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Distributed Signal Processing and Communications: On the Interaction of Source and Channel Coding

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Outline

1. **The view of the world: many to many!**
2. **Wireless sensor networks**
    - trade-offs in precision, computation, communication, power, delay
3. **Interesting data sets and their structure**
    - plenoptic and plenacoustic functions
4. **Correlated source coding**
    - Slepian-Wolf, Wyner-Ziv and distributed KLT
5. **Uncoded transmission**
    - simple yet powerful
6. **Sensor networks and source-channel coding**
    - to separate or not to separate
7. **Conclusions**

Acknowledgements

- Swiss and US NSF
- The National Competence Center on Research ''Mobile Information and Communication Systems''
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- P.L.Dragotti (EPFL-Imperial College)
- T.Ajdler, R.Cristescu and G.Barrenechea (EPFL)
- the reading group on DSPC

The Swiss National Competence Center on Research ''Mobile Information and Communication Systems'' http://nccr-mics.ch

Goal: study fundamental and applied questions raised by new generation mobile communication and information services, based on self-organisation.

Cross-layer investigation: mathematical issues (statistical physics based analysis, information and communication theory) to networking, signal processing, security, distributed systems, software architecture and economics.

Examples: ad-hoc and sensor networks, peer-to-peer systems

Network of researchers:

- EPFL, ETHZ, CSEM, UNI-BE,L,SG,ZH
- 30 professors, 70 PhD students
- 11 individual projects

Budget:

- 8 MSfr/Year (5.3 M$/Y)
- 4-10 years horizon

Note: similar to a US ERC or STC

1. The view of the world: many to many!

Signals exist everywhere...they just need to be sensed!

- distributed signal aquisition
- one can put many cameras, microphones etc
- these signals are not independent
  - the more sensors, the more correlation
- there can be some substantial structure

Computation is cheap

- local computation
- complex algorithms to retrieve data are possible

Communication is everywhere

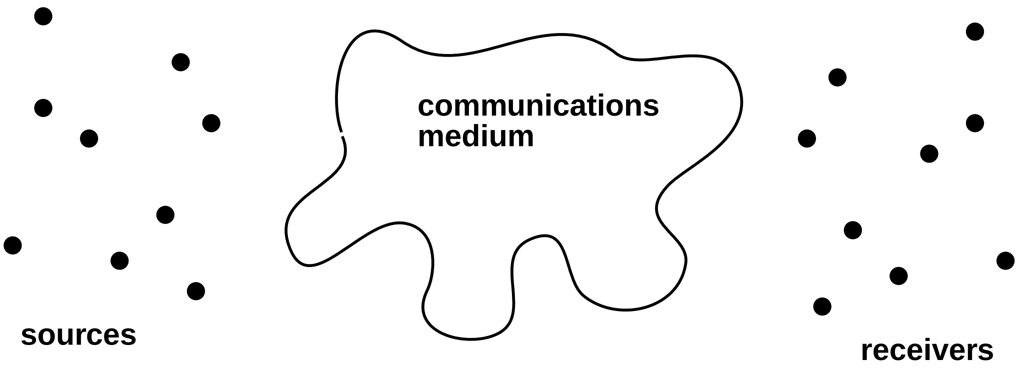
- mobile ad hoc networks are studied
- dense, self-organized sensor networks are built
- the cost of mobile communications is still the main constraint

This creates a new challenging set of signal processing and communications problems

The Change of Paradigm

Old view: one source, one channel, one receiver

New view: distributed sources, many sensors/sources, distributed communication medium, many receivers



Individual Project #7 (IP7) of NCCR-MICS
http://ip7.mics.ch/

This project is concerned with the change of paradigm induced by large distributed sensing and communications.

This leads to questions on

- distributed signal acquisition and sampling,
- representation of dependent data (eg plenoptic/plenacoustic fct),
- distributed compression of correlated data,
- transmission and joint source-channel coding,
- reconstruction of distributed signals.

