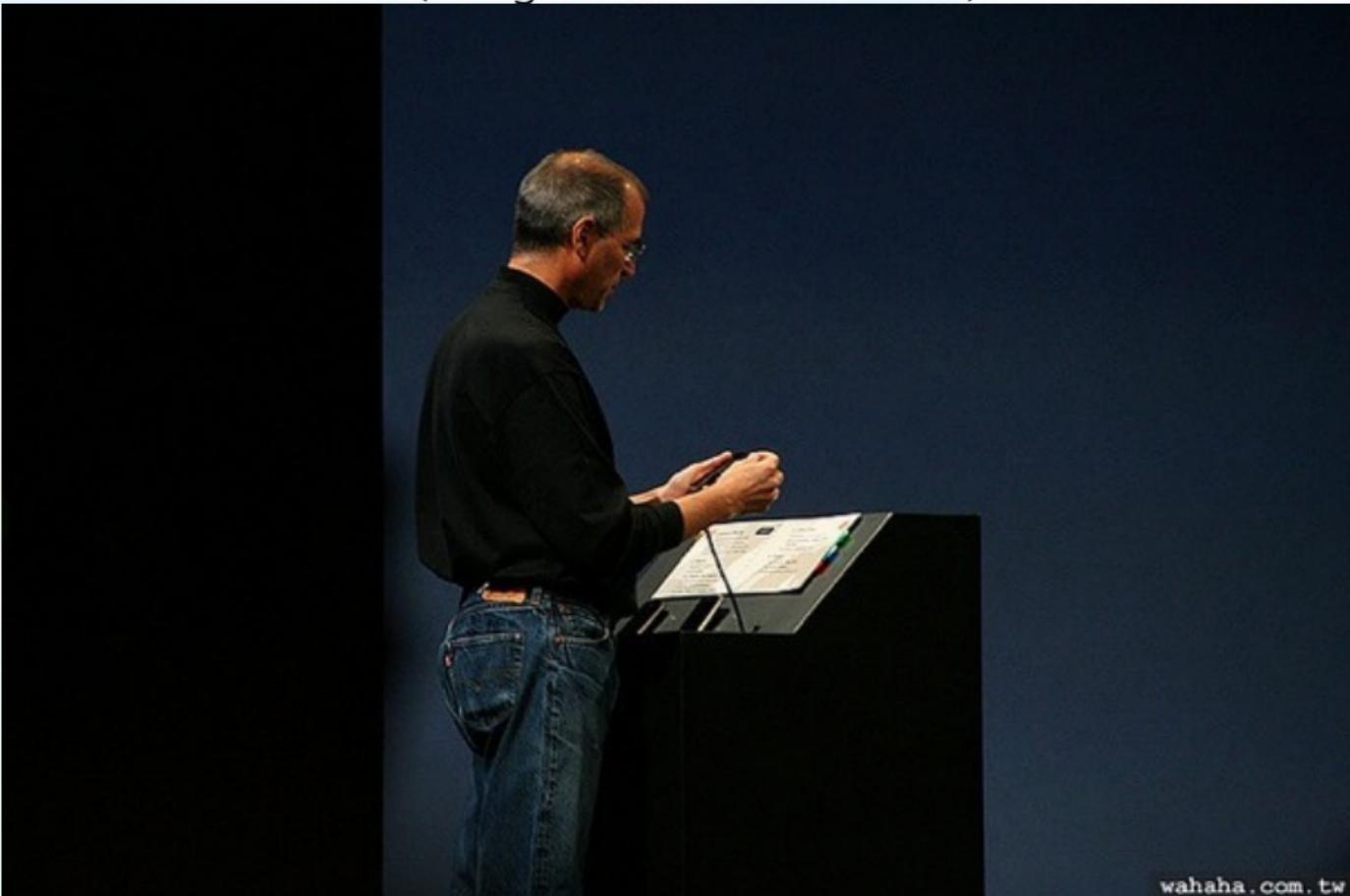


# Channel Manipulation as a Coding Technique

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://jobtagsymbol.codes>

# Coding

= adding redundancies  
in a smart way

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



(Images from Wikipedia, NASA, IBM, Qualcomm)



- during ~~redundancies~~  
in a smart way

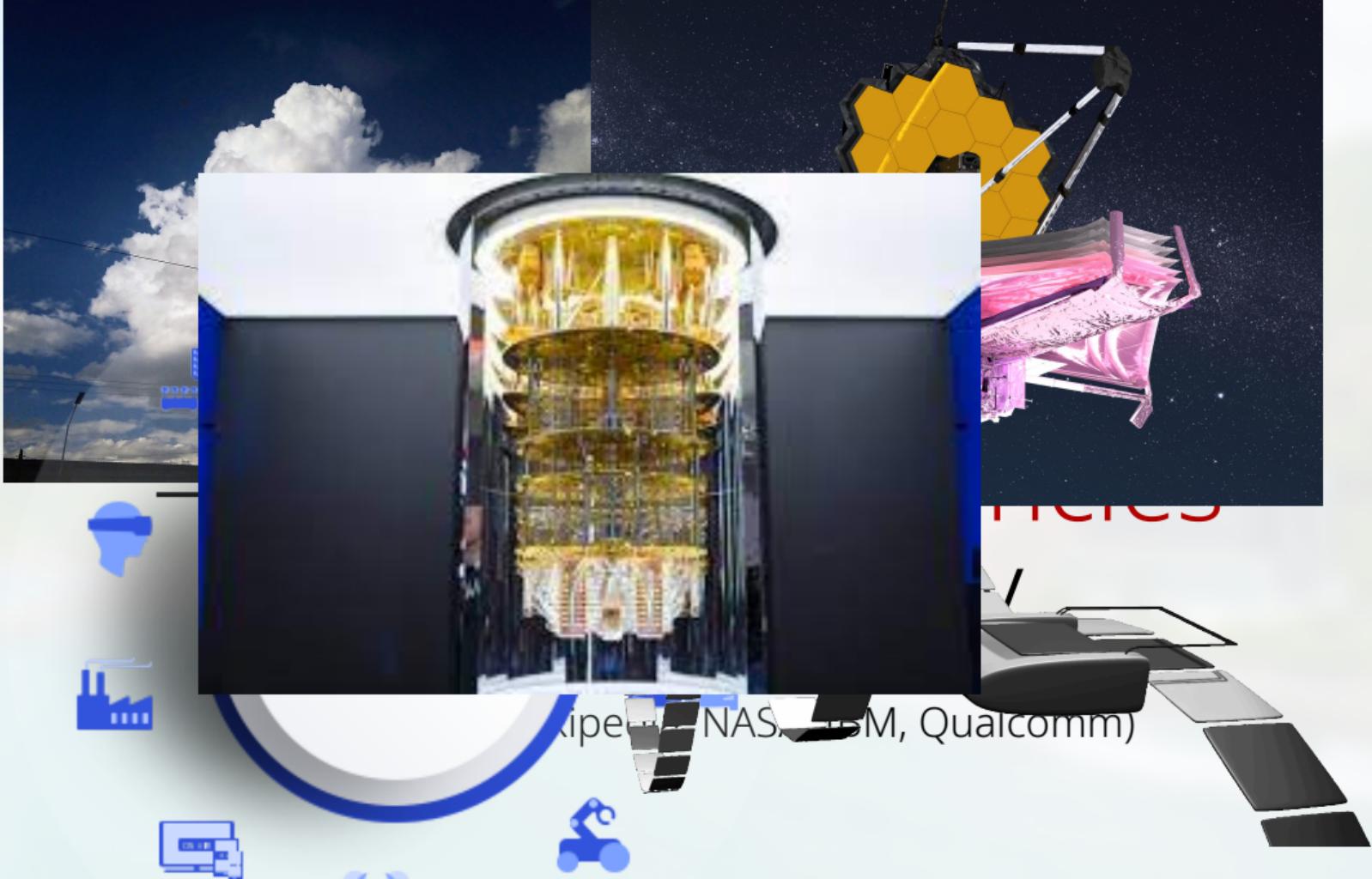
(Images from Wikipedia, NASA, IBM, Qualcomm)



