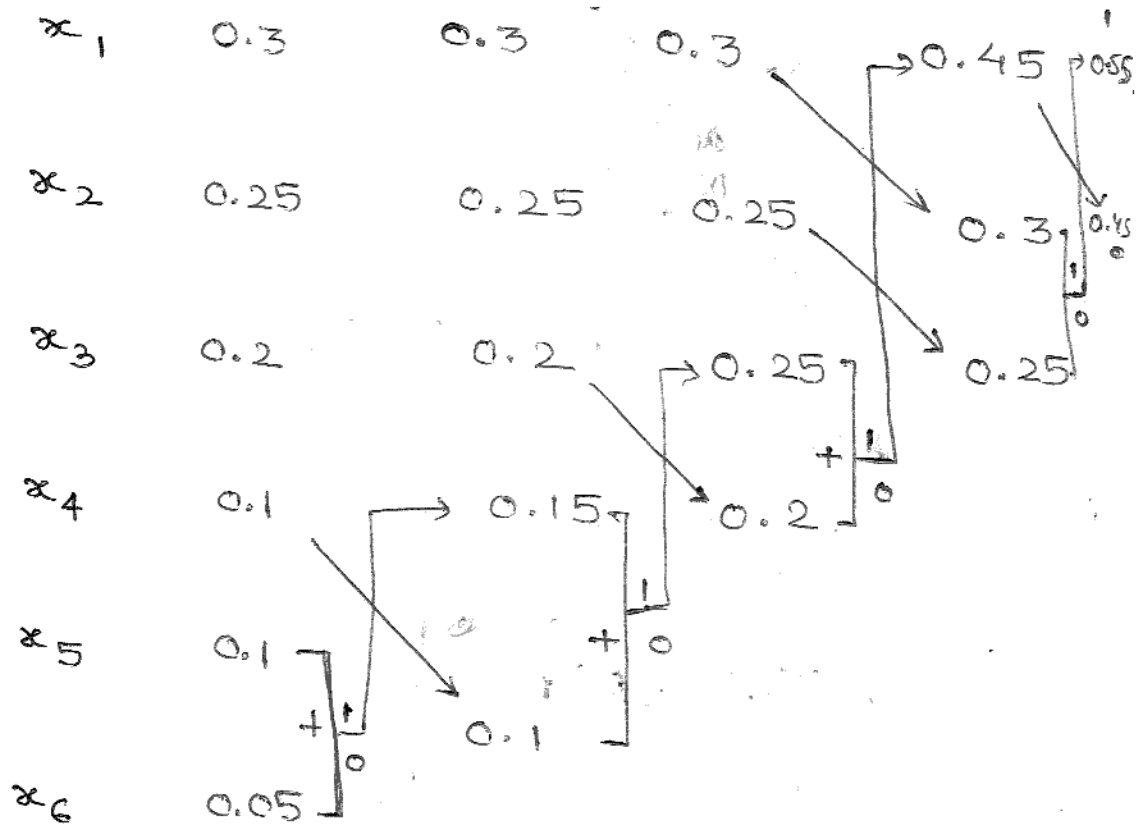


20.7.11

Q- Construct a Huffman code given below



code word

11 (written in reverse

10 order]

00

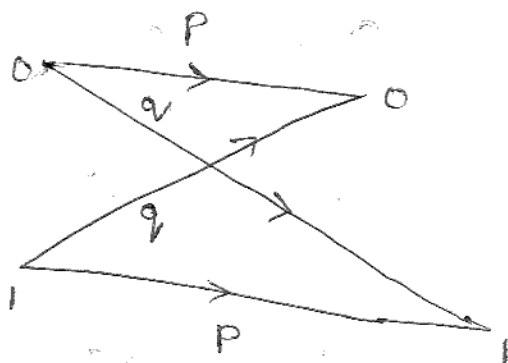
010

0111

0110

# \* Calculation of entropy channel capacity

## • Binary symmetric channel



$$P(0) = \alpha$$

$$P(1) = 1 - \alpha$$

$$P(Y/X) = \begin{matrix} & \begin{matrix} 0 & 1 \end{matrix} \\ \begin{matrix} 0 \\ 1 \end{matrix} & \begin{pmatrix} P & q \\ q & P \end{pmatrix} \end{matrix}$$

