

# Computer-based Design of Space-Time Codes

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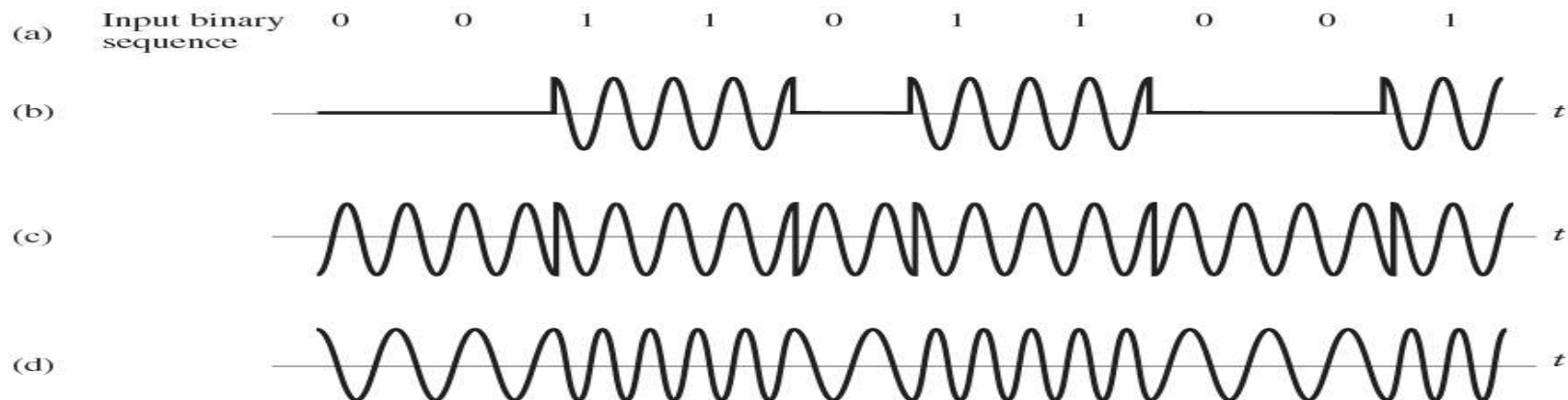
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# Outline

1. Introduction
2. MIMO (Multiple Input Multiple Output) systems
3. Design of space-time trellis codes
4. Super-orthogonal space-time trellis codes
5. Conclusion

# 1. Introduction

- **Modulation:** conversion or mapping of a discrete-time sequence of symbols into continuous-time signals suitable for transmission by physical channel.
- Involves varying some characteristics of a carrier (sinusoidal wave) in accordance with a message.



**FIGURE 7.1** The three basic forms of signaling binary information. (a) Binary data stream. (b) Amplitude-shift keying. (c) Phase-shift keying. (d) Frequency-shift keying with continuous phase.

# Modulation (cont'd)

- BPSK: Binary Phase-Shift Keying

$$s_i(t) = \begin{cases} \cos(2\pi f_c t), & \text{for symbol '0'} \\ \cos(2\pi f_c t + \pi) = -\cos(2\pi f_c t), & \text{for symbol '1'} \end{cases}$$

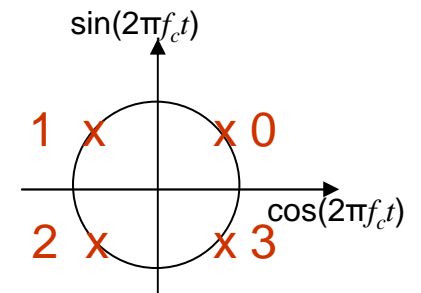
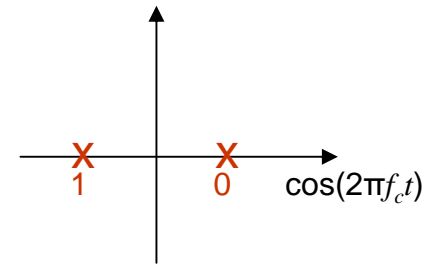
where  $0 \leq t \leq T$

- QPSK: Quadrature Phase-Shift Keying

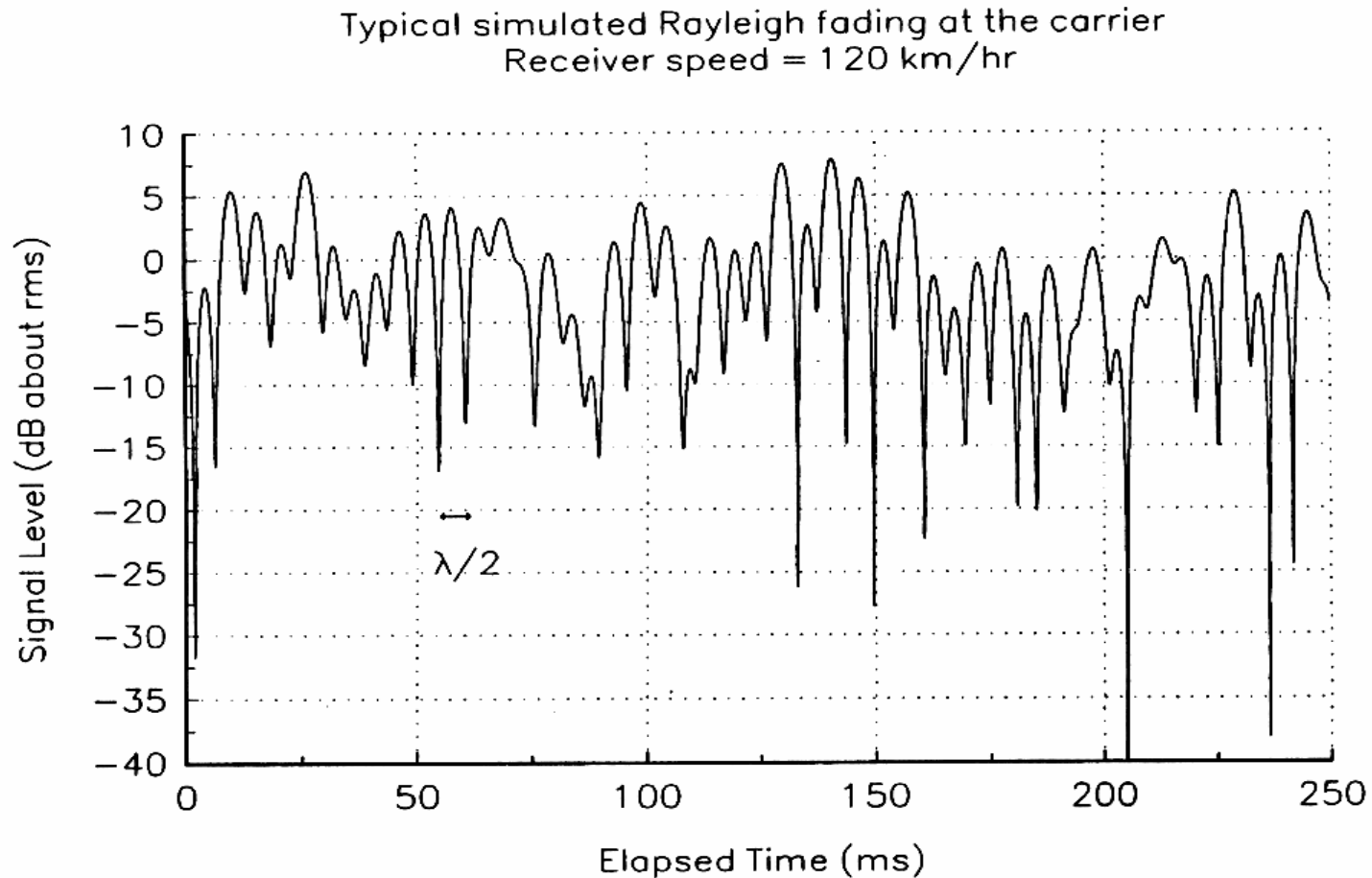
$$s_i(t) = \cos\left[2\pi f_c t + (2i+1)\frac{\pi}{4}\right]$$

