Applied Coding Information Theory For Engineers

This book is intended to introduce coding theory and information theory to undergraduate students of mathematics and computer science. It begins with a review of probablity theory as applied to finite sample spaces and a general introduction to the nature and types of codes. The two subsequent chapters discuss information theory: efficiency of codes, the entropy of information sources, and Shannon's Noiseless Coding Theorem. The remaining three chapters deal with coding theory: communication channels, decoding in the presence of errors, the general theory of linear codes, and such specific codes as Hamming codes, the simplex codes, and many others.

An effective blend of carefully explained theory and practical applications, this text imparts the fundamentals of both information theory and data compression. Although the two topics are related, this unique text allows either topic to be presented independently, and it was specifically designed so that the data compression section requires no prior knowledge of information theory. The treatment of information theory, while theoretical and abstract, is quite elementary, making this text less daunting than many others. After presenting the fundamental definitions and results of the theory, the authors then apply the theory to memoryless, discrete channels with zeroth-order, one-state sources. The chapters on data compression acquaint students with a myriad of lossless compression methods and then introduce two lossy compression methods. Students emerge from this study competent in a wide range of techniques. The authors' presentation is highly practical but includes some important proofs, either in the text or in the exercises, so instructors can, if they choose, place more emphasis on the mathematics.

Introduction to Information Theory and Data Compression, Second Edition is ideally suited for an upper-level or graduate course for students in mathematics, engineering, and computer science. Features: Expanded discussion of the historical and theoretical basis of information theory that builds a firm, intuitive grasp of the subject Reorganization of theoretical results along with new exercises, ranging from the routine to the more difficult, that reinforce students' ability to apply the definitions and results in specific situations. Simplified treatment of the algorithm(s) of Gallager and Knuth Discussion of the information rate of a code and the trade-off between error correction and information rate Treatment of probabilistic finite state source automata, including basic results, examples, references, and exercises Octave and MATLAB image compression codes included in an appendix for use with the exercises and projects involving transform methods Supplementary materials, including software, available for download from the authors' Web site at www.dms.auburn.edu/compression

Developing many of the major, exciting, pre- and post-millennium developments from the ground up, this book is an ideal entry point for graduate students into quantum information theory. Significant attention is given to quantum mechanics for quantum information theory, and careful studies of the important protocols of teleportation, superdense coding, and entanglement distribution are presented. In this new edition, readers can expect to find over 100 pages of new material, including detailed discussions of Bell's theorem, the CHSH game, Tsirelson's theorem, the axiomatic approach to quantum channels, the definition of the diamond norm and its interpretation, and a proof of the Choi–Kraus theorem. Discussion of the importance of the quantum dynamic capacity formula has been completely revised, and many new exercises and references have been added. This new edition will be welcomed by the upcoming generation of quantum information theorists and the already established community of classical information theorists.

Books on information theory and coding have proliferated over the last few years, but few succeed in covering the fundamentals without losing students in mathematical abstraction. Even fewer build the essential theoretical framework when presenting algorithms and implementation details of modern coding systems. Without abandoning the theoret

The work introduces the fundamentals concerning the measure of discrete information, the modeling of discrete sources without and with a memory, as well as of channels and coding. The understanding of the theoretical matter is supported by many examples. One particular emphasis is put on the explanation of Genomic Coding. Many examples throughout the book are chosen from this particular area and several parts of the book are devoted to this exciting implication of coding.

This book is an introduction to information and coding theory at the graduate or advanced undergraduate level. It assumes a basic knowledge of probability and modern algebra, but is otherwise self- contained. The intent is to describe as clearly as possible the fundamental issues involved in these subjects, rather than covering all aspects in an encyclopedic fashion. The first quarter of the book is devoted to information theory, including a proof of Shannon's famous Noisy Coding Theorem. The remainder of the book is devoted to coding theory and is independent of the information theory portion of the book. After a brief discussion of general families of codes, the author discusses linear codes (including the Hamming, Golary, the Reed-Muller codes), finite fields, and cyclic codes (including the BCH, Reed-Solomon, Justesen, Goppa, and Quadratic Residue codes). An appendix reviews relevant topics from modern algebra.

