

Deutsche Telekom Chair of Communication Networks
Technische Universität Dresden

Practical Implementations of Network Coding

Frank Fitzek // Summer Semester 2020

Fulcrum RLNC

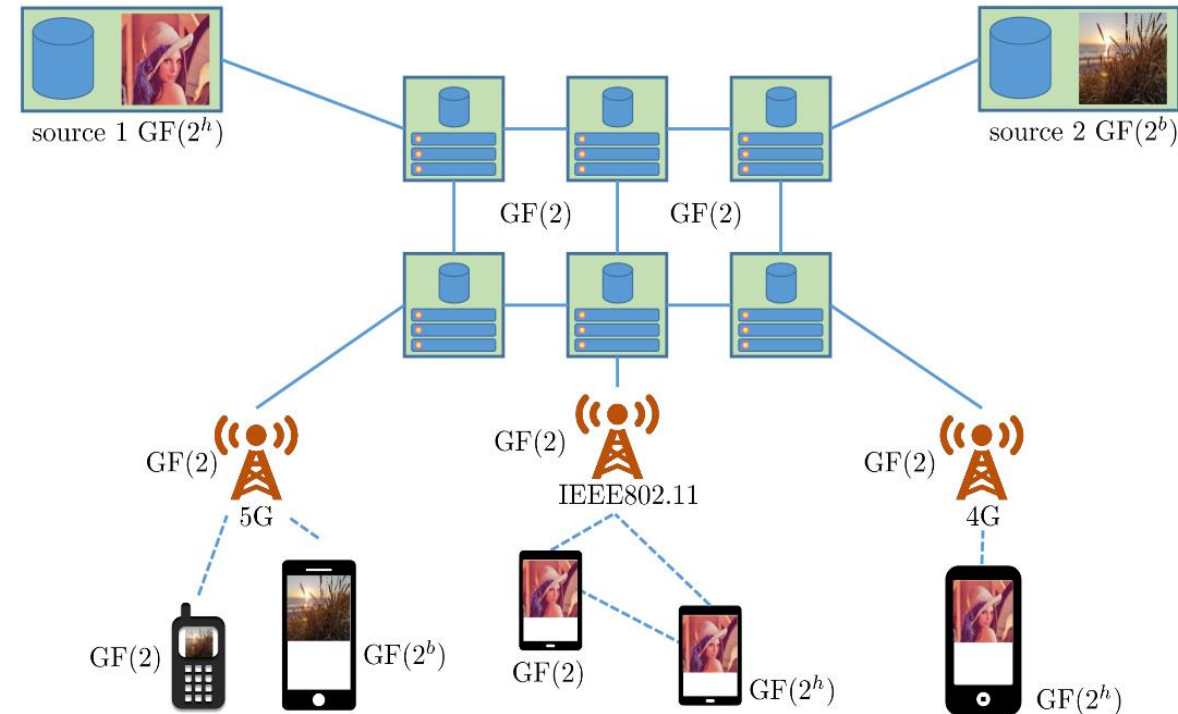
```
FulcrumEncoderFactoryBinary  
FulcrumEncoderFactoryBinary16  
FulcrumEncoderFactoryBinary4  
FulcrumEncoderFactoryBinary8
```

Problem: Heterogeneity in Display Size



General Ideas

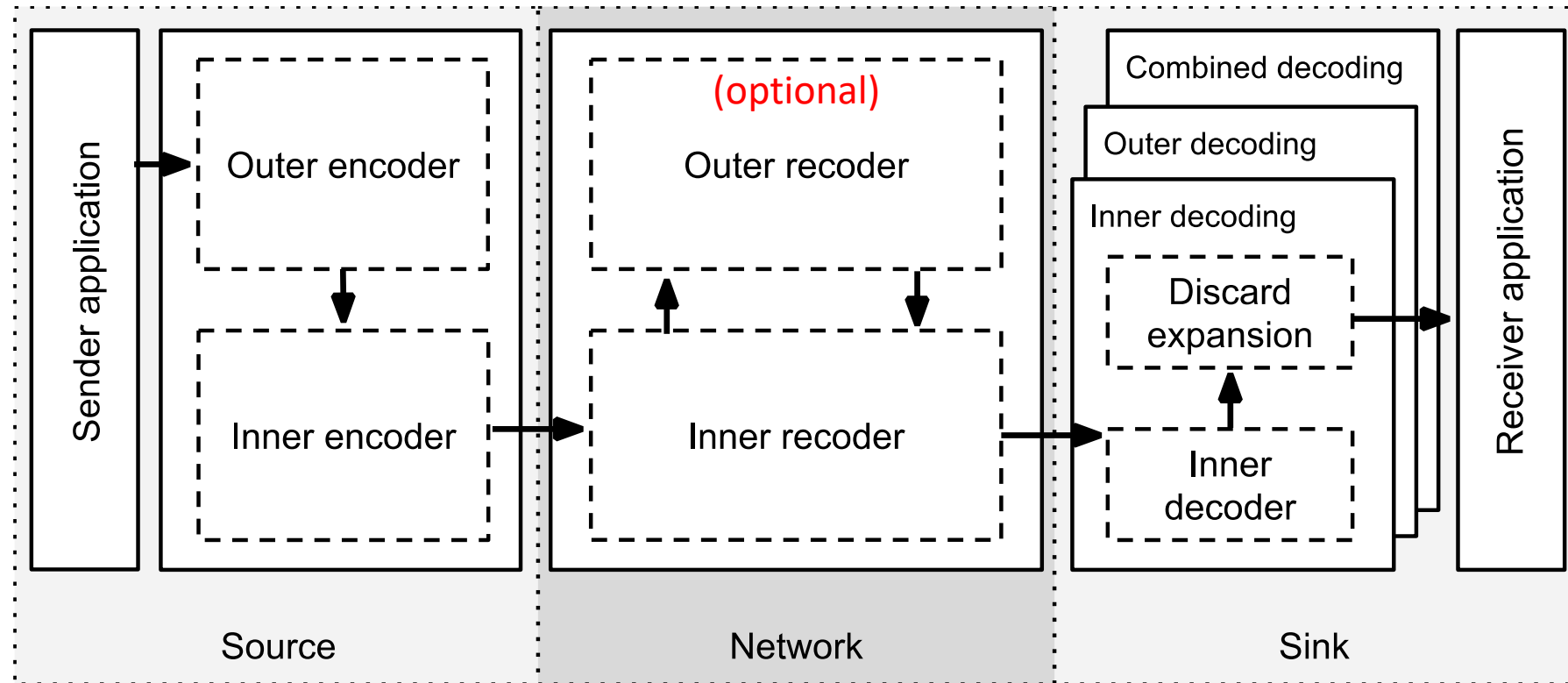
- Fluid allocation of complexity
- End devices agree on desired performance:
 - Independent from network
 - Chosen according to application requirements
- Network devices need only support a simple subset of functions
- Reduces overhead
 - Roughly 1 bit per coding coefficient
- Key: code concatenation with different field sizes



Benefits

- Simple is green, compatible, deployable
- Supports heterogeneous receivers
- Adaptive performance
- Practical recoding
- Spreads complexity to stronger devices
- Security: simple support
- New designs can be supported: backwards compatible

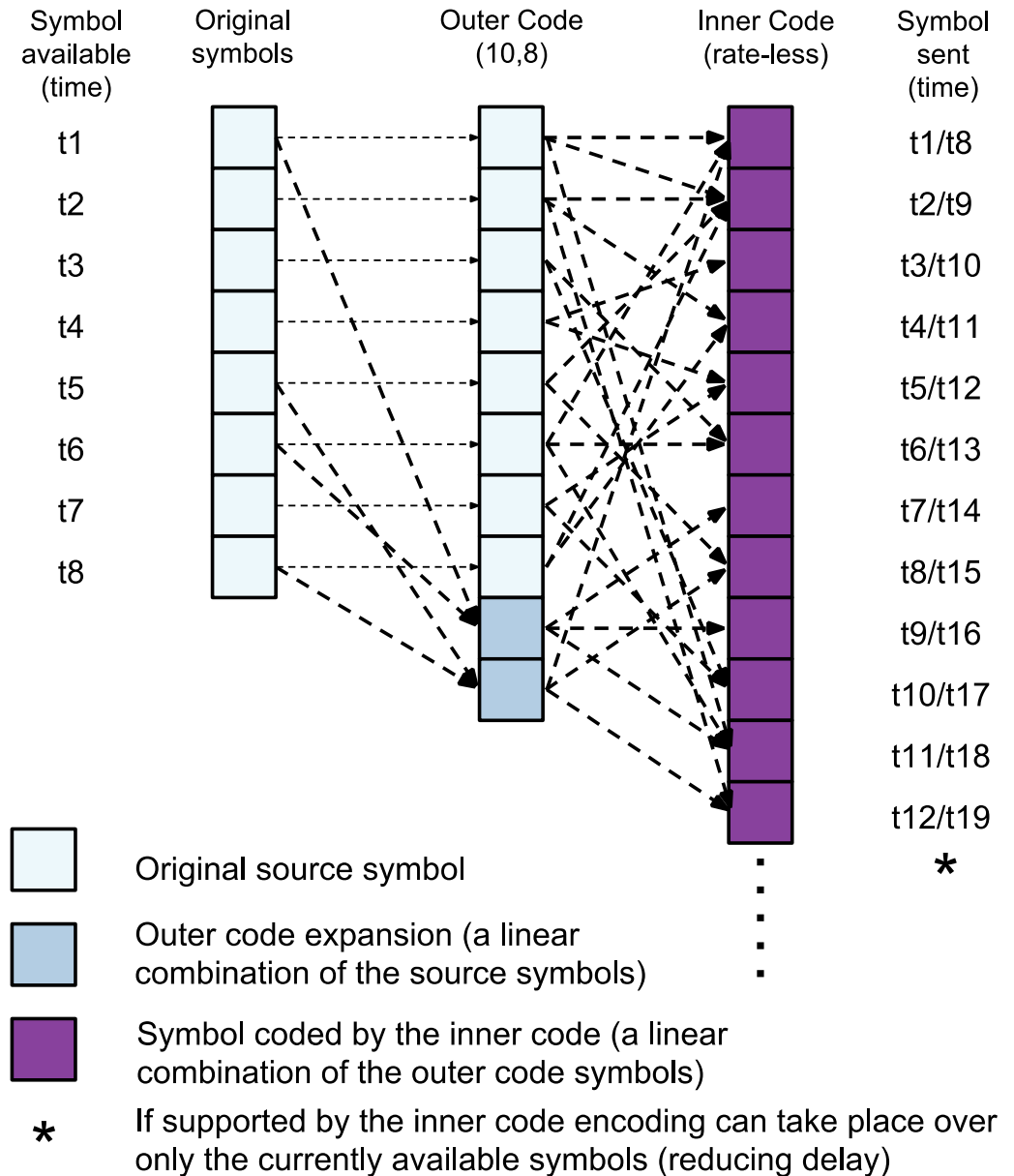
General Structure



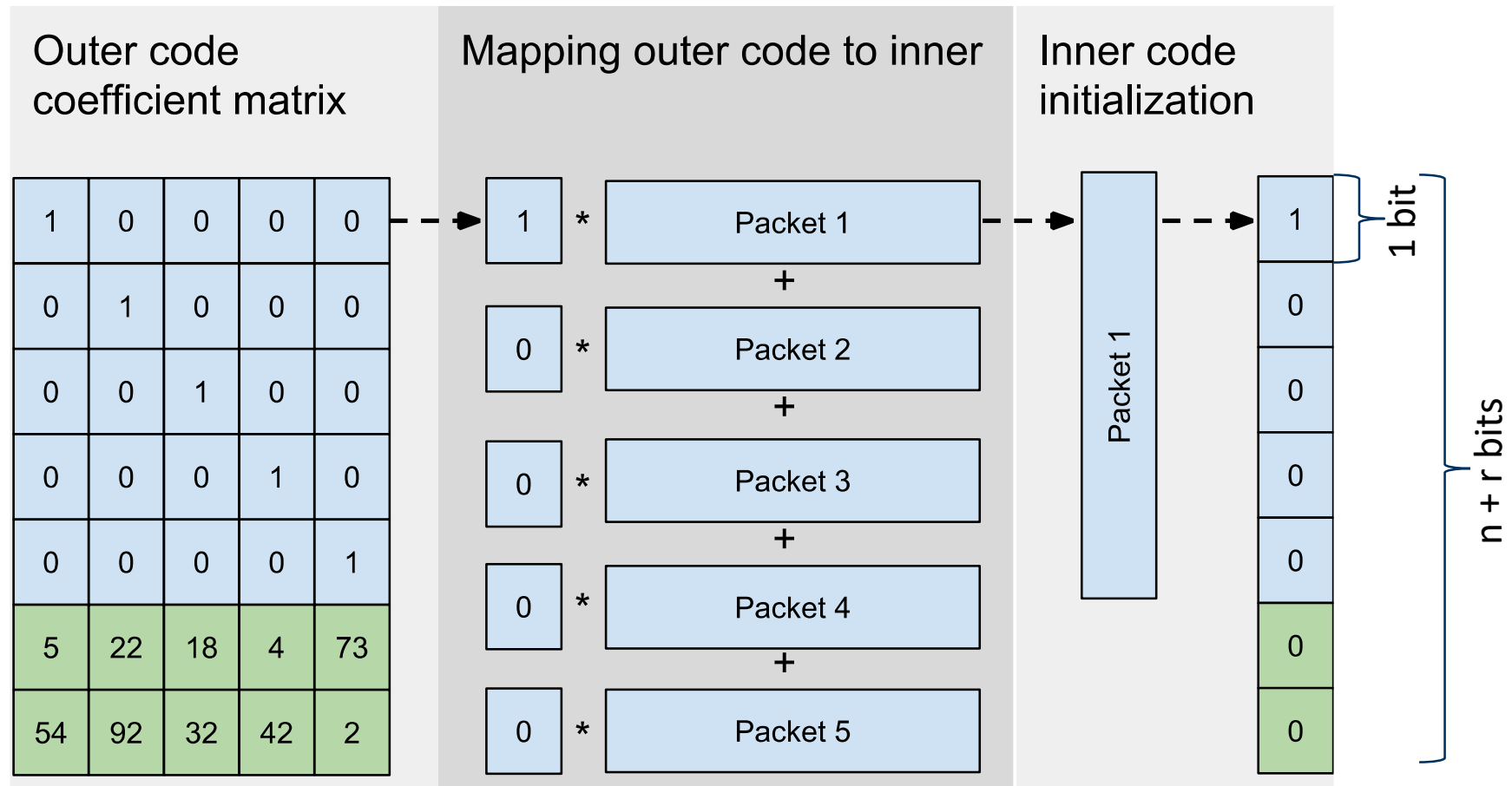
- Inner code: RLNC, Sparse RLNC, Perpetual, ... $GF(2)$
- Outer code: (systematic) RLNC, Reed-Solomon, ... $GF(2^h)$