Applications can be found in

- sensor network (sensing and transmission of physical phenomena),
- ad-hoc networks (real-time services) and
- monitoring (multi-camera systems)
- virtual reality systems (synthesis)

2. Wireless sensor networks

Trade-offs between

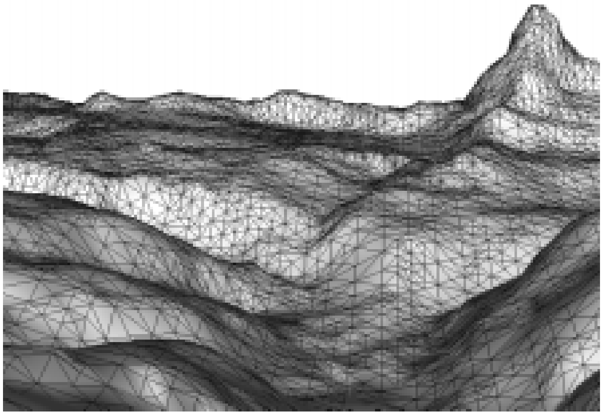
- aquisition accuracy
- computational power
- transmission power
- delay
- accuracy etc

Characteristics

- very low power
- fixed but unknown location
- constrained traffic pattern

The swiss version of homeland security ;)

Distributed sensor network for avalanche monitoring:



Method: drop sensors, self-organized triangulation, monitoring of location/distance changes, download when critical situation

Challenges: extreme low power, high precision, asleep most of the time, when waking up, quick download

all self-organized!

3. Interesting data sets and their structure

3.1 The Plenoptic Function [Adelson, Shum etc]

Multiple camera systems

- distributed signal aquisition
- multiple cameras

Plenoptic sampling

- physical world (e.g. landscape, room)
- one can put many cameras
- how many are required to reconstruct a view from any point
- this is a sampling and interpolation problem

Background:

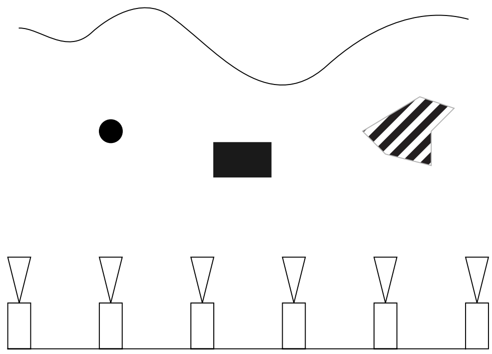
- pinhole camera & epipolar geometry
- multidimensional sampling

Implications on communications

- camera sources are correlated in a particular way
- limits on number on ''independent'' cameras
- different BW requirements at different locations

On Plenoptic Sampling

Model



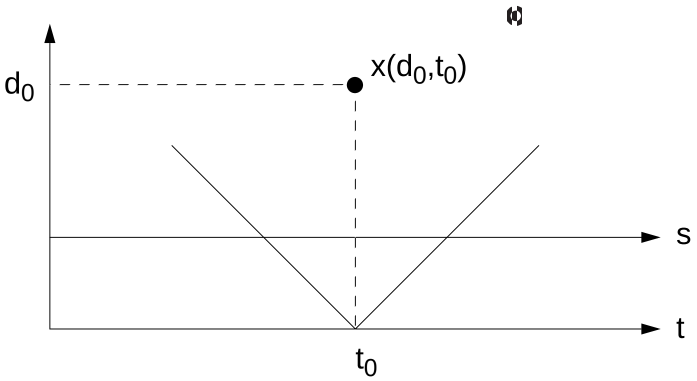
Questions:

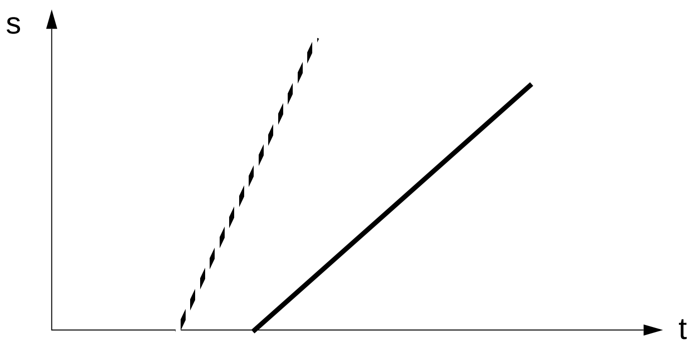
- how many pictures are ''enough'' to interpolate any view?
- how to interpolate between the cameras

Plenoptic function

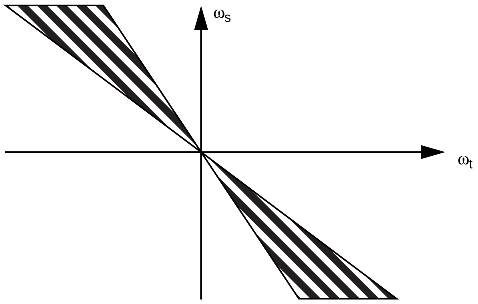
- is it bandlimited? (no...)
- how to approximate it
- implications on correlated source coding

