

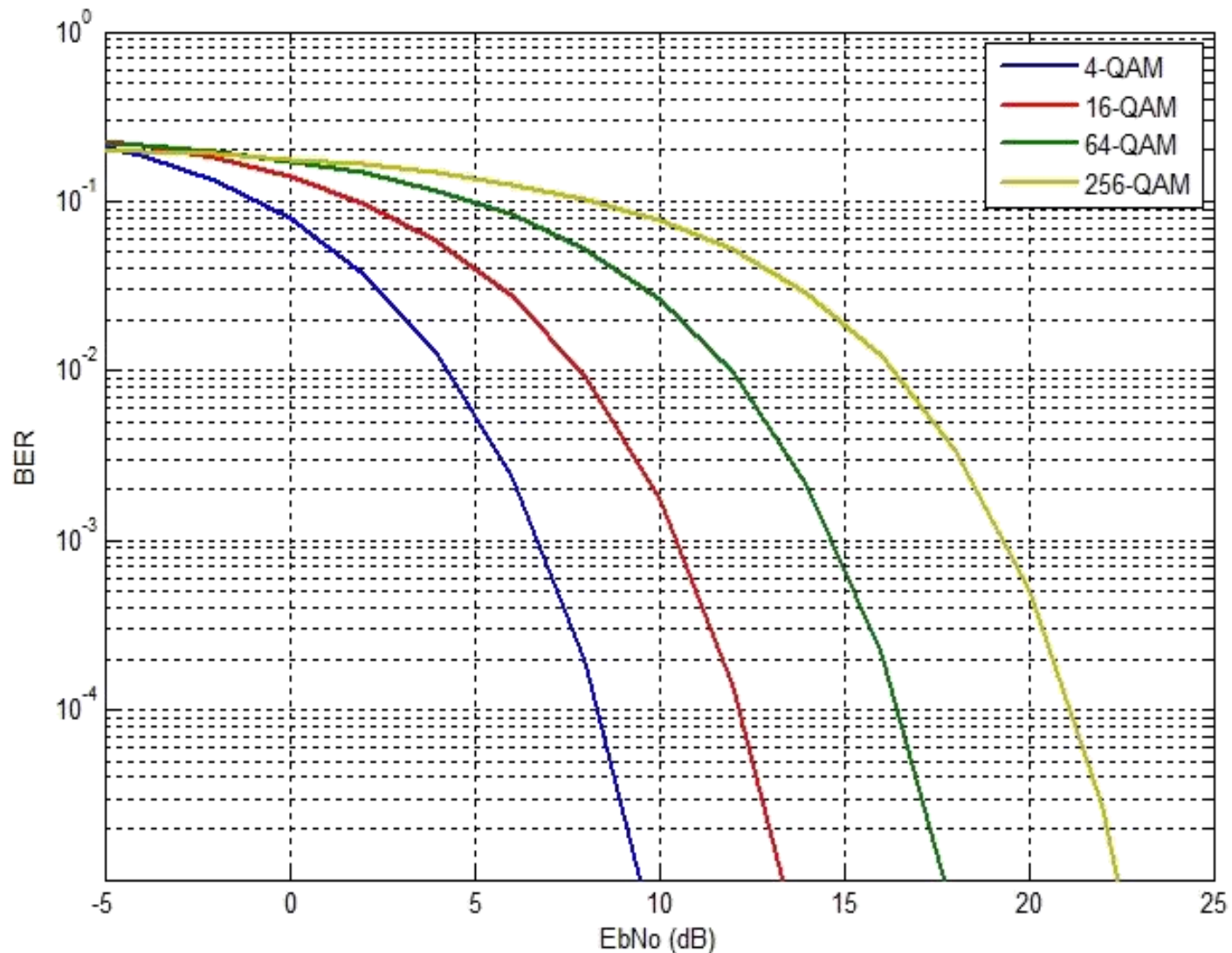


Ingegneria delle Telecomunicazioni
Information Theory @ Digital Communications
Turbo, LDPC, Polar Codes, ACM

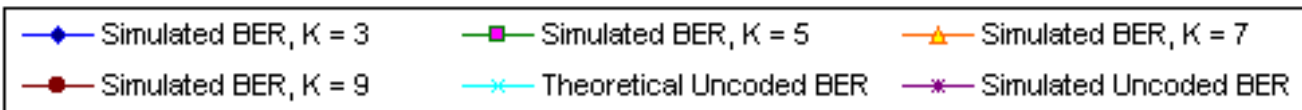
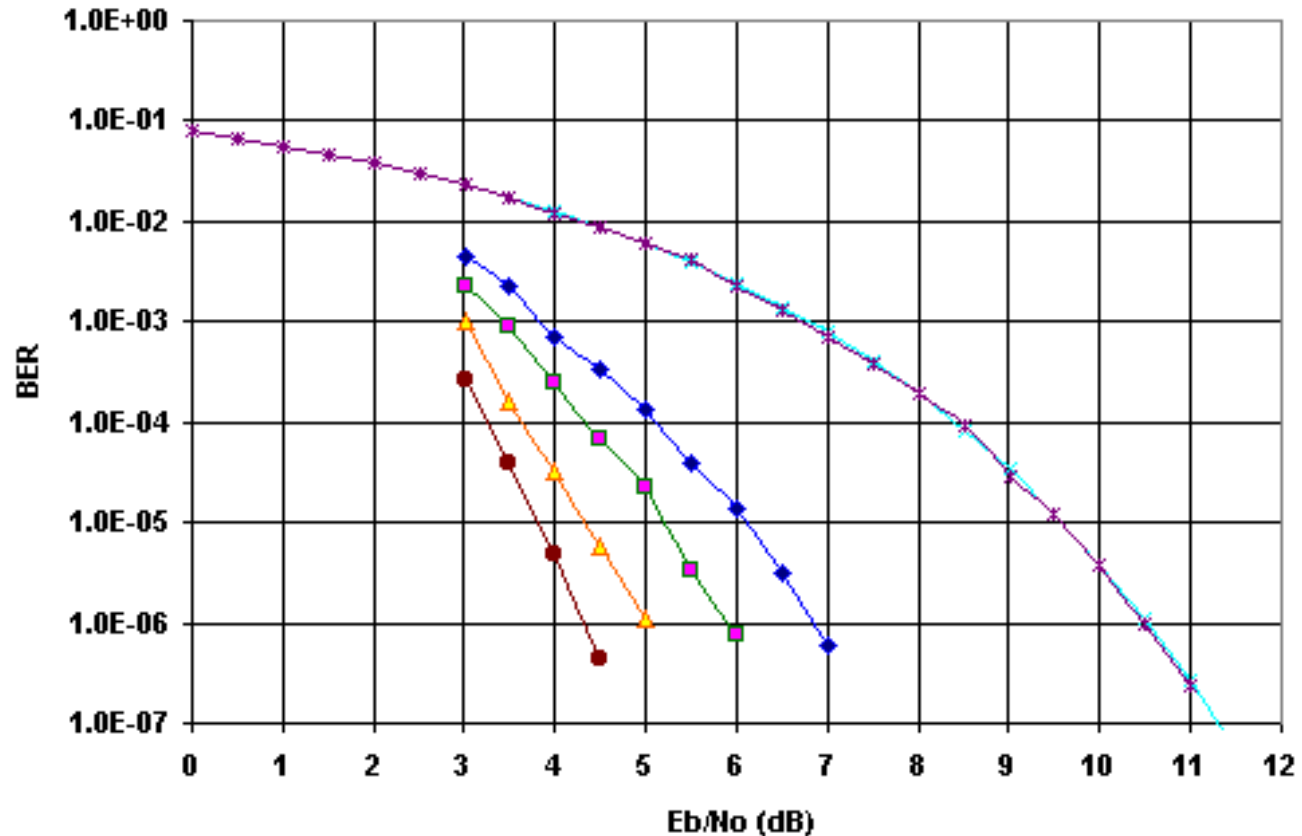
Marco Luise
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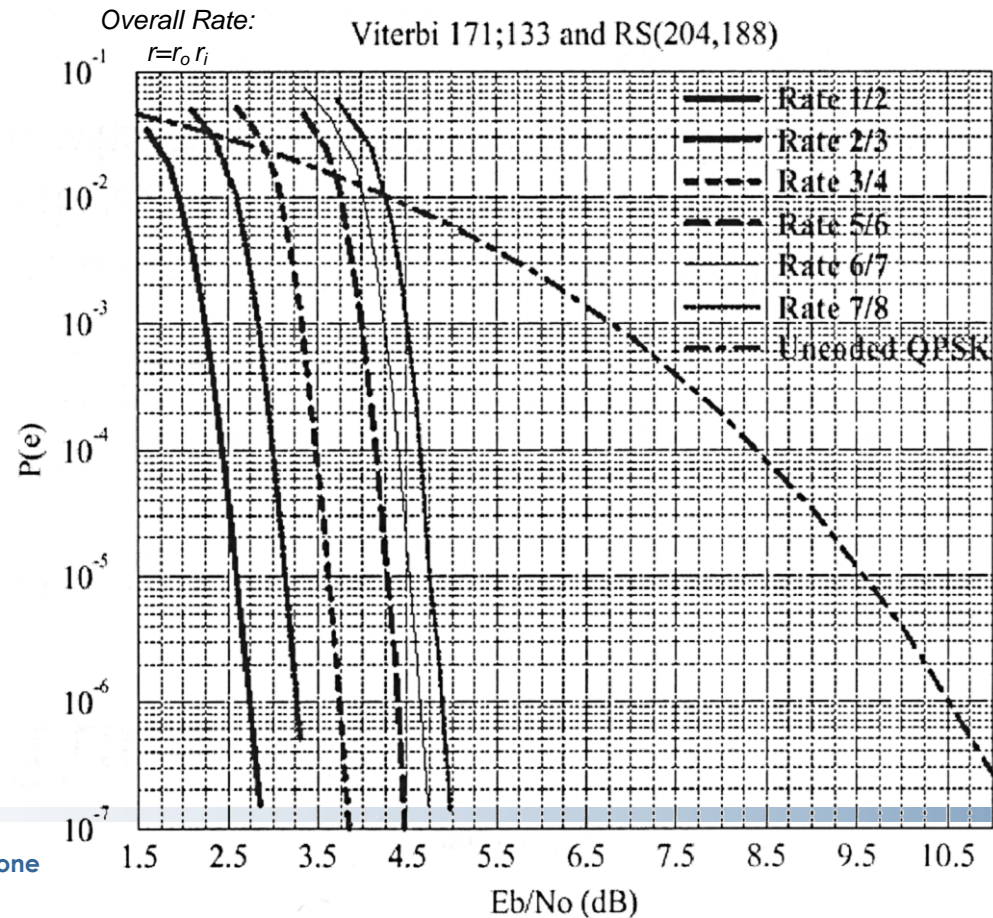
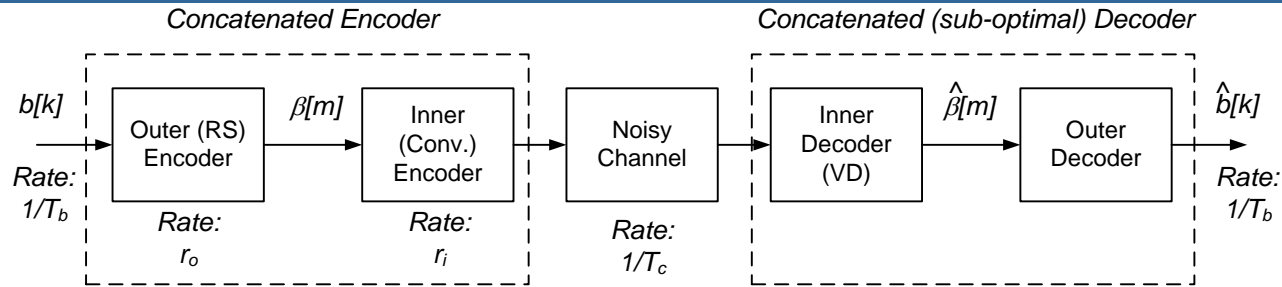
Conventional Modulations



