

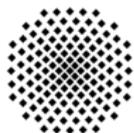
Two-channel Model for Wavelike Convergence of Tail-biting SC-LDPC Codes

S. Cammerer¹ V. Aref² L. Schmalen² S. ten Brink¹

¹Institut für Nachrichtenübertragung, Universität Stuttgart

²Bell Labs, Alcatel Lucent, Stuttgart

MCM, Munich, 2015



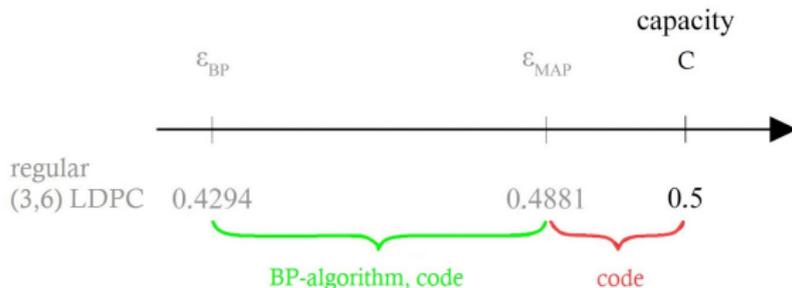
Universität Stuttgart

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 - Motivation
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 - Finite Length Performance for Random Shortening
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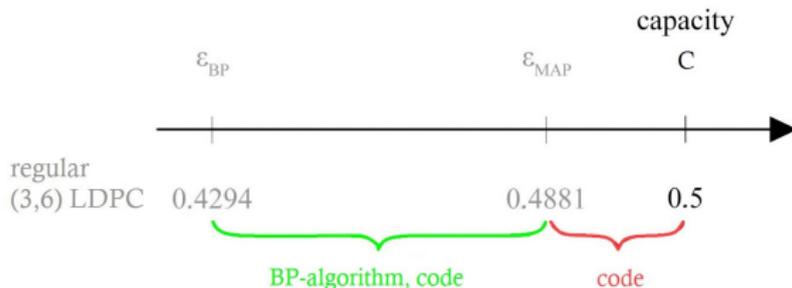
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- SC-LDPC codes can **reach the capacity** (MAP performance ε_{MAP}) under low-complexity BP decoding
- Termination is responsible for the excellent performance, but results in a **rate loss** for finite length codes
- Can we **combine modulation with SC-LDPC codes** to mitigate the rate loss?



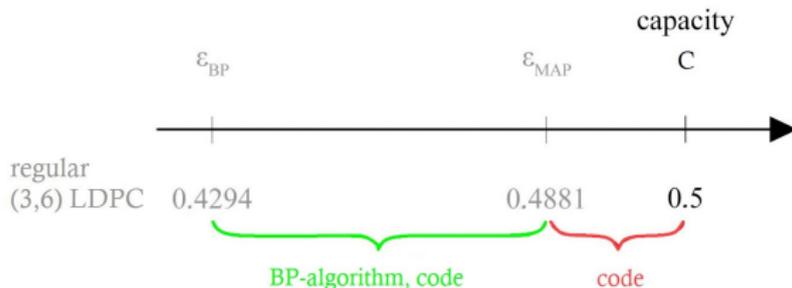
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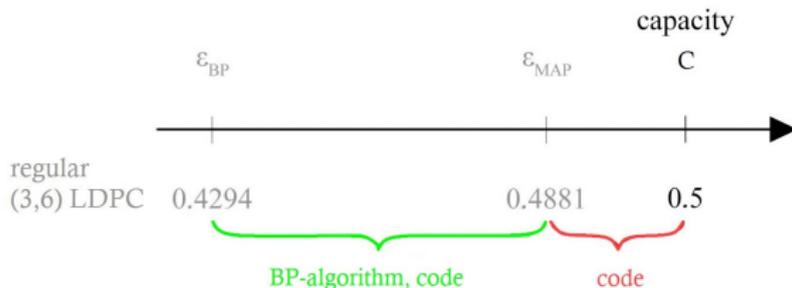
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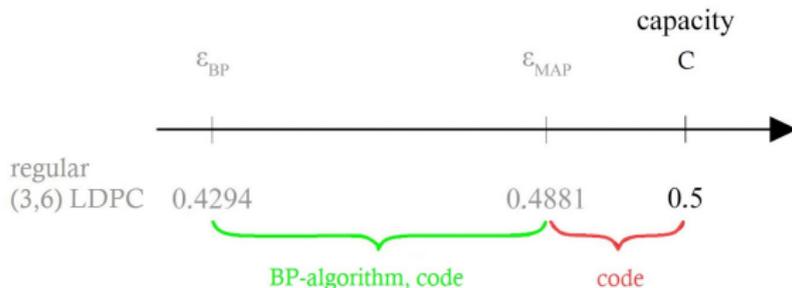
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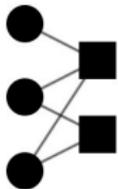


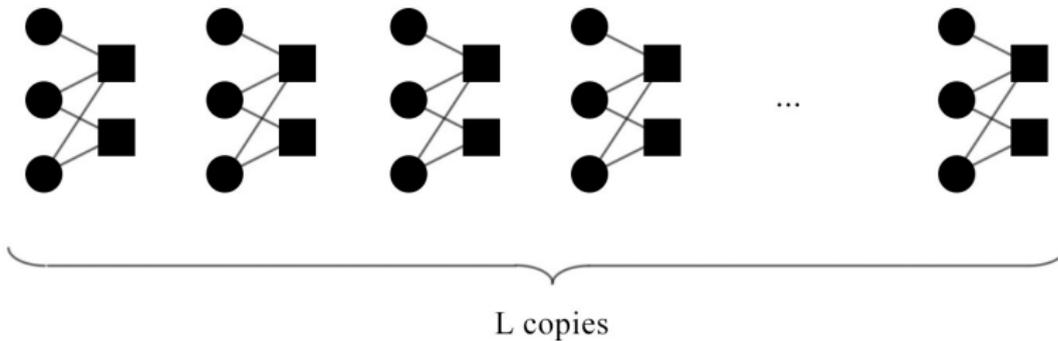
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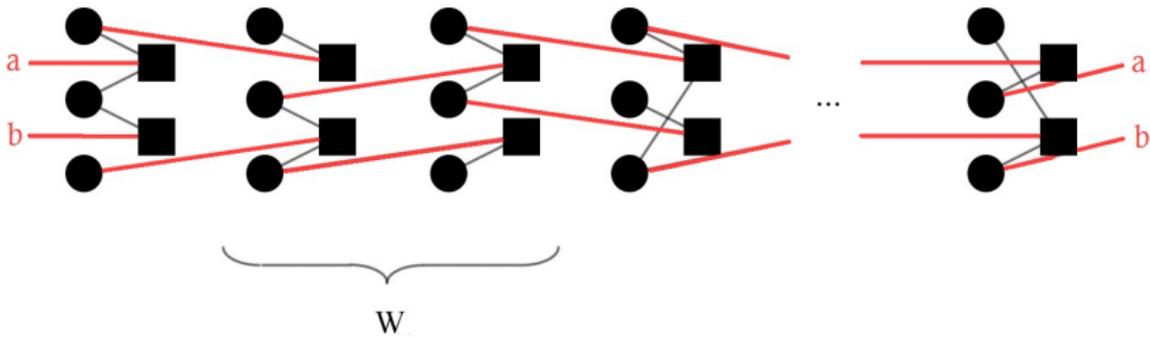
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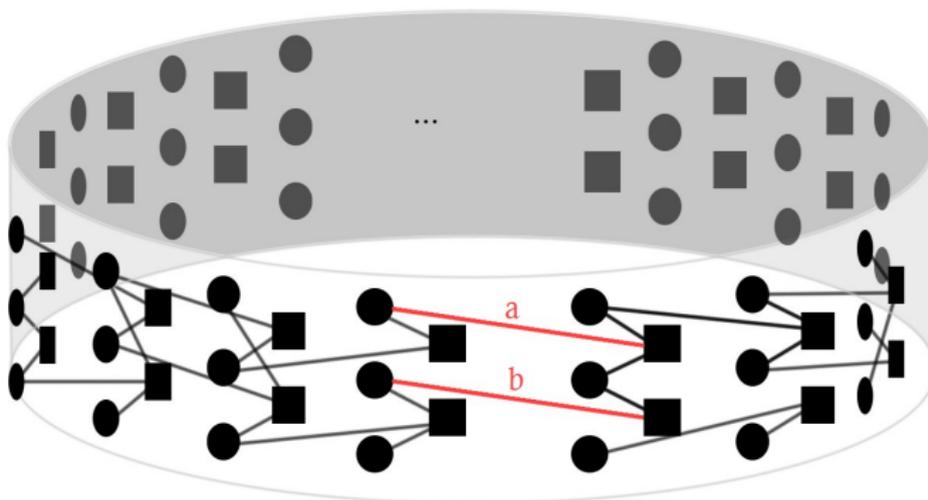
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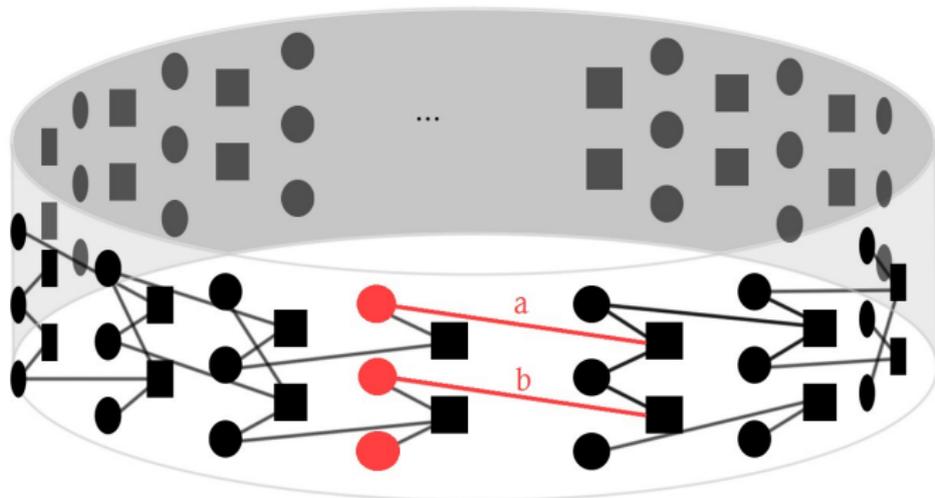




