

# Feldman, Karger, Wainwright - LP Decoding (2003)

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Gothenburg, Sweden

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**CHALMERS**

# Title Translation

## LP Decoding

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Linear Programming Decoding

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Linear Programming for finding the mode of a posterior distribution in an NP-hard combinatorial inference problem

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A new approach and approximate solutions for finding the mode of a posterior distribution in an NP-hard combinatorial inference problem

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- **not despair** when someone tells you that your problem is NP-hard.

# Introduction



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←—————→

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## Channel Coding

It is possible to provide (almost) **error-free performance**, even in the presence of bit-flips.



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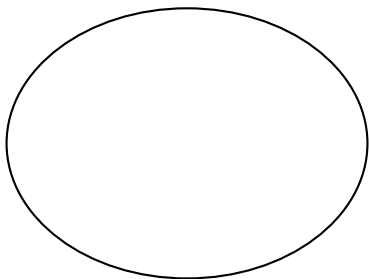
- It turns out that for our channel (and equiprobable codewords)

$$\hat{\mathbf{x}} = \arg \min_{\mathbf{x} \in \mathcal{C}} d_{\text{H}}(\mathbf{x}, \mathbf{y}),$$

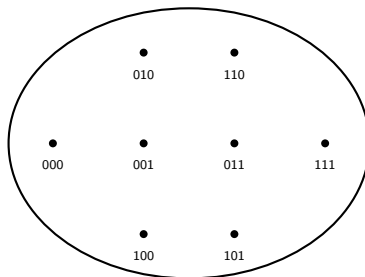
where  $d_{\text{H}}$  is the **Hamming distance**.

# Graphical Interpretation

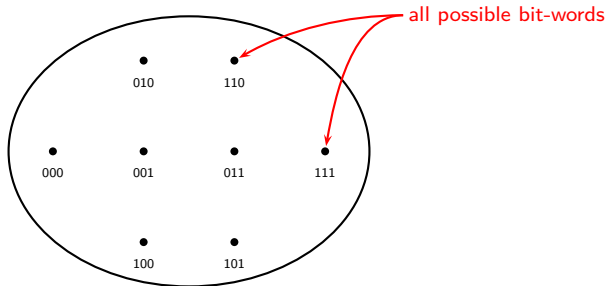
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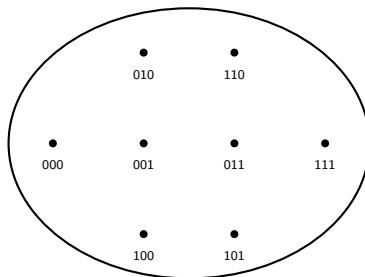
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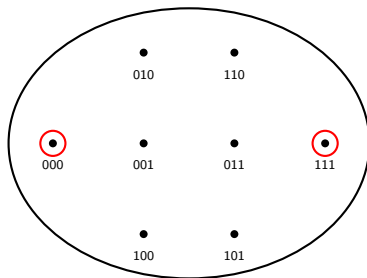


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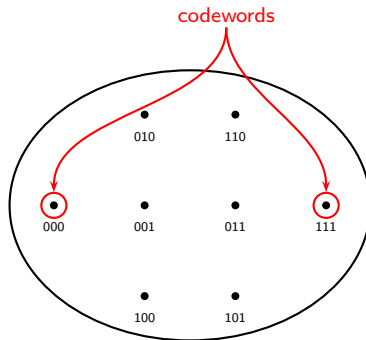




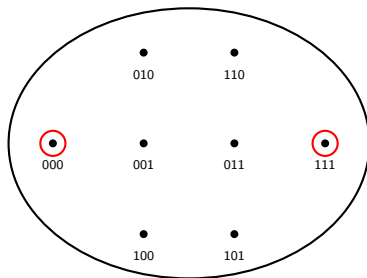
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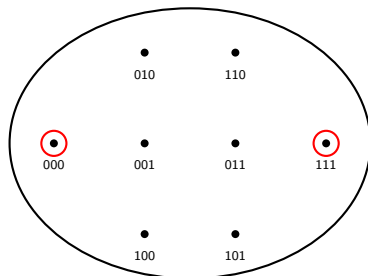


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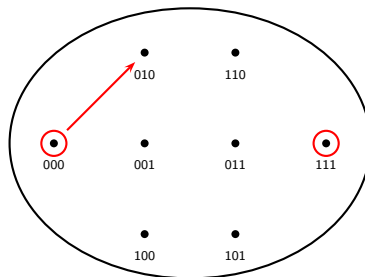
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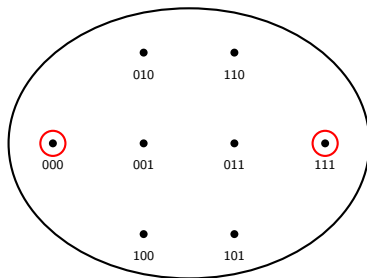


