

# Deepmod: An Over-the-Air Trainable Machine Modem for Resilient Communications

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GRCon '18



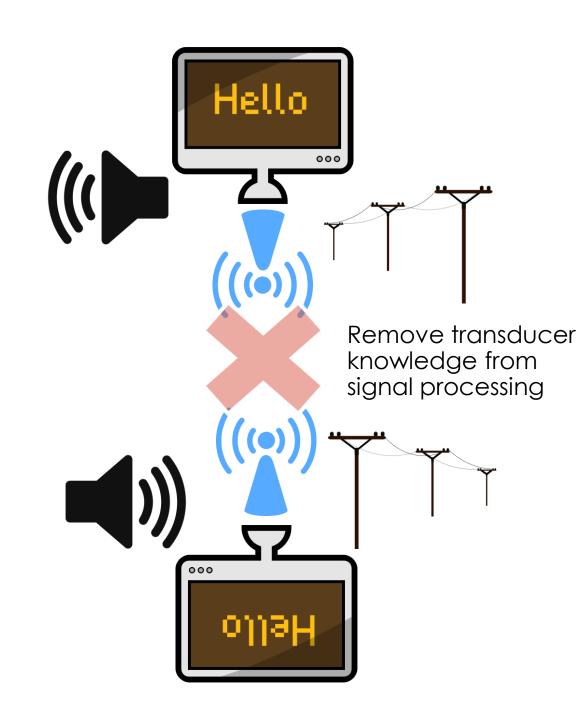
# Specific Goal: Security

#### Definition of Security [44 U.S.C., Sec. 3542]

- Confidentiality: "Preserving authorized restrictions on information access and disclosure, including means for protecting personal privacy and proprietary information...."
- **Integrity**: "Guarding against improper information modification or destruction, and includes ensuring information non-repudiation and authenticity...."
- Availability: "Ensuring timely and reliable access to and use of information..."

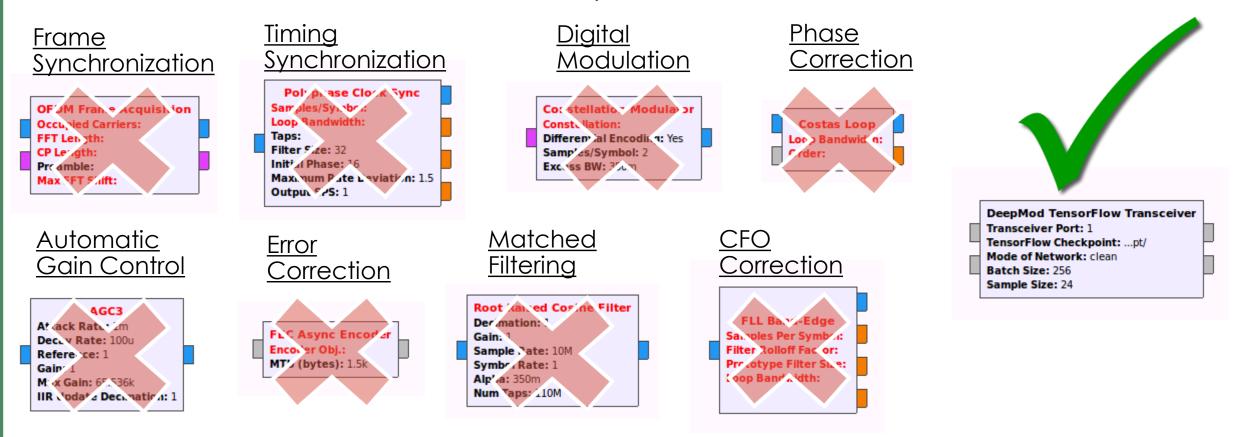
#### **Deepmod**

"... by generating, on-the-fly, viable physical layer modem protocols, using deep learning, in a variety of media or channel conditions."



