

# Random Construction을 이용한 LDPC 부호의 성능 분석

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Coding & Crypto Lab.

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# Introduction

- LDPC codes are represented by check and variable node connection

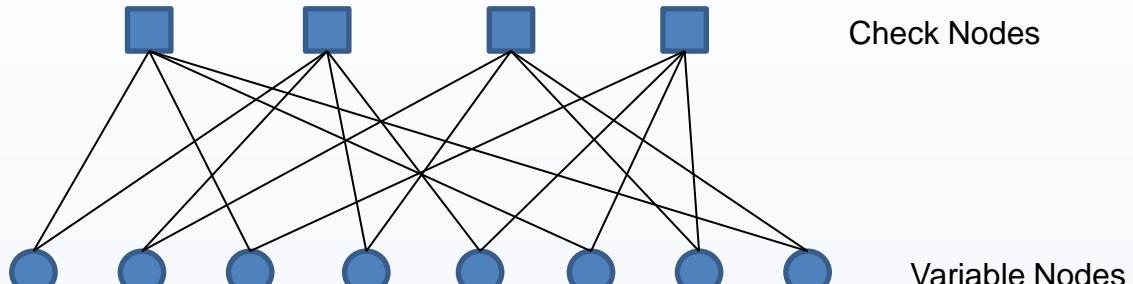


Fig.1 Tanner graph of LDPC codes

- Degree Distribution determines the number of edges of Tanner graph
  - Choosing good degree distribution is important due to good performance  
 $\lambda(x)$ : *check node degree distribution*    $\rho(x)$ : *variable node distribution*
- There are two kinds degree distribution of LDPC code
  - Regular LDPC code, Irregular LPDC code

# Introduction

## ➤ LDPC codes construction

- PEG, ACE, Random ...

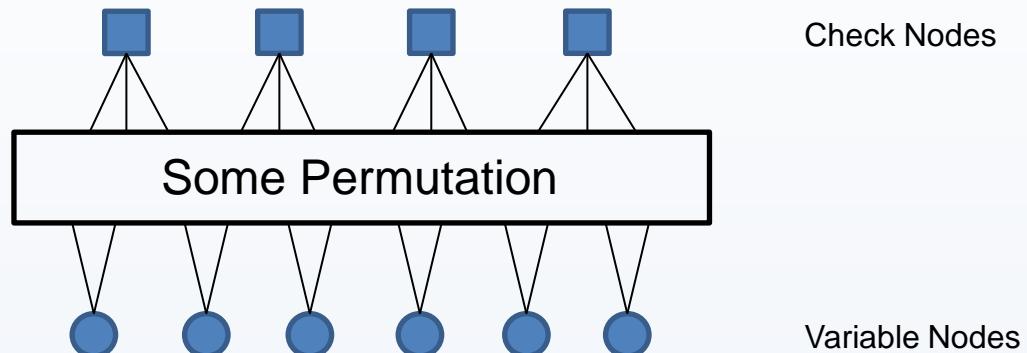


Fig.2 Tanner graph representation of parity-check matrix

- Good BER performance can be obtained from some random parity check matrix with **sufficient length** (Richardson 2001)
- Suggest that simple permutation method & parity check matrix construction

# Introduction

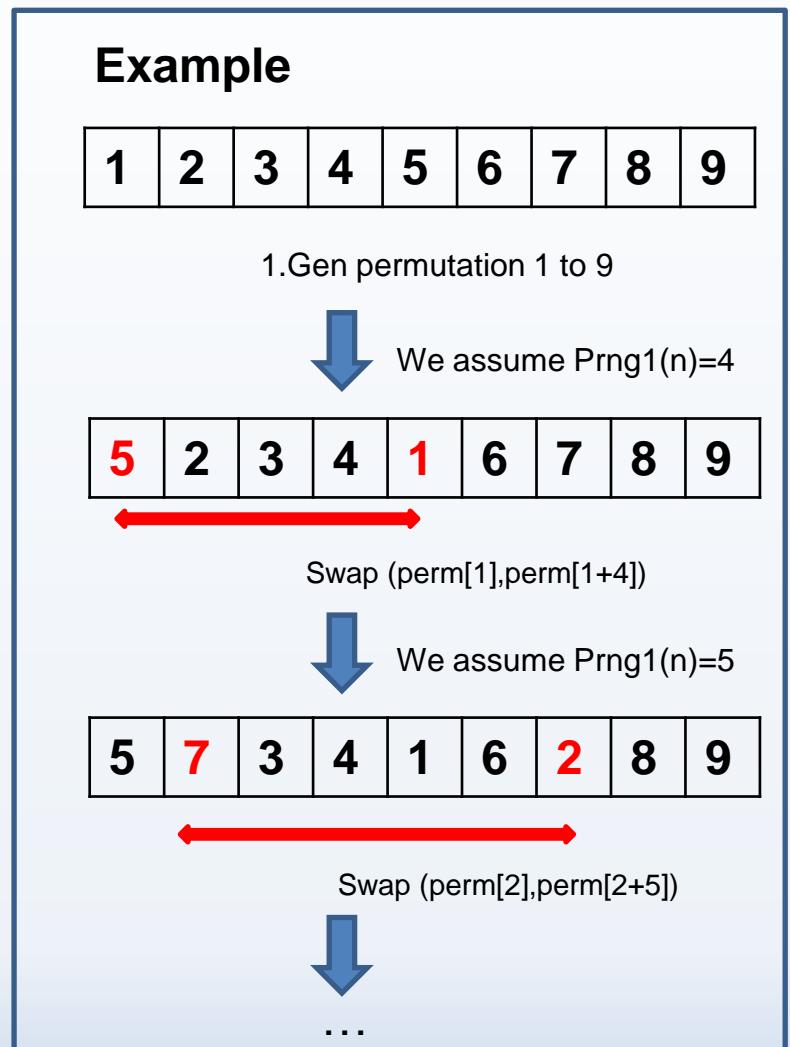
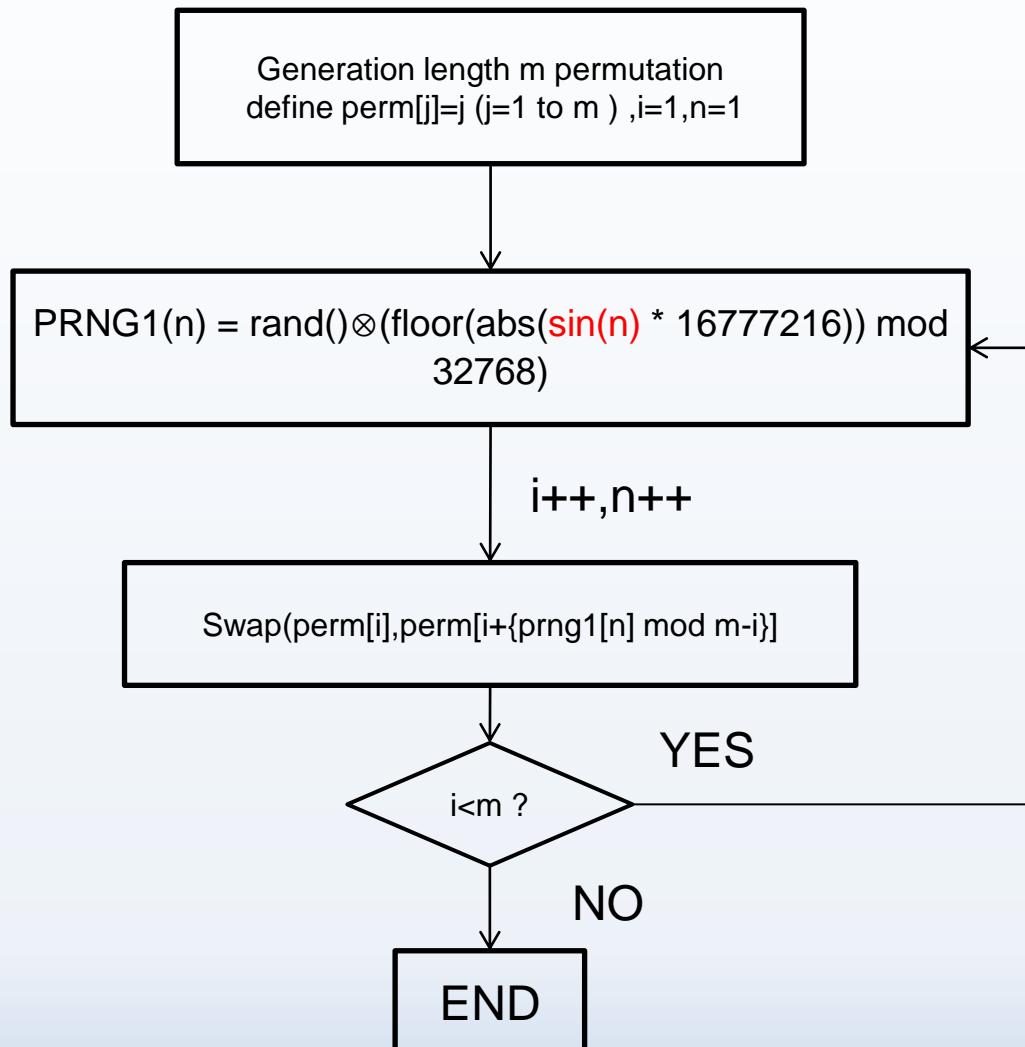
- Research objectives
  - **Find sufficient codeword length** which can achieve good BER performance
  - **Verify the performance** of randomly constructed regular and irregular codes of lengths around 100, 500, 1000, 2000, and 4000.
  - BER performance of the codes is compared with that of some PEG-optimized codes in 802.11n standard and 802.16 standard.
  - **Result Analysis** why they are a bit worse.

