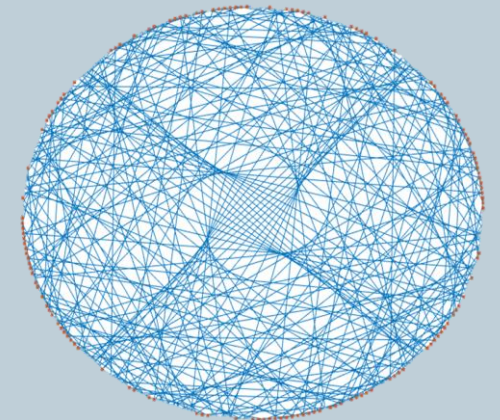
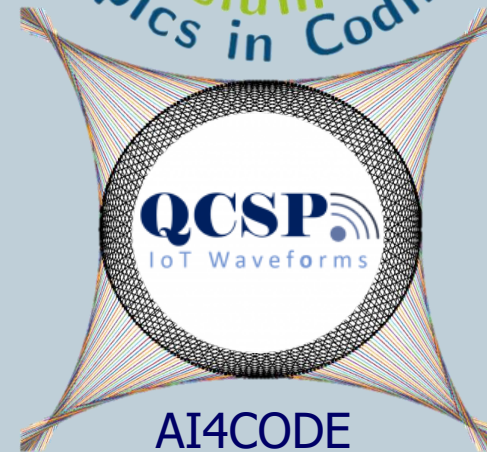
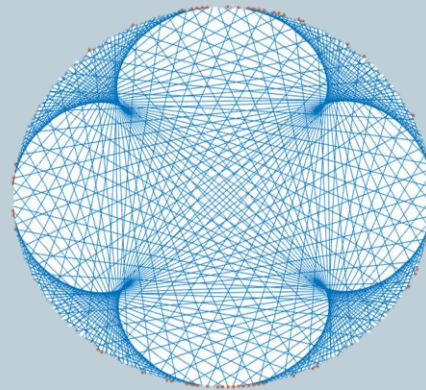


# Rate-Adaptive Cyclic Complex Spreading Sequence for Non-Binary Decoders

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# Introduction: a solution to rate-adaptive code

- Decoder must adapt to channel conditions
  - ◇ Costly Rate-adaptive decoder architecture
  - ◇ Plenty of codes  $f(K, R)$
  - ◇ Plenty of Modulations
  - ◇ Sub-optimal Repetition for very low rate



- Solution
  - ◇ 1 NB decoder
    - ◇ optimized for 1 code rate
  - ◇ 1 Modulation
  - ◇ 1 Inner code responsible of Rate matching
    - ◇ The Punctured NB-CCSK

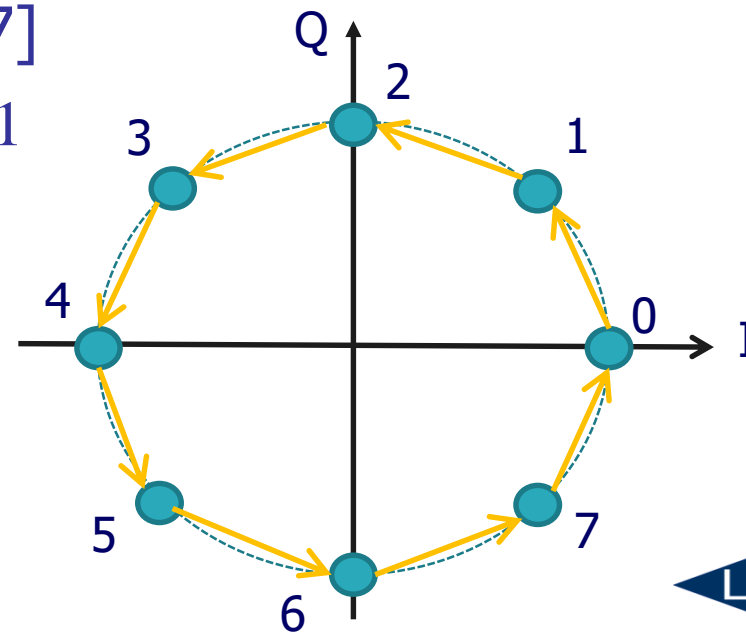
# Example of NB-CCSK with 8-PSK

- The CCSK modulation spread a symbol  $b, b \in \{0, \dots, q - 1\}$  on a sequence  $\mathbf{G}_b$  defined as the circular left shift of the root sequence  $\mathbf{G}_0$  by  $b$  positions.
- A sequence of 8 chips, each chip mapped on a distinct point of a 8-PSK modulation
- sequence  $\mathbf{G}_0 = [0, 1, 2, 3, 4, 5, 6, 7]$
- PSK constellation  $C(i) = e^{j2\pi i/q}, j^2 = -1$
- $C(\mathbf{G}_0(i)) = e^{j(2\pi \mathbf{G}_0(i)/q)}, j^2 = -1$

Codeword table

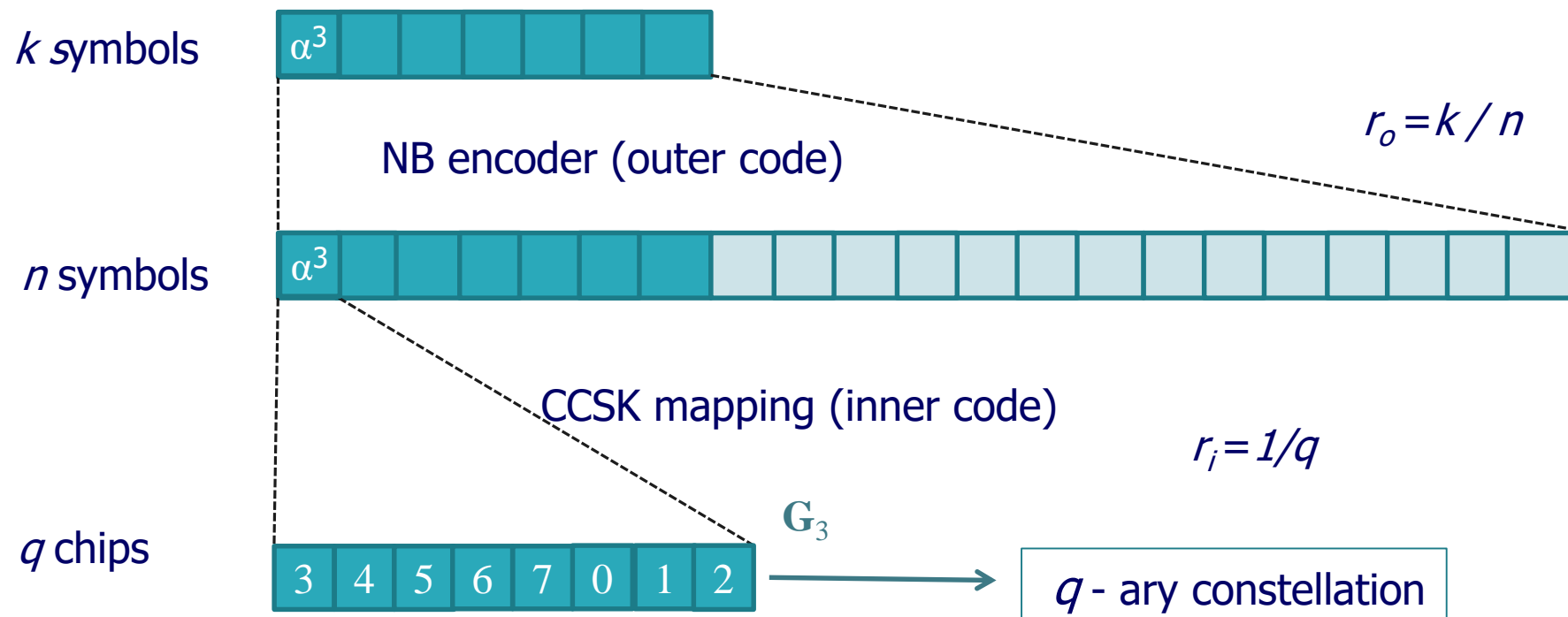
$b$	$\mathbf{G}_b$
0	0 1 2 3 4 5 6 7
1	1 2 3 4 5 6 7 0
2	2 3 4 5 6 7 0 1
3	3 4 5 6 7 0 1 2
4	4 5 6 7 0 1 2 3
5	5 6 7 0 1 2 3 4
6	6 7 0 1 2 3 4 5
7	7 0 1 2 3 4 5 6

