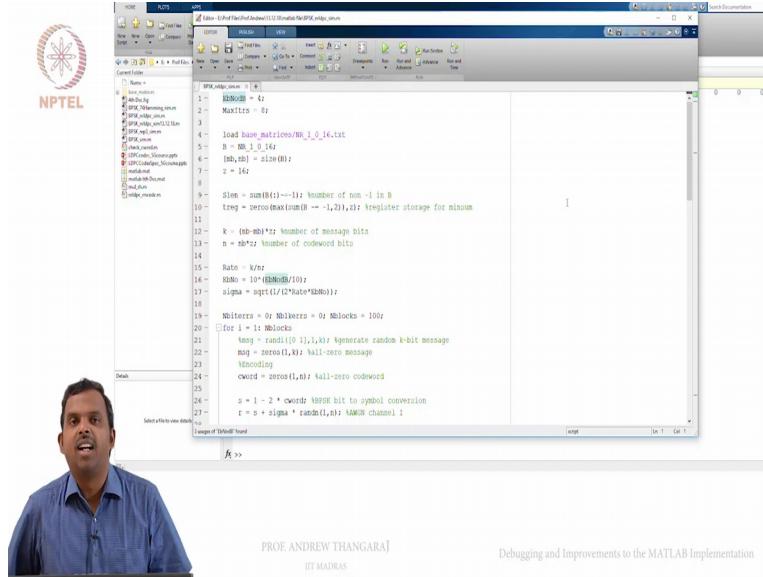


**LDPC and Polar codes in 5G Standard**  
**Professor Andrew Thangaraj**  
**Department of Electrical Engineering**  
**Indian Institute of Technology Madras**  
**Debugging and Improvements to the MATLAB Implementation**

(Refer Slide Time: 00:15)

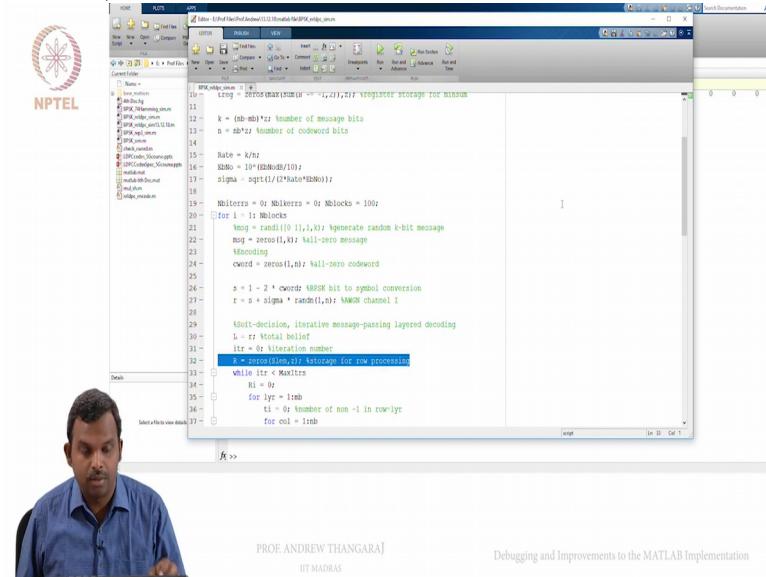


Hello. Welcome to this lecture on LDPC decoding. In the previous lecture we did some MATLAB coding and we coded the LDPC message passing decoder.

If you remember we did not fully debug it. We mostly write and then I did some initial debugging. I will show you some of the changes I made. And then maybe we will make a few changes and run it and see how it works, Ok. So that is going to be the agenda for this class, Ok.

So if you look at this code, I made a few changes. The first change was at this line; at line 10 I had the initialization for the storage matrix for the row processing. That needs to actually move inside the block's,

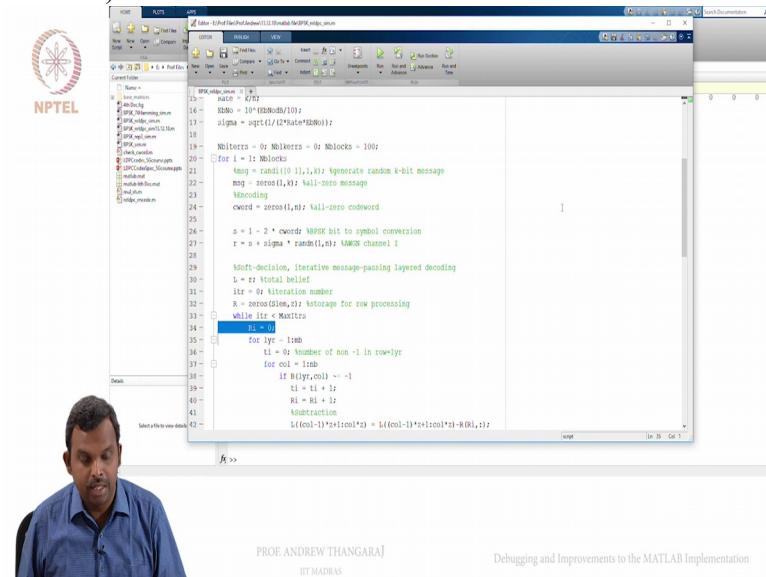
(Refer Slide Time: 00:59)



block's loop. Because for every block you have to reset this R to 0, Ok. So that I moved inside this for i equal to 1 to n blocks.

And the next thing is this R i,

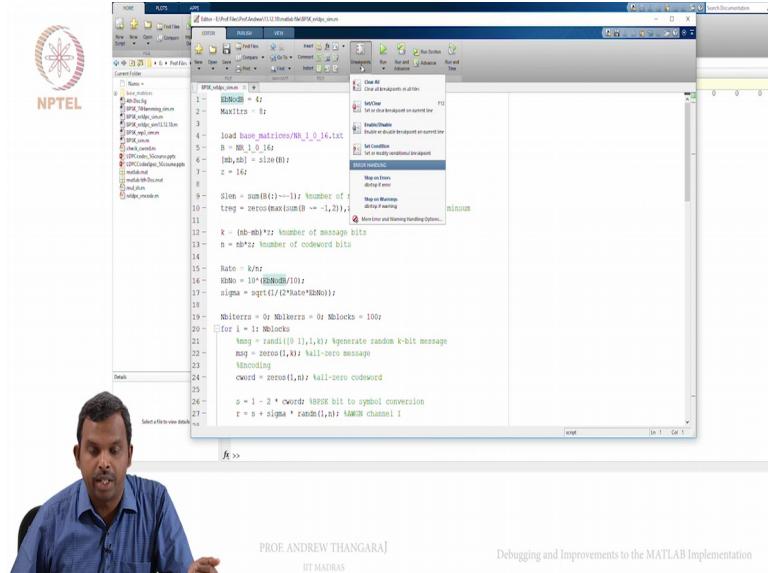
(Refer Slide Time: 01:10)



$R_i$  needs to be initialized to 0 at the top of every iteration. So we start a new iteration, it has to start with  $R_i = 0$ , Ok. So that also I moved inside the while loop. These are the two changes I made.

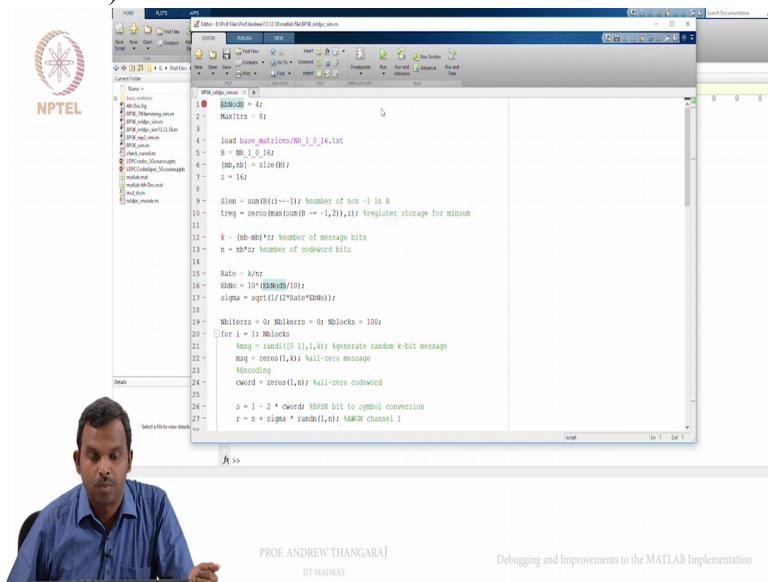
With these two changes this code pretty much seems to be working. It is giving the expected results. So what I am going to do is first run through one step by step, I will run through this code and show you how, how the whole thing is working, Ok. So let us put

(Refer Slide Time: 01:39)



breakpoint here,

(Refer Slide Time: 01:41)



Ok.

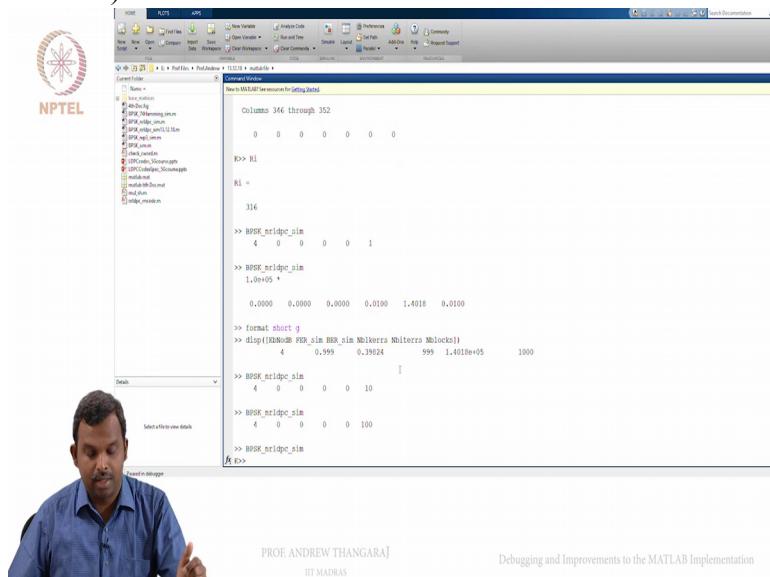
So this is something important. You will single step-through the code to see how it works. And then if you run it, your debugger stopped it there and then you can start single stepping, Ok.

So this is loading base matrix, assigning it to this, we do not expect too many errors here. This is the number of non minus 1s in B and then you assign a t reg, and then k and n, Rate, E b over N naught sigma, initialize k into the loop Ok.

So this is message codeword and then the symbol r, L equals r, is being initialized and we start the recursion, Ok, start the decoder.

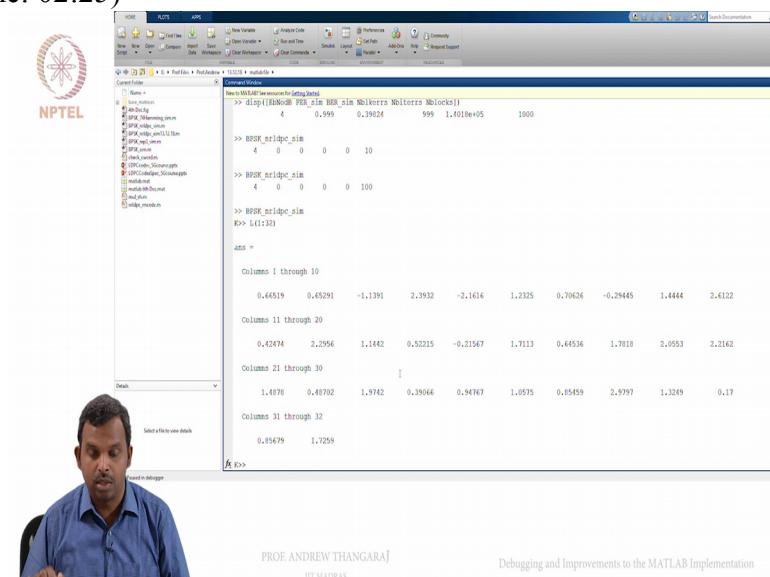
Ok

(Refer Slide Time: 02:20)



so let us see a few values. May be you can see L of 1 colon 32, the first two

(Refer Slide Time: 02:25)



blocks so those are the received vectors. Remember we transmitted the all zero codeword, right. So anything positive is no error. Anything negative is error, Ok.

So we sent error plus 1 or B P S K is plus 1 or minus 1 and we added Gaussian noise. And you can look at the sigma, sigma will be fairly large,

(Refer Slide Time: 02:44)

```

>> RPSK_tridgec.m
A = 0 0 0 0 100
>> RPSK_tridgec.m
E= L(1:12)
B= B(1:12)

ans =
Columns 1 through 10
0.46519 0.465291 -1.1391 2.3932 -2.1616 1.2325 0.70426 -0.29445 1.4444 2.4122
Columns 11 through 20
0.42474 2.2956 1.1442 0.52215 -0.21567 1.7113 0.44534 1.7918 2.0553 2.2162
Columns 21 through 30
1.4078 0.40702 1.9742 0.39044 0.94767 1.0575 0.05459 2.9797 1.3249 0.17
Columns 31 through 32
0.45479 1.7259

>> sigma
sigma =
0.79438

>> k
k =
352

```

Ok so some point 7 8 because remember the code rate is really, really low, right, so if you remember  $k$ ,  $k$  will be something

(Refer Slide Time: 02:52)

```

>> RPSK_tridgec.m
A = 0 0 0 0 100
>> RPSK_tridgec.m
E= L(1:12)
B= B(1:12)

ans =
Columns 1 through 10
0.46519 0.465291 -1.1391 2.3932 -2.1616 1.2325 0.70426 -0.29445 1.4444 2.4122
Columns 11 through 20
0.42474 2.2956 1.1442 0.52215 -0.21567 1.7113 0.44534 1.7918 2.0553 2.2162
Columns 21 through 30
1.4078 0.40702 1.9742 0.39044 0.94767 1.0575 0.05459 2.9797 1.3249 0.17
Columns 31 through 32
0.45479 1.7259

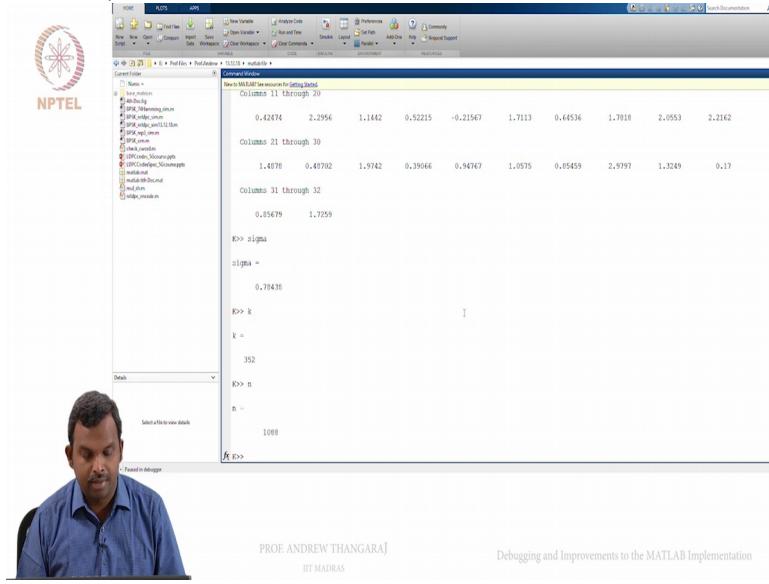
>> sigma
sigma =
0.79438

>> k
k =
352

```

like 352,

(Refer Slide Time: 02:54)



The screenshot shows a MATLAB interface. In the command window, the user has run a script or function that outputs several variables. The variables include:

- Columns 21 through 30
- Columns 31 through 32
- $\sigma$
- $k$
- $n$
- $R$

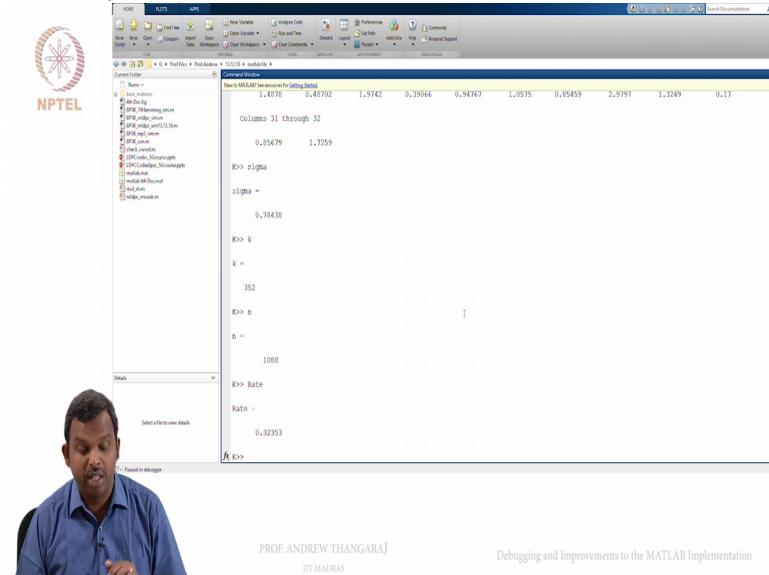
The output values are:

- Columns 21 through 30: 0.4274, 2.2956, 1.1442, 0.52215, -0.21567, 1.7113, 0.64536, 1.7818, 2.0553, 2.2162
- Columns 31 through 32: 1.4078, 0.40702, 1.9742, 0.29064, 0.94767, 1.0575, 0.05459, 2.5979, 1.3249, 0.17
- $\sigma = 0.78438$
- $k = 352$
- $n = 1088$
- $R = 0.32353$

$n$  is 1088, Ok.

So the code rate, if you look at it, I think I had a Rate here which is

(Refer Slide Time: 03:04)



The screenshot shows a MATLAB interface. In the command window, the user has run a script or function that outputs several variables. The variables include:

- Columns 31 through 32
- $\sigma$
- $k$
- $n$
- $R$

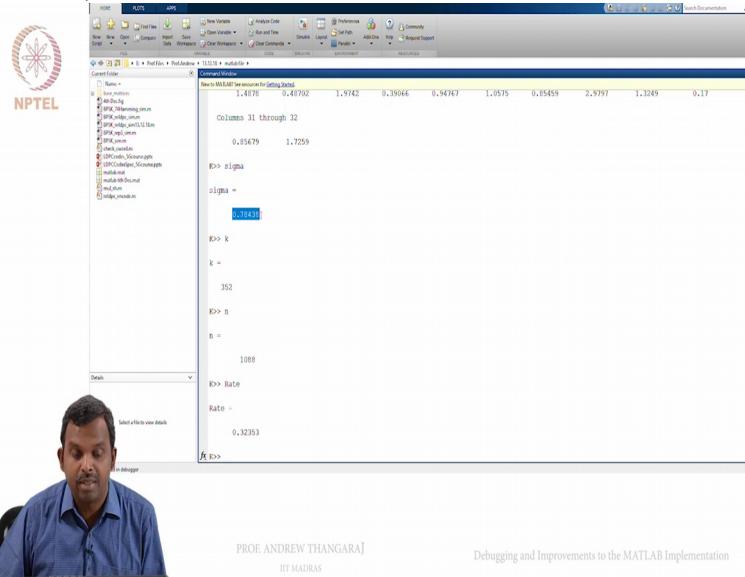
The output values are:

- Columns 31 through 32: 0.4078, 0.40702, 1.9742, 0.29064, 0.94767, 1.0575, 0.05459, 2.5979, 1.3249, 0.17
- $\sigma = 0.78438$
- $k = 352$
- $n = 1088$
- $R = 0.32353$

point 3, Ok. So it is like one third roughly one third, slightly smaller than that for some reason. So we will see why, why that is so. Because that are 46 by 68 right so this is slightly smaller than one third.

So  $E_b/N_0$  of 4 dB and all is quite high  $E_b/N_0$ , but still the noise will be quite low, quite high. Sigma is point 7848.

(Refer Slide Time: 03:29)



The screenshot shows a MATLAB interface. The command window displays the following text:

```
>> BPSK_RxLPC_SLM
>> L(1112)
ans
Columns 1 through 10
0.46519 0.45291 0.7113 2.2532 -2.1616 1.2325 0.70426 -0.29445 1.4444 2.4122
Columns 11 through 20
0.42074 2.2556 1.1442 0.52215 -0.21547 1.7113 0.64534 1.7818 2.0553 2.2162
Columns 21 through 30
1.4070 0.40702 1.9742 0.39046 0.94767 1.0375 0.65459 2.5977 1.3249 0.17
Columns 31 through 32
0.45679 1.7259
```

Following this, the variables `sigma`, `k`, and `n` are defined. The `Rate` is set to 0.32353.



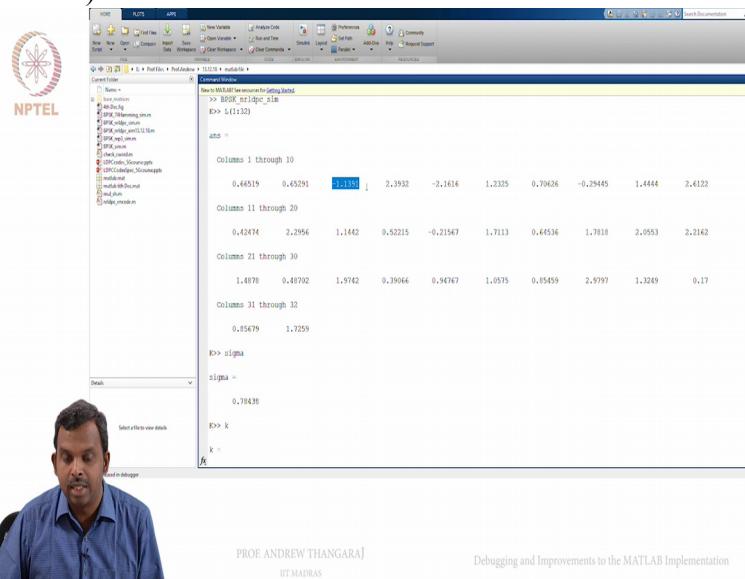
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So you can expect quite high noise. And you can see, so many of the

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The screenshot shows a MATLAB interface. The command window displays the following text:

```
>> BPSK_RxLPC_SLM
>> L(1112)
ans
Columns 1 through 10
0.46519 0.45291 0.7113 2.2532 -2.1616 1.2325 0.70426 -0.29445 1.4444 2.4122
Columns 11 through 20
0.42074 2.2556 1.1442 0.52215 -0.21547 1.7113 0.64534 1.7818 2.0553 2.2162
Columns 21 through 30
1.4070 0.40702 1.9742 0.39046 0.94767 1.0375 0.65459 2.5977 1.3249 0.17
Columns 31 through 32
0.45679 1.7259
```

Following this, the variables `sigma`, `k`, and `n` are defined. The `Rate` is set to 0.70438.



