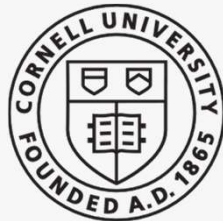


Fast Channel Simulation via Error Correcting Codes

Sharang Sriramu, Rochelle Barsz, Elizabeth Polito, Aaron Wagner



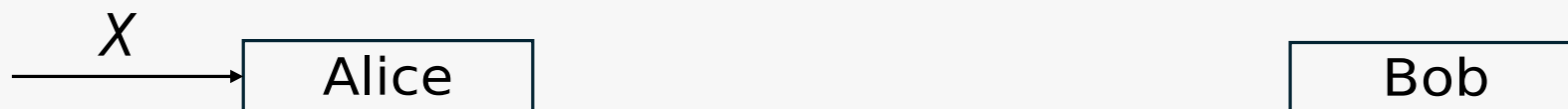
Simulating $p_{Y|X}$

Alice

Bob

p_{XY} known to Alice and Bob

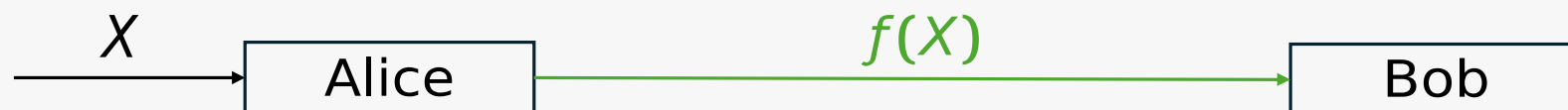
Simulating $p_{Y|X}$



p_{XY} known to Alice and Bob

$X \sim p_X$

Simulating $p_{Y|X}$



p_{XY} known to Alice and Bob

$X \sim p_X$

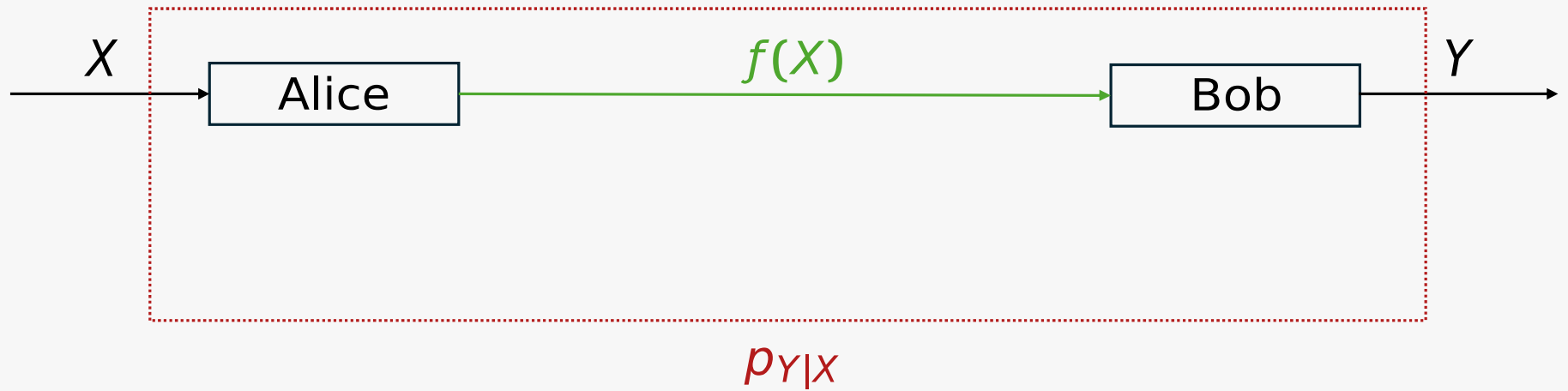
Simulating $p_{Y|X}$



p_{XY} known to Alice and Bob

$X \sim p_X$

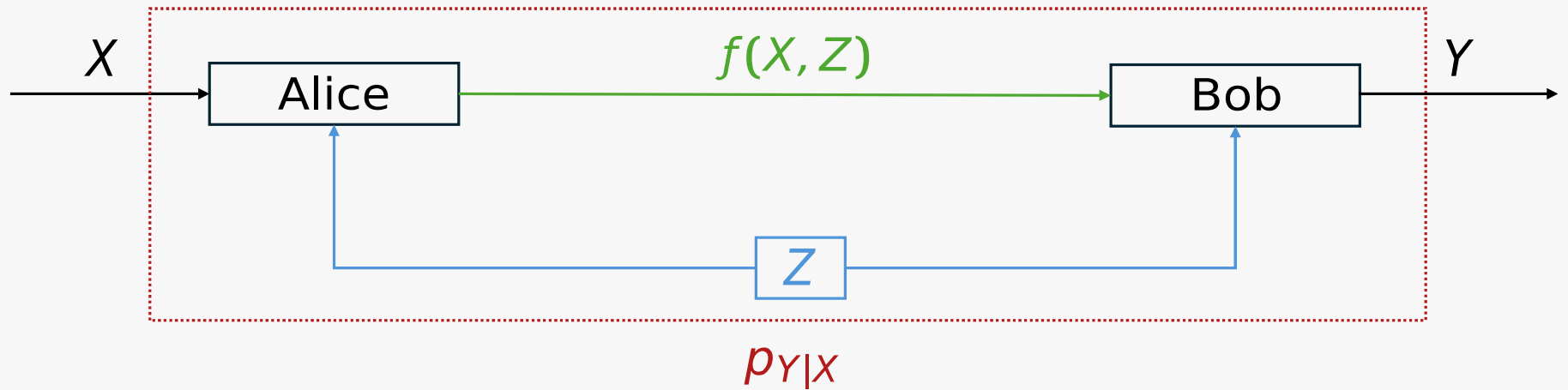
