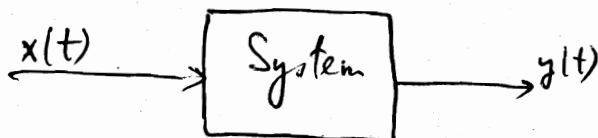


Linear System Theory II

Sp'07

- Incorporate probability into the study of linear systems (to include noise)

- LST I:



$x(t)$ & $y(t)$ are signals (functions of time)

$$\text{If } x(t) = \delta(t) \longrightarrow y(t) = h(t)$$

↑
→ impulse response
→ use this to characterize our system.

$$\begin{aligned}
 y(t) &= x(t) * h(t) \equiv \int_{-\infty}^{\infty} d\tau \, x(\tau) h(t-\tau) \\
 &\quad \downarrow \text{convolution} \\
 &= \int_{-\infty}^{\infty} d\tau \, x(t-\tau) h(\tau) = h(t) * x(t)
 \end{aligned}$$

- LST II:
- Introduce probability & distributions
 - Incorporate this into $y(t) = x(t) * h(t)$

Ch1 Introduction to Probability

Random Experiment: rolling a dice : outcome is uncertain.

Matlab: use "rand" function : results change from run to run

Event: the event of getting a four has different relative-frequency probability depending on the number of times we roll the dice.

Event: get 4	# times	Relative-frequency probability
120	27	22.5%
1200	185	15.4%
12000	1972	16.4%
120000	20000	16.67%

← meaningful experiment (sufficient # of samples)

$$0.1667 = \frac{1}{6} = P_r(\text{"event of getting a 4"})$$

Random expt: rolling a dice → there are six possible events

Event could be composite : Event A = "getting a one or a two"

$$P_r(A) = \frac{2}{6} = \frac{1}{3}$$

$$P_r(E) = \frac{n}{N} \leq 1$$

E could be composite

$\left\{ \begin{array}{l} N: \# \text{ of possible single event.} \\ n: \# \text{ of simple events in } E \end{array} \right.$

→ certain event

Event Ω will have $P_r(\Omega) = 1$

for this random expt Ω is the event of getting a 1 or 2 or 3 or 4 or 5 or 6.

Event $\emptyset$ will have $P_r(\emptyset) = 0$

↳ impossible event.

```
% Modeling the normal and uniform distributions
```

```
n=10000;
```

```
%Normal distribution
```

```
subplot(2,2,1)
```

```
variance=25;
```

```
mean=10;
```

```
x=sqrt(variance)*randn(1,n) + mean*ones(1,n);
```

```
hist(x)
```

```
xlabel('amplitude')
```

```
ylabel('normal distribution')
```

```
subplot(2,2,2)
```

```
plot(x)
```

```
xlabel('sample')
```

```
ylabel('amplitude')
```

```
title('normal distribution')
```

```
% Uniform distribution
```

```
subplot(2,2,3)
```

```
y=rand(1,n);
```

```
hist(y)
```

```
xlabel('amplitude')
```

```
ylabel('number of times')
```

