

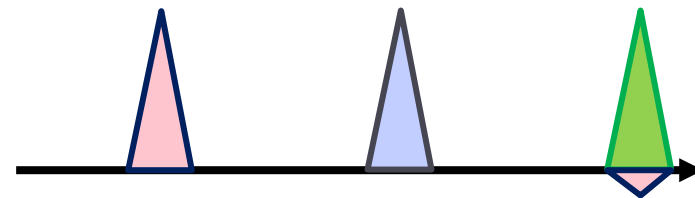
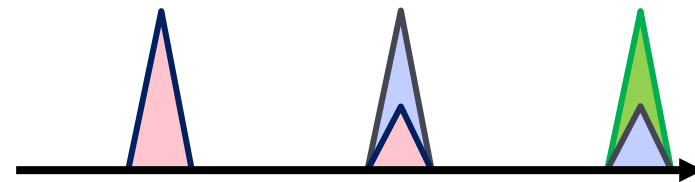
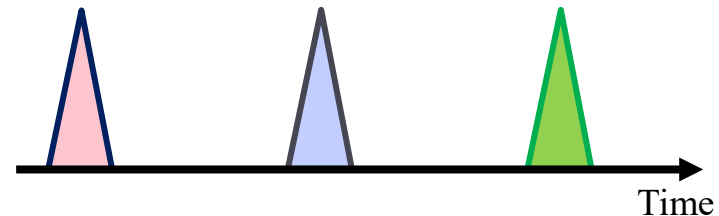
# CS/ECE 439: Wireless Networking

Physical Layer - Diversity

# Inter-Symbol Interference

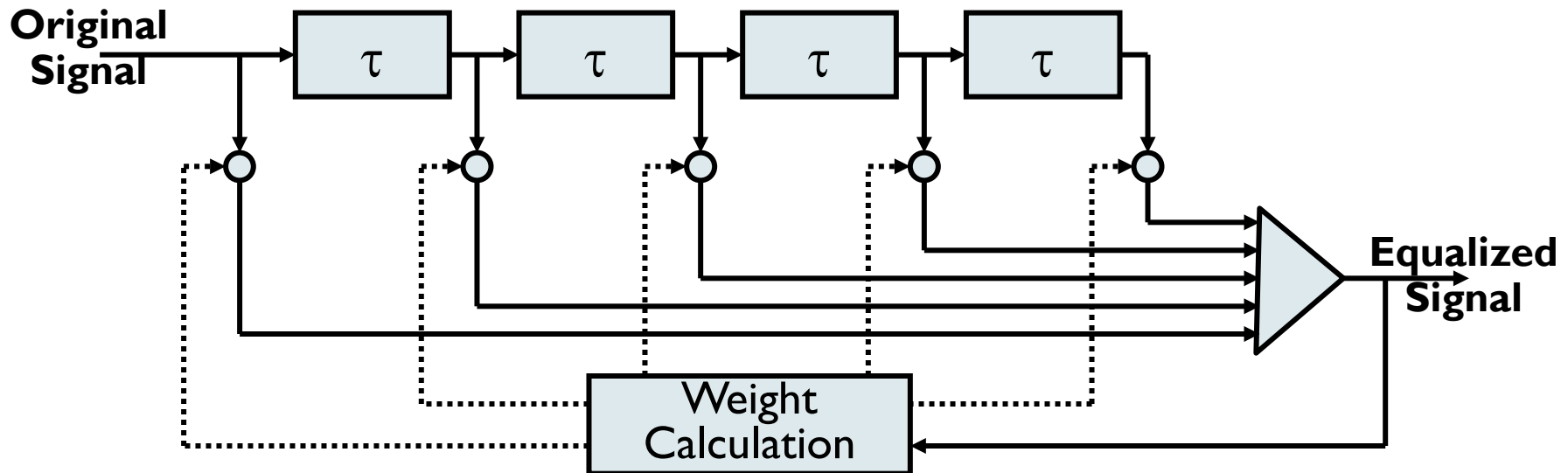
---

- ▶ Larger difference in path length can cause inter-symbol interference (ISI)
- ▶ Suppose the receiver can do some processing
  - ▶ Add/subtracted scaled and delayed copies of the signal



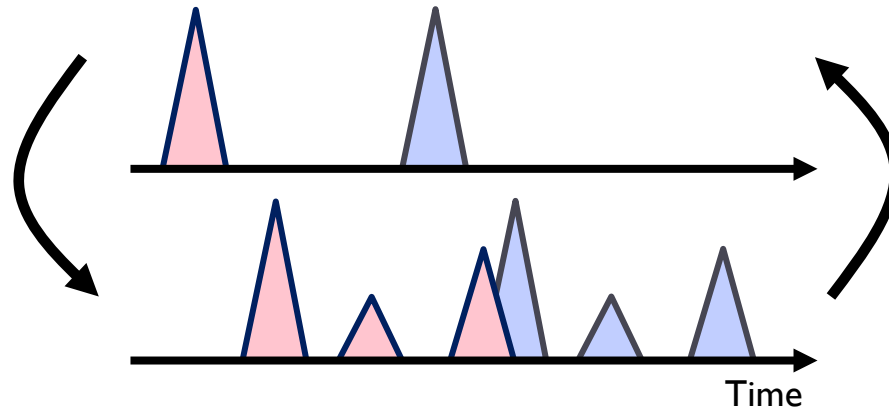
# Dynamic Equalization

- ▶ Combine multiple delayed copies of the signal
  - ▶ ex: linear equalizer circuit



# Equalization Discussion

---



- ▶ Use multiple delayed copies of the received signal to try to reconstruct the original signal
- ▶ Weights are set dynamically
  - ▶ Typically based on some known “training” sequence
- ▶ Effectively uses the multiple copies of the signal to reinforce each other
  - ▶ But only works for paths that differ in length by less than the depth of the pipeline

# Diversity Techniques

---

- ▶ **Spatial diversity**
  - ▶ Exploit fact that fading is location-specific
  - ▶ Use multiple nearby antennas and combine signals
    - ▶ Can be directional
- ▶ **Frequency diversity**
  - ▶ Spread signal over multiple frequencies/broader frequency band
    - ▶ For example, spread spectrum
- ▶ **Channel Diversity**
  - ▶ Distribute signal over multiple “channels”
    - ▶ “Channels” experience independent fading
    - ▶ Reduces the error, i.e. only part of the signal is affected
- ▶ **Time diversity**
  - ▶ Spread data out over time
  - ▶ Expand bit stream into a richer digital signal
    - ▶ Useful for bursty errors, e.g. slow fading
    - ▶ A specific form of channel coding



# Spatial Diversity

---

- ▶ Use multiple antennas that pick up the signal in slightly different locations
  - ▶ Can use more than two antennas!
- ▶ Each antenna experiences different channels
  - ▶ If antennas are sufficiently separated, chances are that the signals are mostly uncorrelated
  - ▶ If one antenna experiences deep fading, chances are that the other antenna has a strong signal
    - ▶ Antennas should be separated by  $\frac{1}{2}$  wavelength or more
- ▶ Applies to both transmit and receive side
  - ▶ Channels are symmetric



# Receiver Diversity

---

- ▶ **Simplest solution**
  - ▶ Selection diversity: pick antenna with best SNR
  
- ▶ **But why not use both signals?**
  - + More information
  - Signals out of phase, e.g. kind of like multi-path
  - ? Don't amplify the noise
- ▶ **Maximal ratio combining: combine signals with a weight that is based on their SNR**
  - ▶ Weight will favor the strongest signal (highest SNR)



# Transmit Diversity

---

- ▶ Same as receive diversity but the transmitter has multiple antennas
- ▶ Selection diversity: transmitter picks the best antenna
  - ▶ i.e. with best channel to receiver
  - ▶ Sender “precodes” the signal
- ▶ How does transmitter learn channel?
  - ▶ Gets explicit feedback from the receiver
  - ▶ Rely on channel reciprocity

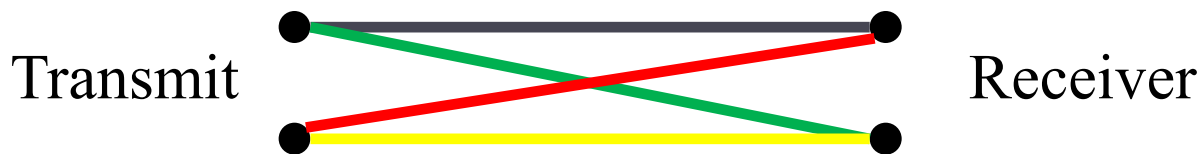




# Typical Algorithm in 802.11

---

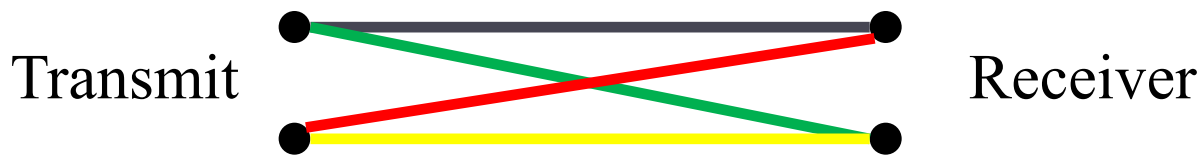
- ▶ Use transmit + receive selection diversity
- ▶ How to explore all channels to find the best one ... or at least the best transmit antenna
- ▶ Receiver
  - ▶ Use the antenna with the strongest signal
  - ▶ Always use the same antenna to send the acknowledgement – gives feedback to the sender



# Typical Algorithm in 802.11

---

- ▶ Use transmit + receive selection diversity
- ▶ How to explore all channels to find the best one ... or at least the best transmit antenna
- ▶ Sender
  - ▶ Pick an antenna to transmit and learn about the channel quality based on the ACK
  - ▶ Occasionally try the other antenna to explore the channel between all four channel pairs



