



Anytime Reliability of  
Systematic...

*L. Dössel et al*

Motivation

LDPC Convolutional  
Codes

Anytime LDPC  
Convolutional Codes

Asymptotic Analysis

Numerical Examples

Summary and  
Concluding Remarks

## Anytime Reliability of Systematic LDPC Convolutional Codes

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## Automatic Control over Noisy Channels

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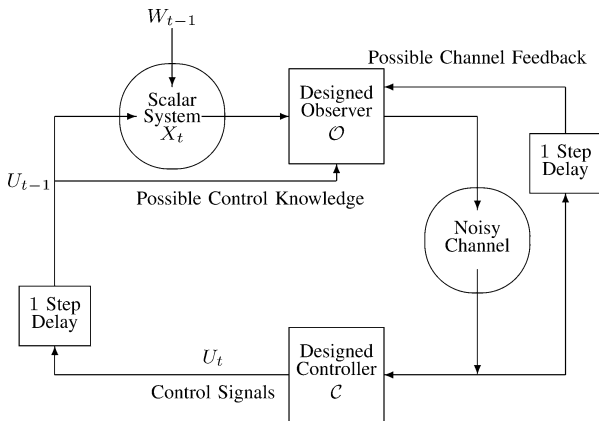
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A. Sahai and S. Mitter, "The necessity and sufficiency of anytime capacity for stabilization of a linear system over a noisy communication link - Part I: Scalar systems," *IEEE Trans. Inf. Theory*, vol. 52, no. 8, pp. 3369–3395, Aug. 2006.

# Model for Anytime Communications

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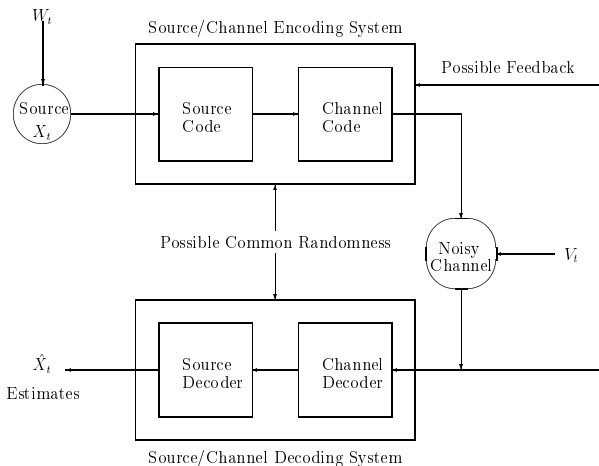
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A. Sahai, "Anytime information theory," Ph.D. dissertation, MIT, 2001.

## Model for Anytime Channel-Coded Transmission

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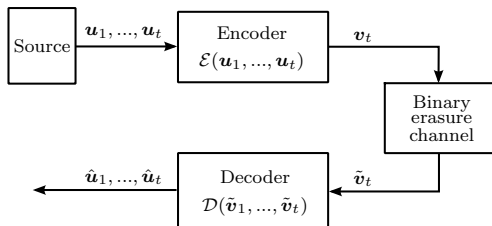
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### Encoding and Decoding

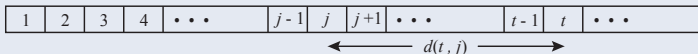
$$\mathbf{u}_{[1,t]} = [\mathbf{u}_1, \mathbf{u}_2, \dots, \mathbf{u}_t]$$

$$\mathbf{v}_t = \mathcal{E}(\mathbf{u}_1, \dots, \mathbf{u}_t)$$

$$\hat{\mathbf{u}}_{[1,t]} = [\hat{\mathbf{u}}_1, \dots, \hat{\mathbf{u}}_t] = \mathcal{D}(\tilde{\mathbf{v}}_1, \dots, \tilde{\mathbf{v}}_t)$$

## Anytime Reliability

- The receiver can decide to start decoding at *anytime*



- Anytime reliability can formally be defined as

$$P(\hat{\mathbf{u}}_j \neq \mathbf{u}_j | \mathbf{u}_{[1,t]} \text{ was transmitted}) \leq \beta 2^{-\alpha d(t,j)} \quad (1)$$

- For a particular code at rate  $R$ , the largest  $\alpha$  such that (1) is fulfilled is referred to as the *anytime exponent* of the code



## Selected Prior Work

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L. J. Schulman, "Coding for interactive communication," *IEEE Trans. Inf. Theory*, vol. 42, no. 6, pp. 1745–1756, Jun. 1996.



