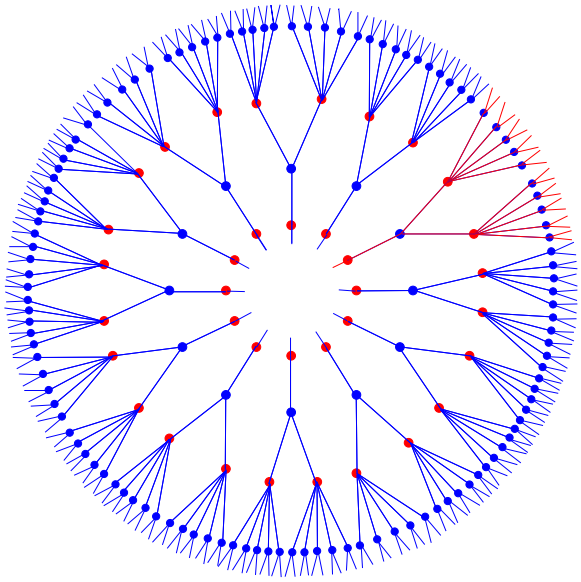
Iterative Decoding of LDPC Codes



M. Amin Shokrollahi

Lucent Technologies
Bell Labs Innovations

Oberwolfach - May 2000

Outline

1. Codes on bipartite graphs

2. Iterative Decoding Algorithms

3. Analysis of Iterative Algorithms

4. Encoding

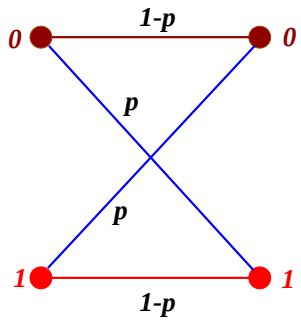
5. Achieving capacity

6. Applications

7. Open questions

Shannon's theorems

1. Existence of capacity of a given channel
2. Existence proof for codes achieving capacity if
3. Maximum likelihood decoder is used.



$$1 + p\log_2(p) + (1-p)\log_2(1-p)$$

Want

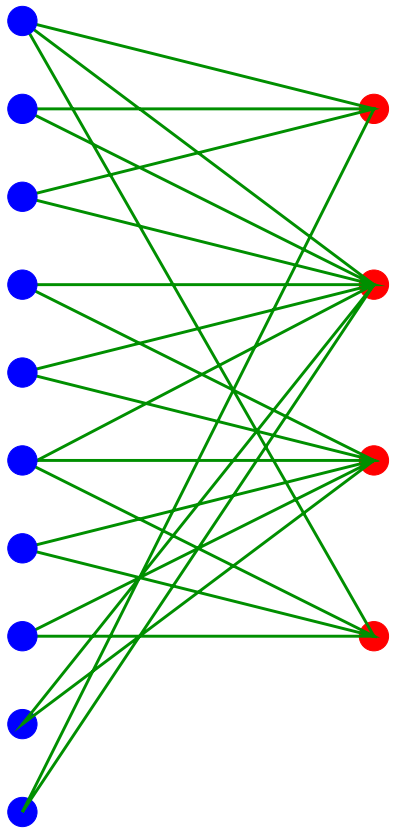
1. Codes that asymptotically achieve capacity, and
2. Do so with an efficient decoding algorithm, and
3. Decoding complexity increases moderately as codes approach capacity.

Low-Density Parity Check Codes

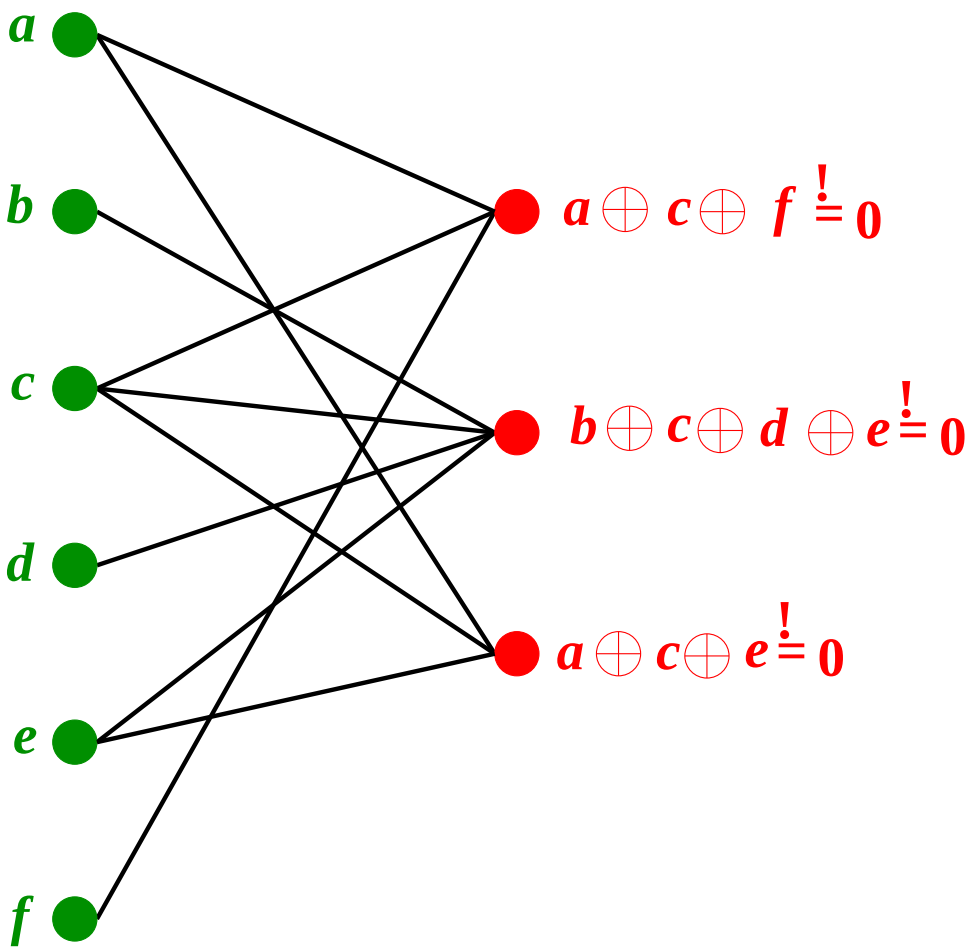
Gallager	1963
Zyablov	1971
Zyablov-Pinsker	1976
Tanner	1981
Turbo Codes	1993
Berroux-Glavieux-Thitimajshima	
Sipser-Spielman, Spielman	1995
MacKay-Neal, MacKay	1995
Luby-Mitzenmacher-S-Spielman-Stemann	1997
Luby-Mitzenmacher-S-Spielman	1998
Richardson-Urbanke	1999
Richardson-Shokrollahi-Urbanke	1999

Code Construction

Codes are constructed from sparse bipartite graphs.



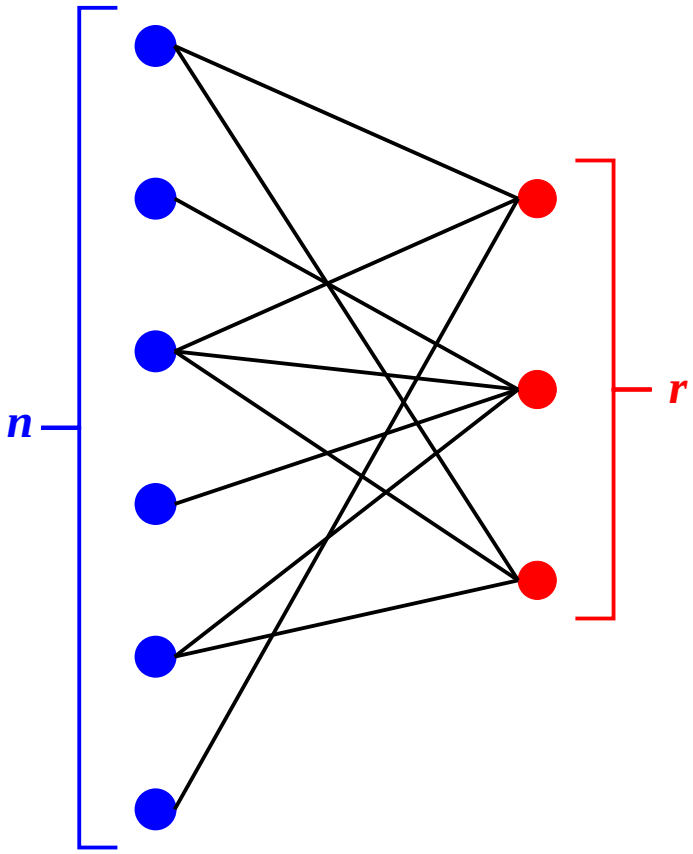
Code Construction



Any binary linear code has a graphical representation.

Not any code can be represented by a sparse graph.

