

Abstract

We propose a **novel decoding algorithm** for staircase codes which can prevent or revert most undetected decoding errors, also known as miscorrections. The algorithm significantly **improves performance**, while retaining a **low-complexity implementation** suitable for high-speed optical transport networks (OTNs).

Motivation

- ▶ Hard-decision forward error correction (FEC) offers dramatically reduced complexity compared to soft-decision FEC. **Applications** include regional/metro OTNs [1], optical data center interconnects [2], etc.
- ▶ Focus here: **Staircase codes** [3]—built from short component codes and decoded via **iterative bounded-distance decoding** (BDD)
- ▶ Problem: undetected decoding errors, or **miscorrections**, may arise during BDD \implies **additional errors** are introduced (on top of transmission errors) during iterative decoding
- ▶ Leads to significant **performance degradation** in practice [3], [5], [7]
- ▶ Notoriously **difficult to analyze** theoretically [4], [6], [8]

Staircase Codes

Staircase codes: Let \mathcal{C} be a component code of length n and dimension k . A staircase code is defined as the set of all matrix sequences $\mathbf{B}_k \in \{0, 1\}^{a \times a}$, $k = 0, 1, 2, \dots$, such that the rows in $[\mathbf{B}_{k-1}^T, \mathbf{B}_k]$ for all $k \geq 1$ form valid codewords of \mathcal{C} , where $a = n/2$ and \mathbf{B}_0 is the all-zero matrix.

Component codes: We use extended t -error-correcting BCH codes.

Conventional decoding: ℓ iterations of BDD within a sliding window comprising W received blocks (matrices). Component codewords are identified by a pair (i, j) , where $i \in \{1, 2, \dots, W-1\}$ is the position relative to the current window (see Figure 1) and $j \in \{1, 2, \dots, a\}$ enumerates codewords.

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1  $k \leftarrow 0$ 
2 while true do
3   for  $l = 1, 2, \dots, \ell$  do
4     for  $i = W-1, W-2, \dots, 1$  do
5       for  $j = 1, 2, \dots, a$  do
6         apply BDD to component codeword  $(i, j)$ 
7   output decision for  $\mathbf{B}_k$  and shift window
8    $k \leftarrow k+1$ 

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Proposed Anchor-Based Decoding

Miscorrections: Let $\mathbf{r} = \mathbf{c} + \mathbf{e}$ be a received component codeword, i.e., $\mathbf{c} \in \mathcal{C}$, $\mathbf{e} \in \{0, 1\}^n$. Applying BDD to \mathbf{r} can result in

- (1) $\mathbf{c} \in \mathcal{C}$ if $d_H(\mathbf{r}, \mathbf{c}) = w_H(\mathbf{e}) \leq t$,
- (2) $\mathbf{c}' \in \mathcal{C}$ if $w_H(\mathbf{e}) > t$ and $d_H(\mathbf{r}, \mathbf{c}') \leq t$,
- (3) FAIL otherwise,

where d_H , w_H are Hamming distance and weight. Case (2) corresponds to a miscorrection; often ignored for theoretical analysis (referred to as idealized decoding).

- ▶ Miscorrections lead to **inconsistencies**: two component codewords that protect the same bit may disagree on its value
- ▶ Idea: make certain codewords **anchors** and trust their decisions
- ▶ Codewords can lose anchor status if they conflict with too many other codewords
- ▶ Estimated **error locations** for codeword (i, j) are denoted by $\mathcal{E}_{i,j} \subset \{1, \dots, n\}$

