

Random Permutation Codes

Lossless Source Coding of Non-Sequential Data

Daniel Severo



The Edward S. Rogers Sr. Department
of Electrical & Computer Engineering
UNIVERSITY OF TORONTO



**VECTOR
INSTITUTE**

Advisors: Ashish Khisti and Alireza Makhzani

October 7, 2024

Outline

1. Motivation
2. Problem setting
3. Random Order Coding
4. Multisets as Equivalence Classes
5. Combinatorial Random Variables
6. Applications

Papers

- (NeurIPS 2024) Severo, Khisti, Makhzani. *Random Cycle Coding: Lossless Compression of Cluster Assignments via Bits-Back Coding*.
- (Under Review) Severo, Su, Liu, Johnson, Karrer, Van den Broeck, Muckley, Ullrich. *Enhancing and Evaluating Probabilistic Circuits for High-Resolution Lossless Image Compression*.
- (NeurIPS 2024) Kunze, Severo, Zani, van de Meent, Townsend. *Entropy Coding of Large Unordered Data Structures*.
- (ICLR 2024) Severo, Theis, Ballé. *The Unreasonable Effectiveness of Linear Prediction as a Perceptual Metric*. <https://arxiv.org/abs/2310.05986>
- (ICLR 2024) Kunze, Severo, Zani, van de Meent, Townsend. *Entropy Coding of Unordered Data Structures*. **Oral (top 12% of accepted papers at ICML NCW Workshop)**. <https://openreview.net/forum?id=afQuNt3Ruh>
- (ICML 2023) Neklyudov, Brekelmans, Severo, Makhzani. *Action Matching: A Variational Method for Learning Stochastic Dynamics from Samples*. <https://arxiv.org/abs/2210.06662>
- (ICML 2023) Severo, Townsend, Khisti, Makhzani. *Random Edge Coding: One-Shot Bits-Back Coding of Large Labeled Graphs*. <https://arxiv.org/abs/2305.09705>
- (JSAIT 2023) Severo, Townsend, Khisti, Makhzani, Ullrich. *Compressing Multisets with Large Alphabets using Bits-Back Coding*. **Best Paper Award at NeurIPS DGM Workshop 2021**. <https://arxiv.org/abs/2107.09202>
- (ICASSP 2022) Domanovitz, Severo, Khisti, Yu. *Data-Driven Optimization for Zero-Delay Lossy Source Coding with Side Information*. <https://ieeexplore.ieee.org/document/9747823>
- (ICML 2021) Ruan*, Ullrich*, Severo*, Townsend, Khisti, Doucet, Makhzani, Maddison. *Improving Lossless Compression Rates via Monte Carlo Bits-Back Coding*. **Long Talk (top 15% of accepted papers)**. <https://arxiv.org/abs/2102.11086>
- (BSC 2021) Severo, Elad Domanovitz, Ashish Khisti. *Regularized Classification-Aware Quantization*. <https://arxiv.org/abs/2107.09716>

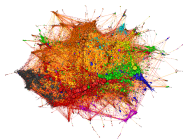
Papers

- (NeurIPS 2024) Severo, Khisti, Makhzani. *Random Cycle Coding: Lossless Compression of Cluster Assignments via Bits-Back Coding*.
- (Under Review) Severo, Su, Liu, Johnson, Karrer, Van den Broeck, Muckley, Ullrich. *Enhancing and Evaluating Probabilistic Circuits for High-Resolution Lossless Image Compression*.
- (NeurIPS 2024) Kunze, Severo, Zani, van de Meent, Townsend. *Entropy Coding of Large Unordered Data Structures*.
- (ICLR 2024) Severo, Theis, Ballé. *The Unreasonable Effectiveness of Linear Prediction as a Perceptual Metric*. <https://arxiv.org/abs/2310.05986>
- (ICLR 2024) Kunze, Severo, Zani, van de Meent, Townsend. *Entropy Coding of Unordered Data Structures*. **Oral (top 12% of accepted papers at ICML NCW Workshop)**. <https://openreview.net/forum?id=afQuNt3Ruh>
- (ICML 2023) Neklyudov, Brekelmans, Severo, Makhzani. *Action Matching: A Variational Method for Learning Stochastic Dynamics from Samples*. <https://arxiv.org/abs/2210.06662>
- (ICML 2023) Severo, Townsend, Khisti, Makhzani. *Random Edge Coding: One-Shot Bits-Back Coding of Large Labeled Graphs*. <https://arxiv.org/abs/2305.09705>
- (JSAIT 2023) Severo, Townsend, Khisti, Makhzani, Ullrich. *Compressing Multisets with Large Alphabets using Bits-Back Coding*. **Best Paper Award at NeurIPS DGM Workshop 2021**. <https://arxiv.org/abs/2107.09202>
- (ICASSP 2022) Domanovitz, Severo, Khisti, Yu. *Data-Driven Optimization for Zero-Delay Lossy Source Coding with Side Information*. <https://ieeexplore.ieee.org/document/9747823>
- (ICML 2021) Ruan*, Ullrich*, Severo*, Townsend, Khisti, Doucet, Makhzani, Maddison. *Improving Lossless Compression Rates via Monte Carlo Bits-Back Coding*. **Long Talk (top 15% of accepted papers)**. <https://arxiv.org/abs/2102.11086>
- (BSC 2021) Severo, Elad Domanovitz, Ashish Khisti. *Regularized Classification-Aware Quantization*. <https://arxiv.org/abs/2107.09716>