where  $0 \leq t \leq T$  and  $i = 0, 1, 2, 3$ .

- M-ary PSK
- M-ary QAM (Quadrature Amplitude Modulation)



# Rayleigh fading channel

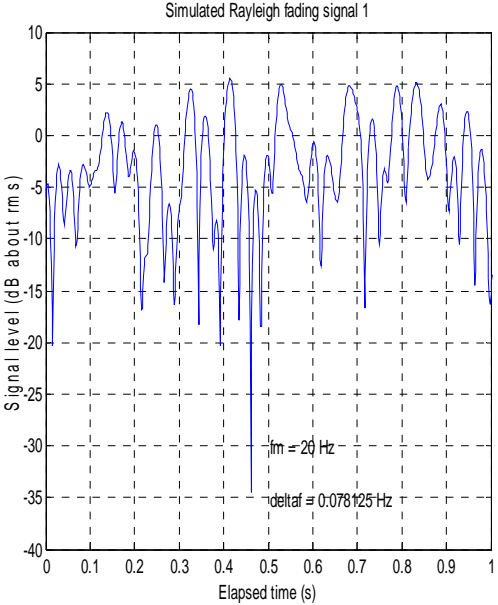


**Figure 5.15** A typical Rayleigh fading envelope at 900 MHz [from [Fun93] © IEEE].

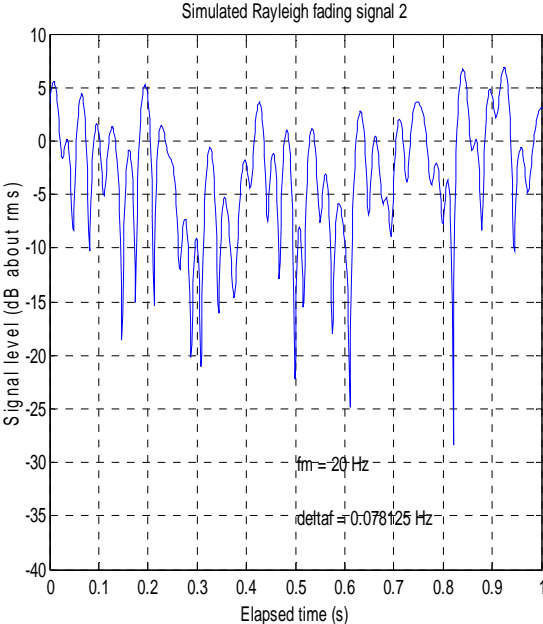
# Diversity

- *Diversity* is a technique used to compensate for fading channel impairments: it can reduce the depth and duration of the fades.
- Diversity techniques include:
  - Antenna polarization diversity and angular diversity.
  - Frequency diversity: replicas of the signal transmitted at different frequencies, OFDM (Orthogonal Frequency Division Multiplexing).
  - Time diversity: error-correcting coding, RAKE receiver for CDMA spread spectrum systems (correlation receiver for each of the multipath signals), interleaving.
  - Space diversity: multiple antennas are used at the transmitter and receiver.

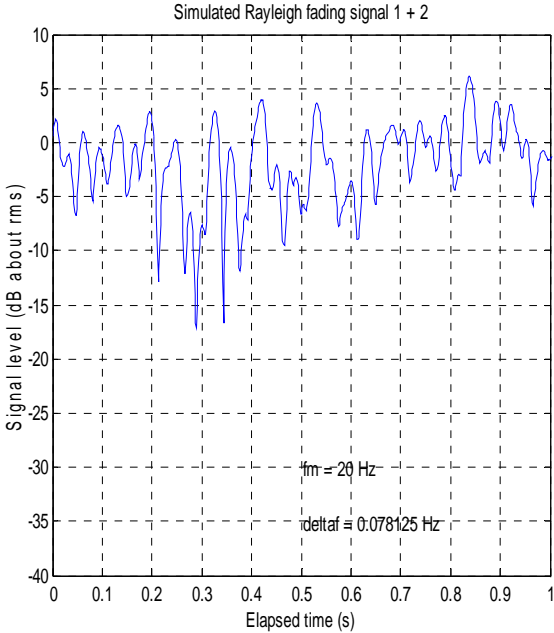
# Diversity means two paths are better than one



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## 2. MIMO (Multiple Input Multiple Output) systems

### Space Diversity

- Space or antenna diversity at the **receiver** has been known and used for many years.
- Space diversity at the **transmitter** is relatively new: Foschini (1996), Tarokh, Seshadri & Calderbank (1998).
- It can be shown that the data rate of a wireless communications system can be significantly increased by deploying multiple transmit and receive antennas.
- If the numbers of transmit and receive antennas are the same, the capacity increases at least linearly with the number of antennas.