# Spread Spectrum

---

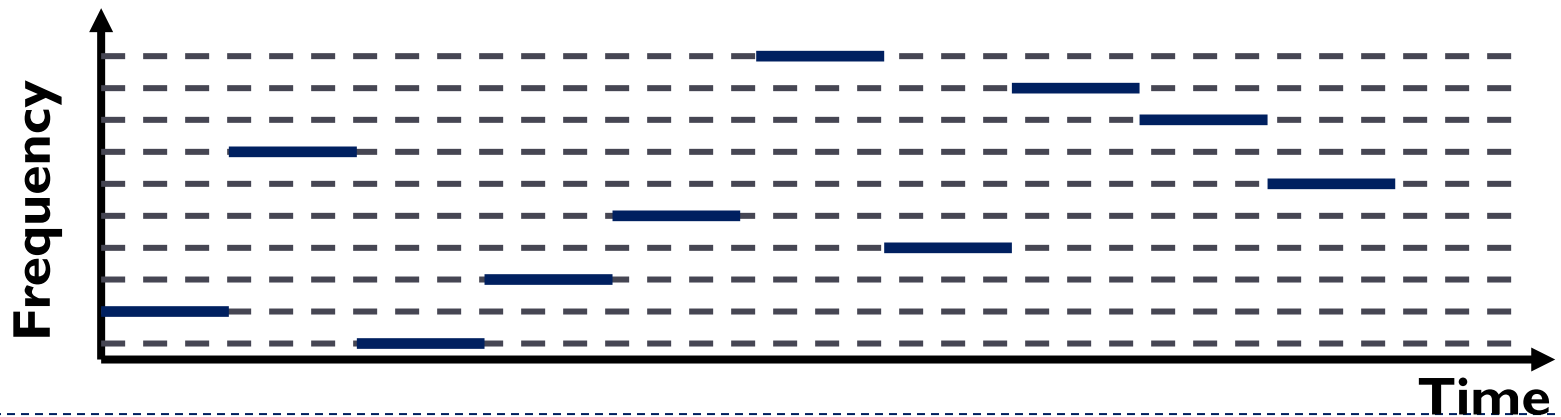
- ▶ Spread transmission over a wider bandwidth
  - ▶ Don't put all your eggs in one basket!
  - ▶ Good for military
    - ▶ Jamming and interception becomes harder
  - ▶ Also useful to minimize impact of a “bad” frequency in regular environments
- ▶ What can be gained from this apparent waste of spectrum?
  - ▶ Immunity from various kinds of noise and multipath distortion
  - ▶ Can be used for hiding and encrypting signals
  - ▶ Several users can independently use the same higher bandwidth with very little interference



# Frequency Hopping Spread Spectrum (FHSS)

---

- ▶ Have the transmitter hop between a seemingly random sequence of frequencies
  - ▶ Each frequency has the bandwidth of the original signal
- ▶ Dwell time is the time spent using one frequency
- ▶ Spreading code determines the hopping sequence
  - ▶ Must be shared by sender and receiver (e.g. standardized)



# Example: Original 802.11 Standard (FH)

---

- ▶ **96 channels of 1 MHz**
  - ▶ Only 78 used in US
    - ▶ Other countries used different numbers
  - ▶ Each channel carried only ~1% of the bandwidth
  - ▶ 1 or 2 Mbps per channel
- ▶ **Dwell time was configurable**
  - ▶ FCC set an upper bound of 400 msec
  - ▶ Transmitter/receiver must be synchronized
- ▶ **Standard defined 26 orthogonal hop sequences**
  - ▶ Transmitter used a beacon on fixed frequency to inform the receiver of its hop sequence
- ▶ **Can support multiple simultaneous transmissions – use different hop sequences**
  - ▶ e.g. up to 10 co-located APs with their clients



# Example: Bluetooth

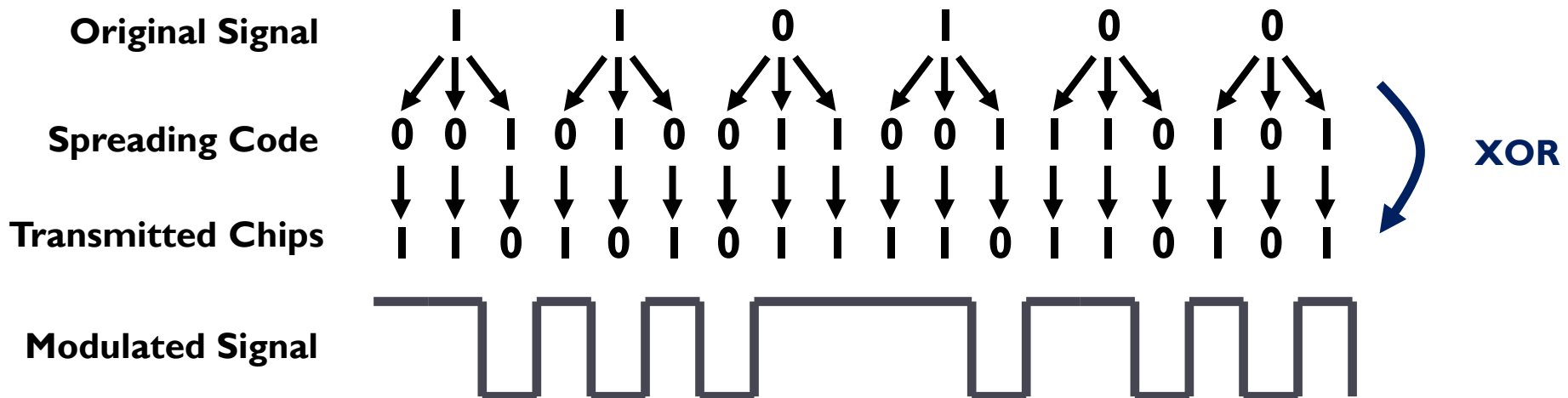
---

- ▶ **79 frequencies with a spacing of 1 MHz**
  - ▶ Other countries use different numbers of frequencies
- ▶ **Frequency hopping rate is 1600 hops/s**
- ▶ **Maximum data rate is 1 MHz**

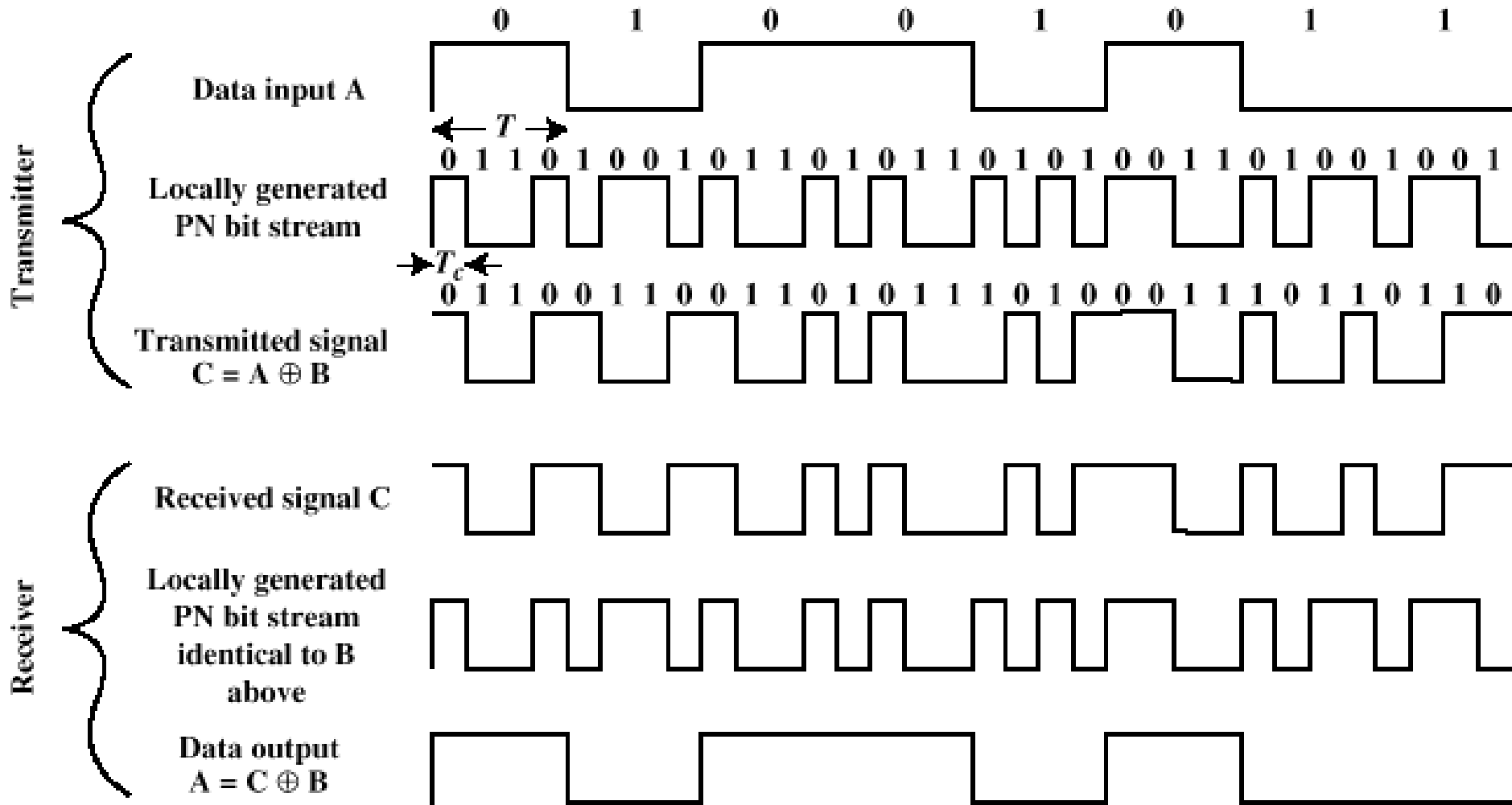


# Direct Sequence Spread Spectrum (DSSS)

- ▶ Each bit in original signal is represented by multiple bits (chips) in the transmitted signal
- ▶ Spreading code spreads signal across a wider frequency band
  - ▶ Spread is in direct proportion to number of bits used
  - ▶ e.g. exclusive-OR of the bits with the spreading code
- ▶ The resulting bit stream is used to modulate the signal



# Direct Sequence Spread Spectrum (DSSS)





# Properties

---

- ▶ **Each bit is sent as multiple chips**
  - ▶ Need more bps bandwidth to send signal
  - ▶ Number of chips per bit = spreading ratio
    - ▶ This is the spreading part of spread spectrum
- ▶ **Need more spectral bandwidth**
  - ▶ Nyquist and Shannon say so!
- ▶ **Advantages**
  - ▶ Transmission is more resilient.
    - ▶ DSSS signal will look like noise in a narrow band
    - ▶ Can lose some chips in a word and recover easily
  - ▶ Multiple users can share bandwidth



