

Spatial Coupling – Essential Technology for High Throughput Coding?

Laurent Schmalen

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2019 Oberpfaffenhofen Workshop on High Throughput Coding (OWHTC)

Outline

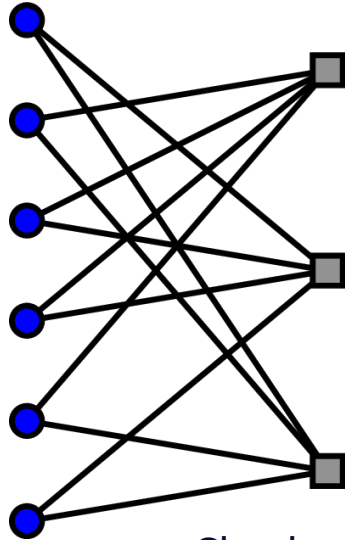
1. Spatially coupled (SC) LDPC Codes
2. Non-uniformly coupled SC-LDPC codes
3. Problems with windowed decoding of SC-LDPC codes (and first solutions)
4. Conclusions and outlook

Spatially Coupled LDPC Code Ensemble

Start with LDPC Code

M variable nodes

degree $d_v = 2$



Check nodes

degree d_c

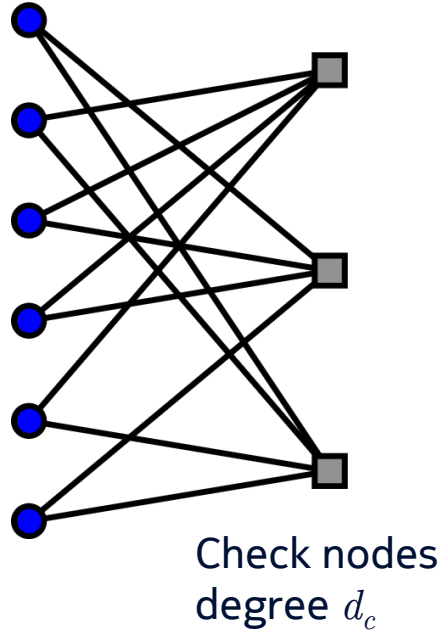
- We start with a regular LDPC code
 - Variable node (code bits) degree d_v
 - Check node (constraints) degree d_c
- Total number of M variable nodes (code bits)

Spatially Coupled LDPC Code Ensemble

Start with LDPC Code

M variable nodes

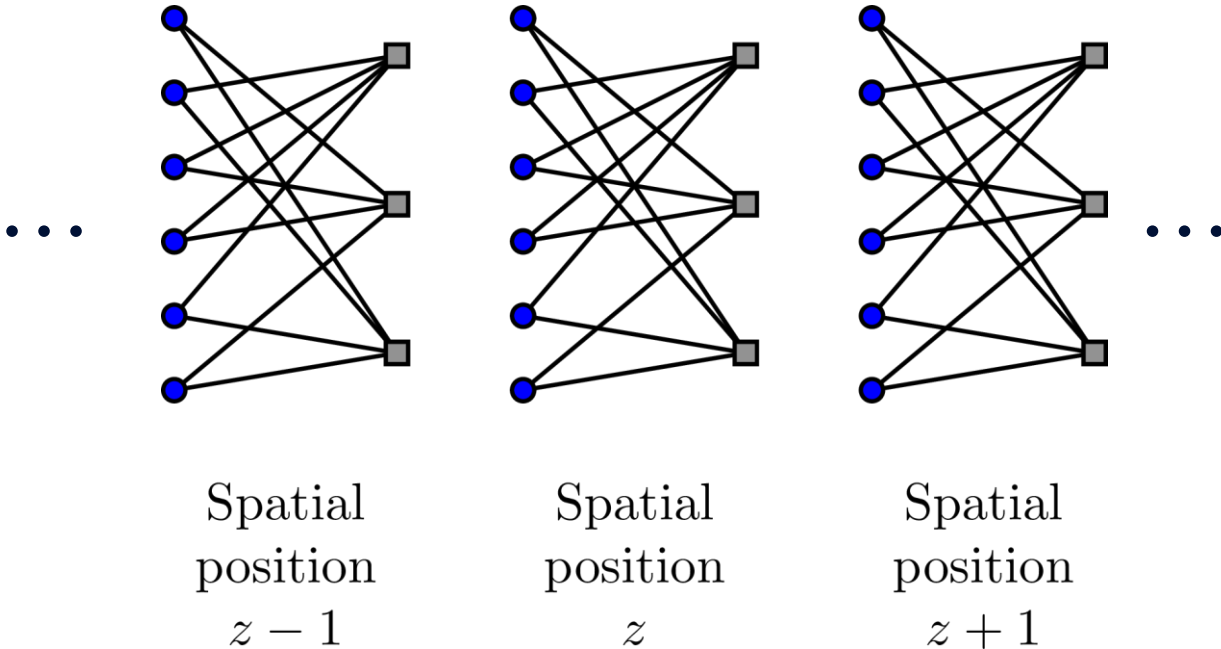
degree $d_v = 2$



- We start with a regular LDPC code
 - Variable node (code bits) degree d_v
 - Check node (constraints) degree d_c
- Total number of M variable nodes (code bits)
- **Spatially coupled code:** replicate L copies of this code along a new, spatial dimension
- L denotes the *replication factor* of the code

Spatially Coupled LDPC Code Ensemble

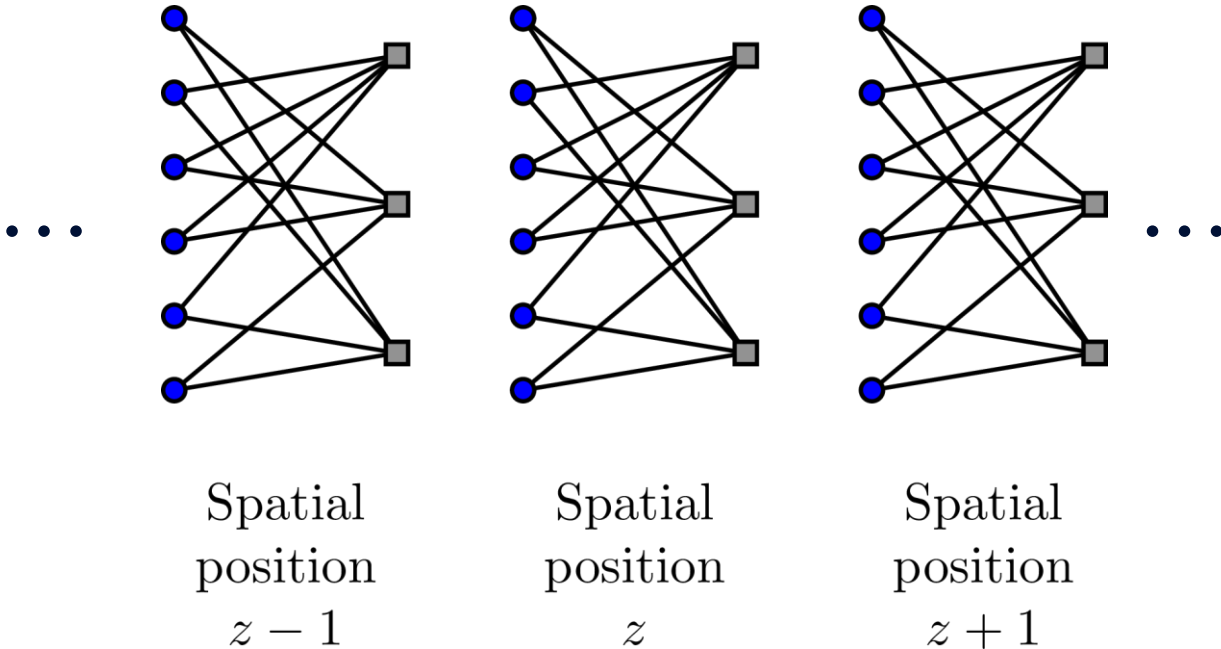
L Disjoint LDPC Codes



[KRU11] S. Kudekar, T. Richardson, R. Urbanke, "Threshold saturation via spatial coupling: Why convolutional LDPC ensembles perform so well over the BEC," *IEEE Trans. Inf. Theory*, 2011

Spatially Coupled LDPC Code Ensemble

L Disjoint LDPC Codes

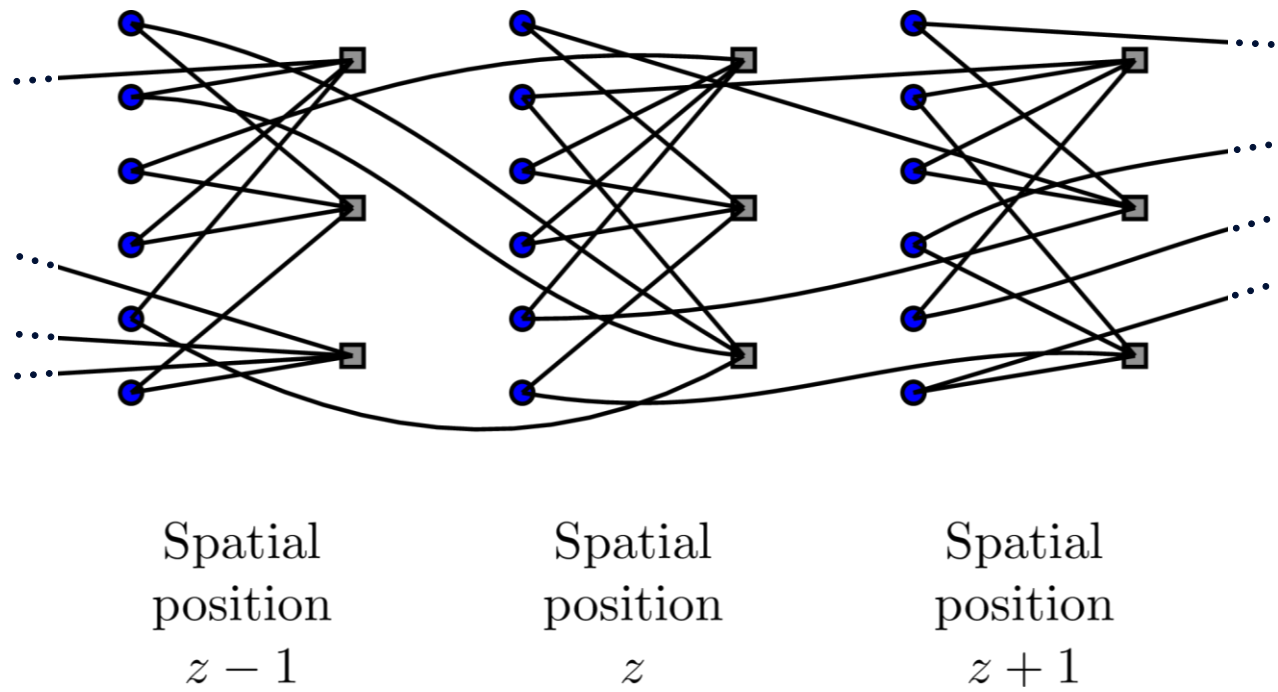


Spatial coupling:
connect **uniformly at random** each edge from variable node at SP z to check node at position $\{z, z+1, \dots, z+w-1\}$
 w : coupling factor

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Spatially Coupled LDPC Code Ensemble

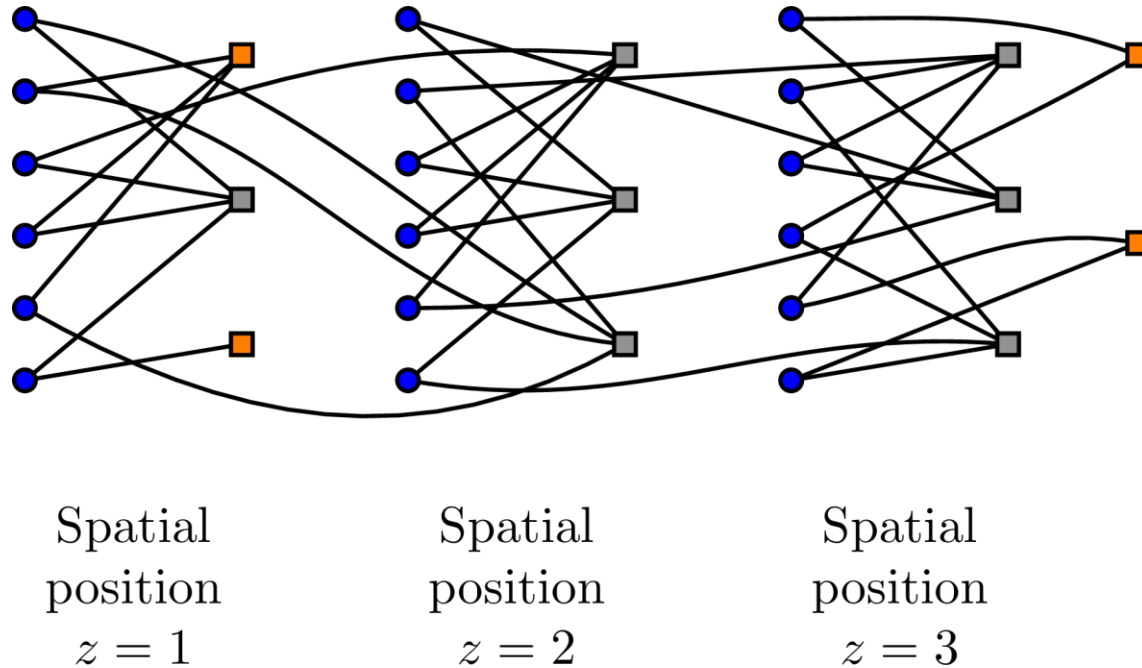
Spatially Coupled LDPC Code with $w = 2$



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Spatially Coupled LDPC Code Ensemble

Terminated Spatially Coupled LDPC Code with $w = 2$ and $L = 3$



- Two extra check nodes lead to **rate loss (negligible if L large enough)**
- Check nodes at **boundary** have lower degree, hence better correction capabilities

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Spatially Coupled LDPC Codes are Capacity-Achieving

- Under some conditions, SC-LDPC codes are capacity-achieving [KRU11], in particular, for the decoding threshold on the binary erasure channel (BEC),

$$\lim_{w \rightarrow \infty} \lim_{L \rightarrow \infty} \varepsilon_{\text{BP}}(d_v, d_c, L, W) = \lim_{w \rightarrow \infty} \lim_{L \rightarrow \infty} \varepsilon_{\text{MAP}}(d_v, d_c, L, W) = \varepsilon_{\text{MAP,uncoupl.}}(d_v, d_c)$$

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- Rate of the SC-LDPC code ensemble: $R = \left(1 - \frac{d_v}{d_c}\right) - O(w/L)$

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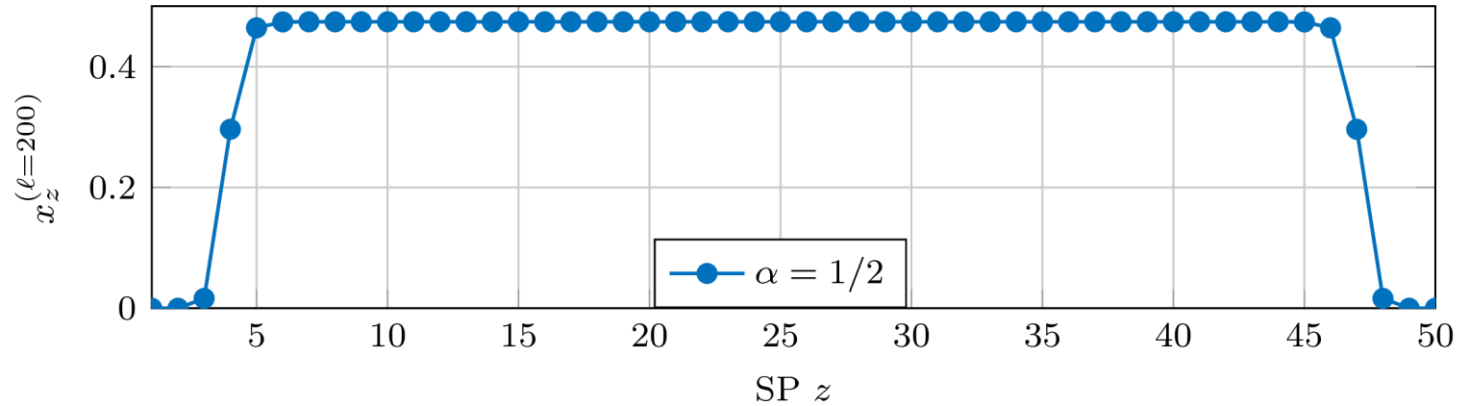
Practical code constructions:

- Keep L small, as large L can worsen finite length performance [OU15]
- For small, fixed L , keep w small to keep rate loss and decoder complexity small
- Performance for small w not necessarily good
- Modified, generalized ensemble for small w required

Density Evolution for $\varepsilon = 0.48$, $L = 50$

Conventional
Spatially Coupled
LDPC Code
 $d_v = 5$, $d_c = 10$

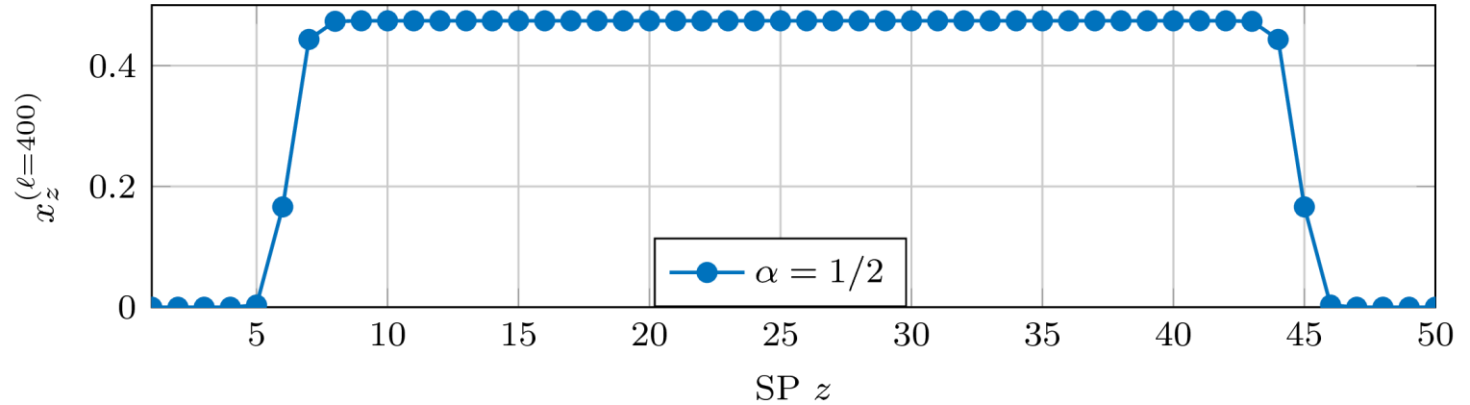
$I = 200$ iter.



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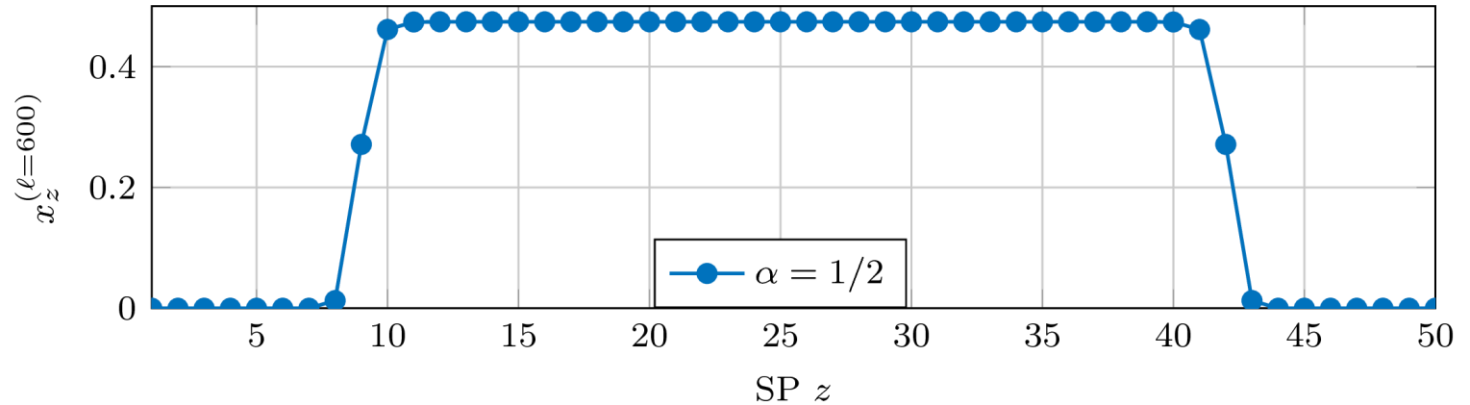
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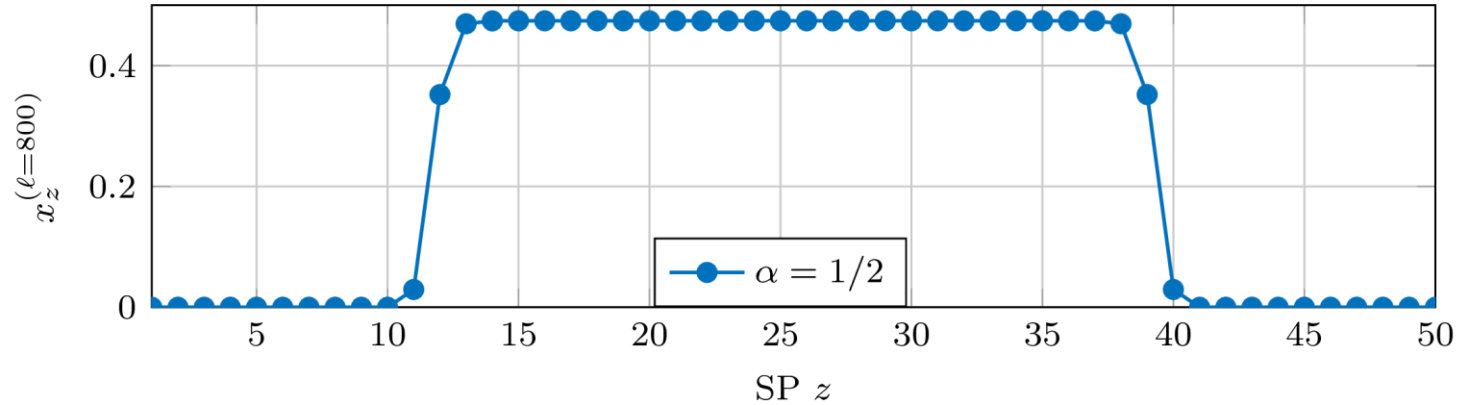
$I = 600$ iter.



