

On the Connection Between Multiple-Unicast Network Coding and Single-Source Single-Sink Network Error Correction

Jörg Kliewer
NJIT

Joint work with Wentao Huang and Michael Langberg

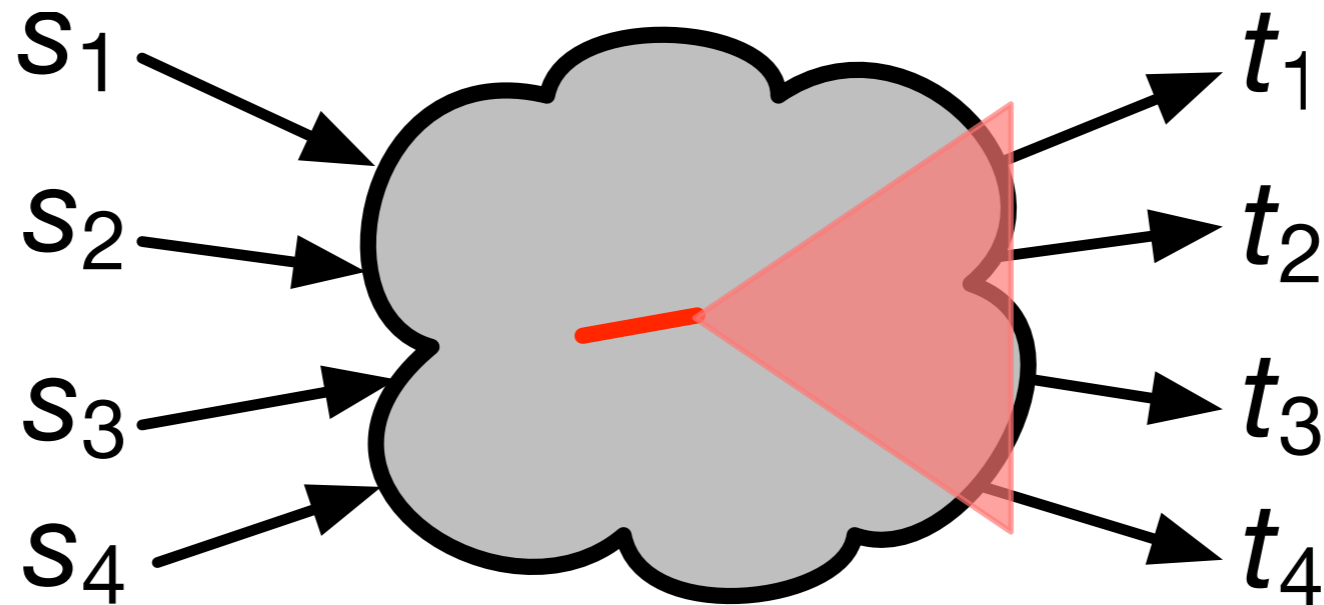
Problem:

- Adversary has control of some edges in a network
- **Objective:** Design coding scheme that is resilient against adversary
- **Which rates are achievable?**

Network Error Correction

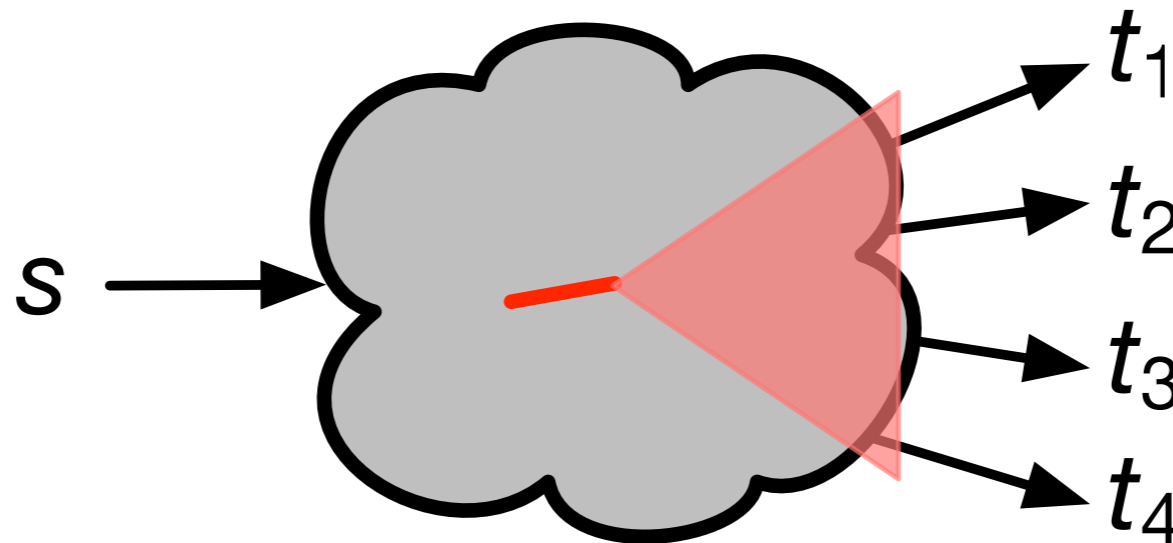
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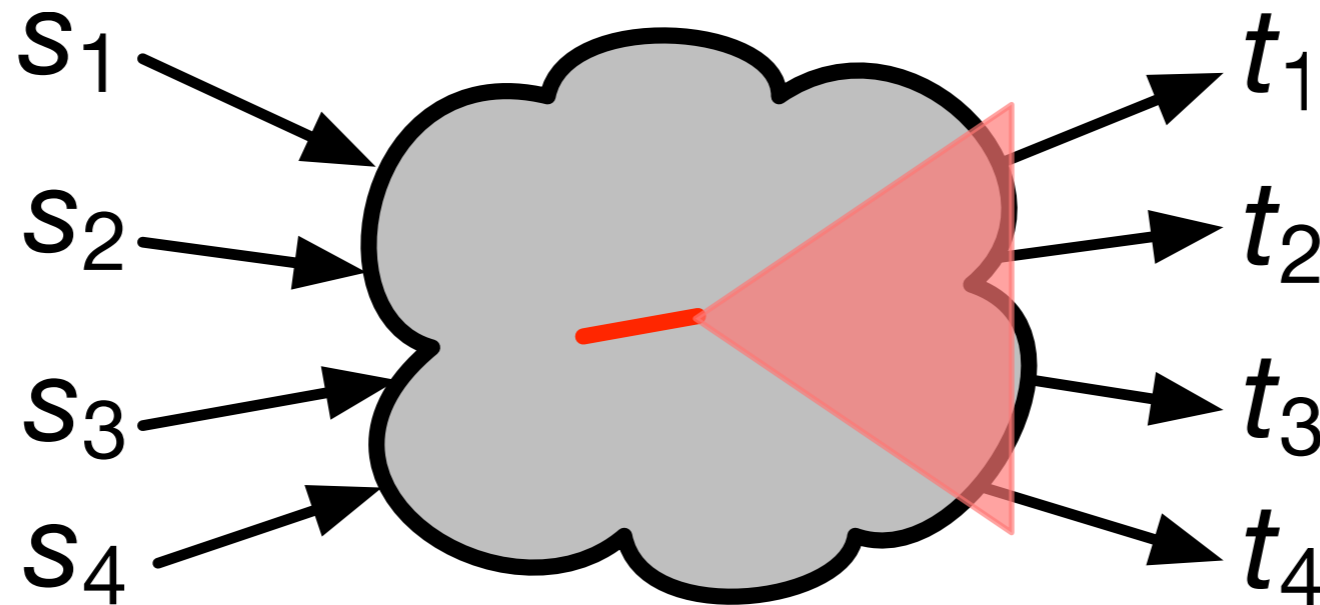
Known Cases

- Adversary controls z links in the network
- **Single source multicast**, equal capacity links
 - ▶ Capacity: $\text{mincut} - 2z$
 - ▶ Code design, e.g., in [Cai & Yeung 06], [Koetter & Kschischang 08], [Jaggi et al. 08], [Silva et al. 08], [Brito, Kliewer 13]



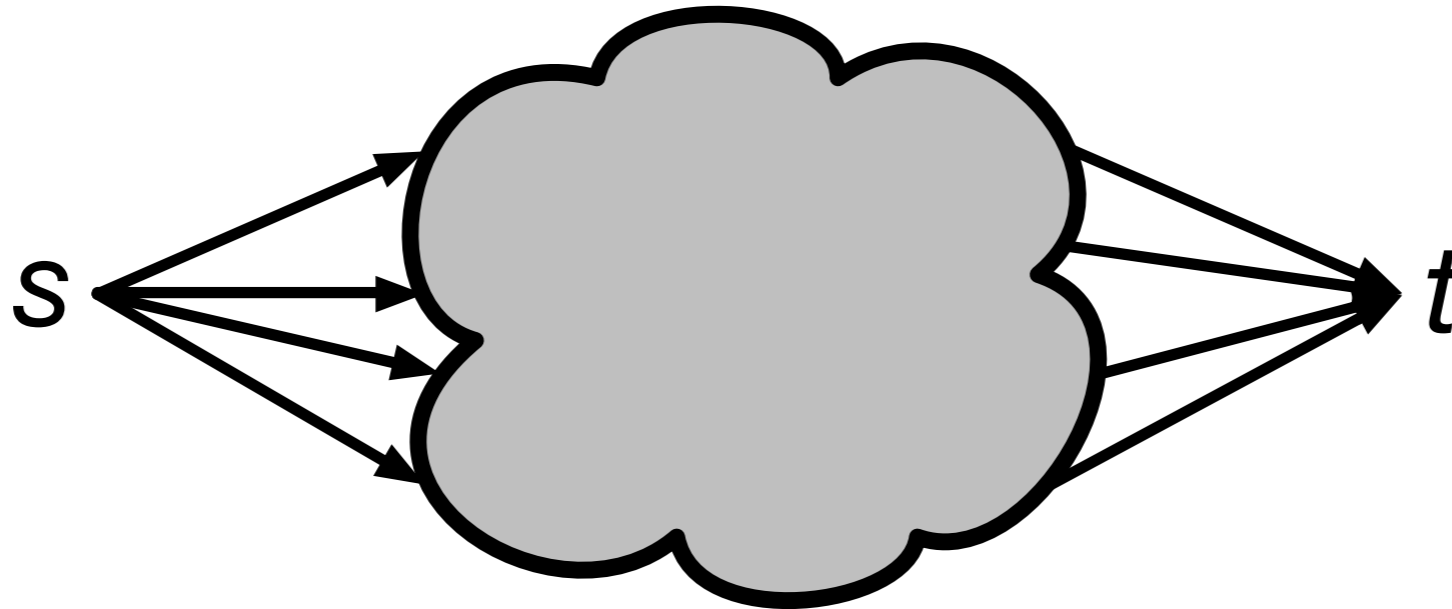
Less Known and Studied Cases

- **Single source multicast:** different edge capacities, node adversaries, restricted adversaries (e.g., [Kosut, Tong, Tse 09], [Kim et al. 11], [Wang, Silva, Kschischang 08])
- **Multiple sources and terminals:** Upper and lower capacity bounds [Myetrenko, Ho, Dikaliotis 10], [Liang, Agrawal, Vaidya 10]



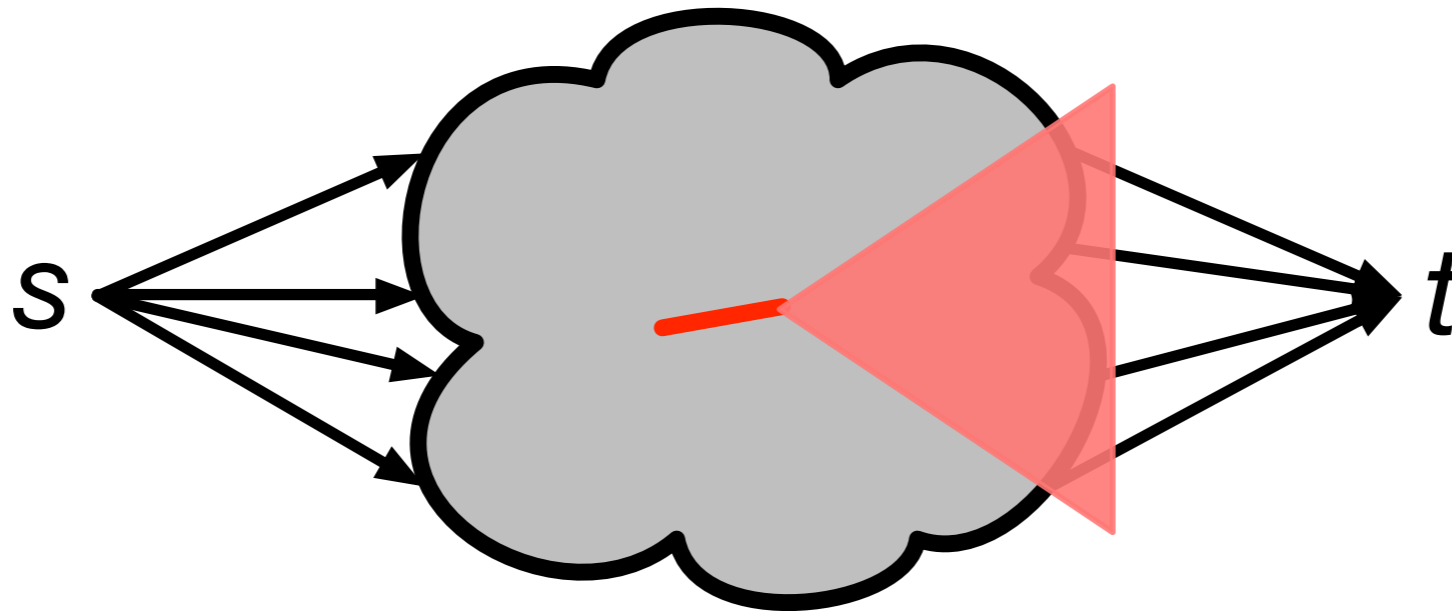
This Work

- Single-source single-sink
- Acyclic network
- Edges may not have unit capacity



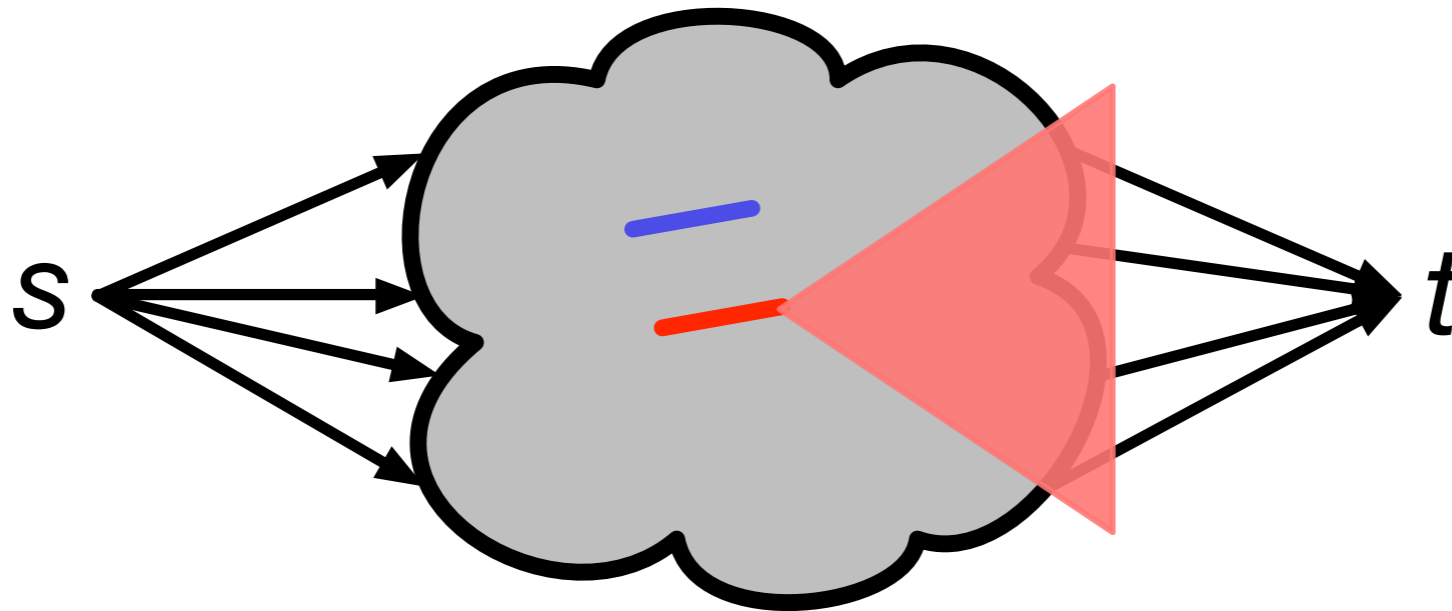
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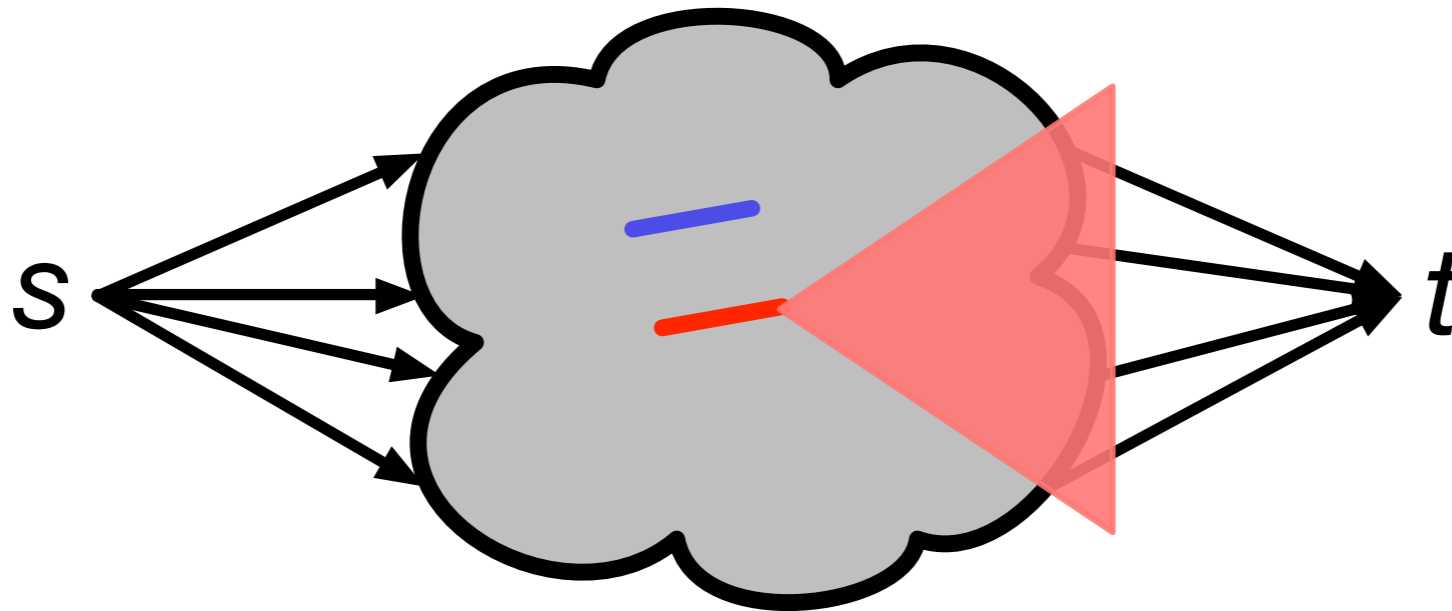
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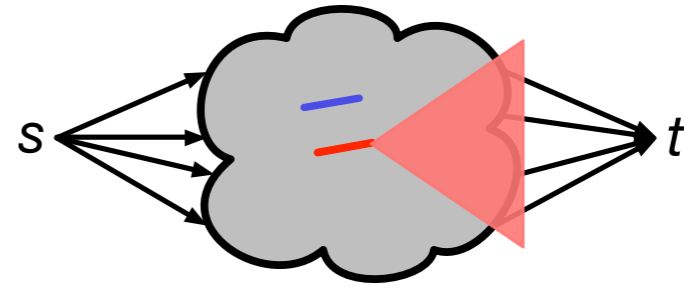