# Example: Original 802.11 Standard (DSSS)

---

## ▶ DSSS PHY

- ▶ 1 Msymbol/s rate
- ▶ 11-to-1 spreading ratio
- ▶ Barker chipping sequence
  - ▶ Barker sequence has low autocorrelation properties
    - The similarity between observations as a function of the time lag between them
- ▶ Uses about 22 MHz
- ▶ Receiver decodes by counting the number of “1” bits in each word
  - ▶ 6 “1” bits correspond to a 0 data bit
- ▶ Data rate
  - ▶ 1 Mbps (i.e. 11 Mchips/sec)
  - ▶ Extended to 2 Mbps
    - ▶ Requires the detection of a  $\frac{1}{4}$  phase shift



# Example: 802.11b

---

- ▶ (Maximum) data rate
  - ▶ 11 Mbps
- ▶ Complementary Code Keying (CCK)
  - ▶ Complementary means that the code has good auto-correlation properties
    - ▶ Want nice properties to ease recovery in the presence of noise, multipath interference, ..
  - ▶ Each word is mapped onto an 8 bit chip sequence
  - ▶ Symbol rate at 1.375 MSymbols/sec, at 8 bpS = 11 Mbps
- ▶ Symbol rate
  - ▶ 1.375 MSymbols/sec, at 8 bpS = 11 Mbps



# Code Division Multiple Access

---

- ▶ Users share spectrum and time, but use different codes to spread their data over frequencies
  - ▶ DSSS where users use different spreading sequences
  - ▶ Use spreading sequences that are orthogonal, i.e. they have minimal overlap
  - ▶ Frequency hopping with different hop sequences
- ▶ The idea is that users will only rarely overlap and the inherent robustness of DSSS will allow users to recover if there is a conflict
  - ▶ Overlap = use the same the frequency at the same time
  - ▶ The signal of other users will appear as noise



# CDMA Principle

---

## ▶ Basic Principles of CDMA

- ▶  $D$  = rate of data signal
- ▶ Break each bit into  $k$  chips - user-specific fixed pattern
- ▶ Chip data rate of new channel =  $kD$
- ▶ If  $k=6$  and code is a sequence of 1s and -1s
  - ▶ For a '1' bit, A sends code as chip pattern
    - ▶  $\langle c_1, c_2, c_3, c_4, c_5, c_6 \rangle$
  - ▶ For a '0' bit, A sends complement of code
    - ▶  $\langle -c_1, -c_2, -c_3, -c_4, -c_5, -c_6 \rangle$
- ▶ Receiver knows sender's code and performs electronic decode function

$$S_u(d) = d_1 \times c_1 + d_2 \times c_2 + d_3 \times c_3 + d_4 \times c_4 + d_5 \times c_5 + d_6 \times c_6$$

- ▶  $\langle d_1, d_2, d_3, d_4, d_5, d_6 \rangle$  = received chip pattern
- ▶  $\langle c_1, c_2, c_3, c_4, c_5, c_6 \rangle$  = sender's code



# CDMA Example

---

- ▶ **User A code =  $\langle 1, -1, -1, 1, -1, 1 \rangle$** 
  - ▶ To send a 1 bit =  $\langle 1, -1, -1, 1, -1, 1 \rangle$
  - ▶ To send a 0 bit =  $\langle -1, 1, 1, -1, 1, -1 \rangle$
- ▶ **User B code =  $\langle 1, 1, -1, -1, 1, 1 \rangle$** 
  - ▶ To send a 1 bit =  $\langle 1, 1, -1, -1, 1, 1 \rangle$
- ▶ **Receiver receiving with A's code**
  - ▶ (A's code) x (received chip pattern)
    - ▶ User A '1' bit: 6 -> 1
    - ▶ User A '0' bit: -6 -> 0
    - ▶ User B '1' bit: 0 -> unwanted signal ignored



# CDMA Example

---

- ▶ **CDMA cellular standard**
  - ▶ Used in the US, e.g. Sprint
- ▶ **Allocates 1.228 MHz for base station to mobile communication**
  - ▶ Shared by 64 “code channels”
  - ▶ Used for voice (55), paging service (8), and control (1)
- ▶ **Provides a lot error coding to recover from errors**
  - ▶ Voice data is 8550 bps
  - ▶ Coding and FEC increase this to 19.2 kbps
  - ▶ Then spread out over 1.228 MHz using DSSS; uses QPSK



# Discussion

---

- ▶ Spread spectrum is very widely used
- ▶ Effective against noise and multipath
  - ▶ Signal looks like noise to other nodes
  - ▶ Multiple transmitters can use the same frequency range
- ▶ FCC requires the use of spread spectrum in ISM band
  - ▶ If signal is above a certain power level
- ▶ Is also used in higher speed 802.11 versions.
  - ▶ No surprise!





# Time Redundancy: Bit Stream Level

---

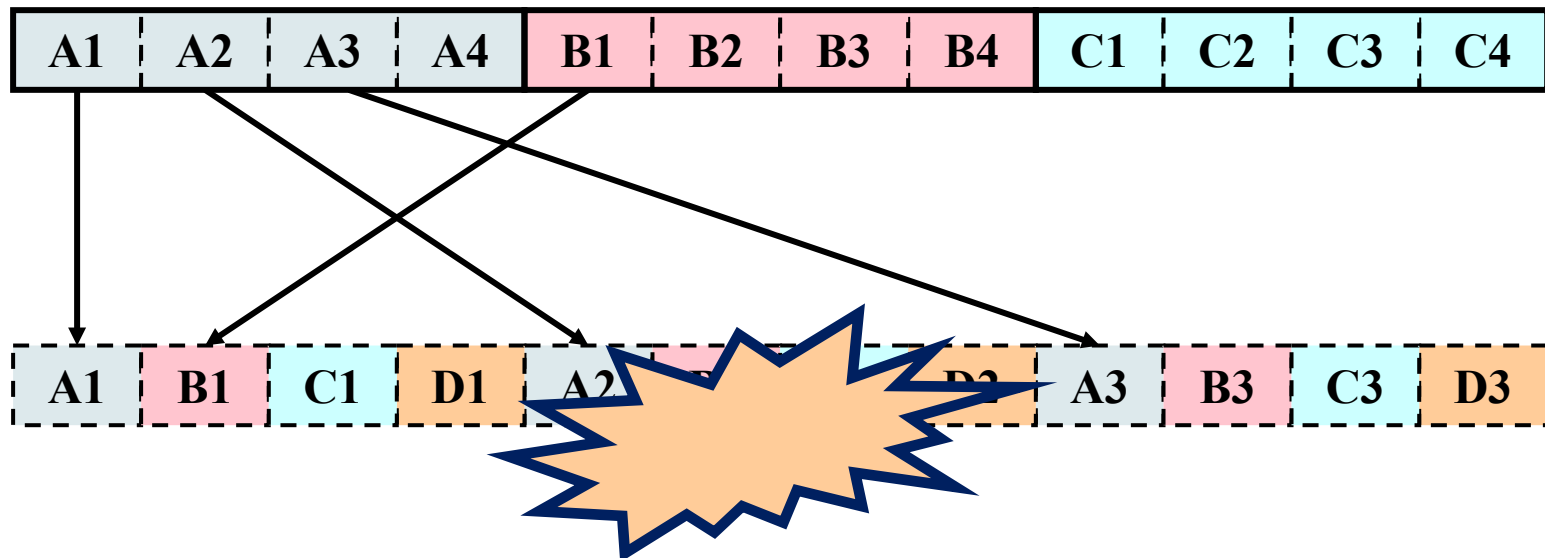
- ▶ Protect digital data by introducing redundancy in the transmitted data
  - ▶ Error detection codes: can identify certain types of errors
  - ▶ Error correction codes: can fix certain types of errors
- ▶ Block codes provide Forward Error Correction (FEC) for blocks of data
  - ▶  $(n, k)$  code:  $n$  bits are transmitted for  $k$  information bits
  - ▶ Simplest example: parity codes
  - ▶ Many different codes exist: Hamming, cyclic, Reed-Solomon, ...
- ▶ Convolutional codes provide protection for a continuous stream of bits
  - ▶ Coding gain is  $n/k$
  - ▶ Turbo codes: convolutional code with channel estimation



# Time Diversity Example

---

- ▶ Spread blocks of bytes out over time
- ▶ Can use FEC or other error recovery techniques to deal with burst errors



# Error Detection/Recovery

---

- ▶ Adds redundant information that checks for errors
  - ▶ And potentially fix them
  - ▶ If not, discard packet and resend
- ▶ Occurs at many levels
  - ▶ Demodulation of signals into symbols (analog)
  - ▶ Bit error detection/correction (digital)—our main focus
    - ▶ Within network adapter (CRC check)