The Plenoptic Function



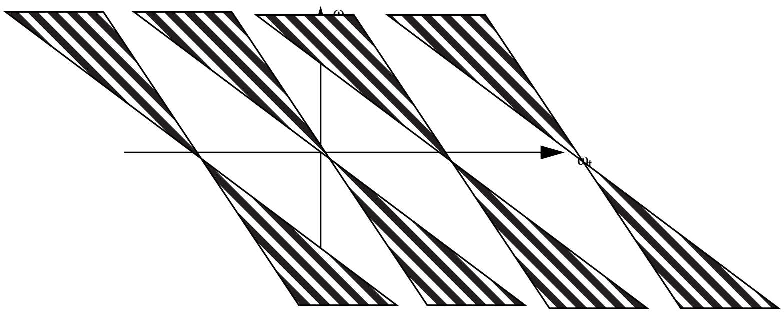


Fourier transform:



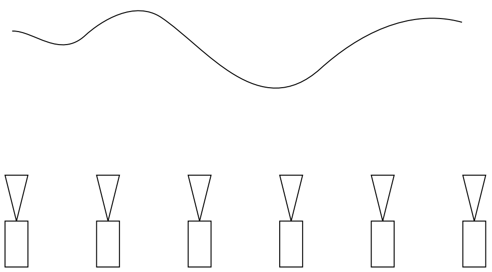
angle depends on depth of field.

Sampling [Shum et al]:



Examples of recent results

1. Bandlimited walls/fcts



[DoMMV:02] Plenoptic function not BL unless linear wall.

Proof: FM modulation! Bessel functions

2. Plenoptic function of finite complexity objects

[Maravic et al] For certain ‘’simple scenes’’ (collection of Diracs), the plenoptic function can be sampled with

- finite number of cameras
- finite number of samples

and reconstructed perfectly.

Proof: Radon transform + sampling of FRI signals

3.2 The plenacoustic function [AjdlerV:02]

Multiple microphones

- distributed signal aquisition of sound
- multiple microphones

Sound plenacoustic sampling

- physical world (e.g. landscape, room)
- one can put many microphones
- how many are required to reconstruct a spatial sound at any point (or between them)
- this is a sampling and interpolation problem

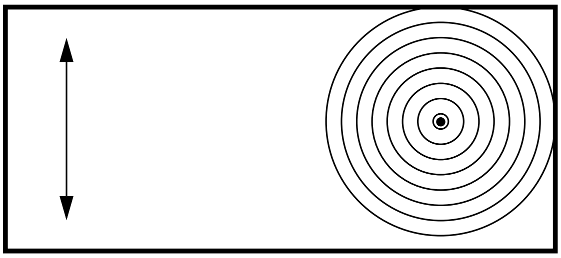
Implications on communications

- sound sources are correlated in a particular way
- limits on number on ''independent'' microphones
- different BW requirements at different locations

Note: also holds for range data, and other wave equation related data

Plenacoustic function and its sampling

Set up:

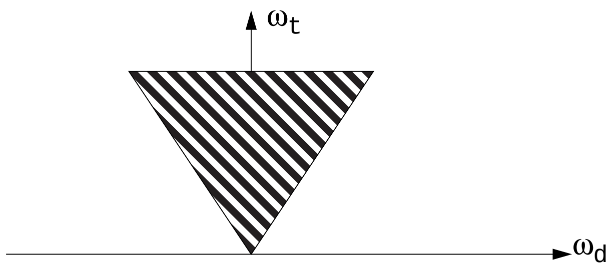


Can we sample with ''few'' microphones and hear any location?

