

Lecture 19

Note Title

3/21/2012

* Density evolution & its related concepts will be our main subjects for 2 weeks.

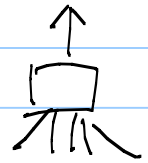
* Cycle-free, asymptotic analysis

* Use the marginals of the incoming messages to compute the marginal of the outgoing messages through a message map.

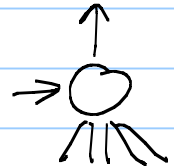
* For i.i.d noise, we can drop the subscript of the DE

$$p^{(1)} = p^{(0)}$$

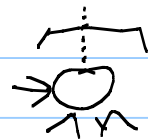
$$Q^{(t)} = F_{\text{chk}}(P^{(t)}, d_c - 1)$$



$$P^{(t+1)} = F_{\text{var}}(P^{(0)}, Q^{(t)}, d_v - 1)$$



$$P_{\text{out}}^{(t_0)} = F_{\text{final}}(P^{(0)}, Q^{(t_0)}, d_v)$$



$$P_{\text{b,DE}}^{[t_0]} \triangleq P(m^{(t_0)} < 0 | X = 0)$$

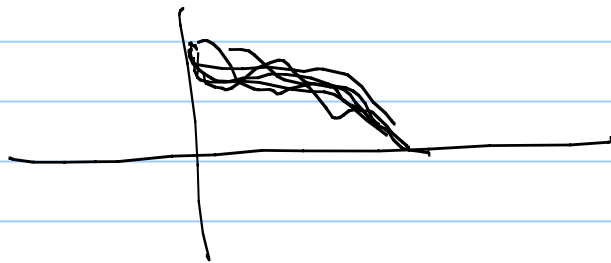
$$+ \frac{1}{2} P(m^{(t_0)} = 0 | X = 0)$$

* For a code C chosen from the (n, d_v, d_c) ensemble. We let $P_{C, \text{ber}, \chi_i}^{(t_0)}$ denote the actual ber performance of χ_i when running the belief-propagation for t_0 times. For any ϵ, t_0 , we have

$$\lim_{n \rightarrow \infty} P_C \left(\left| \frac{1}{n} \sum_{i=1}^n P_{C, \text{ber}, \chi_i}^{(t_0)} - P_{\text{ber}, \text{DE}}^{(t_0)} \right| > \epsilon \right) = 0$$

Namely, when $n \rightarrow \infty$

with high prob that the performance of a randomly constructed code concentrates around the avg of the ensemble predicted by DE.



Pf: Not very surprising.

From the bit-perspective, each bit

has a cycle-free support tree with ≈ 1 prob.

\Rightarrow Most bits have a cycle-free support tree. $\&$ have performance predicted by $P_{\text{ber}, \text{DE}}^{(t)}$

\Rightarrow The performance of the "bad bits" is insignificant when averaging over all bits.

Comparison of DE with Monte-Carlo simulation

DE	MC ① randomly corrupt the codeword ② decode & avg the perf.
∞ codeword length	finite codeword length n
Deterministic evaluation Important for code optimisation when comparing two codes $(4,8)$ vs $(3,6)$	Results will vary
Complexity: Linear with respect to t_0	linear to t_0, n , & the number of trials $\propto \left(\frac{1}{\text{desired BER}} \right)$
capable of extremely small ber	ber $10^{-5} \sim 10^{-8}$
especially when the code performances are close to each other	

