LDPC and Polar codes in 5G Standard
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Debugging and Improvements to the MATLAB Implementation

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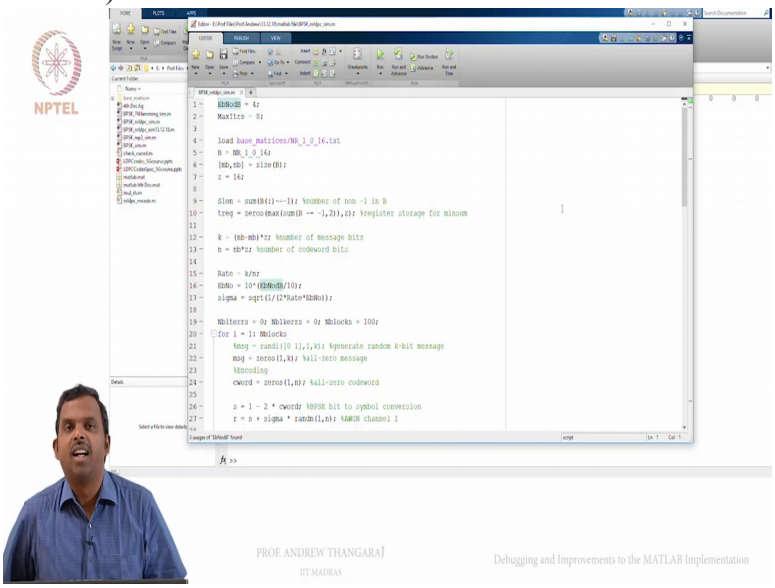

Hello. Welcome to this lecture on LDPC decoding. In the previous lecture we did some MATLAB coding and we coded the LDPC message passing decoder.

If you remember we did not fully debug it. We mostly write and then I did some initial debugging. I will show you some of the changes I made. And then maybe we will make a few changes and run it and see how it works, Ok. So that is going to be the agenda for this class, Ok.

So if you look at this code, I made a few changes. The first change was at this line; at line 10 I had the initialization for the storage matrix for the row processing. That needs to actually move inside the block's,

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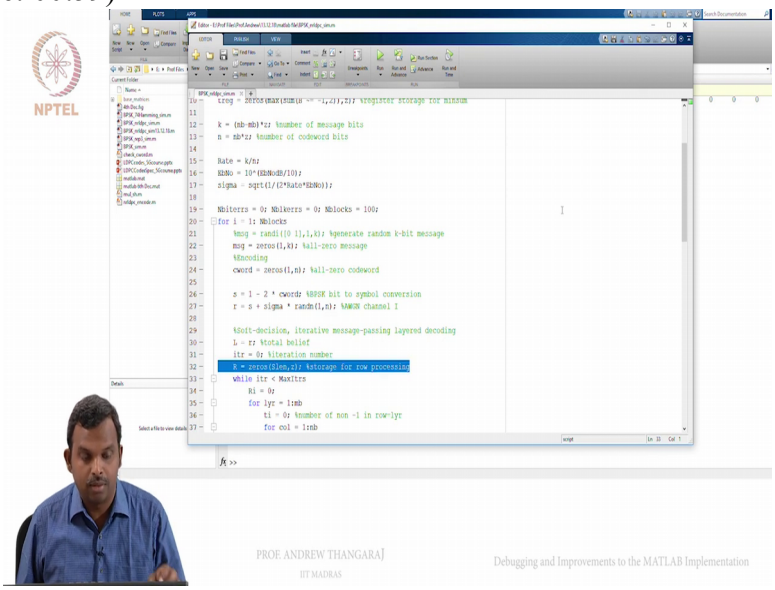

block's loop. Because for every block you have to reset this R to 0, Ok. So that I moved inside this for i equal to 1 to n blocks.

And the next thing is this R i,

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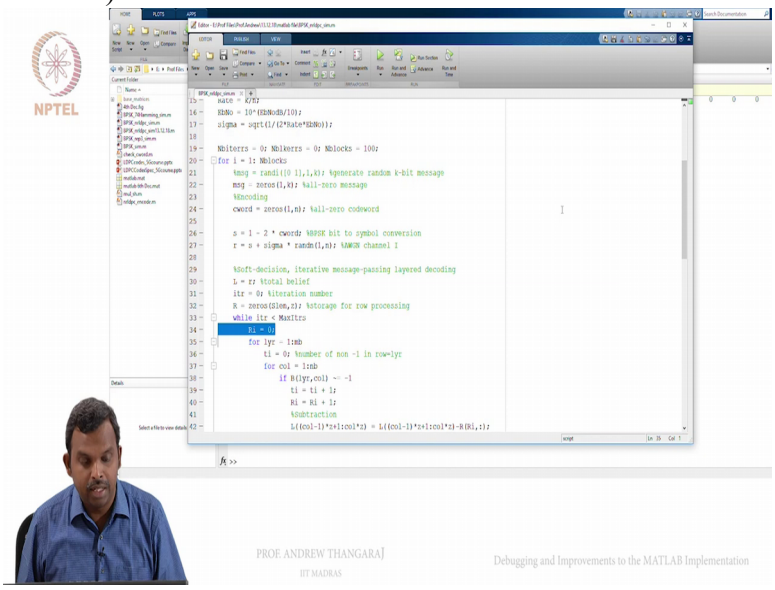

R i needs to be initialized to 0 at the top of every iteration. So we start a new iteration, it has to start with R i 0, Ok. So that also I moved inside the while loop. These are the two changes I made.

With these two changes this code pretty much seems to be working. It is giving the expected results. So what I am going to do is first run through one step by step, I will run through this code and show you how, how the whole thing is working, Ok. So let us put

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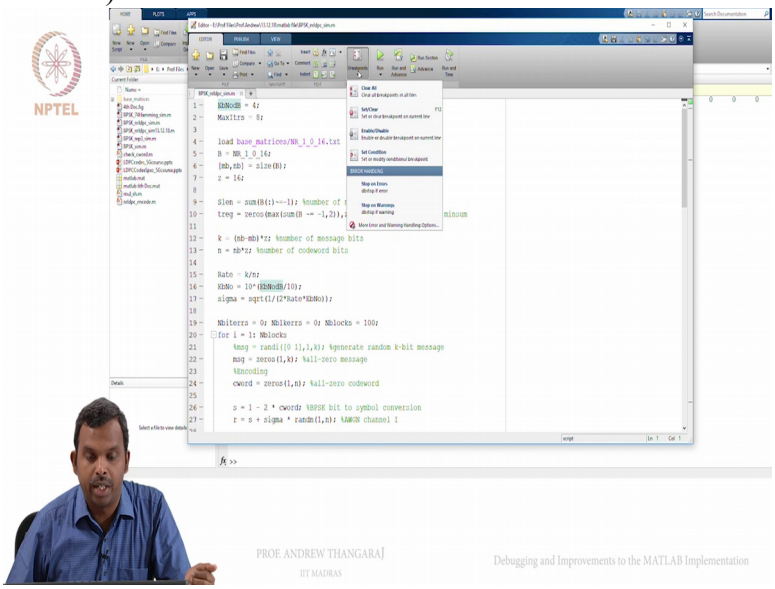

breakpoint here,

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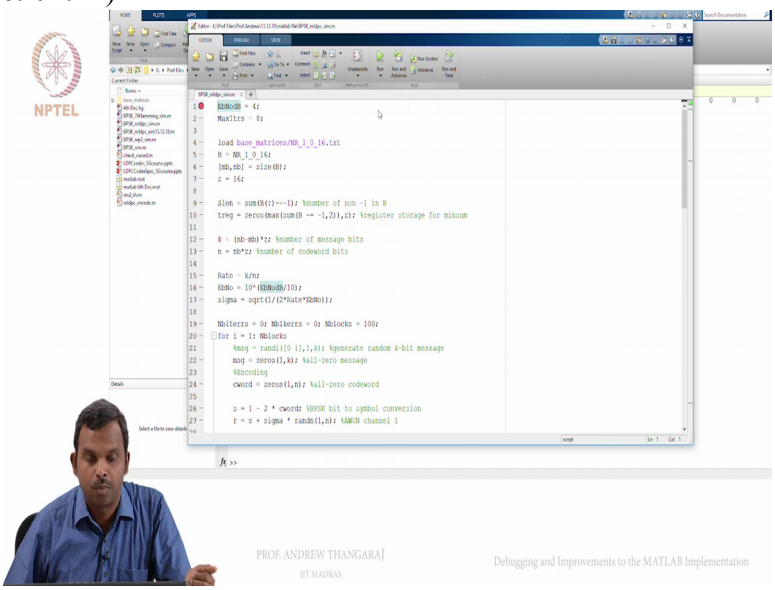

Ok.

So this is something important. You will single step-through the code to see how it works. And then if you run it, your debugger stopped it there and then you can start single stepping, Ok.

So this is loading base matrix, assigning it to this, we do not expect too many errors here. This is the number of non minus 1s in B and then you assign a t reg, and then k and n, Rate, E b over N naught sigma, initialize k into the loop Ok.

So this is message codeword and then the symbol r, L equals r, is being initialized and we start the recursion, Ok, start the decoder.

Ok

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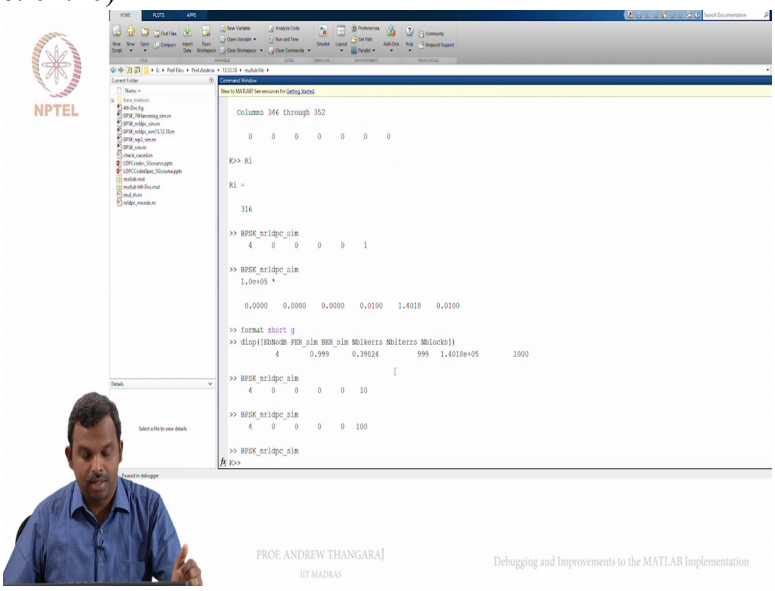

so let us see a few values. May be you can see L of 1 colon 32, the first two

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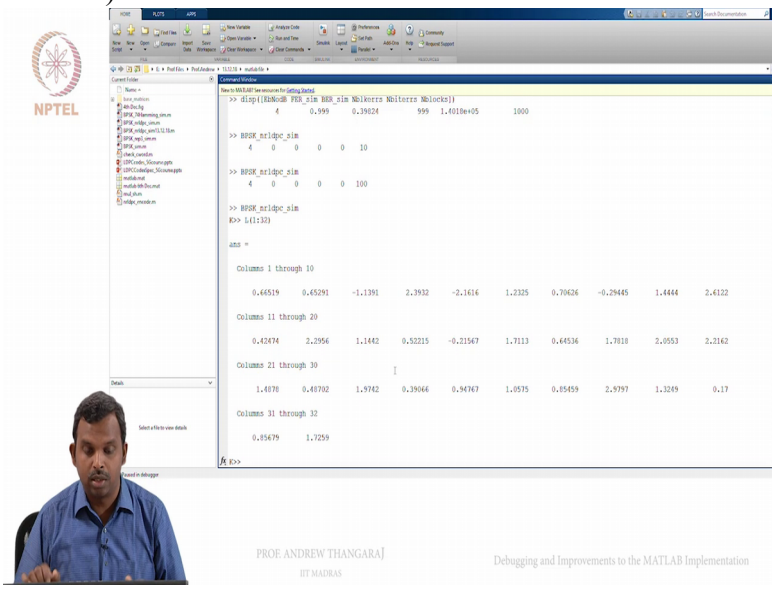

blocks so those are the received vectors. Remember we transmitted the all zero codeword, right. So anything positive is no error. Anything negative is error, Ok.

So we sent error plus 1 or B P S K is plus 1 or minus 1and we added Gaussian noise. And you can look at the sigma, sigma will be fairly large,

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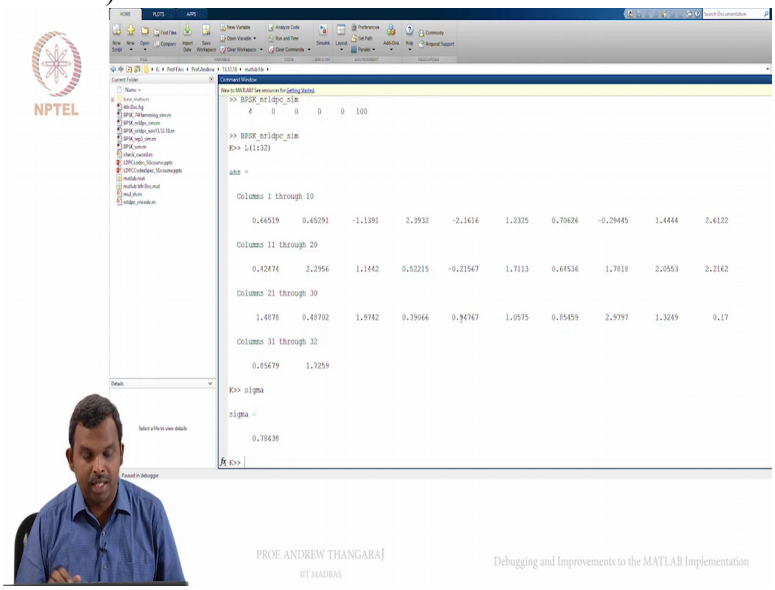

Ok so some point 7 8 because remember the code rate is really, really low, right, so if you remember k, k will be something

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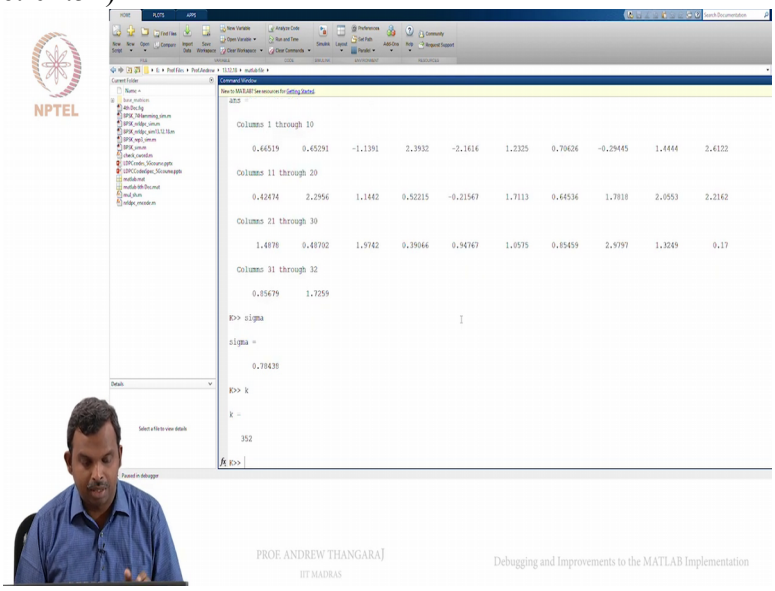

like 352,

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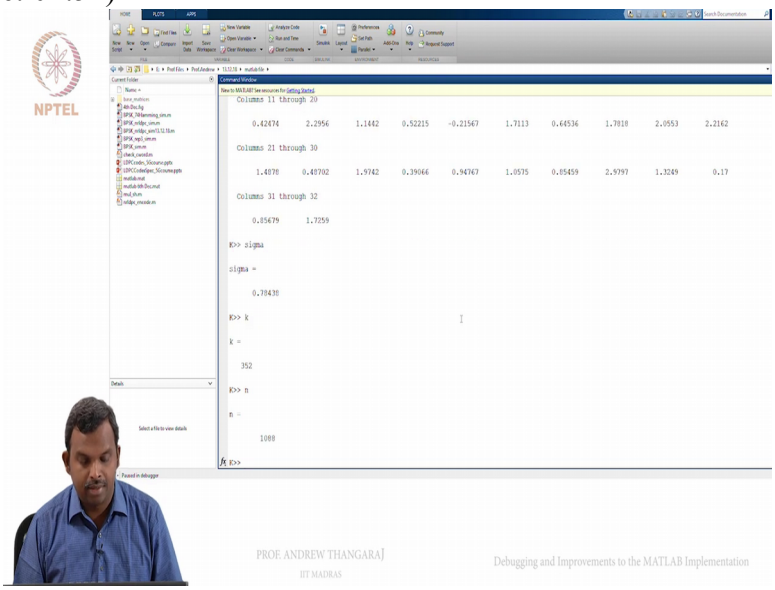

n is 1 0 8 8, Ok.

So the code rate, if you look at it, I think I had a Rate here which is

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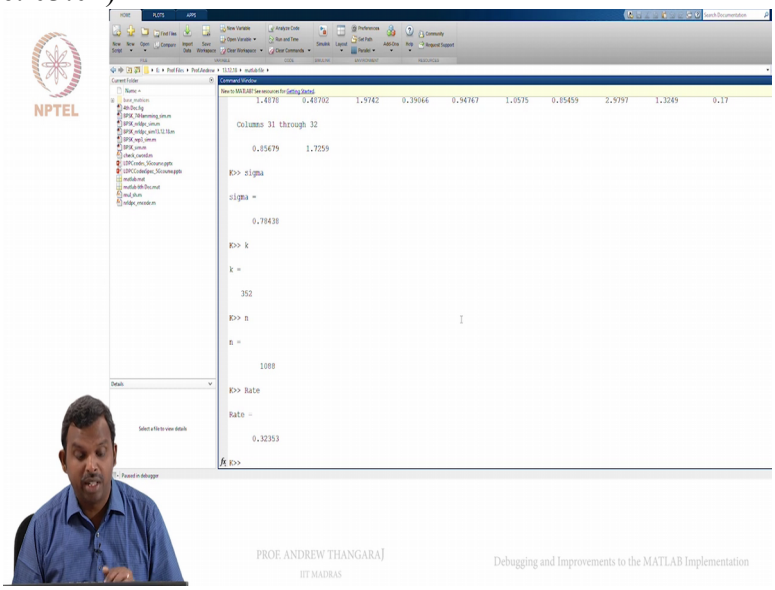

point 3, Ok. So it is like one third roughly one third, slightly smaller than that for some reason. So we will see why, why that is so. Because that are 46 by 68 right so this is slightly smaller than one third.

So E b over N naught of 4 d B and all is quite high E b over N naught, but still the noise will be quite low, quite high. Sigma is point 7 8 4 8.

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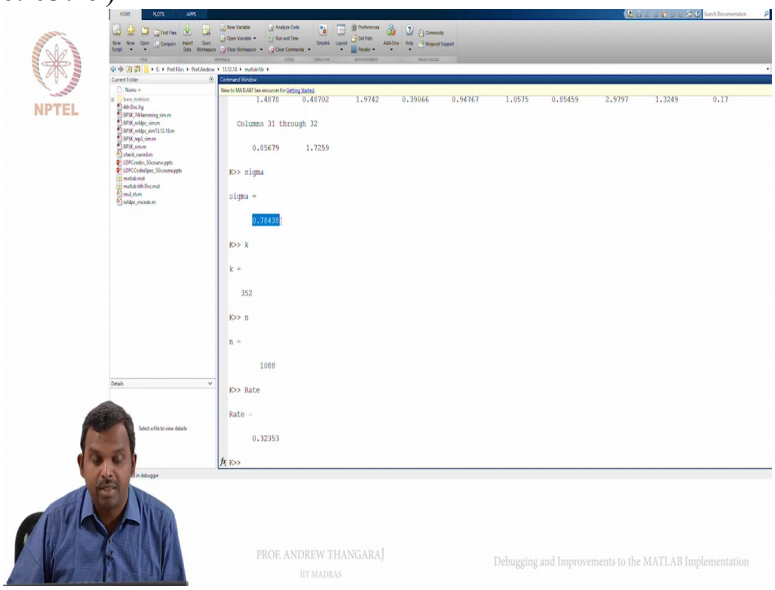

So you can expect quite high noise. And you can see, so many of the

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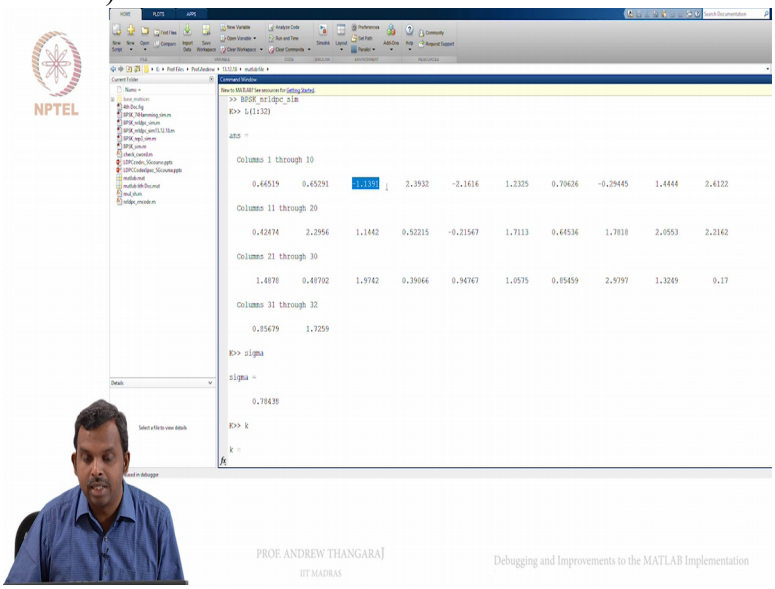

received words are in error.

