

Michaelraj Kingston Roberts, Ramesh Jayabalan, 2015. An improved low-complexity sum-product decoding algorithm for low-density parity-check codes. *Frontiers of Information Technology & Electronic Engineering*, **16**(6):511-518. [doi:10.1631/FITEE.1400269]

# An improved low-complexity sum-product decoding algorithm for low-density parity-check codes

**Key words:** Computational complexity, Coding gain, Fast Fourier transform (FFT), Low-density parity-check (LDPC) codes, Sum-product algorithm (SPA)

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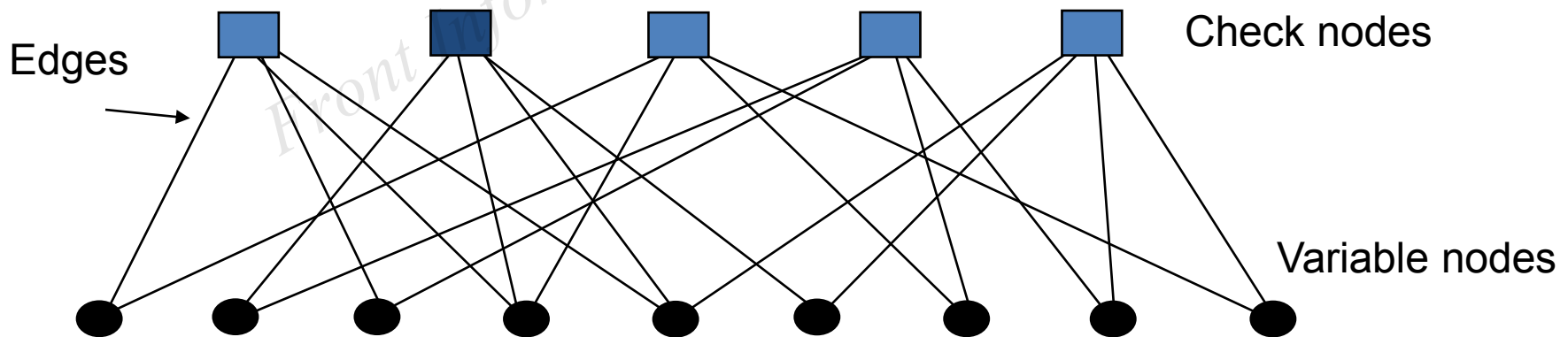
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# Introduction

- Error control codes (ECC) in communication systems are becoming a standard requirement for reliable transmission and storage of large amounts of data.
- Low-density parity-check (LDPC) codes (Gallager, 1962) are one of the very few next generation error correcting codes that allow transmission of data at a rate close to Shannon's limit.
- The only difference between the LDPC codes and other block codes is the amount of the sparseness of the non-zero elements in the parity-check matrix.
- The number of non-zero entries in each row or column of the parity-check matrix is collectively known as the degree distribution.

# Tanner graph representation

- Originally formulated by Tanner in 1981.
- The Tanner graph is a bi-partite graph with two types of nodes called variable nodes and check nodes.
- The variable nodes and check nodes of the Tanner graph correspond to the codeword bits and parity-check bits, respectively.
- An edge joins a variable node to a check node if that bit is included in the corresponding parity-check equation.
- The edges connecting the nodes represent the non-zero elements in the parity-check matrix.



Bi-partite graph or Tanner graph representation of an LDPC code

# Objective

- To propose an improved low-complexity sum-product algorithm to achieve good trade-off between decoding performance and computational complexity.

# Methodology

- In order to achieve good error correcting performance without increasing the computational complexity, modifications have been carried out in both the check node and variable node processes.
- In the check node update process, the hyperbolic tangent function is replaced by the Fast Fourier transform with time shift.
- In the variable node process, an optimized integer constant is incorporated to enhance the decoding performance of the proposed algorithm.

# Related works

## Decoding algorithms for LDPC codes:

- 1) Sum-product algorithm (SPA) (Fosserier *et al.*, 1999)
- 2) Modified SPA (Papaharalabos *et al.*, 2007)
- 3) Simplified SPA (Lee *et al.*, 2008)
- 4) Fast Fourier Transform based SPA (Safarnejad and Sadeghi, 2012)

# Decoding steps

Initialization: set  $q_{nm}^{(0)} = 2y_i / \sigma^2$  and  $\sigma^2 = (2R_c \cdot E_b / N_o)^{-1}$

