

Exact Channel Simulation under Exponential Cost

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Allerton Conference

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Joint work with



Tamás Linder



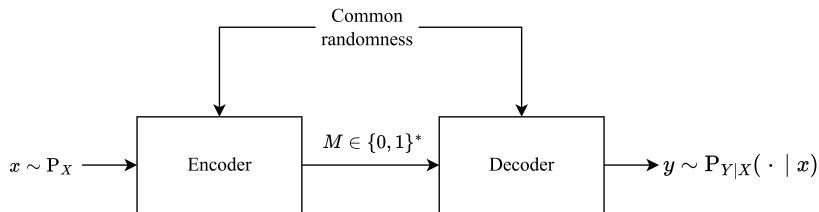
Fady Alajaji

Queen's University

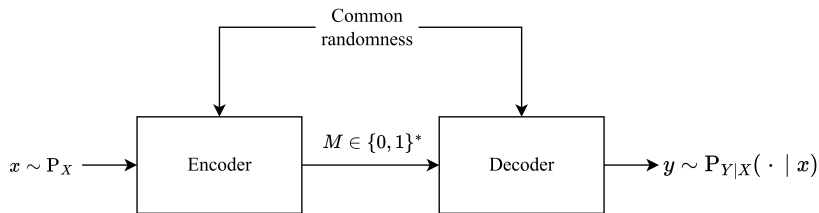
Outline

- ① What is channel simulation?
- ② Interesting applications
- ③ Channel simulation algorithms and performance
- ④ Exponential (Campbell) cost
- ⑤ Our results

Channel Simulation

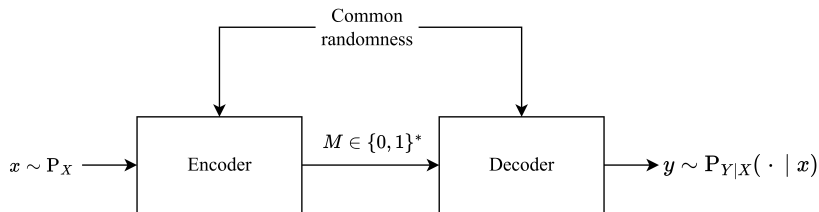


Channel Simulation



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- When the goal is to efficiently communicate M , one can achieve

$$\mathbb{E}|M| \approx I(X; Y) \quad \text{bits}$$

Why Care?

Neural Compression via Nonlinear Transform Coding

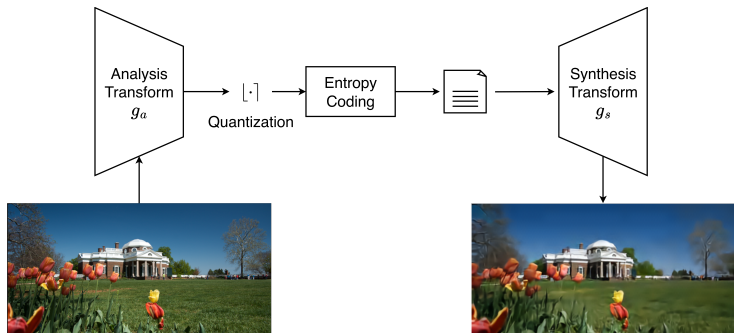


Image credits Ballé et al. (2017).

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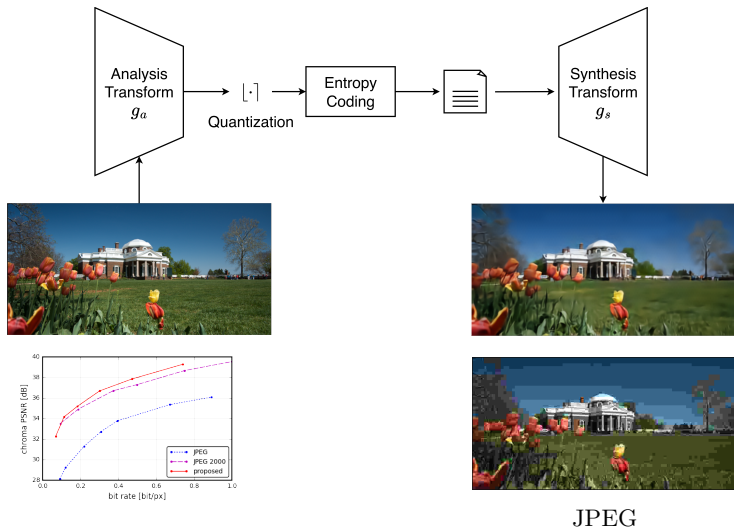