Various measures of information are discussed in first chapter. Information rate, entropy and mark off models are presented. Second and third chapter deals with source coding. Shannon's encoding algorithm, discrete communication channels, mutual information, Shannon's first theorem are also presented. Huffman coding and Shannon-Fano coding is also discussed. Continuous channels are discussed in fourth chapter. Channel coding theorem and channel capacity theorems are also presented. Block codes are discussed in chapter fifth, sixth and seventh. Linear block codes, Hamming codes, syndrome decoding is presented in detail. Structure and properties of cyclic codes, encoding and syndrome decoding for cyclic codes is also discussed. Additional cyclic codes such as RS codes, Golay codes, burst error correction is also discussed. Last chapter presents convolutional codes. Time domain, transform domain approach, code tree, code trellis, state diagram, Viterbi decoding is discussed in detail.

A concise, easy-to-read guide, introducing beginners to the engineering background of modern communication systems, from mobile phones to data storage. Assuming only basic knowledge of high-school mathematics and including many practical examples and exercises to aid understanding, this is ideal for anyone who needs a quick introduction to the subject.

DIVAnalysis of channel models and proof of coding theorems; study of specific coding systems; and study of statistical properties of information sources. Sixty problems, with solutions. Advanced undergraduate to graduate level. /div

This easy-to-read guide provides a concise introduction to the engineering background of modern communication systems, from mobile phones to data compression and storage. Background mathematics and specific engineering techniques are kept to a minimum so that only a basic knowledge of high-school mathematics is needed to understand the material covered. The authors

begin with many practical applications in coding, including the repetition code, the Hamming code and the Huffman code. They then explain the corresponding information theory, from entropy and mutual information to channel capacity and the information transmission theorem. Finally, they provide insights into the connections between coding theory and other fields. Many worked examples are given throughout the book, using practical applications to illustrate theoretical definitions. Exercises are also included, enabling readers to double-check what they have learned and gain glimpses into more advanced topics, making this perfect for anyone who needs a quick introduction to the subject.

This book is based on lectures given by the author at the IBM European Systems Research Institute (ESRI) in Geneva. Information Theory on the syntactic level, as introduced by Claude Shannon in 1949, has many limitations when applied to information processing by computers. But in spite of some obvious shortcomings, the underlyin~ principles are of fundamental importance for systems engineers in understanding the nature of the problems of handling information, its acquisition, storage, processing, and interpretation. The lectures, as presented in this book, attempt to give an exposition of the lovical foundation and basic principles, and to provide at the same time a basis for further study in more specific areas of this expan1in~ theory, such as coding, detection, pattern recognition, and filtering. Most of the problems in Appendix C are intended as extensions of the text, while calling for actjve participation by the stu1ent. Some other problems are direct applications of the theory to specific situations. Some problems require extensive numerical calculations. It is assumed in those cases that the student has access to a computer and that he is capable of writing the necessary programs. The stu1ent is assumed to have a good command of the calculus, and of the theory of probability as well as statistics. Therefore no basic mathematical concepts are discussed in this IV book. The Fourier transform and some related mathematical concepts are introduced in Appendix A.

Modern introduction to theory of coding and decoding with many exercises and examples.

Applied Coding and Information Theory for Engineers

This volume contains the Proceedings of an International Conference on Noncommutative Rings and Their Applications, held July 1-4, 2013, at the Universite d'Artois, Lens, France. It presents recent developments in the theories of noncommutative rings and modules over such rings as well as applications of these to coding theory, enveloping algebras, and Leavitt path algebras. Material from the course ``Foundations of Algebraic Coding Theory``, given by Steven Dougherty, is included and provides the reader with the history and background of coding theory as well as the interplay between coding theory and algebra. In module theory, many new results related to (almost) injective modules, injective hulls and automorphism-invariant modules are presented. Broad generalizations of classical projective covers are studied and category theory is used to describe the structure of some modules. In some papers related to more classical ring theory such as quasi duo rings or clean elements, new points of view on classical conjectures and standard open problems are given. Descriptions of codes over local commutative Frobenius rings are discussed, and a list of open problems in coding theory is presented within their context.

