



Error Control Coding - Low-Density Parity-Check Codes

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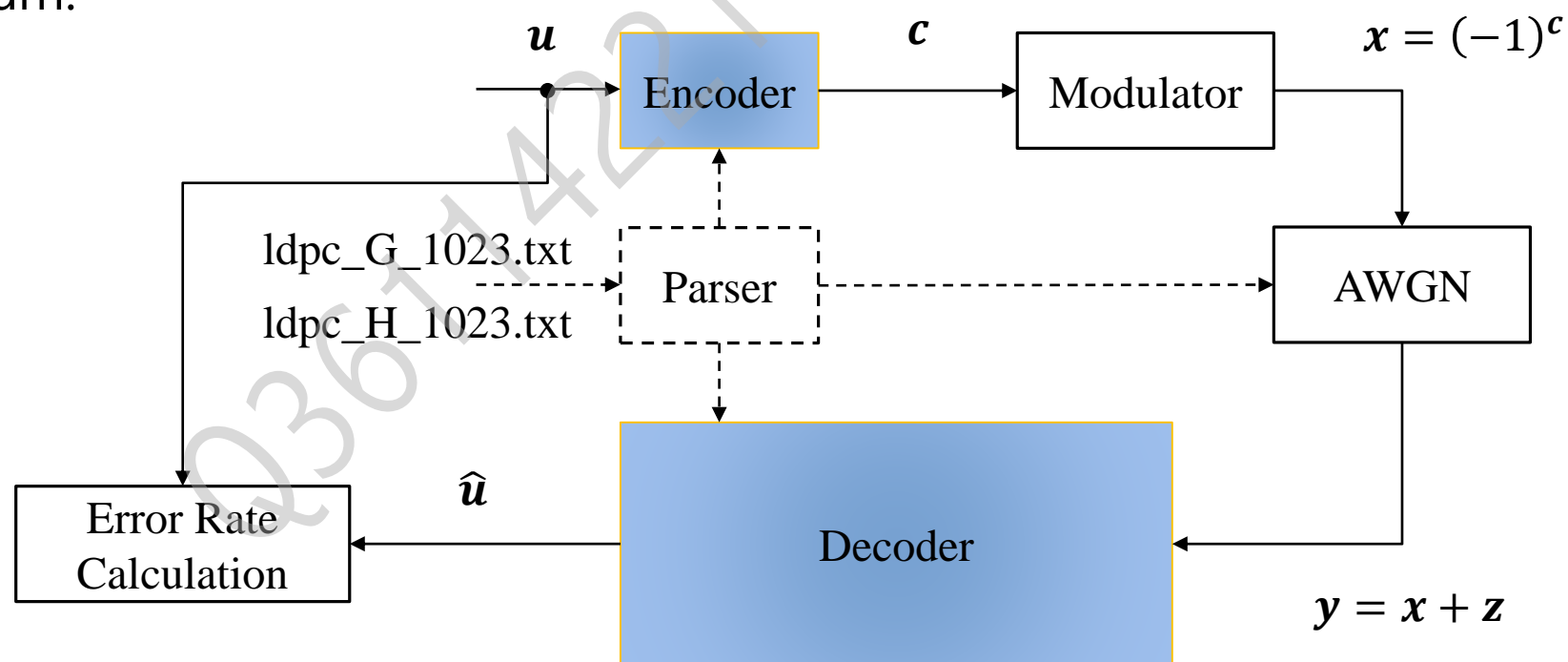
Outline

1. 系統架構圖 (細部Block diagram)
2. 程式流程解釋 (流程/Pseudo code)
3. 模擬數據 (表格)
4. 模擬效能圖

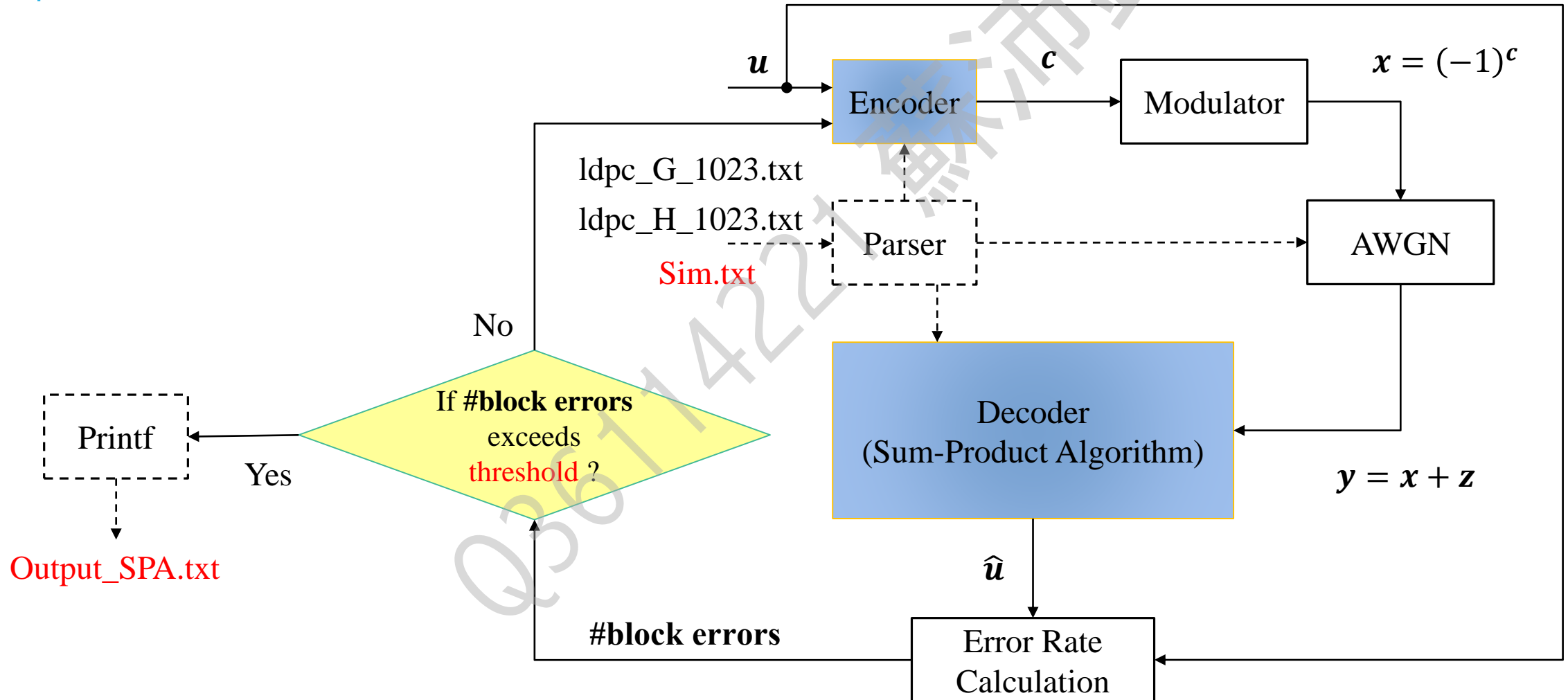
系統架構圖

Consider the (1023, 781) low-density parity-check (LDPC) code with block length $n = 1023$, dimension $k = 781$, row weight $\rho = 32$, and column weight $\gamma = 32$.

- Block diagram:

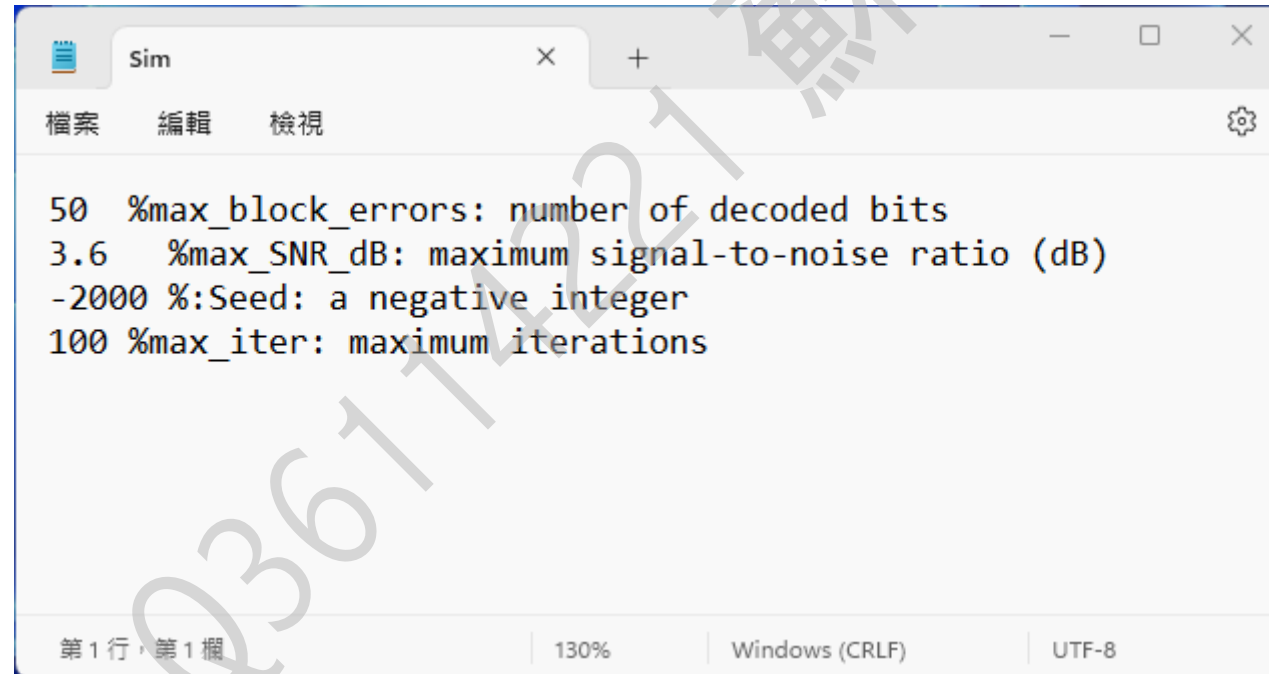


細部Block diagram



Decoding of Low-Density Parity-Check (LDPC) Codes

Input Sim.txt:



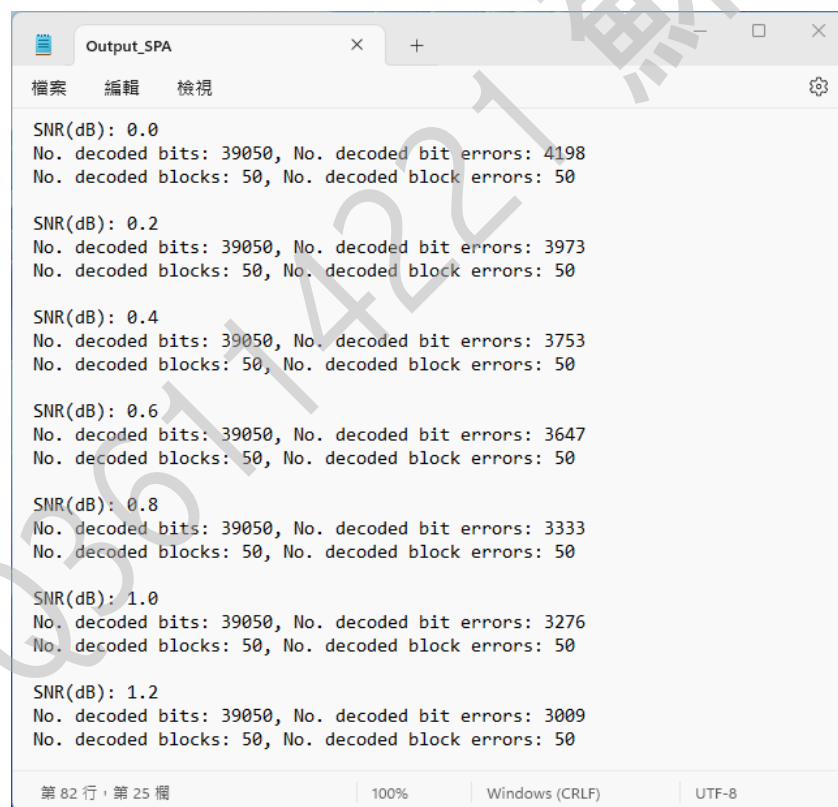
The screenshot shows a text editor window with the title 'Sim'. The menu bar includes '檔案' (File), '編輯' (Edit), and '檢視' (View). The text content is as follows:

```
50 %max_block_errors: number of decoded bits
3.6 %max_SNR_dB: maximum signal-to-noise ratio (dB)
-2000 %Seed: a negative integer
100 %max_iter: maximum iterations
```

The status bar at the bottom indicates '第 1 行, 第 1 欄' (Line 1, Column 1), '130%', 'Windows (CRLF)', and 'UTF-8'.

Decoding of Low-Density Parity-Check (LDPC) Codes

Output "Output_SPA.txt":



```
Output_SPA
檔案 編輯 檢視

SNR(dB): 0.0
No. decoded bits: 39050, No. decoded bit errors: 4198
No. decoded blocks: 50, No. decoded block errors: 50

SNR(dB): 0.2
No. decoded bits: 39050, No. decoded bit errors: 3973
No. decoded blocks: 50, No. decoded block errors: 50

SNR(dB): 0.4
No. decoded bits: 39050, No. decoded bit errors: 3753
No. decoded blocks: 50, No. decoded block errors: 50

SNR(dB): 0.6
No. decoded bits: 39050, No. decoded bit errors: 3647
No. decoded blocks: 50, No. decoded block errors: 50

SNR(dB): 0.8
No. decoded bits: 39050, No. decoded bit errors: 3333
No. decoded blocks: 50, No. decoded block errors: 50

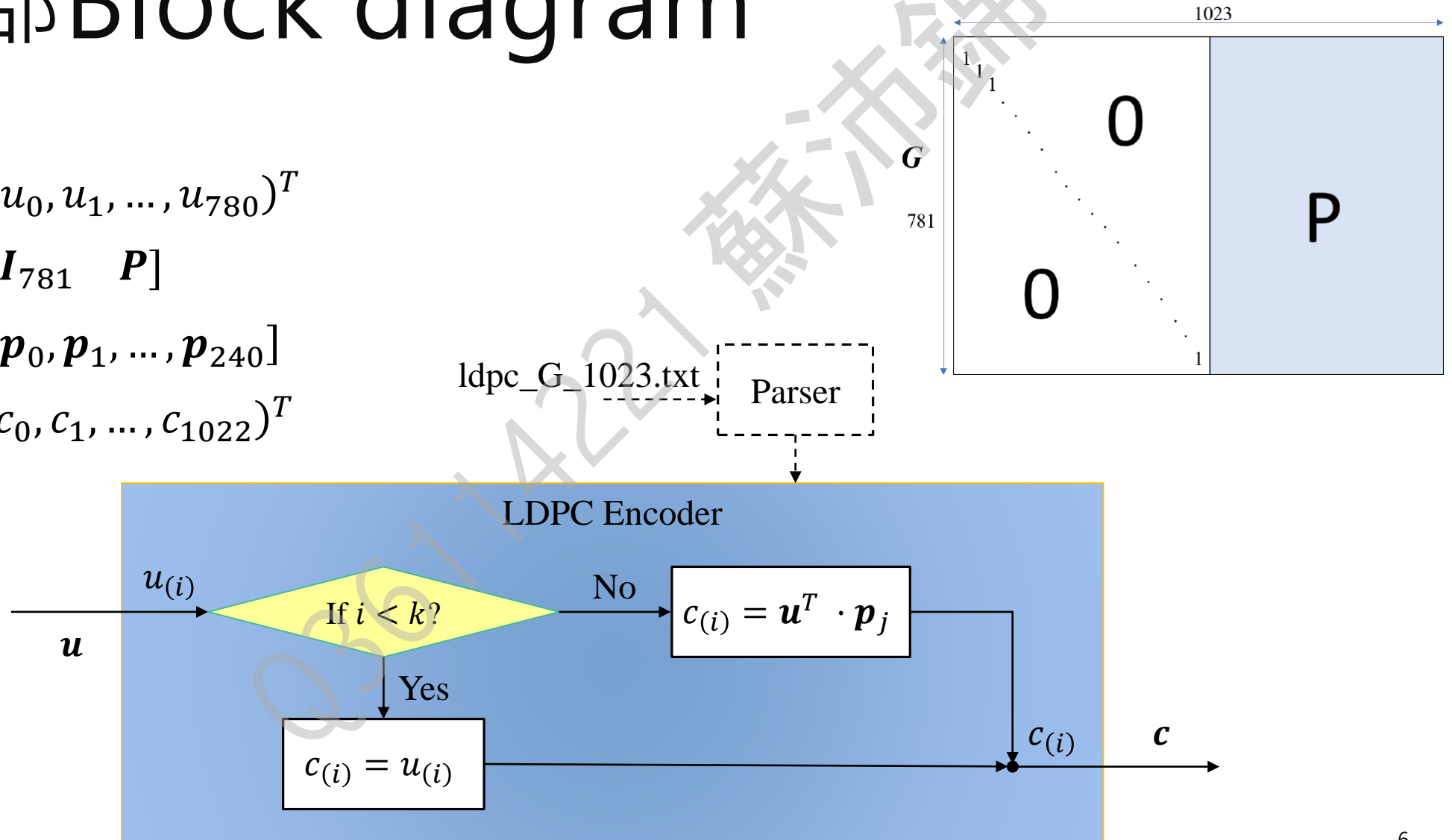
SNR(dB): 1.0
No. decoded bits: 39050, No. decoded bit errors: 3276
No. decoded blocks: 50, No. decoded block errors: 50

SNR(dB): 1.2
No. decoded bits: 39050, No. decoded bit errors: 3009
No. decoded blocks: 50, No. decoded block errors: 50

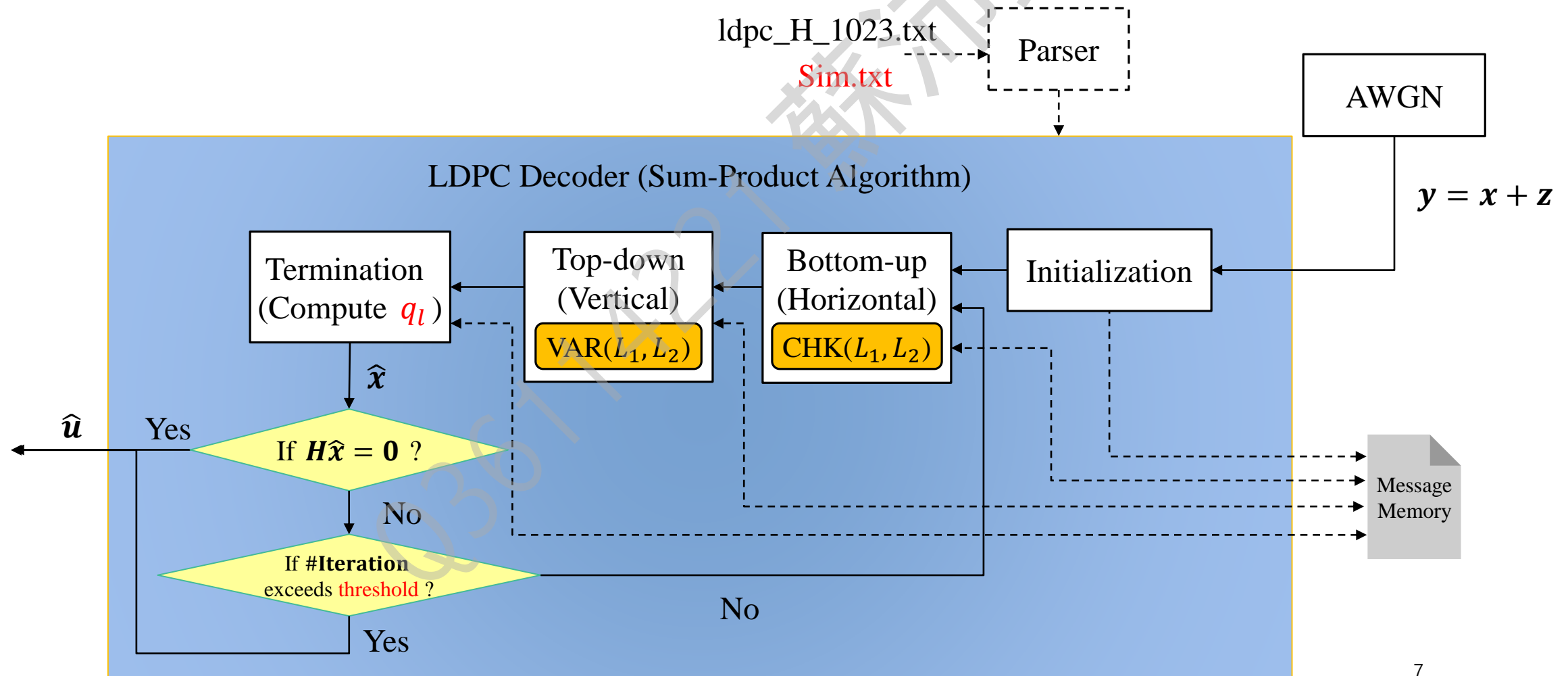
第 82 行, 第 25 欄 | 100% | Windows (CRLF) | UTF-8
```