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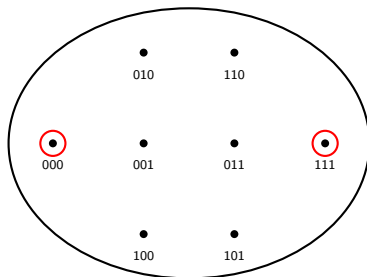


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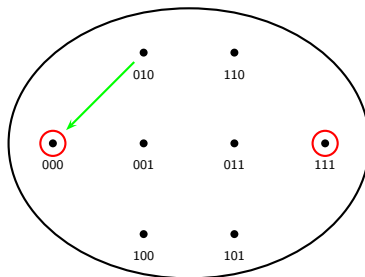
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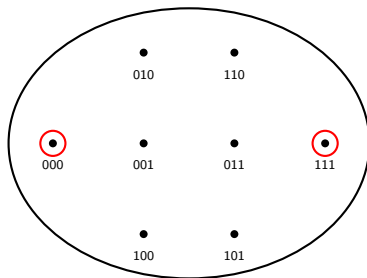
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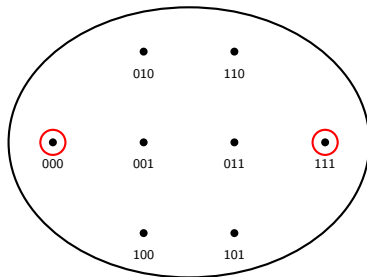




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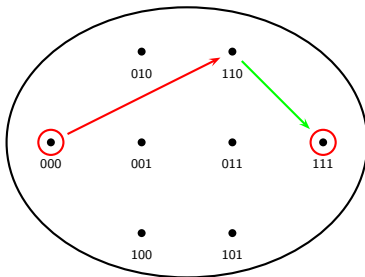
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### Fundamental Limitation

An error cannot be corrected if it is so large that **one moves too far away from the true codeword** and is now, in fact, **closer to another codeword**.

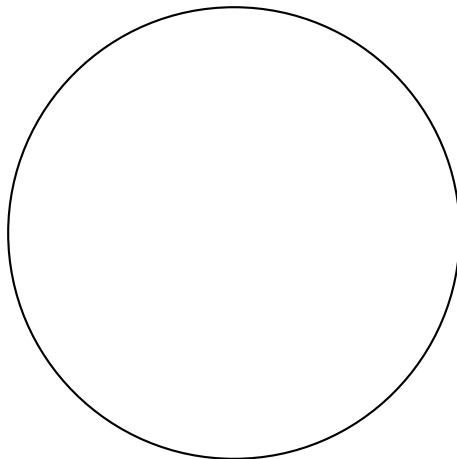
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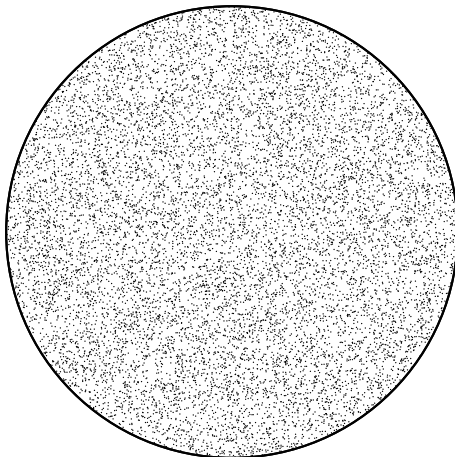
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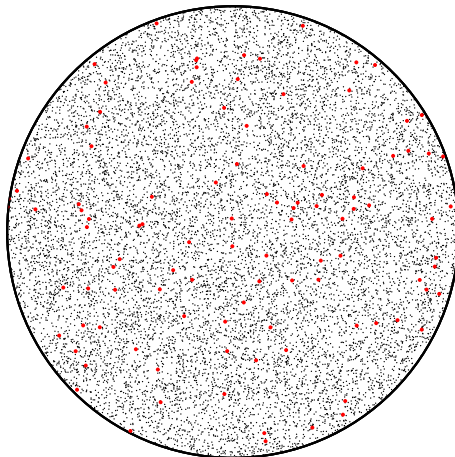
# A Rate 1/2 Code of Length $n = 14$



