

Lecture 8

Coding & Interleaving

Outline

- Review: Effect of fading
- Introduction to error control coding
 - FEC code, channel code
- Block Code
 - Hamming distance
 - Linear block code
 - Hamming code
- Interleaving
- Required reading:
 - Textbook, Chapter 8.1, 8.2.1, 8.2.2, 8.2.3, 8.8.1

Flat Fading Channel.

$$\bar{P}_s = \int_0^{\infty} P_s(y) \bar{P}_s(y) dy$$

surp symbol. 木板串連区段

$$\text{Rayleigh} = \vec{r} = h \cdot \vec{s}_t + \vec{n}$$

$$|h| \sim P(x) = \frac{1}{G^2} e^{-\frac{x^2}{2G^2}}$$

Suppose average transmission power is α .

$$\alpha = \frac{1}{T_s} \int_0^{T_s} S_t^2(t) dt$$

$$\text{Receiving signal Power} = \alpha |h|^2$$

$$\text{Noise power} = N_0 B = \frac{N_0}{T_s}$$

$$\text{Receiving SNR per symbol.} = \frac{T_s \alpha |h|^2}{N_0}$$

$$N_0 = 2G^2 \downarrow \frac{T_s \alpha |h|^2}{2G^2} = \gamma_s$$

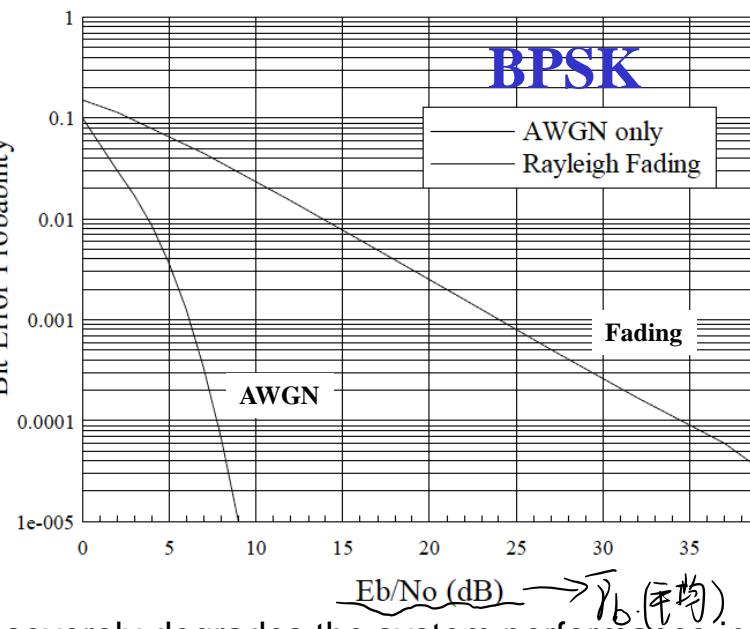
$$P_{\gamma_s}(y) = \frac{1}{\gamma_s} e^{-\frac{y}{\gamma_s}}, \bar{P}_s = \frac{G^2 T_s \alpha}{6n}$$

Average Error Prob for BPSK and Rayleigh fading

$$\bar{P}_s = \int_0^{\infty} Q(\sqrt{2}\bar{P}_s) \frac{1}{\gamma_s} e^{-\frac{y}{\gamma_s}} dy$$

$$\text{QPSK: } \bar{P}_s = \int_0^{\infty} \left\{ 1 - \left[1 - Q(\sqrt{2}\bar{P}_s) \right]^2 \right\} \frac{1}{\gamma_s} e^{-\frac{y}{\gamma_s}} dy$$

