

# Recitation 8

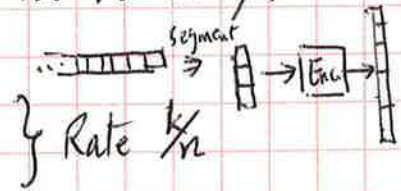
Today: ① Convolutional Codes  
② Hamming Codes, if time permits.

Announcement: Quiz 1 Review ✓  
Office Hours ✓

cc ~ Elias, 1955 - use of shift registers to add redundancy!

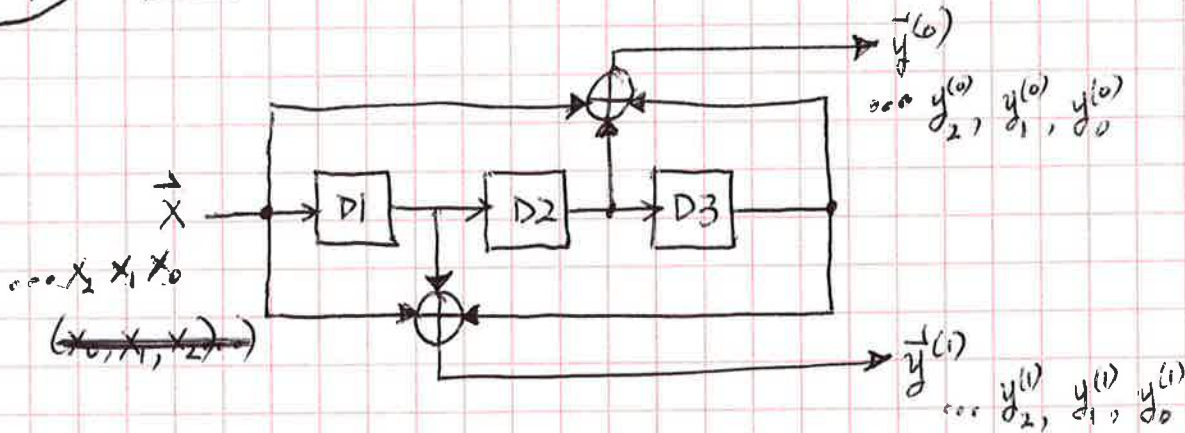
Recall:

\* Block codes: - Segment data stream into k-length fixed "blocks"  
- Encode blocks into length-n codewords.



Convolutional Codes: - Encode entire data stream (possibly infinite) into single codeword.  
- Encoder outputs n-bits for every k-input bits ~ rate  $k/n$ .

Example: Consider rate- $1/2$  encoder shown below:



Assuming encoder initialized to all-zeros, encode the info sequence

given by  $\vec{x} = (10110)$

Time $i$	$x[i]$	Current state $D_1 D_2 D_3$	Next state $D_1 D_2 D_3$	$y_0^{(i)}$	$y_1^{(i)}$
0	1	0 0 0	1 0 0	1	1
1	0	1 0 0	0 1 0	0	1
2	1	0 1 0	1 0 1	0	1
3	1	1 0 1	1 1 0	0	1
4	0	1 1 0	0 1 1	1	1
5	0	0 1 1	0 0 1	0	1
6	0	0 0 1	0 0 0	1	1
			End!		

Use commas to separate bits output at same time.  
output  $\vec{y} = (11, 01, 01, 01, 11, 01, 11)$

Effective rate =  $\frac{5}{14} < \frac{1}{2}$  - code rate.

Moral of story ~ Encode longer bit sequences!

Linear: If inputs  $\vec{x}_1$  and  $\vec{x}_2$  yield outputs  $\vec{y}_1$  and  $\vec{y}_2$  respectively,  
then input  $(\vec{x}_1 + \vec{x}_2)$  yields output  $(\vec{y}_1 + \vec{y}_2)$  ~ also a codeword.

Impulse Response: (aka "generator sequence")  $\vec{g}_j^{(i)}$

(eg) for our previous encoder, taps at

$$\vec{g}_1^{(0)} = (1011)$$

$$\vec{g}_1^{(1)} = (1101)$$

Example 2 Use the generator sequences to encode the message in (eg1)  
 $\vec{x} = (10110)$ .

Soln: Define D-transforms:

$$X(D) = (1 + D^2 + D^3) \sim (10110)$$

$$G^{(0)}(D) = (1 + D^2 + D^3) \sim (1011)$$

$$G^{(1)}(D) = (1 + D + D^3) \sim (1101)$$

(or) alternatively ~

$$\begin{array}{r} (10110)(1011) \\ = \begin{array}{r} 1011 \\ \phantom{10}1011 \\ \phantom{100}1011 \\ \hline 1000101 \end{array} \\ \text{etc.} \end{array}$$

Then,  $Y^{(0)}(D) = X(D) \cdot G^{(0)}(D) = (1 + D^2 + D^3)(1 + D^2 + D^3) = 1 + \dots + D^4 + \dots + D^6 = (1000101)$

and  $Y^{(1)}(D) = X(D) \cdot G^{(1)}(D) = (1 + D^2 + D^3)(1 + D + D^3) = 1 + D + D^2 + D^3 + D^4 + D^5 + D^6 = (1111111)$

Then  $\vec{y}^{(0)} = (1000101)$

and  $\vec{y}^{(1)} = (1111111)$

and thus,  $\vec{y} = (11, 01, 01, 01, 11, 01, 11)$ , as above.



