

NEW COMMUNICATION STRATEGIES FOR BROADCAST AND INTERFERENCE NETWORKS

S. Sandeep Pradhan

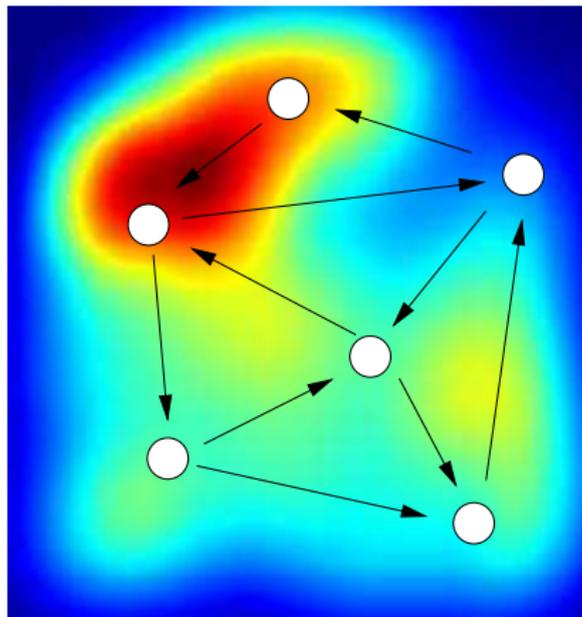
(Joint work with Arun Padakandla and Aria Sahebi)

University of Michigan, Ann Arbor

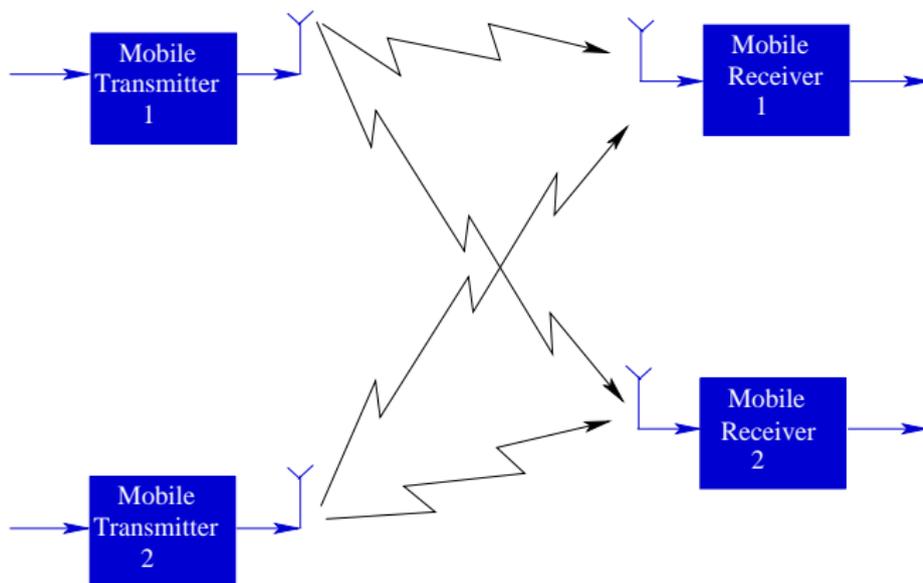
DISTRIBUTED INFORMATION CODING

- Proliferation of wireless data and sensor network applications
- Supported by distributed information processing
- Information-theoretic perspective

1: DISTRIBUTED FIELD GATHERING



2: BROADCAST AND INTERFERENCE NETWORKS



INFORMATION AND CODING THEORY: TRADITION

Information Theory:

- Develop efficient communication strategies
- No constraints on memory/computation for encoding/decoding
- Obtain performance limits that are independent of technology

INFORMATION AND CODING THEORY: TRADITION

Information Theory:

- Develop efficient communication strategies
- No constraints on memory/computation for encoding/decoding
- Obtain performance limits that are independent of technology

Coding Theory:

- Approach these limits using algebraic codes (Ex: linear codes)
- Fast encoding and decoding algorithms
- Objective: practical implementability of optimal communication systems

INFORMATION THEORY: ORDERS OF MAGNITUDE

- Subatomic scale: 10^{-23} – 10^{-15} Physicists
- Atomic scale: 10^{-15} – 10^{-6} Chemists

INFORMATION THEORY: ORDERS OF MAGNITUDE

- Subatomic scale: 10^{-23} – 10^{-15} Physicists
- Atomic scale: 10^{-15} – 10^{-6} Chemists
- Human scale: 10^{-6} – 10^6 Biologists
- Astronomical scale: 10^6 – 10^{27} Astronomers

INFORMATION THEORY: ORDERS OF MAGNITUDE

- Subatomic scale: 10^{-23} – 10^{-15} Physicists
- Atomic scale: 10^{-15} – 10^{-6} Chemists
- Human scale: 10^{-6} – 10^6 Biologists
- Astronomical scale: 10^6 – 10^{27} Astronomers
- Information-theory scale: 10^n , n sufficiently large.

PROBABILITY VERSUS ALGEBRA

Information Theory Tools: based on probability

- Finding the optimal communication system directly is difficult

PROBABILITY VERSUS ALGEBRA

Information Theory Tools: based on probability

- Finding the optimal communication system directly is difficult
- Random Coding:
 - Build a collection of communication systems (ensemble)
 - Put a probability distribution on them
 - Show good average performance
 - Craft ensembles using probability

PROBABILITY VERSUS ALGEBRA

Information Theory Tools: based on probability

- Finding the optimal communication system directly is difficult
- Random Coding:
 - Build a collection of communication systems (ensemble)
 - Put a probability distribution on them
 - Show good average performance
 - Craft ensembles using probability

Coding Theory Tools: Abstract algebra (groups, fields)

- Exploit algebraic structure to develop algorithms of polynomial complexity for encoding/decoding
- Study a very small ensemble at a time.

RANDOM CODING IN NETWORKS

- Prob. distribution on a collection of codebooks (ensemble)
- Extensions of Shannon ensembles

RANDOM CODING IN NETWORKS

- Prob. distribution on a collection of codebooks (ensemble)
- Extensions of Shannon ensembles
- Lot of bad codebooks in the ensemble
- Average performance significantly affected by these bad codes
- Do not achieve optimality in general
- Many problems have remained open for decades.

CODING THEORY TO THE RESCUE ?

- It turns out that algebraic structure can be used to weed out bad codes

CODING THEORY TO THE RESCUE ?

- It turns out that algebraic structure can be used to weed out bad codes
- Gain barely noticeable in point-to-point communication
 - Improvement in second order performance (error exponents)

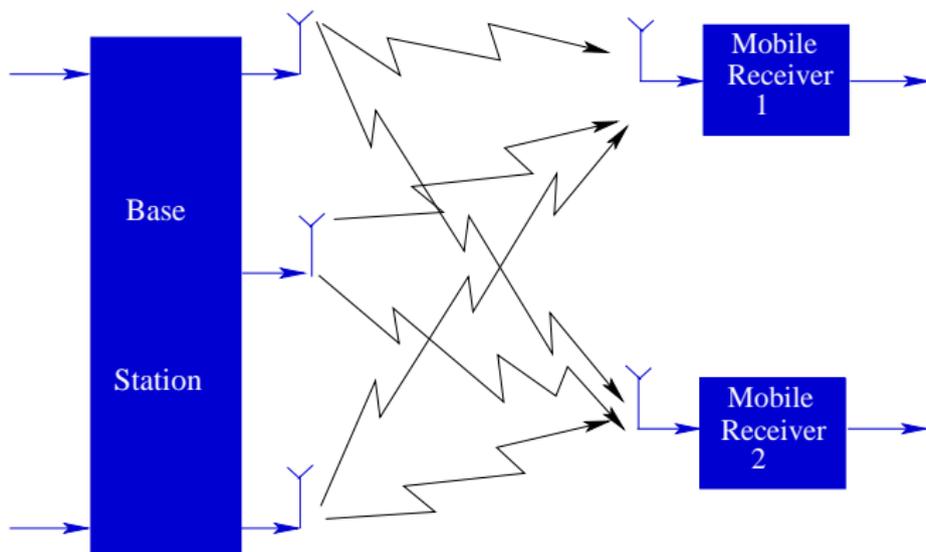
CODING THEORY TO THE RESCUE ?