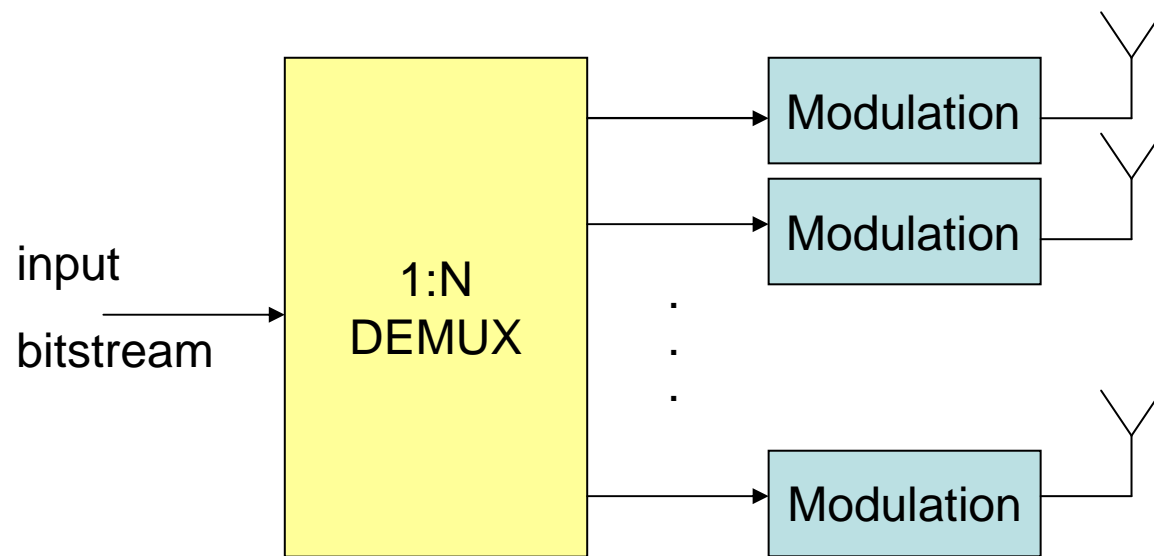


# Transmit diversity

- Beamforming  
Requires channel state information (CSI) at transmitter
- Spatial multiplexing  
Powerful technique for increasing data rate at high signal-to-noise ratios.
- Diversity coding
  - Space-time block codes
  - Space-time trellis codes

# Spatial multiplexing

- **Spatial multiplexing** is used to increase the throughput of communication systems with multiple antennas.
- **V-BLAST** (Vertical – Bell Labs Layered Space-Time) is a practical approach to achieve spatial multiplexing.
- Detection includes three steps: ordering, interference cancellation, interference nulling.



A simple example of spatial multiplexing (V-BLAST)

# Orthogonal space-time block codes

- Alamouti code (N = 2 transmit antennas)

$$\begin{array}{cc}
 \text{Antenna 1} & \text{Antenna 2} \\
 \begin{matrix} \text{time 1} \\ \text{time 2} \end{matrix} \\
 C = \begin{pmatrix} s_1 & s_2 \\ -s_2^* & s_1^* \end{pmatrix}
 \end{array}$$

- Significant performance improvement compared to the system with one transmit antenna.
- Simple decoding

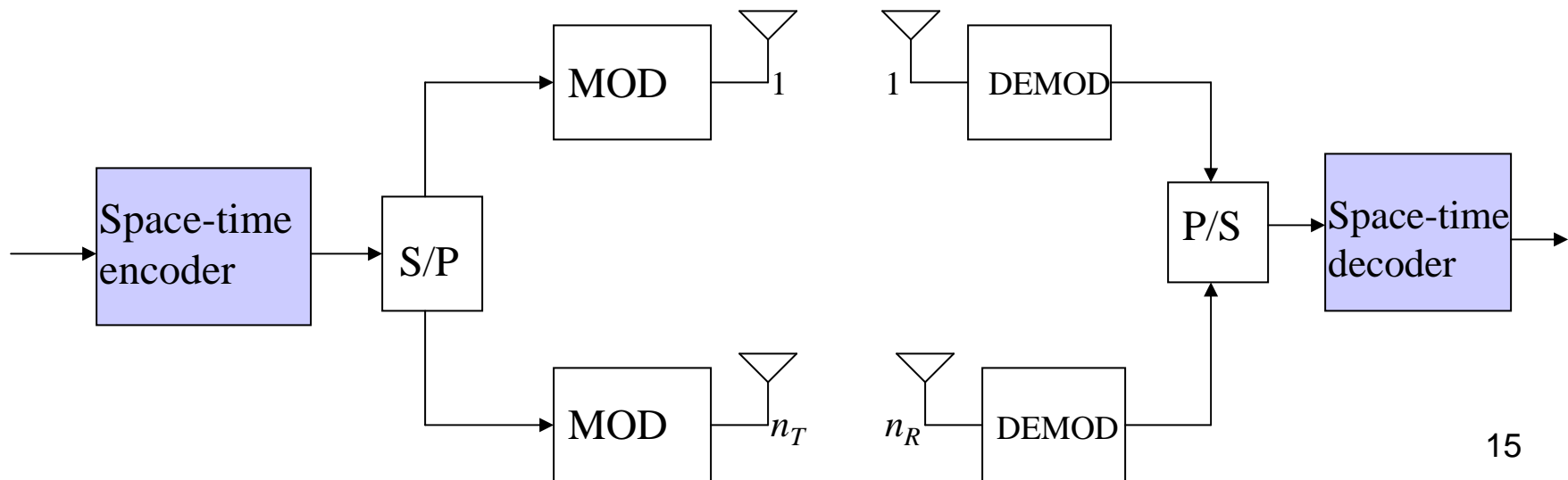
$$\begin{aligned}
 \tilde{s}_1 &= \sum_{m=1}^M [r_{1,m} \alpha_{1,m}^* + r_{2,m} \alpha_{2,m}] \\
 \tilde{s}_2 &= \sum_{m=1}^M [r_{1,m} \alpha_{2,m}^* - r_{2,m} \alpha_{1,m}]
 \end{aligned}$$

