

Error control coding: An introduction to linear block codes

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Lecture #6B: Some simple linear block codes -II: Reed Muller Codes



Outline of the lecture

- Reed-Muller code



Outline of the lecture

- Reed-Muller code
- Decoding of Reed Muller code



Reed-Muller code

- For any integers m and r with $0 \leq r \leq m$, there exists a binary r^{th} -order Reed Muller (RM) code, denoted by $\text{RM}(r,m)$, with the following parameters:

Code length : $n = 2^m$

Dimension : $k(r, m) = 1 + \binom{m}{1} + \binom{m}{2} + \cdots + \binom{m}{r}$,

Minimum distance : $d_{\min} = 2^{m-r}$

where $\binom{m}{i}$ is the binomial coefficient



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Minimum distance : $d_{\min} = 2^{m-r}$

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- Let $m = 4$, and $r = 2$, then $n = 16$, $k = 11$, and $d_{\min} = 4$



Reed-Muller code

- For $1 \leq i \leq m$, let $\mathbf{v}_i$ be a binary 2^m -tuple of the following form:

$$\mathbf{v}_i = \left(\underbrace{0 \cdots 0}_{2^{i-1}}, \underbrace{1 \cdots 1}_{2^{i-1}}, \underbrace{0 \cdots 0}_{2^{i-1}}, \dots, \underbrace{1 \cdots 1}_{2^{i-1}} \right)$$

which consists of 2^{m-i+1} alternating all-zero and all-one 2^{i-1} -tuples.



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which consists of 2^{m-i+1} alternating all-zero and all-one 2^{i-1} -tuples.

- For $m = 4$, we have the following four 16-tuples.

$$\begin{aligned} \mathbf{v}_1 &= (0 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1) \\ \mathbf{v}_2 &= (0 \ 0 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1) \\ \mathbf{v}_3 &= (0 \ 0 \ 0 \ 0 \ 1 \ 1 \ 1 \ 1 \ 0 \ 0 \ 0 \ 0 \ 1 \ 1 \ 1 \ 1) \\ \mathbf{v}_4 &= (0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 1 \ 1 \ 1 \ 1 \ 1 \ 1 \ 1 \ 1) \end{aligned}$$



Reed-Muller code

- Let $\mathbf{x} = (x_0, x_1, x_2, \dots, x_{n-1})$ and $\mathbf{y} = (y_0, y_1, y_2, \dots, y_{n-1})$ be two binary n -tuples, we define Boolean product of $\mathbf{x}$ and $\mathbf{y}$ as follows:

$$\mathbf{x} \cdot \mathbf{y} = (x_0 \cdot y_0, x_1 \cdot y_1, \dots, x_{n-1} \cdot y_{n-1}),$$

where " $\cdot$ " denotes the Boolean product of $\mathbf{x}$ and $\mathbf{y}$:

Reed-Muller code

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$$\mathbf{x} \cdot \mathbf{y} = (x_0 \cdot y_0, x_1 \cdot y_1, \dots, x_{n-1} \cdot y_{n-1}),$$

where " $\cdot$ " denotes the Boolean product of $\mathbf{x}$ and $\mathbf{y}$:

- For example, if

$$\mathbf{v}_1 = (0 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1)$$

and

$$\mathbf{v}_2 = (0 \ 0 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1)$$

then,

$$\mathbf{v}_1 \cdot \mathbf{v}_2 = (0 \ 0 \ 0 \ 1 \ 0 \ 0 \ 0 \ 1 \ 0 \ 0 \ 0 \ 1 \ 0 \ 0 \ 0 \ 1)$$

Reed-Muller code

- Let $\mathbf{v}_0$ denote all one 2^m -tuple, $\mathbf{v}_0 = (1, 1, \dots, 1)$. For $l \leq i_1 < i_2 < \dots < i_l \leq m$, the product vector

$$\mathbf{v}_{i_1} \mathbf{v}_{i_2} \cdots \mathbf{v}_{i_l}$$

is said to have degree l .



Reed-Muller code

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- The weight of the product

$$\mathbf{v}_{i_1} \mathbf{v}_{i_2} \cdots \mathbf{v}_{i_l}$$

is equal to 2^{m-l} .