Simulating $p_{Y|X}$



p_{XY} known to Alice and Bob

$X \sim p_X$

Simulating $p_{Y|X}$

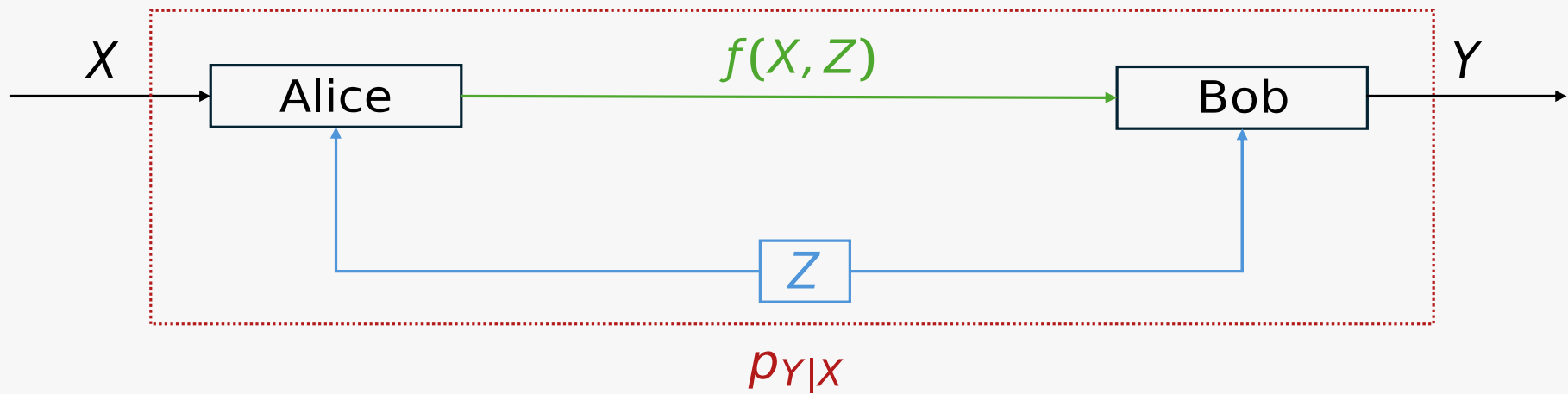


p_{XY} known to Alice and Bob

$X \sim p_X$

$Z \perp\!\!\!\perp X$: Unlimited Common Randomness

Simulating $p_{Y|X}$



p_{XY} known to Alice and Bob

$X \sim p_X$

$Z \perp\!\!\!\perp X$: Unlimited Common Randomness

Objective: Minimize $R_1 = E[\text{len}(f(X, Z))]$

Applications

1. Neural network-based compression
2. Model Compression [Havasi *et al.*, 2019]
3. Differential privacy [Shah *et al.*, 2022], [Liu *et al.*, 2024]

