Part I

Cyclic, stream and channel codes. Speccial decoding

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- 3. List decoding is a new decoding technique capable to deal, in an approximate way, with cases that many errors occur, and in many such cases this tchnique performs better than the classical unique decoding technique the one we dealt with so far.
- **4. Locally decodable codes can** be seen as a theoretical extreme of coding theory with deep theoretical implications.

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codeword of length n - a generator codeword of the code C.

Definition A code C is cyclic if

- (i) C is a linear code;
- (ii) any cyclic shift of a codeword is also a codeword, i.e. whenever $a_0, \ldots a_{n-1} \in C$, then also $a_{n-1}a_0 \ldots a_{n-2} \in C$ and $a_1a_2 \ldots a_{n-1}a_0 \in C$.

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- (iii) The binary linear code $\{0000, 1001, 0110, 1111\}$ is not cyclic, but it is equivalent to a cyclic code. to get a cyclic code exchange first two symbols in all codewords.
- (iv) Is Hamming code Ham(2,3) with the generator matrix

$$\begin{bmatrix} 1 & 0 & 1 & 1 \\ 0 & 1 & 1 & 2 \end{bmatrix}$$

- (a) cyclic?
- (b) or at least equivalent to a cyclic code?

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For some cases, for example for n = 19 and F = GF(2), the above four trivial cyclic codes are the only cyclic codes.

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$$c_1 = 1011100$$
 $c_2 = 0101110$ $c_3 = 0010111$ $c_1 + c_2 = 1110010$ $c_1 + c_3 = 1001011$ $c_2 + c_3 = 0111001$

AN EXAMPLE of a CYCLIC CODE

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and it is cyclic because the right shifts have the following impacts

$$c_1 o c_2, \ c_1 + c_2 o c_2 + c_3, \ c_1 + c_2 o c_2 + c_3, \ c_1 + c_2 + c_3 o c_1 + c_2$$

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and to each such a codeword the polynomial

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Definition Let f(x) be a fixed polynomial in $F_q[x]$. Two polynomials g(x), h(x) are said to be congruent modulo f(x), notation

$$g(x) \equiv h(x) \pmod{f(x)}$$
,

if g(x) - h(x) is divisible by f(x).

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The word starting with 2^{124} zeros and followed by one 1 has the polynomial representation:

$$x^{124}$$

In the alphabet $\{0, 1, 2\}$ $2x^2$ represents the string 002

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or ${\cal C}$ can be seen as a set of polynomials of the degree (at most) n-1

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APPENDIX - III.

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GROUPS

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- The set of matrices of degree n and operation: (a) addition; (b) multiplication.
- What happens if we consider only matrices with determinants not equal zero?

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A non-zero element g is a **primitive element** of a field F if all non-zero elements of F are powers of g.

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| + | 0 | 1 | × | 1+x |
|-----|-----|-----|-----|-----|
| 0 | 0 | 1 | Х | 1+x |
| 1 | 1 | 0 | 1+x | X |
| X | × | 1+x | 0 | 1 |
| 1+x | 1+x | × | 1 | 0 |

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| X | × | 1+x | 0 | 1 |
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Definition: A polynomial f(x) in $F_q[x]$ is said to be reducible if f(x) = a(x)b(x), where a(x), $b(x) \in F_q[x]$ and

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|-----|---|-----|-----|-----|
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If f(x) is not reducible, then it is said to be **irreducible** in $F_q[x]$.

Theorem The ring $F_q[x]/f(x)$ is a field if f(x) is irreducible in $F_q[x]$.

Computation modulo $x^n - 1$ in the ring $R_n = F_q[x]/(x^n - 1)$

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Replacement of a word

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multiplication of p(w) by x in R_n corresponds to a single cyclic shift of w. Indeed,

$$x(a_0 + a_1x + ... a_{n-1}x^{n-1}) = a_{n-1} + a_0x + a_1x^2 + ... + a_{n-2}x^{n-1}$$

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is in C by (i) because all summons above are cyclic shifts of a(x).

- (2) Let (i) and (ii) hold
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- A code equivalent to a cyclic code need not be cyclic itself.
- For instance, there are 30 distinct binary [7, 4] Hamming codes, but only two of them are cyclic.

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Problem: Find all binary cyclic codes of length 3.

