

# Chaotic Architectures for Secure Free-Space Optical Communication

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# Outline

- ◆ **Introduction and Motivation**
- ◆ **Approach**
- ◆ **Implementation Architecture**
- ◆ **Results and Future Work**
- ◆ **Summary and Conclusions**



# Introduction and Motivation

## ◆ Free-Space Optical (FSO) vs. Free-Space Radio-Frequency (FSRF) communications

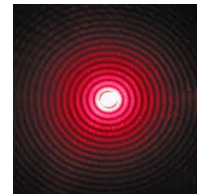
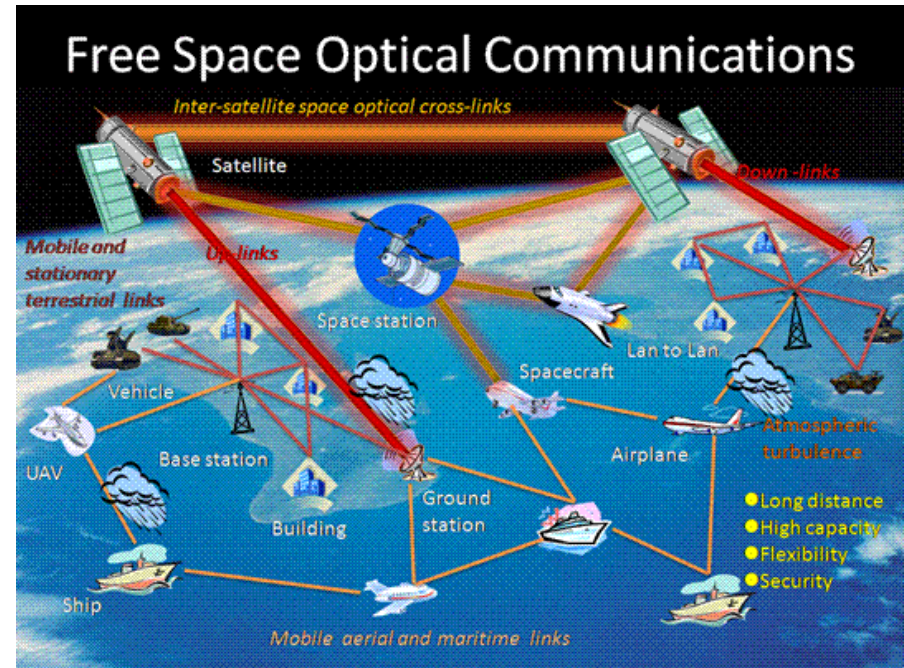
- Larger Bandwidth
- Lower Cost, Power, Mass of implementation
- Improved Security

## ◆ Secure FSO communications

- Usually use laser N-slit-interferometers
  - ◆ Over relatively **short propagation distances**, particularly for **deep-space communication**
    - » Terrestrial applications → Several kilometers
    - » Space applications → Several thousand kilometers (2,000-10,000 km)

## ◆ Security and Long-Range FSO communications

- **Conflicting requirements**



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# Approach

## ◆ Chaotic Systems

- First presented by E. N. Lorenz in 1963
- Display **well defined**, but extremely **complex dynamic behaviors**
  - ◆ Broadband noise-like signals similar to spread-spectrum signals
  - ◆ Multi-path fading resistance
  - ◆ Unpredictability
  - ◆ Sensitivity to initial conditions
- **Difficult for unintentional receivers** to synchronize to the chaotic signal → Security

## ◆ Pyramidal Filtering Structures

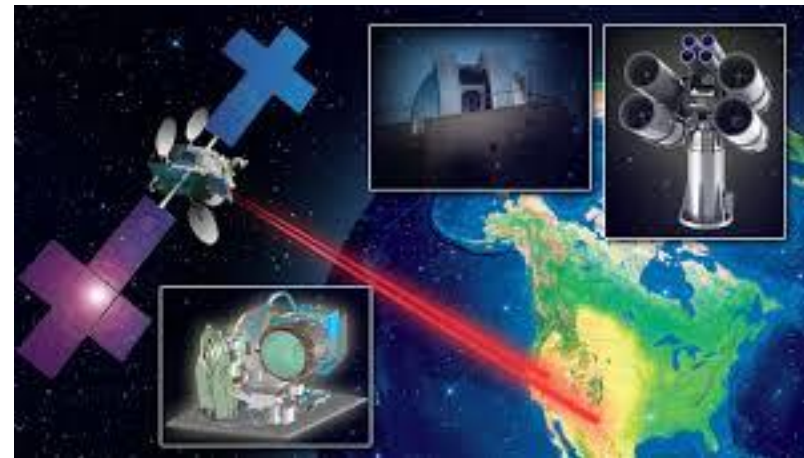
- Discrete Wavelet Transformation (DWT)
  - ◆ Minimize **scintillation noise**
    - » Usually found in space-to-ground, near-Earth, and terrestrial communications