Ok, if you look at this minus 2,

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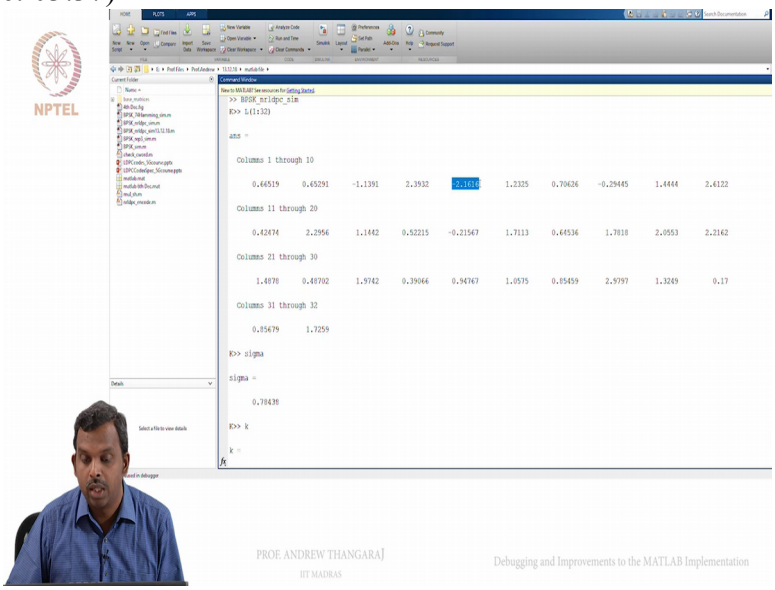

Ok so that is lot of error, minus point 2,

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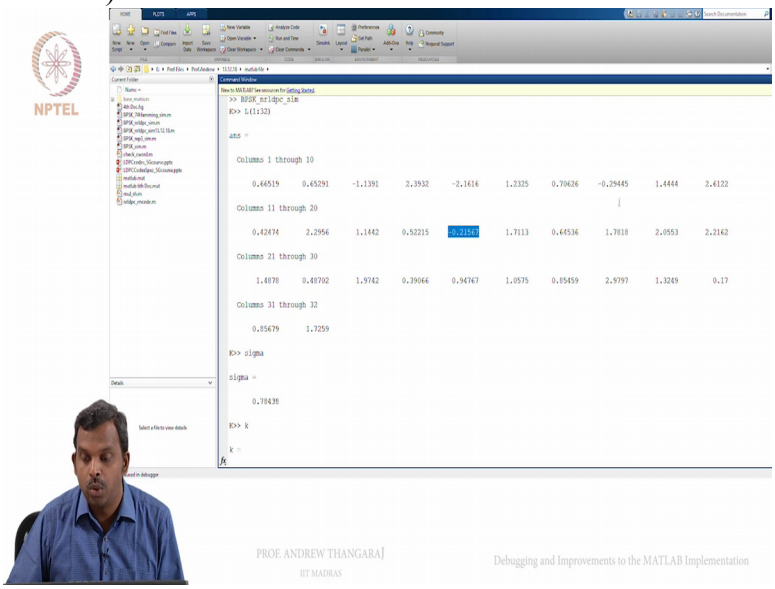

minus point 9,

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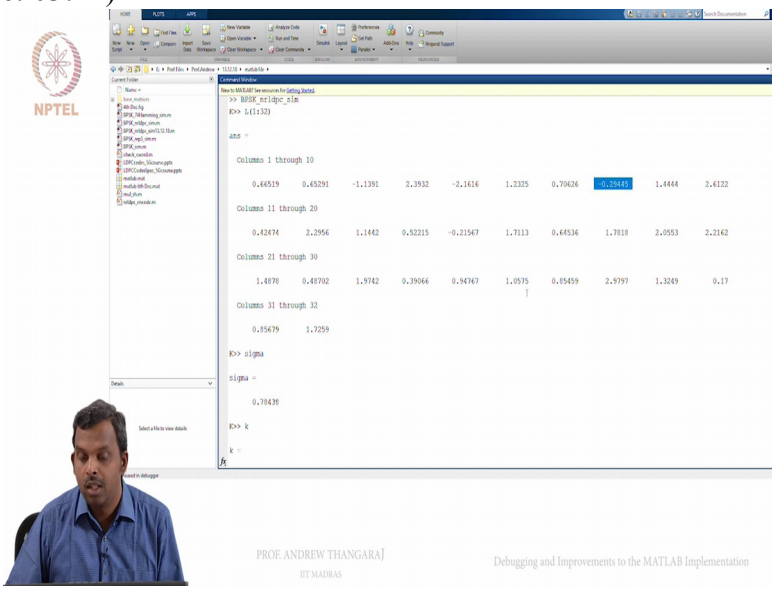

quite a few things are in error. But few things are not in error on the other side

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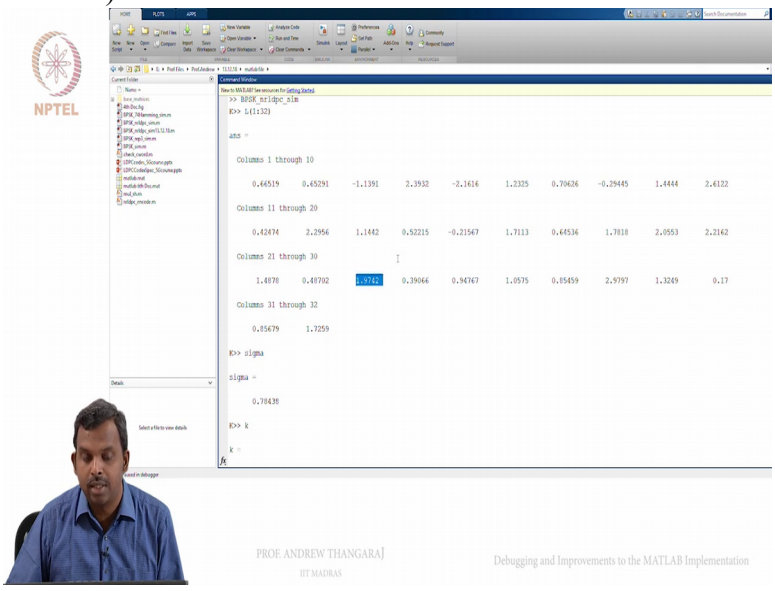

also. But you have errors, Ok. So clearly there are errors. And one needs to see how this can get corrected as we run the iterations, Ok.

So if you run more and more iterations it should

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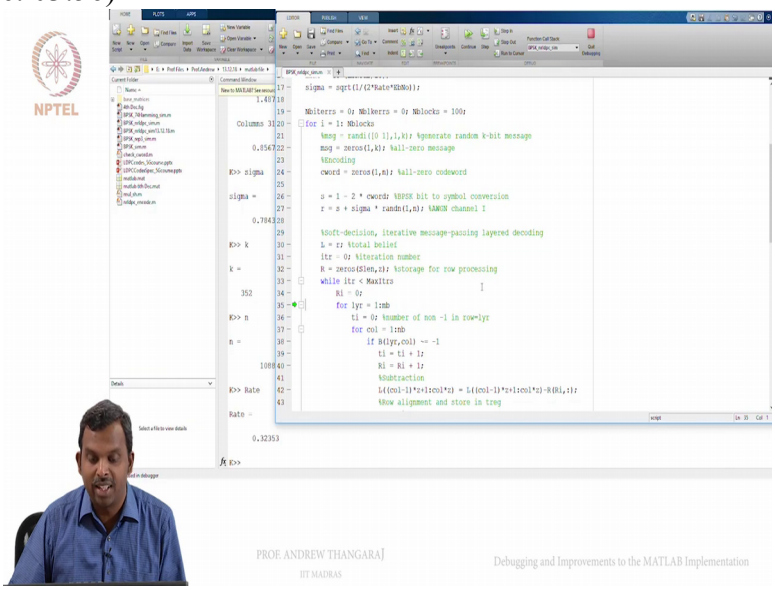

hopefully corrected so you can see here I am going through the row processing each layer or each block row in the, in the base matrix and for every block row I am going to try and do the minsum processing but first thing is you have to do the subtraction.

First loop does the subtraction part and row alignment and storing it and this t reg, Ok

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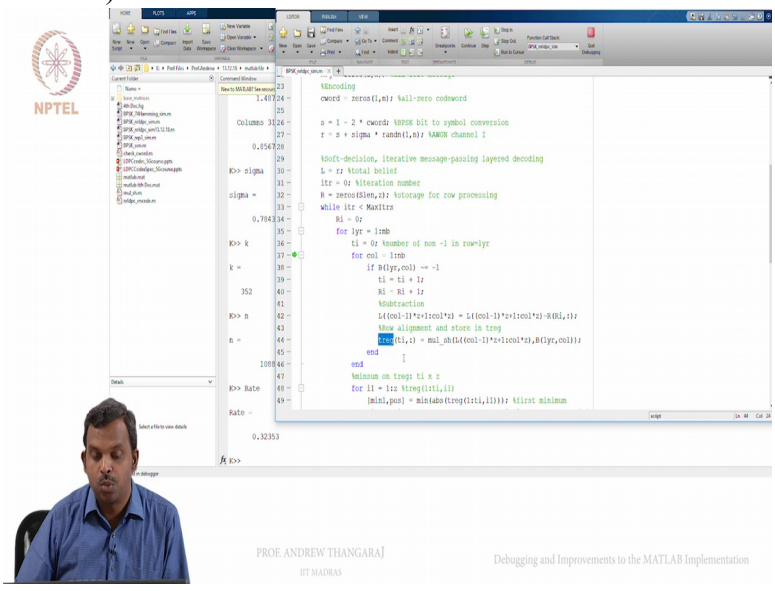

so if remember that is what it does.

So, so if you let it run through for the first layer, if you let it run and run to the cursor, if you can look at this t reg,

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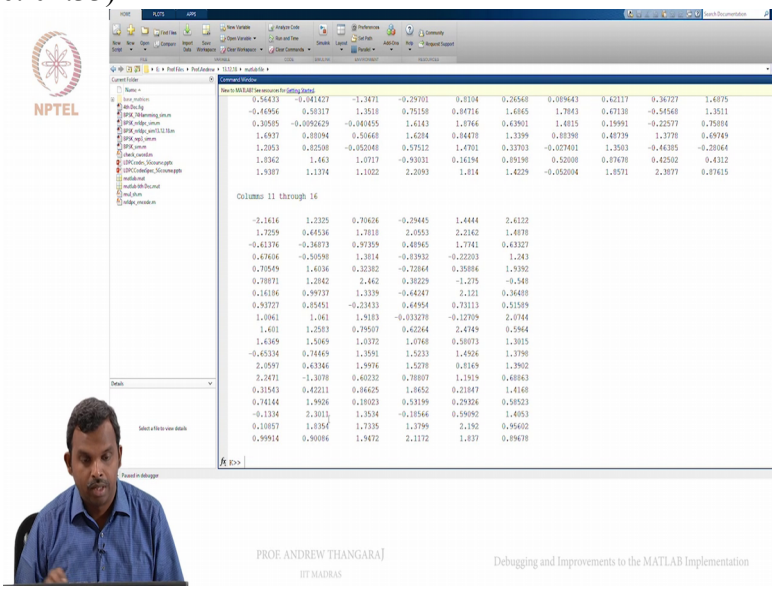

it will give you an idea of what is going on. So it needs to have, if I am not wrong 19 rows, because there were 19 non minus 1s in the first block row, Ok and then each row will have 16 values.

These are the aligned values corresponding to the first thing. So for instance if you look at B of 1 comma 1,

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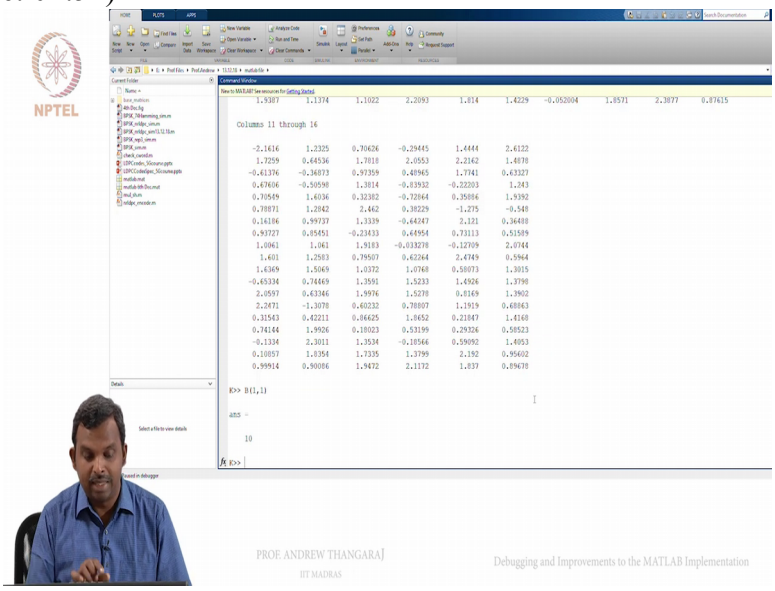

it is 10, Ok. Then if you look at L of 1 colon 16,

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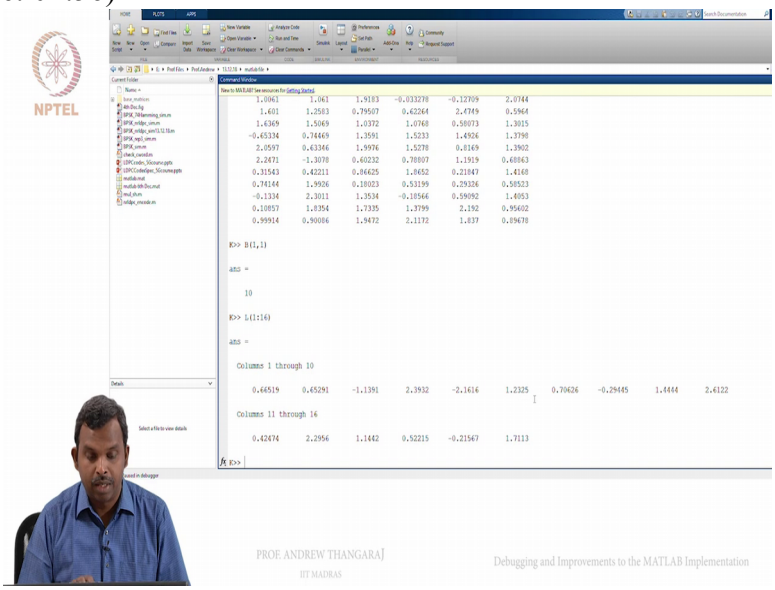

this is the actual received value column aligned Ok. Now this B of 1 comma 1 is 10, so you have to rotate it by 10 positions and if you look at the t reg of 1 comma colon it will be the same thing rotated by 10 positions.

So we will start

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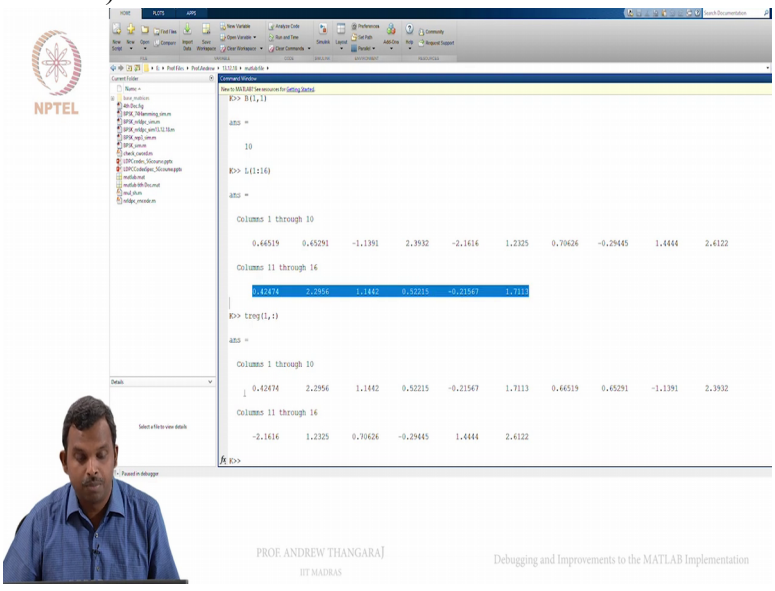

at the 11th column. So you can see this is what starts here,

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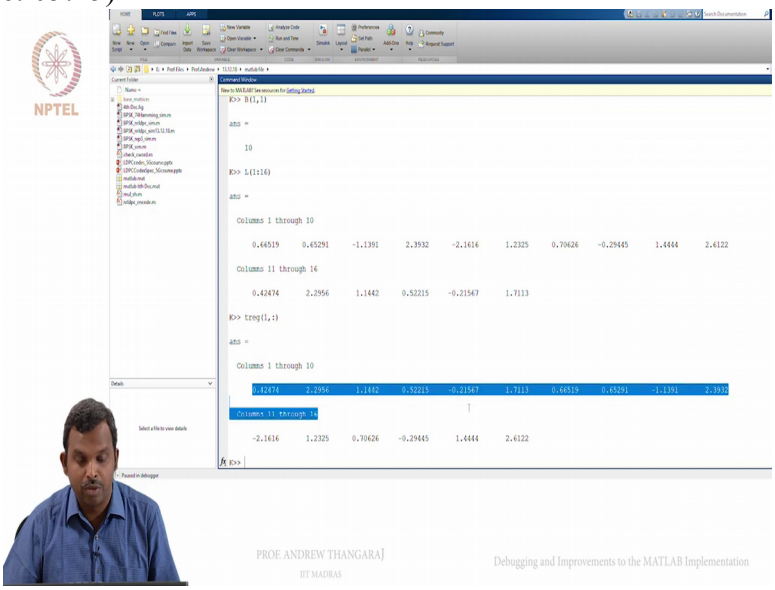

point 4 2 4 7 4. So now if proceed, it starts at the eleventh column and then it is rotating. So this has happened. So this is t reg for you. Ok. Now if you proceed this loop does the minsum processing,

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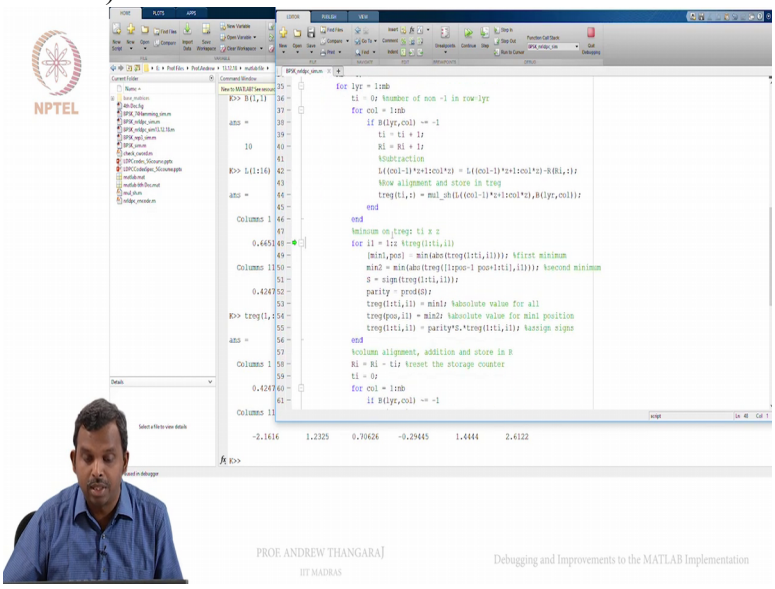

right. And it works just on t reg, and if you fully finish the minsum, you expect the min 1 and min 2 to replace the value.

