

CARNEGIE MELLON UNIVERSITY
APPLIED STOCHASTIC PROCESSES
(COURSE 18-751)
HOMEWORK 5

Daniel Marew

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I collaborated with :

Nebyou Yismaw
Daniel Nkemelu
Agatha Niwomugizi

Q.1

Q.2

(a) Compute the MAP and MLE decision boundaries

we can get the MAP decision boundary by finding such that

$$\frac{f_{r|0}p(0)}{f_{r|1}p(1)} > 1 \quad (1)$$

$$f_{r|0} = \frac{1}{\sqrt{2\pi}} e^{-\frac{(x+a)^2}{2}} \quad (2)$$

$$f_{r|1} = \frac{1}{\sqrt{2\pi}} e^{-\frac{(x-a)^2}{2}} \quad (3)$$

\Rightarrow

$$\frac{e^{-\frac{(r-a)^2}{2}}(1-p)}{e^{-\frac{(r+a)^2}{2}}p} > 1$$

$$e^{\frac{-(r-a)^2 + (r+a)^2}{2}} > \frac{p}{1-p}$$

$$e^{-2ar} > \frac{p}{1-p}$$

$$-2ar > \ln \frac{p}{1-p}$$

$$r < \frac{-1}{2a} \ln \frac{p}{1-p}$$

$$r < \frac{1}{2a} \ln \frac{1-p}{p}$$

That means when $r < \frac{1}{2a} \ln \frac{1-p}{p}$ we interpret it as 0 else we interpret it as a 1.

$MLE = MAP$ when $p = 1 - p$

\Rightarrow

$$r < \frac{1}{2a} \ln \frac{p}{p} \Rightarrow r < 0$$

So the MLE decision boundary is $r = 0$

(b)