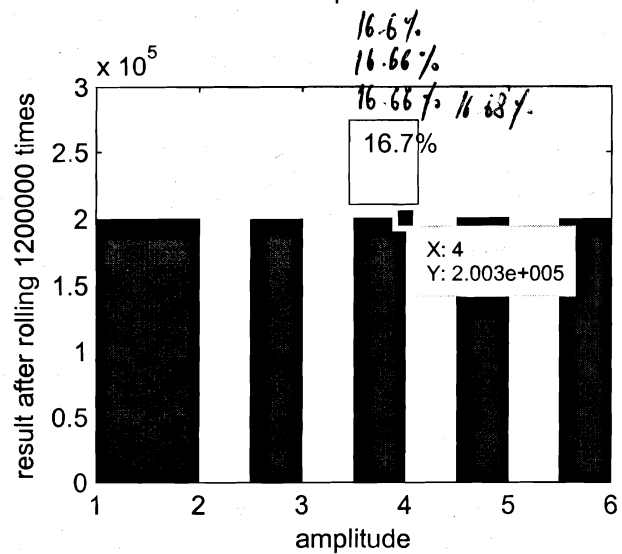
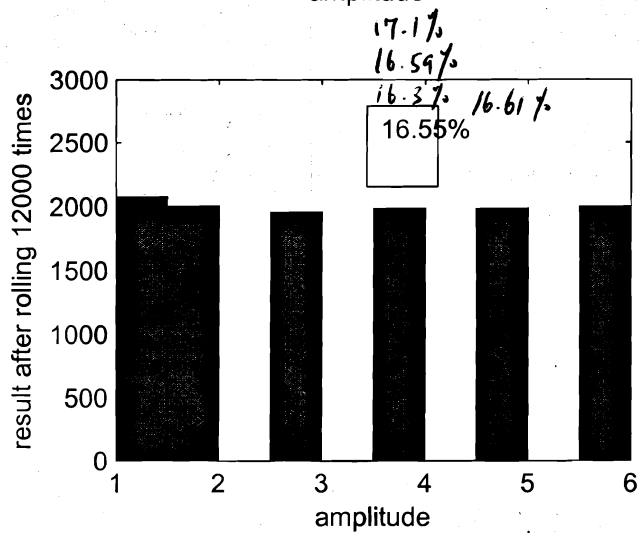
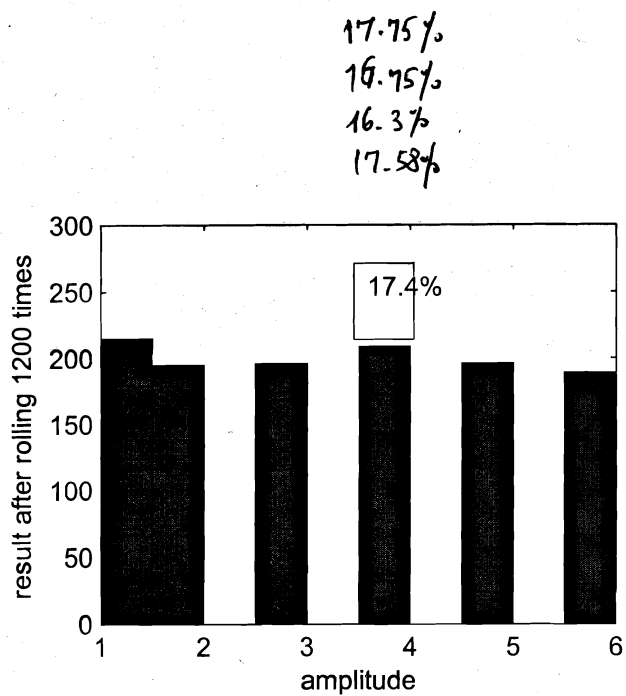
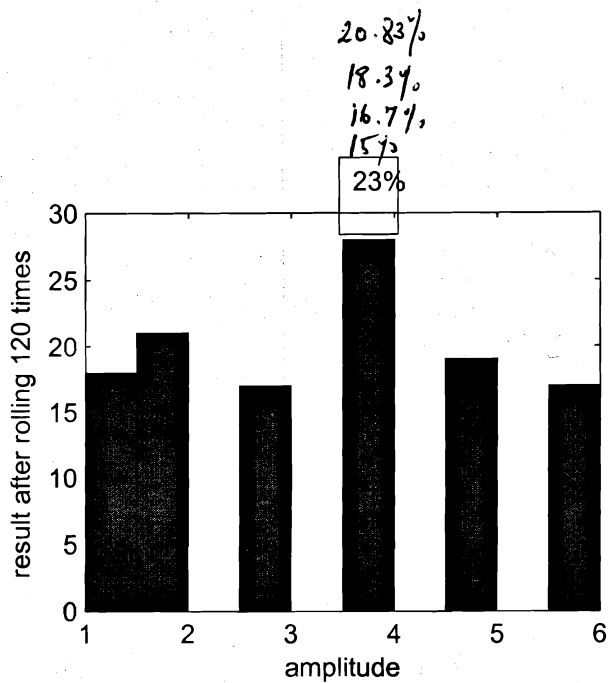
```
subplot(2,2,4)
```

```
plot(y)
```

```
xlabel('sample')
```

