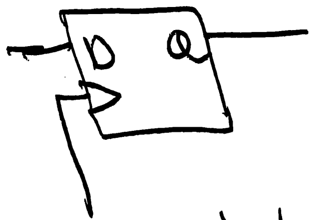
(1)

Convolutional Codes:

Memory cells: Electronic circuit capable of holding 1-bit information

Memory cells are nothing but flip-flops.

Ex: D-flip flop

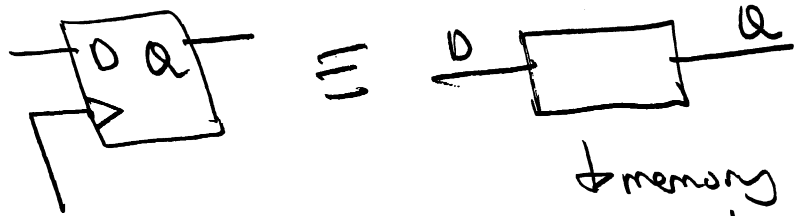


cp → clock pulse

When CP ↑ $Q(t+1) = D$

D	Q(t+1)
0	0
1	1

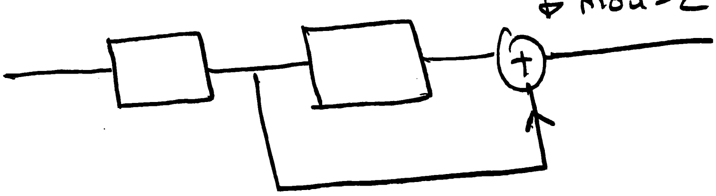
→ $Q(t+1) = D$ → output of flip-flop after clock pulse.



→ memory cell graphical illustration.

A convolutional encoder consists of memory cells and mod-2 summers.

Ex:

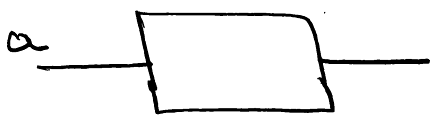


→ mod-2 summer

In memory cells Clock-pulse is not shown. We trace the memory cells behaviour by giving virtual clocks by ourselves

(2)

Ex:

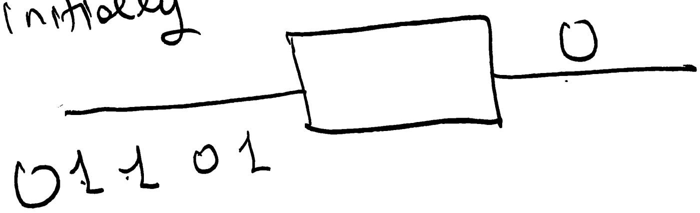


a = 10110 find memory cell output at each clock

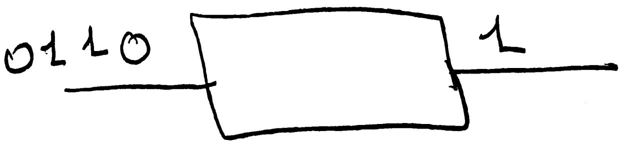
Sln.:

a = 10110
↓ first bit to be sent to the cell

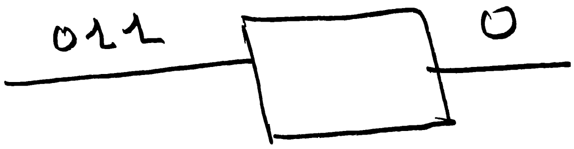
initially



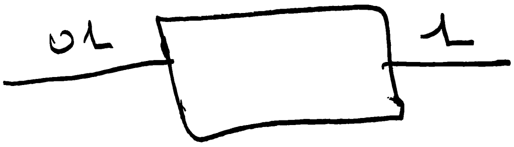
CP1:



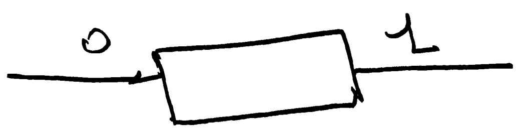
CP2:



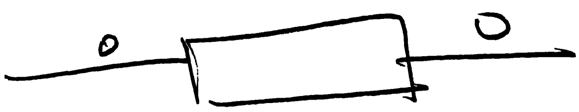
CP3:



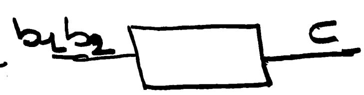
CP4:



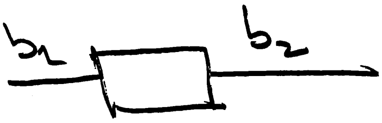
CP5



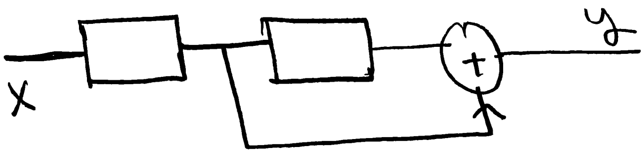
In general



after clock pulse



③ Ex:

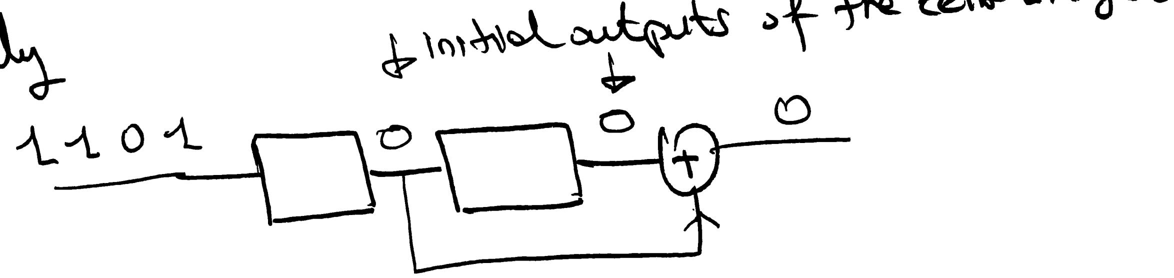


X=1011

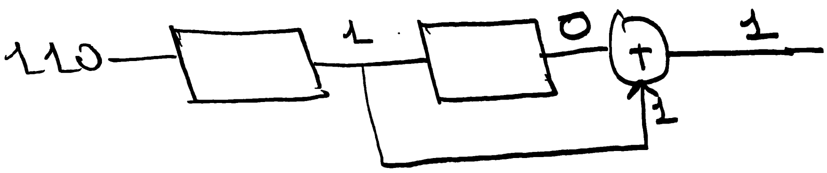
find y

Sol:

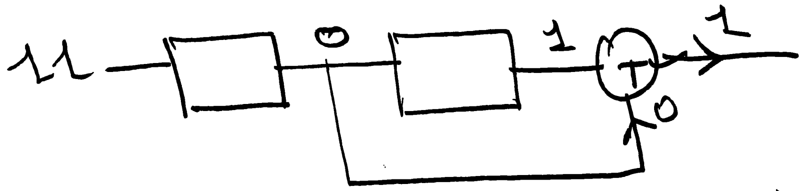
Initially



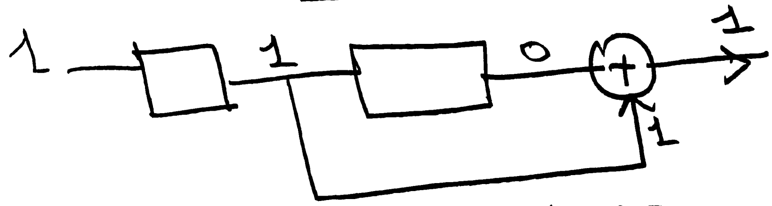
After CP1:



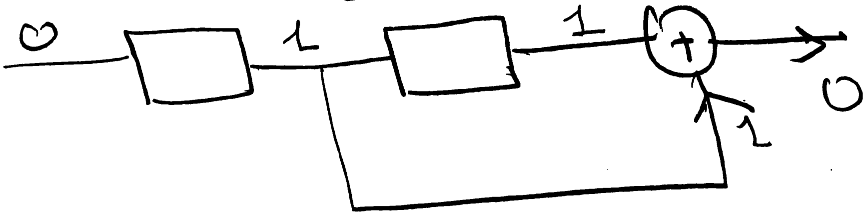
After CP2:



After CP3



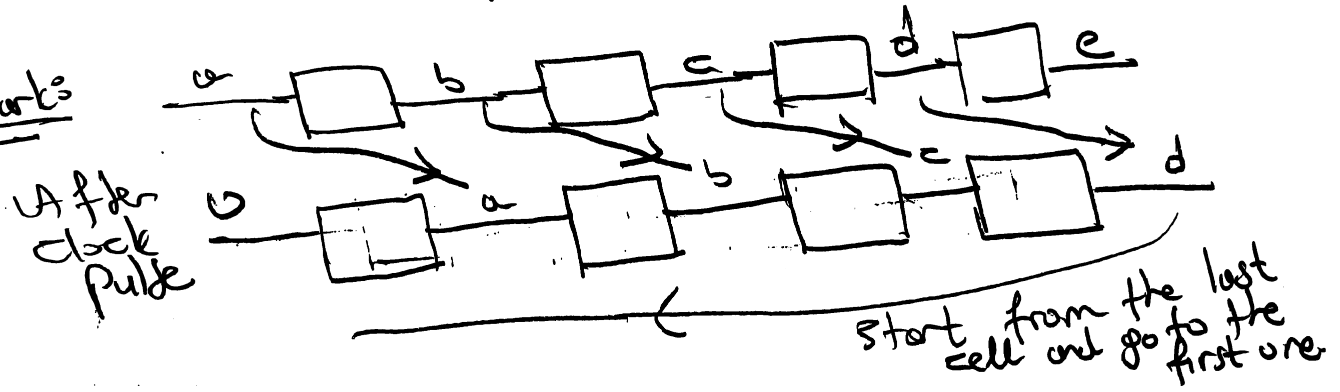
After CP4



Hence output string is

1110

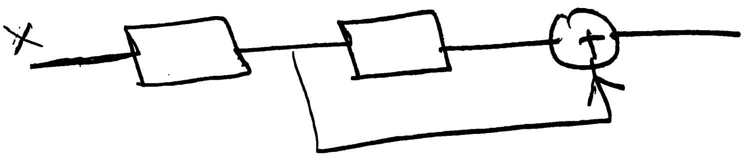
Remarks:



④ Impulse response of a convolutional encoder:

If your input is 1000...0 your output is called impulse response

Ex: Find the impulse response of the following convolutional encoder

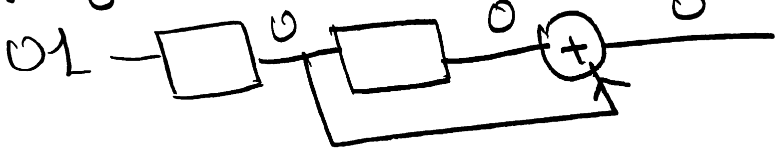


Sln: Input is $x = \underbrace{1\ 0}$

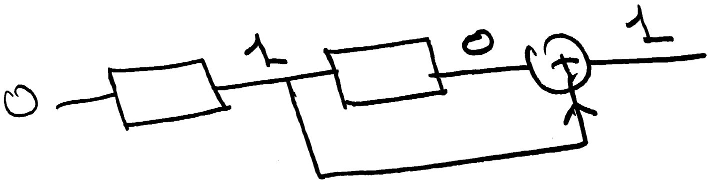
only 2-bits
Since convolutional encoder includes 2-memory cells

In general
$x = \underbrace{1\ 0 \dots 0}_{m\text{-bits}}$ m is the number of memory cells

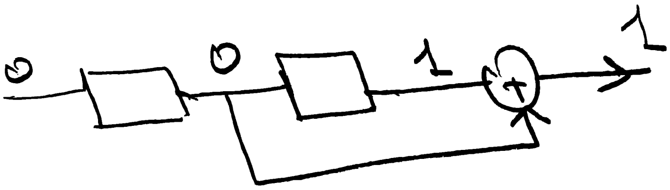
Initially:



After CP1:



After CP2:



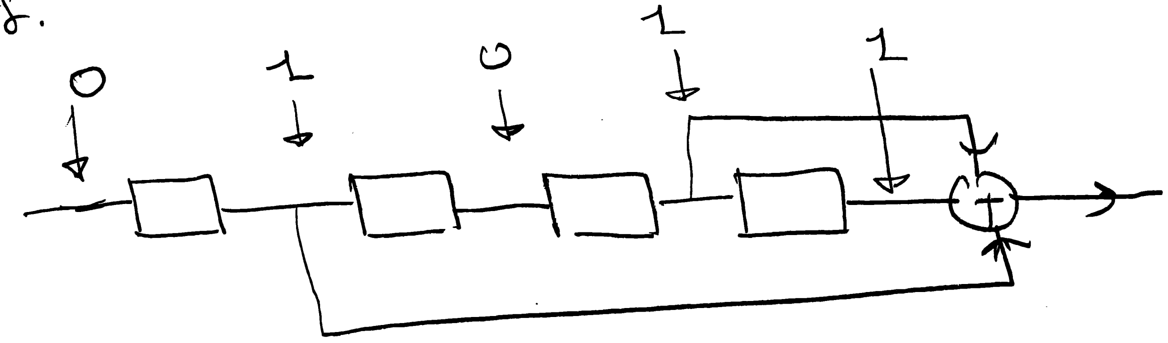
Output is 011

Hence, impulse response is 011

(5) Easy way of finding the impulse response

Check the connection between output of a cell and final output if there is a connection write 1 otherwise write 0, and collect the bits.

Ex:



Impulse response is 01011

Convolution:

x = 1011   Find x ⊛ y → convolution of x & y

y = 110

Take one of them and write it

e.g. 1011 → x is taken

reverse the other

011 → y is reversed.