# Random Permutation

PRNG1	$PRNG(n) = \text{rand}() \wedge (\text{floor}(\text{abs}(\sin(n) * 16777216)) \bmod 32768)$ ^: Bit-wise XOR
PRNG2	$\text{prem}[i] = \text{floor}(M \times \sin[n \times x])$
Quadratic hash	$x(i+1) = [x(i) + 2 * i + 1] \pmod m$ $x(i+1) = [x(i) + t] \pmod m$
Primitive root	The primitive root is defined by $p_1$ $p_1^i \equiv n \pmod m$

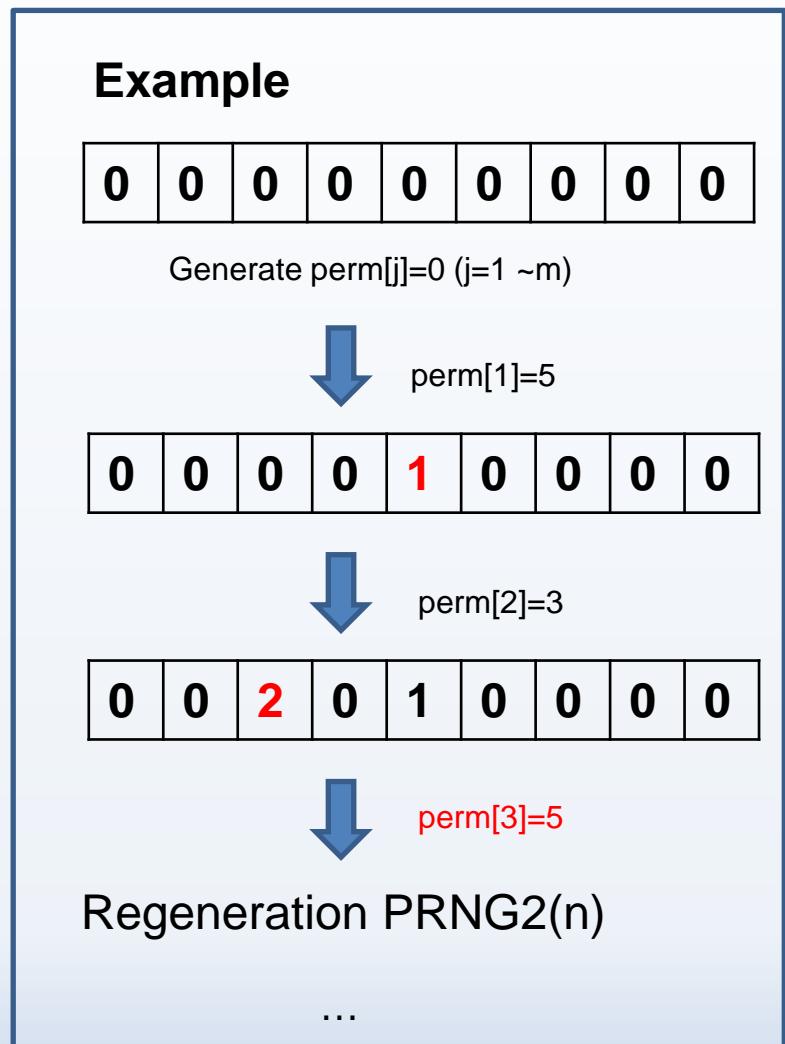
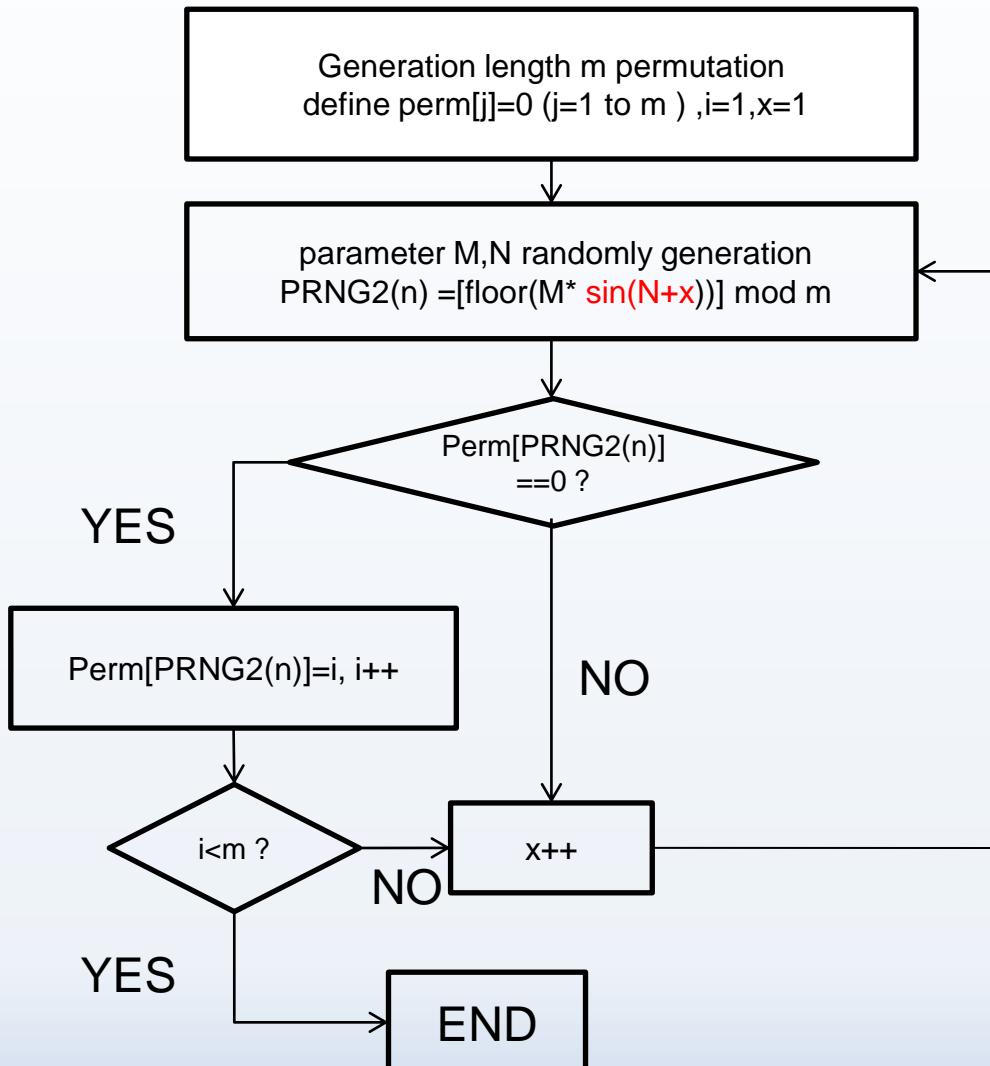
# Generation of Random Permutation