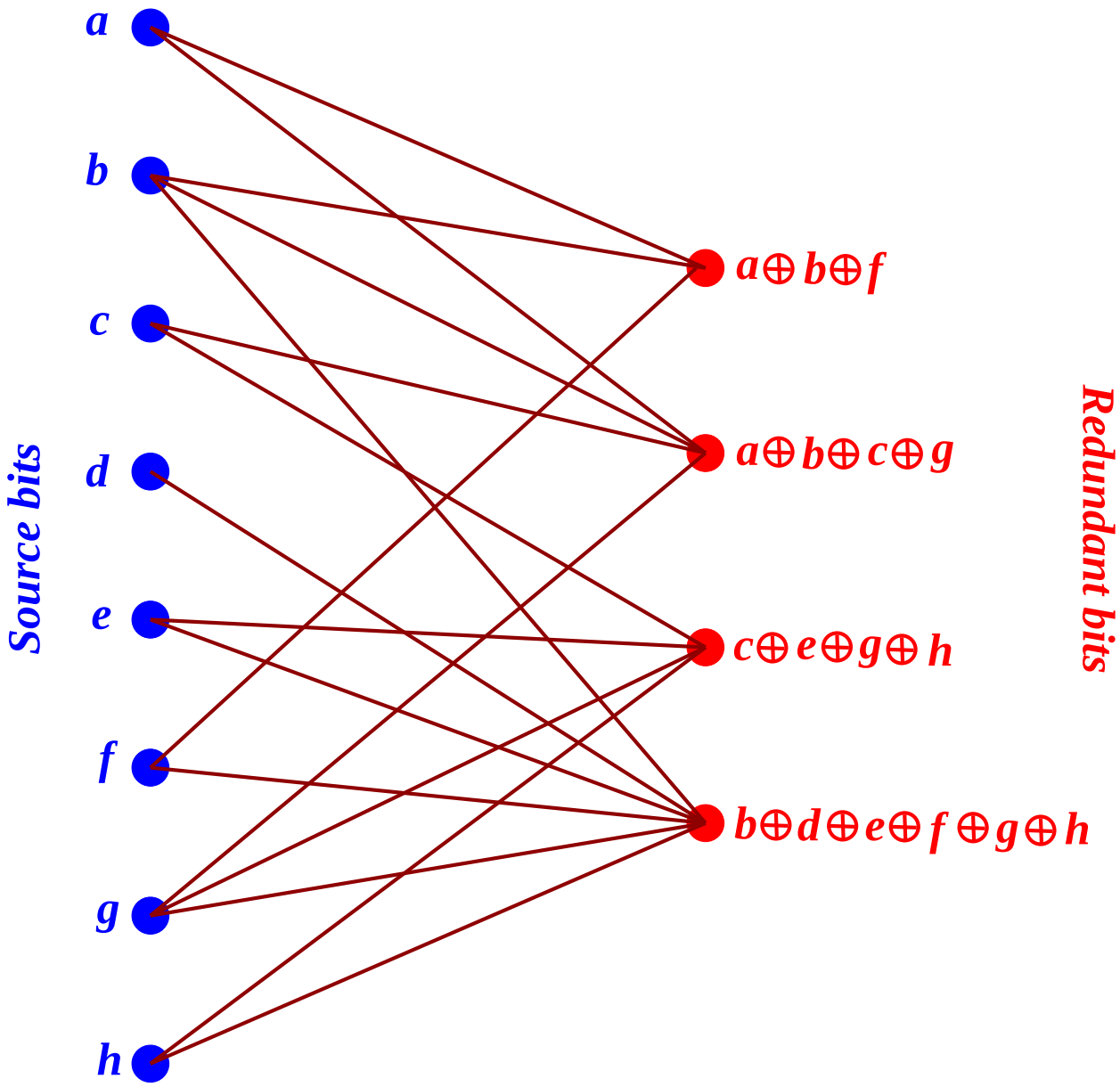
Parameters



$$Rate \geq \frac{n-r}{n}$$

$$Rate \geq 1 - \frac{\text{average left degree}}{\text{average right degree}}$$

Dual Construction

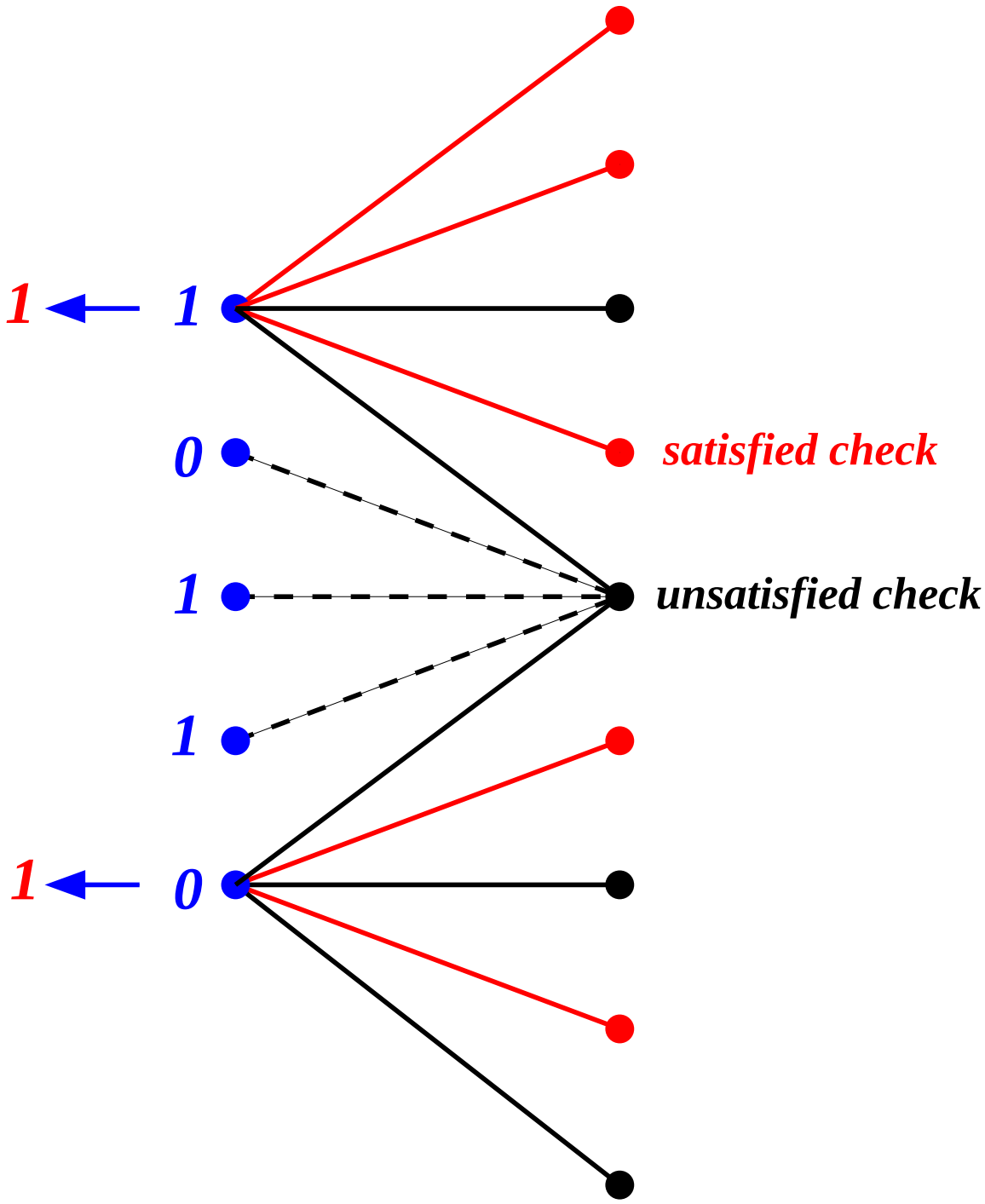


Encoding time is proportional to number of edges.

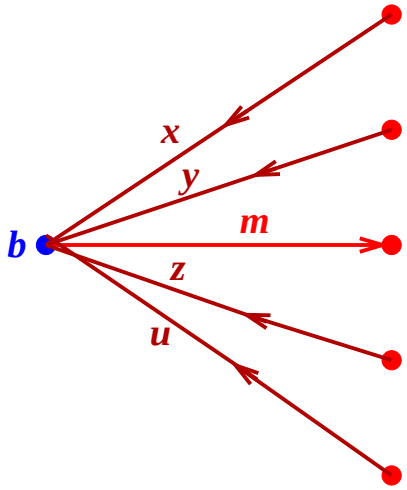
Algorithmic Issues

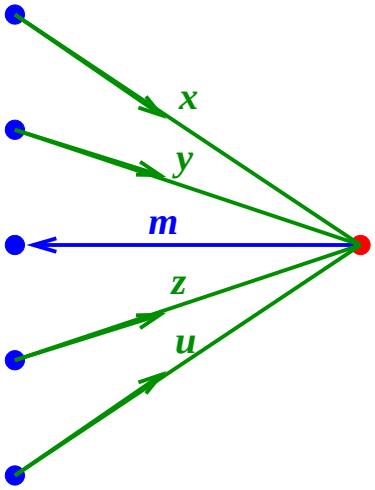
- Encoding?
  - Is linear time for the dual construction
  - Is quadratic time (after preprocessing) for the Gallager construction. More later!
- Decoding?
  - Depends on the channel,
  - Depends on the fraction of errors.

Decoding on a BSC: Flipping



Decoding on a BSC: Gallager Algorithm A (Message passing)



