



Learn to Communicate - Communicate to Learn

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Information Processing and Communications Laboratory



- Part of **Intelligent Systems and Networks Group**: dedicated to machine learning for robotics, networking, machine vision, multi-agents systems, neural processing, etc.



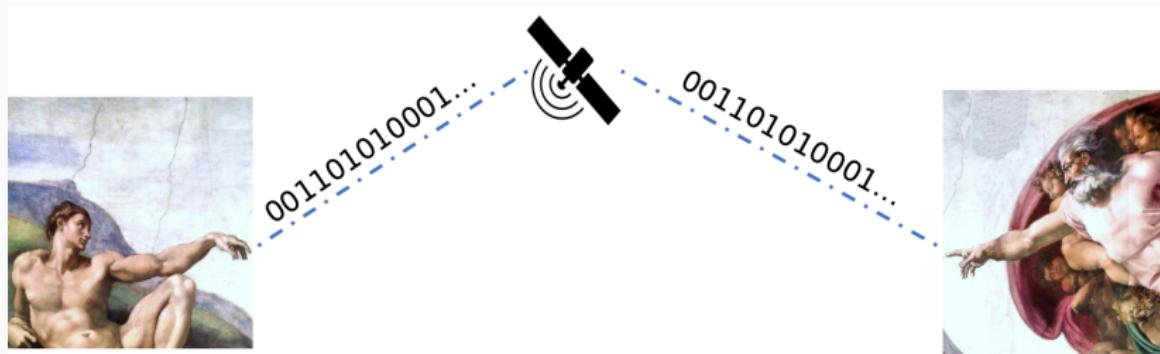
Future Autonomous Systems



- **Intelligence** is the key for future autonomous systems ...
- ...and so is **communication**
- Our goal is to push the boundaries of **communications** using **intelligence**, and to develop better intelligence with more efficient **communications**.

Tactile Internet

- “Internet network that combines ultra low latency with extremely high availability, reliability and security” (ITU)
- Next generation Internet of Things: human-machine and machine-machine interaction: **haptic interaction** with **visual feedback**
- Augmented reality (AR), virtual reality (VR), automation, robotics, remote education, telepresence, ...
- 1ms round trip delay?



IPC-Lab - Selected Projects

• Deep Joint Source-Channel Coding

Bourtsovlatze, Kurka and Gunduz, **Deep joint source-channel coding for wireless image transmission**, sub. to IEEE Trans. on Cognitive Comm. and Networking, 2018.
D. B. Kurka, D. Gunduz, **Successive Refinement of Images with Deep Joint Source-Channel Coding**, submitted to SPAWC, Cannes, France, 2019.

• Distributed Computation

E. Ozfatura, D. Gunduz and S. Ulukus, **Speeding up distributed gradient descent by utilizing non-persistent stragglers**, submitted to SysML, Stanford, CA, Mar. 2019.
M. Mohammadi Amiri and D. Gunduz, **Distributed uncoded computation**, sub. to IEEE Trans. on Signal Processing, 2018.
M. Mohammadi Amiri and D. Gunduz, **Machine learning at the wireless edge: Distributed stochastic gradient descent over-the-air**, Jan. 2019.

• Adversarial ML for Secure Communications

M. Z. Hameed, A. Gyorgy and D. Gunduz, **Communication without Interception: Defense against Deep-Learning-based Modulation Detection**. SPAWC, Cannes, France, 2019.

• Hypothesis Testing Over Noisy Channels

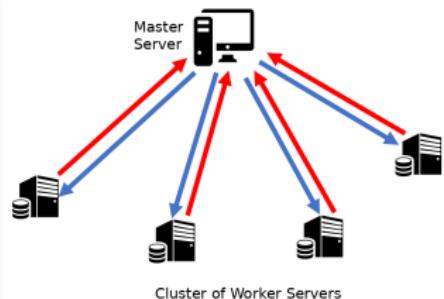
S. Sreekumar and D. Gunduz, **Distributed hypothesis testing over discrete memoryless channels**, sub. IEEE Transactions on Information Theory, 2018.

• Privacy Aware Learning

G. Giacconi, D. Gunduz and H. V. Poor, **Privacy-aware smart metering: progress and challenges**, IEEE Signal Processing Magazine, to appear.

• Deep RL for Wireless Resource Optimization

Faqir, Kerrigan and Gunduz, **Joint optimization of transmission and propulsion in aerial communication networks**, IEEE Conf. on Decision and Control, 2017.

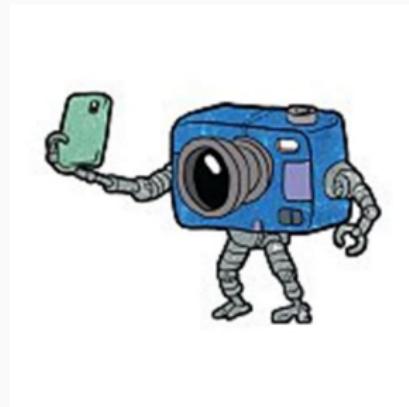


Learn to Communicate

Deep Joint Source Channel Coding

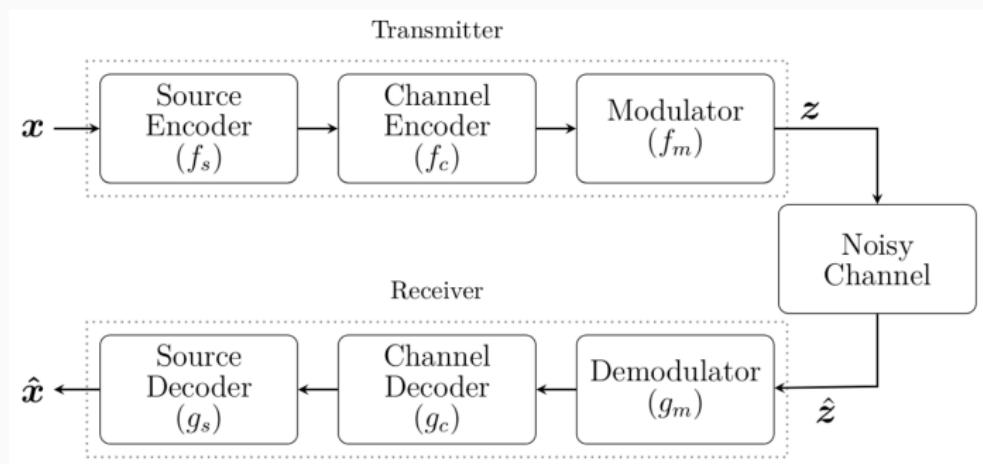
Motivation

- Increasing applications involving transmission and consumption of **images** in human-human, human-machine (e.g. AR, VR, telepresence) and machine-machine (e.g. pattern recognition, automation) interactions
- Particularly, how to deal with image/video transmission under extreme **low latency**, **small bandwidth** and **energy constraints**?