Motivation

Motivation

Non-sequential data is everywhere



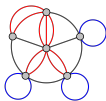
Social networks



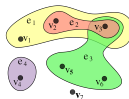
3D meshes



Molecules



Graphs



Hypergraphs

$$\{\{a, b\}, \{c, \{\dots\}\}\}$$

Problem setting

Problem Setting

Given data modelled by a discrete random variables $X \sim P_X$, with a **large** alphabet \mathcal{X} ,

Problem Setting

Given data modelled by a discrete random variables $X \sim P_X$, with a **large** alphabet \mathcal{X} , find a lossless code

$$C: \mathcal{X} \mapsto \{0, 1, 00, 01, \dots\},$$

Problem Setting

Given data modelled by a discrete random variables $X \sim P_X$, with a **large** alphabet \mathcal{X} , find a lossless code

$$C: \mathcal{X} \mapsto \{0, 1, 00, 01, \dots\},$$

such that the **single-letter** code-length is close to the information content for all $x \in \mathcal{X}$

$$|C(x)| \approx -\log P_X(x).$$

Problem Setting

Given data modelled by a discrete random variables $X \sim P_X$, with a **large** alphabet \mathcal{X} , find a lossless code

$$C: \mathcal{X} \mapsto \{0, 1, 00, 01, \dots\},$$

such that the **single-letter** code-length is close to the information content for all $x \in \mathcal{X}$

$$|C(x)| \approx -\log P_X(x).$$

Later, X will be a non-sequential data type (e.g., set, graph).

Problem Setting

Given data modelled by a discrete random variables $X \sim P_X$, with a **large** alphabet \mathcal{X} , find a lossless code

$$C: \mathcal{X} \mapsto \{0, 1, 00, 01, \dots\},$$

such that the **single-letter** code-length is close to the information content for all $x \in \mathcal{X}$

$$|C(x)| \approx -\log P_X(x).$$

Later, X will be a non-sequential data type (e.g., set, graph). Assume \mathcal{X} is too large to be held in memory.

Random Order Coding

Random Order Coding: Problem Statement

Given a sequence of i.i.d. discrete random variables

$$Z^n = (Z_1, \dots, Z_n),$$

Random Order Coding: Problem Statement

Given a sequence of i.i.d. discrete random variables

$$Z^n = (Z_1, \dots, Z_n),$$

perform lossless coding of the **multiset**

$$X = \mathcal{M} = \{Z_1, \dots, Z_n\},$$

Random Order Coding: Problem Statement

Given a sequence of i.i.d. discrete random variables

$$Z^n = (Z_1, \dots, Z_n),$$

perform lossless coding of the **multiset**

$$X = \mathcal{M} = \{Z_1, \dots, Z_n\},$$

with single-letter code-length

$$C(\mathcal{M}) \approx -\log P_{\mathcal{M}}(\mathcal{M}) = -\log P_{Z^n}(z^n) - \log M, \quad (1)$$

Random Order Coding: Problem Statement

Given a sequence of i.i.d. discrete random variables

$$Z^n = (Z_1, \dots, Z_n),$$

perform lossless coding of the **multiset**

$$X = \mathcal{M} = \{Z_1, \dots, Z_n\},$$

with single-letter code-length

$$C(\mathcal{M}) \approx -\log P_{\mathcal{M}}(\mathcal{M}) = -\log P_{Z^n}(z^n) - \log M, \quad (1)$$

where the constant M is known as the *multinomial coefficient* of \mathcal{M}

$$M = \frac{n!}{\prod_{z \in \mathcal{Z}} \mathcal{M}(z)!} \leq n!. \quad (2)$$

Random Order Coding: encode \mathcal{M} w/ $-\log P_{\mathcal{M}}(\mathcal{M})$ bits

Construct order information iteratively by “sampling without replacement” from \mathcal{M} . Alternate:

1. Decode sample (w.o. replacement) from \mathcal{M}
2. Encode sampled element using P_Z

until \mathcal{M} is depleted.

Random Order Coding: encode \mathcal{M} w/ $-\log P_{\mathcal{M}}(\mathcal{M})$ bits

Construct order information iteratively by “sampling without replacement” from \mathcal{M} . Alternate:

1. Decode sample (w.o. replacement) from \mathcal{M}
2. Encode sampled element using P_Z

until \mathcal{M} is depleted.



