Intuitive Understanding of Iterative Decoding

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Basic Concept of Linear Codes Principle of the Iterative Decoding Analysis in the Continuous Field More Insight for Analog Product Codes Summary

Outline

• Basic Concept of Linear Codes

- Principle of the Iterative Decoding
- Analysis in the Continuous Real Field
- More Insight of Analog Product Codes
- Summary



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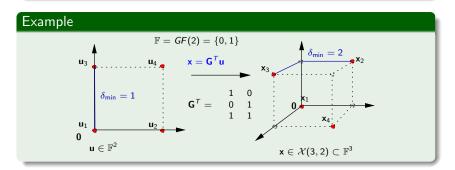
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Encoding Soft Decoding

Definition

A linear code $\mathcal{X}(N, K)$ is a *K*-dimensional subspace of \mathbb{F}^N . $\mathcal{X} = \{\mathbf{x} | \mathbf{x} = \mathbf{G}^T \mathbf{u}, \mathbf{u} \in \mathbb{F}^K, \mathbf{x} \in \mathbb{F}^N\}, \quad \mathcal{X} = \{\mathbf{x} | \mathbf{H}\mathbf{x} = \mathbf{0}\}$



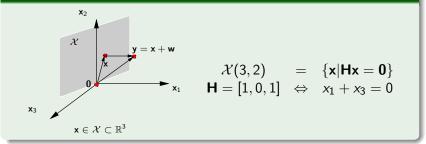


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Encoding Soft Decoding

Analog Codes

 $\mathbb{F} = \mathbb{R}$







Encoding Soft Decoding

Iterative Decoding

- MAP: $\hat{\mathbf{x}} = \arg \max_{\mathbf{x} \in \mathcal{X}} p(\mathbf{x}|\mathbf{y}) \propto \arg \max_{\mathbf{x} \in \mathcal{X}} p(\mathbf{y}|\mathbf{x}) p(\mathbf{x})$
- ML Decoding: $\hat{\mathbf{x}} = \arg \max_{\mathbf{x} \in \mathcal{X}} p(\mathbf{y}|\mathbf{x})$
- For AWGN channel: $\hat{\mathbf{x}} = \arg \min_{\mathbf{x} \in \mathcal{X}} ||\mathbf{x} \mathbf{y}||^2$

$\mathbb{F} = \mathbb{R}$

Least-Squares Solution: $\hat{\mathbf{x}} = \arg \max_{\mathbf{x} \in \mathcal{X}} p(\mathbf{x}|\mathbf{y}) = \Pi_{\mathcal{X}} \cdot \mathbf{y}$

$\mathbb{F} = GF(q)$

•
$$p(\mathbf{y}|\mathbf{x})p(\mathbf{x}) = C \prod_{n} p(y_{n}|x_{n}) \prod_{m} [\mathbf{h}_{m}\mathbf{x} = 0]$$

• Iterative decoding: $p(\mathbf{x}_n | \mathbf{y}) = \sum_{n \geq \infty} p(\mathbf{x} | \mathbf{y})$

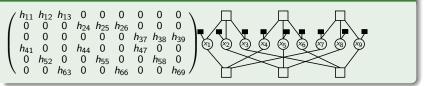




The Sum-Product Algorithm Update Rule of The Sum-Product Algorithm Some Facts about the Iterative Decoding The Structure of Turbo Codes and the Scheduling

An Example: The Factor Graph Representation

- A linear code: $\mathcal{X}(9,3) = \{\mathbf{x} | \mathbf{H}\mathbf{x} = \mathbf{0}, \mathbf{x} \in \mathbb{F}^n\}, h_{ij} \in \mathbb{F}$
- $y_n = x_n + w_n$, $\hat{x}_n = \max_{x_n \in \mathbb{F}} p(x_n | \mathbf{y})$
- Initialize: $f_{y_n}(x_n) = p(y_n|x_n) \sim p(x_n|y_n) = \mathcal{N}(y_n, \sigma^2)$ Check Equation: $f_1^{(1)} = [h_{11}x_1 + h_{12}x_2 + h_{13}x_3 = 0]$



