

11/17/2016
Thursday

Similarity between G-P and Wiretap

G-P

- $C = \max_{P_{U|S}} I(U; Y) - I(U; Z)$
 $\uparrow$
 rate of padding
 padding to make code correlated with the state of the channel

- $M \perp S^n \leftarrow$ setting
 Decode $M \leftarrow$ objective

- $(M \perp M_g, M_g \sim \text{unif})$ Ideal dist.

Wiretap

- $C_s = \max_{P_{U|X}} I(U; Y) - I(U; Z)$
 $\uparrow$
 rate of padding
 padding to hide the message from user receiving Z .

- $I(M; Z^n) \approx 0$ (secrecy)
 Decode M (reliability) } objectives

- $M \perp M_g, M_g \sim \text{uniform}$

Recall G-P Proof (Achievability): (Converse will be HW, similar to Wiretap ^{converse} proof)
 S^n iid, you want need maximize over $\mathcal{V}$ as in wiretap channel

Induced distribution: $P_M \bar{P}_{S^n} P_{M_g U^n | M S^n} \bar{P}_{X^n | U S^n} \bar{P}_{Y^n | X S^n} P_{M | Y^n}$
 $\uparrow$
 encoder
 likelihood encoder and look-up
 $\uparrow$
 memoryless channel

Note:
 $(\bar{P}_{S^n} = P_{S^n} \text{ because of our choice of } \bar{P})$
 $(\text{Choose } \bar{P}_{U X S Y} = P_S \bar{P}_{U X | S} P_{Y | X S} \Rightarrow \text{maximize}_{P_S = \bar{P}_S})$

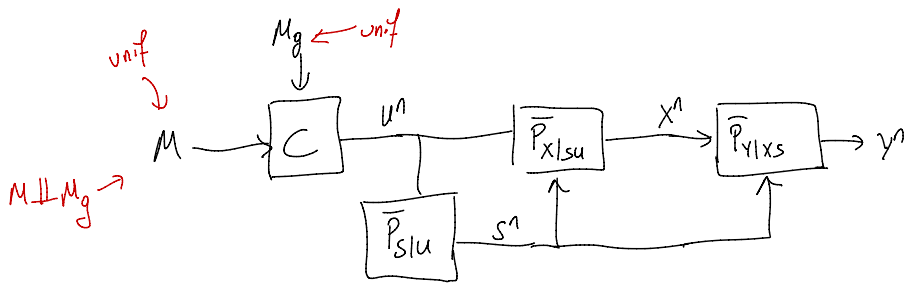
Ideal: $P_M Q_{S^n M_g U^n | M} \bar{P}_{X^n | U S^n} \bar{P}_{Y^n | X S^n} P_{M | Y^n}$

where $Q_{S^n M_g U^n | M} = Q_{M_g} Q_{U^n | M M_g} \bar{P}_{S^n | U^n}$
 $\uparrow$ unif $\uparrow$ look-up

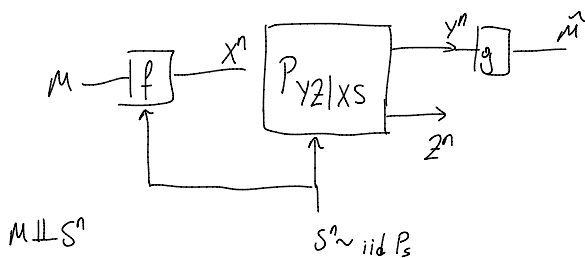
Notice $P_{M_g | S^n M} = Q_{M_g | S^n M}$ (Likelihood Encoder)
 and $P_{U^n | M M_g} = Q_{U^n | M M_g}$ (look-up)
 $\Rightarrow \|P - Q\|_{TV} = \frac{1}{|M|} \sum_m \|P_{S^n | M=m} - Q_{S^n | M=m}\|_{TV}$
 $\uparrow$
 $\bar{P}_{S^n}$

Magic is Bayes rule gives you Likelihood encoder.

