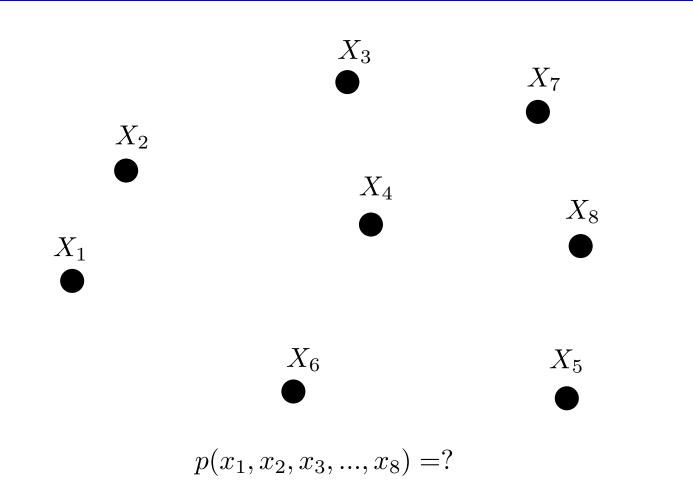
Capacity of Coordinated Actions

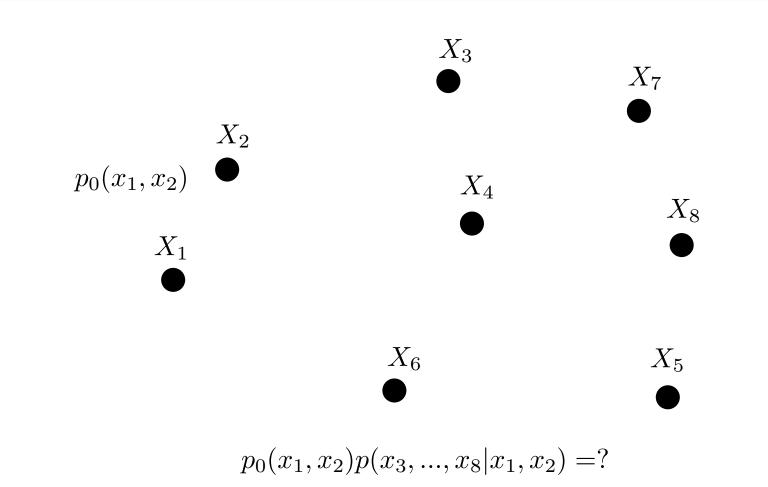
Haim Permuter & Thomas Cover

Stanford University

Coordinated Actions

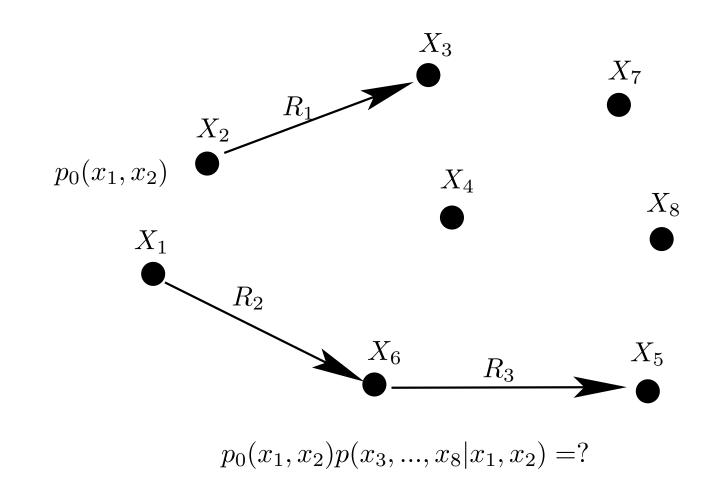


Coordinated Actions

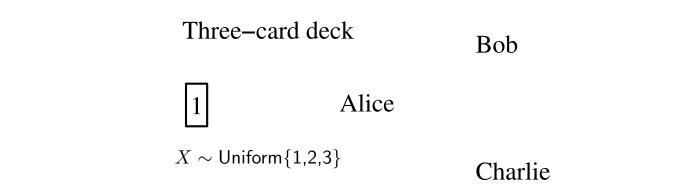


 X_1, X_2 are specified by nature according to $p_0(x_1, x_2)$

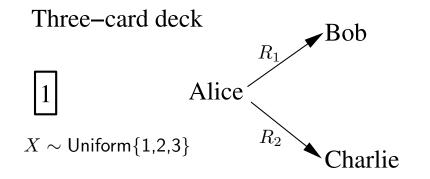
Coordinated Actions



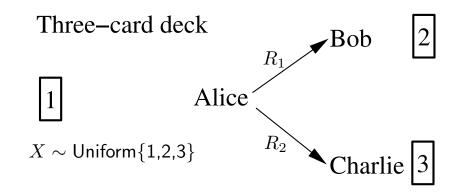
 X_1, X_2 are specified by nature according to $p_0(x_1, x_2)$



Alices's card X is specified by nature.



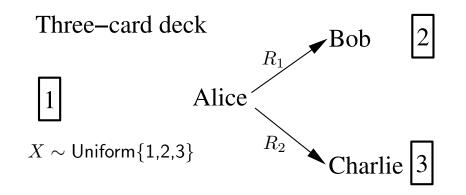
Alices's card X is specified by nature.