細部Block diagram

- $\mathbf{u} = (u_0, u_1, \dots, u_{780})^T$
- $\mathbf{G} = [\mathbf{I}_{781} \quad \mathbf{P}]$
- $\mathbf{P} = [\mathbf{p}_0, \mathbf{p}_1, \dots, \mathbf{p}_{240}]$
- $\mathbf{c} = (c_0, c_1, \dots, c_{1022})^T$



細部Block diagram



程式流程解釋 (Encoder)

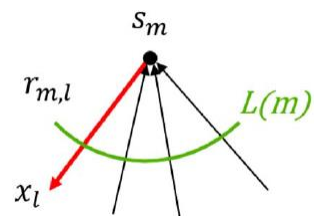
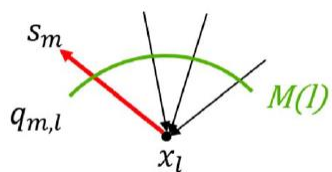
- $\mathbf{u} = (u_0, u_1, \dots, u_{780})^T$
- $\mathbf{G} = [\mathbf{g}_0, \mathbf{g}_1, \dots, \mathbf{g}_{1021}]$
- $\mathbf{c} = (c_0, c_1, \dots, c_{1022})^T$
- Pseudo code:
 - 1) **for** $i = 0, \dots, k - 1$ **do**
 - 2) **if** $(i < k)$
 - 3) $c_i \leftarrow u_i$
 - 4) **then**
 - 5) $c_i \leftarrow \mathbf{u}^T \cdot \mathbf{g}_i$
 - 6) **end for**
 - 7) **return** \mathbf{c}

```
100  /* Encoder */
101  int *Encoder(int *u, int **G_matrix)
102  {
103      int i, j;          // for loop counter
104      int *c = (int *)calloc(n, sizeof(int)); // Codeword
105
106      for (j = 0; j < n; j++)
107      {
108          if (j < k)
109          {
110              c[j] = u[j];
111          }
112          else
113          {
114              for (i = 0; i < k; i++)
115              {
116                  c[j] = c[j]^(u[i]*G_matrix[i][j]);
117              }
118          }
119      }
120
121      return c;
122  }
```

程式流程解釋 (Decoder)

● Pseudo code:

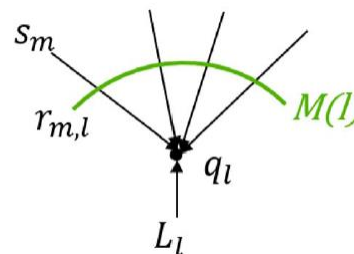
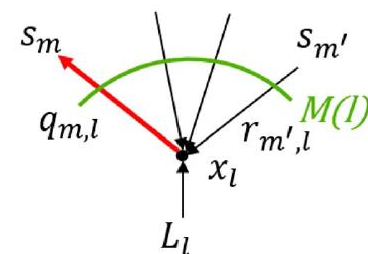
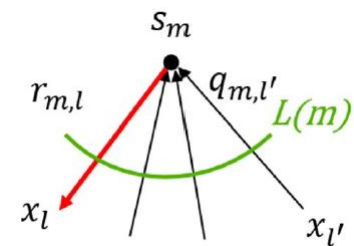
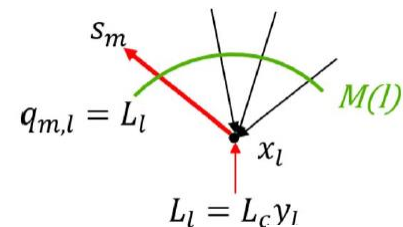
- $L(m) = \{l: H_{m,l} = 1\}, 1 \leq m \leq J$
- $M(l) = \{m: H_{m,l} = 1\}, 1 \leq l \leq n$



```

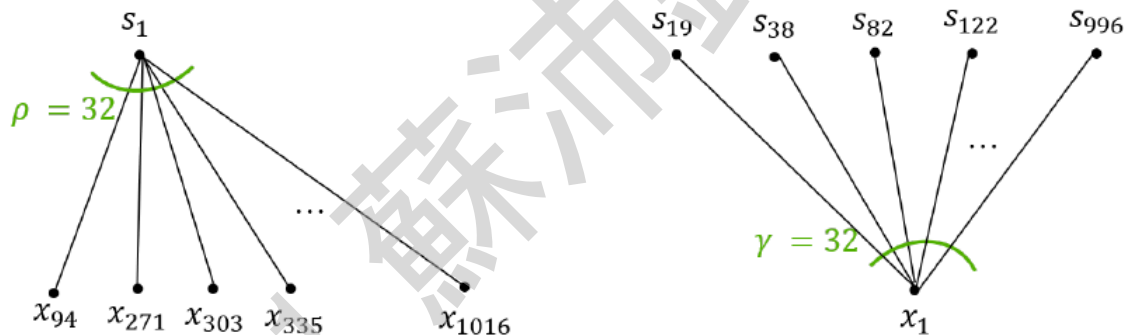
1)  for  $\forall m \in M(l), 1 \leq l \leq n$  // Initialization
2)       $q_{m,l} \leftarrow L_l = 2 \cdot y_l / \sigma^2$ 
3)  end for
4)  repeat
5)      for  $\forall l \in L(m), 1 \leq m \leq J$  // Step 1: Bottom-up (Horizontal)
6)           $r_{m,l} \leftarrow \text{CHK}_{l' \in L(m) \setminus l}(q_{m,l'})$ 
7)      end for
8)      for  $\forall m \in M(l), 1 \leq l \leq n$  // Step 2: Top-down (Vertical)
9)           $q_{m,l} \leftarrow \text{VAR}(\text{VAR}_{m' \in M(l) \setminus m}(r_{m',l}), L_l) = L_l + \sum_{m' \in M(l) \setminus m} r_{m',l}$ 
10)     end for
11)     for  $1 \leq l \leq n$  // Step 3: Termination
12)          $q_l \leftarrow \text{VAR}(\text{VAR}_{m \in M(l)}(r_{m,l}), L_l) = L_l + \sum_{m \in M(l)} r_{m,l}$ 
13)         if  $q_l > 0$ 
14)              $\hat{x}_l = 0$ 
15)         then
16)              $\hat{x}_l = 1$ 
17)         end for
18)         if  $H\hat{x} = 0$ 
19)             break
20)     until #iterations  $\geq \text{threshold}$ 
21) return  $x$ 