$\{a, b, b\}$

$$L(\mathcal{M}) = \varepsilon$$

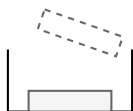
Random Order Coding: encode \mathcal{M} w/ $-\log P_{\mathcal{M}}(\mathcal{M})$ bits

Construct order information iteratively by “sampling without replacement” from \mathcal{M} . Alternate:

1. Decode sample (w.o. replacement) from \mathcal{M}

2. Encode sampled element using P_Z

until \mathcal{M} is depleted.



$\{\mathbf{a}, \mathbf{b}, \mathbf{b}\}$

$$L(\mathcal{M}) = \varepsilon - \log \frac{1}{2/3}$$

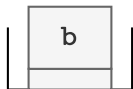
Random Order Coding: encode \mathcal{M} w/ $-\log P_{\mathcal{M}}(\mathcal{M})$ bits

Construct order information iteratively by “sampling without replacement” from \mathcal{M} . Alternate:

1. Decode sample (w.o. replacement) from \mathcal{M}

2. Encode sampled element using P_Z

until \mathcal{M} is depleted.



$\{a, b\}$

$$L(\mathcal{M}) = \varepsilon - \log \frac{1}{2/3} + \log \frac{1}{P_Z(b)}$$

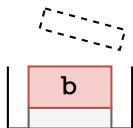
Random Order Coding: encode \mathcal{M} w/ $-\log P_{\mathcal{M}}(\mathcal{M})$ bits

Construct order information iteratively by “sampling without replacement” from \mathcal{M} . Alternate:

1. Decode sample (w.o. replacement) from \mathcal{M}

2. Encode sampled element using P_Z

until \mathcal{M} is depleted.



$\{\mathbf{a}, \mathbf{b}\}$

$$L(\mathcal{M}) = \varepsilon - \log \frac{1}{2/3} + \log \frac{1}{P_Z(\mathbf{b})} - \log \frac{1}{1/2}$$

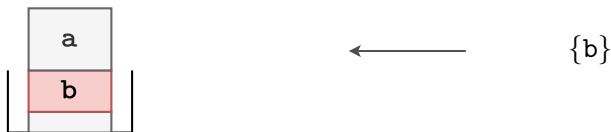
Random Order Coding: encode \mathcal{M} w/ $-\log P_{\mathcal{M}}(\mathcal{M})$ bits

Construct order information iteratively by “sampling without replacement” from \mathcal{M} . Alternate:

1. Decode sample (w.o. replacement) from \mathcal{M}

2. Encode sampled element using P_Z

until \mathcal{M} is depleted.



$$L(\mathcal{M}) = \varepsilon - \log \frac{1}{2/3} + \log \frac{1}{P_Z(\mathbf{b})} - \log \frac{1}{1/2} + \log \frac{1}{P_Z(\mathbf{a})}$$

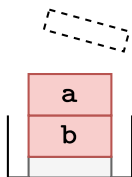
Random Order Coding: encode \mathcal{M} w/ $-\log P_{\mathcal{M}}(\mathcal{M})$ bits

Construct order information iteratively by “sampling without replacement” from \mathcal{M} . Alternate:

1. Decode sample (w.o. replacement) from \mathcal{M}

2. Encode sampled element using P_Z

until \mathcal{M} is depleted.



$\{\mathbf{b}\}$

$$L(\mathcal{M}) = \varepsilon - \log \frac{1}{2/3} + \log \frac{1}{P_Z(\mathbf{b})} - \log \frac{1}{1/2} + \log \frac{1}{P_Z(\mathbf{a})} - \log \frac{1}{1/1}$$

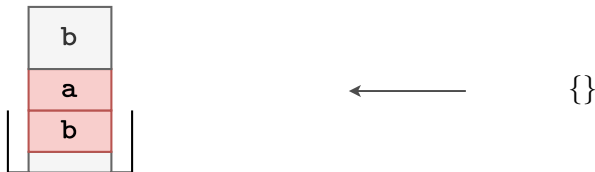
Random Order Coding: encode \mathcal{M} w/ $-\log P_{\mathcal{M}}(\mathcal{M})$ bits

Construct order information iteratively by “sampling without replacement” from \mathcal{M} . Alternate:

1. Decode sample (w.o. replacement) from \mathcal{M}

2. Encode sampled element using P_Z

until \mathcal{M} is depleted.



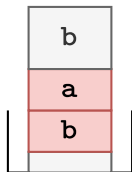
$$L(\mathcal{M}) = \varepsilon - \log \frac{1}{2/3} + \log \frac{1}{P_Z(\mathbf{b})^2} - \log \frac{1}{1/2} + \log \frac{1}{P_Z(\mathbf{a})} - \log \frac{1}{1/1}$$

Random Order Coding: encode \mathcal{M} w/ $-\log P_{\mathcal{M}}(\mathcal{M})$ bits

Construct order information iteratively by “sampling without replacement” from \mathcal{M} . Alternate:

1. Decode sample (w.o. replacement) from \mathcal{M}
2. Encode sampled element using P_Z

until \mathcal{M} is depleted.