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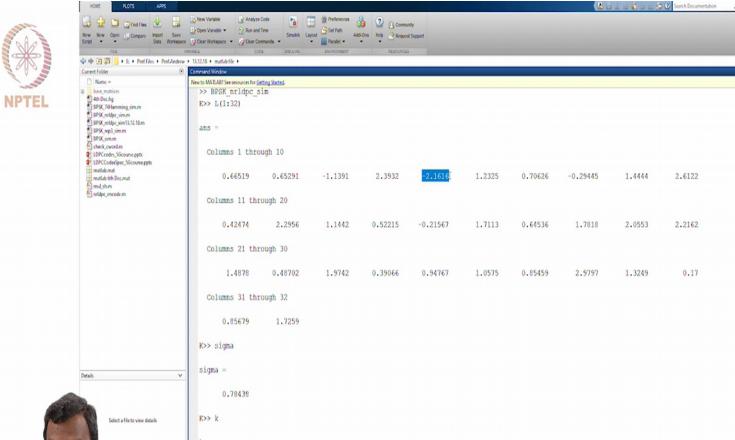
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received words are in error.

Ok, if you look at this minus 2,

(Refer Slide Time: 03:37)



The MATLAB Command Window displays the following code and errors:

```
>> BPSK_RxLPC_g1m
E>> L(11:12)

ans =
```

Columns 1 through 10

0.46819	0.49291	-1.1391	2.3932	-2.1616	1.2325	0.70426	-0.29495	1.4444	2.4122
---------	---------	---------	--------	---------	--------	---------	----------	--------	--------

Columns 11 through 20

0.42074	2.2956	1.1442	0.52215	-0.21547	1.7113	0.64534	1.7818	2.0553	2.2162
---------	--------	--------	---------	----------	--------	---------	--------	--------	--------

Columns 21 through 30

1.4078	0.49702	1.9742	0.39046	0.94767	1.0575	0.15459	2.9797	1.3249	0.17
--------	---------	--------	---------	---------	--------	---------	--------	--------	------

Columns 31 through 32

0.45679	1.7259
---------	--------

```
I>> sigma
sigma =
0.70438
I>> k
k =
```

At the bottom, there is a note: *Use in debugger*.



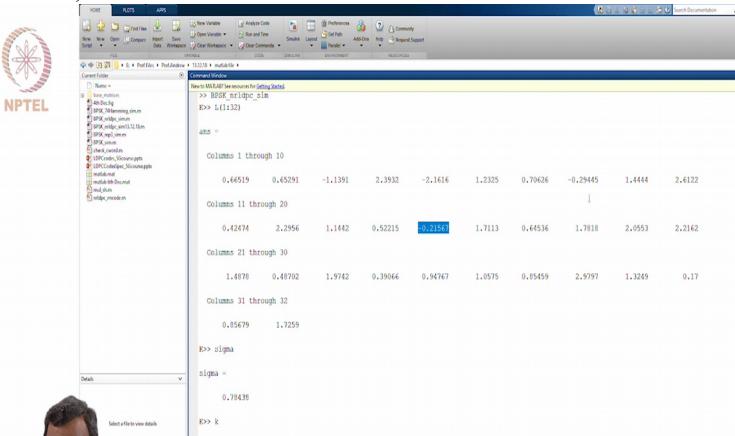
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Ok so that is lot of error, minus point 2,

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The MATLAB Command Window displays the following code and results:

```
>> BPSK_RxLPC_g1m
E>> L(11:12)

ans =
```

Columns 1 through 10

0.46819	0.49291	-1.1391	2.3932	-2.1616	1.2325	0.70426	-0.29495	1.4444	2.4122
---------	---------	---------	--------	---------	--------	---------	----------	--------	--------

Columns 11 through 20

0.42074	2.2956	1.1442	0.52215	-0.21547	1.7113	0.64534	1.7818	2.0553	2.2162
---------	--------	--------	---------	----------	--------	---------	--------	--------	--------

Columns 21 through 30

1.4078	0.49702	1.9742	0.39046	0.94767	1.0575	0.15459	2.9797	1.3249	0.17
--------	---------	--------	---------	---------	--------	---------	--------	--------	------

Columns 31 through 32

0.45679	1.7259
---------	--------

```
I>> sigma
sigma =
0.70438
I>> k
k =
```

At the bottom, there is a note: *Use in debugger*.



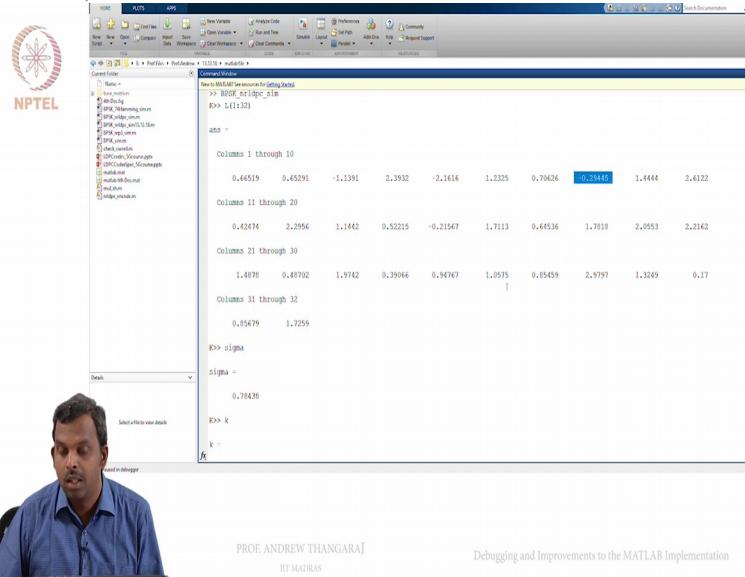
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minus point 9,

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The screenshot shows a MATLAB Command Window with the following text:

```
>> BLSR_R1dpc_glm
>> L(1112)
ans =
Columns 1 through 10
0.46519 0.49291 -1.1391 2.3932 -2.1616 1.2325 0.70426 -0.29445 1.4444 2.4122
Columns 11 through 20
0.42074 2.2956 1.1442 0.52215 -0.21547 1.7113 0.64534 1.7818 2.0553 2.2162
Columns 21 through 30
1.4078 0.40702 1.9742 0.39046 0.94767 1.0575 0.15459 2.9797 1.3249 0.17
Columns 31 through 32
0.45679 1.7259
>> sigma
sigma =
0.70438
>> k
k =
f
```

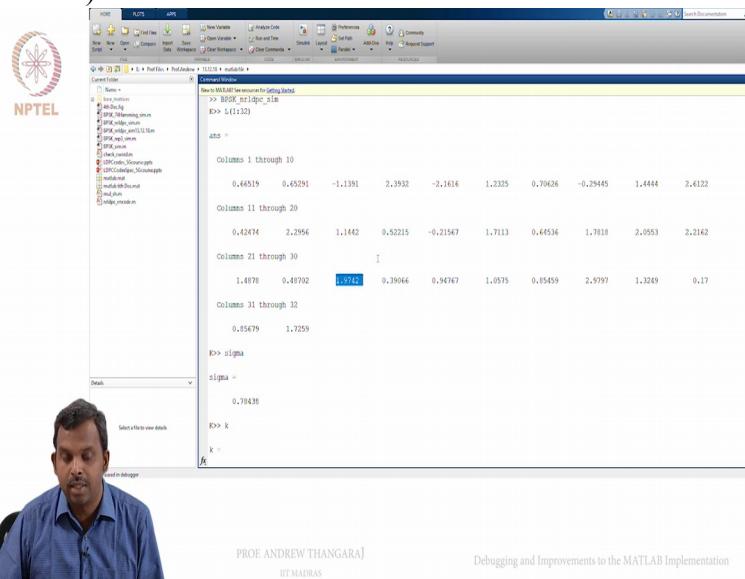


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quite a few things are in error. But few things are not in error on the other side

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The screenshot shows a MATLAB Command Window with the following text:

```
>> BLSR_R1dpc_glm
>> L(1112)
ans =
Columns 1 through 10
0.46519 0.49291 -1.1391 2.3932 -2.1616 1.2325 0.70426 -0.29445 1.4444 2.4122
Columns 11 through 20
0.42074 2.2956 1.1442 0.52215 -0.21547 1.7113 0.64534 1.7818 2.0553 2.2162
Columns 21 through 30
1.4078 0.40702 1.9742 0.39046 0.94767 1.0575 0.15459 2.9797 1.3249 0.17
Columns 31 through 32
0.45679 1.7259
>> sigma
sigma =
0.70438
>> k
k =
f
```



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also. But you have errors, Ok. So clearly there are errors. And one needs to see how this can get corrected as we run the iterations, Ok.

So if you run more and more iterations it should

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```

1.40724 % LDPC decoding
23 % MinCoding
24 % codew = zeros(1,m); half-zero codeword
25 % s = 1 + 2 * codew * WNRX bit to symbol conversion
26 % r = s + sigma * randn(1,n); AWGN channel 1
27 %
28 % Soft-decision, iterative message-passing layered decoding
29 % l = rr total belief
30 % ltr = 0; iteration number
31 % R = zeros(m,m); storage for row processing
32 % while ltr < M
33 %   while l < M
34 %     Rl = 0;
35 %     for lyc = 1:m
36 %       ti = 0; number of non -1 in row ly
37 %       for col = 1:m
38 %         if B(ltr,col) == -1
39 %           ti = ti + 1;
40 %           Rl = Rl + 1;
41 %         end
42 %       end
43 %       subtraction
44 %       L(i,col-1)*r(i,col)*t(i) = L(i,col-1)*r(i,col)*R(i,ltr);
45 %       R(i,ltr) = mil.shif((col-1)*r(i,col)*s,B(ltr,col));
46 %     end
47 %   end
48 %   balance on trap ti < s
49 %   for i = 1:m trap(t(i,1))
50 %     [min1,pop] = min(abs(trap(t(i,1),1)));
51 %   end
52 % end
53 % t = trap(t,1);
54 % Rate = 0.32353
55 %

```

hopefully corrected so you can see here I am going through the row processing each layer or each block row in the, in the base matrix and for every block row I am going to try and do the minsum processing but first thing is you have to do the subtraction.

First loop does the subtraction part and row alignment and storing it and this t reg, Ok

(Refer Slide Time: 04:21)

```

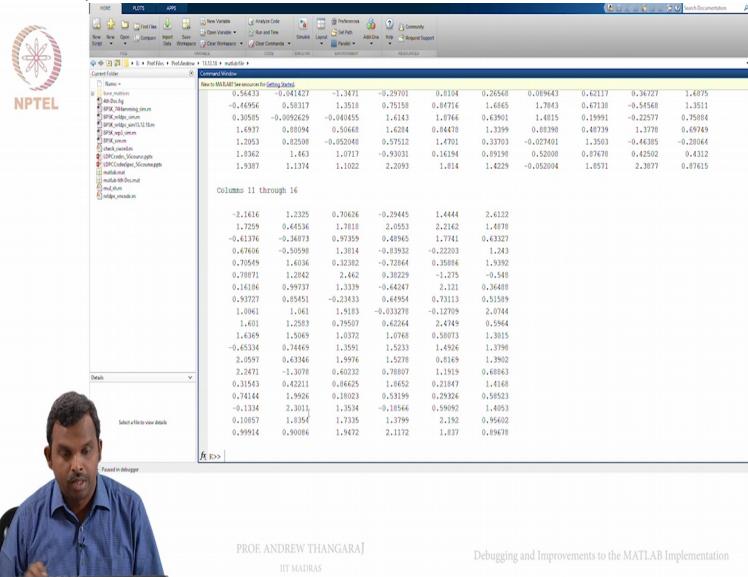
1.40724 % LDPC decoding
23 % MinCoding
24 % codew = zeros(1,m); half-zero codeword
25 % s = 1 + 2 * codew * WNRX bit to symbol conversion
26 % r = s + sigma * randn(1,n); AWGN channel 1
27 %
28 % Soft-decision, iterative message-passing layered decoding
29 % l = rr total belief
30 % ltr = 0; iteration number
31 % R = zeros(m,m); storage for row processing
32 % while ltr < M
33 %   while l < M
34 %     Rl = 0;
35 %     for lyc = 1:m
36 %       ti = 0; number of non -1 in row ly
37 %       for col = 1:m
38 %         if B(ltr,col) == -1
39 %           ti = ti + 1;
40 %           Rl = Rl + 1;
41 %         end
42 %       end
43 %       subtraction
44 %       L(i,col-1)*r(i,col)*t(i) = L(i,col-1)*r(i,col)*R(i,ltr);
45 %       R(i,ltr) = mil.shif((col-1)*r(i,col)*s,B(ltr,col));
46 %     end
47 %   end
48 %   balance on trap ti < s
49 %   for i = 1:m trap(t(i,1))
50 %     [min1,pop] = min(abs(trap(t(i,1),1)));
51 %   end
52 % end
53 % t = trap(t,1);
54 % Rate = 0.32353
55 %

```

so if remember that is what it does.

So, so if you let it run through for the first layer, if you let it run and run to the cursor, if you can look at this t reg,

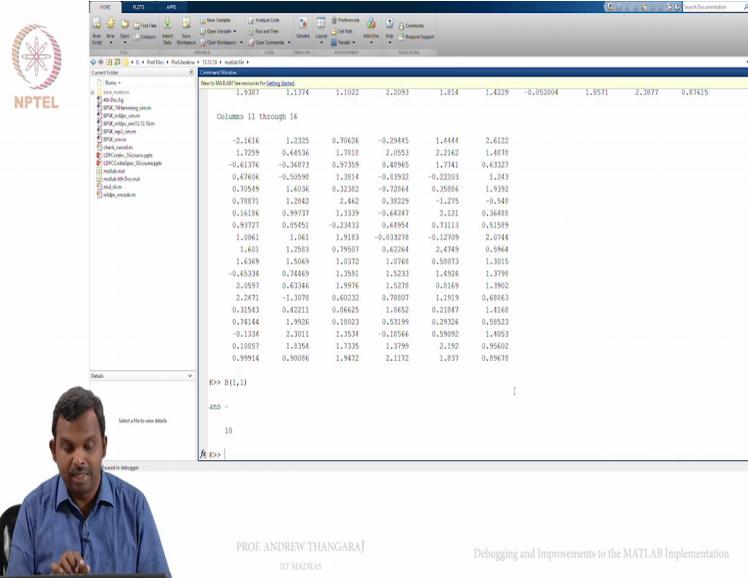
(Refer Slide Time: 04:33)



it will give you an idea of what is going on. So it needs to have, if I am not wrong 19 rows, because there were 19 non minus 1s in the first block row, Ok and then each row will have 16 values.

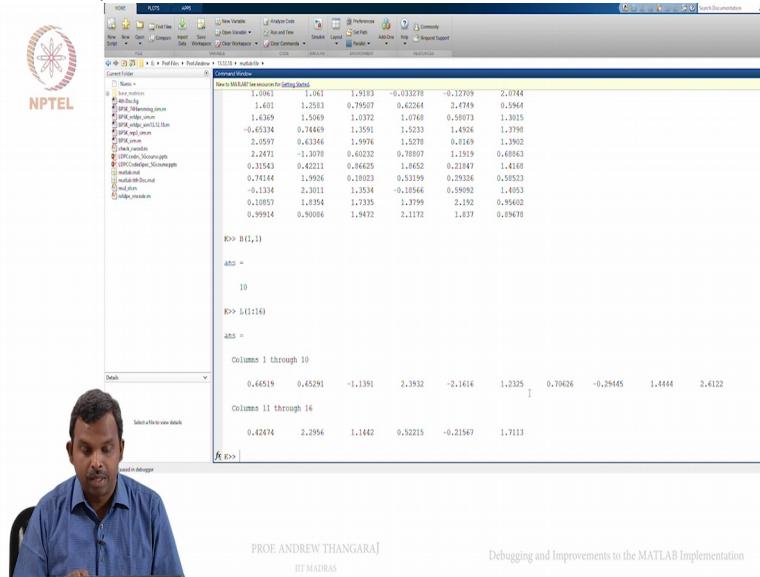
These are the aligned values corresponding to the first thing. So for instance if you look at B of 1 comma 1,

(Refer Slide Time: 04:52)



it is 10, Ok. Then if you look at L of 1 colon 16,

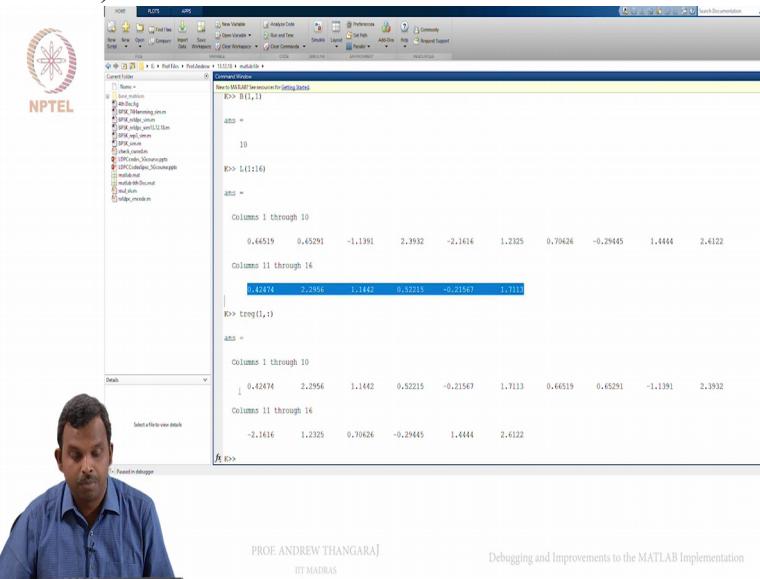
(Refer Slide Time: 04:56)



this is the actual received value column aligned Ok. Now this B of 1 comma 1 is 10, so you have to rotate it by 10 positions and if you look at the t reg of 1 comma colon it will be the same thing rotated by 10 positions.

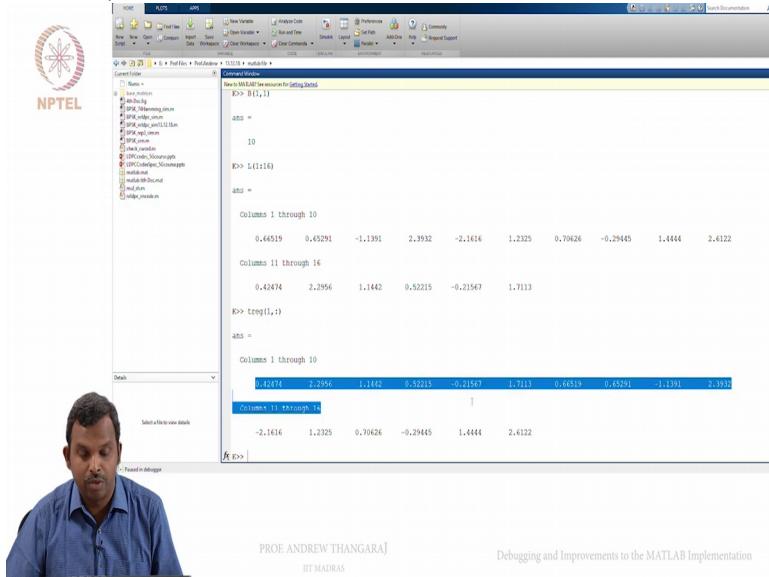
So we will start

(Refer Slide Time: 05:12)



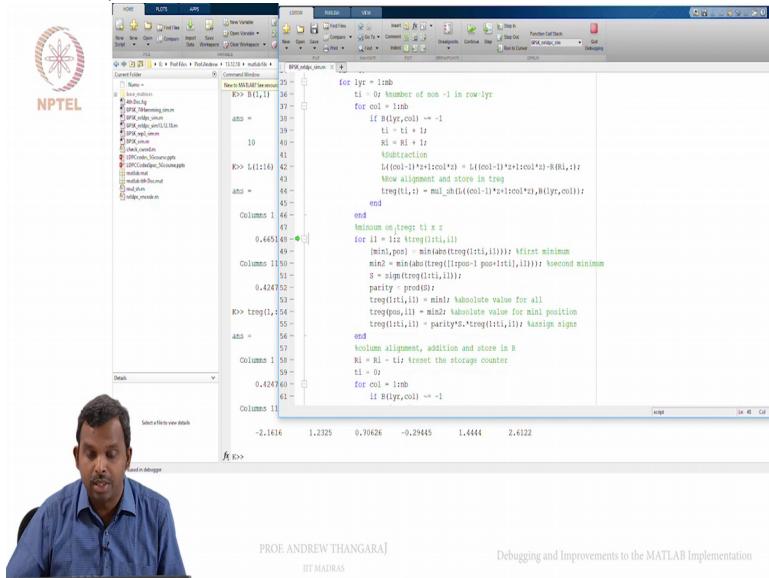
at the 11th column. So you can see this is what starts here,

(Refer Slide Time: 05:15)



point 4 2 4 7 4. So now if proceed, it starts at the eleventh column and then it is rotating. So this has happened. So this is t reg for you. Ok. Now if you proceed this loop does the minsum processing,

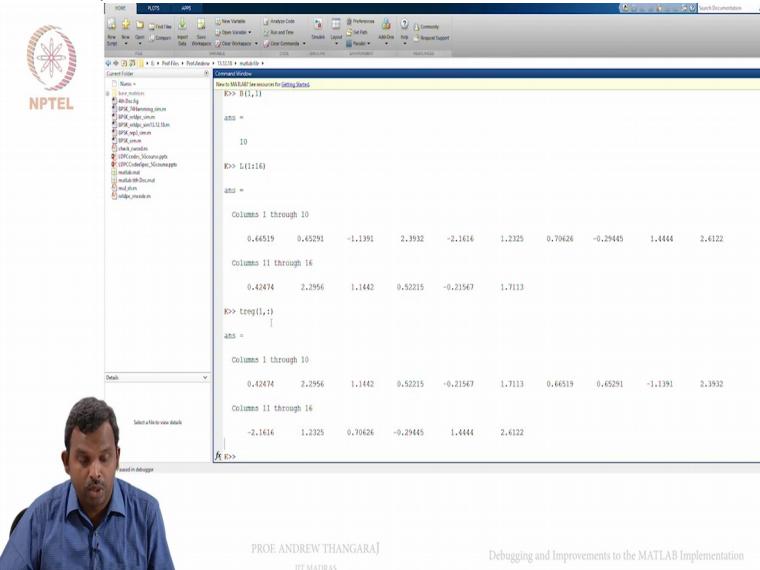
(Refer Slide Time: 05:26)



right. And it works just on t reg, and if you fully finish the minsum, you expect the min 1 and min 2 to replace the value.

So if you

(Refer Slide Time: 05:35)



The screenshot shows a MATLAB interface with the command window open. The command `treg(11,:)` has been entered, resulting in the following output:

```
ans =  
10  
10>> L1(1:16)  
ans =  
  
Columns 1 through 10  
0.46519 0.46291 -1.1391 2.3932 -2.1616 1.2325 0.79426 -0.29445 1.4444 2.4122  
Columns 11 through 16  
0.42474 2.2956 1.1442 0.52215 -0.21567 1.7113 0.46519 0.45281 -1.1391 2.3932  
10>> treg(11,:)  
ans =  
  
Columns 1 through 10  
0.42474 2.2956 1.1442 0.52215 -0.21567 1.7113 0.46519 0.45281 -1.1391 2.3932  
Columns 11 through 14  
-2.1616 1.2325 0.79426 -0.29445 1.4444 2.4122  
10>>
```



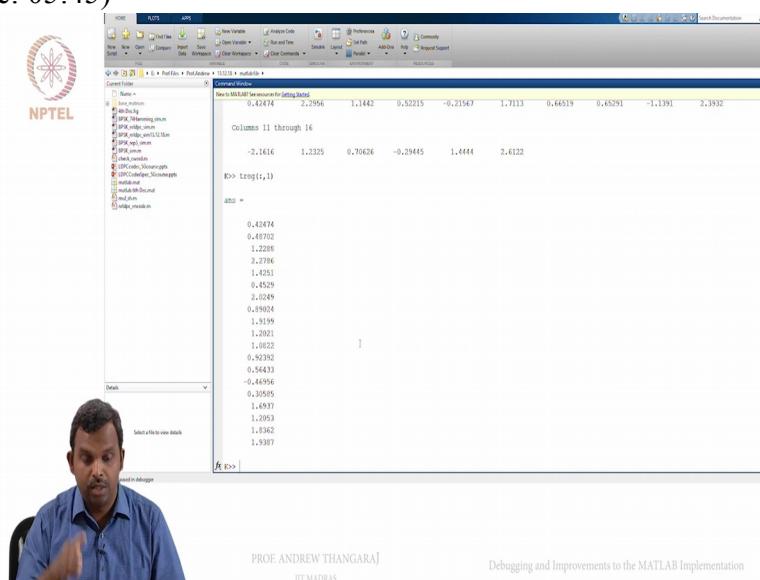
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go through and look at `t reg` of 1 comma colon, so, so this is not, `t reg` of 1 comma colon is not where the `minsum` has run. On the other hand it is `t reg` of colon comma 1,

(Refer Slide Time: 05:45)



The screenshot shows a MATLAB interface with the command window open. The command `treg(11,:)` has been entered, resulting in the following output:

```
ans =  
10>> L1(1:16)  
ans =  
  
Columns 11 through 14  
-2.1616 1.2325 0.79426 -0.29445 1.4444 2.4122  
10>> treg(11,:)  
ans =  
  
0.42474  
0.48702  
1.2298  
2.2796  
1.4251  
1.4529  
2.0249  
0.19084  
1.9199  
1.2021  
1.0822  
0.9727  
0.54433  
-0.14956  
0.10595  
1.4937  
1.2053  
1.0362  
1.9307  
10>>
```



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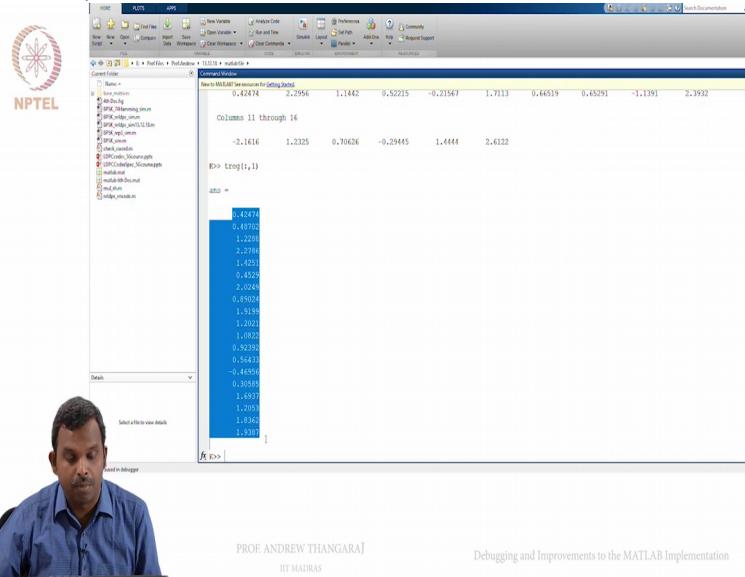
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Ok the first column, remember. So I rotated the `t reg`, aligned it and then stored it as a row, ok. 16 values I stored as a row, so my first column in `t reg` is actually the first expanded row in the parity check matrix, Ok.

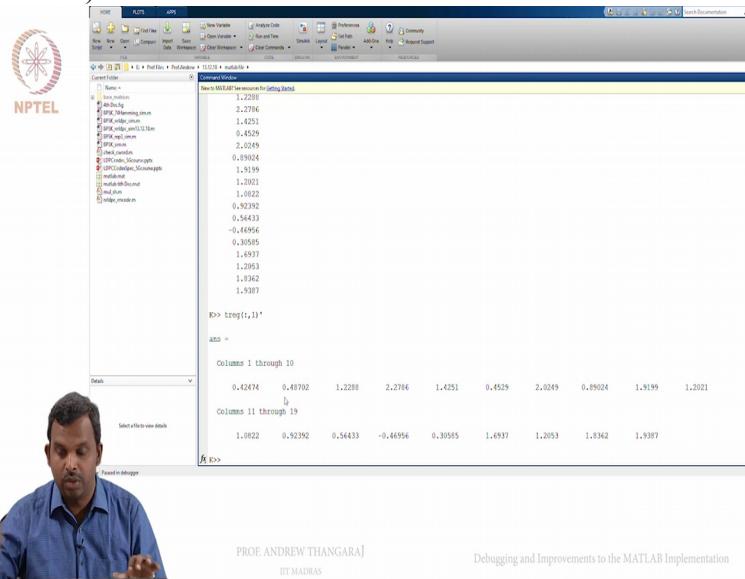
So I will look at the first column and on this the

(Refer Slide Time: 06:04)



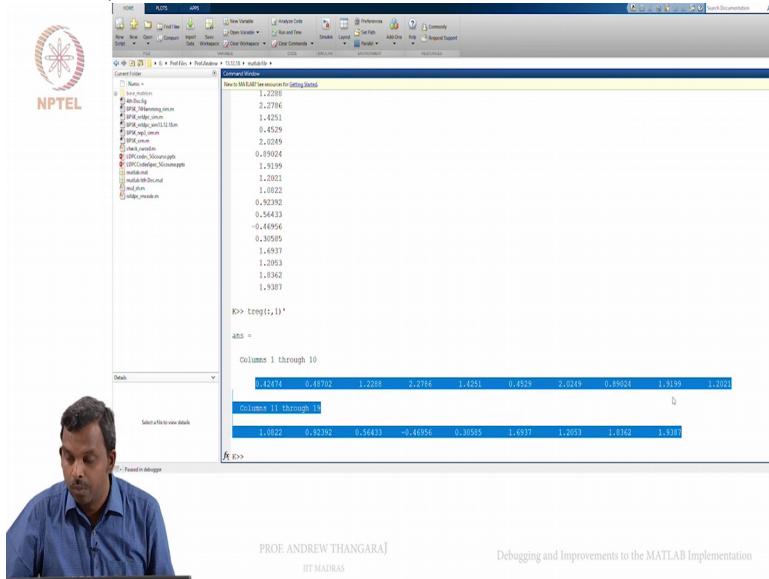
minsum is run, Ok. So to look at it a bit more cleanly may be I look at the transpose

(Refer Slide Time: 06:08)



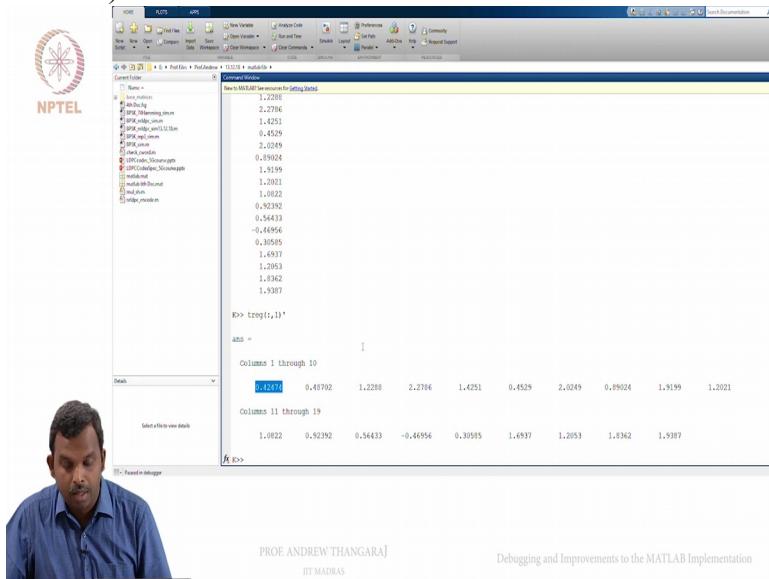
of this so that you can see it is a row. So we need to find min 1 and min 2 here, right.

(Refer Slide Time: 06:14)



So if you look at it, maybe we can eyeball min 1 and min 2, point 4 2 looks pretty low to me.

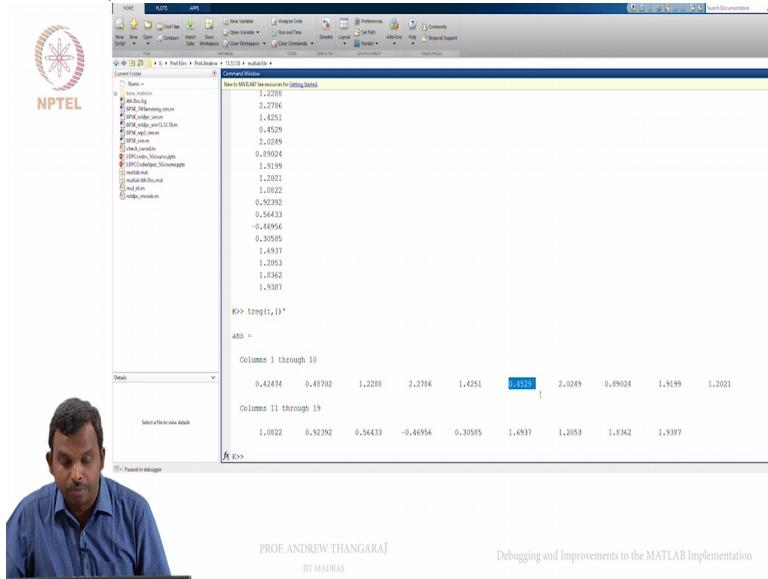
(Refer Slide Time: 06:21)



I do not think there is anything else lower than point 4 2, so yeah this should be min 1, min 1 should be point 4 2.

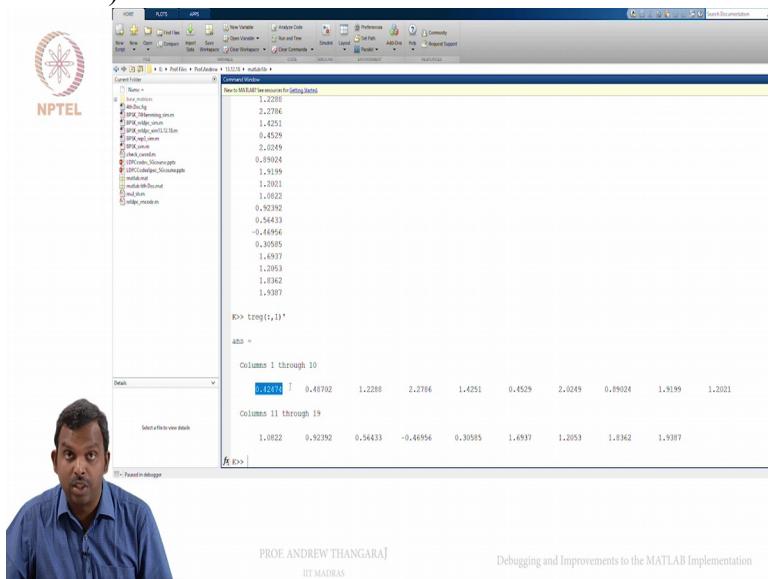
And min 2 looks like it is point 4 5,

(Refer Slide Time: 06:29)



Ok. So min 2 is point 4 5 and min 1 is point 4 2, number 1.

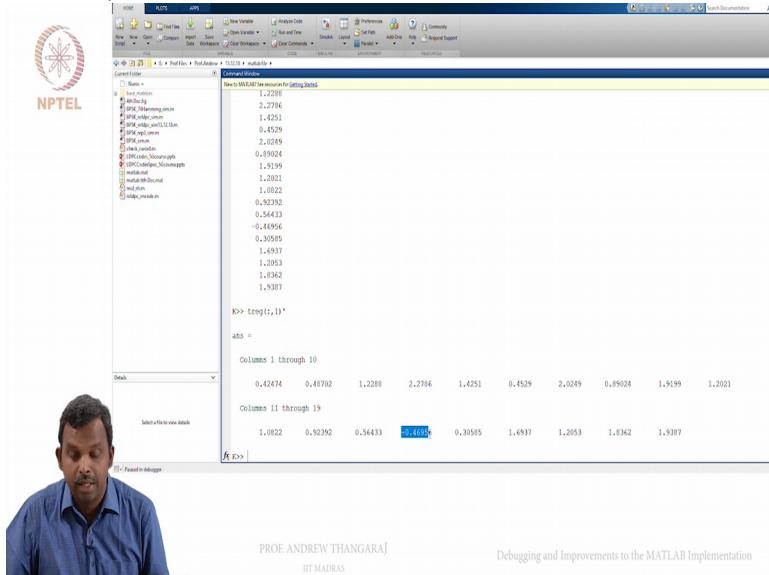
(Refer Slide Time: 06:38)



That is the first thing that minsum calculates. Next is the overall parity. The overall parity is actually minus 1, right. So there is only one minus 1 here. So if I multiply the signs, you will get minus 1.

So after minsum processing I am expecting point 4 2 4 7 4 to be all these values, all these other values will be point 4 2 4 7 4. This alone will be point 4 5 2 9 and then all the signs will be flipped. There will be only positive

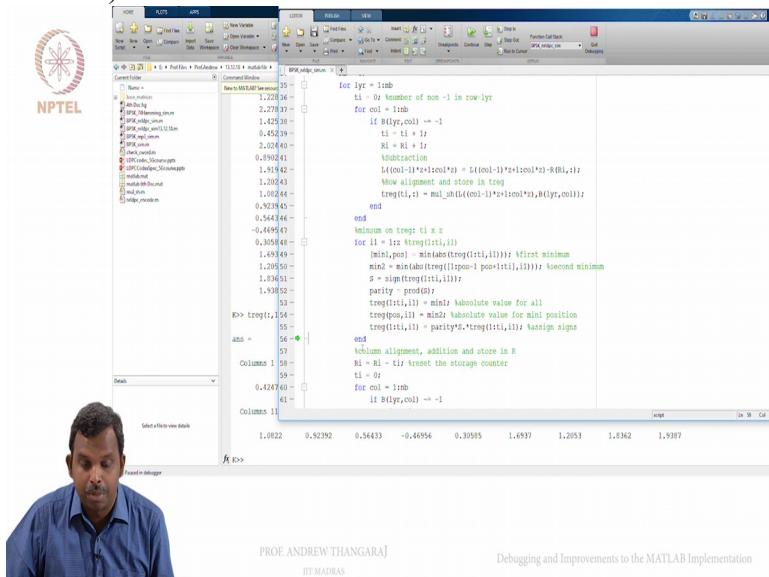
(Refer Slide Time: 07:03)



sign here; everything else will be negative sign. That is what I expect after the minsum. Let us see it happens.

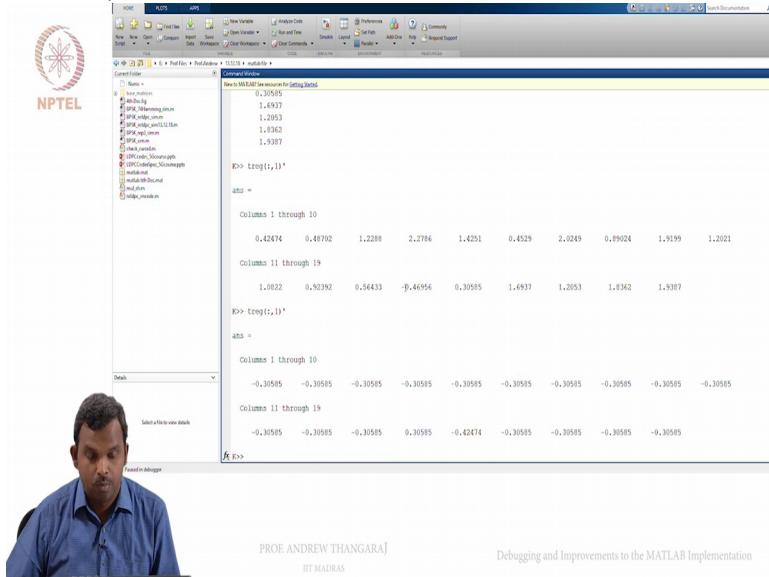
So we run through the minsum, just for this guy then let us say step

(Refer Slide Time: 07:15)



and we see the same thing, right.

(Refer Slide Time: 07:18)

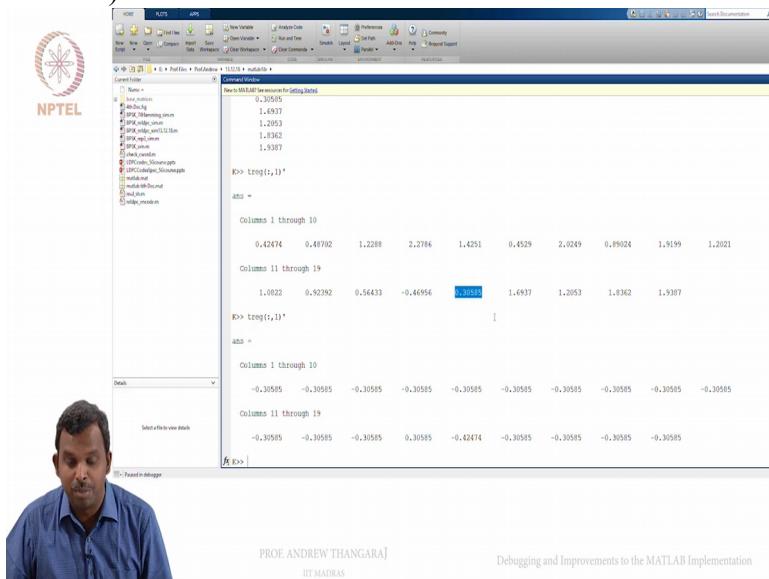


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Debugging and Improvements to the MATLAB Implementation

Ok alright, so I missed one value, as usual, not very surprising. It looks like point 3 0 5 8 5

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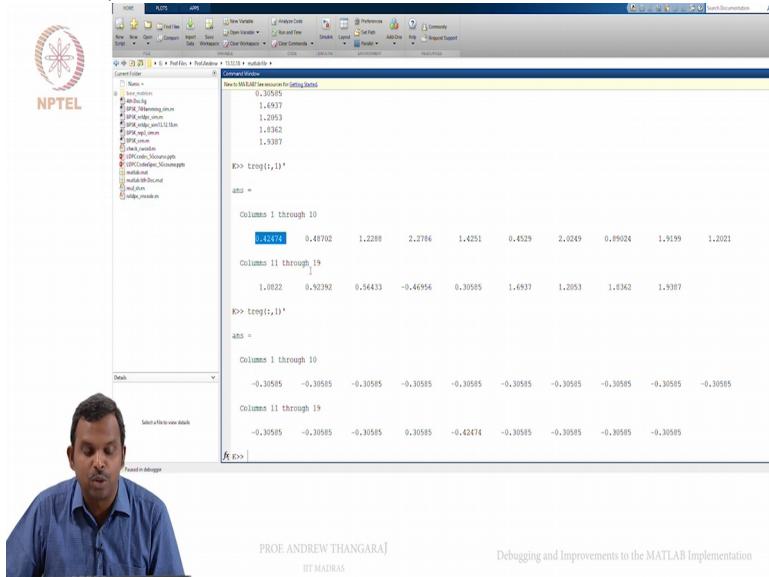
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Debugging and Improvements to the MATLAB Implementation

is min 1, sorry, Ok. So this can happen if you do it by manually, these kind of errors can happen.

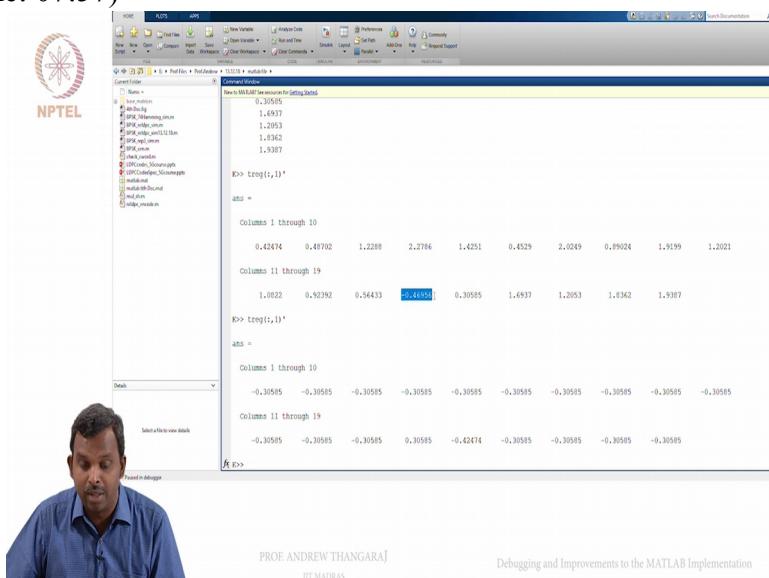
Of course program is not going to make that error. So min 1 I was totally wrong. It is not point 4 2 4 7 4. It was point 3 0 5 8 5, Ok and min 2

(Refer Slide Time: 07:45)



was point 4 2 4 7 4, Ok and of course the program has worked on it and got the whole thing right. So you see the whole thing got replaced by point 3 0 5 8 5 except for this guy

(Refer Slide Time: 07:57)



which is positive sign, everything else is

(Refer Slide Time: 07:59)



NPTEL

File Edit View Insert Save Variables Analyze Code Preferences Help Community Add-Ons Help Support

Current File: C:\Users\91750\OneDrive\Desktop\R\1.R (13 lines)

Comment window

R>> M1<-matrix(1:5,1:5)

0,30585  
1,4937  
1,2053  
1,8362  
1,9307

R>> t=tsg(t,r1)\*

abs =

Columns 1 through 10

0.42474	0.49702	1.2288	2.2786	1.4251	0.4529	2.0249	0.19024	1.9159	1.2021
---------	---------	--------	--------	--------	--------	--------	---------	--------	--------

Columns 11 through 19

1.0822	0.92392	0.54433	-0.46956	0.30585	1.6937	1.2053	1.1362	1.5387	
--------	---------	---------	----------	---------	--------	--------	--------	--------	--

R>> tsg(t,r1)\*

abs =

Columns 1 through 10

-0.30585	-0.30585	-0.30585	-0.30585	-0.30585	-0.30585	-0.30585	-0.30585	-0.30585	-0.30585
----------	----------	----------	----------	----------	----------	----------	----------	----------	----------

Columns 11 through 19

-0.30585	-0.30585	-0.30585	0.20523	-0.42474	-0.30585	-0.30585	-0.30585	-0.30585	
----------	----------	----------	---------	----------	----------	----------	----------	----------	--

Select a file to view details

Search in document



negative sign and the whole thing is working correctly, Ok

So we are expecting this to work correctly. So you can finish off the minsum loop and

(Refer Slide Time: 08:07)