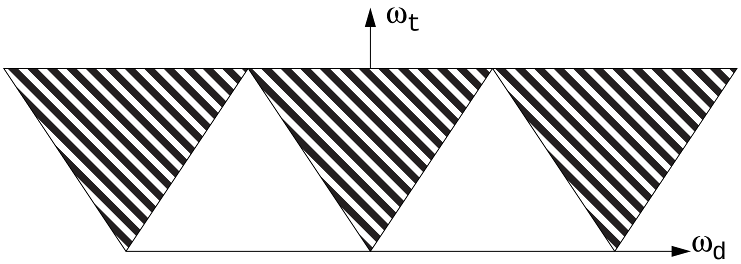
In this simple case, one could solve the wave equation, but in general, it is much simpler to sample the plenacoustic fct

Dual question also of interest

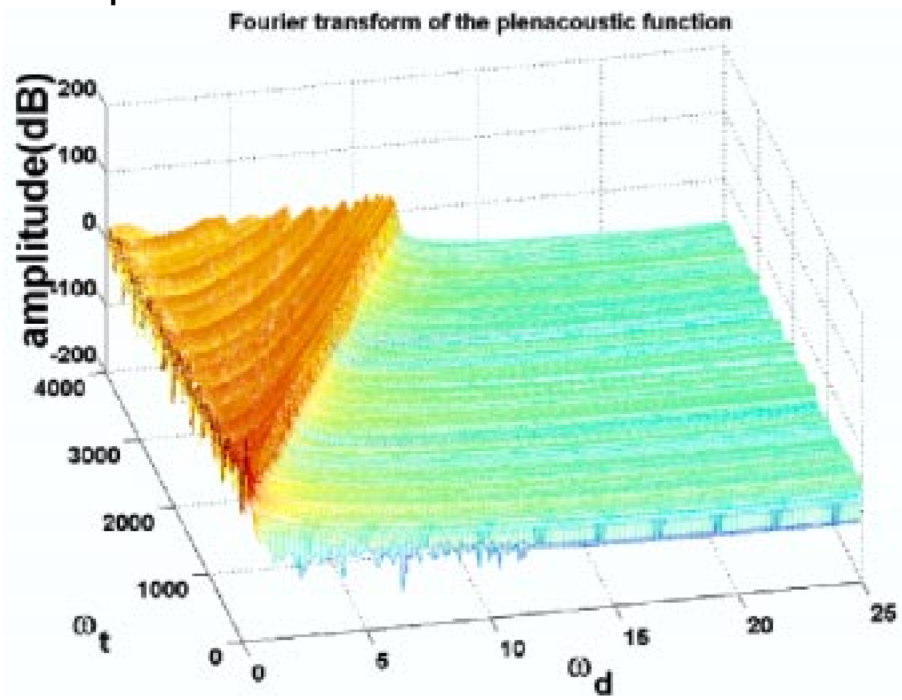
Plenacoustic function in Fourier domain:



Sampled version:



Example of a plenacoustic function



nice and bandlimited!

4. Correlated source coding and transmission

Dense source = correlated sources

- physical world (e.g. landscape, room)
- degrees of freedom ''limited''
- denser sampling: more correlated sources

Background:

- Slepian- Wolf (lossless correlated source coding with binning)
- Wyner-Ziv (source coding with side information)
- Note that lossy Wyner-Ziv is still an open problem...

Implications on communications

- such results are rarely used...
- many open problems
- many tough problems in the usual set up

are there limiting results?

Slepian-Wolf 1973

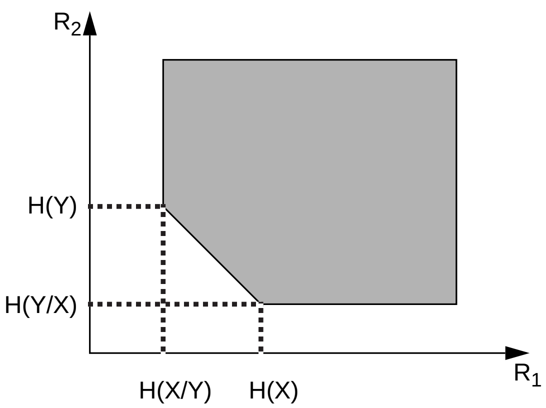
Given

- X, Y i.i.d with p(x,y)

Then: code separately, decode jointly

Achievable rate region

- $R_1 \geq H(X/Y)$
- $R_2 \geq H(Y/X)$
- $R_1 + R_2 \geq H(X, Y)$



Power efficient gathering of correlated data [CristescuV:02]

Assume: correlated data

Goal: find a data gathering tree that minimizes cost

Model: (simplification)

- if you have data alone: B bits need to be transmitted
- if you have already some other data: $\beta < B$ bits

