

# Error Control Coding - Decoding of Convolutional Codes

Chao-Yu Chen (陳昭羽)

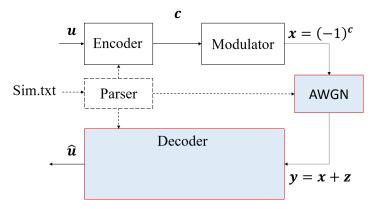
國立成功大學 電機工程學系/電腦與通信工程研究所

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- Consider the (2,1,6) convolutional code with generator matrix  $G(D) = (1 + D^2 + D^3 + D^5 + D^6) + D^6 + D^2 + D^3 + D^6)$ .
- Block Diagram:





#### Additive white Gaussian noise (AWGN) channel:

• For a binary code of rate R with BPSK modulation, the noise variance  $\sigma^2$  is given by

$$\sigma^2 = \left(2R\frac{E_b}{N_0}\right)^{-1}$$

where  $E_b/N_0$  is the bit signal-to-noise ratio (SNR).

• E.g.,  $\sigma^2 = 0.3981$  when  $E_b/N_0 = 4$  dB and R = 1/2.



#### Please use the following pseudo code:

```
#define IA 16807
#define IM 2147483647
#define AM (1.0/IM)
#define IQ 127773
#define IR 2836
#define NTAB 32
#define NDIV (1+(IM-1)/NTAB)
#define EPS 1.2e-7
#define RNMX (1.0-EPS)
main()
   long *idum;
   idum = (long *)malloc(sizeof(long));
   *idum = SEED; //SEED must be a negative integer.
```



Please use **normal()** to output two independent normal random

```
variables. n_1 and n_2.
normal(n_1, n_2, \sigma)
      do{
          x_1 = ran1(idum);
           x_2 = ran1(idum);
          x_1 = 2x_1 - 1:
          x_2 = 2x_2 - 1:
           s = x_1^2 + x_2^2;
      } while (s \ge 1.0)
      n_1 = \sigma x_1 \sqrt{-2 \ln s/s};
      n_2 = \sigma x_2 \sqrt{-2 \ln s/s};
```

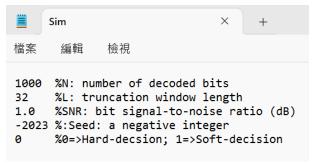


 Please use ran1() to generate a random variable uniformly distributed in the interval (0,1).

```
ran1(long *idum)
   int j;
   long k;
   static long iy=0;
   static long iv[NTAB];
   double temp;
   if (*idum <= 0 || !iv){
       if (-(*idum) < 1) *idum=1;
       else *idum = -(*idum);
       for (j=NTAB+7; j>=0; j--){
           k=(*idum)/IQ:
           *idum=IA*(*idum-k*IQ)-IR*k:
           if (*idum < 0) *idum += IM:
           if (i < NTAB) iv[i] = *idum;
       iy=iv[0];
   k=(*idum)/IQ:
   *idum=IA*(*idum-k*IO)-IR*k:
   if (*idum < 0) *idum += IM;
   j=iv/NDIV;
   iv=iv[j];
   iv[i] = *idum:
   if ((temp=AM*iv) > RNMX) return RNMX;
   else return temp;
```



#### Input Sim.txt:





Output "Output\_Hard.txt" or "Output\_Soft.txt":

```
X
     Output Hard
檔案
             檢視
      編輯
1001 ...
                                             %hard-decision output: 2*(N+m) elements
0 1 ...
                                             %decoded information bits
     Output Soft
                               ×
檔案
      編輯
             檢視
-100.123456 13.345678 1.000000 -1.111111 ... %y: 2*(N+m) elements
0 1 ...
                                             %decoded information bits
```



Use the recursion

$$u_{l+6} = u_{l+1} \oplus u_l, \quad \text{for } l \ge 0$$

with the initial conditions

$$u_0 = 1, u_1 = u_2 = u_3 = u_4 = u_5 = 0$$

to generate N information bits.

• The generated sequence is 100000100001... with period 63.



#### 程式DEMO方式

- 5/10開始DEMO。
- 私訊檔案給"助教\_高子傑"。
- 檔案名稱格式: Project1\_學號\_姓名.zip 例如: Project1\_E94081042\_許博士.zip
- 壓縮檔內包含所有的.cpp 以及 一個執行檔 .exe。
- 助教會拿你編譯過的執行檔做測試,再回覆pass or fail。
- 如果fail,最多三次機會(含第一次),請在5/16 17:00前完成DEMO測試並把修改過的壓縮檔(包含註解)傳給助教。
- 請特別留意,你讀檔跟寫檔的格式是否正確 (請參考上面給的範例Sim.txt、Output\_Hard.txt、Output\_Soft.txt)



#### 注意事項

- 採用Best-state作法。
- Truncation window length = 32代表survivor儲存32 bits。
- ACS遇到同樣大小的metric時,總是選最上面的branch。
- Best-state的選擇,若是遇到同樣的metric,也是選最上面的state。
- State的排列順序為  $(s_1, s_2, s_3, s_4, s_5, s_6) = (0, 0, 0, 0, 0, 0),$  (1, 0, 0, 0, 0, 0), (0, 1, 0, 0, 0, 0), (1, 1, 0, 0, 0, 0), ..., (0, 1, 1, 1, 1, 1), (1, 1, 1, 1, 1, 1).
- 如果要使用其他的隨機變數做其他的作用時,請勿使用 ran1().
- **normal()**產生的兩個變數 $n_1$ ,  $n_2$  要同時使用在AWGN output上。也就是  $y_1 = x_1 + n_1$  and  $y_2 = x_2 + n_2$ 。



#### 報告繳交内容

- 5/19 17:00前私訊檔案給"助教\_高子傑"。
- 檔案名稱格式: Project1\_學號\_姓名.pdf 例如: Project1\_E94081042\_許博士.pdf
- 報告必要内容 (Baseline):
  - 系統架構圖 (細部blcok diagram);
  - 程式流程解釋 (流程或是Pseudo code);
  - 參數設定: Truncation window length = 32等其他參數;
  - 模擬數據 (表格): SNR (dB) \ No. decoded bits \ No. decided bit errors \ bit error rate (BER);
  - 模擬圖: Hard-decision and Soft-Decision;
  - Coding gain at BER =  $10^{-4}$  (Soft-Decision over Hard-Decision).
- 報告加分内容 (Bonus):
  - 不同 Truncation window length的比較;
  - Best-state、fixed-state、majority-vote的比較;
  - 其他觀察或比較。



#### 參考數值:

- Hard-decision:
  - BER =  $2.1 \times 10^{-3}$  at  $E_b/N_0 = 4.5$  dB;
  - BER =  $6.4 \times 10^{-4}$  at  $E_b/N_0 = 5.0$  dB.
- Soft-decision:
  - BER =  $2.2 \times 10^{-3}$  at  $E_b/N_0 = 2.5$  dB;
  - BER =  $5.3 \times 10^{-4}$  at  $E_b/N_0 = 3.0$  dB.