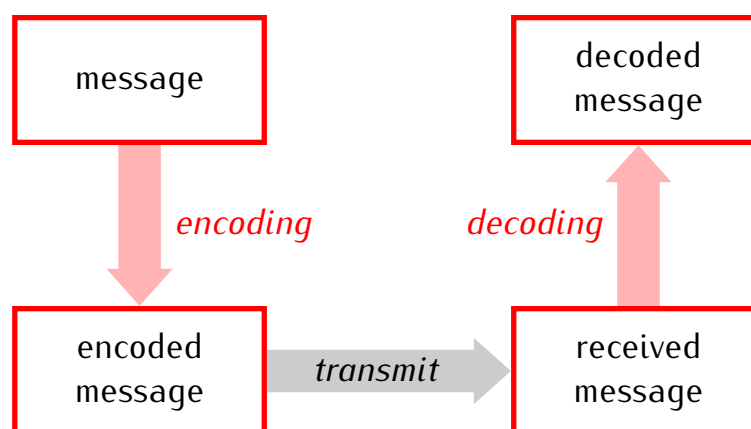


Basic scheme of error correction



Working assumption for this lecture: We expect at most one transmission error in any message up to 20 bits long.

A simple error correcting code: triple repeat.

message: 1011

encoding: repeat each bit 3 times:

1011 → 111 000 111 111 ← encoded message

send ↓

decoding:

look at triples of bits, the value that repeats at least 2 times is the correct value.

111 000 101 111 ← received message
transmission error
↓ ↓ ↓ ↓
1 0 1 1

Problem: The encoded message is 3 times longer than the original message.

Better error correction: Hamming (7,4) code.

$$E = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 1 & 1 & 1 \\ 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 \end{bmatrix}$$

encoding matrix

$$D = \begin{bmatrix} 0 & 1 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 & 0 & 1 \end{bmatrix}$$

decoding matrix

message: 10111101

Encoding.

1) Split the message into vectors with 4 entries, and multiply each vector by the encoding matrix E .

$$E \cdot \begin{bmatrix} 1 \\ 0 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 1 \\ 2 \\ 3 \\ 2 \end{bmatrix} \quad E \cdot \begin{bmatrix} 1 \\ 1 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 1 \\ 2 \\ 2 \\ 3 \end{bmatrix}$$

2) Reduce all numbers obtained in step 1 modulo 2. That is, write 0 for each even number and 1 for each odd number.

$$\begin{array}{cccccc} 1 & 0 & 1 & 1 & 2 & 3 & 2 & 1 & 1 & 0 & 1 & 2 & 2 & 3 \\ \text{mod } 2 \downarrow & & & & & & & & & & & & & \\ 1 & 0 & 1 & 1 & 0 & 1 & 0 & 1 & 1 & 0 & 1 & 0 & 0 & 1 \end{array} \leftarrow \text{encoded message}$$

Encoded message: 1 0 1 1 0 1 0 1 1 0 1 0 0 1

Received message: 1 0 1 1 0 1 0 1 1 1 1 1 0 0 1

Decoding. Split the received message into vectors with 7 entries, multiply each vector by the decoding matrix D , and reduce modulo 2.

the zero vector means no error in this part of the message

$$D \cdot \begin{bmatrix} 1 \\ 0 \\ 1 \\ 1 \\ 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 & 0 \\ 1 & 1 & 0 & 1 & 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 0 \\ 1 \\ 1 \\ 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 2 \\ 4 \\ 2 \end{bmatrix} \xrightarrow{\text{mod } 2} \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

decoded message: 1 0 1 1 0 1 0

this is the 3rd column of D , which means that there is an error in the 3rd bit

$$D \cdot \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 & 0 \\ 1 & 1 & 0 & 1 & 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 3 \\ 3 \\ 4 \end{bmatrix} \xrightarrow{\text{mod } 2} \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}$$

decoded message: 1 1 0 1 0 0 1

Decoded message: 1 0 1 1 1 1 0 1

How the Hamming code works:

- 1) Adding a transmission error means adding a standard basis vector (mod 2):

$$\begin{bmatrix} 1 \\ - \\ 0 \\ - \\ 0 \\ 0 \\ - \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ - \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ - \\ 0 \\ - \\ 0 \\ 0 \\ - \end{bmatrix} \leftarrow \text{transmission error}$$

s + e_3 = r
sent error received

$$\begin{bmatrix} 1 \\ - \\ 0 \\ - \\ 0 \\ 0 \\ - \end{bmatrix} + \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 2 \\ - \\ 0 \\ - \\ 0 \\ 0 \\ - \end{bmatrix} \xrightarrow{\text{mod } 2} \begin{bmatrix} 0 \\ - \\ 0 \\ - \\ 0 \\ 0 \\ - \end{bmatrix} \leftarrow \text{transmission error}$$

s + e_1 = r
sent error received

2) Check : $D \cdot E = 0 \pmod{2}$
 \uparrow matrix with all entries 0

encoding: $s = E \cdot m$

decoding with no error: $D \cdot s = D(E m) = \underbrace{(DE)}_0 m = 0$

decoding with error: $r = s + e_i = E m + e_i$

$$D r = D(E m + e_i) = D E m + D e_i = 0 + D e_i = \underbrace{D e_i}_{\substack{\uparrow \\ \text{the } i^{\text{th}} \text{ column} \\ \text{of } D}}$$