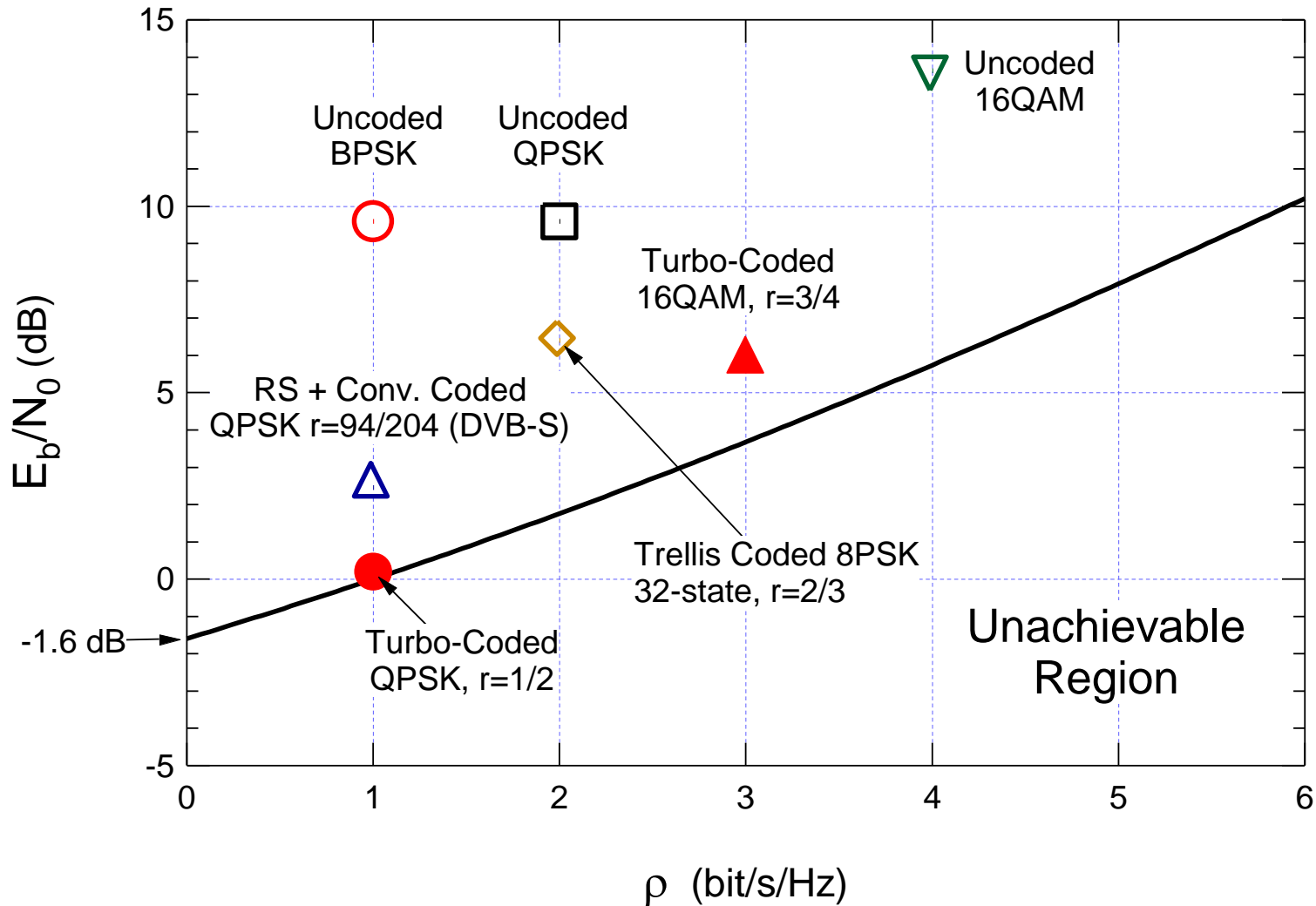
BER of $r=1/2$ Best Conv Codes



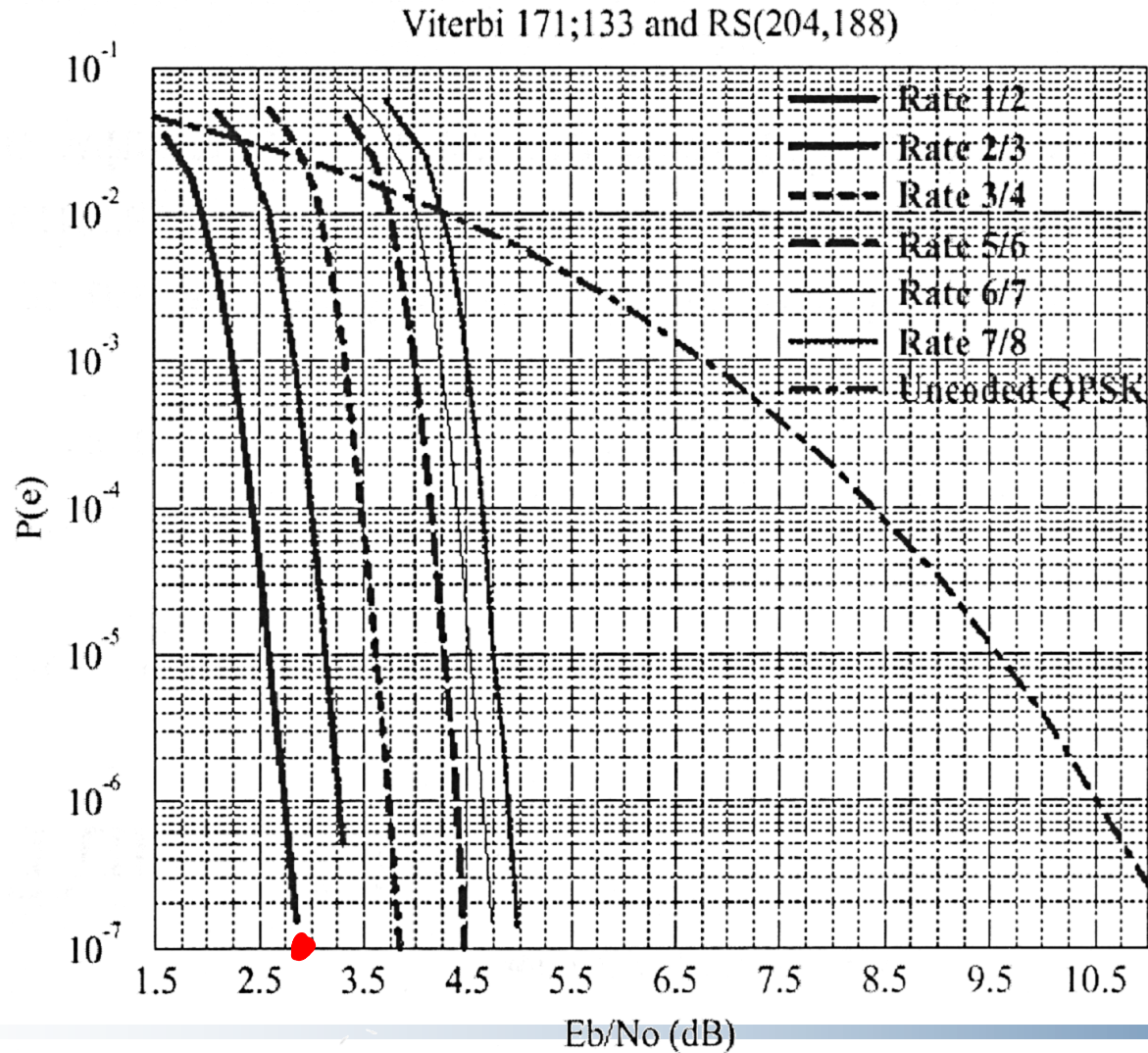
R-S & Convolutional Concatenated Coding



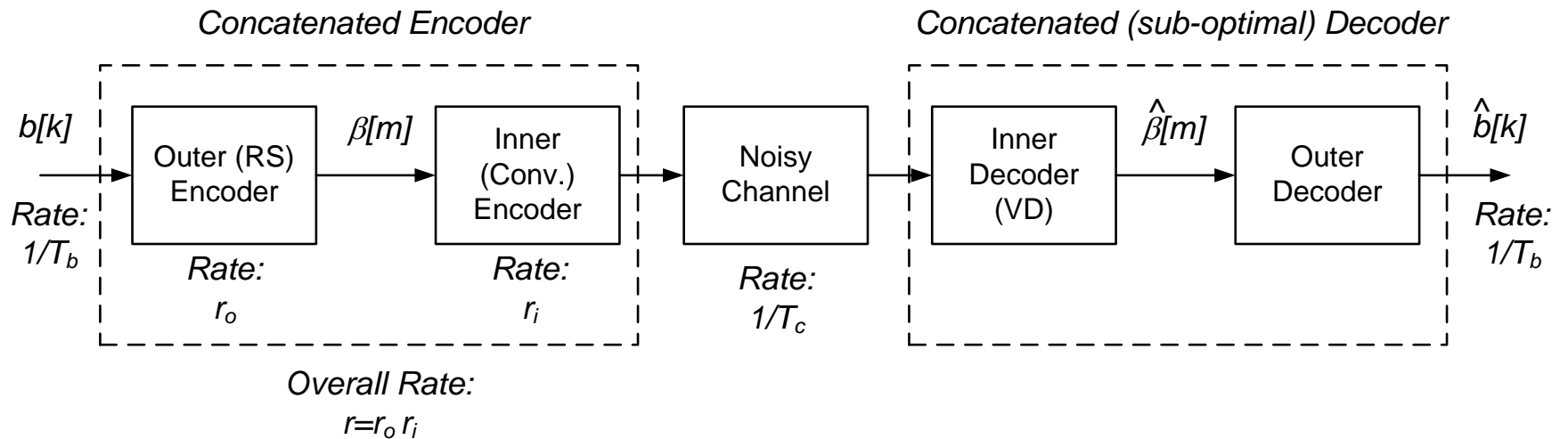
MOD/COD on the Shannon Plane



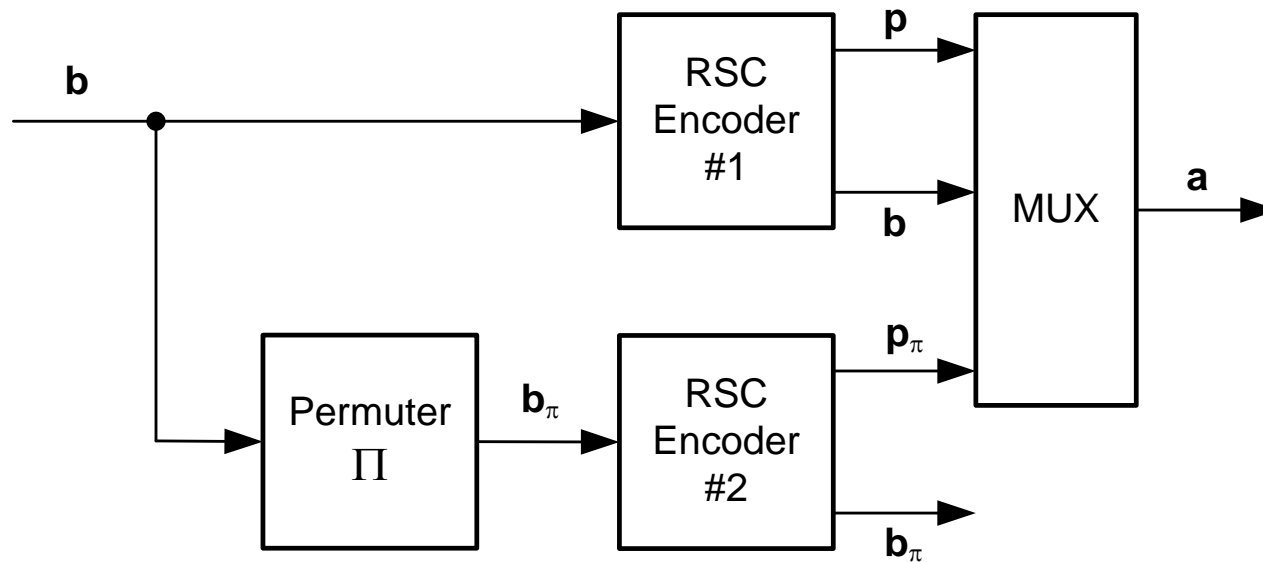
R-S & Convolutional Concatenated Coding



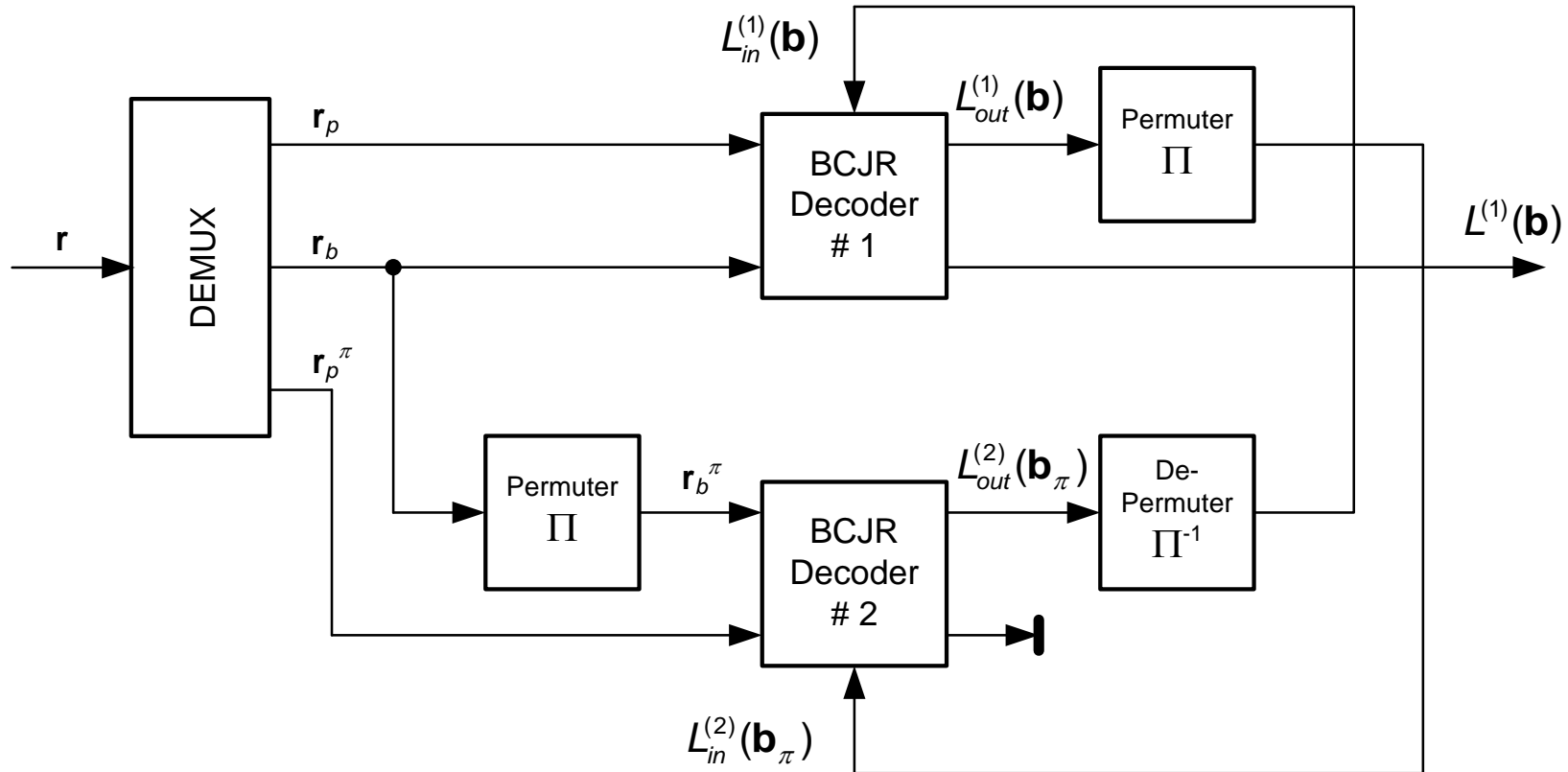
Sub-optimal Concatenated Decoding



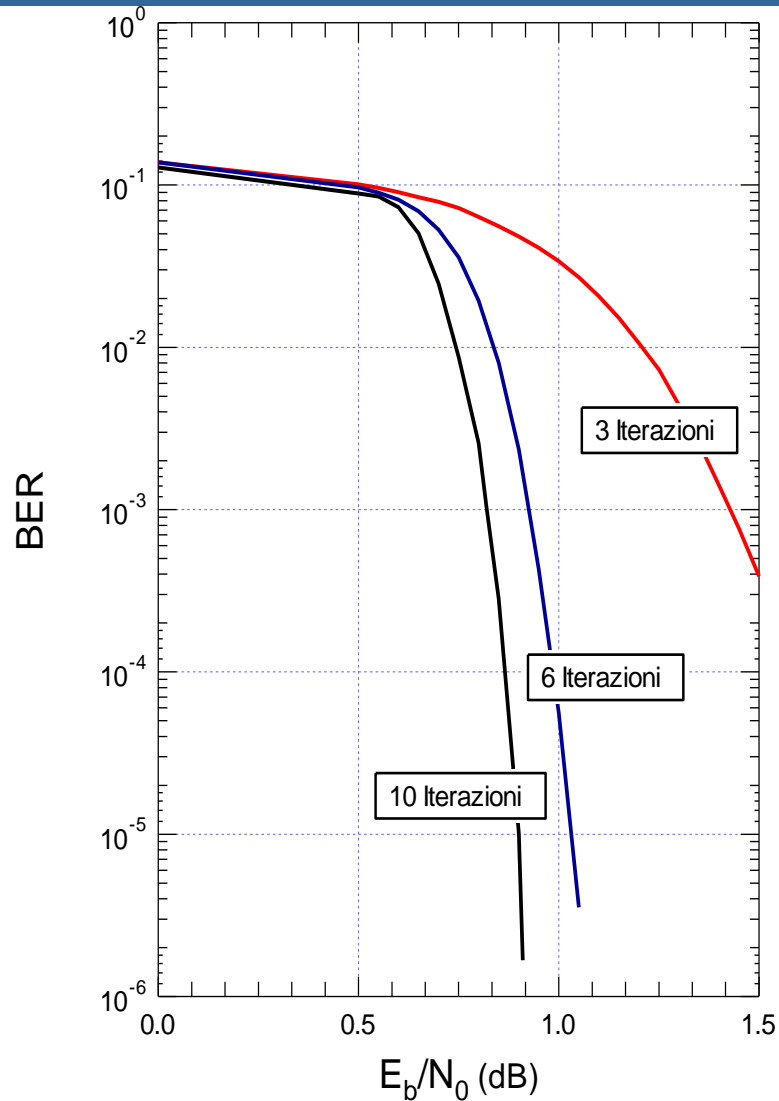
Rate-1/3 Turbo PCCC Encoder



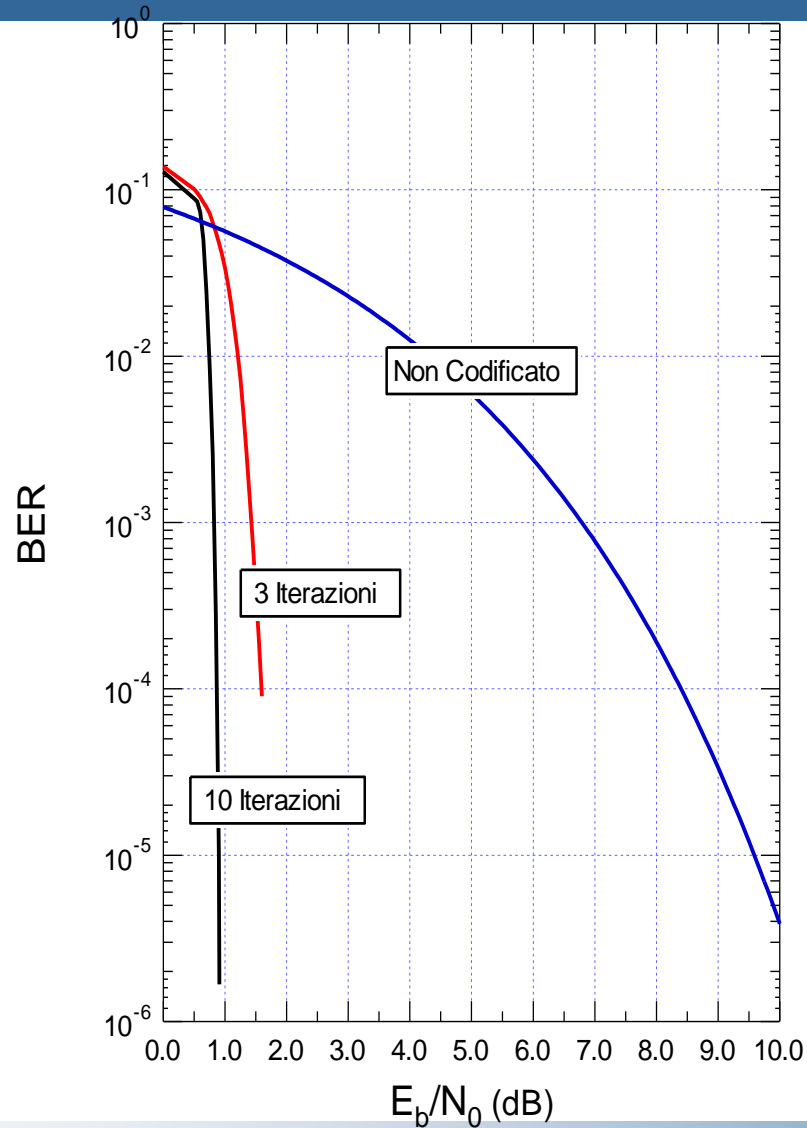
Rate-1/3 Turbo PCCC Decoder



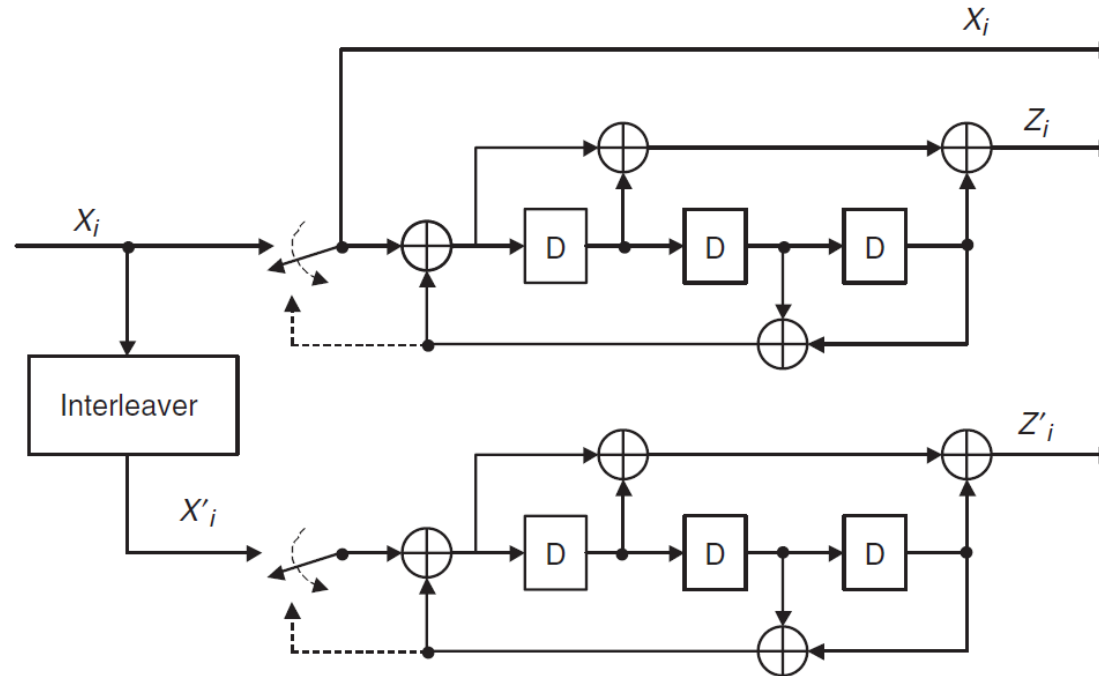
Turbo BER 1/2



Turbo BER 2/2

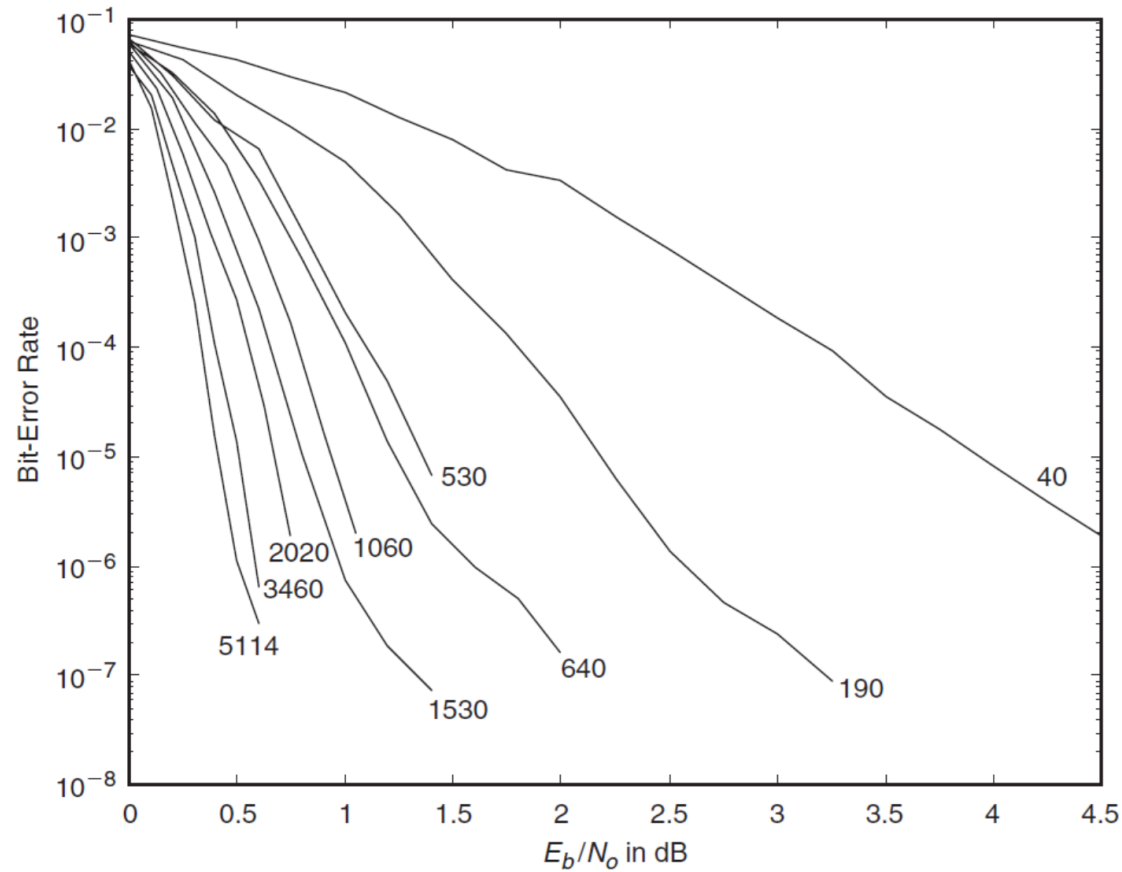


The UMTS (3gpp) rate-1/3 Turbo Encoder



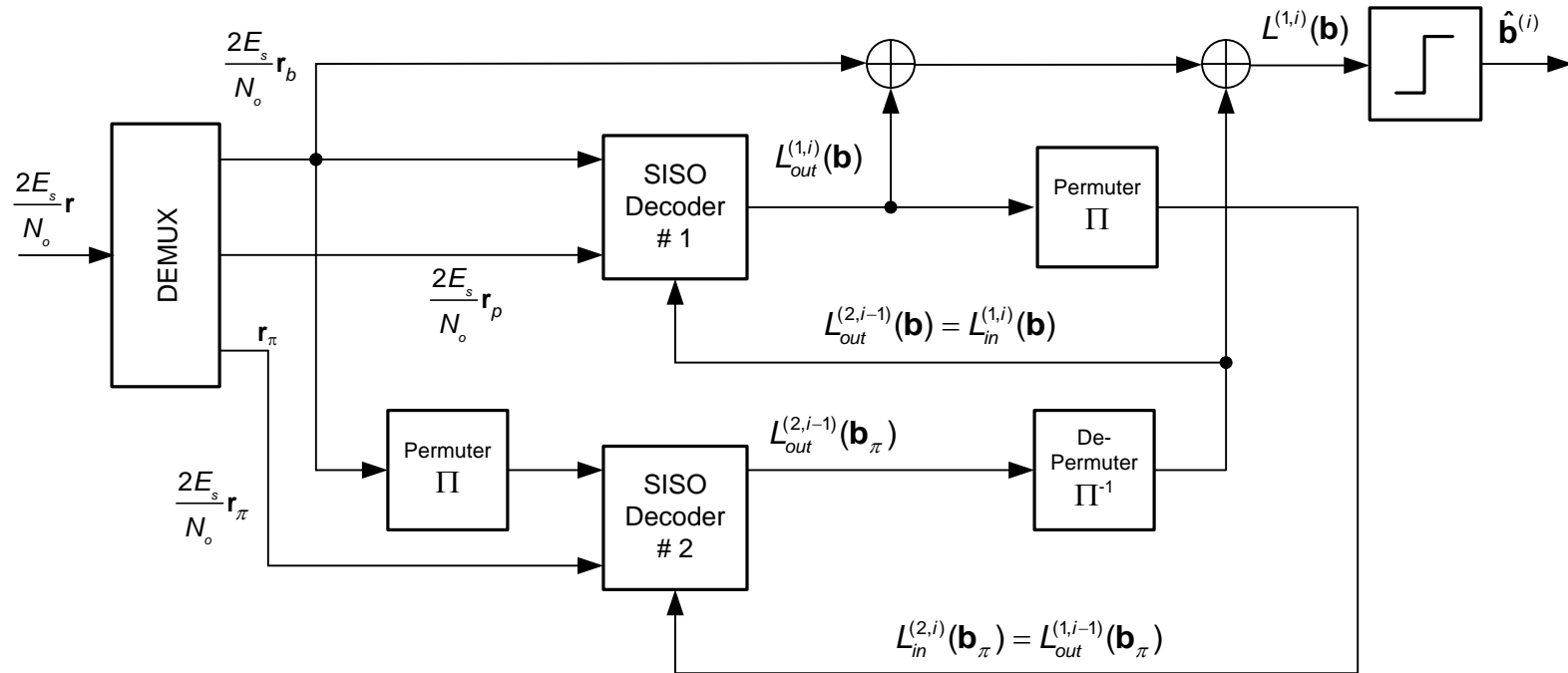
Performance is strongly dependent on the interleaver (packet) size (40 to 5114 bits)

The UMTS (3gpp) rate-1/3 Turbo Encoder



Performance is strongly dependent on the interleaver (packet) size (40 to 5114 bits)

Rate-1/3 Turbo PCCC Decoder with Extrinsic Inf. Flow



Hamming (7,4) Code

$$\mathbf{G} = \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 & 1 & 1 \end{bmatrix}$$

\mathbf{I}_4
 $\mathbf{P}_{4 \times 3}$

$$\mathbf{H} = \begin{bmatrix} 1 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 & 0 & 1 \end{bmatrix}$$

$$\mathbf{H}^T = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 0 \\ 1 & 0 & 1 \\ 0 & 1 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

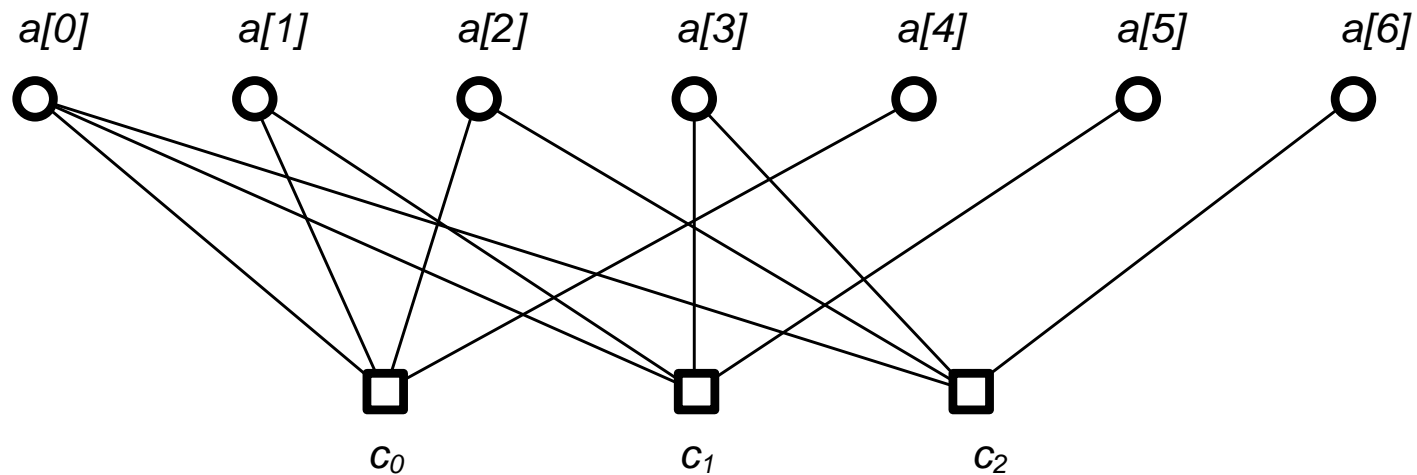


$$\mathbf{H} = \begin{bmatrix}
 000000001000000000000000000000001000100011000010000 \\
 0000000000000000000000000000000010000010000001000100011 \\
 0010000100000000000100000000110010000000000000000000 \\
 000001000000000001000100000000000000011000000000010 \\
 010000010000000000000001000000100000010000100000000 \\
 000000100000100000000001001000001001000000000000000 \\
 00000000010100101000000000000000000001001000000000 \\
 10000010000001000001000000000000000000000000000100100 \\
 0000000000000000010000100000000000000100000101001000 \\
 100000000001000000101000000000000100000100000000000 \\
 000000001000010010001000000100100000000000000000000 \\
 01000000001000100010000000000010000000000010000000 \\
 000001000000000100000000001010000000000000010010000 \\
