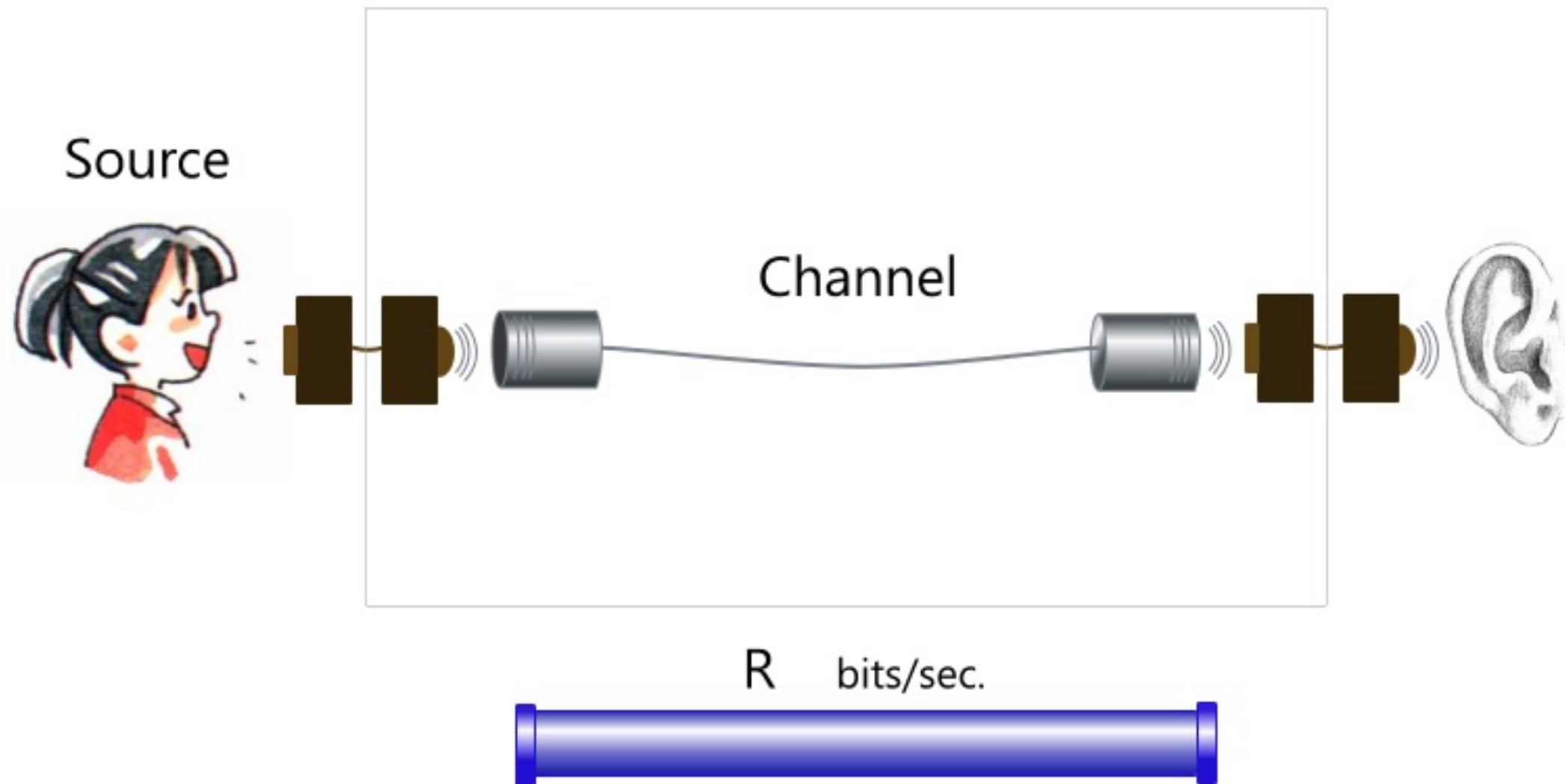


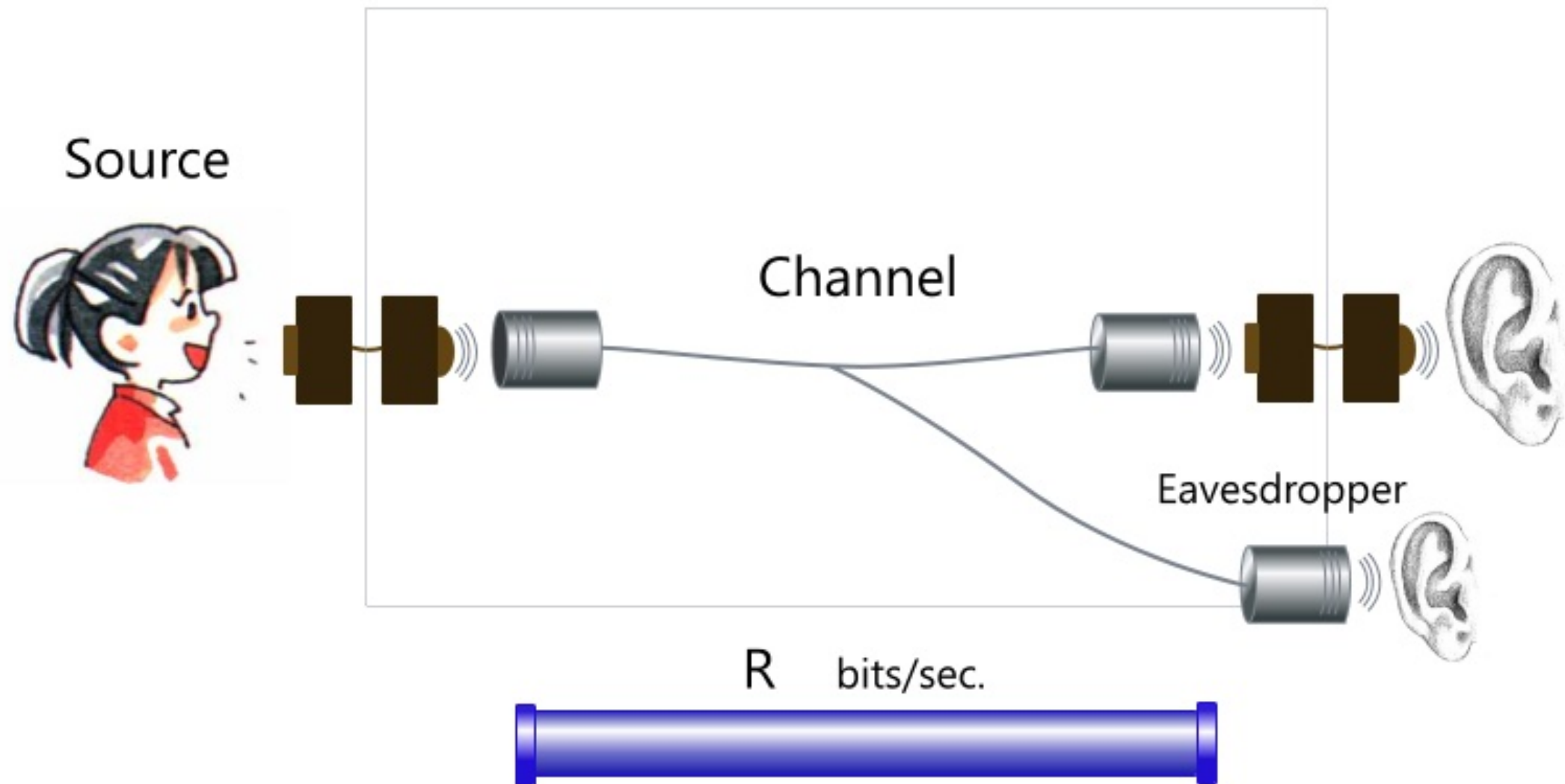
Source Coding (secrecy and embedding)

Paul Cuff - Princeton University



Communication

Move a signal from one place to another



Communication

