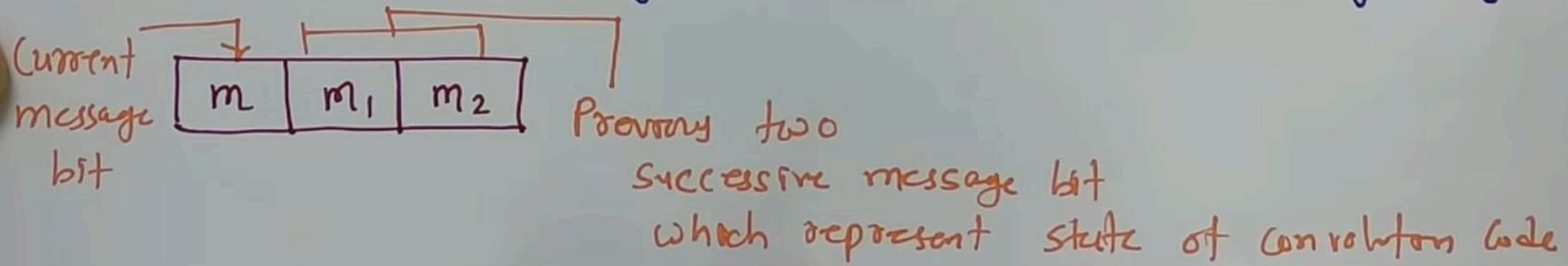


Convolution Code basics

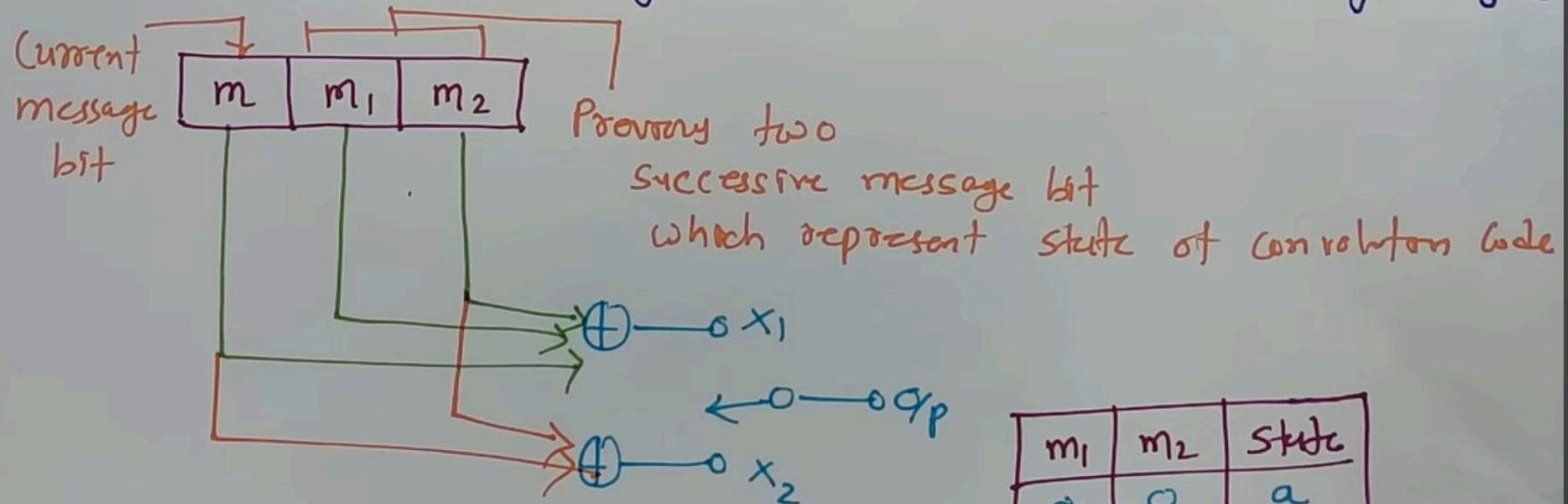
Convolutional codes basics, parameters & designing

- In Convolutional codes, block of ' n ' code digits generated by the encoder in time unit depends on not only block of ' k ' message digits with in that time unit but also on the preceding $(m-1)$ blocks of message digits.