Encoder

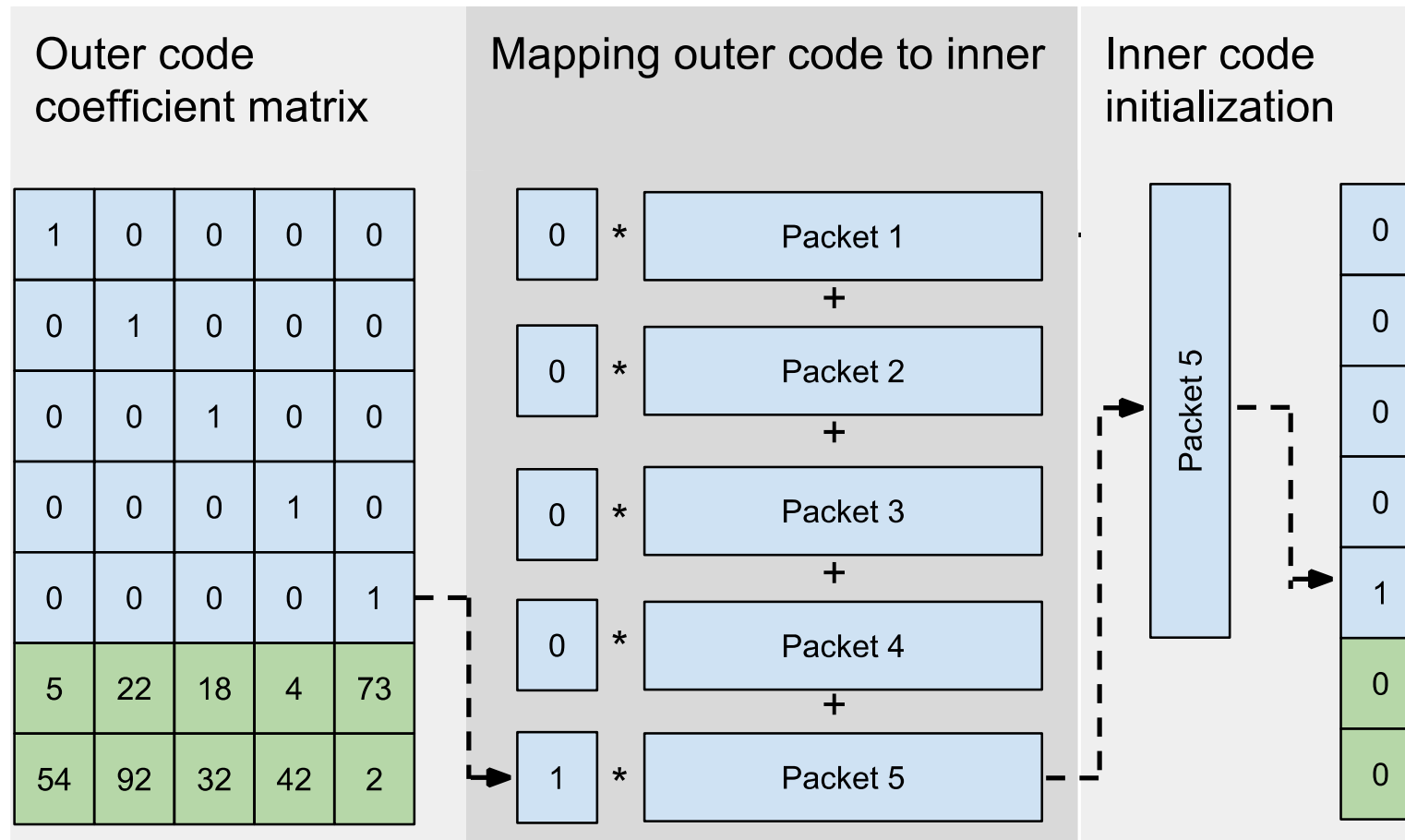
- Since inner code is created in GF(2) with pre-coded packets, then:
- $n+r$ coefficients per inner coded packet
- This means: $1 + r/n$ bits per coefficient per original packet



