An example of lagored min-sum decoder

$$H = \begin{bmatrix} 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 1 & 0 & 0 & 1 & 1 & 0 & 0 \end{bmatrix} \begin{array}{c} layer 1 \\ layer 2 \end{array}$$

(4) Iteration = 1, Layer 1

Initialization similar to carlier example but only on layer 1

min sum operation on each now: (now 1 and now 2)

is updated after each layer, using only the column elements

of the completed larger.

Updated
$$\vec{x} = \begin{bmatrix} 0.6 & -0.2 & -1.1 & 0.2 & -0.5 & 0.8 & -0.6 \end{bmatrix}$$

layer 2 is initialized with updated 7

updated $T = [0.6 - 0.2 - 1.1 \ 0.2 - 0.5 \ 0.8 - 0.6]$ (from loye(1)

$$L = \begin{bmatrix} 0 & -0.2 & 0 & 0.2 & -0.5 & 0 & 0 & -0.6 \\ 0.6 & 0 & -1.1 & 0 & 0 & 0.5 & 0.8 & 0 \end{bmatrix}$$

min sum operation on each now: (now s and 4)

$$L = \begin{bmatrix} 0 & 0.2 & 0 & -0.2 & 0.2 & 0 & 0 & 0.2 \\ -0.5 & 0 & 0.5 & 0 & 0 & 0.6 & 0.5 & 0 \end{bmatrix}$$

v is updated in and the arm will represent the

$$7 = [0.1 \ 0 \ -0.6 \ 0 \ -0.3 \ -0.1 \ 0.3 \ -0.4]$$

(c) iteration = 2, layer 1:

from Iteration 2 onwards, there is an additional step of adjusting 8 before placing them on storage matrix L.

new
$$\bar{s} = \bar{s} - \text{layer!};$$
(after last iteration)

Layor 1 after lost iteration:

$$= \begin{bmatrix} -0.2 & -0.4 & 0.2 & -0.2 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0.1 & 0.6 & -0.1 & 0.1 \end{bmatrix}$$

7 after lost iteration:

$$\bar{Y} = \begin{bmatrix} 0.1 & 0 & -0.6 & 0 & -0.3 & -0.1 & 0.3 & -0.4 \end{bmatrix}$$

updated
$$\vec{r} = [0.8 \ 0.4 \ -0.8 \ 0.2 \ -0.4 \ -0.7 \ 0.4 \ -0.8] \rightarrow \textcircled{2} -0$$

This is used to initialse layer 1 in iteration 2.

in last iteration, that needs to be corrected.

minsum operation on lower !:

updated
$$\vec{r} = \begin{bmatrix} 0.1 & 0.2 & -0.6 & -0.1 & 0 & -0.3 & 0 & -0.1 \end{bmatrix}$$

Corrected
$$\hat{\gamma} = \begin{bmatrix} 0.6 & 0 & -1.1 & 0.1 & -0.2 & 0.3 & 0.5 & -0.3 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 0 & 0 & 0 \cdot 1 & -0.2 & 0 & 0 \cdot 3 \\ 0.6 & 0 & -1.1 & 0 & 0 & 0.3 & 0.5 & 0 \end{bmatrix}$$

minsum operation operation on each now:

$$\begin{bmatrix} 0 & 0 & 0 & 0.2 & -0.1 & 0 & 0 & -0.1 \\ -0.3 & 0 & 0.3 & 0 & 0 & -0.5 -0.3 & 0 \end{bmatrix}$$