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Citation for published version:

Uney, M & Cetin, M 2015, An efficient Monte Carlo approach for optimizing communication constrained decentralized estimation networks. in *2009 17th European Signal Processing Conference*. Institute of Electrical and Electronics Engineers (IEEE), pp. 1047 - 1051, 17th European Signal Processing Conference, EUSIPCO 2009, Glasgow, United Kingdom, 24/08/09.
<<http://ieeexplore.ieee.org/xpl/articleDetails.jsp?arnumber=7077813>>

Link:

[Link to publication record in Edinburgh Research Explorer](#)

Document Version:

Peer reviewed version

Published In:

2009 17th European Signal Processing Conference

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AN EFFICIENT MONTE CARLO APPROACH FOR OPTIMIZING COMMUNICATION CONSTRAINED DECENTRALIZED ESTIMATION NETWORKS

Murat Üney^{†‡}, Müjdat Çetin[†]

[†]Faculty of Engineering and Natural Sciences, Sabancı University
Orhanlı-Tuzla, 34956, İstanbul, Turkey

[‡] Department of Electrical and Electronics Engineering, Middle East Technical University
06531, Ankara, Turkey

phone: + (90) 216 483-9594, fax: + (90) 216 483-9550, email: {muratuney, mcetin}@sabanciuniv.edu

ABSTRACT

We consider the design problem of a decentralized estimation network under communication constraints. The underlying low capacity links are modeled by introducing a directed acyclic graph where each node corresponds to a sensor platform. The operation of the platforms are constrained by the graph such that each node, based on its measurement and incoming messages from parents, produces a local estimate and outgoing messages to children. A Bayesian risk that captures both estimation error penalty and cost of communications, e.g. due to consumption of the limited resource of energy, together with constraining the feasible set of strategies by the graph, yields a rigorous problem definition. We adopt an iterative solution that converges to an optimal strategy in a person-by-person sense previously proposed for decentralized detection networks under a team theoretic investigation. Provided that some reasonable assumptions hold, the solution admits a message passing interpretation exhibiting linear complexity in the number of nodes. However, the corresponding expressions in the estimation setting contain integral operators with no closed form solutions in general. We propose particle representations and approximate computational schemes through Monte Carlo methods in order not to compromise model accuracy and achieve an optimization method which results in an approximation to an optimal strategy for decentralized estimation networks under communication constraints. Through an example, we present a quantification of the trade-off between the estimation accuracy and the cost of communications where the former degrades as the later is increased.

1. INTRODUCTION

The fundamental motivation of distributed estimation under communication constraints is provided by sensor networks (SNs) which are composed of networked platforms with limited sensing, communication, and computation capability operating together to obtain some useful information using the possibly high volume of observations collected at various locations and involving uncertainties. This nature suggests the necessity of some communications to take place over bandwidth (BW) limited links for a reasonable inference performance as well as that of performing the processing in a distributed and collaborative manner.

The canonical approach considering a static estimation task with a performance measure such as mean squared error (MSE) in accordance with the BW limitations is to collect quantized values due to observations at a center node which produces the required estimate. In this so-called star topology setting, the design problem involves finding quantization schemes for peripheral nodes addressing the limited BW and a fusion rule for the center node such that a reasonable estimation accuracy is achieved [1],[2]. Problem set-

tings suitable to sensor networks that differ in the reflected domain knowledge such as the noise distribution and quantization level constraints have been studied as well as the case in which samples of a field are to be estimated (see e.g. [3], [4] and the references therein). Although these treatments consider keeping the communication demand as low as possible, they are limited in capturing certain aspects of the problem. First of all, the topologies for which results can be produced for are restricted to star-shaped directed graphs. The cost of transmissions from peripherals to the fusion center which could vary considering the multi-hop nature is not explicitly accounted for. In the case of multiple random variables, a computational bottleneck is of concern since inference is performed only at the fusion center. Furthermore, the peripheral nodes do not cooperate with each other and exploit possible correlation structures that the problem might exhibit.

