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Physical-layer Network Coding: Design of Constellations over Rings

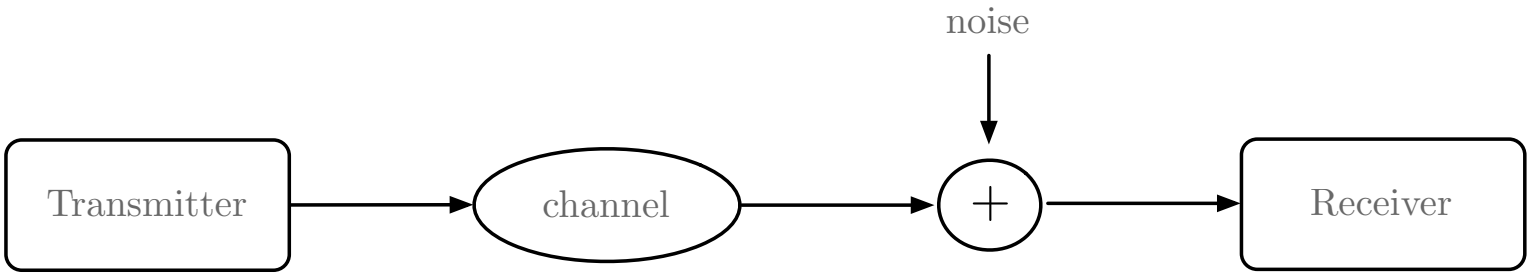
H. C. Zarza

July 2013

Outline

Outline

Introduction



Note

Intermediate nodes can be added. These nodes would originally have the only function of forwarding the received messages.

Outline

Physical-layer Network Coding

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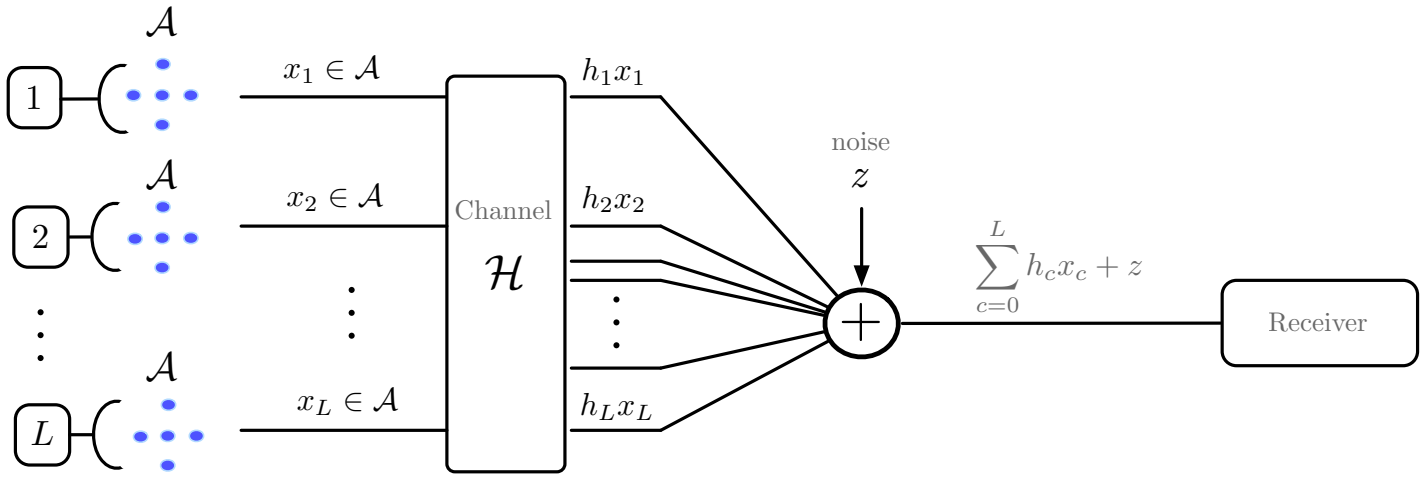
Network Coding

Allows intermediate nodes to combine messages before forwarding them.



Physical-layer Network Coding

Exploits the network coding operation performed by nature.

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The Role of a Signal Constellation

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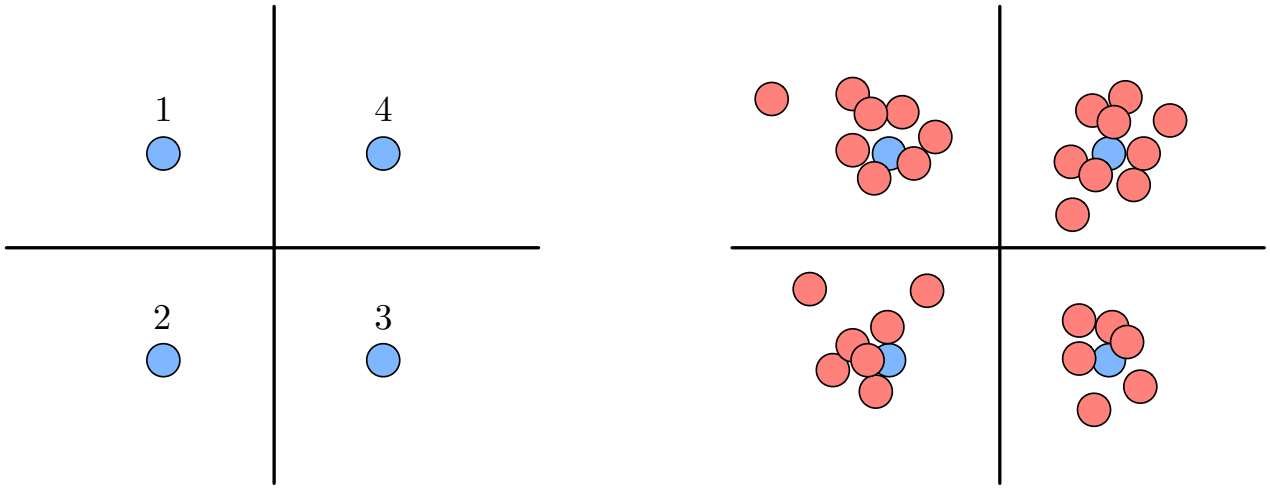
Definition

A signal constellation is a set of points in the complex plane used to describe all possible symbols used by a system to transmit data.