- It turns out that algebraic structure can be used to weed out bad codes
- Gain barely noticeable in point-to-point communication
 - Improvement in second order performance (error exponents)
- Gains significant in multi-terminal communication

CODING THEORY TO THE RESCUE ?

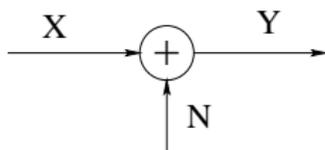
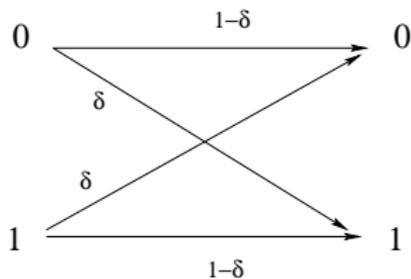
- It turns out that algebraic structure can be used to weed out bad codes
- Gain barely noticeable in point-to-point communication
 - Improvement in second order performance (error exponents)
- Gains significant in multi-terminal communication
- Time for Question?

BROADCAST NETWORKS



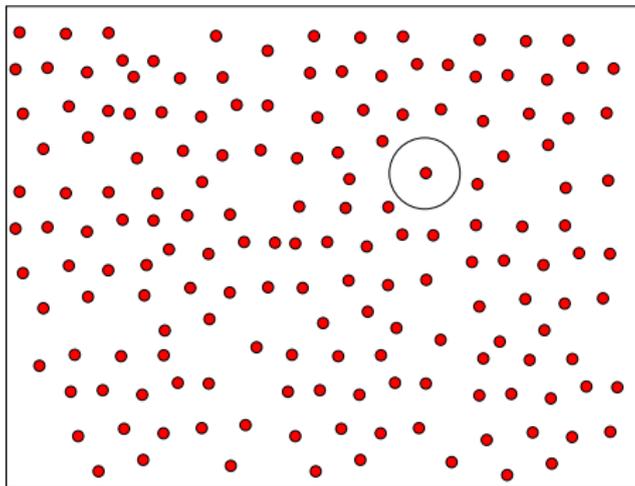
POINT-TO-POINT COMMUNICATION

Start with Binary symmetric channel



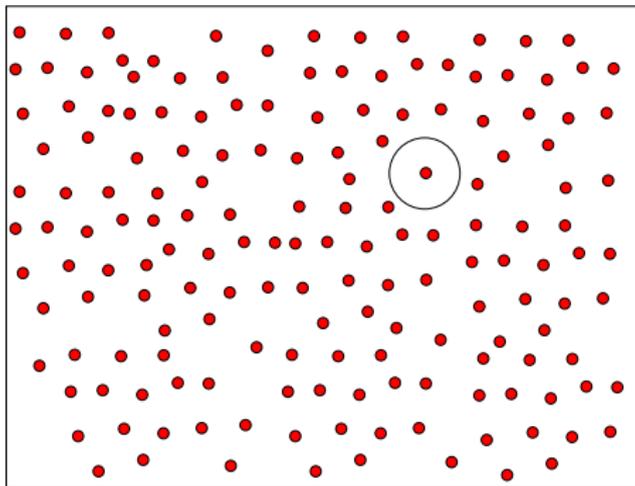
- $N \sim Be(\delta)$, and $+$ is addition modulo 2
- Capacity = $\max_{P(x)} I(X; Y) = 1 - h(\delta)$.

PICTURE OF AN OPTIMAL CODE



- Output is within a ball around a transmitted codeword
- Maximum likelihood decoding

PICTURE OF AN OPTIMAL CODE



- Output is within a ball around a transmitted codeword
- Maximum likelihood decoding
- Time for Question?

TWITTER AND EDDINGTON NUMBER

- Suppose you to want tweet on a BSC:
- 140 characters

TWITTER AND EDDINGTON NUMBER

- Suppose you to want tweet on a BSC:
- 140 characters
- Entropy of tweets = 1.9 bits/character, \Rightarrow 266 bits.
- Suppose $\delta = 0.11$, then $C = 0.5$ bits/channel use

TWITTER AND EDDINGTON NUMBER

- Suppose you to want tweet on a BSC:
- 140 characters
- Entropy of tweets = 1.9 bits/character, \Rightarrow 266 bits.
- Suppose $\delta = 0.11$, then $C = 0.5$ bits/channel use
- A tweet can be sent by using BSC 532 times.
- Number of possible tweets = 2^{266}

TWITTER AND EDDINGTON NUMBER

- Suppose you to want tweet on a BSC:
- 140 characters
- Entropy of tweets = 1.9 bits/character, \Rightarrow 266 bits.
- Suppose $\delta = 0.11$, then $C = 0.5$ bits/channel use
- A tweet can be sent by using BSC 532 times.
- Number of possible tweets = 2^{266}
- Equals the number of protons in the observable universe
- Named after Arthur Eddington.

BSC WITH COST CONSTRAINT

- $\frac{1}{n} \mathbb{E} w_H(X^n) \leq q$
- i.e., a codeword has at most q fractions of 1's

BSC WITH COST CONSTRAINT

- $\frac{1}{n} \mathbb{E} w_H(X^n) \leq q$
- i.e., a codeword has at most q fractions of 1's
- Capacity-cost function

$$C(q) = \max_{E w_H(X) \leq q} I(X; Y) = H(Y) - H(Y|X) = h(q * \delta) - h(\delta)$$

- $q * \delta = (1 - q)\delta + q(1 - \delta)$

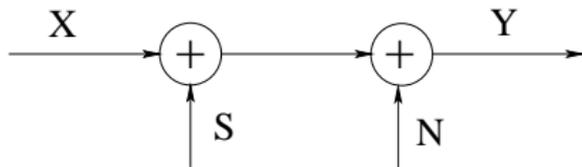
BSC WITH COST CONSTRAINT

- $\frac{1}{n} \mathbb{E} w_H(X^n) \leq q$
- i.e., a codeword has at most q fractions of 1's
- Capacity-cost function

$$C(q) = \max_{E w_H(X) \leq q} I(X; Y) = H(Y) - H(Y|X) = h(q * \delta) - h(\delta)$$

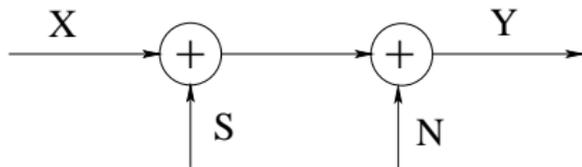
- $q * \delta = (1 - q)\delta + q(1 - \delta)$
- $X \sim Be(q)$

BSC WITH COST CONSTRAINT AND INTERFERENCE



- $S \sim Be(0.5)$ and $N \sim Be(\delta)$
- S is non-causally observable only at encoder

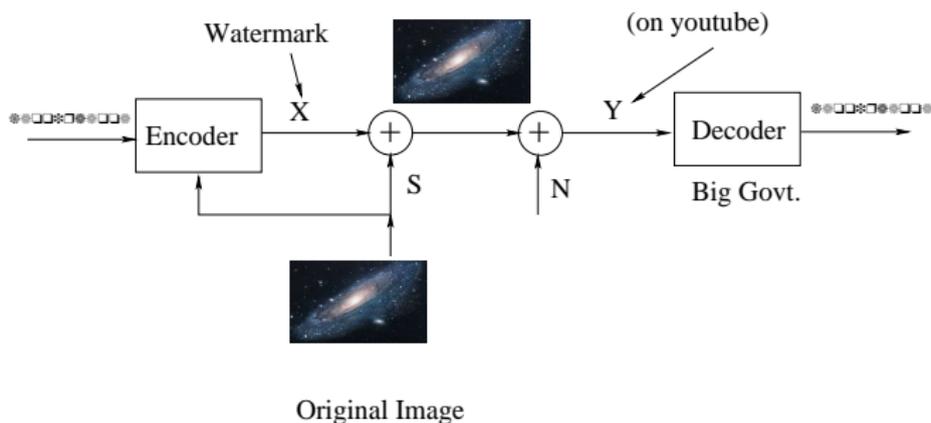
BSC WITH COST CONSTRAINT AND INTERFERENCE