The framework of graphical models has proved to be useful for distributed inference problems arising in various SN applications including the estimation of a random field [5]. In this approach, the so called "information structure" of an inference task is represented with graphs revealing the correlation properties of the problem and inference is performed through message passing algorithms (MPAs) on them. After mapping the information structure onto the set of platforms, some messages correspond to real communications and provided that the required transmissions are supported by the underlying communication structure, a collaborative and distributed processing scheme is achieved. On the other hand, the cost of communications is of concern because application scenarios often involve cases in which no infrastructure can be provided so that the platforms have to rely on stored energy which is primarily consumed by the transmissions. Although it is possible to analyze the effects of errors induced by transmissions to MPAs (see e.g. [6]), it is hard to utilize this framework within a design problem in which the communication constraints are severe and the trade-off between estimation accuracy and cost of communications is explicitly of concern.

We consider the estimation of a random vector that takes values from an N -dimensional Euclidean space through a system with a communication and computation structure that better matches the underlying communication topology and exhibits collaborative processing. This scenario captures, e.g. the estimation of a scalar parameter (as in e.g.[7]) as well as samples of a field (as in e.g.[4]) with an ad-hoc sensor network. Unlike the canonical inference approaches mentioned above, we employ a design perspective in which the cost of communications and estimation errors are considered explicitly in a Bayesian setting as well as the constraints including the availability and capacity of links. Similar challenges are of concern in decentralized detection for which a general treatment has been presented in [8] (see also [9]). In this setting, the available links between sensor platforms render a directed acyclic graph (DAG) $\mathcal{G}=(\mathcal{V},\mathcal{E})$ where nodes and edges correspond to platforms and uni-directional links between two platforms respectively. The inference task is distributed through associating random variables with sensor platforms. Each node evaluates its local rule, given the incoming messages and

THIS WORK WAS PARTIALLY SUPPORTED BY THE SCIENTIFIC AND TECHNOLOGICAL RESEARCH COUNCIL OF TURKEY UNDER GRANT 105E090, BY THE EUROPEAN COMMISSION UNDER GRANT MIRG-CT-2006-041919 AND WITH A TURKISH ACADEMY OF SCIENCES YOUNG SCIENTIST AWARD. THE AUTHORS WOULD LIKE TO THANK O. PATRICK KREIDL FOR HIS HELP AND SUPPORT THROUGHOUT MANY DISCUSSIONS.

its own measurement, producing an inference on the associated random variable(s) and outgoing messages. The design problem involves finding the set of local rules, which is referred to as the strategy, that minimizes an expected cost which captures contributions of both cost of communications and detection errors in a Bayesian setting with the set of feasible strategies constrained by \mathcal{G} . Decentralized detection is NP-hard in general, nevertheless necessary (but not sufficient) optimality conditions yield nonlinear Gauss-Seidel iterations which converge to a person-by-person optimal strategy [10]. In [8], this treatment is utilized for a directed acyclic topology and an iterative solution together with conditions under which the iterations admit a message passing interpretation that is scalable with the number of nodes are established.

We generalize this framework to decentralized estimation (DE), and address some of the limitations of the canonical distributed estimation algorithms mentioned above [1]-[3],[7]. However this approach leads to an iterative scheme that involves integral equations that have no closed form solutions in general. In order not to compromise model accuracy, we develop an approximation framework using Monte Carlo (MC) integration methods. In the resulting network, the platforms perform computations which correspond to approximations to an approximately person-by-person optimal rule. We maintain the scalability of the solution both in the number of nodes and sample sizes and we can produce results for any set of distributions as long as samples can be generated from them. Hence our main contribution is an efficient MC optimization algorithm for DE networks subject to communication constraints in a Bayesian setting. The algorithm can be carried out in a message passing fashion making it also suitable for self-organization.

2. DESIGNING DE NETWORKS

In this section we present the online structure we consider for processing the measurements collected by the platforms which is described with a DAG \mathcal{G} . Then we define the problem of decentralized estimation under communication constraints in Section 2.2, and present a team theoretic iterative solution in Section 2.3.