Reed-Muller code

- The r^{th} -order RM code, $\text{RM}(r,m)$, of length 2^m is generated by following set of independent vectors:

$$G_{\text{RM}}(r, m) = \{ \mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \dots, \mathbf{v}_m, \mathbf{v}_1\mathbf{v}_2, \mathbf{v}_1\mathbf{v}_3, \dots, \mathbf{v}_{m-1}\mathbf{v}_m, \dots, \text{ up to products of degree } r \}.$$



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- There are

$$k(r, m) = 1 + \binom{m}{1} + \binom{m}{2} + \dots + \binom{m}{r},$$

vectors in $G_{\text{RM}}(r, m)$



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- There are

$$k(r, m) = 1 + \binom{m}{1} + \binom{m}{2} + \dots + \binom{m}{r},$$

vectors in $G_{RM}(r, m)$

- If the vectors in $G_{RM}(r, m)$ are arranged as rows of a matrix, then the matrix is a generator matrix of the $RM(r, m)$ code.



Reed-Muller code

- Let $m = 4$, and $r = 2$, the second-order RM code of length $n = 16$ is generated by the following 11 vectors:

$\mathbf{v}_0$	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
$\mathbf{v}_1$	0 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1
$\mathbf{v}_2$	0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1
$\mathbf{v}_3$	0 0 0 0 1 1 1 1 0 0 0 0 1 1 1 1
$\mathbf{v}_4$	0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1
$\mathbf{v}_1\mathbf{v}_2$	0 0 0 1 0 0 0 1 0 0 0 1 0 0 0 1
$\mathbf{v}_1\mathbf{v}_3$	0 0 0 0 0 1 0 1 0 0 0 0 0 1 0 1
$\mathbf{v}_1\mathbf{v}_4$	0 0 0 0 0 0 0 0 0 1 0 1 0 1 0 1
$\mathbf{v}_2\mathbf{v}_3$	0 0 0 0 0 0 1 1 0 0 0 0 0 0 1 1
$\mathbf{v}_2\mathbf{v}_4$	0 0 0 0 0 0 0 0 0 0 1 1 0 0 1 1
$\mathbf{v}_3\mathbf{v}_4$	0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1



Reed-Muller code

- For $1 \leq r \leq m$, we define

$$R(r, m) = \{(\mathbf{u}, \mathbf{u} + \mathbf{v}) \mid \mathbf{u} \in R(r, m-1), \mathbf{v} \in R(r-1, m-1)\}$$



Reed-Muller code

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- The generator matrix can be written as

$$G(r, m) = \begin{bmatrix} G(r, m-1) & G(r, m-1) \\ 0 & G(r-1, m-1) \end{bmatrix}$$



Reed-Muller code

- Minimum distance of $RM(r,m)$ is 2^{m-r} .

Reed-Muller code

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- Let $m=1$, then $RM(0,1)$ is a length two repetition code. In this case the minimum distance is 2.

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Reed-Muller code

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- Let $m=1$, then $RM(0,1)$ is a length two repetition code. In this case the minimum distance is 2.
- $RM(1,1)$ has four codewords $\{00, 01, 11, 10\}$ of length 2. Minimum distance in this case is 2.
- Let us assume for upto m and for $0 \leq r \leq m$, the minimum distance is 2^{m-r} . We will show that $d_{\min}$ for $RM(r, m+1)$ is 2^{m-r+1} .



Reed-Muller code

- Let $\mathbf{f}, \mathbf{f}' \in RM(r, m)$ and let $\mathbf{g}, \mathbf{g}' \in RM(r-1, m)$. Then vectors $\mathbf{c}_1 = (\mathbf{f}, \mathbf{f} + \mathbf{g})$ and $\mathbf{c}_2 = (\mathbf{f}', \mathbf{f}' + \mathbf{g}')$ must be in $RM(r, m+1)$.



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- If $\mathbf{g} = \mathbf{g}'$, then $d(\mathbf{c}_1, \mathbf{c}_2) = 2d(\mathbf{f}, \mathbf{f}') \geq 2 \cdot 2^{m-r}$.

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- If $\mathbf{g} = \mathbf{g}'$, then $d(\mathbf{c}_1, \mathbf{c}_2) = 2d(\mathbf{f}, \mathbf{f}') \geq 2 \cdot 2^{m-r}$.
- If $\mathbf{g} \neq \mathbf{g}'$, then $d(\mathbf{c}_1, \mathbf{c}_2) = w(\mathbf{f} - \mathbf{f}') + w(\mathbf{g} - \mathbf{g}' + \mathbf{f} - \mathbf{f}')$.

