

# Deterministic and Ensemble-Based Spatially-Coupled Product Codes

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### In This Talk . . .

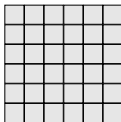
- **Deterministic** code construction that recovers product codes, staircase codes, and block-wise braided codes as special cases
- Rigorous **density evolution analysis** possible over the binary erasure channel
- **Application**: Spatially-coupled product codes

# Introduction: Product Codes and Staircase Codes



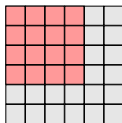
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rectangular array [Elias, 1954]



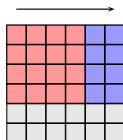
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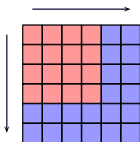
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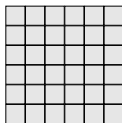
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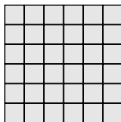
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each row/column is a codeword in  
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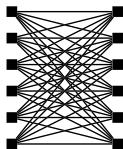
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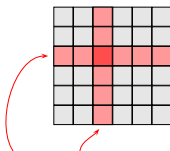
Tanner  
graph



constraint node degree = component code length

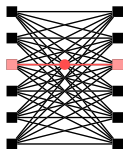
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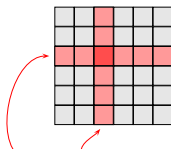


edge = degree-2 variable node

constraint node degree = component code length

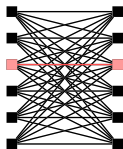
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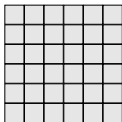


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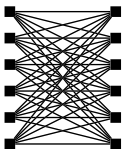


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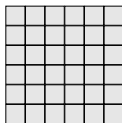


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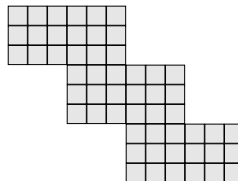


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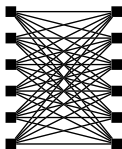
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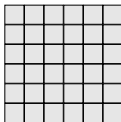


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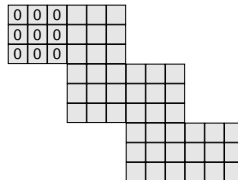


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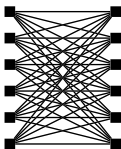
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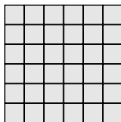


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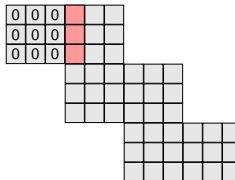


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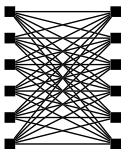
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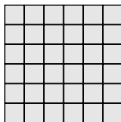
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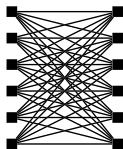


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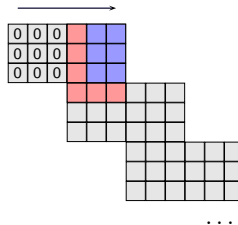
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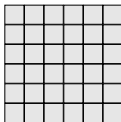
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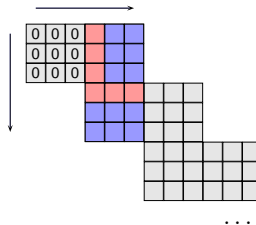
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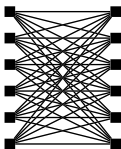
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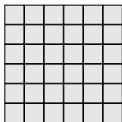


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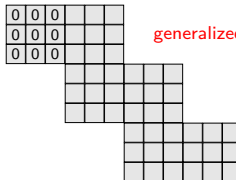


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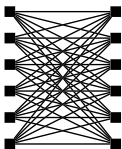


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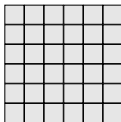
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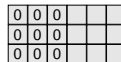


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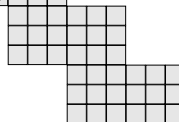
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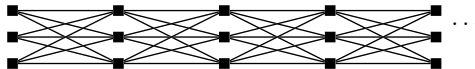
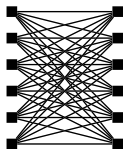


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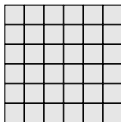
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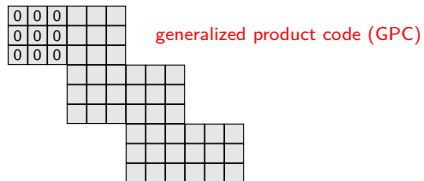


