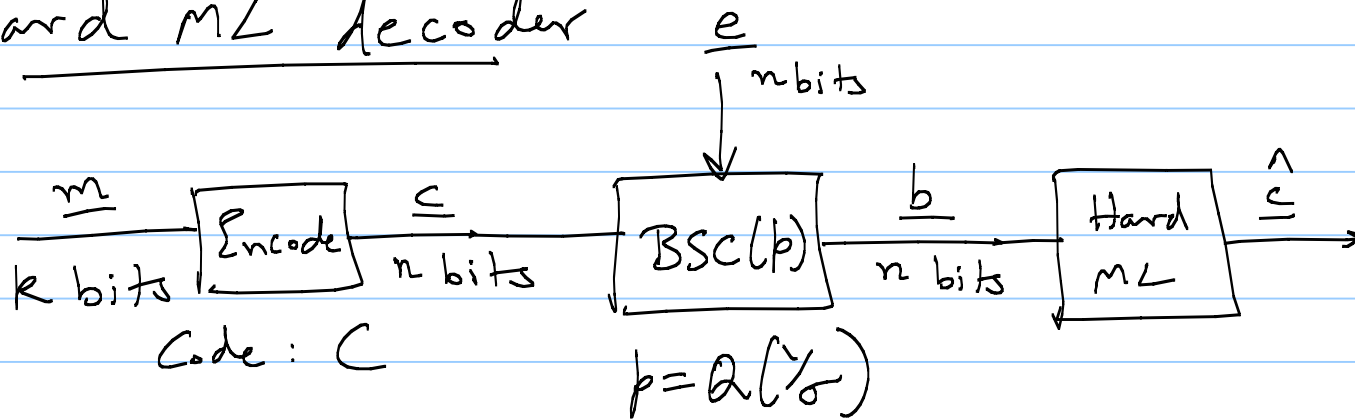


# Lecture 45

Note Title

11/6/2008

## Hard ML decoder



$$\hat{\underline{c}} = \arg \min_{\underline{c} \in C} d_H(\underline{b}, \underline{c})$$

$\hat{\underline{c}} = \underline{b} + \hat{\underline{e}} \rightarrow$  Try to find the most likely error

$$\hat{\underline{e}} \in \{ \underline{v} \in \{0,1\}^n : \underline{b} + \underline{v} \in C \}$$
$$\hat{\underline{e}} = \arg \min_{\underline{v}} w_H(\underline{v})$$

# Syndrome decoder for linear codes

Ex:

$$H = \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 1 \end{bmatrix}$$

PC matrix  
of a (6,3,3)

$$\underline{\hat{c}} = \underline{b} + \underline{\hat{e}}$$

$$H \underline{\hat{c}}^T = \underline{0} = H \underline{b}^T + H \underline{\hat{e}}^T \Rightarrow$$

- Computed at the Rx  $H \underline{b}^T = H \underline{\hat{e}}^T$

- Called syndrome  $\underline{s} = H \underline{\hat{e}}^T$

3 x 1

$$H = \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 1 \end{bmatrix}$$

$$\underline{b} = [1 \ 1 \ 0 \ 1 \ 1 \ 0]$$

$$\underline{s} = \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \langle e_1 | \\ \langle e_2 | \\ \langle e_3 | \\ \langle e_4 | \\ \langle e_5 | \\ \langle e_6 | \end{bmatrix}$$

$$\langle e_1 | = [1 \ 0 \ 0 \ 0 \ 0 \ 0]$$

$$\langle e_2 | = [0 \ 1 \ 0 \ 1 \ 1 \ 0]$$

How many errors can be corrected?