Reed-Muller code

- Let $\mathbf{f}, \mathbf{f}' \in \text{RM}(r, m)$ and let $\mathbf{g}, \mathbf{g}' \in \text{RM}(r-1, m)$. Then vectors $\mathbf{c}_1 = (\mathbf{f}, \mathbf{f} + \mathbf{g})$ and $\mathbf{c}_2 = (\mathbf{f}', \mathbf{f}' + \mathbf{g}')$ must be in $\text{RM}(r, m+1)$.
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- Since $w(\mathbf{x} + \mathbf{y}) \geq w(\mathbf{x}) - w(\mathbf{y})$, we have

$$d(\mathbf{c}_1, \mathbf{c}_2) \geq w(\mathbf{f} - \mathbf{f}') + w(\mathbf{g} - \mathbf{g}') - w(\mathbf{f} - \mathbf{f}') = w(\mathbf{g} - \mathbf{g}')$$



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- Since $\mathbf{g} - \mathbf{g}' \in \text{RM}(r-1, m)$, so that $w(\mathbf{g} - \mathbf{g}') \geq 2^{m-(r-1)} = 2^{m-r+1}$



Reed-Muller code

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- **Proof:** Let us consider $a \in RM(m - r - 1, m), b \in RM(r, m)$. Then $a(v_1, \dots, v_m)$ is a polynomial of degree $\leq m - r - 1$.

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- Similarly, $b(v_1, \dots, v_m)$ has degree $\leq r$, and their product ab has degree $\leq m - 1$.

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- Similarly, $b(v_1, \dots, v_m)$ has degree $\leq r$, and their product ab has degree $\leq m - 1$.
- Therefore $ab \in RM(m - 1, m)$ and has even weight. Therefore the dot product $a \cdot b = 0 \pmod{2}$.

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- Similarly, $b(v_1, \dots, v_m)$ has degree $\leq r$, and their product ab has degree $\leq m - 1$.
- Therefore $ab \in RM(m - 1, m)$ and has even weight. Therefore the dot product $a \cdot b = 0 \pmod{2}$.
- Also, $\dim RM(m-r-1, m) + \dim RM(r, m)$

$$\begin{aligned} &= 1 + \binom{m}{1} + \dots + \binom{m}{m-r-1} + 1 + \binom{m}{1} + \dots + \binom{m}{r} \\ &= 2^m \end{aligned}$$

which implies that $RM(m - r - 1) = RM(r, m)^\perp$.



Reed-Muller code

- From the construction we can see that $RM(r-1, m)$ code is a proper subcode of the $RM(r, m)$ code. hence

$$RM(0, m) \subset RM(1, m) \subset \dots \subset RM(r, m)$$



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- The zeroth order RM code is a repetition code.
- The $(m-1)^{\text{th}}$ -order RM code is a single parity check code.
- The $(m-2)^{\text{th}}$ -order RM code of length 2^m is distance-4 extended Hamming code obtained by adding an overall parity bit to the Hamming code of length $2^m - 1$.

Decoding of Reed-Muller code

- Consider a 2nd order Reed Muller code of length $n = 16$ generated by following 11 vectors

$\mathbf{v}_0$	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
$\mathbf{v}_1$	0 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1
$\mathbf{v}_2$	0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1
$\mathbf{v}_3$	0 0 0 0 1 1 1 1 0 0 0 0 1 1 1 1
$\mathbf{v}_4$	0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1
$\mathbf{v}_1\mathbf{v}_2$	0 0 0 1 0 0 0 1 0 0 0 1 0 0 0 1
$\mathbf{v}_1\mathbf{v}_3$	0 0 0 0 0 1 0 1 0 0 0 0 0 1 0 1
$\mathbf{v}_1\mathbf{v}_4$	0 0 0 0 0 0 0 0 0 1 0 1 0 1 0 1
$\mathbf{v}_2\mathbf{v}_3$	0 0 0 0 0 0 1 1 0 0 0 0 0 0 1 1
$\mathbf{v}_2\mathbf{v}_4$	0 0 0 0 0 0 0 0 0 0 1 1 0 0 1 1
$\mathbf{v}_3\mathbf{v}_4$	0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1

Decoding of Reed-Muller code

- The message to be encoded is given by

$$(a_0, a_4, a_3, a_2, a_1, a_{34}, a_{24}, a_{14}, a_{23}, a_{13}, a_{12})$$

- The codeword is given by

$$\begin{aligned}(b_0, b_1, b_2, \dots, b_{15}) = & a_0 \mathbf{v}_0 + a_4 \mathbf{v}_4 + a_3 \mathbf{v}_3 + a_2 \mathbf{v}_2 + a_1 \mathbf{v}_1 \\ & + a_{34} \mathbf{v}_3 \mathbf{v}_4 + a_{24} \mathbf{v}_2 \mathbf{v}_4 + a_{14} \mathbf{v}_1 \mathbf{v}_4 \\ & + a_{23} \mathbf{v}_2 \mathbf{v}_3 + a_{13} \mathbf{v}_1 \mathbf{v}_3 + a_{12} \mathbf{v}_1 \mathbf{v}_2\end{aligned}$$



