

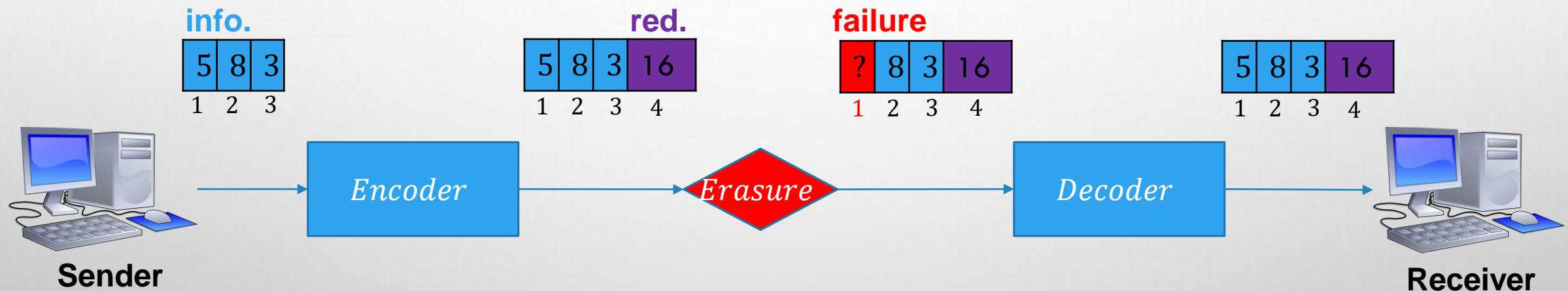
# Codes for Erasures over Directed Graphs

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# Classical Erasure Channel

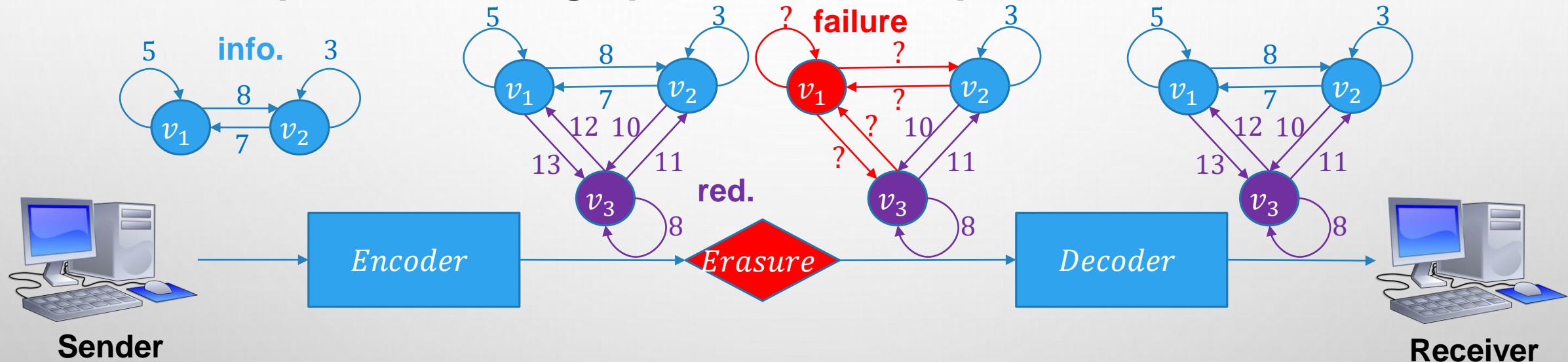
## Vectors



The indices of the erased **values** are known

# Graph Erasure Channel

Labeled complete directed graphs with self loops



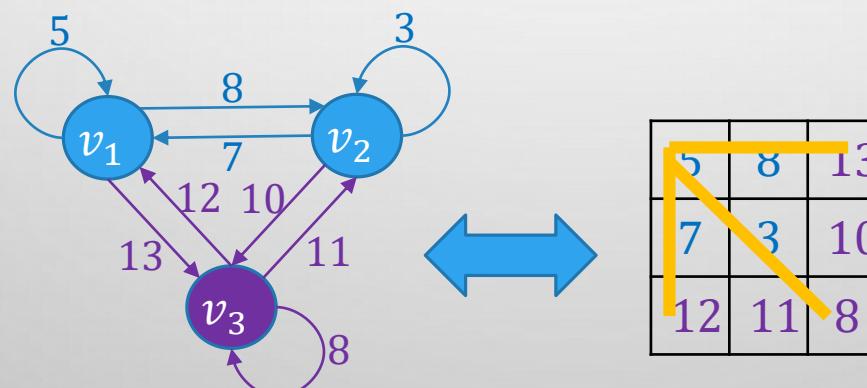
The indices of the erased nodes are known

# Motivation

- **Systems where information is represented by a graph**
  - *Neural networks, associative memories, distributed systems*
- **Codes over graphs store information on edges**
  - *Tolerating node failures*

# Code over Directed Graphs

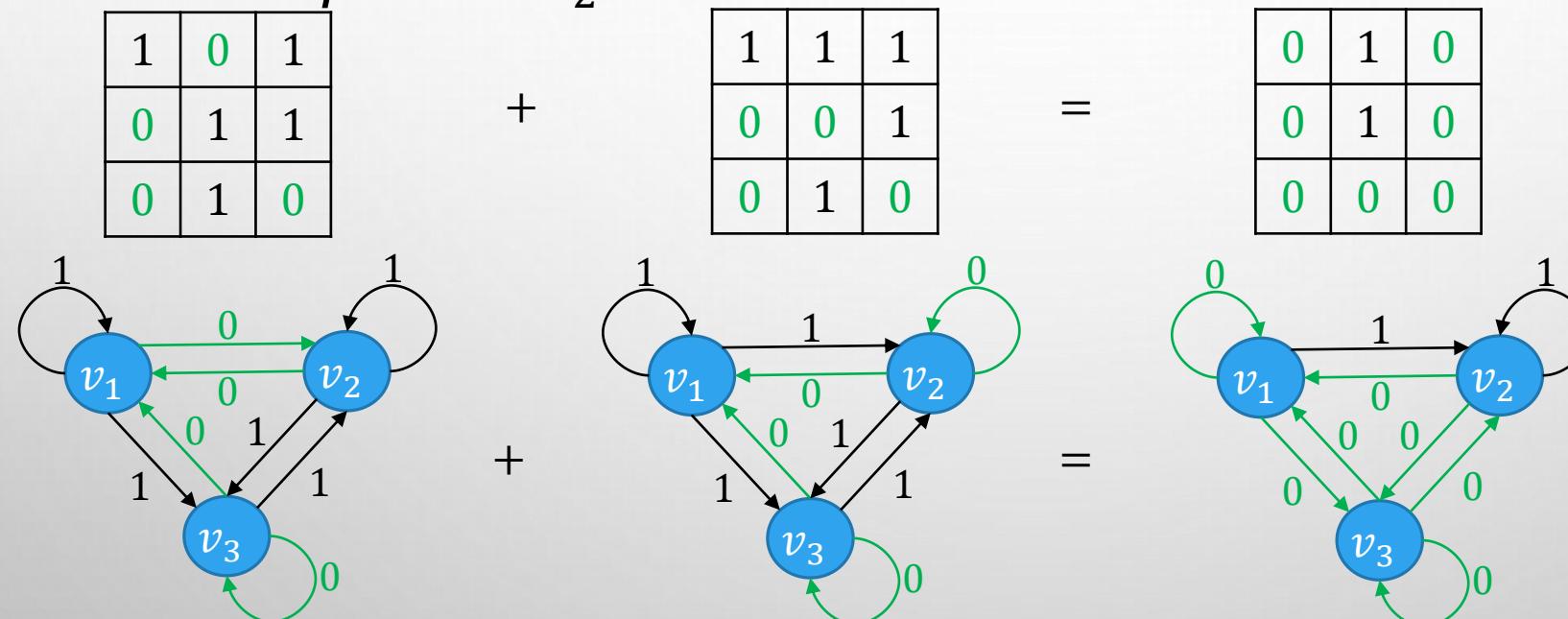
- A **graph code** of length  $n$  over  $\Sigma$  is a set of  $M$  complete directed graphs with **self loops**  $C_G = \{G_i = (V_i, L_i)\}_{i=1}^M$  over  $\Sigma$  where  $|V_i| = n$ 
  - $L_i$  is a label function  $L_i: V_i \times V_i \rightarrow \Sigma$
- Every graph  $G_i$  can be represented by an **adjacency matrix**  $A_{G_i}$



# Linear Code over Directed Graphs

- The operators  $+$  and  $\bullet$  for codes over graphs over  $\Sigma$

- For example  $\Sigma = \mathbb{F}_2$



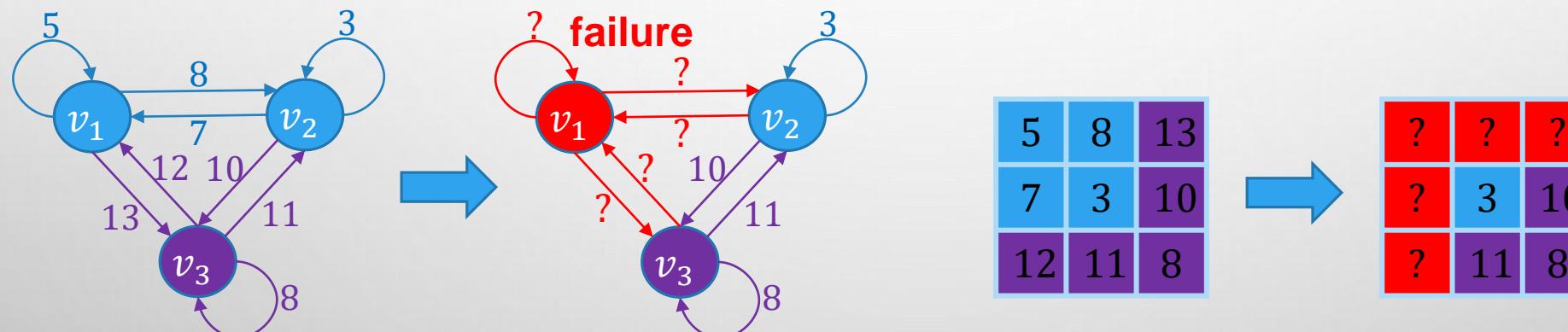
- $\mathcal{G} - [n, k_G]_\Sigma$  - **linear code over directed graphs** over  $\Sigma$ , where  $k_G$  is the **dimension** of the code,  $k_G = \log M$  where  $M$  is a **number** of graphs in the code

# Systematic Code over Directed Graphs

- A **systematic** code over graphs has  **$k$  nodes** storing the **information symbols** on their edges
  - We denote such a code by  $\mathcal{SG} - [n, k]_{\Sigma}$ 
    - Binary case  $\mathcal{SG} - [n, k]$
    - $k_G = k^2$
- **Summary:** Information nodes -  $k$ , information edges -  $k_G$ , redundancy nodes -  $r$ , redundancy edges -  $r_G$

# Node Failure

- A **node failure** is the event, where all edges in the neighborhood of the failed node are erased
  - The failed nodes are known



- A code over graphs is called a  **$\rho$ -node-erasure-correcting code**, if it can correct the failure of **any  $\rho$  nodes**

