

# Iterative Decoding and Equalization for 2-D Recording

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# Agenda

- Problem description
- LDPC codes
  - Introduction
  - Ensemble of codes
  - Decoding
  - Encoding
- Solutions and Results
- Future work

# Motivation

- Why 2-D?
    - 1-D recording approaching saturation so move to 2-D to increase storage capacity.
    - LDPC and Turbo codes used as ECC codes for recording, work good for long lengths.
- 1-D, Sector is 4096 bits~1.3dB from capacity.  
1024x1024=1048576~0.13dB from capacity.

# Problem Description

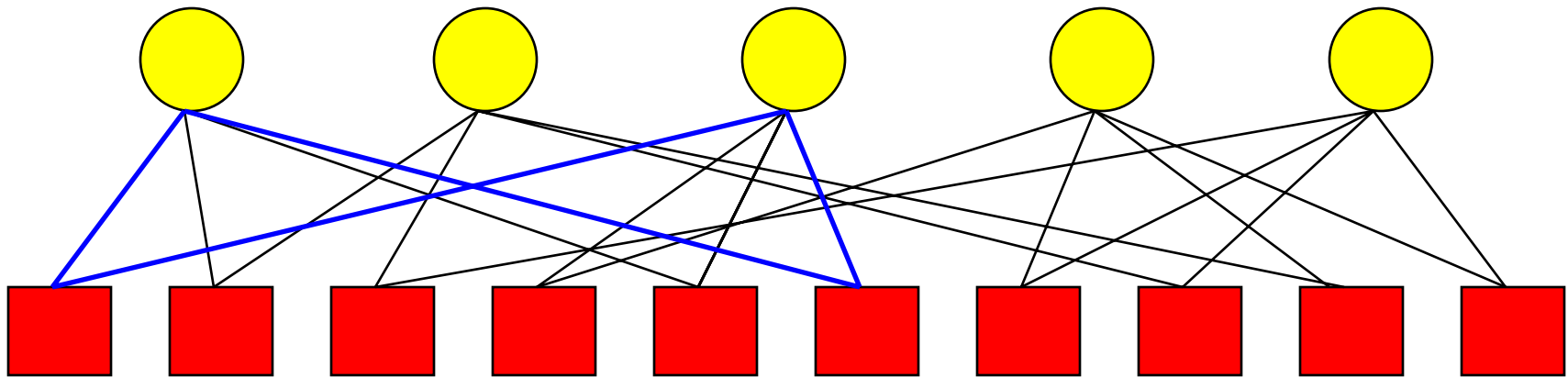
- Read-back on recording channels suffers from ISI
- We consider 2-D recording media, 2-D ISI
- Use equalization techniques with LDPC code as ECC
- Why LDPC?
  - Random connection between coded bits
  - ISI is only local

# LDPC Codes

- Linear block codes
- Completely defined by sparse  $H_{m \times n}$   
c is codeword iff  $Hc = 0$   
Rate =  $1 - \frac{m}{n}$
- Regular and Irregular codes

# Bipartite Graph

- Bipartite graph representation



# Ensemble of LDPC codes

- Degree Polynomials

$\lambda(x) = \sum_{i>1}^{d_v} \lambda_i x^{i-1}$      $\lambda_i$  : number of edges emanating from variable nodes of degree  $i$

$\rho(x) = \sum_{i>1}^{d_c} \rho_i x^{i-1}$      $\rho_i$  : number of edges emanating from check nodes of degree  $i$

$C^n(\lambda, \rho)$     Ensemble of length  $n$  codes with  $(\lambda, \rho)$

# Decoding

- Maximum A Posteriori decoder

$N(v)$  = all  $c$  s.t.  $H(c, v) = 1$  (1's in a column)

$N(c)$  = all  $v$  s.t.  $H(c, v) = 1$  (1's in a row)

$r = c + x$  : received word

$Hr = z = Hx$  : syndrome

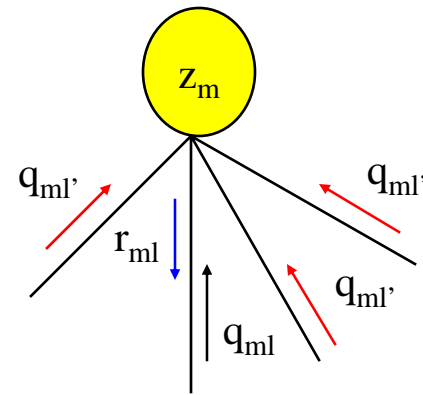
Calculate  $P(x | z) = \frac{P(x)P(z | x)}{P(z)}$



# Message Passing

- Priors from channel output
- Check to variable messages

$$\begin{aligned}
 r_{ml}^x &= P(z_m | x_l = x) \\
 &= \sum_{x_{l'} : l' \in N(m) \setminus l; x_{l'} = x} P(z_m | x_{l'}) P(x_{l'} | x_l = x) \\
 &= \sum_{x_{l'} : l' \in N(m) \setminus l} P(z_m | x_{l'}; x_l = 0) \prod_{l' \in N(m) \setminus l} q_{ml'}^{x_{l'}}
 \end{aligned}$$