Decoding of Reed-Muller code

- We can see that first four components of each generator vector and subsequent three groups of four consecutive components is zero except for the the vector $\mathbf{v}_1 \mathbf{v}_2$.
- Thus the code bit a_{12} can be written as

$$\begin{aligned}a_{12} &= b_0 + b_1 + b_2 + b_3 \\ a_{12} &= b_4 + b_5 + b_6 + b_7 \\ a_{12} &= b_8 + b_9 + b_{10} + b_{11} \\ a_{12} &= b_{12} + b_{13} + b_{14} + b_{15}\end{aligned}$$

- RM codes uses majority logic decision rule for decoding.



Decoding of Reed-Muller code

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```
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 $\mathbf{v}_1$   0 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1
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 $\mathbf{v}_3$   0 0 0 0 1 1 1 1 0 0 0 0 1 1 1 1
 $\mathbf{v}_4$   0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1
 $\mathbf{v}_1\mathbf{v}_2$  0 0 0 1 0 0 0 1 0 0 0 1 0 0 0 1
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 $\mathbf{v}_3\mathbf{v}_4$  0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1
```

Navigation icons: back, forward, search, etc.

Decoding of Reed-Muller code

- Let $\mathbf{r} = (r_0, r_1, \dots, r_{15})$ be the received vector. In decoding a_{12} , we form the following equations

$$\begin{aligned} A_1 &= r_0 + r_1 + r_2 + r_3 \\ A_2 &= r_4 + r_5 + r_6 + r_7 \\ A_3 &= r_8 + r_9 + r_{10} + r_{11} \\ A_4 &= r_{12} + r_{13} + r_{14} + r_{15} \end{aligned}$$

Navigation icons: back, forward, search, etc.

Decoding of Reed-Muller code

- Similarly we can decode, a_{13} , a_{23} , a_{14} , a_{24} , a_{34} . For example, for a_{13} we have

$$\begin{aligned}A_1 &= r_0 + r_1 + r_4 + r_5 \\A_2 &= r_2 + r_3 + r_6 + r_7 \\A_3 &= r_8 + r_9 + r_{12} + r_{13} \\A_4 &= r_{10} + r_{11} + r_{14} + r_{15}\end{aligned}$$

- For a_{23} we have

$$\begin{aligned}A_1 &= r_0 + r_2 + r_4 + r_6 \\A_2 &= r_1 + r_3 + r_5 + r_7 \\A_3 &= r_8 + r_{10} + r_{12} + r_{14} \\A_4 &= r_9 + r_{11} + r_{13} + r_{15}\end{aligned}$$

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Decoding of Reed-Muller code

- For a_{14}

$$\begin{aligned}A_1 &= r_0 + r_1 + r_8 + r_9 \\A_2 &= r_2 + r_3 + r_{10} + r_{11} \\A_3 &= r_4 + r_5 + r_{12} + r_{13} \\A_4 &= r_6 + r_7 + r_{14} + r_{15}\end{aligned}$$

- For a_{24} we have

$$\begin{aligned}A_1 &= r_0 + r_1 + r_4 + r_5 \\A_2 &= r_2 + r_3 + r_6 + r_7 \\A_3 &= r_8 + r_9 + r_{12} + r_{13} \\A_4 &= r_{10} + r_{11} + r_{14} + r_{15}\end{aligned}$$

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Decoding of Reed-Muller code

- For a_{34} we have

$$A_1 = r_0 + r_4 + r_8 + r_{12}$$

$$A_2 = r_1 + r_5 + r_9 + r_{13}$$

$$A_3 = r_2 + r_6 + r_{10} + r_{14}$$

$$A_4 = r_3 + r_7 + r_{11} + r_{15}$$

- After decoding $a_{12}, a_{13}, a_{23}, a_{14}, a_{24}, a_{34}$, we form a modified received vector as