Transmission and reception points

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Objective

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General Objective

We tackle the design of new signal constellations for Physical-layer Network Coding. Towards this aim, the appropriate algebraic tools need to be identified.

Design Objective

We aim at defining a design methodology and propose the best performing constellations. Performance will depend on the algebraically induced geometry.

Outline

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Introduction

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Commutative Rings

We are going to design constellations carved from the rings $\mathbb{Z}[i]$ and $\mathbb{Z}[w]$.

$$\{\text{Commutative Rings}\} \supset \{\text{PIDs}\} \supset \{\text{Euclidean Domains}\} \supset \{\text{Fields}\}$$

We Are Looking For

R/aR field, R PID and aR ideal.

The Ring $\mathbb{Z}[i]$

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$$\mathbb{Z}[i] = \{a + bi | a, b \in \mathbb{Z}\}$$

Definition

For $\alpha = a + ib \in \mathbb{Z}[i]$, its norm is defined as

$$N(\alpha) = \alpha\alpha^* = (a + bi)(a - bi) = a^2 + b^2.$$

Theorem: Norm Is Multiplicative.

For α and β in $\mathbb{Z}[*]$, $N(\alpha\beta) = N(\alpha)N(\beta)$.

$$N(\alpha\beta) = (\alpha\beta)(\alpha\beta)^* = \alpha\beta\alpha^*\beta^* = (\alpha\alpha^*)(\beta\beta^*) = N(\alpha)N(\beta).$$

The Ring $\mathbb{Z}[i]$

Division Theorem

For $\alpha, \beta \in \mathbb{Z}[i]$ with $\beta \neq 0$, there are $\gamma, \rho \in \mathbb{Z}[i]$ such that

$$\alpha = \beta\gamma + \rho \text{ where } N(\rho) < N(\beta).$$

Proof.

- Let $\alpha, \beta \in \mathbb{Z}[i]$ with $\beta \neq 0$. Then $\alpha/\beta \in \mathbb{C} \Rightarrow \alpha/\beta = u + iv$ with $u, v \in \mathbb{R}$.
  - $a \in \mathbb{Z}$ close to $u \Rightarrow |u - a| \leq 1/2$.
  - $b \in \mathbb{Z}$ close to $v \Rightarrow |v - b| \leq 1/2$.

  Set $\gamma = a + ib \in \mathbb{Z}[i]$. Set $\rho = \alpha - \gamma\beta \in \mathbb{Z}[i]$.
- Remains to prove $N(\rho) < N(\beta)$. (Note $\beta \neq 0 \Rightarrow N(\beta) \neq 0$).
  - $N(\rho) = N((\rho/\beta)\beta) = N(\rho/\beta)N(\beta)$:
  - $N(\rho) < N(\beta) \Leftrightarrow N(\rho/\beta) < 1$
  - $\rho/\beta = (\alpha - \gamma\beta)/\beta = \alpha/\beta - \gamma = (u + iv) - (a + ib) = (u - a) + i(v - b)$.
  - $N(\rho/\beta) = (u - a)^2 + (v - b)^2 \leq 1/4 + 1/4 = 1/2 < 1$.

  Therefore $\alpha = \gamma\beta + \rho$ with $N(\rho) < N(\beta)$.

□

The Ring $\mathbb{Z}[i]$

$\mathbb{Z}[i]$ as a PID

Definition

An integral domain R is said to be an Euclidean domain if there is a function N from the set of nonzero elements of R to the set of non-negative integers such that

- (Division Theorem) given $a, b \in R$ with $b \neq 0$ there exist $q, r \in R$ such that $a = bq + r$ where $N(r) < N(b)$, and
- for all non-zero elements a and b of R we have $N(a) \leq N(ab)$.

Theorem

Euclidean domains are PIDs.

Proof.

Let C be any non-zero ideal of the Euclidean domain R, and $d \in C$ be a nonzero element of minimum norm.
We claim $(d) = C$. Certainly, $(d) \subseteq C$.
Let $a \in C$. By the Division Theorem, $a = qd + r$, with $r = 0$ or $N(r) < N(d)$.
Since $a - qd = r \in C$, by minimality of $N(d)$ we see $r = 0$ and $a = qd \in (d)$. □

The Ring $\mathbb{Z}[w]$

$$\mathbb{Z}[w] = \{a + bw | a, b \in \mathbb{Z}\}$$

with w is a primitive cube root of 1:

$$w = e^{2\pi i/3} = \cos\left(\frac{2\pi}{3}\right) + i\sin\left(\frac{2\pi}{3}\right) = \frac{1}{2}\left(-1 + i\sqrt{3}\right).$$

Definition

For $\alpha = a + wb \in \mathbb{Z}[w]$, its norm is defined as

$$N(\alpha) = \alpha\alpha^* = a^2 + b^2 - ab.$$

Outline

Decision Regions

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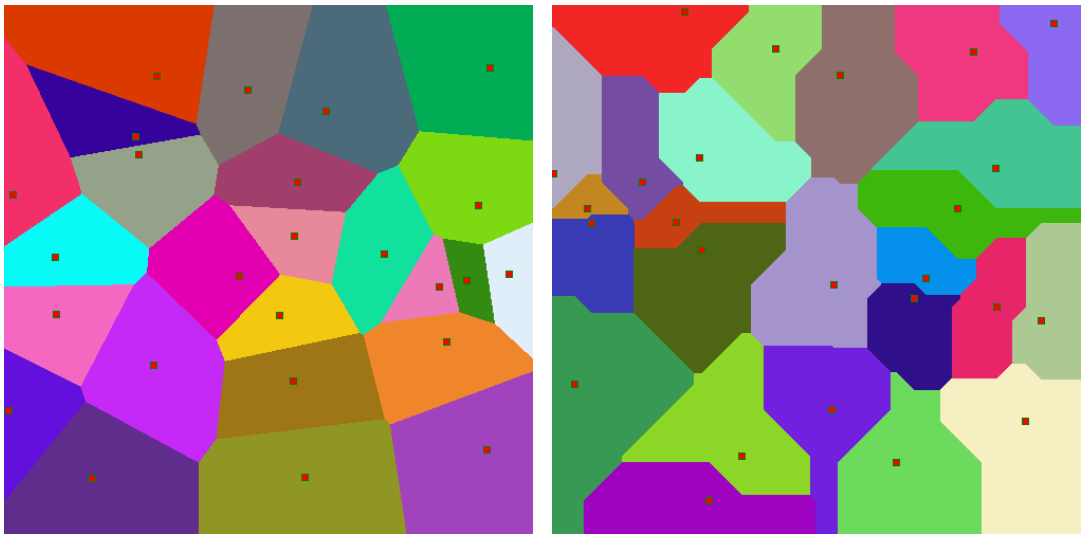
Definition