Constraint length  $K$ :

$\sim$  max number of output bits that can be affected by any input bit.

For  $m$  memory elements, each bit in input data sequence can affect at most  $(m+1)$  bits, hence length of  $g = (m+1)$ ; i.e.  $m$  determines extent to which an input bit directly affects the output data streams.

$$K \triangleq 1 + \max m$$

$\sim$  not universal definition, but used in military & industry!

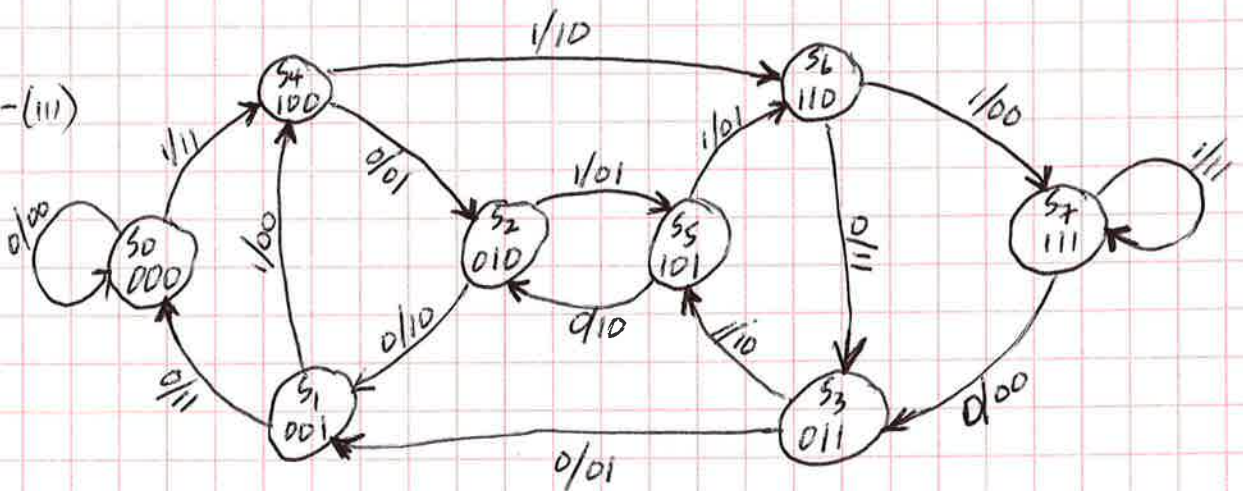
$\max m \sim$  maximal memory order  $\sim$  length of longest input shift register.

State Diagram:

For the encoder in example 1 with  $\vec{g}^{(0)} = (1011)$  and  $\vec{g}^{(1)} = (1101)$ , use the state diagram to encode  $\vec{x} = (10110)$  as before.

Soln:

Eight states  $(000) - (111)$   
 $D_1, D_2, D_3$



$\vec{y} = (11, 01, 01, 01, 11)$  — then input zeros back to  $s_0 = 000$  —  $(01, 11)$  ✓

Systematic codes:

An  $(n, k)$  linear code systematic if 'first'  $k$ -bits are uncoded data bits.

So that

The generator matrix  $G = \left[ \begin{array}{c|c} I & P \end{array} \right]$

$k \times k$   
identity  
matrix

The parity-check matrix  $H = \left[ \begin{array}{c|c} P^T & I \end{array} \right]$

$$\text{Thus, } GH^T = \left[ \begin{array}{c|c} I & P \end{array} \right] \left[ \begin{array}{c} P \\ I \end{array} \right] = P + P = \emptyset$$

So, for any codeword  $\vec{c} = \vec{m}G$ ,

$$\vec{c}H^T = \vec{m}GH^T = \vec{m}(GH^T) = \emptyset$$

Syndrome:

Given received codeword  $\vec{r}$ ,

syndrome is  $\vec{s} = \vec{r}H^T$

If  $\vec{s} = 0$ , no error.

If single-bit error,

$$\vec{r} = \vec{c} + \vec{e}_i \quad \text{where } \vec{e}_i = [0 \ 0 \ \dots \ 1 \ \dots \ 0 \ 0]$$

↑  
i<sup>th</sup> position

$$\text{So } \vec{s} = \vec{r}H^T = (\vec{c} + \vec{e}_i)H^T = \vec{e}_i H^T$$

↓  
error in i<sup>th</sup> bit position



