

# GRAND-EDGE: A Universal, Jamming-resilient Algorithm with Error-and-Erasures Decoding

Furkan Ercan<sup>†</sup>, Kevin Galligan<sup>\*</sup>, David Starobinski<sup>†</sup>, Muriel Médard<sup>§</sup>, Ken R. Duffy<sup>\*</sup>, Rabia Tugce Yazicigil<sup>†</sup>

<sup>†</sup>Department of Electrical and Computer Engineering, Boston University, Boston, MA, USA

<sup>§</sup>Department of Electrical Engineering and Computer Science, MIT, Cambridge, MA, USA

<sup>\*</sup>Hamilton Institute, Maynooth University, Ireland

**Presenter: Kevin Galligan**



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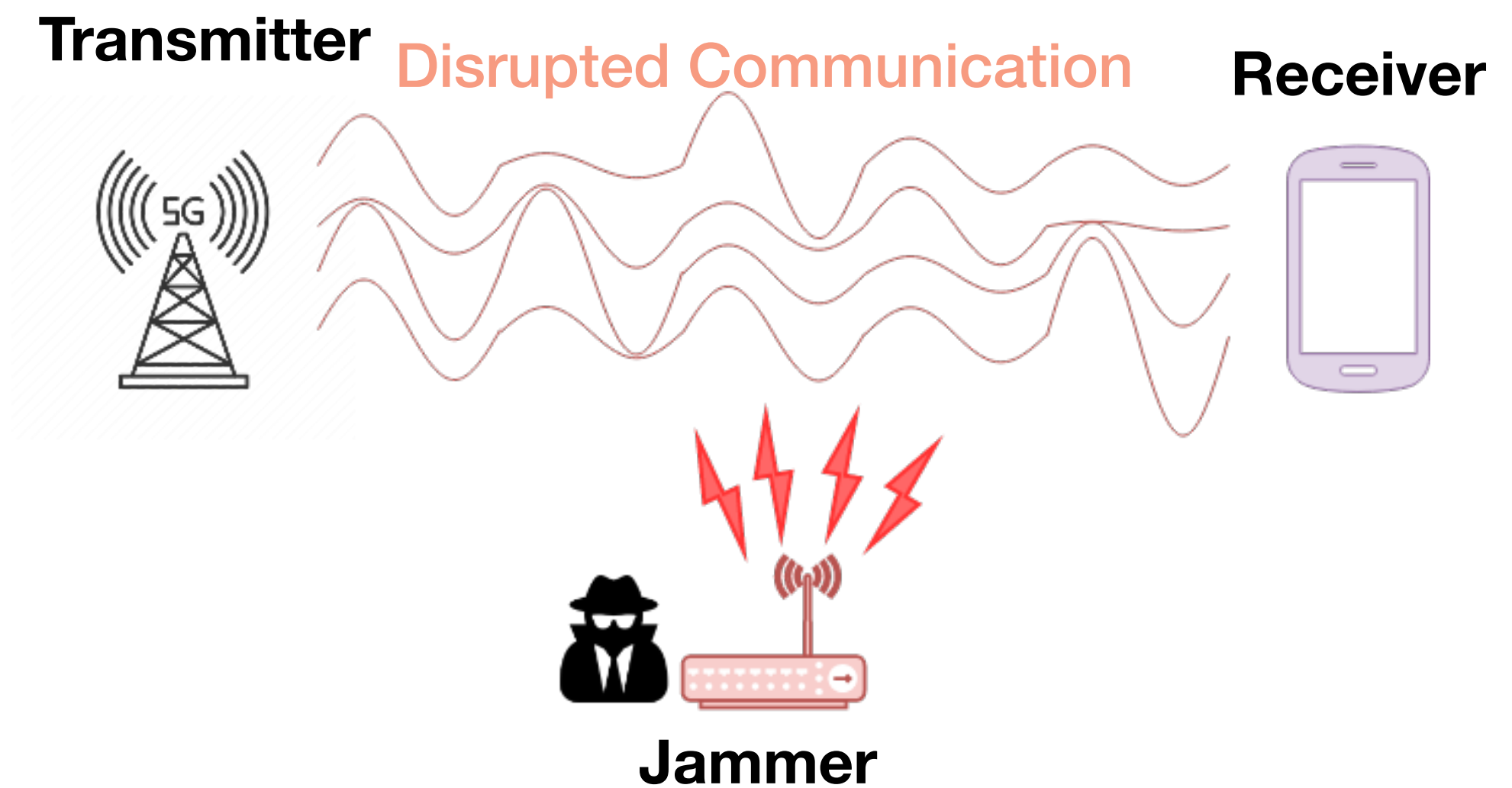
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Developing resilience against powerful jamming can help retrieve an acceptable quality of service.

# Motivation

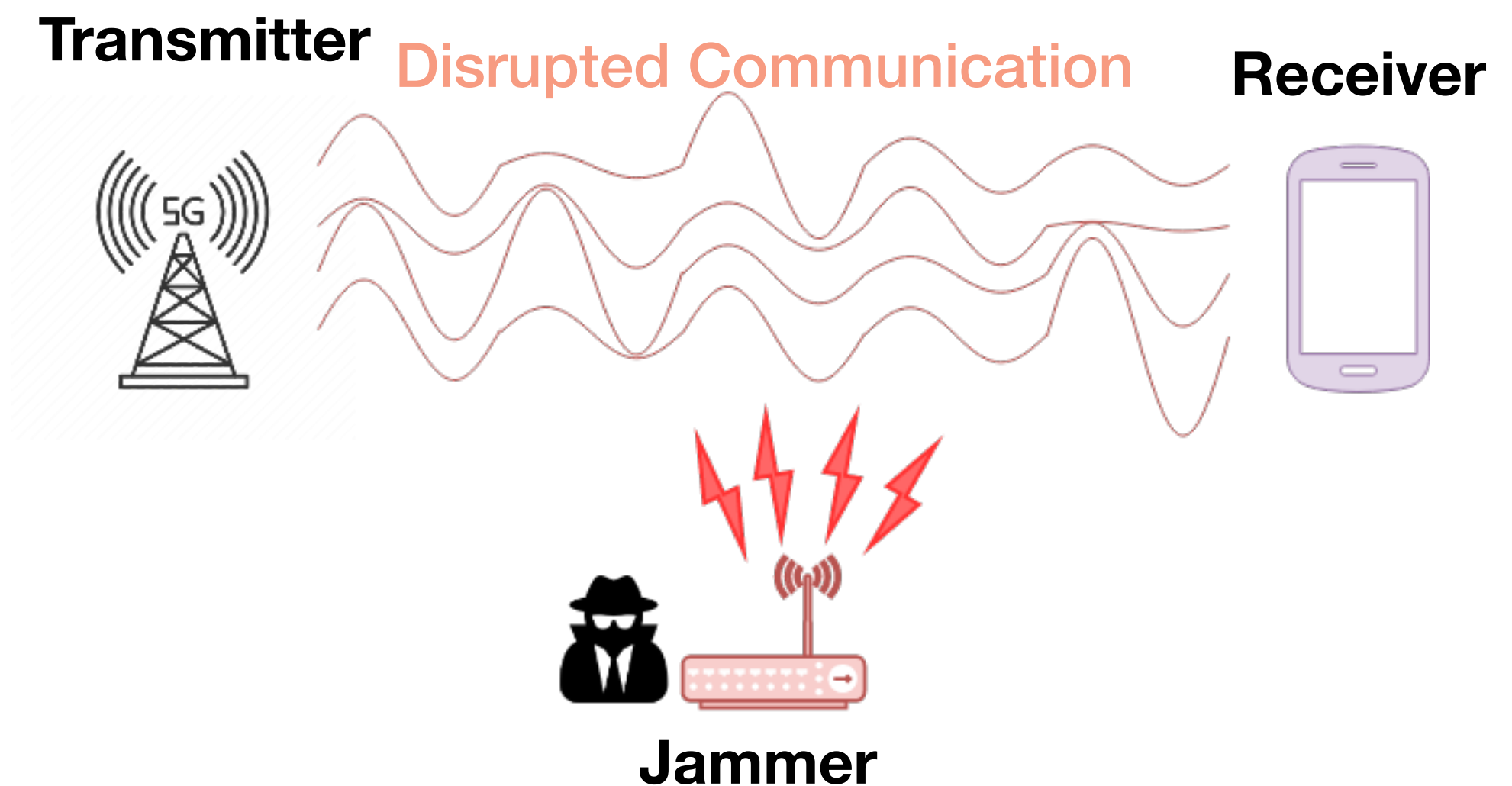
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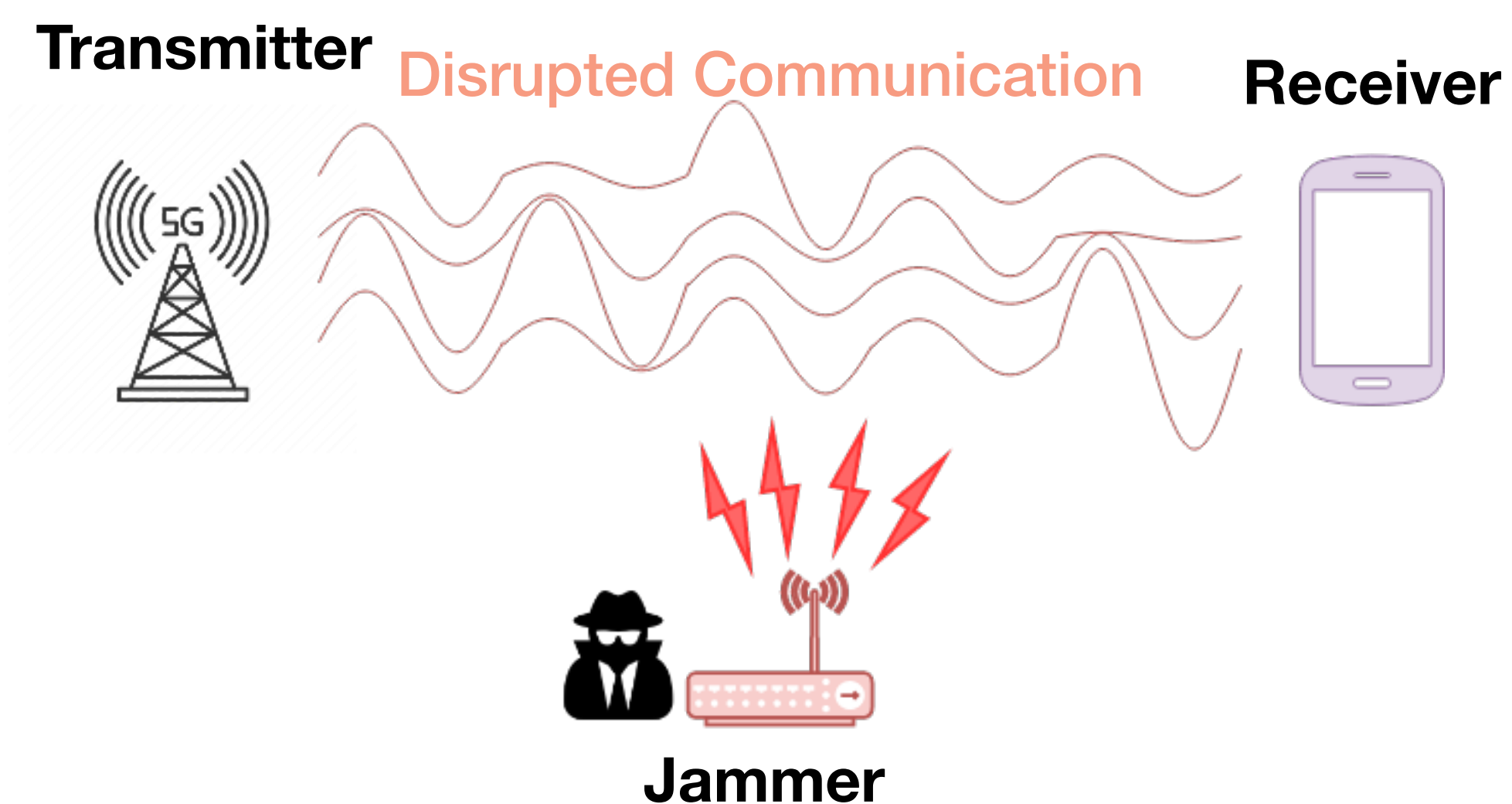
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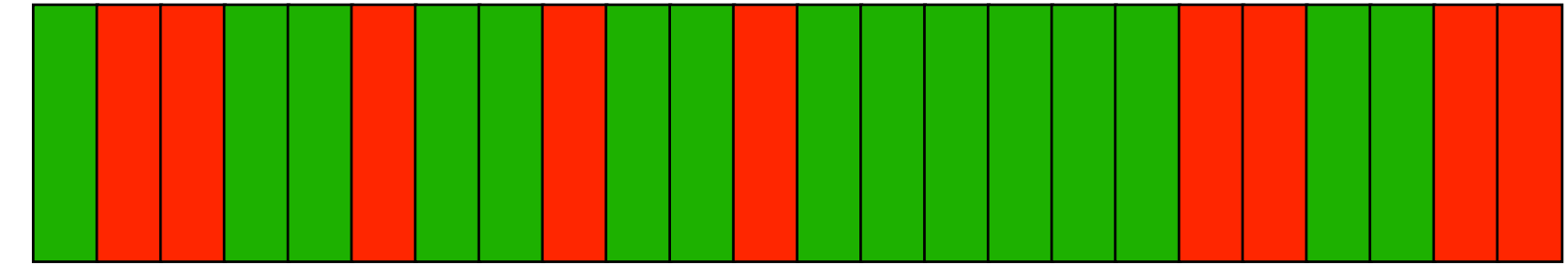
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- ❖ Our purpose is to **add resilience** against powerful jamming events.
- ❖ We aim to develop an error correction algorithm with data recovery capabilities under powerful adversarial conditions.
- ❖ Our proposal is in conjunction with the Guessing Random Additive Noise Decoding (GRAND) algorithm, which can work with any codebook.