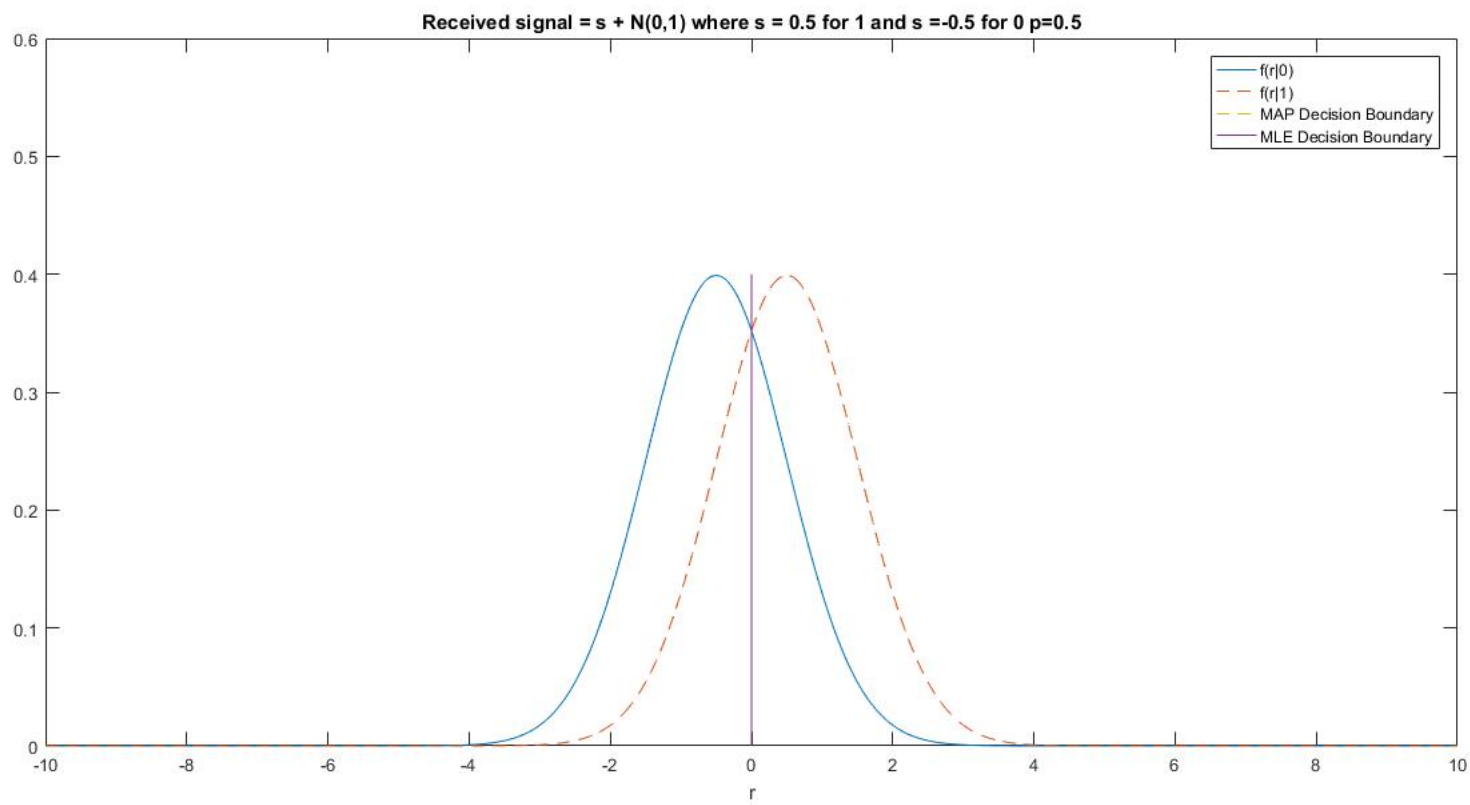


Figure 1: pdf of r , MAP and MLE decision boundaries when $p = 0.5$ and $a = 0.5$

