

# Digital Communication Systems

## ECS 452

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3 Discrete Memoryless Channel (DMC)



### Office Hours:

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**Monday**                      10:00-10:40

**Tuesday**                      12:00-12:40

**Thursday**                      14:20-15:30

# Digital Communication Systems

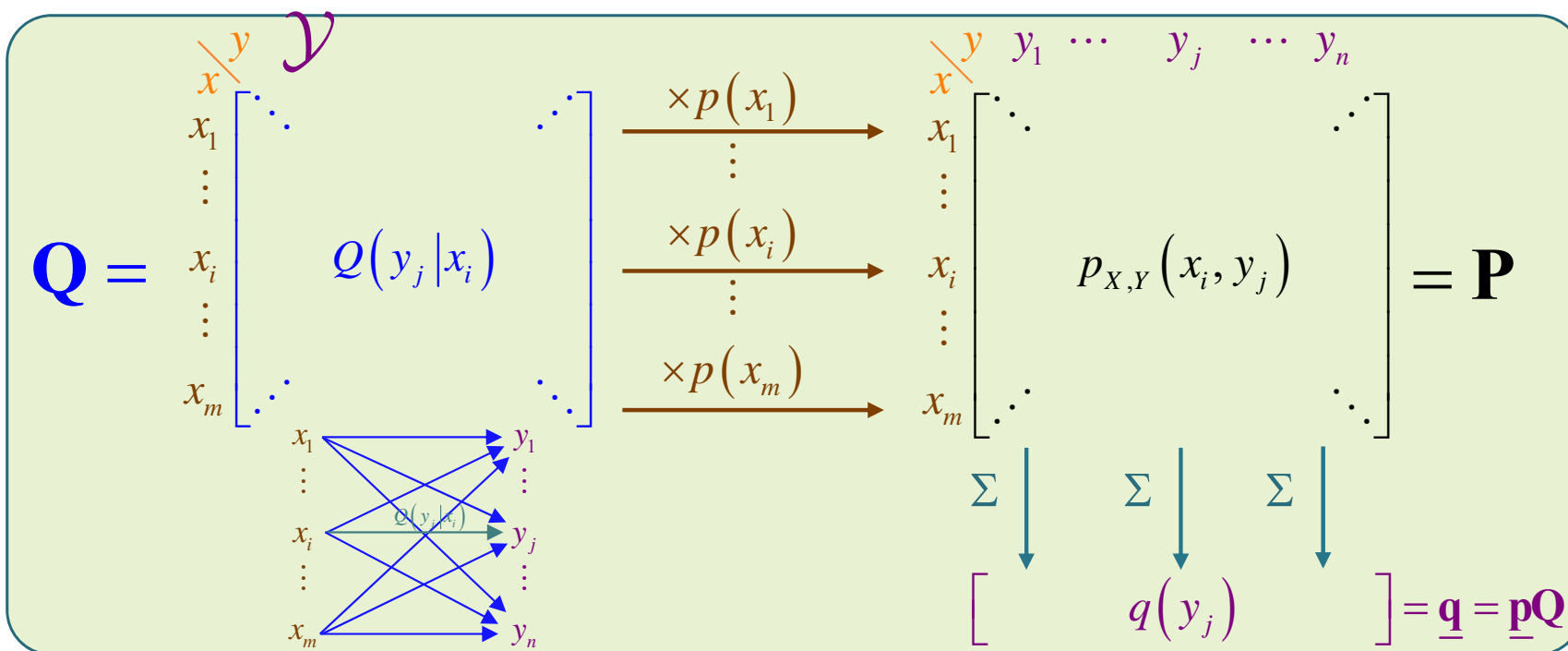
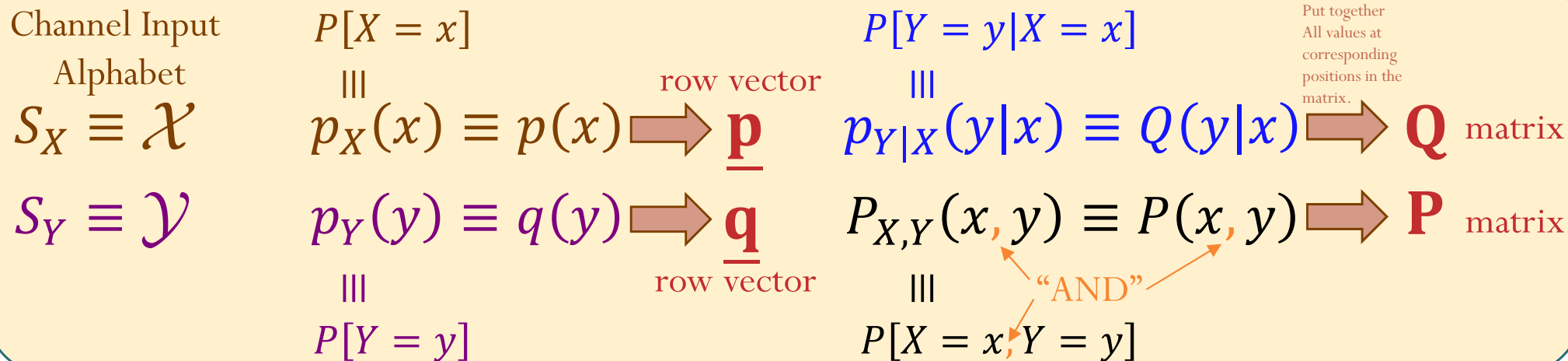
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### **3.1 DMC Models**

# Summary: DMC



# Review: Evaluation of Probability from the Joint PMF Matrix

- Consider two random variables  $X$  and  $Y$ .
- Suppose their **joint pmf matrix** is

$$P_{X,Y} = \begin{array}{c|ccccc} & \begin{array}{c} y \\ \hline x \end{array} & 2 & 3 & 4 & 5 & 6 \\ \begin{array}{c} 1 \\ 3 \\ 4 \\ 6 \end{array} & \left[ \begin{array}{cccccc} 0.1 & 0.1 & 0 & 0 & 0 \\ 0.1 & 0 & 0 & 0.1 & 0 \\ 0 & 0.1 & 0.2 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0.3 \end{array} \right] \end{array}$$

- Find  $P[X + Y < 7]$

Step 1: Find the pairs  $(x,y)$  that satisfy the condition “ $x+y < 7$ ”

One way to do this is to first construct the matrix of  $x+y$ .

$$x + y = \begin{array}{c|ccccc} & \begin{array}{c} y \\ \hline x \end{array} & 2 & 3 & 4 & 5 & 6 \\ \begin{array}{c} 1 \\ 3 \\ 4 \\ 6 \end{array} & \left[ \begin{array}{cccccc} 3 & 4 & 5 & 6 & 7 \\ 5 & 6 & 7 & 8 & 9 \\ 6 & 7 & 8 & 9 & 10 \\ 8 & 9 & 10 & 11 & 12 \end{array} \right] \end{array}$$


# Review: Evaluation of Probability from the Joint PMF Matrix

- Consider two random variables  $X$  and  $Y$ .
- Suppose their **joint pmf matrix** is

$$P_{X,Y} = \begin{array}{c|ccccc} & y & 2 & 3 & 4 & 5 & 6 \\ \hline x & 1 & 0.1 & 0.1 & 0 & 0 & 0 \\ & 3 & 0.1 & 0 & 0 & 0.1 & 0 \\ & 4 & 0 & 0.1 & 0.2 & 0 & 0 \\ & 6 & 0 & 0 & 0 & 0 & 0.3 \end{array}$$

- Find  $P[X + Y < 7]$

Step 2: Add the corresponding probabilities from the joint pmf (matrix)

$$P[X + Y < 7] = 0.1 + 0.1 + 0.1 = 0.3$$

$$x + y = \begin{array}{c|ccccc} & y & 2 & 3 & 4 & 5 & 6 \\ \hline x & 1 & 3 & 4 & 5 & 6 & 7 \\ & 3 & 5 & 6 & 7 & 8 & 9 \\ & 4 & 6 & 7 & 8 & 9 & 10 \\ & 6 & 8 & 9 & 10 & 11 & 12 \end{array}$$


# Review: Evaluation of Probability from the Joint PMF Matrix

- Consider two random variables  $X$  and  $Y$ .
- Suppose their **joint pmf matrix** is

$$P_{X,Y} = \begin{array}{c|cccccc} & \begin{array}{c} y \\ \hline 2 \quad 3 \quad 4 \quad 5 \quad 6 \end{array} \\ \begin{array}{c} x \\ \hline 1 \\ 3 \\ 4 \\ 6 \end{array} & \begin{bmatrix} 0.1 & 0.1 & 0 & 0 & 0 \\ 0.1 & 0 & 0 & 0.1 & 0 \\ 0 & 0.1 & 0.2 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0.3 \end{bmatrix} \end{array}$$

