

# Transmission of Audio Files using Random Codes Based on Quasigroups

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LOOPS, 2015



## 1 Introduction

## 2 Random Codes Based On Quasigroups

- Cut-Decoding Algorithm
- 4-Sets-Cut-Decoding Algorithm

## 3 Audio Files

- Representing Audio Files
- Converting Audio File to Nibbles
- Converting Nibbles to Audio File

## 4 Experimental Results

- Original Audio Beethoven's "Ode to Joy"
- Experimental Results Using Cut-Decoding Algorithm
- Experimental Results Using 4-Sets-Cut-Decoding Algorithm

- Transmission of audio files through a binary-simetric channel
- Coding/Decoding algorithms: Cut-Decoding and 4-Sets-Cut-Decoding
- Code  $(72, 576)$  with rate  $R = \frac{1}{8}$
- Experiments with Beethoven's "Ode to Joy"
- Analyzing the results

# Random Codes Based On Quasigroups

- Combination of coding/decoding and encryption/decryption algorithms
- The algorithms are using the alphabet of nibbles  
 $Q = \{0, 1, \dots, 9, a, b, c, d, e, f\}$
- The message that needs to be transmitted is structured in a packets of 18 nibbles
- Packet-error rate:

$$PER = \frac{\#(\text{incorrectly decoded packets})}{\#(\text{all packets})}$$

- Bit-error rate:

$$BER = \frac{\#(\text{incorrectly decoded bits in all packets})}{\#(\text{bits in all packets})}$$

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# Cut-Decoding Algorithm

- Modification of the standard RCBQ algorithm for better performances
- 4.5 times faster than the standard one
- Detailed description of the algorithm is given in ??

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# 4-Sets-Cut-Decoding Algorithm

- Modification of the Cut-Decoding algorithm
- Increasing the coding and decoding speed
- Detailed description of the algorithm is given in []



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# Representing Audio Files

- Sequence of samples and sampling rate
- Samples are values in range  $[-a, a]$  where  $a$  can be power of 2
- Sample rate is the number of samples of audio carried per second, measured in Hz

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- Converting Nibbles to Audio File

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# Converting Audio File to Nibbles

- Using Matlab function `audioread[y, Fs]`
- $y$  is the sequence of sample values,  $F_s$  is the sample rate
- Converting sample values to 32-bit integer numbers
- Adding 32768 on every sample value
- Converting every sample value to a four digit hexadecimal number
- Creating messages as a sequence of 18 hexadecimal digits

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# Converting Nibbles to Audio File

- Using Matlab function `audiowrite[y, Fs]`
- $y$  is the sequence of sample values,  $F_s$  is the sample rate
- Dividing the output in a 4 digit hexadecimal numbers
- Converting 4 digit hexadecimal numbers to integers and subtracting 32768

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# Original Audio

## Beethoven's Ode to Joy

- Beethoven's Ode to Joy
- Total number of packets: 43008
- Total number of bits:  $43008 * 18 * 4 = 3096576$



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# Cut-Decoding Algorithm

Probability of Error  $p = 0.05$

- Difference between the original (orange colored) and transmitted (blue colored) audio file for  $p = 0.05$

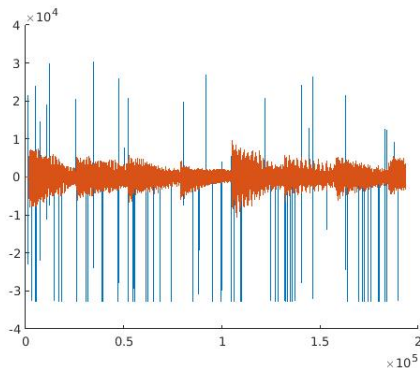


Figure: Difference for  $p = 0.05$

# Cut-Decoding Algorithm

Probability of Error  $p = 0.08$

- Difference between the original (orange colored) and transmitted (blue colored) audio file for  $p = 0.08$

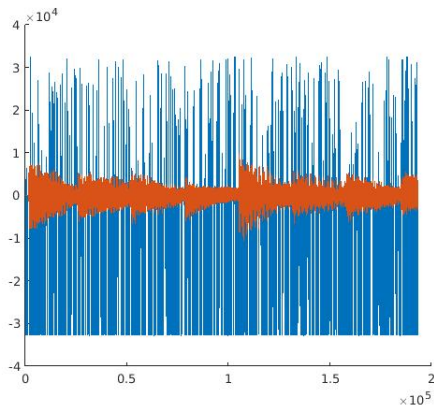


Figure: Difference for  $p = 0.08$

# Cut-Decoding Algorithm

Probability of Error  $p = 0.11$

- Difference between the original (orange colored) and transmitted (blue colored) audio file for  $p = 0.11$

