

# Implementation of Turbo Product Codes in the FEC-API

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# Agenda

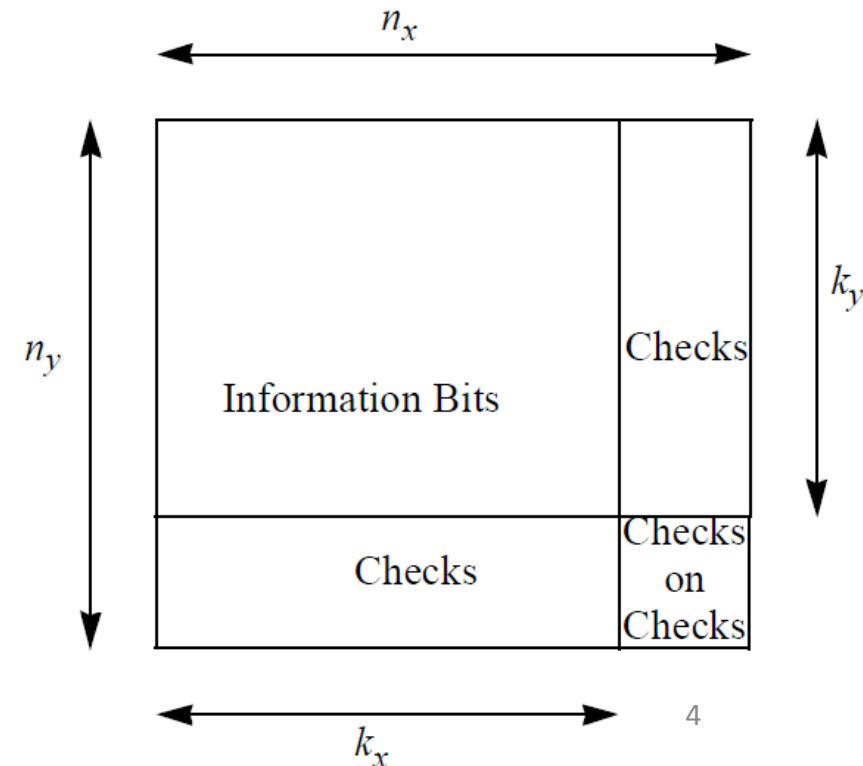
- Introduction
- Turbo Product Code – Encoding Overview
- Turbo Product Code – Decoding Overview
- Implementation in C++
- BER Performance
- Computational Performance
- Using FEC-API TPC Blocks in GNURadio

# Introduction to Turbo Product Codes

- Turbo Codes are a class of high-performance forward error correcting (FEC) codes.
- First practical codes to reach Shannon channel capacity limit.
- Different flavors of Turbo Codes exist:
  - Turbo Convolutional Code
  - Turbo Product Code
  - Enhanced Turbo Product Code
- Now used in multiple commercial standards including:
  - UMTS, CDMA2000, LTE, DVB-RCS, WiMAX
- Turbo Product Codes (a form of parallel concatenated codes) are the focus of this talk.

