Source Coding with Side Information at the Decoder: Models with Uncertainty, Performance Bounds, and Practical Coding Schemes
Elsa Dupraz, Aline Roumy, Michel Kieffer

To cite this version:

HAL Id: hal-00727780
https://hal-supelec.archives-ouvertes.fr/hal-00727780
Submitted on 4 Sep 2012

HAL is a multi-disciplinary open access archive for the deposit and dissemination of scientific research documents, whether they are published or not. The documents may come from teaching and research institutions in France or abroad, or from public or private research centers.

L’archive ouverte pluridisciplinaire HAL, est destinée au dépôt et à la diffusion de documents scientifiques de niveau recherche, publiés ou non, émanant des établissements d’enseignement et de recherche français ou étrangers, des laboratoires publics ou privés.
Source Coding with Side Information at the Decoder: Models with Uncertainty, Performance Bounds, and Practical Coding Schemes

Elsa Dupraz\textsuperscript{a}, Aline Roumy\textsuperscript{b}, and Michel Kieffer\textsuperscript{a,fs}\textsuperscript{b,¶,s}

\textsuperscript{a}LSS – CNRS – SUPELEC – Univ Paris-Sud, 91192 Gif-sur-Yvette, France, firstname.name@lss.supelec.fr
\textsuperscript{b}INRIA, Campus de Beaulieu, 35042 Rennes, France, firstname.name@inria.fr
\textsuperscript{¶}on leave at LTCI – CNRS - Telecom ParisTech, 75013 Paris
\textsuperscript{s}Institut Universitaire de France

Abstract—We consider the problem of source coding with side information (SI) at the decoder only, when the joint distribution between the source and the SI is not perfectly known. Four parametric models for this joint distribution are considered, where uncertainty about the distribution is turned into uncertainty about the value of the parameters. More precisely, a prior distribution for the parameters may or may not be available. Moreover, the value of the parameters may either change at every symbol or remain constant for a while. This paper overviews the results on the performance of lossless source coding with SI at the decoder for three models, and gives the performance for the fourth. The way LDPC-based encoding and decoding schemes should be designed to cope with model uncertainty is provided. Most of the proposed practical schemes perform close to the theoretical limits.

I. INTRODUCTION

Classical results on source coding with Side Information (SI) at the decoder only [17] as well as design of practical coding schemes for this problem [3, 13] rely on the assumption that the joint probability distribution between the source \( X \) and the SI \( Y \) is perfectly known. Nevertheless, this assumption is seldom satisfied in practical situations. It makes both the evaluation of the required coding rate and the design of a robust decoder quite difficult. This problem is usually mitigated via a feedback channel [1] or by allowing interactions between the encoder and the decoder [19]. Although such approaches may theoretically decrease the total coding rate, exchanges between the encoder and decoder lead to increased delay which may not be compatible with delay constrained applications. Consequently there is a need to characterize the performance of coding schemes with uncertainty in the joint distribution of \((X, Y)\) in the case of one-way communication between the encoder and the decoder.

A universal coding setup is introduced in [8], where the distribution \( P(X) \) of the source \( X \) is assumed unknown but the conditional distribution \( P(Y|X) \) is perfectly known. Nevertheless, in many scenarios such as distributed video coding or distributed compression in network of sensors, \( P(X) \) can be inferred at the encoder. However, \( P(Y|X) \) remains difficult to obtain accurately in a one-way communication. Similarly, in source coding with multiple SI [16], the joint distribution \( P(X, Y) \) is uncertain at the encoder but available at the decoder. This assumption is also difficult to satisfy in practice, as obviously the decoder does not observe the source directly.

