

**An Introduction to Coding Theory**  
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**Module 01**  
**Lecture Number 04**  
**Generator Matrix and Parity Check Matrix**

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An introduction to coding theory

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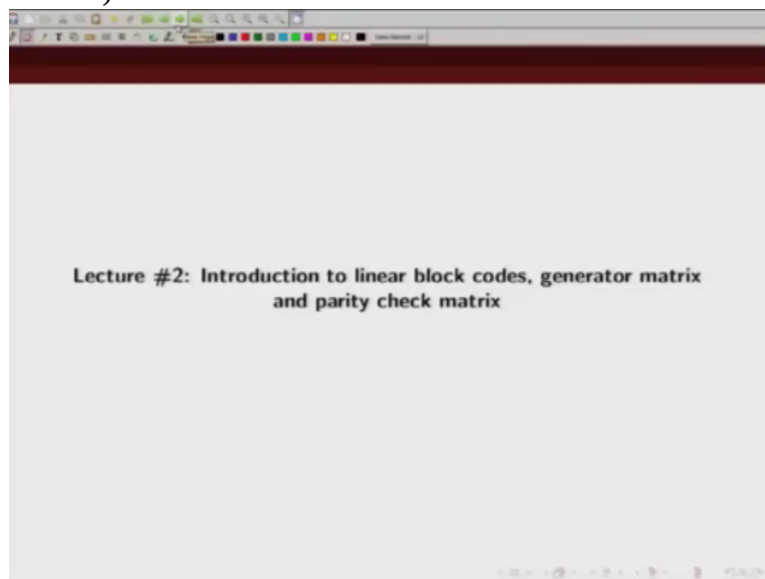
Welcome to the course on Coding Theory. Today in this lecture we are going to describe what we mean by generator matrix

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and parity check matrix So we will continue our discussion with introduction to linear block codes.

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We will first describe what is a generator matrix and what is a parity check matrix and how are they related. So as we described in the last class,

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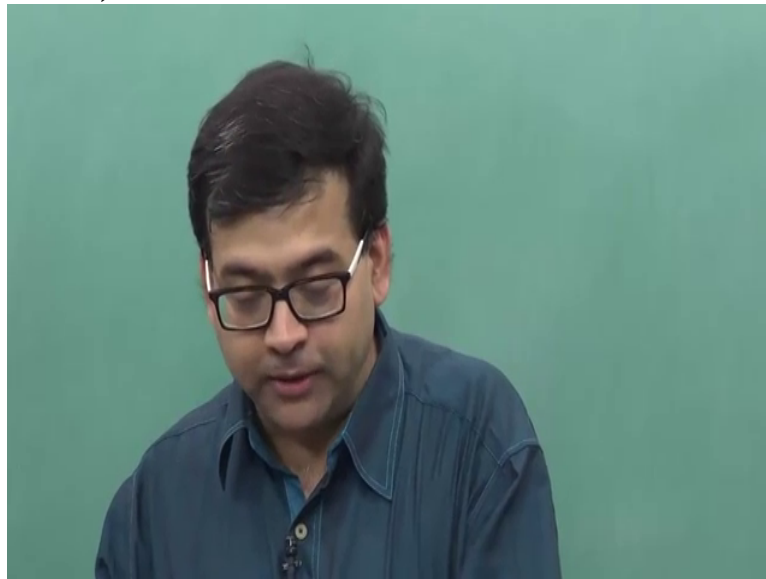
an encoder for a linear block codes, what it does it takes a block of k-bits and maps it to the, to n-bit. Now the matrix,

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A presentation slide with a red header containing the text "Linear block codes". Below the header, there is a bullet point: "• An (n,k) linear block code can be defined by a k × n generator matrix." Below this text, the generator matrix G is defined as a k × n matrix. The matrix is shown in two forms: as a column vector of row vectors  $\mathbf{g}_0, \mathbf{g}_1, \dots, \mathbf{g}_{k-1}$  and as a grid of elements  $g_{i,j}$ .
$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \vdots \\ \mathbf{g}_{k-1} \end{bmatrix} = \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & \cdots & g_{0,n-1} \\ g_{1,0} & g_{1,1} & g_{1,2} & \cdots & g_{1,n-1} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ g_{k-1,0} & g_{k-1,1} & g_{k-1,2} & \cdots & g_{k-1,n-1} \end{bmatrix}$$

we can use a k cross n matrix to define this mapping from k information bits to n coded bits

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and this matrix is basically our

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A presentation slide with a red header containing the text "Linear block codes". Below the header, there is a bullet point: "• An (n,k) linear block code can be defined by a k × n generator matrix." Below this, the generator matrix G is defined as a k × n matrix with elements g<sub>i,j</sub>. The matrix is shown as G = [g<sub>0</sub>, g<sub>1</sub>, ..., g<sub>k-1</sub>] = [g<sub>0,0</sub> g<sub>0,1</sub> g<sub>0,2</sub> ... g<sub>0,n-1</sub>; g<sub>1,0</sub> g<sub>1,1</sub> g<sub>1,2</sub> ... g<sub>1,n-1</sub>; ...; g<sub>k-1,0</sub> g<sub>k-1,1</sub> g<sub>k-1,2</sub> ... g<sub>k-1,n-1</sub>].

Linear block codes

- An (n,k) linear block code can be defined by a k × n generator matrix.

$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \vdots \\ \mathbf{g}_{k-1} \end{bmatrix} = \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & \cdots & g_{0,n-1} \\ g_{1,0} & g_{1,1} & g_{1,2} & \cdots & g_{1,n-1} \\ \vdots & \vdots & \vdots & \vdots & \vdots \\ g_{k-1,0} & g_{k-1,1} & g_{k-1,2} & \cdots & g_{k-1,n-1} \end{bmatrix}$$

generator matrix for a, so for a n-k linear block code the mapping of k information bits to n-coded bits is defined by this generator matrix G which is of rank k so if we denote information bits by u

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Linear block codes

- An  $(n,k)$  linear block code can be defined by a  $k \times n$  generator matrix.

$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \vdots \\ \mathbf{g}_{k-1} \end{bmatrix} = \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & \cdots & g_{0,n-1} \\ g_{1,0} & g_{1,1} & g_{1,2} & \cdots & g_{1,n-1} \\ \vdots & \vdots & \vdots & \vdots & \vdots \\ g_{k-1,0} & g_{k-1,1} & g_{k-1,2} & \cdots & g_{k-1,n-1} \end{bmatrix}$$

and we denote our coded bits by  $\mathbf{v}$ ,

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Linear block codes

- An  $(n,k)$  linear block code can be defined by a  $k \times n$  generator matrix.

$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \vdots \\ \mathbf{g}_{k-1} \end{bmatrix} = \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & \cdots & g_{0,n-1} \\ g_{1,0} & g_{1,1} & g_{1,2} & \cdots & g_{1,n-1} \\ \vdots & \vdots & \vdots & \vdots & \vdots \\ g_{k-1,0} & g_{k-1,1} & g_{k-1,2} & \cdots & g_{k-1,n-1} \end{bmatrix}$$

then we can write  $\mathbf{v}$  as  $\mathbf{u}$  times  $\mathbf{g}$

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Linear block codes

- An  $(n,k)$  linear block code can be defined by a  $k \times n$  generator matrix.

$$V = UG$$

$$G = \begin{bmatrix} g_0 \\ g_1 \\ \vdots \\ g_{k-1} \end{bmatrix} = \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & \cdots & g_{0,n-1} \\ g_{1,0} & g_{1,1} & g_{1,2} & \cdots & g_{1,n-1} \\ \vdots & \vdots & \vdots & \vdots & \vdots \\ g_{k-1,0} & g_{k-1,1} & g_{k-1,2} & \cdots & g_{k-1,n-1} \end{bmatrix}$$

where our u is 1 cross k vector and this is,

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Linear block codes

- An  $(n,k)$  linear block code can be defined by a  $k \times n$  generator matrix.

$$V = UG$$

$$G = \begin{bmatrix} g_0 \\ g_1 \\ \vdots \\ g_{k-1} \end{bmatrix} = \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & \cdots & g_{0,n-1} \\ g_{1,0} & g_{1,1} & g_{1,2} & \cdots & g_{1,n-1} \\ \vdots & \vdots & \vdots & \vdots & \vdots \\ g_{k-1,0} & g_{k-1,1} & g_{k-1,2} & \cdots & g_{k-1,n-1} \end{bmatrix}$$

generator matrix is k cross n matrix and our output

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Linear block codes

- An  $(n,k)$  linear block code can be defined by a  $k \times n$  generator matrix.

$$V = UG_{k \times n}$$

$$G = \begin{bmatrix} g_0 \\ g_1 \\ \vdots \\ g_{k-1} \end{bmatrix} = \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & \cdots & g_{0,n-1} \\ g_{1,0} & g_{1,1} & g_{1,2} & \cdots & g_{1,n-1} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ g_{k-1,0} & g_{k-1,1} & g_{k-1,2} & \cdots & g_{k-1,n-1} \end{bmatrix}$$

coded bit is 1 cross n vector.

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Linear block codes

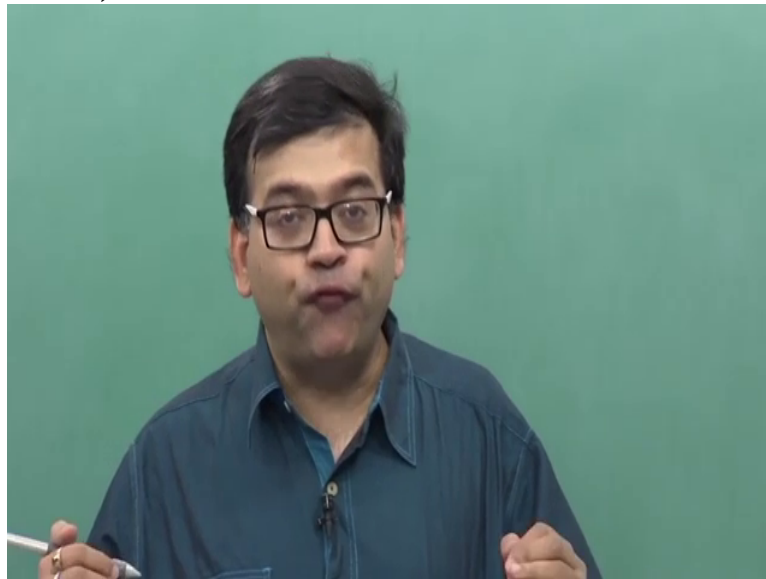
- An  $(n,k)$  linear block code can be defined by a  $k \times n$  generator matrix.

$$V = UG_{k \times n}$$

$$G = \begin{bmatrix} g_0 \\ g_1 \\ \vdots \\ g_{k-1} \end{bmatrix} = \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & \cdots & g_{0,n-1} \\ g_{1,0} & g_{1,1} & g_{1,2} & \cdots & g_{1,n-1} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ g_{k-1,0} & g_{k-1,1} & g_{k-1,2} & \cdots & g_{k-1,n-1} \end{bmatrix}$$

So as a name suggests, basically generator matrix is used to generate our codeword. So we generate our codewords using this generator matrix and this generator matrix gives the mapping between the information bits  $u$  to coded bits  $v$ . So how do we find codewords? We find codewords by taking linear combinations of rows of this generator matrix. In case of binary codes so then these entries in the generator matrix are either 0 or 1 depending upon which bits are used to generate a particular coded sequence. So we form

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a set of  $2^k$  codewords by taking linear combinations

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Linear block codes

- An  $(n,k)$  linear block code can be defined by a  $k \times n$  generator matrix.