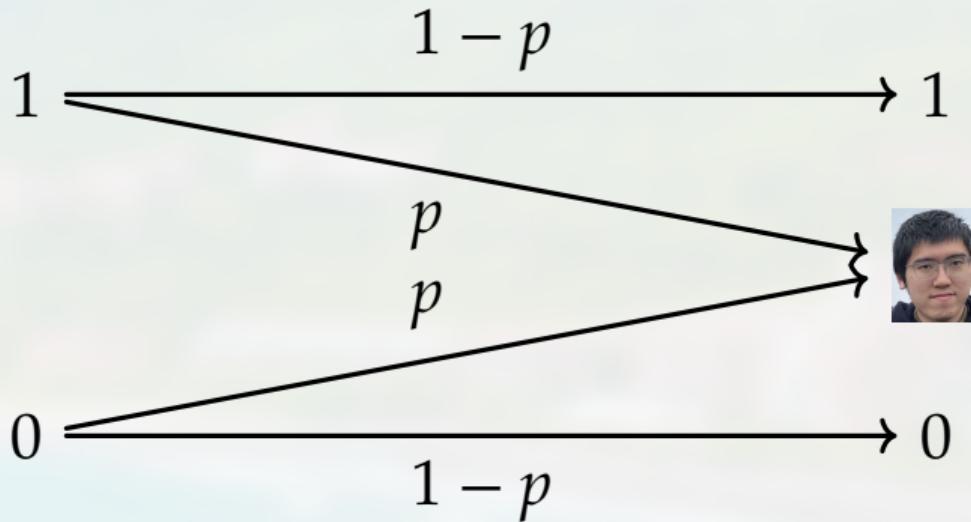
smart way

(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:

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


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


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


$N = 78$

$S = 83$

$Y = 89$

$U = 85$

The “NSYSU” polynomial:

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


$$f(-3) = 274$$

$$f(-2) = 964$$

$$f(-1) = 8$$

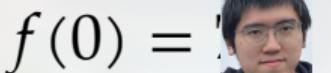
$$f(0) = 1$$



$$f(1) = 4$$

$$f(2) = 624$$

$$f(3) = 254$$

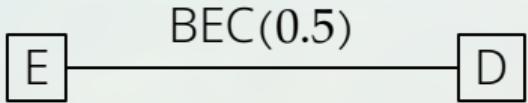


$$f(4) = 906$$

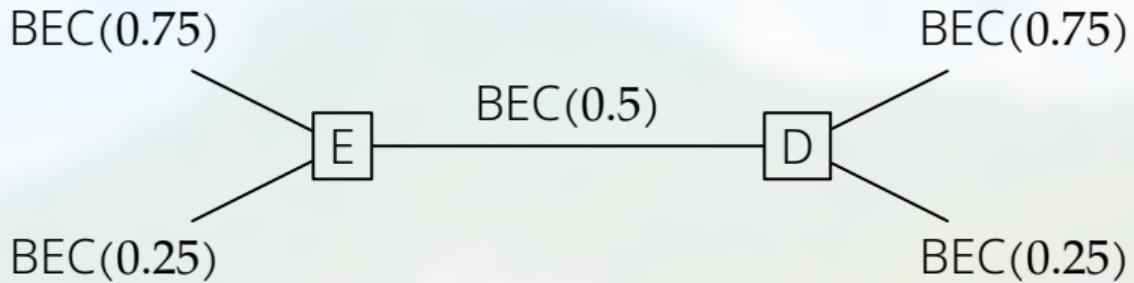
# New Idea



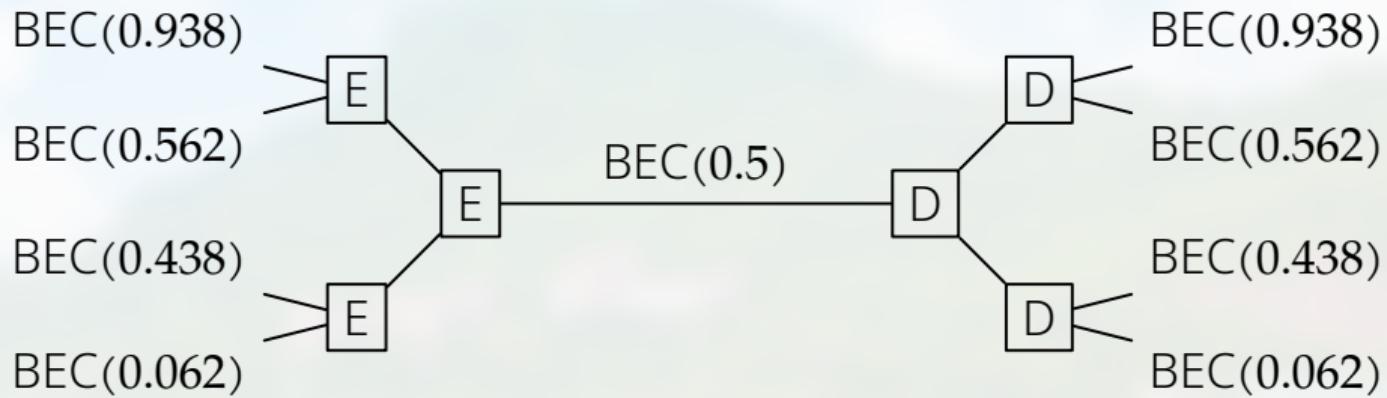
# Polar Codes



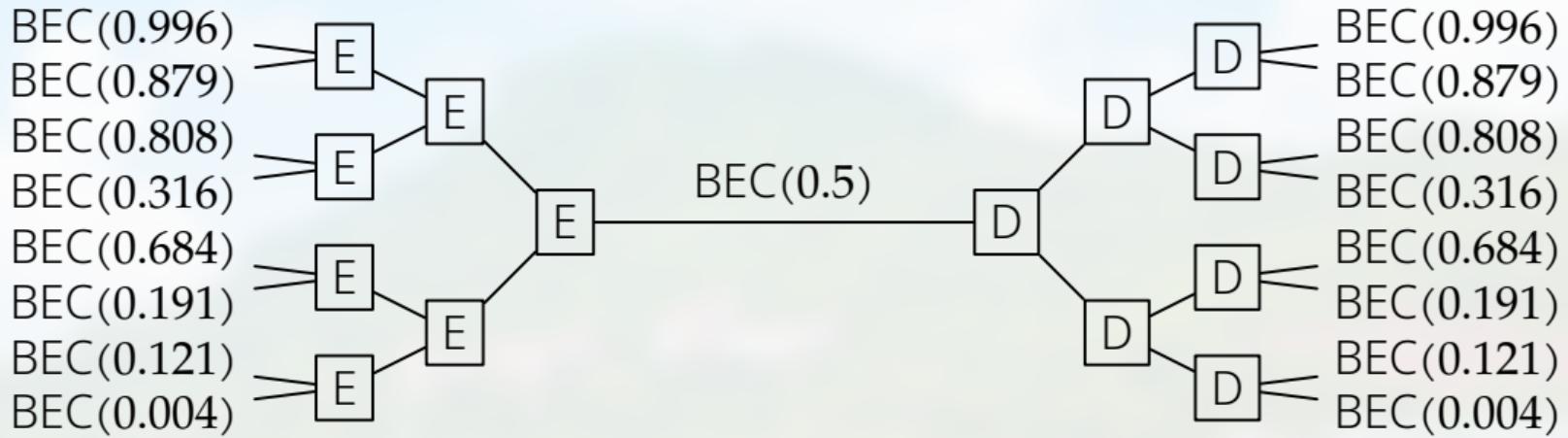
Suppose there are magic devices  $\boxed{E}$  and  $\boxed{D}$  that turns  $\text{BEC}(x)$  into  $\text{BEC}(x^2)$  and  $\text{BEC}(2x - x^2)$ .



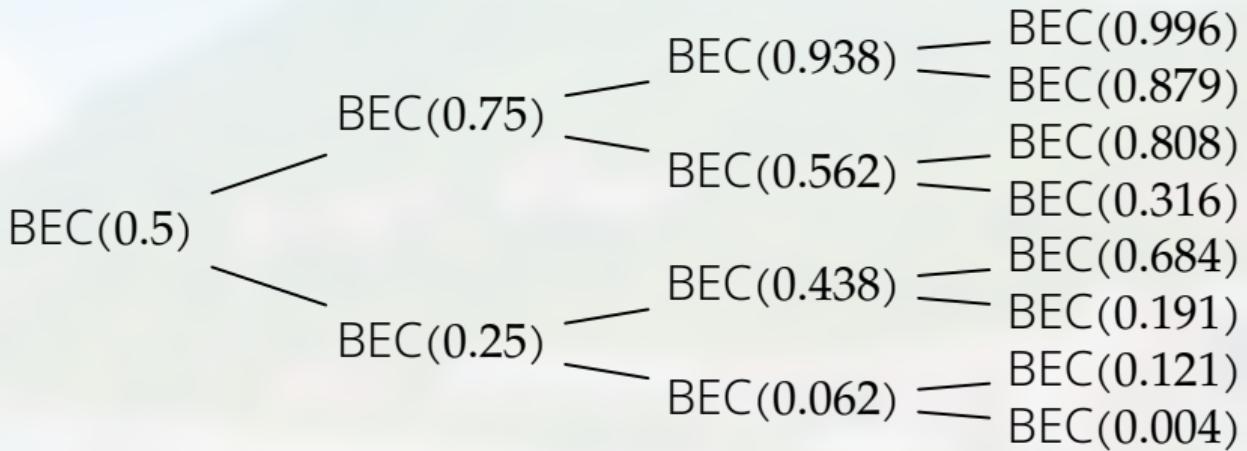
Suppose there are magic devices  $E$  and  $D$  that turns  $\text{BEC}(x)$  into  $\text{BEC}(x^2)$  and  $\text{BEC}(2x - x^2)$ .



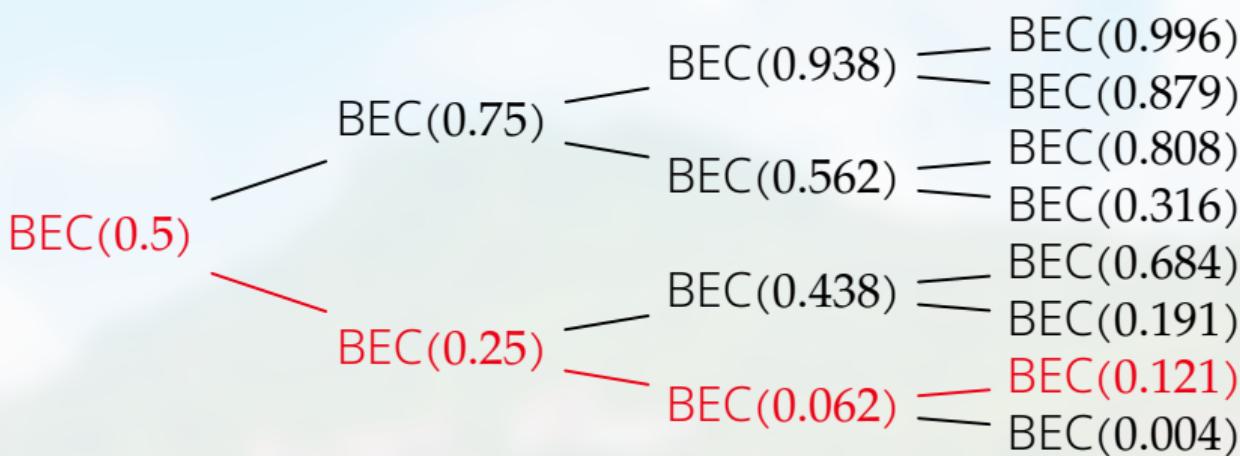
What if we apply more magic devices?



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

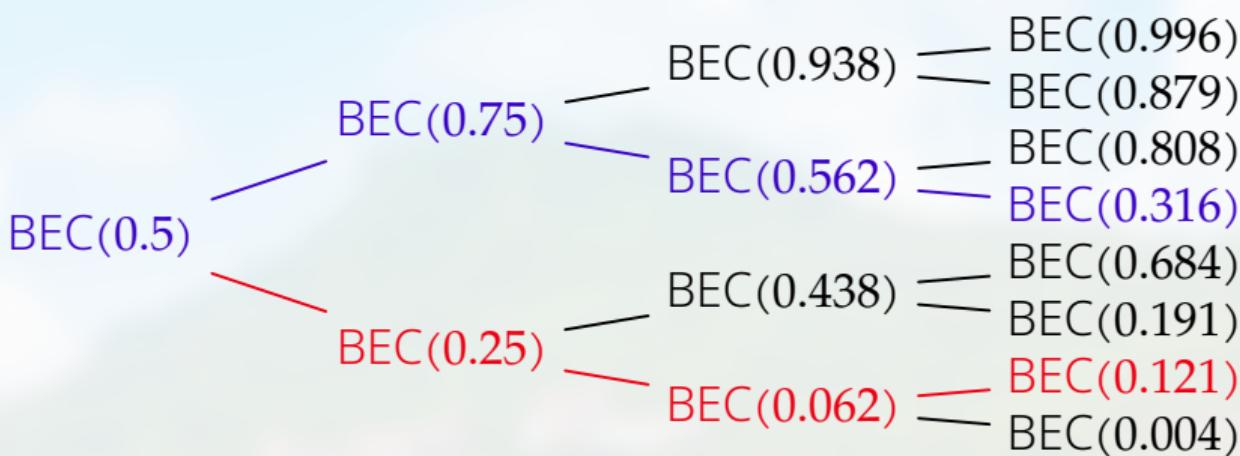


This is a tree



: 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.