}

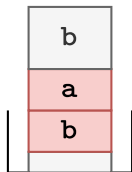
$$L(\mathcal{M}) = \varepsilon + \log \frac{1}{P_Z(\mathbf{b})^2 P_Z(\mathbf{a})} - \log \frac{1}{(2/3)(1/2)(1/1)}$$

Random Order Coding: encode \mathcal{M} w/ $-\log P_{\mathcal{M}}(\mathcal{M})$ bits

Construct order information iteratively by “sampling without replacement” from \mathcal{M} . Alternate:

1. Decode sample (w.o. replacement) from \mathcal{M}
2. Encode sampled element using P_Z

until \mathcal{M} is depleted.



{ }

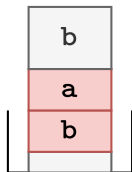
$$L(\mathcal{M}) = \varepsilon + \log \frac{1}{P_{Z^n}(\mathbf{bab})} - \log M$$

Random Order Coding: encode \mathcal{M} w/ $-\log P_{\mathcal{M}}(\mathcal{M})$ bits

Construct order information iteratively by “sampling without replacement” from \mathcal{M} . Alternate:

1. Decode sample (w.o. replacement) from \mathcal{M}
2. Encode sampled element using P_Z

until \mathcal{M} is depleted.



{ }

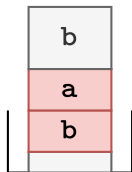
$$L(\mathcal{M}) = \varepsilon + \log \frac{1}{P_{\mathcal{M}}(\{\mathbf{a}, \mathbf{b}, \mathbf{b}\})}$$

Random Order Coding: encode \mathcal{M} w/ $-\log P_{\mathcal{M}}(\mathcal{M})$ bits

Construct order information iteratively by “sampling without replacement” from \mathcal{M} . Alternate:

1. Decode sample (w.o. replacement) from \mathcal{M}
2. Encode sampled element using P_Z

until \mathcal{M} is depleted.



$\{\}$

$$L(\mathcal{M}) = \varepsilon + \log \frac{1}{P_{\mathcal{M}}(\{\mathbf{a}, \mathbf{b}, \mathbf{b}\})}$$

Complexity: $\mathcal{O}(n \cdot P_Z + n \cdot \log m)$

Random Order Coding: what about ϵ ?

How many initial bits ϵ do we need?

Random Order Coding: what about ϵ ?

How many initial bits ϵ do we need?

Let z^n be the sequence generated by ROC (e.g., $z^n = bab$)

Random Order Coding: what about ϵ ?

How many initial bits ϵ do we need?

Let z^n be the sequence generated by ROC (e.g., $z^n = bab$)

Problem: the stack can deplete at any decoding/sampling step!

Random Order Coding: what about ϵ ?

How many initial bits ϵ do we need?

Let z^n be the sequence generated by ROC (e.g., $z^n = bab$)

Problem: the stack can deplete at any decoding/sampling step!

However, the average increase at any step is positive:

$$\mathbb{E}[\Delta_i | \mathcal{M}] = \mathbb{E} \left[\log P_{Z_i | \overline{\mathcal{M}}_i}(Z_i | \overline{\mathcal{M}}_i) - \log P_Z(Z_i) \middle| \mathcal{M} \right] \quad (3)$$

$$= D_{\text{KL}}(P_{Z_i | \overline{\mathcal{M}}_i}(\cdot | \overline{\mathcal{M}}_i) \| P_Z) \quad (4)$$

$$\geq 0 \quad (5)$$

Multisets as Equivalence Classes

Multisets as Equivalence Classes

Recall the problem statement ...

Multisets as Equivalence Classes

Recall the problem statement ...

Given a sequence of i.i.d. discrete random variables

$$Z^n = (Z_1, \dots, Z_n),$$

perform lossless coding of the **multiset**

$$X = \mathcal{M} = \{Z_1, \dots, Z_n\},$$

Multisets as Equivalence Classes

Recall the problem statement ...

Given a sequence of i.i.d. discrete random variables

$$Z^n = (Z_1, \dots, Z_n),$$

perform lossless coding of the **multiset**

$$X = \mathcal{M} = \{Z_1, \dots, Z_n\},$$

Let \mathcal{Z}^n be the alphabet of Z^n .

Multisets as Equivalence Classes

Recall the problem statement ...

Given a sequence of i.i.d. discrete random variables

$$Z^n = (Z_1, \dots, Z_n),$$

perform lossless coding of the **multiset**

$$X = \mathcal{M} = \{Z_1, \dots, Z_n\},$$

Let \mathcal{Z}^n be the alphabet of Z^n .

Partition \mathcal{Z}^n into subsets $x \subset \mathcal{Z}^n$ of equivalent sequences.

Multisets as Equivalence Classes

Recall the problem statement ...