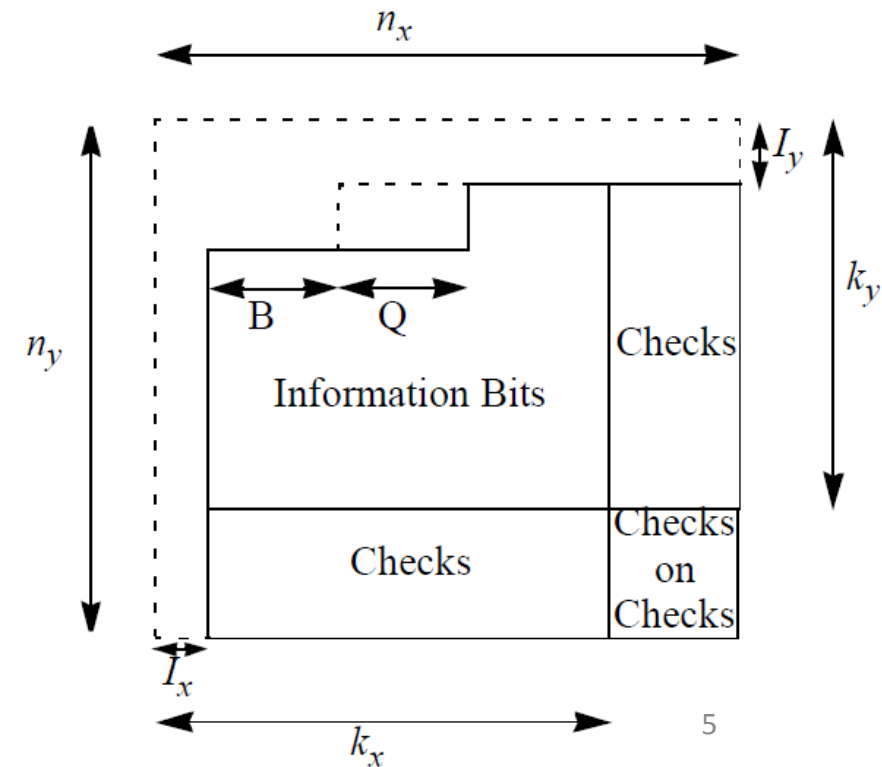
# Turbo Product Codes – Encoding Overview

- Algorithm for encoding:
  - 1.) READ  $k_y \times k_x$  bits
  - 2.) Place data into  $k_y \times k_x$  matrix
  - 3.) ENCODE each row by  $(n_x, k_x)$  systematic code
  - 4.) ENCODE each column by  $(n_y, k_y)$  systematic code
  - 5.) TRANSMIT  $n_x \times n_y$  code bits
  - 6.) GOTO Step 1



# Turbo Product Codes – Encoding Overview (cont.)

- Block shortening is also sometimes performed, to conform to other PHY layer constraints, such as OFDM symbol size.
- Define  $k_{\text{per\_col}} = (k_y - l_y)$
- Define  $k_{\text{per\_row}} = (k_x - l_x)$
- Algorithm to allow for shortened blocks:
  - 1.) READ  $k_{\text{per\_row}} \times k_{\text{per\_col}}$  bits
  - 2.) PREPAD with  $B+Q$  zeros
  - 3.) Place data into  $k_{\text{per\_row}} \times k_{\text{per\_col}}$  matrix
  - 4.) ENCODE each row by  $(n_x - l_x, k_{\text{per\_row}})$  systematic code
  - 5.) ENCODE each column by  $(n_y - l_y, k_{\text{per\_col}})$  systematic code
  - 6.) DELETE  $B$  zeros
  - 7.) TRANSMIT  $(n_x - l_x) * (n_y - l_y) - B$  data bits
  - 8.) GOTO Step 1



# Turbo Product Codes – Encoding Overview (cont.)

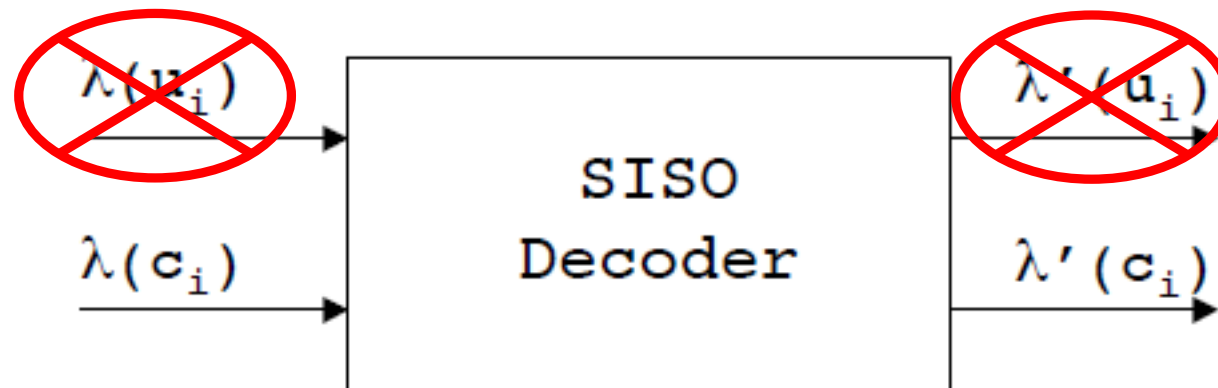
- Parameters such as  $B$ ,  $Q$ ,  $k_x$ ,  $l_x$ ,  $k_y$ ,  $l_y$  and the systematic code polynomials to encode the rows and columns all need to be picked carefully to ensure proper operation

