

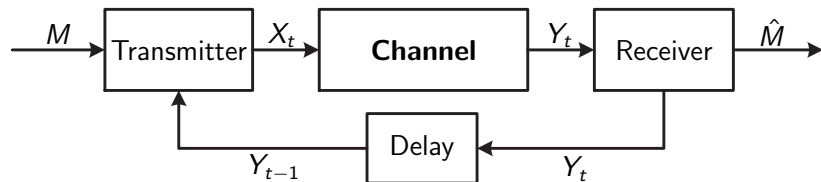
Computing the Feedback Capacity of Finite State Channels using Reinforcement Learning

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Communication with Feedback



- Unifilar finite state channel (FSC):

$$p(y_t | x_t, s_{t-1})$$

$$s_t = f(x_t, y_t, s_{t-1})$$

- **The goal:** compute the capacity and coding scheme

The Capacity

Theorem (Permuter-Cuff-Van Roy-Weissman'08)

The **feedback capacity** of unifilar FSC

$$C_{fb} = \lim_{n \rightarrow \infty} \max_{\{p(x_i | s_{i-1}, y^{i-1})\}_{i=1}^n} \frac{1}{n} I(X^n \rightarrow Y^n)$$

- The directed information (Massey 1990)

$$I(X^n \rightarrow Y^n) = \sum_{i=1}^n I(X^i; Y_i | Y^{i-1})$$

- This is a multi-letter expression

Markov Decision Process (MDP) Formulation

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Solution methods:

- Dynamic programming - value iteration algorithm
Effective only for binary alphabet

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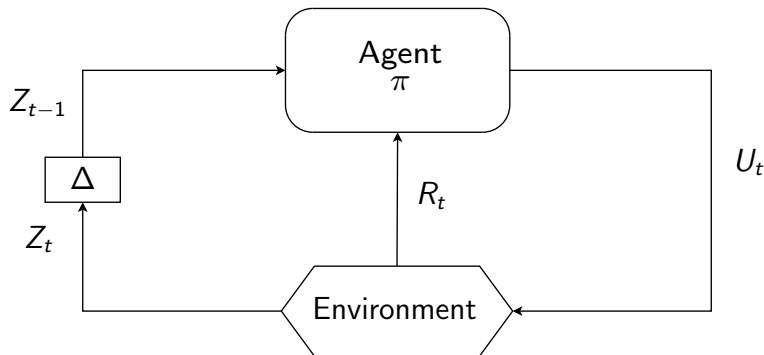
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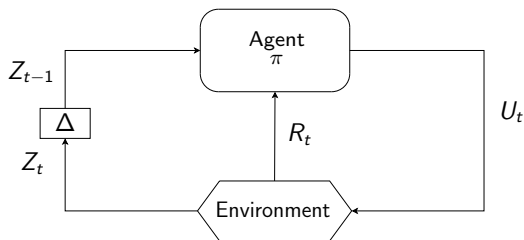
- Dynamic programming - value iteration algorithm
Effective only for binary alphabet
- Reinforcement learning (RL)
Effective for large alphabets

Reinforcement Learning



- Z_{t-1} - current state
- U_t - action
- R_t - reward
- Z_t - next state

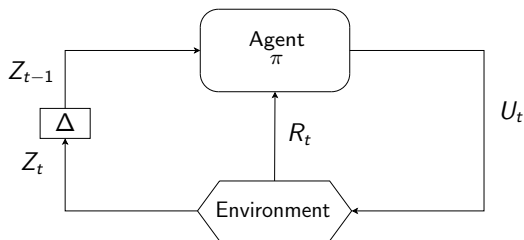
Reinforcement Learning



- The goal: maximize the expected average reward

$$\mathbb{E}_{\pi} [G] = \lim_{T \rightarrow \infty} \frac{1}{T} \sum_{t=1}^T \mathbb{E}_{\pi} [R_t]$$