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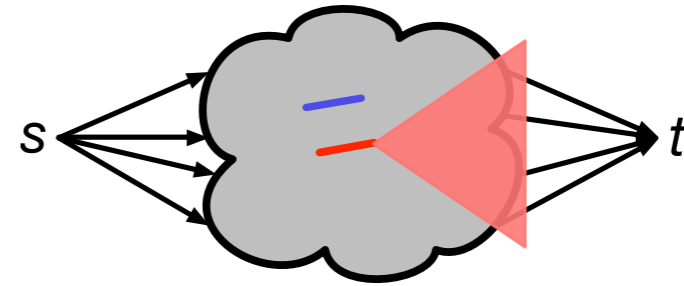
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- **Reliable communication rate?**



Network error correction problem:



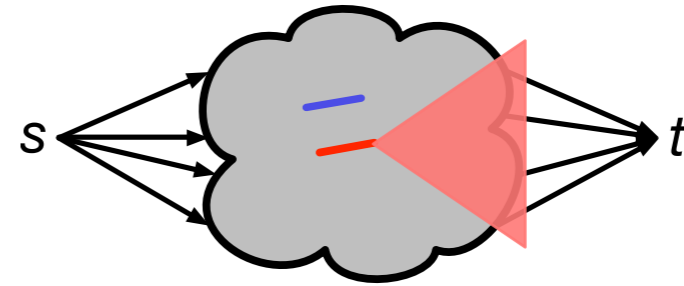
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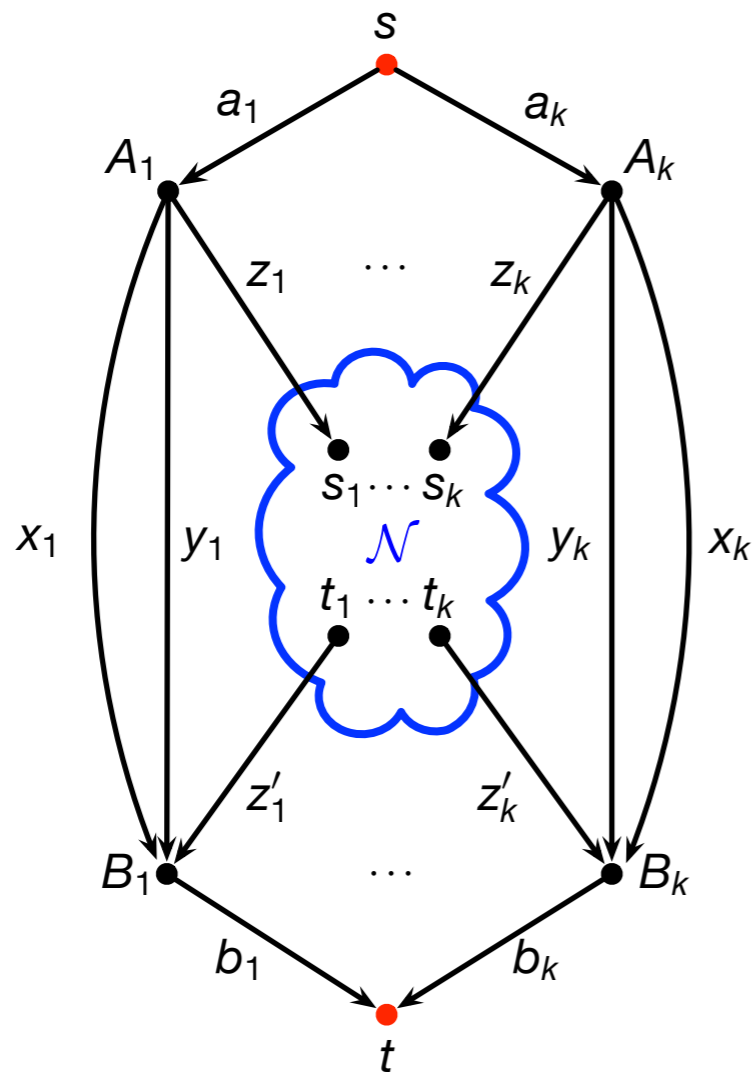
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Results

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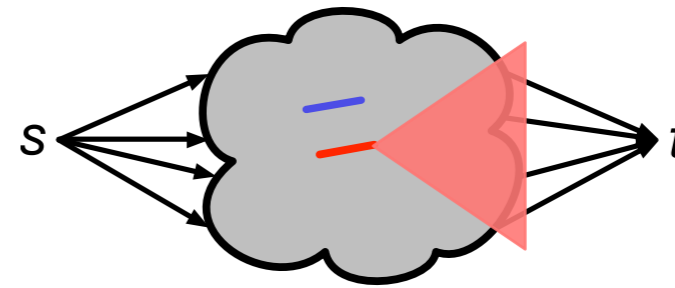


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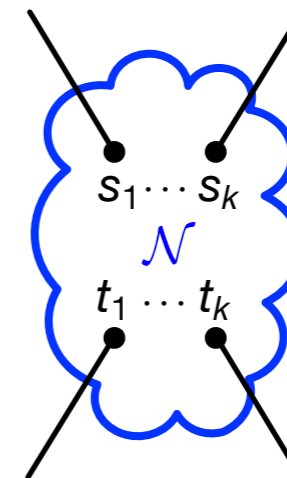
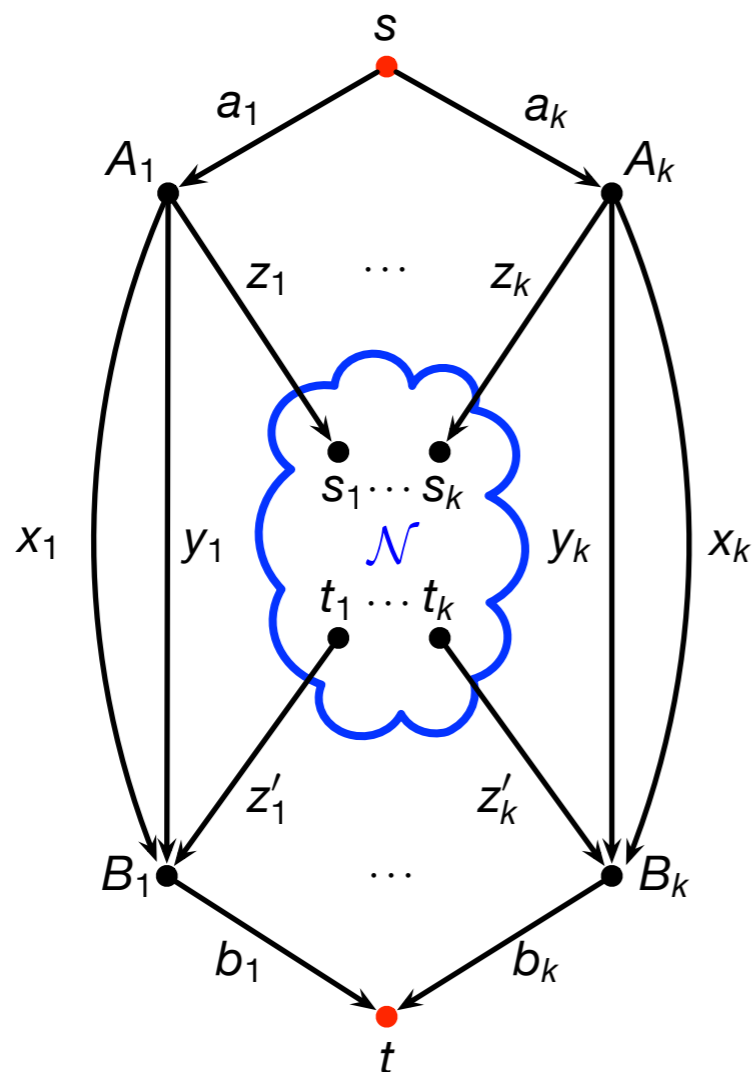


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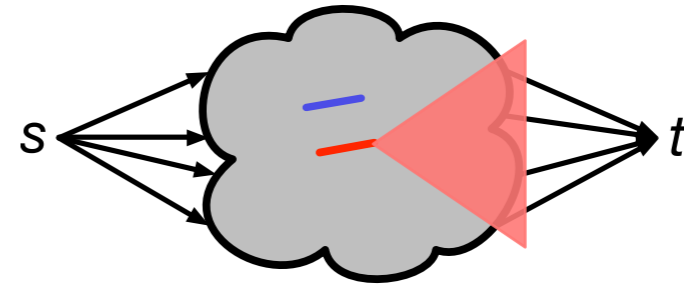


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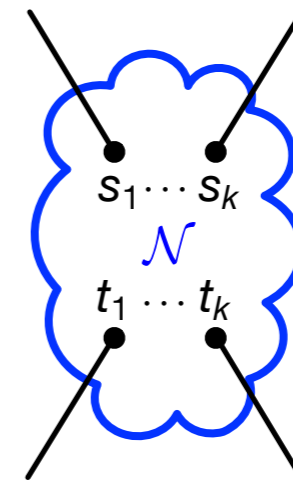
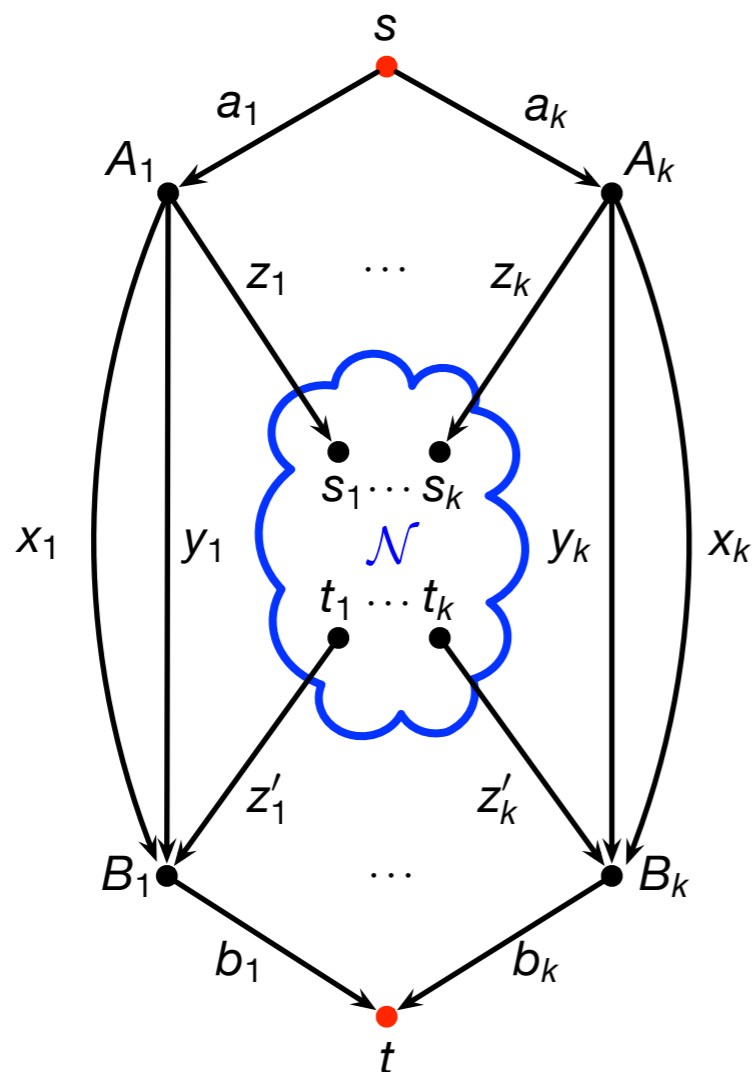


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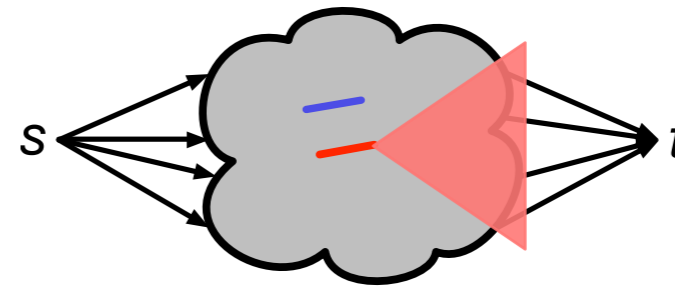


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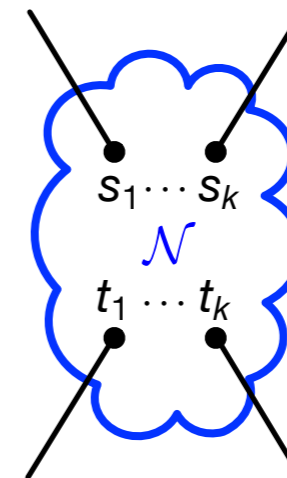
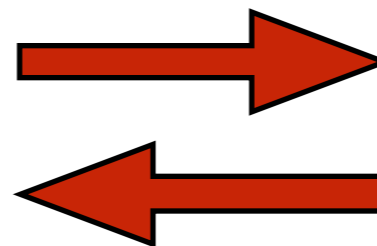
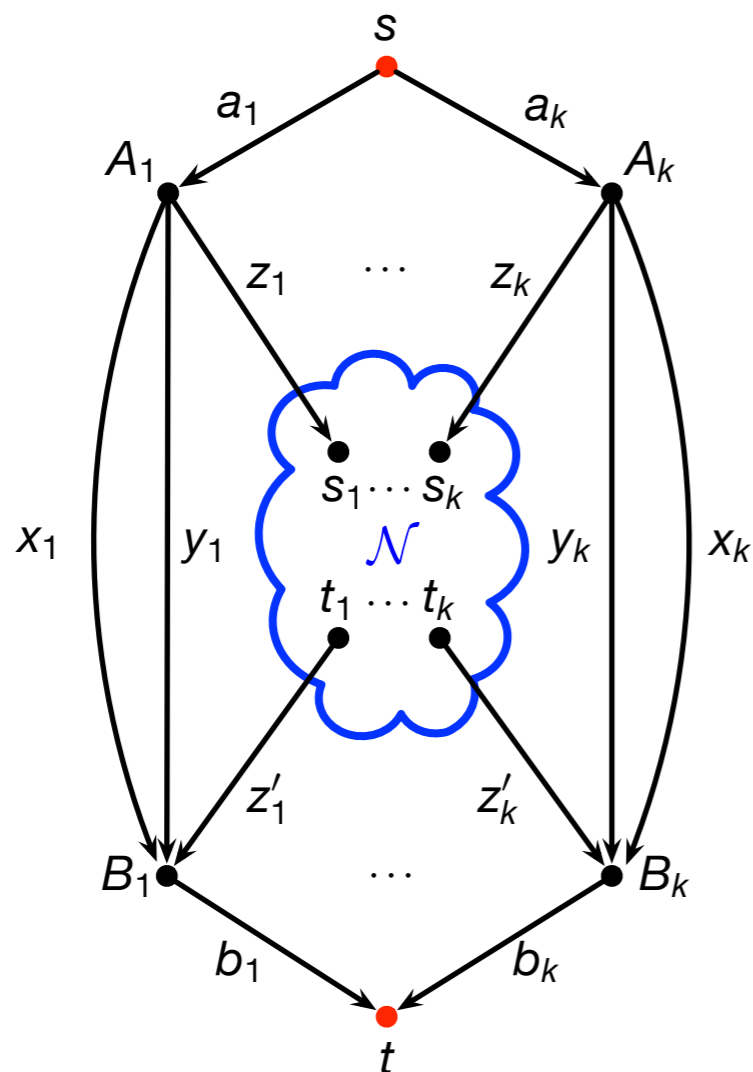


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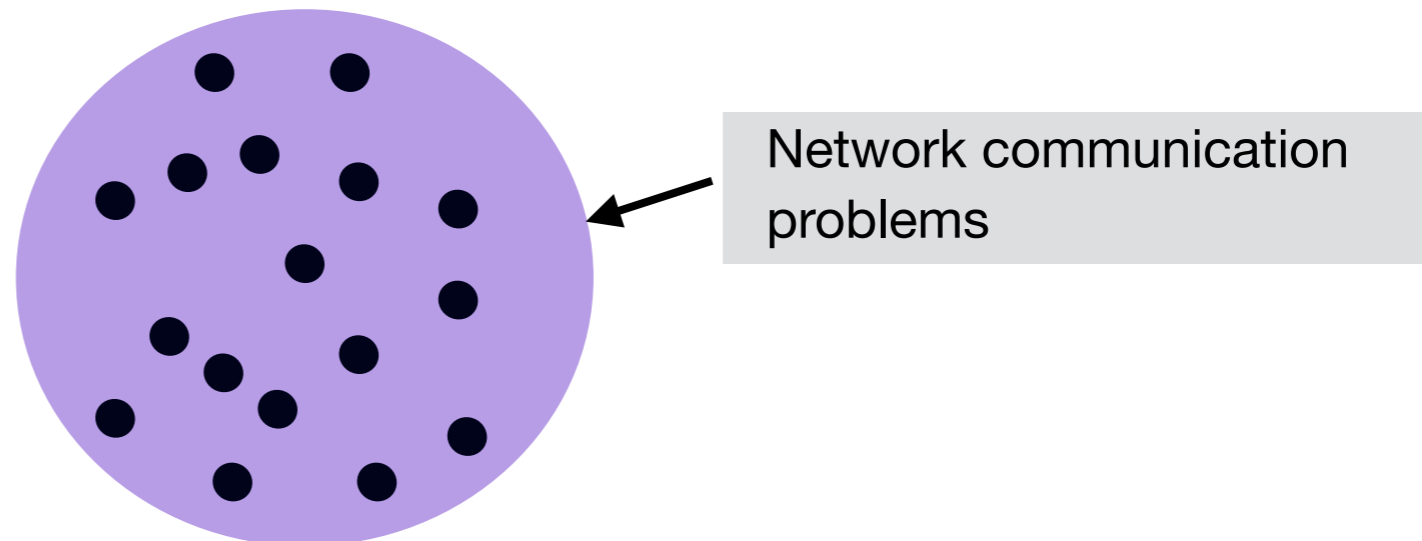