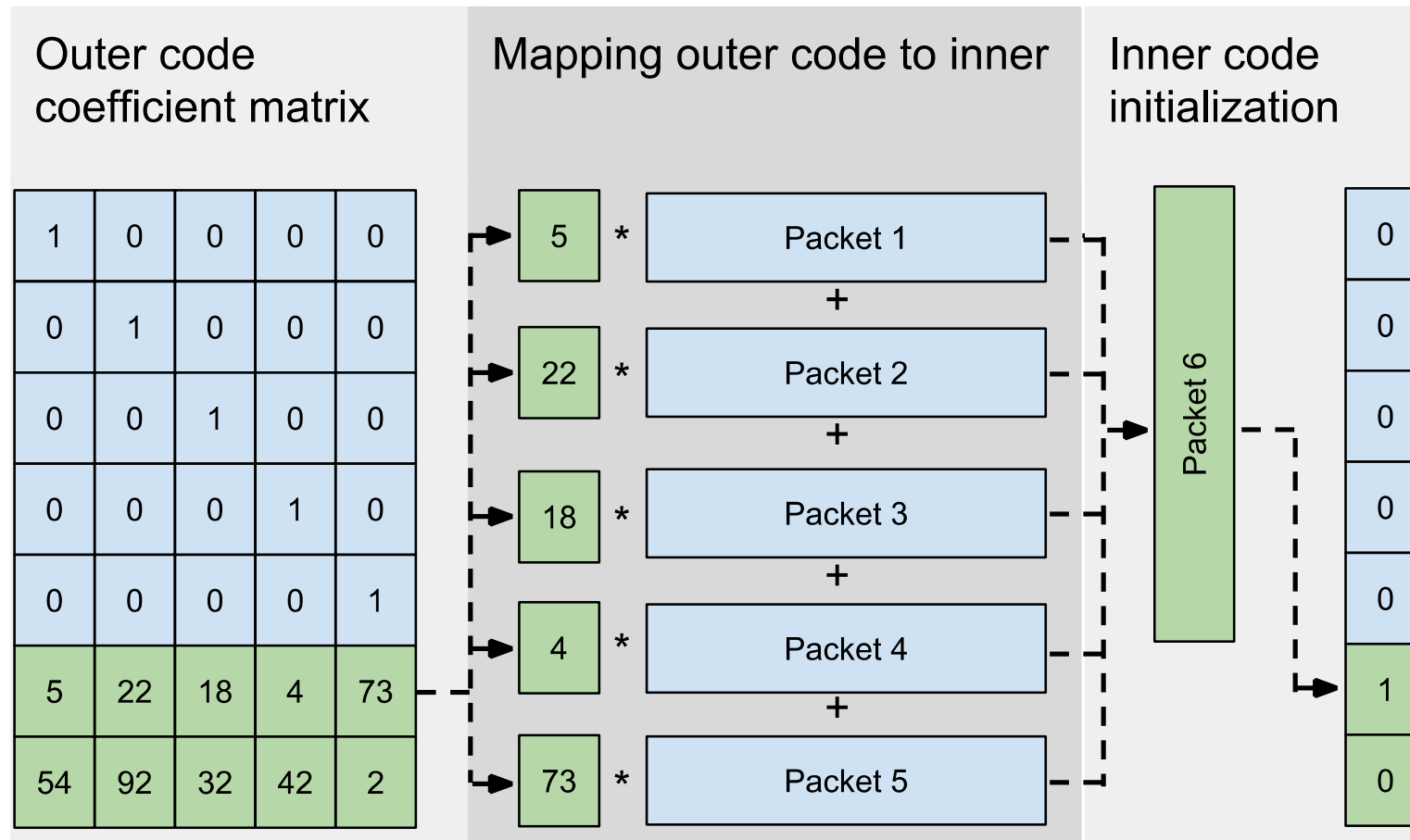
Encoder



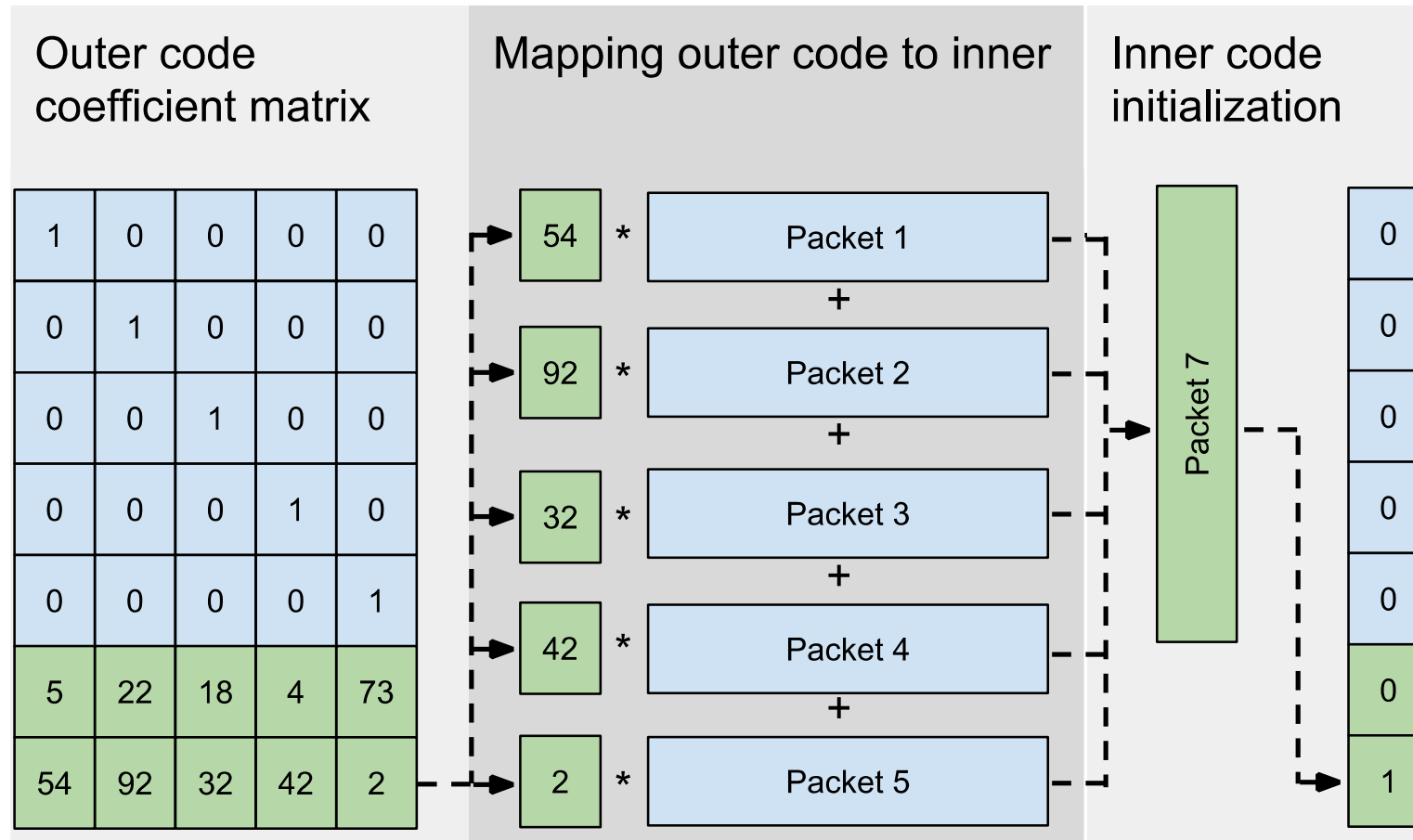
Encoder



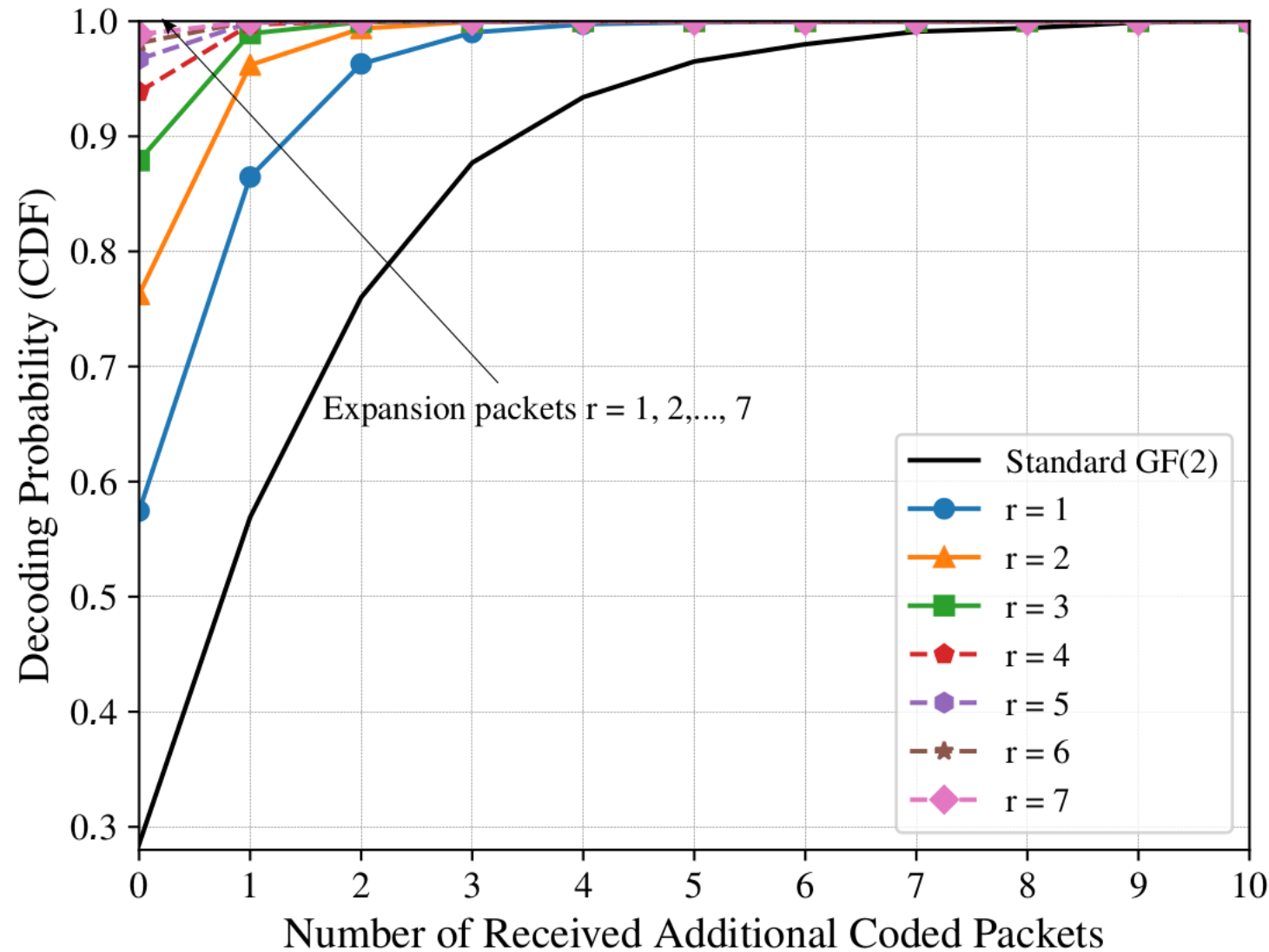
Encoder



Encoder



Received Packets before Decoding



Higher r : Close to high-field performance

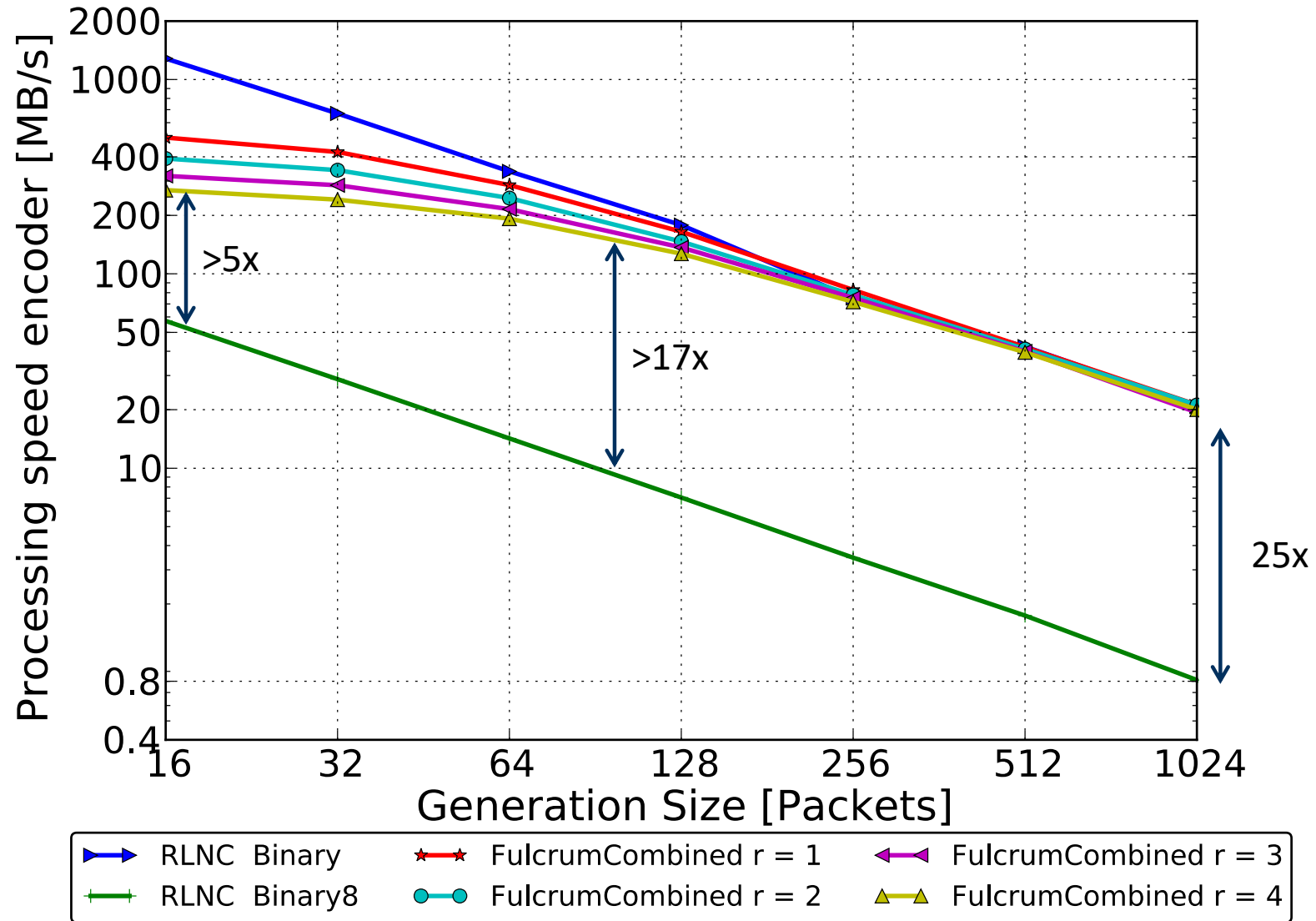
Coded Packets Sent
 Mean: $n + O(2^{-r})$
 Variance: $O(2^{-r})$

Received Packets before Decoding

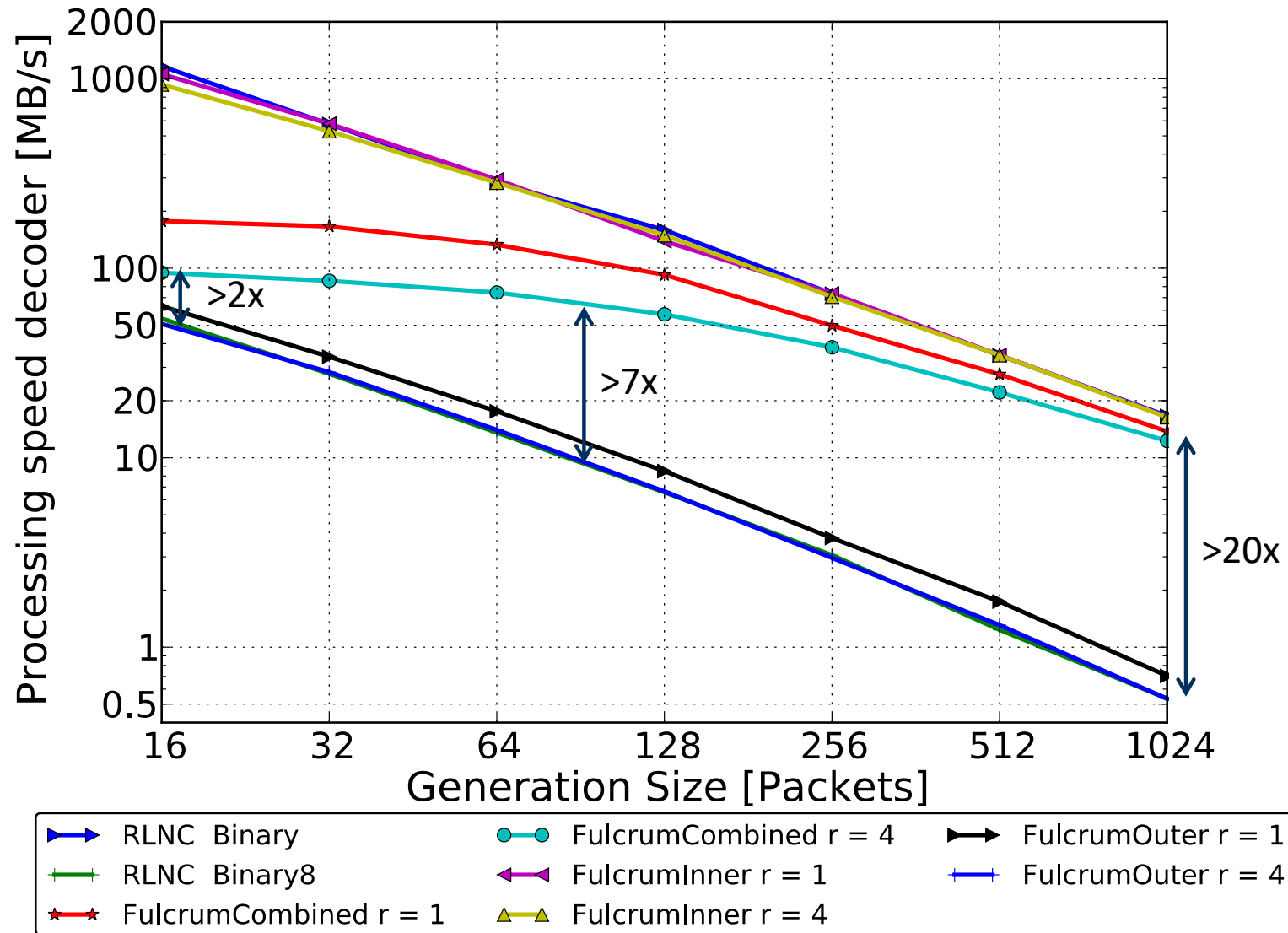
Decoding after receiving (coded packets)					
Code		n	n + 1	n + 2	n + 3
Fulcrum	r = 4	93.87%	99.75%	99.99%	99.9997%
	r = 7	99.22%	99.996%	99.99998%	99.99999992%
	r = 10	99.90%	99.9999%	99.99999996%	99.99999999998%
RaptorQ*		99%	99.99%	99.9999%	

* Qualcomm. (2013, Dec.) Raptorq - the superior fec technology
 Available: <http://www.qualcomm.com/media/documents/raptorq-data-sheet>

