

# Construction of New Codes

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## 1 Concatenated Codes

## 2 Interleaving

# Concatenated codes

- Concatenated coding, devised by Forney in 1966, is a powerful technique for constructing long powerful codes from short component codes.
- Single level concatenation often uses a non-binary code as an outer code and a binary code as an inner code.

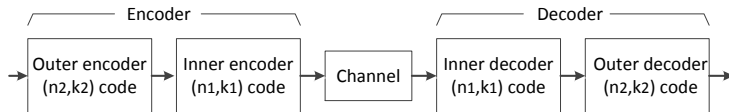
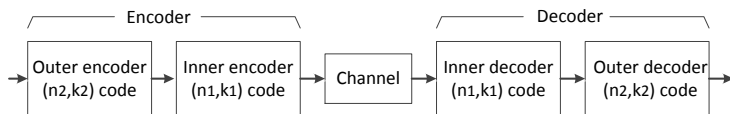


Figure: Communication system using a concatenated code.

# Concatenated codes

- The primary reason for using a concatenated code is to achieve higher reliability with less implementation complexity than a single coding operation.
- Concatenated codes are effective against a mixture of random errors and bursts.
- Concatenated codes are widely used in both communication and digital data storage system to achieve higher reliability with reduced decoding complexity.
- Concatenation can also be multilevel, with multiple outer codes concatenated with multiple inner codes.

# Concatenated codes Encoding



- A simple concatenated code is formed from two codes: an  $(n_1, k_1)$  binary code  $C_1$  and an  $(n_2, k_2)$  non-binary code  $C_2$  with symbols from  $\text{GF}(2^{k_1})$ .
- The each symbol of the code vector in  $C_2$  can be represented by  $k_1$  bits.
- $k_1 k_2$  information bits are divided into  $k_2$  components with  $k_1$  bits each.
  - 1 These  $k_2$  components are encoded based on coding rule of  $C_2$  to an  $n_2$ -component codeword.
  - 2 Each  $k_1$  bits are encoded into an  $n_1$ -component codeword in  $C_1$ .

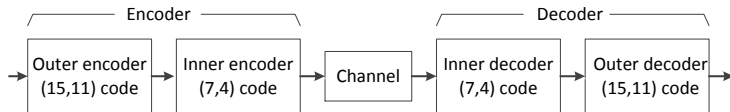
# Concatenated codes Encoding

- Each block of a simple concatenated code has  $n_1 n_2$  bits in total.
- The encoded information is transmitted, one  $C_1$  codeword at a time.
- $C_1$  and  $C_2$  are called inner code and outer coder.
- If the minimum distance of  $C_1$  and  $C_2$  is  $d_1$  and  $d_2$ , respectively, then the minimum distance of the concatenated code is at least  $d_1 d_2$ .

# Concatenated Codes Decoding

- The concatenated code of  $C_1$  and  $C_2$  is decoded in two steps:
  - 1 Each  $C_1$  is decoded when it arrives. The check parity bits are removed, leaving  $n_2$  components with  $k_1$ -bits each.
  - 2 The  $n_2$ -components codeword is decoded based on decoding method of  $C_2$ .

# An Example of Concatenated Codes



- The Concatenation of the (15, 11) RS code with symbols from  $GF(2^4)$  and the (7, 4) binary Hamming code.
- Each code symbol of the RS code is represented by a byte of four binary bits. i.e., each 4-bit byte is encoded into (7, 4) Hamming code.
- The resulted concatenated code is a (105, 44) binary code.
- As the minimum distance of Hamming code (7, 4) is 3 and the minimum distance of RS code (15, 11) is 5, the minimum distance of the concatenated code is 15.