Reductions

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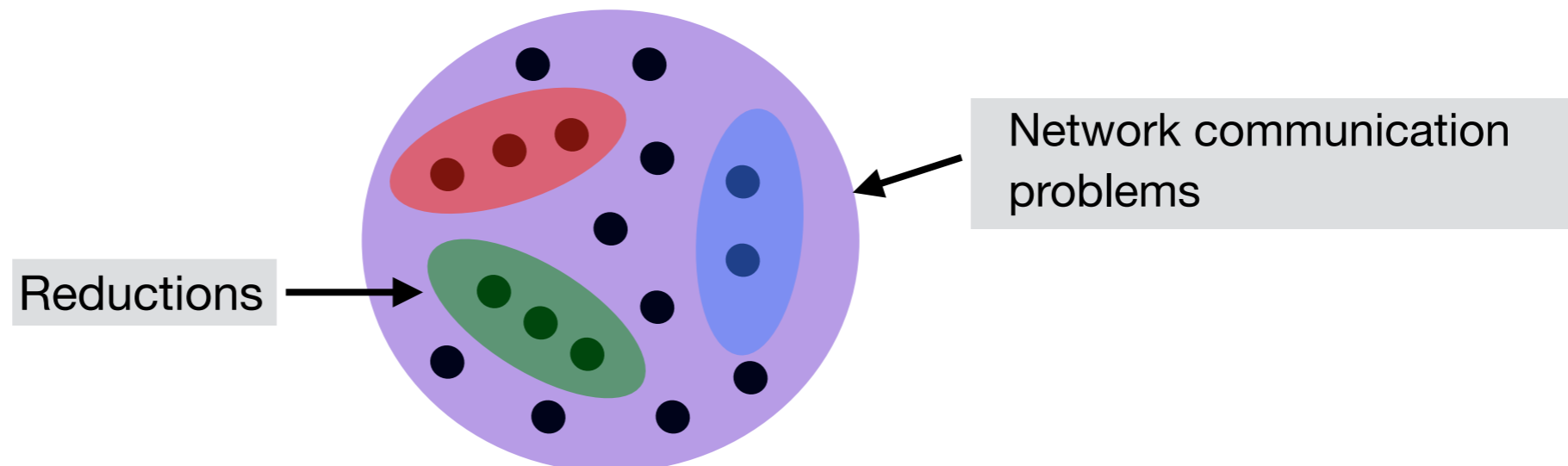
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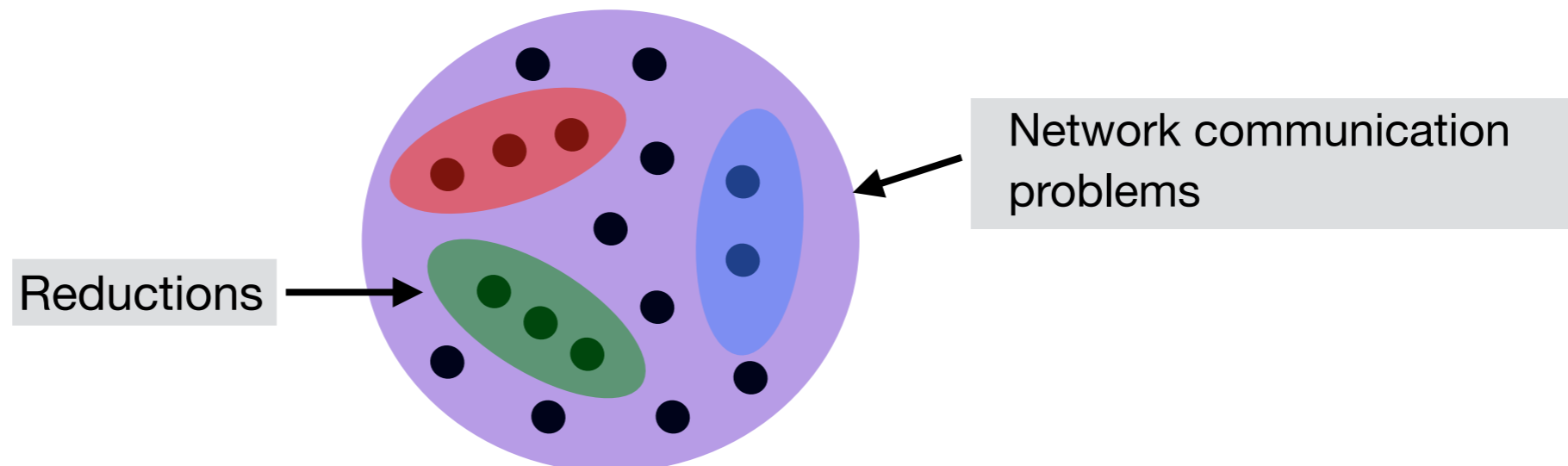
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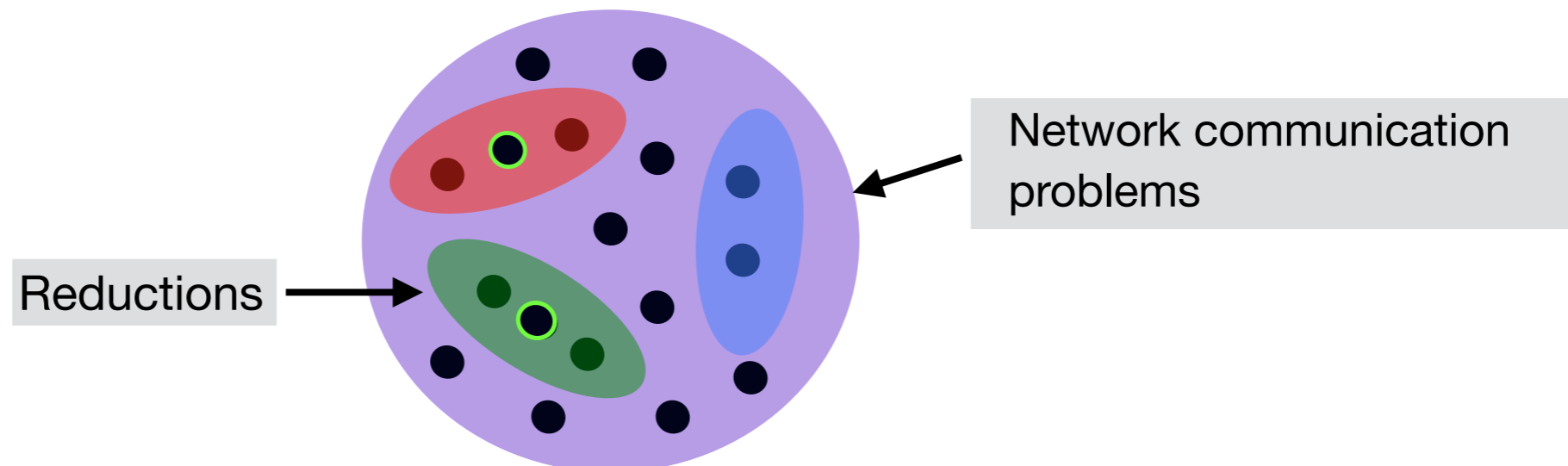
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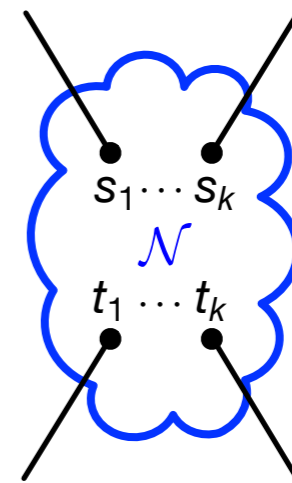


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- Proof for zero error communication
- Result also holds for both the case of asymptotic rate and asymptotic error

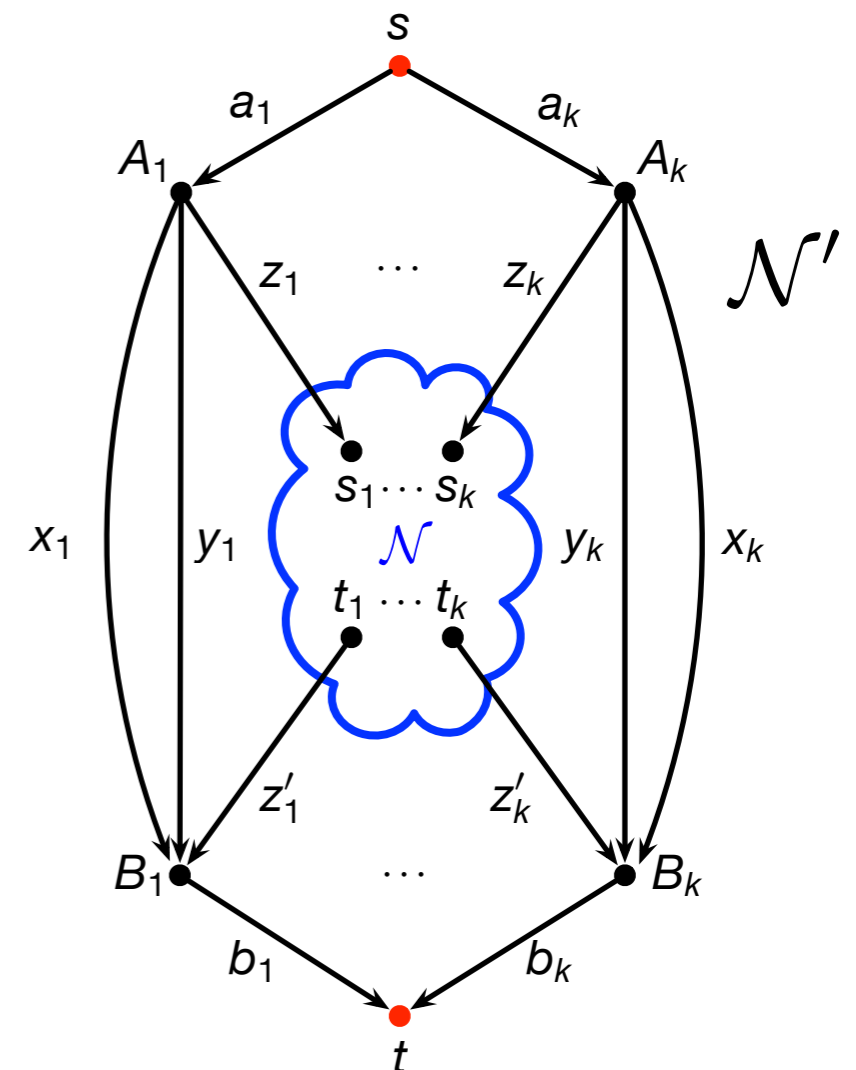
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- Is rate tuple $(1, 1, \dots, 1)$ achievable with zero error?



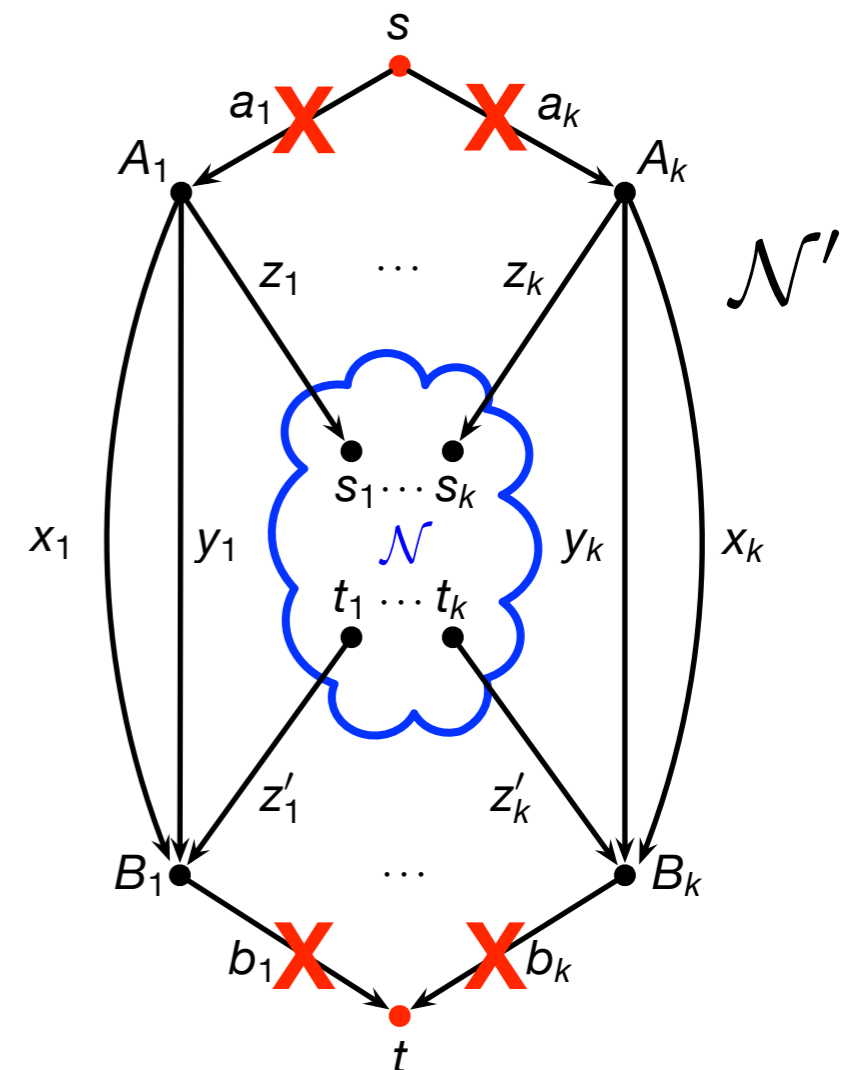
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- Adversary can access any single link except links leaving s and t



Theorem

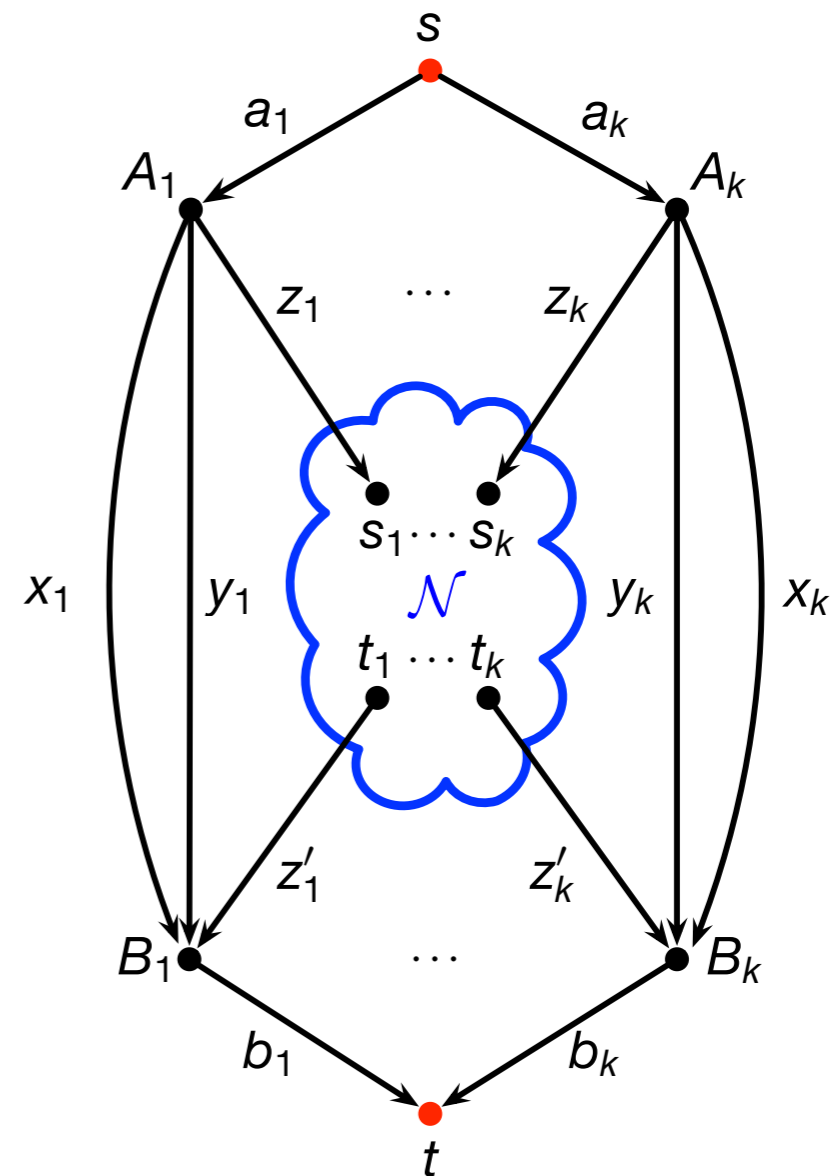
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Zero Error Case

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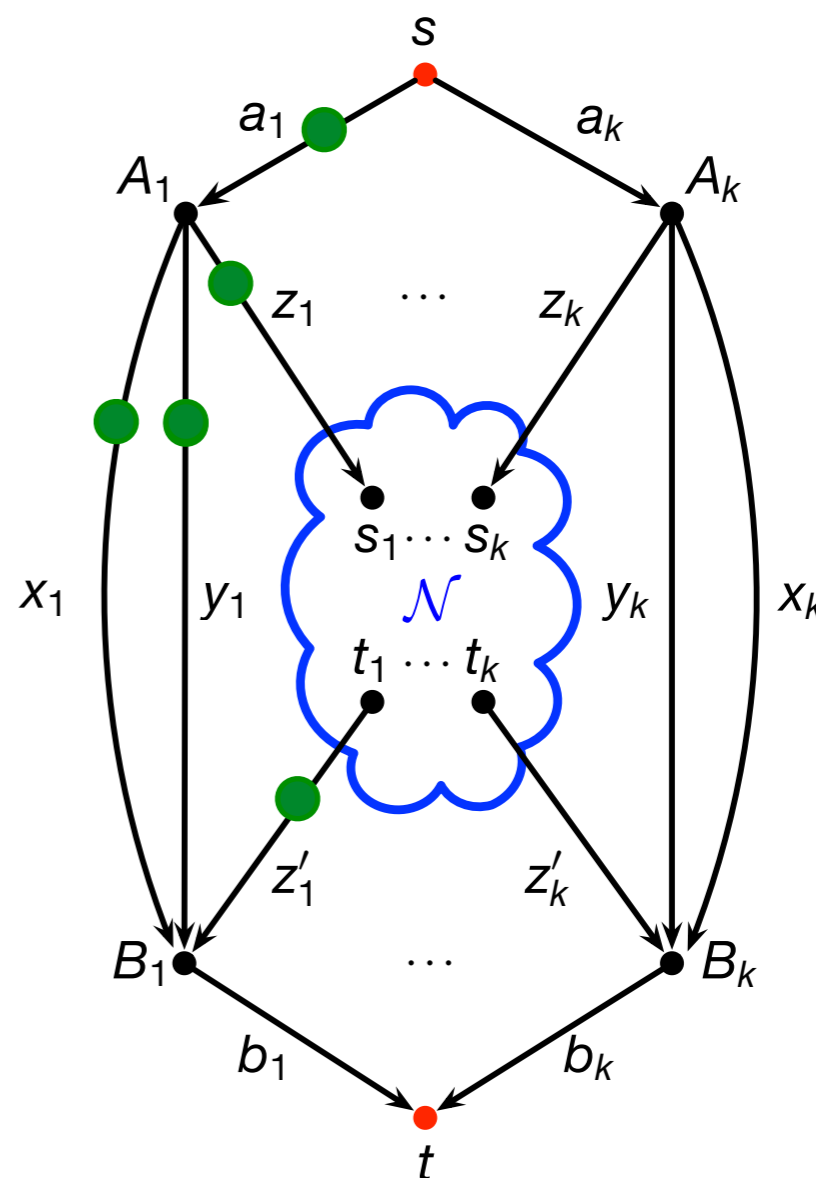
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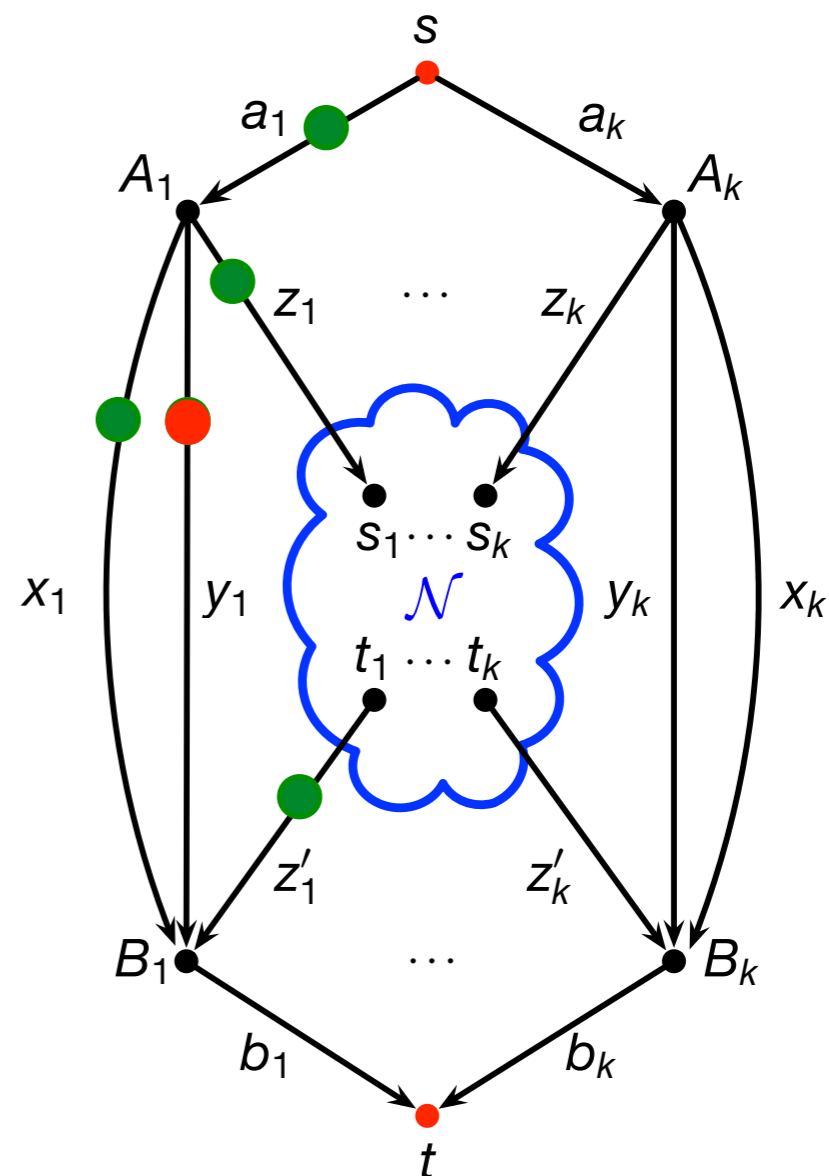
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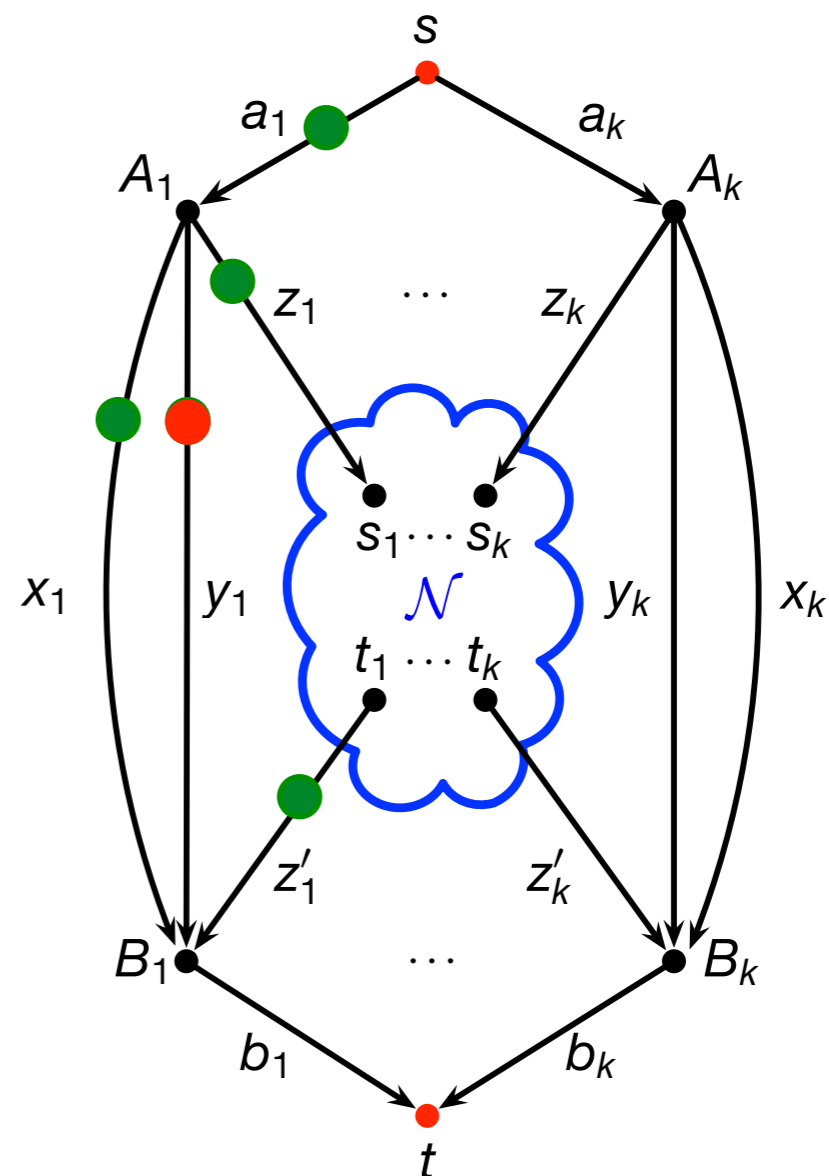
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Zero Error Case