A way to capture the uncertainty is to consider source models in which the joint distribution \( P(X, Y) \) belongs to a parametric family of joint distributions. Four models are considered in this paper. They represent different levels of knowledge and capture different types of time variations of the joint distribution \( P(X, Y) \). For two models, the distribution of the source sequence \( \{(X_n, Y_n)\}_{n=1}^{n_0} \) is parametrized by some unknown vector \( \theta \) that is fixed for the sequence and that can vary from sequence to sequence, as in universal coding problems [4]. In the two other models, the distribution of \( (X_n, Y_n) \) is described by a vector \( \pi_n \) allowing model variations with \( n \) [2]. The distinction between \( \theta \) fixed for a sequence, and the \( \pi_n \) varying from symbol to symbol has already been proposed in the context of channel coding [12]. In both cases, a first model assumes that \( \theta \) or the \( \pi_n \) are realizations of some random variable \( \Theta \) or of independent and identically distributed (i.i.d.) replicas of some random variable \( \Pi \). A degraded model considers that no prior knowledge on \( \theta \) or on the \( \pi_n \) except their support is available. The latter choice is reasonable in all cases where a prior distribution for the parameters is difficult to obtain. For each model, the theoretical performance of the coding scheme may be given by a worst case. The question that arises is to determine the set in which this worst-case has to be searched for. The design of practical encoding and decoding schemes that would achieve the performance defined for these worst cases is also of interest, as the true values of the parameters are unknown.

This paper overviews the theoretical performance of lossless source coding with SI for three models and provides the performance limit for the fourth. An analysis of the model in which \( \theta \) is described by a random variable is provided in [19] considering a variable-length setup. To gain a complete understanding of the problem, the fixed-length setup is considered here. It falls in the context of general sources [6] for which no closed form expression of the performance is available. Practical coding schemes for a Binary Symmetric Source (BSS) \( X \) and \( P(Y|X) \) described by a Binary Symmetric Channel (BSC) are also introduced. The schemes are based on Low-Density Parity-Check (LDPC) codes, and account for the uncertainty in estimating the transition probability. Implementation issues are also discussed. More precisely, we define the rate at which the encoder should encode the source for a given outage constraint, we provide insights in the code design (i.e. code optimization), and finally the choice and the initialization of the decoder. The proposed schemes are shown to perform close to the theoretical limits: the best case is only 0.01 bit/symbol away from the theoretical rate. Related works are [4] which shows the existence of a universal linear code for lossless source coding with SI, and [11] which obtains a similar result for LDPC codes. Nevertheless none of these works give insights into the design of coding and decoding schemes that would achieve the optimal compression rate.

The paper is organized as follows. Definitions of the correlation models are given in Section II. Sections III and IV analyze the models with constant and time-varying parameter, respectively.
II. SIGNAL MODEL

In this paper, the source $X$ to be compressed and the SI $Y$ available at the decoder produce sequences of symbols $\{X_n\}_{n=1}^{\infty}$ and $\{Y_n\}_{n=1}^{\infty}$, respectively. $X$ and $Y$ denote the source and SI alphabets. Bold upper case letters, e.g. $X_n = \{X_n\}_{n=1}^{N}$, denote random vectors, whereas bold lower case letters, $x_n = \{x_n\}_{n=1}^{N}$, represent their realizations. Moreover, when it is clear from the context that the distribution of a random variable $X_n$ does not depend on $n$, the index $n$ is omitted.

The goal of this section is to model source uncertainty. Each of the four proposed models consists of a family of parametric distributions. Consider first the case of a time invariant parameter.

**Definition 1.** (P-Source) A source $(X,Y)$ with Prior (P-Source) produces a sequence of independent symbols $\{X_n, Y_n\}_{n=1}^{\infty}$ drawn from a distribution depending to a family $\{P(X,Y|\Theta = \theta)\}_{\theta \in \Theta}$ parametrized by a random vector $\Theta$. The random vector $\Theta$, with distribution $P_\Theta(\theta)$, takes its value in a set $\Theta$ that is either discrete or continuous. The source symbols $X$ and $Y$ take their values in discrete sets $\mathcal{X}$ and $\mathcal{Y}$ respectively. Moreover, the realization of the parameter $\theta$ is fixed for the sequence $\{X_n, Y_n\}_{n=1}^{\infty}$.

The P-source, determined by $P_\Theta$, $P_\Theta(\theta)$, and $\{P(X,Y|\Theta = \theta)\}_{\theta \in \Theta}$, is stationary but non-ergodic [5, Section 3.5].

**Definition 2.** (WP-Source). A source $(X,Y)$ Without Prior (WP-Source) produces a sequence of independent symbols $\{X_n, Y_n\}_{n=1}^{\infty}$ drawn from a distribution belonging to a family $\{P(X,Y|\Theta = \theta)\}_{\theta \in \Theta}$ parametrized by a vector $\Theta$. The vector $\theta$ takes its value in a set $\Theta$ that is either discrete or continuous. The source symbols $X$ and $Y$ take their values in discrete sets $\mathcal{X}$ and $\mathcal{Y}$ respectively. Moreover, the parameter $\theta$ is fixed for the sequence $\{X_n, Y_n\}_{n=1}^{\infty}$.