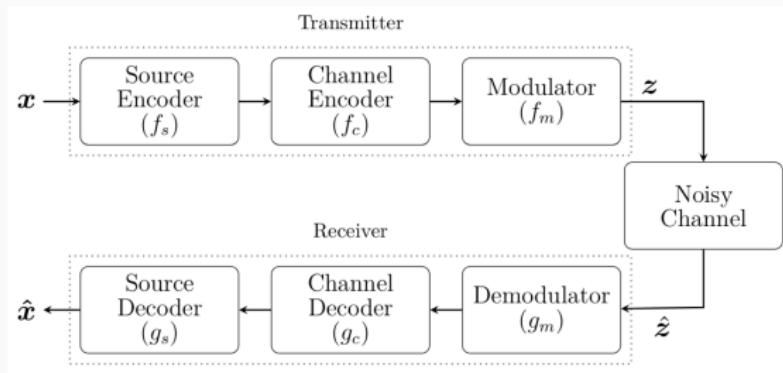
Wireless Image Transmission

How information is transmitted over a noisy channel?



- Shannon's Separation Theorem: First **compress** underlying source into bits; Then, **transmit** bits over noisy channel reliably
- Highly efficient compression algorithms (e.g. JPEG, JPEG2000, WebP) and near-optimal channel codes (LDPC, Turbo codes) approach theoretical limits

Wireless Image Transmission

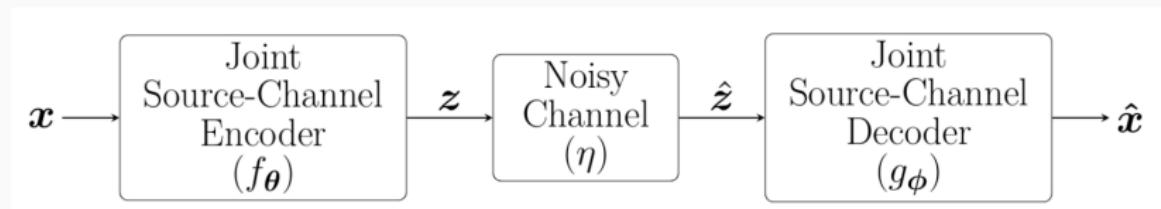


Challenges brought by modern requirements:

- Optimally holds **only for infinite** blocklength and complexity
- Design assumes a specific channel quality, being vulnerable to changes, variations or **non-ergodic channels**
- No separation theorem for **multi-user networks**: when broadcasting to many users, target the worst one

Proposed System - Joint Source Channel Coding

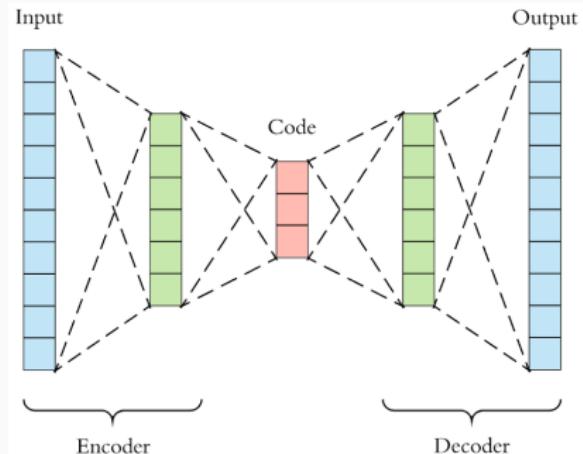
Can we **learn** to do better?



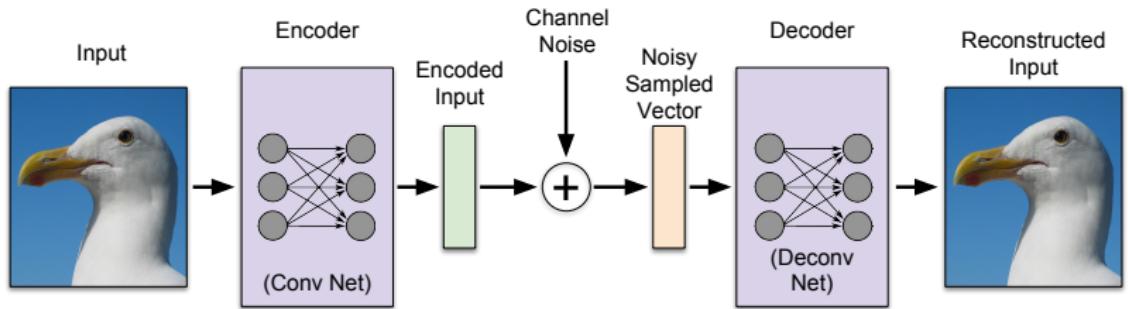
- Can we learn a **direct mapping** from pixel values to channel input symbols?
- Can this optimal mapping be learned directly from **data**, without the need of **prior models**?

Autoencoders

- **Unsupervised learning**: two neural networks trained together
- **Similarities** to digital communication systems
- **Successfully applied** in compression; design of channel code; blind channel equalization; etc.