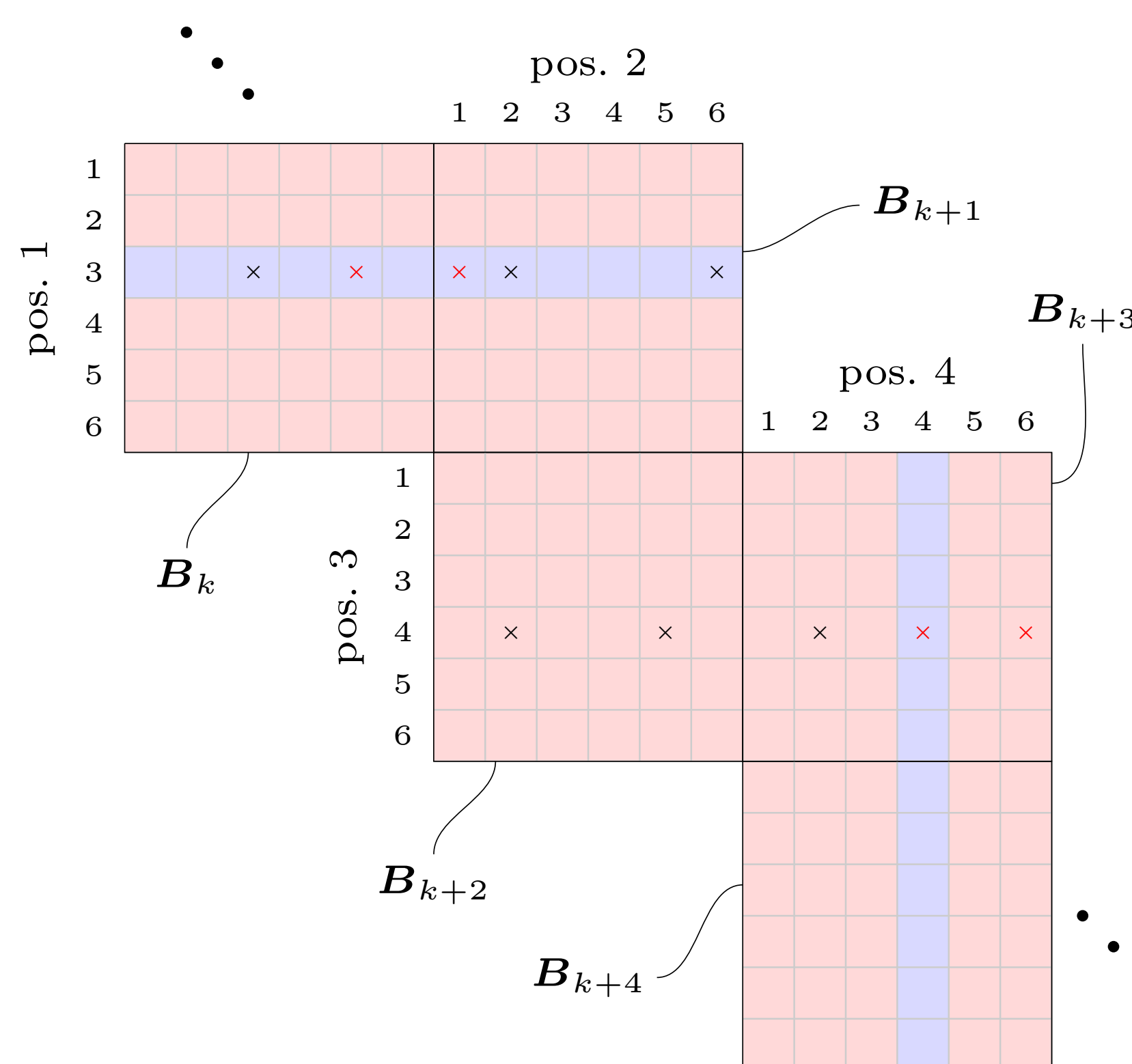


Figure 1: Staircase window of size $W = 5$ with $n = 12$

Algorithm: (replaces line 6 in Alg. above)