Code bytes	Data bytes	grows	gcols	k_per_row	k_per_col	B	Q
12	6	g1	g6	3	18	0	6
12	9	g1	g1	9	9	4	5
24	12	g1	g5	17	6	6	0
24	20	g1	g1	13	13	4	5
36	18	g1	g5	26	6	9	3
36	25	g1	g7	5	41	0	5
48	23	g6	g5	22	9	8	6
48	35	g6	g1	26	11	0	6
60	31	g6	g6	16	16	4	4
72	40	g6	g6	18	18	0	4

Generator polynomial	Generator vector	Shorthand
$1 + X$	[11]	g1
$1 + X^2 + X^4 + X^5$	[101011]	g5
$1 + X + X^2 + X^3 + X^5 + X^6$	[1111011]	g6
$1 + X^2 + X^6 + X^7$	[10100011]	g7

# Turbo Product Codes – Decoding Overview

- Turbo decoding is an iterative process
- Each encoder must be “undone” using the appropriate decoder.
- Decoders exchange information, and hence are required to operate on soft inputs and produce soft outputs.
  - Different than Viterbi decoding
  - MAP algorithm makes decisions based on most likely bit, rather than most likely sequence as in Viterbi decoding
- Basic building block of Turbo decoding is the SISO (Soft Input Soft Output) decoder



# Turbo Product Codes – Decoding Overview

- SISO Decoding Overview

- Forward Sweep

- Sweep through trellis. At each node, update metric instead of ADD/COMPARE/SELECT

$$\alpha_k = \max * [(\alpha_i + \gamma_{i,k}), (\alpha_j + \gamma_{j,k})]$$

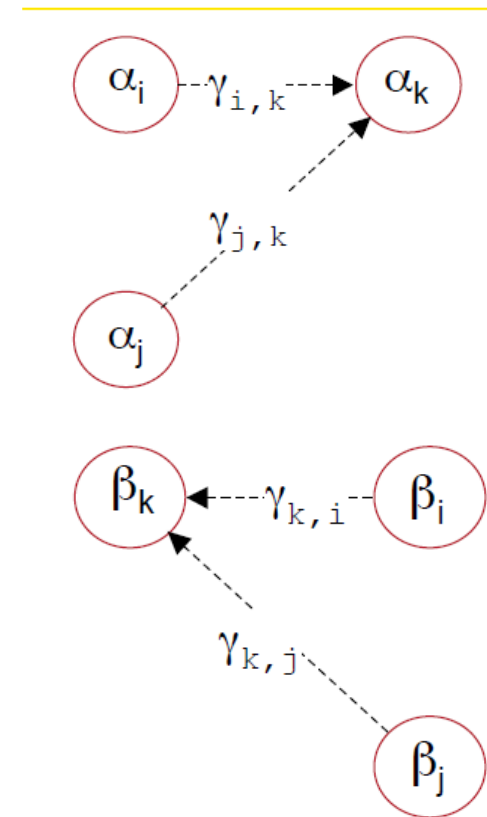
- Backward Sweep

- Sweep through trellis. At each node, update metric instead of ADD/COMPARE/SELECT.