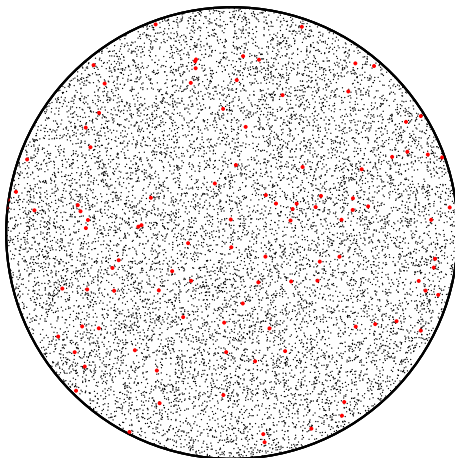
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Optimally solving the inference problem **becomes impractical for long codes.**

# A (Very) Short Introduction to Linear Programming



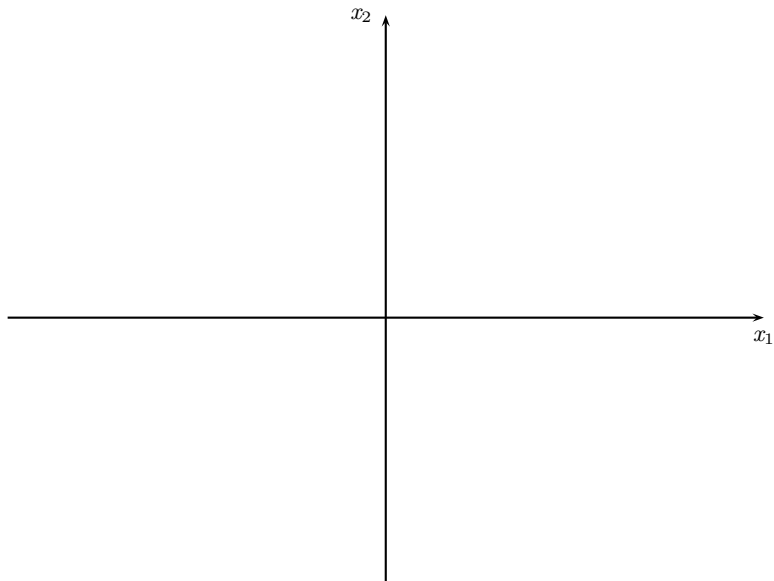
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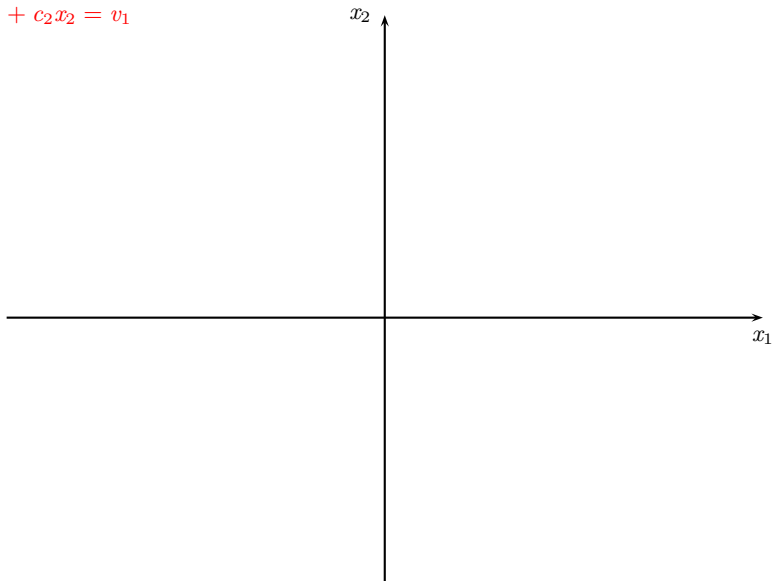
- **Linear** cost function and  $m$  **linear** inequality constraints
- $\min/\max \mathbf{c}^T \mathbf{x}$  s.t.  $\mathbf{Ax} \geq \mathbf{b}$ .

