

UNIT-V ERROR CONTROL CODES.

①

Channel coding theorem

Given a source of M equally likely messages $M \gg 1$, which is generating info at a rate R for a given channel has capacity C then

$R \leq C \rightarrow$ error prob is less.

-ve statement $\rightarrow M \gg 1$ generating info at a rate R & channel capacity C then

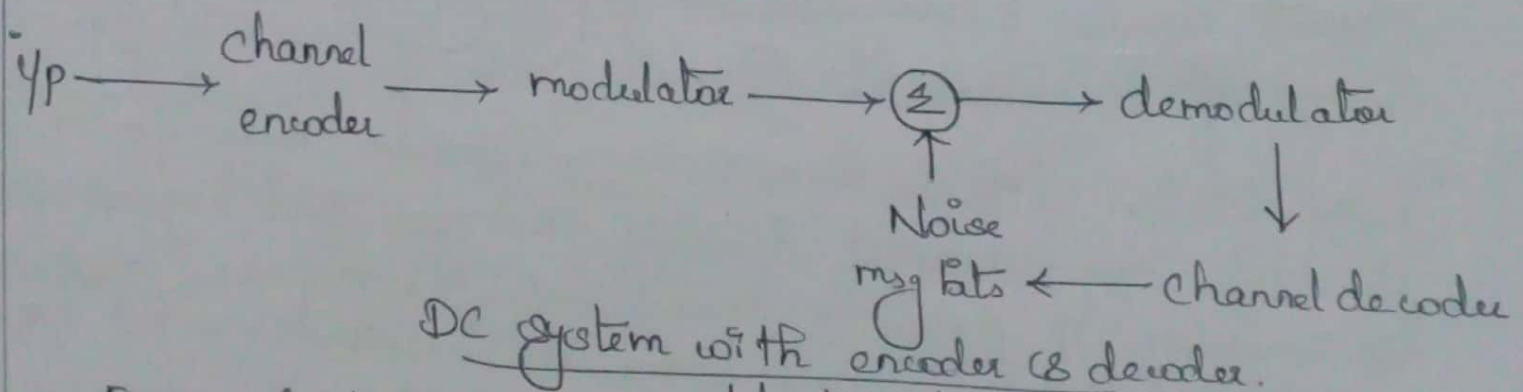
$R > C \rightarrow$ error prob is close to unity.

Explain the error detecting Error Control Coding.

\rightarrow txn of data over the channel depends upon 2 parameters.

\rightarrow PSD of channel noise determines SNR \rightarrow determine the error probability of mod scheme.

\rightarrow Coding tech also reduce SNR for fixed prob of error.



Error Control Codes $\left\{ \begin{array}{l} \text{block codes} \\ \text{convolutional codes} \end{array} \right. \left. \begin{array}{l} \text{Linear} \\ \text{Nonlinear} \end{array} \right.$

Block codes \rightarrow codes consists of n no of bits in one block / codeword. codeword consists of k msg bits & $n-k$ redundant bits. Block codes $\rightarrow (n, k)$.

Convolutional Codes \rightarrow coding operation is discrete time conv of y/p with the impulse response of the encoder. Conv encoder accepts msg bits continuously and generate encoded seq.

Linear \rightarrow if 2 codes of the linear code are added by mod 2 arithmetic it produces 3rd codeword.

Nonlinear \rightarrow add of nonlinear codeword does not produce 3rd codeword.

Methods of Error Control Coding $\left\{ \begin{array}{l} \text{Forward error correction} \\ \text{error detection with re-transmission.} \end{array} \right.$

Forward error correction \rightarrow errors are detected / corrected by proper coding technique. Check bits / redundant bits are used to detect / correct errors. Error detection capability of rx depends upon the no of redundant bits. Overall prob of error is high.

Error detection with re-transmission \rightarrow decoder checks y/p seq. When it detects any error, it discards that part and request for re-transmission of data. Tx again sends the msg seq in which error was detected. Note: decoder does not correct errors just request to retransmit seq. Overall prob of error is low.

Error types $\left\{ \begin{array}{l} \text{Random Error} \\ \text{Burst Error} \end{array} \right.$

Random Errors → due to white gaussian noise in the channel. errors generated in a particular interval does not affect the system performance. Errors are totally uncorrelated.

Burst Errors → due to impulsive noise in the channel. generated due to lightning & switching chae errors are dependent on each other in successive msg intervals.

Terminology.

① Code Word → encoded block of n bits called codewords. consist of msg bits & redundant bits.

② Block length → no of n bits after coding called block length of the code.

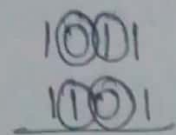
③ Code rate → ratio of msg bits (k) to the encoded o/p bits (n) called code rate $r = k/n$ $0 < r < 1$.