## 1. Permutation generated using the non-periodicity of the sine function(PRNG1)



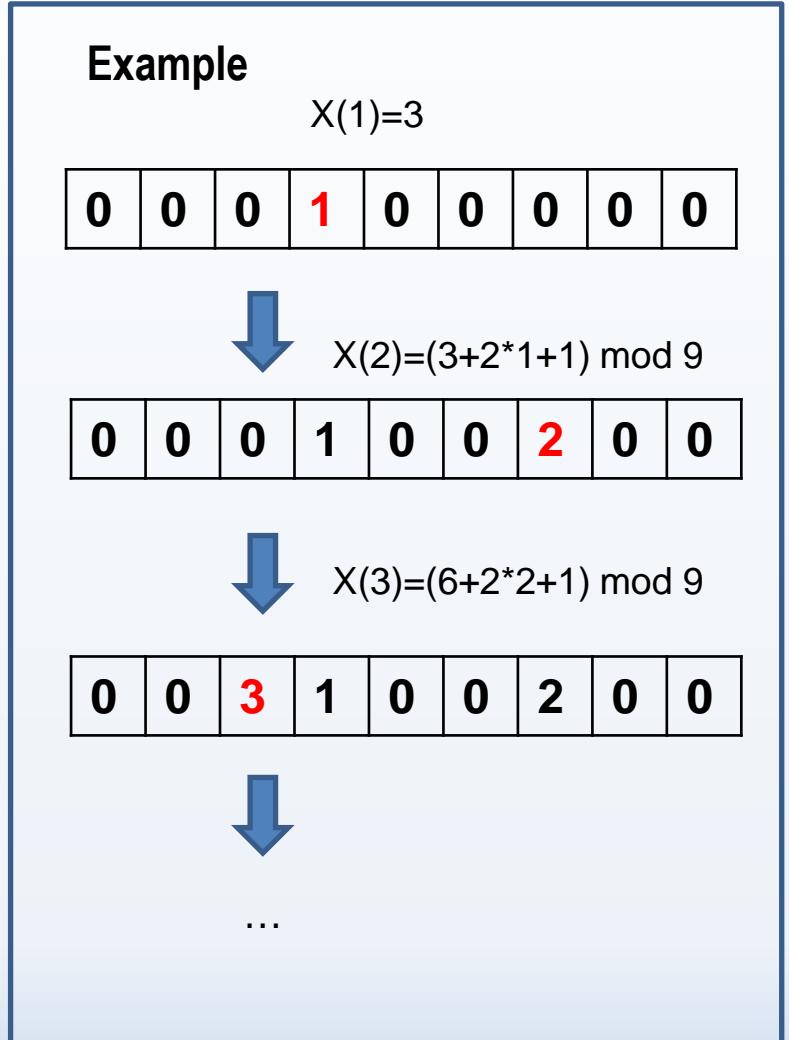
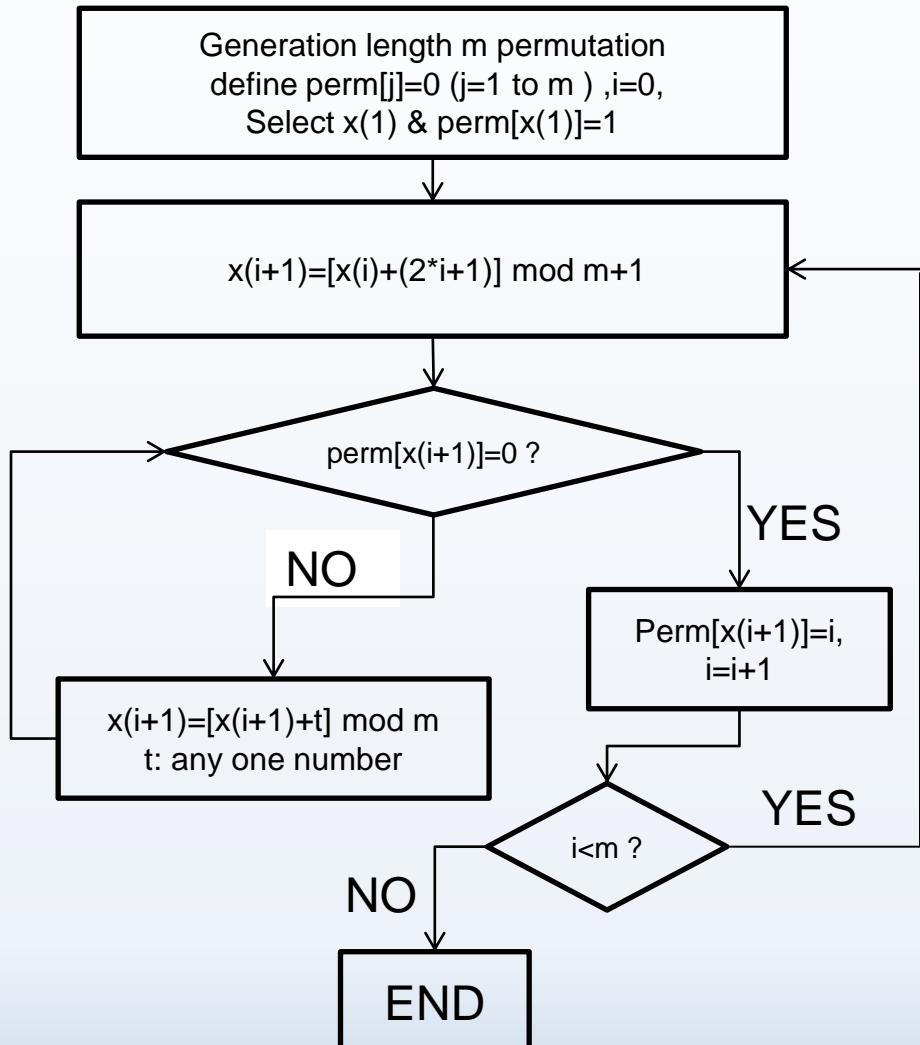
# Generation of Random Permutation