Alices's card X is specified by nature.

The Goal

to achieve uniform distribution over the six permutations of (1, 2, 3)



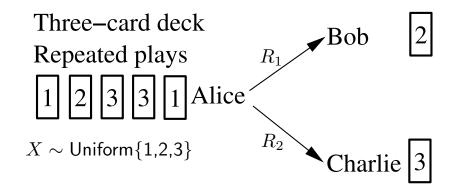
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to achieve uniform distribution over the six permutations of (1, 2, 3)

Question

How much information must Alice send to Bob and to Charlie to achieve the goal?



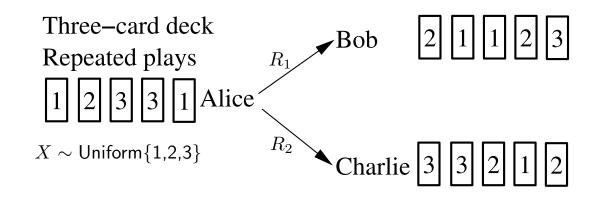
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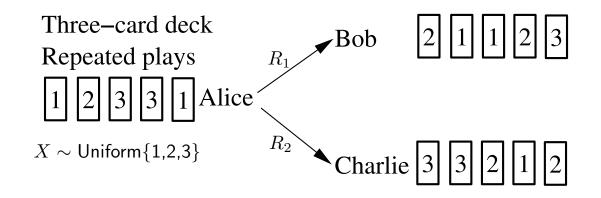
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<u>The Goal</u>

to achieve uniform distribution over the six permutations of (1, 2, 3)

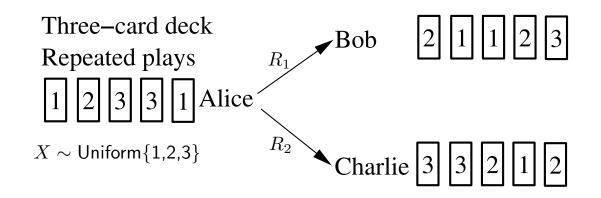
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How much information must Alice send to Bob and to Charlie to achieve the goal?



A brute-force solution

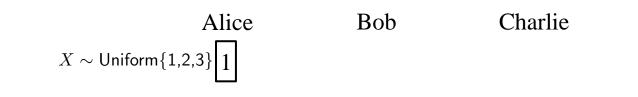
Alice transmits to Bob and Charlie her card number. This requires $R_1 = R_2 = \log 3$.

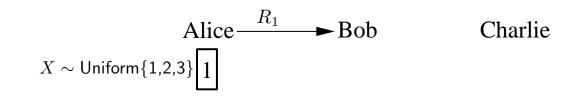


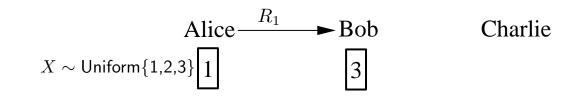
A brute-force solution

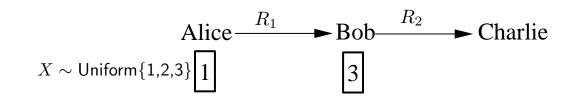
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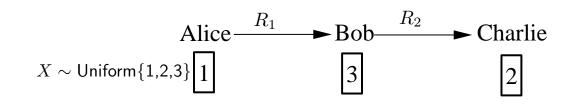
Is it optimal?

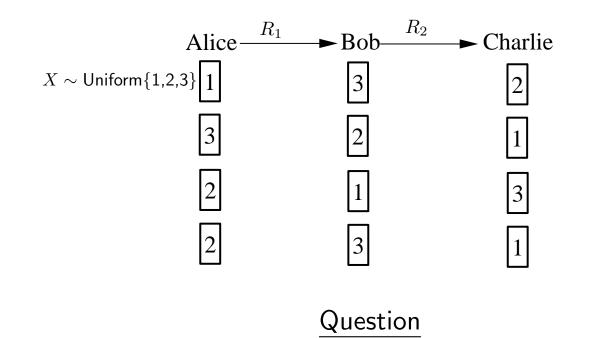






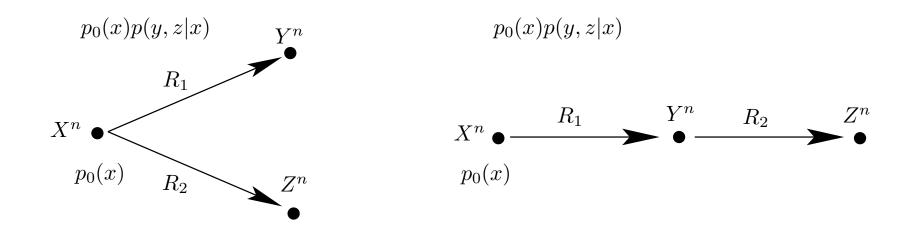






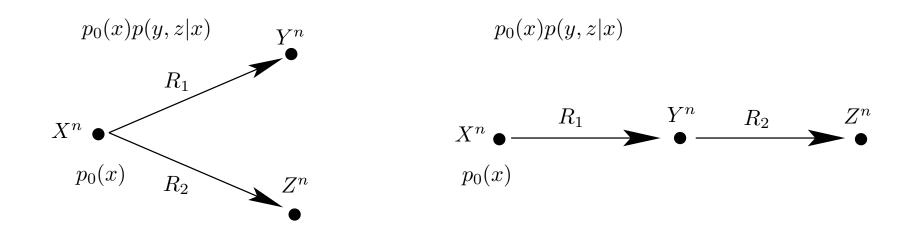
How much information must Alice send to Bob and Bob to Charlie to have uniform distribution over the six permutations of (1, 2, 3)?