# Pie-in-the-Sky Goal: Throw Out 75 Years of Digital Comms

Figure out: How much of traditional PHY can Deepmod actually learn?



We want to replace **all** signal processing blocks with a single learner



### Recent Work on "Machine Modems"

- "Machine speak: Left to their own devices, computers can figure it out,"
   https://www.ornl.gov/news/machine-speak-left-their-own-devices-computers-can-figure-it-out
- "Machine Learning Modems: How ML Will Change How We Specify And Design Next Generation Communication Systems," (www.comsoc.org)
- T. J. O'Shea and J. Hoydis, "An introduction to machine learning communications systems," ArXiv e-prints, Feb. 2017.
- T. OShea and J. Hoydis, "An introduction to deep learning for the physical layer," IEEE Transactions on Cognitive Communications and Networking, vol. 3, no. 4, pp. 563–575, Dec 2017.
- S. Drner, S. Cammerer, J. Hoydis, and S. t. Brink, "Deep learning based communication over the air," *IEEE Journal of Selected Topics in Signal Processing*, vol. 12, no. 1, pp. 132–143, Feb 2018.
- ECE 7970: Statistical Learning, Fall 2015, Class Project



## A Note on Vocabulary

Some ambiguity between comms and ML communities

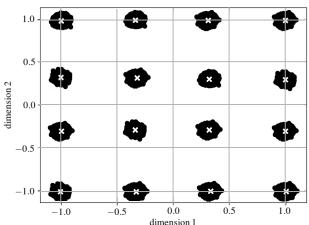
- Network: The communication network in question
- Graph: The "brain" of the neural network
- Sample: This is what comes out of, or into, your USRP
- Example: This is what goes into your machine learner
- **Spectral Efficiency**: We'll call it bits-per-sample. In traditional comms you have samples-per-symbol, bits-per-symbol, r=1/2 FEC, etc. With Deepmod you have number of classes (bits-per-class) and samples-per-example. Both lead to the same definition of spectral efficiency.



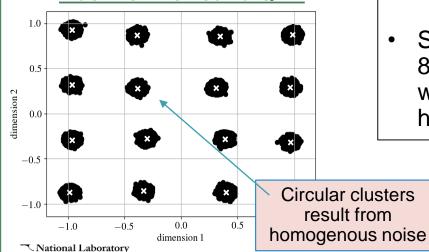
## How Resiliency? A Toy Example

1) Homogeneous noise channel

#### Human Invented 16-QAM



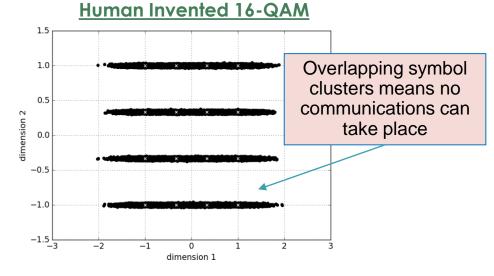
#### Machine Invented 16-QAM



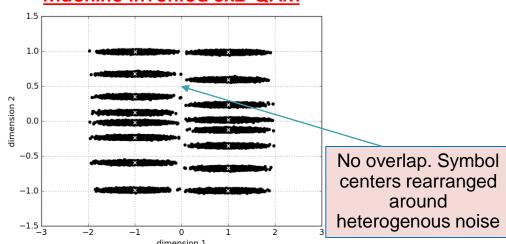
- Human coded information flow goes to zero when the channel changes drastically.
- The machine is able to "learn" around the attack and maintain identical flow. The machine discovers latent communications.
- Sure, a human could invent 8x2-QAM but we don't want to wait two-years for hardware upgrades.

