

# An introduction to coding theory

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## Lecture #4: Decoding of linear block codes



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- The partition is based on linear structure of the code.



# Decoding of linear block codes

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- The array is called a *standard array*.



# Decoding of linear block codes

$\mathbf{v}_1 = \mathbf{0}$	$\mathbf{v}_2$	$\cdots$	$\mathbf{v}_i$	$\cdots$	$\mathbf{v}_{2^k}$
$\mathbf{e}_2$	$\mathbf{e}_2 + \mathbf{v}_2$	$\cdots$	$\mathbf{e}_2 + \mathbf{v}_i$	$\cdots$	$\mathbf{e}_2 + \mathbf{v}_{2^k}$
$\mathbf{e}_3$	$\mathbf{e}_3 + \mathbf{v}_2$	$\cdots$	$\mathbf{e}_3 + \mathbf{v}_i$	$\cdots$	$\mathbf{e}_3 + \mathbf{v}_{2^k}$
$\vdots$	$\vdots$		$\vdots$		$\vdots$
$\mathbf{e}_{2^{n-k}}$	$\mathbf{e}_{2^{n-k}} + \mathbf{v}_2$	$\cdots$	$\mathbf{e}_{2^{n-k}} + \mathbf{v}_i$	$\cdots$	$\mathbf{e}_{2^{n-k}} + \mathbf{v}_{2^k}$

Standard array

# Decoding of linear block codes

For a (6,3) linear code generated by the following matrix,

$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \mathbf{g}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

standard array is shown in next two slides.

## Decoding of linear block codes

Coset Leader $\mathbf{v}_1$	$\mathbf{v}_2$	$\mathbf{v}_3$	$\mathbf{v}_4$
(0 0 0 0 0 0)	(0 1 1 1 0 0)	(1 0 1 0 1 0)	(1 1 0 0 0 1)
(1 0 0 0 0 0)	(1 1 1 1 0 0)	(0 0 1 0 1 0)	(0 1 0 0 0 1)
(0 1 0 0 0 0)	(0 0 1 1 0 0)	(1 1 1 0 1 0)	(1 0 0 0 0 1)
(0 0 1 0 0 0)	(0 1 0 1 0 0)	(1 0 0 0 1 0)	(1 1 1 0 0 1)
(0 0 0 1 0 0)	(0 1 1 0 0 0)	(1 0 1 1 1 0)	(1 1 0 1 0 1)
(0 0 0 0 1 0)	(0 1 1 1 1 0)	(1 0 1 0 0 0)	(1 1 0 0 1 1)
(0 0 0 0 0 1)	(0 1 1 1 0 1)	(1 0 1 0 1 1)	(1 1 0 0 0 0)
(1 0 0 1 0 0)	(1 1 1 0 0 0)	(0 0 1 1 1 0)	(0 1 0 1 0 1)

Columns  $\mathbf{v}_5 - \mathbf{v}_8$  are listed in the next page.

Navigation icons: back, forward, search, etc.

## Decoding of linear block codes

Coset Leader $\mathbf{v}_1$	$\mathbf{v}_5$	$\mathbf{v}_6$	$\mathbf{v}_7$	$\mathbf{v}_8$
(0 0 0 0 0 0)	(1 1 0 1 1 0)	(1 0 1 1 0 1)	(0 1 1 0 1 1)	(0 0 0 1 1 1)
(1 0 0 0 0 0)	(0 1 0 1 1 0)	(0 0 1 1 0 1)	(1 1 1 0 1 1)	(1 0 0 1 1 1)
(0 1 0 0 0 0)	(1 0 0 1 1 0)	(1 1 1 1 0 1)	(0 0 1 0 1 1)	(0 1 0 1 1 1)
(0 0 1 0 0 0)	(1 1 1 1 1 0)	(1 0 0 1 0 1)	(0 1 0 0 1 1)	(0 0 1 1 1 1)
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(0 0 0 0 1 0)	(1 1 0 1 0 0)	(1 0 1 1 1 1)	(0 1 1 0 0 1)	(0 0 0 1 0 1)
(0 0 0 0 0 1)	(1 1 0 1 1 1)	(1 0 1 1 0 0)	(0 1 1 0 1 0)	(0 0 0 1 1 0)
(1 0 0 1 0 0)	(0 1 0 0 1 0)	(0 0 1 0 0 1)	(1 1 1 1 1 1)	(1 0 0 0 1 1)

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- Every vector in  $V_n$  appears exactly once in the standard array.



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  - This follows from the fact that all code vectors of  $C$  are distinct.
- Each row is called a *coset*.
- There are exactly  $2^{n-k}$  cosets.
- The first element of each coset is called the *coset leader*. (Any element in a coset can be used as its coset leader. This does not change the elements of the coset, it changes the order of them.)



## Decoding of linear block codes

- All  $2^k$  elements of a coset have the same syndrome as their coset leader, since

$$\mathbf{s} = (\mathbf{e}_j + \mathbf{v}_i)\mathbf{H}^T = \mathbf{e}_j\mathbf{H}^T + \mathbf{v}_i\mathbf{H}^T = \mathbf{e}_j\mathbf{H}^T$$



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- The  $2^k$  elements of a coset are the  $2^k$  solutions to the syndrome equations.
- Each of the  $2^{n-k}$  coset leaders has a different syndrome. Hence, there is one-to-one correspondence between a coset leader and a syndrome.