Tail-biting Structure

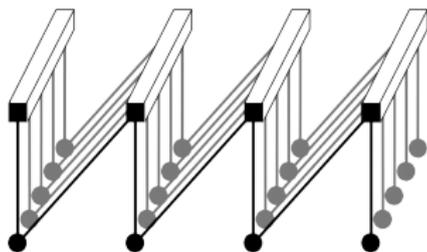


Terminated Structure



- $W - 1$ blocks are completely frozen (red nodes are set to 0)

Terminated SC [1]



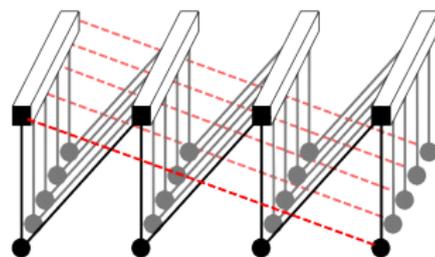
$$R_D^{Term} = 1 - \frac{d_c}{d_v} \cdot \frac{(L+W-1)}{L} \leq 1 - \frac{d_c}{d_v} = R_D$$

BP~MAP performance
-rate-loss

L ...replication factor

W ...coupling window size

Tail-biting SC



---- Tailbiting

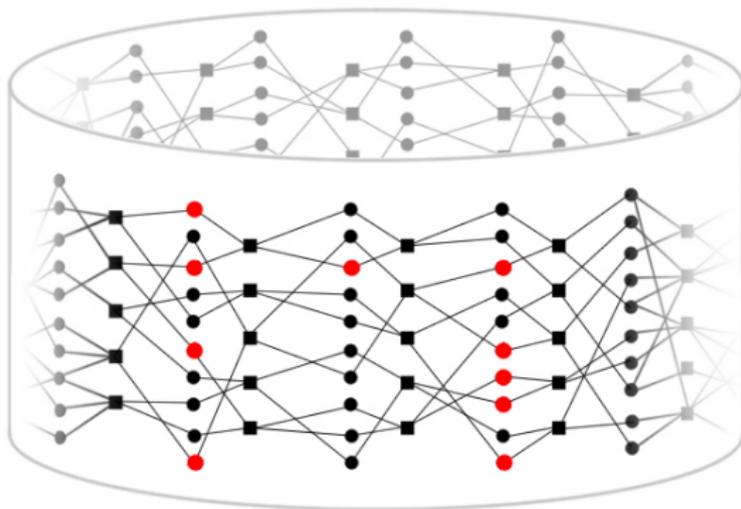
$$R_D^{Tail} = 1 - \frac{d_c}{d_v} = R_D$$

BP \neq MAP performance
-no rate-loss (ring structure!)
-performance loss

[1] S. Kudekar, T. Richardson, R. Urbanke, "Spatially coupled ensembles universally achieve capacity under belief propagation", IEEE Transactions on Information Theory, 7761-7813, 2013

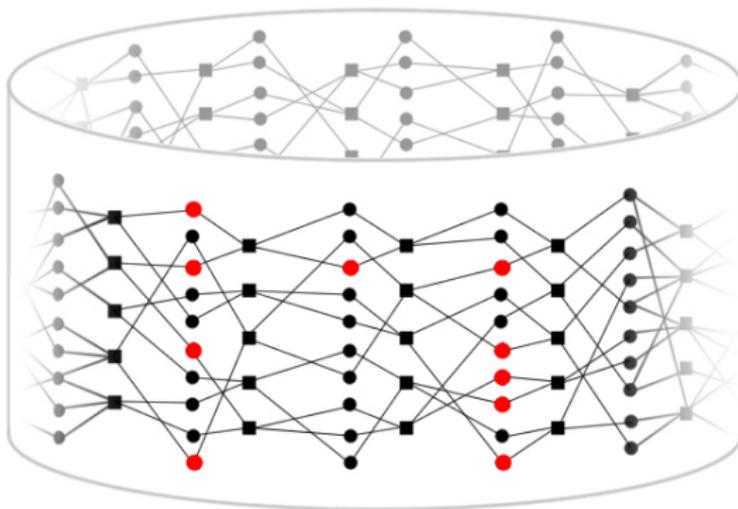
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Random Shortening



- Only freeze a fraction α_i of bits per block instead of freezing $W - 1$ blocks
- Choose the frozen bits randomly within a block

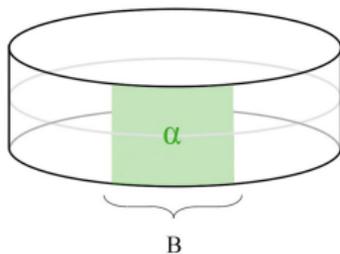
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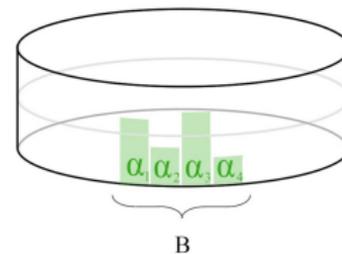
- Only freeze a fraction α_i of bits per block instead of freezing $W - 1$ blocks
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- Introduce window B with fraction α of **frozen bits**
- **Code rate** depends on B and α
- **Optimize α** in terms of the code rate

uniform



non-uniform

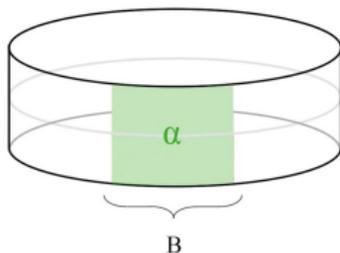


Questions

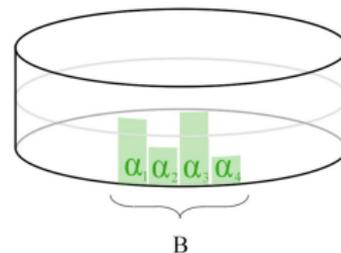
- In terms of B , **how large** should α be taken to result the *threshold saturation*?
- Instead of uniform distribution, what is the **best distribution** for freezing bits on window B ?