The latest edition of this classic is updated with new problem sets and material The Second Edition of this fundamental textbook maintains the book's tradition of clear, thought-provoking instruction. Readers are provided once again with an instructive mix of mathematics, physics, statistics, and information theory. All the essential topics in information theory are covered in detail, including entropy, data compression, channel capacity, rate distortion, network information theory, and hypothesis testing. The authors provide readers with a solid understanding of the underlying theory and applications. Problem sets and a telegraphic summary at the end of each chapter further assist readers. The historical notes that follow each chapter recap the main points. The Second Edition features: * Chapters reorganized to improve teaching * 200 new problems * New material on source coding, portfolio theory, and feedback capacity * Updated references Now current and enhanced, the Second Edition of Elements of Information Theory remains the ideal textbook for upper-level undergraduate and graduate courses in electrical engineering, statistics, and telecommunications.

Algorithmic Information Theory treats the mathematics of many important areas in digital information processing. It has been written as a read-and-learn book on concrete mathematics, for teachers, students and practitioners in electronic engineering, computer science and mathematics. The presentation is dense, and the examples and exercises are numerous. It is based on lectures on information technology (Data Compaction, Cryptography, Polynomial Coding) for engineers.

This text is an elementary introduction to information and coding theory. The first part focuses on information theory, covering uniquely decodable and instantaneous codes, Huffman coding, entropy, information channels, and Shannon's Fundamental Theorem. In the second part, linear algebra is used to construct examples of such codes, such as the Hamming, Hadamard, Golay and Reed-Muller codes. Contains proofs, worked examples, and exercises.

A valuable teaching aid. Provides relevant background material, many examples and clear solutions to problems taken from real exam papers.

From the reviews: "This book nicely complements the existing literature on information and coding theory by concentrating on arbitrary nonstationary and/or nonergodic sources and channels with arbitrarily large alphabets. Even with such generality the authors have managed to successfully reach a highly unconventional but very fertile exposition rendering new insights into many problems." -- MATHEMATICAL REVIEWS

This book provides a practical introduction to the theory and practice of coding and information theory for application in the field of electronic communications. It is written at an introductory level and assumes no prior background in coding or information theory. While the mathematical level is detailed, it is still introductory. Through a discussion that balances theory and practical applications and abandons the traditional "theorem-proof" format, this valuable book presents an overview of digital communication systems and the concept of information. It is written in a easy-to-follow conversational style that integrates practical engineering issues through formal and conceptual discussions of mathematical issues. It also makes extensive use of explicit examples that illustrate methods and theory throughout the book. For the professional, it provides an essential hands-on head start for real-world projects and situations. An essential reference for professional engineers in the field of electronic communications.

Information Theory and Statistics: A Tutorial is concerned with applications of information theory concepts in statistics, in the finite alphabet setting. The topics covered include large deviations, hypothesis testing, maximum likelihood estimation in exponential families, analysis of contingency tables, and iterative algorithms with an "information geometry" background. Also, an

introduction is provided to the theory of universal coding, and to statistical inference via the minimum description length principle motivated by that theory. The tutorial does not assume the reader has an in-depth knowledge of Information Theory or statistics. As such, Information Theory and Statistics: A Tutorial, is an excellent introductory text to this highly-important topic in mathematics, computer science and electrical engineering. It provides both students and researchers with an invaluable resource to quickly get up to speed in the field.

This book is devoted to the theory of probabilistic information measures and their application to coding theorems for information sources and noisy channels. The eventual goal is a general development of Shannon's mathematical theory of communication, but much of the space is devoted to the tools and methods required to prove the Shannon coding theorems. These tools form an area common to ergodic theory and information theory and comprise several quantitative notions of the information in random variables, random processes, and dynamical systems. Examples are entropy, mutual information, conditional entropy, conditional information, and discrimination or relative entropy, along with the limiting normalized versions of these quantities such as entropy rate and information rate. Much of the book is concerned with their properties, especially the long term asymptotic behavior of sample information and expected information. This is the only up-to-date treatment of traditional information theory emphasizing ergodic theory.