Compute the convolution as follows

1011
011 } → product, and mod-2 sum gives 1

1011
011 } → 1

1011
011 } → 1

$$\left.\begin{matrix}1011\\ \;\;011\end{matrix}\right\} \rightarrow 1+1 \Rightarrow 0$$

$$\left.\begin{matrix}1011\\ \;\;\;\;011\end{matrix}\right\} \rightarrow 1$$

$$\left.\begin{matrix}1011\\ \;\;\;\;\;\;011\end{matrix}\right\} \rightarrow 0$$

So output is 111010

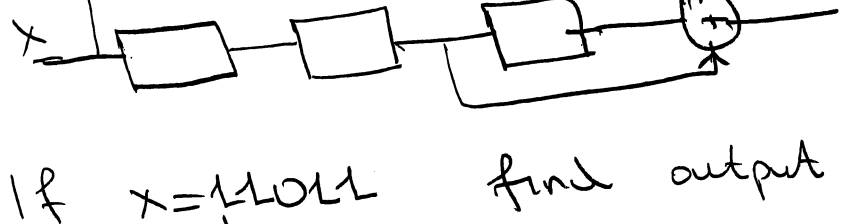
<u>Remarks:</u> If you know the impulse response of a convolutional code, for an arbitrary string x the output of the convolutional encoder can be found as

$$y = x \circledast h$$

(h → impulse response)

This is why they are called as convolutional codes:

Ex:



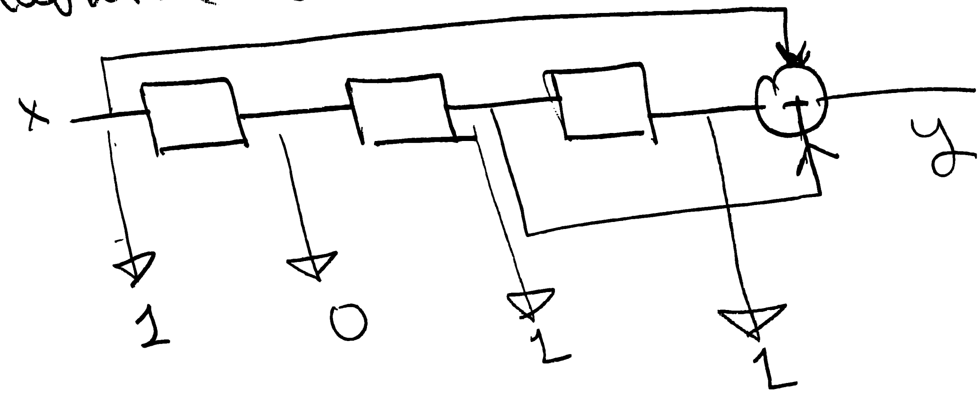
If $x = 11011$ find output of the encoder
(↓ first bit)

Sln:

We can compute the output bit every clock pulse and collect the output bits and find the output string

⑦

or lets first the impulse response of the convolutional encoder



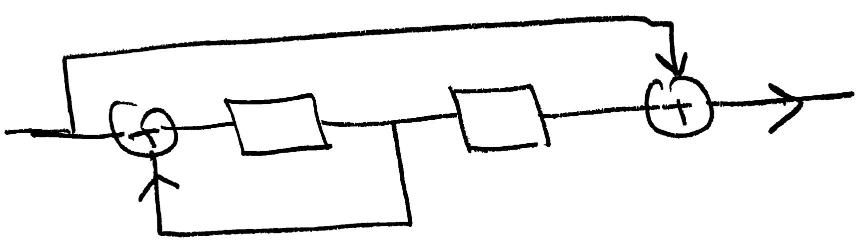
$h = (1011) \rightarrow$ impulse response.

$x = (11011) \rightarrow$ input

$y = x \otimes h \rightarrow$ 11011 over 1101 $\rightarrow 0$

so on like this

Recursive Convolutional Encoders



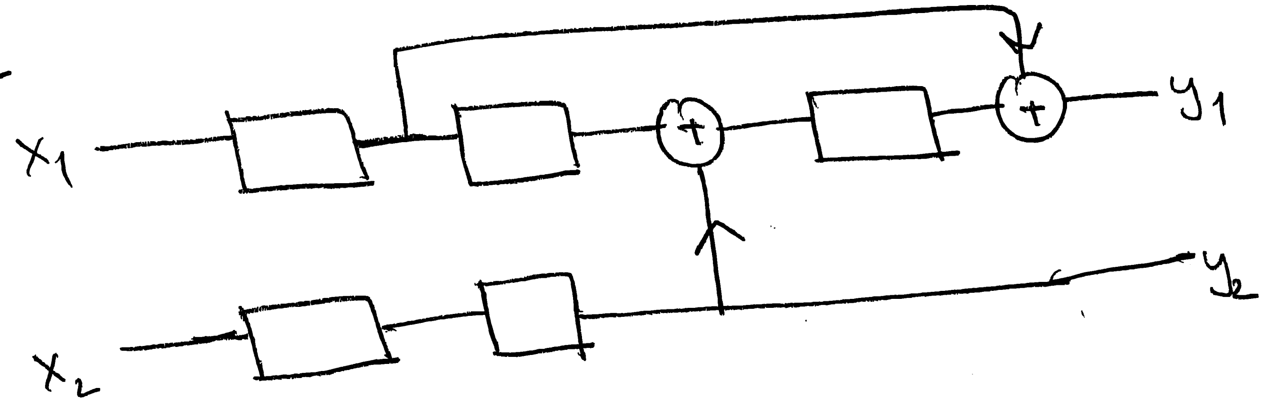
↓ If a convolutional encoder includes a feedback it is a recursive convolutional encoder.

Recursive convolutional encoders may have infinite impulse response i.e, h = 10110.......

(8)

A convolutional encoder may have more than one-input stream and more than one output stream

Ex:



In this case an impulse response is defined between every input and every output pair

