

Trade-off of lossless source coding error exponents

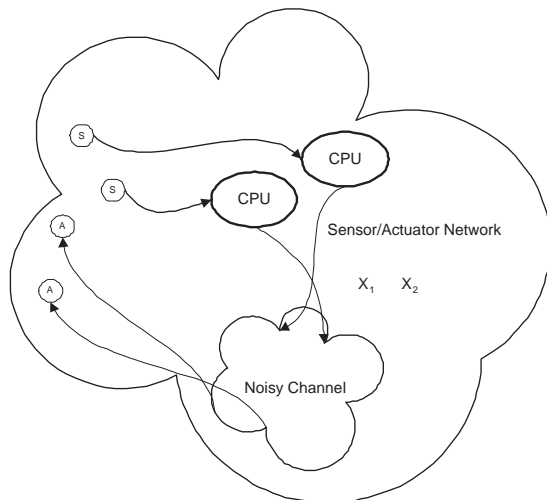
Cheng Chang Anant Sahai

HP Labs, Palo Alto
EECS, UC Berkeley

ISIT 2008

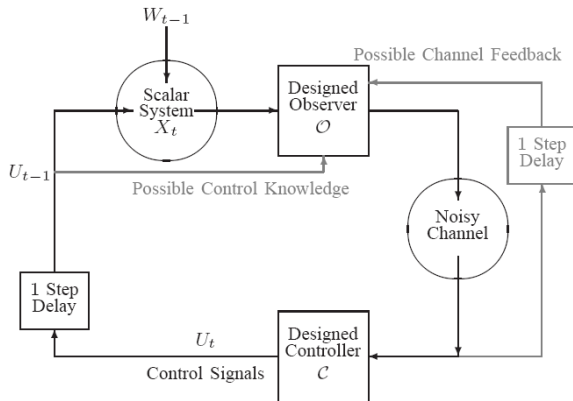
Motivation

- Sensor networks: control, communication and information theory
 - ▶ Distributed control
 - ▶ Unstable process with noisy feedback loop



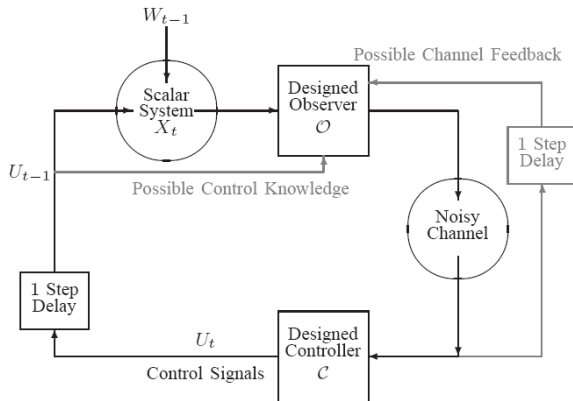
Stabilizing an unstable system with noisy feedback

- Scalar case $X_{t+1} = \lambda X_t + U_t + W_t$ (Sahai/Mitter 2006)
 - ▶ $E(|X_t|^\eta) < \infty$, for all t iff delay exponent $E(\log_2(\lambda)) > \eta \log_2(\lambda)$



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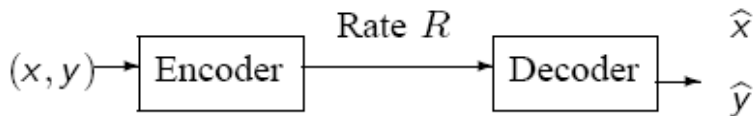
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- Vector case $\vec{X}_{t+1} = A\vec{X}_t + \vec{U}_t + \vec{W}_t$: A eigenvalues $\lambda_1, \lambda_2, \dots$
- Different error exponents for different streams

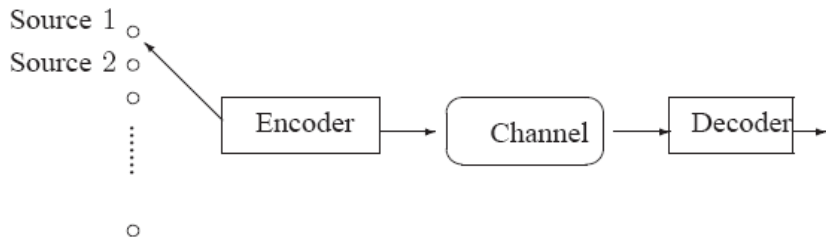
Related work

- Messages requiring different reliability
- Sub-messages requiring different reliability
- This talk is about multi-stream trade-offs.