Review: Effect of Flat Fading



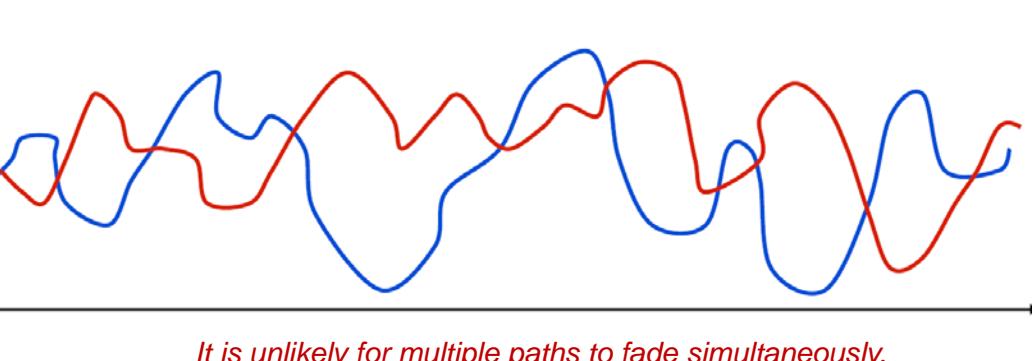
- Fading severely degrades the system performance in the presence of AWGN.

3

Remedies

- Remedies that combat the effects of fading:
 - Diversity
 - Channel coding, interleaving
 - Adaptive modulation
 - Power control
 - Spread spectrum
 - etc.

Channel gains of two independent paths:



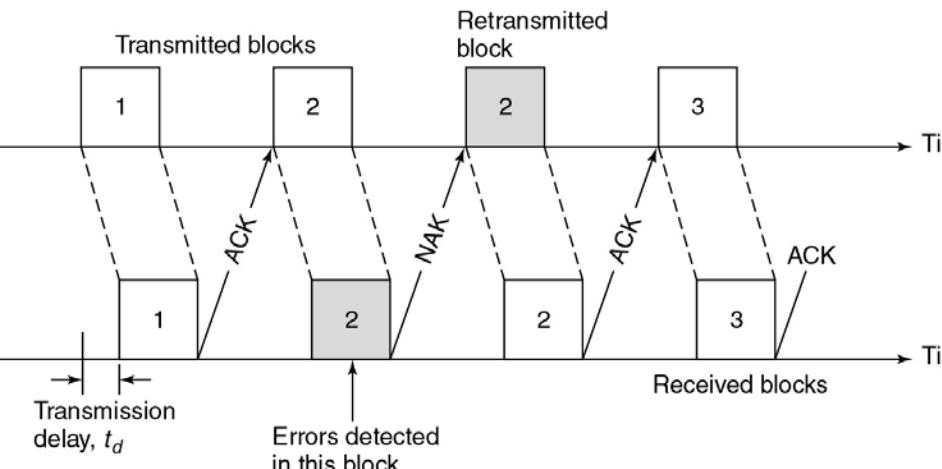
4

Error Control Coding

- Claude Shannon: Controlled redundancy in digital communications allows transmission at arbitrarily low bit error rates
- Error control coding (ECC) uses this controlled redundancy to detect and correct errors
 - When ECC is used to correct errors, this is called **forward error correction code (FEC)** or **channel code**
- The key in error control coding research is to
 - Find a way to add redundancy to the channel such that the receiver can utilize the redundancy to detect and correct the errors and to improve **coding gain** --- the effective lowering of the power required or improvement in throughput