$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \vdots \\ \mathbf{g}_{k-1} \end{bmatrix} = \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & \cdots & g_{0,n-1} \\ g_{1,0} & g_{1,1} & g_{1,2} & \cdots & g_{1,n-1} \\ \vdots & \vdots & \vdots & \vdots & \vdots \\ g_{k-1,0} & g_{k-1,1} & g_{k-1,2} & \cdots & g_{k-1,n-1} \end{bmatrix}$$

- The set of  $2^k$  binary codewords is formed by taking the linear combinations of the rows of  $\mathbf{G}$ .

of rows of these generator matrix



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**Linear block codes**

- An  $(n,k)$  linear block code can be defined by a  $k \times n$  generator matrix.

$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \vdots \\ \mathbf{g}_{k-1} \end{bmatrix} = \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & \cdots & g_{0,n-1} \\ g_{1,0} & g_{1,1} & g_{1,2} & \cdots & g_{1,n-1} \\ \vdots & \vdots & \vdots & \vdots & \vdots \\ g_{k-1,0} & g_{k-1,1} & g_{k-1,2} & \cdots & g_{k-1,n-1} \end{bmatrix}$$

- The set of  $2^k$  binary codewords is formed by taking the linear combinations of the rows of  $\mathbf{G}$ .
- For the binary information sequence  $\mathbf{u} = (u_0, u_1, \dots, u_{k-1})$ , the corresponding binary codeword sequence is given by

$$\mathbf{v} = \mathbf{uG} = u_0\mathbf{g}_0 + u_1\mathbf{g}_1 + \cdots + u_{k-1}\mathbf{g}_{k-1} \quad (\text{modulo-2})$$

So we can, as I said, we can write our coded sequence as q times p which is basically linear combination of rows of the generator matrix. So these are basically linearly independent k rows and the rank of this generator matrix is k. Since we are without loss of generality, since

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we are talking about binary linear block codes, so we will be doing this addition

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**Linear block codes**

- An  $(n,k)$  linear block code can be defined by a  $k \times n$  *generator matrix*.

$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \vdots \\ \mathbf{g}_{k-1} \end{bmatrix} = \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & \cdots & g_{0,n-1} \\ g_{1,0} & g_{1,1} & g_{1,2} & \cdots & g_{1,n-1} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ g_{k-1,0} & g_{k-1,1} & g_{k-1,2} & \cdots & g_{k-1,n-1} \end{bmatrix}$$

- The set of  $2^k$  binary codewords is formed by taking the *linear combinations* of the rows of  $\mathbf{G}$ .
- For the binary information sequence  $\mathbf{u} = (u_0, u_1, \dots, u_{k-1})$ , the corresponding binary codeword sequence is given by

$$\mathbf{v} = \mathbf{uG} = u_0\mathbf{g}_0 + u_1\mathbf{g}_1 + \cdots + u_{k-1}\mathbf{g}_{k-1} \quad (\text{modulo-2})$$

modulus 2 So what are the

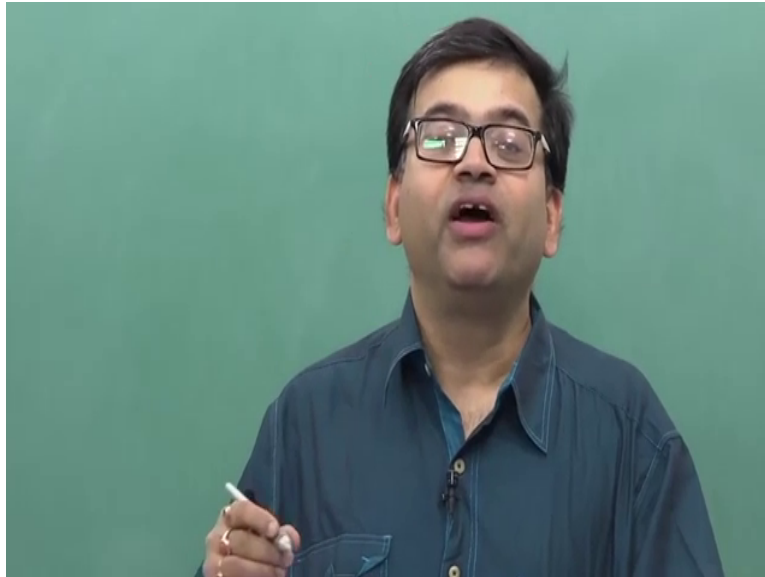
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**Linear block codes**

- The sum of any two codewords in a linear code is also a codeword, i.e., if  $\mathbf{v}_1$  and  $\mathbf{v}_2$  are codewords, then  $\mathbf{v}_1 + \mathbf{v}_2$  is a codeword.

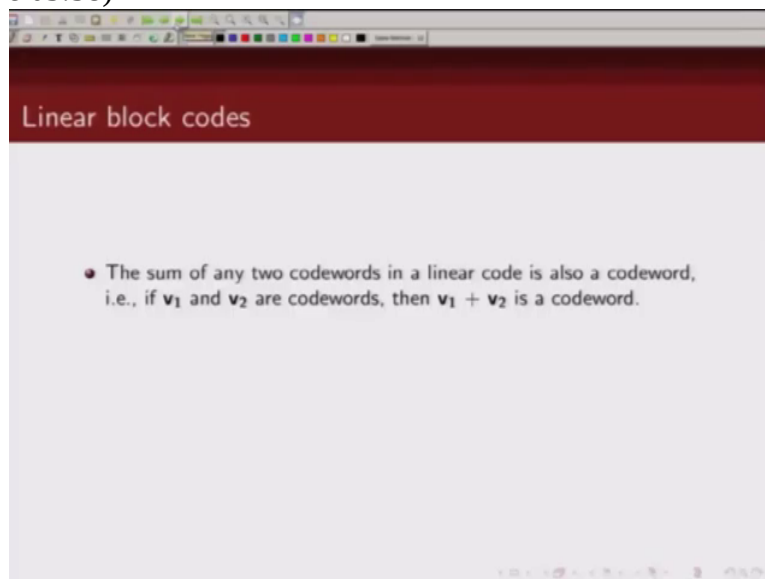
properties of linear block code? Sum of any two codewords in a linear code is also a valid codeword. So if  $\mathbf{v}_1$  and

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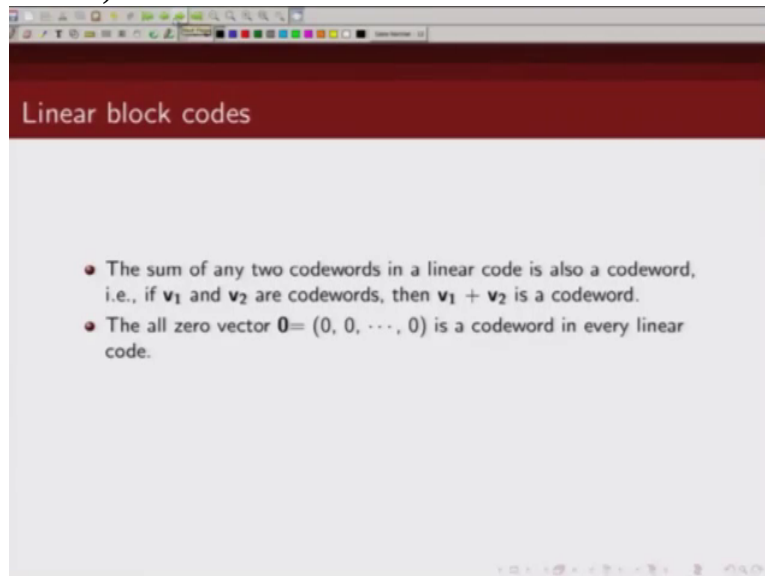


$v_1$  and  $v_2$  are valid codewords then  $v_1 + v_2$  will also be a valid codeword

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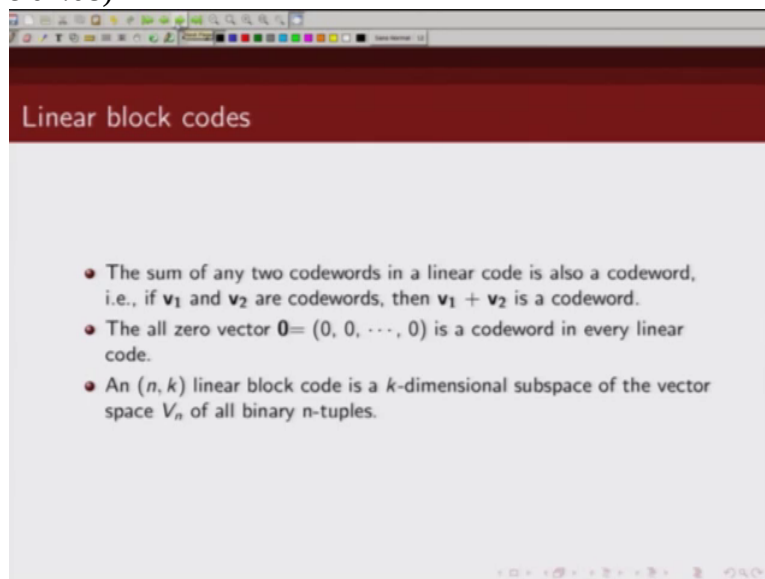


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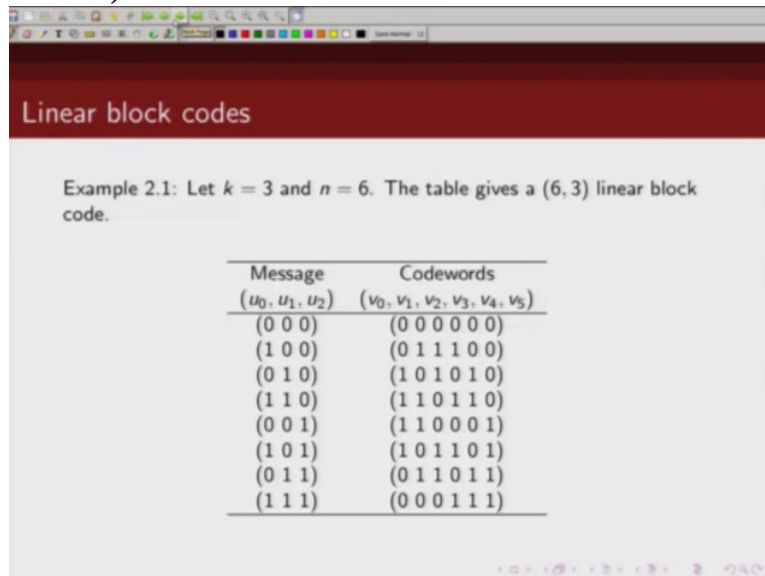
Also, an all zero codeword is a valid codeword in any linear block codes.

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So we can define a linear block code,  $n, k$  linear block code as a  $k$ -dimensional subspace of the vector space  $V_n$  of all binary  $n$ -tuples; so we can define a linear binary block code as a  $k$ -dimensional subspace of the vector space  $V_n$  of all binary  $n$ -tuples.

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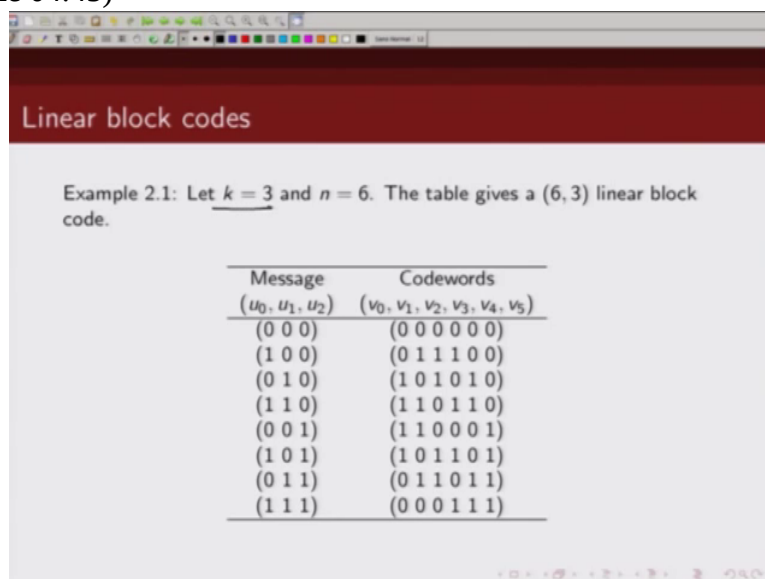
Linear block codes

Example 2.1: Let  $k = 3$  and  $n = 6$ . The table gives a  $(6, 3)$  linear block code.