- $S \sim Be(0.5)$ and $N \sim Be(\delta)$
- S is non-causally observable only at encoder
- $\frac{1}{n} \mathbb{E} w_H(X^n) \leq q$

APPLICATIONS

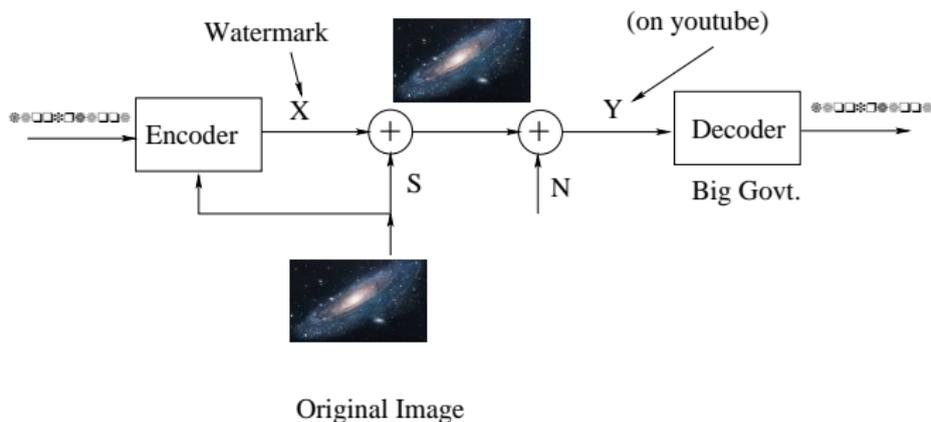
Digital watermarking, data hiding, covert communication



- Blind watermarking

APPLICATIONS

Digital watermarking, data hiding, covert communication



- Blind watermarking
- You want big govt. but you dont trust it too much

BSC WITH COST CONSTRAINT AND INTERFERENCE

- Q1: What is the communication strategy?

BSC WITH COST CONSTRAINT AND INTERFERENCE

- Q1: What is the communication strategy?
- A1. Try cancelling it

BSC WITH COST CONSTRAINT AND INTERFERENCE

- Q1: What is the communication strategy?
- A1. Try cancelling it
 - You cannot, you do not have enough number of ones.

BSC WITH COST CONSTRAINT AND INTERFERENCE

- Q1: What is the communication strategy?
- A1. Try cancelling it
 - You cannot, you do not have enough number of ones.
- A2. Ride on the interference

BSC WITH COST CONSTRAINT AND INTERFERENCE

- Q1: What is the communication strategy?
- A1. Try cancelling it
 - You cannot, you do not have enough number of ones.
- A2. Ride on the interference
 - Nudge the interference with channel input toward a codeword
 - But, you have got just q fraction of ones.

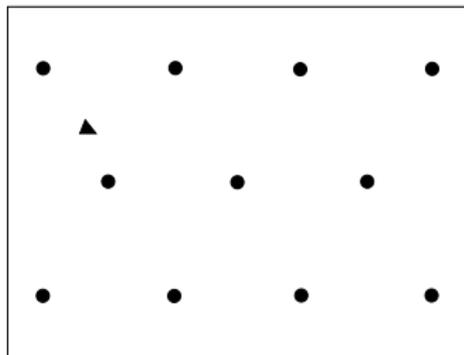
BSC WITH COST CONSTRAINT AND INTERFERENCE

- Q1: What is the communication strategy?
- A1. Try cancelling it
 - You cannot, you do not have enough number of ones.
- A2. Ride on the interference
 - Nudge the interference with channel input toward a codeword
 - But, you have got just q fraction of ones.
 - Gelfand-Pinsker: Nudge toward a codeword from a set

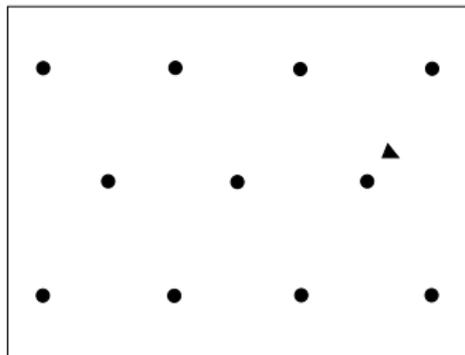
BSC WITH COST CONSTRAINT AND INTERFERENCE

- Q1: What is the communication strategy?
- A1. Try cancelling it
 - You cannot, you do not have enough number of ones.
- A2. Ride on the interference
 - Nudge the interference with channel input toward a codeword
 - But, you have got just q fraction of ones.
 - Gelfand-Pinsker: Nudge toward a codeword from a set
 - Q2. How large should the set be?
 - Rate of the set: $1 - h(q)$.

PICTURE OF AN OPTIMAL SET OF CODEWORDS

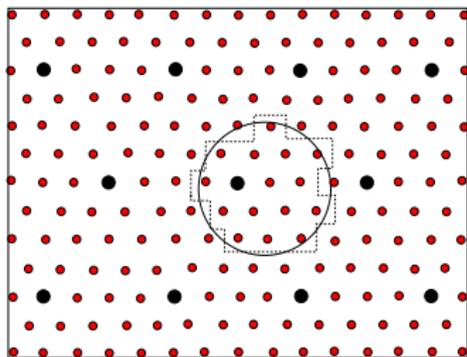


PICTURE OF AN OPTIMAL SET OF CODEWORDS



- All these codewords are assigned for a message
- Select a codeword to which you can nudge the interference..
- ..by spending just q fraction of ones $\Rightarrow U = X + S$

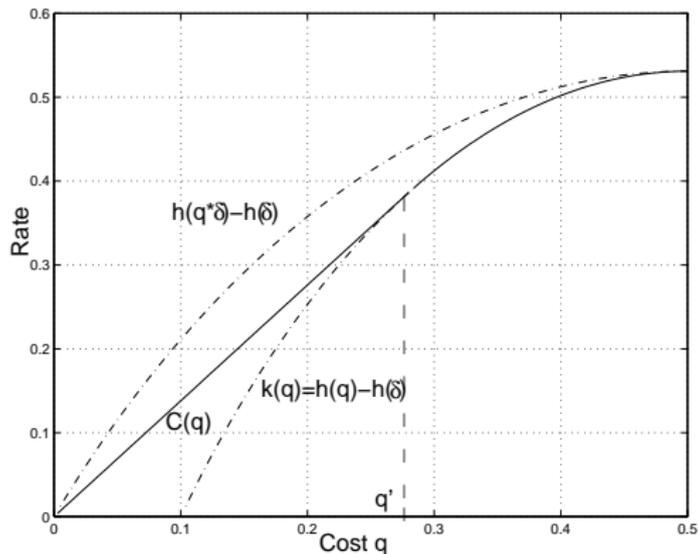
PRECODING FOR INTERFERENCE



- Rate of the composite codebook: $1 - h(\delta)$
- Rate of a sub-code-book: $1 - h(q)$
- Transmission rate: difference = $h(q) - h(\delta)$
- Capacity in general case [Gelfand-Pinsker '80]

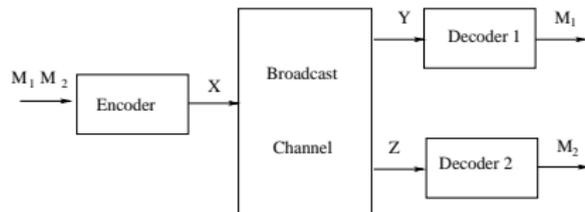
$$C(q) = \max_{P(U, X|S): E w_H(X) \leq q} I(U; Y) - I(U; S)$$

PICTURE OF CAPACITY COST FUNCTION



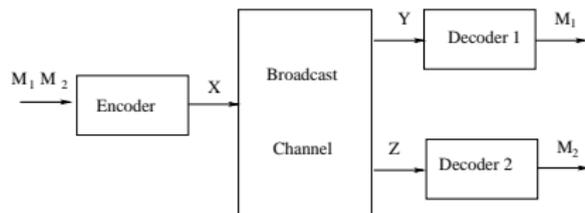
Bottomline: Rate loss as compared to no interference

BROADCAST CHANNEL: COVER '72



- Channel with one input and multiple outputs
- Same signal should contain info. meant for both receivers
- Capacity region still not known in general

BROADCAST CHANNEL: COVER '72



- Channel with one input and multiple outputs
- Same signal should contain info. meant for both receivers
- Capacity region still not known in general
- Time for questions?