Reinforcement Learning



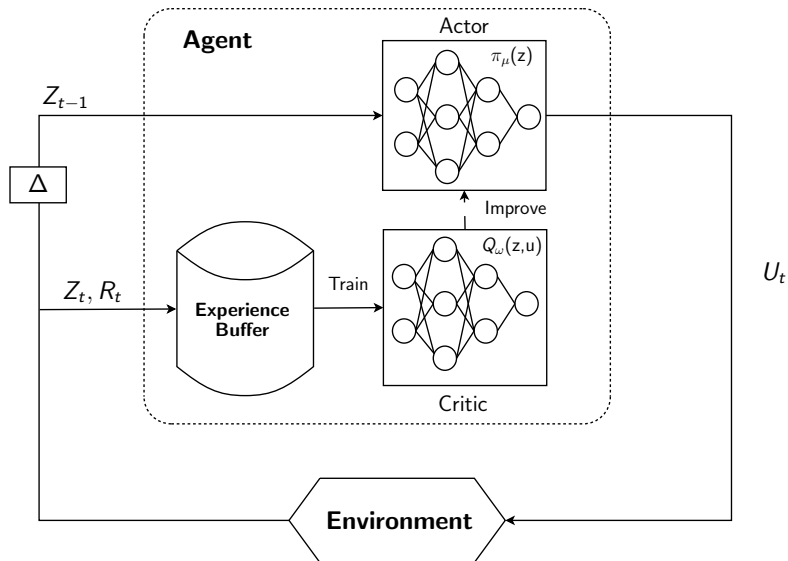
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- The state-action value function

$$Q_{\pi}(z, u) = \mathbb{E}_{\pi} [G | Z_1 = z, U_1 = u]$$

Q-Learning Approach



The DDPG Algorithm

Deep Deterministic Policy Gradient, (Lillicrap et al.'16)

- Draw N interactions from experience (z_i, u_i, r_i, z'_i)
- Train critic: minimize by ω

$$\frac{1}{N} \sum_{i=1}^N [Q_{\omega}(z_i, u_i) - [r_i - \rho_{\mu} + Q_{\omega}(z'_i, \pi_{\mu}(z'_i))]]^2$$

- Improve actor: maximize by μ

$$\frac{1}{N} \sum_{i=1}^N \nabla_u Q_{\omega}(z_i, u) |_{u=\pi_{\mu}(z_i)} \nabla_{\mu} \pi_{\mu}(z_i)$$

The Ising Channel

- Defined by Berger and Bonomi (1990):

$$Y_i = \begin{cases} S_{i-1} & , \text{w.p. } 0.5 \\ X_i & , \text{w.p. } 0.5 \end{cases}, \quad S_{i-1} = X_{i-1}$$

- Models channel with ISI, magnetic recording

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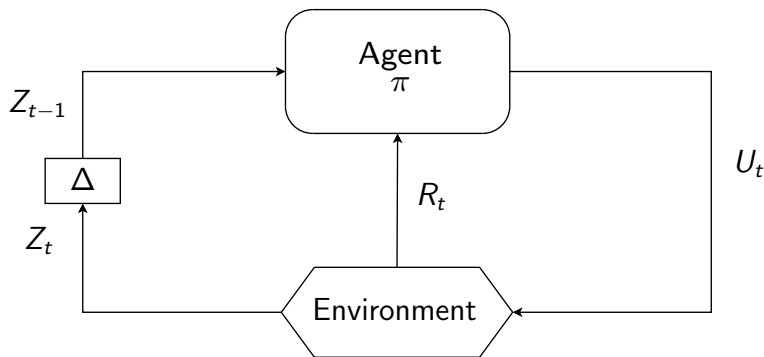
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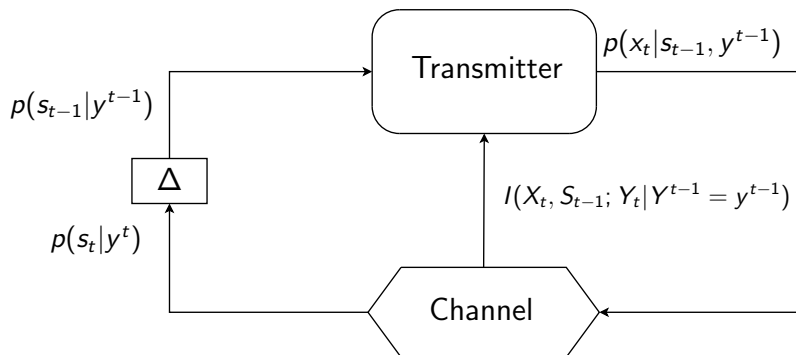
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Back to the Feedback Capacity