Csiszár and Körner's book is widely regarded as a classic in the field of information theory, providing deep insights and expert treatment of the key theoretical issues. It includes in-depth coverage of the mathematics of reliable information transmission, both in two-terminal and multi-terminal network scenarios. Updated and considerably expanded, this new edition presents unique discussions of information theoretic secrecy and of zero-error information theory, including the deep connections of the latter with extremal combinatorics. The presentations of all core subjects are self contained, even the advanced topics, which helps readers to understand the important connections between seemingly different problems. Finally, 320 end-of-chapter problems, together with helpful hints for solving them, allow readers to develop a full command of the mathematical techniques. It is an ideal resource for graduate students and researchers in electrical and electronic engineering, computer science and applied mathematics.

Student edition of the classic text in information and coding theory

This comprehensive treatment of network information theory and its applications provides the first unified coverage of both classical and recent results. With an approach that balances the introduction of new models and new coding techniques, readers are guided through Shannon's point-to-point information theory, single-hop networks, multihop networks, and extensions to distributed computing, secrecy, wireless communication, and networking. Elementary mathematical tools and techniques are used throughout, requiring only basic knowledge of probability, whilst unified proofs of coding theorems are based on a few simple lemmas, making the text accessible to newcomers. Key topics covered include successive cancellation and superposition coding, MIMO wireless communication, network coding, and cooperative relaying. Also covered are feedback and interactive communication, capacity approximations and scaling laws, and asynchronous and random access channels. This book is ideal for use in the classroom, for self-study, and as a reference for researchers and engineers in industry and academia.

Basic Concepts in Information Theory and Coding is an outgrowth of a one semester introductory course that has been taught at the University of Southern California since the mid-1960s. Lecture notes from that course have evolved in response to student reaction, new technological and theoretical develop ments, and the insights of faculty members who have taught the course (in cluding the three of us). In presenting this material, we have made it accessible to a broad audience by limiting prerequisites to basic calculus and the ele mentary concepts of discrete probability theory. To keep the material suitable for a one-semester course, we have limited its scope to discrete information theory and a general discussion of coding theory without detailed treatment of algorithms for encoding and decoding for various specific code classes. Readers will find that this book offers an unusually thorough treatment of noiseless self-synchronizing codes, as well as the advantage of problem sections that have been honed by reactions and interactions of several gen erations of bright students, while Agent 00111 provides a context for the discussion of abstract concepts.

Concentration of Measure Inequalities in Information Theory, Communications, and Coding focuses on some of the key modern mathematical tools that are used for the derivation of concentration inequalities, on their links to information theory, and on their various applications to communications and coding.

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Information Theory: Coding Theorems for Discrete Memoryless Systems presents mathematical models that involve independent random variables with finite range. This three-chapter text specifically describes the characteristic phenomena of information theory. Chapter 1 deals with information measures in simple coding problems, with emphasis on some formal properties of Shannon's information and the non-block source coding. Chapter 2 describes the properties and practical aspects of the two-terminal systems. This chapter also examines the noisy channel coding problem, the computation of channel capacity, and the arbitrarily varying channels. Chapter 3 looks into the theory and practicality of multi-terminal systems. This book is intended primarily for graduate students and research workers in mathematics, electrical engineering, and computer science.

Since the main principles of applied information theory were formulated in the 1940s, the science has been greatly developed and today its areas of application range from traditional communication engineering problems to humanities and the arts. Interdisciplinary in scope, this book is a single-source reference for all applications areas, including engineering, radar, computing technology, television, the life sciences (including biology, physiology and psychology) and arts criticism. A review of the current state of information theory is provided; the author also presents several generalized and original results, and gives a treatment of various problems. This is a reference for both specialists and non-professionals in information theory and general cybernetics.

Algebraic coding theory is a new and rapidly developing subject, popular for its many practical applications and for its fascinatingly rich mathematical structure. This book provides an elementary yet rigorous introduction to the theory of error-correcting codes. Based on courses given by the author over several years to advanced undergraduates and first-year graduated students, this guide includes a large number of exercises, all with solutions, making the book highly suitable for individual study.

