

# *Principles of coding*

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$t$  denote the transmitted message  
and  $r$  is the received one

Principle of error detecting :

- 1) All stored or transmitted words, are words belong in  $C$ ,
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Let  $C = \{0000, 1011, 0101, 1110\}$ .

$t$  denote the transmitted message and  $r$  is the received one.

1) If  $t = 1011$  is **sent** and  $r = 1111$  **is received** then  $r \notin C$  :  
**Recieved message : error**

good detection.

2) If  $t = 1011$  and  $r = 1001$  then  $r \notin C$  **Recieved message : error.**

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3) If  $t = 1011$  and  $r = 1011 \in C$  **received message :1011.**

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The job of the decoder is to decide which codeword  $y$  was most likely transmitted.

To decide, many code use :

The nearest neighbor decoding scheme.

The received word  $r$  is corrected by the word  $y \in C$  such as  $d_y :=$  The number of bits in  $y$  that are different from the bits in  $r$  is **minimal on  $C$** .



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Let  $C = \{u = 101010, v = 010101, w = 111111\}$ .  $t$  denote the transmitted message and  $r$  is the received one.

1)(Assumption :  $r$  contains 1 error)

If  $t = 101010$  and  $r = 101110$ .

Since  $r \notin C$  then the received message is : **error**

good detection.

$r$  will be corrected by  $y$  such that  $d_y \leq d_x, \forall x \in C$ .

$d_u = 1, d_v = 5, d_w = 2$  so  $y = 101010 = t$

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2) (Assumption :  $r$  contains 2 error).

If  $t = 101010$  and  $r = 101111$ .  $r \notin C$  : **error**

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$d_u = 2, d_v = 4, d_w = 1$   $y = w = 1111 \neq t$

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3) (Assumption :  
 $r$  contains 3 error).

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If  $t = 101010$  and  $r = 101111$ .  $r \notin C$  : **error**

good detection.

$d_u = 2, d_v = 4, d_w = 1$   $y = w = 1111 \neq t$

bad correction

3) (**Assumption** :  
 $r$  contains 3 error).

If  $t = 101010$  and  $r = 111111$

$r \in C$  : **No error**

**bad detection.**

$r$  will be not corrected since  $x \in C$ .

bad correction

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