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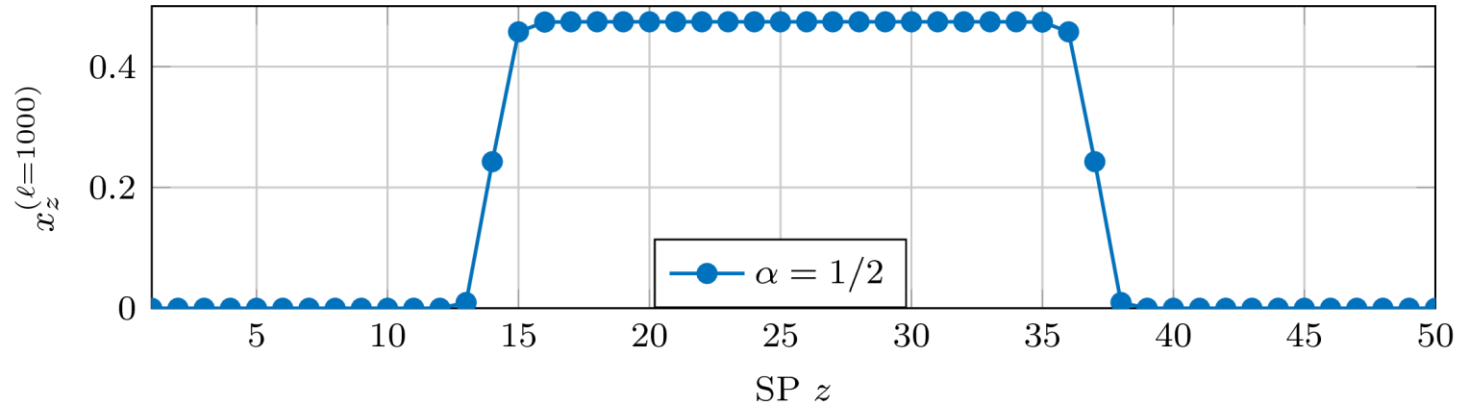
$I = 800$ iter.



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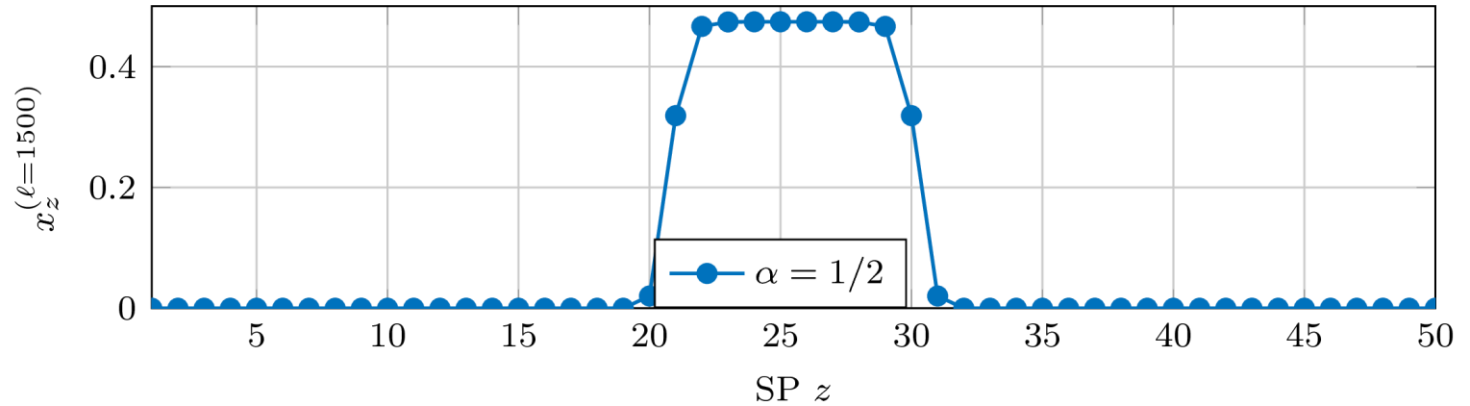
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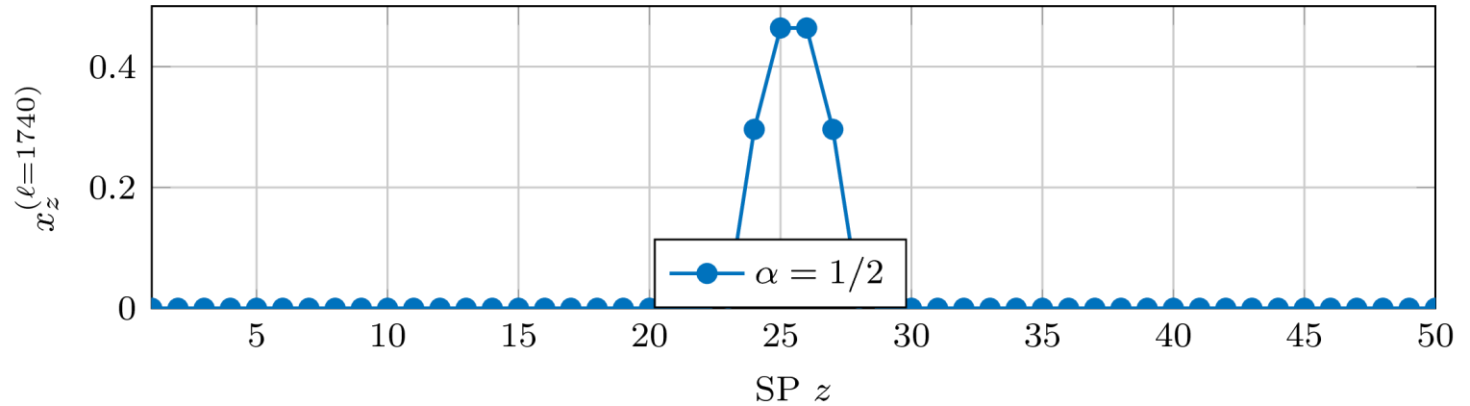
$I = 1500$ iter.



Density Evolution for $\varepsilon = 0.48, L = 50$

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$I = 1740$ iter.

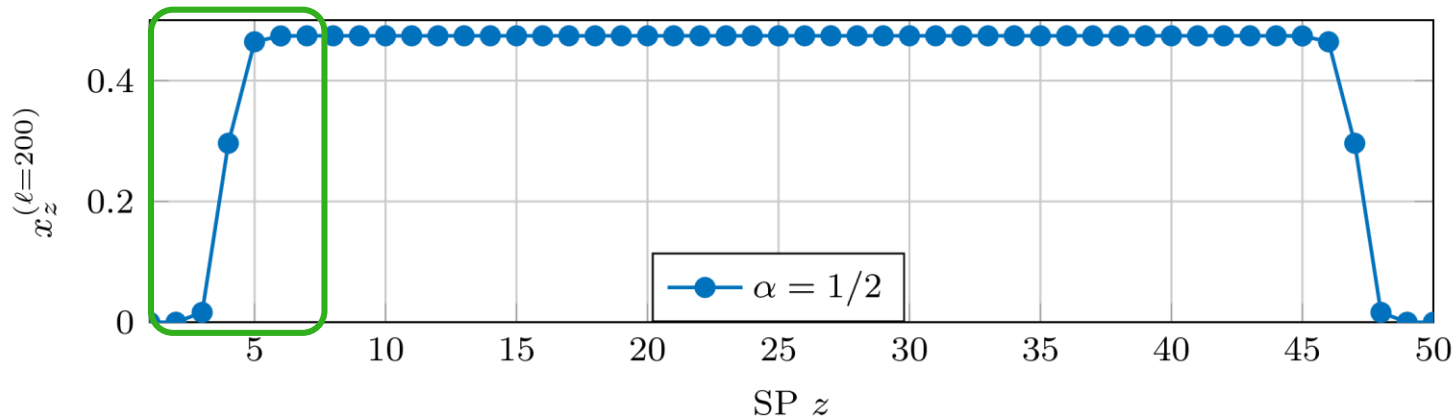


Windowed Decoding of Spatially Coupled LDPC Codes

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$I = 200$ iter.



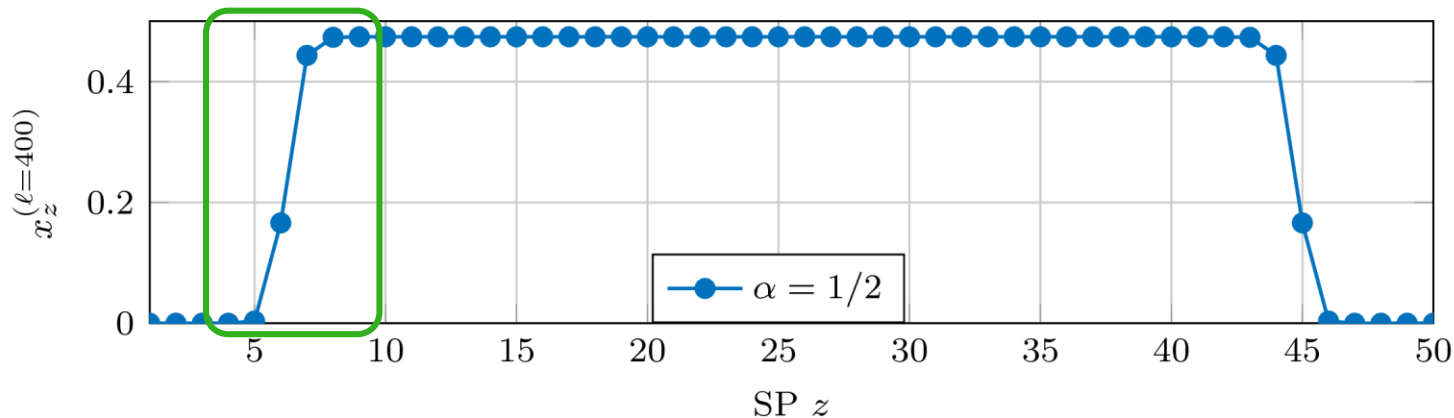
- Windowed decoding sufficient to achieve capacity [ISU+13]
- To save latency, we are only interested in **left-most portion** of wave and use windowed decoder of size W_D for this part (decode while receive)
- Window latency of order $W_D + w$ ($W_D + w - 1$ SPs in window)
- Decoding complexity of order $(W_D + w) \cdot I$ (I : number iterations per window)

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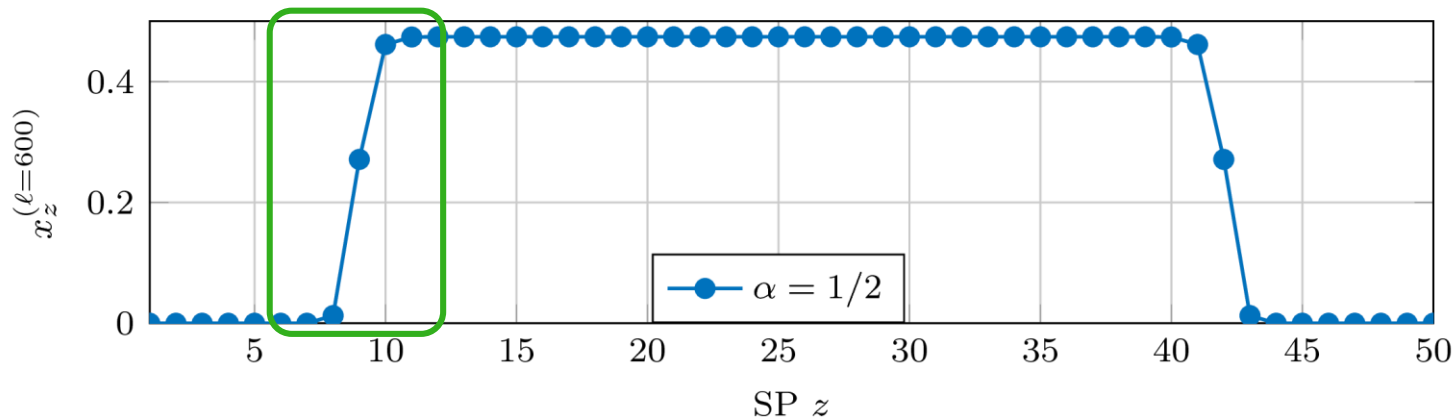
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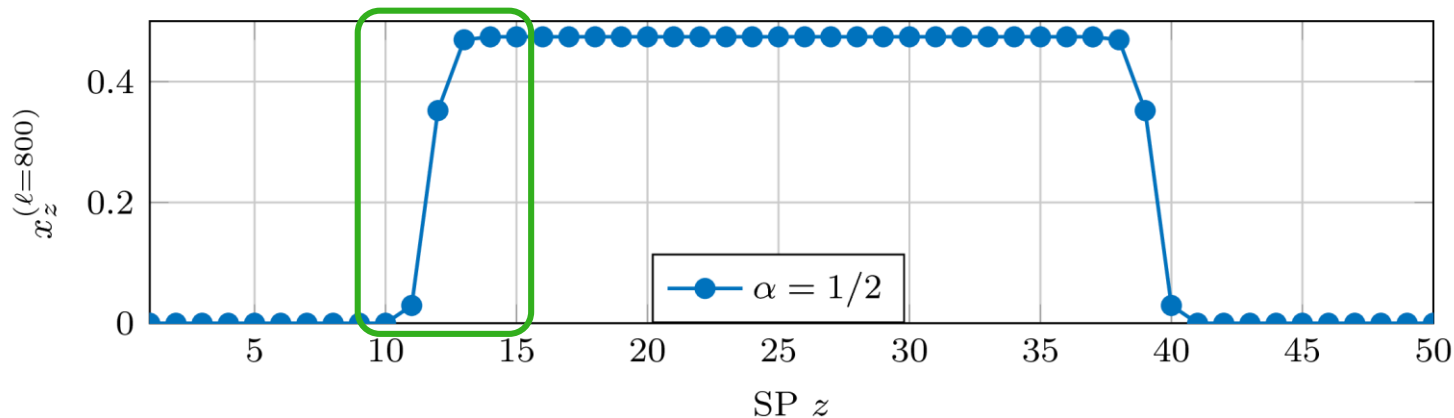
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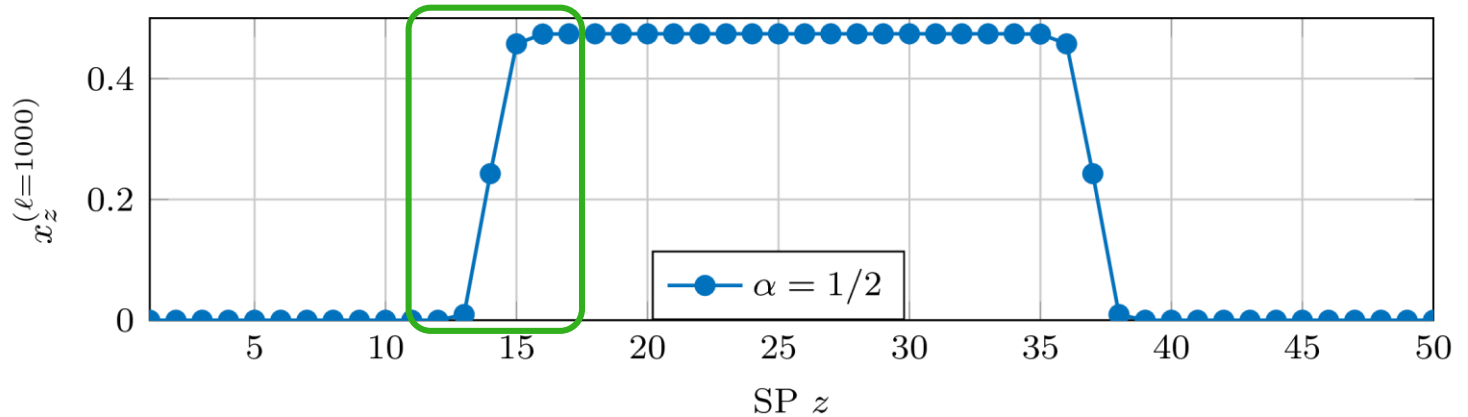
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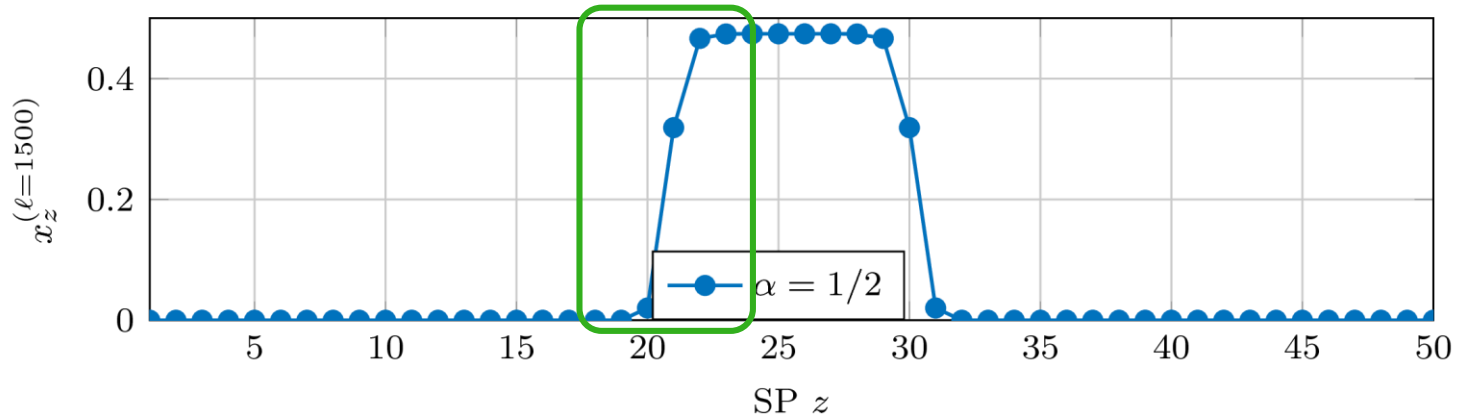
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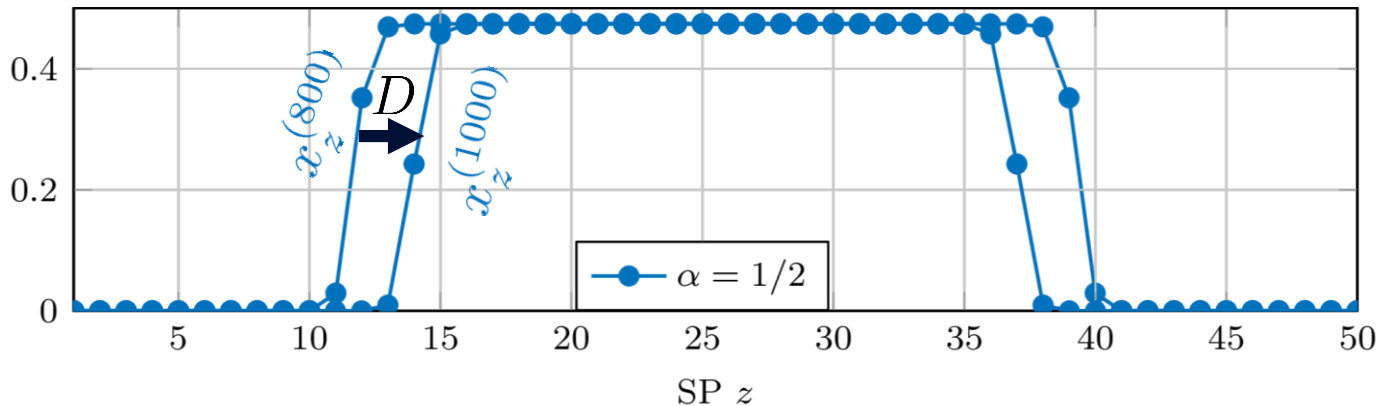
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Decoding Velocity and Windowed Decoding

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- Decoding velocity as displacement of erasure profile per decoding iteration [\[AStB13\]](#), [\[EM16\]](#)
- Decoding velocity v defined as D/I , where I is the number of iterations required to advance the profile by D , i.e., here $v = D/200$

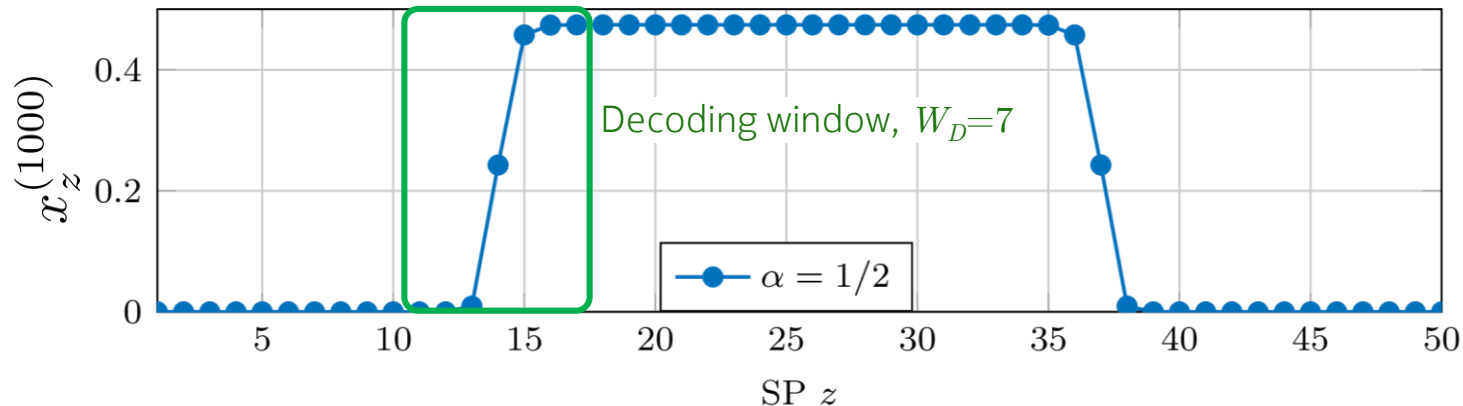
[AStB13] V. Aref, L. Schmalen, S. ten Brink, "On the convergence speed of spatially coupled LDPC ensembles," *Proc. Allerton Conf.*, 2013

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Decoding Velocity and Windowed Decoding

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- Windowed decoding only carries out decoding operations on W_D spatial positions that benefit from decoding [\[ISU+13\]](#)
- Complexity of windowed decoding directly linked to the velocity of the profile

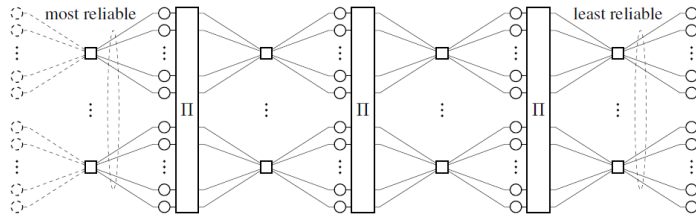
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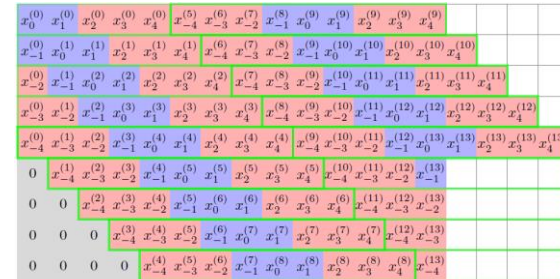
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Spatially Coupled Codes for High-Throughput Comms.