$$P(x, y) = \begin{vmatrix} P\alpha & q\alpha \\ q(1-\alpha) & P(1-\alpha) \end{vmatrix}$$

$$H(Y/X) = -P\alpha \log P - q\alpha \log q - q(1-\alpha) \log q - P(1-\alpha) \log P$$

$$H(Y/X) = - (q \log_2 q + P \log_2 P)$$

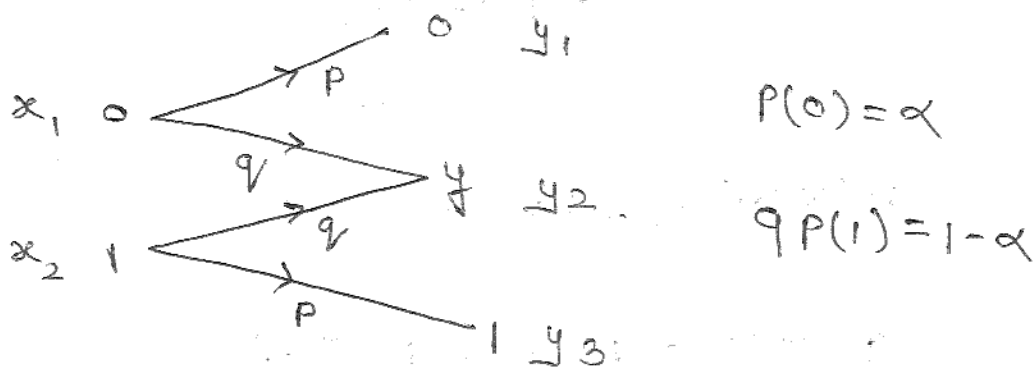
$$I(X, Y) = H(Y) - H(Y/X)$$

$$= H(Y) + q \log_2 q + P \log_2 P$$

$$\max H(Y) = \log_2 2 = 1$$

$$\therefore I(x, Y) = 1 + q \log q + p \log p$$

• Binary erasure coding channel



$$H(x) = -(\alpha \log \alpha + (1 - \alpha) \log (1 - \alpha))$$

$$P(Y/x) = \begin{array}{c} x_1 = 0 \\ x_2 = 1 \end{array} \begin{array}{c|cc} & 0 & 1 \\ \hline 0 & p & 0 \\ 1 & 0 & p \end{array}$$

$$P(x, Y) = \begin{vmatrix} p\alpha & q\alpha & 0 \\ 0 & q(1-\alpha) & p(1-\alpha) \end{vmatrix}$$

$$P(y_1) = p\alpha$$

$$P(y_3) = p(1-\alpha)$$

$$P(y_2) = q\alpha + q(1-\alpha) = q$$

$$P(X/Y) = \frac{P(X,Y)}{P(Y)} = \begin{vmatrix} 1 & \alpha & 0 \\ 0 & 1-\alpha & 1 \end{vmatrix}$$

$$H(X/Y) = -[p\alpha \log_2 \alpha + q\alpha \log_2 \alpha + q(1-\alpha) \log_2 (1-\alpha) + p(1-\alpha) \log_2 1]$$