## For Two Dimensions



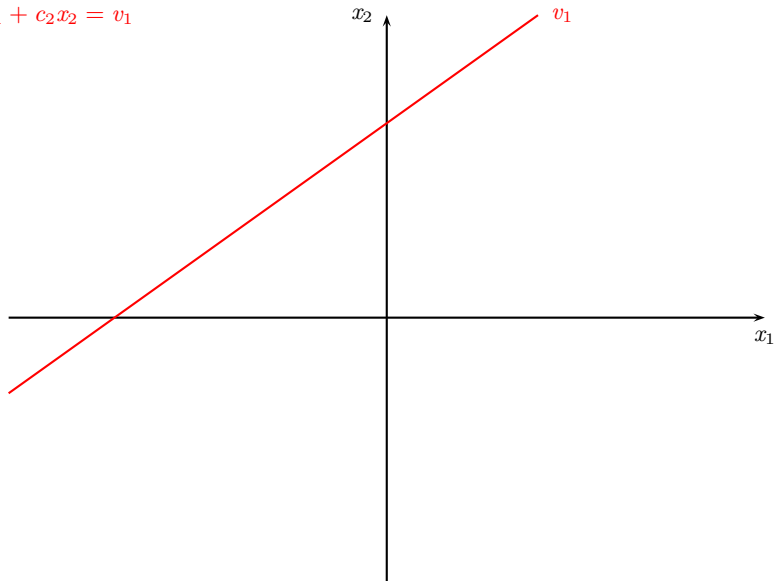
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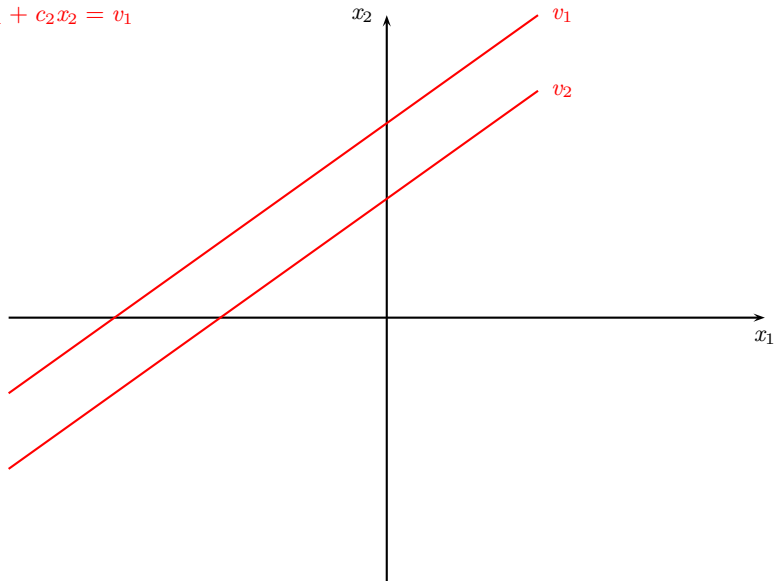
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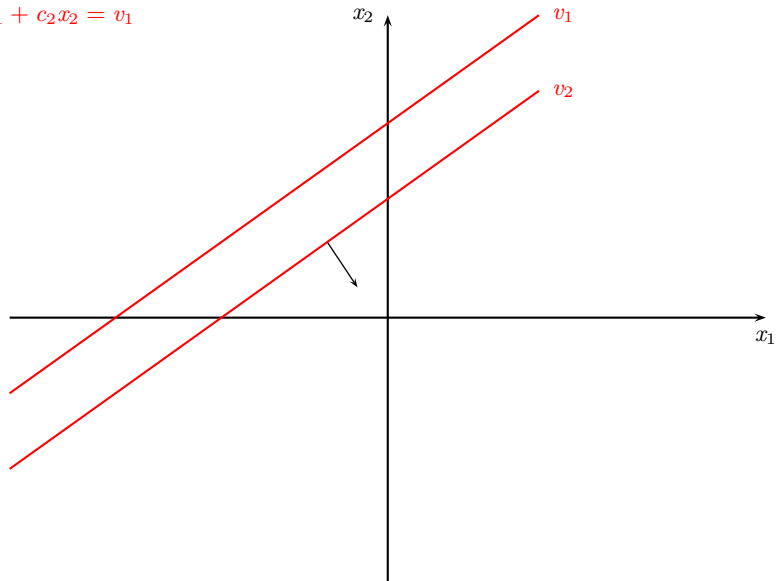
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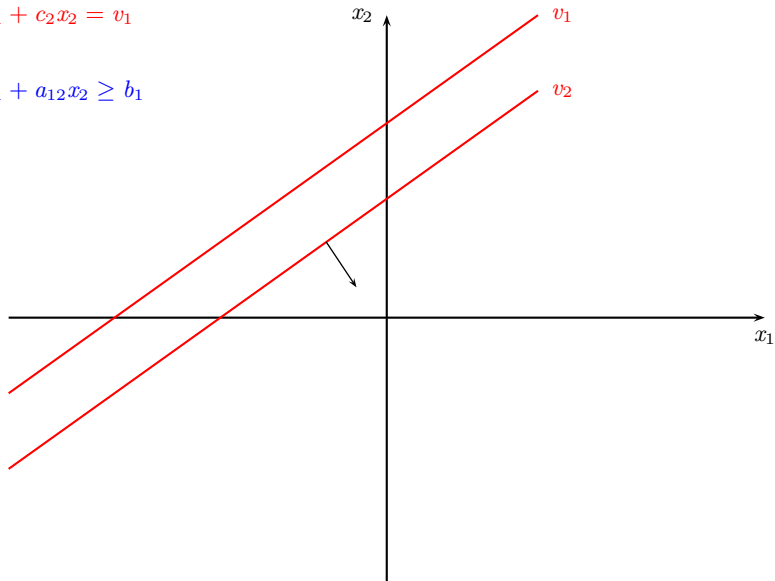
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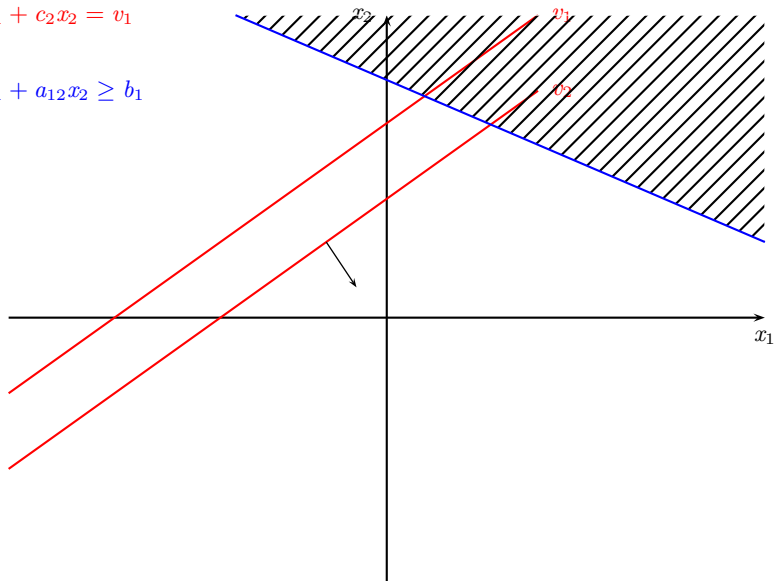




