

ECE531 Spring 2013 Quiz 10

Your Name: SOLUTION

Instructions: This quiz is worth a total of 100 points. The quiz is open book and open notes. You may also use a calculator. You may not use a computer, phone, or tablet. Please show your work on each problem and box/circle your final answers. Points may be deducted for a disorderly presentation of your solution.

Suppose you have a communication system with two signals given as

$$s_0 = \frac{1}{\sqrt{2}} \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

$$s_1 = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

and these signals are observed as

$$Y = s_i + W$$

for $i \in \{0, 1\}$, depending on which signal was transmitted, with $W \sim \mathcal{N}(0, \Sigma)$ and

$$\Sigma = \begin{bmatrix} 4 & 0 \\ 0 & 1 \end{bmatrix}. \quad \text{Noise is uncorrelated but not i.i.d.}$$

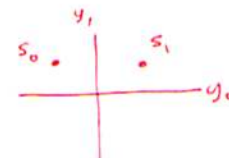
1. 50 points. Assuming equal prior probabilities, determine the minimum probability of error decision rule and the resulting error probability.
2. 50 points. Redesign the signals s_0 and s_1 so that the error probability is minimized subject to the constraint $\|s_0\|^2 = \|s_1\|^2 = 1$. Are s_0 and s_1 uniquely determined? Compute the resulting error probability.

1. Equal priors, uca \Rightarrow minimum distance detector
clearly the decision depends only on y_0 and not y_1 .

$$\delta^{Bit}(y) = \begin{cases} 1 & y_0 > 0 \\ 0 & y_0 = 0 \\ 0 & y_0 < 0 \end{cases}$$

$$P_e = \frac{1}{2} \text{Prob}(y_0 > 0 | s_0 \text{ sent}) + \frac{1}{2} \text{Prob}(y_0 < 0 | s_1 \text{ sent}) = Q\left(\frac{1/\sqrt{2}}{2}\right)$$

$$= Q\left(\frac{1}{2\sqrt{2}}\right)$$



2. We want s_0 and s_1 to be antipodal on the y_1 axis since the noise variance is minimal on y_1 . We can use $s_0 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ and $s_1 = \begin{bmatrix} 0 \\ -1 \end{bmatrix}$
In this case, $P_e = \frac{1}{2} \text{Prob}(y_1 > 0 | s_1 \text{ sent}) + \frac{1}{2} \text{Prob}(y_1 < 0 | s_0 \text{ sent})$
 $= Q(1)$
which is better than $Q\left(\frac{1}{2\sqrt{2}}\right)$

These signals are uniquely determined, but can be flipped.

