



# Constructing error-correcting codes with huge distances

Florian Hug

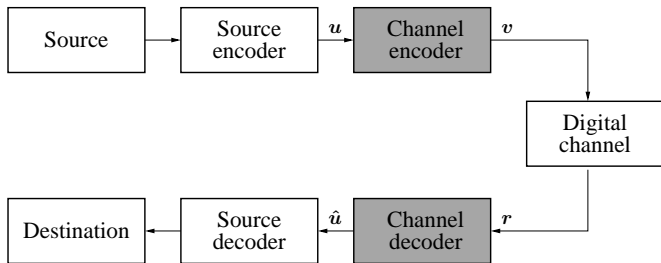
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- 1 Convolutional Codes**
- 2 BEAST**
- 3 Graphs & Hypergraphs**
- 4 Conclusions & Outlook**

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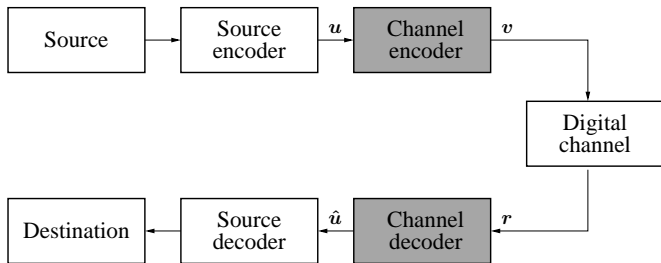
# General Model of a Communication System

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# General Model of a Communication System

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- ▶ Block codes
- ▶ Convolutional codes

# Applications

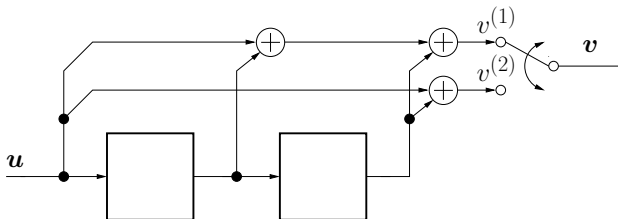
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Convolutional codes are used for

- ▶ Radio-Communications
- ▶ Mobile-Communications
- ▶ Satellite-Communications
- ▶ Space-Communications

# Convolutional Encoder

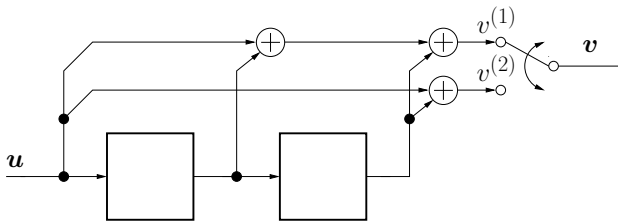
“Famous” (7,5) rate  $R = 1/2$  convolutional code with memory  $m = 2$  and overall constraint length  $\nu = 2$



Can be easily extended to general rate  $R = b/c$  convolutional codes.

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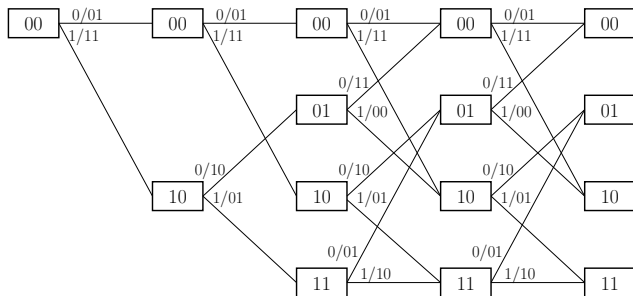


$$\begin{aligned}v &= uG \\G &= (g_1(D) \quad g_2(D)) \\&= (1 + D + D^2 \quad 1 + D^2) \\&= (7 \quad 5)\end{aligned}$$

Can be easily extended to general rate  $R = b/c$  convolutional codes.