# Overview of This Work

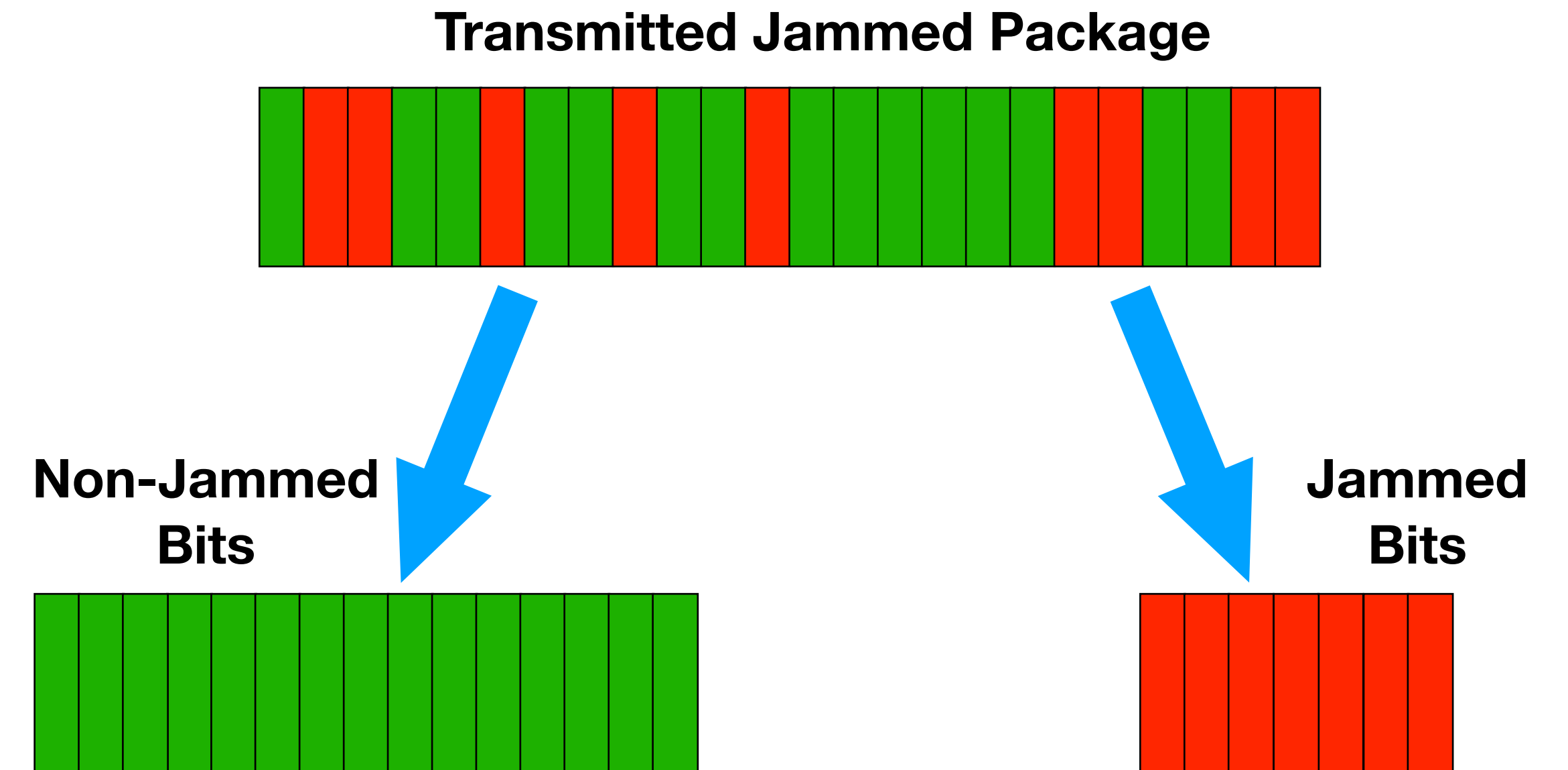
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Transmitted Jammed Package



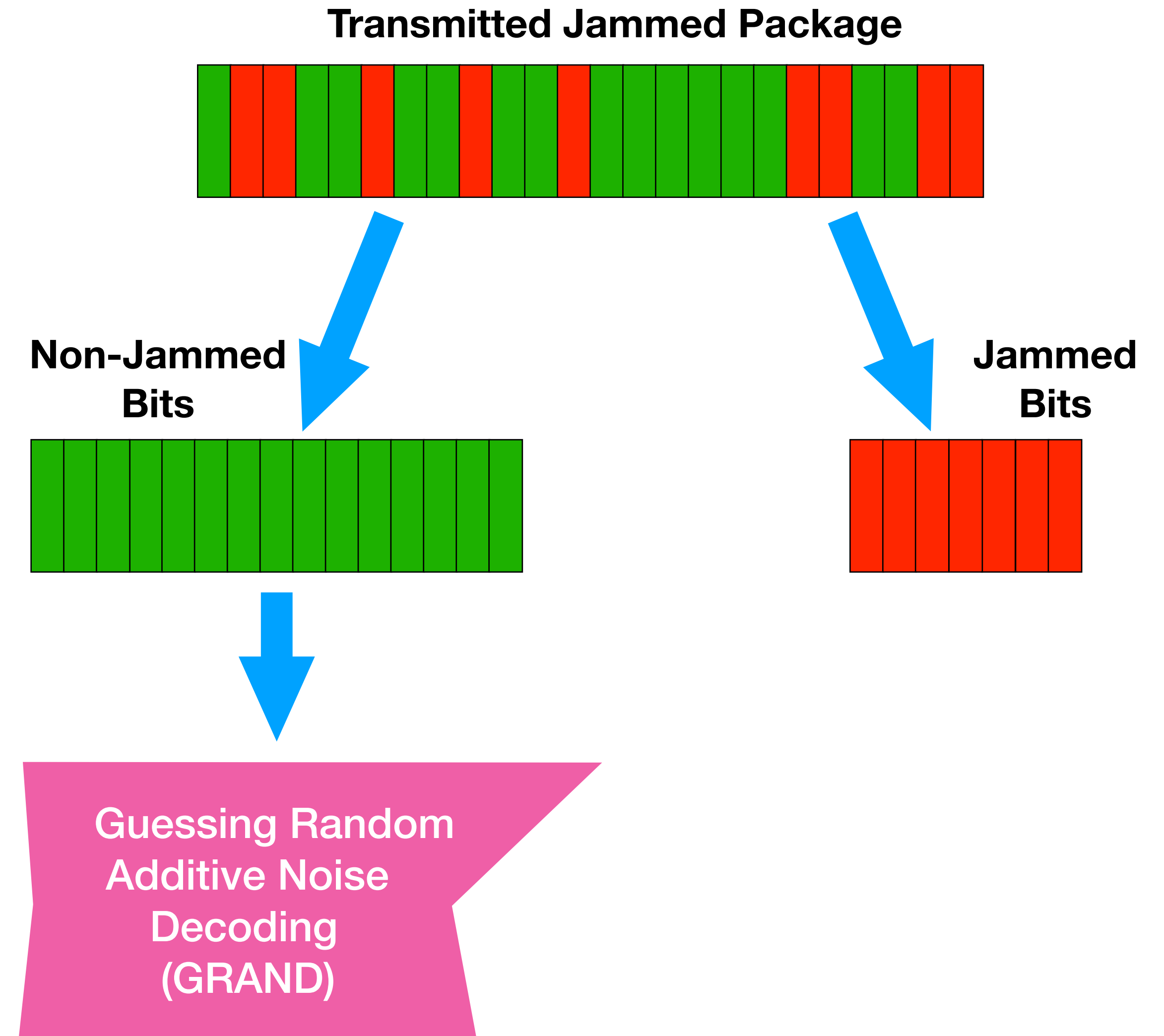
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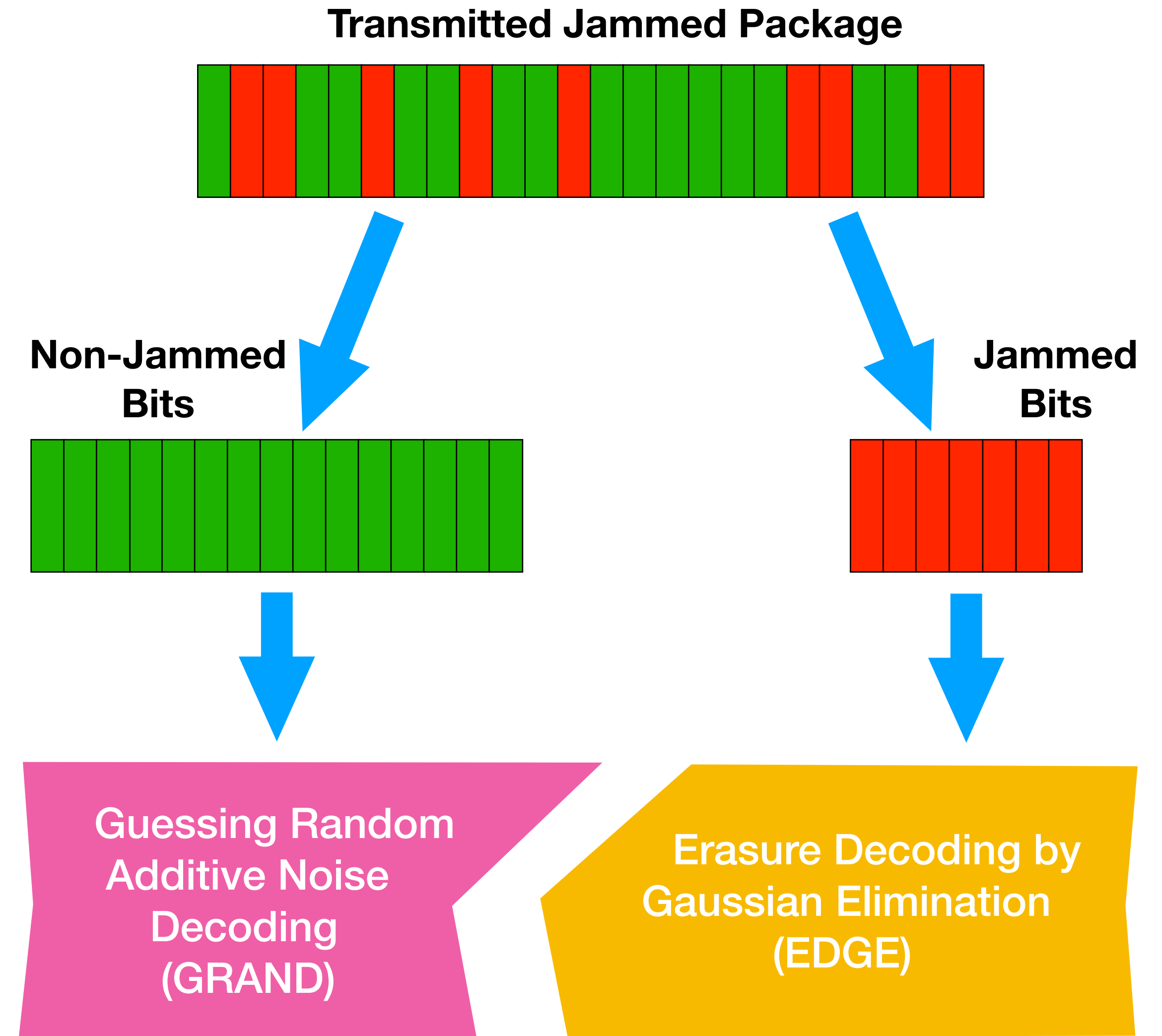
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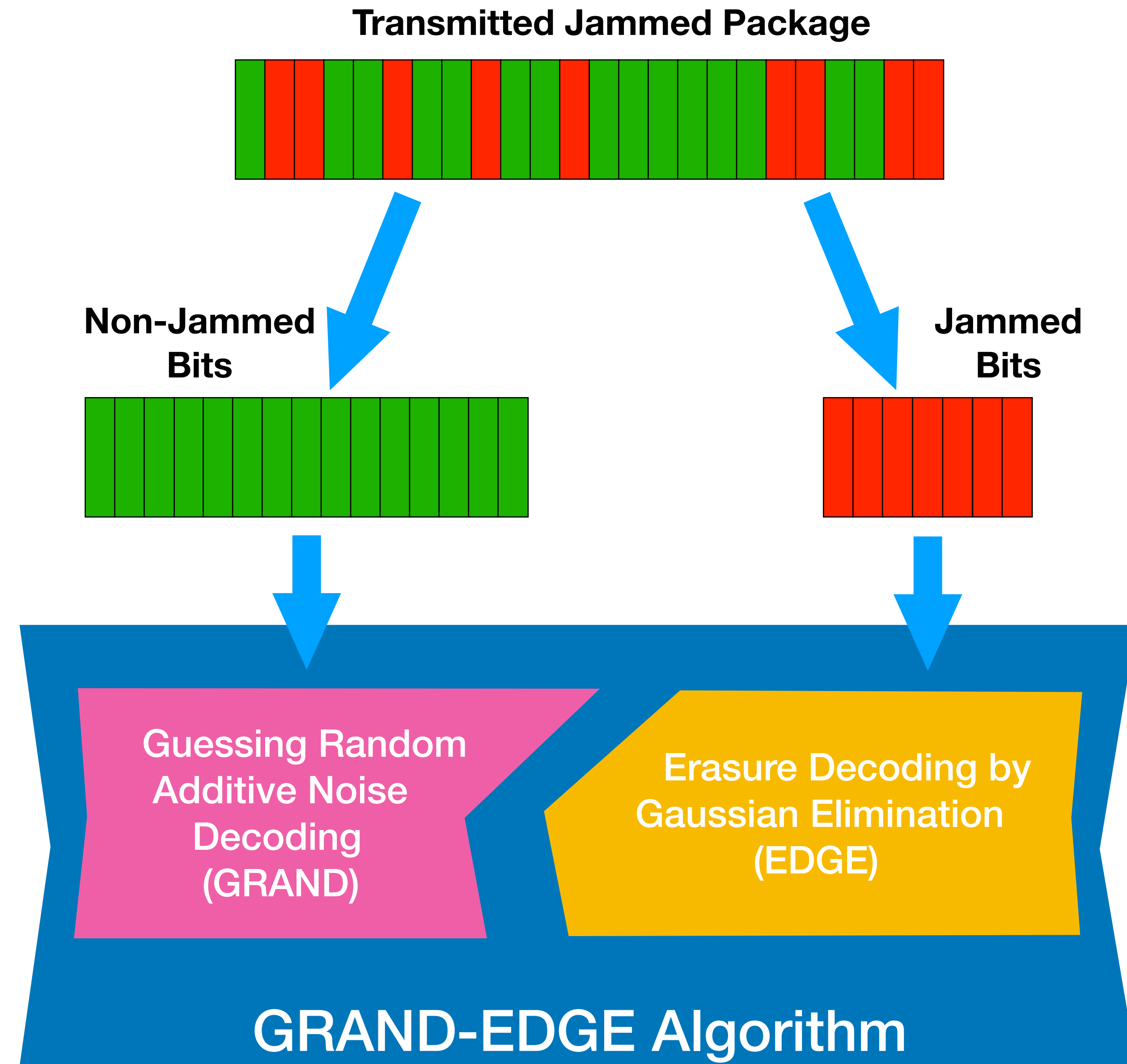
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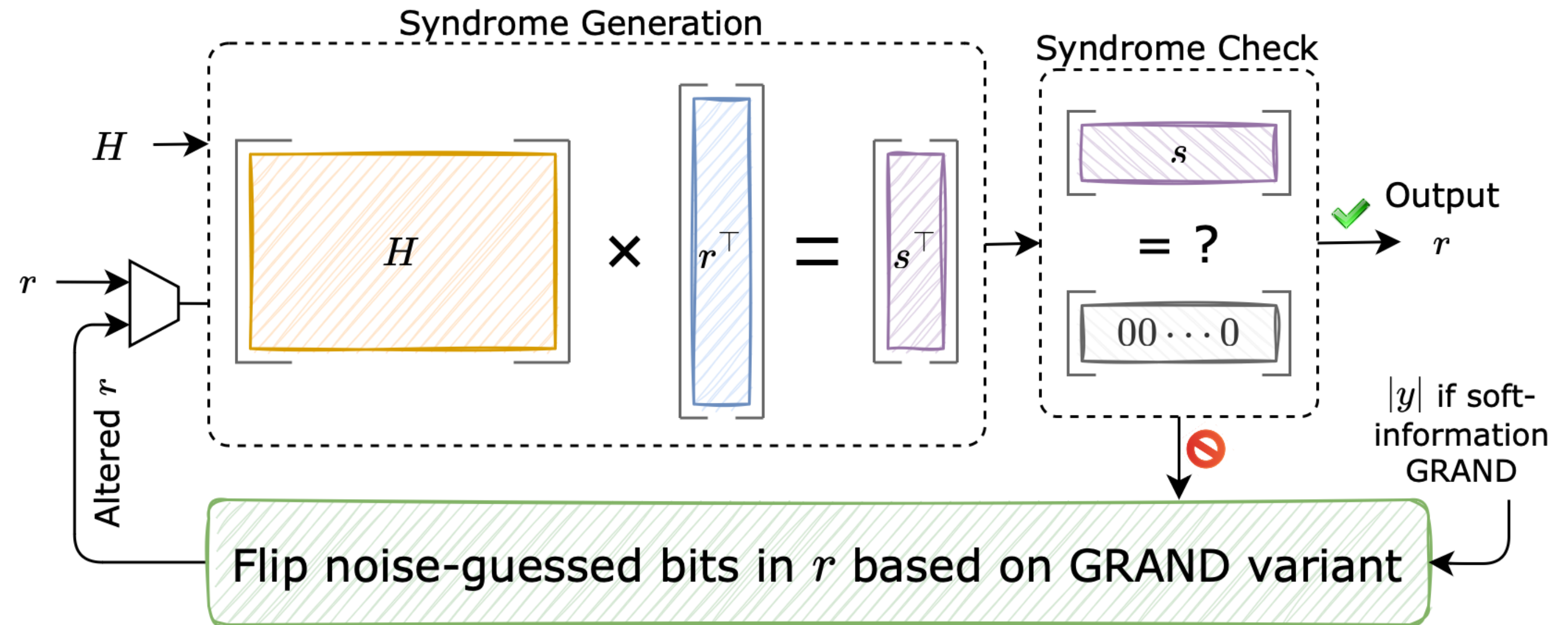
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**The new algorithm is called the GRAND-EDGE algorithm.**