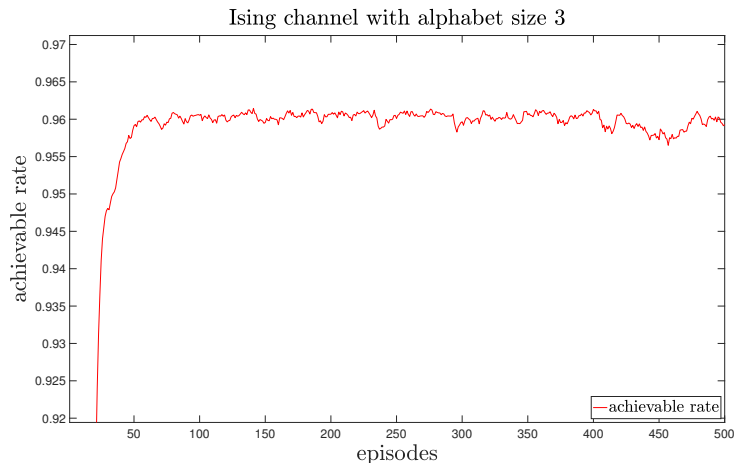
The goal: maximize **average reward**

Back to the Feedback Capacity



The goal: maximize **achievable rate**

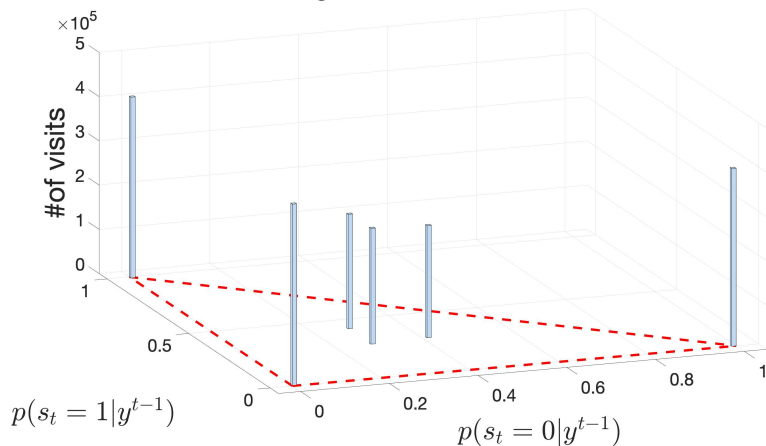
Numerical results - Achievable Rate



- Reveal the **structure** of the optimal solution

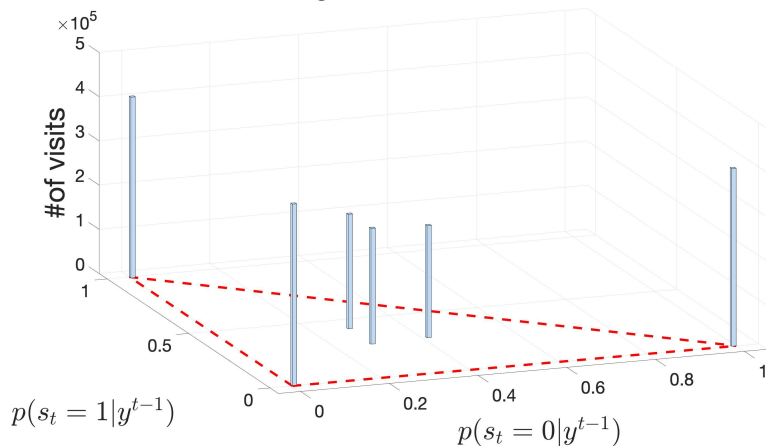
Properties of the Estimated Solution

State histogram of estimated transmitter