$$H(X/Y) = -q H(X)$$

$$I(X,Y) = H(X) - H(X/Y)$$

$$= H(X) - q H(X)$$

$$= H(X) [1 - q]$$

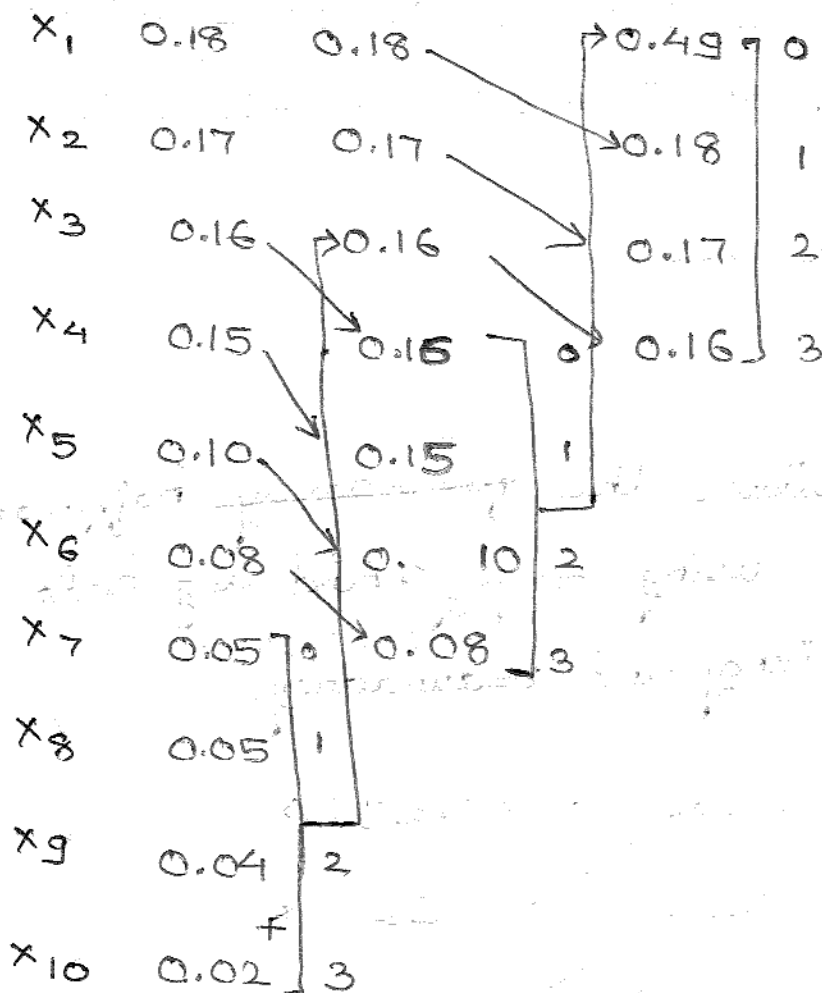
$$= (1 - q)$$

$$\boxed{I(X,Y)_{\max} = P}$$

20.21.7.11

Q- Apply Huffman encoding procedure and determine avg. length of encoded message.

$D = 0, 1, 2, 3$



code word

1	_____	0.18
2	_____	0.17
3	_____	0.15
01	_____	0.10
02	_____	0.08
03	_____	0.05
30	_____	0.05
31	_____	0.04
32	_____	
33	_____	0.02

