

# Towards Low-Complexity Algorithms for LP Decoding

Pascal O. Vontobel  
Information Theory Research Group  
Hewlett-Packard Laboratories

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## The Primal LP (Part 1)

$$\begin{aligned} &\text{minimise} && \sum_{i \in \mathcal{I}} \lambda_i x_i \\ &\text{subject to} && \mathbf{x} \in \text{conv}(\mathcal{C}_j) \quad (j \in \mathcal{J}). \end{aligned}$$

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## Overview

- Primal LP
- Dual LP
- Coordinate-Ascent Algorithm

*Note: These slides are rather brief and not self-contained. For more information please consult the paper referenced at the end.*

## Definitions (Part 1)

Here we used the following codes, variables and vectors. The code

- $\mathcal{A}_i \subseteq \{0, 1\}^{|\{0\} \cup \mathcal{I}_i|}$ , ( $i \in \mathcal{I}$ ), is the set containing the all-zeros vector and the all-ones vector of length  $|\mathcal{I}_i| + 1$
- $\mathcal{B}_j \subseteq \{0, 1\}^{|\mathcal{I}_j|}$ ,  $j \in \mathcal{J}$ , is the code  $\mathcal{C}_j$  punctured at the positions  $\mathcal{I} \setminus \mathcal{I}_j$ . (For the codes  $\mathcal{C}$  under consideration this means that  $\mathcal{B}_j$  contains all vectors of length  $|\mathcal{I}_j|$  of even parity.)
- For  $i \in \mathcal{I}$  we will also use the vectors  $\mathbf{u}_i$  where the entries are indexed by  $\{0\} \cup \mathcal{I}_i$  and denoted by  $u_{i,j} \triangleq [\mathbf{u}_i]_j$ , and for  $j \in \mathcal{J}$  we will use the vectors  $\mathbf{v}_j$  where the entries are indexed by  $\mathcal{I}_j$  and denoted by  $v_{j,i} \triangleq [\mathbf{v}_j]_i$ .
- We will use a similar notation for the entries of  $\mathbf{a}_i$  and  $\mathbf{b}_j$ , i.e. we will use  $a_{i,j} \triangleq [\mathbf{a}_i]_j$  and  $b_{j,i} \triangleq [\mathbf{b}_j]_i$ , respectively.

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## The Primal LP (Part 2)

$$\begin{aligned}
 \min. \quad & \sum_{i \in \mathcal{I}} \lambda_i x_i \\
 \text{subj. to} \quad & x_i = u_{i,0} \quad (i \in \mathcal{I}), \\
 & u_{i,j} = v_{j,i} \quad ((i,j) \in \mathcal{E}), \\
 & \sum_{\mathbf{a}_i \in \mathcal{A}_i} \alpha_{i,\mathbf{a}_i} \mathbf{a}_i = \mathbf{u}_i \quad (i \in \mathcal{I}), \\
 & \sum_{\mathbf{b}_j \in \mathcal{B}_j} \beta_{j,\mathbf{b}_j} \mathbf{b}_j = \mathbf{v}_j \quad (j \in \mathcal{J}), \\
 & \alpha_{i,\mathbf{a}_i} \geq 0 \quad (i \in \mathcal{I}, \mathbf{a}_i \in \mathcal{A}_i), \\
 & \beta_{j,\mathbf{b}_j} \geq 0 \quad (j \in \mathcal{J}, \mathbf{b}_j \in \mathcal{B}_j), \\
 & \sum_{\mathbf{a}_i \in \mathcal{A}_i} \alpha_{i,\mathbf{a}_i} = 1 \quad (i \in \mathcal{I}), \\
 & \sum_{\mathbf{b}_j \in \mathcal{B}_j} \beta_{j,\mathbf{b}_j} = 1 \quad (j \in \mathcal{J}).
 \end{aligned}$$

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## The Primal LP (Part 3)

With suitable cost functions, the above optimization problem can also be formulated as an unconstrained optimization problem. Minimize

$$\sum_{i \in \mathcal{I}} \lambda_i x_i + \sum_{i \in \mathcal{I}} \llbracket x_i = u_{i,0} \rrbracket + \sum_{(i,j) \in \mathcal{E}} \llbracket u_{i,j} = v_{j,i} \rrbracket + \sum_{i \in \mathcal{I}} A_i(\mathbf{u}_i) + \sum_{j \in \mathcal{J}} B_j(\mathbf{v}_j),$$

where for all  $i \in \mathcal{I}$  and all  $j \in \mathcal{J}$ , respectively, we introduced