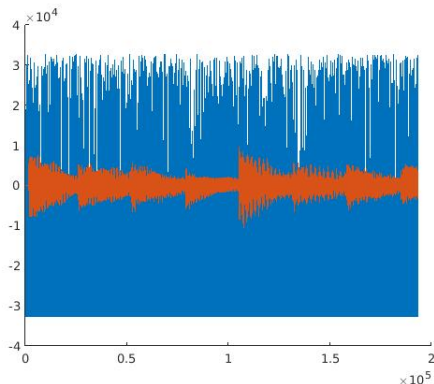


Figure: Difference for  $p = 0.11$

# Cut-Decoding Algorithm

## PER and BER

- Table of experimental results for *PER* and *BER*

$p$	<i>PER</i>	<i>BER</i>
0.05	0.001697359	0.000913267
0.08	0.023111979	0.011926399
0.11	0.113071987	0.057805137

Table: Experimental Results using Cut-Decoding

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# 4-Sets-Cut-Decoding Algorithm

Probability of Error  $p = 0.05$

- Difference between the original (orange colored) and transmitted (blue colored) audio file for  $p = 0.05$

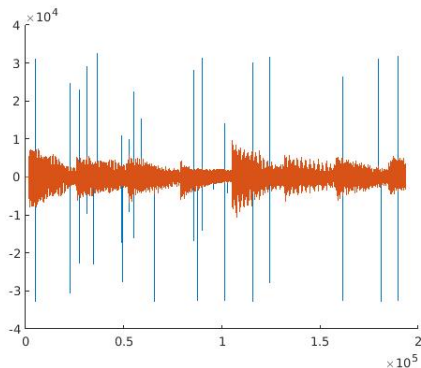


Figure: Difference for  $p = 0.05$

# 4-Sets-Cut-Decoding Algorithm

Probability of Error  $p = 0.08$

- Difference between the original (orange colored) and transmitted (blue colored) audio file for  $p = 0.08$

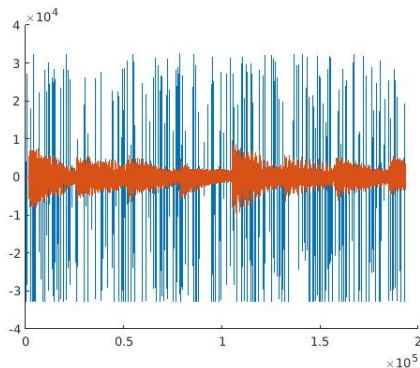


Figure: Difference for  $p = 0.08$



# 4-Sets-Cut-Decoding Algorithm

Probability of Error  $p = 0.11$

- Difference between the original (orange colored) and transmitted (blue colored) audio file for  $p = 0.11$

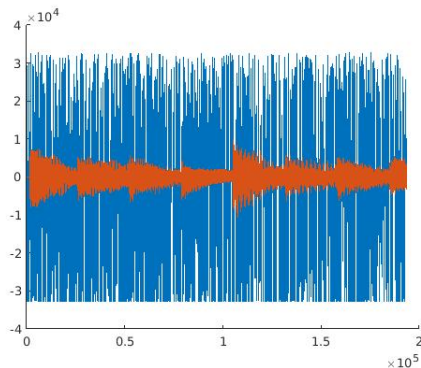


Figure: Difference for  $p = 0.11$

# 4-Sets-Cut-Decoding Algorithm

Probability of Error  $p = 0.14$

- Difference between the original (orange colored) and transmitted (blue colored) audio file for  $p = 0.14$

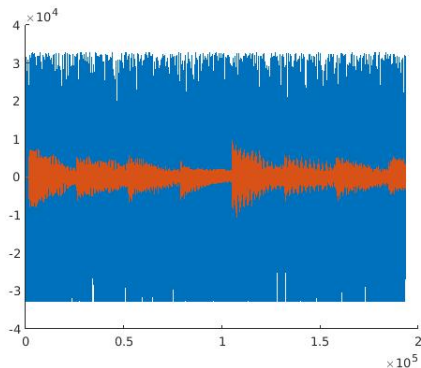


Figure: Difference for  $p = 0.14$

# 4-Sets-Cut-Decoding Algorithm

Probability of Error  $p = 0.17$

- Difference between the original (orange colored) and transmitted (blue colored) audio file for  $p = 0.17$

