

Welcome to EECS 16A!

Designing Information Devices and Systems I

Ana Arias and Miki Lustig

Fall 2022

Lecture 11B
GPS, APS, Inner Products and Norms



Announcements

Learning Goals

Not a survey class — rigorous and deep

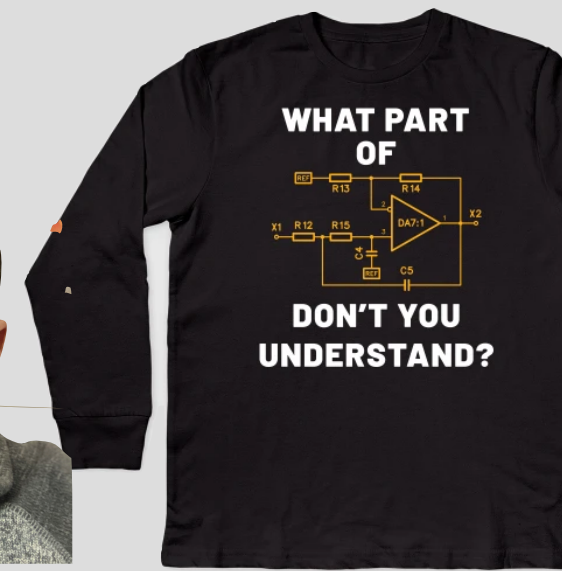
EECS 16A

- Module 1: Introduction to systems
 - How do we collect data? build a model?
- Module 2: Introduction to circuits and design
 - How do we use a model to solve a problem
- Module 3: Introduction Signal Processing and Machine Learning
 - How do we “learn” models from data, and make predictions?

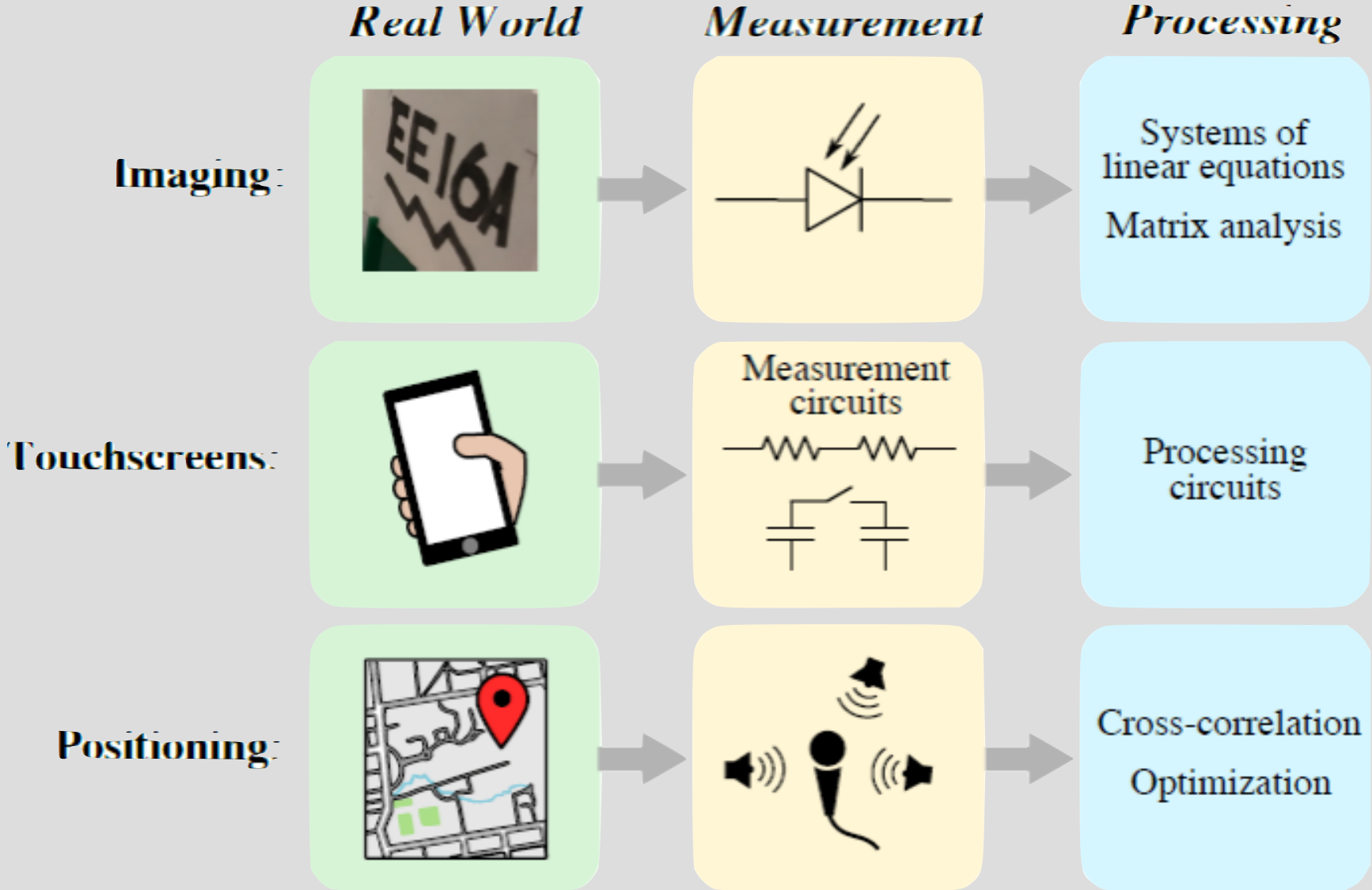


EECS 16B

- Module 4: Advanced circuit design / analysis
- Module 5: Introduction to control and robotics
- Module 6: Introduction to data analysis and signal processing

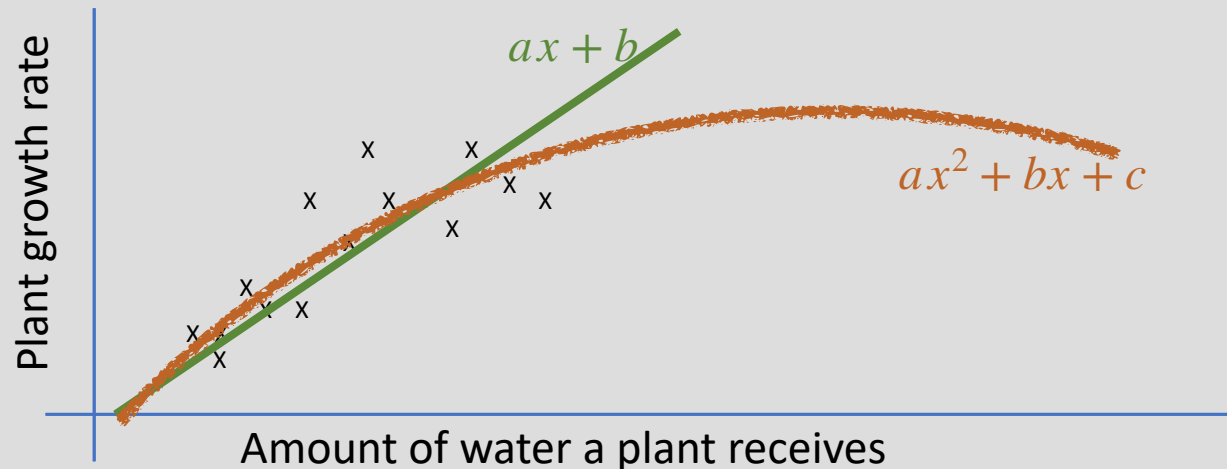


16A Lab Examples

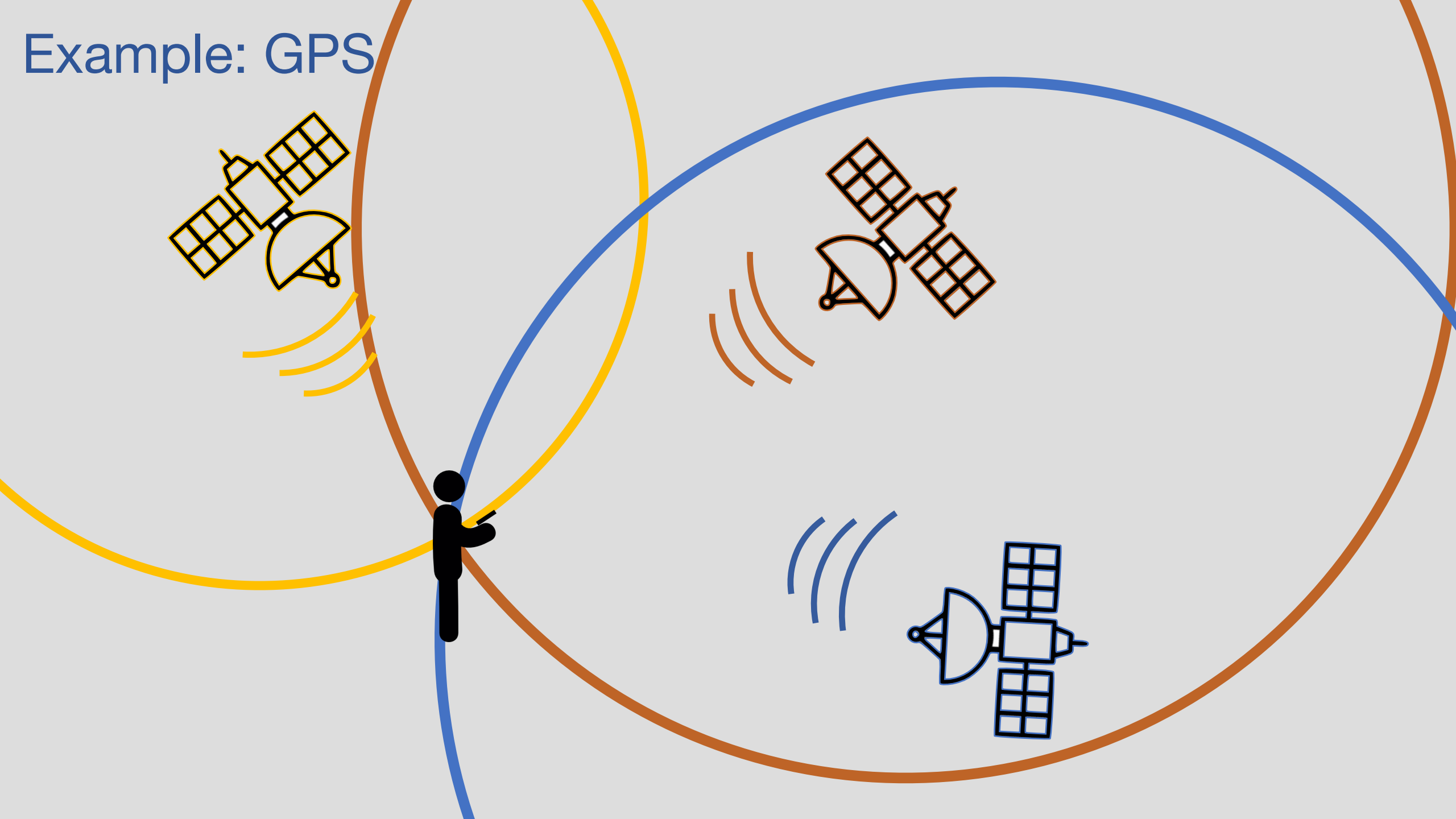


This module

- Classification
 - Example: How can you tell if a picture is Miki or Ana
- Estimation
 - For example, how to estimate model parameters from data
- Prediction
 - How to predict stocks value tomorrow based on [past performance