$$\begin{aligned}
 A_i(\mathbf{u}_i) &\triangleq \left\llbracket \sum_{\mathbf{a}_i \in \mathcal{A}_i} \alpha_{i,\mathbf{a}_i} \mathbf{a}_i = \mathbf{u}_i \right\llbracket + \sum_{\mathbf{a}_i \in \mathcal{A}_i} \llbracket \alpha_{i,\mathbf{a}_i} \geq 0 \rrbracket + \left\llbracket \sum_{\mathbf{a}_i \in \mathcal{A}_i} \alpha_{i,\mathbf{a}_i} = 1 \right\llbracket, \\
 B_j(\mathbf{v}_j) &\triangleq \left\llbracket \sum_{\mathbf{b}_j \in \mathcal{B}_j} \beta_{j,\mathbf{b}_j} \mathbf{b}_j = \mathbf{v}_j \right\llbracket + \sum_{\mathbf{b}_j \in \mathcal{B}_j} \llbracket \beta_{j,\mathbf{b}_j} \geq 0 \rrbracket + \left\llbracket \sum_{\mathbf{b}_j \in \mathcal{B}_j} \beta_{j,\mathbf{b}_j} = 1 \right\llbracket.
 \end{aligned}$$

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## Definitions (Part 1)

If  $A$  is a statement, then

$$\llbracket A \rrbracket \triangleq \begin{cases} 1 & \text{if } A \text{ is true} \\ 0 & \text{if } A \text{ is false} \end{cases}$$

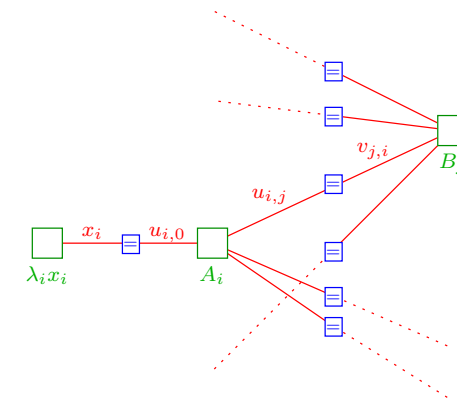
$$\llbracket A \rrbracket \triangleq -\log[A] = \begin{cases} 0 & \text{if } A \text{ is true} \\ +\infty & \text{if } A \text{ is false} \end{cases}$$

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## FFG representing the Primal LP

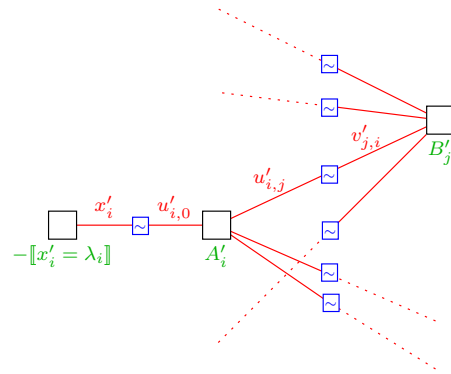


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## FFG representin the Dual LP



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## Dual LP

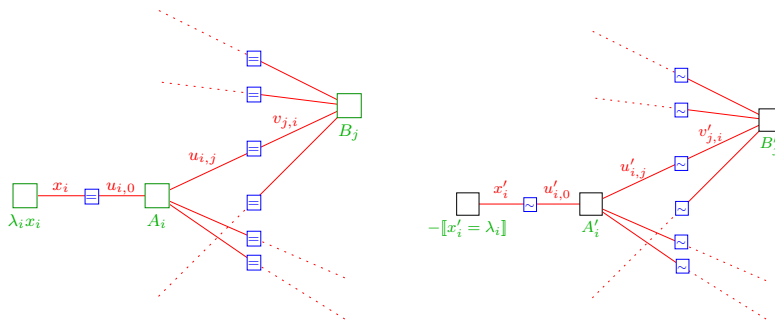
$$\begin{aligned} \text{max.} \quad & \sum_{i \in \mathcal{I}} \phi'_i + \sum_{j \in \mathcal{J}} \theta'_j \\ \text{subj. to} \quad & \phi'_i \leq \min_{\mathbf{a}_i \in \mathcal{A}_i} \langle -\mathbf{u}'_i, \mathbf{a}_i \rangle \quad (i \in \mathcal{I}), \\ & \theta'_j \leq \min_{\mathbf{b}_j \in \mathcal{B}_j} \langle -\mathbf{v}'_j, \mathbf{b}_j \rangle \quad (j \in \mathcal{J}), \\ & u'_{i,j} = -v'_{j,i} \quad ((i,j) \in \mathcal{E}), \\ & u'_{i,0} = -x'_i \quad (i \in \mathcal{I}), \\ & x'_i = \lambda_i \quad (i \in \mathcal{I}). \end{aligned}$$

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## Comparison of FFGs Representin the Primal and Dual LP



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## Coordinate- ascent | orithm (Part 1)

