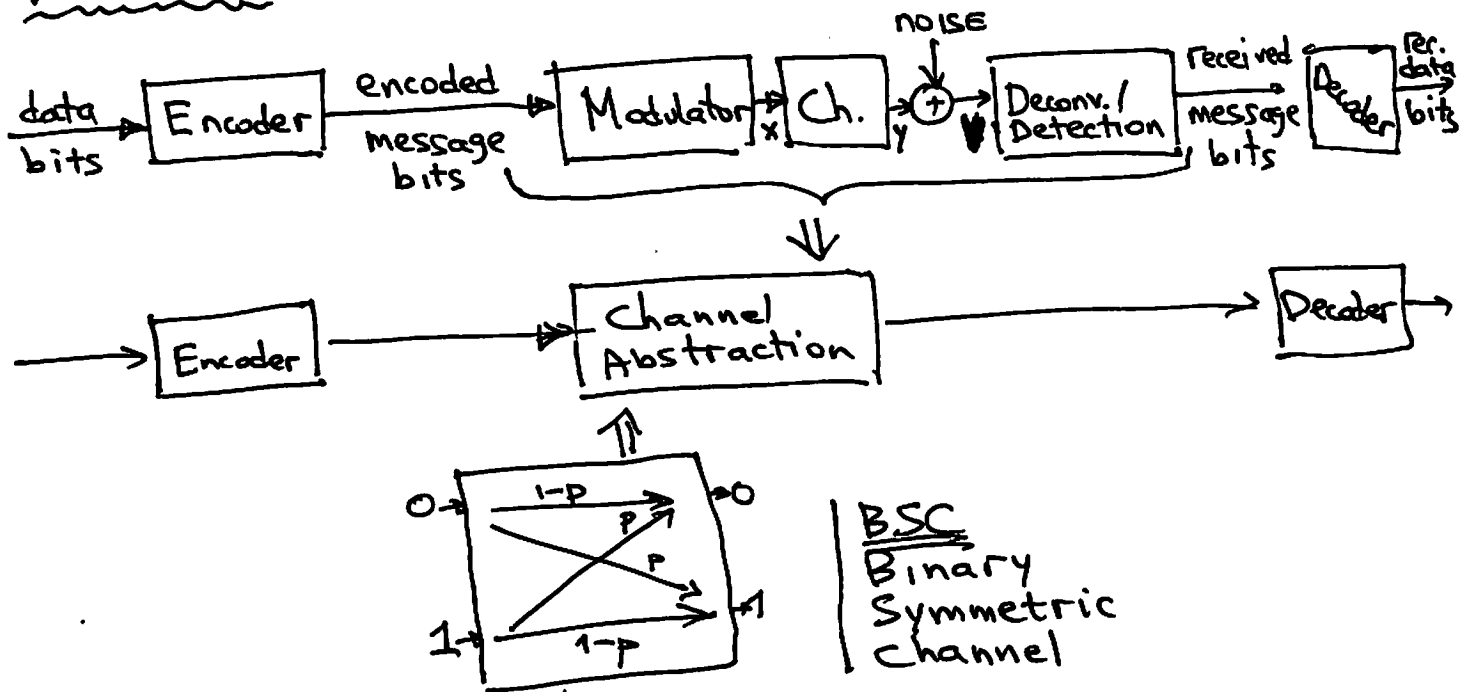


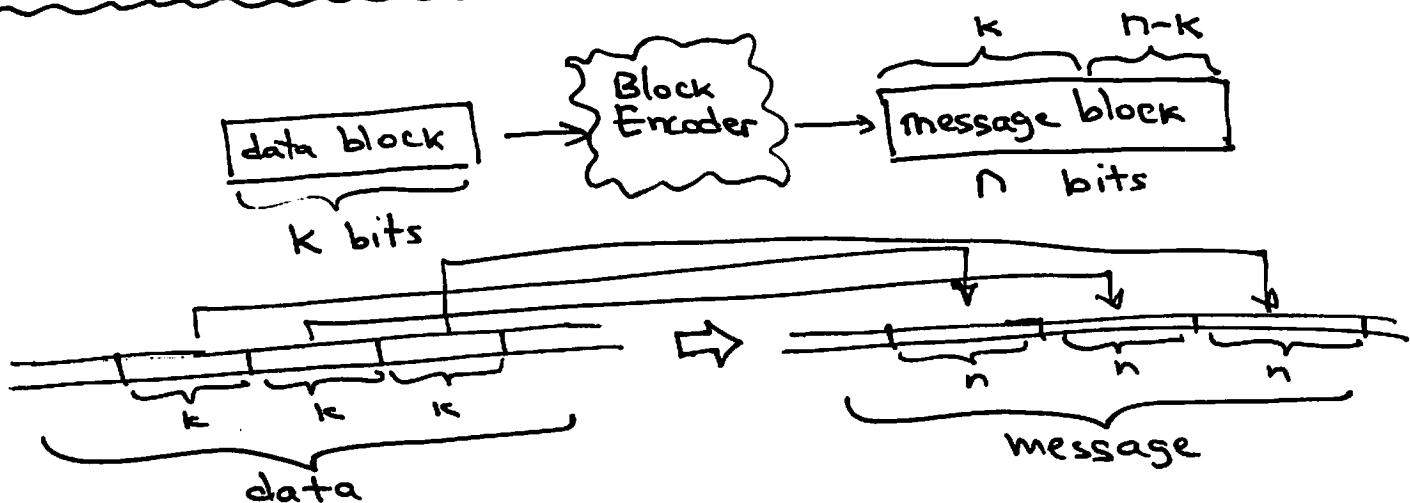
ERROR CORRECTION / DETECTION

LINEAR BLOCK CODES

Motivation: look at the setup:



Further simplification: block coding



Tool for working with blocks / BSC : Hamming distance

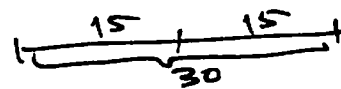
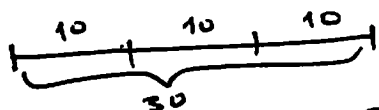
Ex. $HD("00001", "10000") = ?$
 $HD("00001", "000") = ?$

Comparing rates:

msg. block length: $n_1 = 10$ || vs. || msg.: $n_2 = 11$
 data block length: $k_1 = 7$ || data: $k_2 = 8$
 $7/10 < 8/11$: (n_2, k_2) is faster

Comparing probabilities:

data block length: $k_1 = 10$ || vs. || data: $k_2 = 15$
 $P(\text{error in the block})$: $P_1 = 10^{-7}$ || $P(\text{err})$: $P_2 = 10^{-9}$



$P(\text{err}) = 1 - (1 - 10^{-7})^3 \approx 3 \cdot 10^{-7}$ || vs. || $P(\text{err}) = 1 - (1 - 10^{-9})^2 \approx 2 \cdot 10^{-9}$
 ↑
 better in $P(\text{error})$

$\mathbb{F}_2$ arithmetic:

addition:
$$\begin{array}{|c|c|c|} \hline 0 & 1 & \\ \hline 0 & 0 & 1 \\ \hline 1 & 1 & 0 \\ \hline \end{array}$$