$$\bar{L} = \sum_{i=1}^{10} P_i n_i$$

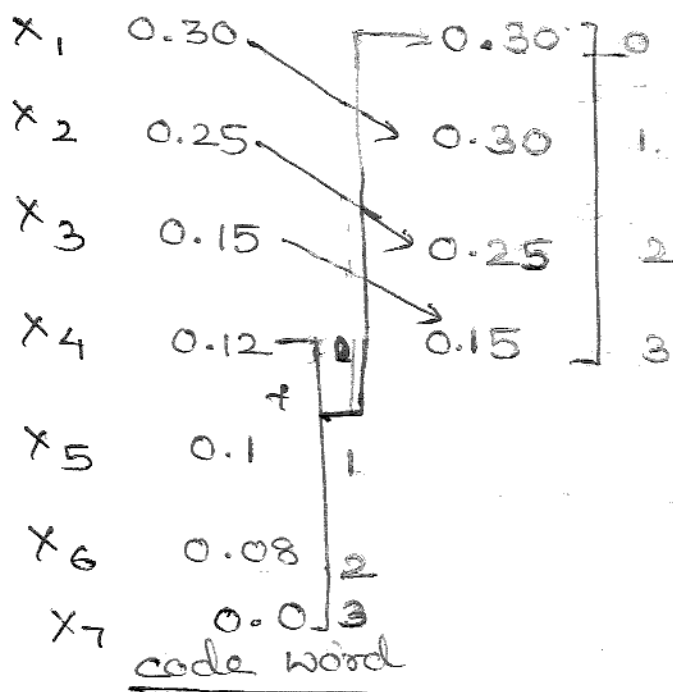
~~$$= 1 \times 1 + 2 \times 1 +$$~~

$$= 0.18 + 0.17 + 2 \times 0.16 + 2 \times 0.15 + 2 \times 0.10 + 2 \times 0.08 + 2 \times 0.05 + 2 \times 0.05 + 2 \times 0.04 + 2 \times 0.02$$

$$\bar{L} = 1.65$$

Q- Construct the ~~four-ary~~ <sup>4-ary</sup> haffmann code using 4-ary. Find avg code length, efficiency and redundancy.

$D = 0, 1, 2, 3$



$$x_1 = 1$$