Mapping of  $\mathbf{G}_0$  on 8-PSK constellation



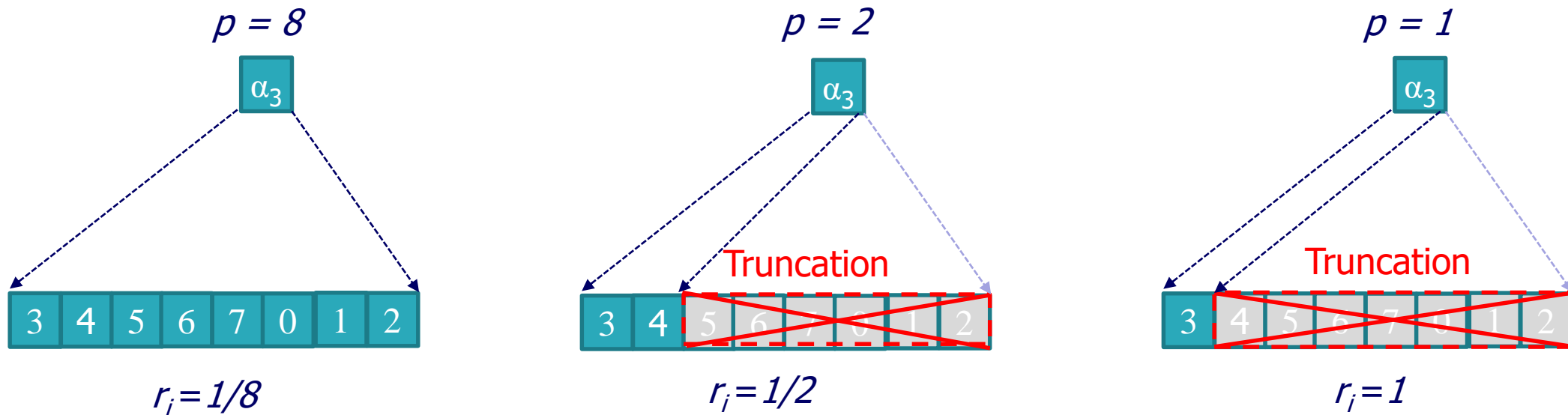
# Inner CCSK code: principle

Non binary symbols are in  $GF(q)$  with  $m = \log_2(q)$  bits ( $m$  bits per symbol)



# NB-CCSK: Truncation

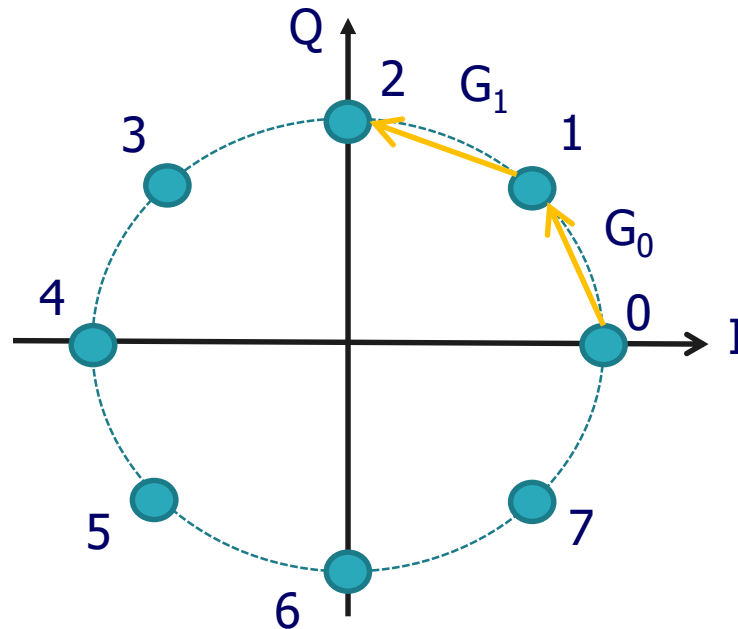
- Truncation from  $q$  to  $p$  chips to make CCSK rate-adaptive [1][2]



- Per symbol puncturing[2] : Half symbols with  $p = 1$ , the other half with  $p = 2$ 
  - ◇  $p = 1.5, r_i = 2/3$

# Example: NB-CCSK mapped on 8-PSK with $p=2$

- $G_0 = [0, 1, 2, 3, 4, 5, 7]$ ,  $p=2$
- Squared Euclidian Distance between  $G_0$  and  $G_1$ 
  - ◇  $d(G_0, G_1)^2 = \|C(1) - C(0)\|^2 + \|C(2) - C(1)\|^2$
  - ◇  $d(G_0, G_1)^2 = 1,17$
- Minimum squared distance of the code
  - ◇  $D(G) = \min_{a \neq b} \{d(G_a, G_b)^2\}$
  - ◇  $D(G) = 1,17$

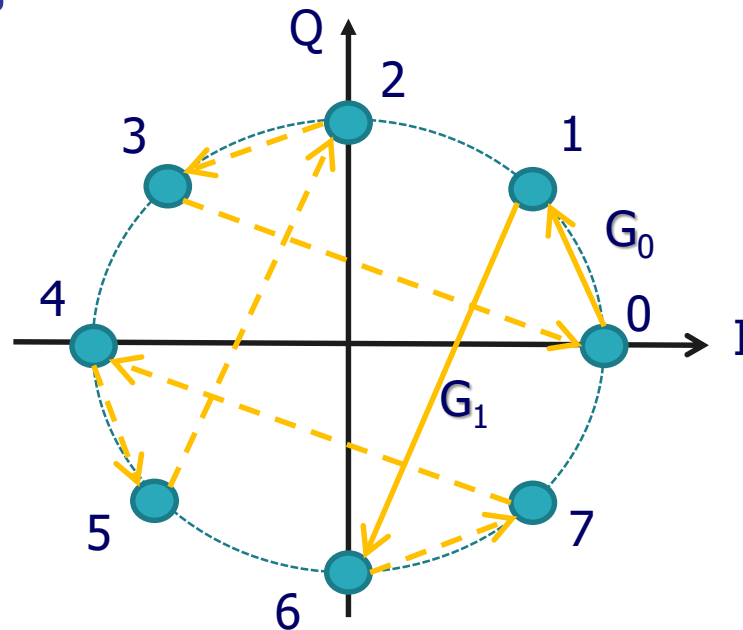


$b$	$G_b$							
0	0	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7	0
2	2	3	4	5	6	7	0	1
3	3	4	5	6	7	0	1	2
4	4	5	6	7	0	1	2	3
5	5	6	7	0	1	2	3	4
6	6	7	0	1	2	3	4	5
7	7	0	1	2	3	4	5	6

# Example NB- CCSK mapped on 8-PSK

- A permutation  $\Pi = [0, 1, 6, 7, 4, 5, 2, 3]$
- Squared Euclidian distance between  $G_0$  and  $G_1$
- $d(G_0, G_1)^2 = \|C(1) - C(0)\|^2 + \|C(2) - C(1)\|^2$
- $d(G_0, G_1)^2 = 4$
- $D(G) = \min_{a \neq b} \{d(G_a, G_b)^2\} = 4$

The sequence order greatly impact the minimum distance of the "code"



$b$	$G_b$							
0	0	1	6	7	4	5	2	3
1	1	6	7	4	5	2	3	0
2	6	7	4	5	2	3	0	1
3	7	4	5	2	3	0	1	6
4	4	5	2	3	0	1	6	7
5	5	2	3	0	1	6	7	4
6	2	3	0	1	6	7	4	5
7	3	0	1	6	7	4	5	2