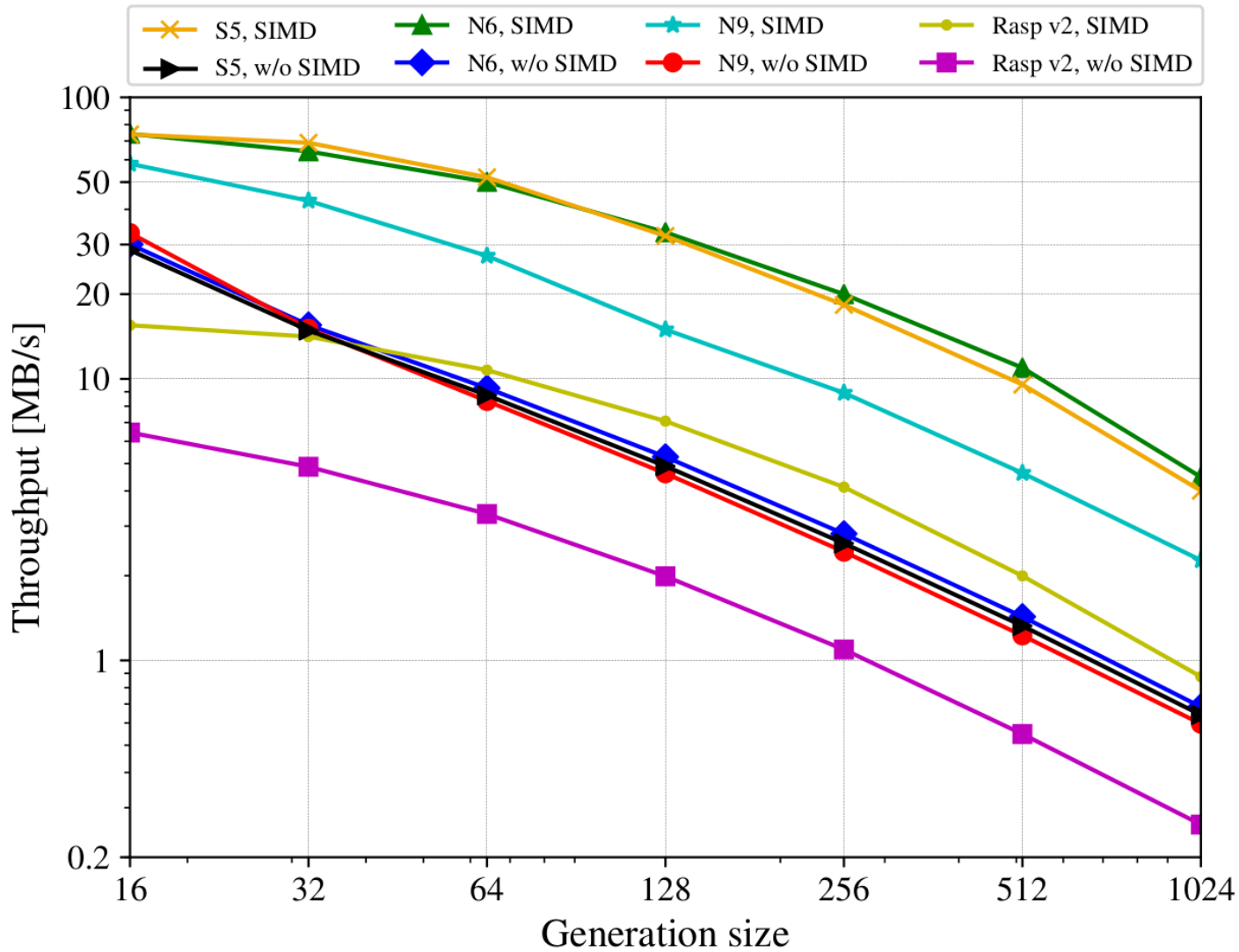
Performance Results: Encoder



Performance Results: Decoder



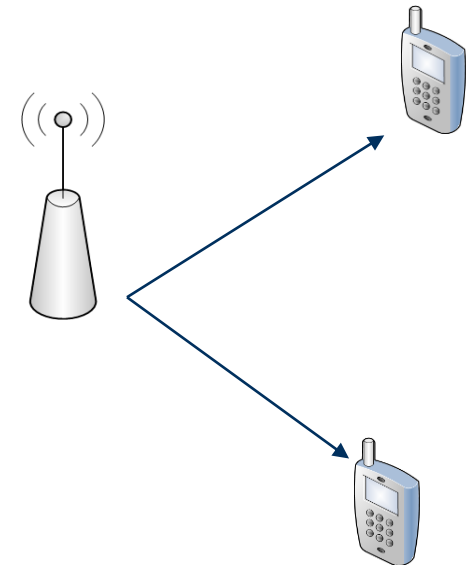
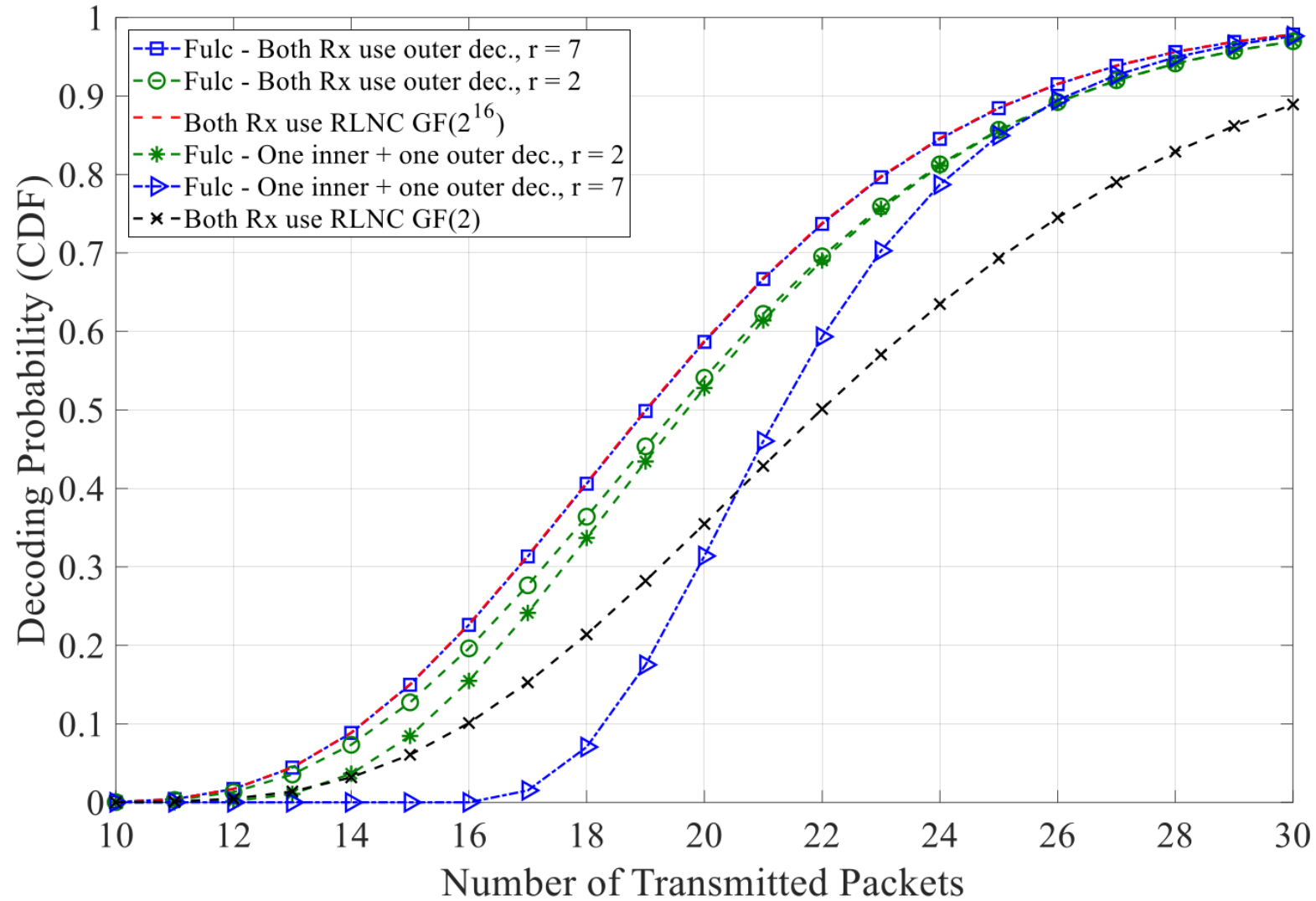
Performance Results: decoder with different devices



Advantages

- Low overhead:
 - $1 + r/n \sim 1$ bit per coefficient per packet \rightarrow like GF(2)
 - Total transmitted packets: $n + O(2-r) \rightarrow$ like higher fields
- Processing speed (complexity) compared to GF(2⁸):
 - Encoder 5x to 25x faster
 - Decoder 2x to >20x faster
- Supports heterogeneous receivers
- Allows a fluid allocation of complexity
- Simple security support
- Network can implement a bare minimum:
 - Just XOR packets!

Heterogeneous Users



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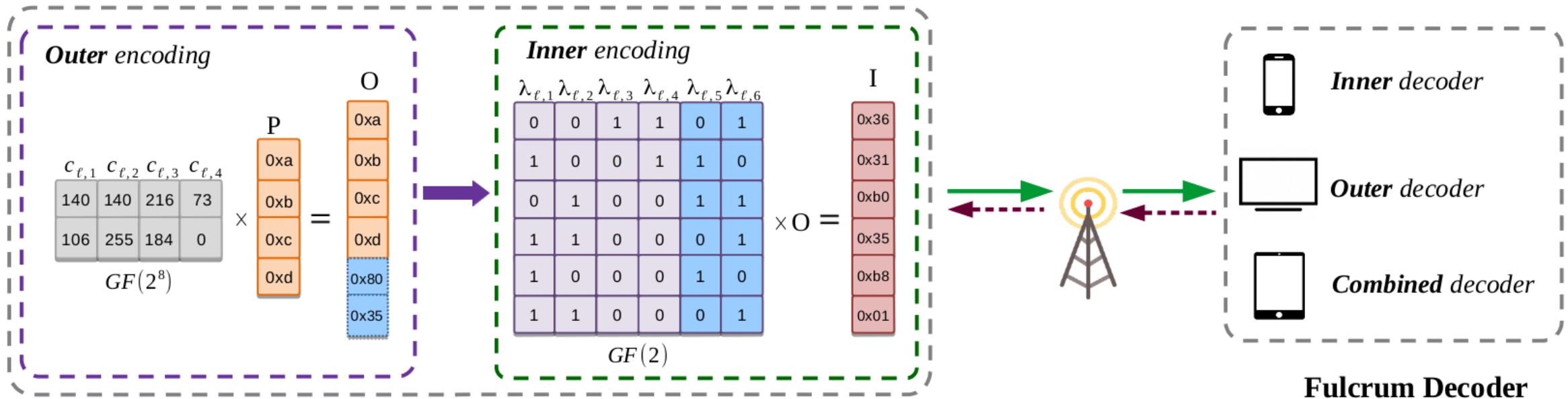
Fulcrum Network Coding

Vu Nguyen // Summer Semester 2020

Contents

- Fulcrum Codes: encoding and decoding (revising)
- Adaptive decoding for Fulcrum codes
- DSEP Fulcrum - Dynamic Sparsity and Expansion Packets
- DSEP Recoding mechanism

Fulcrum Codes: encoding and decoding

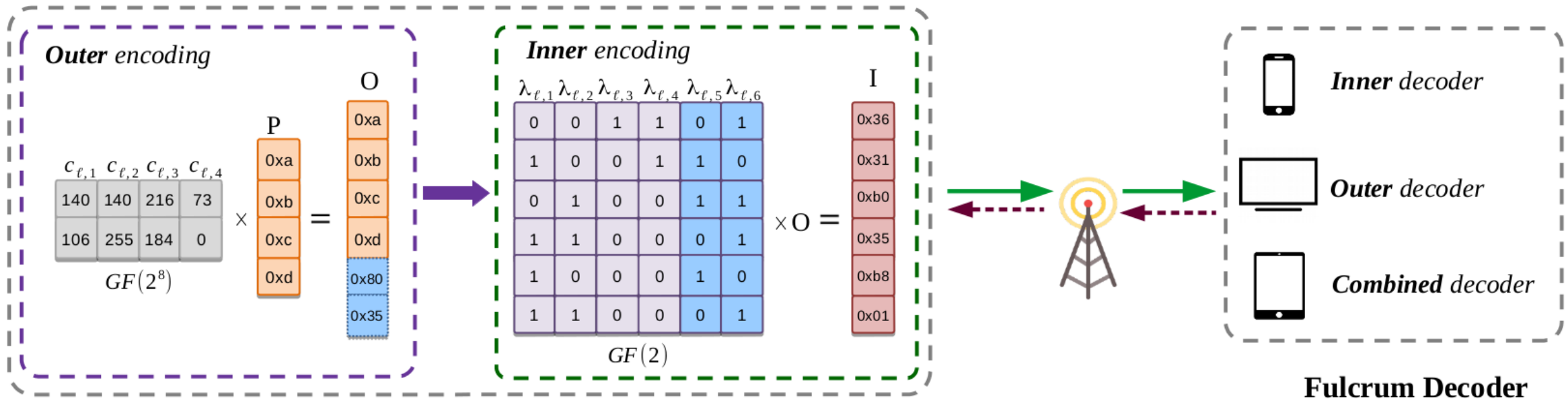


Fulcrum Encoder

$$o_\ell = \sum_{j=1}^n c_{\ell,j} p_j, \quad \ell = 1, 2, \dots, r. \quad (1)$$

$$I_\ell = \sum_{j=1}^{n+r} \lambda_{\ell,j} o_j, \quad \ell = 1, 2, \dots \quad (2)$$

Fulcrum Codes: encoding and decoding

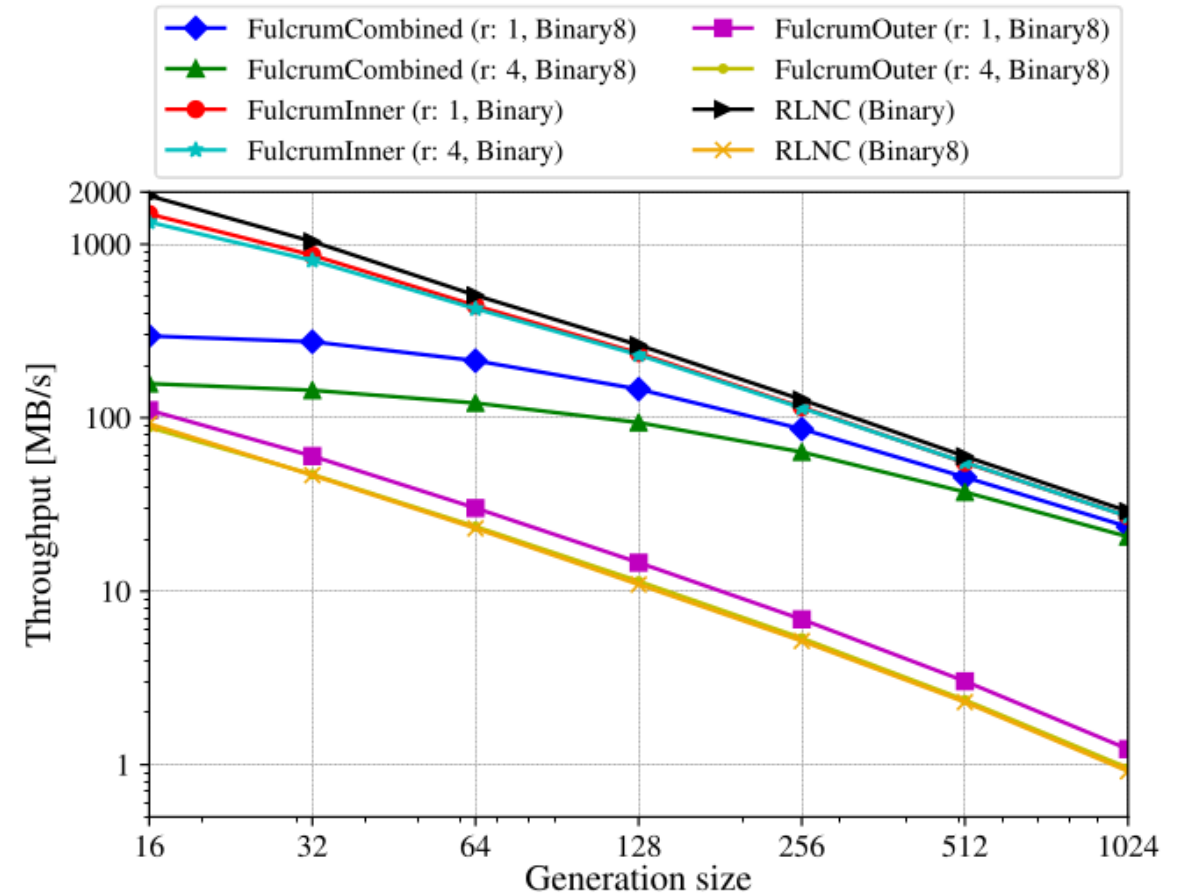
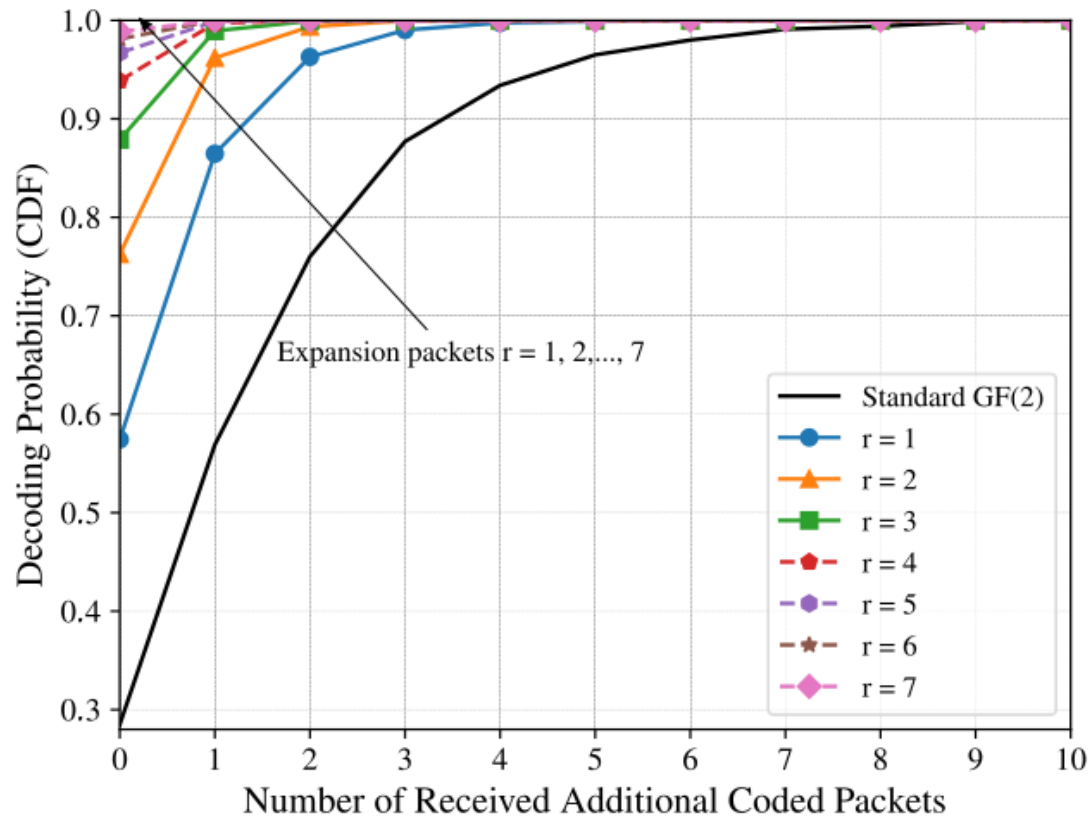