The WP-source, completely determined by $P_\Theta$ and $\{P_\Theta(X,Y)\}_{\theta \in \Theta}$, is stationary but non-ergodic [5, Section 3.5]. The only difference between the P- and WP-Sources lies in the definition of $\theta$. In the WP-Source, no distribution for $\theta$ is specified, either because its distribution is not known or because $\theta$ is not modeled as a random variable. The two next models allow parameter variations from symbol to symbol.

**Definition 3.** (M-Source). A Mixture Source $(X,Y)$, or M-Source, produces a sequence of independent symbols $\{X_n, Y_n\}_{n=1}^{\infty}$ drawn $\forall n$ from $P(X_n,Y_n)$ that belongs to a family of distributions $\{P(X,Y|\Pi = \pi)\}_{\pi \in \Pi}$ parametrized by a random vector $\Pi_n$. The $\{\Pi_n\}_{n=1}^{\infty}$ are i.i.d. with distribution $P(\Pi)$ and take their values in a discrete set $\mathcal{P}_\Theta$. The source symbols $X_n$ and $Y_n$ take their values in discrete sets $\mathcal{X}$ and $\mathcal{Y}$ respectively.

The M-Source, completely determined by $P_\Theta$, $P(\Pi)$, and $\{P(X,Y|\Pi = \pi)\}_{\pi \in \Pi}$, is stationary and ergodic [5, Section 3.5].

**Definition 4.** (WPM-Source). A Without Prior Mixture Source $(X,Y)$, or WPM-Source, produces a sequence of independent symbols $\{X_n, Y_n\}_{n=1}^{\infty}$ drawn $\forall n$ from $P(X_n,Y_n)$ that belongs to a family of distributions $\{P_n(X,Y)\}_{\theta \in \Theta}$ parametrized by a vector $\pi_n$. The vectors $\pi_n$ take their values in a discrete set $\mathcal{P}_\Theta$. The source symbols $X$ and $Y$ take their values in discrete sets $\mathcal{X}$ and $\mathcal{Y}$ respectively.

The WPM-Source, determined by $P_\Theta$ and $\{P_\Theta(X,Y)\}_{\theta \in \Theta}$, is non-stationary and non-ergodic [5]. The only difference between the M and WPM-Source lies in the definition of the parameters $\pi_n$ (no distribution for the $\pi_n$’s is specified in the WPM-Model).

III. TIME INVARIANT PARAMETERS

This section focuses on the P and WP-Sources.

**A. P-Source**

Let us first define the coding functions for the P-Source.

**Definition 5.** Let $(X,Y)$ be a P-Source. Let $M_N = \{1, \ldots, M_N\}$ be a set of integers. A coding process is defined by an encoding mapping $\phi_N: \mathcal{X}^N \rightarrow M_N$ and a decoding mapping $\psi_N: M_N \times \mathcal{Y}^N \rightarrow \mathcal{X}^N$. The error probability is

$$P_e^N = P\left(X_n^N \neq \phi_N(\psi_N(X_1^N, Y_1^N)) \right) \quad (1)$$

A rate $R$ is said to be achievable if and only if there exists a $(\phi_N, \psi_N)$-code such that $\lim_{N \rightarrow \infty} P_e^N = 0$ and $\limsup_{N \rightarrow \infty} \frac{1}{N} \log |M_N| \leq R$.

The following lemma gives the infimum of achievable rates for the P-Source.

**Lemma 1.** The infimum of achievable rates $R_{X|Y}^P$ for the P-Source $(X,Y)$ is given by (see Definition 5)

$$R_{X|Y}^P = \sup_{\Theta \in \Theta} H(X|Y, \Theta) \quad (2)$$

where $H(X|Y, \Theta) = \frac{P(X|Y, \Theta)}{P(Y)} \cdot P(Y)$ is obtained from

$$P(X|Y, \Theta) = \sum_{x \in \mathcal{X}} P(X = x | Y, \Theta). \quad (3)$$

**Proof:** First, $(X,Y)$ is a general source because the parameter $\Theta$ is a random variable and the statistics of the random variables $P(X_n^N, Y_n^N)$ are well defined, $\forall N$. Therefore, the infimum of achievable rates can be derived with information spectrum tools [6, Section 7.2]:

$$R_{X|Y}^P = p - \limsup_{N \rightarrow \infty} \frac{1}{N} \log \frac{1}{N} \sum_{j=1}^{N} \log_2 \frac{1}{P(X_1^N|Y_1^N)}$$

$$:= \inf \left\{ \alpha \mid \lim_{N \rightarrow \infty} \frac{1}{N} \log \frac{1}{P(X_1^N|Y_1^N)} > \alpha = 0 \right\}$$

