On Decoding Cohen-Haeupler-Schulman Tree Codes

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joint with Anand Kumar Narayanan²

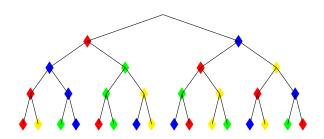
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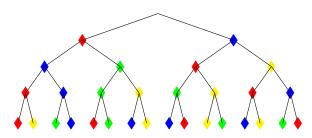
²Laboratoire d'informatique de Paris 6, Sorbonne Université, Paris, France

SODA 2020

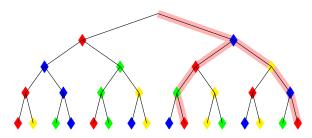
^{*}Supported by the NSF through a SIAM Travel Award

Tree Codes



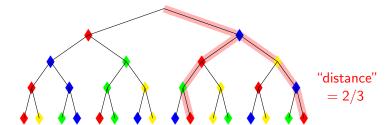


Goal: different branches have very different color sequences (after they diverge).

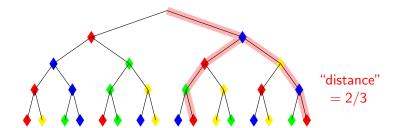


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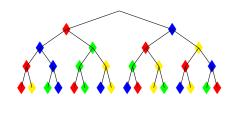
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Parameters:

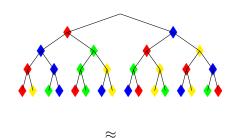
- Length (depth)
- Alphabet size (number of colors/labels)
- Distance (minimum distance between two branches)



 \approx

Online function

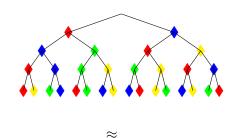
$$\{0,1\}^{\leq n} \to \Sigma^{\leq n},$$



 Online analog of error-correcting codes

Online function

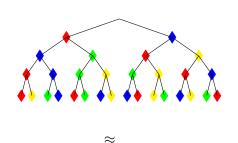
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- Online analog of error-correcting codes
 - Can "decode" input from errored version of output with $<\frac{1}{2}$ (distance) errors

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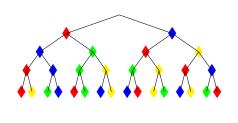
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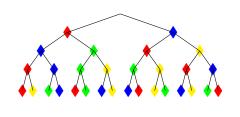


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- (Schulman 90s): Add error tolerance to interactive communication protocols
- Explicit constructions are challenging
 - "Good" tree codes exist, but no poly-time construction is known!

(Binary) tree codes $TC:\{0,1\}^{\leq n} \to \Sigma^{\leq n}, \ |\Sigma| = \mathsf{polylog}(n),$ distance $=\frac{1}{2}$.

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$$(z_0, z_1, \ldots, z_{n-1}) \mapsto ((z_0, a_0), (z_1, a_1), \ldots, (z_{n-1}, a_{n-1}))$$

under the Newton basis transformation

$$z_i = \sum_{j=0}^{n-1} a_j \binom{i}{j}, \qquad \forall i$$

with the inversion formula

$$a_j = \sum_{i=0}^{n-1} (-1)^{j-i} {j \choose i} z_i, \quad \forall j.$$

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$$p(i) = z_i,$$

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$$z_i = \sum_{j=0}^{n-1} a_j \binom{i}{j}, \qquad \forall i.$$

Theorem

If $z_0 \neq 0$, then

$$Sparsity(z_0, z_1, \dots, z_{n-1}) + Sparsity(a_0, a_1, \dots, a_{n-1}) \ge n + 1$$

 $\Rightarrow Sparsity((z_0, a_0), (z_1, a_1), \dots, (z_{n-1}, a_{n-1})) \ge \frac{n}{2}.$

Thus the CHS code has distance 1/2.

Restated:

$$(z_0, z_1, \dots, z_{n-1}) \mapsto ((z_0, a_0), (z_1, a_1), \dots, (z_{n-1}, a_{n-1})),$$

$$p(x) = \sum_{i=0}^{n-1} a_i {x \choose j}, \qquad z_i = p(i), \quad \forall i.$$

Theorem

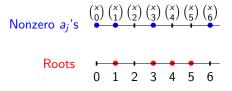
If $p(0) \neq 0$, then the number of roots of p(x) in \mathbb{N} is less than its sparsity in the Newton basis $\binom{x}{i}_{j\geq 0}$.

Sparsity Theorem

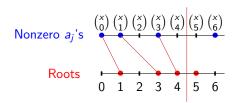
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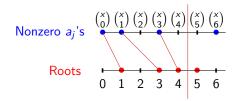
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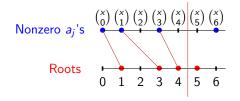


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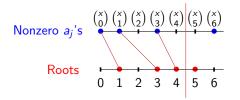
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Then $M_{IJ} \cdot (a_{j_1} \cdot \cdots \cdot a_{j_k})^T = \vec{0}$, where M_{IJ} is the I, J minor of

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Proof.

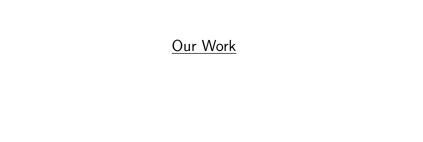


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But by the **Lindström-Gessel-Viennot Lemma**, det $M_{IJ} \neq 0$.