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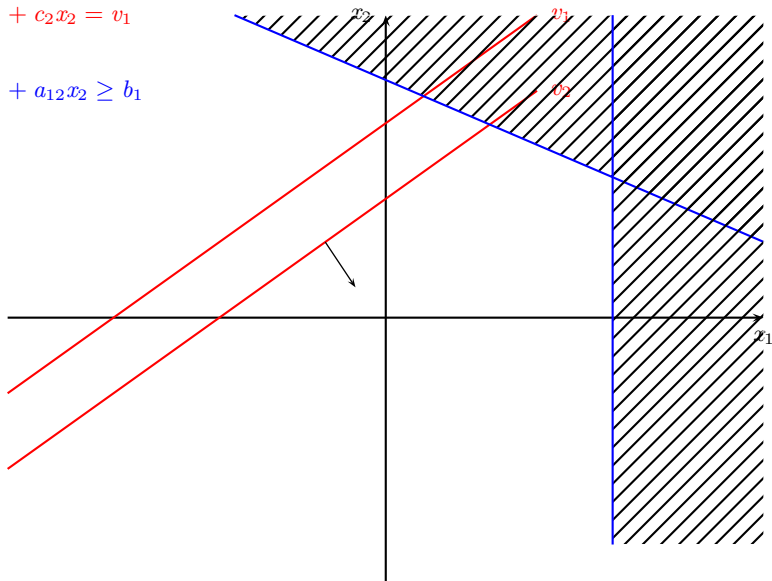
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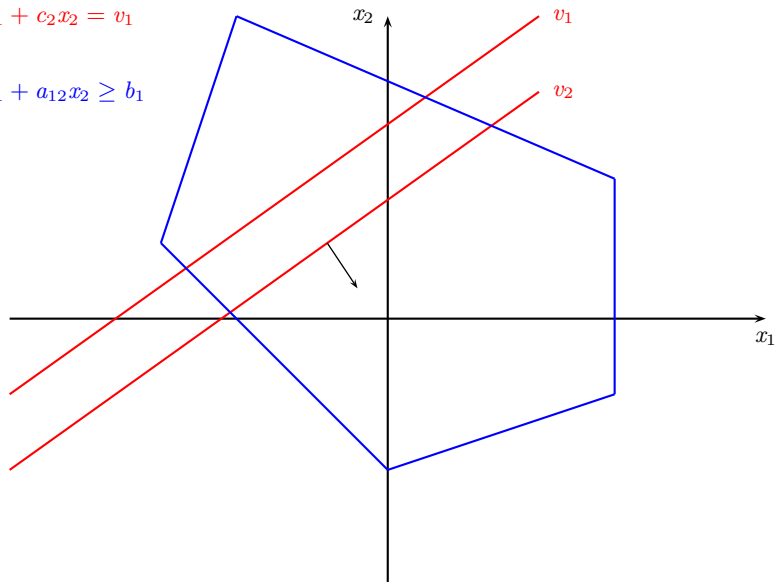
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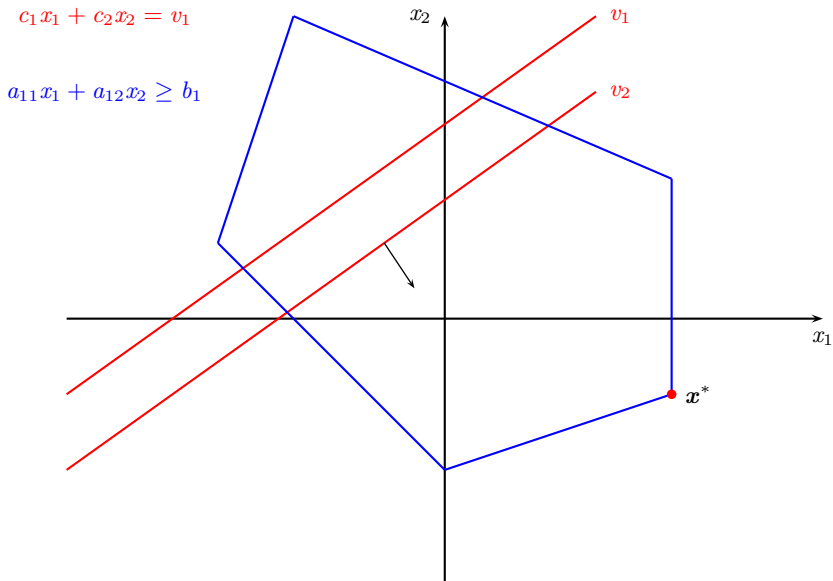


