# Introduction

Carmann von Vlarenau et al. (2024, preprint)

* Based on simulations, compression or anti-compression are optimal policies for noisy DMs depending on how resource-intensive the task is.
* The gain of signal processing is considered a finite resource (see pg 12).
* If the task is within resource processing limits (so that the gain of signal processing need not be limited), compression is optimal. If the task is resource-intensive (so that the gain of signal processing needs to be limited), then anti-compression is optimal.
* In an experiment with streams of numbers, authors find evidence of compression in less resource-intensive task and anti-compression in more resource-intensive task.
* Degree of (anti-)compression scales with how noisy the DM is.