

Homework 1

Q1:

$$\lim_{x \rightarrow 0} x \log x = \lim_{x \rightarrow 0} \frac{\log x}{1/x} = \lim_{x \rightarrow 0} \frac{1/x}{-1/x^2} = 0 \quad (\text{L'Hopital's rule}) \tag{1}$$

Q2:

$$\begin{aligned} H'(p) &= -\log p - 1 + \log(1 - p) + 1 = \log(1 - p) - \log p \\ H''(p) &= \frac{1}{p - 1} - \frac{1}{p} = -\frac{1}{(1 - p) \cdot p} < 0, p \in [0, 1] \end{aligned} \tag{2}$$

∴ $H(p)$ is concave in $p \in [0, 1]$.

Q3:

$$\begin{aligned} \min f(x, y, z) &= x \log x + y \log y + z \log z \\ \text{s.t. } x + y + z &= 1 \\ x, y, z &\geq 0 \end{aligned} \tag{3}$$

Consider its Lagrangian:

$$g(x, y, z; \lambda) = f(x, y, z) - \lambda(x + y + z) \tag{4}$$

(a).

$$\begin{aligned} \frac{\partial g}{\partial x} &= \log x + 1 - \lambda \\ \frac{\partial g}{\partial y} &= \log y + 1 - \lambda \end{aligned} \tag{5}$$

$$\begin{aligned} \frac{\partial g}{\partial z} &= \log z + 1 - \lambda \\ \nabla g &= \left(\frac{\partial g}{\partial x}, \frac{\partial g}{\partial y}, \frac{\partial g}{\partial z} \right) \end{aligned} \tag{6}$$

(b).

Let $\nabla g = 0$, we get $x = y = z = e^{\lambda-1}$. Thus, $\min f$ is attained only if $x = y = z$.

E2.1

(a)

$$p(X = x) = \frac{1}{2^x},$$

$$\begin{aligned} H(X) &= -\sum_{n=1}^{\infty} p(n) \log(p(n)) \\ &= \log 2 \sum_{n=1}^{\infty} \frac{n}{2^n} \\ &= 2 \log 2 \\ &= 2 \text{ bits} \end{aligned} \tag{7}$$

(b)

We design the sequence to be: "Is $X = 1$? If not, is $X = 2$? if not, is $X = 3$,? if not, is $X = 4$? if not,...."

The expected number of the questions is up to the expected number of flips required. We have:

$$E(X) = \sum_{n=1}^{\infty} \frac{n}{2^n} = 2 \tag{8}$$

Here $H(X) = E(X) = 2$.

E2.2

(a)

∴ $Y = 2^X$ is an injective function

∴

$$H(X) = - \sum_X^{\infty} p(x) \log(p(x)) = - \sum_Y^{\infty} p(y) \log(p(y)) = H(Y) \quad (9)$$

(b)

Let denote $y = f(x)$. Then

$$p(y) = \sum_{y=f(x)} p(x) \quad (10)$$

Obviously, $p(x) \leq p(y)$.

$$\begin{aligned} H(X) &= - \sum_x p(x) \log p(x) \\ &= - \sum_y \sum_{y=f(x)} p(x) \log p(x) \\ &\geq - \sum_y \sum_{y=f(x)} p(x) \log p(y) \\ &= - \sum_y p(y) \log p(y) \\ &= H(Y) \end{aligned} \quad (11)$$

Equality is reached only when $p(y) = \sum_{y=f(x)} p(x) = p(x)$, which means $y = f(x)$ is injective.

∴ $H(X) \geq H(Y)$, with equality if $Y = f(X)$ is injective on its domain.

E2.5

∴ $H(Y|X) + H(X) = H(X, Y), H(Y|X) = 0$

$$H(X, Y) = - \sum_x \sum_y p(x, y) \log p(x, y) \quad (12)$$

$$H(X) = - \sum_x \sum_y p(x, y) \log p(x) \quad (13)$$

Since $H(X) - H(X, Y) = 0$

$$H(X) - H(X, Y) = \sum_x \sum_y p(x, y) \log p(y|x) \quad (14)$$

∴ $p(x, y) \log p(y|x) \leq 0$

∴ the equality is reached only when $p(y|x) = 1$ always holds, ($p(x, y) \neq 0$)

Which means Y is determined by X .

∴ Y is a function of X .

E2.6

According to the chain rule, we have:

$$I(X; Y) = I(X; Y | Z) + I(Z; Y) - I(Z; Y | X) \quad (15)$$

Then we could just focus on $\Delta = I(Z; Y) - I(Z; Y | X)$.

(a)

if Z and Y are independent, then $I(X; Y) \leq I(X; Y | Z)$

Ex.

X, Z and Y could all be independent Bernoulli(1/2)

(b)

if Z and Y are independent given the condition X , then $I(X; Y) \geq I(X; Y | Z)$

Ex.

We could design a random distribution like below:

$p(Y=0|X=0) = 1/4, p(Y=1|X=0) = 3/4,$

$p(Z=0|X=0) = 1/3, p(Z=1|X=0) = 2/3,$

$p(Y=0|X=1) = 1/5, p(Y=1|X=1) = 4/5,$

$$p(Z=0|X=1) = 1 / 2, p(Z=1|X=1) = 1 / 2,$$

$$p(X=0) = 1/6, p(X=1) = 5/6$$

E2.7

(a)

For n coins, there are 2n+1 situations:

1. All of equal weight
2. One of them is lighter
3. One of them is heavier

Meanwhile, each weighing could have three outcomes:

1. Equally weigh
2. Left > right
3. Right > left

Thus, we can at most distinguish 3^k different pattern. Let

$$3^k \geq 2n + 1 \tag{16}$$

We derive $n \leq (3^k - 1)/2$

(b)

By applying single error Hamming code, we could solve this problem like this: let denote the coin index in tenary system as below:

	1	2	3	4	5	6	7	8	9	10	11	12	n
$i = 1, 3^0$	1	-1	0	1	-1	0	-1	-1	0	1	1	0	$\Sigma_1 = 0$
$i = 2, 3^1$	0	1	1	1	-1	-1	1	0	0	0	-1	-1	$\Sigma_2 = 0$
$i = 3, 3^2$	0	0	0	0	1	1	-1	1	-1	1	-1	-1	$\Sigma_3 = 0$

(17)

Then our strategy is: for weighting time i, we place all these coins(index denoted by n) by following rules,

- If $n_i = -1$, left pan
- If $n_i = 0$, aside
- If $n_i = 1$, right pan

The result for each weighting follows rules below:

- equal: 0
 - left is heavier: -1
 - right is heavier: 1
1. If the weighting result is (r1, r2, r3), which is in the alphabet, then the corresponding heavier number will be $3^0r_1 + 3^1r_2 + 3^2r_3,$.
 2. If the weighing result is the opposite of a certain coding of coin n, then it means coin n is lighter.