

# Turbo Codes for Deep Space Communications:

## CCSDS 131.0-B-2 standard implementation

Final project for the Channel Coding course

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# Standard specifications

The standard specifies different input packet lengths  $k$

- 1784
- 3568
- 7136
- 8920

# Standard specifications

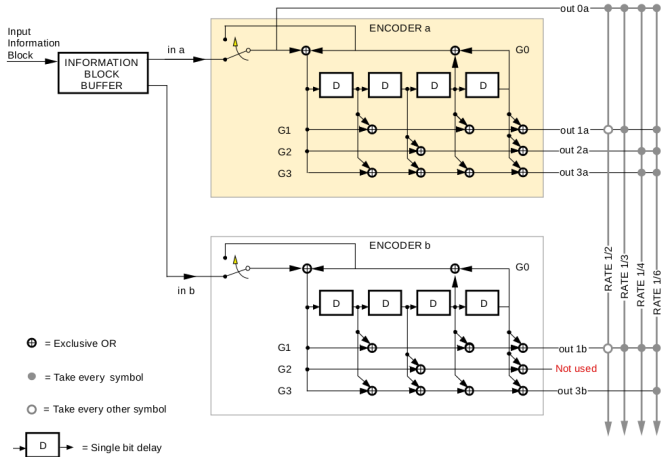
The standard specifies different input packet lengths  $k$

- 1784
- 3568
- 7136
- 8920

...and different code rates  $R$

- $1/2$
- $1/3$
- $1/4$
- $1/6$

# Encoder structure



# Example: defining a code in C

```
// define first code
int N_components = 2;
char *forward[N_components];
forward[0] = "10011";
forward[1] = "10101";

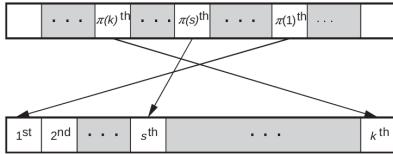
char *backward = "0011";

t_convcode code = convcode_initialize(forward, backward,
                                      N_components);

t_turbocode turbo = turbo_initialize(code, code, pi,
                                     info_length);
```



# Interleaver



$i$ -th bit of the interleaved packet is the  $\pi(i)$ -th bit of the original packet

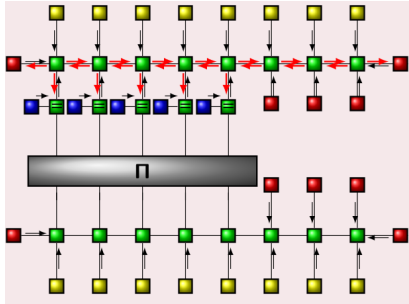
Input length $k$	$k_1 \times k_2 \times k_3$
1784	$8 \times 223 \times 1$
3568	$8 \times 223 \times 2$
7136	$8 \times 223 \times 4$
8920	$8 \times 223 \times 5$

# Building the interleaver

```
 $p = [31 \ 37 \ 43 \ 47 \ 53 \ 59 \ 61 \ 67]$   
for  $s = 1$  to  $k$  do  
     $m = (s - 1) \bmod 2$   
     $i = \text{floor}[(s - 1)/(2k_2)]$   
     $j = \text{floor}[(s - 1)/2] - ik_2$   
     $t = (19i + 1) \bmod (k_1/2)$   
     $q = t \bmod 8 + 1$   
     $c = (p_q j + 21m) \bmod k_2$   
     $\pi(s) = 2(t + ck_1/2 + 1) - m$   
end for
```



# Decoding



- BCJR (in log domain) on upper and lower code
- puncturing is applied at reception  $\hat{r}[i] = r[i] \cdot p[i]$  so that

$$g_l(\mathbf{y}_l) \propto \exp \left( -\frac{\|\mathcal{L}(\mathbf{y}_l)^2\|}{2\sigma_w^2} \right) = \text{const}$$



# Example: defining a code in C

```
// **messages is initialized to log(0.5)
int *decoded = NULL;
for (int i = 0; i < iterations; i++) {

    // run BCJR on upper code
    convcode_extrinsic(streams[0], lengths[0],
                      &messages, code.upper_code,
                      noise_variance, 0);

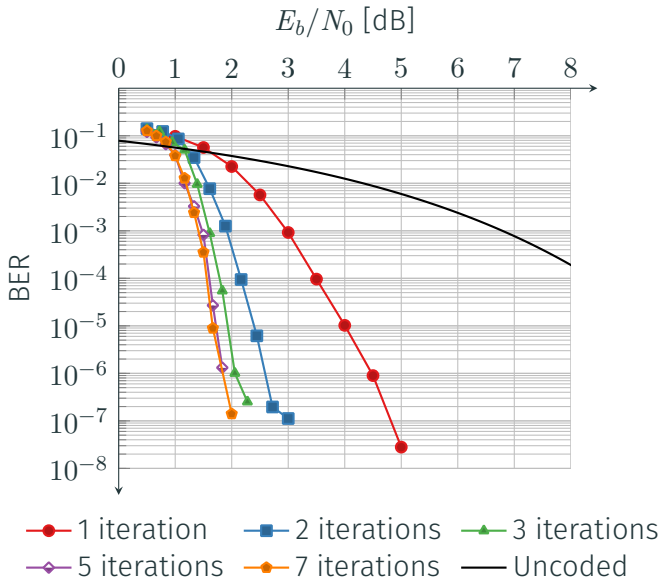
    // apply interleaver
    message_interleave(&messages, code);

    // run BCJR on lower code
    // save extrinsic messages in **messages
    decoded = convcode_extrinsic(streams[1], lengths[1],
                                &messages, code.lower_code,
                                noise_variance,
                                i == (iterations - 1));

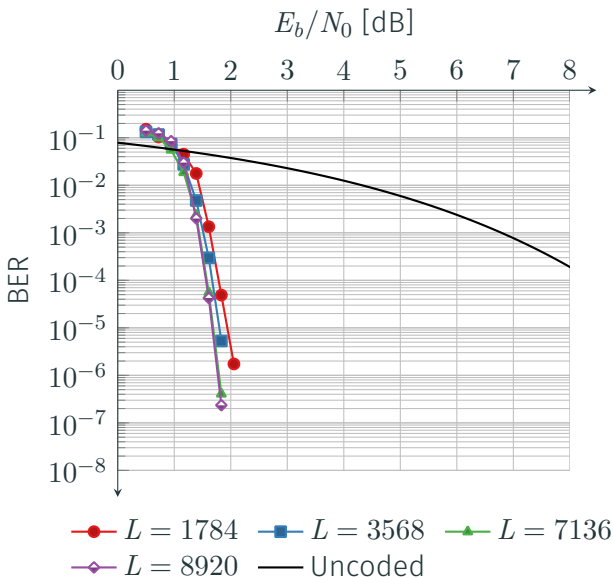
    // deinterleave
    message_deinterleave(&messages, code);
}
```