2.1 Online Processing Constrained With a DAG

A DAG $\mathcal{G} = (\mathcal{V}, \mathcal{E})$ represents a communication and computation structure for a decentralized system where each platform is associated with a node $v \in \mathcal{V}$. An edge $(i, j) \in \mathcal{E}$ corresponds to the finite capacity communication link from platform i to j on which i can transmit a symbol $u_{i \rightarrow j}$ from a finite set $\mathcal{U}_{i \rightarrow j}$ where the number of elements $|\mathcal{U}_{i \rightarrow j}|$ is in accordance with the link capacity capturing the BW constraints. DAGs imply a partial ordering and without loss of generality, we assume that the nodes are labeled in accordance with a partial ordering using the reachability relation in which the parentless nodes have the smallest order.

Let $u_{\pi(j)}$ denote the incoming messages to node j from the parent nodes $\pi(j)$, given by $u_{\pi(j)} \triangleq \{u_{i \rightarrow j} | i \in \pi(j)\}$. Let $\mathcal{U}_{\pi(j)}$ denote the set from which $u_{\pi(j)}$ takes values from. This set is constructed through consecutive Cartesian products given by $\mathcal{U}_{\pi(j)} = \mathcal{U}_{\pi_1 \rightarrow j} \times \dots \times \mathcal{U}_{\pi_{P_j} \rightarrow j}$ where $\pi(j) = \{\pi_1, \dots, \pi_{P_j}\}$ and $P_j = |\pi(j)|$. The set of outgoing messages from node j to child nodes $\chi(j)$, given by $u_j \triangleq \{u_{j \rightarrow k} | k \in \chi(j)\}$ takes values from the set \mathcal{U}_j which can be defined in a similar way with that for $\mathcal{U}_{\pi(j)}$.

Each node j is associated with a random variable(s) X_j that takes values from the set \mathcal{X}_j .

The directed acyclic nature of \mathcal{G} leads a causal online processing of observations when proceeded in accordance with the partial order. Starting from the parentless nodes, as node j measures $y_j \in \mathcal{Y}_j$ and receives $u_{\pi(j)} \in \mathcal{U}_{\pi(j)}$, it evaluates a function, called its local rule and defined by $\gamma_j: \mathcal{Y}_j \times \mathcal{U}_{\pi(j)} \rightarrow \mathcal{U}_j \times \mathcal{X}_j$, which produces an estimate $\hat{x}_j \in \mathcal{X}_j$ as well as outgoing messages $u_j \in \mathcal{U}_j$ (Fig.(1a)). The space of rules local to node j is given by $\Gamma_j^{\mathcal{G}} \triangleq \{\gamma_j | \gamma_j: \mathcal{Y}_j \times \mathcal{U}_{\pi(j)} \rightarrow \mathcal{U}_j \times \mathcal{X}_j\}$ where the superscript \mathcal{G} denotes that the definition relies on \mathcal{G} together with the set $\{\mathcal{U}_{i \rightarrow j} | (i, j) \in \mathcal{E}\}$. In Section 4, we provide an example in which the online processing of a DE network is described by the DAG in Fig.(2a).

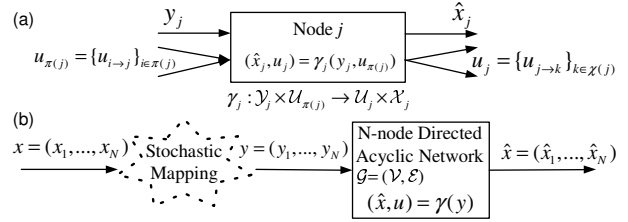


Figure 1: Online processing from (a) the viewpoint of node j , (b) the global viewpoint.