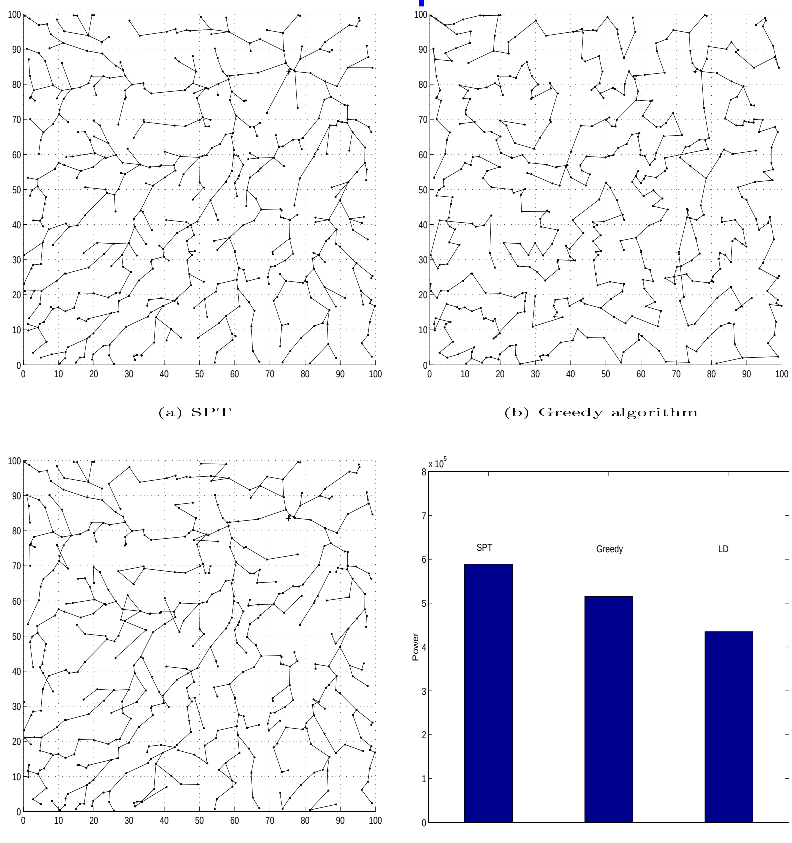
If β = B, simply shortest path tree, easy

If β = 0, (multiple) traveling salesman...hard

Results [CristescuV:02]

- Problem is in NP
- Good distributed heuristics
- can make a large difference in power consumption

Example:

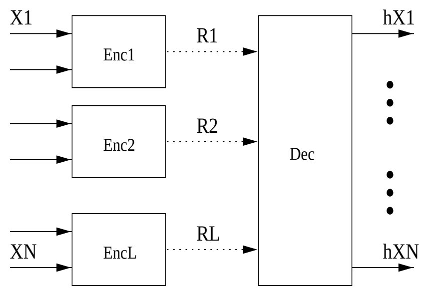


(a) SPT (b) Greedy algorithm

(c) Leaves deletion heuristic (d) Power efficiency

The Distributed Karhunen-Loeve Transform [GastparDV:02]

Assume a correlated vector source joint statistics (in particular second order) are known.:

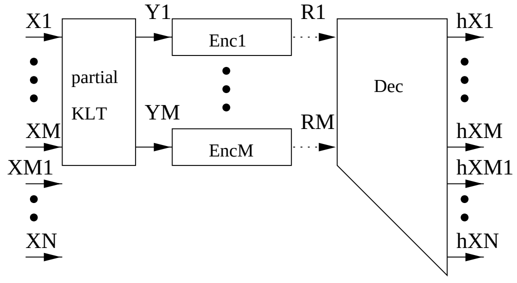


What is the best way to separately compress this source by L local compressors, for a joint decoder?

This answers (in part) a distributed source coding problem

The partial KLT

Assume only a part of the sources are observed, but the entire vector needs to be reconstructed.



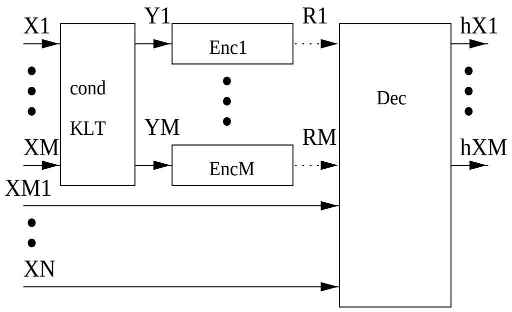
Model: $X_{uo} = A\ X_o + V$ (e.g. jointly gaussian)

Results:

- NLA: k dim. approx. with largest modified eigenvalues
- Compression: R(D) similar to gaussian, with modified e.vals

The conditional KLT

Assume that a part of the sources are available as side information, the others are observed and coded.
The entire vector needs to be reconstructed.



