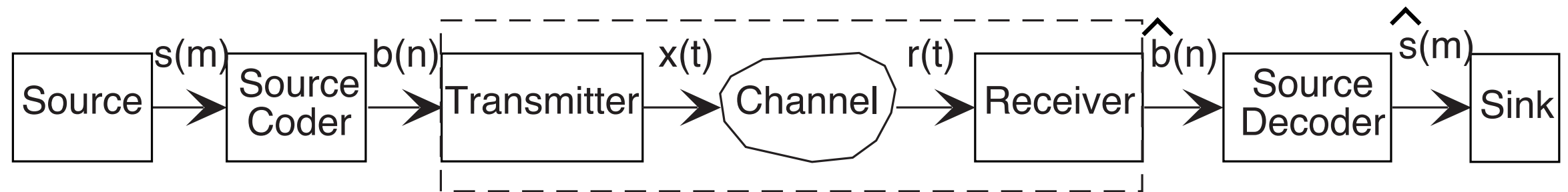


Fundamentals of Electrical Engineering

Representing digital sources with bits

- Revised digital channel model
- Source Coding Theorem
- Source compression

Digital Communication Model



Information Theory

- Source emits *letters* in a probabilistic fashion

$$s(m) \in \{a_1, \dots, a_K\} = A$$

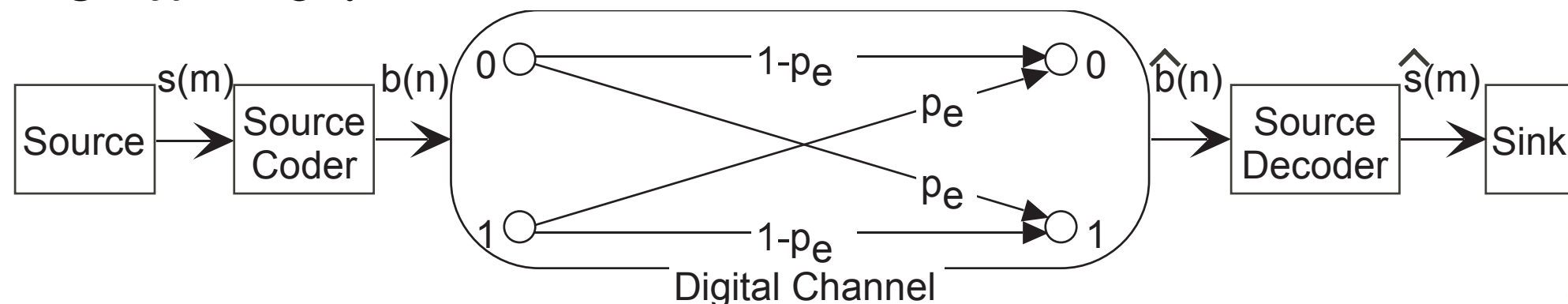
$$0 \leq \Pr[a_k] \leq 1, \quad k = 1, \dots, K \quad \sum_{k=1}^K \Pr[a_k] = 1$$

- Alphabet A known by source and sink

- Issues

* How should letters be represented by bits?

* Can we mitigate the errors introduced by the channel?



Source Coding Theorem

Define source entropy $H(A)$

$$H(A) \equiv - \sum_k \Pr[a_k] \log_2 \Pr[a_k] \text{ bits}$$

Entropy maximized when letters are
equally likely ($\Pr[a_k] = 1/K \implies H(A) = \log_2 K$)

Entropy minimized when one letter occurs
with probability one ($\Pr[a_k] = 1 \implies H(A) = 0$)

Entropy Calculation

Example

$$\Pr[a_1] = \frac{1}{2} \quad \Pr[a_2] = \frac{1}{4} \quad \Pr[a_3] = \frac{1}{8} \quad \Pr[a_4] = \frac{1}{8}$$

$$\begin{aligned} H(A) &= - \left(\frac{1}{2} \log_2 \frac{1}{2} + \frac{1}{4} \log_2 \frac{1}{4} + \frac{1}{8} \log_2 \frac{1}{8} + \frac{1}{8} \log_2 \frac{1}{8} \right) \\ &= - \left(\frac{1}{2}(-1) + \frac{1}{4}(-2) + \frac{1}{8}(-3) + \frac{1}{8}(-3) \right) \\ &= 1.75 \text{ bits} \end{aligned}$$

Source Coding Theorem

$B(a_k)$ = number of bits assigned to a_k

$\bar{B}(A) = \sum_{k=1}^K \text{Pr}[a_k] B(a_k)$ average number of bits to represent A

