

Shannon-Fano Coding →

An efficient code can be obtained by the following simple procedure known as Shannon-Fano algorithm.

Steps →

- 1-) List the source symbol in order of decreasing probability.
- 2-) Partition the set into two sets that are as close to equiprobable as possible and assign '0' to the upper set and '1' to the lower set.
- 3-) Continue this process, each time partitioning the sets with as nearly equal probabilities as possible until further partitioning is not possible.

ex → A discrete memoryless source has five symbols x_1, x_2, x_3, x_4, x_5 with probabilities 0.4, 0.19, 0.16, 0.15 and 0.15 respectively attached to every symbol.

- ① Construct a Shannon-Fano code for the source.
- ② Calculate code efficiency

Soln (1) To obtain Shannon-Fano code \rightarrow

Message	Probability of message	Code word for message	Length
x_1	0.4	0	1
x_2	0.19	100	3
x_3	0.16	101	3
x_4	0.15	110	3
x_5	0.15	111	3

(2) Efficiency $\rightarrow \eta = \frac{H}{N}$

where $N = \sum_{i=1}^m k_i n_i$ is avg code word length per symbol.

$n_i \rightarrow$ code word length.

$$H = 0.4 \log_2 \left(\frac{1}{0.4} \right) + 0.19 \log_2 \left(\frac{1}{0.19} \right) + 0.16 \log_2 \left(\frac{1}{0.16} \right) + 0.15 \log_2 \left(\frac{1}{0.15} \right) + 0.15 \log_2 \left(\frac{1}{0.15} \right)$$

$$H = 0.4 \frac{\log_{10} \left(\frac{1}{0.4} \right)}{\log_{10} 2} + 0.19 \frac{\log_{10} \left(\frac{1}{0.19} \right)}{\log_{10} 2} + 0.16 \frac{\log_{10} \left(\frac{1}{0.16} \right)}{\log_{10} 2} + 0.3 \frac{\log_{10} \left(\frac{1}{0.15} \right)}{\log_{10} 2}$$

$$H = 2.2280 \text{ bits/message}$$

$$\bar{N} = 0.4 \times 1 + 0.19 \times 3 + 0.16 \times 3 + 0.15 \times 3 + 0.15 \times 3$$

$$\bar{N} = 2.35$$

So code efficiency \rightarrow

$$\eta = \frac{H}{\bar{N}}$$

$$\eta = \frac{2.2280}{2.35}$$

$$\eta = 0.948$$

$$\eta = 94.8\%$$

Ans