# Distance and correlation metrics

$$\begin{aligned}d(\mathbf{G}_a^p, \mathbf{G}_b^p)^2 &= \sum_{i=0}^{p-1} (\mathbf{G}_a^p(i) - \mathbf{G}_b^p(i))^2 \\ &= \sum_{i=0}^{p-1} \mathbf{G}_a^p(i)^2 + \mathbf{G}_b^p(i)^2 - 2\mathcal{R}(\mathbf{G}_a^p(i) \times \mathbf{G}_b^p(i)')\end{aligned}$$

With a constellation on the unit circle, we have  $\mathbf{G}_a^p(i)^2 = 1$  and,

$$d(\mathbf{G}_a^p, \mathbf{G}_b^p)^2 = 2p - 2\mathcal{R}(\langle \mathbf{G}_a^p, \mathbf{G}_b^p \rangle)$$

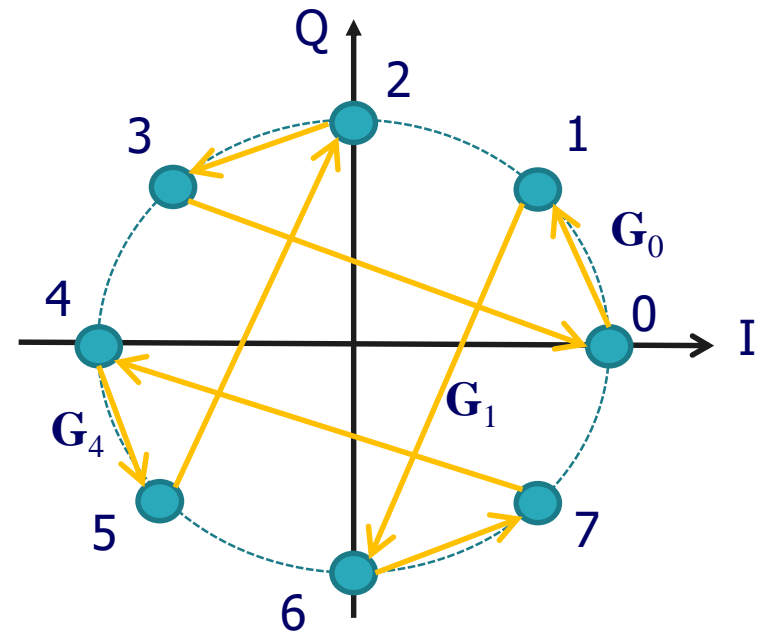
- Where  $\langle a, b \rangle$  is the inner product of complex sequence.
- Thus  $D(\mathbf{G}) = \min_{a \neq b} \{d(\mathbf{G}_a, \mathbf{G}_b)^2\} = 2p - 2 \max(\text{Real}(\langle \mathbf{G}_a, \mathbf{G}_b \rangle), a \neq b)$ .



# Case $p = 2$ : distance table

	$G_0$	$G_1$	$G_2$	$G_3$	$G_4$	$G_5$	$G_6$	$G_7$
$G_0$	0	4	4	4	8	4	4	4
$G_1$								
$G_2$								
$G_3$								
$G_4$								
$G_5$								
$G_6$								
$G_7$								

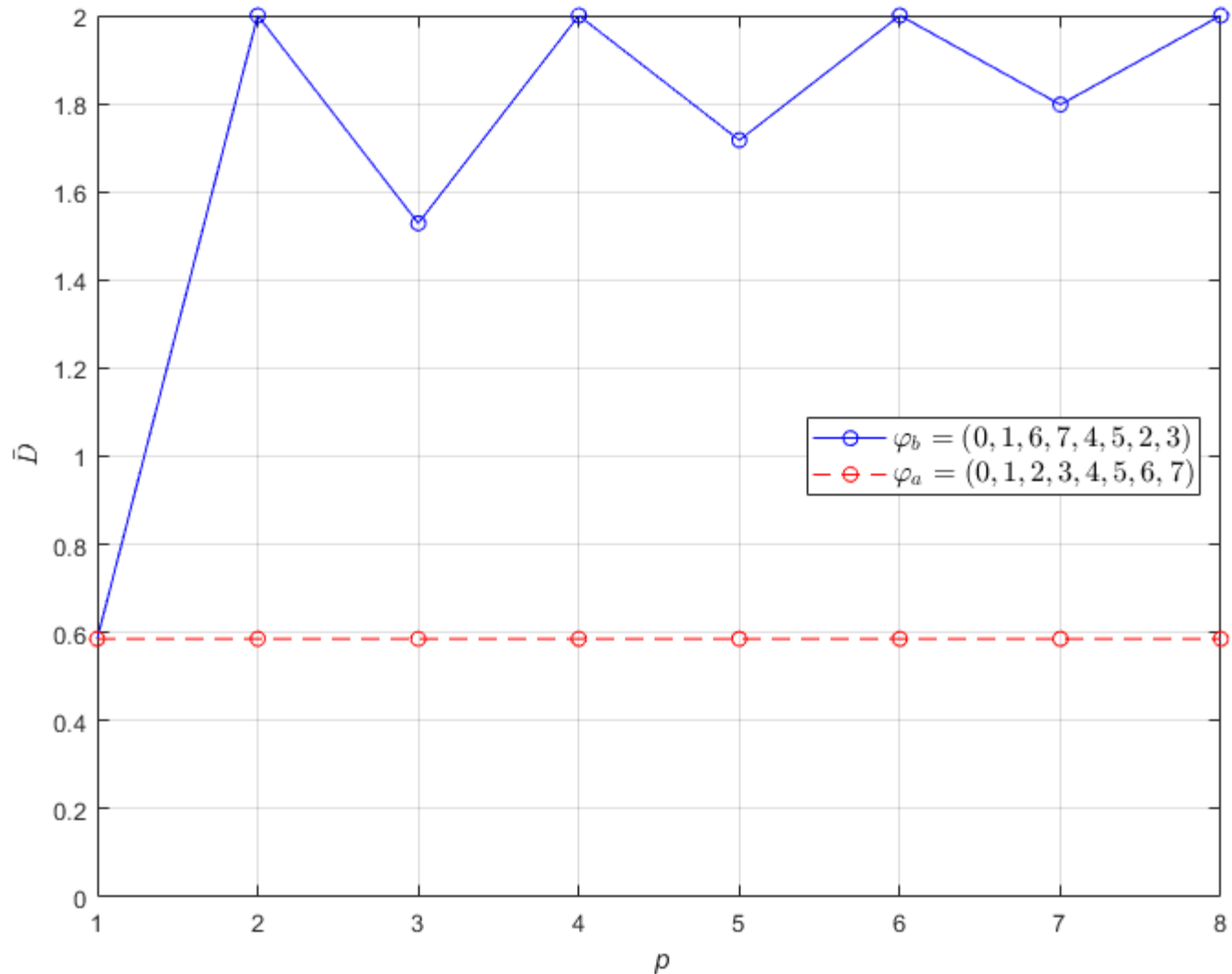
$$d(G_i - G_j)^2$$



Codewords are either orthogonal or antipodal => bi-orthogonal code

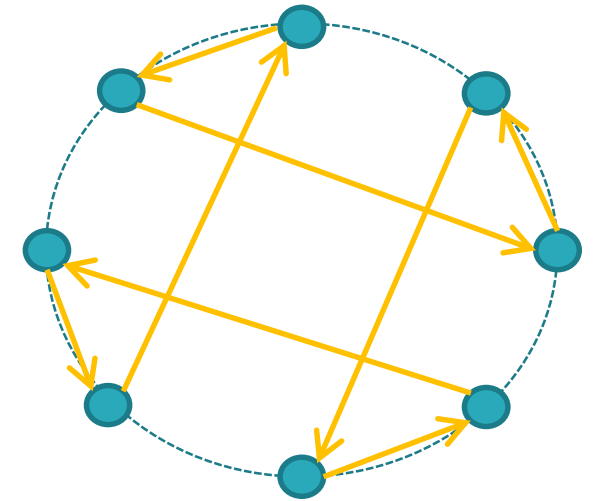
# Example: NB- CCSK mapped on 8-PSK

- *Normalized min distance*
  - ◇  $\bar{D} = D / p$
- Bi-orthogonal at
  - ◇  $p = q / 4$
  - ◇  $p = q / 2$
  - ◇  $p = 3q / 4$
  - ◇  $p = q$