Our Work

1 (Partial) decoding algorithm for the CHS tree codes

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- 2 Number-theoretic variants of $TC_{\mathbb{Z}}$ with similar parameters

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- 3 Speculative framework for decoding via convex optimization

The Decoding Problem

$$(z_0, z_1, \dots, z_{n-1}) \mapsto ((z_0, a_0), (z_1, a_1), \dots, (z_{n-1}, a_{n-1})),$$

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Given a "received word" $((\widehat{z_0}, \widehat{a_0}), (\widehat{z_1}, \widehat{a_1}), \dots, (\widehat{z_{n-1}}, \widehat{a_{n-1}}))$ such that $(\widehat{z_i}, \widehat{a_i}) = (z_i, a_i)$ except at < n/4 coordinates, output z_0 , in time poly(n).

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More generally, given the above and the prefix z_0, \ldots, z_{k-1} , if $(\widehat{z_i}, \widehat{a_i}) = (z_i, a_i)$ except at < (n-k)/4 coordinates $i \ge k$, output z_k .

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This yields a decoding algorithm for the binary tree codes, correcting up to < n/4 errors.

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- 2 Using a duality trick, do the same for the a_j 's with the same algorithm.
- 3 Among the first $\alpha(n)$ coordinates, we have as many known z_i 's as unknown a_j 's. Interpolate the remaining unknown a_j 's using the Lindström-Gessel-Viennot Lemma, recovering $z_0 = a_0$.

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Bound on # errors $\Longrightarrow p(x)$ is $O(\sqrt{n/\log(n)})$ -sparse, and the $\widehat{z_i}$ are the outputs of p(x) except with $O(\sqrt{n/\log(n)})$ errors.

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Then $c(i_0) \neq 0 \Rightarrow \widehat{z_{i_0}} = p(i_0) = z_{i_0}$, as desired.

$$\alpha = O(\sqrt{n\log(n)}), \quad |R| = n - 2\alpha + 1, \quad b(x) = \sum_{j \in [0,\alpha) \cup R} b_j {x \choose j}, \quad c(x) = \sum_{j=0}^{\alpha - 1} c_j x^j$$

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- **4** If c(0) = 0, then b(0) = 0. Refine sparsity bound $\implies b(1) + p(1)c(1) = 0, \dots, b(i_0) + p(i_0)c(i_0) = 0$.

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 - In the Reed-Solomon code version, these are degrees, which add.
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2 Using a duality trick, use the same algorithm to locate $\alpha(n)/2$ indices $j \in [0, \alpha(n))$ such that $\widehat{a_j} = a_j$, for some $\alpha(n) = \Omega(\sqrt{n \log(n)})$.

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Inversion formula:

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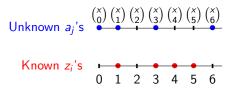
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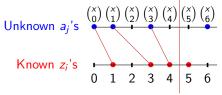
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Treat $((\widehat{a_0}, \widehat{z_0}), (-\widehat{a_1}, -\widehat{z_1}), (\widehat{a_2}, \widehat{z_2}), \dots)$ as an errored encoding of $(a_0, -a_1, a_2, \dots)$ and apply step 1 again.





$$J = \{\text{nonzero } a_j \text{ indices}\} = \{0, 1, 3\}, I = \{\text{roots}\} = \{1, 3, 4\}.$$

Unknown
$$a_{j}$$
's

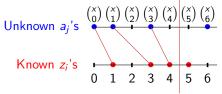
(x) (x) (x) (x) (x) (x) (x) (x) (x) (5) (6)

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0 1 2 3 4 5 6

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All $j_{\ell} \leq i_{\ell} \Longrightarrow \det(M_{IJ}) \neq 0$ by LGV. Solve for $a_{j_1} = a_0 = z_0$.

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We generalized the CHS integer tree code construction and found variants with similar parameters.

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- $q = \zeta_{\ell}$ for $\ell > n^3$ prime
- $q=e^{2\pi \iota heta}$ for $heta\in \mathbf{R}$ irrational & algebraic (w/ rounding)

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Suffices to construct such an *F* with shape:

$$\begin{pmatrix} * & * & 0 & 0 & 0 & 0 & \cdots & 0 & 0 \\ * & * & * & * & * & 0 & 0 & \cdots & 0 & 0 \\ * & * & * & * & * & * & \cdots & 0 & 0 \\ \vdots & & & & \ddots & & \vdots \\ * & * & * & * & * & * & * & \cdots & * & * \end{pmatrix}$$

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However, this appears impossible. Need new "online RIP".

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Without online condition, Beerliová-Trubíniová and Hirt construct

$$M = \left\{ \prod_{k \neq j} \frac{\beta_i - \alpha_k}{\alpha_j - \alpha_k} \right\}_{0 \le i, j \le n-1}$$

over $\mathbb{F}_{2n} = \{\alpha_1, \dots, \alpha_n, \beta_1, \dots, \beta_n\}$. (Interpolate $g(\alpha_j) = z_j$, then output $(g(\beta_i))_i$.)