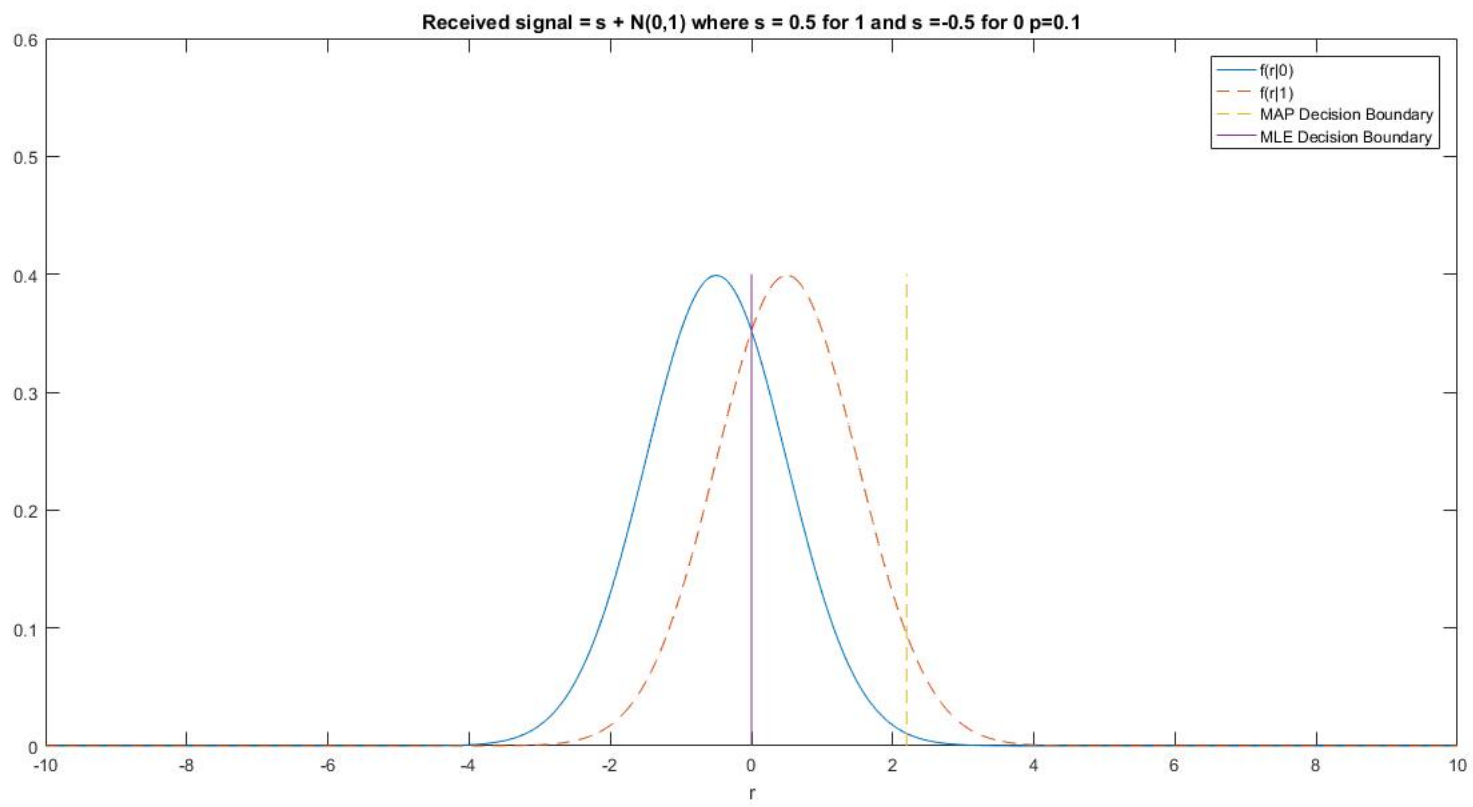


Figure 2: pdf of r , MAP and MLE decision boundaries when $p = 0.1$ and $a = 0.5$

(c) Compute the expected bit error rate

$$P(\text{bitererror}) = P(\text{bitererror}|1)P(1) + P(\text{bitererror}|0)P(0)$$

$$P(\text{bitererror}|0) = \int_{\beta}^{\infty} f_{r|0}(r)dr$$

$$P(\text{bitererror}|1) = \int_{-\infty}^{\beta} f_{r|1}(r)dr$$

where β is the decision boundary.

If we have a normal variable $X \sim N(\mu, \sigma^2)$, the probability that $X > x$ is

$$Pr\{X > c\} = Q\left(\frac{x - \mu}{\sigma}\right) \quad (4)$$

where Q is the Q -function

\implies

$$P(\text{bitererror}|0) = \int_{\beta}^{\infty} f_{r|0}(r)dr = Q\left(\frac{\beta - (-a)}{1}\right) = Q(\beta + a)$$

similarly,

$$P(\text{bitererror}|1) = \int_{-\infty}^{\beta} f_{r|1}(r)dr = 1 - \int_{\beta}^{\infty} f_{r|1}(r)dr = 1 - Q\left(\frac{\beta - a}{1}\right) = 1 - Q(\beta - a)$$

$$P(\text{bitererror}) = P(0)Q(\beta + a) + P(1)(1 - Q(\beta - a))$$

MAP decision boundary and $p = 0.5 \implies \beta = 0$

$$P(\text{bitererror}) = P(0)Q(0 + a) + P(1)(1 - Q(0 - a)) = 0.5(Q(a) + (1 - Q(-a)))$$

$$Q(-a) = 1 - Q(a)$$

$$P(\text{bitererror}) = 0.5(Q(a) + (1 - (1 - Q(a)))) = Q(a)$$

for $a = 0.5$ bit error rate $= P(\text{bitererror}) = Q(a) = Q(0.5) = 0.3085$

MLE decision boundary $\implies \beta = 0$ the same as MAP above for $a = 0.5$ bit error rate $= P(\text{bitererror}) = Q(a) = Q(0.5) = 0.3085$