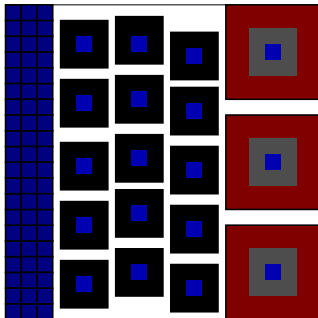
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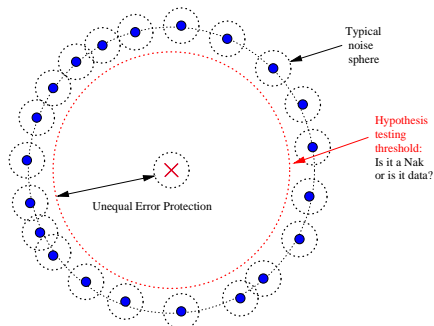
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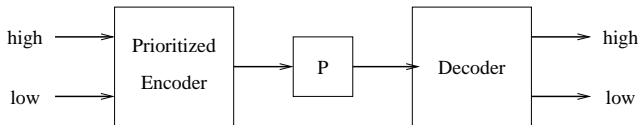
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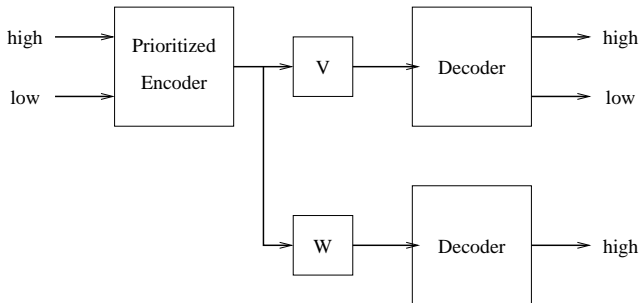
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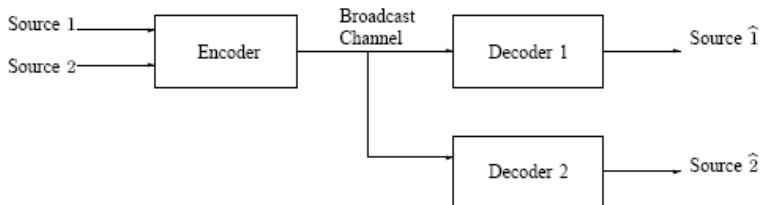
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 - ▶ Multiterminal coding error-exponent trade-offs (Weng *et al* '08, Kaspi *et al* '08, Etkin *et al* '08)
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Outline

1 Motivation and related work

2 Main Results:

- Trade-off for block source coding: a complete characterization
- Trade-off for streaming source coding: inner and outer bounds
- Trade-off for BEC with feedback and its control implications

3 Conclusions

Block source-coding error exponents

- Fixed-length block coding for i.i.d. source $x \sim P$

$$x_1^n \in \mathcal{X}^n \rightarrow b_1^{nR} \in \{0, 1\}^{nR} \rightarrow \hat{x}_1^n \in \mathcal{X}^n$$

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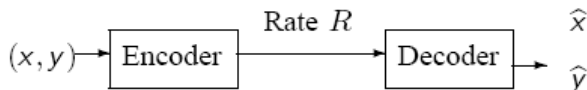
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- Entropy and error exponent :
 - ▶ $R > H(P)$
 - ▶ $\Pr(\hat{x}_1^n \neq x_1^n) \sim 2^{-nE_{block}(R)}$ for optimal coding

$$E_{block}(R) = \min_{Q: H(Q) \geq R} D(Q||P)$$

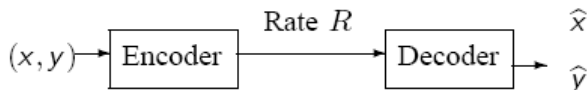
Error-exponent region (block coding)

- Two sources X and Y share R bits/sec



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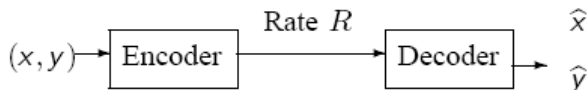
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 $\{(E_x, E_y) : \Pr(\hat{x}_1^n \neq x_1^n) \sim 2^{-nE_x} \text{ and } \Pr(\hat{y}_1^n \neq y_1^n) \sim 2^{-nE_y}\}$ for some coding scheme