- Find  $P[X = Y]$

$$P[X = Y] = 0 + 0.2 + 0.3 = 0.5$$



# Review: Sum of two discrete RVs

- Consider two random variables  $X$  and  $Y$ .
- Suppose their **joint pmf matrix** is

$$P_{X,Y} = \begin{array}{c|ccccc} & \begin{array}{c} y \\ \hline 2 \quad 3 \quad 4 \quad 5 \quad 6 \end{array} \\ \begin{array}{c} x \\ \hline 1 \\ 3 \\ 4 \\ 6 \end{array} & \begin{bmatrix} 0.1 & 0.1 & 0 & 0 & 0 \\ 0.1 & 0 & 0 & 0.1 & 0 \\ 0 & 0.1 & 0.2 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0.3 \end{bmatrix} \end{array}$$

- Find  $P[X + Y = 7]$

$$P[X + Y = 7] = 0.1$$

$$x + y = \begin{array}{c|ccccc} & \begin{array}{c} y \\ \hline 2 \quad 3 \quad 4 \quad 5 \quad 6 \end{array} \\ \begin{array}{c} x \\ \hline 1 \\ 3 \\ 4 \\ 6 \end{array} & \begin{bmatrix} 3 & 4 & 5 & 6 & 7 \\ 5 & 6 & 7 & 8 & 9 \\ 6 & 7 & 8 & 9 & 10 \\ 8 & 9 & 10 & 11 & 12 \end{bmatrix} \end{array}$$


# Digital Communication Systems

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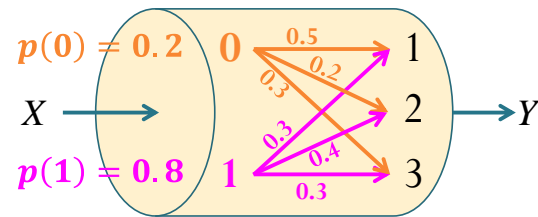
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**3.2 Decoder and  $P(\mathcal{E})$**



# Recipe for finding $P(\mathcal{E})$ of any decoder



$y$	$\hat{x}(y)$
1	1
2	1
3	0

$$\mathbf{Q} = \begin{array}{c|ccc} & y & 1 & 2 & 3 \\ \hline x & & & & \\ \hline 0 & & 0.5 & 0.2 & 0.3 \\ 1 & & 0.3 & 0.4 & 0.3 \end{array} \xrightarrow{\begin{array}{l} \times 0.2 \\ \times 0.8 \end{array}} \begin{array}{c|ccc} & y & 1 & 2 & 3 \\ \hline x & & & & \\ \hline 0 & & 0.10 & 0.04 & 0.06 \\ 1 & & 0.24 & 0.32 & 0.24 \end{array} \begin{array}{l} \hat{x}(y) \\ 0 \\ 1 \end{array} = \mathbf{P}$$

- Use the  $\mathbf{P}$  matrix.
  - If unavailable, can be found by scaling each row of the  $\mathbf{Q}$  matrix by its corresponding  $p(x)$ .
- Write  $\hat{x}(y)$  values on top of the  $y$  values for the  $\mathbf{P}$  matrix.
- For column  $y$  in the  $\mathbf{P}$  matrix, circle the element whose corresponding  $x$  value is the same as  $\hat{x}(y)$ .
- $P(\mathcal{C}) =$  the sum of the circled probabilities.
- $P(\mathcal{E}) = 1 - P(\mathcal{C})$ .

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### **3.3 Optimal Decoder**

# Review: ECS315 (2017)

**6.4. Interpretation:** It is sometimes useful to interpret  $P(A)$  as our knowledge of the occurrence of event  $A$  *before* the experiment takes place. Conditional probability<sup>25</sup>  $P(A|B)$  is the **updated probability** of the event  $A$  given that we now know that  $B$  occurred (but we still do not know which particular outcome in the set  $B$  did occur).

**Definition 6.5.** Sometimes, we refer to  $\underline{P(A)}$  as

- a priori probability, or
- the prior probability of  $A$ , or
- the unconditional probability of  $A$ .

in which case, we refer to  $P(A|B)$  as


a posteriori probability  
the posterior (probability)  
conditional probability



# Guessing Game 1

- There are 15 cards.
  - Each have a number on it.
  - Here are the 15 cards:

1 2 2 3 3 3 4 4 4 4 5 5 5 5 5

- One card is randomly selected from the 15 cards.
- You need to guess the number on the card.
- Have to pay 1 Baht for incorrect guess. 
- The game is to be repeated  $n = 10,000$  times.
- What should be your guess value?



```
close all; clear all;

n = 5; % number of time to play this game

D = [1 2 2 3 3 3 4 4 4 4 5 5 5 5 5];
X = D(randi(length(D),1,n));

if n <= 10
    X
end

g = 1
cost = sum(X ~= g)

if n > 1
    averageCostPerGame = cost/n
end
```

```
>> GuessingGame_4_1_1
X =
     3     5     1     2     5
g =
     1
cost =
     4
averageCostPerGame =
    0.8000
```



```
close all; clear all;

n = 5; % number of time to play this game

D = [1 2 2 3 3 3 4 4 4 4 5 5 5 5 5];
X = D(randi(length(D),1,n));

if n <= 10
    X
end

g = 3.3
cost = sum(X ~= g)

if n > 1
    averageCostPerGame = cost/n
end
```

```
>> GuessingGame_4_1_1
X =
     5     3     2     4     1
g =
     3.3000
cost =
     5
averageCostPerGame =
     1
```



```
close all; clear all;
```

```
n = 1e4; % number of time to play this game
```

```
D = [1 2 2 3 3 3 4 4 4 4 5 5 5 5 5];
```

```
X = D(randi(length(D),1,n));
```

```
if n <= 10
```

```
    X
```

```
end
```

```
g = ?
```

```
cost = sum(X ~= g)
```

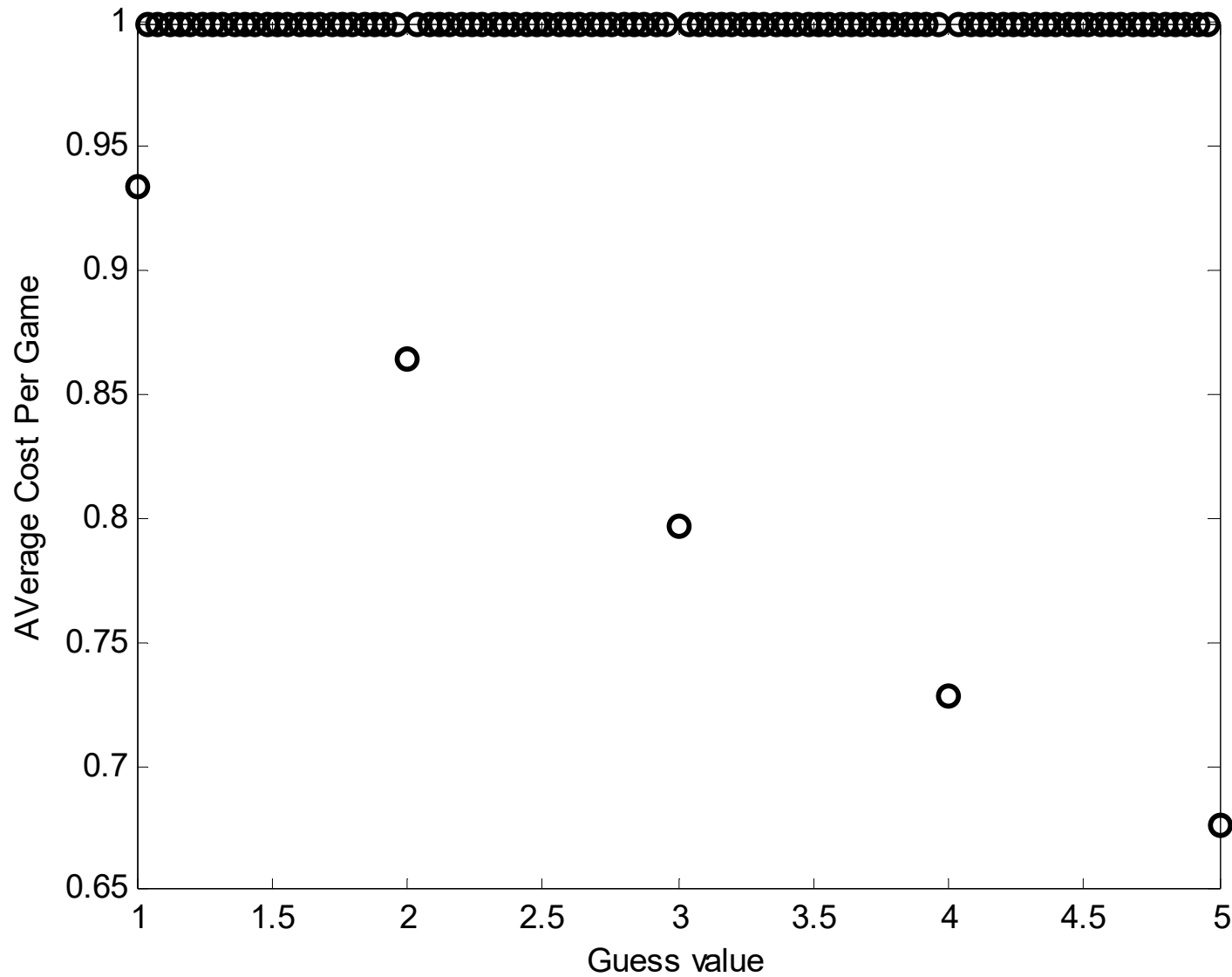
```
if n > 1
```

```
    averageCostPerGame = cost/n
```

```
end
```

