Two Way Generalization of a Binary Burst Erasure Correcting Code

Myna Vajha

EE Deparment, IIT Hyderabad

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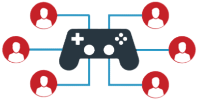
Joint Work With Vinayak Ramkumar (Postdoc, Tel Aviv), Nikhil Krishnan (Asst. Professor, IIT Palakkad), P. Vijay Kumar (Hon. Professor, IISc)

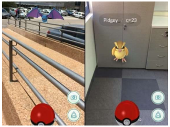
Overview

- Motivation and Settings
- Hollmann and Toulhuizen (HT code) to correct burst erasures in P2P link with worst case delay guarantees
- Explicit JigSaw: Generalization of HT code to Random or Burst Erasures
- Generalized HT: Generalization of HT code to a 3 node relay setting where the messages could be transmitted out of order.

Motivation: Latency Sensitive Applications



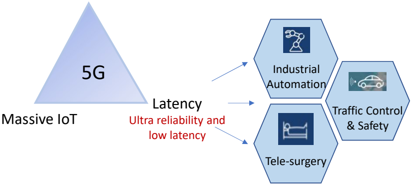
Multiplayer Gaming



AR

Interactive Voice & Video

Multiplayer VR

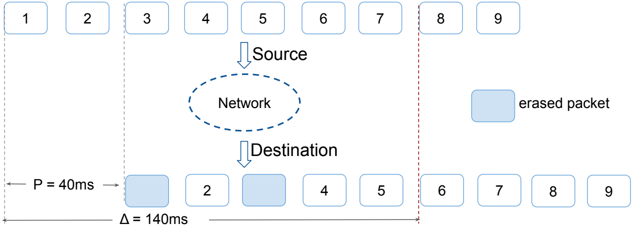


Measure of Performance

1. E2E Delay (Δ)
2. Packet Loss Probability

Motivation: Packet Level FEC

Packet erasures happen due to congestion, wireless links in deep fade and packet arrival after deadline.



Δ: E2E delay, P: propagation delay.

Goal: Design packet-level FEC that high rate, reliability under delay constraint.

Delay Profile Of a Block Code

- An (n, k) linear block code can guarantee a worst case delay of $(n-1)$.
  - systematic case, the message symbols have delay profile $(n-1, n-2, n-3, \cdots, n-k)$.
- For a worst-case delay guarantee of τ, in presence of burst erasures of size b, any burst correcting code with parameters $n = \tau + 1, k = n - b$ will work.

  Can we do better (rate)?

- Yes. Can construct $(n = \tau + b, k = n - b)$ linear block code with delay profile $(\underbrace{\tau, \cdots, \tau}_{b \text{ of them}}, \tau - 1, \cdots, b)$. (details to follow)

E. Martinian and M. Trott, "Delay-Optimal Burst Erasure Code Construction," ISIT 2007

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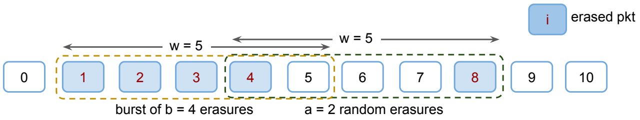
E. Martinian and M. Trott, "Delay-Optimal Burst Erasure Code Construction," ISIT 2007

Erasure Model: Delay Constrained Sliding Window (DC-SW) Channel

(i) Admissible erasure patterns (AEP): within a sliding window of size w:

either $\leq a$ random erasures, or a burst of $\leq b$ erasures

(ii) Decoding-Delay Parameter: τ



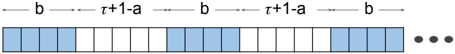
$$(a = 2, b = 4, w = 5, \tau = 4)$$

Badr et al., "Layered Constructions for Low-Delay Streaming Codes," *Trans. IT*, 2017.

