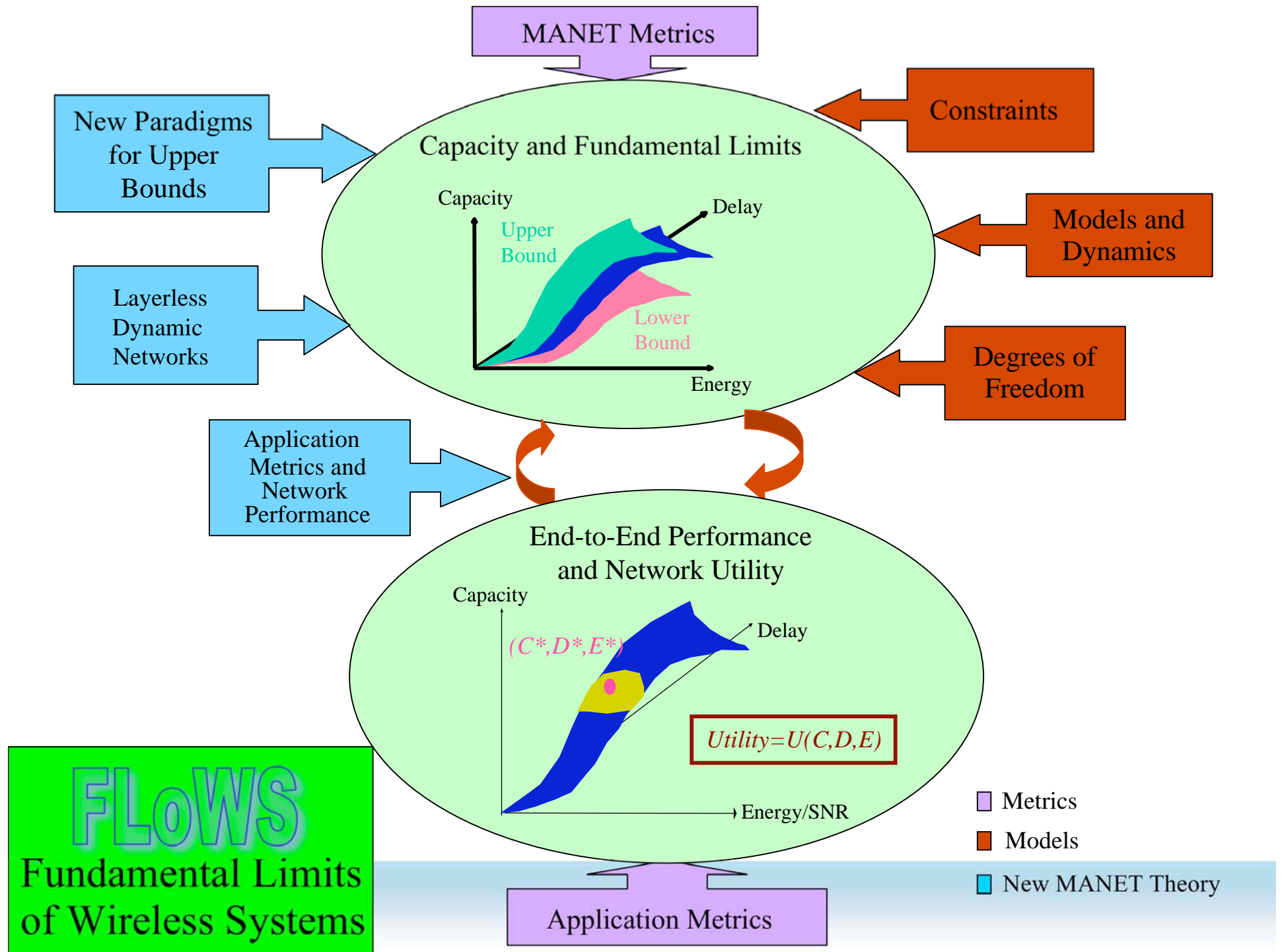


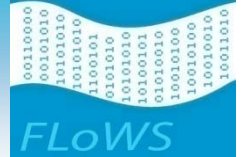
Information Theory for Mobile Ad-Hoc Networks (ITMANET): *The FLoWS Project*