# Example: $SG - [n = 3, k = 2], M = 16$

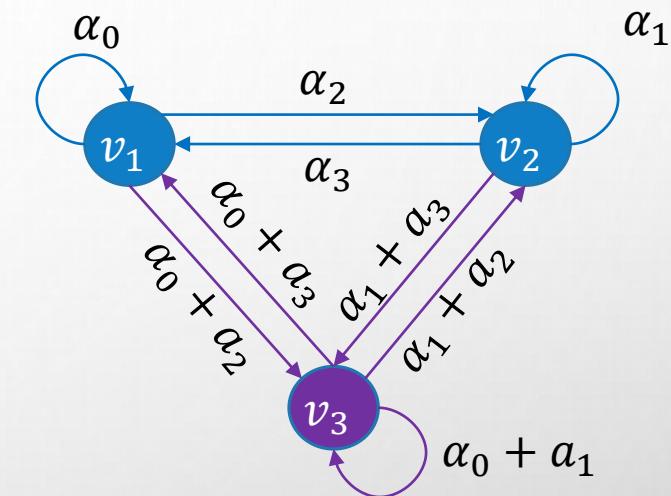
- Information nodes:**  $v_1, v_2$
- Information edges:**  $\alpha_0, \alpha_1, \alpha_2, \alpha_3 \in \{0,1\}$
- Redundancy node:**  $v_3$
- Redundancy edges are purple**

$$k = 2$$

$$k_G = 4$$

$$r = 1$$

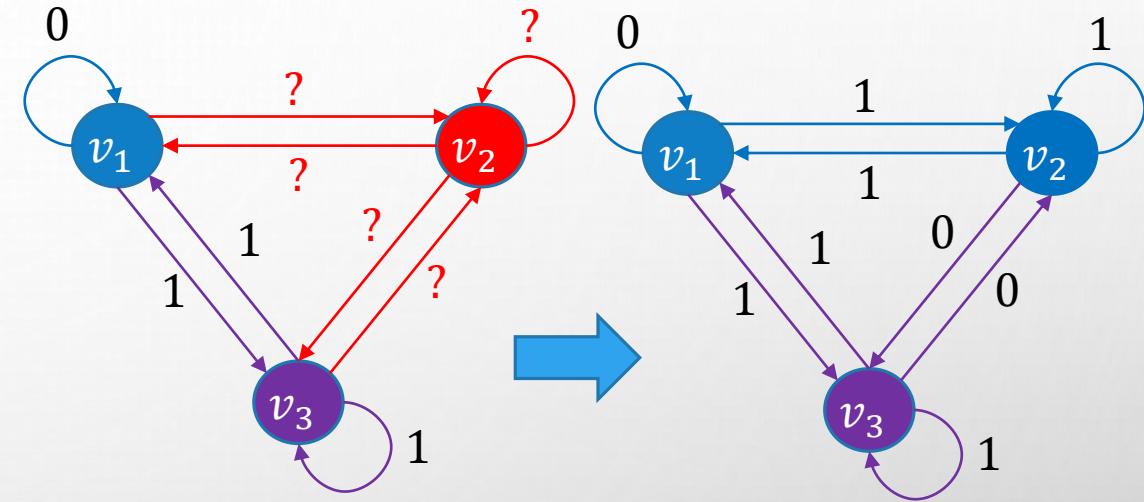
$$r_G = 5$$



$\alpha_0$	$\alpha_2$	$\alpha_0 + \alpha_2$
$\alpha_3$	$\alpha_1$	$\alpha_1 + \alpha_3$
$\alpha_0 + \alpha_3$	$\alpha_1 + \alpha_2$	$\alpha_0 + \alpha_1$

# Example: $SG - [n = 3, k = 2], M = 16$

- Information nodes:**  $v_1, v_2$   $k = 2$
- Information edges:**  $\alpha_0, \alpha_1, \alpha_2, \alpha_3 \in \{0,1\}$   $k_G = 4$
- Redundancy node:**  $v_3$   $r = 1$
- Redundancy edges are purple**  $r_G = 5$



Tolerating every single node failure

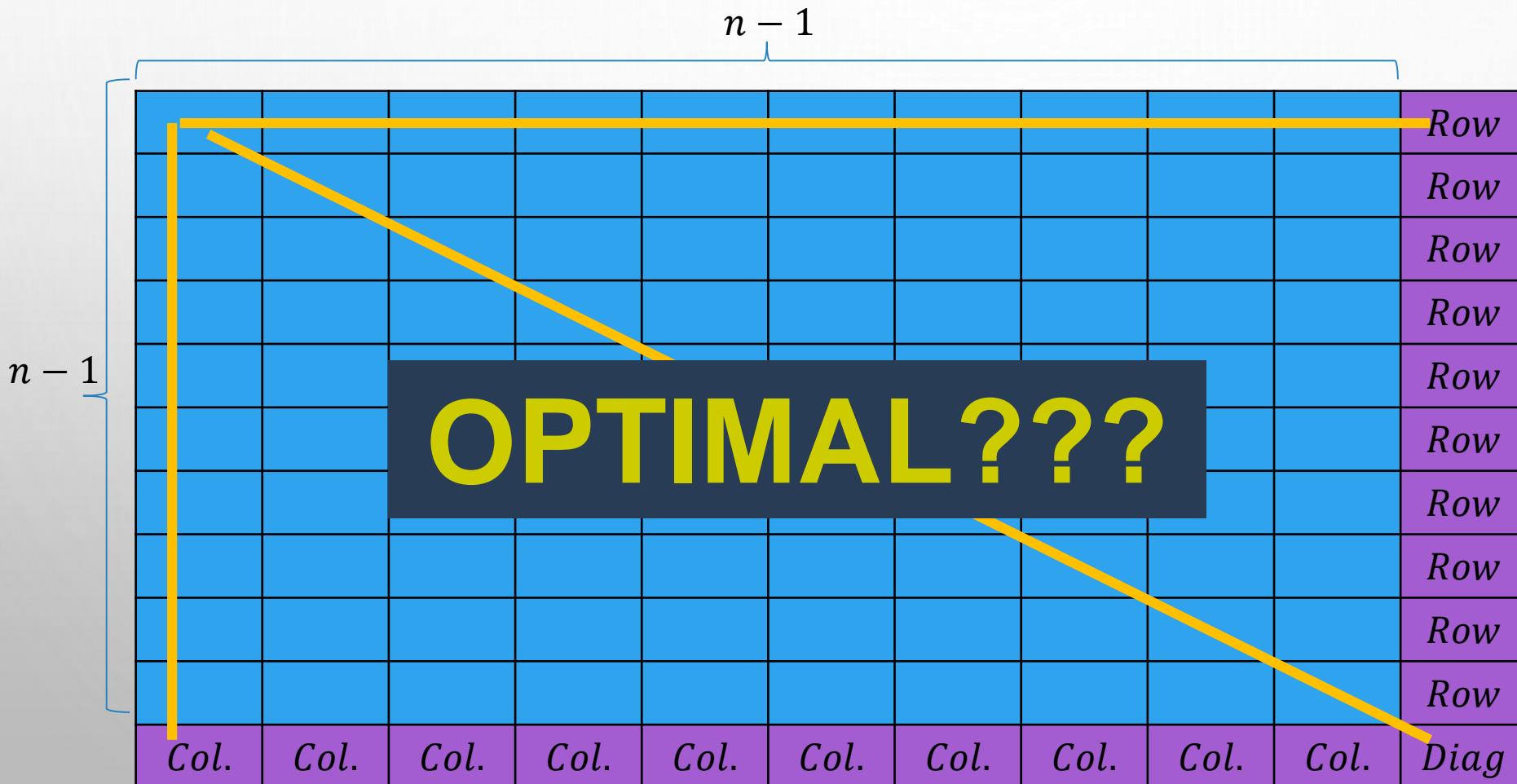
- Rows and columns are simple parity
- Main diagonal is a simple parity
- Works for all  $n$

0	?	1
?	?	?
1	?	1

0	1	1
1	1	0
1	0	1

$\alpha_0$	$\alpha_2$	$\alpha_0 + \alpha_2$
$\alpha_3$	$\alpha_1$	$\alpha_1 + \alpha_3$
$\alpha_0 + \alpha_3$	$\alpha_1 + \alpha_2$	$\alpha_0 + \alpha_1$

**Example:**  $\mathcal{SG} = [n, n - 1], M = 2^{k_G}$



# A Pattern of Erasure in Matrix Representation

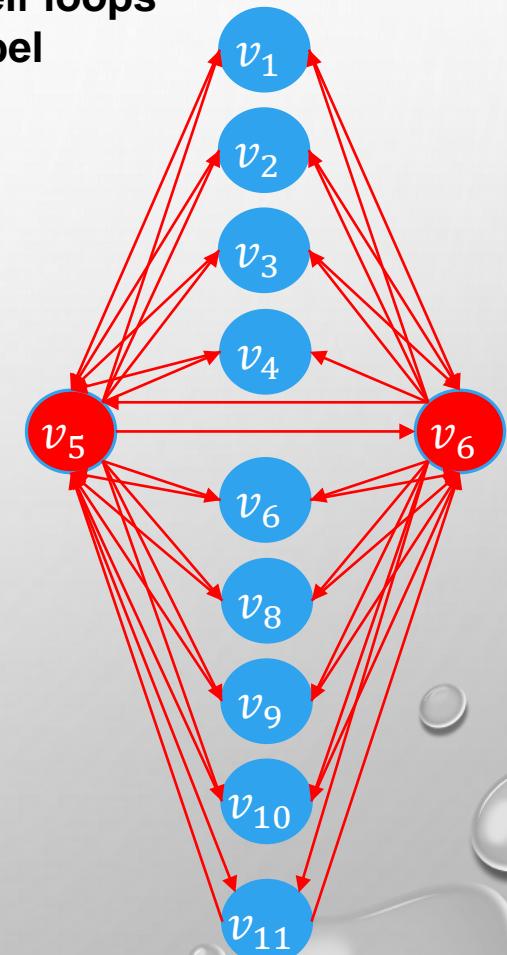
- A complete graph with self loops
- Each edge has a label




# A Pattern of Erasure in Matrix Representation

- The nodes  $v_5$  and  $v_7$  are erased
- A complete graph with self loops
- Each edge have some label

