

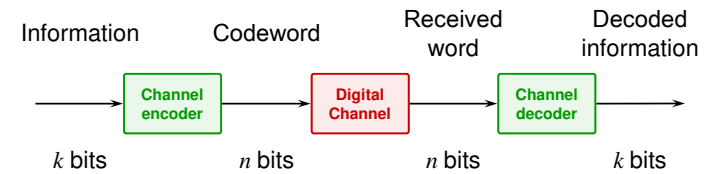
# TSKS02 Telecommunication

## Lecture 9

### Error Control Codes – Introduction

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## Block Codes – Basic Idea



Calculate  $r$  parity bits from the  $k$  information bits.

Send  $n = k + r$  codeword bits.

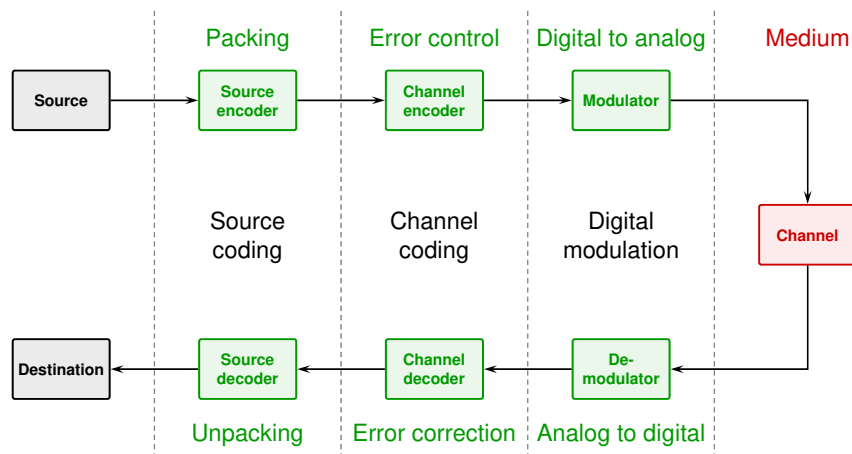
Received:  $n$  possibly corrupted bits.

Decode to the most likely sent codeword given the received bits.

More general:  
 Map  $k$  information bits on  
 $n = k + r$  codeword bits.

If the codewords are well chosen, then we will be able to correct errors.

## A One-way Telecommunication System



## Block Code – Set of Binary Vectors

Code:  $\mathcal{C} = \{\bar{c}_i \in \{0,1\}^n\}_{i=1}^{2^k}$

Codeword:  $\bar{c}_i = (c_{i,1}, \dots, c_{i,n}) \in \{0,1\}^n$

Rate:  $R = \frac{k}{n}$

Example code:

Information	Codeword
00	10101010
01	11010000
10	01100111
11	00011101
$k = 2$	$n = 8$

Decoding principles:

Assume that all errors are equally serious.  $\Rightarrow$

Choose the most likely codeword given the received vector.

# Decoding

Stochastic variables: Sent codeword:  $\bar{C}$   
 Received word:  $\bar{X}$

## MAP decoding:

Decoding rule 1: Set  $\hat{c} = \bar{c}_i$  if  $\Pr\{\bar{C} = \bar{c}_j | \bar{X} = \bar{x}\}$  is maximized for  $j = i$ .

Bayes rule  $\Rightarrow$

Decoding rule 2: Set  $\hat{c} = \bar{c}_i$  if  $\Pr\{\bar{C} = \bar{c}_j\} \Pr\{\bar{X} = \bar{x} | \bar{C} = \bar{c}_j\}$  is max for  $j = i$ .

## ML decoding ( $\Pr\{\bar{C} = \bar{c}_j\} = 1/2^k$ ):

Decoding rule 3: Set  $\hat{c} = \bar{c}_i$  if  $\Pr\{\bar{X} = \bar{x} | \bar{C} = \bar{c}_j\}$  is maximized for  $j = i$ .

# Example of Decoding

Information	Codeword	
00	10101010	$d_H(10101010, 11010000) = 5$ $d_H(10101010, 01100111) = 5$ $d_H(10101010, 00011101) = 6$ $d_H(11010000, 01100111) = 6$ $d_H(11010000, 00011101) = 5$ $d_H(01100111, 00011101) = 5$
01	11010000	
10	01100111	
11	00011101	

$k = 2$                        $n = 8$

Minimum distance  $d = 5$

Decoding: Choose closest codeword.

