

Partitioning matrix and modifying min sum algorithm

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Min sum decoding algorithm



main.c

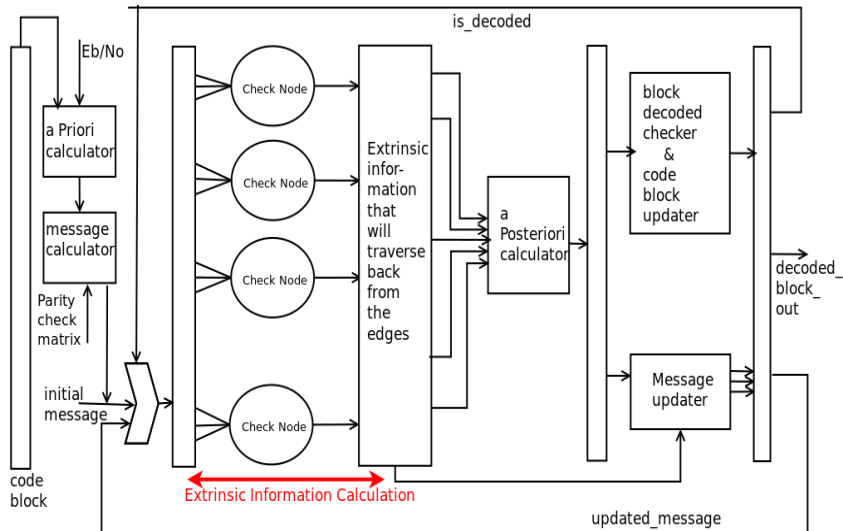
```
readMatrix() // reads the parity check matrix
readCodeBlock() // reads the input code block
minSumDecode() // decode the code block
findAccuracy() // check accuracy of decoded block
```

minSumDecode() :

```

initialize_aPriori()
initializeMessage()
while  $nitr \geq Max\_nitr$  do
    initialize_aPosteriori()  $\Leftarrow aPriori$ 
    initializeExtrinsicInfo()  $\Leftarrow 0$ 
    checkNodeComputeEngine()
    is_decoded = checkIsDecode()
    if is_decoded = 1 then
        break
    else
        updateMessage()
    end if nitr ++
end while

```



Algorithmic complexity at each stage



- A priori calculation : $O(m)$
- Message calculation : $O(m \times p)$
- Extrinsic information calculation : $O(m \times p \times (p-1))$
 $\approx O(mp^2)$
- A posteriori calculation : $O(m \times p)$
- Message updation : $O(m \times p)$
- block decoded calculation & code block updation : $O(m)$



Partitioning matrix

- After partitioning the matrix we get four matrices as follows :

$$H = \left[\begin{array}{c|c} H_{11} & H_{12} \\ \hline H_{21} & H_{22} \end{array} \right]$$

- example :

$$\left[\begin{array}{c|cccccccc} & c1 & c2 & c3 & c4 & c5 & c6 & c7 & c8 \\ \hline r1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ r2 & 0 & 0 & 0 & 1 & 1 & 1 & 0 & 0 \\ r3 & 1 & 0 & 0 & 1 & 0 & 0 & 1 & 0 \\ r4 & 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 \end{array} \right] \Rightarrow \left[\begin{array}{c|cccc|cccc} & c4 & c6 & c7 & c1 & c2 & c3 & c8 & c5 \\ \hline r2 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 1 \\ r3 & 1 & 0 & 1 & 1 & 0 & 0 & 0 & 0 \\ \hline r1 & 0 & 0 & 0 & 1 & 1 & 1 & 0 & 0 \\ r4 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 1 \end{array} \right]$$

- H12 and H21 are highly sparse.

Modified min sum algorithm



main.c

Require: Parity check matrix in row compressed form.

readMatrixH11()

readMatrixH12()

readMatrixH21()

readMatrixH22()

readCodeBlock1()

readCodeBlock2()

modifiedMinSumDecode()

findAccuracy()

modifiedMinSumDecode() :

```
initialize_aPriori(aPriori1)
initialize_aPriori(aPriori2)
initializeMessage(message11)
initializeMessage(message12)
initializeMessage(message21)
initializeMessage(message22)
while  $nitr \geq Max\_nitr$  do
    initialize_aPosteriori(aPosteriori1)  $\Leftarrow$  aPriori1
    initialize_aPosteriori(aPosteriori2)  $\Leftarrow$  aPriori2
    initializeExtrinsicInfo(ext_info11)  $\Leftarrow$  0
    initializeExtrinsicInfo(ext_info12)  $\Leftarrow$  0
    initializeExtrinsicInfo(ext_info21)  $\Leftarrow$  0
    initializeExtrinsicInfo(ext_info22)  $\Leftarrow$  0
    ...
end while
```


modifiedMinSumDecode() :

while ... do

...

computeEngine(H11, message11, ext_info11, trans_info11_12)

computeEngine(H22, message22, ext_info22, trans_info22_12)

computeEngine(H12, message12, ext_info12, trans_info12_11)

computeEngine(H21, message21, ext_info21, trans_info21_22)

transverseCorrection(H11, transverse_info12_11, ext_info11)

transverseCorrection(H22, transverse_info21_22, ext_info22)

transverseCorrection(H21, transverse_info22_21, ext_info21)

transverseCorrection(H12, transverse_info11_12, ext_info12)

update_aPosteriori(H11, ext_info11, aPosteriori1)

update_aPosteriori(H22, ext_info22, aPosteriori2)

update_aPosteriori(H12, ext_info12, aPosteriori1)

update_aPosteriori(H21, ext_info21, aPosteriori2)

...

modifiedMinSumDecode() :

while ... do

...

is_decoded1 = checkIsdecoded(code_block1, aPosteriori1)

is_decoded2 = checkIsdecoded(code_block2, aPosteriori2)

if (*is_decoded1*&&*is_decoded2*) == 1 **then**

break

else

updateMessage(ext_info11, aPosteriori1, message11)

updateMessage(ext_info22, aPosteriori2, message22)

updateMessage(ext_info12, aPosteriori1, message12)

updateMessage(ext_info21, aPosteriori2, message21)

end if

nitr ++

end while