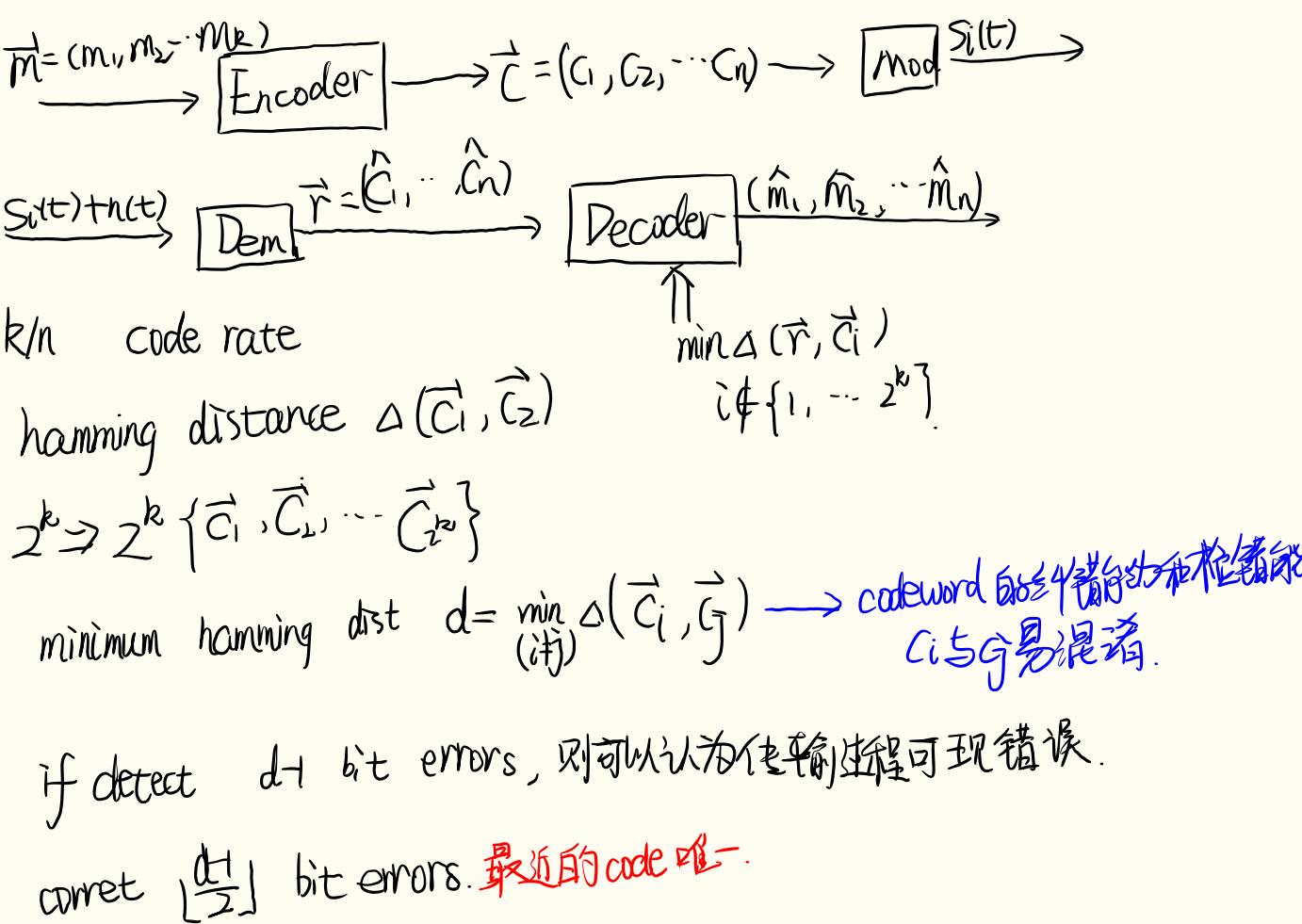
5

Error Detection and ARQ



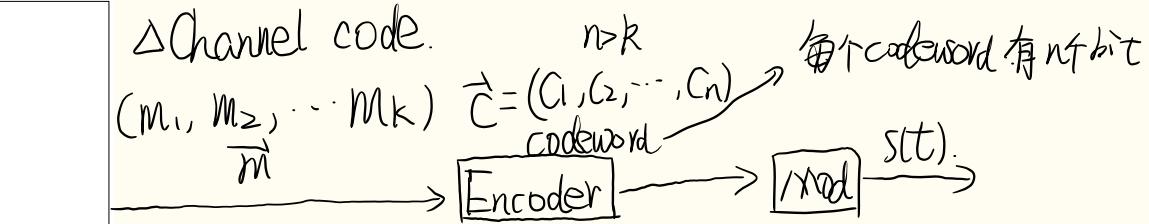
- ARQ (automatic repeat request) could lead to a large delay in data transmission. .. Not suitable for real-time data communications.
 - Can be used in applications which may tolerate large delay (packet switched data networks).
 - Can add some FEC coding to reduce the # of repeat requests.

6



Channel Coding

- Classification
 - Block codes or convolutional codes.
 - The classification depends on the absence or presence of memory
- Block code
 - No memory
 - Divides the information sequence into message blocks, each containing k information symbols over an alphabet set Σ , i.e., a message can be represented as a k -tuple
 - $m = (m_1, \dots, m_k) \in \Sigma^k$
 - The encoder transforms the message into a n -tuple codeword $\vec{c} = (c_1, \dots, c_n) \in \Sigma^n \quad n \geq k$



Code Rate $= \frac{k}{n} \leq 1$, codeword 中每 bit 信道 1 信道.