# Message Passing contd...

- Variable to check messages

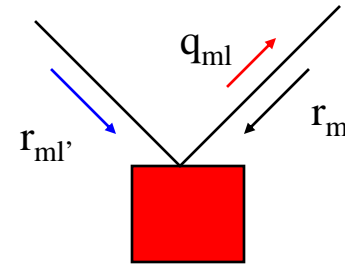
$$q_{ml}^x = P(x_l = x | z_{m'}) = \frac{P(x_l = x)P(z_{m'} | x_l = x)}{P(z_{m'})} \quad m' \in N(l) \setminus m$$

$$q_{ml}^x = \alpha_{ml} p_l^0 \prod_{m'} r_{m'l}$$

- Posterior probabilities

$$q_l^x = \alpha_l p_l^0 \prod_{m \in N(l)} r_{ml}$$

- Complexity proportional to n



# Encoding

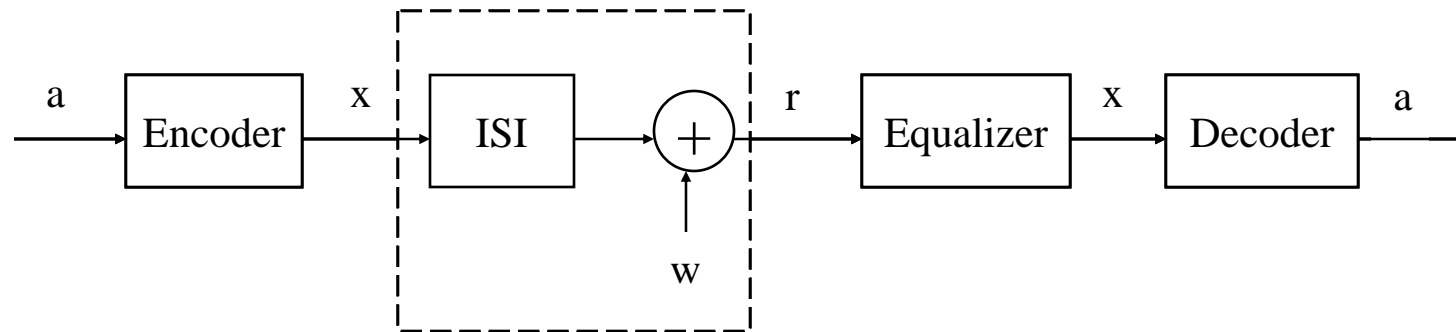
- Encoding is  $O(n^2)$  – drawback
- Richardson and Urbanke, efficient encoder  $O(n)$  for large enough block lengths
- Kavcic, LDPC coset codes

$$Hc = z; z_i \in \{0,1\}$$

# Cycles

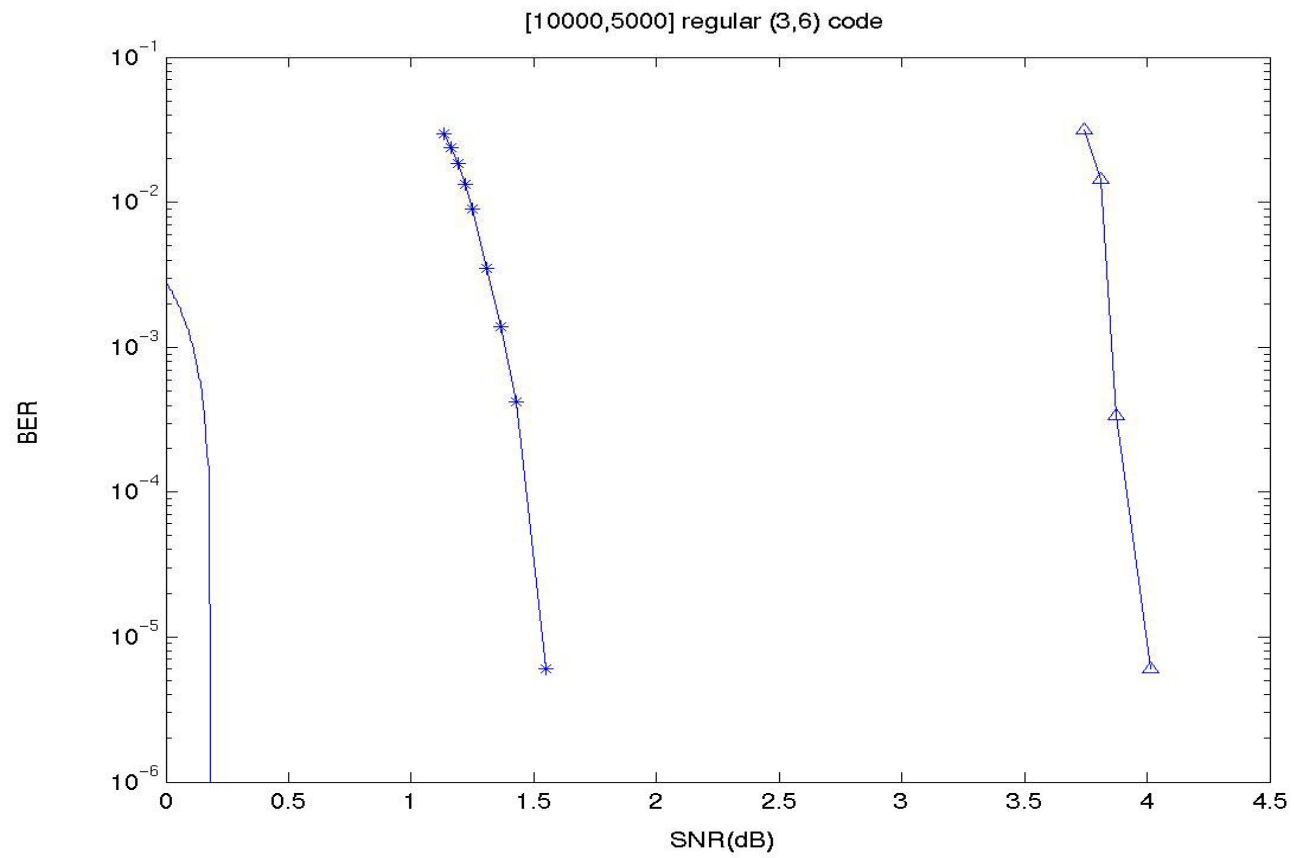
- Decoding algorithm converges to exact APP if done on a tree
- Our graph has cycles
  - Remove short cycles
- Richardson and Urbanke, performance concentrates around cycle free case with high probability as  $n$  gets large