**Thrust 2:
Layerless Dynamic Networks**

Lizhong Zheng



Layerless Dynamic Networks



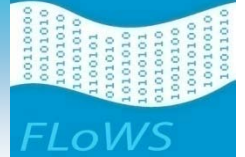
- The challenge of *dynamic*
 - Side information not always precise or even reliable;
 - Overhead (for coordination/ adaptation) becomes significant;
 - Channel with memory, (noisy) feedback, interference, multi-hop, cooperation, ... as necessary components;

Separation of functionalities with different time scale no longer valid

- *Layerless* as the solution
 - Network information theory: heterogeneous data and soft information processing;
 - Structured codes with good error exponent, flexibility for joint processing, combining and relaying, new interface to the physical layer;
 - Interference management, cooperative and cognitive networking;
 - Operating with imperfect side information or even model, robustness.

Not always obvious and directly address the dynamic issue

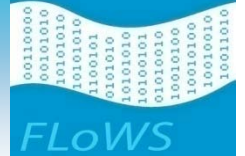
Intellectual Tools and Focus Areas



- Dynamic Network Information Theory: beyond point-to-point communications
 - Relay, soft information processing;
 - Channel dynamics and Feedback;
 - Generalized network coding;
 - Interference and cooperation;
- Structured coding: concrete designs for cross layer processing
 - Joint source/channel/network coding;
 - Flexible partial decoding for weak channels;
 - Unified joint encoding of control messages to reduce overhead;
- Assumptions and Robustness: networking without perfectly reliable/precise side information
 - Universal algorithms requires less coordination;
 - Tradeoff between cooperation and coordination.

Thrust Achievements

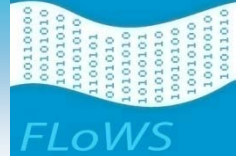
Dynamic Network Information Theory



- Relay, forwarding and combining soft information
 - Likelihood forwarding – *Koetter*
 - General relaying for multicast – *Goldsmith*
 - General schemes allow relays to jointly encode messages of many users and to use cooperation
 - Relays can combine symbols on the physical layer, bits on the network layer, etc.
 - outperform time sharing, routing, and store-and-forward
- Feedback, channel memory and dynamics
 - Degraded Finite State Broadcasting Channel – *Goldsmith*
 - Broadcasting with memory, generalize from the fading results
 - Choice of auxiliary random variables (and corresponding coding schemes) in the context of a BC with memory
 - Duality between multi-user channels with memory
 - Feedback and directed information in Networks – *Goldsmith*

Thrust Achievements

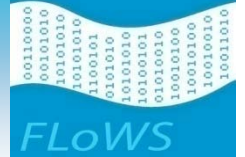
Dynamic Network Information Theory



- Generalized network coding
 - General capacity using network coding – *Medard*
 - Matroidal solutions – *Effros & Koetter*
- Interference, cooperation and coordination
 - Euclidean Information Theory – *Zheng*
 - K-L divergence approximated by squared Euclidean distance, allows analytical solutions for problems with high dimensionalities;
 - Variational analysis in the space of probability distributions, very noisy channel or thin layer of code;
 - Linear divergence translation between terminals, useful for cooperation, interference, and security problems.
 - Cognitive interference channel – *Goldsmith*

Thrust Achievements

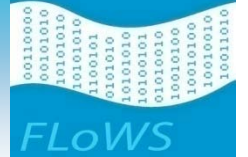
Structured coding



- Joint source/channel/network coding with layered codes
 - Broadcasting with layered source codes – *Goldsmith*
 - Generalized capacity/distortion for joint source channel codes – *Effros & Goldsmith*
 - Source channel coding over non-ergodic channel, new performance metrics defined;
 - Relax the constraint that all transmitted info be decoded, MD codes
 - New extended interface to the physical layer
 - Joint S/C coding in networks – *Coleman*
- Layered code designs
 - Message embedding with UEP – *Zheng*
 - Encoding heterogeneous messages in a single code, improving efficiency to send critical data;
 - Partial decodability with unknown channel quality;
 - Optimal code designs from Euclidean approximations