R. Ostrovsky, Y. Rabani, and L. J. Schulman, "Error-correcting codes for automatic control," *IEEE Trans. Inf. Theory*, vol. 55, no. 7, pp. 2931–2941, Jul. 2009.



G. Como, F. Fagnani, and S. Zampieri, "Anytime reliable transmission of real-valued information through digital noisy channels," *SIAM J. Control and Opt.*, vol. 48, no. 6, pp. 3903–3924, Mar. 2010.



R. T. Sukhvasi and B. Hassibi, "Linear error correcting codes with anytime reliability," in *IEEE Int. Symp. Inf. Theory*, St. Petersburg, Russia, Jun. 2011.





## Our Contributions

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### Anytime LDPC Convolutional Codes

- Modern coding structures have not yet been considered for anytime transmission
- We propose:
  - a tractable protograph structure for an LDPC-CC ensemble
  - an expanding-window decoding scheme
- We show that the ensemble asymptotically exhibits the desired anytime properties
- We show through simulation that the ensemble also exhibits some anytime properties for finite-length codes



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# LDPC Convolutional Codes

## Background

- Invented in

A. J. Felström and K. Sh. Zigangirov, "Time-varying periodic convolutional codes with low-density parity-check matrix," *IEEE Trans. on Inf. Theory*, vol. 45, no. 6, pp. 2181–2191, Sept. 1999.

- Good performance has been analysed in

M. Lentmaier, A. Sridharan, D. J. Costello, and K. Sh. Zigangirov, "Iterative decoding threshold analysis for LDPC convolutional codes," *IEEE Trans. on Inf. Theory*, vol. 56, no. 10, pp. 5274 – 5289, Oct. 2010.

⇒ *"For a terminated LDPC code ensemble, the thresholds are better than for corresponding regular and irregular LDPC block codes"*

- Capacity achieving property has been proven in

S. Kudekar, T. Richardson, and R. Urbanke, "Threshold saturation via spatial coupling: Why convolutional LDPC ensembles perform so well over the BEC," *IEEE Trans. on Inf. Theory*, vol. 57, no. 2, pp. 803 – 834, Feb. 2011.

⇒ *"Spatial coupling of individual codes increases the belief-propagation (BP) threshold of the new ensemble to its maximum possible value, namely the maximum a posteriori (MAP) threshold of the underlying ensemble."*

- Implementation aspects

A. E. Pusane, A. J. Felström, A. Sridharan, M. Lentmaier, K. Sh. Zigangirov, and D. J. Costello, "Implementation aspects of LDPC convolutional codes," *IEEE Trans. on Comm.*, vol. 56, no. 7, pp. 1060 – 1069, July 2008.

## LDPC Convolutional Codes

- A rate  $R = b/c$  LDPC convolutional code is defined as a set of sequences  $\mathbf{v}_{[0,L-1]} = [\mathbf{v}_0, \dots, \mathbf{v}_{L-1}]$  that satisfy

$$\mathbf{0} = \mathbf{v}_{[0,L-1]} \mathbf{H}_{[0,L-1]}^T =$$

$$\mathbf{v}_{[0,L-1]} \underbrace{\begin{bmatrix} \mathbf{H}_0^T(0) & \dots & \mathbf{H}_{m_s}^T(m_s) & & \\ & \mathbf{H}_0^T(1) & \dots & \mathbf{H}_{m_s}^T(m_s+1) & \\ & & \ddots & \vdots & \\ & & & \mathbf{H}_0^T(L-1-m_s) & \dots & \mathbf{H}_{m_s}^T(L-1) \end{bmatrix}}_{\mathbf{H}_{[0,L-1]}^T}$$

where

- $\mathbf{H}_{[0,L-1]}^T(t)$  is the *syndrome former matrix* (i.e., the transposed parity check matrix  $\mathbf{H}_{[0,L-1]}$ ),
  - $\mathbf{H}_i^T(t)$  is a  $c \times (c-b)$  binary matrix,
  - $\mathbf{H}_0^T(t)$  must have full rank  $\forall t$ ,
  - $L$  is the number of positions; length of the code:  $cL$
  - $m_s$  is the syndrome former memory.
- For LDPC-CCs the syndrome former matrix is sparse.

## LDPC Convolutional Codes

$(J, K = \kappa J, L, M)$  regular LDPC convolutional code ensemble

- Syndrome former memory:  $m_s = J - 1$
- Submatrices

$$\mathbf{H}_i^T(t) = [\mathbf{P}_i^{(1)}(t), \dots, \mathbf{P}_i^{(\kappa)}(t)]^T,$$

with  $M \times M$  permutation matrices  $\mathbf{P}_j(t)$ .