Message $(u_0, u_1, u_2)$	Codewords $(v_0, v_1, v_2, v_3, v_4, v_5)$
(0 0 0)	(0 0 0 0 0 0)
(1 0 0)	(0 1 1 1 0 0)
(0 1 0)	(1 0 1 0 1 0)
(1 1 0)	(1 1 0 1 1 0)
(0 0 1)	(1 1 0 0 0 1)
(1 0 1)	(1 0 1 1 0 1)
(0 1 1)	(0 1 1 0 1 1)
(1 1 1)	(0 0 0 1 1 1)

Now let us take an example to illustrate what is a generator matrix. So in this example, we have considered 3

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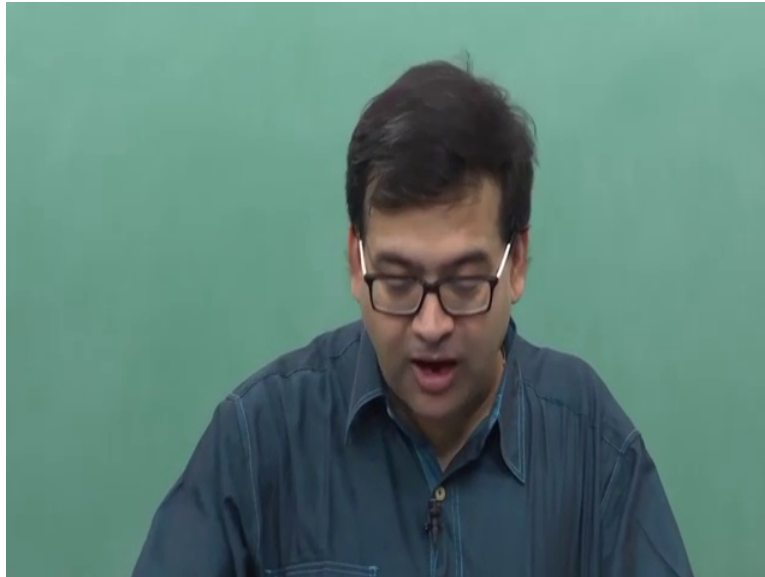
Linear block codes

Example 2.1: Let  $k = 3$  and  $n = 6$ . The table gives a  $(6, 3)$  linear block code.

Message $(u_0, u_1, u_2)$	Codewords $(v_0, v_1, v_2, v_3, v_4, v_5)$
(0 0 0)	(0 0 0 0 0 0)
(1 0 0)	(0 1 1 1 0 0)
(0 1 0)	(1 0 1 0 1 0)
(1 1 0)	(1 1 0 1 1 0)
(0 0 1)	(1 1 0 0 0 1)
(1 0 1)	(1 0 1 1 0 1)
(0 1 1)	(0 1 1 0 1 1)
(1 1 1)	(0 0 0 1 1 1)

information bits and 6 coded bits. And in this table I have given you the set of 8 information sequences and their corresponding codewords. So how do we find the generator matrix in this case? So we will have to look at each of this code bits and see how are we generating these code bits in terms of

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message bits  $u_0$ ,  $u_1$  and  $u_2$ . So first thing we are going to do is

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Linear block codes

Example 2.1: Let  $k = 3$  and  $n = 6$ . The table gives a  $(6, 3)$  linear block code.

Message ( $u_0, u_1, u_2$ )	Codewords ( $v_0, v_1, v_2, v_3, v_4, v_5$ )
(0 0 0)	(0 0 0 0 0 0)
(1 0 0)	(0 1 1 1 0 0)
(0 1 0)	(1 0 1 0 1 0)
(1 1 0)	(1 1 0 1 1 0)
(0 0 1)	(1 1 0 0 0 1)
(1 0 1)	(1 0 1 1 0 1)
(0 1 1)	(0 1 1 0 1 1)
(1 1 1)	(0 0 0 1 1 1)

look at each of these code bits,  $v_0, v_1, v_2, v_3, v_4, v_5$  and write them in terms of  $u_0, u_1, u_2$ . Ok. So let's look at each of these. So  $v_0$  is  $u_1$  plus  $u_2$ , we can see easily  $v_0$  is this column and we can see this is same as  $u_1$  plus  $u_2$ . So  $u_1$  plus  $u_2$  in this case is 0,  $u_1$  plus  $u_2$  is 0,  $1$  plus  $0$  is  $1$ ,  $1$  plus  $0$  plus  $1$  is  $1$ ,  $1$  plus  $1$  is  $0$  modular  $2$  and  $1$  plus  $1$  is  $0$  modular  $2$ . So this  $v_0$  is basically given by

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Linear block codes

Example 2.1 (contd.): We can write the coded bits in terms of information bits as follows

$$\begin{aligned} v_0 &= u_1 + u_2 \\ v_1 &= u_0 + u_2 \\ v_2 &= u_0 + u_1 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \end{aligned}$$

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5] = [u_0 \ u_1 \ u_2] \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & g_{0,3} & g_{0,4} & g_{0,5} \\ g_{1,0} & g_{1,1} & g_{1,2} & g_{1,3} & g_{1,4} & g_{1,5} \\ g_{2,0} & g_{2,1} & g_{2,2} & g_{2,3} & g_{2,4} & g_{2,5} \end{bmatrix}$$

u 1 plus u 2 Similarly we can see v 1 is given by u 0 plus u 2 and v 2 is given by u 0 plus u 1. So let's just

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Linear block codes

Example 2.1: Let  $k = 3$  and  $n = 6$ . The table gives a  $(6, 3)$  linear block code.

Message ( $u_0, u_1, u_2$ )	Codewords ( $v_0, v_1, v_2, v_3, v_4, v_5$ )
(0 0 0)	(0 0 0 0 0 0)
(1 0 0)	(0 1 1 1 0 0)
(0 1 0)	(1 0 1 0 1 0)
(1 1 0)	(1 1 0 1 1 0)
(0 0 1)	(1 1 0 0 0 1)
(1 0 1)	(1 0 1 1 0 1)
(0 1 1)	(0 1 1 0 1 1)
(1 1 1)	(0 0 0 1 1 1)

check, let's say v 2. v 2 you can see, is given by, v 2 is

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Linear block codes

Example 2.1 (contd.): We can write the coded bits in terms of information bits as follows

$$\begin{aligned} v_0 &= u_1 + u_2 \\ v_1 &= u_0 + u_2 \\ v_2 &= u_0 + u_1 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \end{aligned}$$

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5] = [u_0 \ u_1 \ u_2] \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & g_{0,3} & g_{0,4} & g_{0,5} \\ g_{1,0} & g_{1,1} & g_{1,2} & g_{1,3} & g_{1,4} & g_{1,5} \\ g_{2,0} & g_{2,1} & g_{2,2} & g_{2,3} & g_{2,4} & g_{2,5} \end{bmatrix}$$

given by  $u_0$  plus  $u_1$  You can check  $v_2$

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Linear block codes

Example 2.1: Let  $k = 3$  and  $n = 6$ . The table gives a (6, 3) linear block code.

Message ( $u_0, u_1, u_2$ )	Codewords ( $v_0, v_1, v_2, v_3, v_4, v_5$ )
(0 0 0)	(0 0 0 0 0 0)
(1 0 0)	(0 1 1 1 0 0)
(0 1 0)	(1 0 1 0 1 0)
(1 1 0)	(1 1 0 1 1 0)
(0 0 1)	(1 1 0 0 0 1)
(1 0 1)	(1 0 1 1 0 1)
(0 1 1)	(0 1 1 0 1 1)
(1 1 1)	(0 0 0 1 1 1)

is given by, so  $u_0$  plus  $u_1$ ,  $0$  plus  $0$  is  $0$ ,  $1$  plus  $0$  is  $1$ ,  $0$  plus  $1$  is  $1$ ,  $1$  plus  $1$  is  $0$ ,  $0$  plus  $0$  is  $0$ ,  $1$  plus  $0$  is  $1$ ,  $0$  plus  $1$  is  $1$ , and  $1$  plus  $1$  is  $0$ . Similarly



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Linear block codes

Example 2.1 (contd.): We can write the coded bits in terms of information bits as follows

$$\begin{aligned} v_0 &= u_1 + u_2 \\ v_1 &= u_0 + u_2 \\ v_2 &= u_0 + u_1 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \end{aligned}$$

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5] = [u_0 \ u_1 \ u_2] \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & g_{0,3} & g_{0,4} & g_{0,5} \\ g_{1,0} & g_{1,1} & g_{1,2} & g_{1,3} & g_{1,4} & g_{1,5} \\ g_{2,0} & g_{2,1} & g_{2,2} & g_{2,3} & g_{2,4} & g_{2,5} \end{bmatrix}$$

we notice that  $v_3$ ,  $v_4$ ,  $v_5$  are nothing but information bits  $u_0$ ,  $u_1$  and  $u_2$  respectively. So let's go back.

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Linear block codes

Example 2.1: Let  $k = 3$  and  $n = 6$ . The table gives a  $(6, 3)$  linear block code.

Message ( $u_0, u_1, u_2$ )	Codewords ( $v_0, v_1, v_2, v_3, v_4, v_5$ )
(0 0 0)	(0 0 0 0 0 0)
(1 0 0)	(0 1 1 1 0 0)
(0 1 0)	(1 0 1 0 1 0)
(1 1 0)	(1 1 0 1 1 0)
(0 0 1)	(1 1 0 0 0 1)
(1 0 1)	(1 0 1 1 0 1)
(0 1 1)	(0 1 1 0 1 1)
(1 1 1)	(0 0 0 1 1 1)

$v_3$  is this column and we can see this is same as  $u_0$ .  $0 1 0 1 0 1 0 1$ , similarly  $v_4$  is equal to  $u_1$  and  $v_5$  is same as  $u_2$ . So now

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Linear block codes

Example 2.1 (contd.): We can write the coded bits in terms of information bits as follows

$$\begin{aligned} v_0 &= u_1 + u_2 \\ v_1 &= u_0 + u_2 \\ v_2 &= u_0 + u_1 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \end{aligned}$$

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5] = [u_0 \ u_1 \ u_2] \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & g_{0,3} & g_{0,4} & g_{0,5} \\ g_{1,0} & g_{1,1} & g_{1,2} & g_{1,3} & g_{1,4} & g_{1,5} \\ g_{2,0} & g_{2,1} & g_{2,2} & g_{2,3} & g_{2,4} & g_{2,5} \end{bmatrix}$$

we have written our coded bits in terms of our information bits. This set of 6 equations I can write it in a matrix form. So I can write my coded bits in terms of information bits and this matrix G which is our generator matrix will tell us how are we generating each of these coded bits as a linear combination of these information bits. So if we compare each equation, let's look at v 0. So what is v 0? v 0 is u 0 g 0 0 plus u 1 g 1 0 plus u 2 g 2 0 and what do we see here? v 0 is u 1 plus u 2. So that means g 0 0 is 0 because there is no u 0 term here. g 1 0 is 1 because there is a u 1 term here and g 2 0 is 1 because there is a u 2 term here. So this will be 0 1 1. Similarly look at v 1. v 1 is u 0 g 0 1 plus u 1 g 1 1 plus u 2 g 2 1. And if we compare it with v 1 here we see v 1 is u 0 plus u 2 that means this g 0 1 should be 1, g 1 1 should be 0, and this should be 1. Likewise we build up the other columns of the matrix. So if we do that