## 2. Permutation generated using the non-periodicity of the sin function(PRNG2)



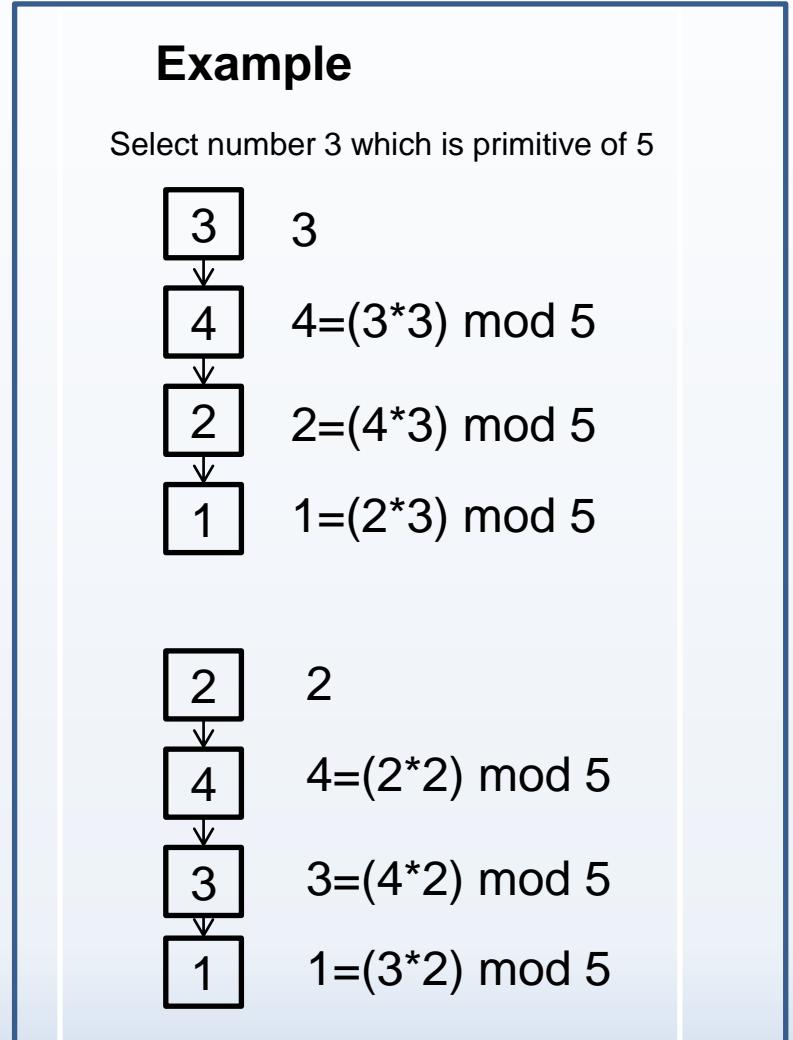
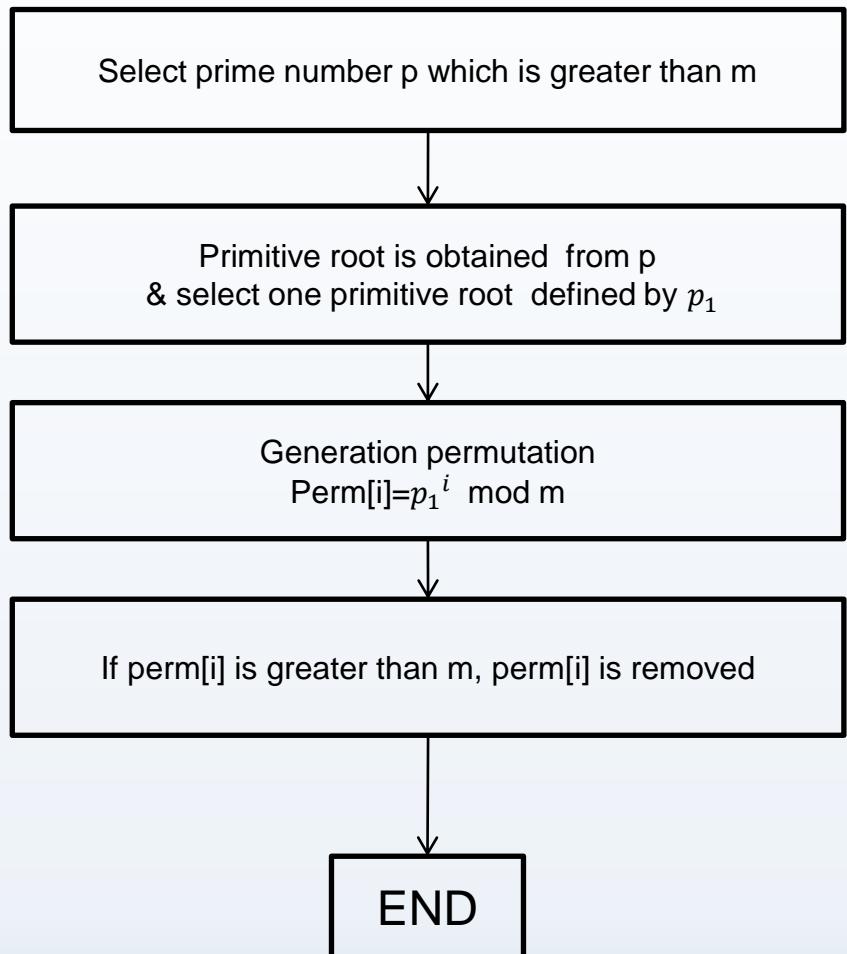
# Generation of Random Permutation

## 3. Quadratic hash permutation



# Generation of Random Permutation

## 4. Primitive root permutation

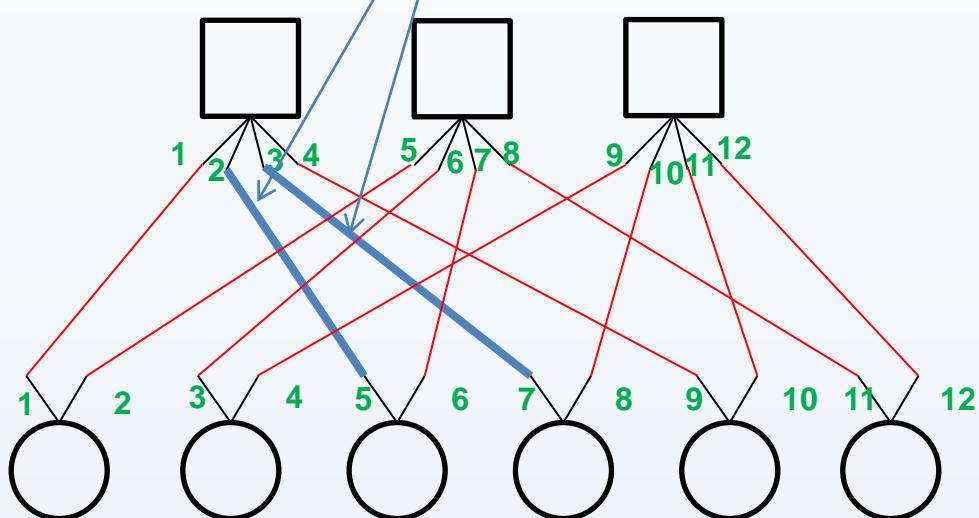


# Generation of Parity-Check Matrix

- Method of generation of parity check matrix by some permutation
  - Example

(2,4) regular LDPC code

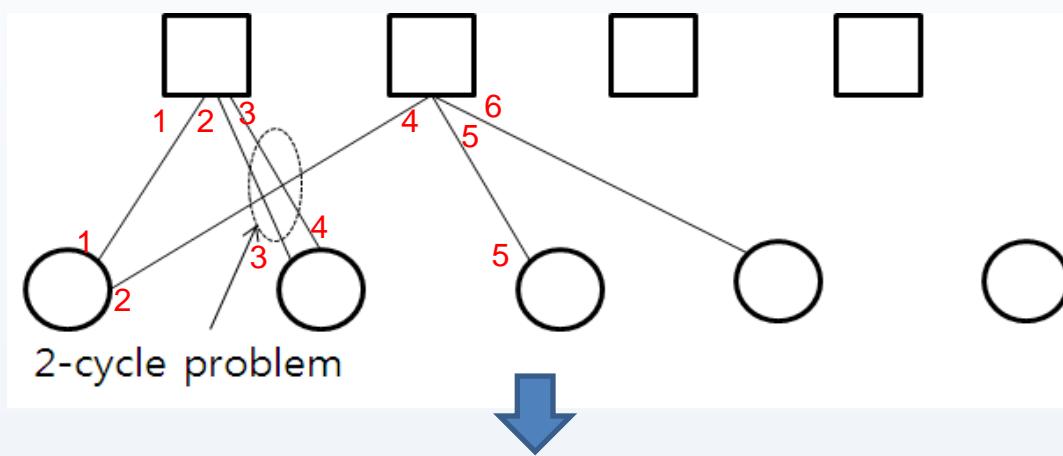
permutation={1,5,7,9,2,3,6,11,4,8,10,12}



# Generation of Parity-Check Matrix

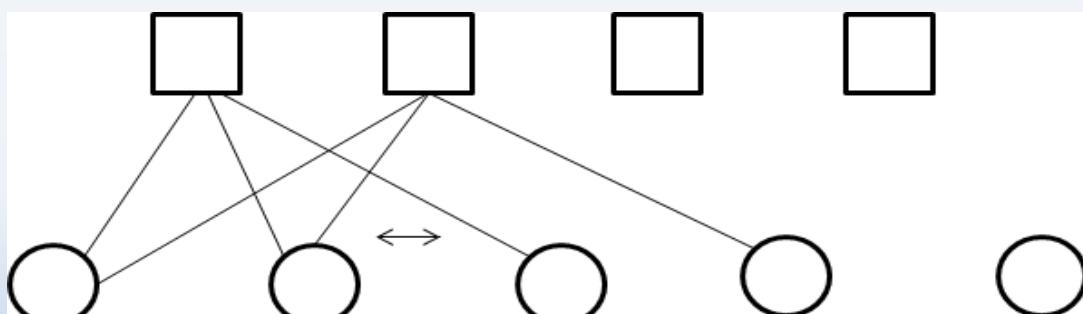
## ➤ 2-Cycle problem

- Two lines from one check node can connect to one variable node
- If the problem appears, we regenerated the permutation or exchanged the line for the line of next node

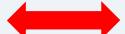


Permutation={1, 3, 4, 2, 5, 7...}

2-cycle problem



Permutation={1, 3, 5, 2, 4, 7...}



# Simulation Settings

- Regular LDPC codes of the proposed method are compared with codeword length 100, 500, 1000, 2000 (3,6), (4,8) regular PEG-optimized LDPC code.
- Irregular LDPC codes of the proposed method are compared with PEG-optimized and 802.11n standard LDPC code which length is 648, 1296, 2284, 4568 in several codes on the standard. (Rate: 0.5)
- Degree distribution of irregular LDPC code is

$$\lambda(x) = 0.2558x + 0.3140x^2 + 0.0465x^3 + 0.3837x^{10}$$

$$\rho(x) = 0.8140x^6 + 0.1860x^7$$

variable node			check node		
# degree 2	# degree 3	# degree 4	# degree 11	# degree 7	# degree 8
594	486	54	162	540	108

