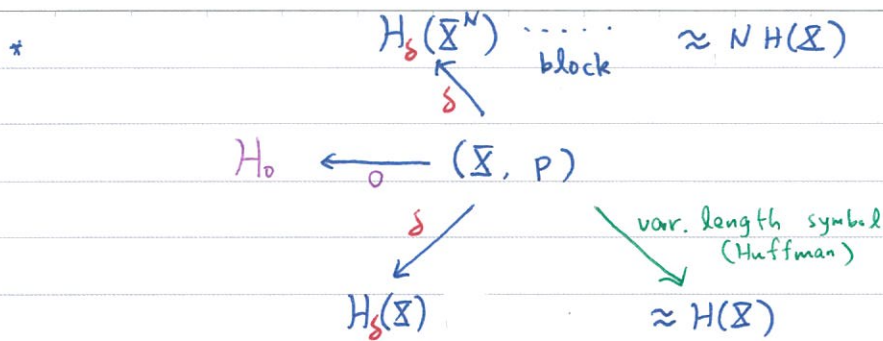




"s": "Some" wrongly coded, others perfectly correct

* what if "all" slightly wrongly coded?

$$\{1, 2, \dots, 100\} \xrightarrow{\text{quantization}} \{5, 10, 15, \dots, 95\}$$

$\mathcal{X}$ $\mathcal{Y}$

$$H_0 = \log 100$$

$$H_0 = \log 19$$

$$\rightarrow \{20, 40, \dots, 80\}$$

$$H_0 = \log 4$$

* bits $\downarrow$, error $\uparrow$
distortion
 $d(x, y)$

e.g. $d(x, y) = (x - y)^2$
 $d(x, y) = [x \neq y]$

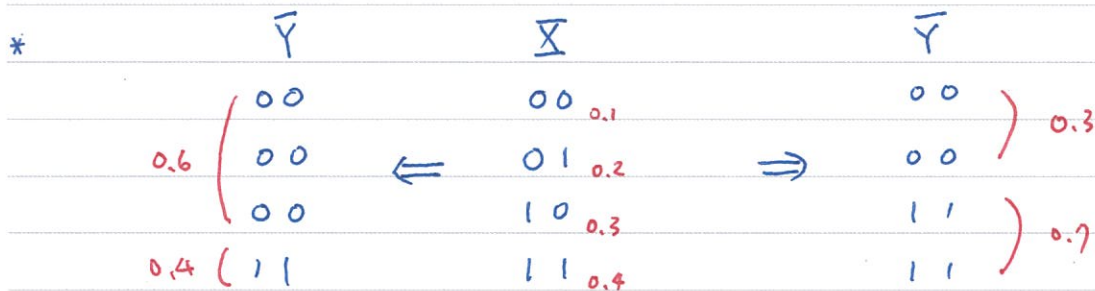
randomized quantization				deterministic quantization					
$\mathcal{X}$	$\mathcal{Y}$	1	3	5	$\mathcal{X}$	$\mathcal{Y}$	1	3	5
1	1	0	0	0	1				
2	$\frac{1}{2}$	$\frac{1}{2}$	0	0	2				
3	0	1	0	0	3				
4	0	$\frac{1}{2}$	$\frac{1}{2}$	0	4				
5	0	0	1	0	5				
6	0	0	1	0	6				

given $P(x)$, different quantization $P(y|x) \Rightarrow$ different $P(y)$
 $\Rightarrow$ different $H(Y)$

* optimal (smallest) $H(Y) = \text{rate } r$ if symbol coding on Y
under distortion constraint?

$$\sum_x \sum_y p(x) p(y|x) d(x,y) \leq \square$$

average distortion



rate $H(0.6)$

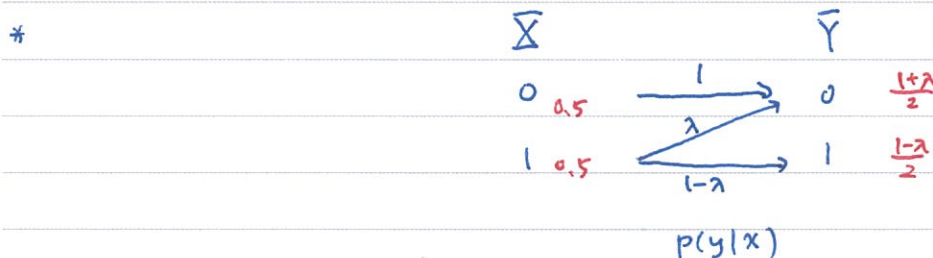
distortion 0.8
(sq. err.)

distortion 0.5
(0/1 error)

rate $H(0.7)$

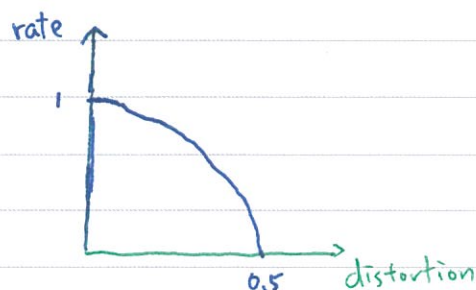
distortion 0.5

distortion 0.5

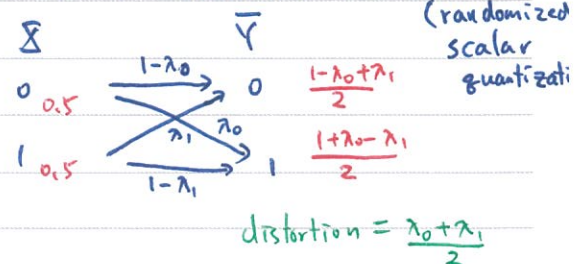


rate = $H(Y) = H\left(\frac{1-\lambda}{2}\right)$

distortion = $\frac{1}{2}\lambda$

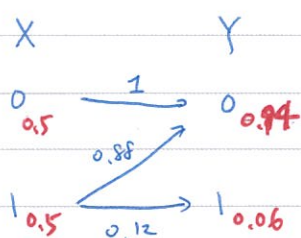


Can we do better? No if



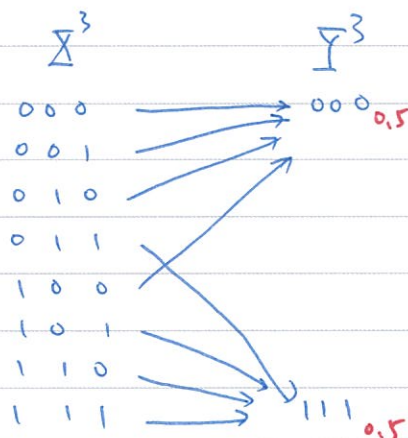
next: analyze rate-distortion tradeoff in general

* can we do better with vector quantization?



$$\text{rate} = \frac{1}{3}$$

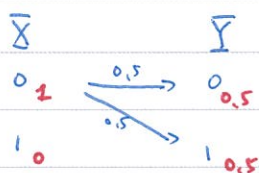
$$\text{distortion} = 0.44$$



$$\text{rate} = \frac{1}{3} = \frac{\log_2(8)}{3}$$

$$\text{avg. distortion} = \frac{1}{8} \cdot 6 / 3 = 0.25$$

* why? typical in $\bar{Y}^N$ can be redundant
what $H(Y)$ means to quantize $\bar{X}^N$



typical in $\bar{X}^N$: 00000...0, need "0" bit

typical in $\bar{Y}^N$: 01101001, need N bits in total, 1 bit in average