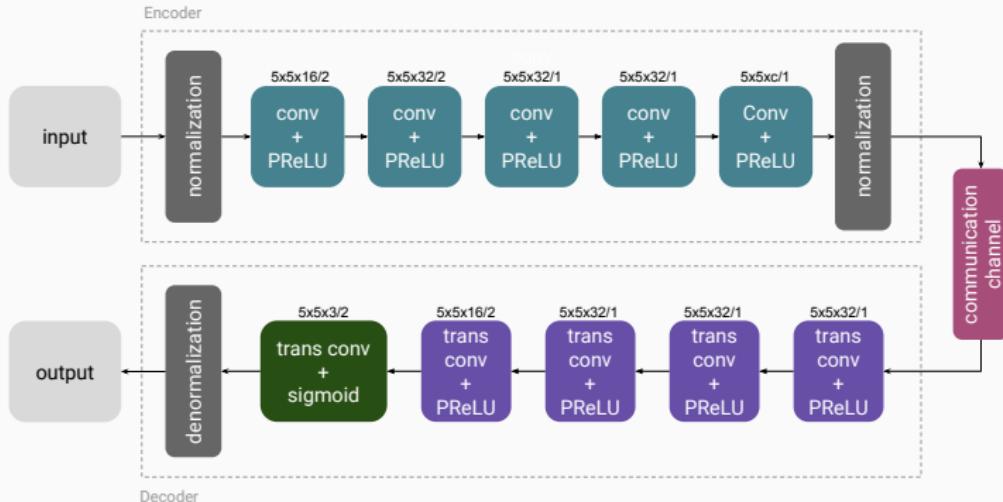


Proposed Model - Deep JSCC



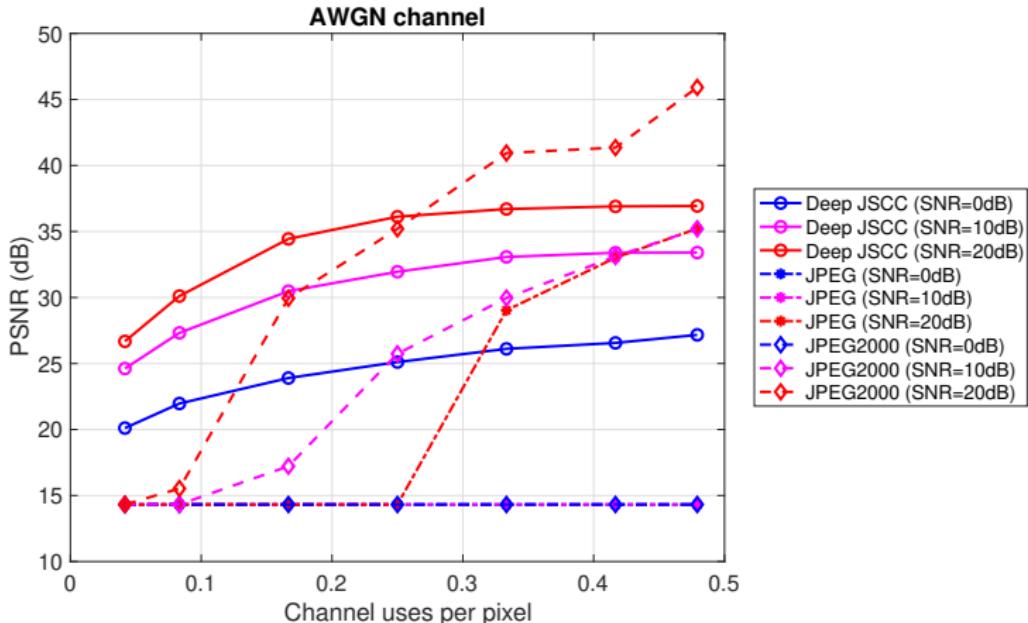
- **Noisy channel** added as non-trainable layer
- **Directly mapping to channel**: no bits conversion, speeding up the process and exploiting channel coding compression
- **Coherent mapping**: similar content stay close to each other

Proposed Model - Deep JSCC



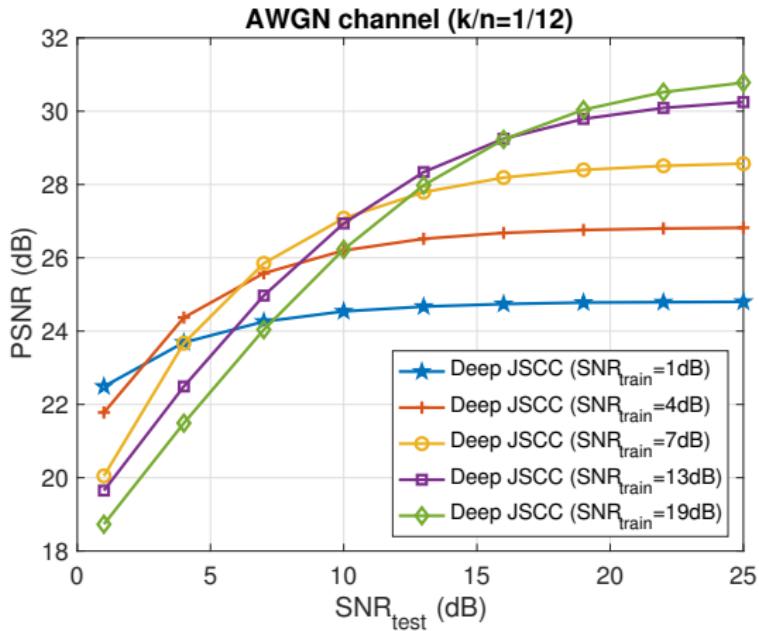
- **Low-delay**: bandwidth compression
- **Low-energy**: average power constraint

AWGN Channel - Performance by Bandwidth



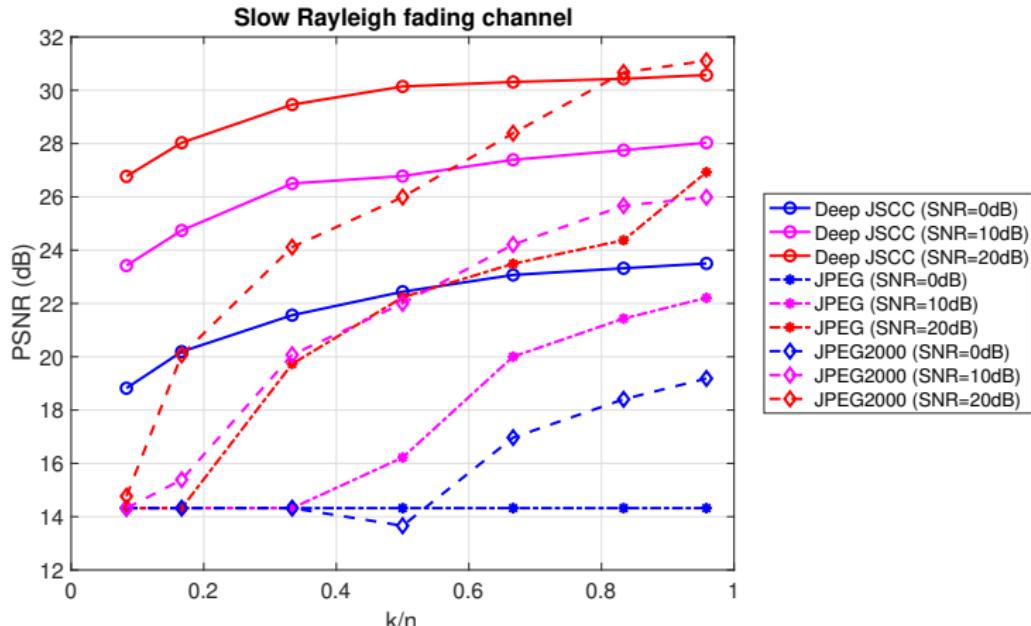
- Significant improvement to separation-based digital transmission for **low SNR** and **low channel bandwidth**

AWGN Channel - Performance by Channel SNR



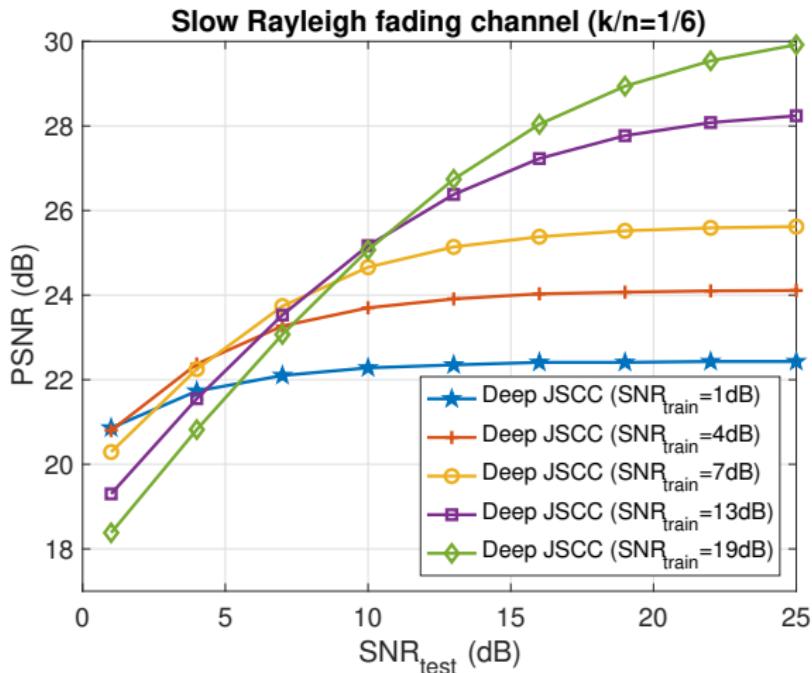
- Optimise for one SNR, deploy to different channel conditions
- Not affected by the “cliff effect”: graceful degradation
- More like analog communications than digital!