# The GRAND Algorithm Family

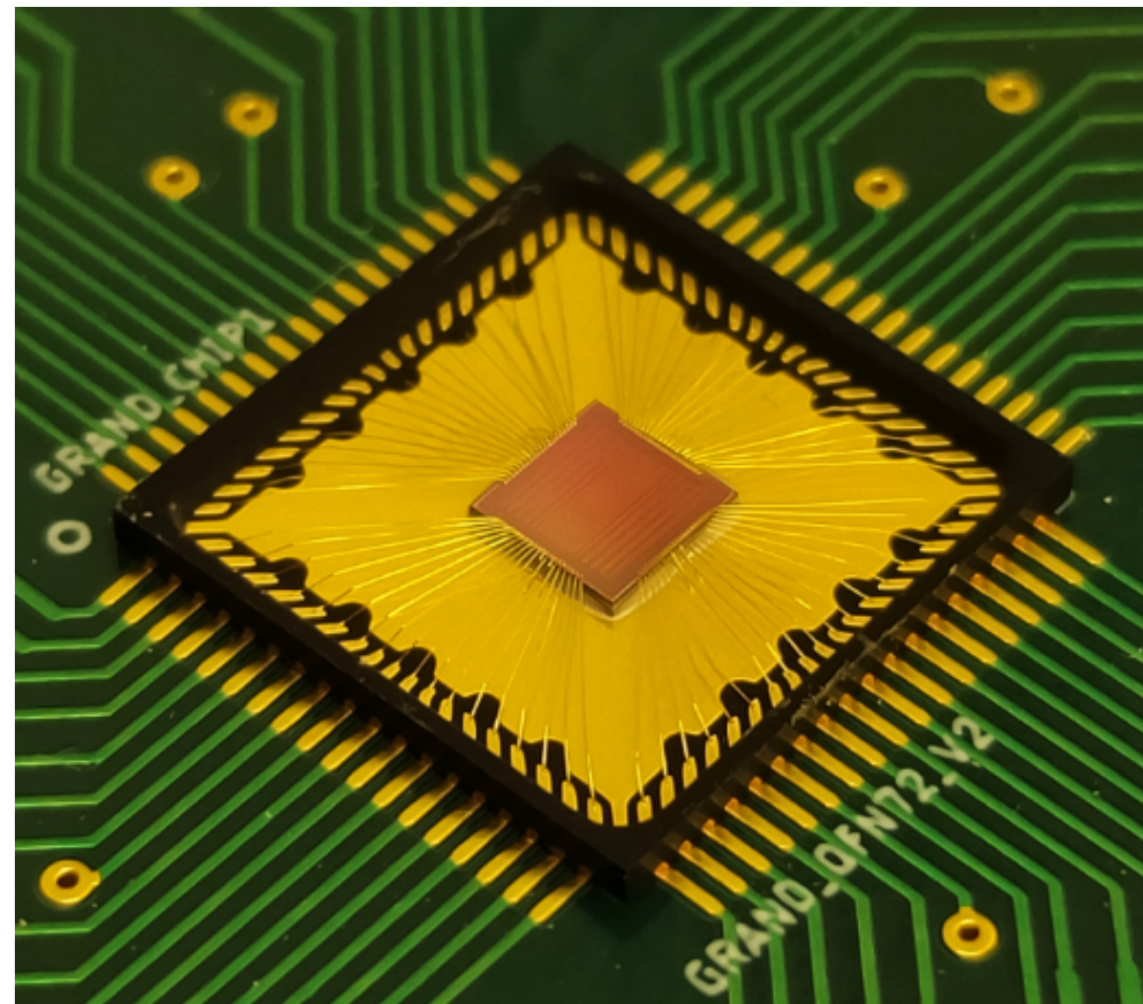
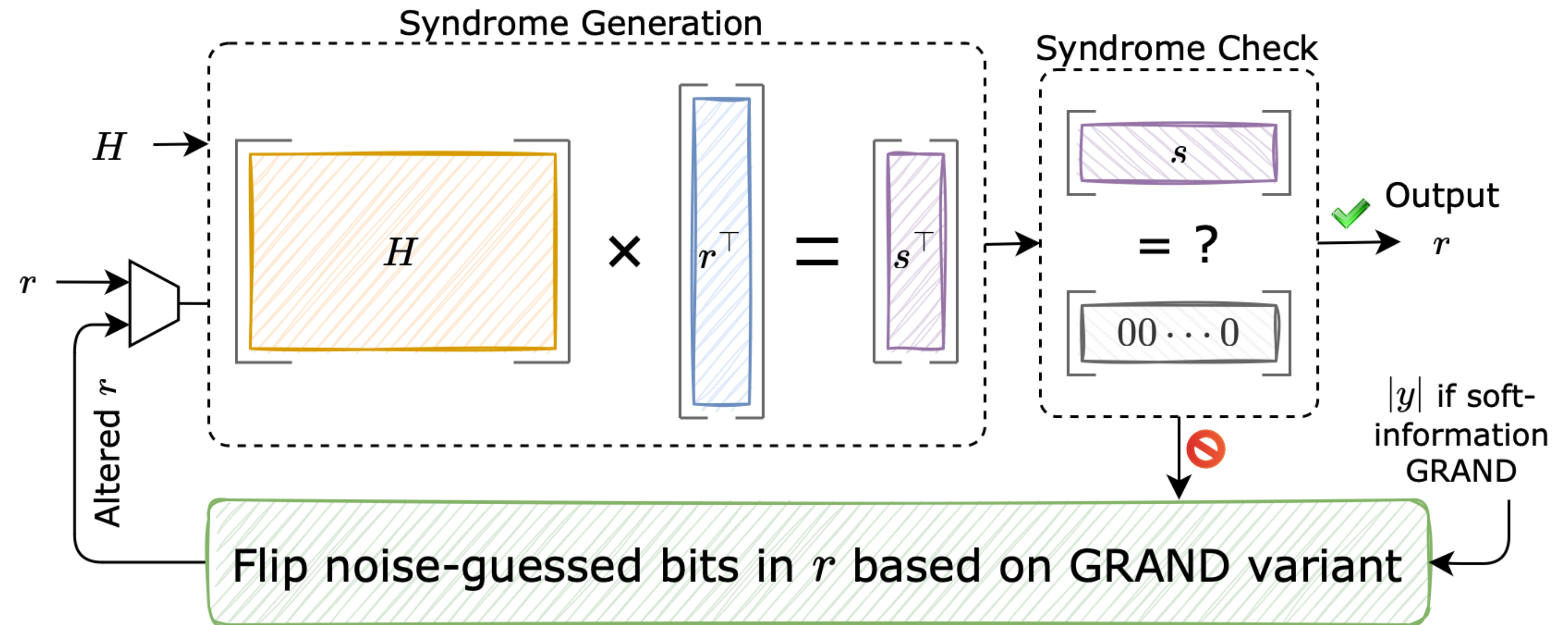
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- ❖ A syndrome check,
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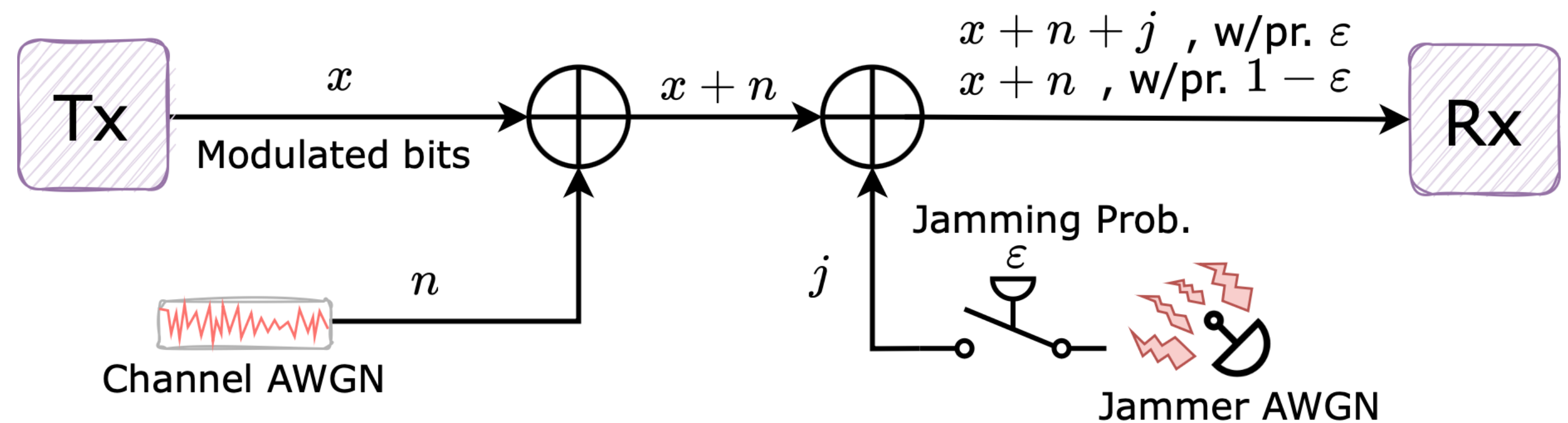
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- ❖ In this work, we consider:
  - ❖ Hard-information GRAND, and
  - ❖ Soft-information GRAND (ORBGRAND).

# Adversary Channel Model

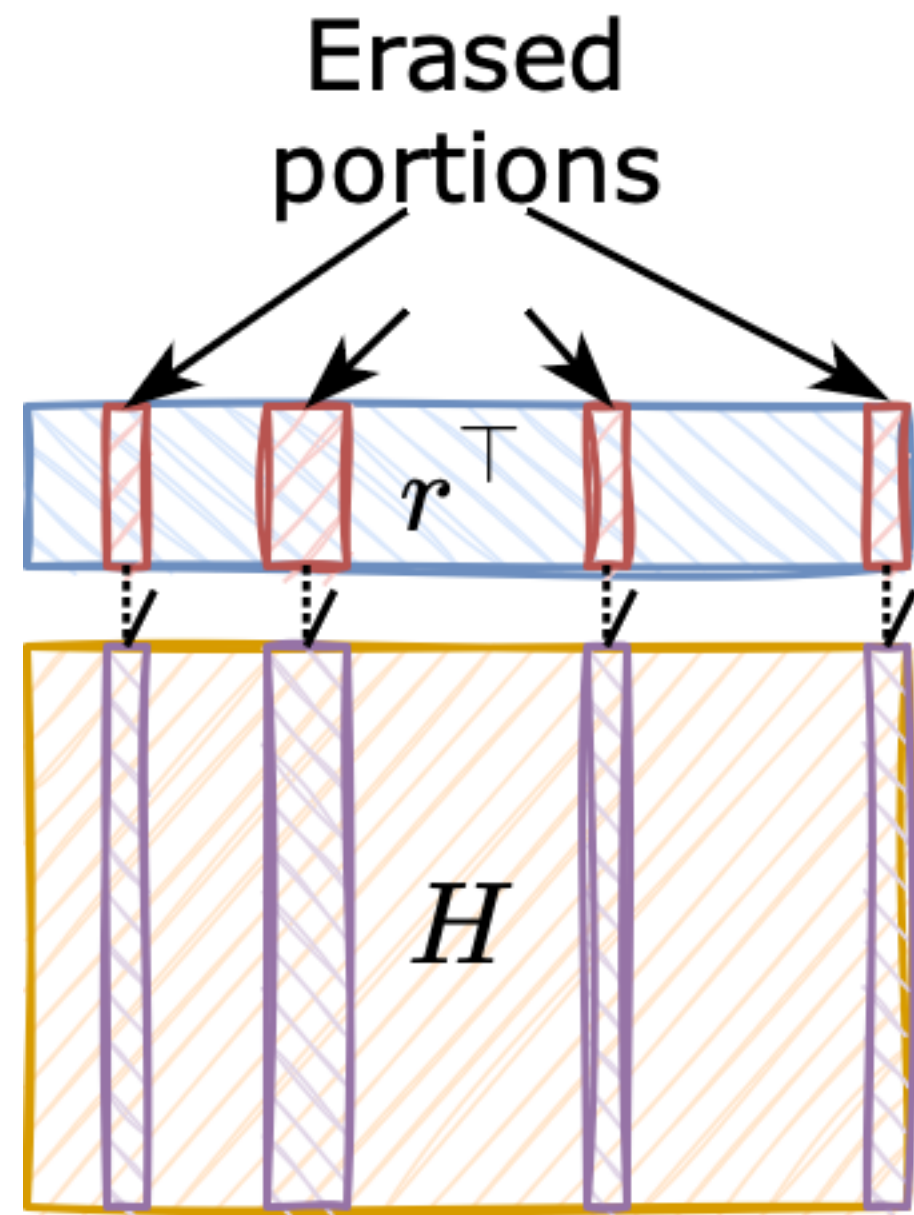
- ❖ We consider an AWGN channel model that is randomly disrupted by a powerful jammer.
- ❖ The jammer instance  $j$ , which is activated by a probability  $\epsilon$ , may be added to the transmitted signal.
- ❖ The jammer can be modeled as AWGN but with far greater variance.
- ❖ If the signal is far stronger than typical, it is considered jammed and its value is not trusted.



$$y = \begin{cases} x + n + j & \text{with probability } \epsilon; \\ x + n & \text{otherwise.} \end{cases}$$