 0001000000000000000000000100000000010010000000011000 \\
 001000000000001010100000000000100010000000000000000 \\
 000000000000000000000101000100000000000000000000001101 \\
 000000010000000000000000011000000100001000010000000 \\
 000010001001110000001010000000000000000000000000000 \\
 00001000001000000000000100000100101000000000000000 \\
 0100101001000000000000000000000000000000000000001000000010 \\
 000000000000000100100000010001000000000000000001000100 \\
 00000000000001001000000010000000000000000100001100000 \\
 10010100 \\
 000000000011000000001000010000000000000000000000000001 \\
 0011000
 \end{bmatrix}$$

(50,25) code
 $r=1/2$

Tanner Graph

$$\mathbf{H} = \begin{bmatrix} 1 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 & 0 & 1 \end{bmatrix}$$



Should not bear *short cycles*

Coding/Decoding Complexity

- **Regular code: same number of 1's in each row of \mathbf{H} , otherwise *Irregular code***
 - Irregular as a rule better than regular, harder to encode
- **Decoding complexity**
 - For a regular code, it is proportional to the number of edges in the Tanner graph, equal to $w_R N$ – LINEAR with N thanks to the low-density property of \mathbf{H} ($w_R \ll N$)
 - Same remark for irregular codes, where the proportionality coefficient of N is $E\{w_R\}$
- **Coding complexity**
 - Surprisingly an issue: if \mathbf{H} is random Low-density, then after Gaussian elimination \mathbf{G} is NOT low-density in the parity-generating section \mathbf{P} and the complexity of encoding is *quadratic* ($N(N-K)$) – needs special attention

Received Block

$$\mathbf{a} = [1 \ 0 \ 1 \ 1 \ 0 \ 0 \ 1]$$

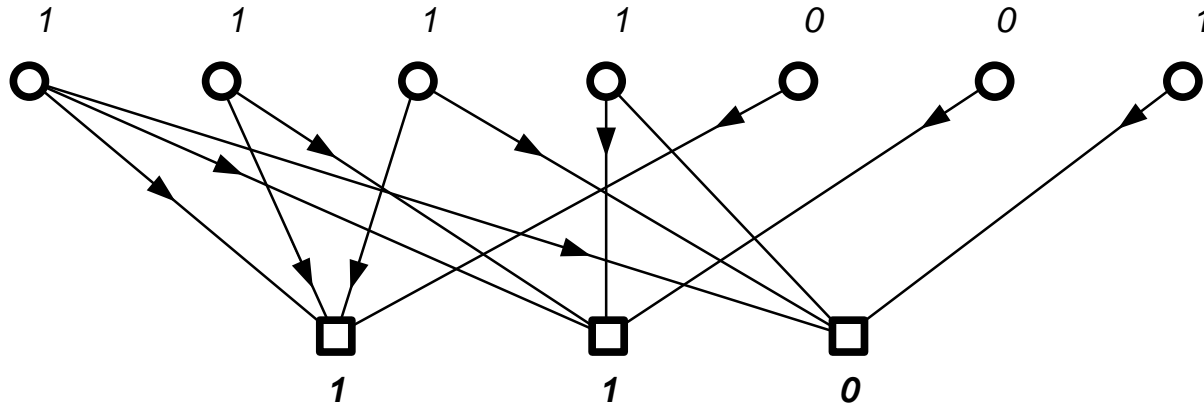
$$\mathbf{d} = [1 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1]$$

$$\mathbf{e} = [0 \ 1 \ 0 \ 0 \ 0 \ 0 \ 0]$$

$$\mathbf{H}^T = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 0 \\ 1 & 0 & 1 \\ 0 & 1 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

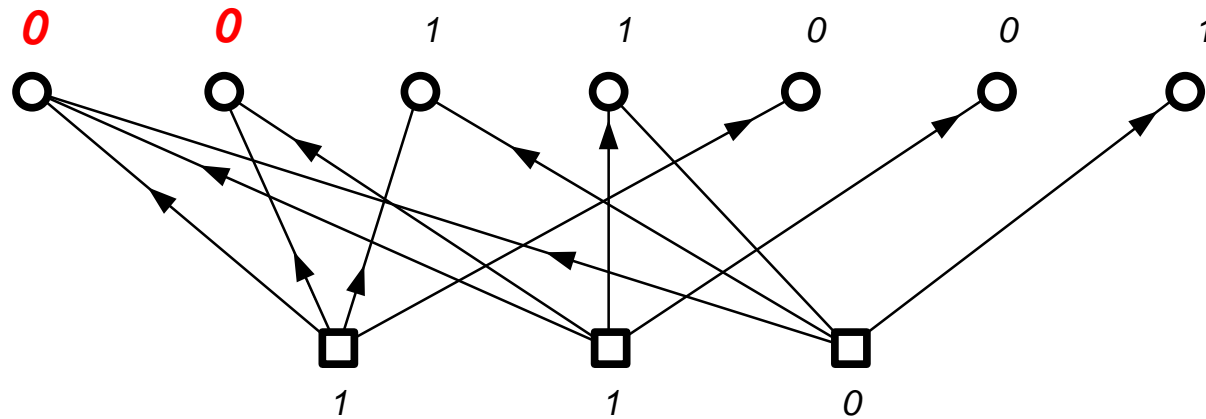
Bit flipping: 1st semi-iteration

$$\mathbf{d} = [1 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1]$$



Bit flipping: 2nd semi-iteration

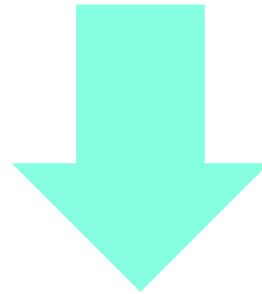
$$\mathbf{d} = [1 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1]$$