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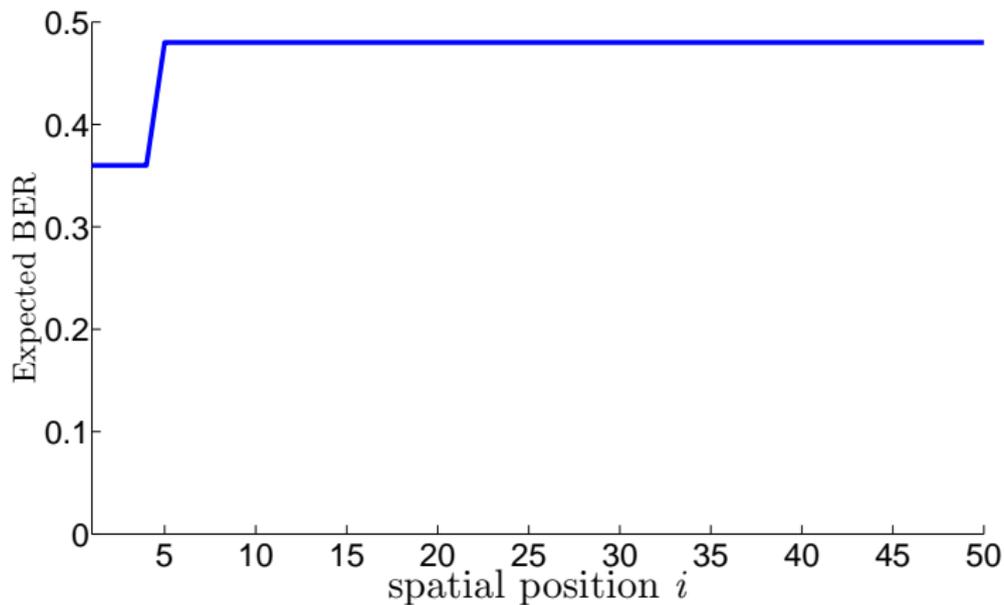
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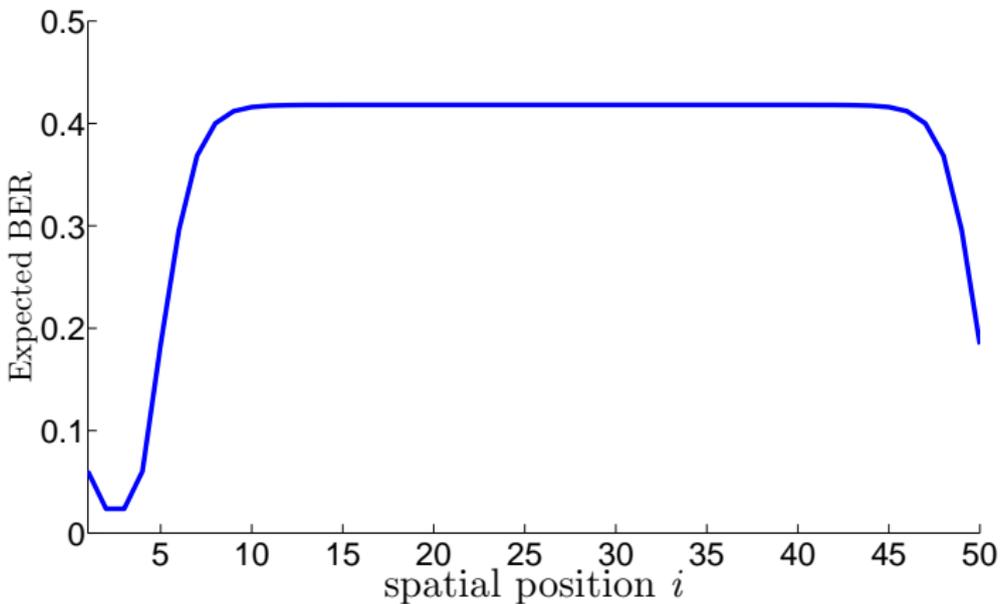
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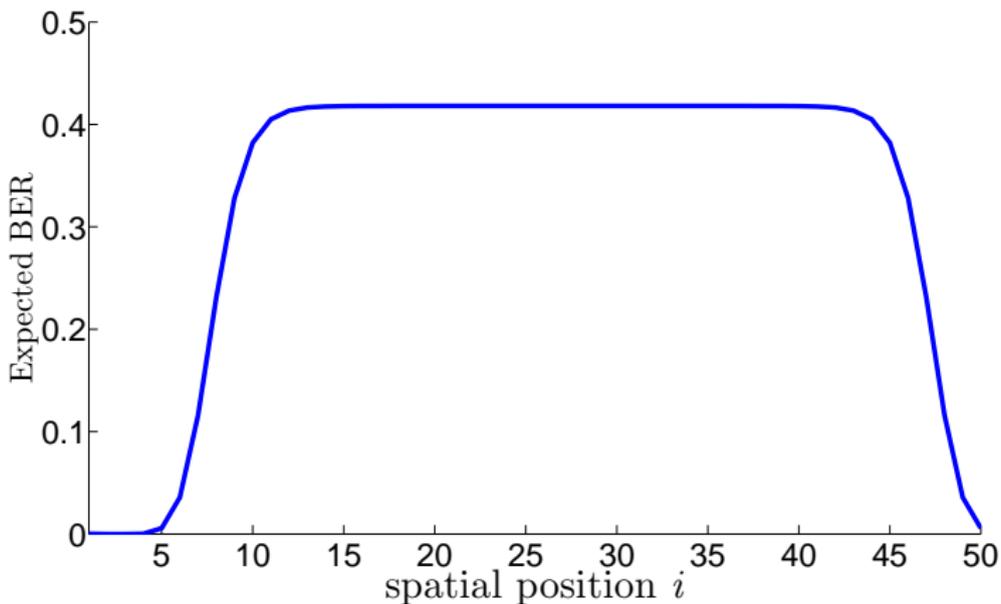
Expected BER after several iterations