Streaming Codes and Optimal Rate

- Streaming code is a packet-level FEC can correct from all AEP of DCSW channel within a decoding delay constraint τ.
- It turns out that WOLOG, we can assume $w = \tau + 1$.
- The rate R of an $\{a, b, \tau\}$ streaming code has the upper bound:

$$R \leq \frac{(\tau+1) - a}{(\tau+1) + b - a} \triangleq R_{\text{opt}}.$$

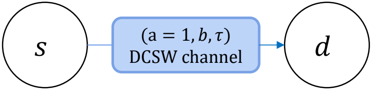


- Rate is 0 if $\tau < b$. Non-trivial only when $a \leq b \leq \tau$.

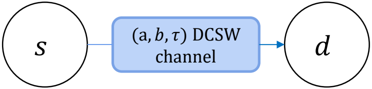
- Badr et al., "Layered Constructions for Low-Delay Streaming Codes," *Trans. IT*, 2017.
- M. Vajha, V. Ramkumar, M. Jhamtani and P. V. Kumar, "On the Performance Analysis of Streaming Codes over the Gilbert-Elliott Channel," ITW 2021

Settings Discussed in This Talk

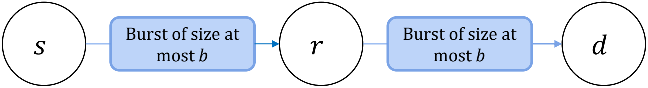
S1: Single link, burst erasures only



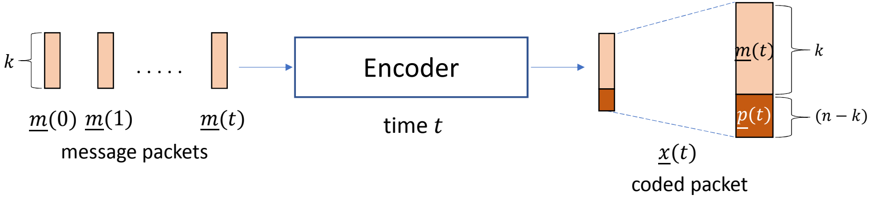
S2: Single link, burst or random erasures



S3: 3-node relay, burst erasures only, delay constraint τ



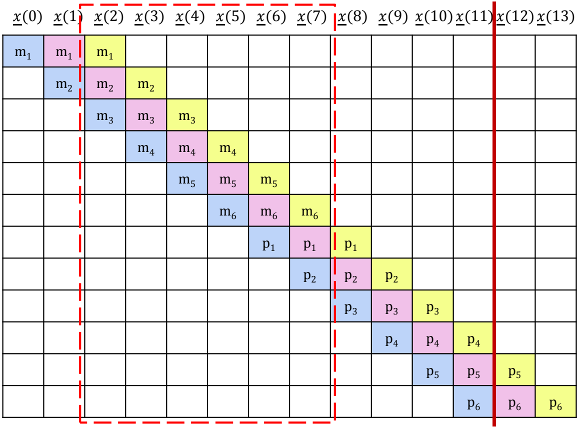
Redundancy through Packet Expansion Framework



- Can use scalar block codes to come up with streaming codes.

Diagonal Embedding (DE)

- Codewords of $[n, k]$ scalar block code are diagonally placed in the packet stream.
- This approach needs $n - k \geq b$



DE of $[12, 6]$ scalar code where $a = 4$, $b = 6$, $\tau = 9$

S1: Single Link, Burst Erasures

- $R_{\text{opt}} = \frac{\tau}{\tau+b}$ (by setting $a = 1$ in R_{opt})
- Use $(\tau, \tau - b)$ wrap-around burst correcting code (WA-BCC) to construct $(a = 1, b, \tau)$ streaming code with $(n = \tau + b, k = n - b)$.

$$H_{WB} = \begin{bmatrix} \underbrace{P}_{(b \times \tau - b)} & I_b \end{bmatrix}$$

- $(n = \tau + b, k = n - b)$ code with pc matrix H is an $(a = 1, b, \tau)$ streaming code

$$H_{WBS} = \begin{bmatrix} I_b & P & I_b \end{bmatrix}$$

  - Clearly burst erasure correcting code
  - What about worst case delay ?
  - $i \in [0 : b - 1]$, m_i requires delay τ, (until i-th parity available)
  - m_0 recovery: use 0-th pc
  - m_i recovery $i \in [1 : b - 1]$: need a pc equation with 0's in locations $[i + 1 : i + b - 1]$, $[\tau + i + 1 : n - 1]$.

