

"Turbo Codes for xDSL modems"

Juan Alberto Torres, Ph. D. VOCAL Technologies, Ltd. (http://www.vocal.com) 200 John James Audubon Parkway Buffalo, NY 14228, USA Phone: +1 716 688 4675 Fax: +1 716 639 0713 Email: jatorres@vocal.com



Current FEC in ADSL modems

Reed-Solomon (1)

- Actually G.992.1 & G.992.2 uses mandatory Reed-Solomon for FEC to avoid Impulse Noise.
- Reed-Solomon ensured Error Free operation for any impulse noise < than 2 DMT symbols latency < 10 ms and data rate < 6.4 Mbps with a redundancy around 12 %.
- *R* redundant check bytes c₀, c₁, ..., c_{R-2}, c_{R-1} are be appended to *K* message bytes m₀, m₁, ..., m_{K-2}, m_{K-1} to form a Reed-Solomon codeword of size N = K + R bytes. The check bytes are computed from the message byte using the equation:

$$C(D) = M(D) D^{R} \text{ modulo } G(D)$$

$$M(D) = m_{0} D^{K-1} + m_{1} D^{K-2} + \dots + m_{K-2} D + m_{K-1}$$

$$C(D) = c_{0} D^{R-1} + c_{1} D^{R-2} + \dots + c_{R-2} D + c_{R-1}$$

$$G(D) = \prod_{i=0}^{R-1} (D + \alpha^{i})$$

Current FEC in ADSL modems

Reed-Solomon (2)

Table 7-7/G.992.1 – Minimum FEC coding capabilities for ATU-C

Parameter	Fast buffer	Interleaved buffer						
Parity bytes per R-S codeword	R _F = 0, 2, 4, 6, 8, 10, 12, 14, 16 (Note 1)	R _I = 0, 2, 4, 6, 8, 10, 12, 14, 16 (Notes 1 and 2)						
DMT symbols per R-S codeword	S = 1	S = 1, 2, 4, 8, 16						
Interleave depth	Not applicable	D = 1, 2, 4, 8, 16, 32, 64						
NOTE 1 – R_F can be > 0 only if K_F > 0, and R_I can be > 0 only if K_I > 0. NOTE 2 – R_I shall be an integer multiple of S.								

Table 8-3/G.992.1 – Minimum FEC coding capabilities for ATU-R

Parameter	Fast buffer	Interleaved buffer
Parity bytes per R-S codeword	<i>R</i> _F = 0, 2, 4, 6, 8, 10, 12, 14, 16 (Note 1)	<i>R</i> _I = 0, 2, 4, 6, 8, 10, 12, 14, 16 (Notes 1 and 2)
DMT symbols per R-S codeword	S = 1	S = 1, 2, 4, 8, 16
Interleave depth	Not applicable	D = 1, 2, 4, 8
NOTE $1 - R_F$ can be > 0 only if K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE $2 - R_I$ shall be an integer multiple of K_F > NOTE K_F > N	• 0 and $R_{\rm I}$ can be > 0 only if $K_{\rm I}$ > tiple of S.	0.



- It has been agreed that the committee "shall develop a proposal for improved coding gain".
- It is agreed that proposals for coding techniques shall present:
 - Net coding Gain and Latency for 10^{-3} , 10^{-7} and 10^{-9} .
 - Results with and without R-S as outer encoder.
 - Results for spectral efficiencies of 4 bit/s/Hz and 12 bit/s/Hz.
 - Complexity (also relative to G.992.1).
 - Impulse and AWGN noise results and error statistics.
 - Impulse noise defined as 2 DMT symbols with 5, 10 and 15 dB more noise than the Reference Level (RL).
 - Reference level is level for 10⁻⁷ uncoded.
 - Code rate and BER.
 - Estimation of the expected Turbo Code error floor.



Turbo Codes (1)

- Turbo codes present a new and very powerful error control technique, which allows communication very close to the channel capacity. Turbo codes have outperformed all previously known coding schemes regardless of the targeted channel.
- Turbo codes were first presented in the ICC 93 by C. Berrou, A. Glavieux and P. Thitimajshima.
- Turbo codes had been proposed for ADSL modems since August 1998 by VOCAL Technologies Ltd (Q4/SG15 AB-093).
- Turbo codes use at least two Parallel Concatenated Convolutional Codes that use systematic recursive codes (SRC) and iterative decoding techniques with soft-in-soft-out (SISO) decoders.
- These codes provide from the same information bit d_i, two parity bits p_i and q_i.