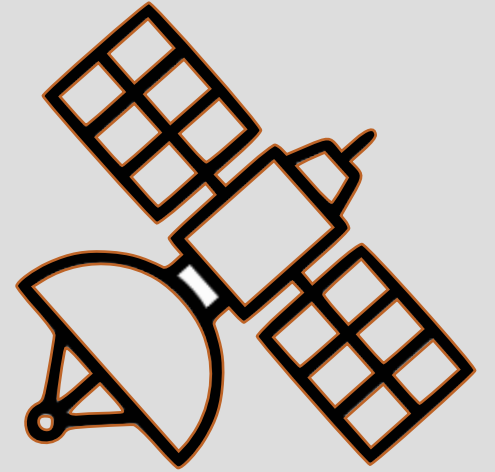


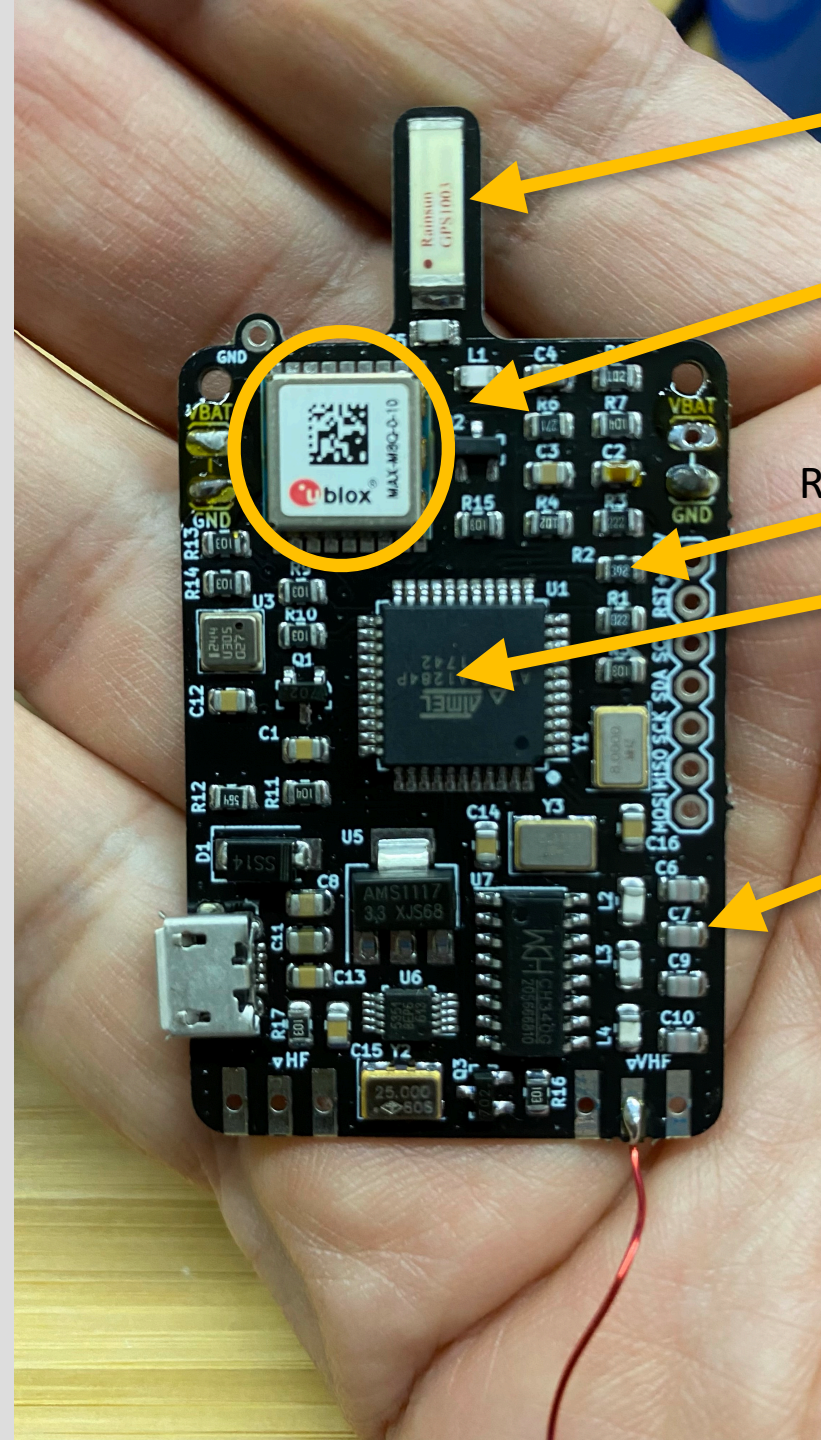
Example: GPS



GPS

- 24 satellites
 - Known position
 - Time synchronized
 - 8 usually visible
- Problem:
 - Classify which satellite is transmitting
 - Estimate distance to GPS
 - Estimate position from noisy data
- Tools:
 - Inner product
 - Cross correlation
 - Least Squares