# An Example of Concatenated Codes

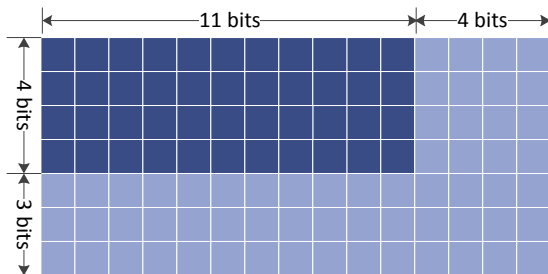
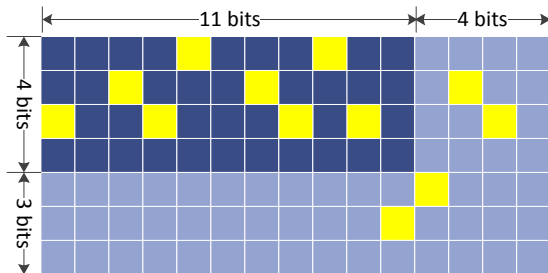


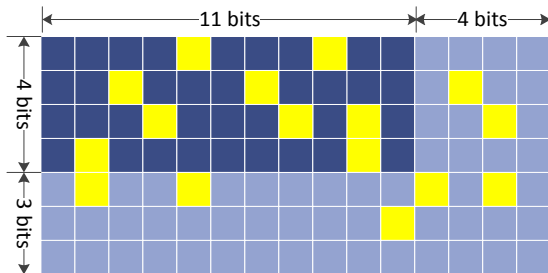
Figure: A concatenated code of  $C_{RS}(15, 11)$  and Hamming code  $C_b(7, 4)$ .

# An Example of Concatenated Codes



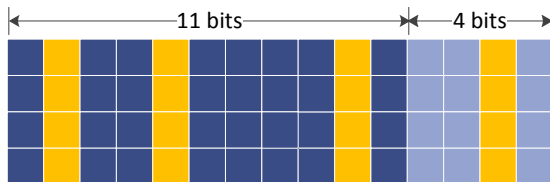
**Figure:** Errors happen in the concatenated code of  $C_{RS}(15, 11)$  and Hamming code  $C_b(7, 4)$ .

# An Example of Concatenated Codes



**Figure:** Errors happen in the concatenated code of  $C_{RS}(15, 11)$  and Hamming code  $C_b(7, 4)$ .

# An Example of Concatenated Codes



**Figure:** Using Error detection by Hamming code  $C_b(7, 4)$  and error correction by  $C_{RS}(15, 11)$ .

# Interleaving

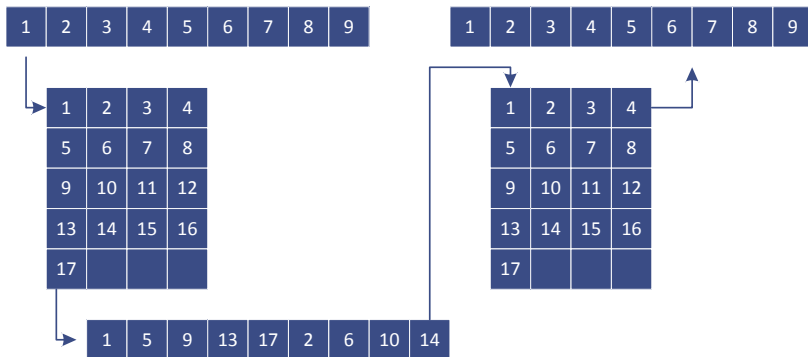


Figure: An illustration of interleaving.

# Why interleaving is needed?

- Interleaving can reduce the effect of the burst errors.
- The essence of interleaving is that it randomizes and distributes a burst over many received vectors, thus it reduces the size of the error event per received vector.

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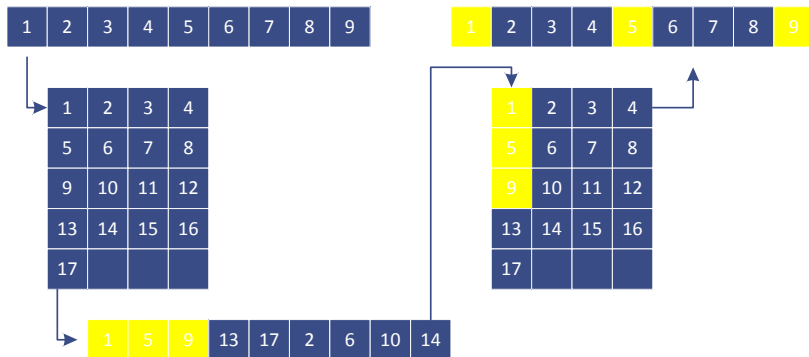


Figure: Interleaving randomizes a burst error.