# Approach I

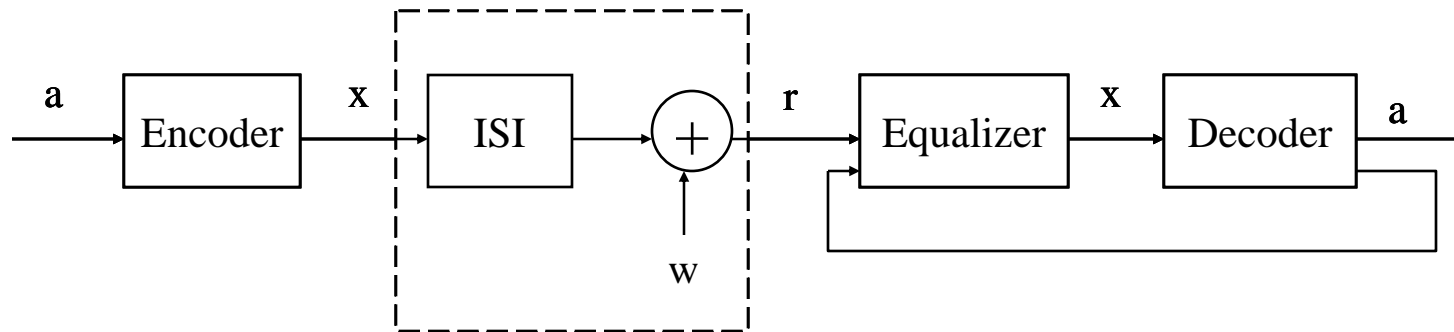


- $\mathbf{r} = \mathbf{h}^{**}\mathbf{x} + \mathbf{w}$   
 $\mathbf{h} = \begin{bmatrix} 1 & 0.5 \\ 0.5 & 0.25 \end{bmatrix}$ ,  $\mathbf{w}$  AWGN
- Assume  $\mathbf{x}$  is Gaussian and apply Wiener filter