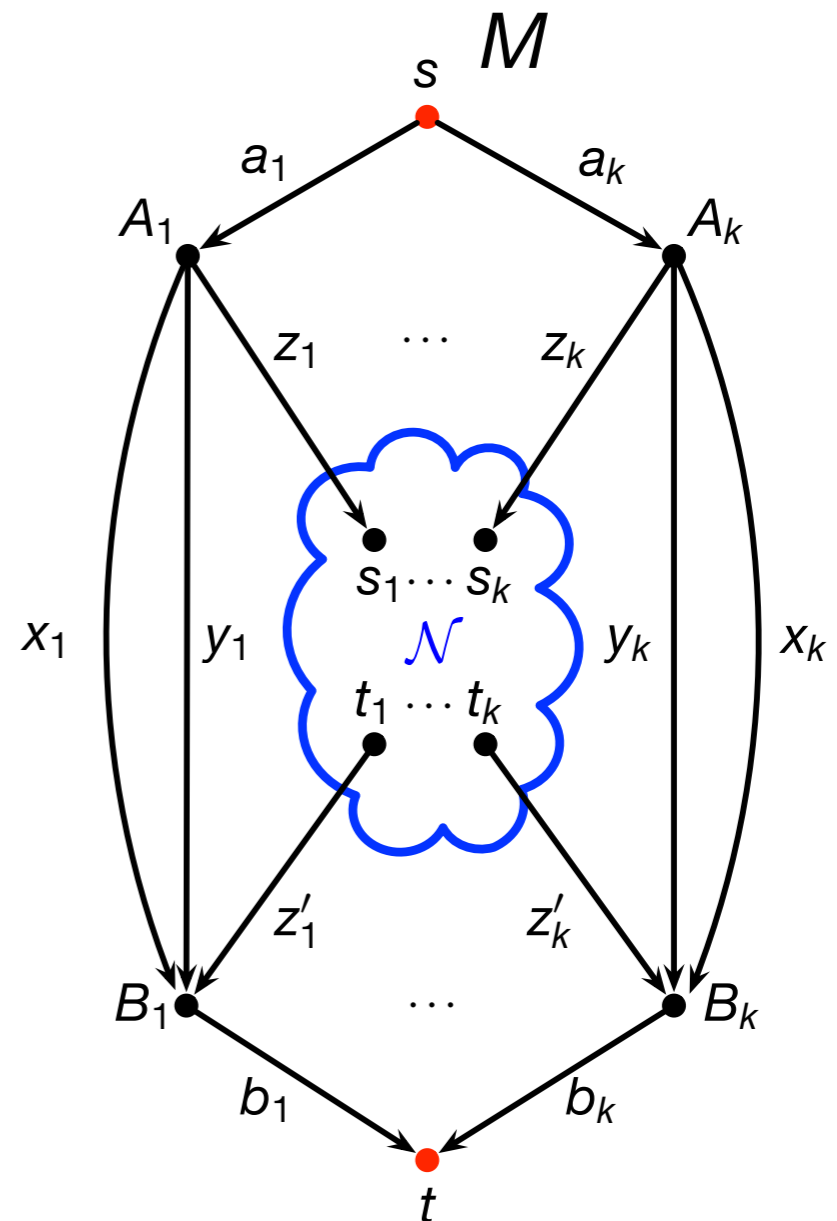
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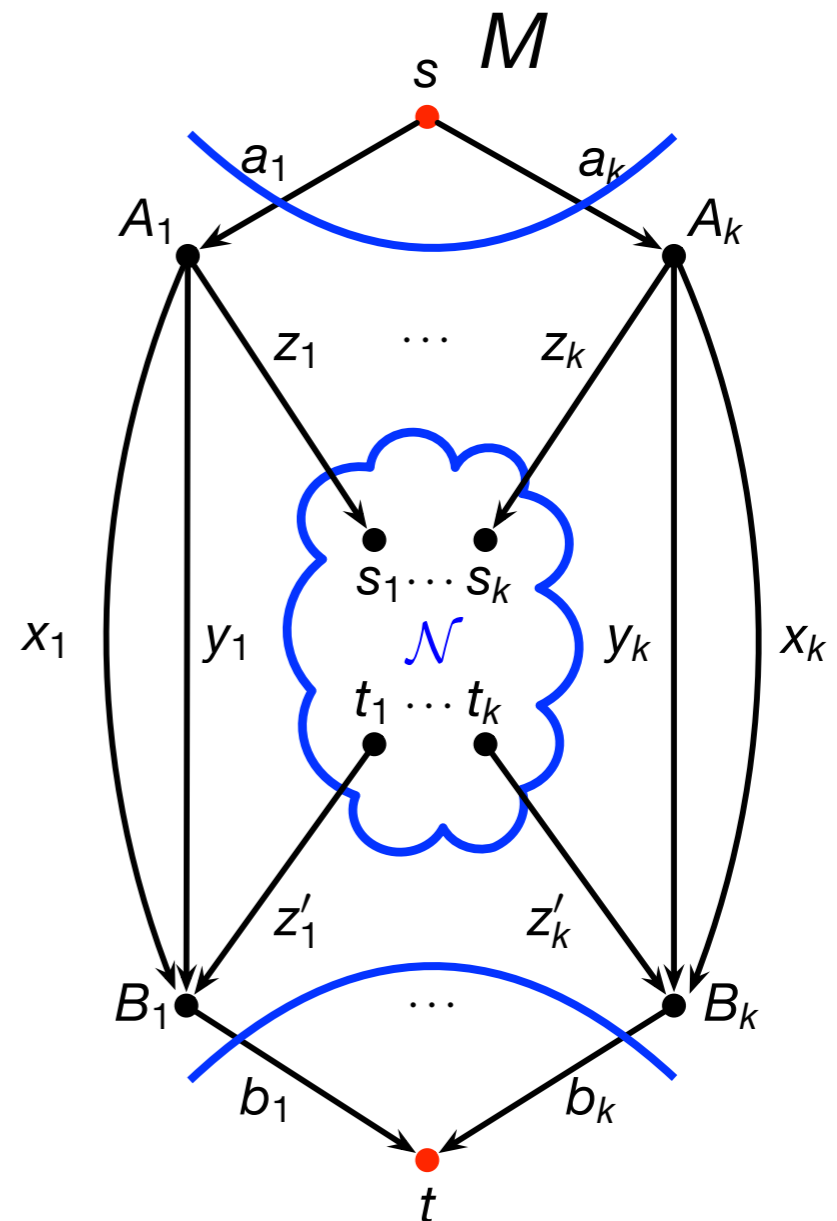
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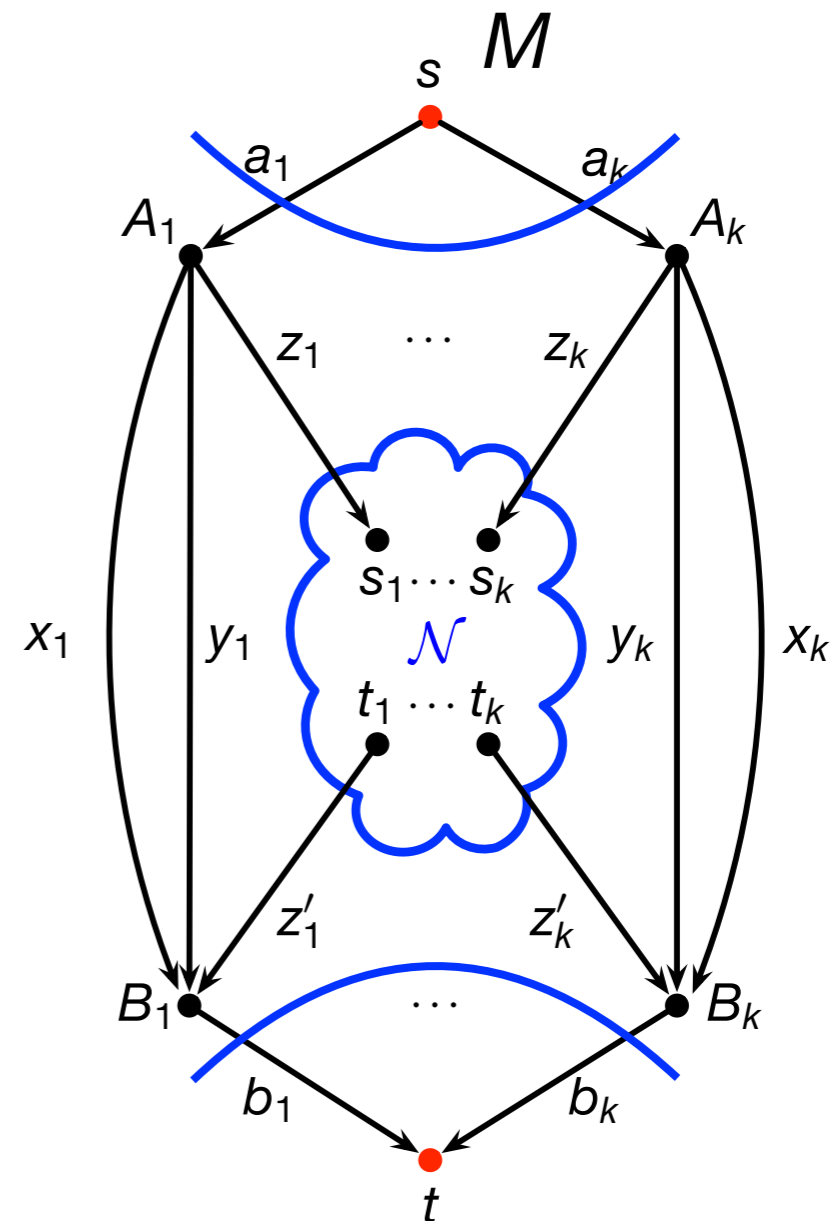
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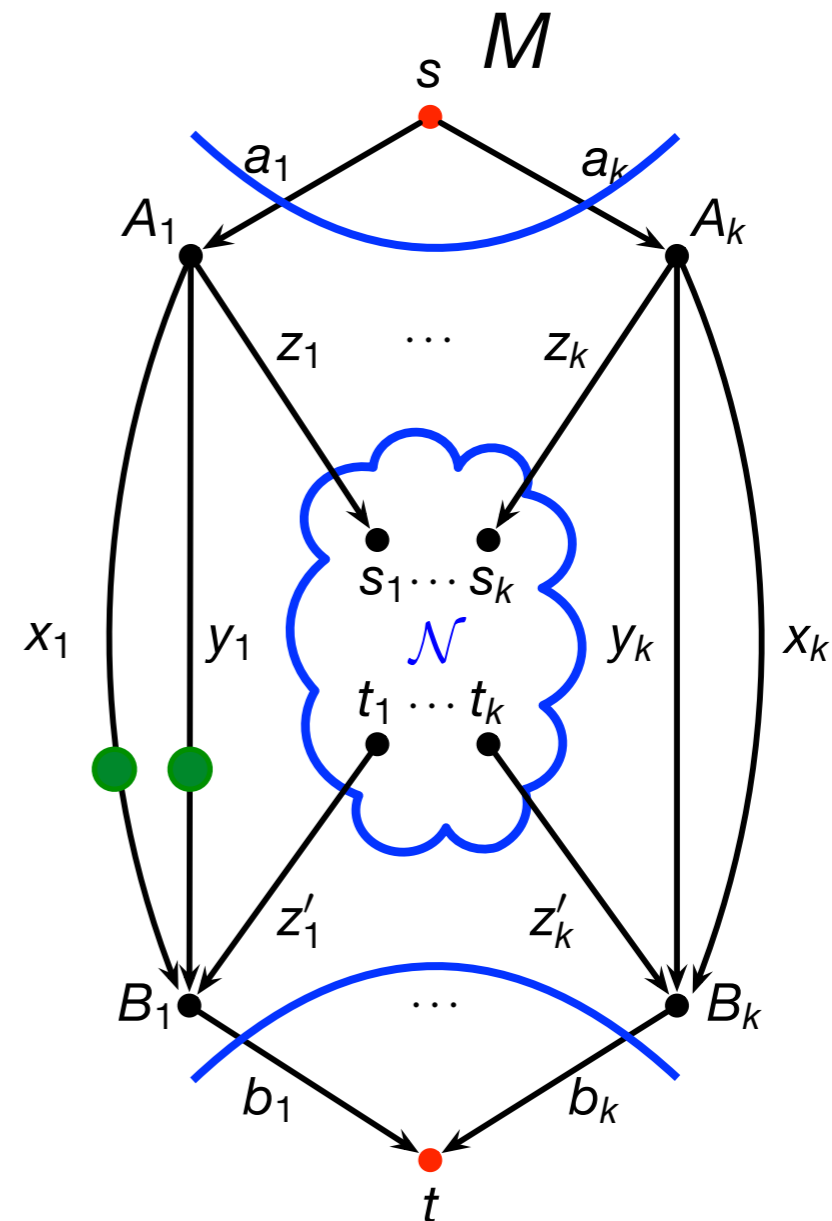
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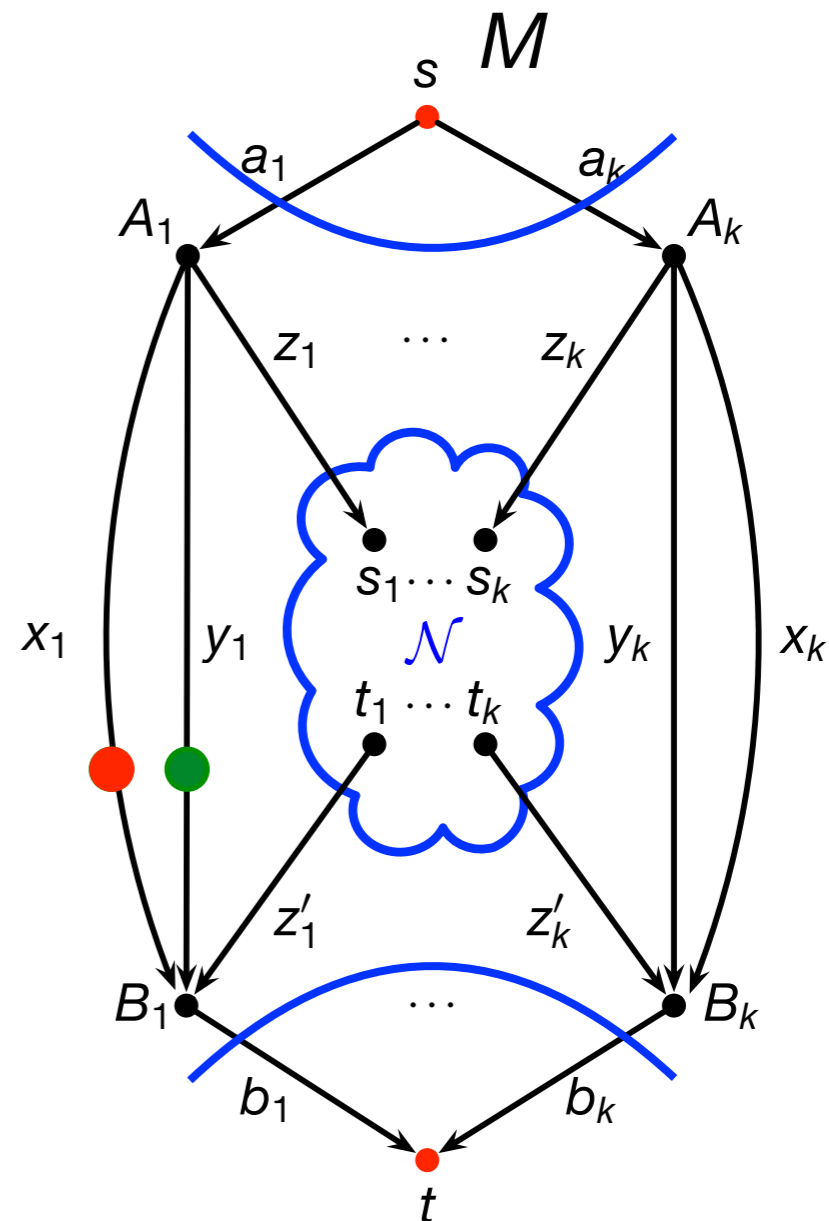
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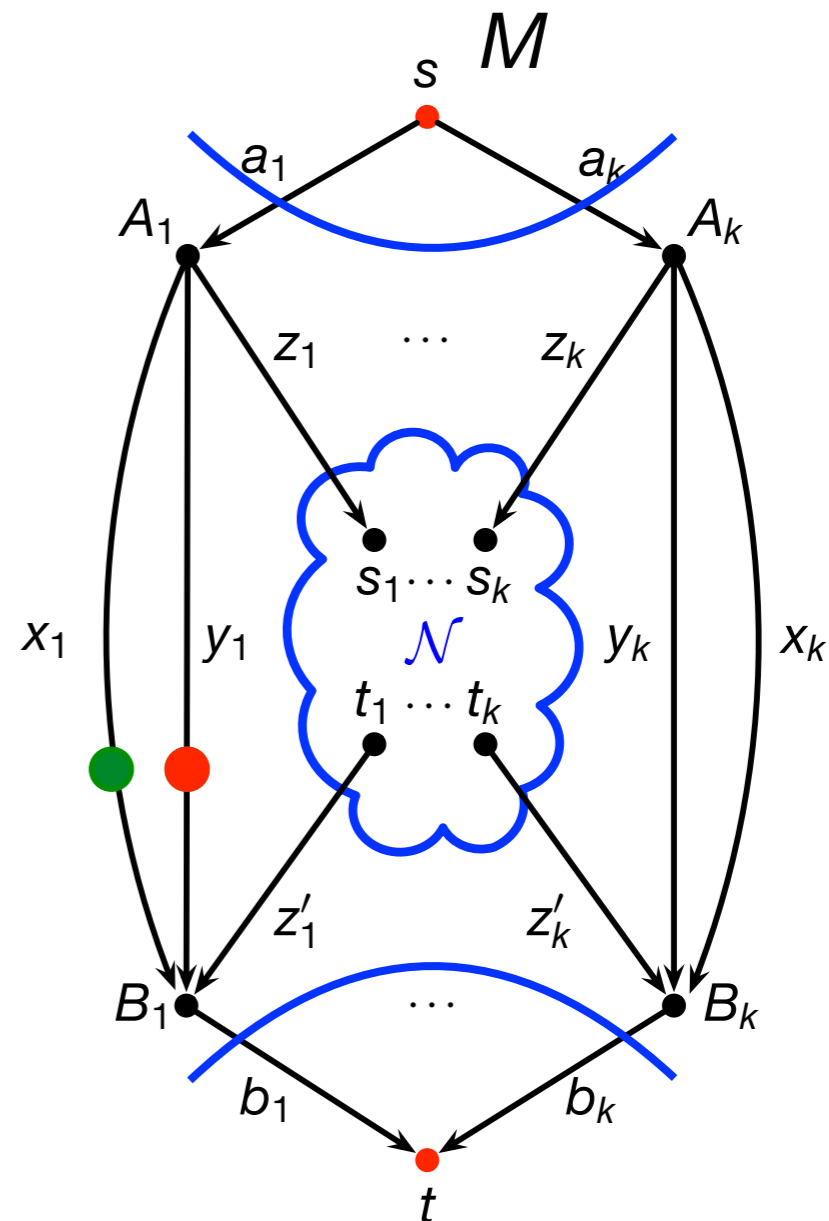
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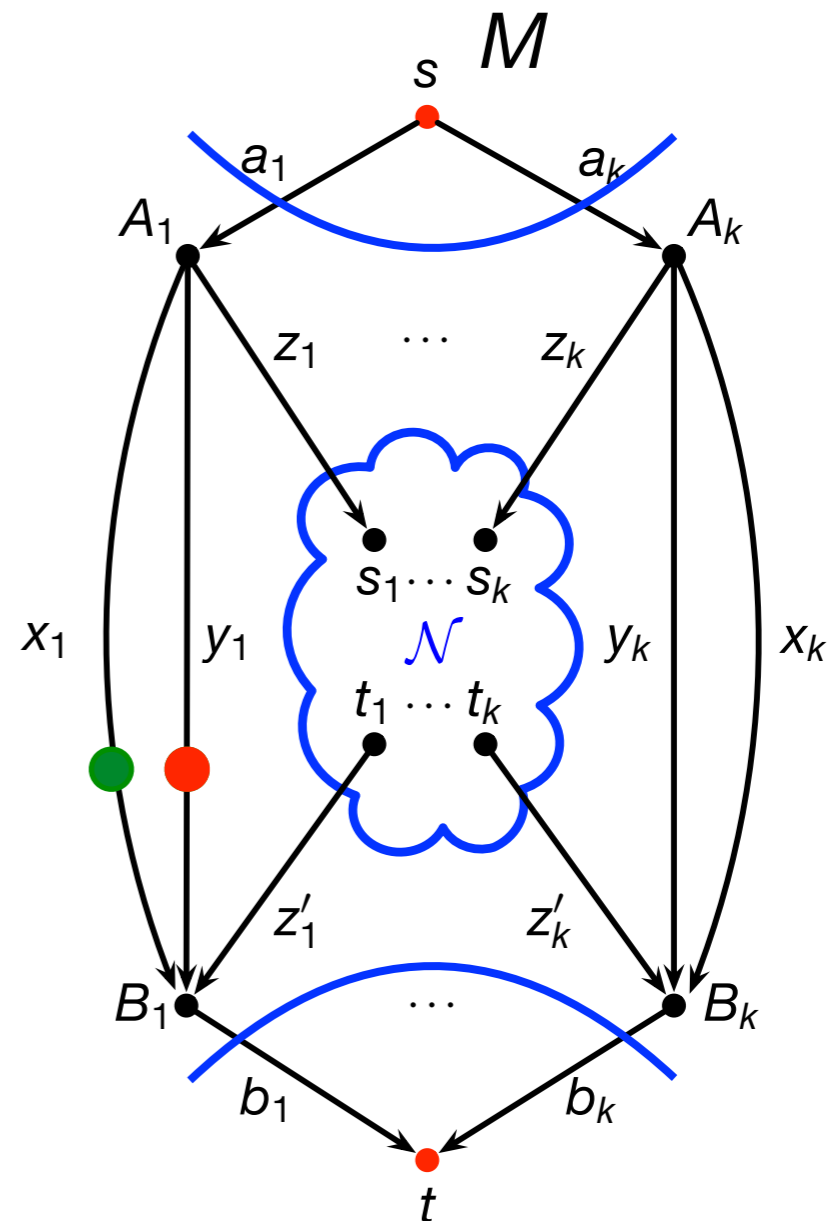
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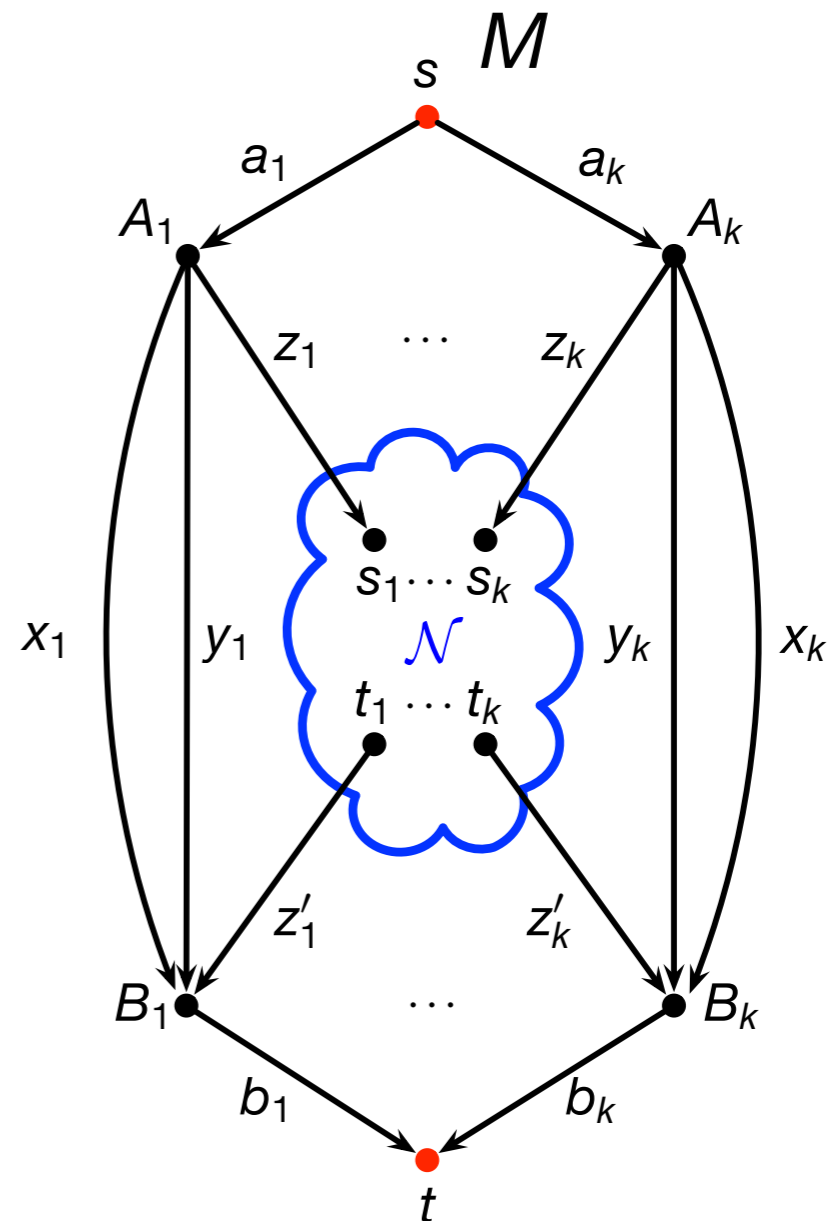
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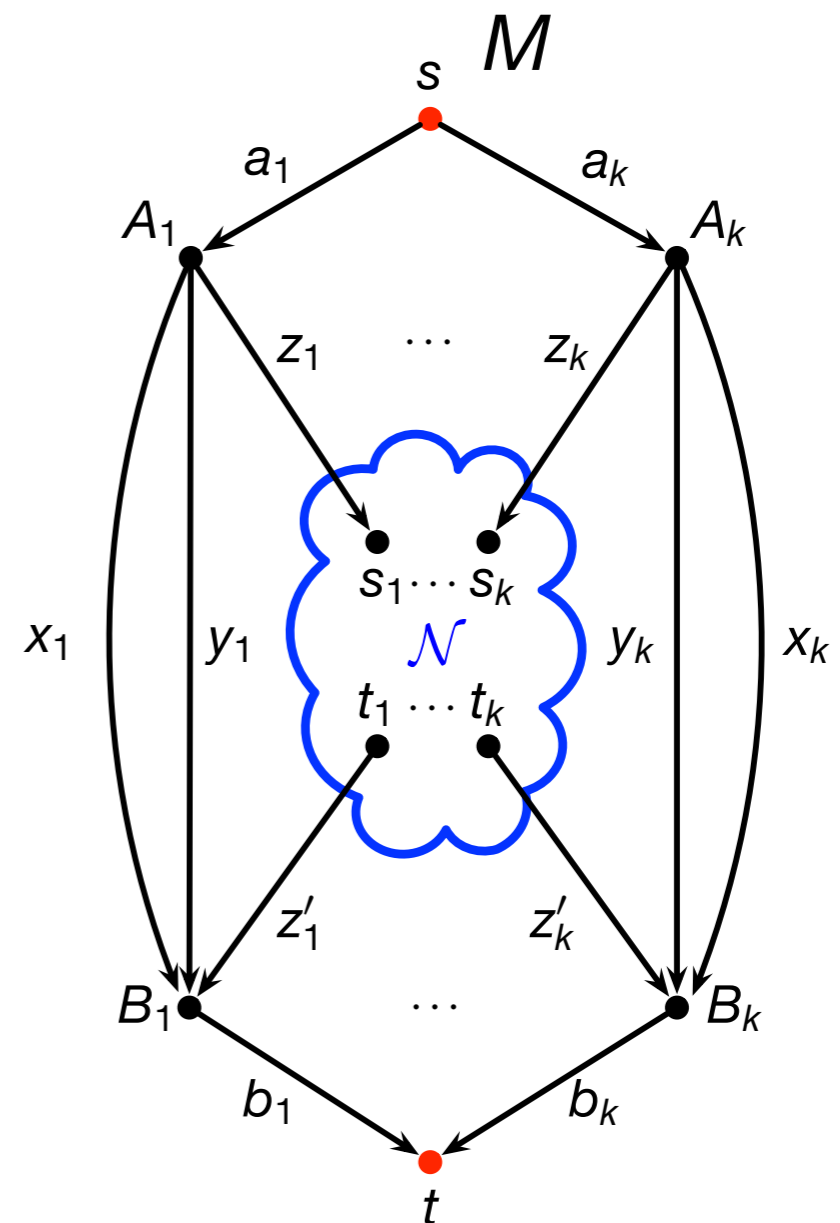
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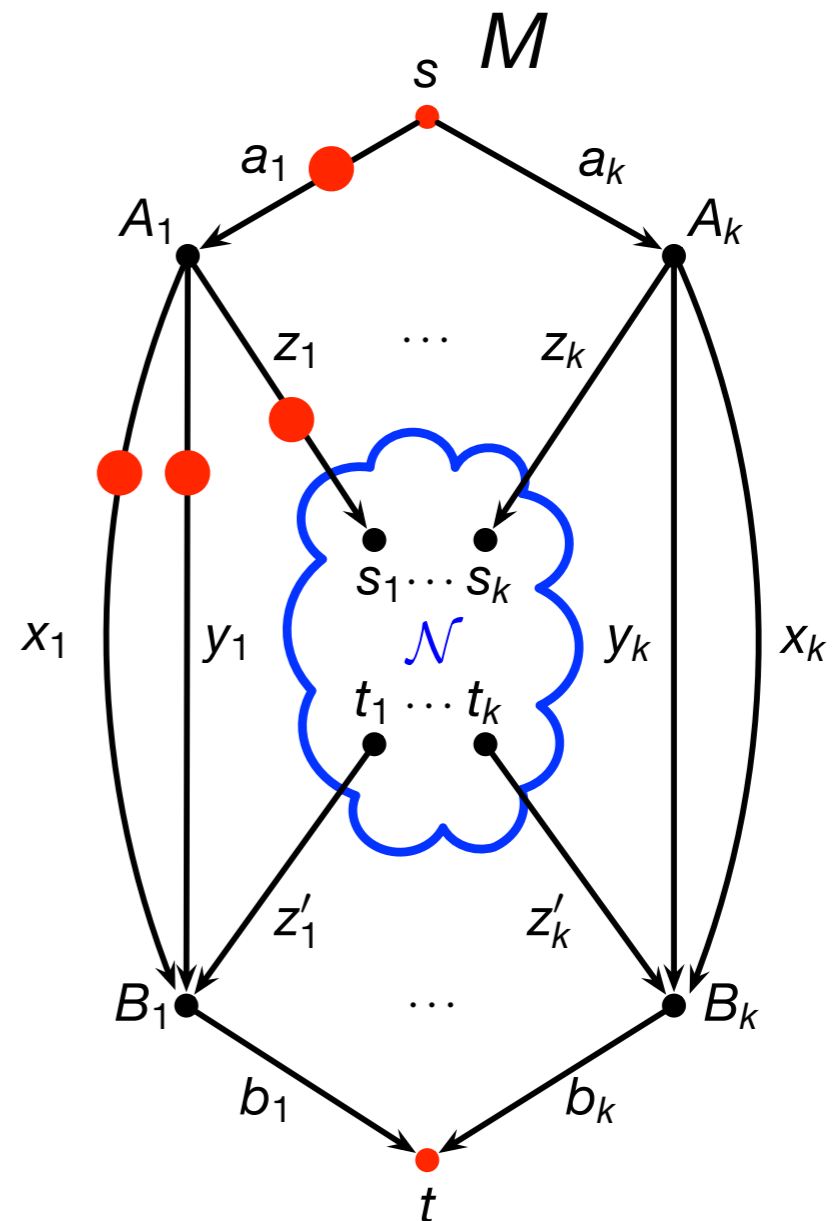
