# Error Correction Techniques in Computer Networks

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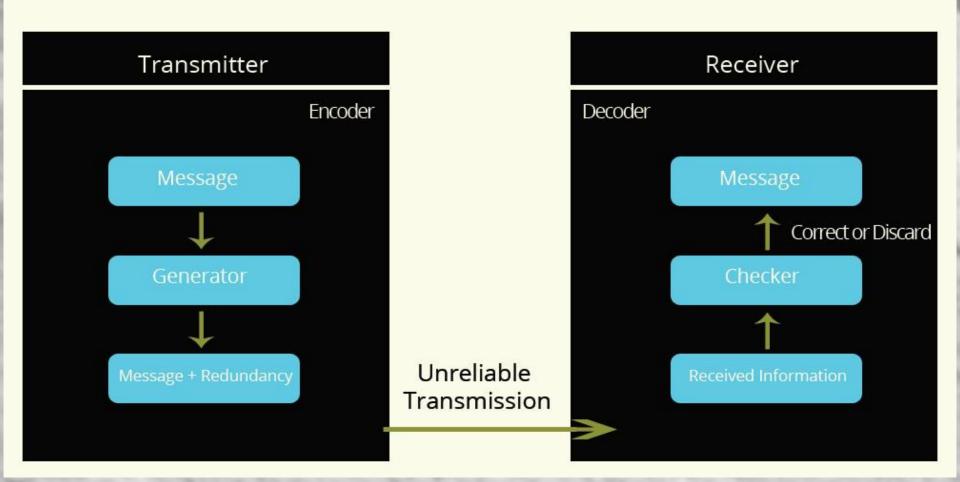
# Outline

- Error?
- Error Detection
- Error Correction
  - Backward Error Correction
  - Forward Error Correction

# Error?

- Corruption of data during transmission
  - Bits lost
  - Bits changed
  - Bits added
- Types of errors;
  - Single bit errors
  - Multiple bit errors
  - Burst errors

## Error in Network



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#### **Error Detection**

- Error Detection techniques allow the destination to detect errors.
- Sometimes undetected errors will still remain but the goal is to minimize these errors.

#### **Error Detection**

- To detect and correct errors, enough redundancy bits need to be sent with data.
- Redundancy bits are the extra bits sent by source to inform destination about the data sent.

#### **Error Detection**

- Parity Check
- Cyclic Redundancy Check (based on binary division)
- Checksum
- Hamming Distance Check

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#### **Backward Error Correction**

- Known as Automatic Repeat Request(ARR)
- Reciever device sends a request to the source device to re-send the data after detecting the error or errors
- More often used because it requires less bandwidth
- A return channel is needed for backward error correction

#### **Backward Error Correction**

- There are two ways to overcome the errors
  - Positive acknowledgement

Reciever returns confirmation of each block recieved correctly. The transmitter re-sends the block that is not acknowledged.

Negative acknowledgement

Receiver returns a request to retransmit only the data with error

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- This technique allows the receiver to detect and correct errors without asking the sender for retransmission
- The bandwidth requirement is higher but return channel is not needed
- Redundant data, sent by transmitter is also called *error correction code*

- Redundancy bits are added to the transmitted information using a predetermined information
- Each redundancy bit can be a function of many parts of original data or also can be nonsystematic

• Example: **Democratic Voting** 

Recieved Data	Interpreted as
000	0
001	0
010	0
011	1
100	1
101	1
110	1
111	0 error

- Two main categories
  - Block Coding: Reed-Solomon Coding, Hamming Codes, Binary BCH
  - Convolutional Coding: Viterbi Algorithm

- Block Coding works on fixed size packets of bits
- Mostly common used algorithm is *Reed-Solomon*

- A Reed-Solomon code is specified as RS(n,k) with s-bit symbols
- This means that the encoder takes k data symbols of s bits each and adds parity symbols to make an n symbol codeword
- There are *n-k* parity symbols of s bits each. A Reed-Solomon decoder can correct up to *t* symbols that contain errors in a codeword, where 2t = n-k.

- Example: A popular Reed-Solomon code is RS(255,223) with 8-bit symbols. Each codeword contains 255 code word bytes, of which 223 bytes are data and 32 bytes are parity. For this code:
- n = 255, k = 223, s = 8
- 2t = 32, t = 16
- The decoder can correct any 16 symbol errors in the code word

- Convolutional codes work on bit streams
- If desired a convolutional code can be turned into a block code
- Most widely used algorithm is Vitebi Algorithm if desired

- Viterbi decoder examines an entire received data sequence of a given length at a time interval, then computes a metric for each path and makes a decision based on this metric
- One of the common metric used by Viterbi Algorithm for paths comparison is the Hamming distance metric, which is a bit-wise comparison between the received codeword and the allowable codeword

## Conclusion

• Error Detection

Parity Check, Cyclic Redundancy Check, Hamming Distance

Error Correction

**Backward and Forward Error Correction** 

# Questions? Thanks...

# ÖNEMLİ

Bu projeler lisansüstü öğrencilerinin hazırladığı çalışmalar olup tüm sorumluluk hazırlayan öğrencilere aittir. Öğrenciler hazırladığı projeye göre not almışlardır.