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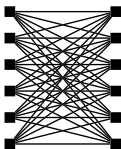
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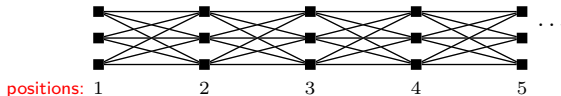
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Tanner graph

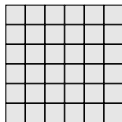


spatially-coupled code

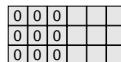


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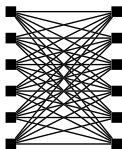


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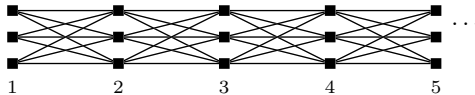


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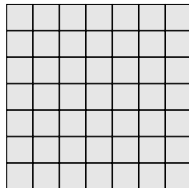
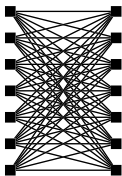


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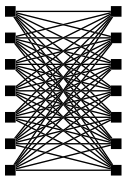


- **Deterministic** codes with fixed and structured Tanner graph

# Iterative Bounded-Distance Decoding

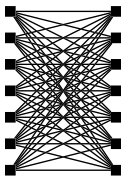


# Iterative Bounded-Distance Decoding



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

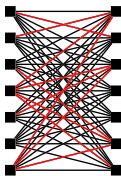
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|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 0 | ? | 0 | ? | 0 | 1 | ? |
| ? | 1 | 0 | 1 | 1 | 0 | 1 |
| 0 | 1 | 0 | ? | 0 | ? | ? |
| 1 | 1 | 1 | 0 | 1 | 1 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 |
| 1 | 0 | ? | ? | 1 | 1 | ? |
| 0 | 1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

- Codeword transmission over **binary erasure channel** with erasure probability  $p$

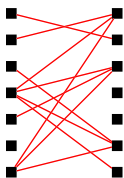
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|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 0 | ? | 0 | ? | 0 | 1 | ? |
| ? | 1 | 0 | 1 | 1 | 0 | 1 |
| 0 | 1 | 0 | ? | 0 | ? | ? |
| 1 | 1 | 1 | 0 | 1 | 1 | 0 |
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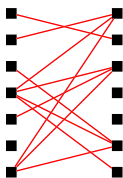
residual graph

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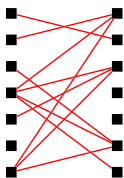


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|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 0 | ? | 0 | ? | 0 | 1 | ? |
| ? | 1 | 0 | 1 | 1 | 0 | 1 |
| 0 | 1 | 0 | ? | 0 | ? | ? |
| 1 | 1 | 1 | 0 | 1 | 1 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 |
| 1 | 0 | ? | ? | 1 | 1 | ? |
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- Codeword transmission over **binary erasure channel** with erasure probability  $p$
- Each constraint node corresponds to  **$t$ -erasure correcting component code**

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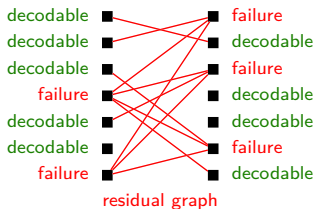
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|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 0 | ? | 0 | ? | 0 | 1 | ? |
| ? | 1 | 0 | 1 | 1 | 0 | 1 |
| 0 | 1 | 0 | ? | 0 | ? | ? |
| 1 | 1 | 1 | 0 | 1 | 1 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 |
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- $\ell$  iterations of **bounded-distance decoding** = **peeling** of vertices with degree  $\leq t$  (in parallel)

# Iterative Bounded-Distance Decoding

1st iteration ( $t = 2$ )

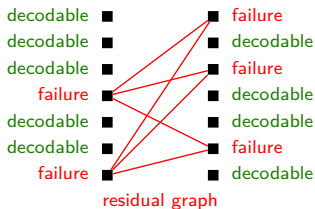


|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 0 | ? | 0 | ? | 0 | 1 | ? |
| ? | 1 | 0 | 1 | 1 | 0 | 1 |
| 0 | 1 | 0 | ? | 0 | ? | ? |
| 1 | 1 | 1 | 0 | 1 | 1 | 0 |
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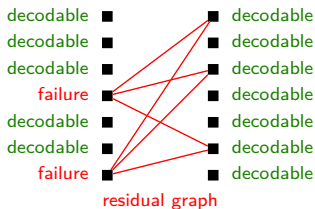


|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 0 | 1 | 0 | ? | 0 | 1 | ? |
| 0 | 1 | 0 | 1 | 1 | 0 | 1 |
| 0 | 1 | 0 | ? | 0 | 1 | ? |
| 1 | 1 | 1 | 0 | 1 | 1 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 |
| 1 | 0 | 0 | ? | 1 | 1 | ? |
| 0 | 1 | 0 | 0 | 0 | 1 | 1 |