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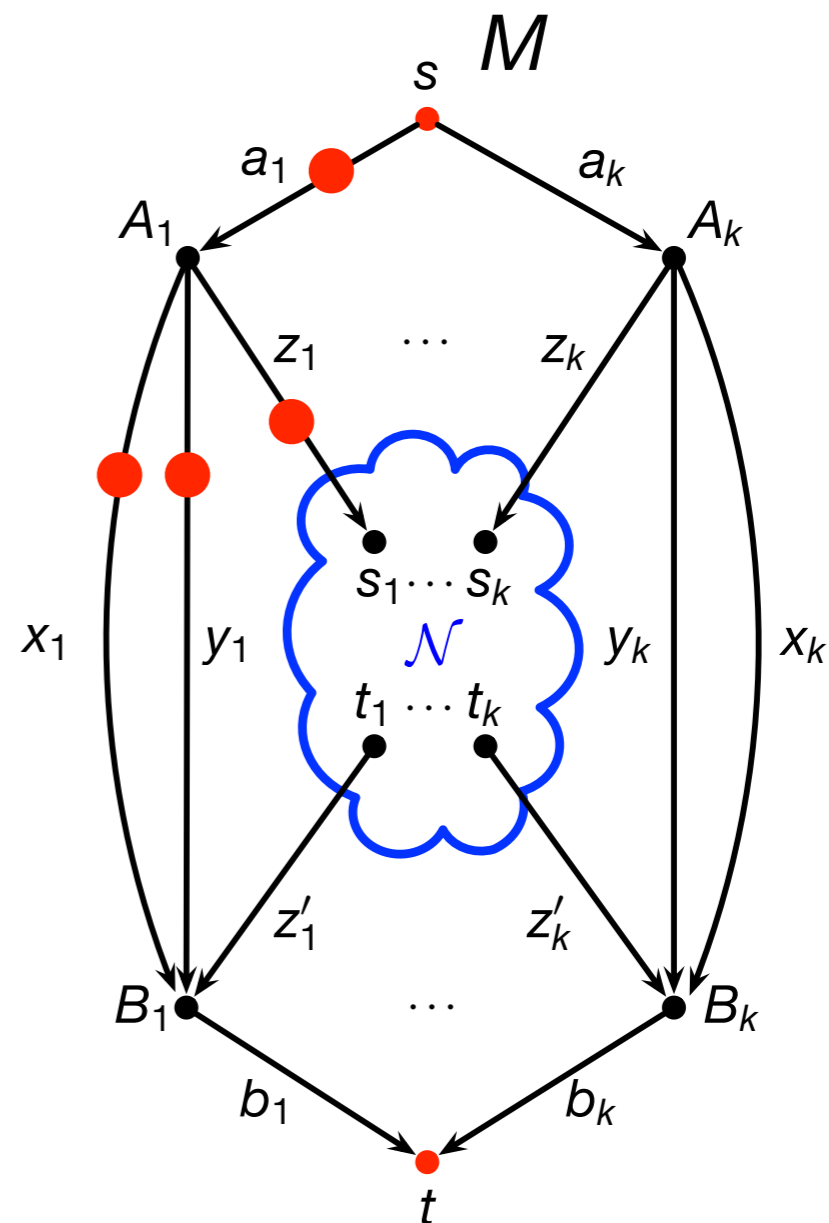
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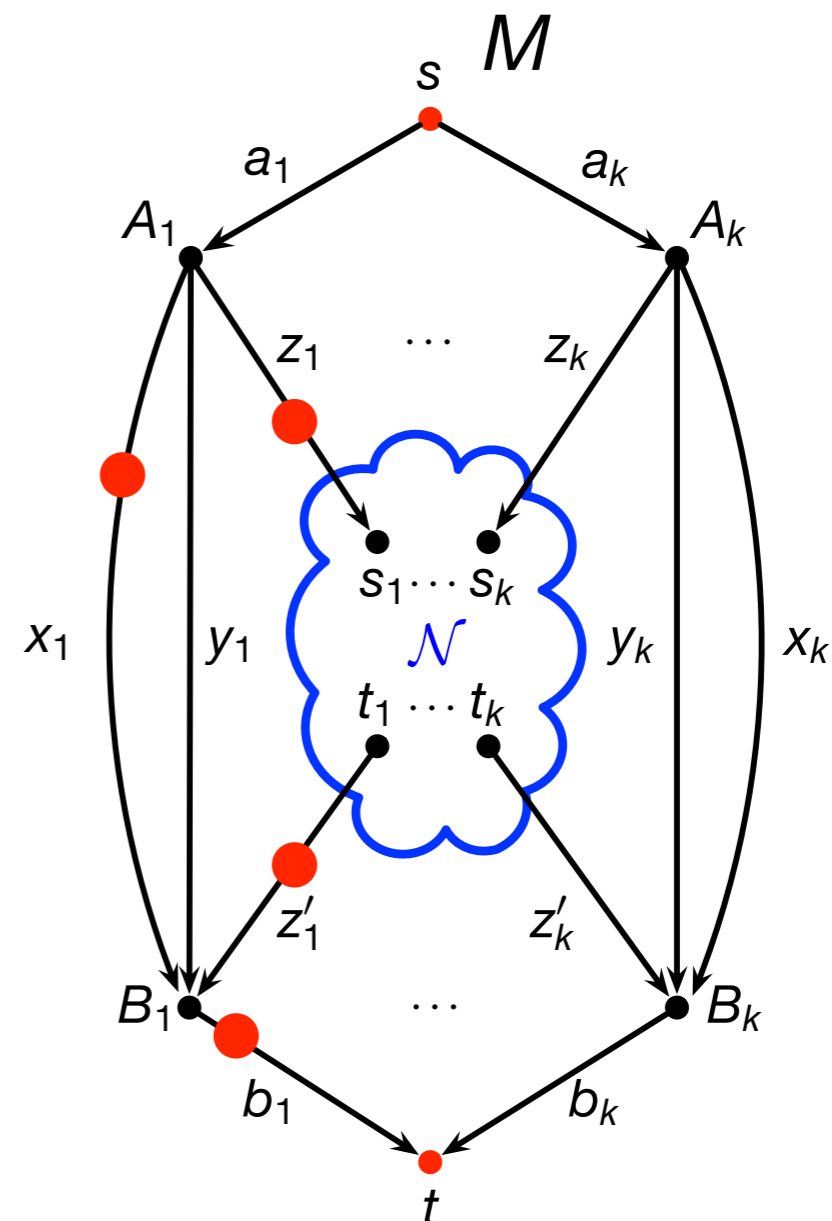
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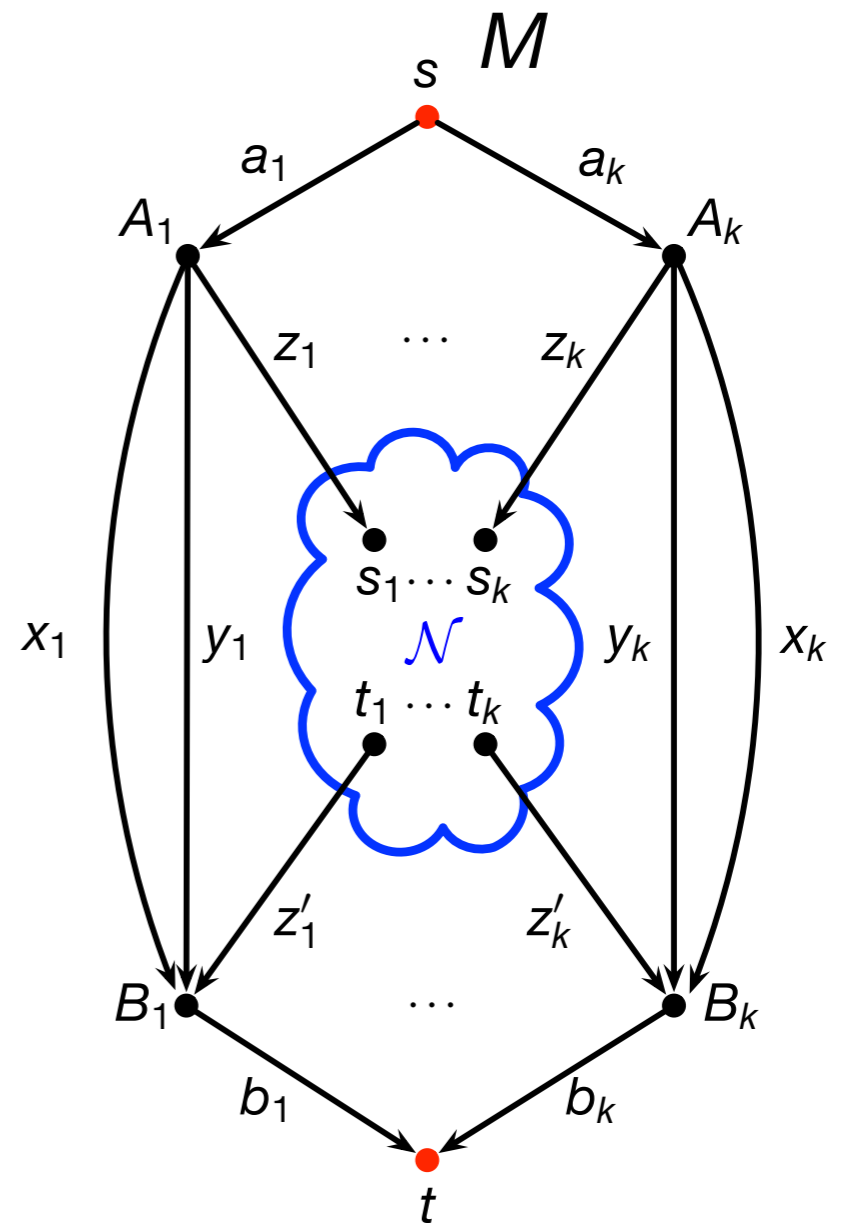
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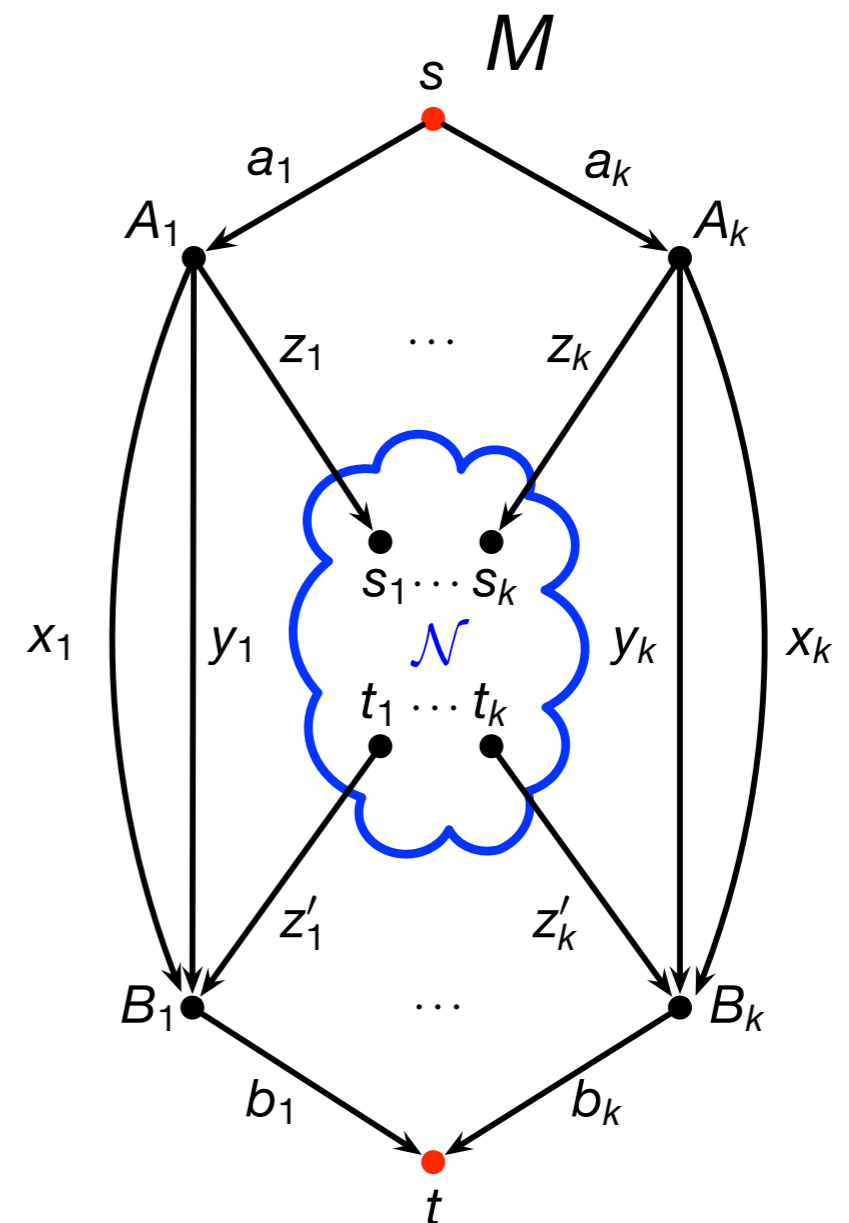
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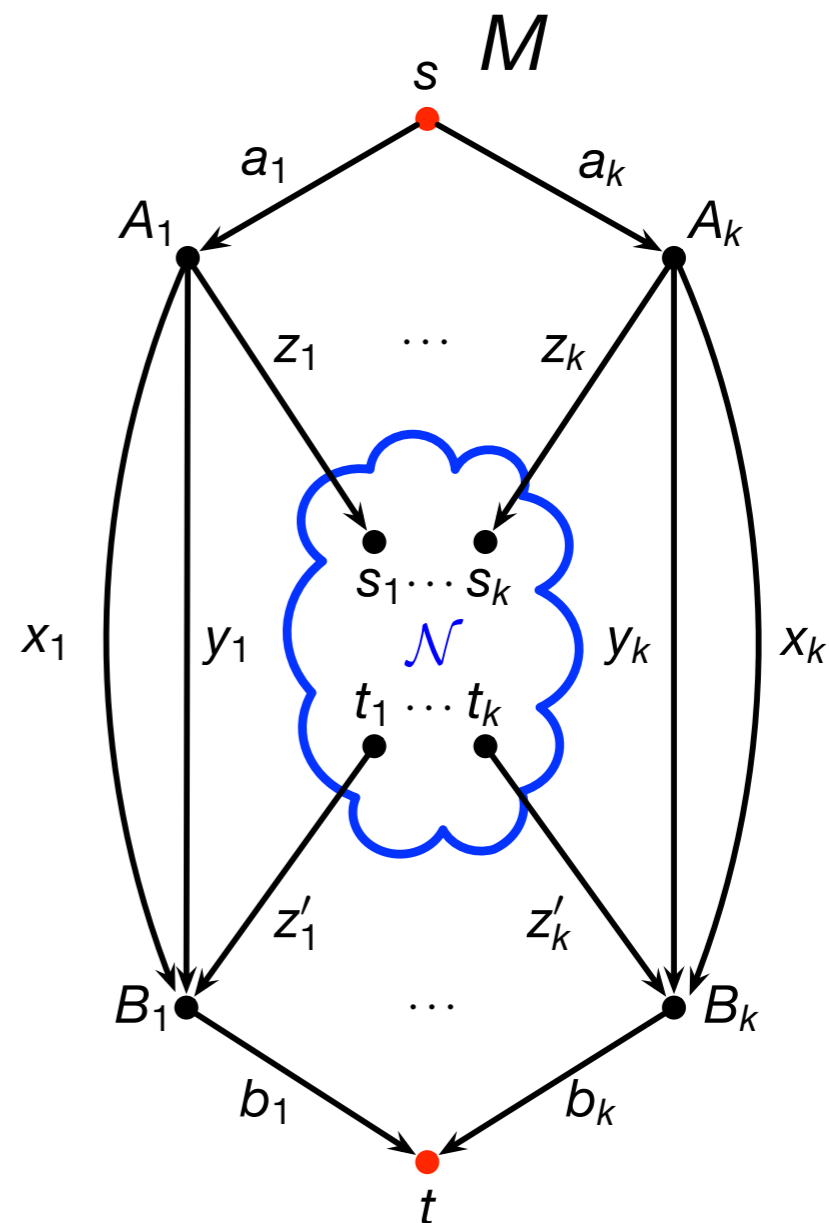
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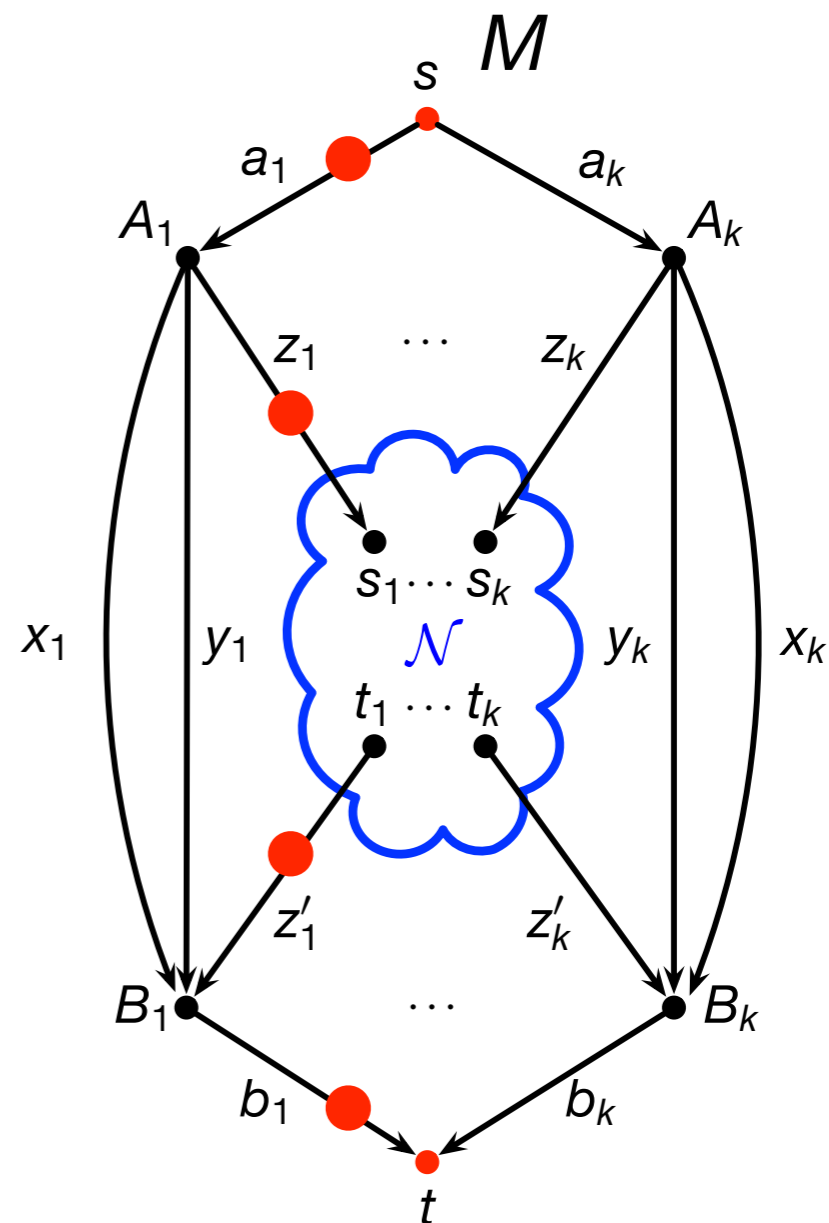
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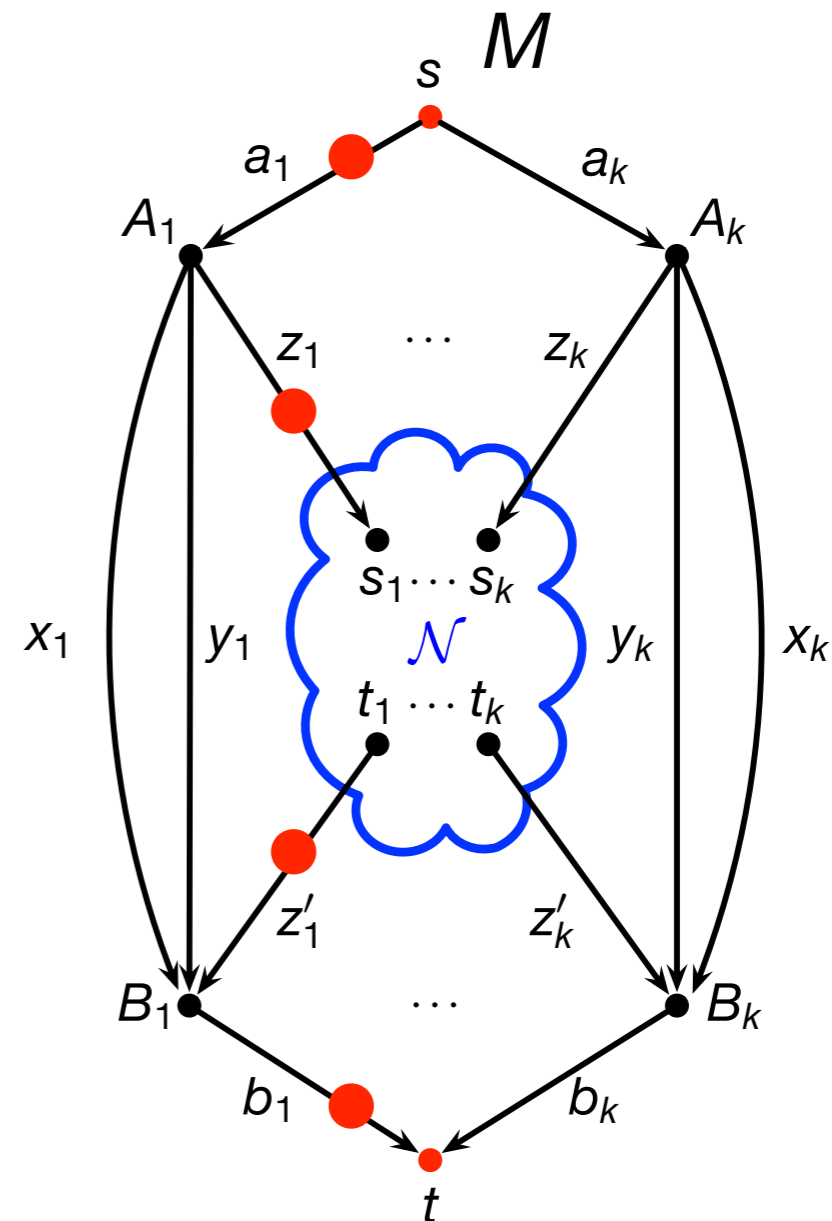
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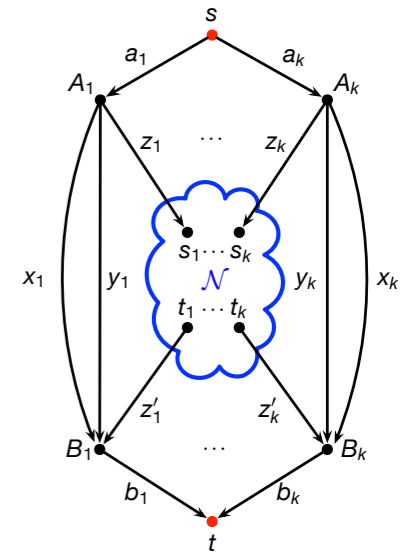
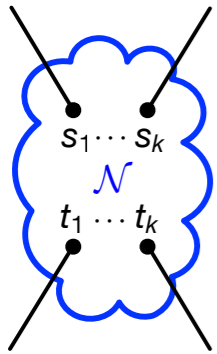
Asymptotic Error Case