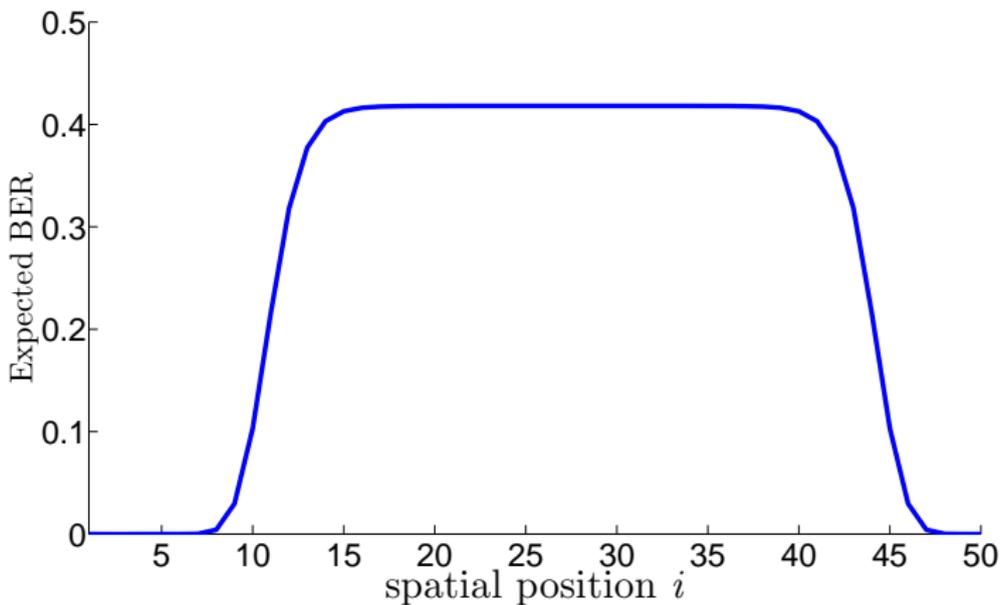
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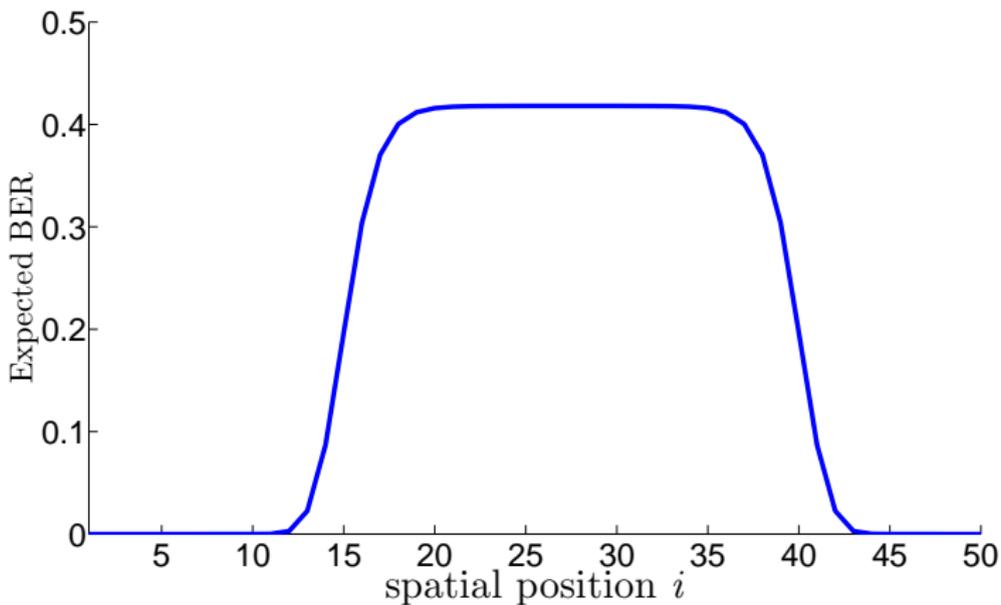
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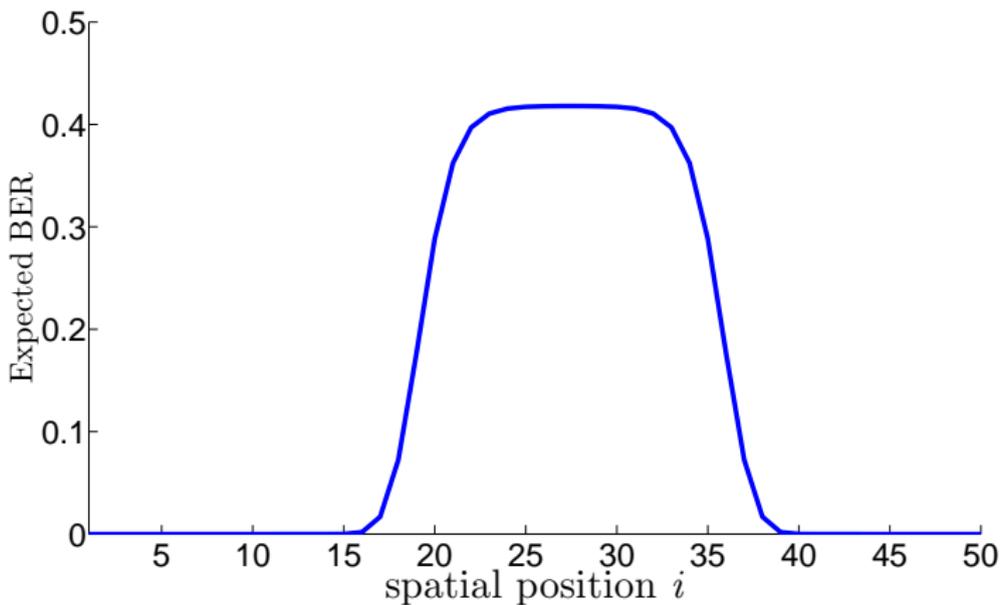
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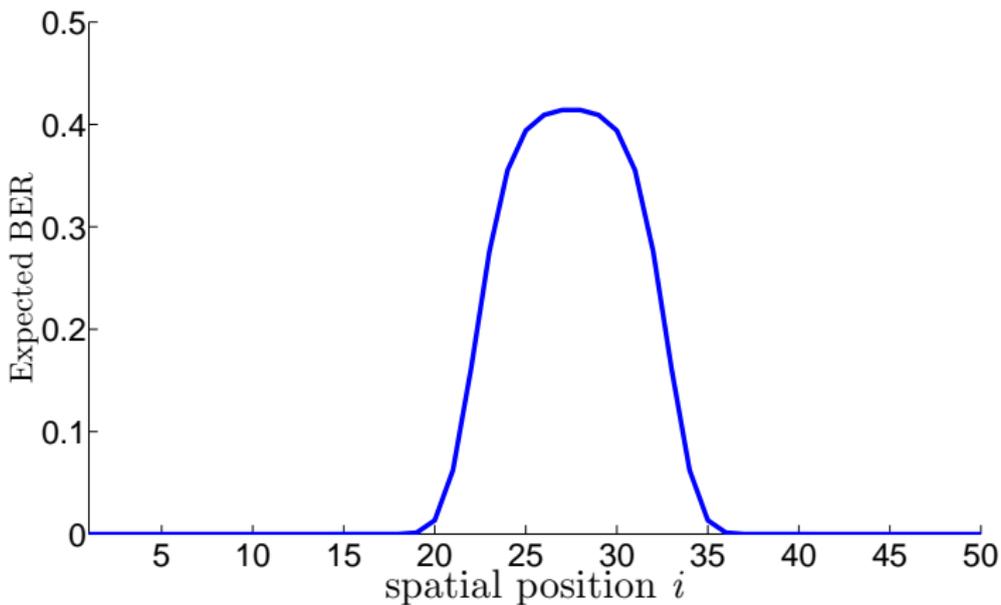
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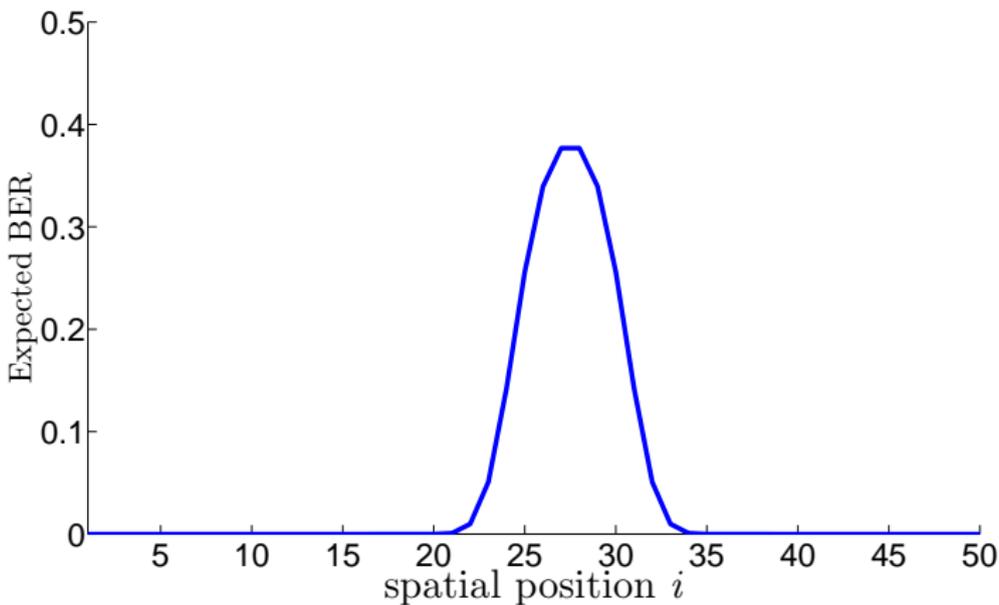
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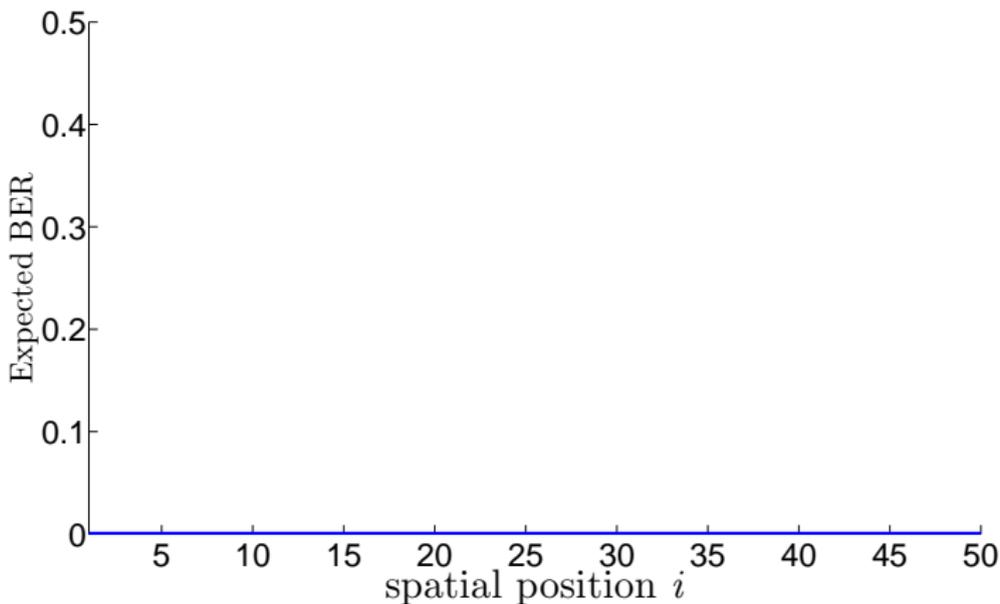
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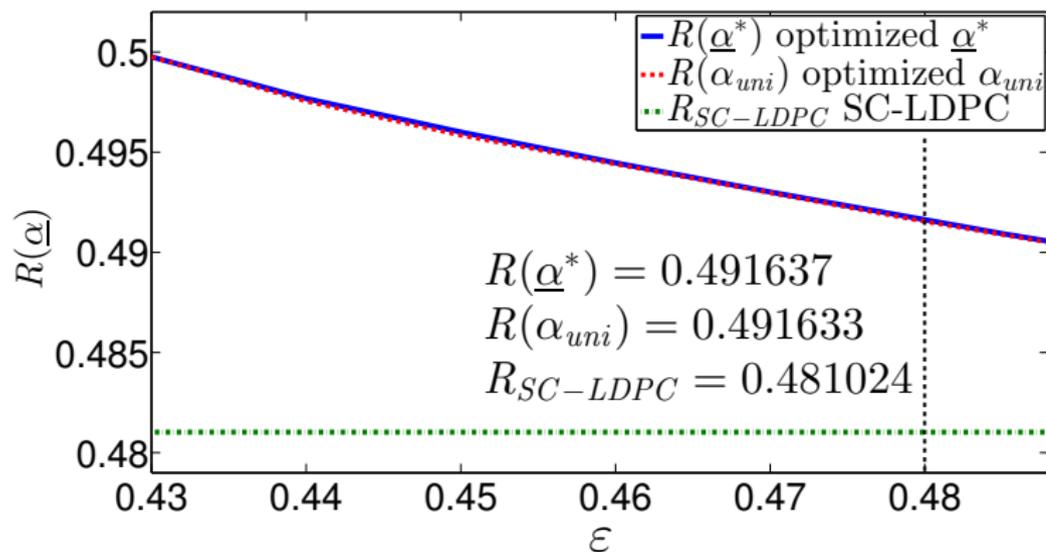
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→ **Error-free decoding due to *decoding wave***