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# Iterative Bounded-Distance Decoding

2nd iteration ( $t = 2$ )



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

- Codeword transmission over **binary erasure channel** with erasure probability  $p$
- Each constraint node corresponds to  **$t$ -erasure correcting component code**
- $\ell$  iterations of **bounded-distance decoding** = **peeling** of vertices with degree  $\leq t$  (in parallel)

# Iterative Bounded-Distance Decoding

2nd iteration ( $t = 2$ )

|             |   |           |
|-------------|---|-----------|
| decodable ■ | ■ | decodable |
| decodable ■ | ■ | decodable |
| decodable ■ | ■ | decodable |
| failure ■   | ■ | decodable |
| decodable ■ | ■ | decodable |
| decodable ■ | ■ | decodable |
| failure ■   | ■ | decodable |

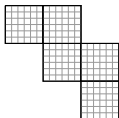
residual graph

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

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# Performance Prediction

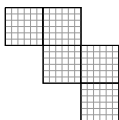
# Performance Prediction



- Example: **staircase code** with a fixed component code

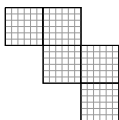


## Performance Prediction

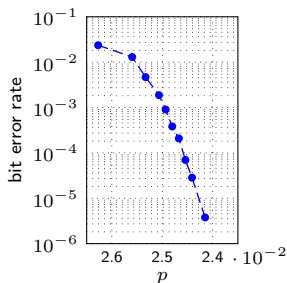


- Example: **staircase code** with a fixed component code
- Use **simulations** to predict performance → **computationally intensive**

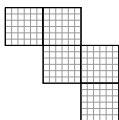
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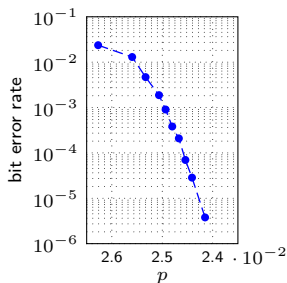
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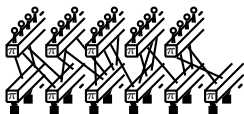
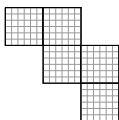
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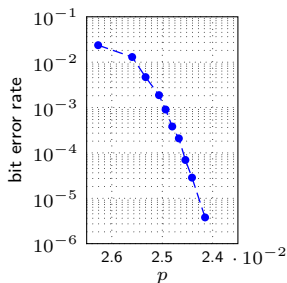
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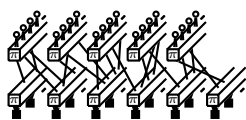
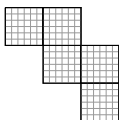
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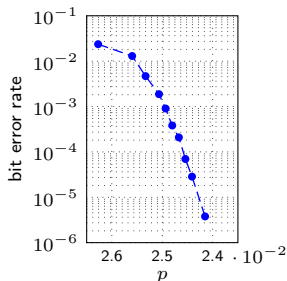
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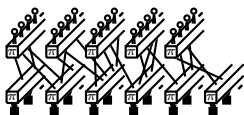
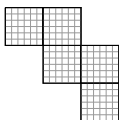
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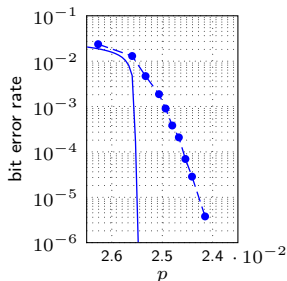
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- Efficient asymptotic analysis via **density evolution** [Luby et al., 1998], [Richardson and Urbanke, 2001]



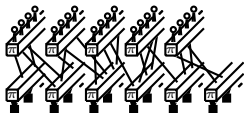
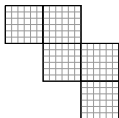
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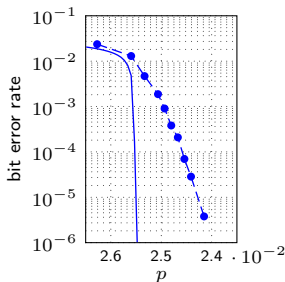
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## Performance Prediction



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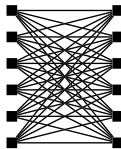
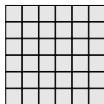


### Fundamental question

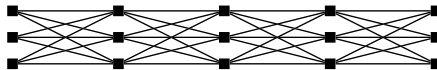
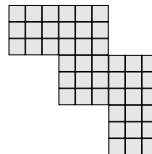
Is it possible to **directly analyze deterministic GPCs** without the detour to code ensembles?