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

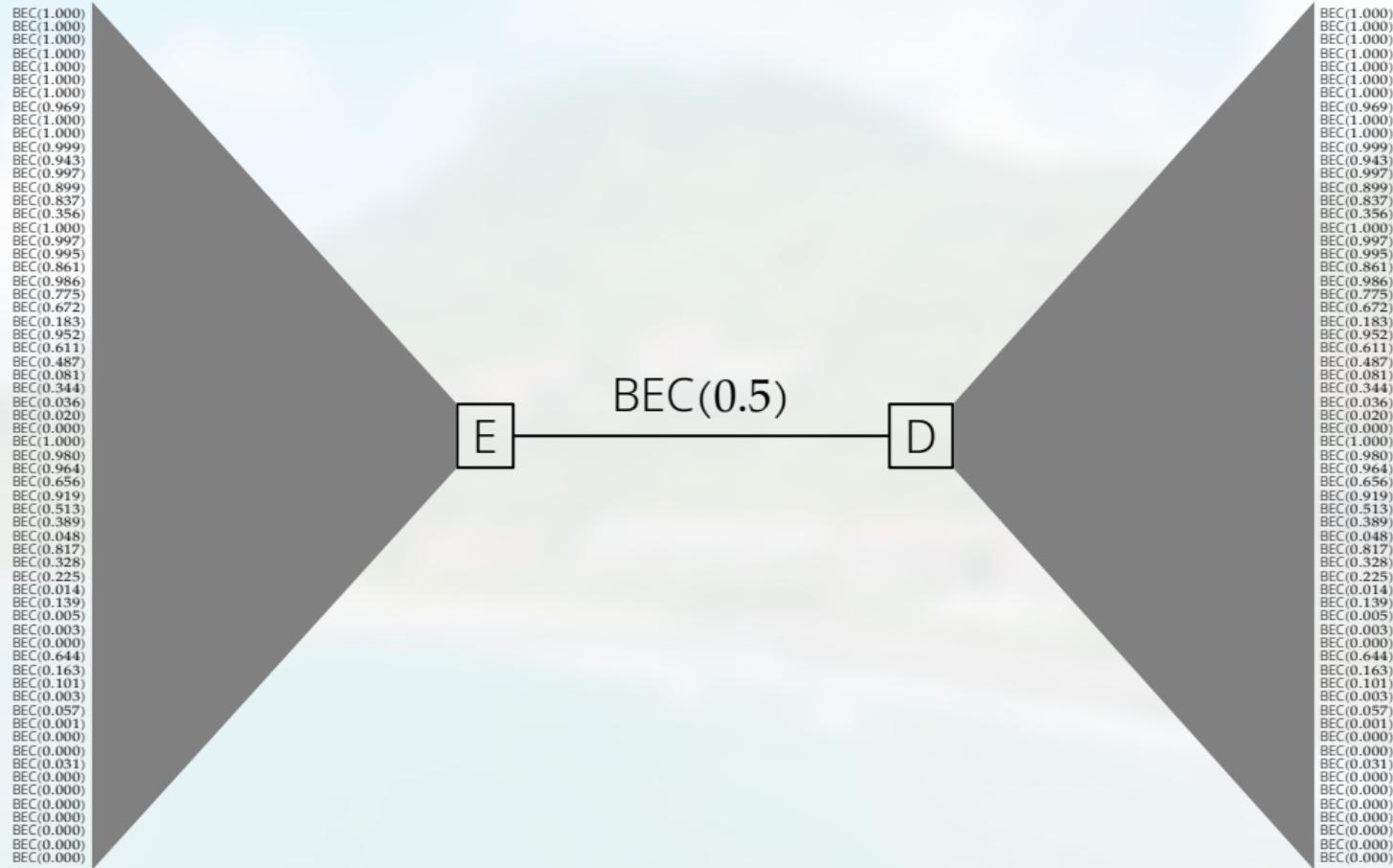


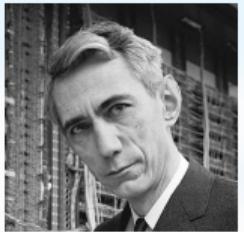
: Bounded martingale converges.



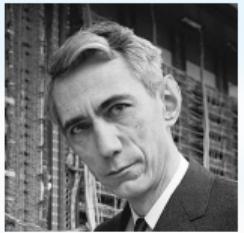
: BECs converges to 0 or 1.

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





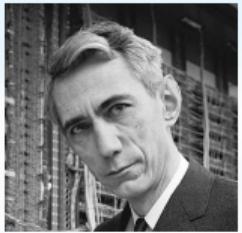
: 5000 bits / 10000 channel uses



: 5000 bits / 10000 channel uses



: Polar code 490bits/10000uses

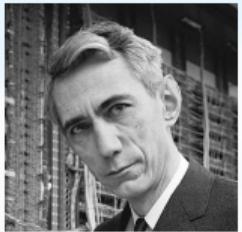


: 5000 bits / 10000 channel uses



: Polar code 490bits/10000uses

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



: 5000 bits / 10000 channel uses



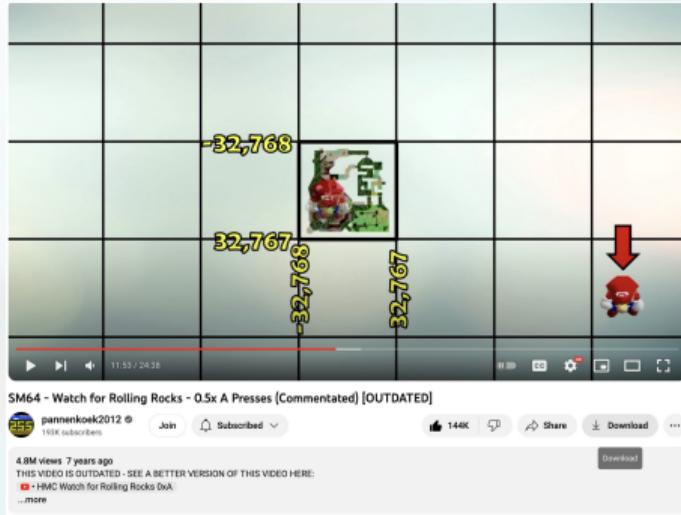
: Polar code 490bits/10000uses

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]

pannenkoek2012 255 subscribers

Join Subscribed

144K Share Download

4.9M views 7 years ago

THIS VIDEO IS OUTDATED - SEE A BETTER VERSION OF THIS VIDEO HERE:

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

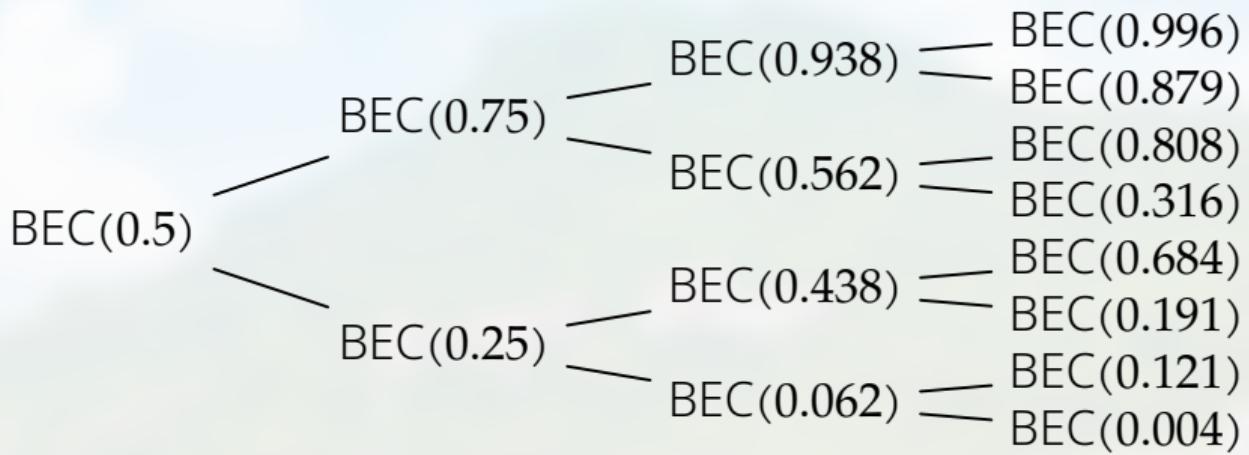
...more

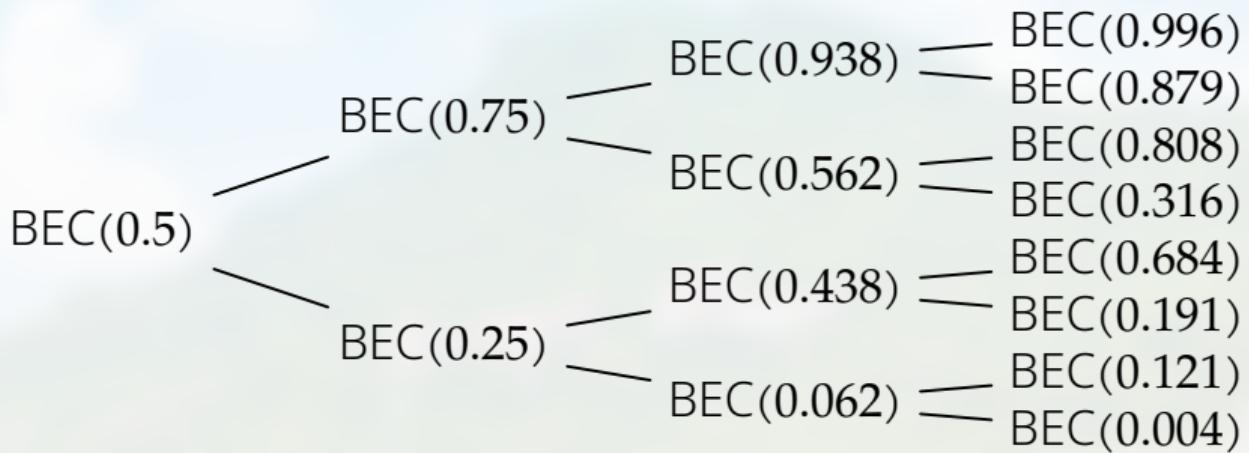


BBC

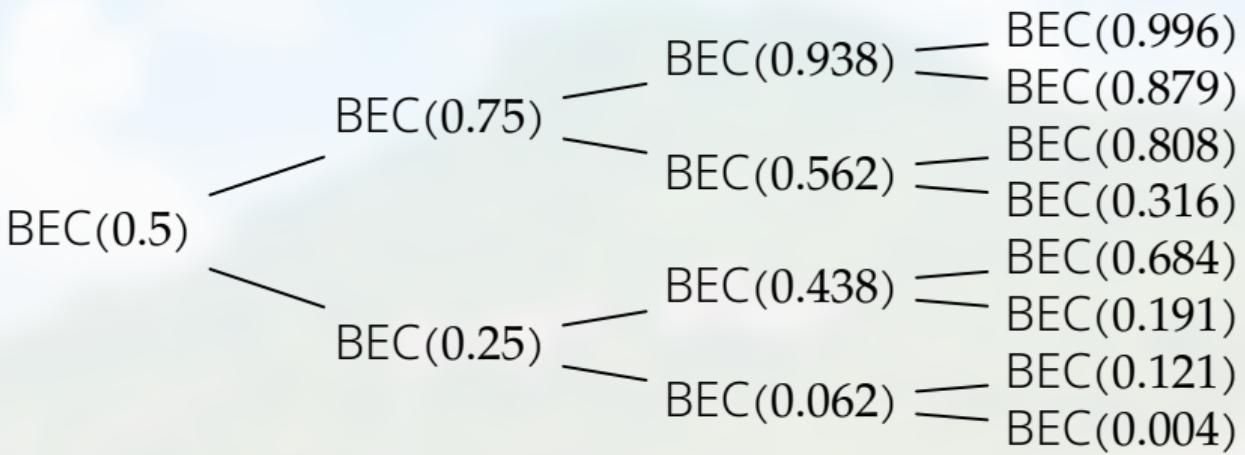
# video streaming

# 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

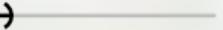
History of  $\rho$  over BMSC:0

1/2

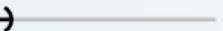
2015 Guruswami-Xia 

2012 Goli-Hassani-Urbanke 

2014 Hassani-Alishahi-Urbanke 

2014 Goldin-Burshtein 

2016 Mondelli-Hassani-Urbanke 

2022 W.-Lin-Vardy-Gabrys 

Improve  $\rho$  over BEC: 0

1/2

2010 Hassani–Alishahi–Urbanke  $2 \times 2$  x

2010 Korada–Montanari–Telatar–Urbanke  $2 \times 2$  •

2014 Fazeli–Vardy  $8 \times 8$  •

2021 Trofimiuk–Trifonov  $16 \times 16$  •

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

2021 Trofimiuk  $24 \times 24$  •

2021 Yao–Fazeli–Vardy  $32 \times 32$  •

2021 Yao–Fazeli–Vardy  $64 \times 64$  •

The optimal  $\rho$ : 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:  
Oruning reduces complexity by a scalar;  
still  $O(N \log N)$ .