# The EDGE Subroutine

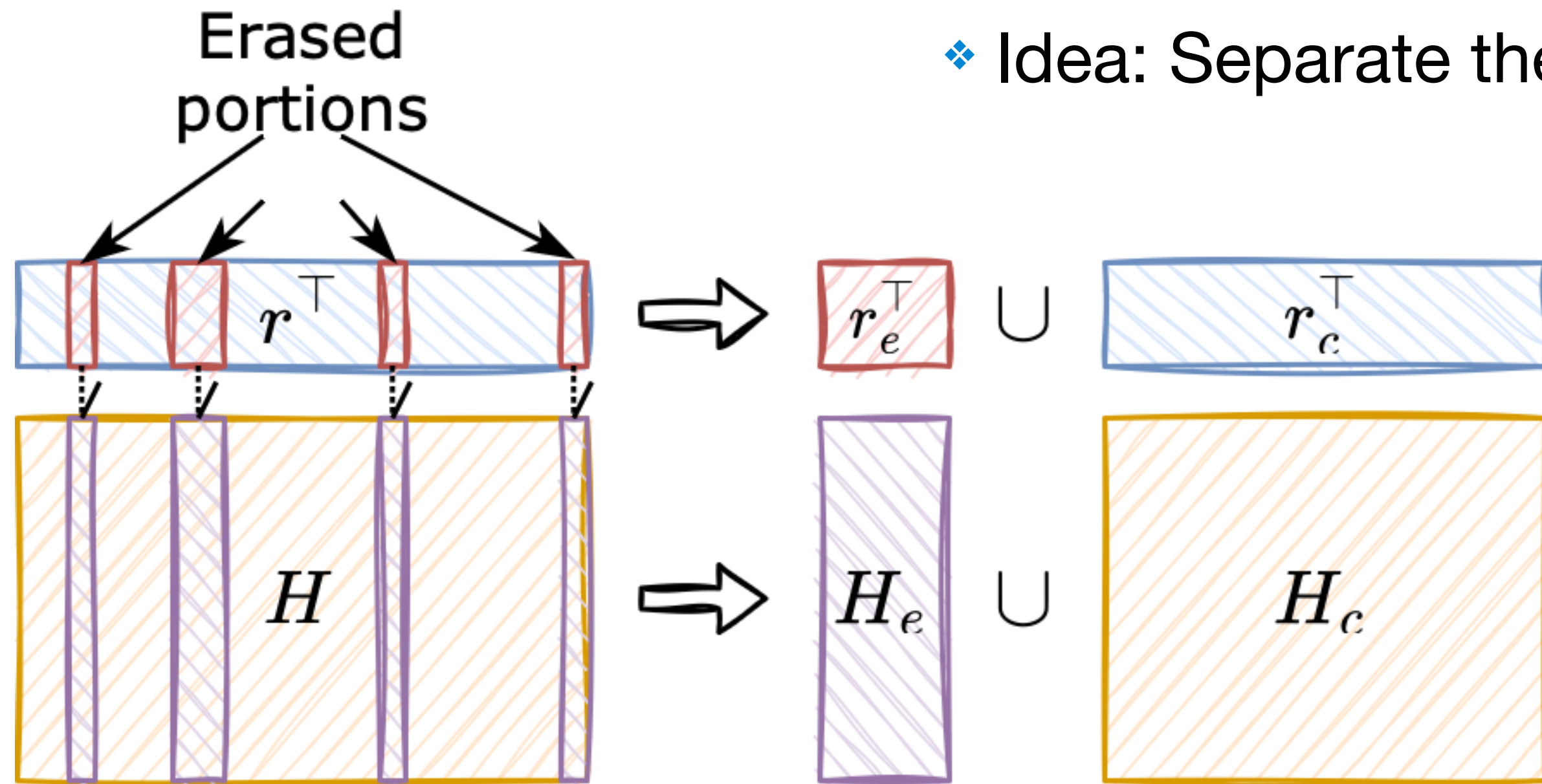
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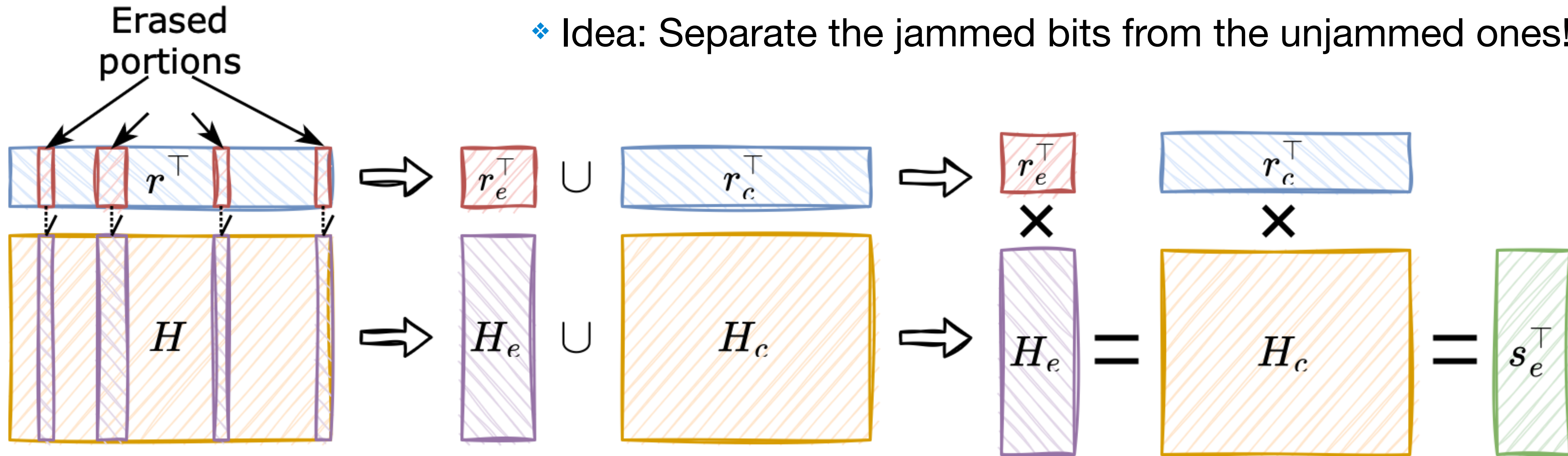
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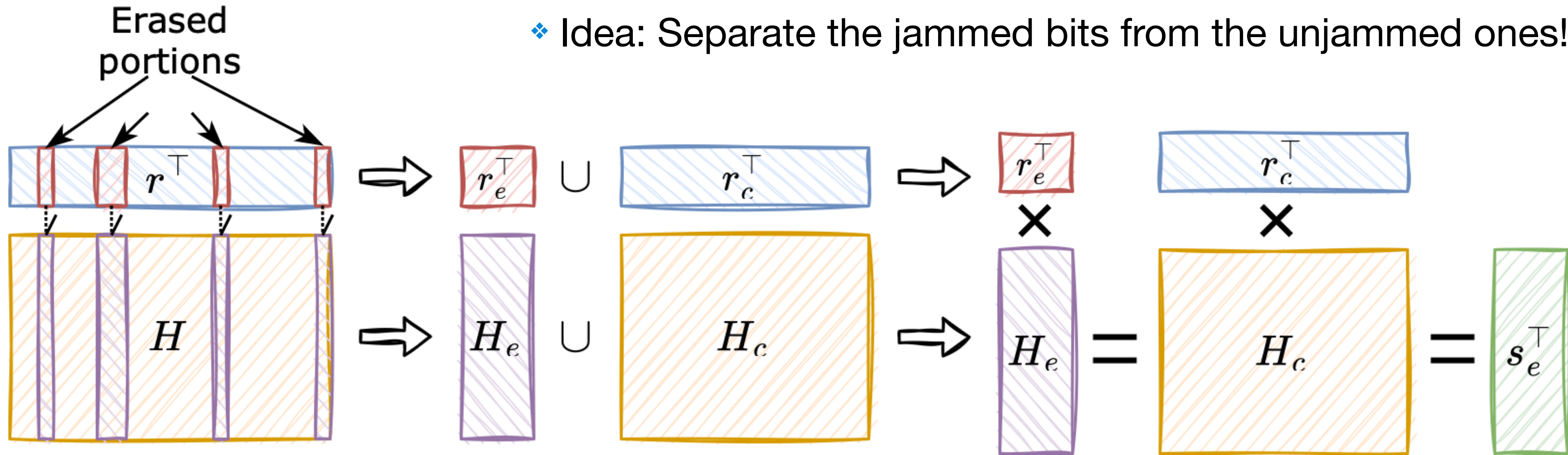
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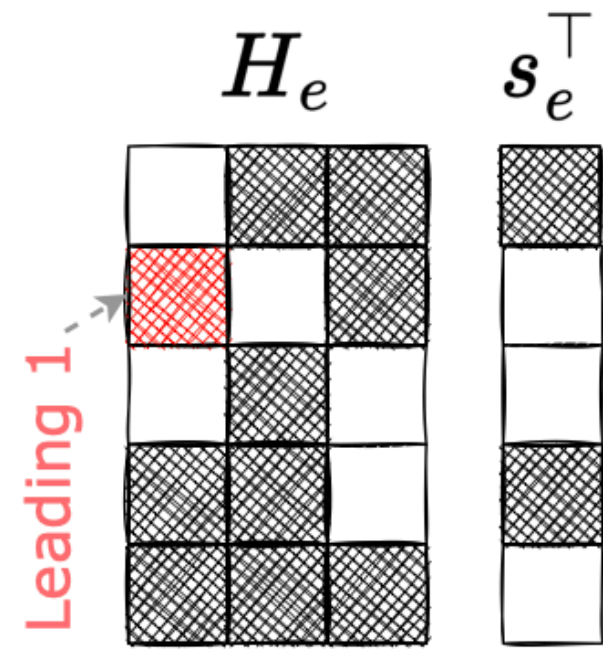


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- ❖ Step 4: Solve the system of linear equations for the erased received sequence.

$$\mathbf{H}_e \cdot \mathbf{r}_e^T = \mathbf{s}_e^T.$$

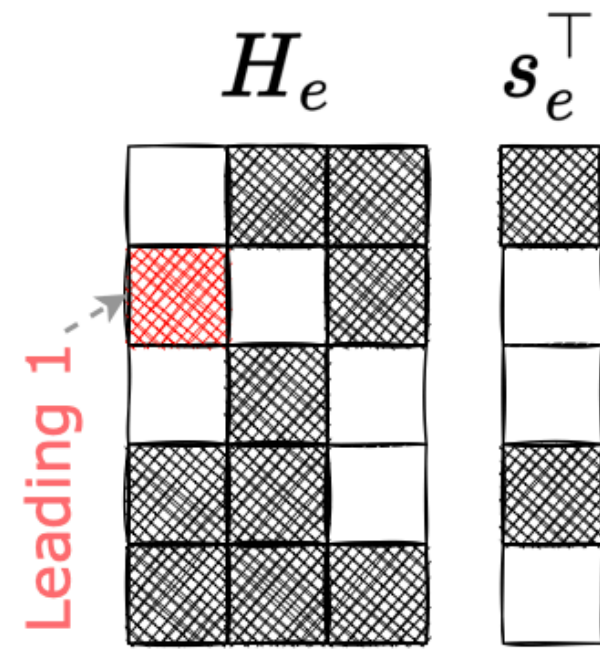
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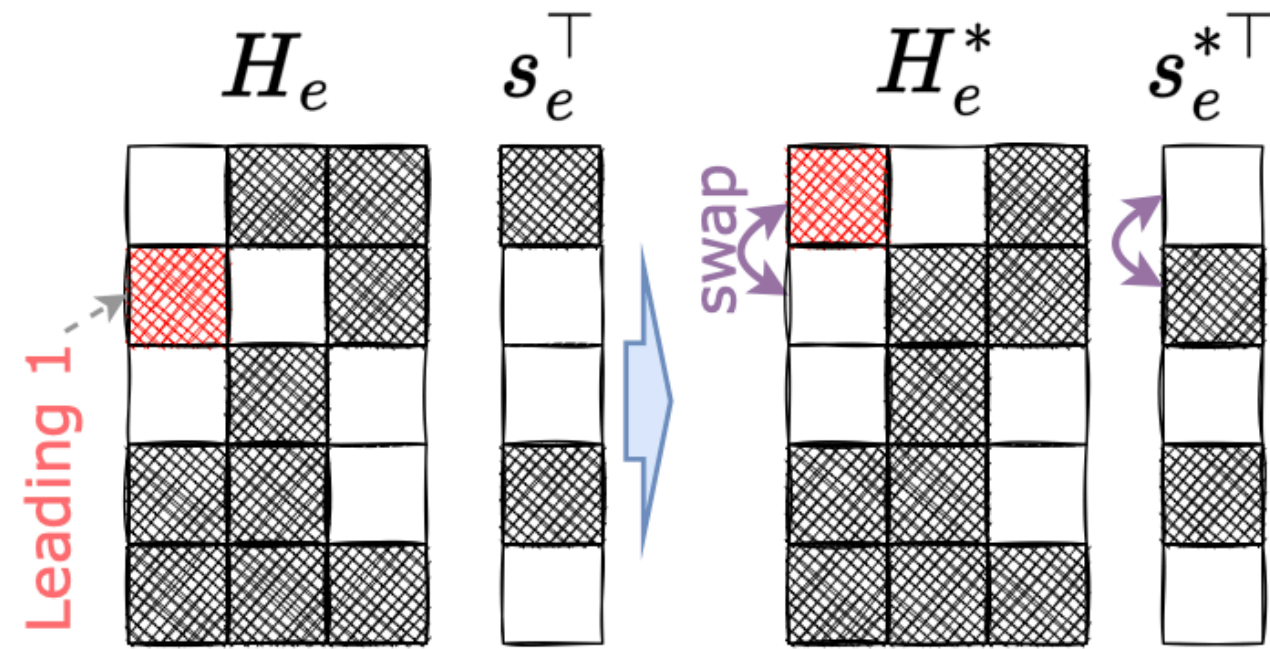


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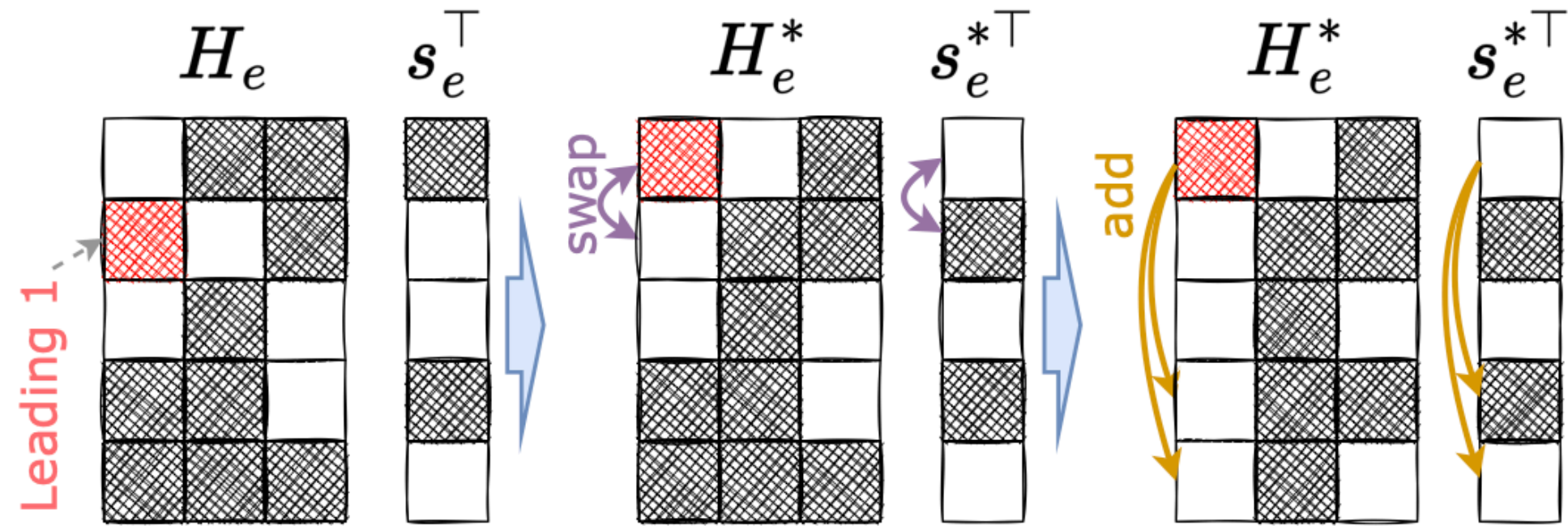
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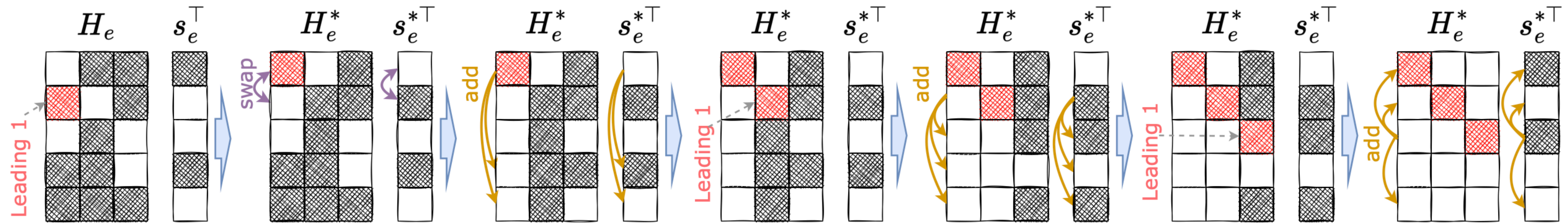
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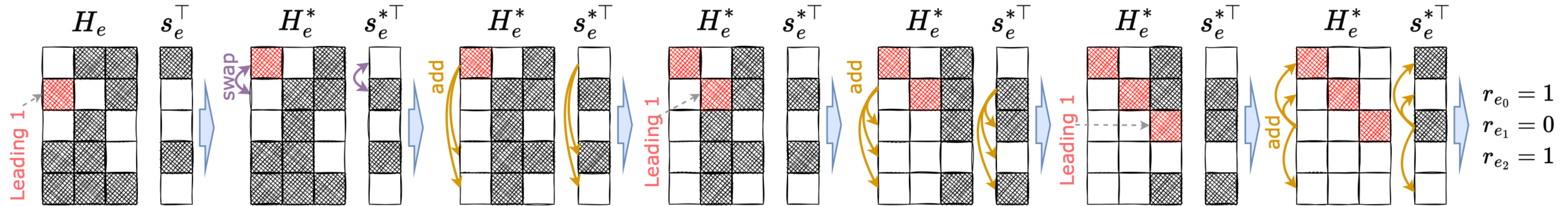
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- ❖ Resulting modified syndrome vector is the solution key for erased sequences.

