

# **Repair patterns for sliding window codes**

IETF 109 NWCRG

### Background

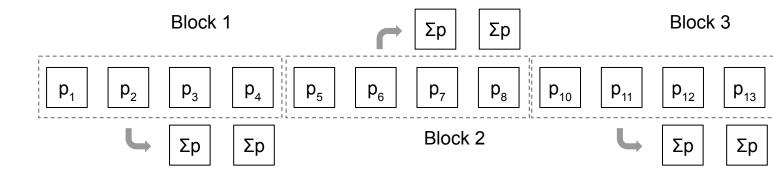


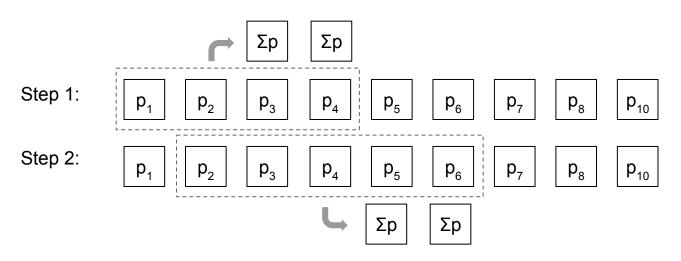
### Traditional block codes

 Operate non-overlapping fixed sets of packets

#### Sliding window codes

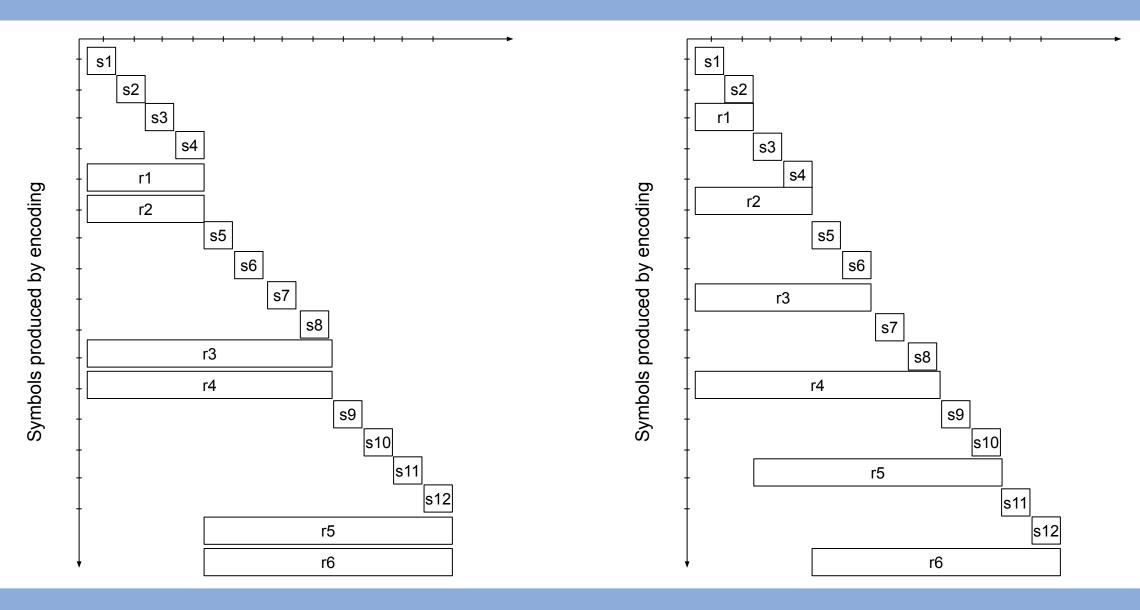
- Can manage coding window in time
- Useful for building reliable low-latency network protocols:
  - Video
  - Control
  - Etc.





