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Problem: Lost packets

Send data from a sender to a receiver over a network.
Size of data is completely variable.
eg. Internet, wireless, etc.

Solution: Erasure codes

Block erasure code: (k, n) $\frac{k}{n} = \text{rate}$

- Reception overhead / failure probability
 $\Pr[\text{can recover original } k \text{ source symbols from } (1+\epsilon)k \text{ encoding symbols}] \leq 1.5$
- Encoding / decoding times - Workload

RS Tornado codes: XOR
Irregular random graph

Fountain codes $k = \# \text{source symbols}$
 $\# \text{encoding symbols}$ is "unbounded"

LT encoding

- 1) choose a degree d a deg. distribution
- 2) Choose d of the k source symbols randomly
- 3) encoding sym = XOR of d chosen source symbols.

LT decoder

collect $k(1+\epsilon)$ encoding symbols
Repeat until all source symbols recovered

- 1) Find encoding sym. with exactly 1 unrecovered source symbol neighbor.
- 2) XOR recovered neighbors & enc. sym to recover source sym.

Degree distrib.

- Any degree is small
- process succeeds w.h.p. (with high probability)

Ideal degree distrib.

$$Pr[\text{deg} = 1] = \frac{1}{k}$$

$$Pr[\text{deg} = i] = \frac{1}{i(i-1)} \quad \text{for } i=2, \dots, k$$

$$\text{Avg. deg} \approx \ln(k)$$