$\alpha$ : path gain,  $r_1$ : signal received at time 1

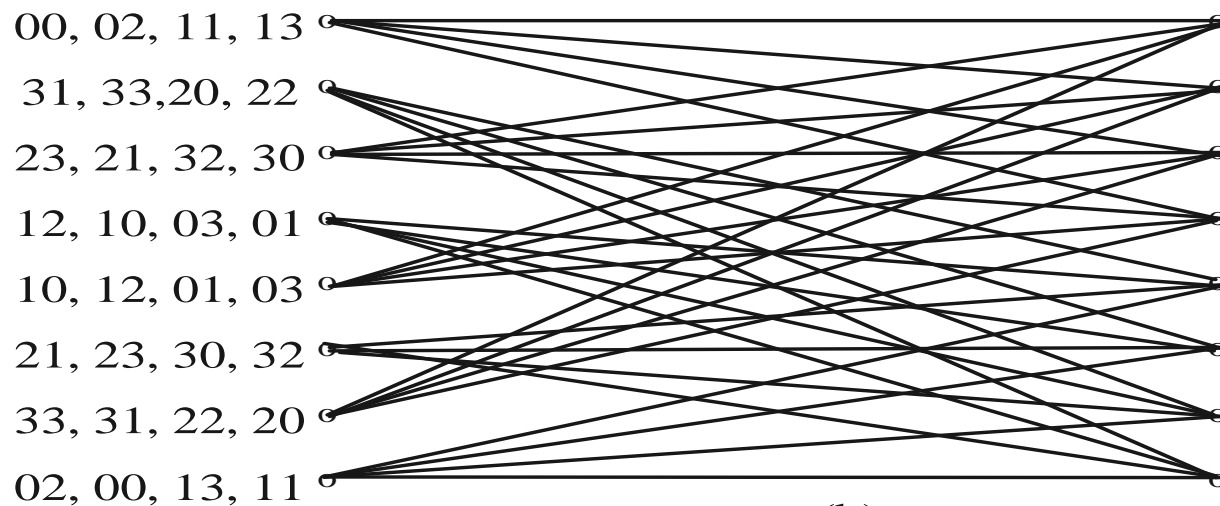
- Space-time block codes provide diversity gain and simple decoding.
- For  $N=2$  (Alamouti code), full rate or  $R=1$ , i.e., 2 symbols are transmitted in 2 time slots, same as system with  $N=1$  antenna.
- No full rate complex orthogonal space-time block code for  $N>2$  transmit antennas  
→  $R < 1$
- No coding gain.

# Space-time trellis codes

- A space-time trellis code is a Trellis-Coded Modulation (TCM) scheme for multiple transmit antennas.
- Space-time coding can significantly improve the performance and the data rate of a wireless communications system.



- Example: 8-state space-time trellis codes for 2 transmit antennas and QPSK modulation



- Decoding is done using the Viterbi algorithm.

# 3. Design of space-time trellis codes

## Matrix representation

- For  $M$ -PSK, number of information bits transmitted during each use of the channel  $m = \log_2 M$
- information sequence  $\mathbf{u} = (u_1, \dots, u_n)$ , where  $n = l \log_2 M$ ,  $l$ : number of symbols out of each antenna and  $u_i = 0$  or  $1$ .
- $s$ : number of memory elements in the encoder (number of states =  $2^s$ )

- sequence of coded PSK symbols

$$\mathbf{c} = (\mathbf{c}_1, \dots, \mathbf{c}_l) = (c_1^1 c_1^2 \dots c_1^{n_T} \dots c_l^1 c_l^2 \dots c_l^{n_T})$$

- coded symbol at instant  $t$ :  $\mathbf{c}_t = \mathbf{u}_t \mathbf{G} \pmod{M}$

where  $\mathbf{u}_t$ :  $(m+s)$  input bits influencing  $\mathbf{c}_t$

$$\mathbf{u}_t = (u_{mt+(m-1)} u_{mt+(m-2)} \dots u_{mt-s})$$

**G**: generator matrix with  $n_T$  columns and  $m+s$  rows (each element of **G** is between 0 and  $M-1$ )



# Systematic code search

- $\Rightarrow$  examine all possible  $M^{[n_T(m+s)]}$  matrices **G**.
- Example:
  - For QPSK with  $n_T=2$ :
    - 4 states:  $4^{[2(2+2)]} = 4^8 = 65536$  matrices **G**
    - 8 states:  $4^{[2(3+2)]} = 4^{10} = 1,048,576$  matrices **G**
- For codes with up to 32 states: exhaustive search
- For codes with 64 states and more: random search.

# Systematic code search (cont'd)

- Iterative process
- 1<sup>st</sup> iteration:
  - Generate matrix **G**
  - Compute determinant and trace of all difference matrices.
  - If minimum determinant and trace satisfy threshold, simulate code using a modest number of frames.
- 2<sup>nd</sup> iteration: simulate best codes (either an arbitrary number or those satisfying a given probability of error) using a larger number of frames.
- 3<sup>rd</sup> iteration: simulate best codes with an even larger number of frames.
- Parallel processing.



- Main cluster: seven Sun Fire 25000 servers each of which has 72 dual-core (CPU) UltraSPARC-IV+ processors with 576 GB of RAM; also connected using Gigabit Ethernet.
- Additional three Sun Fire 15000 servers configured with 72 UltraSPARC-III processors and 288 GB of memory.
- A total of 160 TB of Sun StorEdge 3510 disk.





# Punctured Space-Time Convolutional Codes for Adaptive Modulation Schemes

David Bernier & Francois Chan

- Example: Conventional 4-state QPSK code for 2 antennas

Let  $\mathbf{G}^T = \begin{pmatrix} 2 & 0 & 1 & 2 \\ 2 & 2 & 2 & 1 \end{pmatrix}$  (Yan & Blum, 2002)

