

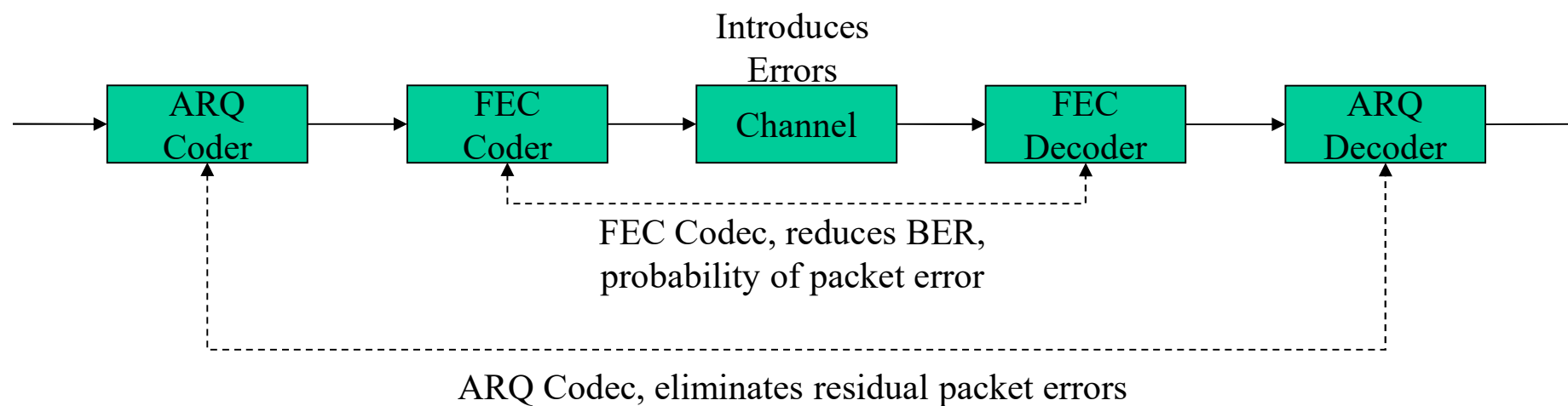
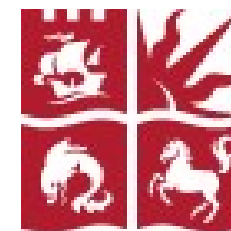


EENGM4221: Broadband Wireless Communications

Lecture 9: Incremental Redundancy and Chase Combining

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Reminder: HARQ

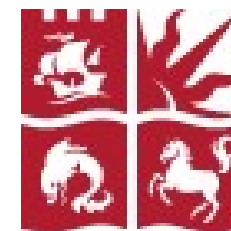


Incremental Redundancy (1)



- Incremental Redundancy aims to transmit the minimal redundancy required to correct errors
- Consider a conventional FEC approach
- A binary word of k data bits is encoded to a binary word of n coded bits by adding $n-k$ parity bits. (assume $k=8$ and that the k data bits appear as the first k bits of the coded word [the code is systematic])
- For a lower ratio of k/n :
 - the rate of the code will be lower
 - the spectral efficiency will be less
 - The Error correcting capability of the code will be higher

Incremental Redundancy (2)



- So for example:

Original data word:

| | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|-------|
| d_1 | d_2 | d_3 | d_4 | d_5 | d_6 | d_7 | d_8 |
|-------|-------|-------|-------|-------|-------|-------|-------|

Coded word for $n=k=8$, $r=1$ no error
correction capability:

| | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|-------|
| d_1 | d_2 | d_3 | d_4 | d_5 | d_6 | d_7 | d_8 |
|-------|-------|-------|-------|-------|-------|-------|-------|

Coded word for $n=12$, $r=2/3$ some error correction possible

| | | | | | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| d_1 | d_2 | d_3 | d_4 | d_5 | d_6 | d_7 | d_8 | p_1 | p_2 | p_3 | p_4 |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|

Coded word for $n=16$, $r=1/2$, increased error correction possible

| | | | | | | | | | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| d_1 | d_2 | d_3 | d_4 | d_5 | d_6 | d_7 | d_8 | p_1 | p_2 | p_3 | p_4 | p_5 | p_6 | p_7 | p_8 |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|

Incremental Redundancy (3)



- But which code rate should be used?
- Errors are Random. It is unknown how many errors will occur
- Ideally the highest possible rate would be used but since this cannot be determined, an alternative approach is needed
- The principle of Incremental Redundancy is to first transmit a packet with a high rate code and then gradually lower the rate until error free communication of the packet is achieved

Incremental Redundancy (4)



- So the highest rate is transmitted first:

First Transmission

| | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|-------|
| d_1 | d_2 | d_3 | d_4 | d_5 | d_6 | d_7 | d_8 |
|-------|-------|-------|-------|-------|-------|-------|-------|

- If this data is not error free, redundancy is added by transmitting parity bits:

Second Transmission

| | | | |
|-------|-------|-------|-------|
| p_1 | p_2 | p_3 | p_4 |
|-------|-------|-------|-------|

- The receiver now has access to:

Data Available at
Receiver

| | | | | | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| d_1 | d_2 | d_3 | d_4 | d_5 | d_6 | d_7 | d_8 | p_1 | p_2 | p_3 | p_4 |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|

- It may be possible to determine the correct data from this

Incremental Redundancy (5)



- If not, more redundancy may be added

Third Transmission

| | | | |
|-------|-------|-------|-------|
| p_5 | p_6 | p_7 | p_8 |
|-------|-------|-------|-------|

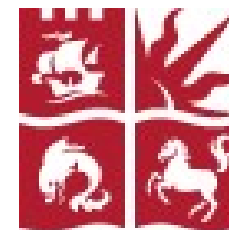
- The receiver now has access to:

Data Available at Receiver

| | | | | | | | | | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| d_1 | d_2 | d_3 | d_4 | d_5 | d_6 | d_7 | d_8 | p_1 | p_2 | p_3 | p_4 | p_5 | p_6 | p_7 | p_8 |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|

- It is more likely to be possible to determine the correct data from this
- If not, further redundancy may be added and so on...
- Ultimately, this will be limited by the range of code rates implemented but the principle remains the same

HARQ - 'Icebreaker' Question



- Consider a 'simple' HARQ scheme (BPSK, AWGN)

An example packet of data could be:

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 0 | 1 | 1 | 0 | 1 | 0 | 0 | 1 |
|---|---|---|---|---|---|---|---|

This could be BPSK modulated to:

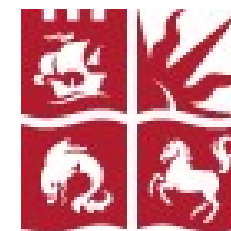
| | | | | | | | |
|----|---|---|----|---|----|----|---|
| -1 | 1 | 1 | -1 | 1 | -1 | -1 | 1 |
|----|---|---|----|---|----|----|---|

An example noise vector (real for simplicity) could be:

| | | | | | | | |
|-----|------|------|------|-----|-----|------|-----|
| 0.1 | -0.2 | -1.2 | -0.3 | 0.7 | 0.2 | -0.3 | 0.2 |
|-----|------|------|------|-----|-----|------|-----|

- What errors would occur?

HARQ - 'Icebreaker' Answer



- Consider a 'simple' HARQ scheme (BPSK, AWGN)

Data:

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 0 | 1 | 1 | 0 | 1 | 0 | 0 | 1 |
|---|---|---|---|---|---|---|---|

BPSK modulated to:

| | | | | | | | |
|----|---|---|----|---|----|----|---|
| -1 | 1 | 1 | -1 | 1 | -1 | -1 | 1 |
|----|---|---|----|---|----|----|---|

Noise vector:

| | | | | | | | |
|-----|------|------|------|-----|-----|------|-----|
| 0.1 | -0.2 | -1.2 | -0.3 | 0.7 | 0.2 | -0.3 | 0.2 |
|-----|------|------|------|-----|-----|------|-----|

Received symbols:

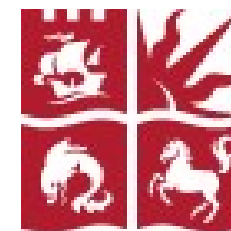
| | | | | | | | |
|------|-----|------|------|-----|------|------|-----|
| -0.9 | 0.8 | -0.2 | -1.3 | 1.7 | -0.8 | -1.3 | 1.2 |
|------|-----|------|------|-----|------|------|-----|

Hard Limiting would result in output data:

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 0 | 1 | 0 | 0 | 1 | 0 | 0 | 1 |
|---|---|---|---|---|---|---|---|

- If the effects of FEC are neglected, a retransmission would be requested
- In the more realistic case of FEC, more errors might be required before a retransmission would be required

HARQ - A Harder Question



- Consider BPSK, AWGN and neglect FEC again...

Data:

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 0 | 1 | 1 | 0 | 1 | 0 | 0 | 1 |
|---|---|---|---|---|---|---|---|

BPSK modulated:

| | | | | | | | |
|----|---|---|----|---|----|----|---|
| -1 | 1 | 1 | -1 | 1 | -1 | -1 | 1 |
|----|---|---|----|---|----|----|---|

First Noise Vector:

| | | | | | | | |
|-----|------|------|------|-----|-----|------|-----|
| 0.1 | -0.2 | -1.2 | -0.3 | 0.7 | 0.2 | -0.3 | 0.2 |
|-----|------|------|------|-----|-----|------|-----|

Second Noise Vector:

| | | | | | | | |
|-----|-----|------|------|-----|------|------|-----|
| 0.2 | 0.1 | -1.3 | -0.3 | 1.0 | -0.2 | -0.4 | 0.3 |
|-----|-----|------|------|-----|------|------|-----|

Third Noise Vector:

| | | | | | | | |
|-----|-----|------|------|------|------|------|-----|
| 1.1 | 0.2 | -0.2 | -0.3 | -0.3 | -0.4 | -0.2 | 0.3 |
|-----|-----|------|------|------|------|------|-----|

Fourth Noise Vector:

| | | | | | | | |
|-----|------|------|-----|-----|-----|------|-----|
| 0.1 | -0.2 | -0.3 | 1.1 | 0.7 | 0.2 | -0.3 | 0.2 |
|-----|------|------|-----|-----|-----|------|-----|

Fifth Noise Vector:

| | | | | | | | |
|-----|-----|-----|------|------|-----|------|-----|
| 0.2 | 0.1 | 1.0 | -0.3 | -0.3 | 1.2 | -0.4 | 0.3 |
|-----|-----|-----|------|------|-----|------|-----|

Sixth Noise Vector:

| | | | | | | | |
|-----|------|------|------|------|------|------|-----|
| 0.1 | -1.2 | -0.4 | -0.3 | -0.3 | -0.4 | -0.2 | 0.3 |
|-----|------|------|------|------|------|------|-----|

How many times must we transmit the packet to be able to receive it error free?



- A. 1
- B. 2
- C. 3
- D. 4
- E. 5
- F. More than 6

Review of Lecture 9



- We introduced the concept of Incremental Redundancy as an enhancement of ‘simple’ HARQ from lecture 8
- We set up a question. This didn’t tell us anything about Chase Combining. But the answers will!