

Welcome to EECS 16A!

Designing Information Devices and Systems I

Ana Arias and Miki Lustig



Fall 2022

Lecture 11B
GPS, APS, Inner Products and Norms



Announcements

Learning Goals

Not a survey class — rigorous and deep

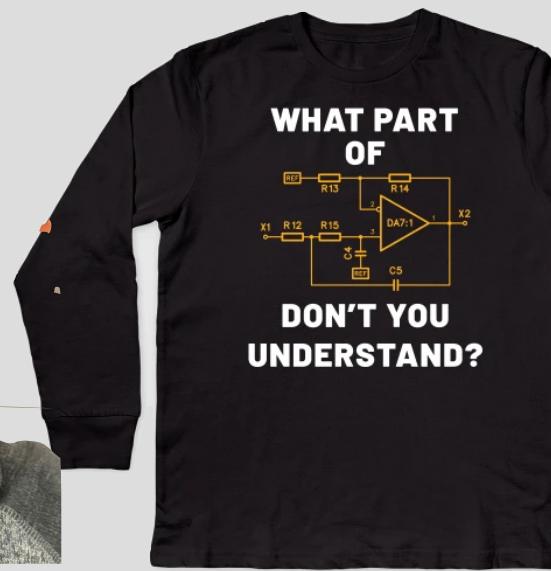
EECS 16A

- Module 1: Introduction to systems
 - How do we collect data? build a model?
- Module 2: Introduction to circuits and design
 - How do we use a model to solve a problem
- Module 3: Introduction Signal Processing and Machine Learning
 - How do we “learn” models from data, and make predictions?

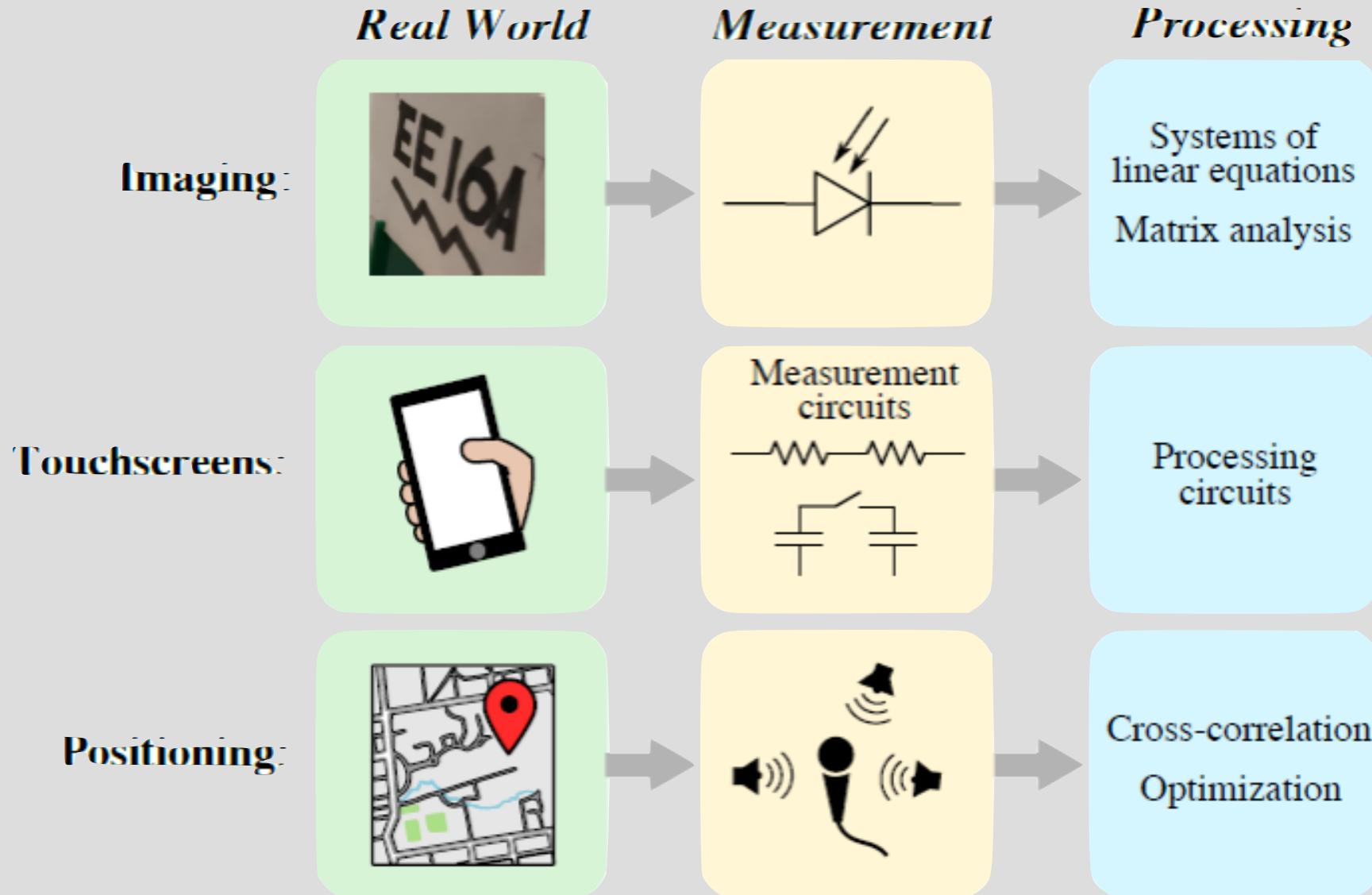


EECS 16B

- Module 4: Advanced circuit design / analysis
- Module 5: Introduction to control and robotics
- Module 6: Introduction to data analysis and signal processing

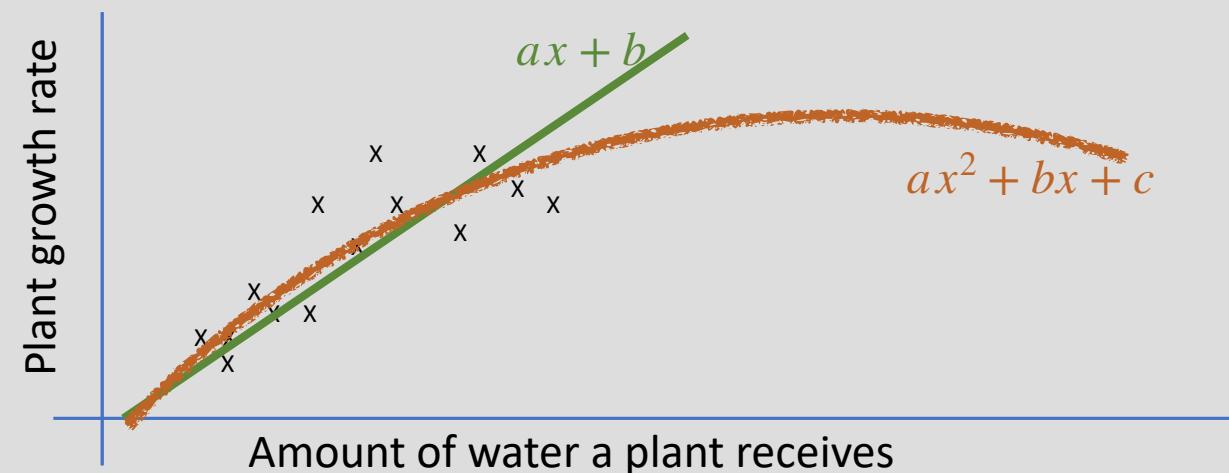


16A Lab Examples

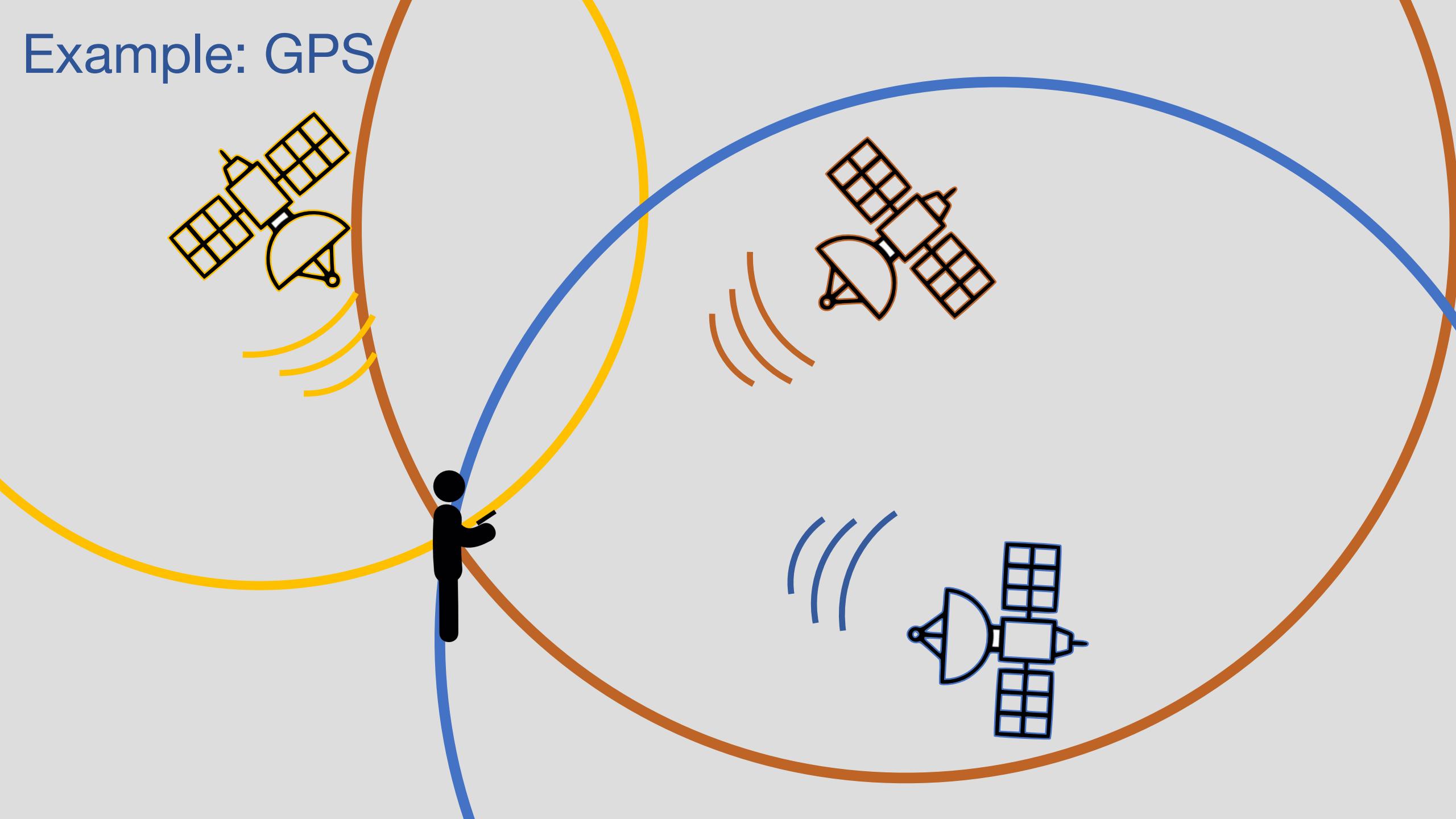


This module

- Classification
 - Example: How can you tell if a picture is Miki or Ana
- Estimation
 - For example, how to estimate model parameters from data
- Prediction
 - How to predict stocks value tomorrow based on [past performance]