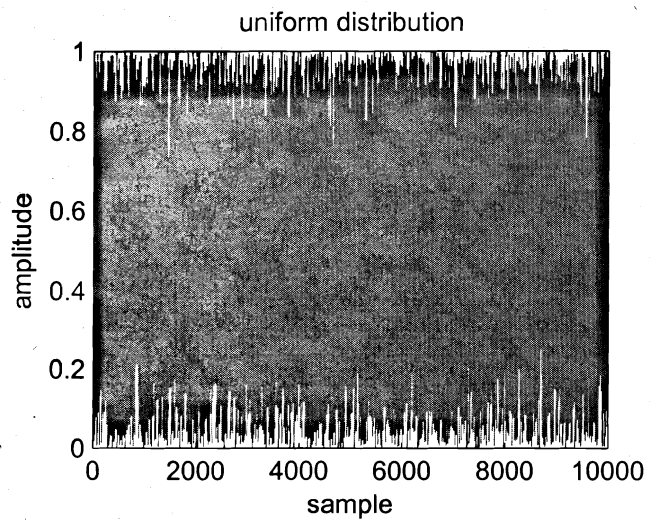
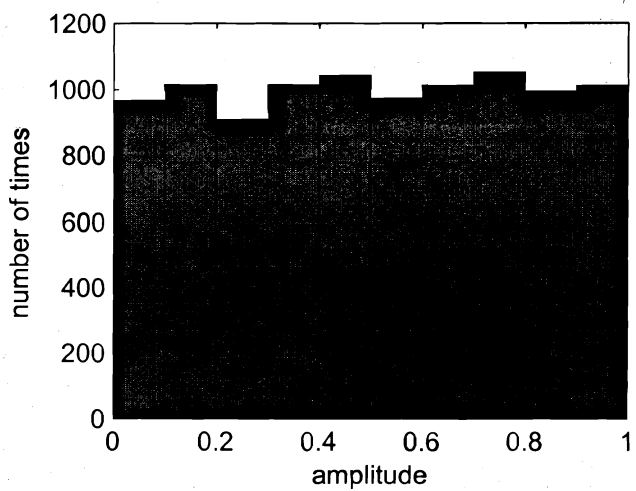
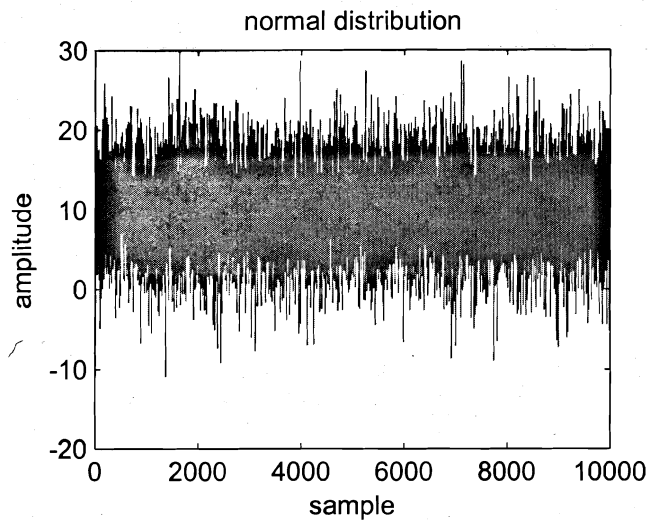
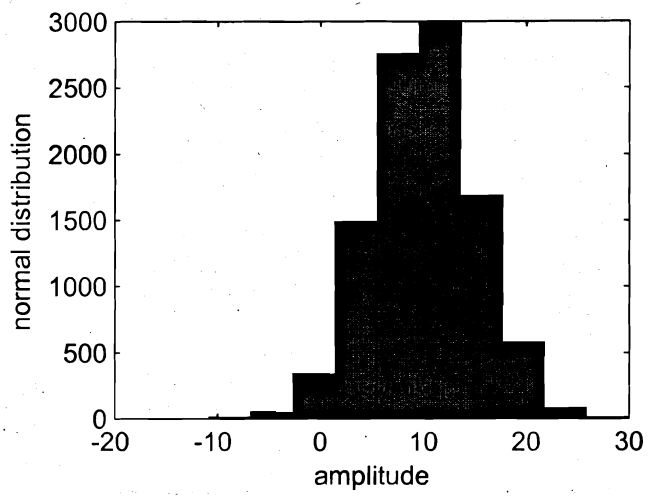
```
ylabel('amplitude')
```

```
title('uniform distribution')
```



```
% Dice experiment (a random experiment)
% Feb 1, 2007

nplot=4;
nx=2;
ny=2
% nroll=[120 1200 12000 1200000];
nroll=[200 2000 20000 2000000];
for i=1:nplot
    subplot(nx,ny,i)
    y1=ones(1,nroll(i)) +floor(6*rand(1,nroll(i)));
    hist(y1)
    axis([1 6 0 nroll(i)/4]);
    xlabel('amplitude')
    ylabel(strcat('result after rolling', num2str(nroll(i)), 'times'))
end
```