					?		?				
					?		?				
					?		?				
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?	?	?	?	?	?	?	?	?	?	?	?
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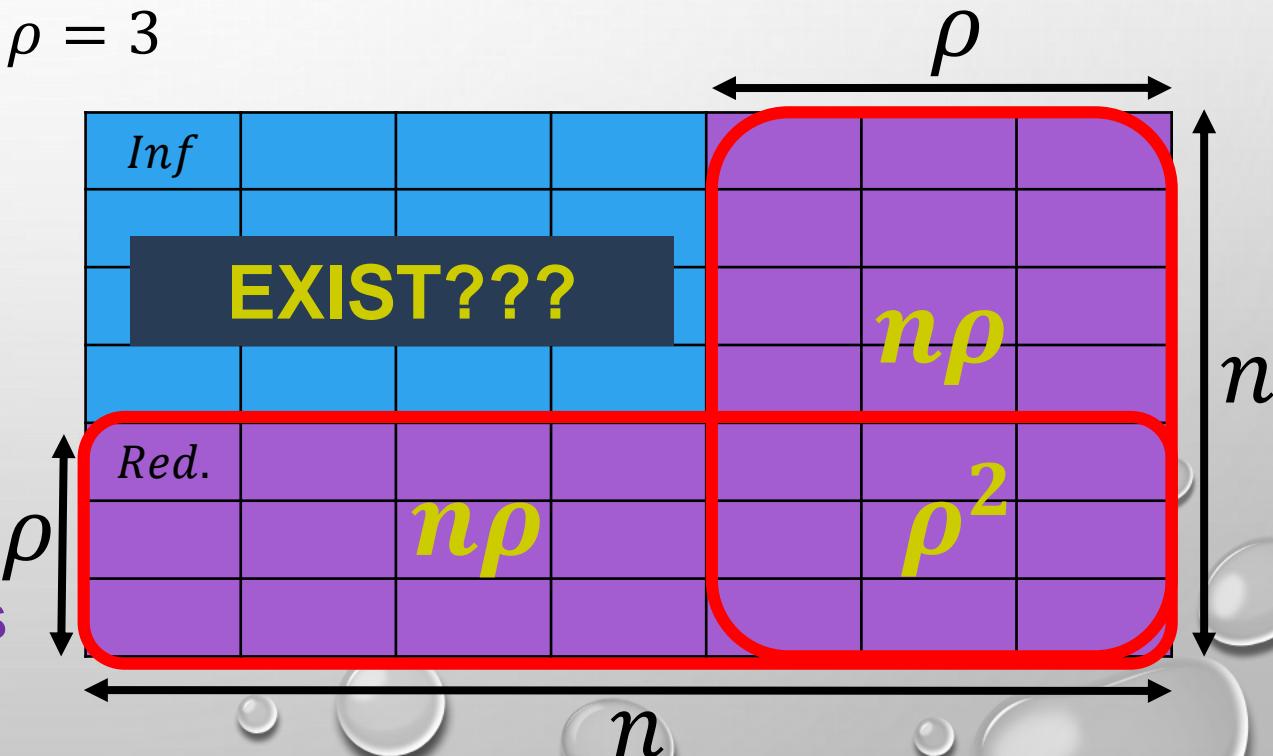


# Redundancy Bound

- **Singleton bound:** For a given  $\rho$ , the number of redundancy edges  $r_G$  satisfies  $r_G \geq 2n\rho - \rho^2$ 
  - For systematic codes  $r \geq \rho$
- **For example:**  $SG - [n = 7, k = 4], \rho = 3$

$$r_G = 2n\rho - \rho^2 = 2 \cdot 7 \cdot 3 - 3^2 = 33$$

$\rho$  – number of **failed nodes**  
 $r$  – number of redundancy **nodes**  
 $r_G$  – number of redundancy **edges**



Example:  $SG - [n, n - 1], M = 2^{k_G}$

											$n - 1$		
$n - 1$	Col.	Col.	Col.	Col.	Col.	Col.	Col.	Col.	Col.	Diag	Row		
	$r_G = 2n - 1$										Row		
											Row		
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# Trivial Construction

- The construction of **optimal** graph codes can be accomplished by  $[n^2, (n - \rho)^2, 2n\rho - \rho^2 + 1]$  **MDS** codes over a field of size  $q \geq n^2 - 1$ 
  - For example:  $\mathcal{SG} - [n = 7, k = 6]_q, \rho = 1, r_G = 13$

$c_1$	$c_2$	$c_3$	$c_4$	$c_5$	$c_6$	$r_1$
$c_7$	$c_8$	$c_9$	$c_{10}$	$c_{11}$	$c_{12}$	$r_2$
$c_{13}$	$c_{14}$	$c_{15}$	$c_{16}$	$c_{17}$	$c_{18}$	$r_3$
$c_{19}$	$c_{20}$	$c_{21}$	$c_{22}$	$c_{23}$	$c_{24}$	$r_4$
$c_{25}$	$c_{26}$	$c_{27}$	$c_{28}$	$c_{29}$	$c_{30}$	$r_5$
$c_{31}$	$c_{32}$	$c_{33}$	$c_{34}$	$c_{35}$	$c_{36}$	$r_6$
$r_{13}$	$r_{12}$	$r_{11}$	$r_{10}$	$r_9$	$r_8$	$r_7$



$[49, 36, 13 + 1]$

$c_1$	$c_2$	...	$c_{36}$	$r_1$	...	$r_{13}$
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- The construction of **optimal** graph codes can be accomplished by  $[n^2, (n - \rho)^2, 2n\rho - \rho^2 + 1]$  MDS codes over a field of size  $q \geq n^2 - 1$ 
  - For example:  $\mathcal{SG} - [n = 7, k = 6]_q, \rho = 1, r_G = 13$

?	$c_2$	$c_3$	$c_4$	$c_5$	$c_6$	?
$c_7$	$c_8$	?	$c_{10}$	$c_{11}$	$c_{12}$	$r_2$
?	?	?	?	?	?	$r_3$
$c_{19}$	$c_{20}$	?	$c_{22}$	$c_{23}$	$c_{24}$	$r_4$
$c_{25}$	$c_{26}$	$c_{27}$	$c_{28}$	?	$c_{30}$	$r_5$
$c_{31}$	$c_{32}$	?	$c_{34}$	$c_{35}$	$c_{36}$	$r_6$
$r_{13}$	$r_{12}$	?	$r_{10}$	$r_9$	$r_8$	$r_7$



$[49, 36, 13 + 1]$

?	$c_2$	...	$c_{36}$	?	...	$r_{13}$
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# Trivial Construction

- The construction of **optimal** graph codes can be accomplished by  $[n^2, (n - \rho)^2, 2n\rho - \rho^2 + 1]$  MDS codes over a field of size  $q \geq n^2 - 1$ 
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$c_1$	$c_2$	?	$c_4$	$c_5$	$c_6$	$r_1$
$c_7$	$c_8$	?	$c_{10}$	$c_{11}$	$c_{12}$	$r_2$
?	?	?	?	?	?	?
$c_{19}$	$c_{20}$	?	$c_{22}$	$c_{23}$	$c_{24}$	$r_4$
$c_{25}$	$c_{26}$	?	$c_{28}$	$c_{29}$	$c_{30}$	$r_5$
$c_{31}$	$c_{32}$	?	$c_{34}$	$c_{35}$	$c_{36}$	$r_6$
$r_{13}$	$r_{12}$	?	$r_{10}$	$r_9$	$r_8$	$r_7$



[49, 36, 13 + 1]

$c_1$	$c_2$	...	$c_{16}$	$r_1$	...	?
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- Smaller fields: **binary or linear**
- Optimal redundancy**

# Redundancy Bound

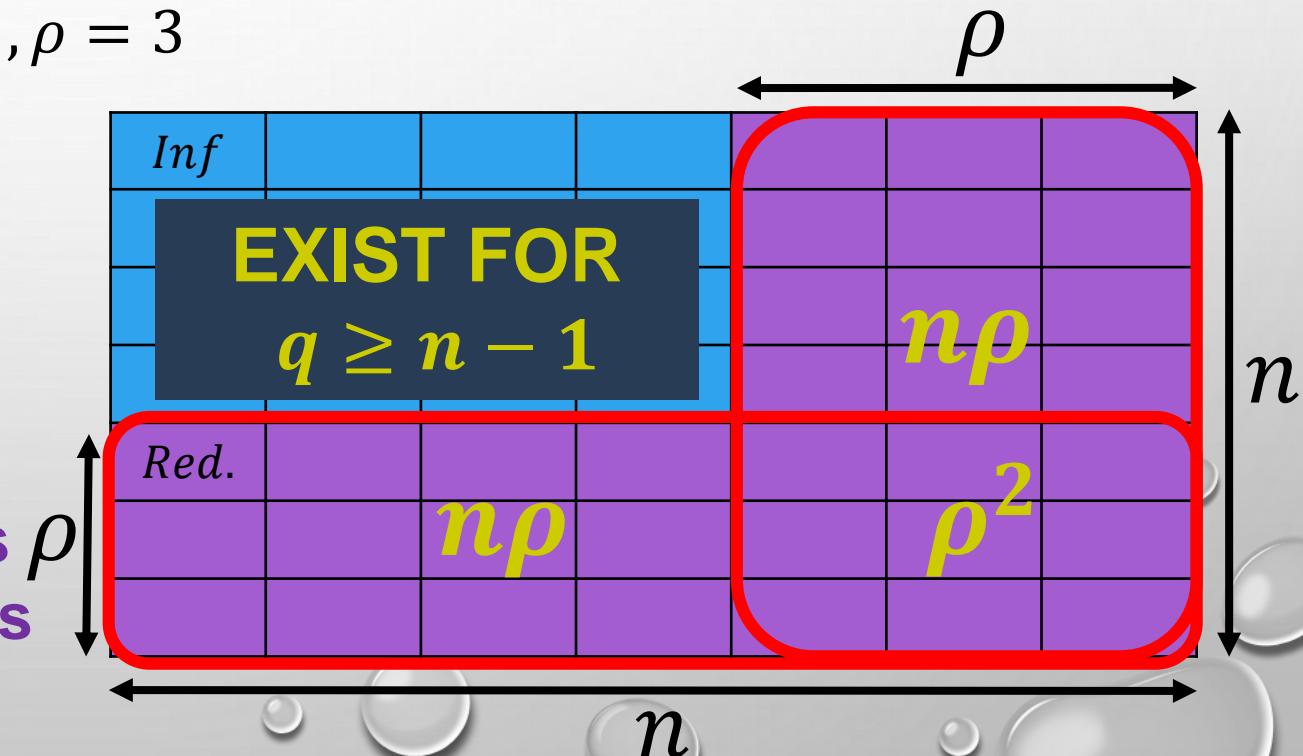
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$$r_G = 2n\rho - \rho^2 = 2 \cdot 7 \cdot 3 - 3^2 = 33$$

$\rho$  – number of **failed nodes**

$r$  – number of redundancy **nodes**

$r_G$  – number of redundancy **edges**



# Optimal Linear $\rho$ -Node-Erasures-Correcting Codes

$\mathcal{SG} = [n, n - \rho]_q$   $q$  is a prime power greater than  $n - 1$

# Optimal Linear $\rho$ -Node-Erasures-Correcting Codes $\mathcal{SG} - [n, n - \rho]_q$

	$n - \rho$								$\rho = r$		
$n - \rho$	<i>Inf</i>								<i>Red.</i>	$\dots$	<i>Red.</i>
$\rho = r$	<i>Red.</i>	$\dots$	<i>Red.</i>								
	$\vdots$	$\ddots$	<i>Red.</i>								
	<i>Red.</i>	$\dots$	<i>Red.</i>								

# Optimal Linear 3-Node-Erasures-Correcting Codes $\mathcal{SG} - [n, n - 3]_q$

								$n - 3$	$\rho = 3$		
<i>Inf</i>									Row	Row	Row
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# Optimal Linear 3-Node-Erasures-Correcting Codes $\mathcal{SG} - [n, n - 3]_q$

										$n - 3$	$\rho = 3$		
										<i>Inf</i>	<i>Row</i>	<i>Row</i>	<i>Row</i>
											$[n, n - 3, 4]$		
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											$[n, n - 3, 4]$		