So if you

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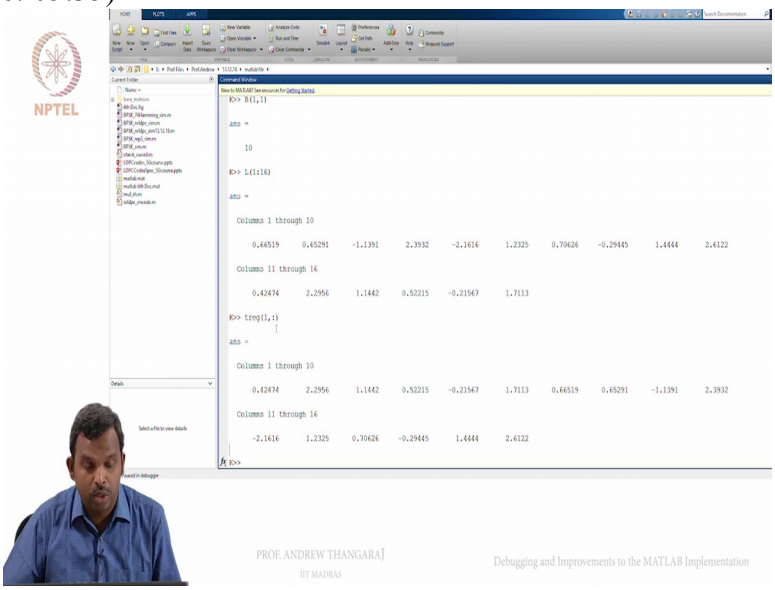

go through and look at t reg of 1 comma colon, so, so this is not, t reg of 1 comma colon is not where the minsum has run. On the other hand it is t reg of colon comma 1,

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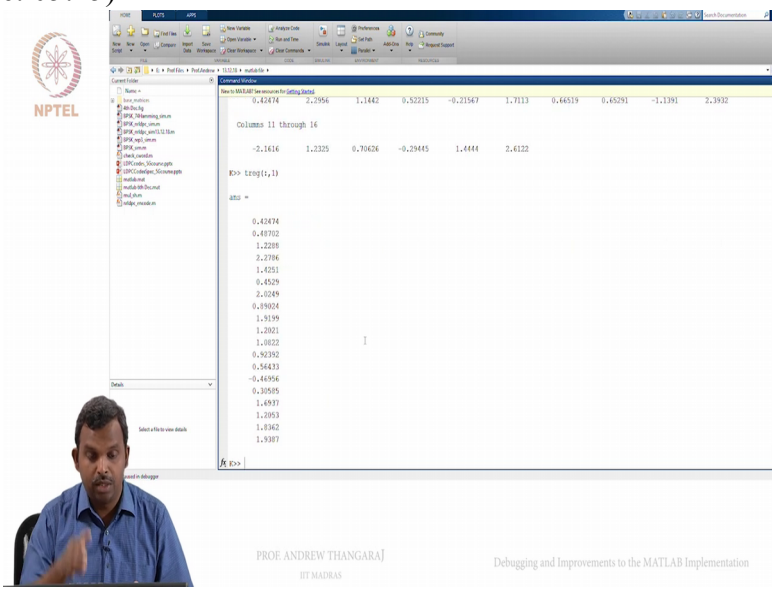

Ok the first column, remember. So I rotated the t reg, aligned it and then stored it as a row, ok. 16 values I stored as a row, so my first column in t reg is actually the first expanded row in the parity check matrix, Ok.

So I will look at the first column and on this the

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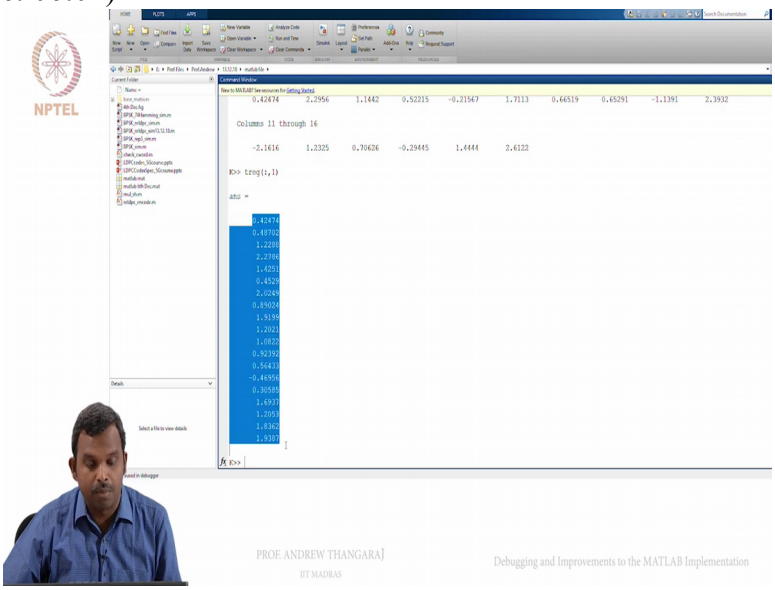

minsum is run, Ok. So to look at it a bit more cleanly may be I look at the transpose

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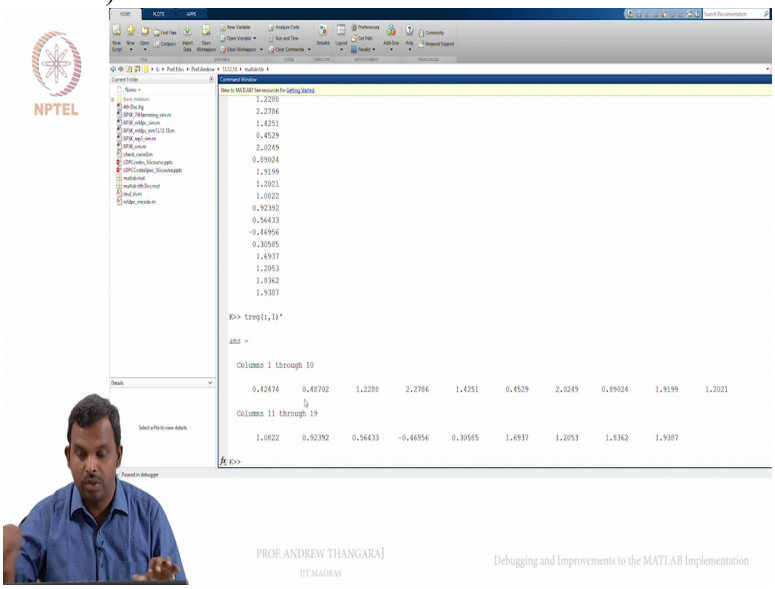

of this so that you can see it is a row. So we need to find min 1 and min 2 here, right.

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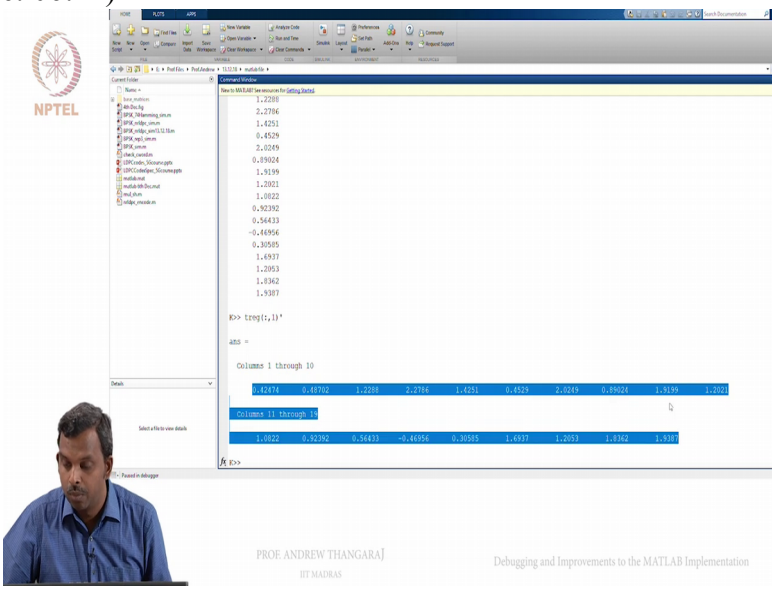

So if you look at it, maybe we can eyeball min 1 and min 2, point 4 2 looks pretty low to me.

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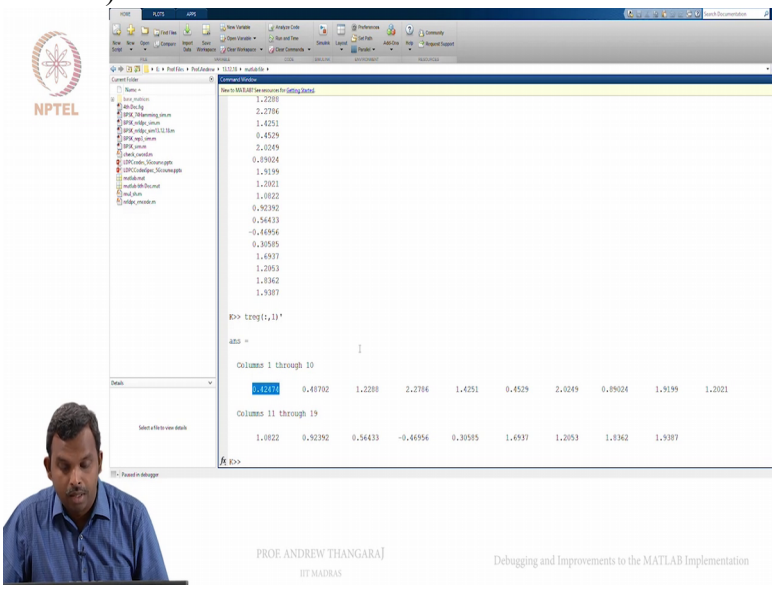

I do not think there is anything else lower than point 4 2, so yeah this should be min 1, min 1 should be point 4 2.

And min 2 looks like it is point 4 5,

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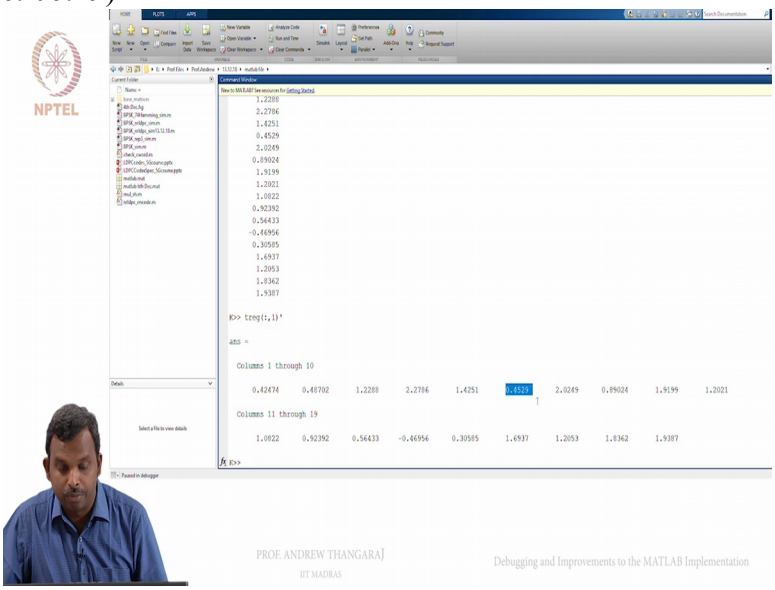

Ok. So min 2 is point 4 5 and min 1 is point 4 2, number 1.

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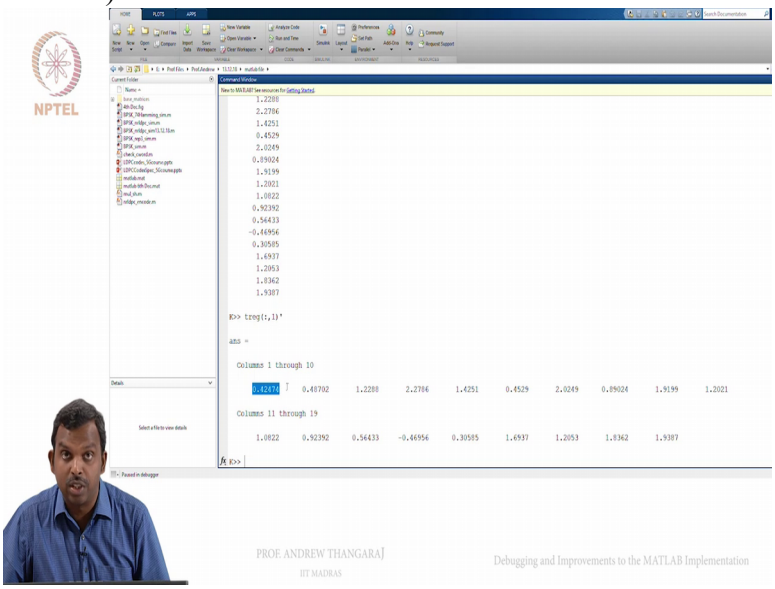

That is the first thing that minsum calculates. Next is the overall parity. The overall parity is actually minus 1, right. So there is only one minus 1 here. So if I multiply the signs, you will get minus 1.

So after minsum processing I am expecting point 4 2 4 7 4 to be all these values, all these other values will be point 4 2 4 7 4. This alone will be point 4 5 2 9 and then all the signs will be flipped. There will be only positive

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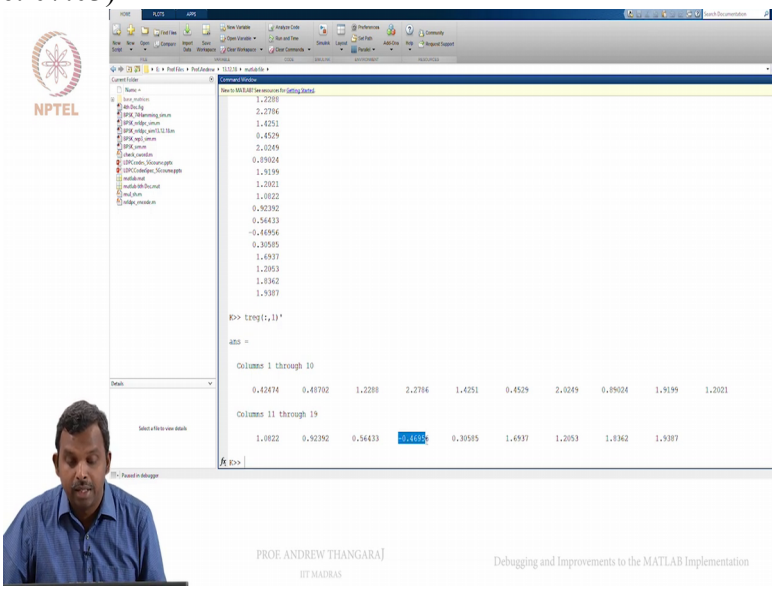

sign here; everything else will be negative sign. That is what I expect after the minsum. Let us see it happens.

So we run through the minsum, just for this guy then let us say step

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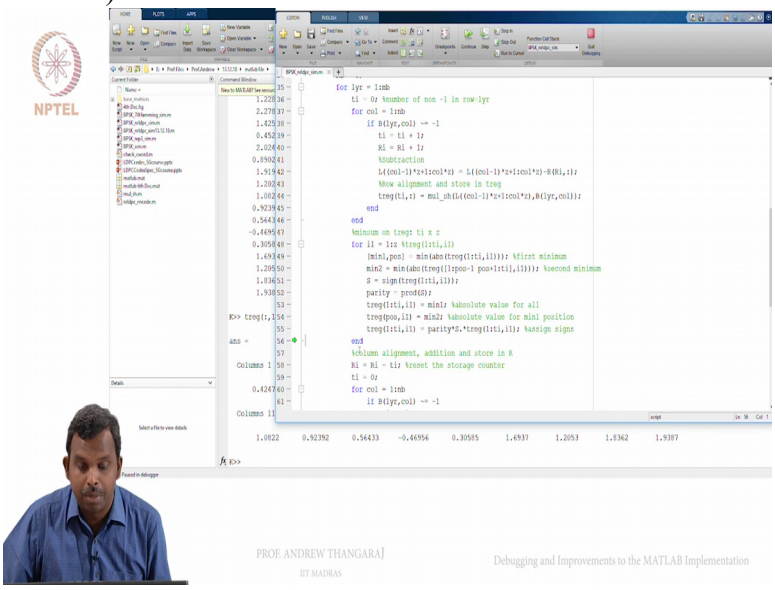

and we see the same thing, right.

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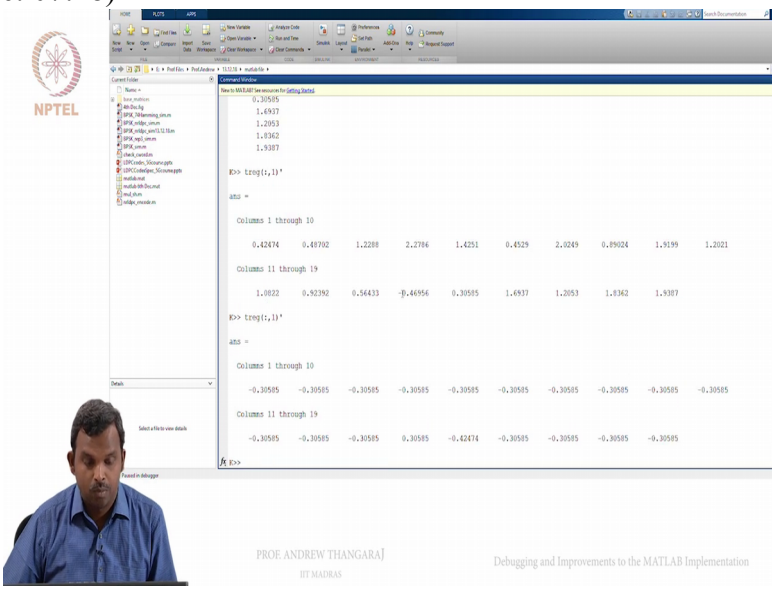

Ok alright, so I missed one value, as usual, not very surprising. It looks like point 3 0 5 8 5

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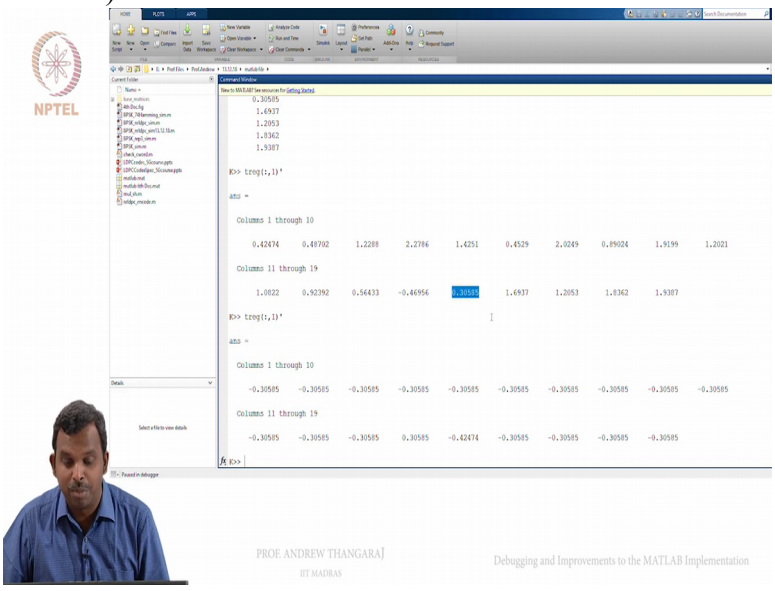

is min 1, sorry, Ok. So this can happen if you do it by manually, these kind of errors can happen.