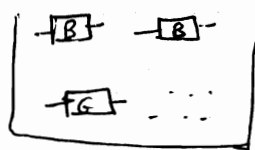
$$P_2(B, A) = P_2(A, B)$$

$\downarrow$ $\downarrow$ $\downarrow$
 $\frac{150}{500} = 0.3$ 0.5 0.15

$$P_2(B, A) = 0.15 = P_2(A, B)$$

Example 1-4-1:

a) Box with 50 diodes



10 bad
40 good.

Event A: getting a bad diode from the box $P_2(A) = \frac{10}{50} = 0.2$

b) First diode drawn is good, what is the probability the second pick will be good?

Relative-frequency approach:

After 1st diode:

$$\left[\begin{array}{l} 10 \text{ bad} \\ 39 \text{ good} \end{array} \right] \rightarrow \frac{39}{49} = 0.795$$

→ c)

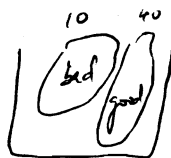
Combinatorics: $\binom{n}{a} = \frac{n!}{a! (n-a)!}$

Number of possible combinations of a elements out of an universe of n elements.

If 2 diodes are drawn, what is the probability they are both good?

1-4.1 c): * Using the relative-frequency approach:

$$P_2(\text{getting 2 good at once}) = \frac{\# \text{ combinations of two out of 40 good diodes}}{\# \text{ combinations of two out of 50 diodes.}}$$



50 diodes.

$$\begin{aligned}
 &= \frac{\binom{40}{2}}{\binom{40}{2} + \binom{10}{2} + 40 \cdot 10} \\
 &\quad \begin{array}{ccc} \downarrow & \downarrow & \downarrow \\ \text{two out of} & \text{two out} & \text{one good} \\ \text{40 good} & \text{of 10} & \text{and one bad} \\ & \text{bad} & \end{array} \\
 &= \frac{\frac{40 \cdot 39}{2}}{\frac{40 \cdot 39}{2} + \frac{10 \cdot 9}{2} + 400} = \frac{780}{1225} \\
 &= \frac{156}{245} = 0.6367
 \end{aligned}$$

* Using the joint probability formula:

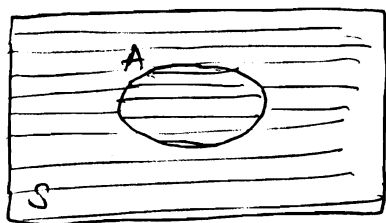
Event A: getting a good diode

$$P_2(A, A) = P_2(A|A) \cdot P_2(A) = \frac{39}{49} \cdot \frac{40}{50} = \frac{39 \times 4}{49 \times 5} = \frac{156}{245}$$