GPS- antenna

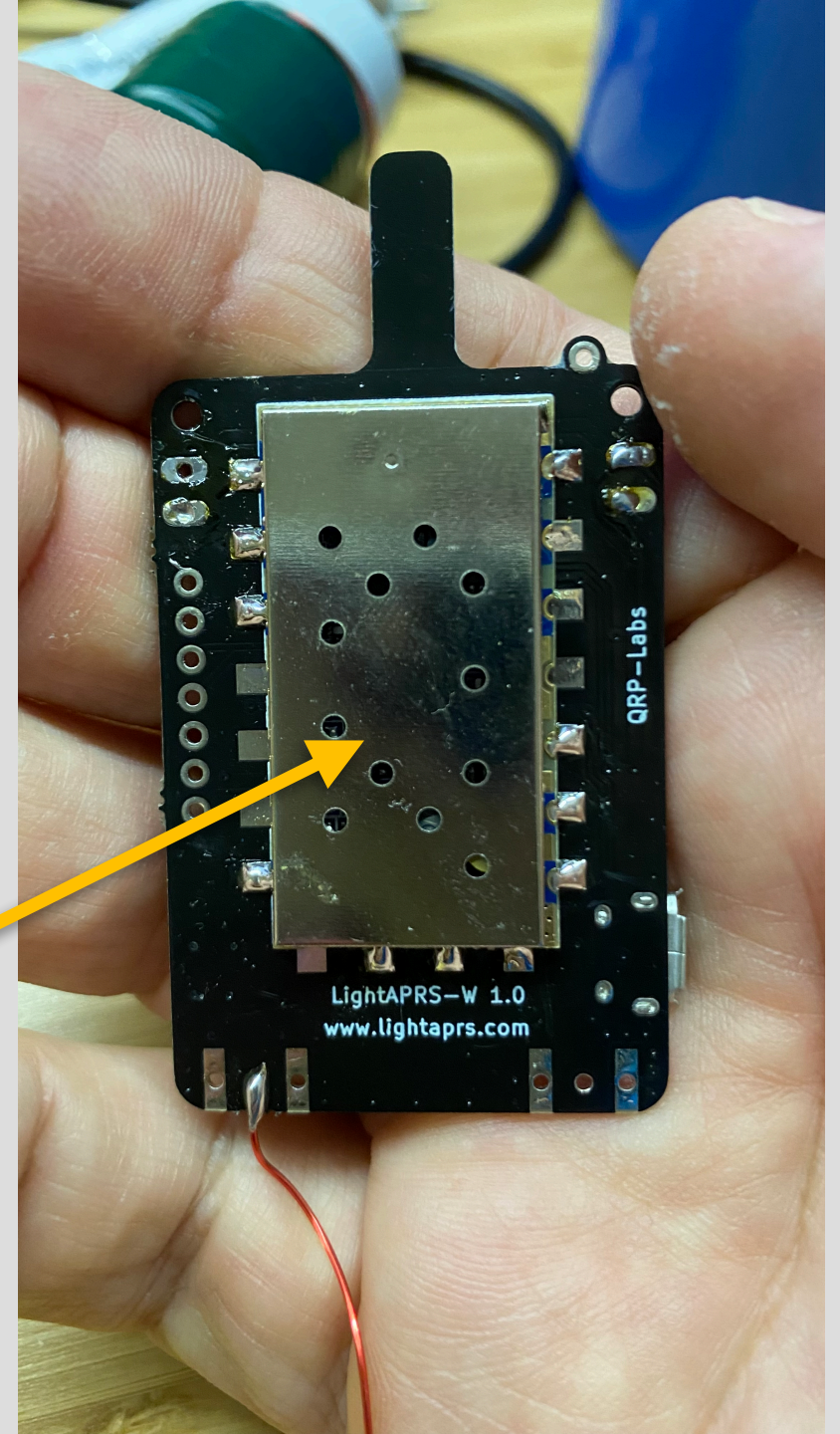
GPS- integrated circuit
~\$10

Resistors

Arduino microprocessor

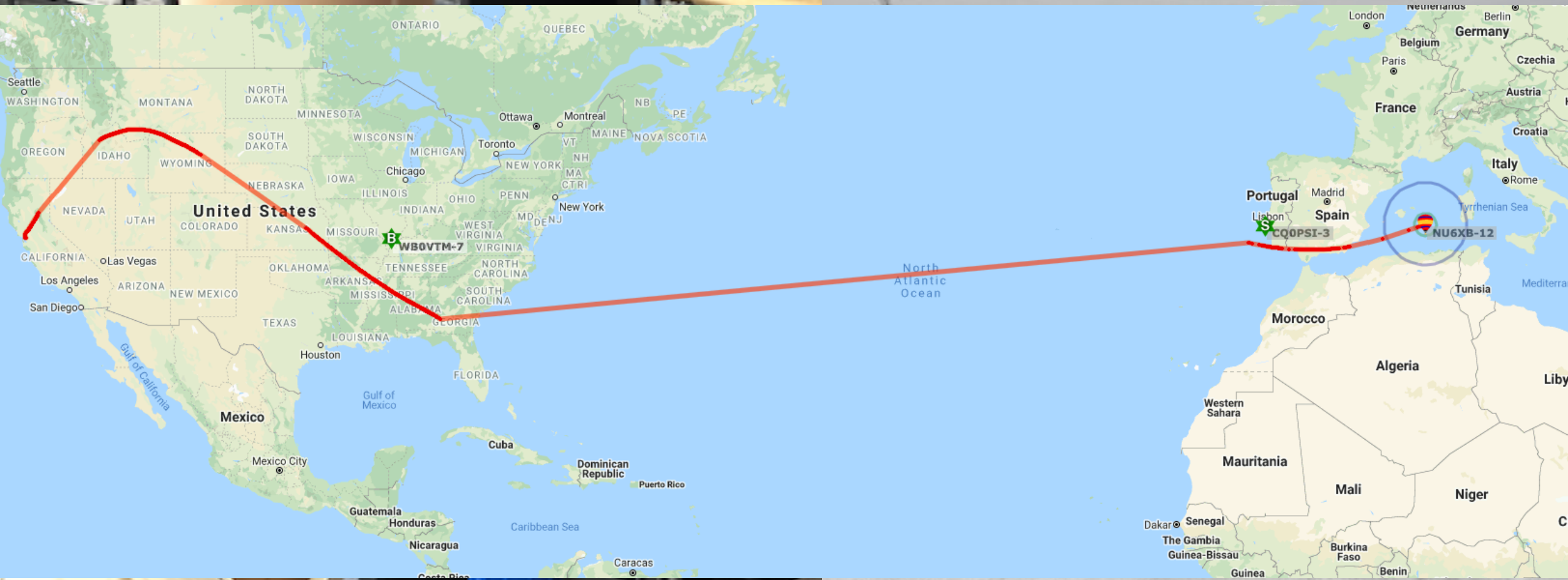
Capacitors

Radio integrated circuit

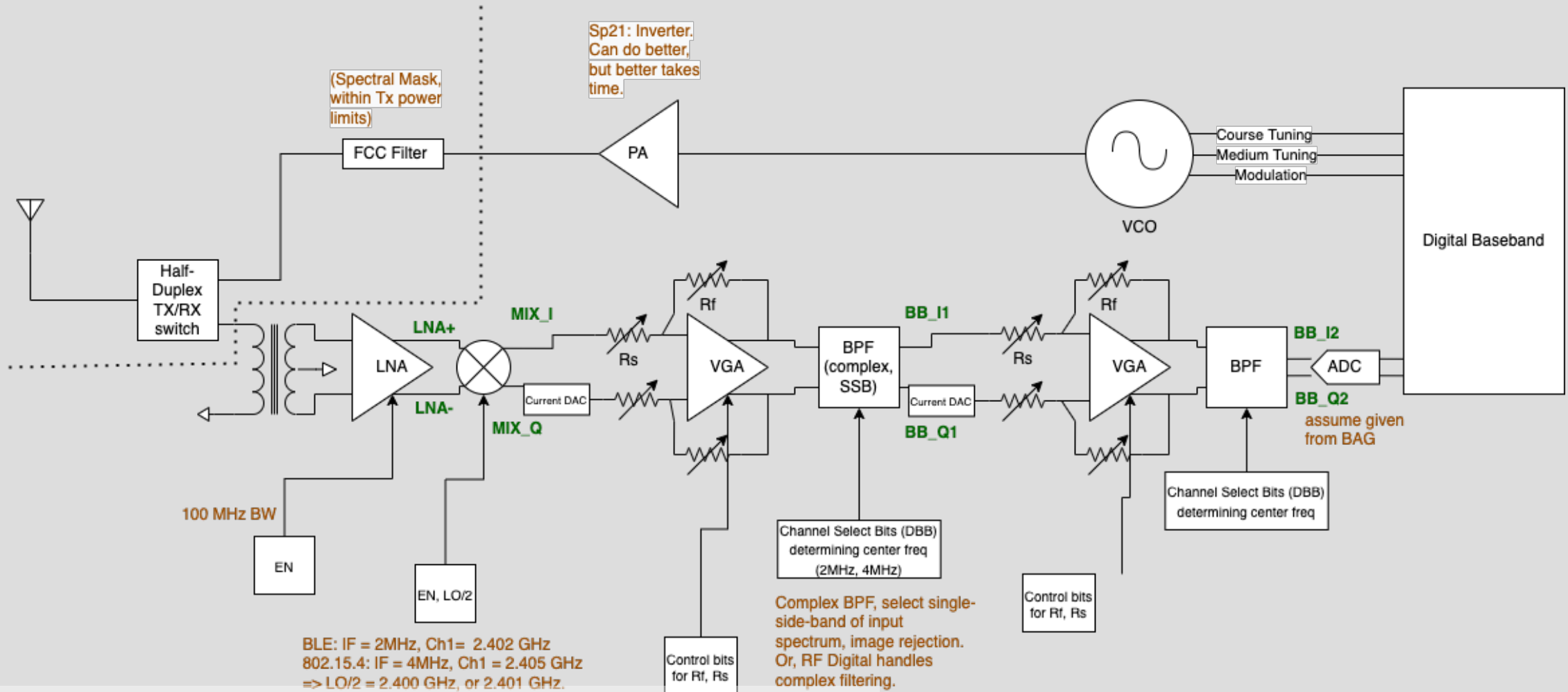


QRP-Labs

LightAPRS-W 1.0
www.lightaprs.com



From Kris Pister:



BLE: IF = 2MHz, Ch1= 2.402 GHz
 802.15.4: IF = 4MHz, Ch1 = 2.405 GHz
 => LO/2 = 2.400 GHz, or 2.401 GHz.

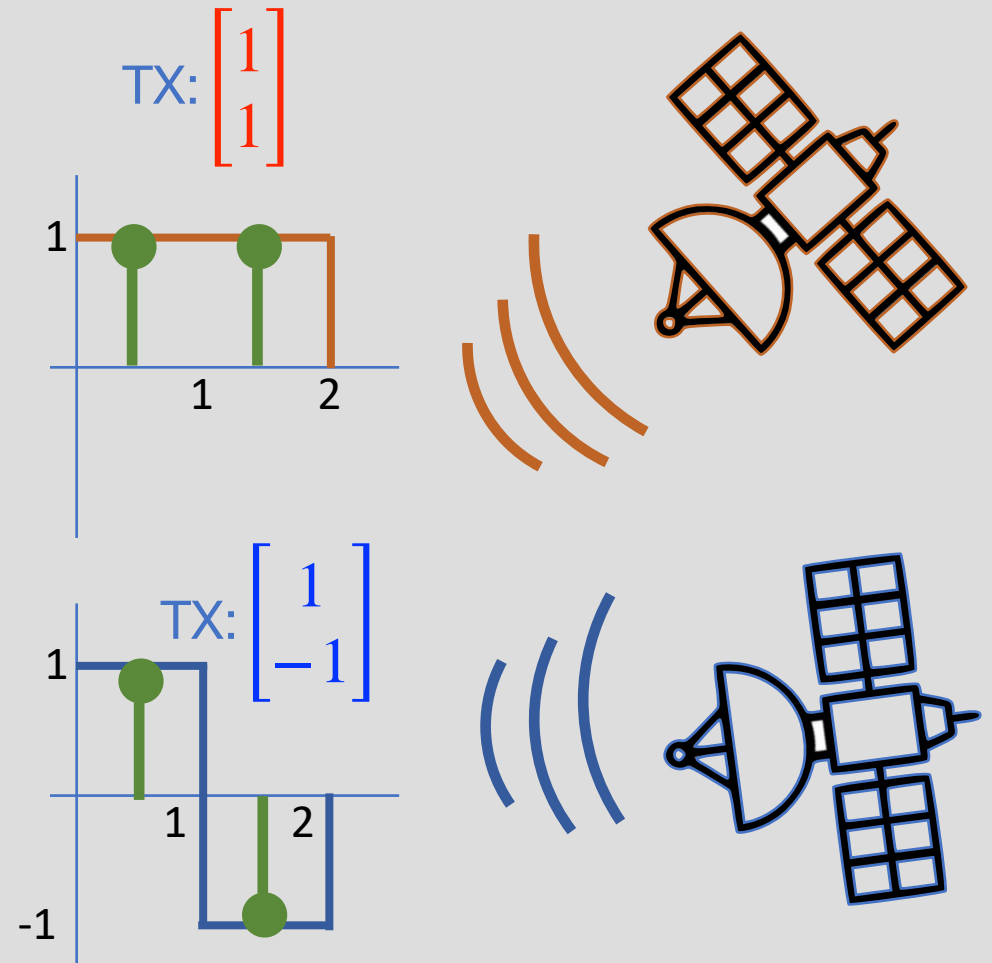
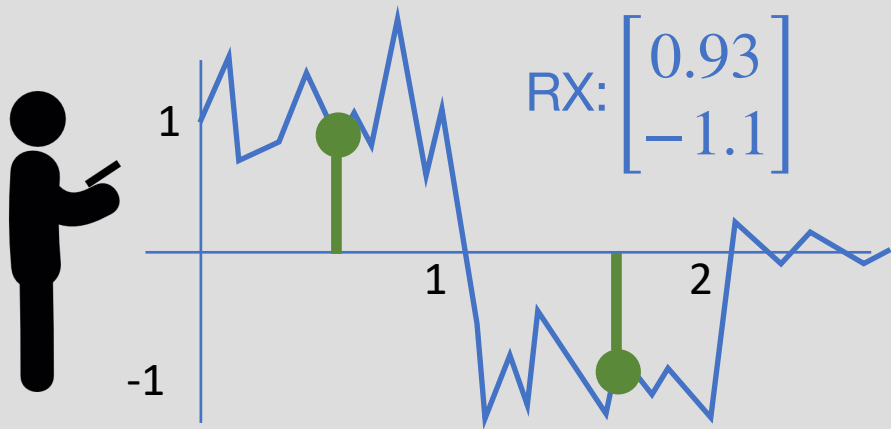
Rf: dynamically tunes gain
 Rs: DC offset cancellation

op-amp, target gain on
 OTA gain, may not need 2
 stages (telescopic
 cascode). But need
 dynamic range = sufficient
 gain control on Rf.

"take 140 and design op-amps,
 or 142 and design radios, and then take 194 and
 tape out your own chip like these folks!"

Problem 1: Classification

- Satellites transmit a unique code
 - Radio signal
- Signal is received and digitized by a receiver



Q: Which satellite was received?

Inner Product

- Provide a measure of “similarity” between vectors

- Definition: For a **real-valued** vector space, \mathbb{V} , the mapping

$$\vec{u}, \vec{v} \in \mathbb{V} \quad \rightarrow \quad \langle \vec{u}, \vec{v} \rangle \in \mathbb{R}$$

is called an inner product if it satisfies:

1. Symmetry: $\langle \vec{u}, \vec{v} \rangle = \langle \vec{v}, \vec{u} \rangle$ (not true for $\mathbb{V} \in \mathbb{C}^N$)

2. Linearity: $\langle \alpha \vec{u}, \vec{v} \rangle = \alpha \langle \vec{u}, \vec{v} \rangle \quad \alpha \in \mathbb{R}$

$$\langle \vec{u} + \vec{w}, \vec{v} \rangle = \langle \vec{u}, \vec{v} \rangle + \langle \vec{w}, \vec{v} \rangle$$

3. Positive-definiteness:

$$\langle \vec{v}, \vec{v} \rangle \geq 0,$$

$$\text{iff } \langle \vec{v}, \vec{v} \rangle = 0 \quad \Leftrightarrow \quad \vec{v} = 0$$

Inner Products

Example 1: Euclidean inner product (or dot product)

$$\vec{x}, \vec{y} \in \mathbb{R}^N, \quad \langle \vec{x}, \vec{y} \rangle = \vec{x}^T \vec{y}$$

Like this....



and like that!





$$\begin{array}{c} \vec{y}^T \vec{x} = \\ \begin{array}{c} 1 \times N \\ \boxed{y_1 \ y_2 \ \dots \ y_N} \\ \begin{array}{c} x_1 \\ x_2 \\ \vdots \\ x_N \end{array} \\ N \times 1 \end{array} \end{array} = \underbrace{y_1 x_1 + y_2 x_2 + y_3 x_3 + \dots + y_N x_N}_{\text{scalar } 1 \times 1} = \boxed{}_{1 \times 1}$$

Example 1: Euclidean inner product


$$\vec{x}, \vec{y} \in \mathbb{R}^N, \quad \langle \vec{x}, \vec{y} \rangle = \vec{x}^T \vec{y}$$

Test:

Symmetry: $\langle \vec{x}, \vec{y} \rangle = \vec{x}^T \vec{y}$
 $\langle \vec{y}, \vec{x} \rangle = \vec{y}^T \vec{x}$ 

Linearity $\langle a \vec{x}, \vec{y} \rangle = (a \vec{x})^T \vec{y} = a \vec{x}^T \vec{y}$ 
 $\langle \vec{x} + \vec{z}, \vec{y} \rangle = (\vec{x} + \vec{z})^T \vec{y} = \vec{x}^T \vec{y} + \vec{z}^T \vec{y}$

Positive Definiteness

$$\langle \vec{x}, \vec{x} \rangle = \vec{x}^T \vec{x} = x_1^2 + x_2^2 + \dots + x_N^2 \geq 0$$
 

Example 2: Weighted Inner Product

$\vec{x}, \vec{y} \in \mathbb{R}^N$, $Q \in \mathbb{R}^{N \times N}$ symmetric with positive eigenvalues

Define:

$$\langle \vec{x}, \vec{y} \rangle = \vec{x}^T Q \vec{y}$$

Specific example:

$$Q = \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix} \quad \vec{x}, \vec{y} \in \mathbb{R}^2$$

Symmetry:

$$\vec{x}^T Q \vec{y} = \begin{bmatrix} x_1 & x_2 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = \begin{bmatrix} x_1 & 3x_2 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = x_1 y_1 + 3x_2 y_2$$

$$\vec{y}^T Q \vec{x} = \begin{bmatrix} y_1 & y_2 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} y_1 & 3y_2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = x_1 y_1 + 3x_2 y_2$$



Example 2: Weighted Inner Product

Specific example: $Q = \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix}$ $\vec{x}, \vec{y} \in \mathbb{R}^2$

Symmetry:

$$\vec{x}^T Q \vec{y} = \begin{bmatrix} x_1 & x_2 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = \begin{bmatrix} x_1 & 3x_2 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \end{bmatrix} = x_1 y_1 + 3x_2 y_2$$

$$\vec{y}^T Q \vec{x} = \begin{bmatrix} y_1 & y_2 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} y_1 & 3y_2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = x_1 y_1 + 3x_2 y_2$$

Linearity: obvious!