$$x_2 = 2$$

$$x_3 = 3$$

$$x_4 = 00$$

$$x_5 = 01$$

$$x_6 = 02$$

$$x_7 = 03$$

$$\bar{L} = \sum_{i=1}^7 P_i r_i$$

$$= 0.30 \times 1 + 0.25 \times 1 + 0.15 \times 1 + \\ 0.12 \times 2 + 0.1 \times 2 + 0.08 \times 2 + \\ 0 \times 2$$

$$\bar{L} = 1.3$$

$$H(x) = \sum_{i=1}^7 -P_i \log P_i$$

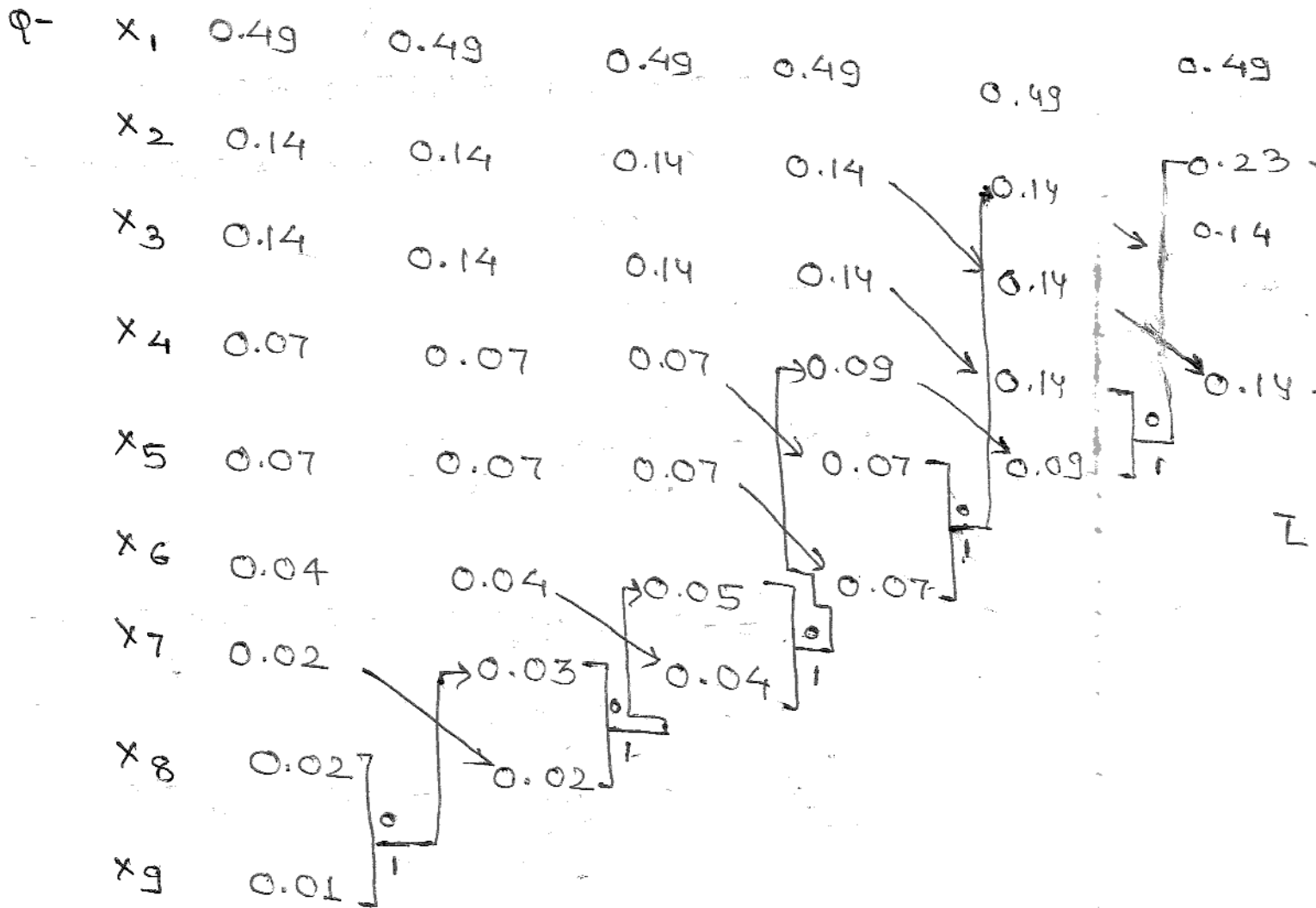
$$= -0.30 \log 0.30 - 0.25 \log 0.25 - \\ 0.15 \log 0.15 - 0.12 \log 0.12 - \\ 0.1 \log 0.1 - 0.08 \log 0.08$$