```

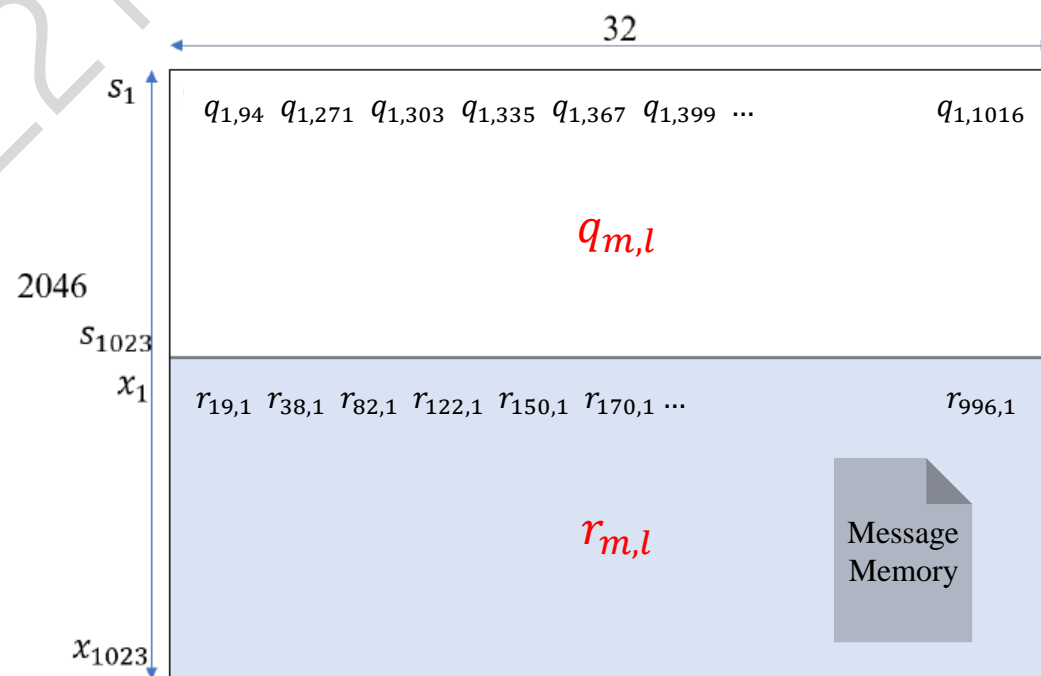
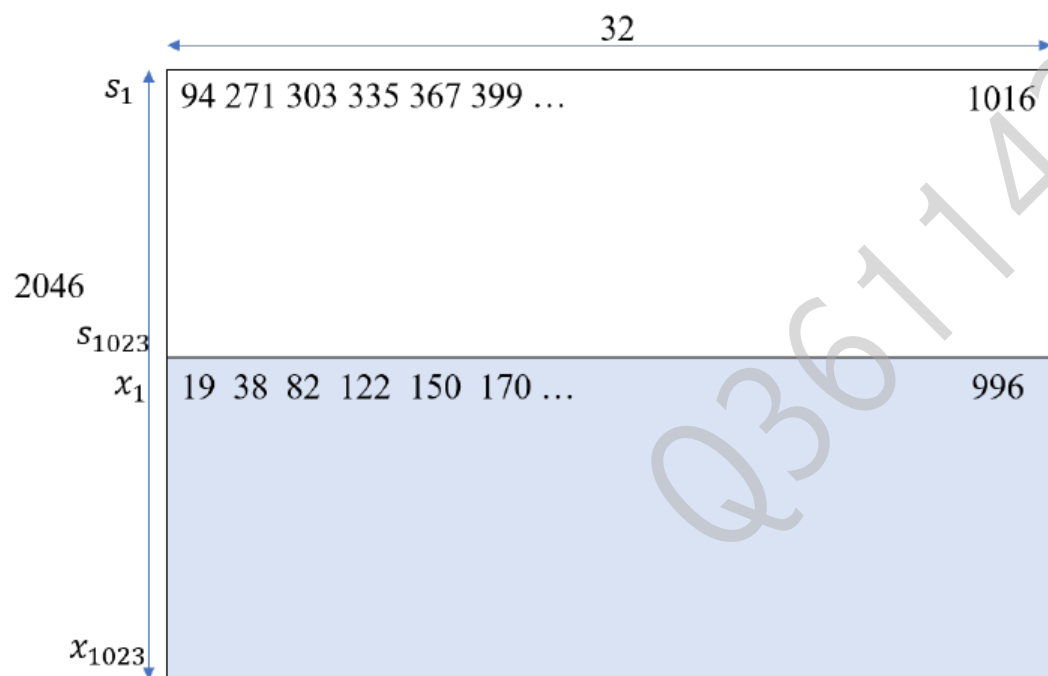


程式流程解釋 (Decoder)

- Message Memory

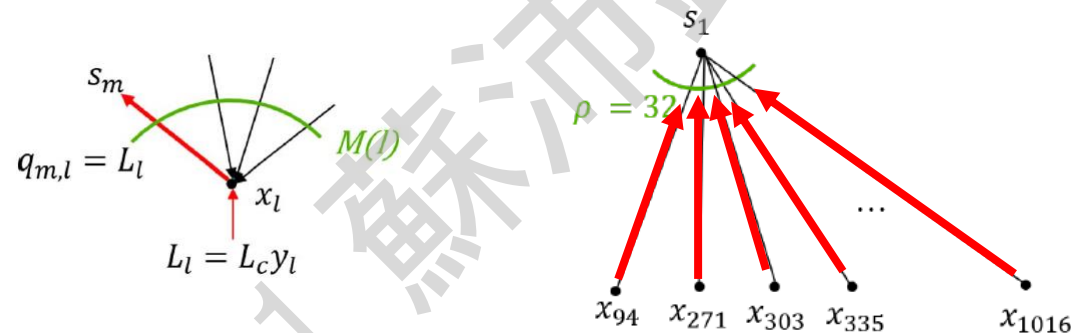


ldpc_H_1023.txt

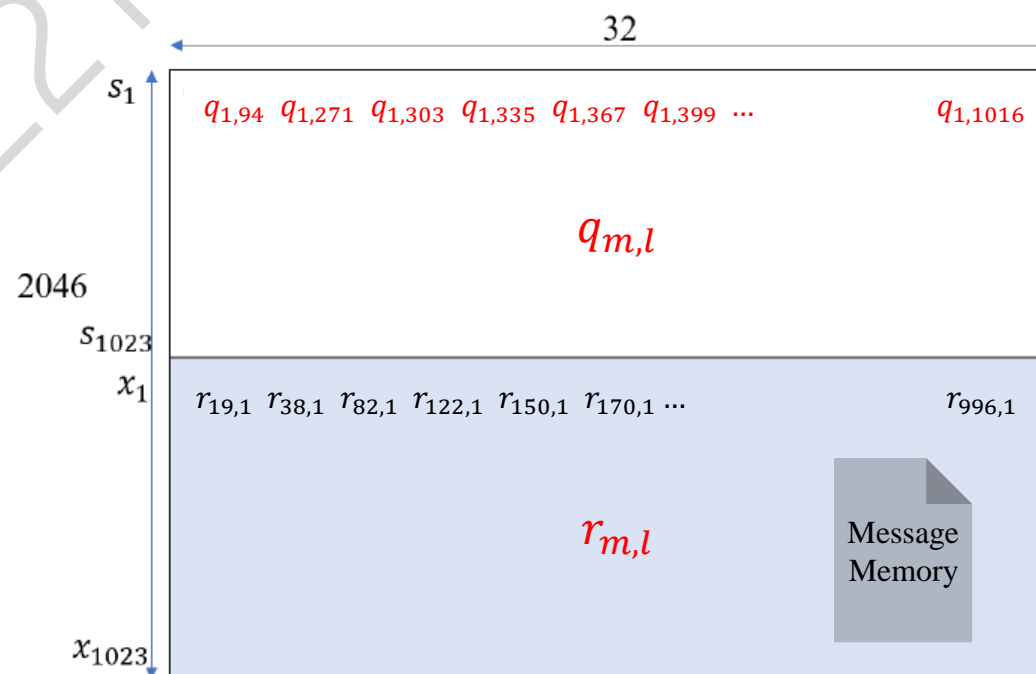
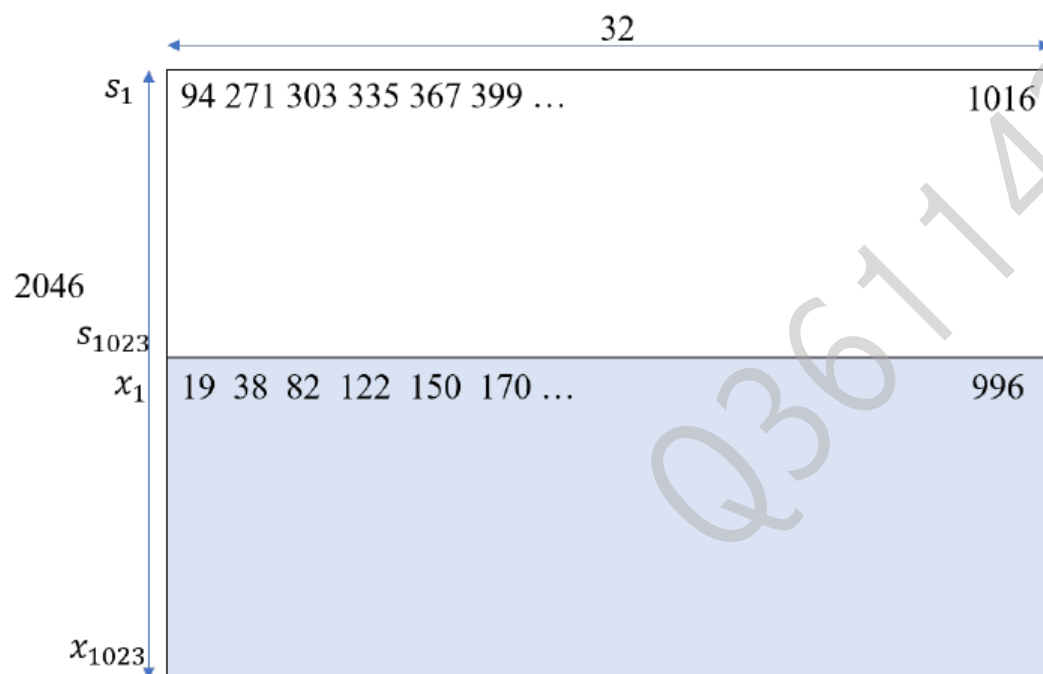


