### Sensing Reality and Communicating Bits A Dangerous Liaison

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Sensing Reality and Communicating Bits

Outline

1 General Problem

Digital Communication Sensor Network Problem Classes Partial Orderings

**2** Case Study 1: "My Sensor Network 101"

3 Case Study 2: Computation Coding

**4** Some Conclusions

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- Each destination node wants to get out one or more **functions** of the sensor measurements.
- Goal: Architectural guidelines.



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### **Digital Communication**

- One (default?) architectural guideline is digital communication.
- **Definition:** The guideline consists in representing the source information in digital form (bits) and communicating those bits across the channel. *Discrete* messages



• This leads to a universal interface.

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Digital Communication	

- Digital communication induces a universal ordering of communication networks and of source representation problems:
  - A communication network is more valuable the **more capacity it** has.
  - A source representation problem is easier the **fewer bits it requires** as a source coding problem.
- Digital communication thus uses bits as a universal currency of information.

#### Sensor Network Problem Classes

- However, the classification induced by digital communication (bits) is **not** universally correct.
- In other words, a communication network of smaller capacity may be **more valuable** for a certain sensing task.
- A global ordering of sensing problems (think P/NP) is not available at present.
- However, several partial orderings can be given. We will briefly discuss two examples.



Example Class 1: "Independent Sources."

Consider the sub-class of sensing problems where

- 1 all sensor observations are independent of each other, and
- 2 the destination(s) want to recover each source separately (perhaps with respect to a fidelity criterion).

Then, digital communication induces the correct ordering. (Or, as one hears sometimes, "a separation theorem applies.")

This example can be found, e.g., in MG, *To Code or Not To Code*, Ph.D. thesis, 2002.



### Partial Orderings

Example Class 2: "Parallel Channels."

Consider the sub-class of sensor network problems where

 the connections from each sensor to each destination is a separate, independent point-to-point link (a "wire").

Then, digital communication induces the correct ordering. (Or, as one hears sometimes, "a separation theorem applies.")



However, it appears that a universal ordering will be hard to come by. Two case studies will now be discussed:

- 1 My Sensor Network 101
- **2** Computation Coding



## Case Study 1: "My Sensor Network 101"



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## Modeling Assumptions



- **1** Gaussian Memoryless: All involved statistics are Gaussian, and the coefficients  $\alpha$  and  $\delta$  are fixed and known.
- 2 General Memoryless: Arbitrary memoryless source, arbitrary noise with fixed second-order statistics.



### Achievability

• For the *general memoryless* model, the following distortion can be attained:

$$D = \frac{\sigma_S^2 \sigma_W^2}{\sigma_W^2 + \sum_{m=1}^M |\alpha_m|^2 \sigma_S^2} \cdot \left(1 + \frac{(\sigma_S^2 \sigma_Z^2 / \sigma_W^2) \sum_{m=1}^M |\alpha_m|^2}{\sigma_Z^2 + P_{tot}(M)b(M)}\right)$$

where

$$b(M) = \frac{\left(\sigma_W^2 + \sum_{m=1}^M |\alpha_m|^2 \sigma_S^2\right) \sum_{m=1}^M |\alpha_m|^2}{\sum_{m=1}^M (|\alpha_m|^2 \sigma_S^2 + \sigma_W^2) |\alpha_m|^2 / |\delta_m|^2}$$

• Specifically, for the simplest case ( $\alpha_m = \delta_m = 1$ ), we can simplify as follows:

$$D = \frac{\sigma_S^2 \sigma_W^2}{M \sigma_S^2 + \sigma_W^2} \left( 1 + \frac{M(\sigma_S^2 \sigma_Z^2 / \sigma_W^2)}{\frac{M \sigma_S^2 + \sigma_W^2}{\sigma_S^2 + \sigma_W^2} P_{tot} + \sigma_Z^2} \right) \sim \frac{1}{M}.$$

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Achievability via digital communication

• For the *Gaussian memoryless* model, one can show that digital communication cannot attain a distortion smaller than

$$D \geq \frac{\sigma_S^2 \sigma_W^2}{\sigma_S^2 \log_2 \left(1 + \frac{M P_{tot}}{\sigma_Z^2}\right) + \sigma_W^2} \sim \frac{1}{\log M}.$$

• Unfortunately, it is hard to extend this to the general case. Gaussian statistics are worst-case, and thus, digital could be much better that the above formula for certain cases.



### A simple converse

• For the *Gaussian memoryless* model, we can give the following lower bound:



• We can extend the same bounding technique to the *general memoryless* model.



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A simple converse

• For the simplest case ( $lpha_m=\delta_m=1$ ), this leads to

$$D \geq \frac{\sigma_S^2 \sigma_W^2}{M \sigma_S^2 + \sigma_W^2} \left( 1 + \frac{M(\sigma_S^2 \sigma_Z^2 / \sigma_W^2)}{M P_{tot} + \sigma_Z^2} \right),$$

compared to the achievable distortion of

$$D = \frac{\sigma_S^2 \sigma_W^2}{M \sigma_S^2 + \sigma_W^2} \left( 1 + \frac{M(\sigma_S^2 \sigma_Z^2 / \sigma_W^2)}{\frac{M \sigma_S^2 + \sigma_W^2}{\sigma_S^2 + \sigma_W^2} P_{tot} + \sigma_Z^2} \right)$$

• So, could we do (ever so slightly) better? What would the improved code look like? ...



