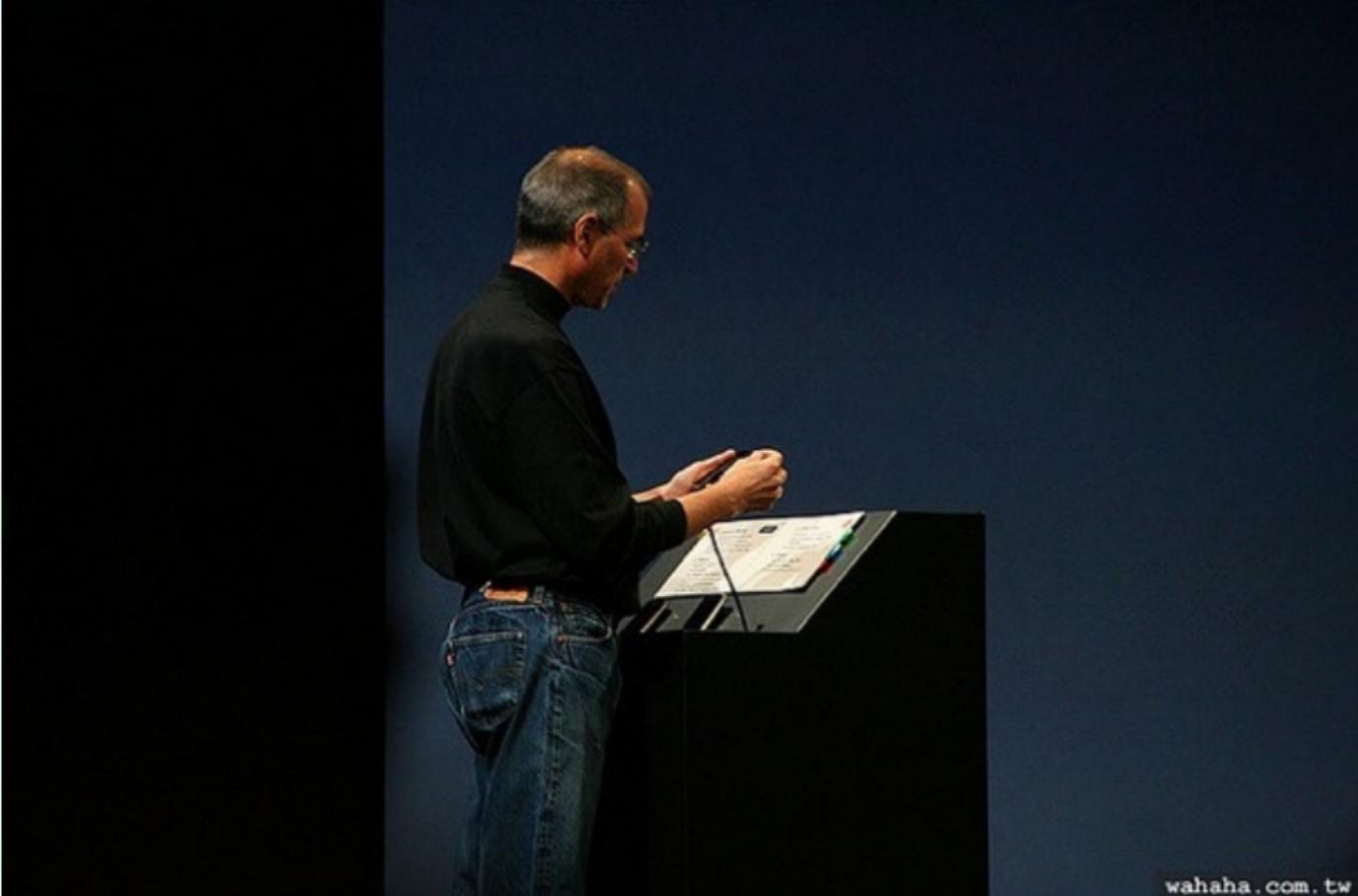


Channel Manipulation as a Coding Technique

Hsin-Po Wang (EECS, UC Berkeley)

What do the
following pictures
have in common?

(Images from the internet)



(Images from the internet)



(Images from the internet)



(Images from the internet)





<https://jobtalk.symbol.codes>



<https://jobtagrambol.codes>

Coding

= adding redundancies
in a smart way

Coding
= adding ~~redundancies~~
in a smart way



(Images from Wikipedia, NASA, IBM, Qualcomm)