The aggregation of local rules $\gamma = (\gamma_1, \gamma_2, \dots, \gamma_N)$ is called a strategy and takes values from the set of feasible strategies given by $\Gamma^{\mathcal{G}} = \Gamma_1^{\mathcal{G}} \times \dots \times \Gamma_N^{\mathcal{G}}$. The communication load of the system is the set of all transmitted symbols $u \triangleq \{u_{i \rightarrow j} | (i, j) \in \mathcal{E}\}$ and takes values from the set \mathcal{U} which can be defined in a similar way with that for $\mathcal{U}_{\pi(j)}$. Similarly X takes values from the set $\mathcal{X} = \mathcal{X}_1 \times \dots \times \mathcal{X}_N$. This global view is presented in Figure(1b).

2.2 Problem Definition

Since the online processing strategy γ is a function mapping Y to \hat{X} and U , i.e. $(U, \hat{X}) = \gamma(Y)$, (U, \hat{X}, X) is a random process with the joint density $p(u, \hat{x}, x; \gamma) = \int_{\mathcal{Y}} dy p(u, \hat{x} | x, y; \gamma) p(x, y)$ where “ $\cdot; \gamma$ ” denotes that the distribution is specified by γ . The causal operation implies the coupling of local rules to $p(u, \hat{x}, x; \gamma)$ through $p(u, \hat{x} | x, y; \gamma) = \prod_{j=1}^N p(u_j, \hat{x}_j | y_j, u_{\pi(j)}; \gamma_j)$ where it is convenient to treat $p(u_j, \hat{x}_j | y_j, u_{\pi(j)}; \gamma_j)$ as a finite set of distributions parameterized on u_j and specified by γ_j as $p(u_j, \hat{x}_j | y_j, u_{\pi(j)}; \gamma_j) = p_{u_j}(\hat{x}_j | y_j, u_{\pi(j)}; \gamma_j)$ such that

$$P_{[y_j(y_j, u_{\pi(j)})]_{u_j}}(\hat{x}_j | y_j, u_{\pi(j)}; \gamma_j) = \delta(\hat{x}_j - [\gamma_j(y_j, u_{\pi(j)})]_{\mathcal{X}_j}) \quad (1)$$

where $[\cdot]_{\mathcal{A}}$ selects the component of its N -tuple argument that takes values from \mathcal{A} , e.g. $[(\tilde{u}_j, \hat{x}_j)]_{\mathcal{U}_j} = \tilde{u}_j$ and $[(\tilde{u}_j, \hat{x}_j)]_{\mathcal{X}_j} = \hat{x}_j$. Therefore, γ_j and the distribution family $p_{u_j}(\hat{x}_j | y_j, u_{\pi(j)}; \gamma_j)$ specify each other accordingly. Moreover, the joint distribution $p(u, \hat{x}, x; \gamma)$ is constructed through these distributions.

Having built the joint distribution determined by γ , in the Bayesian setting, a cost function is selected such that an estimation error penalty for the pair (x, \hat{x}) and a cost due to the corresponding communication load u are assigned. Hence, in general $c: \mathcal{U} \times \mathcal{X} \times \mathcal{X} \rightarrow \mathbb{R}$ and there corresponds an objective value $J(\gamma) = E\{c(u, x, \hat{x}); \gamma\}$ where the expectation is over $p(u, \hat{x}, x; \gamma)$ for any selection of $\gamma \in \Gamma^{\mathcal{G}}$ following the discussion above. Therefore, the problem of finding the best strategy for estimation under communication constraints described by \mathcal{G} and c turns to a constrained optimization problem given by

$$(P): \quad \min E\{c(u, x, \hat{x}); \gamma\} \quad (2)$$

subject to $\gamma \in \Gamma^{\mathcal{G}}$

Problem (P) allows a broad range of settings to be expressed including the conventional star-topology treatment of DE networks. It is hard to find a global optimum in general, nevertheless the team theoretic approach which we present in the next section has proved to be useful in solving decentralized detection problems.