```
if R1<lyr,colj == -1
    t1 = t1 + l2
    R1 = R1 + l2
    substart = 1;
    treg(l1+1+lcol1+j) = t1*(col1-1)*lcol1*j + R1*l1;
    %Now alignment and store in treg
    treg(t1,i) = mul_shvl((col1-1)*lcol1*j),R1*(lyr,co);
end
end
%baseline on treg(t1,i) x i
for l1 = 1 : length(treg(1,:))
    min1, pos1 = minabs(treg(t1,l1)); %First minimum
    min2, pos2 = minabs(treg(t1+1,pow1(l1,1,1))); %second minimum
    S = sign(treg(t1,l1));
    parity = prod(S);
    treg(t1,l1) = min2 * absvalue for all
    treg(t1,l1) = min2 * absvalue for min position
    treg(t1,l1) = parity*S*treg(t1,l1); %Assign sign
end
end
%column alignment, addition and store in R
| R1 = R1 - t1| treat the storage counter
t1 = 0;
for col1 = 1 : lyr
    if R1>col1 == -1
        R1 = R1 + l2
        t1 = t1 + l2
        %Volume alignment
    end
end
```

Select a file to view details

-0.30585 -0.30585 -0.30585 0.30585 -0.42474 -0.30585 -0.30585 -0.30585



come out here

(Refer Slide Time: 08:08)

The screenshot shows a MATLAB session window with the following code:

```
if B(llyr,col) ~= -1
    ti = ti + 1;
    Rl = Rl + 1;
    %Subtraction
    L(i,col-1)*x(i,col)*z = L(i,col-1)*x(i,col)*z-R(Rl,z);
    %Now alignment and store in treq
    treq(ti,:)= mil_shif((col-1)*x(i,col)*z),B(llyr,col));
end
end
%Inclusive sum on treq ti x z
for ll = 1:z:treqlength(ti,:)
    [min1, pos1] = min(abs(treq(ti,1:ll,1))); % First minimum
    min2 = min(abs(treq(ti,1:pos1-1,1:ll,1))); % second minimum
    s = sign(treq(ti,1,1));
    parity = mod(ti,2);
    if parity == 0
        treq(ti,1,1) = min1 %absolute value for all
        treq(ti,1,1) = min2 %absolute value for min position
        treq(ti,1,1) = parity*s*treq(ti,1,1); %Assign signs
    end
    %column alignment, addition and store in R
    Rl = Rl - tiz * treqset the storage counter
    ti = 0;
    for col = 1:tiz
        if col ~= col
            Rl = Rl + 1;
            ti = ti + 1;
            %Column alignment
        end
    end
end
```

The command window shows the following output:

```
-0.30585 -0.30585 -0.30585 0.30585 -0.42474 -0.30585 -0.30585 -0.30585 -0.30585
```

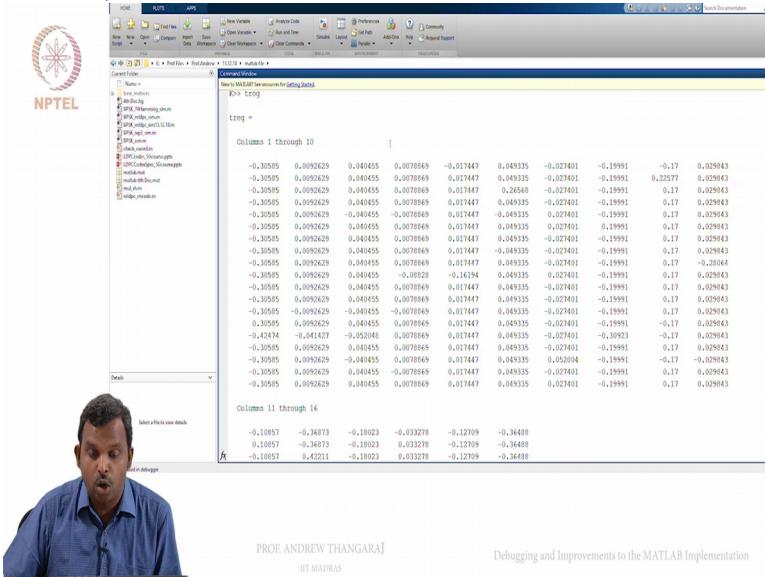
At the bottom left, a man is visible, and at the bottom right, the text "Debugging and Improvements to the MATLAB Implementation" is displayed.

Ok. And then if you look at t reg you will see

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the minsum has worked. Ok, if you look at every column,

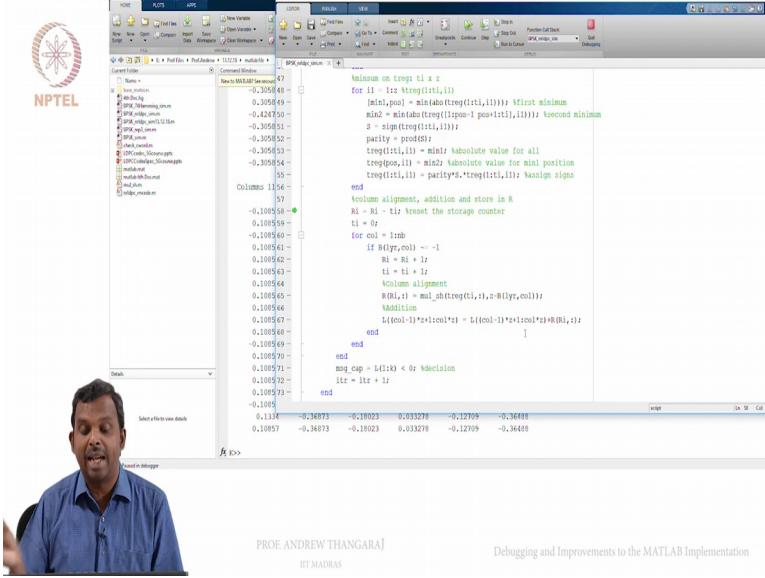
(Refer Slide Time: 08:14)



every column will have only two different values, the minimal value and the next minimal value and the signs are depending on the overall parity, Ok.

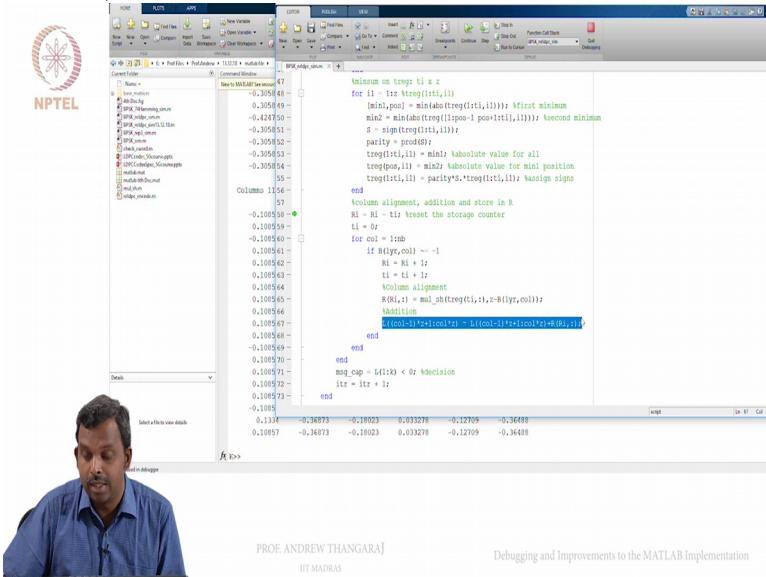
So this is how the minsum has worked. After minsum works, one needs to do the storage back

(Refer Slide Time: 08:29)



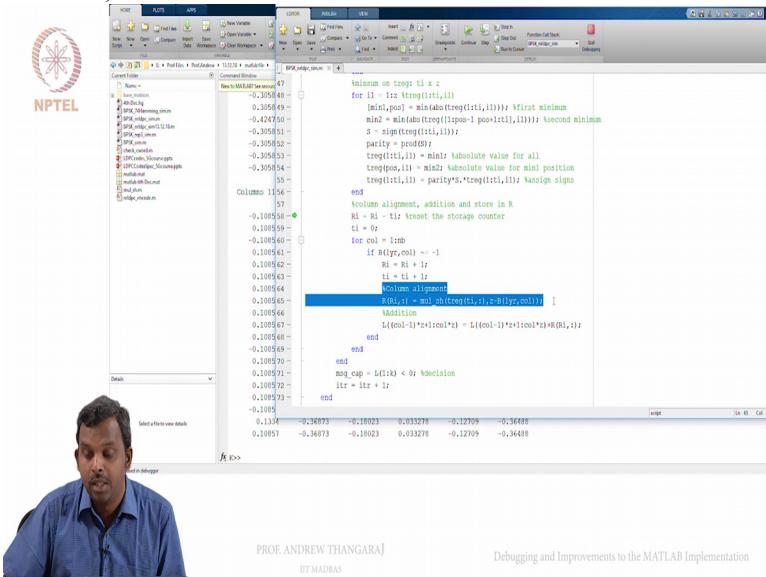
into the, into the R array and this is what this loop does for you. And then, L also gets updated,

(Refer Slide Time: 08:38)



Ok. It gets added and then the storage. For the storage you will do a column alignment.

(Refer Slide Time: 08:41)



You have to multiply by  $z - B$  so that thing aligns up properly, Ok. So this is something you can do and this will also work.

You can, you can try it out and then you will get message cap. So if you run to the cursor, I finish my first

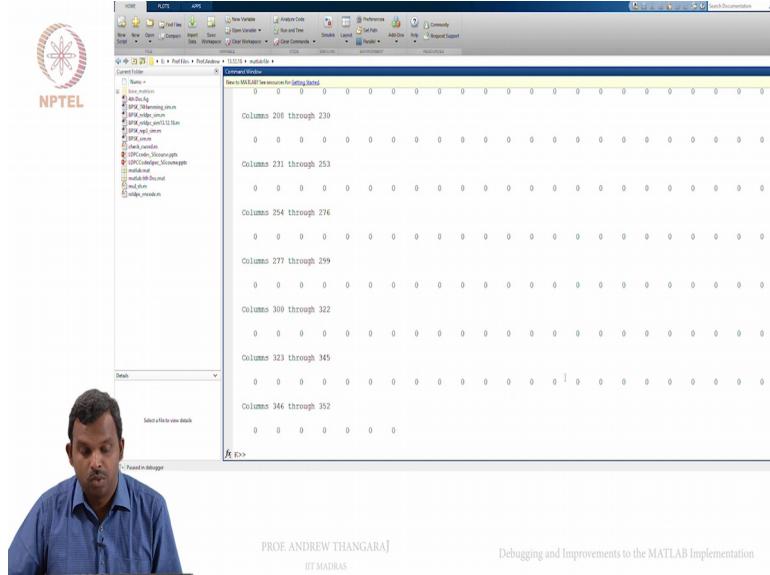
(Refer Slide Time: 08:56)

block completely. I have done 10 iterations and you can see message cap. So this message cap, 1 is the question,

(Refer Slide Time: 09:05)

it is all zero; you can go through and check it, Ok so it is all zero,

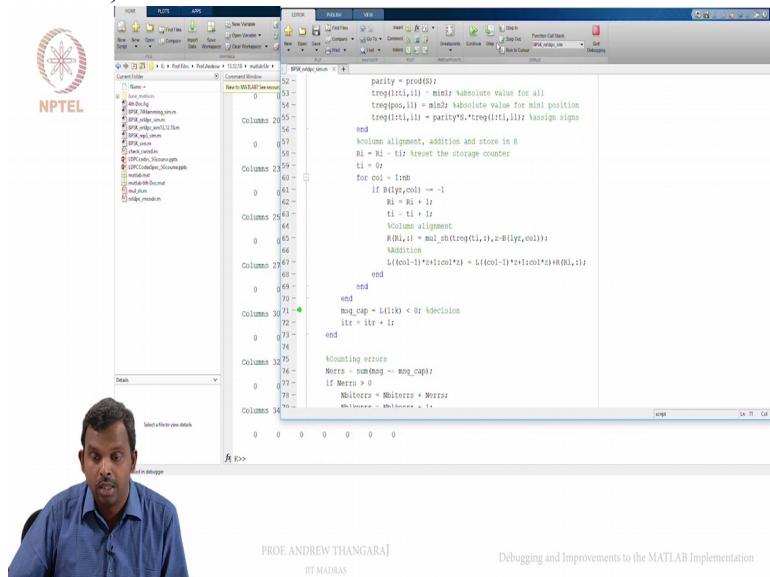
(Refer Slide Time: 09:12)



Ok.

So we will count that and then see if there are any errors etc. Ok. So you can let it run through. I have done this program for like 100 blocks, Ok so it will run pretty fast. You can run this and you will get the answer, Ok. So this is 4, 4 d B E b by N naught

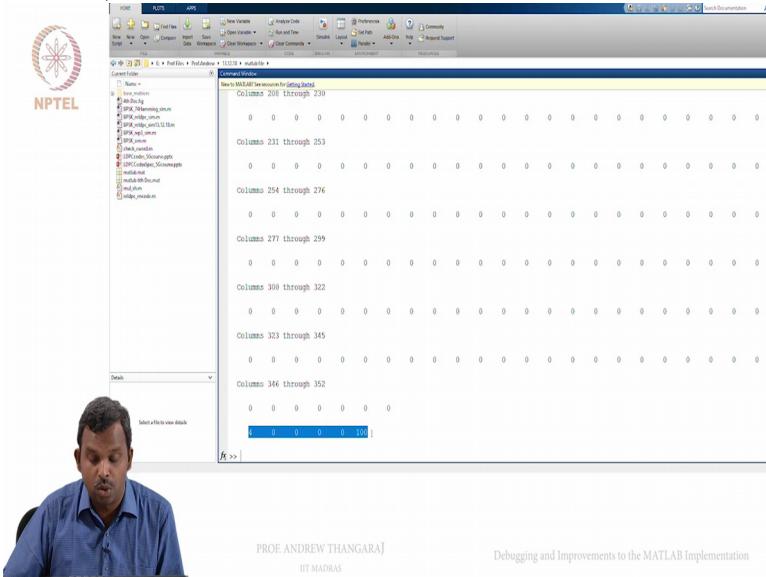
(Refer Slide Time: 09:32)



and let us see. We continue.

It stands for a while. It takes some time. Then it gave you the answer. Ok so there you go. It gave all 0, 0,

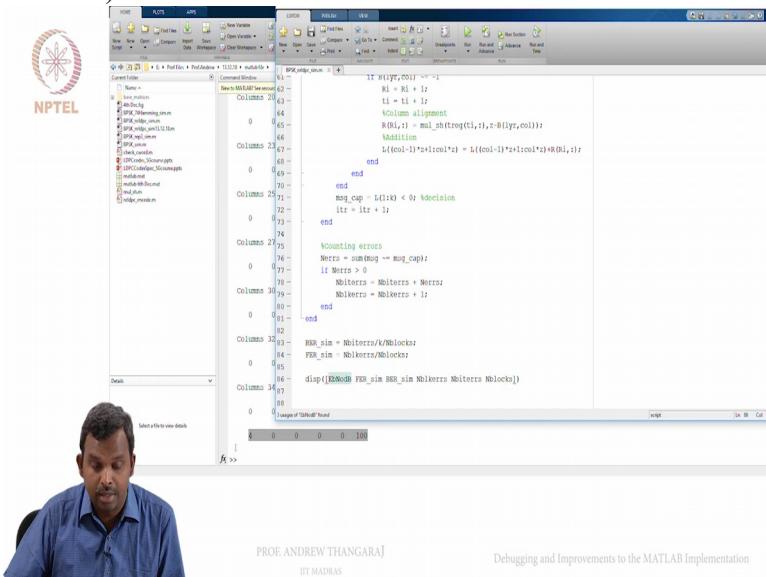
(Refer Slide Time: 09:46)



0, 0, 0. So now how do you interpret this? Remember what did we type in here? What did we display here?

The display is E b over N naught first,

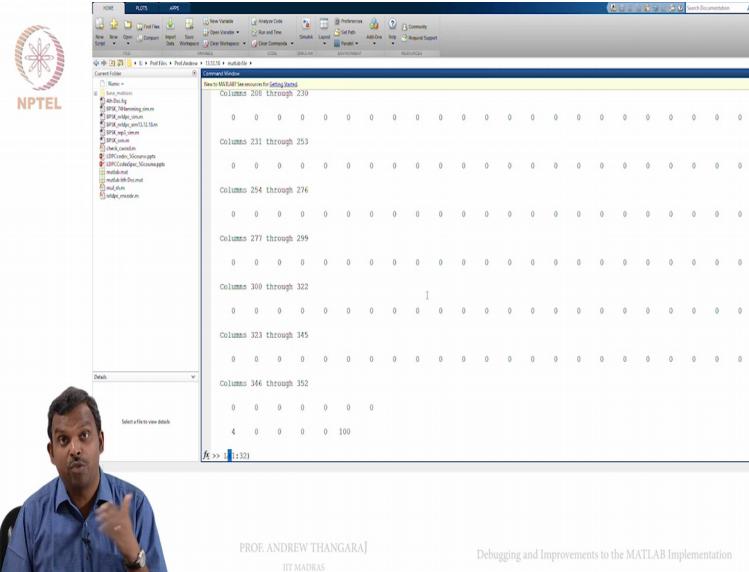
(Refer Slide Time: 09:55)



which is 4, and then F E R simulated which is 0, B E R simulated is also 0, number of block errors is 0, number of bit errors is 0. So out of these 100 blocks we simulated there were no errors in the output, Ok.

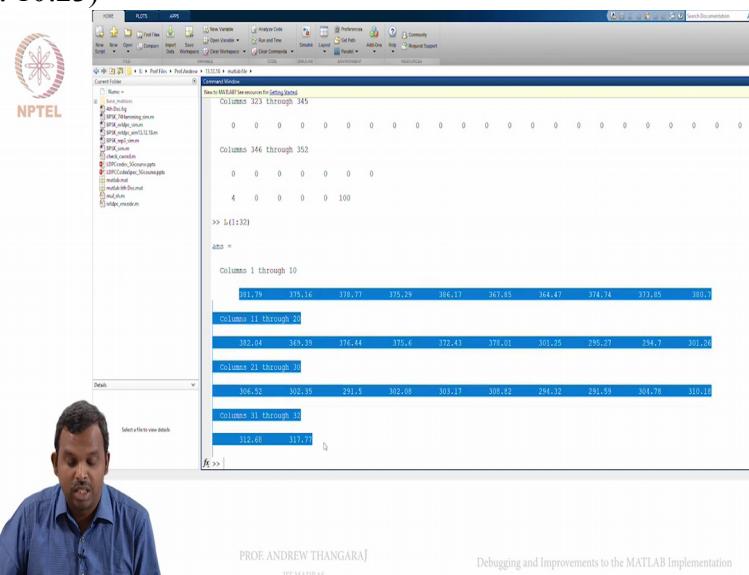
So all the errors were corrected by this. It is also instructive to see this L value. This, remember is the total belief

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at the end of iterations, 10 iterations. You can see it is all huge, 300 odd and it is all positive, Ok.

(Refer Slide Time: 10:23)

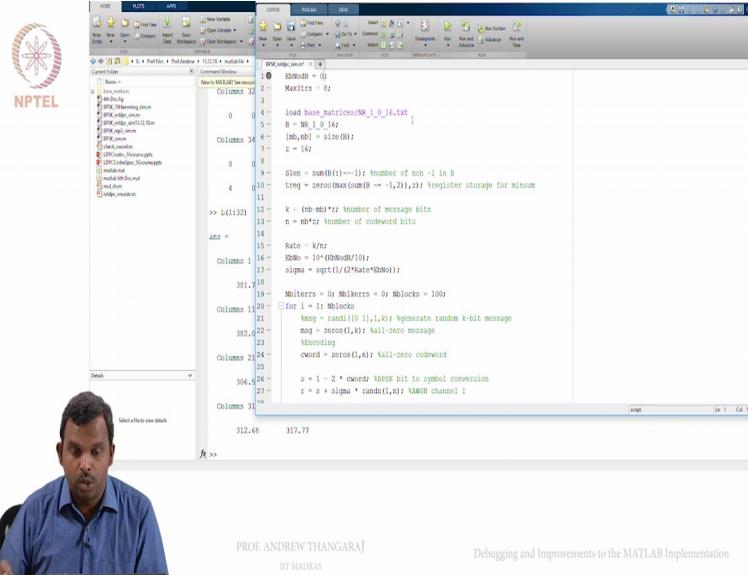


So at the decoder everything has worked and it has also worked really very well.

And when you say it is one you are confident that the bit is 0, there is no doubt. Belief has really increased to a large value at the end of the iteration.

So maybe we should see this a little bit more. May be, maybe we will see for a lower  $E_b$  b over  $N_{naught}$ , Ok. So I will keep  $E_b$  over  $N_{naught}$  as 0

(Refer Slide Time: 10:42)



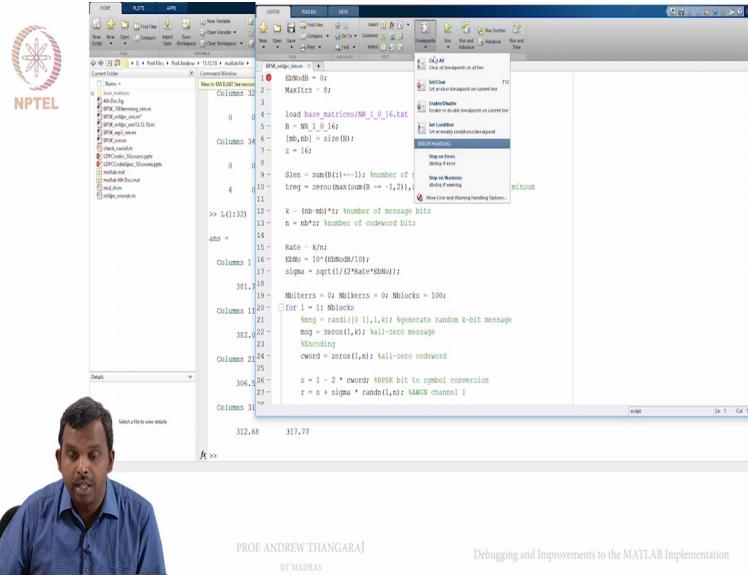
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```
0 4 load base_matrices/NR_1_0_14.txt
1 5 B = NR_1_0_14;
2 6 [mB,nB] = size(B);
3 7 z = 147;
4 8
5 9 sles = sum(B(:,==1)); Number of non -1 in B
6 10 treg = zeros(max(sum(B == -1,2)),2); Reg register storage for minsum
7 11
8 12 k = (nB*mB)/z; Number of codeword bits
9 13 n = nB*z; Number of codeword bits
10 14 Rate = k/n;
11 15 Rblocks = 10^3*Rate*Bm/10;
12 16 sigma = sqrt(1/(k*Rate*Bm));
13 17
14 18 Mblocks = 0; Mblocks = 0; Mblocks = 100;
15 19
16 20 for i = 1: Mblocks
17 21 vmsg = randi([0 1],1,k); %generate random k-bit message
18 22 msg = zeros(1,k); %all-zero message
19 23
20 24 cword = zeros(1,n); %all-zero codeword
21 25
22 26 p = 1 - 2 * cword; %PSK bit to symbol conversion
23 27 r = s + sigma * randn(1,n); %AWGN channel
24 28
25 29
26 30
27 31
```

