Low Complexity Algorithms for Transmission of Short Blocks over the BSC with Sparse Feedback Samueli UCLA **FAST TRACK**



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SPARSE SYSTEM

School of Engineering

SUMMER UNDERGRADUATE **RESEARCH PROGRAM**

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INTRODUCTION

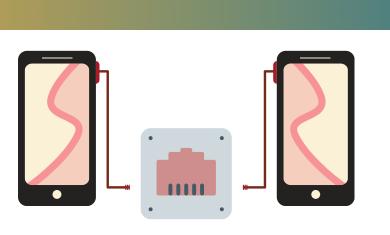
Most communications channels are imperfect; noise will interfere and corrupt transmitted data. To combat this, communications systems relay information (regarding data sent to a receiver) back to the transmitter.

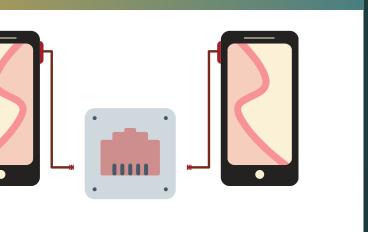
TO SUCESS

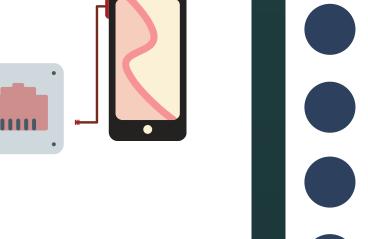
Encoder Channel Decoder

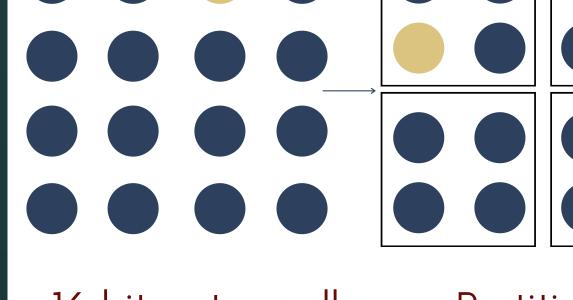
The current method uses causal encoding, which simultaneously transmits and verifies bits.

OBJECTIVE









16-bit system; all messages have equal probability of being true. Receiver's belief state of each is

Partition all messages into four sets with equal probability (S0, S1, S2, S3).

After some communication betweeen the transmitter & receiver, the

After much Rearrange repetition, the true messages within sets so probabilities message reaches a probability such of each set is close that it is the only to equal. We then message contained continue the

New research modifies the algorithm to utilize sparse feedback: sending feedback after a determined number of bits have gone to the receiver, instead of every bit, to increase efficiency without loss in performance.

MATERIALS

- Matlab
- GMP Library

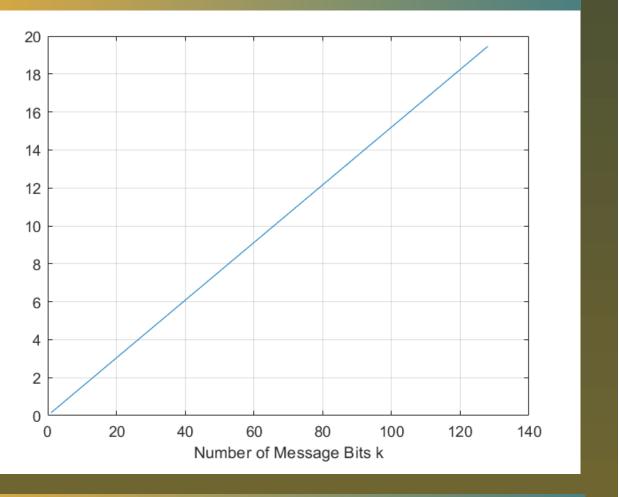


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PARTITIONING

RESULTS

After systematic transmission, we must determine how many partitions we should use for the number of bits being transmitted. We do this by: $log2((1-p)^k)$, where p is the error probability of the channel, and k is the number of bits to be transmitted.



probability of S0 has Transmitter sends process from steps in a set. We enter 1/16. The true gone up, and other data about theta confirmation phase. 2 & 3. sets have gone down. message in yellow. being in a set.

