

# Lesson 3

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## Linear Codes

If the set of codes is a subspace of  $\mathbb{Z}_2^n$ , then the code is called linear

One way to construct a linear code of dimension  $m$  in  $\mathbb{Z}_2^n$  is to use an  $m \times n$  matrix of full row rank. This means the row vectors are linearly independent

Ex let

$$G = \begin{pmatrix} 1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 & 0 & 1 \end{pmatrix}$$

The rows of  $G$  are linearly independent as seen by setting a linear combination of them equal to 0 and finding the coefficients are 0

Let  $v_1, v_2, v_3, v_4$  be the rows. Then

$$c_1 v_1 + c_2 v_2 + c_3 v_3 + c_4 v_4 = \vec{0}$$

The last column is

$$c_1 \cdot 0 + c_2 \cdot 0 + c_3 \cdot 0 + 1 \cdot c_4 = 0 \quad c_4 = 0$$

The 6th column is

$$c_1 \cdot 0 + c_2 \cdot 0 + c_3 \cdot 1 = 0 \quad c_3 = 0$$

The 5th column is

$$c_1 \cdot 0 + c_2 \cdot 1 = 0 \quad c_2 = 0$$

What is left shows  $C_1 = 0$

Now  $G$  takes vectors  $v$  of length  $m$  into vectors in  $\mathbb{Z}_2^n$  (of length  $n$ ) by  $nvG = c$ . Here

$$(1 \ 1 \ 0 \ 1) \left| \begin{array}{cccccc} 1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 & 0 & 1 \end{array} \right| =$$

$(1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1) \in C$ , the code space. The space  $\mathbb{Z}_2^m$  is the space of information,  $G$  makes into longer vectors so that error correction is possible.

The null space of  $G$  is ultra important for error correction. Compute it for  $G$ .

$$G \begin{pmatrix} x_1 \\ \vdots \\ x_7 \end{pmatrix} = 0$$

$$x_1 + x_2 + x_3 = 0$$

$$x_1 + x_4 + x_5 = 0$$

$$x_2 + x_4 + x_6 = 0$$

$$x_1 + x_2 + x_4 + x_7 = 0$$

Solving this set mod 2 gives a basis for the null space.

$$(0001111)^T$$

$$(0110011)^T$$

$$(1010101)^T$$

Let  $H$  be the matrix with these vectors as its rows

$$H = \begin{pmatrix} 0 & 0 & 0 & 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 1 & 0 & 1 & 0 & 1 \end{pmatrix}$$

By this solution,  $GC^T = 0$  and  $HC^T = 0$ . The columns in  $C^T$  are a basis for the null space of  $H$ . Hence one could start with  $H$ , find its null space and a basis would be the rows of  $G$  (just the reverse process from where we started).

$G$  is called the generator matrix for the code and  $H$  is called the parity check matrix. The first use for  $H$  is checking if a vector  $r$  is a code vector. It is iff  $HR^T = 0$  (i.e., it is in  $C$ ).

This process can be done for any  $G$  of full row rank (or any  $H$  of full row rank; meaning linearly independent rows). The  $G$  and  $H$  we have been looking at are

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special. They are for a Hamming Code.  $H$  is always of size  $n \times 2^n - 1$ . Here  $n=3$ , but there are codes for each  $n$ .  $G$  will be  $(2^n - 1 - n) \times 2^n - 1$ . Here  $G$  is  $4 \times 8$ . The next case,  $n=4$ ,  $H$  is  $4 \times 15$  and  $G$  is  $11 \times 15$ . Examples are in the book.

There is another feature for  $H$  that is special. The column entries are that column in binary. Here

$$H \begin{pmatrix} 0 & 0 & 1 & 1 & 1 & 1 \\ 0 & 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 & 0 & 1 \end{pmatrix}$$