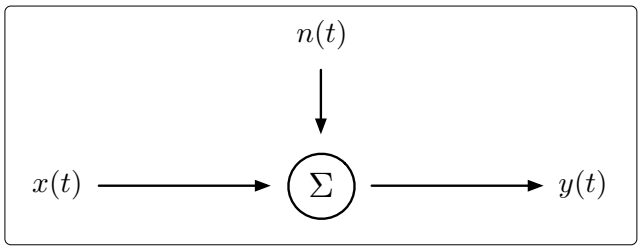
The decision region for a point x_c in the constellation $\mathcal{A} = \{x_c\}_{c=0,\cdots,M}$, denoted $\mathcal{R}_{x_c}$, is the set of points of the complex plane that are closer to x_c than to any other point of the signal constellation.



Probability of Error

Hypothesis

We assume an AWGN (Additive White Gaussian Noise) channel.



$\equiv \quad y(t) = x(t) + n(t)$

The noise $n(t)$ is a 1 dimensional random signal Gaussian with zero mean, variance σ^2 and probability distribution:

$$P_n(u) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{1}{2\sigma^2}u^2}.$$

Assumption

The computation of P_e assumes the inputs x_c equally likely: $p_x(c) = \frac{1}{M} \forall c$.

Probability of Error

ML Detector Is the Optimum Detector

Which has decision rule of taking the point of the constellation the detected point is nearest to.

The Exact P_e

Corresponds to the sum of probabilities of having an error when transmitting a given symbol

$$P_e = \sum_{c=0}^{M-1} P_{e|c} \cdot P(c) = \frac{1}{M} \sum_{c=0}^{M-1} P_{e|c} = 1 - \frac{1}{M} \sum_{c=0}^{M-1} P_{r|c}.$$

Probability of Error

Union Bound

The probability of error for the ML detector on the AWGN channel, with a M-point signal constellation with minimum distance $d_{\min}$ is bounded by

$$P_e \leq (M-1)Q\left[\frac{d_{\min}}{2\sigma}\right].$$

The Nearest Neighbor Union Bound

The probability of error for the ML detector on the AWGN channel, with a M-point signal constellation with minimum distance $d_{\min}$ is bounded by

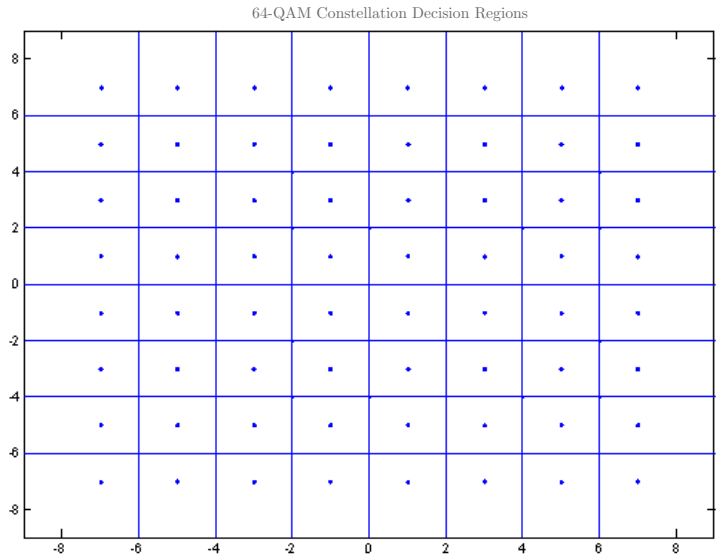
$$P_e \leq N_e Q\left[\frac{d_{\min}}{2\sigma}\right].$$