- Example:  $J = 3$ ,  $\kappa = 2$ ,  $K = 6$ ,  $m_s = 2$

$$\mathbf{H}_{[0,L]}^T = \left[ \begin{array}{cccc} \mathbf{P}_0^{T(1)}(0) & \mathbf{P}_1^{T(1)}(1) & \mathbf{P}_2^{T(1)}(2) & \\ \mathbf{P}_0^{T(2)}(0) & \mathbf{P}_1^{T(2)}(1) & \mathbf{P}_2^{T(2)}(2) & \\ & \mathbf{P}_0^{T(1)}(1) & \mathbf{P}_1^{T(1)}(2) & \mathbf{P}_2^{T(1)}(3) \\ & \mathbf{P}_0^{T(2)}(1) & \mathbf{P}_1^{T(2)}(2) & \mathbf{P}_2^{T(2)}(3) \\ & & \mathbf{P}_0^{T(1)}(2) & \mathbf{P}_1^{T(1)}(3) & \mathbf{P}_2^{T(1)}(4) \\ & & \mathbf{P}_0^{T(2)}(2) & \mathbf{P}_1^{T(2)}(3) & \mathbf{P}_2^{T(2)}(4) \\ & & & & \dots \end{array} \right]$$

- Rate  $R = 1 - J/K = 1 - 1/\kappa$  (not considering rate loss due to initialization and termination)

## Protograph Representation

$(J, K = \kappa J, L, M)$  regular LDPC convolutional code ensemble

- Example:  $J = 3, \kappa = 2, K = 6, m_s = 2$

$$\mathbf{B}_{[0,L]}^T = \begin{bmatrix} \mathbf{B}_0^T(0) & \mathbf{B}_1^T(1) & \mathbf{B}_2^T(2) & & & \\ & \mathbf{B}_0^T(1) & \mathbf{B}_1^T(2) & \mathbf{B}_2^T(3) & & \\ & & \mathbf{B}_0^T(2) & \mathbf{B}_1^T(3) & \mathbf{B}_2^T(4) & \\ & & & & & \ddots \\ & & & & & & \ddots \end{bmatrix}$$

where

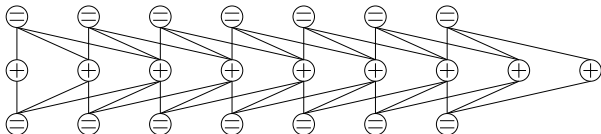
$$\mathbf{B}_i^T(t) = [1, 1]^T,$$

- Each 1 element in the protograph is then “lifted” with an  $M \times M$  randomized permutation matrices  $\mathbf{P}(t)$ .

## Protograph Representation

$(J, K = \kappa J, M)$  regular LDPC convolutional code ensemble

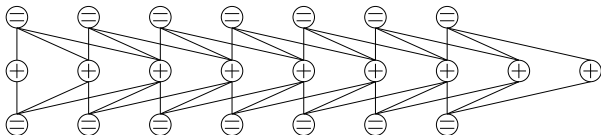
- Protograph:  $J = 3, K = 6, m_s = 2$



- Observation: irregular check degrees at the boundaries; regular variable node degrees.
- The good performance relies on this property!
- Decoding is done with iterative message-passing over the code graph for terminated codes
- Sliding-window message-passing is possible for non-terminated codes

## Multi-Edge Density Evolution

- Densities have to be evaluated for each edge in the protograph (similar to iterative decoding on the protograph).



- Variable nodes at position  $t$  are connected to check nodes at positions  $t, \dots, t + m_s$
- Check nodes at position  $t$  are connected to check nodes at positions  $t - m_s, \dots, t$
- Density evolution for the BEC case:
  - Erasure probability for messages from variable nodes at position  $t$  to check nodes at position  $t + j$  ( $i$ -th iteration):

$$p_{t,t+j}^{(i)} = \epsilon \prod_{k \neq j} q_{t,t+k}^{(i)}$$

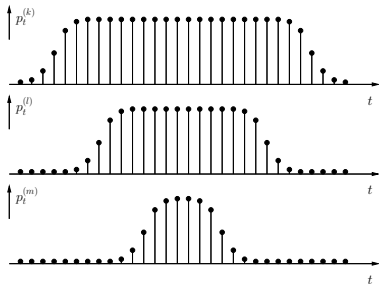
- Erasure probability for messages from check nodes at position  $t$  to variable nodes at position  $t - j$  ( $i$ -th iteration):

$$q_{t,t-j}^{(i)} = 1 - (1 - p_{t-j,t}^{(i-1)})^{\kappa-1} \prod_{k \neq j} (1 - p_{t-k,t}^{(i-1)})^{\kappa}$$



## Convergence Behavior

- Convergence starts at the boundaries and propagates towards the middle of the block.