Positive Definiteness:

$$\vec{x}^T Q \vec{x} = \begin{bmatrix} x_1 & x_2 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = x_1^2 + 3x_2^2 \geq 0$$



Norms

- For each inner product there's an associated norm
 - A measure of **a length** of elements in the vector space

$$\|\vec{v}\| = \sqrt{\langle \vec{v}, \vec{v} \rangle}$$

- Properties of norms:

1. Homogeneity $\|\alpha \vec{v}\| = |\alpha| \|\vec{v}\| \quad \alpha \in \mathbb{R}$

2. Non-negativity $\|\vec{v}\| \geq 0$

3. Triangle Inequality $\|\vec{v} + \vec{u}\| \leq \|\vec{v}\| + \|\vec{u}\|$

Euclidian Norm

- Euclidean inner-product induces the euclidean norm

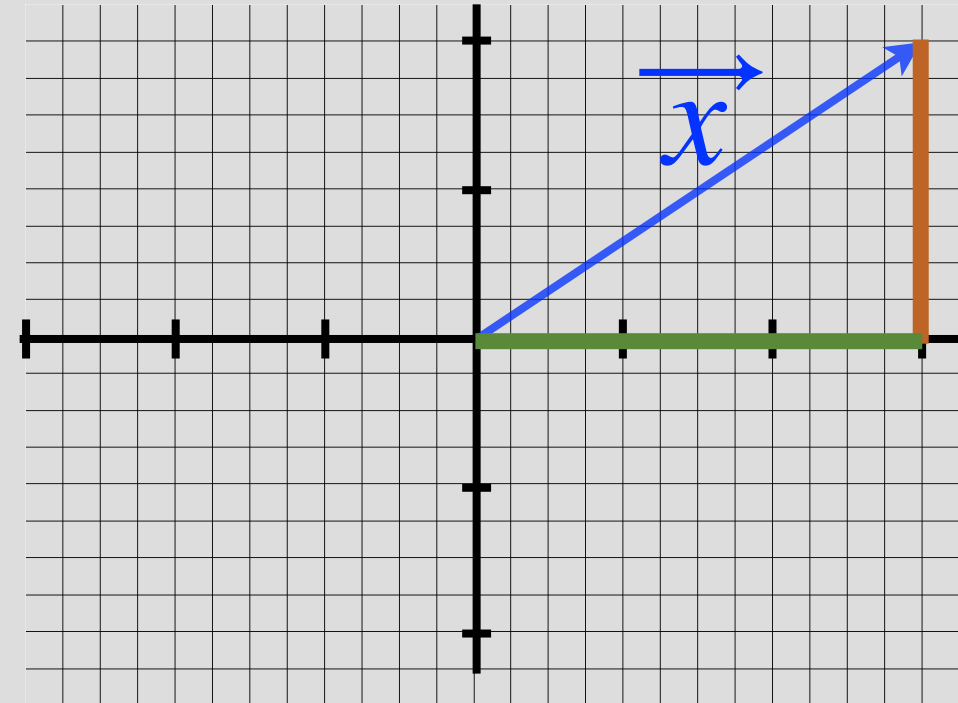
$$\vec{x} \in \mathbb{R}^N, \quad \langle \vec{x}, \vec{x} \rangle = \vec{x}^T \vec{x}$$

$$\|\vec{x}\| = \sqrt{\vec{x}^T \vec{x}}$$

Specific example:

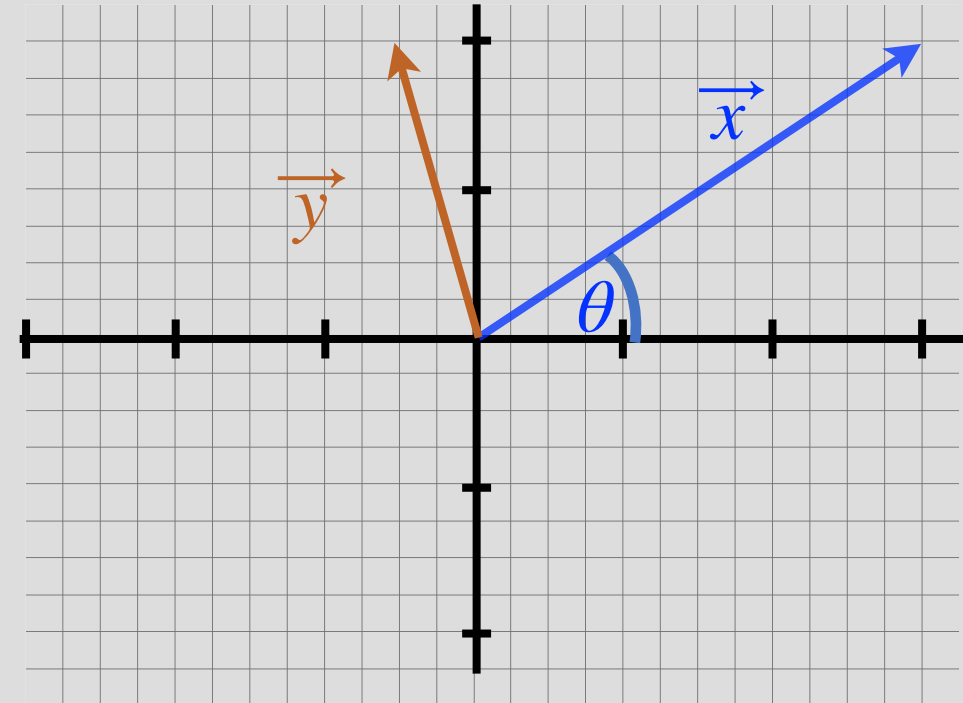
$$\vec{x} \in \mathbb{R}^2$$

$$\|\vec{x}\| = \sqrt{\vec{x}^T \vec{x}} = \sqrt{x_1^2 + x_2^2}$$



Geometrical Interpretation of Inner Product

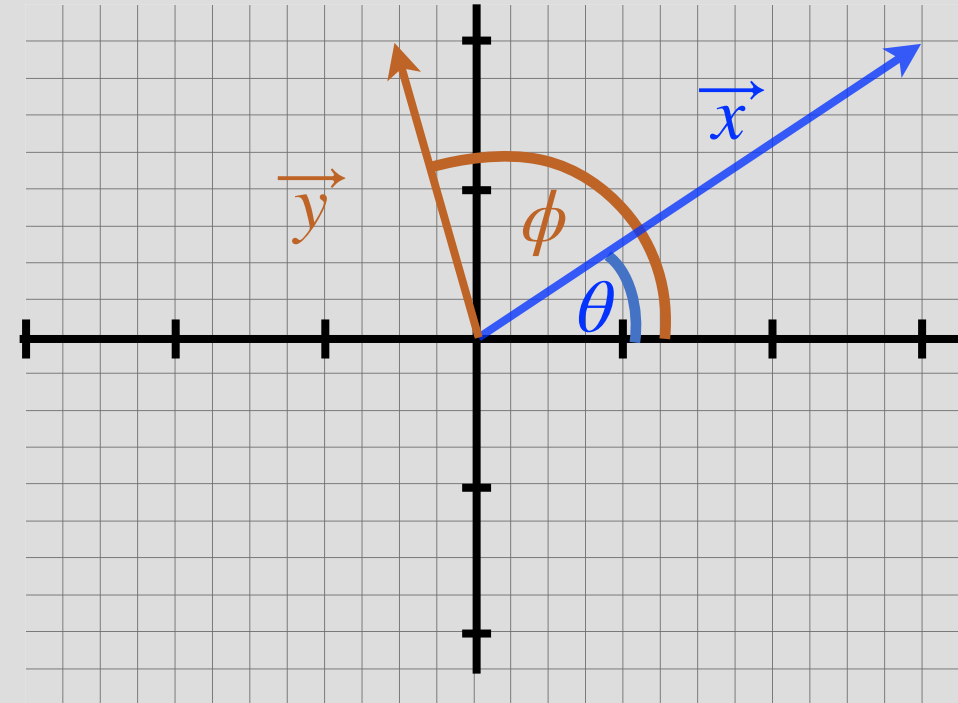
$$\vec{x} = \|\vec{x}\| \begin{bmatrix} \cos(\theta) \\ \sin(\theta) \end{bmatrix}$$



Geometrical Interpretation of Inner Product

$$\vec{x} = \|\vec{x}\| \begin{bmatrix} \cos(\theta) \\ \sin(\theta) \end{bmatrix}$$

$$\vec{y} = \|\vec{y}\| \begin{bmatrix} \cos(\phi) \\ \sin(\phi) \end{bmatrix}$$

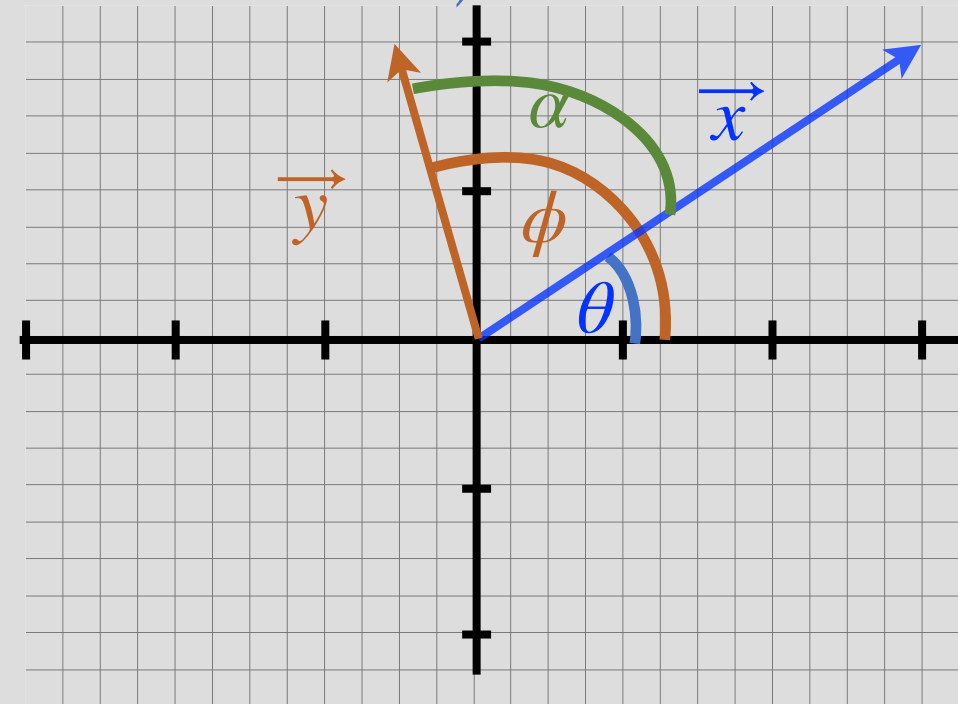


Geometrical Interpretation of Inner Product

$$\vec{x} = \|\vec{x}\| \begin{bmatrix} \cos(\theta) \\ \sin(\theta) \end{bmatrix} \quad \vec{y} = \|\vec{y}\| \begin{bmatrix} \cos(\phi) \\ \sin(\phi) \end{bmatrix}$$

- For Euclidian inner product:

$$\begin{aligned} \vec{x}^T \vec{y} &= \|\vec{x}\| \|\vec{y}\| (\cos(\theta)\cos(\phi) + \sin(\theta)\sin(\phi)) \\ &= \|\vec{x}\| \|\vec{y}\| \cos(\phi - \theta) \\ &= \|\vec{x}\| \|\vec{y}\| \cos(\alpha) \end{aligned}$$

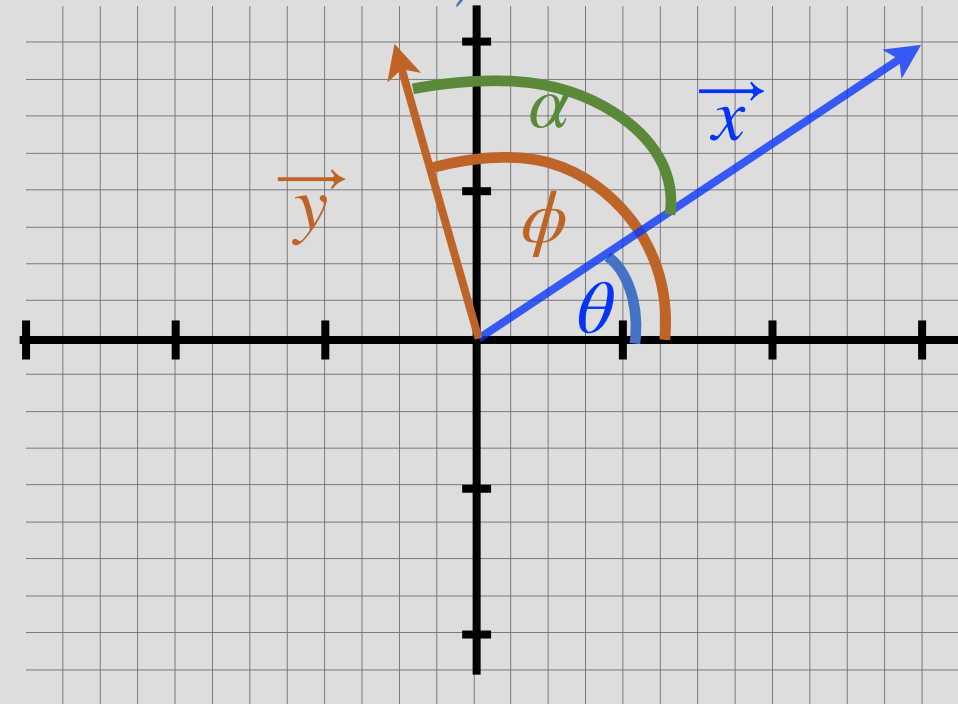


Geometrical Interpretation of Inner Product

$$\vec{x} = \|\vec{x}\| \begin{bmatrix} \cos(\theta) \\ \sin(\theta) \end{bmatrix} \quad \vec{y} = \|\vec{y}\| \begin{bmatrix} \cos(\phi) \\ \sin(\phi) \end{bmatrix}$$