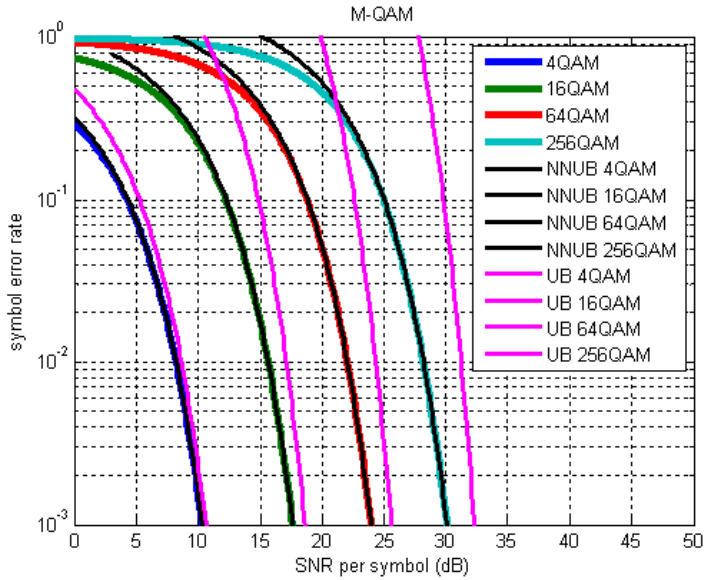
Outline

M-QAM Constellation

$$\mathcal{A} = \{a[n]\} = \{A(a_r[n] + ia_c[n])\},$$

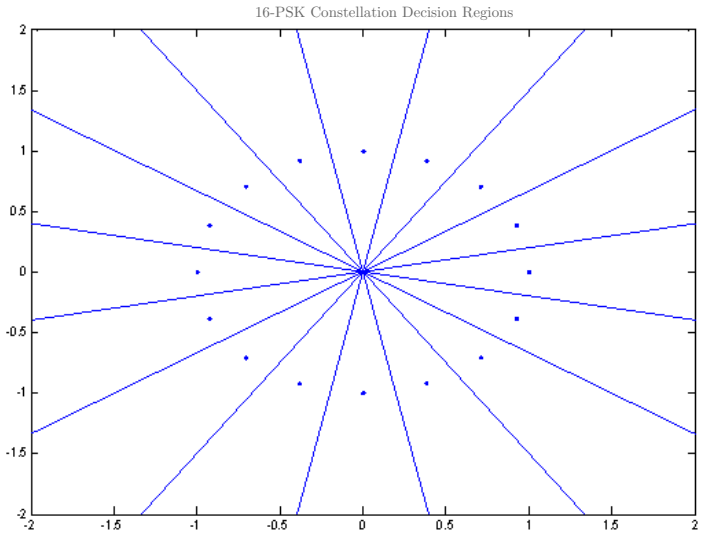
with $a_*[n]$ odd integers around zero.

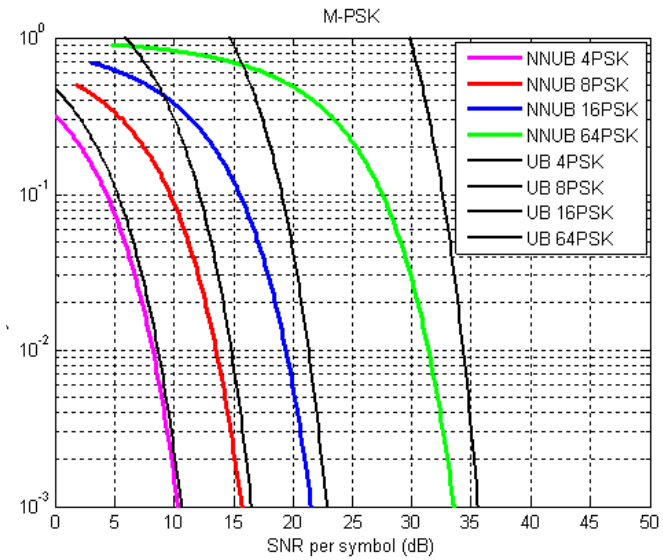




M-PSK Constellation

$$\mathcal{A} = \{Ae^{j2k\pi/M}\}, \quad k = 1, 2, \cdots, M.$$





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System Model

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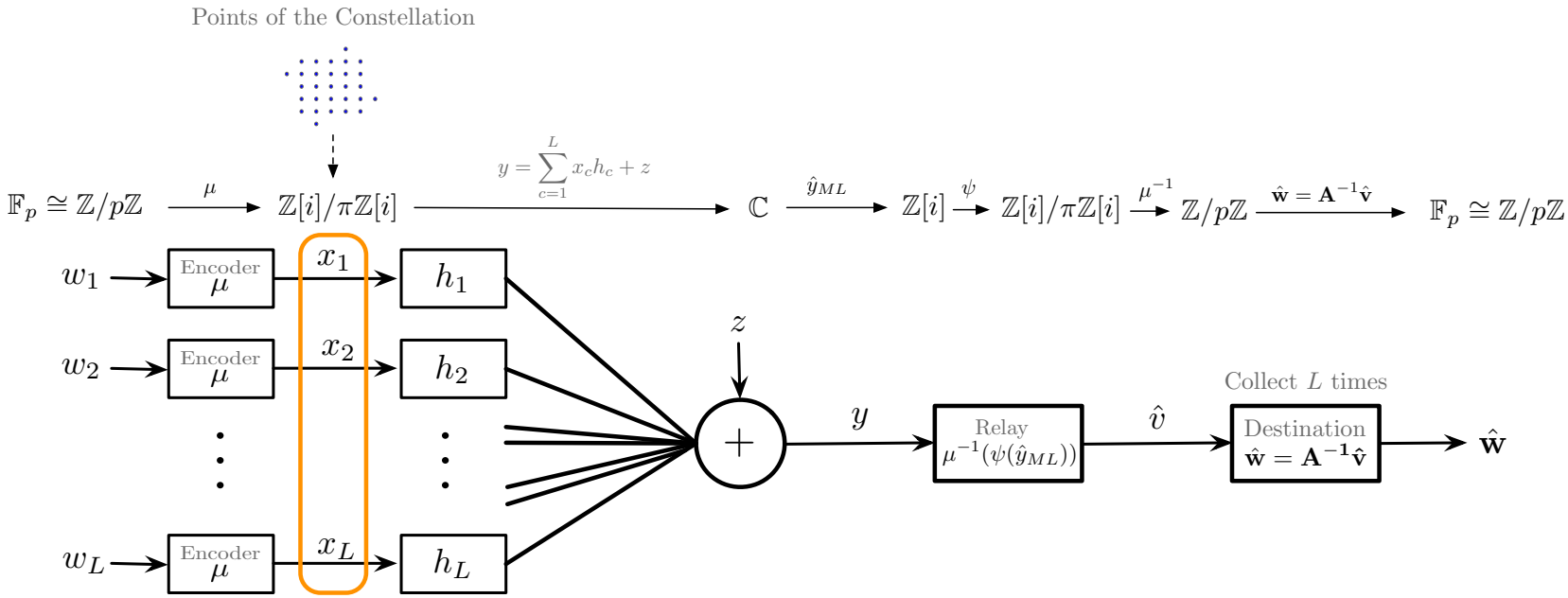