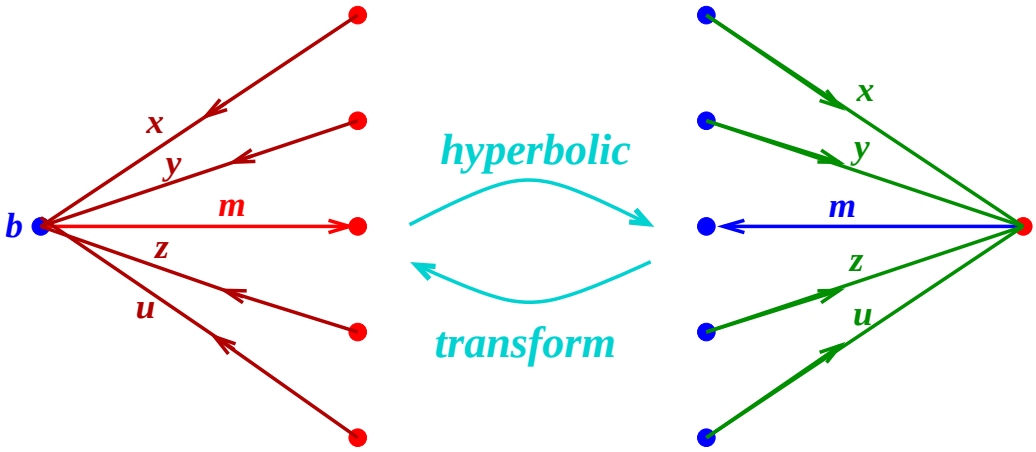


$$m = \begin{cases} x & \text{if } x=y=z=u \\ b & \text{else} \end{cases}$$

$$m = x \oplus y \oplus z \oplus u$$

MESSAGE **CHECK**

Decoding on a BSC: Belief Propagation



$m = x+y+z+u+b$

$m=x*y*z*u$

$(a,b)*(c,d):=(a+c,\ b+d \bmod 2)$

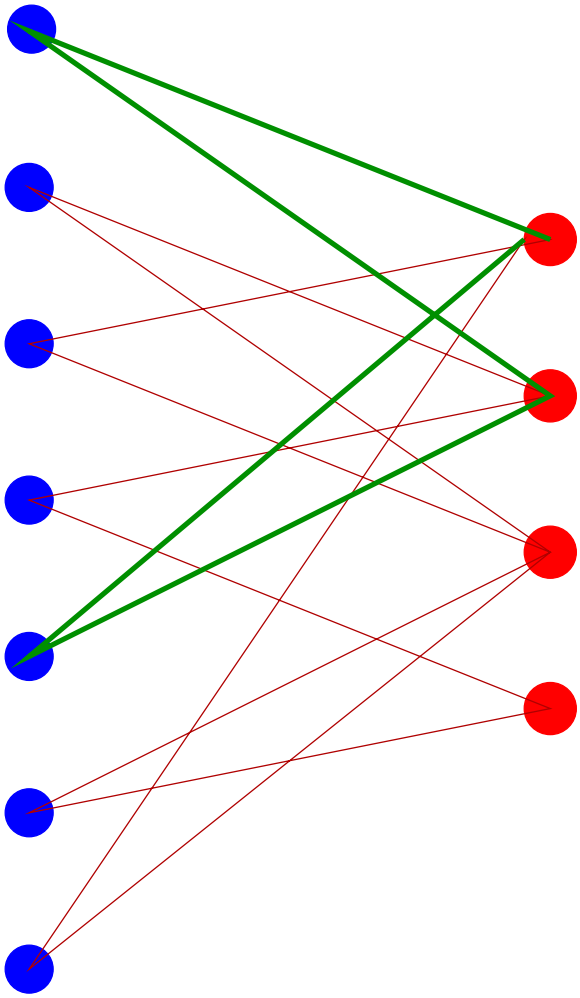
MESSAGE

CHECK

Messages in log-likelihood ratios.

Optimality of belief propagation

Belief propagation is bit-optimal if graph has no loops.



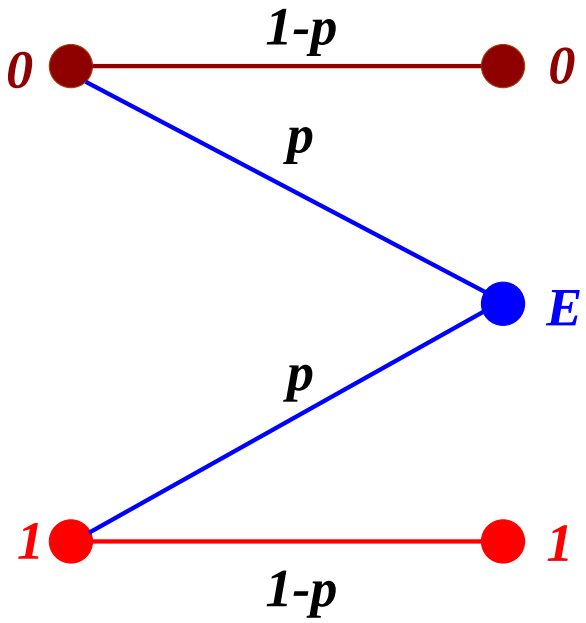
Maximizes the probability

$$P(c_m = b \mid y) = \sum_{c \in C} P(c \mid y).$$

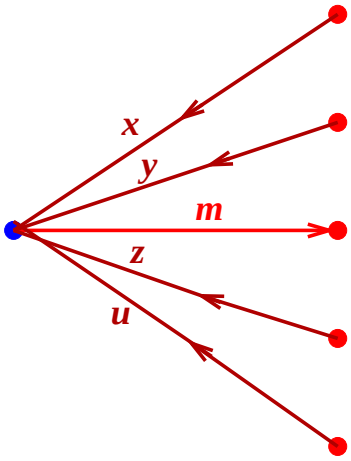
Performance on a (3,6)-graph

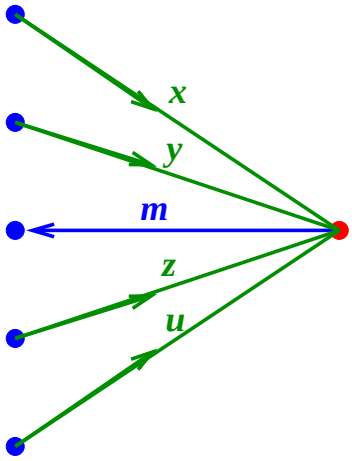
Shannon limit:	11%	
Flipping algorithm:	1%?	
Gallager A:	4%	
Gallager B:	4%	(6.27%)
Erasure decoder:	7%	
Belief propagation:	8.7%	(10.8%)

The Binary Erasure Channel (BEC)



Decoding on a BEC: Luby-Mitzenmacher-Shokrollahi-Spielman-Stemann





$$m = \begin{cases} 1 & \text{if } x \vee y \vee z \vee u = 1 \\ 0 & \text{else} \end{cases}$$

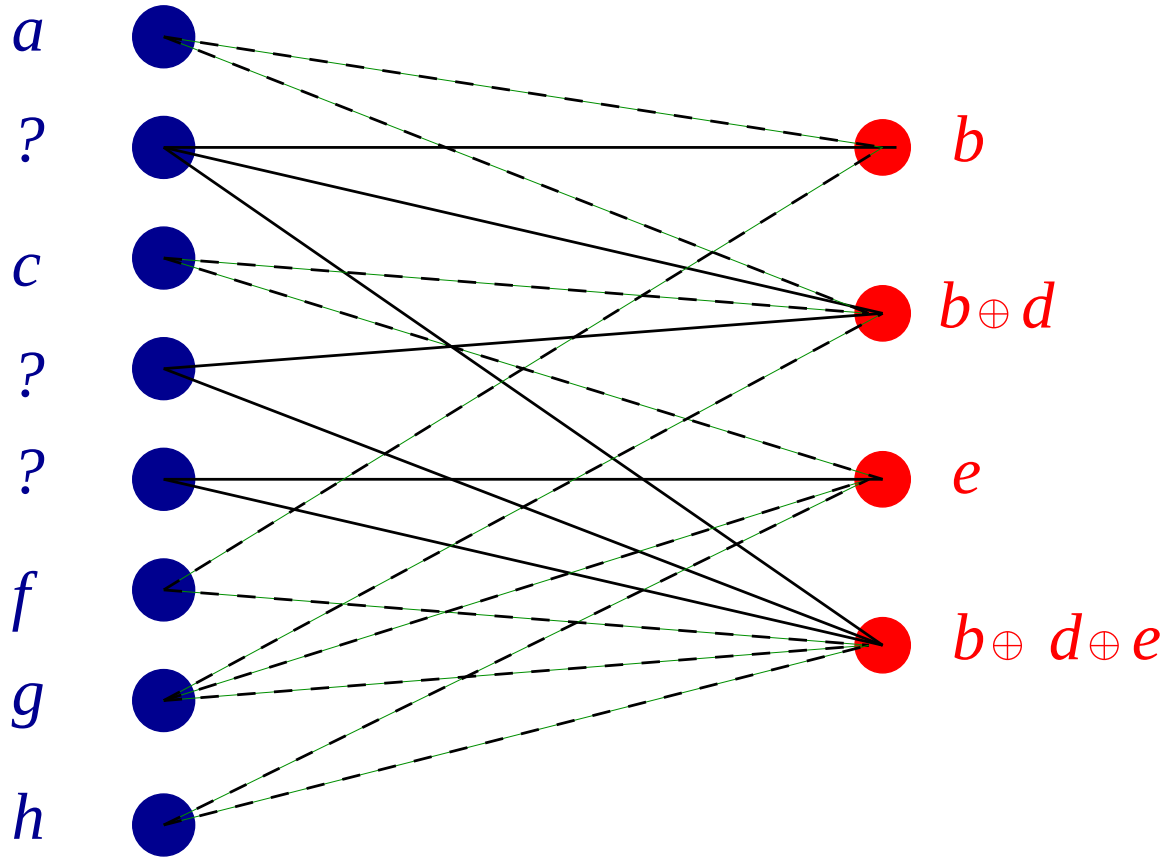
$$m = \begin{cases} 1 & \text{if } x = y = z = u = 1 \\ 0 & \text{else} \end{cases}$$

