Digital Communication Systems
ECS 452

Asst. Prof. Dr. Prapun Suksompong

prapun@siit.tu.ac.th

5.2 Binary Convolutional Codes

Office Hours:

BKD, 6th floor of Sirindhralai building

Monday	**10:00-10:40**
Tuesday	**12:00-12:40**
Thursday	**14:20-15:30**

Binary Convolutional Codes

- Introduced by Elias in 1955
  - There, it is referred to as convolutional parity-check symbols codes.
  - Peter Elias received
    - Claude E. Shannon Award in 1977
    - IEEE Richard W. Hamming Medal in 2002
      - for "fundamental and pioneering contributions to information theory and its applications
- The encoder **has memory**.
  - In other words, the encoder is a **sequential circuit** or a **finite-state machine**.
    - Easily implemented by shift register(s).
    - The **state** of the encoder is defined as the contents of its memory.

Binary Convolutional Codes

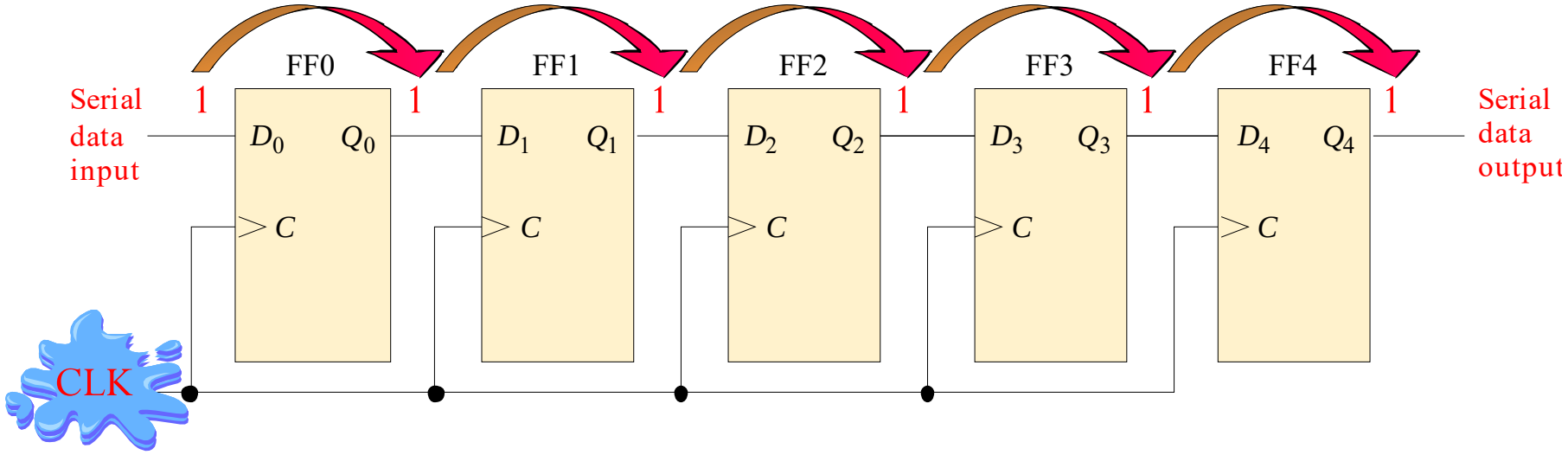
- The encoding is done on a **continuous** running basis rather than by blocks of k data digits.
  - So, we use the terms **bit streams** or **sequences** for the input and output of the encoder.
  - In theory, these sequences have infinite duration.
  - In practice, the state of the convolutional code is periodically forced to a known state and therefore code sequences are produced in a block-wise manner.

Binary Convolutional Codes

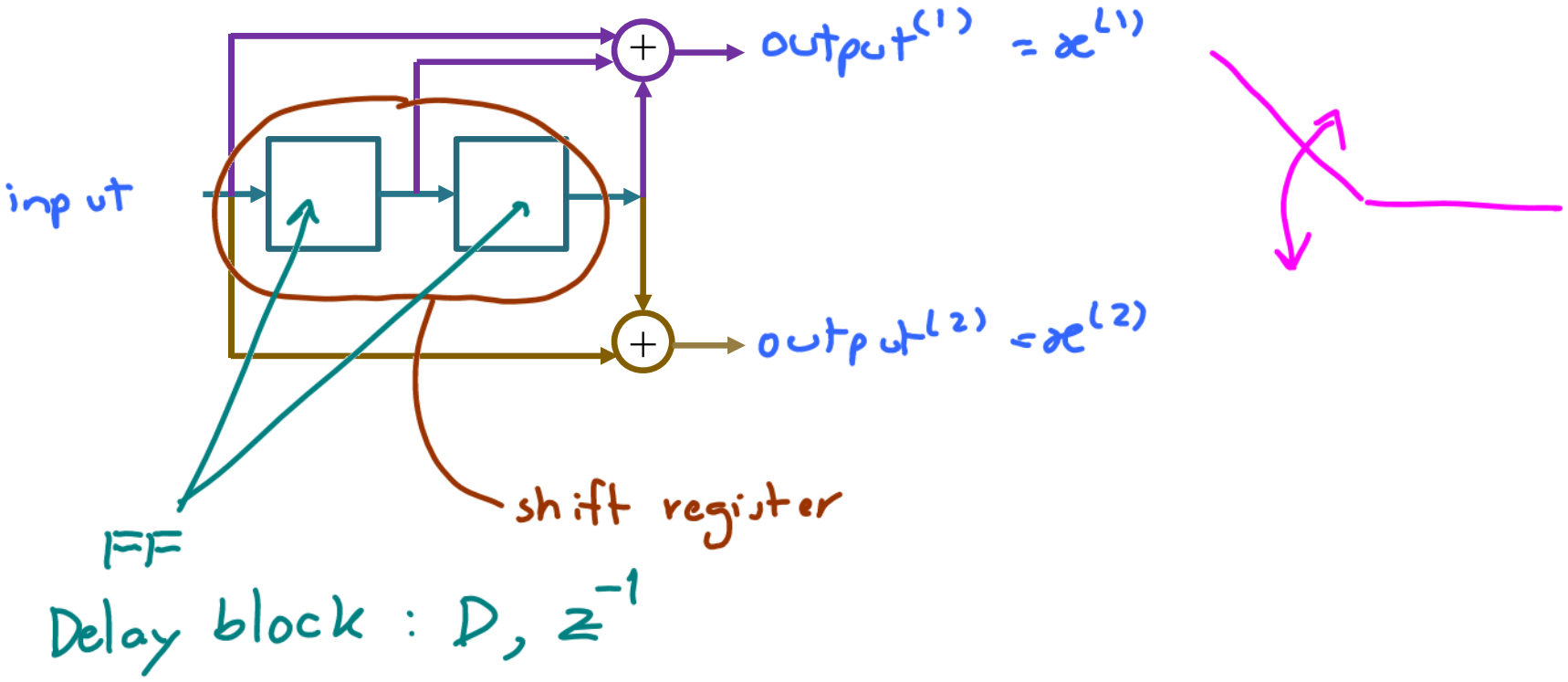
- In general, a **rate-$\frac{k}{n}$ convolutional encoder** has
  - k shift registers, one per input information bit, and
  - n output coded bits that are given by linear combinations (over the binary field, of the contents of the registers and the input information bits.
- k and n are usually small.
- For simplicity of exposition, and for practical purposes, only **rate-$\frac{1}{n}$** binary convolutional codes are considered here.
  - $k = 1$.
  - These are the most widely used binary codes.