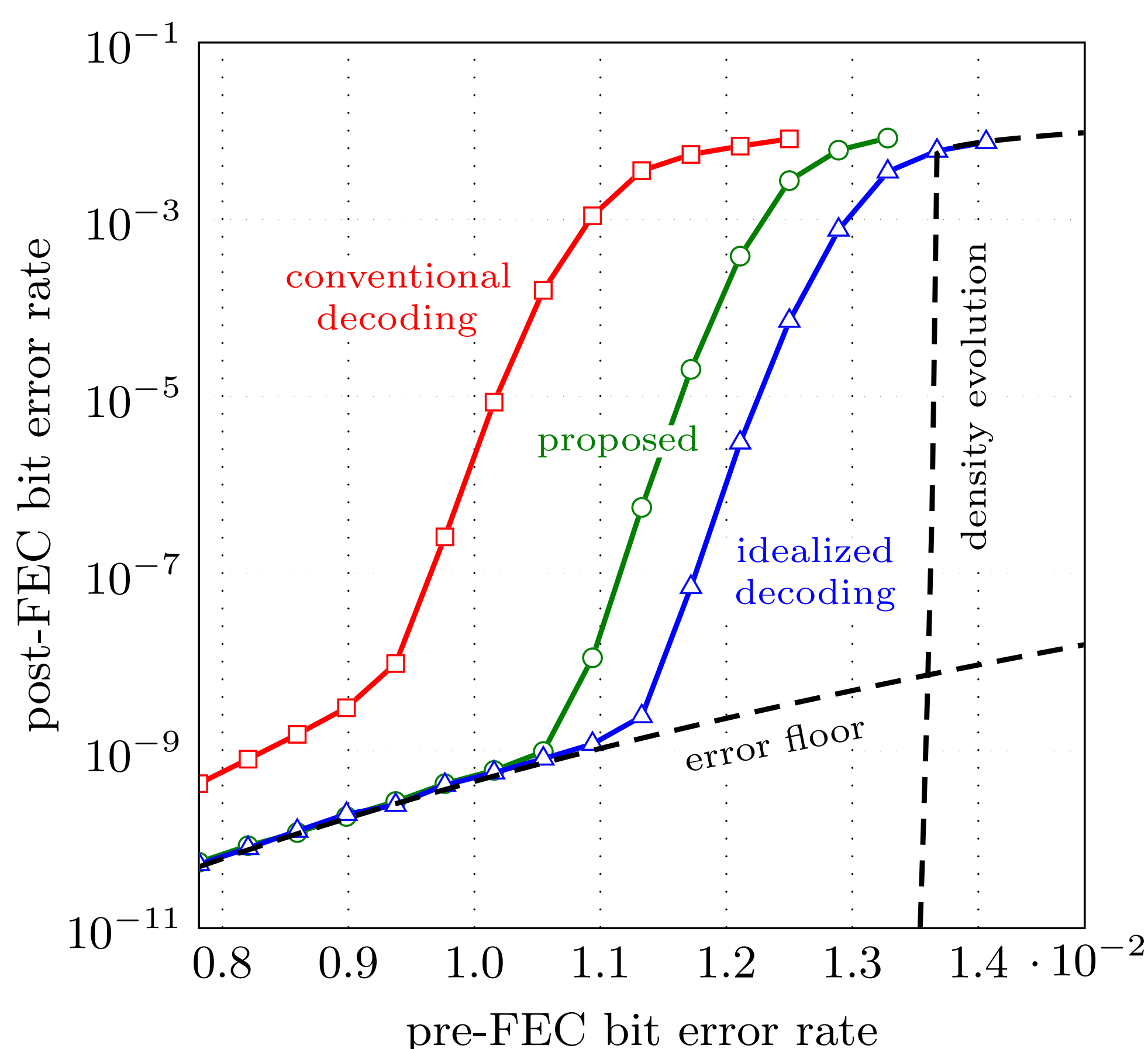
1. If codeword (i, j) is frozen or BDD fails, skip to next codeword, else go to step 2
2. For each error location $e \in \mathcal{E}_{i,j}$, check if bit flip is consistent with anchors. If not, freeze (i, j) and skip to next codeword
3. Flip bits in $\mathcal{E}_{i,j}$ and make (i, j) anchor
4. Backtrack anchors with too many conflicts: revert previously applied bit flips

Examples: (see Figure 1)

Preventing miscorrections: Codeword $(i, j) = (3, 4)$ has 3 errors (black crosses). BDD miscorrects with $\mathcal{E}_{3,4} = \{10, 12\}$ (red crosses). Assuming that $(4, 4)$ is an anchor, codeword $(3, 4)$ is frozen and no bits are flipped.

Reverting miscorrections: Let codeword $(1, 3)$ be a miscorrected anchor, $\mathcal{E}_{1,3} = \{5, 7\}$. Assume that $(i, j) = (2, 1)$. The codeword $(2, 1)$ has $\mathcal{E}_{2,1} = \{3\}$ and is frozen during step 2. The next codeword $(2, 2)$ has $\mathcal{E}_{2,2} = \{3, 10\}$. The bit flip at $e = 3$ is inconsistent with $(1, 3)$, but this anchor is already in conflict with $(2, 1)$. The anchor is backtracked in step 4 and all bits in $\mathcal{E}_{2,2}$ are flipped in step 3.

Results ($n = 256$, $t = 2$, $\ell = 7$, $W = 8$)



Conclusions

- ▶ **Post-FEC performance** of staircase codes **significantly improved** by adopting a novel anchor-based decoding algorithm
- ▶ For BCH component codes with error-correction capability $t = 2$, **net coding gain improvements of around 0.4 dB** at bit error rate 10^{-9}
- ▶ Error-floor reduction by over an order of magnitude, giving virtually **miscorrection-free performance**

References

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