程式流程解釋 (Decoder)

➤ Initialization:



ldpc_H_1023.txt

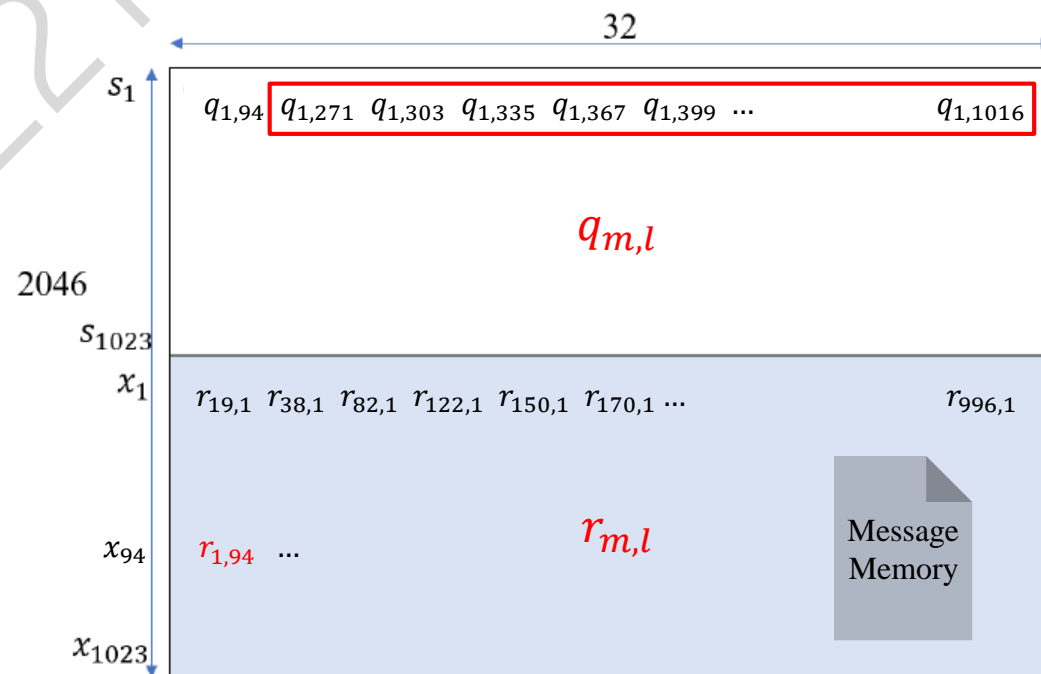
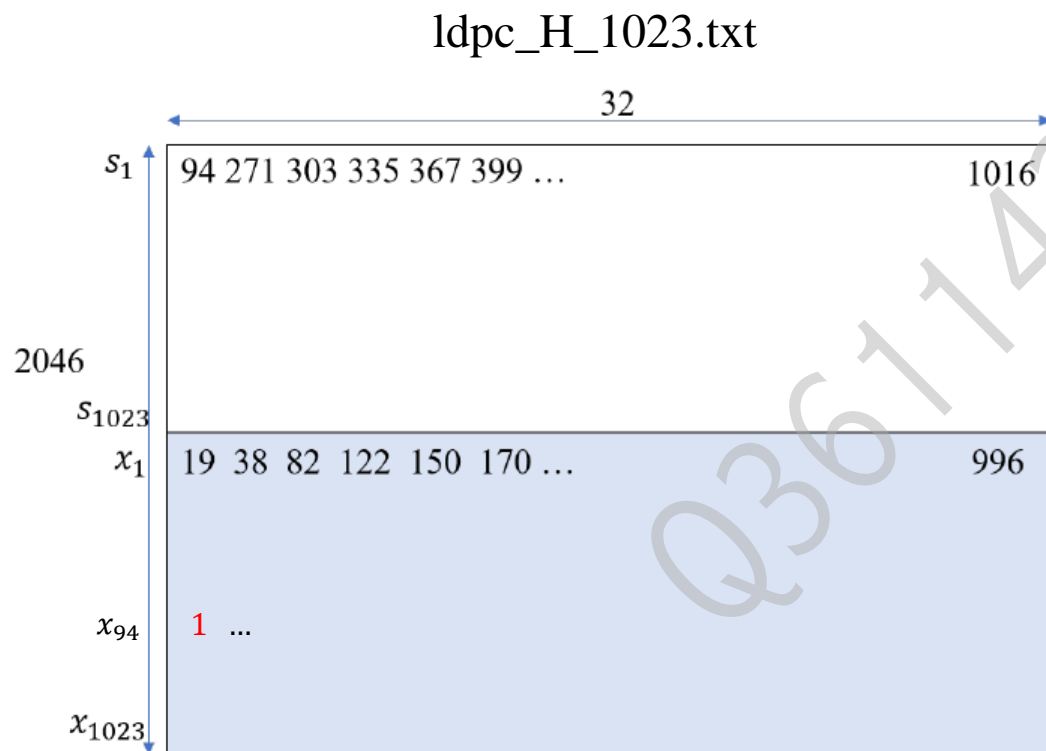
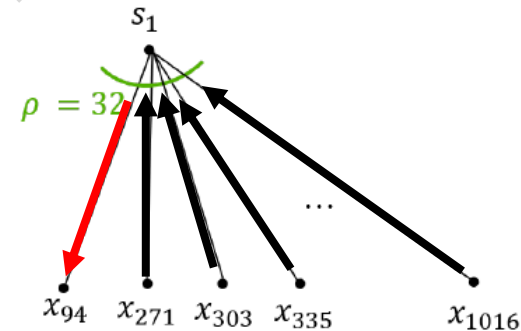
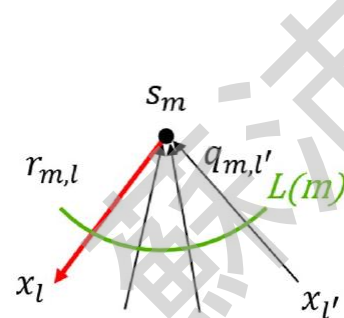


程式流程解釋 (Decoder)

```
270 /* Decoder */
271 void Decoder(int **H_info, double *y, int *u_est, double sigma, int max_iter)
272 {
273     int i, j, f;    // for loop counter
274     int *msg_mem_count;    // 記憶體的儲存位置 (以儲存計算完的 q_m,l 和 r_m,l 訊息)
275     int *x_est = (int *)calloc(n, sizeof(int));    // the estimated codeword
276     int parity_check = 0;    // 用來檢查 H*x_est = 0 是否成立
277
278     // 配置好所需的記憶體空間
279     double **msg_mem = (double **)calloc(2*n, sizeof(double *));    // 用來儲存 q_m,l 和 r_m,l 訊息的記憶體空間
280 > for (i = 0; i < (2*n); i++) ...
284     double *q = (double *)calloc(n, sizeof(double));    // the log a posteriori probability for each variable node 'l'
285
286     // Initialization
287     for (i = 0; i < n; i++)
288     {
289         for (j = 0; j < num_weight; j++)
290         {
291             msg_mem[i][j] = 2*y[(H_info[i][j]) - 1]/(sigma*sigma);
292         }
293     }
```

程式流程解釋 (Decoder)

➤ Step 1: Bottom-up (Horizontal)