(Serial-in/Serial-out) Shift Register

- Accept data serially: one bit at a time on a single line.
- Each clock pulse will move an input bit to the next FF. For example, a 1 is shown as it moves across.
- Example: five-bit serial-in serial-out register.



Example 1: $n = 2$, $k = 1$



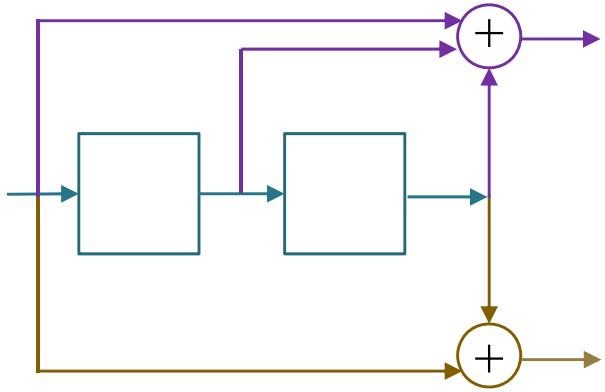
Graphical Representations

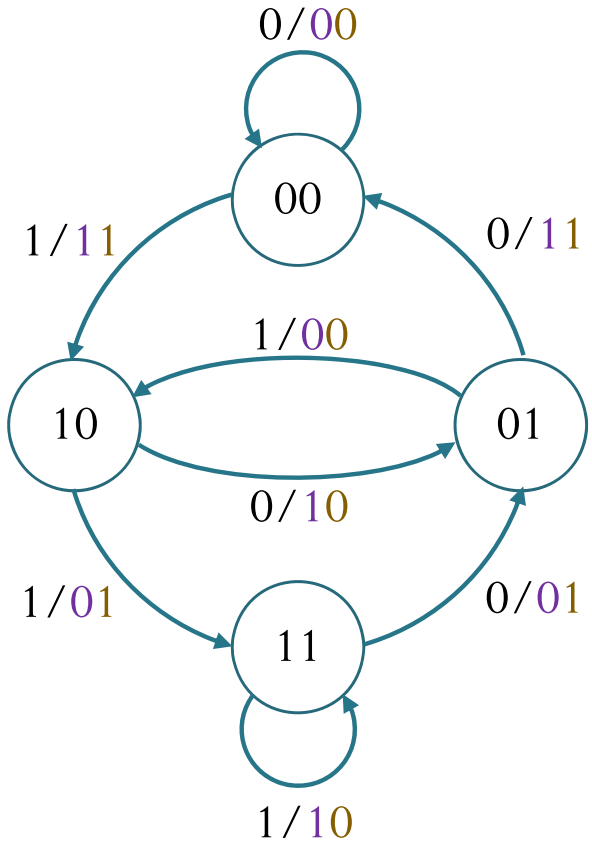
- Three different but related graphical representations have been devised for the study of convolutional encoding:

1. the state diagram
2. the code tree
3. the trellis diagram

Ex. 1: State (Transition) Diagram

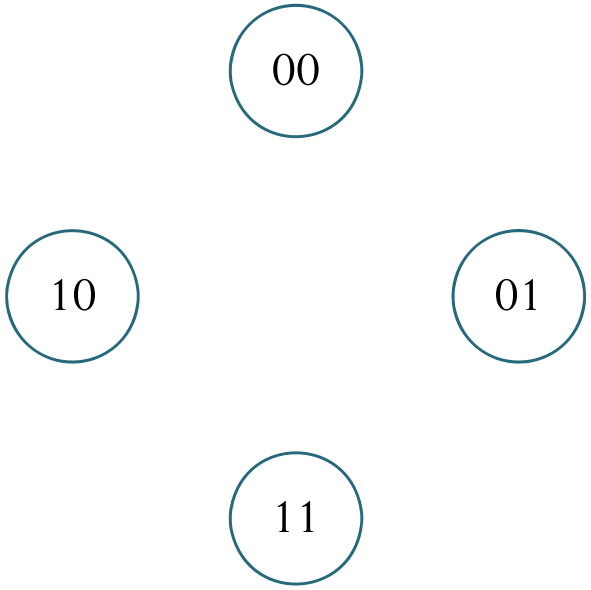
- The encoder behavior can be seen from the perspective of a finite state machine with its state (transition) diagram.



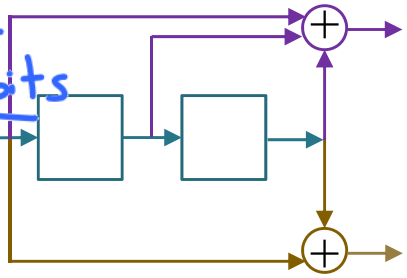


A four-state directed graph that uniquely represents the input-output relation of the encoder.

Drawing State Diagram

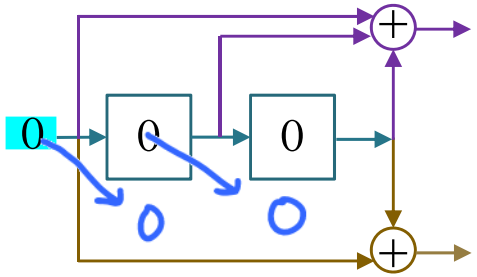


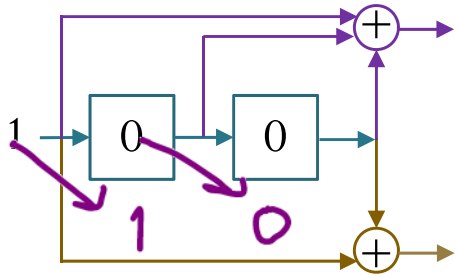
There are two FFs.
So, there are two bits
for each state.

