



Topics in Coding, Cryptography and Information Security

Editors:

Mohammad Umar Siddiqi
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Chapter 18

Simulation of Artificial Noise based Physical Layer Security

Muhammad Izzat bin Zurkiple and Sigit Puspito Wigati Jarot

18.1. Introduction

Security enhancement in wireless communication usually considers, at least, three nodes: transmitter, receiver and an eavesdropper. The transmitter's concern is to send a message over the wireless channel such that the eavesdropper is unable to decode it. Usually, the eavesdropper is assumed to be passive which means that the location and presence will be unknown to the transmitter. Many techniques have been proposed to use the characteristic of the radio channel itself in order to provide a secret communication in a mobile radio environment. However, the perfect secrecy of encryption cannot be guaranteed if the eavesdropper has infinite computational power [6]. However, according to recent information-theoretic studies it has been found some conditions that may provide a reliable and secure communication. The first study and work of information-theoretic security was introduced by Wyner [1]. He introduced a wiretap channel for point-to-point communication. Later, it was improved by Csiszar and Korner [2] by extending the concept of wiretap into broadcast channels. In the early days of these works, it showed that a positive secrecy capacity can be achieved if the receiver has a better channel than the eavesdropper. One of the implementation methods is by generating an artificial noise at the transmitter as proposed [4]. In this method, the noise is generated by the transmitter in which it is designed such that the eavesdropper channel is degraded by the additional artificial noise. Thus, by selectively degrading the eavesdropper's channel. One of the schemes for generating the artificial noise is by using multiple transmit antennas to generate 'artificial' noise.

In this chapter, we provide a simulation of physical layer security based on the artificial noise. The chapter is organized as follows. In Section 18.2, the system model for the simulation is described. In Section 18.3, we explain about how to generate the orthogonal signal using QR decomposition. The simulation results are provided in Section 18.4. And, the conclusion is presented in Section 18.5.

18.2. System Model

We now describe the approach that has been discussed before which is transmitting the artificially generated noise along with the information signal. The trans-