i.e., impulse responses between $x_1 - y_1 \rightarrow h_1$

$x_1 - y_2 \rightarrow h_2$

$x_2 - y_1 \rightarrow h_3$

$x_2 - y_2 \rightarrow h_4$

4-impulse responses

$h_1 = 0 1 0 1 \rightarrow x_1 = 1000 \rightarrow$ output (y_1) $h_1 = 0101$

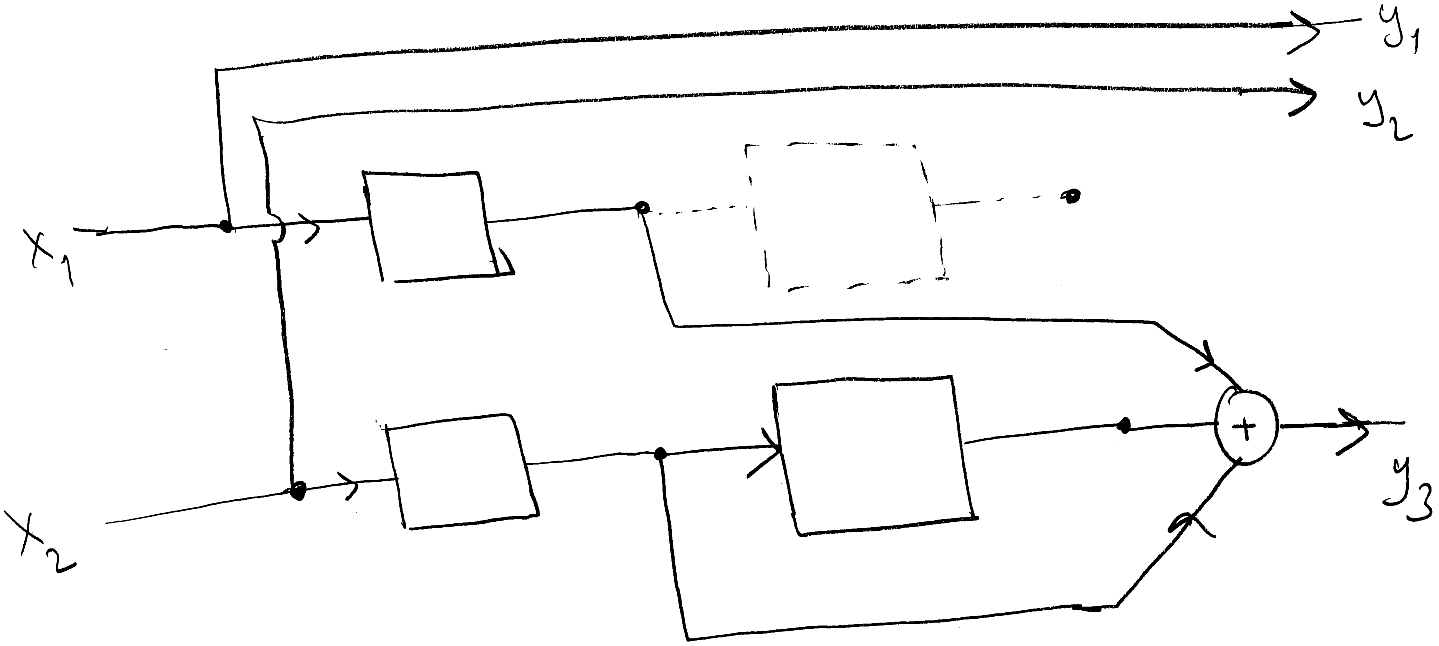
$h_2 = 00 0 0 \rightarrow x_1 = 1000 \rightarrow$ output y_2 $h_2 = 0000$

$h_3 = 00 10 \rightarrow x_2 = 10 \rightarrow$ output y_1 $h_3 = 0010$

$h_4 = 00 10 \rightarrow x_2 = 10 \rightarrow$ output y_2 $h_3 = 0010$

(9A)

Ex: Find all impulse responses for the below encoder



Between

$x_1 - y_1$ $\quad h^{11} = 100 \longrightarrow h^{11} = (4)_{octal}$

$x_1 - y_2$ $\quad h^{12} = 000 \longrightarrow h^{12} = (0)_{octal}$

$x_1 - y_3$ $\quad h^{13} = 010 \longrightarrow h^{13} = (2)_{octal}$

$x_2 - y_1$ $\quad h^{21} = 000 \longrightarrow h^{21} = (0)_{octal}$

$x_2 - y_2$ $\quad h^{22} = 100 \longrightarrow h^{22} = (4)_{octal}$

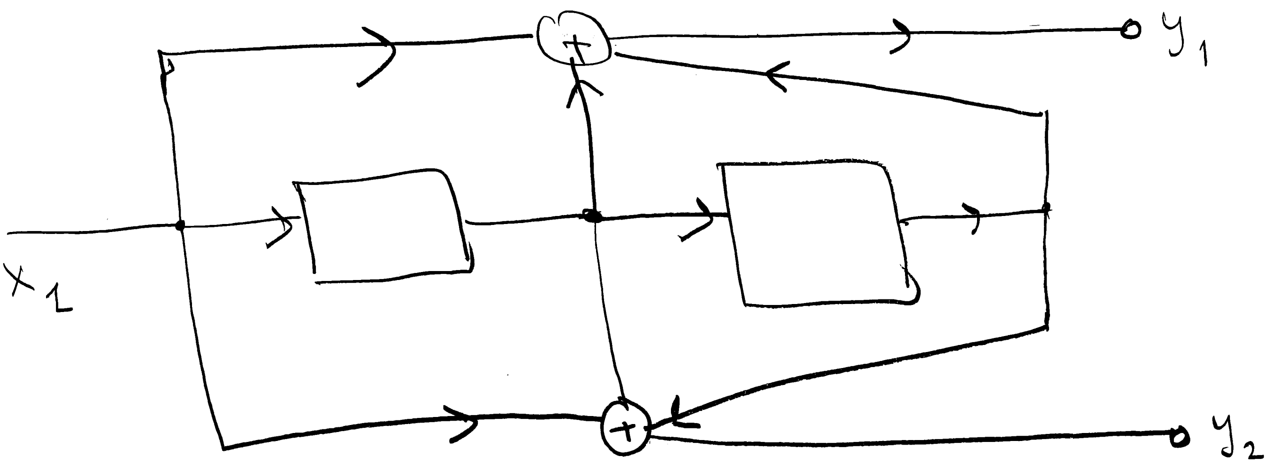
$x_2 - y_3$ $\quad h^{23} = 011 \longrightarrow h^{23} = (3)_{octal}$

(9B)

HW Due To Next Week

HW

① Given the convolutional encoder below



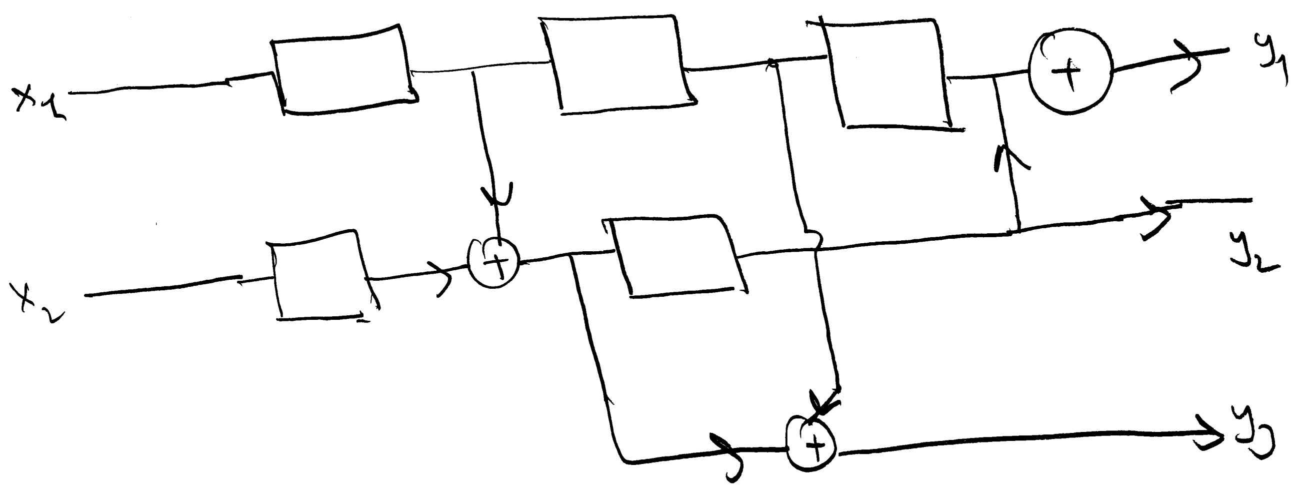
a) Find all the impulse responses between