Let the information sequence be  $\mathbf{u}_t = (1001)$

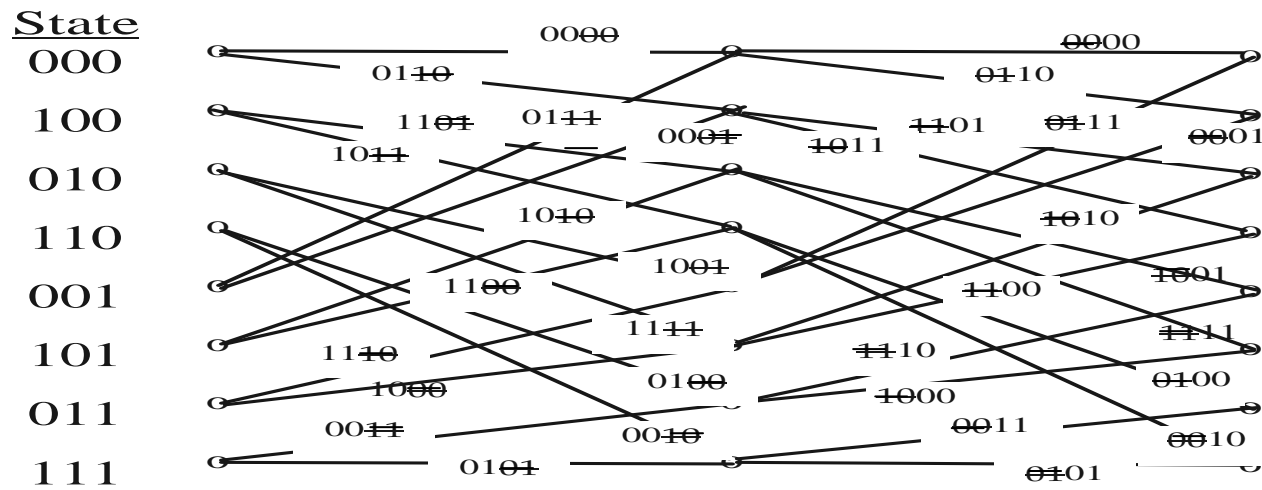
Then,  $\mathbf{c}_t = \mathbf{u}_t \mathbf{G} \pmod{4} = (0 \ 3)$

- Example: mod 2 code

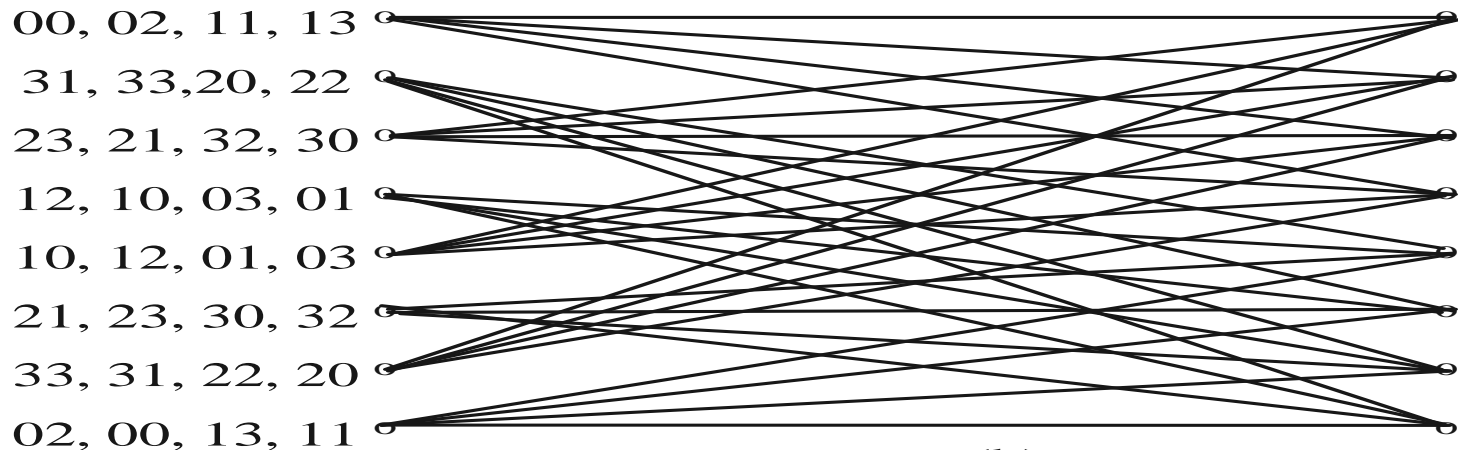
Let  $\mathbf{u}_t = (1001)$  and  $\mathbf{G} = \begin{pmatrix} 0 & 1 & 1 & 0 \\ 1 & 1 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 1 & 1 & 1 \end{pmatrix}$

Then,  $\mathbf{c}_t = \mathbf{u}_t \mathbf{G} \pmod{2} = (0001)$ .

$\mathbf{c}_t$  is mapped into the two QPSK symbols 0 and 1.



(a)



(b)

Fig. 4 (a) Trellis of the original rate-1/4, 8-state convolutional code; punctured bits are struck.  
 (b) Trellis of the rate-2/4 code after puncturing and QPSK mapping – 2 b/s/Hz.