Turbo Codes (2)

- Between the two SRC, there is an interleaver that change the order of the information bits before they enter the second SRC.
- The design of the interleaver is very important.
- It is possible to puncture (select alternately) the parity bits to reduce the redundancy with a small degradation in the performance.



Turbo Codes (3)

- Standards based in turbo codes have already been defined or are currently under investigation. Here are some examples:
 - Inmarsat's new multimedia service is based on turbo codes and 16QAM that allows the user to communicate with existing Inmarsat 3 spot beam satellites from a notebook-sized terminal at 64 kbit/s.
 - The Third Generation Partnership Project (3GPP) proposal for IMT-2000 includes turbo codes in the multiplexing and channel coding specification.
 - NASA's next-generation deep-space transponder will support turbo codes and implementation of turbo decoders in the Deep Space Network is planned by 2003.
 - The new standard of the Consultative Committee for Space Data Systems (CCSDS) is based on turbo codes. The new standard outperforms by 1.5 to 2.8 dB the old CCSDS standard based on concatenated convolutional code and Reed-Solomon code.
 - The new European Digital Video Broadcasting (DVB) standard has also adopted turbo codes for the return channel over satellite applications.





Turbo Codes (5)

- Turbo code proposed by VOCAL Technologies Ltd. (BA-020 and HC-073)
- Use of square constellations that allow for use of very efficient blind equalization techniques, effectively maintaining I and Q independent.
- Gray mapping with the information bits are more protected than parity bits. This is specially effective for impulse noise, because the parity does not provide information if an impulse noise is present.
- The Soft-Output Turbo decoder can provide information to the Reed-Solomon outer decoder to increase its performance by 2. This means that with the Soft-Output turbo decoder R-S can correct up to R symbols.



Turbo Codes (6)

• Coding and modulation for 4 Bit/s/Hz spectral efficiency.

Puncturing and Mapping for Rate 4/6 64 QAM

Information bit (d)	d ₁	d ₂	d ₃	d_4			
parity bit (p)	p_1	-	-	-			
parity bit (q)	-	-	q_3	-			
8AM symbol (I)		(d ₁ , d	₂ , p ₁)				
8AM symbol (Q)	(d_3, d_4, q_3)						
64 QAM symbol (I, Q)	(I,	$,Q)=(d_1,d_2)$	$, p_1, d_3, d_4,$	q ₃)			

Turbo Codes (7)

• Coding and modulation for 4 Bit/s/Hz spectral efficiency.

$$E_{av} = (1+9+25+49) A^{2}/4=21 A^{2}$$
$$\sigma_{N}^{2} = E_{av} \left(\frac{2\eta E_{b}}{N_{0}}\right)^{-1} = 21 A^{2} \left(\frac{2 x 2 x E_{b}}{N_{0}}\right)^{-1} = 5.25 A^{2} \left(\frac{E_{b}}{N_{0}}\right)^{-1}$$

• Bit Probabilities: The 8 AM symbol is defined as $u^k = (u_1^k, u_2^k, u_3^k)$, where u_1^k is the most significant bit and u_3^k is the least significant bit. The following set can be defined.

$$bit-1-is-1 = \{ A_4, A_5, A_6, A_7 \}$$

$$bit-2-is-1 = \{ A_0, A_1, A_6, A_7 \}$$

$$bit-3-is-1 = \{ A_1, A_2, A_5, A_6 \}$$

$$LLR(u_n^k) = \log \left(\frac{\sum_{A_i \in b \ i \ t - n - i \ s - l} \exp\left(-\frac{l}{2\sigma_N^2} \| R^k - A_i \| \right)}{\sum_{A_j \in b \ i \ t - n - i \ s - 0} \exp\left(-\frac{l}{2\sigma_N^2} \| R^k - A_j \| \right)} \right)$$

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Turbo Codes (11)

• Coding and modulation for 12 Bit/s/Hz spectral efficiency.

$$E_{av} = 5,461 A^{2}$$

$$\sigma_{N}^{2} = E_{av} \left(\frac{2\eta E_{b}}{N_{0}}\right)^{-1} = 5,461 A^{2} \left(\frac{2 x 6 x E_{b}}{N_{0}}\right)^{-1} = 455.08 A^{2} \left(\frac{E_{b}}{N_{0}}\right)^{-1}$$

• Bit Probabilities: The 128 AM symbol is defined as $u^{k} = (u_{1}^{k}, u_{2}^{k}, u_{3}^{k}, u_{4}^{k}, u_{5}^{k}, u_{6}^{k}, u_{7}^{k}, u_{8}^{k}, u_{9}^{k}, u_{10}^{k}, u_{11}^{k}, u_{12}^{k}, u_{13}^{k}, u_{14}^{k})$ where u_{1}^{k} is the most significant bit and u_{14}^{k} is the least significant bit.