$$\beta_k = \max * [(\beta_i + \gamma_{k,i}), (\beta_j + \gamma_{k,j})]$$

- Update LLR

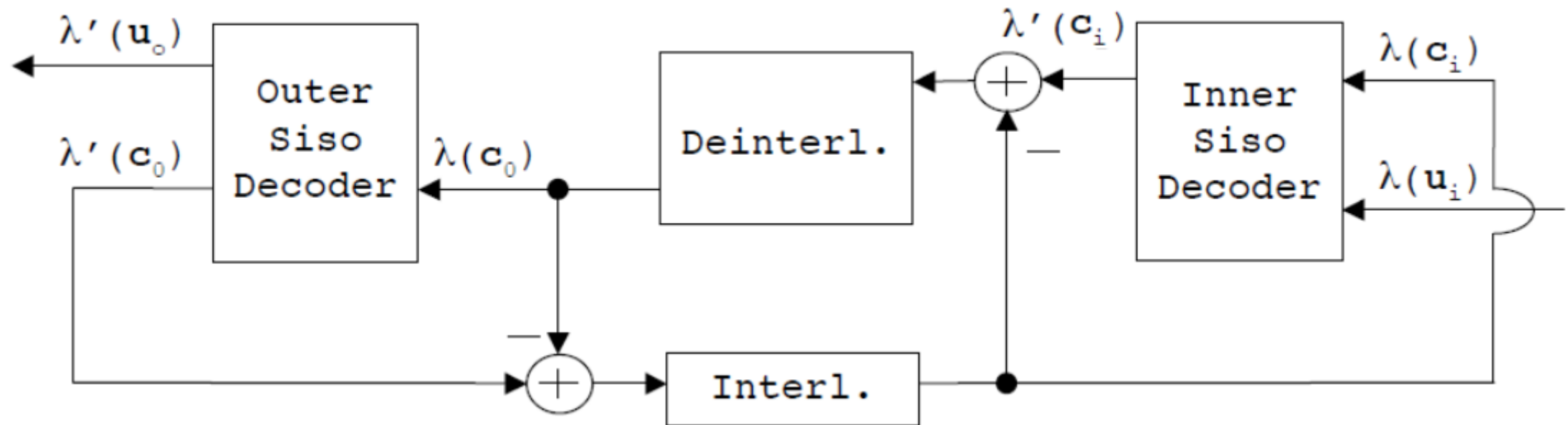
$$\lambda'(u) = \max_{i \rightarrow j: u=1} * \{\Lambda(i \rightarrow j)\} - \max_{i \rightarrow j: u=0} * \{\Lambda(i \rightarrow j)\}$$





# Turbo Product Codes – Decoding Overview

- Block Diagram of overall decoder is shown below.



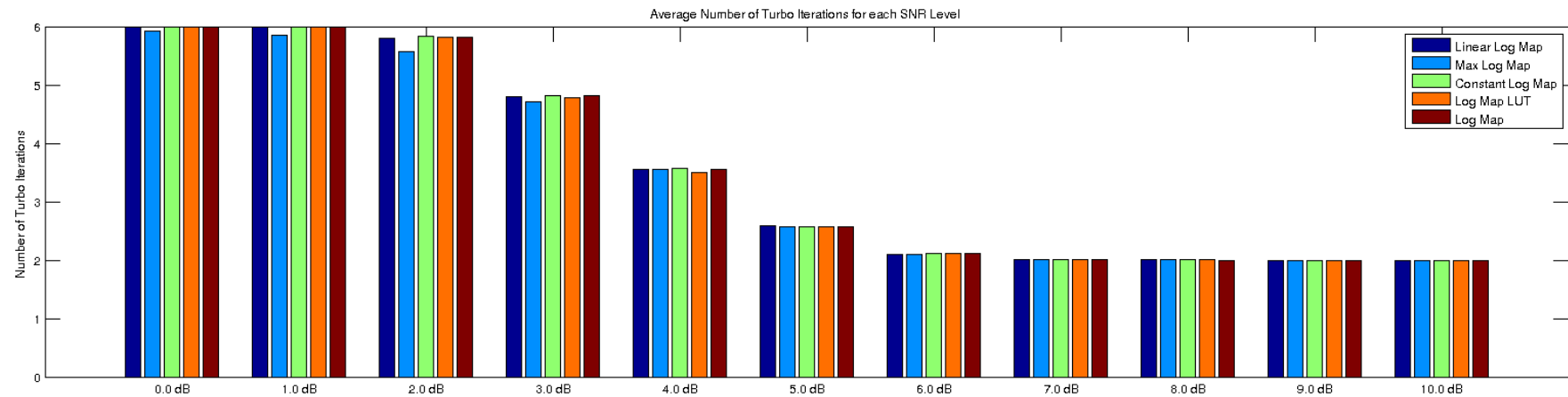
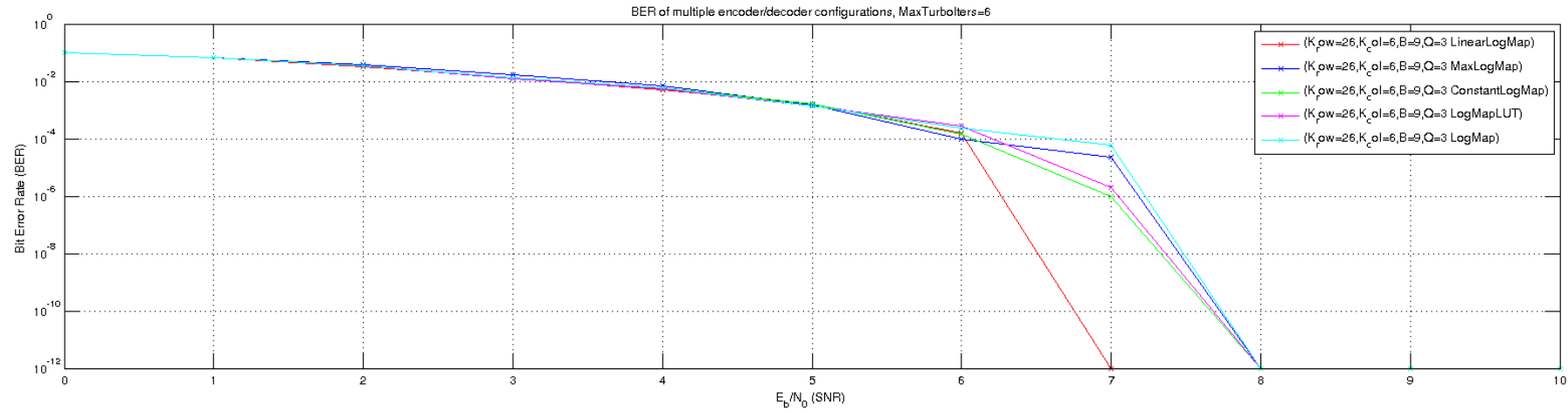
# C++ Implementation