# Error Detection/Recovery

---

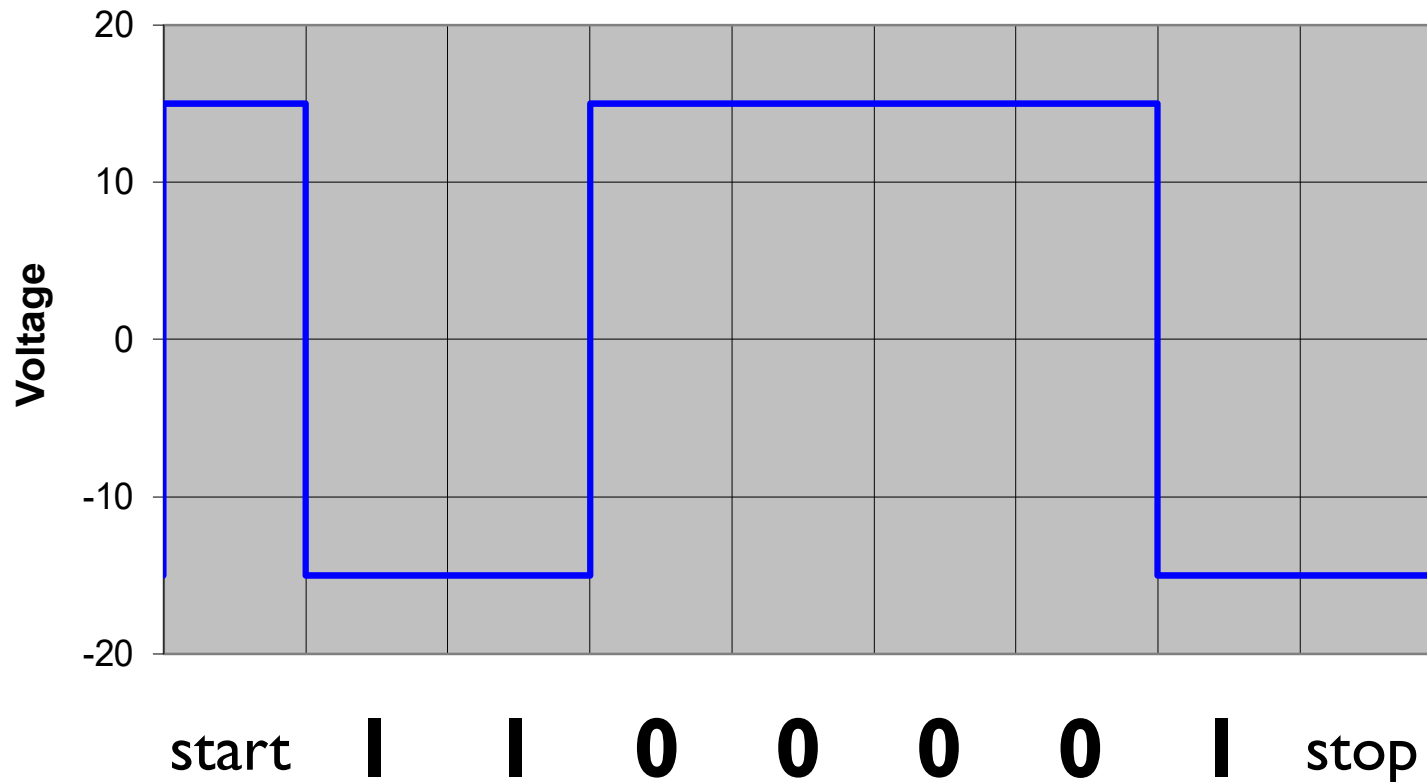
- ▶ **Analog Errors**
  - ▶ Example of signal distortion
- ▶ **Hamming distance**
  - ▶ Parity and voting
  - ▶ Hamming codes
- ▶ **Error bits or error bursts?**
- ▶ **Digital error detection**
  - ▶ Two-dimensional parity
  - ▶ Cyclic Redundancy Check (CRC)



# Analog Errors

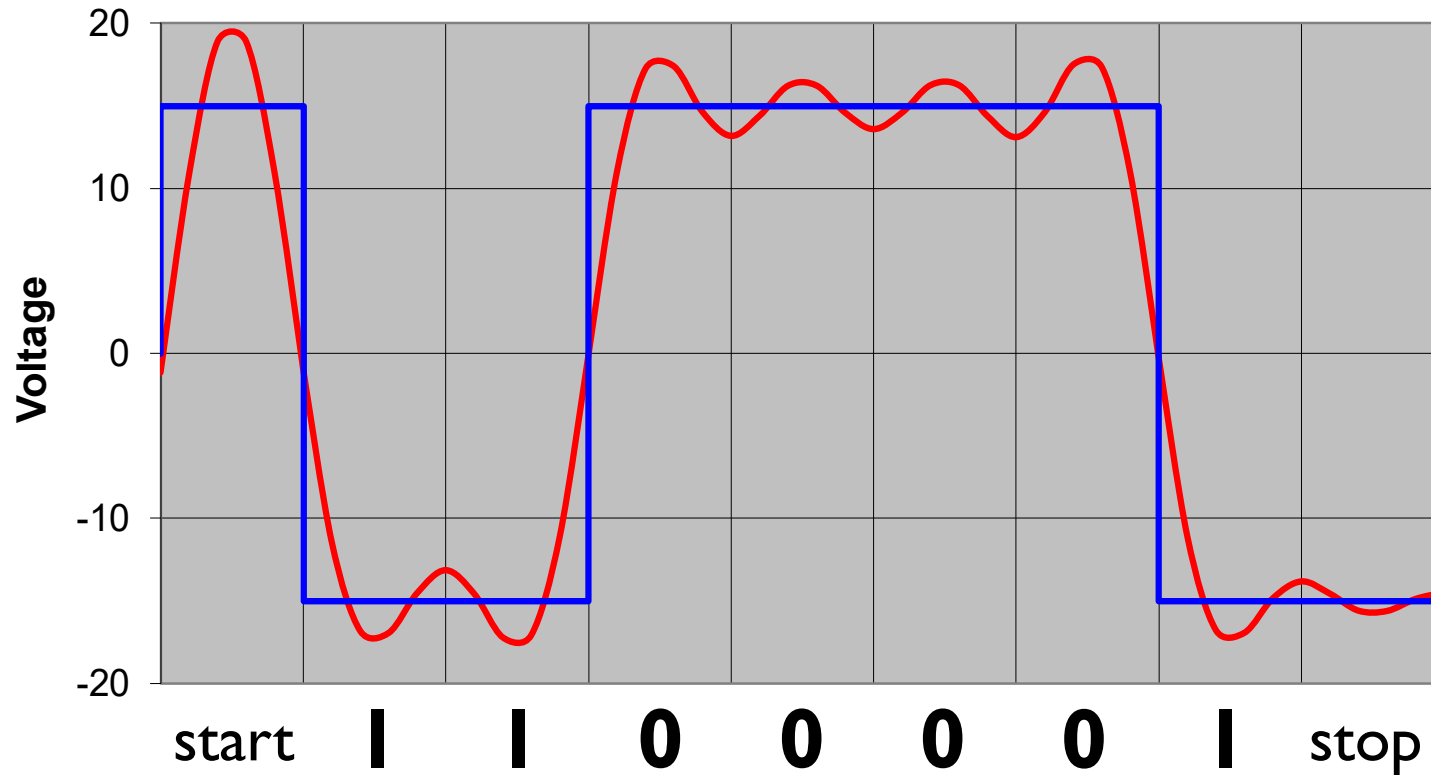
---

- ▶ Consider the following encoding of 'Q'