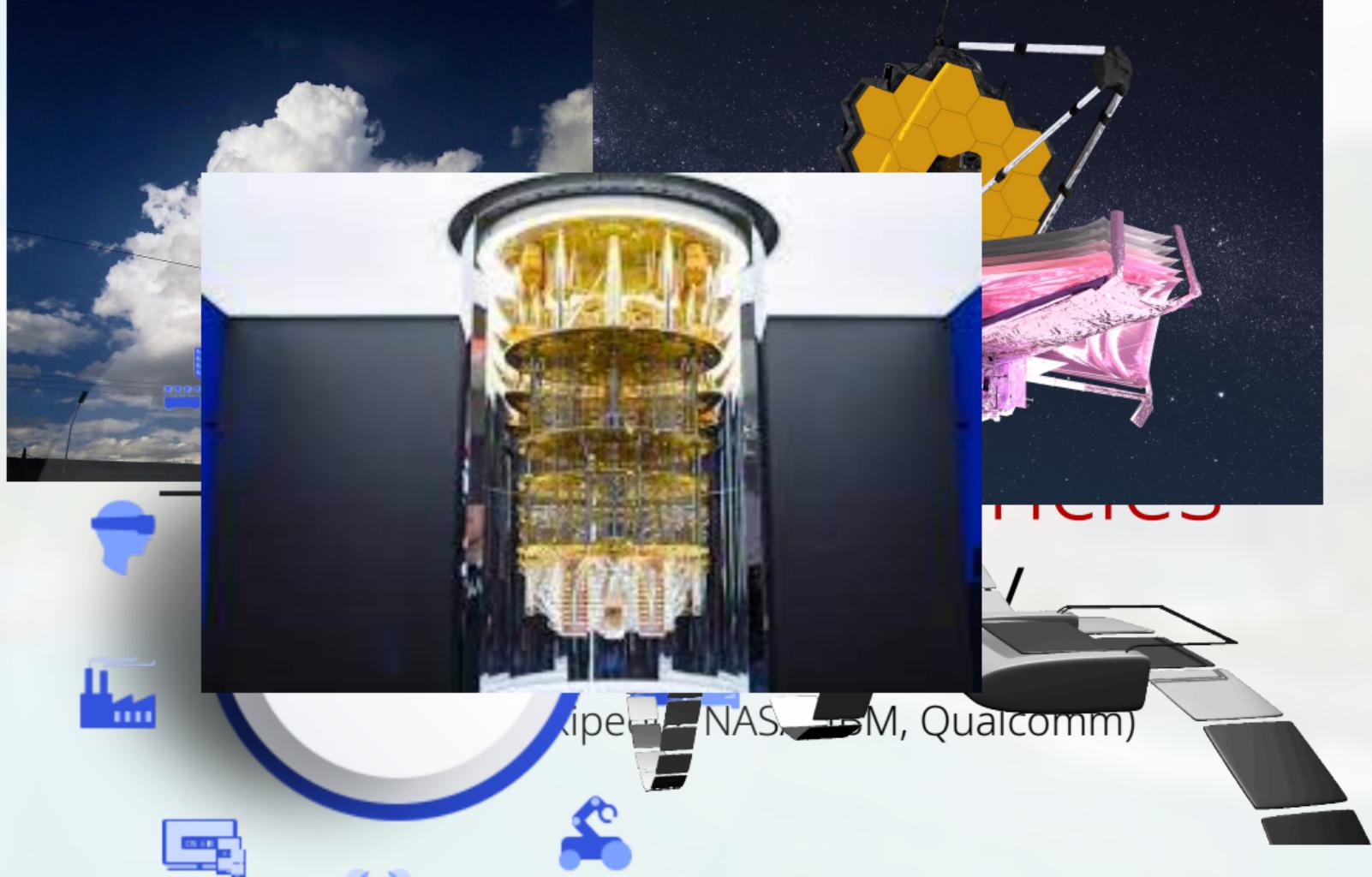


- during ~~redundancies~~
in a smart way

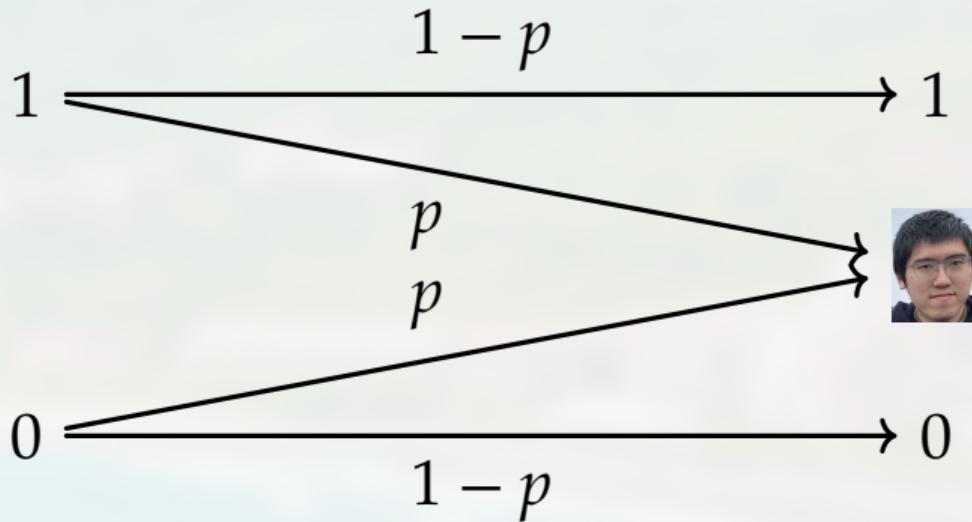
(Images from Wikipedia, NASA, IBM, Qualcomm)







Math Framework of Coding



Binary erasure channel with erasure probability p : BEC(p)

N = 78

S = 83

Y = 89

U = 85

The “NSYSU” polynomial:

$$f(x) = 78 + 83x + 89x^2 + 83x^3 + 85x^4$$

$$N = 78$$

$$S = 83$$

$$Y = 89$$

$$U = 85$$

The “NSYSU” polynomial:

$$f(x) = 78 + 83x + 89x^2 + 83x^3 + 85x^4$$

$$f(-3) = 274 \quad f(-2) = 964 \quad f(-1) = 86 \quad f(0) = 78$$

$$f(1) = 418 \quad f(2) = 624 \quad f(3) = 254 \quad f(4) = 906$$

$N = 78$

$S = 83$

$Y = 89$

$U = 85$

The “NSYSU” polynomial:

$$f(x) = \sum_{i=0}^4 a_i x^i$$


$$f(-3) = 274 \quad f(-2) = 964 \quad f(-1) = 86 \quad f(0) = ?$$



$$f(1) = 418 \quad f(2) = 624 \quad f(4) = 254 \quad f(4) = 906$$

$N = 78$

$S = 83$

$Y = 89$

$U = 85$

The “NSYSU” polynomial:

$$f(x) = \sum_{i=0}^4 a_i x^i$$


$$f(-3) = 274 \quad f(-2) = 964 \quad f(-1) = 86 \quad f(0) = 1$$



$$f(1) = 4 \quad f(2) = 624 \quad f(4) = 254 \quad f(4) = 906$$

$N = 78$

$S = 83$

$Y = 89$

$U = 85$

The “NSYSU” polynomial:

$$f(x) = \sum_{i=0}^4 a_i x^i$$


$$f(-3) = 274$$

$$f(-2) = 964$$

$$f(-1) = 8$$

$$f(0) = 1$$



$$f(1) = 4$$

$$f(2) = 624$$

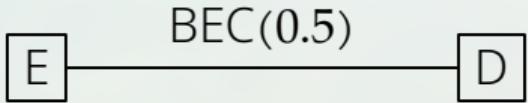
$$f(3) = 254$$

$$f(4) = 906$$

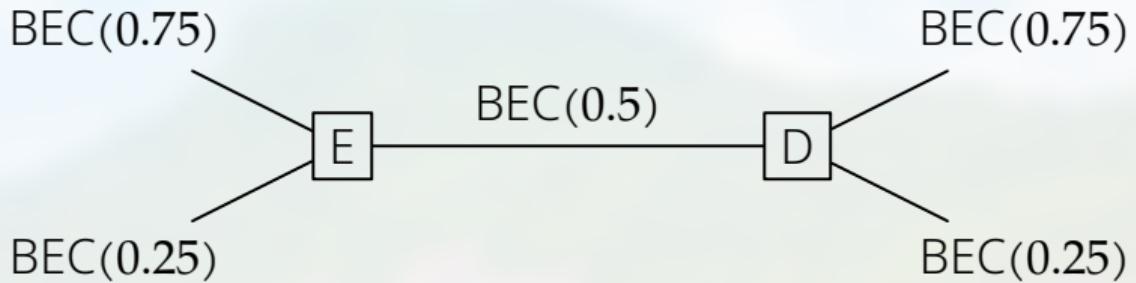
New Idea



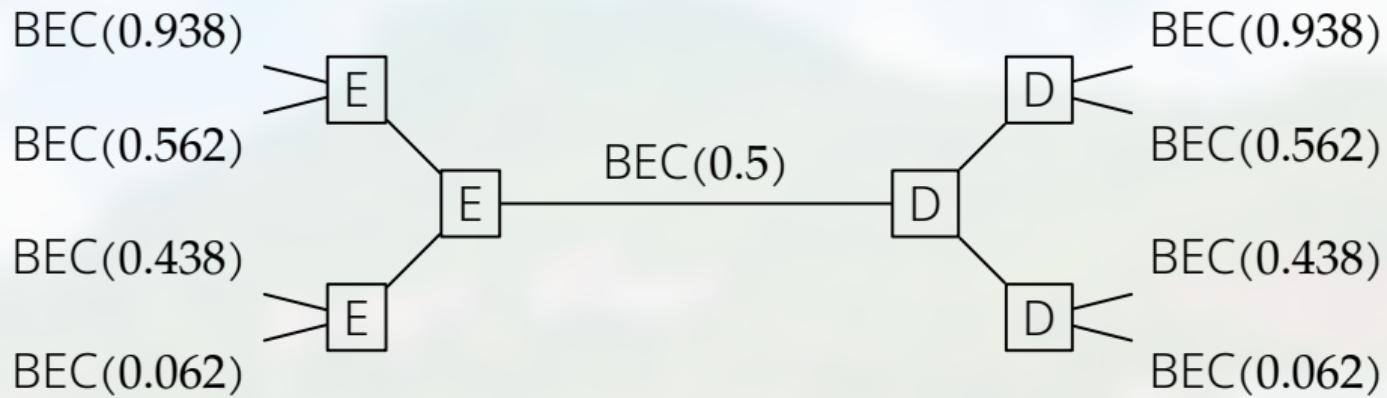
Polar Codes



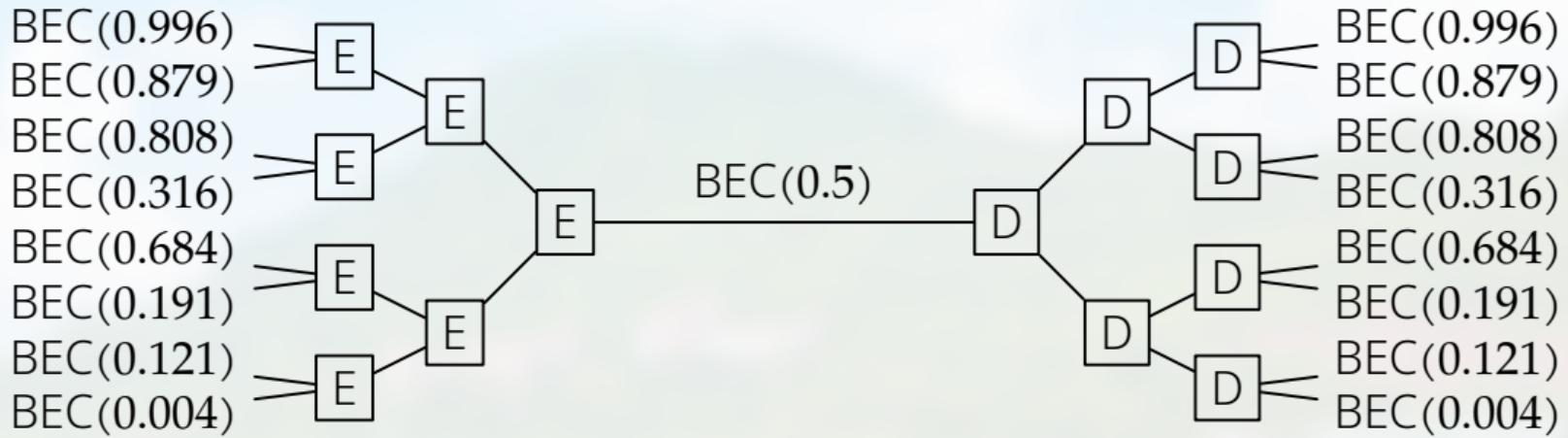
Suppose there are magic devices \boxed{E} and \boxed{D} that turns $\text{BEC}(x)$ into $\text{BEC}(x^2)$ and $\text{BEC}(2x - x^2)$.



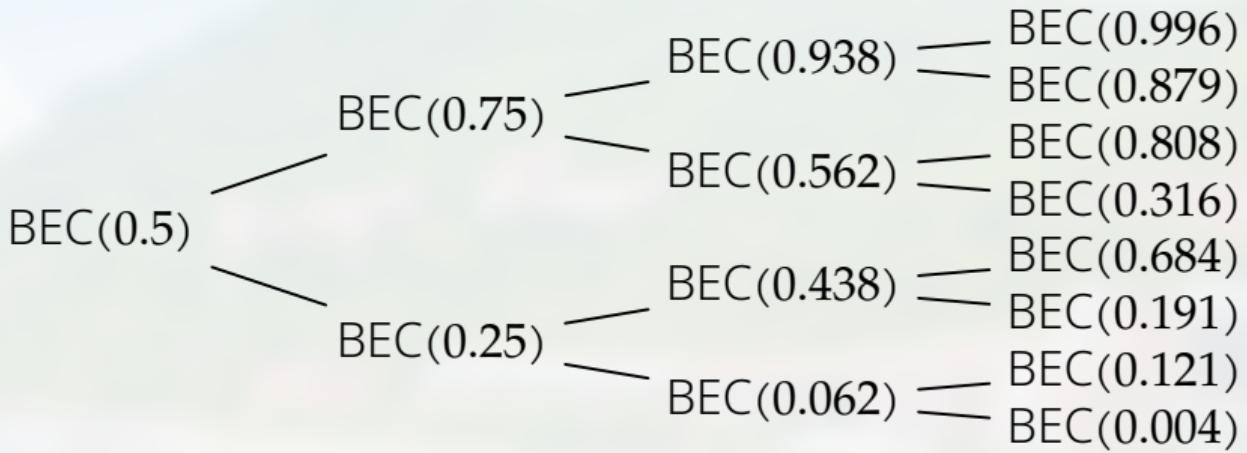
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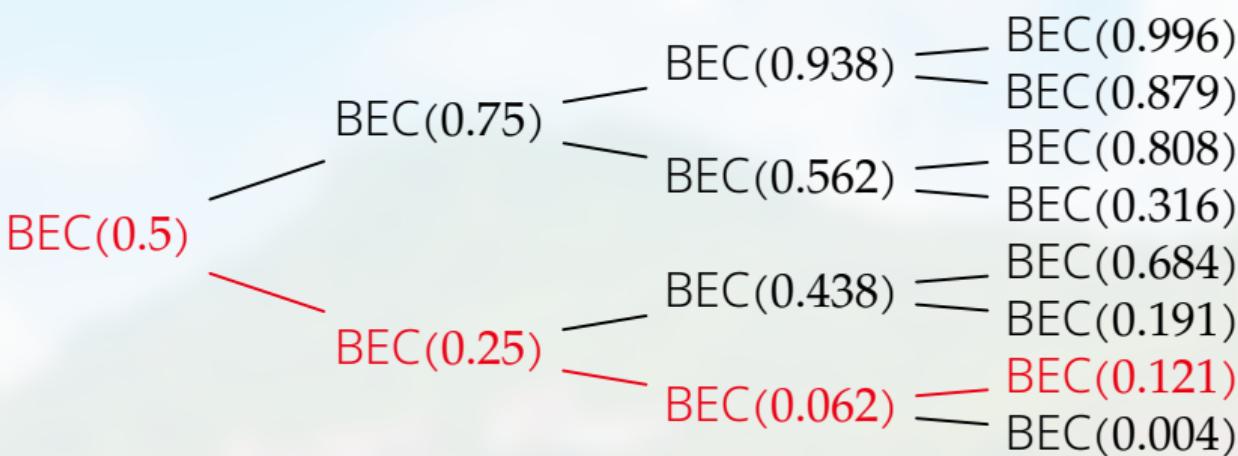
What if we apply more magic devices?



What if we apply more magic devices?
And more and more and more???

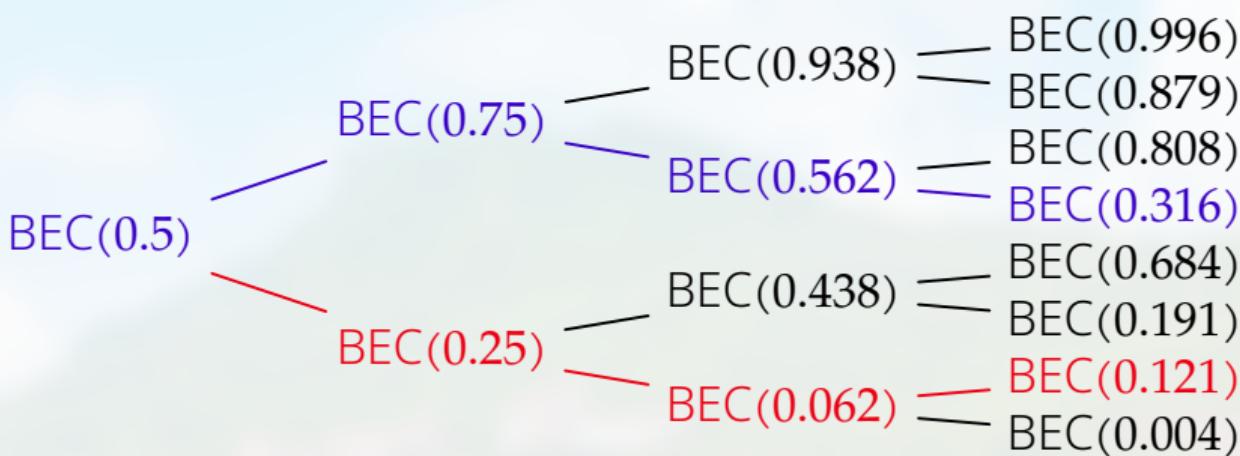


This is a tree



: This is a martingale

$$M_{n+1} := \begin{cases} 2M_n - M_n^2 & \text{with prob. } 1/2, \\ M_n^2 & \text{with prob. } 1/2. \end{cases}$$