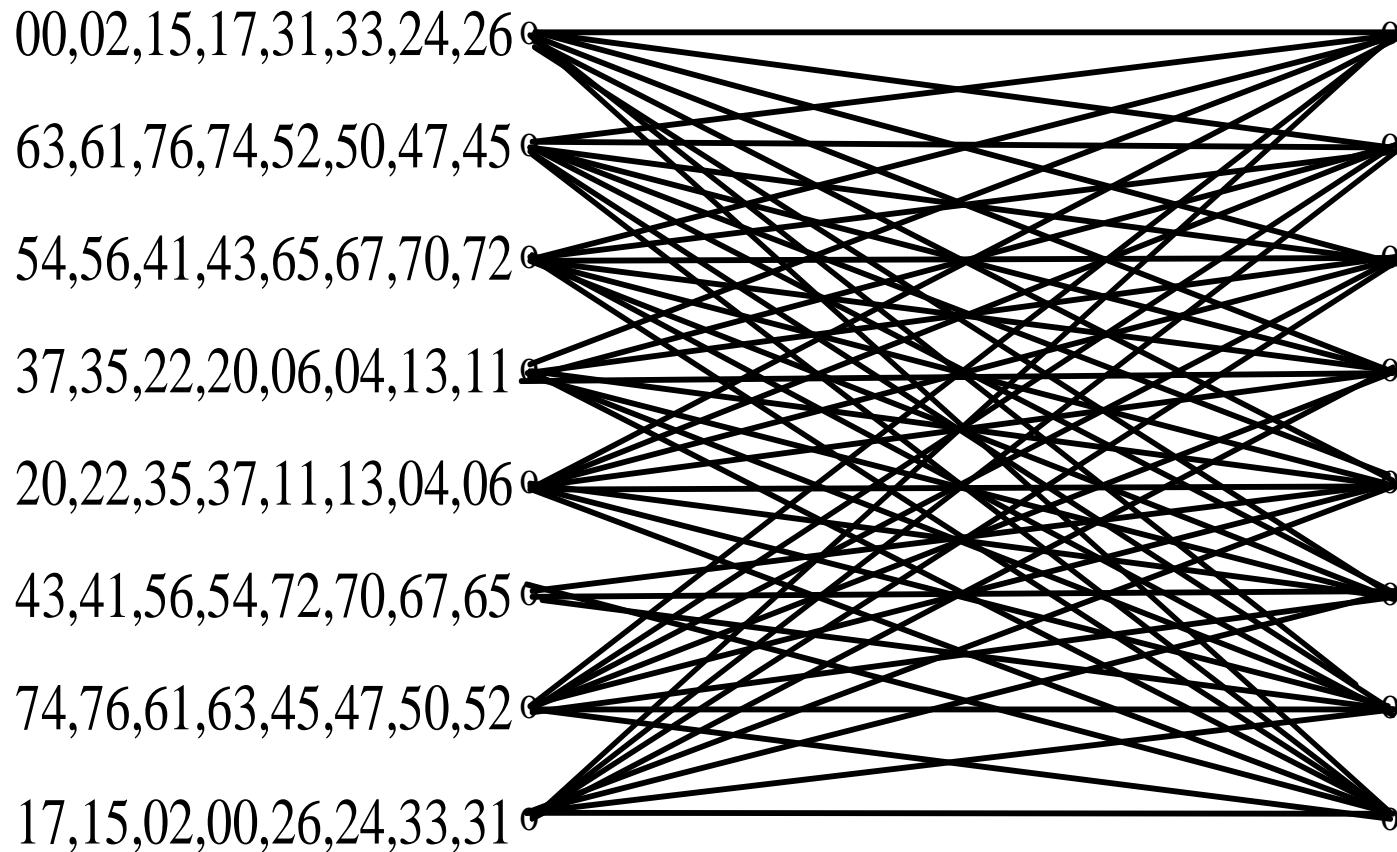
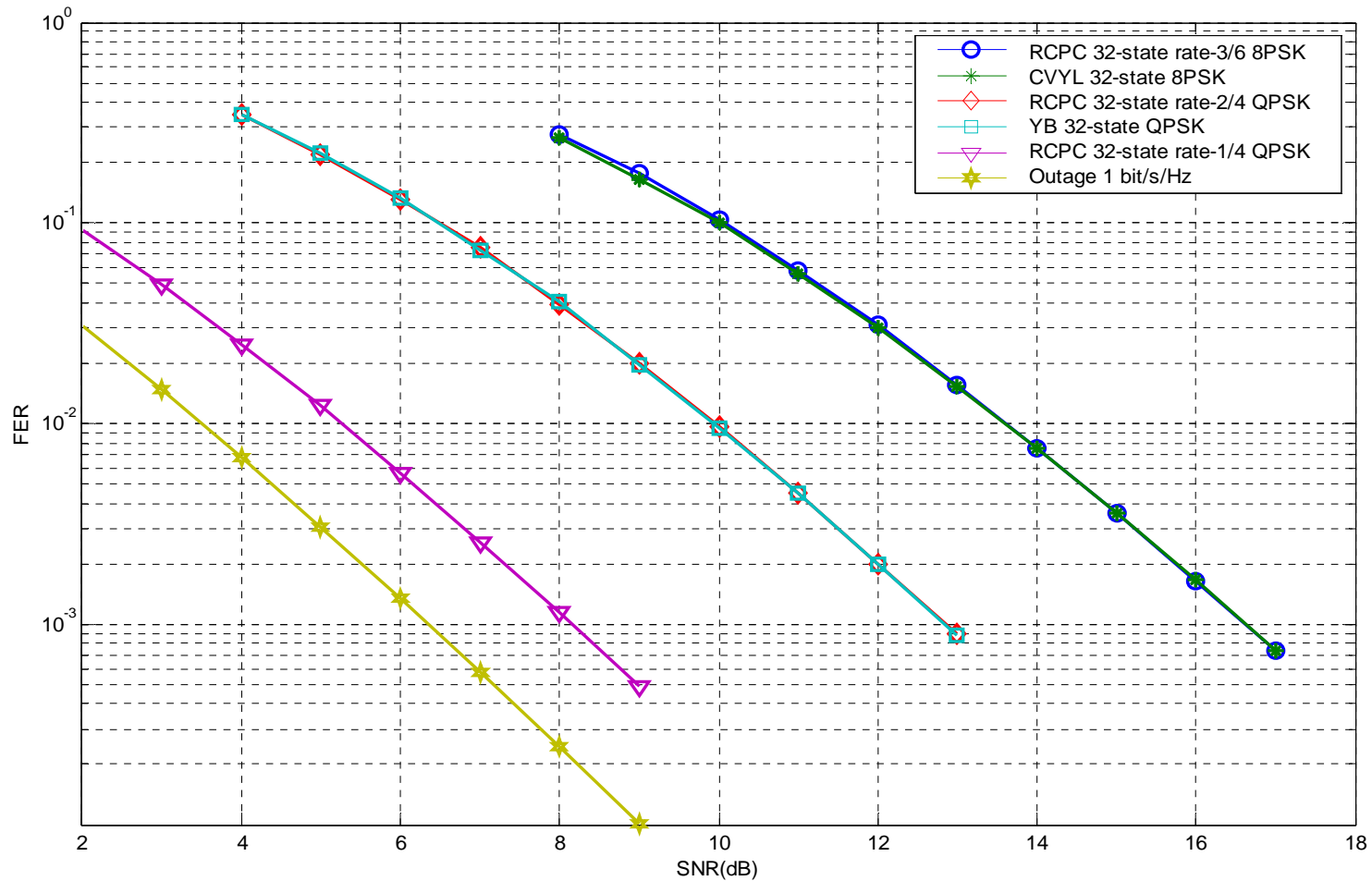


Fig. 5. Trellis of a rate-3/6 code after puncturing the original rate-1/4 code with  $P = [1 \ 1 \ 0 \ 0 \ 0 \ 1 \ 1 \ 0 \ 0 \ 0 \ 1 \ 1]$  and 8PSK mapping – 3 b/s/Hz.

