

# How to Prepare and Submit Papers

Hanako DENSHI<sup>†</sup>, Taro JOHO<sup>‡</sup>, and Jiro TSHUSHIN<sup>†</sup>

<sup>†</sup> Faculty of Engineering, First University  
Yamada 1-2-3, Minato-ku, Tokyo, 105-0123 Japan

<sup>‡</sup> R&D Division, Osaka Corporation  
Kawada 4-5-6, Suita-shi, 565-0456 Japan

**Abstract** IEICE (The Institute of Electronics, Information and Communication Engineers) provides a template file for the IEICE Technical Report.

**Key words** IEICE, IEICE technical report, L<sup>A</sup>T<sub>E</sub>X, template

## 1 Introduction

The construction of a turbo code is usually done by the parallel concatenation of two convolutional codes via an interleaver. The good BER performance of turbo codes at low SNR is attributed to the interleaver, which effectively thins the distance spectrum of the turbo code [distance spec interp]. Due to its importance, extensive research has been conducted on interleavers for turbo codes. Interleavers for turbo codes are generally grouped into random and deterministic interleavers. The most common random interleaver can be achieved by rearranging elements in an alphabet in pseudo-random fashion. This interleaver was used in [4] and was shown to achieve performance very close to the Shannon limit for long frame sizes.

The disadvantage associated with random interleavers arises from the necessity of storing interleaver tables in both the encoder and decoder. For applications where large interleaver sizes are required, the memory requirements to store the interleaver tables alone makes the use of these interleavers undesirable. Deterministic interleavers are a solution to the necessity of interleaver tables as the interleaving is done via algorithm. Deterministic interleavers are being used in many applications, most notably the Quadratic Permutation Polynomial (QPP) Interleaver [5] which is used in 4G LTE applications.

The most basic deterministic interleavers are the linear and block interleavers [2]. The index mapping function of the linear interleaver is

$$\Pi_{\mathcal{L}_N}(i) \equiv di \pmod{N} \quad 0 \leq i < N, \gcd(N, d) = 1$$

The design of the linear interleaver is essentially picking a suitable value of  $d$  for a given interleaver length  $N$  and in [2] considerations for choosing a suitable value for  $d$  is introduced. For long frame sizes, linear interleavers perform worse than random interleavers due to the presence of a high error floor. Many other deterministic interleavers have been proposed, including the quadratic interleaver

[2] which performs well but not as good as the random interleavers for long interleaver frame sizes.

In this paper, we design our interleaver by reviewing the linear interleaver and making a slight modification to it to improve its performance.

## 2 Turbo Codes: Review

In this section, we review the encoding and decoding process for turbo codes for BPSK modulation and transmission over the AWGN channel.

### 2.1 Turbo Encoding

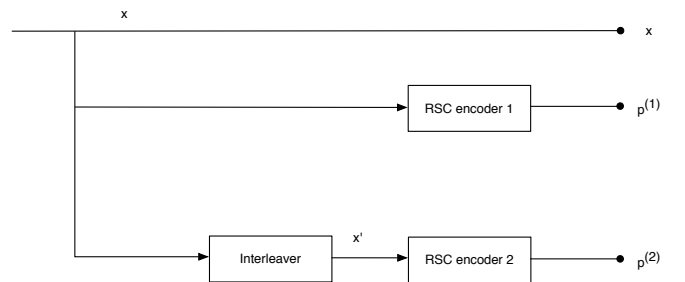


Figure 1: Turbo Encoder

The system diagram for the turbo encoder is shown in figure(1). It is made up of identical Recursive Systematic Convolutional (RSC) encoders which are connected in parallel via an interleaver. The RSC encoders have constraint length  $K$  and output  $n$  bits for every  $k$  bits input at time  $t$ . From here onward we refer to the RSC encoders as component encoders (CE). The generator matrix of the component codes are written in the form  $[1 \frac{F(D)}{H(D)}]$  or simply as  $[\frac{F(D)}{H(D)}]$  where the numerator and the denominator represent the feedforward and feedback

connections of the component encoder. The "1" represents the information (systematic) bits fed into the encoder.

