



Multilevel Coding and Multistage Decoding for M-ary Two-Dimensional ISI Channels

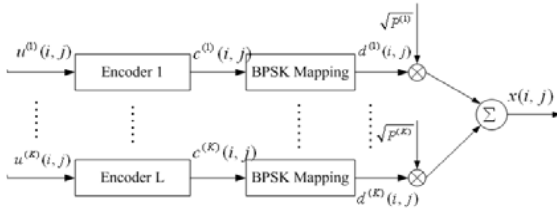
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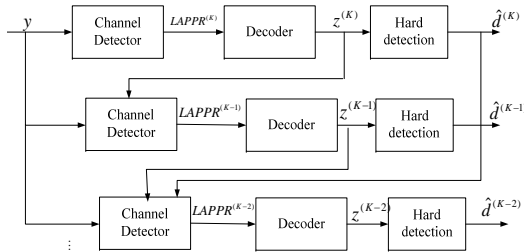
M-ary 2-D ISI Channel Model and Multilevel Coding

- Input Array: $x(i, j) \in \{-M+1, -M+3, \dots, M-3, M-1\}$
- Discrete Channel Response: $h(p, q)$
- Post-detected *i.i.d.* Gaussian Noise: $n(i, j) \sim \mathcal{N}(0, \sigma^2)$
- Output Array:

$$y(i, j) = \sum_{p=0}^{L_y} \sum_{q=0}^{L_x} h(p, q) x(i-p, j-q) + n(i, j)$$



Equalization and Decoding Scheme



The log a posteriori probability ratio (LAPPR):

$$LAPPR^{(k)}(i, j) = \log \left[\frac{P(d^{(k)}(i, j) = -1 | y)}{P(d^{(k)}(i, j) = 1 | y)} \right]$$

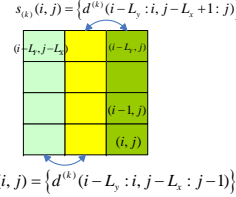
The soft output from the decoder on stage k : $z^{(k)}(i, j)$

The hard decision on stage

$$\hat{d}^{(k)}(i, j) = \begin{cases} -1 & \text{if } z^{(k)}(i, j) \geq 0 \\ 1 & \text{if } z^{(k)}(i, j) < 0 \end{cases}$$

Multi-strip BCJR Algorithm

- $LAPPR^{(k)}(i, j)$ can't be precisely computed.
- Approximation is used to approach $LAPPR^{(k)}(i, j)$



- Define
- $$L(d^{(k)}(i, j) | y(i, :)) = \log \left[\frac{P(d^{(k)}(i, j) = -1 | y(i, :))}{P(d^{(k)}(i, j) = 1 | y(i, :))} \right]$$

- $LAPPR^{(k)}(i_0, j_0) \approx \sum_{i=i_0-L_y}^{i_0} L(d^{(k)}(i_0, j_0) | y(i, :))$

- Apply BCJR strip wise to compute $L(d^{(k)}(i, j) | y(i, :))$

- How to Compute the step metric in the BCJR algorithm which is defined by

$$\gamma_{i,j}^{(k)}(s', s) = \log p(y(i, j) | s', s) p(s | s') \quad ?$$

Remark: It's easy for binary but hard for M-ary. Only the data from level $k+1$ to K is known at stage k , but the undecoded data from level 1 to level $k-1$ are needed to known at this step. If full branch BCJR is applied, the computation complexity is increased to $M^{L_y L_x}$ which is only $2^{L_y L_x}$ for binary inputs.

Gaussian Approximation of $\gamma_{i,j}^{(k)}(s', s)$

- Taking the bits of the undecoded levels as identical independent random variables with equal probability and averaging the interference of the undecoded levels.