Rayleigh Fading Channel - Performance by Bandwidth



- Time-varying channel or multiple receivers scenarios
- Significantly outperforms separation-based digital communication at all SNR and channel bandwidth values

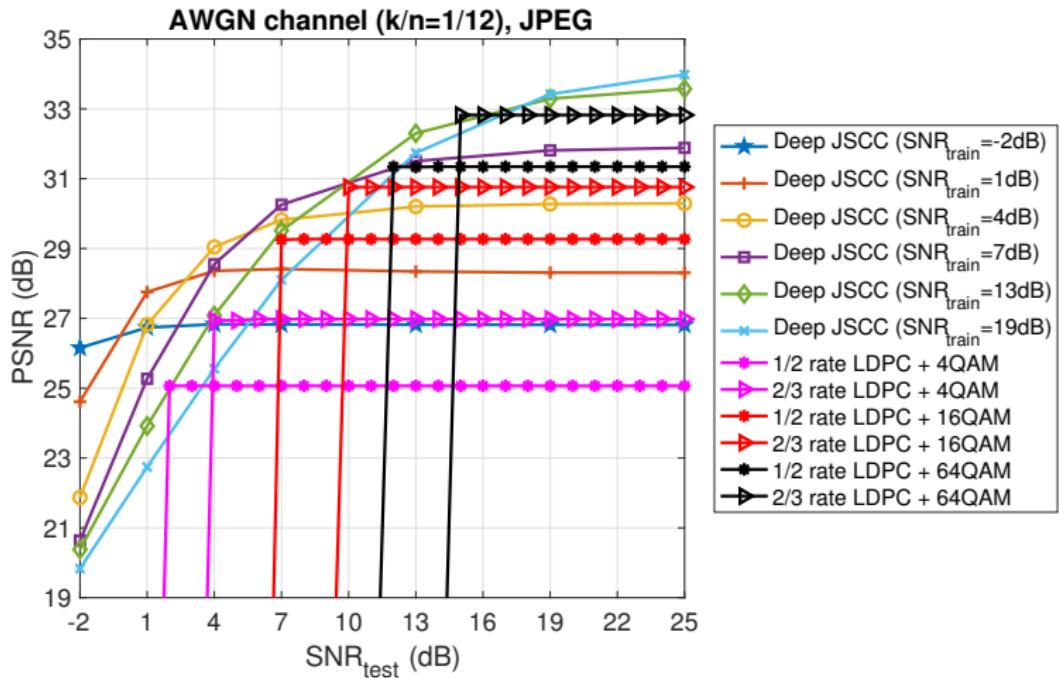
rayleigh fading channel - performance by channel snr



- no pilot signal or explicit channel estimation!

Larger Natural Images

- Train on ImageNet, test with Kodak dataset (24 images of size 768×512)



Larger Natural Images (Kodak)