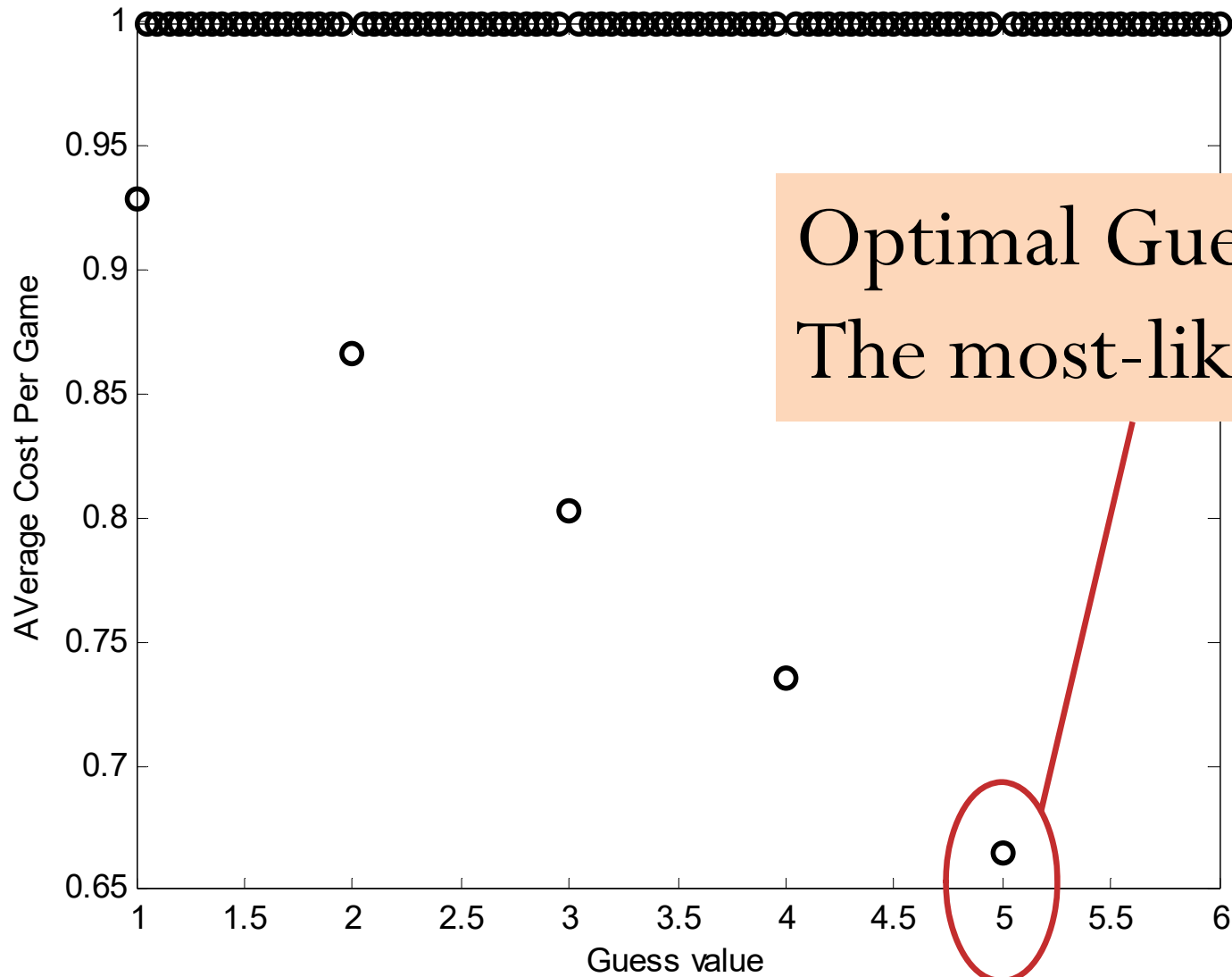


# Guessing Game 1





# Guessing Game 1



Optimal Guess:  
The most-likely value



# Summary: MAP vs. ML Decoders

$$\begin{aligned}\hat{x}_{\text{MAP}}(y) &= \arg \max_x p_{X,Y}(x, y) \\ &= \hat{x}_{\text{optimal}}(y) \quad \text{a posteriori probability} \\ &= \arg \max_x P \left[ X = x | Y = y \right] \\ &= \arg \max_x Q(y|x) \underbrace{p(x)}_{\text{prior probability}}\end{aligned}$$

- Decoder is derived from the **P** matrix
- Select (by circling) the maximum value in each column (for each value of  $y$ ) in the **P** matrix.
- The corresponding  $x$  value is the value of  $\hat{x}_{\text{MAP}}(y)$ .

- Once the decoder (the decoding table) is derived  $P(\mathcal{C})$  and  $P(\mathcal{E})$  are calculated from adding the corresponding probabilities in the **P** matrix.

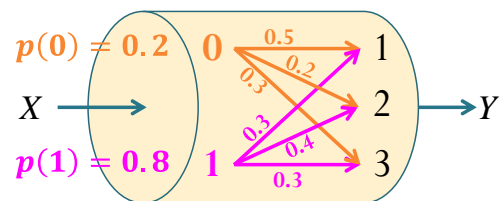
$$\hat{x}_{\text{ML}}(y) = \arg \max_x \overbrace{Q(y|x)}^{\text{likelihood function}}$$

Optimal at least when  $p(x)$  is uniform (the channel inputs are equally likely)

Can be derived without knowing the channel input probabilities.

- Decoder is derived from the **Q** matrix
- Select (by circling) the maximum value in each column (for each value of  $y$ ) in the **Q** matrix.
- The corresponding  $x$  value is the value of  $\hat{x}_{\text{ML}}(y)$ .

# Example: MAP Decoder [Ex. 3.36]

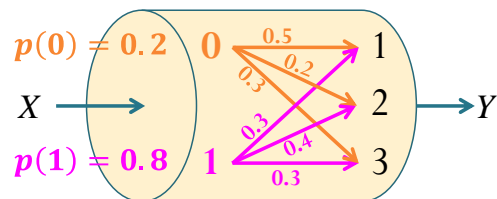


$$\mathbf{Q} = \begin{array}{c|ccc} x \backslash y & 1 & 2 & 3 \\ \hline 0 & 0.5 & 0.2 & 0.3 \\ 1 & 0.3 & 0.4 & 0.3 \end{array} \begin{array}{l} \xrightarrow{\times 0.2} \\ \xrightarrow{\times 0.8} \end{array} \begin{array}{ccc|c} 1 & 1 & 1 & \hat{x}_{\text{MAP}}(y) \\ 1 & 2 & 3 & \\ \hline 0 & 0.10 & 0.04 & 0.06 & 0 \\ 1 & 0.24 & 0.32 & 0.24 & 1 \end{array} = \mathbf{P}$$

$y$	$\hat{x}_{\text{MAP}}(y)$
1	1
2	1
3	1

$$P(\mathcal{E}) = 1 - P(\mathcal{C}) = 1 - (0.24 + 0.32 + 0.24) = 0.2$$

# Example: ML Decoder [Ex. 3.47]



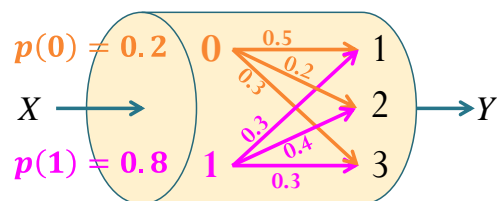
[Same as Ex. 3.27]

$y$	$\hat{x}_{ML}(y)$
1	0
2	1
3	0

Sol 1:

$$\mathbf{Q} = \begin{matrix} & \begin{matrix} 1 & 2 & 3 \end{matrix} \\ \begin{matrix} 0 \\ 1 \end{matrix} & \begin{bmatrix} 0.5 & 0.2 & 0.3 \\ 0.3 & 0.4 & 0.3 \end{bmatrix} \end{matrix} \xrightarrow{\begin{matrix} \times 0.2 \\ \times 0.8 \end{matrix}} \begin{matrix} & \begin{matrix} 1 & 2 & 3 \end{matrix} \\ \begin{matrix} 0 \\ 1 \end{matrix} & \begin{bmatrix} 0.10 & 0.04 & 0.06 \\ 0.24 & 0.32 & 0.24 \end{bmatrix} \end{matrix} \begin{matrix} y/x \\ 0 \\ 1 \end{matrix} = \mathbf{P}$$

$$P(\mathcal{E}) = 1 - P(\mathcal{C}) = 1 - (0.10 + 0.32 + 0.06) = 0.52$$



0 1 1  $\hat{x}_{ML}(y)$

$y$	$\hat{x}_{ML}(y)$
1	0
2	1
3	1

Sol 2:

$$\mathbf{Q} = \begin{matrix} & \begin{matrix} 1 & 2 & 3 \end{matrix} \\ \begin{matrix} 0 \\ 1 \end{matrix} & \begin{bmatrix} 0.5 & 0.2 & 0.3 \\ 0.3 & 0.4 & 0.3 \end{bmatrix} \end{matrix} \xrightarrow{\begin{matrix} \times 0.2 \\ \times 0.8 \end{matrix}} \begin{matrix} & \begin{matrix} 1 & 2 & 3 \end{matrix} \\ \begin{matrix} 0 \\ 1 \end{matrix} & \begin{bmatrix} 0.10 & 0.04 & 0.06 \\ 0.24 & 0.32 & 0.24 \end{bmatrix} \end{matrix} \begin{matrix} y/x \\ 0 \\ 1 \end{matrix} = \mathbf{P}$$