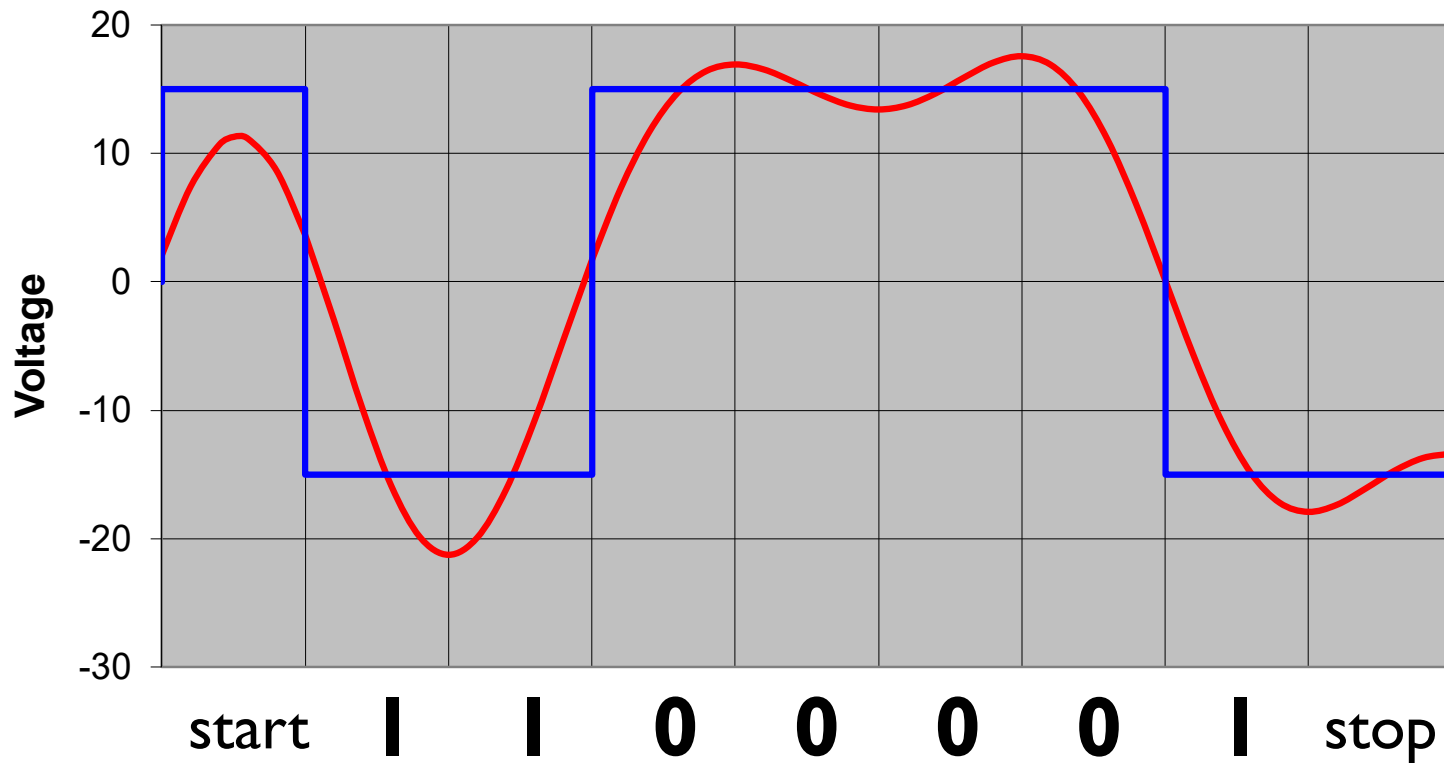
# Encoding isn't perfect

---



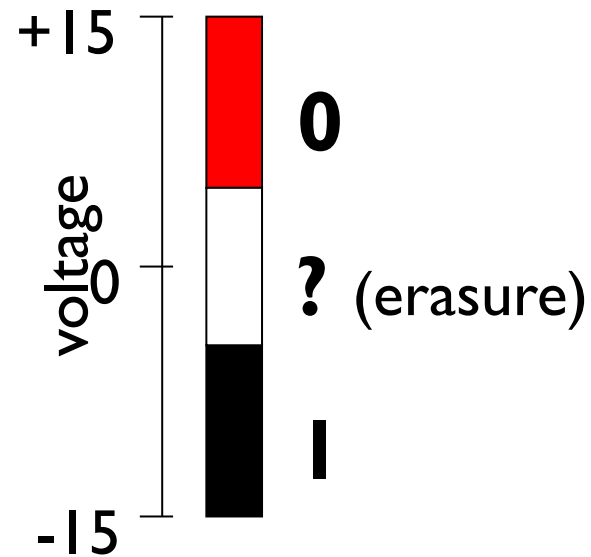
# Encoding isn't perfect

---



# Symbols

---

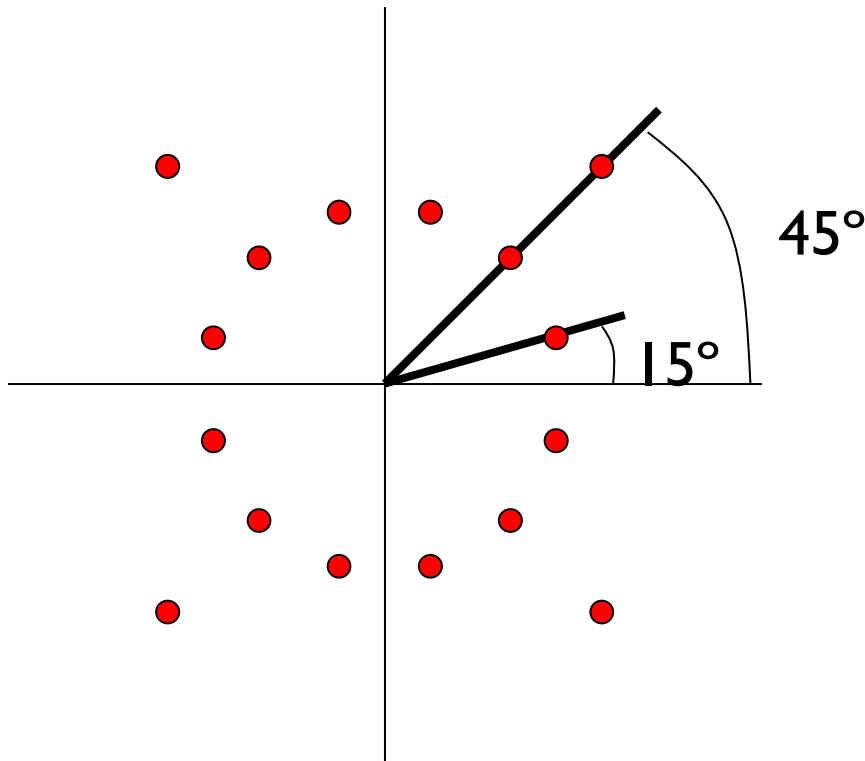


possible binary voltage encoding  
symbol neighborhoods and erasure  
region



# Symbols

---



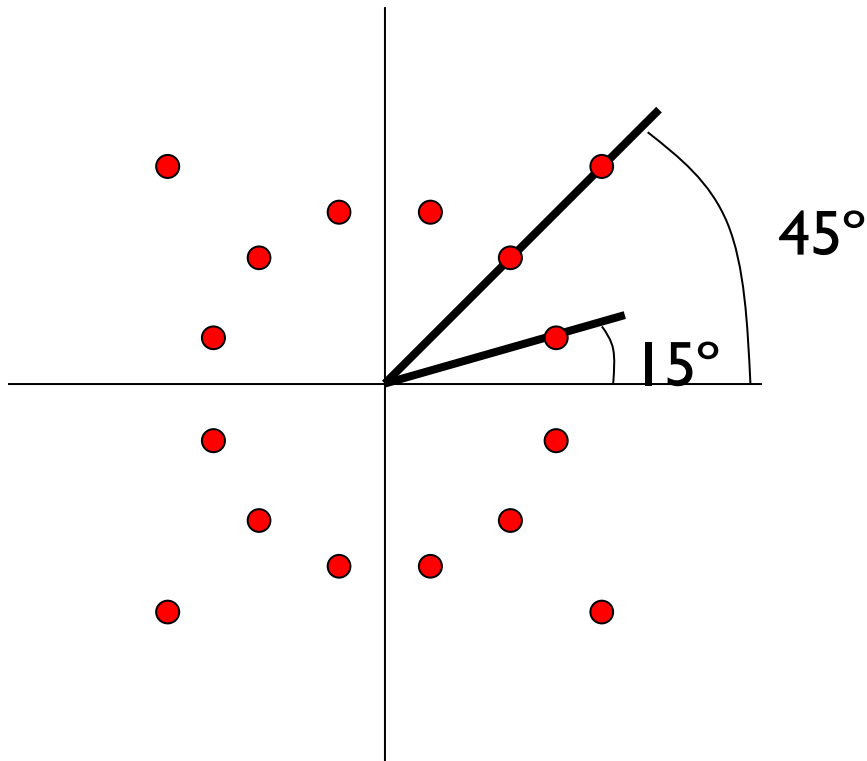
16-symbol example

- ▶ QAM
  - ▶ Phase and amplitude modulation
- ▶ 2-dimensional representation
  - ▶ Angle is phase shift
  - ▶ Radial distance is new amplitude

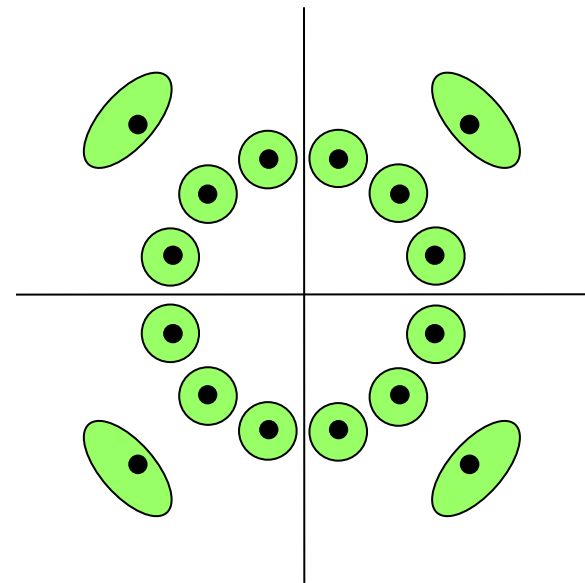


# Symbols

---



16-symbol example



possible QAM symbol neighborhoods in green; all other space results in erasure



# Digital error detection and correction

---

- ▶ **Input: decoded symbols**
  - ▶ Some correct
  - ▶ Some incorrect
  - ▶ Some erased
- ▶ **Output:**
  - ▶ Correct blocks (or codewords, or frames, or packets)
  - ▶ Erased blocks



# Error Detection Probabilities

---

## ▶ Definitions

- ▶  $P_b$  : Probability of single bit error (BER)
- ▶  $P_1$  : Probability that a frame arrives with no bit errors
- ▶  $P_2$  : While using error detection, the probability that a frame arrives with one or more undetected errors
- ▶  $P_3$  : While using error detection, the probability that a frame arrives with one or more detected bit errors but no undetected bit errors



# Error Detection Probabilities

---

- ▶ With no error detection

$$P_1 = (1 - P_b)^F$$

$$P_2 = 1 - P_1$$

$$P_3 = 0$$

- ▶  $F$  = Number of bits per frame



# Error Detection Process

---

## ▶ Transmitter

- ▶ For a given frame, an error-detecting code (check bits) is calculated from data bits
- ▶ Check bits are appended to data bits

## ▶ Receiver

- ▶ Separates incoming frame into data bits and check bits
- ▶ Calculates check bits from received data bits
- ▶ Compares calculated check bits against received check bits
- ▶ Detected error occurs if mismatch



# Parity

---

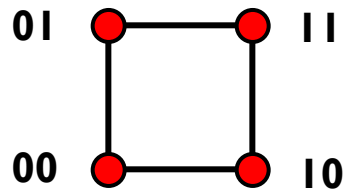
- ▶ Parity bit appended to a block of data
- ▶ Even parity
  - ▶ Added bit ensures an even number of 1s
- ▶ Odd parity
  - ▶ Added bit ensures an odd number of 1s
- ▶ Example
  - ▶ 7-bit character            1 1 1 0 0 0 1
  - ▶ Even parity                1 1 1 0 0 0 1 0
  - ▶ Odd parity                 1 1 1 0 0 0 1 1



# Parity: Detecting Bit Flips

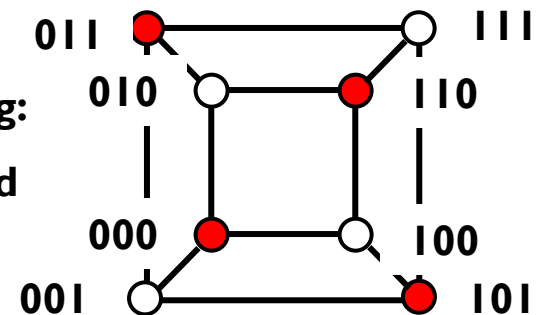
- ▶ 1-bit error detection with parity
  - ▶ Add an extra bit to a code to ensure an even (odd) number of 1s
  - ▶ Every code word has an even (odd) number of 1s

Valid  
code  
words



Parity Encoding:

White – invalid  
(error)





# Voting: Correcting Bit Flips

---

- ▶ 1-bit error correction with voting
  - ▶ Every codeword is transmitted n times
  - ▶ Codeword is 3 bits long

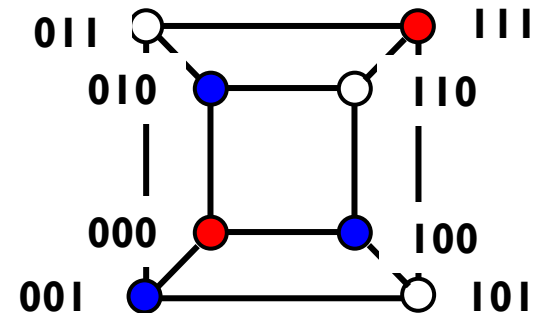
Valid  
code  
words



Voting:

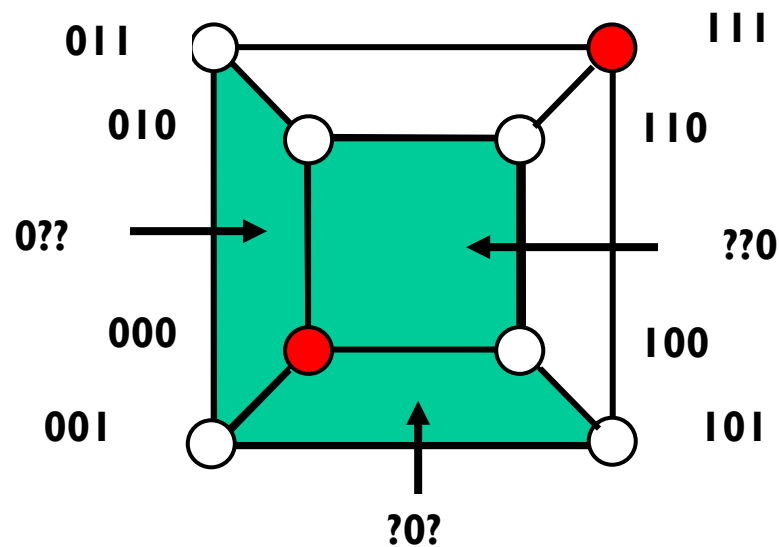
White – correct to 1

Blue – correct to 0



# Voting: 2-bit Erasure Correction

- ▶ Every code word is copied 3 times



2-erasure planes in green  
remaining bit not ambiguous

cannot correct 1-error and 1-  
erasure

# Hamming Distance

---

- ▶ The Hamming distance between two code words is the minimum number of bit flips to move from one to the other
  - ▶ Example:
    - ▶ 00101 and 00010
    - ▶ Hamming distance of 3



# Minimum Hamming Distance

---

- ▶ The minimum Hamming distance of a code is the minimum distance over all pairs of codewords
  - ▶ Minimum Hamming Distance for parity
    - ▶ 2
  - ▶ Minimum Hamming Distance for voting
    - ▶ 3



# Coverage

---

## ▶ N-bit error detection

- ▶ No code word changed into another code word
- ▶ Requires Hamming distance of  $N+1$

## ▶ N-bit error correction

- ▶ N-bit neighborhood: all codewords within N bit flips
- ▶ No overlap between N-bit neighborhoods
- ▶ Requires hamming distance of  $2N+1$



# Hamming Codes

---

- ▶ Linear error-correcting code
- ▶ Named after Richard Hamming
- ▶ Simple, commonly used in RAM (e.g., ECC-RAM)
- ▶ Can detect up to 2-bit errors
- ▶ Can correct up to 1-bit errors



# Hamming Codes

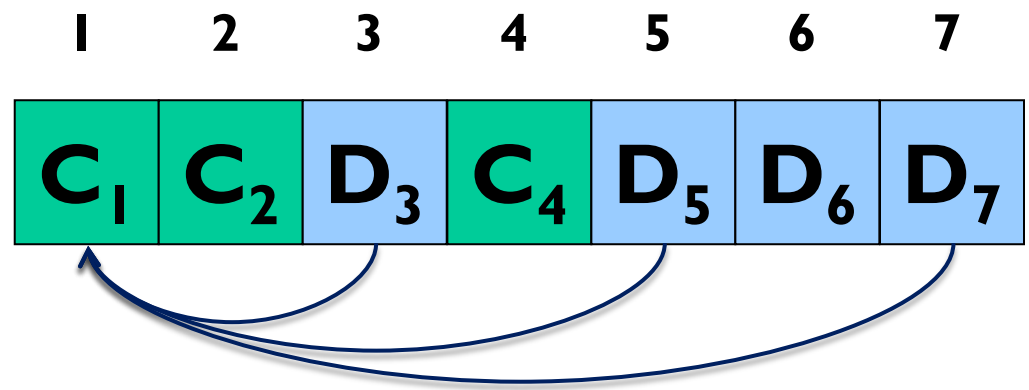
---

## ▶ Construction

- ▶ number bits from 1 upward
- ▶ powers of 2 are check bits
- ▶ all others are data bits
- ▶ Check bit  $j$ : XOR of all  $k$  for which  $(j \text{ AND } k) = j$

### ■ Example:

- 4 bits of data, 3 check bits



# Hamming Codes

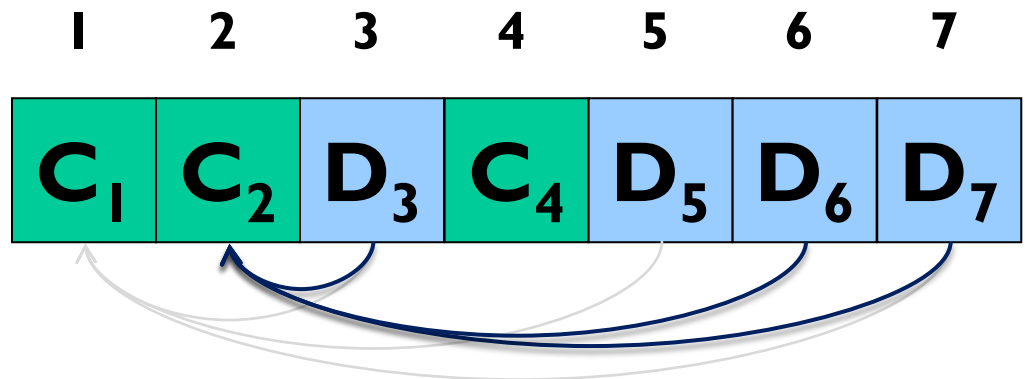
---

## ▶ Construction

- ▶ number bits from 1 upward
- ▶ powers of 2 are check bits
- ▶ all others are data bits
- ▶ Check bit  $j$ : XOR of all  $k$  for which  $(j \text{ AND } k) = j$

### ■ Example:

- 4 bits of data, 3 check bits





# Hamming Codes

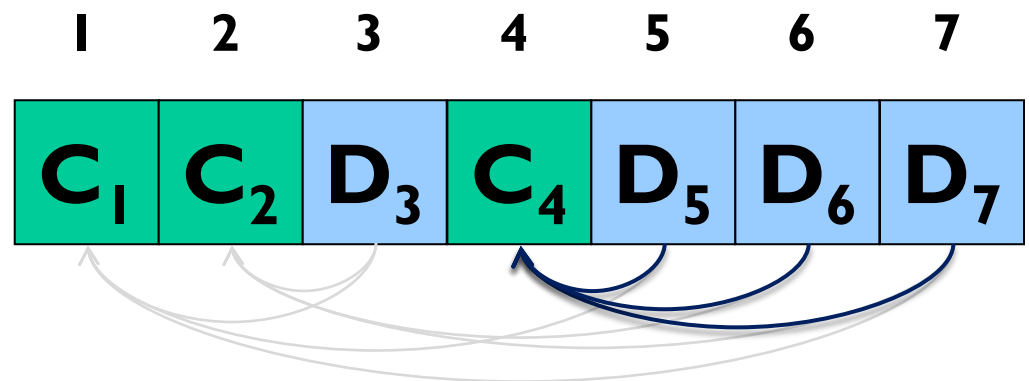
---

## ▶ Construction

- ▶ number bits from 1 upward
- ▶ powers of 2 are check bits
- ▶ all others are data bits
- ▶ Check bit  $j$ : XOR of all  $k$  for which  $(j \text{ AND } k) = j$

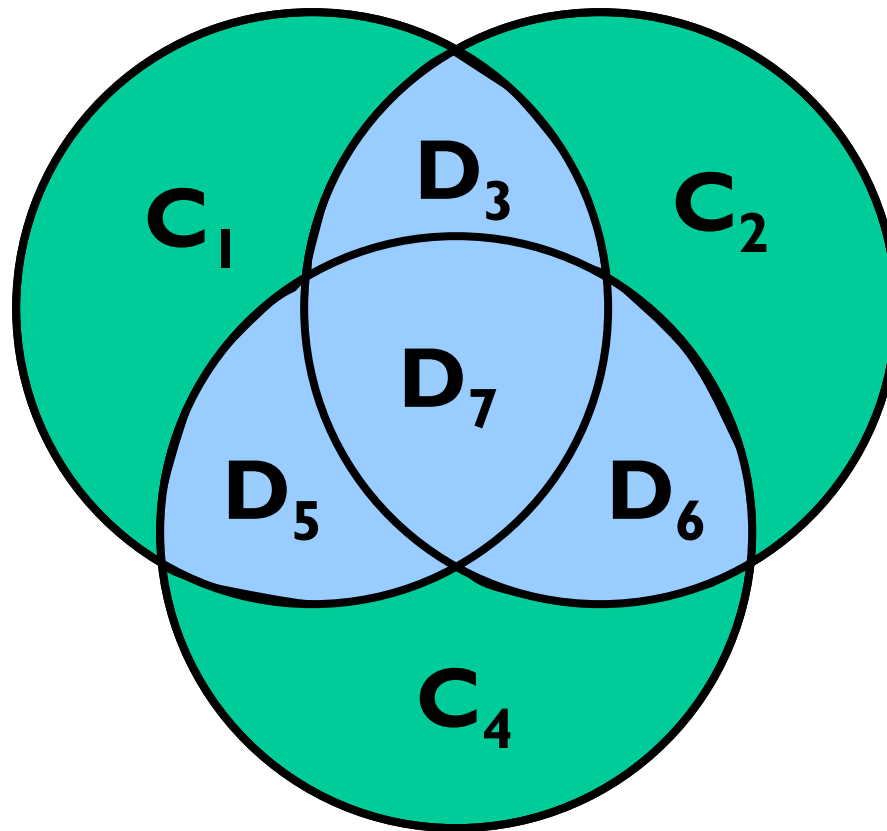
### ■ Example:

- 4 bits of data, 3 check bits



# Hamming Codes

---



# What are we trying to handle?

---

- ▶ **Worst case errors**
  - ▶ We solved this for 1 bit error
  - ▶ Can generalize, but will get expensive for more bit errors
- ▶ **Probability of error per bit**
  - ▶ Flip each bit with some probability, independently of others
- ▶ **Burst model**
  - ▶ Probability of back-to-back bit errors
  - ▶ Error probability dependent on adjacent bits
  - ▶ Value of errors may have structure
- ▶ **Why assume bursts?**
  - ▶ Appropriate for some media (e.g., radio)
  - ▶ Faster signaling rate enhances such phenomena



