

12-3 Classical Error-Correcting Codes

Hamming distance

bit string $x = x_1x_2\dots x_n$

Hamming weight $w(x) = \#$ of ones in x

ex) $w(010101) = 3$

$x = x_1x_2\dots x_n, y = y_1y_2\dots y_n$

Hamming distance $d(x, y) = \#$ of bits with different values $= w(x \oplus y) = \sum_i x_i \oplus y_i$

ex) $d(010101, 110011) = 3$

Big picture

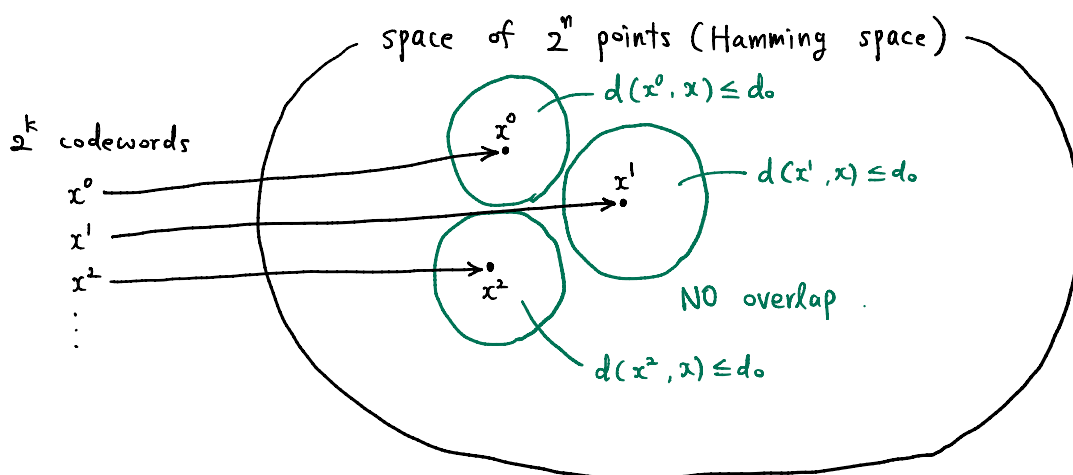
codewords: encoded bit messages

ex) $x^0 = 000, x^1 = 111$

Codeword 000 represents bit message 0.

Codeword 111 represents bit message 1.

$[n, k]$ codes encode k -bit messages into n -bit codewords.



This error-correcting code can correct d_0 errors.

$[n, k, d]$ code C $d = d(C) \equiv \min_{\substack{x, y \in C \\ x \neq y}} d(x, y)$ distance of code C
(minimum distance between codewords)

If error-correcting code C can correct up to d_0 errors, $2d_0 < d$.

ex) $x^0 = 000, x^1 = 111$

$[3, 1, 3]$ error-correcting code, correcting up to one error.

Classical linear codes

$[n, k]$ linear code

generator matrix G : $n \times k$ matrix with $G_{ij} \in \{0, 1\}$

k -bit message m : $k \times 1$ matrix (column vector)

codeword $x^m = Gm$ (matrix multiplication)

parity check matrix H : $(n - k) \times n$ matrix with $H_{ij} \in \{0, 1\}$

$$HG = 0$$

codewords: all column vector x satisfying $Hx = 0$

☞ If you choose H , G is automatically determined, and vice versa.

ex) $x^0 = 000$, $x^1 = 111$: $[3, 1]$ code

$$G = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \quad x^0 = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} (0) = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \quad x^1 = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} (1) = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}$$

$$H = \begin{pmatrix} 1 & 1 & 0 \\ 1 & 0 & 1 \end{pmatrix}$$

$[7, 4, 3]$ Hamming code

$$H = \begin{pmatrix} \overset{1}{0} & \overset{2}{0} & \overset{4}{1} & \overset{3}{0} & \overset{5}{1} & \overset{6}{1} & \overset{7}{1} \\ \overset{1}{1} & \overset{2}{0} & \overset{4}{0} & \overset{3}{1} & \overset{5}{0} & \overset{6}{1} & \overset{7}{1} \\ \overset{1}{1} & \overset{2}{0} & \overset{4}{0} & \overset{3}{1} & \overset{5}{1} & \overset{6}{0} & \overset{7}{1} \end{pmatrix}$$

p_1 p_2 p_3 m_1 m_2 m_3 m_4

p_i : parity bit
 m_i : message bit

$$G = \begin{pmatrix} 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$\begin{array}{r} m_1 \times (1 \ 1 \ 0 \ 1 \ 0 \ 0 \ 0) \\ m_2 \times (1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 0) \\ m_3 \times (0 \ 1 \ 1 \ 0 \ 0 \ 1 \ 0) \\ +) m_4 \times (1 \ 1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ \hline \text{codeword} \end{array}$$

error correction

codeword $x \xrightarrow{\text{error}} x' = x + e$

$$Hx' = Hx + He = He \quad \text{error syndrome}$$

ex) $[7, 4, 3]$ Hamming code

$$e = \begin{pmatrix} 0 \\ \vdots \\ 1 \\ \vdots \\ 0 \end{pmatrix} \leftarrow i\text{-th row} \Rightarrow He = (i\text{-th column of } H) \quad \text{All columns in } H \text{ are different!}$$