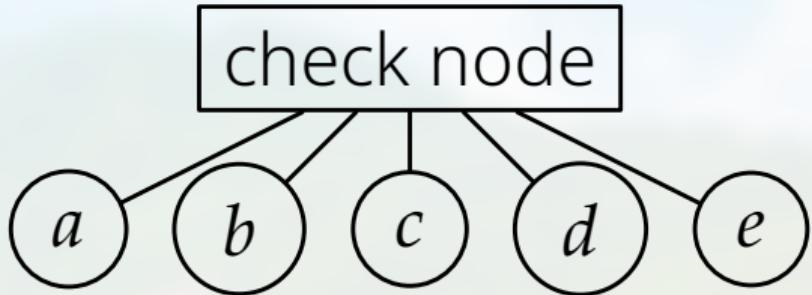
2021 W.-Duursma:  $O(N \log \log N)$   
if relax the performance requirement.

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

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

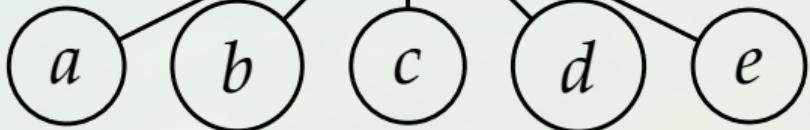
# Low-Density Parity-Check (LDPC) Codes

Rule: Every  
Sum to an even number



Rule: Every  
Sum to an even number

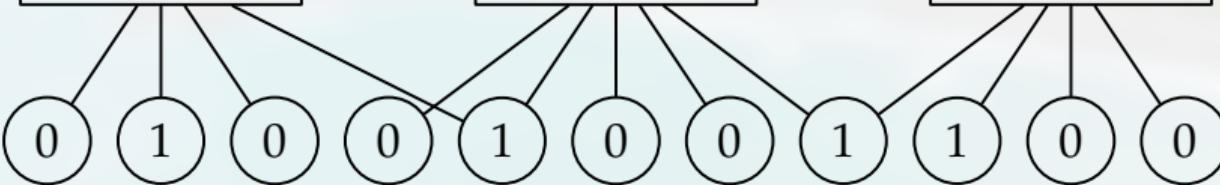
check node

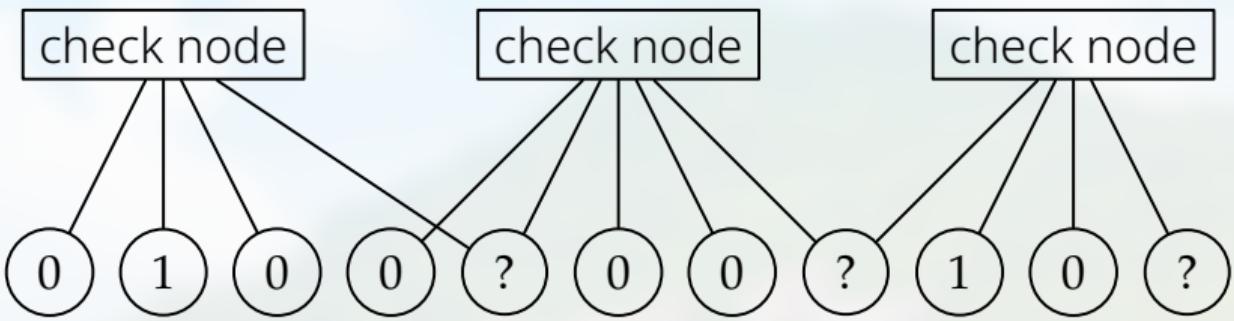


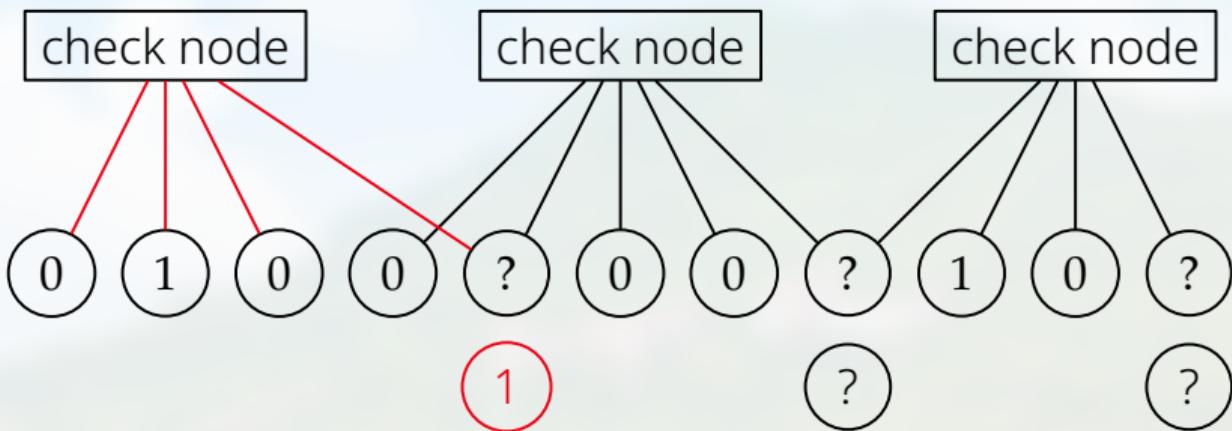
check node

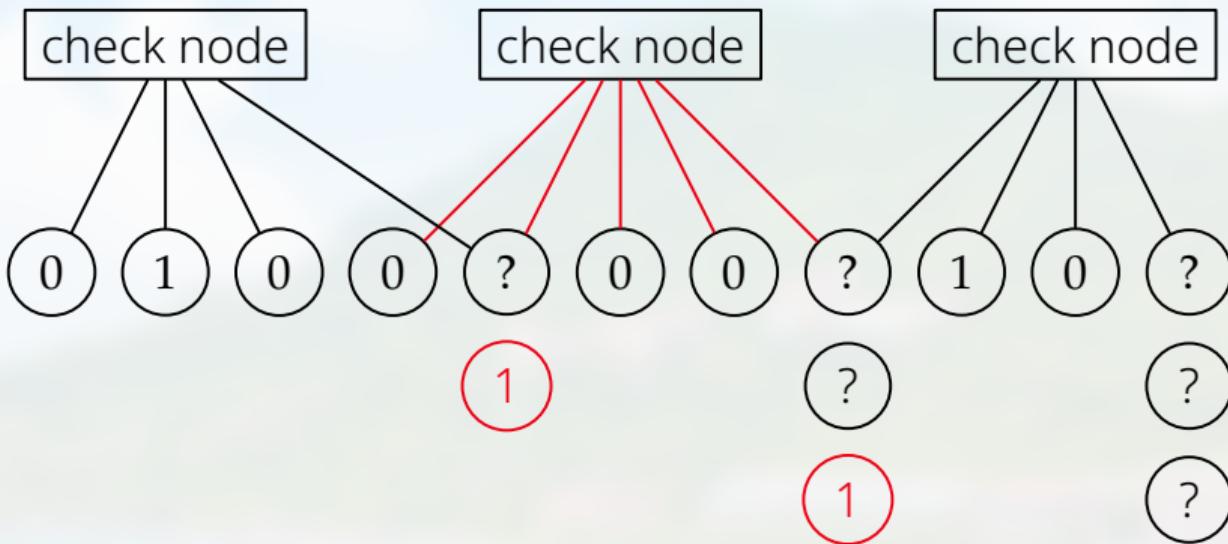
check node

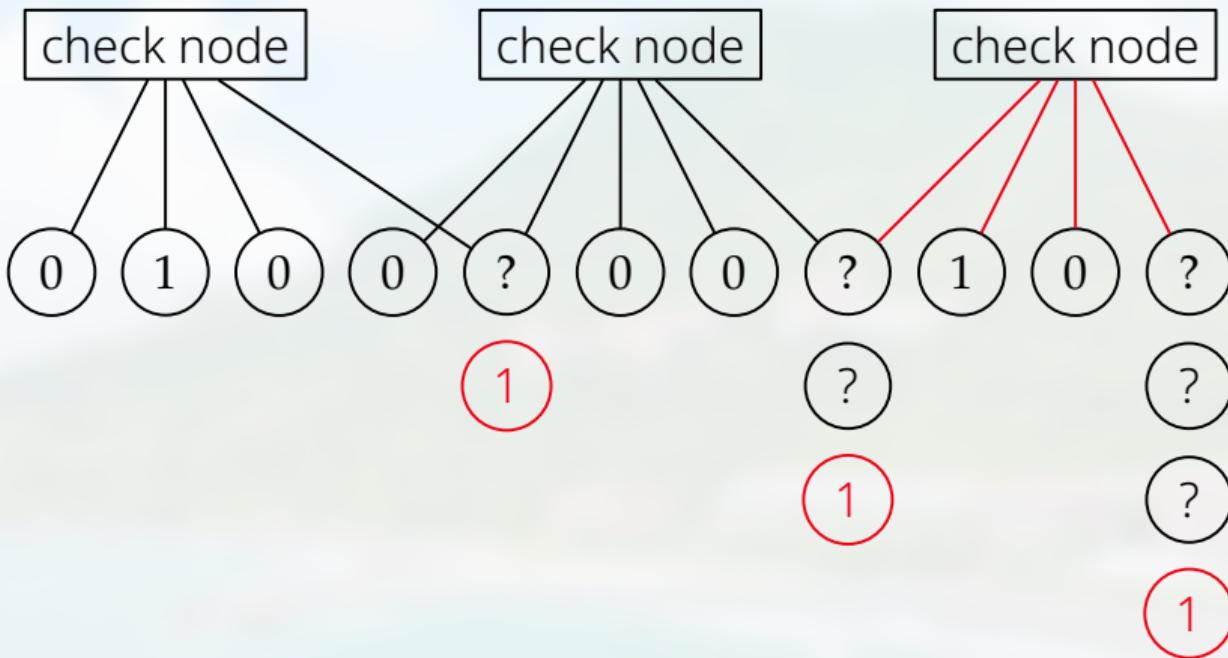
check node

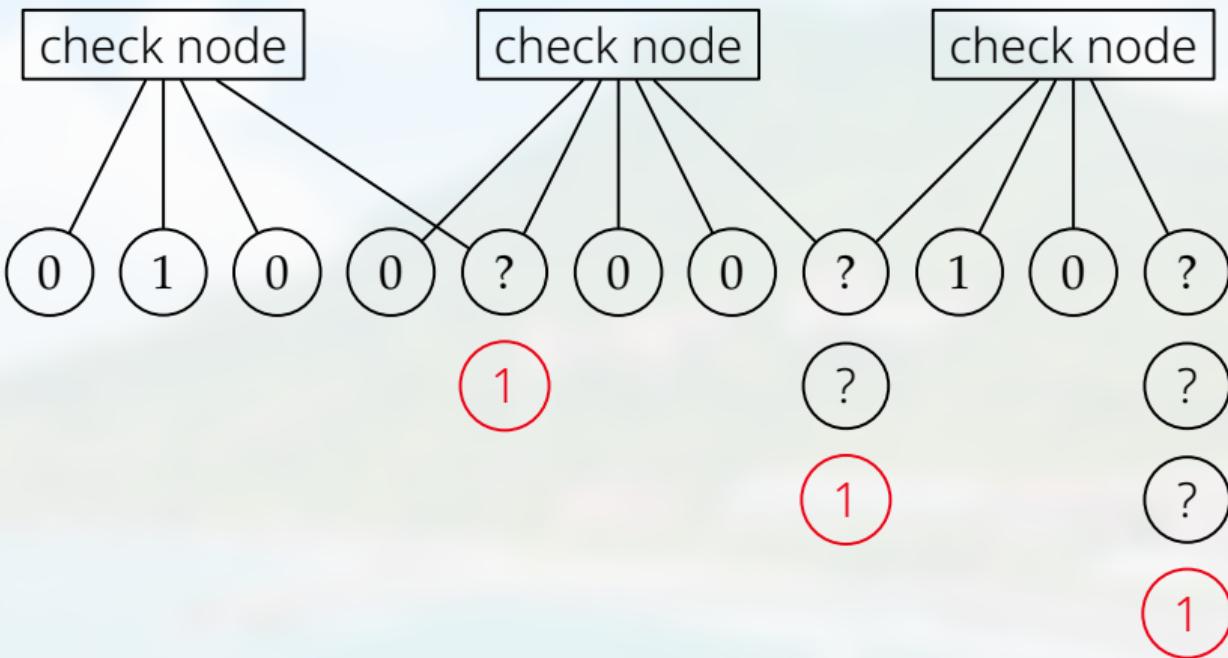




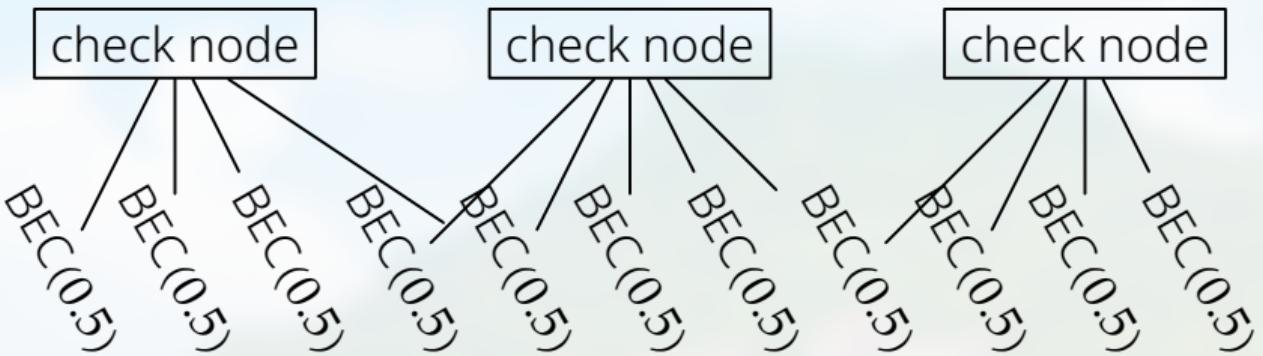