Of course program is not going to make that error. So min 1 I was totally wrong. It is not point 4 2 4 7 4. It was point 3 0 5 8 5, Ok and min 2

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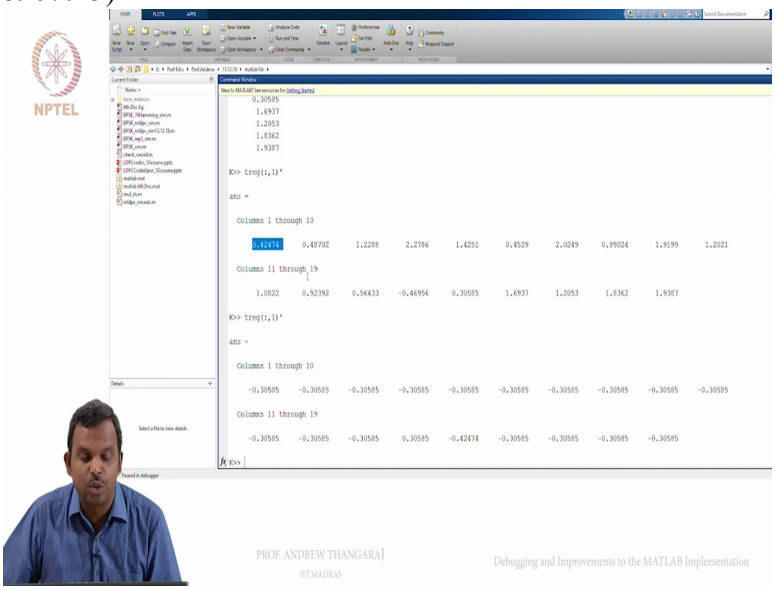

was point 4 2 4 7 4, Ok and of course the program has worked on it and got the whole thing right. So you see the whole thing got replaced by point 3 0 5 8 5 except for this guy

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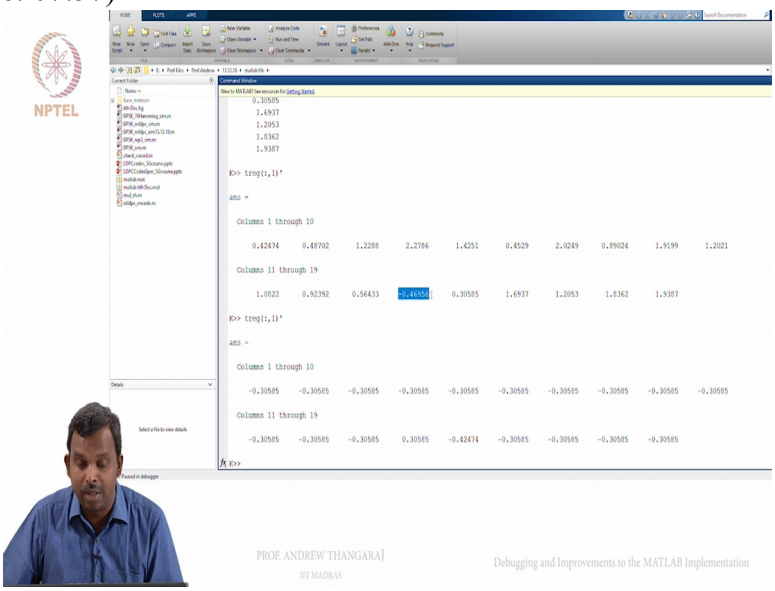

which is positive sign, everything else is

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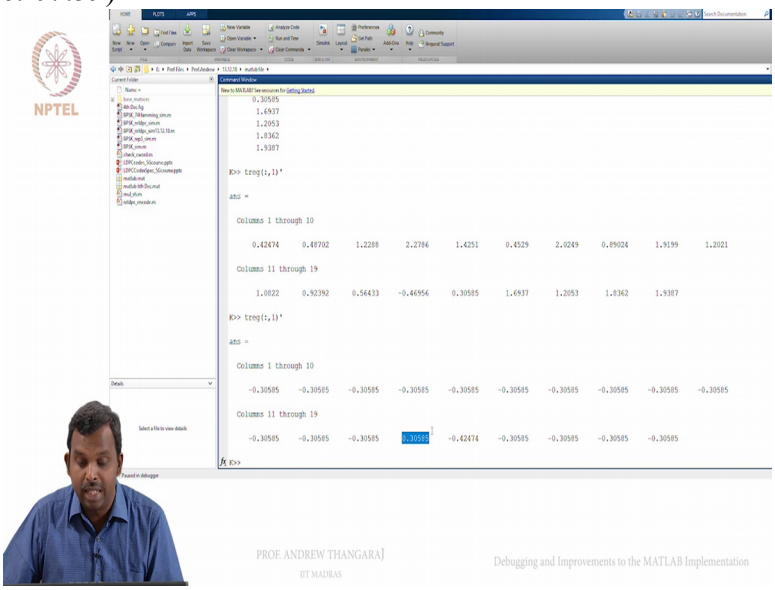

negative sign and the whole thing is working correctly, Ok

So we are expecting this to work correctly. So you can finish off the minsum loop and

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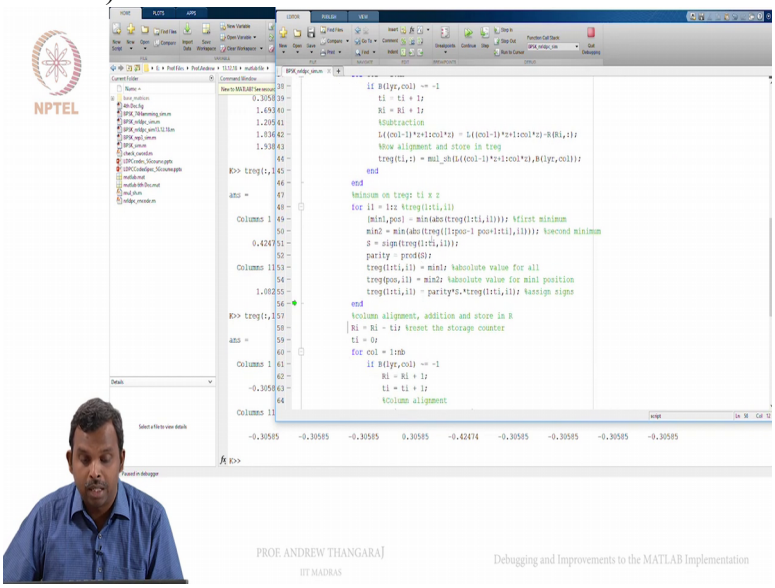

come out here,

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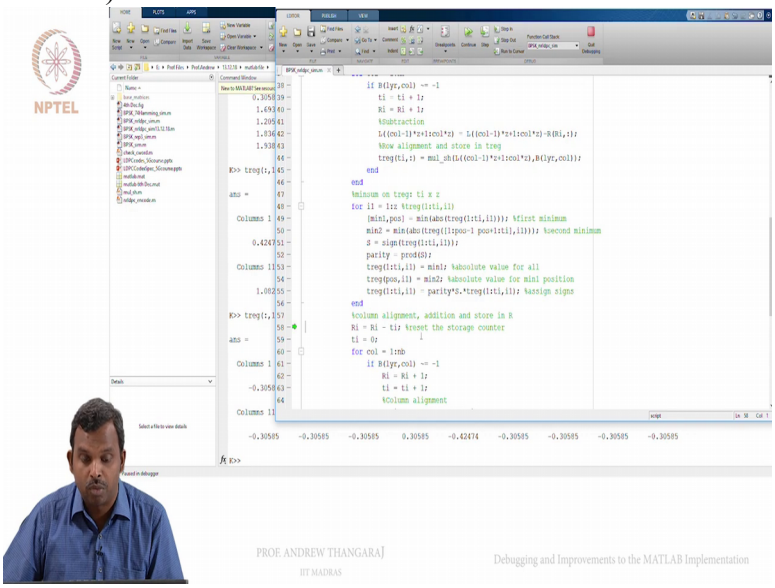

Ok. And then if you look at t reg you will see

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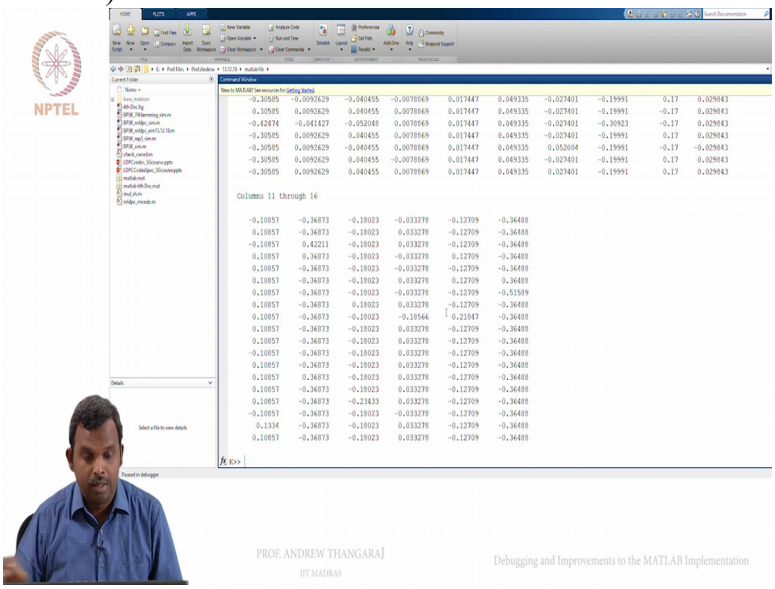

the minsum has worked. Ok, if you look at every column,

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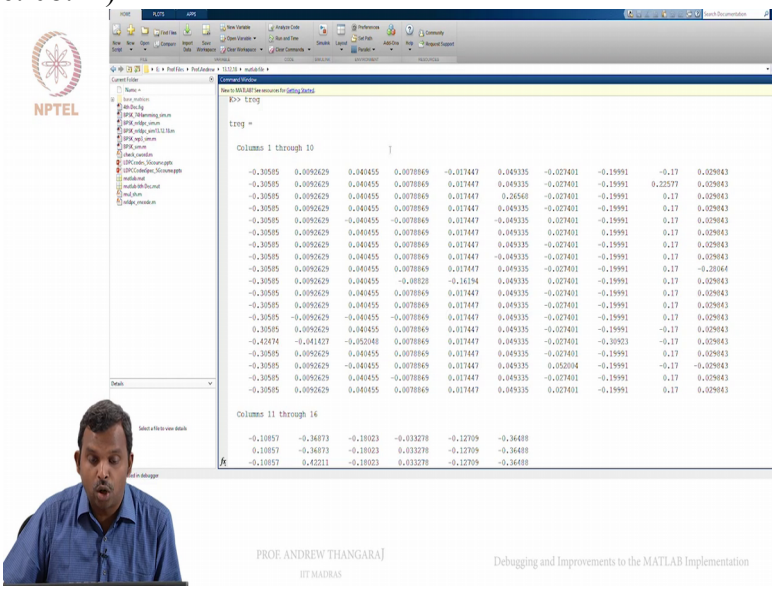
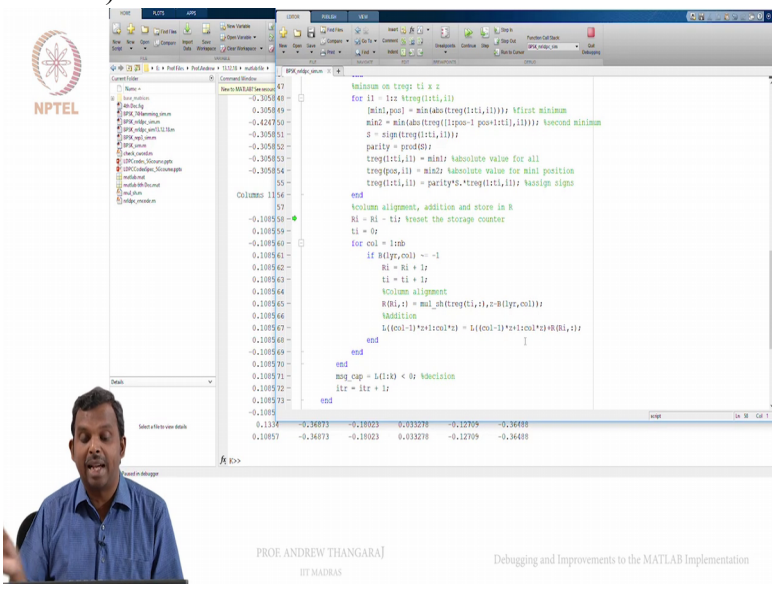


every column will have only two different values, the minimal value and the next minimal value and the signs are depending on the overall parity, Ok.

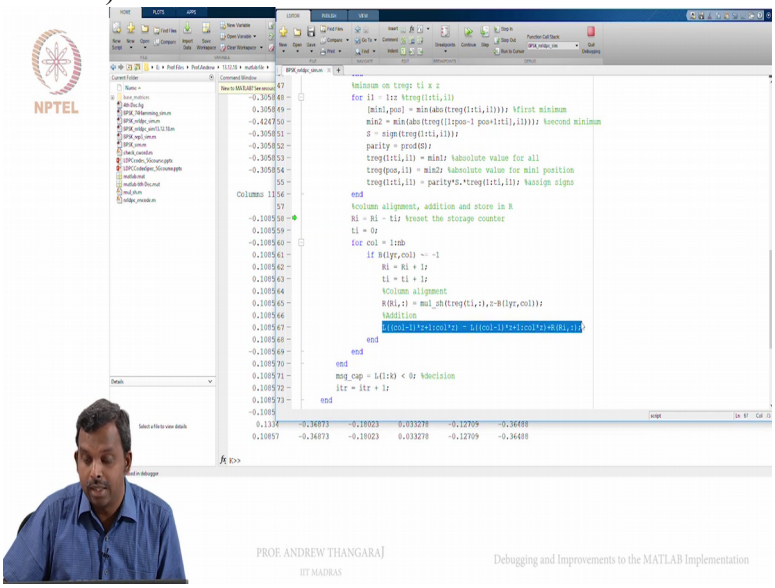
So this is how the minsum has worked. After minsum works, one needs to do the storage back

(Refer Slide Time: 08:29)



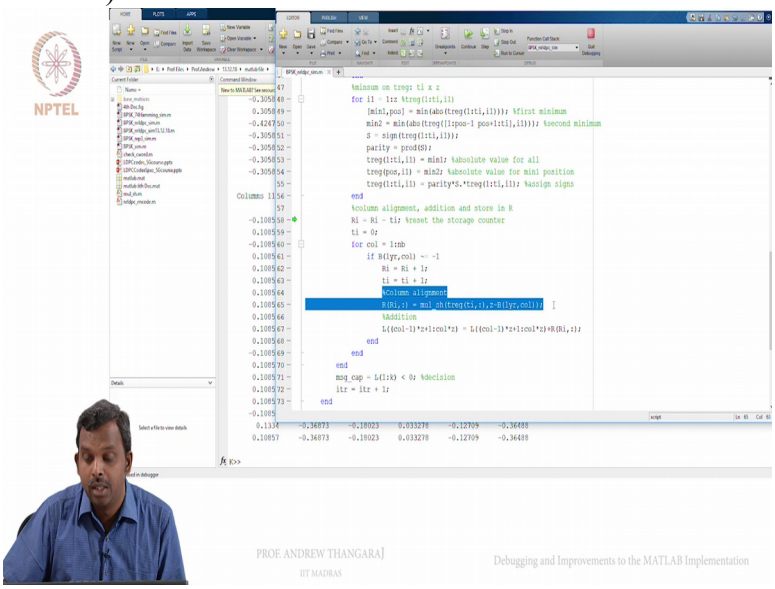
into the, into the R array and this is what this loop does for you. And then, L also gets updated,

(Refer Slide Time: 08:38)



Ok. It gets added and then the storage. For the storage you will do a column alignment.

(Refer Slide Time: 08:41)



You have to multiply by z minus B so that thing aligns up properly, Ok. So this is something you can do and this will also work.

You can, you can try it out and then you will get message cap. So if you run to the cursor, I finish my first

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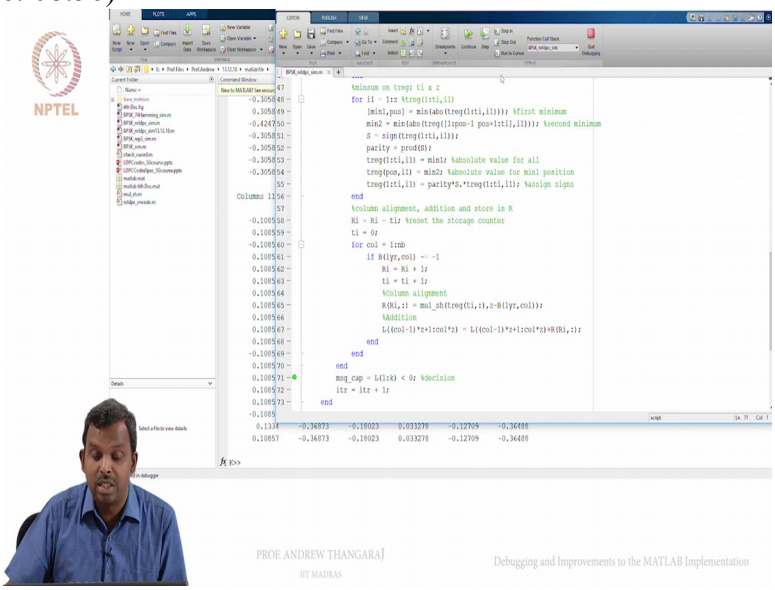
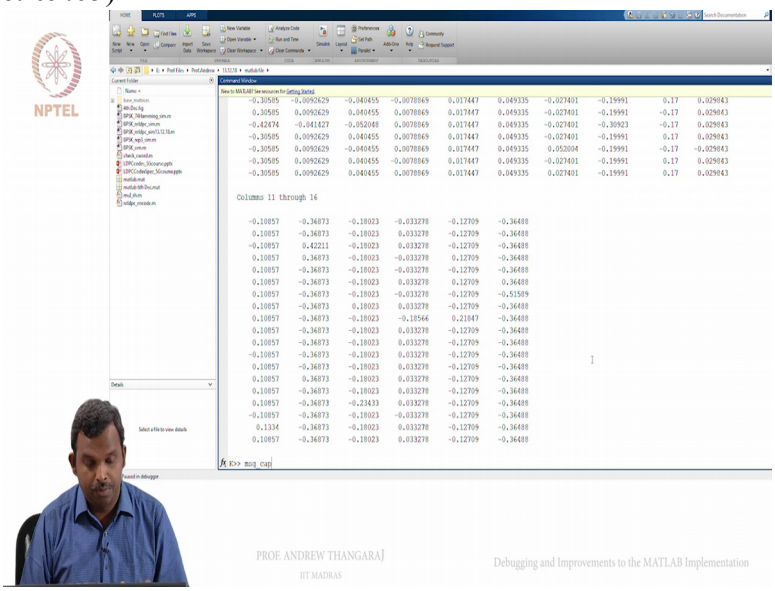


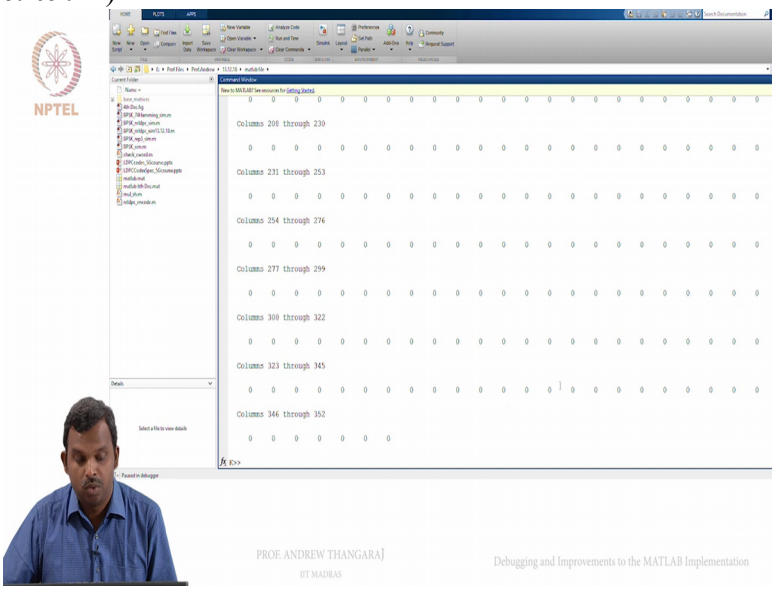
block completely. I have done 10 iterations and you can see message cap. So this message cap, 1 is the question,

(Refer Slide Time: 09:05)



it is all zero; you can go through and check it, Ok so it is all zero,

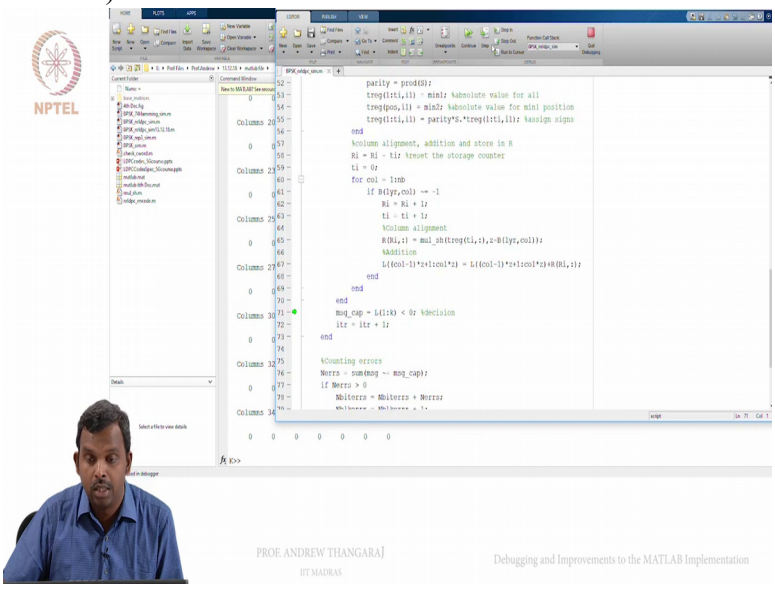
(Refer Slide Time: 09:12)



Ok.

So we will count that and then see if there are any errors etc. Ok. So you can let it run through. I have done this program for like 100 blocks, Ok so it will run pretty fast. You can run this and you will get the answer, Ok. So this is 4, 4 d B E b by N naught

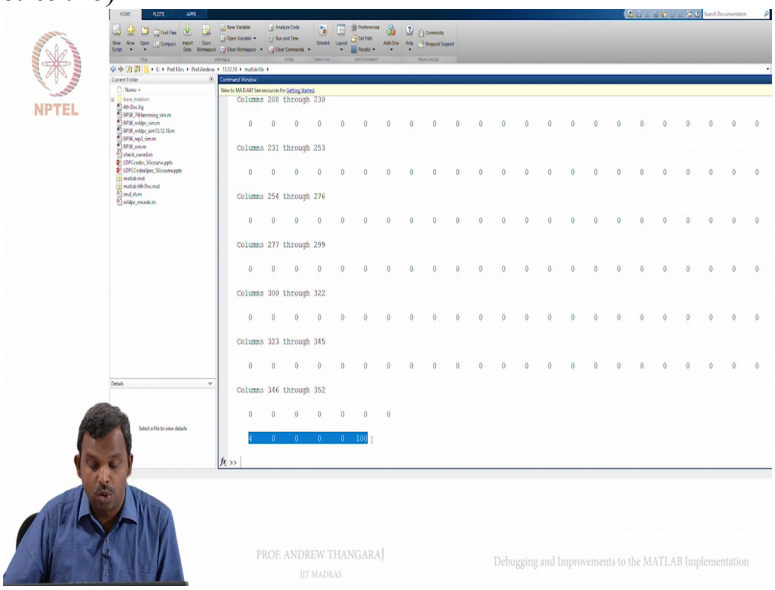
(Refer Slide Time: 09:32)



and let us see. We continue.