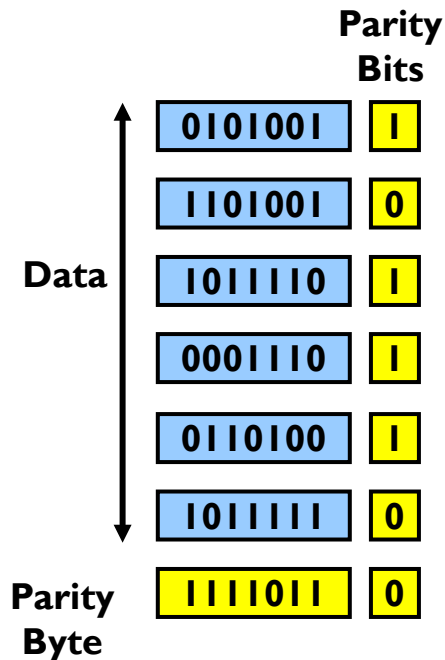
# Digital Error Detection Techniques

---

- ▶ **Two-dimensional parity**
  - ▶ Detects up to 3-bit errors
  - ▶ Good for burst errors
- ▶ **IP checksum**
  - ▶ Simple addition
  - ▶ Simple in software
  - ▶ Used as backup to CRC
- ▶ **Cyclic Redundancy Check (CRC)**
  - ▶ Powerful mathematics
  - ▶ Tricky in software, simple in hardware
  - ▶ Used in network adapter



# Two-Dimensional Parity



- ▶ Use 1-dimensional parity
  - ▶ Add one bit to a 7-bit code to ensure an even/odd number of 1s
- ▶ Add 2nd dimension
  - ▶ Add an extra byte to frame
    - ▶ Bits are set to ensure even/odd number of 1s in that position across all bytes in frame
- ▶ Comments
  - ▶ Catches all 1-, 2- and 3-bit and most 4-bit errors



# Two-Dimensional Parity

---

<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>
<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>1</b>



# What happens if...

---

Can detect exactly which bit flipped  
Can also correct it!

0	1	<del>0</del> <sup>1</sup>	0	0	1	1	1	0
0	1	1	0	1	1	1	1	0
0	1	1	0	1	1	1	1	0
0	1	1	0	0	1	0	0	1
0	0	1	0	0	0	1	1	1



# What about 2-bit errors?

Can detect the two-bit error

Can't detect a problem here

Can't tell which bits are flipped, so can't correct

0	1	<del>0</del> <sup>1</sup>	0	0	<del>1</del> <sup>0</sup>	1	1	0
0	1	1	0	1	1	1	1	0
0	1	1	0	1	1	1	1	0
0	1	1	0	0	1	0	0	1
0	0	1	0	0	0	1	1	1





# What about 2-bit errors?

Could be the dotted pair or the dashed pair.  
Can't correct 2-bit error.

If these four parity bits don't match  
Which bits could be in error?

0	1	0	0	0	1	1	1	0
0	1	1	0	1	1	1	1	0
0	1	1	0	1	1	1	1	0
0	1	1	0	0	1	0	0	1
0	0	1	0	0	0	1	1	1



# What about 3-bit errors?

Can detect the three-bit error

0	1	<del>0</del> <sup>1</sup>	0	0	<del>1</del> <sup>0</sup>	1	<del>1</del> <sup>0</sup>	0
0	1	1	0	1	1	1	1	0
0	1	1	0	1	1	1	1	0
0	1	1	0	0	1	0	0	1
0	0	1	0	0	0	1	1	1

But you can't correct (eg if dashed bits got flipped instead of the dotted ones)



# What about 4-bit errors?

---

Are there any 4-bit errors this scheme \*can\* detect?

<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>
<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>1</b>



# What about 4-bit errors?

---

Can you think of a 4-bit error this scheme can't detect?

<del>0</del> <sup>1</sup>	1	<del>0</del> <sup>1</sup>	0	0	1	1	1	0
0	1	1	0	1	1	1	1	0
<del>0</del> <sup>1</sup>	1	<del>1</del> <sup>0</sup>	0	1	1	1	1	0
0	1	1	0	0	1	0	0	1
0	0	1	0	0	0	1	1	1



# Internet Checksum

---

## ▶ Idea

- ▶ Add up all the words
- ▶ Transmit the sum
- ▶ Use 1's complement addition on 16bit codewords

## ▶ Example

- ▶ Codewords:  $-5$        $-3$
- ▶ 1's complement binary:  $1010$        $1100$
- ▶ 1's complement sum  $1000$

## ▶ Comments

- ▶ Small number of redundant bits
- ▶ Easy to implement
- ▶ Not very robust
- ▶ Eliminated in IPv6



# IP Checksum

---

```
u_short cksum(u_short *buf, int count) {
    register u_long sum = 0;
    while (count-- > 0) {
        sum += *buf++;
        if (sum & 0xFFFF0000) {
            /* carry occurred, so wrap around */
            sum &= 0xFFFF;
            sum++;
        }
    }
    return ~(sum & 0xFFFF);
}
```

What could cause this check to fail?



# Simplified CRC-like protocol using regular integers

---

## ▶ Basic idea

- ▶ **Both endpoints** agree in advance on divisor value  $C = 3$
- ▶ **Sender** wants to send message  $M = 10$
- ▶ **Sender** computes  $X$  such that  $C$  divides  $10M + X$
- ▶ **Sender** sends codeword  $W = 10M + X$
- ▶ **Receiver** receives  $W'$  and checks whether  $C$  divides  $W'$ 
  - ▶ If so, then probably no error
  - ▶ If not, then error



# Simplified CRC-like protocol using regular integers

---

## ▶ Intuition

- ▶ If  $C$  is large, it's unlikely that bits are flipped exactly to land on another multiple of  $C$
- ▶ CRC is vaguely like this, but uses polynomials instead of numbers





# Cyclic Redundancy Check (CRC)

---

## ▶ Given

▶ Message  $M = 10011010$

▶ Represented as Polynomial  $M(x)$

$$\begin{aligned} &= 1 * x^7 + 0 * x^6 + 0 * x^5 + 1 * x^4 + 1 * x^3 + 0 * x^2 + 1 * x + 0 \\ &= x^7 + x^4 + x^3 + x \end{aligned}$$

▶ Select a divisor polynomial  $C(x)$  with degree  $k$

▶ Example with  $k = 3$ :

▶  $C(x) = x^3 + x^2 + 1$

▶ Represented as 1101

▶ Transmit a polynomial  $P(x)$  that is evenly divisible by  $C(x)$

▶  $P(x) = M(x) * x^k + k$  check bits

How can we determine these  $k$  bits?



# Properties of Polynomial Arithmetic

---

- ▶ Coefficients are modulo 2

$$(x^3 + x) + (x^2 + x + 1) = \dots$$

$$\dots x^3 + x^2 + 1$$

$$(x^3 + x) - (x^2 + x + 1) = \dots$$

$$\dots x^3 + x^2 + 1 \text{ also!}$$

- ▶ Addition and subtraction are both xor!
- ▶ Need to compute  $R$  such that  $C(x)$  divides  $P(x) = M(x) \cdot x^k + R(x)$
- ▶ So  $R(x) = \text{remainder of } M(x) \cdot x^k / C(x)$ 
  - ▶ Will find this with polynomial long division



# CRC - Sender

---

## ▶ Given

$$\text{▶ } M(x) = 10011010 = x^7 + x^4 + x^3 + x$$

$$\text{▶ } C(x) = 1101 = x^3 + x^2 + 1$$

## ▶ Steps

$$\text{▶ } T(x) = M(x) * x^k \text{ (add zeros to increase deg. of } M(x) \text{ by } k)$$

$$\text{▶ Find remainder, } R(x), \text{ from } T(x)/C(x)$$

$$\text{▶ } P(x) = T(x) - R(x) \Rightarrow M(x) \text{ followed by } R(x)$$

## ▶ Example

$$\text{▶ } T(x) = 10011010000$$

$$\text{▶ } R(x) = 101$$

$$\text{▶ } P(x) = 10011010101$$



# CRC - Receiver

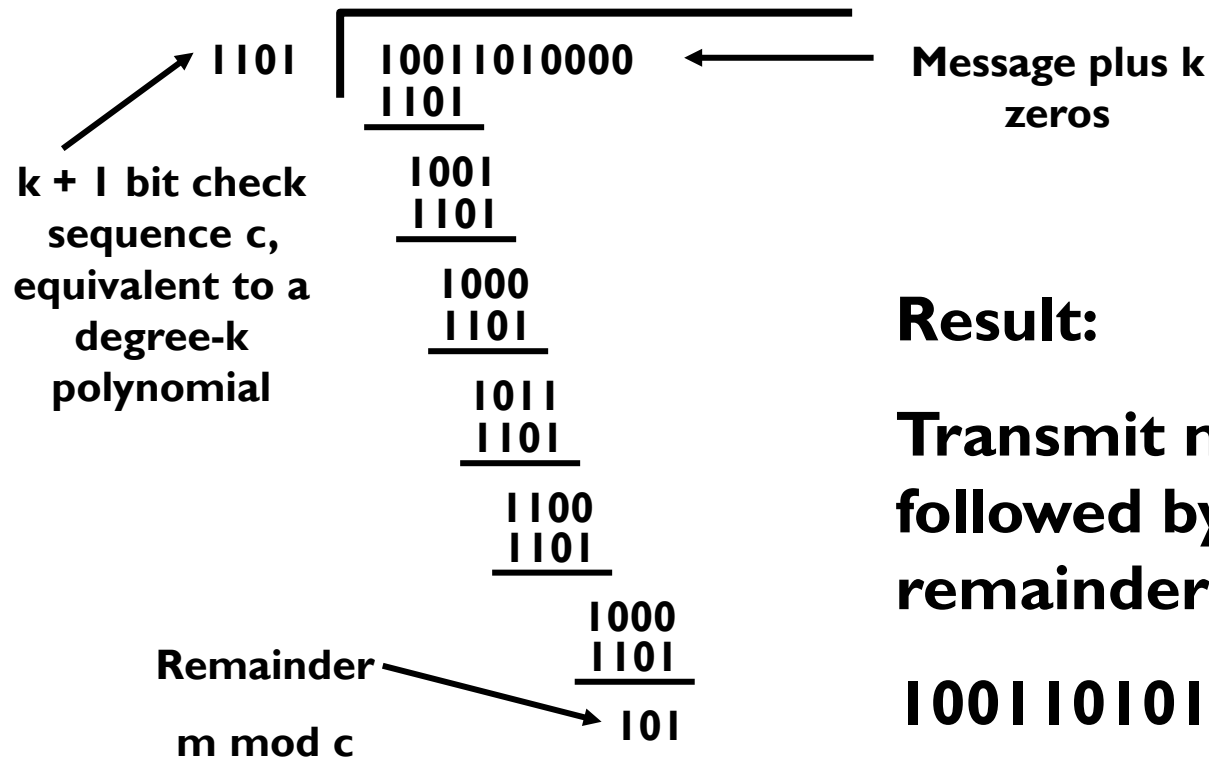
---

- ▶ Receive Polynomial  $P(x) + E(x)$ 
  - ▶  $E(x)$  represents errors
  - ▶  $E(x) = 0$ , implies no errors
- ▶ Divide  $(P(x) + E(x))$  by  $C(x)$ 
  - ▶ If result = 0, either
    - ▶ No errors ( $E(x) = 0$ , and  $P(x)$  is evenly divisible by  $C(x)$ )
    - ▶  $(P(x) + E(x))$  is exactly divisible by  $C(x)$ , error will not be detected
  - ▶ If result = 1, errors.