E. Martinian and M. Trott, "Delay-Optimal Burst Erasure Code Construction," ISIT 2007

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S1: Single Link, Burst Erasures

$$H_{WB} = \begin{bmatrix} P & I_b \end{bmatrix}, \quad H_{WBS} = \begin{bmatrix} I_b & P & I_b \end{bmatrix}$$

- "*top-left*" $(i \times i)$ sub-matrix of P (say P_i) is invertible for any $i \in [\min\{b, n-b\}]$
  - Consider WA burst at $[0 : i-1] \cup [\tau - i + b + 1 : \tau - 1]$
  - $(b \times b)$ sub-matrix of H_{WB} needs to be invertible

$$\left[\begin{array}{c|c} P(:, [1:i]) & \begin{array}{c} 0 \\ \hline I_{b-i} \end{array} \end{array} \right]$$

- m_i, $i \in [\min\{b, n-b\}]$ recovery:
  - $\exists v \in \mathbb{F}_2^{i-1}$ such that $[v^T \;\; 1]P([i], [i-1]) = 0$.
  - $v^T H([i], :) = [v^T \;\; 1 \;\; \underbrace{0}_{b-1} \;\; X \;\; v^T \;\; 1 \;\; \underbrace{0}_{b-i}]$
- if $n - b < b$, any $n - b$ "*consecutive-rows*" of P are l.i. Can show m_i recoverable in delay for $i \in [n - b + 1 : b - 1]$

- Hollmann and Toulhuizen (HT) code is a binary WA-BCC.

E. Martinian and M. Trott, "Delay-Optimal Burst Erasure Code Construction," ISIT 2007

WA-BCC: Hollmann and Toulhuizen (HT) Code

- Recursive construction of $(u \times v)$ matrix $P_{u,v}$ that appends identity matrices column-wise or row-wise.

$$P_{u,v} = \begin{cases} [I_u \;\; P_{u,v-u}] & v > u \\ \begin{bmatrix} I_v \\ P_{u-v,v} \end{bmatrix} & \text{otherwise} \end{cases}$$

- Let $H_{WB} = [P \;\; I_b]$ be the pc matrix of $(n, n-b)$ WA-BCC. P is an $(b \times n-b)$ matrix.
  - clear that $H_{WB}^{\text{col}} = [I_b \;\; P \;\; I_b]$ is pc matrix of $(n+b, n)$ WA-BCC.
  - dual-code with pc matrix $\hat{H}_{WB} = [I_{n-b} \;\; P^T]$ is a (n, b) WA-BCC.
  - $\hat{H}_{WB}^{\text{col}} = [I_{n-b} \;\; P^T \;\; I_{n-b}]$ is pc matrix of $(2n-b, n)$ WA-BCC
  - pc matrix below results in $(2n-b, n-b)$ WA-BCC

$$H_{WB}^{\text{row}} = \left[\begin{array}{c|c} I_n & \begin{array}{c} I_{n-b} \\ \hline P \end{array} \end{array}\right]$$

H. D. L. Hollmann and L. M. G. M. Tolhuizen, "Optimal Codes for Correcting a Single (Wrap-Around) Burst of Erasures," in TIT 2008

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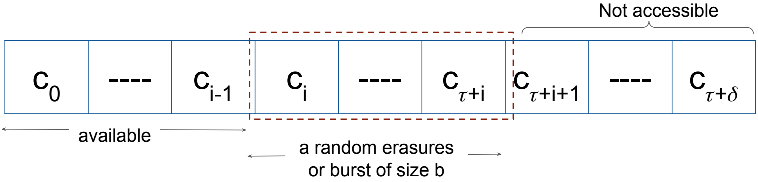
S2: Single Link, Random and Burst Erasures