Proof sketch:

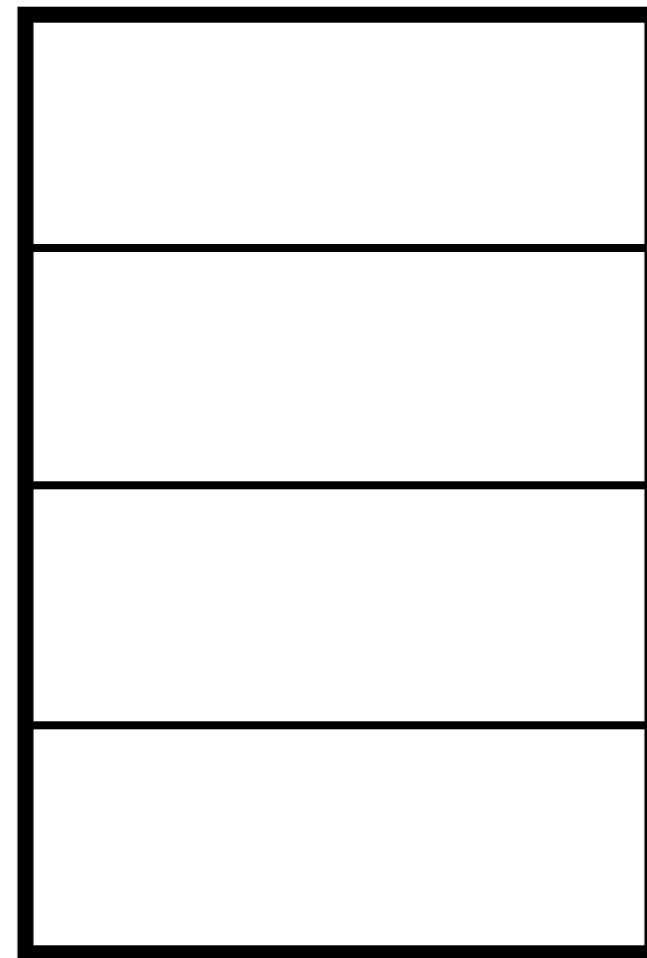
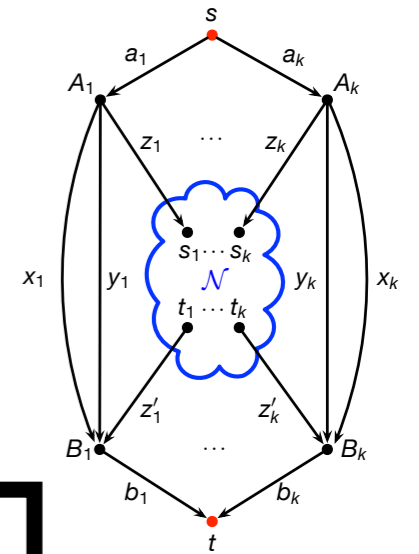
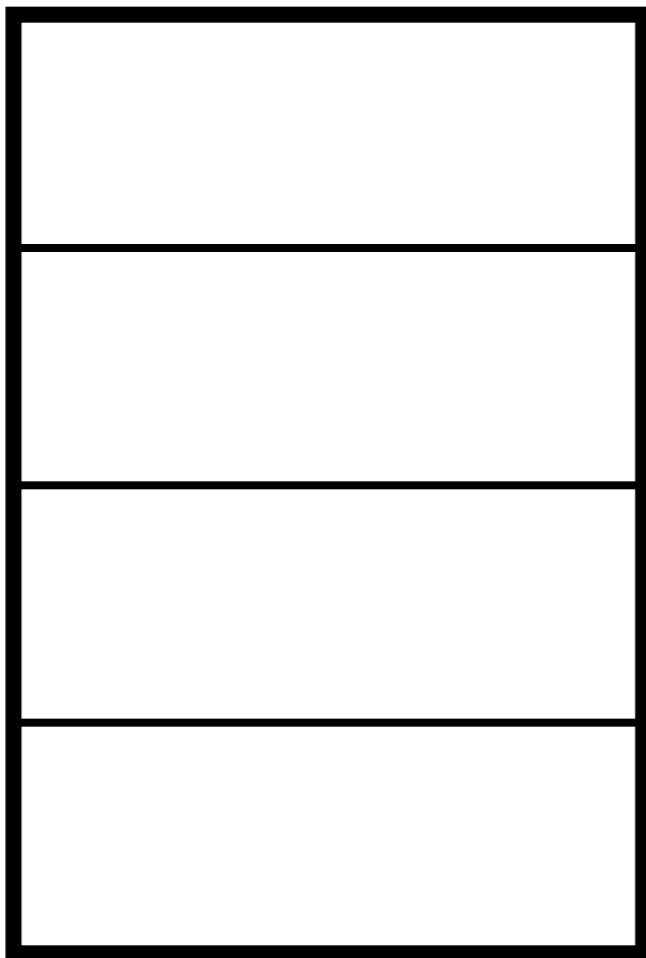
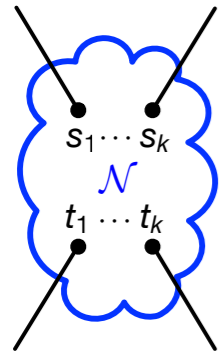
- Arguments are more complicated
- ← Essentially the same
- → We show:
 - ▶ $\lim_{n \rightarrow \infty, \epsilon \rightarrow 0} I(a_i; b_i)/n = 1$
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 - ▶ $\lim_{n \rightarrow \infty, \epsilon \rightarrow 0} I(b_i; z'_i)/n = 1$
- In summary: $\lim_{n \rightarrow \infty, \epsilon \rightarrow 0} I(z_i; z'_i)/n = 1$
- **Block codes:** MU with $\epsilon > 0$ possible