- In Convolutional Codes, block of ' n ' code digits generated by the encoder in time unit depends on not only block of ' k ' message digits with in that time unit but also on the preceding $(m-1)$ blocks of message digits.



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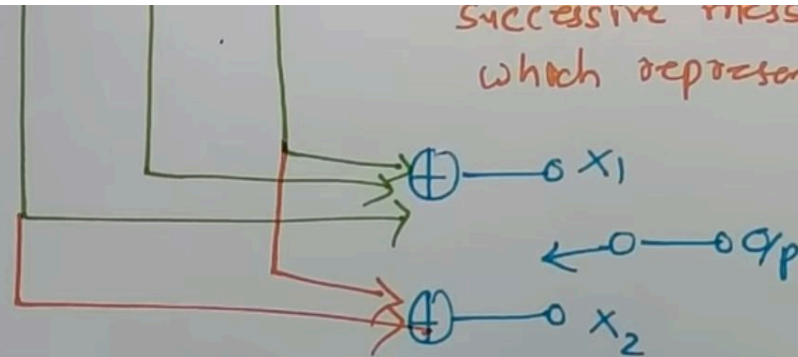
$$x_1 = m_1 \oplus m_2$$

$$x_2 = m \oplus m_2$$

m_1	m_2	State
0	0	a
0	1	b
1	0	c
1	1	d

bit

Successive message bit
which represent state of convolution code



$$x_1 = m_1 \oplus m_2 \oplus m_2$$

$$x_2 = m_1 \oplus m_2$$

m_1	m_2	State
0	0	a
0	1	b
1	0	c
1	1	d

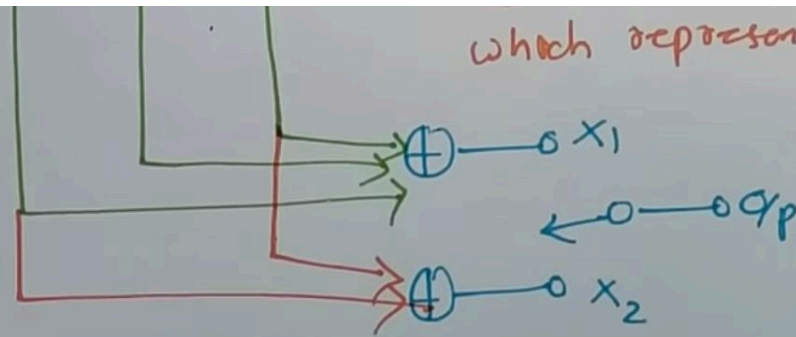
- k = no of message bits

n = no of encoded o/p bits

K = Constraint Length

- Here n will satisfy in $k \leq n \leq K$

bit
[k=1]



