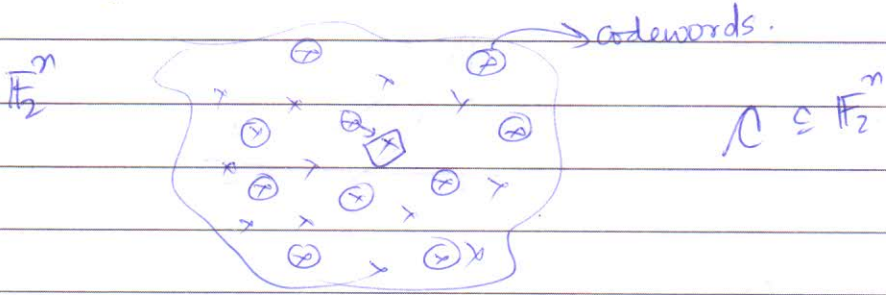


lec19: Overview of Error correcting codes

Principle of error correction



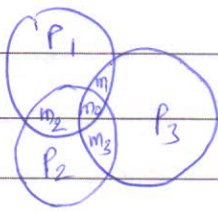
Code classes

- Generic
- Hamming
- linear
 - Cyclic codes
 - RM, RS
- bounded distance issue
- LDPC Codes
- Polar Codes
- Capacity achieving Codes



Hamming Code (1950)

$[n=7, M=16, d_{min}=3]$



$m_0 + m_1 + m_2 + P_1 = 0 \pmod{2}$
even parity

Linear codes

$C^t = u^t G$

$[m_0 \ m_1 \ m_2 \ m_3] \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 1 \end{bmatrix} = [m_0 \ m_1 \ m_2 \ m_3 \ P_1 \ P_2 \ P_3]$

Cyclic codes

$[m_0 \ m_1 \ m_2 \ m_3] \begin{bmatrix} 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 & 1 & 1 & 0 \\ 1 & 0 & 1 & 1 & 1 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 & 0 & 1 \end{bmatrix} = [c_0 \ c_1 \ \dots \ c_6]$
(same code)

Every cyclic shift is a codeword

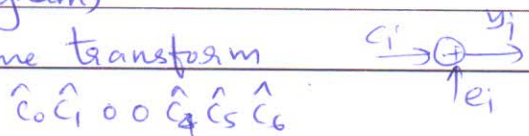
$\frac{x^7+1}{x^3+x+1} = (x+1)(x^2+x+1) = x^4+x^3+x+x^3+x^2+1 = x^4+x^2+x+1$

Cyclic codes - BCH codes (1959)

(Bose, Chaudhary, Hocquenghem)

For cyclic codes, there is a way to define transform

$c_0, \dots, c_6 \Rightarrow \hat{c}_0, \hat{c}_1, \dots, \hat{c}_6$



↓ channel

$y_0, \dots, y_6 \Rightarrow$ Transform $\hat{y}_0, \hat{y}_1, \hat{y}_2, \hat{y}_3, \hat{y}_4, \hat{y}_5, \hat{y}_6$

Can recover the error pattern

Parameters of a linear code

(n, k, d_{min}) → minimum distance
 block length ↓ dimension

linear code: A subspace of \mathbb{F}_2^n with dimension k .

$M = 2^k$
 no. of codewords
 $R = \frac{\log_2 M}{n} = \frac{k}{n}$

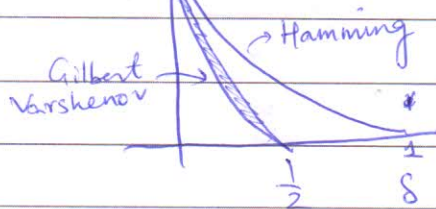
BSC

$$C = \max_{P(x)} I(x; Y) = 1 - H(\epsilon, 1-\epsilon)$$

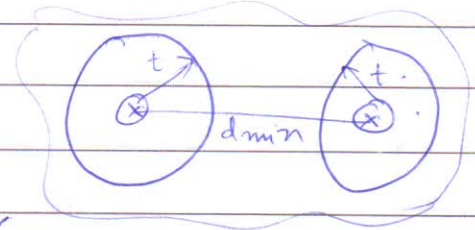
$$d = \frac{d_{min}}{n}$$

$$R = \frac{\log |C|}{n} = \frac{k}{n} \text{ (linear)}$$

Rate (R)



Need to go for decoding other than bounded distance decoding in order to achieve capacity



$$d_{min} \geq 2t$$

$$t = \lfloor \frac{d_{min} - 1}{2} \rfloor$$

Long Codes



as $n \rightarrow \infty$, the # of errors $\rightarrow n\epsilon$ with high probability.

probability

$P_2 (|N_\epsilon - n\epsilon| > p) \text{ can be made arbitrarily small given any } p.$