(10111010) is decoded to (10101010)  
 (11110111) is decoded to (01100111)  
 (00111000) is on distance 3 from both  
 (10101010) & (00011101)

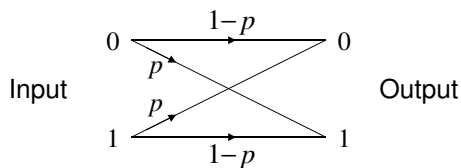
Error correction capability

$$t = \left\lfloor \frac{d-1}{2} \right\rfloor \quad \text{Here } t = 2$$

Error detection capability

$$v = d - 1 \quad \text{Here } v = 4$$

# The Binary Symmetric Channel (BSC)



Consecutive uses of the channel are independent.

Hamming distance:  $d_H(\bar{a}, \bar{b})$  # positions where  $\bar{a}$  and  $\bar{b}$  differ.

Properties:  $d_H(\bar{a}, \bar{a}) = 0$      $d_H(\bar{a}, \bar{b}) \geq 0$      $d_H(\bar{a}, \bar{c}) \leq d_H(\bar{a}, \bar{b}) + d_H(\bar{b}, \bar{c})$

We get:  $\Pr\{\bar{X} = \bar{x} | \bar{C} = \bar{c}_j\} = p^{d_H(\bar{x}, \bar{c}_j)} (1-p)^{n-d_H(\bar{x}, \bar{c}_j)}$

## ML decoding for BSC with error probability $p$ (assuming $0 < p < 0.5$ ):

Decoding rule 4: Set  $\hat{c} = \bar{c}_i$  if  $d_H(\bar{x}, \bar{c}_j)$  is minimized for  $j = i$ .

# The Binary Field, GF(2)

+	0	1
0	0	1
1	1	0

·	0	1
0	0	0
1	0	1

Integer arithmetic reduced modulo 2.

Associative law:  $(a + b) + c = a + (b + c)$      $\forall a, b, c \in GF(2)$   
 $(a \cdot b) \cdot c = a \cdot (b \cdot c)$      $\forall a, b, c \in GF(2)$

Commutative law:  $a + b = b + a$      $\forall a, b \in GF(2)$   
 $a \cdot b = b \cdot a$      $\forall a, b \in GF(2)$

Unit elements:  $\exists 0 \in GF(2): a + 0 = a$      $\forall a \in GF(2)$   
 $\exists 1 \in GF(2): a \cdot 1 = a$      $\forall a \in GF(2)$

Inverses:  $\exists -a \in GF(2): a + (-a) = 0$      $\forall a \in GF(2)$   
 $\exists a^{-1} \in GF(2): a \cdot a^{-1} = 1$      $\forall a \in GF(2), a \neq 0$

Distributive law:  $a \cdot (b + c) = a \cdot b + a \cdot c$      $\forall a, b, c \in GF(2)$

# Binary Linear Codes

Definition:  
A binary linear code is a linear subspace of the full vector space  $GF(2)^n$ .

Equivalent definition:  
The binary code  $\mathcal{C}$  is called linear if  $\bar{c}_1 + \bar{c}_2 \in \mathcal{C}$  holds for all  $\bar{c}_1, \bar{c}_2 \in \mathcal{C}$ .

Generator matrix  $G$ :

$$\mathcal{C} = \{ \bar{m}G \mid \bar{m} \in GF(2)^k \}$$

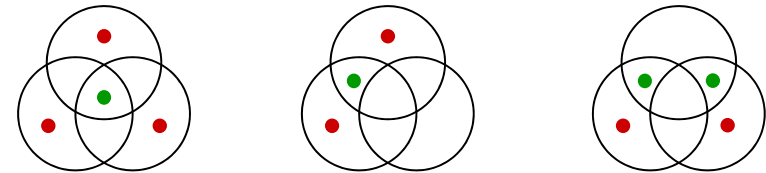
Generator matrix,  $k \times n$   
Information vector,  $k$  bits

Example:

$\bar{m}$	$\bar{c} = \bar{m}G$
00	0000
01	0111
10	1100
11	1011

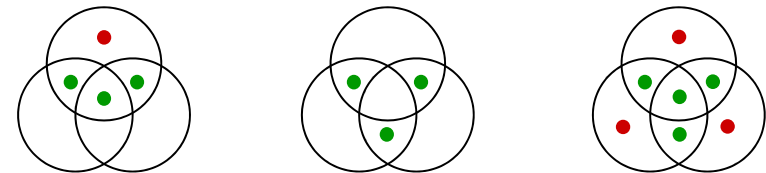
We can use everything from linear algebra!!