The generator matrix for the one shown in figure (2) is  $[\frac{1+D^2}{1+D+D^2}]$ . The encoding process is as follows.

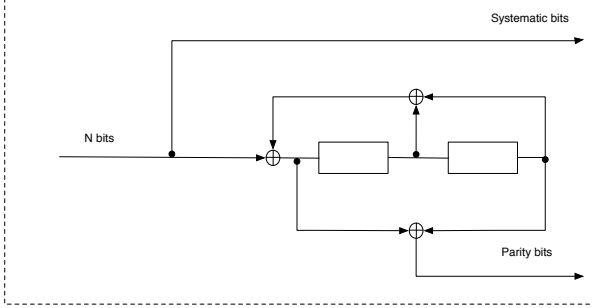


Figure 2:  $[\frac{1+D^2}{1+D+D^2}]$  RSC Encoder

In our encoding scheme, we terminate the CE1 and leave CE2 open. This is done due to the difficulty involved in terminating both CE1 and CE2 with the same tail bit sequence. To achieve this, an information sequence  $\mathbf{x} = \{x_0, x_1, \dots, x_{N-m-1}\}$   $m = K - 1$  of length  $N - m$  is fed into the turbo encoder. This is fed directly into CE1 (assumed to begin in the all-zero state) and produces the upper parity sequence  $\mathbf{p}^{(1)} = \{p_0^{(1)}, p_1^{(1)}, \dots, p_{N-m-1}^{(1)}\}$  also of length  $N - m$ . Since it is desired to return CE1 to the all-zero state,  $m$  extra tail bits are fed into CE1 which brings the total length of  $\mathbf{p}^{(1)}$  to  $N$ . The tail bits are also added to  $\mathbf{x}$  transforming it into a vector of length  $N$ . The input to the CE2 (also assumed to begin in the all-zero state) is  $\mathbf{x}' = \Pi(\mathbf{x}) = \{x'_0, x'_1, \dots, x'_{N-1}\}$ . This produces the lower parity sequence  $\mathbf{p}^{(2)} = \{p_0^{(2)}, p_1^{(2)}, \dots, p_{N-1}^{(2)}\}$  which has total length  $L = N + m$  due to the extra tail bits added to force CE2 back to the all-zero state. Since we wish to keep the trellis of CE2 open, we do not transmit the extra  $m$  tail bits and the length of  $\mathbf{p}^{(2)}$  is reduced to  $N$ .  $\mathbf{x}$  (along with the extra  $m$  tail-bits),  $\mathbf{p}^{(1)}$  and  $\mathbf{p}^{(2)}$  are multiplexed, BPSK modulated and transmitted over the AWGN channel. The turbo codeword generated

$$\mathbf{c} = \{x_0, p_0^{(1)}, p_0^{(2)}, \dots, x_{N-1}, p_{N-1}^{(1)}, p_{N-1}^{(2)}\}$$

has length  $3N$  and the turbo encoder has rate  $R_c = \frac{N}{3N} = \frac{1}{3}$

## 2.2 Turbo Decoding

The turbo code transmitted over the AWGN channel is received by the turbo decoder as  $\mathbf{y} = \{\mathbf{y}^x, \mathbf{y}^{p^{(1)}}, \mathbf{y}^{p^{(2)}}\}$  of length  $3N$ , where  $\mathbf{y}^x, \mathbf{y}^{p^{(1)}}, \mathbf{y}^{p^{(2)}}$  correspond to the systematic, upper and lower parity sequence respectively.

$$\mathbf{y}^x = \{y_0^x, y_1^x, \dots, y_{N-1}^x\}$$

$$\mathbf{y}^{p^{(1)}} = \{y_0^{p^{(1)}}, y_1^{p^{(1)}}, \dots, y_{N-1}^{p^{(1)}}\}$$

$$\mathbf{y}^{p^{(2)}} = \{y_0^{p^{(2)}}, y_1^{p^{(2)}}, \dots, y_{N-1}^{p^{(2)}}\}$$