$x_1 - y_1$

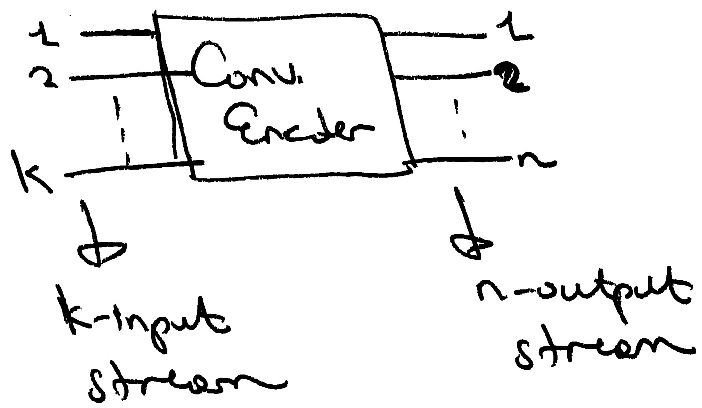
$x_1 - y_2$

b) Find y_1 & y_2 for $x_1 = (11101)$

②



Find all the impulse responses



h^{ij} → impulse response between input i and output j

$i = 1 \ldots k$
$j = 1 \ldots n$

In total there are $k \times n$ impulse responses

<u>Remark:</u> If there are m memory cells in a convolutional encoder, the impulse response h^{ij} contains m-bits

h^{ij}_k → k^{th} bit of h^{ij}

<u>Generator matrices for convolutional codes</u>

$c = d \circledast h$ → codeword = dataword ⊛ imp. resp.

$c = dG$ → G is constructed from the components of the impulse sequences

(10)

For an (n,k,m) Convolutional code

$k \rightarrow$ number of input ports
$n \rightarrow$ number of output ports
$m \rightarrow$ number of memory cells

G_i is the $k \times n$ matrix

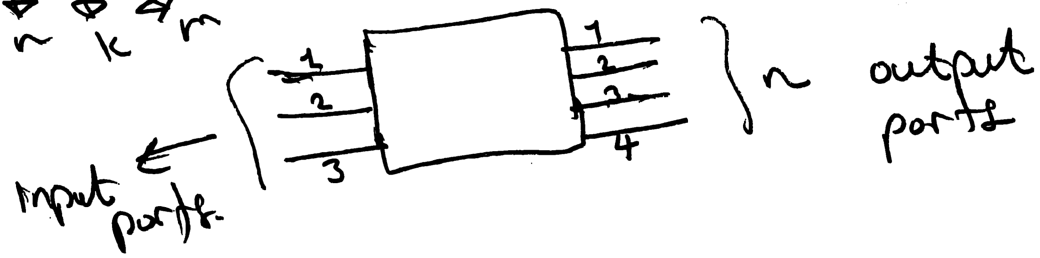
given as

$$G_i = \begin{bmatrix} h_i^{(1,1)} & h_i^{(1,2)} & \cdots & h_i^{(1,n)} \\ h_i^{(2,1)} & h_i^{(2,2)} & \cdots & h_i^{(2,n)} \\ \vdots & & & \\ h_i^{(k,1)} & h_i^{(k,2)} & \cdots & h_i^{(k,n)} \end{bmatrix}$$

the generator matrix G is constructed as

$$G = \begin{bmatrix} G_0 & G_1 & G_2 \cdots & G_m & \bar{0} & \bar{0} \cdots \\ \bar{0} & G_0 & G_1 \cdots & \cdots & G_m & \bar{0} \cdots \\ \bar{0} & \bar{0} & G_0 \cdots & & & G_m \\ \vdots & & & & & \cdots \end{bmatrix}$$

Ex: $(4,3,2)$ convolutional code
(n, k, m)



(11) The impulse responses between input ports and output ports are given as

$$h^{(1,1)} = [1\ 0\ 0] \quad h^{(2,1)} = [0\ 0\ 0] \quad h^{(3,1)} = [0\ 0\ 0]$$

$$h^{(1,2)} = [1\ 0\ 0] \quad h^{(2,2)} = [1\ 1\ 0] \quad h^{(3,2)} = [0\ 1\ 0]$$

$$h^{(1,3)} = [1\ 0\ 0] \quad h^{(2,3)} = [0\ 1\ 0] \quad h^{(3,3)} = [1\ 0\ 1]$$

$$h^{(1,4)} = [1\ 0\ 0] \quad h^{(2,4)} = [1\ 0\ 0] \quad h^{(3,4)} = [1\ 0\ 1]$$

$$G_0 = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 1 \end{bmatrix}$$

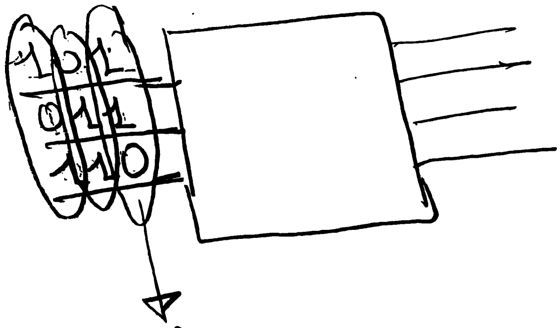
$$G_1 = \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix} \quad G_2 = \begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 \end{bmatrix}$$

in a similar manner as in G_0, the matrices G_1 & G_3 are formed.

$$G = \begin{bmatrix} G_0 & G_1 & G_2 & \bar{0} & \bar{0} & \cdots \\ \bar{0} & G_0 & G_1 & G_2 & \bar{0} & \cdots \\ \bar{0} & \bar{0} & G_0 & G_1 & G_2 & \cdots \\ \vdots & \vdots & \vdots & \vdots & \vdots & \end{bmatrix}$$

Size of G depends on information block length.

