MATLAB Examples: Linear Block Codes

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1 The Galois Field $\mathbb{F}_p$ for Prime p

Currently this document just gives snippets of example code which should help you get started. If you need help, keep the "help" and "lookfor" commands in mind.

1.1 A Few Commands

```
>> help eye
 EYE Identity matrix.
    EYE(N) is the N-by-N identity matrix.

    EYE(M,N) or EYE([M,N]) is an M-by-N matrix with 1's on
    the diagonal and zeros elsewhere.

    EYE(SIZE(A)) is the same size as A.

    EYE with no arguments is the scalar 1.

    EYE(M,N,CLASSNAME) or EYE([M,N],CLASSNAME) is an M-by-N matrix with 1's
    of class CLASSNAME on the diagonal and zeros elsewhere.

    Example:
       x = eye(2,3,'int8');

    See also SPEYE, ONES, ZEROS, RAND, RANDN.

>> help mod
 MOD    Modulus after division.
    MOD(x,y) is x - n.*y where n = floor(x./y) if y ~= 0.  If y is not an
    integer and the quotient x./y is within roundoff error of an integer,
    then n is that integer.  The inputs x and y must be real arrays of the
    same size, or real scalars.

    The statement "x and y are congruent mod m" means mod(x,m) == mod(y,m).

    By convention:
       MOD(x,0) is x.
       MOD(x,x) is 0.
       MOD(x,y), for x~=y and y~=0, has the same sign as y.

    Note: REM(x,y), for x~=y and y~=0, has the same sign as x.
    MOD(x,y) and REM(x,y) are equal if x and y have the same sign, but
    differ by y if x and y have different signs.

    See also REM.
```

```
    Overloaded functions or methods (ones with the same name in other directories)
       help sym/mod.m

>> help de2bi
 DE2BI Convert decimal numbers to binary numbers.
    B = DE2BI(D) converts a nonnegative integer decimal vector D to a binary
    matrix B. Each row of the binary matrix B corresponds to one element of D.
    The default orientation of the of the binary output is Right-MSB; the first
    element in B represents the lowest bit.

    In addition to the vector input, three optional parameters can be given:

    B = DE2BI(...,N) uses N to define how many digits (columns) are output.

    B = DE2BI(...,N,P) uses P to define which base to convert the decimal
    elements to.

    B = DE2BI(...,FLAG) uses FLAG to determine the output orientation.  FLAG
    has two possible values, 'right-msb' and 'left-msb'.  Giving a 'right-msb'
    FLAG does not change the function's default behavior.  Giving a 'left-msb'
    FLAG flips the output orientation to display the MSB to the left.

    Examples:
     D = [12; 5];

     B = de2bi(D)                  B = de2bi(D,5)
    B =                           B =
         0     0     1     1           0     0     1     1     0
         1     0     1     0           1     0     1     0     0

     T = de2bi(D,[],3)             B = de2bi(D,5,'left-msb')
    T =                           B =
         0     1     1                 0     1     1     0     0
         2     1     0                 0     0     1     0     1

    See also BI2DE.

>> help dec2base
 DEC2BASE Convert decimal integer to base B string.
    DEC2BASE(D,B) returns the representation of D as a string in
    base B.  D must be a non-negative integer array smaller than 2^52
    and B must be an integer between 2 and 36.

    DEC2BASE(D,B,N) produces a representation with at least N digits.

    Examples
        dec2base(23,3) returns '212'
        dec2base(23,3,5) returns '00212'

    See also BASE2DEC, DEC2HEX, DEC2BIN.

>> help nchoosek
 NCHOOSEK Binomial coefficient or all combinations.
    NCHOOSEK(N,K) where N and K are non-negative integers returns N!/K!(N-K)!.
    This is the number of combinations of N things taken K at a time.
    When a coefficient is greater than 10^15, a warning will be produced
    indicating possible inexact results. In such cases, the result is good
```

```
    to 15 digits.

    NCHOOSEK(V,K) where V is a vector of length N, produces a matrix
    with N!/K!(N-K)! rows and K columns. Each row of the result has K of
    the elements in the vector V. This syntax is only practical for
    situations where N is less than about 15.

    Class support for inputs N,K,V:
       float: double, single

    See also PERMS.
```