MESSAGE

CHECK

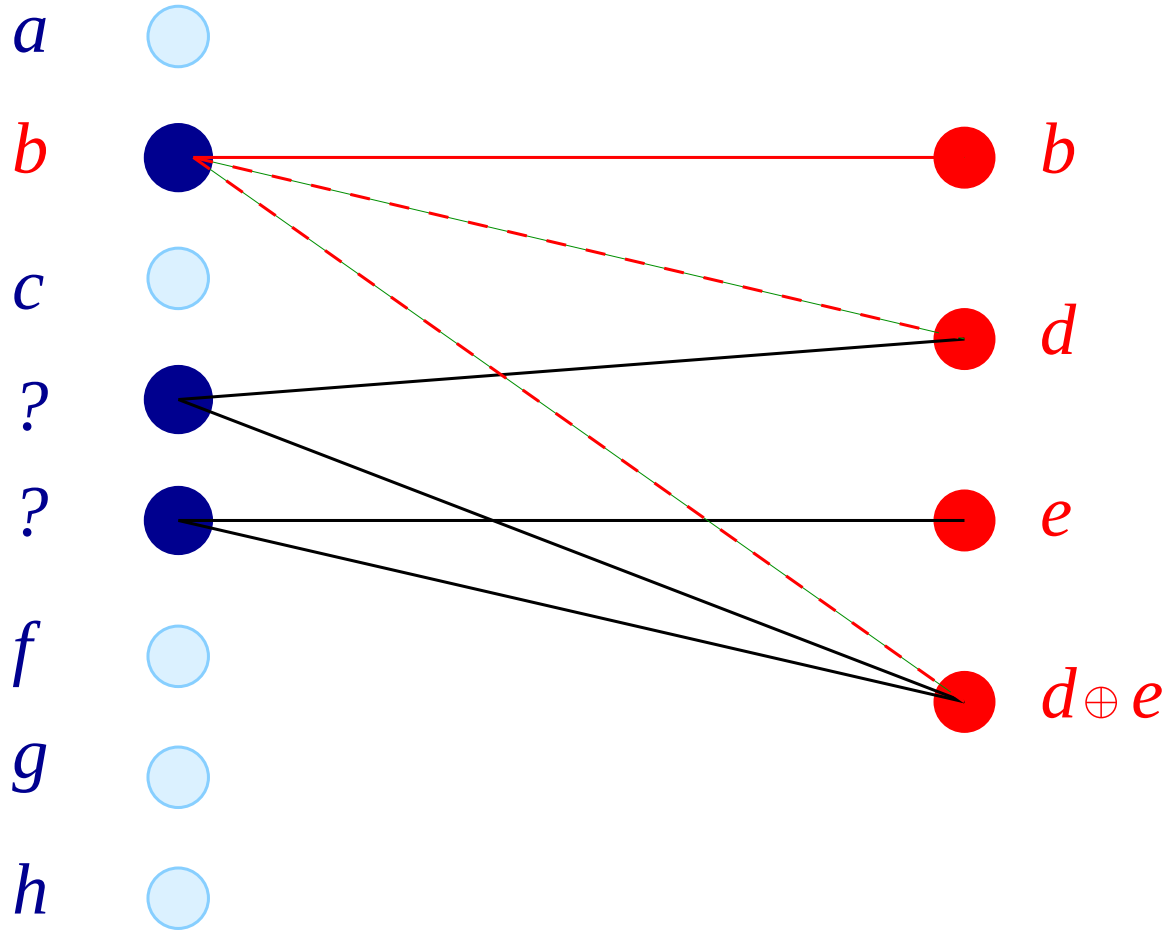
Decoding on a BEC

Phase 1: Direct recovery

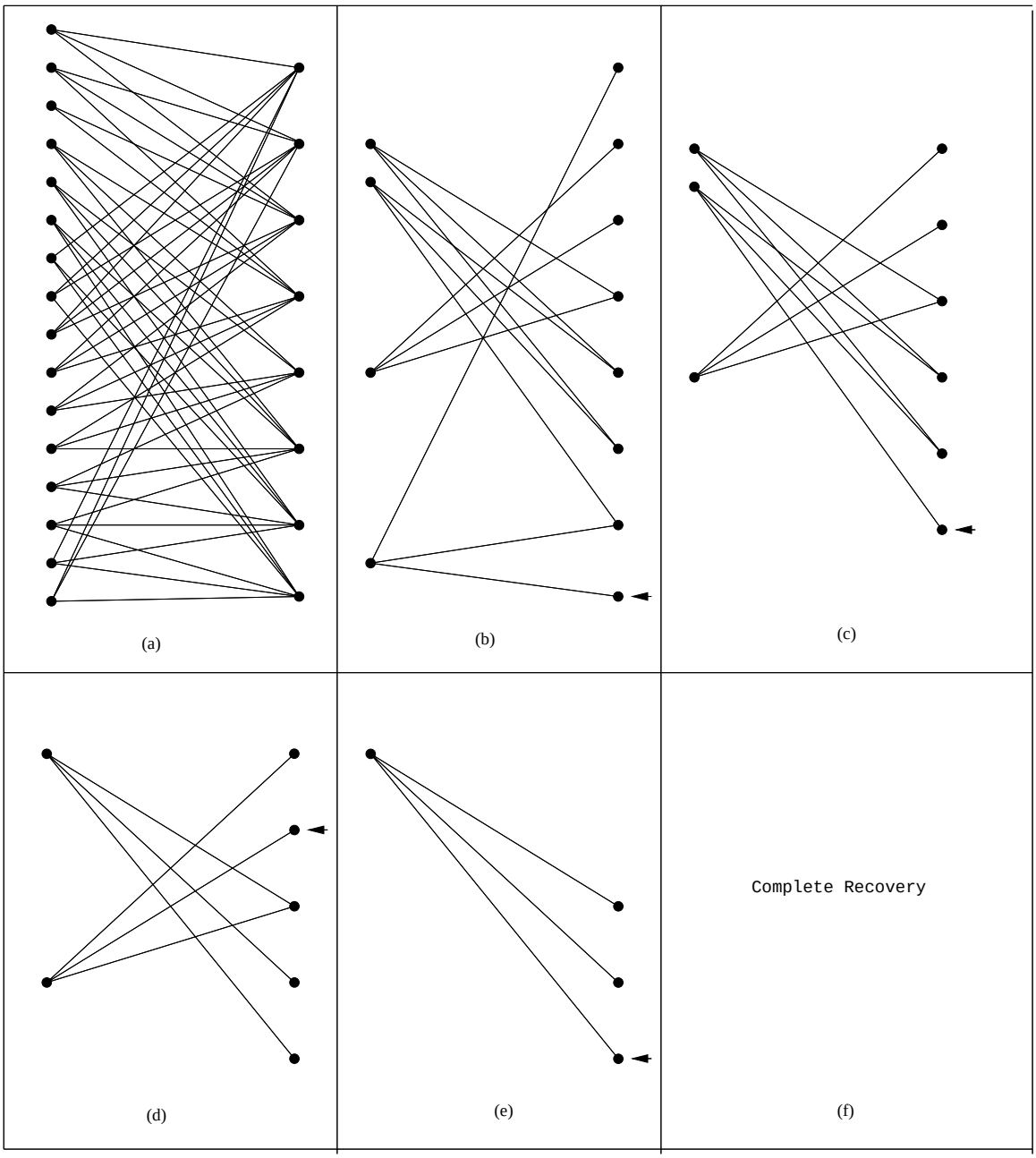


Decoding on a BEC

Phase 2: Substitution



Example



The (inverse) problem

Have: fast decoding algorithms.

Want: design codes that can correct many errors using these algorithms.

Focus on the BEC in the following.

Experiments

Choose regular graphs.

An (d, k)-regular graph has rate at least $1 - d/k$. Can correct at most an d/k-fraction of erasures.

Choose a random (d, k)-graph.

p_0 := maximum fraction of erasures the algorithm can correct.

d	k	d/k	p_0
3	6	0.5	0.429
4	8	0.5	0.383
5	10	0.5	0.341
3	9	0.33	0.282
4	12	0.33	0.2572

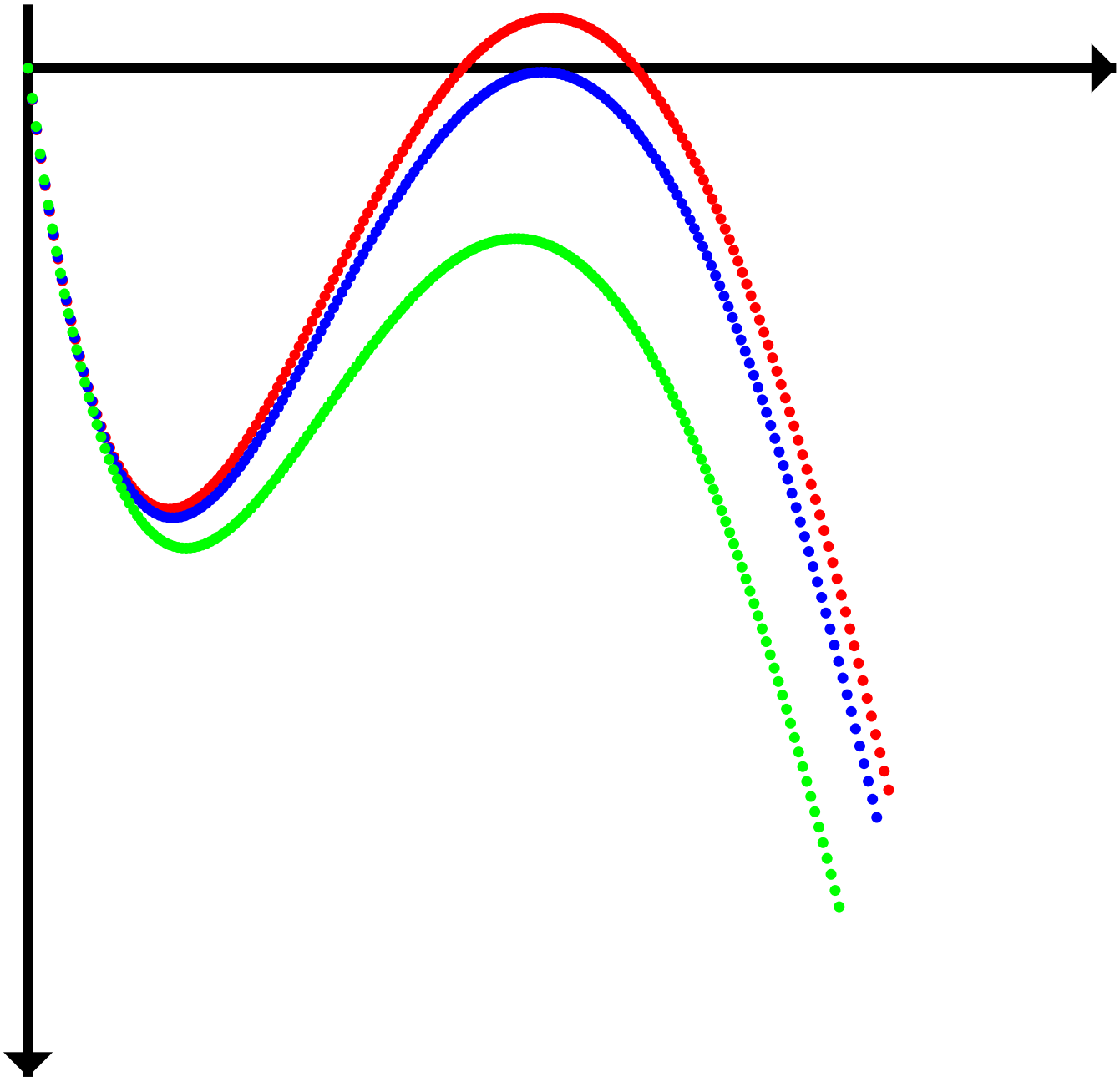
What are these numbers?