$$= 0.26 + 0.25 + 0.20 + 0.18 + 0.16 \\ + 0.14$$

$$H(x) = 1.209$$

$$\text{Efficiency} = \frac{H(x)}{\bar{L}} = \eta = \frac{1.209}{1.3} = 0.93$$

$$R_c = 1 - \eta = 1 - 0.93 = 0.07$$



code word

$x_1 = 0 \quad 1$

$x_7 = 10100 \quad 5$

$x_2 = 100 \quad 3$

$x_8 = 011000 \quad 6$

$x_3 = 101 \quad 3$

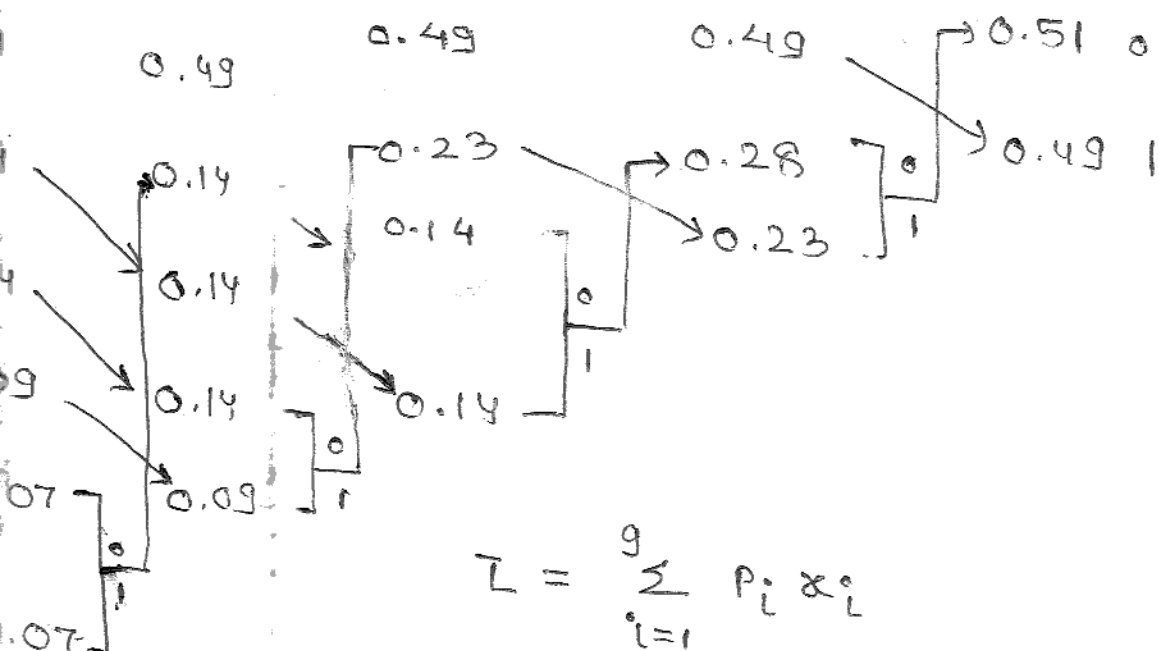
$x_9 = 011001 \quad 6$

$x_4 = 0000 \quad 4$

$x_5 = 0010 \quad 4$

$x_6 = 0111 \quad 4$





$$L = \sum_{i=1}^9 P_i x_i$$

$$= 0.49 \times 1 + 0.14 \times 3 + 0.14 \times 3 + 0.07 \times 4 + 0.07 \times 4 + 0.04 \times 4 + 0.02 \times 5 + 0.02 \times 6 + 0.01 \times 6$$

$$L = 2.33$$

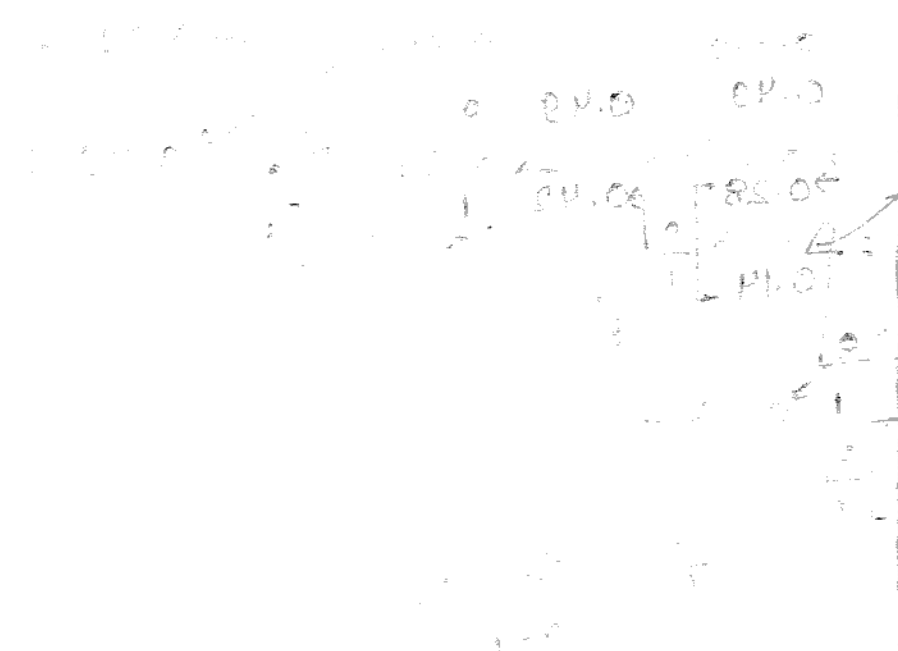
00 5  
11000 6  
11001 6

$$H(x) = \sum_{i=1}^9 -P_i \log P_i$$

$$= -0.49 \log 0.49 - 0.14 \log 0.14 \times 2 - 0.07 \log 0.07 \times 2 - 0.04 \log 0.04 - 0.02 \log 0.02 \times 2 - 0.01 \log 0.01$$

$$H(x) = 0.65$$

$$\eta = \frac{H(x)}{L} = \frac{0.65}{2.33} =$$



The following text is very faint and mostly illegible. It appears to be a list of items or a set of instructions, possibly related to the diagram above. Some words are difficult to discern but seem to include terms like 'P.M.O', 'C.M.O', 'S.M.O', 'T.S.O', and 'H.P.O'.