

Homework Set #3

1. Multiple layer waterfilling

Let $C(x) = \frac{1}{2} \log(1+x)$ denote the channel capacity of a Gaussian channel with signal to noise ratio x . Show

$$C\left(\frac{P_1}{N}\right) + C\left(\frac{P_2}{P_1 + N}\right) = C\left(\frac{P_1 + P_2}{N}\right).$$

This suggests that the first signal power P_1 acts as self noise for the second layer P_2 .

2. Parallel channels and waterfilling

Consider a pair of parallel Gaussian channels, i.e.,

$$\begin{pmatrix} Y_1 \\ Y_2 \end{pmatrix} = \begin{pmatrix} X_1 \\ X_2 \end{pmatrix} + \begin{pmatrix} Z_1 \\ Z_2 \end{pmatrix},$$

where

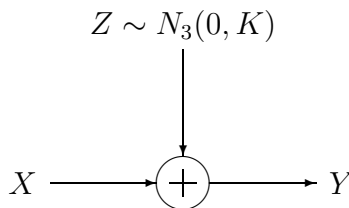
$$\begin{pmatrix} Z_1 \\ Z_2 \end{pmatrix} \sim \mathcal{N}\left(0, \begin{bmatrix} \sigma_1^2 & 0 \\ 0 & \sigma_2^2 \end{bmatrix}\right),$$

and there is a power constraint $E(X_1^2 + X_2^2) \leq P$. Assume that $\sigma_1^2 > \sigma_2^2$.

- (a) At what power does the channel stop behaving like a single channel with noise variance σ_2^2 , and begin behaving like a pair of channels, i.e., at what power does the worst channel become useful?
- (b) What is the capacity $C(P)$ for large P ?

3. Vector channel

Consider the 3 input 3 output Gaussian channel



where $X, Y, Z \in \mathbb{R}^3$, $E\|X\|^2 = E(X_1^2 + X_2^2 + X_3^2) \leq P$, and $Z \sim N_3(0, K)$. Find the capacity for

$$K = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & \rho \\ 0 & \rho & 1 \end{bmatrix}.$$

4. Filtered noise

We consider the previous vector channel where Z is filtered white noise

$$Z = BU,$$

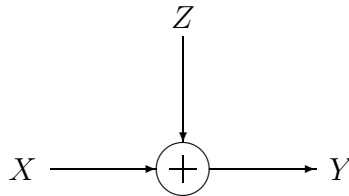
where $U \sim N_3(0, I)$ is white Gaussian noise and

$$B = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 5 & 7 & 9 \end{bmatrix}.$$

- (a) Find the capacity.
- (b) How would you signal over this channel?

5. A mutual information game

Consider the following channel:



Throughout this problem we shall constrain the signal power

$$EX = 0, \quad EX^2 = P,$$

and the noise power

$$EZ = 0, \quad EZ^2 = N,$$

and assume that X and Z are independent. The channel capacity is given by $I(X; X + Z)$.

Now for the game. The noise player chooses a distribution on Z to minimize $I(X; X + Z)$, while the signal player chooses a distribution on X to maximize $I(X; X + Z)$.

Letting $X^* \sim \mathcal{N}(0, P)$, $Z^* \sim \mathcal{N}(0, N)$, show that Gaussian X^* and Z^* satisfy the saddlepoint conditions

$$I(X; X + Z^*) \leq I(X^*; X^* + Z^*) \leq I(X^*; X^* + Z).$$

Thus

$$\min_Z \max_X I(X; X + Z) = \max_X \min_Z I(X; X + Z) = \frac{1}{2} \log \left(1 + \frac{P}{N} \right),$$

and the game has a value. In particular, a deviation from normal for either player worsens the mutual information from that player's standpoint. Can you discuss the implications of this?

Note: Part of the proof hinges on the entropy power inequality from Chapter 16, which states that if \mathbf{X} and \mathbf{Y} are independent random n -vectors with densities, then

$$e^{\frac{2}{n}h(\mathbf{X}+\mathbf{Y})} \geq e^{\frac{2}{n}h(\mathbf{X})} + e^{\frac{2}{n}h(\mathbf{Y})}.$$

6. Additive noise channel

This problem has an instructive answer. Consider the channel $Y = X + Z$, where X is the transmitted signal with power constraint P , Z is independent additive noise, and Y is the received signal. Let

$$Z = \begin{cases} 0, & \text{with prob. } 1/10 \\ Z^*, & \text{with prob. } 9/10 \end{cases},$$

where $Z^* \sim N(0, N)$. Thus Z has a mixture distribution which is the mixture of a Gaussian distribution and a degenerate distribution with mass 1 at 0.

- What is the capacity of this channel?
- How would you signal in such a manner as to achieve capacity?

7. Estimation.

Here is the estimation counterpart to Fano's inequality. Let X be a random variable with differential entropy $h(X)$. Let \hat{X} be an estimate of X , and let $E(X - \hat{X})^2$ be the expected prediction error.

Given side information Y and estimator $\hat{X}(Y)$, show

$$E(X - \hat{X}(Y))^2 \geq \frac{1}{2\pi e} e^{2h(X|Y)}.$$

What are conditions for equality?