It stands for a while. It takes some time. Then it gave you the answer. Ok so there you go. It gave all 0, 0,

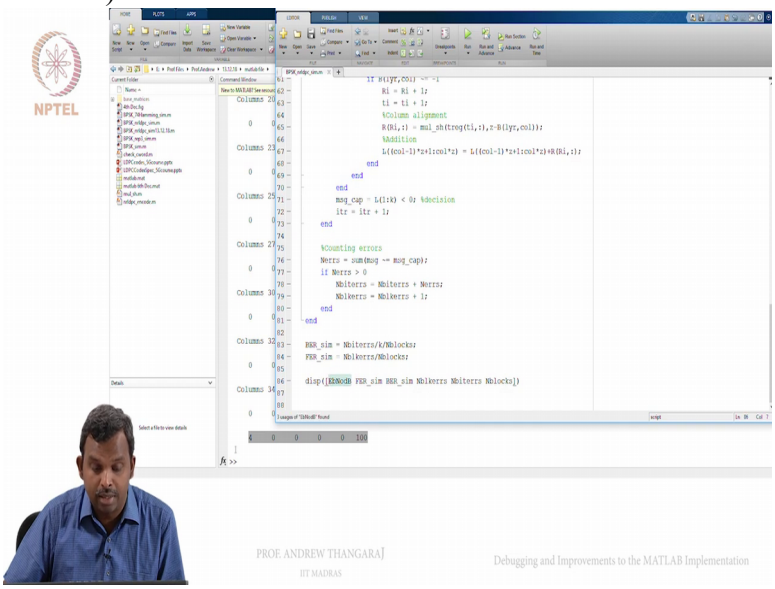
(Refer Slide Time: 09:46)



0, 0, 0. So now how do you interpret this? Remember what did we type in here? What did we display here?

The display is E b over N naught first,

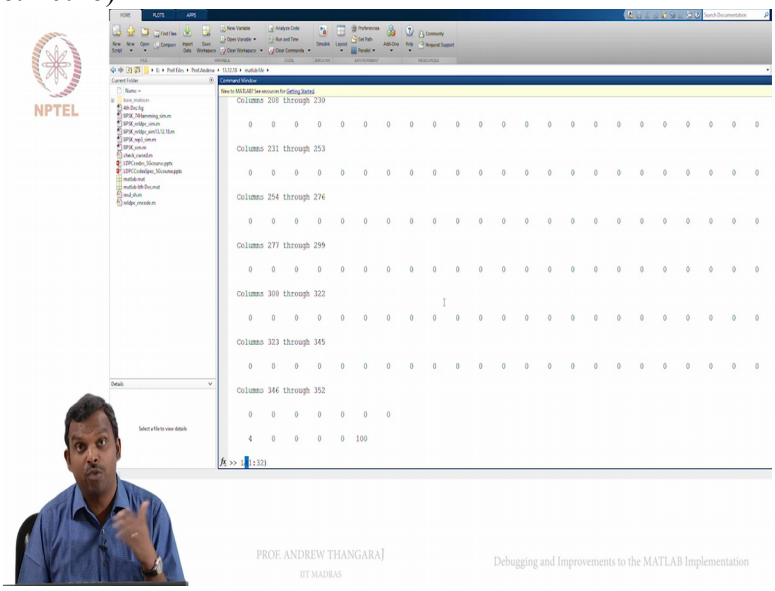
(Refer Slide Time: 09:55)



which is 4, and then F E R simulated which is 0, B E R simulated is also 0, number of block errors is 0, number of bit errors is 0. So out of these 100 blocks we simulated there were no errors in the output, Ok.

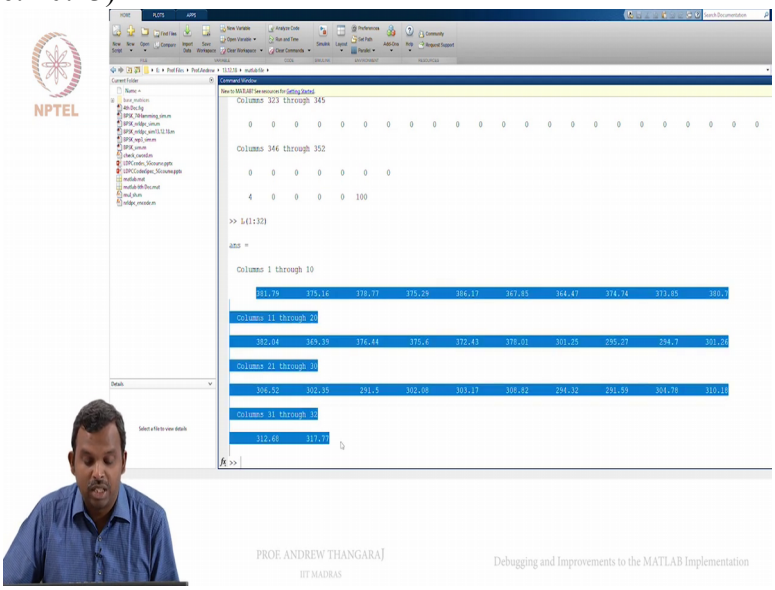
So all the errors were corrected by this. It is also instructive to see this L value. This, remember is the total belief

(Refer Slide Time: 10:16)



at the end of iterations, 10 iterations. You can see it is all huge, 300 odd and it is all positive, Ok.

(Refer Slide Time: 10:23)

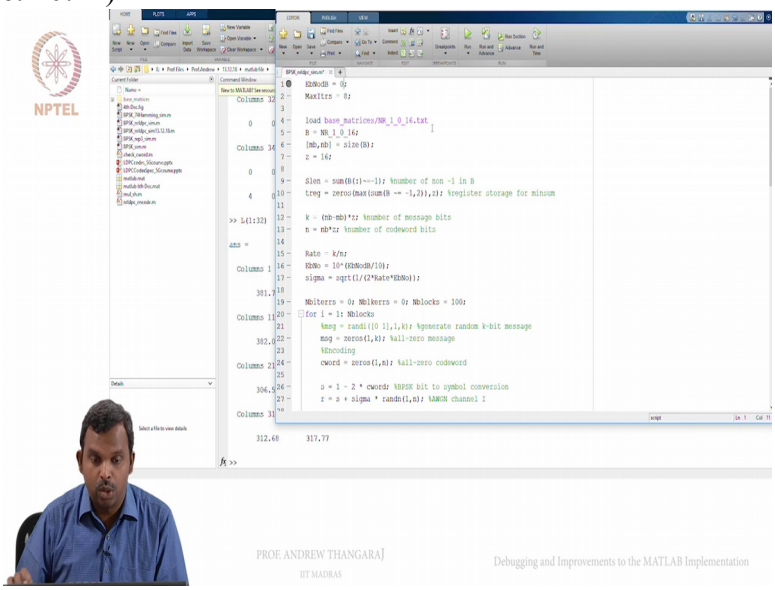


So at the decoder everything has worked and it has also worked really very well.

And when you say it is one you are confident that the bit is 0, there is no doubt. Belief has really increased to a large value at the end of the iteration.

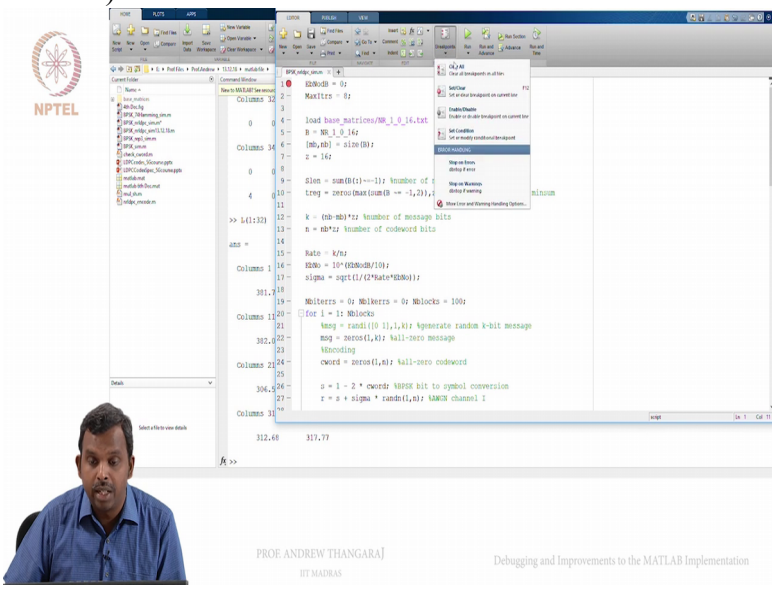
So maybe we should see this a little bit more. May be, maybe we will see for a lower E b over N naught, Ok. So I will keep E b over N naught as 0

(Refer Slide Time: 10:42)



and instead of keeping the

(Refer Slide Time: 10:45)



breakpoint here, I will put the breakpoint here, Ok. So at this point we will put a breakpoint

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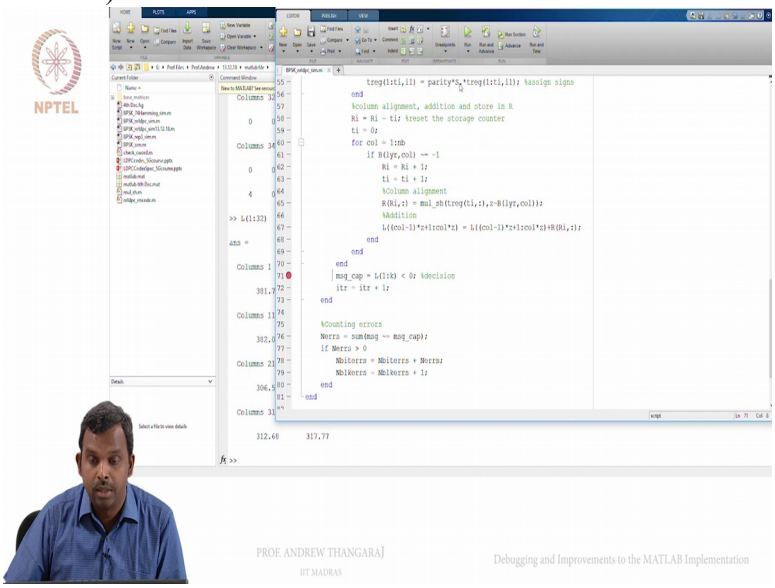
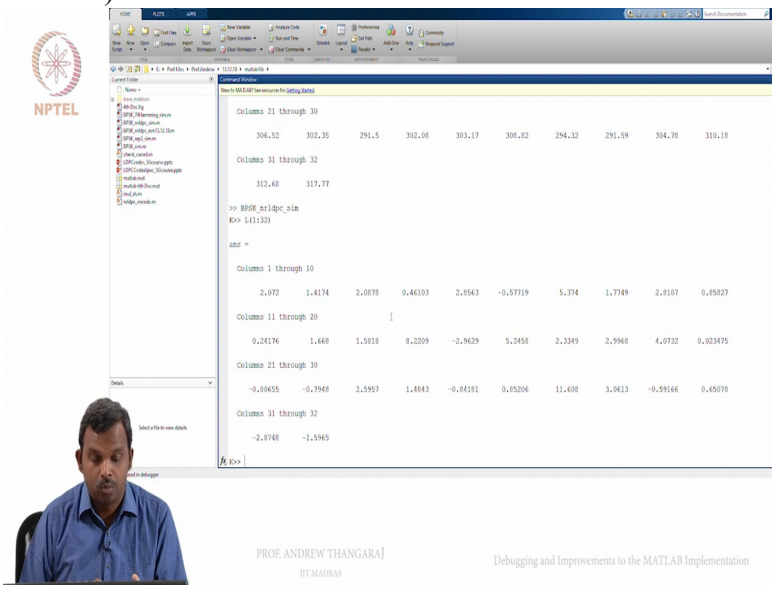


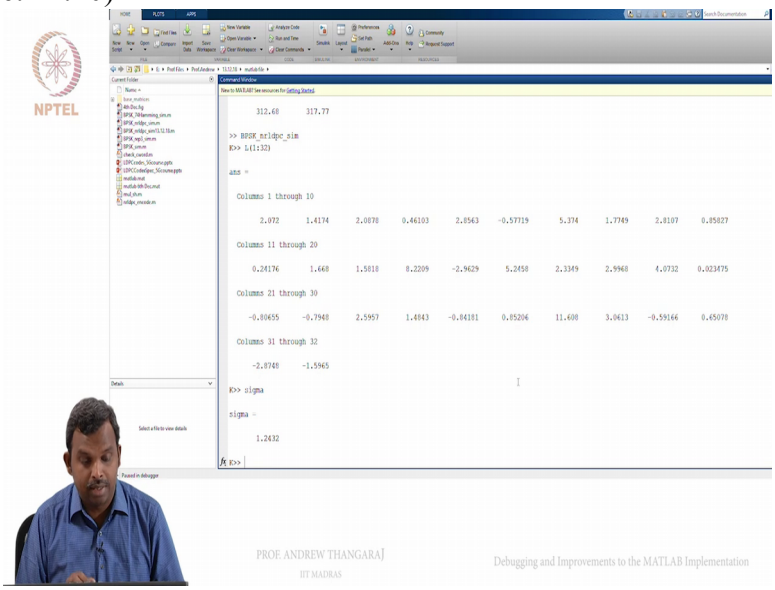
And I want to watch this L of 1 colon 32,

(Refer Slide Time: 11:00)



Ok, remember this is after the first iteration. First iteration is already over and you have these kind of beliefs. And remember this is 0 d B. 0 d B E b over N naught, this

(Refer Slide Time: 11:10)



is sigma of 1 point 2 4 3 2, Ok so it is a huge noise.

Ok the noise has been added a lot and if you see R, R of 1 colon 16 or 32, if you will

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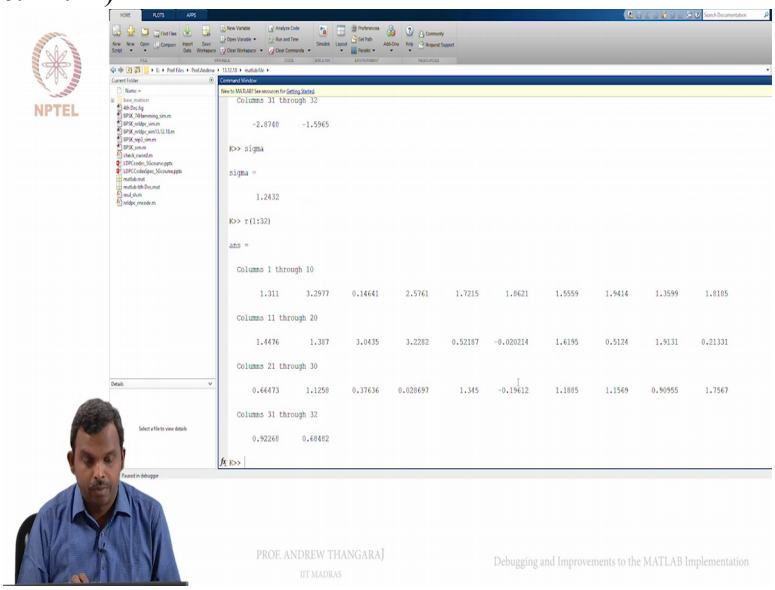

that is the received value. Received value, it is quite big values and it will have big errors also.

And if you see L

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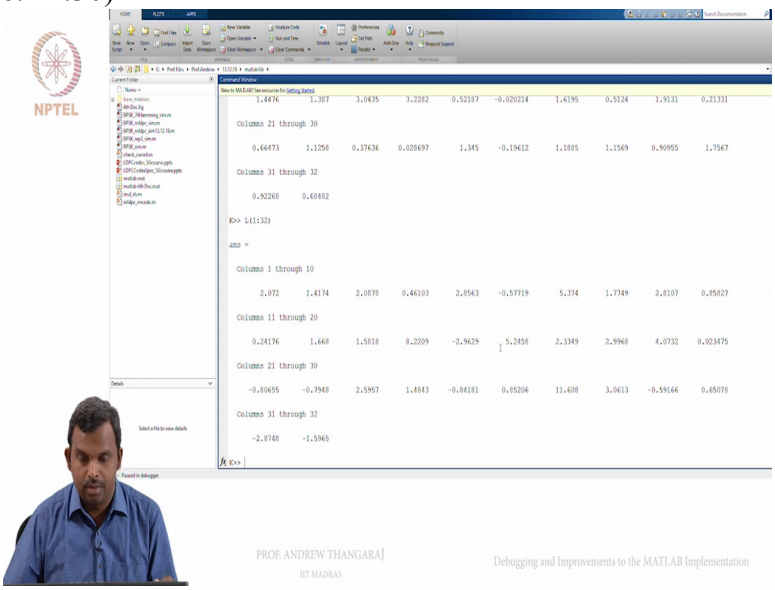

that is what happens at the end of the first iteration. So within the first iteration, it looks like this. There are still errors,

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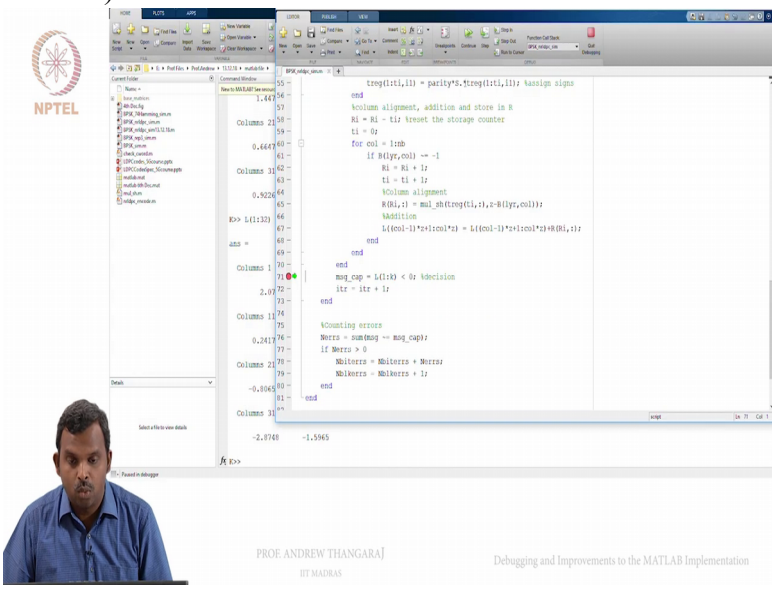
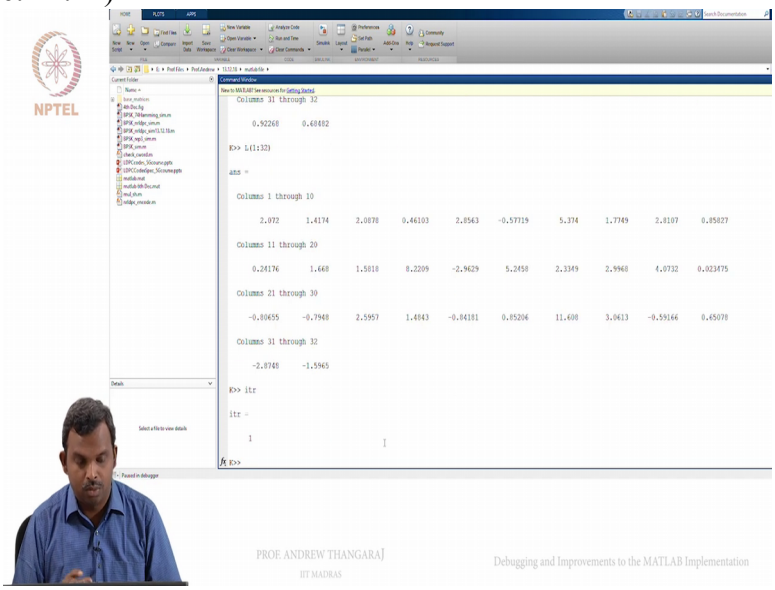


Ok. Now we can continue this and you get the second iteration. You can see i t r

(Refer Slide Time: 11:41)



is 1; it has not been incremented yet.

The second iteration you can see

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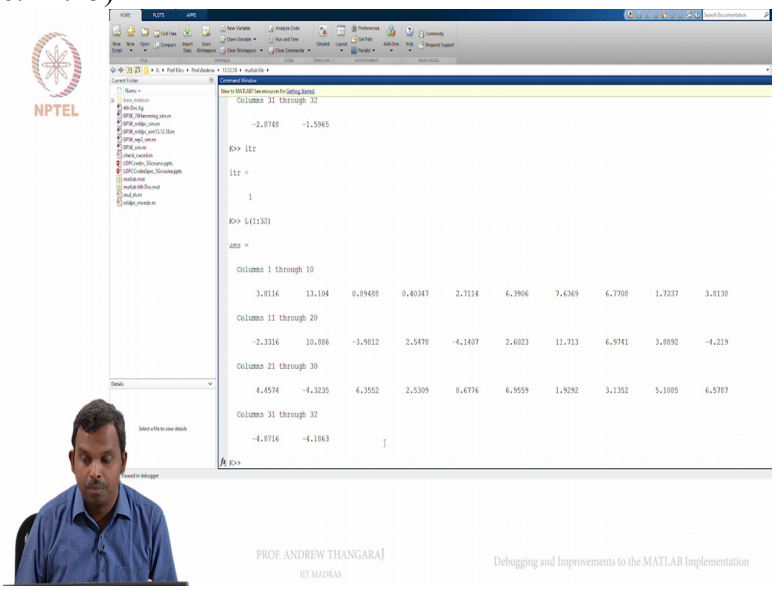
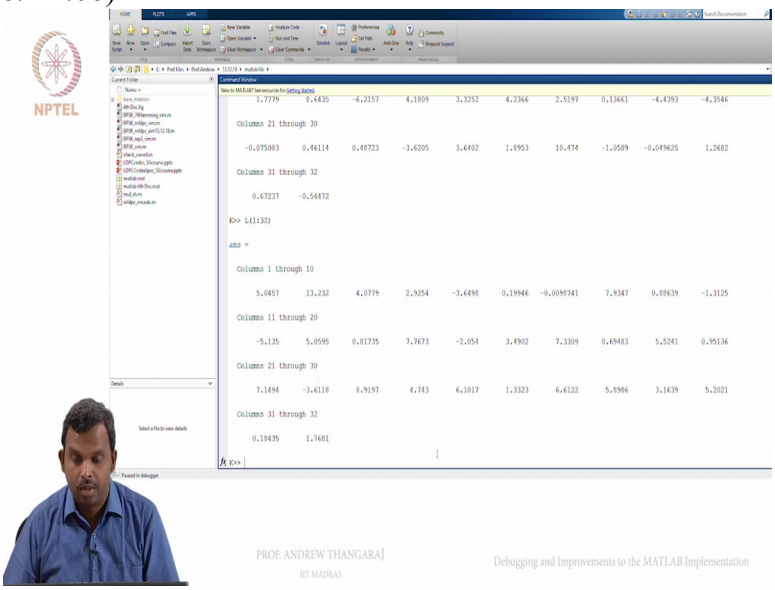


L, Ok. There are more negative values. Things are not looking very good. May be this minus 4, minus 4 and all that, looking a little bit scary.