Coordinated Actions: The Setting



- the actions at node X are specified by nature: $p(x^n) = \prod_{i=1}^n p_0(x_i)$
- the actions at nodes $Y\!,Z$ are chosen according to the information received at the nodes

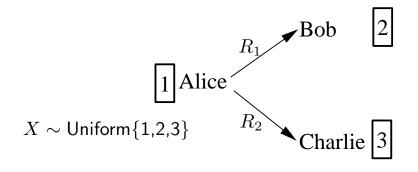
Coordinated Actions: The Goal



- to find the rates (R_1, R_2) that can achieve the joint distribution $p_0(x)p(y, z|x)$
- to find the set of all distributions $p_0(x)p(y,z|x)$ that can be achieved with communication rate (R_1,R_2)

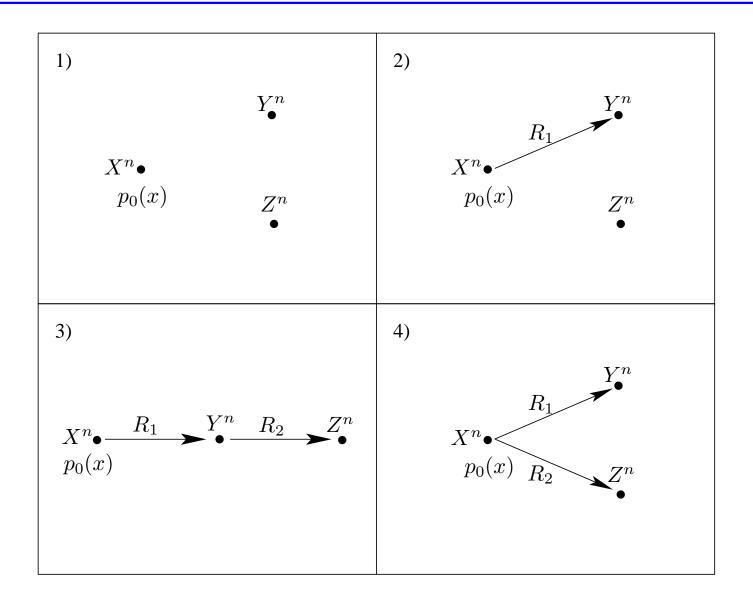
Applications

• Task Assignments - agents must perform different jobs

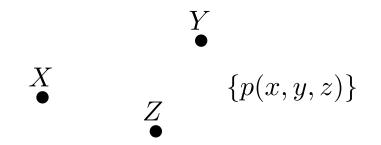


- Computation: parallelization and recombination
- Game theory players must take actions according to an optimal distribution [Anantharam/Borkar05].
- Quantum information quantum coding of mixed states
 [Barbum/Caves/Fuchs/Schumacher01], [Kramer/Savari07]

Building Blocks of Distributed Action Problems



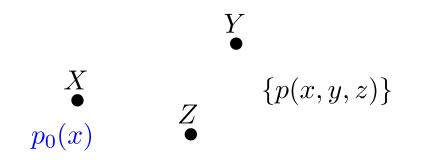
Three Nodes and No Communication



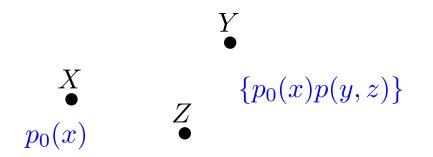
Any joint distribution p(x, y, z) can be achieved.

- $(\Omega, \mathcal{B}, P), X(\omega), Y(\omega), Z(\omega)$
- Time sharing
- Using a codebook that is generated by p(x, y, z).

Three Nodes and No Communication

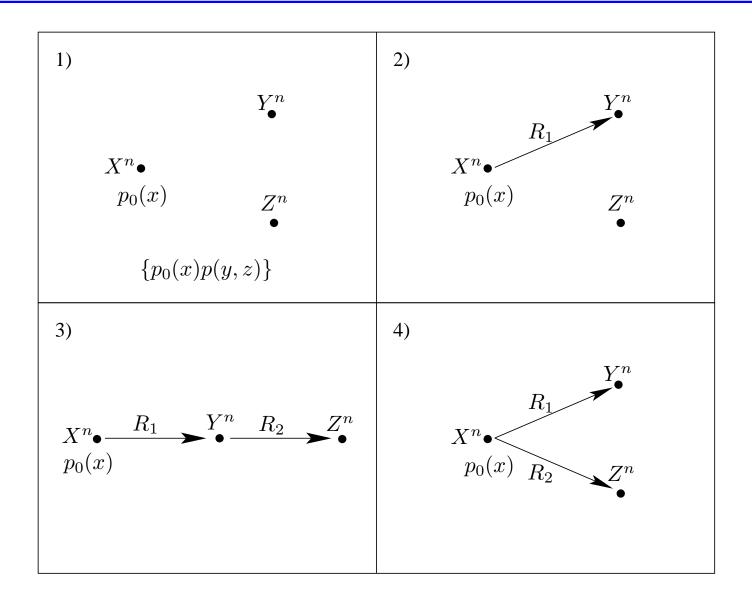


Three Nodes and No Communication



If X is specified to take a certain value distributed according to $p_0(x)$, then only $p(x, y, z) = p_0(x)p(y, z)$ can be achieved.