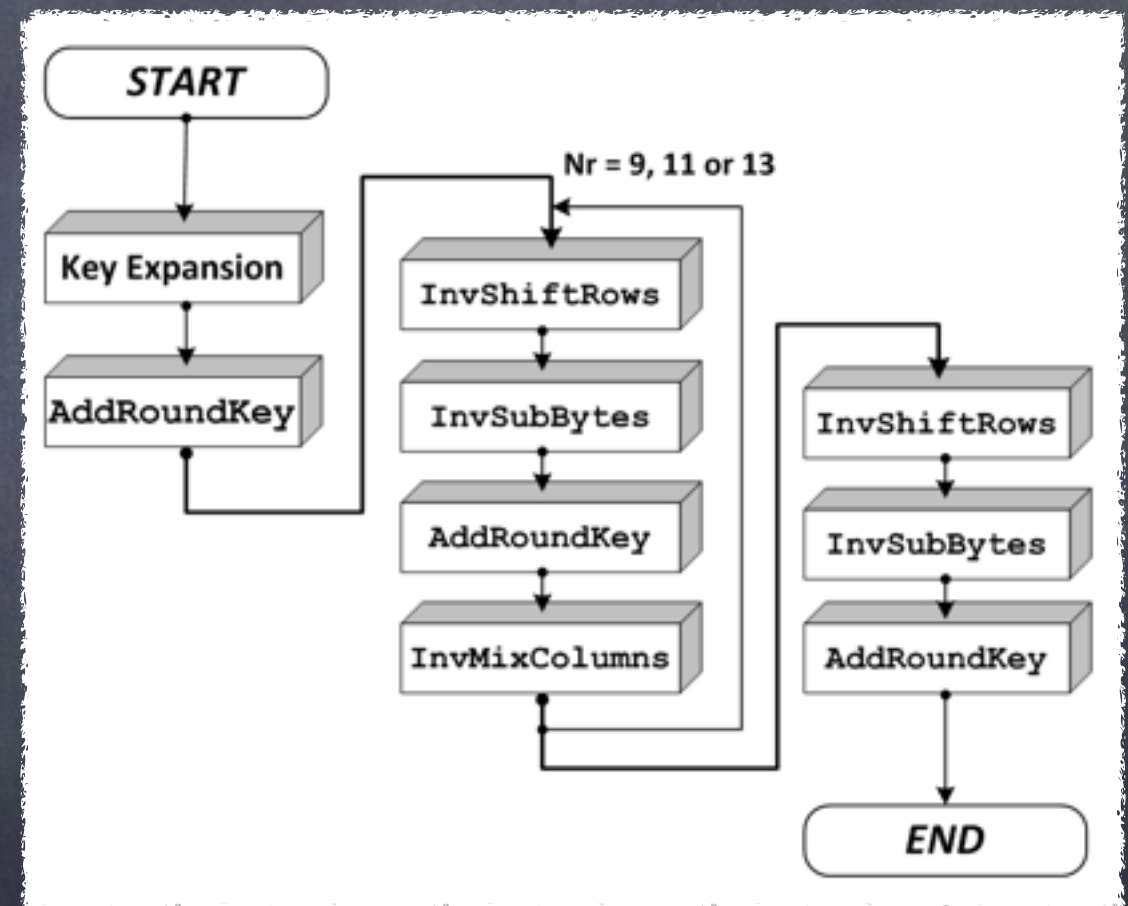
Move a signal from one place to another

Secrecy Systems

- Old Ciphers:
 - Obscure (design kept secret)
 - Complicated
- New Ciphers
 - Computationally challenging
 - Complicated