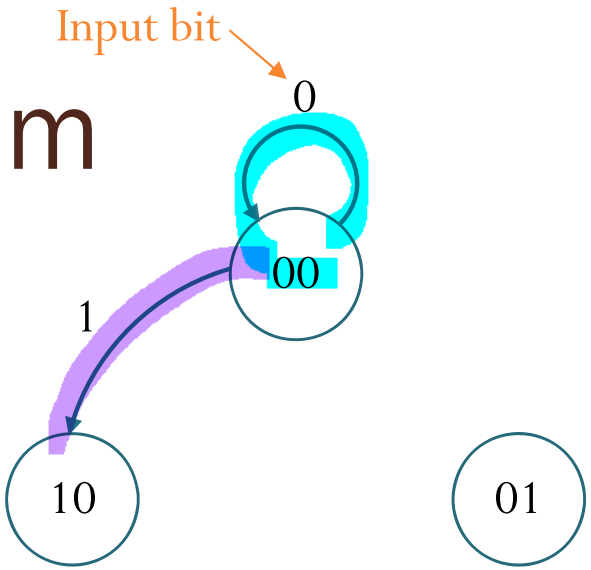


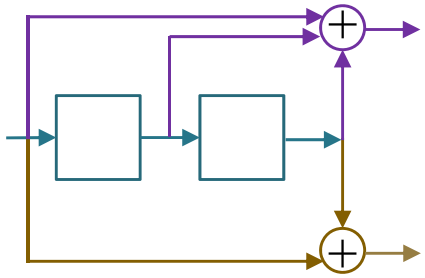
four possible states.