$$X_1 = m_1 \oplus m_1 \oplus m_2$$

$$X_2 = m \oplus m_2$$

m_1	m_2	state
0	0	a
0	1	b
1	0	c
1	1	d

- \underline{k} = no of message bits = 1

n = no of encoded o/p bits = 2

K = Constraint Length = 3

- Here o/p will switch in bet.ⁿ x_1 & x_2 so o/p will be

- $k = \text{no of message bits} = 1$

$n = \text{no of encoded o/p bits} = 2$

$K = \text{Constraint Length} = 3$

- Here o/p will switch in bet.ⁿ x_1 & x_2 so o/p will be

$$X = x_1 x_2 x_1 x_2 \dots$$

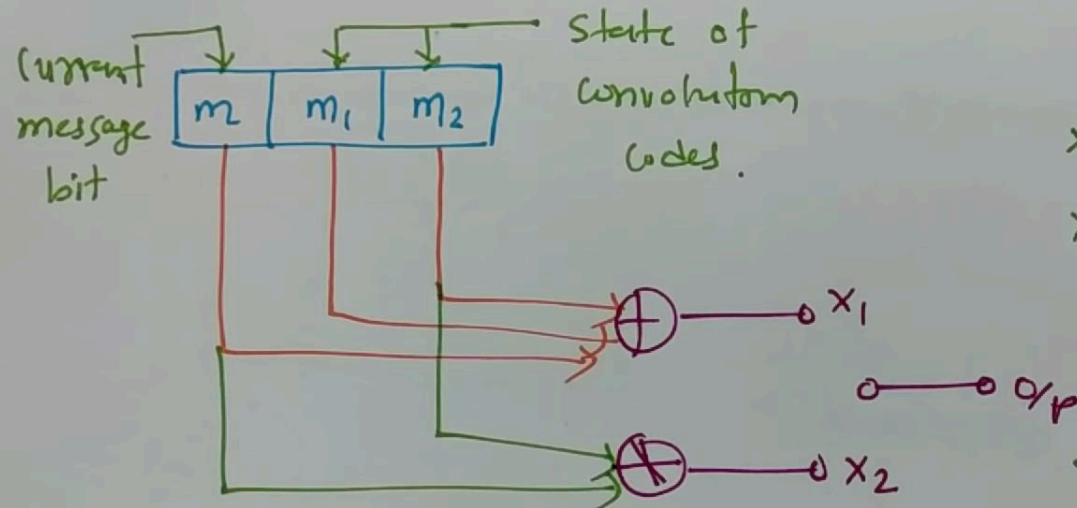
- Code rate $r = \frac{k}{n} = \frac{1}{2}$

- Constraint Length (K)

- Single message bit influences encoder o/p for different successive shift.

- Code dimensions $(n, k) = (2, 1)$

Convolution Codes States & Code tree.



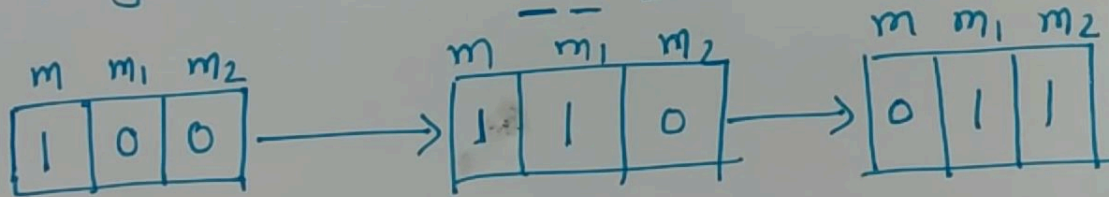
$$X_1 = m \oplus m_1 \oplus m_2$$

$$X_2 = m \oplus m_2$$

m_1	m_2	States
0	0	a
0	1	b
1	0	c
1	1	d

Code tree

- each branch of tree represent an Vp symbol with the corresponding pair of o/p binary symbols indicating on the branch
- lets give $V_p = \underline{1} \underline{1} \underline{0}$

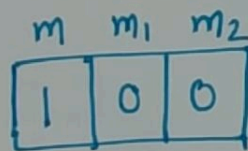


Code tree

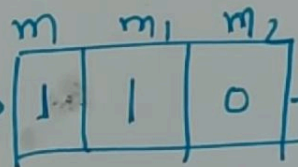
- each branch of tree represent an V_p symbol with the corresponding pair of o/p binary symbols indicating on the branch

- let's give $V_p = \underline{110}$

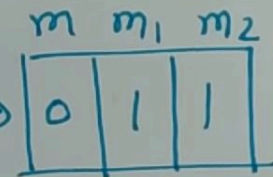
$$\begin{aligned} x_1 &= m \oplus m_1 \oplus m_2 \\ x_2 &= m \oplus m_2 \end{aligned}$$



$$\begin{aligned} x_1 &= 1 \\ x_2 &= 1 \end{aligned} \quad \left. \vphantom{\begin{aligned} x_1 &= 1 \\ x_2 &= 1 \end{aligned}} \right\} x_1 x_2 = 11$$



$$\begin{aligned} x_1 &= 0 \\ x_2 &= 1 \end{aligned} \quad \left. \vphantom{\begin{aligned} x_1 &= 0 \\ x_2 &= 1 \end{aligned}} \right\} x_1 x_2 = 01$$



$$\begin{aligned} x_1 &= 0 \\ x_2 &= 1 \end{aligned} \quad \left. \vphantom{\begin{aligned} x_1 &= 0 \\ x_2 &= 1 \end{aligned}} \right\} x_1 x_2 = 01$$