: This is a martingale

$$M_{n+1} := \begin{cases} 2M_n - M_n^2 & \text{with prob. } 1/2, \\ M_n^2 & \text{with prob. } 1/2. \end{cases}$$



: Bounded martingale converges.

$$M_{n+1} := \begin{cases} 2M_n - M_n^2 & \text{with prob. } 1/2, \\ M_n^2 & \text{with prob. } 1/2. \end{cases}$$

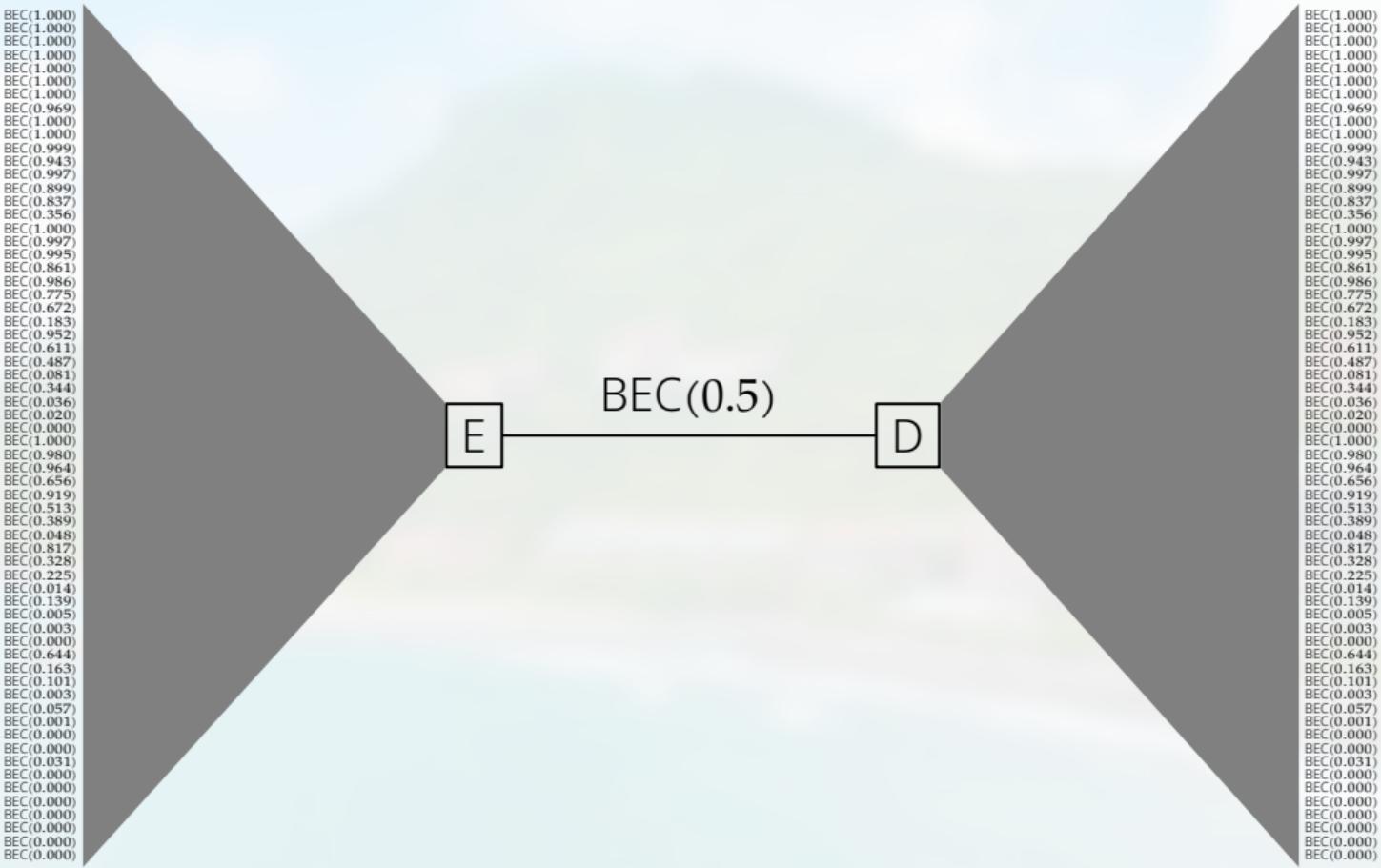


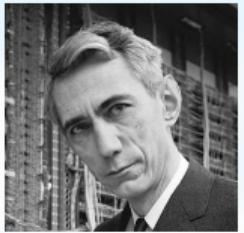
: Bounded martingale converges.



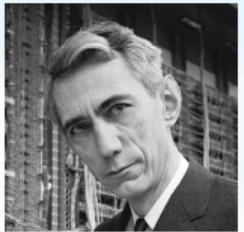
: BECs converges to 0 or 1.

$$M_{n+1} := \begin{cases} 2M_n - M_n^2 & \text{with prob. } 1/2, \\ M_n^2 & \text{with prob. } 1/2. \end{cases}$$





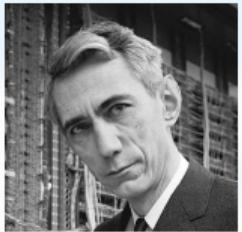
: 5000 bits / 10000 channel uses



: 5000 bits / 10000 channel uses



: Polar code 490bits/10000uses

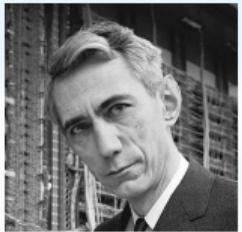


: 5000 bits / 10000 channel uses



: Polar code 490bits/10000uses

In general, $(1/2 - \varepsilon)N$ bits / N uses



: 5000 bits / 10000 channel uses



: Polar code 490bits/10000uses

In general, $(1/2 - \varepsilon)N$ bits / N uses

THE END?

5G is for

5G is for



video streaming

5G is for



SM64 - Watch for Rolling Rocks - 0.5x A Presses [Commentated] [OUTDATED]

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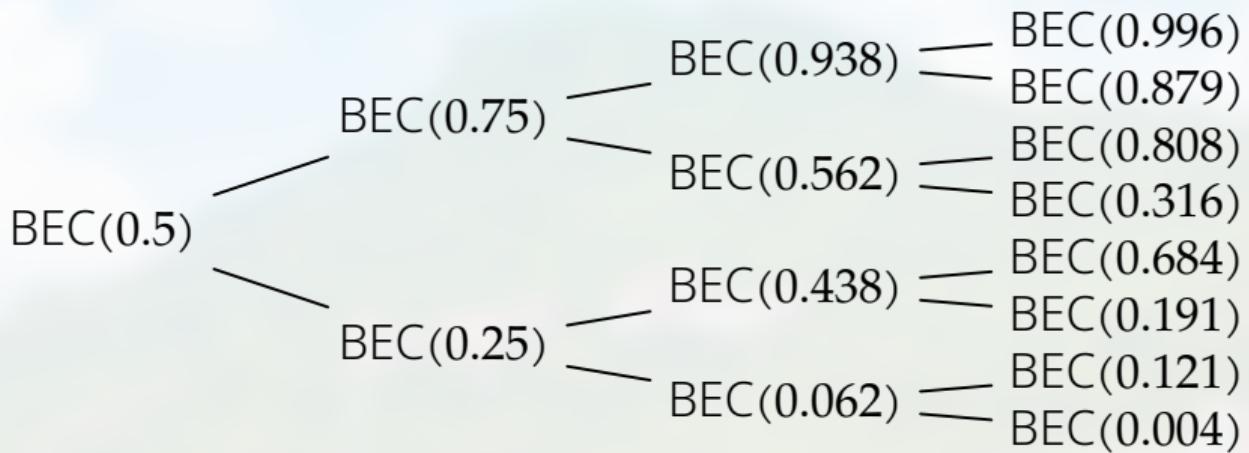
[HMC Watch for Rolling Rocks \(v2\)](#)