④ Channel data rate → bit rate at the o/p of encoder.

● $R_0 = n/k R_s$
↳ i/p of the encoder

⑤ Code Vectors → n bit code word visualized in N-dim space.

⑥ Hamming distance → distance b/w 2 code vectors is equal to no of elements in which they differ 'd'



④ Min distance (d_{min}) → smallest hamming distance

$$d_{min} \leq n - k + 1$$

⑧ Code efficiency → ratio of msg bits in a block to the tx bits
code efficiency = k/n .

(9) Weight of the code \rightarrow no of non zero elements called weight of the code $w(x)$. $x = 1011 \rightarrow w(x) = 3$.

(10) Free distance \rightarrow min distance b/w the code vectors that equals to min weight of the code vector.

$$d_f = [w(x)]_{\min} \quad x \neq 0.$$

(11) No of errors $\rightarrow d_f > 2d$

(12) Coding gain $\rightarrow A = rd_f/2$

\downarrow free distance.
 \downarrow code rate

(13) Vector space \rightarrow set of all code vectors called vector space. 3 bit code word $2^3 = 8$ code vectors.

(14) Vector subspace \rightarrow subset of code vectors of n bit codewords called vector space (subspace).

Linear Block Codes.

Principle \rightarrow For the block of k msg bits, $(n-k)$ parity bits are added. total bits at the o/p be n . block codes (n, k) .

Systematic Codes \rightarrow msg bits appear at the beginning of the code word. msg bits appear first & then check bits are transmitted in a block.

Non systematic code \rightarrow not possible to identify msg bits they are mixed in nature.

Linear code \rightarrow linear if the sum of any 2 code vectors produces another code vector.

$$x = m_1 m_2 \dots m_k, c_1 c_2 \dots c_q$$

$$q = n - k$$

\hookrightarrow no of redundant bits

$$x = (M|C) \begin{matrix} \rightarrow q \text{ check bits} \\ \rightarrow k \text{ msg bits} \end{matrix}$$

Matrix.

Code vector $x = MG$

$$[x]_{1 \times n} = [M]_{1 \times k} [G]_{k \times n}$$

$$[G] = \left[\begin{array}{c|c} I_k & P \end{array} \right]_{k \times n}$$

check vector $C = MP$

$$(c_1 c_2 \dots c_q) = (m_1 m_2 \dots m_k) \begin{bmatrix} P_{11} & \dots & P_{1q} \\ P_{21} & \dots & P_{2q} \\ \dots & \dots & \dots \\ P_{k1} & \dots & P_{kq} \end{bmatrix}$$

$$c_1 = m_1 P_{11} \oplus m_2 P_{21} \oplus \dots \oplus m_k P_{k1}$$

$$c_2 = m_1 P_{12} \oplus m_2 P_{22} \oplus \dots \oplus m_k P_{k2}$$

and so on.

Hamming Codes.

(n, k) linear block codes.

Cond no of check bits $q \geq 3$

$$\text{Block length } n = 2^q - 1$$

$$\text{msg bits } k = n - q$$

$$\text{min distance } d_{\min} = 3$$

$$\begin{aligned} \text{Code rate } r &= k/n \\ &= n-q/n \\ &= 1 - q/n \end{aligned}$$

$$n = 2^q - 1 \text{ then } r = 1 - \frac{q}{2^q - 1}$$

$r \approx 1$ if $q \gg 1$.

$$GH^T = \left[\begin{array}{c|c} I_{k \times k} & P_{k \times q} \end{array} \right] \frac{P_{k \times q}}{I_{q \times q}} = P \oplus P = 0$$

Error detection $d_{\min} \geq 2 + 1$ i.e. $d_{\min} \geq 3$

Error correction $d_{\min} \geq 2 + 1$ i.e. $d_{\min} \geq 3$.

Theorem 1

→ min distance of the linear block code is equal to min weight of any non-zero codeword in code.

Theorem 2

→ linear block code having the min distance of d_{\min} can detect upto $d_{\min} - 1$ errors & correct upto $d_{\min} - 1/2$ errors in each codeword.

Syndrome Decoding.

Generator matrix G used in the encoding operation at the Tx, parity check matrix H .

$$X = Y \rightarrow \text{no error}$$

$$X \neq Y \rightarrow \text{error during tx}$$

$$Y = X + e \rightarrow \text{rx msg.}$$

For eg:

$$x = [101011]$$

$$y = [111001]$$

$$e = [010010]$$

Rx has the task of decoding the code vector x from the rx vector y . Commonly to perform this decoding operation starts with the computation of $1 \times q$ vector called syndrome.

$$S = YH^T$$

Properties.