- Implementation drawn heavily from code provided by the Coded Modulation Library (CML). <https://code.google.com/p/iscml/>
- **RSCEncode** and **SISODecode** functions were implemented in C in the CML.
  - **RSCEncode** and **SISODecode** are the core functions which enable encoding and decoding.
  - They were copied directly from CML into GNURadio as static functions (with small function argument changes, and some code optimizations).
- **BTCEncode** and **BTCDecode** functions were implemented in Matlab in the CML.
  - The **BTCEncode** and **BTCDecode** handled the row/column processing of the block's, essentially repeatedly calling the **RSCEncode** or **SISODecode** functions described above on the appropriate row/col.
  - Matlab code was ported to separate GNURadio blocks.
    - TPCEncoder encompasses functionality of **BTCEncode** Matlab function.
    - TPCDecoder encompasses functionality of **BTCDecode** Matlab function.
    - GNU Scientific Library's (GSL) matrix functionality was NOT used in implementation.
      - Perhaps one path to optimizing the code even further?
- In order to increase performance, early exit algorithm was added to Turbo Decoder

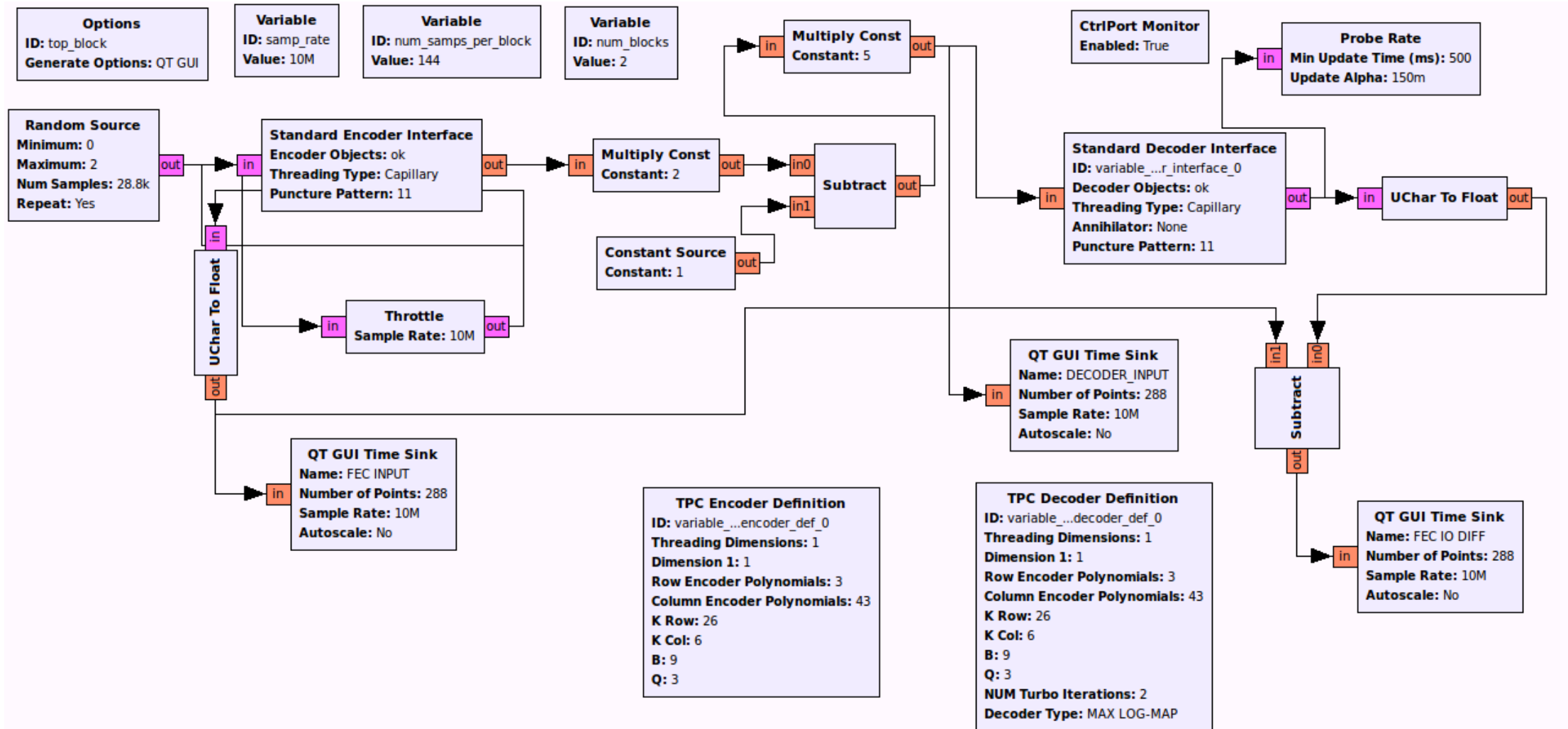
# C++ Implementation (cont.)

- Early Exit Algorithm
  - The signs of the LLRs at the input and the output of the SISO module are compared.
  - Decoder is stopped if signs agree.
  - Higher SNR environment leads to less iterations of decoder because there is a higher likelihood that the LLRs will agree between input and output.