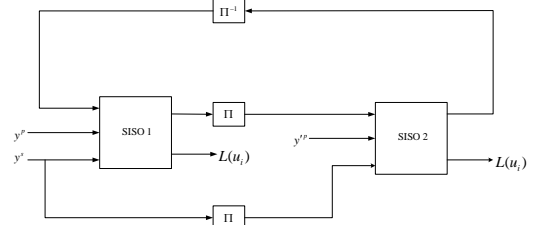


Figure 3: Turbo Decoder

The system diagram for the turbo decoder is shown in figure (3). It is made up of 2 Soft Input Soft Output (SISO) decoders (one for each encoder). The decoding process is carried out using turbo decoding algorithm which is based on the use of the BCJR algorithm or its variation. The Max-Log-MAP algorithm is used for its improved numerical stability and simplification of the calculations involved. The algorithm is used to calculate the a posteriori Log-Likelihood Ratio (LLR),  $L(x_i|\mathbf{y}) = \ln \frac{P(x_i=1|\mathbf{y})}{P(x_i=0|\mathbf{y})}$  of the bits received. This also requires the calculation of state transition, feedforward and feedback probabilities which we represent by the symbols  $\gamma, \alpha, \beta$  respectively [from BCJR]. We represent the previous trellis state and current trellis state by  $\sigma'$  and  $\sigma$  respectively.

$$\begin{aligned} \gamma_i(\sigma', \sigma) &= \frac{x_i L_a(x_i)}{2} + \frac{L_c}{2} \sum_{l=1}^n c_{i,l} y_{i,l} \quad , L_a(x_i) = \frac{P(x_i=1)}{P(x_i=0)} \quad , L_c = \frac{2}{\sigma^2} \\ \alpha_i(\sigma) &= \max_{\sigma'} [\alpha_{i-1}(\sigma') + \gamma_i(\sigma', \sigma)] \\ \beta_i(\sigma') &= \max_{\sigma} [\beta_i(\sigma) + \gamma_i(\sigma', \sigma)] \end{aligned} \quad (1)$$

$c_i = \{x_i, p_i^v\}$  ,  $v = 1, 2$  and the initial values for  $\alpha$  and  $\beta$  are

$$\begin{aligned} \alpha_0(\sigma) &= \begin{cases} 0, & \sigma = 0 \\ -\infty, & \sigma \neq 0 \end{cases} \\ \beta_L(\sigma) &= \begin{cases} 0, & \sigma = 0 \\ -\infty, & \sigma \neq 0 \end{cases} \end{aligned}$$

$L(x_i)$  is then calculated by using equation (2)

$$L(x_i) = \max_{R_1} [\alpha_{i-1}(\sigma') + \gamma_i(\sigma', \sigma) + \beta_i(\sigma)] - \max_{R_0} [\alpha_{i-1}(\sigma') + \gamma_i(\sigma', \sigma) + \beta_i(\sigma)] \quad (2)$$

where  $R_0, R_1$  are the subset of transitions caused by "0" and "1" respectively.

The decoding process is as follows.

The input to the SISO1 is  $\mathbf{y}^x, \mathbf{y}^{p(1)}$  and  $\mathbf{L}_a = \{L_a(x_0), L_a(x_1), \dots, L_a(x_L)\}$ . For the first iteration, it is assumed that the input information bits have equal probability and  $\mathbf{L}_a$  is an all-zero vector. These are used to calculate  $\gamma, \alpha, \beta$  using (1) and finally  $L(\mathbf{x})$  using (2) and  $\mathbf{L}_e^{(1)}$  is obtained by subtracting  $L_c \mathbf{y}^x$  from each element in  $L(\mathbf{x})$ .  $\mathbf{L}_e^{(1)}$  is then interleaved and fed into SISO2 as the value for  $\mathbf{L}_a$  along with an interleaved version of  $\mathbf{y}^x$  and  $\mathbf{y}^{p(2)}$  which correspond to the interleaved systematic bits and the lower parity bits. These are used to calculate  $\gamma, \alpha, \beta, L(\mathbf{x})$  and finally the extrinsic LLR values of the second component decoder,  $\mathbf{L}_e^{(2)}$ .  $\mathbf{L}_e^{(2)}$  is deinterleaved and fed back into the first component encoder as the new  $\mathbf{L}_a$  value for SISO1.