Optimized Rates for Random Shortening

- Optimization between $\varepsilon_{BP} = 0.4294$ and $\varepsilon_{MAP} = 0.4881$
- results for $(d_v = 3, d_c = 6, L = 50, W = 3)$ SC-LDPC ensemble with $R_{C,term} = 0.481024$



→ Rate loss decreases by over 50%

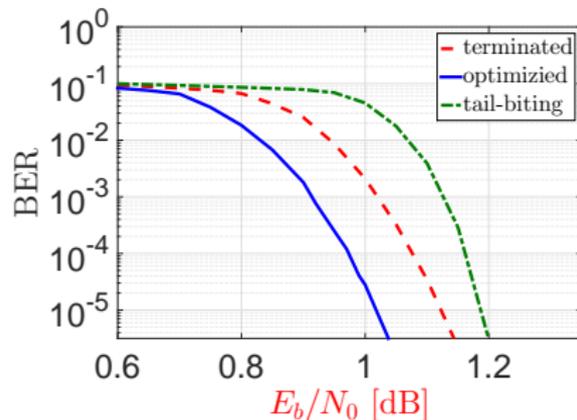
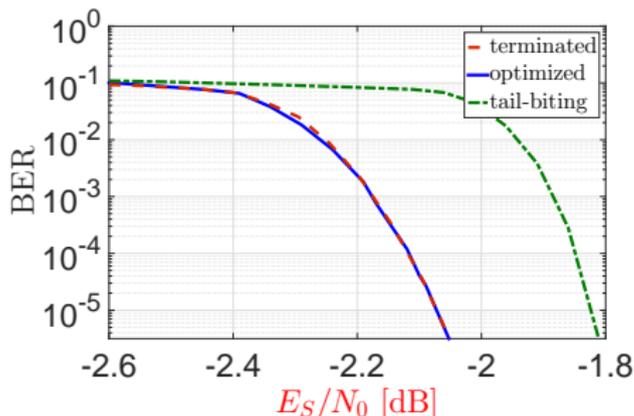
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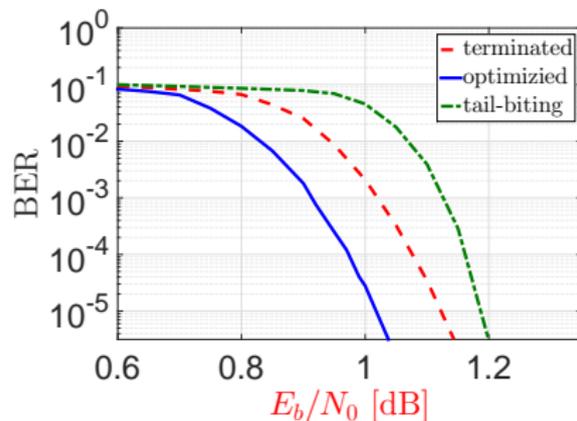
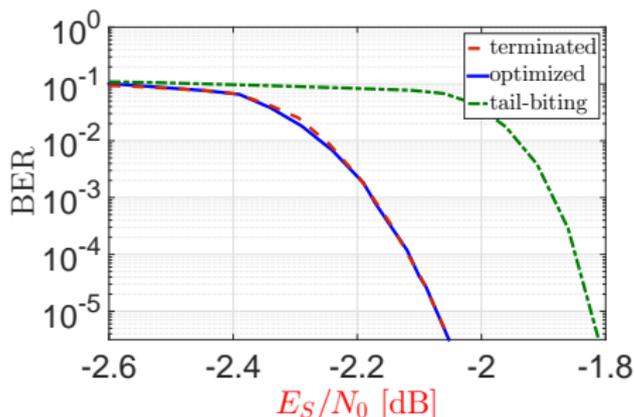
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Finite Length Performance for Random Shortening



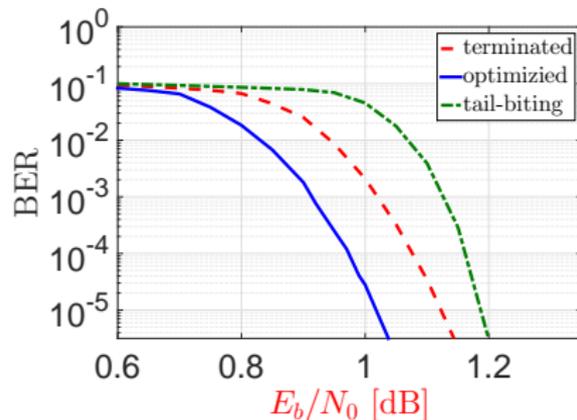
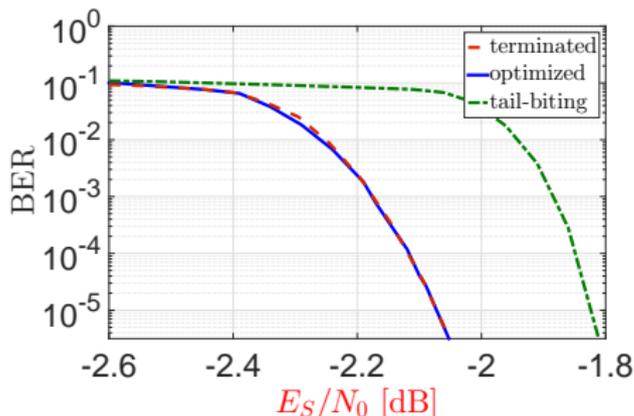
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- left ($\frac{E_s}{N_0}$): similar behavior for random shortening and terminated SC-LDPC
- right ($\frac{E_b}{N_0}$): additional net coding gain of ~ 0.1 dB

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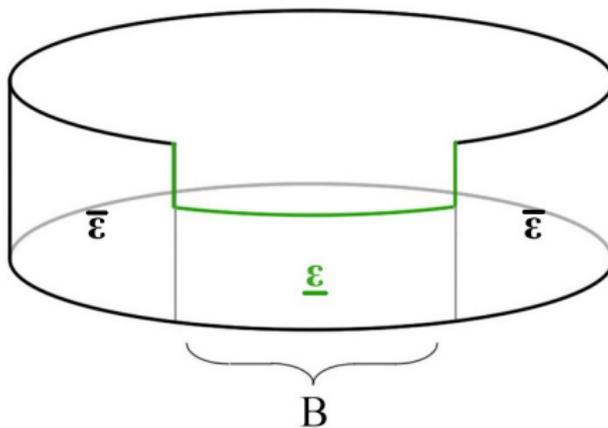


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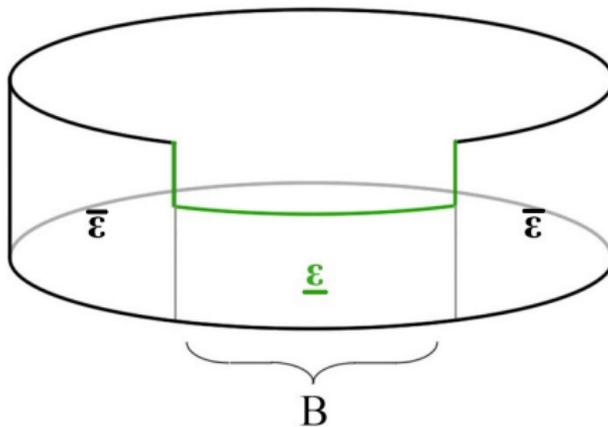
Motivation for a two channel setup

- Random Shortening results in a **locally decreased error probability**
 - Idea: Replace random shortening by bits from the **more reliable channel**
 - **Avoid the rate loss** of terminated SC-LDPC codes