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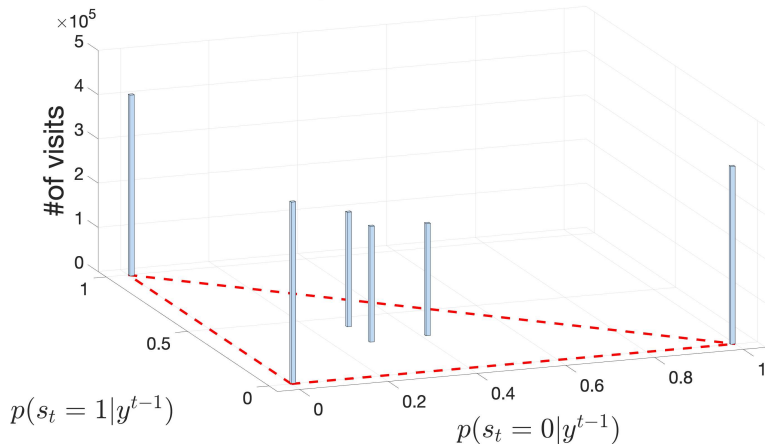
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- Optimal input distribution structure

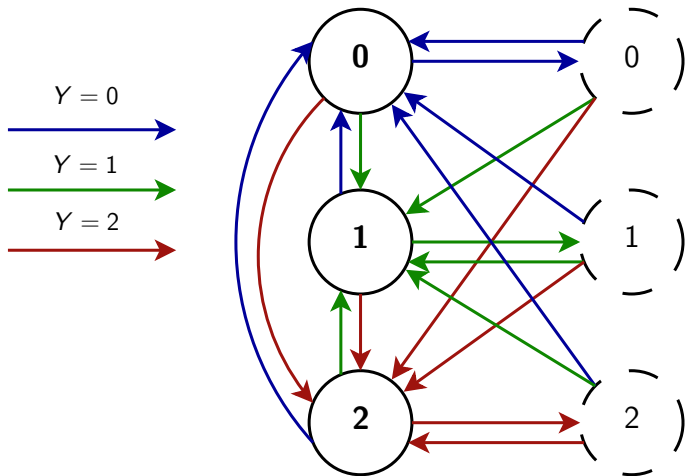
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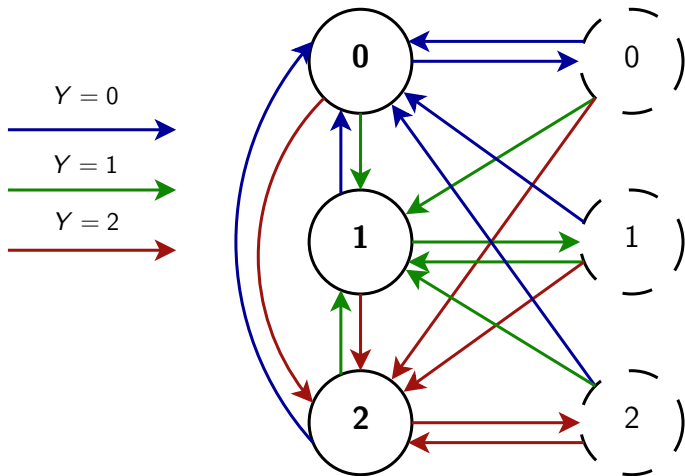


- Optimal input distribution structure
- Transitions between states as function of channel's output