Ex: For $d = (1\,1\,0 \mid 0\,1\,1 \mid 1\,0\,1)$



first bit group entering into the convolutional encoder

$$G = \begin{bmatrix} G_0 & G_1 & G_2 & \bar{O} & \bar{O} \\ \bar{O} & G_0 & G_1 & G_2 & \bar{O} \\ \bar{O} & \bar{O} & G_0 & G_1 & G_2 \end{bmatrix}$$

where

$$\bar{O} = \begin{bmatrix} 0&0&0&0 \\ 0&0&0&0 \\ 0&0&0&0 \end{bmatrix}$$

$$G_0 = \begin{bmatrix} 1&1&1&1 \\ 0&1&0&1 \\ 0&0&1&1 \end{bmatrix} \quad G_1 = \begin{bmatrix} 0&0&0&0 \\ 0&1&1&0 \\ 0&1&0&0 \end{bmatrix}$$

$$G_2 = \begin{bmatrix} 0&0&0&0 \\ 0&0&0&0 \\ 0&0&1&1 \end{bmatrix}$$

Generator polynomials for convolutional codes

$v = u * h \rightarrow v(D) = u(D)\, h(D)$

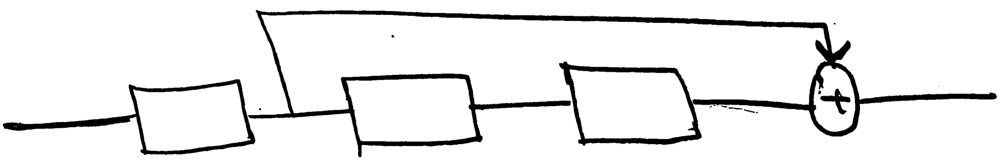
$u(D)$ → polynomial for u

$h(D)$ → polynomial for h

$h(D)$ → is the generator polynomial of the convolutional code and shown by $g(D)$.

(13)

Ex:



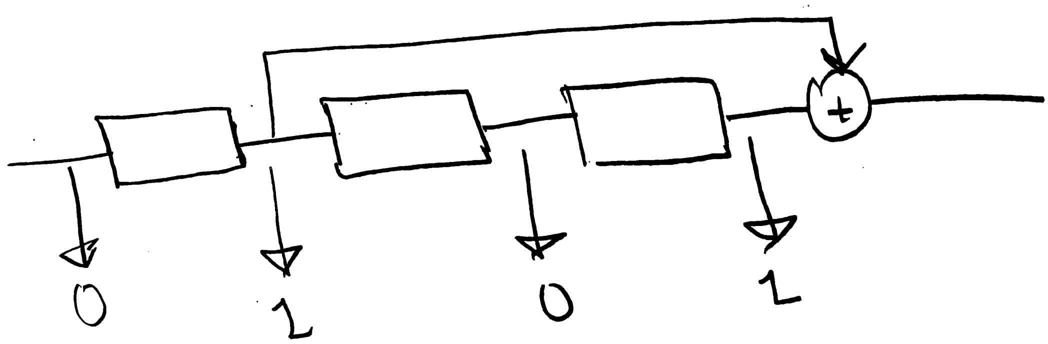
a) $h = ?$ impulse response

b) $h(D) = ?$ (i.e, $g(D) = ?$)

c) encode the bit stream

$d = (1\ 0\ 1\ 1)$ using $g(D)$

S/n:



$h = (0\ 1\ 0\ 1)$

$g(D) = h(D) = D^2 + 1$

$d(D) = D^3 + D + 1$

$c(D) = g(D)\, d(D)$

$= (D^2+1)(D^3+D+1)$

$= D^5 + D^3 + D^2 + D^3 + D + 1$

$= D^5 + D^2 + D + 1$

$c = (1\ 0\ 0\ 1\ 1\ 1) \overset{?}{\Longleftrightarrow} (1\ 0\ 1\ 1) \circledast (0\ 1\ 0\ 1)$ check ✓

(14)

Remark

If $d = (d_0\ d_1\ d_2 \ldots)$

then $d(D) = d_0 + d_1 D + d_2 D^2 + \ldots$

OR if you adopt d as

$d = (\ldots\ d_2\ d_1\ d_0)$

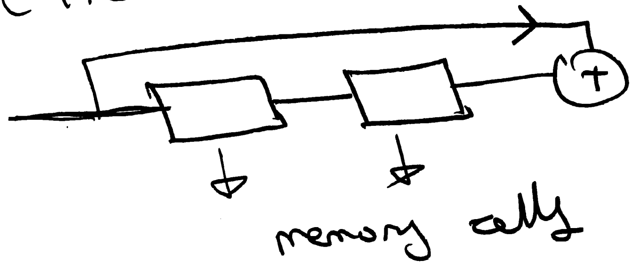
$d(D) = \ldots + d_2 D^2 + d_1 D + d_0$

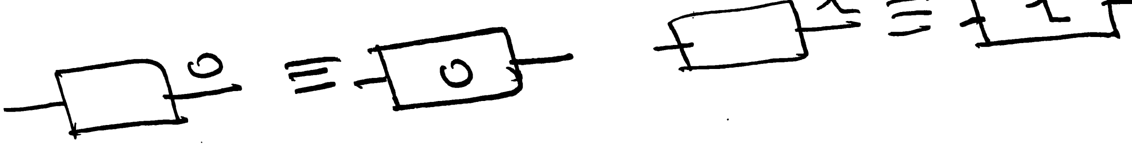
adopt one of them for d and h i.e, g

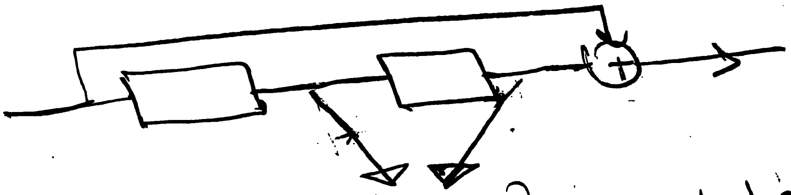
Graphical Representation of Convolutional Codes

<u>States</u>: The content of the memory cells is accepted as state.
(The content of memory cells = output of memory cells)

<u>Ex:</u>



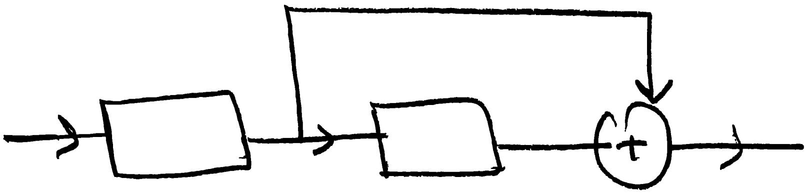




can be 0 0, 0 1, 1 0, 1 1 → states of the Conv. encoder.