Solution: Make decomposition

$$x^{3} - 1 = \underbrace{(x - 1)(x^{2} + x + 1)}_{\text{both factors are irreducible in GF(2)}}$$

Therefore, we have the following generator polynomials and cyclic codes of length 3.

Generator polynomials
$$R_3$$
 Code in R_3 $V(3,2)$ $x+1$ $\{0,1+x,x+x^2,1+x^2\}$ $\{000,110,011,101\}$ x^2+x+1 $\{0,1+x+x^2\}$ $\{000,111\}$ $\{000\}$



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$$G_1 = \begin{pmatrix} g_0 & g_1 & g_2 & \dots & g_r & 0 & 0 & 0 & \dots & 0 \\ 0 & g_0 & g_1 & g_2 & \dots & g_r & 0 & 0 & \dots & 0 \\ 0 & 0 & g_0 & g_1 & g_2 & \dots & g_r & 0 & \dots & 0 \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots \\ 0 & 0 & \dots & 0 & 0 & \dots & 0 & g_0 & \dots & g_r \end{pmatrix}$$

Proof

- (i) All rows of G1 are linearly independent.
- (ii) The n-r rows of G represent codewords

$$g(x), xg(x), x^2g(x), \dots, x^{n-r-1}g(x)$$
 (*)

(iii) It remains to show that every codeword in *C* can be expressed as a linear combination of vectors from (*).

Indeed, if $a(x) \in C$, then

$$a(x) = q(x)g(x).$$

Since $deg\ a(x) < n$ we have $deg\ q(x) < n - r$. Hence

$$q(x)g(x) = (q_0 + q_1x + \dots + q_{n-r-1}x^{n-r-1})g(x)$$

= $q_0g(x) + q_1xg(x) + \dots + q_{n-r-1}x^{n-r-1}g(x)$.

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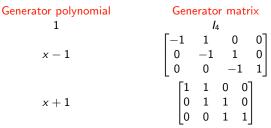
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$$\begin{bmatrix} -1 & 1 & 0 & 0 \\ 0 & -1 & 1 & 0 \\ 0 & 0 & -1 & 1 \end{bmatrix}$$

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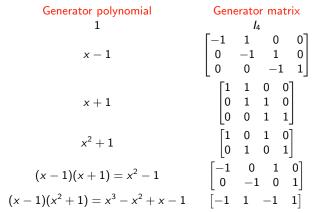
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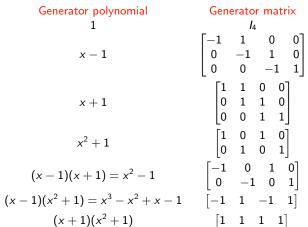
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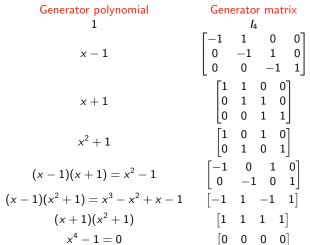


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EXAMPLE - II

In order to determine all binary cyclic codes of length 7, consider decomposition

$$x^7 - 1 = (x - 1)(x^3 + x + 1)(x^3 + x^2 + 1)$$

Since we want to determine binary codes, all computations should be modulo 2 and therefor all minus signs can be replaced by plus signs. Therefore

$$x^7 + 1 = (x+1)(x^3 + x + 1)(x^3 + x^2 + 1)$$

Therefore generators for 2³ binary cyclic codes of length 7 are

1,
$$a(x) = x + 1$$
, $b(x) = x^3 + x + 1$, $c(x) = x^3 + x^2 + 1$
 $a(x)b(x)$, $a(x)c(x)$, $b(x)c(x)$, $a(x)b(x)c(x) = x^7 + 1$



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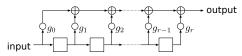
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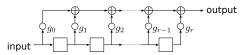
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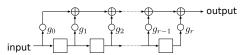
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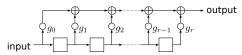
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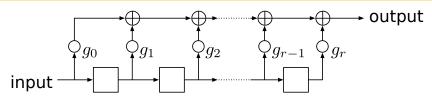
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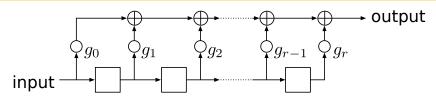
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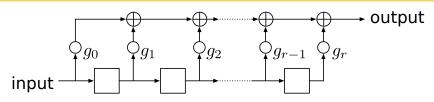