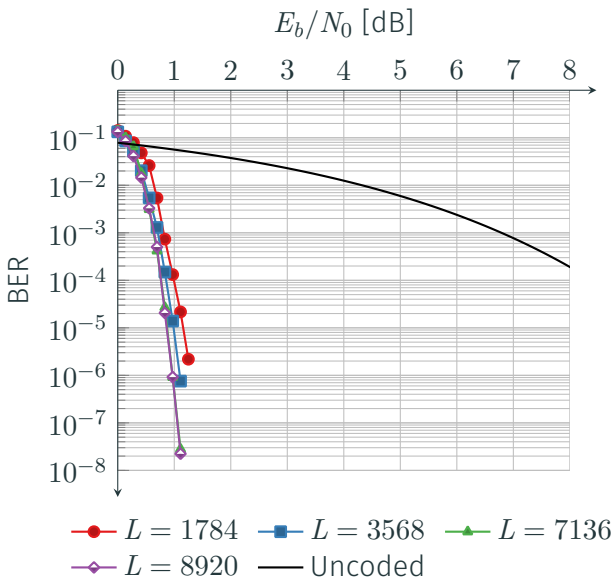
# Number of MP iterations



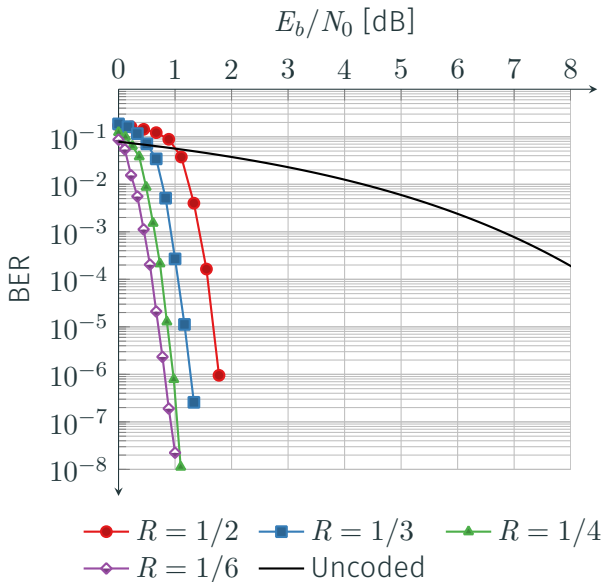
# Different packet sizes: $R = 1/2$



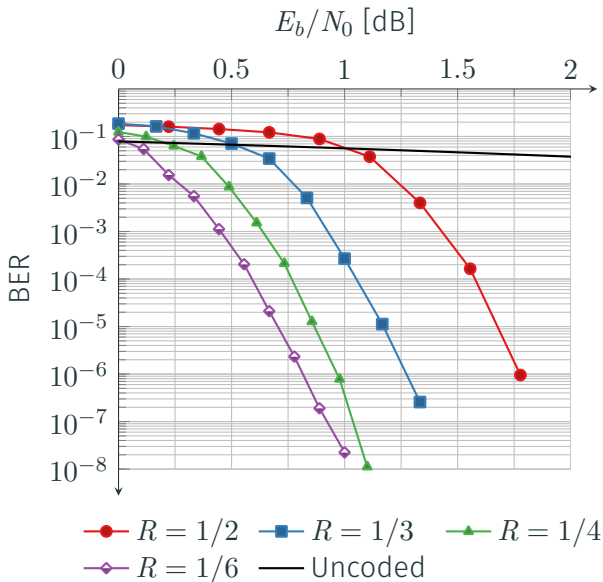
# Different packet sizes: $R = 1/4$



# Codes comparison: $L = 8920$



# Codes comparison: a closer look



Source code for simulator, scripts, plotting and  
presentation available at

[http://github.com/geeanlooca/  
deepspace-turbo](http://github.com/geeanlooca/deepspace-turbo)

Thank you!