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Linear block codes

A generator matrix for this code is

$$\mathbf{G} = \begin{bmatrix} g_0 \\ g_1 \\ g_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

The codeword for the message  $\mathbf{u} = (1 \ 0 \ 1)$  is

$$\begin{aligned} \mathbf{v} &= \mathbf{u} \cdot \mathbf{G} \\ &= 1 \cdot (0 \ 1 \ 1 \ 1 \ 0 \ 0) + 0 \cdot (1 \ 0 \ 1 \ 0 \ 1 \ 0) + 1 \cdot (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (0 \ 1 \ 1 \ 1 \ 0 \ 0) + (0 \ 0 \ 0 \ 0 \ 0 \ 0) + (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (1 \ 0 \ 1 \ 1 \ 0 \ 1) \end{aligned}$$

what we get is something like this. We can verify basically. Let's take second last column,

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Linear block codes

Example 2.1 (contd.): We can write the coded bits in terms of information bits as follows

$$\begin{aligned} v_0 &= u_1 + u_2 \\ v_1 &= u_0 + u_2 \\ v_2 &= u_0 + u_1 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \end{aligned}$$

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5] = [u_0 \ u_1 \ u_2] \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & g_{0,3} & g_{0,4} & g_{0,5} \\ g_{1,0} & g_{1,1} & g_{1,2} & g_{1,3} & g_{1,4} & g_{1,5} \\ g_{2,0} & g_{2,1} & g_{2,2} & g_{2,3} & g_{2,4} & g_{2,5} \end{bmatrix}$$

second last column so what is  $v_4$ .  $v_4$  is  $u_0$  times  $g_{0,4}$  plus  $u_1$  times  $g_{1,4}$  plus  $u_2$  times  $g_{2,4}$  and what is  $v_4$ ,  $v_4$  is  $u_1$  so then this should be 1 and this should be 0 and this should be 0 and this is what we have,

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Linear block codes

A generator matrix for this code is

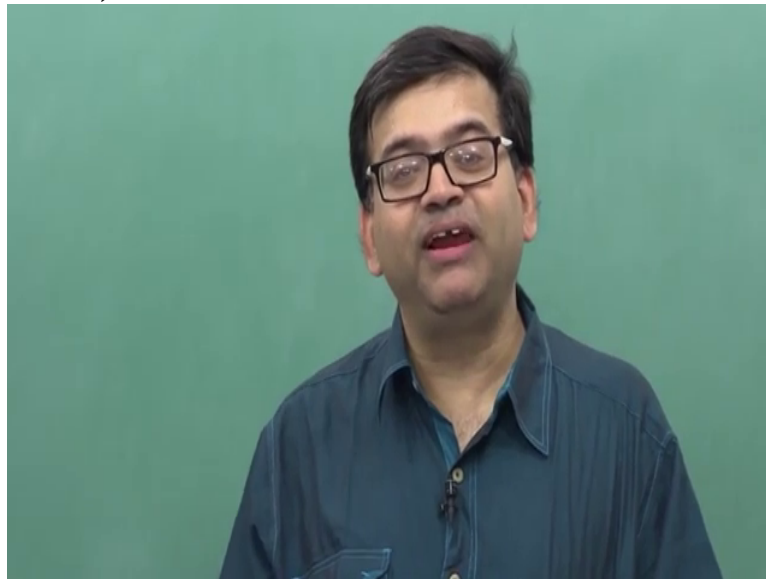
$$\mathbf{G} = \begin{bmatrix} g_0 \\ g_1 \\ g_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

The codeword for the message  $\mathbf{u} = (1 \ 0 \ 1)$  is

$$\begin{aligned} \mathbf{v} &= \mathbf{u} \cdot \mathbf{G} \\ &= 1 \cdot (0 \ 1 \ 1 \ 1 \ 0 \ 0) + 0 \cdot (1 \ 0 \ 1 \ 0 \ 1 \ 0) + 1 \cdot (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (0 \ 1 \ 1 \ 1 \ 0 \ 0) + (0 \ 0 \ 0 \ 0 \ 0 \ 0) + (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (1 \ 0 \ 1 \ 1 \ 0 \ 1) \end{aligned}$$

0 1 0 So now we can basically find out

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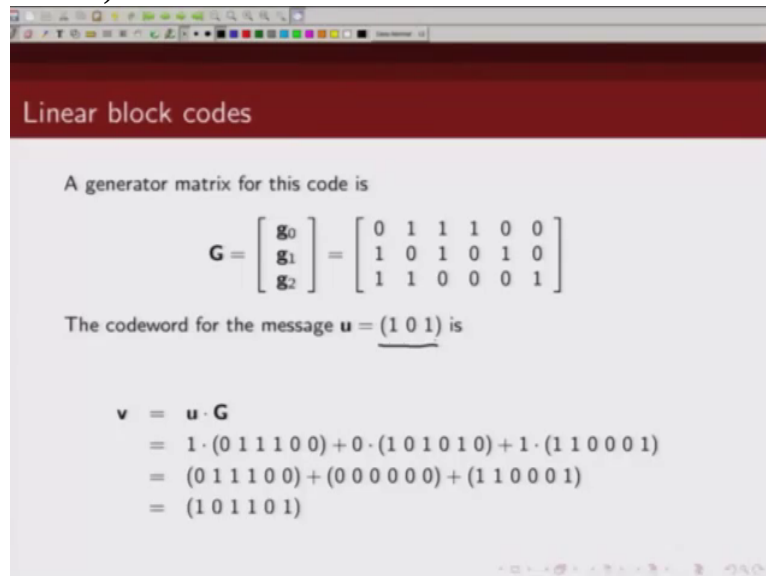
the generator matrix; so linear block code is completely described by its generator matrix And we said we can use the generator matrix to generate our codewords.

For example, if my information sequence is

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A slide titled "Linear block codes" with a red header. The text on the slide reads: "A generator matrix for this code is" followed by the matrix equation 
$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \mathbf{g}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$
 Then it says "The codeword for the message  $\mathbf{u} = (1 \ 0 \ 1)$  is" followed by the calculation: 
$$\begin{aligned} \mathbf{v} &= \mathbf{u} \cdot \mathbf{G} \\ &= 1 \cdot (0 \ 1 \ 1 \ 1 \ 0 \ 0) + 0 \cdot (1 \ 0 \ 1 \ 0 \ 1 \ 0) + 1 \cdot (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (0 \ 1 \ 1 \ 1 \ 0 \ 0) + (0 \ 0 \ 0 \ 0 \ 0 \ 0) + (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (1 \ 0 \ 1 \ 1 \ 0 \ 1) \end{aligned}$$

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Linear block codes

A generator matrix for this code is

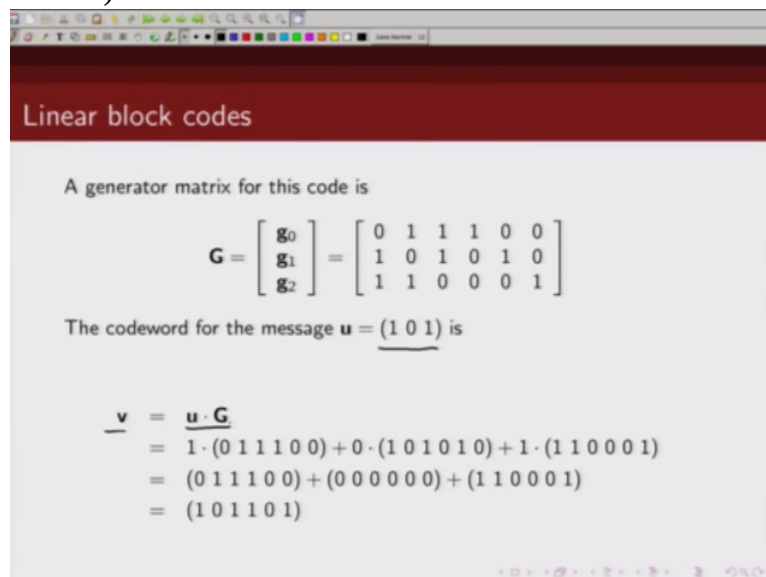
$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \mathbf{g}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

The codeword for the message  $\mathbf{u} = (1 \ 0 \ 1)$  is

$$\begin{aligned} \mathbf{v} &= \mathbf{u} \cdot \mathbf{G} \\ &= 1 \cdot (0 \ 1 \ 1 \ 1 \ 0 \ 0) + 0 \cdot (1 \ 0 \ 1 \ 0 \ 1 \ 0) + 1 \cdot (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (0 \ 1 \ 1 \ 1 \ 0 \ 0) + (0 \ 0 \ 0 \ 0 \ 0 \ 0) + (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (1 \ 0 \ 1 \ 1 \ 0 \ 1) \end{aligned}$$

1 0 1, what should be my corresponding coded bits for the information sequence 1 0 1? How do I find that? So as I know, my output codeword is basically  $\mathbf{u}$  times  $\mathbf{G}$

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Linear block codes

A generator matrix for this code is

$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \mathbf{g}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

The codeword for the message  $\mathbf{u} = (1 \ 0 \ 1)$  is

$$\begin{aligned} \mathbf{v} &= \mathbf{u} \cdot \mathbf{G} \\ &= 1 \cdot (0 \ 1 \ 1 \ 1 \ 0 \ 0) + 0 \cdot (1 \ 0 \ 1 \ 0 \ 1 \ 0) + 1 \cdot (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (0 \ 1 \ 1 \ 1 \ 0 \ 0) + (0 \ 0 \ 0 \ 0 \ 0 \ 0) + (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (1 \ 0 \ 1 \ 1 \ 0 \ 1) \end{aligned}$$

so I will take linear combinations of rows of my generator matrix. What are the rows of my generator matrix? These are the 3 rows of my generator matrix. So my coded bit corresponding to this information sequence would be 1 times  $\mathbf{G}_0$  plus 0 times  $\mathbf{G}_1$  plus 1 times  $\mathbf{G}_2$ . So that's what I have written here, 1 times  $\mathbf{G}_0$ , 0 times  $\mathbf{G}_1$  plus 1 times  $\mathbf{G}_2$ . So this is basically 0. So what I have

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Linear block codes

A generator matrix for this code is

$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \mathbf{g}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}.$$

The codeword for the message  $\mathbf{u} = (1 \ 0 \ 1)$  is

$$\begin{aligned} \underline{\mathbf{v}} &= \underline{\mathbf{u}} \cdot \mathbf{G} \\ &= 1 \cdot (0 \ 1 \ 1 \ 1 \ 0 \ 0) + 0 \cdot (\cancel{1 \ 0 \ 1 \ 0 \ 1 \ 0}) + 1 \cdot (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (0 \ 1 \ 1 \ 1 \ 0 \ 0) + (0 \ 0 \ 0 \ 0 \ 0 \ 0) + (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (1 \ 0 \ 1 \ 1 \ 0 \ 1) \end{aligned}$$

is then, this plus this right? So let's look at 0 plus 1 would be 1, 1 plus 1 would be 0, 1 plus 0 is 1, 1 plus 0 is 1, 0 plus 0 is 0 and 0 plus 1 is 1. So my codeword corresponding to this information

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Linear block codes

A generator matrix for this code is

$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \mathbf{g}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}.$$

The codeword for the message  $\mathbf{u} = (1 \ 0 \ 1)$  is

$$\begin{aligned} \underline{\mathbf{v}} &= \underline{\mathbf{u}} \cdot \mathbf{G} \\ &= 1 \cdot (0 \ 1 \ 1 \ 1 \ 0 \ 0) + 0 \cdot (\cancel{1 \ 0 \ 1 \ 0 \ 1 \ 0}) + 1 \cdot (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (0 \ 1 \ 1 \ 1 \ 0 \ 0) + (0 \ 0 \ 0 \ 0 \ 0 \ 0) + (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= \underline{(1 \ 0 \ 1 \ 1 \ 0 \ 1)} \end{aligned}$$

message bits, this information bit is given by 1 0 1 1 0 1, Ok?