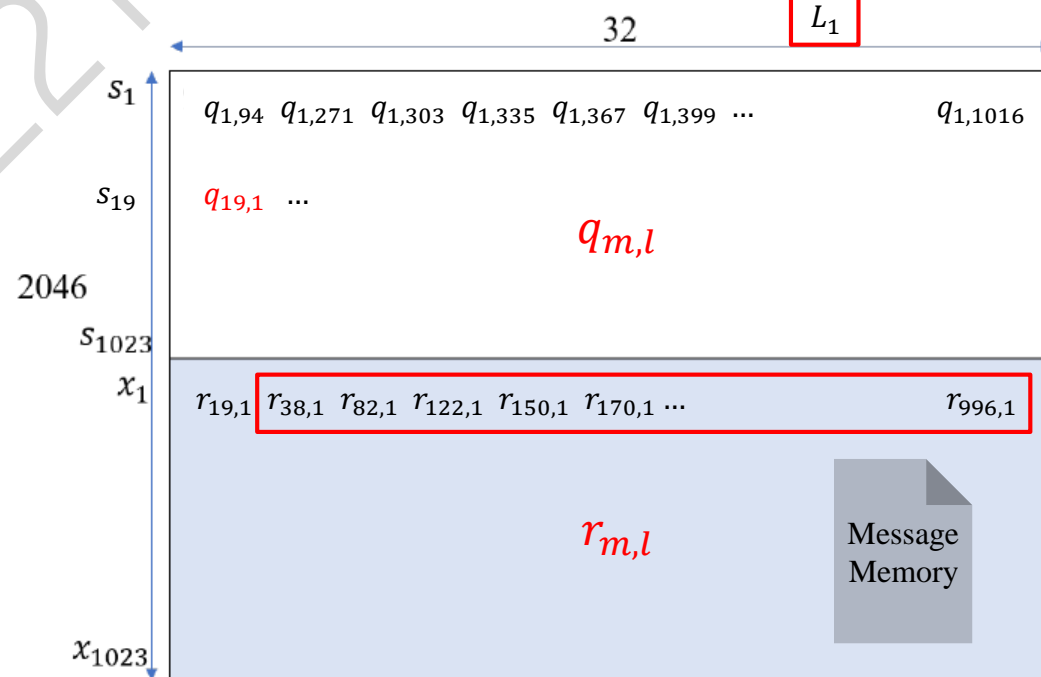
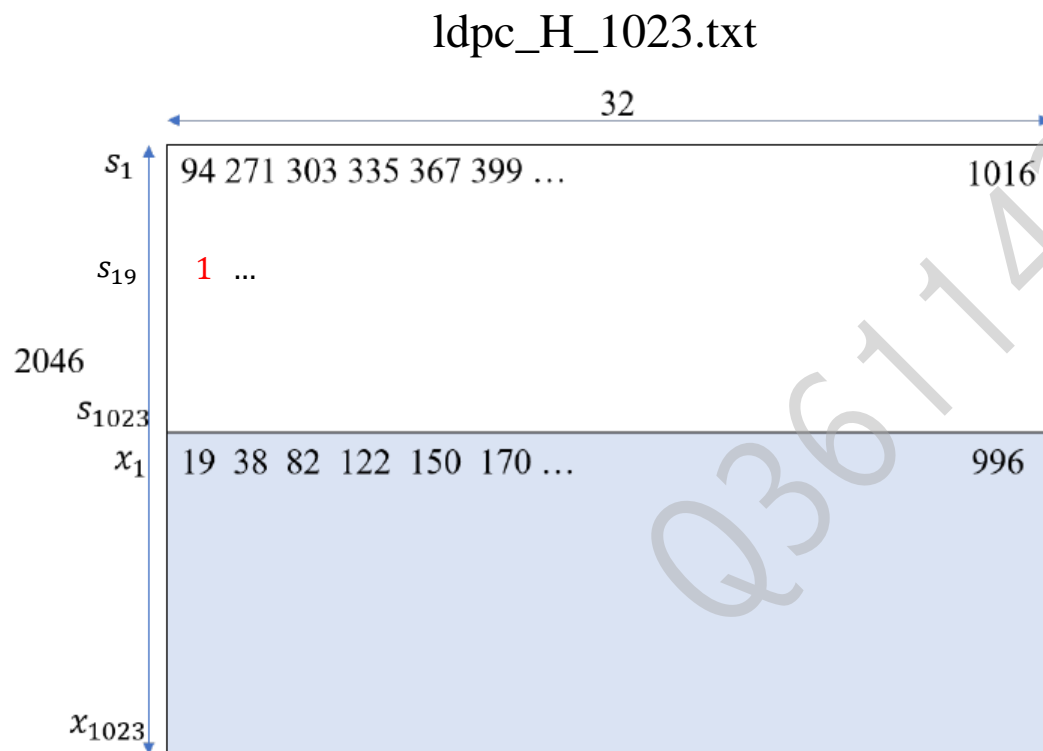
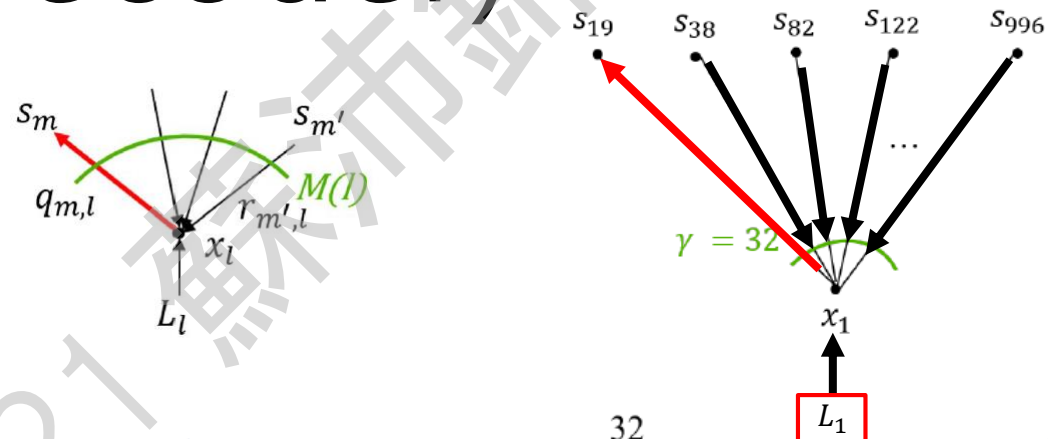


程式流程解釋 (Decoder)

```
295  /* Iterative Decoding */
296  for (i = 0; i < max_iter; i++)
297  {
298      msg_mem_count = (int *)calloc(2*n, sizeof(int));
299
300      for (j = 0; j < (2*n); j++)
301      {
302          if (j < n)
303          {
304              /* Step 1: Bottom-up (horizontal) */
305              for (f = 0; f < num_weight; f++)
306              {
307                  msg_mem[(H_info[j][f]) - 1 + n][msg_mem_count[(H_info[j][f]) - 1 + n]] = Bottom_up(msg_mem, j, f);
308                  msg_mem_count[(H_info[j][f]) - 1 + n] = msg_mem_count[(H_info[j][f]) - 1 + n] + 1;
309              }
310          }
311          else
312          {
313              for (f = 0; f < num_weight; f++)
314              {
315                  /* Step 2: Top-down (vertical) */
316                  msg_mem[(H_info[j][f]) - 1][msg_mem_count[(H_info[j][f]) - 1]] = VAR(msg_mem, j, f, num_weight - 1) + (2*y[j - n]/(sigma*sigma));
317                  msg_mem_count[(H_info[j][f]) - 1] = msg_mem_count[(H_info[j][f]) - 1] + 1;
318
319                  /* Step 3: Termination */
320                  q[j - n] = msg_mem[j][f] + VAR(msg_mem, j, f, num_weight - 1) + (2*y[j - n]/(sigma*sigma));
321              }
322          }
323      }
324  }
```

程式流程解釋 (Decoder)

➤ Step 2: Top-down (Vertical)

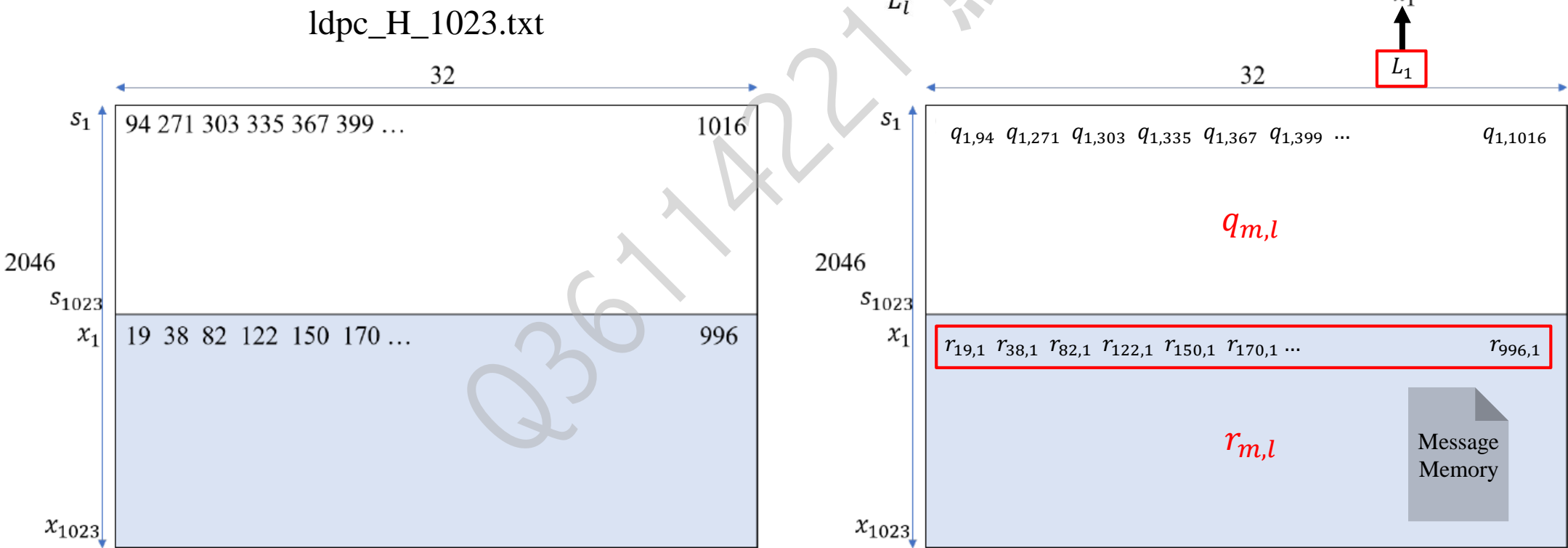


程式流程解釋 (Decoder)

```
301
302  if (j < n)
303  {
304      /* Step 1: Bottom-up (horizontal) */
305      for (f = 0; f < num_weight; f++)
306      {
307          msg_mem[(H_info[j][f]) - 1 + n][msg_mem_count[(H_info[j][f]) - 1 + n]] = Bottom_up(msg_mem, j, f);
308          msg_mem_count[(H_info[j][f]) - 1 + n] = msg_mem_count[(H_info[j][f]) - 1 + n] + 1;
309      }
310  }
311  else
312  {
313      for (f = 0; f < num_weight; f++)
314      {
315          /* Step 2: Top-down (Vertical) */
316          msg_mem[(H_info[j][f]) - 1][msg_mem_count[(H_info[j][f]) - 1]] = VAR(msg_mem, j, f, num_weight - 1) + (2*y[j - n]/(sigma*sigma));
317          msg_mem_count[(H_info[j][f]) - 1] = msg_mem_count[(H_info[j][f]) - 1] + 1;
318
319          /* Step 3: Termination */
320          q[j - n] = msg_mem[j][f] + VAR(msg_mem, j, f, num_weight - 1) + (2*y[j - n]/(sigma*sigma));
321      }
322  }
323
```