The process is either repeated for a predetermined number of times, or until a certain condition is met. At the final iteration  $L(\mathbf{x})$  (from the second component decoder) is deinterleaved and used to estimate the values of  $\mathbf{x}$ .

It should be noted that, since CE2 was left open, the final state at time  $N - 1$  could end up being any of the  $2^m$  states with probability  $\frac{1}{2^m}$ . Therefore in SISO2, the initial value of  $\beta, \beta_L(\sigma) = -\ln(2^m)$ .

### 3 Review of Linear Interleavers for Turbo Codes

RSC encoders are the component code of choice for turbo codes. They are characterized by their cycle length ( $\tau$ ) which is defined as the length of the cycle of the parity output of the encoder when the input  $\mathbf{x}$  is  $[1, 0, 0, 0, \dots]$  [PPI]. For example, the RSC encoder in figure (2) has a parity output  $\mathbf{y}$  of  $[1, 1, 1, 0, 1, 1, 0, 1, 1, 0, \dots]$  for the previously mentioned input. As can be observed, the cycle is  $[1, 1, 0]$  and the cycle length  $\tau = 3$ . With the knowledge of the cycle and the cycle length  $\tau$  of the RSC encoder we wish to explore the effect of weight-2m inputs where the pair of "1" bits are separated by  $\tau - 1$  "0" bits. We shall refer to these inputs as  $\tau$ -separated Weight-2m Input Error Events (or simply as  $\tau$  weight-2m errors for simplicity sake), where  $m = 1, 2$ .

figure(4) shows the effect of  $\tau$  weight-2 errors on the codeword weight.

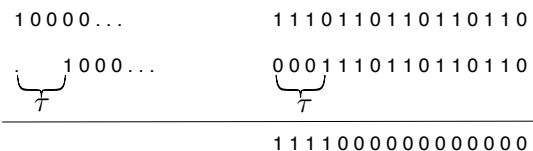


Figure 4: effect of  $\tau$  weight-2 errors

The encoder used is the RSC encoder in figure (2) and the length  $N$  of this vector is assumed to be 16. The error vector may then be written as  $[1, \mathbf{0}_{\tau-1}, \mathbf{0}_{N-\tau+1}]$  (where  $\mathbf{0}_z$  is a zero vector of length  $z$ ). This is equivalent to the modulo 2 addition of  $\mathbf{x}$  and a version of  $\mathbf{x}$  shifted by  $\tau, \mathbf{x}_\tau$ . As can be seen from figure(4) these inputs produce parity outputs  $\mathbf{y}$  and  $\mathbf{y}_\tau$  (version of  $\mathbf{y}$  shifted by  $\tau$ ). Modulo 2 addition of  $\mathbf{y}$  and  $\mathbf{y}_\tau$  result in a low-weight parity output, which in turn results in a low-weight parity codeword. It can easily be shown that a low-weight parity output will be produced by  $\tau$  weight-2 errors irrespective of position of the "1" bits.

From the above example, we see that  $\tau$  weight-2m errors have the potential to produce low weight codeword with high multiplicity if they are present in both component encoders of the turbo encoder. This can be prevented by proper interleaver design.