Probabilistic (Soft-Output) Decoding

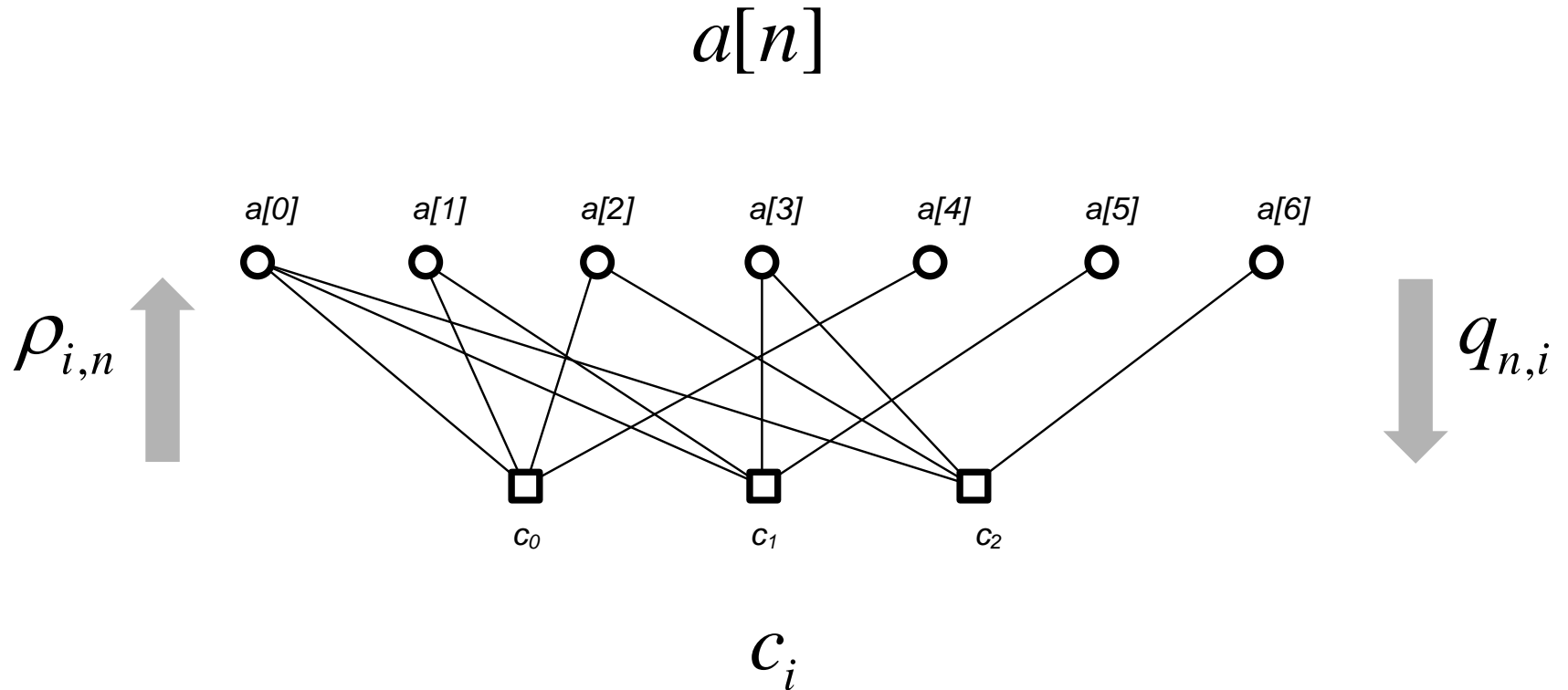
$$\mathbf{r} = \mathbf{a}_{\pm} + \mathbf{w}$$

$$\Pr \{ a[n] = x | \mathbf{r}, \{ c_i = 0 \}_{i \in C_{i,n}} \} \quad x = 0, 1$$

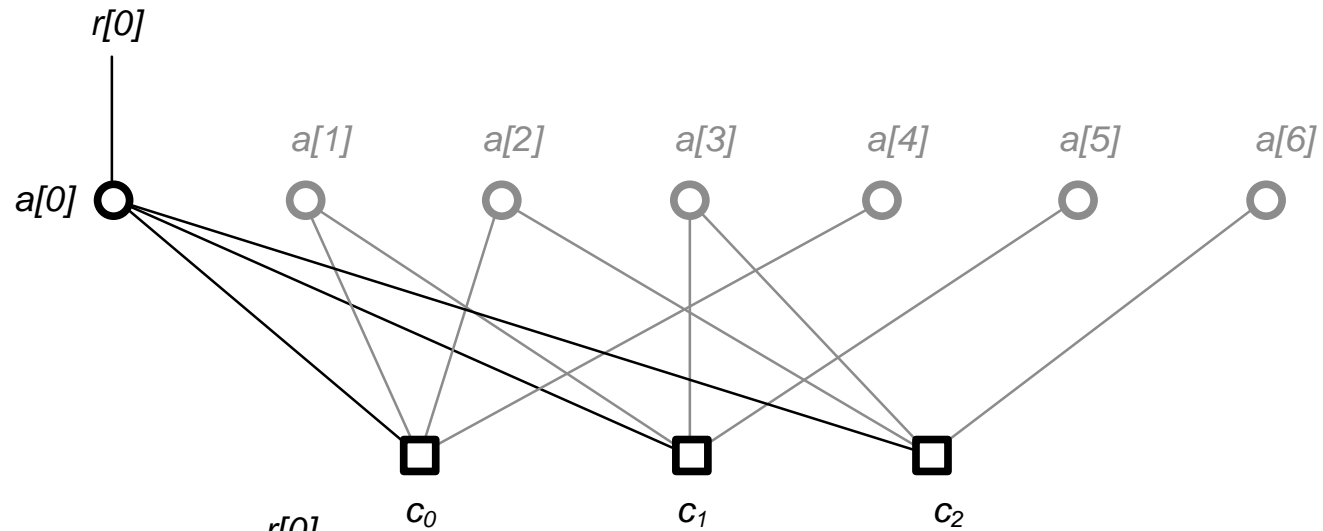


$$L(a[n]) \triangleq \ln \left(\frac{\Pr \{ a[n] = 1 | \mathbf{r}, \{ c_i = 0 \}_{i \in C_{i,n}} \}}{\Pr \{ a[n] = 0 | \mathbf{r}, \{ c_i = 0 \}_{i \in C_{i,n}} \}} \right)$$

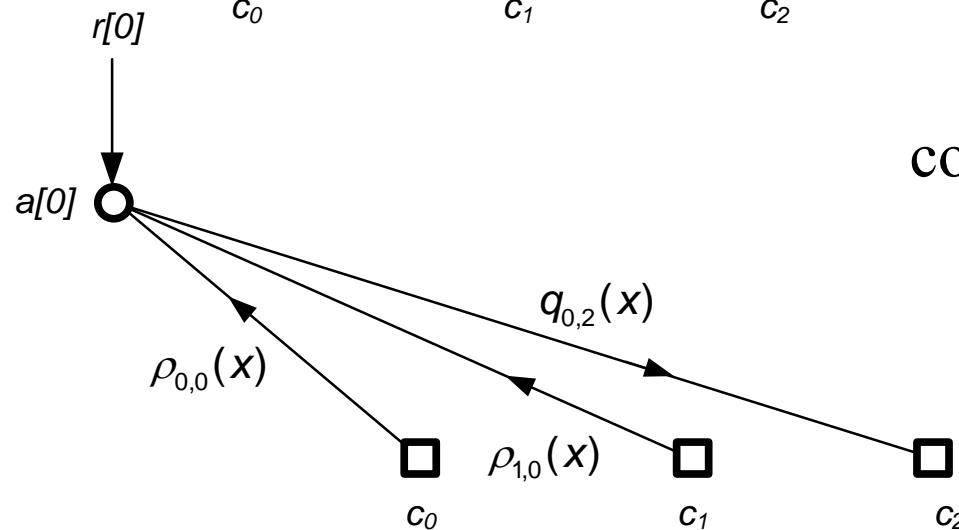
(Soft) Message-Passing Algorithm



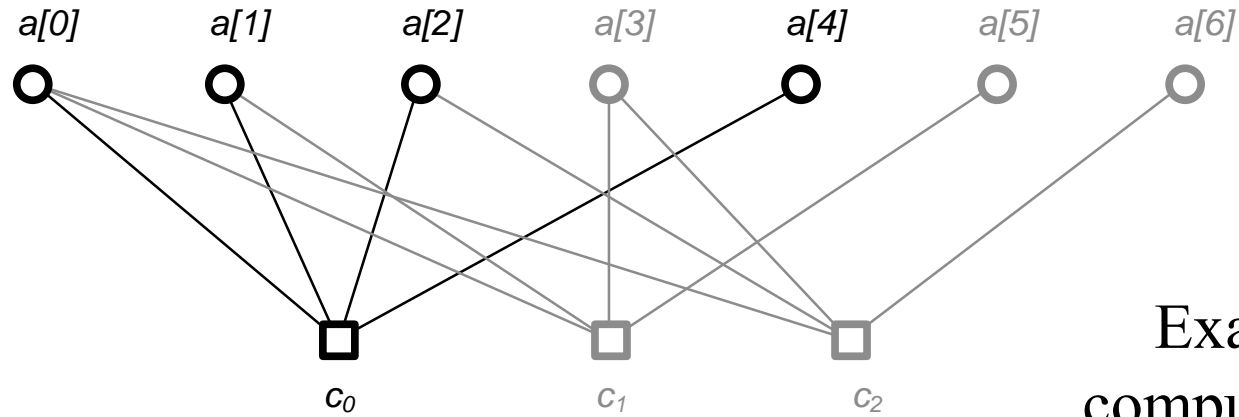
Message Passing: 1st semi-iteration



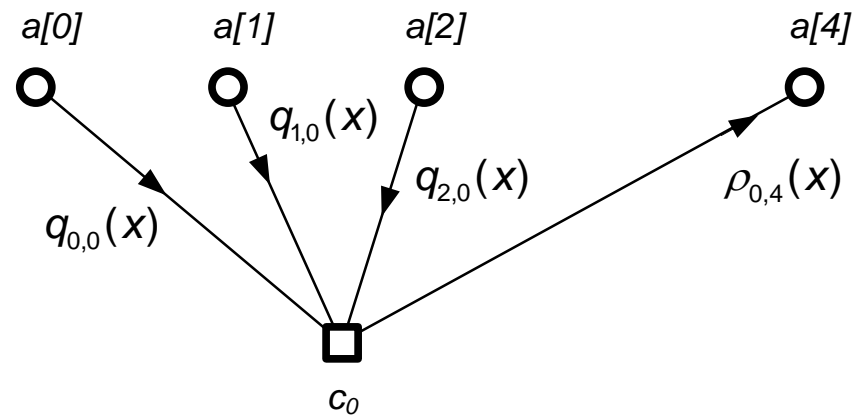
Example:
computation of
 $q_{0,2}$



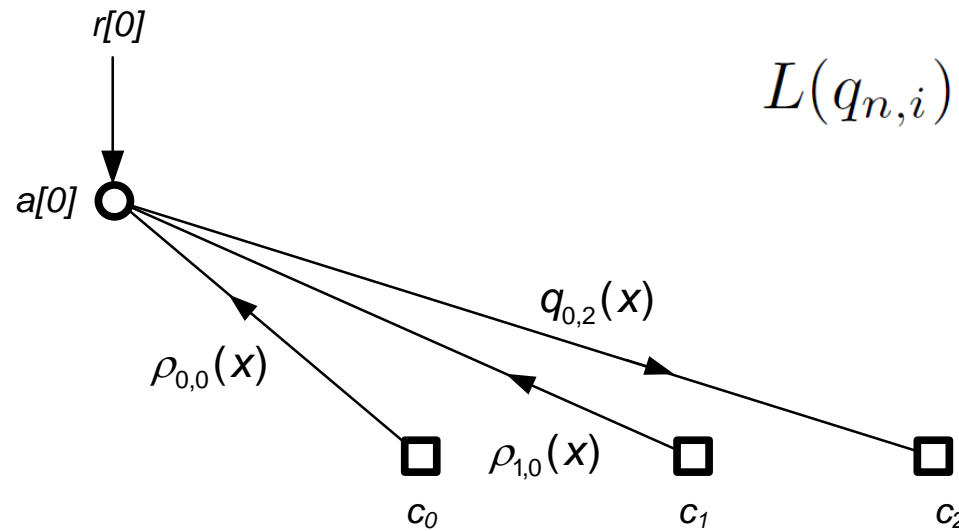
Message Passing: 2nd semi-iteration



Example:
computation of
 $\rho_{0,4}$



Messages 1/2

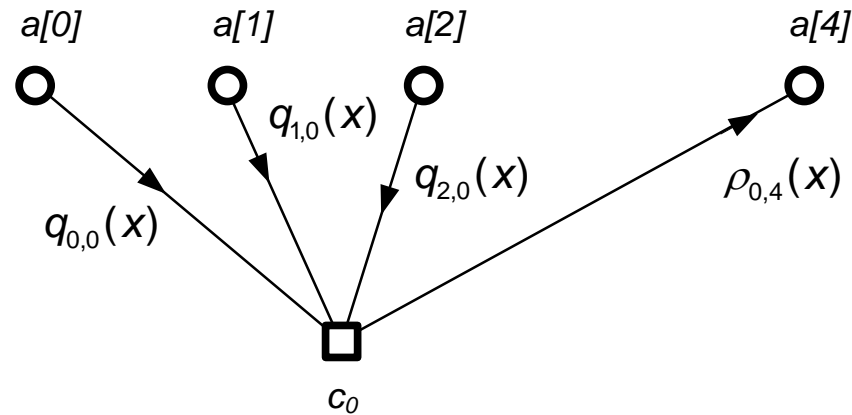


$$L(q_{n,i}) \triangleq \ln \frac{q_{n,i}(1)}{q_{n,i}(0)}$$

$$q_{n,i}(x) \triangleq \Pr \left\{ a[n] = x \mid r[n], \{\rho_{i',n}\}_{i' \neq i} \right\} \quad x = 0, 1$$

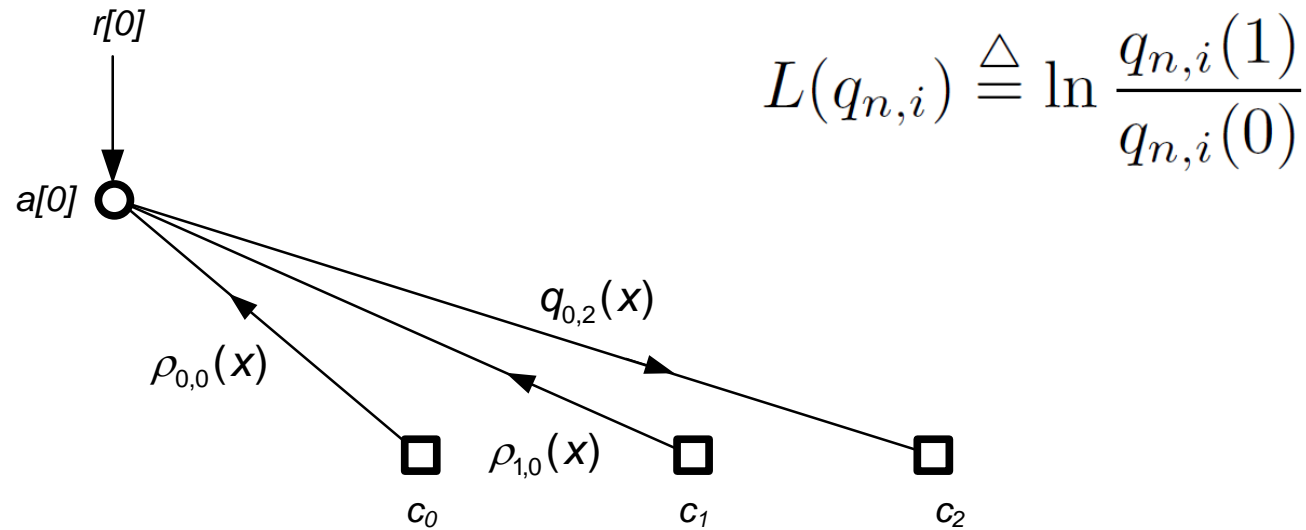
Messages 2/2

$$L(\rho_{i,n}) \triangleq \ln \frac{\rho_{i,n}(1)}{\rho_{i,n}(0)}$$



$$\rho_{i,n}(x) \triangleq \Pr \left\{ c_i = 0 \mid a[n] = x, \{q_{n',i}\}_{n' \neq n} \right\} \quad x = 0, 1$$

Messages in the log-domain 1/2



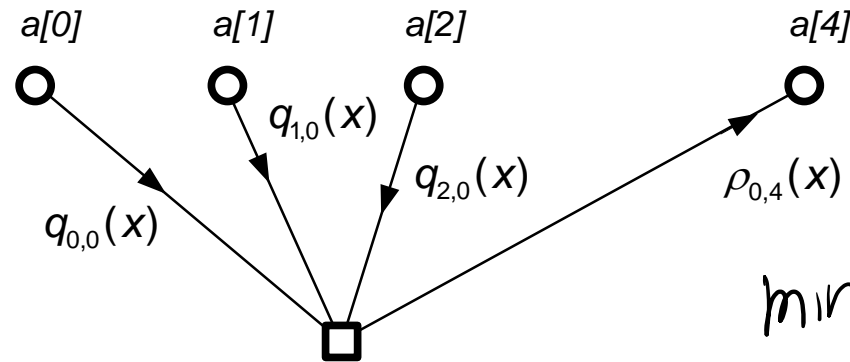
$$L(q_{n,i}) \triangleq \ln \frac{q_{n,i}(1)}{q_{n,i}(0)}$$

$$L^{(m+1)}(q_{n,i}) = \frac{4E_s}{N_0} r[n] + \sum_{i' \in C_{i',n}, i' \neq i} L^{(m)}(\rho_{i',n})$$

