

# CT111 Introduction to Communication Systems

## Lecture 6: Channel Coding

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# Overview of Today's Talk

- 1 Block Diagrams
- 2 Practical Channel Coding
- 3 Hamming Distance



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- 1 Block Diagrams
- 2 Practical Channel Coding
- 3 Hamming Distance



# Overview of Today's Talk

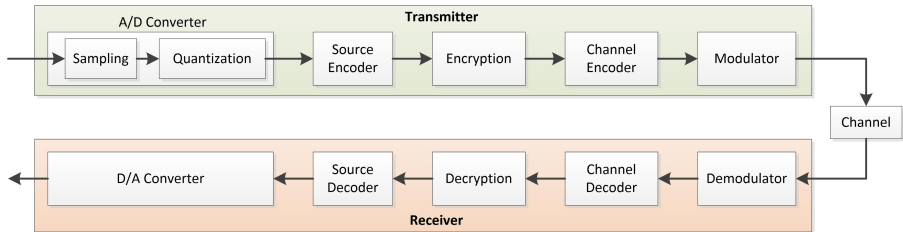
- 1 Block Diagrams
- 2 Practical Channel Coding
- 3 Hamming Distance



# Digital Communication Transceiver

## Block Diagram

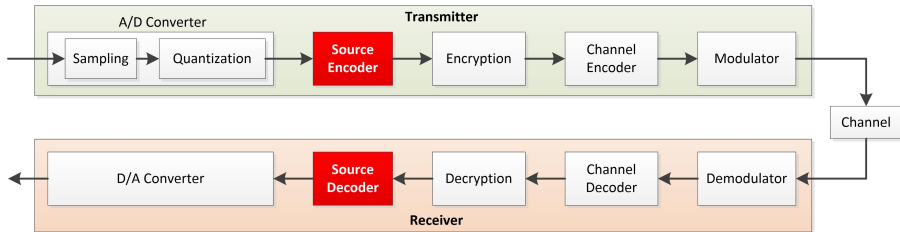
- We have earlier seen this block diagram model of a digital communication transceiver



# Digital Communication Transceiver

## Block Diagram

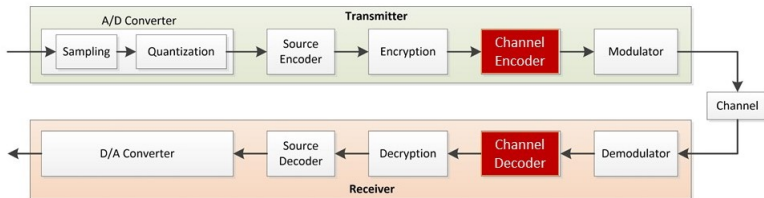
- We have studied the mathematics and algorithms of source encoding



# Digital Communication Transceiver

## Channel Coding

- We now focus on channel encoding/decoding, also known as FEC (forward error correction) coding

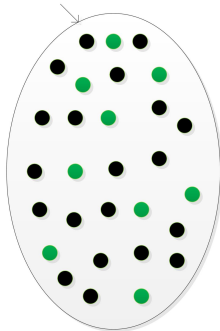


# A Non-uniform PMF

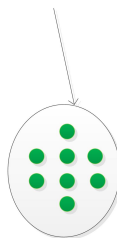
## Data Compression Possible

- A view of data compression

Before data compression:  
Requires  $M$  bits  
Total size of the set:  $2^M$



After data compression:  
Requires  $M \times H(X)$  bits  
Total size of the set:  $2^{M \times H(X)}$



● Members of the Typical Set

● Remaining, belong to subsets with vanishing probability as  $N$  becomes large





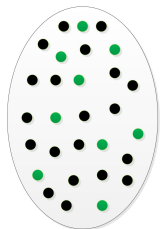
# Data Compression and Error Correction

- Data compression and error correction are dual to each other
  - ▷ Uncompressed data allows for error correction
  - ▷ Compressed data leaves no room for correcting for the errors