Original



Deep JSCC



JPEG



JPEG2000

N/A

30.9dB

22.68dB



31.92dB

31.65dB

36.40dB

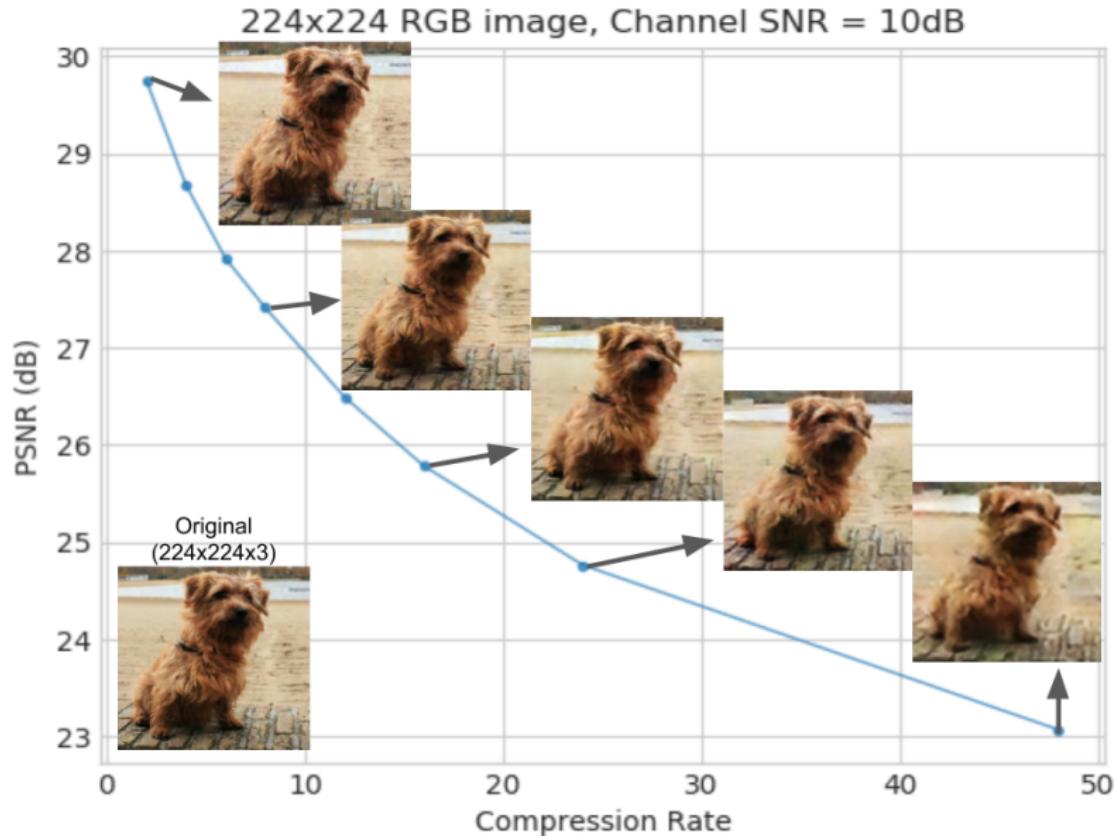


32.90dB

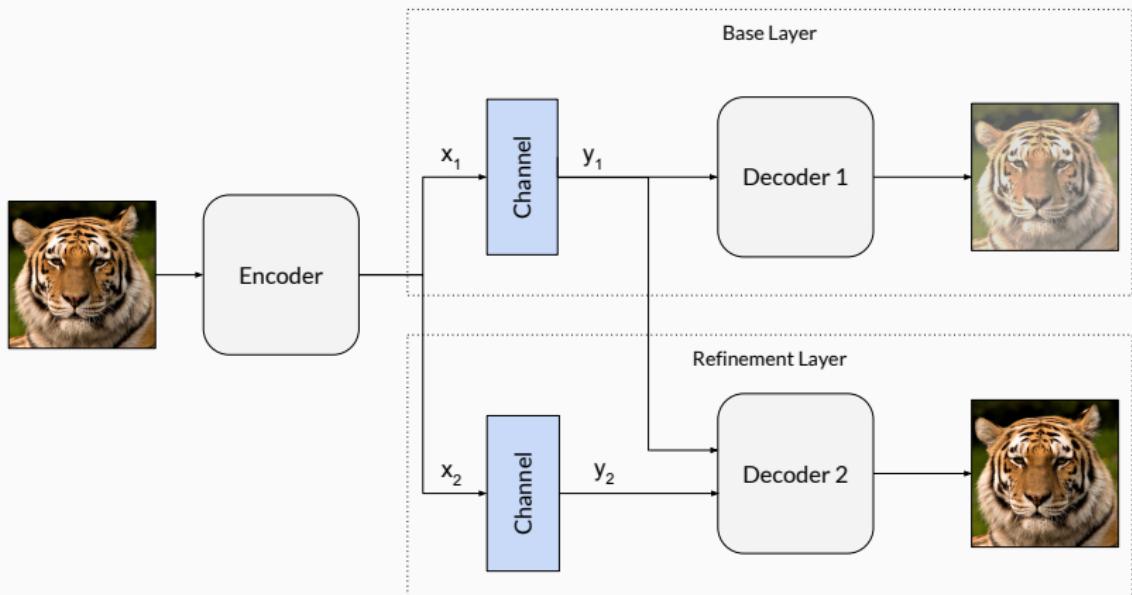
34.36dB

38.46dB

Quality vs Compression Rate

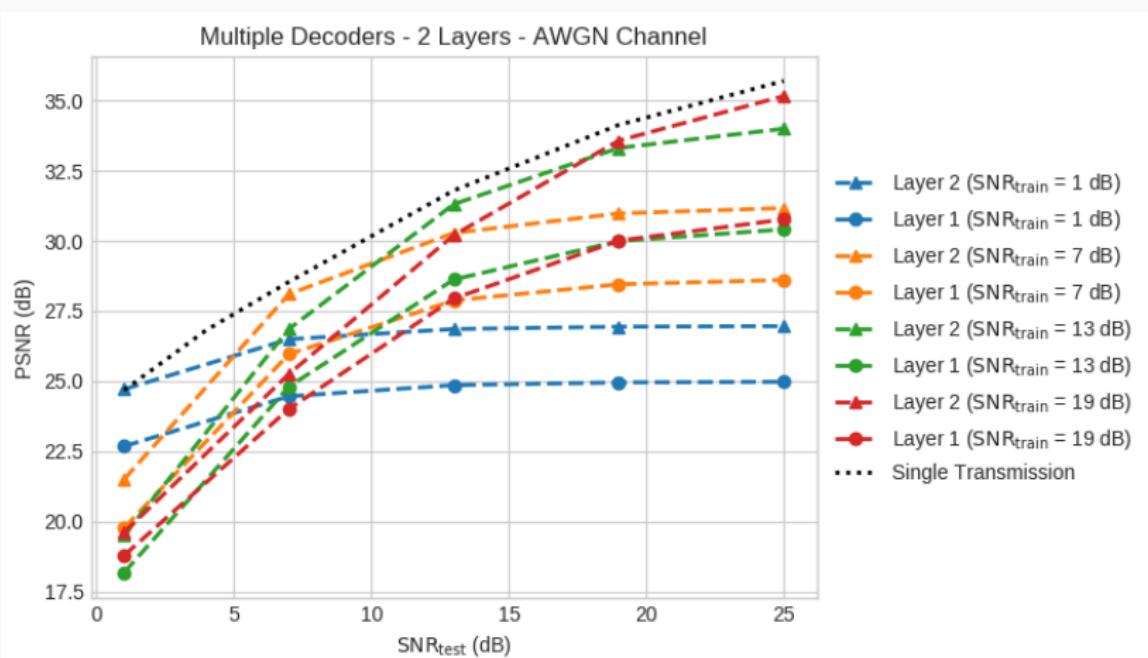


Deep Wireless Successive Refinement



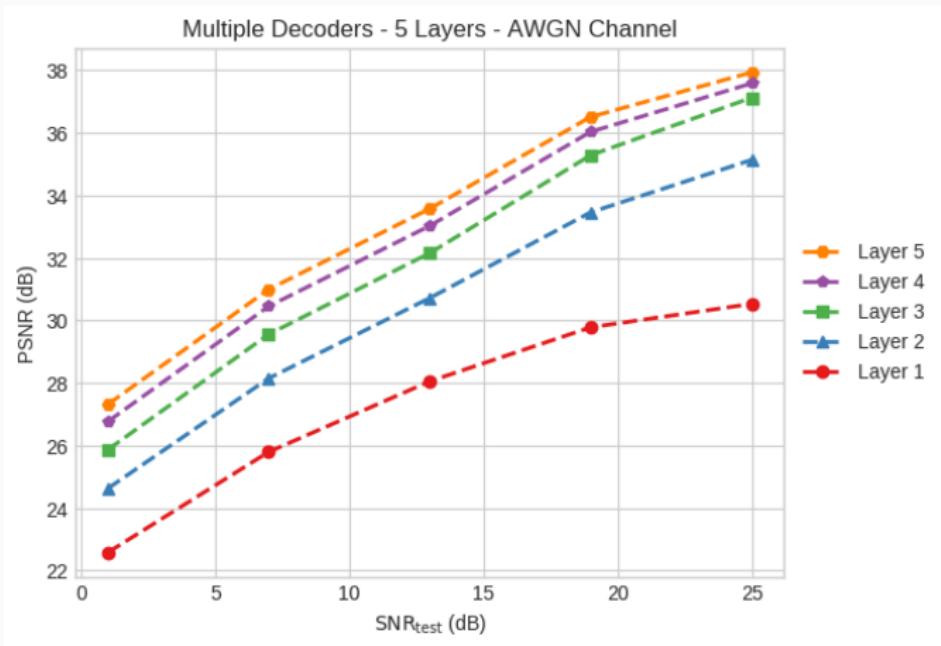
D. B. Kurka, D. Gunduz, **Successive Refinement of Images with Deep Joint Source-Channel Coding**, submitted to IEEE International Workshop on Signal Processing Advances in Wireless Communications (SPAWC), Cannes, France, 2019.

2 Layer Deep JSCL



- Keep the **same properties** of single transmission (graceful degradation, analog behaviour)
- Small loss** due to generalisation