# Comparison of the error performance of 32-state punctured space-time trellis codes, CVYL codes [10] and YB codes [4] - 2 transmit and 2 receive antennas





## 4. Super-Orthogonal Space-Time Trellis Codes (SOSTTC)

- Concatenate inner space-time block code with outer trellis code
- Expand set of block codes without expanding signal constellation
- Maintain block code orthogonality

$$C(x_1, x_2, \theta) = \begin{pmatrix} x_1 e^{j\theta} & x_2 \\ -x_2^* e^{j\theta} & x_1^* \end{pmatrix} \quad \begin{array}{l} \theta = 2\pi l' / M \\ l' = 0, 1, \dots, M - 1 \end{array}$$

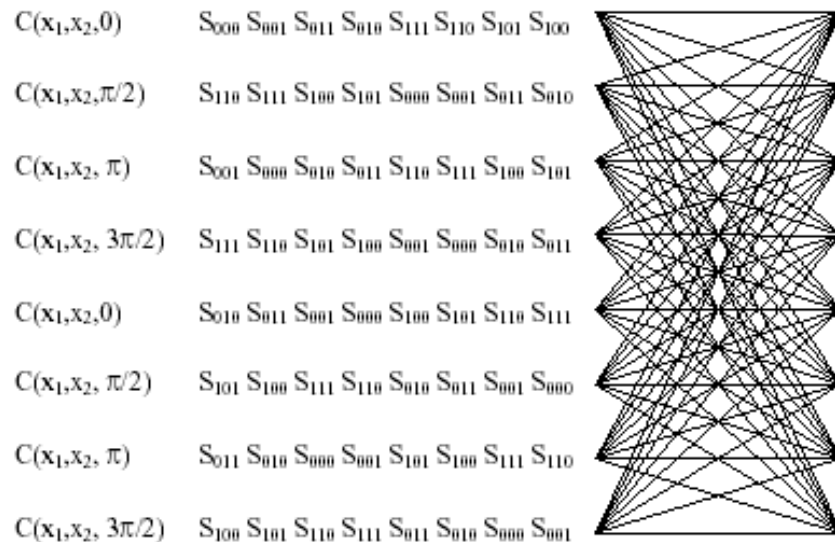
# Computer Design of Super-Orthogonal Space-Time Trellis Codes

Michael Bale, Brady Laska, Dustin Dunwell, Francois Chan and  
Hamid Jafarkhani

- **Objective:**
  - Find optimal codes
  - Facilitate design of codes with large number of states
- **Solution:**
  - Represent codes by a simple generator matrix
  - Exhaustive computer search for optimal codes

# Complexity Comparison

Traditional Representation:



Generator Matrix Alternative:

$$\mathbf{G} = \begin{pmatrix} a_1 & a_2 \\ a_3 & a_4 \\ a_5 & a_6 \\ a_7 & a_8 \\ a_9 & a_{10} \\ a_{11} & a_{12} \\ a_{13} & a_{14} \end{pmatrix}$$

# How it Works

- Information Sequence to be transmitted:
  - $\mathbf{u} = (u_1, \dots, u_n)$  can be represented as vector  $\mathbf{u}_l$  where  $l$  is the trellis level
  - $\mathbf{u}_l$  then considered to be a shift register

$$\mathbf{u}_l = \left[ \begin{array}{ccc|c|ccc} \overbrace{u_7 \quad u_6 \quad u_5}^{\text{NextState}} & \overbrace{u_4}^{\text{ParallelBranch}} & \overbrace{u_3 \quad u_2 \quad u_1}^{\text{CurrentState}} & & & & \\ \hline & & & & & & \end{array} \right]$$

- Multiply  $\mathbf{u}_l$  by generator matrix to yield  $x_1$  and  $x_2$
- Map these symbols to transmission matrix