# Results I

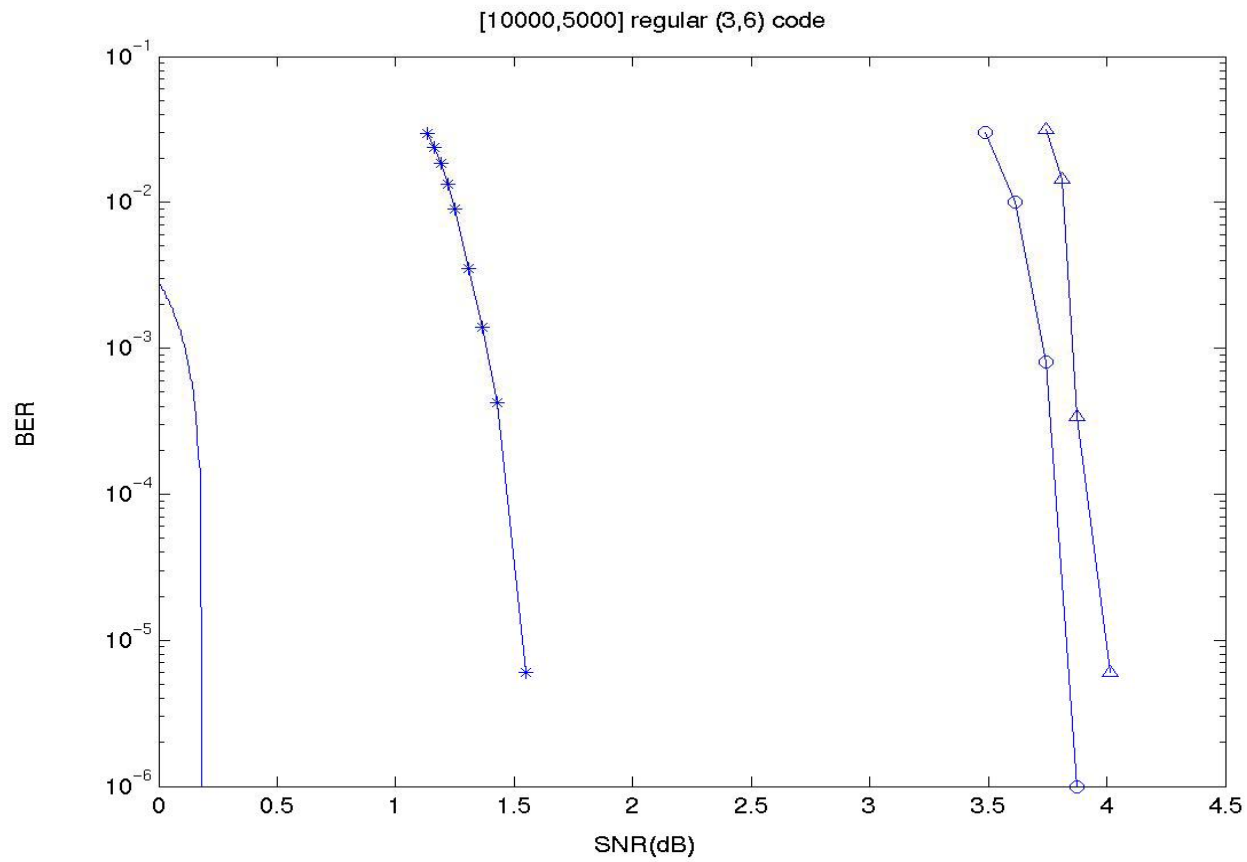


# Approach II



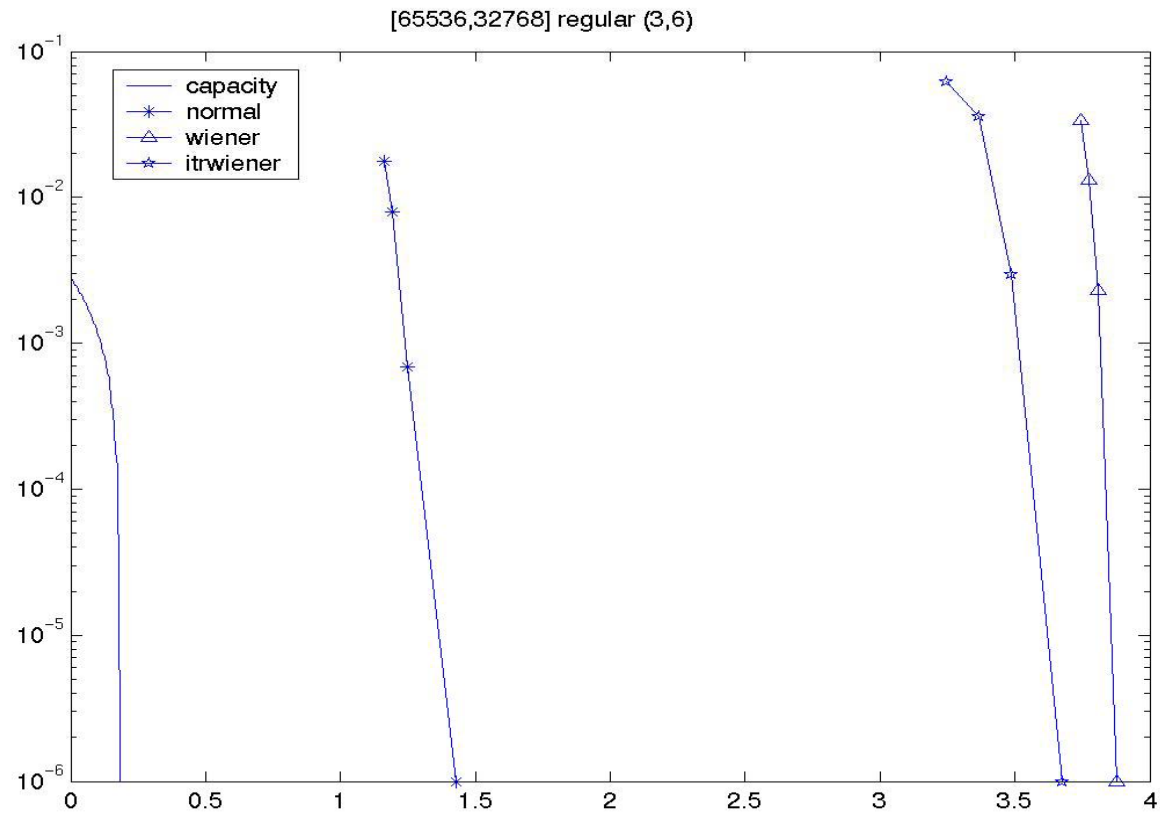
- Iterate between Wiener filter and LDPC if single application fails