Fulcrum Encoder

m	$m < n$	$n \leq m < n + r$	$n + r \leq m$
Operable decoder	None	Either outer or combined	All: inner, outer, combined

m: number of received coded packets at receivers

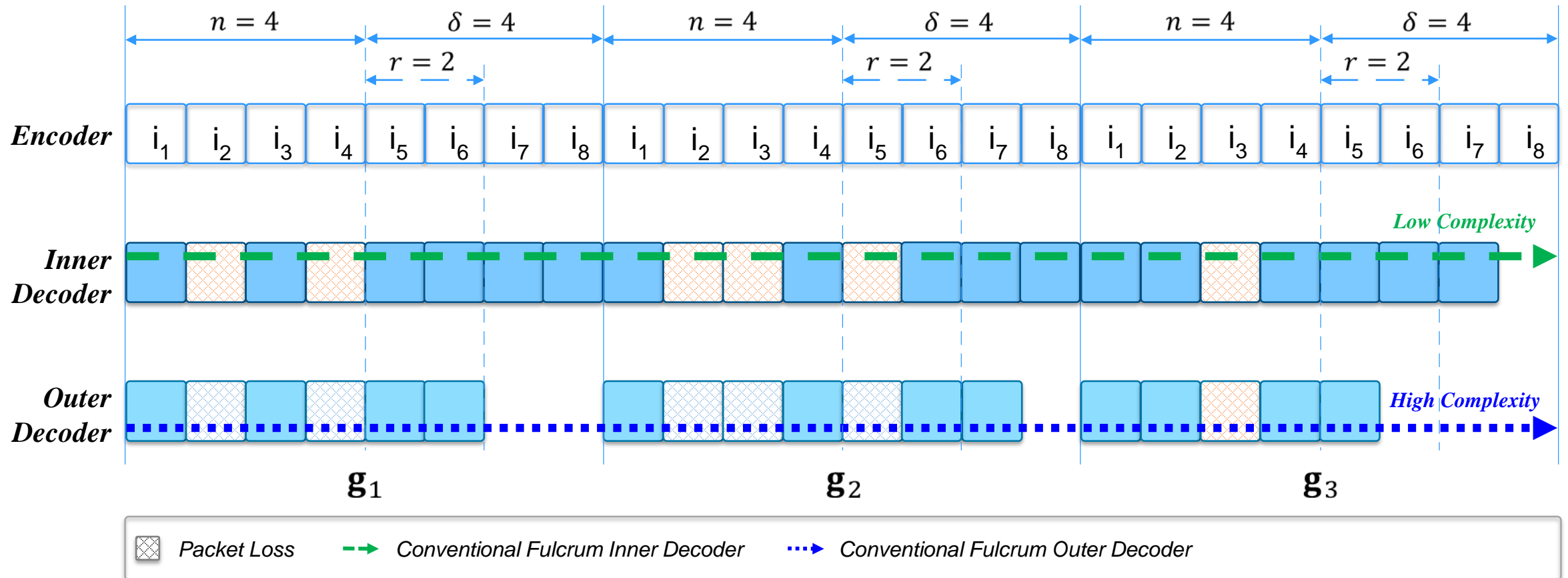
Fulcrum Codes: performance



D. E. Lucani, M. V. Pedersen, C. W. Sorensen, F. H. P. Fitzek, J. Heide, O. Geil, V. Nguyen and M. Reisslein, "Fulcrum: Flexible network coding for heterogeneous devices", *IEEE Access*, vol. 2018, pp. 1-21, 2018.

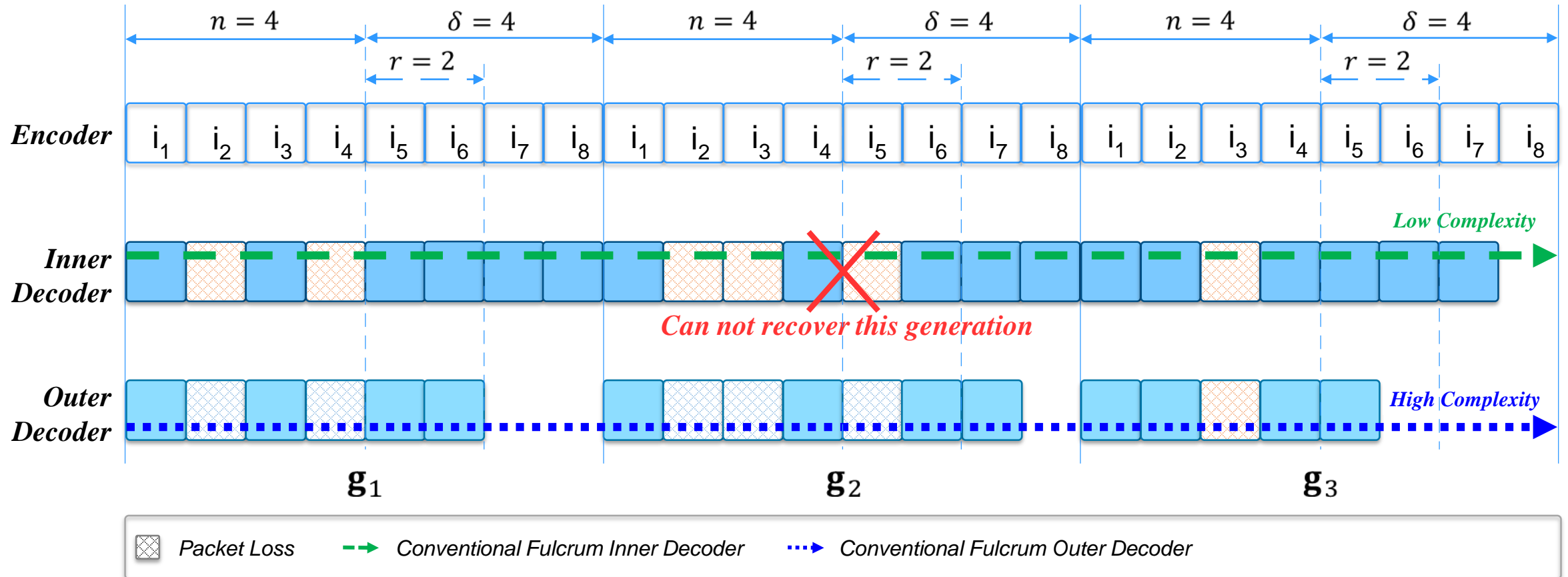
Adaptive decoding for Fulcrum codes

Fulcrum adaptive decoding: motivation example

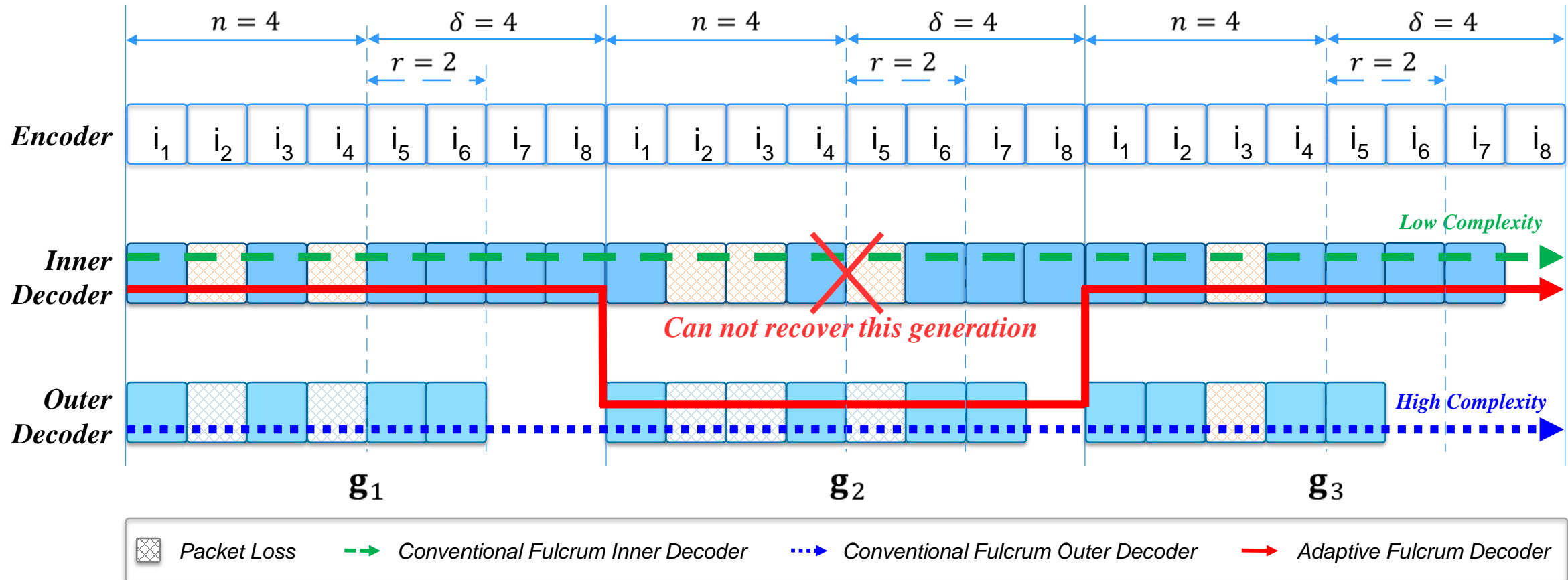


δ : number of redundant packets used to compensate for the loss

Fulcrum adaptive decoding: motivation example



Fulcrum adaptive decoding: motivation example



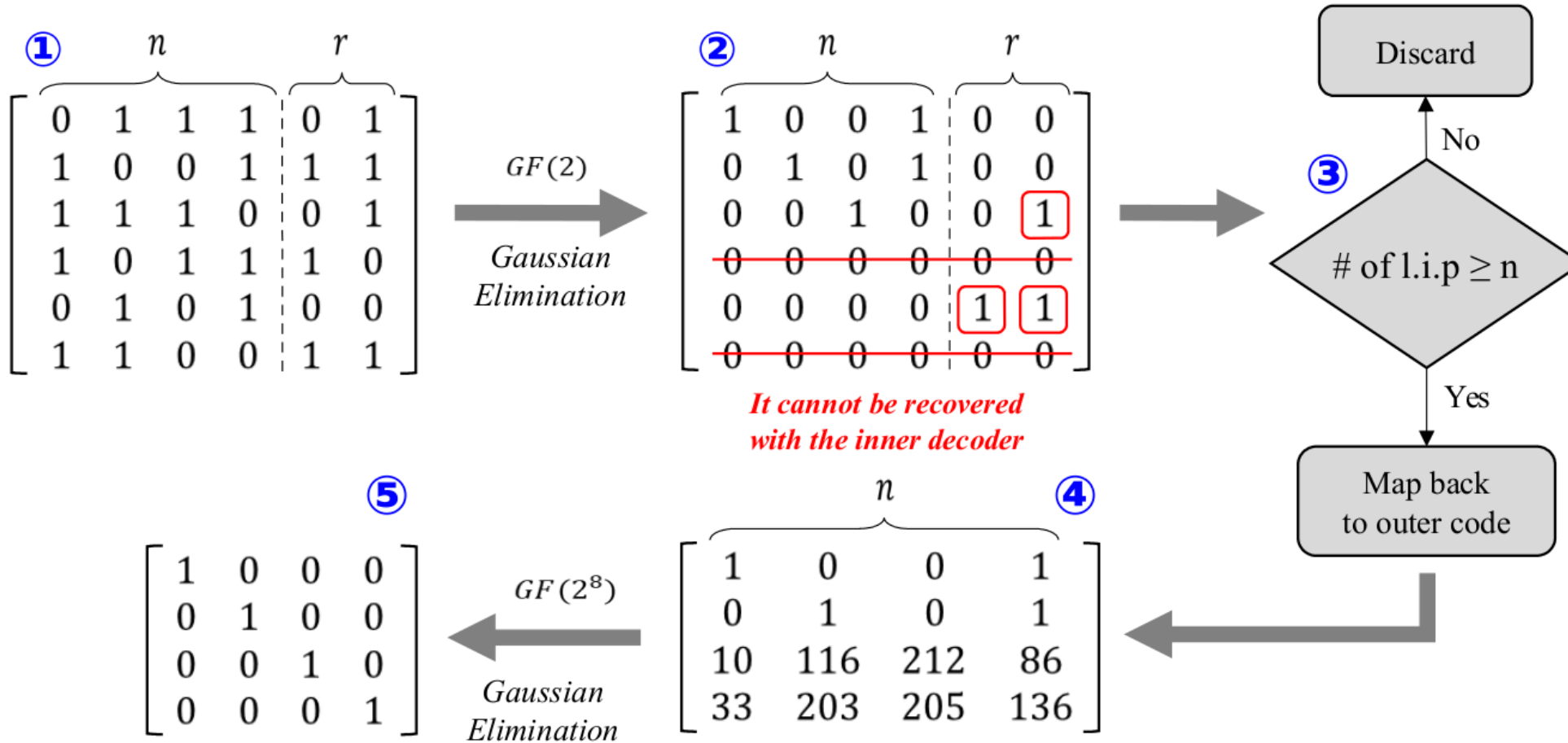
- Receivers can adaptively decide to operate on which decoder in accordance with the computational capabilities and channel environments.

Fulcrum adaptive decoding: characteristics

Decoder		Generation			Characteristics	
		g ₁	g ₂	g ₃	Decoding Prob.	Complexity
Inner		O	X	O	Low	Low
Outer		O	O	O	High	High
Adaptive	Inner	O	-	O	High	Medium
	Outer	-	O	-		