AES

- Complicated
- Not known how to undo



Modern Cryptography

- Began in 1970's (from IT community)
- Built on fundamental mathematical problems that are believed difficult to compute
- Diffie-Hellman
- RSA

Information Theoretic Security

- Shannon's '49 paper
- Fewer assumptions (omnipotent adversary)
- More resources required for mathematical guarantees

Perfect Secrecy

- Independence between the transmitted message and the information
- Perfect Secrecy achieved with one-time pad (Vernam cipher).
- Shannon: This method is also necessary. (i.e. $R_k > H(X)$)

One-time Pad

Information: 011010100010110

Key: 110100110100101

\oplus

Message: 101110010110011

Overview

Channel
Capacity

Source
Coding

Secure
Channel
Coding

Secure
Source
Coding

Compression

Encoder: $f : \mathcal{X}^n \rightarrow [2^{nR}]$

Decoder: $g : [2^{nR}] \rightarrow \mathcal{Y}^n$



IID Model

- Let the information signal be i.i.d. with a known distribution P_X
- Represent as: $X_1, X_2, \dots, X_n = X^n$
- Codec functions over the block

Lossless Compression

Lossless Compression



- R is achievable if for any $\epsilon > 0$, there exists an n , f , and g such that $P(X^n \neq Y^n) < \epsilon$
- Minimum achievable rate is $H(X)$

Entropy

$$H(X) = \mathbf{E} \log \frac{1}{P_X(X)}$$

$$H(X) \geq 0 \quad (\text{deterministic})$$

$$H(X) \leq \log |X| \quad (\text{uniform})$$

$$H(X, Y, Z) = H(X) + H(Y|X) + H(Z|X, Y)$$

Binary Entropy

- X is $\text{Bern}(p)$
 - $P(X=1) = p, P(X=0) = 1-p$
- $H(X) = p \log(1/p) + (1-p) \log(1/(1-p))$
- Call this the binary entropy function
 - $h(p)$

Mutual Information

$$\begin{aligned} I(X; Y) &= H(X) + H(Y) - H(X, Y) \\ &= H(X) - H(X|Y) \\ &= H(Y) - H(Y|X) \end{aligned}$$

