

Applied Coding And Information Theory For Engineers

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.

One of the most important key technologies for digital communication systems as well as storage media is coding theory. It provides a means to transmit information across time and space over noisy and unreliable communication channels. Coding Theory: Algorithms, Architectures and Applications provides a concise overview of channel coding theory and practice, as well as the accompanying signal processing architectures. The book is unique in presenting algorithms, architectures, and applications of coding theory in a unified framework. It covers the basics of coding theory before moving on to discuss algebraic linear block and cyclic codes, turbo codes and low density parity check codes and

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space-time codes. Coding Theory provides algorithms and architectures used for implementing coding and decoding strategies as well as coding schemes used in practice especially in communication systems. Feature of the book include: Unique presentation-like style for summarising main aspects Practical issues for implementation of coding techniques Sound theoretical approach to practical, relevant coding methodologies Covers standard coding schemes such as block and convolutional codes, coding schemes such as Turbo and LDPC codes, and space time codes currently in research, all covered in a common framework with respect to their applications. This book is ideal for postgraduate and undergraduate students of communication and information engineering, as well as computer science students. It will also be of use to engineers working in the industry who want to know more about the theoretical basics of coding theory and their application in currently relevant communication systems Modern introduction to theory of coding and decoding with many exercises and examples.

This book provides a first course on lattices – mathematical objects pertaining to the realm of discrete geometry, which are of interest to mathematicians for their structure and, at the same time, are used by electrical and computer engineers working on coding theory and cryptography. The book presents both fundamental concepts and a wealth of applications, including coding and transmission over Gaussian channels, techniques for obtaining lattices from finite prime fields and quadratic fields, constructions of spherical codes, and hard lattice problems used in cryptography. The topics selected are covered in a level of detail not usually found in reference books. As the range of applications of lattices continues to grow, this work will appeal to mathematicians, electrical and computer engineers, and graduate or advanced undergraduate in these fields.

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This textbook effectively builds a bridge from basic number theory to recent advances in applied number theory. It presents the first unified account of the four major areas of application where number theory plays a fundamental role, namely cryptography, coding theory, quasi-Monte Carlo methods, and pseudorandom number generation, allowing the authors to delineate the manifold links and interrelations between these areas. Number theory, which Carl-Friedrich Gauss famously dubbed the queen of mathematics, has always been considered a very beautiful field of mathematics, producing lovely results and elegant proofs. While only very few real-life applications were known in the past, today number theory can be found in everyday life: in supermarket bar code scanners, in our cars' GPS systems, in online banking, etc. Starting with a brief introductory course on number theory in Chapter 1, which makes the book more accessible for undergraduates, the authors describe the four main application areas in Chapters 2-5 and offer a glimpse of advanced results that are presented without proofs and require more advanced mathematical skills. In the last chapter they review several further applications of number theory, ranging from check-digit systems to quantum computation and the organization of raster-graphics memory. Upper-level undergraduates, graduates and researchers in the field of number theory will find this book to be a valuable resource.

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

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contemporaneity. The University of Illinois Press is pleased and honored to issue this commemorative reprinting of a classic.

Many people do not realise that mathematics provides the foundation for the devices we use to handle information in the modern world. Most of those who do know probably think that the parts of mathematics involved are quite 'classical', such as Fourier analysis and differential equations. In fact, a great deal of the mathematical background is part of what used to be called 'pure' mathematics, indicating that it was created in order to deal with problems that originated within mathematics itself. It has taken many years for mathematicians to come to terms with this situation, and some of them are still not entirely happy about it.

This book is an integrated introduction to Coding. By this I mean replacing symbolic information, such as a sequence of bits or a message written in a natural language, by another message using (possibly) different symbols. There are three main reasons for doing this: Economy (data compression), Reliability (correction of errors), and Security (cryptography). I have tried to cover each of these three areas in sufficient depth so that the reader can grasp the basic problems and go on to more advanced study. The mathematical theory is introduced in a way that enables the basic problems to be stated carefully, but without unnecessary abstraction. The prerequisites (sets and functions, matrices, finite probability) should be familiar to anyone who has taken a standard course in mathematical methods or discrete mathematics. A course in elementary abstract algebra and/or number theory would be helpful, but the book contains the essential facts, and readers without this background should be able to understand what is going on. There are a few places where reference is made to computer algebra systems.

Developing many of the major, exciting, pre- and post-

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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.

A valuable teaching aid. Provides relevant background material, many examples and clear solutions to problems taken from real exam papers. First comprehensive introduction to information theory explores the work of Shannon, McMillan, Feinstein, and Khinchin. Topics include the entropy concept in probability theory, fundamental theorems, and other subjects. 1957 edition.