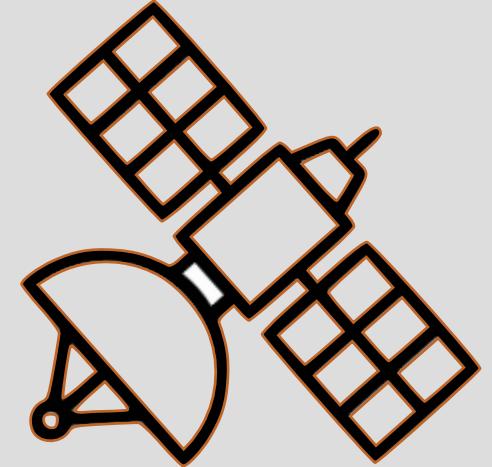


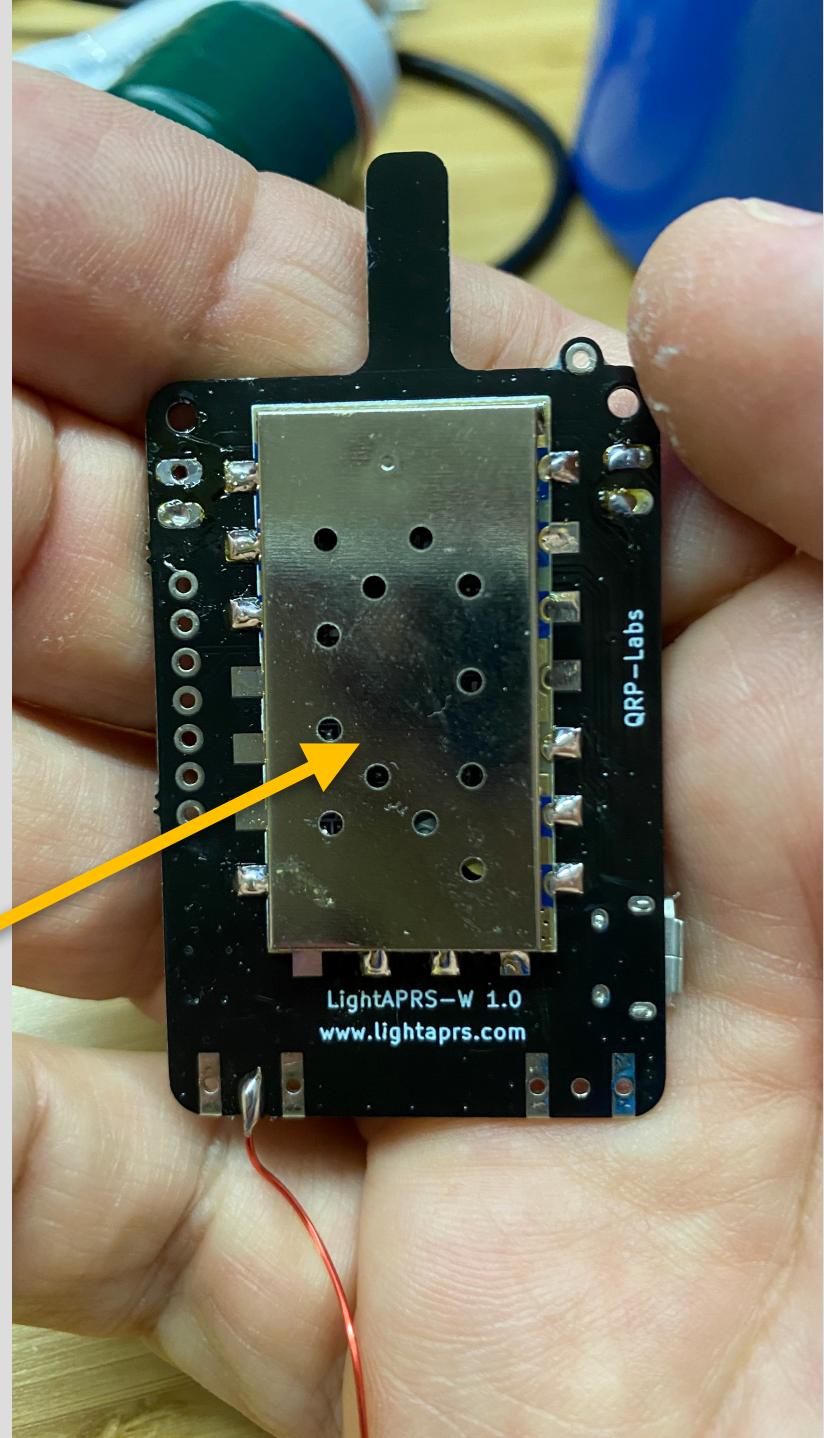
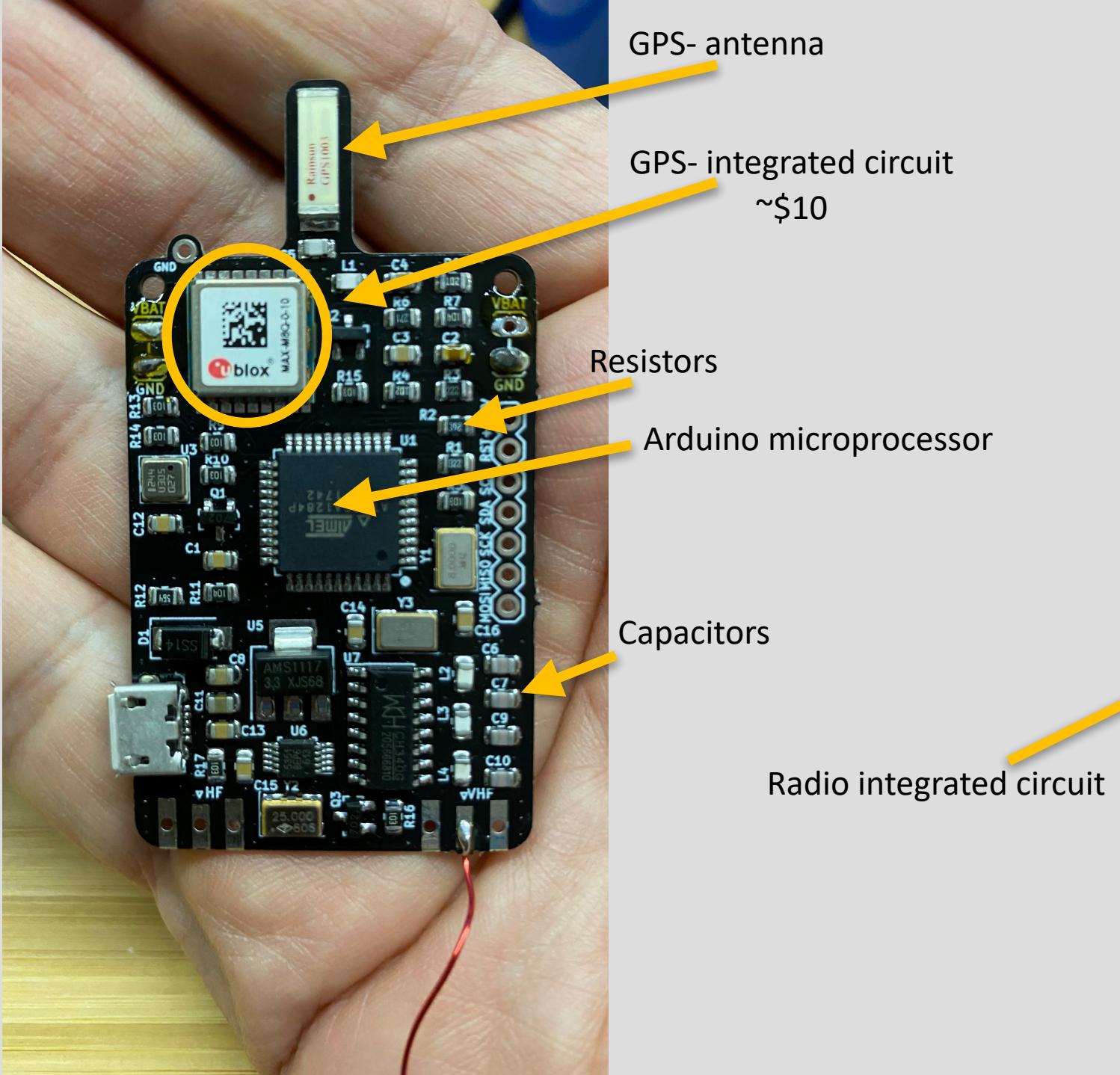
Example: GPS