# Parametrized Construction of Generalized Product Codes

product codes



staircase codes

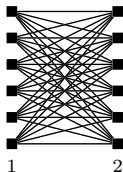
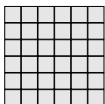


positions: 1 2 3 4 5

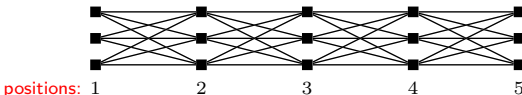
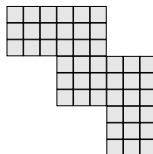


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product codes

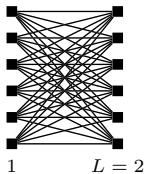
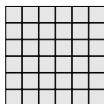


staircase codes

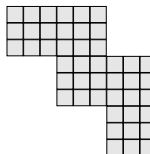


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product codes

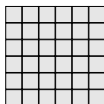


staircase codes

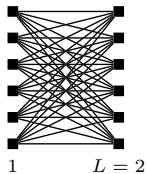
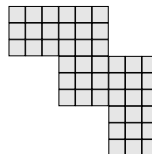


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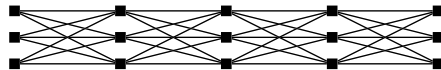
product codes



staircase codes



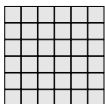
positions: 1 2 3 4  $L = 5$



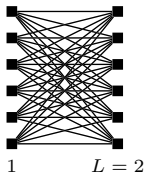
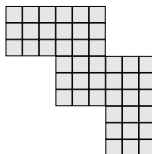
$\eta$ : symmetric  $L \times L$  matrix that defines **graph connectivity**

# Parametrized Construction of Generalized Product Codes

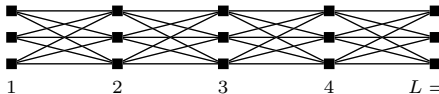
product codes



staircase codes



positions: 1 2 3 4 L = 5

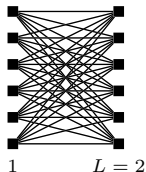
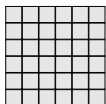


$$\eta = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$

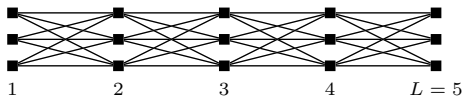
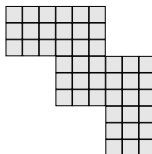
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product codes



staircase codes



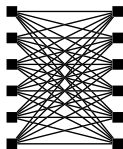
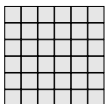
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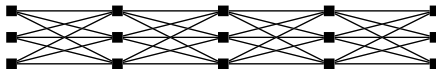
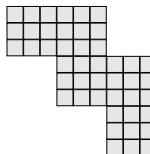
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# Parametrized Construction of Generalized Product Codes

product codes

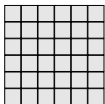


staircase codes

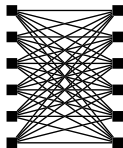
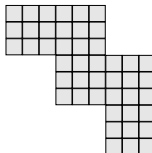


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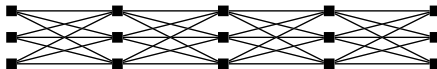
product codes



staircase codes

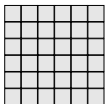


$n$ : "problem size", proportional to  
the **number of constraint nodes**

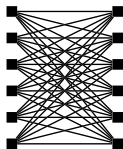
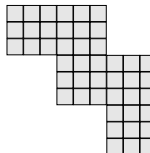


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product codes



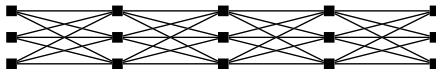
staircase codes



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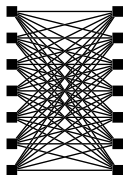
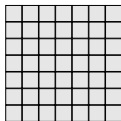
increasing  $n$



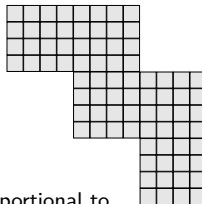


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product codes



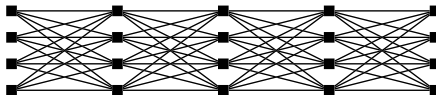
staircase codes



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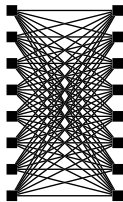
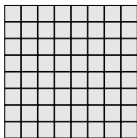