However, for a fixed $\Theta$, the source is ergodic and

$$\frac{1}{N} \log \frac{1}{P(X_1^N|Y_1^N)} \rightarrow_{\text{prob.}} H(X|Y, \Theta)$$

Therefore,

$$R_{X|Y}^P = \inf \left\{ \alpha \mid \exists \theta \in \Theta : \lim_{N \rightarrow \infty} \frac{1}{N} \log \frac{1}{P(X_1^N|Y_1^N)} > \alpha = 0 \right\}$$

$$= \inf \left\{ \alpha \mid \forall \theta \in \Theta, \exists \pi_n \geq H(X|Y, \Theta) \right\}$$

$$= \sup_{\theta \in \Theta} H(X|Y, \Theta)$$

**Corollary 1.** If the set $\Theta$ contains some $\theta$ such that $X$ and $Y$ are independent, then SI at the decoder does not reduce the infimum of achievable rates ($R_{X|Y}^P = H(X)$).

To analyze the performance of the coding system we propose below, we also give the performance of the source coding scheme when an estimate $\hat{\theta}$ of $\theta$ is available at the decoder.

**Lemma 2.** Let $(X,Y)$ be a P-source and let $\hat{\theta}$ be a noisy version of $\theta$ available at the decoder and obtained from the known conditional distribution $P_{\Theta|\Theta}(\theta|\hat{\theta})$. Denote by $P_{\Theta|\Theta}$ the set of every possible $\hat{\theta}$. The coding scheme is defined as in Definition 5, except for the
mapping $\psi_N$ that becomes $\psi_N : M_N \times Y^N \times P_\theta \rightarrow X^N$. The infimum of achievable rates $R^P_{\psi_N(Y;\theta)}$ in this setup is given by

$$R^P_{\psi_N(Y;\theta)} = \sup_{\theta \in P_\theta} H(X|Y, \theta) = 0. \quad (4)$$

Proof: The coding scheme can at least achieve the coding performance of a scheme without parameter estimate $\hat{\theta}$ (derived in Lemma 1). Therefore, $R^P_{\psi_N(Y;\theta)} \leq \sup_{\theta \in P_\theta} H(X|Y, \theta) = 0$.

Moreover, if the decoder transmits a source sequence with rate $R < \sup_{\theta \in P_\theta} H(X|Y, \theta)$, then the decoder does not decode all sequences with parameter $\theta^*$ such that $H(X|Y, \theta^*) > R$ and $R_{X}^{P_{\psi_N}} \geq \sup_{\theta \in P_\theta} H(X|Y, \theta) = 0$.

Lemma 2 shows that the knowledge of an estimate $\hat{\theta}$ of $\theta$ at the decoder does not decrease the coding rate. However, it enables to implement practical decoding schemes in a more convenient way, as described below.

We now provide practical coding solutions for the P-Source, based on LDPC codes [15]. Let $X$ be a BSS and let $Y$ be the output of a BSC, with $P(Y = 1|X = 0) = \theta$ and $\theta \in \mathbb{P}_\theta$. This channel is denoted BSC(\theta). Let us first review how LDPC codes [10] are used in channel coding since this sequence contains useful data. The soft LDPC decoder is a MP taking the conditional estimate $x_n = \arg \max_{x \in X} P(X_n = x|Y_1^n = y_1^n)$ as input messages while hard LDPC decoders $x_n$ and $y_n$ are built using $A$. The graph is defined by check node and variable node degree distributions, respectively. Therefore, we seek for the most advantageous subset, which gives the convex hull of the elements of $\mathbb{P}_\theta$.