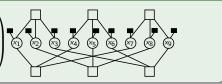


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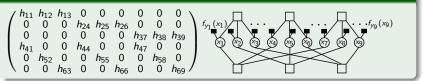




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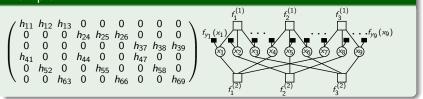


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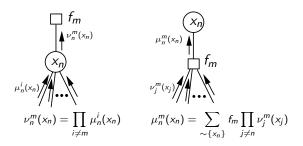
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Example





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Binary case $(L = \log \frac{p_0}{p_1})$:

$$\begin{array}{lll} \mathsf{VAR}(L_1,L_2) &=& L_1+L_2\\ \mathsf{CHK}(L_1,L_2) &=& 2 \tanh^{-1}(\tanh(L_1/2) \tanh(L_2/2)) \ . \end{array}$$

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GF field:

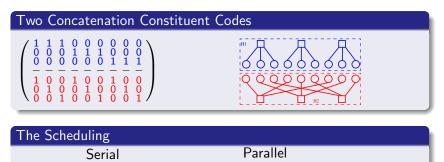
- When the graph contains no cycle:
 - $\hat{x}_n = \max_{x_n \in \mathbb{F}} p(x_n | \mathbf{y}) \Leftrightarrow \hat{\mathbf{x}} = \max_{\mathbf{x} \in \mathcal{X}} p(\mathbf{x} | \mathbf{y}) \quad (\mathsf{ML Decoding}).$
- When a graph contains cycles: No guarantee regarding the decoding performance; Short cycles (especially cycles of length 4) limit the decoding performance.

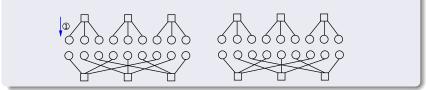
Continuous Real Field:

- Always converges to the least-squares solution $\hat{\mathbf{x}} = \max_{\mathbf{x} \in \mathcal{X}} p(\mathbf{x}|\mathbf{y})$ even there are short cycles.
- Can be intuitively illustrated in Euclidean space.



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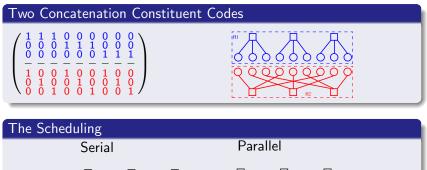


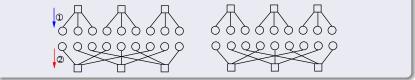




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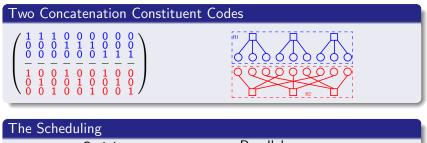


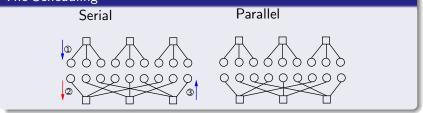




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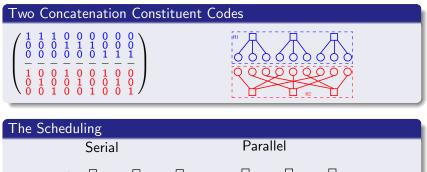


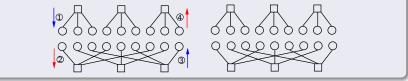




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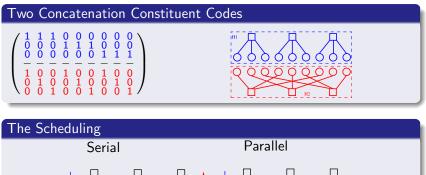