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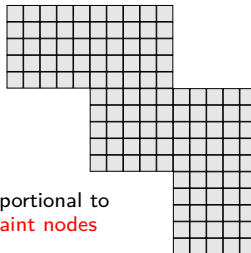


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product codes



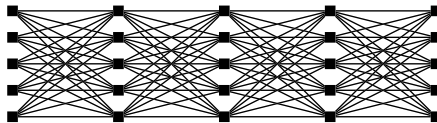
staircase codes



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# Density Evolution

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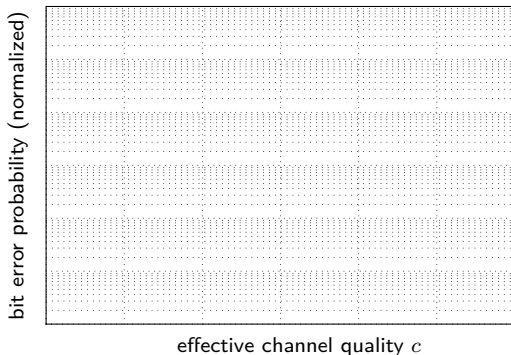
- What happens **asymptotically** for  $n \rightarrow \infty$ ?

## Density Evolution

- What happens **asymptotically** for  $n \rightarrow \infty$ ?
- Let  $p = c/n$  for  $c > 0$ , where  $c$  is the **effective channel quality**

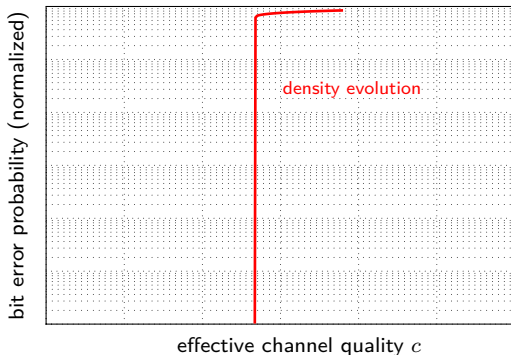
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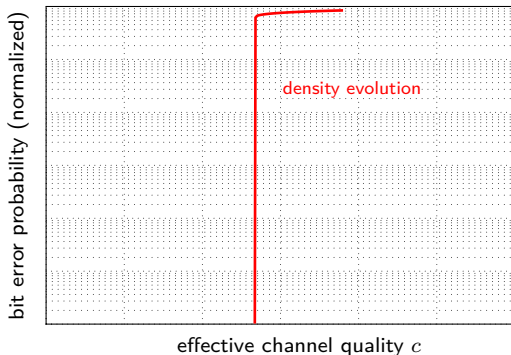
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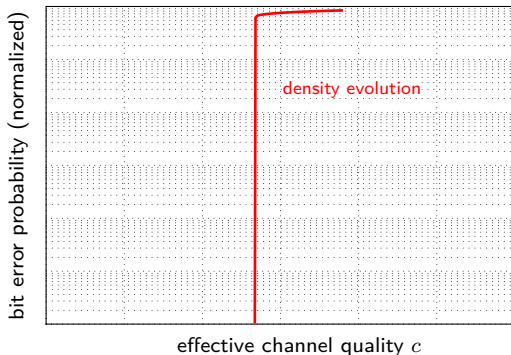


$$\mathbf{x}^{(\ell)} = \Psi_{\geq t}(c\mathbf{B}\mathbf{x}^{(\ell-1)})$$



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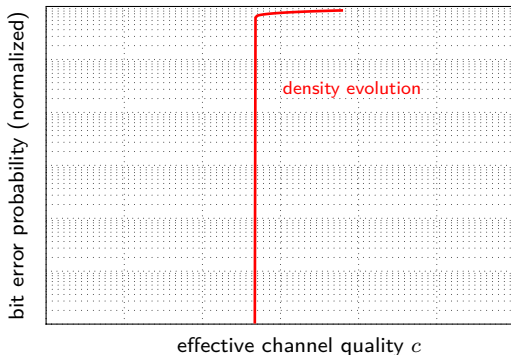


initial condition  
 $\mathbf{x}^{(0)} = (1, \dots, 1)$

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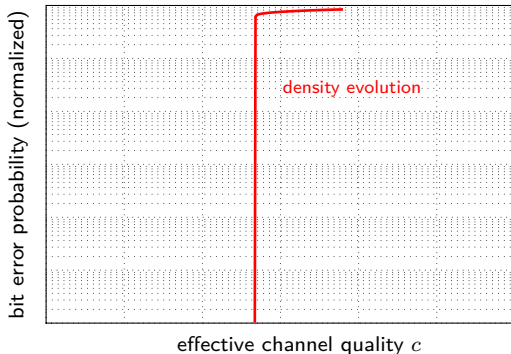
$$B \triangleq \gamma \eta$$