## ◆ FPGAs

- Stringent real-time requirements of FSO communications
  - ◆ Transmission Rates > 1 Gbps
  - ◆ Bit-Error-Ratios (BER) <  $10^{-7}$



Laser Communications Relay Demonstration (LCRD)

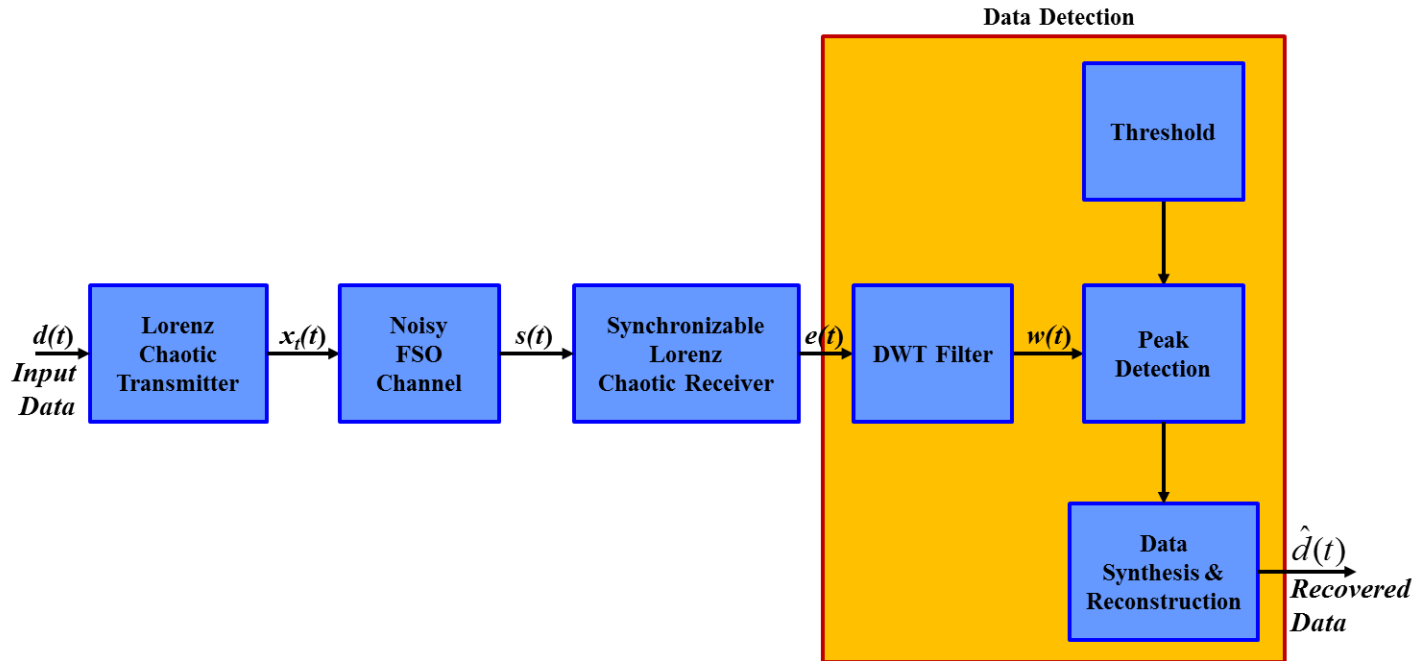


# Outline

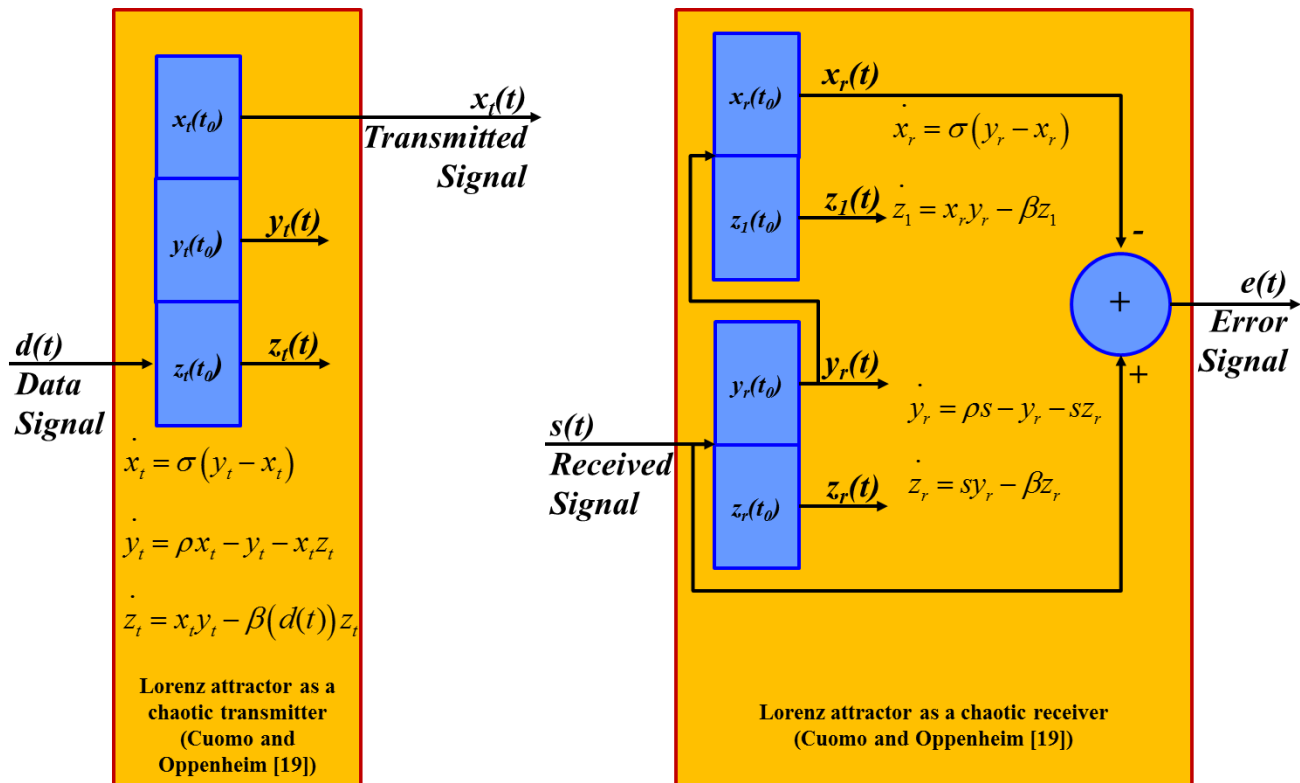
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# Proposed System Architecture