The linear interleaver is a simple deterministic interleaver based on the circular shifting[2]. Its index mapping function is given by

$$\Pi_{\mathcal{L}_N}(i) \equiv di \mod N \quad 0 \leq i < N, \gcd(N, d) = 1 \quad (3)$$

From the mapping function, we can deduce that in an input sequence, if there are 2 elements separated by a constant  $t \mod N$  they will be mapped to an output sequence with the corresponding elements separated by a fixed constant  $dt \mod N$ . When used in turbo codes, there exists a linear congruence relationship (4) which is solvable and has a unique solution.

$$dt \equiv \tau \mod N \quad (4)$$

where  $t$  is the distance between the "1" bits present in the weight-2 input. For example for  $N = 32, d = 5$  and component encoder in figure 2,  $t = 7$  satisfies the (4). This means that if the weight 2 input to the turbo code is of the form  $(1 + D^t)D^q, q = 0 : N - t$  it is transformed into a  $\tau$  weight 2 error. As long as the upper parity sequence has a large weight, the codeword produced will most likely have a large weight. For weight 2 inputs, This is achievable by carefully selecting the value of  $d$  such that  $t \neq a\tau, a = \{1, 2, \dots\}$

The input weight 2 analysis done above is a good method for ruling out bad interleavers. However it is not sufficient for analyzing the performance of turbo codes at higher  $E_b/N_o$ . Doing analysis for higher input weights may offer deeper insights into the performance of the turbo code, specifically weight 4 inputs.

According to [2], weight 4 inputs of the form  $(1 + D^t)D^q + (1 + D^t)D^{q+\tau}$  have the potential to produce low weight parity bits in both component codes. Using the same parameters as the previous example and assuming  $q=0$ , weight 4 inputs of the form  $1 + D^7 + D^3 + D^{10}$  which can be re-written as  $1 + D^3 + D^7 + D^{10}$ . This is essentially 2  $\tau$  weight 2 errors separated by  $t - \tau - 1$  zeros. This input is transformed into an input of the form  $1 + D^3 + D^{15} + D^{18}$ . The parity bits for this input both have weight 8 and thus the total codeword weight is 20. Though this value is large, the multiplicity of

such codeword weights is approximately  $N$  and therefore dominates the BER performance of the turbo code. Also changing the size of the interleaver does not improve the performance.

In [6], the approximate expression for BER  $P_e$  is derived and is given by (5)

$$Pb(e) \approx \frac{1}{2} \sum_{w_c} D_{w_c} \text{erfc} \left( \sqrt{w_c \frac{R_c E_b}{N_o}} \right) \quad (5)$$

where

$$D_{w_c} \triangleq \sum_{w_x + w_p = w_c} \frac{w_x}{N} A_{w_x, w_p}$$

$w_x$  is the weight of the input sequence,  $w_p$  is the weight of the parity sequence,  $R_c$  is the rate of the turbo code,  $w_c$  is the weight of the turbo codeword and  $A_{w_x, w_p}$  is the multiplicity of  $w_c$ . Using (5), The BER curves are obtained for  $\tau$  weight-2 and  $\tau$  weight-4 errors. This is shown in Figure (5).  $N = 1024$ ,  $D = 31$  and the component code used is the same as the one in Figure (2). The simulation results are also shown in the same graph. It can be observed that the approximation provided by the  $\tau$  weight-2 error alone is largely over estimated, as the performance of the turbo code is clearly bound by  $\tau$  weight-4 error's curve.

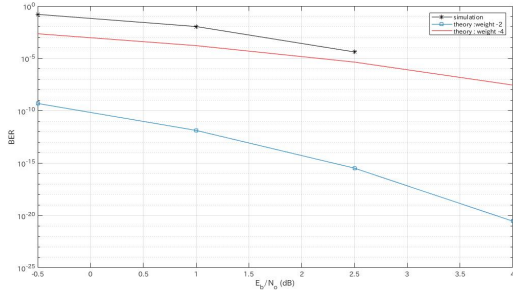


Figure 5: Comparison of Linear interleaver BER performance: Simulation and Theoretical Results

## 4 Interleaver Design

In this section we present the design for a new deterministic interleaver. Our design is based on the idea of getting rid of the linear congruence relationship in order to get rid of the dominance of  $\tau$  weight-4 errors. Guidelines for selecting parameters to design good interleavers are presented.