# Reducing the Computational Complexity of Gaussian Elimination

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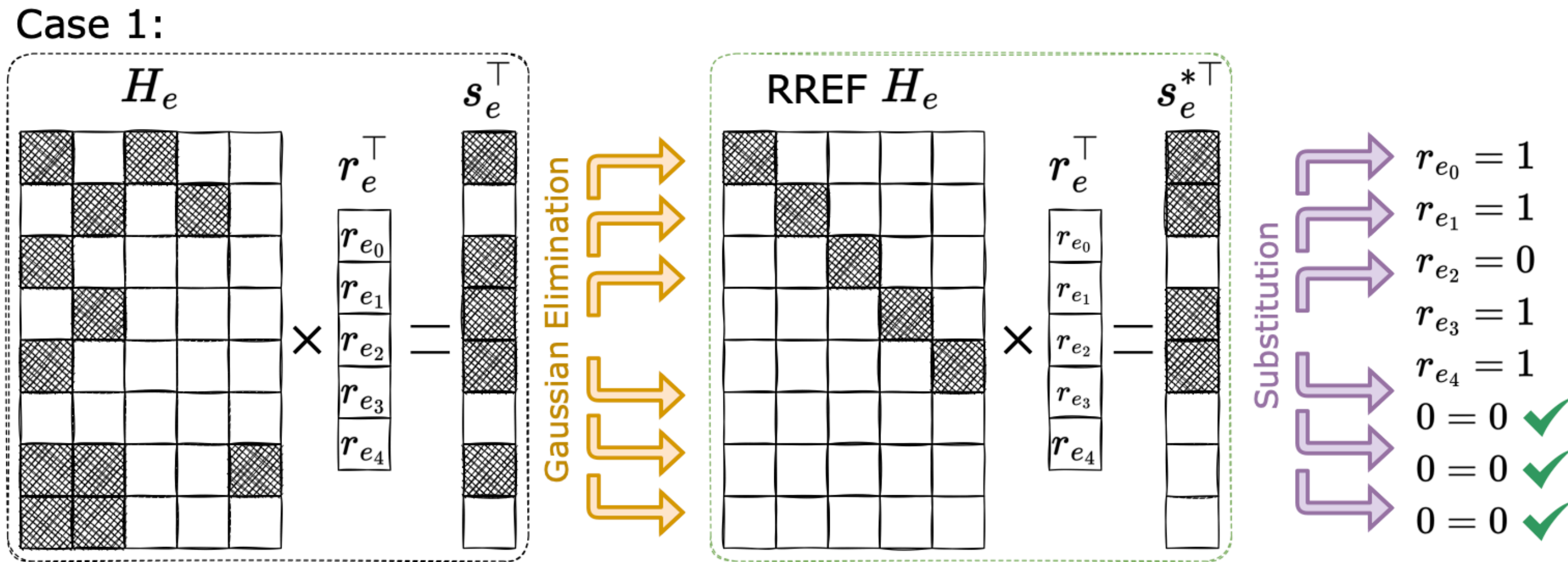
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- ❖ Add/swap operations of the EDGE can be stored in a matrix  $E$ .
- ❖ This way, the final erasure syndrome can be directly obtained by

$$\mathbf{s}_e^{*\top} = \mathbf{E} \cdot \mathbf{s}_e$$

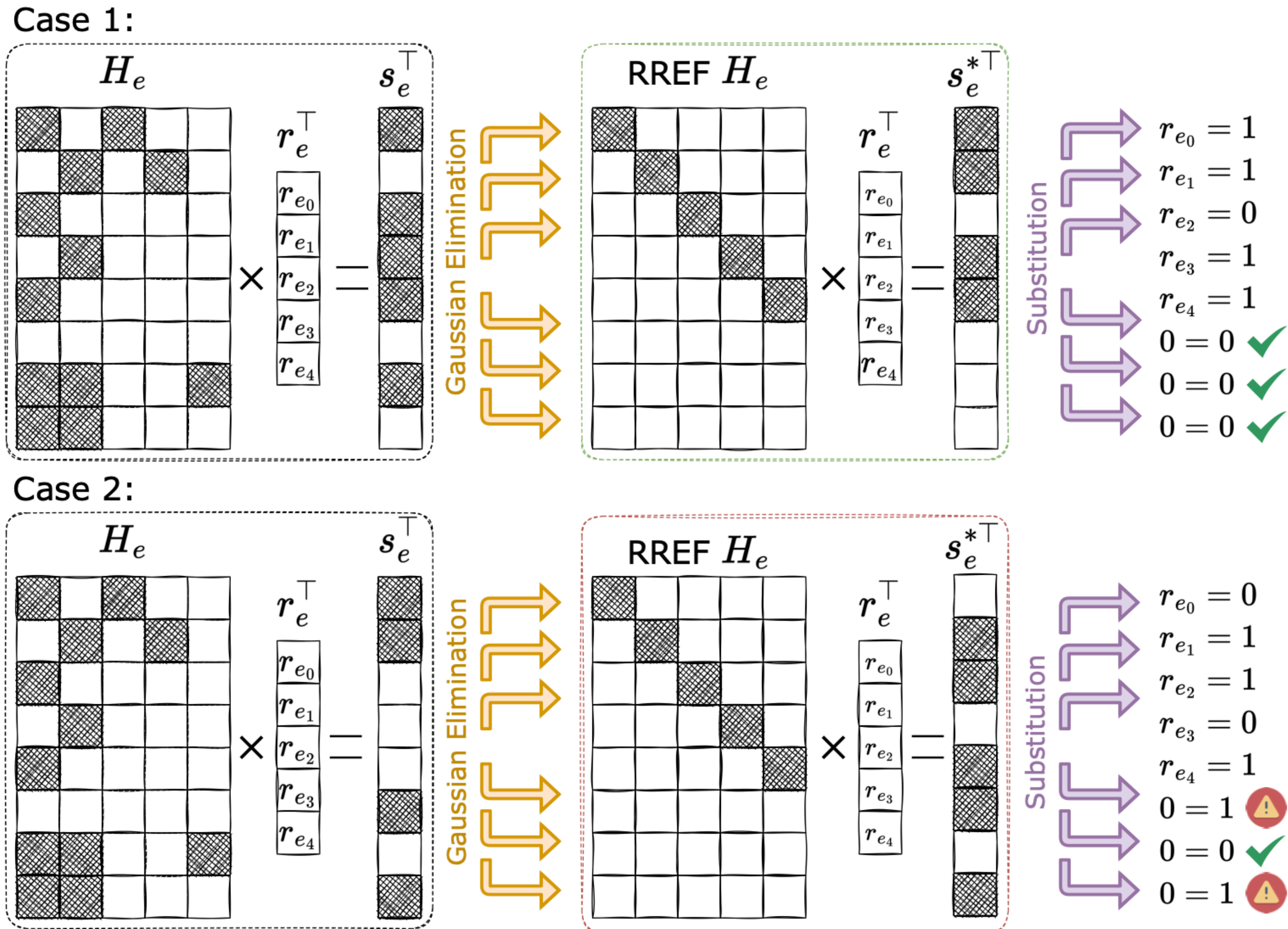
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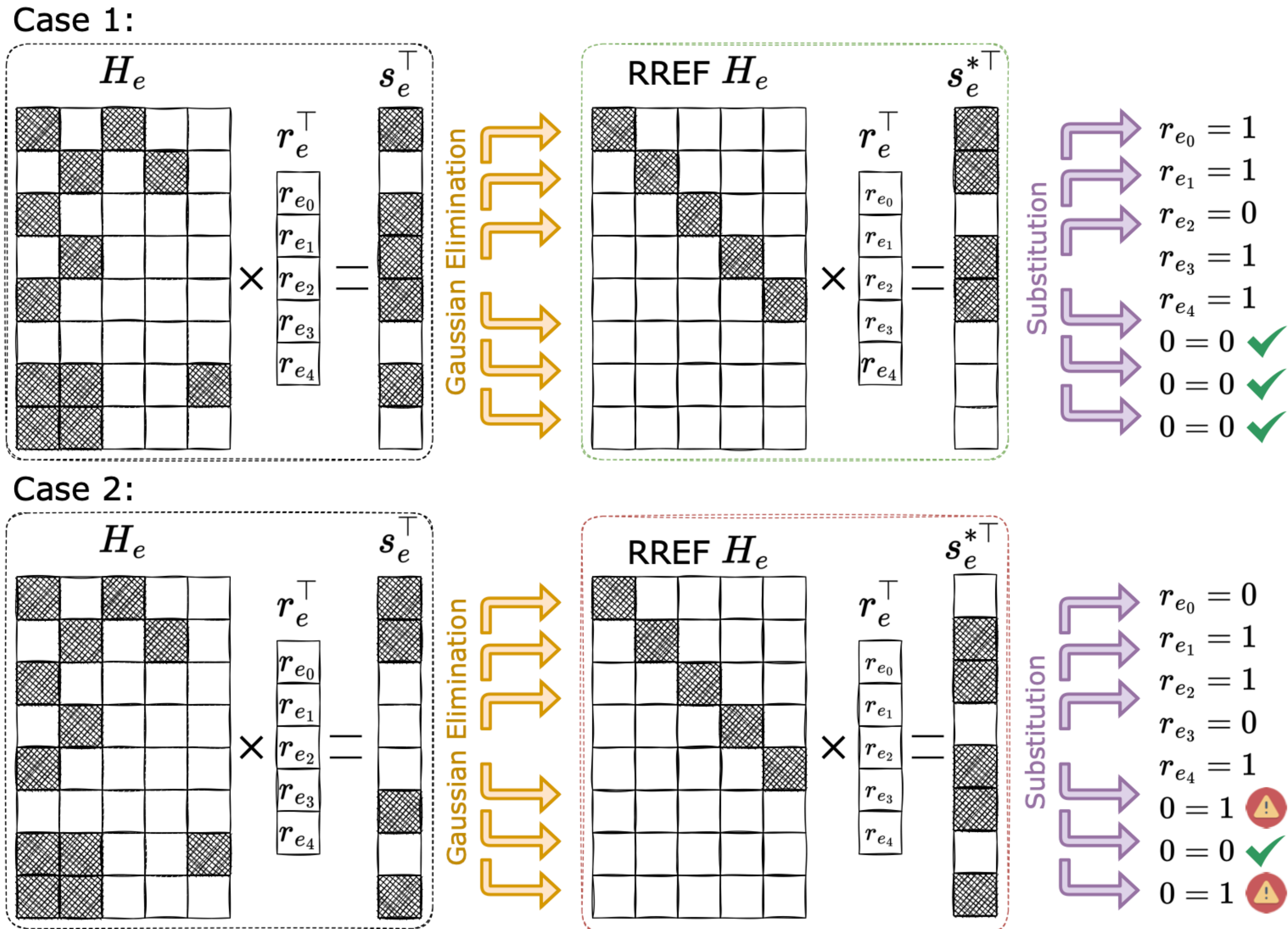