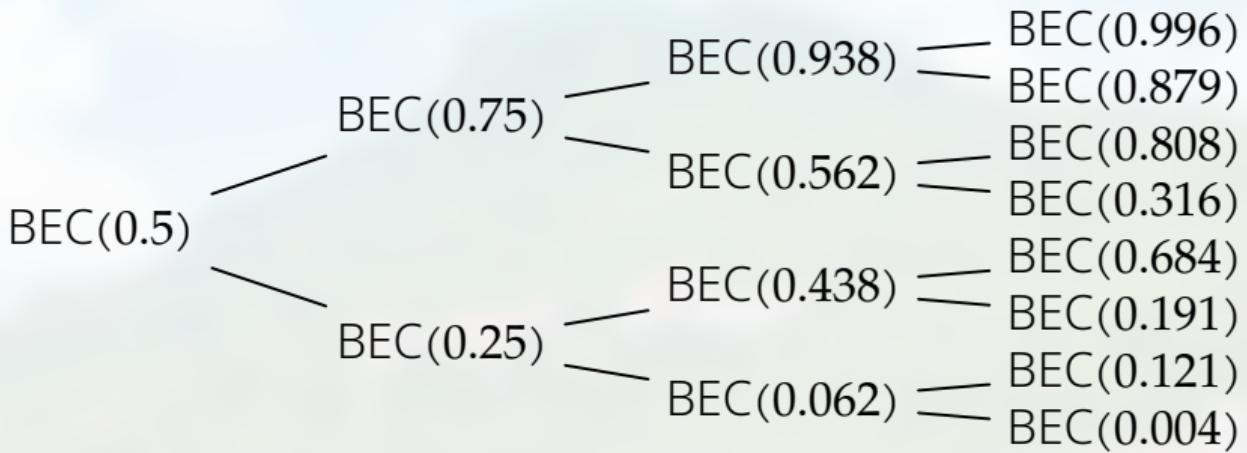
...more



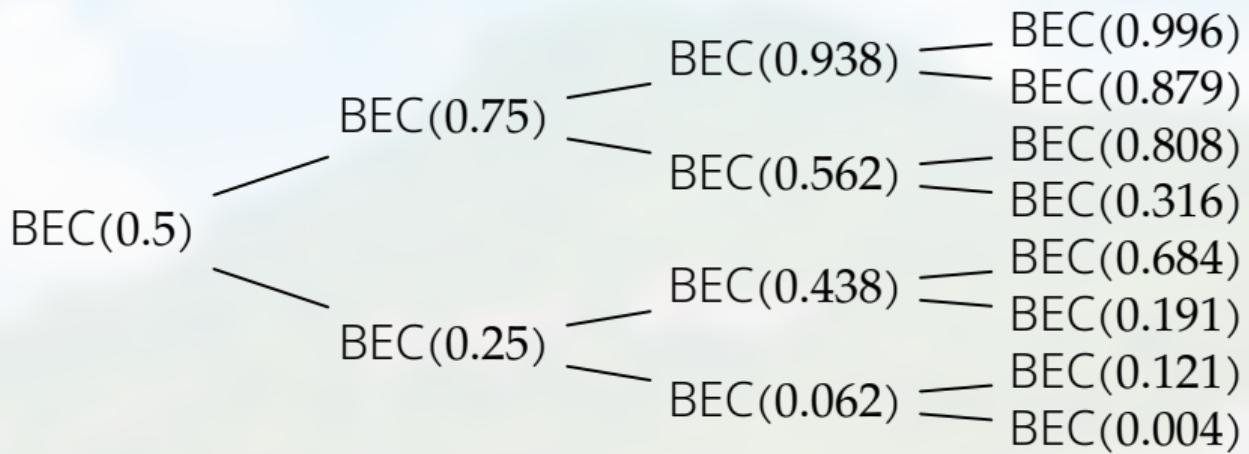
video streaming

flying drone





Early channels are not useful.



Early channels are not useful.
How to accelerate polarization?

$(1/2 - N^{-\rho})N$ bits / N channel uses

History of ρ over BMSC:0

1/2

2015 Guruswami-Xia \longleftrightarrow

2012 Goli-Hassani-Urbanke \longleftrightarrow

2014 Hassani-Alishahi-Urbanke \longleftrightarrow

2014 Goldin-Burshtein \longleftrightarrow

2016 Mondelli-Hassani-Urbanke \longleftrightarrow

$(1/2 - N^{-\rho})N$ bits / N channel uses

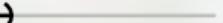
History of ρ over BMSC:0

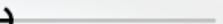
1/2

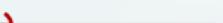
2015 Guruswami-Xia 

2012 Goli-Hassani-Urbanke 

2014 Hassani-Alishahi-Urbanke 

2014 Goldin-Burshtein 

2016 Mondelli-Hassani-Urbanke 

2022 W.-Lin-Vardy-Gabrys 

Improve ρ over BEC: 0

1/2

- 2010 Hassani–Alishahi–Urbanke 2×2 x
- 2010 Korada–Montanari–Telatar–Urbanke 2×2 •
- 2014 Fazeli–Vardy 8×8 •
- 2021 Trofimiuk–Trifonov 16×16 •
- 2021 Trofimiuk 24×24 •
- 2021 Yao–Fazeli–Vardy 32×32 •
- 2021 Yao–Fazeli–Vardy 64×64 •

Improve ρ over BEC: 0

1/2

2010 Hassani–Alishahi–Urbanke 2×2 x

2010 Korada–Montanari–Telatar–Urbanke 2×2 •

2014 Fazeli–Vardy 8×8 •

2021 Trofimiuk–Trifonov 16×16 •

2022 Duursma–Gabrys–Guruswami–Lin–W.2 $\times 2$ /GF4 •

2021 Trofimiuk 24×24 •

2021 Yao–Fazeli–Vardy 32×32 •

2021 Yao–Fazeli–Vardy 64×64 •

The optimal ρ : 0

1/2

2019 Pfister–Urbanke
 q -ary erasure channel, $q \rightarrow \infty$

2021 Fazeli–Hassani–Mondelli–Vardy
binary erasure channel

2022 Guruswami–Riazanov–Ye
binary symmetric memoryless channel

The optimal ρ : 0

1/2

2019 Pfister–Urbanke
 q -ary erasure channel, $q \rightarrow \infty$

2021 Fazeli–Hassani–Mondelli–Vardy
binary erasure channel

2022 Guruswami–Riazanov–Ye
binary symmetric memoryless channel

2021 W.–Duursma
discrete memoryless channel

2011 Alamdar-Yazdi-Kschischang:
Orune the tree to reduce complexity.

2017 El-Khamy-Mahdavifar-Feygin-Lee-Kang:
Pruning reduces complexity by a scalar; still $O(N \log N)$.

2021 Mondelli-Hashemi-Cioffi-Goldsmith,
2021 Hashemi-Mondelli-Fazeli-Vardy-Cioffi-Goldsmith:
Study parallelism vs latency.

2011 Alamdar-Yazdi-Kschischang:
Orune the tree to reduce complexity.

2017 El-Khamy-Mahdavifar-Feygin-Lee-Kang:
Pruning reduces complexity by a scalar; still $O(N \log N)$.

2021 W.-Duursma: $O(N \log \log N)$
if relax the performance requirement.

Trade-off: complexity $\approx O(N \log(-\log(\text{decode error})))$.