$$I(X; Y) \geq 0 \quad (\text{independent})$$

$$I(X; Y) \leq H(X) \quad (\text{function})$$

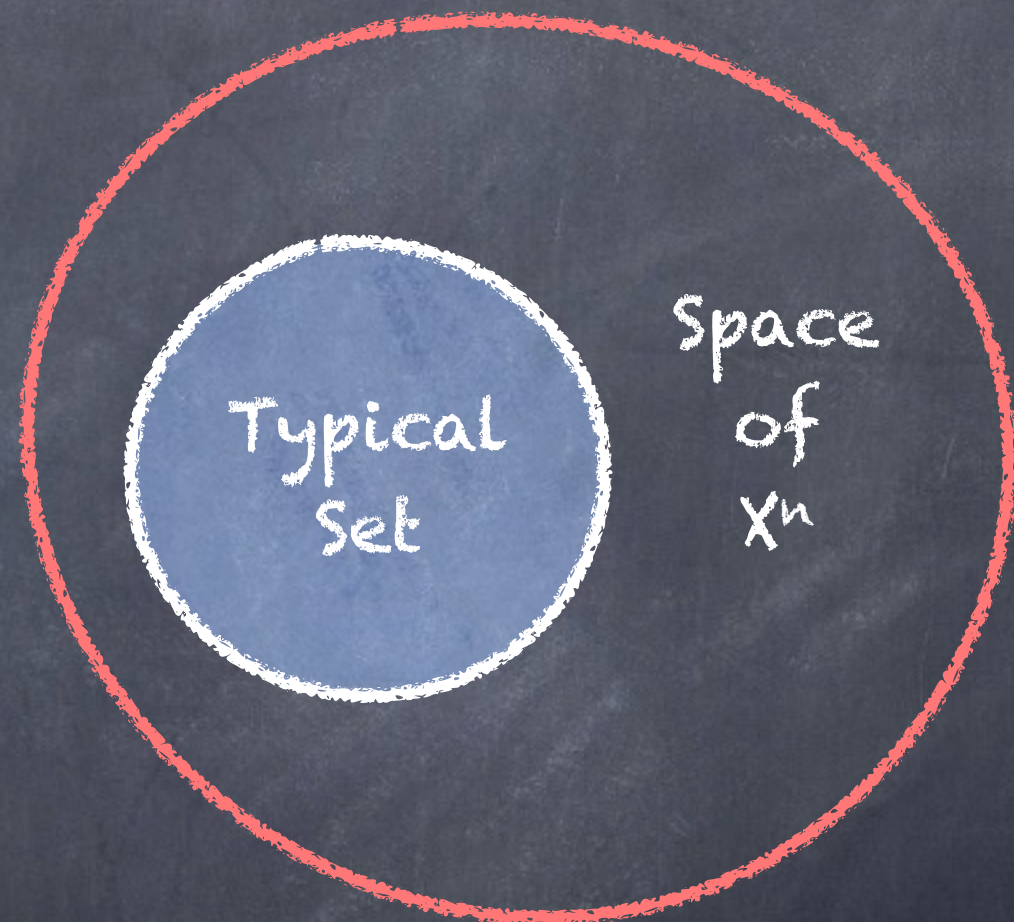
$$I(X; Y, Z) = I(X; Y) + I(X; Z|Y)$$

Data-processing Inequality

- Markov chain: $X-Y-Z$
- $I(X;Z) \leq I(X;Y)$

Lossless Compression

- Enumerate the typical set:



- Error if X^n not typical (negligible probability)
- $R \approx H(X)$

Typical Set and A.E.P.

- $A = \{x^n : P(x^n) \approx 2^{-nH(X)}\}$
 - exponent within ε of $H(X)$
- $P(A) \rightarrow 1$ (Law of Large Numbers)
 - $1/n \sum_i \log(P(X_i)) \rightarrow E \log P(X_i) = -H(X)$
- $|A| \approx 2^{nH(X)}$

Lossy Compression

Rate-Distortion Theory



Average Distortion

- We need a relevant metric for lossy transmission
- Bounded distortion function: $d(x, y)$
- Average distortion:
 - $d(x^n, y^n) = 1/n \sum_i d(x_i, y_i)$

Puzzle

- Given an n -bit random sequence
- 1-bit distortion:
 - How many bits of description are needed to have no more than one bit of distortion?
($n - ?$)
- 1-bit transmission:
 - How much distortion can be achieved with only a one-bit description? ($n/2 - ?$)

Definition of achievability

- Rate R is achievable for distortion D if there exist n , f , and g operating at rate R such that

$$E d(X^n, Y^n) \leq D$$

Rate-Distortion Theorem [Shannon]

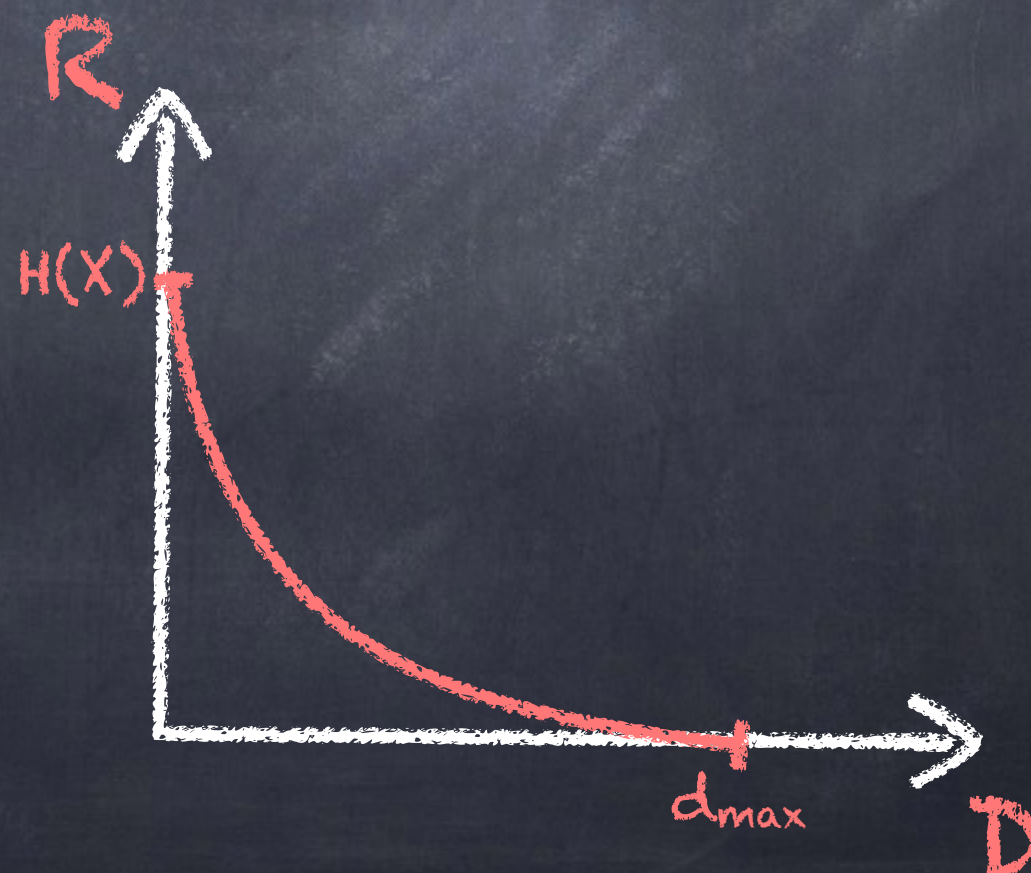
$$R(D) = \min_{P_{Y|X} : \mathbb{E}d < D} I(X; Y)$$

Formula is still
an optimization
problem

- Choose $P_{Y|X}$ (given P_X and $d(x, y)$):