Probability of getting two good at once (Joint)

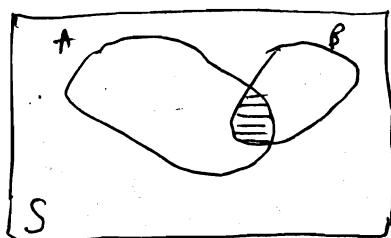
Prob. of getting a good diode given
the first pick was good (Conditional)

Prob. of getting a good diode (Marginal)



shade $A \cup S = S$

Intersection or product : of A and B is $A \cap B$: contains
 "A intersecting B"
 elements that are common to both A and B .



shade $A \cap B$

Properties :

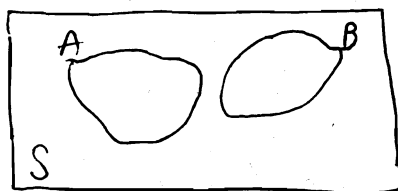
$$A \cap B = B \cap A \quad (\text{commutative})$$

$$A \cap S = A ; \quad A \cap \emptyset = \emptyset$$

$$A \cap A = A$$

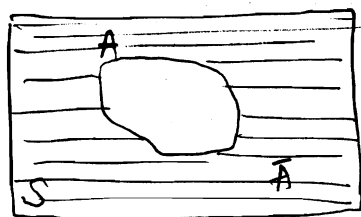
$$(A \cap B) \cap C = A \cap (B \cap C) \quad (\text{associative})$$

$$A \cap (B \cup C) = (A \cap B) \cup (A \cap C) \quad (\text{distributive})$$



$A \cap B = \emptyset$ "A and B are mutually exclusive" or "disjoint"

Complement of A is $\bar{A}$: what belongs to S but not to A



shade $\bar{A}$

Elementary Set Theory :

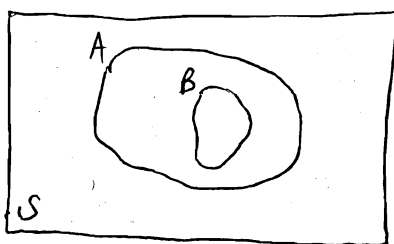
Set: a collection of elements $A = \{\alpha_1, \alpha_2, \dots, \alpha_n\}$

Sub set: any set B whose elements are also elements of another set A . In this case: $B \subset A$
 $\downarrow$
 "B is included in A"

Largest set S or space: if S has N elements, there are 2^N subsets:

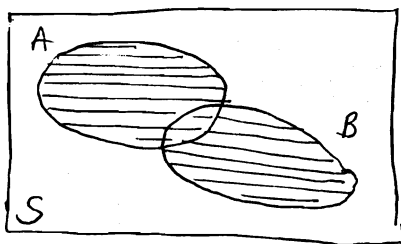
$S = \{x, y, z\} \rightarrow$ subsets are $\{x\}, \{y\}, \{z\},$
 $\{xy\}, \{xz\}, \{yz\}, \{xyz\}, \emptyset$
 $(2^3 = 8 \text{ subsets})$

Venn diagrams:



Equality: $A = B$ iff (if and only if) $A \subset B$ and $B \subset A$

Sum or Union: of two sets will contain elements of the 1st set or element of the 2nd set, or of both sets.