- Positions at the boundaries benefit from the lower (locally irregular) check-node degrees.
- After decoding a position at the boundary, the nodes can be removed from the graph and the same irregular degree distribution is reproduced at the new boundary.



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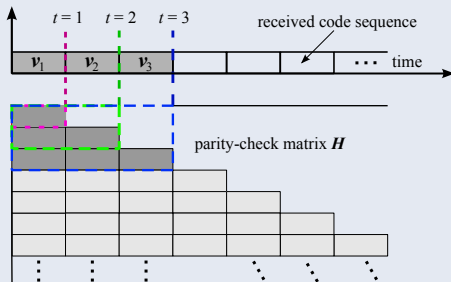
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## Proposed Protograph Structure and Decoding Scheme

- Anytime linear code must have lower-left block-triangular structure

$$\mathbf{B}_{[1,t]} = \begin{bmatrix}
 \mathbf{B}_0 & & & & & \\
 \mathbf{B}_1 & \mathbf{B}_0 & & & & \\
 \vdots & \vdots & \ddots & & & \\
 \vdots & \mathbf{B}_1 & \vdots & \ddots & & \\
 \vdots & \vdots & \vdots & \ddots & & \\
 \mathbf{B}_{t-1} & \mathbf{B}_{t-2} & \dots & \mathbf{B}_1 & \mathbf{B}_0 &
 \end{bmatrix}.$$

- Expanding-window decoder



## Example Ensemble for Consideration

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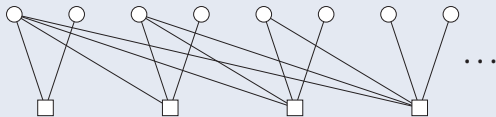
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### Tractable Protograph Structure

- Ensemble of regular and systematic protographs of rate  $R = 1/2$

$$\mathbf{B}_{[1,t]} = \begin{bmatrix} 1 & 1 & & & & & & & & & \\ & 1 & 0 & 1 & 1 & & & & & & \\ & & 1 & 0 & 1 & 0 & 1 & 1 & & & \\ & & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \ddots & & \\ 1 & 0 & 1 & 0 & 1 & 0 & \dots & 1 & 1 & & \end{bmatrix},$$

- For ease of analysis we set  $\mathbf{B}_0 = [1 \ 1]$  and  $\mathbf{B}_i = [1 \ 0]$  for  $i \neq 0$
- The structure of the factor graph is as follows





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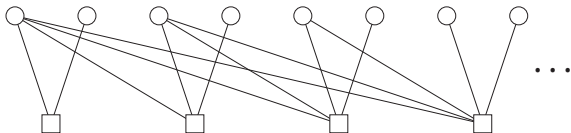
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## P-EXIT Analysis

- Asymptotic erasure performance over time in the limit of
  - infinite block size ( $M \rightarrow \infty$ ), and
  - infinite number of decoder iterations ( $k \rightarrow \infty$ )
- The recursive expression are
  - C-to-V node:  $I_{Av,t}^{k+1}(i,j) = \prod_{s=1, s \neq j}^{2i} I_{Ev,t}^k(i,s)$
  - V-to-C node:  $I_{Ev,t}^{k+1}(i,j) = 1 - \epsilon \prod_{s=\lceil j/2 \rceil, s \neq i}^t (1 - I_{Av,t}^{k+1}(s,j))$
  - APP-LLR :  $I_{APP,t}(j) = 1 - \epsilon \prod_{s=\lceil j/2 \rceil}^t (1 - I_{Av}^\infty(s,j))$



G. Liva and M. Chiani, "Protograph LDPC codes design based on EXIT analysis," in *IEEE Global Telecom. Conf.*, Washington D. C., USA, Nov. 2007, pp. 3250–3254.