#### 2) Heterogeneous noise channel

#### 9



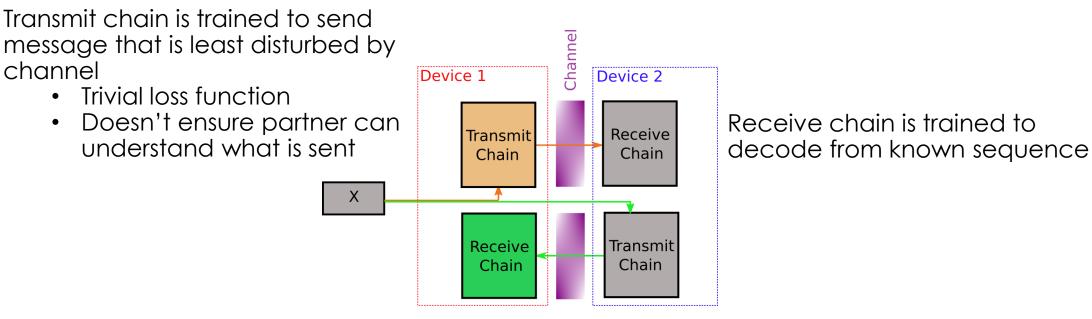
#### **Machine Invented 8x2-QAM**



# A Real Example: Over-the-Air Training with Autoencoders

Autoencoders are a classic first approach to unsupervised learning.

- 1. Encoder (transmit chain) converts classes to samples.
- 2. Decoder (receive chain) converts samples to class estimates.



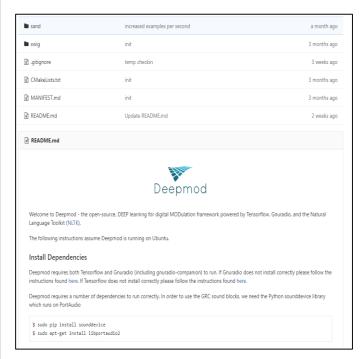
No backpropagation is allowed through the wireless channel!

**Result**: Better than just inventing constellations but not much learning on transmit side

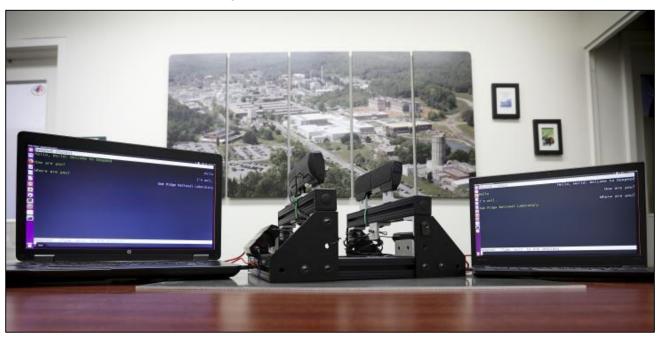


## Deepmod: Acoustic Channel with Autoencoder

#### Step 1) Make Fancy GIT Repo



Step 2) Make Fancy Hardware



## Step 3) Demo "Machine Speak"

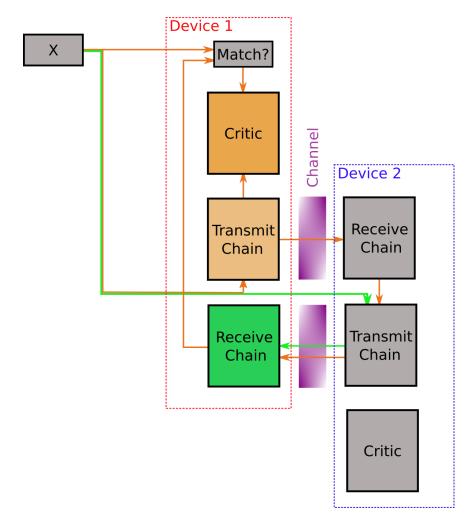
- Deep convolutional neural network autoencoder
- Single transducer rig (soundcard, microphone, speaker)
- GNU Radio, TensorFlow, Natural Language Toolkit
- Classes are English phonemes
- Listen as computers communicate via chat terminal



