

On the Decoding of Tail-Biting UM-LDPC Codes

Igor Zhilin Pavel Rybin Fedor Ivanov Victor Zyablov



Institute for Information Transmission Problems
Russian Academy of Sciences

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Outline

- ▶ Construction of (P)UM-LDPC codes
- ▶ Decoding algorithms
 - ▶ Belief Propagation
 - ▶ Single direction decoding
 - ▶ Double direction decoding
- ▶ Simulation results
- ▶ Conclusions

Decoding algorithms

- ▶ $\mathcal{A}(i_{max})$ — Belief Propagation, where i_{max} — maximum number of iterations
- ▶ $\mathcal{B}(i_{max}, j_{max})$ — single direction decoding, i_{max} is the number of inner iterations and j_{max} is the number of outer iterations
- ▶ $\mathcal{C}(i_{max}, j_{max})$ — decoding in both directions

The received sequence \mathbf{r} can be represented as

$$\mathbf{r} = (\mathbf{r}_1 \quad \mathbf{r}_2 \quad \dots \quad \mathbf{r}_t),$$

where \mathbf{r}_i is a vector with length n , that corresponds to the parity-check matrices $\mathbf{H}_{i,1}$ and $\mathbf{H}_{((i-1) \bmod t)+1,0}$.

Algorithm \mathcal{B}

```
1:  $\mathbf{r}_k^{(0)} \leftarrow \mathbf{r}_k, \forall k : 1 \leq k \leq t$ 
2:  $\mathbf{r}_1^{(1)} \leftarrow \mathbf{r}_1$ 
3:  $\Delta_k^{(0)} \leftarrow 0, \forall k : 1 \leq k \leq t$ 
4: for  $j = 1$  to  $j_{max}$  do
5:   for  $k = 1$  to  $t$  do
6:      $k_1 \leftarrow k, k_2 \leftarrow (k \bmod t) + 1$ 
7:      $\mathbf{x}_{k_1} \leftarrow \mathbf{r}_{k_1}^{(j)}$ 
8:      $\mathbf{x}_{k_2} \leftarrow \mathbf{r}_{k_2}^{(j-1)} - \Delta_{k_2}^{(j-1)}$ 
9:      $(\mathbf{y}_{k_1} \ \mathbf{y}_{k_2}) \leftarrow D_k^{(i_{max})} ((\mathbf{x}_{k_1} \ \mathbf{x}_{k_2}))$ 
10:     $\Delta_{k_2}^{(j)} \leftarrow \mathbf{y}_{k_2} - \mathbf{x}_{k_2}$ 
11:     $\mathbf{r}_{k_2}^{(j)} \leftarrow \mathbf{r}_{k_2}^{(j-1)} + \Delta_{k_2}^{(j)}$ 
12:   end for
13: end for
14: return  $\mathbf{r}^{(j_{max})} = (\mathbf{r}_1^{(j_{max})} \ \mathbf{r}_2^{(j_{max})} \ \dots \ \mathbf{r}_t^{(j_{max})})$ 
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Algorithm C

- 1: $\mathbf{r}_k^{(0)} \leftarrow \mathbf{r}_k, \forall k : 1 \leq k \leq t$
- 2: $\Delta_{k, \{0,1\}}^{(0)} \leftarrow 0, \forall k : 1 \leq k \leq t$
- 3: **for** $j = 1$ **to** j_{max} **do**
- 4: **for** $k = 1$ **to** t **do**
- 5: $k_1 \leftarrow k, k_2 \leftarrow (k \bmod t) + 1$
- 6: $\mathbf{x}_{k_1} \leftarrow \mathbf{r}_{k_1}^{(j-1)} - \Delta_{k_1,1}^{(j-1)}$
- 7: $\mathbf{x}_{k_2} \leftarrow \mathbf{r}_{k_2}^{(j-1)} - \Delta_{k_2,0}^{(j-1)}$
- 8: $(\mathbf{y}_{k_1} \ \mathbf{y}_{k_2}) \leftarrow D_k^{(i_{max})} ((\mathbf{x}_{k_1} \ \mathbf{x}_{k_2}))$
- 9: $\Delta_{k_1,1}^{(j)} \leftarrow \mathbf{y}_{k_1} - \mathbf{x}_{k_1}$
- 10: $\Delta_{k_2,0}^{(j)} \leftarrow \mathbf{y}_{k_2} - \mathbf{x}_{k_2}$
- 11: **end for**
- 12: **for** $k = 1$ **to** t **do**
- 13: $\mathbf{r}_k^{(j)} \leftarrow \mathbf{r}_k^{(j-1)} + \Delta_{k,0}^{(j)} + \Delta_{k,1}^{(j)}$
- 14: **end for**
- 15: **end for**
- 16: **return** $\mathbf{r}^{(j_{max})} = \left(\mathbf{r}_1^{(j_{max})} \mathbf{r}_2^{(j_{max})} \dots \mathbf{r}_t^{(j_{max})} \right)$

Computer Simulation

UM-LDPC code, period $t = 4$, based on $(2,4)$ LDPC codes with parity-check matrices $\mathbf{H}_{i,\{0,1\}}$, s.t. parity-check matrices $\mathbf{H}_i = (\mathbf{H}_{i,1} \quad \mathbf{H}_{i,0})$ have girth ≥ 4 .

$$R = 1 - \frac{2}{4} = 0.5,$$
$$N = 2032.$$

BPSK, AWGN, soft decision.

Results of the Simulation

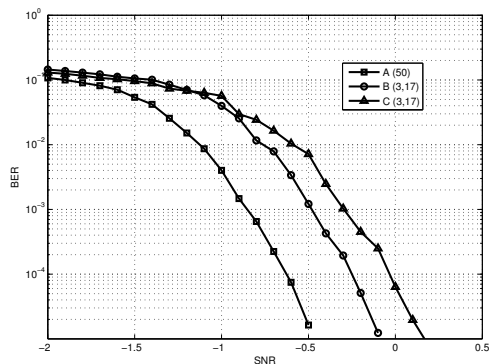


Figure: Simulation results for UM-LDPC code with code rate $R=0.5$, based on the LDPC codes (2,4), under decoding algorithms \mathcal{A} (50), \mathcal{B} (3, 17) and \mathcal{C} (3, 17)

Conclusion

- ▶ $\mathcal{A}(50)$ has the best decoding performance. $\mathcal{B}(3, 17)$ performs worse than $\mathcal{A}(50)$ by almost 0.4 dB at $\text{BER} = 10^{-5}$. Performance of $\mathcal{C}(3, 17)$ is worse than performance of $\mathcal{B}(3, 17)$ by almost 0.2 dB at the same BER.
- ▶ Complexities of algorithms \mathcal{B} and \mathcal{C} is asymptotically the same as complexity of \mathcal{A} up to a constant factor which is close to 1. Since \mathcal{A} performs better than \mathcal{B} or \mathcal{C} , it is unreasonable to use algorithms \mathcal{B} and \mathcal{C} .

Thank you for your attention.