# Concatenated codes with Interleaving

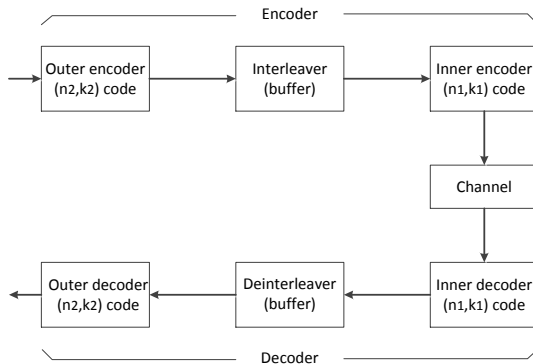


Figure: An interleaved concatenated coding system.



# Concatenated codes with Interleaving

- Interleave is often used in concatenated code.
- Let the outer code  $C_2$  be an  $(n_2, k_2)$  block code with symbols from  $\text{GF}(2^m)$ . The inner code  $C_1$  be an  $(n_1, k_1)$  binary linear code with  $k_1 = \lambda m$ .
- A message of  $k_2$   $m$ -bit components (i.e.,  $k_2 m$  bits) is first encoded into an  $n_2$ -component codeword in  $C_2$ .
- This codeword is temporarily stored in a buffer as a row in a matrix.
- After  $\lambda$  outer codewords have been formed, the buffer stores a matrix of size  $\lambda \times n_2$ .
- Each column of the matrix has  $\lambda m$  bits. These  $\lambda m$  bits can be encoded into an  $n_1$ -bit codeword in  $C_1$ .
- A completed interleaved code matrix has  $n_1 n_2$  bits.
- Each encoded column is transmitted serially.
- The outer code is interleaved by a depth of  $\lambda$ .

# Concatenated codes with Interleaving

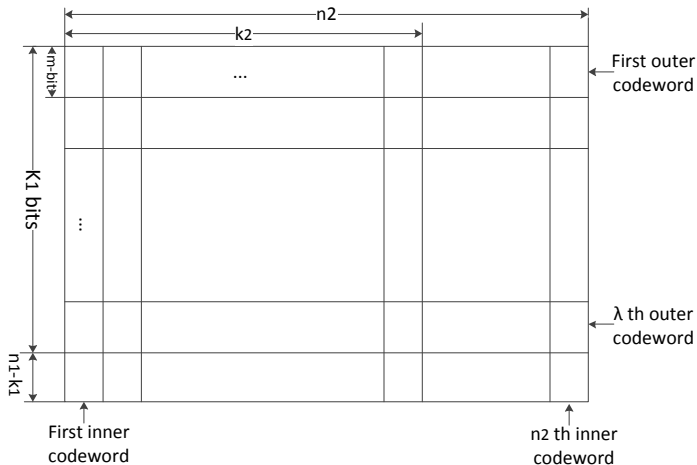


Figure: An interleaved concatenated code matrix.

# Concatenated codes with Interleaving

Continuing...

- When each inner codeword is received and decoded, the errors are corrected or detected. The parity check bits are removed.
- The decoded  $\lambda$  bytes are stored in a receiver buffer as a column in a  $\lambda \times n_2$  matrix.
- After decoding  $n_2$  inner codes is finished, the receiver buffer contains a  $\lambda \times n_2$  matrix.
- Then each row of the  $\lambda \times n_2$  matrix can be decoded based on the outer code  $C_2$ .
- After  $\lambda$  outer codes have been decoded, the size of the matrix becomes  $\lambda m \times k_2 = k_1 \times k_2$