# Trellis Representation



- ▶  $2^v$  different nodes  $\xi$
- ▶  $2^b$  branches

# Characterization

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- ▶ Memory  $m$
- ▶ Overall constraint length  $\nu$
- ▶ Rate  $R = b/c$
- ▶ Free distance

$$d_{\text{free}} = \min_{\mathbf{v} \neq \mathbf{v}'} \{d_{\text{H}}(\mathbf{v}, \mathbf{v}')\} = \min_{\mathbf{v} \neq \mathbf{0}} \{w_{\text{H}}(\mathbf{v})\}$$

- ▶ Spectrum

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## Burst-Error Probability (BSC)

$$P_{\text{B}} \leq \sum_{d=d_{\text{free}}}^{\infty} n_d \left(2\sqrt{\varepsilon(1-\varepsilon)}\right)^d$$

# Outline

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# BEAST

## Bidirectional Efficient Algorithm for Searching Trees

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- ▶  $R = b/c$  convolutional code

Find the number of codewords of weight  $w = f_w + b_w$

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### Forward and Backward Sets

$$\mathcal{F}_{+j} = \{\xi \mid w_{\mathcal{F}}(\xi) = f_w + j, w_{\mathcal{F}}(\xi^P) < f_w, \sigma(\xi) \neq \mathbf{0}\}$$

$$\mathcal{B}_{-j} = \{\xi \mid w_{\mathcal{B}}(\xi) = b_w - j, w_{\mathcal{B}}(\xi^C) > b_w, \sigma(\xi) \neq \mathbf{0}\}$$

$$j = 0, 1, \dots, c$$

# BEAST

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$$j = 0, 1, \dots, c$$

- ▶ sort and match  $\mathcal{F}_{+j}$  with  $\mathcal{B}_{-j}$
- ▶ number of matches is equal to number of codewords  $n$  of weight  $w$