Transitions of states by a Q-graph

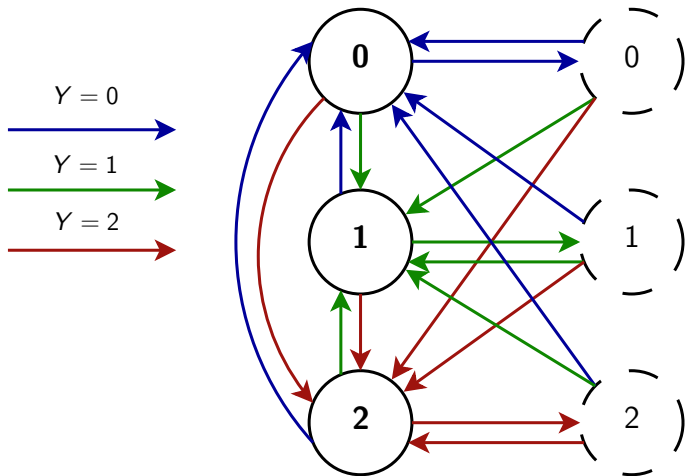


Transitions of states by a Q-graph



- Design coding scheme

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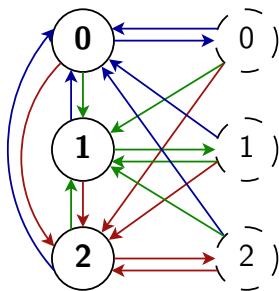


- Design coding scheme
- Prove upper-bound

Coding scheme

- **Pre-transmission**: generate an information sequence s.t.

$$x_i = \begin{cases} x_{i-1} & , \text{w.p. } p \\ \text{Unif}[\mathcal{X} \setminus x_{i-1}] & , \text{w.p. } 1 - p \end{cases}$$

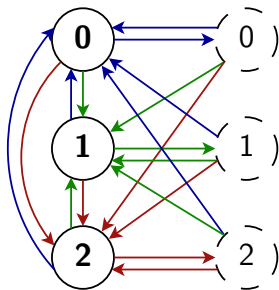


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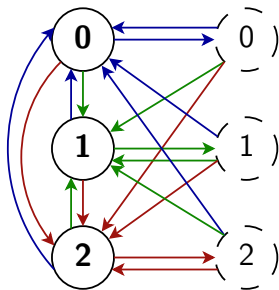


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Transmit x , if $y = s$, repeat x

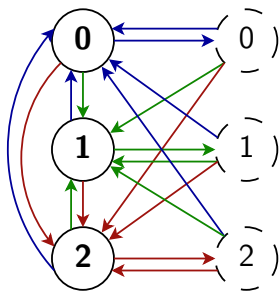


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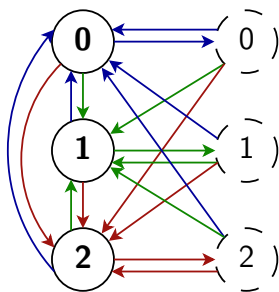


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- **The rate of the scheme:**

$$R(\mathcal{X}) = \max_{p \in [0,1]} 2 \frac{H_2(p) + (1-p) \log(|\mathcal{X}| - 1)}{p + 3}$$

Theorem (Sabag-Permuter-Pfister'17)

For any choice of Q-graph

$$C_{fb} \leq \max_{p(x|s,q) \in \mathcal{P}_\pi} I(X, S; Y|Q)$$

Upper-bound

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For any choice of Q -graph

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Theorem (Duality bound)

For any FSC channel and $T_{Y|Q}$

$$C_{fb} \leq \lim_{n \rightarrow \infty} \max_{f(x^n||y^{n-1})} \frac{1}{n} \sum_{i=1}^n \mathbb{E} [D(P_{Y|X=x_i, X^-=x_{i-1}} || T_{Y|Q=q_{i-1}})]$$

