

General assumptions:

① Can use channel many (n) times

② Each use identical & independent:

For inputs x_1, x_2, \dots, x_n

outputs $= y_1, y_2, \dots, y_n$ w.p. $\prod_{i=1}^n p(y_i | x_i)$

"Called discrete memoryless channels DMCs"

Non DMCs:

eg1 Time vary channel: the i th use is a BSC with prob error p_i

eg2 Burst error: $x_1, x_2, \dots, x_n \rightarrow x_1, x_2, \dots, x_n$
missing a contiguous block in the output
"Dog eats a page from your book."

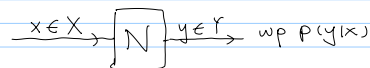
Lec 5 May 20, 2010

Note Title

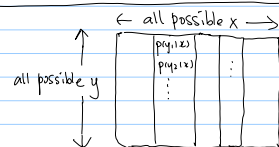
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Def: A (classical) channel N is specified by:

- input alphabet X
- output $\dots Y$
- a distribution $p(y|x)$ for each $x \in X$.



Aside: can write N as a stochastic matrix



eg3 $x_1, x_2, \dots, x_i, x_j, \dots, x_n$

↓

$x_1, x_2, \dots, x_j, x_i, \dots, x_n$

Symbols emerging in slightly wrong order

eg4 x_1, x_2, \dots, x_n

↓

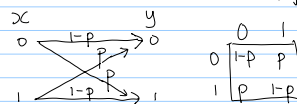
y_1, y_2, \dots, y_m $m < n$

"Missing messages" - don't know which ones

Aside: quantum analogues and coding strategies?

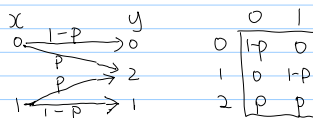
eg1 Binary symmetric channel (BSC)

$X = Y = \{0, 1\}$, input sent w.p. $1-p$
flipped w.p. p



eg2 Erasure channel (E_p)

$X = \{0, 1\}$, input sent w.p. $1-p$
 $Y = \{0, 1, 2\}$, replaced by 2 w.p. p



DMC from now on

Dealing with noise by error correcting codes:

eg1. repeat

← k times →

$0 \rightarrow 00 \dots 0$

$1 \rightarrow 11 \dots 1$

} majority decoding

↑
messages

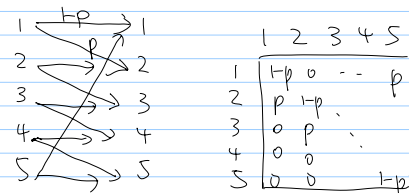
↑
a codeword for each message

"The code" = set of code words

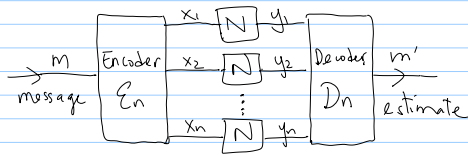
= subset of all possible inputs

eg3. Pentagon channel

$X = Y = \{1, 2, 3, 4, 5\}$, input sent w.p. $1-p$
shifted up mod 5 w.p. p



Sending messages through n uses of a noisy channel:



An (M, n) code consists of

- (1) index set $\mathcal{M} = \{1, \dots, M\}$
- (2) an encoding function $\mathcal{E}_n: \mathcal{M} \rightarrow \mathcal{X}^{\otimes n}$
- (3) a decoding function $\mathcal{D}_n: \mathcal{Y}^{\otimes n} \rightarrow \mathcal{M}$

The codewords are $\mathcal{E}_n(1), \mathcal{E}_n(2), \dots, \mathcal{E}_n(M)$ ← The code

eg 2. Hamming codes (eg encode 4 bits in 7
corrects up to 1 error)

Each code word x satisfies 3 parity constraints:

$$x_1 x_2 \dots x_7$$

$$P = \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}, \quad Px = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}, \quad \text{ie } x_1 \oplus x_3 \oplus x_5 \oplus x_7 = 0$$

$$x_2 \oplus x_3 \oplus x_6 \oplus x_7 = 0$$

$$\text{etc}$$

What's cool: if $y_i = x_i + e_i$ and only $e_i = 1$

then $P_y = P_e = i$ th col of P ,

decoding / identifying the error is easy!