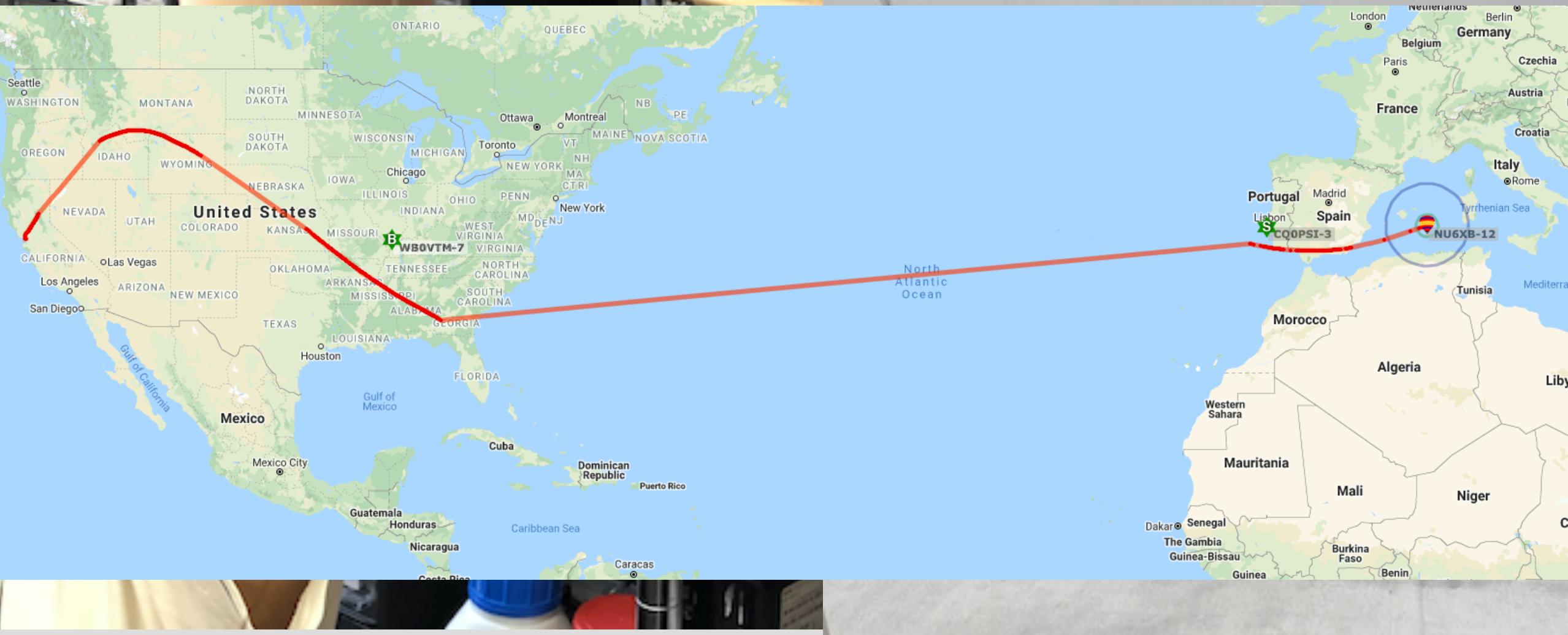


GPS

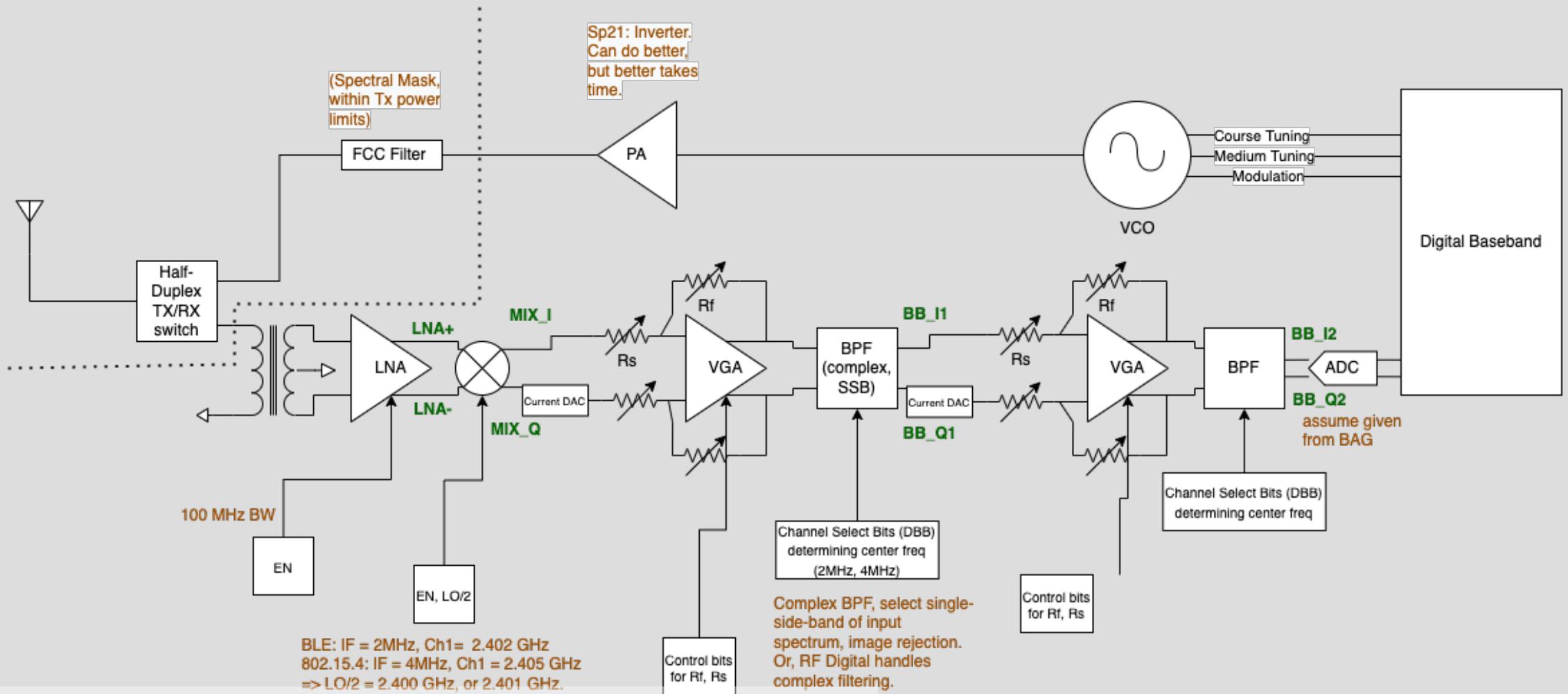
- 24 satellites
 - Known position
 - Time synchronized
 - 8 usually visible
- Problem:
 - Classify which satellite is transmitting
 - Estimate distance to GPS
 - Estimate position from noisy data
- Tools:
 - Inner product
 - Cross correlation
 - Least Squares







From Kris Pister:



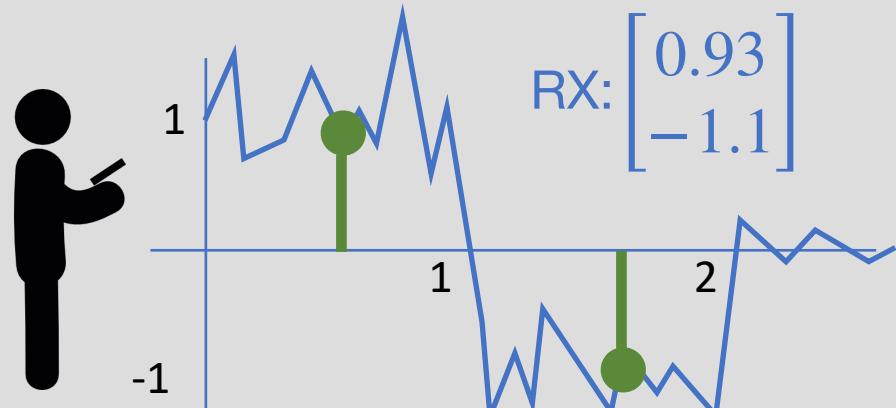
"take 140 and design op-amps,
or 142 and design radios, and then take 194 and
tape out your own chip like these folks!"

**Rf: dynamically tunes gain
Rs: DC offset cancellation**

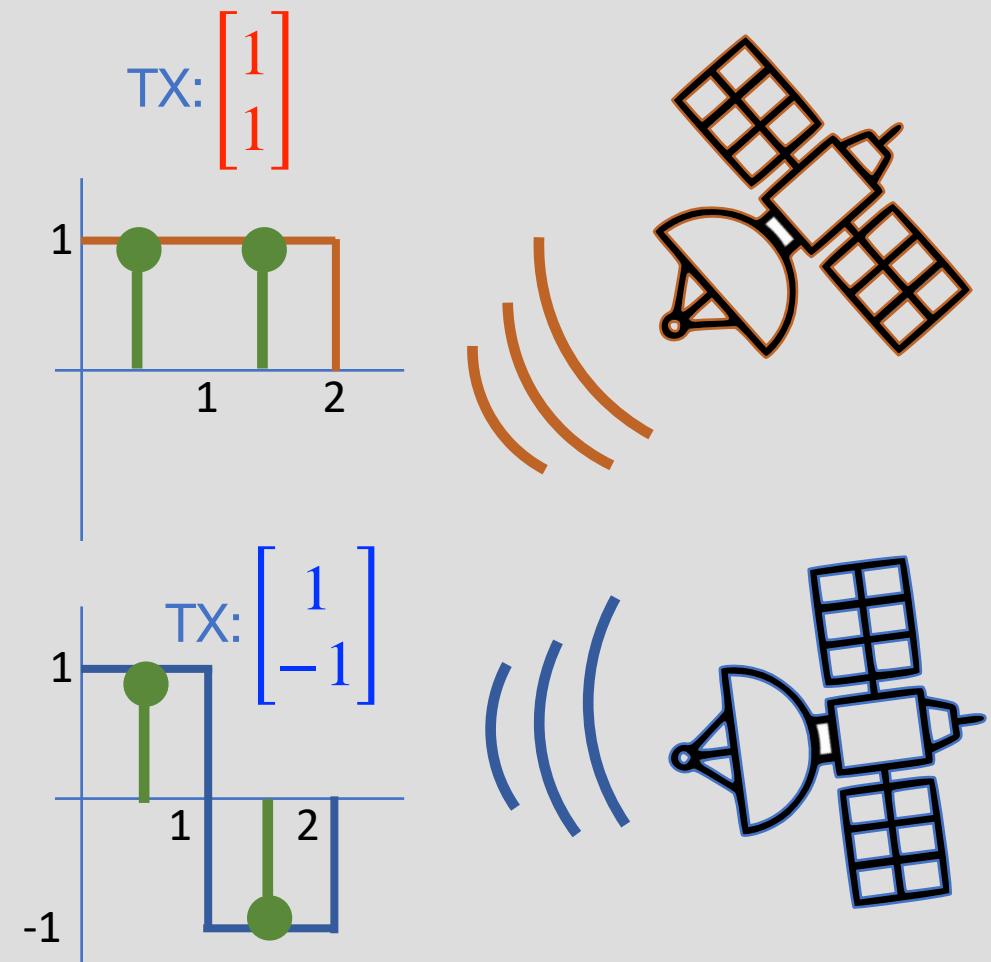
Op-amps: large gain, high OTA gain, may not need 2 stages (telescopic cascode). But need dynamic range = sufficient gain control on Rf.

Problem 1: Classification

- Satellites transmit a unique code
 - Radio signal
- Signal is received and digitized by a receiver



Q: Which satellite was received?



Inner Product

- Provide a measure of “similarity” between vectors
- Definition: For a **real-valued** vector space, \mathbb{V} , the mapping

$$\vec{u}, \vec{v} \in \mathbb{V} \rightarrow \langle \vec{u}, \vec{v} \rangle \in \mathbb{R}$$

is called an inner product if it satisfies:

1. Symmetry: $\langle \vec{u}, \vec{v} \rangle = \langle \vec{v}, \vec{u} \rangle$ (not true for $\mathbb{V} \in \mathbb{C}^N$)

2. Linearity: $\langle \alpha \vec{u}, \vec{v} \rangle = \alpha \langle \vec{u}, \vec{v} \rangle$ $\alpha \in \mathbb{R}$
 $\langle \vec{u} + \vec{w}, \vec{v} \rangle = \langle \vec{u}, \vec{v} \rangle + \langle \vec{w}, \vec{v} \rangle$

3. Positive-definiteness:

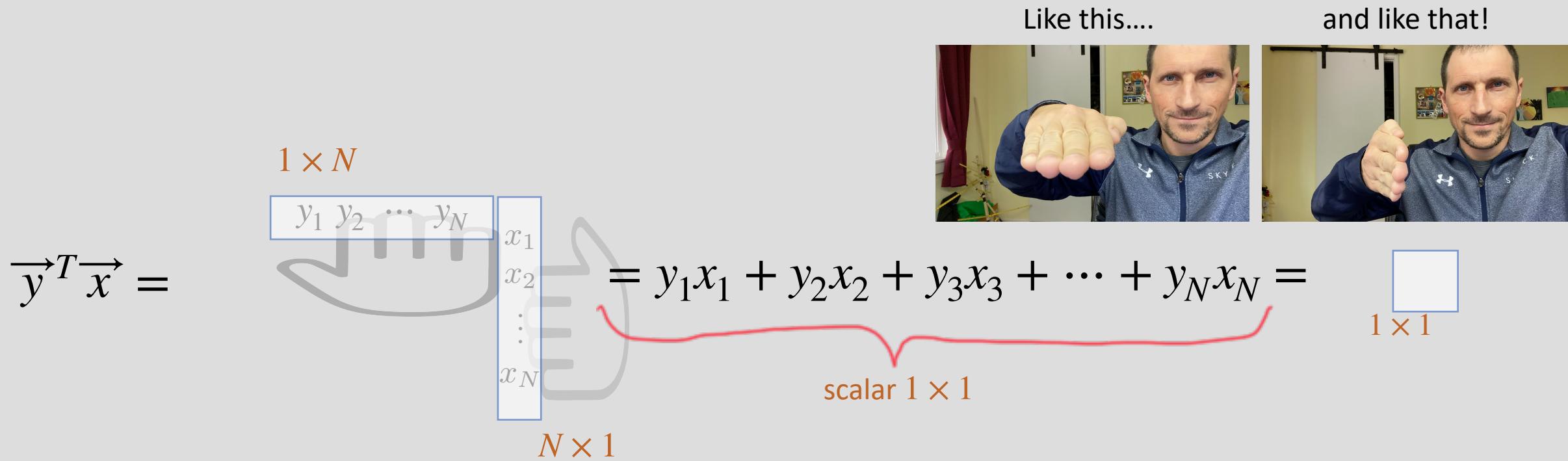
$$\langle \vec{v}, \vec{v} \rangle \geq 0,$$

iff $\langle \vec{v}, \vec{v} \rangle = 0 \Leftrightarrow \vec{v} = 0$

Inner Products

Example 1: Euclidean inner product (or dot product)

$$\vec{x}, \vec{y} \in \mathbb{R}^N, \quad \langle \vec{x}, \vec{y} \rangle = \vec{x}^T \vec{y}$$



Example 1: Euclidean inner product

$$\vec{x}, \vec{y} \in \mathbb{R}^N, \quad \langle \vec{x}, \vec{y} \rangle = \vec{x}^T \vec{y}$$

Test:

Symmetry:

$$\begin{aligned}\langle \vec{x}, \vec{y} \rangle &= \vec{x}^T \vec{y} \\ \langle \vec{y}, \vec{x} \rangle &= \vec{y}^T \vec{x}\end{aligned}$$



Linearity

$$\langle a\vec{x}, \vec{y} \rangle = (a\vec{x})^T \vec{y} = a\vec{x}^T \vec{y}$$



$$\langle \vec{x} + \vec{z}, \vec{y} \rangle = (\vec{x} + \vec{z})^T \vec{y} = \vec{x}^T \vec{y} + \vec{z}^T \vec{y}$$

Positive Definiteness

$$\langle \vec{x}, \vec{x} \rangle = \vec{x}^T \vec{x} = x_1^2 + x_2^2 + \cdots + x_N^2 \geq 0$$



Example 2: Weighted Inner Product

$\vec{x}, \vec{y} \in \mathbb{R}^N, Q \in \mathbb{R}^{N \times N}$ symmetric with positive eigenvalues

Define:

$$\langle \vec{x}, \vec{y} \rangle = \vec{x}^T Q \vec{y}$$

Specific example:

$$Q = \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix} \quad \vec{x}, \vec{y} \in \mathbb{R}^2$$

Symmetry:

$$\vec{x}^T Q \vec{y} = [x_1 \ x_2] \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = [x_1 \ 3x_2] \begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = x_1 y_1 + 3x_2 y_2$$

$$\vec{y}^T Q \vec{x} = [y_1 \ y_2] \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = [y_1 \ 3y_2] \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = x_1 y_1 + 3x_2 y_2$$



Example 2: Weighted Inner Product

Specific example: $Q = \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix}$ $\vec{x}, \vec{y} \in \mathbb{R}^2$

Symmetry:

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$$\vec{y}^T Q \vec{x} = [y_1 \ y_2] \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = [y_1 \ 3y_2] \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = x_1 y_1 + 3x_2 y_2$$



Linearity: obvious!