2^k messages $\Rightarrow \frac{2^k}{2^n}$ code words

? Received codewords. 2^n

Decoding.

Hamming distance $\Delta(\vec{c}_i, \vec{c}_j) = \text{number of different bits.}$

let $\vec{J} = 2^k, c = \{ \vec{c}_1, \vec{c}_2, \dots, \vec{c}_J \}$

num of message

let \vec{r} be the Rx codeword.

Estimate message $= \arg \min_i \Delta(\vec{r}, \vec{c}_i)$

$$\vec{m} \xrightarrow{\text{Tx:}} \vec{G} = \vec{c} \quad \begin{matrix} \vec{G} \\ k \times n \\ (\text{bits}) \end{matrix} \quad \begin{matrix} \vec{c} \\ 1 \times n \\ \text{generator matrix} \end{matrix} \quad n > k$$

$$G = [I \quad P] \quad \begin{matrix} I \\ k \times k \\ P \\ k \times (n-k) \end{matrix} \rightarrow \vec{c} = \begin{bmatrix} \vec{m} & \vec{m}P \end{bmatrix} \quad \begin{matrix} \vec{c} \\ k \times n \\ (n-k) \times (n-k) \end{matrix}$$

Rx: parity check matrix $H = [P^T \quad I]$

$$\text{when no error: } \vec{c}^T H^T = \begin{bmatrix} \vec{m} & \vec{m}P \end{bmatrix}^T \begin{bmatrix} P^T & I \end{bmatrix} = \vec{m}P^T + \vec{m}P = 0$$

模 2 运算

correct codeword $\vec{c} = [1 \ 0 \ 1]^T$

$$\begin{cases} "111" = \vec{c} + "000" \\ "010" = \vec{c} + "100" \end{cases}$$

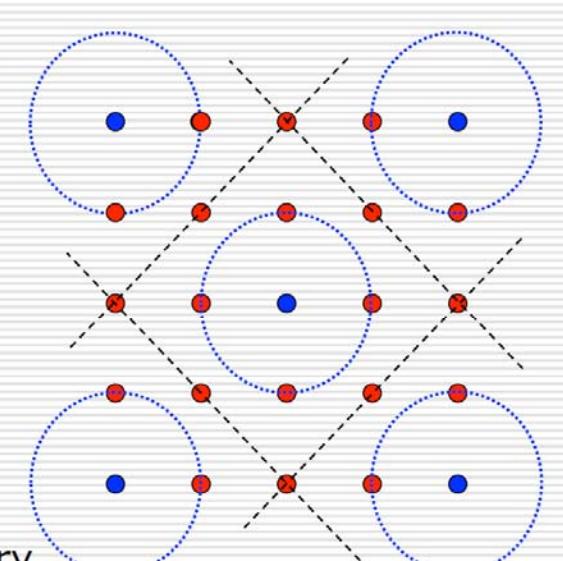
$$\vec{r} = \vec{c} + \vec{e} \quad \begin{matrix} \vec{e} \\ \text{error code} \end{matrix}$$

哪些位置错了该位bit就为1.

$$\vec{r}^T H^T = \vec{c}^T H^T + \vec{e}^T H^T = \vec{e}^T H^T$$

Block Code

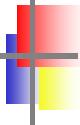
- The encoder adds $n-k$ redundant symbols
- Code rate: k/n
- There are in total $|\Sigma^k|$ different possible codewords. However, there are totally $|\Sigma^n|$ possible received sequences.
- The redundancy helps to detect and correct errors.
- Most codes are defined over binary sets, i.e., m and c are 0, 1 bits



receive codeword

$\vec{c} = [1 \ 1 \ 0 \ 1]^T$

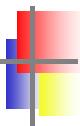
$\vec{r} = \vec{c} + \vec{e}$



Hamming Distance

- The hamming distance $\Delta(\vec{c}_1, \vec{c}_2)$ between two codewords is defined as the number of different positions between the codewords \vec{c}_1 and \vec{c}_2
- Example: the hamming distance from
 - [0101] to [0110] is 2 bits
 - [1011101] to [1001001] is 2 bits
- A code with minimum hamming distance d can
 - Detect $d-1$ errors
 - Correct $\left\lfloor \frac{d-1}{2} \right\rfloor$ errors