### 4.1 Multi-Shift Interleaver

The process of linear interleaving is basically the shifting the positions of elements in a set by a certain factor  $d \bmod N$  and then use the following index mapping function.

$$\Pi_{L_N} : x \mapsto L(p_x) \quad 0 \leq x < N$$

The algorithm for the linear interleaver is shown below.

1.  $p_0 = 0$
2.  $p_i = p_{i-1} + d \bmod N, \quad 0 < i < N, \quad d \text{ is an odd integer}$

Keeping  $d$  constant along with the fact that  $\gcd(d, N) = 1$  causes a linear congruence constraint

$$dt \equiv \tau \bmod N,$$

which in turn makes the linear interleaver susceptible to weight 4 inputs of the form  $(1 + D^t)D^q + (1 + D^t)D^{q+\tau}$

One possible method for getting rid of the linear congruence constraint is to increase the previous value of  $d$  by a value  $\Delta s \bmod N$  for every position shift. It is shown in Example 4.1 and 4.2 that for  $N = 2^r$ ,  $r = \{1, 2, \dots\}$ , changing the value of  $d$  for every shift still causes the original sequence to be interleaved once  $d$  remains an odd number and  $\Delta s$  is an even number. By limiting the value of  $\Delta s$  to  $2^q$ ,  $q = 1 : r - 1$ , we have a set of  $d$  values which is of length of  $N/\Delta s$ . We shall refer to this set as the cycle set. To maintain the idea of position shifting, the index mapping function used is of the form

$$\Pi_{M_N:(d, \Delta s)} : x \mapsto M(p_x) \quad 0 \leq x < N$$

The algorithm for the proposed interleaver is shown below.

1.  $p_0 = 0$
- 2a.  $p_i = p_{i-1} + d \bmod N, \quad 0 < i < N, \quad d \text{ is an odd integer}$
- 2b.  $d = \Delta s + d \bmod N, \quad \Delta s = 2^q, \quad q = 1 : r - 1$

**Example 4.1 :** For  $N = 32$ , the original set is  $\{0, 1, 2, \dots, 31\}$ . The range of values for  $\Delta s = \{2, 4, 8, 16\}$ . If we set the value of  $\Delta s = 4$  and the initial value of  $d = 5$ . The cycle set is  $\{5, 9, 13, 17, 21, 25, 29, 1\}$  and the interleaved set is  $\{0, 5, 30, 27, 12, 1, 10, 23, 24, 29, 22, 19, 4, 25, 2, 15, 16, 21, 14, 11, 28, 17, 26, 7, 8, 13, 6, 3, 20, 9, 18, 31\}$

**Example 4.2 :** For  $N = 32$ , the original set is  $\{0, 1, 2, \dots, 31\}$ . The range of values for  $\Delta s = \{2, 4, 8, 16\}$ . If we set the value of  $\Delta s = 8$  and the initial value of  $d = 5$ . The cycle set is  $\{5, 13, 21, 29\}$  and the interleaved set is  $\{0, 29, 18, 31, 4, 1, 22, 3, 8, 5, 26, 7, 12, 9, 30, 11, 16, 13, 2, 15, 20, 17, 6, 19, 24, 21, 10, 23, 28, 25, 14, 27\}$

It can be seen from the algorithm that the value of  $d$  as well as the position of the elements of the set  $x$  are shifted. We thus refer to this interleaver as the multi-shift interleaver, which we shall denote by the symbol  $\Pi_{M_N:(d, \Delta s)}$  where  $d$  is the initial value in the cycle set.

### 4.2 Selecting Good Interleavers

For the proposed interleaver the parameters of importance are  $d$  and  $\Delta s$  and by correctly choosing them we can design interleavers with performance better than the linear interleaver.

The procedure we use for finding good interleavers is as follows. Assuming the interleaver length and the cycle length  $\tau$  of the component encoder is known, we first fix the value  $d$  and determine the elements of the cycle set. For each element in the cycle set, we calculate the hamming weight of the turbo codewords produced by  $\tau$  weight-2 errors using the procedure in Figure 4 and record the minimum codeword weight.