## Over-the-Air Adversarial Training

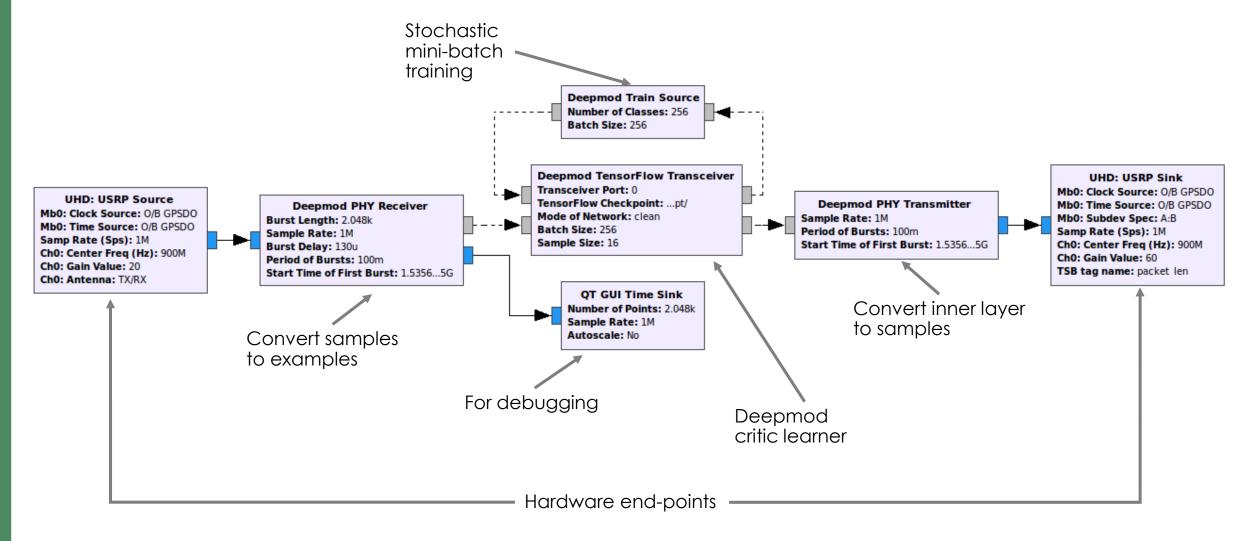
We need a method for the transmit chain to learn as well

- Stochastic mini-batches.
   256 "classes" or 8 bits per class
- 2. Device 1 converts classes to samples and transmits
- 3. Device 2 replies with what is heard <u>not</u> what is known
- 4. Device 1 separates correctly decoded classes from incorrect
- 5. Transmit chain (encoder) is updated to optimize understandable classes



Receive chain is still trained in same manner

# Obligatory GNU Radio Companion Screenshot



## Deepmod: RF Channel

Step 1) Add a whole lot of gnuradio and tensorflow code to the repo



Step 2) Plug into a different set of transducers (USRPs in this case)



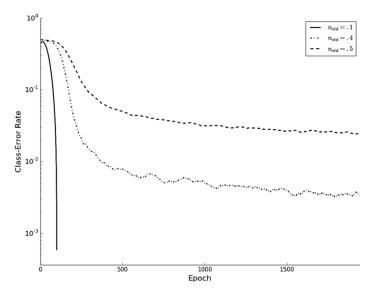
## Step 3) Demo Deepmod

- Sample rate = 1 Msps
- Center frequency = 900 MHz
- SNR adjusted to match simulation
- 256 classes, 16 (real) samples, 1 bit per sample
- 0 signal processing blocks
- High rate communications