A theorem

Luby, Mitzenmacher, Shokrollahi, Spielman, Stemann, 1997:

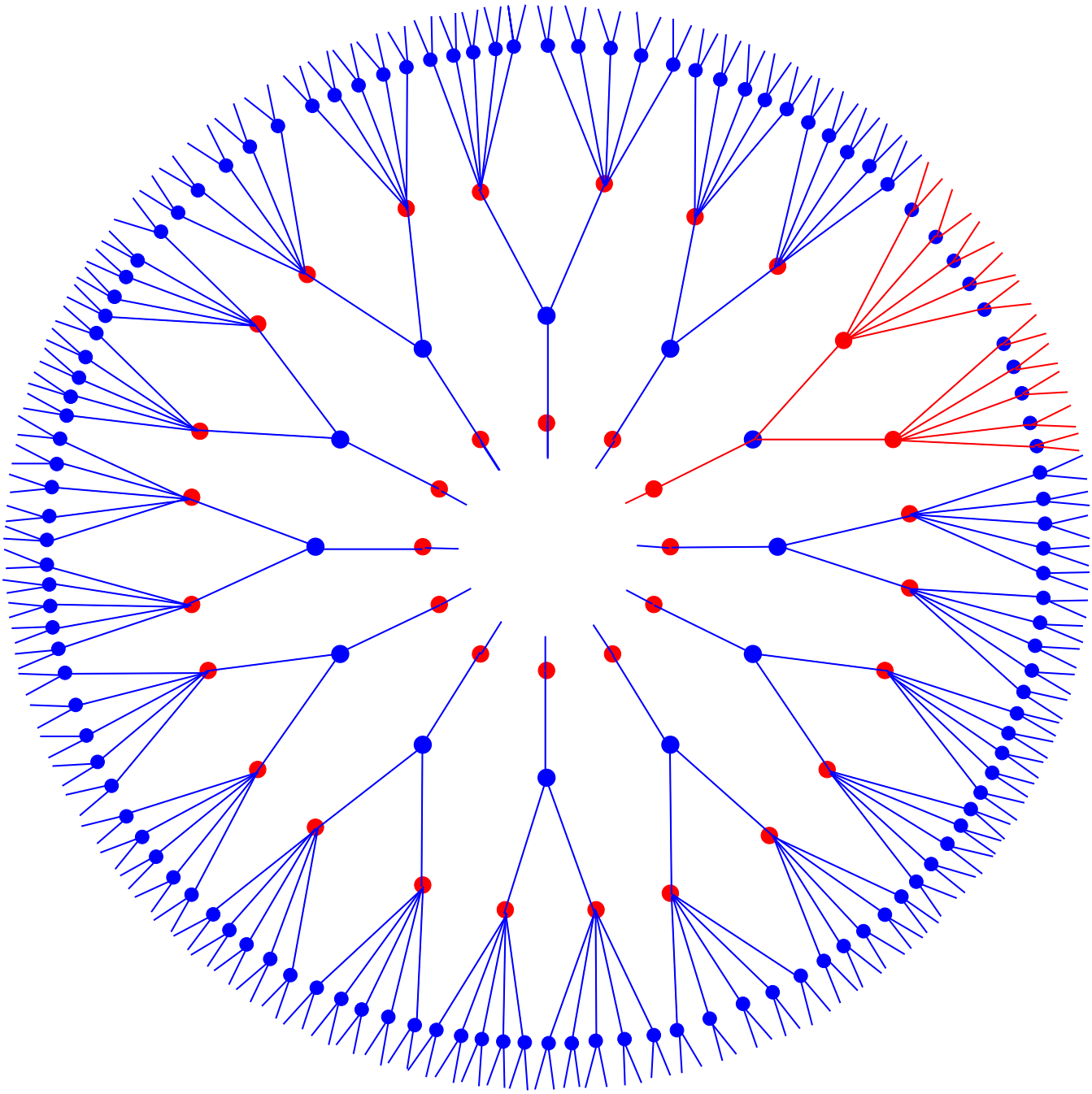
A randomly chosen (d, k)-graph can correct a p_0-fraction of erasures with high probability if and only if

$$p_0 \cdot (1 - (1 - x)^{k-1})^{d-1} < x \qquad \text{for } x \in (0, p_0).$$



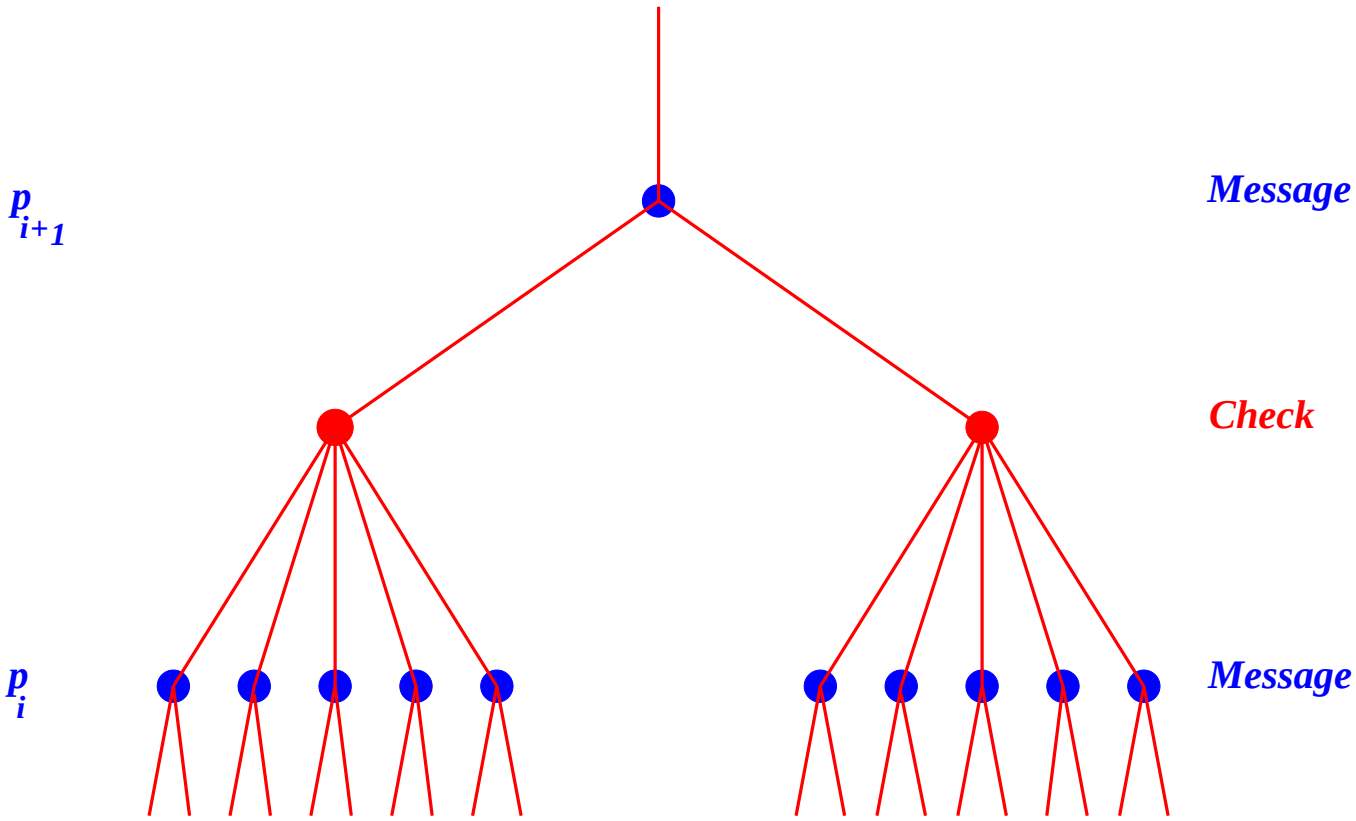
Analysis: $(3, 6)$-graphs

Expand neighborhoods of message nodes.



Analysis: $(3,6)$-graphs

p_i probability that message node is still erased after ith iteration.



$$p_{i+1} = p_0(1-(1-p_i)^5)^2.$$

Successful decoding:

$$p_0(1-(1-p_i)^5)^2 < p_i$$

Analysis: $(3, 6)$-graphs

Making arguments exact:

- Neighborhood is tree-like: high probability, standard argument.

- Above argument works for expected fraction of erasures at ℓth round.

  Real value is sharply concentrated around expected value p_ℓ: Edge exposure martingale, Azuma's inequality.

The general case

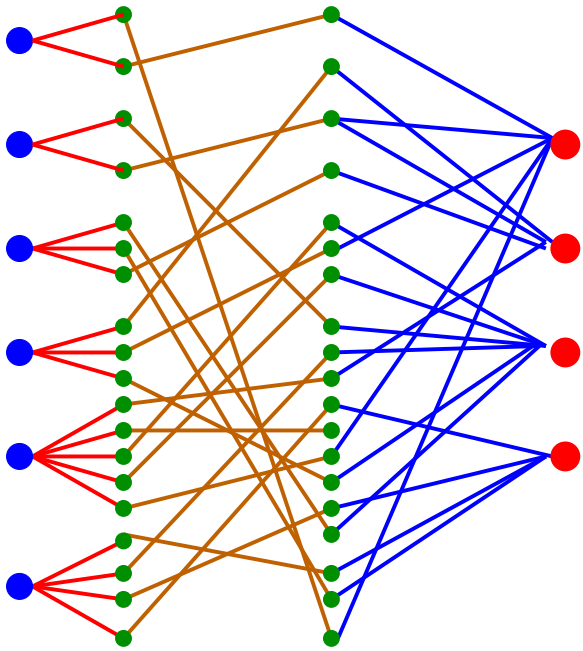
Let λ_i and ρ_i be the fraction of edges of degree i on the left and the right hand side, respectively.

Let $\lambda(x) := \sum_i \lambda_i x^{i-1}$ and $\rho(x) := \sum_i \rho_i x^{i-1}$.

Condition for successful decoding for erasure probability p_0 is then

$$p_0 \lambda\left(1 - \rho(1-x)\right) < x$$

for all $x \in (0, p_0)$.



Belief propagation

Richardson-Urbanke, 1999:

f_ℓ: density of the probability distribution of the messages passed from the check nodes to the message nodes at round ℓ of the algorithm.

P_0: density of the error distribution (in log-likelihood representation).