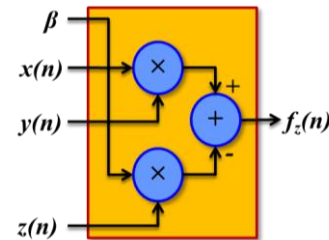
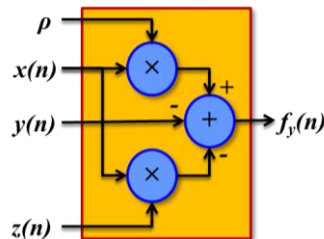
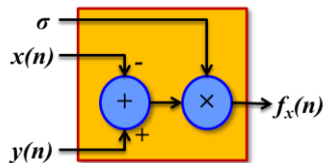
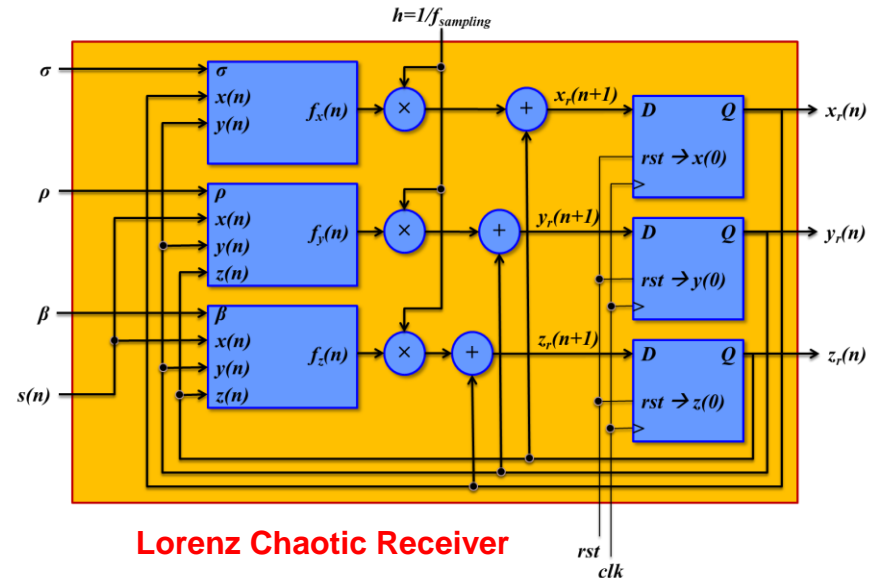
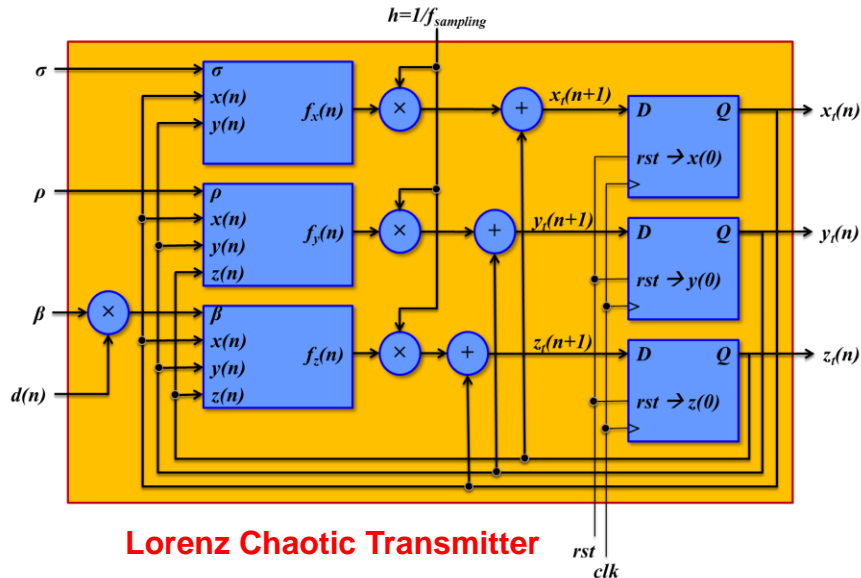