Let us continue again. May be 0 d B is too much noise, Ok. Let us see. We are doing 10 iterations. We never know what can happen. Let us continue again.

(Refer Slide Time: 12:06)



May be, may be this is some good news. I am not sure. Let us continue again.

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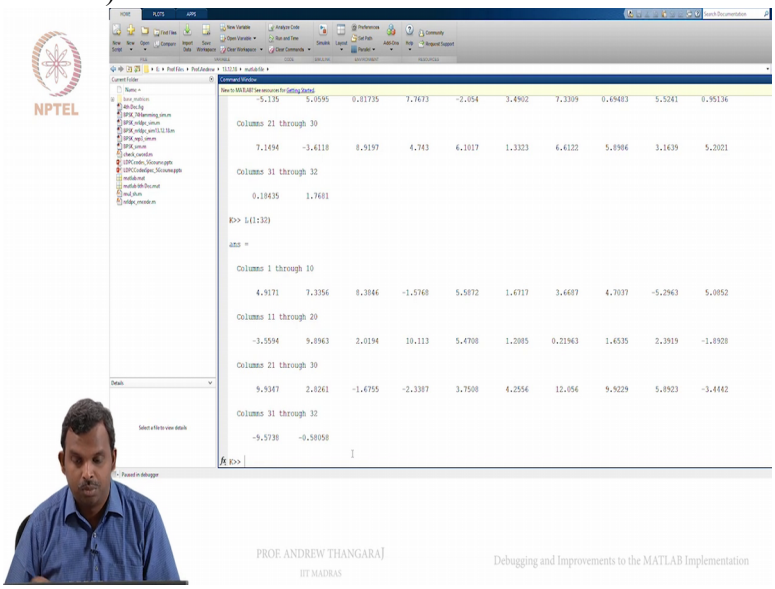

Ok, so errors, errors can happen. It can happen that there are some errors that you do not correct. And you go through and see how it is.

So this is the instructive way of seeing

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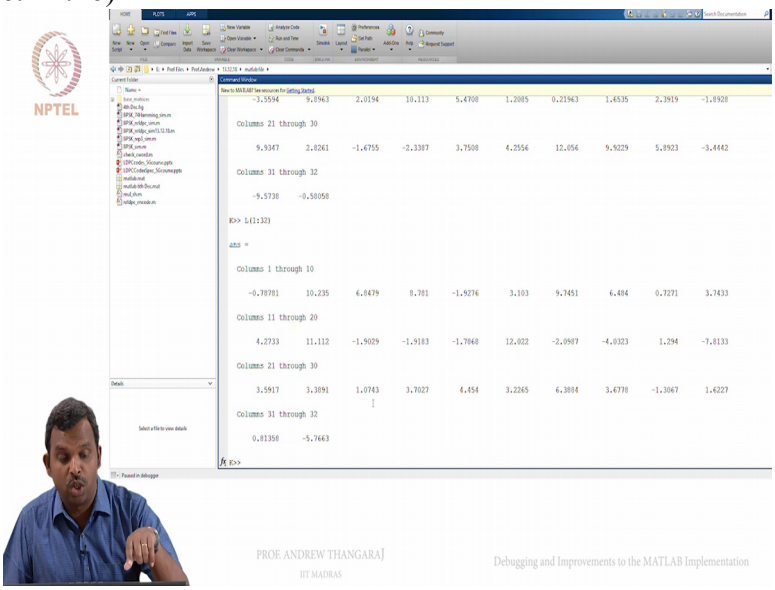

what is going on. So you see some of the bits are becoming very

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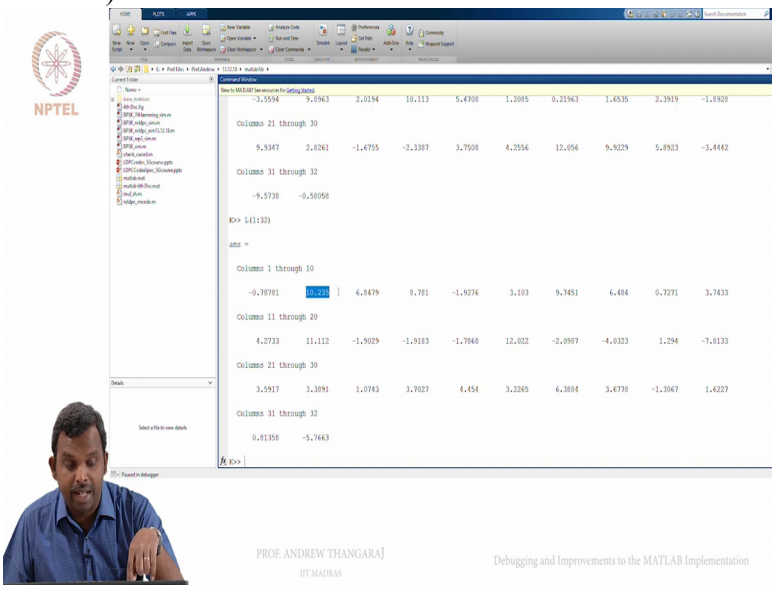

reliable, like 10 and all that. But some bits are still

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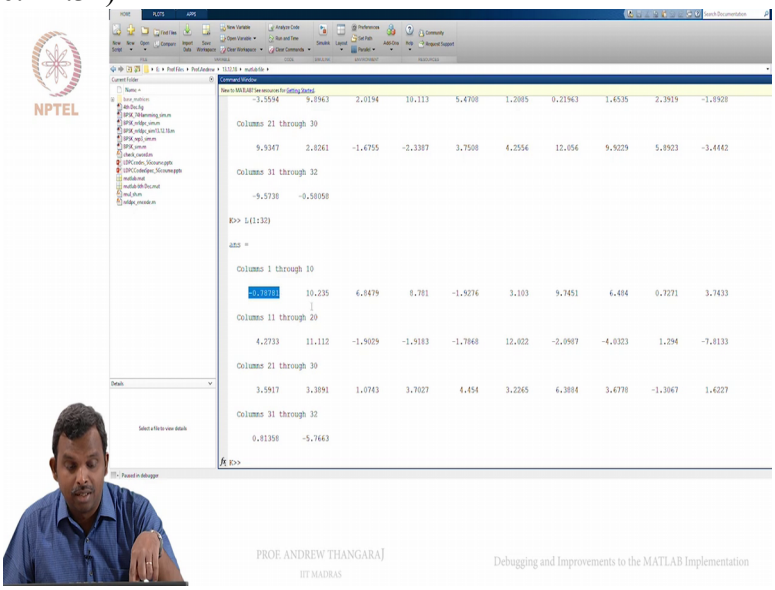

lying out there, minus, minus these are all errors,

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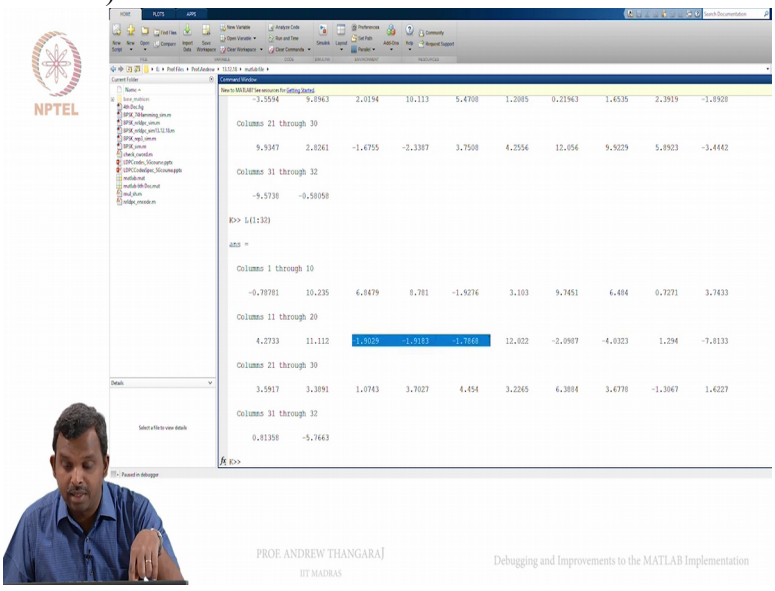

Ok. Anything negative is an error, Ok.

So 0 d B E b over N naught, for this code, may be at this block length it is not, it is not very good. Let us see that. So if you want to fully continue you can do that Ok here and maybe I will clear this breakpoint

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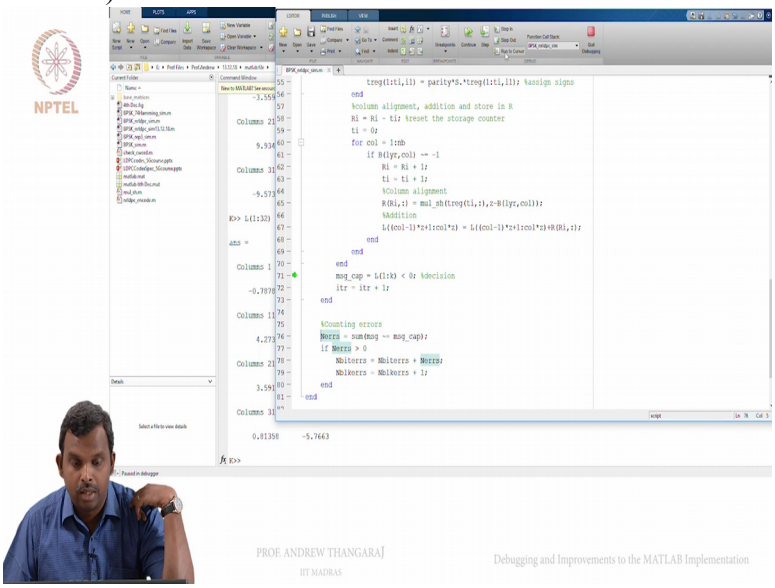

and run to cursor, Ok.

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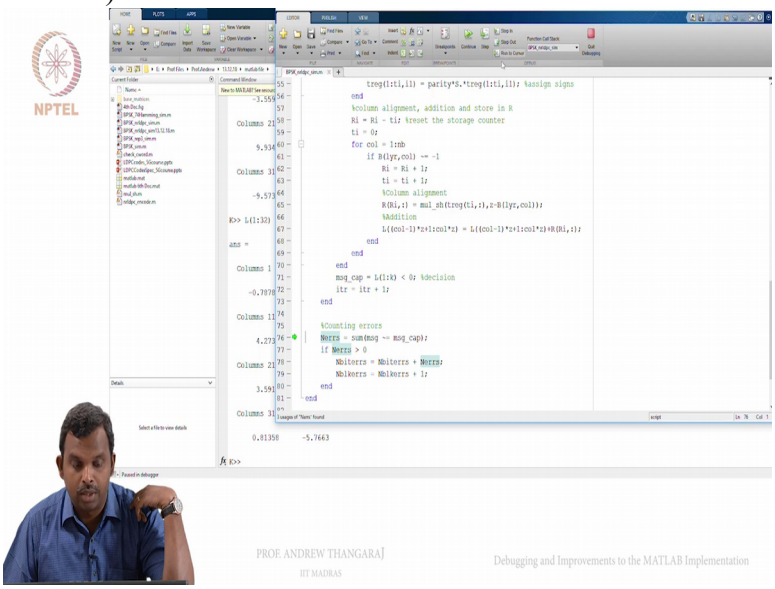

So it ran the whole thing and you can see the final update in L.

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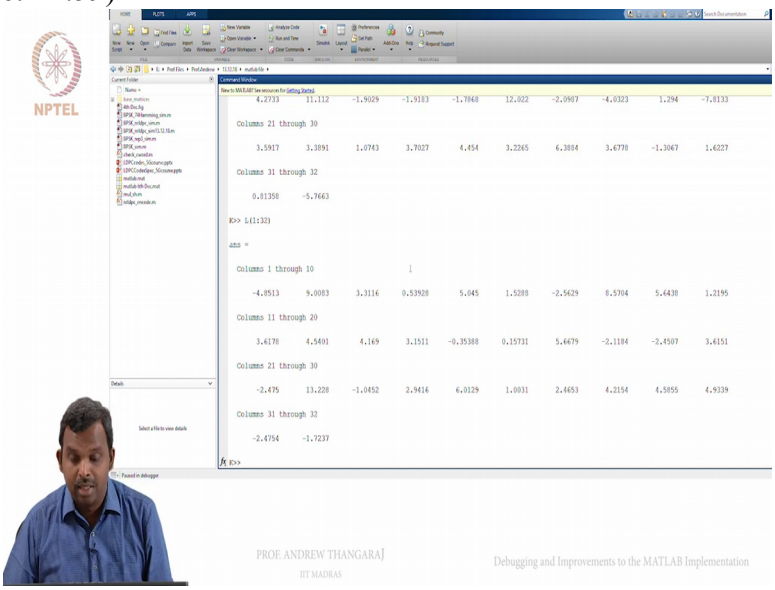

There is still some negatives.

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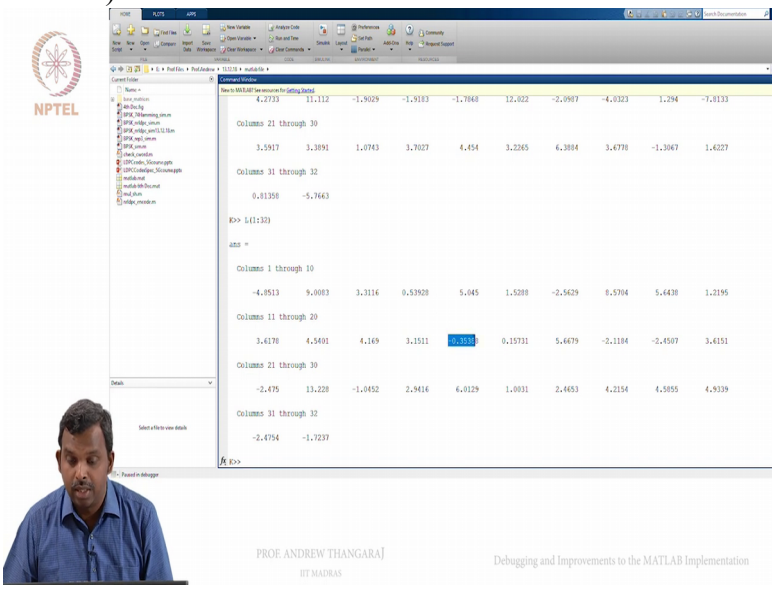

Here are still negatives so this will be erroneous block,

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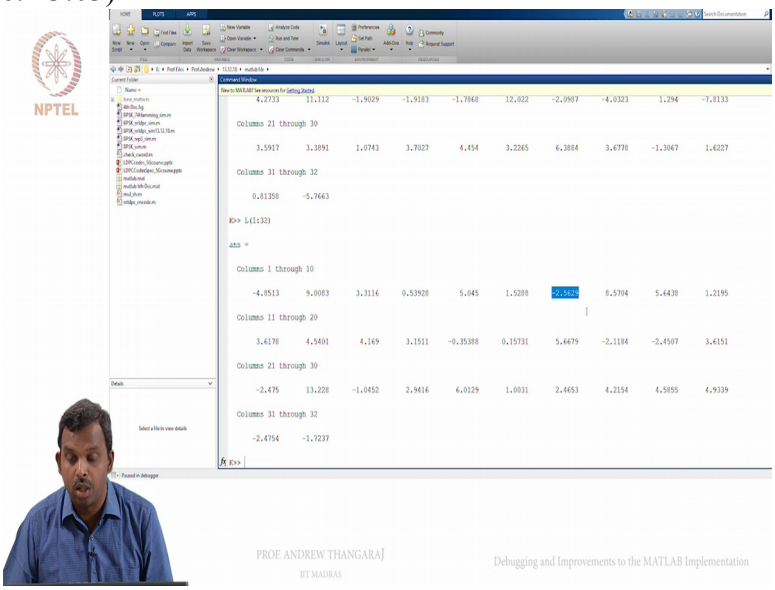

Ok.

So, so this is, this is something you can see. So the errors can happen. If you reduce block error rate, errors can happen. And, Ok

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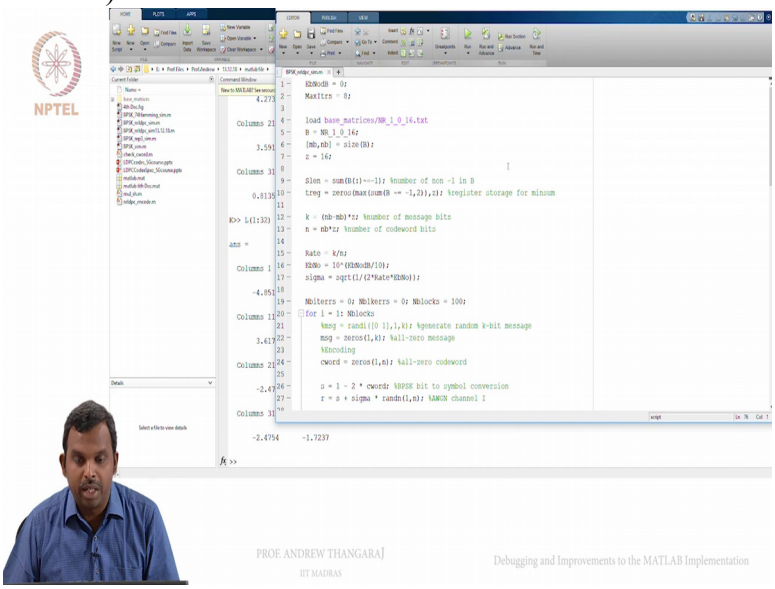

I am going to quit debugging here. But maybe we will run this at 0 d B E b over N naught and see what it does.