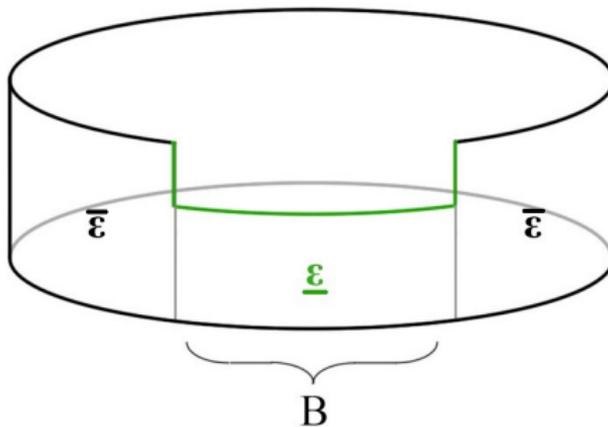
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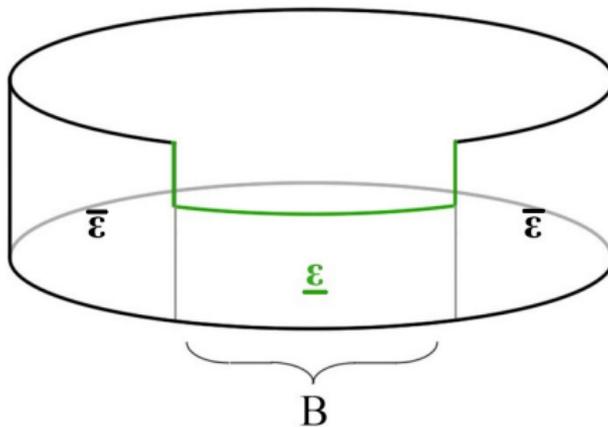
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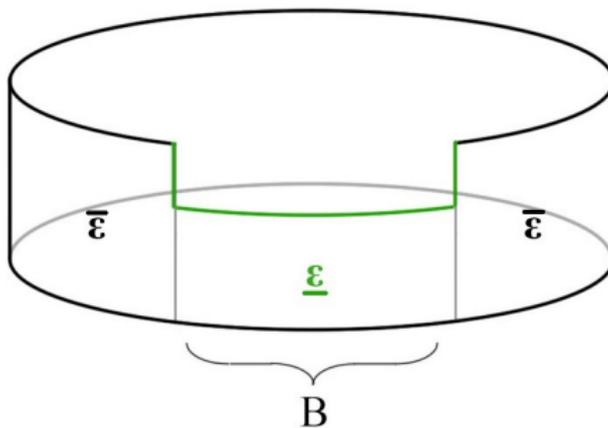
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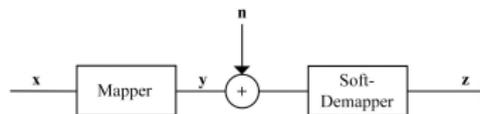
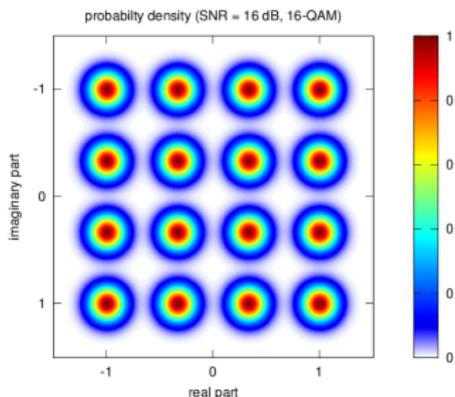


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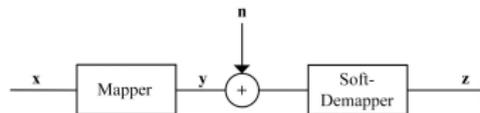
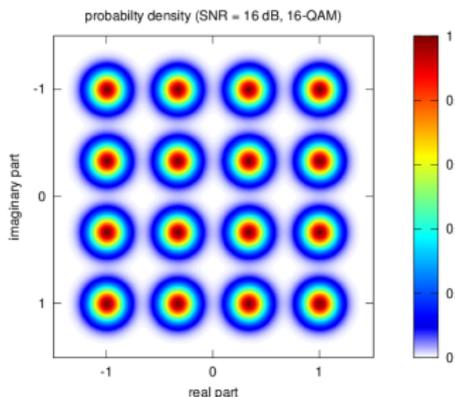
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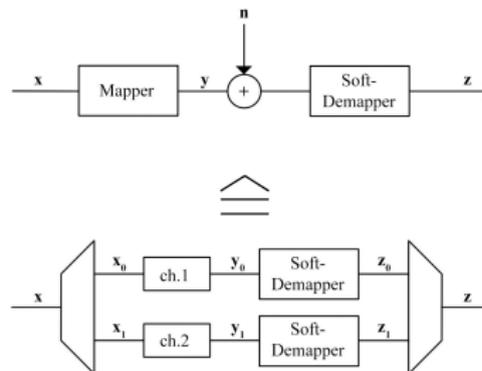
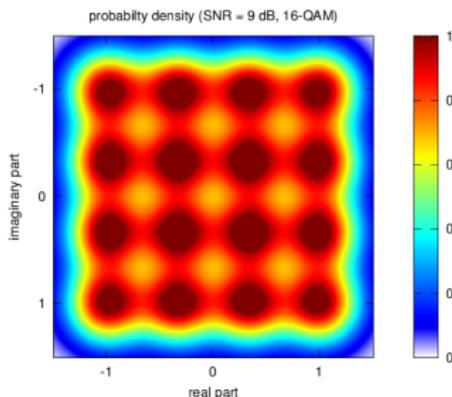
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- BICM: **separate the coding** from the **modulation** by an interleaver



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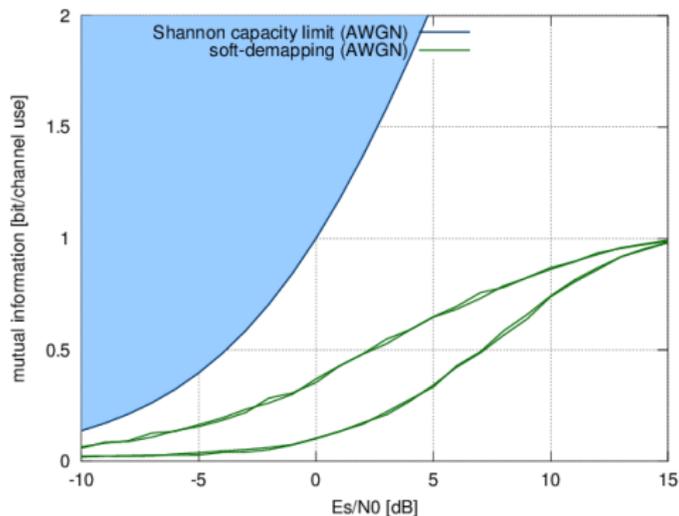


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⇒ **two bit channels** for low SNR (for 16-QAM)

Mutual Information for 16-QAM [1]

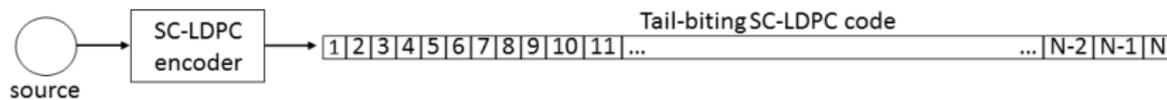


- **different mutual information** per bit (for small SNR)

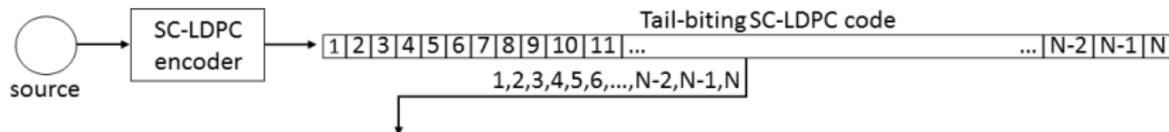
⇒ each bit per symbol experiences a **different SNR**

[1] Klaus Oestreich, "Physical Layer Performance Measures," webdemo, Institute of Telecommunications, University of Stuttgart, Germany, Jul. 2015. [Online] Available: <http://webdemo.inue.uni-stuttgart.de>