Consider (d, k) regular graph.

$$\Gamma\left(f_{\ell+1}\right) = \left(\Gamma\left(P_0 \otimes {f_\ell}^{\otimes(k-1)}\right)\right)^{\otimes(d-1)},$$

where Γ is a hyperbolic change of measure function,

$$\Gamma(f)(y) := f(\ln \coth y/2)/\sinh(y),$$

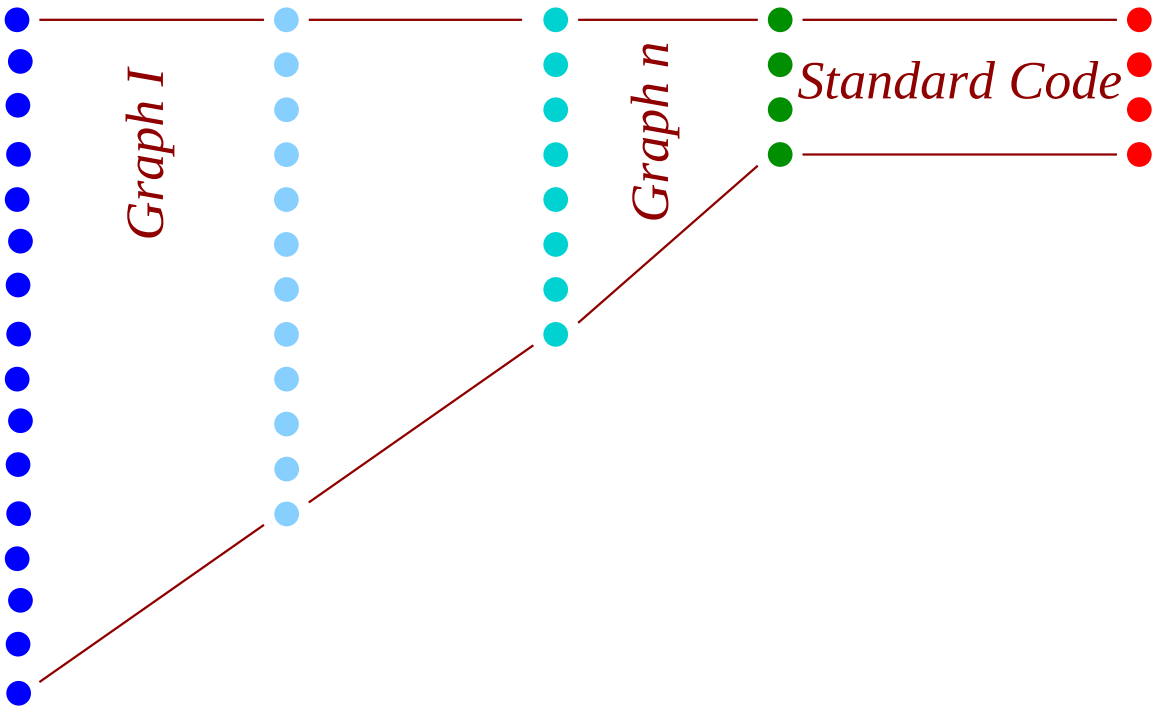
and $\otimes$ denotes convolution.

We want f_ℓ to converge to a Delta function at ∞.

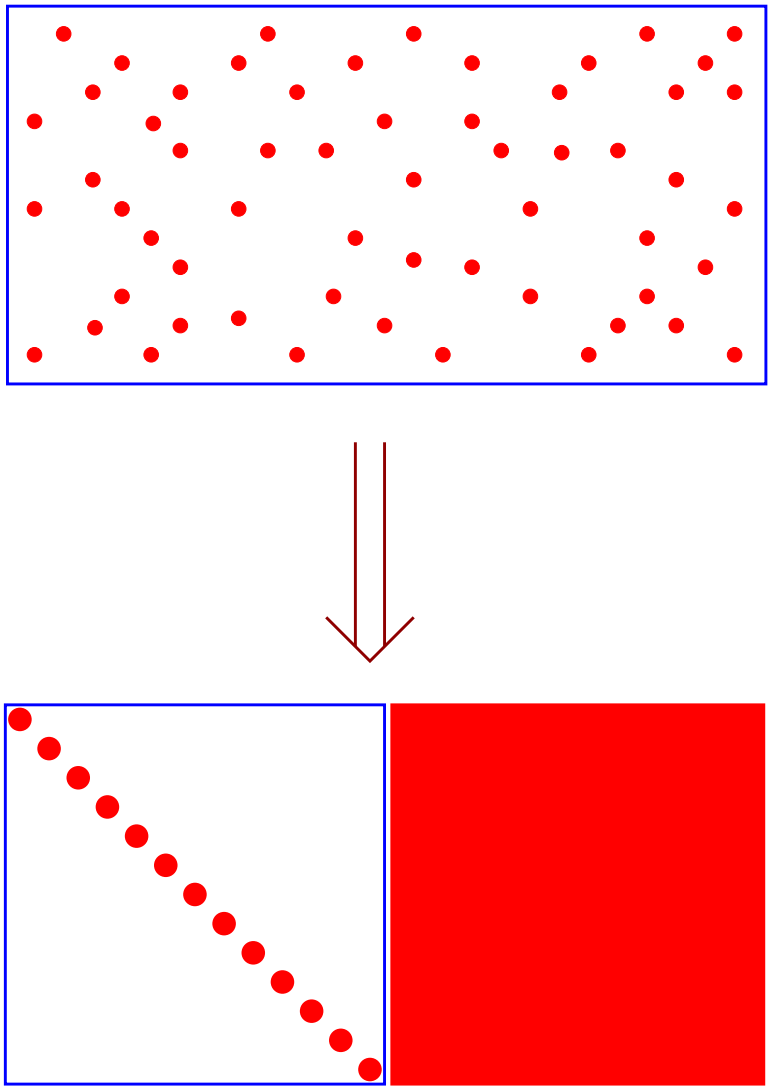
Gives rise to high-dimensional optimization algorithms.

Encoding

Spielman, 1995: trivial for Dual Construction, but cascading necessary.



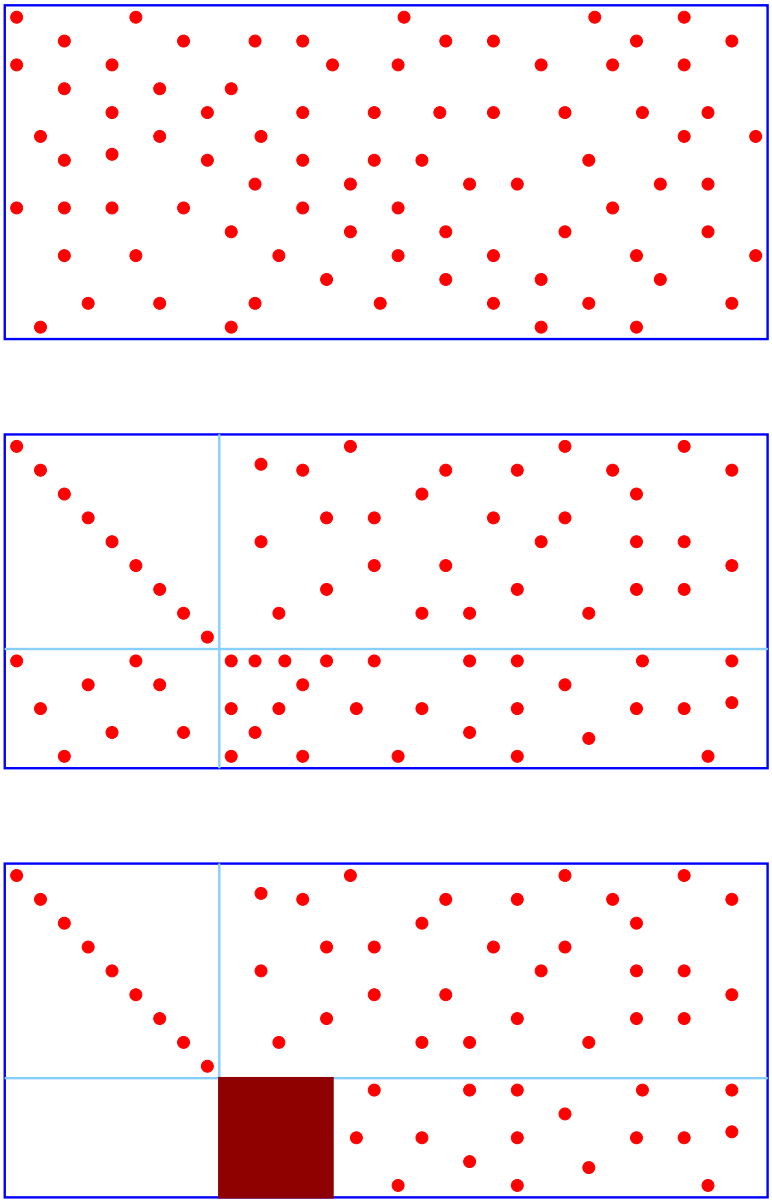
Encoding



Quadratic time encoding!

Encoding

Use erasure decoding!



Need to invert smaller matrix.

Encoding

Richardson-Urbanke, 1999: Under mild conditions, encoding is linear time.

More precisely:

- Enough message nodes of degree 2.
- $\rho(1 - \lambda(1 - x)) < x$.

$(3, 6)$-graph can be encoded with cost $(0.07n)^2$.

Achieving capacity

Want to design codes that can recover from a fraction of $1 - R$ of erasures (asymptotically).

Want to have λ and ρ so that

$$p_0 \lambda(1 - \rho(1 - x)) < x$$

for all $x \in (0, p_0)$, and p_0 arbitrarily close to

$$1 - R = \frac{\int_0^1 \rho(x) \mathrm{d}x}{\int_0^1 \lambda(x) \mathrm{d}x}.$$

Tornado codes

Extremely irregular graphs provide for any rate R sequences of codes which come arbitrarily close to the capacity of the erasure channel!