multiplication:
$$\begin{array}{|c|c|c|} \hline 0 & 1 & \\ \hline 0 & 0 & 0 \\ \hline 1 & 0 & 1 \\ \hline \end{array}$$

$x + x = 0$, ALWAYS

BLOCK CODE = A SET OF MESSAGES OF GIVEN LENGTH

LINEAR BLOCK CODE : INVARIANT TO $\mathbb{F}_2$ -POINTWISE ADDITION

Ex.: $\{ "110", "000" \}$: IS THIS A LINEAR CODE?

Ex.: WHAT IS THE MINIMAL LINEAR CODE CONTAINING "0101" AND "0001"?

Ex.: HOW MANY ELEMENTS IN A LINEAR CODE?

6.02/28.09.2010

"RECTANGULAR" CODE

Ex.: $k=4$

$d_1 \ d_2 \ d_3 \ d_4$
data word

d_1	d_2	P_1
d_3	d_4	P_2
P_3	P_4	

$d_1 \ d_2 \ d_3 \ d_4 \ P_1 \ P_2 \ P_3 \ P_4$

$P_1 = d_1 + d_2$
 $P_2 = d_3 + d_4$
 $P_3 = d_1 + d_3$
 $P_4 = d_2 + d_4$

ALL IN $\mathbb{F}_2$

If $p \ll 1$ then $P(\text{err. in 4-bit data}) \approx 28p^2$

Compare to REPLICATION (by 2):

$P(\text{err. in 4-bit data}) \approx 4p$

Ex.: $k=6$

$d_1 \ d_2 \ d_3 \ d_4 \ d_5 \ d_6$

d_1	d_2	d_3	P_1
d_4	d_5	d_6	P_2
P_3	P_4	P_5	

$\rightarrow n=11$

$P(\text{error transmitting 6-bit data}) \approx ?$

(assuming $p \ll 1$)