# The [7,4] Hamming Code – More Examples



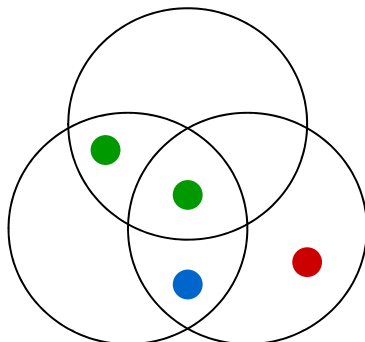
Information

Even parity in each circle.



# The [7,4] Hamming Code – Example

Information

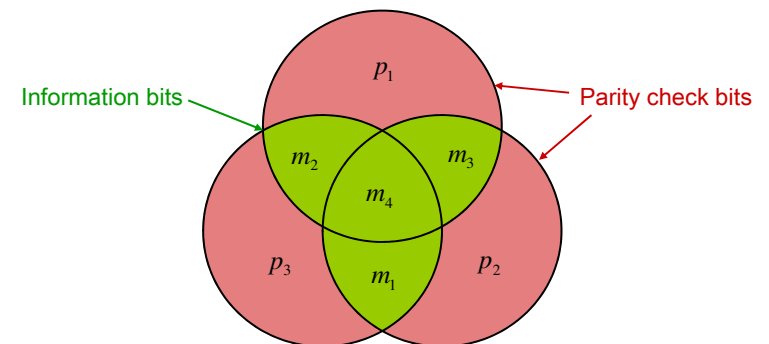


Even parity in each circle.

An error!

Result: Even parity in the upper circle, odd parity in the two lower circles. Only one position can explain that – the actual error.

# The [7,4] Hamming Code



Even parity in each circle.  $\Rightarrow$

$$\begin{cases} p_1 + m_2 + m_3 + m_4 = 0 \pmod{2} \\ p_2 + m_1 + m_3 + m_4 = 0 \pmod{2} \\ p_3 + m_1 + m_2 + m_4 = 0 \pmod{2} \end{cases}$$

## [7,4] Hamming Code – Generator Matrix

$$\begin{cases} p_1 + m_2 + m_3 + m_4 = 0 \pmod{2} \\ p_2 + m_1 + m_3 + m_4 = 0 \pmod{2} \\ p_3 + m_1 + m_2 + m_4 = 0 \pmod{2} \end{cases} \Rightarrow \begin{cases} p_1 = m_2 + m_3 + m_4 \pmod{2} \\ p_2 = m_1 + m_3 + m_4 \pmod{2} \\ p_3 = m_1 + m_2 + m_4 \pmod{2} \end{cases}$$

Codeword:

$$\bar{c} = (m_1, m_2, m_3, m_4, p_1, p_2, p_3) = (m_1, m_2, m_3, m_4, p_1, p_2, p_3)$$

$$\begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{pmatrix}$$

Generator matrix,  $G$ , on systematic form

$$G = (I_k, P) \text{ with } P = \begin{pmatrix} 0 & 1 & 1 \\ 1 & 0 & 1 \\ 1 & 1 & 0 \\ 1 & 1 & 1 \end{pmatrix}$$

Code:

$$\mathcal{C} = \{ \bar{c} = \bar{m}G \mid \bar{m} \in \text{GF}(2)^4 \}$$

Dimension:  
 $k = \# \text{ rows in } G$ . Here 4.  
 Length:  
 $n = \# \text{ columns in } G$ . Here 7.

