

** marks lines containing changes relative to the draft version

1. Consider three points in two-dimensional space that are not colinear. Show that the perpendicular bisectors between each pair of points meet at one point.

Consider the triangle formed by the three points a, b and c. The perpendicular bisectors of the sides ab and ac are shown. They meet at a point named d. Since d is on the a perpendicular bisector to ab

$$\text{distance}(a \text{ to } d) = \text{distance}(b \text{ to } d)$$

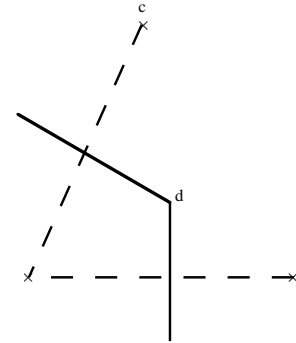
and since d is on the perpendicular bisector to ac

$$\text{distance}(c \text{ to } d) = \text{distance}(a \text{ to } d)$$

Hence,

$$\text{distance}(b \text{ to } d) = \text{distance}(c \text{ to } d)$$

Therefore the point d is also on the perpendicular bisector of the side bc. Therefore all three perpendicular bisectors meet at the point d.



This fact implies that the Voronoi regions formed by three codevectors meet at one point.

2. Suppose $C = \{\underline{w}_1, \underline{w}_2\}$ is a minimum MSE k -dimensional VQ with two codevectors for random vector $\underline{X} = (X_1, \dots, X_k)$. Show that there exists numbers a and b such that $E\underline{X} = a \underline{w}_1 + b \underline{w}_2$; $E\underline{X}$ is located on a line between \underline{w}_1 and \underline{w}_2 . Give the values of a and b .

Since C is a minimum MSE VQ, $\underline{w}_i = E[\underline{X} | \underline{X} \in S_i]$ for $i = 1, 2$. Therefore, by iterated expectation.

$$** \quad E\underline{X} = \Pr(\underline{X} \in S_1) E[\underline{X} | \underline{X} \in S_1] + \Pr(\underline{X} \in S_2) E[\underline{X} | \underline{X} \in S_2] = \mathbf{a} E \underline{w}_1 + \mathbf{b} E \underline{w}_2$$

where $\mathbf{a} = \Pr(\underline{X} \in S_1)$ and $\mathbf{b} = \Pr(\underline{X} \in S_2)$

3. A vector quantizer must be designed to quantize at rate 2 bits/sample a source that emits 1000 samples/sec. The device available for encoding can perform 10^6 arithmetic operations per second (floating point or otherwise) and has storage for 100,000 floating point numbers. Find the largest dimension that the VQ can use. (Don't worry about decoding.)

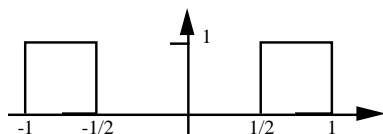
A VQ with dimension k and rate R has $M = 2^{kR}$ quantization vectors. It requires storage for $kM = k2^{kR}$ floating point numbers. Since $R = 2$, the largest value of k such that $k2^{2k} \leq 100,000$ is $k = 6$.

It also requires M distance calculations per source vector and $M-1$ comparisons. Each distance calculation requires k subtractions, k squarings, and $k-1$ additions. Thus the total number of operations per source vector is $(3k-1)M + M - 1 = 3kM - 1$. Therefore, the processor must be capable of

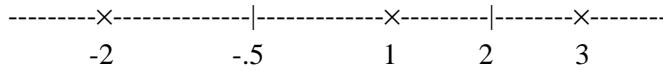
** doing $(3kM - 1) \times \frac{1000}{k}$ operations per second. The largest k such that the above is no larger than 10^6 is $k = 4$. (If you used kM or $2kM$ for the number of operations, you get the same answer.)

Taking both constraints into account, we see that **$k = 4$ is the largest possible dimension.**

4. (a) Find as many 3-level scalar quantizers ($M=3$) as possible that satisfy the two optimality properties for the density $f_X(x)$ shown below.