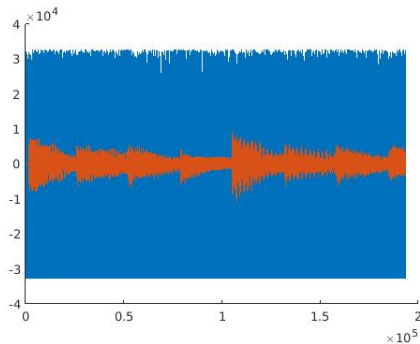


Figure: Difference for  $p = 0.17$

# 4-Sets-Cut-Decoding Algorithm

## PER and BER

- Table of experimental results for *PER* and *BER*

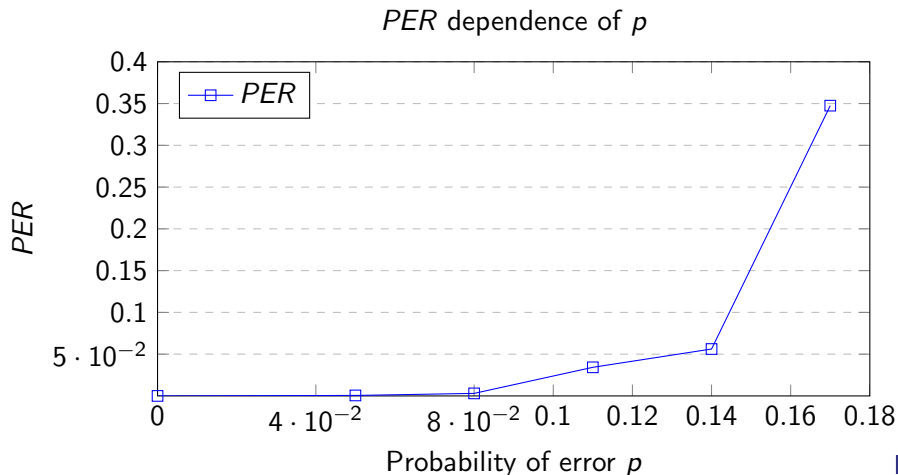
$p$	<i>PER</i>	<i>BER</i>
0.05	0.000581287	0.00026061
0.08	0.007091704	0.003033027
0.11	0.034249442	0.015375047
0.14	0.129580543	0.056156219
0.17	0.34749349	0.153494376

Table: Experimental Results using 4-Sets-Cut-Decoding

# 4-Sets-Cut-Decoding Algorithm

## PER and BER

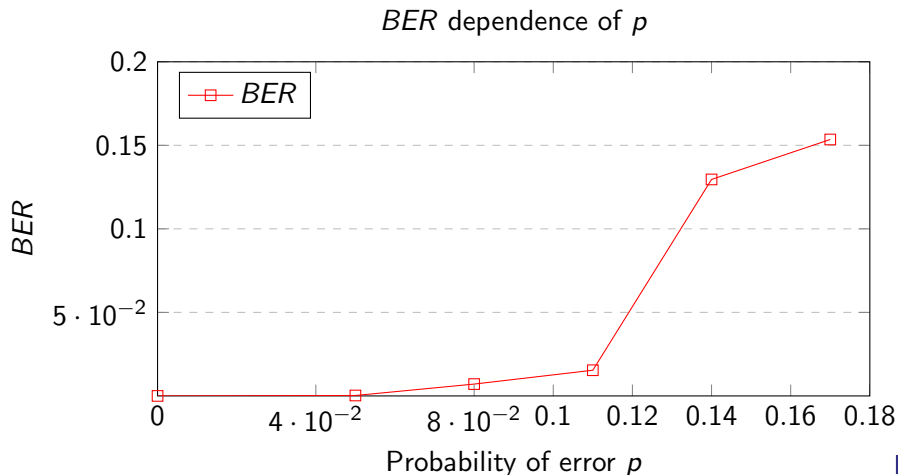
- Plot of experimental results for *PER*





# 4-Sets-Cut-Decoding Algorithm

PER and BER

- Plot of experimental results for *BER*



# For Further Reading I

-  A. Author.  
*Handbook of Everything.*  
Some Press, 1990.
-  S. Someone.  
On this and that.  
*Journal of This and That*, 2(1):50–100, 2000.