- **Staircase codes** [SFH+12] now well established in low-complexity, high-throughput optical communications
- Standardized for interoperable communications
- Very good performance with hard-decision decoding
- Spatially-coupled generalized LDPC codes



- Other high-performing spatially coupled codes have been proposed as well
- Example: **Braided BCH codes** presented in [JPN+13]
- Similar performance than staircase codes
- Extra performance gains by using extrinsic decoder requiring more memory

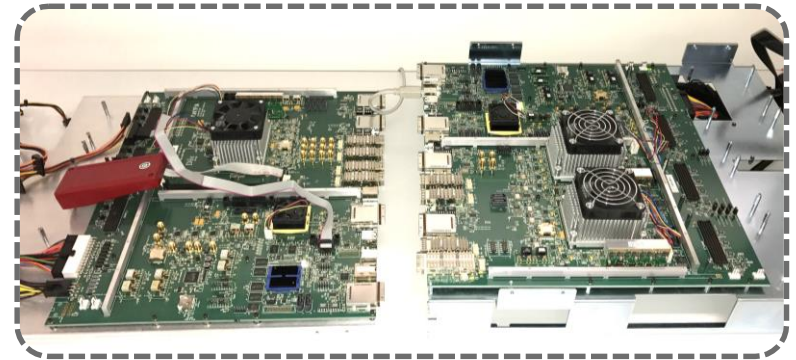
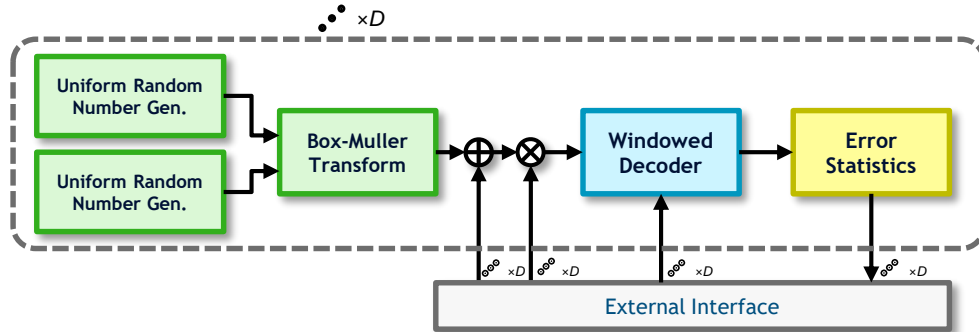


[SFH+12] B. Smith, A. Farhood, A. Hunt, F. Kschischang, J. Lodge, "Staircase Codes: FEC for 100 Gb/s OTN," *IEEE/OSA J. Lightw. Technol.*, 2012
 [JPN+13] Y.-Y. Jian, H. Pfister, K. Narayanan, R. Rao, R. Mazahreh, "Iterative Hard-Decision Decoding of Braided BCH Codes for High-Speed Optical Communication," *Proc. GLOBECOM*, 2013

FPGA-Based Code Evaluation Platform

- **High throughputs & large coding gains** necessary in optical core networks & submarine cables
- **Required BER: around 0.00000000000001% (10^{-15})**
- Maximum 10 bit errors per day at line rate of 100 Gbit/s
- Requirements might become more strict in the future

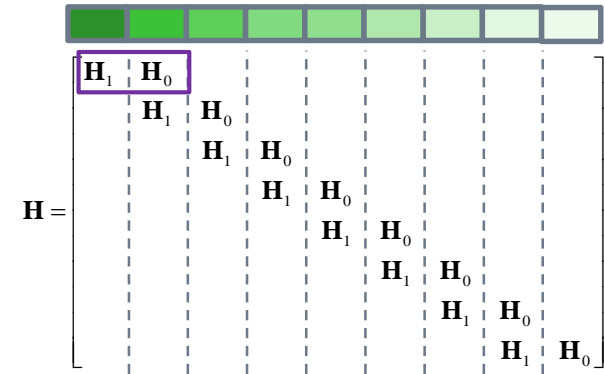
Virtex-7 based, configurable FPGA emulator platform with windowed decoding



Results of FPGA-Based Code Evaluation ($R = 0.8$)

- Comparison of two different codes
 - Code A: optimized degree dist.
 - Code B: optimized for low floor

Single engine decoder, $I = 1$ iteration
of layered decoder [H04]



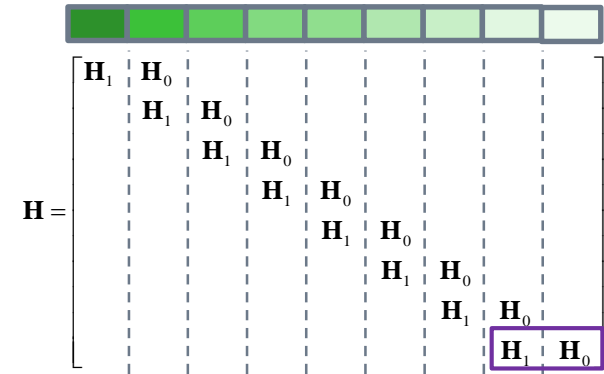
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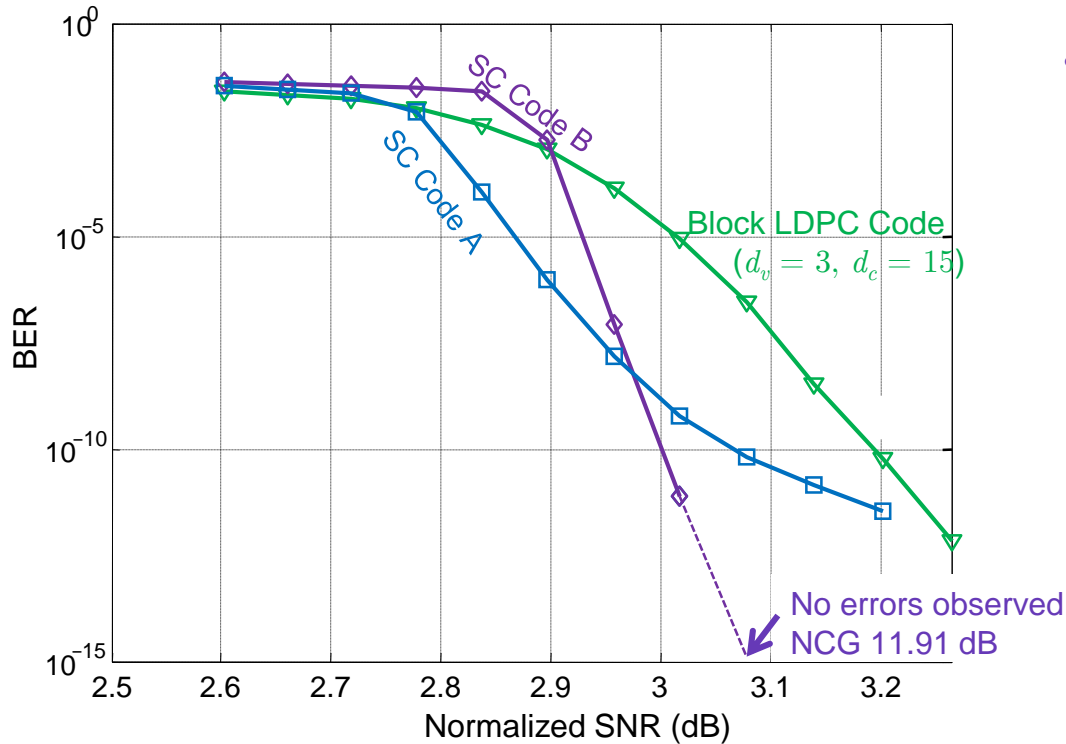
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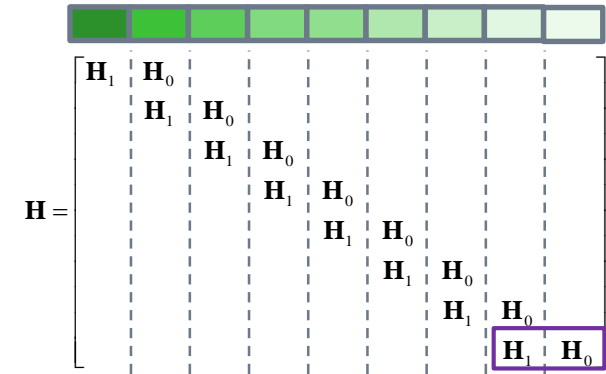
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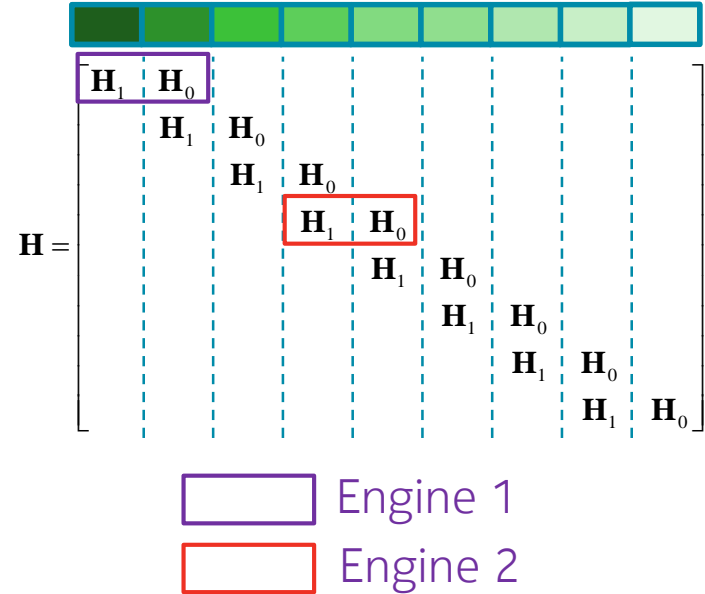


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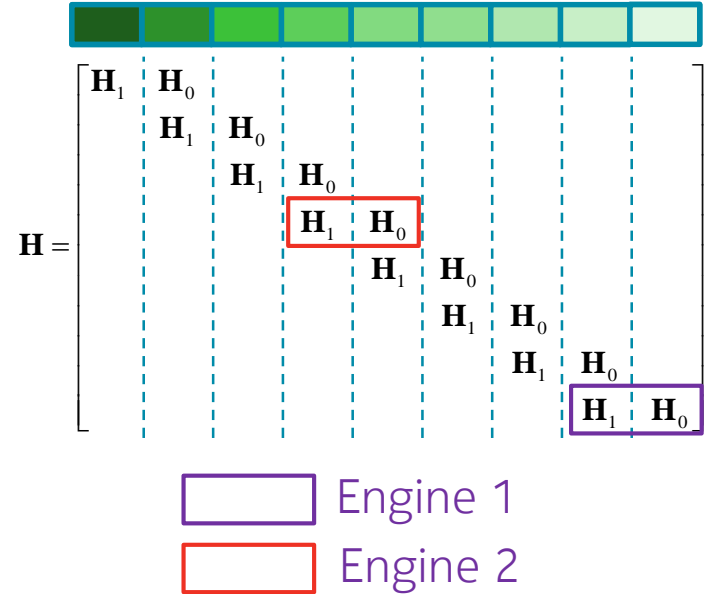
Hybrid Decoder with two engines



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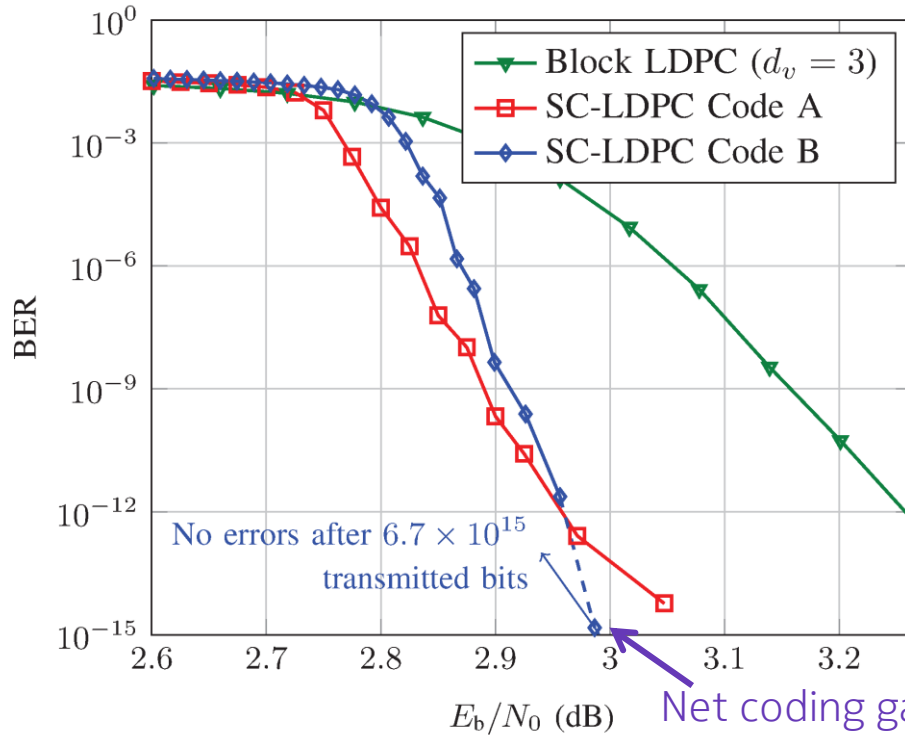
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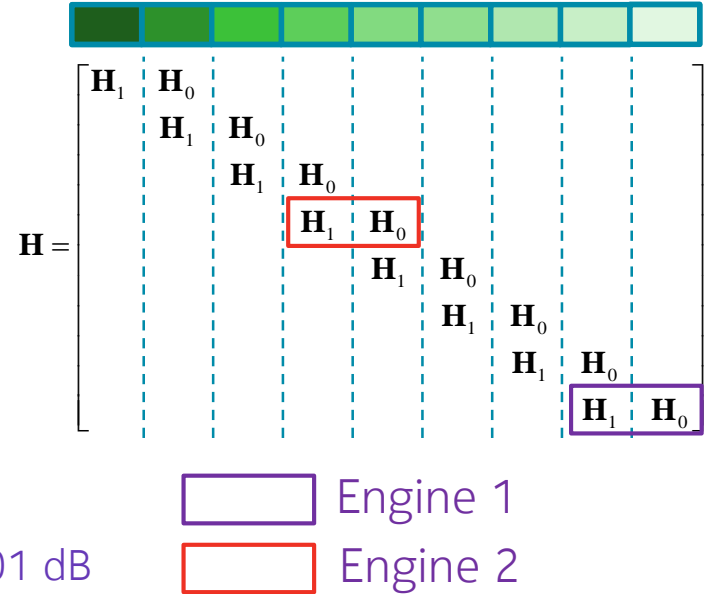


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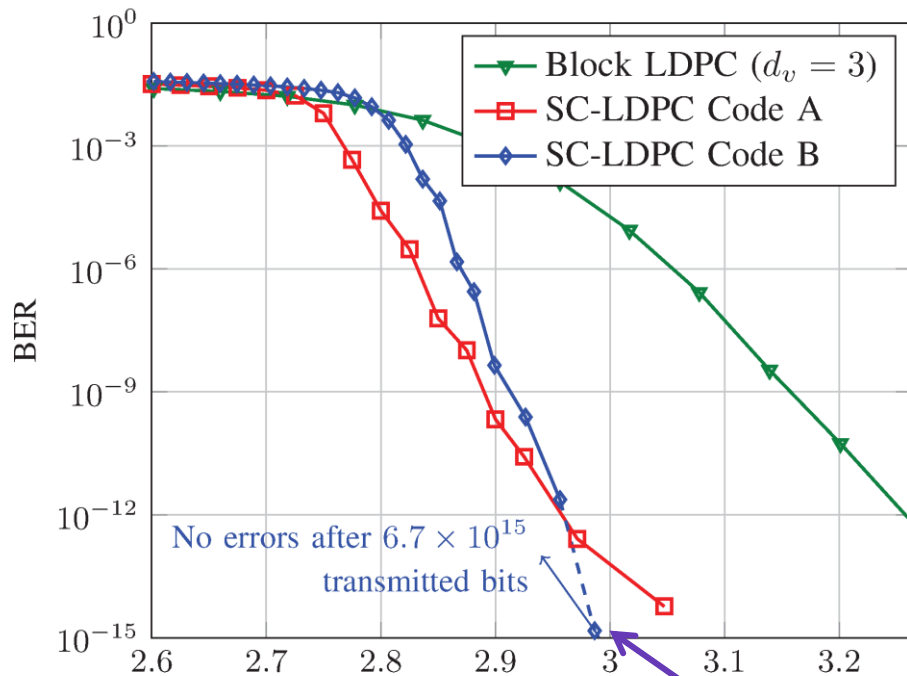


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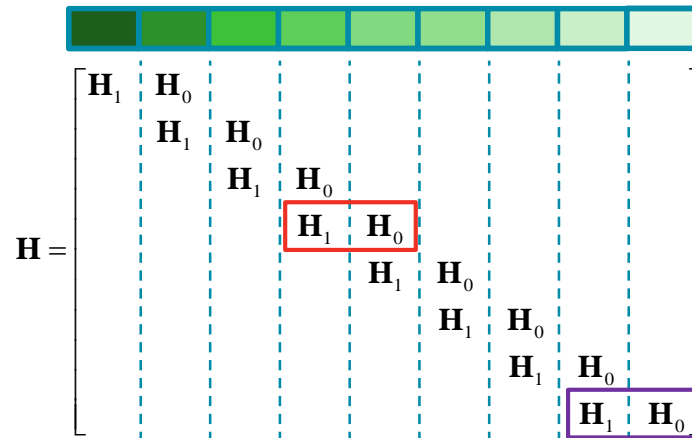


Capacity limit: **2.06 dB**

E_b/N_0 (dB)

Net coding gain 12.01 dB

Hybrid Decoder with two engines

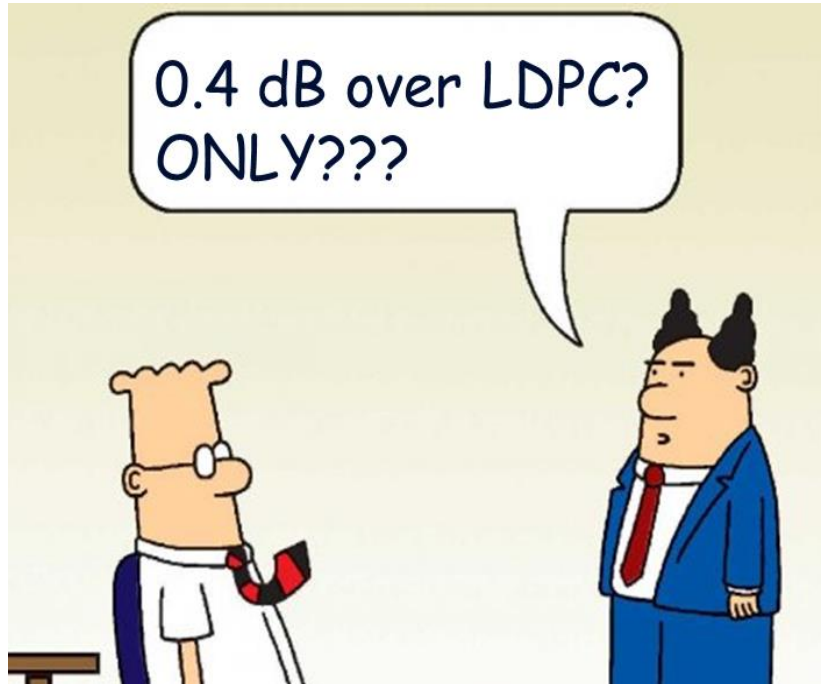


Engine 1 (purple box)

Engine 2 (red box)

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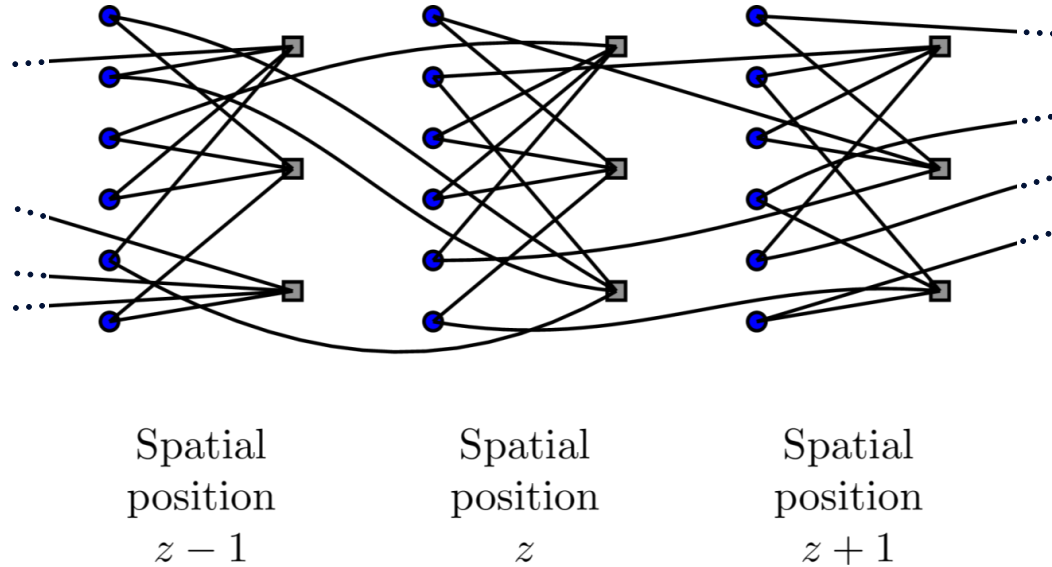


- **0.4dB** correspond to **900km reach increase** in trans-pacific cables
- Optical fiber communication systems **age** (material, lasers, photodiodes) and the **SNR will decay over time**
- In this case, additional gains increase lifetime/reduce margins of a system
- **More gains** are possible **with higher decoding complexity**
- However, **we want even more gains!**

[SSR+15] L. Schmalen, D. Suikat, D. Rösener, V. Aref, A. Leven, S. ten Brink "Spatially coupled codes and optical fiber communications: An ideal match?," *Proc. Workshop on Signal Processing Advances in Wireless Communications (SPAWC)*, 2015

New: Non-Uniformly Coupled LDPC Code Ensemble

Spatially Coupled LDPC Code with $w = 2$



Definition

Connect each edge from variable node at SP z to

- check node at position z **with probability α** and to
- Check node at position $z + 1$ with **probability $1 - \alpha$**

Non-Uniformly Coupled LDPC Code Ensemble

Literature Review

- Optimized protographs with implicit non-uniform coupling [MLC15]
- Non-uniform protographs for coded modulation with spatially coupled codes [StB13]
- Non-uniform protographs for improved thresholds and unequal error prot. [JB14]
- Exponential, non-uniform coupling for anytime reliability [NNL15]
- Non-uniform coupling in spatially coupled compressed sensing [KMS+12]
- Rate loss mitigation by extra structure at the boundaries [TKS12], [SP16]
- ...