## Decoding of linear block codes

- The  $j^{\text{th}}$  column of a standard array.

$$D_j = \{\mathbf{v}_j, \mathbf{e}_2 + \mathbf{v}_j, \mathbf{e}_3 + \mathbf{v}_j, \dots, \mathbf{e}_{2^{n-k}} + \mathbf{v}_j\}$$

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- If  $\mathbf{r}$  belongs to column  $D_j$ , then  $\mathbf{r}$  is decoded into codeword  $\mathbf{v}_j$ .
- If  $\mathbf{v}_j$  is the transmitted codeword, and the error pattern is a coset leader  $\mathbf{e}_i$ , then  $\mathbf{r} = \mathbf{v}_j + \mathbf{e}_i$  is in column of  $D_j$ , which contains  $\mathbf{v}_j$  (Correct decoding).



## Decoding of linear block codes

- If the error pattern is not a coset leader, then  $\mathbf{r}$  is not in column  $D_j$ . (incorrect decoding)



## Decoding of linear block codes

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- Let's say the error pattern  $\mathbf{x}$  caused by the channel is in  $l^{\text{th}}$  coset and under the code vector  $\mathbf{v}_i \neq 0$ . Then  $\mathbf{x} = \mathbf{e}_l + \mathbf{v}_i$  and the received vector is

$$\mathbf{r} = \mathbf{v}_j + \mathbf{x} = \mathbf{e}_l + \mathbf{v}_i + \mathbf{v}_j = \mathbf{e}_l + \mathbf{v}_s.$$

The received vector is in  $D_s$ , and decoded as  $\mathbf{v}_s$ , which is not the transmitted code vector  $\mathbf{v}_j$ .



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- Therefore, decoding is correct if and only if the error pattern is a coset leader, and the  $2^{n-k}$  coset leaders are all the *correctable error patterns*.





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- The decoding based on standard array is minimum distance decoding (i.e. ML decoding).



## Decoding of linear block codes

- Assume that the received vector  $\mathbf{r}$  is found in the  $i^{\text{th}}$  column, and  $j^{\text{th}}$  coset of the standard array. Then  $\mathbf{r}$  is decoded as code vector  $\mathbf{v}_j$ .



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- Since  $\mathbf{r} = \mathbf{e}_i + \mathbf{v}_j$ , distance between  $\mathbf{r}$  and  $\mathbf{v}_j$  is

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- Now consider the distance between  $\mathbf{r}$  and any other code vector, say  $\mathbf{v}_s$ ,

$$d(\mathbf{r}, \mathbf{v}_s) = w(\mathbf{r} + \mathbf{v}_s) = w(\mathbf{e}_i + \mathbf{v}_j + \mathbf{v}_s) = w(\mathbf{e}_i + \mathbf{v}_s)$$

where  $\mathbf{v}_s = \mathbf{v}_i + \mathbf{v}_j$



## Decoding of linear block codes

- Since  $\mathbf{e}_l$ , and  $\mathbf{e}_l + \mathbf{v}_s$  are in the same coset, and since  $w(\mathbf{e}_l) \leq w(\mathbf{e}_l + \mathbf{v}_s)$ , it follows that

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- Hence if coset leader is chosen to have minimum weight in its coset, the decoding based on the standard array is the ML decoder.



# Decoding of linear block codes

Summary:

**Step 1** : Compute the syndrome  $\mathbf{s} = \mathbf{rH}^T$ .

**Step 2** : Find the coset leader  $\hat{\mathbf{e}}$  whose syndrome is equal to  $\mathbf{s}$ .

**Step 3** : Decode  $\mathbf{r}$  into the estimated codeword

$$\hat{\mathbf{v}} = \mathbf{r} + \hat{\mathbf{e}}$$



# Decoding of linear block codes

- Syndrome decoding can be implemented using a look-up table that consists of  $2^{n-k}$  correctable error patterns (coset leaders) and their corresponding syndromes.

$\mathbf{s}_1 = \mathbf{0}$	$\rightarrow$	$\mathbf{e}_1 = \mathbf{0}$
$\mathbf{s}_2$	$\rightarrow$	$\mathbf{e}_2$
$\vdots$	$\vdots$	$\vdots$
$\mathbf{s}_{2^{n-k}}$	$\rightarrow$	$\mathbf{e}_{2^{n-k}}$



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- Coset leaders corresponding to the lowest weight error patterns are used for error correction. These are the most likely error patterns.



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- Syndrome decoding can also be used to perform a combination of error correction and error detection.
- Coset leaders corresponding to the lowest weight error patterns are used for error correction. These are the most likely error patterns.
- Syndrome corresponding to higher weight (less likely) error patterns are used to declare a *detected error* rather than for correction.