[Agree with Ex. 3.33]

$$P(\mathcal{E}) = 1 - P(\mathcal{C}) = 1 - (0.10 + 0.32 + 0.24) = 0.34$$

# MAP Decoder

```
%% MAP Decoder
P = diag(p_X)*Q; % Weight the channel transition probability by the
                % corresponding prior probability.
[V I] = max(P); % For I, the default MATLAB behavior is that when there are
                % multiple max, the index of the first one is returned.
Decoder_Table = S_X(I) % The decoded values corresponding to the received Y
```

```
%% Decode according to the decoder table
x_hat = y; % preallocation
for k = 1:length(S_Y)
    I = (y==S_Y(k));
    x_hat(I) = Decoder_Table(k);
end

PE_sim = 1-sum(x==x_hat)/n % Error probability from the simulation
```

```
%% Calculation of the theoretical error probability
PC = 0;
for k = 1:length(S_X)
    I = (Decoder_Table == S_X(k));
    Q_row = Q(k,:);
    PC = PC+ p_X(k)*sum(Q_row(I));
end
PE_theoretical = 1-PC
```



# ML Decoder

```
%% ML Decoder
[V I] = max(Q); % For I, the default MATLAB behavior is that when there are
                % multiple max, the index of the first one is returned.
Decoder_Table = S_X(I) % The decoded values corresponding to the received Y
```

```
%% Decode according to the decoder table
x_hat = y; % preallocation
for k = 1:length(S_Y)
    I = (y==S_Y(k));
    x_hat(I) = Decoder_Table(k);
end

PE_sim = 1-sum(x==x_hat)/n % Error probability from the simulation
```

```
%% Calculation of the theoretical error probability
PC = 0;
for k = 1:length(S_X)
    I = (Decoder_Table == S_X(k));
    Q_row = Q(k,:);
    PC = PC+ p_X(k)*sum(Q_row(I));
end
PE_theretical = 1-PC
```

# Digital Communication Systems

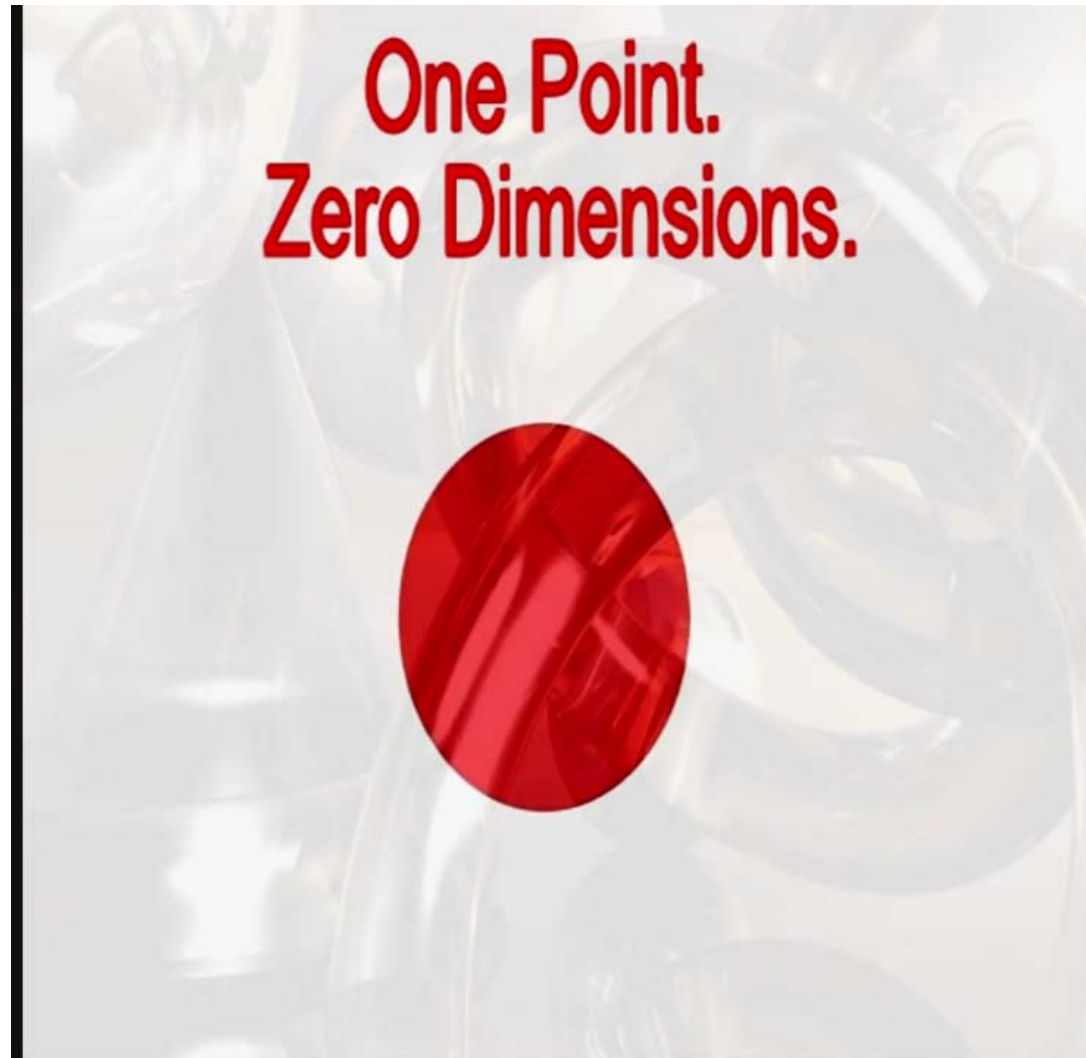
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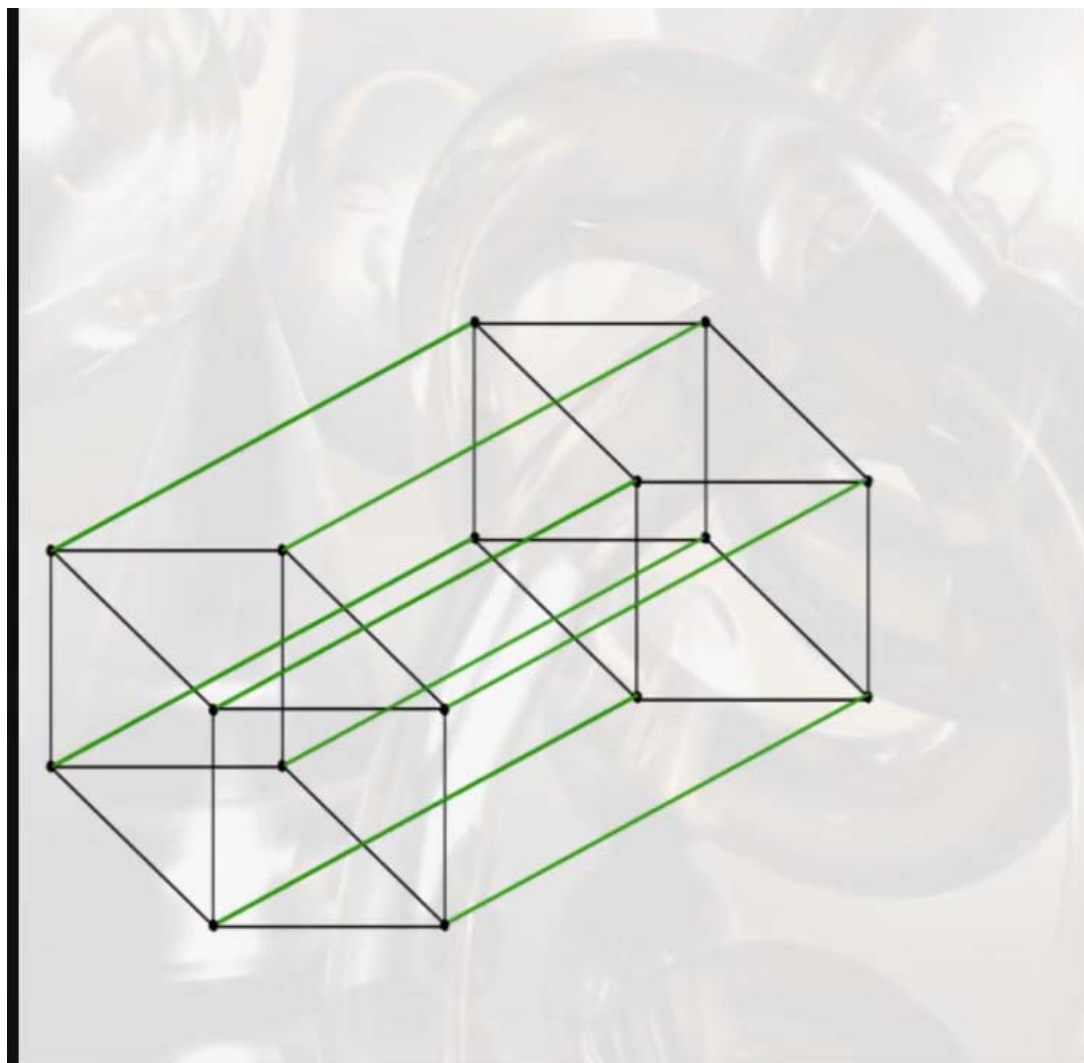
### **3.5 Repetition Code in Communications Over BSC**