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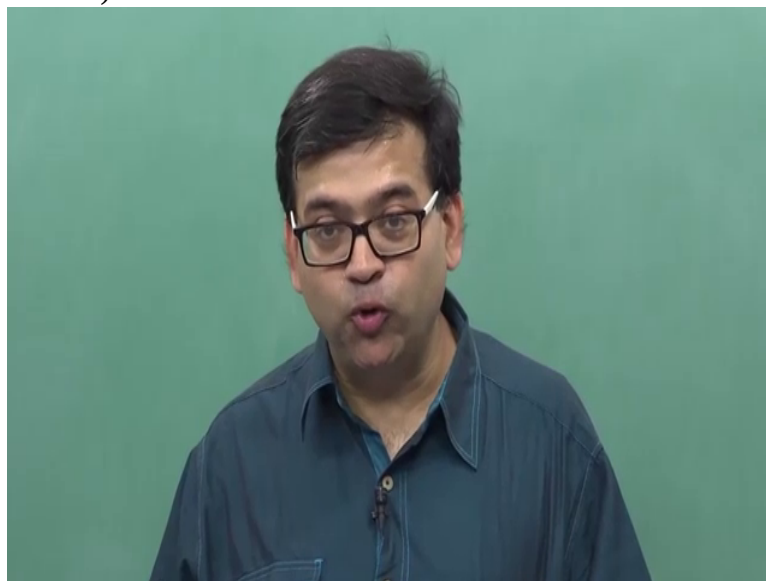
Linear block codes

- An  $(n,k)$  linear block code is in *systematic form*, if its generator matrix is in the following form:

$$\mathbf{G} = [\mathbf{P} : \mathbf{I}_k]$$
$$= \begin{bmatrix} p_{0,0} & p_{0,1} & \cdots & p_{0,n-k-1} & | & 1 & 0 & 0 & \cdots & 0 \\ p_{1,0} & p_{1,1} & \cdots & p_{1,n-k-1} & | & 0 & 1 & 0 & \cdots & 0 \\ p_{2,0} & p_{2,1} & \cdots & p_{2,n-k-1} & | & 0 & 0 & 1 & \cdots & 0 \\ \vdots & \vdots & \vdots & \vdots & | & \vdots & \vdots & \vdots & \vdots & \vdots \\ p_{k-1,0} & p_{k-1,1} & \cdots & p_{k-1,n-k-1} & | & 0 & 0 & 0 & \cdots & 1 \end{bmatrix}$$

Now what do we mean by a linear code in systematic form? Now if we are able to,

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among the coded bits if we are able to separate them out into, if the message bits appear directly in the coded bit sequence then we can separate out the message bits from the parity bits. For example, go back to this example.

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Linear block codes

Example 2.1 (contd.): We can write the coded bits in terms of information bits as follows

$$\begin{aligned} v_0 &= u_1 + u_2 \\ v_1 &= u_0 + u_2 \\ v_2 &= u_0 + u_1 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \end{aligned}$$

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5] = [u_0 \ u_1 \ u_2] \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & g_{0,3} & g_{0,4} & g_{0,5} \\ g_{1,0} & g_{1,1} & g_{1,2} & g_{1,3} & g_{1,4} & g_{1,5} \\ g_{2,0} & g_{2,1} & g_{2,2} & g_{2,3} & g_{2,4} & g_{2,5} \end{bmatrix}$$

What do we have here? We have 3 of these coded bits

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Linear block codes

Example 2.1 (contd.): We can write the coded bits in terms of information bits as follows

$$\begin{aligned} v_0 &= u_1 + u_2 \\ v_1 &= u_0 + u_2 \\ v_2 &= u_0 + u_1 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \end{aligned} \left. \vphantom{\begin{aligned} v_0 \\ v_1 \\ v_2 \\ v_3 \\ v_4 \\ v_5 \end{aligned}} \right\}$$

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5] = [u_0 \ u_1 \ u_2] \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & g_{0,3} & g_{0,4} & g_{0,5} \\ g_{1,0} & g_{1,1} & g_{1,2} & g_{1,3} & g_{1,4} & g_{1,5} \\ g_{2,0} & g_{2,1} & g_{2,2} & g_{2,3} & g_{2,4} & g_{2,5} \end{bmatrix}$$

exactly same as information bits, and the other 3 bits,



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Linear block codes

Example 2.1 (contd.): We can write the coded bits in terms of information bits as follows

$$\left. \begin{aligned} v_0 &= u_1 + u_2 \\ v_1 &= u_0 + u_2 \\ v_2 &= u_0 + u_1 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \end{aligned} \right\}$$

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5] = [u_0 \ u_1 \ u_2] \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & g_{0,3} & g_{0,4} & g_{0,5} \\ g_{1,0} & g_{1,1} & g_{1,2} & g_{1,3} & g_{1,4} & g_{1,5} \\ g_{2,0} & g_{2,1} & g_{2,2} & g_{2,3} & g_{2,4} & g_{2,5} \end{bmatrix}$$

parity bits are linear combination of this message bits. So from the output codeword we, we can clearly separate out the information sequence which is in this case given by v 3, v 4 and v 5. So in this case, v 1 v 2 v 3

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Linear block codes

Example 2.1 (contd.): We can write the coded bits in terms of information bits as follows

$$\left. \begin{aligned} v_0 &= u_1 + u_2 \\ v_1 &= u_0 + u_2 \\ v_2 &= u_0 + u_1 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \end{aligned} \right\}$$

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5] = [u_0 \ u_1 \ u_2] \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & g_{0,3} & g_{0,4} & g_{0,5} \\ g_{1,0} & g_{1,1} & g_{1,2} & g_{1,3} & g_{1,4} & g_{1,5} \\ g_{2,0} & g_{2,1} & g_{2,2} & g_{2,3} & g_{2,4} & g_{2,5} \end{bmatrix}$$

are these n minus k parity bits

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and  $v_3, v_4, v_5$  are my

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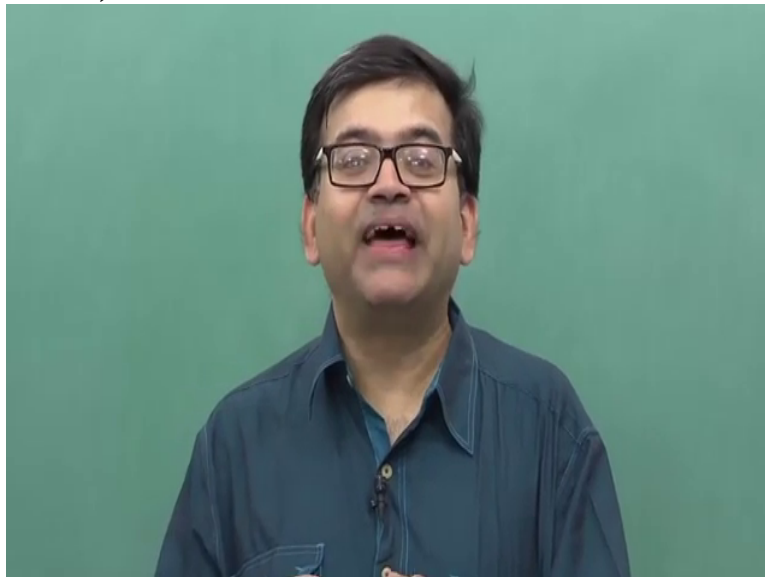
Linear block codes

Example 2.1 (contd.): We can write the coded bits in terms of information bits as follows

$$\begin{cases} v_0 = u_1 + u_2 \\ v_1 = u_0 + u_2 \\ v_2 = u_0 + u_1 \\ v_3 = u_0 \\ v_4 = u_1 \\ v_5 = u_2 \end{cases}$$
$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5] = [u_0 \ u_1 \ u_2] \begin{bmatrix} g_{0,0} & g_{0,1} & g_{0,2} & g_{0,3} & g_{0,4} & g_{0,5} \\ g_{1,0} & g_{1,1} & g_{1,2} & g_{1,3} & g_{1,4} & g_{1,5} \\ g_{2,0} & g_{2,1} & g_{2,2} & g_{2,3} & g_{2,4} & g_{2,5} \end{bmatrix}$$

information bits So in this particular example, we can see that

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that we are able to separate out information bits directly from the coded bits. So in a systematic,

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Linear block codes

A generator matrix for this code is

$$\mathbf{G} = \begin{bmatrix} \mathbf{g}_0 \\ \mathbf{g}_1 \\ \mathbf{g}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

The codeword for the message  $\mathbf{u} = (1 \ 0 \ 1)$  is

$$\begin{aligned} \underline{\mathbf{v}} &= \underline{\mathbf{u}} \cdot \mathbf{G} \\ &= 1 \cdot (0 \ 1 \ 1 \ 1 \ 0 \ 0) + 0 \cdot (1 \ 0 \ 1 \ 0 \ 1 \ 0) + 1 \cdot (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= (0 \ 1 \ 1 \ 1 \ 0 \ 0) + (0 \ 0 \ 0 \ 0 \ 0 \ 0) + (1 \ 1 \ 0 \ 0 \ 0 \ 1) \\ &= \underline{(1 \ 0 \ 1 \ 1 \ 0 \ 1)} \end{aligned}$$

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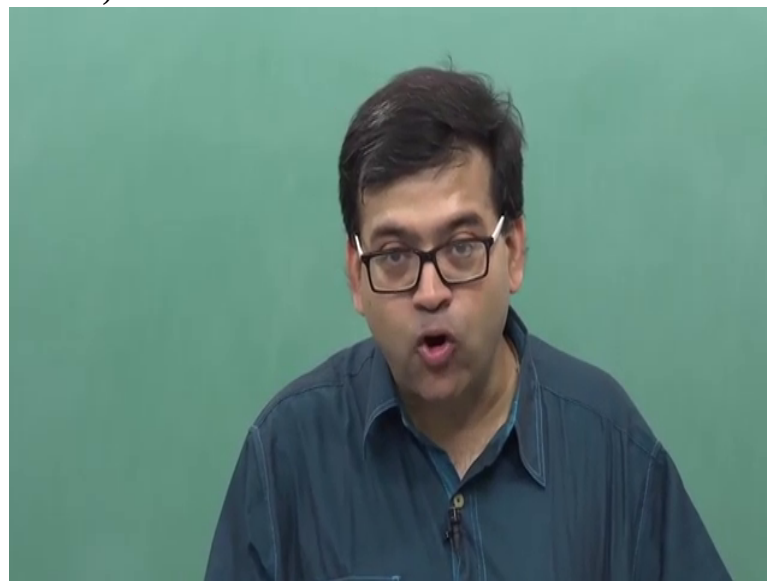
Linear block codes

- An  $(n,k)$  linear block code is in *systematic form*, if its generator matrix is in the following form:

$$\mathbf{G} = [\mathbf{P} : \mathbf{I}_k]$$
$$= \begin{bmatrix} p_{0,0} & p_{0,1} & \cdots & p_{0,n-k-1} & 1 & 0 & 0 & \cdots & 0 \\ p_{1,0} & p_{1,1} & \cdots & p_{1,n-k-1} & 0 & 1 & 0 & \cdots & 0 \\ p_{2,0} & p_{2,1} & \cdots & p_{2,n-k-1} & 0 & 0 & 1 & \cdots & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ p_{k-1,0} & p_{k-1,1} & \cdots & p_{k-1,n-k-1} & 0 & 0 & 0 & \cdots & 1 \end{bmatrix}$$

a block code in a systematic form, we are able to separate out

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out the information bit part from the coded bits So a