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The input (message) is given by a polynomial $m_{k-1}x^{k-1} + \dots + m_2x^2 + m_1x + m_0$ and therefore the input to the shift register, step by step, is the word



$$(m_0 + m_1 x + \dots m_{k-1} x^{k-1}) \times (g_0 + g_1 x + g_2 x^2 \dots g_{r-1} x^{r-1})$$

Let us compute

$$(m_0 + m_1 x + \dots + m_{k-1} x^{k-1}) \times (g_0 + g_1 x + g_2 x^2 \dots + g_{r-1} x^{r-1})$$

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$$= m_0 g_0 + (m_0 g_1 + m_1 g_0) x + (m_0 g_2 + m_1 g_1 + m_2 g_0) x^2$$

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$$=$$

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$$+$$

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EXAMPLES of CYCLIC CODES

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 G_{24} is (24, 12, 8)-code and the weights of all codewords are multiples of 4. G_{23} is obtained from G_{24} by deleting last symbos of each codeword of G_{24} . G_{23} is (23, 12, 7)-code. It is a perfect code.

Golay code G_{23} is a (23,12,7)-code and can be defined also as the cyclic code generated by the codeword

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Golay codes are named to honour Marcel J. E. Golay - from 1949.

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what results in the code with codewords

00000,00111,01110,01001,

11100, 11011, 10010, 10101.

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Special cases of Reed-Muller codes are Hadamard code and Reed-Solomon code.

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Applications of BCH codes: satellite communications, compact disc players, disk drives, two-dimensional bar codes,...

Comments: For BCH codes there exist efficient variations of syndrome decoding. A Reed-Solomon code is a special primitive BCH code.

¹BHC stands for Bose and Ray-Chaudhuri and Hocquenghem who discovered these codes in 1959.



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Reed-Solomon codes found many important applications from deep-space travel to consumer electronics.

They are very useful especially in those applications where one can expect that errors occur in bursts - such as ones caused by solar energy.

CHANNELS (STREAMS) CODING

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However, the complexity of a "naive", or straightforward, optimum decoding schemes increased exponentially with $\it N$ - therefore such an optimum decoder rapidly becomed unfeasible.

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However, the complexity of a "naive", or straightforward, optimum decoding schemes increased exponentially with ${\it N}$ - therefore such an optimum decoder rapidly becomed unfeasible.

A breakthrough came when D. Forney, in his PhD thesis in 1972, showed that so called concatenated codes could be used to achieve exponentially decreasing error probabilities at all data rates less than the Shannon channel capacity, with decoding complexity increasing only polynomially with the code length.

Therefore, the task of channel coding is to encode streams of data in such a way that if they are sent over a noisy channel errors can be detected and/or corrected by the receiver.

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The code rate express the amount of redundancy in the code - the lower is the code rate, the more redundancy is in the codewords.

Codes with lower code rate can usually correct more errors. Consequently, the communication system can:

operate with a lower transmit power;

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- **■** transmit over longer distances;

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By the **noisy-channel Shannon coding theorem**, the channel capacity of a given channel is the limiting code rate (in units of information per unit time) that can be achieved with arbitrary small error probability.

Let X and Y be random variables representing the input and output of a channel.

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The joint distribution $P_{X,Y}(x,y)$ is then defined by

$$P_{X,Y}(x,y) = P_{Y|X}(y|x)P_X(x),$$

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The channel capacity is then defined by

$$C = \sup_{P_X(x)} I(X, Y)$$

where

$$I(X,Y) = \sum_{y \in Y} \sum_{x \in X} P_{X,Y}(x,y) \log \left(\frac{P_{X,Y}(x,y)}{P_X(x)P_Y(y)} \right)$$

is the mutual distribution - a measure of variables mutual distribution.

SHANNON NOISY CHANEL THEOREM

For every discrete memoryless channel, the channel capacity

$$C = \sup_{P_X} I(X, Y)$$

has the following properties:

- 1. For every $\varepsilon>0$ and R< C, for large enough N there exists a code of length N and code rate R and a decoding algorithm, such that the maximal probability of the block error is $<\varepsilon$.
- 2. If a probability of the block error p_b is acceptable, code rates up to $R(p_b)$ are achievable, where

$$R(p_b) = \frac{C}{1 - H_2(p_b)}$$

and $H_2(p_b)$ is the binary entropy function.