Step 1 (check node update):  $r_{mn}^{(k)} = \prod_{i \in \{N(m) \setminus n\}} \text{sign}(y_i)$   
 $\cdot \text{FFT}_h^{-1} \left[ \prod_{i \in \{N(m) \setminus n\}} \text{FFT}_h \left( \frac{2|y_i|}{\sigma^2} \right) \right]$

Step 2 (variable node update):

$$q_{nm}^{(k)} = q'_{nm} + \sum_{m \in M(n)} \left[ 1 - 2(S_m \oplus \hat{C}_n) \right]$$

$$\cdot \text{FFT}_h^{-1} \left[ \sum_{i \in \{N(m) \setminus n\}} \text{FFT}_h \left( \frac{2|y_i|}{\sigma^2} \right) \right],$$

$$q_n^{(k)} = q'_{nm} + \sum_{m \in M(n)} \left[ 1 - 2(S_m \oplus Z_n^{(k)}) \right]$$

$$\cdot \text{FFT}_h^{-1} \left[ \sum_{i \in N(m)} \text{FFT}_h \left( \frac{2|y_i|}{\sigma^2} \right) \right],$$

# Decoding steps (Con'd)

where  $q'_{nm} = q_{nm}^{(0)} + \sum X_i$ ,  $X_i = \begin{cases} M/2 + 1, & m_i = 0, \\ (M+1)/2, & m_i = 1, \end{cases}$   $q_i = \text{sign}(q_{nm} - X_i)$ ,

$$S_m = \sum_{n=0}^{N-1} h_{m,n} \cdot \hat{c}_n \pmod{2} \text{ for } m=1, 2, \dots, M \text{ and } \hat{c}_n \text{ denotes the hard decision sequence}$$

Step 3 (decision): The hard decision  $\mathbf{Z}^{(0)} = (Z_0^{(0)}, Z_1^{(0)}, \dots, Z_{N-1}^{(0)})$  is determined by  $Z_n^{(k)} = 0$  if  $q_n^{(k)} \geq 0$ , and  $Z_n^{(k)} = 1$  if  $q_n^{(k)} < 0$ . If  $\mathbf{Z}^{(k)} \cdot \mathbf{H}^T = \mathbf{0}$ , output  $\mathbf{Z}^{(k)}$  as the decoded codeword and the decoding process is stopped; otherwise, go back to step 1.

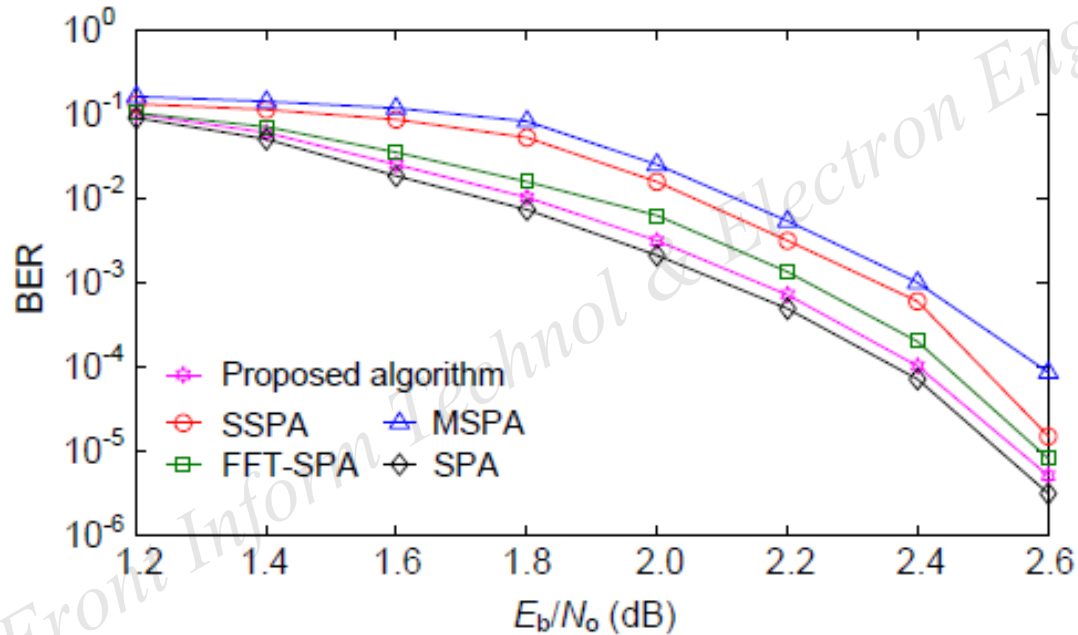
Step 4: This process is repeated until the maximum number of decoding iterations is reached or parity-check conditions are satisfied by the estimated codewords, i.e.,  $\hat{\mathbf{c}} \cdot \mathbf{H}^T = \mathbf{0}$ .