Messages in the log-domain 2/2

$$\min(\min(a, b), c)$$

$$L(\rho_{i,n}) \triangleq \ln \frac{\rho_{i,n}(1)}{\rho_{i,n}(0)}$$



$$\min(a, b, c) =$$

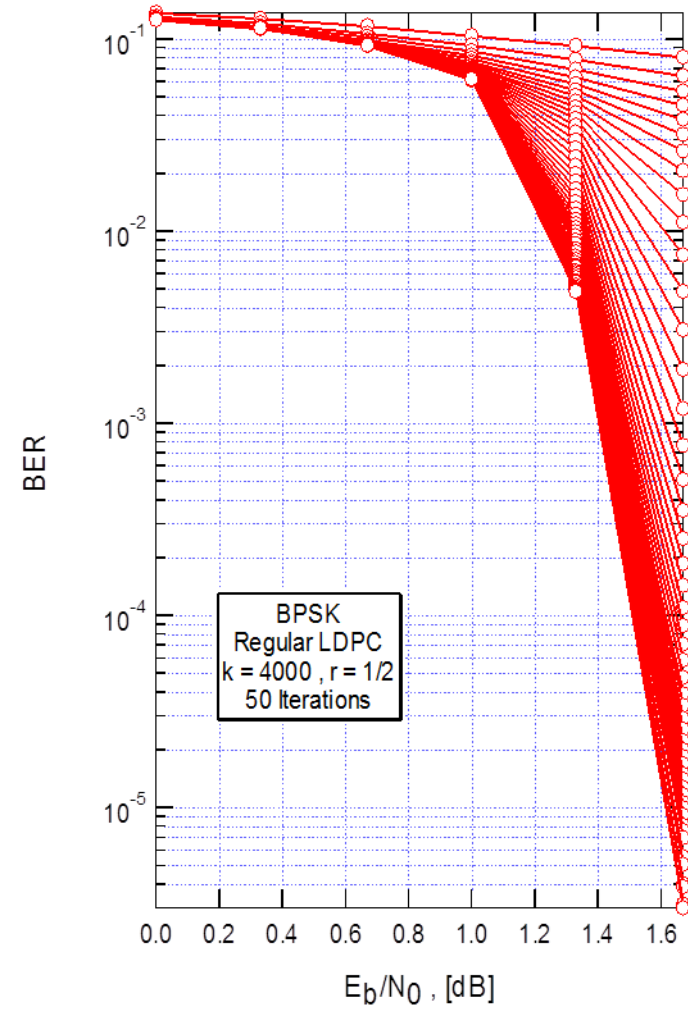
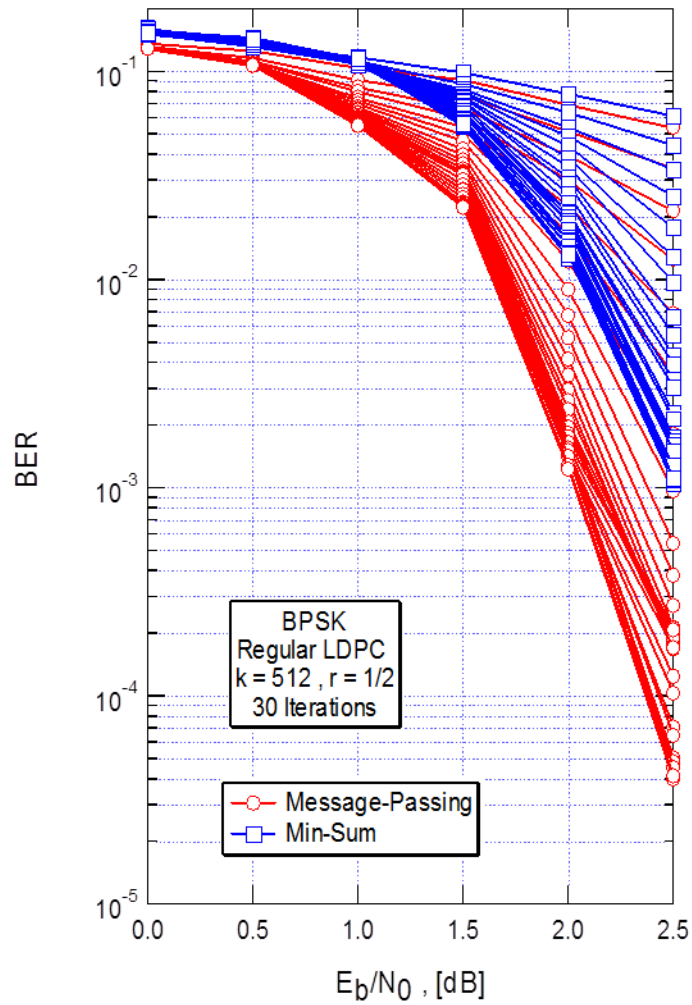
$$L^{(m+1)}(\rho_{i,n}) = - \left\{ \prod_{n' \in R_i \setminus n} \text{sgn}[-L^{(m)}(q_{n',i})] \right\} \cdot \min_{n' \in R_i \setminus n} |L^{(m)}(q_{n',i})|$$

LAPPR of $a[n]$ & Tentative Detection

$$L^{(m)}(a[n]) = \frac{4E_s}{N_0} r[n] + \sum_{i \in C_{i,n}} L^{(m)}(\rho_{n,i})$$

$$\hat{a}^{(m)}[n] = \text{sgn} \left[L^{(m)}(a[n]) \right]$$

LDPC Performance Sample



LDPC vs. Turbo 1/2

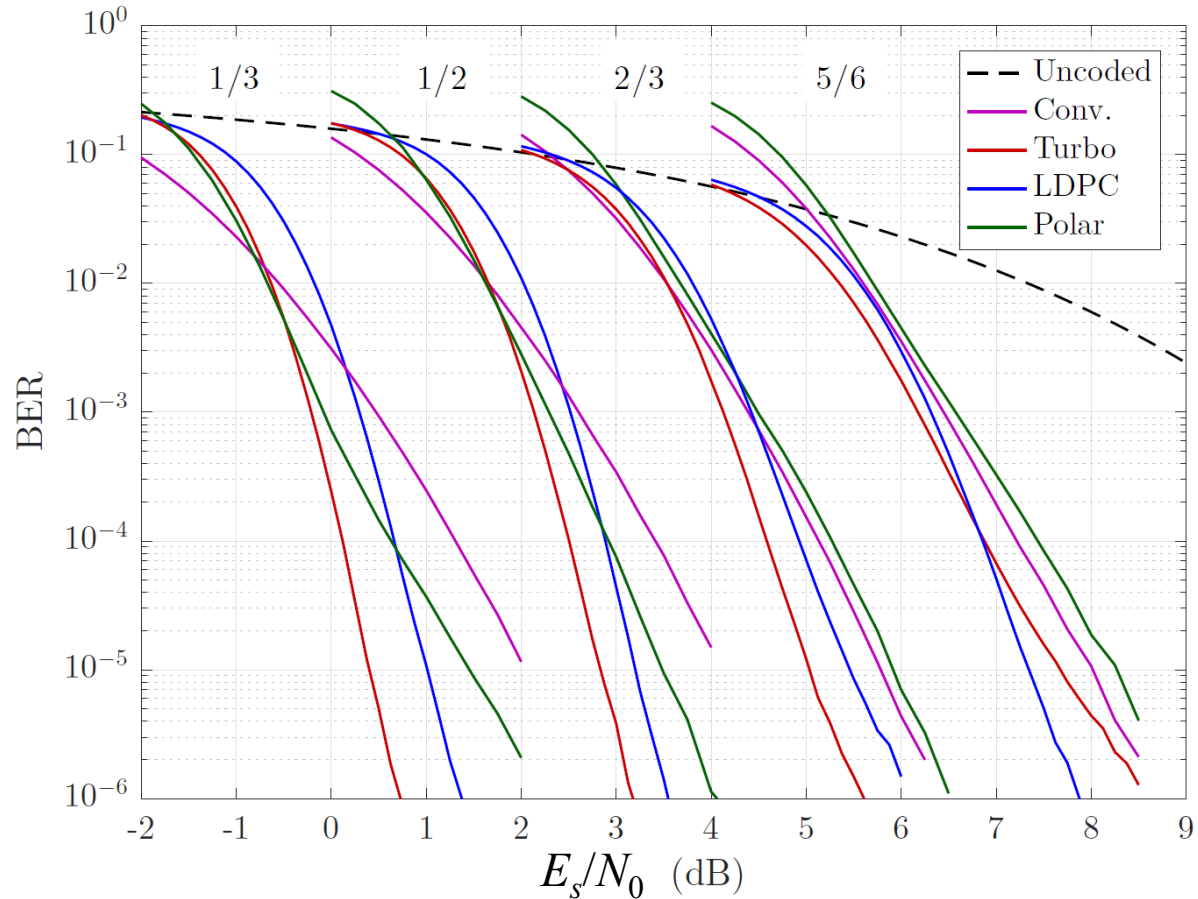


Fig. 9. BER comparison for different code rates, $K = 256$ (For LDPC, $K = 252$ for $R = 1/2$, and $1/3$, and $K = 260$ for $R = 5/6$.)

LDPC vs. Turbo 2/2

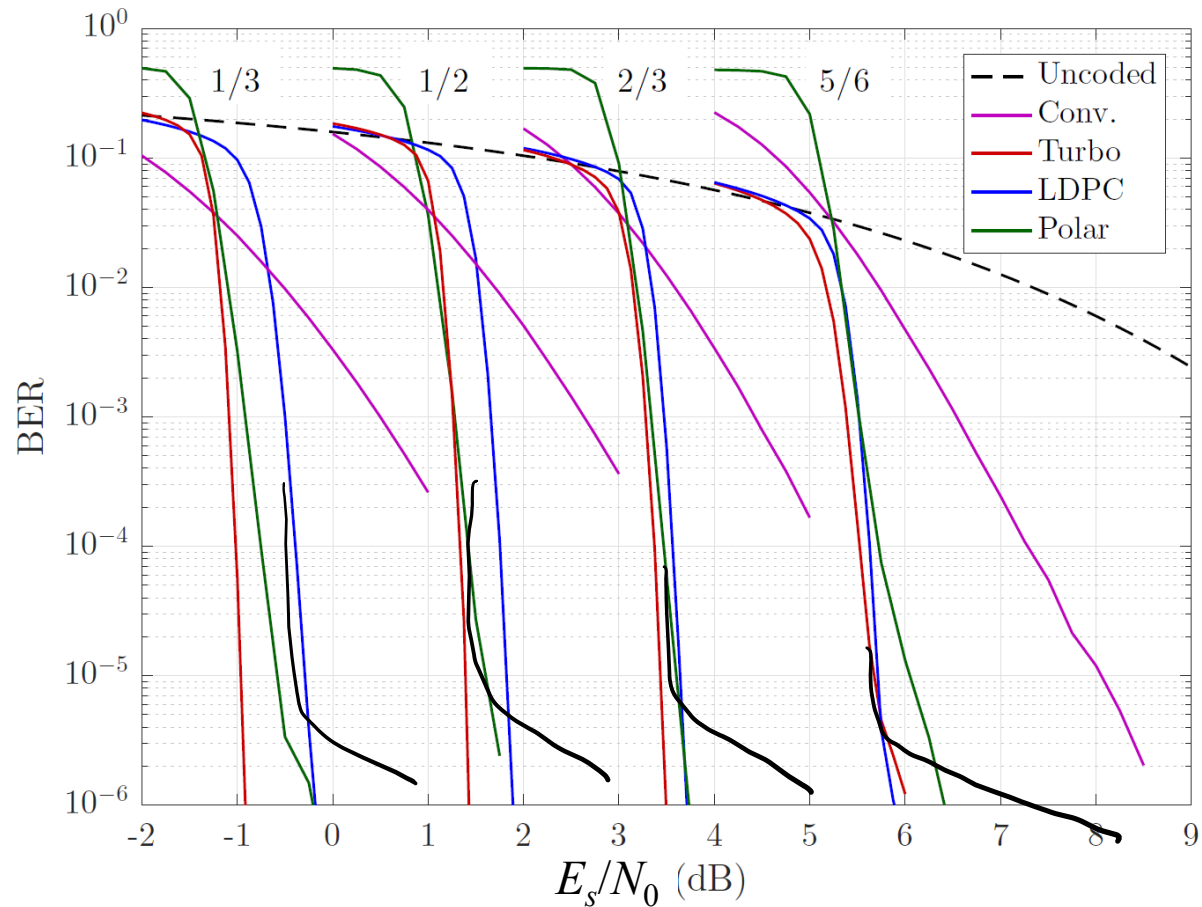
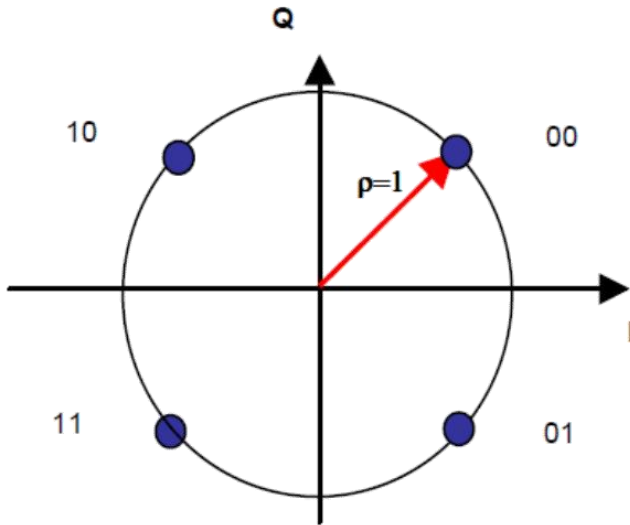
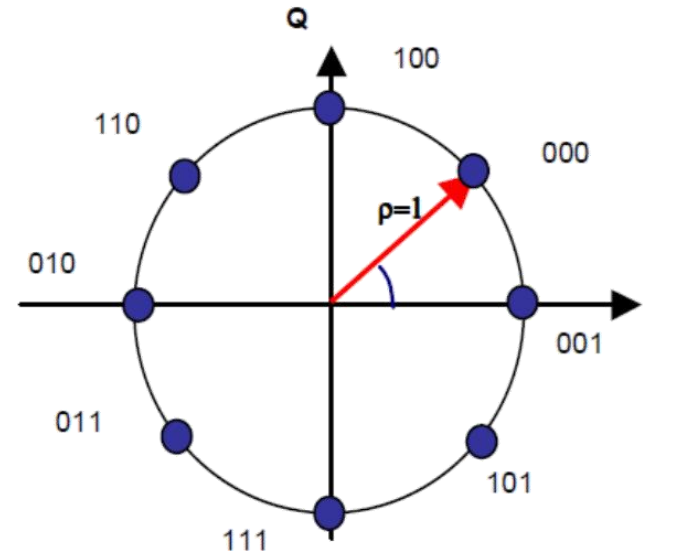


Fig. 14. BER comparison for different code rates, $K = 8192$ (For LDPC, $K = 8196$ for $R = 1/2$, and $1/3$, and $K = 8200$ for $R = 5/6$.)

DVB-S2 Constellations 1/2

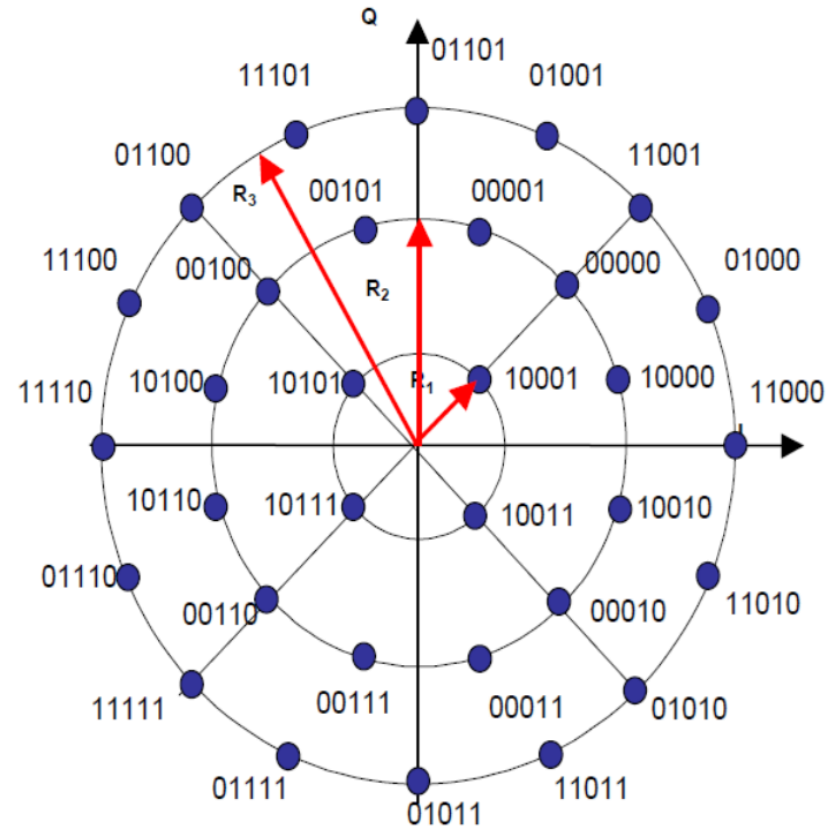
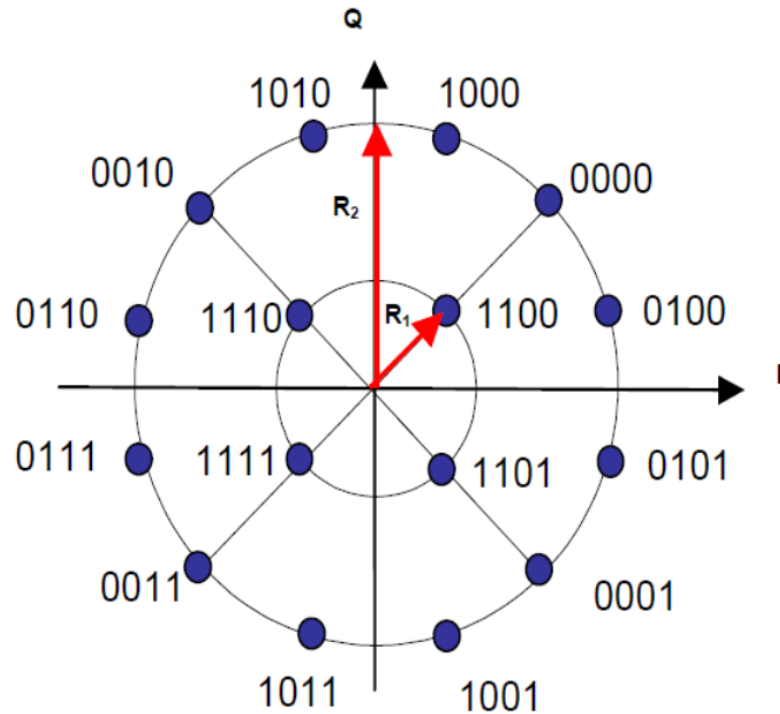