# Results II

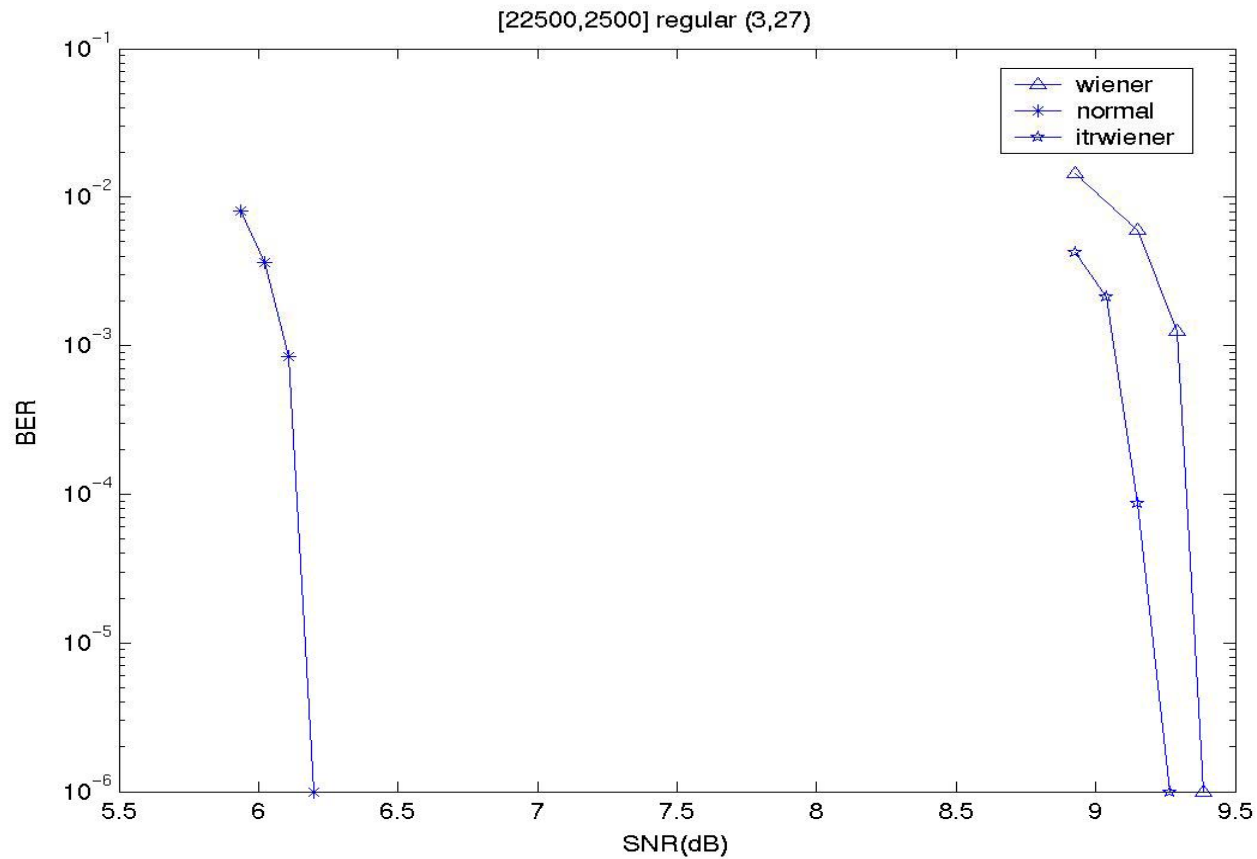




# More Results

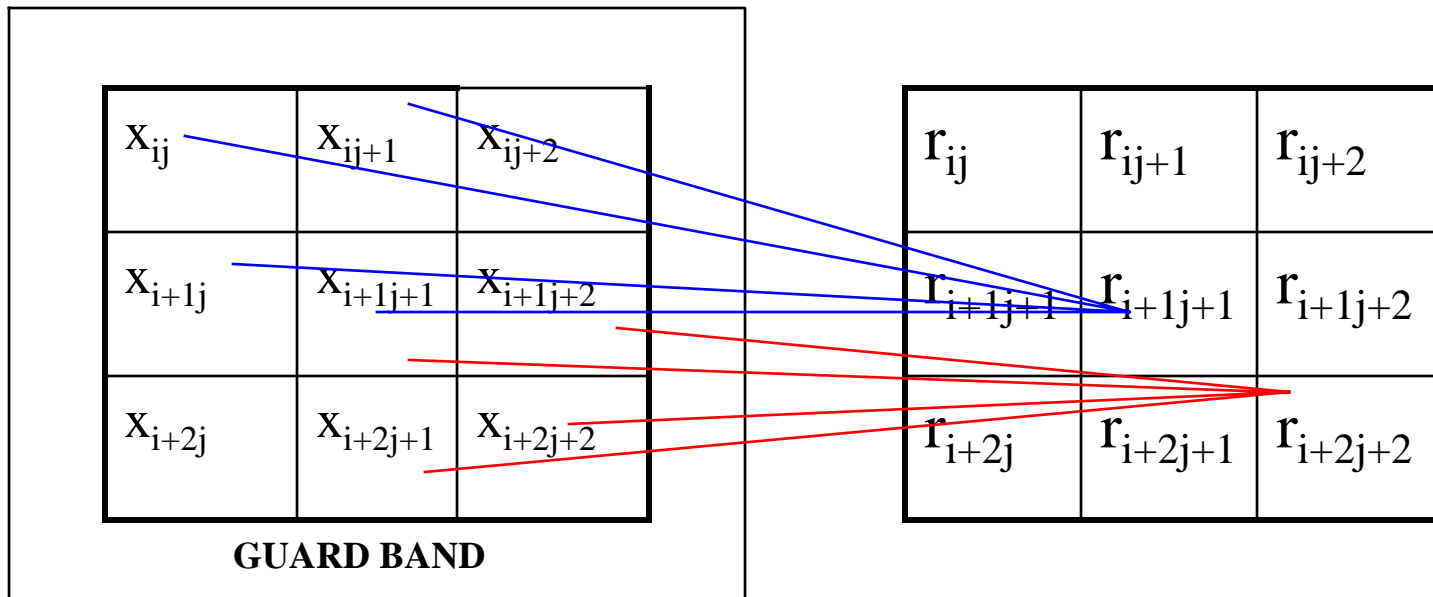


# More Results contd...



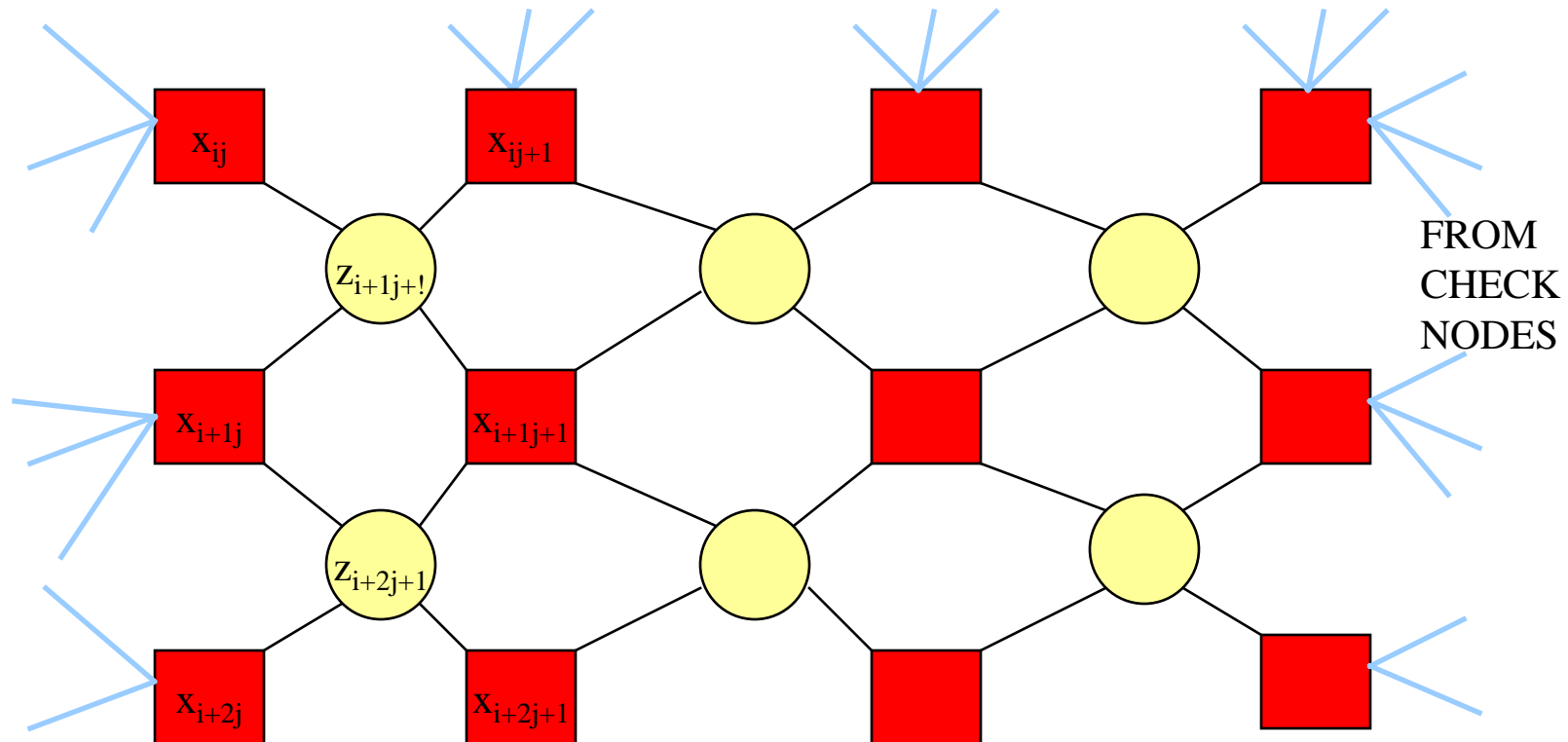