程式流程解釋 (Decoder)

➤ Step 3: Termination



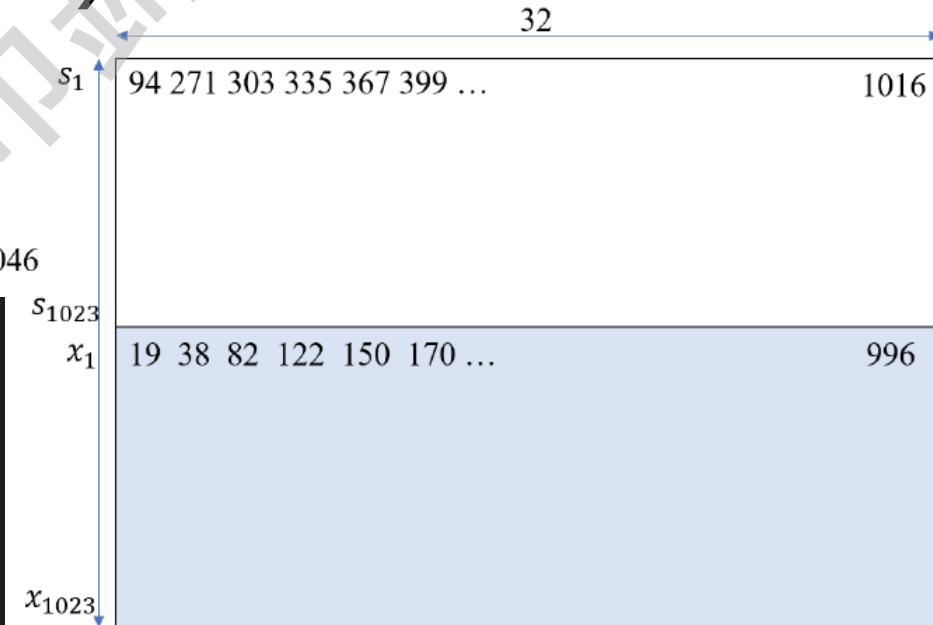
程式流程解釋 (Decoder)

```
301
302  if (j < n)
303  {
304      /* Step 1: Bottom-up (horizontal) */
305      for (f = 0; f < num_weight; f++)
306      {
307          msg_mem[(H_info[j][f]) - 1 + n][msg_mem_count[(H_info[j][f]) - 1 + n]] = Bottom_up(msg_mem, j, f);
308          msg_mem_count[(H_info[j][f]) - 1 + n] = msg_mem_count[(H_info[j][f]) - 1 + n] + 1;
309      }
310  }
311  else
312  {
313      for (f = 0; f < num_weight; f++)
314      {
315          /* Step 2: Top-down (Vertical) */
316          msg_mem[(H_info[j][f]) - 1][msg_mem_count[(H_info[j][f]) - 1]] = VAR(msg_mem, j, f, num_weight - 1) + (2*y[j - n]/(sigma*sigma));
317          msg_mem_count[(H_info[j][f]) - 1] = msg_mem_count[(H_info[j][f]) - 1] + 1;
318
319          /* Step 3: Termination */
320          q[j - n] = msg_mem[j][f] + VAR(msg_mem, j, f, num_weight - 1) + (2*y[j - n]/(sigma*sigma));
321      }
322  }
323
```

程式流程解釋 (Decoder)

- If $H\hat{x} = \mathbf{0}$, then \hat{x} is the codeword.
 - The algorithm stops.

```
344 parity_check = 0;
345 for (j = 0; j < n; j++)
346 {
347     parity_check = 0;
348     for (f = 0; f < num_weight; f++)
349     {
350         parity_check = parity_check ^ x_est[H_info[j][f]-1];
351     }
352
353     if (parity_check != 0) // 當  $H \cdot x_{est} = 0$  不成立時，迭代解碼演算法 -> [繼續]
354     {
355         break;
356     }
357 }
358
359 if (parity_check == 0) // 當  $H \cdot x_{est} = 0$  成立時，迭代解碼演算法 -> [停止]
360 {
361     break;
362 }
```



ldpc_H_1023.txt

模擬參數設定

- 解碼採用 Sum-Product Algorithm (SPA)
- SNR (dB) $\rightarrow 0.0 : 0.2 : 3.6$
- Seed (a negative integer): -2000
- number of maximum block errors = 50 or 100
- number of maximum iterations = 50 or 100

模擬數據

參考數值：

- Sum-Product Algorithm (Maximum 100 iterations):
 - BER = 4.0×10^{-2} at $E_b/N_0 = 2.2$ dB;
 - BER = 1.0×10^{-3} at $E_b/N_0 = 3.0$ dB.

- number of maximum block errors = 50
- number of maximum iterations = 100

SNR (dB)	0	0.2	0.4	0.6	0.8	1	1.2	1.4	1.6	1.8	2	2.2	2.4	2.6	2.8	3	3.2	3.4	3.6
No. decoded bit errors	4198	3973	3753	3647	3333	3276	3009	2749	2690	2541	2253	2165	2025	2112	2080	2079	2171	2148	2070
No. decoded bits	39050	39050	39050	39050	39050	39050	39050	39050	39050	41393	45298	57013	107778	177287	450637	1946252	5609923	18160593	72659554
bit error rate (BER)	1.08E-01	1.02E-01	9.61E-02	9.34E-02	8.54E-02	8.39E-02	7.71E-02	7.04E-02	6.89E-02	6.14E-02	4.97E-02	3.80E-02	1.88E-02	1.19E-02	4.62E-03	1.07E-03	3.87E-04	1.18E-04	2.85E-05

SNR (dB)	0	0.2	0.4	0.6	0.8	1	1.2	1.4	1.6	1.8	2	2.2	2.4	2.6	2.8	3	3.2	3.4	3.6
No. decoded block errors	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50
No. decoded blocks	50	50	50	50	50	50	50	50	50	53	58	73	138	227	577	2492	7183	23253	93034
block error rate (BLER)	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	9.43E-01	8.62E-01	6.85E-01	3.62E-01	2.20E-01	8.67E-02	2.01E-02	6.96E-03	2.15E-03	5.37E-04

模擬數據

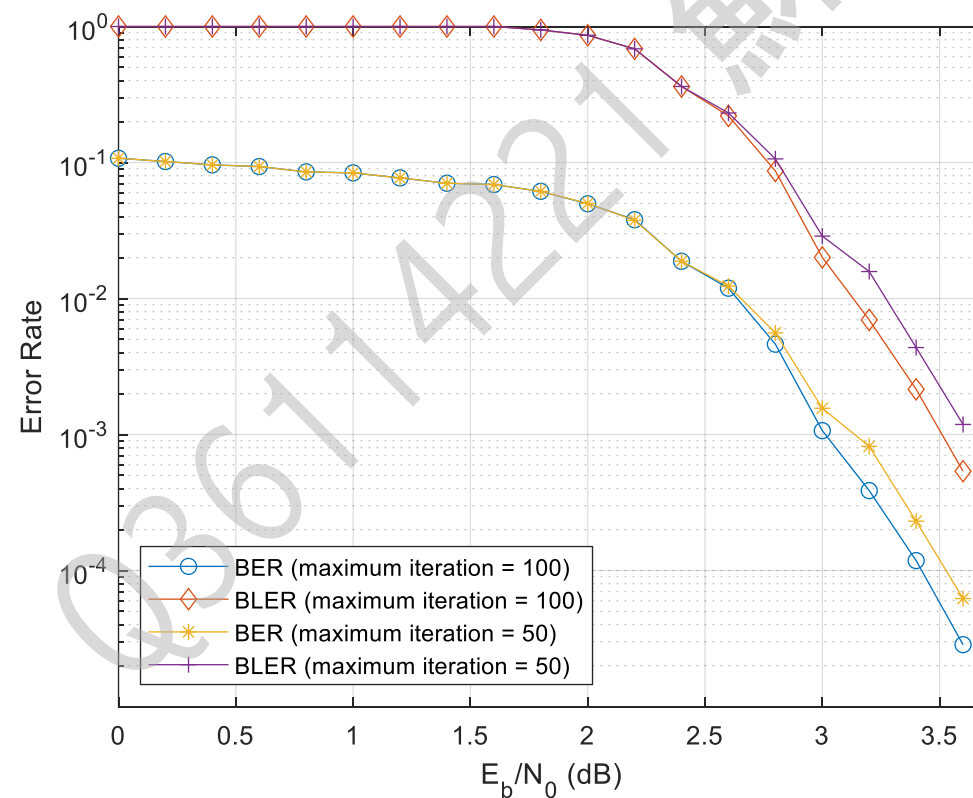
- number of maximum block errors = 50 (fixed)
- number of maximum iterations = 50