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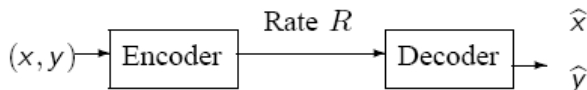
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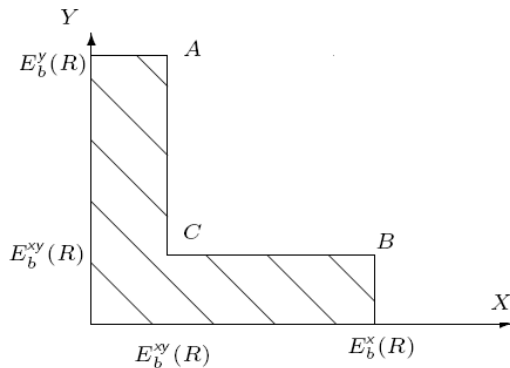
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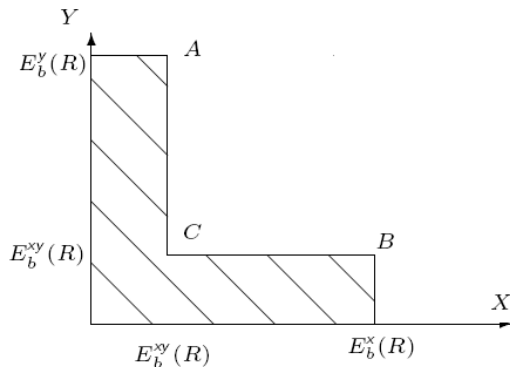
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- Naive outer bound (converse):
 - $E_x \leq E_{block(x)}(R)$, all for one source
 - Either $E_x \leq E_{block(xy)}(R)$ or $E_y \leq E_{block(xy)}(R)$

Block bound illustrated



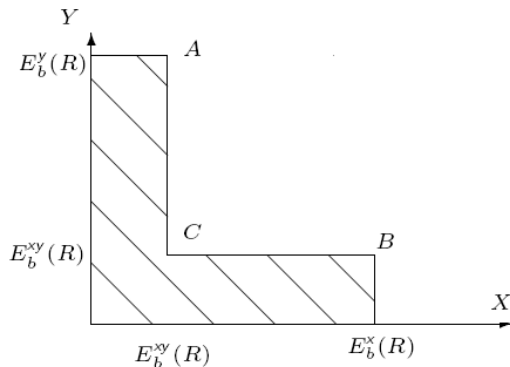
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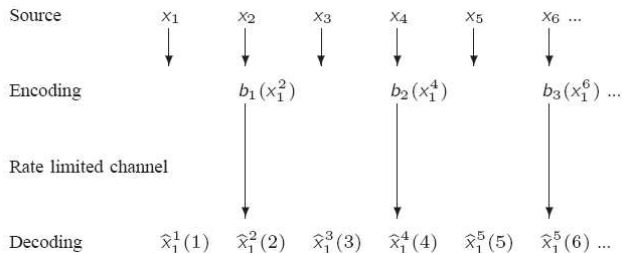
- A non-convex region.
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 - ▶ Encoder knows source before encoding.
 - ▶ Transmit high priority source if cannot send both

Beyond block coding

- Block coding: x_1^n known at time -1 , block error probability

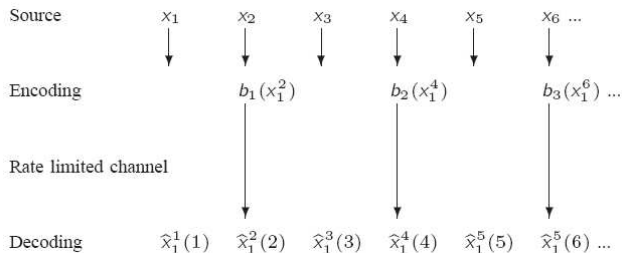
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 - ▶ Causality: source symbols $x_1, x_2, \dots, x_k, \dots$ streaming into the encoder
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- ▶ Symbol-wise decoding error: $\Pr(x_i \neq \hat{x}_i(i + \Delta)) \sim 2^{-\Delta E(R)}$
Focusing bound $E(R) = \inf_{\alpha > 0} \frac{1}{\alpha} E_{block}((\alpha + 1)R)$

Error-exponent region (streaming)