- For Euclidian inner product:

$$\begin{aligned} \vec{x}^T \vec{y} &= \|\vec{x}\| \|\vec{y}\| (\cos(\theta)\cos(\phi) + \sin(\theta)\sin(\phi)) \\ &= \|\vec{x}\| \|\vec{y}\| \cos(\phi - \theta) \\ &= \|\vec{x}\| \|\vec{y}\| \cos(\alpha) \end{aligned}$$



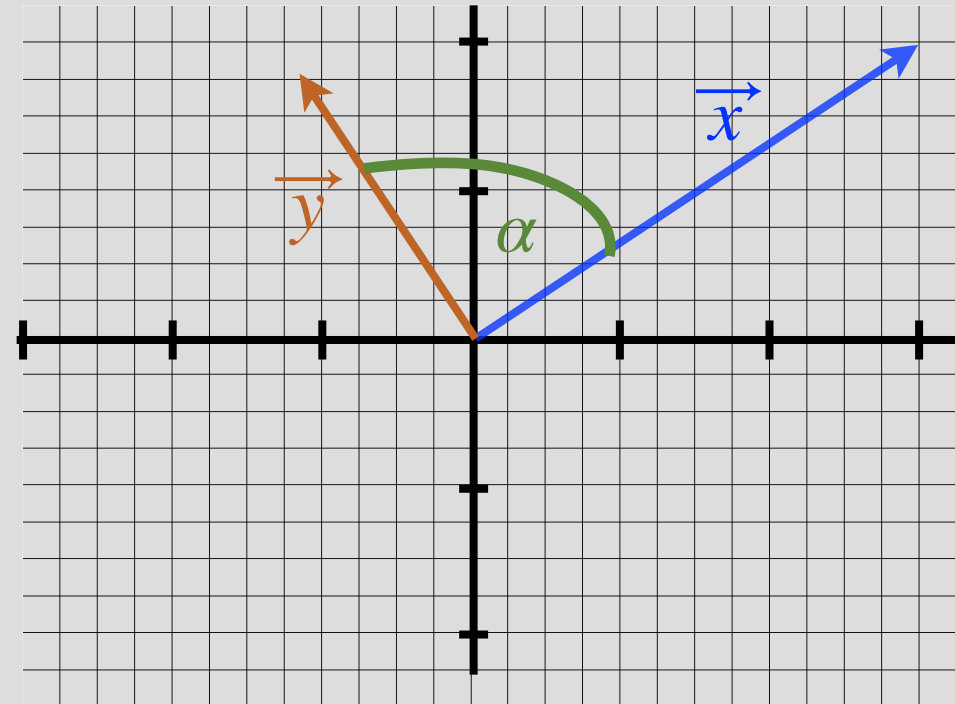
Orthogonality

- For an inner product $\langle \cdot, \cdot \rangle$, two vectors \vec{x} , \vec{y} are said to be orthogonal if $\langle \vec{x}, \vec{y} \rangle = 0$

$$\langle \vec{x}, \vec{y} \rangle = \|\vec{x}\| \|\vec{y}\| \cos(\alpha)$$

$$\Rightarrow \cos(\alpha) = 0$$

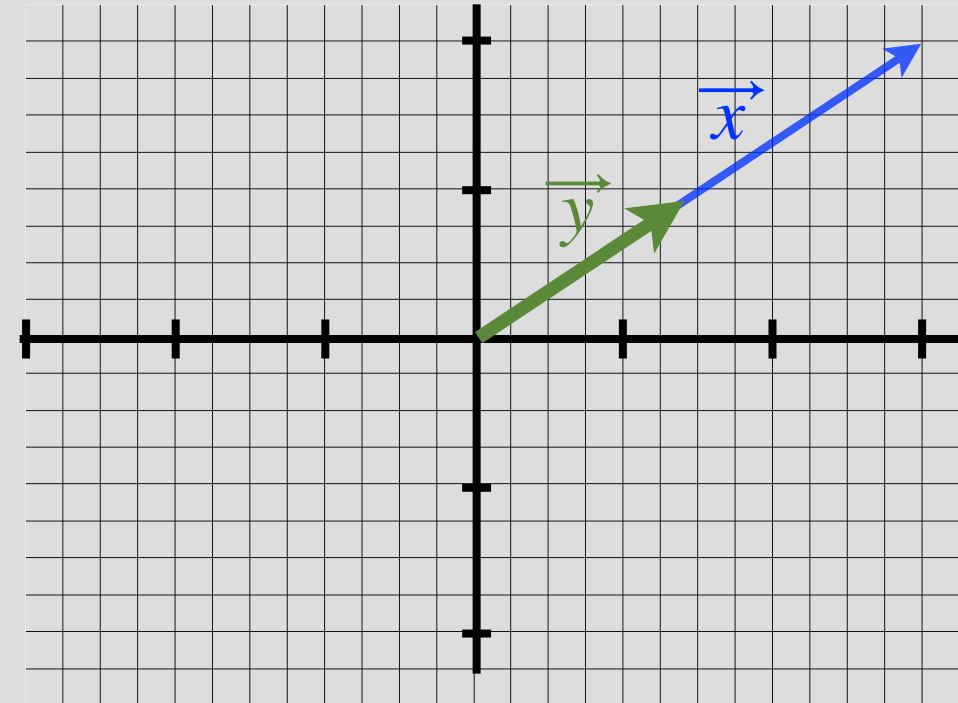
$$\Rightarrow \alpha = \frac{\pi}{2}$$



Cauchy-Schwarz Inequality

- Consider: $|\langle \vec{x}, \vec{y} \rangle|$

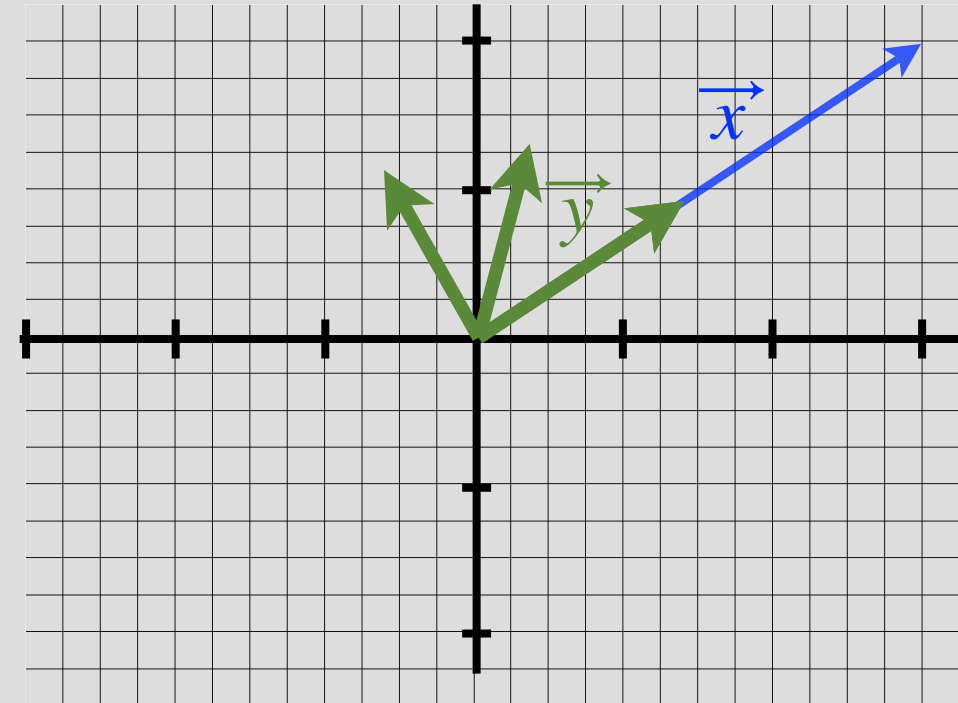
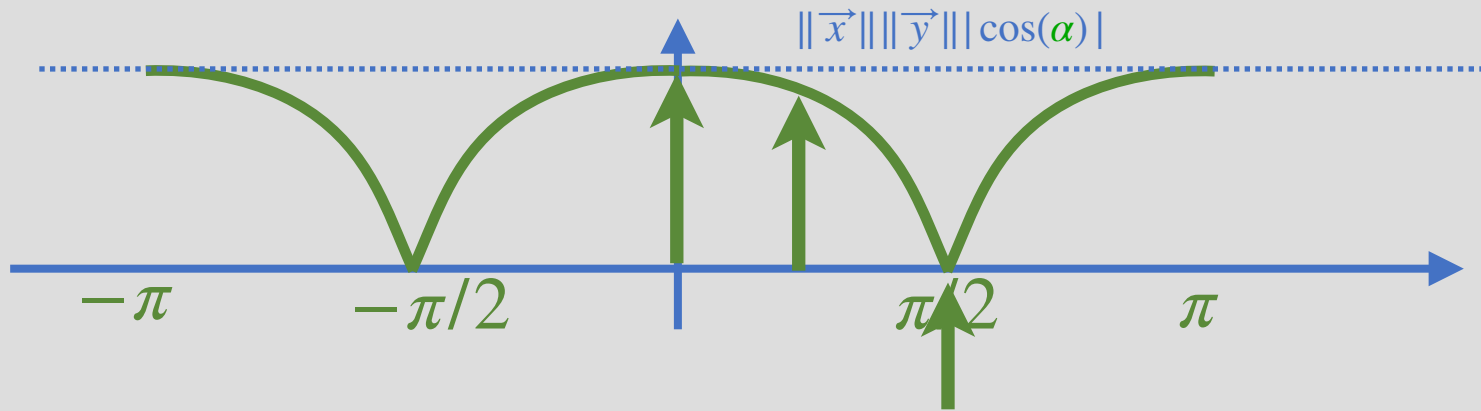
$$|\langle \vec{x}, \vec{y} \rangle| = \|\vec{x}\| \|\vec{y}\| |\cos(\alpha)|$$



Cauchy-Schwarz Inequality

- Consider: $|\langle \vec{x}, \vec{y} \rangle|$

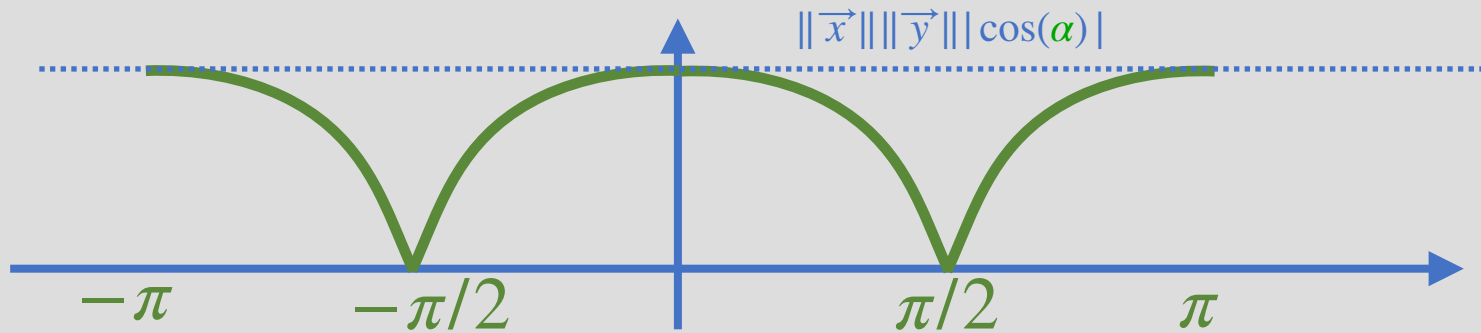
$$|\langle \vec{x}, \vec{y} \rangle| = \|\vec{x}\| \|\vec{y}\| |\cos(\alpha)|$$