1.2 Now For Some Coding

```
>> n = 6;
>> k = 3;
>> p = 2;
>> In = eye(n);
>> Ik = eye(k);
>> Ink = eye(n-k);

>> P = [1 1 0;0 1 1;1 0 1]

P =

     1     1     0
     0     1     1
     1     0     1

>> G = [Ik P];
>> H = mod([-P' Ink],p)

H =

     1     0     1     1     0     0
     1     1     0     0     1     0
     0     1     1     0     0     1

>> mod(G*H',p)   % Test G and H construction

ans =

     0     0     0
     0     0     0
     0     0     0
```

1.3 Encoding and Listing Codewords

We note that "`u = dec2base(0:(p^k - 1),p,k)-'0'`" can be used instead of "`de2bi`" for $p > 2$.

```
>> u = de2bi(0:(2^k - 1),k)  % List all binary input vectors


u =

     0     0     0
     1     0     0
```

```
     0     1     0
     1     1     0
     0     0     1
     1     0     1
     0     1     1
     1     1     1

>> C = mod(u*G,p)   % List all codewords

C =

     0     0     0     0     0     0
     1     0     0     1     1     0
     0     1     0     0     1     1
     1     1     0     1     0     1
     0     0     1     1     0     1
     1     0     1     0     1     1
     0     1     1     1     1     0
     1     1     1     0     0     0
```

1.4 Syndromes

```
>> N2 = nchoosek(1:n,2)

ans =

     1     2
     1     3
     1     4
     1     5
     1     6
     2     3
     2     4
     2     5
     2     6
     3     4
     3     5
     3     6
     4     5
     4     6
     5     6

>> E2 = zeros(length(N2),n);
>> for i=1:length(N2); E2(i,N2(i,:)) = 1; end  % All weight 2 error patterns
>> E2

E2 =

     1     1     0     0     0     0
     1     0     1     0     0     0
     1     0     0     1     0     0
     1     0     0     0     1     0
     1     0     0     0     0     1
     0     1     1     0     0     0
     0     1     0     1     0     0
```

```
     0     1     0     0     1     0
     0     1     0     0     0     1
     0     0     1     1     0     0
     0     0     1     0     1     0
     0     0     1     0     0     1
     0     0     0     1     1     0
     0     0     0     1     0     1
     0     0     0     0     1     1

>> S2 = mod(E2*H',2)  % List syndromes of weight 2 patterns

S2 =

     1     0     1
     0     1     1
     0     1     0
     1     0     0
     1     1     1
     1     1     0
     1     1     1
     0     0     1
     0     1     0
     0     0     1
     1     1     1
     1     0     0
     1     1     0
     1     0     1
     0     1     1

>> S2int = bi2de(S2);  % Assign each syndrome to an integer between 0 and 2^(n-k) - 1
```

1.5 Simulation

```
>> M = 5;  % Handle M transmissions at once
>> msg = floor(rand(M,1)*2^k)   % Generate uniform random message numbers

msg =

     4
     6
     7
     5
     1

>> u = de2bi(msg,k)   % Map message number to bit vector

u =

     0     0     1
     0     1     1
     1     1     1
     1     0     1
     1     0     0

>> c = mod(u*G,p);     % Encode each message
>> noise = rand(M,n)<0.1   % Generate BSC noise with error prob. 0.1
```

```
noise =

     0     0     0     0     1     0
     0     1     0     0     0     0
     0     0     0     0     0     0
     0     0     0     0     1     0
     1     0     1     0     0     0

>> recv = mod(c+noise,p);
```