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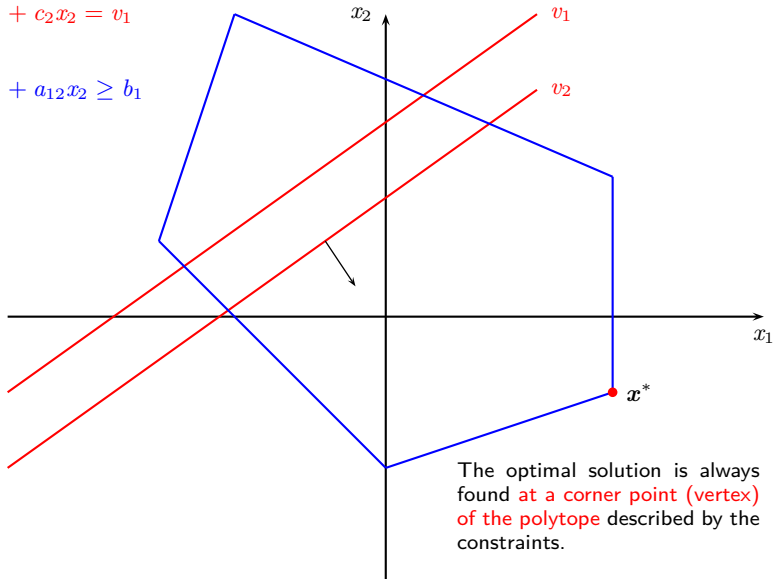
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The optimal solution is always found **at a corner point (vertex) of the polytope** described by the constraints.

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### Main Idea

Formulation of the decoding problem **as a linear program with efficient polytopes** (in the number of constraints).

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- Replace the optimization over  $\mathcal{C}$  by an optimization over a relaxed polytope  $\mathcal{P} \subseteq [0, 1]^n$ :

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- **LP Decoding:** Solve (1). Output  $\hat{\mathbf{x}}_{\text{LP}}$  if the solution is integral ( $\in \{0, 1\}^n$ ), otherwise output “error”.