Goal: Simulate n i.i.d. uses of the target channel simultaneously

Existing simulation algorithms: $\exp(n)$ computational complexity

Sampling-based Methods

Existing SOTA algorithms fall under this category: [Flamich, 2024], [Flamich *et al.*, 2024] etc.

Common Randomness: $Y_1^n, Y_2^n, Y_3^n, \dots, Y_I^n, \dots$ i.i.d. codebook $\sim p_{Y^n}$
↑

Selection rule at encoder, depends on X^n and Y_1^n

Sampling-based Methods

Existing SOTA algorithms fall under this category: [Flamich, 2023], [Flamich *et al.*, 2024] etc.

Common Randomness: $Y_1^n, Y_2^n, Y_3^n, \dots, Y_I^n, \dots$ i.i.d. codebook $\sim p_{Y^n}$
↑

Selection rule at encoder, depends on X^n and Y_2^n

Sampling-based Methods

Existing SOTA algorithms fall under this category: [Flamich, 2024], [Flamich *et al.*, 2024] etc.

Common Randomness: $Y_1^n, Y_2^n, Y_3^n, \dots, Y_I^n, \dots$ i.i.d. codebook $\sim p_{Y^n}$
↑

Selection rule at encoder, depends on X^n and Y_3^n

Sampling-based Methods

Existing SOTA algorithms fall under this category: [Flamich, 2024], [Flamich *et al.*, 2024] etc.

Common Randomness: $Y_1^n, Y_2^n, Y_3^n, \dots, Y_I^n, \dots$ i.i.d. codebook $\sim p_{Y^n}$
↑

Selection rule at encoder, depends on X^n and Y_I^n

Transmit selected index I to the decoder, using $\approx \log I$ bits

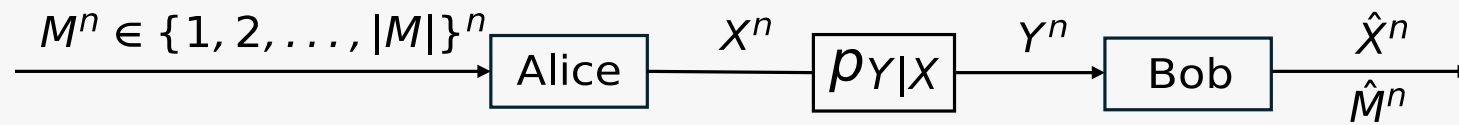
The rate, $\log I$, scales **linearly in n**

Computational complexity ($\propto I$) scales **exponentially in n**

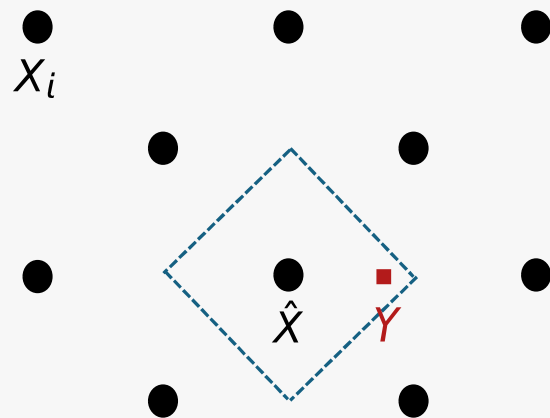
Error-Correcting Codes for Simulation

Error-Correcting Codes for Simulation

Channel Coding Setup



$M^n = \hat{M}^n$ with high probability



Good decoders are highly efficient vector quantizers

Channel simulation subsumes quantization

Error-Correcting Codes for Simulation

Polar codes [Arikan, 2008]:

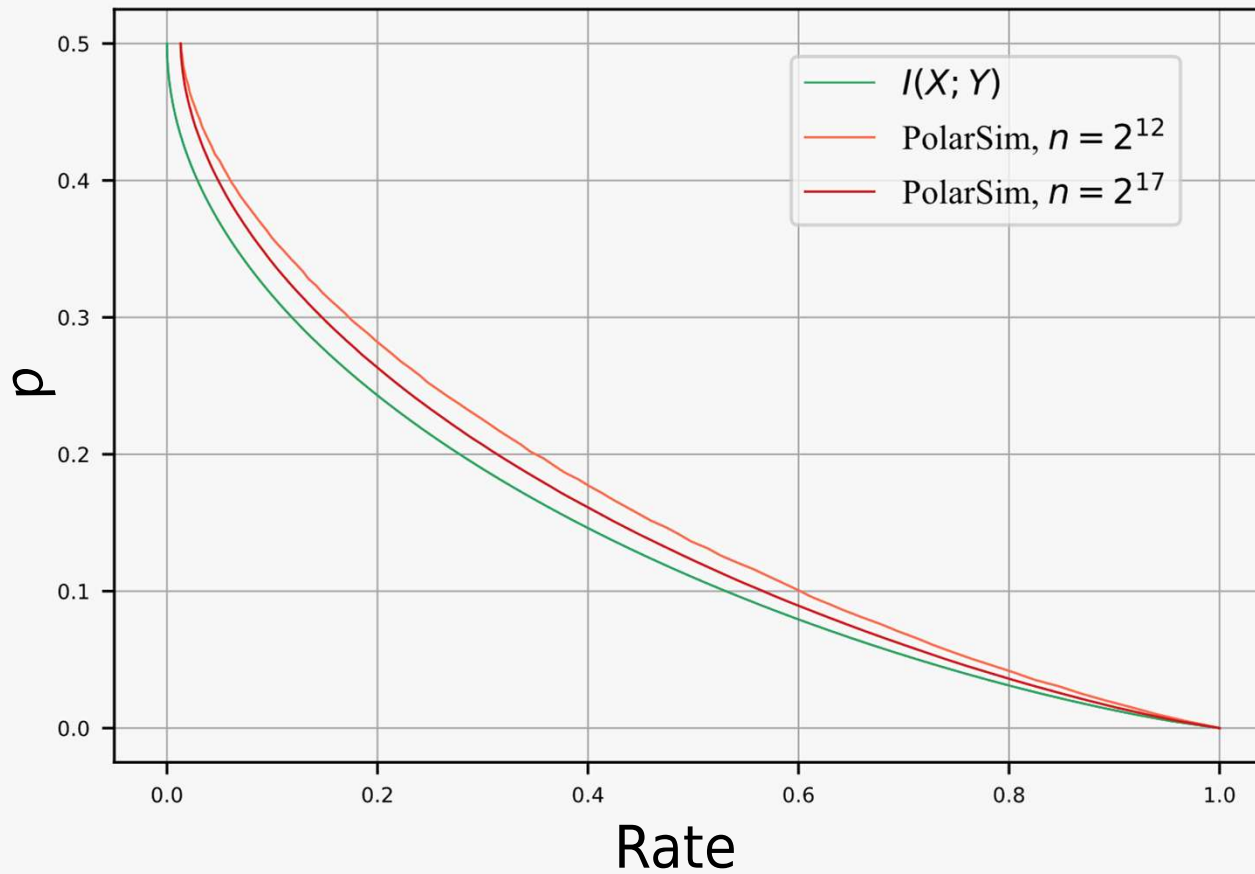
- Capacity achieving codes for symmetric binary input channels
- $O(n \log n)$ encoding and decoding complexity

PolarSim:

- Rate-efficient simulation algorithm for symmetric binary output channels
- $O(n \log n)$ encoding and decoding complexity