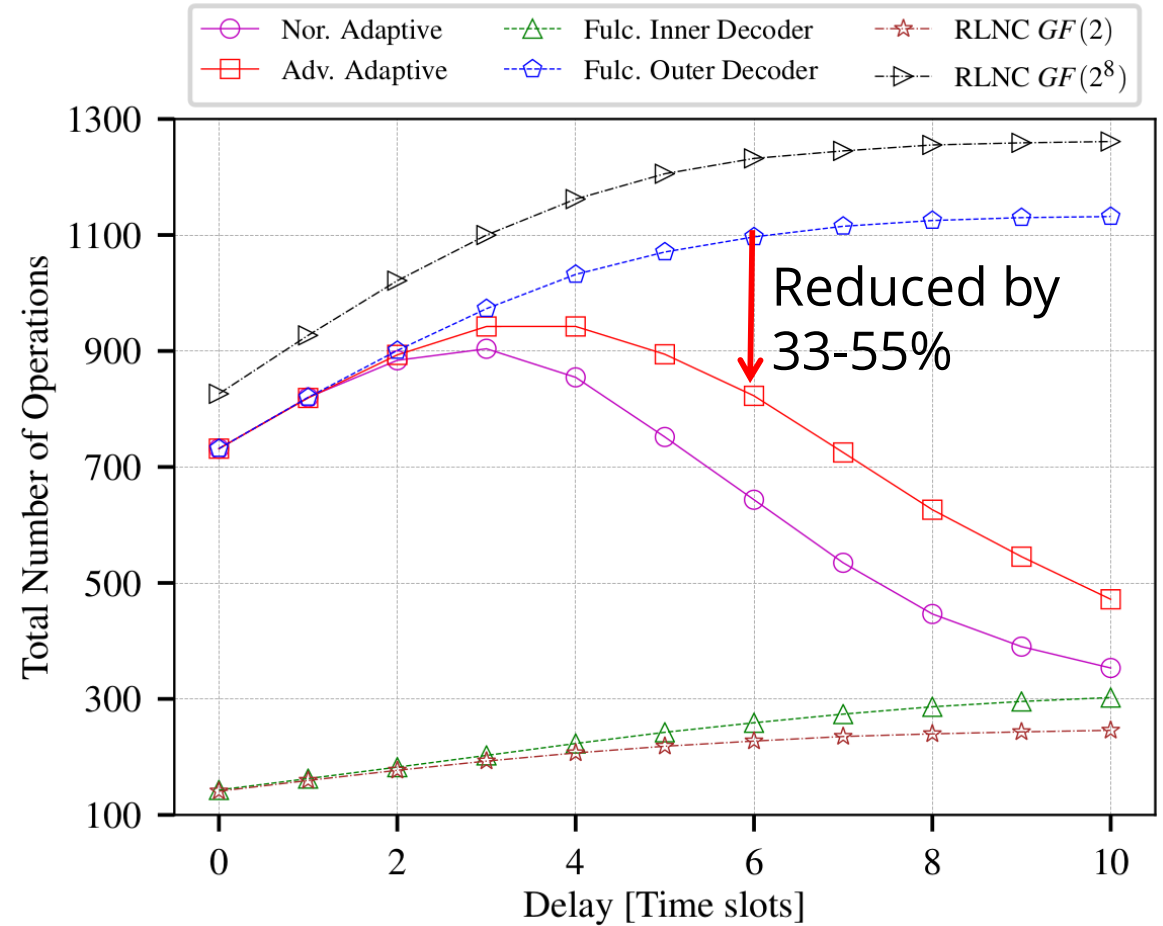
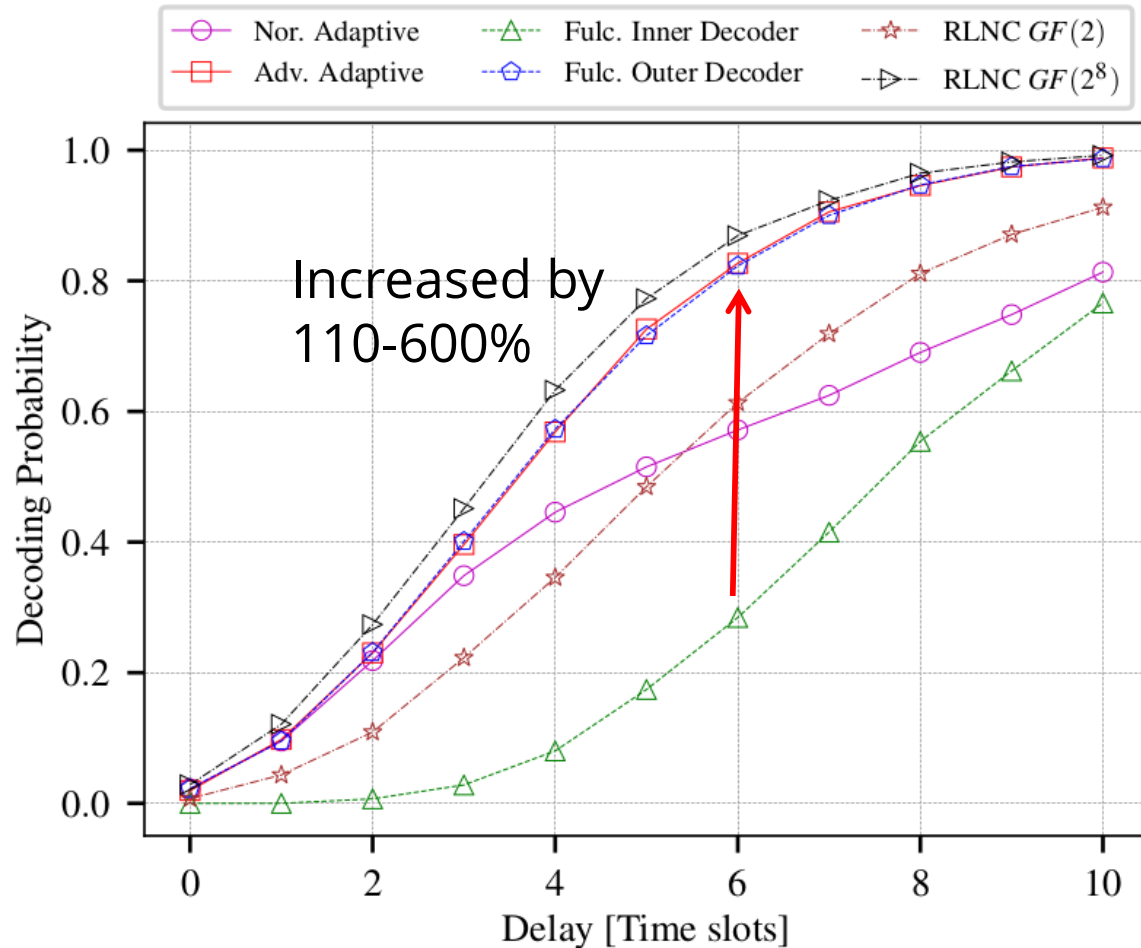
- Adaptive decoding produces the best performance in terms of decoding probability and computational complexity at end devices.

Fulcrum adaptive decoding: algorithm



Algorithm increases the chance to recover the original packets, while reducing the complexity

Fulcrum adaptive decoding: results



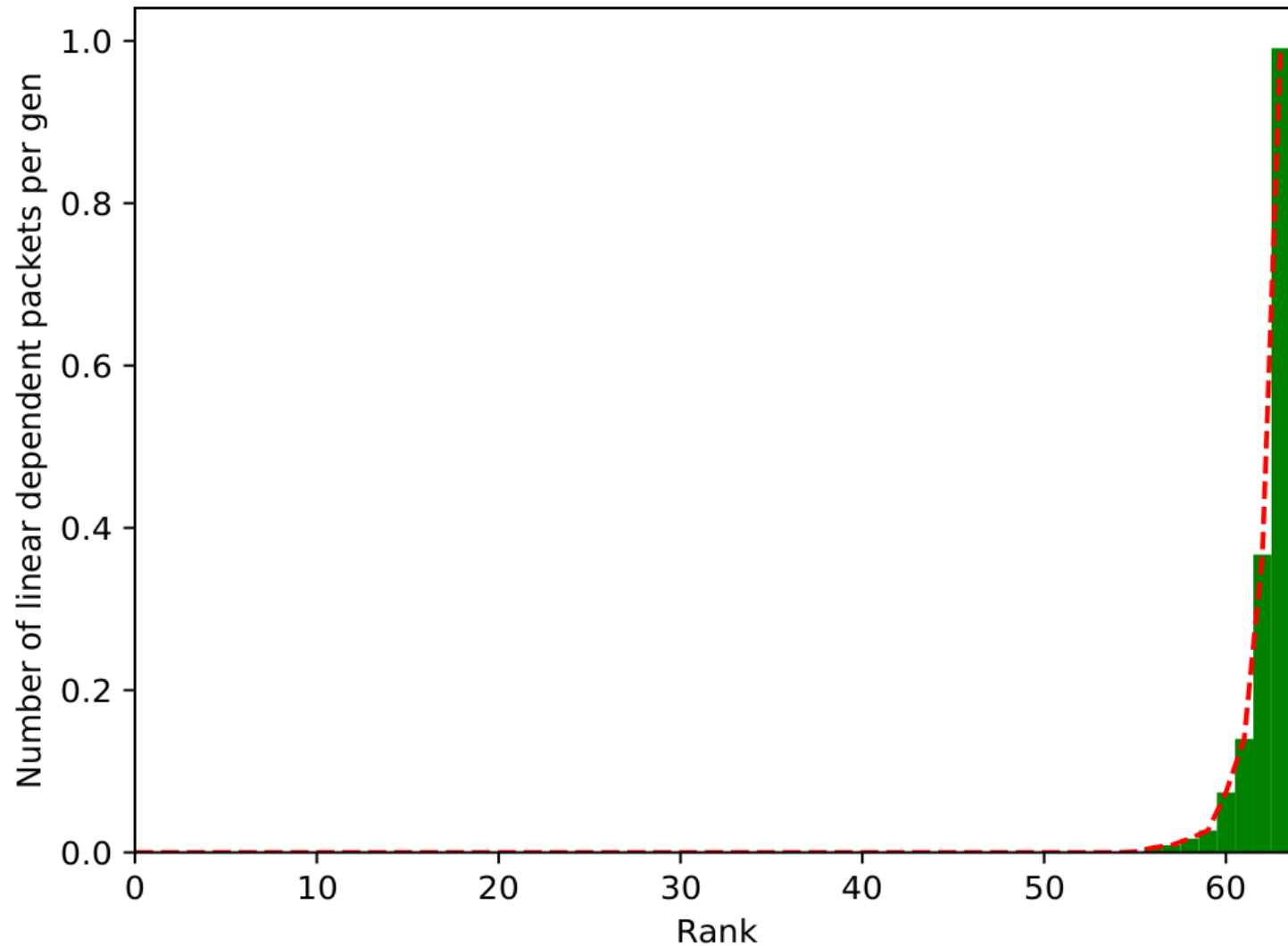
Erasure probability: 0.2

Advantages

- Receivers adaptively decide to operate with low or high finite field.
- Suitable for the change of channels.
- Reduce the complexity by up to 55%.
- Increase the decoding probability as high as outer/combined decoder.

DSEP Fulcrum (Dynamic Sparsity and Expansion Packets)

DSEP Fulcrum: Motivation



GF(2) has high linear dependency in the end!

GF(2⁸) has nearly no linear dependency, but high complexity

DSEP Fulcrum: Motivation

inner coding coefficient matrix

outer packets

generate sparse
non-zero coding
coefficients at the
begin of generation

generate dense
non-zero coding
coefficients at the
end of generation

$\left[\begin{array}{c} \{ \\ \{ \end{array} \right.$

$\left[\begin{array}{ccccccc|ccc} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 0 & 1 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 & 1 & 0 & 1 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 & 1 & 0 & 1 \end{array} \right]$

\times

$\left[\begin{array}{c} p_1 \\ p_2 \\ p_3 \\ p_4 \\ p_5 \\ p_6 \\ p_7 \\ o_1 \\ o_2 \\ o_3 \end{array} \right]$

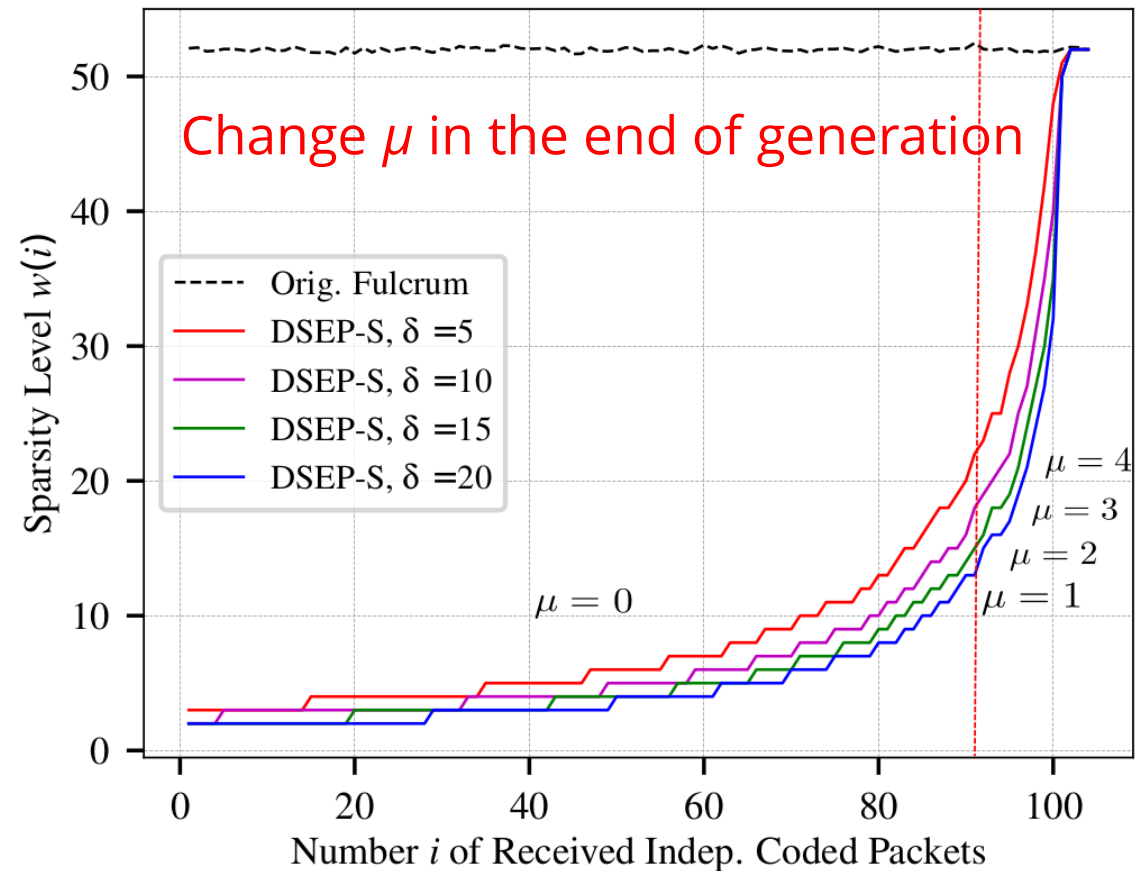
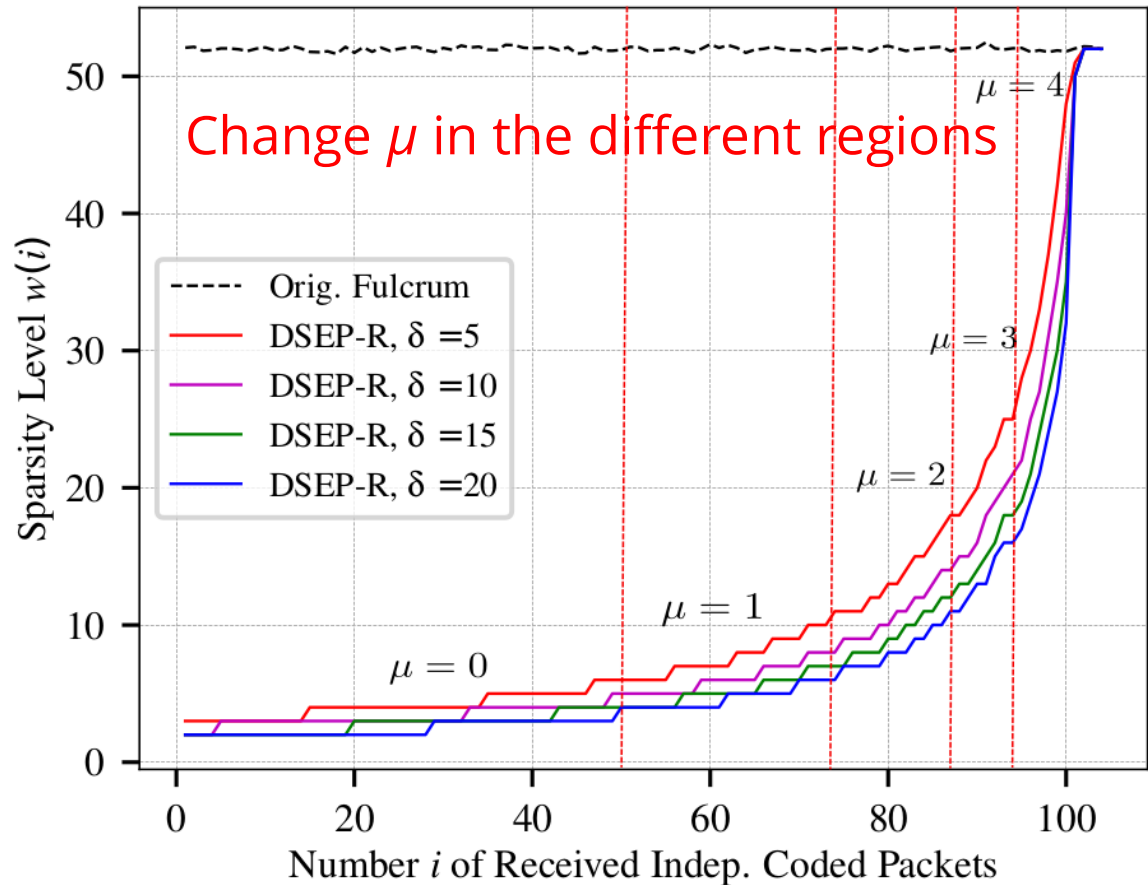
DSEP Fulcrum: general idea