and instead of keeping the

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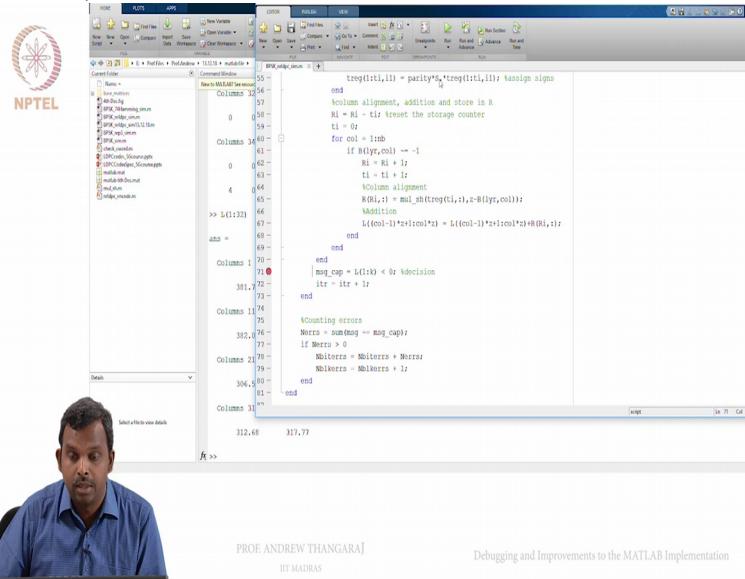
Debugging and Improvements to the MATLAB Implementation

```
0 4 load base_matrices/NR_1_0_14.txt
1 5 B = NR_1_0_14;
2 6 [mB,nB] = size(B);
3 7 z = 147;
4 8
5 9 sles = sum(B(:,==1)); Number of non -1 in B
6 10 treg = zeros(max(sum(B == -1,2)),2); Reg register storage for minsum
7 11
8 12 k = (nB*mB)/z; Number of codeword bits
9 13 n = nB*z; Number of codeword bits
10 14 Rate = k/n;
11 15 Rblocks = 10^3*Rate*Bm/10;
12 16 sigma = sqrt(1/(k*Rate*Bm));
13 17
14 18 Mblocks = 0; Mblocks = 0; Mblocks = 100;
15 19
16 20 for i = 1: Mblocks
17 21 vmsg = randi([0 1],1,k); %generate random k-bit message
18 22 msg = zeros(1,k); %all-zero message
19 23
20 24 cword = zeros(1,n); %all-zero codeword
21 25
22 26 p = 1 - 2 * cword; %PSK bit to symbol conversion
23 27 r = s + sigma * randn(1,n); %AWGN channel
24 28
25 29
26 30
27 31
```

The context menu is open at the bottom right of the code editor, showing options like 'Breakpoint', 'Breakpoint on current line', 'Set Condition', 'Breakpoint', 'Breakpoint on current line', and 'Breakpoint'.

breakpoint here, I will put the breakpoint here, Ok. So at this point we will put a breakpoint

(Refer Slide Time: 10:52)



The screenshot shows the MATLAB IDE with the code for matrix multiplication. The code uses loops to iterate through columns and rows, performing element-wise multiplication and summation. It includes comments for column alignment and storage counter management.

```
treq(tl1,tl1) = parity^z*treq(tl1,tl1); tassign signs
and
Column alignment, addition and store in R
Rl = RL - tl; lreset the storage counter
tl = 0;
for col = 1:mB
    if B(l,yr,col) == -1
        RL = RL + tl;
        tl = tl + 1;
    else
        RL = RL - tl;
        tl = tl + 1;
    end
    L((col-1)*z+1:col*z) = L((col-1)*z+1:col*z)+Rl,z;
    %addition
    RL,z = mil_sh(treq(tl1,z-1,yr,col));
end
ans =

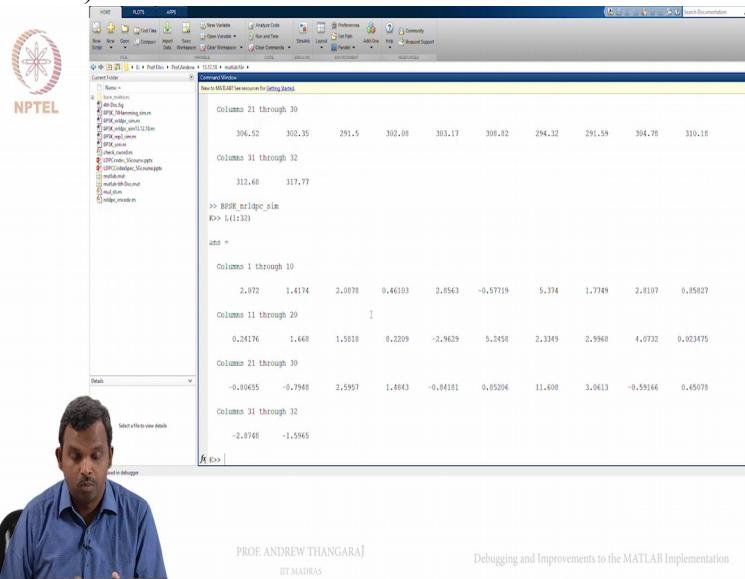
```

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And I want to watch this L of 1 colon 32,

(Refer Slide Time: 11:00)



The screenshot shows the MATLAB IDE displaying the value of L(1,:) after one iteration. The output shows two sets of values: columns 21 through 30 and columns 31 through 32. The values are floating-point numbers ranging from approximately -0.10655 to 0.4072.

```
Columns 21 through 30
304.52 302.35 291.5 302.09 303.17 308.42 294.32 291.59 304.79 310.18
Columns 31 through 32
312.46 317.77

>> BPSK.m
K=> L(1,:)
ans =

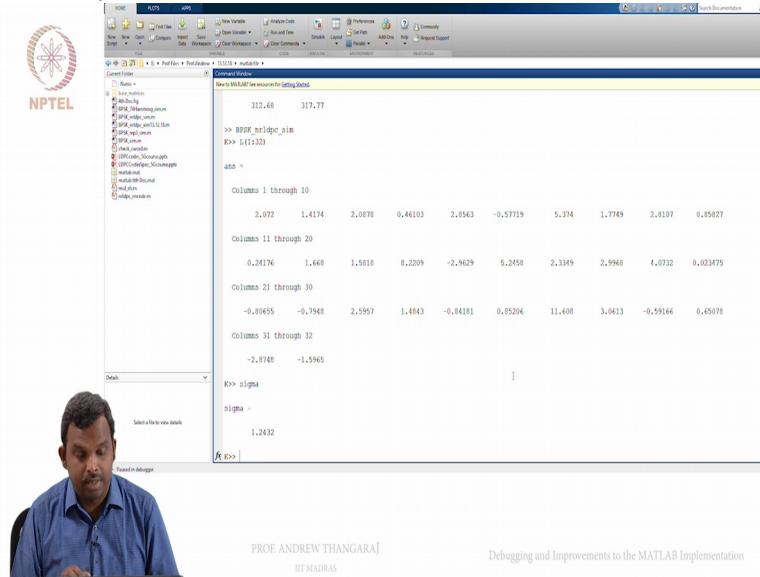
```

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Ok, remember this is after the first iteration. First iteration is already over and you have these kind of beliefs. And remember this is 0 d B. 0 d B E b over N naught, this

(Refer Slide Time: 11:10)



The screenshot shows a MATLAB session window. The command window displays:

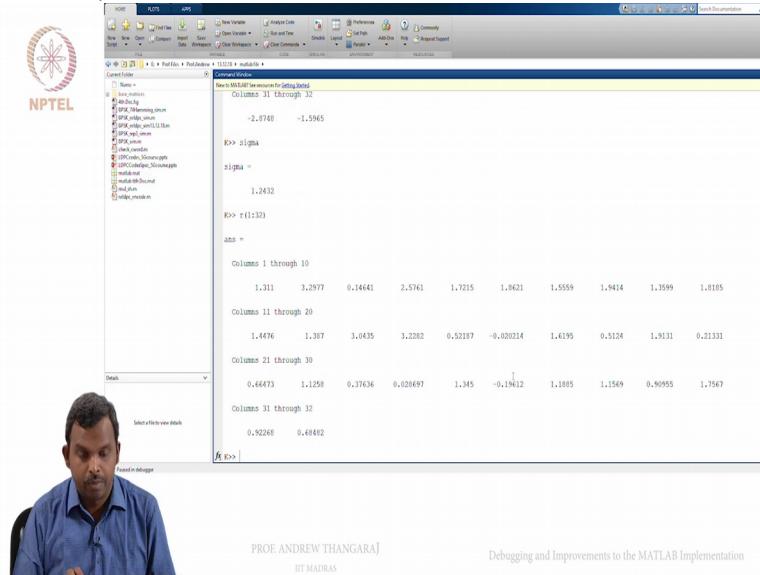
```
312.68 317.77
>> BPSK_trilipg_sim
K=> L(1:32)
ans =
Columns 1 through 10
2.072 1.4174 2.0878 0.44103 2.0563 -0.57719 5.174 1.7749 2.8197 0.45827
Columns 11 through 20
0.24176 1.448 1.5018 0.2209 -2.9629 5.2458 2.3349 2.9968 4.0732 0.023475
Columns 21 through 30
-0.10655 -0.7948 2.5957 1.4843 -0.84181 0.05204 11.468 3.0413 -0.59166 0.45078
Columns 31 through 32
-2.8748 -1.5965
K=> sigma
sigma =
1.2432
f t E>>
```

Below the command window, a small video frame shows a man in a blue shirt. At the bottom, the text reads "PROF ANDREW THANGARA IIT MADRAS Debugging and Improvements to the MATLAB Implementation".

is sigma of 1 point 2 4 3 2, Ok so it is a huge noise.

Ok the noise has been added a lot and if you see R, R of 1 colon 16 or 32, if you will

(Refer Slide Time: 11:21)



The screenshot shows a MATLAB session window. The command window displays:

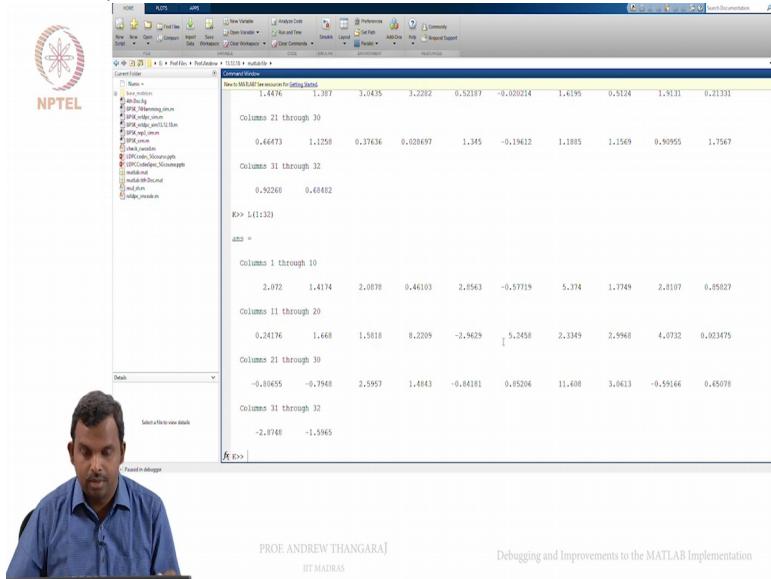
```
Columns 31 through 32
-2.8748 -1.5965
K=> sigma
sigma =
1.2432
E>> r(1:32)
ans =
Columns 1 through 10
1.311 1.2977 0.14441 2.5761 1.7215 1.0421 1.1559 1.9414 1.3599 1.0115
Columns 11 through 20
1.4476 1.307 1.0435 3.2282 0.52187 -0.020214 1.4195 0.5124 1.9131 0.21131
Columns 21 through 30
0.64473 1.1258 0.37636 0.026897 1.345 -0.19412 1.1885 1.1569 0.80955 1.7567
Columns 31 through 32
0.92268 0.68442
f t E>>
```

Below the command window, a small video frame shows a man in a blue shirt. At the bottom, the text reads "PROF ANDREW THANGARA IIT MADRAS Debugging and Improvements to the MATLAB Implementation".

that is the received value. Received value, it is quite big values and it will have big errors also.

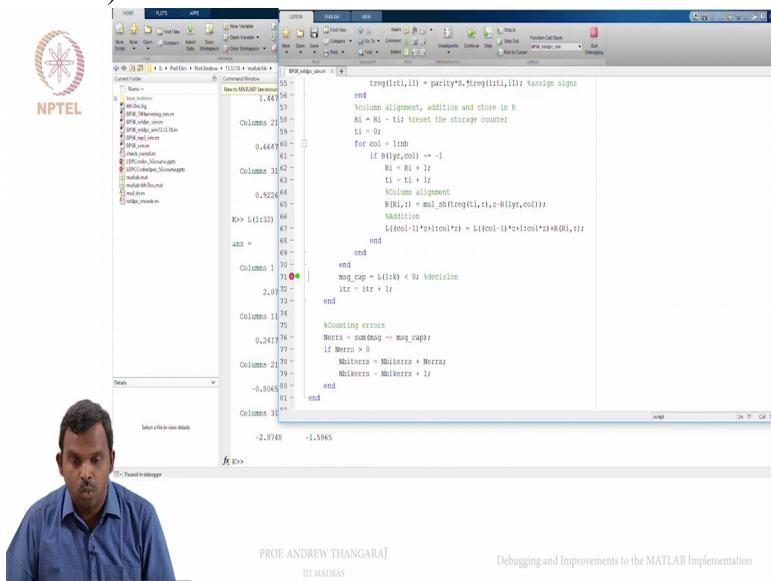
And if you see L

(Refer Slide Time: 11:30)



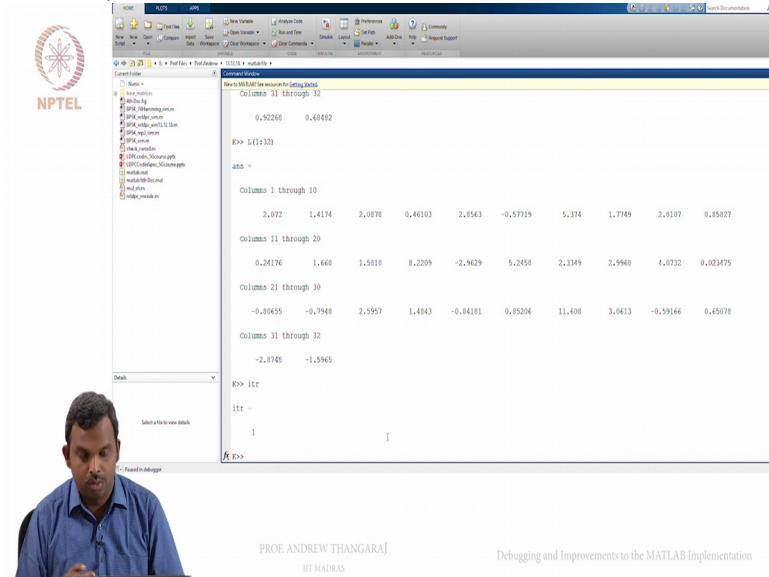
that is what happens at the end of the first iteration. So within the first iteration, it looks like this. There are still errors,

(Refer Slide Time: 11:37)



Ok. Now we can continue this and you get the second iteration. You can see it r

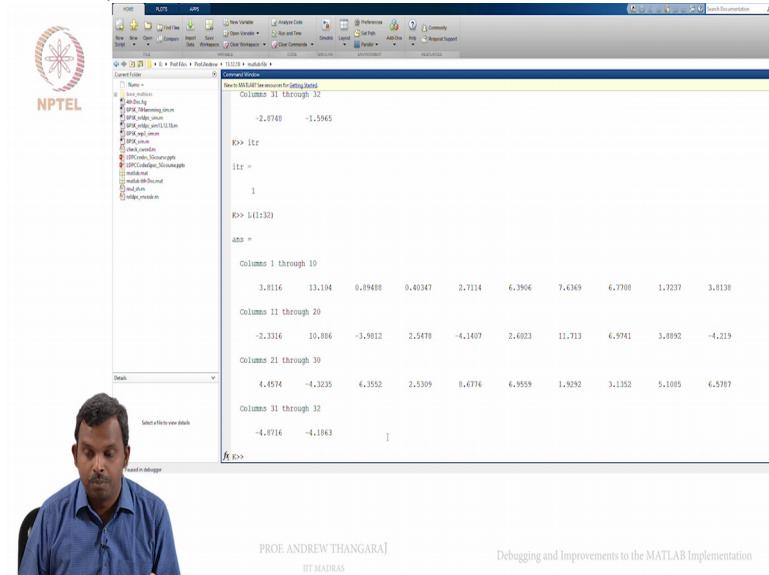
(Refer Slide Time: 11:41)



is 1; it has not been incremented yet.