Turbo Codes (12)

BER for Rate 12/14 16384QAM N=31200 bits AWGN Channel

• For an interleaver size of 31,200 information bits using the interleaver defined in the 3GPP (3G TS 25.212 v3.2.0) recommendation.



Turbo Codes (13)

• Simulation Results: Net Coding Gain without Reed-Solomon

			# of DMT	Latency	_	_	
Bit/Tone	Tones	Interleaver	symbols	(Tx+Rx)	10^{-3}	10 - 7	10^{-9}
		Size		ms			extrap.
				<			
		5,200	13	10.0	4.60	7.42	7.94
	100	800	2	1.5	3.70	4.92	4.84
		400	1	0.7	3.30	3.62	3.84
4		10,400	13	10.0	4.60	7.52	8.14
	200	1,600	2	1.5	4.10	6.42	6.64
		800	1	0.7	3.70	4.92	4.84
		15,600	13	10.0	4.10	5.91	6.03
	100	2,400	2	1.5	3.60	5.51	5.63
		1,200	1	0.7	3.00	3.91	4.03
12		31,200	13	10.0	4.10	6.81	7.53
	200	4,800	2	1.5	3.60	5.91	6.43
		2,400	1	0.7	3.60	5.51	5.63
					ſ		

Turbo Codes (14)

• Errors due to impulse noise without Reed-Solomon: The impulse noise is defined as 2 consecutive DMT symbols with an increase AWGN respect to the reference noise level of a carrier-to-noise ratio of the uncoded system.

Bits/	#	Interleaver	RL +	RL +	RL +	RL +	RL +	RL +	RL +	RL +
Tone	Tones	Size	2.5 dB	5 dB	7.5 dB	10 dB	12.5 dB	15 dB	17.5 dB	20 dB
		5,200	0	0	0	0	0	0	0	4
	100	800	0	0	39	65	104	140	188	243
4		400	0	0	10	50	89	127	161	214
		10,400	0	0	0	0	0	0	0	7
	200	1,600	0	0	0	127	189	267	363	448
		800	0	0	40	116	187	252	346	440
	100	15,600	0	0	0	0	10	58	130	207
		2,400	0	0	40	78	121	171	216	295
12		1,200	0	0	43	98	129	188	255	329
		31,200	0	0	0	0	90	175	313	482
	200	4,800	0	0	75	177	254	341	462	608
		2,400	0	0	80	166	244	345	457	598
VQCAL										

Turbo Codes (15)

• It is interesting that for the large turbo decoders the impulse errors still tends to stay within the 2 DMT symbols. This implies a moderately large turbo coder of 5 ms follow by a convolutional interleaver/Reed-Solomon of 10 ms should create both robust performance and good impulse resistance.



Turbo Codes (16)

• Simulation Results: Coding Gain with Reed-Solomon

	T	T / 1	# of DMT	Latency	10 - 3	10 - 7	10 -9
Bit/Tone	Tones	Interleaver	symbols	(Tx+Rx)	10 5	10 '	10
		Size		ms			extrap.
				<			
		5,200	13	10.0	5.00	8.62	9.64
	100	800	2	1.5	3.50	7.12	8.44
		400	1	0.7	3.50	6.42	7.44
4	200	10,400	13	10.0	5.30	8.82	9.84
		1,600	2	1.5	4.60	7.72	8.74
		800	1	0.7	3.50	7.12	8.44
		15,600	13	10.0	4.40	7.71	8.53
	100	2,400	2	1.5	4.60	7.41	8.33
		1,200	1	0.7	4.10	6.81	7.63
12		31,200	13	10.0	4.40	7.71	8.53
	200	4,800	2	1.5	4.40	7.21	8.13
		2,400	1	0.7	4.60	7.41	8.33
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Turbo Codes (17)

• Simulation Results: NET Coding Gain with Reed-Solomon

Bit/Tone	Tones	Interleaver Size	# of DMT symbols	Latency (Tx+Rx) ms	10 ⁻³	10 - 7	10^{-9} extrap.
				<			r .
		5,200	13	10.0	3.42	7.04	8.06
	100	800	2	1.5	1.78	5.40	6.72
		400	1	0.7	1.94	4.86	5.88
4		10,400	13	10.0	3.72	7.24	8.26
	200	1,600	2	1.5	2.88	6.00	7.02
		800	1	0.7	1.94	5.56	6.88
		15,600	13	10.0	0.20	3.51	4.33
	100	2,400	2	1.5	0.02	2.83	3.75
		1,200	1	0.7	-0.24	2.47	3.29
12		31,200	13	10.0	1.06	4.37	5.19
	200	4,800	2	1.5	0.76	3.57	4.49
		2,400	1	0.7	0.26	3.07	3.99



Turbo Codes (18)

• Errors due to Impulse noise with Reed-Solomon.