Ideal:



Combined Problem: G-P and Wiretap.



Objectives: $I(M; Z^n) \approx 0$
 $P[M \neq \hat{M}] \approx 0$

In this case:

$R_g > I(U; S)$ ← needed for distr. approximation

$R_g > I(U; Z)$ ← needed for secrecy

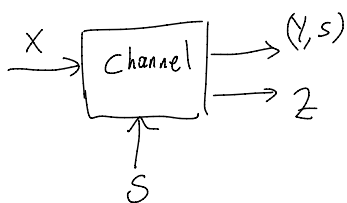
$$\Rightarrow C_s \geq \max_{P_{U|X,S}} I(U; Y) - \max \{I(U; S), I(U; Z)\}$$

Refer to [Chen-Han Vinck 2006]

→ ∇ $\circ$ $\circledast$ is known to be suboptimal !!!

[Chia - El Gamal, 2012]:

Consider Special Case where S is known to decoder.



Equivalently: $H(S|Y) = 0$

where Y is channel output.



Idea: Extract Secret Key from state
 Use one-time-pad. ← (use random binning)

They achieve:

$$C_S \geq \max_{P_{U|S}} \min \left\{ \begin{array}{l} I(U; Y|S), \\ H(S|Z, U) \end{array} \right\}$$

$I(U; Y|S) - I(U; S)$ ← G-P rate
 ← key rate

You can actually do a little bit better:

Better: Combine Key Extraction with Wiretap Code:

Thm (See Chia-El Gamal)

$$C_S \geq \max_{P_{U|S}} \min \left\{ \begin{array}{l} I(U; Y|S), \\ H(S|Z, U) + [I(U; Y, S) - I(U; Z)]_+ \end{array} \right\}$$

Summary: In some cases Chia-El Gamal > Chen-Han Vinck

Chia-El Gamal is not general though! (Channel outputs the state to Y)

[Goldfeld-Cuff-Permuter 2016]

$$C_S \geq \max_{\substack{P_{U,V|S}: \\ I(U; S) \leq I(U; Y)}} \min \left\{ \begin{array}{l} I(U, V; Y) - I(U, V; S), \\ I(V; Y|U) - I(V; Z|U) \end{array} \right\}$$

↳ Choose $U = \emptyset$ to get Chen-Han Vinck

Choose $V=S$ to extract key (Chia-El Gamal)

$$C_s \geq \max_{\substack{P_{uv|s}: \\ I(u,s) \leq I(u,y)}} \min \left\{ \begin{array}{l} I(u,v;y,s) - I(u,v;s) \\ I(v;y,s|u) - I(v;z|u) \end{array} \right\}$$

$\xrightarrow{V=S} I(u, \cancel{v}; y|s)$
 $\xrightarrow{V=S} I(s; y, s|u) - I(s, z|u)$
 $\downarrow$
 $H(s|u) - I(s; z|u)$
 $\hookrightarrow = H(s|z, u)$

$\hookrightarrow$ recovers Chia-El Gamal (first one!)

Feature of this above general solution: This scheme does not explicitly extract key as in El Gamal
 $\hookrightarrow$ Just superposition code!

Encoder: 2 paddings

M'_u at rate R'_u and M'_v at rate R'_v

Codebook: $C_u = \{u^n(m'_u)\} \sim \bar{P}_{u^n} \leftarrow$ Chosen from theorem

For each m'_u : $C_v(m'_u) = \{v^n(m, m'_v)\} \sim \bar{P}_{v^n|u^n=u^n(m'_u)}$

Encoder: Choose (M'_u, M'_v) with LE

$$P_{M'_u M'_v | S^n} \propto \bar{P}_{S^n | u^n v^n} (s^n | \underbrace{u^n(m'_u)}_{\text{vary in denominator}}, \underbrace{v^n(m, m'_v, m'_u)}_{\text{vary in denominator}})$$

Need Soft Covering Lemma for Superposition codes.