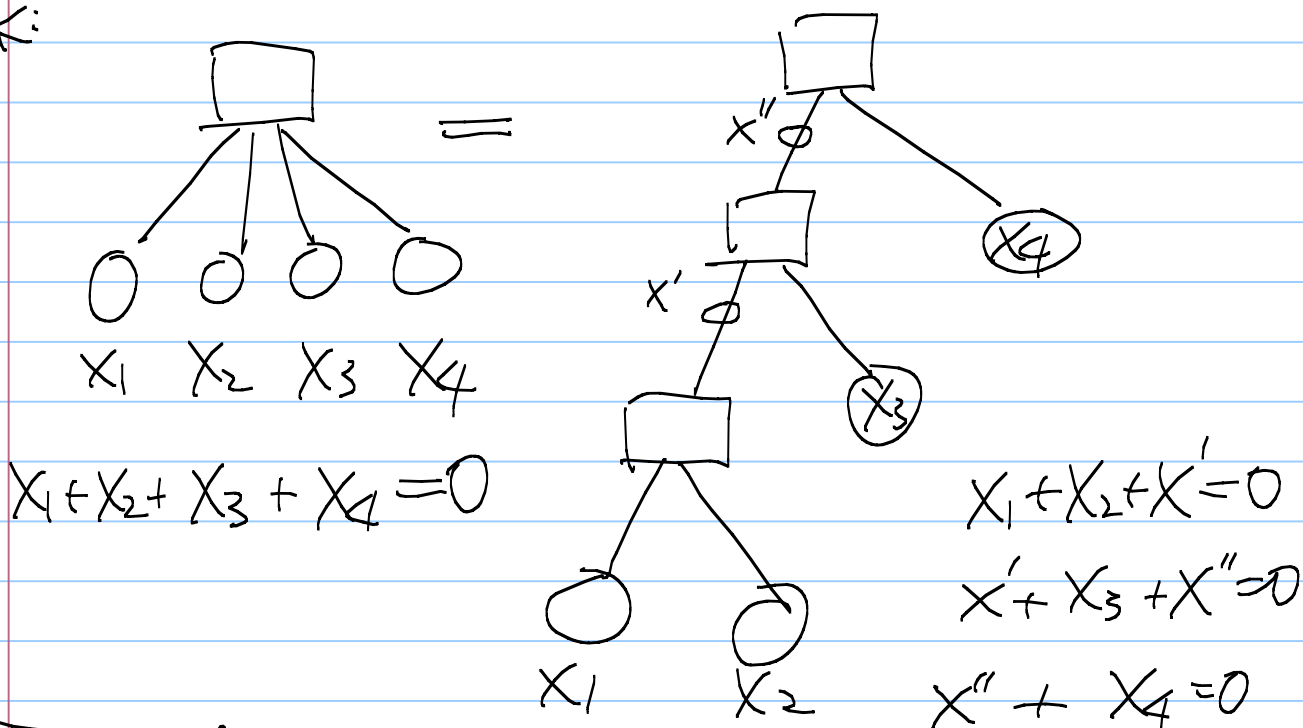
* How to compute $P^{(t)}$ $Q^{(t)}$ for other channel distributions? (How to implement the DE?)

Ans: ① Quantification \rightarrow exact evolution by exhaustive enumeration of the joint prob & the redistribution of the weight after the mappings

② Pairwis computation

Var: $P_1 * P_2 * P_3 = (P_1 * P_2) * P_3$

Chk:



$\Rightarrow F_{chk,dc} () = F_{chk_2} (F_{chk_2} (F_{chk_1} (P^{(t)}), P^{(t)}))$

Generalization

① The DE is applicable to any symmetric message-passing algorithms, such as the VA-algorithms, quantized sum-product algorithm: (the messages take values from a small finite set)

② The DE depends on the form of the messages.

For example, if we use $\alpha(\cdot)$ $\beta(\cdot)$ as the messages, each function $\alpha(\cdot)$ can be viewed as a 2-dim vector $(\alpha(0), \alpha(1))$. Then the density to

trace is  2-dim density

Error prob becomes

$$P(\alpha_{\text{out}}(1) > \alpha_{\text{out}}(0) \mid X_i = 0) \\ + \frac{1}{2} P(\alpha_{\text{out}}(1) = \alpha_{\text{in}}(0) \mid X_i = 0)$$