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Linear block codes

- An  $(n,k)$  linear block code is in *systematic form*, if its generator matrix is in the following form:

$$G = [P : I_k]$$

$$= \left[ \begin{array}{cccc|cccc} p_{0,0} & p_{0,1} & \cdots & p_{0,n-k-1} & 1 & 0 & 0 & \cdots & 0 \\ p_{1,0} & p_{1,1} & \cdots & p_{1,n-k-1} & 0 & 1 & 0 & \cdots & 0 \\ p_{2,0} & p_{2,1} & \cdots & p_{2,n-k-1} & 0 & 0 & 1 & \cdots & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ p_{k-1,0} & p_{k-1,1} & \cdots & p_{k-1,n-k-1} & 0 & 0 & 0 & \cdots & 1 \end{array} \right]$$

generator matrix for a linear block code in systematic form will be of the form like this or it would be basically  $k$  times  $n-k$  times some, some,

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Linear block codes

- An  $(n,k)$  linear block code is in *systematic form*, if its generator matrix is in the following form:

$$G = [P : I_k] \quad [I_k : P']$$

$$= \left[ \begin{array}{cccc|cccc} p_{0,0} & p_{0,1} & \cdots & p_{0,n-k-1} & 1 & 0 & 0 & \cdots & 0 \\ p_{1,0} & p_{1,1} & \cdots & p_{1,n-k-1} & 0 & 1 & 0 & \cdots & 0 \\ p_{2,0} & p_{2,1} & \cdots & p_{2,n-k-1} & 0 & 0 & 1 & \cdots & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ p_{k-1,0} & p_{k-1,1} & \cdots & p_{k-1,n-k-1} & 0 & 0 & 0 & \cdots & 1 \end{array} \right]$$

either of this form. Now why do we say that? So only when we have our, part of our generator matrix of the form of identity, then what is going to happen? When we multiply our information sequence

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with this sort of generator matrix you will see part of

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Linear block codes

- An  $(n,k)$  linear block code is in *systematic form*, if its generator matrix is in the following form:

$$\mathbf{G} = [\mathbf{P} \mid \mathbf{I}_k] \quad [\mathbf{I}_k \mid \mathbf{P}']$$
$$= \begin{bmatrix} p_{0,0} & p_{0,1} & \cdots & p_{0,n-k-1} & 1 & 0 & 0 & \cdots & 0 \\ p_{1,0} & p_{1,1} & \cdots & p_{1,n-k-1} & 0 & 1 & 0 & \cdots & 0 \\ p_{2,0} & p_{2,1} & \cdots & p_{2,n-k-1} & 0 & 0 & 1 & \cdots & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ p_{k-1,0} & p_{k-1,1} & \cdots & p_{k-1,n-k-1} & 0 & 0 & 0 & \cdots & 1 \end{bmatrix}$$

my coded bits will just depend on one particular information bit sequence. So if I have write down the corresponding equations for coded sequence

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Linear block codes

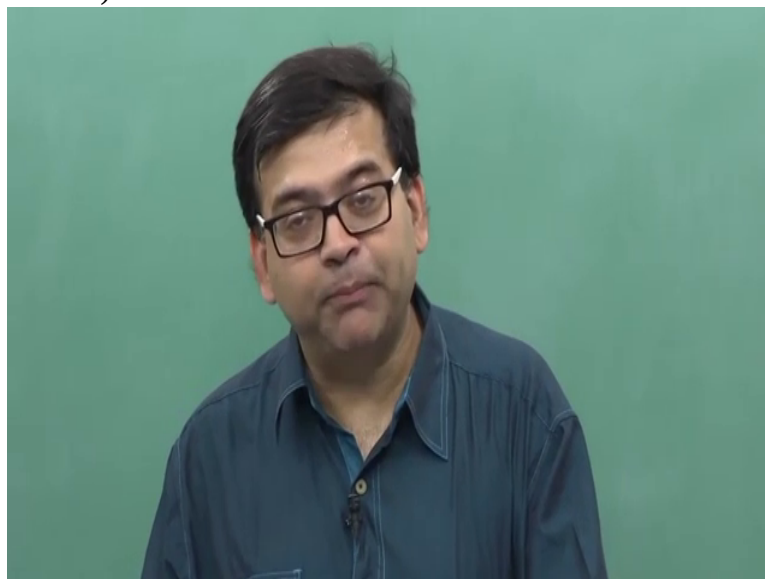
- An  $(n,k)$  linear block code is in *systematic form*, if its generator matrix is in the following form:

$$\mathbf{G} = [\mathbf{P} : \mathbf{I}_k]$$
$$= \begin{bmatrix} p_{0,0} & p_{0,1} & \cdots & p_{0,n-k-1} & 1 & 0 & 0 & \cdots & 0 \\ p_{1,0} & p_{1,1} & \cdots & p_{1,n-k-1} & 0 & 1 & 0 & \cdots & 0 \\ p_{2,0} & p_{2,1} & \cdots & p_{2,n-k-1} & 0 & 0 & 1 & \cdots & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ p_{k-1,0} & p_{k-1,1} & \cdots & p_{k-1,n-k-1} & 0 & 0 & 0 & \cdots & 1 \end{bmatrix}$$

- Every codeword consists of two parts: a message part and a parity check part.

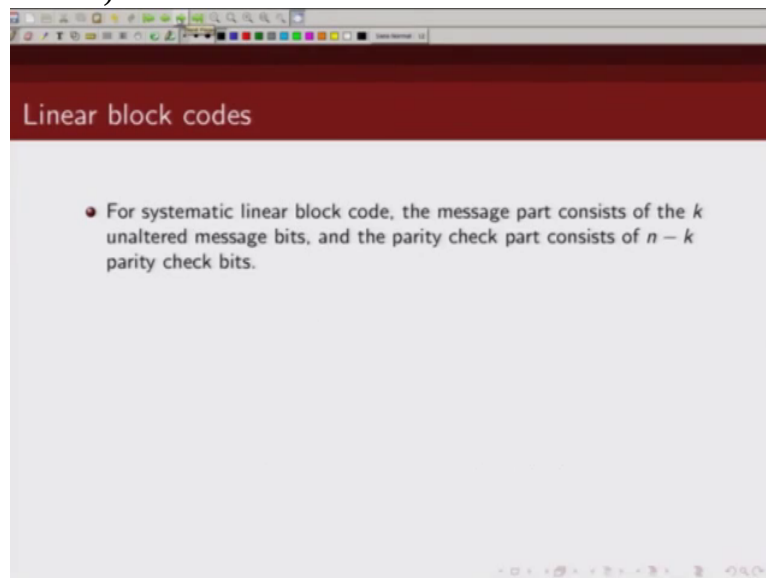
what you will see that some coded bits directly depend on the

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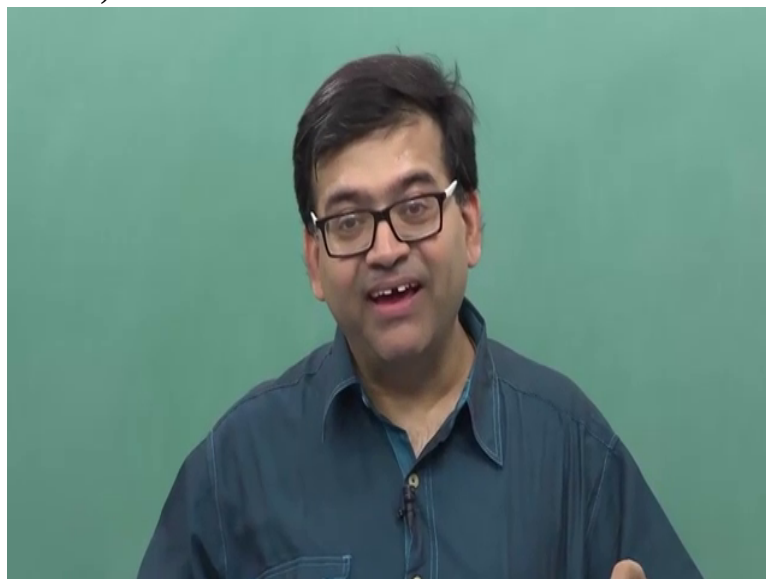
message bits and then rest are, which are parity bits are linear combination of these message bits. So in a systematic form basically we can separate out the message part from the parity bit part. So

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as I said, for a systematic linear block codes, the message part will consist of the  $k$  information

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bits and the remaining  $n - k$  bits which are the parity bits,

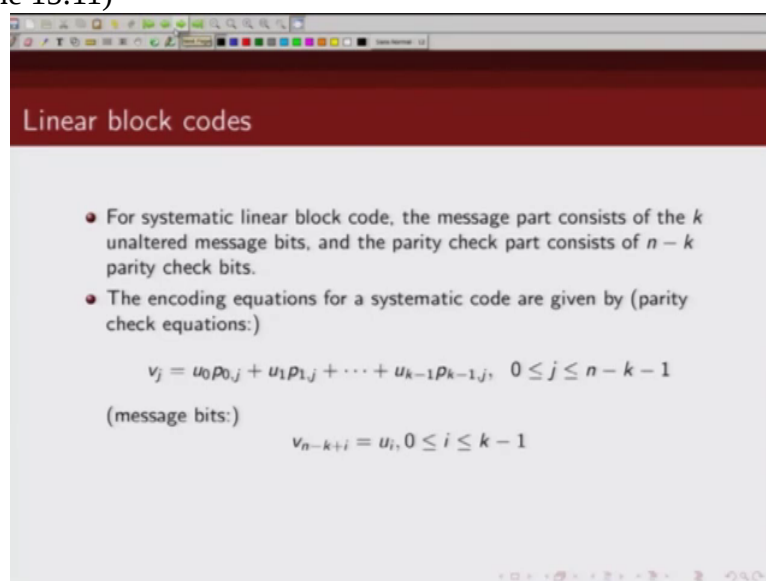


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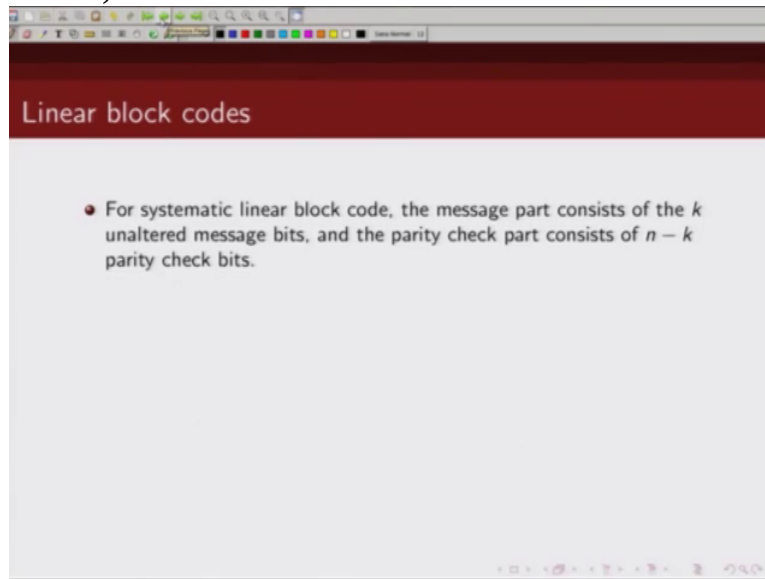
basically they will be linear combination of these message bits. So we