The value of  $\Delta s$  that is chosen is the one that produces the largest minimum codeword weight for  $\tau$  weight-2 errors for a given value of  $d$ . In the case where the codeword weight is the same, the multiplicity and  $\Delta s$  are used as a tie breaker.

It is essential to limit the range of  $d$  to search from and we set it to odd integer values between  $(\sqrt{N}, N/2)$

Table 1 shows the best values of  $d$ ,  $\Delta s$  as well as the value of the minimum weight codeword and its multiplicity ( $N_{free}$ ) for an interleaver of length,  $N = 256$ . The component encoder used is  $\frac{1+D^2}{1+D+D^2}$  (octal notation: 5/7)

$d$	17	31	47
$\Delta s(5/7)$	64	128	64
$d_{eff}$	38	38	38
$N_{free}$	207	208	209

Table 1: best value of  $d$  and corresponding value of  $\Delta s$  and the value of the minimum weight codeword for turbo codes with 5/7  $N = 256$

Figure 6 shows simulation results for Table 1.

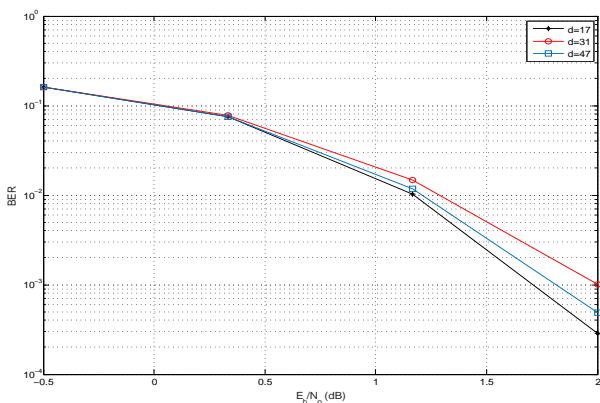


Figure 6: Simulation Results for Table 1

## 5 Results

Given an Interleaver of size  $N = 2^n$  and component code, the search for good multi-shift interleavers is an evaluation of the best combination of  $d$  and  $\Delta s$ . We use the procedure outlined in Section 4 to find the best value of  $d$  and  $\Delta s$ . In this section, we present simulation results for turbo codes designed using the multi-shift interleaver using different component codes. Figure () and for Figure () are the simulation results for the 5/7 component code and the 7/5 component code. The performance is compared with the Linear interleaver. The interleaver length  $N = 1024$ . In Figure (), the performance of the multi-shift interleaver is compared with the Linear interleaver for the 5/7 component code with interleaver length 16384

## 6 Conclusion

## 7 References

- [1] John G. Proakis, Masoud Salehi. "Digital Communications", Fifth Edition, Chapter 8, McGraw-Hill.
- [2] Oscar Y. Takeshita, Member, IEEE, and Daniel J. Costello, "New Deterministic Interleaver Designs for Turbo Codes", IEEE Trans. Inform. Theory, vol. 46, pp. 1988-2006, Nov. 2000
- [3] L. C. Perez, J. Seghers, D. J. Costello, Jr., "A distance spectrum interpretation of turbo codes", IEEE Trans. Inform. Theory, vol. 42, pp. 1698-1709, Nov. 1996.
- [4] C. Berrou, A. Glavieux and P. Thitimajshima, "Near Shannon limit error-correcting coding and decoding: Turbo codes", Proc. Intern. Conf. Communications (ICC), Geneva, Switzerland, pp. 1064- 1070, May 1993.
- [5] Jing Sun, Oscar Y. Takeshita "Interleavers for Turbo Codes Using Permutation Polynomials over Integer Rings", IEEE Trans. Inform. Theory, vol. 51, pp. 101 - 119 Jan. 2005.
- [6] S. Benedetto and G. Montorsi, Unveiling turbo codes: Some results on parallel concatenated coding schemes, IEEE Trans. Inform. Theory, vol. 42, pp. 409428, Mar. 1996.