[MLC15] D. Mitchell, M. Lentmaier, D. Costello, "Spatially coupled LDPC codes constructed from protographs," *IEEE Trans. Inf. Theory*, 2015

[StB13] L. Schmalen, S. ten Brink, "Combining spatially coupled LDPC codes with modulation and detection," *Proc. ITG SCC*, 2013

[JB14] F. Jardel, J. Boutros, "Non-uniform spatial coupling," *Proc. ITW*, 2014

[NNL15] M. Noor-A-Rahim, K. Nguyen, G. Lechner, "Anytime reliability of spatially coupled codes," *IEEE Trans. Commun.*, 2015

[KMS+12] F. Krzakala, M. Mézard, F. Sausset, Y. Sun, L. Zdeborová, "Statistical-physics-based reconstruction in compressed sensing," *Physical Review X*, 2012

[TKS12] K. Tazoe, K. Kasai, K. Sakinawa, "Efficient termination of spatially coupled codes," *Proc. ITW*, 2012

[SP16] M. Sanatkar, H. Pfister, "Increasing the rate of spatially-coupled codes via optimized irregular termination," *Proc. ISTC*, 2016

Non-Uniformly Coupled LDPC Code Ensemble

BEC Density Evolution and Rate Loss

- BEC Density evolution for the generalized non-uniformly coupled ensemble

$$x_z^{(t+1)} = \varepsilon \left(1 - \sum_{i=0}^{w-1} \nu_i \left(1 - \sum_{j=0}^{w-1} \nu_j x_{z+i-j}^{(t)} \right)^{d_c-1} \right)^{d_v-1}$$

- In particular, for $w = 2$, we have $\nu = (\alpha, 1 - \alpha)$
- Rate of the generalized ensemble

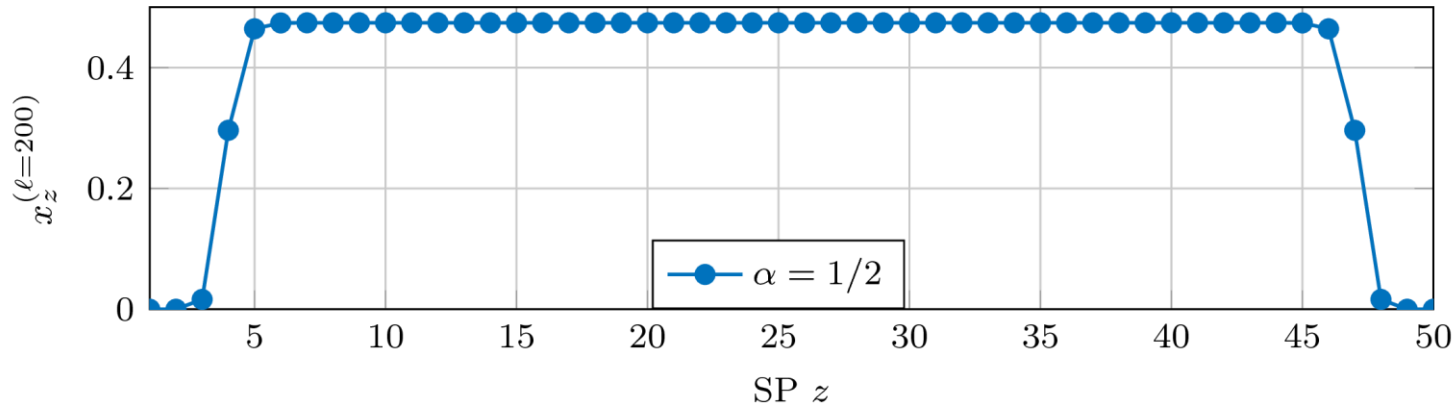
$$R = \left(1 - \frac{d_v}{d_c} \right) - \frac{d_v}{d_c} \left(w-1 - \sum_{k=0}^{w-2} \left[\left(\sum_{i=0}^k \nu_i \right)^{d_c} + \left(\sum_{i=k+1}^{w-1} \nu_i \right)^{d_c} \right] \right)$$

- For $w = 2$, rate is minimal for $\alpha = 1/2$, i.e., non-uniform coupling **reduces rate loss**

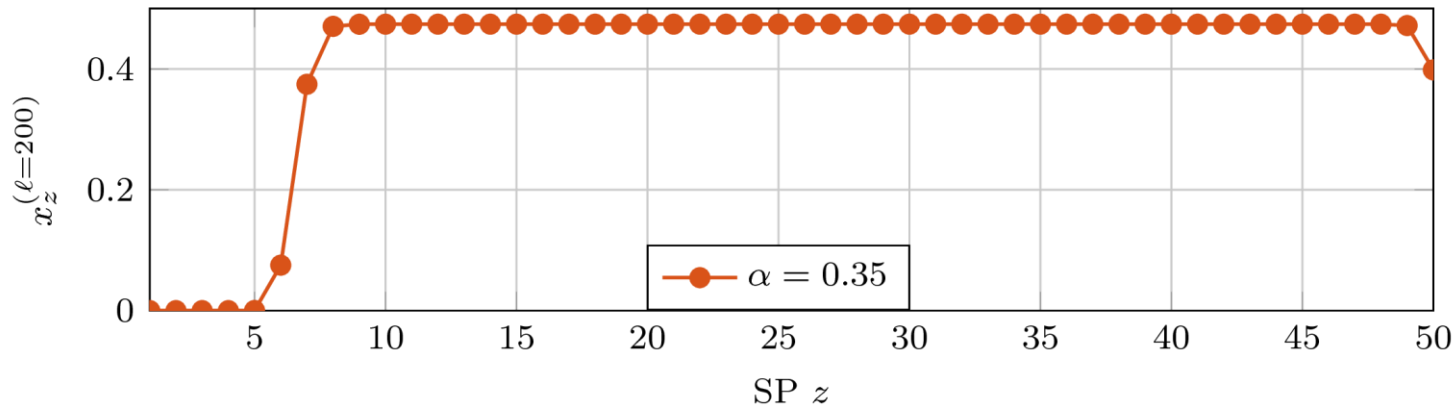
Density Evolution for $\varepsilon = 0.48$, $L = 50$

Conventional
Spatially Coupled
LDPC Code
 $d_v = 5$, $d_c = 10$

$I = 200$ iter.



New: Non-
uniformly
coupled code
with
 $d_v = 5$, $d_c = 10$
**Single-side
convergence**

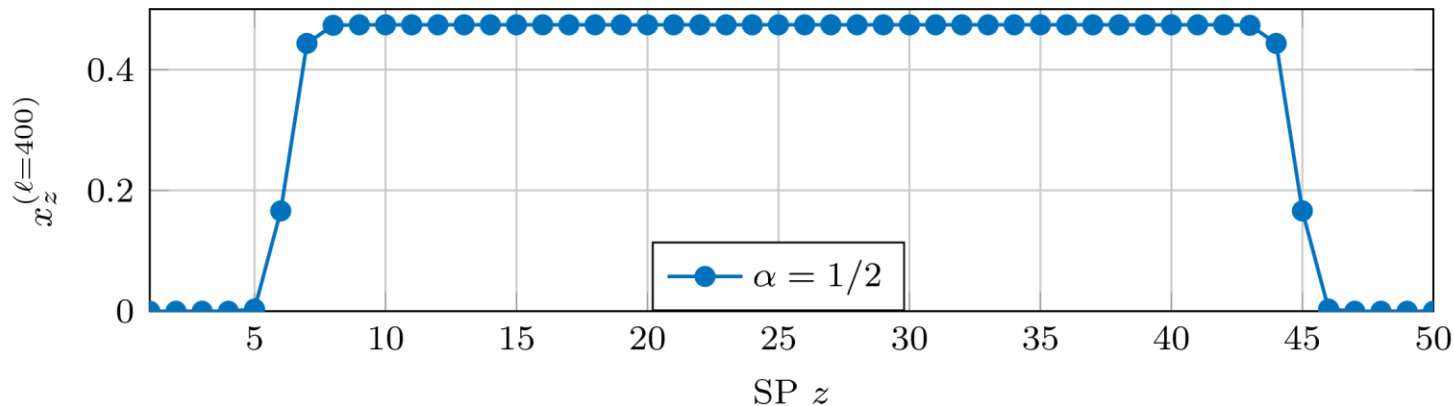


Density Evolution for $\varepsilon = 0.48$, $L = 50$

Conventional
Spatially Coupled
LDPC Code

$d_v = 5$, $d_c = 10$

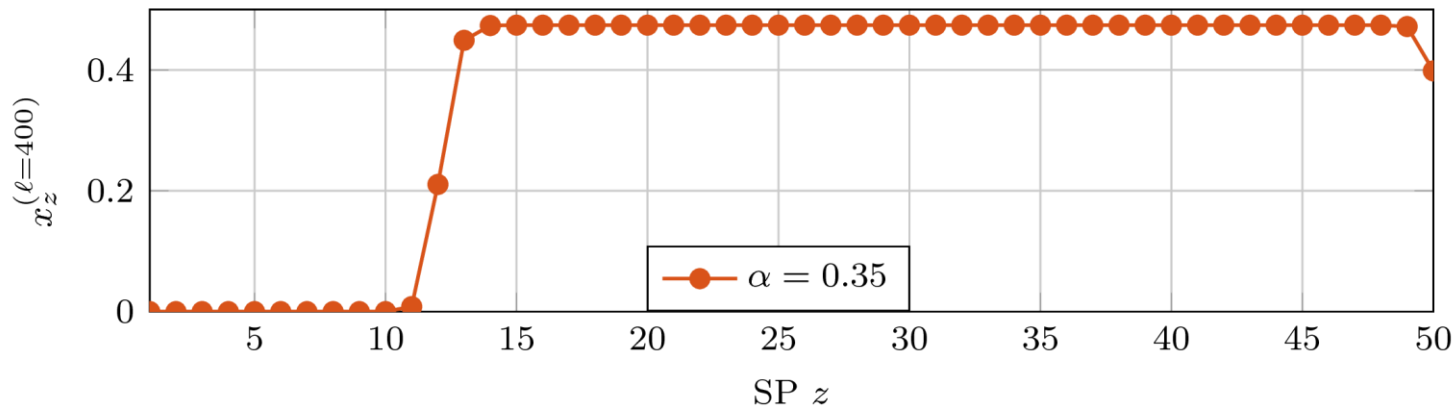
$I = 400$ iter.



New: Non-
uniformly
coupled code
with

$d_v = 5$, $d_c = 10$

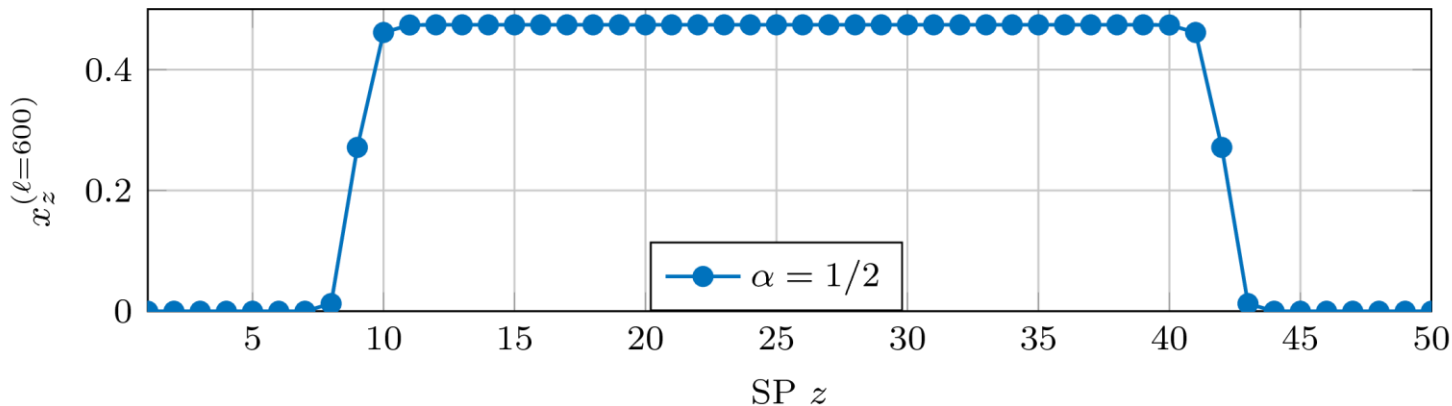
**Single-side
convergence**



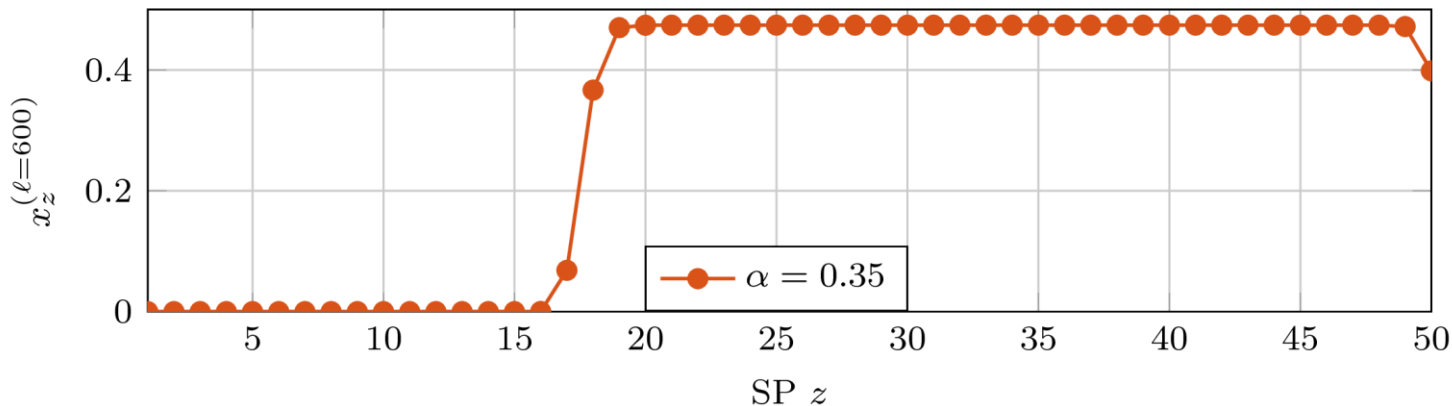
Density Evolution for $\varepsilon = 0.48$, $L = 50$

Conventional
Spatially Coupled
LDPC Code
 $d_v = 5$, $d_c = 10$

$I = 600$ iter.



New: Non-
uniformly
coupled code
with
 $d_v = 5$, $d_c = 10$
**Single-side
convergence**

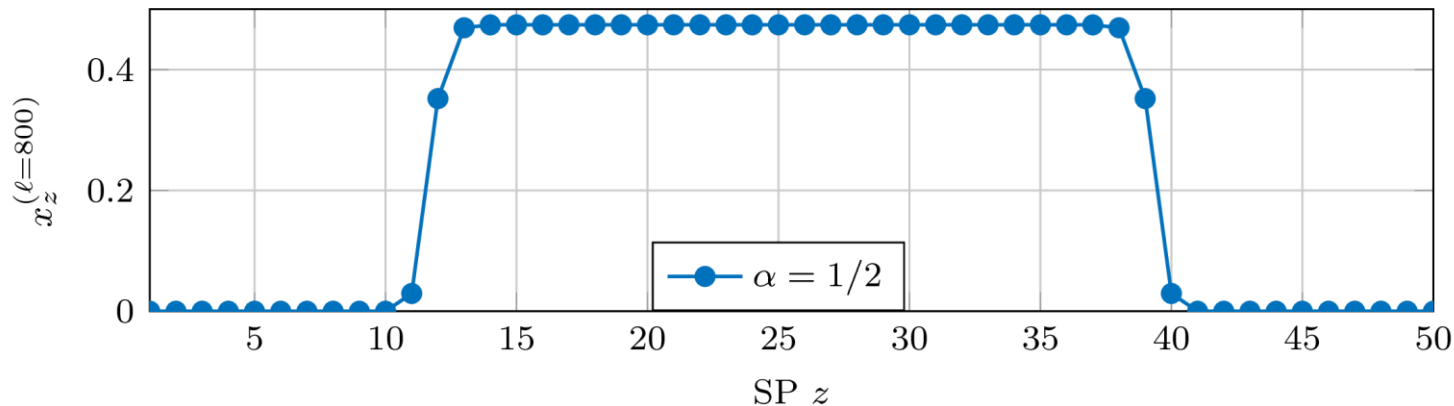


Density Evolution for $\varepsilon = 0.48$, $L = 50$

Conventional
Spatially Coupled
LDPC Code

$d_v = 5$, $d_c = 10$

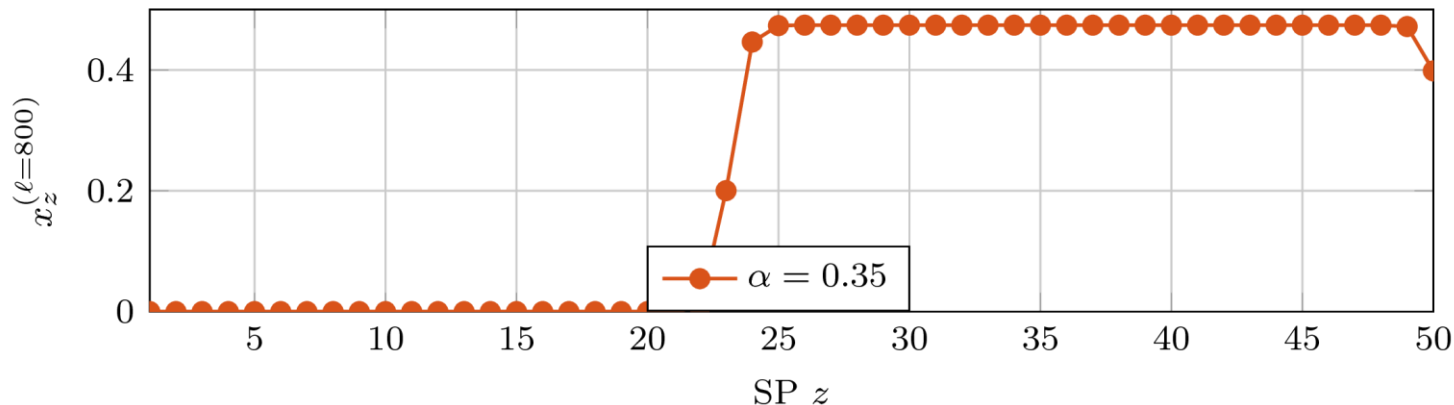
$I = 800$ iter.



New: Non-
uniformly
coupled code
with

$d_v = 5$, $d_c = 10$

**Single-side
convergence**

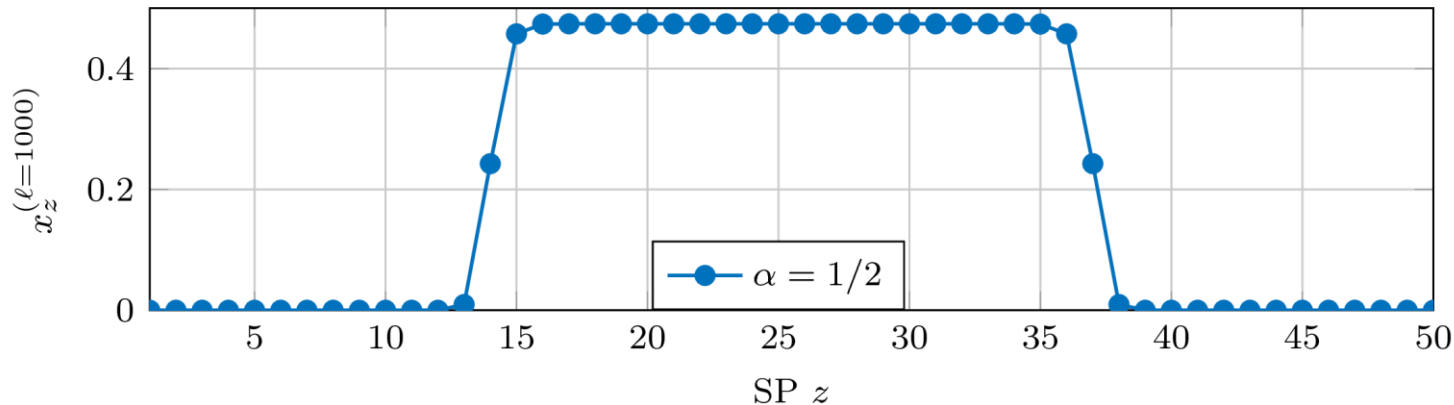


Density Evolution for $\varepsilon = 0.48$, $L = 50$

Conventional
Spatially Coupled
LDPC Code

$d_v = 5$, $d_c = 10$

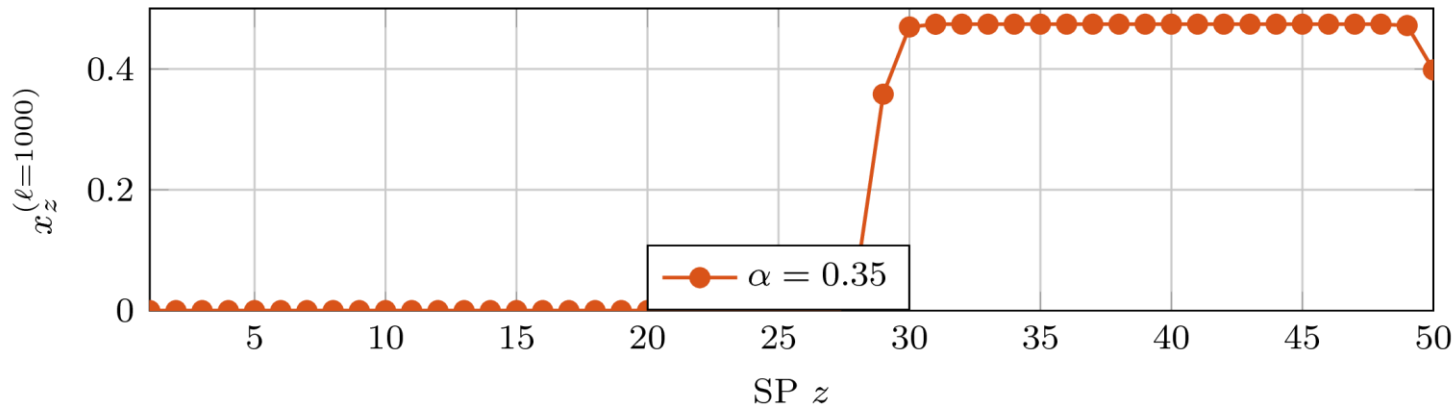
$I = 1000$ iter.



New: Non-
uniformly
coupled code
with

$d_v = 5$, $d_c = 10$

**Single-side
convergence**

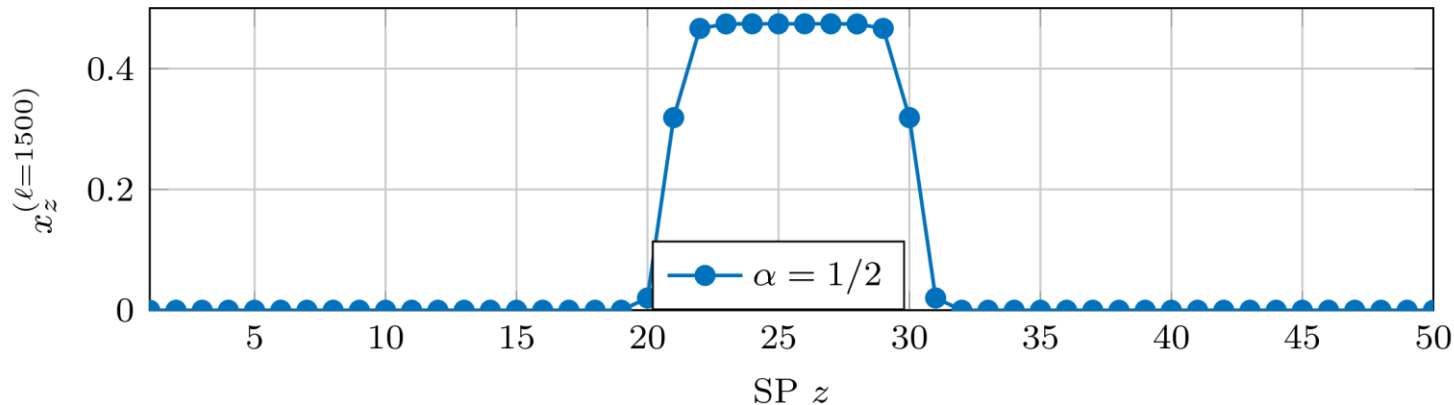


Density Evolution for $\varepsilon = 0.48$, $L = 50$

Conventional
Spatially Coupled
LDPC Code

$d_v = 5$, $d_c = 10$

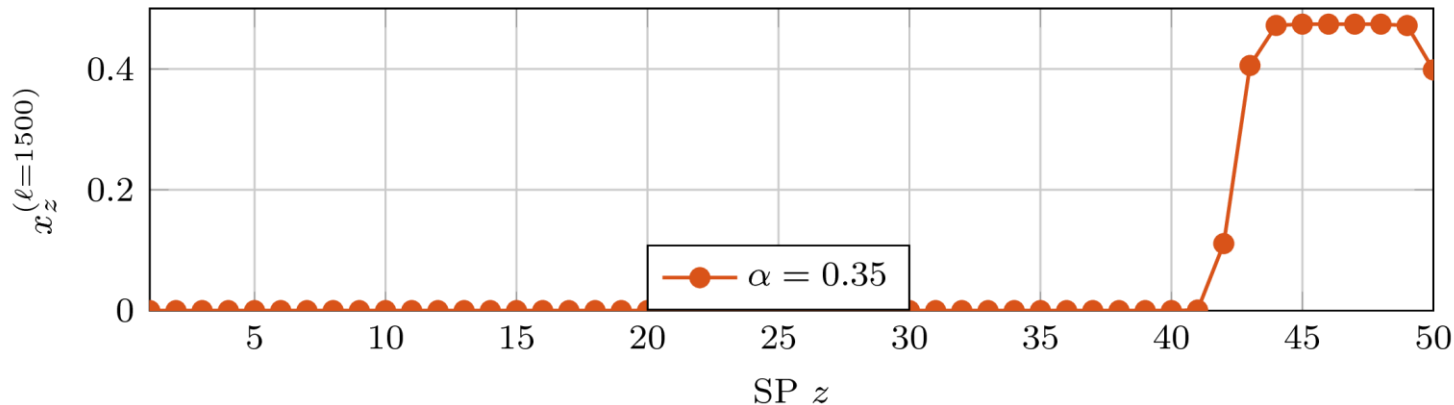
$I = 1500$ iter.