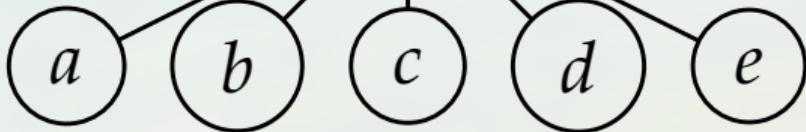
2021 Mondelli-Hashemi-Cioffi-Goldsmith,
2021 Hashemi-Mondelli-Fazeli-Vardy-Cioffi-Goldsmith:
Study parallelism vs latency.

5	3		7			
6			1	9	5	
	9	8			6	
8			6			3
4		8	3			1
7		2			6	
	6			2	8	
		4	1	9		5
			8		7	9

Low-Density Parity-Check (LDPC) Codes

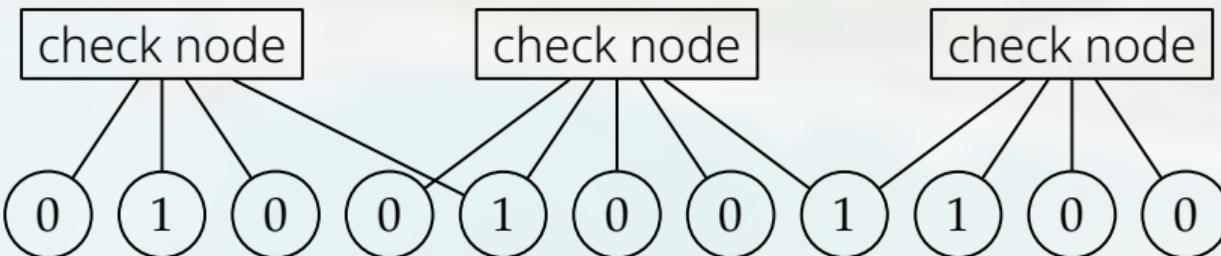
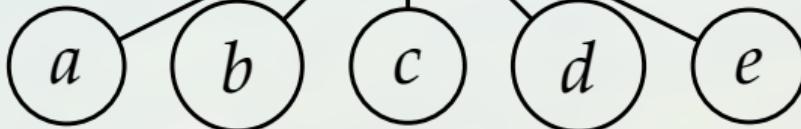
Rule: Every
Sum to an even number