Drawing State Diagram

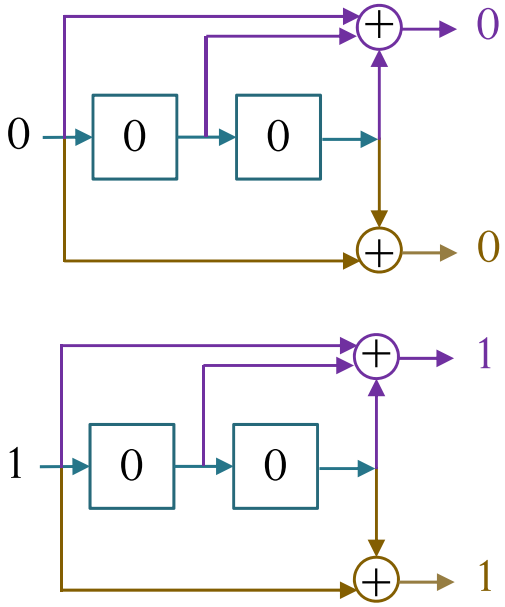


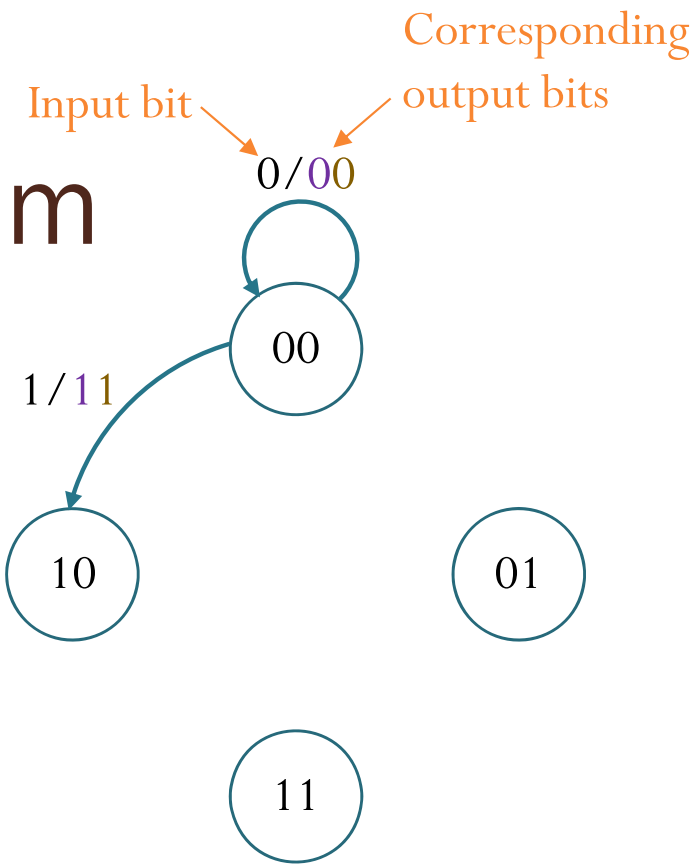


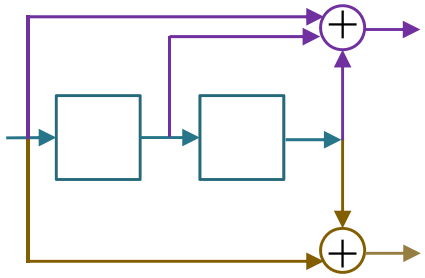




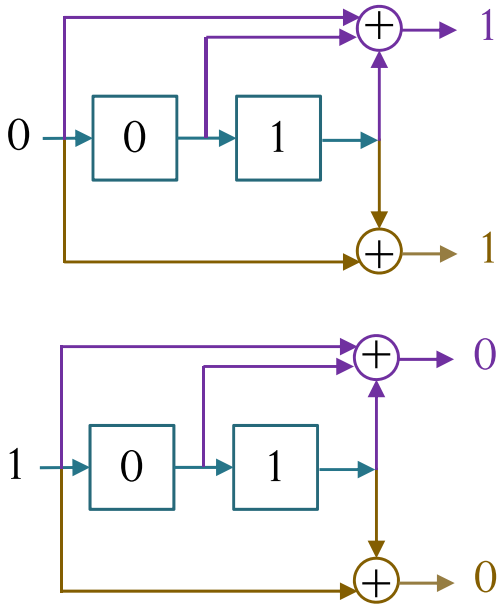
Drawing State Diagram

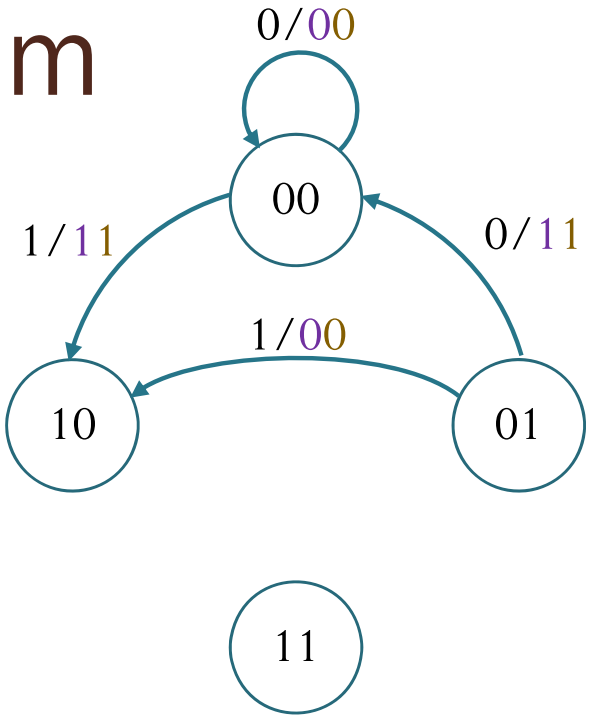


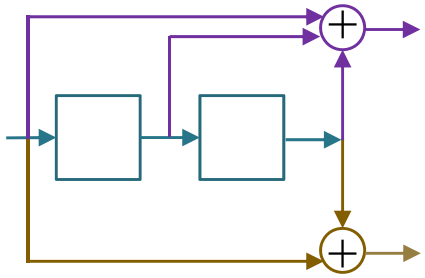




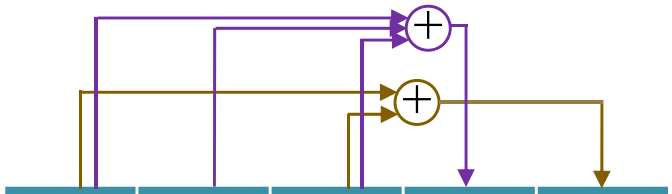
Drawing State Diagram



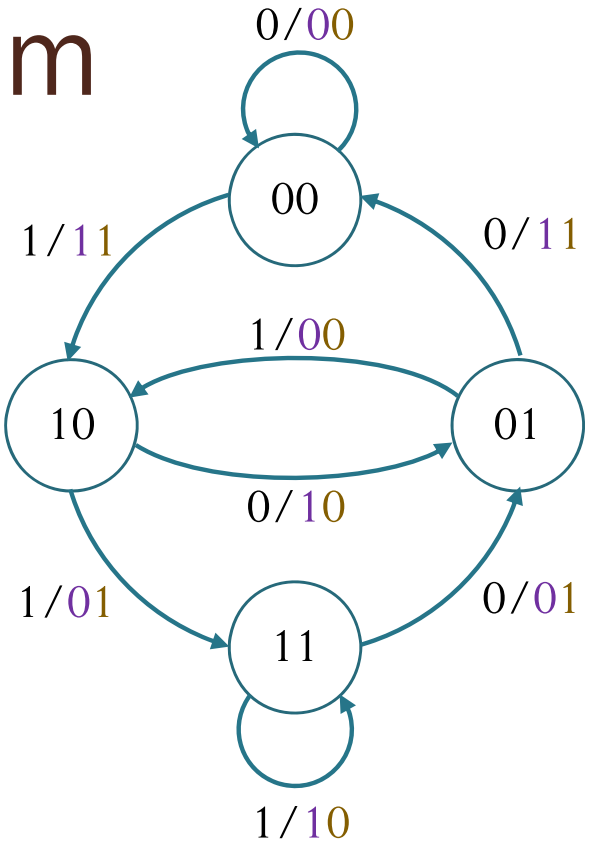


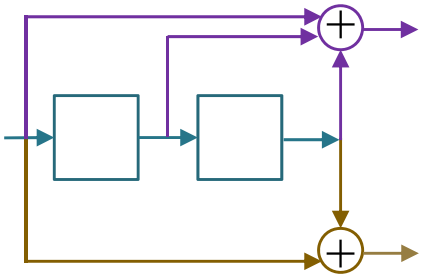


Drawing State Diagram

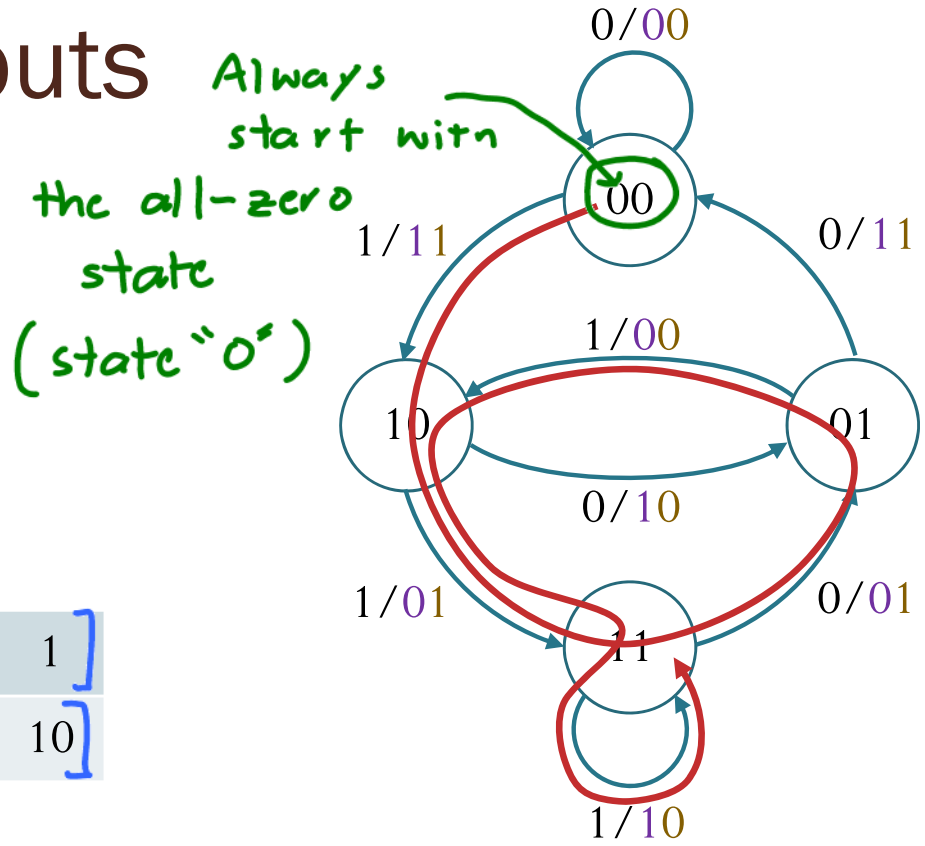


b	s_1	s_2	$x^{(1)}$	$x^{(2)}$
0	0	0	0	0
1	0	0	1	1
0	0	1	1	1
1	0	1	0	0
0	1	0	1	0
1	1	0	0	1
0	1	1	0	1
1	1	1	1	0

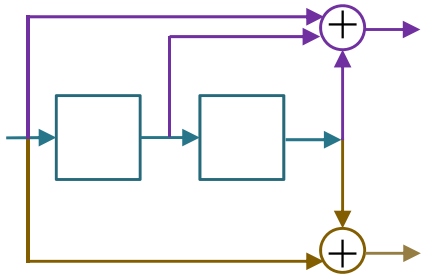




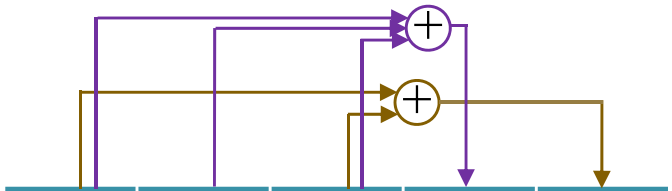
Tracing the State Diagram to Find the Outputs