# Hypercube

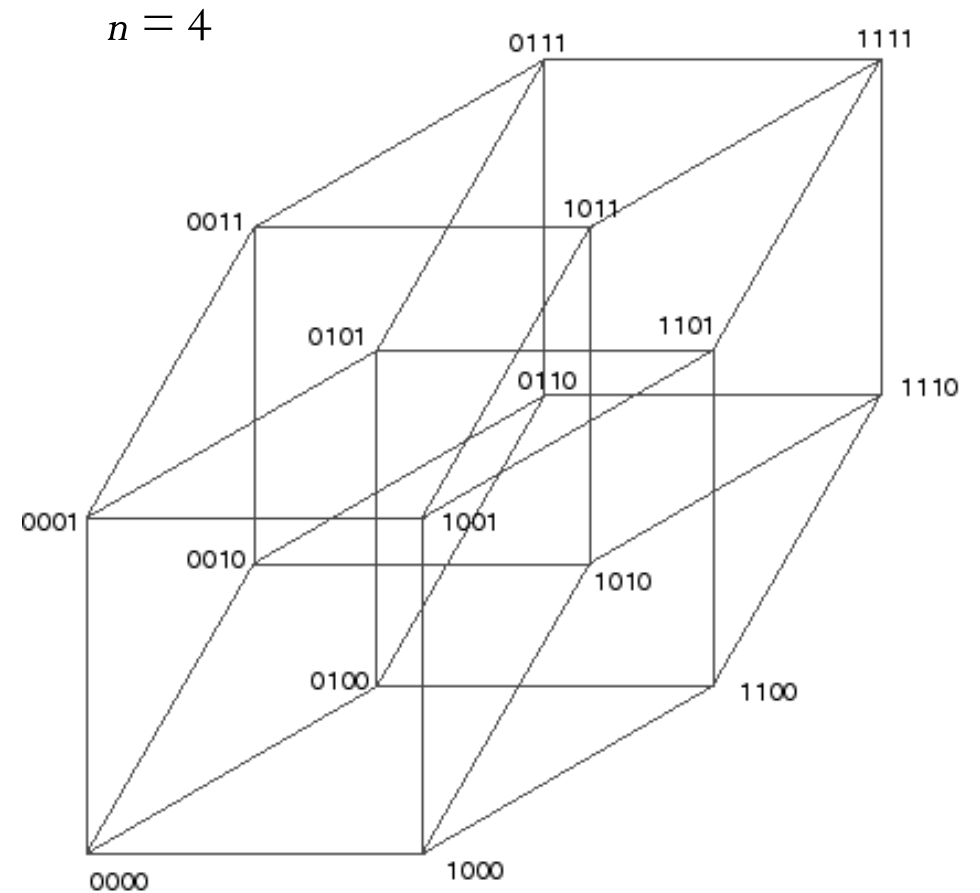
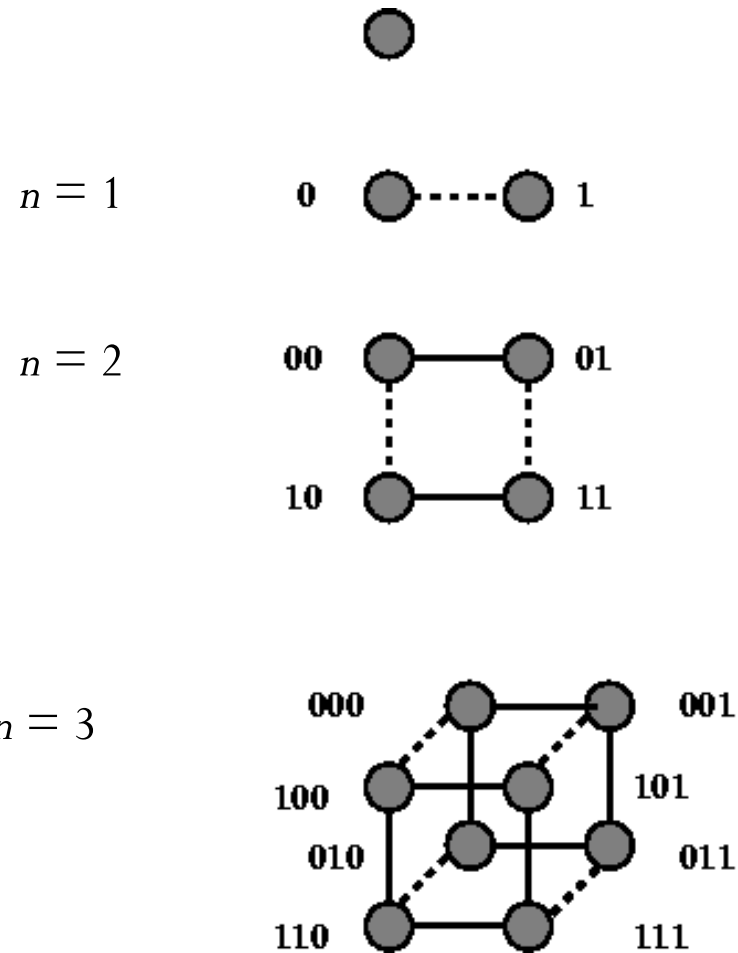