9



Linear Block Code

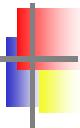
- Linear code: the sum of any two codeword is another codeword
 - The all-zero sequence is a codeword in every linear block code
- Generation of linear block code
 - $\vec{c} = \vec{m}\mathbf{G}$
 - Here, \mathbf{G} is the generator matrix
- Special case: systematic code

k Information bits	$n-k$ Check bits
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- \mathbf{G} takes the form

$$\mathbf{G} = \begin{bmatrix} \mathbf{I} & \mathbf{P} \end{bmatrix}$$

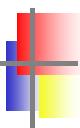
10



Hamming Code

- A binary linear block code
 - A perfect code: a code that **maximizes** the minimum hamming distance with a given code rate
 - Can correct single-bit errors
 - Key elements
 - Generator matrix $\mathbf{G} = \begin{bmatrix} \mathbf{I} & \mathbf{P} \end{bmatrix}$
 - Parity check matrix $\mathbf{H} = \begin{bmatrix} \mathbf{P}^T & \mathbf{I} \end{bmatrix}$
- $\mathbf{G}\mathbf{H}^T = \mathbf{0}$

11

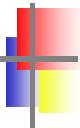


Encoding and Decoding

- Encoding: $\vec{c} = \vec{m} \mathbf{G}$
- Receive: $\vec{r} = \vec{c} + \vec{e}$
- Decoding: calculate $\vec{s} = \vec{r}\mathbf{H}^T$
 - $\vec{s} = \mathbf{0}$ if there is no error, i.e., $\vec{e} = \mathbf{0}$
 - Otherwise, there is an error
 - The pattern of \vec{s} tells which bit is in error

12

Example: (7,4) Hamming Code



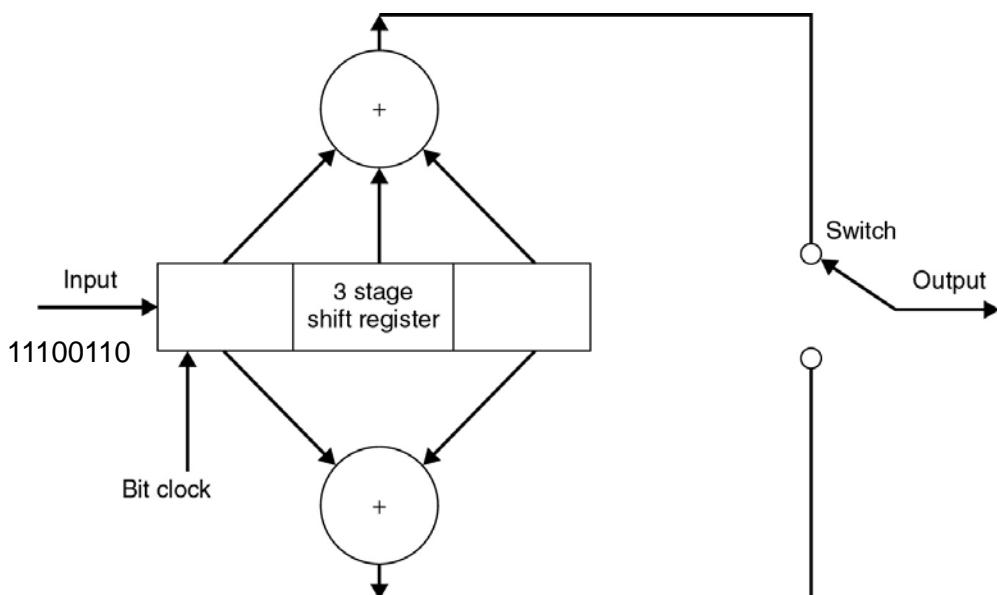
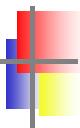
$$\mathbf{G} = \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{bmatrix} \quad \mathbf{H} = \begin{bmatrix} 1 & 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 & 0 & 1 \end{bmatrix}$$

- Suppose the message is $m = [0 \ 0 \ 1 \ 1]$
- Then, the codeword $c = [0 \ 0 \ 1 \ 1 \ 0 \ 1 \ 0]$
- Assume the 6th bit is received in error, i.e.,
 $r = [0 \ 0 \ 1 \ 1 \ 0 \ 0 \ 0]$
- For decoding, calculate $\vec{s} = \vec{r} \mathbf{H}^T = \begin{bmatrix} 0 & 1 & 0 \end{bmatrix}$

which is the 6th column of H. Therefore, we conclude that the 6th bit is in error