- Two streaming sources X and Y share R bits/sec
- Error exponent region

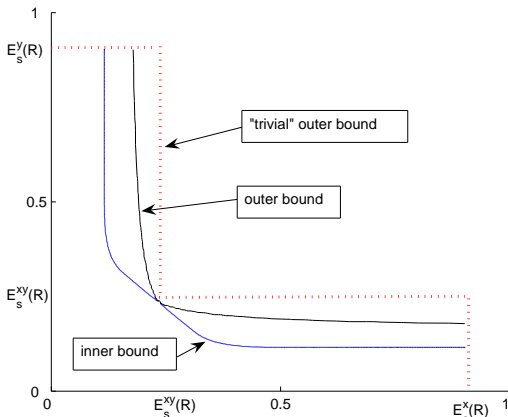
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- Inner and outer bounds

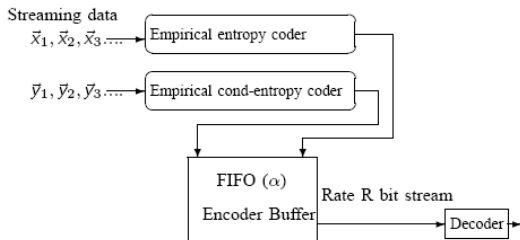


Proof ideas

- Generalization of p-to-p source coding with delay (Chang 2006)

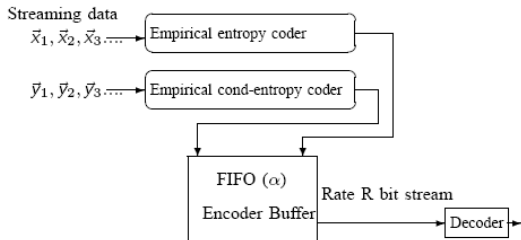
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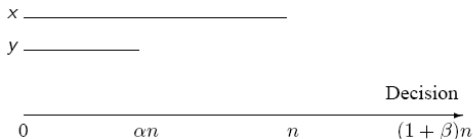


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- Outer bound: uncertainty-focusing bound for two sources



Binary-erasure channel with feedback exponent region

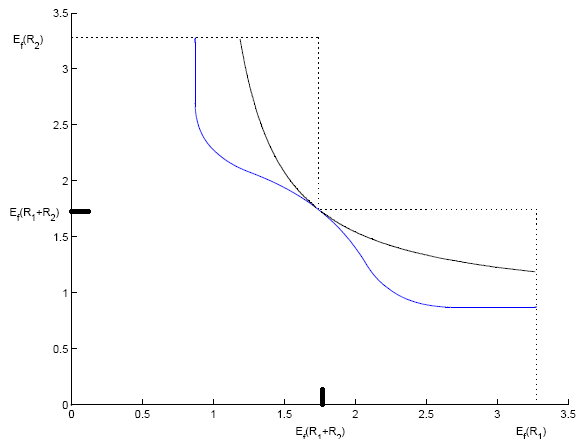
- Two bitstreams R_1 and R_2 share a $\text{BEC}(\beta)$

Binary-erasure channel with feedback exponent region

- Two bitstreams R_1 and R_2 share a BEC(β)
- Generalization of point to point case (Sahai '08)

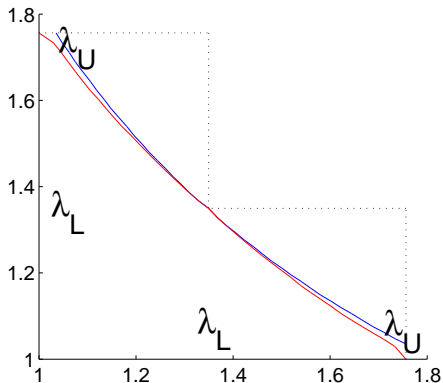
Binary-erasure channel with feedback exponent region

- Two bitstreams R_1 and R_2 share a $\text{BEC}(\beta)$
- Generalization of point to point case (Sahai '08)
- Inner bounds (better than Sahai '00) and outer bounds



Implications for control systems

- $\vec{X}_{t+1} = A\vec{X}_t + \vec{U}_t + \vec{W}_t$: A with eigenvalues λ_1, λ_2
- Control-feedback channel: BEC with feedback
- Inner and outer bounds on $\text{stabilizable}(\lambda_1, \lambda_2)$ for $\beta = 0.1, \eta = 2$



- Related to Minero, *et al* ('08).

Conclusions

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 - ▶ Sufficient/Necessary (not both) conditions for stabilizing vector processes through a BEC feedback channel
- Future directions
 - ▶ Tightening the inner and outer bounds
 - ▶ Extending to general channels
 - ▶ Trade-off of lossy source-coding error exponents (block and streaming)