(15)

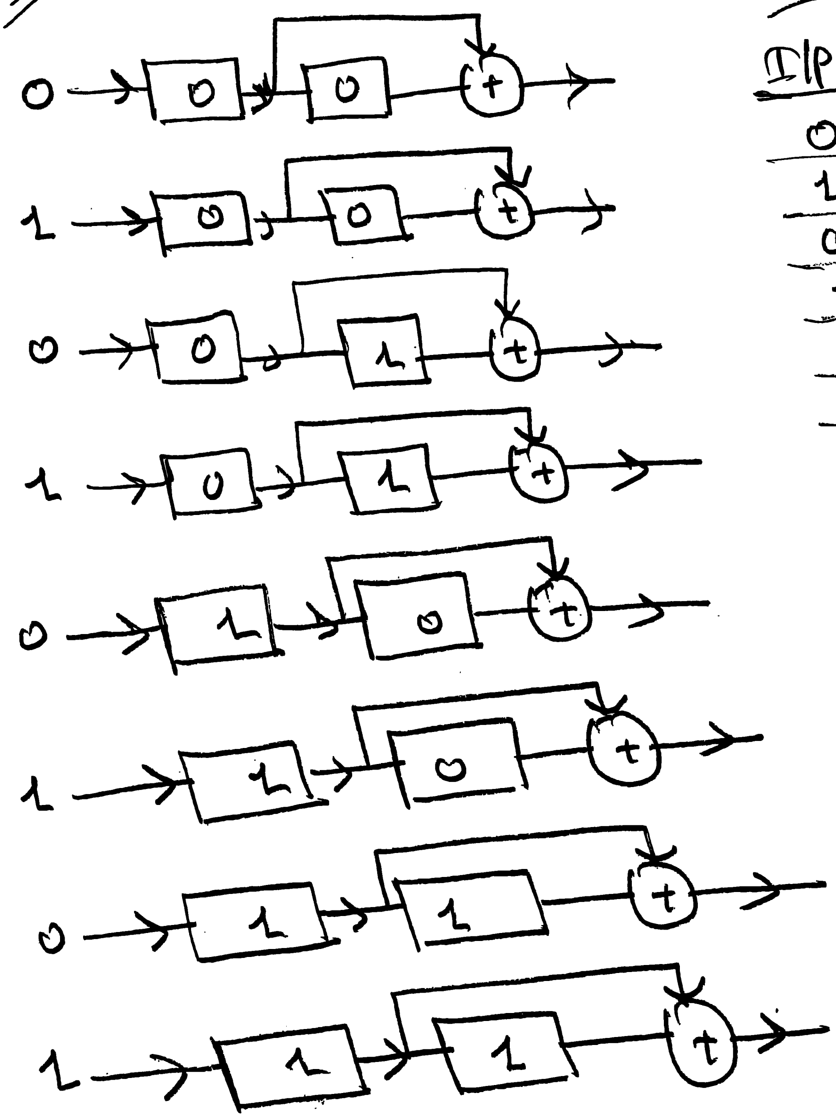
Ex:



CP → Clock pulse

Draw state diagram of the above conv. encoder

S/n:

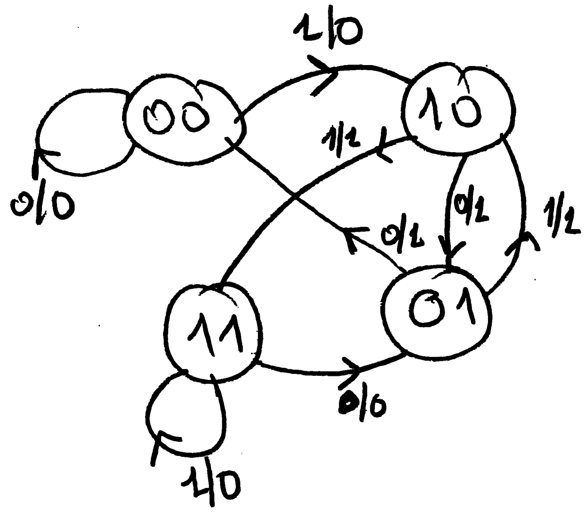


I/P (Before CP)	OP (Before CP)	Present State (Before CP)	Next State (After CP)
0	0	00	00
1	0	00	10
0	1	01	00
1	1	01	10
0	1	10	01
1	1	10	11
0	0	11	01
1	0	11	11

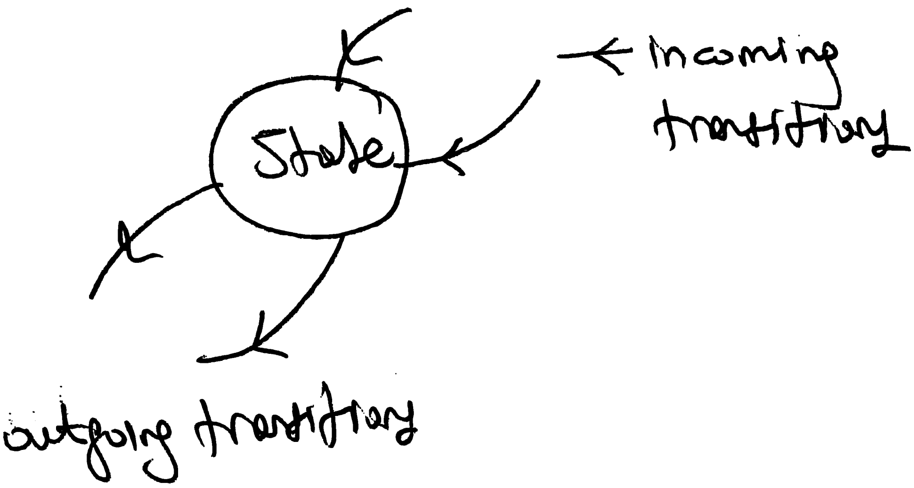
↓

This table can be expressed using State diagram

State diagram of the example is drawn as

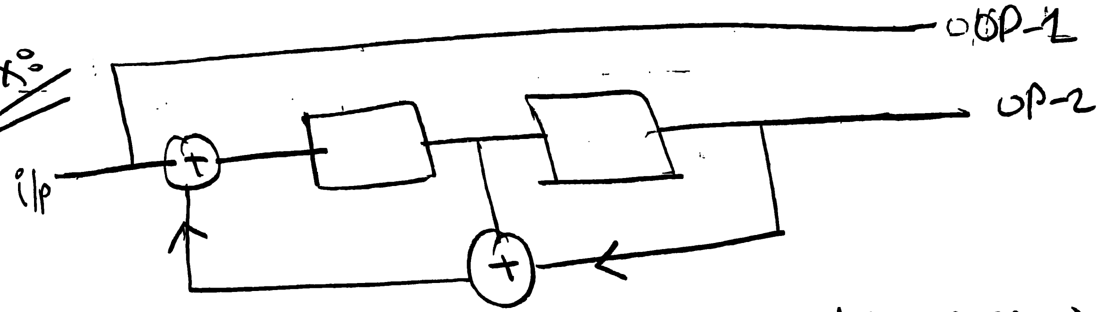


Every state has two incoming transitions and two outgoing transitions



(17)