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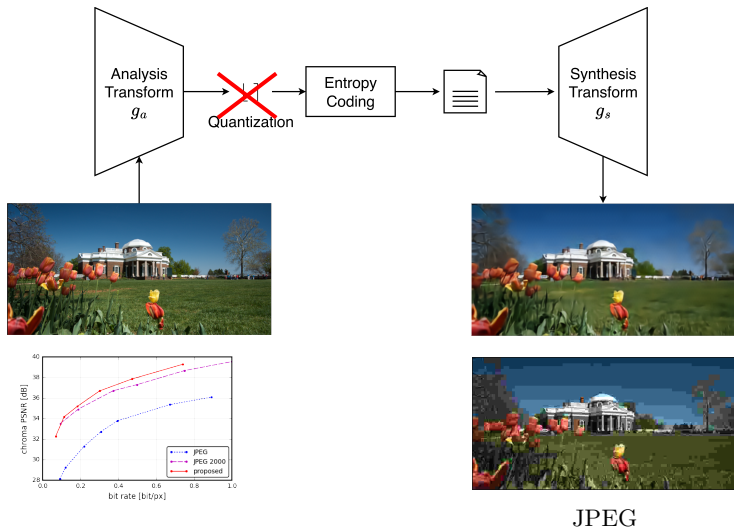


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Neural Compression with Channel Simulation

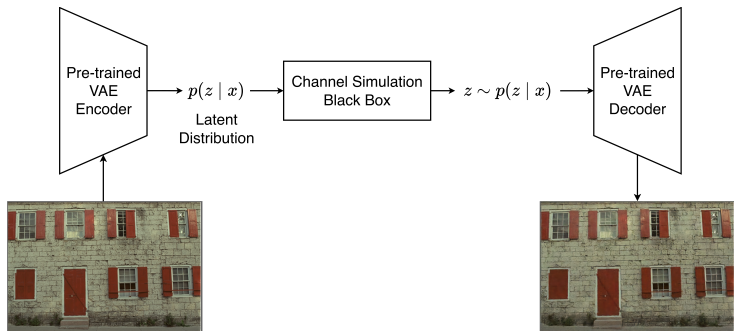
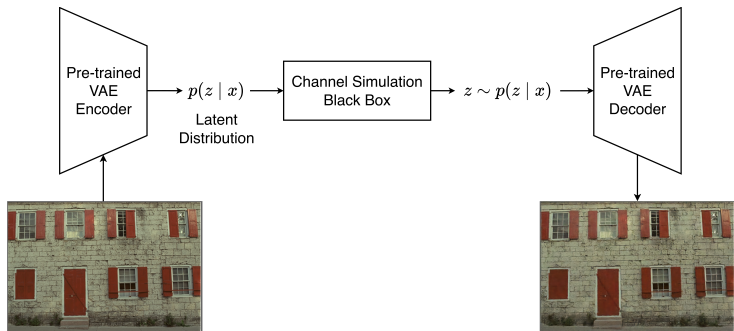


Image credits Flamich et al. (2020).

Neural Compression with Channel Simulation



- Fully differentiable end-to-end system trained via the reparameterization trick!

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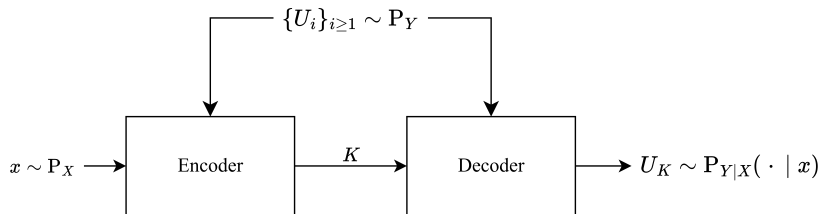
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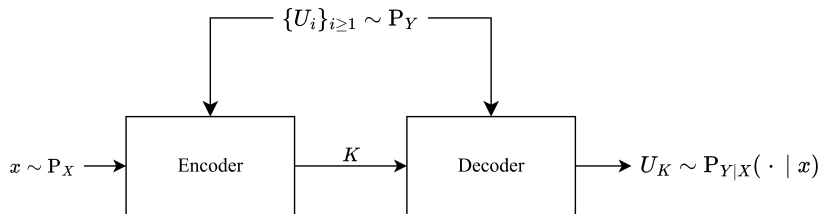
- Lossy source coding
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- Local differential privacy
- Federated learning, ...