We propose a coordinate-ascent-type algorithm for solving the dual LP. The main idea is to select edges  $(i, j) \in \mathcal{E}$  according to some update schedule: for each selected edge  $(i, j) \in \mathcal{E}$  we then replace the old values of  $u'_{i,j}$ ,  $\phi'_i$ , and  $\theta'_j$  by new values such that the dual cost function is increased (or at least not decreased). Practically, this means that we have to find a  $\bar{u}'_{i,j}$  such that  $h'(\bar{u}'_{i,j}) \geq h'(u'_{i,j})$ , where

$$h'(u'_{i,j}) \triangleq \min_{\mathbf{a}_i \in \mathcal{A}_i} \langle -\mathbf{u}'_i, \mathbf{a}_i \rangle + \min_{\mathbf{b}_j \in \mathcal{B}_j} \langle -\mathbf{v}'_j, \mathbf{b}_j \rangle.$$

A simple way to achieve this is by setting

$$\bar{u}'_{i,j} \triangleq \arg \max_{u'_{i,j}} h'(u'_{i,j}).$$

The variables  $\phi'_i$  and  $\theta'_j$  are then updated accordingly so that we obtain a new (dual) feasible point.

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## Coordinate- descent | orithm (Part 2)

### Lemma

The function  $h'(u'_{i,j})$  is maximised by any value  $u'_{i,j}$  that lies in the closed interval between

$$(S'_{i,0} - S'_{i,1}) \quad \text{and} \quad -(T'_{j,0} - T'_{j,1}),$$

where

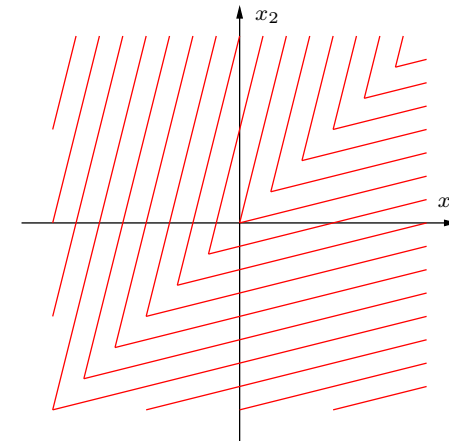
$$S'_{i,0} \triangleq - \min_{\substack{\mathbf{a}_i \in \mathcal{A}_i \\ a_{i,j}=0}} \langle -\tilde{\mathbf{u}}_i, \tilde{\mathbf{a}}_i \rangle, \quad T'_{j,0} \triangleq - \min_{\substack{\mathbf{b}_j \in \mathcal{B}_j \\ b_{j,i}=0}} \langle -\tilde{\mathbf{v}}_j, \tilde{\mathbf{b}}_j \rangle,$$

$$S'_{i,1} \triangleq - \min_{\substack{\mathbf{a}_i \in \mathcal{A}_i \\ a_{i,j}=1}} \langle -\tilde{\mathbf{u}}_i, \tilde{\mathbf{a}}_i \rangle, \quad T'_{j,1} \triangleq - \min_{\substack{\mathbf{b}_j \in \mathcal{B}_j \\ b_{j,i}=1}} \langle -\tilde{\mathbf{v}}_j, \tilde{\mathbf{b}}_j \rangle.$$

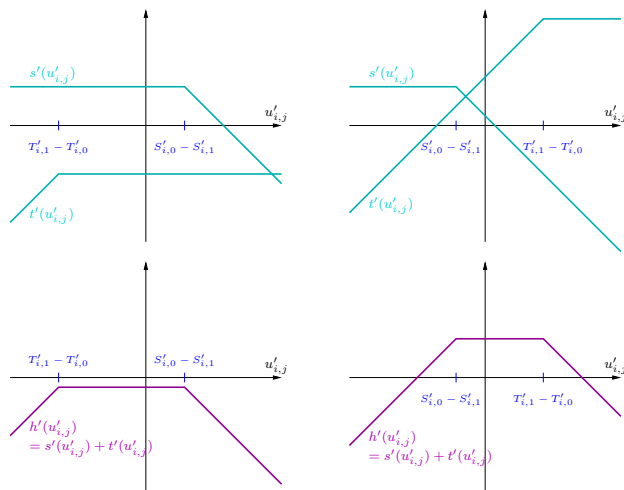
Note that the differences  $S'_{i,0} - S'_{i,1}$  and  $T'_{i,0} - T'_{i,1}$ , which are required for computing  $\bar{u}'_{i,j}$ , can be obtained very efficiently by using the min-sum algorithm.



## Problematic Contour for Coordinate- descent | orithm



## Coordinate- descent | orithm (Part 3)



## References

For more info, see e.g.

- P. O. Vontobel and R. Koetter Towards low-complexity linear-programming decoding [arxiv] Proc. 4th Intern. Conf. on Turbo Codes and Related Topics, Munich, Germany, Apr. 3-7, 2006. [<http://www.arxiv.org/abs/cs.IT/0602088>]