$$\begin{aligned} \mathbf{r}^{(1)} &= (r_0^{(1)}, r_1^{(1)}, \dots, r_{15}^{(1)}) \\ &= \mathbf{r} - a_{34}\mathbf{v}_3\mathbf{v}_4 - a_{24}\mathbf{v}_2\mathbf{v}_4 - a_{14}\mathbf{v}_1\mathbf{v}_4 - a_{23}\mathbf{v}_2\mathbf{v}_3 - a_{13}\mathbf{v}_1\mathbf{v}_3 - a_{12}\mathbf{v}_1\mathbf{v}_2 \end{aligned}$$

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Decoding of Reed-Muller code

- Consider a 2nd order Reed Muller code of length $n = 16$ generated by following 11 vectors

$$\begin{array}{ll} \mathbf{v}_0 & 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1 \\ \mathbf{v}_1 & 0\ 1\ 0\ 1\ 0\ 1\ 0\ 1\ 0\ 1\ 0\ 1\ 0\ 1\ 0\ 1 \\ \mathbf{v}_2 & 0\ 0\ 1\ 1\ 0\ 0\ 1\ 1\ 0\ 0\ 1\ 1\ 0\ 0\ 1\ 1 \\ \mathbf{v}_3 & 0\ 0\ 0\ 0\ 1\ 1\ 1\ 1\ 0\ 0\ 0\ 0\ 1\ 1\ 1\ 1 \\ \mathbf{v}_4 & 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1 \\ \mathbf{v}_1\mathbf{v}_2 & 0\ 0\ 0\ 1\ 0\ 0\ 0\ 1\ 0\ 0\ 0\ 1\ 0\ 0\ 0\ 1 \\ \mathbf{v}_1\mathbf{v}_3 & 0\ 0\ 0\ 0\ 0\ 1\ 0\ 1\ 0\ 0\ 0\ 0\ 0\ 1\ 0\ 1 \\ \mathbf{v}_1\mathbf{v}_4 & 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 1\ 0\ 1\ 0\ 1\ 0\ 1 \\ \mathbf{v}_2\mathbf{v}_3 & 0\ 0\ 0\ 0\ 0\ 0\ 1\ 1\ 0\ 0\ 0\ 0\ 0\ 0\ 1\ 1 \\ \mathbf{v}_2\mathbf{v}_4 & 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 1\ 1\ 0\ 0\ 1\ 1 \\ \mathbf{v}_3\mathbf{v}_4 & 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 1\ 1\ 1\ 1 \end{array}$$

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Decoding of Reed-Muller code

- We can form eight independent equations for a_4 , given by

$$a_4 = b_0^{(1)} + b_8^{(1)}, a_4 = b_4^{(1)} + b_{12}^{(1)}$$

$$a_4 = b_1^{(1)} + b_9^{(1)}, a_4 = b_5^{(1)} + b_{13}^{(1)}$$

$$a_4 = b_2^{(1)} + b_{10}^{(1)}, a_4 = b_6^{(1)} + b_{14}^{(1)}$$

$$a_4 = b_3^{(1)} + b_{11}^{(1)}, a_4 = b_7^{(1)} + b_{15}^{(1)}$$

- Equations for decoding a_1 can be written as

$$A_1^{(1)} = r_0^{(1)} + r_1^{(1)}, A_5^{(1)} = r_8^{(1)} + r_9^{(1)}$$

$$A_2^{(1)} = r_2^{(1)} + r_3^{(1)}, A_6^{(1)} = r_{10}^{(1)} + r_{11}^{(1)}$$

$$A_3^{(1)} = r_4^{(1)} + r_5^{(1)}, A_7^{(1)} = r_{12}^{(1)} + r_{13}^{(1)}$$

$$A_4^{(1)} = r_6^{(1)} + r_7^{(1)}, A_8^{(1)} = r_{14}^{(1)} + r_{15}^{(1)}$$

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Decoding of Reed-Muller code

- After decoding a_1, a_2, a_3, a_4 , we create a modified received vector $\mathbf{r}^{(2)}$

$$\begin{aligned} \mathbf{r}^{(2)} &= (r_0^{(2)}, r_1^{(2)}, \dots, r_{15}^{(2)}) \\ &= \mathbf{r}^{(1)} - a_4 \mathbf{v}_4 - a_3 \mathbf{v}_3 - a_2 \mathbf{v}_2 - a_1 \mathbf{v}_1 \end{aligned}$$

- In absence of errors, we have

$$\mathbf{r}^{(2)} = a_0 \mathbf{v}_0 = (a_0, a_0, \dots, a_0)$$

- a_0 is decoded to be the value of majority of the bits in $\mathbf{r}^{(2)}$.

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