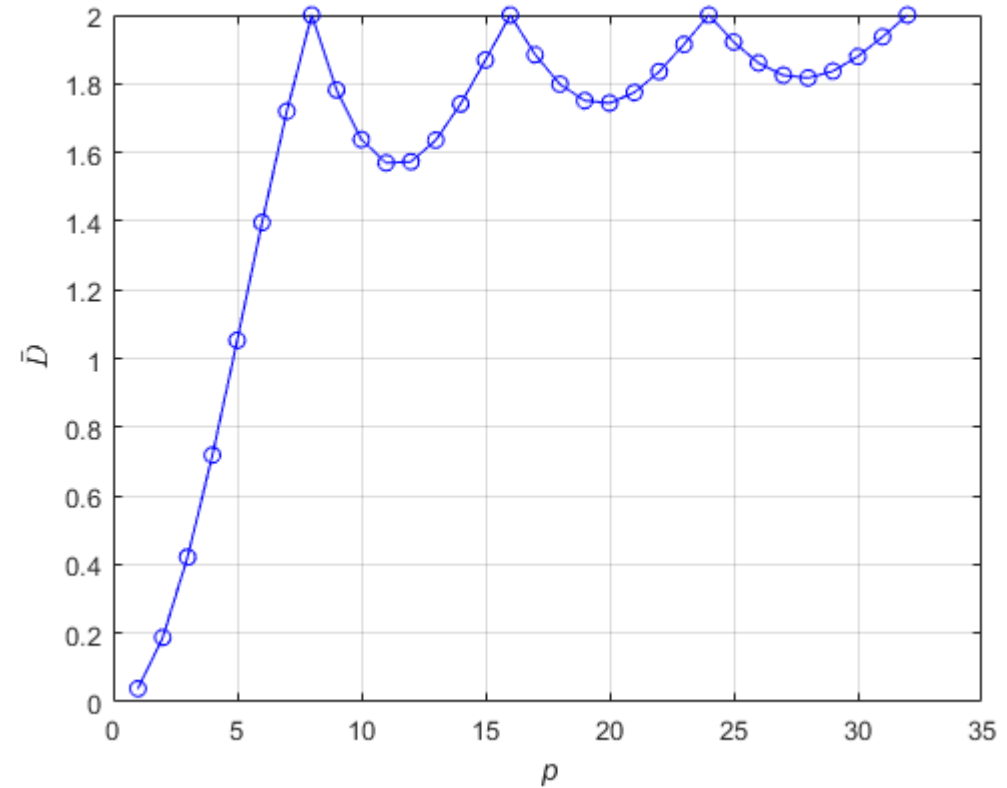
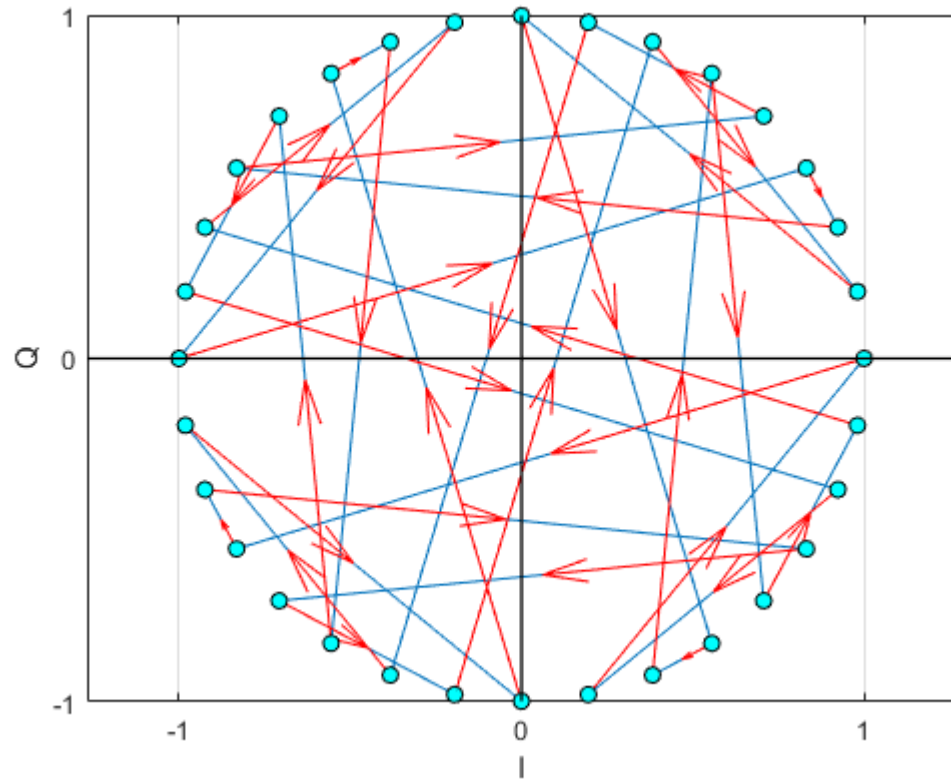


# Can we find sequence for GF(64) , GF(256), ... ?

- Try all possible permutation is  $O((q-1)!)$ .
  - ◇ permutations for  $q = 32 : 2,63 \times 10^{35}$
  - ◇ permutations for  $q = 64 : 1,98 \times 10^{87}$
  - ◇ Permutation for  $q = 256 : 3,35 \times 10^{504}$
- From observation of GF(8),
  - ◇ 4-fold rotational symmetry
  - ◇ Good result at  $p = q/4$  implies good results at  $p = q/2, 3q/4$  and  $q$
- Constrained symmetric shape and optimization only for  $p = q/4$ 
  - ◇ Solution for GF(32)



# Example: NB- CCSK mapped on 32-PSK

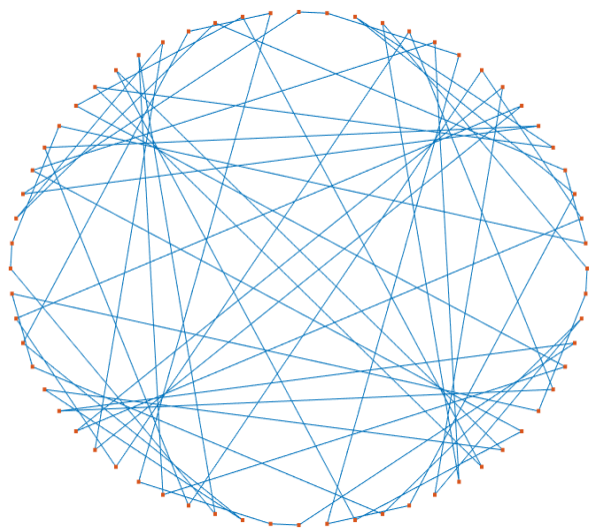


- Optimization on maximizing the minimum distance for  $p = 8$  using simulated annealing algorithm with 32-PSK .



# Research process ...

- After some search, we found this nice sequence for  $q = 64$



Caustic of a circle



Coffee break



Cardioid



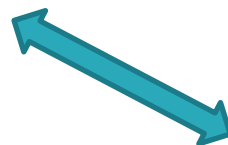
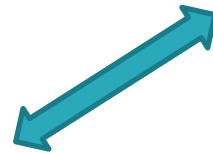
n-epicycloid