(a) QPSK

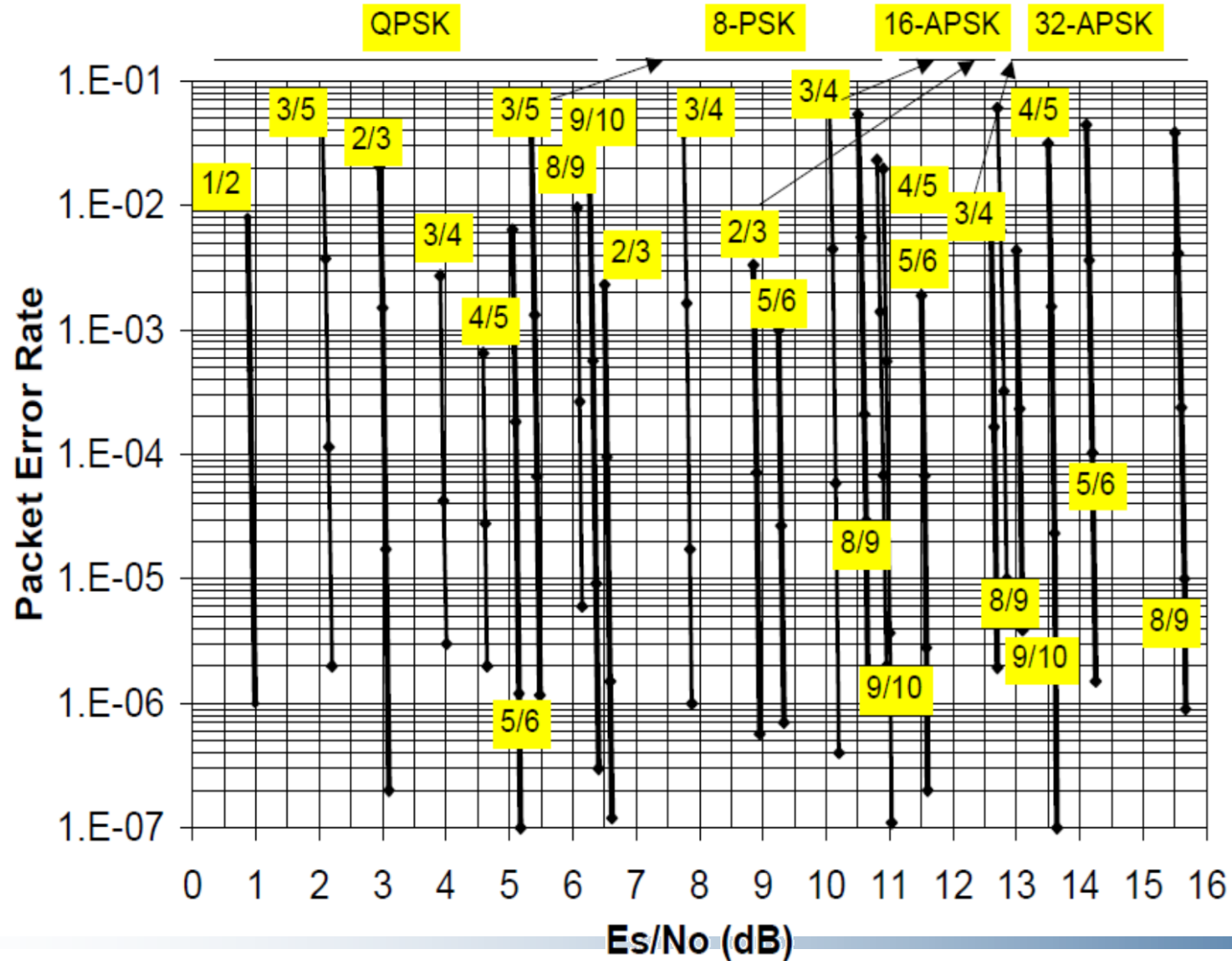


(b) 8-PSK

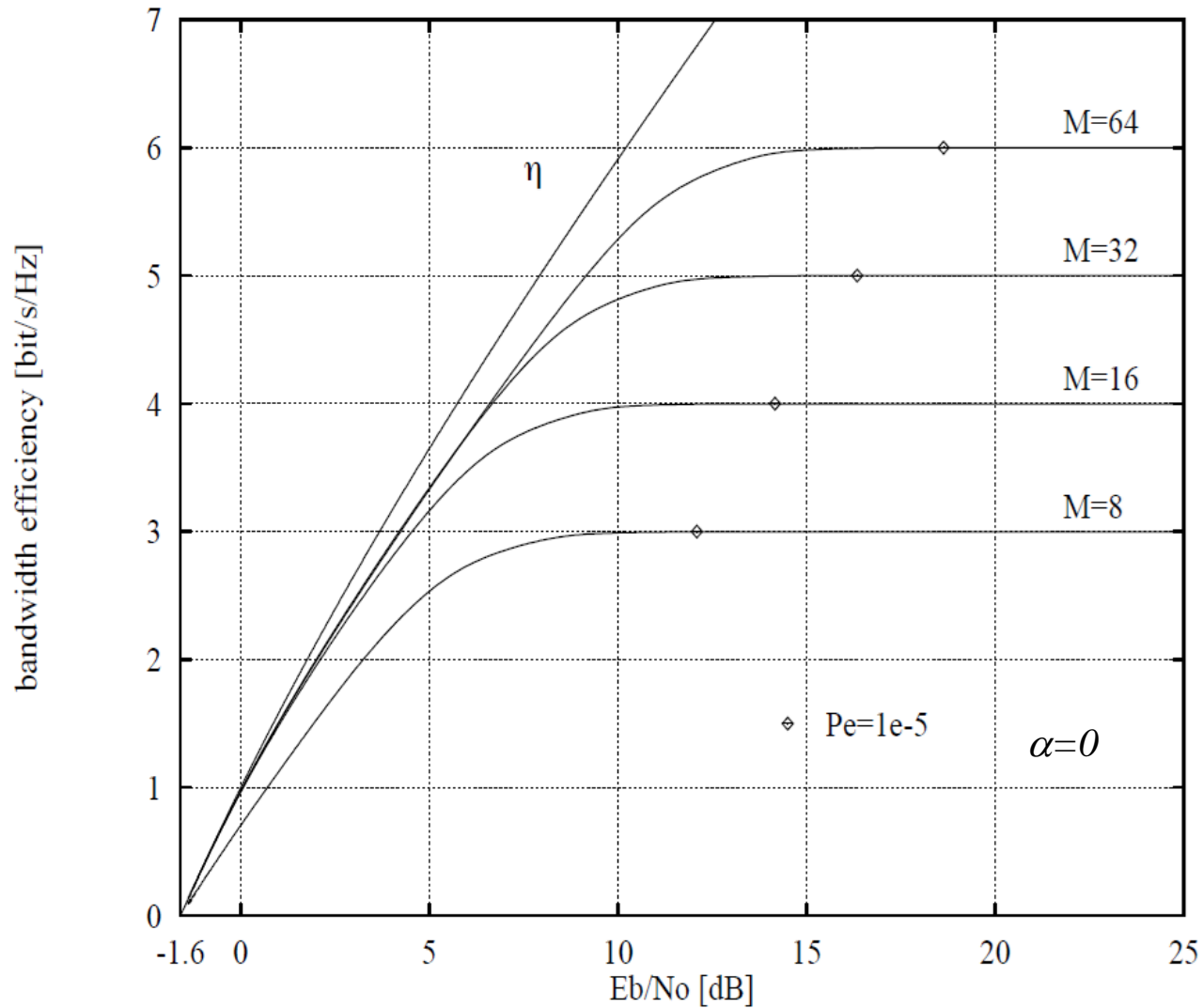
DVB-S2 Constellations 2/2



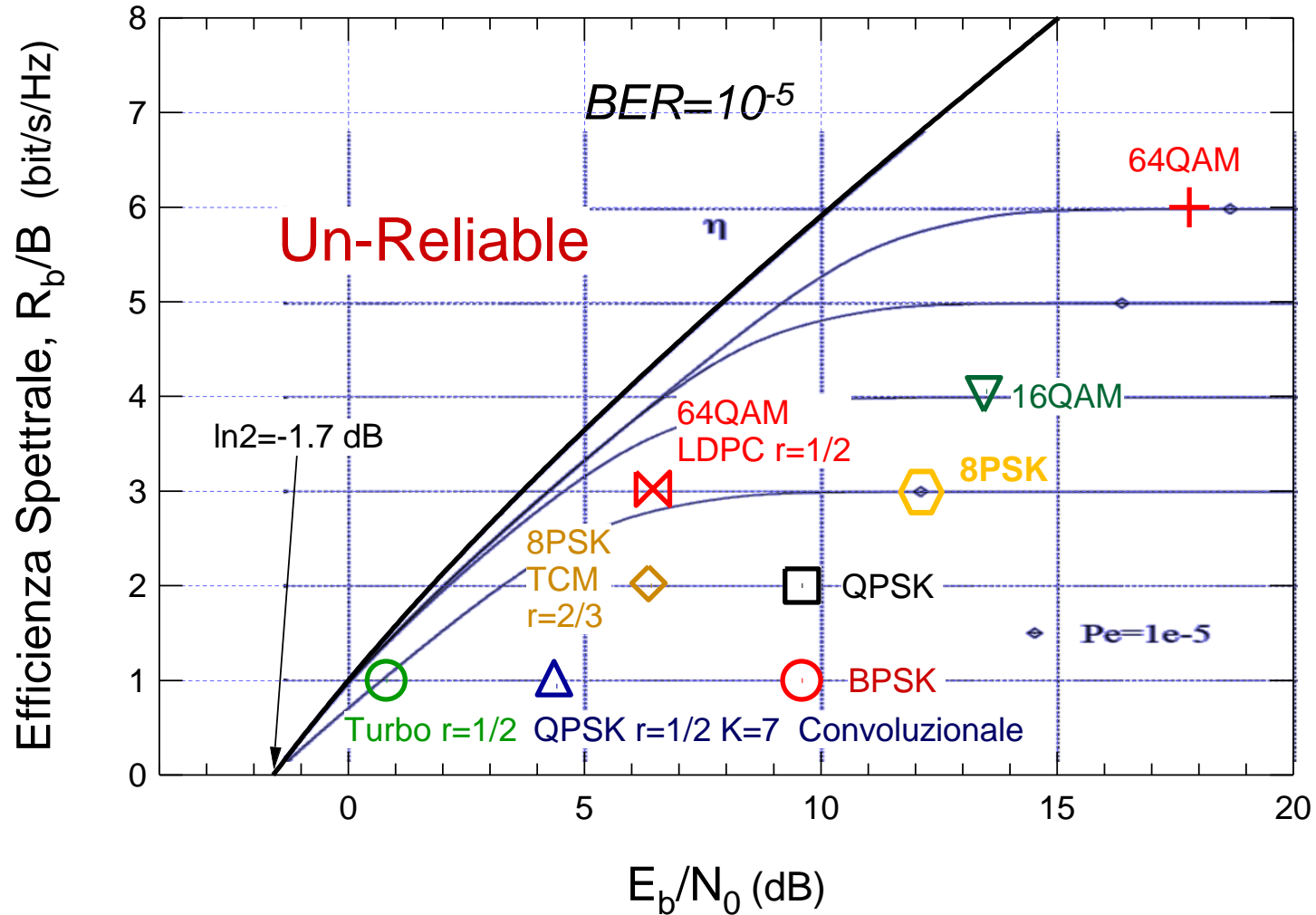
Adaptive Coding and Modulation (ACM): MOD/COD



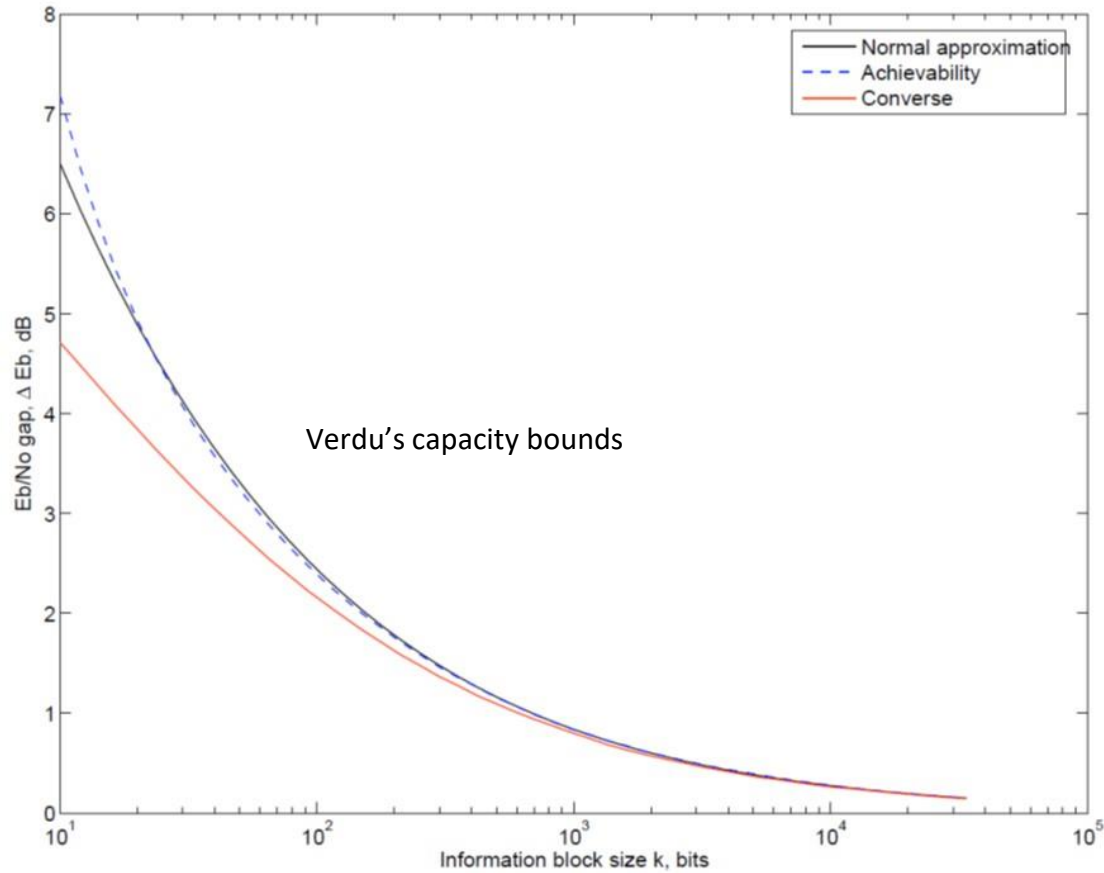
Digital-Input Soft-Output AWGN



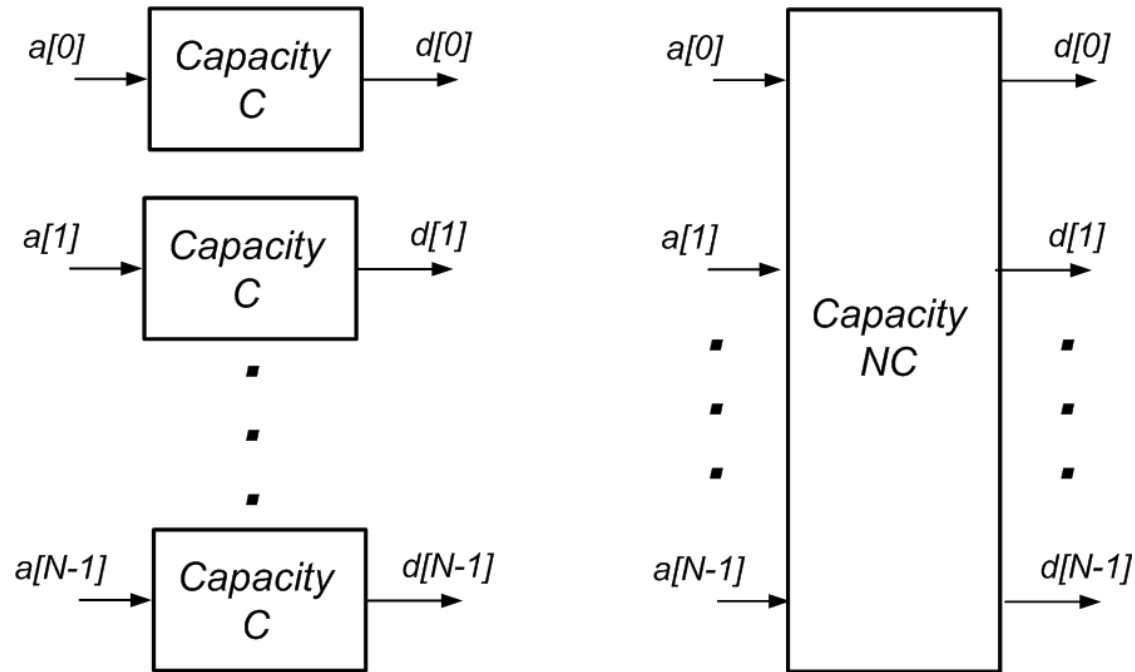
MOD/COD Performance



Capacità di Shannon Vincolata

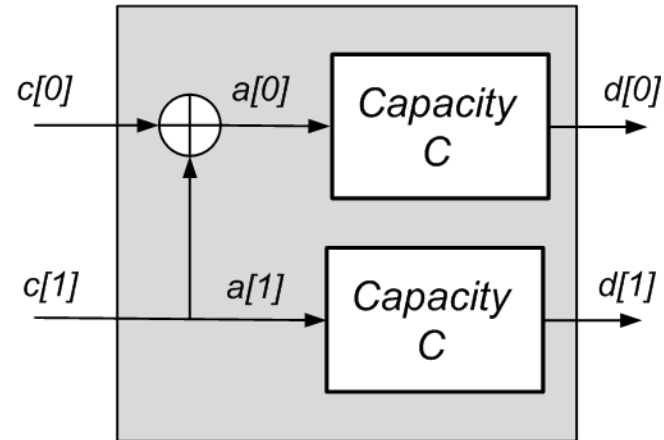


Canali Scalari → Canale Vettoriale



Pre-codifica Polare 2 x 2

Linear Transformation



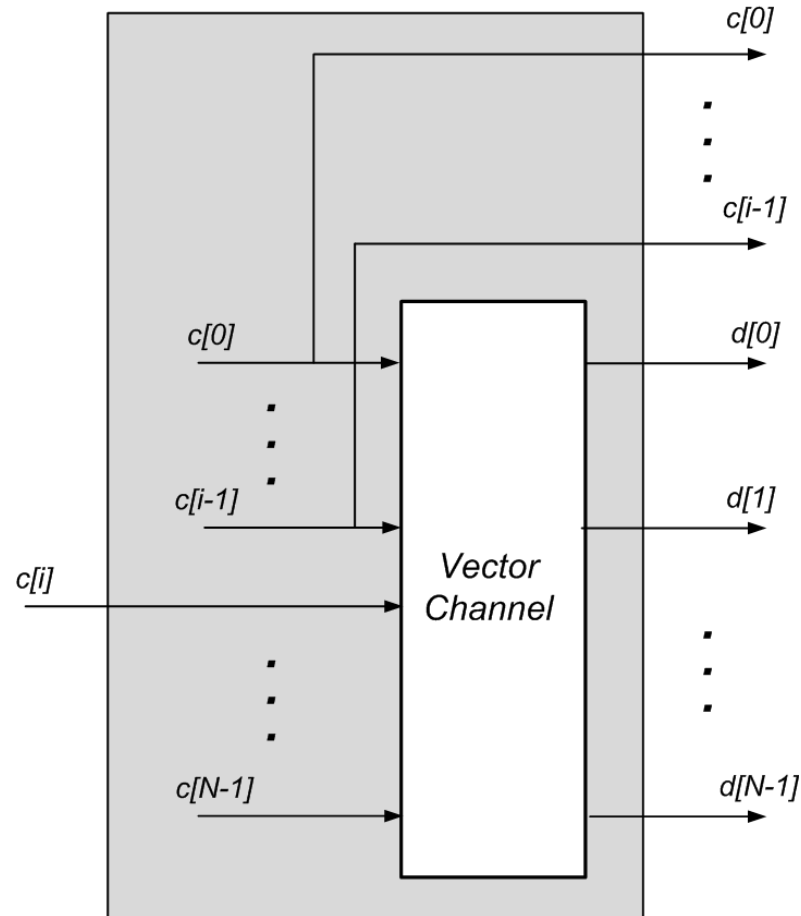
Channel #0: from $c[0]$ to $[d[0], d[1]]$