Channel Simulation from Sampling



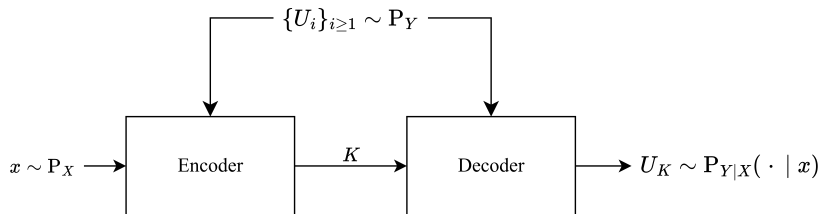
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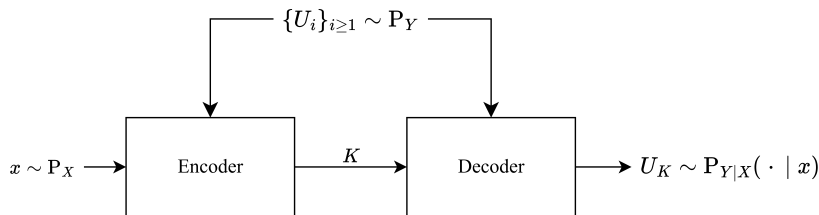
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- Sampling can simulate $X \rightarrow Y$ with communication cost

$$\mathbb{E}|M| \approx \mathbb{E}_X[D(P_{Y|X}(\cdot | X) || P_Y)] = I(X; Y) \quad \text{bits}$$

Sampling Algorithms

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$$D(P||Q) \leq \mathbb{E}|M| \leq D(P||Q) + \log_2(D(P||Q) + 2) + 3$$

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- What are the fundamental limits of exact sampling and channel simulation under a cost which is *exponential* in the message lengths? Can these limits be (almost) achieved by existing algorithms?

Campbell Cost $L(t)$

For uniquely decodable binary encoding $M \in \{0, 1\}^*$ of K having length $|M|$ and for $t > 0$,

$$L(t) = \frac{1}{t} \log \left(\mathbb{E}[2^{t|M|}] \right).$$

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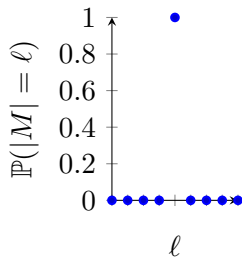
For a random variable K with Rényi entropy $H_\alpha(K)$ encoded optimally into message M , Campbell (1965) showed

$$H_\alpha(K) \leq L(t) < H_\alpha(K) + 1$$

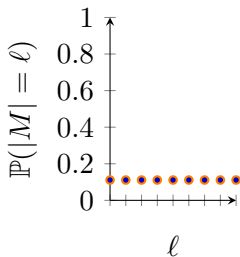
with $\alpha = \frac{1}{1+t}$.

Why Care About $L(t)$?

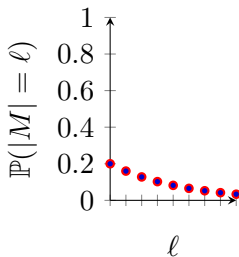
Degenerate at 5



Uniform on $\{1, \dots, 9\}$

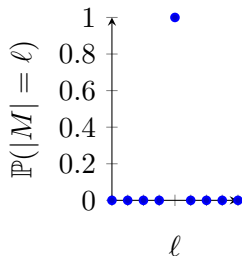


Geometric ($p = 0.2$)

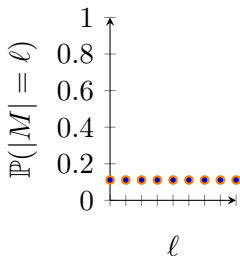


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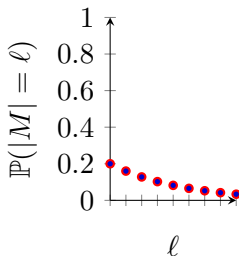
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t	Degenerate $L(t)$	Uniform $L(t)$	Geometric $L(t)$
0	5	5	5
0.2	5	5.65	11.83
1	5	7.26	∞
5	5	8.56	∞
∞	5	9	∞

Lower Bound

Theorem 1 For any sampling algorithm and $t > 0$, with $\alpha = \frac{1}{1+t}$,

$$L(t) \geq D_{\frac{1}{\alpha}}(P||Q) + \frac{\alpha}{1-\alpha} \log_2(\alpha) - 1. \quad (1)$$

