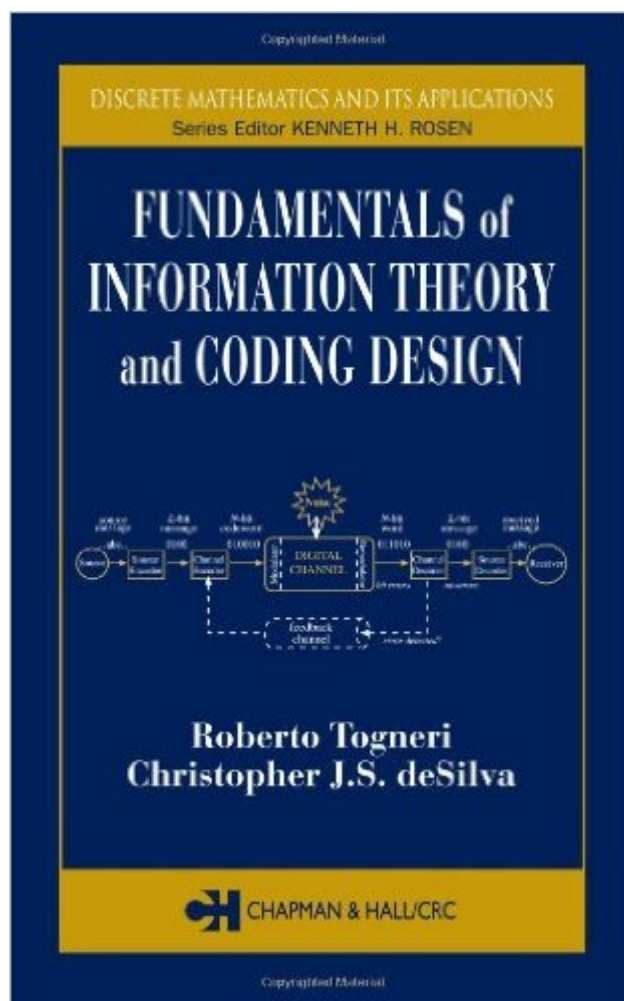


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# Fundamentals Of Information Theory And Coding Design (Discrete Mathematics And Its Applications)



## Synopsis

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 foundations, *Fundamentals of Information Theory and Coding Design* presents working algorithms and implementations that can be used to design and create real systems. The emphasis is on the underlying concepts governing information theory and the mathematical basis for modern coding systems, but the authors also provide the practical details of important codes like Reed-Solomon, BCH, and Turbo codes. Also setting this text apart are discussions on the cascading of information channels and the additivity of information, the details of arithmetic coding, and the connection between coding of extensions and Markov modelling. Complete, balanced coverage, an outstanding format, and a wealth of examples and exercises make this an outstanding text for upper-level students in computer science, mathematics, and engineering and a valuable reference for telecommunications engineers and coding theory researchers.

## Book Information

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Is an integral and good book, but there are some mistakes like this: In page 32 the stationary distribution is wrong, by example  $w_1 = 28/46 = 0.6087$  in that page, but  $w_1 = 0.5854$  !

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