Building Blocks of Distributed Action Problems



One Link

$$X^{n} \bullet \underbrace{i(x^{n}) \in \{1, \dots, 2^{nR}\}}_{p_{0}(x)} \rightarrow \bullet Y^{n}(i)$$

Definition. The pair (R, p(x, y)) is achievable, if there exists a sequence of rate R codes such that $P_{X^n,Y^n}(x, y) \rightarrow p(x, y)$ for all $x \in \mathcal{X}, y \in \mathcal{Y}$.

 $P_{X^n,Y^n}(x,y)$ is the joint type.

One Link

$$X^{n} \bullet \underbrace{i(x^{n}) \in \{1, \dots, 2^{nR}\}}_{p_{0}(x)} \rightarrow \bullet Y^{n}(i)$$

Theorem. A desired distribution $p(x, y) = p_0(x)p(y|x)$ is achievable if

R > I(X;Y),

and is not achievable if

R < I(X;Y).

Like rate distortion but without the distortion

Outline of the Proof

$$\begin{array}{c} X^n \bullet & i(x^n) \in \{1, \dots, 2^{nR}\} \\ & & \searrow \bullet \ Y^n(i) \\ p_0(x) & \end{array}$$

Achievability proof is similar to rate distortion.

Converse is based on the following lemma:

Lemma. If a sequence of R code $(2^{nR}, n)$ satisfies

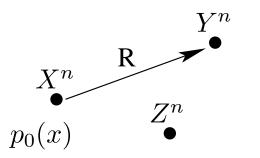
$$P_{X^n,Y^n}(x,y) \xrightarrow{\text{prob}} p(x,y), \ \forall x,y \in \mathcal{X} \times \mathcal{Y}$$

then

$$\frac{1}{n} \sum_{k=1}^{n} \Pr(X_k = x, Y_k(i) = y) \to p(x, y), \ \forall x, y \in \mathcal{X} \times \mathcal{Y}.$$
$$nR \stackrel{(a)}{\geq} I(X^n; Y^n) \stackrel{(b)}{\geq} \sum^n I(X_k; Y_k) \stackrel{(c)}{\geq} n(I(X; Y) - \epsilon_n)$$

k=1

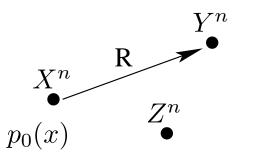
One Link



What is the achievable region?

Is it the set of all distributions $\{p_0(x)p(y|x)p(z): I(X;Y) \leq R\}$?

One Link

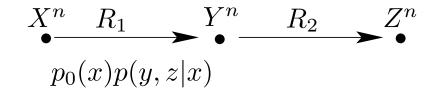


What is the achievable region?

Is it the set of all distributions $\{p_0(x)p(y|x)p(z): I(X;Y) \leq R\}$?

No. Any joint distribution $p_0(x)p(y,z)$ can be achieved without communication.

Chain of two agents



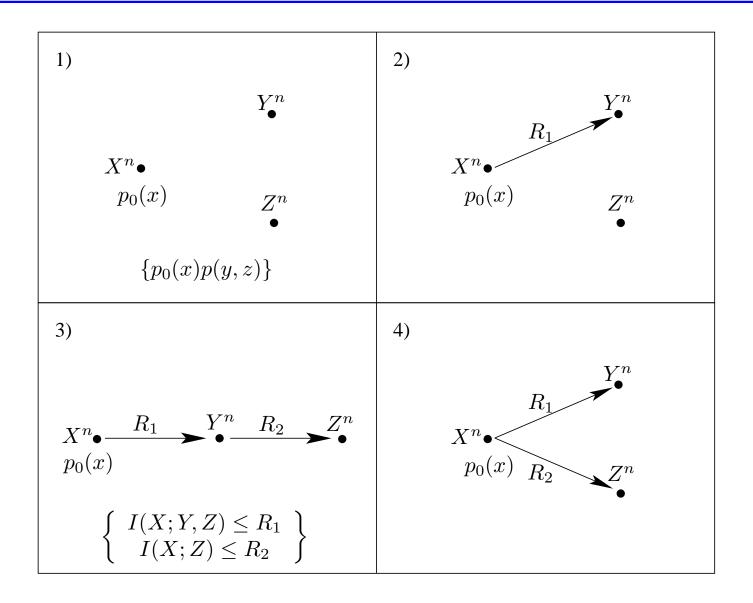
Theorem. The achievable region for a distribution $p_0(x)p(y, z|x)$ is

 $R_1 \geq I(X; Y, Z),$ $R_2 \geq I(X; Z).$

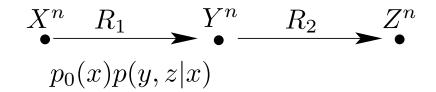
Converse: Follows from the two node case.