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Proposed Methodology

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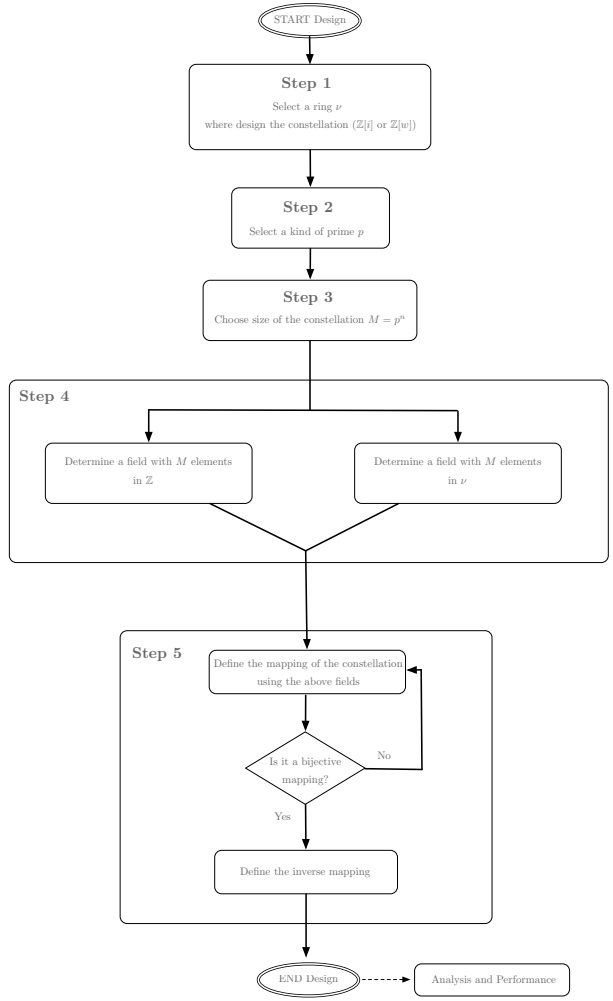
Methodology

- Step 1: select a ring ν.
- Step 2: select a type of prime p.
- Step 3: choose size of the constellation $M = p^n$.
- Step 4: determine a field in $\mathbb{Z}$ and ν.
- Step 5: define the mapping of the constellation and its inverse.



Outline

Outline

$1 \bmod 4$ Constellation

Design 1

- Step 1: ring $\mathbb{Z}[i]$.
- Step 2: primes $p \in \mathbb{Z}^+$, $p \equiv 1 \bmod 4$ in $\mathbb{Z}[i]$ ($p = \pi\pi^*$).
- Step 3: $M = p$.
- Step 4: field with $M = p$ elements in $\mathbb{Z}$ and $\mathbb{Z}[i]$.
  - $\mathbb{Z}/p\mathbb{Z}$, $\#(\mathbb{Z}/p\mathbb{Z}) = |p| = p$.
  - $\mathbb{Z}[i]/\pi\mathbb{Z}[i]$, $\#(\mathbb{Z}[i]/\pi\mathbb{Z}[i]) = N(\pi) = \pi\pi^* = p$.

Theorem

If R is a PID and $a \in R$ is irreducible then R/aR is a field.

$1 \bmod 4$ Constellation

Design 1

- Step 5: we are looking for $\mathbb{F}_p \cong \mathbb{Z}[i]/\pi\mathbb{Z}[i]$.

The first mapping from $\mathbb{F}_p$ to $\mathbb{Z}[i]/\pi\mathbb{Z}[i]$ is defined as follows. We first state the division theorem in $\mathbb{Z}[i]$

$$x = \lambda\pi + \gamma,$$

$$\text{with } N(\gamma) < N(\pi),$$

$$\text{where } \lambda = \left[\frac{x}{\pi}\right] = \left[\frac{x\pi^*}{\pi\pi^*}\right].$$

If we solve for the residue

$$\gamma = x - \left[\frac{x\pi^*}{\pi\pi^*}\right]\pi.$$

$1 \bmod 4$ Constellation

The mapping of the constellation is defined as:

$$\mu: \mathbb{F}_p \longrightarrow \mathbb{Z}[i]/\pi\mathbb{Z}[i]$$

$$x \longmapsto \mu(x) = x - \left[\frac{x\pi^*}{\pi\pi^*}\right]\pi$$

The inverse mapping is defined as:

$$\mu^{-1}: \mathbb{Z}[i]/\pi\mathbb{Z}[i] \longrightarrow \mathbb{F}_p$$

$$a \longmapsto \mu^{-1}(a) = (a(v\pi^*) + a^*(u\pi^*)) \bmod p$$

with $u\pi + v\pi^* = 1$.

$3 \bmod 4$ Constellation

Design 2

- Step 1: ring $\mathbb{Z}[i]$.
- Step 2: primes $p \in \mathbb{Z}^+$, $p \equiv 3 \bmod 4$ in $\mathbb{Z}[i]$.
- Step 3: $M = p^2$.
- Step 4:
  - $\mathbb{Z}[i]/p\mathbb{Z}[i]$, $\#\left(\mathbb{Z}[i]/p\mathbb{Z}[i]\right) = N(p) = p^2$.
  - $\mathbb{F}_p[X]/(x^2+1)$, $\#\left(\mathbb{F}_p[X]/(x^2+1)\right) = p^2$.

Theorem

If R is a PID and $a \in R$ is irreducible then R/aR is a field.

3 mod 4 Constellation

Design 2

- Step 5: we are looking for $\mathbb{F}_p[X]/(x^2+1) \cong \mathbb{Z}[i]/p\mathbb{Z}[i]$ (X corresponding i).

We are going to see that the two fields are isomorphic to $\mathbb{Z}[X]/(p, x^2+1)$.

- First, $\mathbb{Z}[X]/(x^2+1) \cong \mathbb{Z}[i]$ with $X \to i$.

$$\psi : \mathbb{Z}[X] \longrightarrow \mathbb{Z}[i]$$

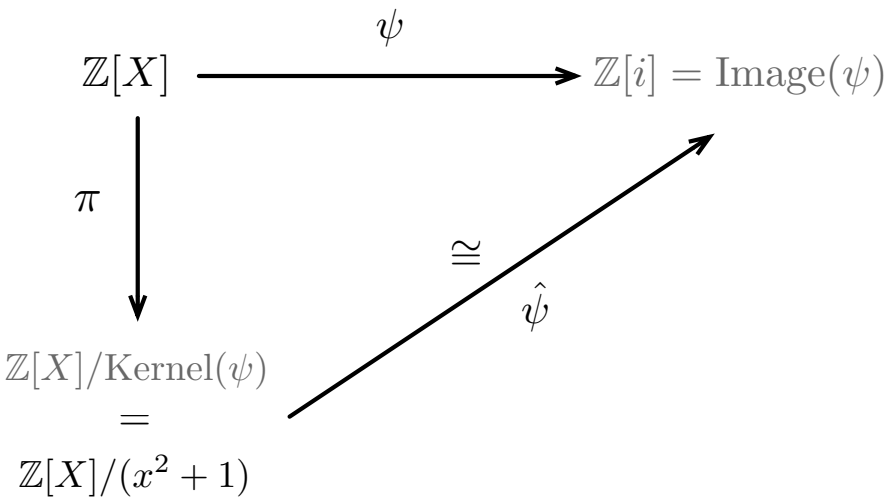
$$P(X) \longmapsto P(i)$$

Surjective with kernel $(1+x^2)$.