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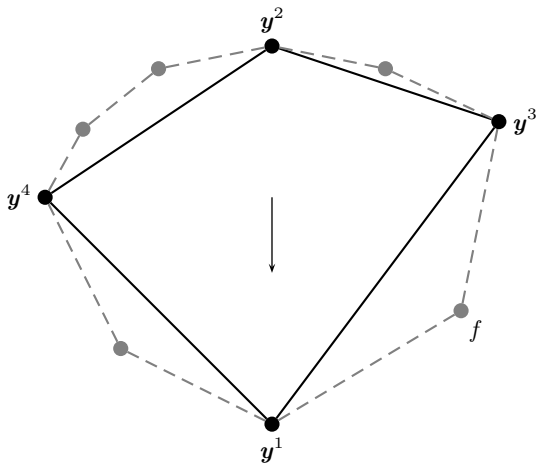
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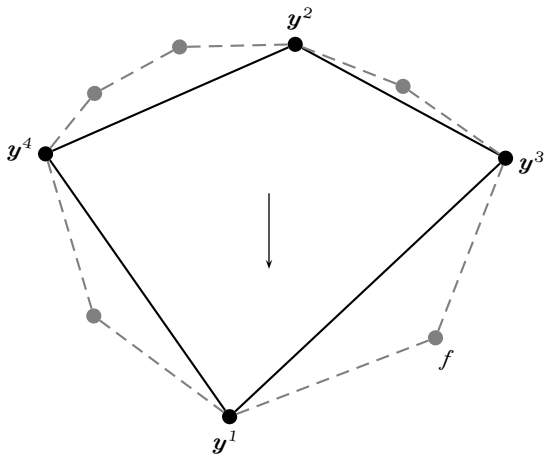
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- Remarkable property for a suboptimal decoder
- Choosing  $\mathcal{P}$  as the convex hull of  $\mathcal{C}$  **recovers the optimal decoder**, but is again **impractical**.



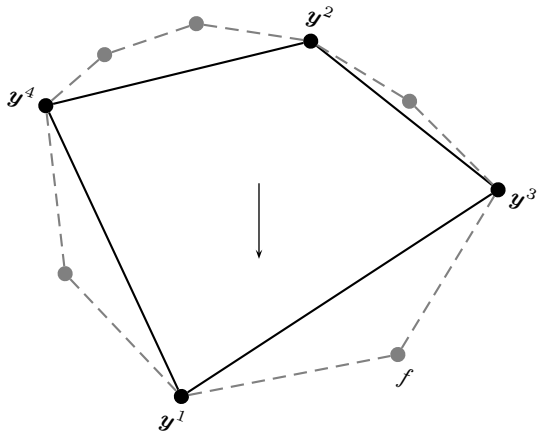
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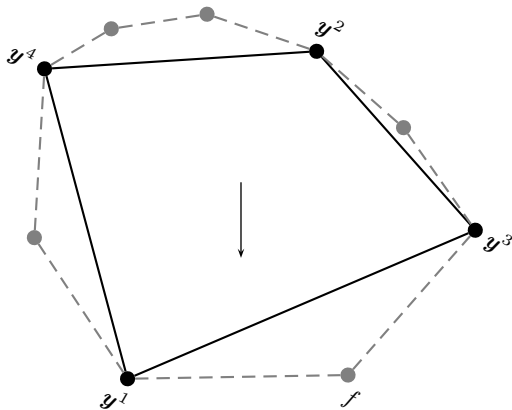
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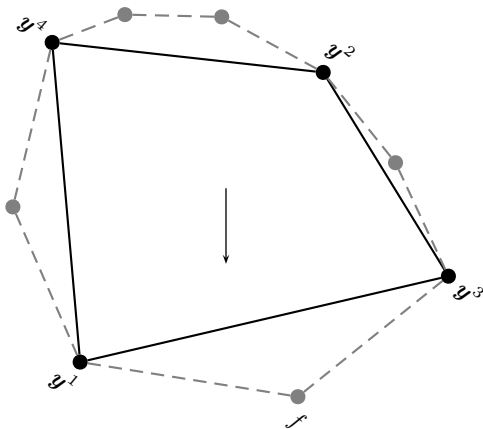
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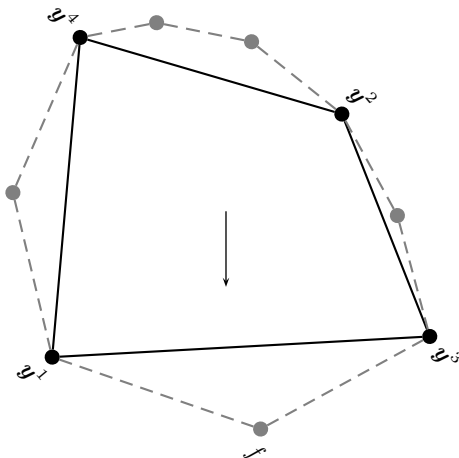
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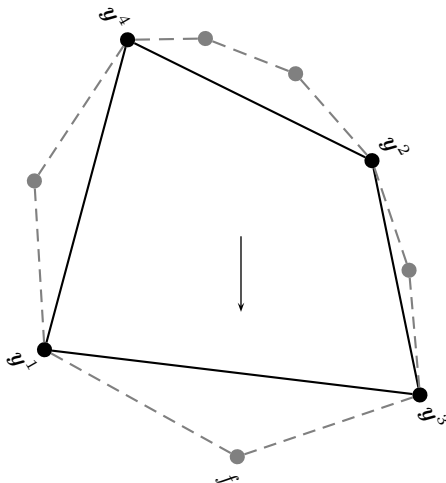
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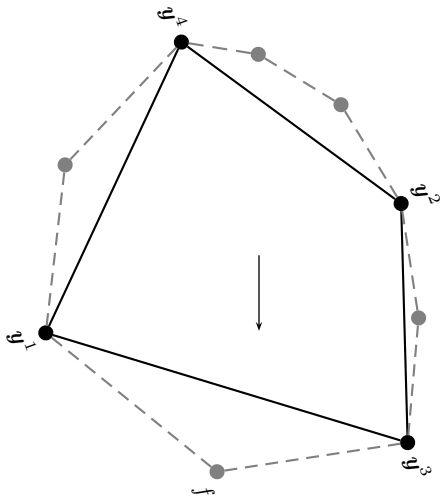
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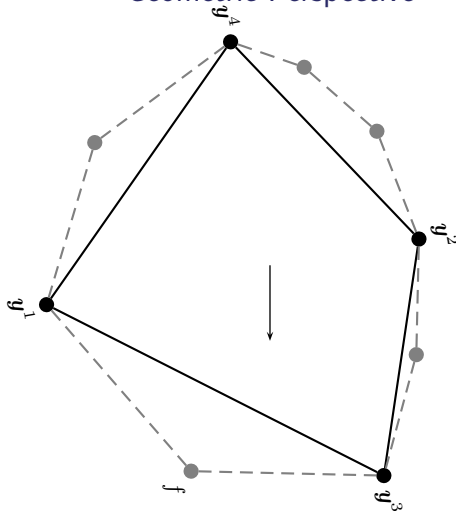