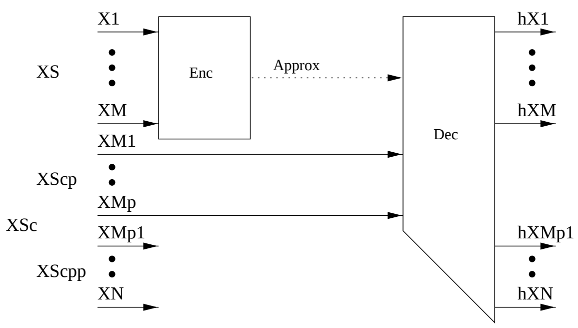
Cond. KLT: $C\,\Sigma_{s/\bar{s}}\,C^T = \text{diag}(\lambda_i)$, that is, Y cond. uncorrelated

Results:

- NLA: k dim. approx = k cond. e.vectors with largest e.value
- Compression: (Gaussian case) separate WZ compression after C

The combination

Assume that some sources are available as side information, some sources are observed and coded, and some are hidden.
The entire vector needs to be reconstructed.



Result:

- NLA: use conditional and partial KLT in turn
- Compression: improves non-distributed solution

5. Uncoded transmission and relays networks [GastparRV:02]

It is well known that a Gaussian source over a AWGN channel can be ‘’sent as is’’, achieving optimal performance

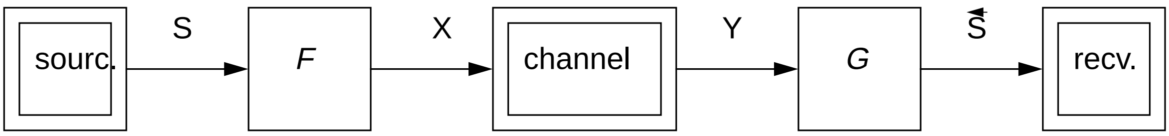
- easy way to achieve best performance

The parameters of source-channel coding are:

- source distribution: $P_S(s)$
- source distortion or error measure: $D(s,\bar{s})$
- channel conditional distribution: $P_{Y/X}(y/x)$
- channel input cost function: $\rho(x)$

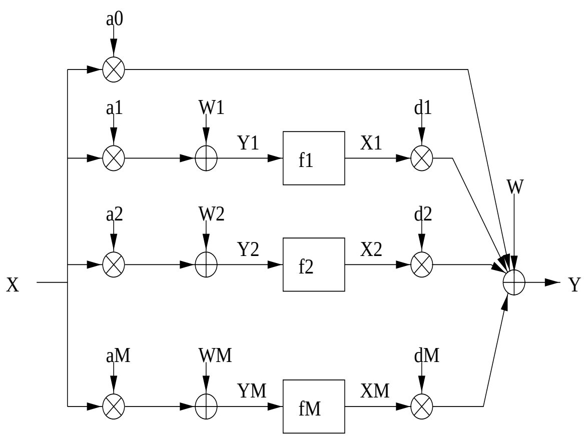
The art is measure matching!

- channel has to look like the test channel to the source
- source has to look like a capacity achieving distrib to the channel



Relay network [GastparV:02]

Old and partly open problem from IT

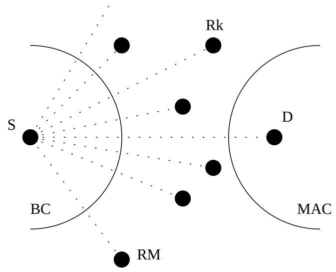


Simple model

Interesting question if number of relays grows...

A capacity result for the relay network

Bound on performance: cut sets for broadcast and MAC



Results:

- under certain technical conditions, capacity of the gaussian relay network as M grows is