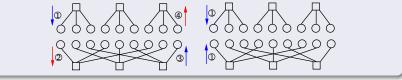




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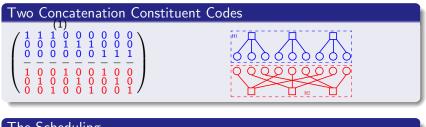
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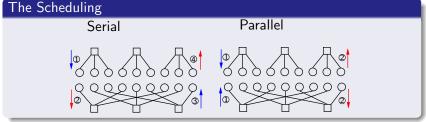






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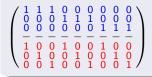
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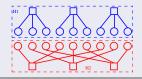
Two Decompositions

Different Decompositions

The Geometric Properties The Mean Vector Evolution (MVE) The Geometric Illustration of the MVE Simulation Results and the Geometric Analysis

The 1st decomposition





The 2nd decompositior





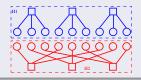
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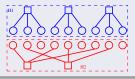
The 1st decomposition





The 2nd decomposition

$$\left(\begin{array}{cccccccccc} 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \\ \hline 0 & 0 & - & - & - & - & - & - & - \\ 1 & 0 & 0 & 1 & 0 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 & 0 \end{array}\right)$$



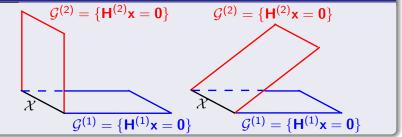


Different Decompositions **The Geometric Properties** The Mean Vector Evolution (MVE) The Geometric Illustration of the MVE Simulation Results and the Geometric Analysis

The Geometric Properties of Two Decompositions

- $\mathcal{X} = \mathcal{G}^{(1)} \cap \mathcal{G}^{(2)}$
- $\triangleleft(\mathbf{y}_1^{\perp},\mathbf{y}_2^{\perp}) = \triangleleft(\mathcal{G}^{(1)},\mathcal{G}^{(2)})$
- $\bullet \ < \mathbf{y}_1^{\perp}, \mathbf{y}_2^{\perp} >= \mathbf{0} \Leftrightarrow \mathcal{G}^{(1)} \perp \mathcal{G}^{(2)}$

The geometric illustration of the decompositions



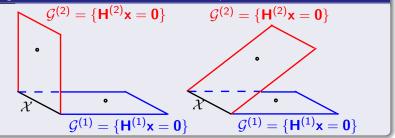


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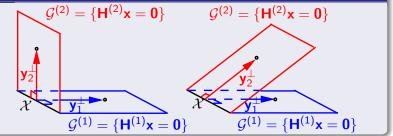


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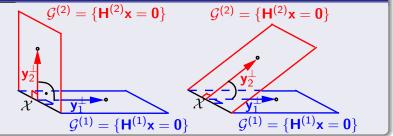
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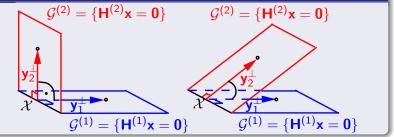
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The Algorithm Derivation

Facts

- Check-to-variable: $g_1(x'_1) = (g_2 \circledast g_3)(-x'_1), x'_1 = h_1 x_1$
- Variable-to-check: $g_1(x'_1) = g_2(x'_1) \cdot g_3(x'_1)$
- All the densities are preserved to be Gaussian
- Variance converges to a fixed value (by simulation)
- Tracing the means is sufficient

Check-to-variable

 $\mu_1 = -\frac{1}{h_1}(h_2\mu_2 + h_3\mu_3)$ $\sigma_2^2 = \frac{1}{h^2}(h_2^2\sigma_2^2 + h_3^2\sigma_3^2)$

Variable-to-check

$$\begin{aligned} \sigma_1^{-2} &= \sigma_2^{-2} + \sigma_3^{-2} \\ \mu_1 &= \frac{\mu_2 + w \mu_3}{1 + w}, w = \sigma_2^2 / \sigma_3^2 \end{aligned}$$

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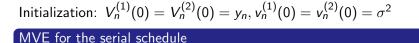
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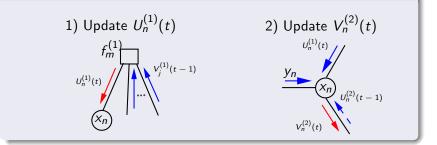
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The Overall Algorithm