SNR (dB)	0	0.2	0.4	0.6	0.8	1	1.2	1.4	1.6	1.8	2	2.2	2.4	2.6	2.8	3	3.2	3.4	3.6
No. decoded bit errors	4198	3973	3753	3647	3333	3276	3009	2749	2687	2541	2265	2143	2026	2085	2051	2118	2024	2066	2049
No. decoded bits	39050	39050	39050	39050	39050	39050	39050	39050	39050	41393	45298	57013	107778	168696	367070	1357378	2473427	8954946	32931646
bit error rate (BER)	1.08E-01	1.02E-01	9.61E-02	9.34E-02	8.54E-02	8.39E-02	7.71E-02	7.04E-02	6.88E-02	6.14E-02	5.00E-02	3.76E-02	1.88E-02	1.24E-02	5.59E-03	1.56E-03	8.18E-04	2.31E-04	6.22E-05

SNR (dB)	0	0.2	0.4	0.6	0.8	1	1.2	1.4	1.6	1.8	2	2.2	2.4	2.6	2.8	3	3.2	3.4	3.6
No. decoded block errors	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50	50
No. decoded blocks	50	50	50	50	50	50	50	50	50	50	53	58	73	138	216	470	1738	3167	11466
block error rate (BLER)	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	9.43E-01	8.62E-01	6.85E-01	3.62E-01	2.31E-01	1.06E-01	2.88E-02	1.58E-02	4.36E-03	1.19E-03

模擬效能圖

- number of maximum block errors = 50 (fixed)



模擬數據

參考數值：

- Sum-Product Algorithm (Maximum 100 iterations):
 - BER = 4.0×10^{-2} at $E_b/N_0 = 2.2$ dB;
 - BER = 1.0×10^{-3} at $E_b/N_0 = 3.0$ dB.

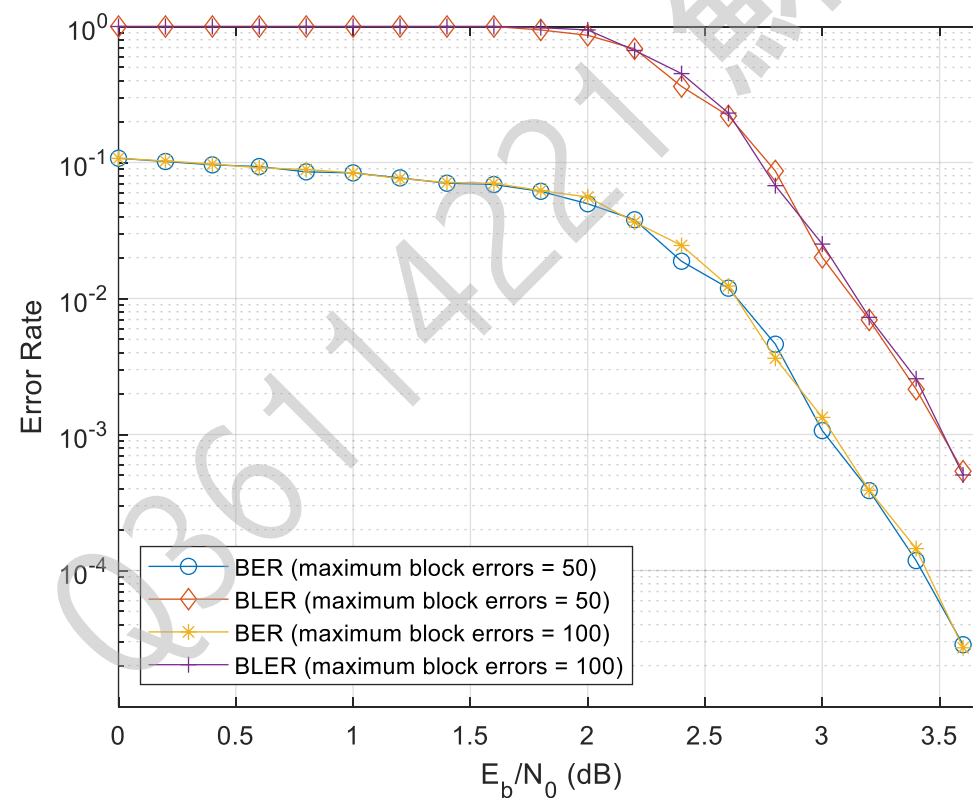
- number of maximum block errors = 100
- number of maximum iterations = 100 (fixed)

SNR (dB)	0	0.2	0.4	0.6	0.8	1	1.2	1.4	1.6	1.8	2	2.2	2.4	2.6	2.8	3	3.2	3.4	3.6
No. decoded bit errors	8379	8023	7605	7148	6937	6556	5952	5568	5494	4954	4614	4273	4257	4177	4205	4150	4184	4404	4189
No. decoded bits	78100	78100	78100	78100	78100	78100	78100	78100	78100	79662	82786	117150	173382	338173	1155880	3106037	10744217	30380900	154949619
bit error rate (BER)	1.07E-01	1.03E-01	9.74E-02	9.15E-02	8.88E-02	8.39E-02	7.62E-02	7.13E-02	7.03E-02	6.22E-02	5.57E-02	3.65E-02	2.46E-02	1.24E-02	3.64E-03	1.34E-03	3.89E-04	1.45E-04	2.70E-05

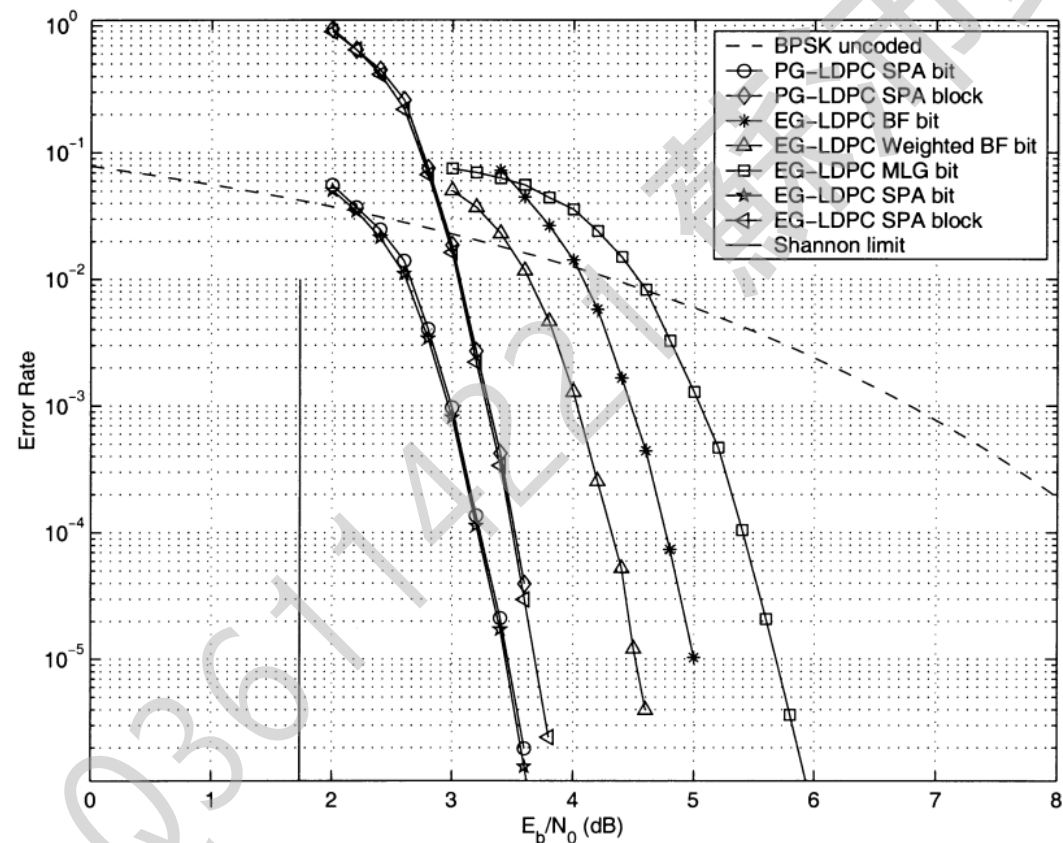
SNR (dB)	0	0.2	0.4	0.6	0.8	1	1.2	1.4	1.6	1.8	2	2.2	2.4	2.6	2.8	3	3.2	3.4	3.6
No. decoded block errors	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
No. decoded blocks	100	100	100	100	100	100	100	100	100	102	106	150	222	433	1480	3977	13757	38900	198399
block error rate (BLER)	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	1.00E+00	9.80E-01	9.43E-01	6.67E-01	4.50E-01	2.31E-01	6.76E-02	2.51E-02	7.27E-03	2.57E-03	5.04E-04

模擬效能圖

- number of maximum iterations = 100 (fixed)



模擬效能圖 (Reference)*



Bit- and block-error probabilities of the type-I 2-D (1023,781) EG-LDPC code and (1057,813) PG-LDPC code based on different decoding algorithms.*

* Y. Kou, S. Lin and M. P. C. Fossorier, "Low-density parity-check codes based on finite geometries: a rediscovery and new results," in *IEEE Transactions on Information Theory*, vol. 47, no. 7, pp. 2711-2736, Nov. 2001, doi: 10.1109/18.959255.