METHODS



Using **GMP library** for arbitrary precision + **Matlab** functionality. Modify the current algorithm to update & merge probabilities of multiple sets. First, recalculate multiple-way probabilities using **Bayes' Rule of Conditional Probability**, which is:

$$p(B | A) = \frac{p(A | B) p(B)}{p(A)}$$

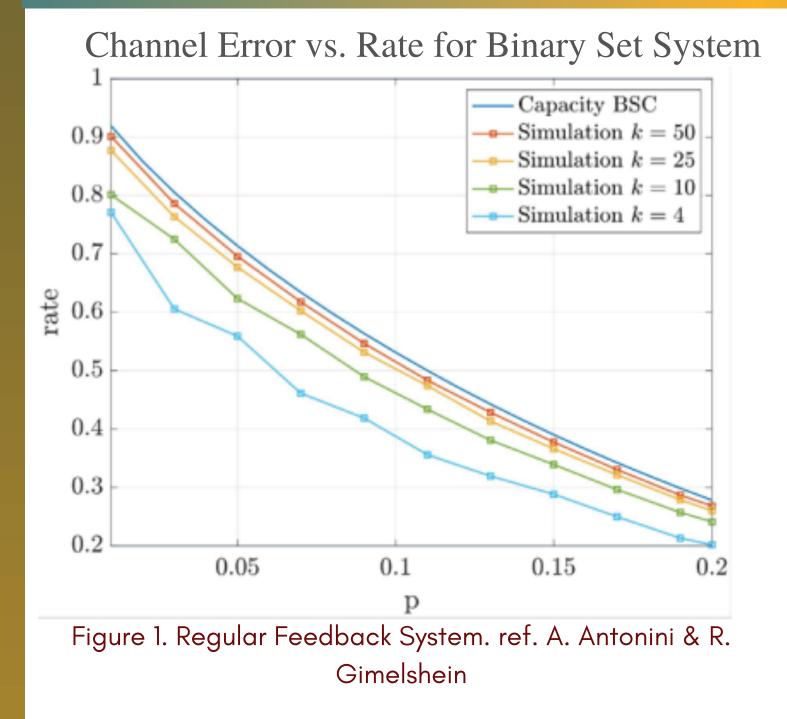


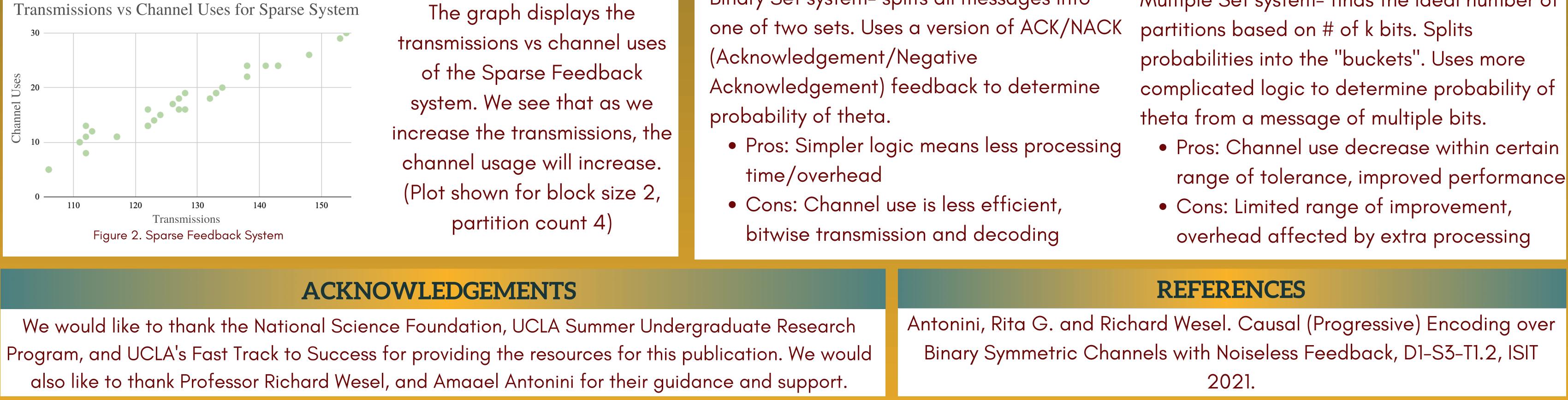
Must use the error probability p and its complement q, aka (1-p), to calculate probability of the transmitted message.

> Merging Probabilities. (



We must store all messages with their probabilities in an ordered fashion, so we can later sort through them & partition appropriately. To do this, we place the message structs into an ordered linked list, ordering them by **decreasing probability**.





Regular Feedback System The graph displays the error

probability *p* of the channel against the performance rate (rate at which messages are transmitted & decoded). As the transmitted bits k increase, we approach performance closer to channel capacity.

Sparse Feedback System The graph displays the

Regrouping The Sets.



Reorganize messages into determined number of sets with equal (or close to equal)probability. Use partition (see: sparse system) to organize groups by filling up each

probability "bucket" (partition) to a value within tolerance of the target probability. Once message reaches a probability that exceeds a bucket's tolerance, we halve number of partitions.

CONCLUSION

Regular Feedback System

Binary Set system- splits all messages into

Sparse Feedback System

Multiple Set system- finds the ideal number of