Bits/	#	Interleaver	RL +	RL +	RL +	RL +	RL +	RL +	RL +	RL +
Tone	Tones	Size	2.5 dB	5 dB	7.5 dB	10 dB	12.5 dB	15 dB	17.5 dB	20 dB
		5,200	0	0	0	0	0	0	0	0
	100	800	0	0	0	0	0	0	0	0
4		400	0	0	0	0	0	0	0	0
		10,400	0	0	0	0	0	0	0	0
	200	1,600	0	0	0	0	0	0	0	0
		800	0	0	0	0	0	0	0	0
		*15,600	0	0	0	0	10	58	130	207
	100	2,400	0	0	0	0	0	0	0	0
12		1,200	0	0	0	0	0	0	0	0
		*31, 200	0	0	0	0	90	175	313	482
	200	4,800	0	0	0	0	0	10	11	65
		2,400	0	0	0	0	9	10	24	115

* It is possible to correct all the errors with an additional 5 ms of latency.



Turbo Codes (19)

• Complexity of the receiver and transmitter per tone for a log-MAP decoder

Bit/ Tone	# Tones	Interleaver Size	Estimates	Multiplies	Add/sub	RAM	Lookups	# Compa.	Precision Fixed-Point
4		5,200	6	6	7208	374,400	1536	2500	16 bits
4	100	800	6	6	7208	57,600	1536	2500	16 bits
		400	6	6	7208	28,800	1536	2500	16 bits
		10,400	6	6	7208	748,800	1536	2500	16 bits
	200	1,600	6	6	7208	115,200	1536	2500	16 bits
		800	6	6	7208	57,600	1536	2500	16 bits
		15,600	14	14	21624	1,123,200	4608	7500	16 bits
	100	2,400	14	14	21624	172,800	4608	7500	16 bits
12		1,200	14	14	21624	86,400	4608	7500	16 bits
		31,200	14	14	21624	2,246,400	4608	7500	16 bits
	200	4,800	14	14	21624	345,600	4608	7500	16 bits
		2,400	14	14	21624	172,800	4608	7500	16 bits

Turbo Codes (20)

• Complexity of the receiver and transmitter per tone for a MAX-log-MAP decoder

Bit/	#	Interleaver						#	Precision
Tone	Tones	Size	Estimates	Multiplies	Add/sub	RAM	Lookups	Compa.	Fixed-Point
				_			_	_	
4		5,200	6	6	2088	374,400	0	1604	16 bits
4	100	800	6	6	2088	57,600	0	1604	16 bits
		400	6	6	2088	28,800	0	1604	16 bits
		10,400	6	6	2088	748,800	0	1604	16 bits
	200	1,600	6	6	2088	115,200	0	1604	16 bits
		800	6	6	2088	57,600	0	1604	16 bits
		15,600	14	14	6264	1,123,200	0	4812	16 bits
	100	2,400	14	14	6264	172,800	0	4812	16 bits
12		1,200	14	14	6264	86,400	0	4812	16 bits
		31,200	14	14	6264	2,246,400	0	4812	16 bits
	200	4,800	14	14	6264	345,600	0	4812	16 bits
		2,400	14	14	6264	172,800	0	4812	16 bits

<u>Summary</u>

- The Turbo Code proposed is very robust again impulse noise, with up to 17.5 dB of margin for the case a spectral efficiency of 4 bits per tone and 10 dB for the case of a spectral efficiency of 12 bits per tone.
- The net coding gain is around 7.5 dB (3 dB more than with TCM), this allows, approximately, one more bit per tone. With 256 tones, this means 1.2 Mbps greater data rate than with TCM.
- Square constellations allows the use of very efficient blind equalization techniques, effectively maintaining I and Q independent.
- Gray mapping with the information bits are more protected than parity bits. Specially effective for impulse noise, because the parity does not provide information if an impulse noise is present.
- The Soft-Output Turbo decoder can provide information to the Reed-Solomon outer decoder to increase its performance by 2. This means that with the Soft-Output Turbo decoder, Reed-Solomon can correct up to R symbols.
- Fits the structure of the DMT symbols.