# Optimal Linear 3-Node-Erasures-Correcting Codes $\mathcal{SG} - [n, n - 3]_q$

										$n - 3$	$\rho = 3$		
<i>Inf</i>	?	?	?	?	?	?	?	?	?	Row	Row	Row	[ $n, n - 3, 4$ ]
?	?	?	?	?	?	?	?	?	?	?	?	?	[ $n, n - 3, 4$ ]
?	?	?	?	?	?	?	?	?	?	Row	Row	Row	
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?	?	?	?	?	?	?	?	?	?	Row	Row	Row	
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?	?	?	?	?	?	?	?	?	?	Row	Row	Row	
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<i>Col.</i>	?	Col.	?	Col.	Col.	Col.	Col.	?	Row	Row	Row		
<i>Col.</i>	?	Col.	?	Col.	Col.	Col.	Col.	?	Row	Row	Row		
<i>Col.</i>	?	Col.	?	Col.	Col.	Col.	Col.	?	Row	Row	Row		[ $n, n - 3, 4$ ]

# Optimal Linear 3-Node-Erasures-Correcting Codes $\mathcal{SG} - [n, n - 3]_q$

								$n - 3$	$\rho = 3$		
<i>Inf</i>									Row	Row	Row
?	?	?	?	?	?	?	?	?	?	?	?
?	?	?	?	?	?	?	?	?	Row	Row	Row
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?	?	?	?	?	?	?	?	?	Row	Row	Row
<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Row</i>	<i>Row</i>	<i>Row</i>	<i>Row</i>
<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Row</i>	<i>Row</i>	<i>Row</i>	<i>Row</i>
<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Col.</i>	<i>Row</i>	<i>Row</i>	<i>Row</i>	<i>Row</i>
[ $n, n - 3, 4$ ]			...			[ $n, n - 3, 4$ ]					

# Optimal Linear 3-Node-Erasures-Correcting Codes $\mathcal{SG} - [n, n - 3]_q$

								$n - 3$	$\rho = 3$			
									Row	Row	Row	
									? ←	? ←	? ←	
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$Col.$				$Col.$	$Col.$	$Col.$	$Col.$	$Col.$	$Col.$	$Row$	$Row$	$Row$

# Optimal Linear 3-Node-Erasures-Correcting Codes $\mathcal{SG} - [n, n - 3]_q$

								$n - 3$	$\rho = 3$		
									$n - 3$		$\rho = 3$
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<i>Inf</i>									Row	Row	Row
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<i>Col.</i>	<i>Row</i>	<i>Row</i>	<i>Row</i>	<i>Row</i>							
<i>Col.</i>	<i>Row</i>	<i>Row</i>	<i>Row</i>	<i>Row</i>							

# Related Work

- There is a lot of work on **array codes**
  - Maximum-rank array codes, Roth 1993
  - Codes for graph erasures, YY 2017
  - EVENODD codes, Blaum et al. 1995
  - d-codes, Schmidt 2010
  - Etc.

# Related Work: Maximum-Rank Array Codes

# Maximum-rank array codes, Roth 1993

				?							
				?							
				?							
?	?	?	?	?	?	?	?	?	?	?	?
				?							
				?							
?	?	?	?	?	?	?	?	?	?	?	?
				?							
?	?	?	?	?	?	?	?	?	?	?	?
				?							
				?							

- Square **binary**  $n \times n$  array codes
  - Correcting  $t$  **row/column** erasures
    - For example  $t = 4$
  - Require  $t \cdot n$  redundancy bits

# Related Work: Maximum-Rank Array Codes

# Maximum-rank array codes, Roth 1993

				?							
				?							
				?							
?	?	?	?	?	?	?	?	?	?	?	?
				?							
				?							
?	?	?	?	?	?	?	?	?	?	?	?
				?							
?	?	?	?	?	?	?	?	?	?	?	?
				?							
				?							

$$t = 2\rho$$

# Graph codes

				?		?					
				?		?					
				?		?					
				?		?					
$\rho$		?	?	?	?	?	?	?	?	?	?
?	?	?	?	?	?	?	?	?	?	?	?
				?		?					
				?		?					
				?		?					
				?		?					

# Related Work: Maximum-rank array codes

# Maximum-rank array codes, Roth 1993

				?							
				?							
				?							
?	?	?	?	?	?	?	?	?	?	?	?
				?							
				?							
?	?	?	?	?	?	?	?	?	?	?	?
				?							
?	?	?	?	?	?	?	?	?	?	?	?
				?							
				?							

# Codes over a **binary** field

$$r_G = 2n\rho$$

$$r_G > 2n\rho - \rho^2$$

**For  $\rho = 2$  only 4 redundancy bits away from optimality**

# But we have an optimal construction!



$\rho$  – number of failed nodes

$r_G$  – number of redundancy edges

# Optimal Binary Double-Node-Erasures-Correcting Codes $\mathcal{SG} - [n, n - 2]$

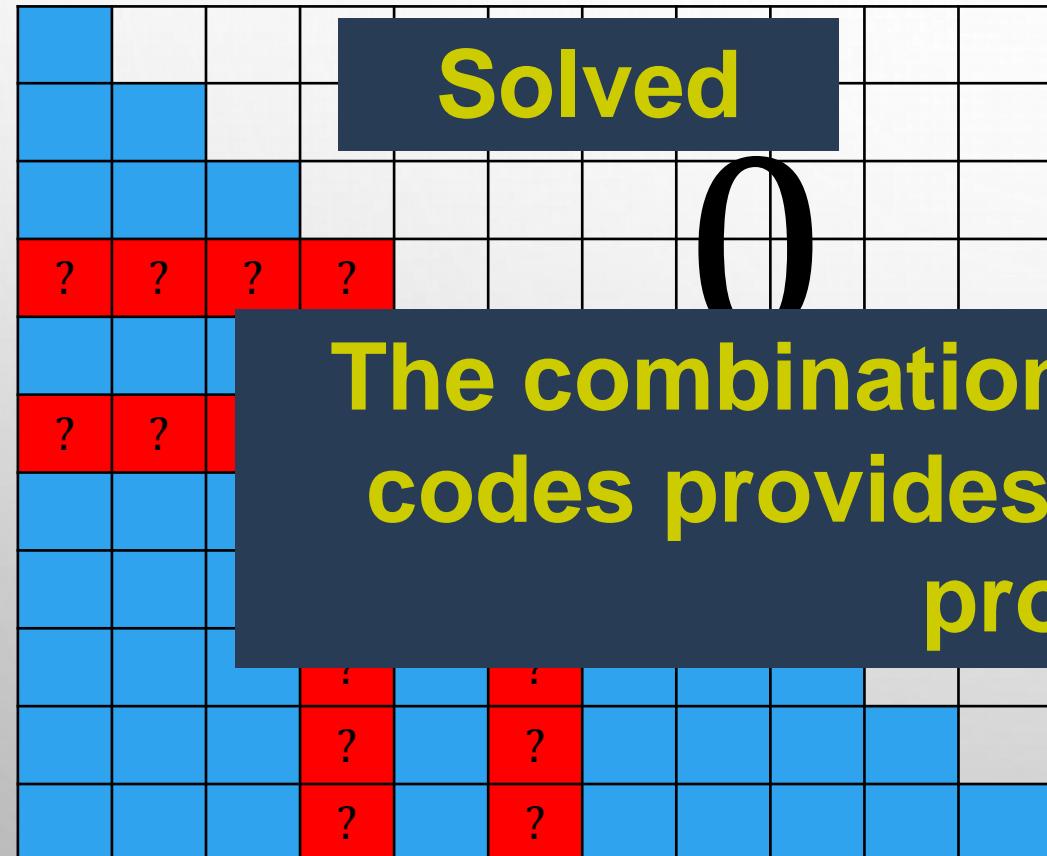
***n*** is a **prime** number

# Codes for Directed Graph Erasures

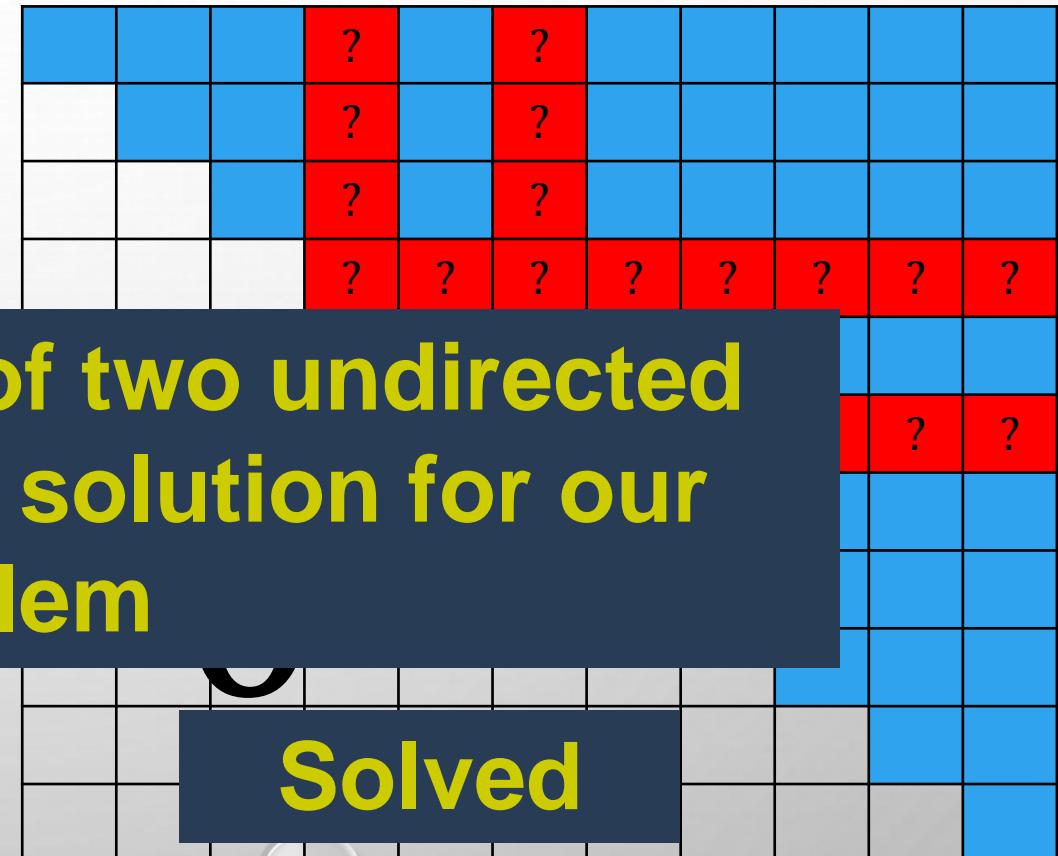
			?		?							
			?		?							
			?		?							
?	?	?	?	?	?	?	?	?	?	?	?	?
			?		?							
?	?	?	?	?	?	?	?	?	?	?	?	?
			?		?							
			?		?							
			?		?							
			?		?							

