

Lecture 25

Note Title

3/12/2008

$L(x), R(x)$: node-perspective

$\lambda(x), p(x)$: edge-perspective

$$L(x) = \sum_{i=1}^{d_L} L_i x^i$$

$$R(x) = \sum_{j=1}^{d_R} R_j x^j$$

Designed rate, $R = 1 - \frac{L'(1)}{R'(1)}$

$$\lambda(x) = \sum_{i=1}^{d_L} \lambda_i x^{i-1}$$

$$p(x) = \sum_{j=1}^{d_R} p_j x^{j-1}$$

$$\rightarrow \lambda(x) = \frac{L'(x)}{L'(1)}$$

$$p(x) = \frac{R'(x)}{R'(1)}$$

Gallager A on irregular codes

→ running of the decoding algorithm ✓

→ all-zero codeword assumption ✓

→ Different neighbourhoods for
different bit nodes ?

→ neighbourhoods will be cycle-free
w.h.p. ✓

Idea 1: Average over all neighbourhoods
(Prob. of error)

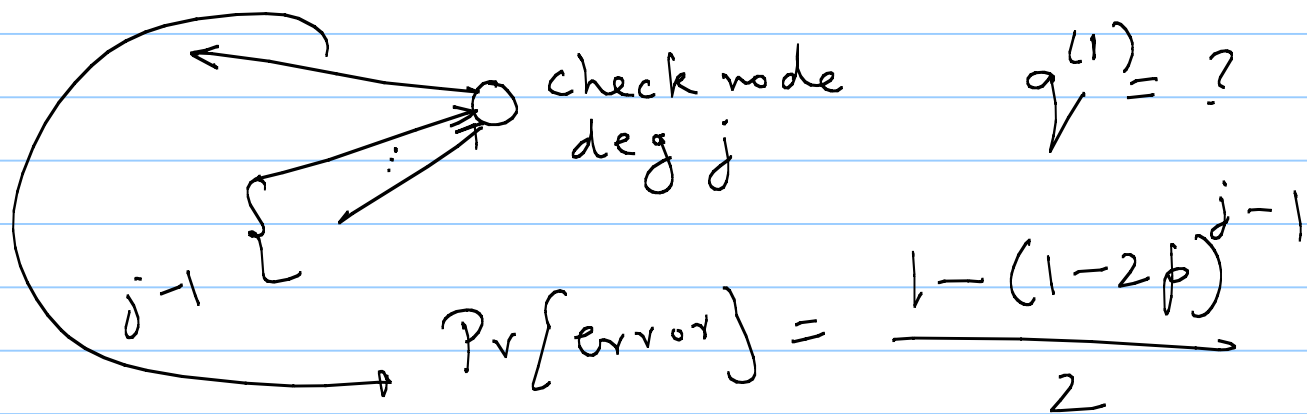
Idea 2: Concentration result.
→ Martingales

Density Evolution (irregular case, Gallager A)

Iteration 1: Step (a):

$$p^{(0)} = p$$

Step (b):

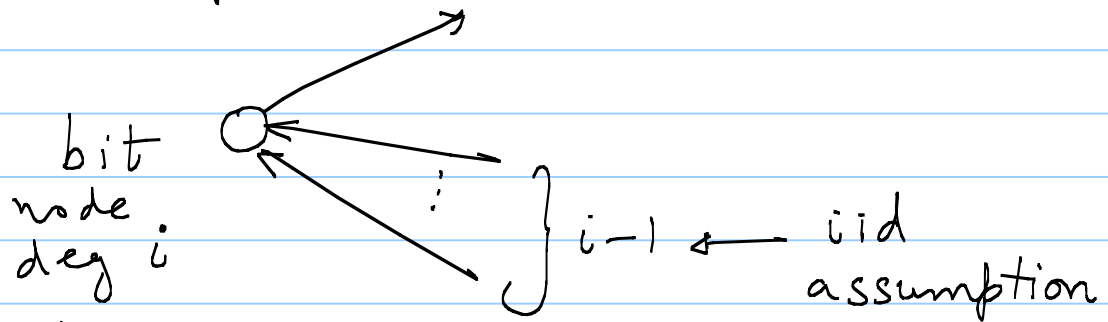


$$\Pr(\text{random edge is connected to a check node of deg } j) = p_j$$

$$q^{(1)} = \sum_{j=1}^{d_r} p_{ij} \left(\frac{1 - (1 - 2p)^{j-1}}{2} \right)$$

Iteration l : Step (a)

$q^{(l-1)}$
is known



$$\rightarrow p^{(l)} = \sum_{i=1}^{d_r} \lambda_i \left((1-p) \left(q^{(l-1)} \right)^{i-1} + p \left(1 - \left(1 - q^{(l-1)} \right)^{i-1} \right) \right)$$

$$q^{(l)} = \sum_{j=1}^{d_r} p_{ij} \left(\frac{1 - (1 - 2p^{(l)})^{j-1}}{2} \right)$$

Density Evolution } $p^{(l)} = f_{p, \alpha}(p^{(l-1)}, p)$
Iteration }

Threshold: $p^* = \sup_p \{ p^{(l)} \rightarrow 0 \}$

→ Optimization over p^* & α is now possible.

Fix Design rate, $R = 1 - \frac{\sum_{j=1}^{d_r} p_{j/j}}{\sum_{i=1}^{d_e} \alpha_{i/i}}$

→ right "close-to-regular" assumption
 $p_w, p_{w+1} \neq 0$

$p_j = 0 \quad \forall j \neq w, w+1$

→ try to maximize Threshold.