3 mod 4 Constellation

By the NOETHER First Isomorphism Theorem:

$$\text{Image}(\psi) \cong \mathbb{Z}[X]/\text{Kernel}(\psi)$$



We can assert $\psi^{-1}(p\mathbb{Z}[i]) = (p, x^2+1)$. Hence, $\mathbb{Z}[i]/p\mathbb{Z}[i] \cong \mathbb{Z}[X]/(p, x^2+1)$.

$3 \bmod 4$ Constellation

- Since $\mathbb{F}_p \cong \mathbb{Z}/p\mathbb{Z}$ we have

$$\mathbb{F}_p[X]/(x^2+1) \cong (\mathbb{Z}/p\mathbb{Z})[X]/(x^2+1)$$

$$\cong (\mathbb{Z}[X]/(p))/(x^2+1) \cong \mathbb{Z}[X]/(p, x^2+1).$$

3 mod 4 Constellation

The mapping of the constellation is defined as:

$$\gamma : \mathbb{F}_p[X]/(x^2+1) \longrightarrow \mathbb{Z}[i]/p\mathbb{Z}[i]$$

$$x \longmapsto i$$

The inverse mapping is defined as:

$$\gamma^{-1} : \mathbb{Z}[i]/p\mathbb{Z}[i] \longrightarrow \mathbb{F}_p[X]/(x^2+1)$$

$$i \longmapsto x$$

$1 \bmod 4$ Constellation

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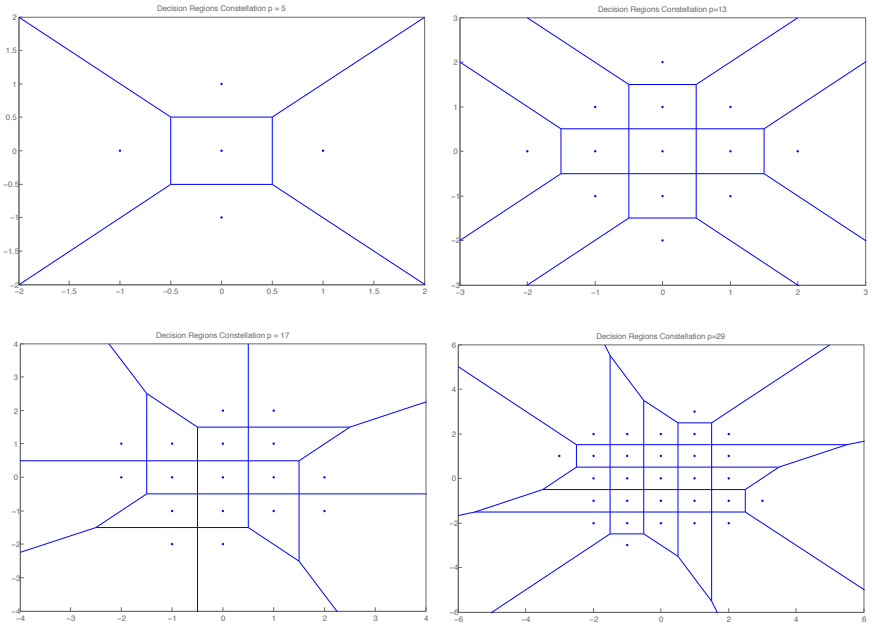

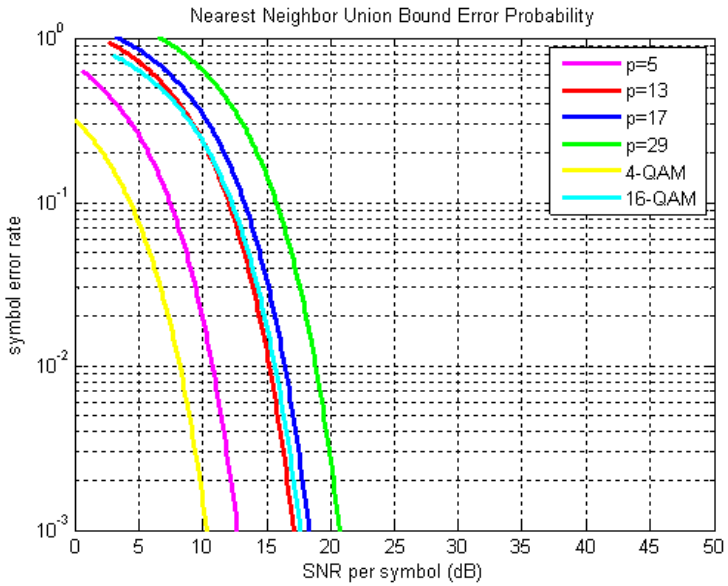

3 mod 4 Constellation

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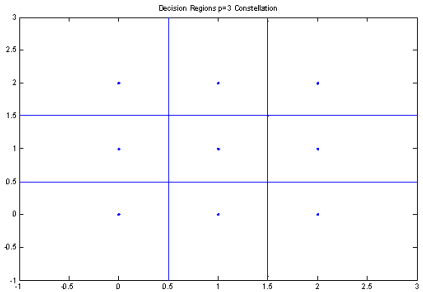