# BER Performance



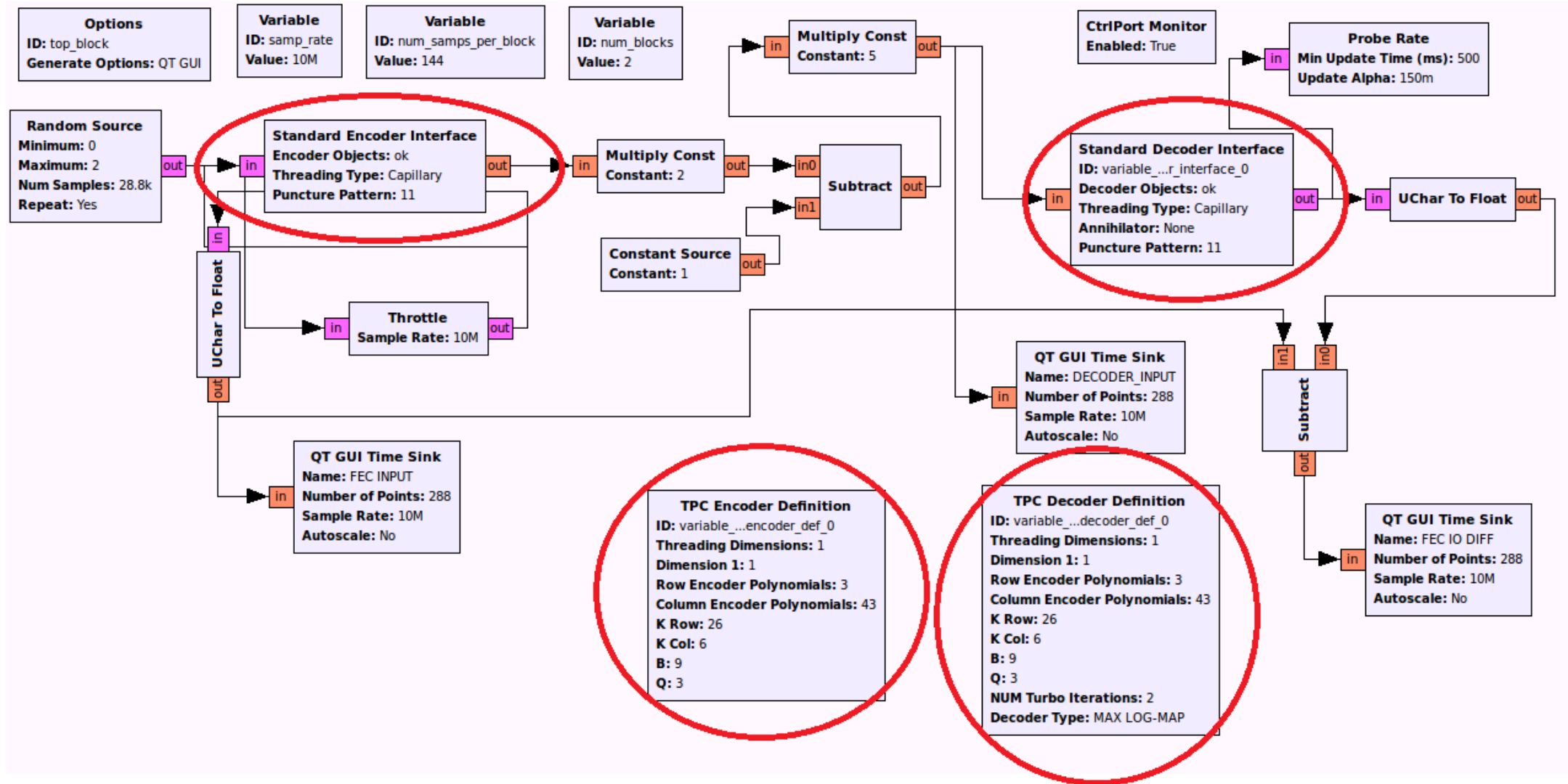
# Computational Performance



# Computational Performance

Number of Decoder Iterations	Max Log-MAP	Constant Log-MAP	Linear Log-MAP	Log-MAP LUT	Log-MAP C
6	72 kbits/sec	56 kbits/sec	53 kbits/sec	47 kbits/sec	8 kbits/sec
5	87 kbits/sec	67 kbits/sec	64 kbits/sec	56 kbits/sec	10 kbits/sec
4	107 kbits/sec	85 kbits/sec	80 kbits/sec	70 kbits/sec	13 kbits/sec
3	144 kbits/sec	114 kbits/sec	106 kbits/sec	91 kbits/sec	17 kbits/sec
2	216 kbits/sec	169 kbits/sec	157 kbits/sec	139 kbits/sec	26 kbits/sec

# Using FEC-API TPC Blocks



# References

- M.C. Valenti, “Channel coding for IEEE 802.16e mobile WiMAX,” a tutorial presented at *International Conference on Communications (ICC)* (Dresden, Germany), June 18, 2009.
- Iterative Solutions Coded Modulation Library (<https://code.google.com/p/iscml>)
- Boutillon, Emmanuel et. al, “Iterative Decoding of Concatenated Convolutional Codes: Implementation Issues,” *Proceedings of the IEEE* 2007