Scalar Code Properties

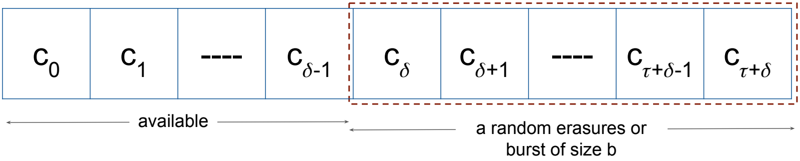
- For a given $\{a, b, \tau\}$ let

$$n = \tau + 1 + \delta, k = n - b \quad \text{where} \quad \delta = b - a$$

- For $i \in [0 : \delta - 1]$, to recover c_i:



- Let $E \subset [\delta : \tau + \delta]$ be either the set of a random erasures or a set of consecutive b erasures. To recover $\{c_j \mid j \in E\}$:



- The delay profile requirement here is $\Big(\underbrace{\tau, \cdots, \tau}_{\delta \text{ urgent symbols}} \;,\; \underbrace{\tau, \tau - 1, \cdots, b}_{(k-\delta) \text{ non-urgent symbols}} \Big)$

S2: JigSaw Code

- $(a = 3, b = 6, \tau = 8)$ streaming code defined by (6×12) parity check matrix

$$\begin{array}{cc}
 & \begin{array}{cccccccccccc} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 & 11 \end{array} \\
\begin{array}{c} 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{array} &
\begin{bmatrix}
\alpha & 0 & 0 & 0 & 0 & 0 & v_{0,6} & v_{0,7} & v_{0,8} & 0 & 0 & 0 \\
0 & \alpha & 0 & 0 & 0 & 0 & 0 & v_{1,7} & v_{1,8} & v_{1,9} & 0 & 0 \\
0 & 0 & \alpha & 0 & 0 & 0 & 0 & 0 & v_{0,8} & v_{1,9} & v_{2,10} & 0 \\
1 & 0 & 0 & * & * & * & * & * & * & 0 & 0 & 1 \\
0 & 1 & 0 & * & * & * & * & * & * & 0 & 0 & 0 \\
0 & 0 & 1 & * & * & * & * & * & * & 0 & 0 & 0
\end{bmatrix}
\end{array}$$

- JigSaw is rate-optimal streaming code for any (a, b, τ) with field size of q^2 where $q \geq \tau$.
- $\alpha \in \mathbb{F}_{q^2} \setminus \mathbb{F}_q$

M. Nikhil Krishnan, Deeptanshu Shukla and P. Vijay Kumar, "Rate-Optimal Streaming Codes for Channels With Burst and Random Erasures", IEEE Trans. Info. Theory, 2020

S2: Explicit JigSaw Code

- $(a = 3, b = 6, \tau = 8)$

$$
\begin{array}{c|cccccccccccc|}
 & 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 & 11 \\
\hline
0 & \alpha & 0 & 0 & 0 & 0 & 0 & & & \color{red}{\alpha} & 0 & 0 & 0 \\
1 & 0 & \alpha & 0 & 0 & 0 & 0 & \multicolumn{2}{c}{\color{red}{P}} & \color{red}{0} & \color{red}{1} & 0 & 0 \\
2 & 0 & 0 & \alpha & 0 & 0 & 0 & & & \color{red}{0} & \color{red}{0} & \color{red}{1} & 0 \\
3 & 1 & 0 & 0 & * & * & * & * & * & * & 0 & 0 & 1 \\
4 & 0 & 1 & 0 & * & * & * & * & * & * & 0 & 0 & 0 \\
5 & 0 & 0 & 1 & * & * & * & * & * & * & 0 & 0 & 0
\end{array}
$$

- Last $a = 3$ rows of the pc matrix unchanged. Random erasure recovery follows from the structure of JigSaw.
- Support of the first $\delta = b - a = 3$ rows changed construction. Matrix P has 0, 1 elements.