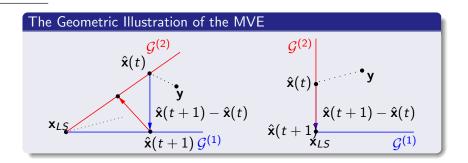


The estimate:
$$\hat{x}_n(t) = \frac{y_n + w_n^{(1)}(t)U_n^{(1)}(t) + w_n^{(2)}(t-1)U_n^{(2)}(t-1)}{1 + w_n^{(1)}(t) + w_n^{(2)}(t-1)}$$



Different Decompositions The Geometric Properties The Mean Vector Evolution (MVE) **The Geometric Illustration of the MVE** Simulation Results and the Geometric Analysis

The Geometric Illustration of the MVE

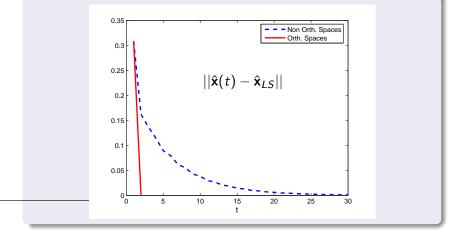




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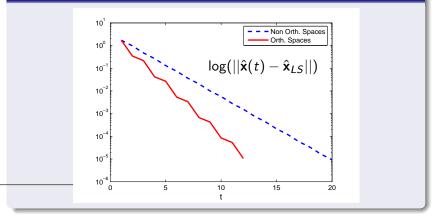
Comparing convergence speed of a (25, 16) analog product code





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Comparing convergence speed of a (7, 4) analog compound code





Encoding Decoding

$$\mathbf{u} = [x_{1,1}, x_{1,2}, \dots, x_{k,k}] \mapsto \mathbf{X}$$

$$\mathbf{X} = \begin{bmatrix} x_{1,1} & \cdots & x_{1,k} & \mathbf{x_{1,k+1}} \\ \vdots & \ddots & \vdots & \vdots \\ x_{k,1} & \cdots & x_{k,k} & \mathbf{x_{k,k+1}} \\ \hline \mathbf{x_{k+1,1}} & \cdots & \mathbf{x_{k+1,k}} & \mathbf{x_{k+1,k+1}} \end{bmatrix}$$

 $\mathbf{x} = \text{vec} (\mathbf{X}) = [x_{1,1}, x_{2,1}, \dots, x_{k,1}, x_{k+1,1}, \dots, x_{k,k+1}, x_{k+1,k+1}]^T$ $\sum_{ij} x_{ij} = 0 \to \mathbf{H}_1 \mathbf{x} = \mathbf{0}, \quad \mathbf{H}_1 = (\mathbf{I} \otimes \mathbf{1}^T).$ $\sum_{ij} x_{ij} = 0 \to \mathbf{H}_2 \mathbf{x} = \mathbf{0}, \quad \mathbf{H}_2 = (\mathbf{1}^T \otimes \mathbf{I}).$



Encoding Decoding

A Slightly Modified Version

Lemma

• The weight
$$w_{i,j}^{(m)}(t)$$
 is constant:
 $w_{i,j}^{(m)}(t) = \frac{1}{n-1} = \frac{1}{k}, \quad m = 1, 2, \quad i, j = 1, ..., n.$
• $\mathbf{U}^{(1)}(t) = -\overline{\mathbf{I}}\mathbf{V}^{(1)}(t) \text{ and } \mathbf{U}^{(2)}(t) = -\mathbf{V}^{(2)}(t)\overline{\mathbf{I}}$

Modification in the Variable-to-Check Operation:

$$y_{i,j} \rightarrow V_{i,j}^{(2)}(t-1): V_{i,j}^{(1)}(t) = rac{V_{i,j}^{(2)}(t-1) + w_{i,j}^{(2)}(t-1)U_{i,j}^{(2)}(t-1)}{1 + w_{i,j}^{(2)}(t-1)}$$