It is 8 iterations we did, Ok and for 100 blocks,

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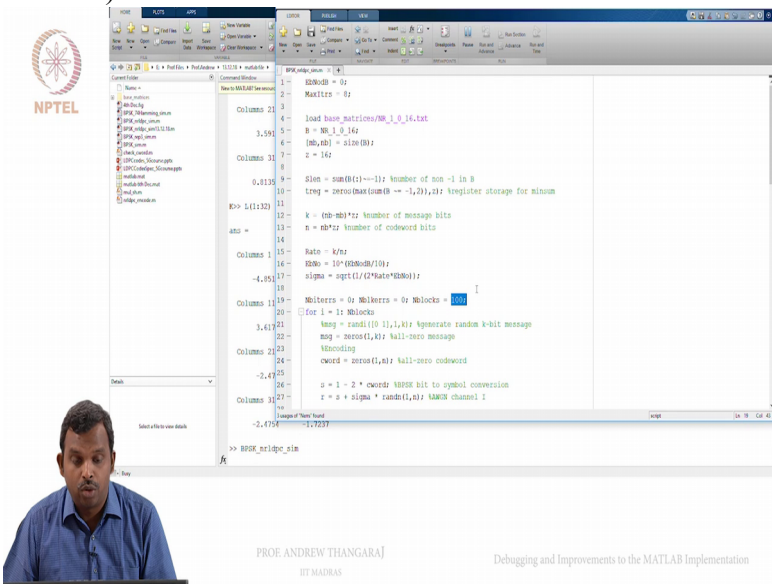

for this Rate point 3 2 something code, block length is not very high. So you see every frame was an error. Ok

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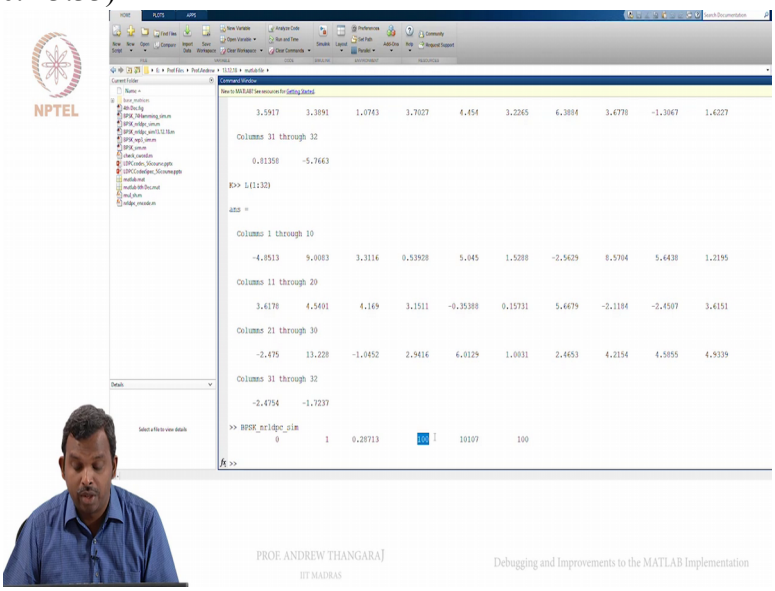

so there are 100 block errors but not every bit was an error. Bit error

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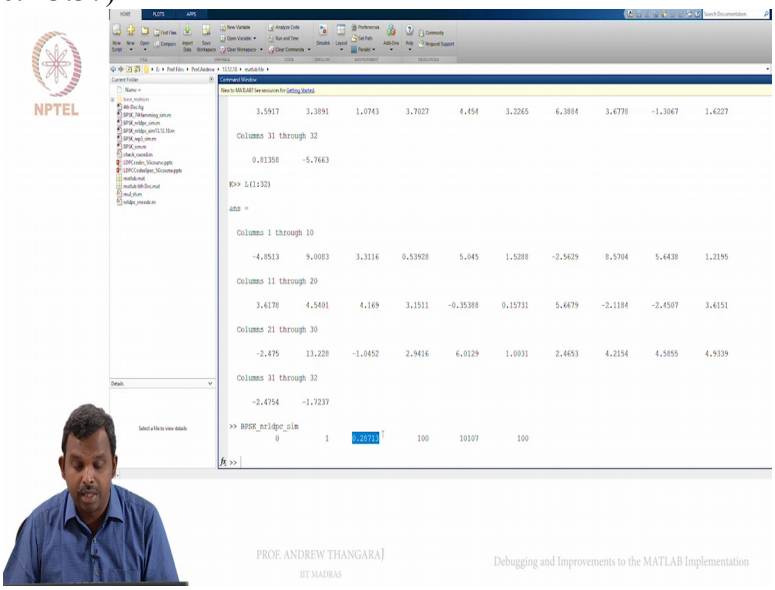

rate was point 2 8, not too bad, Ok. So that is

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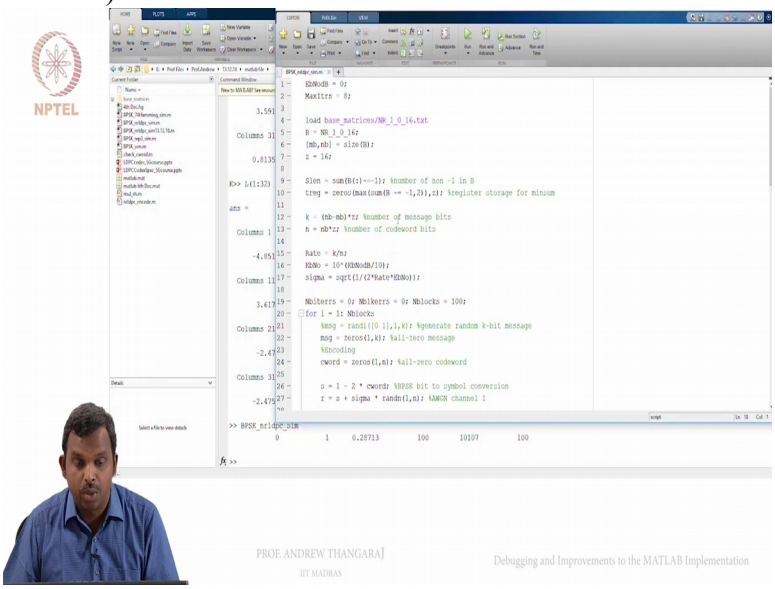

the situation with E b over N naught of 0 d B.

So maybe we will do 1 d B. Let us see what happens, Ok. So this is taking a little time. So you see there is lot of value in writing more efficient code if you want quick answer. So for instance, Ok so anyway. So let me finish the simulation. At 1 d B you are already seeing there are 8

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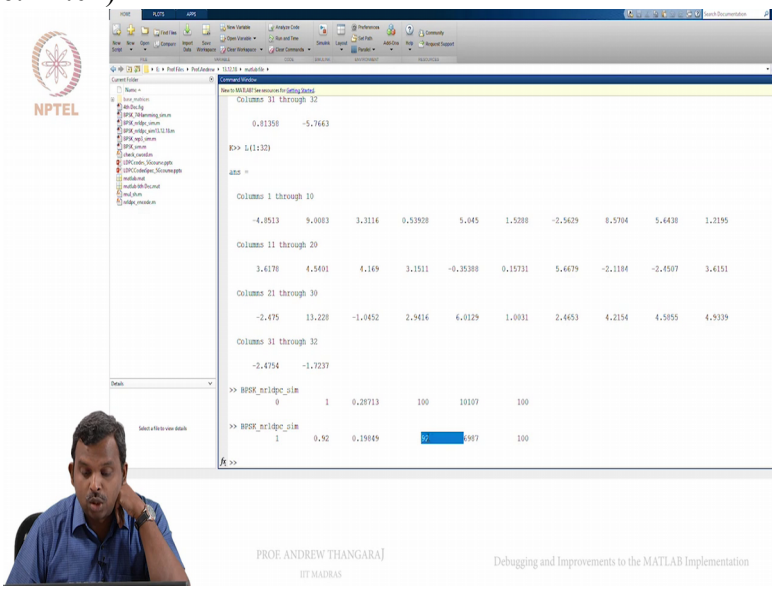

blocks that got corrected. So it is good news. So 8 iterations

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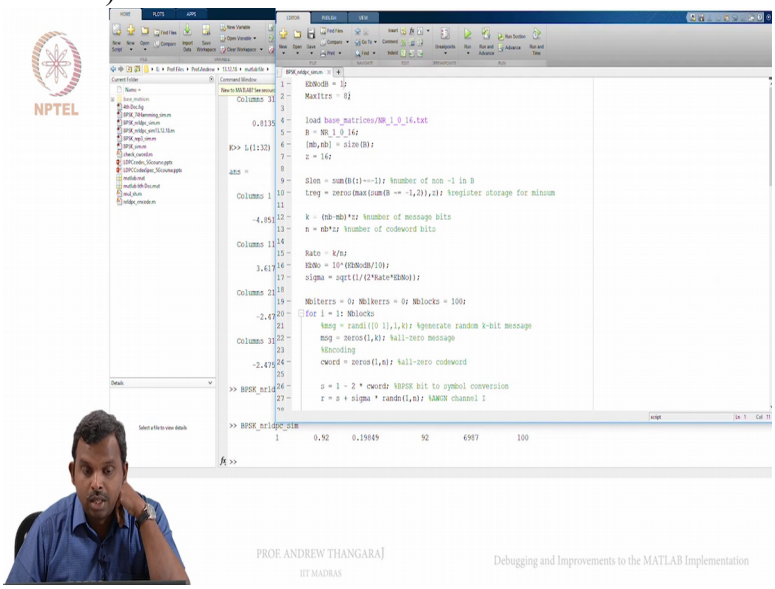

is good.

So one more thing worth trying is maybe you want to try 16 iterations, right. So it will take a little longer. But it is worth seeing. This also tells you that there is lot of scope for improving the efficiency. For instance this loop is very, very

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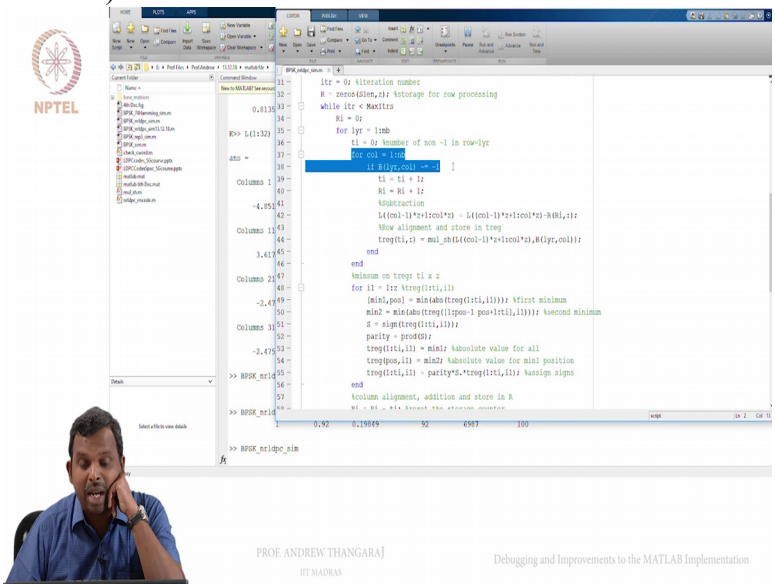

badly written, Ok.

So those of you who know MATLAB code, you know that this loop is very, very badly written. I can very easily cut this short significantly, Ok. Ok because the same loop comes even here. So this loop can be skipped

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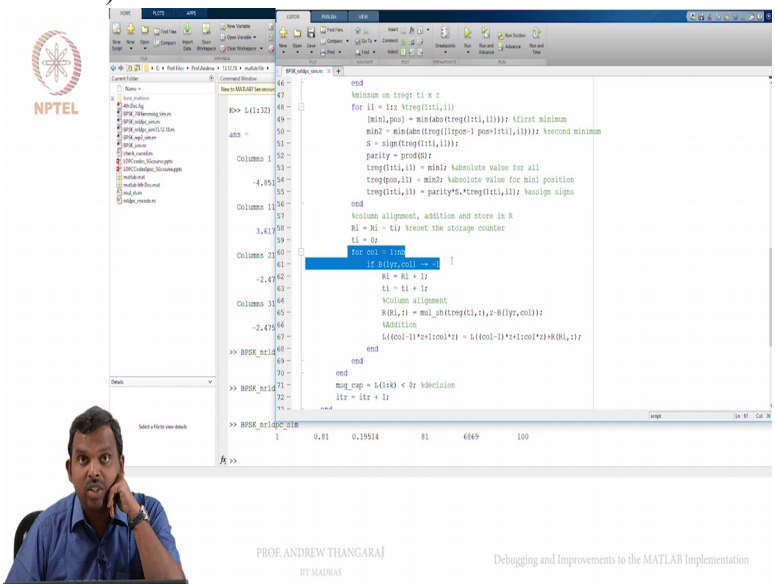

It speeded up in the next time we run it. But you see here, when you did 16 iterations already there were some

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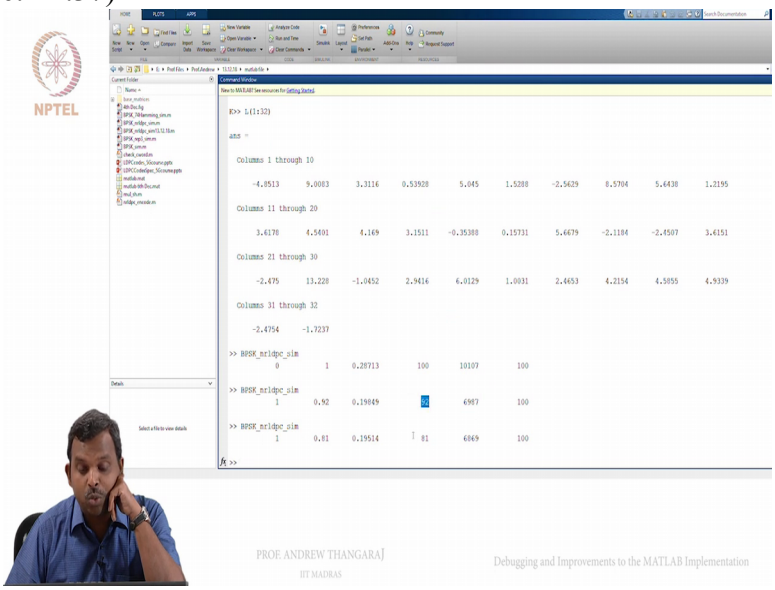

improvement, Ok.

Remember this is not the same 100 blocks. This is another 100 blocks but out of 92 errors, 92 out of 100 were in error here.

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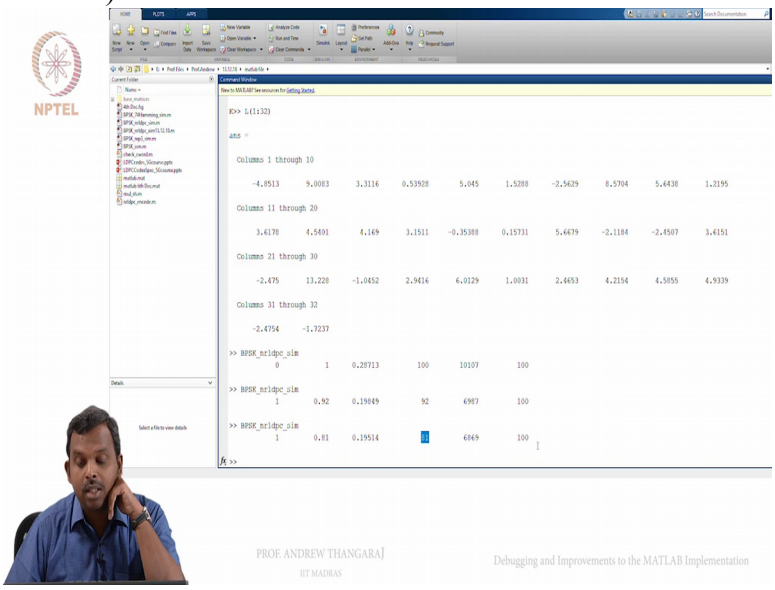

Here 81 out of 100 were in error. Fraction wise may be not a big difference, point 8, point 9 is pretty much the same at this kind of thing but there is improvement.

So there is merit in doing some more iterations, so but we will keep the number of iterations at 8. I do not want to do more than 8.

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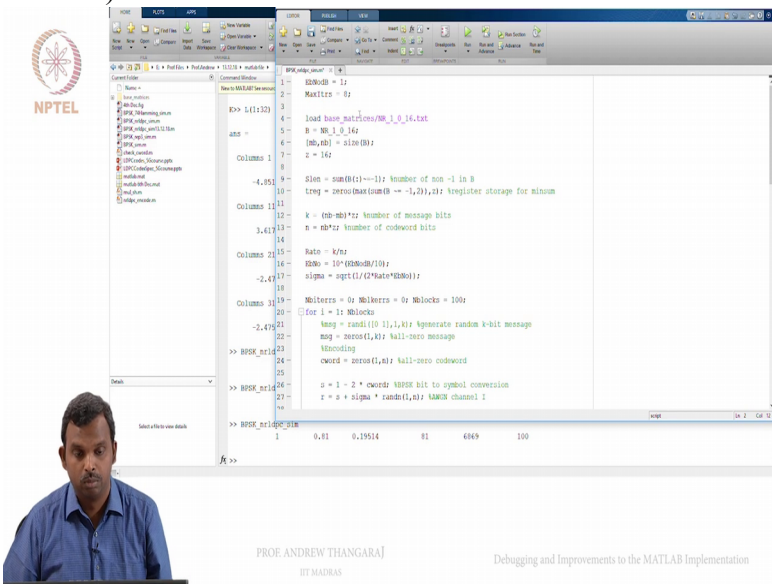

May be we will increase the E b over N naught to 2.

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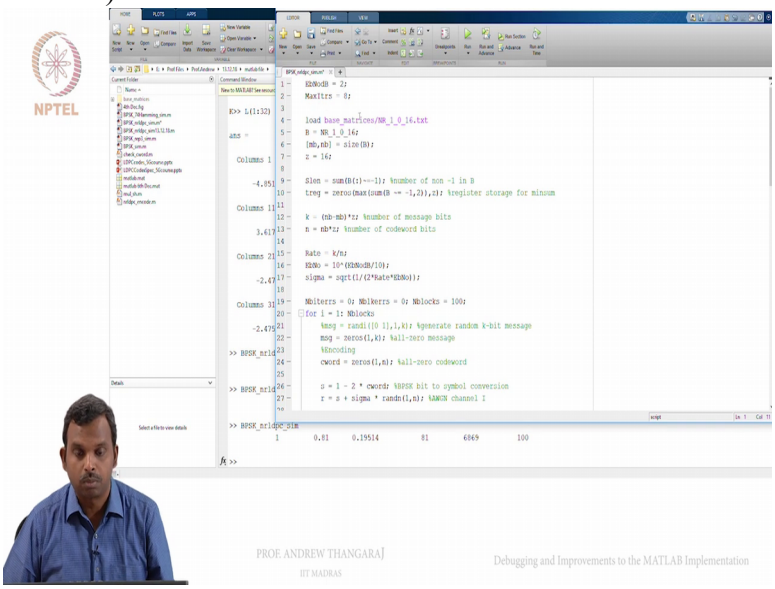

And let us see what happens. Ok

So in the meantime let us think about how this, how this loop can be speeded up, Ok.

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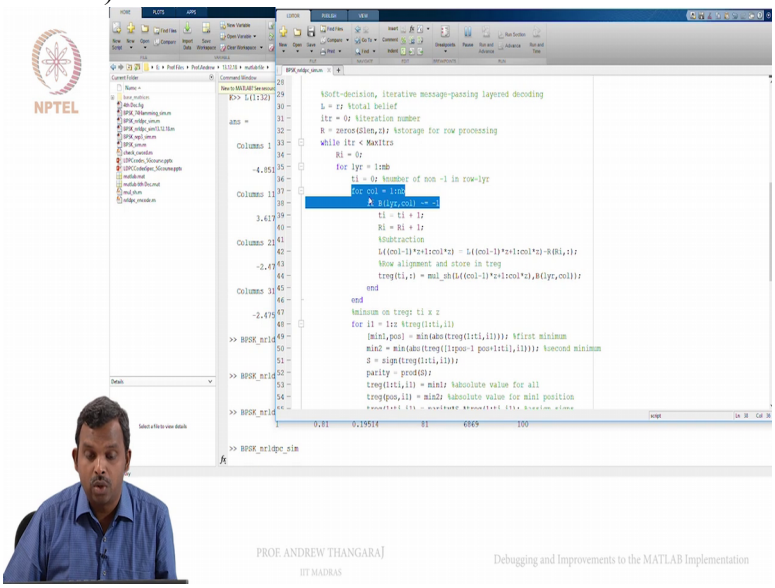

So I am running it through 1 to n b and I am running this loop only for those columns which have, which are not minus 1. So, so very easy way to speed this up is to do the following. So you write col to be equal to, Ok not 1 colon n b, those values of b of layer comma col which are not minus 1, Ok.

So one very easy way to do this is to write this over this thing, Ok. Find of not minus 1

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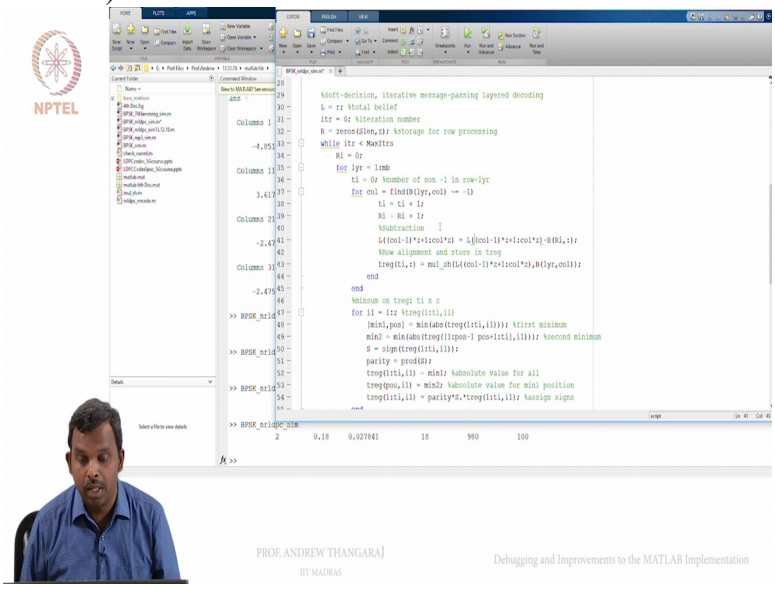

and then you got rid of one loop,

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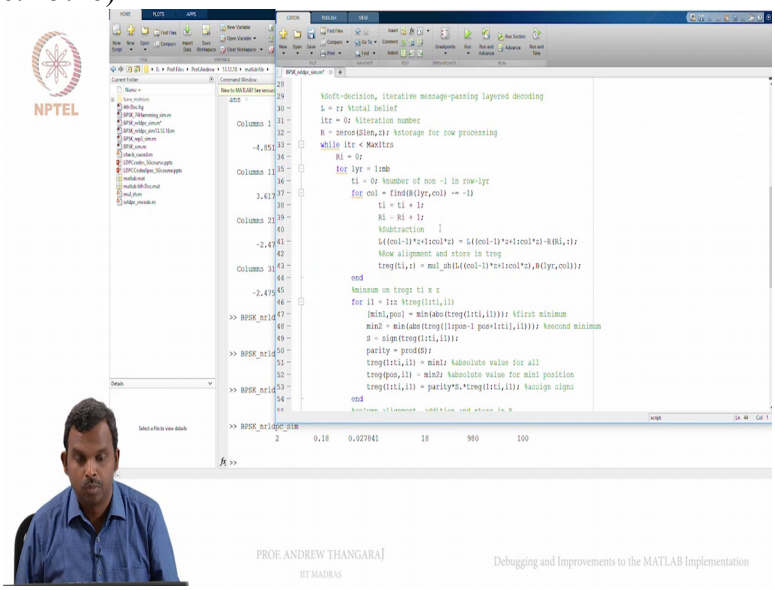

Ok.

