#### **EC 7xx Advanced Digital Communications Spring 2008**

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### **Grades**



#### **Presentation and Report**

**Q** Roadmap





### **Random Variable as <sup>a</sup> Measurement**

 $\Box$  Thus a random variable can be thought of as a measurement (yielding <sup>a</sup> real number) on an experiment

Maps "*events*" to "*real numbers*"

**□** We can then talk about the pdf, define the mean/variance and other moments



#### **Continuous Probability Density Function**

- $\Box$ 1. Mathematical Formula
- 2. Shows All Values, *<sup>x</sup>*, & Frequencies, f(*x*) f(*X*) Is *Not* Probability
- $\Box$  3. **Properties**

(Area Under Curve) All *X*  $f(x) \geq 0$ ,  $a \leq x \leq b$ 



#### **Cumulative Distribution Function**

**The cumulative distribution function (CDF)** for a random variable *X* is

$$
F_X(x) = P(X \le x) = P(\lbrace s \in S \mid X(s) \le x \rbrace)
$$
  
\nTo Note that  $F_X(x)$  is non-decreasing in x, i.e.  
\n
$$
x_1 \le x_2 \implies F_X(x_1) \le F_X(x_2)
$$
  
\nand 
$$
\lim_{x \to \infty} F_X(x) = 0
$$
 and 
$$
\lim_{x \to \infty} F_X(x) = 1
$$

#### **Expectation of <sup>a</sup> Random Variable: E[X]**

 $\Box$ The expectation (average) of <sup>a</sup> (discrete-valued) random variable *X* is



#### **Standard Deviation, Coeff. Of Variation, SIQR**

**U** Variance: second moment around the mean:

 $\Box \sigma^2 = E[(X-\mu)^2]$ 

**Standard deviation** <sup>=</sup> σ

$$
stdv(x) = \sigma = \sqrt{\langle x^2 \rangle - \langle x \rangle^2} = \sqrt{\mu'_2 - \mu^2},
$$

# **Covariance and Correlation: Measures of Dependence**

**Covariance:**  $((x_i - \mu_i)(x_i - \mu_i)) =$ 

 $\Box$  For  $i = j$ , covariance = variance!

 $\Box$  Independence => covariance = 0 (not vice-versa!)

**□ Correlation (coefficient)** is a normalized (or scaleless) form of covariance:

$$
\operatorname{cor}(x_i, x_j) \equiv \frac{\operatorname{cov}(x_i, x_j)}{\sigma_i \sigma_j},
$$

 $\Box$  Between  $-1$  and  $+1$ .

 $\Box$ Zero  $\Rightarrow$  no correlation (uncorrelated). **□** Note: uncorrelated DOES NOT mean independent!

### **Random Vectors & Sum of R.V.s**

**Q** Random Vector =  $[X_1, ..., X_n]$ , where  $Xi = r.v$ .

**Q** Covariance Matrix:

■ K is an nxn matrix…  $\Box K_{ij} = Cov[X_i, X_j]$  $\mathbf{X}_{ii} = \mathrm{Cov}[X_i, X_i] = \mathrm{Var}[X_i]$ 

 Sum of *independent* R.v.s  $\blacksquare$  Z = X + Y PDF of Z is the *convolution* of PDFs of X and Y Can use transforms!

# **Correlation**

• indicates the strength and direction of a linear relationship between two random variables



# **Important (Discrete) Random Variable: Bernoulli**

 $\Box$ The simplest possible measurement on an experiment:  $\Box$  **Success** ( $X = 1$ ) or **failure** ( $X = 0$ ).

**<u></u>** Usual notation:

$$
P_X(1) = P(X = 1) = p \qquad P_X(0) = P(X = 0) = 1 - p
$$

*E(X)=*



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 Poisson random variables are good for *counting frequency of occurrence*: like the number of customers that arrive to <sup>a</sup> bank in one hour, or the number of packets that arrive to <sup>a</sup> router in one second.

# **Important Continuous Random Variable: Exponential**

**□** Used to represent time, e.g. until the next arrival

 Has PDF for somee  $\lambda > 0$ **O** Properties:  $\rm 0$ 1 $\int_{0}^{\infty} f_X(x) dx = 1$  and  $E(X) = \frac{1}{\lambda}$ for  $\mathrm{x}\geq 0$  $\left(x\right) = \begin{cases} \lambda e & \text{for } x \ge 0 \\ 0 & \text{for } x < 0 \end{cases}$ for  $x < 0$ *x e*  $f_{\overline{X}}(x)$  $\lambda e^{-\lambda x}$  for  $x \ge$ =

■ Need to use integration by Parts!

#### **Gaussian/Normal**

#### **Normal Distribution:**

Completely characterized by mean ( $\mu$ ) and variance ( $\sigma^2$ )

**Q**-function: one-sided tail of normal pdf



$$
Q(z) \stackrel{\triangle}{=} p(x > z) = \int_z^{\infty} \frac{1}{\sqrt{2\pi}} e^{-y^2/2} dy.
$$

**<u>erfc():</u>** two-sided tail. So: $Q(z) = \frac{1}{2}$ erfc



#### **Maximum Likelihood (ML) Detection: Concepts**

# **Likelihood Principle**



**Experiment:** 

**Pick Urn A or Urn B at random** 

Select a ball from that Urn.

 $\Box$  The ball is black.

 $\Box$  What is the probability that the selected Urn is A?