1.6 Matrix Tricks

The following tricks MATLAB into performing matrix inverses over prime fields. It uses the fact that $\det(A)A^{-1}$ is an integer matrix if A is an integer matrix and it uses the fact that $a^{p-2} = a^{-1}$ for all $a \in GF(p)$. Due to the finite precision of IEEE doubles, the first trick may fail if any element of $\det(A)A^{-1}$ is greater than 10^{16}. Likewise, the second may fail if $(p-1)^{p-2} > 10^{16}$.

```
>> A = floor(2*rand(5,5))  % Generate random 5 by 5 binary matrix

A =

     1     0     1     0     1
     0     0     1     0     1
     0     1     0     0     1
     0     0     0     1     0
     0     0     0     1     1

>> det(A)

ans =

    -1

>> invA = mod(inv(A)*det(A),2)  % Modulo 2 inverse trick (det(A) must be odd)

invA =

     1     1     0     0     0
     0     0     1     1     1
     0     1     0     1     1
     0     0     0     1     0
     0     0     0     1     1

>> mod(invA*A,2)  % Verify that it works

ans =

     1     0     0     0     0
     0     1     0     0     0
     0     0     1     0     0
     0     0     0     1     0
     0     0     0     0     1

>> A = floor(7*rand(5,5))  % Generate random 5 by 5 matrix over GF(7)

A =
```

```
     5     6     1     2     6
     1     6     0     1     4
     6     2     3     6     1
     0     3     5     4     4
     3     3     2     1     4

>> det(A)/7   % Check determinant not divisible by 7

ans =

   66.4286

>> invA = round(mod(mod(round(inv(A)*det(A)),7)*mod(det(A),7)^5,7))

invA =

     6     0     4     3     1
     5     6     0     5     6
     5     5     3     1     5
     1     2     1     0     5
     3     3     4     4     0

>> mod(invA*A,7)  % Test inverse

ans =

     1     0     0     0     0
     0     1     0     0     0
     0     0     1     0     0
     0     0     0     1     0
     0     0     0     0     1
```

2 Extension Fields $\mathbb{F}_{2^m}$

2.1 A Few Commands

Matlab has built in routines that work for extension fields of characteristic 2. These commands can be listed by typing "help gfhelp".

```
 GF  Create a Galois field array.
    X_GF = GF(X,M) creates a Galois field array from X
    in the field GF(2^M), for 1<=M<=16. The elements of X must be
    integers between 0 and 2^M-1. X_GF behaves like
    a MATLAB array, and you can use standard indexing and
    arithmetic operations (+, *, .*, .^, \, etc.) on it.
    For a complete list of operations you can perform on
    X_GF, type "GFHELP".

    X_GF = GF(X,M,PRIM_POLY) creates a Galois field array from X
    and uses the primitive polynomial PRIM_POLY to define
    the field. PRIM_POLY must be a primitive polynomial in
    decimal representation. For example, the polynomial D^3+D^2+1
    is represented by the number 13, because 1 1 0 1 is the binary
    form of 13.

    X_GF = GF(X) uses a default value of M = 1.
```

```
    Example:
      A = gf(randint(4,4,8,873),3);  % 4x4 matrix in GF(2^3)
      B = gf(1:4,3)';                % A 4x1 vector
      C = A*B

      C = GF(2^3) array. Primitive polynomial = 1+D+D^3 (11 decimal)

       Array elements =

         3
         3
         6
         7

    See also GFHELP, GFTABLE.
```

2.2 Standard Codes

```
>> n = 5;
>> k = 3;
>> m = 2;
>> In = gf(eye(n),m);
>> Ik = gf(eye(k),m);
>> Ink = gf(eye(n-k),m);

>> P = gf([1 1;1 2;1 3],m)  % (5,3) Hamming code over GF(4)


P = GF(2^2) array. Primitive polynomial = D^2+D+1 (7 decimal)

Array elements =

      1      1
      1      2
      1      3

>> G = [Ik P];
>> H = [P' Ink];

H = GF(2^2) array. Primitive polynomial = D^2+D+1 (7 decimal)

Array elements =

      1      1      1      1      0
      1      2      3      0      1

>> G*H'   % Test G and H construction

ans = GF(2^2) array. Primitive polynomial = D^2+D+1 (7 decimal)

Array elements =

      0      0
      0      0
      0      0
```

2.3 Reed-Solomon Codes via FFTs

```
% Reed-Solomon code over GF(256)
m = 8;
q = 2^m;
n = q-1;
r = 6;
k = n-r;

% Encode message using FFT
u = gf([floor(rand(1,k)*q) zeros(1,n-k)],m);
x = fft(u);

% Construct random error pattern of weight "ne"
ne = 4;
e = gf(zeros(1,n),m);
loc = randperm(n);
mag = gf(floor(rand(1,ne)*(q-1))+1,m);
e(loc(1:ne)) = mag;

% Add errors and compute syndrome via IFFT
y = x+e;
syn = ifft(y);
syn = syn((k+1):n);
```