	Conventional Fulcrum	DSEP Fulcrum
Sparsity	static sparsity ω	$w(i) = (n + \mu) \min \left\{ \frac{1}{2}, 1 - \sqrt[n+\mu-i]{1 - \frac{n+r}{n+r+\delta}} \right\}$
Inner coded packets	$I_\ell = \sum_{j=1}^{n+r} \lambda_{\ell,j} o_j, \ell = 1, 2, \dots$	$I_\ell = \sum_{j=1}^{n+\mu} \lambda_{\ell,j} o_j, 0 \leq \mu \leq r$

- n : number of original packets
- r : expansion packets
- δ : nominal extra coded packets
- μ : considered expansion packets

DSEP Fulcrum: general idea


Dynamic expansion packets μ and dynamic sparsity level $w(i)$



DSEP Fulcrum: results

Decoding probability in percent

Policy	$r = 2$				$r = 4$		$r = 6$		$r = 10$	
	0	1	2	3	0	1	0	1	0	1
Orig. Fulc.	77.16	95.88	99.39	99.91	93.43	99.74	98.05	99.967	99.56	99.998
DSEP-R, $\delta = 5$	76.64	96.25	99.43	99.98	93.23	99.68	96.81	99.937	99.10	99.993
DSEP-R, $\delta = 20$	71.82	94.54	99.10	99.84	85.68	98.89	88.98	99.470	94.32	99.877
DSEP-S, $\delta = 5$	76.60	96.02	99.43	99.94	93.48	99.72	98.14	99.957	99.44	99.996
DSEP-S, $\delta = 20$	70.55	94.24	99.10	99.86	86.64	99.07	92.43	99.756	95.43	99.910



 RaptorQ*: 99% 99.99%

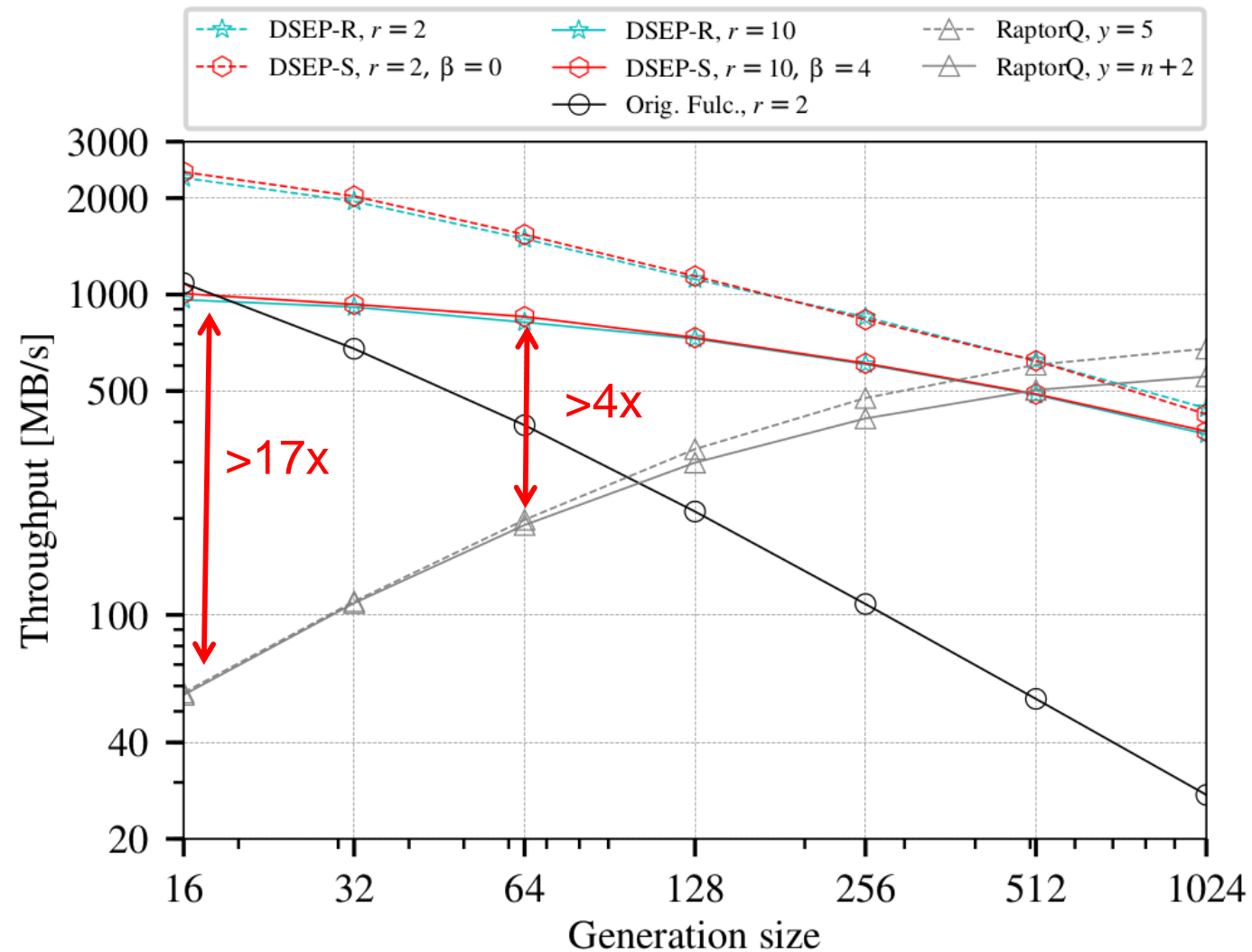
* Qualcomm. (2013, Dec.) Raptorq - the superior fec technology
 Available: <http://www.qualcomm.com/media/documents/raptorq-data-sheet>

DSEP Fulcrum: results

Encoding throughput

y: number of repair symbols in RaptorQ

RaptorQ: using CodornicesRq (release 2.1)

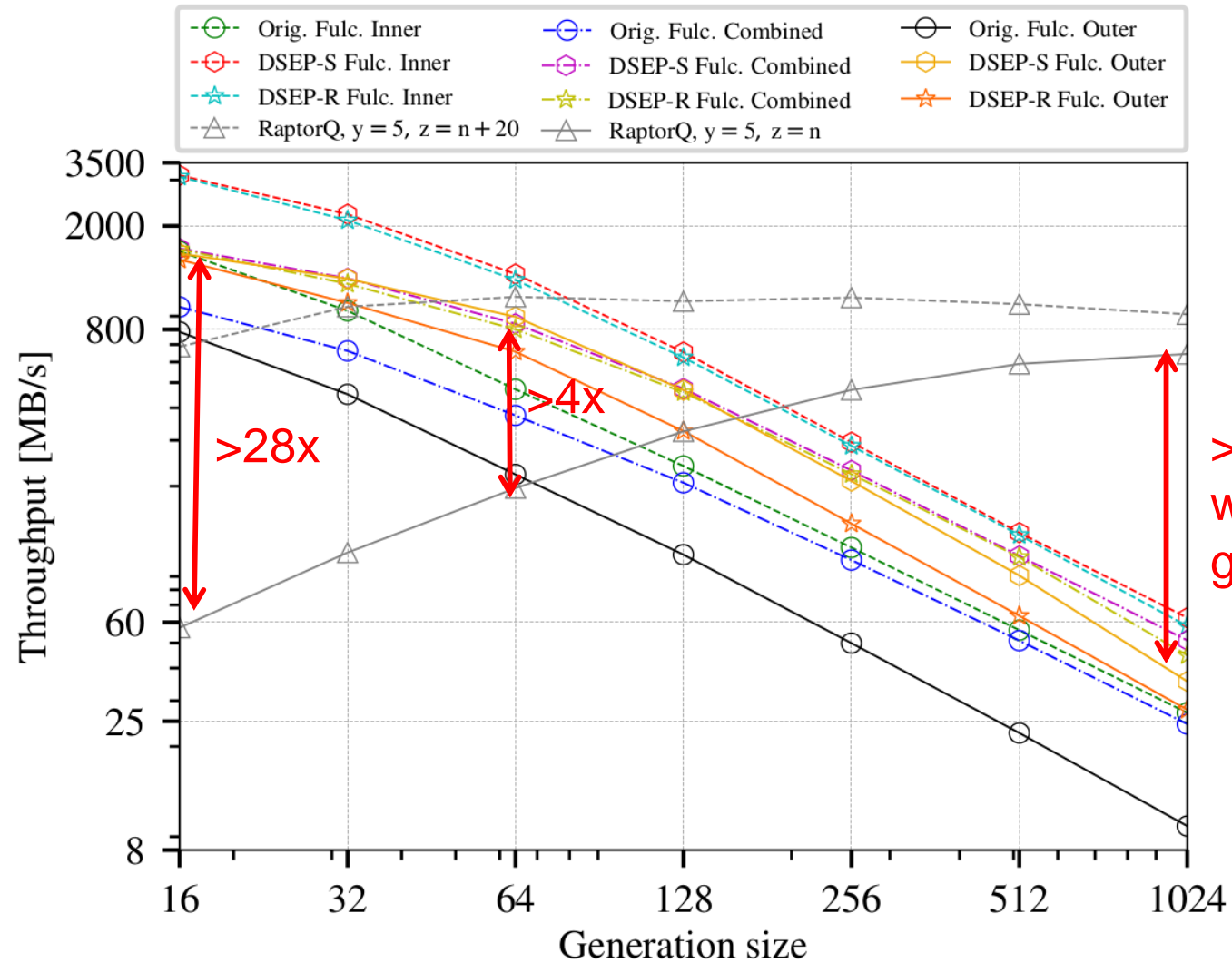


DSEP Fulcrum: results

Decoding throughput

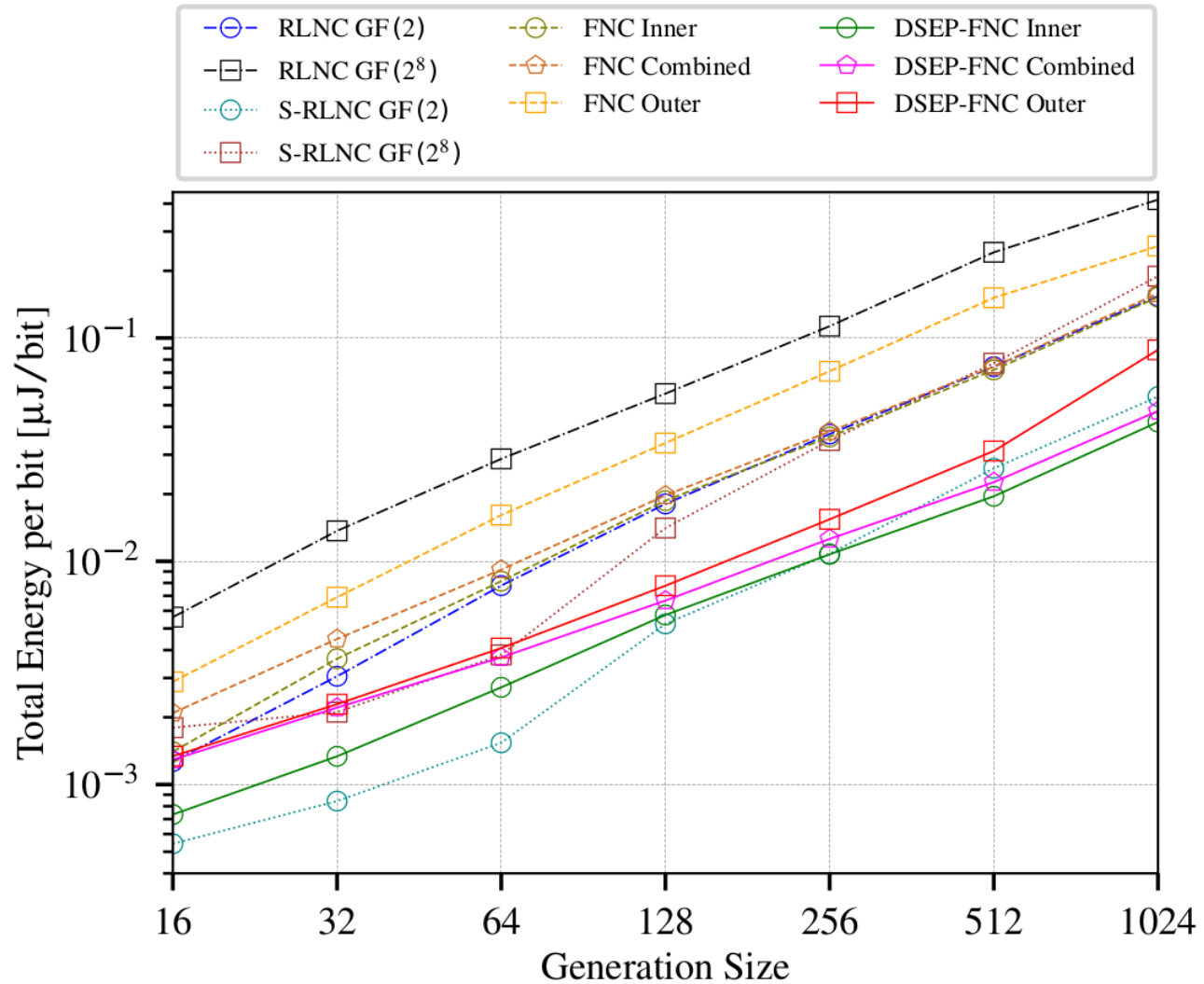
y: number of repair symbols in RaptorQ
 z: received coded packets

RaptorQ: using CodornicesRq (release 2.1)



>14x
 who uses this generation?

