Making Decisions with Shuffled Bits

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Question Raised

set



With labeled obs. $\log \frac{p_1(x_1) \dots p_n(x_n)}{q_1(x_1) \dots q_n(x_n)} \stackrel{\mathcal{H}_1}{\underset{<}{\overset{>}{\atop}}} \gamma$

With unlabeled obs.

 $p_i(\cdot) q_i(\cdot)$ known, but ... who goes with whom?



Application Areas & Motivation

- Unlabeled SP: Credit to [1] for initiating the field of unlabeled signal processing
- Applications in: Spoofing attacks to wireless ad-hoc nets or smart grids [2, 3]; big data scenarios (stripping time/space labels can be attractive [4]); image processing [5]; genome research [6]; archaeology [7]; communication over permutation channels [8]; molecular communications [9]. Further can be found in: [10, 11, 12, 13].
- Motivational example from Social Sensing:
 - Following the initiation of an **event** meant to be **covert**, users take consequent actions (visit specific webpages, post comments, contact friends, ...).
 - Users are *profiled*: A network analyzer knows the probability that each user takes an action as consequence of each hidden event

 \Rightarrow event can be therefrom inferred

- What if **users' actions** are **anonymized**? Can the covert event be still inferred by users' profiles? And how powerful is such a labeled-unaware network analyzer?
- At more theoretical level: In a detection problem, how much information is contained in the observation values, and how much in their labels?

Formalization

Labeled observations

• (Labeled) Binary Observations:
$$\mathbf{X}^n \sim \prod_{i=1}^n r_i^{x_i} (1-r_i)^{1-x_i}, X_i \in \{0,1\}$$

• Statistical Test: $\begin{array}{l} \mathcal{H}_1: r_i = p_i = \mathbb{P}_1(X_i = 1), \\ \mathcal{H}_0: r_i = q_i = \mathbb{P}_0(X_i = 1), \end{array}$ $i = 1, 2, \dots, n$
• Solution: LLR $\sum_{i=1}^n x_i \log \frac{p_i}{q_i} + (1-x_i) \log \frac{1-p_i}{1-q_i} \stackrel{\neq}{\underset{H_0}{>}} \gamma$

- Unlabeled Binary Observations: $\mathbf{X}^n \sim \prod_{i=1}^n r_i^{x_{\pi(i)}} (1-r_i)^{1-x_{\pi(i)}}, \pi$ unknown
- What test? GLRT is a possibility: replace π by its ML estimate $\hat{\pi}$

$$\sum_{i=1}^{n} \left[x_{\hat{\pi}_{1}(i)} \log p_{i} + (1 - x_{\hat{\pi}_{1}(i)}) \log(1 - p_{i}) \right] - \sum_{i=1}^{n} \left[x_{\hat{\pi}_{0}(i)} \log q_{i} + (1 - x_{\hat{\pi}_{0}(i)}) \log(1 - q_{i}) \right]$$

GLRT (1/2)

• ML estimate under \mathcal{H}_1 : $\hat{\pi}_1 = \arg \max_{\pi} \log \prod_{i=1}^n p_i^{x_{\pi(i)}} (1 - p_i)^{1 - x_{\pi(i)}}$ \Leftrightarrow Find the best path over the trellis

$$\begin{pmatrix} \log p_1 & \log p_2 & \log p_3 & \dots & \log p_n \\ \log(1-p_1) & \log(1-p_2) & \log(1-p_3) & \dots & \log(1-p_n) \end{pmatrix}$$

• ML estimate under \mathcal{H}_0 : $\hat{\pi}_0 = \arg \max_{\pi} \log \prod_{i=1}^n q_i^{x_{\pi(i)}} (1 - q_i)^{1 - x_{\pi(i)}}$ \Leftrightarrow Find the best path over the trellis

$$\begin{pmatrix} \log q_1 & \log q_2 & \log q_3 & \dots & \log q_n \\ \log(1-q_1) & \log(1-q_2) & \log(1-q_3) & \dots & \log(1-q_n) \end{pmatrix}$$

GLRT (2/2)

With arbitrary alphabets (known facts)

- Algorithmic approach via assignment problem
- Hungarian (Munkres), JVC and auction algorithms have been advocated
- No closed-form solution; complexity is an issue

With binary alphabets

Result 1. The GLRT statistic is given by

$$S_{\text{GLRT}} = \sum_{i=1}^{k_{\mathbf{x}}} \log \frac{p_{(i)}}{q_{(i)}} + \sum_{i=k_{\mathbf{x}}+1}^{n} \log \frac{1-p_{(i)}}{1-q_{(i)}}$$