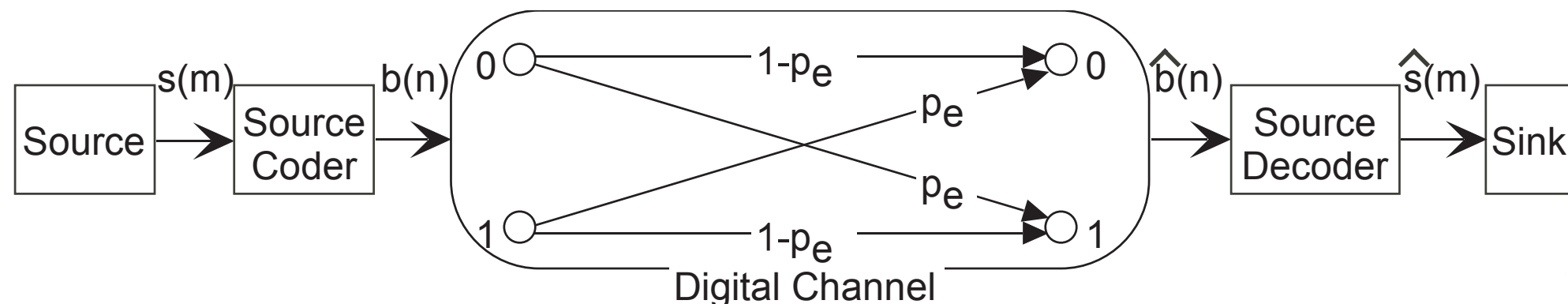
Shannon (1948)

There exists a source coder and decoder that can represent and retrieve the source's alphabet if

$$H(A) \leq \bar{B}(A) < H(A) + 1 \quad \text{Lossless compression}$$

Furthermore, *no* error-free source coder/decoder exists if

$$\bar{B}(A) < H(A) \quad \text{Lossy compression}$$



Compression Schemes

Lossless Compression:

LZW (Lempel-Ziv-Welch), zip, Huffman, simple codes

Lossy Compression:

JPEG, MPEG, MP3,...

Compression Example

$$\Pr[a_1] = \frac{1}{2} \quad \Pr[a_2] = \frac{1}{4} \quad \Pr[a_3] = \frac{1}{8} \quad \Pr[a_4] = \frac{1}{8}$$

$$H(A) = 1.75 \text{ bits}$$

$$1.75 \leq \bar{B}(A) < 2.75 \text{ bits}$$

Simple binary code: $B(a_k) = \lceil \log_2 K \rceil = \bar{B}(A)$

$$a_1 \leftrightarrow 00 \quad a_2 \leftrightarrow 01 \quad a_3 \leftrightarrow 10 \quad a_4 \leftrightarrow 11 \quad \bar{B}(A) = 2.0 \text{ bits}$$

Better binary code: *Variable length code*

$$a_1 \leftrightarrow 0 \quad a_2 \leftrightarrow 10 \quad a_3 \leftrightarrow 110 \quad a_4 \leftrightarrow 111 \quad \bar{B}(A) = 1.75 \text{ bits}$$

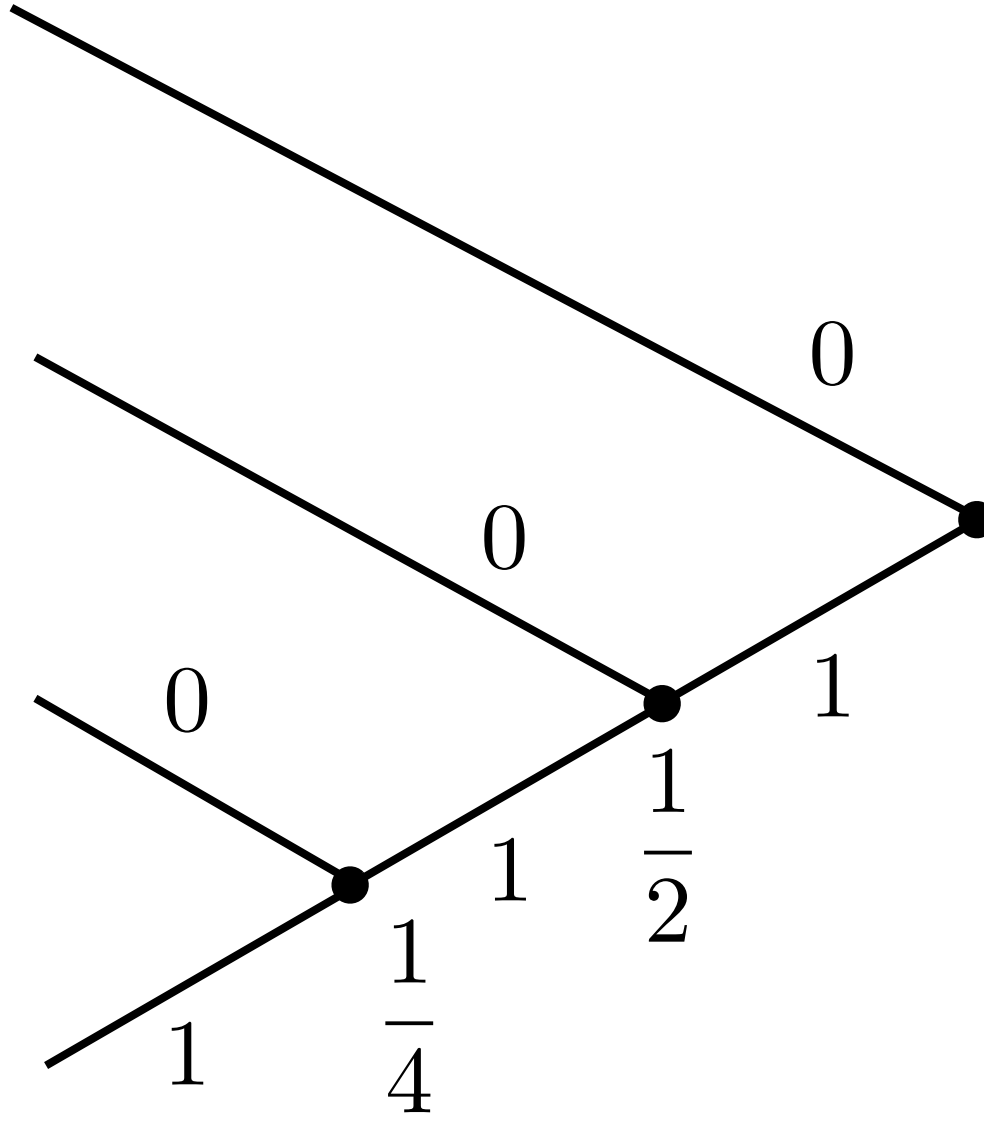
But there is an issue...