the corresponding pair of o/p binary symbols indicating on the branch

- let's give $V_p = \underline{110}$

$$x_1 = m \oplus m_1 \oplus m_2$$

$$x_2 = m \oplus m_2$$

m	m_1	m_2
1	0	0

$$\left. \begin{array}{l} x_1 = 1 \\ x_2 = 1 \end{array} \right\} x_1 x_2 = 11$$

State - a

m	m_1	m_2
1	1	0

$$\left. \begin{array}{l} x_1 = 0 \\ x_2 = 1 \end{array} \right\} x_1 x_2 = 01$$

State - c

m	m_1	m_2
0	1	1

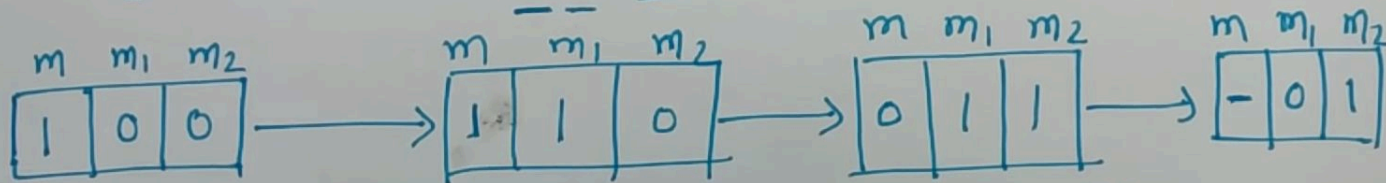
$$\left. \begin{array}{l} x_1 = 0 \\ x_2 = 1 \end{array} \right\} x_1 x_2 = 01$$

State - d

m	m_1	m_2
-	0	1

State - b

- lets give $V_p = \underline{110}$ | $x_2 = m \oplus m_2$



$$\left. \begin{array}{l} x_1 = 1 \\ x_2 = 1 \end{array} \right\} x_1 x_2 = 11$$

State - a

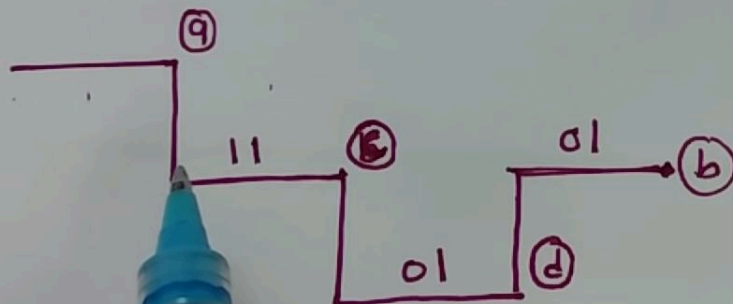
$$\left. \begin{array}{l} x_1 = 0 \\ x_2 = 1 \end{array} \right\} x_1 x_2 = 01$$

State - c

$$\left. \begin{array}{l} x_1 = 0 \\ x_2 = 1 \end{array} \right\} x_1 x_2 = 01$$

State - d

State - b

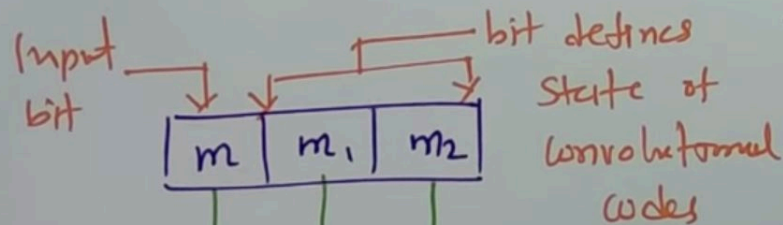


- down step means $V_p = 1$

- up step means $V_p = 0$

Code trellis and State Diagram

Code tables & state diagram of convolutional codes



$$x_1 = m \oplus m_1 \oplus m_2$$

$$x_2 = m \oplus m_2$$

m_1	m_2	State
0	0	a
0	1	b
1	0	c
1	1	d

m	m_1	m_2	x_1	x_2	current state	Next state
	0	0			a	

m_2	m_1	m_2	x_1	x_2	current state	Next state
	0	0			a	
	0	0			a	
	0	1			b	
	0	1			b	
	1	0			c	
	1	0			c	
	1	1			d	
	1	1			d	