String art mandala

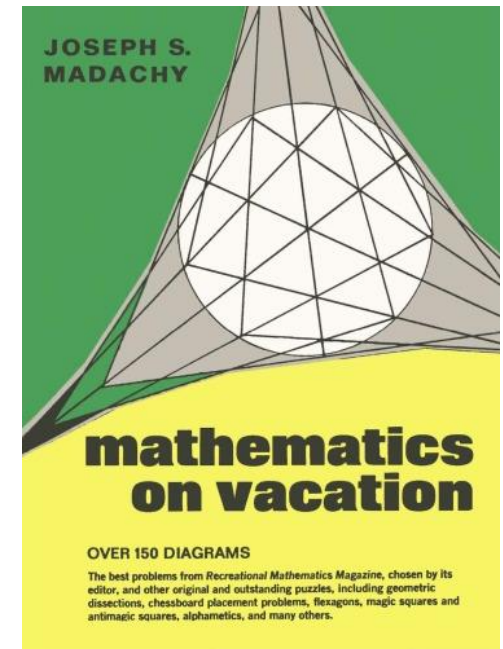
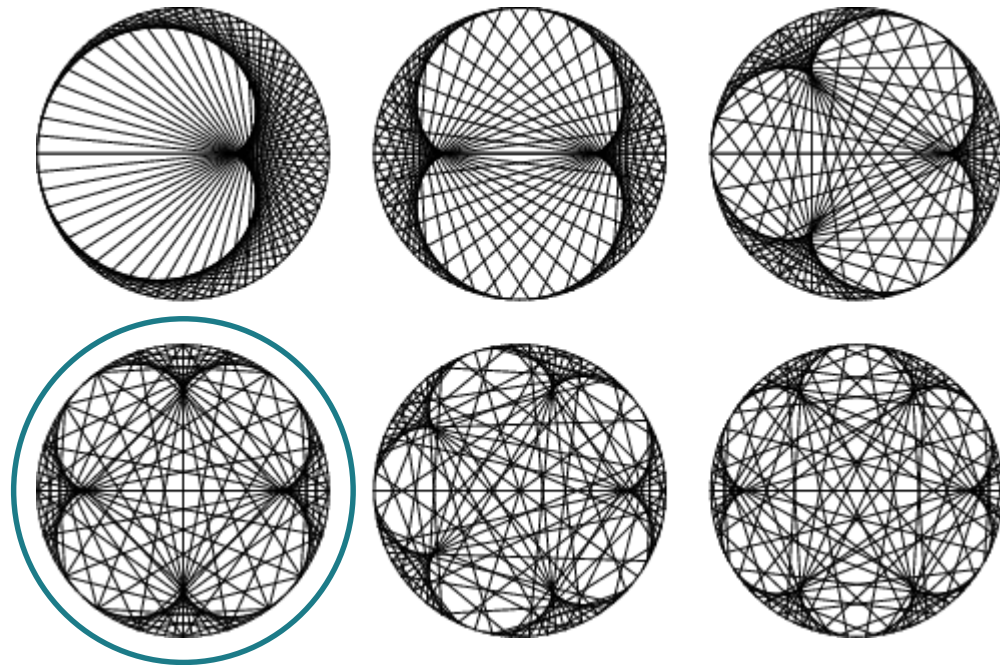


Generic construction of a pattern

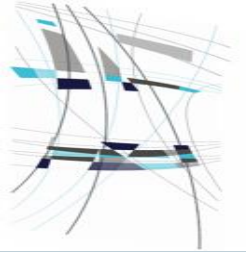


# $n$ -epicycloid

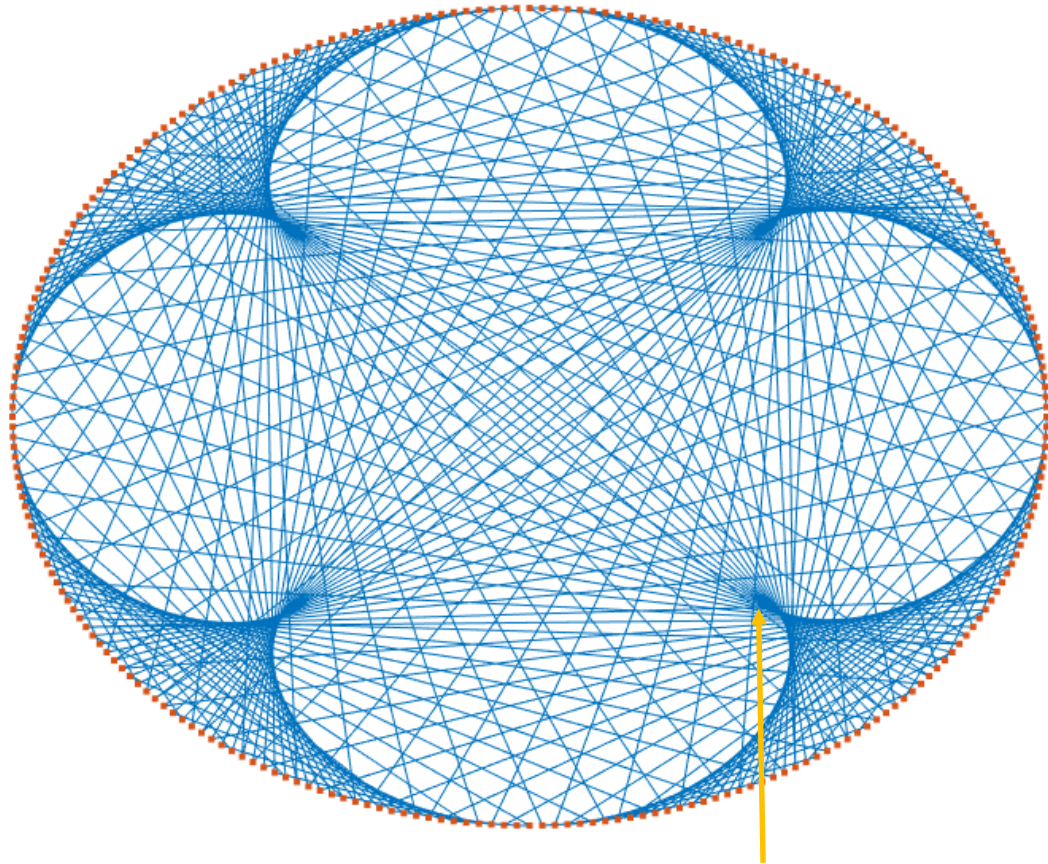
- $n$ -epicycloids can also be constructed by beginning with the Diameter of a Circle, offsetting one end by a series of steps while at the same time offsetting the other end by steps  $n$  times as large. After traveling around the Circle once, an  $n$ -cusped epicycloid is produced [6].