# Codes for Undirected Graph Erasures

The edges of  $v_4, v_6$  are erased

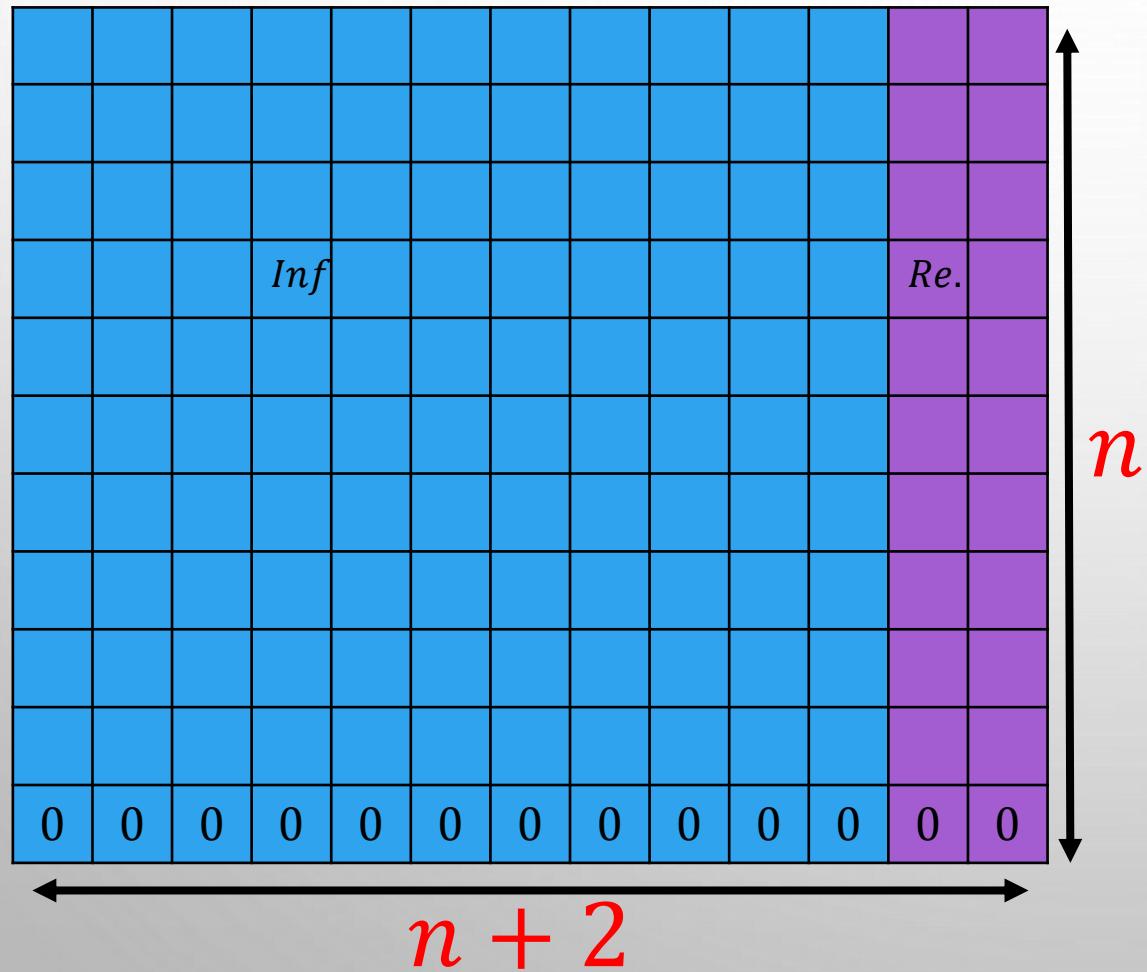


Undirected pattern of error



# EVENODD Codes

Two columns failure,  $n$  is prime



# EVENODD Codes

Row parity

0	0	0	0	0	0	0	0	0	0	$S_0$
0	0	0	0	0	0	0	0	0	0	$S_1$
0	0	0	0	0	0	0	0	0	0	$S_2$
0	0	0	0	0	0	0	0	0	0	$S_3$
0	0	0	0	0	0	0	0	0	0	$S_4$
0	0	0	0	0	0	0	0	0	0	$S_5$
0	0	0	0	0	0	0	0	0	0	$S_6$
0	0	0	0	0	0	0	0	0	0	$S_7$
0	0	0	0	0	0	0	0	0	0	$S_8$
0	0	0	0	0	0	0	0	0	0	$S_9$

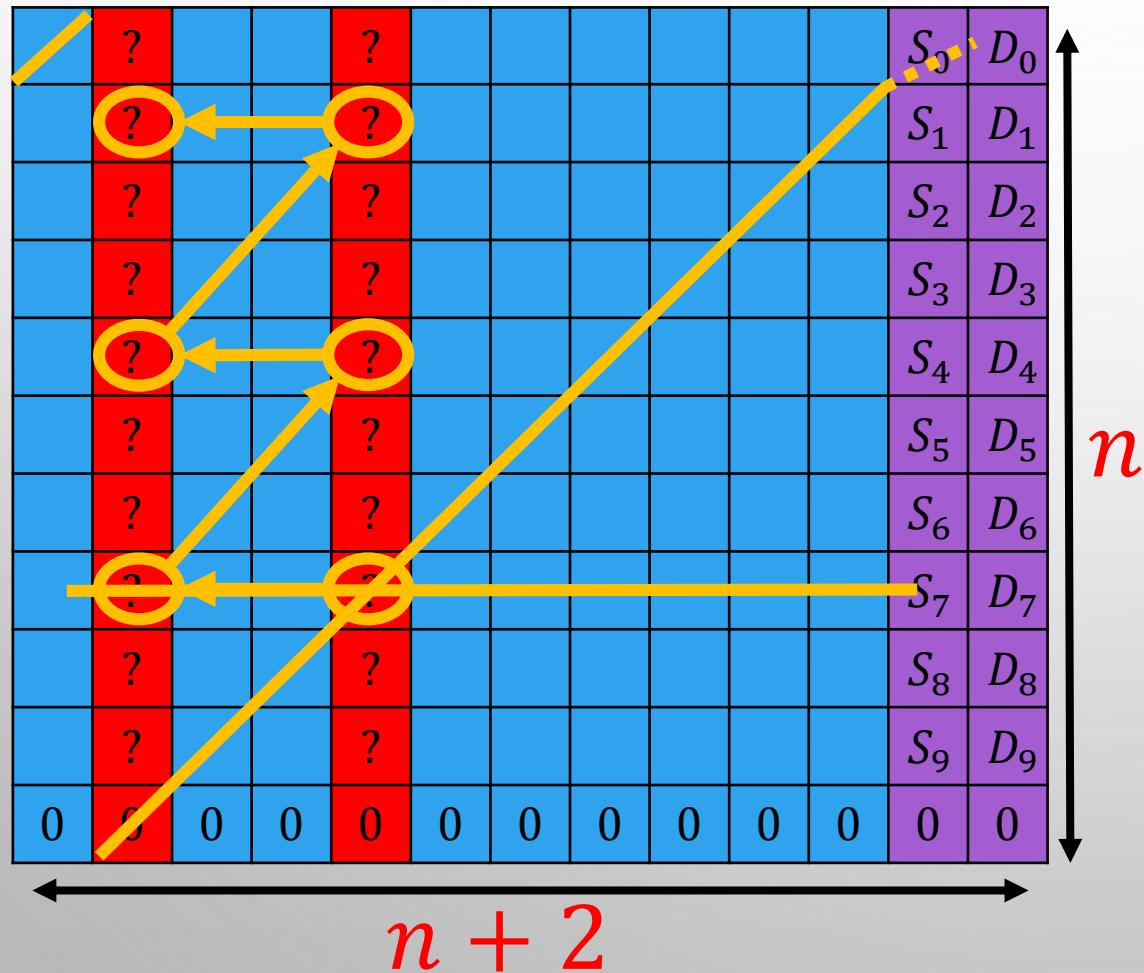
Diagonal parity

0	0	0	0	0	0	0	0	0	0	$D_0$
0	0	0	0	0	0	0	0	0	0	$D_1$
0	0	0	0	0	0	0	0	0	0	$D_2$
0	0	0	0	0	0	0	0	0	0	$D_3$
0	0	0	0	0	0	0	0	0	0	$D_4$
0	0	0	0	0	0	0	0	0	0	$D_5$
0	0	0	0	0	0	0	0	0	0	$D_6$
0	0	0	0	0	0	0	0	0	0	$D_7$
0	0	0	0	0	0	0	0	0	0	$D_8$
0	0	0	0	0	0	0	0	0	0	$D_9$
0	0	0	0	0	0	0	0	0	0	0

A special diagonal

# EVENODD Codes

Two columns failure,  $n$  is prime



**$n$  is prime!**  
**All erasures are corrected!**

# EVENODD Codes vs Graph Codes

**2 column failure,  $n$  is prime**

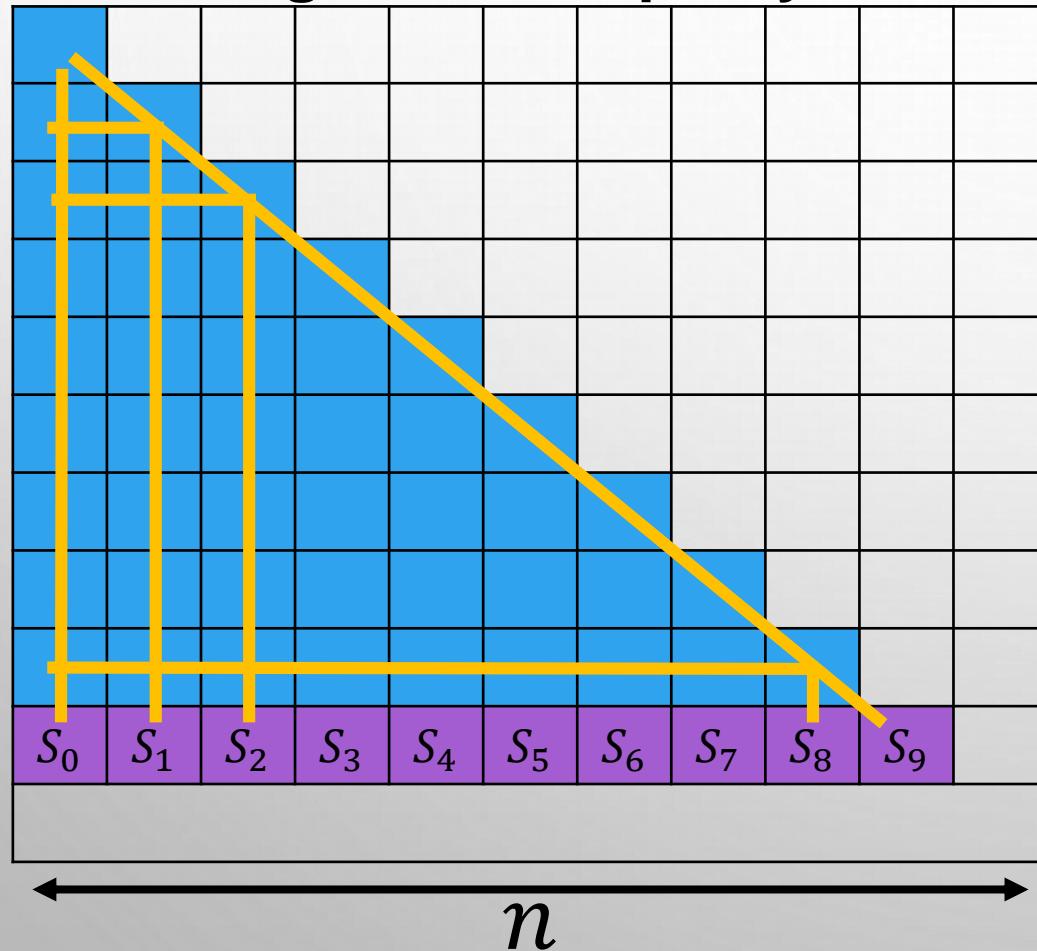
	?			?							$S_0$	$D_0$
	?			?							$S_1$	$D_1$
	?			?							$S_2$	$D_2$
	?			?							$S_3$	$D_3$
	?			?							$S_4$	$D_4$
	?			?							$S_5$	$D_5$
	?			?							$S_6$	$D_6$
	?			?							$S_7$	$D_7$
	?			?							$S_8$	$D_8$
	?			?							$S_9$	$D_9$
0	0	0	0	0	0	0	0	0	0	0	$D_{10}$	$D_0$
$\longleftrightarrow n + 2$												

