Student Number: Name: Bryan Hoang

5. (15 points)

(a) Answer:

The transition probability matrix of the stationary Markov source is given by

$$Q = \begin{bmatrix} \alpha & 1 - \alpha \\ 1 - \alpha & \alpha \end{bmatrix}$$

Since the source is stationary, $P_{X_i} = \pi$, where $\pi = (\pi_1, \pi_2)$ is the MC's stationary distribution. Then π satisfies

$$\pi = \pi Q$$

$$(\pi_1, \pi_2) = (\pi_1, \pi_2) \begin{bmatrix} \alpha & 1 - \alpha \\ 1 - \alpha & \alpha \end{bmatrix}$$

$$\Rightarrow \begin{cases} \pi_1 = \pi_1 \alpha + \pi_2 (1 - \alpha) \\ \pi_2 = \pi_1 (1 - \alpha) + \pi_1 \alpha \end{cases}$$

which upon solving it (with $\pi_1 + \pi_2 = 1$), yields

$$\pi = \left(\frac{1}{2}, \frac{1}{2}\right)$$

$$\therefore P_{X_i}(x) = p_i = \frac{1}{2}, \quad \forall x \in \mathcal{X}, i \in \mathbb{Z}_{\geq 1}$$

Lets use Huffman codes in the design, which are always optimal.

Part 1. First-order Huffman code C_1 (n = 1):

$$a$$
 $\frac{1}{2}$ 0 Root node b $\frac{1}{2}$ 1

$$f: \mathcal{X} \to \{0, 1\}^*$$
$$a \to 0$$
$$b \to 1$$

Student Number:

Name: Bryan Hoang

Then the average code rate for C_1 , \overline{R}_1 , is

$$\overline{R}_1 = \frac{\overline{l}_1}{1}$$

$$= \sum_{i=1}^{2} \overbrace{p_i}^{\pi_i} l_i$$

$$= \frac{1}{2} (1+1)$$

$$= 1 \frac{\text{bits}}{\text{source symbol}}$$

Part 2. Second-order Huffman code C_2 (n=2):

Let $\widetilde{\mathcal{X}} = \mathcal{X}^2 = \{aa, ab, ba, bb\}$ with probability distribution

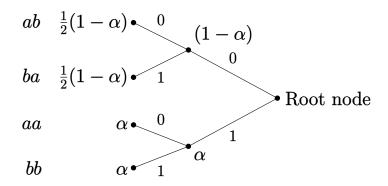
$$p(aa) = p_{X_1}(a)p_{X_2|X_1}(a|a) = \frac{1}{2} \cdot \alpha = \frac{\alpha}{2}$$

$$p(ab) = p_{X_1}(a)p_{X_2|X_1}(b|a) = \frac{1}{2} \cdot (1 - \alpha)$$

$$p(ba) = p_{X_1}(b)p_{X_2|X_1}(a|b) = \frac{1}{2} \cdot (1 - \alpha)$$

$$p(bb) = p_{X_1}(b)p_{X_2|X_1}(b|b) = \frac{1}{2} \cdot \alpha = \frac{\alpha}{2}.$$

Note. $\alpha \in (\frac{1}{3}, \frac{1}{2}) \Rightarrow 1 - \alpha > \alpha$ and that $\frac{1}{2}(1 - \alpha) < \alpha$.



$$f: \mathcal{X} \to \{0, 1\}^*$$

$$ab \to 00$$

$$ba \to 01$$

$$aa \to 10$$

$$bb \to 11$$

Student Number:

Name: Bryan Hoang

Then the average code rate for C_2 , \overline{R}_2 , is

$$\overline{R}_2 = \frac{\overline{l}_2}{2}$$

$$= \frac{1}{2} \sum_{i=1}^4 p_i l_i$$

$$= \frac{1}{2} \left(2 \cdot \frac{1}{2} (1 - \alpha) \cdot 2 + 2 \cdot \frac{\alpha}{2} \cdot 2 \right)$$

$$= 1 \frac{\text{bits}}{\text{source symbol}}.$$

We have that $\overline{\overline{R}_1} = \overline{\overline{R}_2}$.

(b) Answer:

The limit of the average coding rate of an n-th order optimal binary variable-length code for the source as $n \to \infty$ is the source's entropy rate. i.e.,

$$\lim_{n\to\infty} \overline{R} = H(\mathcal{X}).$$

The source entropy can be calculated as

$$H(\mathcal{X}) = H(X_2|X_1)$$

$$= -\sum_{i} \sum_{j} P_{X_1(i)} P_{X_2|X_1(j|i)} \log_2 P_{X_2|X_1(j|i)}$$

$$= -\sum_{i=1}^{2} \sum_{j=1}^{2} \pi_i p_{ij} \log_2 p_{ij}$$

$$= -\frac{1}{2} \left(2\alpha \log_2 \alpha + 2(1-\alpha) \log_2 (1-\alpha) \right)$$

$$= -\alpha \log_2 \alpha - (1-\alpha) \log_2 (1-\alpha)$$

$$= h_b(\alpha)$$

where h_b is the binary entropy function. This makes sense given part (a) since we have that

$$H(\mathcal{X}) = h_b(\alpha) < \overline{R} = 1 < h_b(\alpha) + \frac{1}{n}, \quad \forall \alpha \in \left(\frac{1}{3}, \frac{1}{2}\right), n = 1, 2$$

The fact that average code rate from part (a) didn't decrease as the order of the code increased can be attributed to the fact that $\alpha \in (\frac{1}{3}, \frac{1}{2})$. If it weren't the case, the lengths of the codewords in code C_2 could have been 1,2,3,3, which would have made its average code rate better compared to the first order code.