Model-Code Separation Architectures for Compression Based on Message-Passing

Contents

Abstract iii

Acknowledgements v

1 Introduction 15
- 1.1 Motivation . . . 15
  - 1.1.1 Toy example . . . 15
  - 1.1.2 Crisis in compression . . . 16
- 1.2 Compression architecture . . . 17
  - 1.2.1 The compression landscape . . . 17
  - 1.2.2 Joint design: an architectural dilemma . . . 18
  - 1.2.3 Separation: an architectural proposal . . . 20
- 1.3 Thesis guide . . . 21
  - 1.3.1 Highlight . . . 21
  - 1.3.2 Organization . . . 21
  - 1.3.3 Notation . . . 22

2 Background and Tools 23
- 2.1 Source coding theory . . . 23
  - 2.1.1 Entropy and achievability . . . 23
  - 2.1.2 Applied system design . . . 24
- 2.2 Sparse linear coding . . . 24
  - 2.2.1 Linear codes . . . 25
  - 2.2.2 LDPC codes for error correction . . . 25
  - 2.2.3 LDPC codes for compression . . . 26
  - 2.2.4 Applied system design . . . 26
- 2.3 Probabilistic graphical models . . . 27
  - 2.3.1 Graphical model representation . . . 27
  - 2.3.2 Iterative algorithms . . . 28
    - 2.3.2.1 Gibbs sampling . . . 28
    - 2.3.2.2 Belief-propagation marginalization . . . 28
  - 2.3.3 Pairwise models . . . 31
  - 2.3.4 Applied system design . . . 32
- 2.4 Summary . . . 32

3 Proposed Scheme **33**
3.1 Toy example . . . 33
3.2 Basic system construction . . . 34
3.2.1 Required inputs . . . 34
3.2.2 Encoder . . . 34
3.2.3 Decoder . . . 35
3.2.3.1 Code subgraph . . . 35
3.2.3.2 Source subgraph . . . 35
3.2.3.3 Decoding algorithm . . . 35
3.2.4 Doping symbols . . . 39
3.2.5 Rate selection . . . 39
3.3 Discussion . . . 40
3.3.1 Architecture . . . 40
3.3.2 Performance . . . 41
3.3.3 Complexity . . . 42
3.4 Related ideas . . . 43
3.4.1 Side information problems . . . 43
3.4.2 Graphical algorithms . . . 43
3.4.3 Dual problems . . . 44

4 Compressing Binary Sources **45**
4.1 Experimental setup . . . 45
4.1.1 Threshold rate . . . 46
4.1.2 Expected performance . . . 47
4.2 Bernoulli i.i.d. sources . . . 47
4.2.1 Results . . . 48
4.3 Binary Markov sources . . . 49
4.3.1 Results . . . 50
4.4 Binary Ising model . . . 50
4.4.1 Entropy rate . . . 52
4.4.2 Results . . . 53
4.5 Summary . . . 54
4.6 Appendix: Parity lemma* . . . 54

5 Coding Details **57**
5.1 Code selection . . . 57
5.1.1 Degree distribution and threshold . . . 57
5.1.1.1 Degree distribution* . . . 57
5.1.1.2 Channel coding thresholds* . . . 58
5.1.1.3 Source coding thresholds . . . 58
5.1.2 Coding improvements . . . 60
5.2 Doping . . . 60
5.2.1 Initialization function . . . 60

5.2.2 Coding function . . . 61
5.3 Decoding mechanics . . . 61
5.3.1 Rate characteristics . . . 61
5.3.2 Convergence dynamics . . . 63
5.3.2.1 Examples . . . 63
5.3.2.2 Message ensemble evolution . . . 64
5.4 Appendix: EXIT analysis* . . . 66
5.4.1 EXIT with sources . . . 69

6 Modeling Details **73**
6.1 Model representation revisited . . . 73
6.1.1 Enumerative representation . . . 73
6.1.1.1 Codebook information . . . 74
6.1.1.2 Compression . . . 74
6.1.1.3 Learning . . . 75
6.1.2 Choice of representation . . . 76
6.2 Unknown model . . . 77
6.3 Model mismatch . . . 77
6.3.1 Results . . . 79
6.4 Parameter estimation . . . 79
6.4.1 Parametric decoding . . . 80
6.4.2 Augmented graphical model . . . 81
6.4.3 Results . . . 83
6.4.4 Discussion . . . 85

7 Architectural Generalization **87**
7.1 Large-alphabet sources . . . 87
7.2 Representation and translation . . . 88
7.3 System construction . . . 89
7.3.1 Required inputs . . . 89
7.3.2 Represented encoding . . . 89
7.3.3 Translated decoding . . . 89
7.3.4 Doping symbols . . . 91
7.4 Modular decoder . . . 91
7.5 Related ideas . . . 92

8 Compressing Large-Alphabet Sources **93**
8.1 Markov sources . . . 93
8.1.1 MarkovZ . . . 93
8.1.2 Results . . . 94
8.2 Potts model . . . 96
8.2.1 PottsZ . . . 96
8.2.2 Results . . . 97

8.3 Summary . . . 98

9 Lossy Compression **99**
9.1 Rate-distortion theory* . . . 99
9.1.1 Achievability . . . 100
9.1.2 Applied system design . . . 101
9.2 Separation architecture . . . 101
9.2.1 A naive hashing encoder . . . 101
9.2.2 Model-quantizer separation . . . 102
9.3 Model-free quantization . . . 103
9.3.1 Existing quantizers . . . 104
9.3.1.1 Coded quantization* . . . 104
9.3.1.2 Geometric hashing* . . . 105
9.3.2 Low-density hashing quantizer . . . 106
9.3.2.1 Quantization function . . . 106
9.3.2.2 Encoding algorithm . . . 107
9.3.2.3 Decoding algorithm . . . 107
9.3.2.4 Exploratory results . . . 108
9.4 Quantization codebook mismatch . . . 109
9.4.1 Entropy coding . . . 110
9.4.2 Main results . . . 110
9.4.3 Examples . . . 112
9.5 Summary . . . 113
9.6 Appendix: Ancheta bound* . . . 113

10 Toward Realistic Applications **115**
10.1 Bi-level image compression . . . 115
10.1.1 Experimental setup . . . 115
10.1.2 Palmprints under the Ising model . . . 115
10.1.3 Handwritten digits under the Ising model . . . 116
10.1.4 Discussion . . . 116
10.2 Encrypted compression . . . 116
10.2.1 Encrypted encoding . . . 118
10.2.2 Encrypted decoding . . . 118
10.2.3 Image data example . . . 119
10.2.4 Discussion . . . 120

11 Conclusion **123**
11.1 Review . . . 123
11.1.1 Requirements . . . 123
11.1.2 Design proposals . . . 123
11.2 Future work . . . 124
11.2.1 Modeling . . . 124

11.2.2 Coding 124
11.2.3 Quantizer design 125
11.2.4 Communication system design 125
11.2.5 Algorithms and implementation 125
11.2.6 Hardware acceleration of BP 126
11.2.7 Ecosystem 126
11.3 Epilogue 126

Index **129**

Bibliography **133**