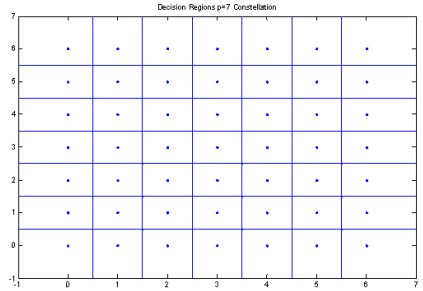

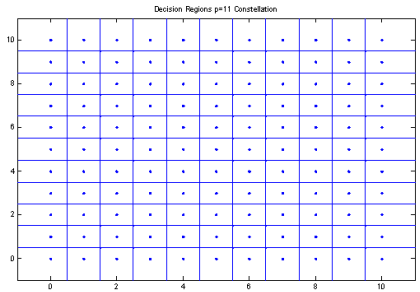

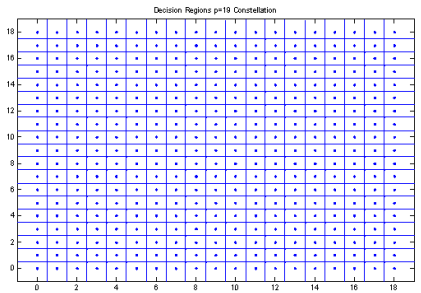

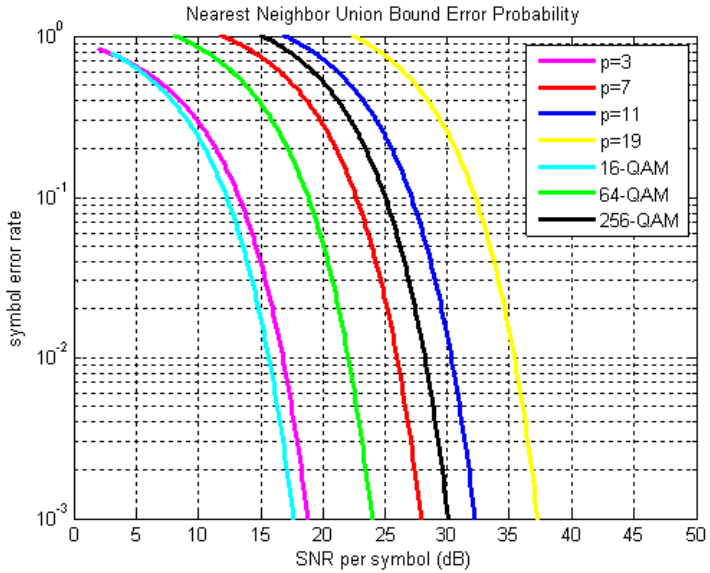

Outline

$1 \bmod 6$ Constellation

Design 3

- Step 1: ring $\mathbb{Z}[w]$.
- Step 2: primes $p \in \mathbb{Z}^+$, $p \equiv 1 \bmod 6$ in $Z[w]$ $(p = \pi\pi^*)$.
- Step 3: $M = p$.
- Step 4:
  - $\mathbb{Z}/p\mathbb{Z}$, $\#(\mathbb{Z}/p\mathbb{Z}) = |p| = p$.
  - $\mathbb{Z}[w]/\pi\mathbb{Z}[w]$, $\#(\mathbb{Z}[w]/\pi\mathbb{Z}[w]) = N(\pi) = \pi\pi^* = p$.

Theorem

If R is a PID and $a \in R$ is irreducible then R/aR is a field.

$1 \bmod 6$ Constellation

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Design 3

- Step 5: we are looking for $\mathbb{Z}/p\mathbb{Z} \cong \mathbb{Z}[w]/\pi\mathbb{Z}[w]$.

The mapping of the constellation is defined as:

$$\tilde{\mu}: \mathbb{F}_p \longrightarrow \mathbb{Z}[w]/\pi\mathbb{Z}[w]$$

$$x \longmapsto \tilde{\mu}(x) = x - \left\lceil \frac{x\pi^*}{\pi\pi^*} \right\rfloor \pi$$

The inverse mapping is defined as:

$$\mu^{-1}: \mathbb{Z}[w]/\pi\mathbb{Z}[w] \longrightarrow \mathbb{F}_p$$

$$a \longmapsto \mu^{-1}(a) = (a(v\pi^*) + a^*(u\pi^*)) \bmod p$$

with $u\pi + v\pi^* = 1$.

$2 \bmod 3$ Constellation

Design 4

- Step 1: ring $\mathbb{Z}[w]$.
- Step 2: primes $p \in \mathbb{Z}^+$, $p \equiv 2 \bmod 3$ in $Z[w]$.
- Step 3: $M = p^2$.
- Step 4:
  - $\mathbb{Z}[w]/p\mathbb{Z}[w]$, $\#\left(\mathbb{Z}[w]/p\mathbb{Z}[w]\right) = N(p) = p^2$.
  - $\mathbb{F}_p[X]/(x^2+x+1)$, $\#\left(\mathbb{F}_p[X]/(x^2+x+1)\right) = p^2$.

Theorem

If R is a PID and $a \in R$ is irreducible then R/aR is a field.

2 mod 3 Constellation

Design 4

- Step 5: we are looking for $\mathbb{Z}[w]/p\mathbb{Z}[w] \cong \mathbb{F}_p[X]/(x^2+x+1)$ with X corresponding w.

The mapping of the constellation is defined as:

$$\tilde{\gamma} : \mathbb{F}_p[X]/(x^2+x+1) \longrightarrow \mathbb{Z}[w]/p\mathbb{Z}[w]$$

$$x \longmapsto w$$

The inverse mapping is defined as:

$$\tilde{\gamma}^{-1} : \mathbb{Z}[w]/p\mathbb{Z}[w] \longrightarrow \mathbb{F}_p[X]/(x^2+x+1)$$

$$w \longmapsto x$$

$1 \bmod 6$ Constellation

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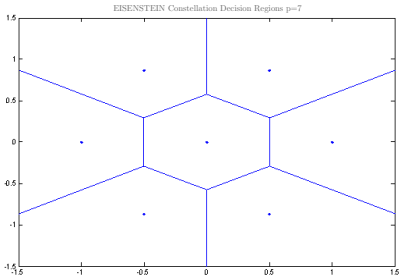