- $\gamma_{i,j}^{(k)}(s', s)$ is computed by Gaussian approximation as:

$$\begin{aligned} \gamma_{i,j}^{(k)}(s', s) &= \log p(y(i, j) | s', s) = \log P\{y(i, j) | d^{(k;K)}(i-L_y, j-L_x : j)\} \\ &= \log \frac{1}{2^{K-k}} \sum_{d^{(k-1)}(i, j)} P\left\{y(i, j) \left| d^{(k;K)}(i-L_y, j-L_x : j) \right.\right\} \\ &\approx \log \frac{1}{2^{K-k}} \cdot \frac{1}{2\hat{\sigma}_{(k)}^2} \sum_{d^{(k-1)}(i, j)} \exp \left\{ -\frac{[y(i, j) - \hat{\mu}_{(k)}(i, j)]^2}{2\hat{\sigma}_{(k)}^2(i, j)} \right\} \end{aligned}$$

where $\hat{\mu}_{(k)}(i, j)$ and $\hat{\sigma}_{(k)}^2(i, j)$ are the estimated mean and variance of $y(i, j)$

given $d^{(k;K)}(i-L_y, j-L_x : j)$.

Estimation of the Mean and the Variance

$$\begin{aligned} \hat{\mu}_{(k)}(i, j) &= E\{y(i, j) | d^{(k;K)}(i-L_y, j-L_x : j), d^{(k-1)}(i, j)\} \\ &= h(0, 0) \cdot x(i, j) + \sum_{p=1}^{L_y} \sum_{q=1}^{L_x} h(p, q) x^{(k;K)}(i-p, j-q) + \frac{1}{W} \sum_{w=1}^W \sum_{p=1}^{L_y} \sum_{q=1}^{L_x} h(p, q) x^{(k-1)}(i-p, j-q) \end{aligned}$$

Where $x^{(k;K)}(i, j) = \sum_{k=1}^{K-1} \sqrt{P^{(k)}} d^{(k)}(i, j)$, and W is the number of possible

combinations of $\{d^{(1;K-1)}(i-p, j-q) | p=1:L_y, q=1:L_x\}$.

$$\hat{\sigma}_{(k)}^2(i, j) = E\left\{ \left| y(i, j) - \hat{\mu}_{(k)} \right|^2 \left| d^{(k;K)}(i-L_y, j-L_x : j), d^{(k-1)}(i, j) \right. \right\} = \sigma^2 + \frac{1}{W} \sum_{w=1}^W [A_0 + A_1 + A_2 - \hat{\mu}_{(k)}]^2$$

$$A_0 = h(0, 0) \cdot x(i, j)$$

$$A_1 = \sum_{p=1}^{L_y} \sum_{q=1}^{L_x} h(p, q) x^{(k;K)}(i-p, j-q)$$

$$A_2 = \sum_{p=1}^{L_y} \sum_{q=1}^{L_x} h(p, q) x^{(k-1)}(i-p, j-q)$$

Simulation Result

Channel response is $h = \frac{1}{\sqrt{18.25}} \begin{bmatrix} 0.5 & 1 \\ 1 & 4 \end{bmatrix}$. Semi-algebraic LDPC component codes

with the code rates 0.4, 0.7 and 0.8 for level 1, level 2 and level 3 respectively are used for BER simulation.

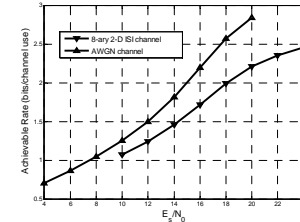


Fig. 1. the total achievable rates

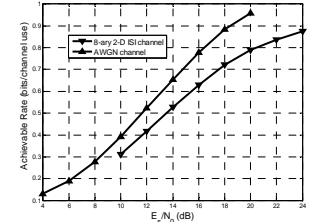


Fig. 2. the achievable rate at level 2

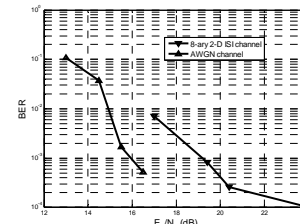


Fig. 3. average BER

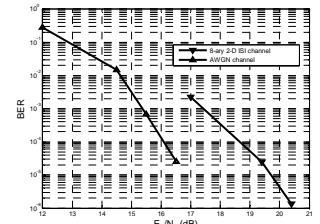


Fig. 4. BER Performance at Level 2