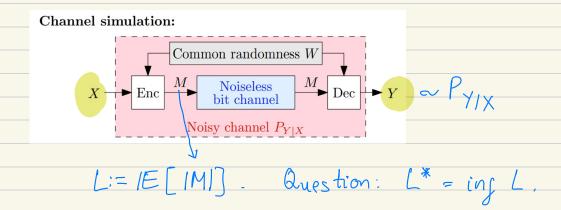


## 3.4. Likelihood Encoder

## Recap: Channel simulation



## Gumbel- Max trick

Goal: generate samples sollowing a given probability distribution.

Given: 
$$a_1, a_2, \ldots, a_n > 0$$
.

Generate 
$$Z_i \sim \exp(r_i)$$
. Let  $\frac{Z_i}{\alpha_i/r_i} := \phi(Z_i)$ 

$$P\left(\phi\left(Z_{y}\right) \leq \phi\left(Z_{j}\right)\right) = \frac{\alpha_{y}}{\sum \alpha_{i}}$$

when  $\Sigma q_i = 1 \Rightarrow P(argmin \phi(Z_i) = y) = a_y$ .

time index of samples

Likelihood Sampling: allow estimation of mean

of a function of a distribution P when we can only access sample from another distribution Q.

Suppose we have i.i.d. samples  $Y_1, Y_2, ..., Y_N$ jollowing the reference distribution a. We want to estimate  $[E_{Y\sim P}[f(Y)]]$  for a target distr. P.

Then:  

$$E_{Y\sim P} \left[ f(Y) \right] \approx \sum_{i=1}^{N} f(\overline{Y}_i) \frac{dP}{dQ} \left( \overline{Y}_i \right)$$

$$i=1 \sum_{i=1}^{N} \frac{dP}{dQ} \left( \overline{Y}_i \right)$$

Notes:  $1. \frac{dP}{dQ}: \text{ Radon - Nikodym derivative}.$ 

When P, Q discrete 
$$\rightarrow \frac{P(\overline{Y_i})}{Q(\overline{Y_i})}$$

2.  $\approx$  is approximation. "=" in the asymptotic regime N -> 0.

3. Let  $\frac{dP}{dQ}(\overline{Y_i}) := X_i$  (importance weight)

Exp 
$$[f(Y)] \approx \sum_{i=1}^{N} f(\overline{Y}_i) \frac{dP}{dQ}(\overline{Y}_i)$$

$$= \sum_{i=1}^{N} \frac{dP}{dQ}(\overline{Y}_i) \frac{dP}{dQ}(\overline{Y}_i)$$

$$i=1$$

$$\sum_{i=1}^{\infty} \frac{dr}{dQ} (\vec{y}_{i})$$

$$= \sum_{i=1}^{\infty} (\vec{y}_{i}) \sum_{i=1}^{\infty} \vec{y}_{i}$$

-> Minimal random coding scheme

1. Reference distribution Q and Y, V2, ..., Twide known to both encoder and decoder.

- 2. Encoder observes input X, xants to convey sample 7 ~ P= PyIX (·IX) to decoder.
- 1 Compute importance weights  $\alpha_i := \frac{dP}{dQ}(\overline{Y}_i)$
- ② Generate numbers  $K \in [N]$  with  $P(K=k) = \frac{x_k}{\sum x_i}$
- 3) Send the binary representation of K (= log, N
  - If source distribution Px is known, take Q=Py.

If X, Y discrete, then:

$$\alpha_{i} = \frac{dP}{dQ}(\overline{Y_{i}}) = \frac{P(\overline{Y_{i}})}{Q(\overline{Y_{i}})} = \frac{P_{Y|X}(\overline{Y_{i}}|X)}{P_{Y}(\overline{Y_{i}})}$$

$$P_{Y}(\overline{Y_{i}})$$

Bayes's rule (PX (X))

Known

Approximation guarantee:

 $N \rightarrow \infty$ : exact  $P_{Y|X}$  Simulation  $N \approx 2^{p_{KL}} (P||Q)$ ; 'good' approximation

Theorem [Liu, Verdú | 2018]. For any sampling scheme on  $\overline{Y}_1$ ,  $\overline{Y}_2$ , ...,  $\overline{Y}_N \sim \Omega$  with output distribution  $\overline{Y}_K \sim P$ , we have:

- 1. Rejection sampling
- Exactly Y~P simulation.
  - $L^* \subseteq I(X; Y) + log_2(I(X; Y) + log_2(4e)) + log_2(8e)$
  - Requires computations of expectations, which might be impossible.

- 2. Poisson Function al representation:
- Exactly Y~P
- L\* = I(X; Y) + log2 (I(X; Y)+2) +3
- 3. Minimal random cooling and Likelihood encoder.
  - Approximate: Y~Pas N→∞.
- May or may not achieve  $L^* = I(X; Y)$ . Achieve in asymptotic regime  $N \rightarrow \infty$