Achievability: First transmit information from X to Z (i.e., $R_2 = I(X;Z)$). Then use Z as side information for X and Y (i.e., $R_1 = R_2 + I(X;Y|Z)$).

Building Blocks of Distributed Action Problems



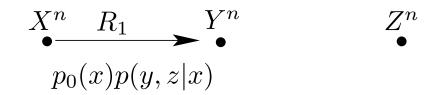
Three nodes one rate



Theorem. The achievable region for a distribution $p_0(x)p(y, z|x)$ is

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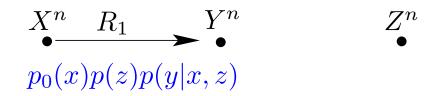
Three nodes one rate



Theorem. The achievable region for a distribution $p_0(x)p(y, z|x)$ is

 $R_1 \geq I(X;Y,Z),$ 0 = I(X;Z).

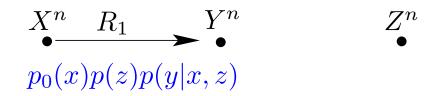
Three nodes one rate



Theorem. The achievable region for a distribution $p_0(x)p(z)p(y|x,z)$ is

 $R_1 \geq I(X;Y,Z).$

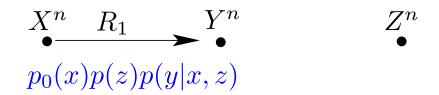
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Theorem. The achievable region for a distribution $p_0(x)p(z)p(y|x,z)$ is

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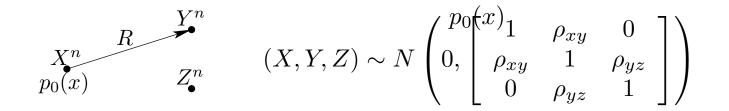


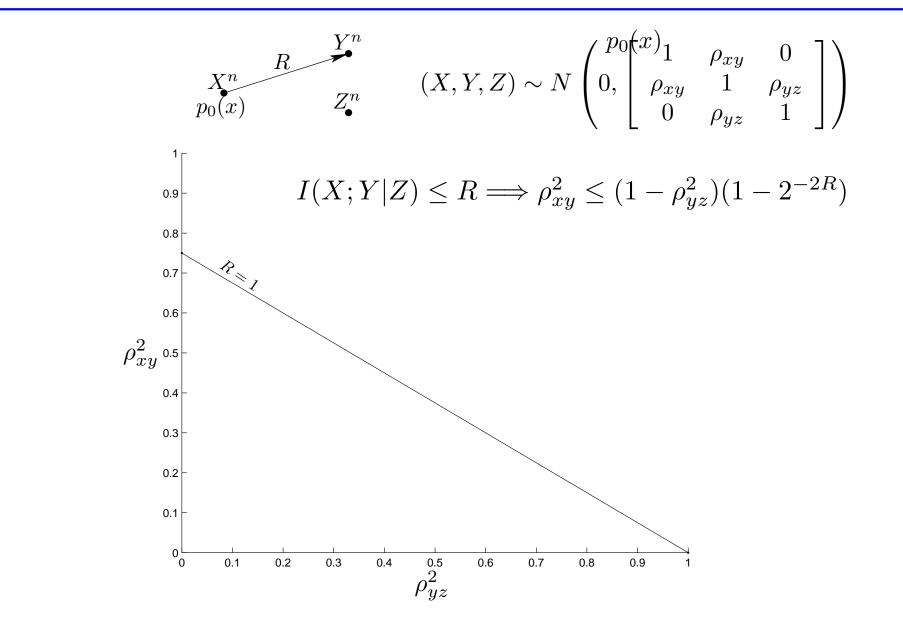
Theorem. The achievable region for a distribution $p_0(x)p(z)p(y|x,z)$ is