- $R > I(X; Y)$

- $D > \mathbb{E} d(X, Y)$

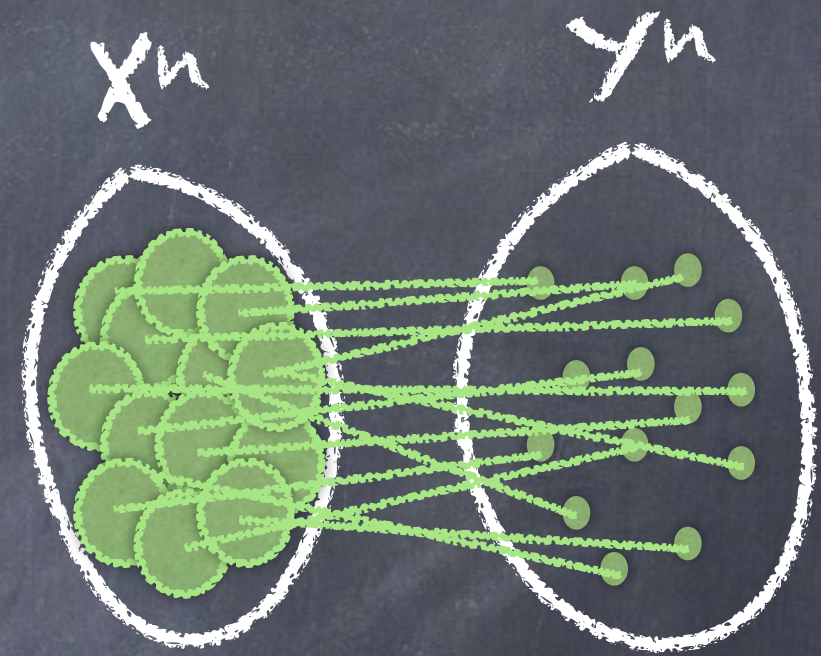


Examples

- Binary signal, Hamming distortion:
 - $R(D) = [h(p) - h(D)]_+$
 - Choice of $P_{Y|X}$ is s.t. $P_{X|Y}$ is BSC(D)
- Gaussian signal, squared-error:
 - $R(D) = [1/2 \log(\sigma^2/D)]_+$
 - Choice of $P_{Y|X}$ is s.t. $P_{X|Y}$ is AGN(D)

