$b_1b_2b_3b_4b_5b_6b_7$   $\bar{b_1}b_2b_3b_4b_5b_6b_7$   $b_1\bar{b_2}b_3b_4b_5b_6b_7$   $b_1b_2\bar{b_3}b_4b_5b_6b_7$   $b_1b_2b_3\bar{b_4}b_5b_6b_7$   $b_1b_2b_3b_4\bar{b_5}b_6b_7$   $b_1b_2b_3b_4b_5\bar{b_6}b_7$  $b_1b_2b_3b_4b_5\bar{b_6}b_7$ 

Then considering the information capacity per symbol:

$$C = \max(H(\mathcal{Y}) - H(\mathcal{Y}|\mathcal{X}))$$

$$= \frac{1}{7} \left( 7 - \sum_{j} \sum_{k} p(y_{k}|x_{j}) \log \left( \frac{1}{p(y_{k}|x_{j})} \right) p(x_{j}) \right)$$

$$= \frac{1}{7} \left( 7 + \sum_{j} 8(\frac{1}{8} \log \frac{1}{8}) \frac{1}{N} \right)$$

$$= \frac{1}{7} \left( 7 + N(\frac{8}{8} \log \frac{1}{8}) \frac{1}{N} \right)$$

$$= \frac{4}{7}$$

The capacity of the channel is 4/7 information bits per binary digit of the channel coding. Can we find a mechanism to encode 4 information bits in 7 channel bits subject to the error property described above?

The (7/4) Hamming Code provides a *systematic* code to perform this – a systematic code is one in which the obvious binary encoding of the source symbols is present in the channel encoded form. For our source which emits at each time interval 1 of 16 symbols, we take the binary representation of this and copy it to bits  $b_3$ ,  $b_5$ ,  $b_6$  and  $b_7$  of the encoded block; the remaining bits are given by  $b_4$ ,  $b_2$ ,  $b_1$ , and *syndromes* by  $s_4$ ,  $s_2$ ,  $s_1$ :

 $b_4 = b_5 \oplus b_6 \oplus b_7 \text{ and,}$   $s_4 = b_4 \oplus b_5 \oplus b_6 \oplus b_7$   $b_2 = b_3 \oplus b_6 \oplus b_7 \text{ and,}$   $s_2 = b_2 \oplus b_3 \oplus b_6 \oplus b_7$   $b_1 = b_3 \oplus b_5 \oplus b_7 \text{ and,}$   $s_1 = b_1 \oplus b_3 \oplus b_5 \oplus b_7$ 

On reception if the binary number  $s_4s_2s_1=0$  then there is no error, else  $b_{s_4s_2s_1}$  is the bit in error.

This Hamming code uses 3 bits to correct  $7 (= 2^3 - 1)$  error patterns and transfer 4 useful bits. In general a Hamming code uses m bits to correct  $2^m - 1$  error patterns and transfer  $2^m - 1 - m$  useful bits. The Hamming codes are called *perfect* as they use m bits to correct  $2^m - 1$  errors.