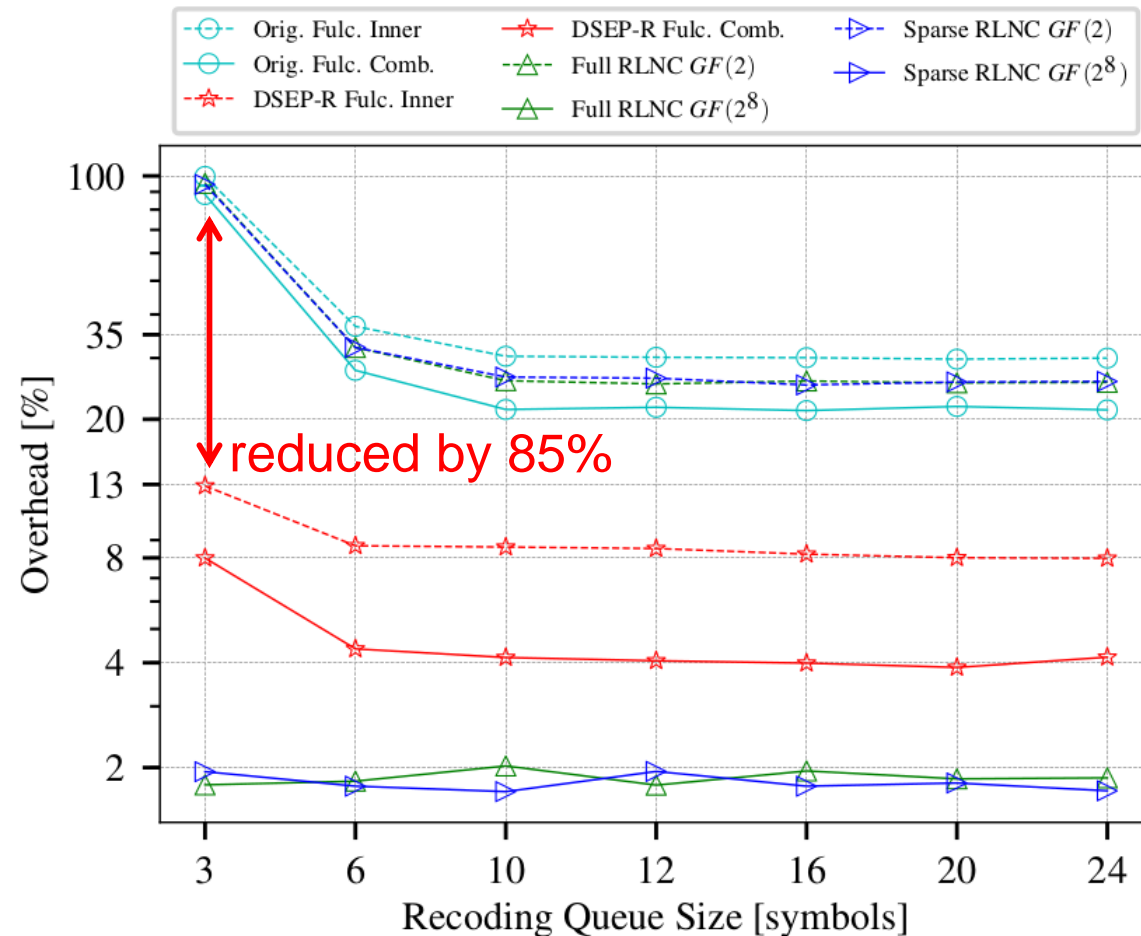
DSEP Fulcrum: results



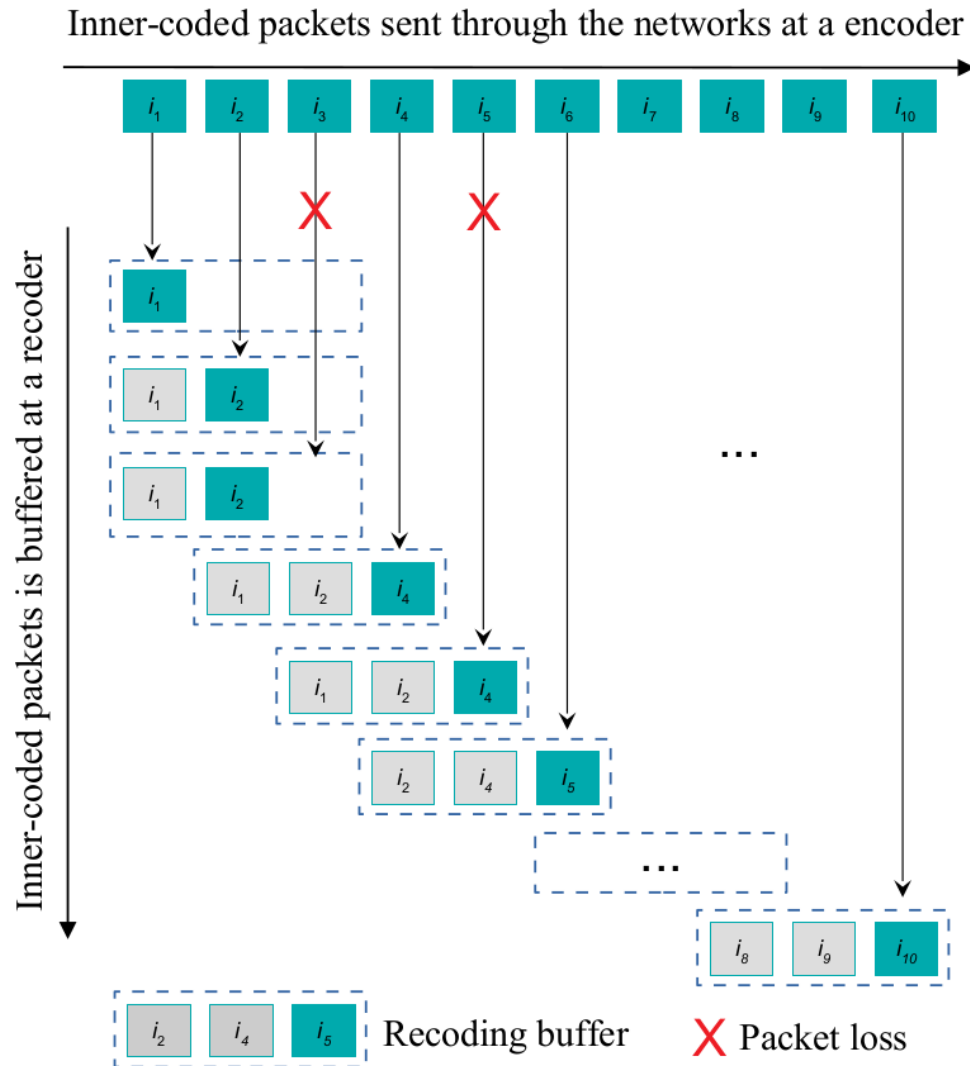
Energy consumption of Odroid-XU4 and Odroid-C2 devices.

DSEP Fulcrum: recoding mechanism

- The original recoding mechanism is not suitable for DSEP.
- It tends to cumulatively increase the coding density
- might create the linearly dependent coded packets
- faces the problem of limited memory at the intermediate nodes.
- waste the resources, if all the coded packets in a generation are stored at the intermediate nodes



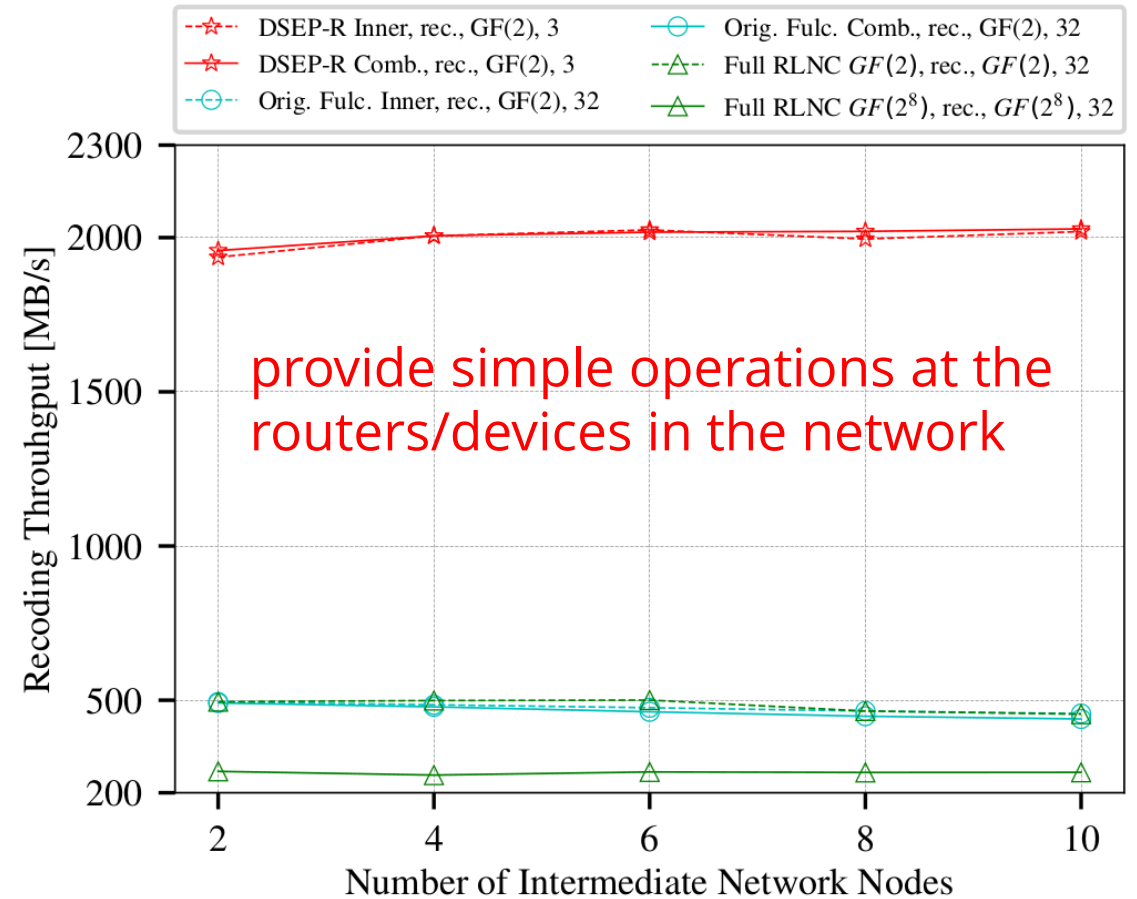
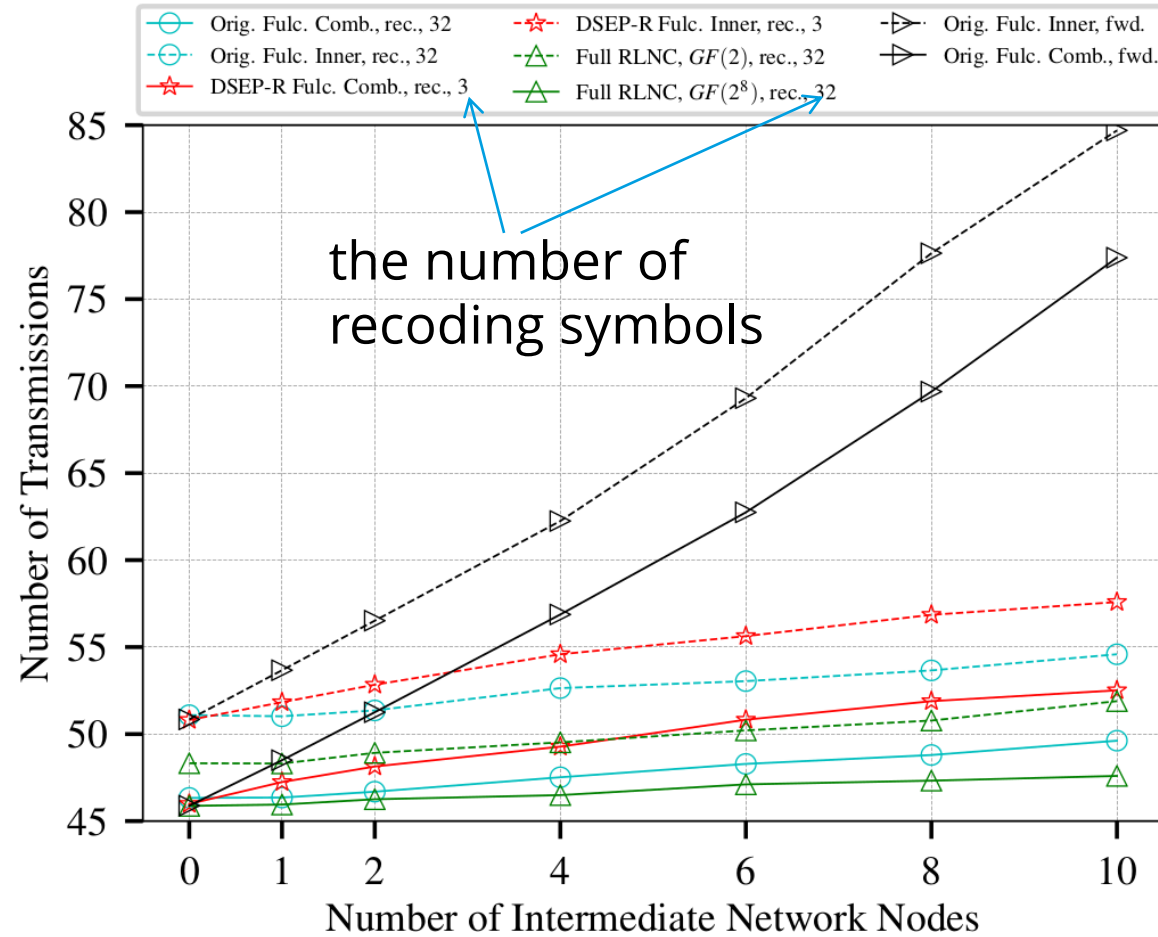
DSEP Fulcrum: recoding mechanism



- DSEP recoding mechanism stores a few coded packets at recoder
- a new incoming coded packet is always combined with the rest ones.
- reduce the memory usage
- limit to cumulatively increase the coding density
- avoid to create the linearly dependent coded packets.

DSEP Fulcrum: recoding mechanism and results

The impact of recoding



Thank for your attention!