MARTON'S CODING STRATEGY: TWO RECEIVERS

- Create a signal that carry information for the second receiver

MARTON'S CODING STRATEGY: TWO RECEIVERS

- Create a signal that carry information for the second receiver
- This signal acts as interference for the signal of the first
- How to tackle (self) interference?

MARTON'S CODING STRATEGY: TWO RECEIVERS

- Create a signal that carry information for the second receiver
- This signal acts as interference for the signal of the first
- How to tackle (self) interference?
 - Make the first receiver decode a large portion of interference
 - This portion is given by a (univariate) function

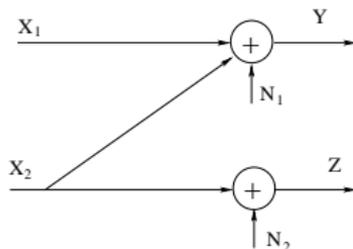
MARTON'S CODING STRATEGY: TWO RECEIVERS

- Create a signal that carry information for the second receiver
- This signal acts as interference for the signal of the first
- How to tackle (self) interference?
 - Make the first receiver decode a large portion of interference
 - This portion is given by a (univariate) function
 - The rest is precoded for using Gelfand-Pinsker strategy

MARTON'S CODING STRATEGY: TWO RECEIVERS

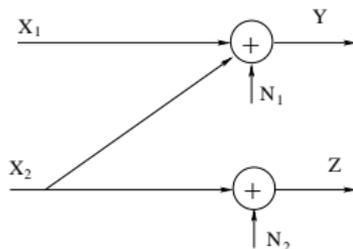
- Create a signal that carry information for the second receiver
- This signal acts as interference for the signal of the first
- How to tackle (self) interference?
 - Make the first receiver decode a large portion of interference
 - This portion is given by a (univariate) function
 - The rest is precoded for using Gelfand-Pinsker strategy
- This strategy is optimal for many special cases
- We do not know whether it is optimal in general

EXAMPLE: SO-CALLED NON-DEGRADED CHANNEL



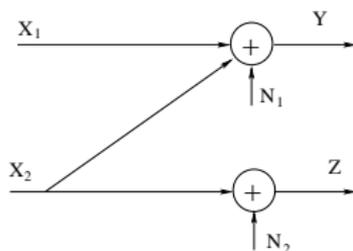
- $N_1 \sim Be(\delta)$, and $N_2 \sim Be(\epsilon)$, and no constraint on X_2
- Hamming weight constraint on X_1 : $\frac{1}{n} \mathbb{E} w_H(X_1^n) \leq q$

EXAMPLE: SO-CALLED NON-DEGRADED CHANNEL



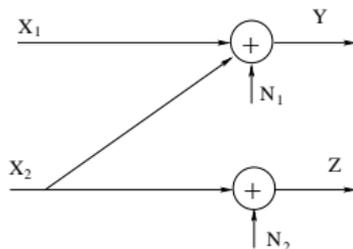
- $N_1 \sim Be(\delta)$, and $N_2 \sim Be(\epsilon)$, and no constraint on X_2
- Hamming weight constraint on X_1 : $\frac{1}{n} \mathbb{E} w_H(X_1^n) \leq q$
- Fix $R_2 = 1 - h(\epsilon)$, and assume $\delta < \epsilon$

EXAMPLE: SO-CALLED NON-DEGRADED CHANNEL



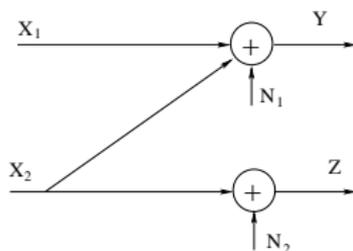
- $N_1 \sim Be(\delta)$, and $N_2 \sim Be(\epsilon)$, and no constraint on X_2
- Hamming weight constraint on X_1 : $\frac{1}{n} \mathbb{E} w_H(X_1^n) \leq q$
- Fix $R_2 = 1 - h(\epsilon)$, and assume $\delta < \epsilon$
- When $q * \delta \leq \epsilon$, Rec. 1 can decode interference completely

EXAMPLE: SO-CALLED NON-DEGRADED CHANNEL



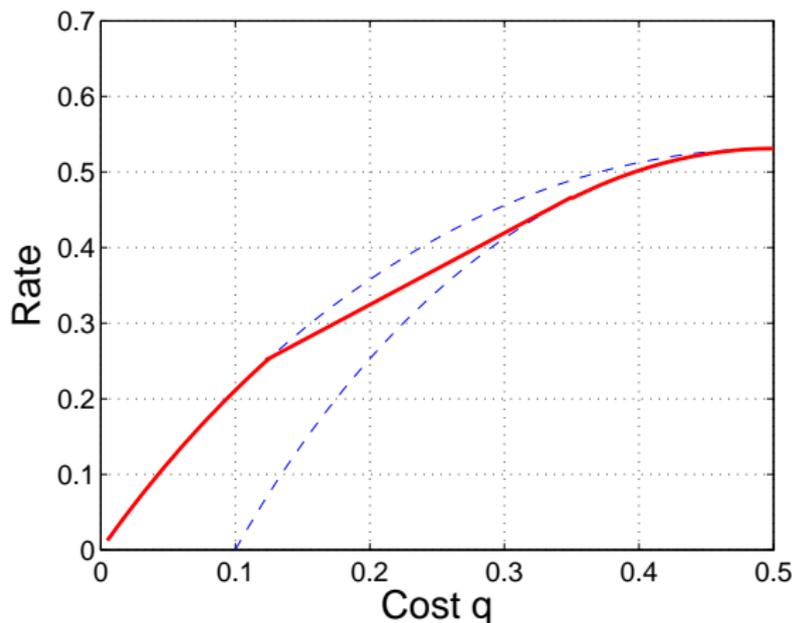
- $N_1 \sim Be(\delta)$, and $N_2 \sim Be(\epsilon)$, and no constraint on X_2
- Hamming weight constraint on X_1 : $\frac{1}{n} \mathbb{E} w_H(X_1^n) \leq q$
- Fix $R_2 = 1 - h(\epsilon)$, and assume $\delta < \epsilon$
- When $q * \delta \leq \epsilon$, Rec. 1 can decode interference completely
 - a.k.a no interference $\Rightarrow R_1 = h(q * \delta) - h(\delta)$

EXAMPLE: SO-CALLED NON-DEGRADED CHANNEL



- $N_1 \sim Be(\delta)$, and $N_2 \sim Be(\epsilon)$, and no constraint on X_2
- Hamming weight constraint on X_1 : $\frac{1}{n} \mathbb{E} w_H(X_1^n) \leq q$
- Fix $R_2 = 1 - h(\epsilon)$, and assume $\delta < \epsilon$
- When $q * \delta \leq \epsilon$, Rec. 1 can decode interference completely
 - a.k.a no interference $\Rightarrow R_1 = h(q * \delta) - h(\delta)$
- Otherwise, precode for X_2 : $\Rightarrow R_1 = h(q) - h(\delta)$

PICTURE OF RATE REGION



Decode a *univariate* function of interference & precode for the rest

BROADCAST WITH MORE RECEIVERS

- Marton's strategy can be easily extended
- Consider 3 receiver case: At receiver 1:

BROADCAST WITH MORE RECEIVERS

- Marton's strategy can be easily extended
- Consider 3 receiver case: At receiver 1:
 - (self) interference of signals of Rec. 2 and Rec. 3

BROADCAST WITH MORE RECEIVERS

- Marton's strategy can be easily extended
- Consider 3 receiver case: At receiver 1:
 - (self) interference of signals of Rec. 2 and Rec. 3
 - Decode a univariate function of signal meant for Rec. 2...
 - .. and a univariate function of signal meant for Rec. 3.