The second iteration you can see

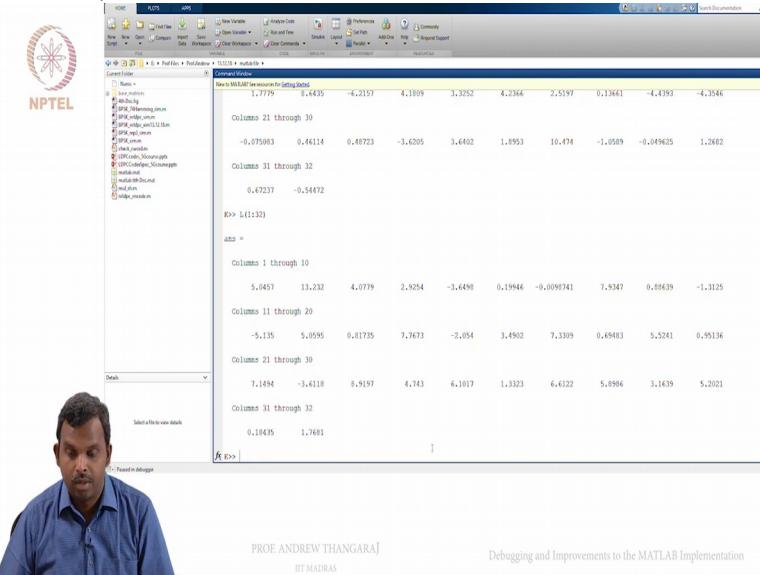
(Refer Slide Time: 11:45)



L, Ok. There are more negative values. Things are not looking very good. May be this minus 4, minus 4 and all that, looking a little bit scary.

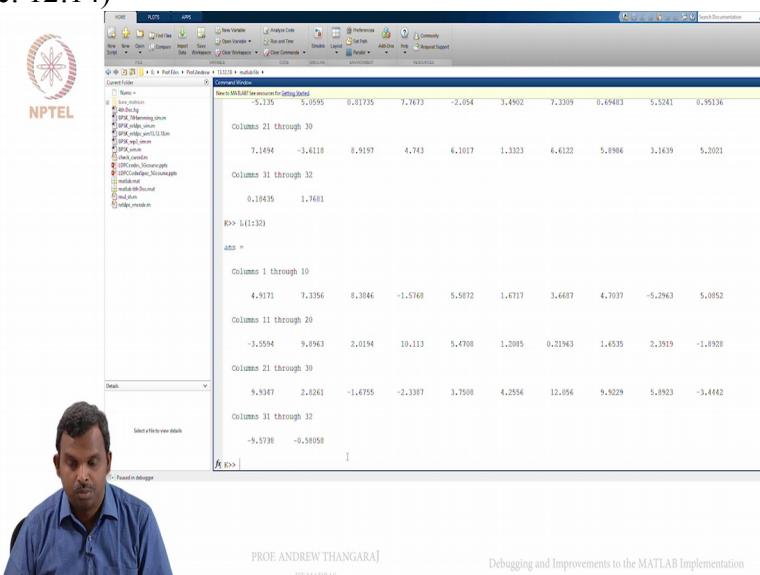
Let us continue again. May be 0 d B is too much noise, Ok. Let us see. We are doing 10 iterations. We never know what can happen. Let us continue again.

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May be, may be this is some good news. I am not sure. Let us continue again.

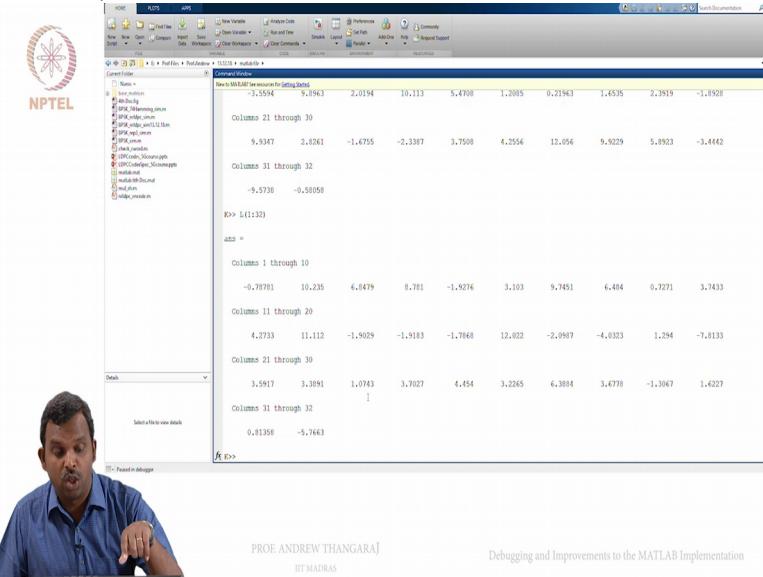
(Refer Slide Time: 12:14)



Ok, so errors, errors can happen. It can happen that there are some errors that you do not correct. And you go through and see how it is.

So this is the instructive way of seeing

(Refer Slide Time: 12:26)



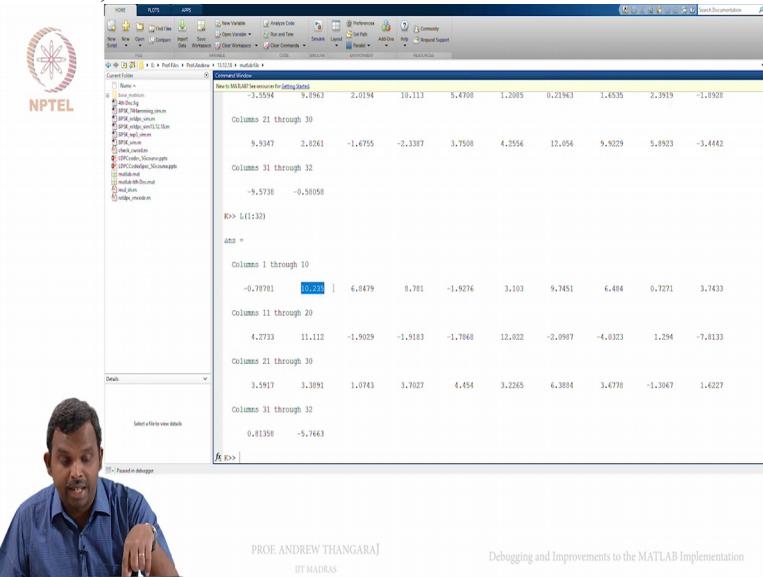
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what is going on. So you see some of the bits are becoming very

(Refer Slide Time: 12:29)



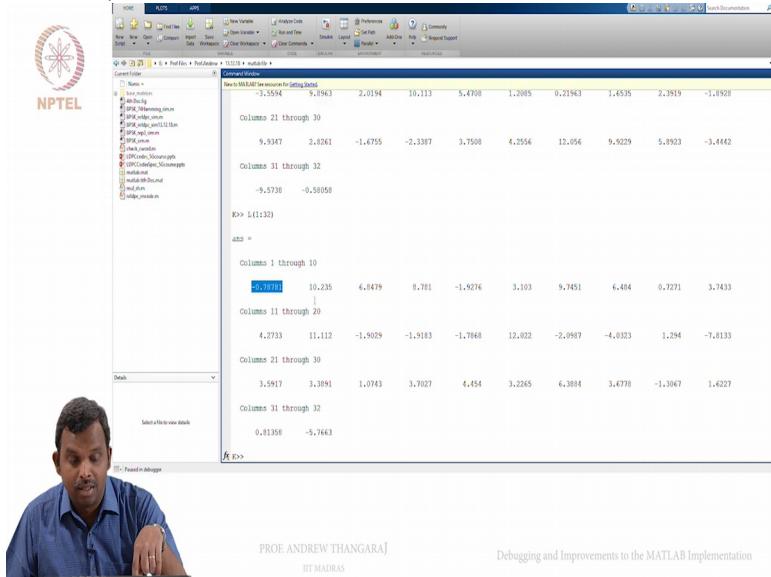
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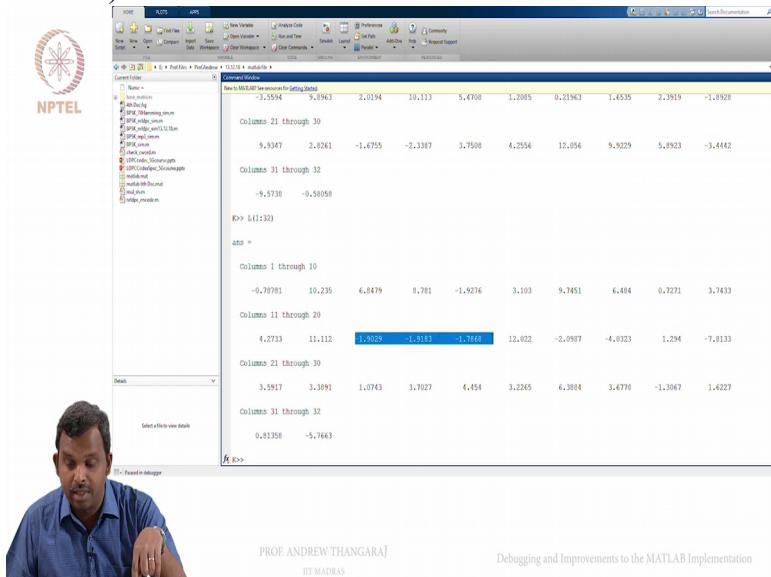
reliable, like 10 and all that. But some bits are still

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lying out there, minus, minus these are all errors,

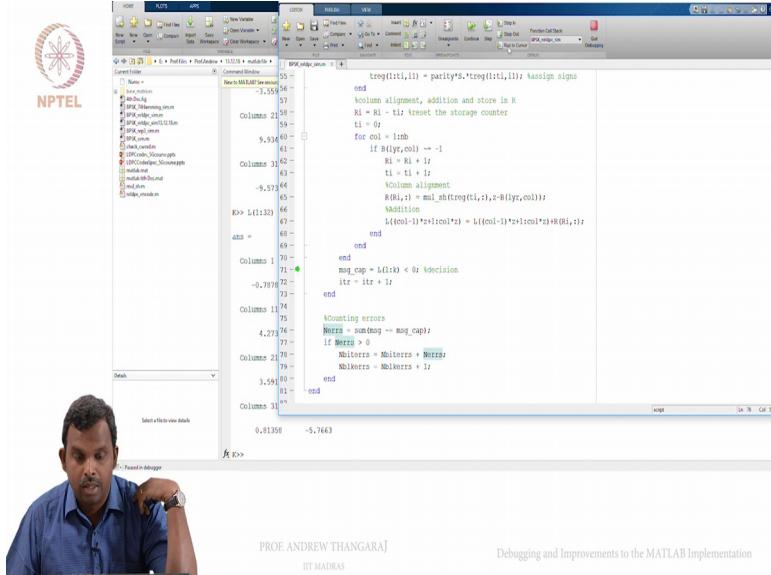
(Refer Slide Time: 12:34)



Ok. Anything negative is an error, Ok.

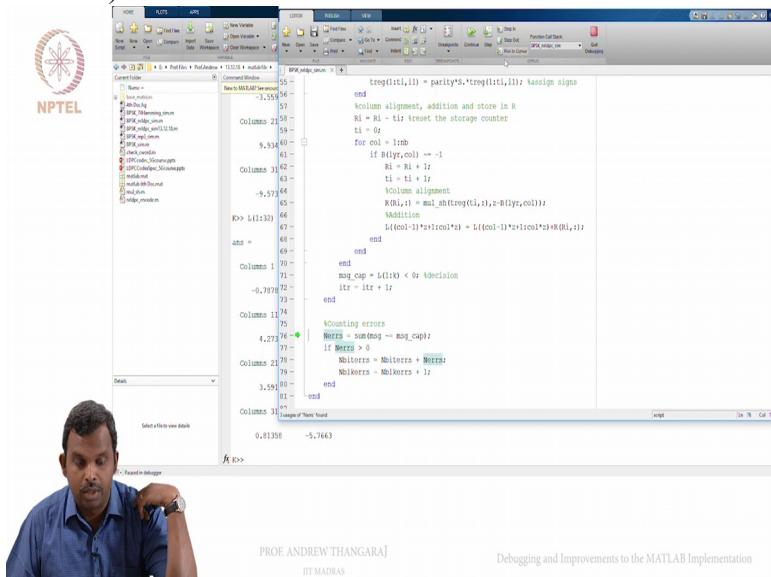
So 0 d B E b over N naught, for this code, may be at this block length it is not, it is not very good. Let us see that. So if you want to fully continue you can do that Ok here and maybe I will clear this breakpoint

(Refer Slide Time: 12:52)



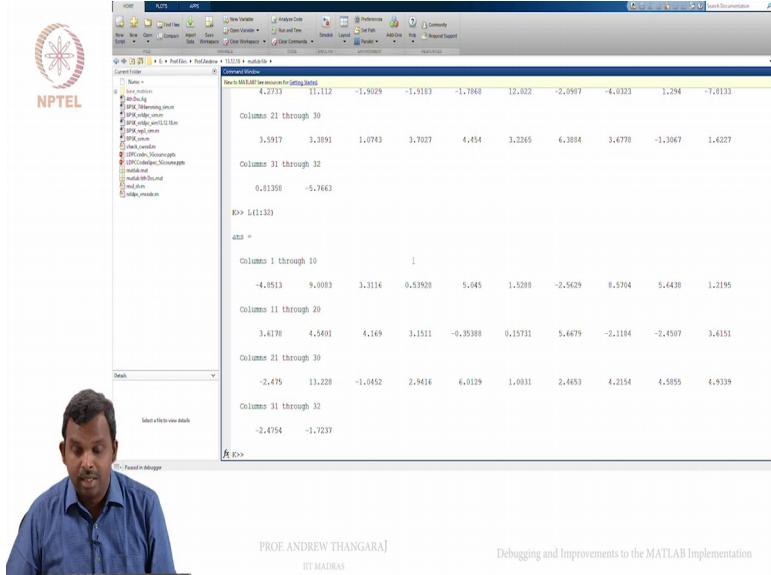
and run to cursor, Ok.

(Refer Slide Time: 12:54)



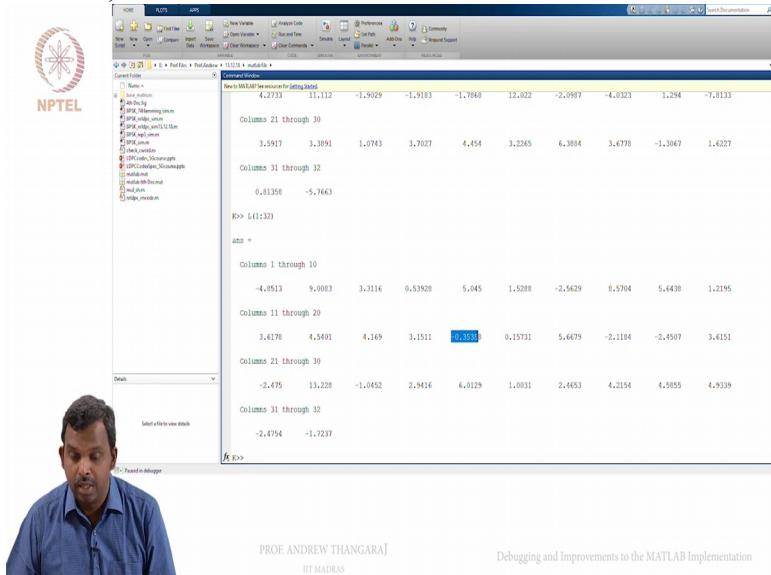
So it ran the whole thing and you can see the final update in L.

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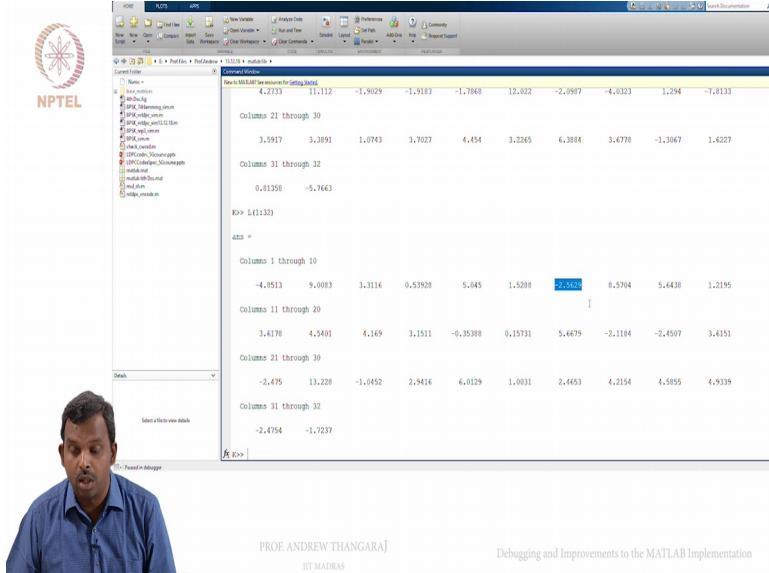
There is still some negatives.

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Here are still negatives so this will be erroneous block,

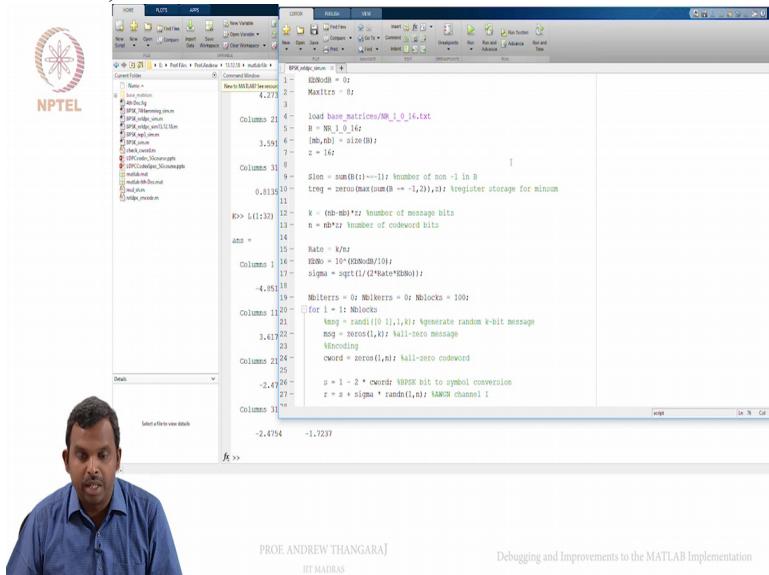
(Refer Slide Time: 13:03)



Ok.

So, so this is, this is something you can see. So the errors can happen. If you reduce block error rate, errors can happen. And, Ok

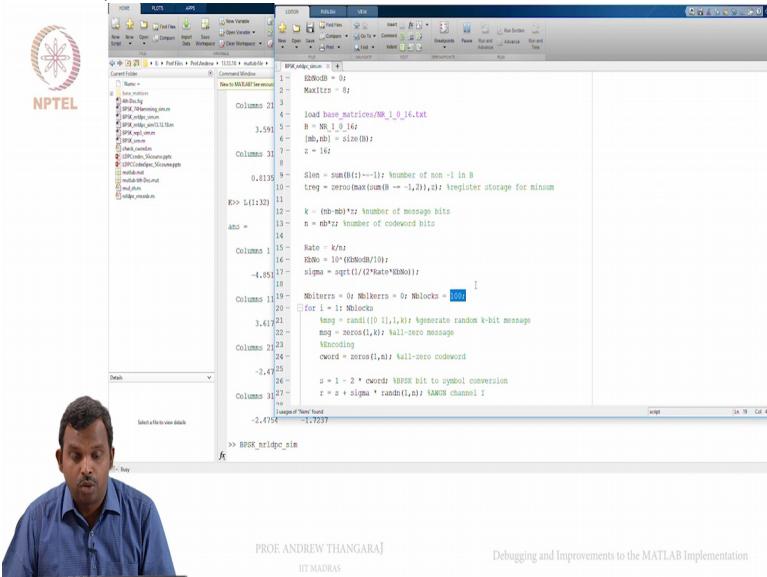
(Refer Slide Time: 13:15)



I am going to quit debugging here. But maybe we will run this at 0 d B E b over N naught and see what it does.