# Simulation results

## Decoding performance:

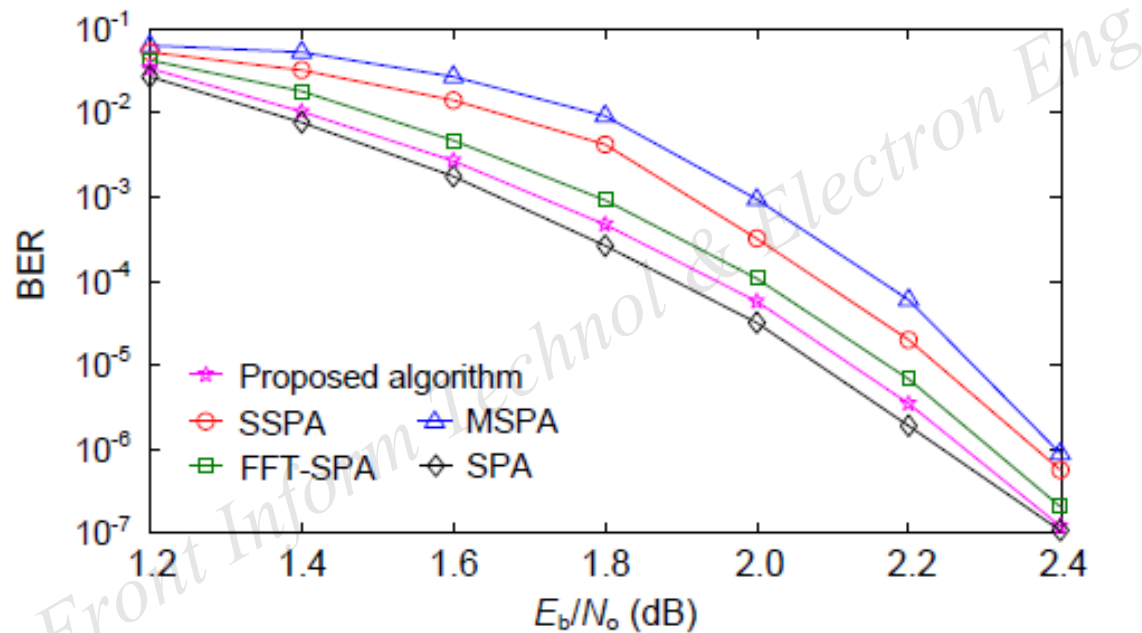
- The LDPC codes were designed by the procedure as described by Jiang *et al.* (2012).
- To illustrate decoding performance of the proposed algorithm,  $(N, K)$  regular LDPC codes belonging to WLAN standard (IEEE, 2015) and Wi-MAX standard (IEEE, 2009) have been considered.
- For all simulation process of this work, the maximum number of decoding iterations was chosen to be 20 (Lee *et al.*, 2008).

# Decoding performance



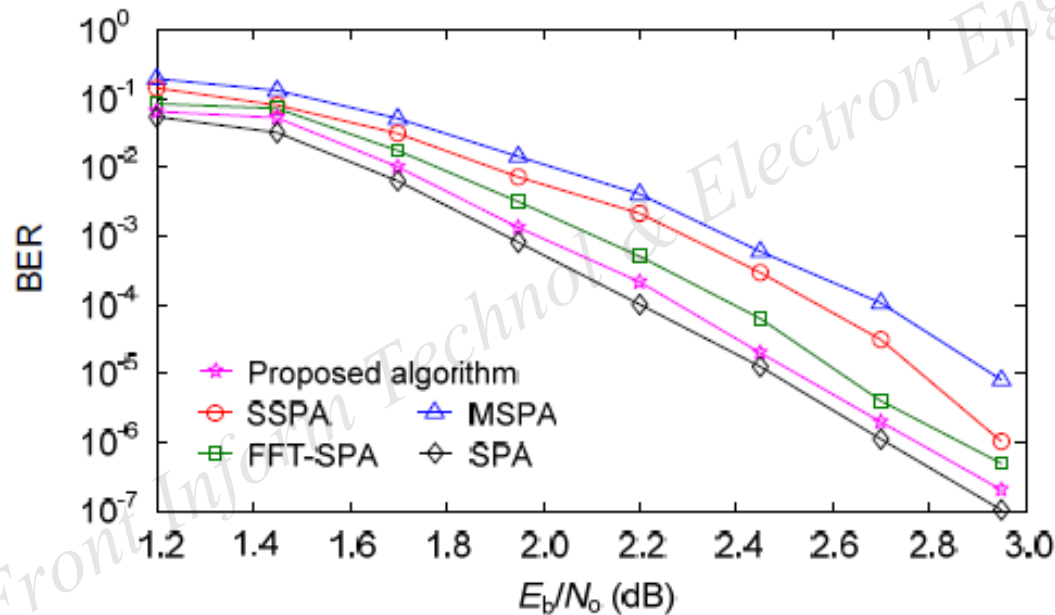
**Fig. 1 Bit error rate performance comparisons for a (648, 324) regular LDPC code under various SPA algorithms**