BROADCAST WITH MORE RECEIVERS

- Marton's strategy can be easily extended
- Consider 3 receiver case: At receiver 1:
 - (self) interference of signals of Rec. 2 and Rec. 3
 - Decode a univariate function of signal meant for Rec. 2...
 - .. and a univariate function of signal meant for Rec. 3.
 - Precode for the rest

BROADCAST WITH MORE RECEIVERS

- Marton's strategy can be easily extended
- Consider 3 receiver case: At receiver 1:
 - (self) interference of signals of Rec. 2 and Rec. 3
 - Decode a univariate function of signal meant for Rec. 2...
 - .. and a univariate function of signal meant for Rec. 3.
 - Precode for the rest
- All these being done using random codes
- No need for linear or algebraic codes till now

BROADCAST WITH MORE RECEIVERS

- Marton's strategy can be easily extended
- Consider 3 receiver case: At receiver 1:
 - (self) interference of signals of Rec. 2 and Rec. 3
 - Decode a univariate function of signal meant for Rec. 2...
 - .. and a univariate function of signal meant for Rec. 3.
 - Precode for the rest
- All these being done using random codes
- No need for linear or algebraic codes till now
- We can show that such a strategy is strictly suboptimal

NEW STRATEGY

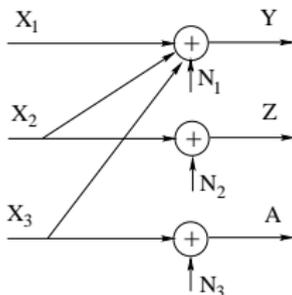
- Decode a bivariate function of the signals meant for other two

NEW STRATEGY

- Decode a bivariate function of the signals meant for other two
- It turns out that to exploit this we need linear codes

NEW STRATEGY

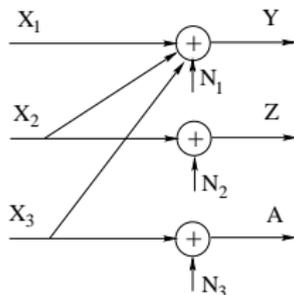
- Decode a bivariate function of the signals meant for other two
- It turns out that to exploit this we need linear codes



- $N_2, N_3 \sim Be(\epsilon)$, and no constraints on X_2 and X_3
- $N_1 \sim Be(\delta)$ and the usual : $\frac{1}{n} \mathbb{E} w_H(X_1^n) \leq q$

NEW STRATEGY

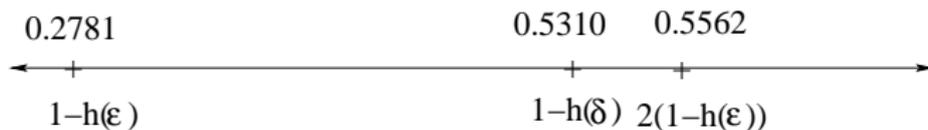
- Decode a bivariate function of the signals meant for other two
- It turns out that to exploit this we need linear codes



- $N_2, N_3 \sim Be(\epsilon)$, and no constraints on X_2 and X_3
- $N_1 \sim Be(\delta)$ and the usual : $\frac{1}{n} \mathbb{E} w_H(X_1^n) \leq q$
- Let $R_2 = R_3 = 1 - h(\epsilon)$, the incorrigible brutes!
- Let $\delta < \epsilon$

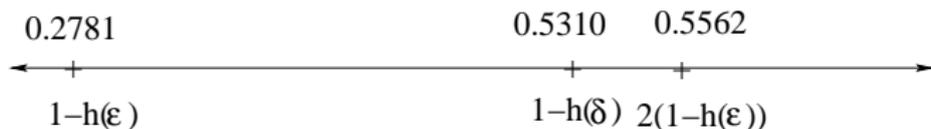
DEFICIENCY OF RANDOM CODES

- $\delta = 0.1$ and $\epsilon = 0.2$



DEFICIENCY OF RANDOM CODES

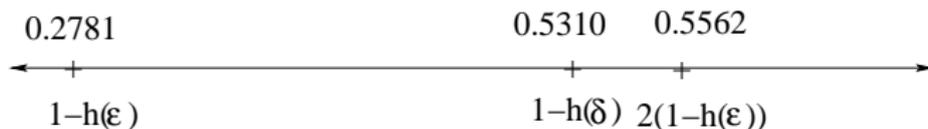
- $\delta = 0.1$ and $\epsilon = 0.2$



- Marton wishes to decode “full” interference: (X_2, X_3) :
 - $1 - h(q * \delta) > 2(1 - h(\epsilon))$
 - a.k.a never going to happen
 - Marton ends up doing precoding incurring rate loss

DEFICIENCY OF RANDOM CODES

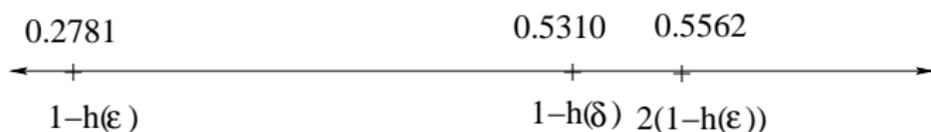
- $\delta = 0.1$ and $\epsilon = 0.2$



- Marton wishes to decode “full” interference: (X_2, X_3) :
 - $1 - h(q * \delta) > 2(1 - h(\epsilon))$
 - a.k.a never going to happen
 - Marton ends up doing precoding incurring rate loss
- New Approach: Try decoding *actual* interference: $X_2 + X_3$