## Decoding of linear block codes

Example 3.2: Consider a (6, 3) linear systematic code generated by

$$\mathbf{G} = \left[ \begin{array}{ccc|ccc} 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 & 1 \end{array} \right] = [\mathbf{P} \quad \mathbf{I}]$$

Its parity-check matrix is

$$\mathbf{H} = \left[ \begin{array}{ccc|ccc} 1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 1 & 1 & 0 \end{array} \right] = [\mathbf{I}_3 \quad \mathbf{P}^T]$$





# Decoding of linear block codes

Encoding:

$$(u_0, u_1, u_2) \longleftrightarrow (v_0, v_1, v_2, u_0, u_1, u_2)$$

where

$$v_0 = u_1 + u_2$$

$$v_1 = u_0 + u_2$$

$$v_2 = u_0 + u_1$$



# Decoding of linear block codes

Syndrome look-up table

Syndromes ( $s_0, s_1, s_2$ )	Correctable Error Patterns ( $e_0, e_1, e_2, e_3, e_4, e_5$ )
(0 0 0)	(0 0 0 0 0 0)
(1 0 0)	(1 0 0 0 0 0)
(0 1 0)	(0 1 0 0 0 0)
(0 0 1)	(0 0 1 0 0 0)
(0 1 1)	(0 0 0 1 0 0)
(1 0 1)	(0 0 0 0 1 0)
(1 1 0)	(0 0 0 0 0 1)
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- Correctable error patterns: 7.

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(0 1 0 0 0 0)	(0 0 1 1 0 0)	(1 1 1 0 1 0)	(1 0 0 0 0 1)
(0 0 1 0 0 0)	(0 1 0 1 0 0)	(1 0 0 0 1 0)	(1 1 1 0 0 1)
(0 0 0 1 0 0)	(0 1 1 0 0 0)	(1 0 1 1 1 0)	(1 1 0 1 0 1)
(0 0 0 0 1 0)	(0 1 1 1 1 0)	(1 0 1 0 0 0)	(1 1 0 0 1 1)
(0 0 0 0 0 1)	(0 1 1 1 0 1)	(1 0 1 0 1 1)	(1 1 0 0 0 0)
(1 0 0 1 0 0)	(1 1 1 0 0 0)	(0 0 1 1 1 0)	(0 1 0 1 0 1)

- Correctable error patterns: 7.
- Detectable error patterns: 8

# Decoding of linear block codes

Coset Leader, $v_1$	$v_2$	$v_3$	$v_4$
(0 0 0 0 0 0)	(0 1 1 1 0 0)	(1 0 1 0 1 0)	(1 1 0 0 0 1)
(1 0 0 0 0 0)	(1 1 1 1 0 0)	(0 0 1 0 1 0)	(0 1 0 0 0 1)
(0 1 0 0 0 0)	(0 0 1 1 0 0)	(1 1 1 0 1 0)	(1 0 0 0 0 1)
(0 0 1 0 0 0)	(0 1 0 1 0 0)	(1 0 0 0 1 0)	(1 1 1 0 0 1)
(0 0 0 1 0 0)	(0 1 1 0 0 0)	(1 0 1 1 1 0)	(1 1 0 1 0 1)
(0 0 0 0 1 0)	(0 1 1 1 1 0)	(1 0 1 0 0 0)	(1 1 0 0 1 1)
(0 0 0 0 0 1)	(0 1 1 1 0 1)	(1 0 1 0 1 1)	(1 1 0 0 0 0)
(1 0 0 1 0 0)	(1 1 1 0 0 0)	(0 0 1 1 1 0)	(0 1 0 1 0 1)

- Correctable error patterns: 7.
- Detectable error patterns: 8
- Undetected decoding errors: 49

# Decoding of linear block codes

Coset Leader, $v_1$	$v_5$	$v_6$	$v_7$	$v_8$
(0 0 0 0 0 0)	(1 1 0 1 1 0)	(1 0 1 1 0 1)	(0 1 1 0 1 1)	(0 0 0 1 1 1)
(1 0 0 0 0 0)	(0 1 0 1 1 0)	(0 0 1 1 0 1)	(1 1 1 0 1 1)	(1 0 0 1 1 1)
(0 1 0 0 0 0)	(1 0 0 1 1 0)	(1 1 1 1 0 1)	(0 0 1 0 1 1)	(0 1 0 1 1 1)
(0 0 1 0 0 0)	(1 1 1 1 1 0)	(1 0 0 1 0 1)	(0 1 0 0 1 1)	(0 0 1 1 1 1)
(0 0 0 1 0 0)	(1 1 0 0 1 0)	(1 0 1 0 0 1)	(0 1 1 1 1 1)	(0 0 0 0 1 1)
(0 0 0 0 1 0)	(1 1 0 1 0 0)	(1 0 1 1 1 1)	(0 1 1 0 0 1)	(0 0 0 1 0 1)
(0 0 0 0 0 1)	(1 1 0 1 1 1)	(1 0 1 1 0 0)	(0 1 1 0 1 0)	(0 0 0 1 1 0)
(1 0 0 1 0 0)	(0 1 0 0 1 0)	(0 0 1 0 0 1)	(1 1 1 1 1 1)	(1 0 0 0 1 1)