  $C = \log(1 + P/N * \alpha)$

  e.g. if each relay has power Q, $C \sim \log(1+ MQ/N)$

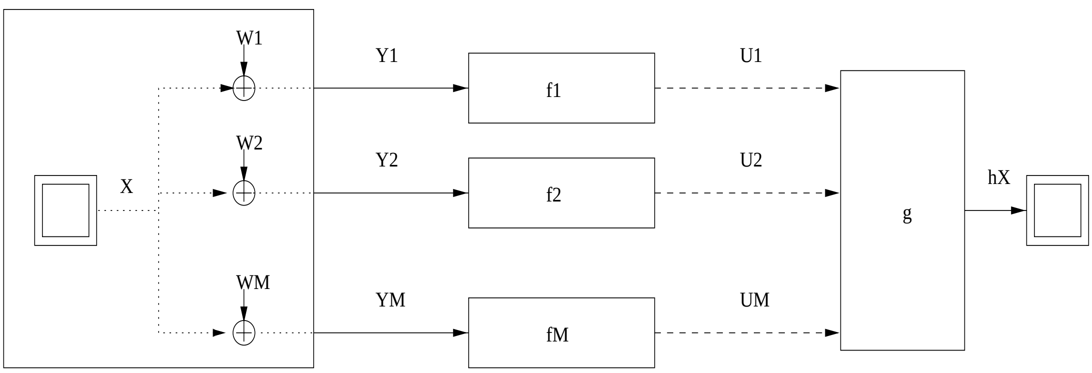
- this is different (and better) from other approaches
- method uses uncoded transmission

6. Sensor networks and source-channel coding [GastparV:02]

Consider the problem of sensing

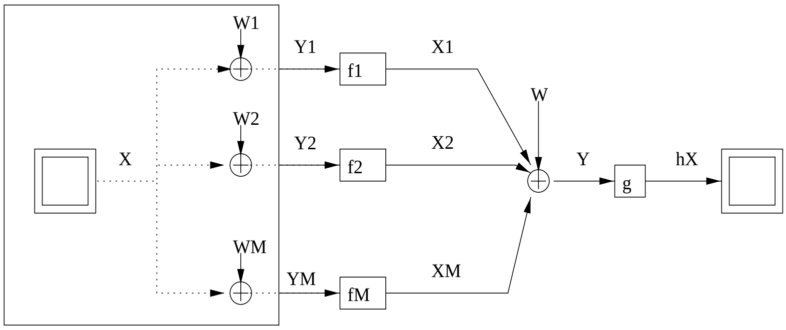
- one source
- many sensors
- reconstruct an estimate

Model: The CEO problem [Berger et al]



Question: distributed source compression and multiantenna or uncoded transmission?

Example:



Performance:

- 1/M with uncoded transmission
- 1/Log(M) with separation

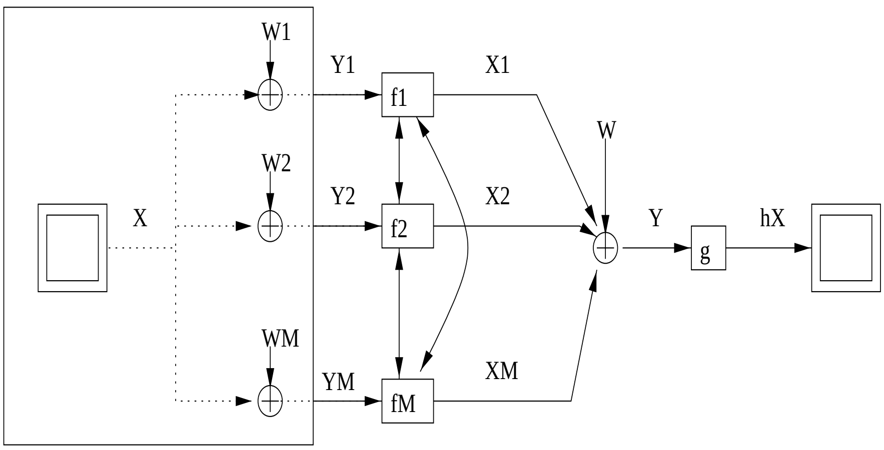
Can be shown to be optimum performance

Condition for optimality: measure matching!

- $d(s,\bar{s}) = - \log p(s/\bar{s})$,
- $I(S,\bar{S}) = I(S; U_1, U_2, ..., U_N)$

Can be generalized to many sources $S_1, S_2, ..., S_N$

It is the best one can do!



Communication between sensors does not help as M grows

7. Conclusions

There are some good questions in the interaction of

- sensing
- representation
- compression
- transmission
- decoding

This goes beyond joint source-channel coding

- aquisition of the source comes into play
- communications infrastructure influences the sensing
- are there some fundamental bounds on certain data sets?
- are there practical schemes to approach the bounds?

Many interesting and open problems

DSP: Distributed Signal Processing!

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