Error Correction Techniques in Computer Networks

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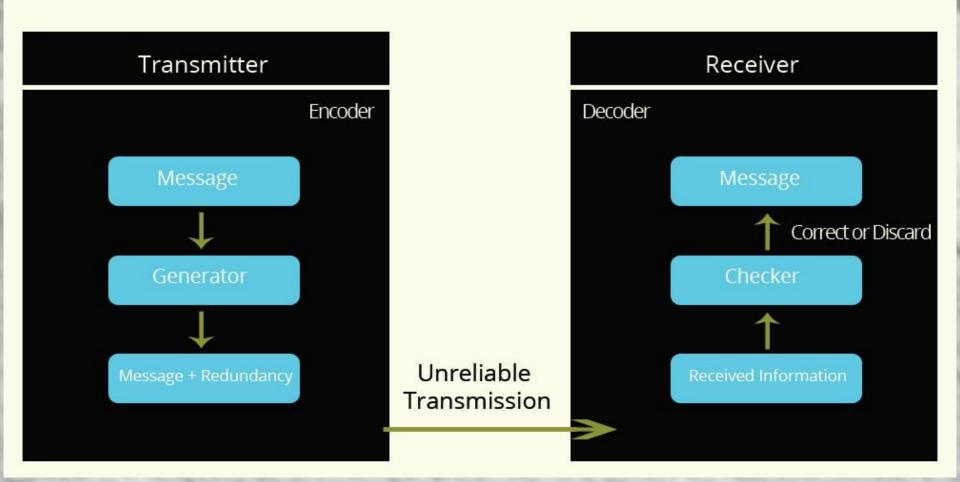
Outline

- 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.