

Internal Assessment Test – I

Sub:	Information Theory and Coding	Sec	ECE 5A,B,C & D ;TCE A	Code:	15EC54
Date:	11 / 09 / 2018	Duration:	90 mins	Max Marks:	50
				Sem:	V
				Branch:	ECE/TCE

SCHEME EVALUATION

	Marks	OBE													
		CO	RBT												
<p>1 Define <i>self-information, entropy and information rate</i>. Consider transmission of pictures in a black and white television, there are about 3.25 Megapixels/frame . For a good reproduction, 15 brightness levels are necessary. Assuming that all the levels are equally likely to occur, find the rate of transmission if one frame is transmitted in every 3sec.</p> <p>Definition of each terms 1X3=3</p> <p>No. of different frames = $15^{3.25 \times 10^6}$ 1</p> <p>Entropy $H(s) = 12.697 \times 10^6$ bits/frame 2</p> <p>Symbol rate $r_s = \frac{1}{3}$ frame/sec 2</p> <p>Average information rate $R_s = 4.2323 \times 10^6$ bits/sec 2</p>	10	C504.1	L1												
<p>2 Prove that $H(S) \leq \log_2 q$ bits/symbol, where q is the number of symbols in the source alphabet.</p> <p>Entropy is non negative 1</p> <p>Entropy is symmetric 1</p> <p>Entropy has boundaries 1</p> <p>Entropy is additive 1</p> <p>Proof for $H(S) \leq \log_2 q$ 6</p>	6	C504.1	L2												
<p>3 The state diagram of a Markov source is shown in the fig. 3. Show that $G_1 \geq G_2 \geq H$.</p> <div style="text-align: center;"> <p style="text-align: center;">Fig. 3</p> </div>	10	C504.1	L3												
<p>$H_1 = 0.8113$ bits/symbol 1</p> <p>$H_2 = 0.8113$ bits/symbol 1</p> <p>$H = 0.8113$ bits/symbol 1</p> <p>Code tree taking state 1 as initial state 1</p> <p>Code tree taking state 2 as initial state 1</p> <p>$G_1 = 1.56$ bits/symbol 2</p> <p>$G_2 = 1.28$ bits/symbol 2</p> <p>$G_1 \geq G_2 \geq H$ 1</p>	5	C504.2	L2												
<p>4 Apply Shannon's encoding technique for the message, $S = \{a, b, c, d, e\}$, where each letter is associated with probabilities $P = \left\{ \frac{1}{4}, \frac{3}{16}, \frac{1}{8}, \frac{1}{16}, \frac{3}{8} \right\}$ respectively. Calculate the code redundancy.</p> <p>Obtaining the Codes 5</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th>Symbols</th> <th>Prob</th> <th>CW</th> <th>l_i</th> </tr> </thead> <tbody> <tr> <td>e</td> <td>$\frac{6}{16}$</td> <td>00</td> <td>2</td> </tr> <tr> <td>a</td> <td>$\frac{4}{16}$</td> <td>01</td> <td>2</td> </tr> </tbody> </table>	Symbols	Prob	CW	l_i	e	$\frac{6}{16}$	00	2	a	$\frac{4}{16}$	01	2	5		
Symbols	Prob	CW	l_i												
e	$\frac{6}{16}$	00	2												
a	$\frac{4}{16}$	01	2												

b	$\frac{3}{16}$	101	3
c	$\frac{2}{16}$	110	3
D	$\frac{1}{16}$	1111	4

Average length, $L = 2.4375$ bits/sym

Entropy, $H(S) = 2.1085$ bits/sym

Efficiency, $\eta_s = 0.865$

Redundancy, $R_{\eta_s} = 0.135$

$\eta_s = 86.5\%$; $R_{\eta_s} = 13.5\%$

- 5 Given the symbols $S = \{y_1, y_2, y_3, y_4, y_5, y_6\}$ with respective probabilities $P = \{0.02, 0.08, 0.1, 0.2, 0.2, 0.4\}$, construct a binary code by applying Shannon-Fano encoding procedure. Determine the code efficiency and redundancy. Draw the code tree for the same.

Obtaining the codes

Symbols	Prob	CW	l_i
y_6	0.4	00	2
y_5	0.2	01	2
y_4	0.2	10	2
y_3	0.1	110	3
y_2	0.08	1110	4
y_1	0.02	1111	4

Average length, $L = 2.194$ bits/sym

Entropy, $H(S) = 2.3$ bits/sym

Efficiency, $\eta_s = 0.9539$

Redundancy, $R_{\eta_s} = 0.0461$

$\eta_s = 95.39\%$; $R_{\eta_s} = 4.61\%$

Code tree

- 6 Consider a zero memory source with $S = \{!, @, \#, \$, \%, \wedge, \&\}$ appearing with probabilities $P = \{0.4, 0.2, 0.1, 0.1, 0.1, 0.06, 0.04\}$ respectively. Apply Huffman coding and determine the code efficiency and redundancy.

Obtaining the code

Symbols	Prob	CW	l_i
!	0.4	00	2
@	0.2	11	2
#	0.1	011	3
\$	0.1	100	3
%	0.1	101	3
\wedge	0.06	0100	4

2

2

1

10

6

1

1

1

1

10

4

C504.2

L3

C504.2

L2

ξ	0.04	0101	4
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Average length, $L = 2.5$ bits/symbol

Entropy, $H = 2.419$ bits/symbol

Code efficiency = 96.76%

Code redundancy = 3.24%

7 Consider a source $S = \{a, e, t\}$ appearing with probabilities $P = \{0.2, 0.5, 0.3\}$. Encode **tea** using arithmetic coding and generate a tag.

Obtaining the code

Generating the tag; **tag = 0.635**

1

2

2

1

10

9

1

C504.2	L3