

## 1 Materials and Methods

This section describes the theory for the encoding and Meggitt decoding of a cyclic code. Both encoding and decoding is explained with concrete examples which are also testable with the enclosed MATLAB scripts. Knowledge is obtained through TI-INCO course lessons, the “Essentials of Error-Control Coding” text book by Jorge Castiñeira Moreira and Patrick Guy Farrell.

## 1.1 Encoding

Encoding for the code vector in systematic form:

$$X^{n-k}m(X) = q(X)g(X) + p(X) \quad (1)$$

By adding the redundancy polynomial to the shifted message polynomial, the encoded vector in systematic form is obtained.

$$c(X) = X^{n-k}m(X) + p(X) \quad (2)$$

A concrete example with the generator polynomial  $g(X) = 1 + X^4 + X^6 + X^7 + X^8$  is used to encode the following message polynomial:  $m(X) = 1 + X^2 + X^4 + X^6$ , corresponding to  $m = [1010101]$ . The code is a cyclic code,  $C_{cyc}(15, 7)$ .

First the message is right shifted  $n - k$  times.

$$X^{15-7}m(X) = X^8 + X^{10} + X^{12} + X^{14} \quad (3)$$

Find  $p(X)$  by taking the remainder from  $X^{n-k}m(x)$  divided by  $g(X)$ .

$$X^8 \quad +X^7 \quad +X^6 \quad +X^4 \quad +1 \quad \left| \begin{array}{ccccc} X^6 & +X^5 & +X^4 & +X^2 & +1 \\ \hline X^{14} & +X^{12} & +X^{10} & +X^8 & \\ X^{14} & +X^{13} & +X^{12} & +X^{10} & +X^6 \\ \hline X^{13} & & & +X^8 & +X^6 \\ X^{13} & +X^{12} & +X^{11} & +X^9 & +X^5 \\ \hline & X^{12} & +X^{11} & +X^9 & +X^8 & +X^6 & +X^5 \\ & X^{12} & +X^{11} & +X^{10} & +X^8 & & +X^4 \\ \hline & & X^{10} & +X^9 & +X^6 & +X^5 & +X^4 \\ & & X^{10} & +X^9 & +X^8 & +X^6 & +X^2 \\ \hline & & & X^8 & +X^5 & +X^4 & +X^2 \\ & & & X^8 & +X^7 & +X^6 & +X^4 & +1 \\ \hline p(X) = & & & X^7 & +X^6 & +X^5 & +X^2 & +1 \end{array} \right.$$

Now  $c(X)$  can be calculated:

$$c(X) = X^8 m(X) + p(X) = 1 + X^2 + X^5 + X^6 + X^7 + X^8 + X^{10} + X^{12} + X^{14} \quad (4)$$

$$c = [101001111010101] \quad (5)$$

It is easily seen that the encoded vector is in systematic form, hence the message vector corresponds to the last 7 bits.

## 1.2 Decoding