Positive Definiteness:

$$\vec{x}^T Q \vec{x} = [x_1 \ x_2] \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = x_1^2 + 3x_2^2 \geq 0$$



Norms

- For each inner product there's an associated norm
 - A measure of a length of elements in the vector space

$$\| \vec{v} \| = \sqrt{ \langle \vec{v}, \vec{v} \rangle }$$

- Properties of norms:

1. Homogeneity $\| \alpha \vec{v} \| = | \alpha | \| \vec{v} \|$ $\alpha \in \mathbb{R}$

2. Non-negativity $\| \vec{v} \| \geq 0$

3. Triangle Inequality $\| \vec{v} + \vec{u} \| \leq \| \vec{v} \| + \| \vec{u} \|$

Euclidian Norm

- Euclidean inner-product induces the euclidean norm

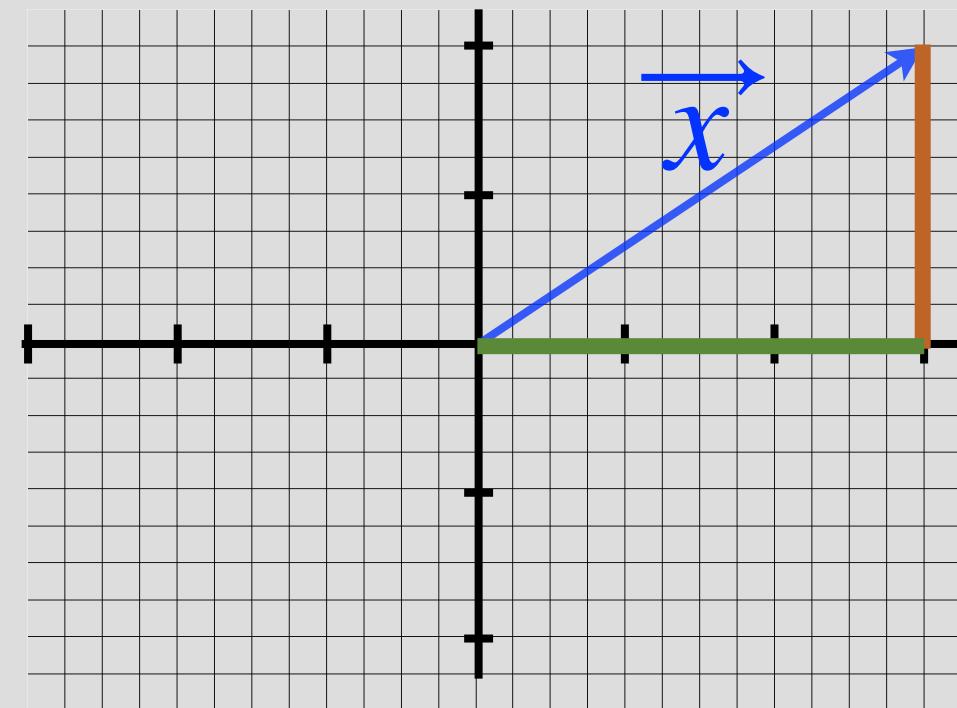
$$\vec{x} \in \mathbb{R}^N, \quad \langle \vec{x}, \vec{x} \rangle = \vec{x}^T \vec{x}$$

$$\|\vec{x}\| = \sqrt{\vec{x}^T \vec{x}}$$

Specific example:

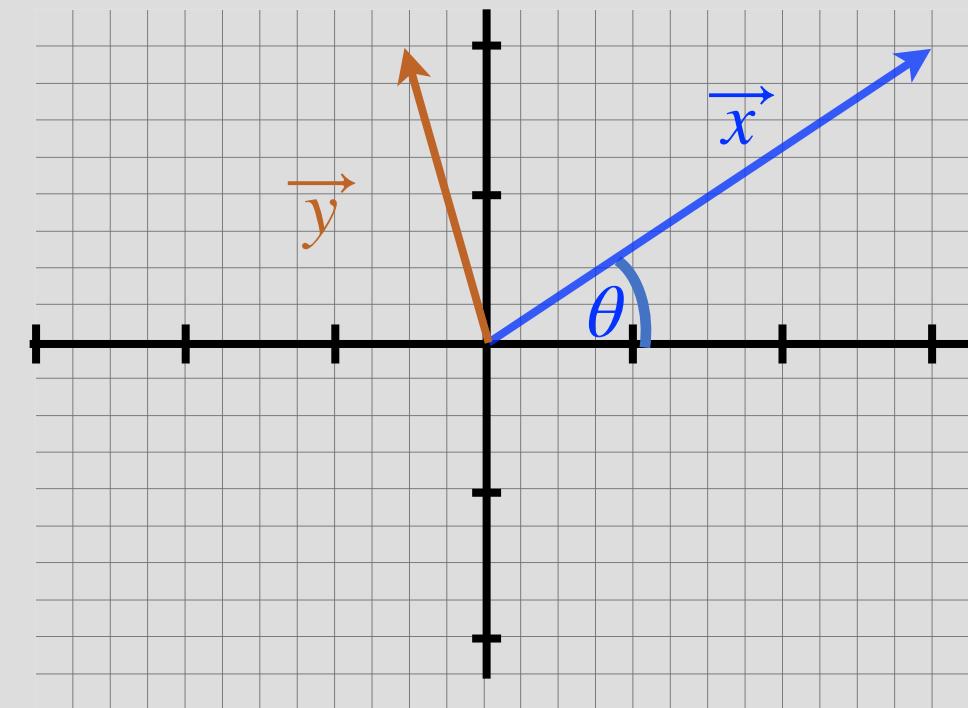
$$\vec{x} \in \mathbb{R}^2$$

$$\|\vec{x}\| = \sqrt{\vec{x}^T \vec{x}} = \sqrt{x_1^2 + x_2^2}$$



Geometrical Interpretation of Inner Product

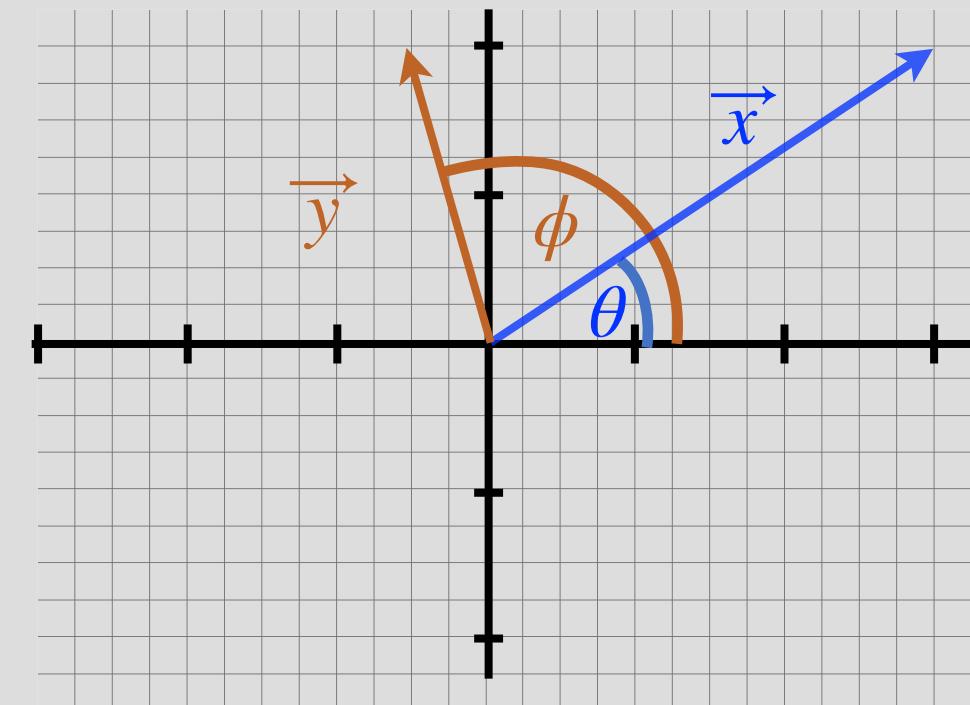
$$\vec{x} = \|\vec{x}\| \begin{bmatrix} \cos(\theta) \\ \sin(\theta) \end{bmatrix}$$



Geometrical Interpretation of Inner Product

$$\vec{x} = \|\vec{x}\| \begin{bmatrix} \cos(\theta) \\ \sin(\theta) \end{bmatrix}$$

$$\vec{y} = \|\vec{y}\| \begin{bmatrix} \cos(\phi) \\ \sin(\phi) \end{bmatrix}$$

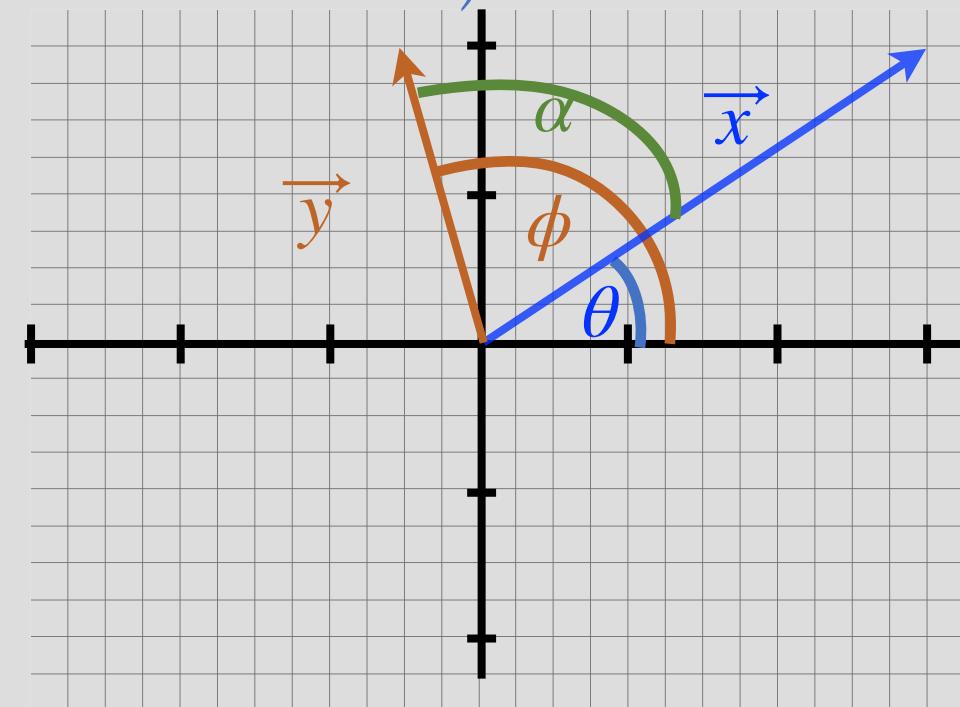


Geometrical Interpretation of Inner Product

$$\vec{x} = \|\vec{x}\| \begin{bmatrix} \cos(\theta) \\ \sin(\theta) \end{bmatrix} \quad \vec{y} = \|\vec{y}\| \begin{bmatrix} \cos(\phi) \\ \sin(\phi) \end{bmatrix}$$

- For Euclidian inner product:

$$\begin{aligned}\vec{x}^T \vec{y} &= \|\vec{x}\| \|\vec{y}\| (\cos(\theta)\cos(\phi) + \sin(\theta)\sin(\phi)) \\ &= \|\vec{x}\| \|\vec{y}\| \cos(\phi - \theta) \\ &= \|\vec{x}\| \|\vec{y}\| \cos(\alpha)\end{aligned}$$