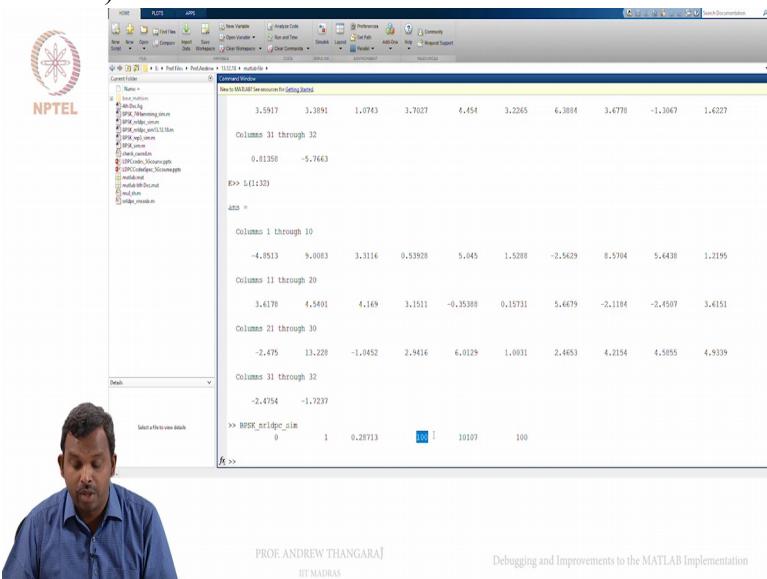
It is 8 iterations we did, Ok and for 100 blocks,

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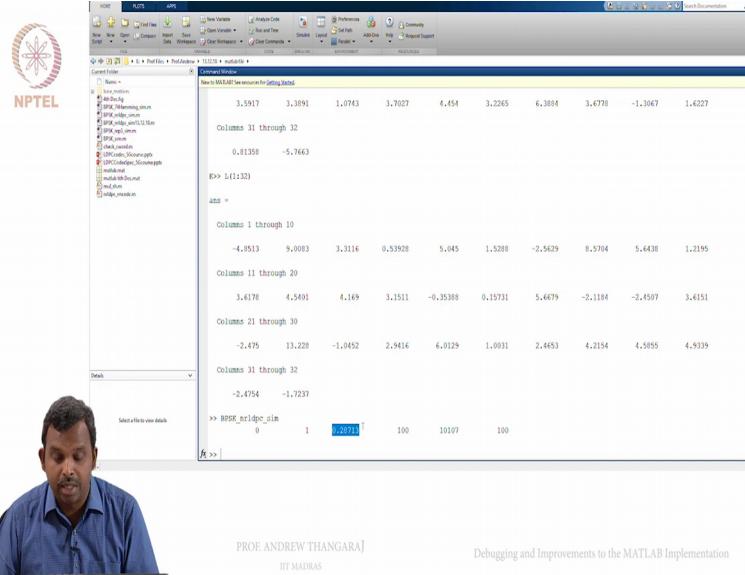
for this Rate point 3 2 something code, block length is not very high. So you see every frame was an error. Ok

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so there are 100 block errors but not every bit was an error. Bit error

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```
3.5917 3.1891 1.0743 3.7027 4.454 3.2265 6.1884 3.6778 -1.1067 1.4327
Columns 31 through 32
0.41358 -5.7663
>> L(1:152)
ans =
Columns 1 through 10
-4.8513 9.0083 3.3116 0.53928 5.045 1.5288 -2.5429 8.5704 5.4438 1.2195
Columns 11 through 20
3.4178 4.5491 4.169 3.1511 -0.35388 0.15731 5.4679 -2.1184 -2.4507 3.4151
Columns 21 through 30
-2.475 13.228 -1.0452 2.9416 6.0129 1.0031 2.4653 4.2154 4.5855 4.9339
Columns 31 through 32
-2.4754 -1.7237
>> RPSK_1rldp_0.m
```



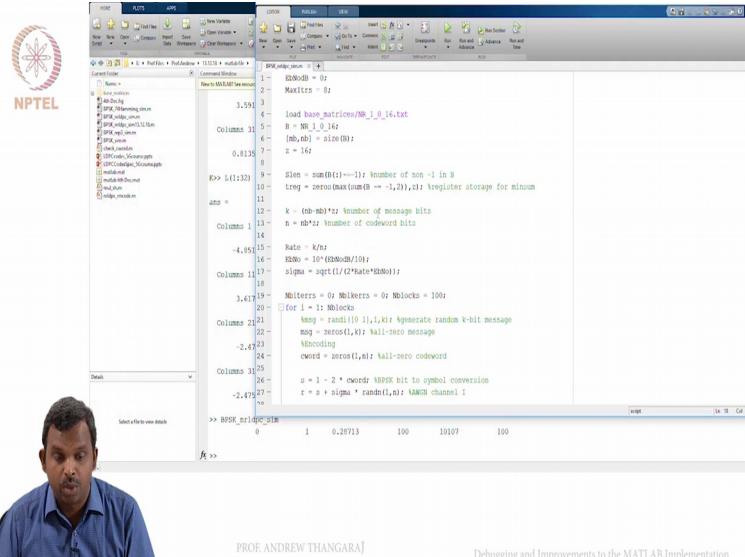
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rate was point 2 8, not too bad, Ok. So that is

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```
Bb=0;
M=8;
load bankMatrices/NR_1_14.txt;
N=10;
[mb,nb]=size(B);
z=147;
k=(nb*mb)/2;
n=nb;
sigma = sqrt(1/(2*pi*Bb*10));
msg = randi([0 1],1,k);
mzero = zeros(1,z);
r = msg + sigma * randn(1,z);
warning('unused variable ''msg'' found');
>> RPSK_1rldp_0.m
```



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the situation with E b over N naught of 0 d B.

So maybe we will do 1 d B. Let us see what happens, Ok. So this is taking a little time. So you see there is lot of value in writing more efficient code if you want quick answer. So for instance, Ok so anyway. So let me finish the simulation. At 1 d B you are already seeing there are 8

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```

Current Folder
Name: ats
Columns 1 through 10
    -4.0513    9.0083   3.3116   0.51929    0.045   1.5288   -2.15629   8.5704   5.4438   1.2155
Columns 11 through 20
    3.4178   4.5401   4.1469   3.1511   -0.35388   0.15731   5.44679   -2.1184   -2.4507   3.4151
Columns 21 through 30
    -2.4795   13.228   -1.0452   2.9414   4.0129   1.0031   2.4453   4.2154   4.5855   4.5339
Columns 31 through 32
    -2.4754   -1.7237
>> RPSK_nrldpc_gim
    0      1    0.28713    100    10107    100
>> RPSK_nrldpc_gim
    1      0.92    0.19049    92    6987    100
fe>>

```



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blocks that got corrected. So it is good news. So 8 iterations

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```

Current Folder
Name: ats
Columns 1 through 10
    0.4135   -5.7663
Columns 11 through 20
    3.4178   4.5401   4.1469   3.1511   -0.35388   0.15731   5.44679   -2.1184   -2.4507   3.4151
Columns 21 through 30
    -2.4795   13.228   -1.0452   2.9414   4.0129   1.0031   2.4453   4.2154   4.5855   4.5339
Columns 31 through 32
    -2.4754   -1.7237
>> RPSK_nrldpc_gim
    0      1    0.28713    100    10107    100
>> RPSK_nrldpc_gim
    1      0.92    0.19049    92    6987    100
fe>>

```



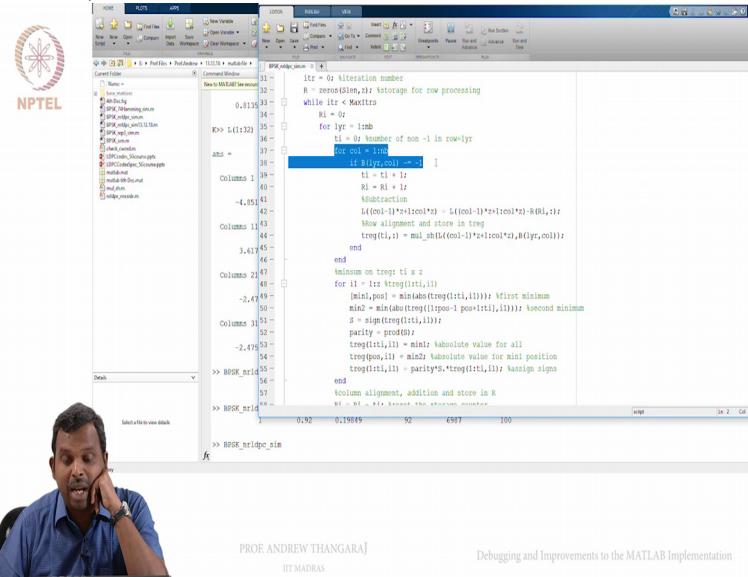
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is good.

So one more thing worth trying is maybe you want to try 16 iterations, right. So it will take a little longer. But it is worth seeing. This also tells you that there is lot of scope for improving the efficiency. For instance this loop is very, very

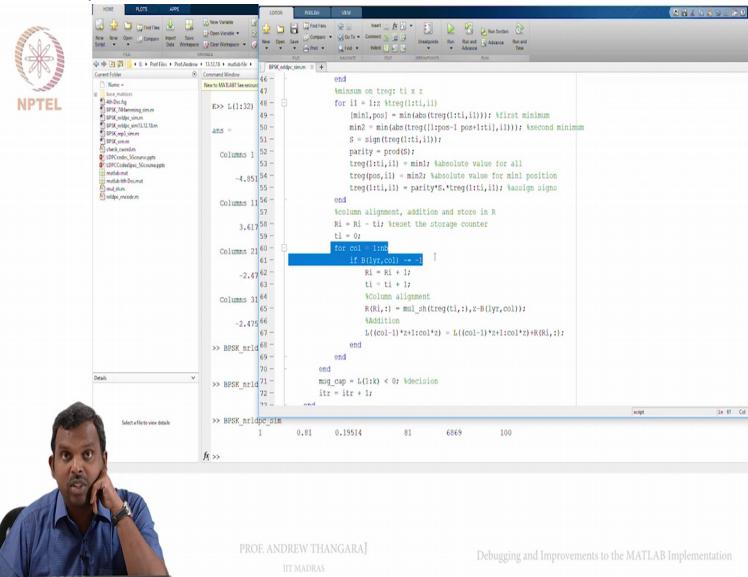
(Refer Slide Time: 14:19)



badly written, Ok.

So those of you who know MATLAB code, you know that this loop is very, very badly written. I can very easily cut this short significantly, Ok. Ok because the same loop comes even here. So this loop can be skipped

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It speeded up in the next time we run it. But you see here, when you did 16 iterations already there were some

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```
Current Window
New in MATLAB See resource for Getting Started
ED> L(1142)
ans =
Columns 1 through 10
-4.0513 9.0083 3.3116 0.53928 5.045 1.5288 -2.5429 8.5704 5.6438 1.2195
Columns 11 through 20
3.6178 4.5401 4.1169 3.1511 -0.35388 0.15731 5.64379 -2.1184 -2.4507 3.4151
Columns 21 through 30
-2.475 13.228 -1.0452 2.9416 6.0129 1.0031 2.4453 4.2154 4.5855 4.9339
Columns 31 through 32
-2.4754 -1.7237
>> BPSK_nrldpc_gim
0 1 0.29713 100 10107 100
>> BPSK_nrldpc_gim
1 0.92 0.19849 92 6987 100
>> BPSK_nrldpc_gim
1 0.81 0.19514 81 6849 100
ft >>
```

improvement, Ok.

Remember this is not the same 100 blocks. This is another 100 blocks but out of 92 errors, 92 out of 100 were in error here.

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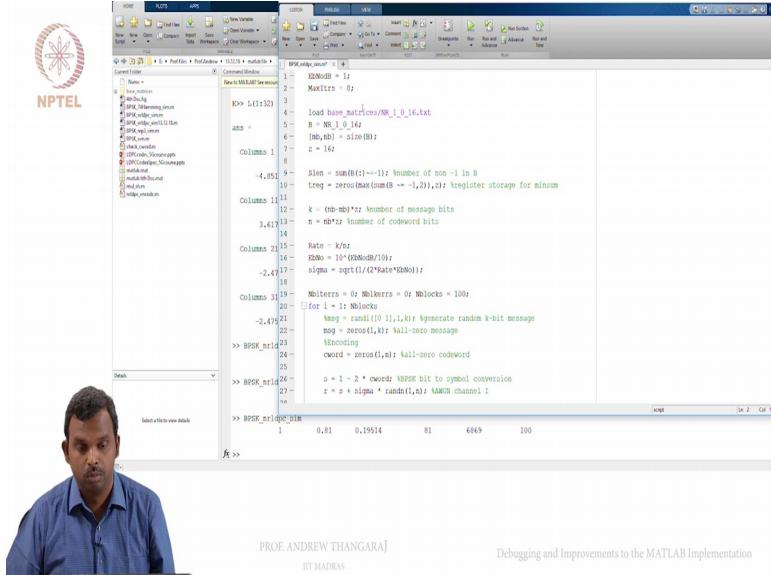
Debugging and Improvements to the MATLAB Implementation

```
Current Window
New in MATLAB See resource for Getting Started
ED> L(1152)
ans =
Columns 1 through 10
-4.0513 9.0083 3.3116 0.53928 5.045 1.5288 -2.5429 8.5704 5.6438 1.2195
Columns 11 through 20
3.6178 4.5401 4.1169 3.1511 -0.35388 0.15731 5.64379 -2.1184 -2.4507 3.4151
Columns 21 through 30
-2.475 13.228 -1.0452 2.9416 6.0129 1.0031 2.4453 4.2154 4.5855 4.9339
Columns 31 through 32
-2.4754 -1.7237
>> BPSK_nrldpc_gim
0 1 0.29713 100 10107 100
>> BPSK_nrldpc_gim
1 0.92 0.19849 92 6987 100
>> BPSK_nrldpc_gim
1 0.81 0.19514 81 6849 100
ft >>
```

Here 81 out of 100 were in error. Fraction wise may be not a big difference, point 8, point 9 is pretty much the same at this kind of thing but there is improvement.

So there is merit in doing some more iterations, so but we will keep the number of iterations at 8. I do not want to do more than 8.

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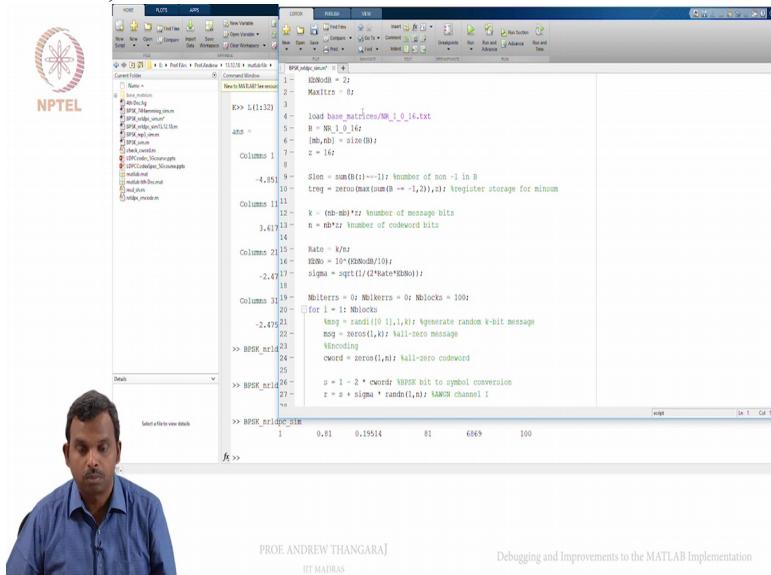


The MATLAB IDE shows a script named `RPSK.m` with the following code:

```
%% RPSK.m
% Name: RPSK.m
% Description: This script implements a RPSK (Rateless Punctured Soft Decision) channel
%              encoder and decoder. It uses a punctured LDPC code over a binary channel.
%
% Parameters:
%   EbN0dB = 1 dB
%   MaxIters = 8 iterations
%
% Columns 1
% 1: Load base matrices/NR_1_0_14.txt
% 2: B = NR_1_0_14;
% 3: [mB,nB] = size(B);
% 4: z = 16^k
% 5: sles = sum(B(i)==-1); Number of non -1 in B
% 6: treg = zeros(max(sum(B == -1,2)),z); Register storage for minsum
%
% Columns 11
% 7: k = (nB*mB)/z; Number of codeword bits
% 8: n = nB*mB; Number of message bits
%
% Columns 21
% 9: Rate = k/n
% 10: EbNo = 10^(EbN0dB/10);
% 11: sigma = sqrt(1/(Q*Rate*EbNo));
%
% Columns 31
% 12: Mbiters = 0; Mbiters = 0; Mblocks = 100;
% 13: for i = 1: Mblocks
% 14:   msg = randi([0 1],1,k); % generate random k-bit message
% 15:   nos = zeros(1,k); % all-zero message
% 16:   nosend = nos(1,:); % all-zero codeword
%
% >> RPSK.m
% 17:   p = 1 - 2 * nosend' * NRPSK_bit_to_symbol_conversion;
% 18:   r = s + sigma * randn(1,n); % AWGN channel
%
% >> RPSK.m<-->sim
% 19:   nosend = nosend + nosend;
% 20:   nosend = nosend / 2;
% 21:   nosend = nosend / 2;
% 22:   nosend = nosend / 2;
% 23:   nosend = nosend / 2;
% 24:   nosend = nosend / 2;
% 25:   nosend = nosend / 2;
% 26:   nosend = nosend / 2;
% 27: end
%
% >> RPSK.m<-->sim
% 1: 0.81 0.19514 81 6849 100
```

May be we will increase the E b over N naught to 2.

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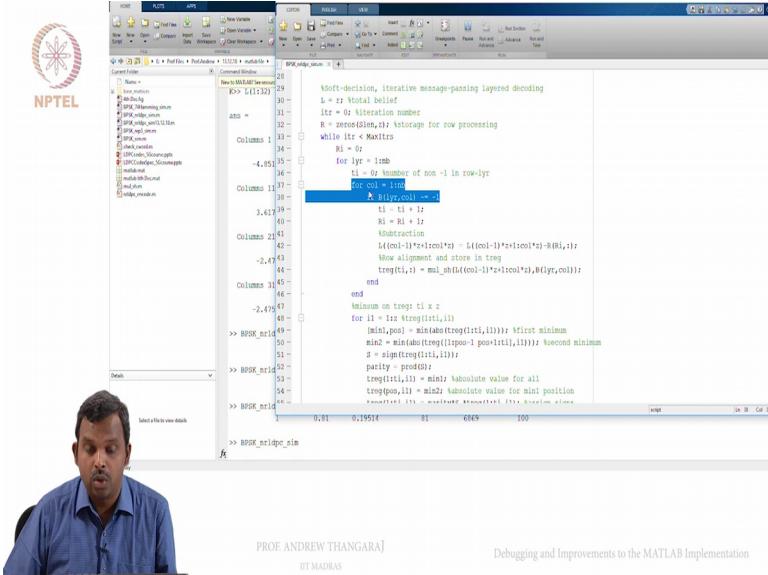
The MATLAB IDE shows the same script `RPSK.m` with the following code:

```
%% RPSK.m
% Name: RPSK.m
% Description: This script implements a RPSK (Rateless Punctured Soft Decision) channel
%              encoder and decoder. It uses a punctured LDPC code over a binary channel.
%
% Parameters:
%   EbN0dB = 1 dB
%   MaxIters = 8 iterations
%
% Columns 1
% 1: Load base matrices/NR_1_0_14.txt
% 2: B = NR_1_0_14;
% 3: [mB,nB] = size(B);
% 4: z = 16^k
% 5: sles = sum(B(i)==-1); Number of non -1 in B
% 6: treg = zeros(max(sum(B == -1,2)),z); Register storage for minsum
%
% Columns 11
% 7: k = (nB*mB)/z; Number of codeword bits
% 8: n = nB*mB; Number of message bits
%
% Columns 21
% 9: Rate = k/n
% 10: EbNo = 10^(EbN0dB/10);
% 11: sigma = sqrt(1/(Q*Rate*EbNo));
%
% Columns 31
% 12: Mbiters = 0; Mbiters = 0; Mblocks = 100;
% 13: for i = 1: Mblocks
% 14:   msg = randi([0 1],1,k); % generate random k-bit message
% 15:   nos = zeros(1,k); % all-zero message
% 16:   nosend = nos(1,:); % all-zero codeword
%
% >> RPSK.m
% 17:   p = 1 - 2 * nosend' * NRPSK_bit_to_symbol_conversion;
% 18:   r = s + sigma * randn(1,n); % AWGN channel
%
% >> RPSK.m<-->sim
% 19:   nosend = nosend + nosend;
% 20:   nosend = nosend / 2;
% 21:   nosend = nosend / 2;
% 22:   nosend = nosend / 2;
% 23:   nosend = nosend / 2;
% 24:   nosend = nosend / 2;
% 25:   nosend = nosend / 2;
% 26:   nosend = nosend / 2;
% 27: end
%
% >> RPSK.m<-->sim
% 1: 0.81 0.19514 81 6849 100
```

And let us see what happens. Ok

So in the meantime let us think about how this, how this loop can be speeded up, Ok.

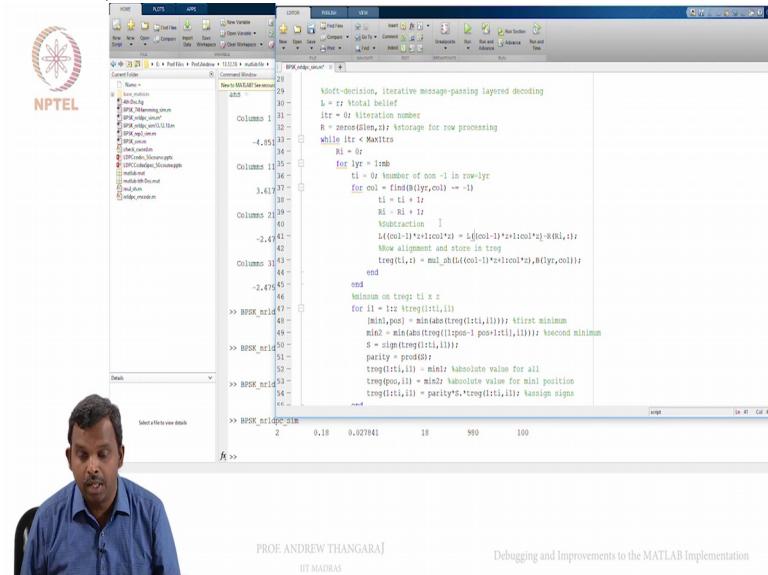
(Refer Slide Time: 15:11)



So I am running it through 1 to n b and I am running this loop only for those columns which have, which are not minus 1. So, so very easy way to speed this up is to do the following. So you write col to be equal to, Ok not 1 colon n b, those values of b of layer comma col which are not minus 1, Ok.

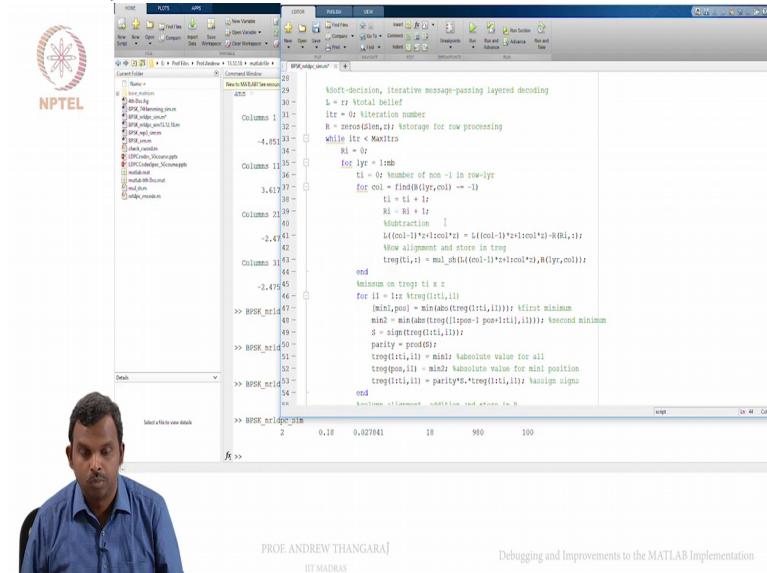
So one very easy way to do this is to write this over this thing, Ok. Find of not minus 1

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and then you got rid of one loop,

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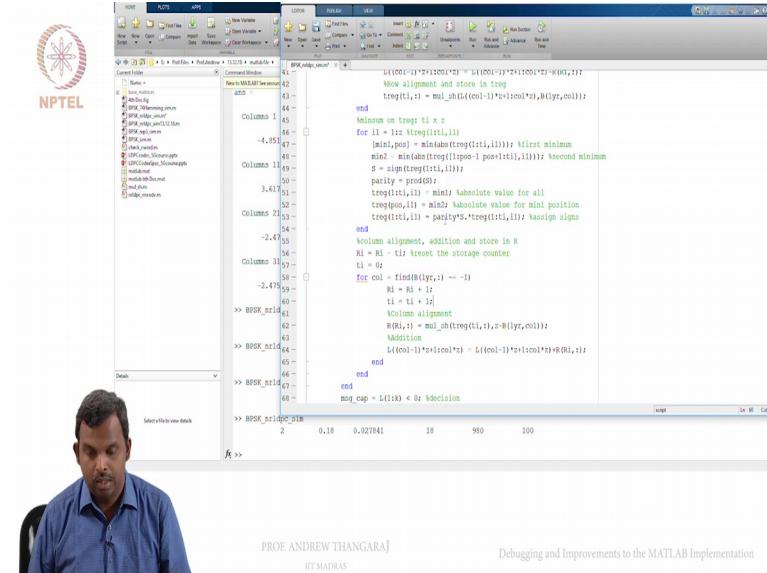


Ok.

So this, what does this do here? So it looks at B of layer comma col, no sorry colon, you should change this to colon. It looks at the whole row, the layer block row and see where all there is no minus 1 and simply loops over that, Ok.

So this is a very quick way to cut short this little loop here. I can do the same thing here, comma colon and then I

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get rid of this. So this should be a little bit faster,

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```

% (col-1)*z*(col)*z = L((col-1)*z*(col)*z)*(Rl,yr,coil)
% View alignment and store in treg
treg(tl,z) = mil_shl((col-1)*z*(col)*z)*(yrl,yr,coil);
end
end
for i = 1:z treg(i,1) = minabs(treg(i,1));
for i1 = 1:z min1 = minabs(treg(i1,1));
min2 = minabs(treg(i1+1,1));
s = sign(treg(i1,1));
parity = prod(s);
treg(i1,1) = abs(treg(i1,1));
treg(i1,1) = parity*treg(i1,1); % assign signs
end
% Column alignment, addition and store in Rl
Rl = Rl - treg; % reset the storage counter
tl = tl;
for col = 1:(col-1)-1
Rl = Rl + treg;
tl = tl + 1;
end
% Column alignment
Rl(:,z) = mil_shl((treg(1,1),z-1)(yrl,yr,coil));
% Addition
L((col-1)*z*(col)*z) = L((col-1)*z*(col)*z)*(Rl,z);
end
end
end
msg_cap = L(z)(x) < 0 % decision
ltr = ltr + 1;