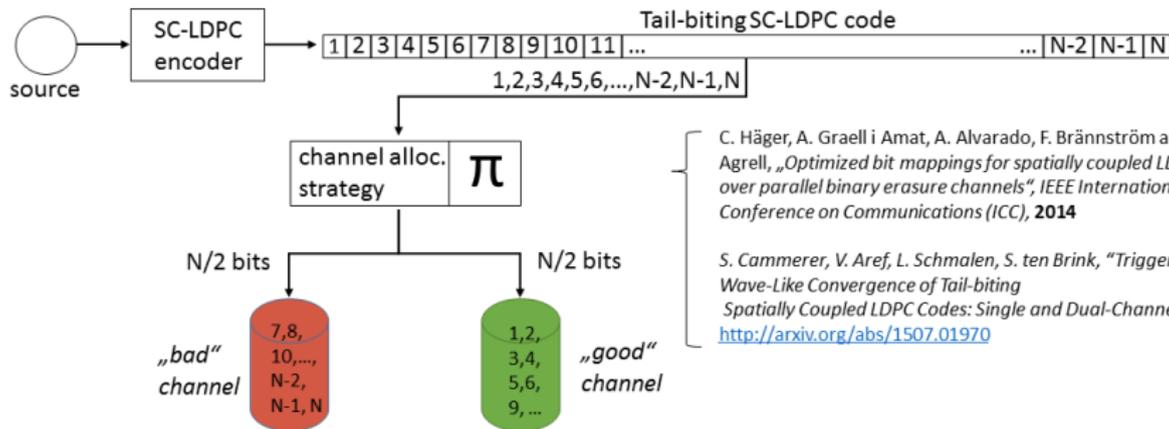
Reallocate the Channel Uses



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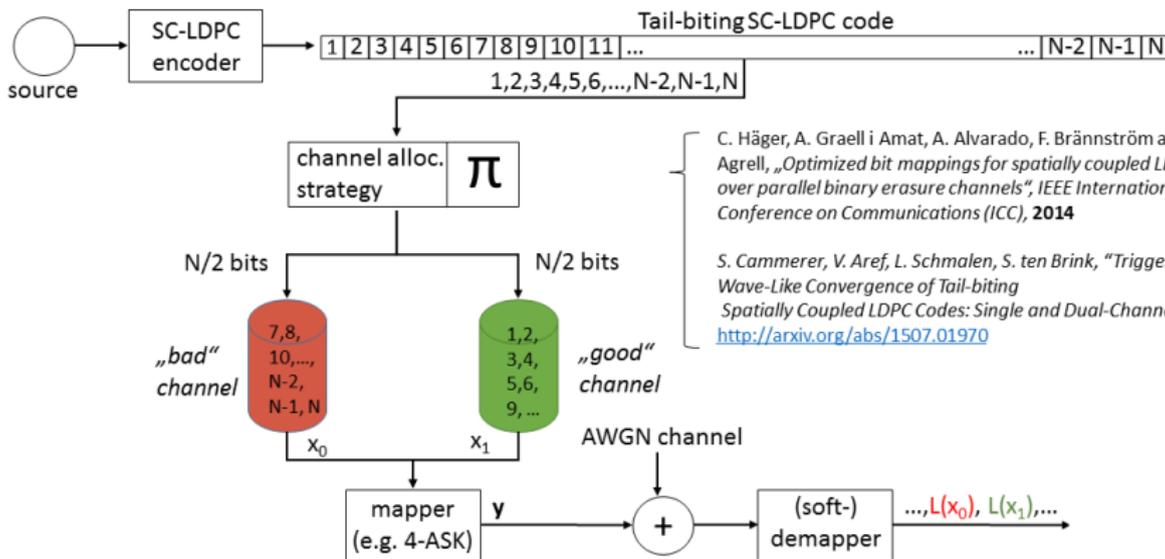
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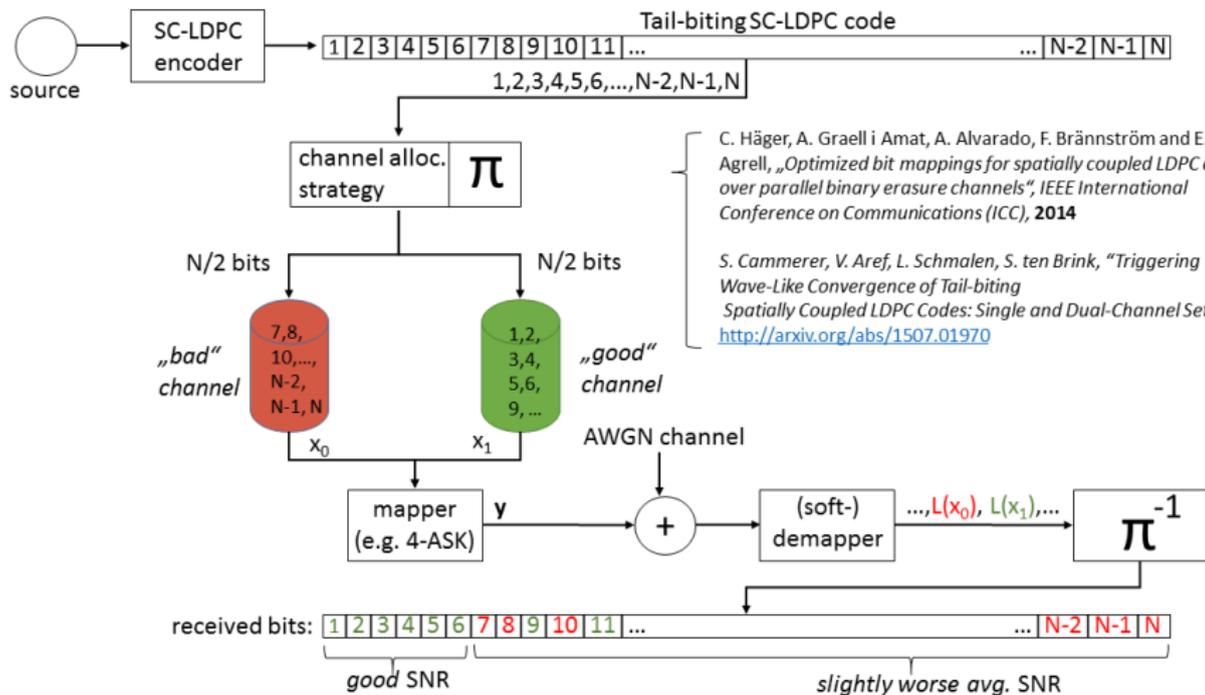
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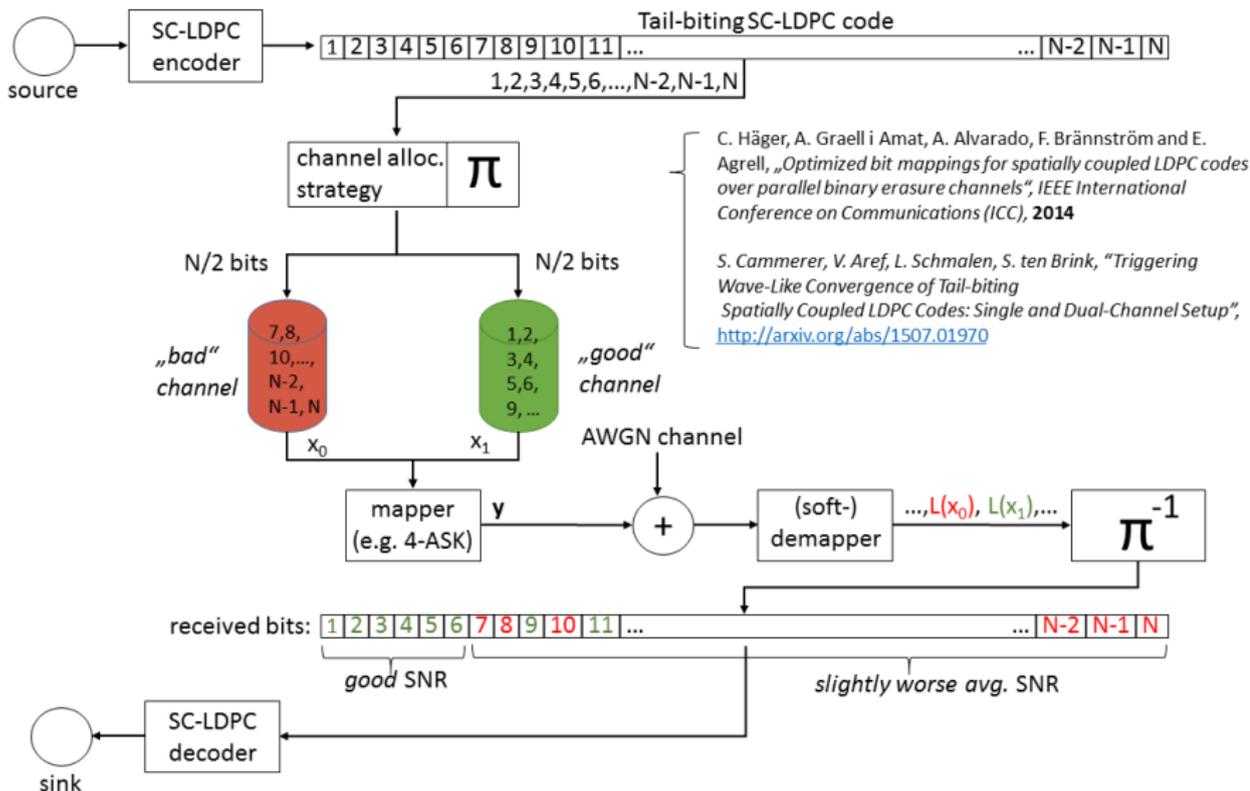
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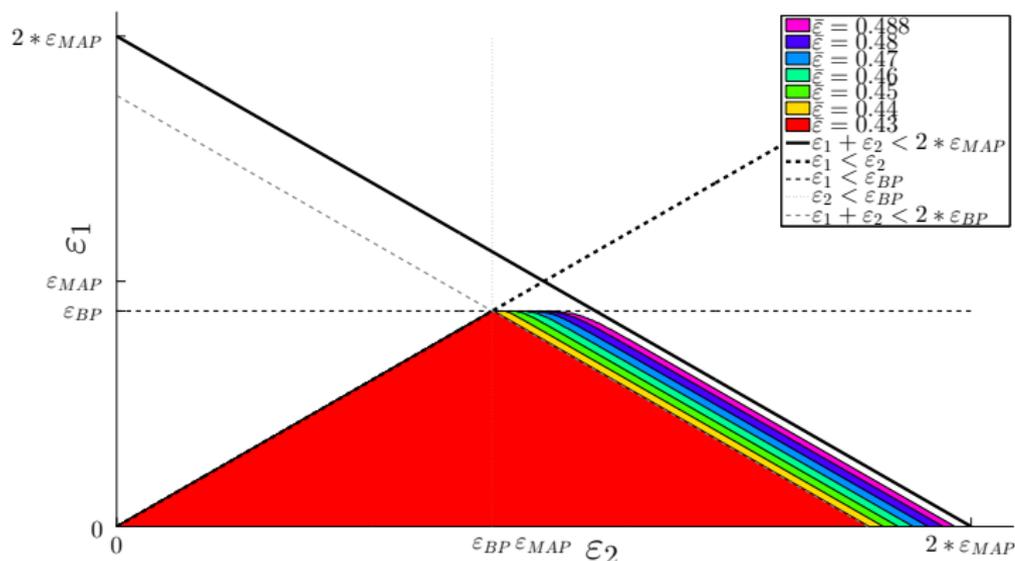
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Reallocate the Channel Uses