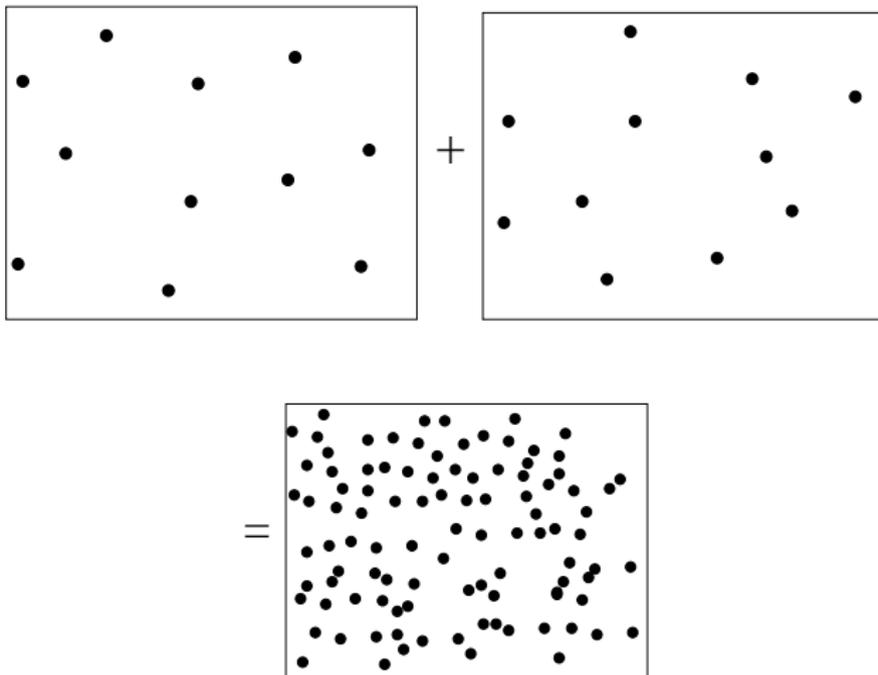
DEFICIENCY OF RANDOM CODES

- $\delta = 0.1$ and $\epsilon = 0.2$

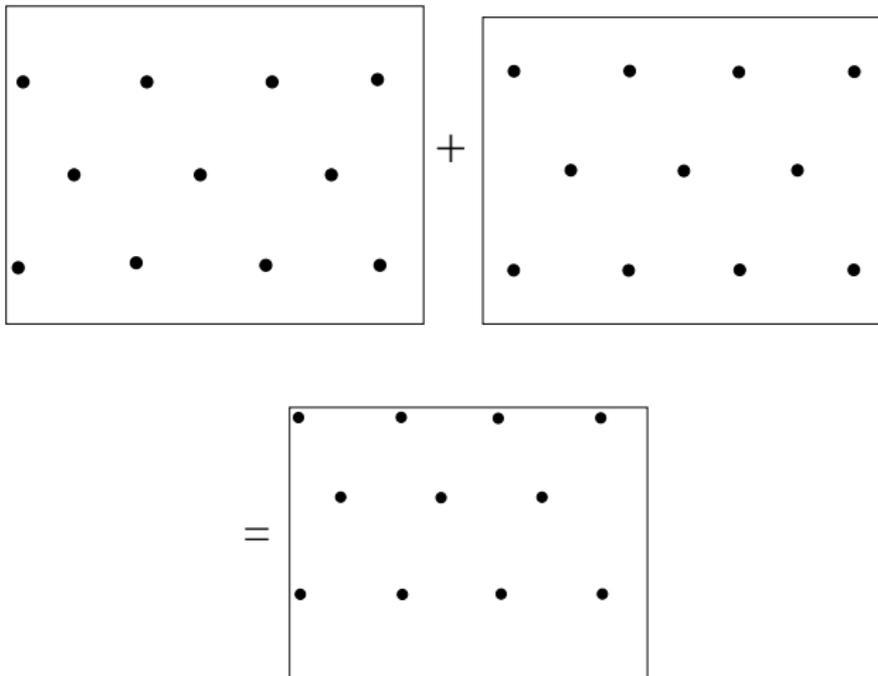


- Marton wishes to decode “full” interference: (X_2, X_3) :
 - $1 - h(q * \delta) > 2(1 - h(\epsilon))$
 - a.k.a never going to happen
 - Marton ends up doing precoding incurring rate loss
- New Approach: Try decoding *actual* interference: $X_2 + X_3$
 - Benefit if the range of $X_2 + X_3$ is \lll range of (X_2, X_3)
 - If X_2 and X_3 are “random”, this wont happen

PICTURE OF SUM OF TWO RANDOM SETS



PICTURE OF SUM OF TWO COSETS OF A LINEAR CODE



EXPLOITS OF LINEAR CODES

- The “incorrigible brutes” can have their capacities

EXPLOITS OF LINEAR CODES

- The “incorrigible brutes” can have their capacities
- We just need their codebooks to behave “algebraic”
- We know that linear codes achieve the capacity of BSC

EXPLOITS OF LINEAR CODES

- The “incorrigible brutes” can have their capacities
- We just need their codebooks to behave “algebraic”
- We know that linear codes achieve the capacity of BSC
- rate of $X_2 = \text{rate of } X_3 = \text{rate of } X_2 + X_3 = 1 - h(\epsilon)$
- Since $\delta < \epsilon$, we have for small q : $q * \delta < \epsilon$

EXPLOITS OF LINEAR CODES

- The “incorrigible brutes” can have their capacities
- We just need their codebooks to behave “algebraic”
- We know that linear codes achieve the capacity of BSC
- rate of $X_2 = \text{rate of } X_3 = \text{rate of } X_2 + X_3 = 1 - h(\epsilon)$
- Since $\delta < \epsilon$, we have for small q : $q * \delta < \epsilon$
- Hence $1 - h(q * \delta) > 1 - h(\epsilon)$
- Rec. 1 can decode the actual interference and subtract it off

EXPLOITS OF LINEAR CODES

- The “incorrigible brutes” can have their capacities
- We just need their codebooks to behave “algebraic”
- We know that linear codes achieve the capacity of BSC
- rate of $X_2 = \text{rate of } X_3 = \text{rate of } X_2 + X_3 = 1 - h(\epsilon)$
- Since $\delta < \epsilon$, we have for small q : $q * \delta < \epsilon$
- Hence $1 - h(q * \delta) > 1 - h(\epsilon)$
- Rec. 1 can decode the actual interference and subtract it off
- Then decodes her message at rate $h(q * \delta) - h(\delta)$
- $R_1 = h(q * \delta) - h(\delta)$, $R_2 = R_3 = 1 - h(\epsilon)$

SYMMETRY AND ADDITION SAVED THE WORLD

We have banked on

SYMMETRY AND ADDITION SAVED THE WORLD

We have banked on

- Channels of Rec. 2 and 3 are symmetric
 - so uniform input distribution achieves capacity

SYMMETRY AND ADDITION SAVED THE WORLD

We have banked on

- Channels of Rec. 2 and 3 are symmetric
 - so uniform input distribution achieves capacity
- Interference in the broadcast channel is additive

SYMMETRY AND ADDITION SAVED THE WORLD

We have banked on

- Channels of Rec. 2 and 3 are symmetric
 - so uniform input distribution achieves capacity
- Interference in the broadcast channel is additive

But Shannon theory is all about not getting bogged down in an example

- Objective is to develop a theory for general case

HOWEVER?

- Caution: Even in point-to-point communication
 - In general, linear codes do not achieve Shannon capacity of an arbitrary discrete memoryless channel

HOWEVER?

- Caution: Even in point-to-point communication
 - In general, linear codes do not achieve Shannon capacity of an arbitrary discrete memoryless channel
- What hope do we have in using them for network communication for the arbitrary discrete memoryless case?

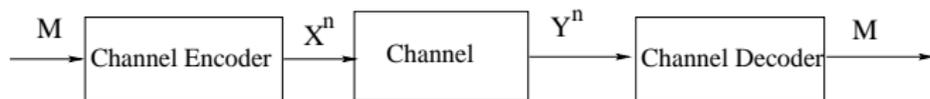
THESIS

- Algebraic structure in codes may be necessary in a fundamental way

THESIS

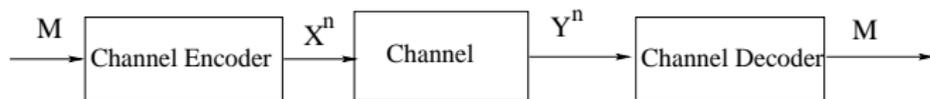
- Algebraic structure in codes may be necessary in a fundamental way
- Algebraic structure alone is not sufficient
- A right mix of algebraic structure along with non-linearity
- Nested algebraic code appears to be a universal structure

NOISY CHANNEL CODING IN POINT-TO-POINT CASE



- Given: Channel I/P = X , O/P = Y , with $p_{Y|X}$, and cost function $w(x)$
- Find: maximum transmission rate R for a target cost W .