The last row is for the 1 digit

The next row is for the 2 digit

The next row is for the  $2^2=4$  digit

$$\text{So } 1 = 1 \cdot 1 + 0 \cdot 2 + 0 \cdot 4$$

$$2 = 0 \cdot 1 + 1 \cdot 2 + 0 \cdot 4$$

$$3 = 1 \cdot 1 + 1 \cdot 2 + 0 \cdot 4$$

$$4 = 0 \cdot 1 + 0 \cdot 2 + 1 \cdot 4$$

$$5 = 1 \cdot 1 + 0 \cdot 2 + 1 \cdot 4$$

$$6 = 0 \cdot 1 + 1 \cdot 2 + 1 \cdot 4$$

$$7 = 1 \cdot 1 + 1 \cdot 2 + 1 \cdot 4$$

Gives us their rows. This will be useful in error correction

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As always, we have  $r = c + e$  where  $r$  is the received vector,  $c$  is the code vector and  $e$  is the error. As always  $Hc^T = 0$ . Hence  $Hr^T = He^T + Hc^T = He^T$ . We know  $H$  and  $r$ . We want to find  $e$  for then we can find  $c = r + e$ . These facts are true for any linear code. Hamming codes have the advantage that the  $s$ 'th column is  $s$  written in binary. Hamming codes, as we will see, are both 1 error correcting and perfect. So each  $e$  has 1 one and the rest 0. Whatever position the one is in, when we compute  $Hr^T = He^T$ , we get the column of  $H$  written in binary. Thus  $Hr^T$  will give us a column which reveals the position of the 1, written in binary.

$$\text{Ex } H = \begin{pmatrix} 0 & 0 & 0 & 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 1 & 0 & 1 & 0 & 1 \end{pmatrix}$$

$$I + \cancel{r} = \cancel{(01011001)} \quad r = (10100001),$$

$$Hr^T = \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} \text{ which is } 5 \text{ written}$$

in binary  $\rightarrow e = (0000100)$  and  
 $c = r + e = (10101001)$

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## Appendix Find Null Space

$$G = \begin{pmatrix} 1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 & 0 & 0 & 1 \end{pmatrix}$$

$$\begin{pmatrix} 1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 & 0 & 1 \end{pmatrix}$$

$$\begin{pmatrix} 1 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 1 & 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 & 0 & 1 \end{pmatrix}$$

$$\begin{pmatrix} 1 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{pmatrix}$$

$$\begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{pmatrix}$$

$$x_1 = x_6 + x_7$$

$$x_2 = x_5 + x_7$$

$$x_3 = x_5 + x_6$$

$$x_4 = x_5 + x_6 + x_7$$

$$H = \begin{pmatrix} 1 & 1 & 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 1 & 1 & 1 & 0 & 0 \end{pmatrix}$$

Problems p 90 2, 6, 8

Hamming Codes 9, 10, 11, 12, 13, 14, 20

p 89 1

$$C = \{ (00000000) = c_1, \\ (11100011) = c_2, \\ (00011111) = c_3, \\ (11111100) = c_4 \}$$

$$d(c_1, c_2) = 5 \quad d(c_2, c_3) = 6$$

$$d(c_1, c_3) = 5 \quad d(c_2, c_4) = 5$$

$$d(c_1, c_4) = 6 \quad d(c_3, c_4) = 5$$

$$d = \min d(x, y) = 5$$

$$t = 2$$

1 Find 2 vectors, not in  $C$  which are guaranteed to be correctable

$$(10000000), (01000000)$$

They are 1 unit from  $C$ , so, since  $1 < t$ , they are uniquely correctable

2 Find 2 vector that are 3 bit errors from every vector in  $C$  but still are uniquely correctable

$$x = (10001010)$$

$$d(x, c_1) = 3 \quad d(x, c_2) = 4$$

$$d(x, c_3) = 4 \quad d(x, c_4) = 5$$

So  $x$  is correctable to  $C_1$

$$\text{Try } y = (01001001)$$

$P^{1/2}$

3 Find 2 vectors that are not uniquely correctable

$$x = (01110000)$$

$$d(x, c_1) = 3$$

$$d(x, c_3) = 4$$

$$d(x, c_2) = 4$$

$$d(x, c_4) = 3$$

$x$  is the same distance from  $c_1$  and from  $c_4$

$$4. |C| = 4 \quad \binom{8}{0} + \binom{8}{1} + \binom{8}{2} = 1 + 8 + 28$$

$$|C| (1 + 8 + 28) = 148$$

$$256 - 148 = 108$$

4 of these are code words

Non code words in balls

$$= 148 - 4 = 144$$