Input	1	1	0	1	1	1
Output	11	01	01	00	01	10

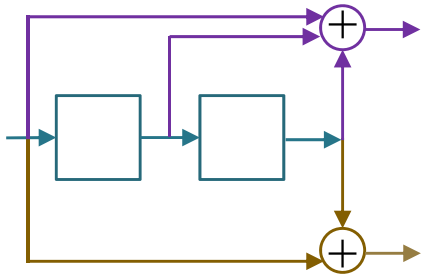


Directly Finding the Output

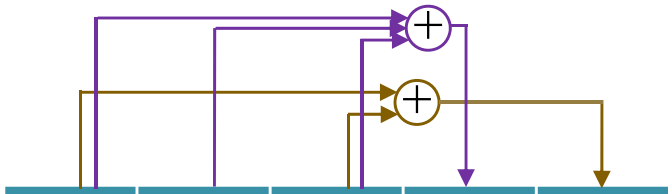


b	s_1	s_2	$x^{(1)}$	$x^{(2)}$
1	0	0	1	1
1	1	0		
0	1	1		
1	0	1		
1				
1				

Input	1	1	0	1	1	1
Output						

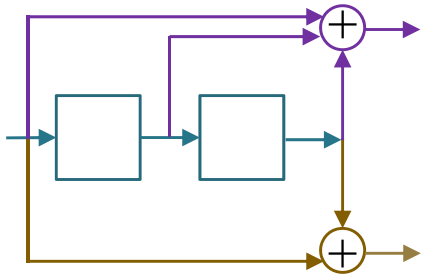


Directly Finding the Output

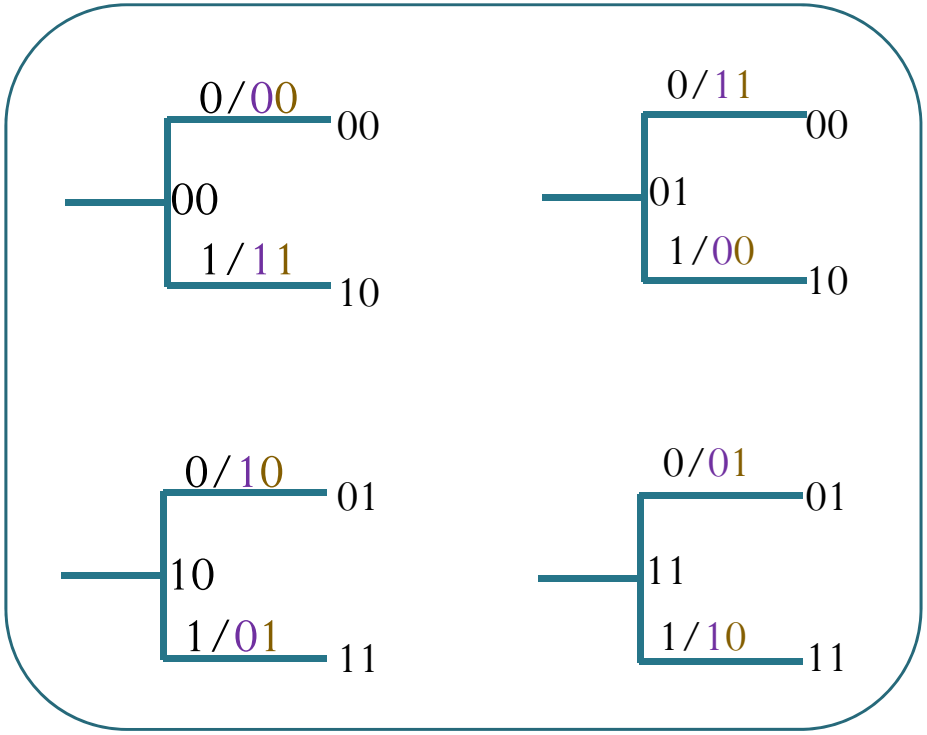


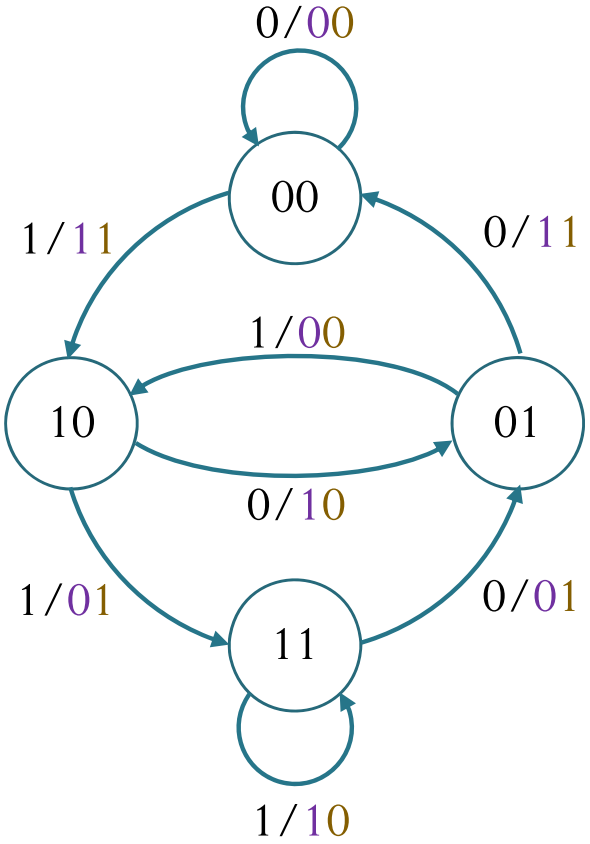
b	s_0	s_1	$x^{(1)}$	$x^{(2)}$
1	0	0	1	1
1	1	0	0	1
0	1	1	0	1
1	0	1	0	0
1	1	0	0	1
1	1	1	1	0