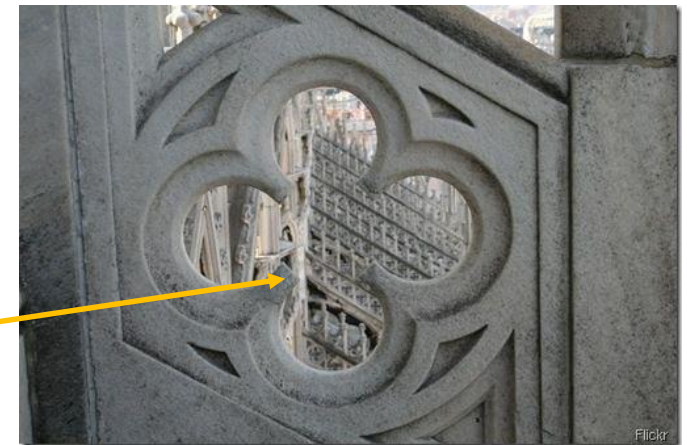


# 4 cusps epicycloid



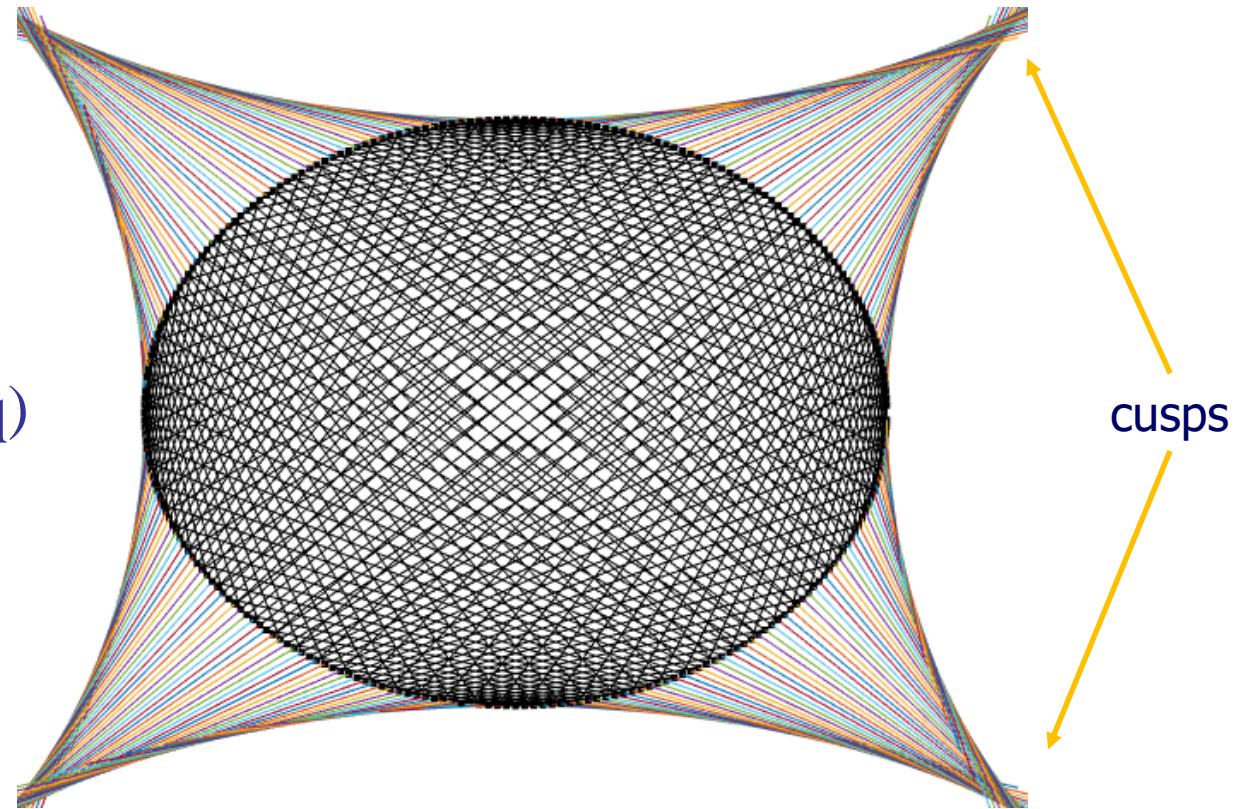
- Sequence construction
  - ◇  $\mathbf{G}_0(0) = 0$
  - ◇  $\mathbf{G}_0(i+1) = \text{mod}(\mathbf{G}_0(i) * (\text{cusps} + 1) + 1, q)$
- Bi-orthogonal at
  - ◇  $p = q / 4$
  - ◇  $p = q / 2$
  - ◇  $p = 3q / 4$
  - ◇  $p = q$

Cusp: a pointed end or part where two curves meet



# 4 cusps hypocycloid or « astroid »

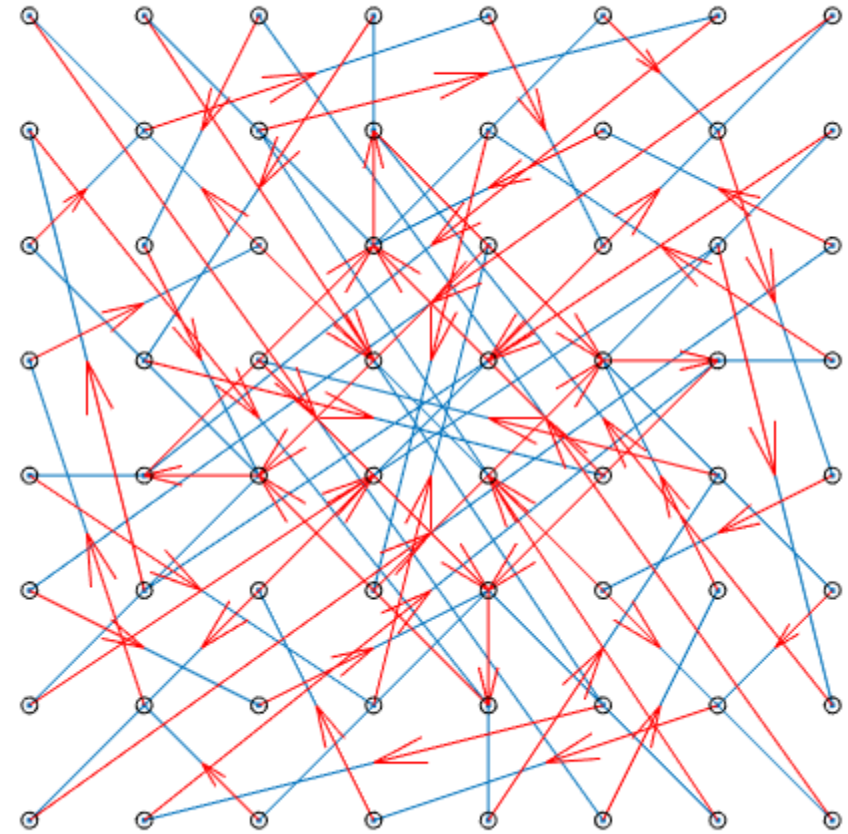
- From the same book [3]
  - ◇  $\mathbf{G}_0(0)=0$
  - ◇  $\mathbf{G}_0(i+1)=\text{mod}(-\mathbf{G}_0(i)*(\text{cusps}+1), q)$
- Same bi-orthogonal properties





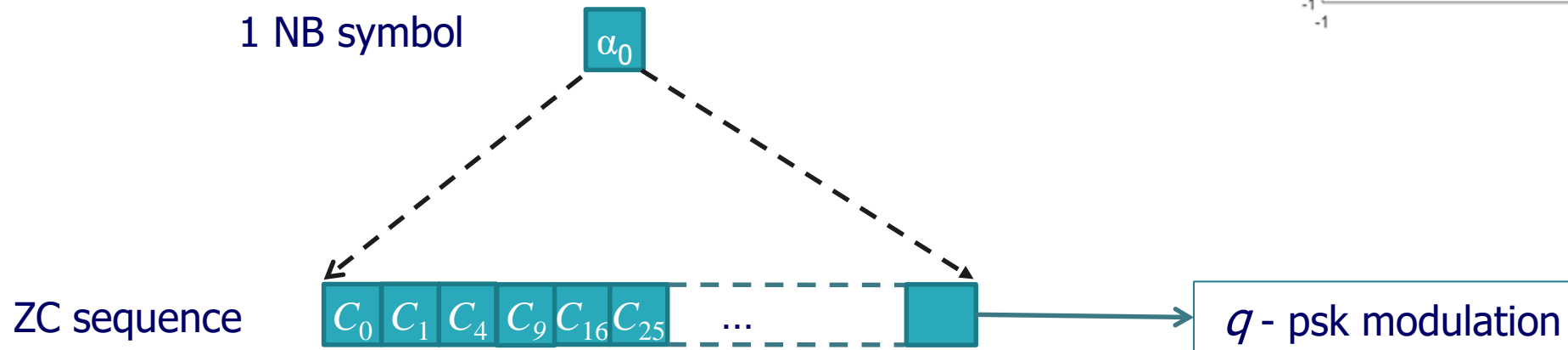
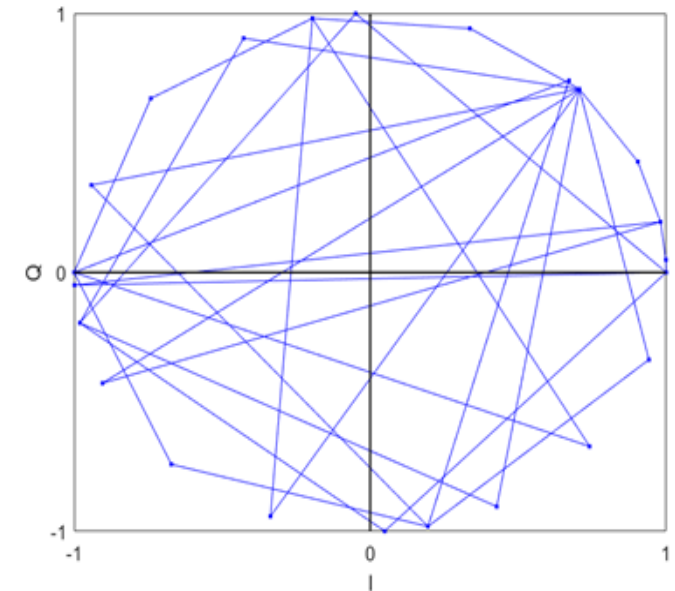
# CCSK sequence for 64-QAM constellation