Given a sequence of i.i.d. discrete random variables

$$Z^n = (Z_1, \dots, Z_n),$$

perform lossless coding of the **multiset**

$$X = \mathcal{M} = \{Z_1, \dots, Z_n\},$$

Let \mathcal{Z}^n be the alphabet of Z^n .

Partition \mathcal{Z}^n into subsets $x \subset \mathcal{Z}^n$ of equivalent sequences.

Each x can be mapped uniquely to some \mathcal{M} such that

$$P_{\mathcal{M}}(\mathcal{M}) = P_X(x).$$

Multisets as Equivalence Classes

Formally, ...

Given any two $z^n, w^n \in \mathcal{Z}^n$,

Multisets as Equivalence Classes

Formally, ...

Given any two $z^n, w^n \in \mathcal{Z}^n$, let $z^n \sim w^n$ if, and only if, there exists a permutation σ such that

Multisets as Equivalence Classes

Formally, ...

Given any two $z^n, w^n \in \mathcal{Z}^n$, let $z^n \sim w^n$ if, and only if, there exists a permutation σ such that

$$(z_1, \dots, z_n) = (w_{\sigma(1)}, \dots, w_{\sigma(n)}).$$

Multisets as Equivalence Classes

Formally, ...

Given any two $z^n, w^n \in \mathcal{Z}^n$, let $z^n \sim w^n$ if, and only if, there exists a permutation σ such that

$$(z_1, \dots, z_n) = (w_{\sigma(1)}, \dots, w_{\sigma(n)}).$$

In the equivalence class view, a multiset $X = \mathcal{M}$ is a random variable with alphabet equal to the **quotient set**: $\mathcal{X} = \mathcal{Z}^n / \sim$.

Multisets as Equivalence Classes: Example

Let $\mathcal{Z} = \{\blacktriangle, \star, \square\}$, $n = 3$.

Multisets as Equivalence Classes: Example

Let $\mathcal{Z} = \{\blacktriangle, \star, \square\}$, $n = 3$.

The alphabet $X = \mathcal{Z}^3 / \sim$ is shown below alongside the corresponding multiset.

Multisets as Equivalence Classes: Example

Let $\mathcal{Z} = \{\blacktriangle, \star, \square\}$, $n = 3$.

The alphabet $X = \mathcal{Z}^3 / \sim$ is shown below alongside the corresponding multiset.

Multiset	Equivalence class in \mathcal{Z}^3 / \sim
$\{\blacktriangle, \blacktriangle, \blacktriangle\}$	$\{\blacktriangle\blacktriangle\blacktriangle\}$
$\{\star, \star, \star\}$	$\{\star\star\star\}$
$\{\square, \square, \square\}$	$\{\square\square\square\}$

Multisets as Equivalence Classes: Example

Let $\mathcal{Z} = \{\blacktriangle, \star, \square\}$, $n = 3$.

The alphabet $X = \mathcal{Z}^3 / \sim$ is shown below alongside the corresponding multiset.

Multiset	Equivalence class in \mathcal{Z}^3 / \sim
$\{\blacktriangle, \blacktriangle, \blacktriangle\}$	$\{\blacktriangle\blacktriangle\blacktriangle\}$
$\{\star, \star, \star\}$	$\{\star\star\star\}$
$\{\square, \square, \square\}$	$\{\square\square\square\}$
$\{\blacktriangle, \blacktriangle, \star\}$	$\{\blacktriangle\blacktriangle\star, \blacktriangle\star\blacktriangle, \star\blacktriangle\blacktriangle\}$

Multisets as Equivalence Classes: Example

Let $\mathcal{Z} = \{\blacktriangle, \star, \square\}$, $n = 3$.

The alphabet $X = \mathcal{Z}^3 / \sim$ is shown below alongside the corresponding multiset.

Multiset	Equivalence class in \mathcal{Z}^3 / \sim
$\{\blacktriangle, \blacktriangle, \blacktriangle\}$	$\{\blacktriangle\blacktriangle\blacktriangle\}$
$\{\star, \star, \star\}$	$\{\star\star\star\}$
$\{\square, \square, \square\}$	$\{\square\square\square\}$
$\{\blacktriangle, \blacktriangle, \star\}$	$\{\blacktriangle\blacktriangle\star, \blacktriangle\star\blacktriangle, \star\blacktriangle\blacktriangle\}$
$\{\blacktriangle, \blacktriangle, \square\}$	$\{\blacktriangle\blacktriangle\square, \blacktriangle\square\blacktriangle, \square\blacktriangle\blacktriangle\}$
$\{\blacktriangle, \star, \star\}$	$\{\blacktriangle\star\star, \star\blacktriangle\star, \star\star\blacktriangle\}$
$\{\star, \star, \square\}$	$\{\star\star\square, \star\square\star, \square\star\star\}$
$\{\star, \square, \square\}$	$\{\star\square\square, \square\star\square, \square\square\star\}$
$\{\blacktriangle, \square, \square\}$	$\{\blacktriangle\square\square, \square\blacktriangle\square, \square\square\blacktriangle\}$
$\{\blacktriangle, \star, \square\}$	$\{\blacktriangle\star\square, \blacktriangle\square\star, \star\blacktriangle\square, \star\square\blacktriangle, \square\blacktriangle\star, \square\star\blacktriangle\}$

Multisets as Equivalence Classes: Info. Content

Let $[z^n] \subset \mathcal{Z}^n$ be the equivalence class of z^n .