## [7,4] Hamming Code – Parity Check Matrix

$$\begin{cases} m_2 + m_3 + m_4 + p_1 = 0 \\ m_1 + m_3 + m_4 + p_2 = 0 \\ m_1 + m_2 + m_4 + p_3 = 0 \end{cases} \Rightarrow \begin{pmatrix} 0 & 1 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} m_1 \\ m_2 \\ m_3 \\ m_4 \\ p_1 \\ p_2 \\ p_3 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$$

Parity check matrix,  $H$ , on systematic form

Compare to the generator matrix:

$$G = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{pmatrix} = (I_4, P)$$

$$H = (P^T, I_3)$$

In general:

$$\begin{cases} G = (I_k, P) \\ H = (P^T, I_{n-k}) \end{cases} \text{ or } \begin{cases} G = (P, I_k) \\ H = (I_{n-k}, P^T) \end{cases}$$

Codes may have non-systematic generator and/or parity check matrices.

## Nullspaces and Parity Check Matrices

A vector space (code) expressed in a basis:

$$\mathcal{C} = \{ \bar{m}G \mid \bar{m} \in \text{GF}(2)^k \}$$

Generator matrix ( $k \times n$ ), linearly independent rows.

A vector space (code) expressed as the nullspace of a matrix:

$$\mathcal{C} = \{ \bar{c} \in \text{GF}(2)^n : H\bar{c}^T = \bar{0} \}$$

Parity check matrix ( $(n-k) \times n$ ), linearly independent rows.

Property:  $HG^T = 0$

## Weights and Distances

Hamming weight:  $w_H(\bar{a})$  # positions where  $\bar{a}$  is 1 (non-zero).

Hamming distance:  $d_H(\bar{a}, \bar{b})$  # positions where  $\bar{a}$  and  $\bar{b}$  differ.

Relation:  $d_H(\bar{a}, \bar{b}) = w_H(\bar{a} + \bar{b})$

Minimum distance:  $d = \min_{i \neq j} d_H(\bar{c}_i, \bar{c}_j) = \min_{i \neq j} w_H(\bar{c}_i + \bar{c}_j) = \min_{\substack{\bar{c} \in \mathcal{C} \\ \bar{c} \neq \bar{0}}} w_H(\bar{c})$

Linear code  
↓

Also,  $d$  is the smallest number of linearly dependent columns in  $H$ . (since  $H\bar{c}^T = \bar{0}$ )

Example Hamming [7,4]:

$$H = \begin{pmatrix} 0 & 1 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 & 0 & 1 \end{pmatrix} \left. \begin{array}{l} \text{No column} = \bar{0} \Rightarrow d > 1 \\ \text{No 2 columns equal} \\ \bar{h}_1 + \bar{h}_6 + \bar{h}_7 = \bar{0} \end{array} \right\} \Rightarrow d > 2 \Rightarrow d = 3$$

## Error Correction and Detection Capability

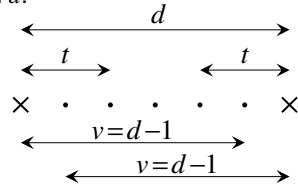
Error correction capability:  $t = \left\lfloor \frac{d-1}{2} \right\rfloor$

The code can correct every  $w$ -bit error if  $w \leq t$ .

Error detection capability:  $v = d - 1$

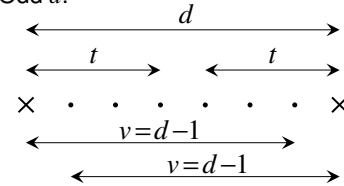
The code can detect every  $w$ -bit error if  $w \leq v$ .

Even  $d$ :



$$t = \frac{d-2}{2}$$

Odd  $d$ :



$$t = \frac{d-1}{2}$$

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## Overview – Binary Linear Codes $[n, k, d]$

A vector space expressed in a basis

$$\mathcal{E} = \{ \bar{m}G \mid \bar{m} \in \text{GF}(2)^k \}$$

Generator matrix  $(k \times n)$ ,  
linearly independent rows.

$$HG^T = 0$$

... the nullspace of a matrix

$$\mathcal{E} = \{ \bar{c} \in \text{GF}(2)^n : H\bar{c}^T = \bar{0} \}$$

Parity check matrix  $((n - k) \times n)$ ,  
linearly independent rows.

Length,  $n$ , # columns in  $G$  or  $H$

Dimension,  $k$ , # rows in  $G$ .

Minimum distance,  $d$

Smallest Hamming distance between different codewords.

Smallest Hamming weight of non-zero codewords.

Smallest number of linearly dependent columns in  $H$ .