# Source Coding versus Channel Coding

Uncompressed  
Source Output



● Members of the  
Typical Set

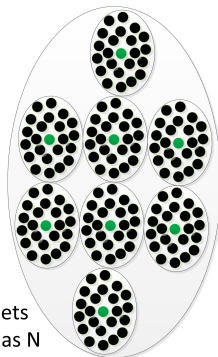
After  
Compression



● Remaining, belong to subsets  
with vanishing probability as  $N$   
becomes large

After Channel Encoding:  
Transmitter selects one of green  
circles; Receiver receives any  
one of green and black circles

Channel Coding



# Example Channel Coding Techniques

## Single Parity Check (SPC) Code

- Encoding scheme:

- ① Take a block of  $n - 1 \geq 1$  bits as input.
- ② Add an extra  $n^{th}$  bit, called the parity check bit, which is 0 if the input block of  $n$  bits has even number of 1's, and it is 1 otherwise
- ③ Transmit the resultant  $n$  bit long codeword

- Let  $\{m_1, m_2, \dots, m_{n-1}\}$  be the input block. The parity bit added is

$$\text{given as } p_n = \left( \sum_{k=1}^{n-1} m_k \right) \text{ mod } 2$$

- Rate of this code is  $r = \frac{n-1}{n}$ .

→ Rate  $r$  is the ratio of the number of information bits to total number of encoded bits



# Example Channel Coding Techniques

## Single Parity Check (SPC) Code

### Notations:

- ▷  $\{m_k\}$ : info bits,
- ▷  $\{p_k\}$ : parity bits,
- ▷  $\{s_k\}$ : check bits,
- ▷  $\{c_k\}$ : codeword bits
- ▷ If  $\mathbf{c} \stackrel{\text{def}}{=} [c_1, c_2, \dots, c_n]^T$  is an

SPC codeword,  $s_1 = \sum_{i=1}^n c_i$

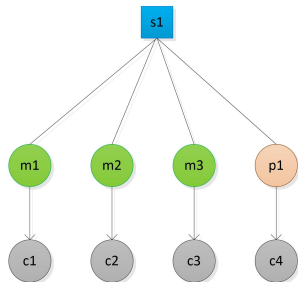
has to be zero, where this sum is modulo two.

Parity  
Check

Parity  
Bit

Mess  
age  
Bit

Code  
word  
Bit



# Example Channel Coding Techniques

## Single Parity Check (SPC) Code

- Decoding scheme:
  - ① Take a block of  $n$  bits as input.
  - ② Compute the mod-2 sum of these bits
  - ③ If this sum is zero, determine that zero or an even number of bit errors have occurred. If nonzero, determine that one or an odd number of bit errors have occurred
- Rate  $(n - 1)/n$  SPC code can detect one bit of error, but it cannot correct it



# Example Channel Coding Techniques

## Repetition Code

- Encoding scheme:

- ① Take one bit at a time as the input.
- ② Repeat this bit  $n - 1$  times
- ③ Transmit the resultant  $n$  bit long codeword

- Rate of this code is  $r = \frac{1}{n}$ .

→ Rate  $r$  is the ratio of the number of information bits to total number of encoded bits



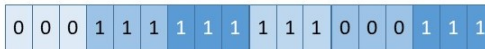
# Example Channel Coding Techniques

## Repetition Code

Information bit sequence

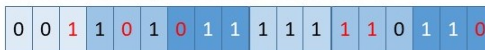


Rate 1/3 repetition encoded bit sequence



BSC

Received bit sequence at the output of BSC



# Example Channel Coding Techniques

## Repetition Code

What would be a good decoding strategy for this code?