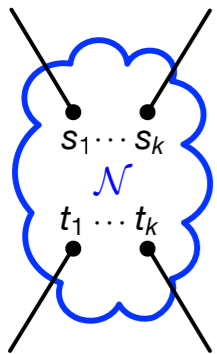
Current Understanding



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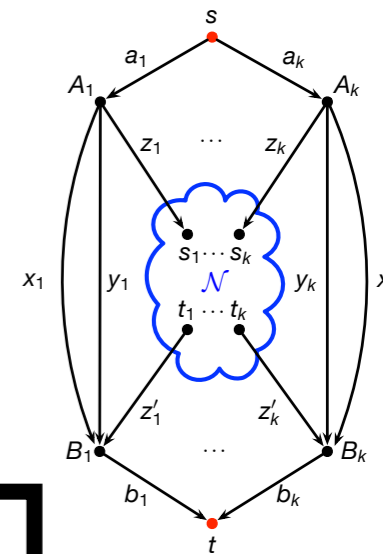
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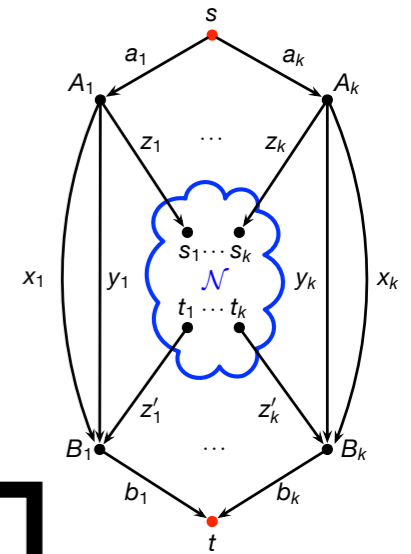
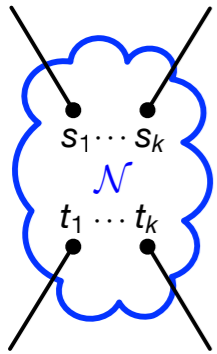
$(1, 1, \dots, 1)$ feasible
with zero error



Rate k feasible
with zero error



Current Understanding

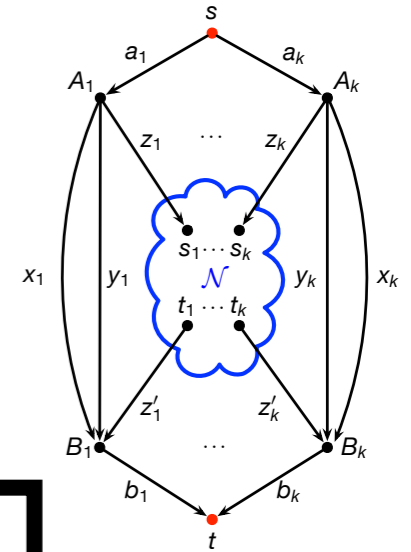
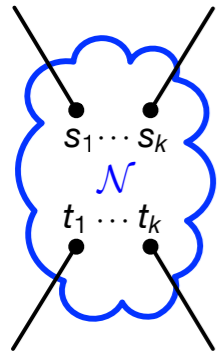


$(1, 1, \dots, 1)$ feasible with zero error
$(1, 1, \dots, 1)$ feasible with ϵ error



Rate k feasible with zero error
Rate k feasible with ϵ error

Current Understanding



$(1, 1, \dots, 1)$ feasible
with zero error

$(1, 1, \dots, 1)$ feasible
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$(1, 1, \dots, 1)$ asymp.
feasible, not exactly

$(1, 1, \dots, 1)$ **not**
asymp. feasible



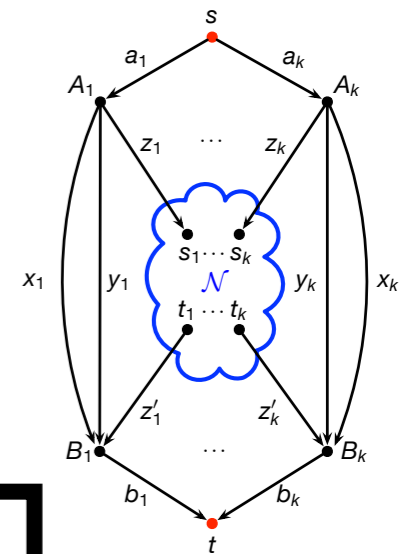
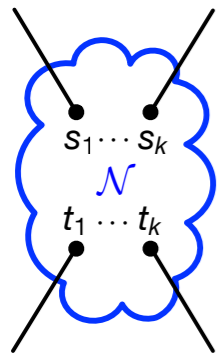
Rate k feasible
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Current Understanding



$(1, 1, \dots, 1)$ feasible with zero error	\longleftrightarrow	Rate k feasible with zero error
$(1, 1, \dots, 1)$ feasible with ϵ error	\longleftrightarrow	Rate k feasible with ϵ error
$(1, 1, \dots, 1)$ asymp. feasible, not exactly	\longleftrightarrow	Rate k asymp. feasible, not exactly
$(1, 1, \dots, 1)$ not asymp. feasible	\longleftrightarrow	Rate k not asymp. feasible

Theorem

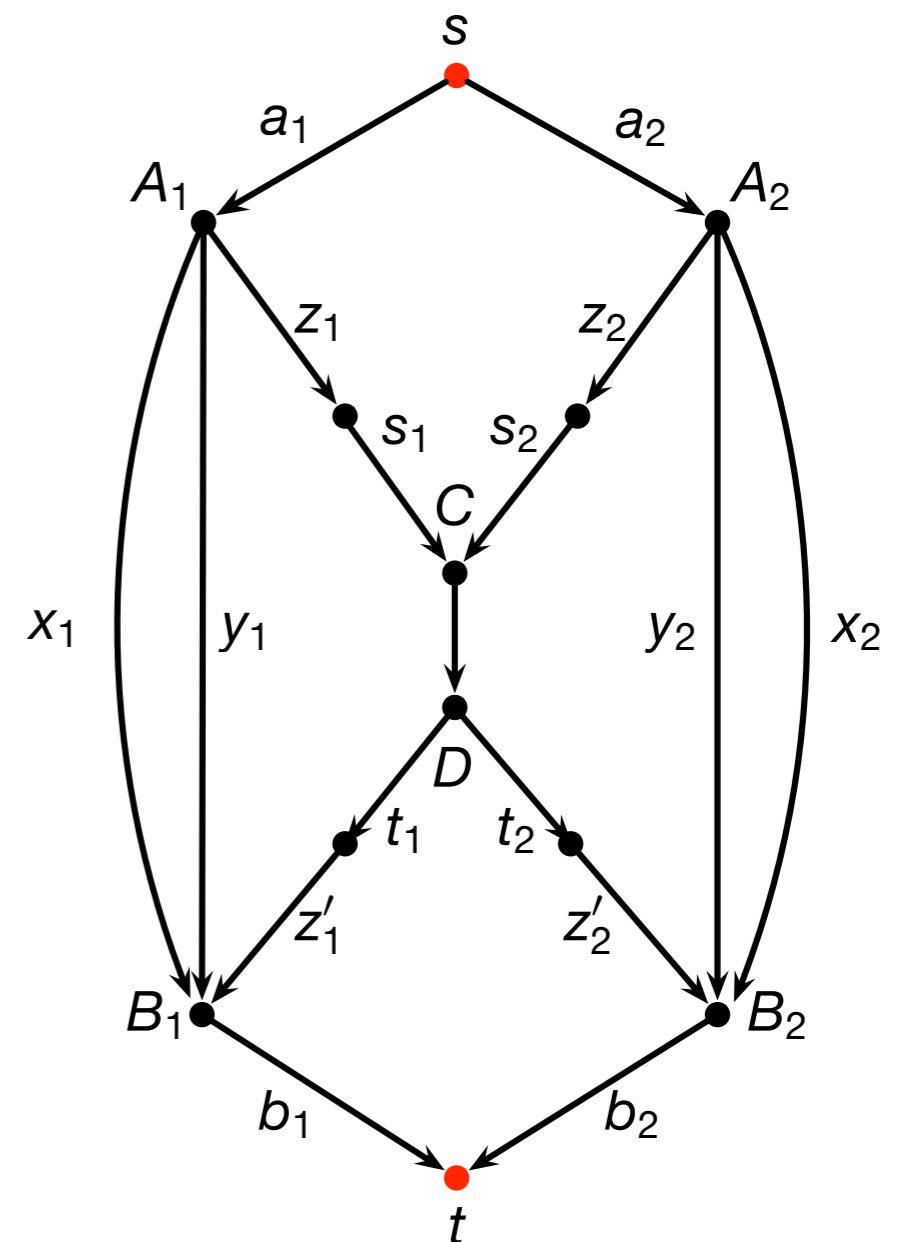
There exist networks \mathcal{N} and \mathcal{N}' such that rate k is asymptotically achievable on \mathcal{N}' but $(1, 1, \dots, 1)$ is not asymp. achievable on \mathcal{N} .

Infeasibility of Multiple Unicast

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Proof (constructive):



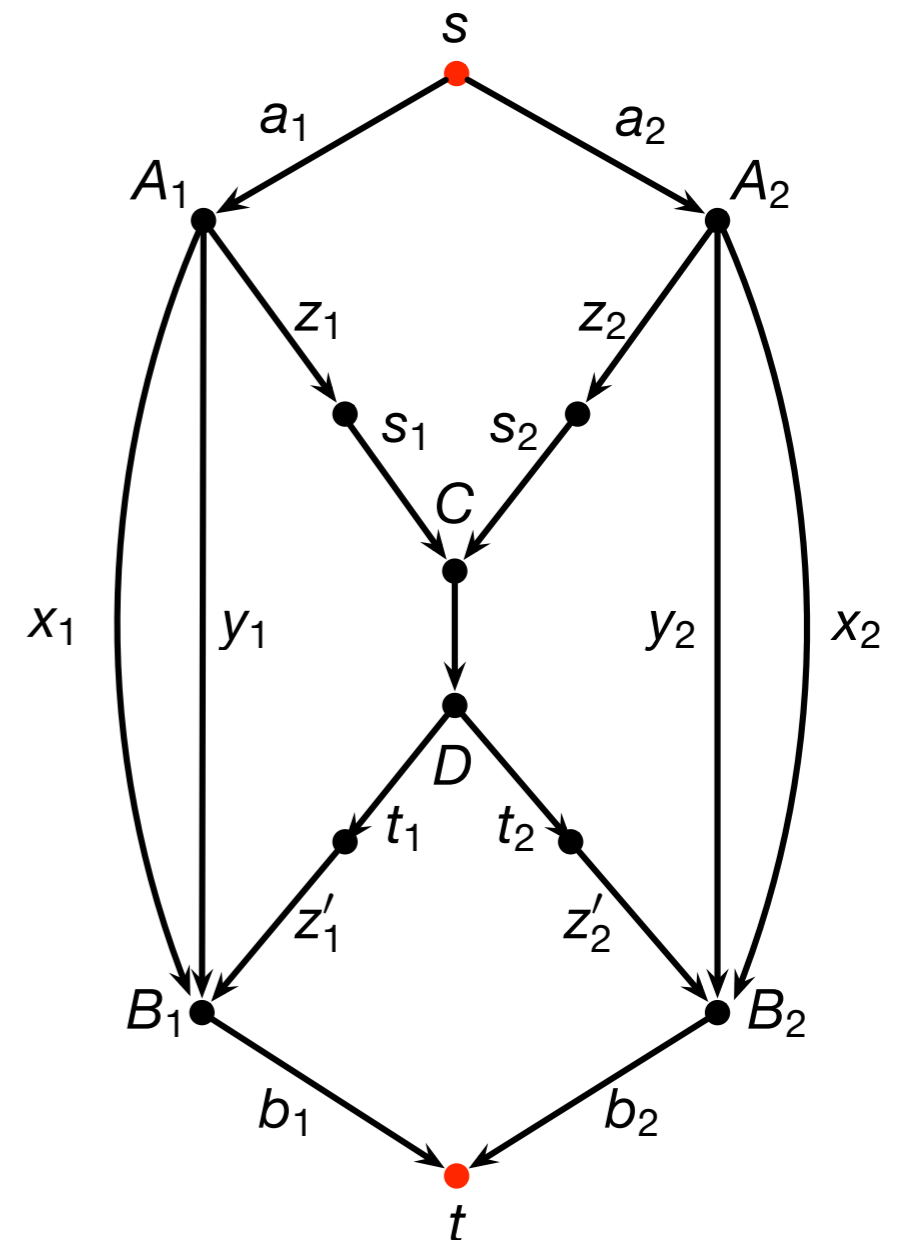
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- Unit capacity edges, messages $M = (M_1, M_2)$, $H(M_1) = H(M_2) = n-1$ bits, adversary can access one link
- Network code:



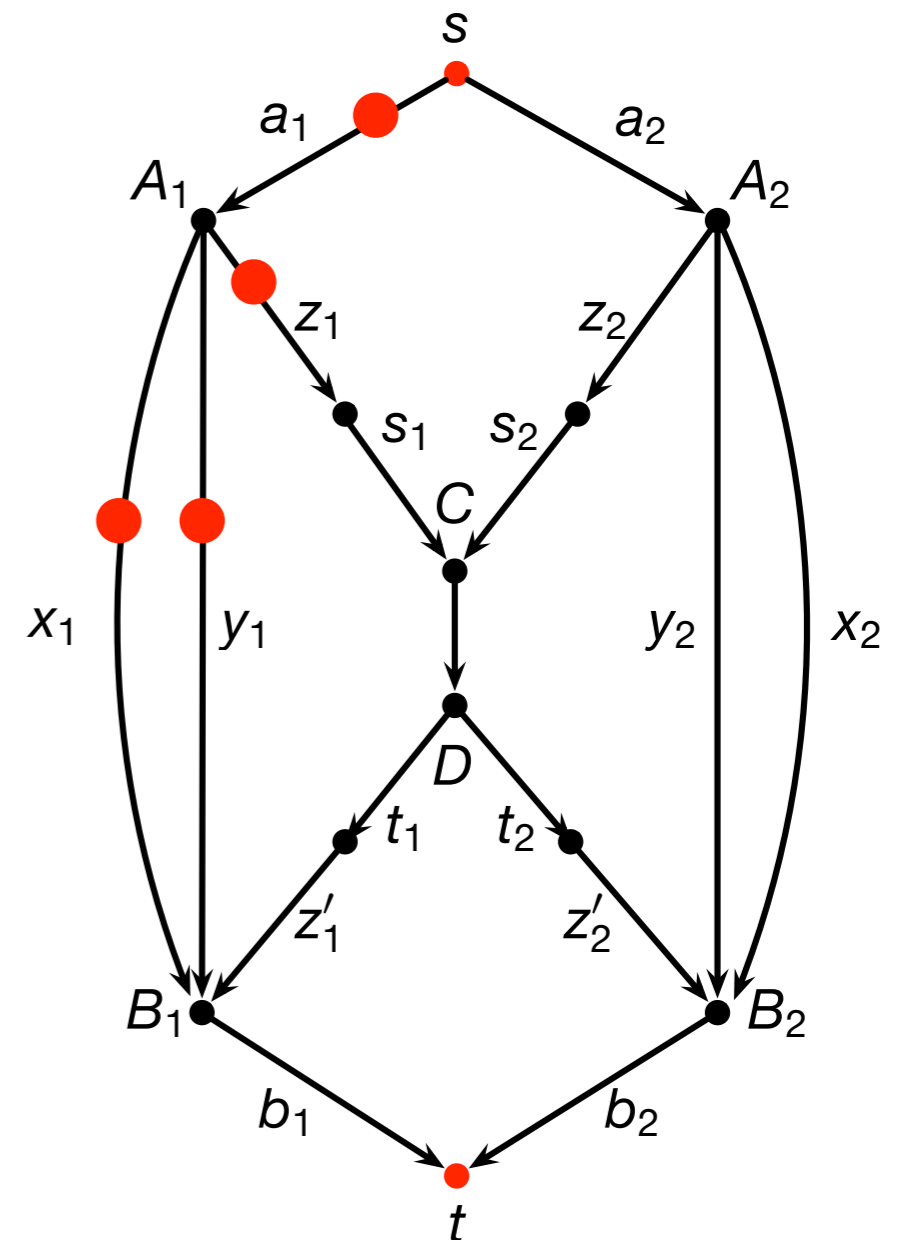
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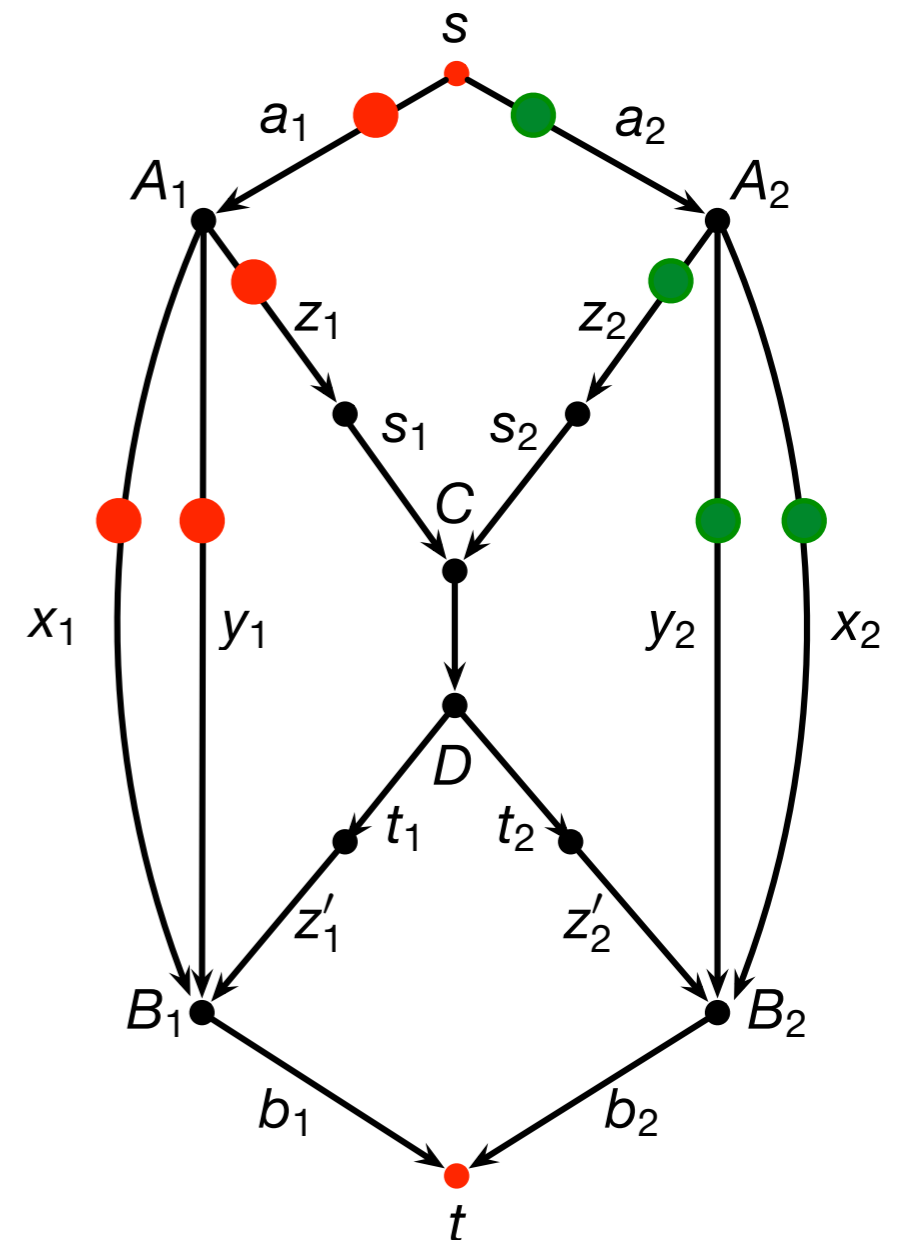
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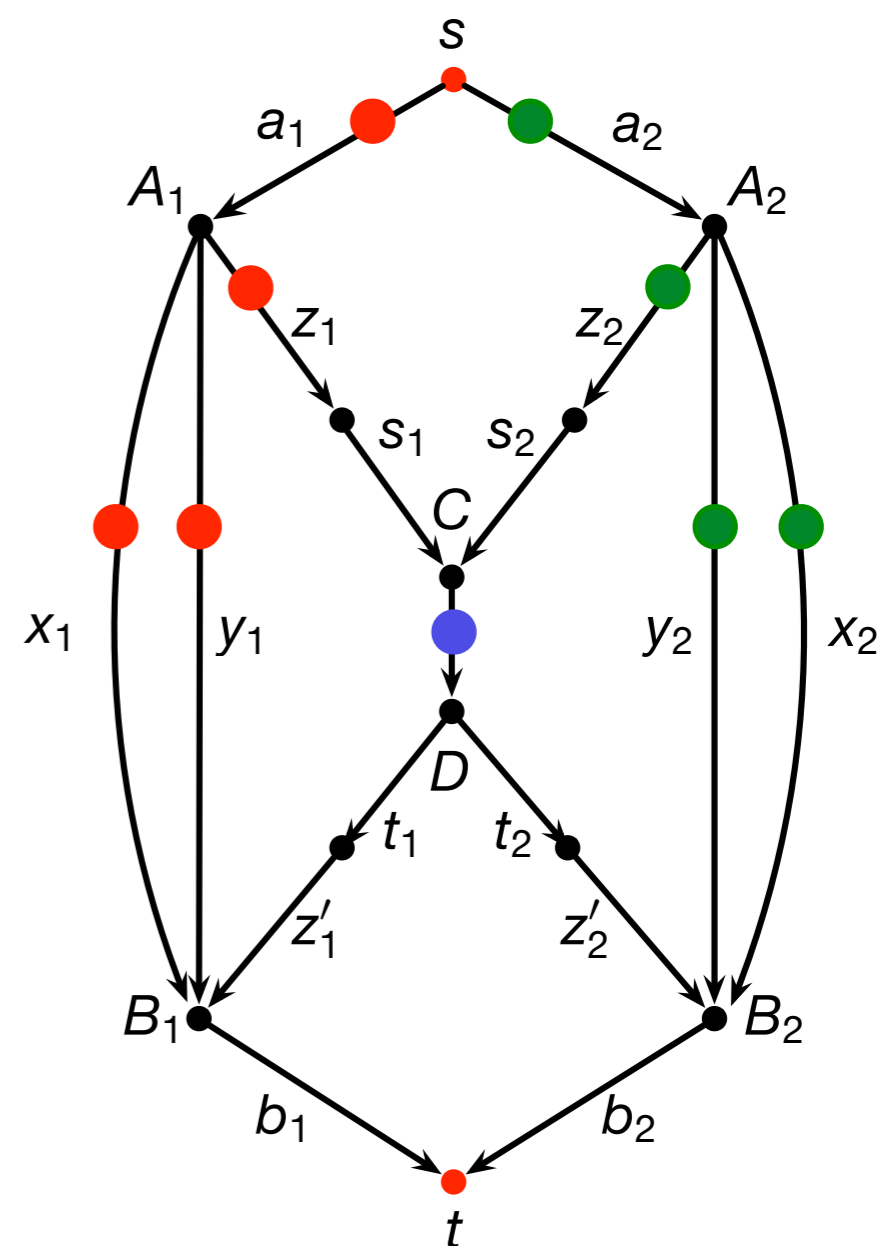
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$$z'_1(M) = z'_2(M) = M_1 + M_2$$

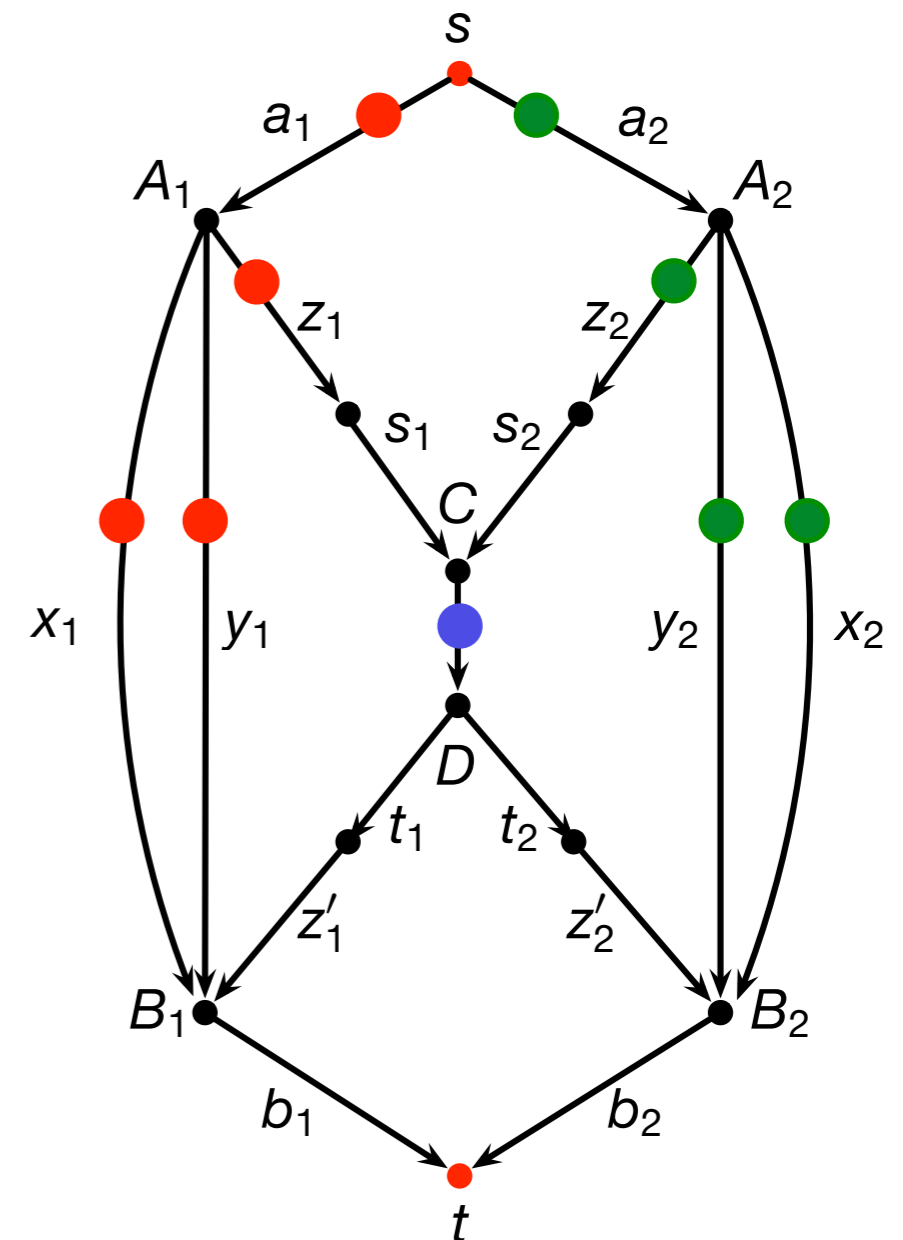


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Proof (cont.):



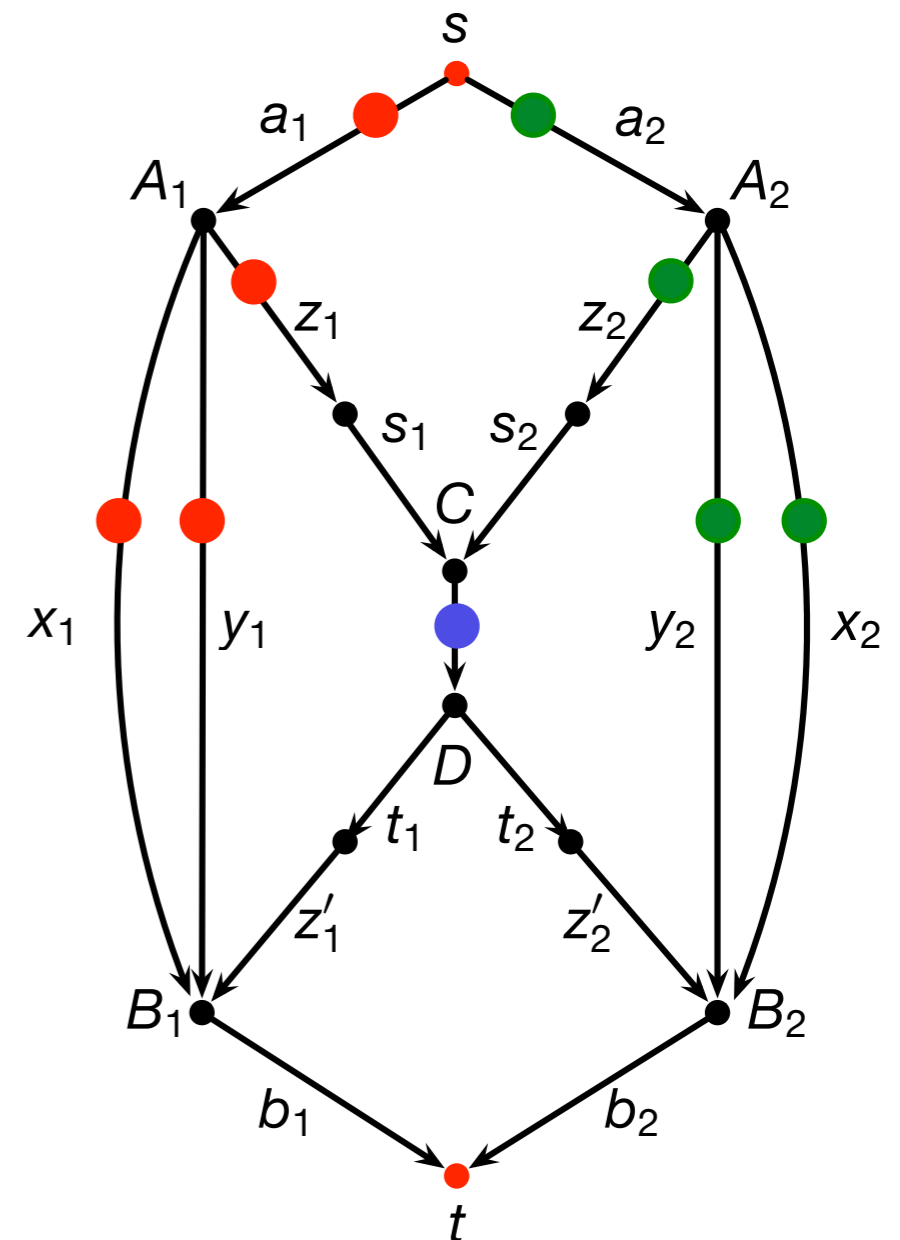
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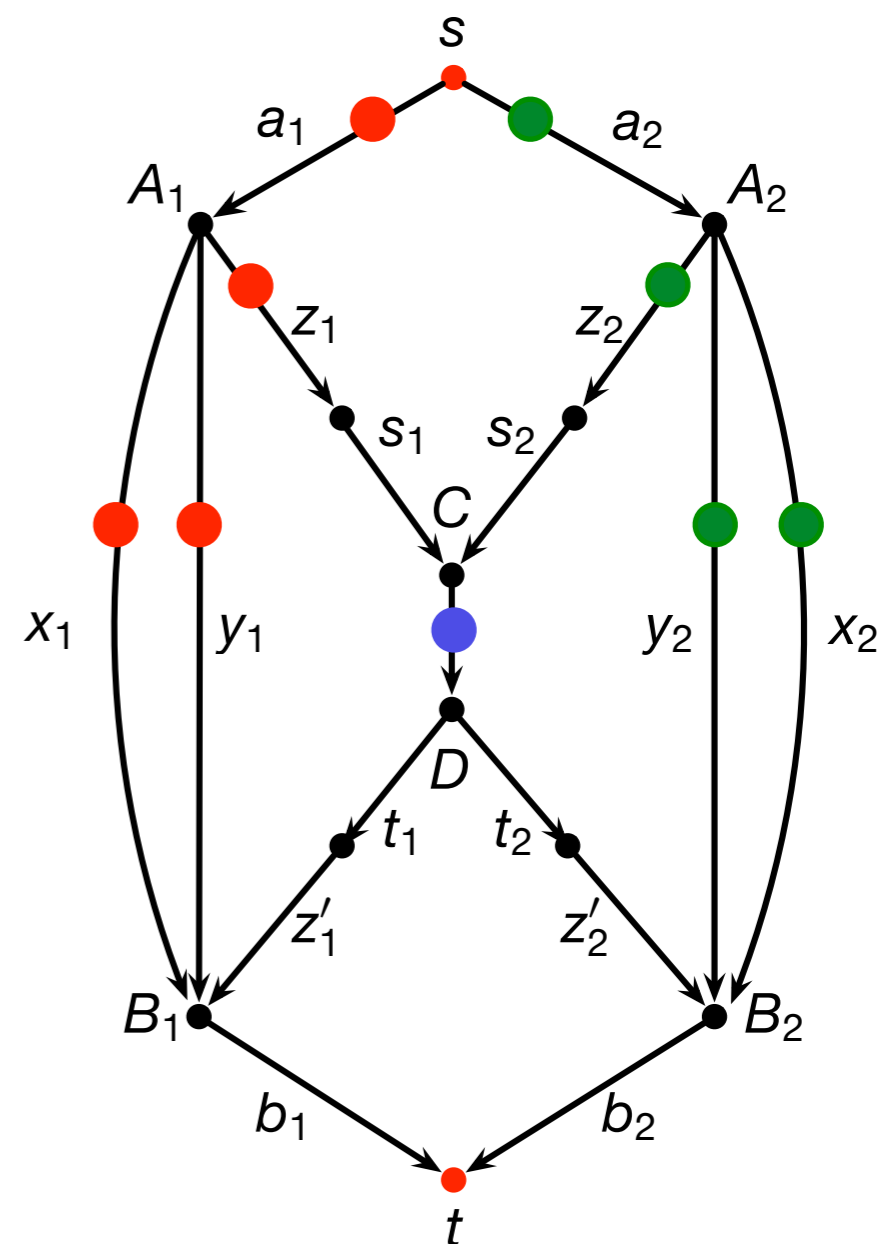
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- b_i reserves one bit to indicate if case 1 or 2 happens
- t is able to decode (M_1, M_2) correctly at asymptotic rate 2
- **Multiple unicast** with rate $(1, 1)$ is **not feasible**



Take Aways

- Error correction in a simple network setting
- Single-source network error correction is at least as hard as multiple-unicast (error-free) network coding
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- [Huang, Langberg, Kliewer, accepted for ISIT 2015]