New: Non-
uniformly
coupled code
with

$d_v = 5$, $d_c = 10$

**Single-side
convergence**

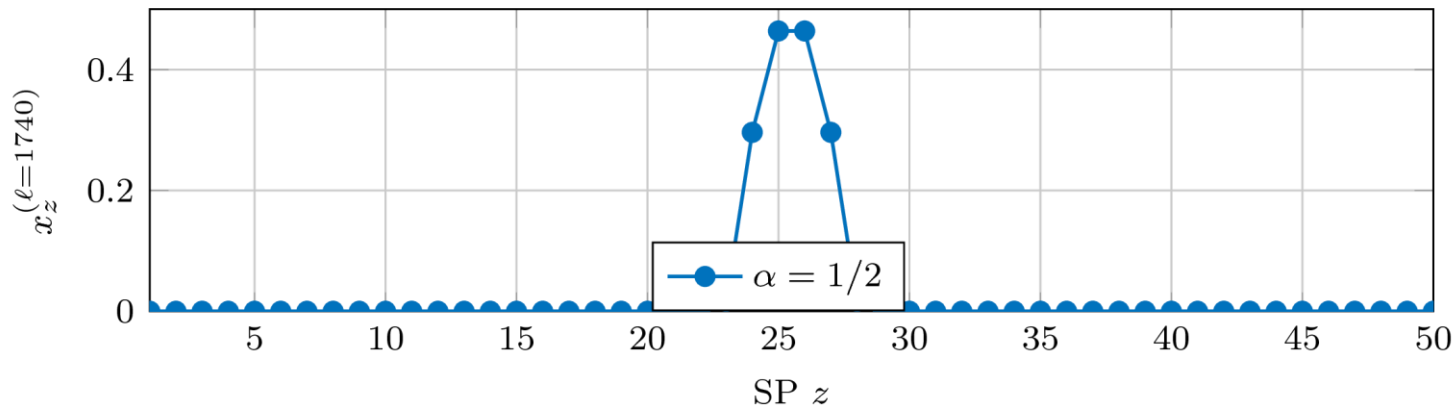


Density Evolution for $\varepsilon = 0.48$, $L = 50$

Conventional
Spatially Coupled
LDPC Code

$d_v = 5$, $d_c = 10$

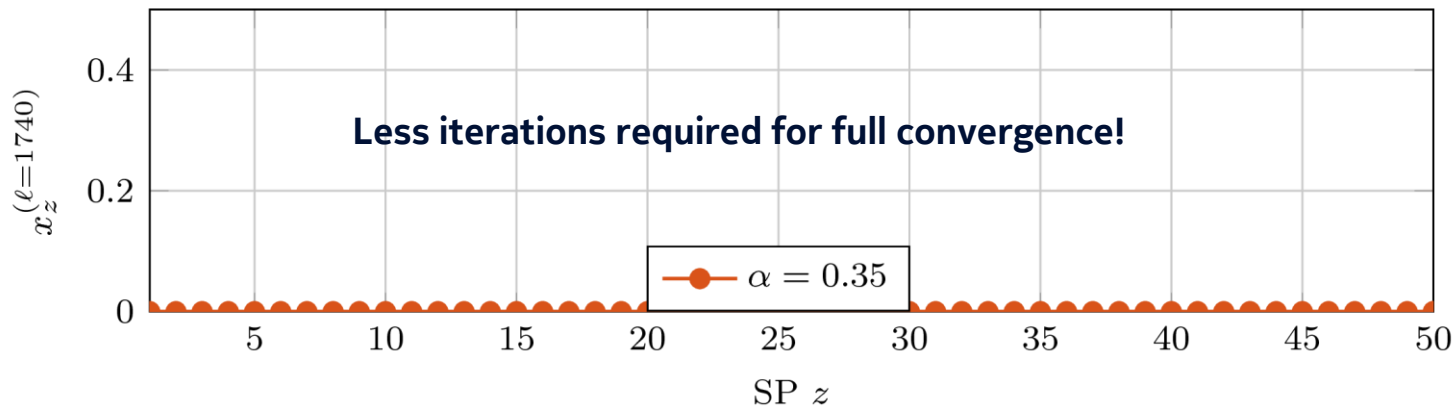
$I = 1740$ iter.



New: Non-
uniformly
coupled code
with

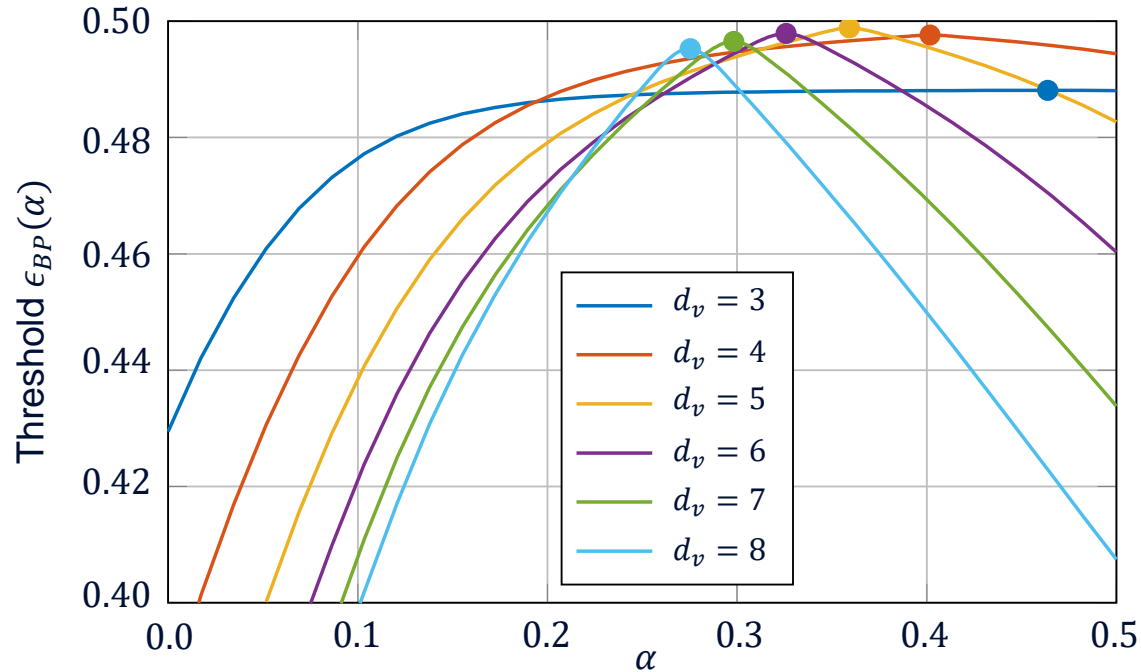
$d_v = 5$, $d_c = 10$

**Single-side
convergence**



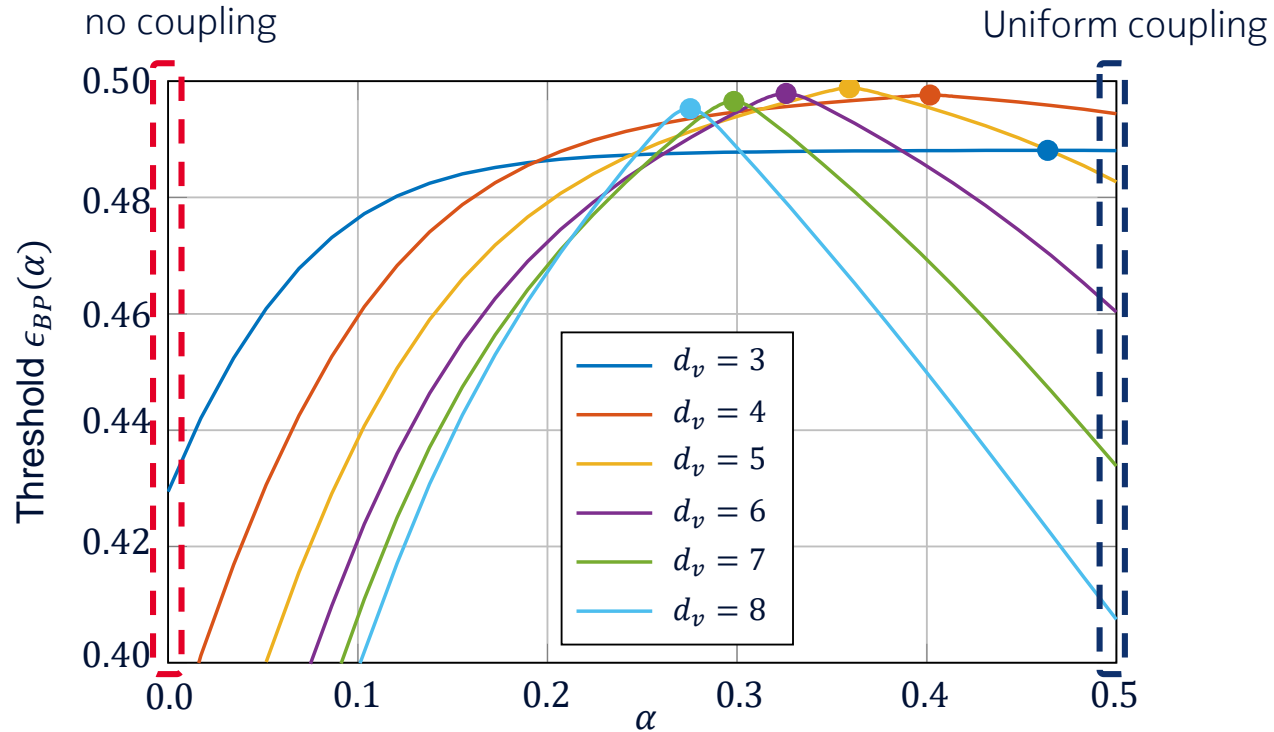
Non-Uniform Coupling vs. Conventional Uniform Coupling (1)

BP decoding thresholds: SC-LDPC ($d_v, 2d_v, w = 2, \alpha, L = 100$) over the BEC



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BP decoding thresholds: SC-LDPC ($d_v, 2d_v, w = 2, \alpha, L = 100$) over the BEC

d_v	α^*	ϵ_{BP} uncoupled	ϵ_{MAP}	$\epsilon_{BP}(\alpha = 0.5)$	$\epsilon_{BP}(\alpha^*)$
3	0.4517	0.4294	0.48815	0.488(8)	0.4881(0)
4	0.4017	0.3834	0.49774	0.4944	0.4976
5	0.359	0.3415	0.49949	0.4827	0.4989
6	0.3252	0.3075	0.49988	0.4603	0.4979
7	0.2978	0.2798	0.49997	0.4338	0.4965
8	0.2745	0.257	0.49999	0.4074	0.4953
9	0.2544	0.2378	0.49999	0.3829	0.4943
10	0.2368	0.2215	0.49999	0.3606	0.4936

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increasing

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 increasing  decreasing

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d_v	α^*	ϵ_{BP} uncoupled	ϵ_{MAP}	$\epsilon_{BP}(\alpha = 0.5)$	$\epsilon_{BP}(\alpha^*)$	
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4	0.4017	0.3834	0.49774	0.4944	0.4976	increasing
5	0.359	0.3415	0.49949	0.4827	0.4989	
6	0.3252	0.3075	0.49988	0.4603	0.4979	
7	0.2978	0.2798	0.49997	0.4338	0.4965	
8	0.2745	0.257	0.49999	0.4074	0.4953	Almost unchanged
9	0.2544	0.2378	0.49999	0.3829	0.4943	
10	0.2368	0.2215	0.49999	0.3606	0.4936	

increasing decreasing

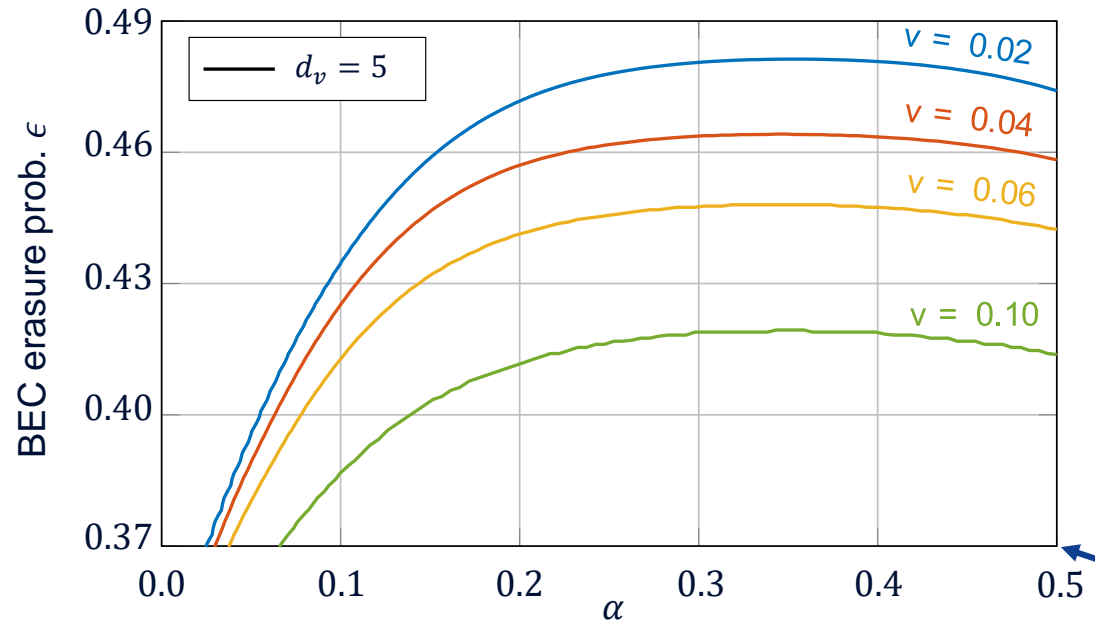
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Non-Uniform Coupling vs. Conventional Uniform Coupling (2)

Complexity of Decoding (i.e., Number of Iterations)

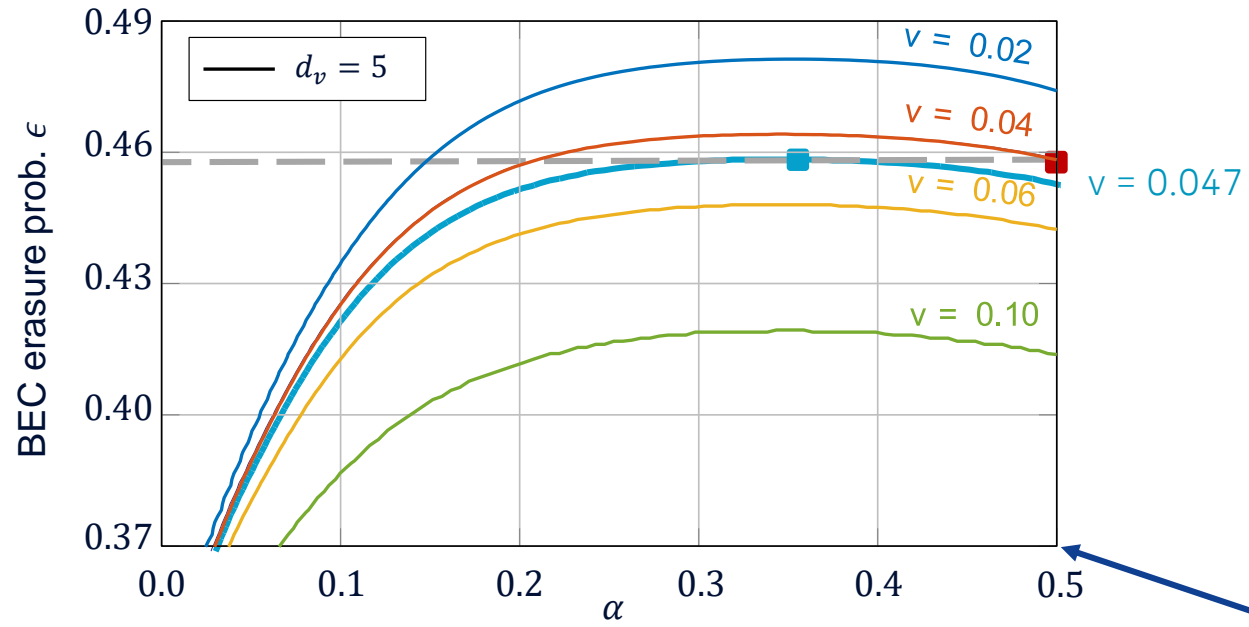


Decoding speed contour plots for the random SC-LDPC($d_v, 2d_v, w = 2, \alpha, L = 100$) ensemble.

Uniform coupling

Non-Uniform Coupling vs. Conventional Uniform Coupling (2)

Complexity of Decoding (i.e., Number of Iterations)

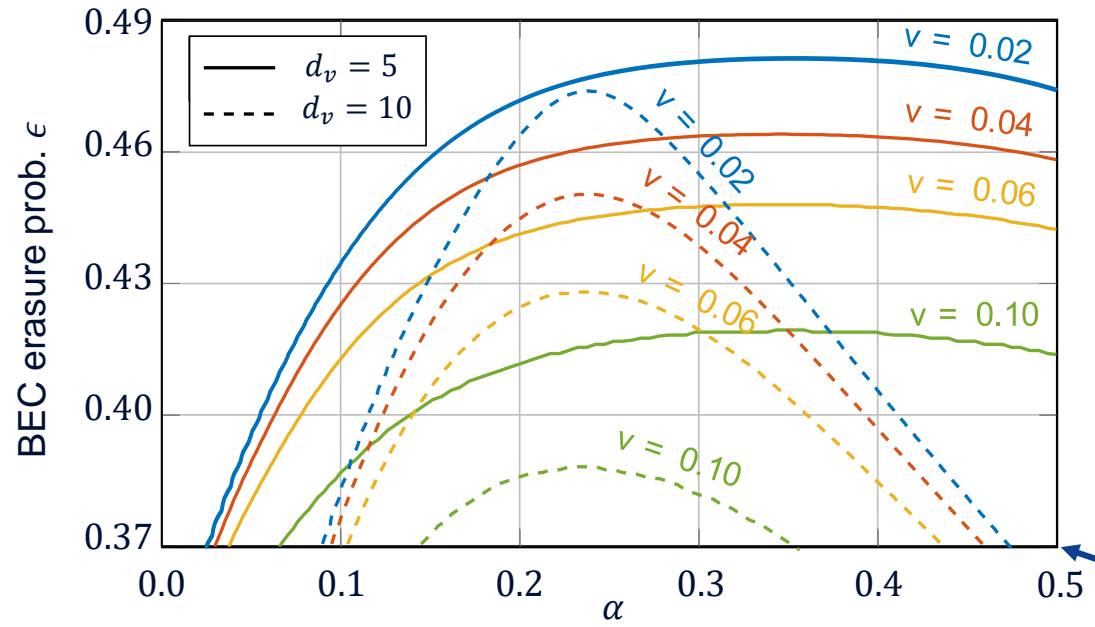


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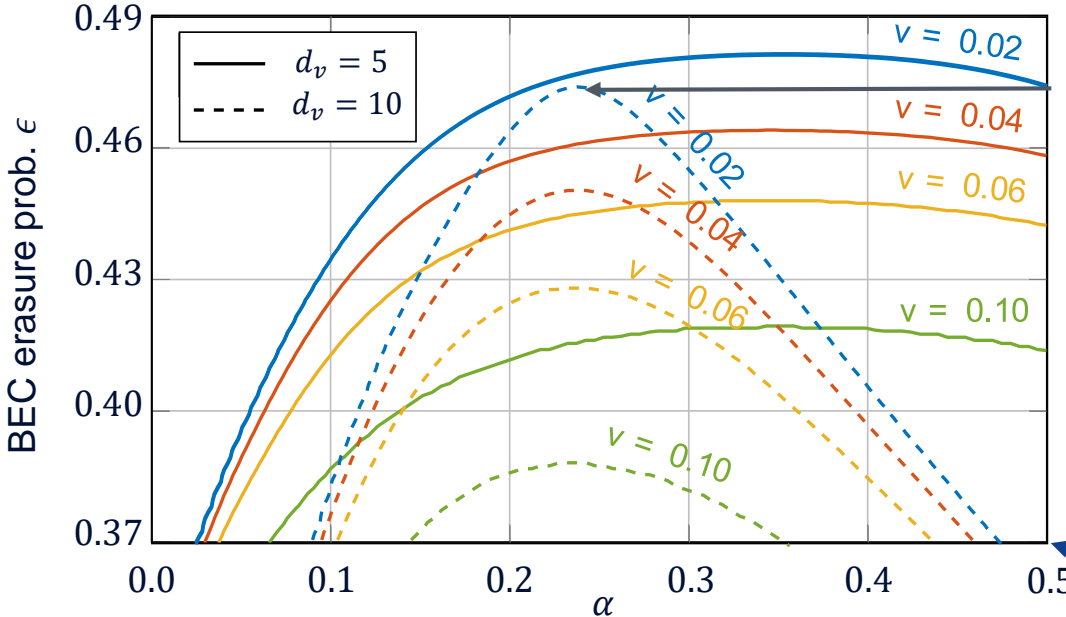


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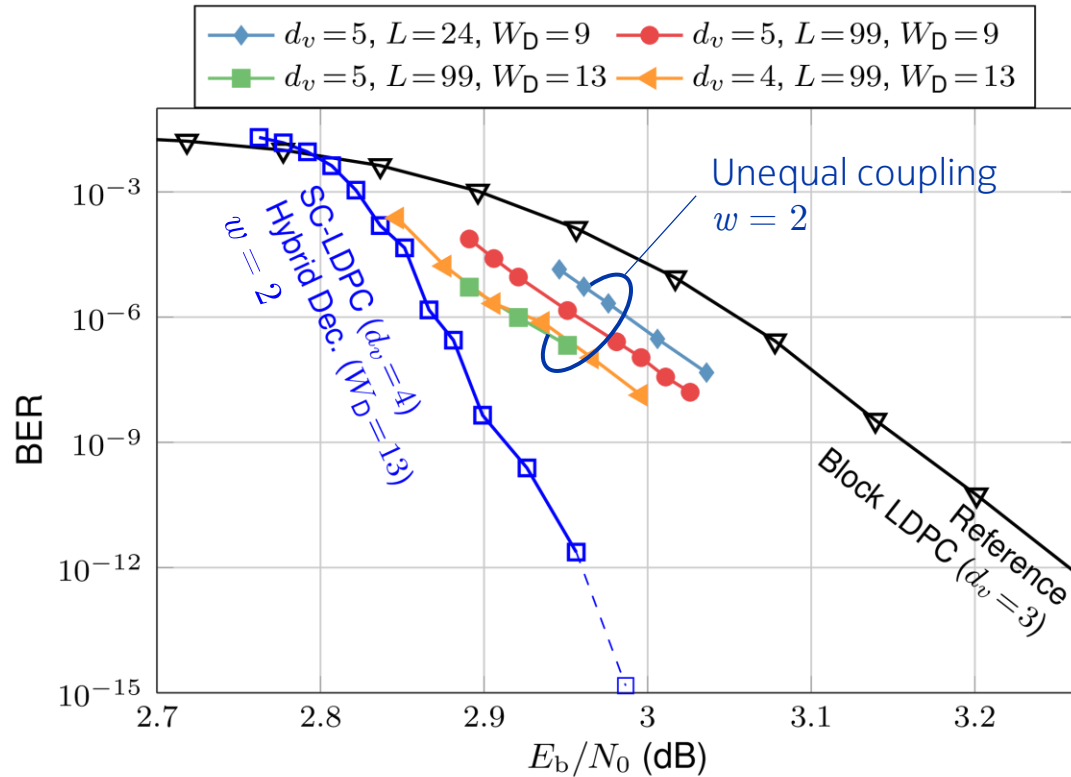


Same velocity with higher variable node degree \rightarrow lower error floors

Decoding speed contour plots for the random SC-LDPC($d_v, 2d_v, w = 2, \alpha, L = 100$) ensemble.

