

1 Week 1

1.1 Multiway paper

This week, I mainly worked on the Ahlswede's [2] paper. Here is a summary of what I did:

- The “ \sqrt{n} trick” is described in [1]. The idea behind the section F's 3 step algorithm is also described in previous works of Ahlswede. I will take a look at the referenced article next week.
- I think the section B. can be described more intuitively as follows:
 - Ω is the set of *terminals* which are basically the communication devices.
 - Γ is the set of *messengers* which can be viewed as a pair of transmitter and receiver. For each messenger γ , \mathcal{N}_γ is the set of messages that the transmitter and receiver communicate with.
 - For each terminal $\omega \in \Omega$, the set of transmitters on that terminal is denoted by \mathcal{A}_ω .
 - For each terminal $\omega \in \Omega$, the set of receiver on that terminal is denoted by \mathcal{B}_ω . — there is a typo in the definition given in the paper, the last \mathcal{B}_ω should be changed to ω .
 - For each terminal $\omega \in \Omega$, the set of available feedback lines is denoted by Φ_ω . — there is a typo here too, $\Phi_\omega \subset \Omega$ and not Γ .
 - The channel W is discrete and memoryless.

the given assumption can also be interpreted as follows

- $\mathcal{A}_\omega \cap \mathcal{B}_\omega = \emptyset$: because otherwise, the transmitter and receiver would be placed on the same terminal which makes communication via channel unnecessary.
 $\cup_{\omega \in \Omega} \mathcal{A}_\omega = \cup_{\omega \in \Omega} \mathcal{B}_\omega = \Gamma$: we can assume that each transmitter/receiver is placed only on one terminal.
 - If $|\mathcal{X}_\omega| = |\mathcal{Y}_\omega| = 1$, then terminal can not transmit or receive any information.
 - If $|\mathcal{X}_\omega|$ then the terminal can not send information, hence no transmitter should be placed on it. Similarly for receiving.
 - I did not fully understand what is logic behind A_4 but I guess that is related to relay channels, since the relays do not send or decode data.
 - $\omega \in \Phi_\omega$ every terminal should know what it received.
 - If $\gamma \in \mathcal{A}_\omega \cap \mathcal{B}_{\omega'}$, then the transmitter of γ is on ω and its receiver is on ω' . Then, all the information available at ω' is feedbacked to ω , i.e. $\Phi_{\omega'} \subset \Phi_\omega$.
 - Passive decoders do not need to transmit anything.
- On section C:
 - Randomized feedback is not explained, I don't see what makes them different than the stochastic feedback defined later.
 - “concatentation of strategies” after equation (1.6) is ambiguous.
 - Derivation of equation (1.8) might be something like the following, but I am not sure as the definition are not formal.

$$\begin{aligned}\mu(\mathcal{F}_{m+n}) &= \max_{f^{n+m} \in \mathcal{F}_{n+m}} H(Y^{n+m}(f^{n+m})) \\ &\geq \max_{f^{n+m} \in \mathcal{F}_n \times \mathcal{F}_m} H(Y^{n+m}(f^{n+m})) \\ &= \max_{f^n \in \mathcal{F}_n} \max_{f^m \in \mathcal{F}_m} H(Y^n(f^n), Y^m(f^m)) \\ &= \max_{f^n \in \mathcal{F}_n} \max_{f^m \in \mathcal{F}_m} H(Y^n(f^n)) + H(Y^m(f^m)) \\ &= \mu(\mathcal{F}_n) + \mu(\mathcal{F}_m)\end{aligned}$$

I used independence in the second and the third line.

- Given the above inequality, $\mu(\mathcal{F}_n) \geq n\mu(\mathcal{F}_1)$ and therefore

$$\mu((\mathcal{F}_n)_{n=1}^\infty) = \lim_{n \rightarrow \infty} \frac{1}{n\mu(\mathcal{F}_n)} \leq \lim_{n \rightarrow \infty} \frac{1}{n^2\mu(\mathcal{F}_1)} = ?0$$

and since $\mu \geq 0$, then $\mu = 0$??!.

- I skimmed the remaining sections. I am not sure how the mystery number μ is related to the 3-step algorithm.

1.2 Randomized prime

I also worked on the randomized prime generation idea. Consider the following algorithm Instead of checking

Algorithm 1: Generating random primes

```

input :  $n, t$ 
output: A uniform  $n$ -bit prime
for  $i = 1 \rightarrow t$  do
   $p \leftarrow \{0, 1\}^n$ 
  if  $p$  is prime then
    return  $p$ 
  end
end
return  $\perp$ 

```

that p is a prime, we can check if p passes the Miller-Rabin test or not, which is more efficient – running in $O(n^3)$ rather than in $O(2^n)$ for a simple primality test, or $\tilde{O}(n^6)$ for AKS primality test. By applying the Miller-Rabin test multiple times, the probability of error (a composite number passes the test) decreases rapidly. Moreover, by letting n to be large enough (an asymptotic formula can be derived from the Prime Number Theorem), we can be sure that π_K can be represented by n -bits, and therefore our analysis for the 3-step algorithms remains unchanged.