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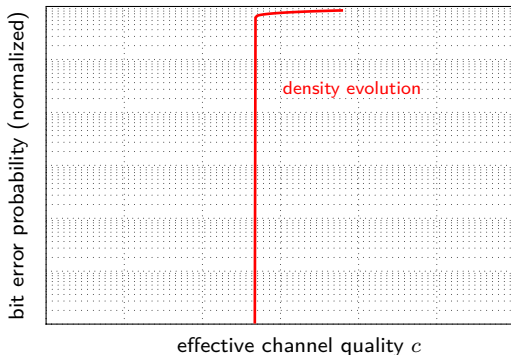
$B \triangleq \gamma \eta$       initial condition  $\mathbf{x}^{(0)} = (1, \dots, 1)$

$\mathbf{x}^{(\ell)} = \Psi_{\geq t}(cB\mathbf{x}^{(\ell-1)})$

element-wise application of  $\Psi_{\geq t}(x) \triangleq 1 - \sum_{i=0}^{t-1} \frac{x^i}{i!} e^{-x}$

# Density Evolution

- What happens **asymptotically** for  $n \rightarrow \infty$ ?
- Let  $p = c/n$  for  $c > 0$ , where  $c$  is the **effective channel quality**



$$B \triangleq \gamma \eta \quad \text{initial condition} \quad \mathbf{x}^{(0)} = (1, \dots, 1)$$

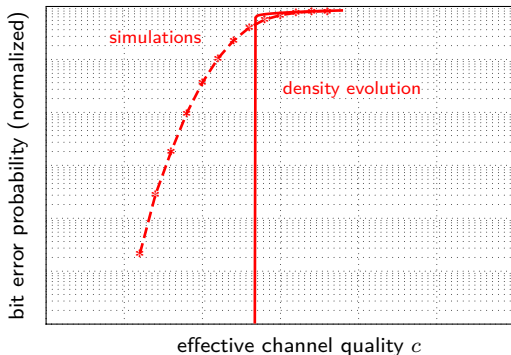
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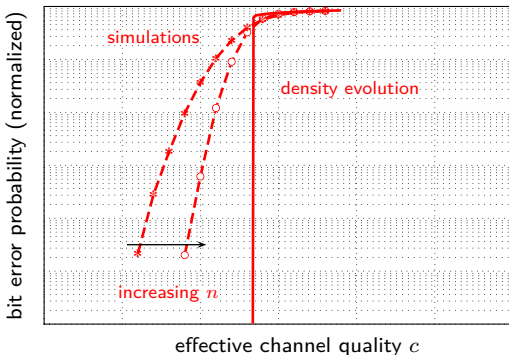
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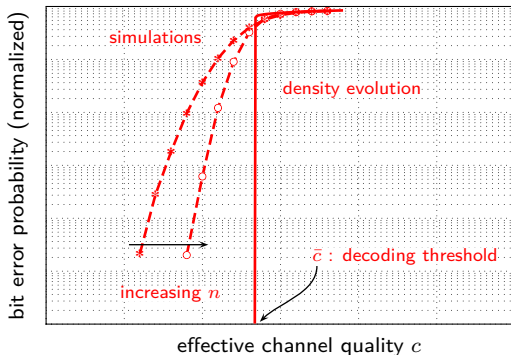
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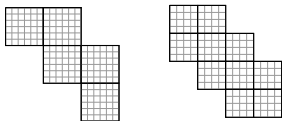
## Summary

- **Parametrized code construction** based on  $\eta$  recovers many existing code classes as special cases (product codes, staircase codes, and others)
- Rigorous **density evolution** analysis possible over the binary erasure channel
- enables (asymptotic) performance prediction, code comparison via thresholds, efficient parameter optimization, . . .