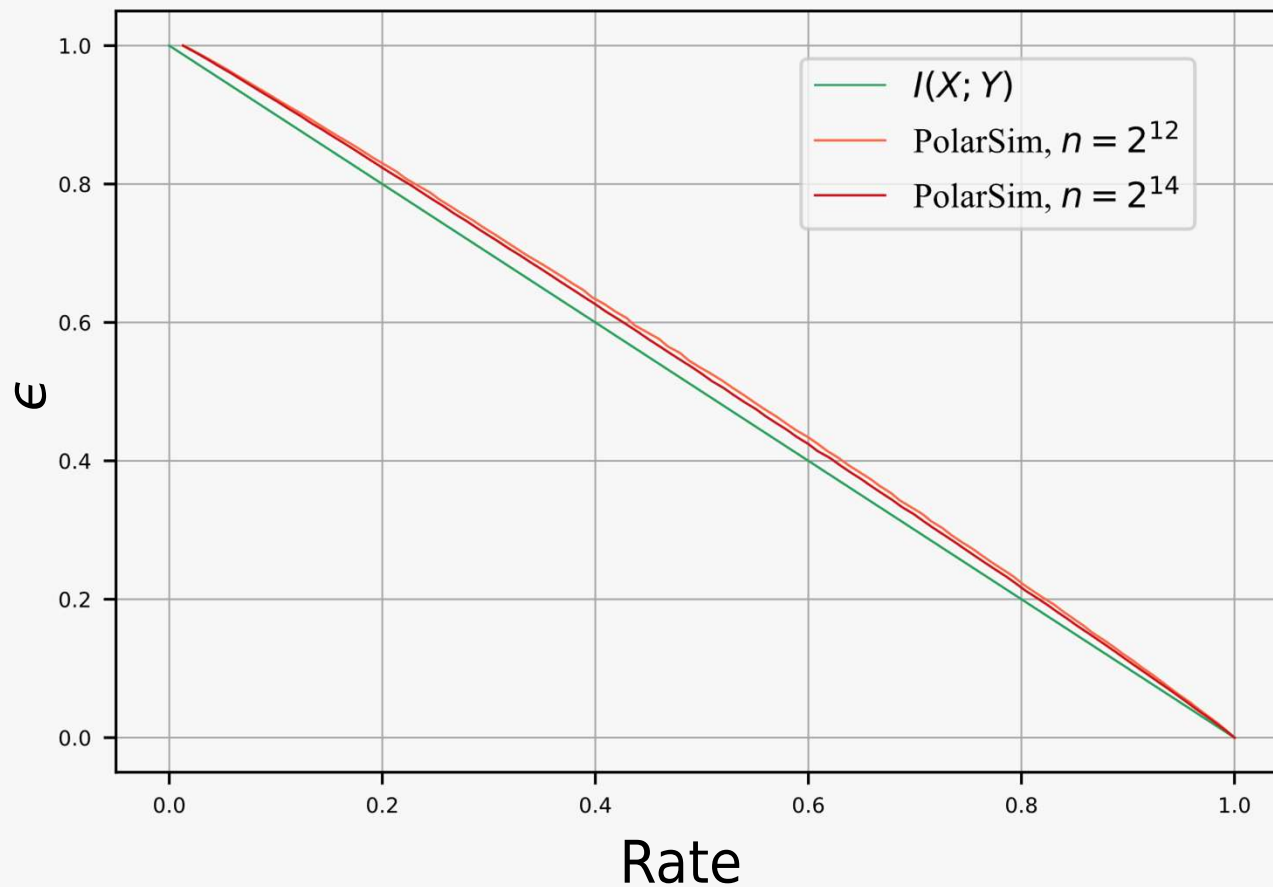
Experimental Results: BSC

$$Y = X \oplus Z, \quad Z \sim \text{Bern}(p), \quad X \sim \text{Bern}\left(\frac{1}{2}\right)$$