 $k_{\mathbf{x}}$ = number of ones $p_{(i)} = i$ -th largest element of (p_1, p_2, \dots, p_n)

Detectors A and B

With arbitrary alphabets (known facts)

- Two greedy algorithms have been proposed as surrogates for the GLRT
 - Detector A sequentially matches observations to "most convenient" distribution: Greedy search of best path over the trellis
 - Detector B first finds the best sequence of distributions, then sequentially adapts the sequence to observations: Greedy adaptation of best sequence to observations
- Complexity upper bounded by $\mathcal{O}(n^2)$
- Relative merits & actual complexity remain open issues

With binary alphabets

Result 2. Detectors A and B coincide, and both are equivalent to GLRT

ULR Detector (1/2)

With arbitrary alphabets $(|\mathcal{X}| > 2)$:

•
$$\widetilde{\mathbf{X}}^n = (\widetilde{X}_1, \dots, \widetilde{X}_n)$$
, $\widetilde{X}_i \text{ iid } \sim \overline{p} = \frac{1}{n} \sum_{i=1}^n p_i$ or $\widetilde{X}_i \text{ iid } \sim \overline{q} = \frac{1}{n} \sum_{i=1}^n q_i$

- $t_{\widetilde{\mathbf{x}}^n}$ type of *iid* observations
 - SLLN $t_{\widetilde{\mathbf{X}}^n}(x) \to \bar{p}(x)$ ae under \mathcal{H}_1 , $t_{\widetilde{\mathbf{X}}^n}(x) \to \bar{q}(x)$ ae under \mathcal{H}_0
- $t_{\mathbf{x}^n}$ type of observations

• VAR_{1,0}[
$$\mathcal{I}(X_i = x)$$
] = $r_i(x)(1 - r_i(x))$, $\sum_{i=1}^{\infty} \text{VAR}_{1,0}[\mathcal{I}(X_i = x)]/i^2 \le \frac{\pi^2}{24} < \infty$

•
$$\Rightarrow \frac{1}{n} \sum_{i=1}^{n} \mathcal{I}(X_i = x) - \frac{1}{n} \sum_{i=1}^{n} \mathbb{E}_{1,0}[\mathcal{I}(X_i = x)] \to 0$$

• $\Rightarrow \forall \epsilon > 0$ and n sufficiently large $|t_{\mathbf{x}^n}(x) - t_{\widetilde{\mathbf{x}}^n}(x)| < \epsilon$ ae

ULR Detector (2/2)

With arbitrary alphabets (known facts)

• Type vector $t_{\bf x}$ and type vector from $\it iid$ obs. $t_{\widetilde{\bf x}}$, converge to the same constant vector

• LLR for *iid* obs.:
$$\sum_{x \in \mathcal{X}} t_{\widetilde{\mathbf{x}}}(x) \frac{\overline{p}(x)}{\overline{q}(x)}$$
 ULR [12]: $\sum_{x \in \mathcal{X}} t_{\mathbf{x}}(x) \frac{\overline{p}(x)}{\overline{q}(x)}$

- By simulations: nice performance in many cases (perhaps unexpectedly)
- (Analytical) Performance assessment is an open issue
- Relative merit wrt GLRT, Detector A, Detector B, mostly unexplored

With binary alphabets

Result 3. ULR reduces to a simple *counting* detector:

 $S_{\text{ULR}} = \operatorname{sign}(\bar{p} - \bar{q}) \ k_{\mathbf{x}}$

Finite No. of Classes



Detector for shuffled bits:

•
$$k_{\mathbf{X}} = \sum_{i=1}^{n_1} X_i + \sum_{i=n_1+1}^{n_1+n_2} X_i + \dots + \sum_{\sum_{k=1}^{m-1} n_k+1}^{n_k} X_i$$
. By CLT arguments (n_ℓ large)

Result 4

$$\mathcal{S}_{\text{CLT}} = \left(\frac{k_{\mathbf{x}} - n\bar{q}}{\sigma_0}\right)^2 - \left(\frac{k_{\mathbf{x}} - n\bar{p}}{\sigma_1}\right)^2$$

where
$$\sigma_1^2 = \sum_{\ell=1}^m n_\ell p_{c\ell} (1 - p_{c\ell})$$

- boils down to ULR for $\sigma_1 = \sigma_0$
- works beyond the *m*-class setting

Simulation Results (1/3)



- Left: m = 2 classes, $n_1 = n_2 = 100$. $q_{c1} = q_{c2} = .5$. Following the arrows: $(p_{c1} = .9, p_{c2} = .1)$, $(p_{c1} = .95, p_{c2} = .05)$, and $(p_{c1} = .99, p_{c2} = .01)$.
- *Middle:* Same as in *Left*, except: $(p_{c1} = .9, p_{c2} = .1)$, $(p_{c1} = .95, p_{c2} = .1)$, $(p_{c1} = .99, p_{c2} = .1)$.
- *Right:* m = 10 classes, each with n/m entries, and n = 50, 100, 200. q_{ci} , generated uniformly at random $\in (.45, .55)$, p_{ci} , uniformly at random $\in (\delta, \delta + 0.1)$.