# Comparison of Deterministic Codes and Ensembles

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## Deterministic



$$\mathbf{x}^{(\ell)} = \Psi_{\geq t}(c\mathbf{B}\mathbf{x}^{(\ell-1)})$$

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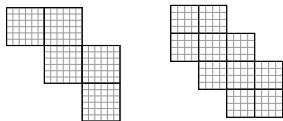
$$\frac{1}{2} \begin{pmatrix} 0 & 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 0 \end{pmatrix}, \frac{1}{3} \begin{pmatrix} 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 & 1 \end{pmatrix},$$

staircase

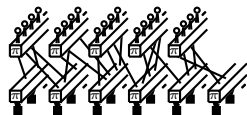
braided (simplified)

# Comparison of Deterministic Codes and Ensembles

Deterministic



Ensemble-Based [Jian et al., 2012]



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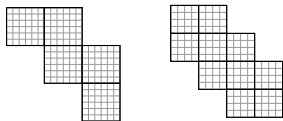
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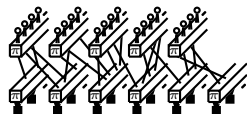
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$$\frac{1}{2} \begin{pmatrix} 0 & 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 0 \end{pmatrix}, \quad \frac{1}{3} \begin{pmatrix} 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 & 1 \end{pmatrix},$$

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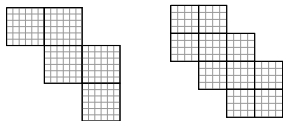
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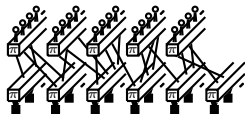
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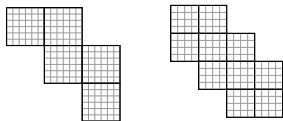
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- Density evolution equations have the **same form**



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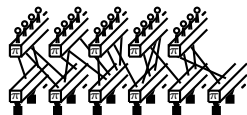
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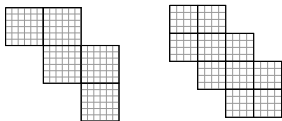
$$\mathbf{A} = \frac{1}{w} \begin{pmatrix} 1 & 1 & \dots & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & \dots & 1 & 0 & 0 \\ 0 & 0 & \ddots & \ddots & \ddots & \ddots & 0 \\ 0 & 0 & 0 & 1 & 1 & \dots & 1 \end{pmatrix}$$

$\underbrace{\hspace{10em}}_{w \text{ (coupling width)}}$

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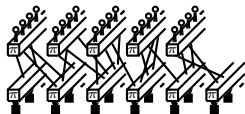
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staircase

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$$\mathbf{x}^{(\ell)} = \Psi_{\geq t}(c\tilde{\mathbf{B}}\mathbf{x}^{(\ell-1)})$$

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$$\frac{1}{4} \begin{pmatrix} 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 2 & 1 & 0 & 0 & 0 \\ 0 & 1 & 2 & 1 & 0 & 0 \\ 0 & 0 & 1 & 2 & 1 & 0 \\ 0 & 0 & 0 & 1 & 2 & 1 \\ 0 & 0 & 0 & 0 & 1 & 1 \end{pmatrix}, \frac{1}{9} \begin{pmatrix} 1 & 1 & 1 & 0 & 0 & 0 \\ 1 & 2 & 2 & 1 & 0 & 0 \\ 1 & 2 & 3 & 2 & 1 & 0 \\ 0 & 1 & 2 & 3 & 2 & 1 \\ 0 & 0 & 1 & 2 & 2 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 \end{pmatrix}$$

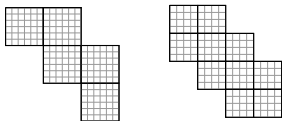
$w = 2$

$w = 3$

- Density evolution equations have the **same form**

# Comparison of Deterministic Codes and Ensembles

Deterministic



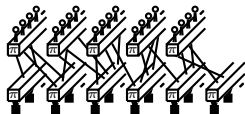
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staircase                      braided (simplified)

Ensemble-Based [Jian et al., 2012]



capacity-achieving at  
high rates over the  
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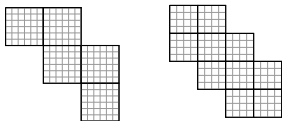
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$w = 2$                        $w = 3$

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# Comparison of Deterministic Codes and Ensembles

Deterministic



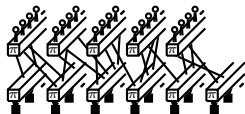
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- Density evolution equations have the **same form**
- **Different averaging** due to matrices  $\mathbf{B}$  and  $\tilde{\mathbf{B}}$

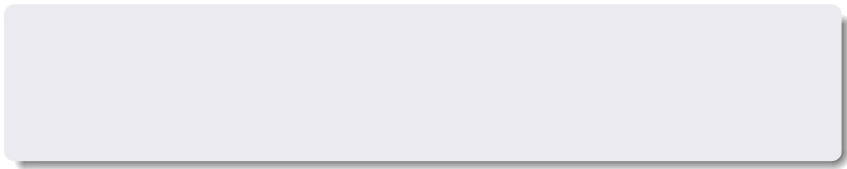
# Ensemble Performance via Deterministic Codes

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Can we “emulate” the ensemble density evolution with deterministic codes?