m →	m_1 →	m_2	x_1	x_2	current state	Next state
0	0	0	0	0	a	a
1	0	0	1	1	a	c
0	0	1	1	1	b	a
1	0	1	0	0	b	c
0	1	0	1	0	c	b
1	1	0	0	1	c	d
0	1	1	0	1	d	b
1	1	1	1	0	d	d

$$x_1 = m \oplus m_1 \oplus m_2$$

$$x_2 = m \oplus m_2$$

0	1	1	0	1	d	b
1	1	1	1	0	d	d

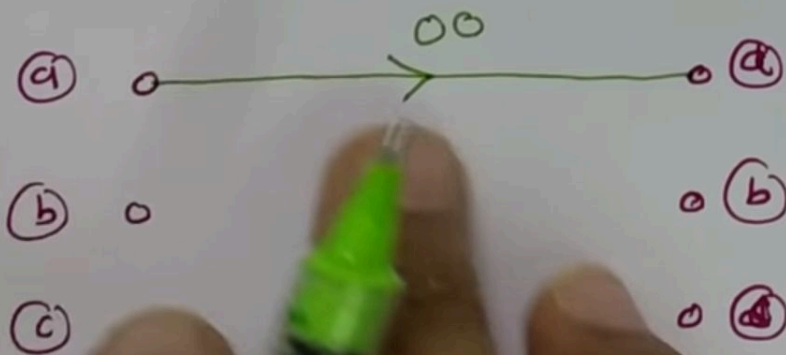
code trellis



——— Input bit 0
 - - - - Input bit 1

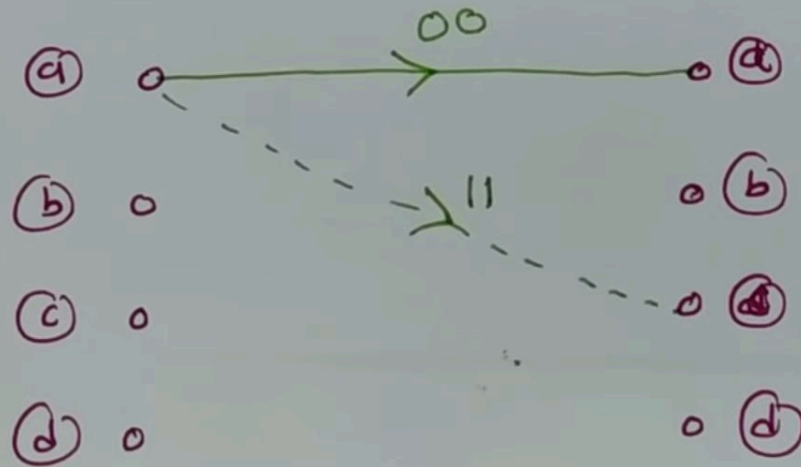
1	0	1	0	0	b	c
0	1	0	1	0	c	b
1	1	0	0	1	c	d
0	1	1	0	1	d	b
1	1	1	1	0	d	d