Uniform coupling

What Happens with Optimized SC-LDPC Codes ($R = 0.8$)

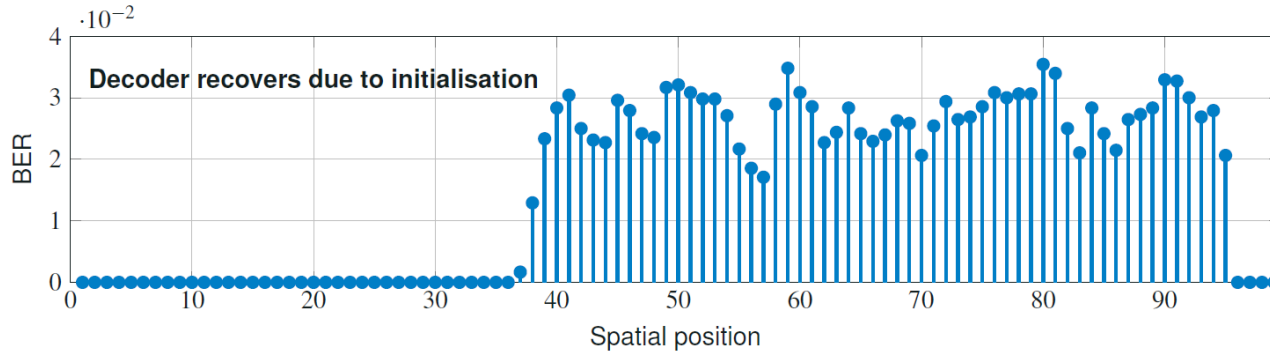


- FPGA simulation results of QC versions of these codes
- Degraded performance of optimized, unequally coupled codes under windowed decoding [SSA+16]
- Performance does not correspond to predicted threshold
- What is happening?

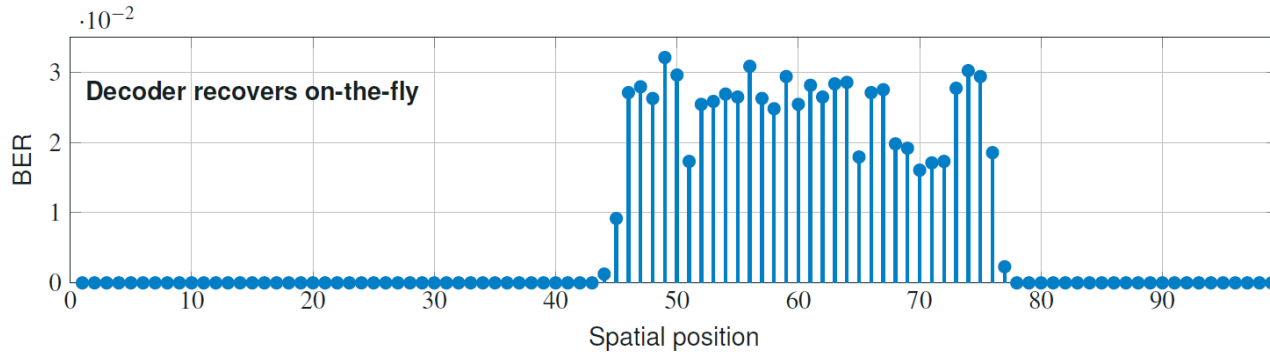
[SSA+16] L. Schmalen, D. Suikat, V. Aref, D. Rösener, "On the design of capacity approaching unit-memory spatially coupled LDPC codes for optical communications," Proc. ECOC, 2016

Windowed Decoder Stall

Exemplary Error Patterns AFTER Decoding

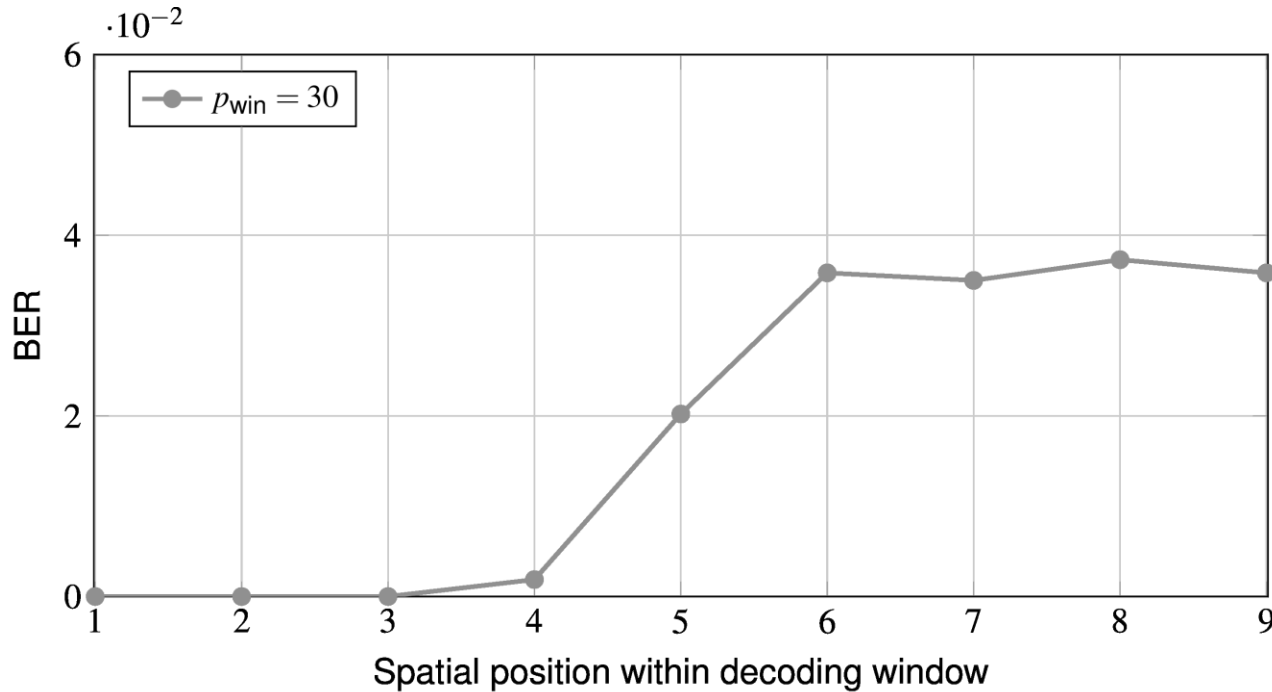


- In rare cases, decoder gets stuck
- Subsequent spatial positions are also stuck



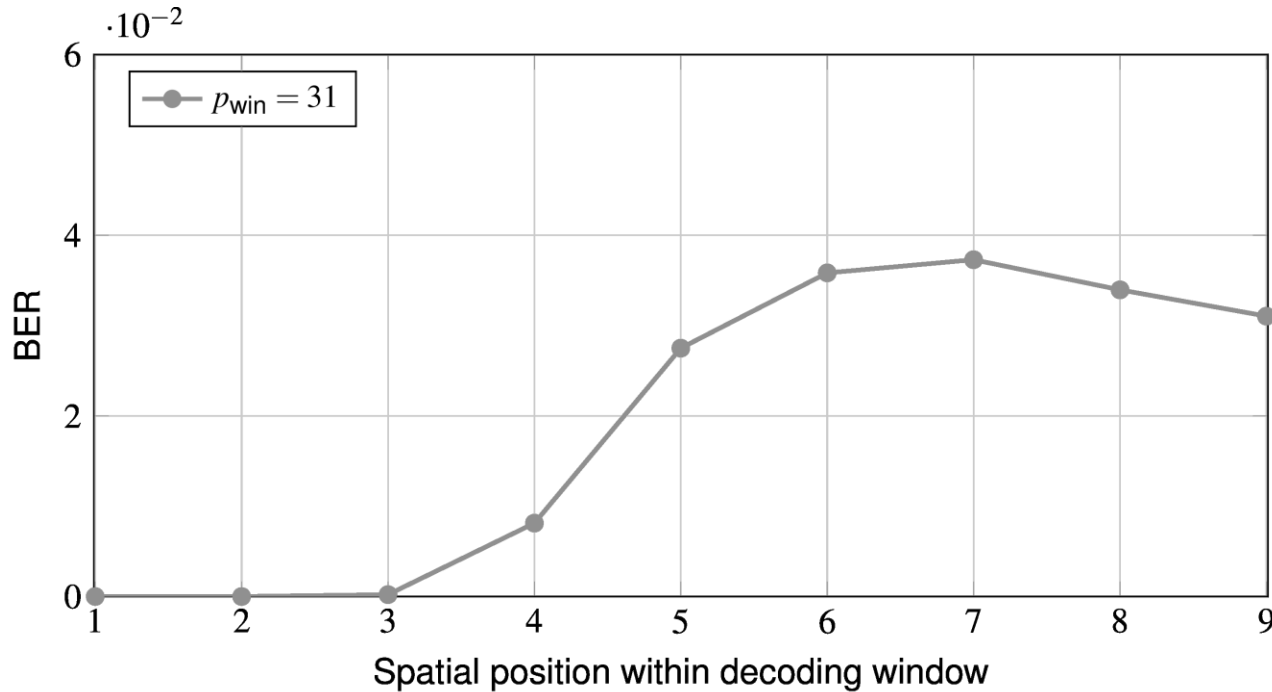
- *Burst-like error pattern*

Observations Inside the Decoding Window



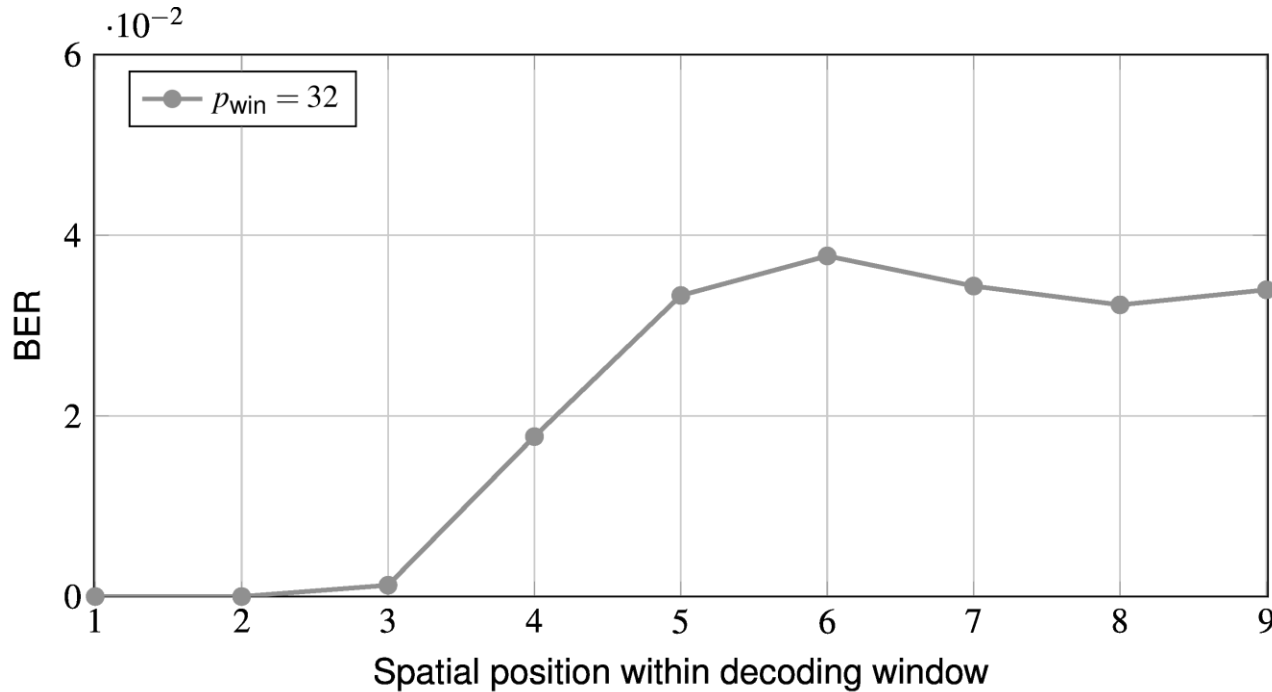
- $p_{\text{win}} \in (1, N_W)$ denotes the window position
- Decoder gets stuck around $p_{\text{win}} = 37$
- Leftmost position(s) needs to be error-free before decoding