To evaluate the performance of the second part of the coding scheme, density evolution [14] is used to provide for a given $(\lambda, \rho)$-code, the largest $\theta^*$ such that $x_1^n$ can be decoded with probability less than a target value $\varepsilon_1$. In channel coding, density evolution holds for symmetric distributions but in Slepian Wolf coding, it can be generalized to non symmetric binary sources [3]. $\theta^*$ is called the threshold of the code. To obtain $\theta^*$, the only information needed by the density evolution algorithm is the probability density function of the input messages of the decoder. For a BSC(\theta), it is [14]

$$p_X(x) = \theta \delta \left( x + \log \frac{1 - \theta}{\theta} \right) + (1 - \theta) \delta \left( x - \log \frac{1 - \theta}{\theta} \right). \quad (8)$$

where $\delta$ refers to the Dirac distribution.

As $\theta \neq \theta^*$, the input messages $(7)$ are not correct and our scheme is a mismatch decoder. To take this mismatch into account, density evolution has to be initialized with

$$p_X(x) = \theta \delta \left( x + \log \frac{1 - \theta}{\theta} \right) + (1 - \theta) \delta \left( x - \log \frac{1 - \theta}{\theta} \right). \quad (9)$$

Actually, the log-likelihood ratio is initialized with $\log \frac{1 - \theta}{\theta}$ (if $Y = 1$) and with its opposite (if $Y = 0$), and this occurs with probability $\theta$ and $1 - \theta$, respectively.

To complete our scheme definition, we now compute the coding rate for the remaining $N - u$-source symbols. Ensuring error probability less than $\varepsilon_1$ for every $\theta \in \mathbb{P}_\theta$ would lead to an important rate increase. In what follows, an outage parameter $\gamma$ is introduced. The outage authorizes the decoder to fail for a subset of $\mathbb{P}_\theta$ of measure $\gamma$.

Definition 6. For a given $\gamma \in [0, 1]$ and $\theta_*$, consider a set $B^\gamma_{\theta|\theta_*} \subset \mathbb{P}_\theta$ such that

$$\int_{\theta \in \mathbb{P}_\theta \setminus B^\gamma_{\theta|\theta_*}, \ P_{\theta|\theta_*} (\theta) d\theta > 1 - \gamma. \quad (10)$$

1) For a $(\lambda, \rho)$-code and a given $\varepsilon_1$, a mismatch rate $R^\gamma_{\theta|\theta_*}$ is such that every source with parameter $\theta \in B^\gamma_{\theta|\theta_*}$ can be decoded using a reconstruction parameter $\theta_*$ with an error probability less than $\varepsilon_1$.

2) A reconstruction rate $R^\gamma_{\theta|\theta_*}(\theta_*)$ is such that there exists a set $B^\gamma_{\theta|\theta_*} \subset \mathbb{P}_\theta$ for which $R^\gamma_{\theta|\theta_*}(\theta_*)$ is a mismatch rate for $B^\gamma_{\theta|\theta_*}$.

From Definition 6, the rate needed to transmit the source with target error probability $\varepsilon_1$ and outage $\gamma$ is

$$R^\gamma_{\lambda, \rho, \varepsilon_1}(\gamma, \varepsilon_1) = \sup_{\theta_*, \varepsilon \in \text{Conv}(\mathbb{P}_\theta)} \inf \ R^\gamma_{\lambda, \rho, \varepsilon}(\theta_*) \quad (11)$$

In fact, the inf on $(\lambda, \rho)$ corresponds to the design of a good LDPC code. Then, for a given $\gamma$, there are many subsets $B_{\theta|\theta_*}$ of $\mathbb{P}_\theta$ of measure $\gamma$. The outage condition allows the decoder to fail for one of these subsets. Therefore we seek for the most advantageous subset, i.e. the subset that minimizes the coding rate. This gives the inf on $B_{\theta|\theta_*}$.

Finally, as $\theta_*$ is not known at the encoder, the rate has to be dimensioned for the worst possible case, which gives the sup on $\theta_*$.
An intuitive argument is that a sequence with parameter \( \theta \) needs a rate \( R_\theta(X|Y) \) to be correctly decoded. Since the encoder has no way to predict the exact value of the parameter \( \theta \) of a sequence, for the P-Source, as well as for the WP-Source, it is forced to protect the sequence against the worst parameter and to dimension the rate consequently.