Length 1296 802.11n LDPC standard code degree

# Simulation Settings

- Irregular LDPC codes of the proposed method are compared with PEG-optimized and 802.16 standard LDPC code which length is 576, 1056, 2016 in several codes on the standard.(Rate:0.5)
- Degree distribution of irregular LDPC code is

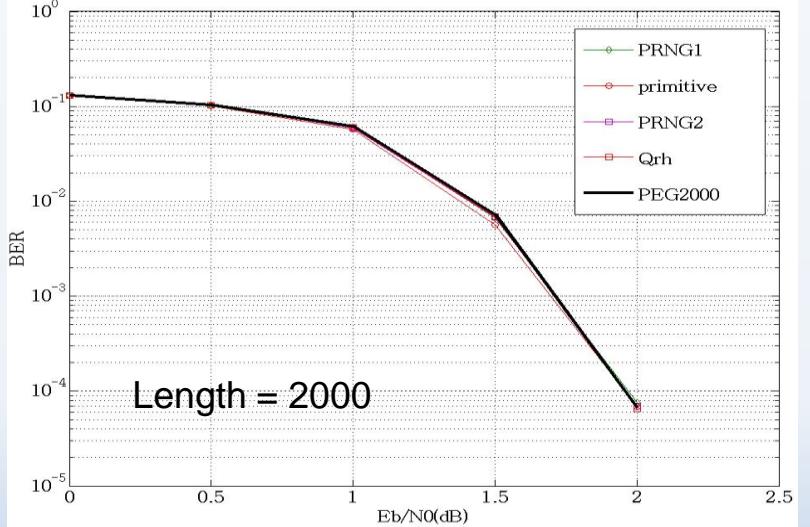
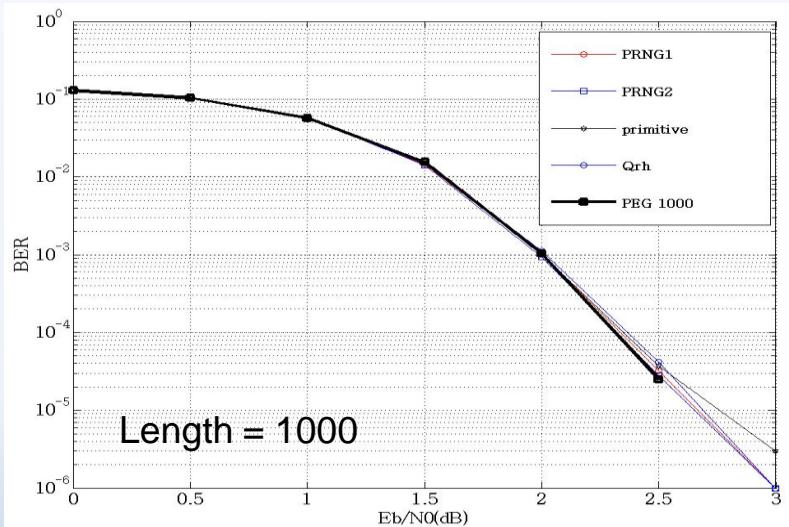
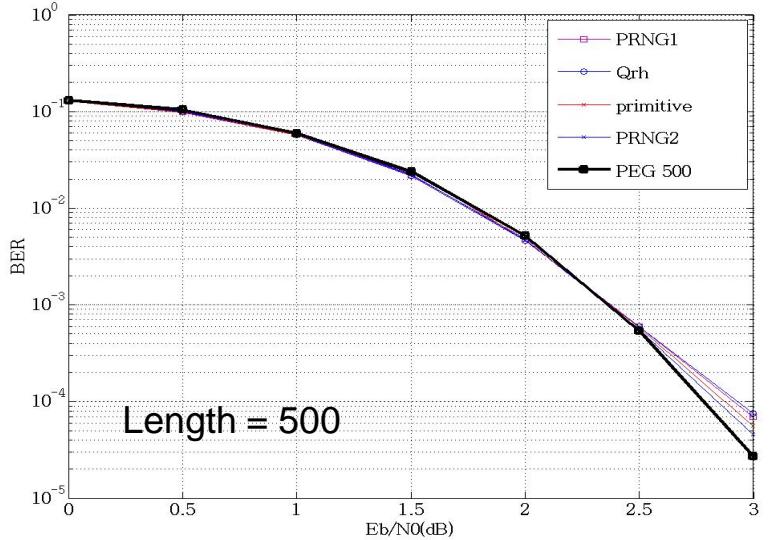
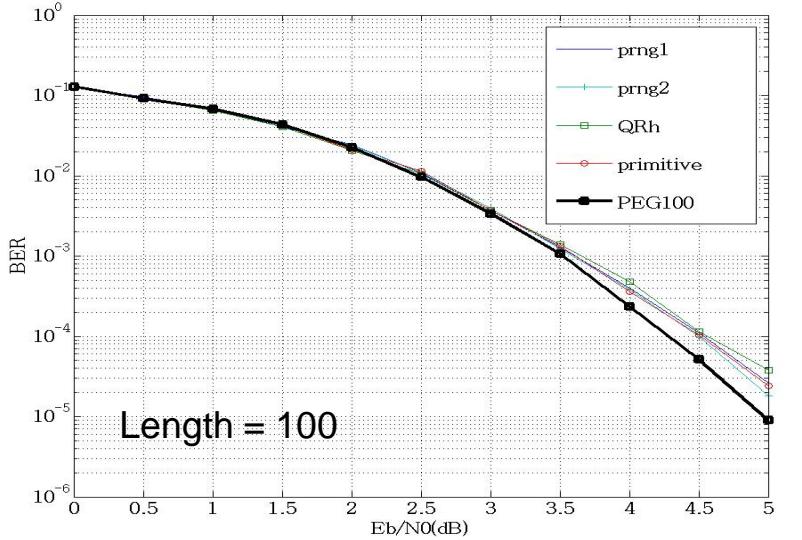
$$\lambda(x) = 0.4583x + 0.3333x^2 + 0.2083x^3$$
$$\rho(x) = 0.6667x^6 + 0.3333x^7$$

variable node			check node	
# degree 2	# degree 3	# degree 6	# degree 7	# degree 8
484	352	220	352	176