Reed Muller Codes



	$x_2 x_3$	00	01	10	11
x_1	0	0	0	1	1
	1	1	1	0	0

$$f(x) = x_1 + x_2 \text{ (say)}$$

XOR

set of all boolean functions $\{f(x_1, x_2, x_3)\}$

$$\text{Codes} \Rightarrow u_0 + u_1 x_1 + u_2 x_2 + u_3 x_3$$

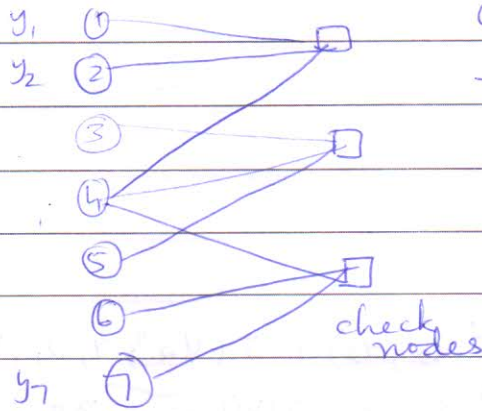
$(n=8, k=4, d_{min}=4)$

$$\text{Codeword} = [000 \ 001 \ 010 \ 011 \ 100 \ 101 \ 110 \ 111]$$

Codeword

LDPC

$c_1 + c_2 + c_4 = 0$
 $c_3 + c_4 + c_5 = 0$
 $c_4 + c_6 + c_7 = 0$
 linear codes



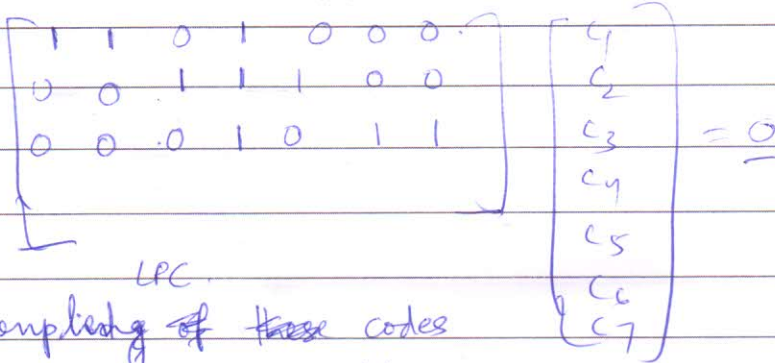
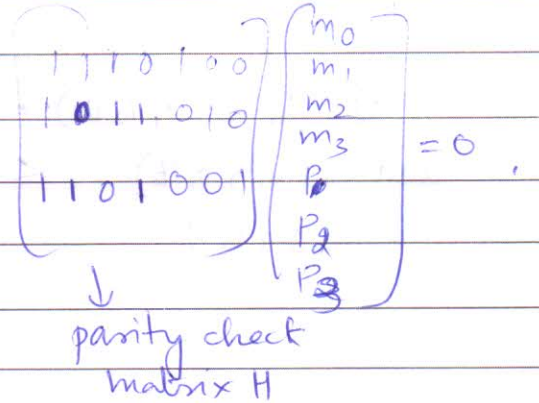
Gallager A, B algorithms to choose y_i 's based on belief from check nodes.

Gallager (1960)

Low density parity check codes

Variable nodes

d_1 d_3



LPC

Spatial complexity of these codes

were shown to achieve capacity over binary-input memoryless channels. This includes BEC, BSC, Binary input AWGN

$x_i \in \{-1, 1\}$ $y_i = x_i + n_i$
 $n_i \sim \mathcal{N}(0, \sigma^2)$

Polar Codes achieve capacity and can be made explicit



$I(x_1; y_1)$

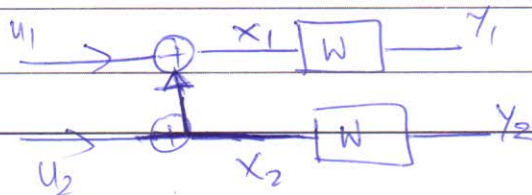
$W \equiv$ channel

$x_i \in \{0, 1\}$



$I(x_2; y_2)$

binary input DMC $= 2I(W)$
 $= 2I(x_1, y_1)$



$I(x_1, x_2; y_1, y_2) = 2I(W)$

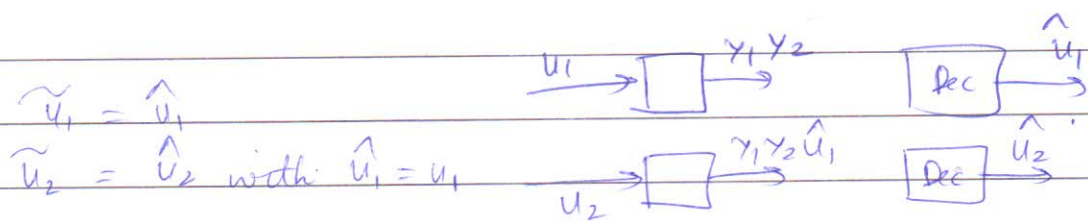
$= I(u_1, u_2; y_1, y_2)$

$= I(u_2; y_1, y_2)$

$x_2 = u_2$

$x_1 = u_1 + u_2$

$I(u_1; y_1, y_2) + I(u_2; y_1, y_2 | u_1) = I(W) + I(W)$



It can be seen that

$$I(u_2; \gamma_1, \gamma_2, u_1) = I(u_2; \gamma_2) + \underbrace{I(u_2; \gamma_1, u_1 | \gamma_2)}_{\geq 0}$$

$$\geq I(u_2; \gamma_2) = I(W)$$

$$\Rightarrow I(u_2; \gamma_1, \gamma_2, u_1) = I(W^+) \geq I(W)$$

$$\text{and } I(u_1; \gamma_1, \gamma_2) \leq I(W)$$

$$I(W^-)$$