For the next week I am going to do a more thorough derivation of the above idea and implement it.

2 Week 2

Add the randomized prime generation and a testing python code to plot the error rate.

3 Week 3

3.1 The simulation code

3.1.1 Channel class

```

typedef function<uint64_t(uint64_t)> ChannelFunc;
typedef uint64_t chnl_output;
typedef uint64_t chnl_input;
class Channel
{
private:
  uint64_t x, y; /* size of the input and output alphabet
    X = {1, 2, ... , x} , Y = {1, 2, ... , y} */
  ChannelFunc* f; // the randomized function of channel

public:
  Channel(uint64_t x, uint64_t y, ChannelFunc* f);
  ~Channel();
  chnl_output transmit(chnl_input symb); // returns the result of
    transmission of symb
};

```

The `channel` class models a discrete memoryless channel. The `ChannelFunc` is a function that takes an input character – the characters are modeled as indices – and returns an output character. This function might be randomized as well. In fact the channel's transition matrix W should be implemented in `ChannelFunc` and be given as input to the constructor. It was wiser to let indices start from 0 and I will refactor the code.

The `transmit` method simply calls the `ChannelFunc` `f` on the given symbol.

3.1.2 Identification class

```
typedef function<vector<chnl_input>* (uint64_t)> ID_EncodingFunction; //
encoder
typedef function<uint64_t (const vector<chnl_output> &)>
ID_DecodingFunction; //decoder
typedef pair<ID_EncodingFunction* ,ID_DecodingFunction*> ID_Code;

class IdentificationCode
{
private:
    uint64_t N; // number of messages N = {1, 2, ... , N}
    uint64_t n; // block length

    ID_EncodingFunction* encoder;
    ID_DecodingFunction* decoder;
    double first_error ;
    double second_error;
    bool valid_construction;

public:
    IdentificationCode(uint64_t N, uint64_t n);
    ~IdentificationCode();
    void constructID_Code(const Channel & C, function<ID_Code* (const
        Channel &,uint64_t,uint64_t)> construction_method);
    uint64_t getN();
    uint64_t getn();
    double getFirstKindError();
    double getSecondKindError();
    vector<chnl_input>* encode(uint64_t message);
    uint64_t decode(const vector<chnl_output> &received);
};
```

This class models an identification code for a given channel `C`. The construction of the codes is done by `constructID_Code` which takes a `construction_method` to do the job. The `encoder` is a function that takes a message and encodes to a block of channel's input character. The `decoder` returns the **number of identified messages**. Under a uniform distribution on messages, the second error rate – false identification – is equal to the number of identified messages divided by the number of messages N . I have not implemented the `getFirstKindError` and `getSecondKindError` yet.

There is a similar `transmission` class which is supposed to model transmission codes. I added this class because of the constructions in [1] and [5] that use transmission codes. However, I have only implemented the 3-step algorithm so far.

3.1.3 Codes class

```
ID_Code* NoiselessBSC_ID(const Channel &C, uint64_t N, uint64_t n); // the
3 step coding scheme
```

For now it only implements the 3-step algorithm.

3.1.4 Simulate class

```
double simulate(Channel & C,uint64_t N , uint64_t n , function<ID_Code* (
    const Channel &,uint64_t,uint64_t)> construction_method);
```

```
/* randomly generate a messages from N= {1,2, ... , N} and transmit it
over the given channel with the given code*/
```

It takes as input a Channel `C` and a identification code constructor `construction_method` then, it simulates the transmission of a message over channel. For now, it outputs the second error rate of the Identification code.

3.1.5 main

```
int main(int argv, char *argc[])
{
    Channel noiselessBSC = Channel(2, 2, new ChannelFunc([](chnl_input x)
                                                    { return x; }));
    file_address = (argv >= 2) ? argc[1] : "C:/Users/Emad_Zinoghli/Desktop/
Codes/IdentificationChannel/logs/log-default.txt";
    uint64_t N = (argv >= 3) ? atoi(argc[2]) : 10000;
    uint64_t n = (argv >= 4) ? atoi(argc[3]) : 0;
    uint64_t m = (argv >= 5) ? atoi(argc[4]) : 15;
    random_seed = (argv >= 6) ? argc[5] : "";
    double avg_error = 0;

    for (uint64_t i = 0; i < 10; i++)
    {
        avg_error += simulate(noiselessBSC, N, n, NoiselessBSC_ID);
    }
    cout << avg_error / m;
    *getOutputStream() << "End" << endl;
    getOutputStream()->close();
    return 0;
}
```

The `main` method takes some optional inputs

1. Address of a file for logging.
2. The parameter N , the number messages.
3. The parameter n , the block size – for 3-step algorithm is not important.
4. The parameter m , the number of simulations.
5. A random seed for initializing the random generator.