Input	1	1	0	1	1	1
Output	11	01	01	00	01	10

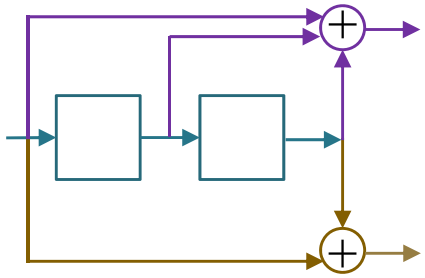


Parts for Code Tree





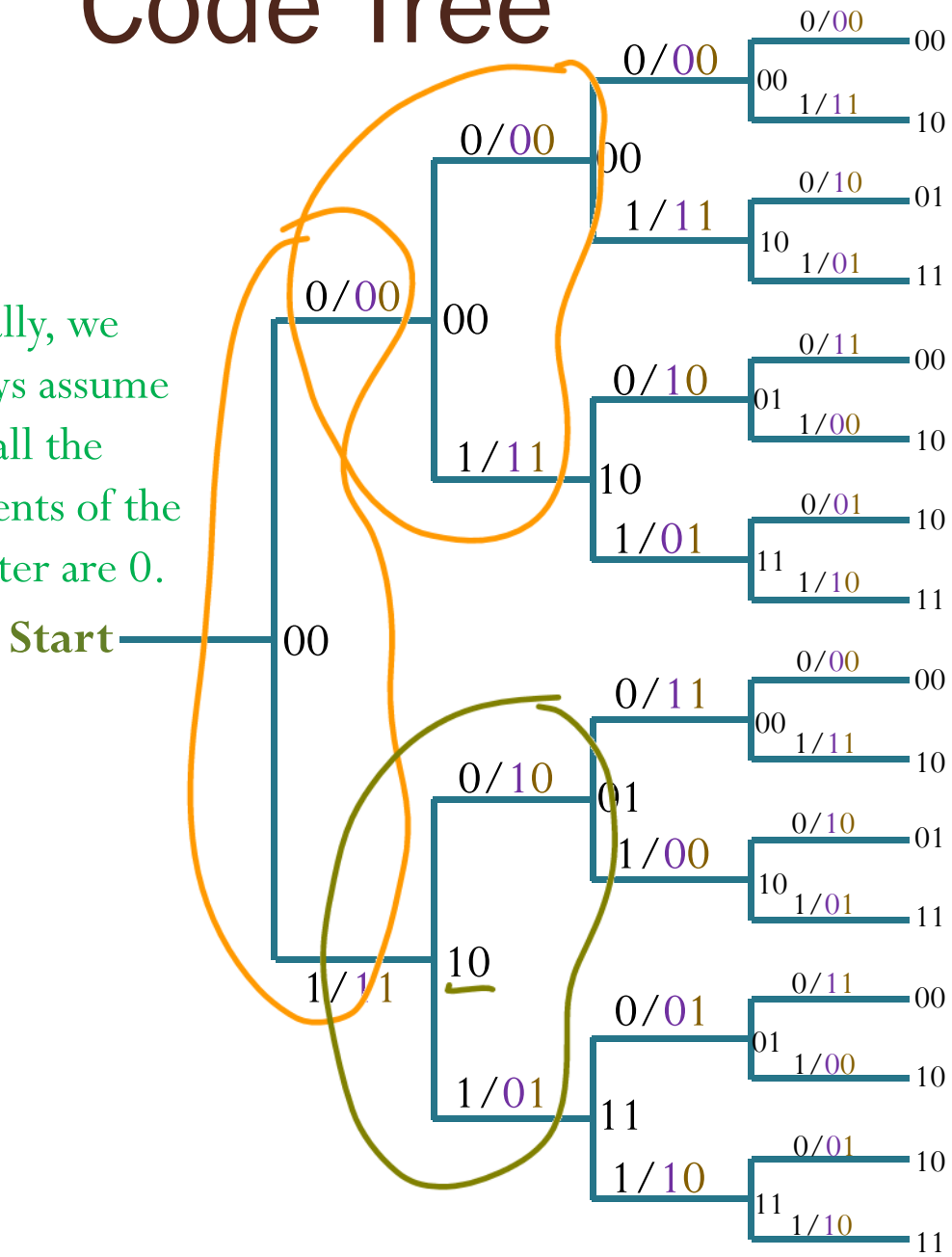
Two branches initiate from each node,
the upper one for 0 and
the lower one for 1.

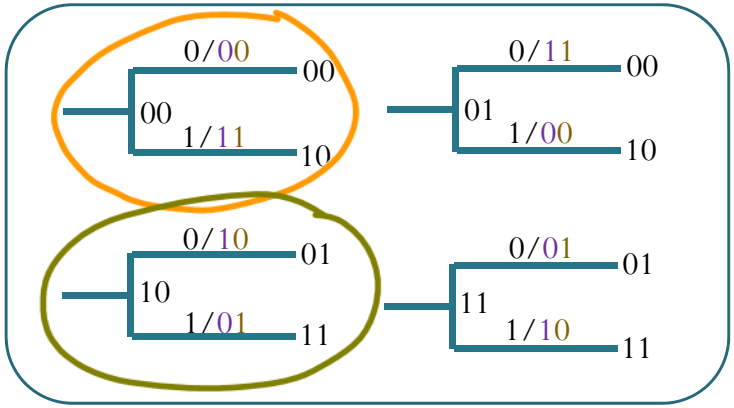


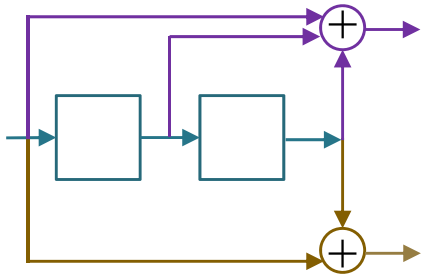
Show the coded output for any possible sequence of data digits.

Code Tree

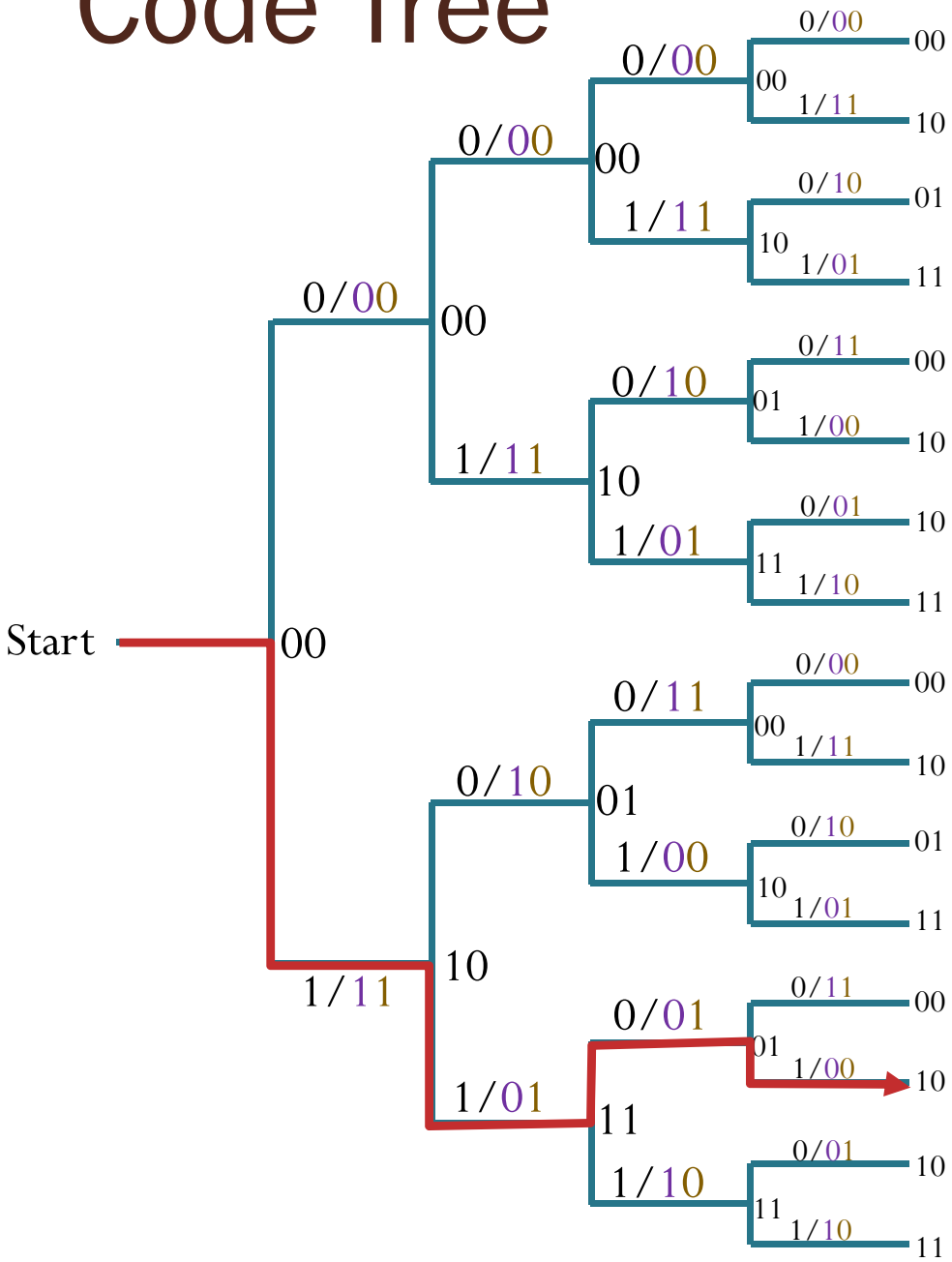
Initially, we always assume that all the contents of the register are 0.