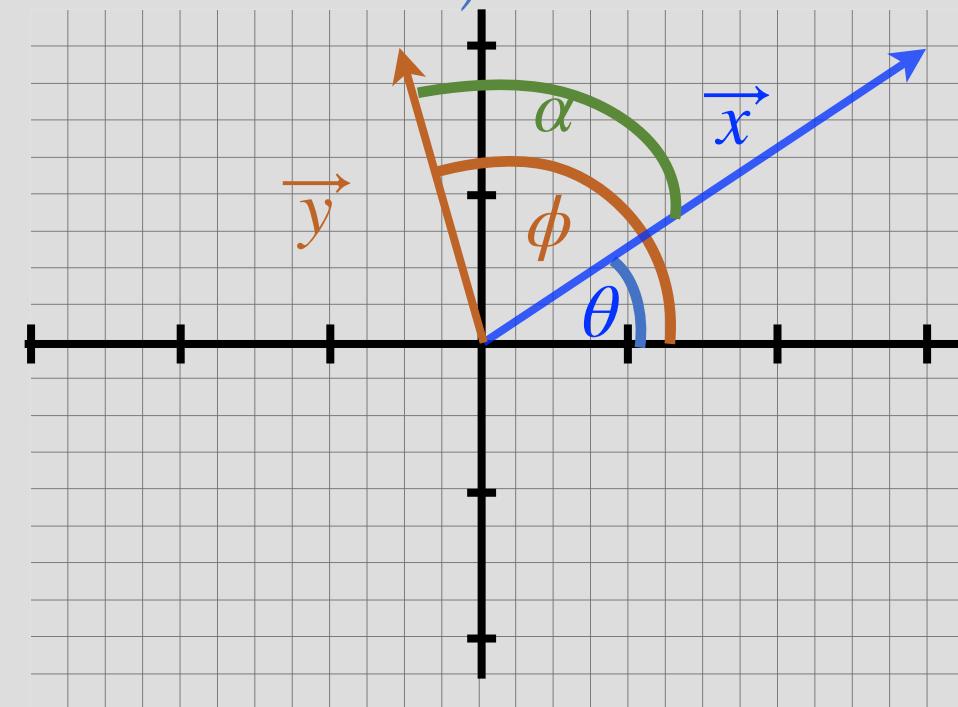


Geometrical Interpretation of Inner Product

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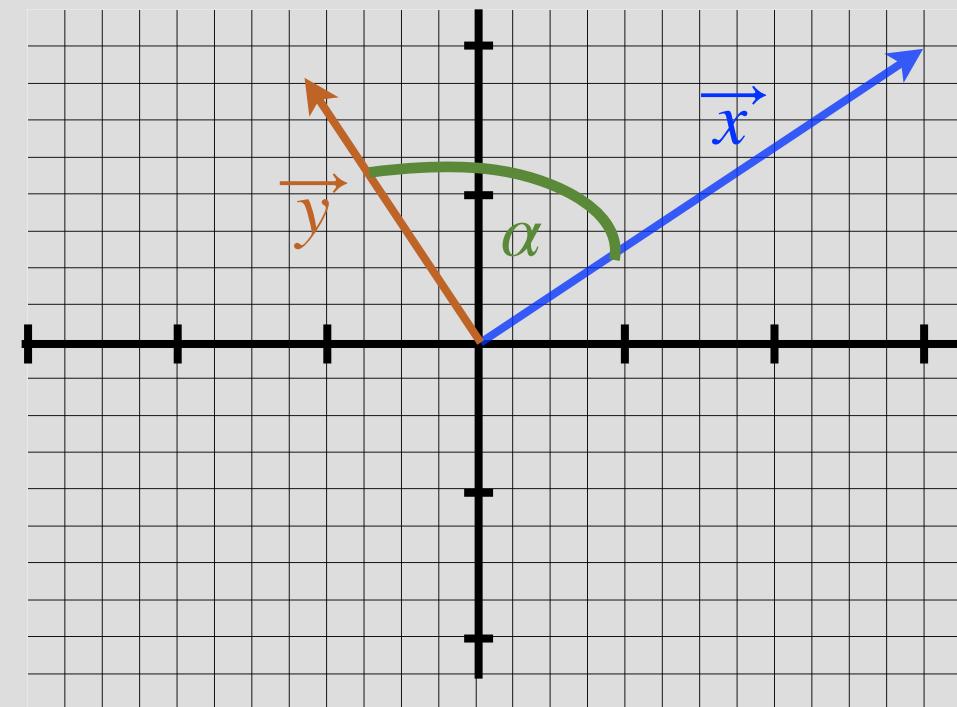
Orthogonality

- For an inner product $\langle \cdot, \cdot \rangle$, two vectors \vec{x}, \vec{y} are said to be orthogonal if $\langle \vec{x}, \vec{y} \rangle = 0$

$$\langle \vec{x}, \vec{y} \rangle = \| \vec{x} \| \| \vec{y} \| \cos(\alpha)$$

$$\Rightarrow \cos(\alpha) = 0$$

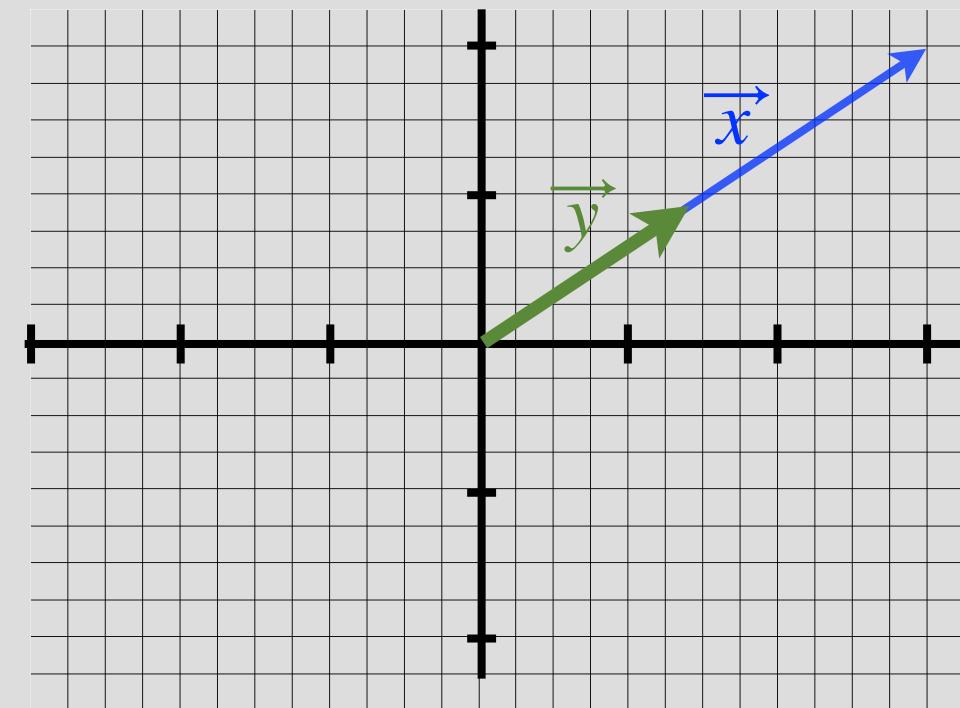
$$\Rightarrow \alpha = \frac{\pi}{2}$$



Cauchy-Schwarz Inequality

- Consider: $| \langle \vec{x}, \vec{y} \rangle |$

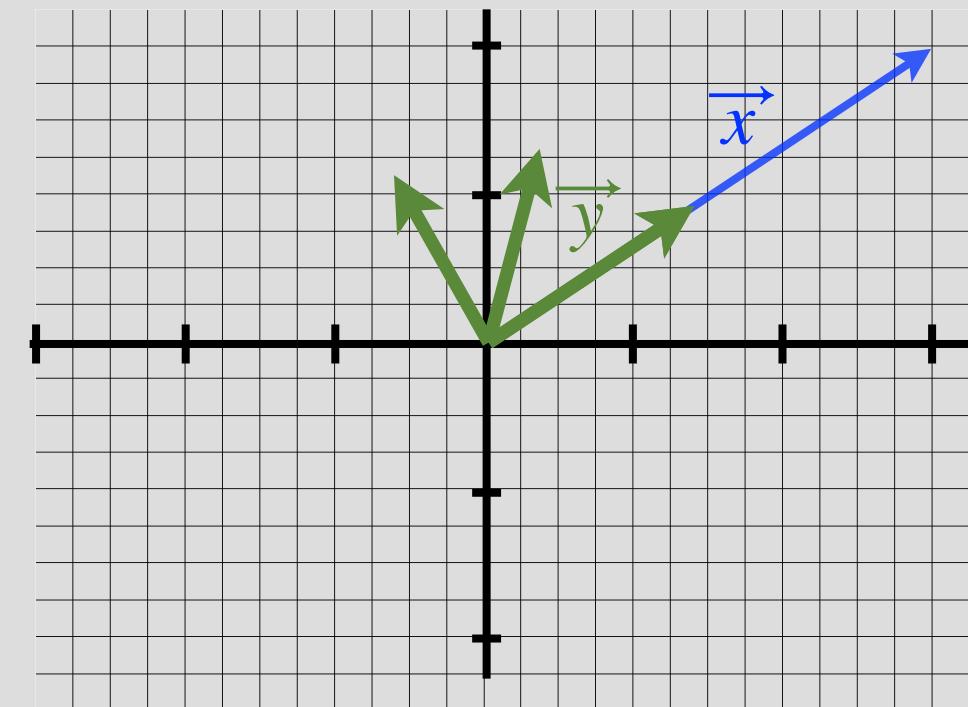
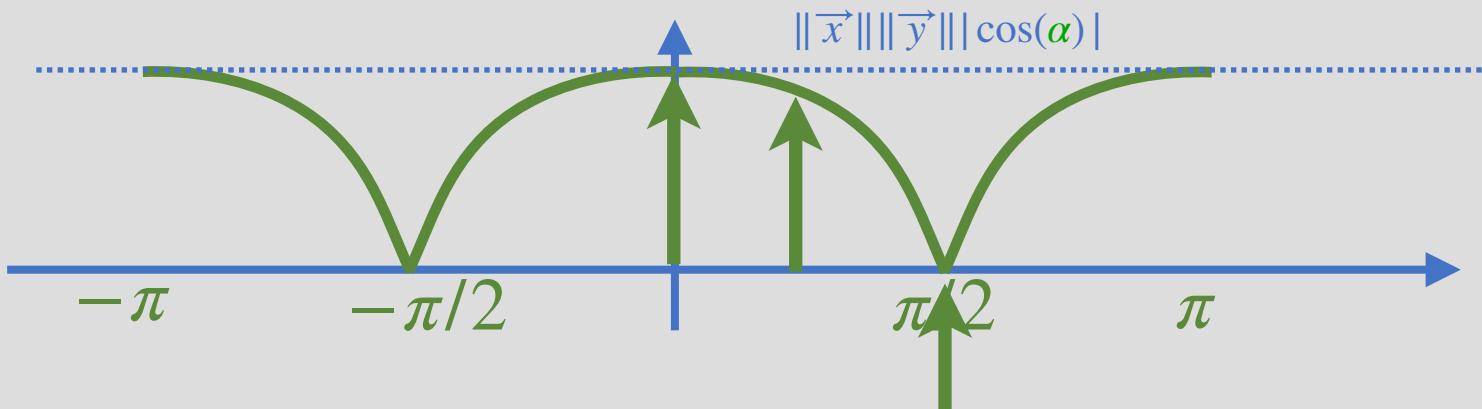
$$| \langle \vec{x}, \vec{y} \rangle | = \| \vec{x} \| \| \vec{y} \| |\cos(\alpha)|$$