**2 node failure,  $n$  is prime**

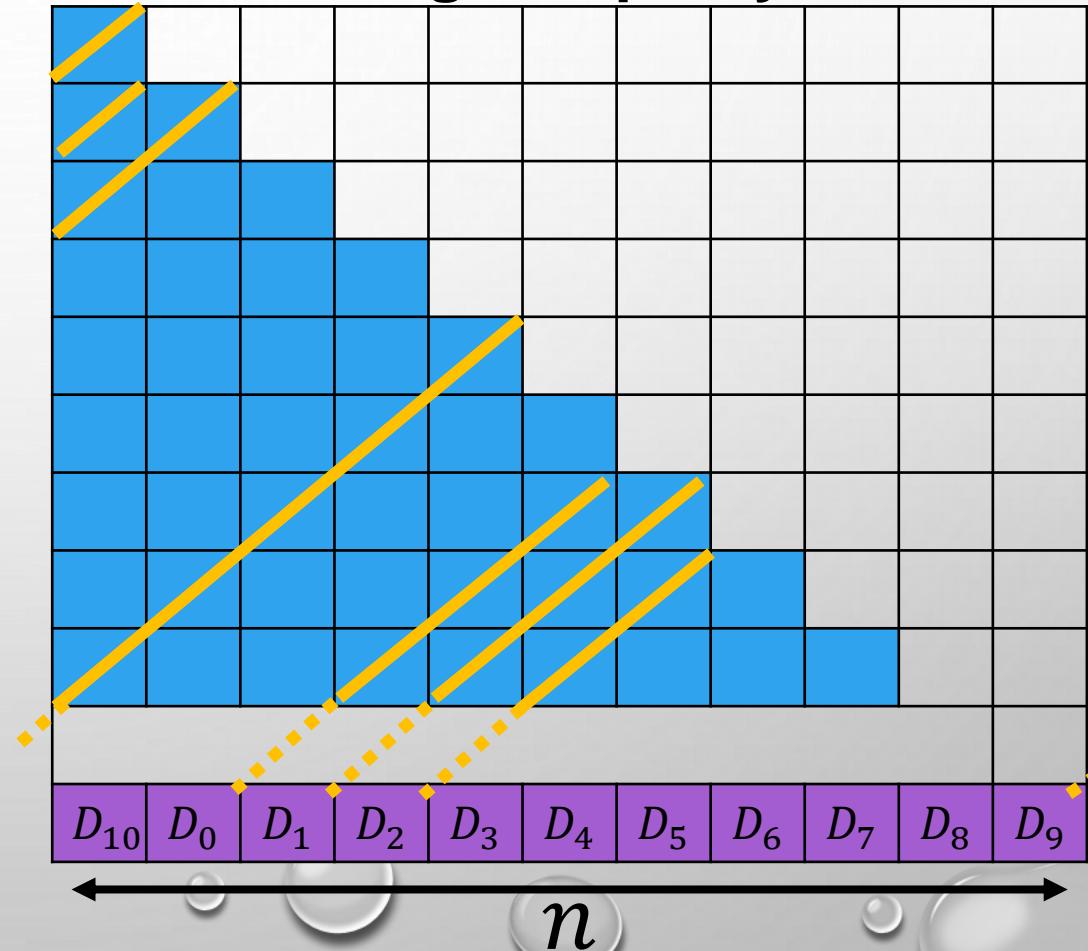
?	?	?	?	?								
					?							
?	?	?	?	?	?	?	?	?	?			
						?	?	?	?			
							?	?	?			
								?	?			
									?			
$S_0$	$S_1$	$S_2$	?	$S_4$	?	$S_6$	$S_7$	$S_8$	$S_9$			
$D_{10}$	$D_0$	$D_1$	?	$D_3$	?	$D_5$	$D_6$	$D_7$	$D_8$	$D_9$		
$\longleftrightarrow n$												

# EVENODD Codes vs Graph Codes

**Neighborhood parity**

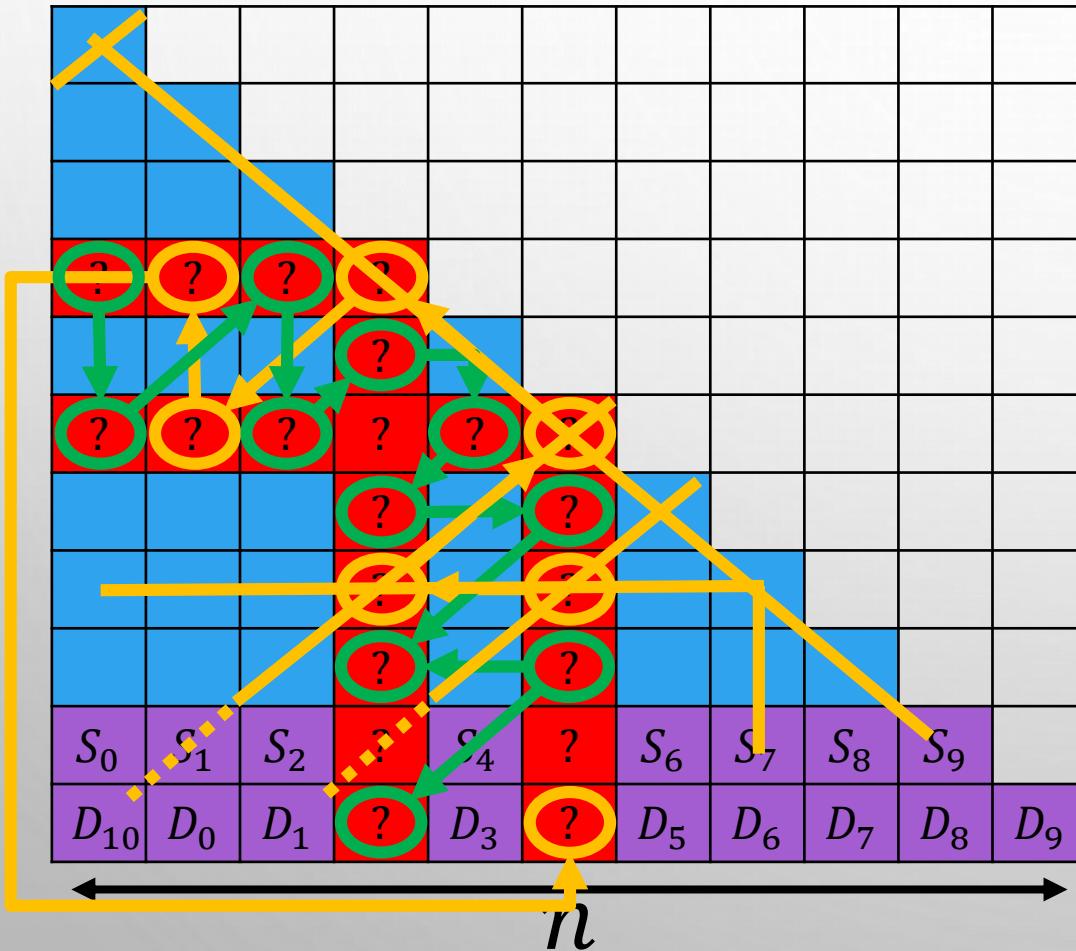


**Diagonal parity**



# EVENODD Codes vs Graph Codes

2 node failure,  $n$  is prime



- Yellow Loop
- Green Loop

# Codes for Undirected Graph Erasures

$S_0$	$S_1$	$S_2$	$S_3$	$S_4$	$S_5$	$S_6$	$S_7$	$S_8$	$S_9$		
$D_{10}$	$D_0$	$D_1$	$D_2$	$D_3$	$D_4$	$D_5$	$D_6$	$D_7$	$D_8$	$D_9$	

$n - 1$

1<sup>st</sup>-Neighbourhood 2<sup>nd</sup>-Diagonal

$n$

										$D'_9$	$S'_0$
										$D'_{10}$	$S'_1$
										$D'_0$	$S'_2$
										$D'_1$	$S'_3$
										$D'_2$	$S'_4$
										$D'_3$	$S'_5$
										$D'_4$	$S'_6$
										$D'_5$	$S'_7$
										$D'_6$	$S'_8$
										$D'_7$	$D'_8$
											$S'_9$

$n - 1$

1<sup>st</sup>-Diagonal

2<sup>nd</sup>-Neighbourhood

$n$

Switch the roles

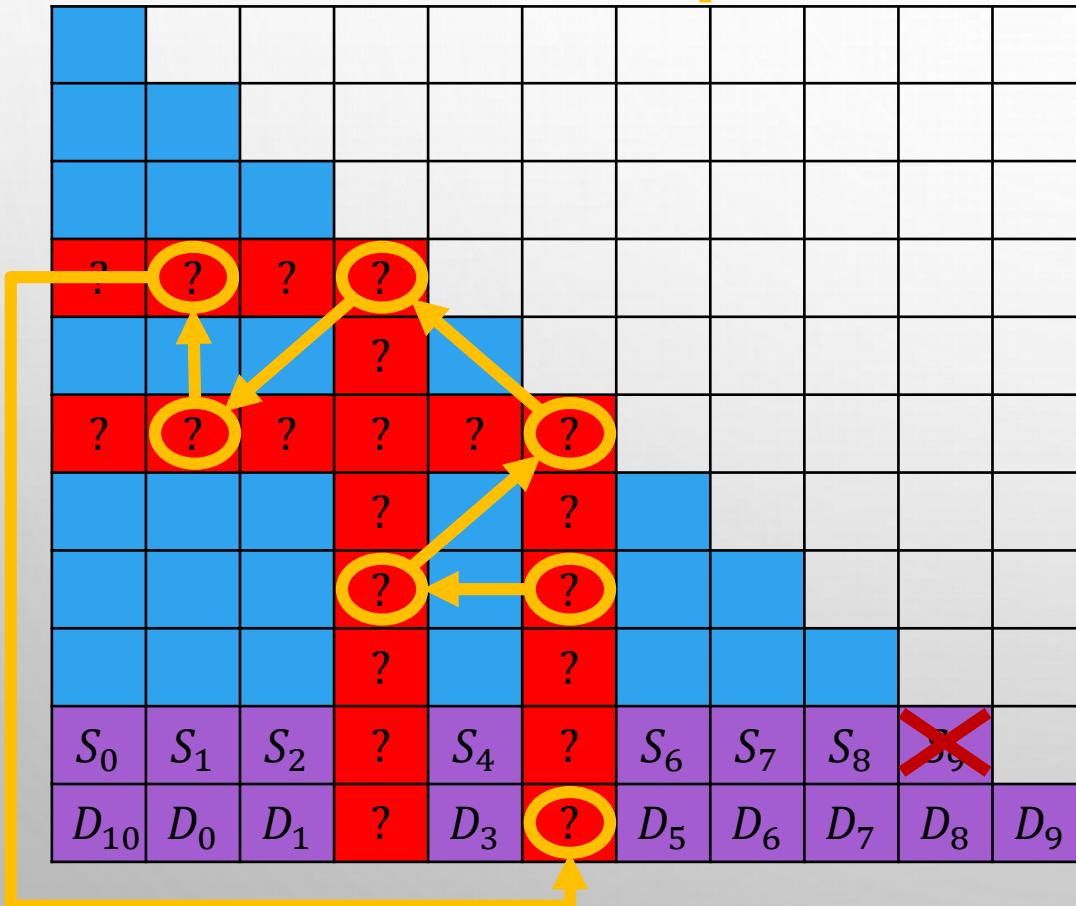


Why?