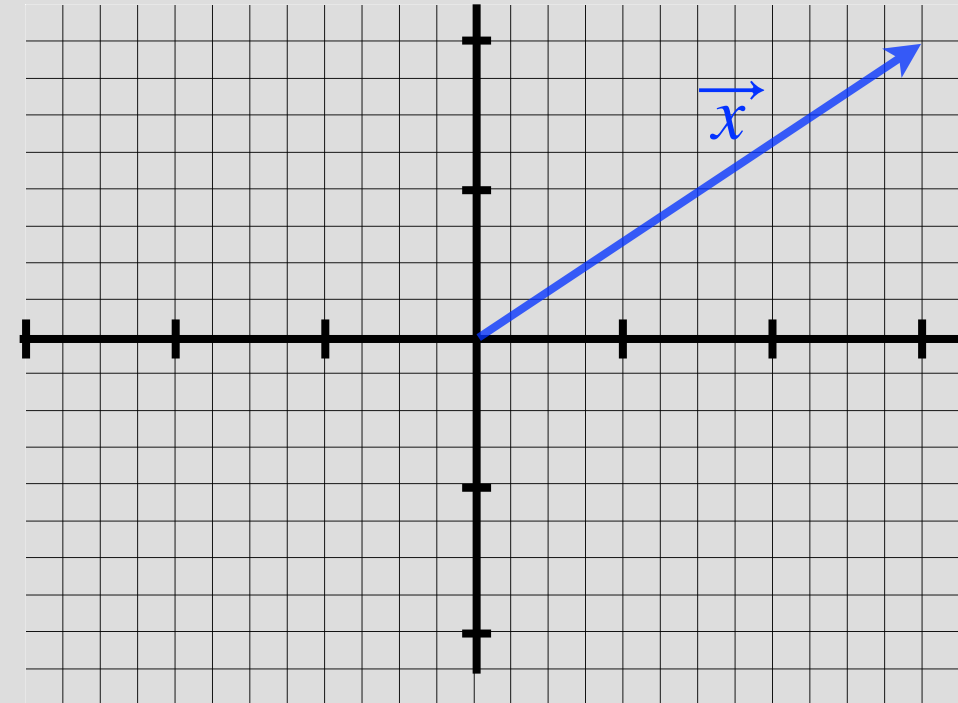
Cauchy-Schwarz Inequality

- Consider: $|\langle \vec{x}, \vec{y} \rangle|$

$$|\langle \vec{x}, \vec{y} \rangle| = \|\vec{x}\| \|\vec{y}\| |\cos(\alpha)|$$

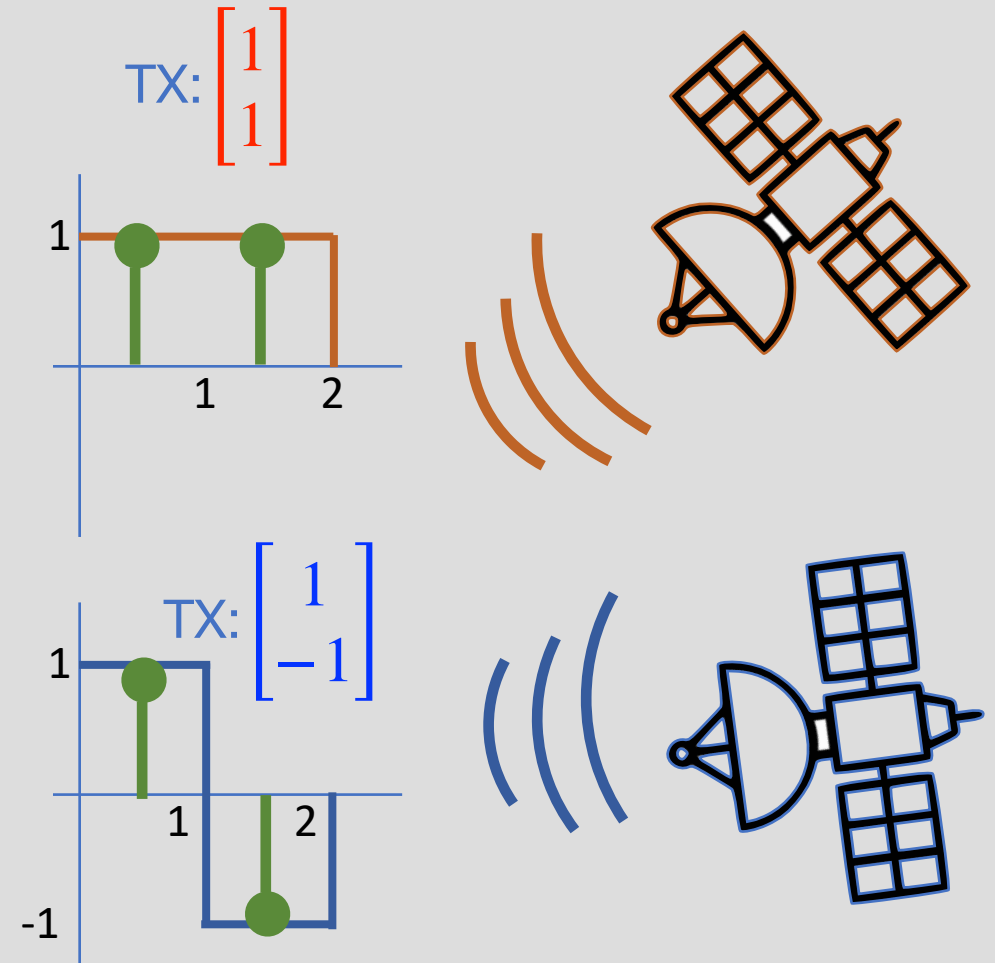
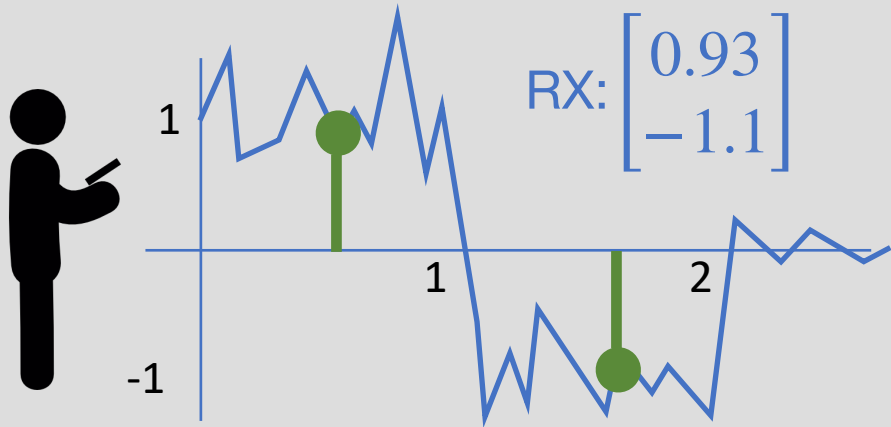


$$|\langle \vec{x}, \vec{y} \rangle| \leq \|\vec{x}\| \|\vec{y}\|$$



Problem 1: Classification

- Satellites transmit a unique code
 - Radio signal
- Signal is received and digitized by a receiver

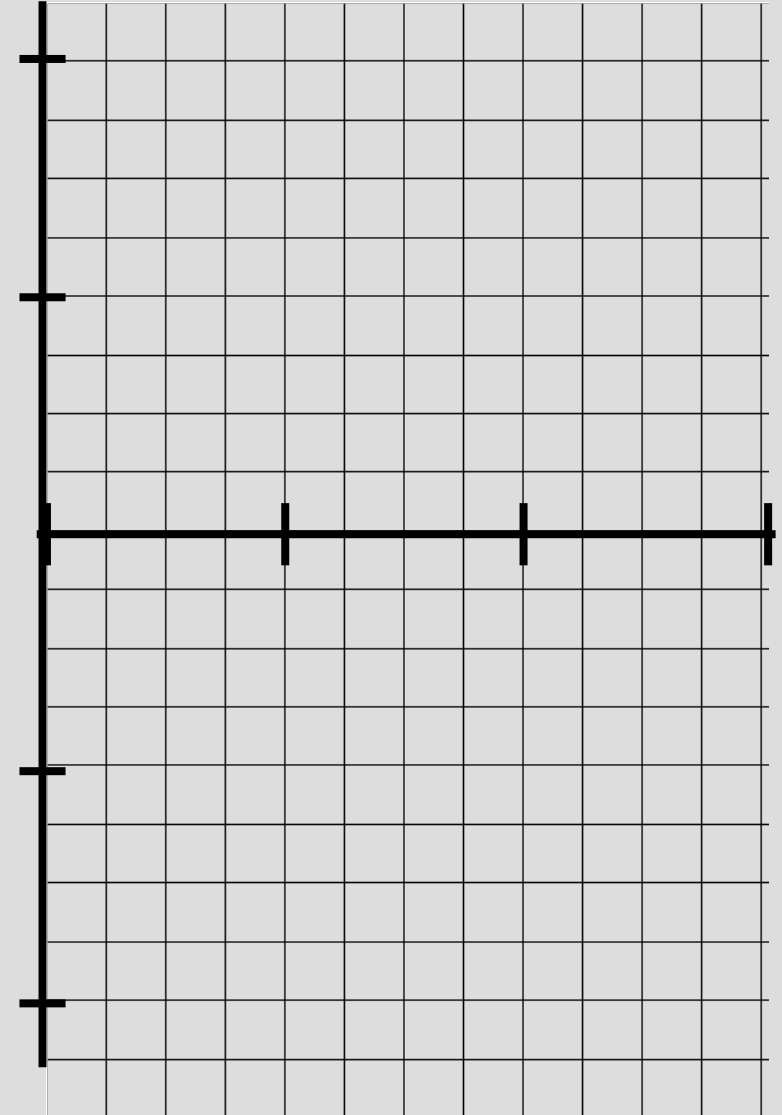


Q: Which satellite was received?

Classification

- Q: How to mathematically formulate the classification problem?

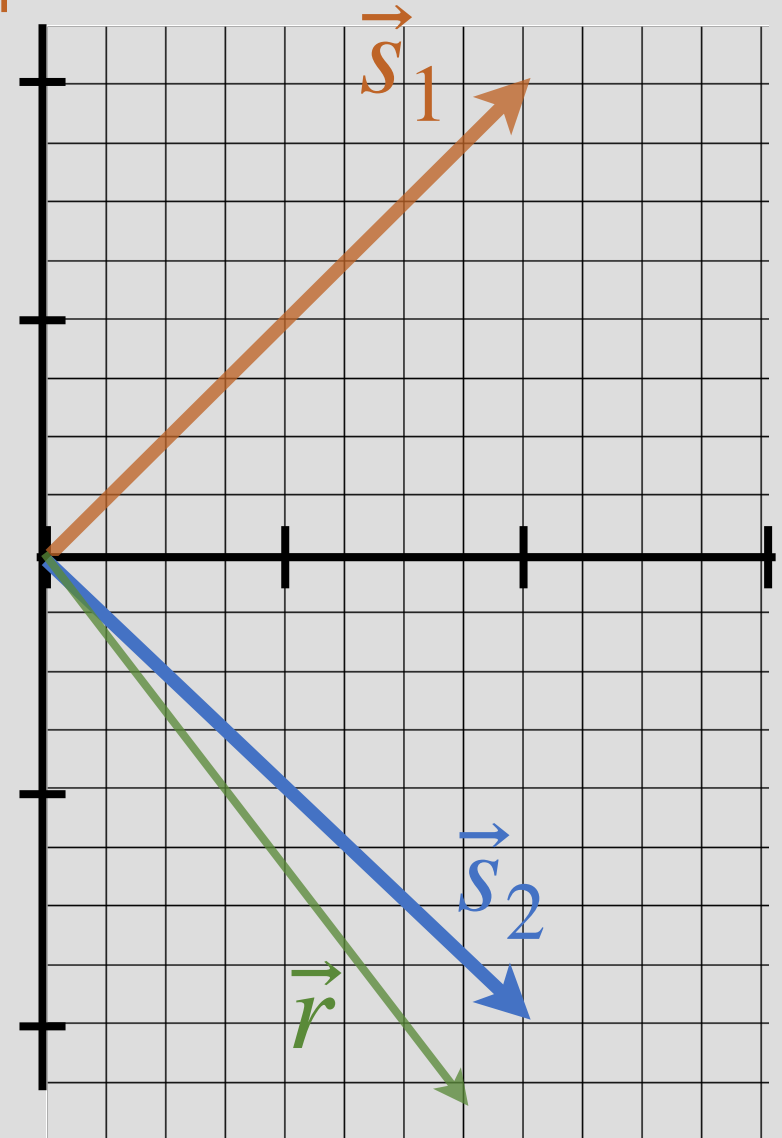
$$\vec{r} = \begin{bmatrix} 0.93 \\ -1.1 \end{bmatrix} \quad \vec{s}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \quad \text{Or?} \quad \vec{s}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$



