# Lecture 6: Convolutional Code

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### Agenda

- Convolutional Encoding
- State Transition Diagram and Equivalent Trellis
- Decoding: maximum likelhood sequence detection(MLSD)
- MLSD via Viterbi Algorithm

**Recap** Last time we showed that "random" linear block code combined with simple modulation (binary PAM). Can achieve rate-efficient and energy-efficient reliable communication.

- $\underline{b} \cdot \underline{G} = \underline{c}$
- $\underline{b} \in \{0,1\}^{1 \times k}$
- $\underline{c} \in \{0, 1\}^{1 \times n}$
- $k \le n$
- rate  $R = \frac{k}{n}$

#### Introduction to Convolutional Encoding

• In convolutional encoding the Linear Transform is a "linear filter" (c.t. In Linear block code the Linear transform is a "matrix multiplication")

$$\underline{b} \longrightarrow \boxed{\begin{array}{c} Linear \\ Transform \end{array}} \xrightarrow{\underline{c}}$$

Example 1  $\underline{b} = (b_1, b_2, ..., b_n, ...)$ 

$$\underline{c} = (c_1^{(1)}, c_1^{(2)}, c_2^{(1)}, c_2^{(2)}, ..., c_n^{(1)}, c_n^{(2)}, ...)$$
 where

$$\begin{cases} c_n^{(1)} = b_n \oplus b_{n-1} = (b * g^{(1)})_n (\text{1st linear filter}) \\ c_n^{(2)} = b_n \oplus b_{n-1} \oplus b_{n-2} = (b * g^{(2)})_n (\text{2nd linear filter}) \end{cases}$$
note:  $g_n^{(1)} = \begin{cases} 1, \ if \ n = 0, 2 \\ 0, \ else \end{cases}$  and  $g_n^{(2)} = \begin{cases} 1, \ if \ n = 0, 1, 2 \\ 0, \ else \end{cases}$ 

• Block diagram of the two linear filters: 1st & 2nd linear filter:



Rate of this linear encoding  $R = \frac{1}{2}$ 

In the following, we discuss how the 2 bits stored in the 2 shift registers change with the input bit stream.
 observation: length of the FIR filters = number of shift registers + 1
 A running example:

Input <u>b</u>	Before (S1 , S2)	After (S1 , S2)	Output of the encoder
0	00	00	00
1	00	10	11
0	10	01	01
1	01	10	00
1	10	11	10

# State trasition diagram and Equivalent Trellis

• state transition diagram:

"state":  $(s_1, s_2)$ 



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• Trellis Representation:



Transition: 0

# Generalization

•  $\underline{c}^{(l)} = \sum_{i=1}^{k} \underline{b}^{(i)} * \underline{g}^{(i,k)}$ 

$$\underline{b}^{(1)} \longrightarrow \underline{c}^{(1)}$$

$$\underline{b}^{(2)} \longrightarrow \underline{c}^{(2)}$$

$$\underline{b}^{(n)} \longrightarrow \underline{c}^{(n)}$$

$$\underline{b}^{(n)} \longrightarrow \underline{c}^{(n)}$$

No Feed Back(FIR): G(z) is polynomiaal

With Feed Back(IIR): G(z) is rational  $R = \frac{k}{n}$ 

• Termination: In practice, due to packetization, we have to terminate at a given time  $K_0 \gg L$  (L: number of shift registers, called "constrained length". When termination happens, one needs to "reset" the registers by appending L 0's at the end.  $Rate = \frac{K_0}{2(K_0+L)} \approx \frac{1}{2}$  when  $K_0 \gg L$ 

#### **Decoding Convolutional Code**

 Maximum Likelihood Sequence Detection (MLSD): Detection Problem: given

$$\begin{cases} y_1, y_2, \dots, y_n (\text{soft-decision}, y \in \mathbb{R} \text{ or } \mathbb{C}) \\ d_1, d_2, \dots, d_n (\text{hard-decision}, d \in \{0, 1\}) \end{cases}$$

find the most likely input bit sequence  $\underline{\hat{b}}$ 

In the previous lecture, we already know that ML = MD where the distance metrics are Euclidean distance in soft-decision, Hamming distance in hard-decision thus

$$\underline{\hat{b}} = \begin{cases} \arg \min_{\underline{b}} \parallel \underline{y} - \underline{x}(\underline{b}) \parallel_{2} \\ \arg \min_{\underline{b}} d_{n}(\underline{d}, \underline{c}(\underline{b})) \end{cases}$$

• Key observation

The target function can be decomposed with respect to time

- 1. For soft-decision, the target function is  $\|y \underline{x}(\underline{b})\|_2^2 = \sum_{i=1}^n |y_i x_i(\underline{b})|^2$
- 2. For hard-decision, the target function is  $d_H(\underline{d}, \underline{c}(\underline{b})) = \sum_{i=1}^n \mathbb{W}\{d_i \neq c_i(\underline{b})\}$  where  $\mathbb{W}\{\cdot\}$ : indicator function.

Unify the above two as a minimum cost problem  $\underline{\hat{b}} = arg \ min_{All \ length-n \ path \ p \ on \ the \ trellis} \{C_n(\underline{p},\underline{s})\}$ 

• Viteribi Algorithm (Dynamic Programming for solving minimun cost problem on a trellis)

 $\begin{aligned} \det V_k(s) &\triangleq \min_{All \ length-k \ path \ \underline{p} \ on \ the \ trellis} \{C_k(\underline{p},\underline{s})\} \\ V_{k+1}(s) &= \min_{r \to s} \{V_k(r) + U(r,s,d_k)\} \\ P_{k+1}(s) &= \arg \ \min_{r \to s} \{V_k(r) + U(r,s,d_k)\} \\ \end{aligned}$ where  $\begin{cases} U(r,s,d_k) &= d_H(C(r \to s),d_k) \\ U(r,s,y_k) &= \parallel x(r \to s) - y_k \parallel_2^2 \end{aligned}$ 

Complexity: linear in n, exponential in L