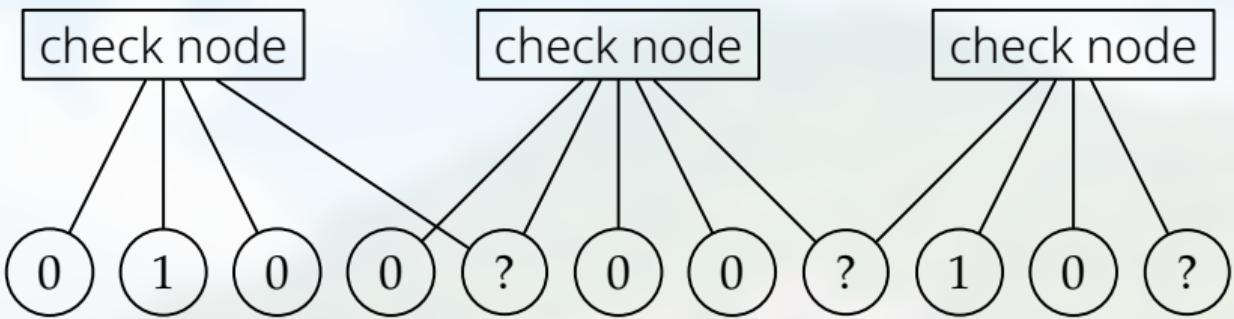
check node

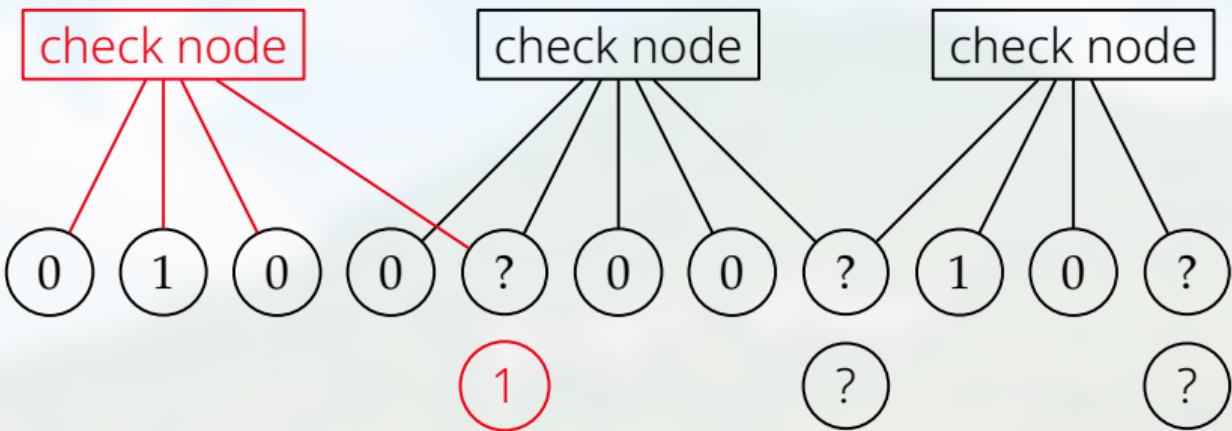


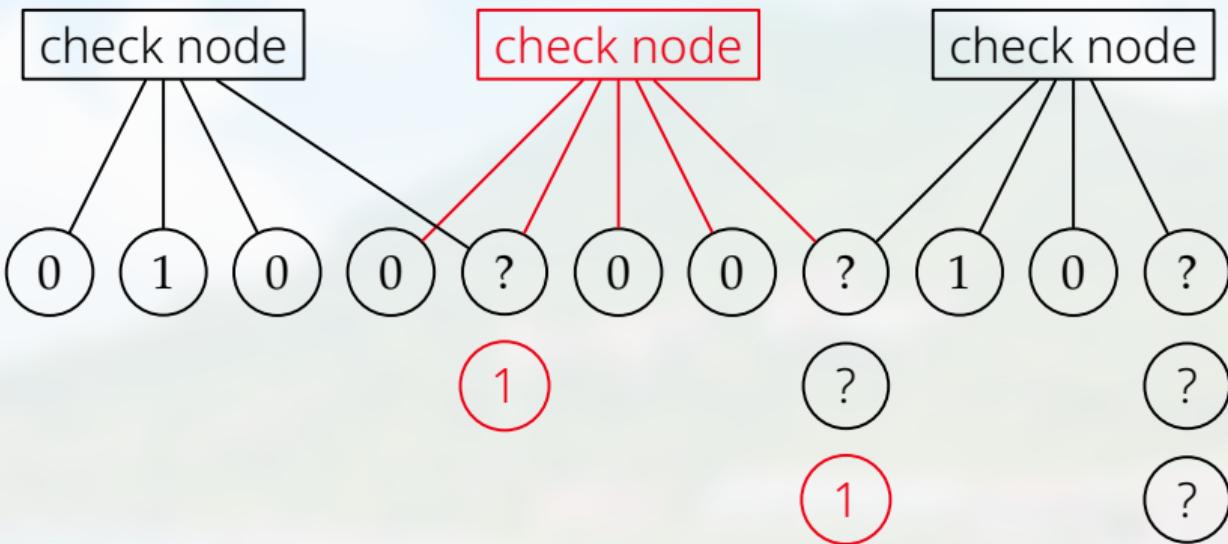
Rule: Every
Sum to an even number

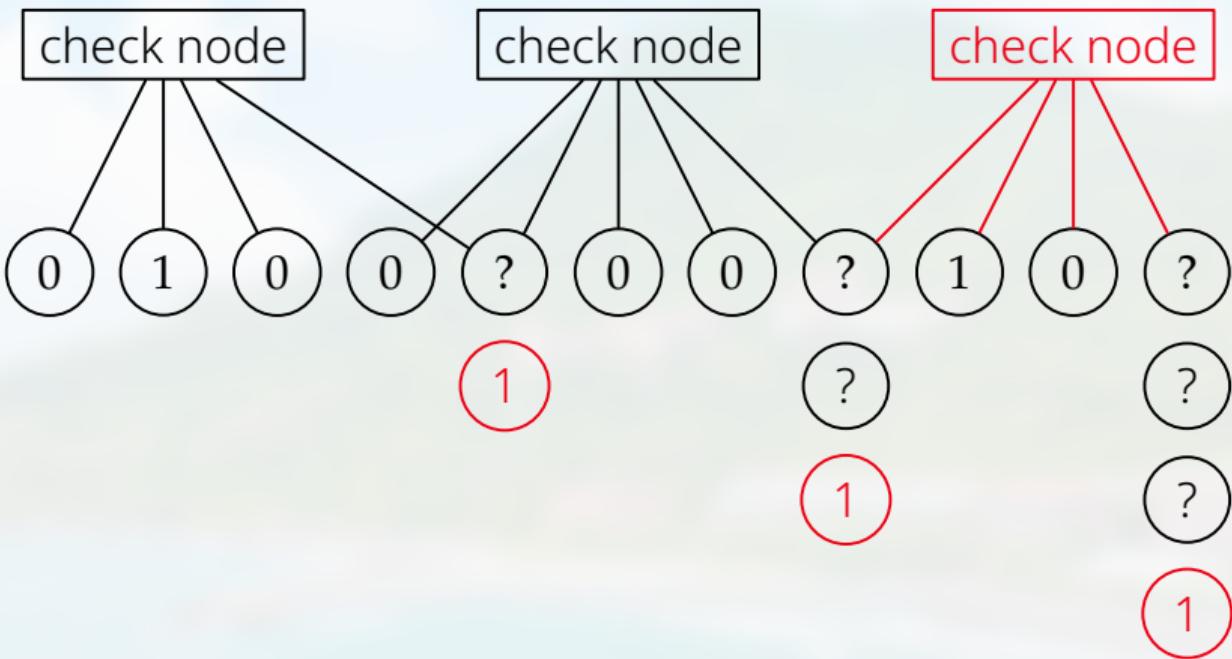
check node

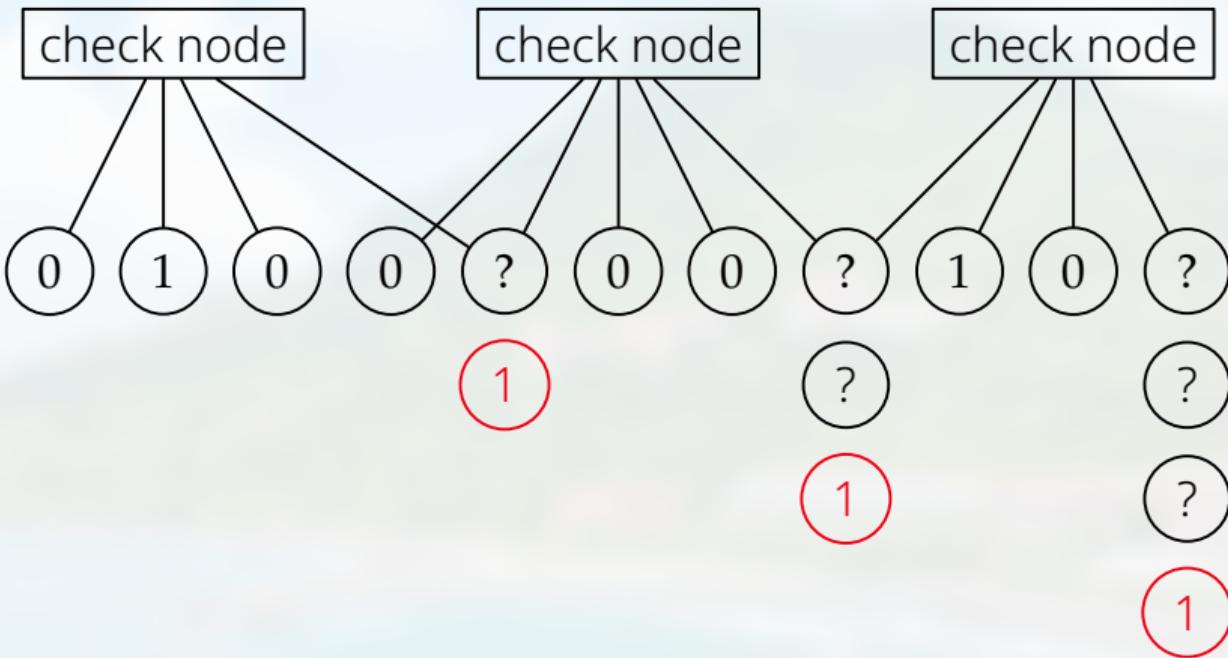




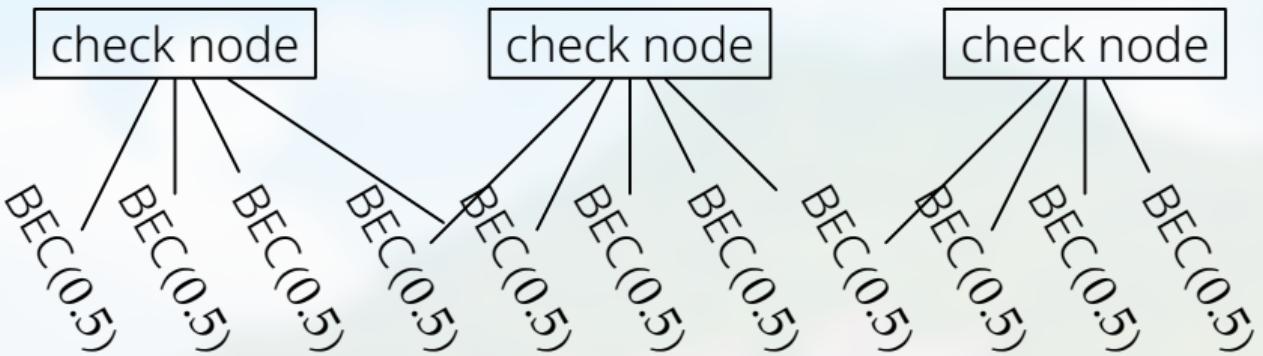


