## Linear Block Codes

## **Basic Definitions**

- Linearity: If  $\mathbf{m}_1 \rightarrow \mathbf{c}_1$  and  $\mathbf{m}_2 \rightarrow \mathbf{c}_2$ then  $\mathbf{m}_1 \oplus \mathbf{m}_2 \rightarrow \mathbf{c}_1 \oplus \mathbf{c}_2$ 
  - where m is a k-bit information sequence c is an n-bit codeword. ⊕ is a bit-by-bit mod-2 addition without carry
- <u>Linear code</u>: The sum of any two codewords is a codeword.
- Observation: The all-zero sequence is a codeword in every

linear block code.

## Basic Definitions (cont'd)

- <u>Def</u>: The weight of a codeword  $\mathbf{c}_i$ , denoted by  $w(\mathbf{c}_i)$ , is the number of of nonzero elements in the codeword.
- <u>Def</u>: The minimum weight of a code,  $w_{\min}$ , is the smallest weight of the nonzero codewords in the code.
- <u>Theorem</u>: In any linear code,  $d_{\min} = w_{\min}$

Systematic codes	n-k	k		
	check bits	information bits		

Any linear block code can be put in systematic form

## linear Encoder.

By linear transformation

c = m · G = m<sub>o</sub>g<sub>o</sub> + m<sub>i</sub>g<sub>o</sub> + .....+ m<sub>k-i</sub>g<sub>k-i</sub>
The code C is called a k-dimensional subspace.
G is called a generator matrix of the code.
Here G is a k ×n matrix of rank k of elements from GF(2), g<sub>i</sub> is the *i*-th row vector of G.
The rows of G are linearly independent since G is assumed to have rank k.



#### (7, 4) Hamming code over GF(2) The encoding equation for this code is given by

 $c_{o} = m_{o}$   $c_{1} = m_{1}$   $c_{2} = m_{2}$   $c_{3} = m_{3}$   $c_{4} = m_{o} + m_{1} + m_{2}$   $c_{5} = m_{1} + m_{2} + m_{3}$  $c_{6} = m_{o} + m_{1} + m_{3}$ 

	[1	0	0	0	1	0	1
~	0	1	0	Ø	1	1	1
6=	0	0	1	0	1	1	0
	0	0	0	1	0	1	1

#### **Linear Systematic Block Code:**

#### An (n, k) linear systematic code is completely specified by a k × n generator matrix of the following form.

$$G = \begin{bmatrix} \overline{g}_{\theta} \\ \overline{g}_{1} \\ \vdots \\ \overline{g}_{k-1} \end{bmatrix} = [I_{k}P]$$

where  $I_k$  is the  $k \times k$  identity matrix.

## Linear Block Codes

- the number of codeworde is 2<sup>k</sup> since there are 2<sup>k</sup> distinct messages.
- The set of vectors {g<sub>i</sub>} are linearly independent since we must have a set of unique codewords.
- linearly independent vectors mean that no vector g<sub>i</sub> can be expressed as a linear combination of the other vectors.
- These vectors are called baises vectors of the vector space C.
- The dimension of this vector space is the number of the basis vector which are *k*.
- $G_i \in C \rightarrow$  the rows of G are all legal codewords.

# Hamming Weight

the minimum hamming distance of a linear block code is equal to the minimum hamming weight of the nonzero code vectors.

Since each  $g_i \in C$ , we must have  $W_h(g_i) \ge d_{\min}$  this a necessary condition but not sufficient.

Therefore, if the hamming weight of one of the rows of G is less than  $d_{min}$ ,  $\rightarrow d_{min}$  is not correct or G not correct.

## **Generator Matrix**

- All 2<sup>k</sup> codewords can be generated from a set of k linearly independent codewords.
- The simplest choice of this set is the *k* codewords corresponding to the information sequences that have a single nonzero element.
- <u>Illustration</u>: The generating set for the (7,4) code:

1000 ===> 1101000

0100 ===> 0110100

0010 ===> 1110010

0001 ===> 1010001

## Generator Matrix (cont'd)

• Every codeword is a linear combination of these 4 codewords.

That is:  $\mathbf{c} = \mathbf{m}_{\mathbf{G}}$ , where

$$\mathbf{G} = \begin{vmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 1 & 0 \\ \vdots \\ k \times (n-k) & \vdots \\ k \times k & k & k & k & k \end{vmatrix} = \begin{bmatrix} \mathbf{P} \mid \mathbf{I}_k \end{bmatrix}$$

• Storage requirement reduced from  $2^k(n+k)$  to k(n-k).

## **Parity-Check Matrix**

For  $\mathbf{G} = [\mathbf{P} | \mathbf{I}_k]$ , define the matrix  $\mathbf{H} = [\mathbf{I}_{n-k} | \mathbf{P}^T]$ (The size of  $\mathbf{H}$  is  $(n-k)\mathbf{x}n$ ).

It follows that  $\mathbf{G}\mathbf{H}^{\mathrm{T}} = \mathbf{o}$ .

Since  $\mathbf{c} = \mathbf{m}\mathbf{G}$ , then  $\mathbf{c}\mathbf{H}^{\mathrm{T}} = \mathbf{m}\mathbf{G}\mathbf{H}^{\mathrm{T}} = \mathbf{o}$ .

$$\mathbf{H} = \begin{bmatrix} 1 & 0 & 0 & 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \end{bmatrix}$$

## **Encoding Using H Matrix**

$$\begin{bmatrix} c_1 & c_2 & c_3 & c_4 & c_5 & c_6 & c_7 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 0 & 1 \end{bmatrix} = \mathbf{0}$$

$$c_{1} + c_{4} + c_{6} + c_{7} = 0 \qquad c_{1} = c_{4} + c_{6} + c_{7}$$

$$c_{2} + c_{4} + c_{5} + c_{6} = 0 \implies c_{2} = c_{4} + c_{5} + c_{6}$$

$$c_{3} + c_{5} + c_{6} + c_{7} = 0 \qquad c_{3} = c_{5} + c_{6} + c_{7}$$

## **Encoding Circuit**



### The Encoding Problem (Revisited)

- Linearity makes the encoding problem a lot easier, yet: How to construct the G (or H) matrix of a code of minimum distance d<sub>min</sub>?
- The general answer to this question will be attempted later. For the time being we will state the answer to a class of codes: the Hamming codes.

## Hamming Codes

 Hamming codes constitute a class of single-error correcting codes defined as:

 $n = 2^{r} - 1, k = n - r, r > 2$ 

- The minimum distance of the code  $d_{\min} = 3$
- Hamming codes are perfect codes.
- Construction rule:

The H matrix of a Hamming code of order *r* has as its columns all non-zero *r*-bit patterns.

Size of H:  $r x(2^{r}-1)=(n-k)xn$