MAP decision boundary $a=0.5$ and $p = 0.1$

\implies

$$\beta = \frac{1}{2a} \ln \frac{1-p}{p} = \ln \frac{0.9}{0.1} = 2.1972$$

$$\begin{aligned}
P(biterror) &= 0.9Q(2.1972 + a) + 0.1(1 - Q(2.1972 - a)) \\
&= 0.9Q(2.1972 + 0.5) + 0.1(1 - Q(2.1972 - 0.5)) \\
&= 0.9Q(2.6972) + 0.1(1 - Q(1.6972)) \\
&= 0.9 * 0.0035 + 0.1(1 - 0.0448) = 0.0987
\end{aligned}$$

for $a = 0.5$ and $p = 0.1$ bit error rate = $P(biterror) = 0.0987$ MAP decision boundary

MLE decision boundary $\implies \beta = 0$

$$\begin{aligned}
P(biterror) &= 0.9Q(a) + 0.1(1 - Q(-a)) \\
P(biterror) &= 0.9Q(a) + 0.1(1 - (1 - Q(a))) \\
&= 0.9Q(0.5) + 0.1(1 - (1 - Q(0.5))) = 0.3085
\end{aligned}$$

for $a = 0.5$ and $p = 0.1$ bit error rate = $P(biterror) = 0.3085$ with MLE decision boundary

(d) ROC

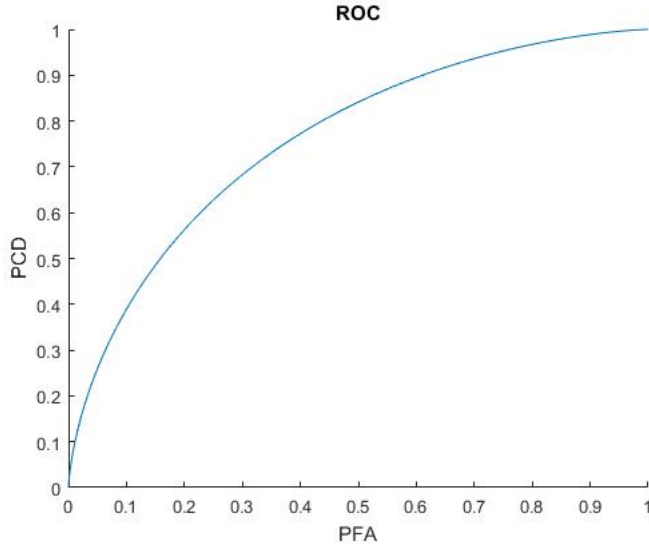


Figure 3: ROC for $a = 0.5$

Q.3

(a) Code [1,1,0]

With MAP decision boundary when $p = 0.5$
bit error rate = $P(\text{biterror}) = Q(a)$ from 2.c

\Rightarrow

$$\begin{aligned}Q(a) &= 10^{-6} \\a &= Q^{-1}(10^{-6}) \\a &= 4.7534\end{aligned}$$

$$\text{Average energy per bit} = \beta a^2 = 22.5950\beta$$

(b) Code [7,4,1]

With MAP decision boundary when $p = 0.5$
bit error rate = $P(\text{biterror}) = Q(a)$ from 2.c

\Rightarrow

$$\begin{aligned}Q(a) &= 10^{-6} \\a &= Q^{-1}(10^{-6}) \\a &= 4.7534\end{aligned}$$

For every 4 bit we send 7 bit long code word. That means for every bit we will be using $\frac{7}{4}$ times (the energy to send a single bit).

$$\text{Average energy per bit} = \frac{7}{4}\beta a^2 = 39.5413\beta$$

(c) Which of the two codes is the most efficient and by what factor

from energy consumption perspective (a) is more efficient.

$$\text{factor} = \frac{\text{Average energy per bit (a)}}{\text{Average energy per bit (b)}} = \frac{\beta a^2}{\frac{7}{4}\beta a^2}$$

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

i.e with code (a) we will need only $\frac{4}{7}$ th of the energy will need with code (b)