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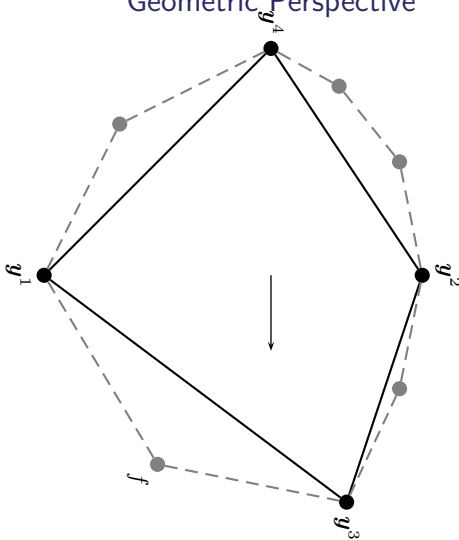




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<i>entity</i>	<i>property</i>	<i>consequence</i>
binary code $\mathcal{C}$	is linear	error prob. does not depend on $x$
polytope $\mathcal{P}$	is $\mathcal{C}$ -symmetric	error prob. does not depend on $x$



# Comparison of Suboptimal Decoding Algorithms for LDPC Codes

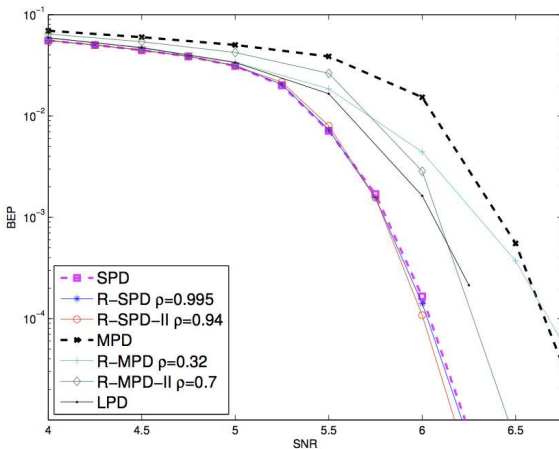


Figure 6. BEP after 20 iterations as a function of the SNR, with optimized values of  $\rho$ .

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