Classification

- Q: How to mathematically formulate the classification problem?

$$\vec{r} = \begin{bmatrix} 0.93 \\ -1.1 \end{bmatrix} \quad \vec{s}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \quad \text{Or?} \quad \vec{s}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$



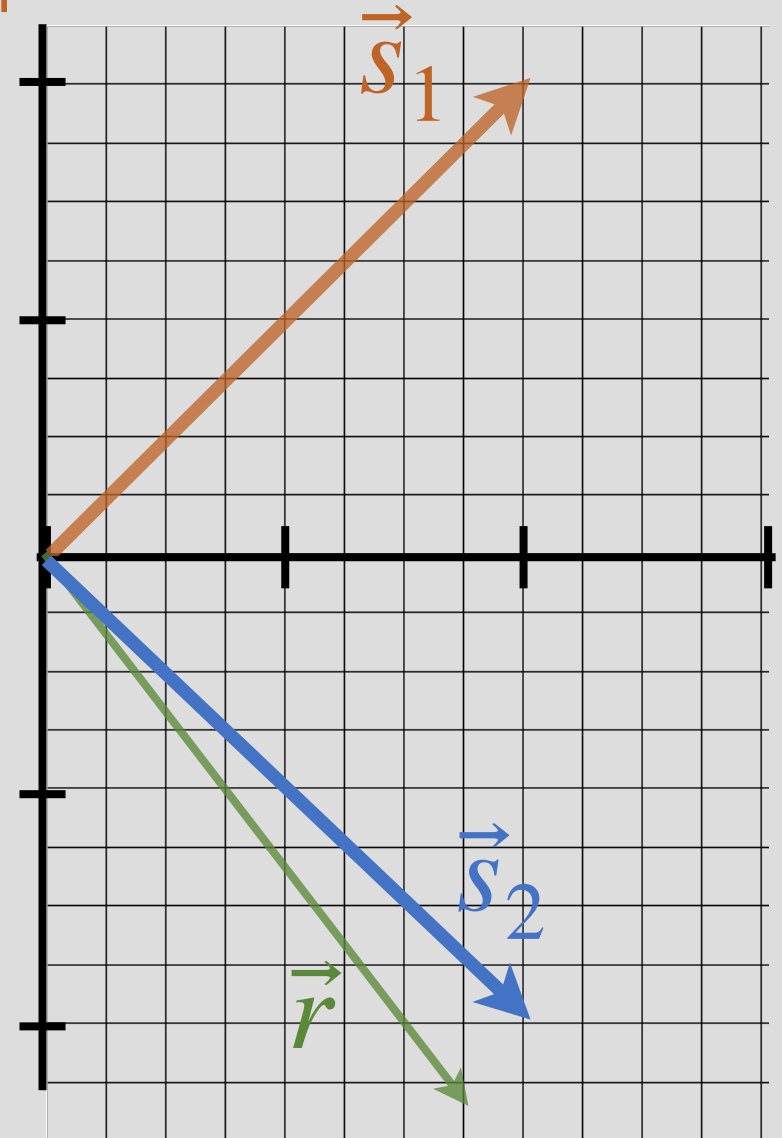
Classification

- Q: How to mathematically formulate the classification problem?

$$\vec{r} = \begin{bmatrix} 0.93 \\ -1.1 \end{bmatrix} \quad \vec{s}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \quad \text{Or?} \quad \vec{s}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

- A: Look at the length of the error vector

$$i^* = \operatorname{argmin}_{i \in \{1,2\}} \|\vec{r} - \vec{s}_i\|$$



Classification

$$i^* = \operatorname{argmin}_{i \in \{1,2\}} \|\vec{r} - \vec{s}_i\|^2$$

$$\vec{s}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\vec{s}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$\|\vec{r} - \vec{s}_i\|^2 = \langle \vec{r} - \vec{s}_i, \vec{r} - \vec{s}_i \rangle$$

$$= \langle \vec{r}, \vec{r} - \vec{s}_i \rangle - \langle \vec{s}_i, \vec{r} - \vec{s}_i \rangle$$

Classification

$$i^* = \operatorname{argmin}_{i \in \{1,2\}} \|\vec{r} - \vec{s}_i\|^2$$

$$\vec{s}_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\vec{s}_2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$\begin{aligned} \|\vec{r} - \vec{s}_i\|^2 &= \langle \vec{r} - \vec{s}_i, \vec{r} - \vec{s}_i \rangle \\ &= \langle \vec{r}, \vec{r} - \vec{s}_i \rangle - \langle \vec{s}_i, \vec{r} - \vec{s}_i \rangle \\ &= \langle \vec{r}, \vec{r} \rangle - \langle \vec{r}, \vec{s}_i \rangle - \langle \vec{s}_i, \vec{r} \rangle + \langle \vec{s}_i, \vec{s}_i \rangle \\ &= \|\vec{r}\|^2 + \|\vec{s}_i\|^2 - 2 \langle \vec{r}, \vec{s}_i \rangle \end{aligned}$$

Fixed! $\xrightarrow{=2}$

Classification

$$\|\vec{r} - \vec{s}_i\|^2 = \underbrace{\|\vec{r}\|^2}_{\text{Fixed!}} + \underbrace{\|\vec{s}_i\|^2}_{=2} - 2 \langle \vec{r}, \vec{s}_i \rangle$$

If $\langle \vec{r}, \vec{s}_i \rangle$ is maximized, then $\|\vec{r} - \vec{s}_i\|^2$ is minimized

Classification procedure:

for $i \in \{1, 2\}$

compute $\langle \vec{r}, \vec{s}_i \rangle$

$$\langle \vec{r}, \vec{s}_1 \rangle = -0.17$$

$$\langle \vec{r}, \vec{s}_2 \rangle = 2.03$$

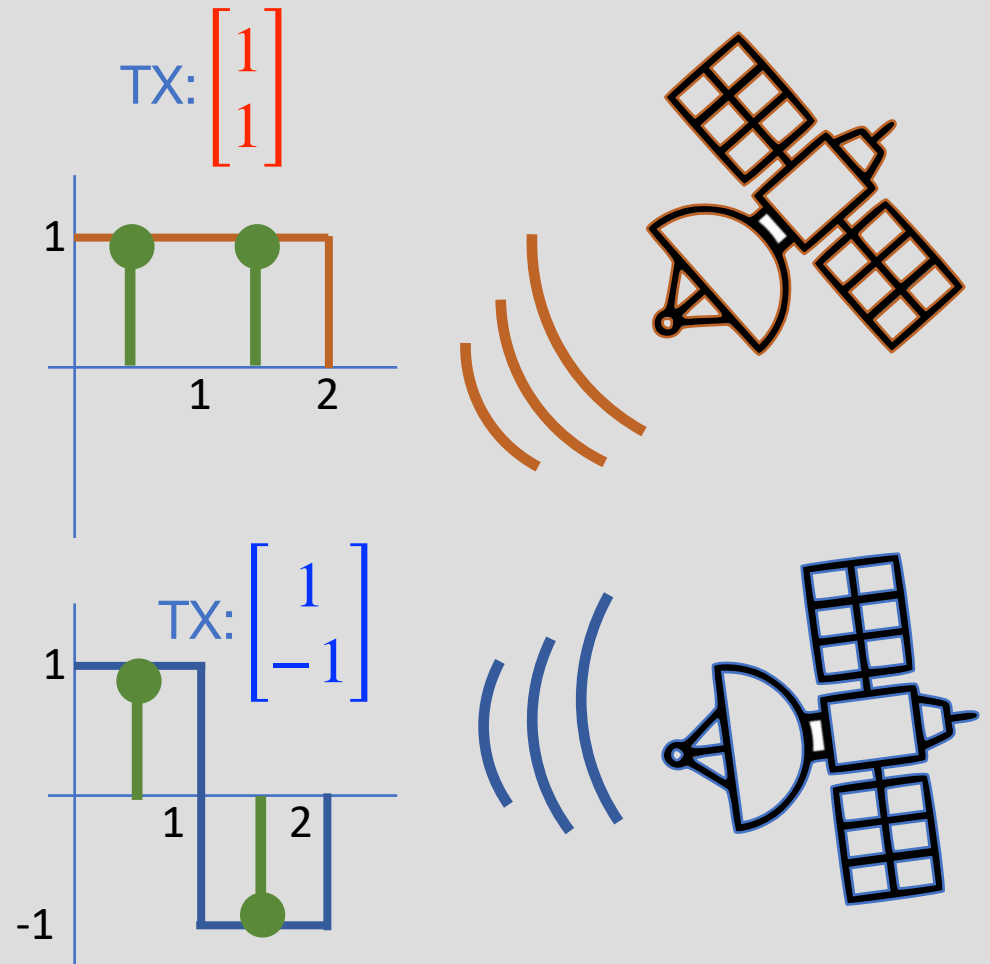
Return index i that maximizes the above $i^* = 2$

Localization

- Satellites transmit a unique code
 - Radio signal
- Signal is received and digitized by a receiver



Two problems:
1. Interference
2. Timing (next week)