2.3 Team Theoretic Iterative Solution

In a team decision problem, N members taking actions $\gamma_j \in \Gamma_j$ with a single cost function $J(\gamma_1, \gamma_2, \dots, \gamma_N)$ constitute a team. When it is hard to find $\gamma_j^* \in \Gamma_j$ for $j = 1, 2, \dots, N$ such that $J(\gamma_1^*, \gamma_2^*, \dots, \gamma_N^*)$ is minimum, a useful relaxation is to seek a Nash equilibrium satisfying

$$\gamma_j^* = \arg \min_{\gamma_j \in \Gamma_j} J(\gamma_j, \gamma_{\setminus j}^*) \quad (3)$$

for all $j \in \{1, 2, \dots, N\}$ where $\setminus j = \{1, 2, \dots, N\} \setminus \{j\}$. Such a solution is also referred to be person by person (pbp) optimal [11]. It can easily be shown that Algorithm 1, starting initially from $\gamma^0 = (\gamma_1^0, \dots, \gamma_N^0)$ where $\gamma_j^0 \in \Gamma_j$ for $j \in \{1, 2, \dots, N\}$ converges to a pbp optimal strategy.

For the Problem (P) given by Expression (2), provided that certain assumptions hold the optimality condition in Eq.(3) bears a structure such that the update step of Algorithm 1 scales with the number of nodes also admitting a message passing interpretation.

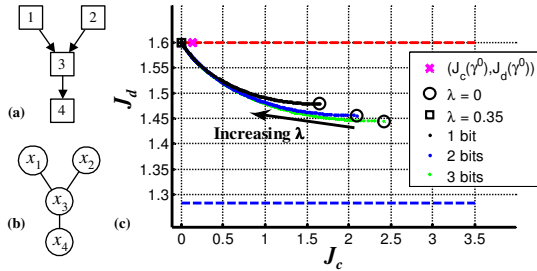


Figure 2: (a) Communication topology, (b) MRF representation of X , (c) Approximate points of the performance curves while λ is increased from 0, for the example scenario.

The cost function local to node j is in a separable form given by $c_j(u_j, \hat{x}_j, x_j) = c_j^d(x_j, \hat{x}_j) + \lambda c_j^c(u_j, x_j)$ where c_j^d and c_j^c penalize estimation errors and communication respectively. Therefore λ is a unit conversion coefficient admitting the interpretation of equivalent estimation penalty per unit cost of communication. $c_j^c(u_j, x_j) = \sum_{k \in \mathcal{X}(j)} c_{j \rightarrow k}^c(u_{j \rightarrow k}, x_j)$ where $c_{j \rightarrow k}^c(u_{j \rightarrow k})$ is the cost of transmitting the symbol $u_{j \rightarrow k}$ on the link $(j, k) \in \mathcal{E}$. It is selected as $c_{j \rightarrow k}^c(u_{j \rightarrow k}, x_j) = 0$ for the case $u_{j \rightarrow k} = 0$ and $c_{j \rightarrow k}^c(u_{j \rightarrow k}, x_j) = 1$ otherwise, measuring the link use rate. Hence, $\mathcal{U}_{j \rightarrow k}$ together with $c_{j \rightarrow k}^c$ define a selective communication scheme where $u_{j \rightarrow k} = 0$ indicates no communications and otherwise transmission of a 1 bit message. The estimation error is penalized by $c_j^d(x_j, \hat{x}_j) = (x_j - \hat{x}_j)^2$. Hence the total cost of a strategy is $J(\gamma) = J_d(\gamma) + \lambda J_c(\gamma)$ where J_d is the MSE and J_c is the total link use rate.

The random field of concern is a multivariate Gaussian, i.e. $x \sim \mathcal{N}(\mathbf{0}, \mathbf{C}_x)$, and Markov with respect to the graph in Figure (2b) together with the covariance matrix

$$\mathbf{C}_x = \begin{bmatrix} 2 & 1.125 & 1.5 & 1.125 \\ 1.125 & 2 & 1.5 & 1.125 \\ 1.5 & 1.5 & 2 & 1.5 \\ 1.125 & 1.125 & 1.5 & 2 \end{bmatrix} \quad (16)$$

Although the communication structure of the DE network is not related with the MRF representation of X and Algorithm 3 would produce results for any choice, for sake of simplicity we selected the graph in Fig.(2b) as the undirected counterpart of that in Fig.(2a).