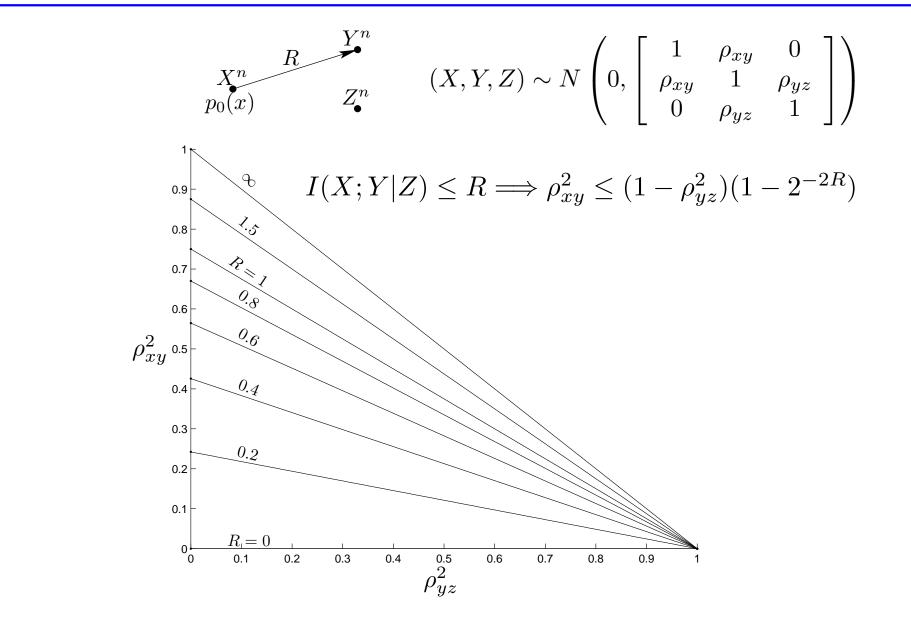
 $R_1 \geq I(X;Y|Z).$

There is a tension between the dependence of X and Y, and between the dependence of Y and Z.

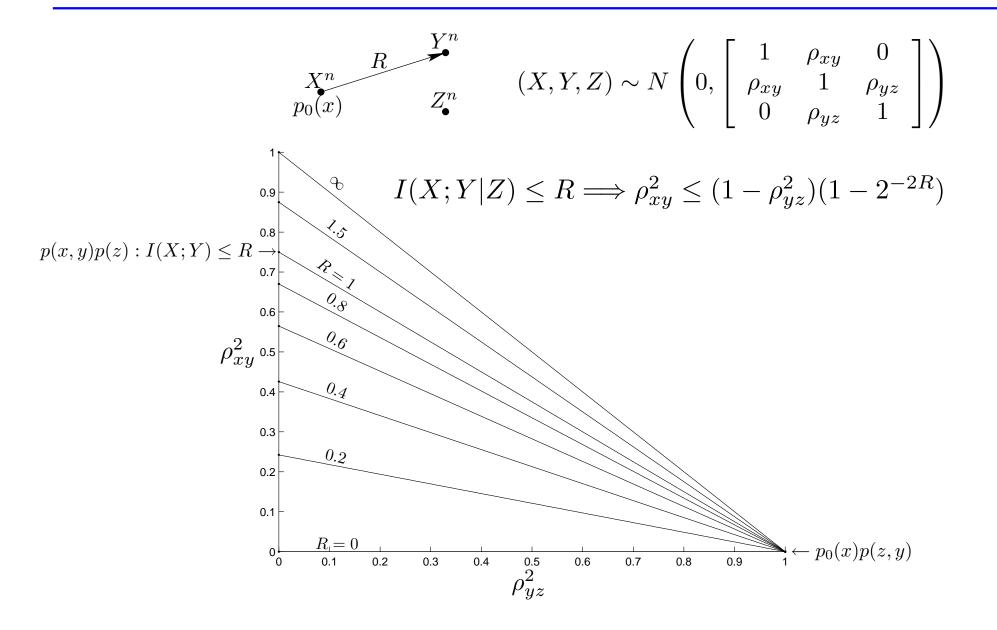
Three nodes one rate: The Gaussian Case

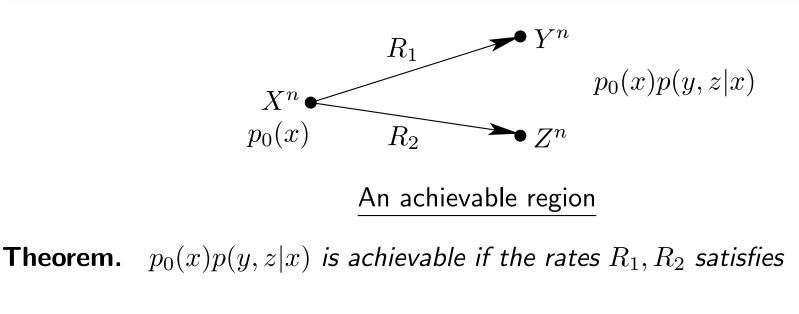






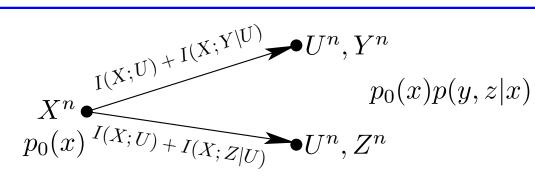
Three nodes one rate: The Gaussian Case





 $R_1 > I(X; U, Y),$ $R_2 > I(X; U, Z),$

for some Y - (X, U) - Z.