3. For any p_b code rates greater than $R(p_b)$ are not achievable.

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An (n, k) convolution code (CC) is defined by an $k \times n$ generator matrix, entries of which are polynomials over F_2 .

For example,

$$G_1 = [x^2 + 1, x^2 + x + 1]$$

is the generator matrix for a (2,1) convolution code, denoted CC_1 , and

$$G_2 = \begin{pmatrix} 1+x & 0 & x+1 \\ 0 & 1 & x \end{pmatrix}$$

is the generator matrix for a (3,2) convolution code denoted CC2

An (n,k) convolution code with a $k \times n$ generator matrix G can be used to encode a k-tuple of message-polynomials (polynomial input information)

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$$C_j(x) = I_j(x) \cdot G$$

EXAMPLES

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EXAMPLE 1 – when the code CC_1 is used:

$$(x^3 + x + 1) \cdot G_1 = (x^3 + x + 1) \cdot (x^2 + 1, x^2 + x + 1)$$
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EXAMPLE 2 – when the code CC_2 is used:

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The first multiplication can be done by the first shift register from the next figure; second multiplication can be performed by the second shift register on the next slide and it holds

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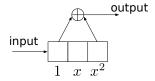
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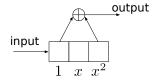
$$C_{0i} = I_i(x) + I_{i+2}(x), \quad C_{1i}(x) = I_i + I_{i-1} + I_{i-2}.$$

That is the output streams C_0 and C_1 are obtained by convoluting the input stream with polynomials of G_1 .

The first shift register

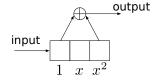


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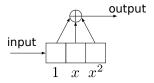


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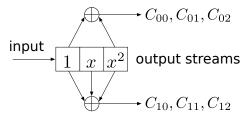
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will multiply the input stream by $x^2 + x + 1$.

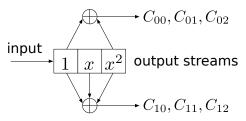
ENCODING and DECODING

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Given $(x,y) \in \{-1,1\} \times R$, the noise y-x is distributed according to the Gaussian distribution of zero mean and standard derivation σ of the channel

$$Pr(y|x) = \frac{1}{\sigma\sqrt{2\pi}}e^{-\frac{(y-x)^2}{2\sigma^2}}$$

For every combination of bandwidth (W), channel type, signal power (S) and received noise power (N), there is a theoretical upper bound, called **channel capacity** or **Shannon capacity**, on the data transmission rate R for which error-free data transmission is possible.

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 {bits per second}

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Concatenated codes and Turbo codes, discussed later, have such a Shannon capacity approaching property

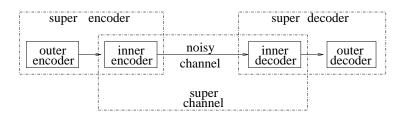
CONCATENATED CODES - I

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The basic idea of concatenated codes is extremely simple. A given message is first encoded by the first (outer) code C_1 (C_{out}) and C_1 -output is then encoded by the second code C_2 (C_{in}). To decode, at first C_2 decoding and then C_1 decoding are used.

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In 1965 concatenated codes were considered as unfeasible. However, already in 1970s technology has advanced sufficiently and they became standardize by NASA for space applications.

A code concatenated codes C_{out} and C_{in} maps a message

$$m=(m_1,m_2,\ldots,m_K),$$

as follows: At first Cout encoding is applied to get

$$C_{out}(m_1, m_2, \ldots, m_k) = (m_1^{'}, m_2^{'}, \ldots, m_N^{'})$$

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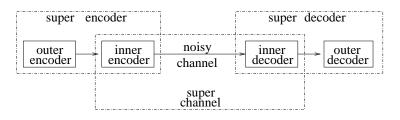
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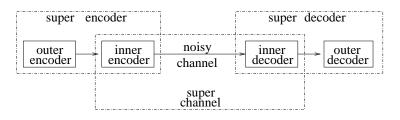
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- **Outer decoder** (n_2, k_2) code
- **length** of such a concatenated code is n_1n_2
- **dimension** of such a concatenated code is k_1k_2
- if minimal distances of both codes are d_1 and d_2 , then resulting concatenated code has minimal distance $> d_1 d_2$.