## Witsenhausen's argument

• The concept of **maximal correlation:** Consider two sequences  $U_1[n]$  and  $U_2[n]$  sampled i.i.d. from the joint distribution  $p(u_1, u_2)$ , and two arbitrary real-valued functions  $f_1(\cdot)$  and  $g_1(\cdot)$  satisfying

$$E[f_1(U_1)] = E[g_1(U_2)] = 0$$
, and  $E[f_1^2(U_1)] = E[g_1^2(U_2)] = 1$ .

The maximal correlation is the quantity

$$ho^* = \sup_{f_1,g_1} E[f_1(U_1)g_1(U_2)].$$



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# Witsenhausen's argument

#### Lemma

For any real-valued functions  $f_N(\cdot)$  and  $g_N(\cdot)$  satisfying

$$E[f_N(U_1^N)] = E[g_N(U_2^N)] = \mathbf{0}, E[f_N^2(U_1^N)] = E[g_N^2(U_2^N)] = \mathbf{1},$$

we have that

$$\sup_{f_N,g_N} E[f_N(U_1^N)g_N(U_2^N)] \leq \rho^*.$$

To prove this...



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### Witsenhausen's argument



The resulting converse bound...

First, we can upper bound the sum rate

$$egin{aligned} &I(X_1^N,X_2^N,\dots,X_M^N;Y^N)\ &\leq &\sum_{n=1}^Nrac{1}{2}\log(1+rac{1}{\sigma_Z^2}\delta^T \mathbf{\Sigma}_n\delta). \end{aligned}$$

But the covariance matrices  $\Sigma_n$  must satisfy Witsenhausen's bound. Therefore, their average satisfies

$$\{\overline{\Sigma}\}_{m,m} \leq P_m \quad \text{ and } \quad \{\overline{\Sigma}\}_{m,m'} \leq \rho^*_{m,m'} \sqrt{P_m P_{m'}}, \text{ for } m \neq m'.$$

### The resulting converse bound...

• For our simplest case, we find

$$\rho_{m,m'}^* = \rho^* \stackrel{\text{def}}{=} \frac{\sigma_S^2}{\sigma_S^2 + \sigma_W^2}.$$

• Hence,

$$egin{aligned} &I(X_1^N,X_2^N,\dots,X_M^N;Y^N)\ &\leq &rac{1}{2}\log\left(1+rac{P_{tot}rac{M\sigma_S^2+\sigma_W^2}{\sigma_S^2+\sigma_W^2}}{\sigma_Z^2}
ight) \end{aligned}$$

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So, for the 101 version, uncoded is exactly optimal...



#### Theorem

For the Gaussian sensor network 101, uncoded transmission is exactly optimal and attains

$$D = \frac{\sigma_S^2 \sigma_W^2}{M \sigma_S^2 + \sigma_W^2} \left( 1 + \frac{M(\sigma_S^2 \sigma_Z^2 / \sigma_W^2)}{\frac{M \sigma_S^2 + \sigma_W^2}{\sigma_S^2 + \sigma_W^2} P_{tot} + \sigma_Z^2} \right)$$



### A Riddle...

• Unit variances, unit total transmit power.





 $D \ge \frac{1}{1.75}$ 

• However, the attainable overall distortions are:

$$D = \frac{1}{2}$$

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# The Natural Extensions of 101



#### The Natural Extensions of 101

Several cases have been analyzed:

• Slowly expanding sensor network, with observation noise.

 $\text{Lower bound: } D \geq \frac{1}{M} \qquad \text{Via Digital: } D \geq \frac{1}{\log M}$ 

• Slowly expanding sensor network, no observation noise.

Lower bound: 
$$D \ge \frac{1}{M^2}$$
 Via Digital:  $D \ge \frac{1}{M}$ 

- *"Linearly" expanding sensor network.* Here, the distortion goes to a **constant.**
- Gastpar/Vetterli/Dragotti, Signal Processing Magazine, July 2006.

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Moreover:

• Randomly varying observation matrix.

$$D \ge E_{\alpha} \left[ \frac{\sigma_S^2 \sigma_W^2}{\alpha^2 \sigma_S^2 + \sigma_W^2} \right] + c_1 \left( \frac{1}{c_2 + \frac{P_{tot}}{K \tilde{J} \sigma_Z^2} \mathcal{G}(\beta)} \right)^{K \tilde{J}/L}$$

Gastpar/Vetterli, JSAC, 2005.

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- We illustrated the "danger" of trusting bits as a **universal currency of information** in a sensor network context by the aid of two "paradigmatic" examples, namely
  - 1 Sensor network 101
  - 2 Computation coding Including several novel code constructions.

