

2007 Advanced Coding Theorem Hw4 solution

1. (a) Ungerboeck see partition

→ MSEED = $\min \{ 16 \times 0.586, 4 \times 2, 2 \times 4 \} = 8$

(b) coding rate = $\frac{1+11+15}{16} = 1.6875$

2.

$C_a = (4, 1, 4)$

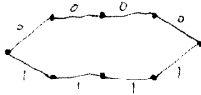
$C_b = (4, 3, 2)$

$C_c = (4, 3, 2)$

CSI_s = {0.5, 1, 2, 1}

$V_i = \{ 2+4i, -8i, -18-2i, 12 \}$

① 解 a 層

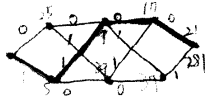


| | | | | | |
|---------------------|----|----|-----|-----|-------|
| 時間 | 1 | 2 | 3 | 4 | Σ |
| 與 0 距離 ² | 5 | 4 | 8 | 4 | ≥ 1 |
| 與 1 距離 ² | 25 | 50 | 160 | 174 | 286.5 |

根據 (4, 1, 4) code 的 trellis

解得 a 層 codeword $C_a = \{ 0, 0, 0, 0 \}$

② 解 b 層



| | | | | |
|---------------------|----|-----|-----|-----|
| 時間 | 1 | 2 | 3 | 4 |
| 與 0 距離 ² | 25 | 169 | 8 | 4 |
| 與 1 距離 ² | 5 | 4 | 648 | 244 |

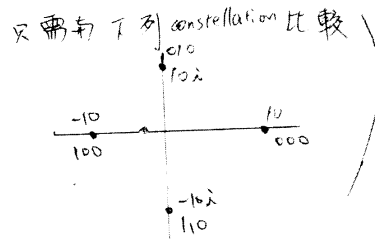
根據 (4, 3, 2) code 的 trellis 有 C_a

解得 b 層 codeword $C_b = \{ 1, 1, 0, 0 \}$

ex: $\Delta_0^2 = \left| 2+4i - \frac{1}{2}(10) \right|^2 = 25$

$\Delta_1^2 = \left| 2+4i - \frac{1}{2}(10i) \right|^2 = 5$

以此類推



② 解 C 層，因 C 層 (4, 4, 1) code 為 - 未編碼之 code word.

重覆第 a 層與 b 層之做法，配合 a, b 兩層已解出之 bit.

可將 C 層解出 $\Rightarrow C_c = \{0, 1, 1, 0\}$.

由 multistage decoding 知

| | | | |
|---|---|---|---|
| 0 | 0 | 0 | 0 |
| 1 | 1 | 0 | 0 |
| 0 | 1 | 1 | 0 |

$\{2, 6, 4, 0\} \Rightarrow$ transmitted signals.

對應的 information bits 為 (0, 110, 0110)

3 (a)

BCM-1 : MSD : 2 MPD = 0.686^2
 BCM-2 : MSD : 2 MPD = 2^2

| Ungerboeck | δ^2 | number of nearest neighbor |
|------------|------------|----------------------------|
| a | 0.566 | 2 |
| b | 2 | 2 |
| c | 4 | 1 |

| Gray | δ^2 | number of nearest neighbor |
|------|------------|----------------------------|
| a | 0.566 | $\frac{1}{2}$ |
| b | 0.566 | $\frac{1}{2}$ |
| c | 0.566 | $\frac{1}{2}$ |

| Mixed | δ^2 | number of nearest neighbor |
|-------|------------|----------------------------|
| a | 0.566 | 2 |
| b | 2 | 1 |
| c | 2 | 1 |

BCM-1:

使用 Gray labeling

三層的 component code 相同，可使 $d_i \times \delta_i^2$ 相同，且有最少的 nearest neighbor (因為 MSD 由第一層決定)

BCM-2:

使用 Mixed labeling

因為 MSD 由第一層決定，故選用 Mixed labeling 有較少的 nearest neighbor，且 $d_i \times \delta_i^2$ 大約相同。

$$\dots \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \dots$$

$$\dots \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \dots$$

4.

(a)

(A): 使用 Ungerboeck's set partitioning

$$SEB = (2+\sqrt{2}) + (2-\sqrt{2}) + 2 = 6$$

(B): \because infinite symbol interleaving is used

\rightarrow 所有 "1" 的 bit 平均分散在各 symbol 中.

$$SEB = (2-\sqrt{2}) \times 2 + 2 \times 2 + 4 \times 3 = 20 - 2\sqrt{2}$$

(b)

(A): $SD = 3$

$$PD = (2+\sqrt{2}) \times (2-\sqrt{2}) \times 2 = 4$$

(B): $SD = 7$

$$PD = (2-\sqrt{2})^2 \cdot 2^2 \cdot 4^3$$