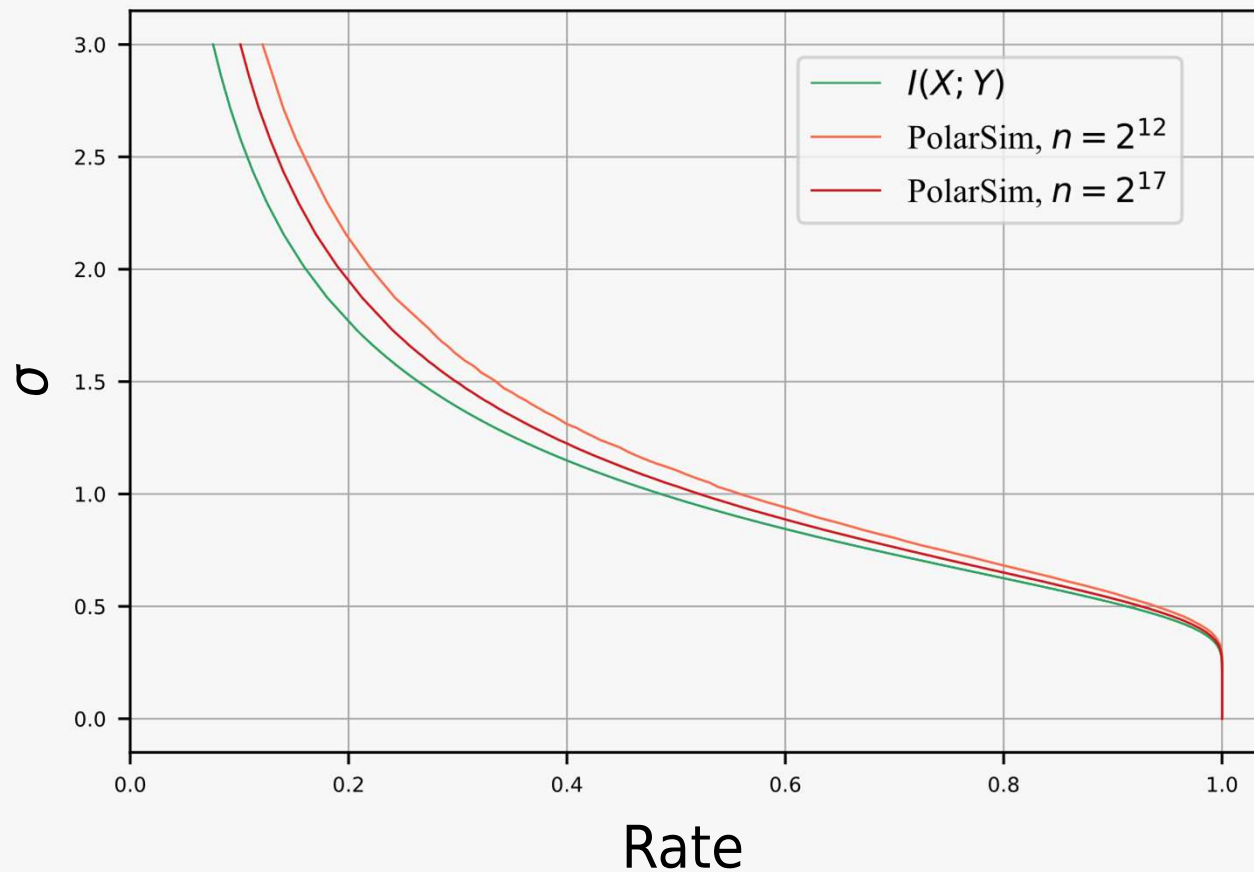
Experimental Results: Reverse BEC

$$X = Y \cdot Z, \quad Z \sim \text{Bern}(1 - \epsilon), \quad Y \sim \text{Unif}\{-1, 1\}$$