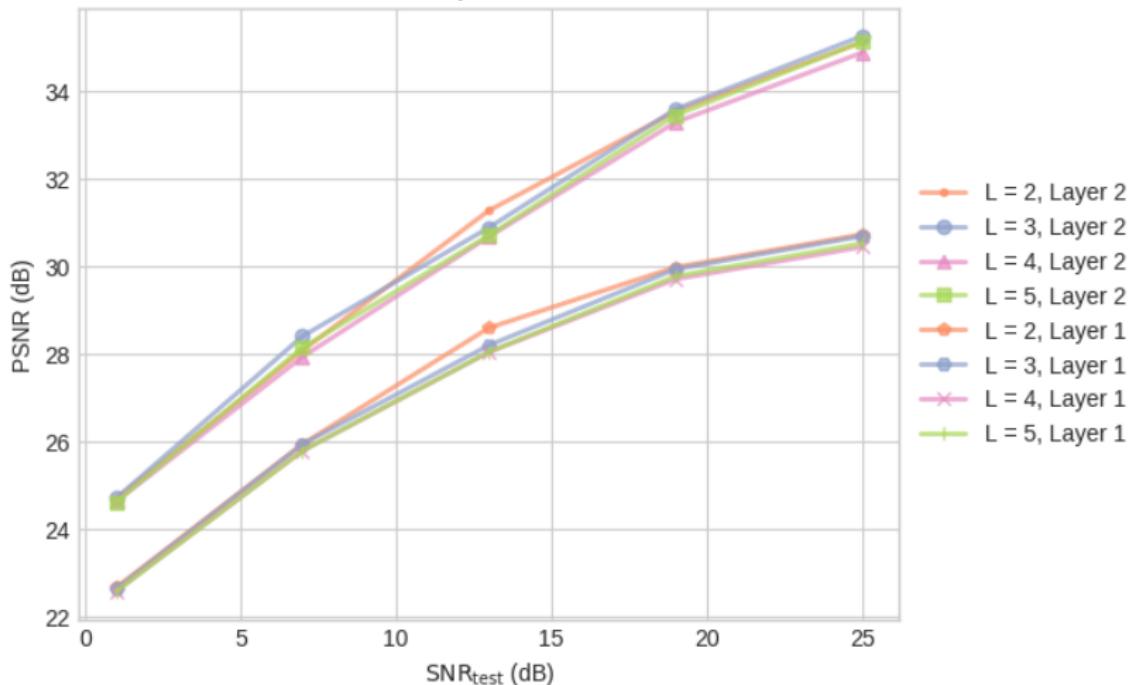
5 Layer Deep JSCL



- Keep the **same properties** of single transmission (graceful degradation, analog behaviour)
- **Small loss** due to generalisation

Effect of adding additional layers

L Performance Comparison - AWGN Channel



- the addition of extra layers has **small impact** on previous layers

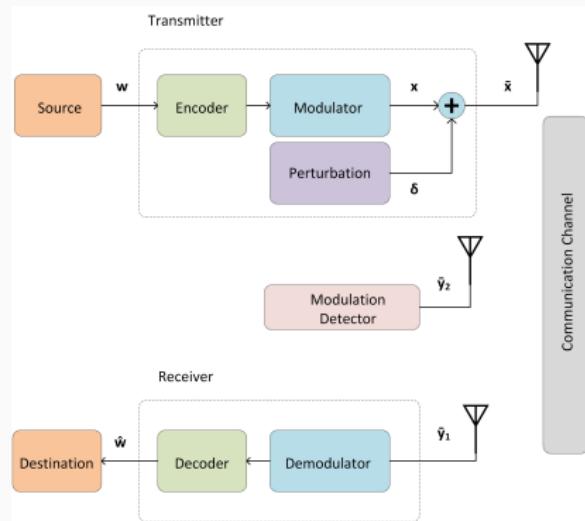
Summary so far...

- Novel deep JSCC architecture for **image transmission** over wireless channels under **low latency, bandwidth and energy**
- Proposed model **outperforms state-of-the-art** separation-based transmission schemes, especially for limited channel bandwidth and SNR
- Absence of cliff effect and **graceful degradation** of the reconstruction quality with channel SNR
- Ability to communicate without explicit **channel estimation**

Related research from Imperial IPC-Lab

Adversarial ML for Secure Communications

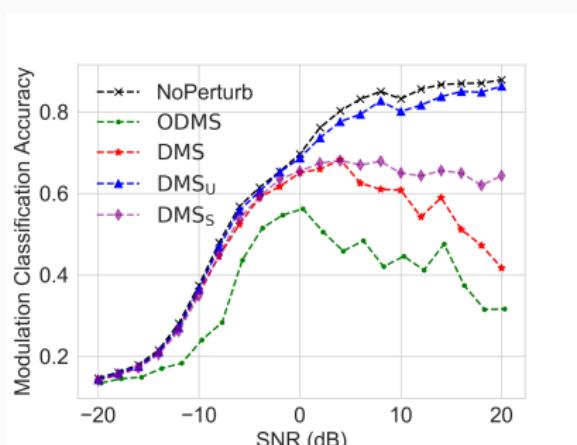
- Secure communication by preventing intruder from detecting the modulation scheme
- Small perturbations so that **intruder** is unable to identify modulation; **receiver** decodes message with acceptable BER (without knowing about the modifications)
- Use **adversarial learning** to solve trade-off



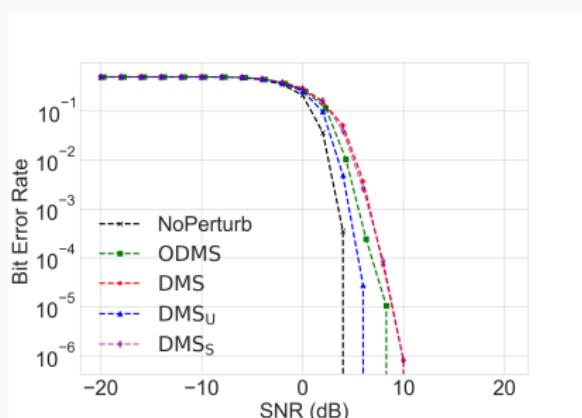
M. Z. Hameed, A. Gyorgy and D. Gunduz, **Communication without Interception: Defense against Deep-Learning-based Modulation Detection**. SPAWC, Cannes, France, 2019.

Adversarial ML for Secure Communications - Results

Modulation Classification Accuracy Intruder

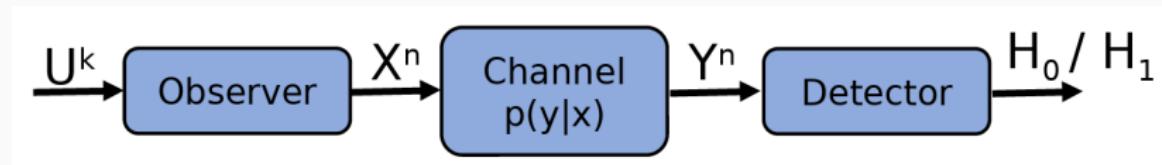


BER of legitimate **Receiver**



Hypothesis Testing Over Noisy Channels

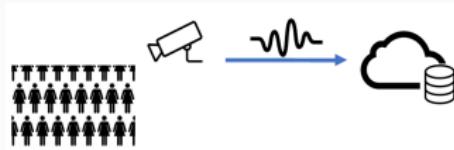
- Distributed statistical inference problems in which data needs to be communicated to a remote decision maker.
(e.g. Sensor networks, cloud computing, machine learning...)