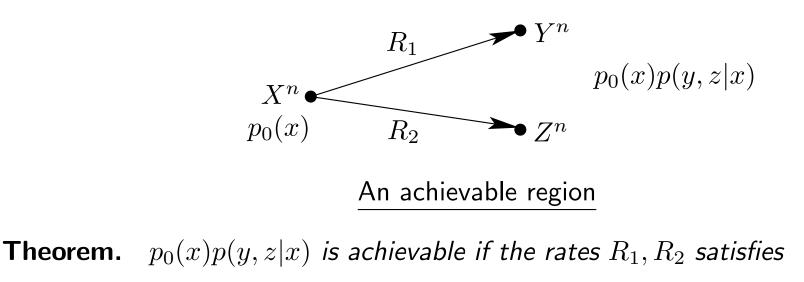


An achievable region

Theorem. $p_0(x)p(y, z|x)$ is achievable if the rates R_1, R_2 satisfies

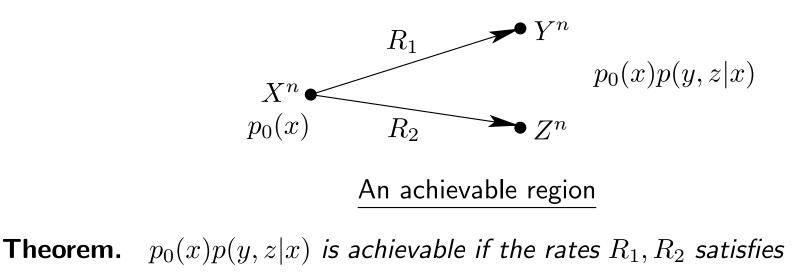
 $R_1 > I(X; U, Y),$ $R_2 > I(X; U, Z),$

for some Y - (X, U) - Z.



 $R_1 > I(X;V) + \min\{I(X;U,Y|V), I(X,U;Y|V)\},\$ $R_2 > I(X;V) + \min\{I(X;U,Z|V), I(X,U;Z|V)\},\$

for some Y - (V, X, U) - Z.

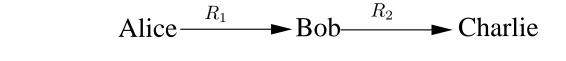


 $R_1 > I(X;V) + \min\{I(X;U,Y|V), I(X,U;Y|V)\},\$ $R_2 > I(X;V) + \min\{I(X;U,Z|V), I(X,U;Z|V)\},\$

for some Y - (V, X, U) - Z.

If X - Y - Z or Y - X - Z, then the region is optimum.

Solving the Cascade Question



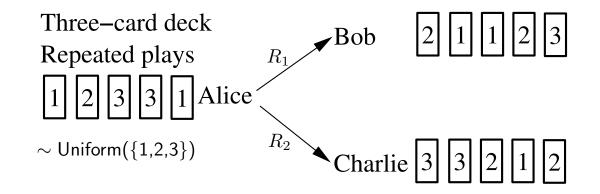
 $X \sim \mathsf{Uniform}\{1,2,3\}$

Alice (X), Bob (Y) and Charlie's (Z) actions need to be distributed uniformly over the six possible permutations of $\{1, 2, 3\}$.

$$R_1 \geq I(X; Y, Z) = \log 3,$$

$$R_2 \geq I(X; Z) = \log \frac{3}{2}.$$

An Achievable Scheme for Question 1



We restrict $Y = \{1, 2\}$ and $Z = \{2, 3\}$. Y will choose 1 and Z will choose 3 as default, unless X tells to one of them to choose 2.

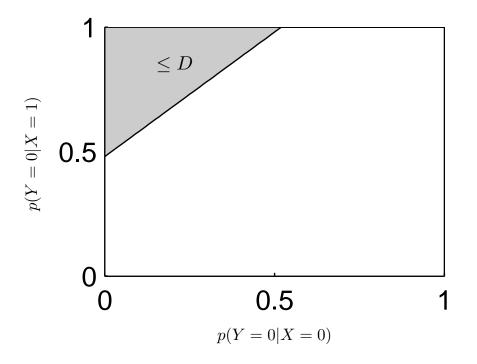
$$R_1 \ge I(X; U, Y) = H(\frac{1}{3}) - 0 = 0.918$$

Paul Cuff showed that $R_1 = R_2 = 0.890$ is achievable.

Coordinated Action and Rate Distortion

In rate distortion problems the distortion is a **linear function** of the distribution. Consider a source $X \sim \text{Bernoulli}(\frac{1}{2})$ and a reconstruction Y.

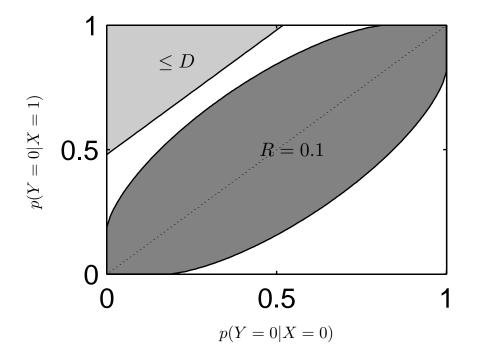
$$D = \sum_{x \in \mathcal{X}, y \in \mathcal{Y}} d(x, y) p_0(x) p(y|x) = \frac{1}{2} (1 - p(Y = 0|X = 0) + p(Y = 0|X = 1))$$
(1)



Coordinated Action and Rate Distortion

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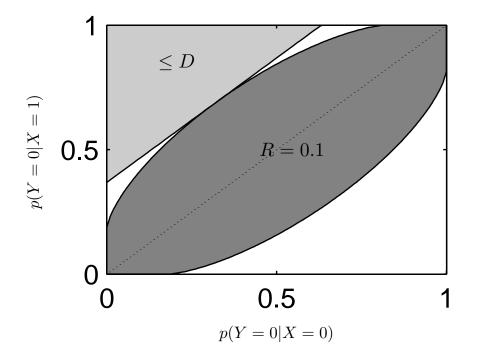
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(2)