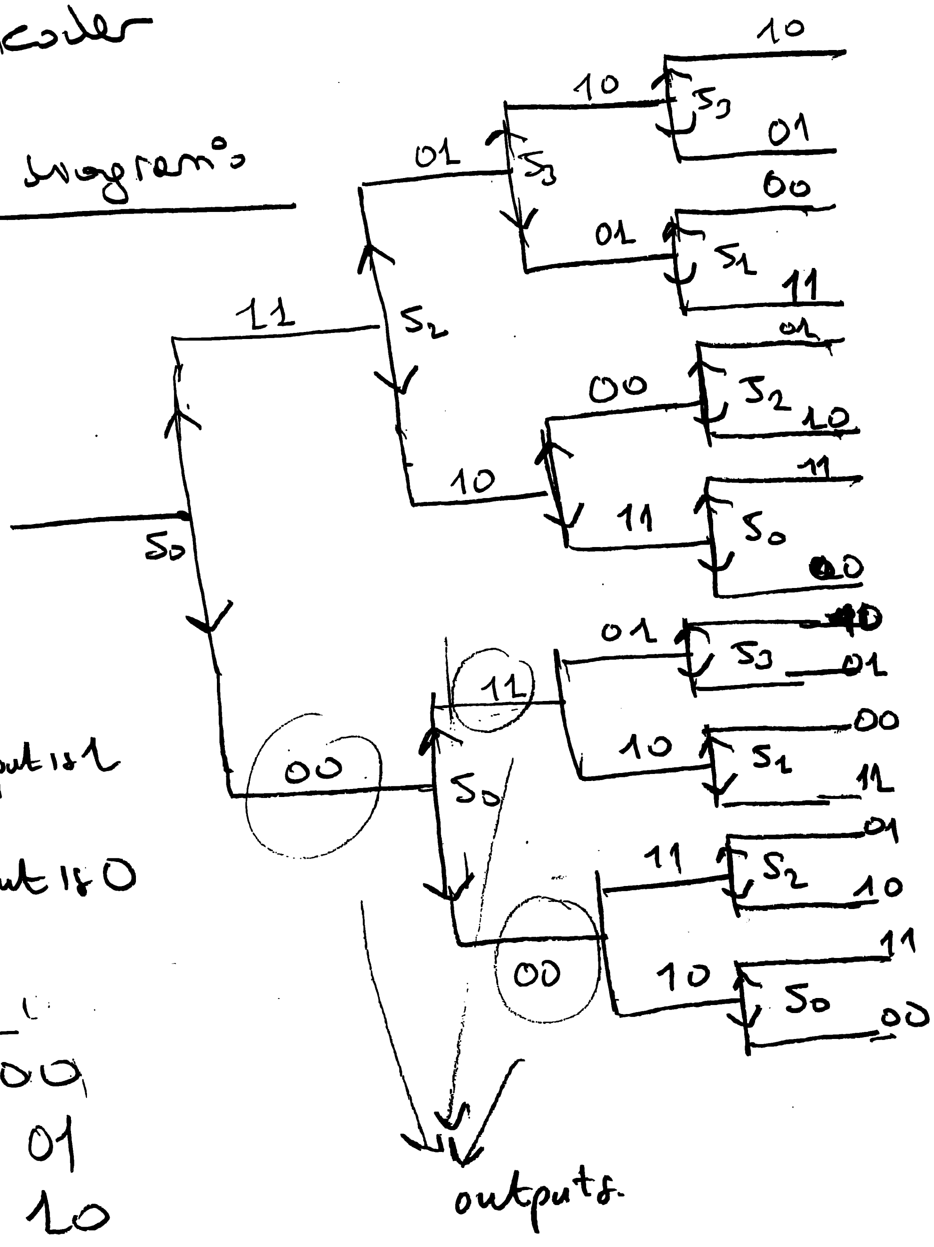
Ex:



obtain the state transition diagram of the above recursive convolutional encoder

Tree diagram:

Start



↑ when input is 1

↓ when input is 0

States

$S_0 = 00$

$S_1 = 01$

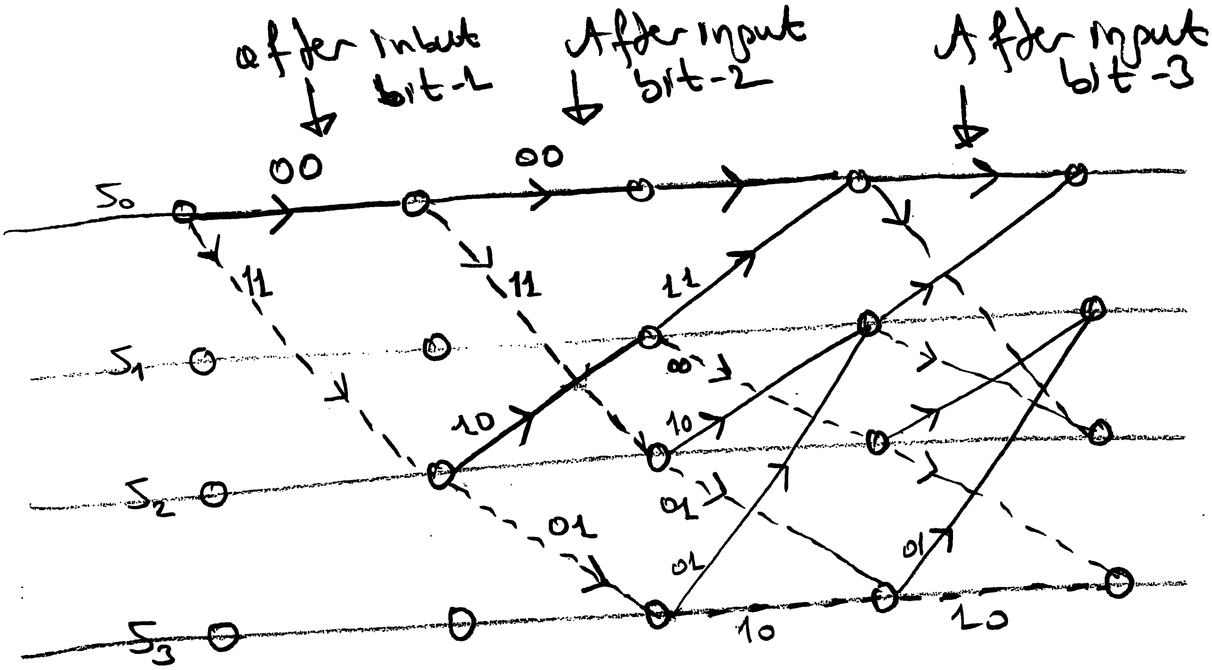
$S_2 = 10$

$S_3 = 11$

(18)

Trellis diagrams

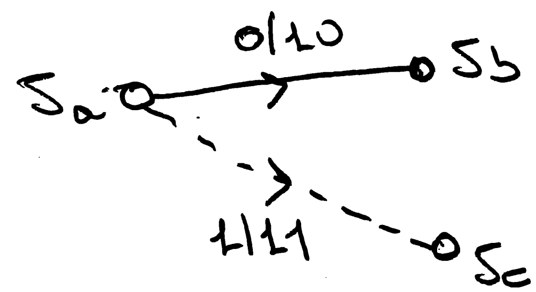
States:
- 00 → S_0
- 01 → S_1
- 10 → S_2
- 11 → S_3



Initial state is S_0

As a new bit in taken transition to a new state occurs and output bits are formed

In general a state has the following transition graph in trellis diagram



→ Last State is S_a

If input is 0 encoder outputs 10 and makes a transition to state S_b

If input is 1, encoder outputs 11 and makes a transition to S_c