Achievability Proof

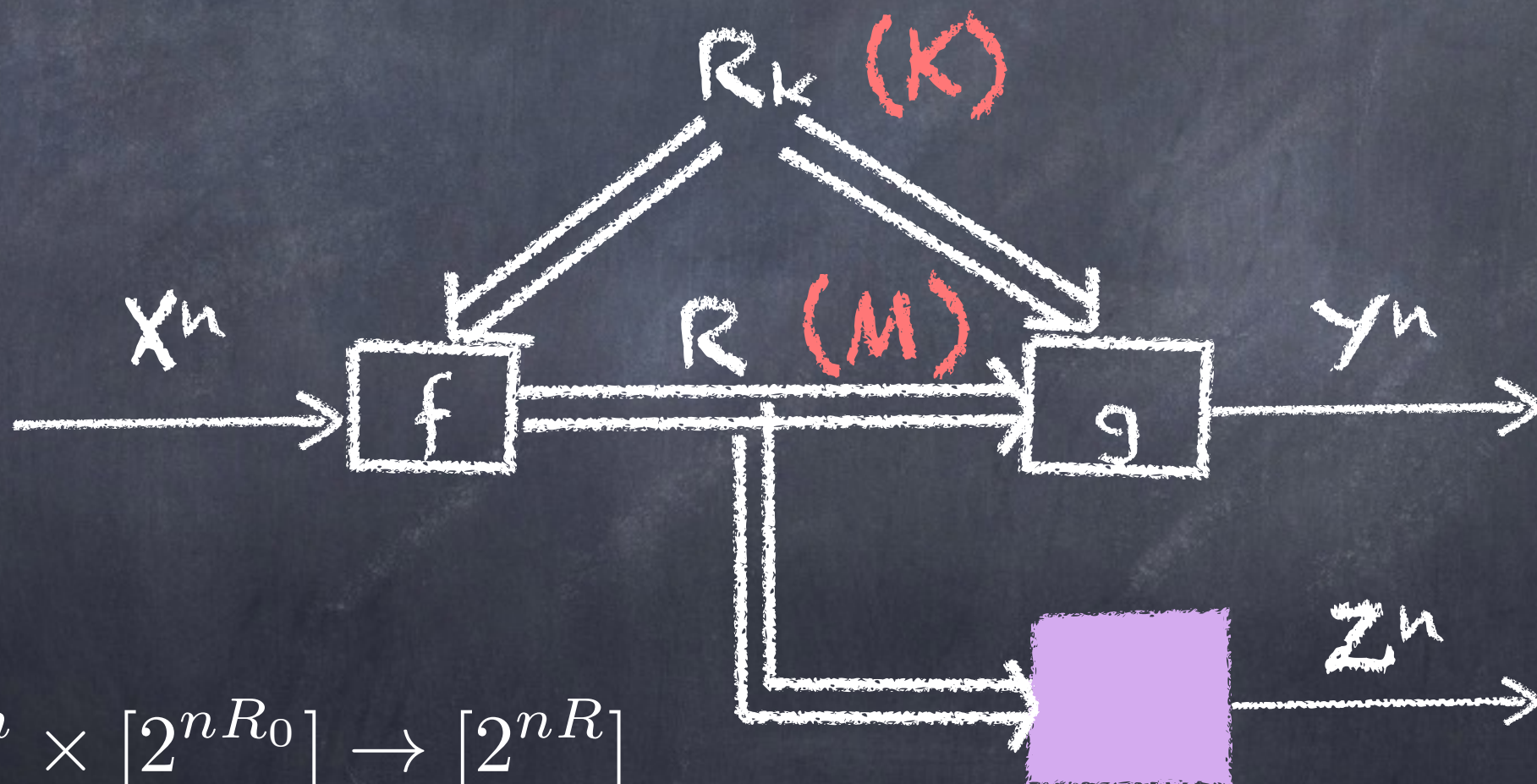
- General idea—Covering



Source Coding for Secrecy

Setting

- Shannon cipher



$$f : \mathcal{X}^n \times [2^{nR_0}] \rightarrow [2^{nR}]$$

$$g : [2^{nR}] \times [2^{nR_0}] \rightarrow \mathcal{Y}^n$$

Performance Metric

- Theory will include:
 - Lossy reconstruction
 - Imperfect secrecy
- Secrecy also measured by distortion
 - Lowest distortion achievable by the eavesdropper

Two distortion functions

- Distortion at the intended receiver:

- $d_1(x^n, y^n) = 1/n \sum_i d_1(x_i, y_i)$

- Distortion at the eavesdropper

- $d_2(x^n, z^n) = 1/n \sum_i d_2(x_i, z_i)$

Pessimistic

- Assume eavesdropper makes best use of the information:

$$D_2 = \min_{Z^n = z^n(M)} \mathbf{E} d_2(X^n, Z^n)$$

Definition of achievability

- (R, R_k, D_1, D_2) is achievable if there exists an n , f , and g operating at rates R and R_k such that

$$\begin{aligned} E d_1(X^n, Y^n) &\leq D_1 \\ \min(\text{adversary}) E d_2(X^n, Z^n) &\geq D_2 \end{aligned}$$

Rate-Distortion Theory for Secrecy Systems

• (R, R_k, D_1, D_2) achievable if and only if

• There exist U, V, Y s.t.