# Chaotic Transmitter & Receiver

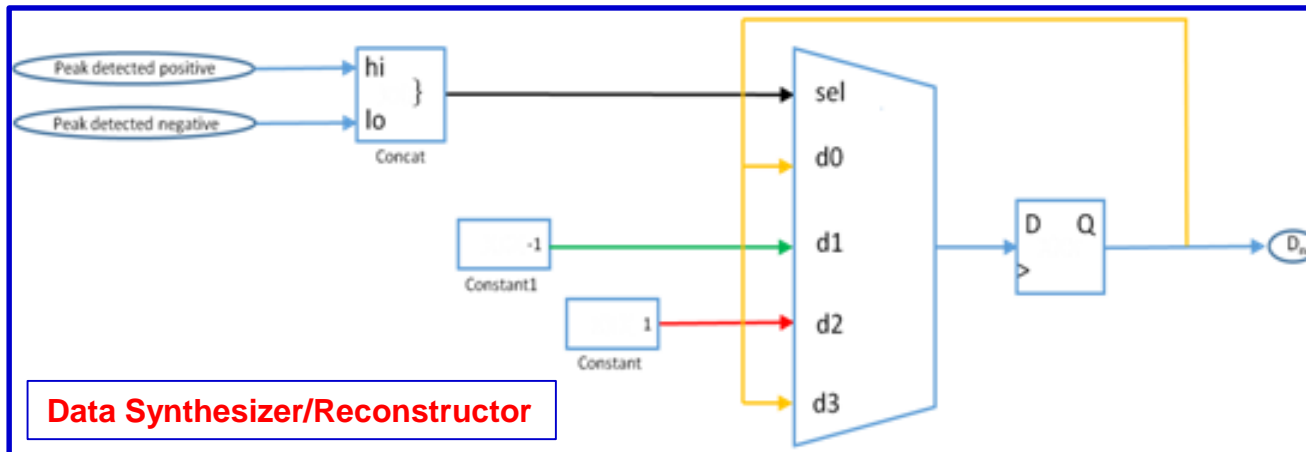
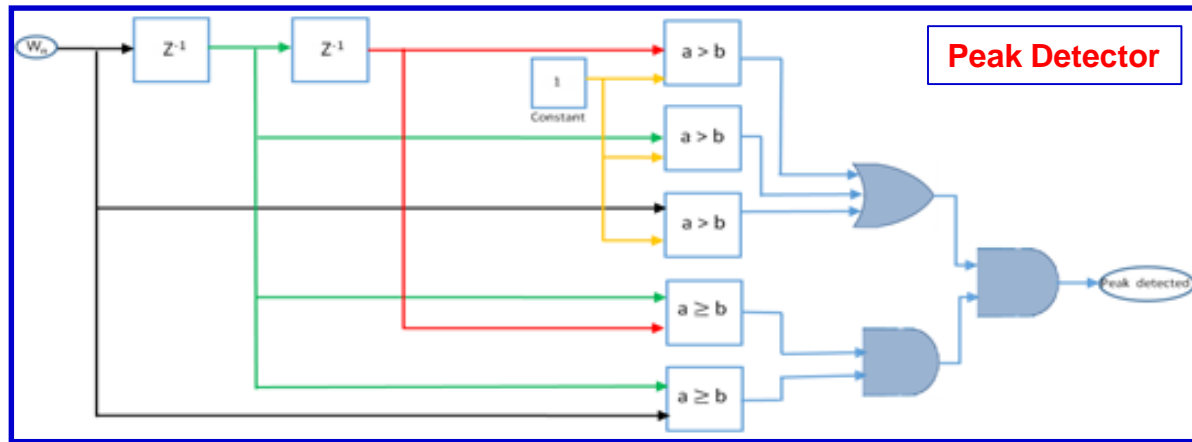




# Chaotic Transmitter & Receiver



# Peak Detector & Data Synthesizer/Reconstructor



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# Results



**ML605 Board  
(Virtex-6 FPGA)**

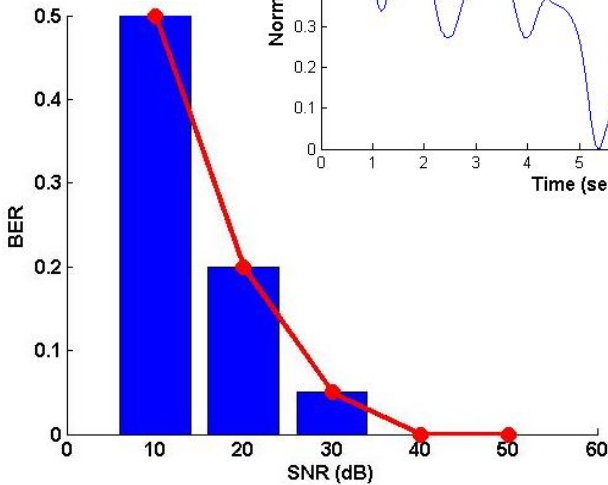
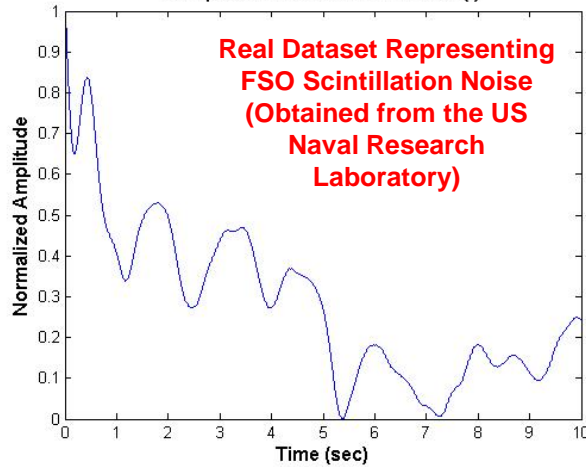
## Performance and FPGA Resource Utilization of a Single-Engine Prototype