M. Vajha, V. Ramkumar, M. N. Krishnan and P. Vijay Kumar, "Explicit Rate-Optimal Streaming Codes With Smaller Field Size," in IEEE ISIT 2021, Trans. Info. Theory, 2024

S2: Explicit JigSaw Code

- The definition of $(u \times v)$ matrix $P^a_{u,v}$ is recursive.

$$\mathbf{P}^a_{u,v} = \begin{cases} \begin{bmatrix} I_u & \underbrace{\mathbf{0}}_{(u\times a)} & \mathbf{P}^a_{u,v-u-a} \end{bmatrix} & u+a<v \\ \begin{bmatrix} I_u & \underbrace{\mathbf{0}}_{(u\times(v-u))} \end{bmatrix} & u \le v \le u+a \\ \begin{bmatrix} I_v \\ \mathbf{P}^a_{u-v,v} \end{bmatrix} & v<u \end{cases}$$

- This structure of the P matrix results in two properties on $\hat{P} = [\underbrace{0}_{\delta\times a} \; P]$
  - "*consecutive-columns:*" any b consecutive columns of $\hat{P}$ have a-zero columns and δ linearly independent columns.
  - "*bottom-right:*" bottom right sub-matrix of $\hat{P}$ of size $\theta \times (\theta + a)$, there are a-zero columns and θ linearly independent columns.
  - top-left, consecutive-rows properties hold for P.

$$P^3_{3,2} = \begin{bmatrix} I_2 \\ P^3_{1,2} \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 1 & 0 \end{bmatrix}.$$

S2: Explicit JigSaw Code

- $(a = 3, b = 6, \tau = 8)$. Support of the first $\delta = b - a = 3$ rows changed.

$$
\begin{array}{c|cccccccccccc}
 & 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 & 11 \\
\hline
0 & \alpha & 0 & 0 & 0 & 0 & 0 & 1 & 0 & \alpha & 0 & 0 & 0 \\
1 & 0 & \alpha & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \\
2 & 0 & 0 & \alpha & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 0 \\
3 & 1 & 0 & 0 & * & * & * & * & * & * & 0 & 0 & 1 \\
4 & 0 & 1 & 0 & * & * & * & * & * & * & 0 & 0 & 0 \\
5 & 0 & 0 & 1 & * & * & * & * & * & * & 0 & 0 & 0
\end{array}
$$

- For the burst erasure of size starting at 0, 1, parity check (pc) equations 0, 1 can be used.
- For the burst starting at index 2, the pcs 0 and 2 are linearly combined to get a pc that has 5 consecutive zeros starting at index 3

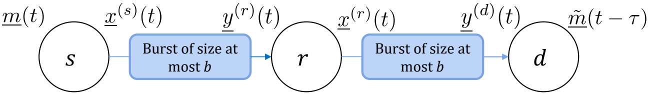
S2: Explicit JigSaw Code

- $(a = 3, b = 6, \tau = 8)$.Burst erasure starting at index 4.

$$
\begin{array}{c}
\\ 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ 5
\end{array}
\begin{array}{c}
\begin{array}{cccccccccccc} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 & 11 \end{array} \\
\left[\begin{array}{cccccccccccc}
\alpha & 0 & 0 & 0 & 0 & 0 & 1 & 0 & \boxed{\alpha} & 0 & 0 & 0 \\
0 & \alpha & 0 & 0 & 0 & 0 & 0 & 1 & 0 & \boxed{1} & 0 & 0 \\
0 & 0 & \alpha & 0 & 0 & 0 & \boxed{1} & 0 & 0 & 0 & 1 & 0 \\
1 & 0 & 0 & * & * & * & * & * & * & 0 & 0 & 1 \\
0 & 1 & 0 & * & * & * & * & * & * & 0 & 0 & 0 \\
0 & 0 & 1 & * & * & * & * & * & * & 0 & 0 & 0
\end{array}\right]
\end{array}
$$