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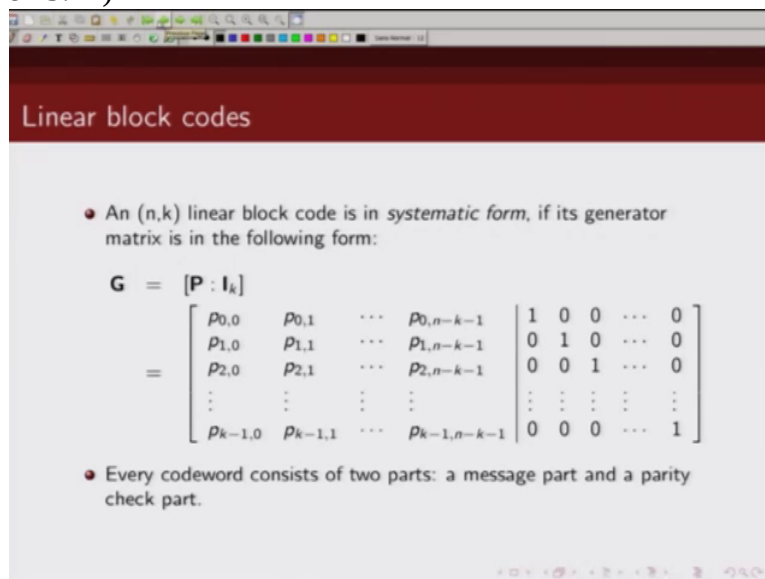
can write down the encoding equations for these matrices, for these, for systematic code, so if you look at

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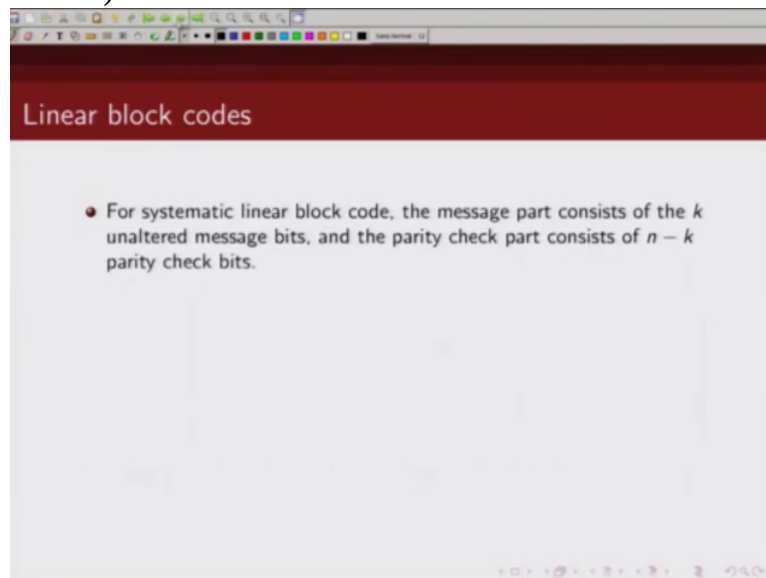
what is our

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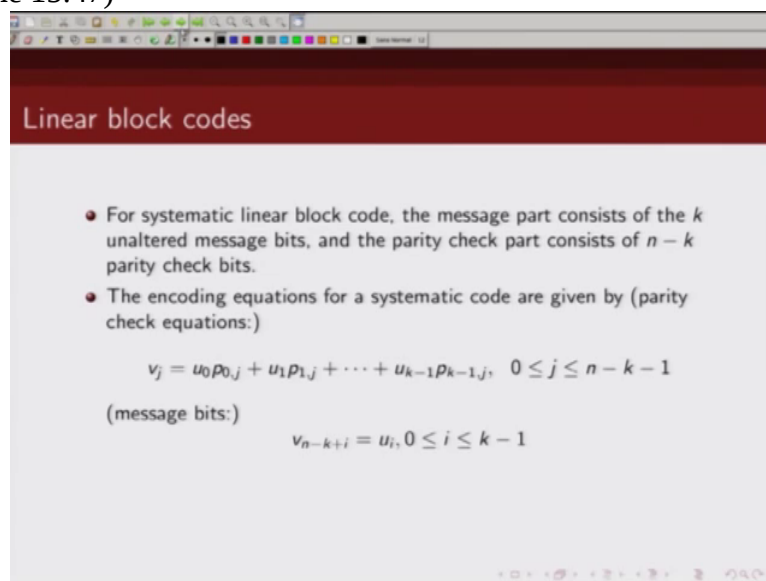
encoding equation? Our  $v$  is  $u$  times  $G$  where  $G$  is of form like this, Ok? So if we write  $u$  which is basically  $u_0, u_1$  to  $u_{k-1}$  times this  $G$  matrix, what we will get is

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a form

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like this. So you will have  $n - k$  parity equations, parity check equations which are given by this expression and then you will have remaining

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Linear block codes

- For systematic linear block code, the message part consists of the  $k$  unaltered message bits, and the parity check part consists of  $n - k$  parity check bits.
- The encoding equations for a systematic code are given by (parity check equations):

$$v_j = u_0 p_{0,j} + u_1 p_{1,j} + \dots + u_{k-1} p_{k-1,j}, \quad 0 \leq j \leq n - k - 1$$

(message bits:)

$$\underline{v_{n-k+i} = u_i, \quad 0 \leq i \leq k - 1}$$

$k$  unaltered message bits. So for a linear block code in a systematic form the encoding equations will be of this form. And as

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Linear block codes

- For systematic linear block code, the message part consists of the  $k$  unaltered message bits, and the parity check part consists of  $n - k$  parity check bits.
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$$v_j = u_0 p_{0,j} + u_1 p_{1,j} + \dots + u_{k-1} p_{k-1,j}, \quad 0 \leq j \leq n - k - 1$$

(message bits:)

$$v_{n-k+i} = u_i, \quad 0 \leq i \leq k - 1$$

- Each parity bit  $v_j, 0 \leq j \leq n - k - 1$ , is a (modulo-2) sum of certain message bits.

as I said since we are restricting ourselves without any loss of generality

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to binary codewords, this addition is basically done

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A presentation slide with a dark red header containing the text "Linear block codes". The slide contains two bullet points, two equations, and a third bullet point. The equations are: 
$$v_j = u_0 p_{0,j} + u_1 p_{1,j} + \dots + u_{k-1} p_{k-1,j}, \quad 0 \leq j \leq n - k - 1$$
 and 
$$v_{n-k+i} = u_i, \quad 0 \leq i \leq k - 1$$
. The text "(message bits:)" is placed between the two equations.

- For systematic linear block code, the message part consists of the  $k$  unaltered message bits, and the parity check part consists of  $n - k$  parity check bits.
- The encoding equations for a systematic code are given by (parity check equations:)

$$v_j = u_0 p_{0,j} + u_1 p_{1,j} + \dots + u_{k-1} p_{k-1,j}, \quad 0 \leq j \leq n - k - 1$$

(message bits:)

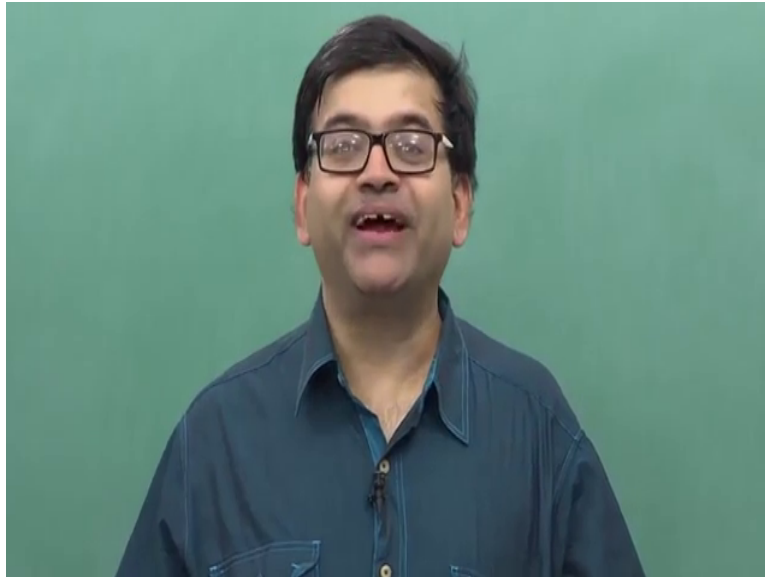
$$v_{n-k+i} = u_i, \quad 0 \leq i \leq k - 1$$

- Each parity bit  $v_j, 0 \leq j \leq n - k - 1$ , is a (modulo-2) sum of certain message bits.

modulo 2

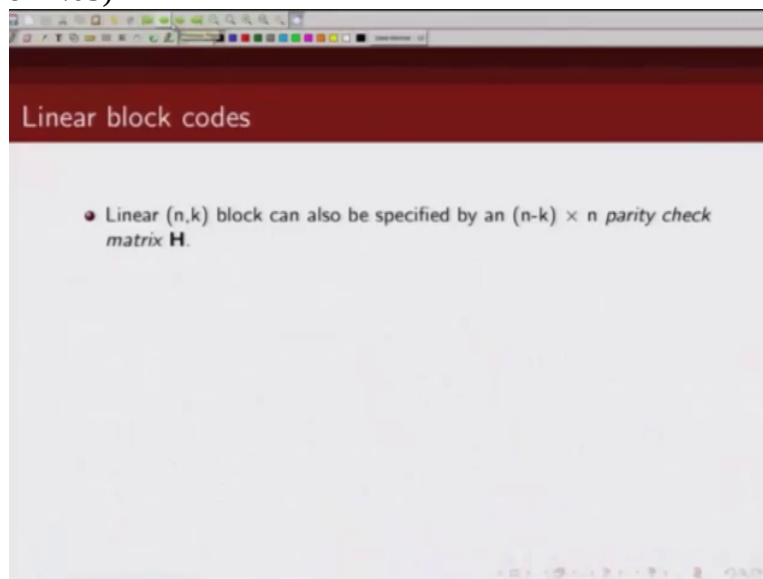
So what we have seen so far is we can describe

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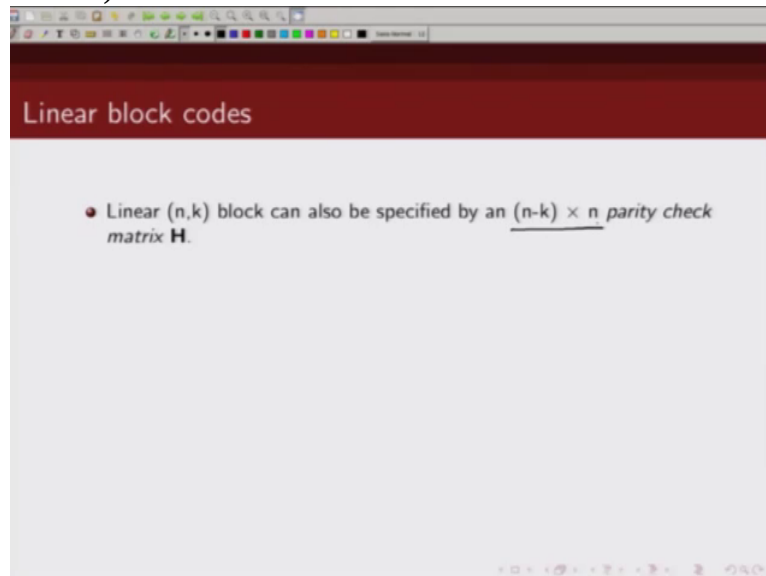
a linear block code by its generator matrix which is a  $k$  cross  $n$  matrix and we can use this generator matrix to generate our set of codewords. Now there is another matrix which we call parity check matrix which is related to our generator matrix, we will show, which can also be used to completely describe a linear block code. So for a  $n$   $k$  linear block code