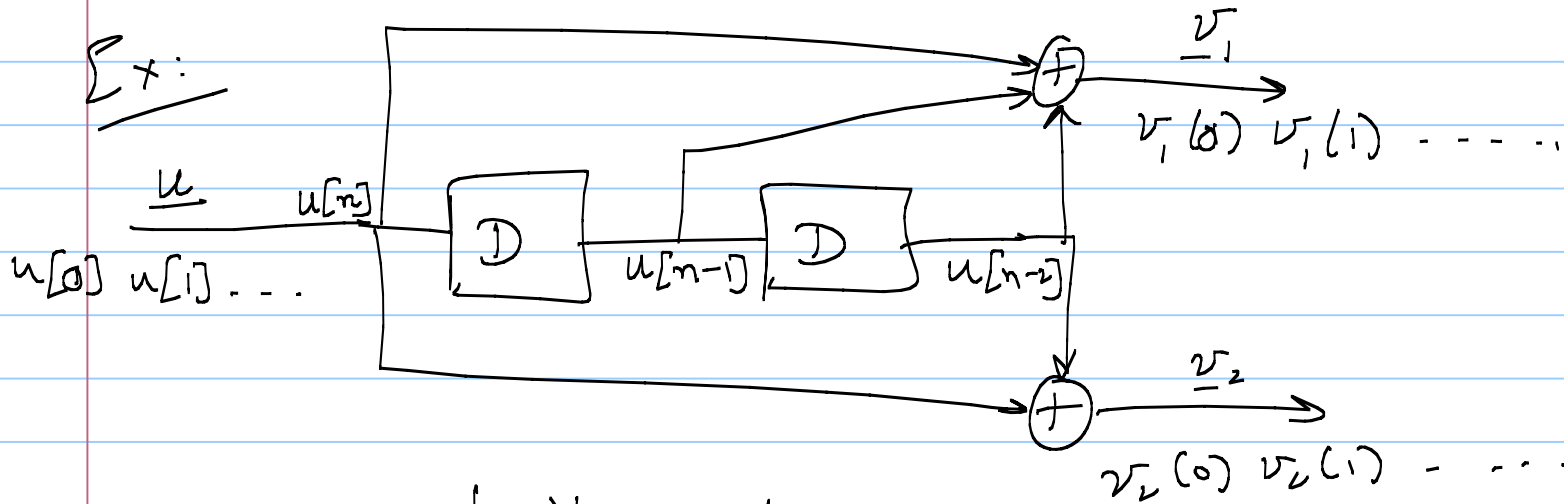


$t = \lfloor \frac{d-1}{2} \rfloor$  is correctable.

$$P_e \approx c p^{t+1} = c Q\left(\frac{1}{\sigma}\right)^{t+1}$$

# Convolutional Codes:

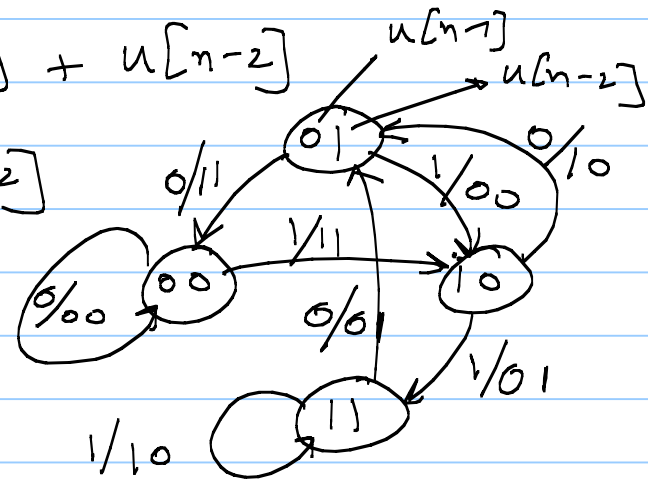
Ex:



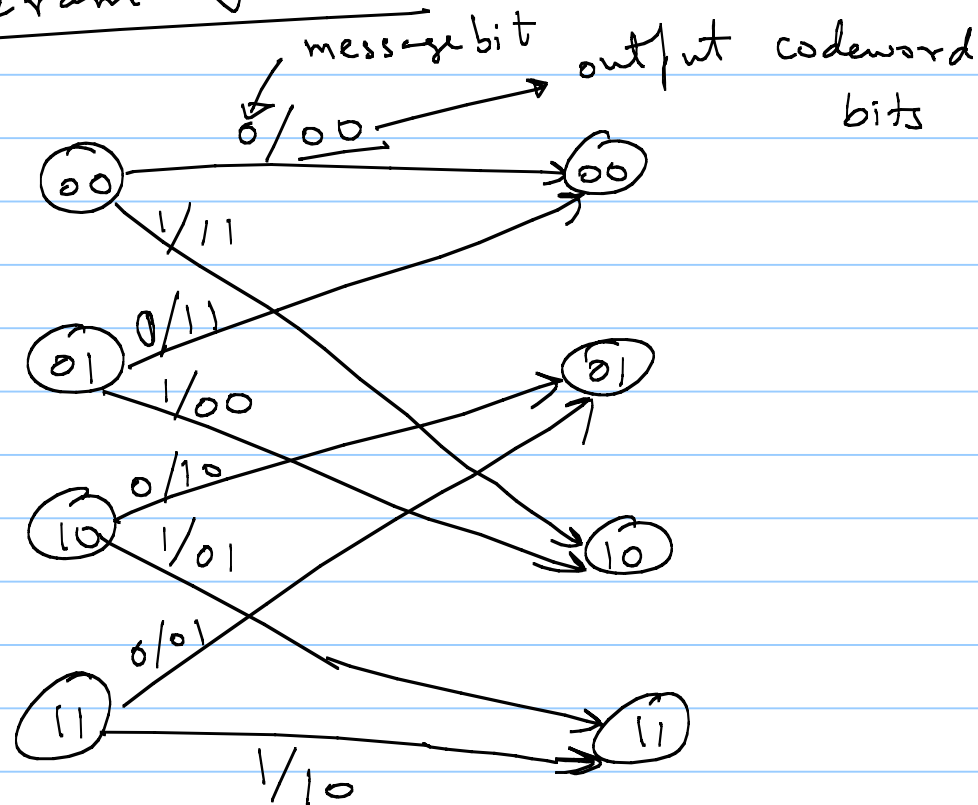
rate  $1/2$  encoder

$$v_1[n] = u[n] + u[n-1] + u[n-2]$$

$$v_2[n] = u[n] + u[n-2]$$



# State diagram of Trellis



message

$$\underline{u} = u[0] \dots u[k-1]$$

$$\underline{v} = v_1[0] v_2[0] \dots v_1[k-1] v_2[k-1]$$

$$\hat{\underline{v}} = \arg \min_{\text{paths}} |\underline{\gamma} - \underline{v}|^2$$

Soft ML decoding: implementable as a Viterbi algorithm.

+ —————>  
The end