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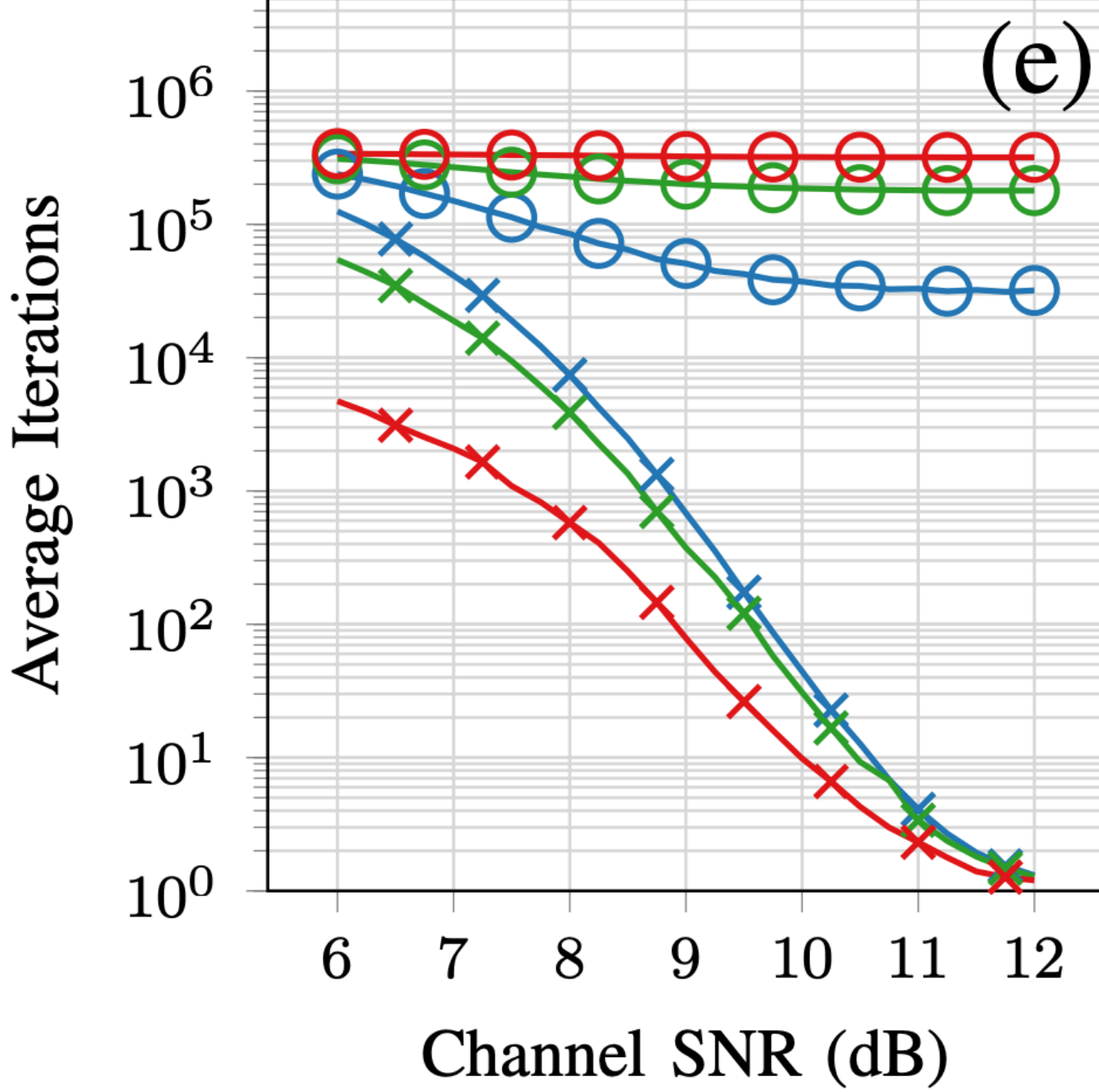
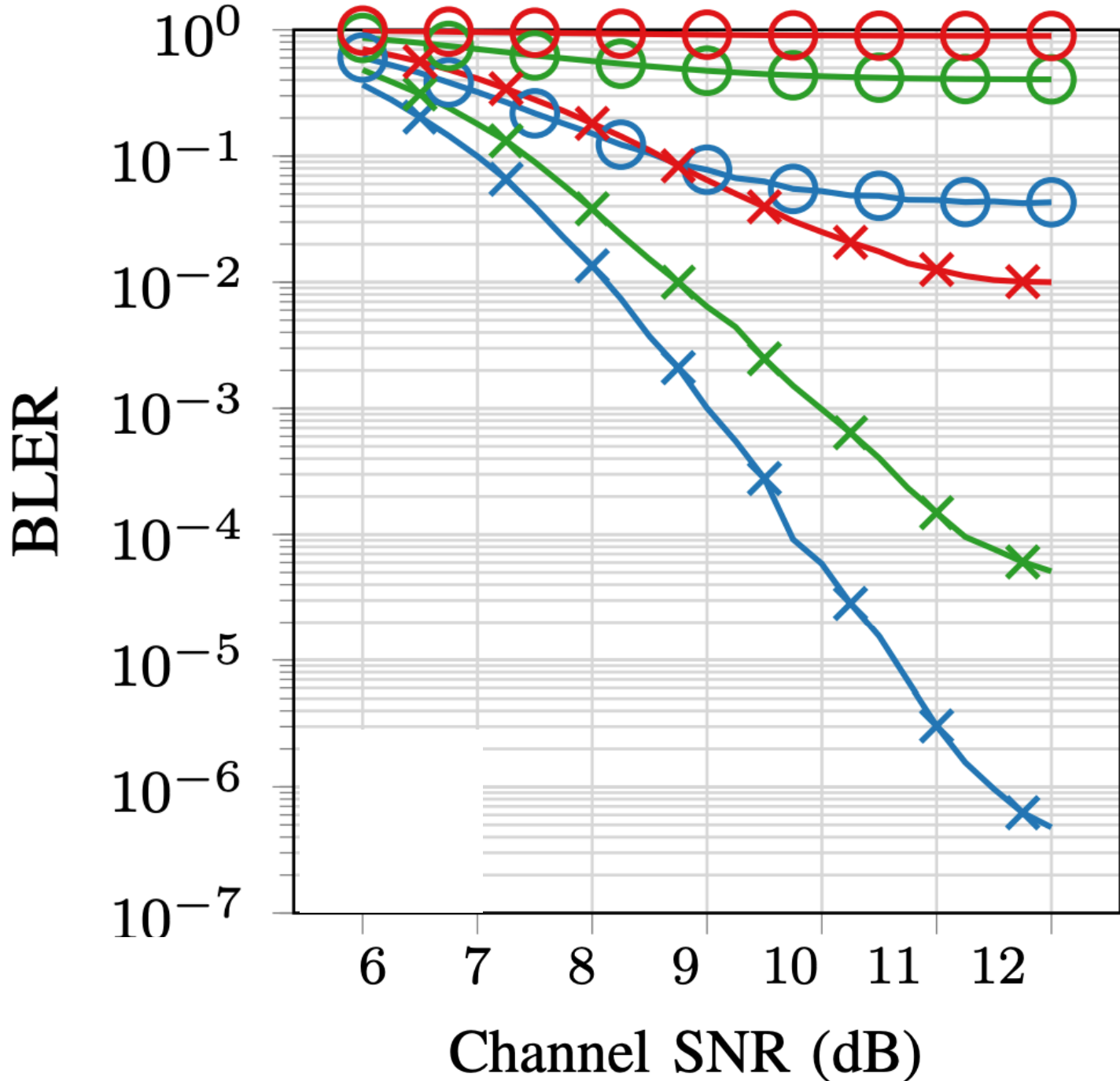
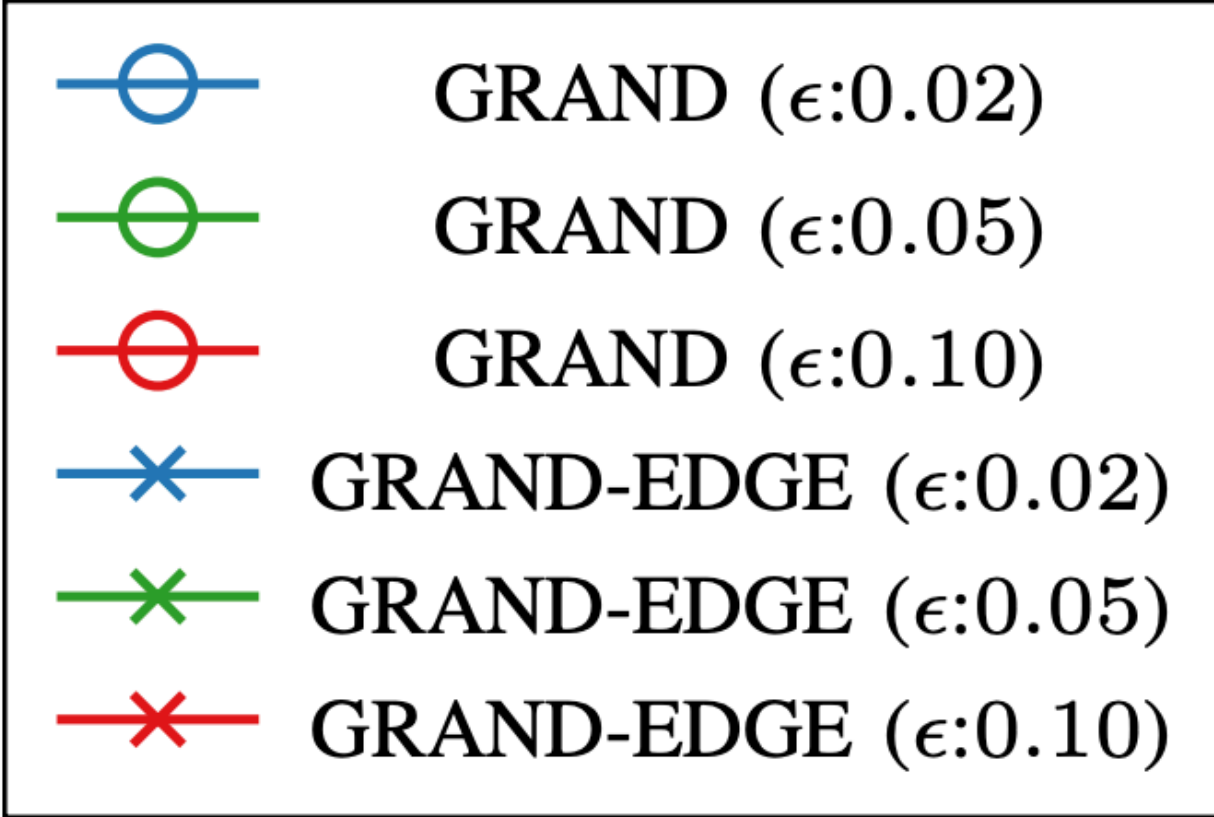
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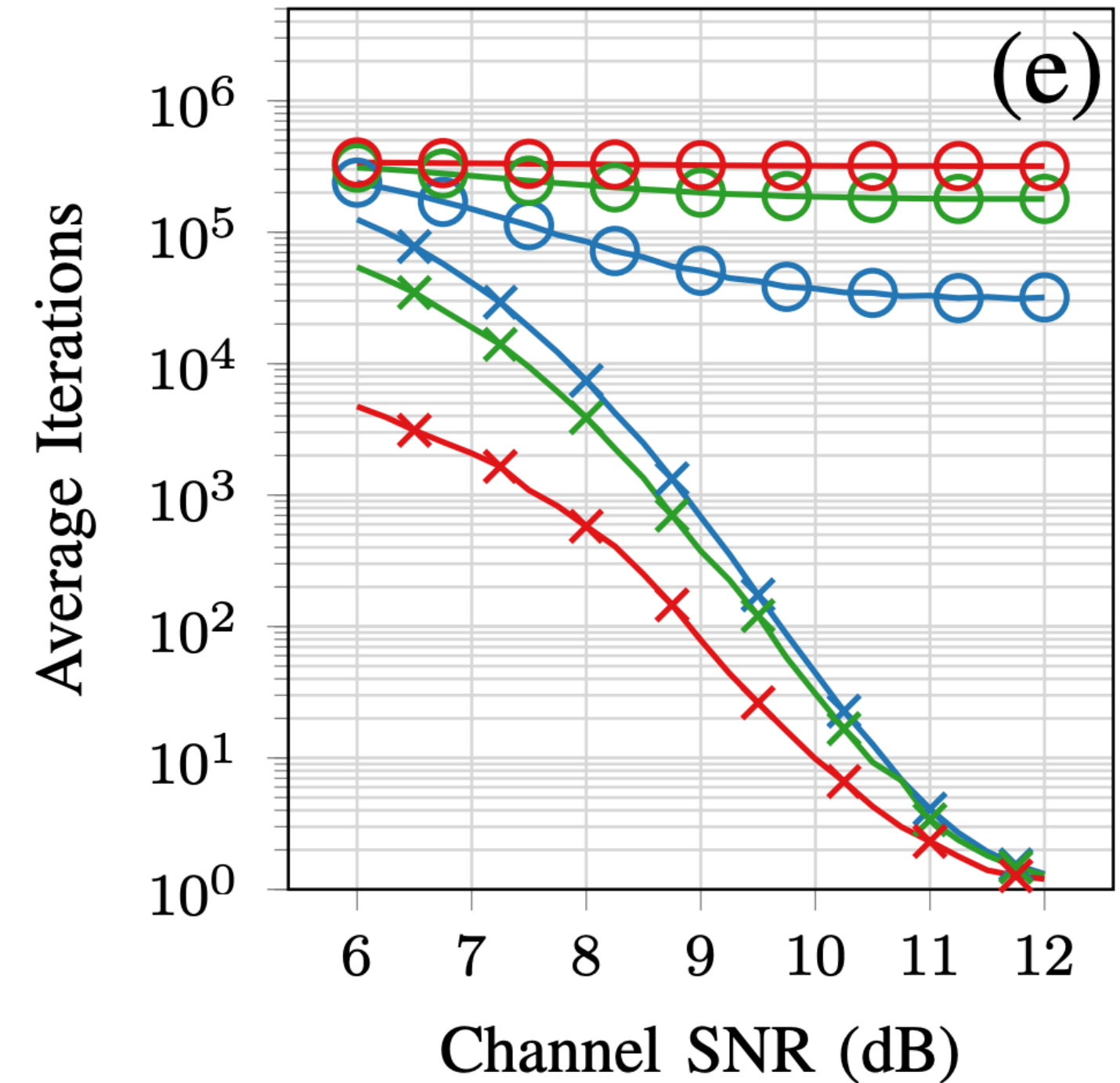
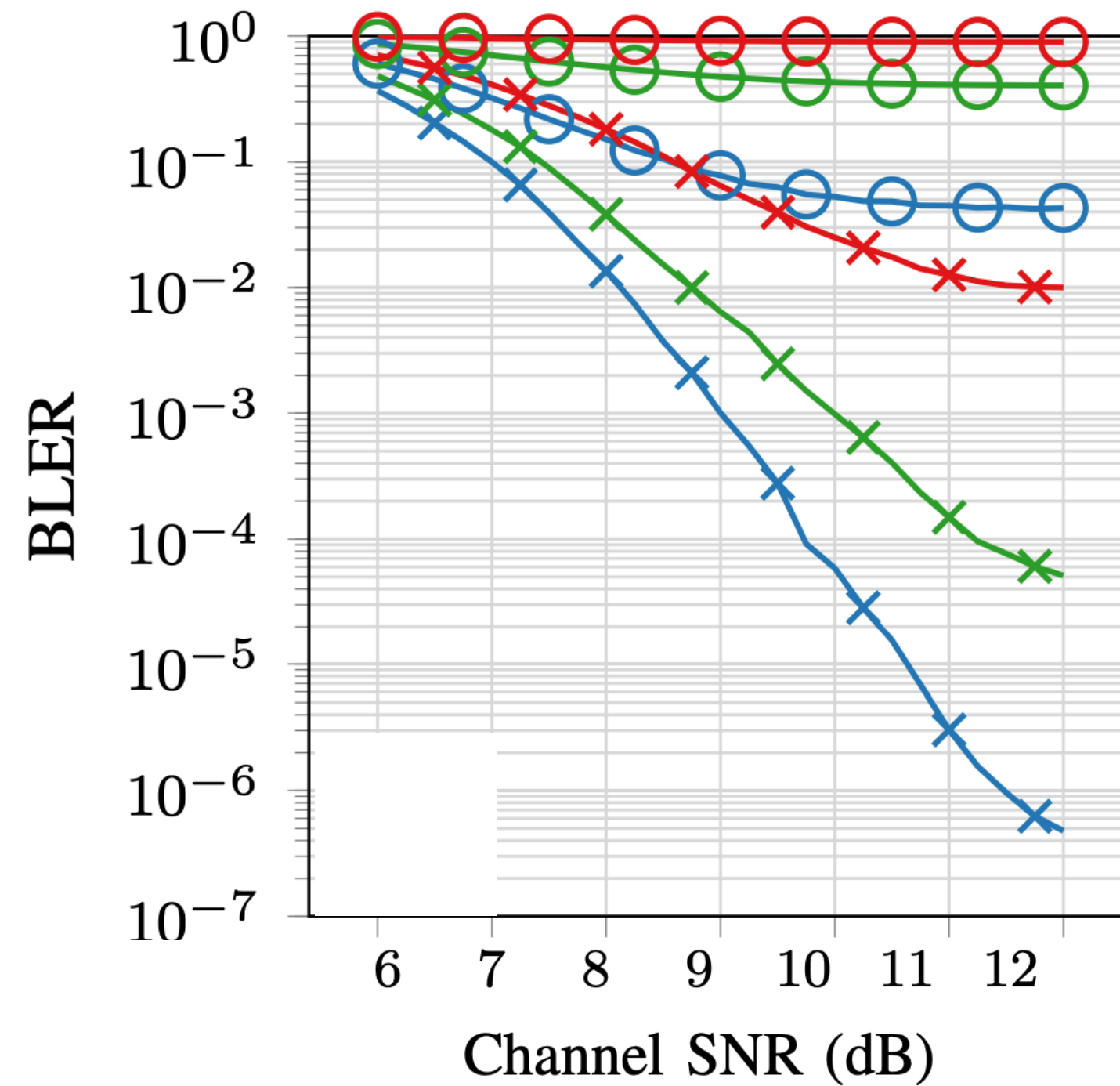
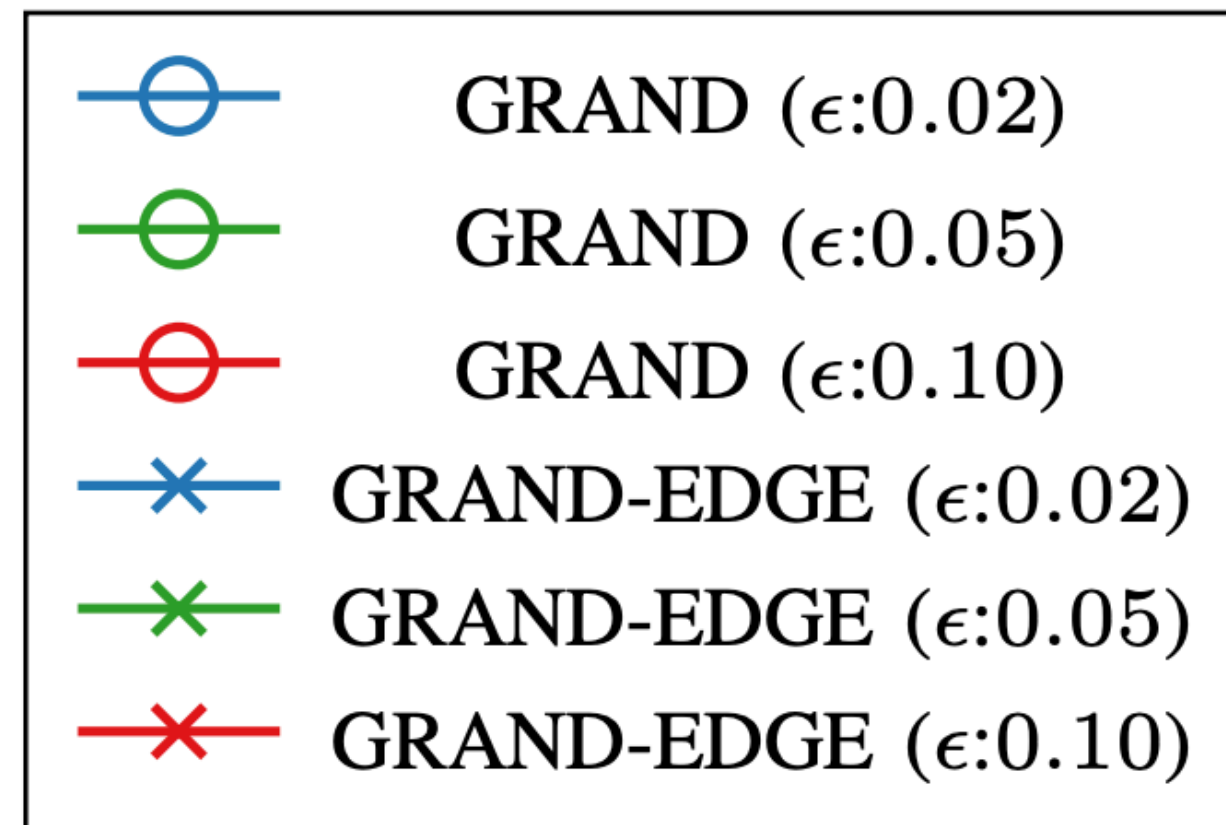


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- ❖ Keep iterating until EDGE passes or a maximum number of iterations is reached.