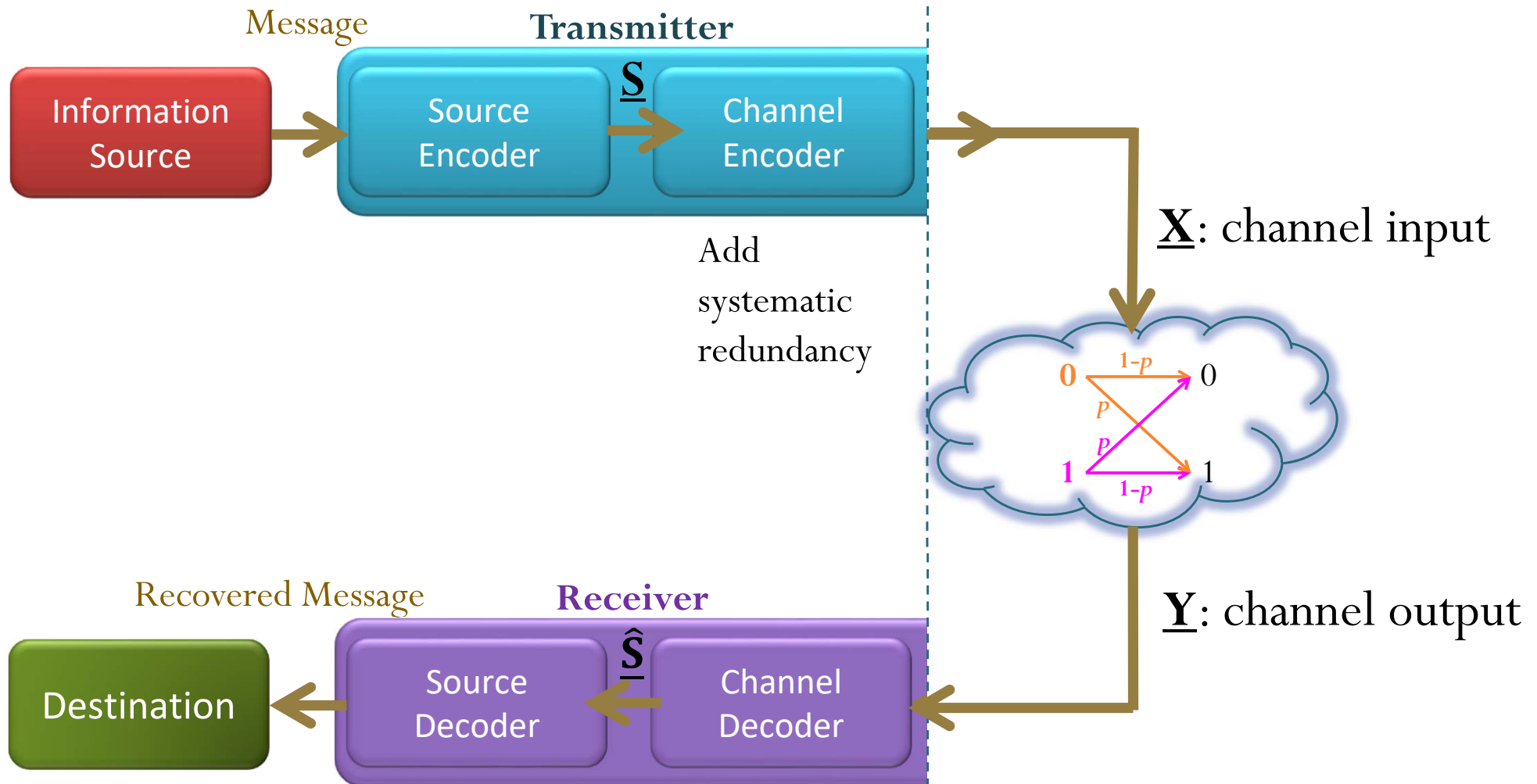
# Hypercube



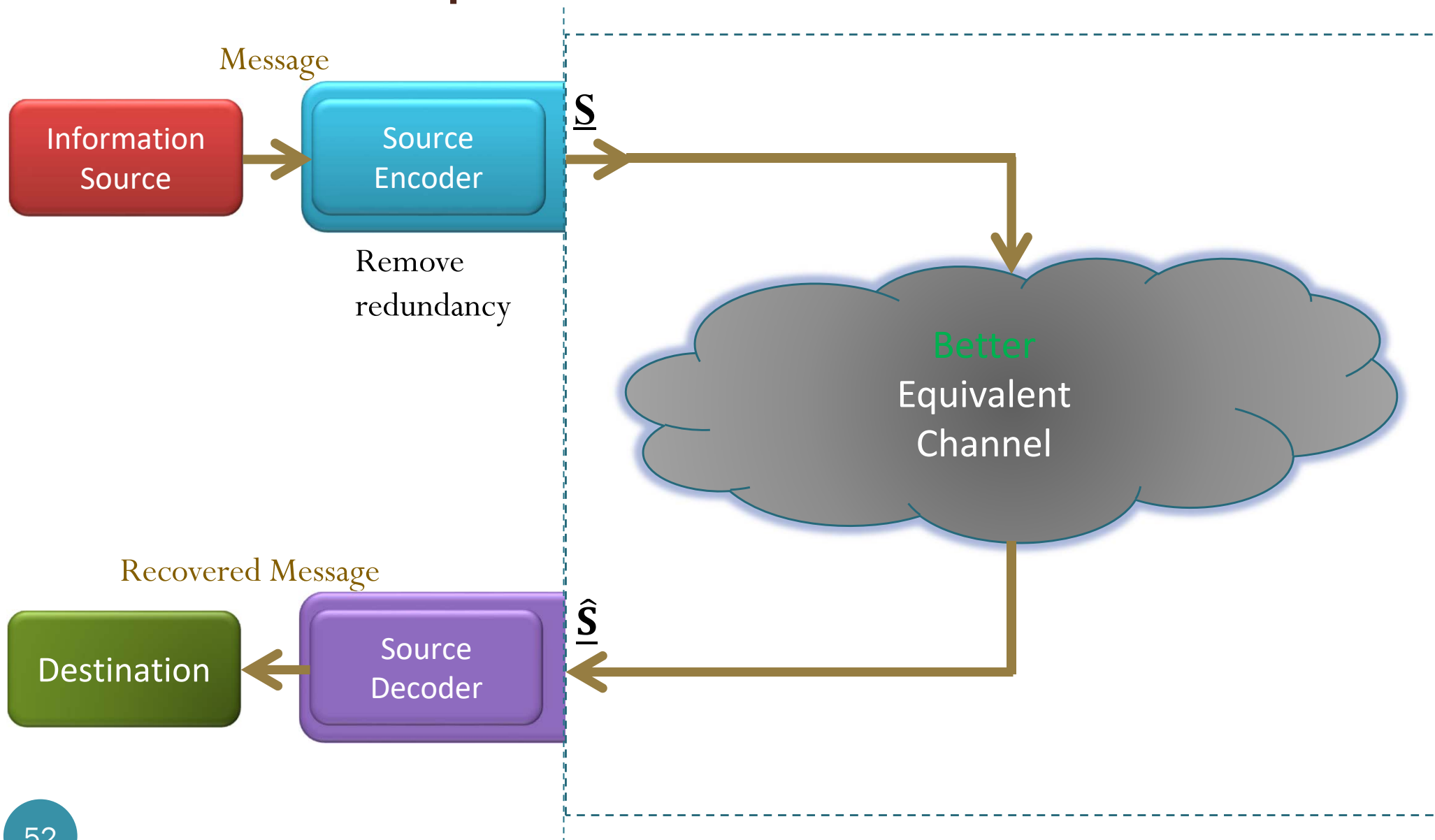
# $n$ -bit space



# Channel Encoder and Decoder

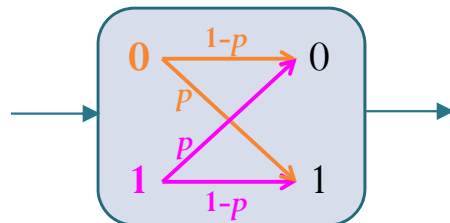


# Better Equivalent Channel



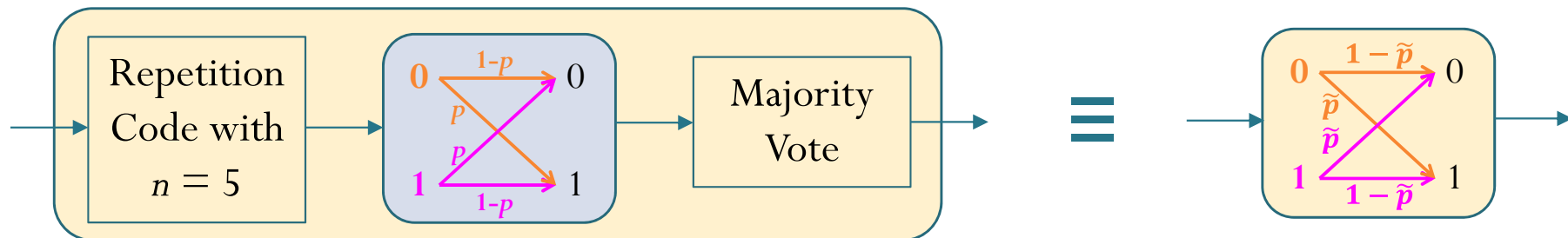
# Example: Repetition Code

- Original Equivalent Channel:



- BSC with crossover probability  $p = 0.01$

- New (and Better) Equivalent Channel:

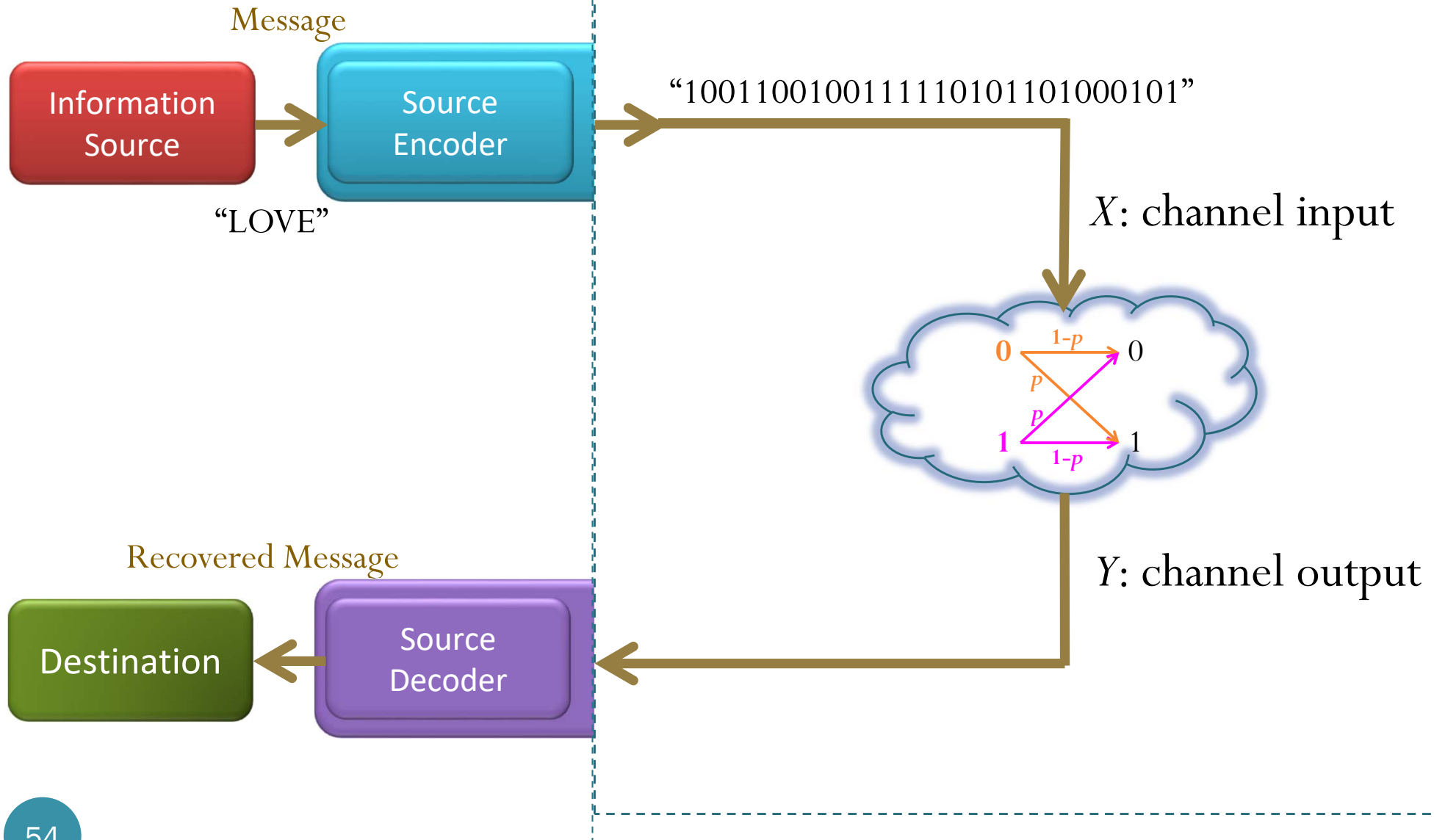


- Use repetition code with  $n = 5$  at the transmitter

- Use majority vote at the receiver

- New BSC with  $\tilde{p} = \binom{5}{3}p^3(1-p)^2 + \binom{5}{4}p^4(1-p)^1 + \binom{5}{5}p^5(1-p)^0 \approx 10^{-5}$

# Example: ASCII Encoder and BSC



# The ASCII Coded Character Set

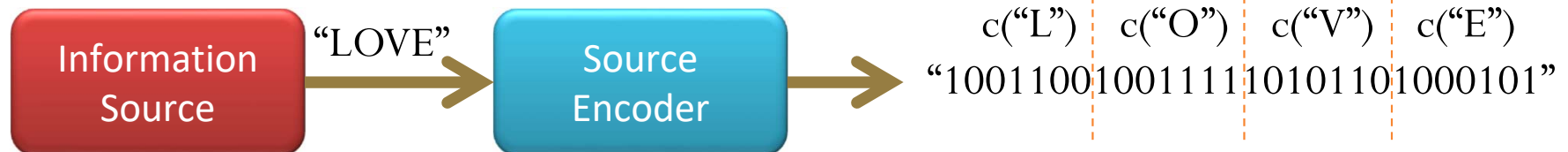
				6	0	0	0	0	1	1	1	1							
<i>Bit</i>				5	0	0	1	1	0	0	1	1							
<i>Number</i>				4	0	1	0	1	0	1	0	1							
				1st	0	1	2	3	4	5	6	7							
3	2	1	0	Hex															
				2nd															
0	0	0	0	0	0	NUL	16	DLE	32	SP	48	0	64	@	80	P	96	112	p
0	0	0	1	1	1	SOH		DC1		!		1		A		Q		a	q
0	0	1	0	2	2	STX		DC2		"		2		B		R		b	r
0	0	1	1	3	3	ETX		DC3		#		3		C		S		c	s
0	1	0	0	4	4	EOT		DC4		\$		4		D		T		d	t
0	1	0	1	5	5	ENQ		NAK		%		5		E		U		e	u
0	1	1	0	6	6	ACK		SYN		&		6		F		V		f	v
0	1	1	1	7	7	BEL		ETB		'		7		G		W		g	w
1	0	0	0	8	8	BS		CAN		(		8		H		X		h	x
1	0	0	1	9	9	HT		EM		)		9		I		Y		i	y
1	0	1	0	A	A	LF		SUB		*		:		J		Z		j	z
1	0	1	1	B	B	VT		ESC		+		;		K		[		k	{
1	1	0	0	C	C	FF		FS		,		<		L		\		l	
1	1	0	1	D	D	CR		GS		-		=		M		]		m	}
1	1	1	0	E	E	SO		RS		.		>		N		^		n	~
1	1	1	1	F	F	SI		US		/		?		O		_		o	DEL

# Example: ASCII Encoder

Character	Codeword
:	
E	1000101
:	
L	1001100
:	
O	1001111
:	
V	1010110
:	

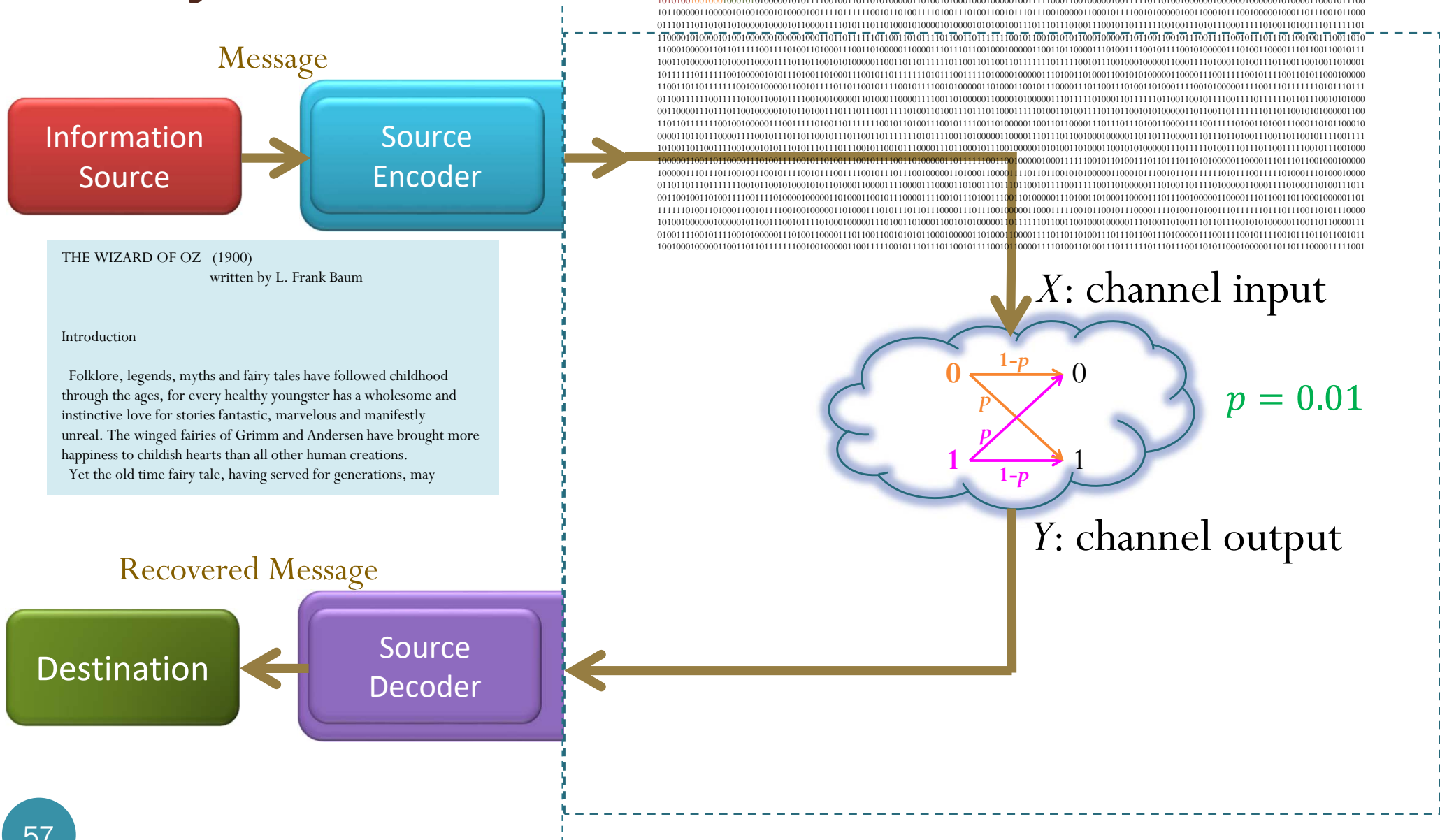
MATLAB:

```
>> M = 'LOVE';  
>> X = dec2bin(M, 7);  
>> X = reshape(X', 1, numel(X))  
X =  
1001100100111110101101000101
```





# System considered





# Results

THE WIZARD OF OZ (1900)

written by L. Frank Baum

## Introduction

Folklore, legends, myths and fairy tales have followed childhood through the ages, for every healthy youngster has a wholesome and instinctive love for stories fantastic, marvelous and manifestly unreal. The winged fairies of Grimm and Andersen have brought more happiness to childish hearts than all other human creations. Yet the old time fairy tale, having served for generations, may

THE WIZARD \_F OZ (19009 written by L. Frank0Baum

## Introduction

0Folklore. legendsS myths and faiby talgs have fmllowed childhood through the ages, for\$every nealthy youngster has a wholesome and ilsynctire love for storieq fa.tastic, marvelou3 end manifestly unreal. The winged fairies of Grimm and\*Andersen havE brought more happiness to chihdish hearts than all odhur human creations/ Yet the0old"timm fai2y tale, having qerved for generationq, may

- The whole book which is saved in the file “OZ.txt” has 207760 characters (symbols).
- The ASCII encoded string has  $207760 \times 7 = 1454320$  bits.
- The channel corrupts 14545 bits.
- This corresponds to 14108 erroneous characters.