Cauchy-Schwarz Inequality

- Consider: $| \langle \vec{x}, \vec{y} \rangle |$

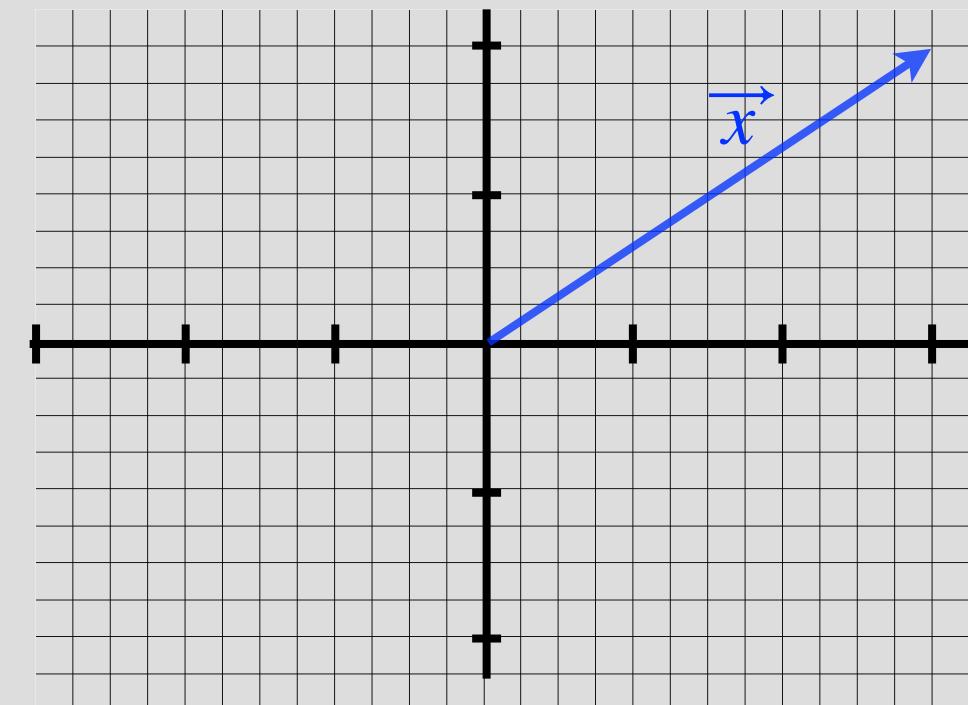
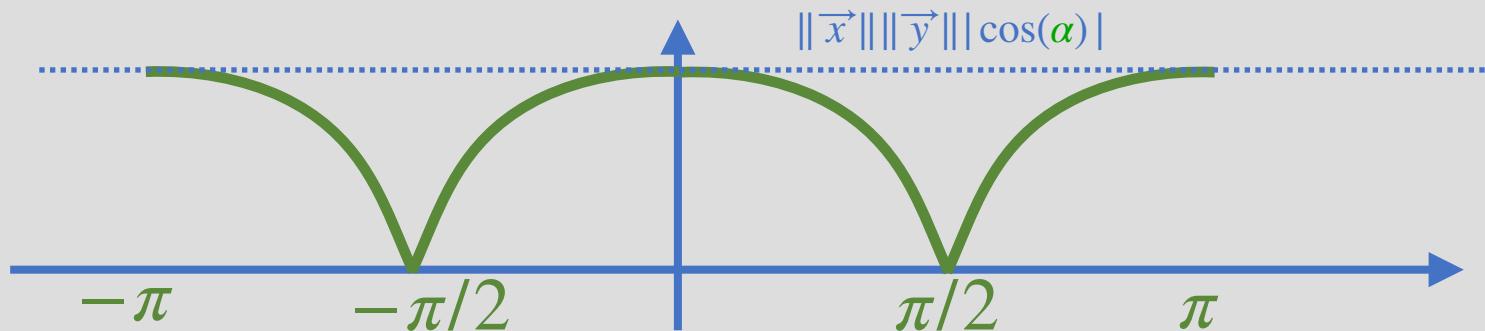
$$| \langle \vec{x}, \vec{y} \rangle | = \| \vec{x} \| \| \vec{y} \| |\cos(\alpha)|$$



Cauchy-Schwarz Inequality

- Consider: $| \langle \vec{x}, \vec{y} \rangle |$

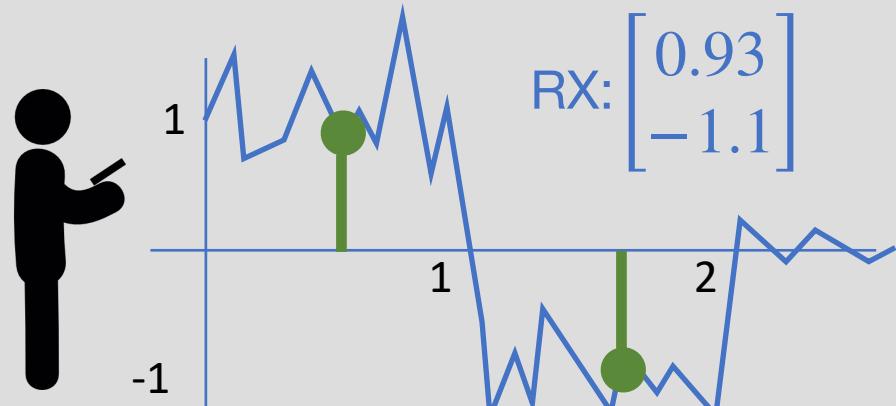
$$| \langle \vec{x}, \vec{y} \rangle | = \| \vec{x} \| \| \vec{y} \| |\cos(\alpha)|$$



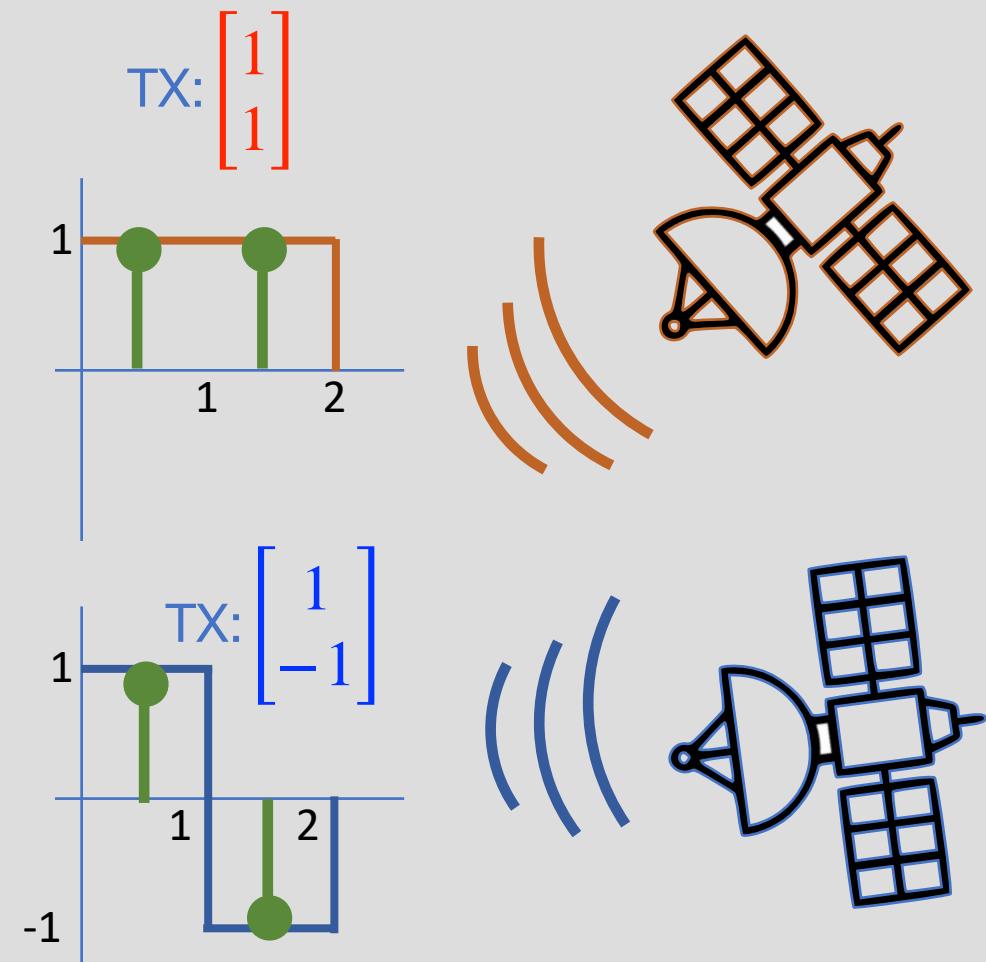
$$| \langle \vec{x}, \vec{y} \rangle | \leq \| \vec{x} \| \| \vec{y} \|$$

Problem 1: Classification

- Satellites transmit a unique code
 - Radio signal
- Signal is received and digitized by a receiver



Q: Which satellite was received?



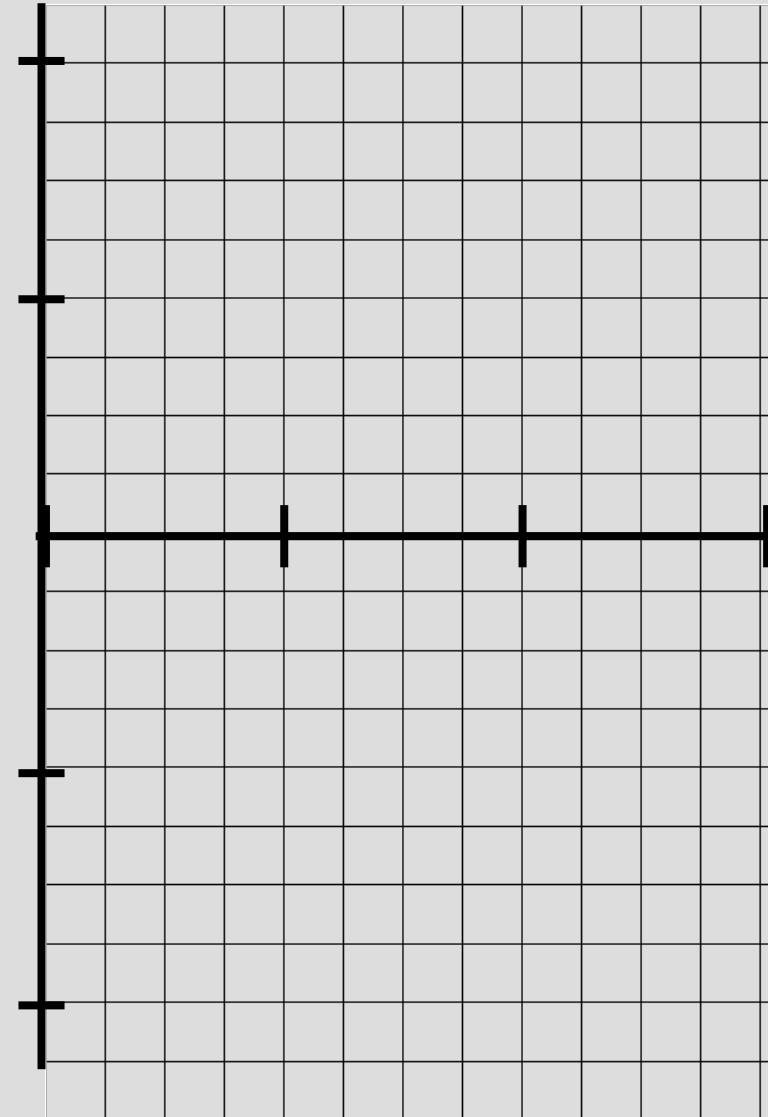
Classification

- Q: How to mathematically formulate the classification problem?