Shade the union of A and B
 or $A \cup B$

Properties:

$$\begin{aligned} A \cup B &= B \cup A \quad (\text{commutative}) \\ A \cup \emptyset &= A \quad ; \quad A \cup A = A \quad ; \quad A \cup S = S \\ (A \cup B) \cup C &= A \cup (B \cup C) \quad (\text{associative}) \end{aligned}$$

Complement

↳ Properties:

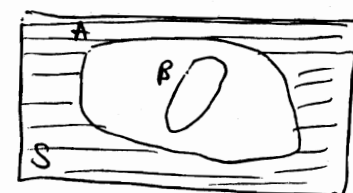
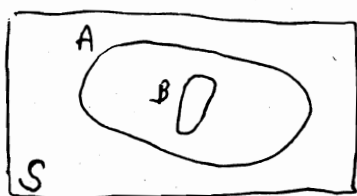
$$\overline{\emptyset} = S ; \quad \overline{S} = \emptyset$$

$$\overline{\overline{A}} = A$$

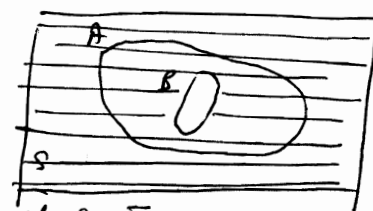
$$A \cup \overline{A} = S$$

$$A \cap \overline{A} = \emptyset$$

$$* \text{ If } B \subset A \Rightarrow \overline{A} \subset \overline{B}$$



Shade $\overline{A}$

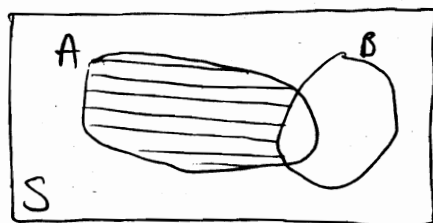


Shade $\overline{B}$

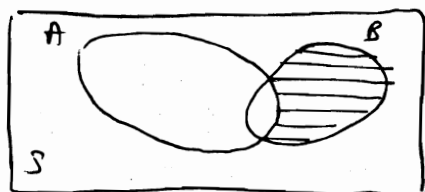
$$* \text{ If } \overline{B} = \overline{A} \Rightarrow A = B$$

$$\begin{aligned} \overline{A \cup B} &= \overline{A} \cap \overline{B} \\ \overline{A \cap B} &= \overline{A} \cup \overline{B} \end{aligned} \quad \left. \vphantom{\begin{aligned} \overline{A \cup B} &= \overline{A} \cap \overline{B} \\ \overline{A \cap B} &= \overline{A} \cup \overline{B} \end{aligned}} \right\} \text{ De Morgan's laws}$$

Difference of A and B : $A - B$: consists of elements that belong to A but not to B

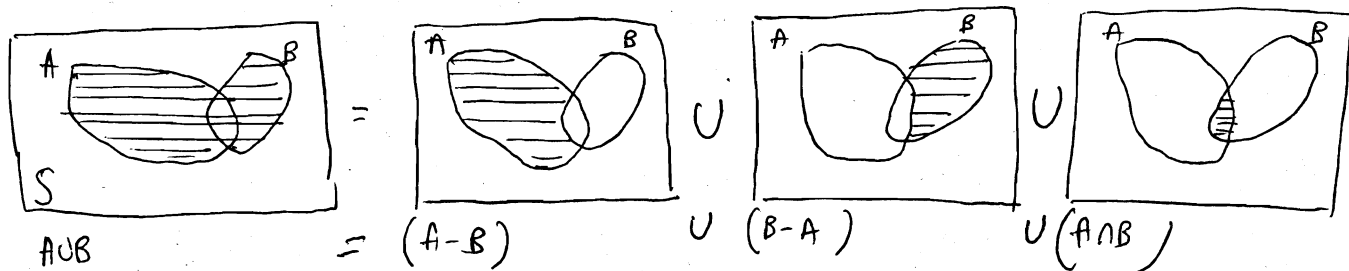


Shade $A - B$



Shade $B - A$

Write $A \cup B$ in terms of $A - B$; $B - A$; $A \cap B$



Properties : $\bar{A} = S - A$

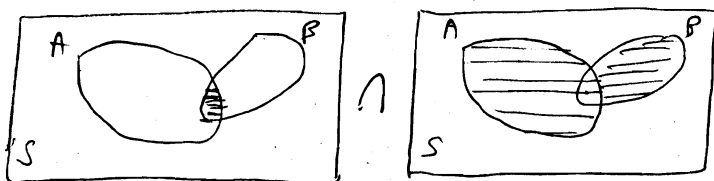
$$A - B = A \cap \bar{B} \\ = A - (A \cap B)$$