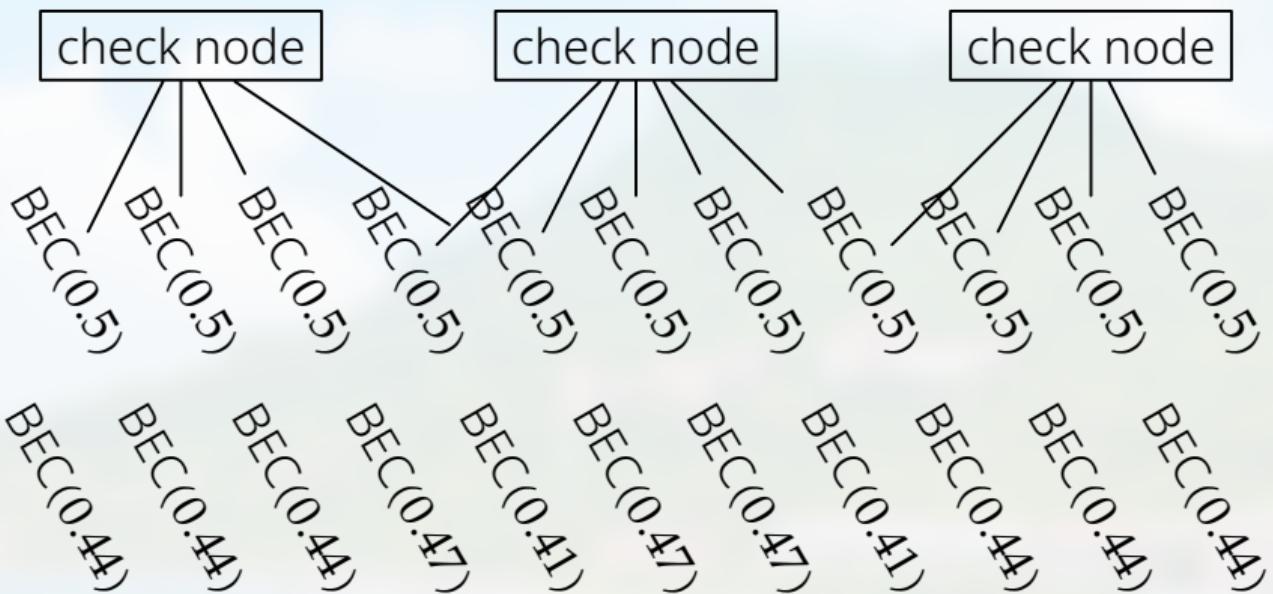


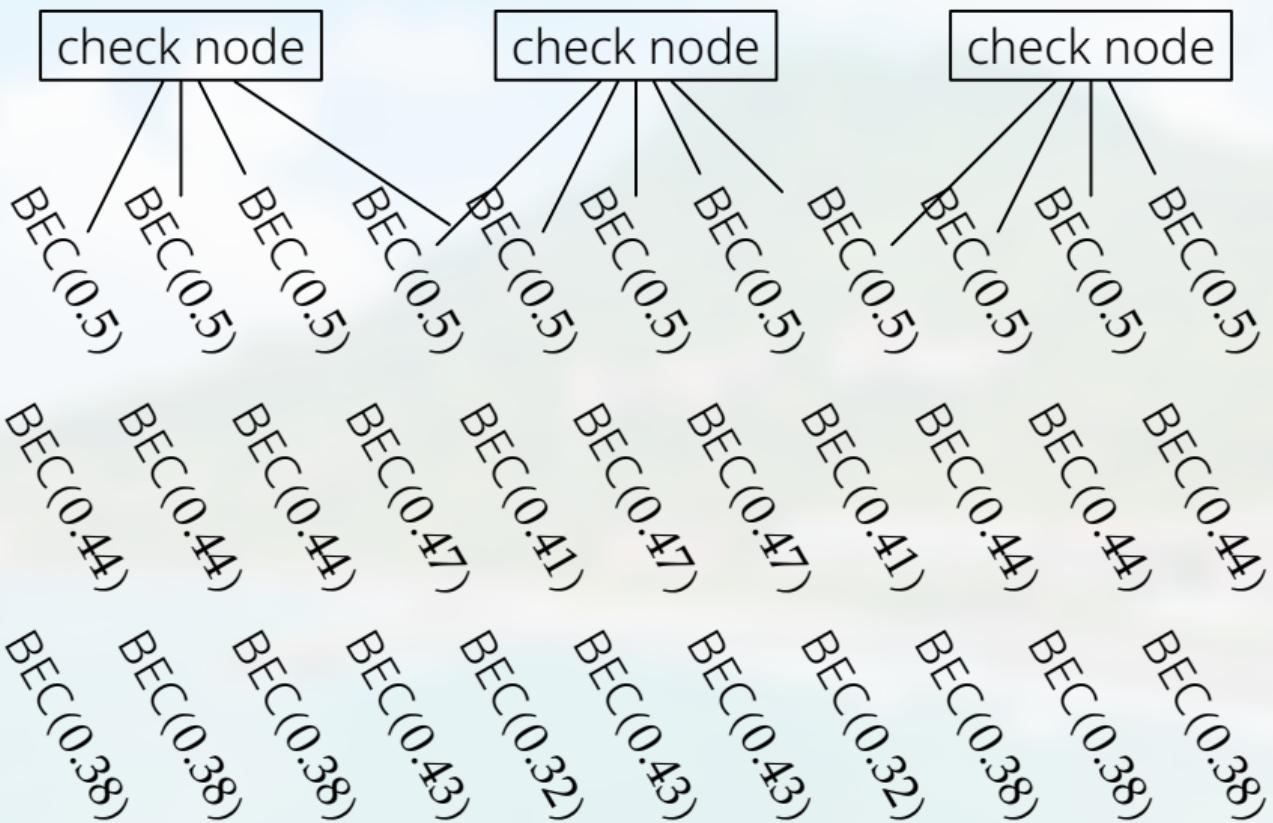




How to analyze, mathematically?









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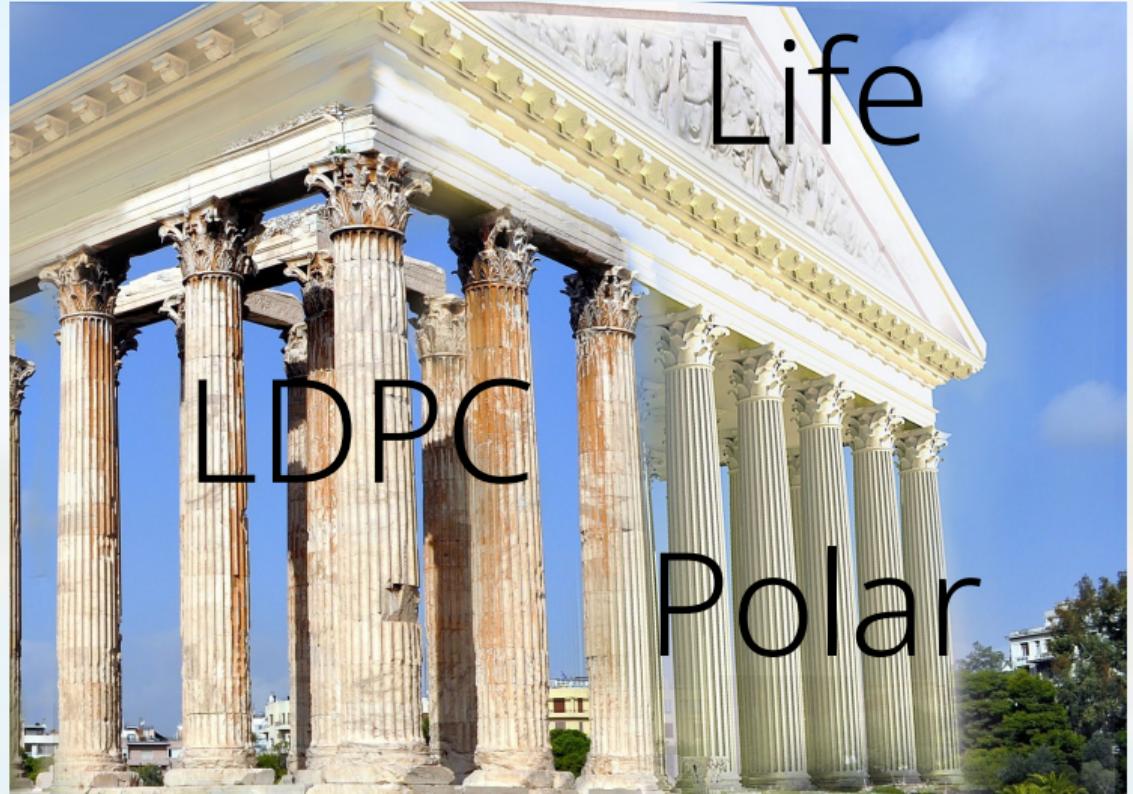
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