$$a_1 a_1 a_3 a_1 a_2 a_1 a_4 \leftrightarrow 001100100111$$

Huffman Codes

Build a coding tree according to specific rules

<u>Letter</u>	<u>Probability</u>	<u>Source Code</u>
a_1	$\frac{1}{2}$	0
a_2	$\frac{1}{4}$	10
a_3	$\frac{1}{8}$	110
a_4	$\frac{1}{8}$	111



The diagram illustrates the construction of a Huffman coding tree for the given probabilities. The root node is on the right, with a left branch labeled '0' leading to a node with probability $\frac{1}{2}$ and a right branch labeled '1' leading to a node with probability $\frac{1}{2}$. The left node has a left branch labeled '0' leading to a leaf node with probability $\frac{1}{2}$ (corresponding to a_1) and a right branch labeled '1' leading to a node with probability $\frac{1}{4}$. This $\frac{1}{4}$ node has a left branch labeled '0' leading to a leaf node with probability $\frac{1}{4}$ (corresponding to a_2) and a right branch labeled '1' leading to a node with probability $\frac{1}{8}$. This $\frac{1}{8}$ node has a left branch labeled '0' leading to a leaf node with probability $\frac{1}{8}$ (corresponding to a_3) and a right branch labeled '1' leading to a leaf node with probability $\frac{1}{8}$ (corresponding to a_4).

Huffman Code Properties

- *Always* yields a prefix code
- May not produce a code “at the entropy limit” but...
- No other lossless source code can have a shorter average code length, which means it is optimal!
- Very sensitive to channel-induced errors

$$a_1 \leftrightarrow 0 \quad a_2 \leftrightarrow 10 \quad a_3 \leftrightarrow 110 \quad a_4 \leftrightarrow 111$$

$$a_1 a_1 a_3 a_1 a_2 a_1 a_4 \leftrightarrow 001100100111$$

Morse Had the Right Idea

$$H(A) = 4.14 \text{ bits}$$

Morse Code: $\bar{B}(A) = 5.56 \text{ bits}$

Huffman Code: $\bar{B}(A) = 4.35 \text{ bits}$

	%	Morse Code	Huffman Code
A	6.22	.-	1011
B	1.32	-...	010100
C	3.11	-. .	10101
D	2.97	-..	01011
E	10.53	.	001
F	1.68	..-.	110001
G	1.65	-.	110000
H	3.63		11001
I	6.14	..	1001
J	0.06	.—	01010111011
K	0.31	-. -	01010110
L	3.07	.-...	10100
M	2.48	—	00011
N	5.73	-.	0100
O	6.06	—	1000
P	1.87	.—.	00000
Q	0.10	-.-	0101011100
R	5.87	.-.	0111
S	5.81	...	0110
T	7.68	-	1101
U	2.27	..-	00010
V	0.70	...-	0101010
W	1.13	.—	000011
X	0.25	-...-	010101111
Y	1.07	-. —	000010
Z	0.06	-..	0101011101011

Source Coding (Compression)

- Most data sources can be compressed (lossless) with fewer bits than a simple code, thereby lowering the source data rate
- Lossy compression can *always* be used, but want to control the nature of the errors
- Decompression is sensitive to channel errors