# Results

```
>> ErrorProbabilityoverBSC
biterror =
    14545
BER =
    0.010001237691842
theoretical_BER =
    0.0100000000000000
characterError =
    14108
CER =
    0.067905275317674
theoretical_CER =
    0.067934652093010
```

$$\frac{14545}{1454320} \approx 0.01 \quad \leftarrow$$

$$\frac{14108}{207760} \approx 0.0679 \quad \leftarrow$$

- The file “OZ.txt” has 207760 characters (symbols).
- The ASCII encoded string has  $207760 \times 7 = 1454320$  bits.
- The channel corrupts 14545 bits.
- This corresponds to 14108 erroneous characters.

# Results

BSC's crossover probability

$$p = 0.01$$

$$\frac{14545}{1454320} \approx 0.01$$

$$\frac{14108}{207760} \approx 0.0679$$

$$\text{CER} = 1 - (1 - p)^7$$

- The file “OZ.txt” has 207760 characters (symbols).
- The ASCII encoded string has  $207760 \times 7 = 1454320$  bits.
- The channel corrupts 14545 bits.
- This corresponds to 14108 erroneous characters (symbols).

A character (symbol) is successfully recovered if and only if none of its bits are corrupted.

# Crossover probability and readability

When the first novel of the series, Harry Potter and the Philosopher's Stone (published in some countries as Harry Potter and the Sorcerer's Stone), opens, it is apparent that some significant event has taken place in the wizarding world--an event so very remarkable, even the Muggles notice signs of it. The full background to this event and to the person of Harry Potter is only revealed gradually through the series. After the introductory chapter, the book leaps forward to a time shortly before Harry Potter's eleventh birthday, and it is at this point that his magical background begins to be revealed.

Original

When the first novel of the series, Harry Pottez and the Philosopher's Stone (p5blished in some countries as Harry Potter cnd the Sorcerep's Stone), opens, it i3 apparent that soMe cignifacant event!haS taken0place in the wi~arding 7orld--ao event so `very!bemark!blu, even the Mufgles nodice signs" of it. The fuld background to this event and to the person of Harry P/tTer is only revealed gradually through th series. After the introfuctory chapter, the boo+ leaps forward to a time shortly before Harpy Potteb7s eleventh`birthday, and )t is at this poi~t that his -agikal bac{ground begins to be revealed.

$p = 0.01$  CER  $\approx 0.07$

# Crossover probability and readability

Human may be able to correct some (or even all) of these errors.

When the first novel of the series, Harry Potter and the Philosopher's Stone (published in some countries as Harry Potter and the Sorcerer's Stone), opens, it is apparent that some significant event has taken place in the wizarding world--an event so very remarkable, even the Muggles notice signs of it. The full background to this event and to the person of Harry Potter is only revealed gradually through the series. After the introductory chapter, the book leaps forward to a time shortly before Harry Potter's eleventh birthday, and it is at this point that his magical background begins to be revealed.

$p = 0.01$  CER  $\approx 0.07$

# Crossover probability and readability

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$p = 0.02$  CER  $\approx 0.13$

When the first novel of the series, Harry Potter and the Philosopher's Stone (published in some countries as Harry Potter and the Sorcerer's Stone), opens, it is apparent that some significant event has taken place in the wizarding world—an event so very remarkable, even the Muggles notice signs of it. The full background to this event and to the person of Harry Potter is only revealed gradually through the series. After the introductory chapter, the book leaps forward to a time shortly before Harry Potter's eleventh birthday, and it is at this point that his magical background begins to be revealed.

$p = 0.03$  CER  $\approx 0.19$



# Crossover probability and readability

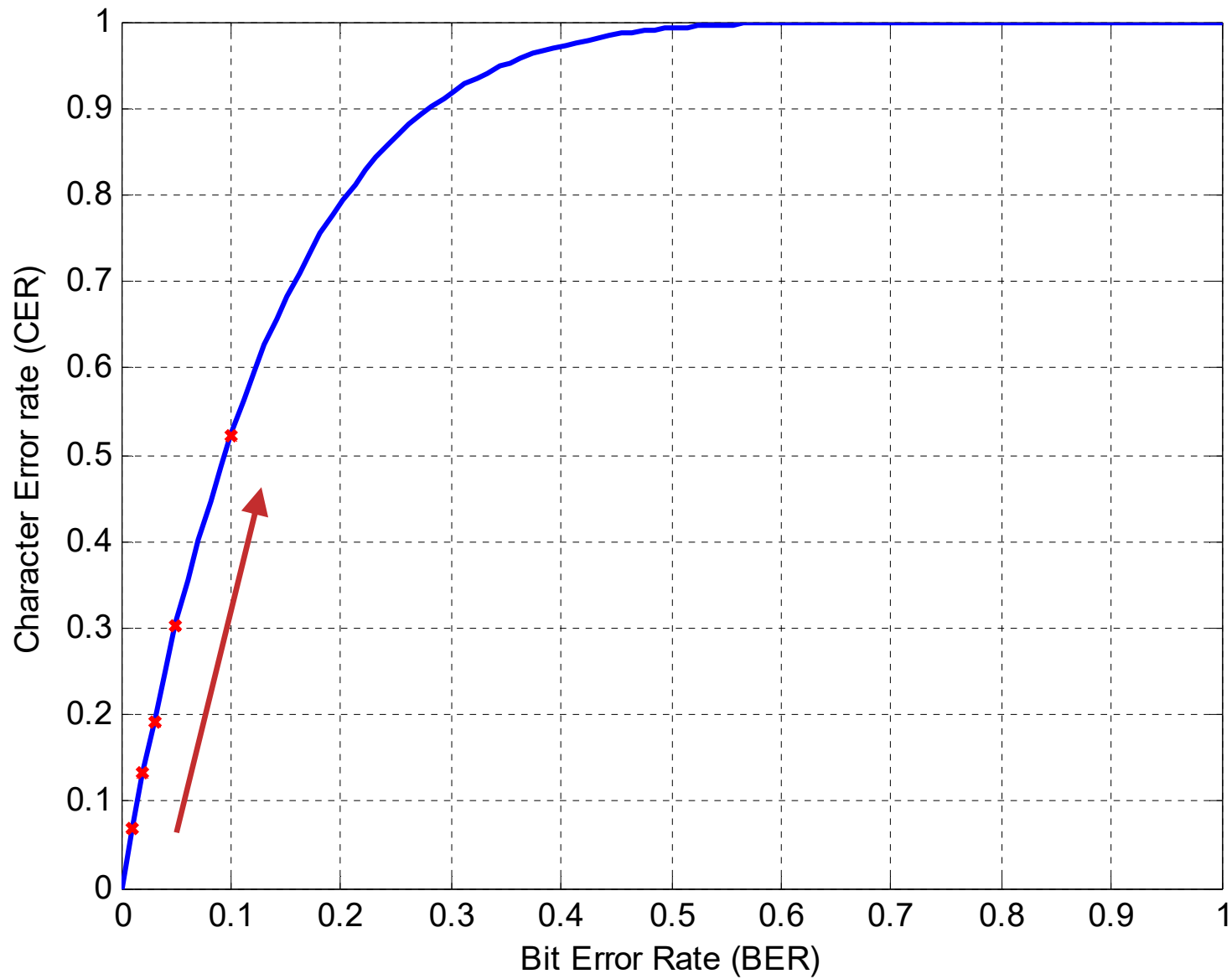
When the first volume of the series, *Harry Potter and the Sorcerer's Stone*, published in 1997, the crossover between the wizarding world and the real world was so significant that some people even took notice of the signs of the event. An event so very remarkable that it was even mentioned in the *Harry Potter* books. The crossover was so significant that it was even mentioned in the *Harry Potter* books. The crossover was so significant that it was even mentioned in the *Harry Potter* books.

$p = 0.05$  CER  $\approx 0.30$

When the second volume, *Harry Potter and the Chamber of Secrets*, was published in 1998, the crossover between the wizarding world and the real world was so significant that it was even mentioned in the *Harry Potter* books. The crossover was so significant that it was even mentioned in the *Harry Potter* books. The crossover was so significant that it was even mentioned in the *Harry Potter* books.

$p = 0.10$  CER  $\approx 0.52$

# BER vs. CER



# BER vs. CER