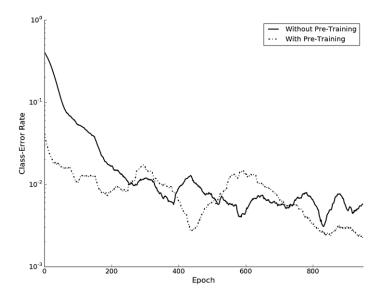


## Simulated vs. Over-the-Air

Simulated class error rate vs. training epoch



Over-the-air class error rate vs. training epoch and graph initialization

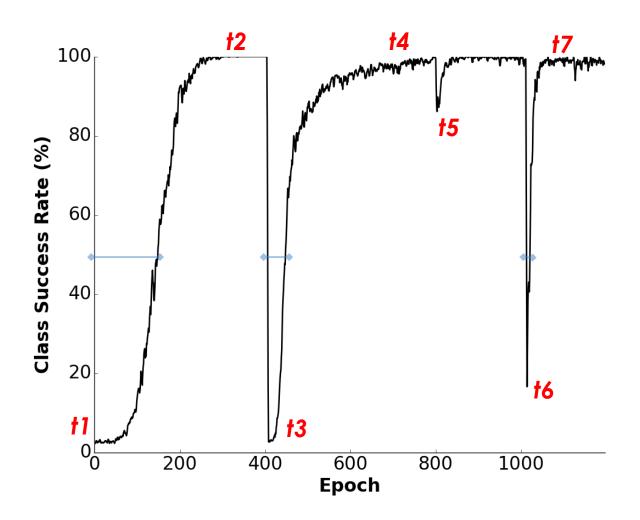


- Current Deepmod achieves realistic spectral efficiency (1 bit per sample)
- At acoustic rates also achieves good throughput
- At RF rates Deepmod is throttled due to TensorFlow bottleneck
- Need to get Deepmod closer to traditional PHY layer throughputs\*



<sup>\*</sup> Inference is MUCH faster than training fortunately

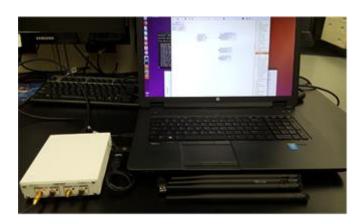
## Resiliency to Extreme Channel Changes



- t1: Two Deepmod enabled radios are powered on
- t2: Radios converge to a viable communications protocol
- t3: Narrowband jammer is engaged; performance bottoms out
- t4: Deepmod recovers by "learning" new jammed channel
- **t5**: Jammer is turned off confusing Deepmod temporarily
- t6: Jammer is turned back on
- t7: Deepmod recovers quickly; retained knowledge of both "on" and "off" jammer states



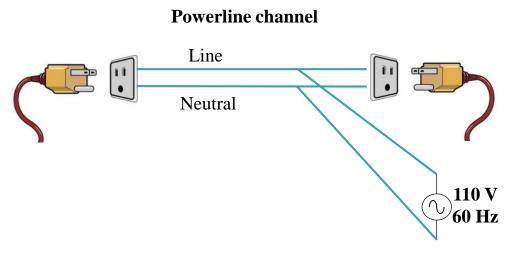
## Deepmod: Powerline Communications (in progress)

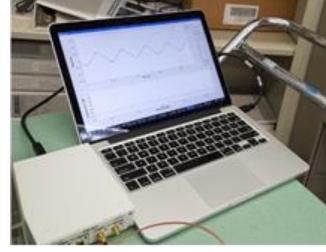






High-Pass, 60 Hz Isolation Filter w/Plug-in Shielded Enclosure





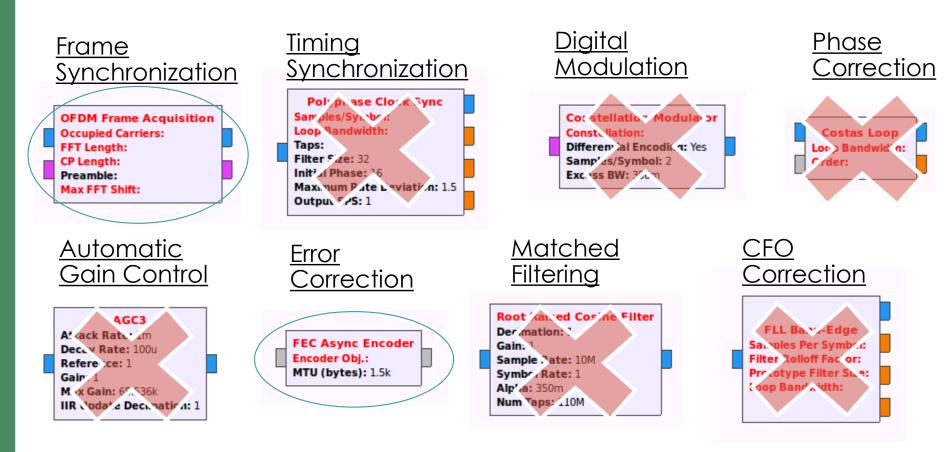
Signal down-converted from 75 MHz carrier