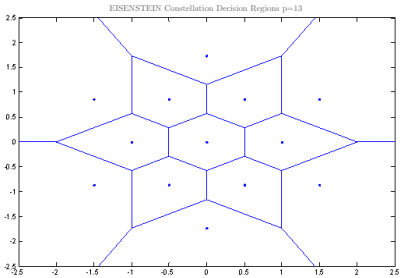

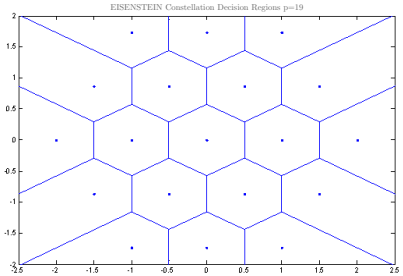

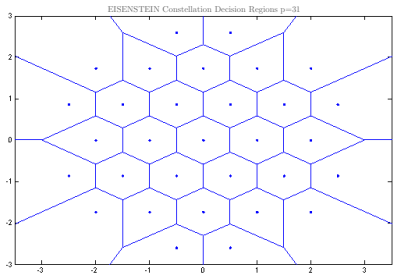

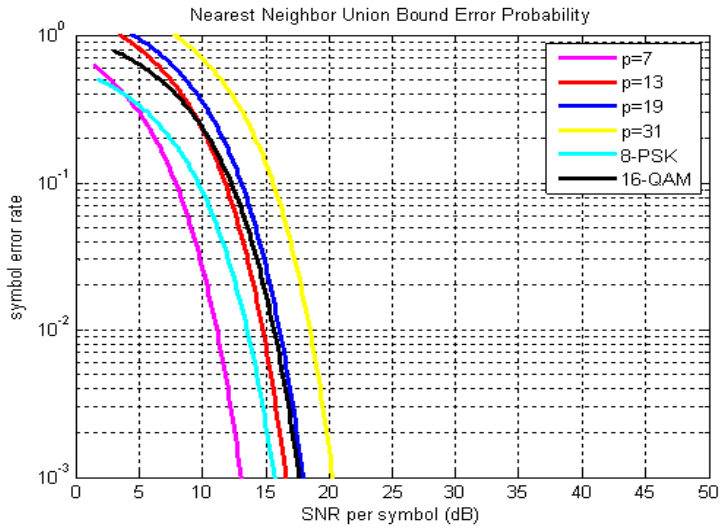

2 mod 3 Constellation

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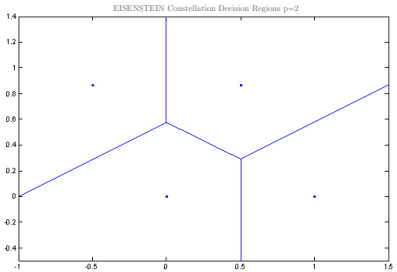

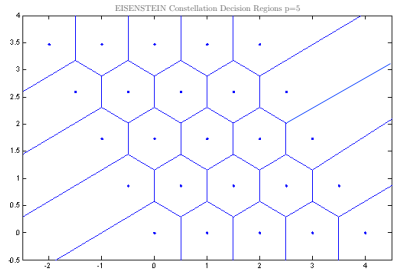

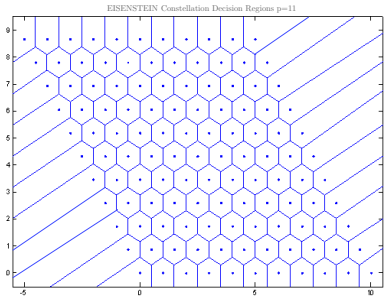

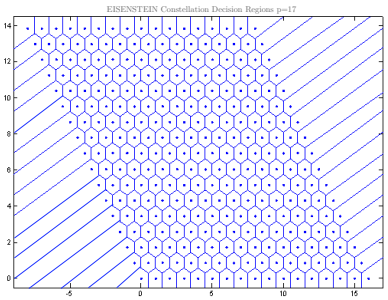

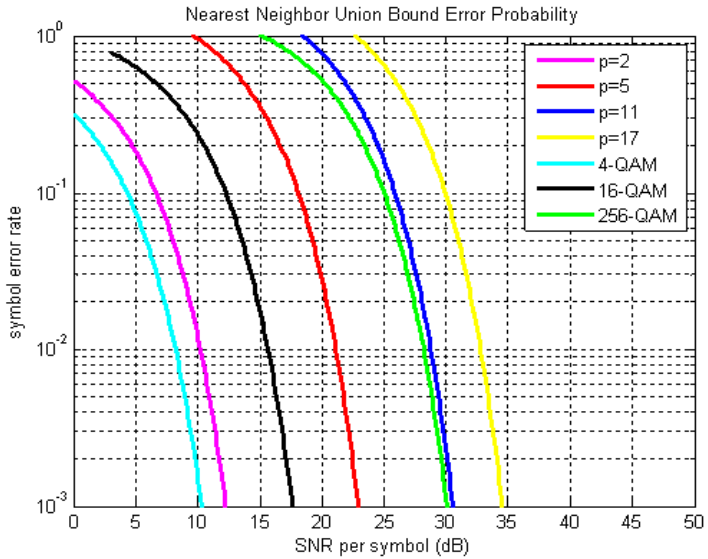

Outline

Conclusions

- Algebraic theory identification:
  - PID. $\surd$
  - Euclidean domain. $\surd$
  - Fields. $\surd$
- Performance metrics identification:
  - Decision regions. $\surd$
  - Nearest Neighbor Union Bound. $\surd$
- MATLAB parameters computation:
  - d_{min}. $\surd$
  - N_e. $\surd$
- System model know how:
  - MATLAB implementation proposed. $\surd$

Conclusions

- Design and performance of the constellations:
  - $\mathbb{Z}[i]$:
    - $1 \mod 4$. $\surd$
    - $3 \mod 4$. $\surd$
  - $\mathbb{Z}[w]$:
    - $1 \mod 6$. $\surd$
    - $2 \mod 3$. $\surd$

Conclusions

And Finally the Best Constellations Are

- $1 \bmod 6$ constellation in $\mathbb{Z}[w]$ is the best performing constellation.
- $1 \bmod 4$ constellations in $\mathbb{Z}[i]$ appear as a good QAM alternative.
- QAM constellations have better performance than $3 \bmod 4$ in $\mathbb{Z}[i]$ and $2 \bmod 3$ in $\mathbb{Z}[w]$.

Thank You

Universitat Autònoma de Barcelona

DE ZARZA I CUBERO Irene

Thank you