# Approach III

- Full graph decoder

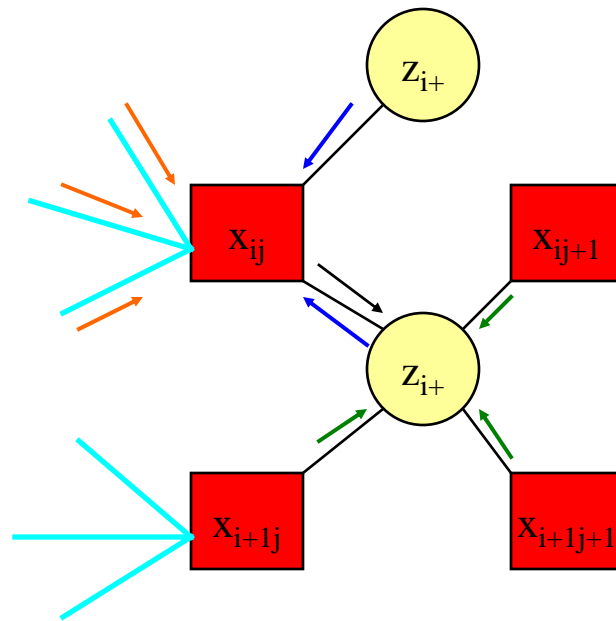


# Full Graph

- $$r_{ij} = h_{22}x_{i-1j-1} + h_{21}x_{i-1j} + h_{12}x_{ij-1} + h_{11}x_{ij} + w_{ij}$$