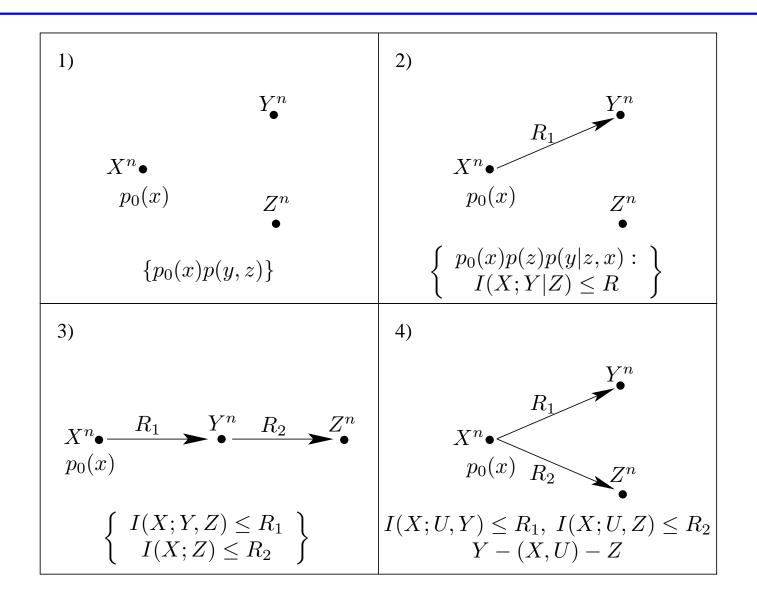
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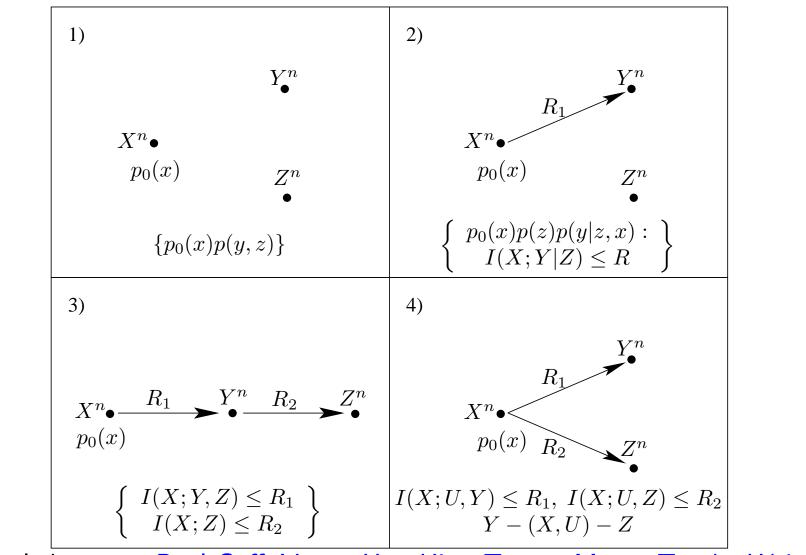
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(3)



Summary

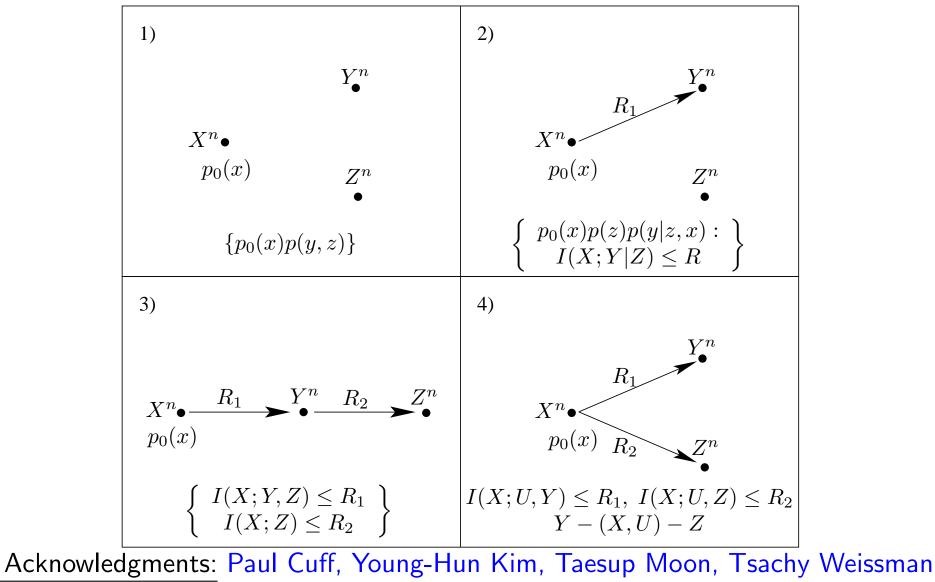


Summary



Acknowledgments: Paul Cuff, Young-Hun Kim, Taesup Moon, Tsachy Weissman

Summary



Thank You!