The feedback capacity

Theorem

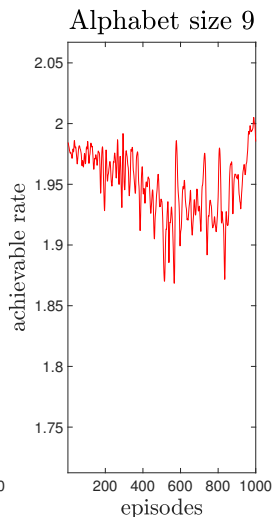
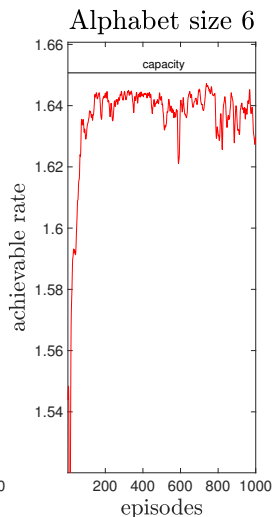
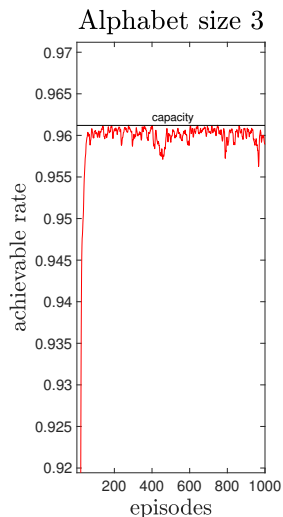
For all $|\mathcal{X}| \leq 8$, the feedback capacity of the Ising channel is given by

$$C_{fb}(\mathcal{X}) = \max_{\rho \in [0,1]} 2 \frac{H_2(\rho) + (1 - \rho) \log(|\mathcal{X}| - 1)}{\rho + 3}$$

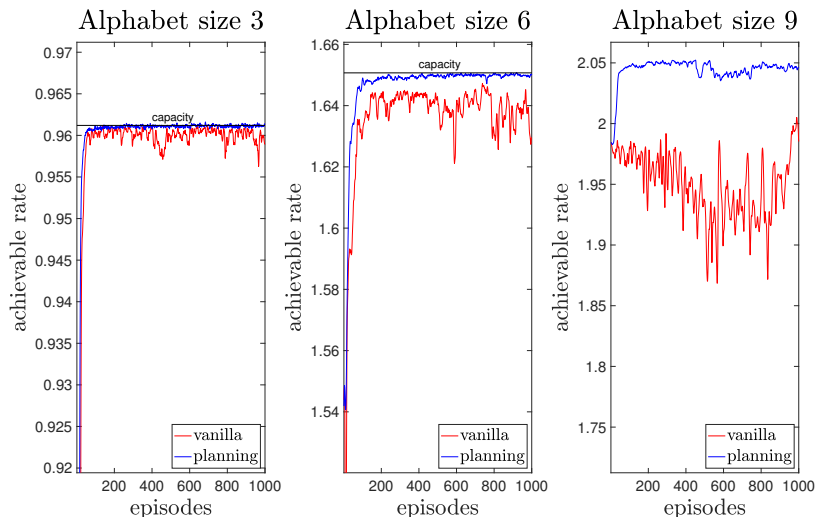
- What happens for $|\mathcal{X}| \geq 9$?
- Asymptotic better rate

$$R(\mathcal{X}) = \frac{3}{4} \log \frac{|\mathcal{X}|}{2}$$

Improving RL: DDPG with planning



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Conclusions

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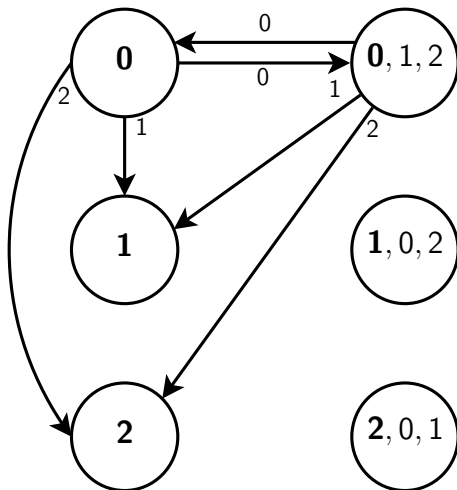
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Thank You!

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