Observations Inside the Decoding Window



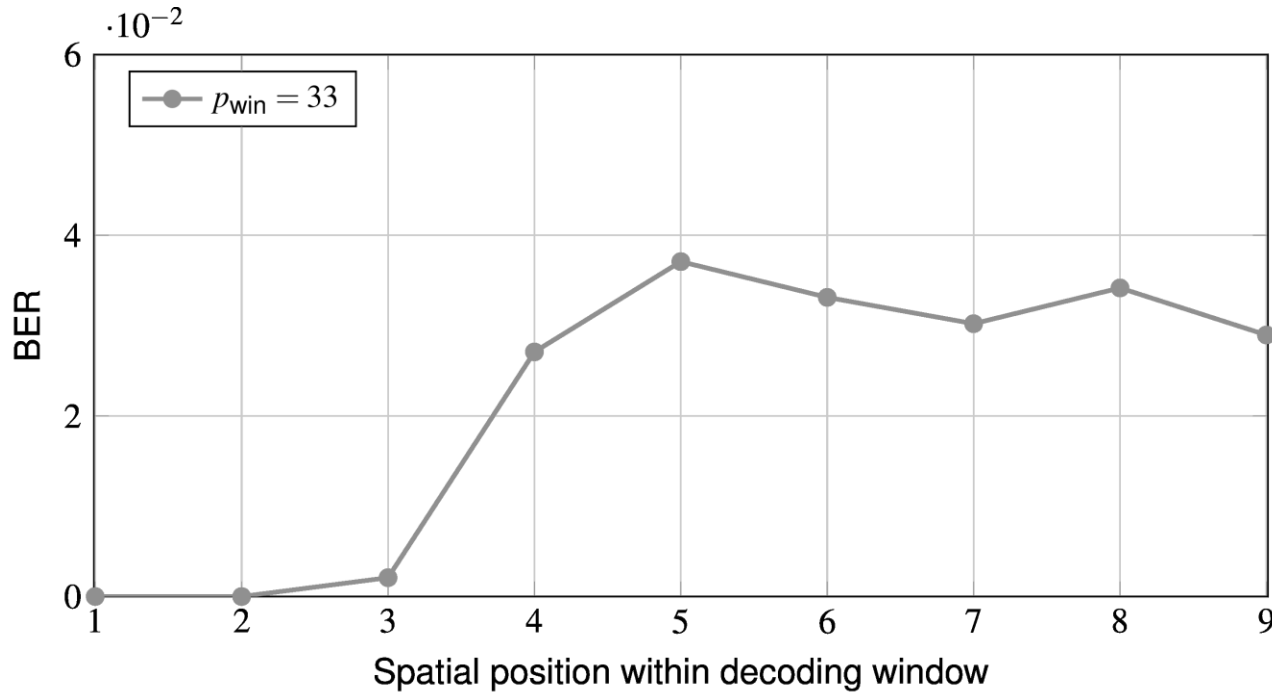
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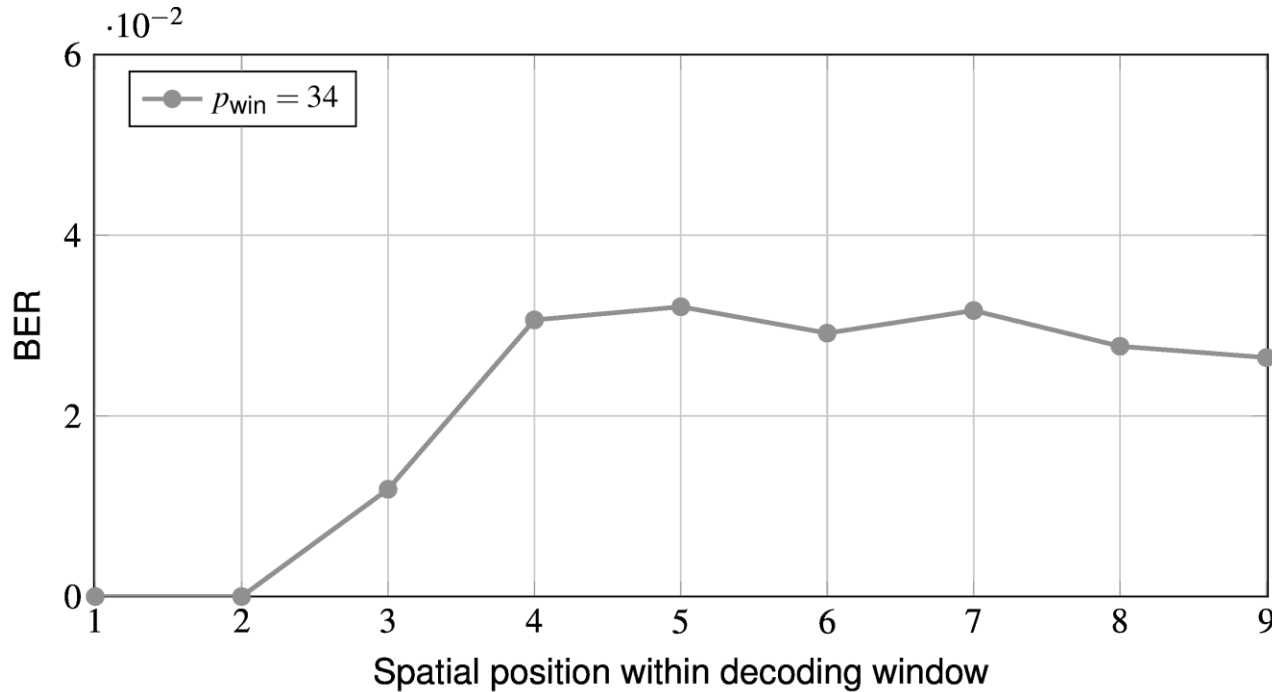
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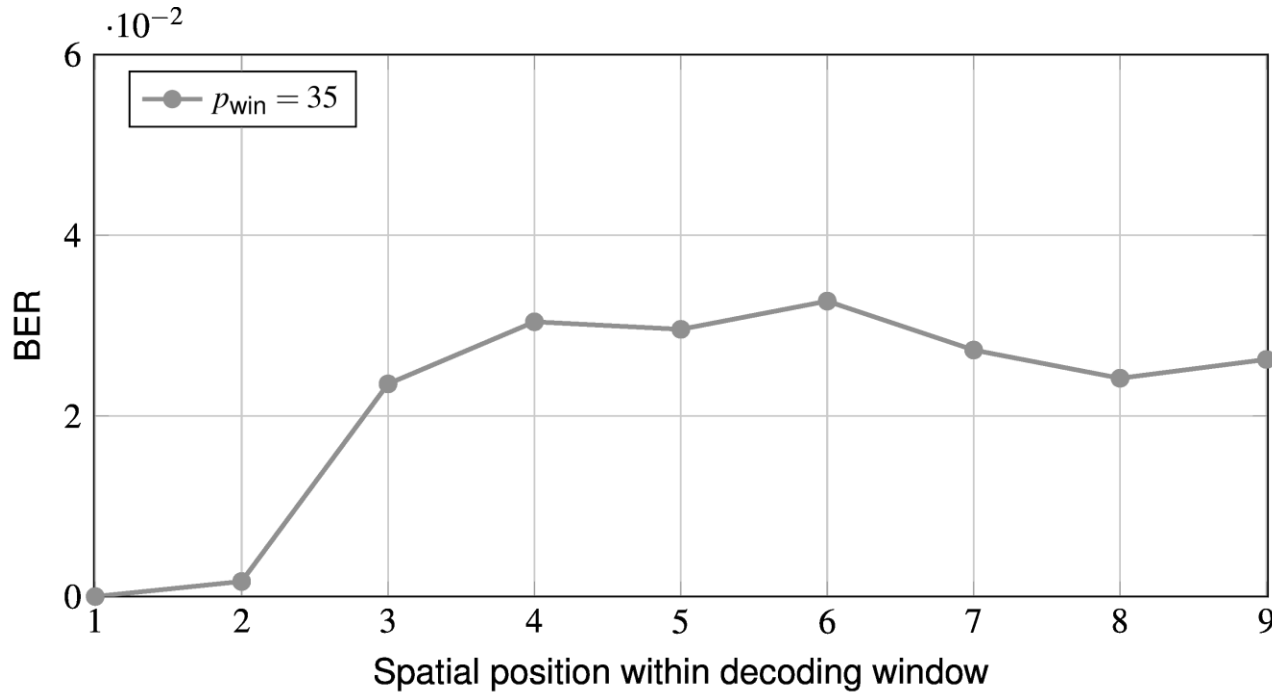
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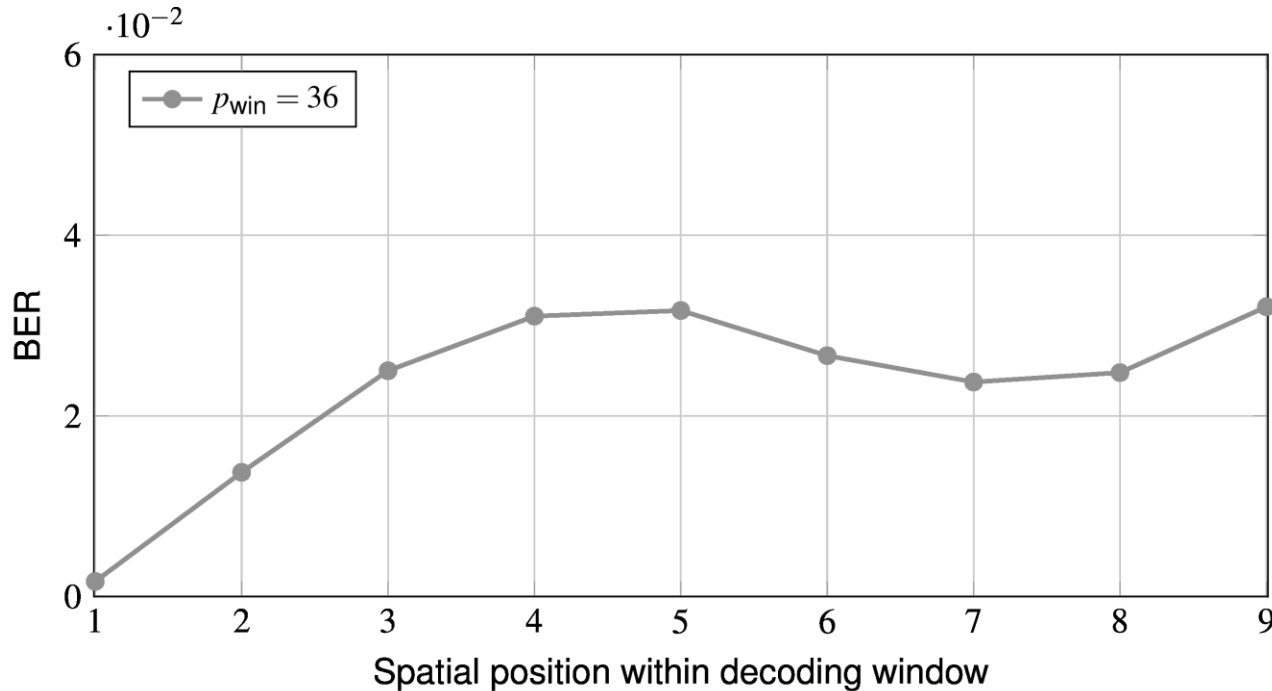
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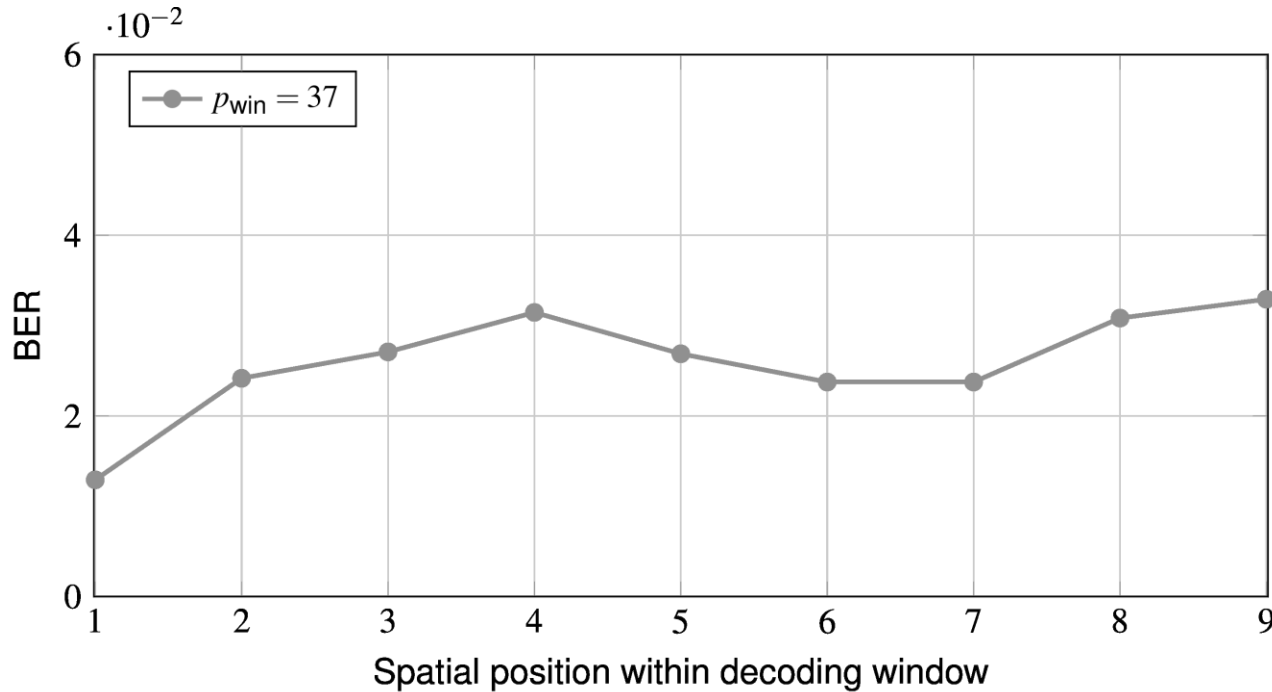
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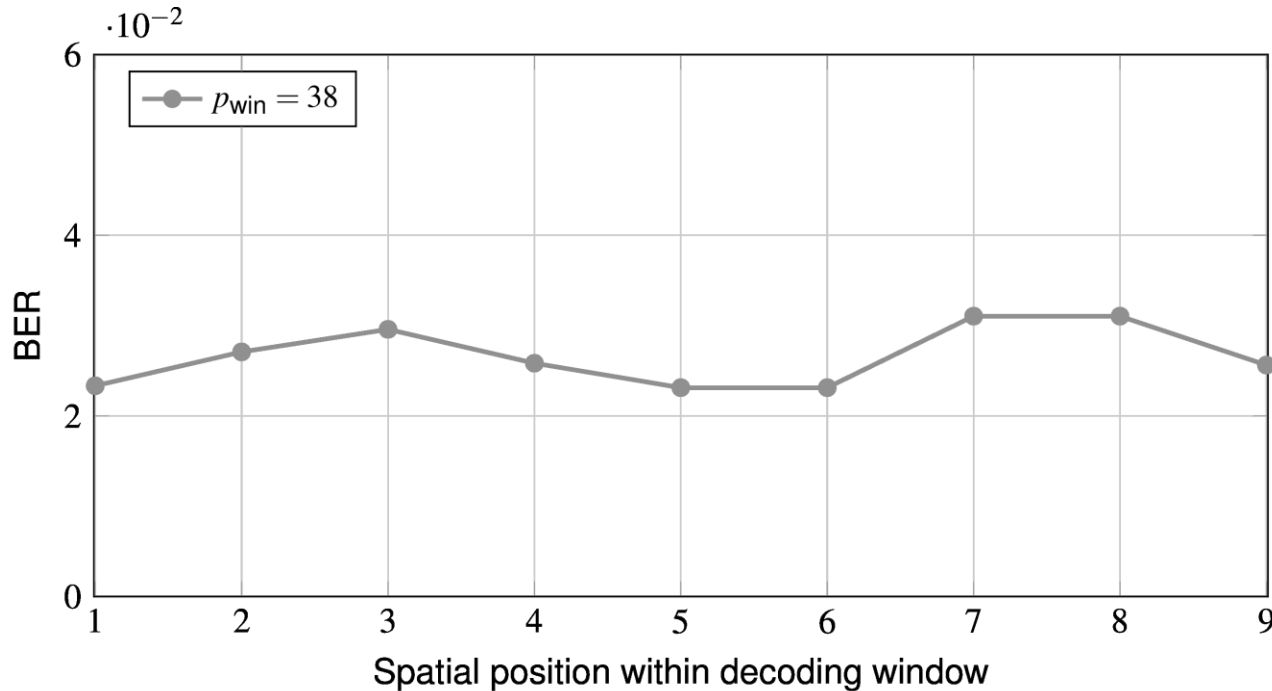
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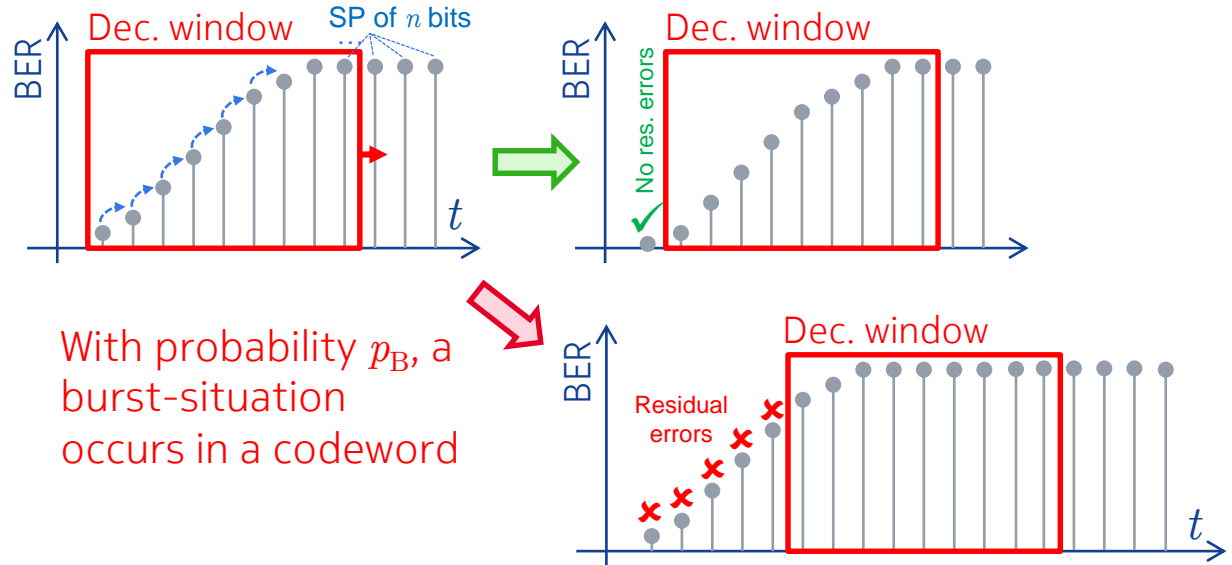
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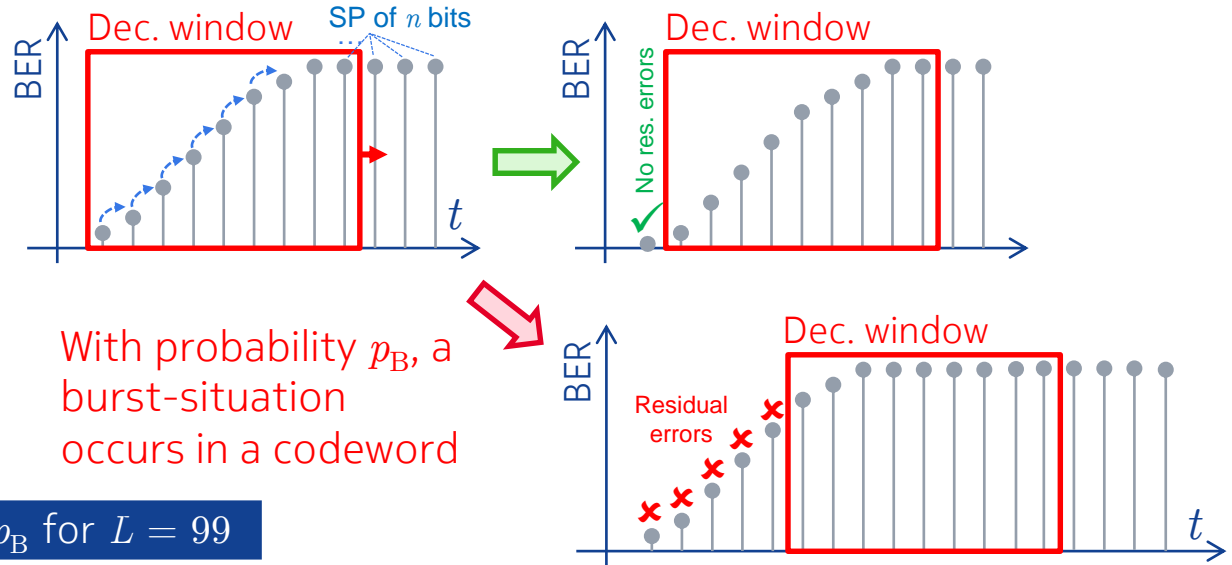
Decoding Window Loses Track of Decoding Wave



With probability p_B , a burst-situation occurs in a codeword

[SSA+16] L. Schmalen, D. Suikat, V. Aref, D. Rösener, "On the design of capacity approaching unit-memory spatially coupled LDPC codes for optical communications," *Proc. ECOC*, 2016

Decoding Window Loses Track of Decoding Wave



- Estimated p_B for the codes used in previous simulation:

E_b/N_0 (dB)	p_B for $L = 24$	p_B for $L = 99$
2.84	$1.0 \cdot 10^{-3}$	$5.6 \cdot 10^{-2}$
2.87	$1.6 \cdot 10^{-4}$	$6.3 \cdot 10^{-4}$
2.90	$2.0 \cdot 10^{-5}$	$8.9 \cdot 10^{-5}$
2.93	$3.2 \cdot 10^{-6}$	$1.3 \cdot 10^{-5}$

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- [SSA+16] L. Schmalen, D. Suikat, V. Aref, D. Rösener, "On the design of capacity approaching unit-memory spatially coupled LDPC codes for optical communications," *Proc. ECOC*, 2016
- [SLO16] M. Stinner, L. Barletta, P. Olmos, "Finite-length scaling based on belief propagation for spatially coupled LDPC codes," *Proc. ISIT*, 2016

Stall Prediction

- **Solution 1:** Increase number of decoding operations
 - Will increase complexity, hence not recommended in high-throughput cases

[KCS+18] K. Klaiber, S. Cammerer, L. Schmalen, S. ten Brink, "Avoiding Burst-like Error Patterns in Windowed Decoding of Spatially Coupled LDPC Codes," *Proc. ISTC*, 2018

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- **Idea 2:** *Foresightful* Stall Prediction
 - Only increase number of iterations when needed
 - Prediction on channel output of current SP not easily possible
 - Current SP may lead to a stall few W_D positions away
 - See [KCS+18] for details and examples of cases where this doesn't work

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- **Idea 3:** *Stall Detection*
 - React when stall is about to happen

[KCS+18] K. Klaiber, S. Cammerer, L. Schmalen, S. ten Brink, "Avoiding Burst-like Error Patterns in Windowed Decoding of Spatially Coupled LDPC Codes," *Proc. ISTC*, 2018

Decoder Stall Detection

Decoder stall detection

- Variant A: Stall detection based on fulfilled parity checks (HD)
- **Variant B**: Stall detection based on estimated BER (SD)
 - Estimate BER within SP inside windowed decoder as [HIS00]

$$\text{BER}_i = \frac{1}{M} \sum_{k=1}^M \frac{1}{1 + \exp(|L_{i,k}|)}$$

- Use BER_i thresholds to estimate position of wave inside decoder
- React by carrying out more iterations or shifting window (Strat. A, B, C)

[HIS00] P. Hoeher, I. Land, U. Sorger, "Log-likelihood values and Monte Carlo simulation-some fundamental results," *Proc. ISTC*, 2000

[KCS+18] K. Klaiber, S. Cammerer, L. Schmalen, S. ten Brink, "Avoiding Burst-like Error Patterns in Windowed Decoding of Spatially Coupled LDPC Codes," *Proc. ISTC*, 2018

Strategy A - Adaptive Iterations Decoder

H_1 H_0

H_1 H_0 $t = 0$
 H_1 H_0
 H_1 H_0

H_1 H_0

H_1 H_0

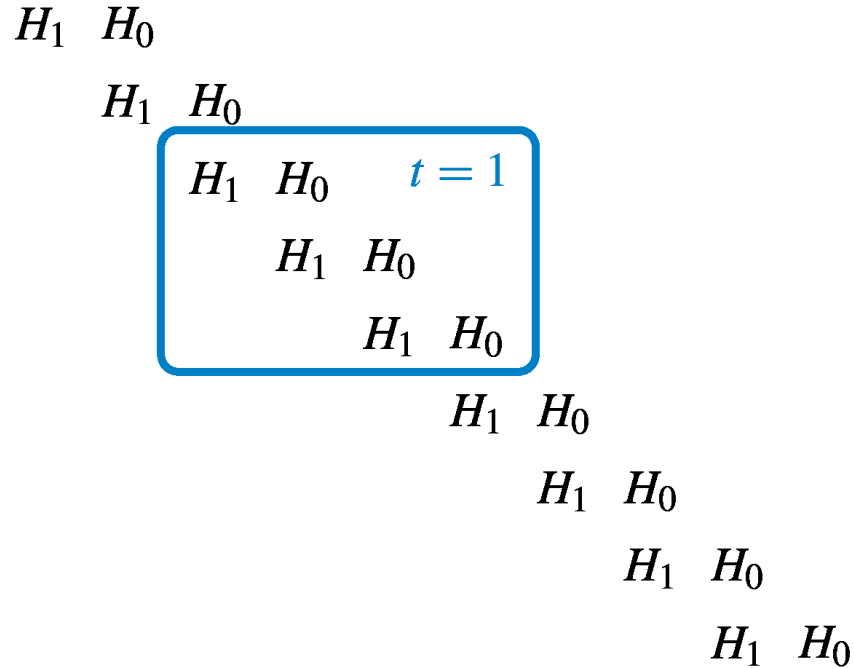
H_1 H_0

H_1 H_0

H_1 H_0

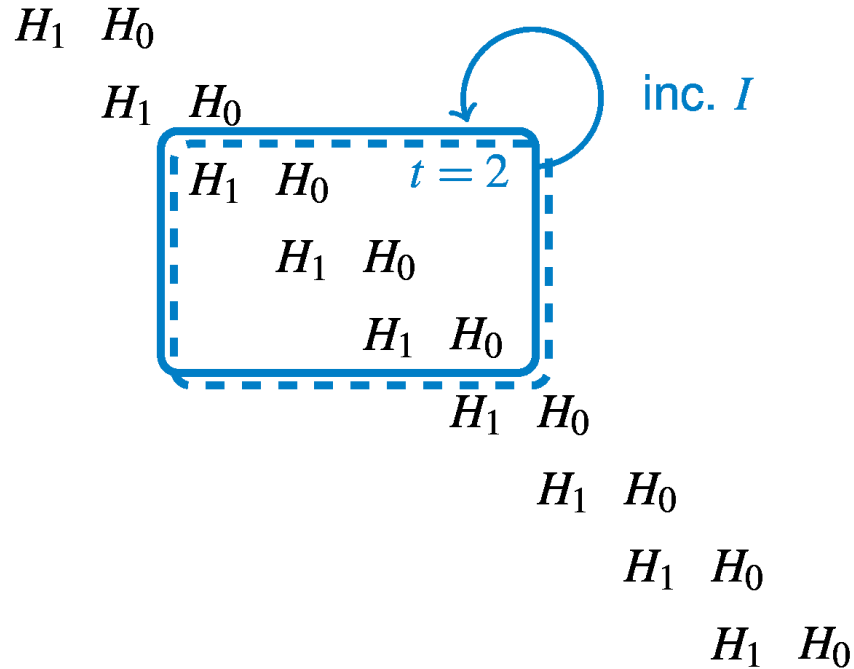
- Stall detected: Increase number of iterations
- No stall present: Shift window after minimum number of iterations

Strategy A - Adaptive Iterations Decoder



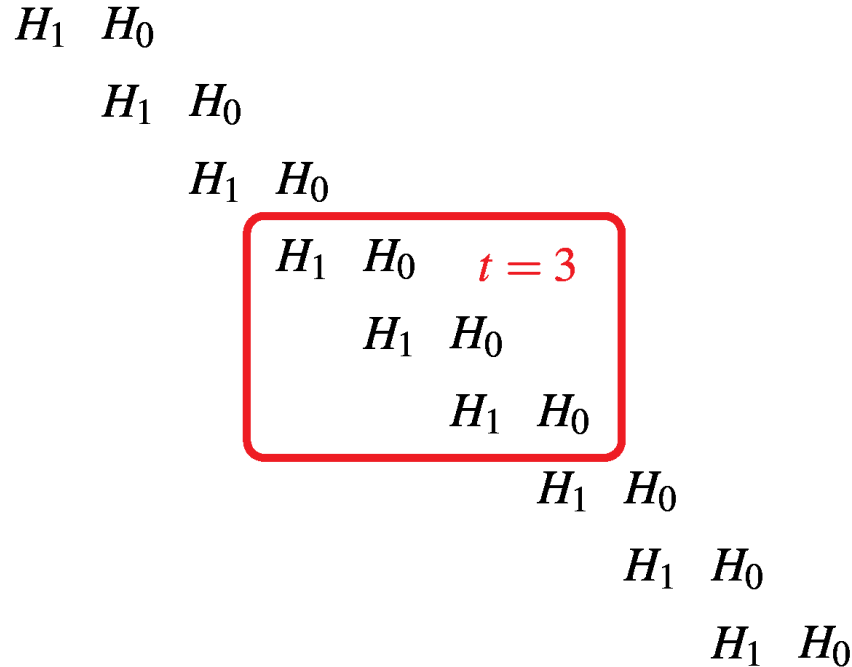
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Strategy A - Adaptive Iterations Decoder



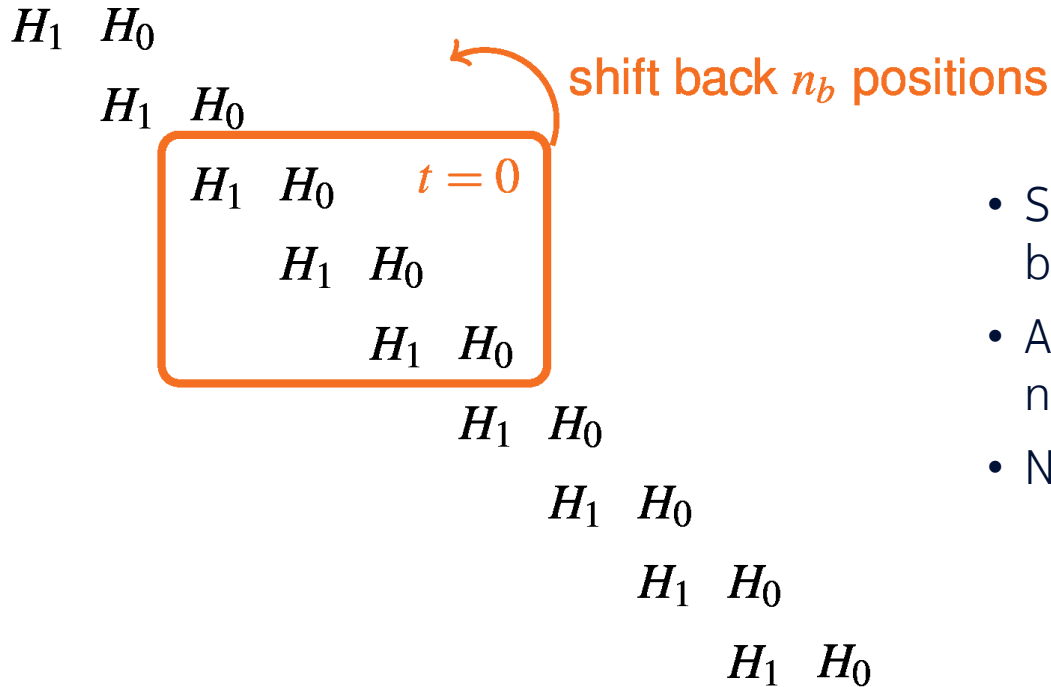
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Strategy A - Adaptive Iterations Decoder



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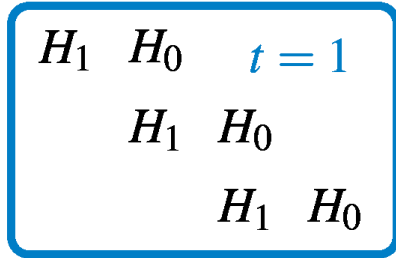
Strategy B – Window Shift Decoder



- Stall detected: Shift window backwards
- After I iterations, continue with next window
- No stall prediction needed

Strategy B – Window Shift Decoder

H_1 H_0



H_1 H_0

H_1 H_0

H_1 H_0

H_1 H_0

H_1 H_0

- Stall detected: Shift window backwards
- After I iterations, continue with next window
- No stall prediction needed