NOISY CHANNEL CODING IN POINT-TO-POINT CASE

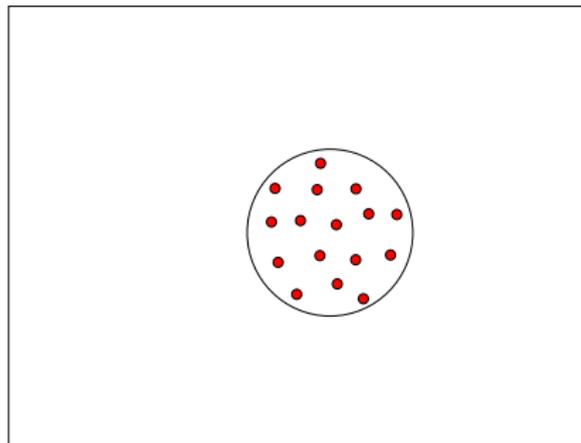


- Given: Channel $I/P = X$, $O/P = Y$, with $p_{Y|X}$, and cost function $w(x)$
- Find: maximum transmission rate R for a target cost W .
- Answer: Shannon Capacity-Cost function (Shannon '49)

$$C(W) = \max_{p_X: Ew \leq W} I(X; Y)$$

PICTURE OF A NEAR-OPTIMAL CHANNEL CODE

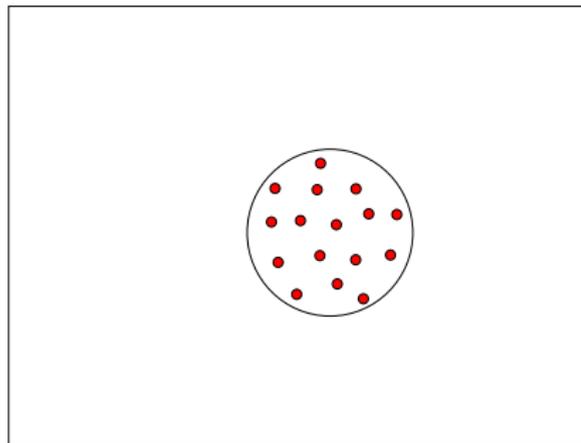
Obtained from Shannon ensemble



- Box = \mathcal{X}^n
- Red dot = codeword
- \mathcal{C} = code book

PICTURE OF A NEAR-OPTIMAL CHANNEL CODE

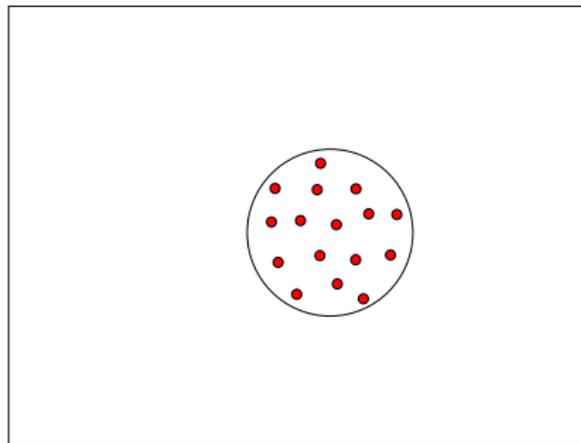
Obtained from Shannon ensemble



- Box = \mathcal{X}^n
- Red dot = codeword
- \mathcal{C} = code book
- \mathcal{C} has Packing Property
- \mathcal{C} has Shaping Property

PICTURE OF A NEAR-OPTIMAL CHANNEL CODE

Obtained from Shannon ensemble

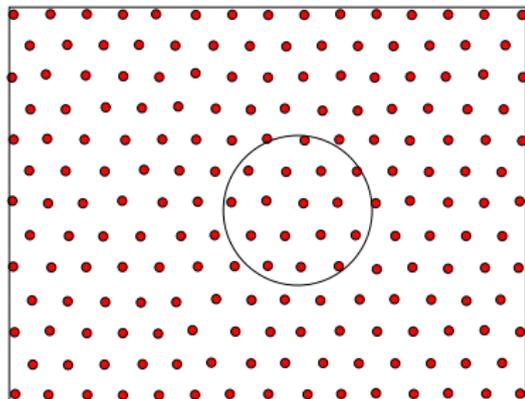


- Box = \mathcal{X}^n
- Red dot = codeword
- \mathcal{C} = code book
- \mathcal{C} has Packing Property
- \mathcal{C} has Shaping Property
- Shape Region = Typical set
- Size of code = $I(X; Y)$

- Codeword density =

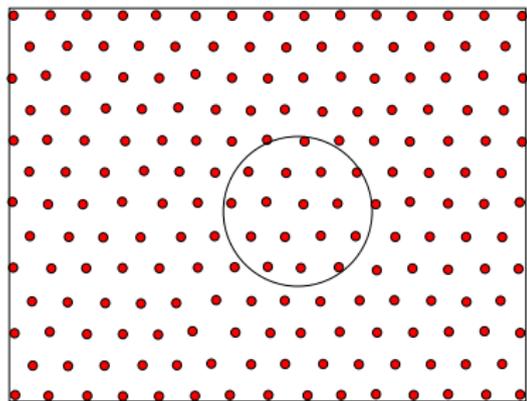
$$I(X; Y) - H(X) = -H(X|Y)$$

NEW RESULT: AN OPTIMAL LINEAR CODE



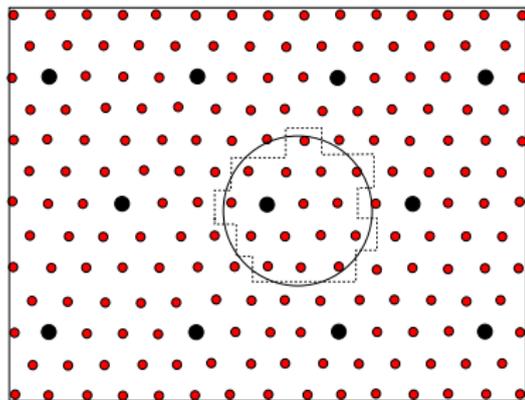
- Let $|\mathcal{X}| = p$, prime no.
- $\mathcal{C}_1 =$ code book
- \mathcal{C}_1 has Packing Property
- Size of code
 $= \log |\mathcal{X}| - H(X|Y)$

NEW RESULT: AN OPTIMAL LINEAR CODE



- Let $|\mathcal{X}| = p$, prime no.
- $\mathcal{C}_1 =$ code book
- \mathcal{C}_1 has Packing Property
- Size of code
 $= \log |\mathcal{X}| - H(X|Y)$
- Finite field is \mathbb{Z}_p
- Bounding Region $= \mathcal{X}^n$
- Density $= -H(X|Y)$

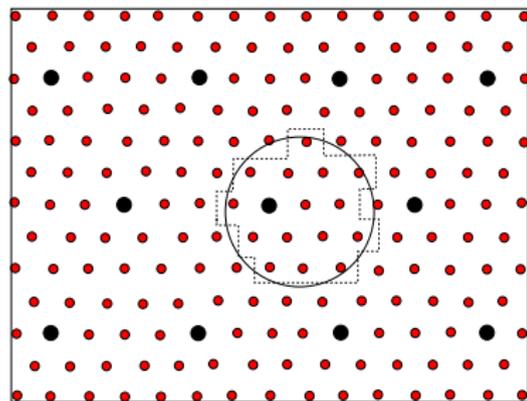
NEW THEOREM: AN OPTIMAL NESTED LINEAR CODE



Going beyond symmetry

- C_1 fine code (red & black)
- C_2 coarse code (black)
- C_1 has Packing property

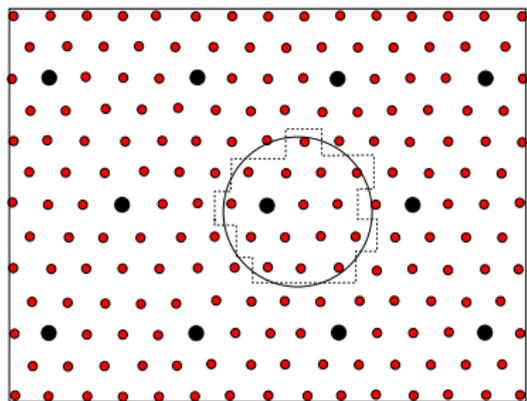
NEW THEOREM: AN OPTIMAL NESTED LINEAR CODE



Going beyond symmetry

- \mathcal{C}_1 fine code (red & black)
- \mathcal{C}_2 coarse code (black)
- \mathcal{C}_1 has Packing property
- \mathcal{C}_2 has Shaping property
- Size of $\mathcal{C}_1 = \log |\mathcal{X}| - H(X|Y)$
- Size of $\mathcal{C}_2 = \log |\mathcal{X}| - H(X)$

NEW THEOREM: AN OPTIMAL NESTED LINEAR CODE



Going beyond symmetry

- \mathcal{C}_1 fine code (red & black)
- \mathcal{C}_2 coarse code (black)
- \mathcal{C}_1 has Packing property
- \mathcal{C}_2 has Shaping property
- Size of $\mathcal{C}_1 = \log |\mathcal{X}| - H(X|Y)$
- Size of $\mathcal{C}_2 = \log |\mathcal{X}| - H(X)$
- Code book = $\mathcal{C}_1/\mathcal{C}_2$
- Code book size = $I(X; Y)$
- Achieves $C(W)$

GOING BEYOND ADDITION

- $X_2 \vee X_3$ (logical OR function)

GOING BEYOND ADDITION

- $X_2 \vee X_3$ (logical OR function)
- What kind of glasses you wear so this looks like addition?