Example 1-5.1 :

a) $(A \cap B) \cup (A - B) = A$

b) $\bar{A} \cap (A - B) = \emptyset$

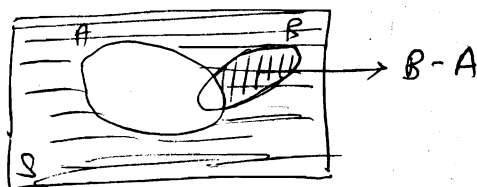
c) $(A \cap B) \cap (B \cup A) = A \cap B$



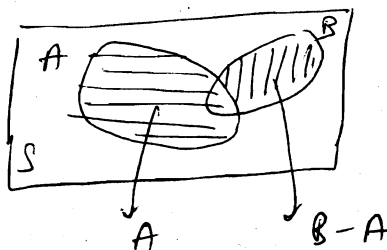
Example 1-5.2 :

a) $A \cup (A \cap B) = A$ since $(A \cap B) \subset A$

b) $A \cup (\bar{A} \cap B) = A \cup B$ ✓



$$A \cup (B - A) = A \cup B$$



1.6 The Axiomatic Approach to Probability:

Probability space: contains all outcomes of a random experiment

Subsets of this space: events (S : certain event; ϕ : impossible event)

Subset A or event A is assigned a probability $P_2(A)$ that satisfies three axioms:

↓
postulates, can't be proved.

$$P_2(A) \geq 0 \quad (\text{non-negative})$$

$$P_2(S) = 1$$

$$\left\{ \begin{array}{l} \text{If } A \cap B = \phi \\ \text{(A and B are disjoint or mutually exclusive)} \end{array} \right. \rightarrow P_2(A \cup B) = P_2(A) + P_2(B)$$

Corollaries (consequences):

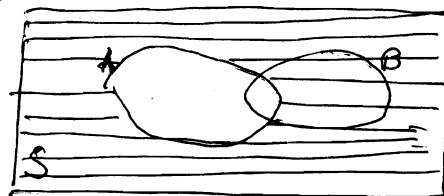
$$1) \quad A \cap \bar{A} = \phi \quad : \quad \underbrace{P_2(\underbrace{A \cup \bar{A}}_S)}_1 = P_2(A) + P_2(\bar{A})$$

$$\Rightarrow P_2(\bar{A}) = 1 - P_2(A)$$

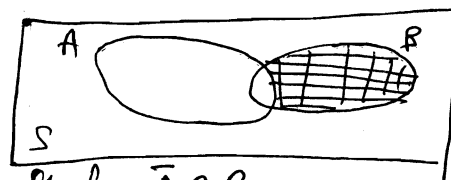
$$2) \quad \text{If } A \cap B \neq \phi \rightarrow P_2(A \cup B) = P_2(A) + P_2(B) - \underbrace{P_2(A \cap B)}$$

$$\underline{A \cup B} = \underline{A \cup (\bar{A} \cap B)} \quad \checkmark$$

$$3^{\text{rd}} \text{ axiom} \rightarrow P_2(A \cup B) = P_2(A) + P_2(\bar{A} \cap B) \quad (1)$$



Shade $\bar{A}$

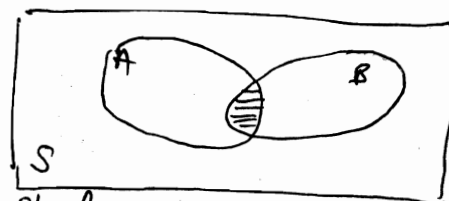


Shade $\bar{A} \cap B$

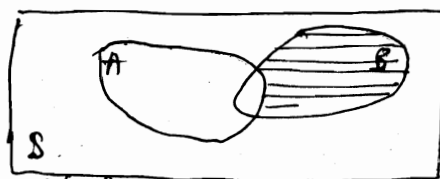
$$B = \underbrace{(A \cap B)} \cup \underbrace{(\bar{A} \cap B)} \checkmark$$