# Example Channel Coding Techniques

## Decoding of Repetition Code

Information bit sequence

0	1	1	1	0	1
---	---	---	---	---	---

Rate 1/3 repetition encoded bit sequence

0	0	0	1	1	1	1	1	1	1	1	0	0	0	1	1	1
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

BSC

Received bit sequence at the output of BSC

0	0	1	1	0	1	0	1	1	1	1	1	1	1	0	1	1	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Decoded information bit sequence

0	1	1	1	1	1
---	---	---	---	---	---



# Example Channel Coding Techniques

## Decoding of Repetition Code

- The decoding algorithm is called the majority-vote decoding
  - ▷ Take  $n = 3$  bit block at a time, and decode it as that bit (either 0 or 1) that occurs the majority of times
  - ▷ To avoid the confusion in decoding, it maybe preferred to make  $n$  an odd number



# Example Channel Coding Techniques

## Probability of Decoding Error

- Decoding error will occur in rate  $r = 1/3$  repetition code if 2 or 3 bits are in error
- What is the probability of that occurring? The answer is given by the Binomial PMF

$$p_{\text{error}} = \binom{3}{2} p^2 (1 - p) + \binom{3}{1} p^3 = 3p^2 + p^3$$

→ If  $p = 0.1$ ,  $p_{\text{error}} = 3 \times 0.1^2 \times 0.9 + 0.1^3 \approx 0.03$

- Generalization to rate  $1/n$  repetition code:

$$p_{\text{error}} = \sum_{k=(n+1)/2}^n \binom{n}{k} p^k (1 - p)^{n-k}$$



# Hamming Weight and Hamming Distance

## for Binary Sequences

- *Hamming Weight* is simply the number of ones in the sequence
- *Hamming Distance  $d$* :
  - Let  $\mathbf{c}_m$  and  $\mathbf{c}_n$  be two codewords, and  $\mathbf{e}_{m,n} = \mathbf{c}_m \oplus \mathbf{c}_n$  be the difference vector (also binary) between these codewords
    - ▷  $\mathbf{e}_{m,n}$  has ones only in those places where the bits of  $\mathbf{c}_m$  and  $\mathbf{c}_n$  are differing;  $\mathbf{e}_{m,n}$  is zero otherwise
  - Hamming Distance  $d_H$  (or, more accurately  $d_H^{m,n}$ ) between  $\mathbf{c}_m$  and  $\mathbf{c}_n$  is the Hamming Weight of  $\mathbf{e}_{m,n}$ 
    - ▷ Hamming Distance is simply the number of places in which two binary sequences differ



# Minimum Hamming Distance $d_{min}$ for A Channel Code

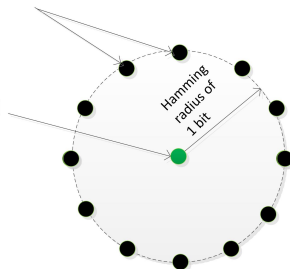
- $d_H^{\min}$  is defined for a channel code with rate  $r = \frac{K}{N}$ 
  - This code takes  $K$  bit information sequence and generates  $N$  bit codeword
    - Thus, there are a total of  $2^K$  codewords
- $d_H^{\min}$  for this channel code is the minimum Hamming distance between any two pairs of this channel code
- $d_H^{\min}$  relates to the error *detection* and error *correction* capabilities of the channel code. This can be visualized by drawing Hamming Circles as shown next



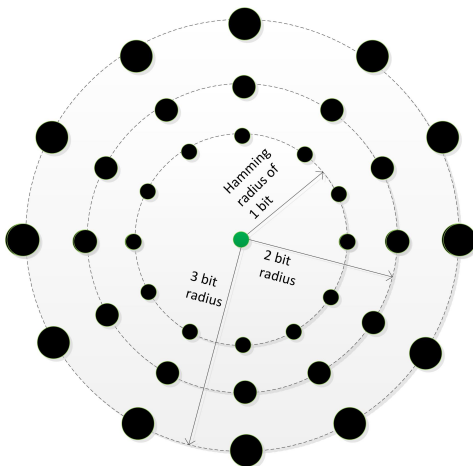
# Hamming Circle of Radius 1 around a codeword

A total of  $N$  vectors at a Hamming Distance of 1 from the codeword

$N$  bit codeword



# Hamming Circles around a codeword



# Hamming Circles around several codewords