HAMMING CODES

STEP 1: SELECT $m > 1$ (INTEGER) FOR $(2^m - 1, 2^m - 1 - m, 3)$ CODE

STEP 2: COMPILE A $(2^m - 1)$ -by- m TABLE, ROWS OF WHICH FORM BINARY REPRESENTATIONS OF NUMBERS $1, 2, \dots, 2^m - 1$

FOR $m=2$:

0	1
1	0
1	1

FOR $m=3$:

0	0	1
0	1	0
0	1	1
1	0	0
1	0	1
1	1	0
1	1	1

STEP 3: ASSOCIATE EVERY ROW WITH A SINGLE "1" ENTRY WITH A PARITY BIT (TOTAL OF m PARITY BITS). THE REST OF THE ROWS ARE ASSOCIATED WITH THE DATA BITS.

FOR $m=2$:

0	1	P_1
1	0	P_2
1	1	d_1

FOR $m=3$:

0	0	1	P_1
0	1	0	P_2
0	1	1	d_1
1	0	0	P_3
1	0	1	d_2
1	1	0	d_3
1	1	1	d_4

STEP 4: DEFINE THE ENCODER: EACH PARITY BIT IS THE $\mathbb{F}_2$ -SUM OF THOSE DATA BITS WHICH HAVE "1" IN THE CORRESPONDING COLUMN

FOR $m=2$: $P_1 = d_1$
 $P_2 = d_1$

FOR $m=3$: $P_1 = d_1 + d_2 + d_4$
 $P_2 = d_1 + d_3 + d_4$
 $P_3 = d_2 + d_3 + d_4$

STEP 5: DEFINE THE DECODER: FOR EACH COLUMN OF THE TABLE, COMPUTE THE SUM OF OF THOSE BITS WHICH CORRESPOND TO A ROW WITH A "1". ~~IN THEIR ROW~~
 IF ~~NO~~ NO BIT ERROR THEN ALL SUMS ARE 0.
 IF ONE BIT ERROR, THE SUMS DEFINE THE 3-BIT BINARY REPRESENTATION OF THE CORRUPTED BIT'S INDEX

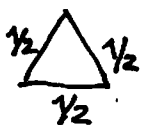
OPTIMALITY OF HAMMING CODES:

H.C. : m EXTRA BITS TO CORRECT ANY SINGLE ERROR TRANSMITTING $2^m - 1 - m$ BITS

THEOREM: m EXTRA BITS CANNOT CORRECT EVERY SINGLE ERROR TRANSMITTING $2^m - m$ BITS!

PROOF : VOLUME 1

Ex. IS IT POSSIBLE TO PLACE 3 TRIANGLES



inside 1



?

(NO INTERSECTIONS ALLOWED)

SOLUTION: "AREA" CALCULATIONS : $\frac{\sqrt{3}}{8}$ vs. $\frac{1}{2}$

PROOF OF OPTIMALITY: SURROUND EACH CODE WORD WITH THE RESULTS OF 1-BIT ERRORS IN ITS TRANSMISSION. $\rightarrow$ GET A $(n+1)$ -ELEMENT SET FOR A TOTAL OF 2^k CODE WORDS, THIS YIELDS $(n+1)2^k$ ELEMENTS. HENCE

$$2^n \geq (n+1)2^k, \text{ OR, SINCE } m = n-k$$

$$2^m \geq m+k+1, \text{ i.e.}$$

$$\boxed{k < 2^m - m}$$

Ex. HOW MANY BITS IN A HAMMING CODE WORD WITH 4 PARITY BITS ?

INSIGHT: "LINEAR" CODES ARE DEFINED BY LINEAR EQUATIONS

$$\begin{array}{l} \text{Ex.:} \\ p_3 + d_2 + d_3 + d_4 = 0 \\ p_2 + d_1 + d_3 + d_4 = 0 \\ p_1 + d_1 + d_2 + d_4 = 0 \end{array} \left. \vphantom{\begin{array}{l} p_3 + d_2 + d_3 + d_4 = 0 \\ p_2 + d_1 + d_3 + d_4 = 0 \\ p_1 + d_1 + d_2 + d_4 = 0 \end{array}} \right\} \begin{array}{l} \mathbb{F}_2\text{-equations} \\ \text{FOR HAMMING} \\ \text{WITH 3 PARITY} \end{array} \text{ ~~CODES~~ ^{BITS} }$$

"DECODING" BECOMES "SOLVING SYSTEMS OF LINEAR EQUATIONS"