The practical coding solution proposed here is adapted from that of Section III-A. The main difference is on the evaluation of \( \hat{\theta} \). Indeed, here, the variable \( \hat{\theta} \) is deterministic and hence is estimated by performing Maximum Likelihood (ML) estimation on the learning sequence. In the second phase, the distribution provided to the decoder is directly \( P_\theta(X|Y) \). Its asymptotic conditional distribution \( P_\theta(\Theta) \) for a given \( \theta \) is taken from [7, Section 8.2.2]

\[
\hat{\theta}(\theta) \sim N(\theta, i(\theta))
\]

where \( i(\theta) \) is the Fisher information. From [7, Section 8.2.2], (16) can be approximated as \( N(\hat{\theta}, i(\hat{\theta})) \). The outage condition is now defined as follows.

**Definition 8.** For a given \( \gamma \in [0,1] \), let \( \alpha(1-\gamma) \) be the \((1-\gamma)\)-th percentile of a Gaussian distribution. Consider an estimate \( \hat{\theta} \) of \( \theta \) and \( B^*_{\theta|\hat{\theta}} = \{ \Theta \in P_\theta : |\Theta - \hat{\theta}| < \alpha(1-\gamma) i(\hat{\theta}) \} \).

1. For a \((\lambda, \rho)\)-code and a target error probability \( \varepsilon_t \), a **mismatch rate** \( R_{\lambda,\rho,\varepsilon_t}^*(\hat{\theta}) \) is such that every source with parameter \( \theta \in B^*_{\theta|\hat{\theta}} \) can be decoded using \( \hat{\theta} \) at the decoder with an error probability less than \( \varepsilon_t \).
2. A **reconstruction rate** \( R_{\lambda,\rho,\varepsilon_t}^*(\hat{\theta}) \) is such that there exists a set \( B^*_{\theta|\hat{\theta}} \subseteq P_\theta \) such that \( R_{\lambda,\rho,\varepsilon_t}^*(\hat{\theta}) \) is a mismatched rate for \( B^*_{\theta|\hat{\theta}} \).

From Definition 8, the rate needed to transmit the source with outage parameter \( \gamma \) and target error probability \( \varepsilon_t \) is

\[
R_{\gamma,\varepsilon_t}^N = \sup_{\hat{\theta} \in P_\theta} \inf_{\theta \in P_\theta} \min_{\lambda,\rho} R_{\lambda,\rho,\varepsilon_t}^*(\hat{\theta})
\]

To finish, \( R_t \) and \( R_{\gamma,\varepsilon_t}^N \) are defined as in Section III-A. As the ML estimator is consistent [9], asymptotic considerations on the rate hold also in this setup.

**Example 2.** The model of Example 1 is considered, without prior on \( \Theta \). The same rate \( R = 0.74 \) bit/symbol is asymptotically achieved with the same \((\lambda, \rho)\)-code.

**IV. TIME-VARYING PARAMETERS**

This section focuses on the M- and WPM-Sources.

**A. M Source**

For the M-Source, the distribution \( P(\Pi) \) is perfectly known. The source symbols \((X, Y)\) are i.i.d. and the joint distribution \( P(X, Y) \) is perfectly determined as

\[
P(X, Y) = \sum_{\pi \in P_\pi} P(\pi) P(X, Y|\pi)
\]

The source is stationary and ergodic and the results on lossless source coding with SI introduced in [17] apply. Then, one has

**Lemma 4.** [17] The infimum achievable rate for source coding with SI at the decoder with the M-Source is

\[
R_{\gamma,\varepsilon_t}^M = H(X|Y)
\]

where \( H(X|Y) \) is calculated from (18).
Since the statistics of the source are perfectly known, soft LDPC decoding can be applied directly. The optimization and performance of the code can be evaluated via density evolution, using $P(X|Y)$. 

Example 3. Here again, $X$ is a BSS. The correlation between $X$ and $Y$ is described by a BSC$(\pi)$ with random transition probability.

$\mathcal{P}_\pi = \{\pi_1 = 0.1, \pi_2 = 0.215\}$ with $P(\Pi = \pi_1) = 0.61$ and $P(\Pi = \pi_2) = 0.39$. This gives a conditional distribution

$p = P(Y = 1|X = 0) = 0.143$. One obtains an achievable rate $R_{X|Y}^{WPM} = 0.59$ bit/symbol. From an optimization with differential evolution, the degree distributions $p(x) = x^5$ and $\lambda(x) = 0.099x^3 + 0.712x^4 + 0.174x^5 + 0.015x^6$ is obtained and gives an achievable rate $R = 0.60$ bit/symbol.