Reachable Areas



→ We can reach almost all possible points (except small “white” area) **without rate loss**

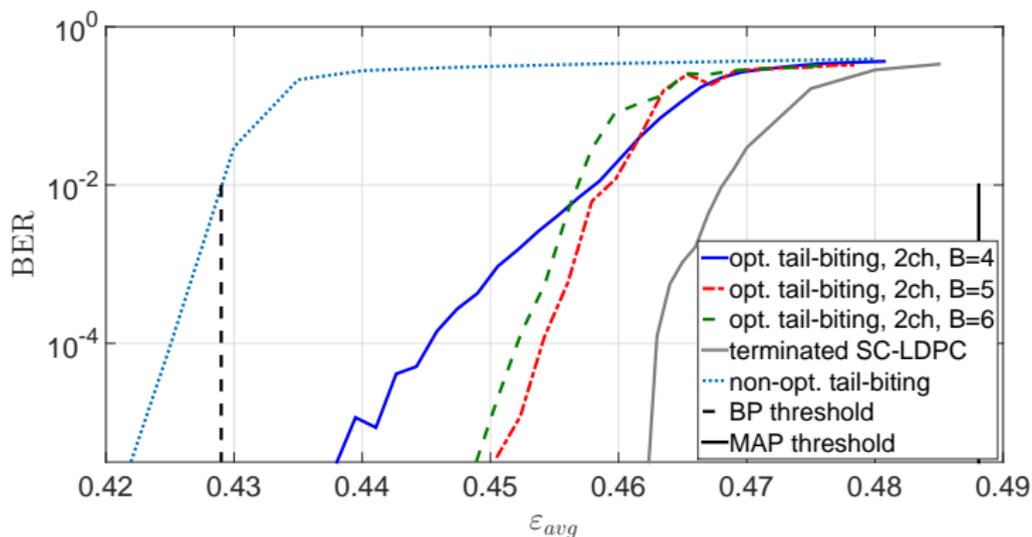
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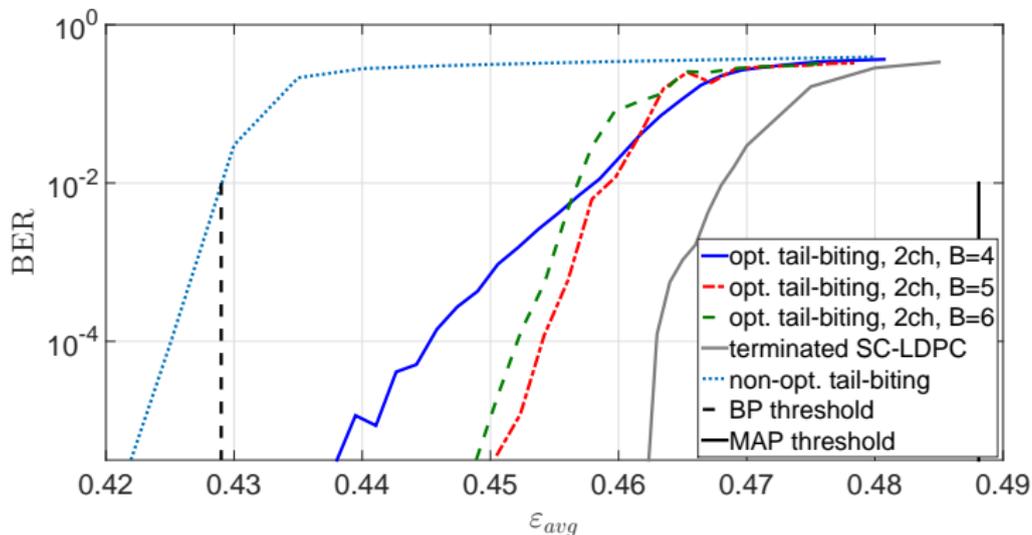
Simulation Results for a Two-Channel BEC Setup



- Reliable transmission **above** the BP-threshold
(proof-of-concept, channels modeled as two BECs)
- still under research for the AWGN channel (see next workshop)

Simulations based on the ($d_v = 3$, $d_c = 6$, $L = 50$, $W = 3$, $n_{\text{underlying block}} = 2000$)
SC-LDPC Code

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Comparing the Different Strategies

strategy	Terminated SC-LDPC	Random Shortening	Two Channel Setup
BEC: ε ($@10^{-5}$)	0.462	0.462	0.4521
AWGN: E_s/N_0 ($@10^{-5}$)	-2.056 dB	-2.045 dB	to be done
AWGN: E_b/N_0 ($@10^{-5}$)	1.122 dB	1.021 dB	to be done
achievable code rate R_C	0.481	0.491	0.500
requires two bit channels	no	no	yes

results based on the ($d_v = 3$, $d_c = 6$, $L = 50$, $W = 3$, $n_{\text{underlying block}} = 2000$)
SC-LDPC Code

Results

- The Performance of tail-biting SC LDPC codes can be improved by **random shortening** the code.
- Higher-order modulation results in **parallel equivalent channels**.
- Combining SC-LDPC Codes with a **two channel setup** can help to avoid the rate loss.
- Outlook
 - Optimize for the AWGN channel
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 - see <http://arxiv.org/abs/1507.01970> for details

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Results

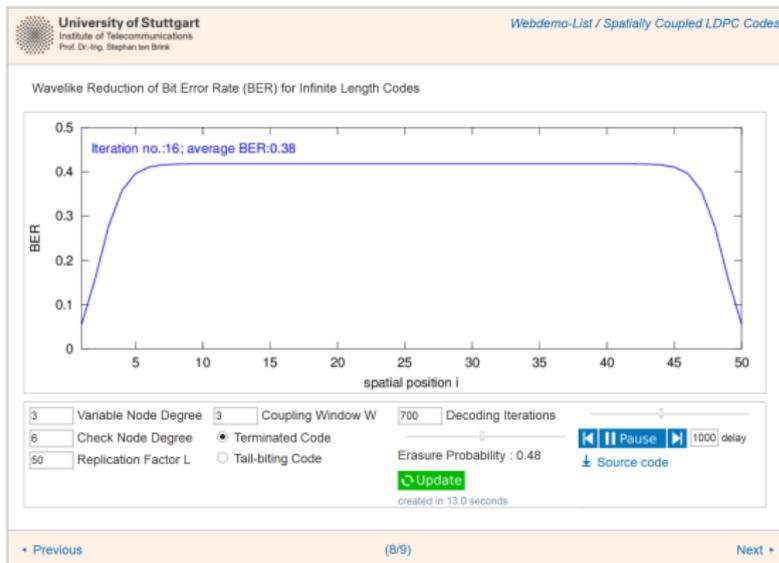
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Thank you!

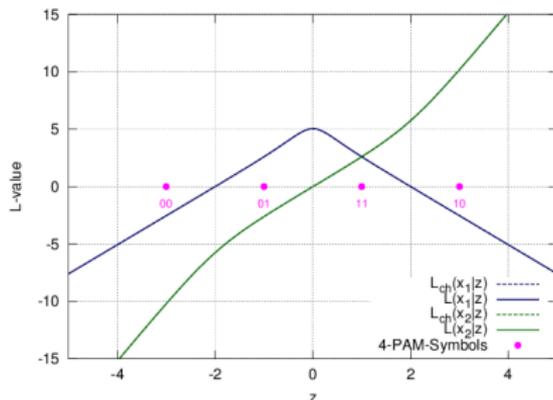
and a little bit of advertisement

<http://www.inue.uni-stuttgart.de/lehre/demo.html>

→ SC-LDPC Codes



APPENDIX - Example: LLRs for 4-ASK



$$L(x_0 | z) = \ln \frac{\exp\left(-\frac{(z-1)^2}{2\sigma_n^2}\right) + \exp\left(-\frac{(z+1)^2}{2\sigma_n^2}\right)}{\exp\left(-\frac{(z-3)^2}{2\sigma_n^2}\right) + \exp\left(-\frac{(z+3)^2}{2\sigma_n^2}\right)}$$

$$L(x_1 | z) = \ln \frac{\exp\left(-\frac{(z-1)^2}{2\sigma_n^2}\right) + \exp\left(-\frac{(z-3)^2}{2\sigma_n^2}\right)}{\exp\left(-\frac{(z+1)^2}{2\sigma_n^2}\right) + \exp\left(-\frac{(z+3)^2}{2\sigma_n^2}\right)}$$