# Performance Assessment: GRAND-EDGE

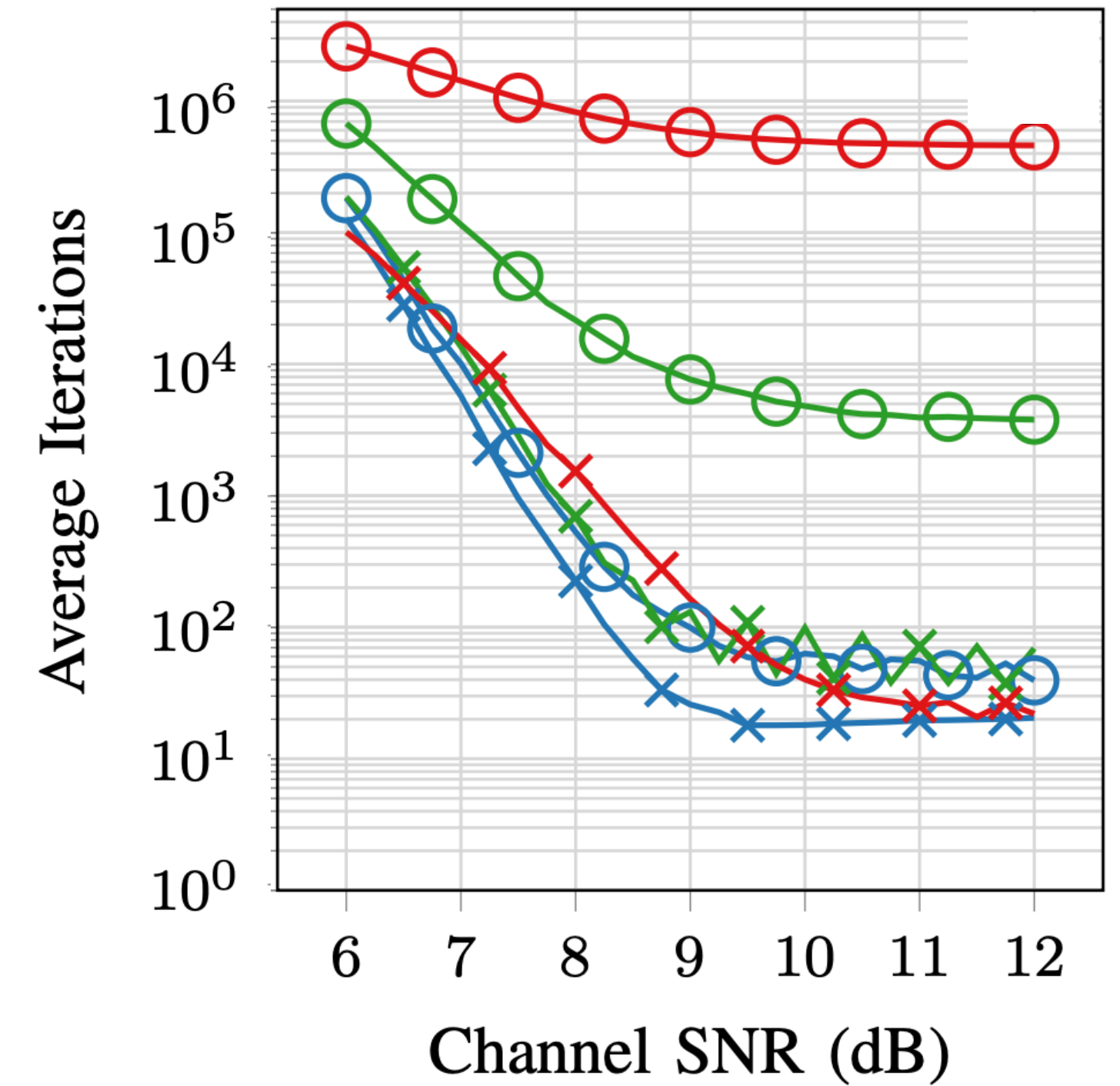
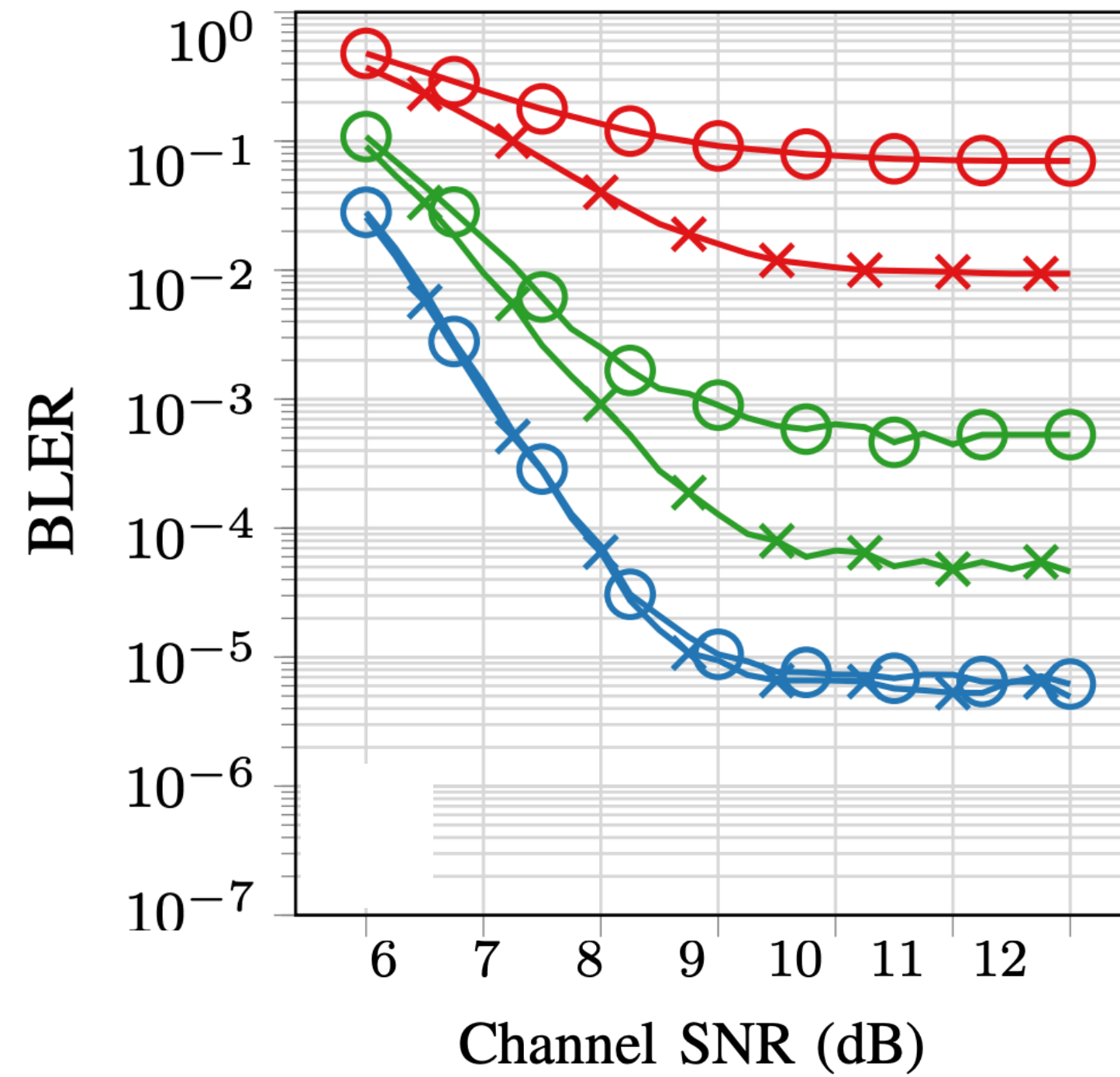
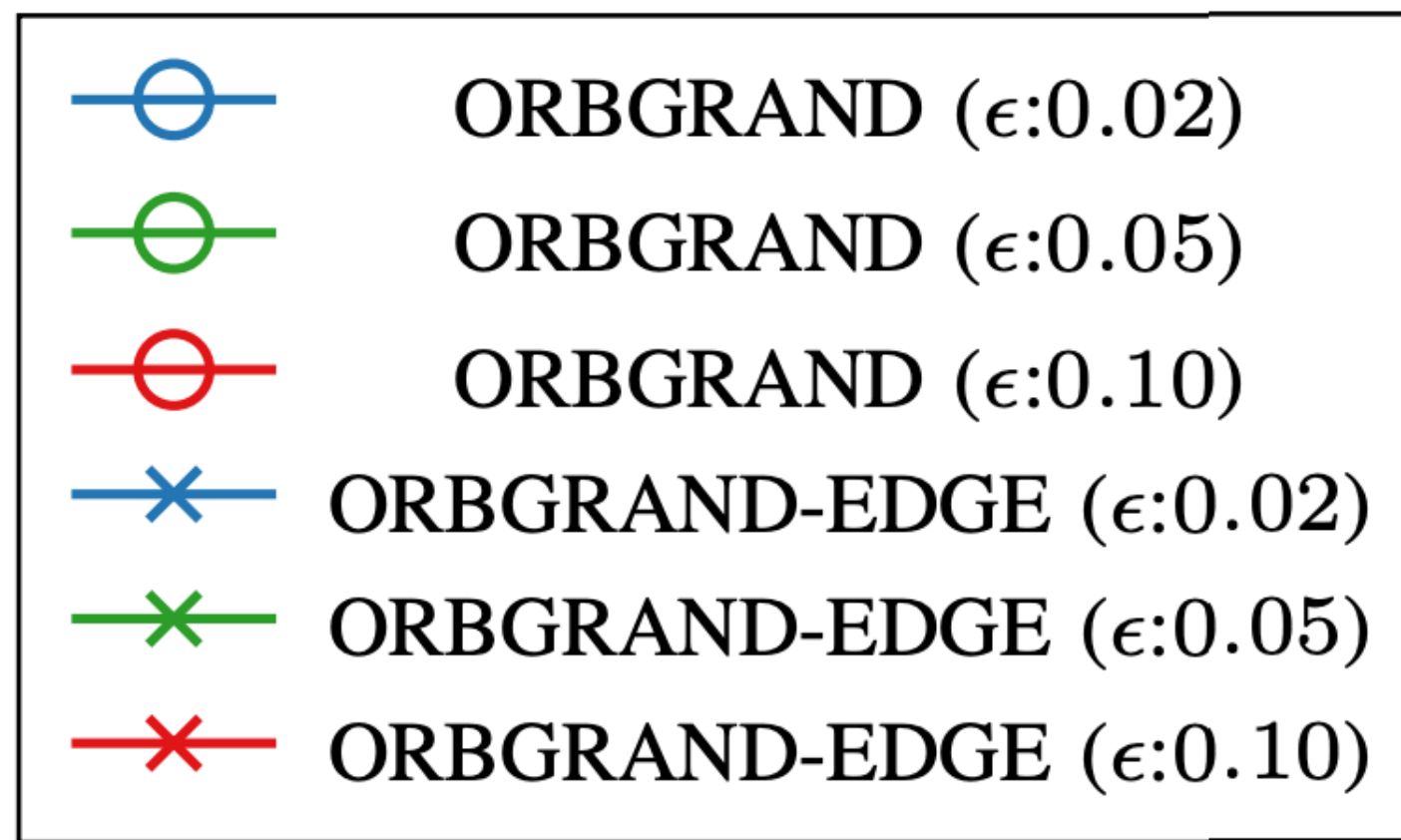