Thrust Achievements

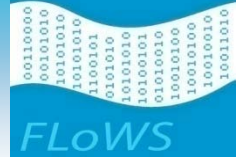
Structured Coding



- Novel mode of communication
 - Information flow via timing – *Moulin*
 - Rate distortion for Poisson Processes – *Coleman*
 - Poisson process with queuing distortion analogous to Gaussian source with MSE and Bernoulli source with Hamming distortion
 - Timing of events in MANET can be encoded and transmitted, lossy or lossless;

Thrust Achievements

Robustness and Side Information



- Robust algorithms designs
 - Universal decoding with N-P setup – *Moulin*
 - Mismatched decoder – *Meyn, Zheng, Medard*
 - Gradient projection for power allocation in fading MAC
 - *Ozdoglar, Medard*
- Utilizing feedback channel
 - Feedback in wireless networks – *Goldsmith*
 - Directed information used to compute capacity of wireless channel with feedbacks
 - Benchmark for common practice of using feedback links to transmit CSI back to the transmitter
 - Joint source channel coding for CSI feedbacks

Thrust 2 Achievements Overview



Dynamic Network Information Theory

Goldsmith, Medard, Katabi:
Joint relaying, combine symbols in PHY, bits, or network layer

Coleman: Rate Distortion of Poisson Processes

Zheng: Euclidean Information Theory

Goldsmith: Degraded FS Broadcast Channels

Goldsmith: Cognitive users and interference

Moulin: Information flow via timing

Coleman: Joint Source/Channel Coding in Networks

Goldsmith: Feedback and Directed Information

Effros, Goldsmith: Generalized capacity, distortion, and joint source/channel coding.

Moulin: Universal Decoding in MANETs

Meyn, Zheng, Medard: mismatched receiver, online robust algorithm to combat imperfect channel info.

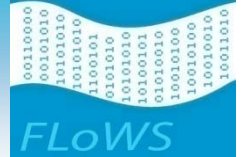
Goldsmith: Broadcasting with layered source code, graceful degradation for weaker users

Zheng: Embedded Coding and UEP

Structured coding

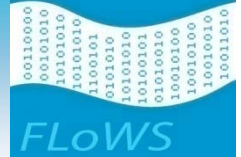
CSI, feedback, and robustness

Converging vision



- **Heterogeneous networking**
 - Network distinguishes classes of data and their processing by their precision, reliability, latency, in addition to application QoS requirements
 - Soft information combining and forwarding
 - Layered structured coding to allow flexible control of the physical media, joint processing across conventional interface.
- **Dynamic view of networks**
 - Efficient use of control links to reduce overhead costs
 - Robustness, adaptation, and mistake recovering in presence of imperfect knowledge
 - Error exponents and variational analysis for probability distributions
- **Principle of Network coding**
 - Accumulating information through the network
 - New interface based on “bit”, allow flexible cross layer designs and backward compatibility

Thrust Context



Thrust 1
New Paradigm of outer bounds

Provide building blocks for large networks, translate design constraints into network modeling assumptions

Performance benchmark and design justification

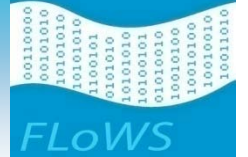
Thrust 2
Example: Layered joint source channel codes, new model of physical layer, interface, and flexible for global resource allocation

Guide problem formulation by identifying application constraints and relevant performance metrics

Provide achievable performance region, based on which distributed algorithms and resource allocation over large networks are designed

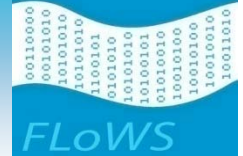
Thrust 3
Application Metrics and Network Performance