# CRC – Example Encoding

$$\begin{array}{l}
 C(x) = x^3 + x^2 + 1 = 1101 \quad \text{Generator} \\
 M(x) = x^7 + x^4 + x^3 + x = 10011010 \quad \text{Message}
 \end{array}$$



**Result:**

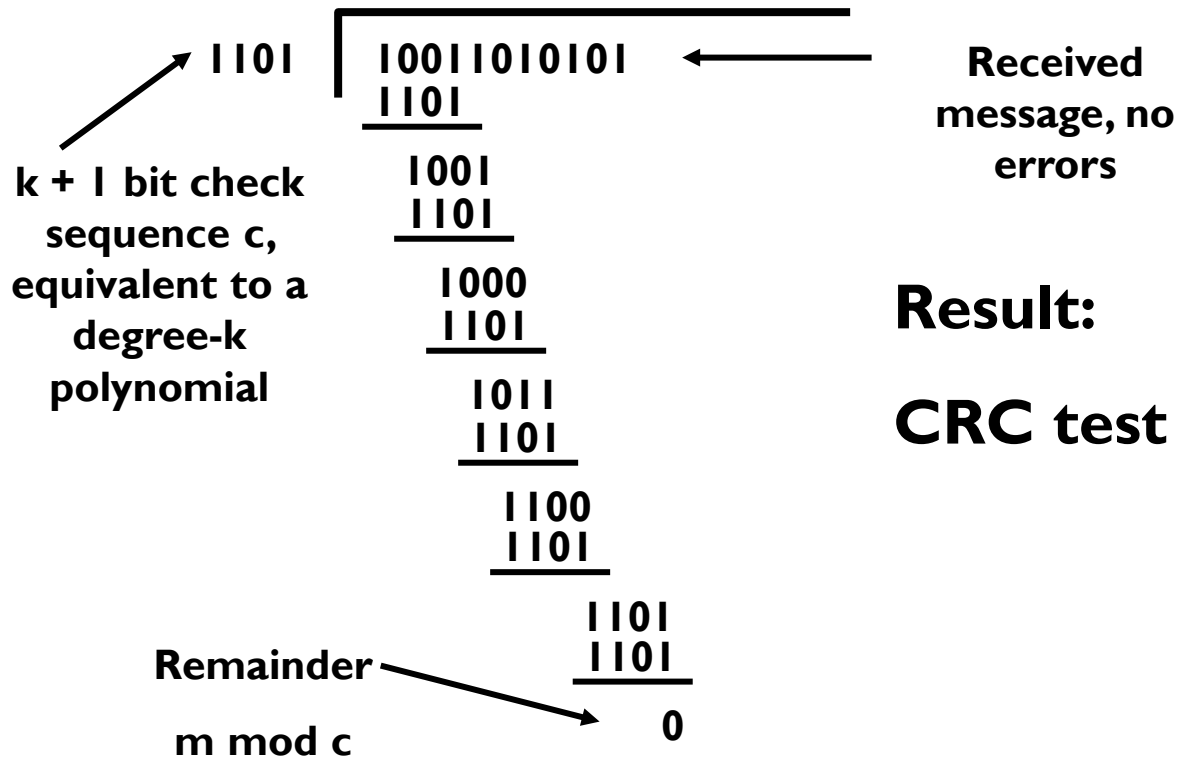
**Transmit message followed by remainder:**

**10011010101**



# CRC – Example Decoding – No Errors

$$\begin{array}{l}
 C(x) = x^3 + x^2 + 1 = 1101 \quad \text{Generator} \\
 P(x) = x^{10} + x^7 + x^6 + x^4 + x^2 + 1 = 10011010101 \quad \text{Received Message}
 \end{array}$$



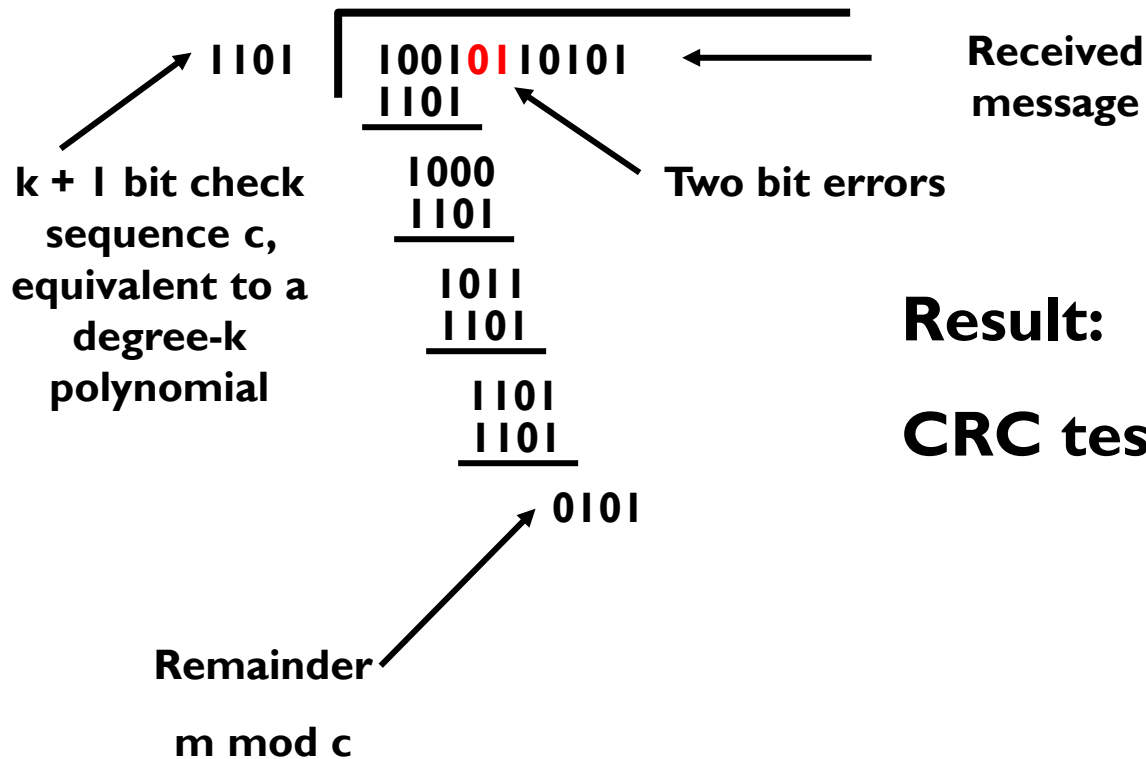
**Result:**  
**CRC test is passed**



# CRC – Example Decoding – with Errors

$$C(x) = x^3 + x^2 + 1 = 1101 \quad \text{Generator}$$

$$P(x) = x^{10} + x^7 + x^5 + x^4 + x^2 + 1 = 10010110101 \quad \text{Received Message}$$



**Result:**  
**CRC test failed**



# CRC Error Detection

---

## ▶ Properties

- ▶ Characterize error as  $E(x)$
- ▶ Error detected unless  $C(x)$  divides  $E(x)$ 
  - ▶ (i.e.,  $E(x)$  is a multiple of  $C(x)$ )





# Example of Polynomial Multiplication

---


- ▶ Multiply

- ▶ 1101 by 10110

- ▶  $x^3 + x^2 + 1$  by  $x^4 + x^2 + x$

```
      1011
      10110
      -----
      1101
      1101
      -----
      1101
      -----
00011111110
```

**This is a multiple of  $c$ , so that if errors occur according to this sequence, the **CRC** test would be passed**



# CRC Error Detection

---

- ▶ What errors can we detect?
  - ▶ All single-bit errors, if  $x^k$  and  $x^0$  have non-zero coefficients
  - ▶ All double-bit errors, if  $C(x)$  has at least three terms
  - ▶ All odd bit errors, if  $C(x)$  contains the factor  $(x + 1)$
  - ▶ Any bursts of length  $< k$ , if  $C(x)$  includes a constant term
  - ▶ Most bursts of length  $\geq k$



# Common Polynomials for C(x)

---

CRC	C(x)
CRC-8	$x^8 + x^2 + x^1 + 1$
CRC-10	$x^{10} + x^9 + x^5 + x^4 + x^1 + 1$
CRC-12	$x^{12} + x^{11} + x^3 + x^2 + x^1 + 1$
CRC-16	$x^{16} + x^{15} + x^2 + 1$
CRC-CCITT	$x^{16} + x^{12} + x^5 + 1$
CRC-32	$x^{32} + x^{26} + x^{23} + x^{22} + x^{16} + x^{12} + x^{11} + x^{10} + x^8 + x^7 + x^5 + x^4 + x^2 + x^1 + 1$



# Error Detection vs. Error Correction

---

## ▶ Detection

- ▶ Pro: Overhead only on messages with errors
- ▶ Con: Cost in bandwidth and latency for retransmissions

## ▶ Correction

- ▶ Pro: Quick recovery
- ▶ Con: Overhead on all messages

## ▶ What should we use?

- ▶ Correction if retransmission is too expensive
- ▶ Correction if probability of errors is high
- ▶ Detection when retransmission is easy and probability of errors is low