Interference

Possibility 1: Both sats are in TX

$$\vec{r} = \vec{s}_1 + \vec{s}_2 + \vec{n}$$

Possibility 2: Only S1 is in Tx

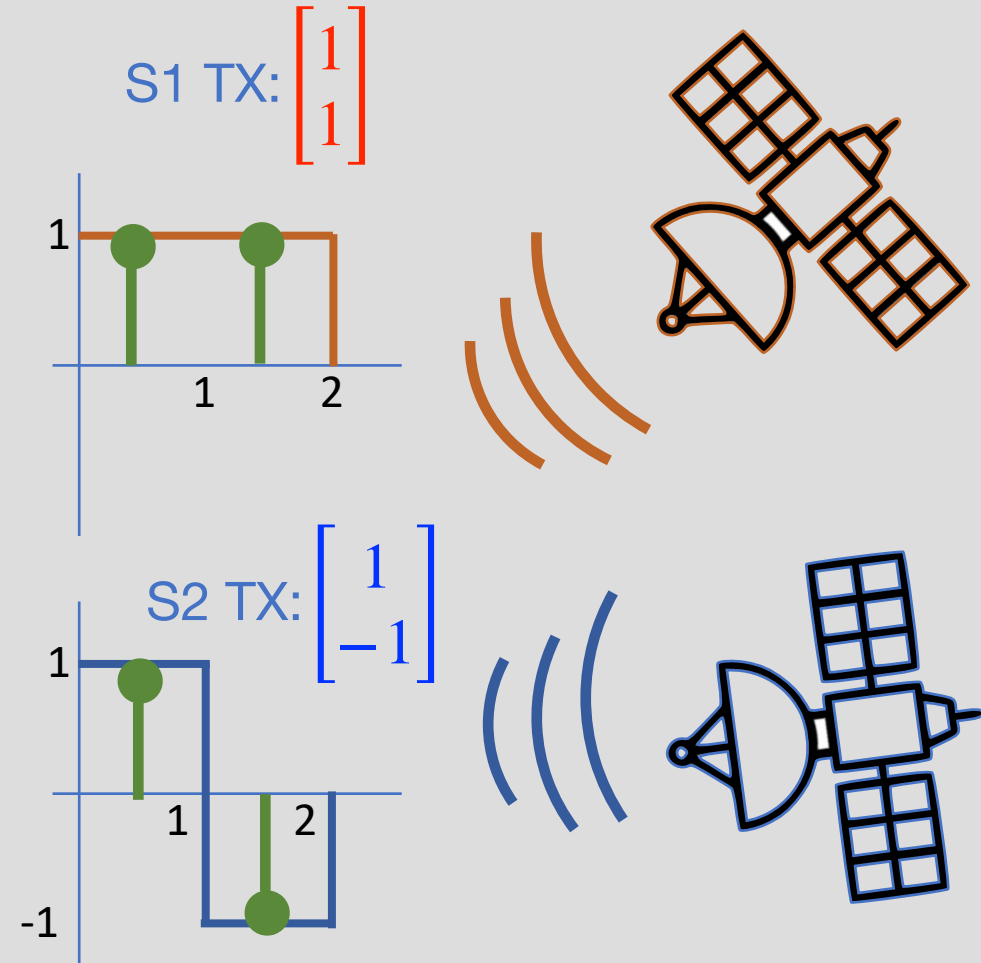
$$\vec{r} = \vec{s}_1 + \vec{n}$$

Possibility 3: Only S2 is in Tx

$$\vec{r} = \vec{s}_2 + \vec{n}$$

Possibility 4: None is in Tx

$$\vec{r} = \vec{n}$$



Interference

Possibility 1: Both sats are in TX

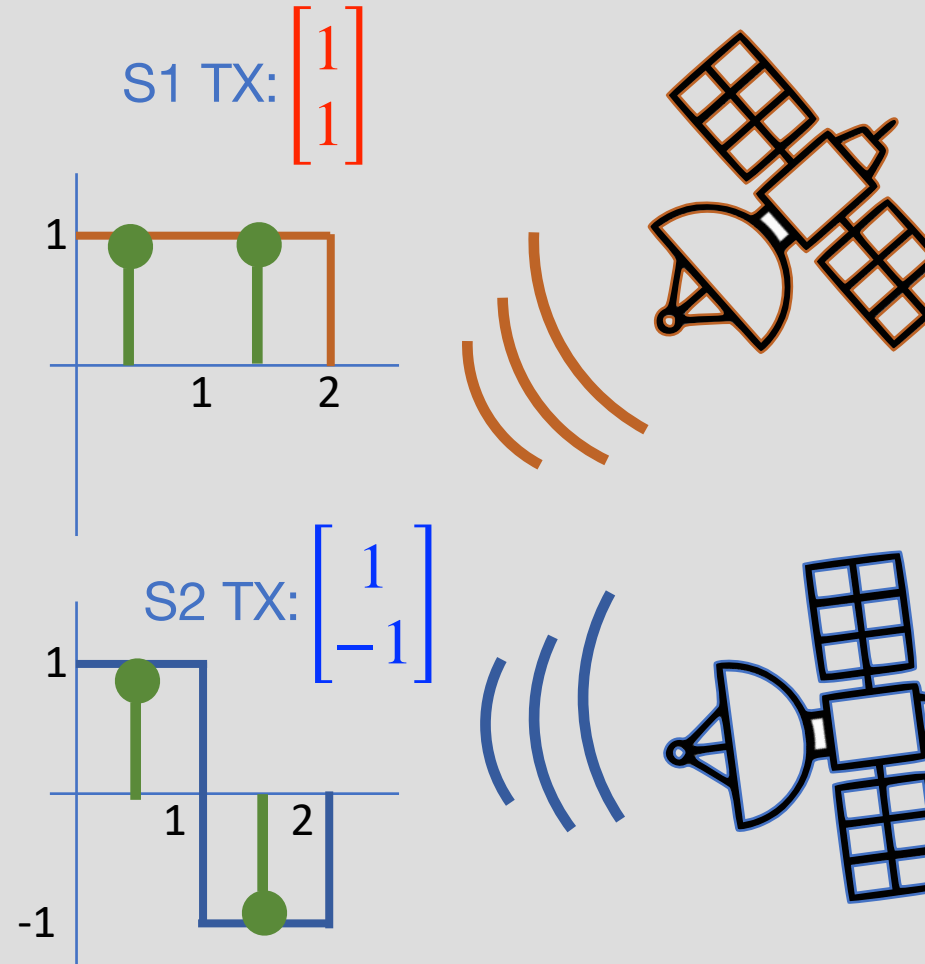
$$\vec{r} = \vec{s}_1 + \vec{s}_2 + \vec{n}$$

$$\begin{aligned} \langle \vec{r}, \vec{s}_1 \rangle &= \langle \vec{s}_1 + \vec{s}_2 + \vec{n}, \vec{s}_1 \rangle \\ &= \underbrace{\langle \vec{s}_1, \vec{s}_1 \rangle}_{\text{Desired}} + \underbrace{\langle \vec{s}_2, \vec{s}_1 \rangle}_{\text{Interference}} + \underbrace{\langle \vec{n}, \vec{s}_1 \rangle}_{\text{Small}} \end{aligned}$$

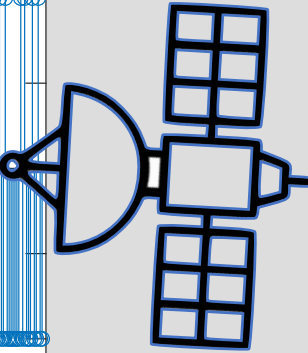
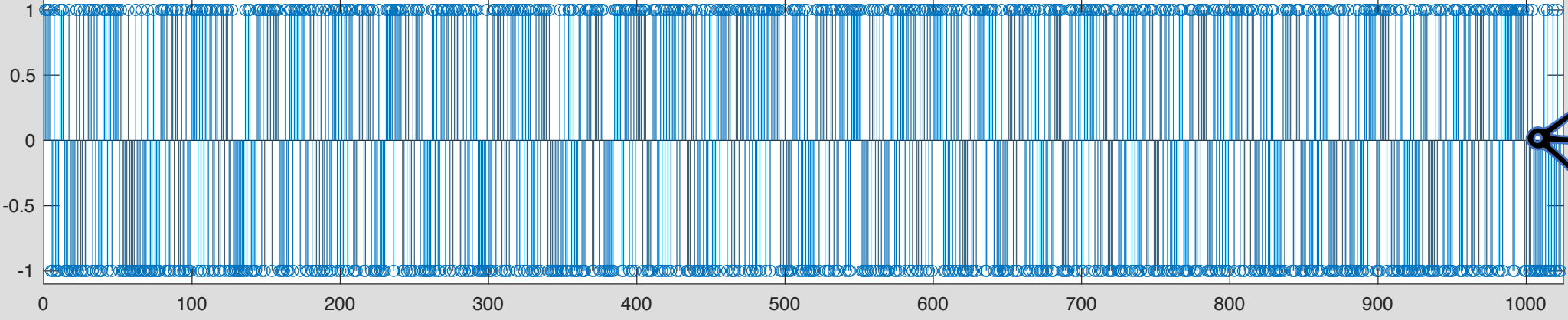
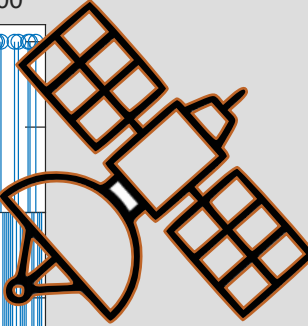
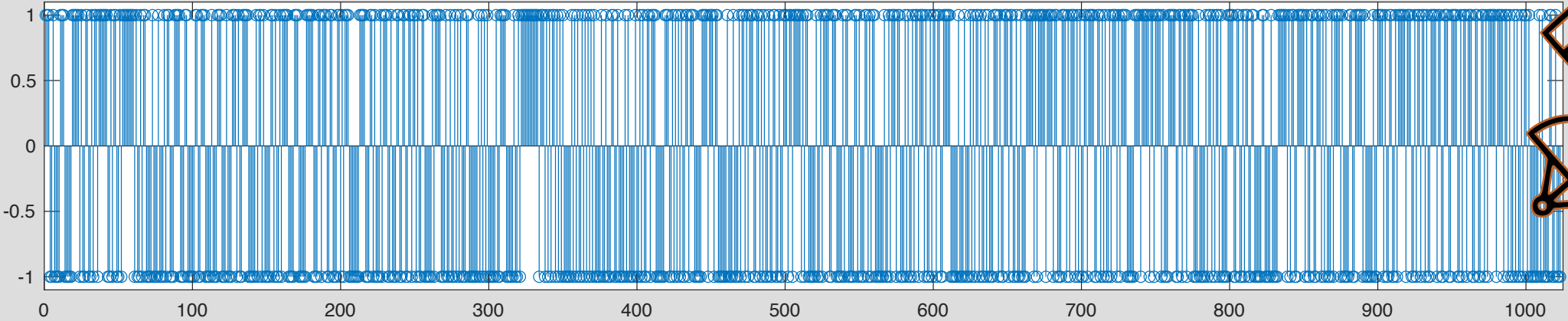
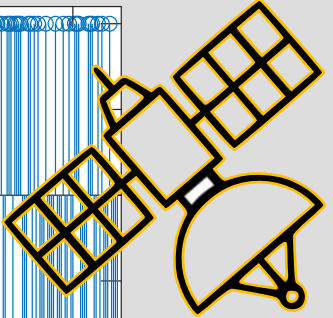
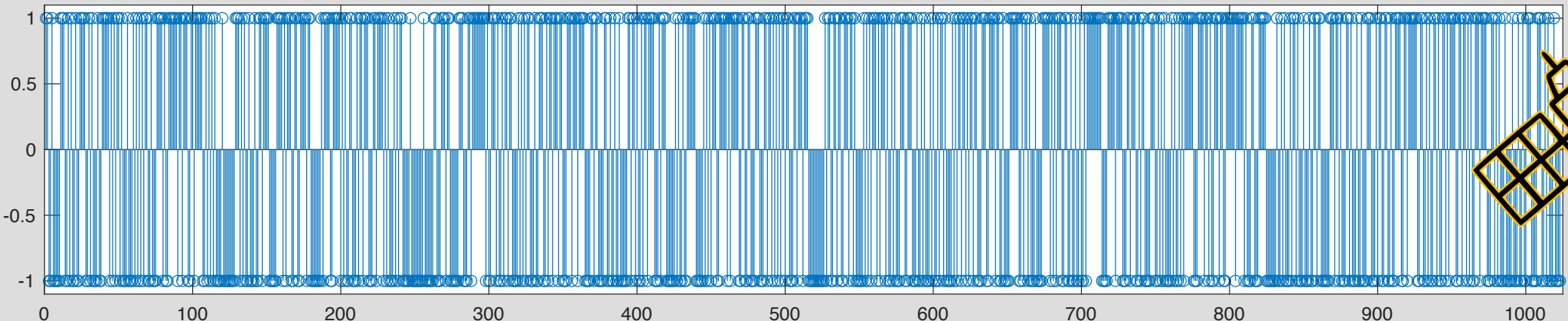
Q: How to design codes that don't interfere?

A: Make them orthogonal!

$$\langle \vec{s}_2, \vec{s}_1 \rangle = 0$$

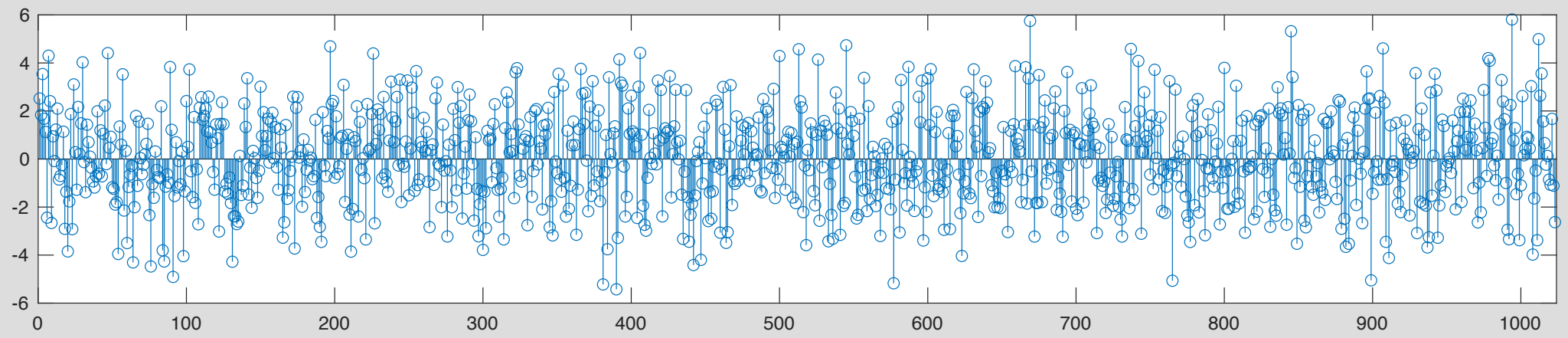


GPS Gold Codes



Example:

$$\vec{r} =$$



$$\langle \vec{r}, \vec{s}_i \rangle = \vec{r}^T \vec{s}_i$$

$$\vec{r}^T$$



$$\begin{bmatrix} \vec{s}_1 \\ \vec{s}_2 \\ \vec{s}_3 \\ \dots \\ \vec{s}_{24} \end{bmatrix} = \begin{bmatrix} \vec{r}^T \vec{s}_1 & \vec{r}^T \vec{s}_2 & \dots & \vec{r}^T \vec{s}_{24} \end{bmatrix}$$