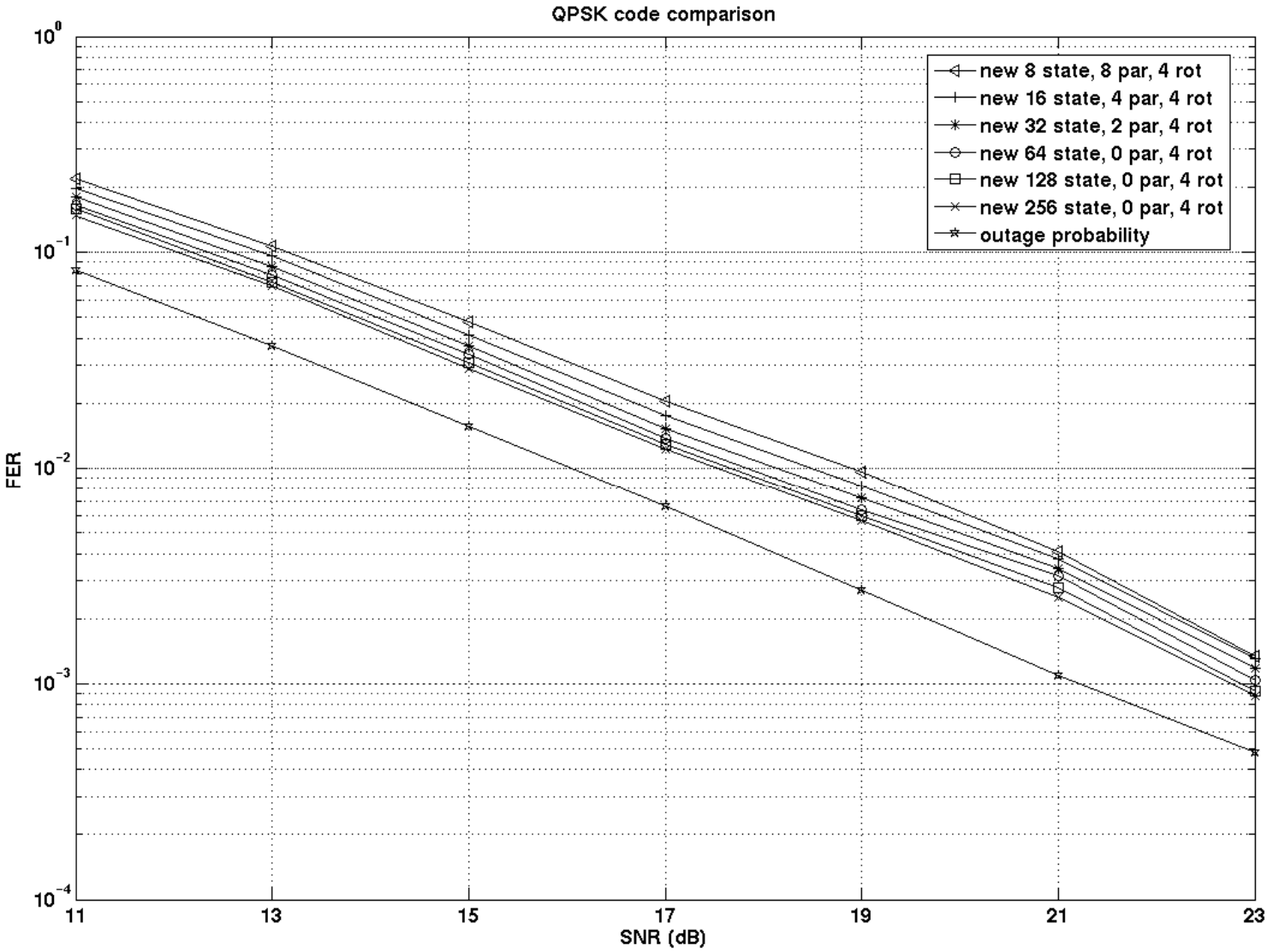
# Example

- 8 State Code with 2 Parallel Branches

$$\mathbf{u}_1 = \begin{bmatrix} \overbrace{001}^{\text{NextState}} & \overbrace{1}^{\text{ParallelBranch}} & \overbrace{010}^{\text{CurrentState}} \end{bmatrix} \times \begin{bmatrix} 2 & 1 \\ 3 & 1 \\ 0 & 2 \\ 2 & 2 \\ 3 & 3 \\ 0 & 2 \\ 2 & 3 \end{bmatrix} = (2, 2)$$

- (2 , 2) gets mapped to the transition from state 1 to state 2 on parallel branch 2

# Performance of the new best SOSTTC QPSK codes

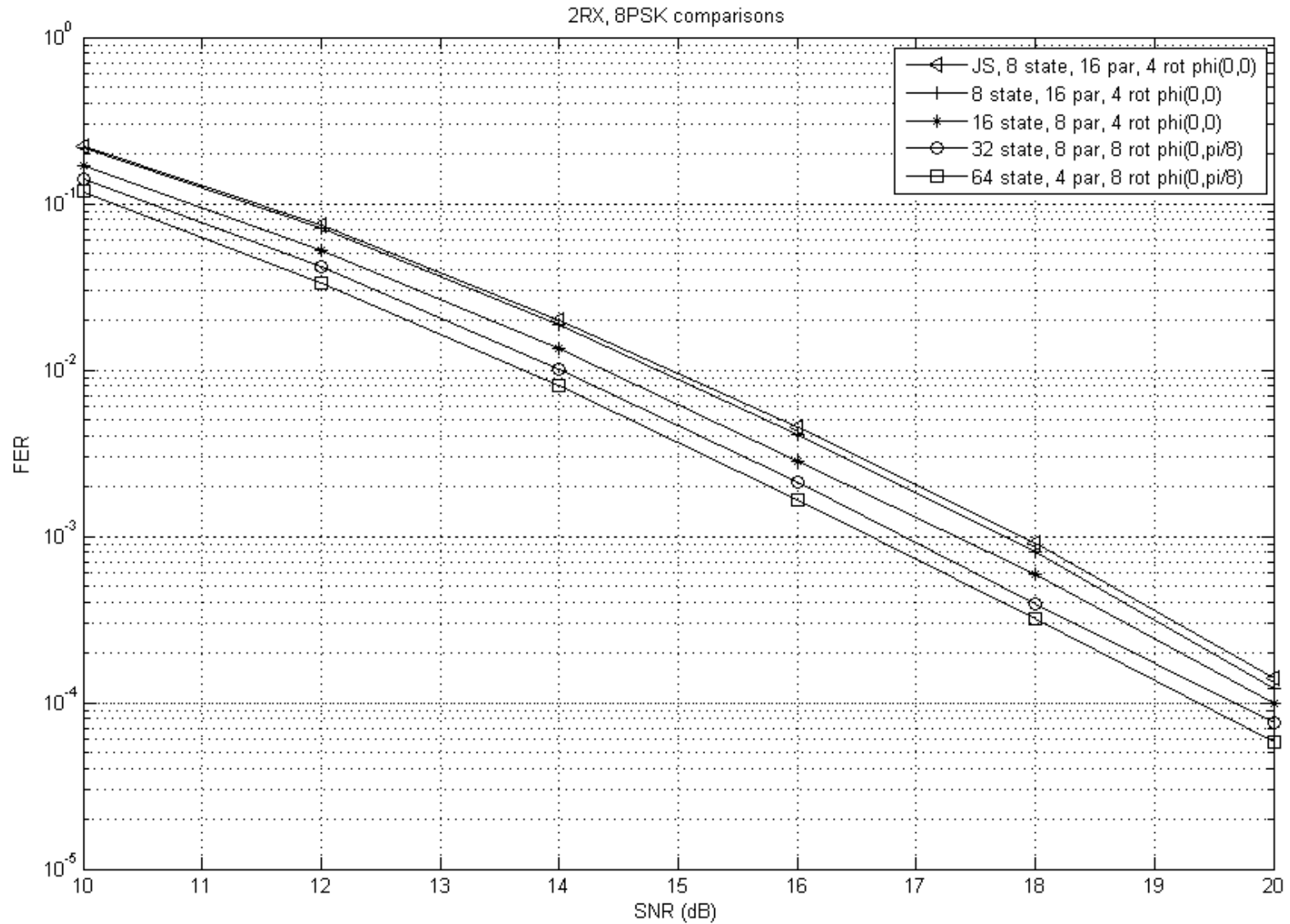


# Design Rules for Extended Super-Orthogonal Space-Time Trellis Codes

Elizabeth Rivera Hartling, Francois Chan and Hamid Jafarkhani

- Design of SOSSTTCs becomes prohibitively complex as the number of states or the constellation size increases
- Identification of duplicate or equivalent codes
- Rules for the design of the generator matrix
- Complexity reduction
  - Example: 8PSK SOSSTTC with 8 states, 8 parallel branches
  - Number of codes:  $8^{18}$
  - Reduced to 49,152.

# Performance of 8PSK SOSTTC with 8 to 64 states – 2 receive antennas, 3 b/s/Hz





## 5. Conclusion

- MIMO is one of the hottest and most promising areas of research in wireless communications.
- It will be used in most future wireless systems: 802.11n, 3G, etc.



# Future research

- Application: MIMO-OFDM
- Multi-User MIMO
- Cooperative MIMO