

Error control coding: An introduction to linear block codes

Adrish Banerjee

Department of Electrical Engineering
Indian Institute of Technology Kanpur
Kanpur, Uttar Pradesh
India

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Lecture #5B: Distance Properties of Linear Block Codes-II



Distance properties of block codes

Example 3.2: Let $k = 3$ and $n = 6$. The table gives a $(6, 3)$ linear block code.

Message (u_0, u_1, u_2)	Codewords $(v_0, v_1, v_2, v_3, v_4, v_5)$
(0 0 0)	(0 0 0 0 0 0)
(1 0 0)	(0 1 1 1 0 0)
(0 1 0)	(1 0 1 0 1 0)
(1 1 0)	(1 1 0 1 1 0)
(0 0 1)	(1 1 0 0 0 1)
(1 0 1)	(1 0 1 1 0 1)
(0 1 1)	(0 1 1 0 1 1)
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Navigation icons: back, forward, search, etc.

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- Example 3.3: For the (6,3) code in example 3.2

$$A_0 = 1, A_1 = 0, A_2 = 0, A_3 = 4, A_4 = 3, A_5 = 0, A_6 = 0.$$



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- $d_{\min}$ in the above example is 3.



Error detecting properties of block codes

- The probability of undetected error on a BSC is given by

$$P_u(E) = \sum_{i=1}^n A_i p^i (1-p)^{n-i}$$



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- Example 3.4: For the (6, 3) code in example 3.2,

$$P_u(E) = 4p^3(1-p)^3 + 3p^4(1-p)^2 \approx 4p^3 \quad (\text{for small } p)$$



Error detecting properties of block codes

- There exist (n,k) linear block codes for which

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- For a codeword with minimum distance $d_{\min}$, no error pattern with weight $d_{\min} - 1$ or less can change a transmitted codeword into another codeword.
- Therefore, all error patterns with $d_{\min} - 1$ or fewer errors are detectable, and $d_{\min} - 1$ is called the *random error detecting capability* of a block code.



Error correcting properties of block codes

Theorem:

- A block code C with minimum distance $d_{\min}$ is capable of correcting all error patterns of weight t or less, where t is an integer such that $2t + 1 \leq d_{\min} \leq 2t + 2$.

Proof:



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Proof:

- Assuming codeword $\mathbf{v}$ is transmitted and $\mathbf{r}$ is the received sequence. Let $\mathbf{w} \neq \mathbf{v}$ be any other codeword. Then $d(\mathbf{v}, \mathbf{w}) \leq d(\mathbf{v}, \mathbf{r}) + d(\mathbf{r}, \mathbf{w})$ (triangle inequality).



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- If the error pattern has weight t' , then $d(\mathbf{v}, \mathbf{r}) = t'$.

Error correcting properties of block codes

Proof (contd):

- Since $\mathbf{v}$, and $\mathbf{w}$ are codewords,

$$d(\mathbf{v}, \mathbf{w}) \geq d_{\min} \geq 2t + 1$$

Therefore,

$$d(\mathbf{r}, \mathbf{w}) \geq d(\mathbf{v}, \mathbf{w}) - d(\mathbf{v}, \mathbf{r}) \geq 2t + 1 - t'.$$

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$$d(\mathbf{r}, \mathbf{w}) \geq t + 1 > t \quad \text{and} \quad d(\mathbf{v}, \mathbf{r}) = t' \leq t.$$



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$$d(\mathbf{r}, \mathbf{w}) \geq t + 1 > t \quad \text{and} \quad d(\mathbf{v}, \mathbf{r}) = t' \leq t.$$

- Hence $\mathbf{r}$ is closer to $\mathbf{v}$ than any other codeword $\mathbf{w}$, and an ML decoder will decode correctly.



Error correcting properties of block codes

Theorem:

- For all $l \geq t + 1$, there is atleast one error pattern of weight l that may not be correctly decoded by an ML decoder.

Proof:

- Let $\mathbf{v}$ and $\mathbf{w}$ be two codewords such that $d(\mathbf{v}, \mathbf{w}) = d_{\min}$. Let $\mathbf{e}_1$, and $\mathbf{e}_2$ be two error patterns such that

- (i) $\mathbf{e}_1 + \mathbf{e}_2 = \mathbf{v} + \mathbf{w}$
- (ii) $w(\mathbf{e}_1 + \mathbf{e}_2) = w(\mathbf{e}_1) + w(\mathbf{e}_2)$ (nonoverlapping 1's)
- (iii) $w(\mathbf{e}_1) = l \geq t + 1$

Then,

$$w(\mathbf{e}_1) + w(\mathbf{e}_2) = w(\mathbf{e}_1 + \mathbf{e}_2) = w(\mathbf{v} + \mathbf{w}) = d(\mathbf{v} + \mathbf{w}) = d_{\min}.$$



Error correcting properties of block codes

- Assuming $\mathbf{v}$ is transmitted and $\mathbf{r} = \mathbf{v} + \mathbf{e}_1$ is received. Then

$$\begin{aligned} d(\mathbf{w}, \mathbf{r}) &= w(\mathbf{w} + \mathbf{r}) = w(\mathbf{w} + \mathbf{v} + \mathbf{e}_1) = w(\mathbf{e}_2) = d_{\min} - w(\mathbf{e}_1) \\ &< 2t + 2 - (t + 1) = t + 1 \end{aligned}$$



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- Hence for a block code with minimum distance $d_{\min}$, an ML decoder will correctly decode any error pattern of weight $t \triangleq \lfloor \frac{d_{\min}-1}{2} \rfloor$ or less.



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- Hence for a block code with minimum distance $d_{\min}$, an ML decoder will correctly decode any error pattern of weight $t \triangleq \lfloor \frac{d_{\min}-1}{2} \rfloor$ or less.
- t is called the random error correcting capability of the code.



Error correcting properties of block codes

Theorem:

- For an (n, k) linear code C with minimum distance $d_{\min}$, all the n -tuples of weight $t = \lfloor (d_{\min} - 1)/2 \rfloor$ or less can be used as coset leaders of a standard array of C .

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- Let $\mathbf{x}$ and $\mathbf{y}$ be two n -tuples of weight t or less.
- $w(\mathbf{x} + \mathbf{y}) \leq w(\mathbf{x}) + w(\mathbf{y}) \leq 2t < d_{\min}$



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- Suppose $\mathbf{x}$ and $\mathbf{y}$ are in the same coset, then $\mathbf{x} + \mathbf{y}$ must be a nonzero codeword in C .
- This is impossible as weight of $\mathbf{x} + \mathbf{y} < d_{\min}$.



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Proof:

- Let $\mathbf{v}$ be the minimum weight codeword of C



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- Let $\mathbf{x}$ and $\mathbf{y}$ be two n -tuples that satisfies the following conditions:
 - $\mathbf{x} + \mathbf{y} = \mathbf{v}$.
 - $\mathbf{x}$ and $\mathbf{y}$ do not have nonzero component in common places.



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Proof (contd.)

- From definition, $\mathbf{x}$ and $\mathbf{y}$ must be in the same coset, and

$$w(\mathbf{x}) + w(\mathbf{y}) = w(\mathbf{v}) = d_{\min}.$$



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- Therefore if $\mathbf{x}$ is chosen as coset leader, $\mathbf{y}$ cannot be coset leader.