Channel #1: from $c[1]$ to $[c[0], d[0], d[1]]$

Starting from two scalar $\text{BEC}(p_{CE})$ channels:

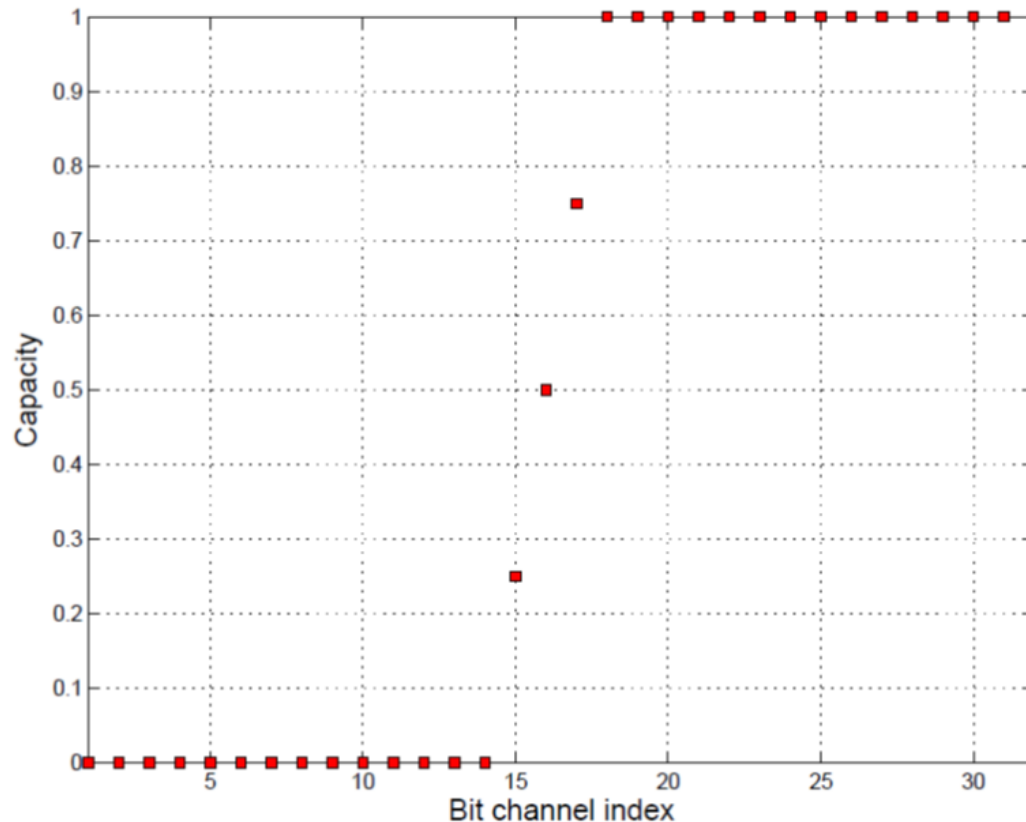
$$\mathcal{C}_0 = (1 - p_{CE})^2 < 1 - p_{CE} < 1 - p_{CE}^2 = \mathcal{C}_1$$

Aggregated Vector Channel



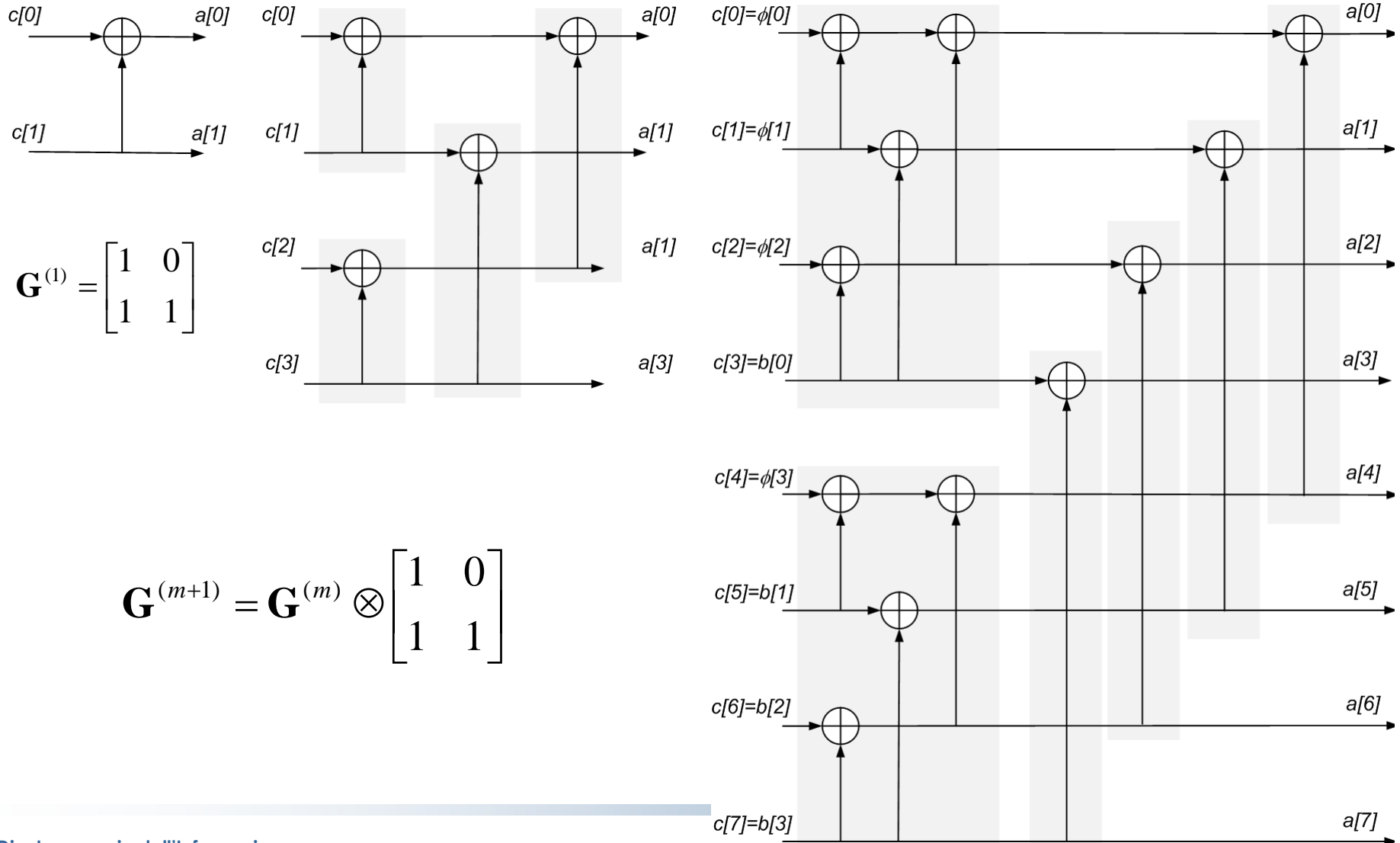
Vector Channel #i: from $c[i]$ to $[c[0], \dots, c[i-1]]$; $d[0], d[1], \dots, d[N-1]$

Random Polarizer (precoder) & Polarization Theorem

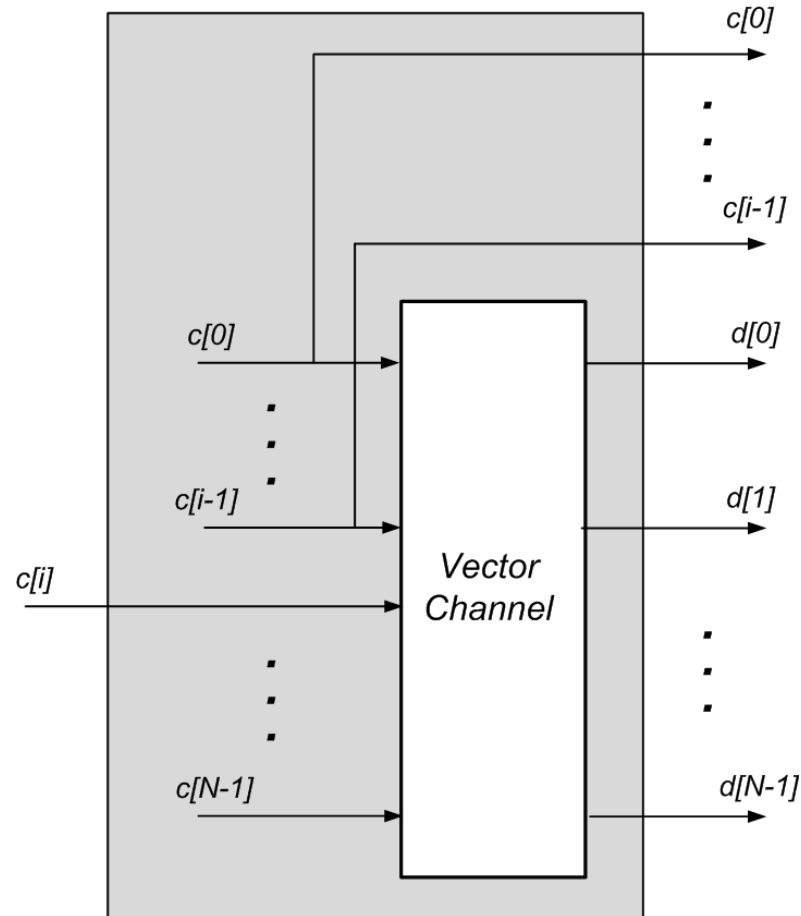


Dati N canali scalari indipendenti con capacità C ciascuno, se N è sufficientemente grande, per ogni ε (arbitrariamente piccolo), il numero di canali polarizzati ottenuti dagli N canali originali e la cui capacità è maggiore di $1-\varepsilon$ è pari a NC , e il numero di canali la cui capacità è più piccola di ε è $N - NC$

Order-Recursive Polar Precoder

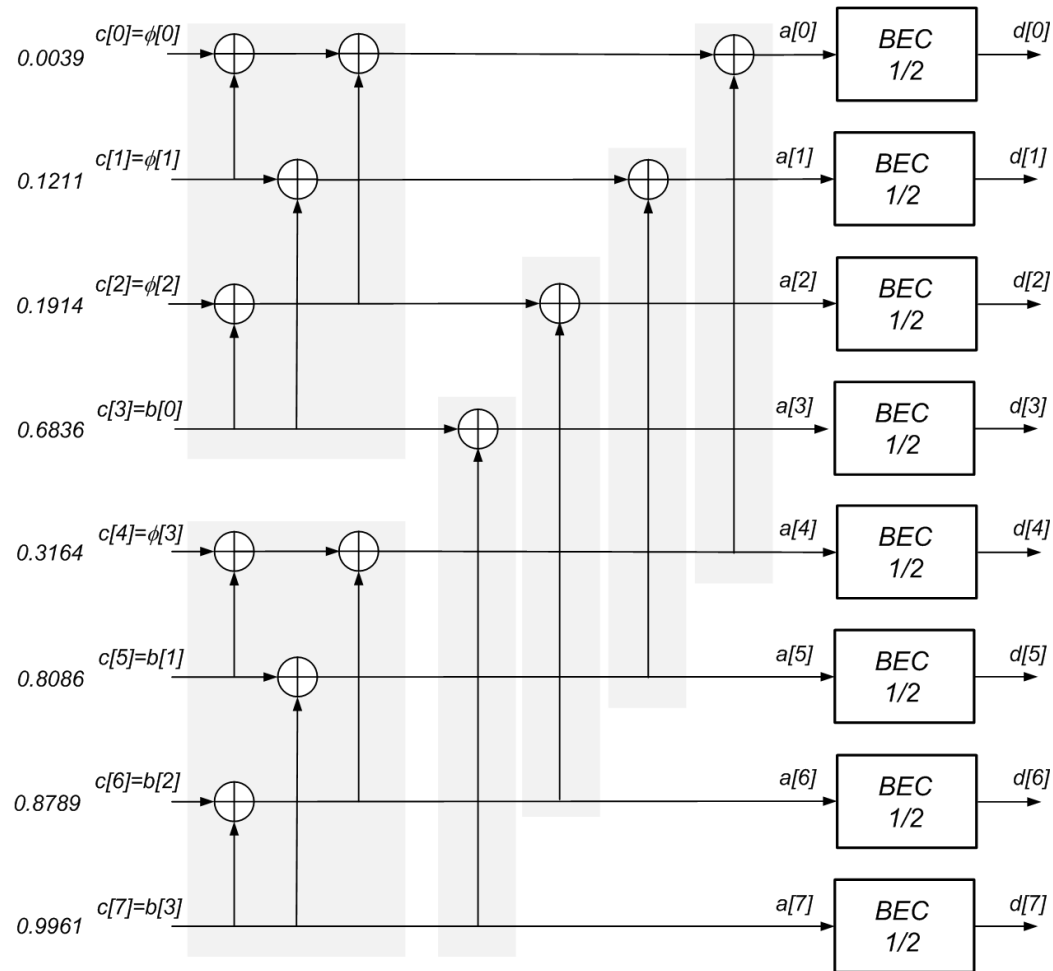


Aggregated Vector Channel



Vector Channel #i: from $c[i]$ to $[c[0], \dots, c[i-1]; d[0], d[1], \dots, d[N-1]]$

Polarization & Frozen Bits



$$\mathbf{a} = [\phi[0], \phi[1], \phi[2], b[0], \phi[3], b[1], b[2], b[3]] \mathbf{G}^{(3)}$$

Successive-Cancellation Decoding

1

$$L(c[3]) = \log \frac{\Pr \{c[3] = 1 \mid \mathbf{d}, \hat{c}[0], \hat{c}[1], \hat{c}[2]\}}{\Pr \{c[3] = 0 \mid \mathbf{d}, \hat{c}[0], \hat{c}[1], \hat{c}[2]\}}$$

Equivalently (LAPPR=LLR)

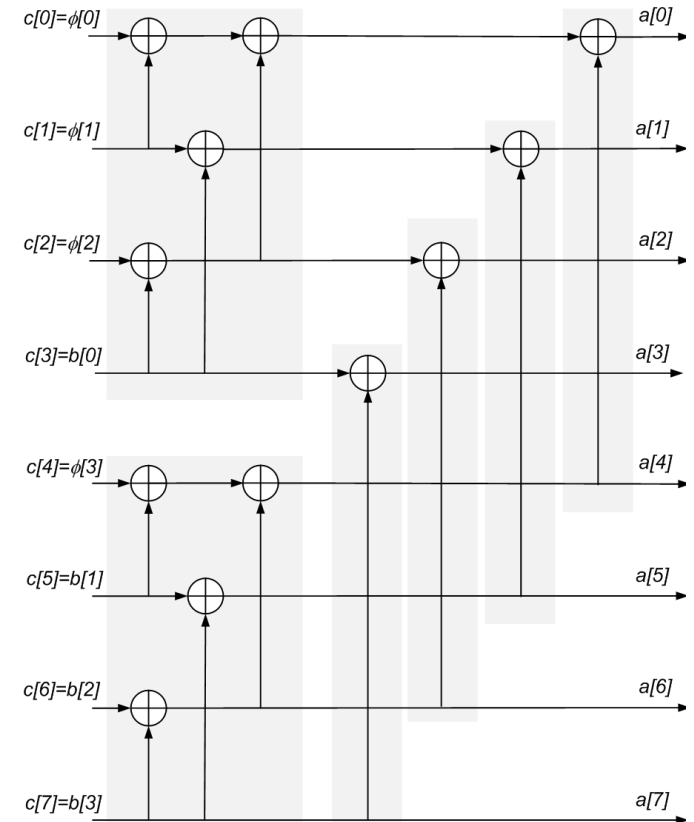
$$L(c[3]) = \log \frac{\Pr \{\mathbf{d}, \hat{c}[0], \hat{c}[1], \hat{c}[2] \mid c[3] = 1\}}{\Pr \{\mathbf{d}, \hat{c}[0], \hat{c}[1], \hat{c}[2] \mid c[3] = 0\}}$$