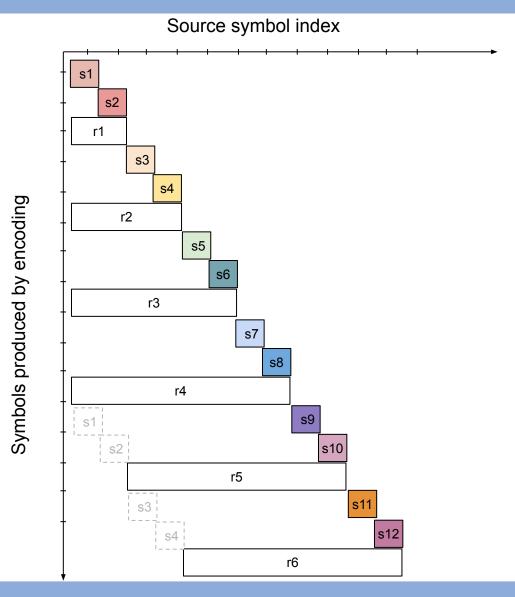
Σр

### Repair pattern (4,2) vs (2,1)



•**S** 

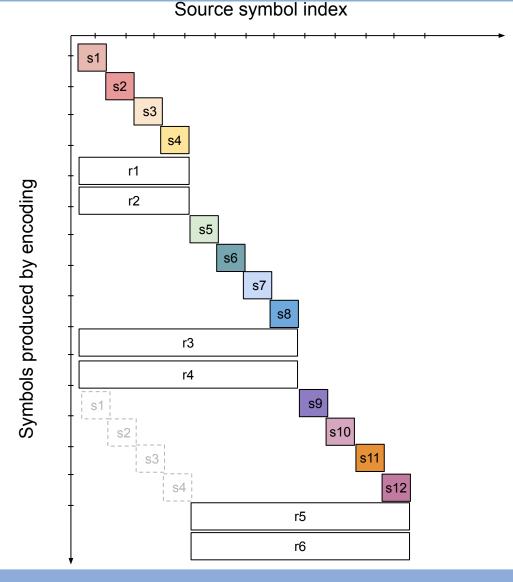




- Repair rate 33%
- New symbol arrive every 10ms and expire after 80 ms.
- Distance to repair is minimized i.e. latency at the decoder is minimized.
- All symbols are covered by 4 parity symbols.
- Latency penalty of losing s1 is 10 ms since r1 is generated directly after s2.

## Uniform traffic (4,2)





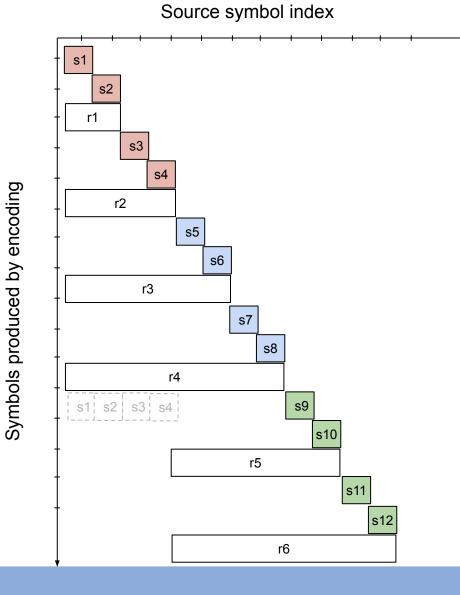
- Repair rate 33%
- New symbol arrive every 10ms and expire after 80 ms.
- Distance to repair is not minimized i.e. latency at the decoder is not minimized.
- All symbols are covered by 4 parity symbols.
- Latency penalty of losing s1 is 30 ms since r1 is generated directly after s4.

• Repair rate 33%

Bursty traffic (2,1)

- New symbols arrive in bursts of 4 arrive every 40ms and expire after 80 ms.
- Notice that since the scheme does not follow the burst s3 and s4 are only protected by 3 parity symbols since s1, s2, s3 and s4 will have expired when r5 is generated.
- Latency penalty of losing s1 is ~0 ms since r1 and r2 is generated together with s1, s2, s3, s4

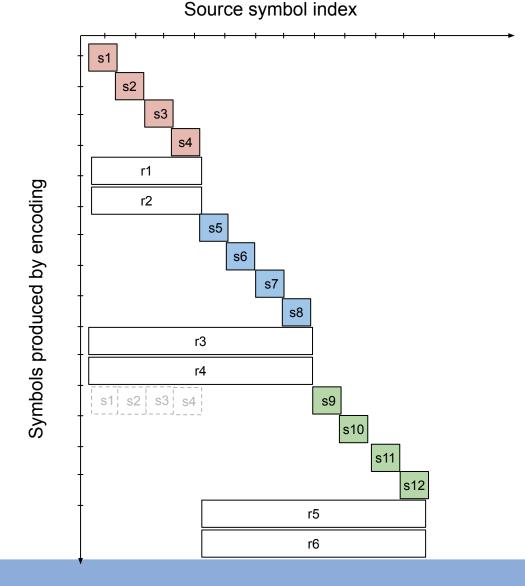






### Bursty traffic (4,2)





• Repair rate 33%

- New symbols arrive in bursts of 4 arrive every 40ms and expire after 80 ms.
- This scheme follow the bursts and therefore all symbols are again protected by 4 parity symbols.
  Latency penalty of losing s1 is ~0 ms since r1 and r2 is generated together with s1, s2, s3, s4.

### Conclusion



- The repair pattern should follow the traffic
  - For uniform/random traffic minimize the distance to repair to minimize latency.
  - For bursty traffic follow the bursts to maximize protection.
- More about content aware coding:
  - https://rely.steinwurf.com/docs/latest/design/content\_aware\_coding.html
  - https://www.steinwurf.com/blog/2020-10-30-content-aware-ecc-fec.html
- Get in touch
  - Morten V. Pedersen (morten@steinwurf.com)
  - www.steinwurf.com