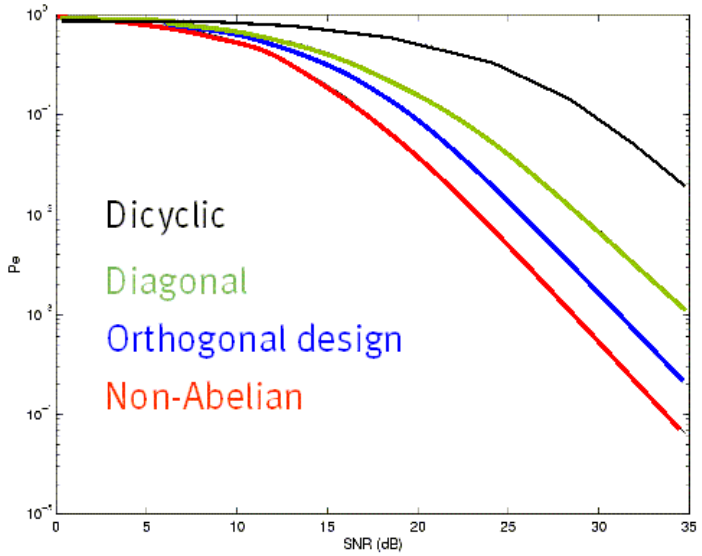
Degree structure?

Choose design parameter D.

$$\lambda(x) := \frac{1}{H(D)}\left(x + \frac{x^2}{2} + \cdots + \frac{x^D}{D}\right)$$

$$\rho(x) := \exp\left(\mu(x-1)\right),$$

where $H(D)$ is the harmonic sum $1 + 1/2 + \cdots + 1/D$ and $\mu = H(D)/\left(1 - 1/(D+1)\right)$.


Dicyclic
Diagonal
Orthogonal design
Non-Abelian
Pe
SNR (dB)
0
5
10
15
20
25
30
35

Right regular codes

Shokrollahi, 1999:

Graphs that are regular on the right.

Degrees on the left are related to the Taylor expansion of

$$(1-x)^{1/m}.$$

These are the only known examples of LDPC codes that achieve capacity on a nontrivial channel using a linear time decoding algorithm.

Other channels?

f density function.

$\lambda(f) := \sum_i \lambda_i f^{\otimes(i-1)}$.

$\rho(f) := \sum_i \rho_i f^{\otimes(i-1)}$.

$$\Gamma\left(f_{\ell+1}\right) = \rho\left(\Gamma\left(P_0 \otimes \lambda(f_\ell)\right)\right).$$

Want P_0 such that $f_\ell \to \Delta_\infty$.

Conditions on the density functions

Richardson-Shokrollahi-Urbanke, 1999:

- Consistency: if the channel is *"symmetric"*, then the density functions f_ℓ satisfy $f(x) = f(-x)\mathrm{e}^x$.

- Fixed point theorem: If $P_{\mathrm{err}}(f_i) = P_{\mathrm{err}}(f_j)$ for $i < j$, then $f_i = f_j$ is a fixed point of the iteration.

- Stability: let

$$r := -\lim_{n\to\infty} \frac{1}{n} \log P_{\mathrm{err}}(P_0^{\otimes n}).$$

  Then for $\lambda_2\rho'(1) > e^r$ we have $P_{\mathrm{err}}(f_\ell) > \epsilon$ for some fixed ϵ and all ℓ.

  If $\lambda_2\rho'(1) < e^r$, then the fixed point Δ_∞ is stable.

$$P_{\mathrm{err}}(f) := \int_{-\infty}^{0} f(x)\mathrm{d}x$$

is the error probability.

Stability

- Erasure channel with erasure probability p_0:

$$\lambda_2 \rho'(1) \leq \frac{1}{p_0}.$$

- BSC channel: with probability p:

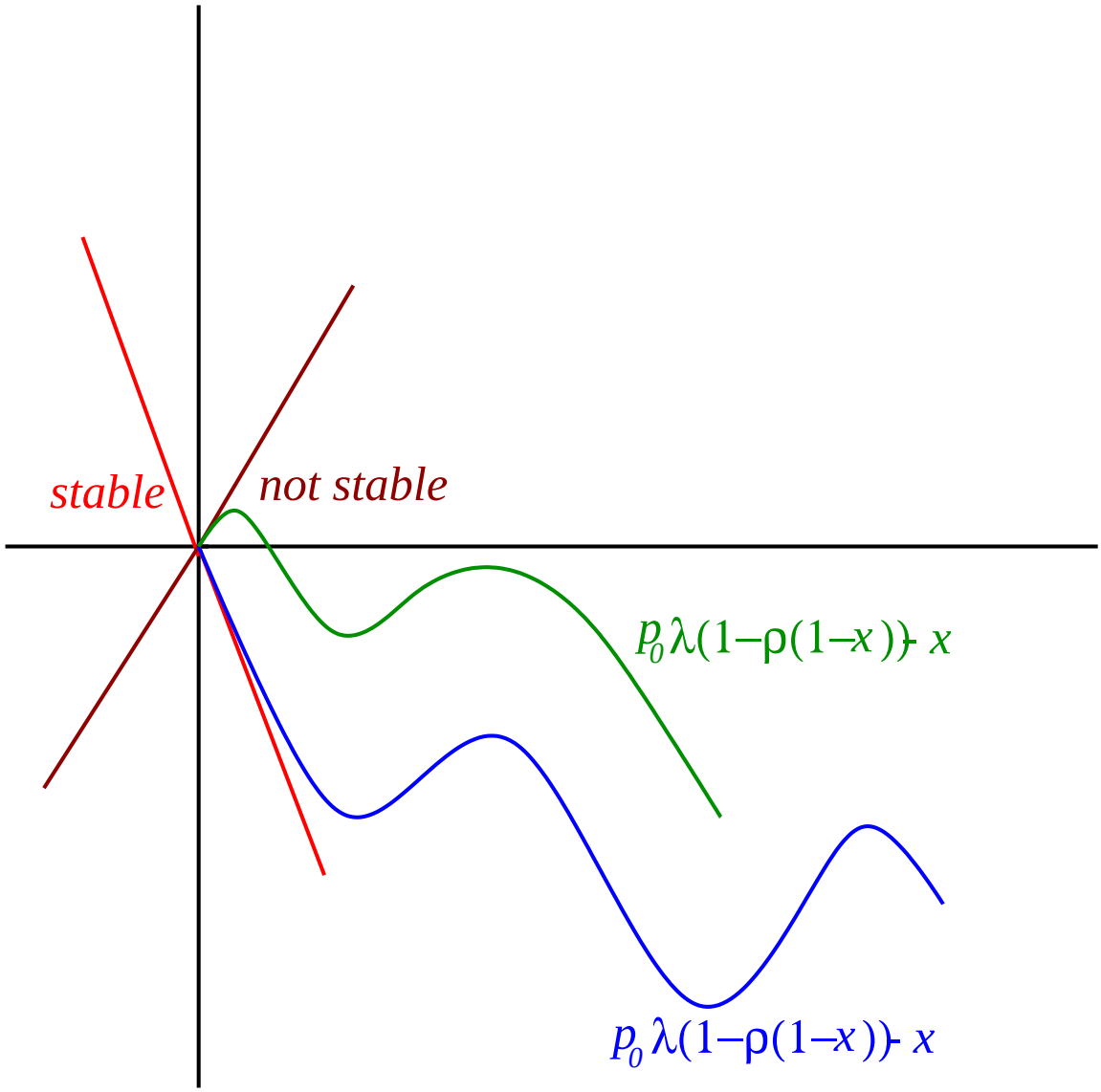
$$\lambda_2 \rho'(1) \leq \frac{1}{2\sqrt{p(1-p)}}.$$

- AWGN channel: with variance σ^2:

$$\lambda_2 \rho'(1) \leq \mathrm{e}^{-\frac{1}{2\sigma^2}}.$$

Stability for the erasure channel

Shokrollahi, 1999:



Flatness: higher stability conditions

Shokrollahi, 2000:

$(\lambda_m(x), \rho_m(x))$ capacity achieving sequence of degree distributions.

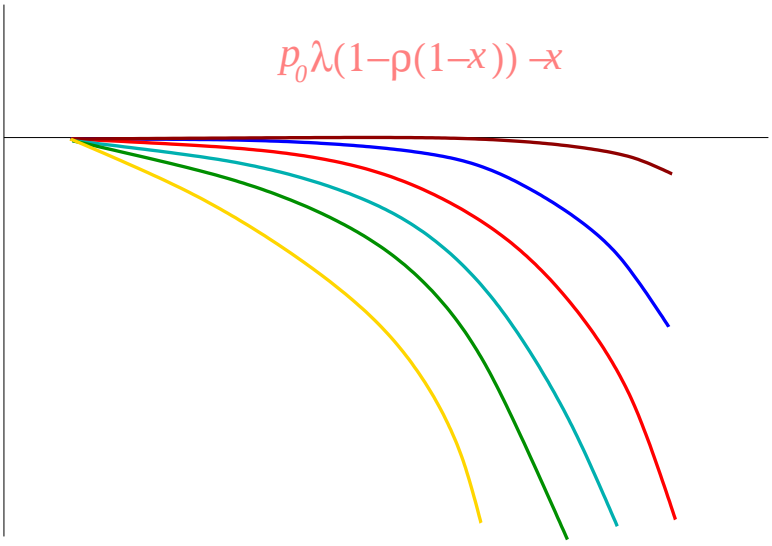
Then:

$$(1 - R)\lambda_m(1 - \rho_m(1 - x)) - x$$

converges uniformly to the zero-function on the interval $[0, 1 - R]$.

(Enough to derive capacity achieving sequences.)