code tracing



0	1	1	0	1	d	b
1	1	1	1	0	d	d

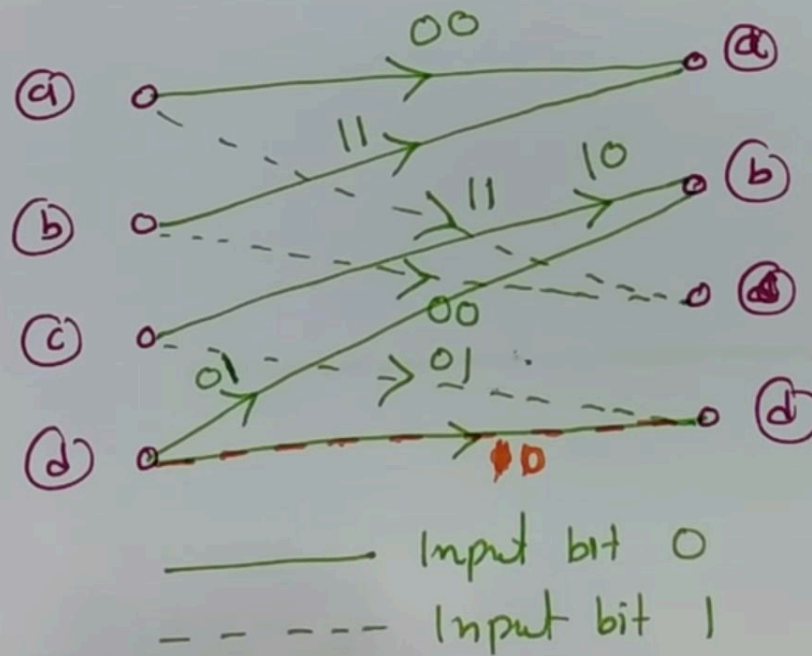
Code trellis



——— Input bit 0
 - - - - - Input bit 1

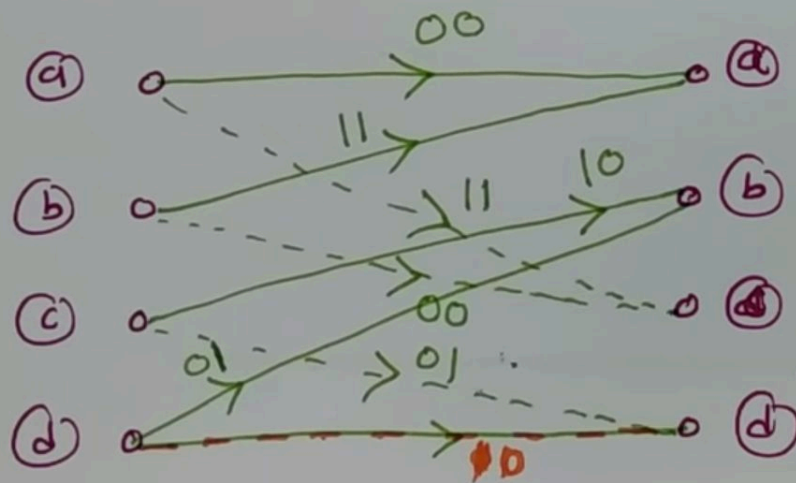
0	1	1	0	1	d	b
1	1	1	1	0	d	d

code trellis



0	1	1	0	1	d	b
1	1	1	1	0	d	d

Code tracing

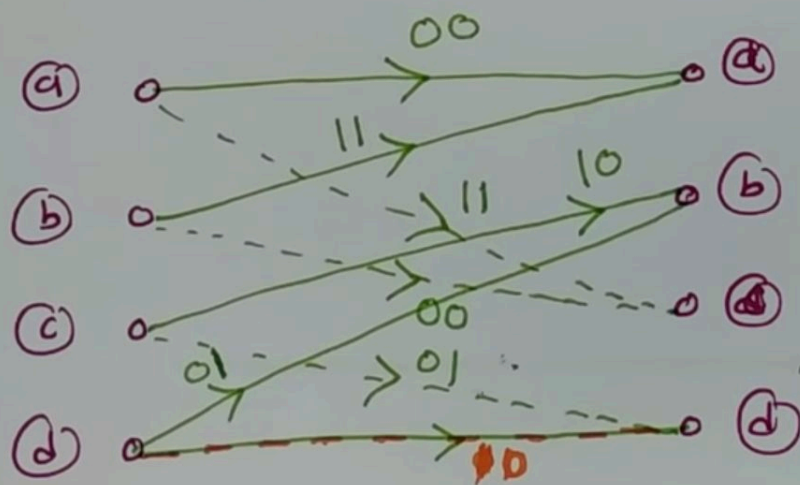


_____ Input bit 0
 - - - - - Input bit 1

—————→ Input 0 bit
 - - - - -→ Input 1 bit

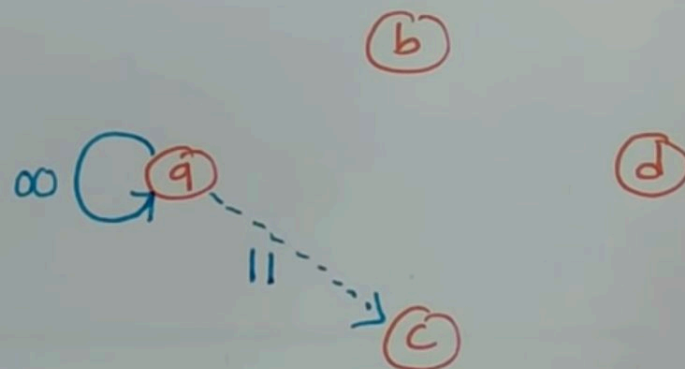
0	1	1	0	1	d	b
1	1	1	1	0	d	d

code trellis



————— Input bit 0
 - - - - - Input bit 1

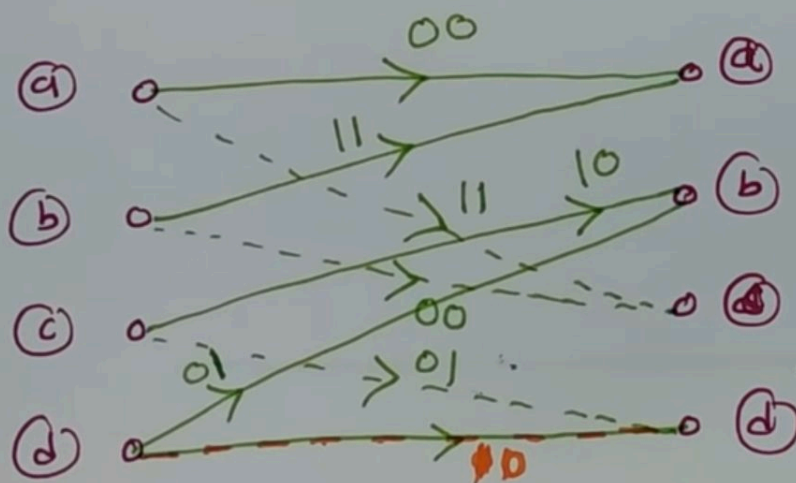
state diagram



—————> Input 0 bit
 - - - - -> Input 1 bit

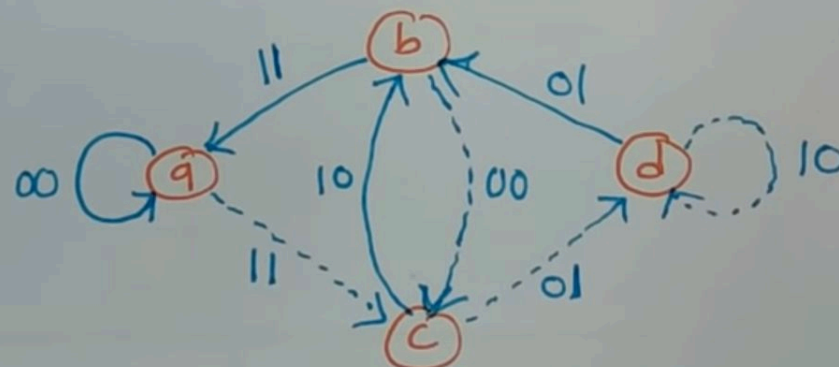
0	1	1	0	1	d	b
1	1	1	1	0	d	d

code trellis



————— Input bit 0
 - - - - - Input bit 1

state diagram



—————> Input 0 bit
 - - - - -> Input 1 bit

Applications of Convolutional Codes:

1. Satellite Communication:

- Used to protect data transmitted over long distances where signal quality can degrade.

2. Wireless Communication (Mobile Networks):

- Helps correct errors caused by noise, fading, and interference in mobile phone networks (like 4G and older systems).

3. Deep Space Communication:

- Essential for transmitting data from spacecraft to Earth with very low error rates (e.g., NASA missions).

4. Voice Transmission (Telephony):

- Used in cellular voice transmission (like GSM) to maintain call quality even with weak signals.

5. Digital TV Broadcasting:

- Protects video and audio data in digital television standards (like DVB).

6. Wi-Fi and Bluetooth:

- Helps in error correction in wireless data transfer technologies (especially older Wi-Fi versions and Bluetooth).

7. Optical Communication:

- Used in fiber-optic communication to correct data errors during high-speed transmission.

8. Military Communication Systems:

- Ensures secure and reliable data transmission even under harsh and noisy conditions.

9. Data Storage Devices:

- Applied in hard drives and CDs/DVDs to correct read errors.

10. Internet Data Transfer (TCP/IP Layer Protection):

- Sometimes used in network protocols for enhanced data reliability, especially over noisy links.