S3: 3 Node Relay, Burst Erasures

Rate Bound



- An example, permissible erasure pattern in the R-D link

$x^r(t)$	$\dots$	$x^r(t+\tau-b)$	$x^r(t+\tau-b+1)$	$\dots$	$x^r(t+\tau)$

- $m(t)$ should be recovered at relay by $t+\tau-b$
- Rate in the S-R link upper bounded by rate of $(a=1, b, \tau-b)$ DCSW channel.
- (b,τ) streaming code for S3 satisfies

$$R \leq \begin{cases} \frac{\tau-b}{\tau} & \tau \geq 2b \\ 0 & \text{otherwise} \end{cases}$$

- Generalized HT based streaming code achieves rate arbitrarily close to the upper bound.

V. Ramkumar, M. Vajha, M. N. Krishnan, "Streaming Codes for Three-Node Relay Networks With Burst Erasures", *to appear in ISIT 2024*

S3: 3 Node Relay, Burst Erasures

S-R link

- $(n = \tau, k = \tau - b)$ HT code is used at the source.
- Example: $\tau = 10, b = 4$, (4×10) pc matrix

$$H_{HT} = \left[\ I_4 \ \middle|\ P_{4,2} \ \middle|\ I_4 \ \right] = \left[\ P_{4,6} \ \middle|\ I_4 \ \right] = \left[\ I_4 \ \middle|\ \begin{array}{c} I_2 \\ \hline I_2 \end{array} \ \middle|\ I_4 \ \right]$$

  - $p_0 = m_0 + m_4, p_1 = m_1 + m_5, p_2 = m_2 + m_4, p_3 = m_3 + m_5$

- Transmit at Source

t	0	1	2	3	4	5	6	7	8	9	10	11	12	13
$x^s(t)$	m_0	m_1	m_2	m_3	m_4	m_5	p_0	p_1	p_2	p_3				

- Receive at Relay: Burst starting at time 0/1 in S-R link

	0	1	2	3	4	5	6	7	8	9	10	11	12	13
$y^r(t)$					m_4	m_5	p_0	p_1	p_2	p_3				
$x^r(t)$					m_4	m_5	m_0	m_1	m_2	m_3	$\hat{p}_0$	$\hat{p}_1$	$\hat{p}_2$	$\hat{p}_3$
$y^r(t)$	m_0					m_5	p_0	p_1	p_2	p_3				
$x^r(t)$					m_0	m_5	p_0	m_1	m_2	m_3	$\hat{p}_0$	$\hat{p}_1$	$\hat{p}_2$	$\hat{p}_3$

S3: 3 Node Relay, Burst Erasures

R-D Link

t	0	1	2	3	4	5	6	7	8	9	10	11	12	13
$x^s(t)$	m_0	m_1	m_2	m_3	m_4	m_5	p_0	p_1	p_2	p_3				
$y^r(t)$	m_0					m_5	p_0	p_1	p_2	p_3				
$x^r(t)$					m_0	m_5	p_0	m_1	m_2	m_3	$\hat{p}_0$	$\hat{p}_1$	$\hat{p}_2$	$\hat{p}_3$

Burst at 1 in S-R link

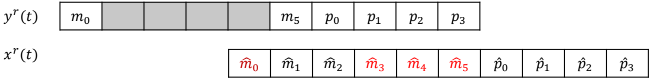
- Information set needs to be preserved.
  - Can resolve m_4 from $p_0 = m_0 + m_4$, and m_0
  - $\alpha = \min\{\beta, b-1\}$ where β is burst start and set $(\hat{m}_0, \cdots, \hat{m}_{k-1})$ as

$$\Big(\underbrace{m_0, \cdots, m_{\alpha-1}}_{\alpha \text{ urgent symbols}}, \underbrace{x^s(\alpha), \cdots, x^s(k-b+\alpha-1)}_{(k-\alpha) \text{ non-urgent symbols}}, \underbrace{m_\alpha, \cdots, m_{b-1}}_{(b-\alpha) \text{ urgent symbols}}\Big)$$