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- Next goal is to find polynomial time decoding algorithm for the inner code that is polynomial in the final block length.
- The main idea is that if the inner block length is logarithmic in the size of the outer code, then the decoding algorithm for the inner code may run in the exponential time of the inner block length.

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- For a decoding algorithm to be practical it has to be polynomial time in the final block length.
- Assume there is a polynomial unique decoding algorithm for the outer code.
- Next goal is to find polynomial time decoding algorithm for the inner code that is polynomial in the final block length.
- The main idea is that if the inner block length is logarithmic in the size of the outer code, then the decoding algorithm for the inner code may run in the exponential time of the inner block length.
- In such a case we can use an exponential time but optimal maximum likelihood decoder for the inner code.

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- Concatenated codes are used also on Compact Disc.
- The best concatenated codes for many applications were based on outer Reed-Solomon codes and inner Viterbi-decoded short constant length convolution codes.

EXAMPLE from SPACE EXPLORATION

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At the very beginning of the Galileo mission to explore Jupiter and its moons in 1989 it was discovered that primary antenna (deployed in the figure on the top) failed to deploy,

The primary antenna was designed to send 100, 000 b/s. Spacecraft had also another antenna, but that was capable to send only 10 b/s. The whole mission looked as being a disaster.

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Nowadays when so called iterative decoding is used concatenation of even very simple codes can yield superb performance.

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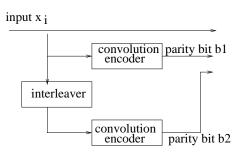
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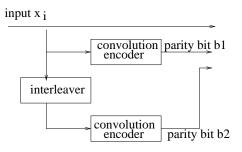
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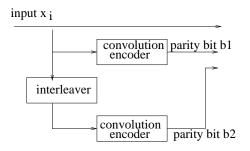
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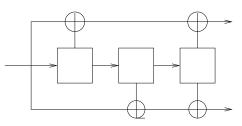


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However, after the inverse permutation the output actually wll be

c.n.j.200k.

which is quite easy to decode correctly!!!!



DECODING and PERFORMANCE of TURBO CODES

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- The overall decoder uses decoders for outputs of two encoders that also provide only soft values for bits and by exchanging information produced by two decoders and from the original input bit, the main decoder tries to increase, by an iterative process, likelihood for values of decoded bits and to produce finally hard outcome a bit 1 or 0.

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- Literature: M.C. Valenti and J.Sun: Turbo codes tutorial, Handbook of RF and Wireless Technologies, 2004 reachable by Google.

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A decibel is a relative measure. If E is the actual energy and E_{ref} is the theoretical lower bound, then the relative energy increase in decibels is

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- A big advantage of Turbo encoders is that they reduce the number of low-weight codewords because their output is the sum of the weights of the input and two parity output bits.
- A turbo code can be seen as a refinement of concatenated codes plus an iterative algorithm for decoding.

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List decoding seems to be a stronger error-correcting mode than unique decoding.

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Theorem let $q \geq 2$, $0 \leq p \leq 1 - 1/q$ and $\varepsilon \geq 0$ then for large enough block length n if the code rate $R \leq 1 - H_q(p) - \varepsilon$, then there exists a $(p, O(1/\varepsilon))$ -list decodable code. $[H_q(p) = p \log_q(q-1) - p \log_q p - (1-p) \log_q(1-p)$ is q-ary entropy function.] Moreover, if $R > 1 - H_q(p) + \varepsilon$, then every (p, L)-list-decodable code has $L = q^{\Omega(n)}$

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- Reed-Solomon codes have been widely used in mass storage systems to correct the burst errors caused by media defects.
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- Modern versions of concatenated Reed-Solomon/Viterbi decoder convolution coding were and are used on the Mars Pathfinder, Galileo, Mars exploration Rover and Cassini missions, where they performed within about 1-1.5dB of the ultimate limit imposed by the Shannon theorem.

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- New computation tools are developed for example special types of parallelization,....



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Locally decodable codes have a variety of applications in cryptography and theory of fault-tolerant computation.



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Moreover, this can be done by picking at random only three bits of the received message and combining them in a right way.