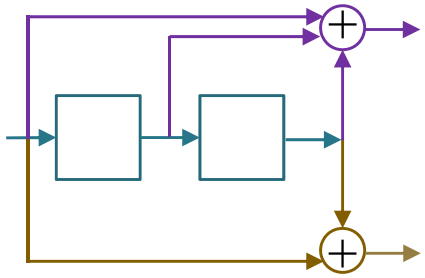




Code Tree

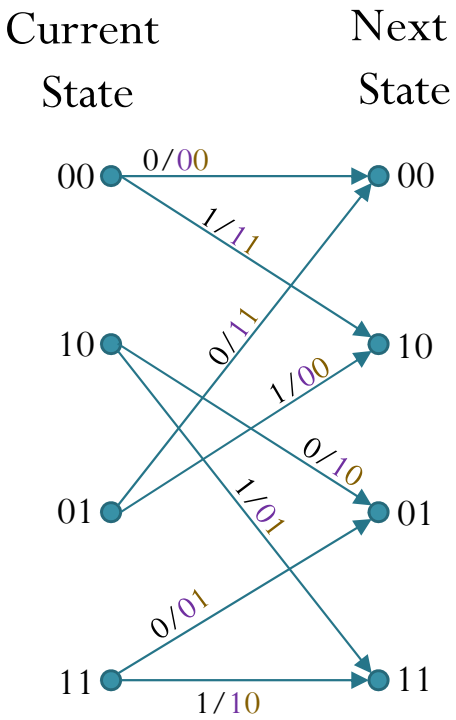


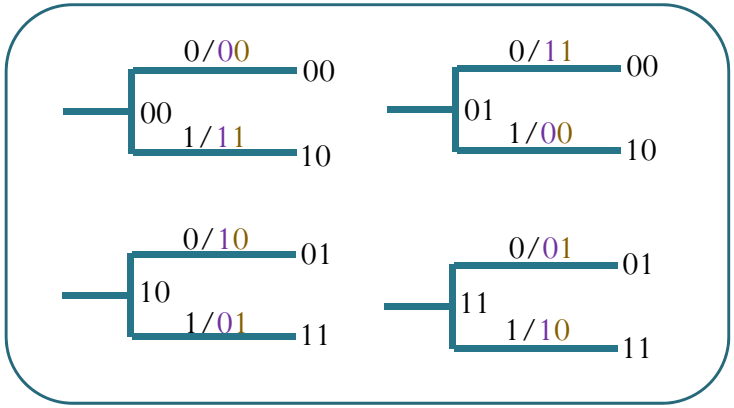
Input	1	1	0	1
Output	11	01	01	00

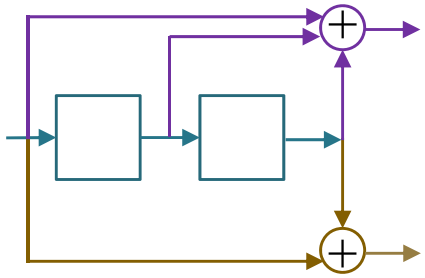


Code Trellis

[Carlson & Crilly, 2009, p. 620]