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As $t \rightarrow 0$, we recover the lower bound

$$\mathbb{E}|M| \geq D(P||Q) - \frac{1}{\ln(2)} - 1.$$

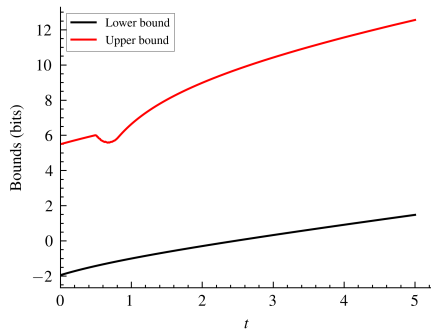
Upper Bound via Poisson Functional Representation

Theorem 2 For K chosen using the Poisson functional representation, for any $\epsilon > 0$ there exists a uniquely decodable encoding of K such that

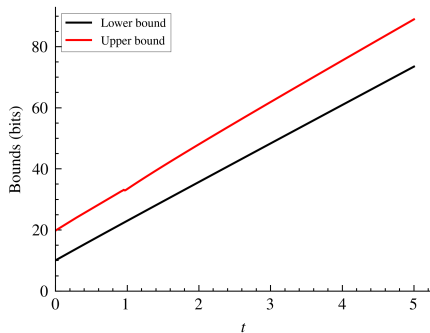
$$L(t) \leq (1 + \epsilon) D_{\frac{1+\epsilon(1-\alpha)}{\alpha}}(P||Q) + c(\alpha, \epsilon), \quad (2)$$

with $c(\alpha, \epsilon)$ a constant and $\alpha = \frac{1}{1+t}$.

Gaussian Examples



$$P = \mathcal{N}(0, 1) \text{ and } Q = \mathcal{N}(1, 1)$$



$$P = \mathcal{N}(0, 1) \text{ and } Q = \mathcal{N}(5, 1)$$

Asymptotic Results

- We want to use the channel n -times with i.i.d. input $X_1, \dots, X_n$. Thus we sample from the product distribution $P^{\otimes n}$ using samples from $Q^{\otimes n}$.

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This generalizes known results: for the *minimum bits/sample rate* R_n^* for the n -dimensional product distributions,

$$\lim_{n \rightarrow \infty} \frac{R_n^*}{n} = D(P||Q).$$

Causal vs. Noncausal Sampling

- A *causal* sampler accepts/rejects each candidate one-at-a-time (K is a stopping time w.r.t. $\{U_i\}_{i \geq 1}$).

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$$\liminf_{n \rightarrow \infty} \frac{L_n^*(t)}{n} \geq D_\beta(P||Q), \quad \text{where } \beta = \begin{cases} \frac{\alpha}{2\alpha-1}, & \alpha \in (1/2, 1) \\ \infty, & \alpha \in (0, 1/2]. \end{cases}$$

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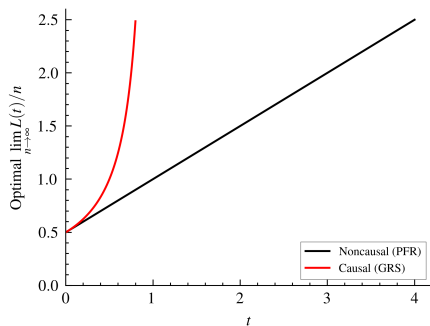
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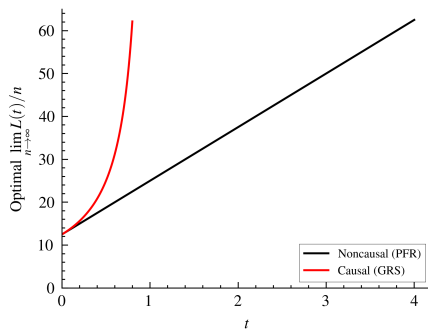
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- $D_\beta(P||Q) > D_{\frac{1}{\alpha}}(P||Q)$ in general!!!

Asymptotic Gaussian Examples



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Greedy rejection sampling does **strictly worse** in the **exponential cost regime**, and the gap is often significant.

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- Sampling is a (highly general) way to perform channel simulation at a near-optimal encoding cost.
- The Campbell cost $L(t)$ generalizes the expected message length and can be made more sensitive to the tails of the distribution.
- Under the Campbell cost, the Poisson functional representation is nearly optimal for exact sampling.
- Causal samplers (such as greedy rejection sampling, greedy Poisson rejection sampling, etc.) do **strictly worse** than noncausal samplers in the asymptotic Campbell cost.

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