```

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Ok. And hopefully I did not make any mistakes. So let us run it again and check this.

Ok so

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	-4.0513	9.0083	3.2116	0.53928	5.045	1.5208	-2.5629	0.5704	5.6438	1.2195
Columns 11 through 20	3.4178	4.5401	4.169	3.1511	-0.35388	0.15731	5.4679	-2.1184	-2.4507	3.6151
Columns 21 through 30	-2.475	13.228	-1.0452	2.9416	6.0129	1.0031	2.4453	4.2154	4.5855	6.9339
Columns 31 through 32	-2.4754	-1.7237								
>> RPSK_nrldpc_slim	0	1	0.20713	100	10107	100				
>> RPSK_nrldpc_slim	1	0.92	0.19049	92	697	100				
>> RPSK_nrldpc_slim	1	0.01	0.19514	81	6869	100				
>> RPSK_nrldpc_slim	2	0.18	0.327841	18	980	100				
>> RPSK_nrldpc_slim	2	0.28	0.437812	28	1331	100				

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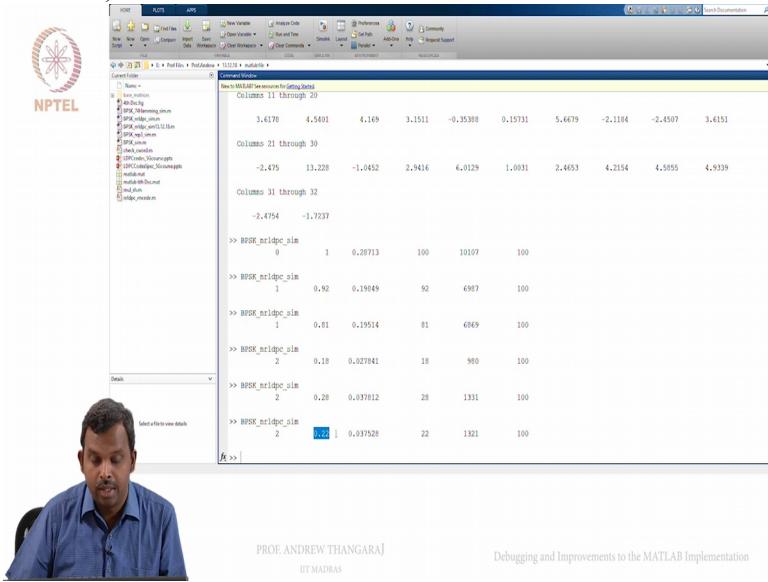
Debugging and Improvements to the MATLAB Implementation

there were 38 errors this time, so that is Ok, so that is Ok, 28, 18 is not a big deal. I run it again. Hopefully this works a little bit faster, not sure. Ok. Anyway loops in MATLAB are not always the best thing to do.

So we need to figure out how to do this differently from, without loop. So in fact it is possible to write without all of these loops, Ok. So you can write some very efficient MATLAB code but we are not trying to do that much.

So anyway this is good, this fast enough for us. It is not too bad. We can work with this. So this gives you a 2 d B, it gives you a certain block, a frame error rate already, just point 2 2, Ok

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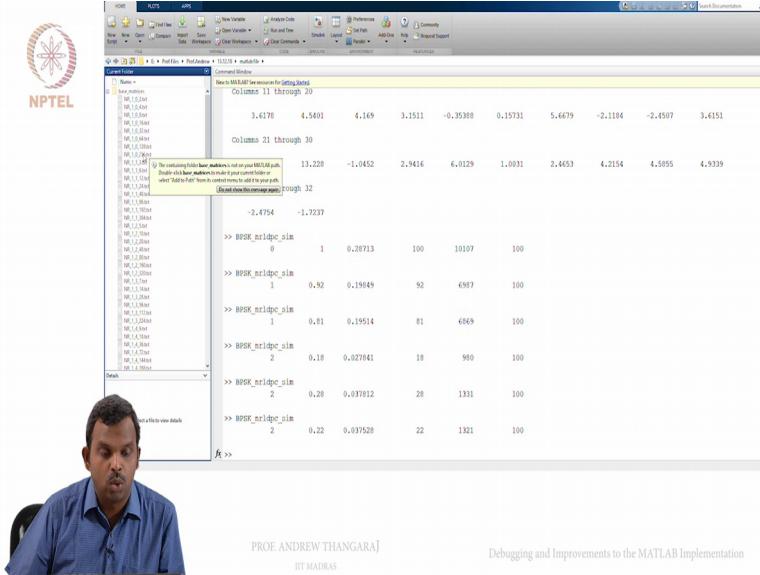


and then slowly it will start falling, 3 d B of E b over N naught and all that, and it will start falling to lower numbers, Ok.

So hopefully this is expected performance. I am not sure if this is really good. I will have to check this. It looks; looks like this code should do something slightly better than this but maybe the expansion factor is very low but at least as high that it works. And I will check on this once again and it should be fine, Ok.

So, so maybe we need to change this to some other, some other base matrix. So let us see what all base matrix we have? So if we look at 1 0 it goes all the way up to 256, so let us try

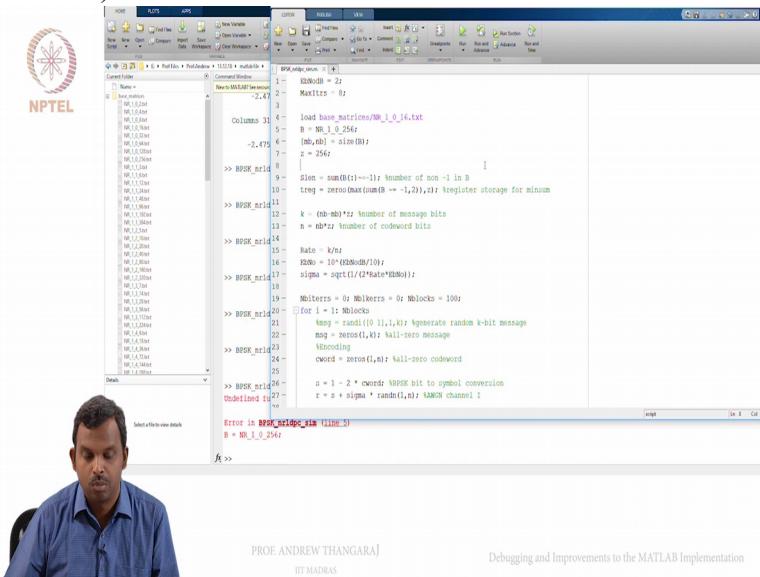
(Refer Slide Time: 17:57)



1 0 256, Ok. This will take a little longer to run.

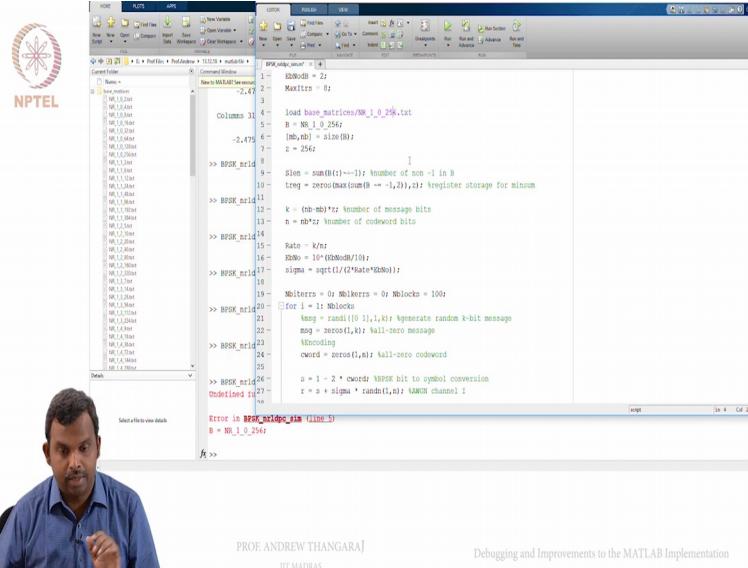
Ok. I do not think there need to make any other change here. This should just work. This will be a much larger block length but nevertheless, keeping the base matrix the same so the complexity of this should not be very high, I think so let us run this.

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Ok, Ok so I made a mistake here. I should load

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The screenshot shows a MATLAB IDE window. The current folder contains files like 'BPSK.m', 'BPSK.mpl', 'BPSK.mrd', and 'BPSK.mtd'. The command window displays a script named 'BPSK.mpl' with the following code:

```
1- EbNodB = 2;
2- MaxIters = 61;
3-
4- load bpskmatrices/NR_1_0_256.txt;
5- B = NR_1_0_256;
6- [mB,nB] = size(B);
7- s = 256;
8- k = 256;
9- Sles = sum(B(i)==-1); Number of non -1 in B
10- treg = zeros(max(sum(B == -1,2)),2); register storage for minsum
11-
12- k = (mB-nB)*r; Number of message bits
13- n = nB*r; Number of codeword bits
14-
15- Rate = k/n;
16- EbNo = 10^(EbNodB/10);
17- sigma = sqrt(1/(Q*Rate*EbNo));
18-
19- Mblocks = 0; Mblocks = 0; Mblocks = 100;
20- for i = 1: Mblocks
21-   msg = randi([0 1],1,k); %generate random k-bit message
22-   noisy = msg + sigma * randn(1,n); %AWGN channel
23-   MinSum;
24-   codeword = zeros(1,n); %all-zero codeword
25-
26- a = 1 - 2 * codeword; %BPSK bit to symbol conversion
27- r = s + sigma * randn(1,n); %AWGN channel
28-
29- end
```

An error message is visible at the bottom of the command window: "Error in BPSK.mpl (Line 3) B = NR\_1\_0\_256". The status bar at the bottom right indicates "script" and "Line 4 Col 26".

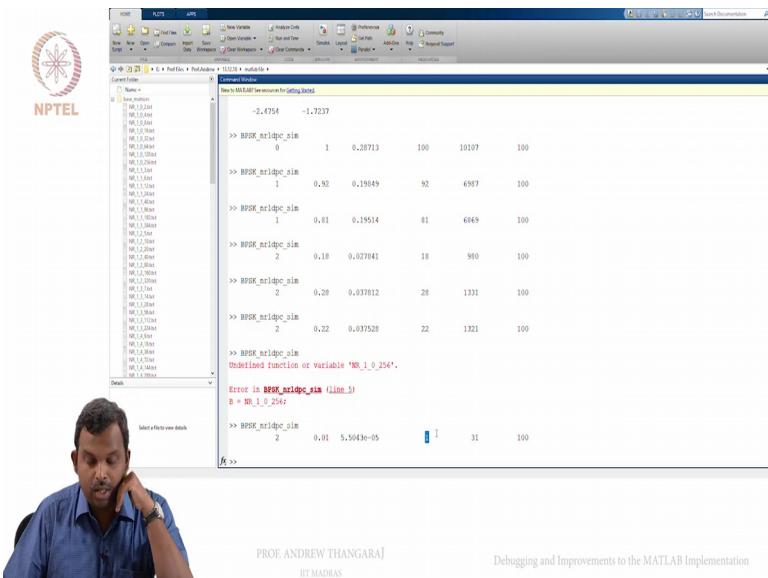
256 here, Ok. So let us see. This is a much larger block length. And let us see if this works correctly. Here you can see it is taking a little bit of time. So generally L D P C codes at larger block lengths will perform much, much better.

Ok so block length of 1000 is a bit low for L D P C codes, 2000, 3000 all they are very difficult to beat. They are really very, very good. They give very competitive performance.

So 256 is a very huge block length you can imagine. So this will, program will take a little bit longer. But let us see. 2 d B E b over N naught 256 does it give you significantly better performance than before, Ok? Let us see.

Sort of expecting zero errors here, let us see. Ok so you can see there was just 1 error here

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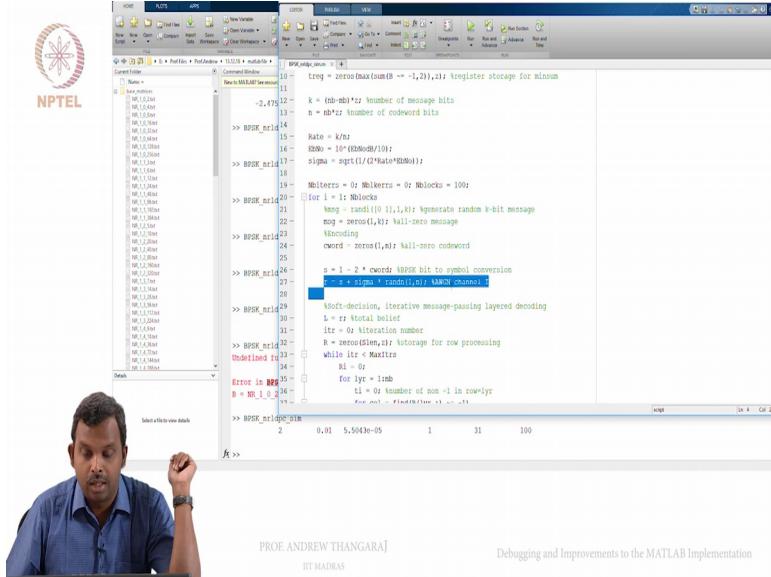
Ok, out of 100, that actually looks quite wrong to me. It should be much, much better than this.

So, so not sure if may be, this is expected performance. So I will look into it little bit more compare with, with some literature and confirm whether this is good or not. But I think this should be good. It looks alright to me as far as the code is concerned. I do not think there is any big mistake, Ok.

The few changes that usually people make to this code. The first change is rate match. So you have to do rate matching. So this always simulates the lowest rate that is there. But that is not how transmission happens, Ok.

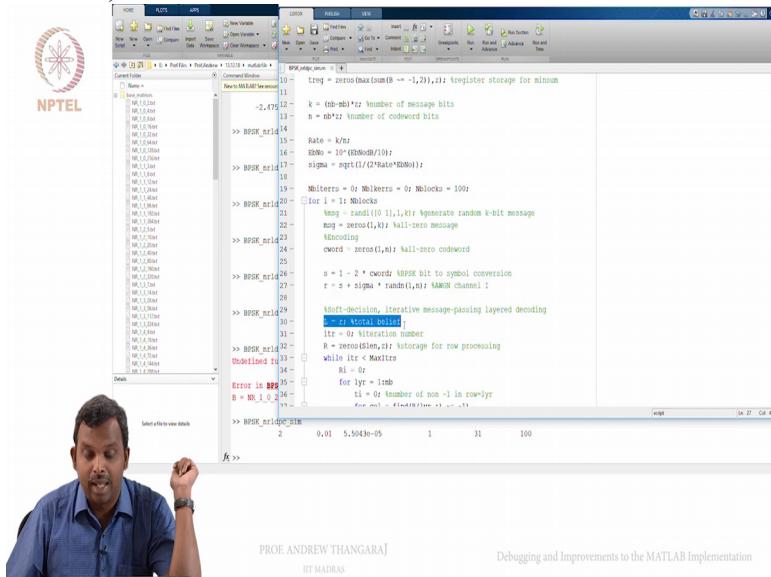
So you have to do some rate matching. That is the first thing. The other thing that people do is you want to do; you want to, you know quantize the received value. Ok so at this point you can see,

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so I am doing A W G N channel, right. So I am using the real value itself as

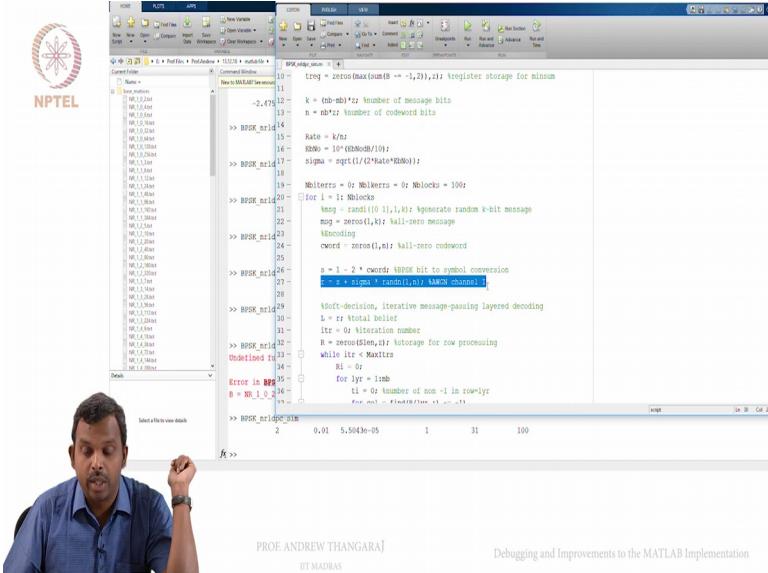
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L, Ok. So that is not very nice.

So you want to, you want to quantize

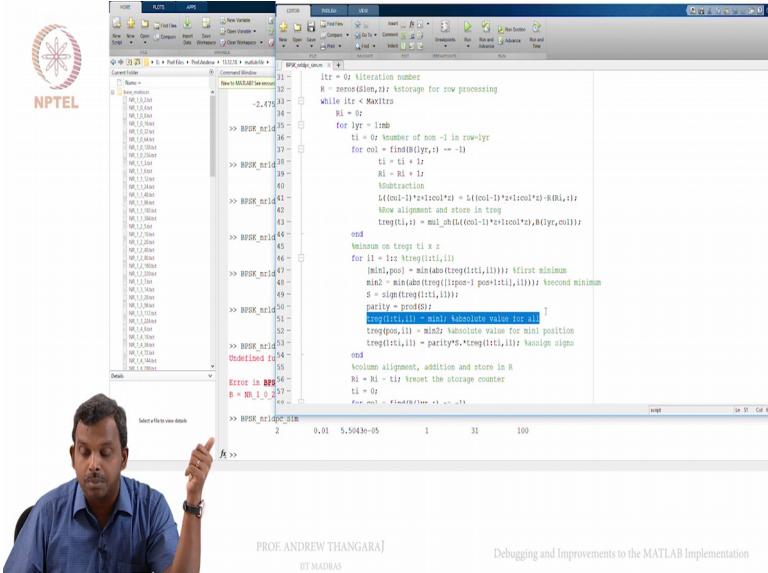
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this, Ok to how many error bits or integer value between say minus 256 and 256 if you want to use 8 bit integer values, Ok. So that is something very important. You have to quantize, number 1. Like I said number 1 was rate matching. I will talk about it in the next lecture.

And after that quantization, which will also be there in, hopefully in the next lecture. And the last step is changing this step to,

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to offset minsum. Ok, so instead of doing min 1, min 2 you want to subtract a small offset here, Ok.

So all these three we will do in the next lecture and see how much it improves or how the performance changes. Ok so other than that the basic algorithm is as such Ok. Thank you very much.