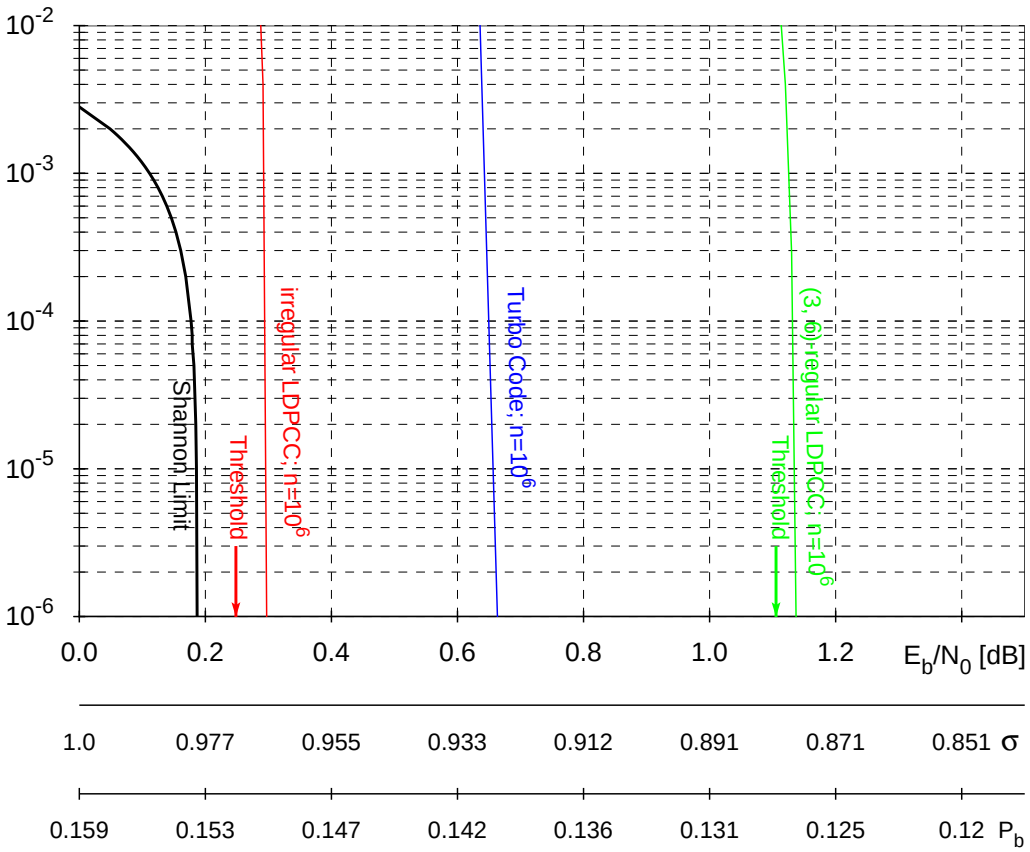
No equivalent known for other channels.



Capacity achieving

No sequences of c.a. degree distributions for channels other than the erasure channel known.

Conjecture: They exist!



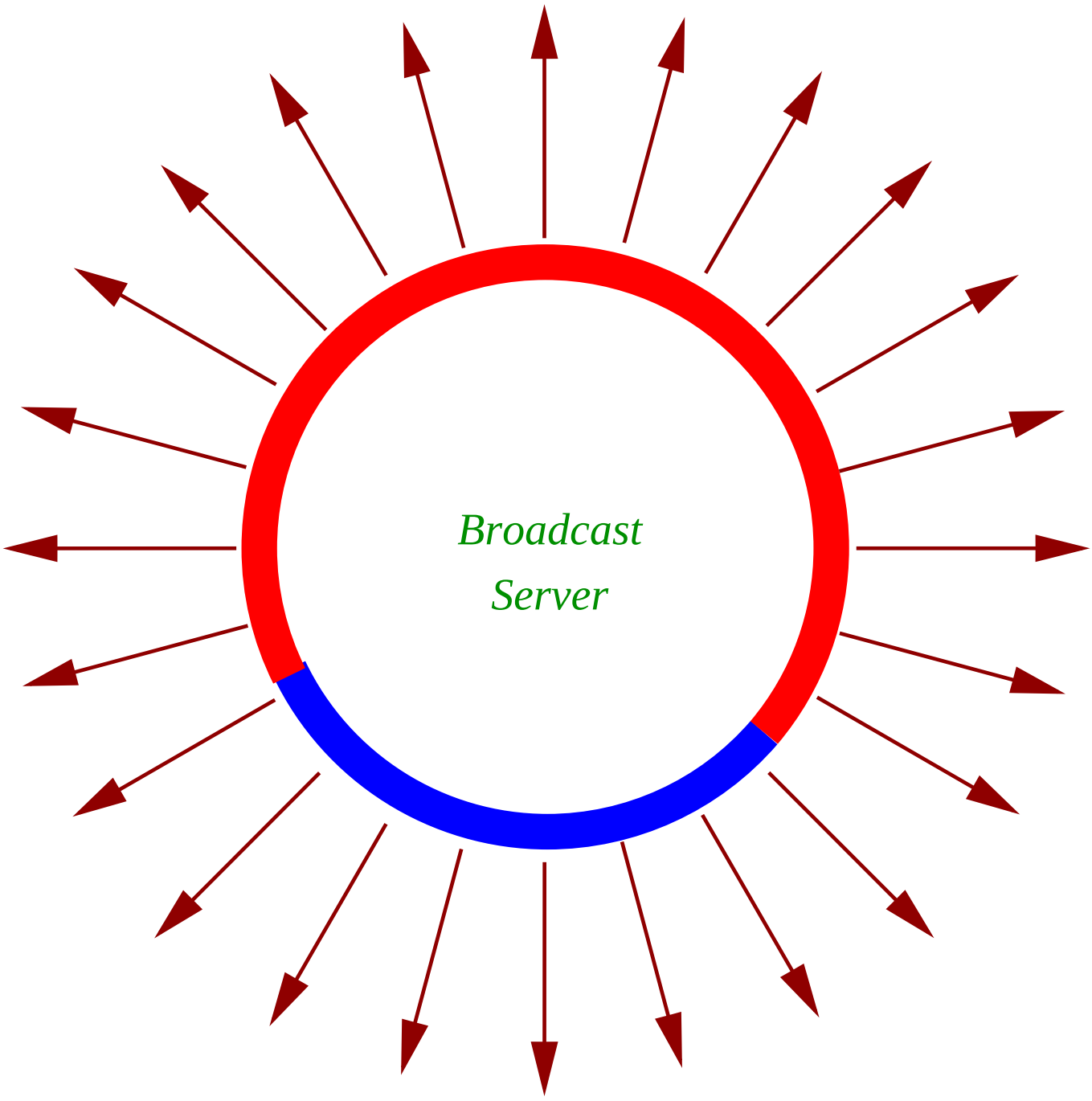
Applications to computer networks

Distribution of bulk data to a large number of clients.

Want

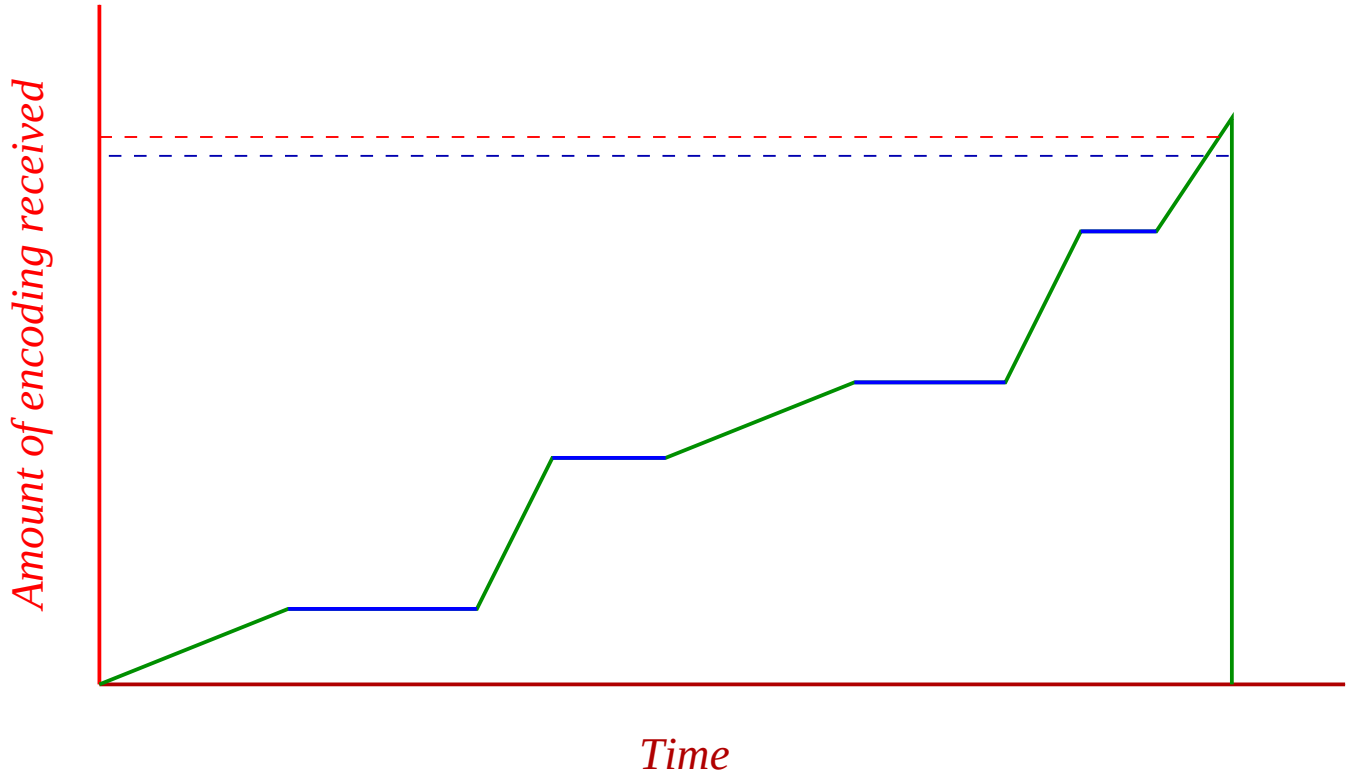
- fully reliable,
- low network overhead,
- support vast number of receivers with heterogeneous characteristics
- users want to access data at times of their choosing and these access times overlap.

A Solution



A Solution

Client joins multicast group until enough of the encoding has been received, and then decodes to obtain original data.



Digital Fountain, http://www.dfountain.com.

Open problems

Asymptotic theory

1. Classification of capacity achieving sequences for the erasure channel.
2. Capacity achieving sequences for other channels.
3. Exponentially small error probabilities for the decoder (instead of polynomially small).

Explicit constructions

1. Constructions using finite geometries.
2. Construction using Reed-Solomon-Codes.
3. Algebraic constructions.

Short codes

Graphs with loops.

Algorithmic issues

1. Design and analysis of new decoding algorithms.
2. Design of new encoders.

Applications

Packet based wireless networks.

Randomness

Use of randomness in other areas: random convolutional codes?.