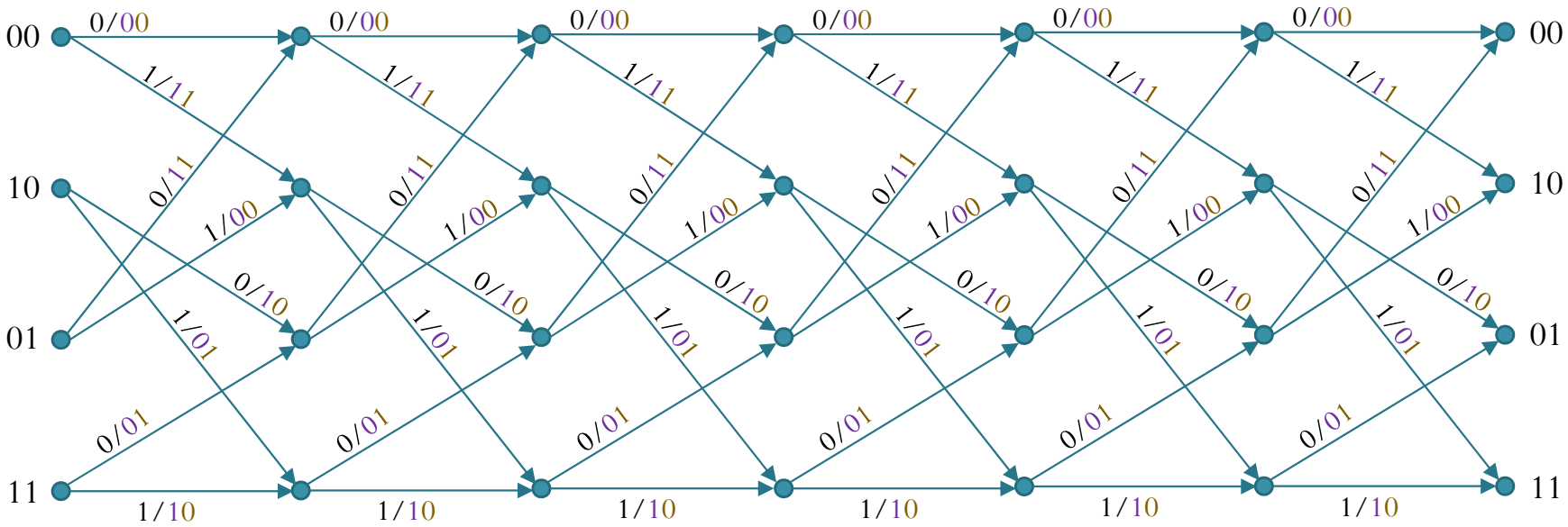


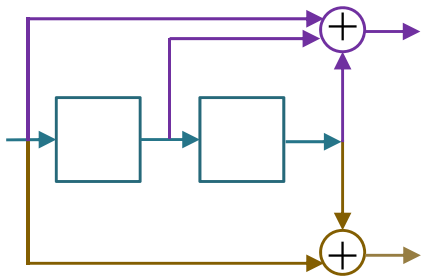




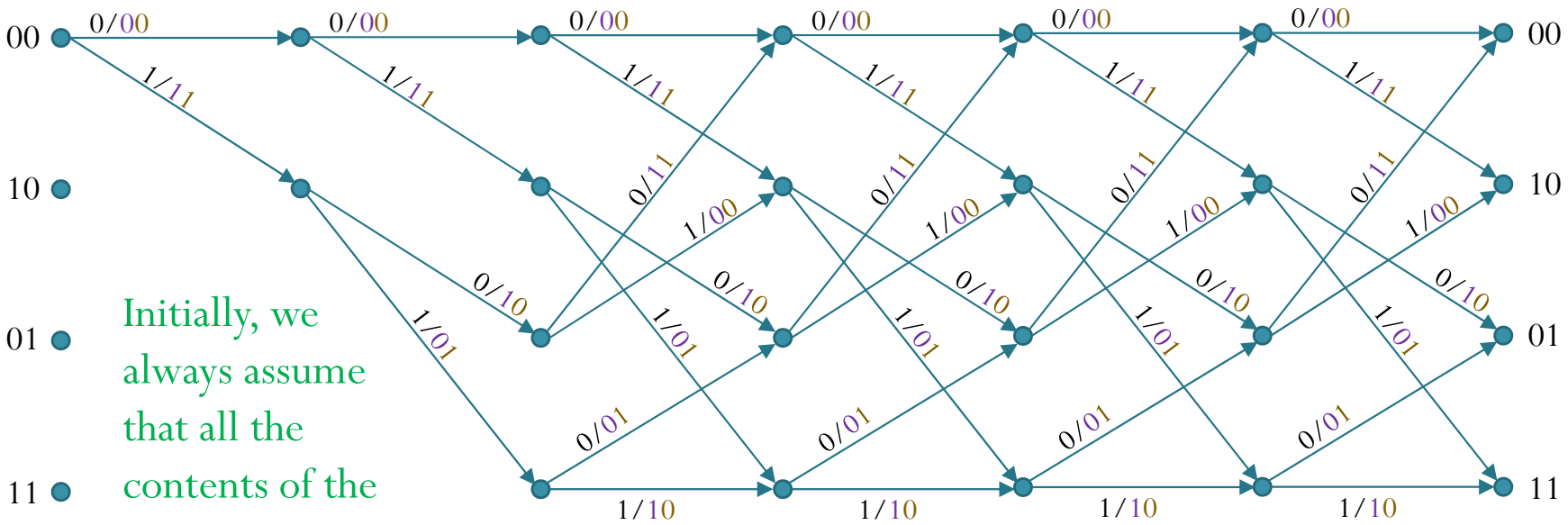
Towards the Trellis Diagram

Another useful way of representing the code tree.



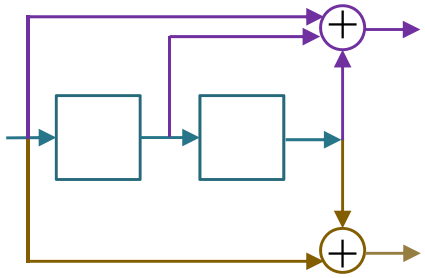


Trellis Diagram

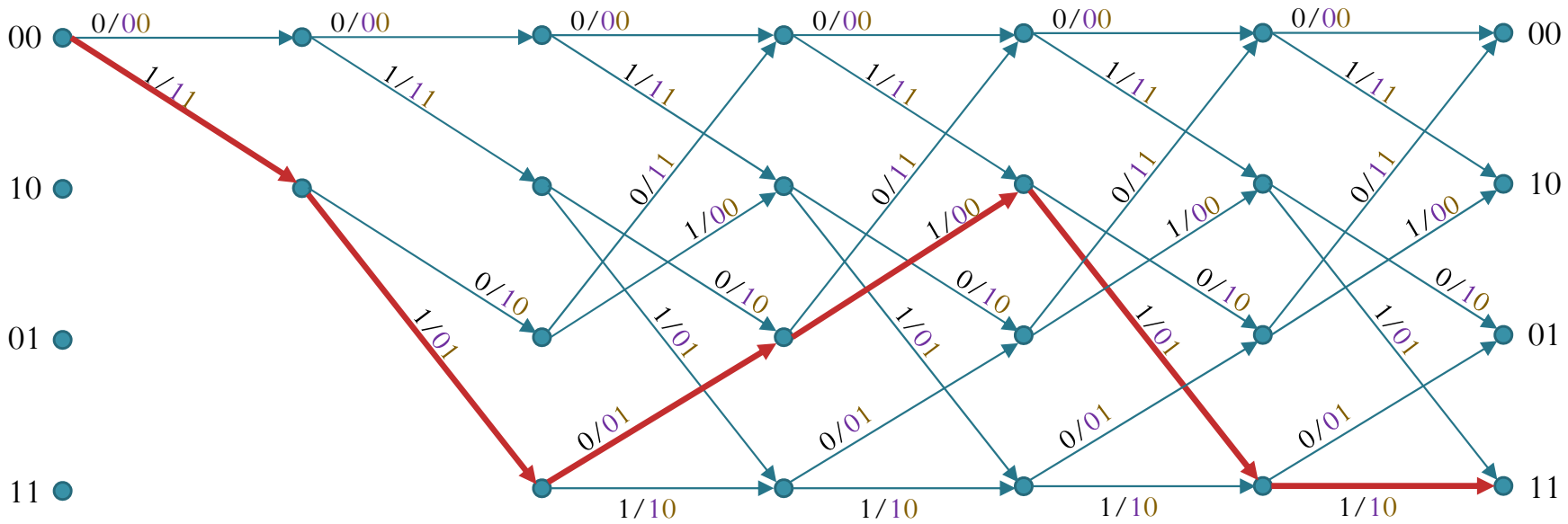


Initially, we always assume that all the contents of the register are 0.

Each path that traverses through the trellis represents a valid codeword.



Trellis Diagram



Input	1	1	0	1	1	1
Output	11	01	01	00	01	10