Length 1056, 802.16n LDPC standard code degree

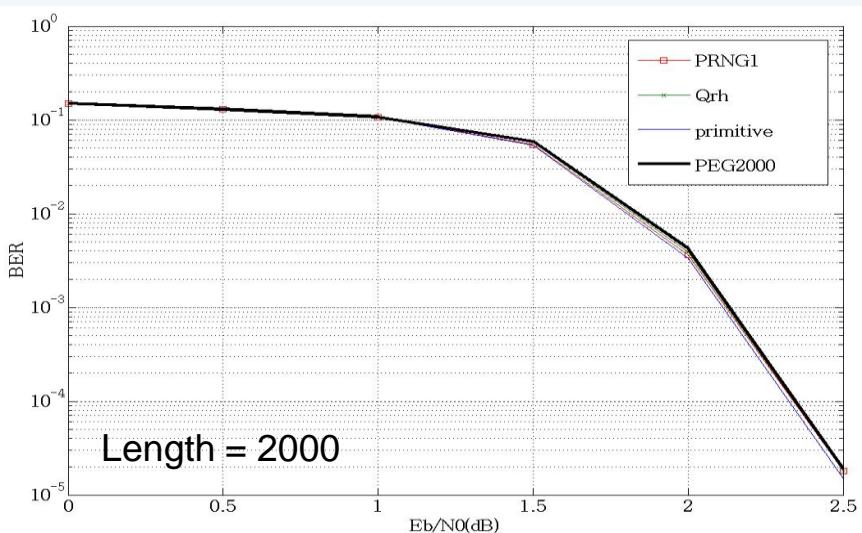
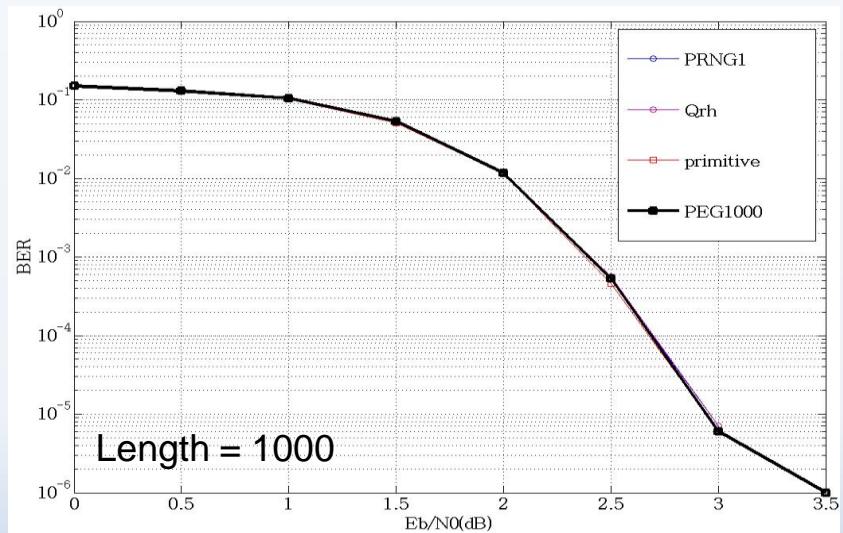
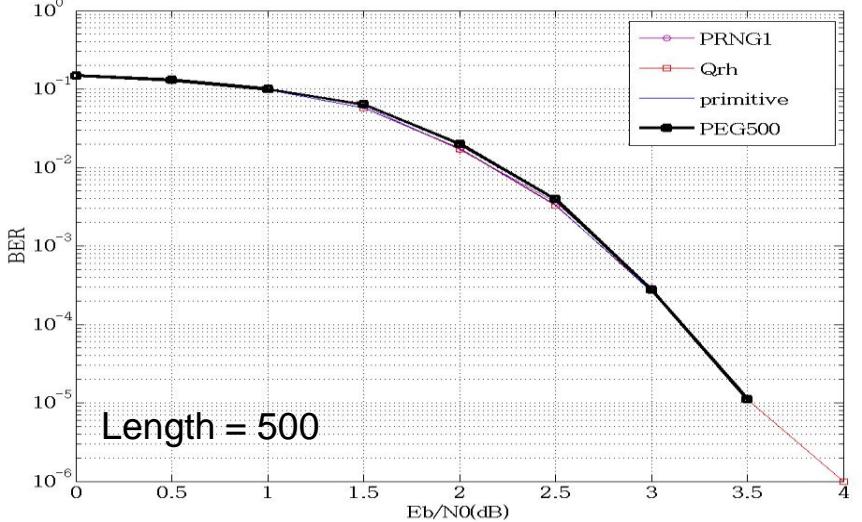
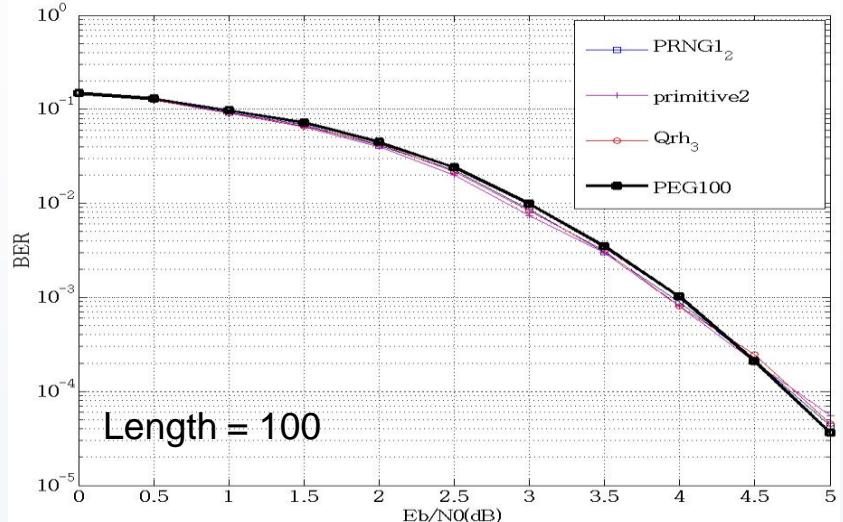
# Simulation Result

## ➤ (3,6) Regular LDPC Codes – Length 100,500,1000,2000



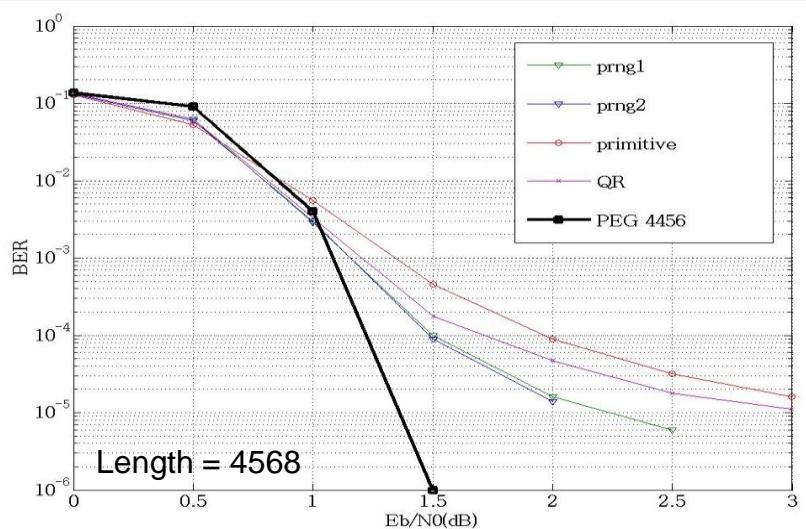
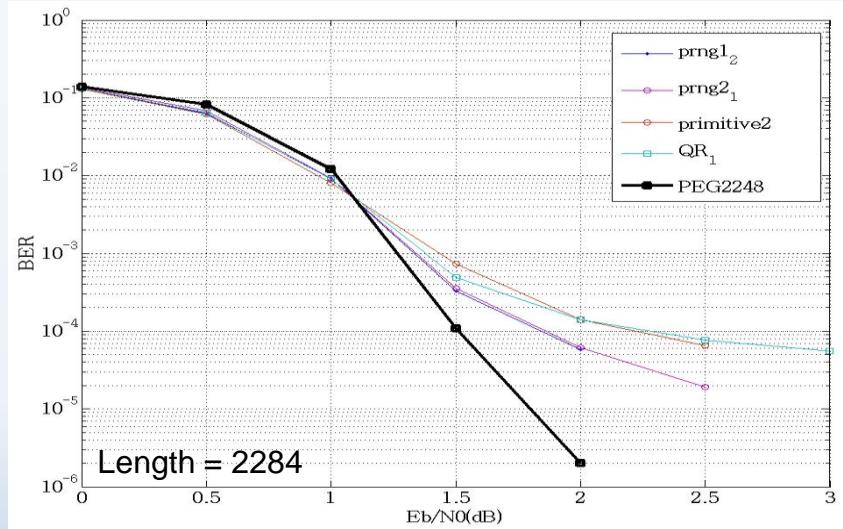
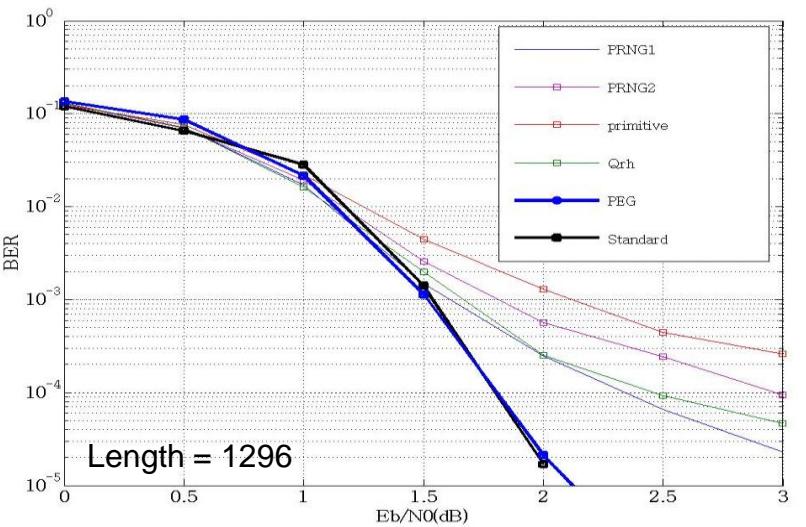
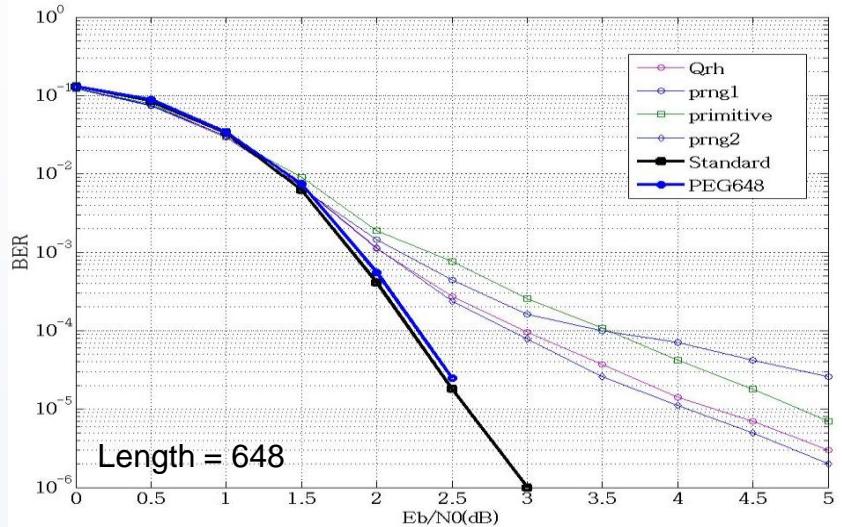
# Simulation Result