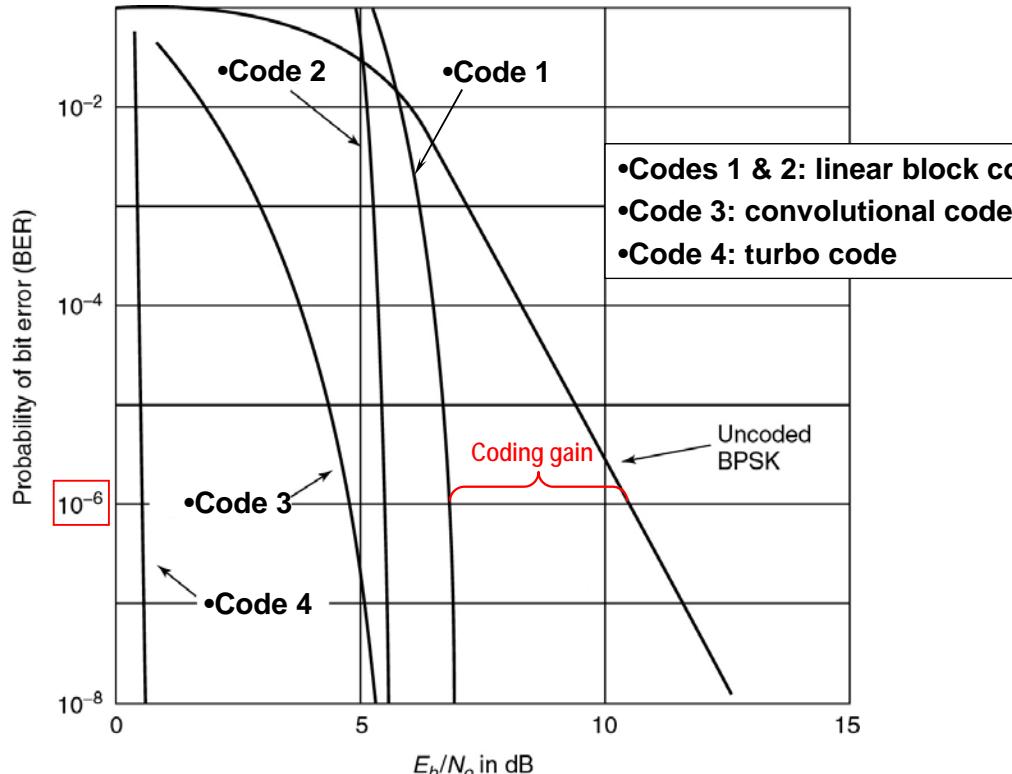
13

A Typical Rate 1/2 Convolutional Code



14

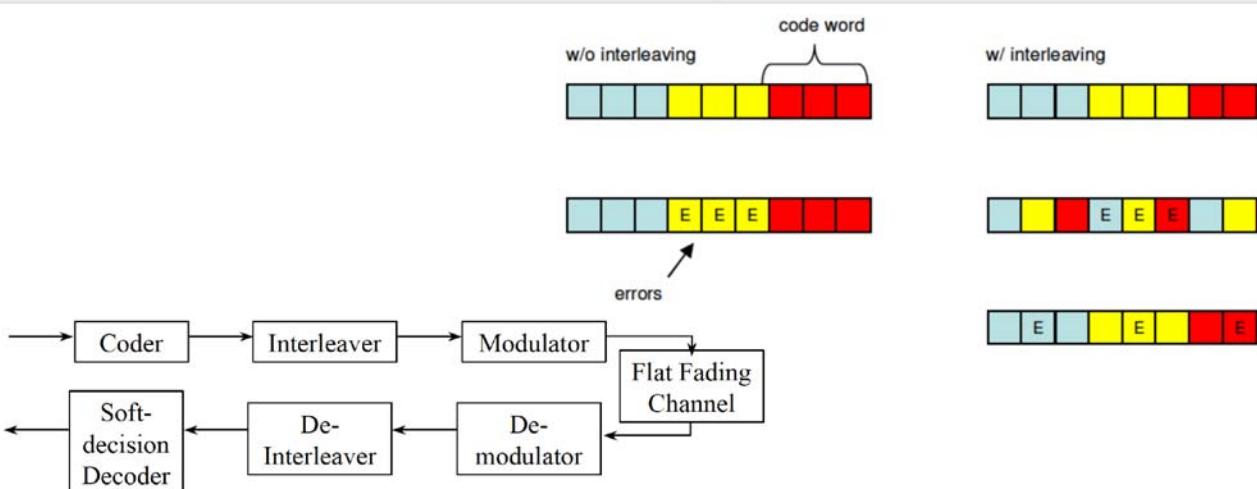
Performance of Typical Channel Codes



15

Interleaving

- Wireless channels are **not** memoryless. Errors typically occur **in bursts** rather than independently.
- Most FEC fails to correct bursty errors
- Interleaving is to rearrange the data so that consecutive bits are transmitted over independent channels



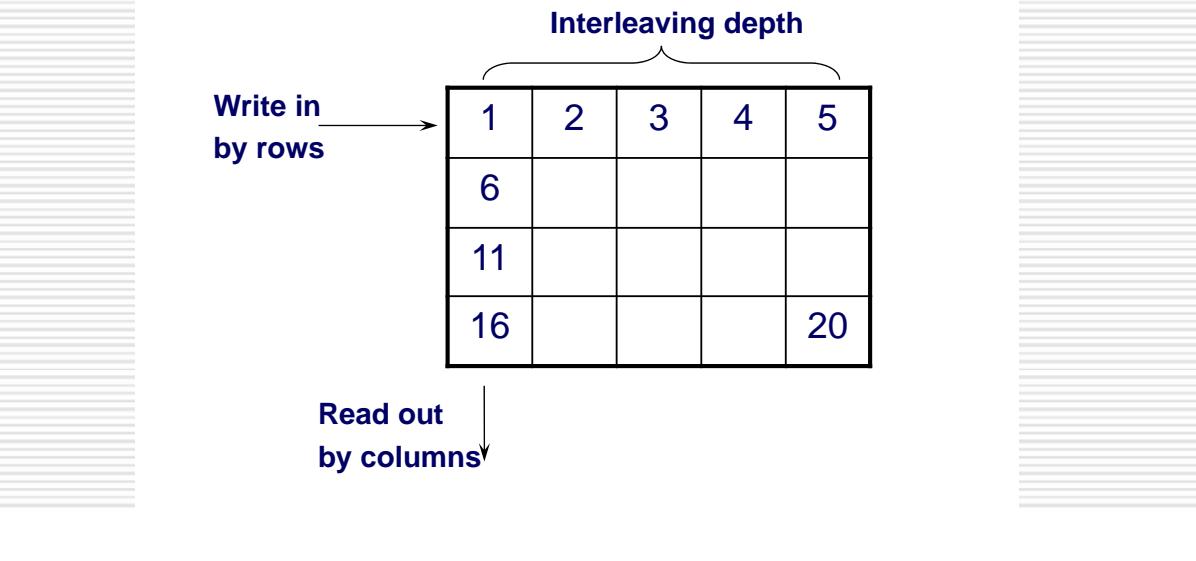
Interleaving:

一般多數的錯誤修正可用 channel code 續錯。

16

Block Interleaving

- Write row-by-row
- Read column-by-column (or another way round)



17

Summary

- In a fading channel, channel coding with interleaving provides **diversity gain** and higher SNR (i.e., **coding gain**), and the former is much more important than the latter.
- **Interleaving depth** has to be larger than the coherence time; otherwise, no diversity due to correlated fades. Interleaving depth is limited in real-time applications.
- Channel coding can only be achieved with bandwidth expansion or rate reduction.

$$n_c \sim \mathcal{CN}(0, G^2) \quad R_n = E[\vec{n} \vec{n}^H] = G^2 I \quad G^2 = E[n_i n_i^H]$$