GOING BEYOND ADDITION

- $X_2 \vee X_3$ (logical OR function)
- What kind of glasses you wear so this looks like addition?
- Can be embedded in the addition table in \mathbb{F}_3

	0	1	2
0	0	1	2
1	1	2	0
2	2	0	1

GOING BEYOND ADDITION

- $X_2 \vee X_3$ (logical OR function)
- What kind of glasses you wear so this looks like addition?
- Can be embedded in the addition table in \mathbb{F}_3

	0	1	2
0	0	1	2
1	1	2	0
2	2	0	1

- Map binary sources into \mathbb{F}_3 , and use linear codes built on \mathbb{F}_3
- Can do better than traditional random coding

GOING BEYOND ADDITION

- $X_2 \vee X_3$ (logical OR function)
- What kind of glasses you wear so this looks like addition?
- Can be embedded in the addition table in \mathbb{F}_3

	0	1	2
0	0	1	2
1	1	2	0
2	2	0	1

- Map binary sources into \mathbb{F}_3 , and use linear codes built on \mathbb{F}_3
- Can do better than traditional random coding
- In general we 'embed' bivariate functions in groups

GROUPS - AN INTRODUCTION

- G - a finite abelian group of order n
- $G \cong \mathbb{Z}_{p_1^{e_1}} \times \mathbb{Z}_{p_2^{e_2}} \cdots \times \mathbb{Z}_{p_k^{e_k}}$
- G isomorphic to direct product of possibly repeating primary cyclic groups

$$g \in G \Leftrightarrow g = (g_1, \dots, g_k), \quad g_i \in \mathbb{Z}_{p_i^{e_i}}$$

- Call g_i as the i th digit of g

GROUPS - AN INTRODUCTION

- G - a finite abelian group of order n
- $G \cong \mathbb{Z}_{p_1^{e_1}} \times \mathbb{Z}_{p_2^{e_2}} \cdots \times \mathbb{Z}_{p_k^{e_k}}$
- G isomorphic to direct product of possibly repeating primary cyclic groups

$$g \in G \Leftrightarrow g = (g_1, \dots, g_k), \quad g_i \in \mathbb{Z}_{p_i^{e_i}}$$

- Call g_i as the i th digit of g
- Prove coding theorems for primary cyclic groups

NESTED GROUP CODES

- Group code over $\mathbb{Z}_{p^r}^n$: $\mathcal{C} < \mathbb{Z}_{p^r}^n$
- $\mathcal{C} = \text{Image}(\phi)$ for some homomorphism $\phi: \mathbb{Z}_{p^r}^k \rightarrow \mathbb{Z}_{p^r}^n$

NESTED GROUP CODES

- Group code over $\mathbb{Z}_{p^r}^n$: $\mathcal{C} < \mathbb{Z}_{p^r}^n$
- $\mathcal{C} = \text{Image}(\phi)$ for some homomorphism $\phi: \mathbb{Z}_{p^r}^k \rightarrow \mathbb{Z}_{p^r}^n$
- $(\mathcal{C}_1, \mathcal{C}_2)$ nested if $\mathcal{C}_2 \subset \mathcal{C}_1$

NESTED GROUP CODES

- Group code over $\mathbb{Z}_{p^r}^n$: $\mathcal{C} < \mathbb{Z}_{p^r}^n$
- $\mathcal{C} = \text{Image}(\phi)$ for some homomorphism $\phi: \mathbb{Z}_{p^r}^k \rightarrow \mathbb{Z}_{p^r}^n$
- $(\mathcal{C}_1, \mathcal{C}_2)$ nested if $\mathcal{C}_2 \subset \mathcal{C}_1$
- We need:
 - $\mathcal{C}_1 < \mathbb{Z}_{p^r}^n$: “good” packing code
 - $\mathcal{C}_2 < \mathbb{Z}_{p^r}^n$: “good” covering code

GOOD GROUP PACKING CODES

- Good group channel code \mathcal{C}_2 for the triple $(\mathcal{U}, \mathcal{V}, P_{UV})$
- Assume $\mathcal{U} = \mathbb{Z}_{p^r}$ for some prime p and exponent $r > 0$

GOOD GROUP PACKING CODES

- Good group channel code \mathcal{C}_2 for the triple $(\mathcal{U}, \mathcal{V}, P_{UV})$
- Assume $\mathcal{U} = \mathbb{Z}_{p^r}$ for some prime p and exponent $r > 0$

LEMMA

Exists for large n if

$$\frac{1}{n} \log |\mathcal{C}_2| \leq \log p^r - \max_{0 \leq i < r} \binom{r}{r-i} (H(U|V) - H([U]_i|V))$$

GOOD GROUP PACKING CODES

- Good group channel code \mathcal{C}_2 for the triple $(\mathcal{U}, \mathcal{V}, P_{UV})$
- Assume $\mathcal{U} = \mathbb{Z}_{p^r}$ for some prime p and exponent $r > 0$

LEMMA

Exists for large n if

$$\frac{1}{n} \log |\mathcal{C}_2| \leq \log p^r - \max_{0 \leq i < r} \binom{r}{r-i} (H(U|V) - H([U]_i|V))$$

- $[U]_i$ is a function of U and depends on the group
- Extra penalty for imposing group structure beyond linearity

GOOD GROUP PACKING CODES

- Good group channel code \mathcal{C}_2 for the triple $(\mathcal{U}, \mathcal{V}, P_{UV})$
- Assume $\mathcal{U} = \mathbb{Z}_{p^r}$ for some prime p and exponent $r > 0$

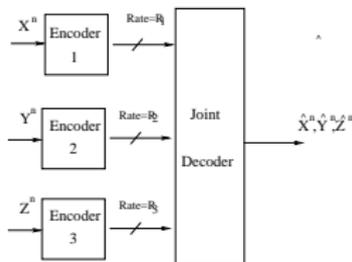
LEMMA

Exists for large n if

$$\frac{1}{n} \log |\mathcal{C}_2| \leq \log p^r - \max_{0 \leq i < r} \binom{r}{r-i} (H(U|V) - H([U]_i|V))$$

- $[U]_i$ is a function of U and depends on the group
- Extra penalty for imposing group structure beyond linearity
- Time for questions?

A DISTRIBUTED SOURCE CODING PROBLEM



- Encoders observe different components of a vector source
- Central decoder receives quantized observations from the encoders
- Given source distribution p_{XYZ}
- Best known rate region - Berger-Tung Rate Region, '77

CONCLUSIONS

- Presented a nested group codes based coding scheme
- Can recover known rate regions of broadcast channel
- Offers rate gains over random coding coding scheme

CONCLUSIONS

- Presented a nested group codes based coding scheme
- Can recover known rate regions of broadcast channel
- Offers rate gains over random coding coding scheme
- New bridge between probability and algebra, between information theory and coding theory

CONCLUSIONS

- Presented a nested group codes based coding scheme
- Can recover known rate regions of broadcast channel
- Offers rate gains over random coding coding scheme
- New bridge between probability and algebra, between information theory and coding theory
- It was thought that probability and algebra are nemesis

CONCLUSIONS

- Presented a nested group codes based coding scheme
- Can recover known rate regions of broadcast channel
- Offers rate gains over random coding coding scheme
- New bridge between probability and algebra, between information theory and coding theory
- It was thought that probability and algebra are nemesis
- Instead the match made in heaven