Encoding Decoding

Decoding Algorithm for Analog Product Codes

$$\mathbf{V}(0) = \mathbf{Y}, \quad \mathbf{V}(t) = \mathbf{Y}(t)$$

Serial Decoding

$$\begin{array}{lll} \mathbf{Y}(t) &=& \mathbf{Y}(t-1) - \beta(t-1)\mathbf{Y}(t-1)\mathbf{E}_n \\ \mathbf{Y}(t+1) &=& \mathbf{Y}(t) - \beta(t)\mathbf{E}_n\mathbf{Y}(t) \end{array}$$

Parallel Decoding

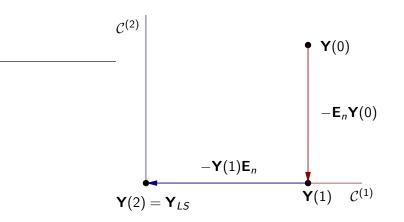
$$\mathbf{Y}(t+1) = \mathbf{Y}(t) - \beta(t)\mathbf{Y}(t)\mathbf{E}_n - \beta(t)\mathbf{E}_n\mathbf{Y}(t)$$

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Encoding Decoding

Exact Projection $w_1 = w_2 = 1/k, \beta = 1$

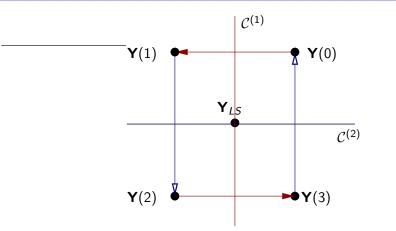




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Encoding Decoding

At the bound
$$w_1 = w_2 = 2/(k-1), \beta = 2$$

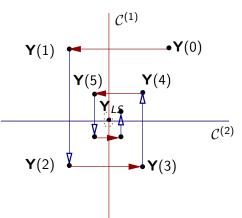




Encoding Decoding

Converging Condition $w_1 = w_2 < 2/(k-1), \beta \le 2$

replacements

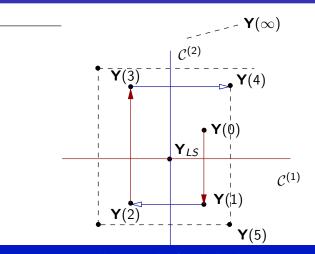






Encoding Decoding

Diverging $w_1 = w_2 > 2/(k-1), \beta \ge 2$



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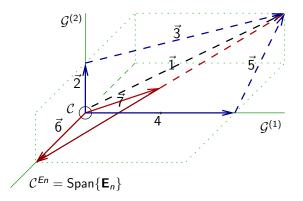


Outline

Basic Concept of Linear Codes Principle of the Iterative Decoding Analysis in the Continuous Field More Insight for Analog Product Codes Summary

Encoding Decoding

Parallel Decoding







Summary

- 1 Iterative Decoding Algorithm for Analog Codes (MVE)
- 2 A novel geometric illustration of the iterative decoding for analog codes.
- 3 Orthogonal decomposition of the analog compound codes to achieve a faster convergence speed.
- 4 An intuitive tool to visualize the convergence behavior of the iterative decoding in the analog case.



Thanks!

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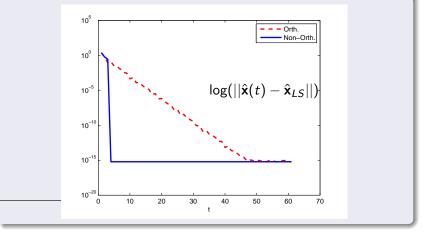


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- H.A. Loeliger, "An introduction to factor graphs," *IEEE Signal Proc. Mag.*, pp. 28-41, Jan. 2004.
- F. Hu, W. Henkel, "A Geometric Description of the Iterative Least-Squares Decoding of Analog Block Codes", 4th International Symposium on Turbo Codes and Related Topics, Munich, April 3-7, 2006.



The trade off of the sparseness and the orthogonal decomposition of a (7, 4) analog compound code



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