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$$\begin{array}{ccccccc} 1 & & & & & & \\ 1 & 2 & & & & & \\ & 1 & 2 & & & & \\ & & 1 & 2 & & & \\ & & & 1 & 2 & & \\ & & & & 1 & 2 & \\ & & & & & 1 & 1 \end{array}$$

*P* for  $L = 6, w = 2$

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1. Let  $P \triangleq w^2 \tilde{B} = w^2 A^T A$
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$$\begin{array}{ccccccc}
 1 & 0 & & & & & \\
 0 & 1 & & & & & \\
 & 1 & 2 & 1 & & & \\
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$$\begin{array}{ccccccc}
 1 & 0 & & & & & \\
 0 & 1 & & & & & \\
 & & 1 & & & & \\
 & & & 1 & 1 & & \\
 & & & 1 & 1 & & 1 \\
 & & & & & 1 & \\
 & & & & & & 1 & 2 & 1 \\
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```

1 0 1 0
0 1 0 1
1 0 1 1 1 0
0 1 1 1 0 1
  1 0 1 1 1 0
    0 1 1 1 0 1
      1 0 1 1 1 0
        0 1 1 1 0 1
          1 0 1 1 1 0
            0 1 1 1 0 1
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```

1 0 1 0
0 1 0 1
1 0 1 1 1 0
0 1 1 1 0 1
  1 0 1 1 1 0
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      1 0 1 1 1 0
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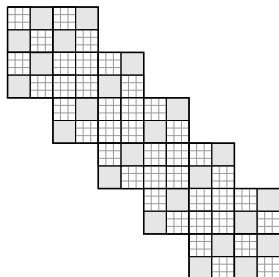
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  1 0 1 1 1 0
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    1 0 1 1 1 0
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- Threshold bounds in [Jian et al., 2012] for the binary erasure channel also apply to deterministic codes!
- Extension to binary symmetric channel?

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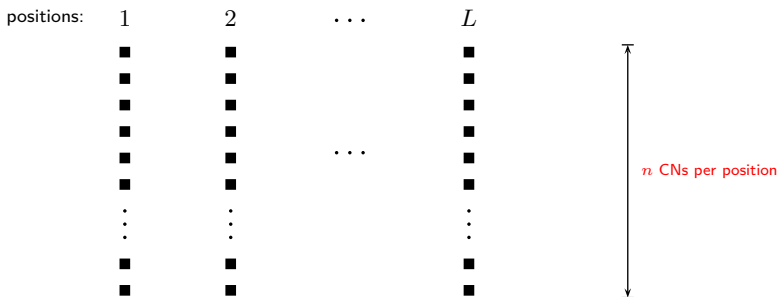
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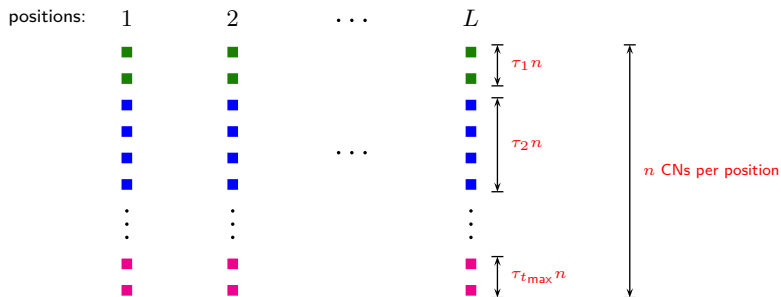
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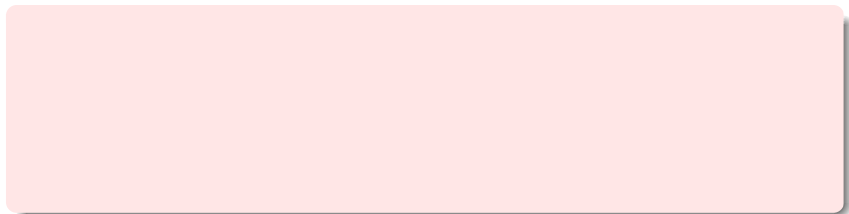
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$\implies$  no **asymptotic** ( $n \rightarrow \infty, \ell \rightarrow \infty, \text{large } w$ ) performance improvement possible

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Thank you!



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