Strategy B – Window Shift Decoder

H_1 H_0

H_1 H_0

H_1 H_0

H_1 H_0 $t = 2$

H_1 H_0

H_1 H_0

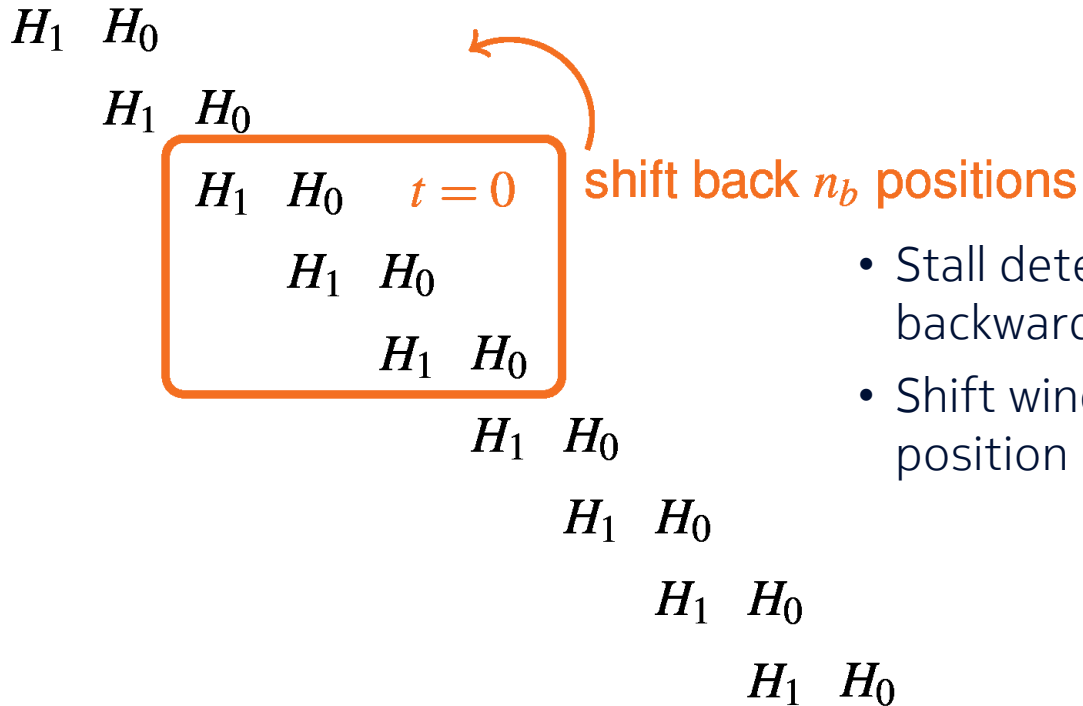
H_1 H_0

H_1 H_0

H_1 H_0

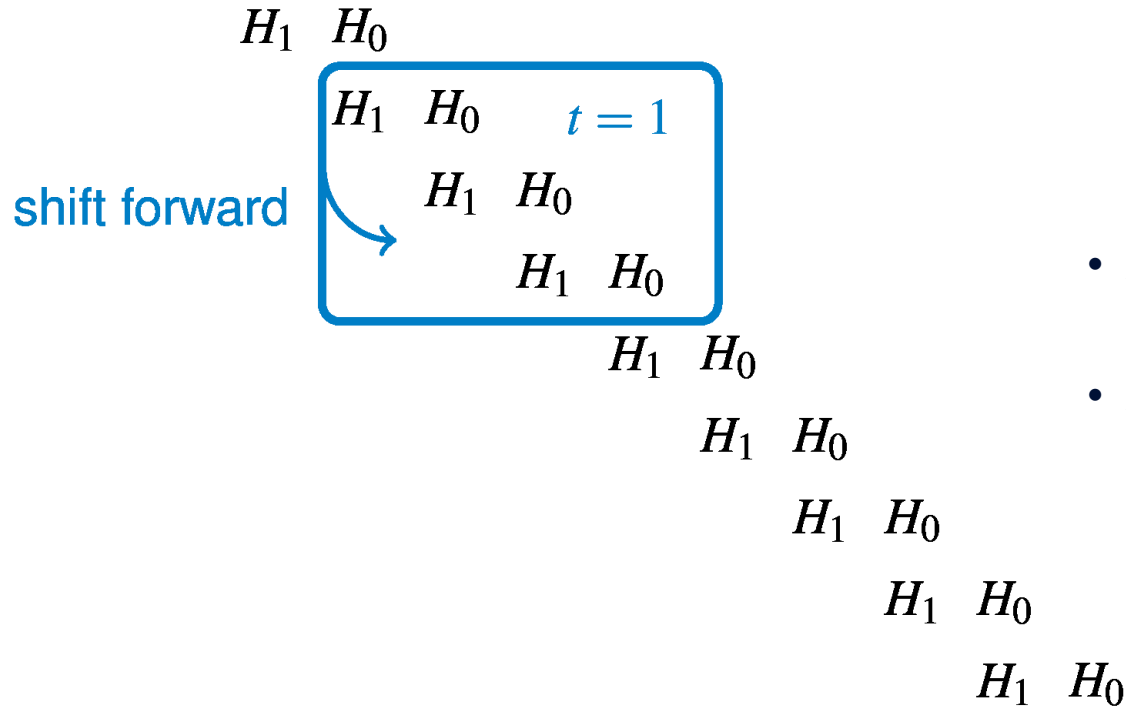
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Strategy C – Wave Tracking Decoder



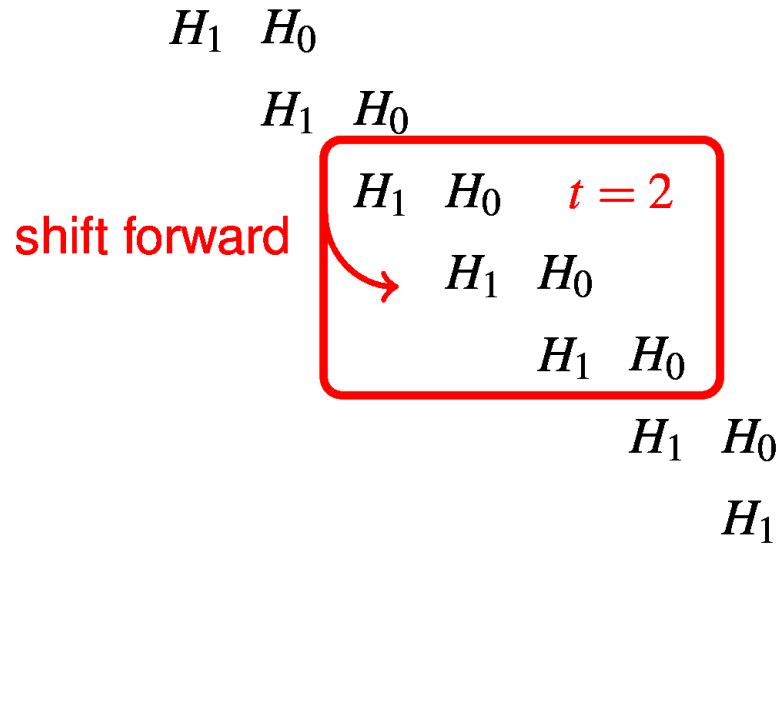
- Stall detected: Shift window backwards
- Shift window forward based on position of decoding wave

Strategy C – Wave Tracking Decoder



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Strategy C – Wave Tracking Decoder



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Strategy C – Wave Tracking Decoder

H_1 H_0

H_1 H_0

H_1 H_0

H_1 H_0 $t = 3$
 H_1 H_0
 H_1 H_0

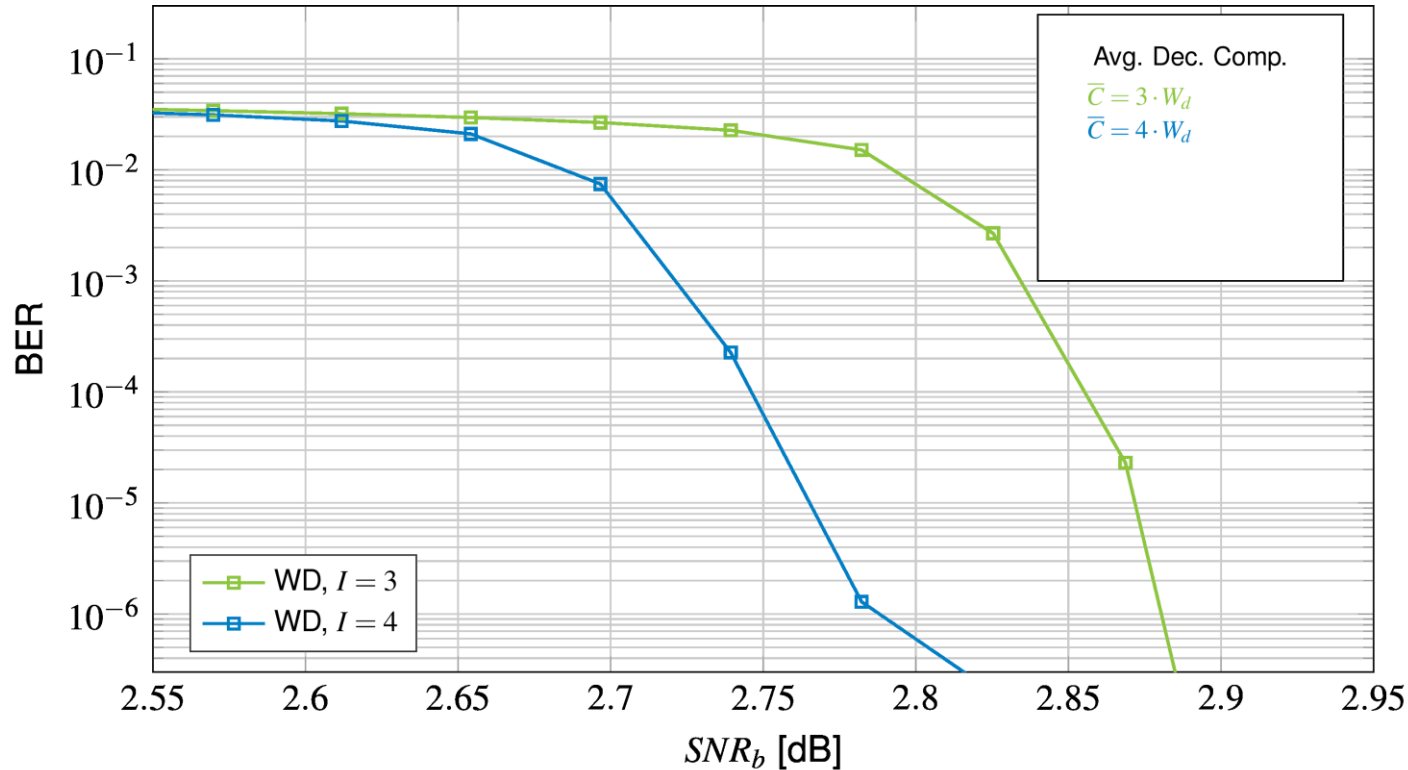
H_1 H_0

H_1 H_0

H_1 H_0

- Stall detected: Shift window backwards
- Shift window forward based on position of decoding wave

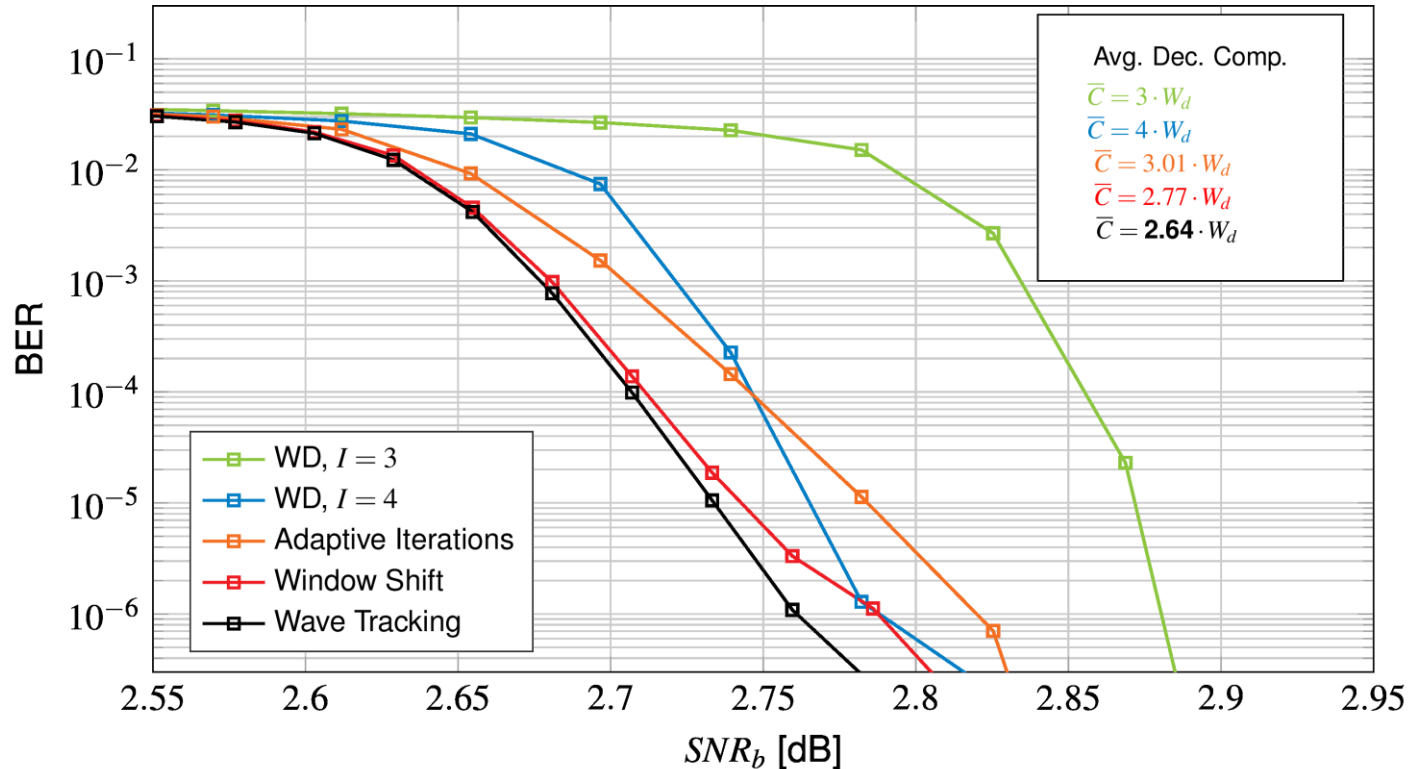
Simulation Results



- Average decoding complexity \bar{C} : average number of iterations per spatial position
- Code rate $R = 0.8$

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[SL14] L. Schmalen, A. Leven, "Sliding window decoding of LDPC convolutional codes," *European patent application, EP2911304A1*, 2014

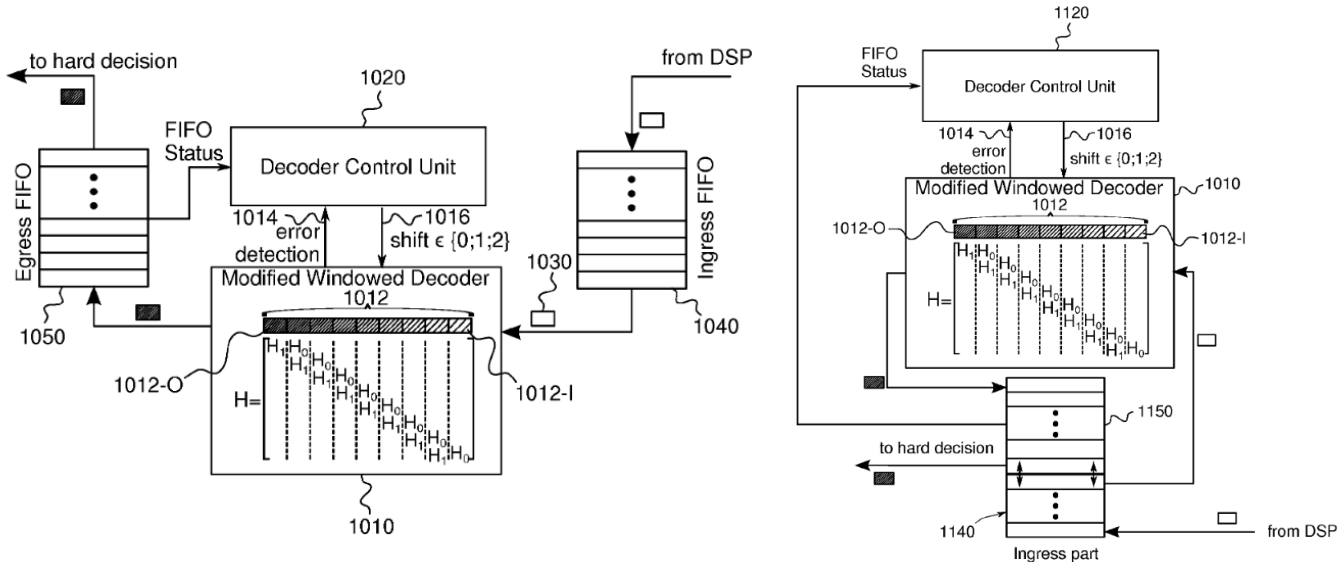
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Simulation Results



- Adaptive shifting can be implemented using some simple buffering and control [SL14]

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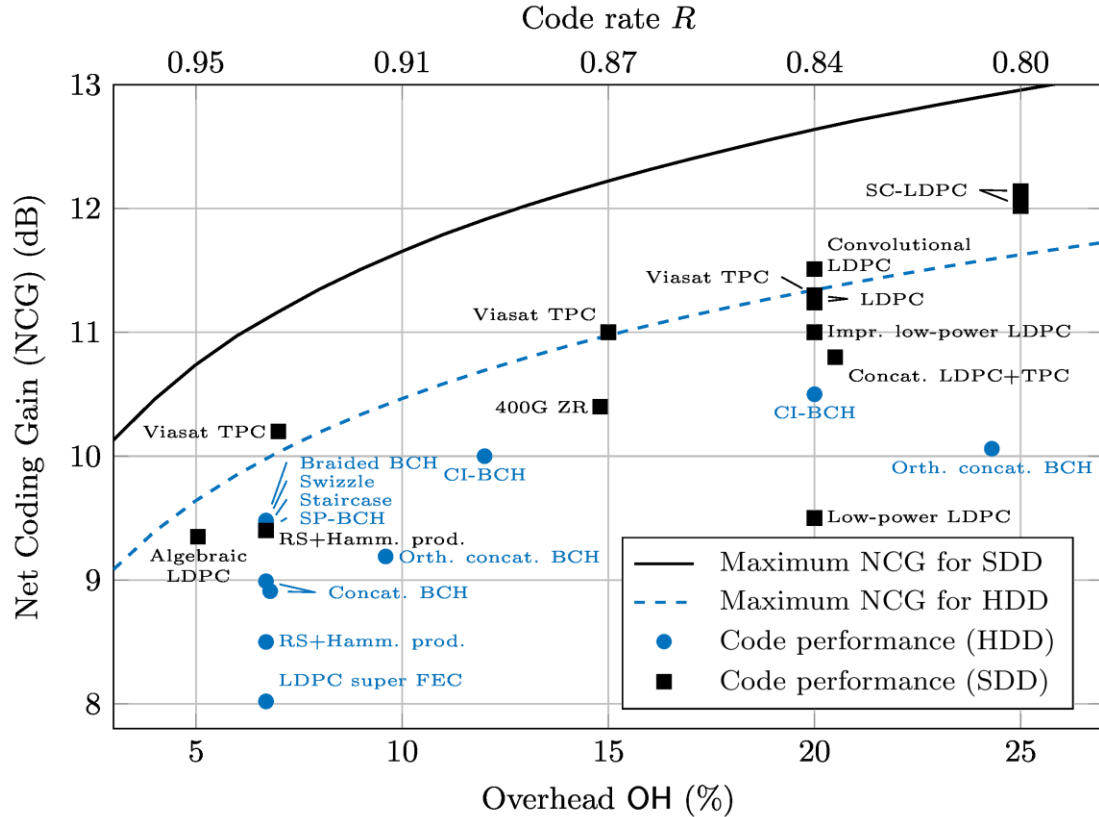
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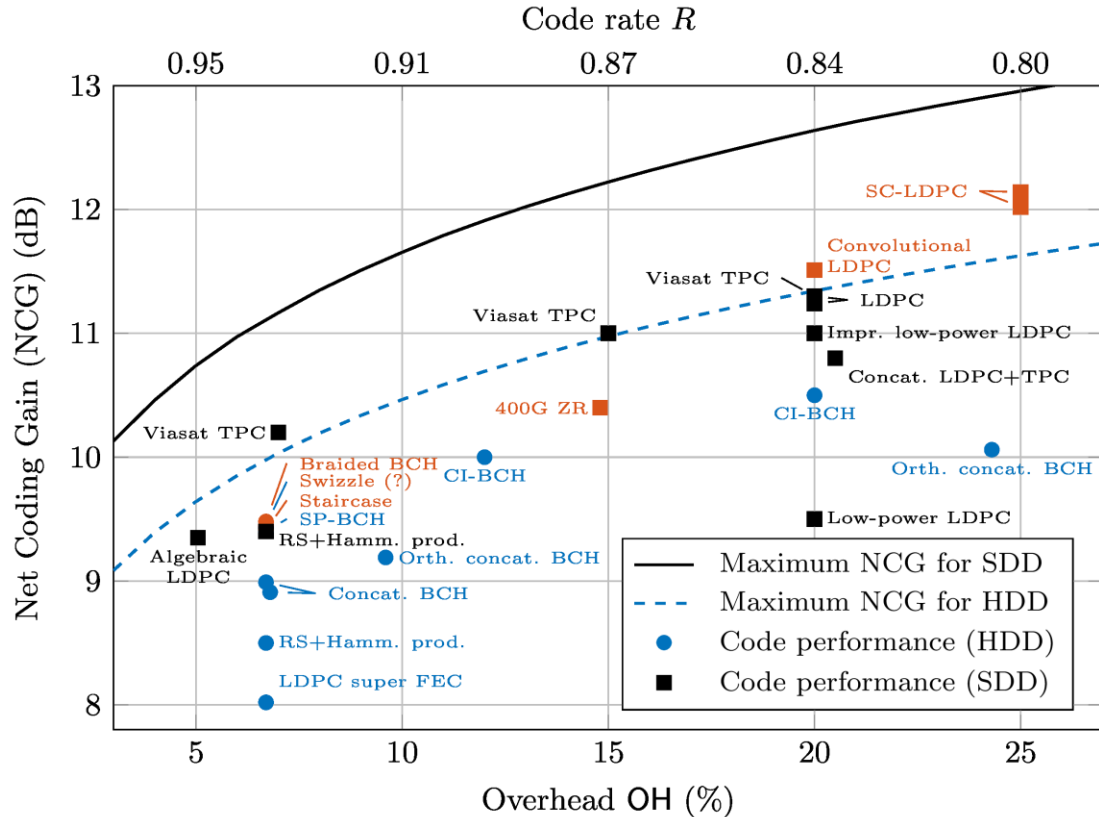
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 - **Mitigate by decode**: track the decoding wave and use some adaptivity
- Feasible coding scheme promising additional gains, but need HW architectures

Comparison of Coding Schemes in Optical Communications



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- Performance verified or reasonably estimated at 10^{-15} BER

Comparison of Coding Schemes in Optical Communications



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- Performance verified or reasonably estimated at 10^{-15} BER
- The best performing schemes are **spatially coupled codes**

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