3rd axiom $\rightarrow P(B) = P(A \cap B) + P(\bar{A} \cap B)$ ②

$$\rightarrow P(\bar{A} \cap B) = P(B) - P(A \cap B)$$



Shade $A \cap B$



Shade $\bar{A} \cap B$

Back in ①

$$P(A \cup B) = P(A) + P(B) - P(A \cap B)$$

↓
Prob. of $A \cup B$ would be proportional to the ^{total} area of $A \cup B$
(using Venn Diagrams to represent A & B) : if you just add $P(A)$ and $P(B)$ we are double counting the area of $A \cap B$. To be correct we need to take out one time $A \cap B$.

Throwing a single dice :

Random experiment

$$S = \{1, 2, 3, 4, 5, 6\}$$

↑
event of getting a one, etc.

All of these single events are equally probable.

Let's define event $A = \{1, 3\}$; event $B = \{3, 5\}$
getting a one or a three getting a three or a five

From the axiomatic approach = $P(A \cup B) = P(A) + P(B) - P(A \cap B)$

$$= \frac{2}{6} + \frac{2}{6} - \frac{1}{6} = \frac{3}{6} = 0.5$$

$$P(\{1, 3, 5\}) = P(\{1, 3\}) + P(\{3, 5\}) - P(\{3\})$$

1-6.1

Roulette wheel with 37 slots $\left\{ \begin{array}{l} \text{slot } 37^{\text{th}} \text{ green, } 0 \\ \text{slots } 1 \rightarrow 36 = \text{black and red,} \\ \text{alternately,} \end{array} \right.$

Bets $\left\{ \begin{array}{l} \text{or select one number b/w 1 and 36 ; pays } 35:1 \\ \text{or select two adjacent numbers ; pays } 17:1 \text{ if either wins} \end{array} \right.$

A: event of getting number 1 ; B: event of getting number 2

a) $P_2(A) = \frac{1}{37}$
 Probable return of \$1 bet on number 1. $\rightarrow (35+1) \times P_2(A) = \frac{36}{37}$

If you play 1000 times : your investment (total) = \$1000,
 total return is \$972

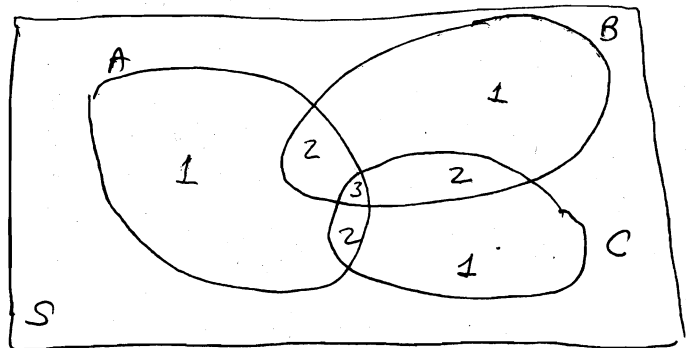
b) $P_2(A \cup B) = P_2(\{1, 2\}) = \frac{2}{37}$
 Probable return on a \$1 bet on $(A \cup B) = (17+1) \times \frac{2}{37} = \frac{36}{37}$
 Event of getting either 1 or 2

1-6.2

A, B, C not mutually exclusive: derive:

$$P_2(A \cup B \cup C) = P_2(A) + P_2(B) + P_2(C) - P_2(A \cap B) - P_2(B \cap C) - P_2(A \cap C) + P_2(A \cap B \cap C)$$

Using axioms
 or use elimination
 of double countings



Next meeting: will finish this chapter 1, will start looking at HWL: if you bring in a solved problem to present.

→ get 100% credit for that set

→ get 50% credit if solution is not correct.