| FPGA Device: xc6vlx240t<br>Package: ff1156<br>Speed Grade: -1 |      |           |                 |
|---|------|-----------|-----------------|
| FPGA Resource   | Used | Available | Utilization (%) |
| Slice Registers   | 630  | 301,440   | 1               |
| Slice LUTs  | 958  | 150,720   | 1               |
| Occupied Slices   | 368  | 37,680    | 1               |
| RAMB36E1  | 6    | 416       | 1               |
| DSP48E1   | 24   | 768       | 3               |
| Bonded IOBs   | 51   | 600       | 8               |
| Detection Precision (bits)                                    | 28   |           |                 |
| Clock Frequency (MHz)   | 200  |           |                 |
| Throughput (Gbps)   | 5.6  |           |                 |



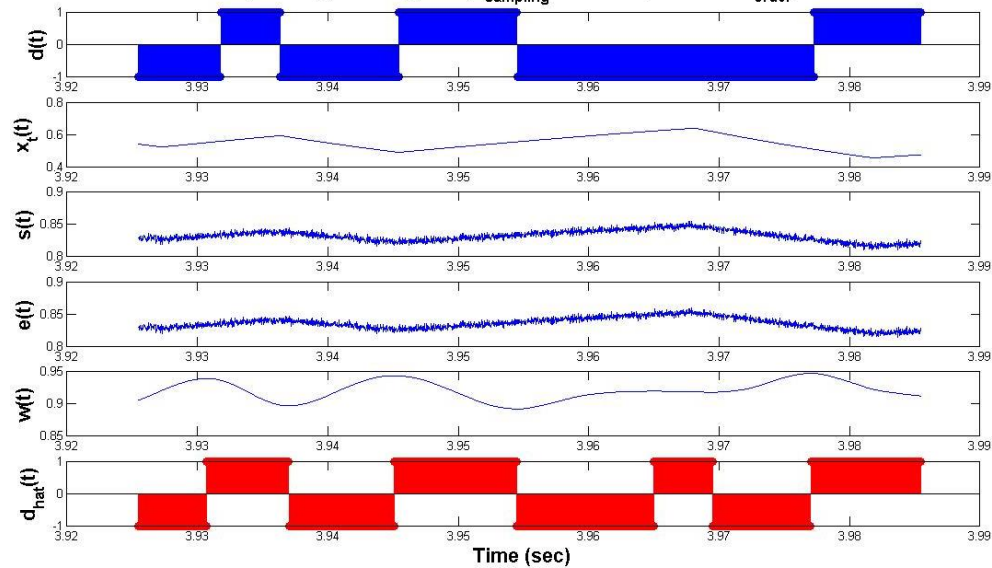
# Results

Multiplicative Scintillation Noise  $\delta(t)$



Bit-Error-Ratio (BER) at Different Noise Levels

SNR = 20 dB,  $\sigma = 16$ ,  $\rho = 45.6$ ,  $\beta = 4$ ,  $f_{\text{sampling}} = 48$  KHz, DWT Haar\_order = 2 Cascaded



Aperiodic NRZ Data Transmitted Over a Noisy FSO Channel (SNR = 20dB)

# Summary and Conclusions

- ◆ **FSO and Chaotic systems combined**
  - Longer-range communication
  - Inherent security in chaotic systems
  - Targeting both space and terrestrial applications
- ◆ **Haar DWT employed**
  - Attenuate the undesired effects of FSO channels
  - Relative success based on static thresholding
- ◆ **Bit-Error-Ratio (BER) measured**
  - Different levels of noise of different types, such as scintillations and additive white Gaussian noise (AWGN) with zero-mean
- ◆ **FPGAs proposed**
  - Could comfortably accommodate the stringent real-time requirements of FSO
  - Prototyped utilizing Xilinx Virtex-6 ML605 board
- ◆ **Future work**
  - **Improving** BER using *adaptive thresholding* and *optimized peak detection*
  - **Increasing** the dynamic range of the system, e.g. SNR ranging from -20 dB to 50 dB
  - **Investigating** Doppler effects
  - **Investigating** chaotic masking
  - **Interfacing** with FSO optics
  - **Integrating** with LCRD and other NASA missions