• $X - (U, V) - Y$

Recall that we are given P_X

• $R \geq I(X; U, V)$

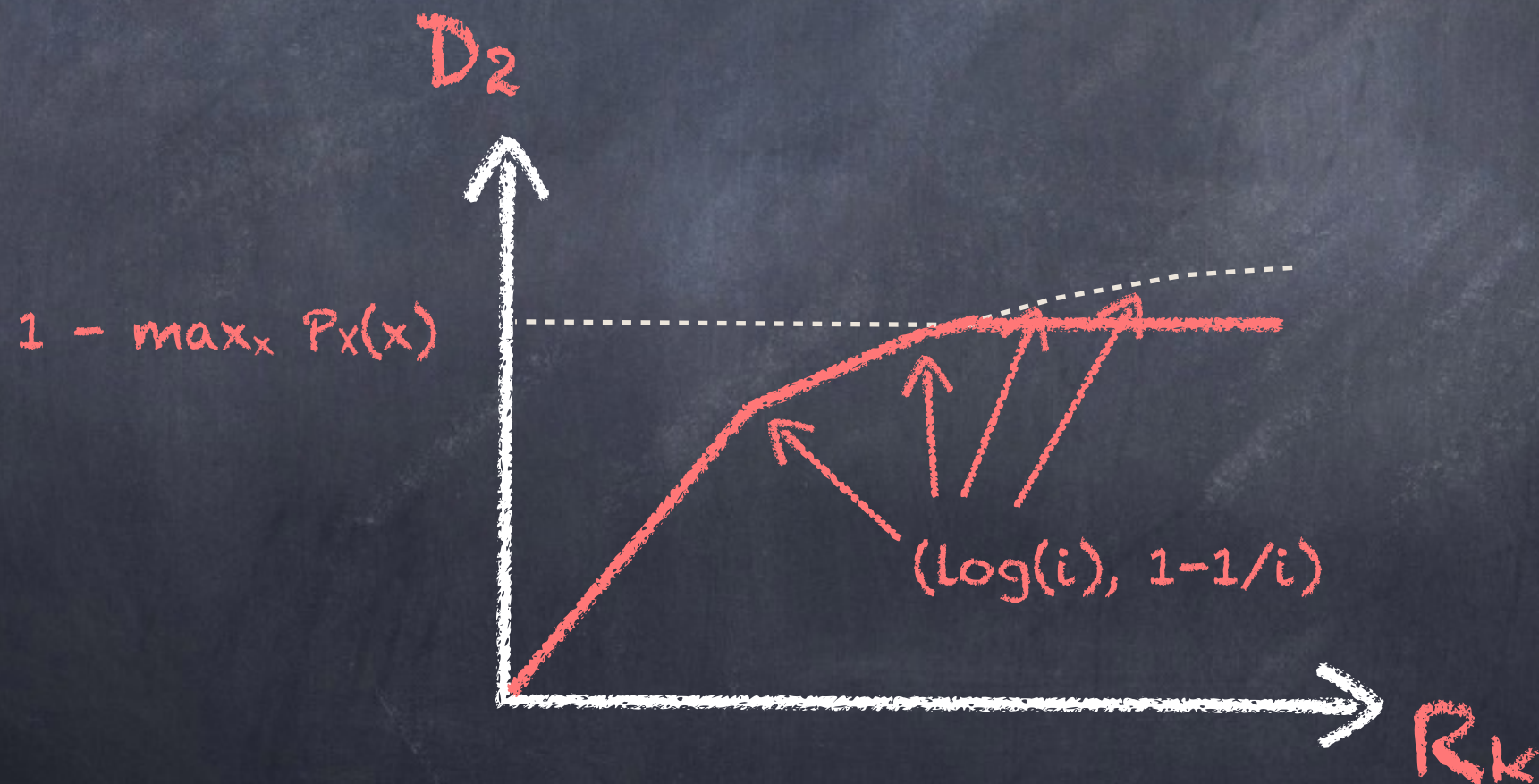
• $R_k \geq I(X, Y; V|U)$

• $E d_1(X, Y) \leq D_1$

• $\min_{z(\cdot)} E d_2(X, z(U)) \geq D_2$

Hamming Distortion

- Any source distribution, with $D_1=0$:



Equivocation Region

Alternative Problem

- No distortion at the eavesdropper
- Measure secrecy by equivocation rate
 - $\Delta x = 1/n H(X^n|M)$
- Or, for lossy compression
 - $\Delta_{x,y} = 1/n H(X^n, Y^n|M)$

Recover equivocation from RD Theory

- Equivocation rate is one special case of rate-distortion theory
- Causal disclosure is necessary