Roadmap – larger and faster



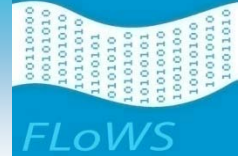
- General relay, cognitive operation, interference management, under MANET constraints (dynamic, interface, side information, etc.), and large networks
- Duality of multi-user channels with memory, and dynamic network capacity
- Limited noisy feedback over wireless network
- Global resource allocation with interface to control layered coding structure in physical layer, fundamental tradeoff in reducing overhead
- Generalize network coding
- Geometric approach to multi-terminal information theory, cooperation, compound channel, and robust algorithms

Recent Publications



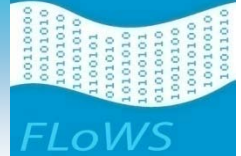
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2. Chris T. K. Ng and Andrea J. Goldsmith, "[The Impact of CSI and Power Allocation on Relay Channel Capacity and Cooperation Strategies.](#)" Submitted to *IEEE Transactions on Wireless Communications*, 2007.
3. Chris T. K. Ng, Nihar Jindal, Andrea J. Goldsmith and Urbashi Mitra, "[Capacity Gain from Two-Transmitter and Two-Receiver Cooperation.](#)" *IEEE Transactions on Information Theory*, vol. 53, no. 10, pp. 3822–3827, Oct. 2007.
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5. T. P. Coleman, E. Martinian, E. Ordentlich, "[Joint Source-Channel Decoding for Transmitting Correlated Sources over Broadcast Networks](#)", Submitted to *IEEE Transactions on Information Theory*.
6. P. Moulin, "Universal Erasure and List Decoding for Single- and Multiple-Access Channels," Submitted to *IEEE Transaction on Information Theory*.
7. I. Maric, A. Goldsmith, G. Kramer and S. Shamai (Shitz), "[On the Capacity of Interference Channels with One Cooperating Transmitter](#)", *European Transactions on Telecommunications*, Invited, 2007.
8. T. Holliday, A. Goldsmith and H. V. Poor, "[Joint Source and Channel Coding for MIMO Systems: Is it Better to be Robust or Quick?](#)" To appear in *IEEE Transactions on Information Theory*, 2007.
9. E. Abbe, M. Médard, S. Meyn, and L. Zheng. "[Finding the best mismatched detector for channel coding and hypothesis testing](#)," *Information Theory and Applications Workshop*, UCSD (invited), 2007.
10. M. Bakshi and M. Effros and W. Gu and R. Koetter, "[On Network Coding of Independent and Dependent Sources in Line Networks](#)", *International Symposium on Information Theory (ISIT)*, 2007, Nice France.
11. S. Borade and L. Zheng, M. Trott "[Multilevel Broadcast Networks](#)".
12. S. Borade and L. Zheng, "[I-Projection and the Geometry of Error Exponents](#)", *Allerton Conference on Communications Control and Computing*, 2006.

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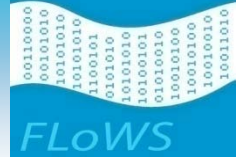
13. T. P. Coleman, E. Martinian, M. Effros, M. Médard, "[Interference Management via Capacity-Achieving Codes for the Deterministic Broadcast Channel](#)", Proceedings of *IEEE Information Theory Workshop (ITW)*, 2005, Rotorua, New Zealand.
14. T. P. Coleman, E. Martinian, E. Ordentlich, "[Joint Source-Channel Decoding for Transmitting Correlated Sources over Broadcast Networks](#)", Submitted to *IEEE Transactions on Information Theory*. (also appeared in *International Symposium on Information Theory*, 2006 Seattle, WA..
15. M. Effros, A. Goldsmith and Y. Liang, "[Capacity Definitions of General Channels with Receiver Side Information.](#)" *IEEE International Symposium on Information Theory*, 2007, Nice France, pp. 921-925.
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17. V. Doshi, D. Shah, M. Médard, S. Jaggi, "[Graph Coloring and Conditional Graph Entropy](#)", Asilomar Conference on Signals, Systems, and Computers, 2006, Monterey, CA, pp. 2137-2141.
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35. C. Fragouli, Lun, D., Médard, M., and Pakzad, P., "On Feedback for Network Coding," *Conference on Information Sciences and Systems (CISS)*, 2007, Johns Hopkins, MD.
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