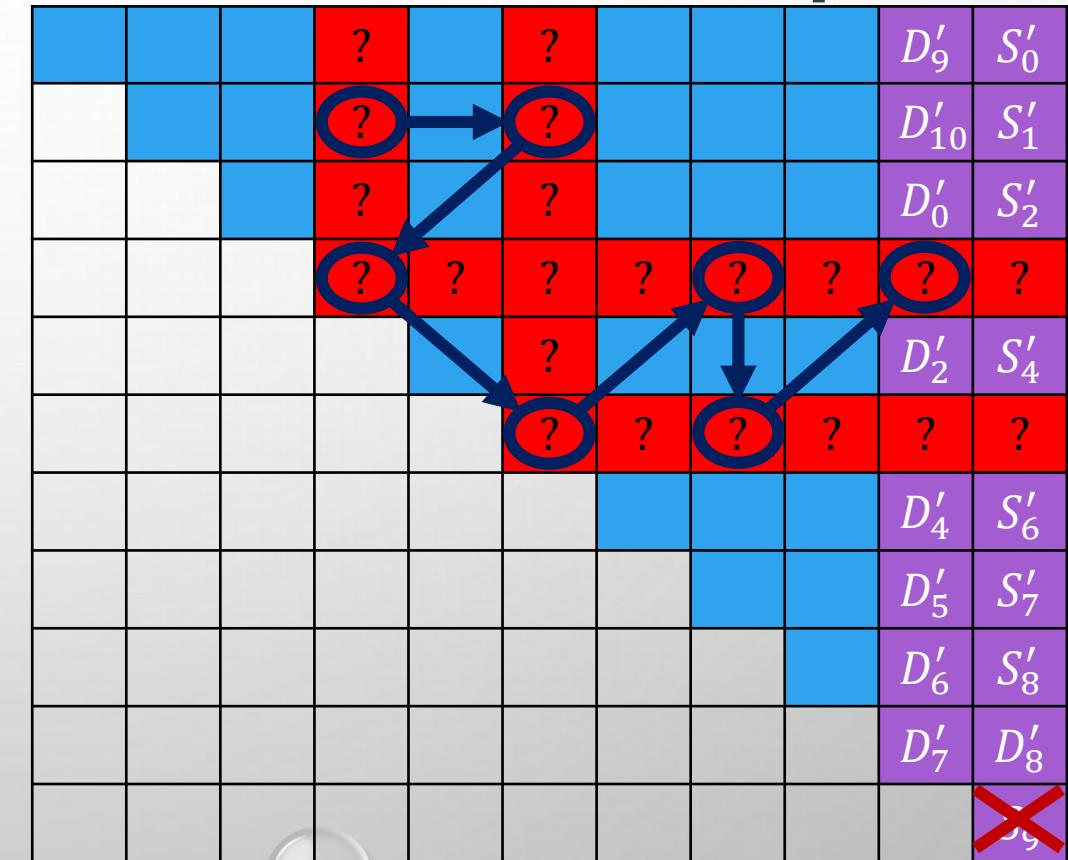
Later!

# Codes for Directed Graph Erasures

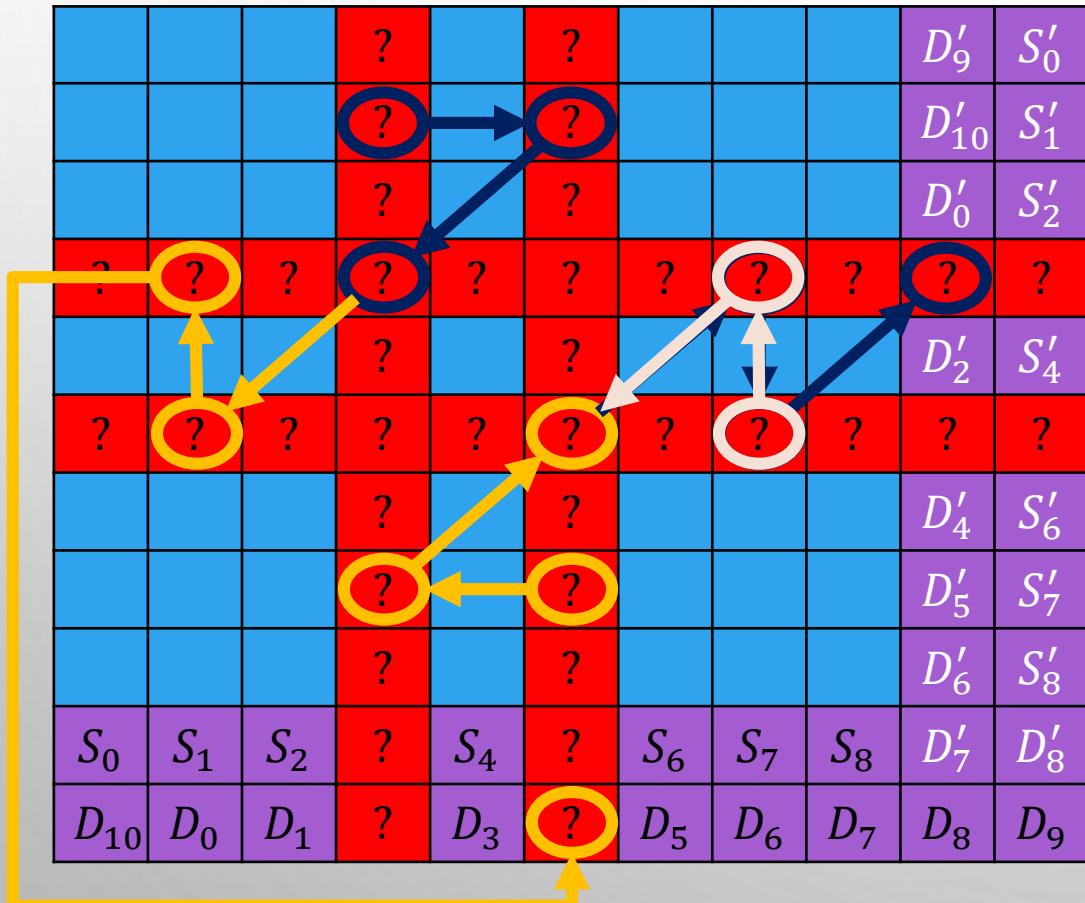
**Yellow Loop**



**Dark-Blue Loop**



# Codes for Directed Graph Erasures



Does switching  
the roles help?

YES!!

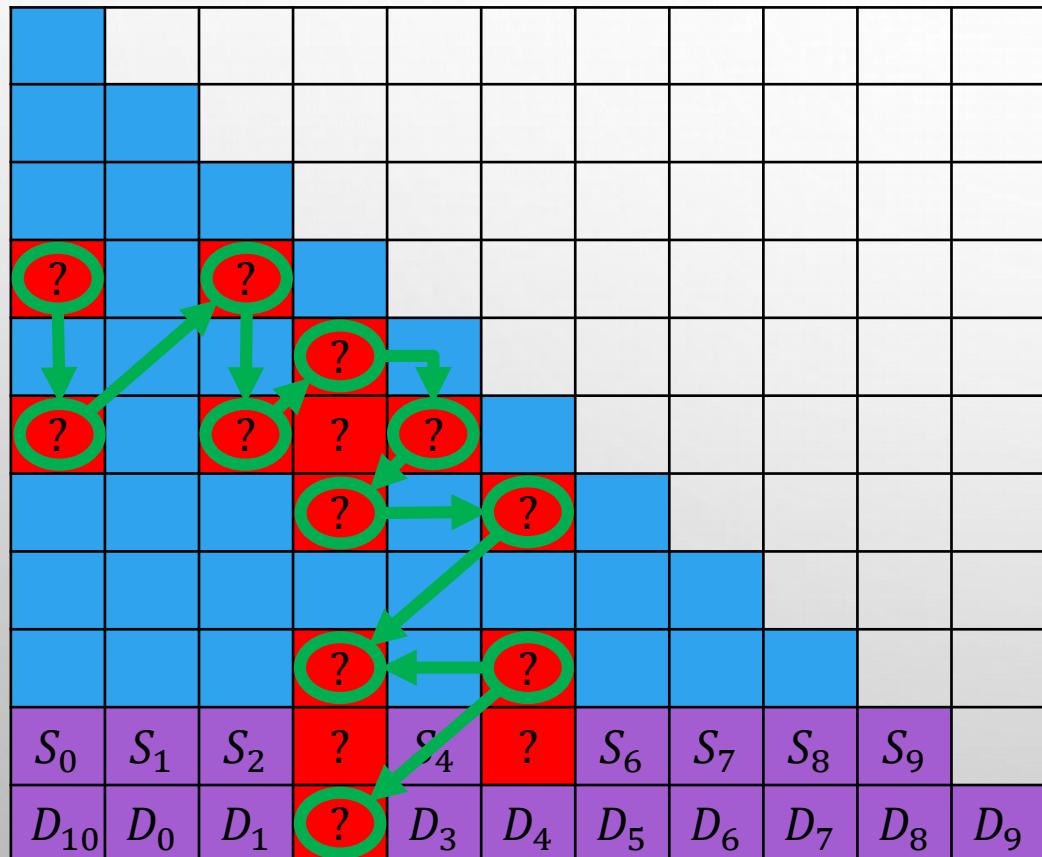
The pink loop is a mirror of  
the yellow loop