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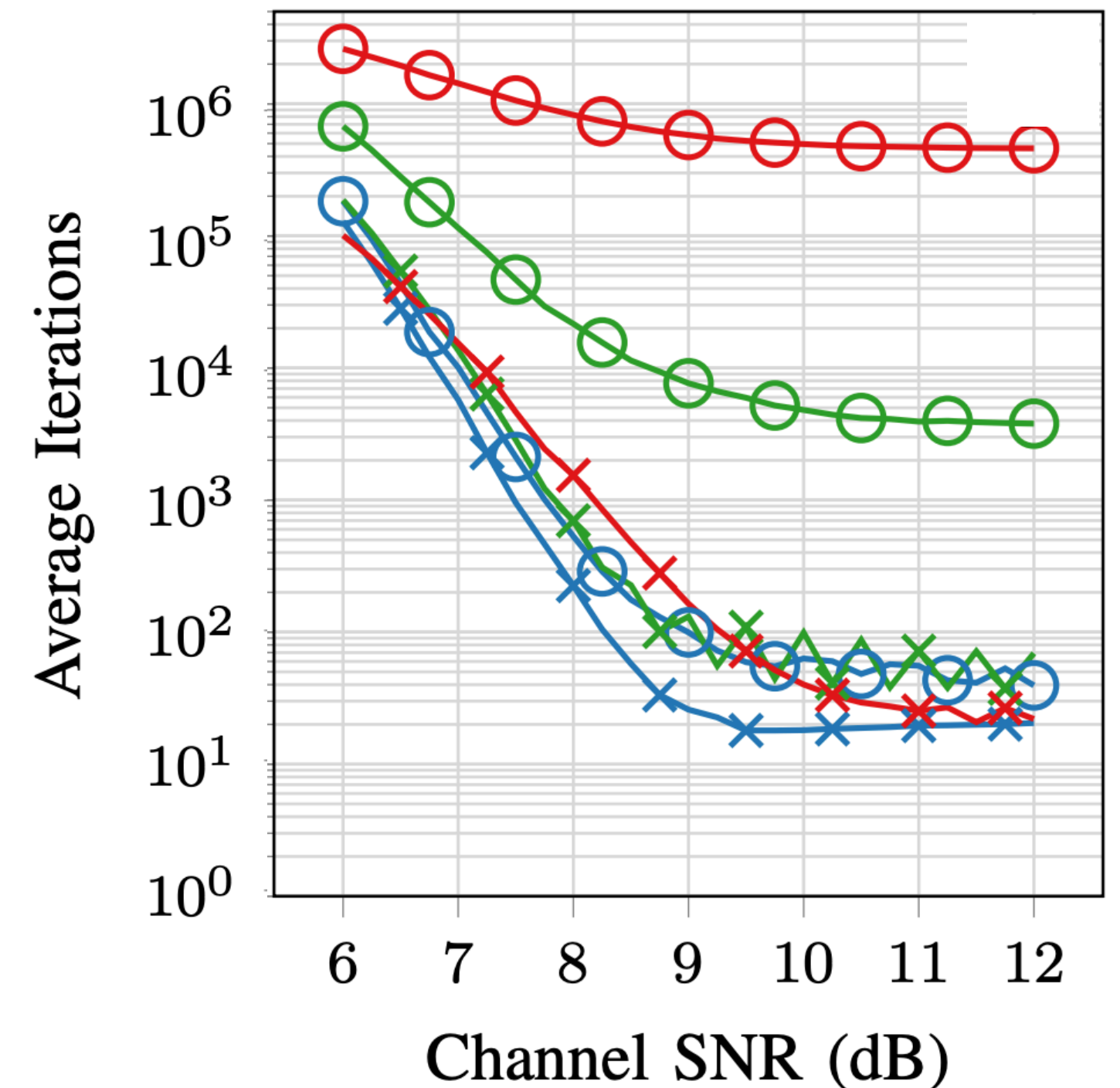
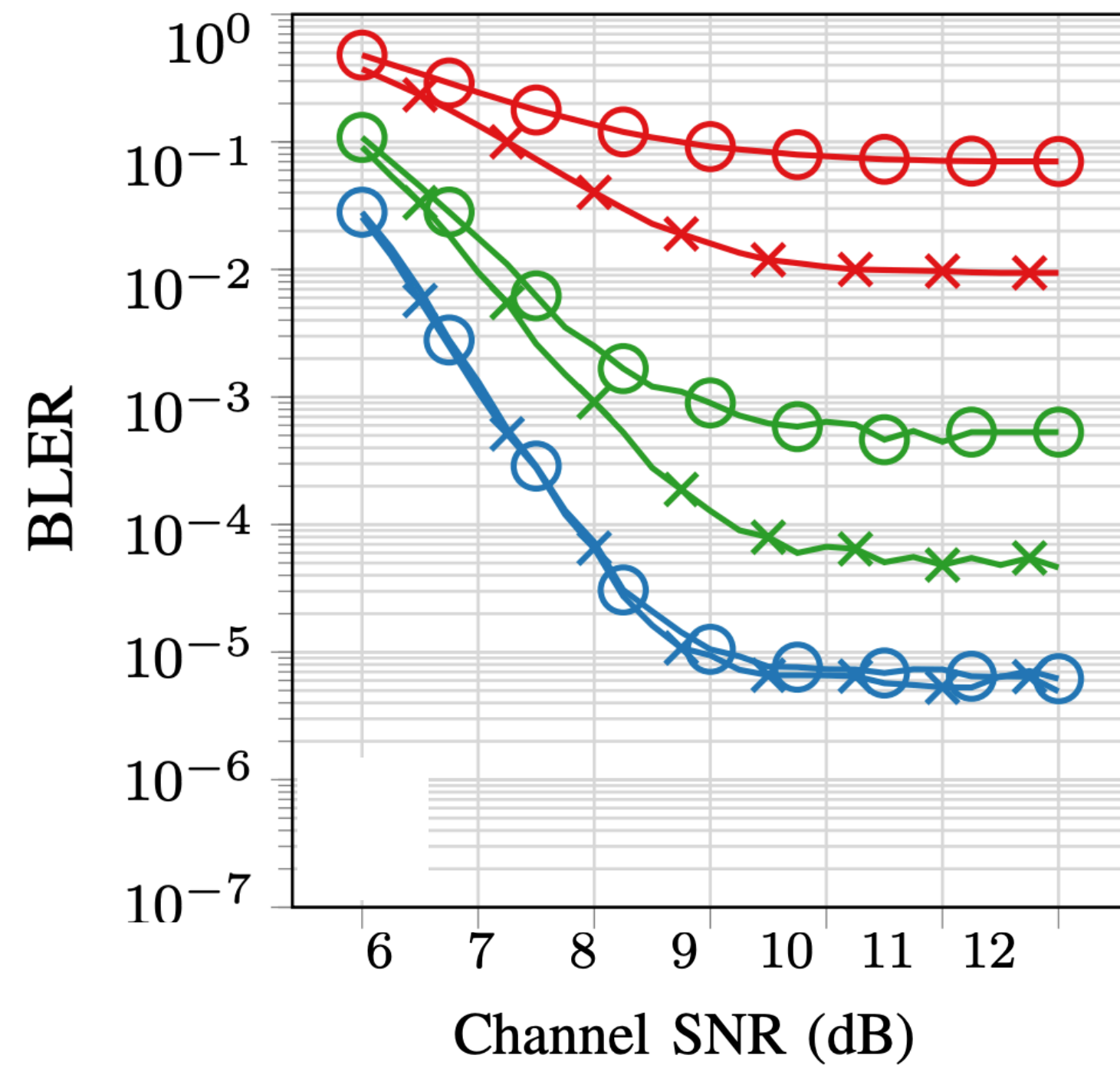
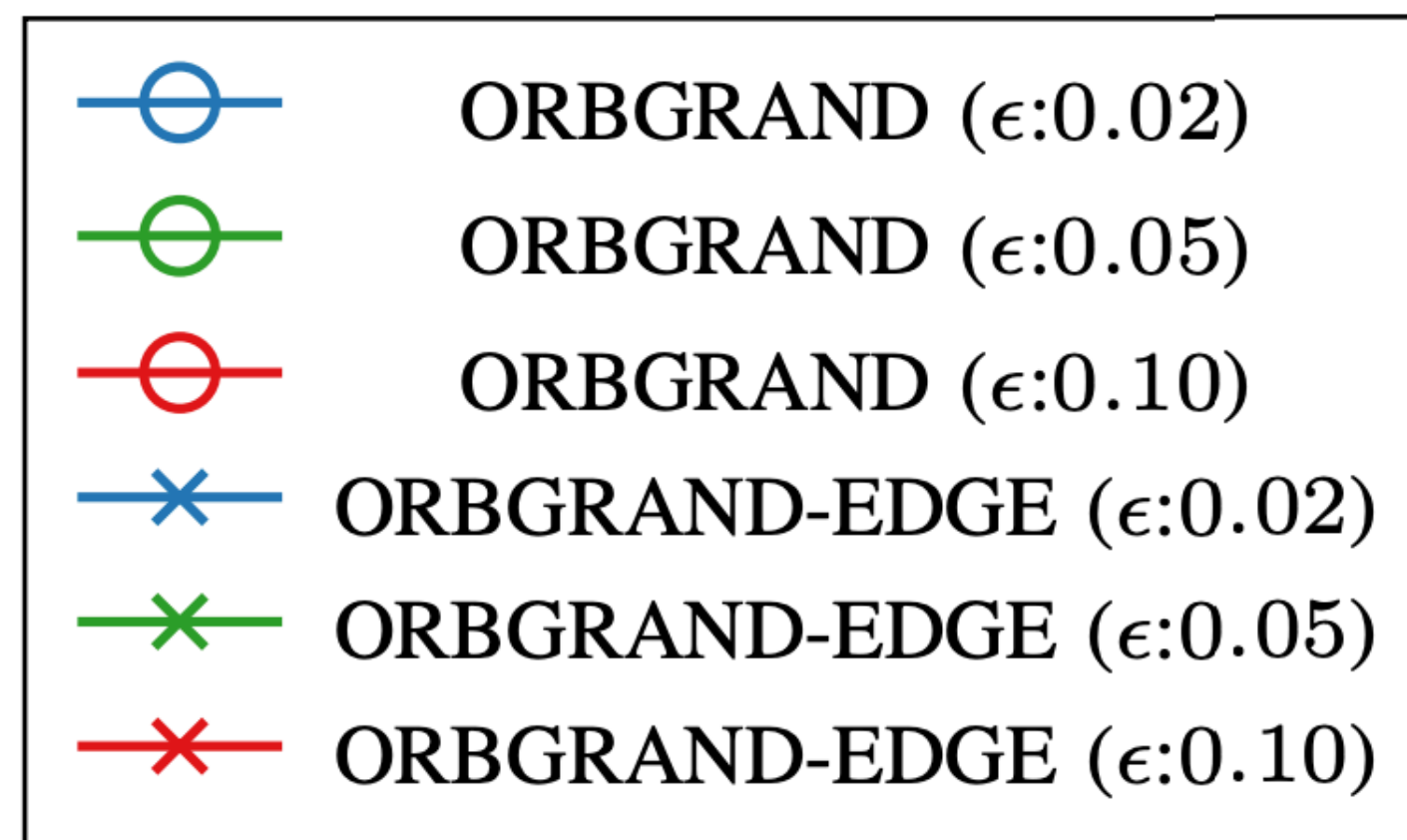


- ❖ Performance evaluation was carried out using Random Linear Codes.
- ❖ GRAND-EDGE and ORBGRAND-EDGE are created and simulated.
- ❖ Block Error Rate improvement of five orders of magnitude.
- ❖ Average number of iterations improves more than five orders of magnitude.

# Performance Assessment: ORBGRAND-EDGE

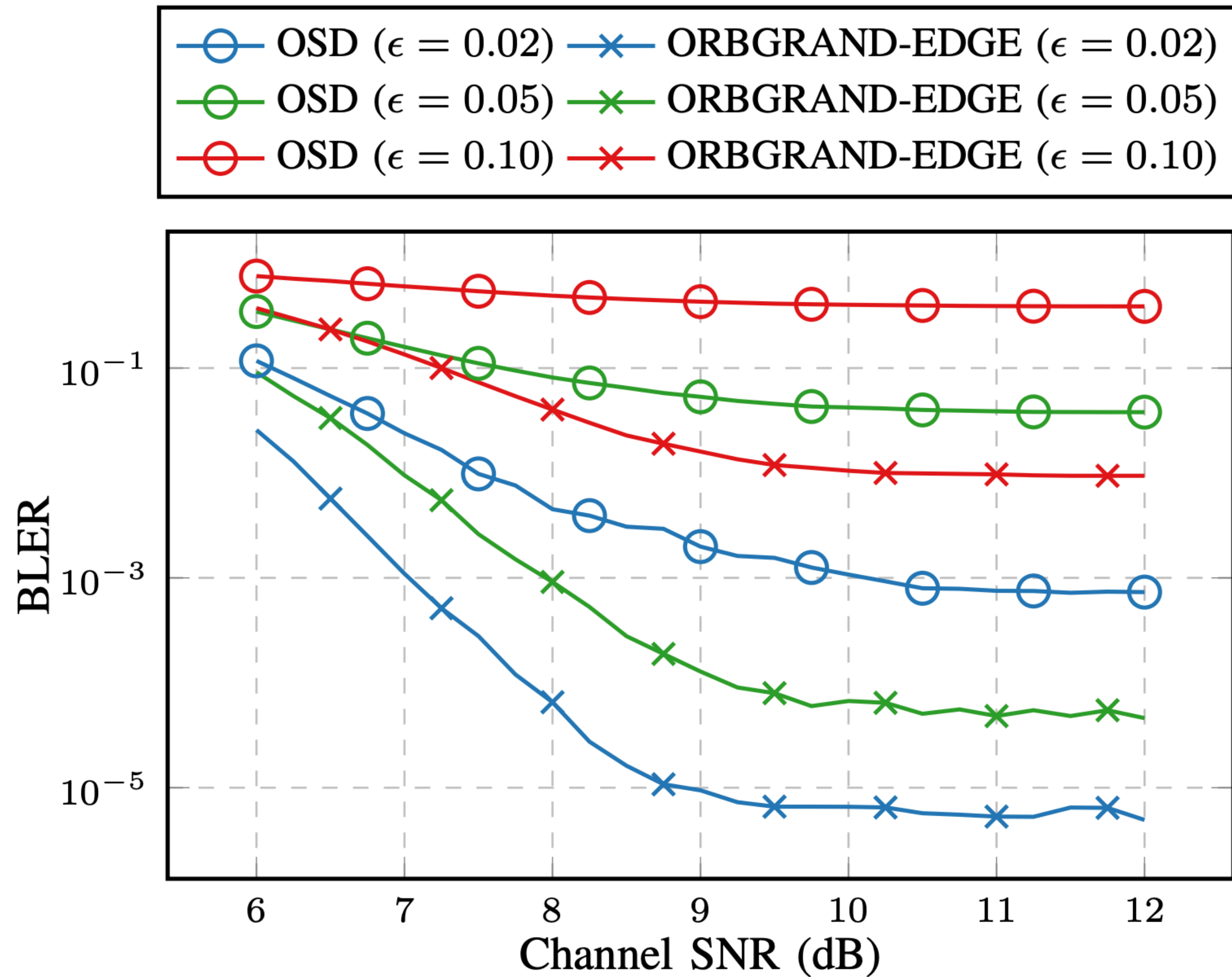


# Performance Assessment: ORBGRAND-EDGE

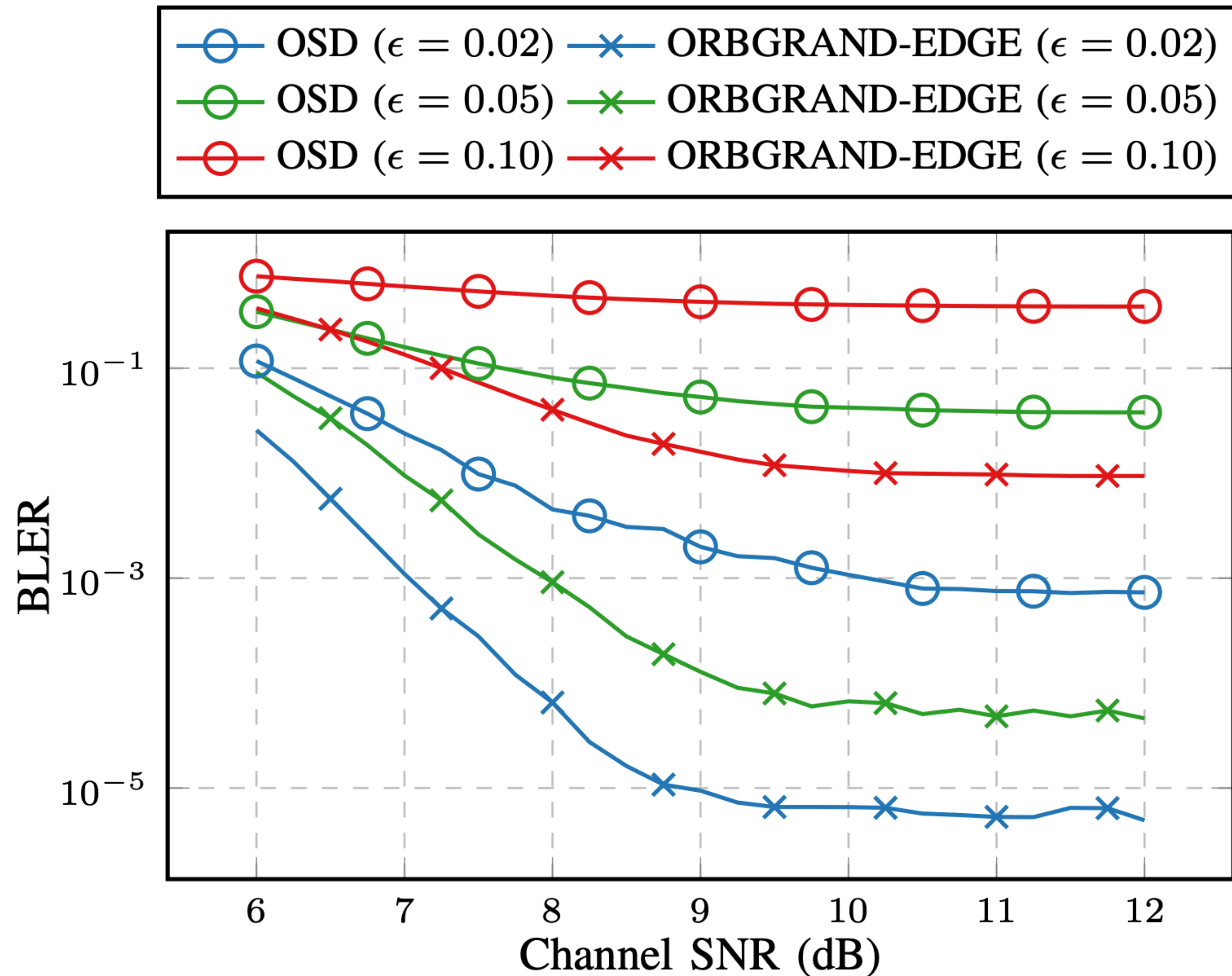


- ❖ BLER performance: Up to one order of magnitude improvement
- ❖ Average number of iterations: Up to one order of magnitude improvement.
- ❖ ORBGRAND scopes flipping bits in a limited way which in turn limits the performance improvement.
- ❖ The EDGE algorithm can be extended to any other variant of GRAND.

# Performance Assessment: GRAND-EDGE vs. OSD



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- \* RLC[128,105] code is used.
- \* OSD performs GE over  $k$  columns, whereas GRAND-EDGE does so over  $N - k$  columns (far less for rates of interest).
- \* OSD requires a new GE for each iteration, whereas GRAND-EDGE requires only one per iteration.
- \* GRAND-EDGE is shown to have up to 3 orders of magnitude better BLER than that of OSD.



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- ❖ We showed that the syndrome calculation block can be generalized into an erasure decoding, using Gaussian Elimination.
- ❖ The yielding algorithm is called the GRAND-EDGE.
- ❖ Any variant of GRAND can be used towards the proposed enhancement.
- ❖ Simulation results with both hard- and soft-information variants demonstrate substantial gains in error performance and computational complexity under adversarial constraints.

*Thank you!*