6. The scalar quantizer shown below is optimum for a random variable X with pdf $f_X(x)$. The probabilities of the three levels are .5, .3 and .2. The MSE is $D = .2$.



Find EX , $E XQ(X)$ and $var(X)$.

In class we found special relationships that hold for quantizers satisfying the centroid condition. We may use these, since an optimal quantizer satisfies the centroid condition.

$$EX = E Q(X) = .5 \times -2 + .3 \times 1 + .2 \times 3 = \mathbf{-.1}$$

$$E XQ(X) = E Q^2(X) = .5 \times 4 + .3 \times 1 + .2 \times 9 = \mathbf{4.1}$$

$$E Q^2(X) = E X^2 - E(X-Q(X))^2 = E X^2 - D$$

$$\Rightarrow E X^2 = E Q^2(X) + D = 4.1 + .2 = 4.3$$

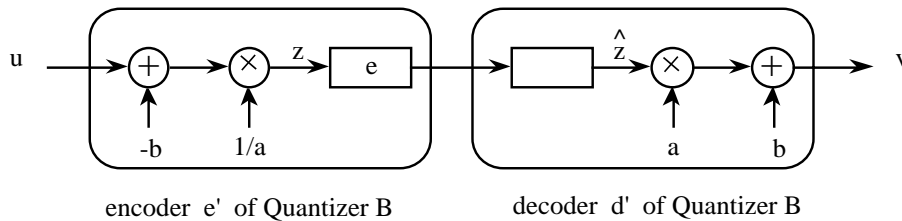
$$\mathbf{var(X) = E X^2 - (E X)^2 = 4.3 - .01 = 4.29}$$

7. In this problem we show how a quantizer designed for a random variable X can be modified to obtain a quantizer for a related random variable. Suppose a scalar quantizer, called Quantizer A, is designed for random variable X , with pdf $f_X(x)$. It has size M , thresholds t_1, \dots, t_{M-1} , levels w_1, \dots, w_M , binary codewords $\underline{c}_1, \dots, \underline{c}_M$, quantization rule Q , encoding rule e , and decoding rule d . It could be nonuniform, and it does not have to be optimal any sense. And suppose we need a quantizer for random variable U , whose density $f_U(u)$ is related to that of X via

$$f_U(u) = \frac{1}{|a|} f_X\left(\frac{u-b}{a}\right), \text{ where } a \neq 0$$

For example, this would be the case if $U = aX + b$.

Consider the Quantizer B shown below which precedes the encoder e with an addition and a multiplication and follows the decoder d with a multiplication and an addition.



- (a) For Quantizer B, find the size M' , thresholds $t'_1, \dots, t'_{M'-1}$, levels w'_1, \dots, w'_M , binary codewords $\underline{c}'_1, \dots, \underline{c}'_{M'}$, quantization rule Q' , encoding rule e' , and decoding rule d' in terms of a , b and the corresponding parameters or functions of Quantizer A. (It might help to draw yourself an example of Quantizer A and Quantizer B.)

$$\mathbf{M' = M, \quad t'_i = at_i + b, \quad i = 1, \dots, M-1; \quad w'_i = aw_i + b, \quad i = 1, \dots, M,}$$

- ** binary codewords $\underline{c}'_1, \dots, \underline{c}'_{M'} = \underline{c}_1, \dots, \underline{c}_M$, $Q'(u) = aQ((u-b)/a) + b$, $e'(u) = e((u-b)/a)$, $d'(\underline{c}) = a d(\underline{c}) + b$, where \underline{c} is the string of bits that the decoder is given.

- (b) Show that the input to e is a random variable Z with the same pdf as X . (You may need to remind yourself of how to find the pdf of one random variable that is a function of another.)

Since $Z = \frac{u-b}{a}$, then the conventional theory of transformation of random variables shows that

$$f_Z(z) = af_U(aZ+b)$$

We also know $f_U(u) = \frac{1}{a} f_X(\frac{u-b}{a})$. Substituting $x = \frac{u-b}{a}$ into this implies $f_X(x) = a f_U(ax+b)$.