# **Likelihood Principle (Contd)**



- $\Box$ Write out what you know!
- $\Box$ **P(Black | UrnA) <sup>=</sup> 1/3**
- $\Box$ **P(Black | UrnB) <sup>=</sup> 2/3**
- $\Box$  $P($ Urn A $) = P($ Urn B $) = 1/2$
- $\Box$ We want **P(Urn A | Black).**
- $\Box$  Gut feeling: Urn B is more likely than Urn A (given that the ball is black). But by how much?
- $\Box$ This is an <u>inverse probability</u> problem.
	- $\Box$  Make sure you understand the inverse nature of the conditional probabilities!
- $\Box$ Solution technique: Use Bayes Theorem.

# **Likelihood Principle (Contd)**

- $\Box$ **Bayes manipulations:**
- $\Box$  **P(Urn A | Black) <sup>=</sup>**
	- **P(Urn A and Black) /P(Black)**
- $\Box$ Decompose the numerator and denomenator in terms of the probabilities we know.
- $\Box$  $P$ (Urn A and Black) =  $P$ (Black | UrnA)\* $P$ (Urn A)
- $\Box$ **P(Black) <sup>=</sup> P(Black| Urn A)\*P(Urn A) <sup>+</sup> P(Black| UrnB)\*P(UrnB)**
- $\Box$ We know all these values Plug in and crank.
- $\Box$ **P(Urn A and Black) <sup>=</sup> 1/3 \* 1/2**
- **P(Black) <sup>=</sup> 1/3 \* 1/2 <sup>+</sup> 2/3 \* 1/2 <sup>=</sup> 1/2**
- $\Box$ **P(Urn A and Black) /P(Black) <sup>=</sup> 1/3 <sup>=</sup> 0.333**
- $\Box$ Notice that it matches our gu<sup>t</sup> feeling that Urn A is less likely, once we have seen black.
- $\Box$  *The information that the ball is black has CHANGED !*
	- From P(Urn A) = 0.5 to P(Urn A | Black) = 0.333

# **Likelihood Principle**



- $\Box$ Way of thinking…
- $\Box$ Hypotheses: Urn A or Urn B ?
- **Q** Observation: "Black"
- $\Box$ Prior probabilities: P(Urn A) and P(Urn B)
- $\Box$ Likelihood of Black given choice of Urn: {aka *forward probability*}
- $\Box$  P(Black | Urn A) and P(Black | Urn B) **<u>Desterior Probability:</u>** of each hypothesis given evidence
	- P(Urn A | Black) {aka *inverse probability*}
- **Likelihood Principle (informal):** All inferences depend **ONLY** on
	- **□** The likelihoods P(Black | Urn A) and P(Black | Urn B), and
	- $\Box$  The priors P(Urn A) and P(Urn B)
- $\Box$ Result is <sup>a</sup> probability (or distribution) model over the space of possible hypotheses.

#### **Maximum Likelihood (intuition)**

- Recall:
- $\Box$  $P$ (Urn A | Black) =  $P$ (Urn A and Black)  $/P$ (Black) = **P(Black | UrnA)\*P(Urn A) / P(Black)**
- $\Box$  **P(Urn? | Black)** is maximized when **P(Black | Urn?)** is maximized.  $\Box$  Maximization over the hypotheses space (Urn A or Urn B)
- $\Box$  $P(Black | Urn?) = "likelihood"$
- => "*Maximum Likelihood*" approach to maximizing posterior probability

#### **Maximum Likelihood (ML): mechanics**

- $\Box$ **Independent Observations** (like Black):  $X_1, ..., X_n$
- **Hypothesis** θ
- **Δ** Likelihood Function:  $L(\theta) = P(X_1, ..., X_n | \theta) = \Pi_i P(X_i | \theta)$  $\Box$  {Independence => multiply individual likelihoods}
- $\Box$  **Log Likelihood LL**( $\theta$ ) = Σ<sub>i</sub> log P(X<sub>i</sub> |  $\theta$ )
- $\Box$  **Maximum likelihood:** by taking derivative and setting to zero and solving for θ

 $\hat{\theta}_{ML}(x) = \arg \max_{a} P(x|\theta)$ 

- $\Box$  **Maximum A Posteriori (MAP):** if non-uniform prior probabilities/distributions
	- **Q** Optimization function

#### **Not Just Urns and Balls:** *Detection of signal in AWGN*

- $\Box$ Detection problem:
	- **□** Given the observation vector **z**, perform a mapping from **z** to an estimate  $\hat{m}$  of the transmitted symbol,  $m_i$ , such that the average probability of error in the decision is minimized. ˆ $m$  of the transmitted symbol,  $m_{i}$





 $p_{\mathbf{z}}(\mathbf{z} | m_1)$   $p_{\mathbf{z}}(\mathbf{z} | m_2)$  bell-shaped pdfs around s1 and s2 Signal s1 or s2 is sent. **<sup>z</sup>** is received Additive white gaussian noise (AWGN) => the likelihoods are

**MLE** => at any point on the x-axis, see which curve (blue or red) has a <u>higher (maximum) value</u> and select the corresponding signal (s1 or s2) : simplifies into <sup>a</sup> "*nearest-neighbor*" rule

# **AWGN Nearest Neighbor Detection**



- $\Box$  Projection onto the signal directions (subspace) is called *matched filtering* to ge<sup>t</sup> the "*sufficient statistic*"
- $\Box$  Error probability is the tail of the normal distribution (Q-function), based upon the mid-point between the two signals

$$
Q\left(\frac{\|\mathbf{u}_A-\mathbf{u}_B\|}{2\sqrt{N_0/2}}\right),\,
$$

# **Questions?**