Simulation Results (2/3)



• Left: m = 2 classes, $n_1 = n_2 = 10$. $q_{c1} = q_{c1} = .5$, $p_{c1} = 1 - \epsilon$, $p_{c2} = 1/2 - \epsilon$.

• *Right:* $(q_1, ..., q_n)$ grows linearly from $q_1 = 0.3$ to $q_n = 0.7$, $(p_1, ..., p_n)$ grows linearly from $p_1 = 0.3 + \Delta$ to $p_n = 0.7 + \Delta$, where $\Delta = 0.01, 0.05$, and $n = 10, 10^2, 10^3$.

Simulation Results (3/3)

• Two classes (optimum easily computable):

- *H*₀: balan. *iid* vs *H*₁: half obs. P₁(X_i = 1) = 1 − ε, half P₁(X_i = 1) = ε
 CLT same as OPT, GLRT quite close to OPT, ULR useless
- \mathcal{H}_0 : balan. *iid* vs \mathcal{H}_1 : half obs. $\mathbb{P}_1(X_i = 1) = \epsilon$, half $\mathbb{P}_1(X_i = 1) = \frac{1}{2} \epsilon$ CLT & ULR same as OPT, GLRT useless

• General considerations:

- GLRT should be used only after checking its unbiasedness
- ULR is expected to work well, unless $|\bar{p} \bar{q}|$ is too small
- CLT is recommended also in challenging scenarios

• General trends:

- Performance improves with n and with distribution "distance" \dots
- ... in primis: how \bar{p} is far from \bar{q} , in secundis how σ_1 is far from σ_0
- $\bar{p} = \bar{q} \implies P_m, P_d$ scale sub-exponentially with $n \to \infty$
- $\bar{p} \approx \bar{q} \Rightarrow$ Performance **only depends** on: $|\bar{p} \bar{q}|$, σ_1 , σ_0

Conclusions (1/2)

GLRT with $|\mathcal{X}| > 2$

- GLRT boils down to solving an assignment problem
- There are cases in which GLRT is useless
 - $\bullet\,$ Non consistent: the search space grows more than exponentially fast with n
- Detectors A and B: Relative merits? Performance? Relation to GLRT?

GLRT with Binary Observations

- Simple closed-form expression (performance assessment possible)
- Modest computational cost
- Same of Detectors A and B
- There exist detection problems in which GLRT is biased (more in [13])

Conclusions (2/2)

ULR

- Computationally very efficient
- Works when $|\bar{p} \bar{q}|$ is not too small
- With $|\mathcal{X}| > 2$: Performance assessment? Relative merits wrt other det.?
- With binary observations: boils down to a counting detector

CLT for m-class binary observations

- Good trade off between complexity/performance
- Exploits diversity in mean and in variance

Coming Soon \dots (1/2)



Coming Soon \dots (2/2)

With arbitrary alphabets (known facts)

$$\begin{split} \psi_1(\lambda) &= \lim_{n \to \infty} \frac{1}{n} \sum_{i=1}^n \log \sum_{x \in \mathcal{X}} p_i(x) e^{\lambda(x)} \\ \Psi_1(\omega) &= \operatorname{LT}[\psi_1(\lambda)] = \sup_{\lambda \in \mathfrak{R}^{|\mathcal{X}| - 1}} \{ \sum_{x \in \mathcal{X}'} \lambda(x) \omega(x) - \psi_1(\lambda) \} \end{split}$$

$$\Omega(\alpha) = \inf_{\omega \in \mathcal{P}(\mathcal{X}): \Psi_0(\omega) < \alpha} \Psi_1(\omega)$$

With binary alphabets (and low-detectability regime)



$$\Omega(\alpha) \approx \frac{\left(\left[|\bar{p} - \bar{q}| - \sqrt{2\bar{\sigma}_0^2 \alpha}\right]^+\right)^2}{2\bar{\sigma}_1^2}$$

with $\bar{\sigma}_1^2 = \lim_{n \to \infty} \frac{1}{n} \sum_{i=1}^n p_i (1 - p_i)$

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