# Asymptotic Analysis

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## Main Result 1

For  $M \rightarrow \infty$  and  $k \rightarrow \infty$

$$P_{\text{APP},t}(j) = P_{\text{APP},t}(j+2) \epsilon$$

so performance curves are shifted versions of the same curve

## Main Result 2

For  $M \rightarrow \infty$ ,  $k \rightarrow \infty$ , increasing  $t$  and small  $j$  relative to  $t$

$$P_{\text{APP},t+1}(j) = P_{\text{APP},t}(j) \epsilon$$

leading to an anytime exponent of  $\alpha = -\log \epsilon$

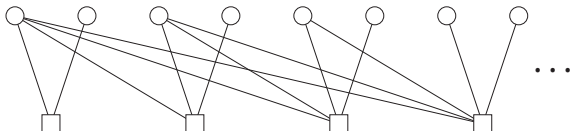
## Asymptotic Relationships Applied in the Proofs

$$I_{Av,t}^k(i+1,j) \leq I_{Av,t}^k(i,j)$$

$$I_{Ev,t}^k(i,j+j') \leq I_{Ev,t}^k(i,j), \text{ for } j, j+j' \text{ odd}$$

$$I_{Ev,t}^k(i,j) = 1 - \epsilon \quad \forall k, \text{ for } j \text{ even and } j = 2t - 1$$

$$I_{Av,t}^\infty(\lceil j/2 \rceil, j) = 1 - \epsilon, \text{ for odd and small } j \text{ relative to } t$$







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# Asymptotic Decoding Erasure Probability

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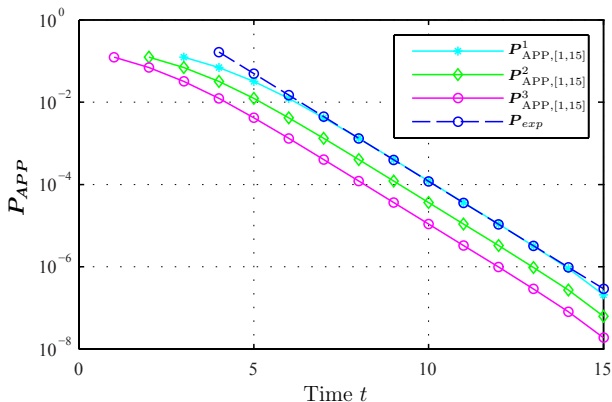
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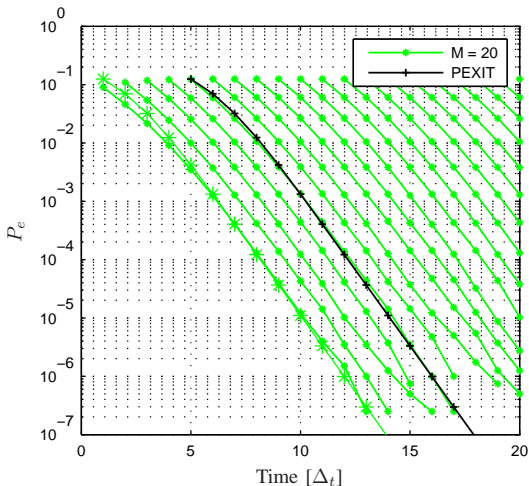
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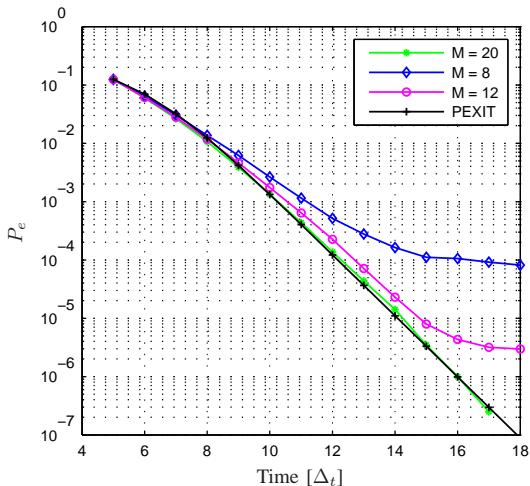
- Erasure probability  $\epsilon = 0.3$
- Performance of decoding blocks over time



- Comparison to finite-length case of  $M = 20$  over time



- Comparison to finite-length cases of  $M = 8, 12, 20$  over time





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### Summary

- Investigated a particular ensemble of anytime LDPC convolutional codes
- Showed that anytime reliability is asymptotically achieved as block length and number of iterations grow large
- Compared favorably with finite-length simulation results

### Concluding Remarks

- A regular systematic anytime LDPC CC achieves anytime reliability
- Block length does not need to grow large to achieve anytime reliability
- Irregular systematic anytime LDPC CCs have potential for better performance
- We are currently developing analysis techniques for finite-length anytime LDPC CCs