$$H_0 : U^k \sim \prod_{i=1}^k P_U \quad H_1 : U^k \sim \prod_{i=1}^k Q_U$$

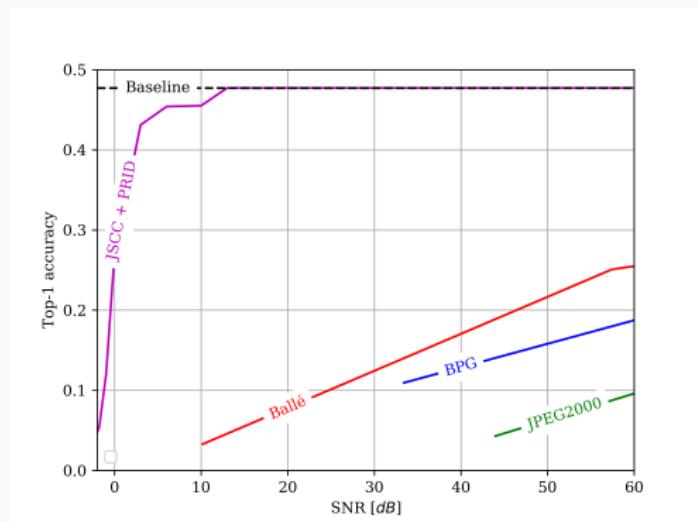
-
- S. Sreekumar, D. Gunduz, **Hypothesis testing over a noisy channel**, IEEE ISIT, 2019.
S. Sreekumar and D. Gunduz, **Distributed hypothesis testing over discrete memoryless channels**, revised, IEEE Transactions on Information Theory.
S. Sreekumar, A. Cohen, D. Gunduz, **Distributed hypothesis testing with a privacy constraint**, Submitted.

Person re-identification over noisy channels



Standard approach:

- Transmit images to the cloud
- Determine features most relevant for reidentification over image database
- Most of image's elements are useless for reid



Communicate to Learn

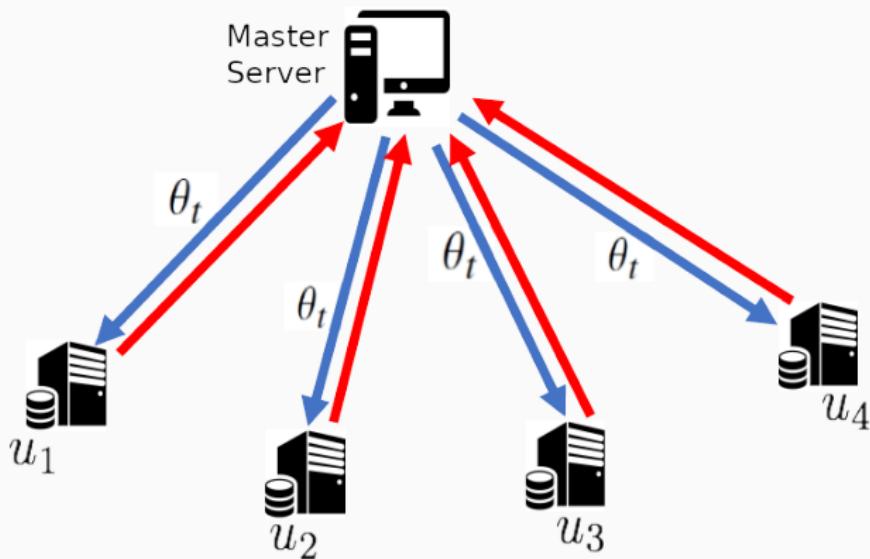
Distributed Computation Learning

- Terms like petabytes, exabytes and zettabytes are replacing megabytes, gigabytes and terabytes
- Handling such data volumes in a **single machine is neither efficient nor possible**
DeepMind's AlphaGo ran on 1920 CPUs and 280 GPUs
- In IoT, users or devices may not want to, or cannot have the bandwidth/ energy to share their data with cloud. Alternative is **distributed / federated learning**



Distributed Learning Framework

$$F(\theta) = \frac{1}{M} \sum_{m=1}^M f(\theta, \mathcal{U}_m)$$
$$\theta_{t+1} = \theta_t - \eta_t \frac{1}{M} \sum_{m=1}^M \nabla f(\theta_t, \mathcal{U}_m)$$



Distributed Linear Regression

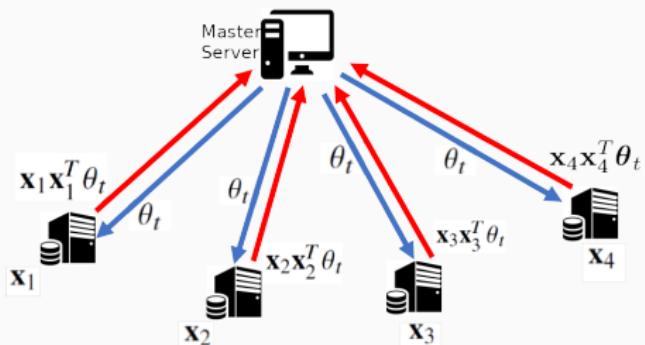
- N labeled data points $(\mathbf{x}_1, y_1), \dots, (\mathbf{x}_n, y_n)$
- Minimize mean squared error:

$$L(\theta) = \frac{1}{2} \sum_{i=1}^N (y_i - \mathbf{x}_i^T \theta)^2$$

- Gradient descent:

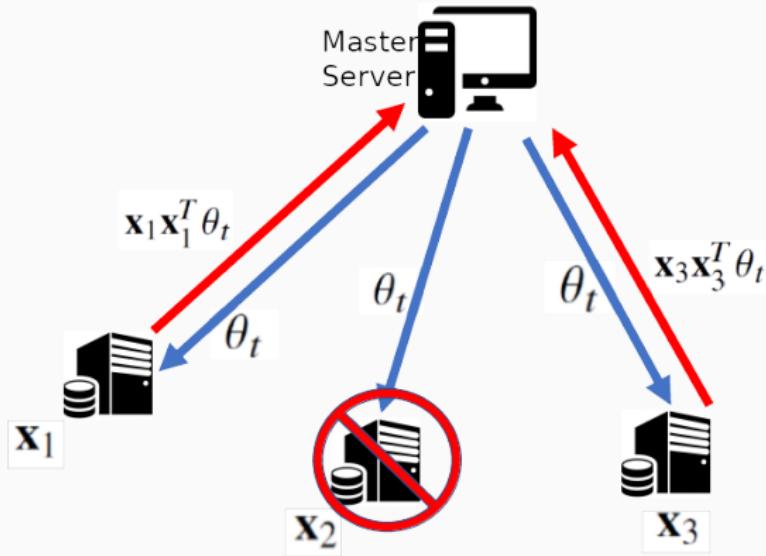
$$\nabla_{\theta} L(\theta) = \mathbf{X}^T \mathbf{X} \theta - \mathbf{X}^T \mathbf{y}$$

$$\mathbf{X}^T \mathbf{X} \theta_t = \sum_{i=1}^N \mathbf{x}_i^T \mathbf{x}_i \theta_t$$



This can be **distributed!**

Straggling Servers



Treat system as a packet **erasure communication channel**, in which transmitted data packets are randomly erased.