So this, what does this do here? So it looks at B of layer comma col, no sorry colon, you should change this to colon. It looks at the whole row, the layer block row and see where all there is no minus 1 and simply loops over that, Ok.

So this is a very quick way to cut short this little loop here. I can do the same thing here, comma colon and then I

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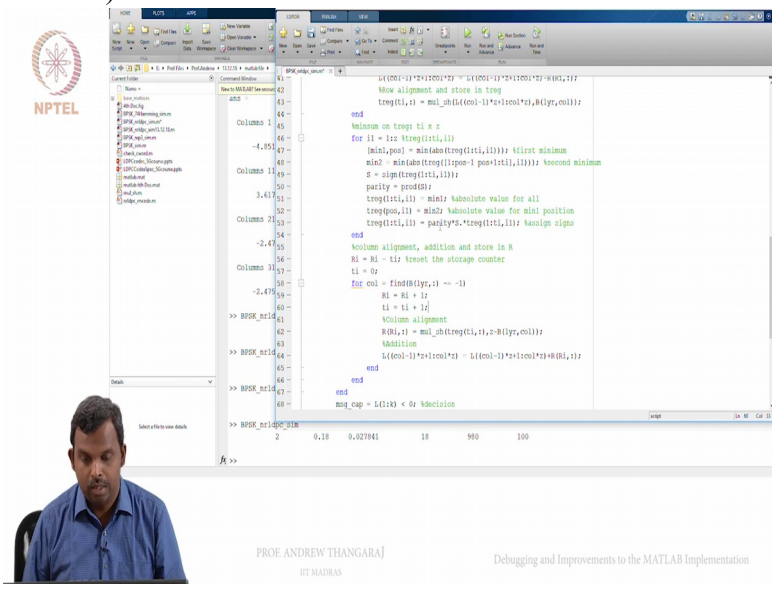

get rid of this. So this should be a little bit faster,

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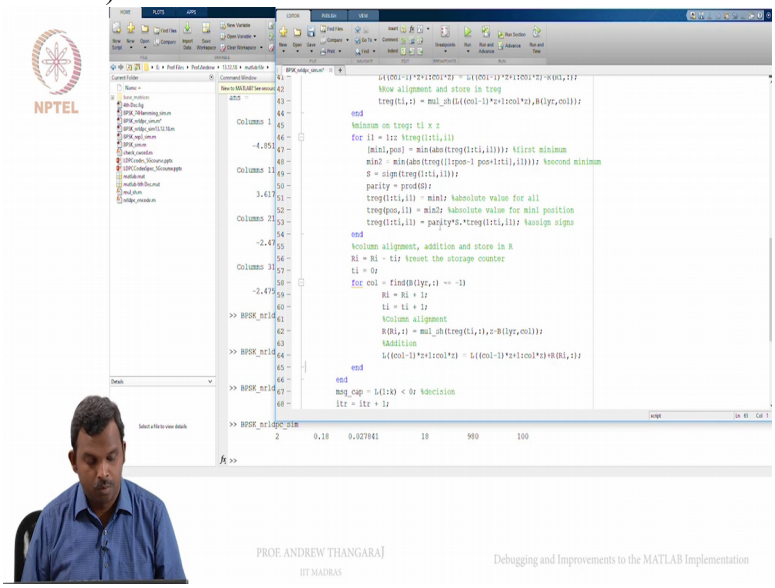

Ok. And hopefully I did not make any mistakes. So let us run it again and check this.

Ok so

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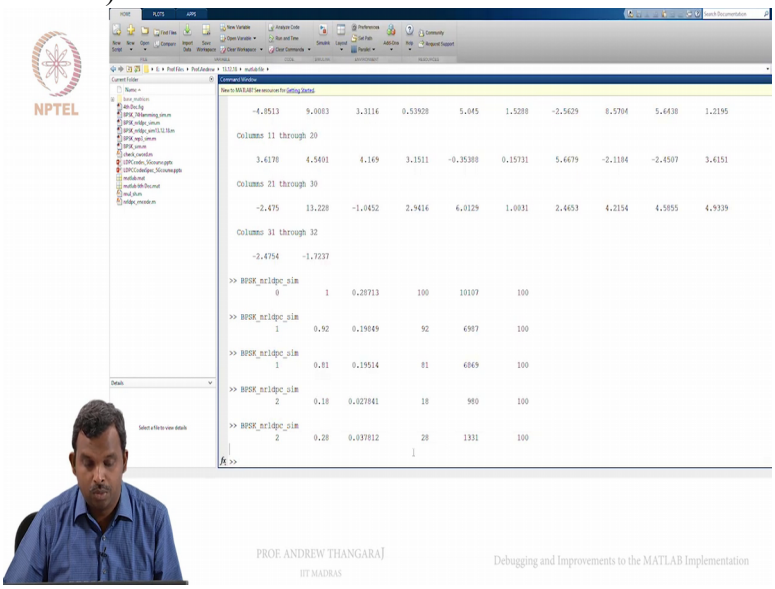

there were 38 errors this time, so that is Ok, so that is Ok, 28, 18 is not a big deal. I run it again. Hopefully this works a little bit faster, not sure. Ok. Anyway loops in MATLAB are not always the best thing to do.

So we need to figure out how to do this differently from, without loop. So in fact it is possible to write without all of these loops, Ok. So you can write some very efficient MATLAB code but we are not trying to do that much.

So anyway this is good, this fast enough for us. It is not too bad. We can work with this. So this gives you a 2 d B, it gives you a certain block, a frame error rate already, just point 2 2, Ok

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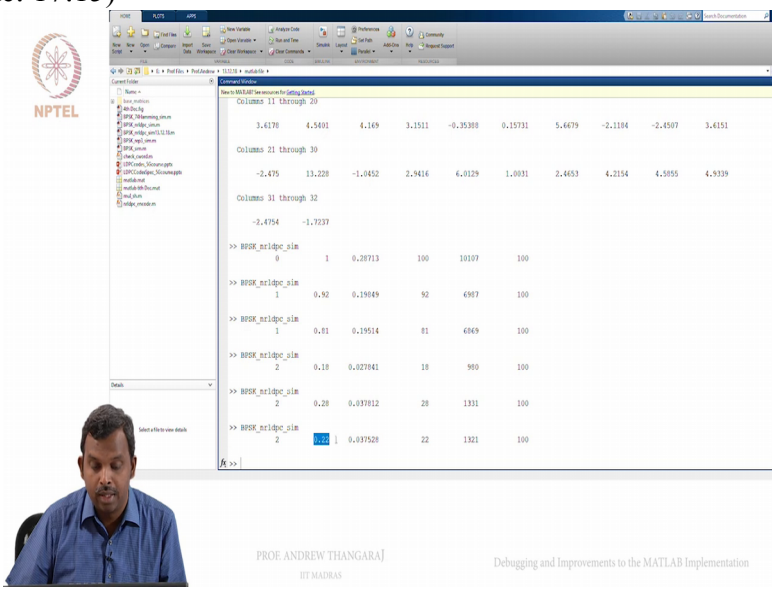

and then slowly it will start falling, 3 d B of E b over N naught and all that, and it will start falling to lower numbers, Ok.

So hopefully this is expected performance. I am not sure if this is really good. I will have to check this. It looks; looks like this code should do something slightly better than this but may be the expansion factor is very low but at least as high that it works. And I will check on this once again and it should be fine, Ok.

So, so maybe we need to change this to some other, some other base matrix. So let us see what all base matrix we have? So if we look at 1 0 it goes all the way up to 256, so let us try

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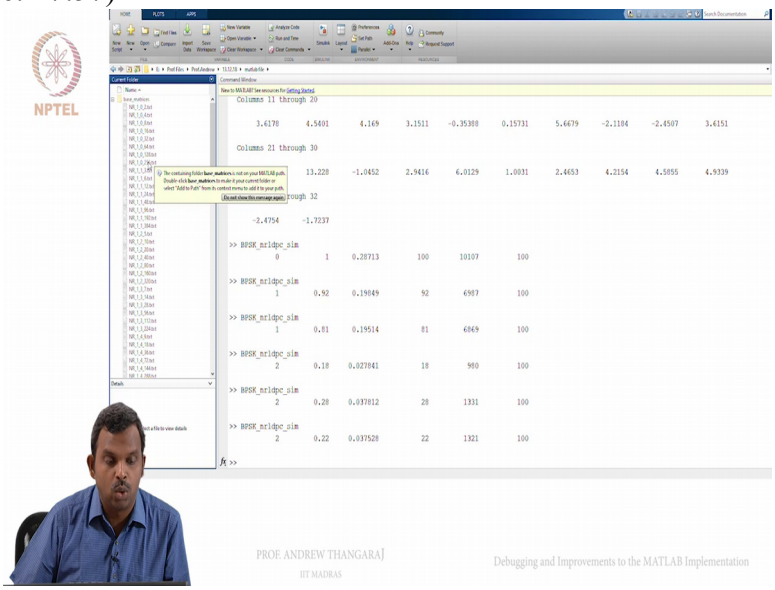

1 0 256, Ok. This will take a little longer to run.

Ok. I do not think there need to make any other change here. This should just work. This will be a much larger block length but nevertheless, keeping the base matrix the same so the complexity of this should not be very high, I think so let us run this.

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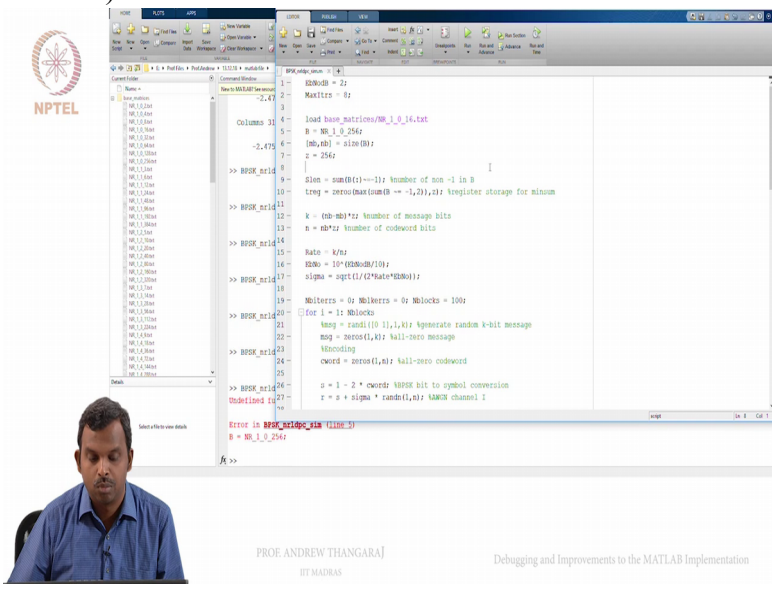

Ok, Ok so I made a mistake here. I should load

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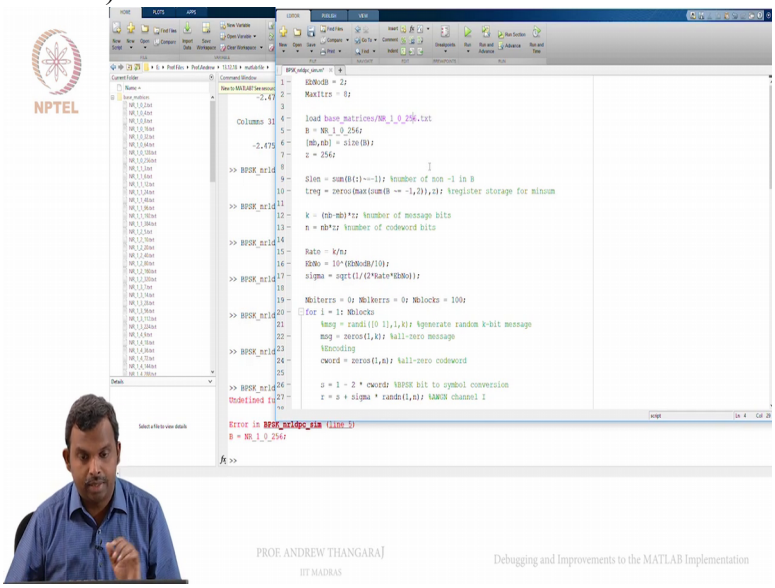

256 here, Ok. So let us see. This is a much larger block length. And let us see if this works correctly. Here you can see it is taking a little bit of time. So generally L D P C codes at larger block lengths will perform much, much better.

Ok so block length of 1000 is a bit low for L D P C codes, 2000, 3000 all they are very difficult to beat. They are really very, very good. They give very competitive performance.

So 256 is a very huge block length you can imagine. So this will, program will take a little bit longer. But let us see. 2 d B E b over N naught 256 does it give you significantly better performance than before, Ok? Let us see.

Sort of expecting zero errors here, let us see. Ok so you can see there was just 1 error here

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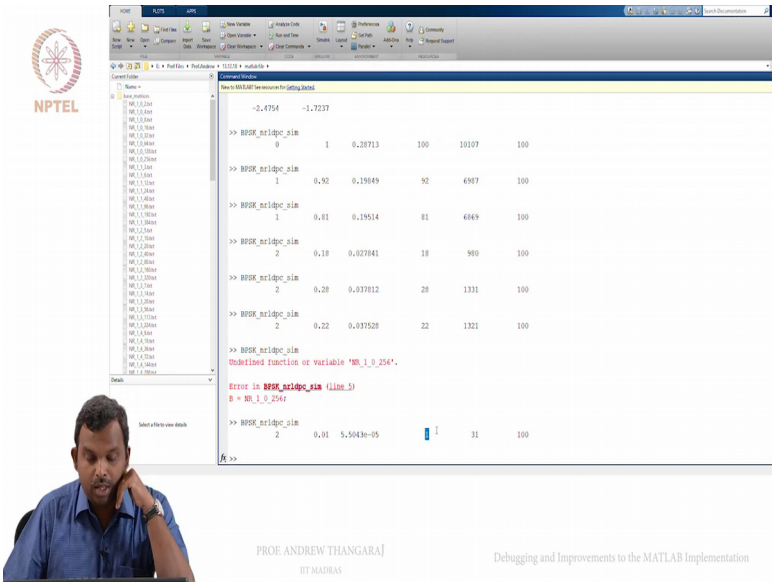

Ok, out of 100, that actually looks quite wrong to me. It should be much, much better than this.

So, so not sure if may be, this is expected performance. So I will look into it little bit more compare with, with some literature and confirm whether this is good or not. But I think this should be good. It looks alright to me as far as the code is concerned. I do not think there is any big mistake, Ok.

The few changes that usually people make to this code. The first change is rate match. So you have to do rate matching. So this always simulates the lowest rate that is there. But that is not how transmission happens, Ok.

So you have to do some rate matching. That is the first thing. The other thing that people do is you want to do; you want to, you know quantize the received value. Ok so at this point you can see,

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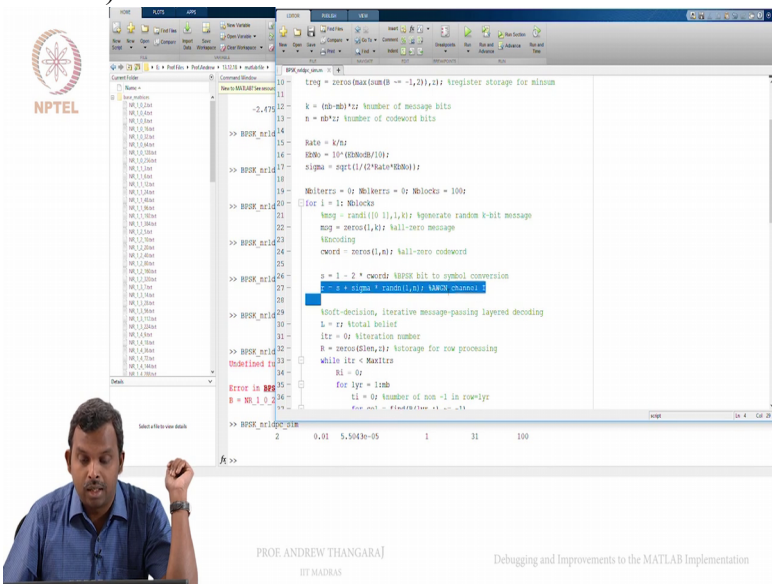

so I am doing A W G N channel, right. So I am using the real value itself as

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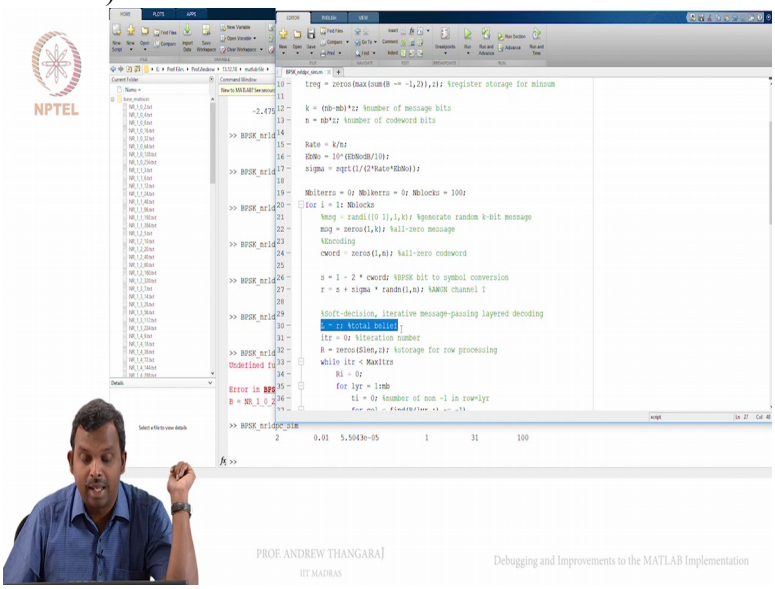

L, Ok. So that is not very nice.

So you want to, you want to quantize

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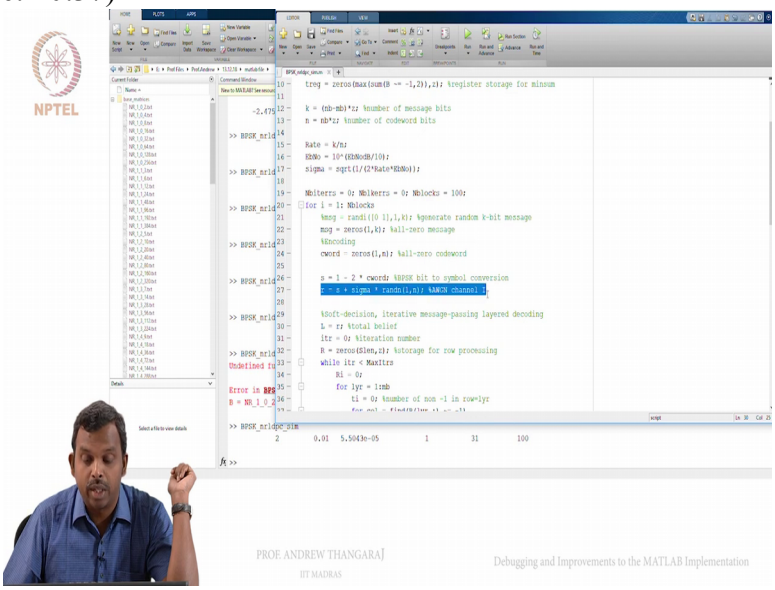

this, Ok to how many error bits or integer value between say minus 256 and 256 if you want to use 8 bit integer values, Ok. So that is something very important. You have to quantize, number 1. Like I said number 1 was rate matching. I will talk about it in the next lecture.

And after that quantization, which will also be there in, hopefully in the next lecture. And the last step is changing this step to,

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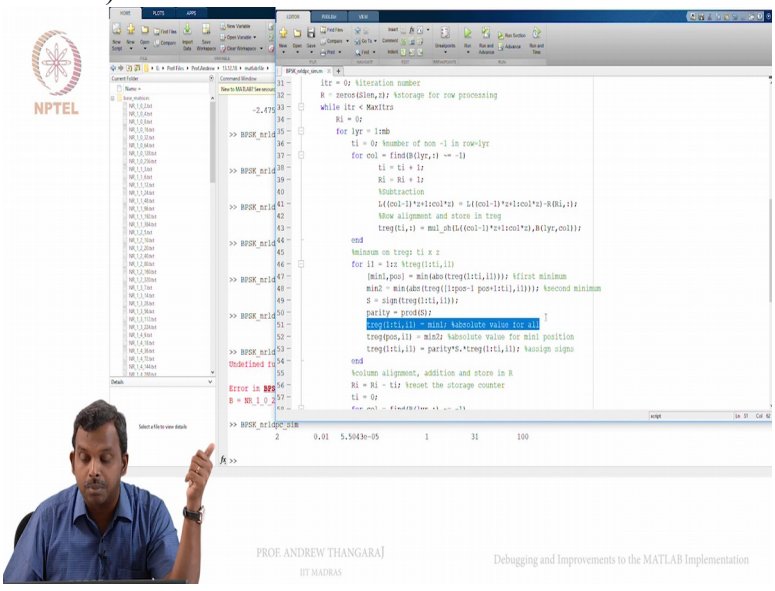

to offset minsum. Ok, so instead of doing min 1, min 2 you want to subtract a small offset here, Ok.

So all these three we will do in the next lecture and see how much it improves or how the performance changes. Ok so other than that the basic algorithm is as such Ok. Thank you very much.