3.2 Random Prime Generation

The pseudocode of our prime generation algorithm is

Algorithm 2: pseudocode

```
input : positive integers  $m, s, k$ 
output: A uniformly chosen odd prime less than or equal to  $m$ 
for  $i = 1 \rightarrow s$  do
     $n \leftarrow \{3, 5, \dots, m\}$ 
    if  $Miller\_Rabin(n, k)$  is PRIME then
        return  $n$ 
    end
end
return 23
```

Instead of returning \perp when all of the randomly chosen numbers are COMPOSITE, it returns 23. There-

fore, the probability of finding no prime number is

$$\begin{aligned}
\mathbb{P}\{\perp\} &= \mathbb{P}\{M_R(n_1, k) = \text{COMPOSITE}, \dots, M_R(n_s, k) = \text{COMPOSITE}\} \\
&= \prod_{i=1}^s \mathbb{P}\{M_R(n_i, k) = \text{COMPOSITE}\} \\
&= \prod_{i=1}^s \mathbb{P}\{n_i \text{ is composite}\} \\
&= \prod_{i=1}^s (1 - \mathbb{P}\{n_i \text{ is prime}\}) \\
&\approx \prod_{i=1}^s \left(1 - \frac{1}{\ln m}\right) \\
&= \left(1 - \frac{1}{\ln m}\right)^s
\end{aligned}$$

where we used the fact that $\frac{\pi(m)}{m} \approx \frac{1}{\ln m}$ asymptotically by prime number theorem [3]. From Theorem 31.39 of [4] and its following analysis, for moderate values of $s \approx 3$, the probability of error is negligible. That is, if the algorithm returns a number – not \perp – then it is most likely a prime. Then, the number of iteration to get a prime number is about

$$\begin{aligned}
\mathbb{P}\{\perp\} &\leq \frac{1}{2} \\
\implies s \lg \left(1 - \frac{1}{\ln m}\right) &\leq -1 \\
\implies s &\geq \frac{-1}{\lg \left(1 - \frac{1}{\ln m}\right)} \\
\implies s &\geq \frac{-\ln 2}{\ln \left(1 - \frac{1}{\ln m}\right)}
\end{aligned}$$

note that $\ln(1 - \frac{1}{x}) \approx -\frac{1}{x}$ for large enough x

$$\implies s \geq \ln m \ln 2 = \ln^2 2 \lg m$$

which means that s is in the order of number of bits of m .

4 Week 4

Identification is a communication paradigm introduced by Ahlswede [1]. In identification schemes, in essence, the receiver wants to know whether a certain message has been send or not. This is in contrast to the Shannon's transmission paradigm where the receiver wants to know the content of the message.

More formally, the send and receiver both have the message set \mathcal{M} and the receiver is interested in message $m \in \mathcal{M}$. Ofcourse, when the sender knows m , he can send a bit to indicate that he intends to send m or not. We may then assume that sender does not know m .

This problem can be trivially addressed by transmission codes, the receiver decodes the received code to \hat{m} and then decides if $\hat{m} = m$. However, the Ahlswede's identification codes require exponentially shorter blocklength to identify the same number of messages. This improvement is achieved mainly by relaxing the condition that the decoding sets need be disjoint. By allowing the decoding sets to have slight overlap, Ahlswede [1] has shown that there exists coding schemes that can identify $2^{2^{n^C}}$ messages where C is the Shannon capacity of the DMC channel.

There are two kinds of errors associated with an identification scheme. The first kind happens when the sender sends m but the receiver fails to identify it and hence *misses* the identification. The second kind happens when the sender send $m' \neq m$ and the receiver *falsely* identifies m instead.

Definition 1 (Identification code). *An identification code $n, N, \lambda_1, \lambda_2$ for a DMC channel $\mathcal{W}(\mathcal{X}^n | \mathcal{Y}^n)$ is a set $\{Q(\cdot|i), \mathcal{D}_i\}_{i \in [N]}$ where $Q(\cdot|i)$ is a distribution over \mathcal{X}^n to that encodes i – for determinstic encoder*

$Q(x_i|i) = 1$ for some $x_i \in \mathcal{X}^n$, and $\mathcal{D}_i \subset \mathcal{Y}$ is the decoding set of i . The first and second kind errors are bounded by λ_1 and λ_2 , respectively.

$$\sum_{x^n \in \mathcal{X}^n} Q(x^n|i)W^n(\mathcal{D}_i^c|x^n) \leq \lambda_1$$

$$\sum_{x^n \in \mathcal{X}^n} Q(x^n|j)W^n(\mathcal{D}_i|x^n) \leq \lambda_1$$

References

- [1] R. Ahlswede and G. Dueck. Identification via channels. *IEEE Transactions on Information Theory*, 35(1):15–29, 1989.
- [2] R. Ahlswede and B. Verboven. On identification via multiway channels with feedback. *IEEE Transactions on Information Theory*, 37(6):1519–1526, 1991.
- [3] Tom M. Apostol. *Introduction to Analytic Number Theory*. Springer New York, 1976.
- [4] Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein. *Introduction to Algorithms, Third Edition*. The MIT Press, 3rd edition, 2009.
- [5] S. Verdú and V.K. Wei. Explicit construction of optimal constant-weight codes for identification via channels. *IEEE Transactions on Information Theory*, 39(1):30–36, 1993.