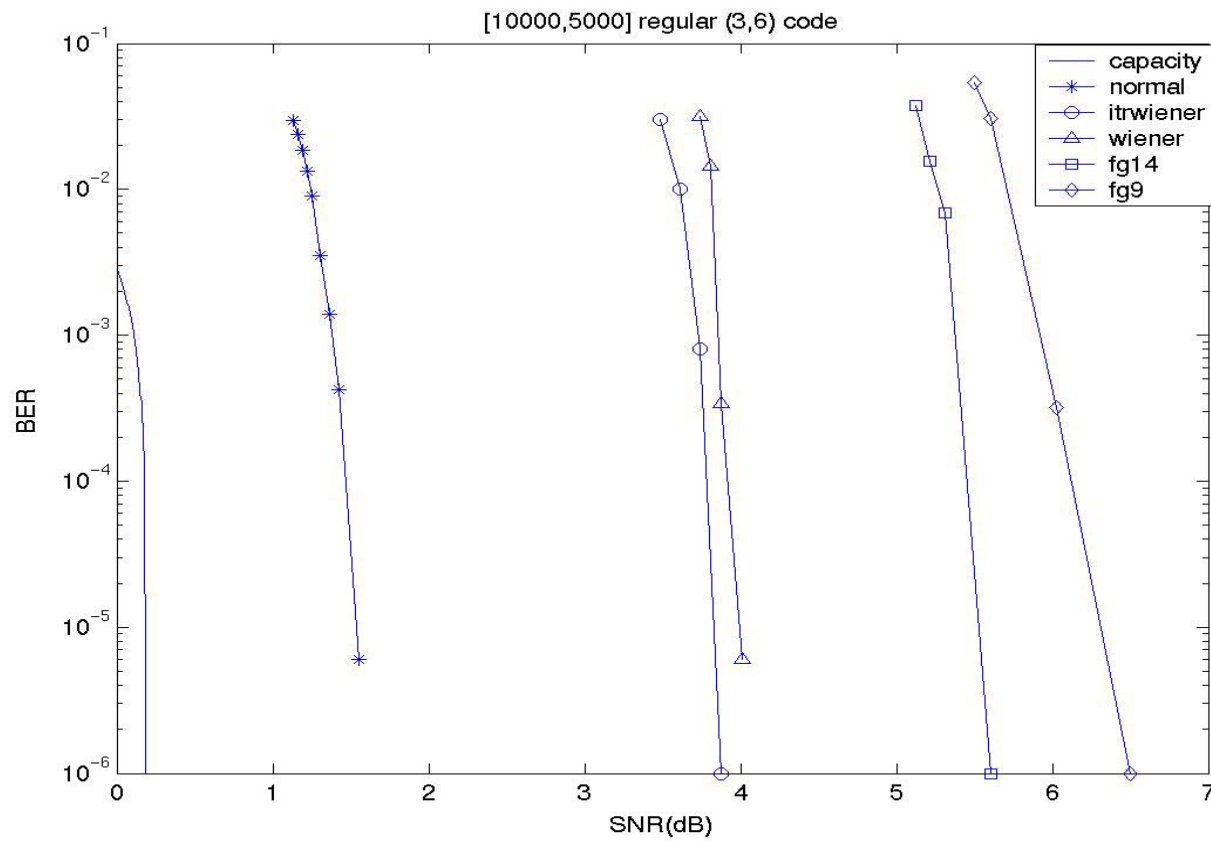
# Full Message Passing



# Full Graph contd...

- If LDPC fails then do full graph for fixed number of iterations.
- Scheduling :  $v \rightarrow c \rightarrow v \rightarrow r \rightarrow v$ .

# Results III



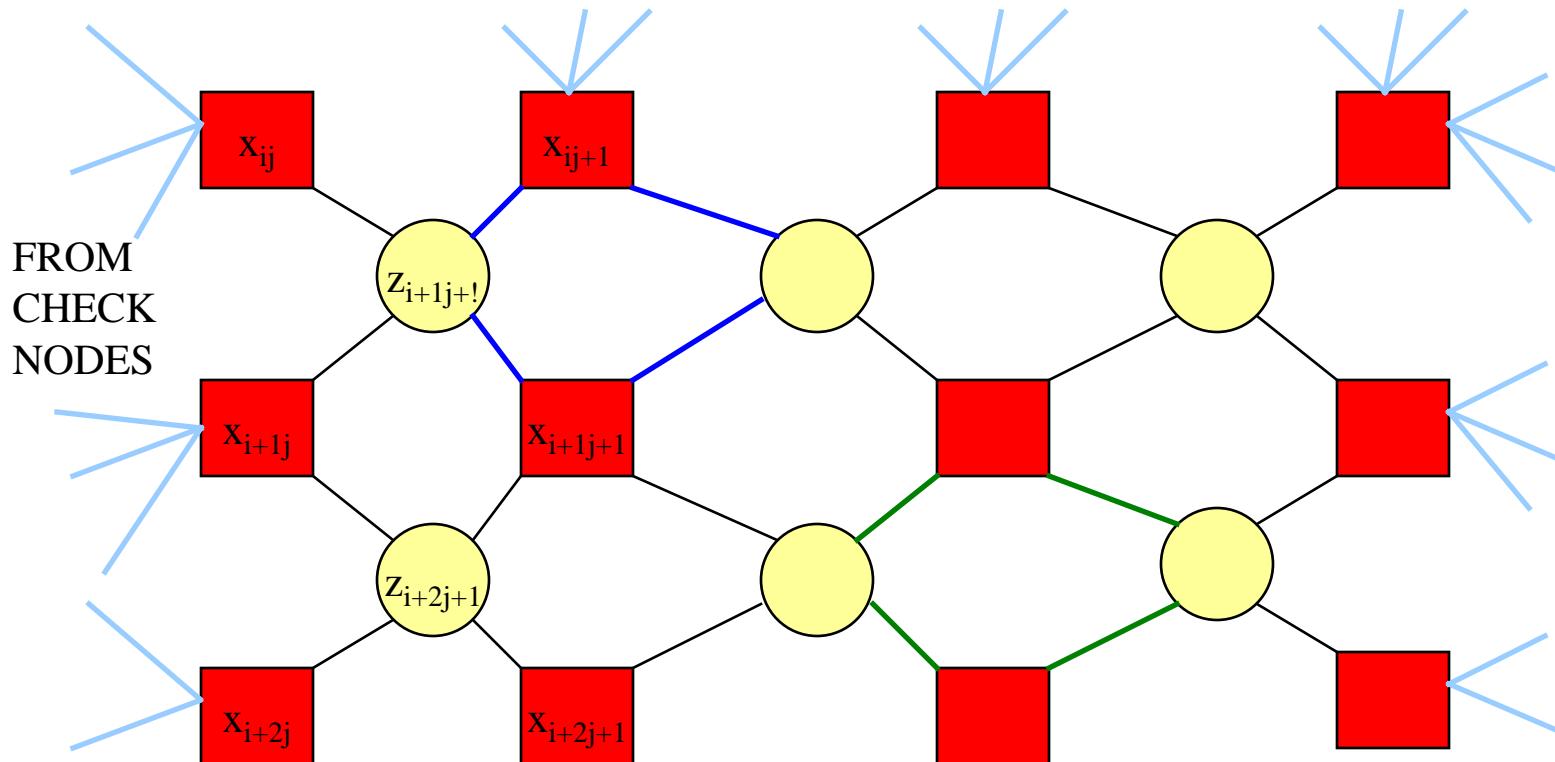
# Comments

- Length 4 cycles present, degrade the performance.
- Use modification to ‘forget’ loops.



# Full Graph

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# Comments

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- Use modification to ‘forget’ loops.

# Future Work

- Irregular LDPC codes
- Capacity for binary input ISI channel
- Construct capacity approaching sequences