For message m , there's an error if

$$m' = \mathcal{D}_n \circ \mathcal{N}^{\otimes n} \circ \mathcal{E}_n(m) \neq m$$

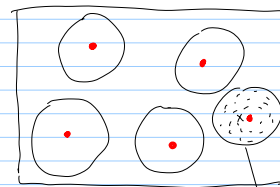
Say, happens w.p. $P_e(m)$

Define $P_e^n = \text{worst case prob of error} = \max_{m \in \mathcal{M}} P_e(m)$

$$E P_e^n = \text{average} \dots = \frac{1}{M} \sum_{m=1}^M P_e(m)$$

$$\text{Rate of an } (M, n) \text{ code} = \frac{1}{n} \log M$$

Geometrically: (say $X=Y$)



• Code words

every output strings up to k errors from x

Can recover message if code words are sparse enough so that these spheres don't overlap.

Def: For a channel \mathcal{N} , a rate R is achievable if \exists sequence of $(M = \lceil 2^{nR} \rceil, n)$ codes st. $P_e^n \rightarrow 0$ as $n \rightarrow \infty$

Def: Capacity of \mathcal{N} , $C(\mathcal{N}) = \sup$ over achievable rates

NB If $C > 0$, the entire message, longer & longer ($\propto n$) comes out correctly almost surely!

Qn: For a fixed message size, to have smaller & smaller error prob, need bigger & bigger codes ..

(1) that brings more and more errors too

(2) will the rate $\rightarrow 0$?

(3) for growing message size, will prob(every part correct) $\rightarrow 0$?

Usually (1) not a problem if prob error small enough to start with, but (2), (3) can happen, say, with the repetition code.

Will see, we can do much much better
-- magic: iid channel use + large n

Back to $C(N) = \max_{p(x)} I(X; Y)$

Thm (Shannon's noisy coding theorem)

$$C(N) = \max_{p(x)} I(X; Y)$$

NB1. $p(x, y) = p(x) p(y|x)$
 $\uparrow \quad \uparrow$
 $\text{max over } \text{specified by } N$

NB2. Expression involves only 1 copy of $p(x, y)$ but $C(N)$ has an asymptotic definition.

NB3. Works in worse case, no distribution of message "p(x)" in the max has meaning TBD.

NB4. Every channel (but one) has $C > 0$!



eg1. BSC

$$I(X; Y) = H(Y) - H(Y|X)$$

\uparrow $\underbrace{H(p)}_{\text{indep of } p(x)}$
 \uparrow max this by making y random possible when $p(0) = p(1) = \frac{1}{2}$.

\therefore Capacity of BSC = $1 - H(p)$

eg2 Erasure channel

$$I(X; Y) = H(X) - \underbrace{H(Y|X)}_{p H(X)} = (1-p) H(X)$$

Again optimal $p(x) = p(0) = p(1) = \frac{1}{2}$.

Same rate as if where the erasures are

Capacity of erasure channel = $(1-p)$ are known upfront!

eg3. Pentagon channel (with $p = \frac{1}{2}$)

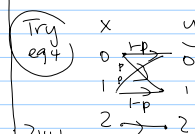
$$I(X; Y) = H(Y) - H(Y|X)$$

always = 1

Again optimal $p(x)$ uniform,

$$C(0) = \log 5 - 1 = \log \left(\frac{5}{2}\right)$$

eg1-3 very symmetric thus optimal $p(x)$ uniform



NB If we demand $p_e = 0$, but allowing many uses, we're studying the "zero-error-capacity" (lower bound for $C(N)$)

eg. The BSC & erasure channel has 0 zero-error capacity

The T of \diamond is $\log 5$, That of eg4 is 1.

Comparing \diamond with $E_{10^{10}}^5$ (erasure channel with $|X|=5, p = 10^{-10}$)

$C(E_{10^{10}}^5) \approx \log 5 > C(\diamond)$ But zero error capacity of $E_{10^{10}}^5 = 0 <$ that of \diamond