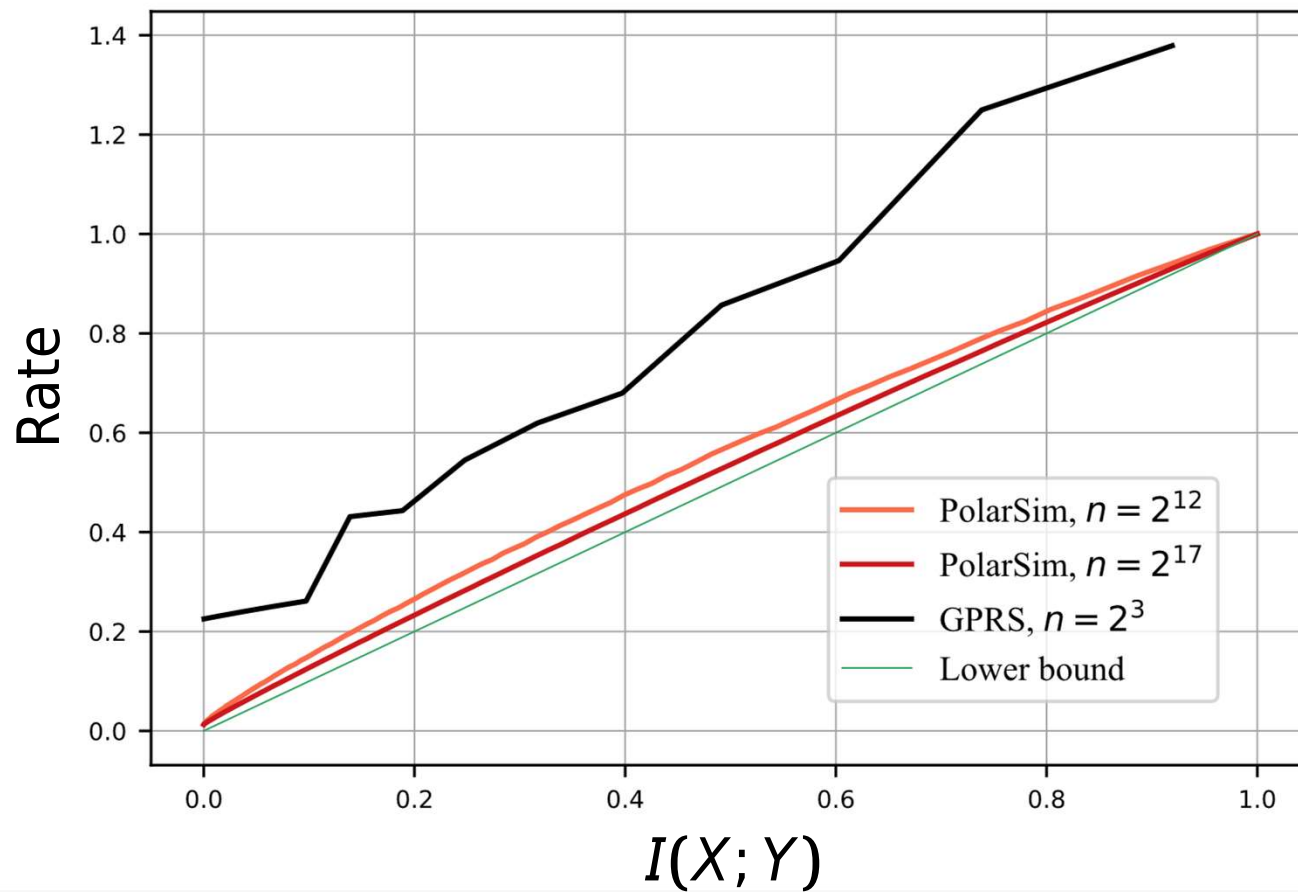
Experimental Results: Reverse AWGN

$$X = Y + Z, \quad Z \sim \mathcal{N}(0, \sigma^2), \quad Y \sim \text{Unif}\{-1, 1\}$$



Comparison with SOTA: BSC

GPRS: [Flamich, NeurIPS, 2023]



Theorem

[Sriramu, Barsz, Polito, Wagner, 2024]

Consider a symmetric distribution P_{XY} in which Y is binary.

1. (*Correctness:*) Our scheme simulates the channel $p_{Y|X}^{\times n}$ exactly.

2. (*Optimality:*)

$$\lim_{n \rightarrow \infty} \frac{1}{n} E[\text{len}(b)] \rightarrow I(X; Y),$$

where b is the output of the encoder.

3. (*Efficiency:*) The encoder and decoder have $n \log n$ complexity.