

# Compression under uncertain priors

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# Motivation: Human Communication

- Human communication (dictated by languages, grammars) very different.
  - Grammar: Rules, often violated.
  - Dictionary: Often multiple meanings to a word.
  - Redundant: But not as in any predefined way (not an error-correcting code).
- Theory?
  - Information theory?
  - Linguistics? (Universal grammars etc.)?

# Behavioral aspects of natural communication

- (Vast) Implicit context.
- Sender sends increasingly long messages to receiver till receiver "gets" (the meaning of) the message.
- Sender may use feedback from receiver if available; or estimates receiver's knowledge if not.
- Language provides sequence of (increasingly) long ways to represent a message.
- Question: What is the benefit of choosing short/long messages?

# Model:

- Reason to choose short messages: Compression.
  - Channel is still a scarce resource; still want to use optimally.
- Reason to choose long messages (when short ones are available): Reducing ambiguity.
  - Sender unsure of receiver's prior (context).
  - Sender wishes to ensure receiver gets the message, no matter what its prior (within reason).

# Model

- Wish to design encoding/decoding schemes (E/D) to be used as follows:
  - Sender has distribution  $P$  on  $M = \{1, 2, \dots, N\}$
  - Receiver has distribution  $Q$  on  $M = \{1, 2, \dots, N\}$
  - Sender gets  $X \in M$
  - Sends  $E(P, X)$  to receiver.
  - Receiver receives  $Y = E(P, X)$
  - Decodes to  $\hat{X} = D(Q, Y)$
- Want:  $X = \hat{X}$  (provided  $P, Q$  close),
  - While minimizing  $Exp_{X \leftarrow P} |E(P, X)|$

# Contrast with some previous models

- Universal compression?
  - Doesn't apply:  $P, Q$  are not finitely specified.
  - Don't have a sequence of samples from  $P$ ; just one!
- K-L divergence?
  - Measures inefficiency of compressing for  $Q$  if real distribution is  $P$ .
  - But assumes encoding/decoding according to same distribution  $Q$ .
- Semantic Communication:
  - Uncertainty of sender/receiver; but no special goal.

# Closeness of distributions:

- P is  $\alpha$ -close to Q if for all  $X \in M$ ,

$$\frac{1}{\alpha} \leq \frac{P(X)}{Q(X)} \leq \alpha$$

- P  $\alpha$ -close to Q  $\Rightarrow D(P||Q), D(Q||P) \leq \log \alpha$  .

# Dictionary = Shared Randomness?

- Modelling the dictionary: What should it be?
- Simplifying assumption – it is shared randomness, so ...
- Assume sender and receiver have some shared randomness  $R$  and  $X$  is independent of  $R$ .
  - $Y = E(P, X, R)$
  - $\hat{X} = D(Q, Y, R)$
- Want  $\forall X, \Pr_R[\hat{X} = X] \geq 1 - \epsilon$



# Solution (variant of Arith. Coding)

- Use  $R$  to define sequences
  - $R_1 [1], R_1 [2], R_1 [3], \dots$
  - $R_2 [1], R_2 [2], R_2 [3], \dots$
  - $\dots$
  - $R_N [1], R_N [2], R_N [3], \dots$
- $E_\alpha(P, x, R) = R_x[1 \dots L]$ , where  $L$  chosen s.t.  $\forall z \neq x$   
Either  $R_z[1 \dots L] \neq R_x[1 \dots L]$   
Or  $P(z) < \frac{P(x)}{\alpha^2}$
- $D_\alpha(Q, y, R) = \hat{x}$  s.t.  $\hat{x} \max Q(\hat{x})$  among  $\hat{x} \in \{z | R_z[1 \dots L] = y\}$

# Performance

- Obviously decoding always correct.
- Easy exercise:
  - $\text{Exp}_X [E(P, X)] = H(P) + 2 \log \alpha$
- Limits:
  - No scheme can achieve  $(1 - \epsilon) \cdot [H(P) + \log \alpha]$
  - Can reduce randomness needed.

# Implications

- Reflects the tension between ambiguity resolution and compression.
  - Larger the  $\alpha$  ((estimated) gap in context), larger the encoding length.
- Coding scheme reflects the nature of human process (extend messages till they feel unambiguous).
- The “shared randomness” is a convenient starting point for discussion
  - Dictionaries do have more structure.
  - But have plenty of entropy too.
  - Still ... should try to do without it.

# Future work?

- Upcoming:
  - Some partial derandomization
    - [w. E. Haramaty and G.Ranade]
    - Neat connections to fractional graph chromaticity and the Kneser conjecture/Lovasz theorem.
- Needed:
  - Better understanding of forces on language.
    - Information-theoretic
    - Computational
    - Evolutionary

**Thank You**