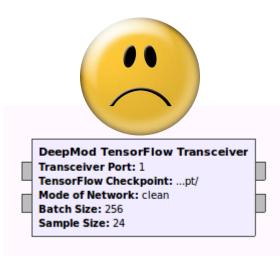
- Powerline channel is extremely noisy and difficult to model all possibilities. Every channel is different.
- Perfect environment for a learnable PHY layer!
- However, Deepmod isn't magic; it won't increase your SNR or range. Still need some signal to make it across channel.



# Deepmod Didn't Learn Everything We Had Hoped

Remember, we wanted to replace **all** signal processing blocks with a single learner





Don't give up yet!



## A Quick Note on Frame (Example) Synchronization

We tried a little bit of everything...

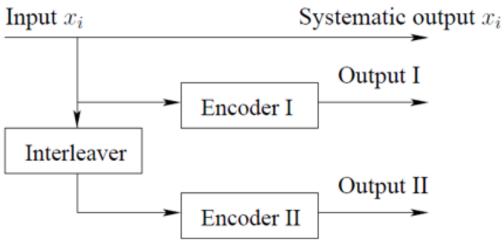
- Continuous Tone-Coded Squelch System (CTCSS) only listen when a prearranged tone was present. Used in the original acoustic demo.
- Energy Detection classic double-sliding window for packet edge detections.
- **Preamble** this felt like "cheating" since it assumes a rudimentary "language" before training.
- GPS only listen to channel in certain time slots. Okay to be off by a sample or two; Deepmod can work around that.
- Machine Learner is where we are headed. Will probably need to be its own machine at the front end of Deepmod.

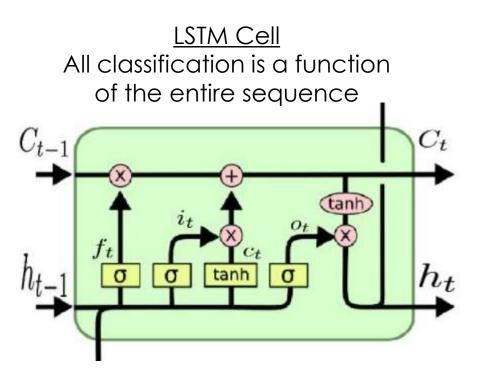


# Moving from CNN to Recurrent Neural Network (RNN)

"Ordinary neural networks including CNNs don't perform well in cases where sequence of data is important"

Turbo Code
Output samples are
functions of all input samples

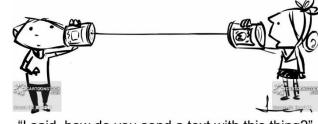




In comms, sequence of data is important. Deepmod is currently a CNN. Maybe we need it to be an RNN?

## Conclusions and Future Work

## What We Did



"I said, how do you send a text with this thing?"

- Deepmod can generate a new PHY protocol on-the-fly when:
  - The channel is severely distorted
  - The channel medium is completely altered
- Deepmod can learn what you make it capable of learning
   What We Want to Do
- Move away from Deepmod CNN critic toward RNN critic
- Need high spectral efficiency AND high throughput
- Powerline comms, underwater comms, deep-space comms: whatever medium you can stick two transducers into