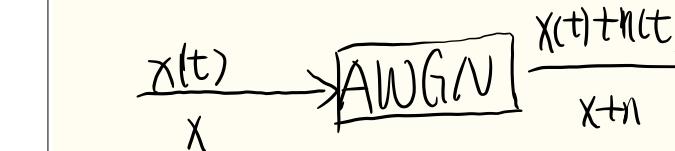
$$|x_i|^2 = x_{i1}^2 + x_{i2}^2 \quad E|x_i|^2 = P_i$$

$$AWGN \quad \vec{y} = \vec{x} + \vec{n}$$

$$2-D: \begin{pmatrix} y_1 \\ y_2 \end{pmatrix} = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} + \begin{pmatrix} n_1 \\ n_2 \end{pmatrix}$$

$$\text{Baseband} \quad (y_1 + jy_2) = (x_1 + jx_2) + (n_1 + jn_2)$$

$$\vec{y} = \vec{x} + \vec{n}$$

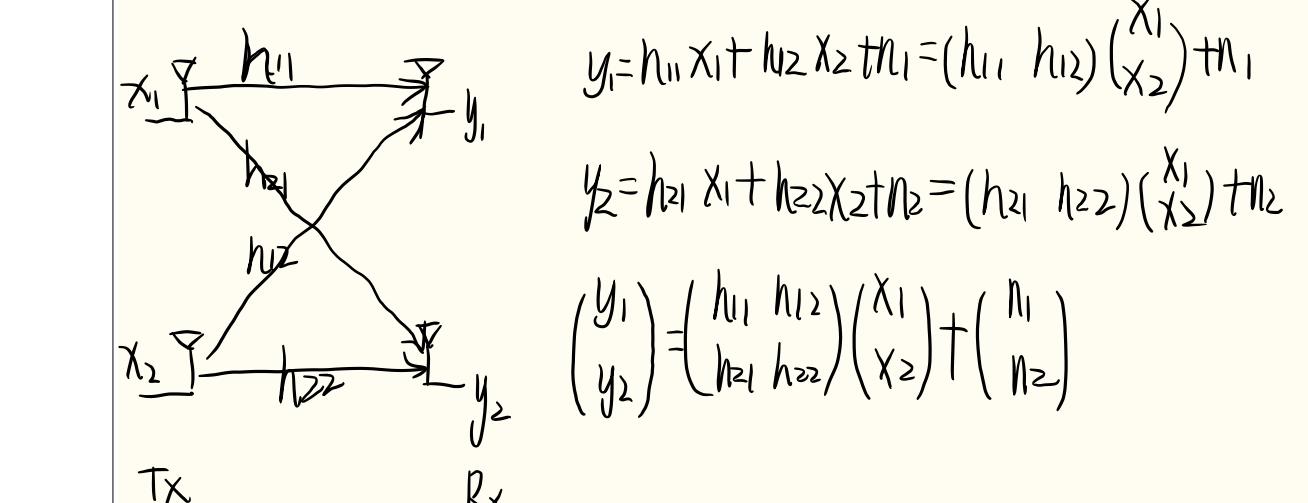


Narrowband / flat fading channel

$$y = h x + n$$

eg: rayleigh \rightarrow 深部衰落高斯分布
模为 rayleigh 分布
相位为 $(0, 2\pi)$ 的均匀分布

△ Narrowband MIMO model.



/ Multiple-Input-Multiple-Output (MIMO)
(SIMO) (MISO)

$$N_{\text{Tx}}: \text{Tx antennas} \quad N_{\text{Rx}}: \text{Rx antennas}$$

$$\begin{pmatrix} y_1 \\ y_2 \\ \vdots \\ y_{N_{\text{Rx}}} \end{pmatrix} = \begin{pmatrix} h_{11} & h_{12} & \dots & h_{1N_{\text{Tx}}} \\ h_{21} & h_{22} & \dots & h_{2N_{\text{Tx}}} \\ \vdots & \vdots & \ddots & \vdots \\ h_{N_{\text{Rx}}1} & h_{N_{\text{Rx}}2} & \dots & h_{N_{\text{Rx}}N_{\text{Tx}}} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_{N_{\text{Tx}}} \end{pmatrix} + \begin{pmatrix} n_1 \\ n_2 \\ \vdots \\ n_{N_{\text{Rx}}} \end{pmatrix}$$

j_{ij} : from i -th Tx antenna to j -th Rx antenna.

$\vec{y} = H \vec{x} + \vec{n}$ 剩下的看左边

18