- ① Syndrome depends only on the error pattern and not on the true codeword.
- ② All error patterns that differ at most by a codeword have the same syndrome.
- ③ Syndrome S is the sum of those columns of the matrix H corresponding to the error locations.
- ④ With syndrome decoding (n, k) linear block code can correct upto t errors per codeword, that should satisfy $\frac{n}{i} = \frac{n!}{(n-i)! i!}$

Cyclic
Codes.

- Subclass of linear block codes.
- Easy to encode

Binary code is said to be a cyclic code if every cyclic shift of the codeword or sum of two codewords produce some other codeword.

- ① Linearity Property → sum of codewords is also a codeword.
- ② Cyclic Property → any cyclic shift of a codeword is also a codeword.

Representation $X(D) = x_0 + x_1 D + x_2 D^2 + \dots + x_{n-1} D^{n-1}$

2 forms / systematic
non-systematic

Generator Polynomial.

(n, k) cyclic codes is specified by the complete set of code word polynomials of degree $(n-1)$ with min degree $(n-k)$ as a factor.

degree of $g(D)$ ~~is~~ ^{is} equal to no of parity bits.

Properties.

- ① Gen polynomial of an (n, k) cyclic code is unique, i.e. the only codeword polynomial of min degree $(n-k)$.
- ② Any multiple of the generator polynomial $g(D)$ is a codeword polynomial $x(D) = a(D)g(D) \text{ Mod}(D^{n-1})$.
- ③ Gen polynomial $g(D)$ & parity check polynomial $h(D)$ are factors of the polynomial $H D^n$ is given by $h(D)g(D) = 1 + D^n$.

Classes of cyclic codes.

- CRC
- BCH
- Convolutional
- Viterbi
- ~~Code Tree & State diagram~~, Golay Codes.
- RS codes

Cyclic Codes Redundancy.

Cyclic codes for error detection is called CRC. A CRC error burst of length B in an n bit rx word as a contiguous seq of B in which the first & last bits and any no of intermediate bits rx are error.

$$\text{CRC 12 code} \rightarrow 1 + D + D^2 + D^3 + D^{11} + D^{12}$$

$$\text{16 code} \rightarrow 1 + D^2 + D^{15} + D^{16}$$

char length \rightarrow 6 bits
 \rightarrow char length \rightarrow 8 bits.

$$\text{Block length } n = 2^m - 1$$

$$\text{msg bits } k = m$$

$$\text{min distance } d_{\min} = 2^m - 1$$

$$g(D) = 1 + D^n / h(D) \rightarrow \text{max length codes.}$$

Golay Codes.

Special case of binary code capable of correcting any combination of rand errors of block 23 bits. Perfect cyclic code has min dist of 7.

$$\text{Golay code} \rightarrow (23, 12)$$

$$g_1(D) = 1 + D^2 + D^4 + D^5 + D^6 + D^{10} + D^{11}$$

$$g_2(D) = 1 + D + D^5 + D^6 + D^7 + D^9 + D^{11}$$

$$1 + D^{23} = (1 + D)g_1(D)g_2(D).$$

Disadv \rightarrow does not generalize.

BCH codes.

Cyclic code with wide variety of parameters. +ve m there exists a cond.

$$\text{block length } n = 2^m - 1$$

$$\text{no of msg bits } k \geq n - mt$$

$$\text{min distance } d_{\min} \geq 2t + 1$$

RS codes.

Subclass of non-binary BCH codes.

$$\text{block length } n = 2^m - 1$$

$$\text{msg bits } k$$

$$\text{parity check bits } n - k = 2t$$

$$\text{min distance } d_{\min} = 2t + 1$$

Adv.

- highly efficient
- adjustable
- provide wide range of code rates.

Convolutional codes.

accepts k msg block & generates n bit-codeword. they are produced on block by block range. Encoder must buffer an entire msg block before generating associated codeword.

Operates on the incoming msg sequence in a serial manner. Encoder with the rate of $1/n$ measured in bps.

$$\text{code rate } r = 1/n(t+M) \text{ bit/gymbol}$$

$$\text{ie } r = 1/n = k/n$$

$$t \gg M$$

Viterbi decoding.

Max likelihood decoder that is optimum for white gaussian noise channel for k bit msg seq & encoder of M .

Metric

↳ hamming distance b/w the coded seq represented by the path & rx seq.

Surviving path

↳ path of the decoded signal with min metric

Step 1 → compute metric of the signal path

2 → increment j by 1. for each stage identify the lowest metric

3 → if $j < L+M$ repeat 2 otherwise stop.

$$M = k - 1.$$

↳ constraint length.

Adv.

→ decoding delay is small

→ H/w seq is low

→ sync not affect the system performance

Disadv.

→ Complex

→ codes are not developed.