Publisher Description

This book provides a systematic mathematical analysis of entropy and stochastic processes, especially Gaussian processes, and its applications to information theory.The contents fall roughly into two parts. In the first part a unified treatment of entropy in information theory, probability theory and mathematical statistics is presented. The second part deals mostly with information theory for continuous communication systems. Particular emphasis is placed on the Gaussian channel.An advantage of this book is that, unlike most books on information theory, it places emphasis on continuous communication systems, rather than discrete ones.

This monograph originated with a course of lectures on information theory which I gave at Cornell University during the academic year 1958-1959. It has no pretensions to exhaustiveness, and, indeed, no pretensions at all. Its purpose is to provide, for mathematicians of some maturity, an easy introduction to the ideas and principal known theorems of a certain body of coding theory. This purpose will be amply achieved if the reader is enabled, through his reading, to read the (sometimes obscurely written) literature and to obtain results of his own. The theory is ob viously in a rapid stage of development; even while this monograph was in manuscript several of its readers obtained important new results. The first chapter is introductory and the subject matter of the monograph is described at the end of the chapter. There does not seem to be a uniquely determined logical order in which the material should be arranged. In determining the final arrangement I tried to obtain an order which makes reading easy and yet is not illogical. I can only hope that the resultant compromises do not earn me the criticism that I failed on both counts. There are a very few instances in the monograph where a stated theorem is proved by a method which is based on a result proved only later.

Scientific knowledge grows at a phenomenal pace--but few books have had as lasting an impact or played as important a role in our modern world as The Mathematical Theory of Communication, published originally as a paper on communication theory more than fifty years ago. Republished in book form shortly thereafter, it has since gone through four hardcover and sixteen paperback printings. It is a revolutionary work, astounding in its foresight and contemporaneity. The University of Illinois Press is pleased and honored to issue this commemorative reprinting of a classic.

Error correcting coding is often analyzed in terms of its application to the separate levels within the data network in isolation from each other. In this fresh approach, the authors consider the data network as a superchannel (a multi-layered entity) which allows error correcting coding to be evaluated as it is applied to a number of network layers as a whole. By exposing the problems of applying error correcting coding in data networks, and by discussing coding theory and its applications, this original technique shows how to correct errors in the network through joint coding at different network layers. Discusses the problem of reconciling coding applied to different layers using a superchannel approach Includes thorough coverage of all the key codes: linear block codes, Hamming, BCH and Reed-Solomon codes, LDPC codes decoding, as well as convolutional, turbo and iterative coding Considers new areas of application of error correcting codes such as transport coding, code-based cryptosystems and coding for image compression Demonstrates how to use error correcting coding to control such important data characteristics as mean message delay Provides theoretical explanations backed up by numerous real-world examples and practical recommendations Features a companion website containing additional research results including new constructions of LDPC codes, joint error-control coding and synchronization, Reed-Muller codes and their list decoding By progressing from theory through to practical problem solving, this resource contains invaluable advice for researchers, postgraduate students, engineers and computer scientists interested in data communications and applications of coding theory.

This book is an evolution from my book A First Course in Information Theory published in 2002 when network coding was still at its infancy. The last few years have witnessed the rapid development of network coding into a research ?eld of its own in information science. With its root in infor- tion theory, network coding has not only brought about a paradigm shift in network communications at large, but also had signi?cant in?uence on such speci?c research ?elds as coding theory, networking, switching, wireless c-munications,distributeddatastorage,cryptography,andoptimizationtheory. While new applications of network coding keep emerging, the fundamental - sults that lay the foundation of the subject are more or less mature. One of the main goals of this book therefore is to present these results in a unifying and coherent manner. While the previous book focused only on information theory for discrete random variables, the current book contains two new chapters on information theory for continuous random variables, namely the chapter on di?erential entropy and the chapter on continuous-valued channels. With these topics included, the book becomes more comprehensive and is more suitable to be used as a textbook for a course in an electrical engineering department.

Focusing on both theory and practical applications, this volume combines in a natural way the two major aspects of information representation--representation for storage (coding theory) and representation for transmission (information theory).