Multisets as Equivalence Classes: Info. Content

Let $[z^n] \subset \mathcal{Z}^n$ be the equivalence class of z^n .

For any $[z^n] \subset \mathcal{Z}^n$ the multinomial coefficient M is equal $|[z^n]|$.

Multisets as Equivalence Classes: Info. Content

Let $[z^n] \subset \mathcal{Z}^n$ be the equivalence class of z^n .

For any $[z^n] \subset \mathcal{Z}^n$ the multinomial coefficient M is equal $|[z^n]|$.

The information content of the multiset \mathcal{M} ,

$$-\log P_{\mathcal{M}}(\mathcal{M}) = -\log P_{\mathcal{Z}^n}(z^n) - \log M,$$

Multisets as Equivalence Classes: Info. Content

Let $[z^n] \subset \mathcal{Z}^n$ be the equivalence class of z^n .

For any $[z^n] \subset \mathcal{Z}^n$ the multinomial coefficient M is equal $|[z^n]|$.

The information content of the multiset \mathcal{M} ,

$$-\log P_{\mathcal{M}}(\mathcal{M}) = -\log P_{Z^n}(z^n) - \log M,$$

can be rewritten as,

$$-\log P_X([z^n]) = -\log P_{Z^n}(z^n) - \log |[z^n]|.$$

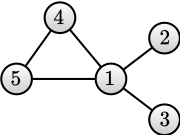
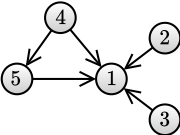
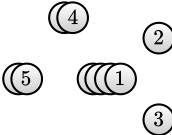
Combinatorial Random Variables

Combinatorial Random Variables

Different \sim result in different non-sequential objects.

Combinatorial Random Variables

Different \sim result in different non-sequential objects.

	Undirected Graphs	Directed Graphs	Multisets
X			
$[Z^n]$	21, 31, 41, 51, 45 21, 14, 13, 15, 45 ...	21, 31, 41, 51, 45 21, 31, 51, 41, 45 ...	2131415145 1111234455 ...

Combinatorial Random Variables

Restricting the class of \sim allows for efficient algorithms! (see thesis)

Combinatorial Random Variables

Restricting the class of \sim allows for efficient algorithms! (see thesis)

\sim' is *finer* than \sim if any eq. class under \sim' is a subset of some eq. class under \sim

Combinatorial Random Variables

Restricting the class of \sim allows for efficient algorithms! (see thesis)

\sim' is *finer* than \sim if any eq. class under \sim' is a subset of some eq. class under \sim

Definition (Combinatorial Random Variables - CRVs)

A CRV is a random variable with alphabet equal to the quotient set \mathcal{Z}^n / \sim

Combinatorial Random Variables

Restricting the class of \sim allows for efficient algorithms! (see thesis)

\sim' is *finer* than \sim if any eq. class under \sim' is a subset of some eq. class under \sim

Definition (Combinatorial Random Variables - CRVs)

A CRV is a random variable with alphabet equal to the quotient set \mathcal{Z}^n / \sim , where the equivalence relation is *finer* than that of multisets.

Combinatorial Random Variables: Random Perm. Codes

Random Permutation Codes optimally code CRVs.

Combinatorial Random Variables: Random Perm. Codes

Random Permutation Codes optimally code CRVs.

Sets and multisets \mapsto Random Order Coding (ROC)

Combinatorial Random Variables: Random Perm. Codes

Random Permutation Codes optimally code CRVs.

Sets and multisets \mapsto Random Order Coding (ROC)

Graphs, hyper-graphs, multigraphs \mapsto Random Edge Coding (REC)

Combinatorial Random Variables: Random Perm. Codes

Random Permutation Codes optimally code CRVs.

Sets and multisets \mapsto Random Order Coding (ROC)

Graphs, hyper-graphs, multigraphs \mapsto Random Edge Coding (REC)

Partitions and cluster assignments \mapsto Random Cycle Coding (RCC)

Applications

Applications

Savings, compared to coding a sequence, are bounded by

$$\log|[z^n]| \leq \log n!$$

Applications

Savings, compared to coding a sequence, are bounded by

$$\log|[z^n]| \leq \log n!$$

This quantity is non-negligible if the cost of coding Z_i is small.

Applications

Savings, compared to coding a sequence, are bounded by

$$\log|[z^n]| \leq \log n!$$

This quantity is non-negligible if the cost of coding Z_i is small.

Most fruitful application so far: compressing vector database indices.