# Decoding performance (Con'd)



**Fig. 2 Bit error rate performance comparisons for a (2304, 1152) regular LDPC code under various SPA algorithms**

# Decoding performance (Con'd)



**Fig. 3** Bit error rate performance comparisons for a (1296, 864) regular LDPC code under various SPA algorithms

# Decoding performance comparison

**Table 1 Overall decoding performance comparisons of various SPA algorithms**

| Decoding algorithm | SNR (dB)         |                   |                  | BER              |                   |                  |
|--------------------|------------------|-------------------|------------------|------------------|-------------------|------------------|
|                    | C_1 <sup>*</sup> | C_2 <sup>**</sup> | C_3 <sup>*</sup> | C_1 <sup>*</sup> | C_2 <sup>**</sup> | C_3 <sup>*</sup> |
| SPA                | 2.38             | 2.08              | 2.47             | $10^{-4}$        | $10^{-5}$         | $10^{-5}$        |
| Proposed           | 2.40             | 2.12              | 2.51             | $10^{-4}$        | $10^{-5}$         | $10^{-5}$        |
| FFT-SPA            | 2.44             | 2.18              | 2.58             | $10^{-4}$        | $10^{-5}$         | $10^{-5}$        |
| SSPA               | 2.49             | 2.37              | 2.79             | $10^{-4}$        | $10^{-5}$         | $10^{-5}$        |
| MSPA               | 2.59             | 2.39              | 2.97             | $10^{-4}$        | $10^{-5}$         | $10^{-5}$        |

SNR: signal-to-noise ratio; BER: bit error rate. C\_1:  $(N, K)=(648, 324)$ ; C\_2:  $(N, K)=(2304, 1152)$ ; C\_3:  $(N, K)=(1296, 864)$ . <sup>\*</sup> WLAN standard; <sup>\*\*</sup> Wi-MAX standard

# Overall coding gain improvement comparison

| Decoding algorithm | Coding gain improvement |           |             |           |                 |           |
|--------------------|-------------------------|-----------|-------------|-----------|-----------------|-----------|
|                    | WLAN standard           |           |             |           | Wi-MAX standard |           |
|                    | (648, 324)              |           | (1296, 864) |           | (2304, 1152)    |           |
|                    | SNR (dB)                | BER       | SNR (dB)    | BER       | SNR (dB)        | BER       |
| FFT-SPA            | 0.04                    | $10^{-4}$ | 0.10        | $10^{-5}$ | 0.06            | $10^{-5}$ |
| SSPA               | 0.09                    | $10^{-4}$ | 0.28        | $10^{-5}$ | 0.25            | $10^{-5}$ |
| MSPA               | 0.19                    | $10^{-4}$ | 0.46        | $10^{-5}$ | 0.27            | $10^{-5}$ |

# Computational complexity analysis

**Table 2 Computational complexity comparison for SPA, FFT-SPA, and the proposed decoding algorithm**

| Alphabet<br>size | Total number of arithmetic computations required |         |          |
|------------------|--------------------------------------------------|---------|----------|
|                  | SPA                                              | FFT-SPA | Proposed |
| 2                | 144                                              | 96      | 84       |
| 4                | 480                                              | 288     | 216      |
| 8                | 1728                                             | 864     | 576      |

# Conclusions

- An improved low-complexity SPA is proposed and analyzed to reduce the computational complexity of the conventional SPA and its variants.
- Simulation results show that the proposed algorithm achieves an overall coding gain improvement of 0.04–0.46 dB.
- Furthermore, the proposed algorithm can reduce the total number of arithmetic operations required for the decoding process by 42%–67% for an alphabet size 2, 4, or 8.
- Therefore, the proposed algorithm can achieve good error correcting performance close to SPA without increasing the computational complexity.