2

$$L(c[5]) = \log \frac{\Pr \{\mathbf{d}, \hat{c}[0], \hat{c}[1], \hat{c}[2], \hat{c}[3], \hat{c}[4] \mid c[5] = 1\}}{\Pr \{\mathbf{d}, \hat{c}[0], \hat{c}[1], \hat{c}[2], \hat{c}[3], \hat{c}[4] \mid c[5] = 0\}}$$

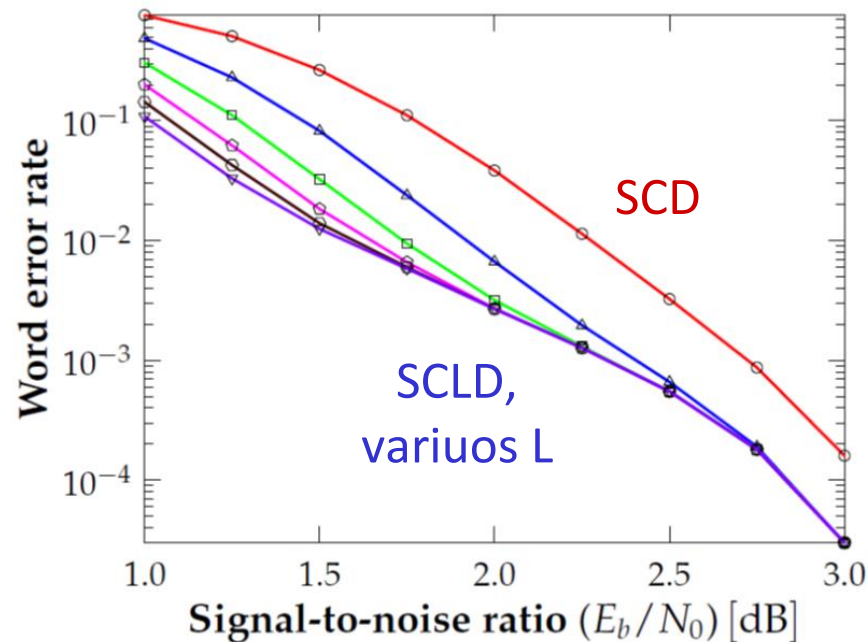
⋮

$$L(c[n]) = \log \frac{\Pr \{\mathbf{d}, \hat{c}[0], \dots, \hat{c}[n-1] \mid c[n] = 1\}}{\Pr \{\mathbf{d}, \hat{c}[0], \dots, \hat{c}[n-1] \mid c[n] = 0\}}$$



Coding/Decoding

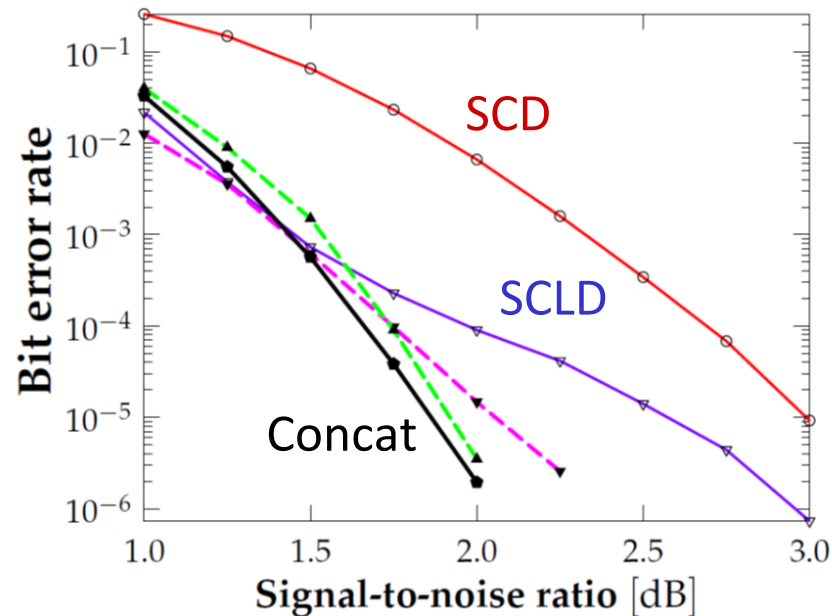
- Il decoder SCD non è in realtà iterativo, una volta decisi i bit non si modificano più
- E' necessario allora «rinviare» la decisione sui bit: si mantengono le due ipotesi «0» e «1» e si procede con due ulteriori decodifiche parallele
- Si evita la crescita esponenziale delle ipotesi mantenendo solo le L ipotesi a maggiore verosimiglianza, ordinale in una LIST: *Successive cancelation List Decoder*
- Complessità L volte maggiore



$$N=2048, r=1/2$$

Improved Coding/Decoding

- Final Touch 5G: *concatenazione* con codice esterno CRC e mantenimento in lista delle sole ipotesi che soddisfano il parity check (expurgated SCLD)



$$N=2048, r=1/2$$

Codes Comparison

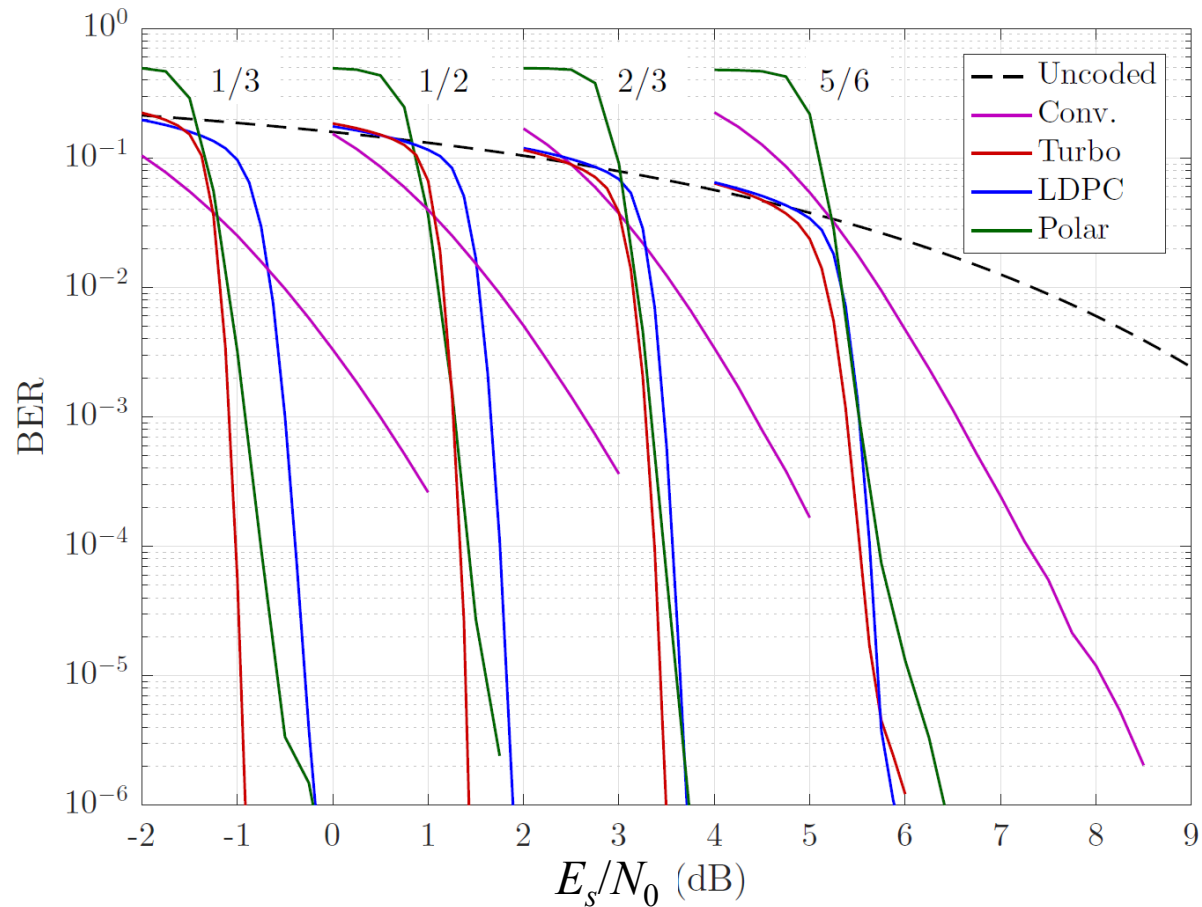
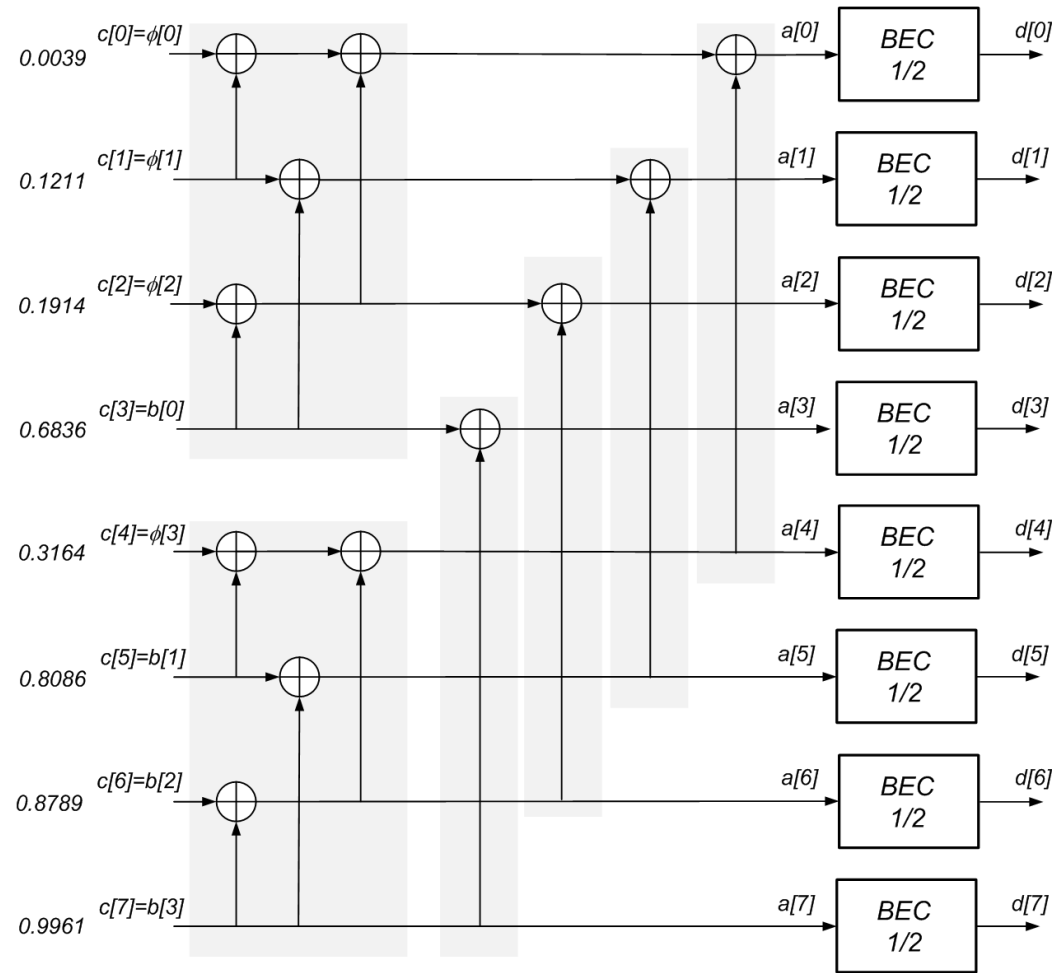


Fig. 14. BER comparison for different code rates, $K = 8192$ (For LDPC, $K = 8196$ for $R = 1/2$, and $1/3$, and $K = 8200$ for $R = 5/6$.)

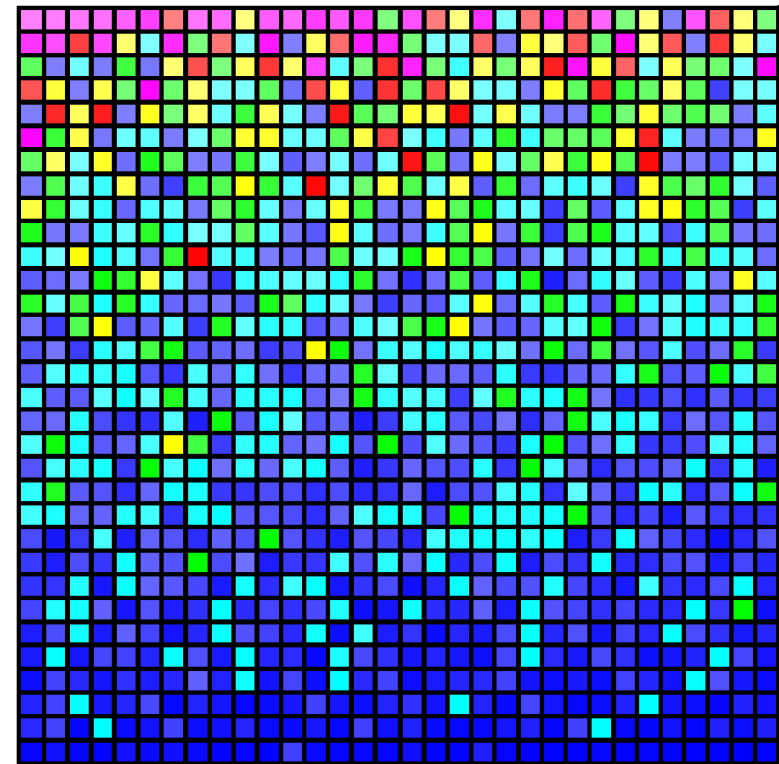
Polarization & Frozen Bits



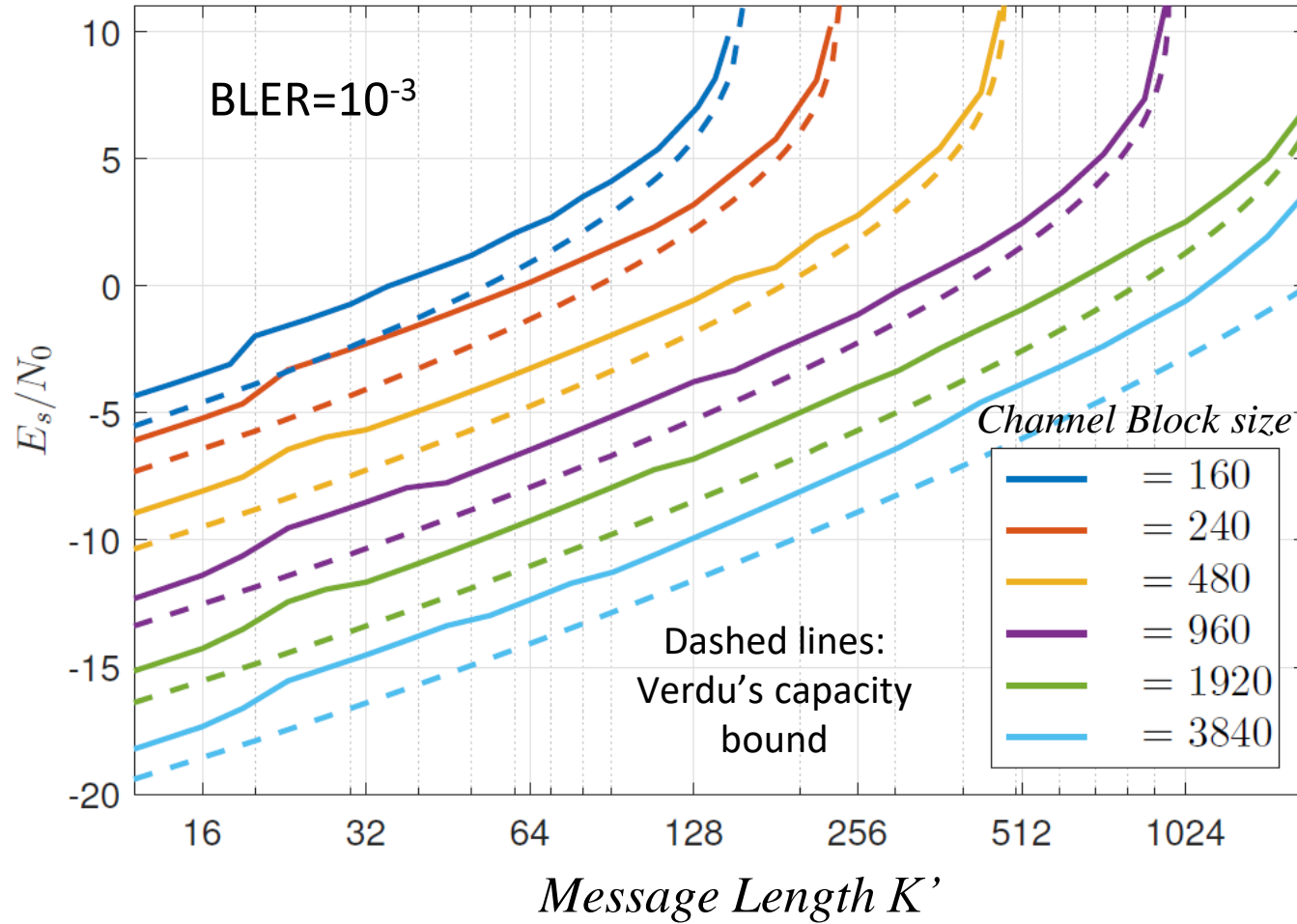
$$\mathbf{a} = [\phi[0], \phi[1], \phi[2], b[0], \phi[3], b[1], b[2], b[3]] \mathbf{G}^{(3)}$$

5G Polar Codes for PUCCH

- K_p parity check are added to the K' information bits, $K=K'+K_p$ via suited interleaving (most of them are at the end of the CRC code block)
- Encoding is always power-of-2 but with different lengths, according to the message size
- To set the coding rate, the frozen bits are in a variable number and are selected in a «universal» sequence of channel capacity (reliability).
The rate can be made also very small (down to $r=1/8$)



5G Codes for the PUCCH



xDSL per l'Ultimo Chilometro