Applications

Savings, compared to coding a sequence, are bounded by

$$\log|[z^n]| \leq \log n!$$

This quantity is non-negligible if the cost of coding Z_i is small.

Most fruitful application so far: compressing vector database indices.
e.g., FAISS: <https://github.com/facebookresearch/faiss>

Applications

Savings, compared to coding a sequence, are bounded by

$$\log|[z^n]| \leq \log n!$$

This quantity is non-negligible if the cost of coding Z_i is small.

Most fruitful application so far: compressing vector database indices.
e.g., FAISS: <https://github.com/facebookresearch/faiss>
Between 15% and 70% savings in realistic use cases!

Thank you!

Random Edge Coding

We want to losslessly compress a (large) labeled graph G at the one-shot rate

$$\log 1/P(G)$$

Random Edge Coding

We want to losslessly compress a (large) labeled graph G at the one-shot rate

$$\log 1/P(G)$$

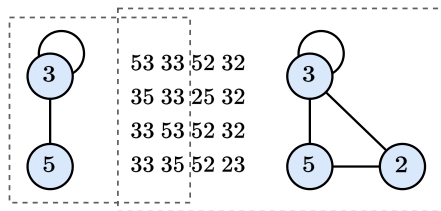
Graphs can be represented as sequences of vertices

Random Edge Coding

We want to losslessly compress a (large) labeled graph G at the one-shot rate

$$\log 1/P(G)$$

Graphs can be represented as sequences of vertices

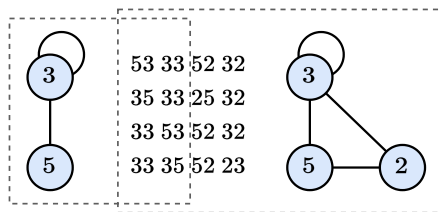


Random Edge Coding

We want to losslessly compress a (large) labeled graph G at the one-shot rate

$$\log 1/P(G)$$

Graphs can be represented as sequences of vertices



Equivalent sequences $\mathbf{v} \sim \mathbf{w}$ map to the same graph

$$53\ 33 \sim 33\ 53 \sim 33\ 35 \sim 35\ 33$$

Random Edge Coding

Graphs are equivalence classes over sequences

Definition (Graphs as Equivalence Classes)

Let $V = \{1, \dots, n\}$ be the set of nodes,

Random Edge Coding

Graphs are equivalence classes over sequences

Definition (Graphs as Equivalence Classes)

Let $V = \{1, \dots, n\}$ be the set of nodes, and $\mathbf{v}, \mathbf{w} \in V^{2k}$ sequences of $2k$ elements.

Random Edge Coding

Graphs are equivalence classes over sequences

Definition (Graphs as Equivalence Classes)

Let $V = \{1, \dots, n\}$ be the set of nodes, and $\mathbf{v}, \mathbf{w} \in V^{2k}$ sequences of $2k$ elements. A graph is an element of V^{2k} / \sim ,

Random Edge Coding

Graphs are equivalence classes over sequences

Definition (Graphs as Equivalence Classes)

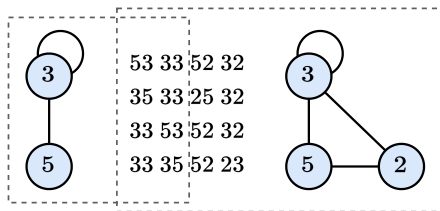
Let $V = \{1, \dots, n\}$ be the set of nodes, and $\mathbf{v}, \mathbf{w} \in V^{2k}$ sequences of $2k$ elements. A graph is an element of V^{2k} / \sim , where $\mathbf{v} \sim \mathbf{w}$ if we can permute edges, and vertices within an edge, of \mathbf{v} to get \mathbf{w} .

Random Edge Coding

Graphs are equivalence classes over sequences

Definition (Graphs as Equivalence Classes)

Let $V = \{1, \dots, n\}$ be the set of nodes, and $\mathbf{v}, \mathbf{w} \in V^{2k}$ sequences of $2k$ elements. A graph is an element of V^{2k} / \sim , where $\mathbf{v} \sim \mathbf{w}$ if we can permute edges, and vertices within an edge, of \mathbf{v} to get \mathbf{w} .



Random Edge Coding

If $P(\mathbf{v}) = P(\mathbf{w})$ for any $v \sim w$,

Random Edge Coding

If $P(\mathbf{v}) = P(\mathbf{w})$ for any $v \sim w$, then

$$\log 1/P(G) = \log 1/P(\mathbf{v}) - \underbrace{\log (\# \text{ of equivalent sequences})}_{\text{excess bits}}$$

Random Edge Coding

If $P(\mathbf{v}) = P(\mathbf{w})$ for any $v \sim w$, then

$$\log 1/P(G) = \log 1/P(\mathbf{v}) - \underbrace{\log (\# \text{ of equivalent sequences})}_{\text{excess bits}}$$

Given \mathbf{v} , how many equiv. seqs. are there for non-simple graphs?