## ➤ (4,8) Regular LDPC Codes – Length 100,500,1000,2000



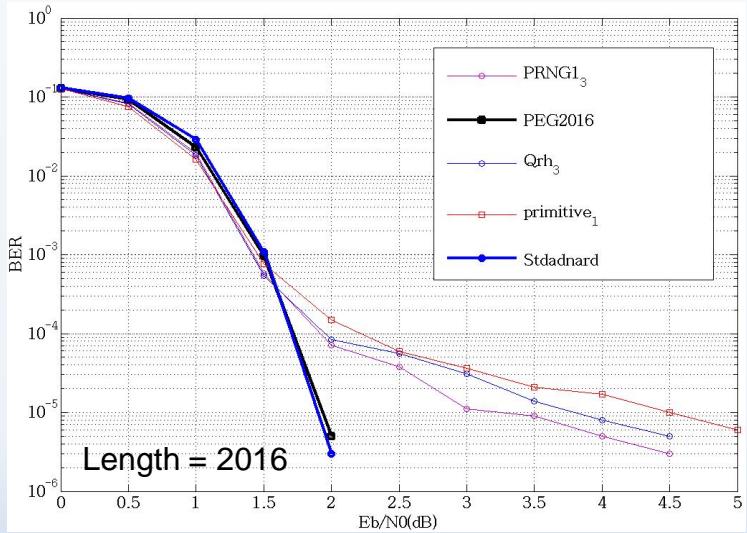
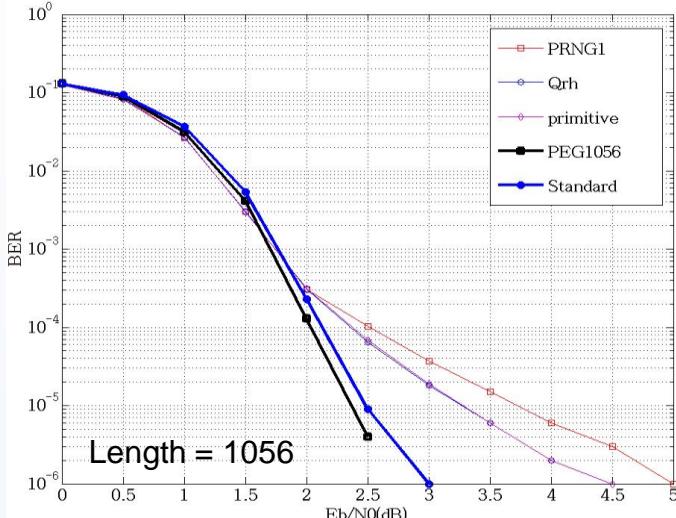
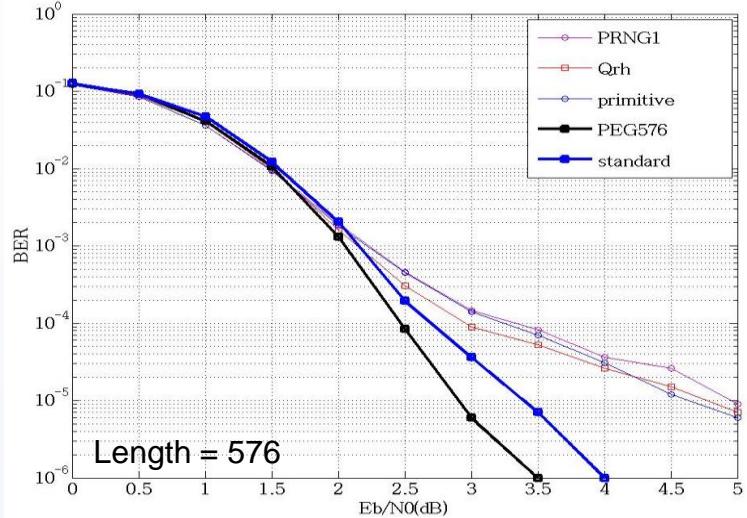
# Simulation Result