Applied Coding and Information Theory for Engineers

As the ultimate information processing device, the brain naturally lends itself to being studied with information theory. The application of information theory to neuroscience has spurred the development

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of principled theories of brain function, and has led to advances in the study of consciousness, as well as to the development of analytical techniques to crack the neural code—that is, to unveil the language used by neurons to encode and process information. In particular, advances in experimental techniques enabling the precise recording and manipulation of neural activity on a large scale now enable for the first time the precise formulation and the quantitative testing of hypotheses about how the brain encodes and transmits the information used for specific functions across areas. This Special Issue presents twelve original contributions on novel approaches in neuroscience using information theory, and on the development of new information theoretic results inspired by problems in neuroscience.

Publisher Description

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

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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.

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.

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 field of its own in information science. With its root in information theory,

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network coding has not only brought about a paradigm shift in network communications at large, but also had significant influence on such specific research fields as coding theory, networking, switching, wireless communications, distributed data storage, cryptography, and optimization theory. While new applications of network coding keep emerging, the fundamental results 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 differential 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.

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 theoretical

Using an original mode of presentation, and emphasizing the computational nature of the subject, this book explores a number of the unsolved problems that still exist in coding

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theory. A well-established and highly relevant branch of mathematics, the theory of error-correcting codes is concerned with reliably transmitting data over a 'noisy' channel. Despite frequent use in a range of contexts, the subject still contains interesting unsolved problems that have resisted solution by some of the most prominent mathematicians of recent decades. Employing Sage—a free open-source mathematics software system—to illustrate ideas, this book is intended for graduate students and researchers in algebraic coding theory. The work may be used as supplementary reading material in a graduate course on coding theory or for self-study.

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,

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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 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.

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.

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-

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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. 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.

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 textbook forms an introduction to codes,

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cryptography and information theory as it has developed since Shannon's original papers. Originally developed by Claude Shannon in the 1940s, information theory laid the foundations for the digital revolution, and is now an essential tool in telecommunications, genetics, linguistics, brain sciences, and deep space communication. In this richly illustrated book, accessible examples are used to introduce information theory in terms of everyday games like '20 questions' before more advanced topics are explored. Online MatLab and Python computer programs provide hands-on experience of information theory in action, and PowerPoint slides give support for teaching. Written in an informal style, with a comprehensive glossary and tutorial appendices, this text is an ideal primer for novices who wish to learn the essential principles and applications of information theory.

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).

Containing data on number theory, encryption schemes, and cyclic codes, this highly successful textbook, proven by the authors in a popular two-quarter course, presents coding theory, construction, encoding, and decoding of specific code families in

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an "easy-to-use" manner appropriate for students with only a basic background in mathematics offering This two-volume set covers stochastic processes, information theory and Lie groups in a unified setting, bridging topics rarely studied together. The emphasis is on using stochastic, geometric, and group-theoretic concepts for modeling physical phenomena.

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.

This fundamental monograph introduces both the probabilistic and algebraic aspects of information theory and coding. It has evolved from the authors'

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years of experience teaching at the undergraduate level, including several Cambridge Maths Tripos courses. The book provides relevant background material, a wide range of worked examples and clear solutions to problems from real exam papers. It is a valuable teaching aid for undergraduate and graduate students, or for researchers and engineers who want to grasp the basic principles.

Table of contents

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.

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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. Most coding theory experts date the origin of the subject with the 1948 publication of *A Mathematical Theory of Communication* by Claude Shannon. Since then, coding theory has grown into a discipline with many practical applications (antennas, networks, memories), requiring various mathematical techniques, from commutative algebra, to semi-definite programming, to algebraic geometry. Most topics covered in the *Concise Encyclopedia of Coding Theory* are presented in short sections at an introductory level and progress from basic to advanced level, with definitions, examples, and many references. The book is divided into three parts: Part I fundamentals: cyclic codes, skew cyclic codes, quasi-cyclic codes, self-dual codes, codes and designs, codes

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over rings, convolutional codes, performance bounds
Part II families: AG codes, group algebra codes, few-weight codes, Boolean function codes, codes over graphs
Part III applications: alternative metrics, algorithmic techniques, interpolation decoding, pseudo-random sequences, lattices, quantum coding, space-time codes, network coding, distributed storage, secret-sharing, and code-based-cryptography. Features
Suitable for students and researchers in a wide range of mathematical disciplines
Contains many examples and references
Most topics take the reader to the frontiers of research

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 probability 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.

Having trouble deciding which coding scheme to employ, how to design a new scheme, or how to improve an existing system? This summary of the state-of-the-art in iterative coding makes this decision more straightforward. With emphasis on the underlying theory, techniques to analyse and design practical iterative

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coding systems are presented. Using Gallager's original ensemble of LDPC codes, the basic concepts are extended for several general codes, including the practically important class of turbo codes. The simplicity of the binary erasure channel is exploited to develop analytical techniques and intuition, which are then applied to general channel models. A chapter on factor graphs helps to unify the important topics of information theory, coding and communication theory. Covering the most recent advances, this text is ideal for graduate students in electrical engineering and computer science, and practitioners. Additional resources, including instructor's solutions and figures, available online: www.cambridge.org/9780521852296.

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