- Use of a QAM constellation
  - ◇ Better min distance for  $p = 1$
- Permutation Optimization
  - ◇ Multi-objective simulated annealing
    - ◇  $p = 2$
    - ◇  $p = q/4$
  - ◇ Rotation symmetry
- Nearly bi-orthogonal



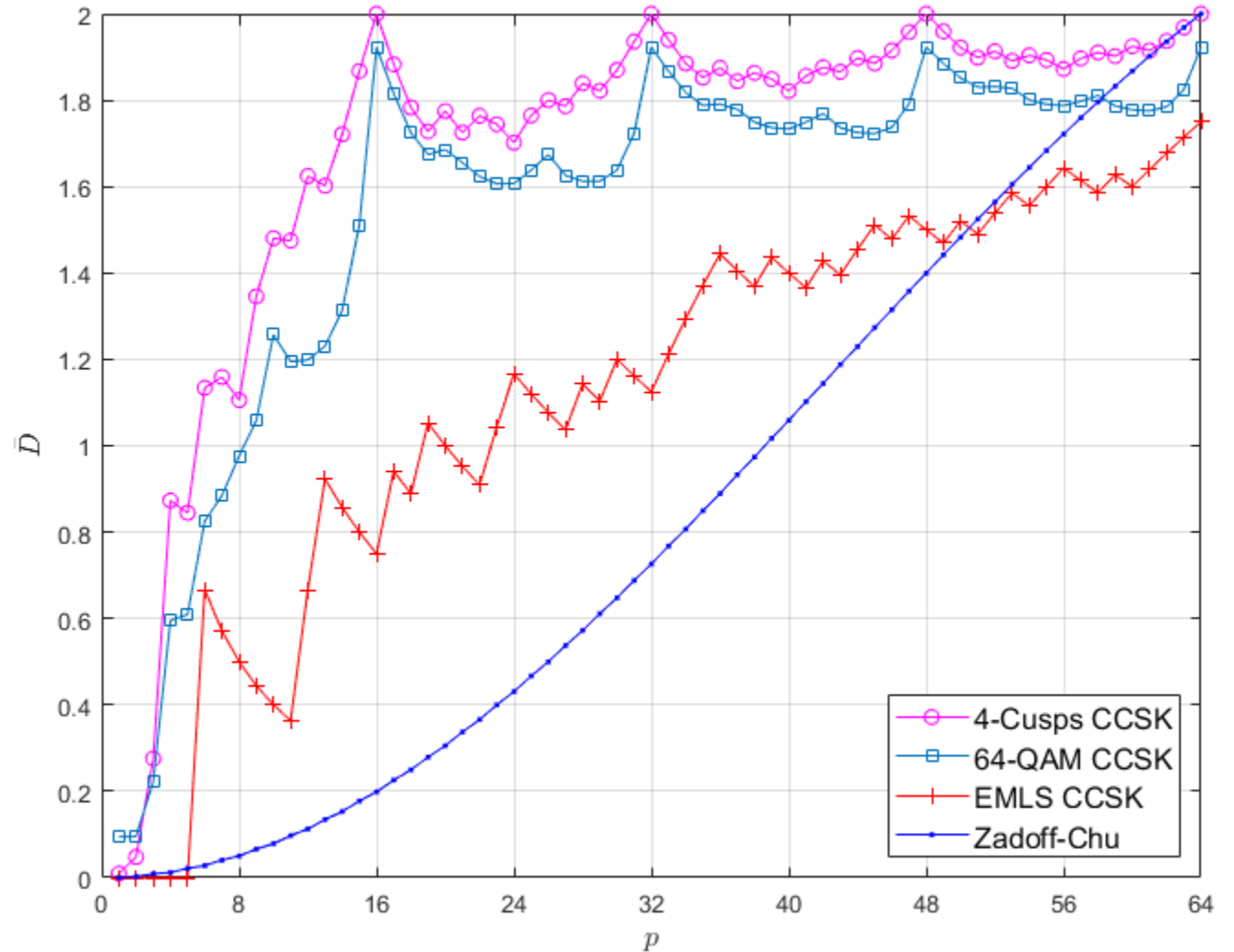
# NB-CCSK: Zadoff-Chu sequence

- Zadoff-Chu (ZC) sequence
  - ◇  $C(i) = e^{j(2\pi G_0(i)/q)}$
  - ◇  $G_0(i) = \text{mod}(i^2, q)$
- Can be considered as a NB-CCSK sequence
- When cyclically shifted, the resulting ZC sequences are **uncorrelated** with one another.



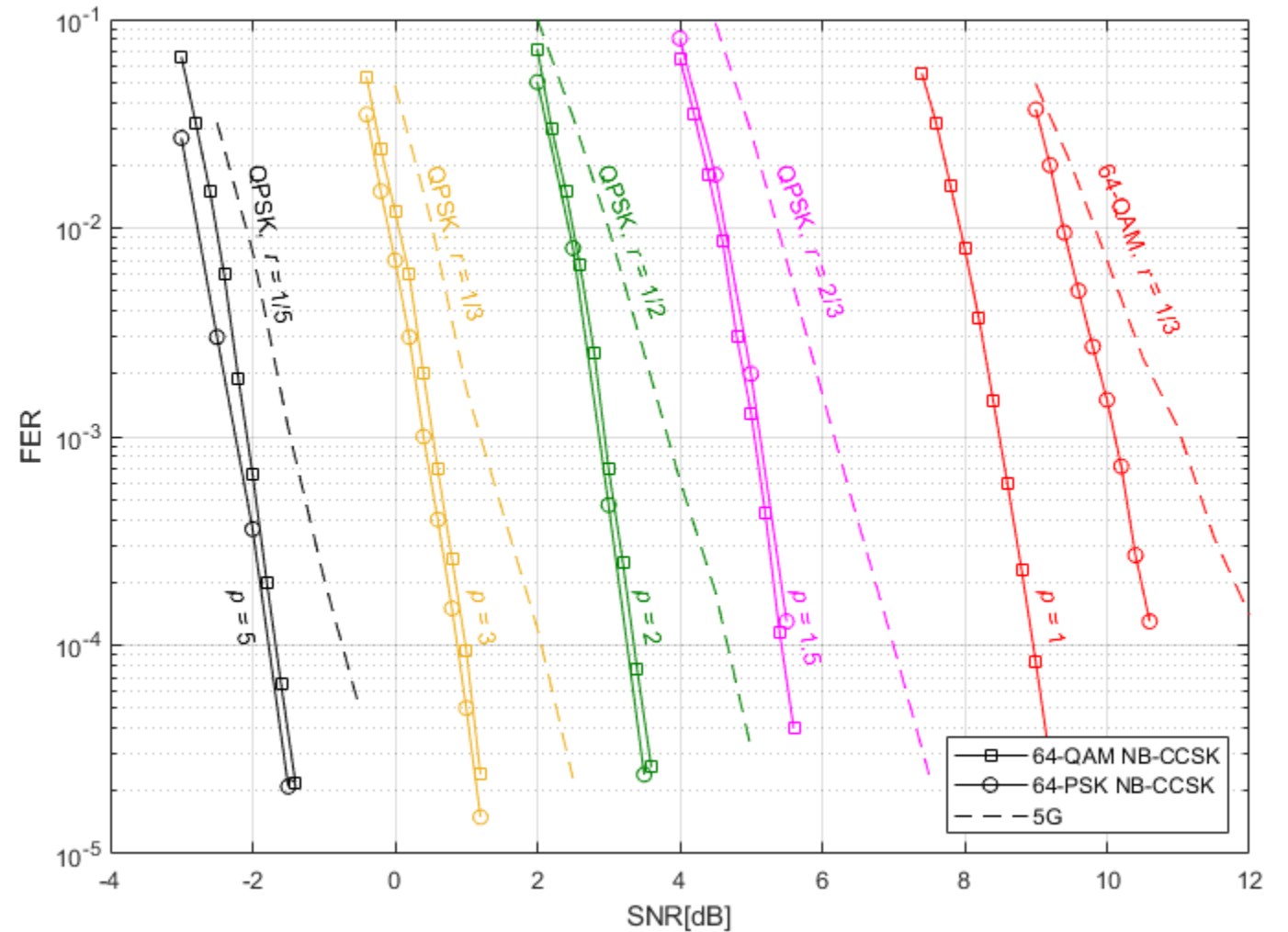
# Minimum distance comparison

- EMLS CCSK
  - ◇ Binary CCSK
  - ◇ Extended Maximum Length Sequence
- For  $p = 64$ 
  - ◇  $D(\text{Zadoff-Chu}) = D(4\text{-Cusp})$
- For  $2 < p \leq 64$ 
  - ◇  $D(4\text{-Cusp}) > D(\text{QAM})$
- For  $p = 1$ 
  - ◇ 64-QAM CCSK outperform the 4-Cusp CCSK