* Irregular LDPC code ensemble

Example: $\frac{2}{3}n$ variables of degree 2

$\frac{1}{3}n$ variables of degree 4

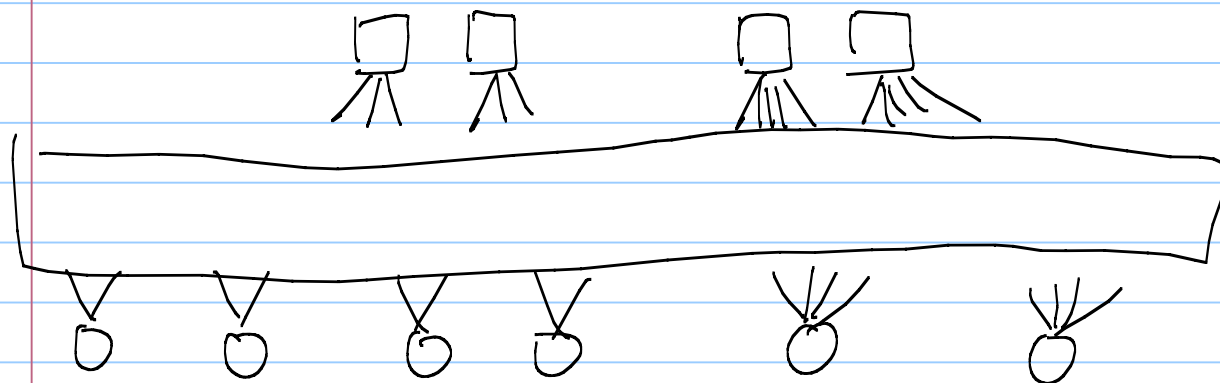
$\frac{1}{3}n$ check nodes of degree 3

$\frac{1}{3}n$ check nodes of degree 5

* Consistency condition

$$\text{Total \# edges: } \frac{2}{3}n \times 2 + \frac{1}{3}n \times 4 = \frac{1}{3}n \times 3 + \frac{1}{3}n \times 5$$

When $n=6$, we have the following FG.



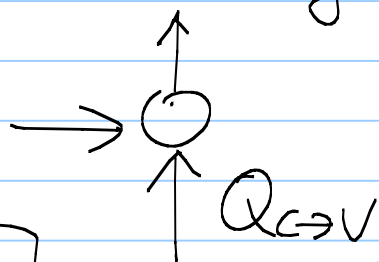
* It is critical to keep the edge count consistent when we design the sockets of the var. & chk. nodes separately.

* It is a rate $\frac{1}{3}$ code
(n var nodes, $\frac{2}{3}n$ check nodes)

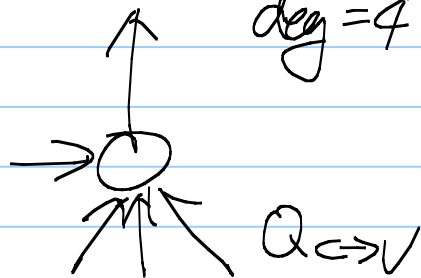
Q: How to perform the DE analysis?

Variable

deg=2



deg=4



Observation 1

again, all incoming messages are i.i.d. due to the random interleaver

Check

deg=3



deg 5



Observation 2

assume we have the incoming message distribution $P_{V \rightarrow C}$ & $Q_{C \rightarrow V}$, we can compute

Q: How to compute the update rule?

$$P_{V \rightarrow C}^{(t)} = \lambda_2 P_{V \rightarrow C}^{\text{deg}=2} + \lambda_4 P_{V \rightarrow C}^{\text{deg}=4}$$

Further average

$$= \lambda_2 \left(F_{\text{var}}(P^{(0)}, 2, Q_{C \rightarrow V}^{(t-1)}) \right) + \lambda_4 \left(F_{\text{var}}(P^{(0)}, 4, Q_{C \rightarrow V}^{(t-1)}) \right)$$

$P_{V \rightarrow C}^{\text{deg} 2}$
 $P_{V \rightarrow C}^{\text{deg} 4}$
 $Q_{C \rightarrow V}^{\text{deg} 3}$
 $Q_{C \rightarrow V}^{\text{deg} 5}$

$$Q_{C \rightarrow V}^{(t)} = P_3 \left(F_{\text{chk}}(P_{V \rightarrow C}^{(t)}, 3) \right) + P_5 \left(F_{\text{chk}}(P_{V \rightarrow C}^{(t)}, 5) \right)$$