  - HT code guarantees the information set property
- Urgent messages:
  - For $i \in [0 : \alpha - 1]$ $\hat{m}_i$ requires delay $\leq \tau - b$ (until $\hat{p}_i$ available)
  - For $i \in [0 : b - \alpha - 1]$ $\hat{m}_{k-1-i}$ requires delay $\leq b$ (until $\hat{p}_{b-1-i}$ is available)

S3: 3 Node Relay, Burst Erasures

GHT construction



Burst at 1 in S-R link

$$
\begin{array}{c}
\\ 0 \\ 1 \\ 2 \\ 3
\end{array}
\begin{array}{c}
\begin{array}{cccccccccc} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 \end{array} \\
\begin{bmatrix}
1 & 0 & 0 & 0 & 1 & 0 & 1 & & & \\
0 & 1 & 0 & 0 & 0 & 1 & & 1 & & \\
0 & 0 & 1 & 0 & 1 & 0 & & & 1 & \\
0 & 0 & 0 & 1 & 0 & 1 & & & & 1
\end{bmatrix}
\end{array}
$$

pc matrix of $(b = 4, \tau - b = 6)$ HT code

- Retain row 0, ensures in time recovery of $\hat{m}_0$

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$y^r(t)$	m_0					m_5	p_0	p_1	p_2	p_3				
$x^r(t)$					$\hat{m}_0$	$\hat{m}_1$	$\hat{m}_2$	$\hat{m}_3$	$\hat{m}_4$	$\hat{m}_5$	$\hat{p}_0$	$\hat{p}_1$	$\hat{p}_2$	$\hat{p}_3$

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\begin{array}{c} 0 \\ 1 \\ 2 \\ 3 \end{array} &
\left[\begin{array}{cccccccccc}
1 & 0 & 0 & 0 & 1 & 0 & 1 & & & \\
* & * & * & 1 & * & * & & 1 & & \\
* & * & * & * & 1 & * & & & 1 & \\
* & * & * & * & * & 1 & & & & 1
\end{array}\right]
\end{array}
$$

pc matrix of $(b = 4, \tau - b = 6)$ HT code

- Permute rows of parity check matrix to get 1 in the diagonal of bottom-right $(b - \alpha) \times (b - \alpha)$ sub-matrix

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- Set the upper triangular elements to 0

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\end{array}\right]
\end{array}
$$

pc matrix of $(b = 4, \tau - b = 6)$ GHT code for $\alpha = 1$.

- $\hat{m}_3, \hat{m}_5$ can be recovered in delay
- $\hat{m}_1$ can be recovered from any burst

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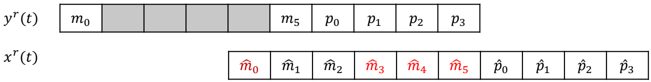
GHT Construction



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0 & 0 & 1 & 0 & 1 & 0 & & & 1 & \\
0 & 1 & 0 & 0 & 0 & 1 & & & & 1
\end{bmatrix}
\end{array}
$$

pc matrix of $(b = 4, \tau - b = 6)$ GHT code for $\alpha = 1$.

- $\hat{m}_4$ recovery: if $\hat{m}_2$ is available can recover it using $\hat{p}_2$ otherwise from $\hat{p}_0$.
- $\hat{p}_0$ and $\hat{m}_2$ are spaced by b.
- $\hat{m}_2$ recovery follows.
- Can recover m_i within delay.

Future Directions

- Can construct codes for ordering of the urgent symbols $(m_0, \cdots, m_{b-1})$ that are "allowed".

$$(m_0, *, *, m_1, m_2, m_3, p_0, p_1, p_2, p_3) \quad \checkmark$$
$$(m_1, *, *, m_0, m_2, m_3, p_0, p_1, p_2, p_3) \quad ✗$$

- Characterize the delay-profiles for which constructions are possible.
- 3-node relay settings with different size bursts b_1, b_2
- m-node relay settings

Thank You!

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