B. Mixture Source Without Prior

Consider now the WPM-Source, in which no prior information except the support is known about the sequence of parameters $\{\pi_n\}_{n=1}^{N}$.

Definition 9. Consider a WPM-Source and mappings $\phi_N$ and $\psi_N$ introduced in Definition 5. The probability of error is defined for a given sequence $\{\pi_n\}_{n=1}^{N}$ in $\mathcal{P}_\pi$ as

$$P_e^{N}(\{\pi_n\}_{n=1}^{N}) = P(\psi_N(X_1^N) \neq \psi_N(\phi_N(X_1^N), Y_1^N)).$$ (20)

A rate $R$ is said to be achievable if and only if there exists a $(\phi_N, \psi_N)$-code such that $\forall \{\pi_n\}_{n=1}^{N} \in \mathcal{P}_\pi$,

$$\lim_{N \to \infty} P_e^{N}(\{\pi_n\}_{n=1}^{N}) = 0$$ (21)

and $\inf_{N \to \infty} \frac{1}{N} \log |\mathcal{M}_N| < R$.

Lemma 5. [2] Let $(X,Y)$ be a WPM-Source and let the coding scheme be as defined in Definition 9. The infimum achievable rate for source coding with SI at the decoder is

$$R_{X|Y}^{WPM} = \sup_{P(X,Y) \in \text{Conv}(\{P_e(X,Y)\}_{\Pi} \in \mathcal{P}_\pi)} H(X|Y)$$ (22)

where $\text{Conv}(\{P_e(X,Y)\}_{\Pi} \in \mathcal{P}_\pi)$ is the convex hull of the elements of $\{P_e(X,Y)\}_{\Pi} \in \mathcal{P}_\pi$.

Corollary 3. If the convex hull of the elements of the set $\mathcal{P}_\pi$ contains some $\pi$ such that $X$ and $Y$ are independent, then $\Pi$ at the decoder does not reduce the infimum of achievable rates ($R_{X|Y}^{WPM} = H(X)$).

A coding scheme for the WPM-Source is by far the most complicated to realize in practice. Indeed, as the process is non-stationary, learning the statistics of the sources is useless, and hence it is not possible to perform soft LDPC decoding as in Section III-A. Nevertheless, hard LDPC decoding enables to code and decode such a source. For a given $(\lambda, \rho)$-code, an associated rate $R_{X|Y}^{WPM}$ and a target error probability $\varepsilon_t$, density evolution gives us a threshold $\pi^*$ such that, $\forall \pi \leq \pi^*$, the hard LDPC decoder can decode a sequence with true parameter $\pi$ with error probability less than $\varepsilon_t$. The $(\lambda, \rho)$-code for our setup is hence chosen such that its threshold $\pi^*$ is up to the worst possible distribution in (22).

Example 4. The set $\mathcal{P}_\pi$ contains now two probability transitions $\pi_1 = 0.1$ and $\pi_2 = 0.143$. The sup in (22) is $\pi_2 = 0.143$, giving a minimum achievable rate $R_{X|Y}^{WPM} = 0.59$ bit/symbol, as in Example 3. But now, with the hard LDPC decoding algorithm $E$ [15], the rate achieved in practice is $R = 0.75$ bit/symbol with a regular LDPC code 3/4.

V. Conclusion

This paper addresses the problem of lossless source coding with SI at the decoder when the joint distribution of the source and side information is only partially known. Four parametric models have been considered, leading to different performance limits and different coding strategies, even if all consider LDPC codes.

This paper also provides some insights on implementation issues for the uncertainty aware schemes. More precisely, the practical encoding rate has been defined, when outage is allowed. Moreover, LDPC codes have been designed, and the choice and the initialization of the decoder have been presented.

VI. Acknowledgments

The authors would like to thank Valentín Savin and Mael Letreust for their helpful comments and advice.

REFERENCES

[19] E.H. Yang and D.K. He. Interactive encoding and decoding for one way information is only partially known. Four parametric models have been considered, leading to different performance limits and different coding strategies, even if all consider LDPC codes.