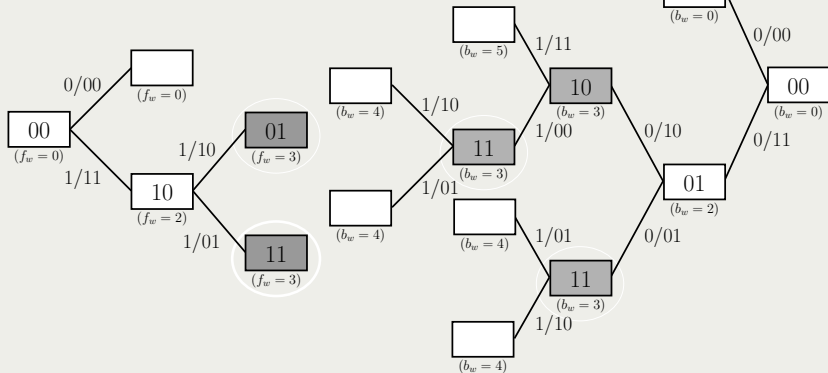
# BEAST

## Example

$$f_w = 3$$

$$w = f_w + b_w = 6$$

$$b_w = 3$$



$$\mathcal{F}_{+0} = \{(0\ 1), (1\ 1)\}$$

$$\mathcal{F}_{+1} = \emptyset$$

$$\mathcal{B}_{-0} = \{(1\ 1), (1\ 1), (1\ 0)\}$$

$$\mathcal{B}_{-1} = \emptyset$$



# BEAST

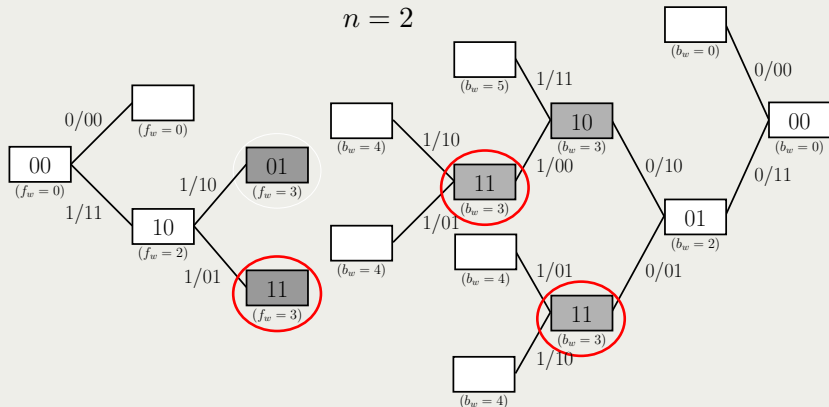
## Example

$$f_w = 3$$

$$w = f_w + b_w = 6$$

$$n = 2$$

$$b_w = 3$$



$$\mathcal{F}_{+0} = \{(0\ 1), (1\ 1)\}$$

$$\mathcal{F}_{+1} = \emptyset$$

$$\mathcal{B}_{-0} = \{(1\ 1), (1\ 1), (1\ 0)\}$$

$$\mathcal{B}_{-1} = \emptyset$$

# Parallel Implementations

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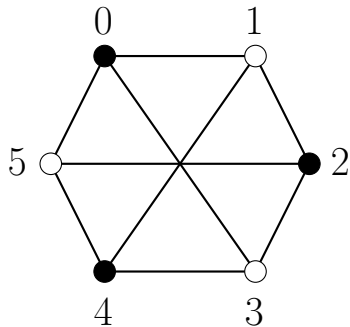
- ▶ Only a smaller degree of parallelization possible (recursion)
  - ▶  $c$  forward and  $c$  backward sets
  - ▶  $2c$  individual sorts
  - ▶  $c$  mergers
- ▶ Fast and large growing sets (exceeding available memory)
- ▶ File I/O becomes a bottleneck

# Outline

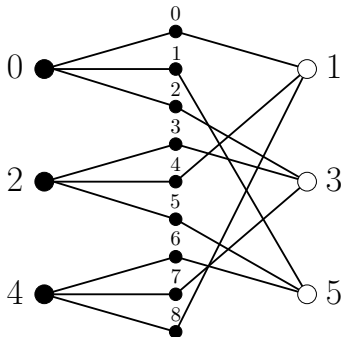
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# Graphs & Hypergraphs



2-uniform, 3-regular, 2-partite graph



Tanner graph representation

# Example

## Example

Encoding matrix of a rate  $R = 5/20$  woven graph code

$$G_{\text{wg}}(D) = \begin{pmatrix} G_0(D) & G_1(D) & G_2(D) & G_3(D) & G_4(D) \\ G_4(D) & G_0(D) & G_1(D) & G_2(D) & G_3(D) \\ G_3(D) & G_4(D) & G_0(D) & G_1(D) & G_2(D) \\ G_2(D) & G_3(D) & G_4(D) & G_0(D) & G_1(D) \\ G_5(D) & G_5(D) & G_5(D) & G_5(D) & G_5(D) \end{pmatrix}$$

$$G_0 = \begin{pmatrix} 1473 & 40453 & 16256 & 62224 \end{pmatrix}$$

$$G_1 = \begin{pmatrix} 44364 & 50324 & 36077 & 30173 \end{pmatrix}$$

$$G_2 = \begin{pmatrix} 53717 & 4266 & 30434 & 32352 \end{pmatrix}$$

$$G_3 = \begin{pmatrix} 37464 & 14262 & 6517 & 71254 \end{pmatrix}$$

$$G_4 = \begin{pmatrix} 47726 & 14624 & 31724 & 5234 \end{pmatrix}$$

$$G_5 = \begin{pmatrix} 4463 & 7413 & 6523 & 6153 \end{pmatrix}.$$

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## Free Distance

Using BEAST leads to  
 $d_{\text{free}} = 120$

Size of Forward and Backward Sets was 1.4 TB

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# Conclusions & Outlook

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## So far...

- ▶ Huge free distances can be verified with BEAST
- ▶ Iterative implementation was derived
- ▶ Algorithm was ported to Cell Broadband Engine (PS3)

## Maybe...

- ▶ Further speed-ups by using Solid-State-Drives
- ▶ Higher parallelization degree possible



# The End

*Thanks a lot for your attention*



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