

Mathematical methods in communication

## Lecture BEC Capacity

Lecturer:

Scribe:

### I. BINARY ERASURE CHANNEL (BEC)

A Binary Erasure Channel (BEC) is a common communications channel model used in coding theory and information theory. In this model, a transmitter sends a bit (a zero or a one), and the receiver either receives the bit or it receives a symbol '?' that represents that the bit was erased, namely, the receiver knows that a bit was sent but it does not know which one. For instance, in an internet protocol, '?' may represent that the packet received was corrupted and  $\{0, 1\}$  may represent two possible packets.

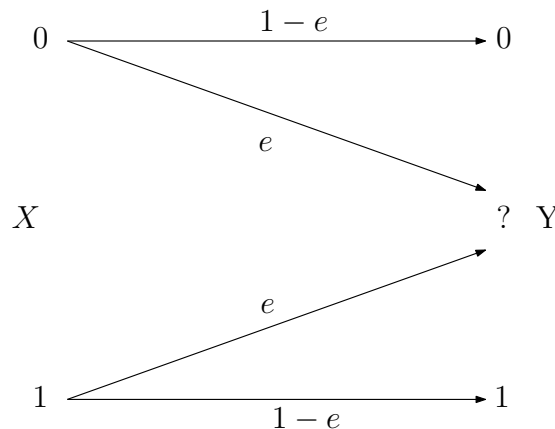


Fig. 1. Binary Erasure Channel

Where '?' stands for an erased bit.

### II. FEEDBACK BEC CHANNEL

Assume the transmitter at time  $i$  knows the previous outputs of the channel, i.e.,  $y^{i-1}$ , so we can re-transmit the "erased" bit. In order to successfully receive  $n$  bits, we must transmit  $\frac{n}{1-e}$  bits: First we transmit  $n$  bits. Since  $P_e = e$  and we have feedback, we know that  $e \cdot n$  bits were erased, so we need to re-transmit them. This time,  $e \cdot en$  bits were erased, so once again we re-transmit them, and so on. All together, we have transmitted:

$$n + en + e^2n + \dots = \sum_{j=0}^{\infty} e^j n = n \cdot \sum_{j=0}^{\infty} e^j = n \cdot \frac{1}{1-e} = \frac{n}{1-e} \quad (1)$$

In order to successfully receive  $n$  bits.

**Definition 1 (Code Rate)** In telecommunication and information theory, the code rate  $R$  of a channel code is the proportion of the data-stream that is useful (non-redundant). That is, if the code rate is  $R = k/n$ , for every  $k$  bits of useful information, the coder generates totally  $n$  bits of data, of which  $n-k$  are redundant.

In the feedback erasure channel scenario, the ratio of useful information to total sent information was  $R = \frac{n}{n/(1-e)} = 1 - e$

### III. NO-FEEDBACK CHANNEL

Since in this case we have less information than that given in the feedback-channel scenario, we can expect a rate lower than  $R_{feedback}$ , meaning that the upper bound on the achievable rate in this case is expected to be (lower than or equal to)  $R^* = 1 - e$ .

The capacity of the channel is given by  $C = \sup_{P_X} I(X; Y)$ , and  $C$  is known to be the upper bound of the achievable rates. So, we try to find the channel capacity:

$$I(X; Y) = H(X) - H(X|Y) \quad (2)$$

$$= H(X) - \sum_{\psi \in Y} P(y = \psi) H(X|y = \psi) \quad (3)$$

$$= H(X) - P(y = 0)H(X|y = 0) - P(y = 1)H(X|y = 1) - P(y = '?')H(X|y = '?') \quad (4)$$

Where '?' stands for an erased bit (See Figure I).

Since the model of the channel suggests that for a successfully received bit we know the sent bit with probability of 1, meaning  $X$  is determined by  $Y$  (given  $y \neq '?'$ ), we get  $H(X|y = 0) = H(X|y = 1) = 0$ . Also, if the bit was erased, by the symmetry of the channel we have no additional information regarding the value of the transmitted bit. Therefore  $H(X|Y = '?') = H(X)$ , and  $P(y = '?') = e$  by symmetry. Substituting this into Eq. 2:

$$I(X; Y) = H(X) - P(y = '?')H(X|y = '?') = H(X) - e \cdot H(X) = (1 - e)H(X) \quad (5)$$

Finally, we need to find the supremum of the mutual information over all the possible distributions of  $X$ .

$$C = \sup_{P_X} I(X; Y) = (1 - e) \sup_{P_X} H(X) = 1 - e \quad (6)$$

Where the last equation holds for  $X \sim \text{Bernoulli}(\frac{1}{2})$ . Therefore an upper bound on the achievable rate is indeed  $R \leq C = 1 - e$ , as suggested.