

Time: 3 Hours

Marks: 80

NB: (1) Question No.1 is compulsory.

(2) Attempt any three out of remaining five questions

(3) Assume suitable data, if necessary.

- Q.1 Answer any **four** of the following: 20
- a) What is coding redundancy? Explain. 5
 - b) State and explain Bayes' theorem. 5
 - c) A discrete memoryless source is capable of transmitting three distinct symbols x_0, x_1, x_2 with probabilities $\frac{1}{2}, \frac{1}{4},$ and $\frac{1}{4}$ respectively. Write the mathematical expression of Entropy and calculate source entropy. 5
 - d) Describe the format and significance of Channel Matrix. 5
 - e) Define 'amount of information', and Entropy. Explain the different properties of information. 5
- Q.2 a) What is Lempel Ziv Welch (LZW) algorithm? Determine the code for following bit stream 010011111001010000010 10
- b) Explain the following terms for convolution code 10
 - 1.Code tree
 - 2.Trelli's diagram
 - 3.State diagram
- Q.3 a) Explain Shannon's Theorem on channel capacity and calculate channel capacity of binary symmetric channel with error probability 0.2. 10
- b) Obtain Huffman codes for message signals, S_0, S_1, S_2, S_3 and S_4 with the probabilities as 0.4,0.2,0.2,0.1,0.1 respectively. 10
- Q.4 a) Draw block diagram of digital communication and illustrate function of each block. 10
- b) Explain Viterbi algorithm. 10

Q.5a) The Voice signal in a PCM system is quantized in 16 levels with the following probabilities $P_1=P_2=P_3=P_4=0.1$, $P_5=P_6=P_7=P_8=0.05$, $P_9=P_{10}=P_{11}=P_{12}=0.075$, $P_{13}=P_{14}=P_{15}=P_{16}=0.025$. 10

Calculate the Entropy and Information rate, when the information signal frequency is 4kHz.

b) A (7,4) linear block code of which generator matrix is given as 10

$$G = \begin{pmatrix} 1 & 0 & 0 & 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 1 \end{pmatrix}$$

Find code vector for any six messages

Write the parity check matrix of this code.

Q.6a) Explain MPEG audio coder. 10

b) Compare Lossy and Lossless compression methods. 10