## ➤ 802.11n Standard LDPC Codes(Irregular) – Length 648, 1296, 2284, 4568



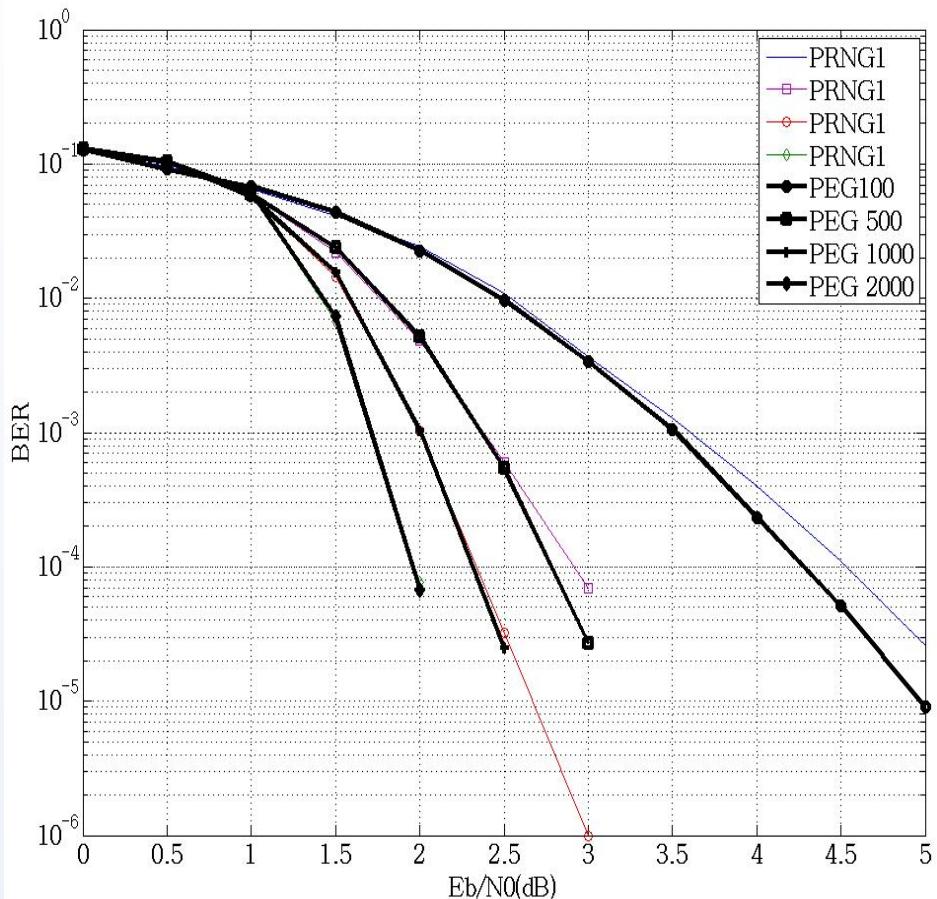
# Simulation Result

## ➤ 802.16 Standard LDPC Codes – Length 576, 1056, 2016

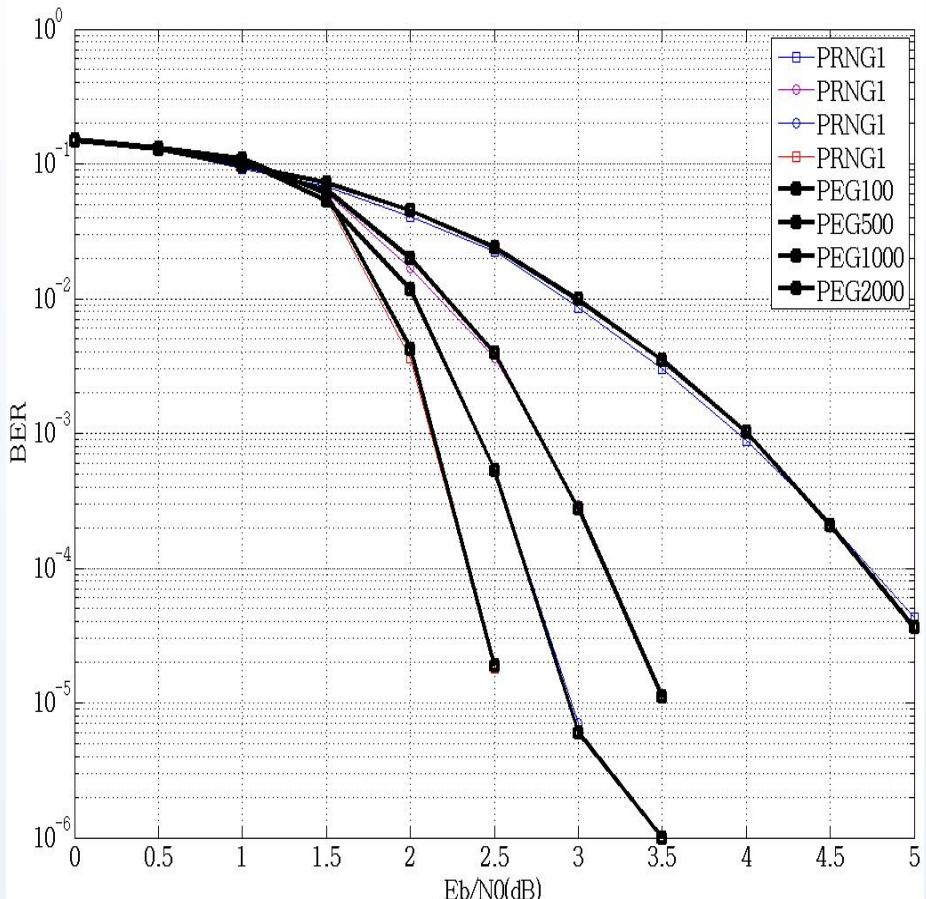


# Simulation Result

## ➤ (3,6) & (4,8) Regular LDPC Codes Simulation Result



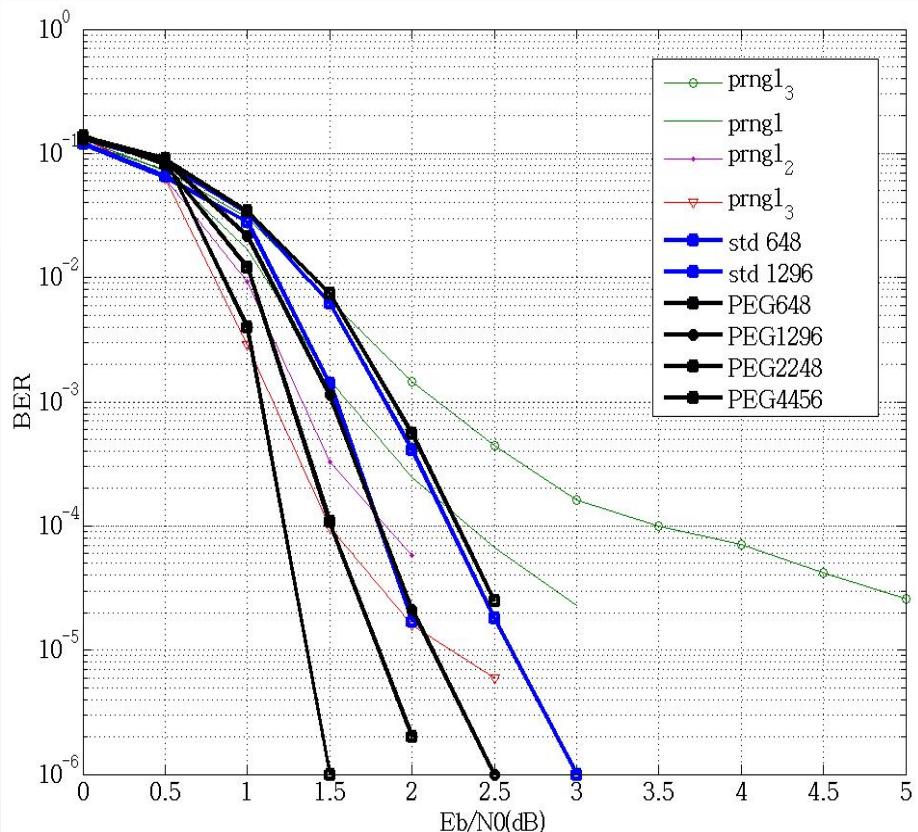
BER performance of (3,6) Regular LDPC Codes



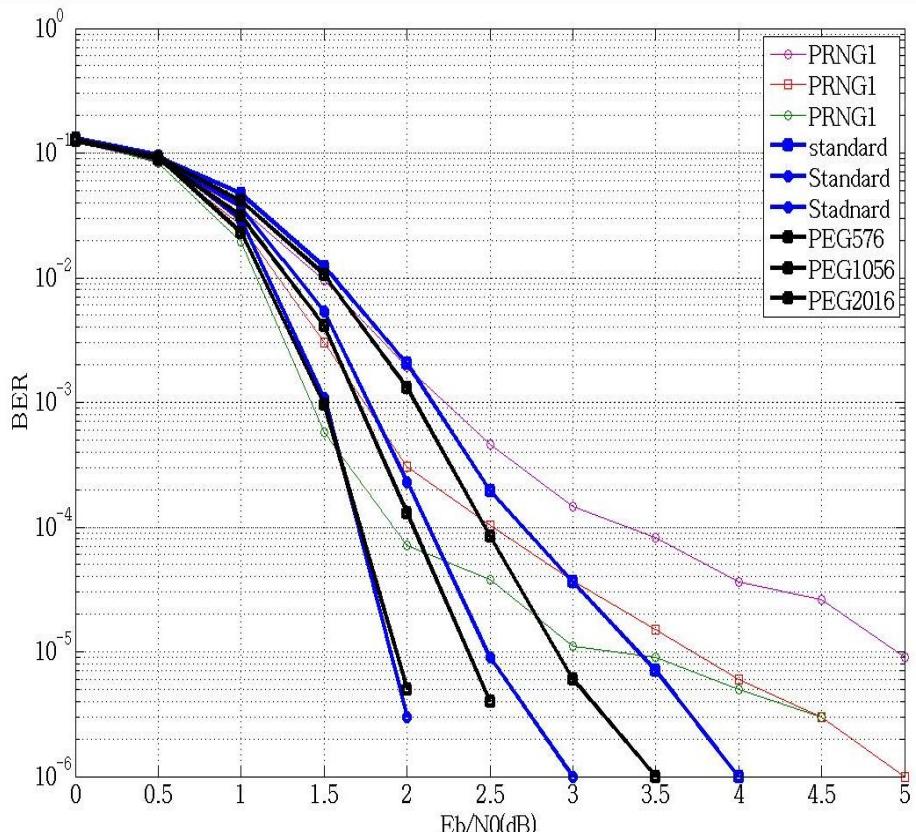
BER performance of (4,8) Regular LDPC Codes

# Simulation Result

## ➤ 802.11n & 802.16 Irregular LDPC Codes Simulation Result



BER performance of 802.11n Irregular LDPC Codes



BER performance of 802.16 Irregular LDPC Codes

# Conclusions

- We can achieve good BER performance by using random permutation in waterfall region without some optimization process
- In (3,6) regular code, the proposed codes has same BER performance as PEG optimized code at codeword length 2000.
- In (4,8) regular code, the proposed codes has better performance than PEG optimized code at codeword length 100.
- The BER simulation results show that the SNR loss between proposed method and standard LDPC code in irregular LDPC code