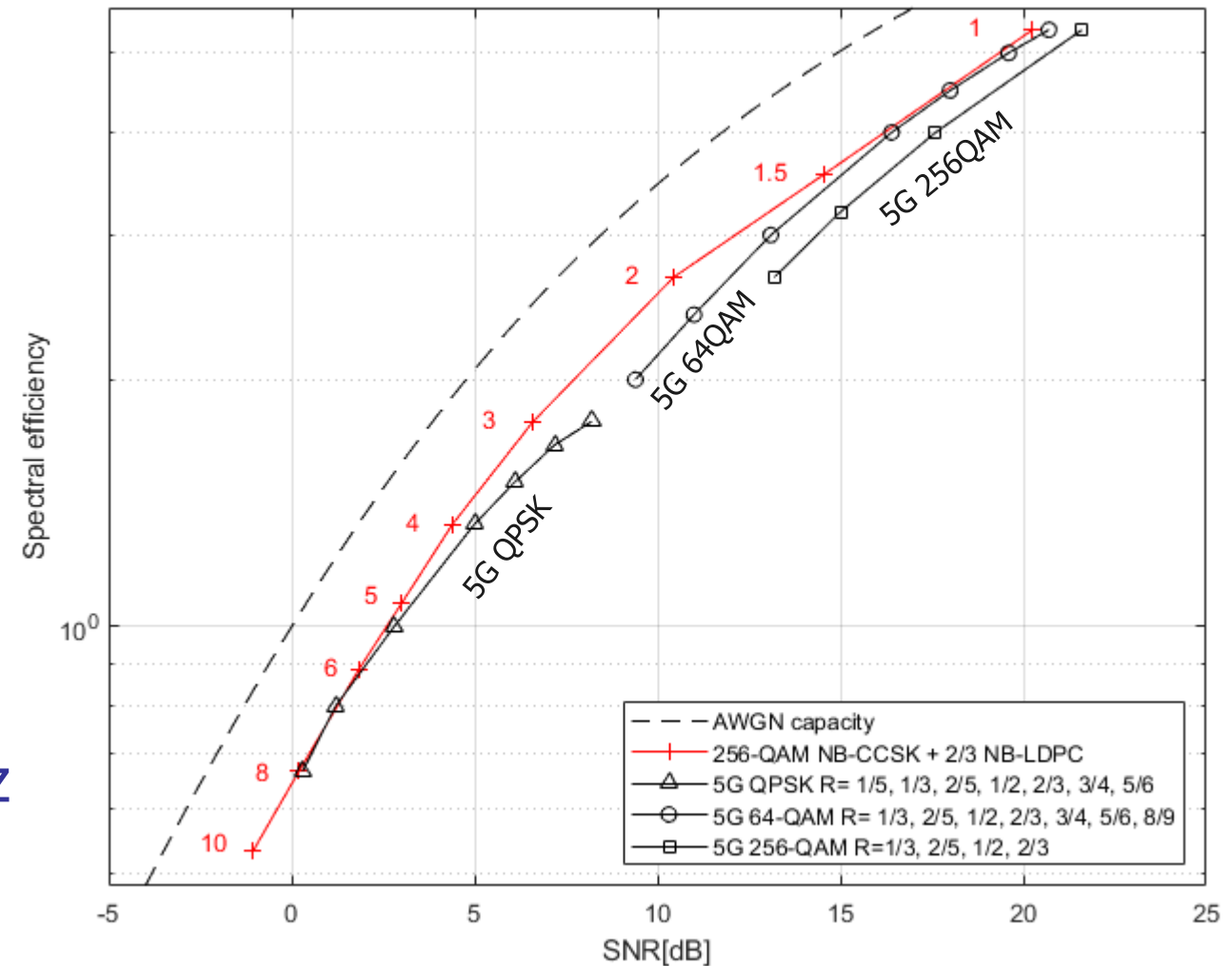
# FER of 64-QAM and 64-PSK TCCSK

- NB-LDPC
  - ◇  $k=20$  symbols (120 bits)
  - ◇  $r_o=1/3$
  - ◇  $n_m=20, n_{op}=25$
- 5G LDPC decoder
  - ◇ Graph1
  - ◇  $k=120$  bits



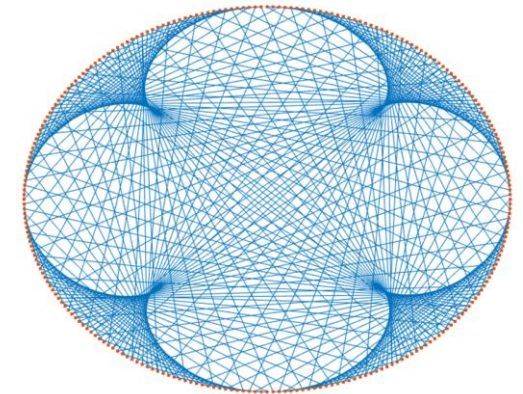
# Spectral efficiency of NB-CCSK with 256-QAM constellation

- NB-LDPC
  - ◇  $k = 15$  symbols (120 bits)
  - ◇  $r_o = 2/3$
  - ◇  $n_m = 70, n_{op} = 80$
- 5G LDPC
  - ◇ Graph1
  - ◇  $k = 120$  bits
- For  $p=256$  (not shown)
  - ◇ Spectral efficiency = 0.02 bits/s/Hz
  - ◇ SNR CCSK = -15.5 dB
  - ◇ SNR Shannon limit = -18.3 dB



# Conclusion

- Rate-adaptive cyclic complex spreading sequence
  - ◇ 4 Cusps family
  - ◇ Bi-orthogonal at  $p = q, 3q / 4, q / 2, q / 4$
  - ◇ Rate adaptive inner code for NB-Decoder
    - ◇ Good FER performance
  - ◇ Wide range of code rates down to very low SNR
- Extension of this work
  - ◇ Tomorrow Special Session on Short Codes and Their Applications
  - ◇ E. Boutillon "C4-Sequences: Rate Adaptive Coded Modulation for Few Bits Message"

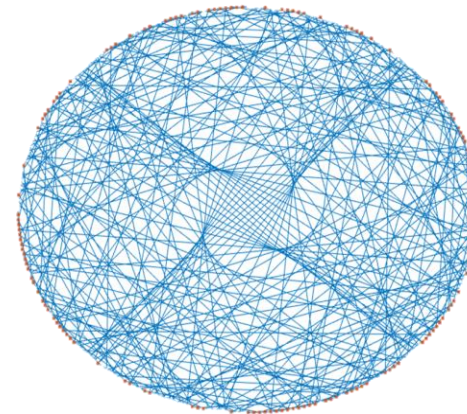
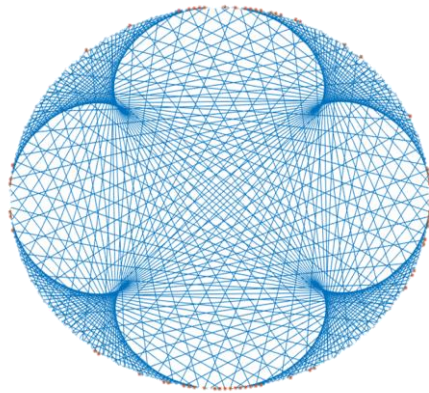






# Rate-Adaptive Cyclic Complex Spreading Sequence for Non-Binary Decoders

- Thank you for your attention



- Questions & Answers