The noise processes n_j for $j \in \mathcal{V}$ are additive, mutually independent and given by $n_j \sim \mathcal{N}(0, 0.5)$, so that the observation likelihoods are $p(y_j|x_j) = \mathcal{N}(x_j, 0.5)^2$.

Since separable local cost functions are utilized, Eq.(4) splits into two minimizations which define local estimation and communication rules respectively. We will denote these rules by $\hat{x}_j = \delta_j(y_j, u_{\pi(j)})$ and $u_j = \mu_j(y_j, u_{\pi(j)})$ and initiate as follows: Each node applies a myopic rule by performing local MMSE estimation regardless of incoming messages, i.e. $\delta_j^0(y_j, u_{\pi(j)}) = \int_{-\infty}^{\infty} dx x_j p(x_j|y_j)$. The initial communication rule for each node is a quantization of the observation y_j , such that $\mu_j^0(y_j, u_{\pi(j)}) = 1, 0$ and 2 for $y_j < -2\sigma_n$, $-2\sigma_n \leq y_j \leq 2\sigma_n$ and $y_j > 2\sigma_n$ respectively.

For different values of λ , the converged performance point (J_c, J_d) will be different. Moreover, after a certain value $\lambda = \lambda^*$, the communication cost λJ_c will dominate such that the decrease in the decision cost J_d with the contributions of the communicated symbols will not be enough to decrease J and symbol 0 will be the best choice. Consequently, the individual estimators will be the myopic rules, since myopic rules with no communications constitute a pbp optimal strategy. Hence, it is possible to interpret λ^* as the maximum price per bit that the system affords to decrease the estimation error. As we increase λ from 0 we obtain approximate points from the performance curve for Problem (P) which lets us to quantify the tradeoff between the cost of estimation errors and communication.

In Figure (2c) we present approximately computed pairs (\bar{J}_c, \bar{J}_d) of the converged strategies for different choices of λ and $|\mathcal{U}_{i \rightarrow j}|$ s, where J_c is the total link use rate and J_d is the total MSE. The upper and lower limits are MSEs corresponding to the myopic rule and the

centralized optimal rule³ respectively. Considering (\bar{J}_c, \bar{J}_d) points for the 1-bit selective communication scheme, for $\lambda = 0$, the transmission has no cost but the link use rate is well below 75% of the total 3 bits. This indicates that the information of receiving no messages is successfully maintained in this perspective. Moreover, the communication stops for $\lambda^* \approx 0.355$. Similarly approximate points for 2-bits and 3-bits schemes indicate that, if λ is small enough, we can achieve less MSE for the same total communication load as we increase the link capacities.

5. CONCLUSION

We have considered the design problem in decentralized estimation under communication constraints and adopted a recent approach for decentralized detection based on a team decision theoretic investigation in a Bayesian setting. With the merit of this framework the existing approach of quantization for estimation is extended in the sense that a broader range of constraints are considered. However, the iterative solution scheme which converges to a person by person optimal strategy involves integral operators that have no closed form solutions in general. In order not to compromise model accuracy, we have utilized approximations and proposed a Monte Carlo optimization method which requires scalable number of samples generated from only the marginal distributions without any restriction on their type. It is also possible to quantify the tradeoff between cost of communications and estimation accuracy through the approximate performance curves achieved.

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³For the squared error cost, optimal centralized rule is the mean vector of the joint posterior $p(x_1, \dots, x_4|y_1, \dots, y_4)$ and $J_c = 3Q$ where Q is the number of bits used to quantize y_j before transmitting to the fusion center.

²Considering \mathbf{C}_x , each sensor has an SNR of 6dB.