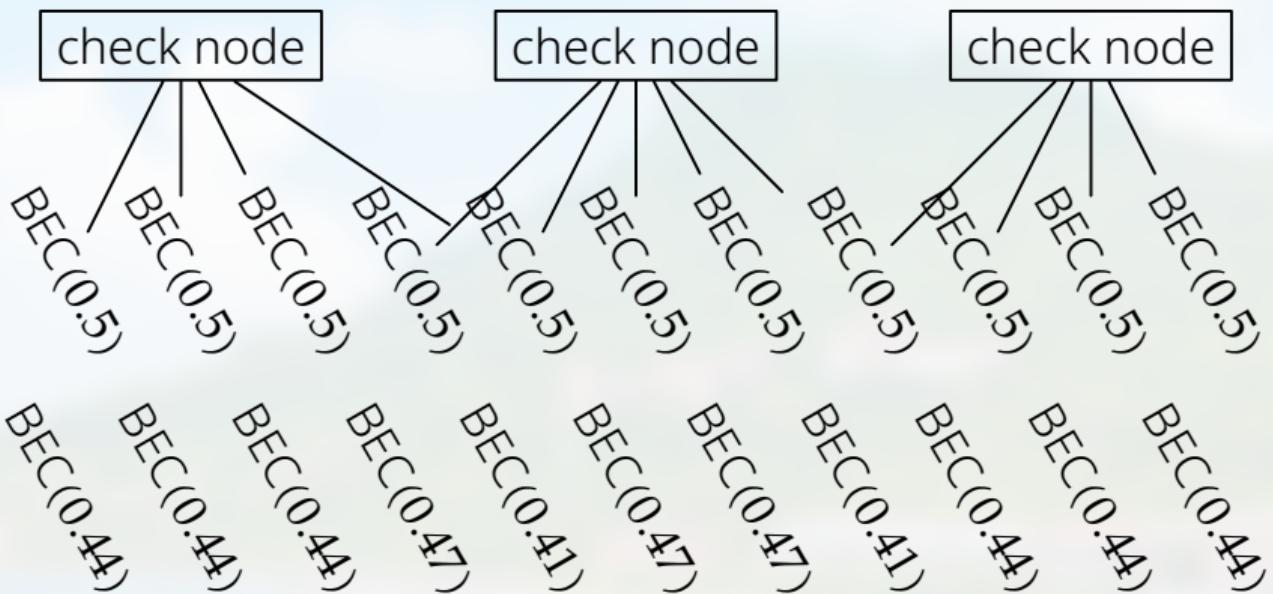


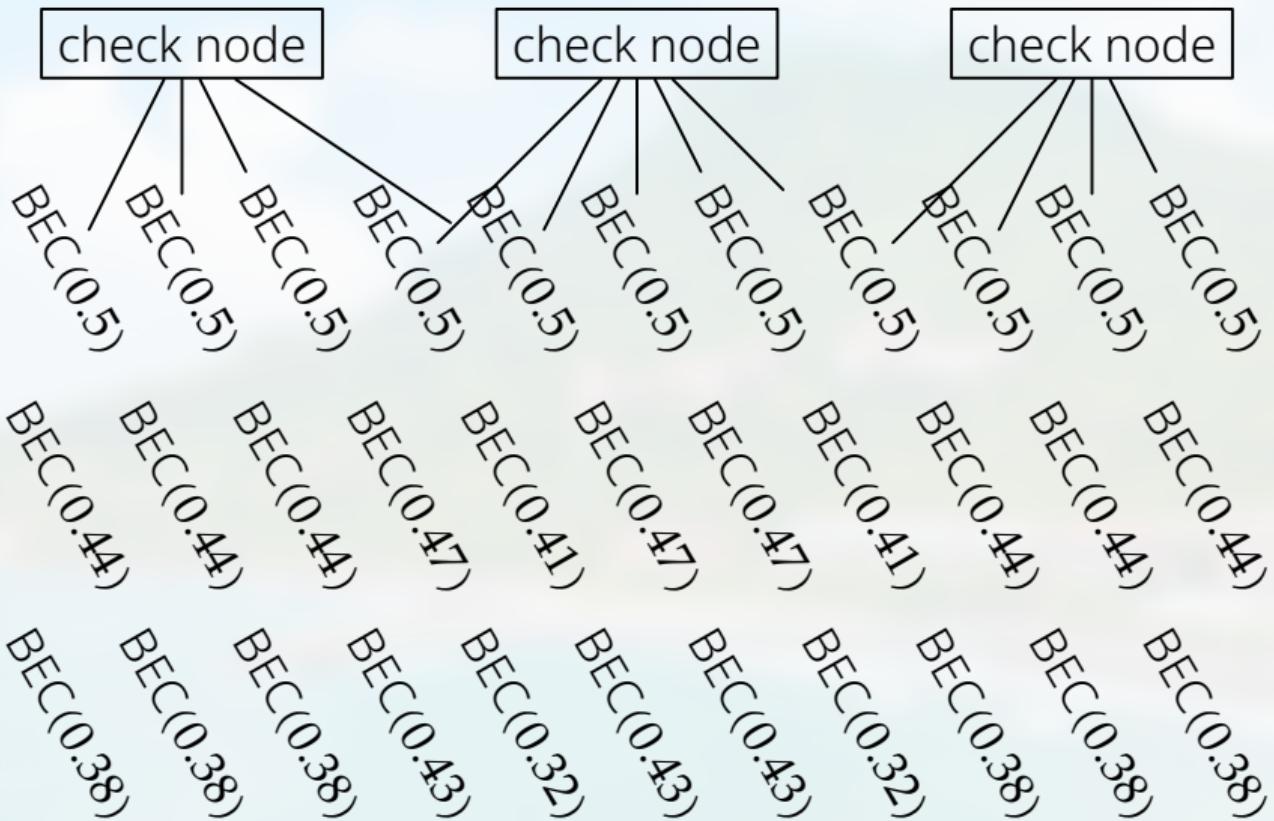




How to analyze, mathematically?









### How To Make An Ice Bubble



Rosemary Daniels  
692 subscribers

Subscribe



732



...



Share



Download

...



How To Make An Ice Bubble



Rosemary Daniels  
690 subscribers

Subscribe



732



0



Share



Download



...

How To Make An Ice Bubble



Rosemary Daniels  
690 subscribers

Subscribe



732



0



Share



Download



...

How To Make An Ice Bubble



Rosemary Daniels  
690 subscribers

Subscribe



Rosemary Daniels  
690 subscribers

Subscribe



How To Make An Ice Bubble



Rosemary Daniels  
690 subscribers

Subscribe



732



0



Share



Download



How To Make An Ice Bubble



Rosemary Daniels  
690 subscribers

Subscribe



732



0



Share



Download



How To Make An Ice Bubble



Rosemary Daniels  
690 subscribers

Subscribe



732



0



Share



Download





How To Make An Ice Bubble



Rosemary Daniels  
690 subscribers

Subscribe

732 Share Download ...



How To Make An Ice Bubble



Rosemary Daniels  
690 subscribers

Subscribe

732 Share Download ...



How To Make An Ice Bubble



Rosemary Daniels  
690 subscribers

Subscribe

732 Share Download ...



How To Make An Ice Bubble



Rosemary Daniels  
690 subscribers

Subscribe

732 Share Download ...



Game: Breath of the Wild

# Challenges

# Channel Manipulation is Coding

H. P. Wang







DNA coding

Permutation

Amplification

Substitution

Insertion

Deletion