$$\vec{r} = \begin{bmatrix} 0.93 \\ -1.1 \end{bmatrix}$$

$$\vec{s}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

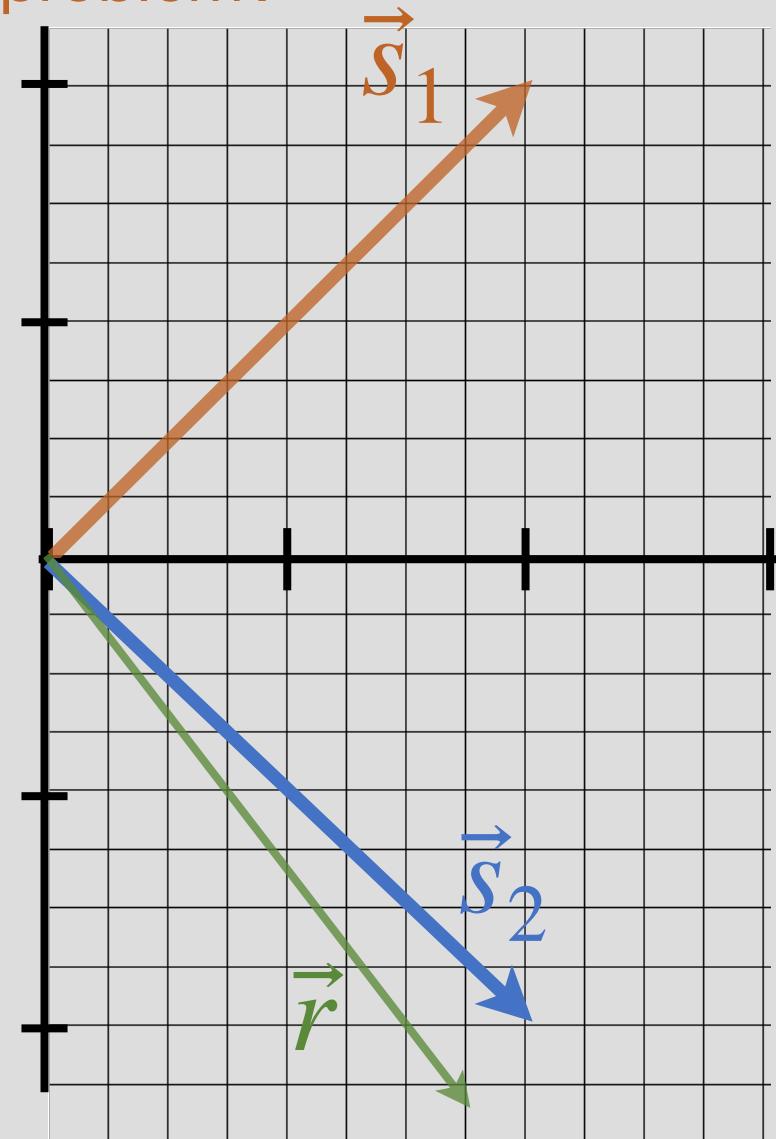
Or? $\vec{s}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$



Classification

- Q: How to mathematically formulate the classification problem?

$$\vec{r} = \begin{bmatrix} 0.93 \\ -1.1 \end{bmatrix} \quad \vec{s}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \quad \text{Or?} \quad \vec{s}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$



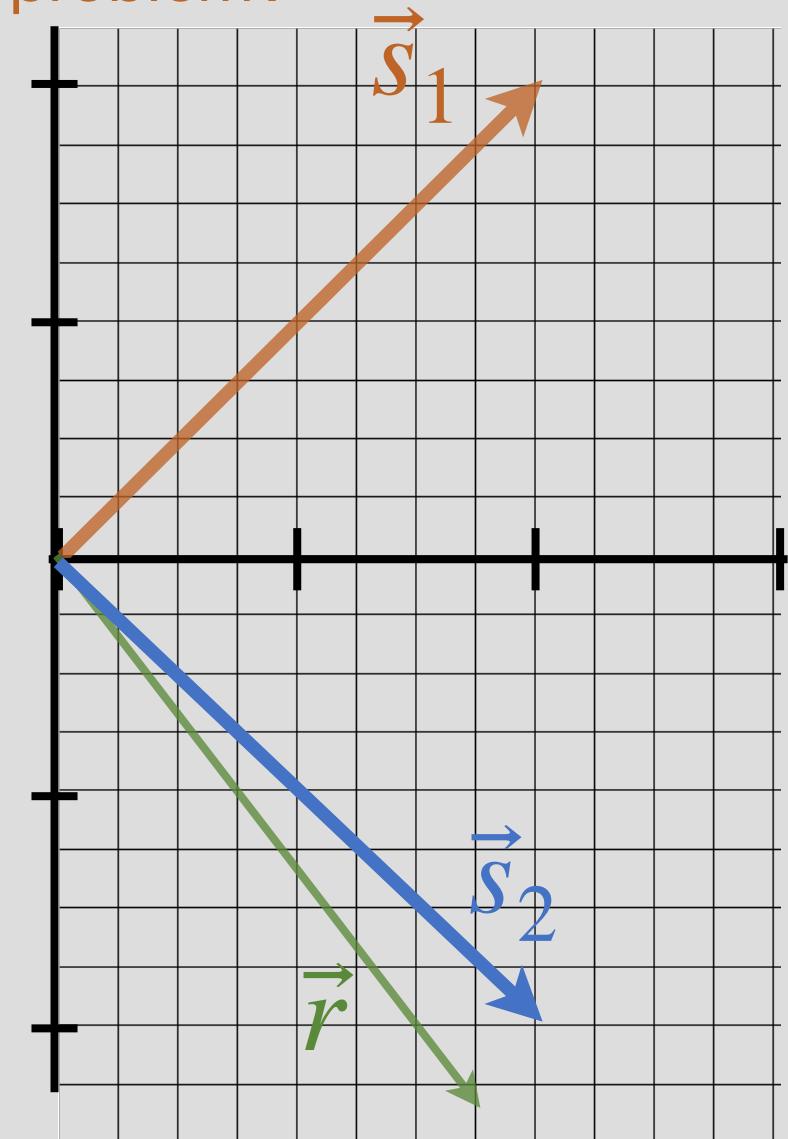
Classification

- Q: How to mathematically formulate the classification problem?

$$\vec{r} = \begin{bmatrix} 0.93 \\ -1.1 \end{bmatrix} \quad \vec{s}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \quad \text{Or?} \quad \vec{s}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

- A: Look at the length of the error vector

$$i^* = \operatorname{argmin}_{i \in \{1,2\}} \|\vec{r} - \vec{s}_i\|$$



Classification

$$i^* = \operatorname{argmin}_{i \in \{1,2\}} \left\| \vec{r} - \vec{s}_i \right\|^2$$

$$\vec{s}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\vec{s}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$\begin{aligned} \left\| \vec{r} - \vec{s}_i \right\|^2 &= \langle \vec{r} - \vec{s}_i, \vec{r} - \vec{s}_i \rangle \\ &= \langle \vec{r}, \vec{r} - \vec{s}_i \rangle - \langle \vec{s}_i, \vec{r} - \vec{s}_i \rangle \end{aligned}$$

Classification

$$i^* = \underset{i \in \{1,2\}}{\operatorname{argmin}} \left\| \vec{r} - \vec{s}_i \right\|^2$$

$$\vec{s}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\vec{s}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$\left\| \vec{r} - \vec{s}_i \right\|^2 = \langle \vec{r} - \vec{s}_i, \vec{r} - \vec{s}_i \rangle$$

$$= \langle \vec{r}, \vec{r} - \vec{s}_i \rangle - \langle \vec{s}_i, \vec{r} - \vec{s}_i \rangle$$

$$= \langle \vec{r}, \vec{r} \rangle - \langle \vec{r}, \vec{s}_i \rangle - \langle \vec{s}_i, \vec{r} \rangle + \langle \vec{s}_i, \vec{s}_i \rangle$$

$$= \|\vec{r}\|^2 + \|\vec{s}_i\|^2 - 2 \langle \vec{r}, \vec{s}_i \rangle$$

Fixed!

= 2

Classification

$$\|\vec{r} - \vec{s}_i\|^2 = \|\vec{r}\|^2 + \|\vec{s}_i\|^2 - 2 \langle \vec{r}, \vec{s}_i \rangle$$

Fixed! = 2

If $\langle \vec{r}, \vec{s}_i \rangle$ is maximized, then $\|\vec{r} - \vec{s}_i\|^2$ is minimized

Classification procedure:

for $i \in \{1,2\}$

compute $\langle \vec{r}, \vec{s}_i \rangle$

$$\langle \vec{r}, \vec{s}_1 \rangle = -0.17$$

$$\langle \vec{r}, \vec{s}_2 \rangle = 2.03$$

Return index i the maximizes the above $i^* = 2$

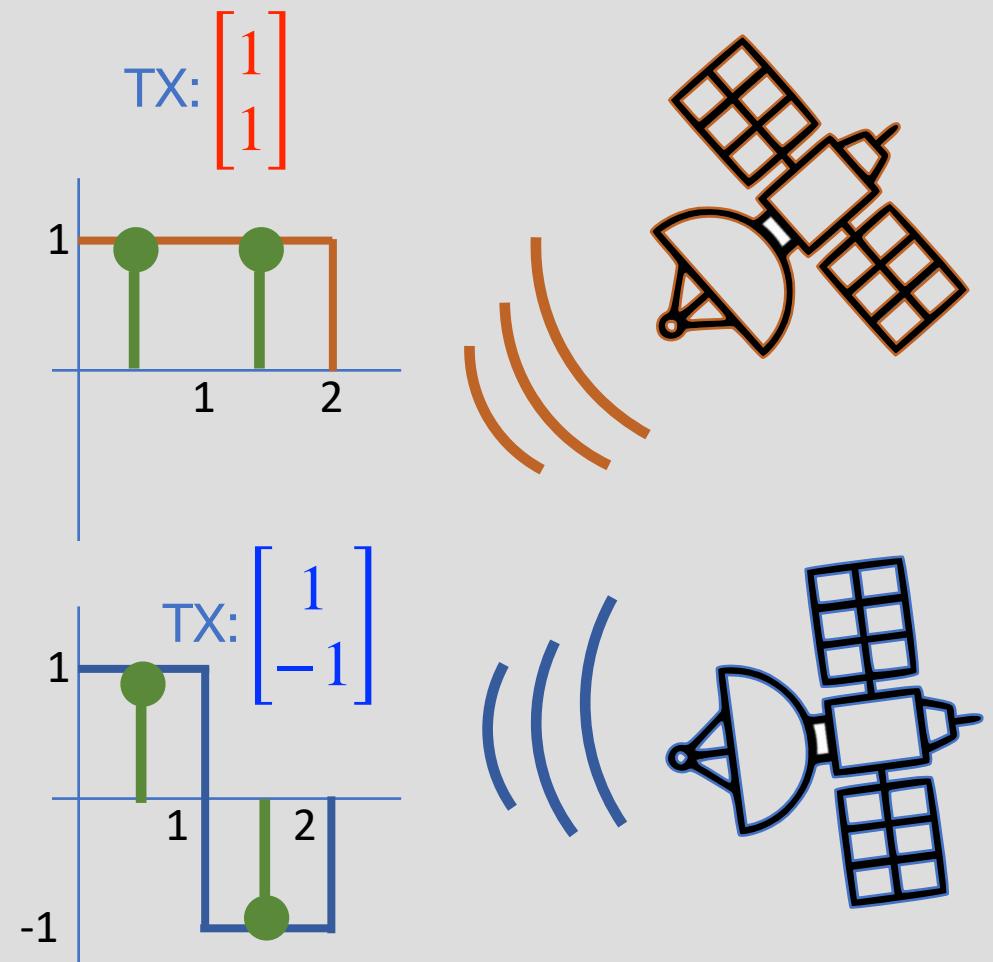
Localization

- Satellites transmit a unique code
 - Radio signal
- Signal is received and digitized by a receiver



Two problems:

1. Interference
2. Timing (next week)



Interference

Possibility 1: Both sats are in TX

$$\vec{r} = \vec{s}_1 + \vec{s}_2 + \vec{n}$$

Possibility 2: Only S1 is in Tx

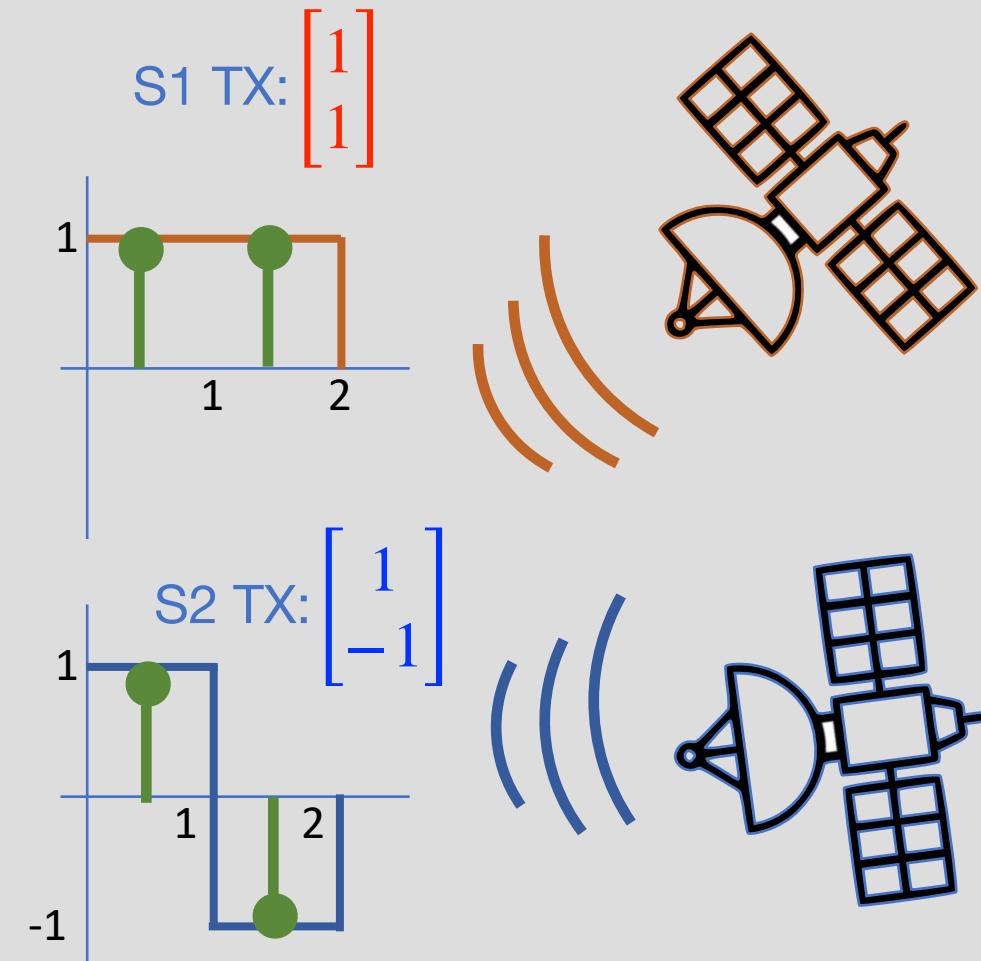
$$\vec{r} = \vec{s}_1 + \vec{n}$$

Possibility 3: Only S2 is in Tx

$$\vec{r} = \vec{s}_2 + \vec{n}$$

Possibility 4: None is in Tx

$$\vec{r} = \vec{n}$$



Interference

Possibility 1: Both sats are in TX

$$\vec{r} = \vec{s}_1 + \vec{s}_2 + \vec{n}$$

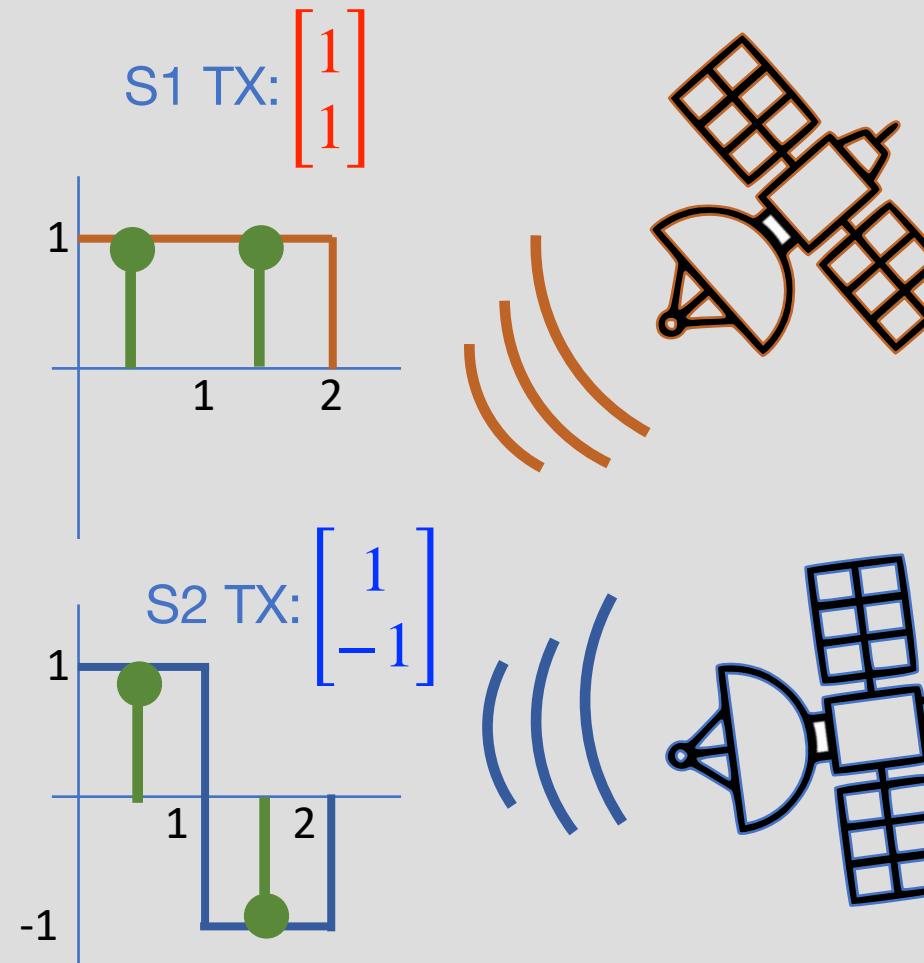
$$\begin{aligned}\langle \vec{r}, \vec{s}_1 \rangle &= \langle \vec{s}_1 + \vec{s}_2 + \vec{n}, \vec{s}_1 \rangle \\ &= \langle \vec{s}_1, \vec{s}_1 \rangle + \langle \vec{s}_2, \vec{s}_1 \rangle + \langle \vec{n}, \vec{s}_1 \rangle\end{aligned}$$

Desired Interference

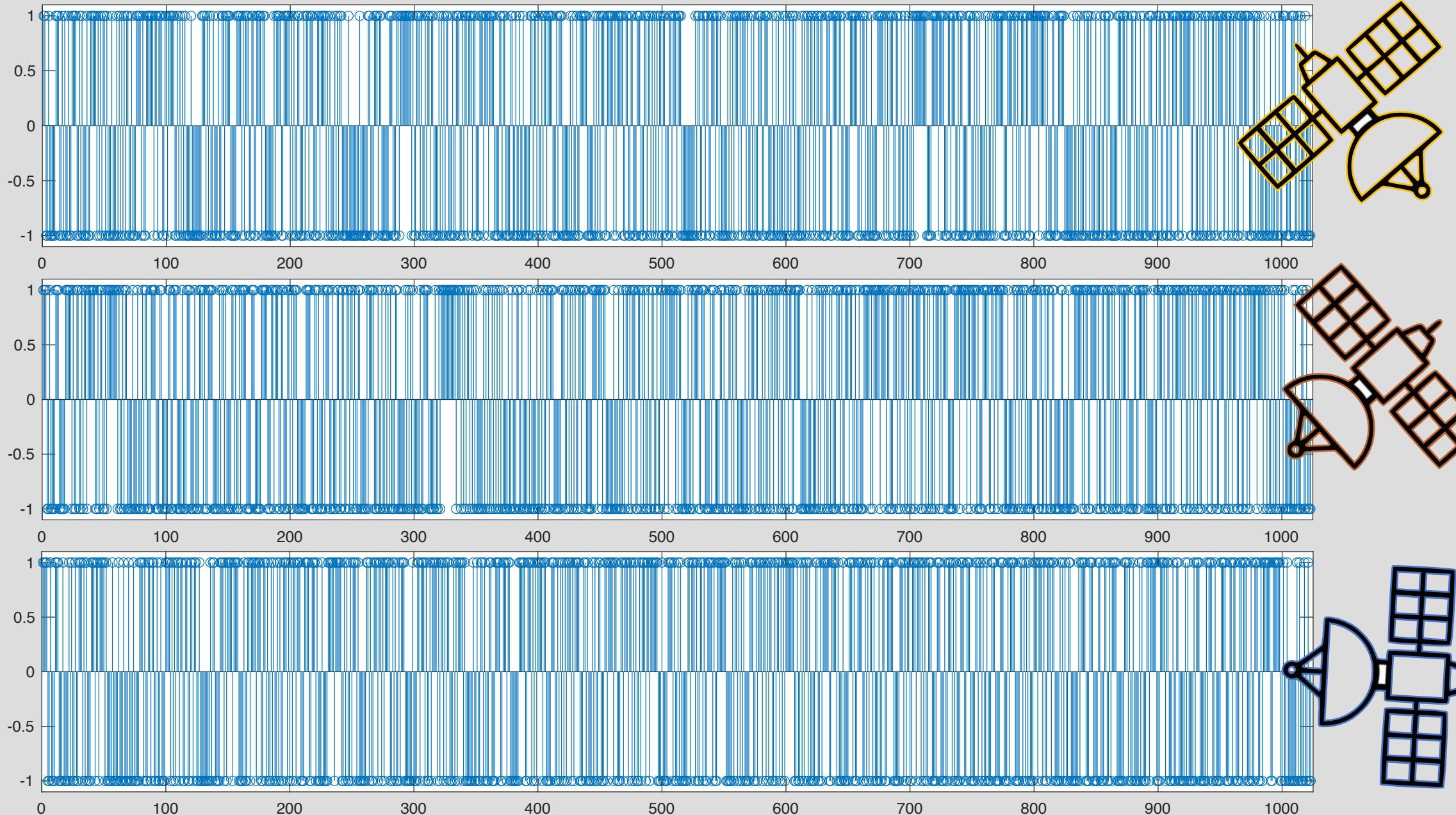
Q: How to design codes that don't interfere?

A: Make them orthogonal!

$$\langle \vec{s}_2, \vec{s}_1 \rangle = 0$$

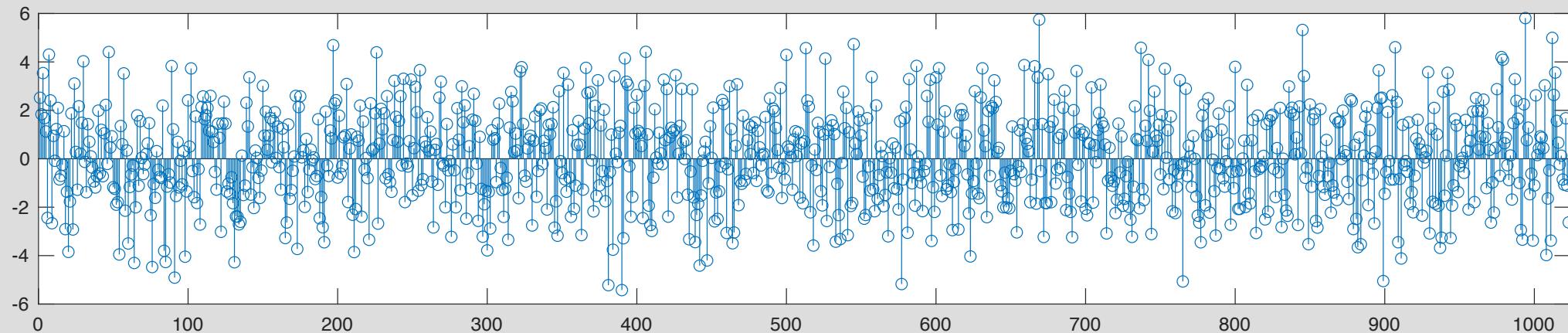


GPS Gold Codes



Example:

$$\vec{r} =$$



$$\langle \vec{r}, \vec{s}_i \rangle = \vec{r}^T \vec{s}_i$$

$$\vec{r}^T$$

$$\vec{r}^T \vec{s}_1 \quad \vec{r}^T \vec{s}_2 \quad \dots \quad \vec{r}^T \vec{s}_{24}$$



$$\vec{s}_1$$

$$\vec{s}_2$$

$$\vec{s}_3$$

...

$$\vec{s}_{24}$$

=