And from this we see that f_Z and f_X are identical pdfs.

(c) Show the MSE, denoted $D_{B,U}$, of Quantizer B operating on U is related to $D_{A,X}$, the MSE of Quantizer A operating on X , via $D_{B,U} = a^2 D_{A,X}$.

$$\begin{aligned} D_{B,U} &= E (U-Q'(U))^2 = E \left(U - aQ\left(\frac{U-b}{a}\right) \right)^2 \text{ using the formula for } Q' \text{ in terms of } Q \\ &= E(aZ+b - aQ((aZ+b-b)/a) - b)^2 \text{ since } U = aZ + b \\ &= E(aZ - aQ(Z))^2 = a^2 E(Z-Q(Z))^2 = a^2 E(X-Q(X))^2 \text{ since } Z \text{ and } X \text{ have same pdf} \\ &= D_{A,X} \end{aligned}$$

8. Let C_k and C_m be vq codebooks with rate R and dimensions k and m , respectively. Let $\{X_i\}$ be a stationary source, and let D_k and D_m denote their MSE distortions when used with their respective Voronoi partitions. Let

$$C = C_k \times C_m = \left\{ (x_1, \dots, x_{k+m}) : (x_1, \dots, x_k) \in C_k \text{ and } (x_{k+1}, \dots, x_{k+m}) \in C_m \right\}$$

C is said to be the product of C_k and C_m . Alternatively, C is said to be a product quantizer.

(a) Find the dimension, size and rate of the VQ with codebook C .

** **dimension** = $k+m$, **size** = $|C_k| |C_m|$,

$$\begin{aligned} \text{rate} &= \frac{1}{k+m} \log |C| = \frac{1}{k+m} \log |C_k| |C_m| = \frac{k}{k+m} \frac{1}{k} \log |C_k| + \frac{m}{k+m} \frac{1}{m} \log |C_m| = \frac{k}{k+m} R + \frac{m}{k+m} R \\ &= R \end{aligned}$$

(b) Show that the MSE distortion $D(C)$ of C , when used with its Voronoi partition on the given source, satisfies

$$D = \frac{k}{k+m} D_k + \frac{m}{k+m} D_m$$

Let Q_k and Q_m be the quantization rules associated with C_k and C_m and their respective Voronoi partitions; i.e. $Q_k(x_1, \dots, x_k)$ is the closest codevector in C_k to (x_1, \dots, x_k) , and similarly for Q_m . Let Q be the quantization rule associated with C and its Voronoi partition, so that $Q(x_1, \dots, x_{k+m})$ is the closest codevector in $C = C_k \times C_m$ to (x_1, \dots, x_{k+m}) . Clearly, the closest codevector in $C_k \times C_m$ to (x_1, \dots, x_{k+m}) consists of the closest codevector in C_k to (x_1, \dots, x_k) , followed by the closest codevector in C_m to $(x_{k+1}, \dots, x_{k+m})$. Therefore,

$$Q(x_1, \dots, x_{k+m}) = (Q_k(x_1, \dots, x_k), Q_m(x_{k+1}, \dots, x_{k+m})), \text{ for any } (x_1, \dots, x_{k+m}).$$

$$\begin{aligned} \text{Now } D_{k+m} &= \frac{1}{k+m} E \| \underline{X} - Q(\underline{X}) \|^2 \\ &= \frac{1}{k+m} E \| (X_1, \dots, X_k, X_{k+1}, \dots, X_{k+m}) - (Q_k(X_1, \dots, X_k), Q_m(X_{k+1}, \dots, X_{k+m})) \|^2 \\ &= \frac{1}{k+m} (E \| (X_1, \dots, X_k) - Q_k(X_1, \dots, X_k) \|^2 + E \| (X_{k+1}, \dots, X_{k+m}) - Q_m(X_{k+1}, \dots, X_{k+m}) \|^2) \\ &= \frac{1}{k+m} (k D_k + m D_m) \end{aligned}$$