Log-loss function

- Distortion function

- $d(x, z) = \log 1/z(x)$

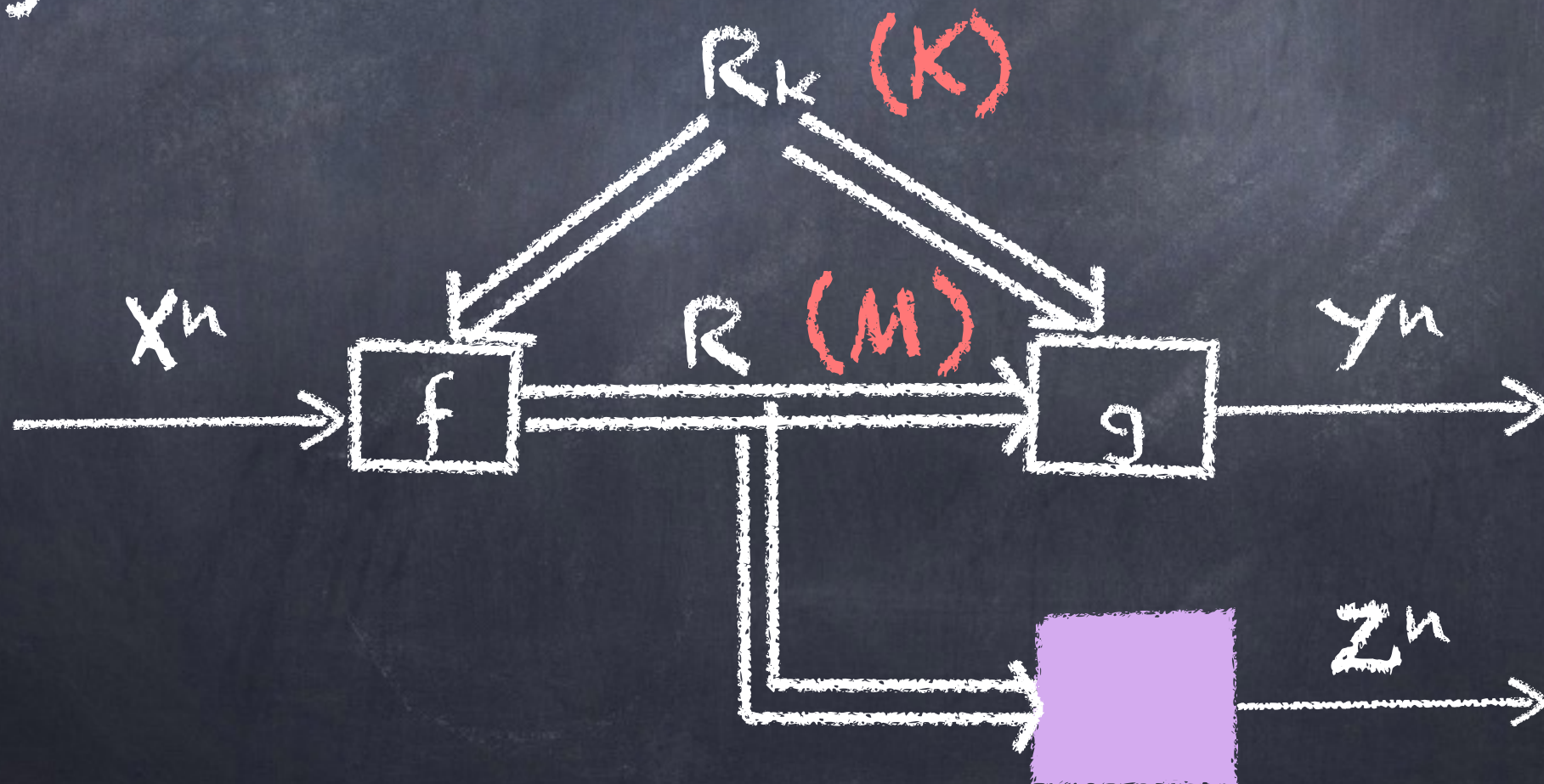
- z is a distribution

- Notice: $\min_{z(M)} E d(X, z(M)) = H(X|M)$

$$\min_{z(x, M)} E \log 1/z(x, M)$$

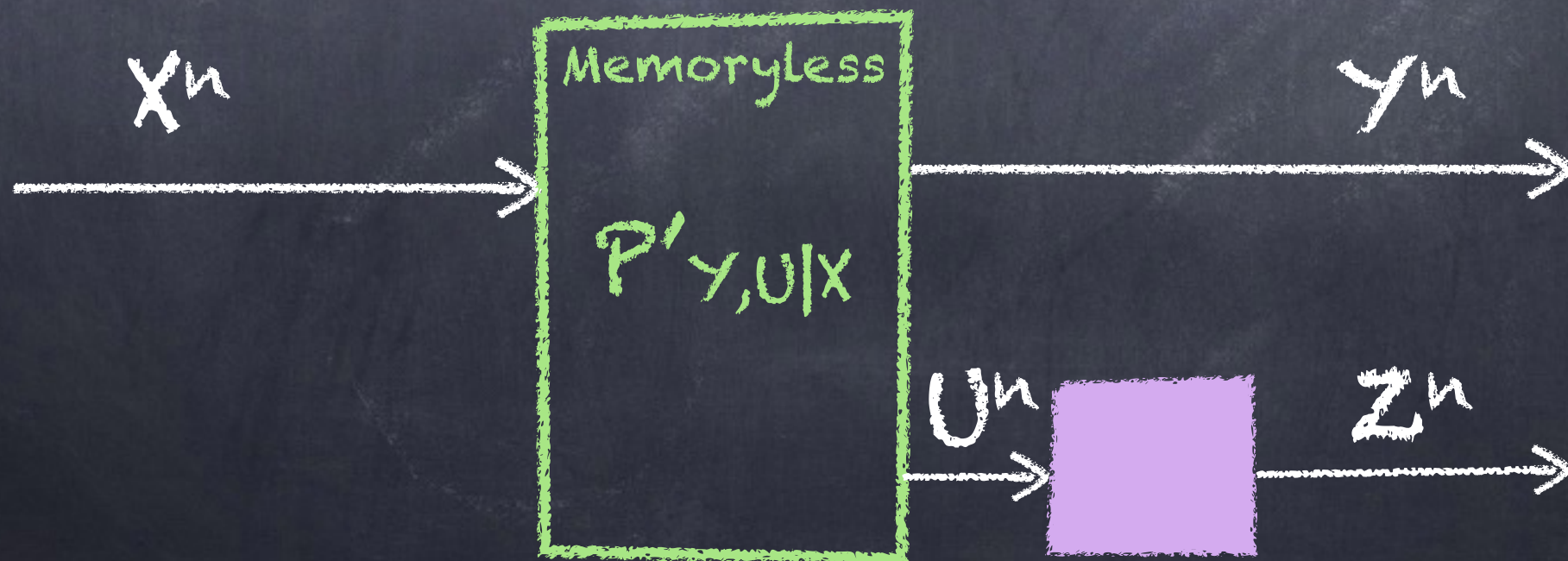
Synthetic noise

- RDSS with full causal disclosure extracts an intuitive communication system



Synthetic noise

- RDSS with full causal disclosure extracts an intuitive communication system



Embedding Information

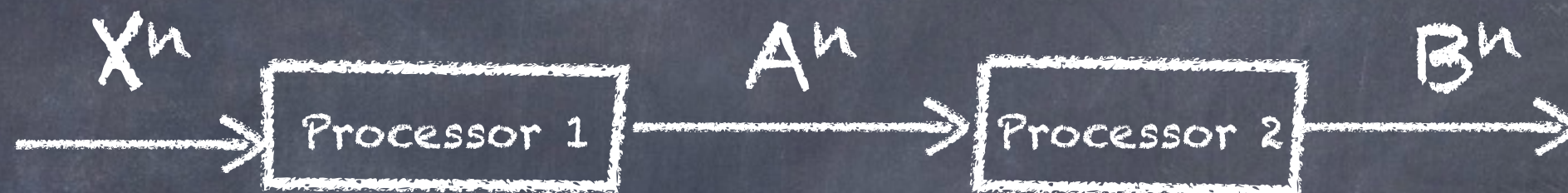
Online Penny Matching

- Two players attempt to guess a binary sequence (both must be correct to earn a point).
- The sequence is revealed to Player 1.
- [Gossner et. al.]

Optimal Score

- $h(V^*) + (1 - V^*) \log_2 3 = 1$
- $V^* \approx 0.82$

General Solutions



		d_2			
		$-\infty$	0	$k > 0$	∞
d_1	$-\infty$	$H(A) \geq I(X; A, B)$	$X - (A, U) - B$ $H(A) \geq I(X; A, U) + I(A; U)$	$H(A) \geq I(X; A, B) + I(A; B)$	$X \perp B$
	0	$X \perp U, H(A X, U) = 0$ $H(A) \geq I(X; A, B U)$	$X - A - B$	$X \perp B$	$X \perp B$
	$k > 0$	$X \perp A$ $H(A) \geq I(X; A, B)$	$X \perp (A, B)$	$X \perp (A, B)$	$X \perp (A, B)$
	∞	$X \perp (A, B)$	$X \perp (A, B)$	$X \perp (A, B)$	$X \perp (A, B)$