# Codes for Directed Graph Erasures

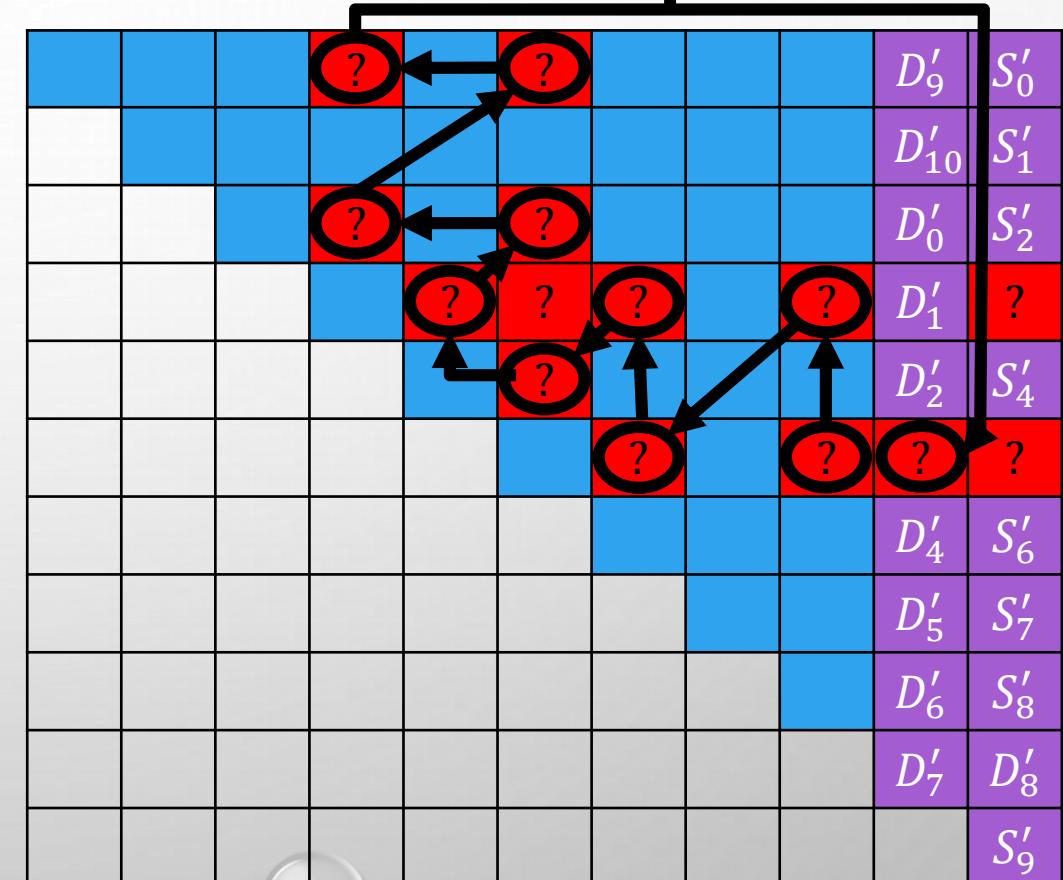
			?		?					$D'_9$	$S'_0$
										$D'_{10}$	$S'_1$
			?		?					$D'_0$	$S'_2$
?		?	?	?	?	?		?	$D'_1$	?	
		?	?	?	?				$D'_2$	$S'_4$	
?		?	?	?	?		?	?	?	?	
			?		?				$D'_4$	$S'_6$	
									$D'_5$	$S'_7$	
			?		?				$D'_6$	$S'_8$	
$S_0$	$S_1$	$S_2$	?	$S_4$	?	$S_6$	$S_7$	$S_8$	$D'_7$	$D'_8$	
$D_{10}$	$D_0$	$D_1$	?	$D_3$	$D_4$	$D_5$	$D_6$	$D_7$	$D_8$	$D_9$	

# Codes for Directed Graph Erasures

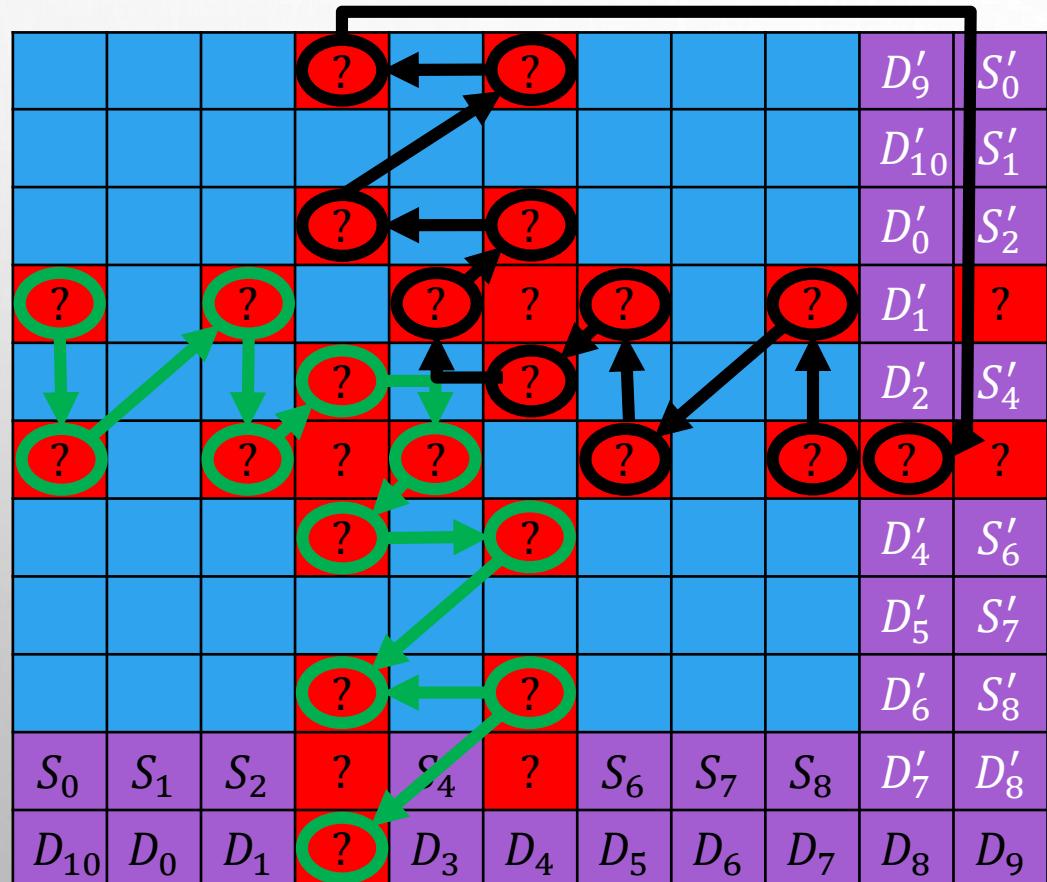
## Green Loop



## Black Loop

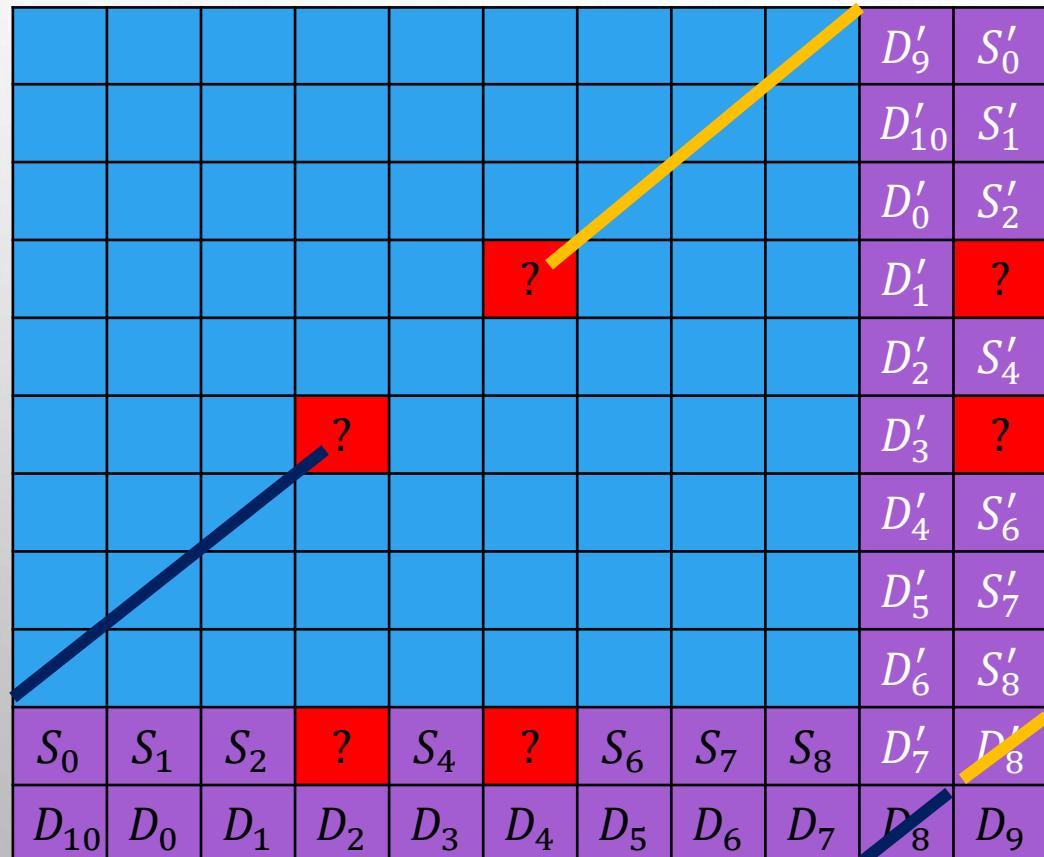


# Codes for Directed Graph Erasures



Main diagonal parity isn't required!

# Codes for Directed Graph Erasures

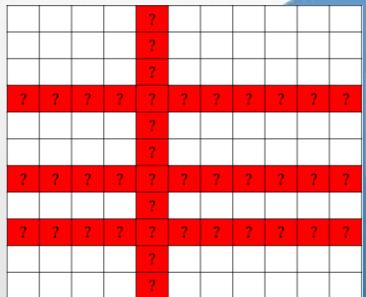


# Codes for Directed Graph Erasures

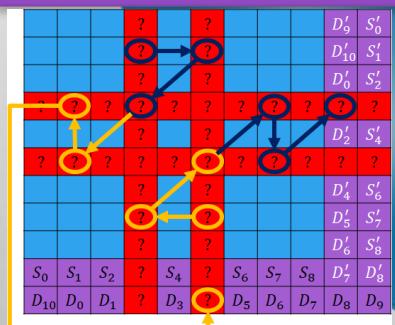
										$D'_9$	$S'_0$
										$D'_{10}$	$S'_1$
										$D'_0$	$S'_2$
										$D'_1$	$S'_3$
										$D'_2$	$S'_4$
										$D'_3$	$S'_5$
										$D'_4$	$S'_6$
										$D'_5$	$S'_7$
										$D'_6$	$S'_8$
$S_0$	$S_1$	$S_2$	$S_3$	$S_4$	$S_5$	$S_6$	$S_7$	$S_8$	$D'_7$	$D'_8$	
$D_{10}$	$D_0$	$D_1$	$D_2$	$D_3$	$D_4$	$D_5$	$D_6$	$D_7$	$D_8$	$D_9$	

# Codes over Directed Graphs - Summary

The world of our codes over a **binary** field



Our main result



$$\mathcal{G} = [n, k_G]$$

$$r_G = 2np$$

Roth 1993

$$\mathcal{SG} = [n \text{ prime}, n-2]$$

$$\rho = 2$$

$$\mathcal{SG} = [n = 4, 6, 8, n-2]$$

$$\rho = 2$$

Exhaustive search

$$\mathcal{SG} = [n, 2]$$

$$\rho = n-2$$

Isn't shown

**Open problem**



## Thank You