Random Edge Coding

If $P(\mathbf{v}) = P(\mathbf{w})$ for any $v \sim w$, then

$$\log 1/P(G) = \log 1/P(\mathbf{v}) - \underbrace{\log (\# \text{ of equivalent sequences})}_{\text{excess bits}}$$

Given \mathbf{v} , how many equiv. seqs. are there for non-simple graphs?

We can,

- Permute edges $\rightarrow |E|!$

Random Edge Coding

If $P(\mathbf{v}) = P(\mathbf{w})$ for any $v \sim w$, then

$$\log 1/P(G) = \log 1/P(\mathbf{v}) - \underbrace{\log (\# \text{ of equivalent sequences})}_{\text{excess bits}}$$

Given \mathbf{v} , how many equiv. seqs. are there for non-simple graphs?

We can,

- ▶ Permute edges $\rightarrow |E|!$
- ▶ Permute vertices within an edge $\rightarrow 2^{|E|}$

Random Edge Coding

If $P(\mathbf{v}) = P(\mathbf{w})$ for any $v \sim w$, then

$$\log 1/P(G) = \log 1/P(\mathbf{v}) - \underbrace{\log (\# \text{ of equivalent sequences})}_{\text{excess bits}}$$

Given \mathbf{v} , how many equiv. seqs. are there for non-simple graphs?

We can,

- ▶ Permute edges $\rightarrow |E|!$
- ▶ Permute vertices within an edge $\rightarrow 2^{|E|}$

$$\text{Excess bits} = \log (|E|!) + |E|$$

Random Edge Coding

What are good choices for $P(\mathbf{v})$?

Random Edge Coding

What are good choices for $P(\mathbf{v})$?

Pólya's Urn \rightarrow 0-parameters, fast, and well-studied

Random Edge Coding

What are good choices for $P(\mathbf{v})$?

Pólya's Urn \rightarrow 0-parameters, fast, and well-studied

For $\mathbf{v} = (v_1, v_2, \dots, v_{2k})$

Random Edge Coding

What are good choices for $P(\mathbf{v})$?

Pólya's Urn \rightarrow 0-parameters, fast, and well-studied

For $\mathbf{v} = (v_1, v_2, \dots, v_{2k})$

$$P(v_{i+1} \mid v^i) \propto d_{v^i}(v_{i+1}) + 1, \quad (6)$$

where $d_{v^i}(v) = \sum_{j=1}^i 1\{v = v_j\}$ is the count of vertex v in v^i .

Random Edge Coding

What are good choices for $P(\mathbf{v})$?

Pólya's Urn \rightarrow 0-parameters, fast, and well-studied

For $\mathbf{v} = (v_1, v_2, \dots, v_{2k})$

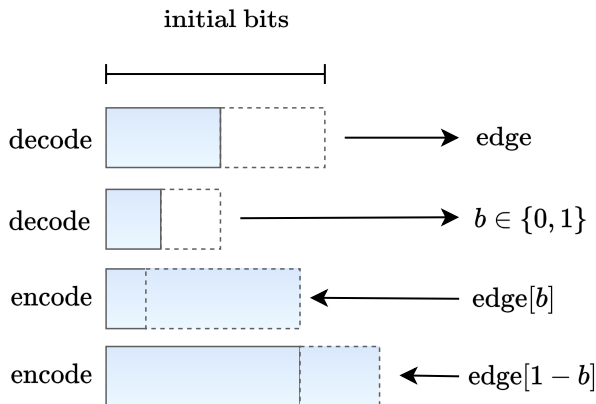
$$P(v_{i+1} \mid v^i) \propto d_{v^i}(v_{i+1}) + 1, \quad (6)$$

where $d_{v^i}(v) = \sum_{j=1}^i 1\{v = v_j\}$ is the count of vertex v in v^i .

The joint distribution can be expressed as

$$P(\mathbf{v}) = \frac{1}{n^{\uparrow k}} \prod_{v \in [n]} d_{v,k}(v)!, \quad (7)$$

Random Edge Coding



Random Edge Coding

	YOUTUBE	SOCIAL NETWORKS			OTHERS	
		FOURSq.	DIGG	GOWALLA	SKITTER	DBLP
# NODES	3,223,585	639,014	770,799	196,591	1,696,415	317,080
# EDGES	9,375,374	3,214,986	5,907,132	950,327	11,095,298	1,049,866
$10^6 \times \text{DENSITY}$	1.8	15.8	19.8	50.2	7.7	20.9
(OURS) PU w/ REC	15.19	9.96	10.62	12.19	14.26	15.92
POOL COMP.	15.38	9.23	11.59	11.73	7.45	8.78
SLASHBURN	17.03	10.67	9.82	11.83	12.75	12.62
BACKLINKS	17.98	11.69	12.56	15.56	11.49	10.79
LIST MERGING	15.80	9.95	11.92	14.88	8.87	14.13