Dealing with Straggling Servers

- Gradient Coding

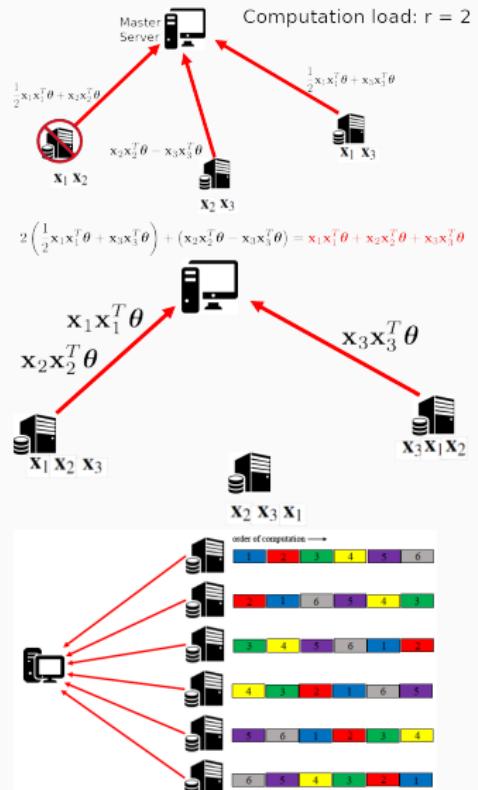
R. Tandon, Q. Lei, A. G. Dimakis, and N. Karampatziakis, **Gradient coding**, arXiv preprint: arXiv:1612.03301, 2016.

- Multi-message Distributed Computing (non-persistent stragglers)

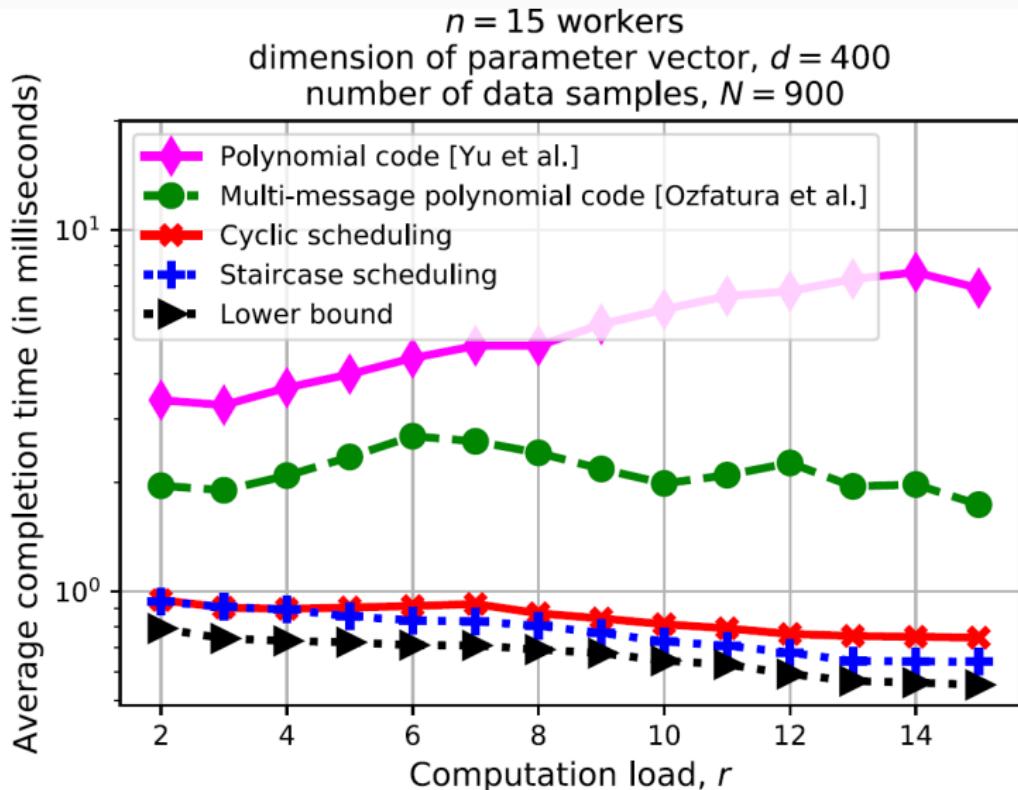
E. Ozfatura, D. Gunduz and S. Ulukus, **Speeding up distributed gradient descent by utilizing non-persistent stragglers**, submitted to SysML, Stanford, CA, Mar. 2019.

- Multi-message Uncoded Computation

M. Mohammadi Amiri and D. Gunduz, **Distributed uncoded computation**, submitted to IEEE Trans. on Signal Processing, 2018.

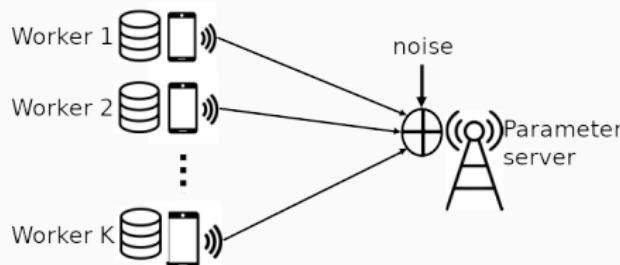


Straggling Servers



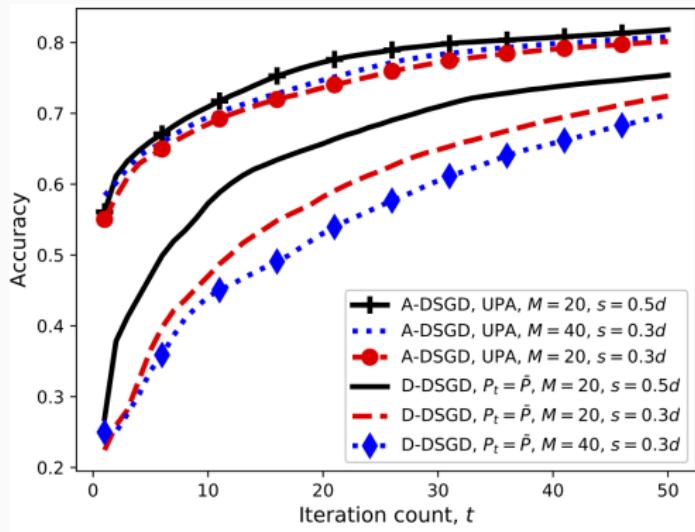
Wireless Edge Learning

- Wireless devices with own data
- a parameter server (PS) enables learning
- Devices (workers) connected to PS through wireless links:
bandlimited multiple access channel (MAC)
- **Digital approach:** separate learning an communications
- **Analog approach:** let channel do gradient averaging



M. Mohammadi Amiri and D. Gunduz, **Machine learning at the wireless edge: Distributed stochastic gradient descent over-the-air**, Jan. 2019.

Wireless Edge Learning - accuracy vs iteration



- Distributed MNIST classification (single layer with 10 neurons)
- Parameter vector size $d = 28 \times 28 \times 10 + 10 = 7850$
- d : dimension of parameter vector
- s : symbols per iteration
- M : number of devices (i.e., workers)

Conclusion

Conclusions

- Machine Learning (ML) can improve communication networks, and learning also requires efficient communications
- ML brings along many new problems for communications researchers

Some other problems we look into, not mentioned in this talk:

- Deep RL for wireless resource optimization
- GANs for channel modeling
- Privacy-aware learning

Further References and Acknowledgements

Feel free to contact me at:

- d.kurka@imperial.ac.uk

To retrieve all papers mentioned in this presentation:

- **[https://www.imperial.ac.uk/
information-processing-and-communications-lab/](https://www.imperial.ac.uk/information-processing-and-communications-lab/)**
- “Deniz Gunduz” on Google Scholar

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Thank you!