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can be specified by a  $n$  minus  $k$  cross  $n$

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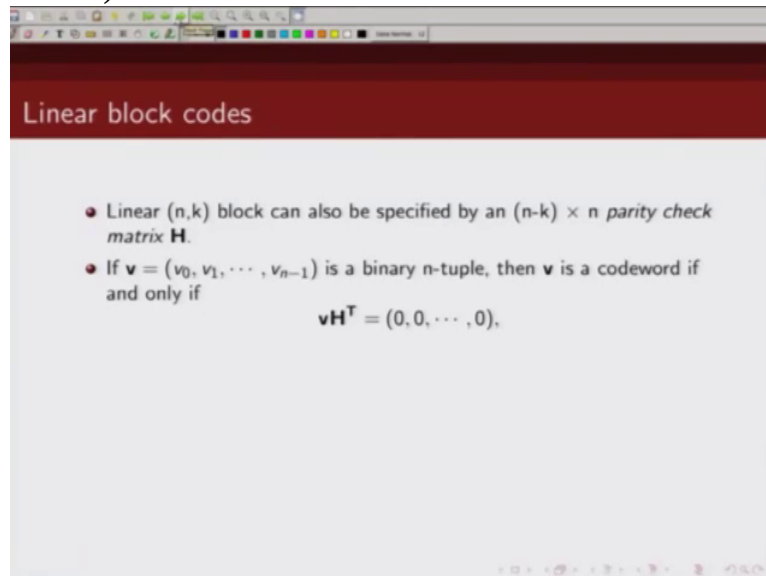
parity check matrix which we denote by  $H$ , the generator matrix we denote by  $G$  and the parity

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check matrix we denote by  $H$ . Now this parity check

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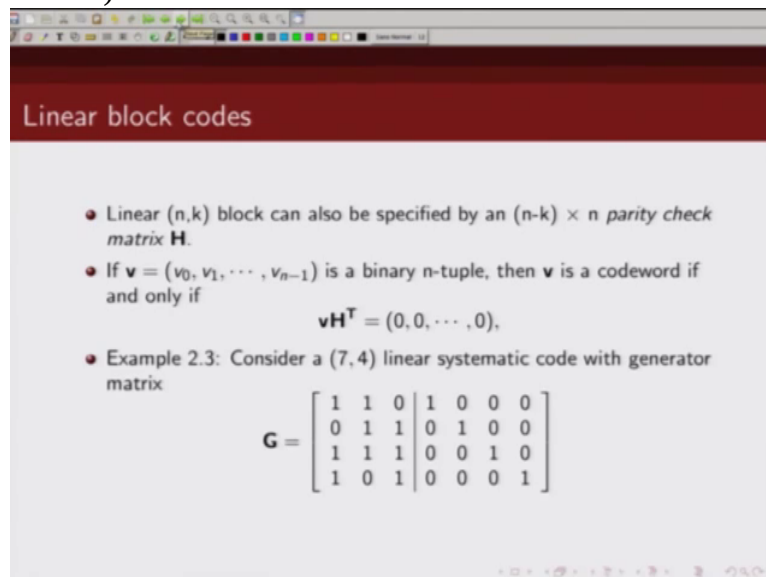


Linear block codes

- Linear  $(n,k)$  block can also be specified by an  $(n-k) \times n$  *parity check matrix*  $\mathbf{H}$ .
- If  $\mathbf{v} = (v_0, v_1, \dots, v_{n-1})$  is a binary  $n$ -tuple, then  $\mathbf{v}$  is a codeword if and only if
$$\mathbf{v}\mathbf{H}^T = (0, 0, \dots, 0),$$

matrix has this property that if  $\mathbf{v}$  is your valid codeword, if and only if  $\mathbf{v}\mathbf{H}$  transpose is going to be 0. So if  $\mathbf{v}$  is a valid codeword  $\mathbf{v}\mathbf{H}$  transpose will be 0. So let us see how we can derive our parity check matrix from a

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Linear block codes

- Linear  $(n,k)$  block can also be specified by an  $(n-k) \times n$  *parity check matrix*  $\mathbf{H}$ .
- If  $\mathbf{v} = (v_0, v_1, \dots, v_{n-1})$  is a binary  $n$ -tuple, then  $\mathbf{v}$  is a codeword if and only if
$$\mathbf{v}\mathbf{H}^T = (0, 0, \dots, 0),$$
- Example 2.3: Consider a  $(7,4)$  linear systematic code with generator matrix
$$\mathbf{G} = \left[ \begin{array}{cccc|cccc} 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 0 & 1 \end{array} \right]$$

generator matrix and what's a relation of the generation matrix with the parity check matrix. So we will take an example of a 7 4 systematic linear block code whose generator matrix is given by this. So since this is a systematic code we can write it of the form  $\mathbf{p}$  times this  $\mathbf{i}$   $\mathbf{k}$ . This generator matrix can be written of this form,



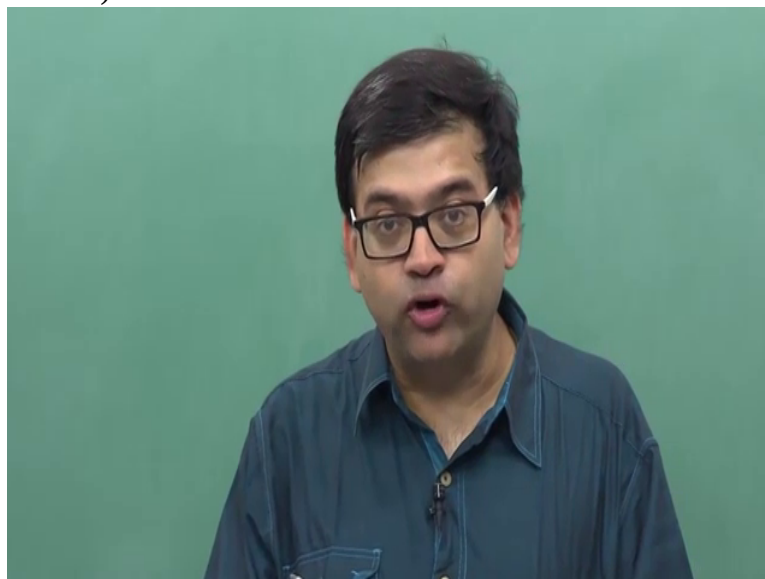
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Linear block codes

- Linear  $(n,k)$  block can also be specified by an  $(n-k) \times n$  *parity check matrix*  $\mathbf{H}$ .
- If  $\mathbf{v} = (v_0, v_1, \dots, v_{n-1})$  is a binary  $n$ -tuple, then  $\mathbf{v}$  is a codeword if and only if
$$\mathbf{v}\mathbf{H}^T = (0, 0, \dots, 0),$$
- Example 2.3: Consider a  $(7,4)$  linear systematic code with generator matrix
$$\mathbf{G} = \left[ \begin{array}{cccc|ccc} 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 0 & 1 \end{array} \right]$$
$$[P | I_k]$$

Ok. Now from this generator equation we can write our coded bits

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in terms of our message bits So let's do that. So

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Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

the encoding equation; this was our generator matrix G,

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Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

this is

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Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \underset{G}{\begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}}$$

our information bits message

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Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \underset{U}{\begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}}$$

bits u and this is our coded bits v. So we can write v

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Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{matrix} G \\ \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix} \end{matrix}$$

as  $u$  times  $G$ . So it's a 7, 4 code. So there are 4 information bits. I denote them by  $u_0, u_1, u_2, u_3$ . And there are 7 coded bits. I denote them by  $v_0, v_1, v_2, v_3, v_4, v_5, v_6$ . And this generator matrix  $G$  I have already given you this. So I can write down the encoding equations. We do that.

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Linear block codes

- The encoding equations can be written as

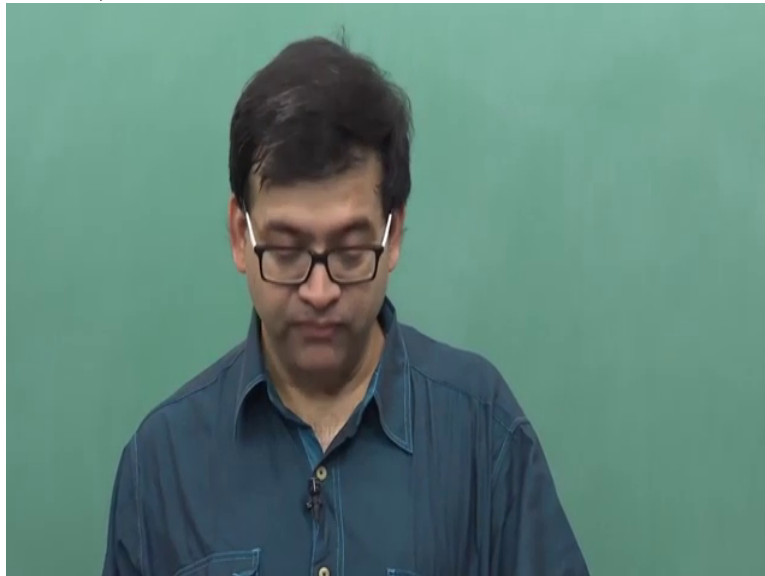
$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

- We can write this as

$$\begin{aligned} v_0 &= u_0 + u_1 + u_3 \\ v_1 &= u_0 + u_1 + u_2 \\ v_2 &= u_1 + u_2 + u_3 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \\ v_6 &= u_3 \end{aligned}$$

You can see from this what is  $v_0$ . It is  $u_0$  plus  $u_1$  plus  $u_3$ . There is a typing mistake here. This should have been  $u_2$ . So  $v_0$  is  $u_0$  times 1 plus 0 times  $u_1$  plus 1 times  $u_2$  plus 1 times  $u_3$ . So this  $v_0$  is given by  $u_0$  plus  $u_2$  plus  $u_3$ . Similarly what is  $v_1$ ?  $v_1$  is given by  $u_0$  plus  $u_1$  plus  $u_2$ .  $v_2$  is given by  $u_1$ ,  $u_0$  into 0,  $u_1$  into 1,  $u_2$  plus  $u_2$  into 1 plus  $u_3$  into 1. So  $v_2$  is given by  $u_1$  plus  $u_2$  plus  $u_3$ . So that's what I have here. What is  $v_3$ ?  $v_3$  is given by  $u_0$  into 1 and rest are all 0s. So  $v_3$  is nothing but  $u_0$ . Similarly  $v_4$  is  $u_1$ ,  $v_5$  is  $u_2$  and  $v_6$  is  $u_3$ .

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So I now have set of 7 coded bits and this shows the relation between the coded bits and information bits. Now we are, since we are restricting ourselves to binary codes we can

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The slide is titled "Linear block codes" and contains the following content:

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

- We can write this as

$$\begin{aligned} v_0 &= u_0 + u_2 + u_3 \\ v_1 &= u_0 + u_1 + u_2 \\ v_2 &= u_1 + u_2 + u_3 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \\ v_6 &= u_3 \end{aligned}$$

even write this equation like this,  $v_0 + u_0 + u_2 + u_3 = 0$ , correct?

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Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

- We can write this as

$$\begin{aligned} v_0 &= u_0 + u_2 + u_3 & v_0 + v_6 + u_2 + u_3 &= 0 \\ v_1 &= u_0 + u_1 + u_2 \\ v_2 &= u_1 + u_2 + u_3 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \\ v_6 &= u_3 \end{aligned}$$

Because this  $v_0$   $v_1$  is nothing but parity bit which is basically nothing but like 1 or 0. So we add this to this. Modulo 2 sum will be 0. So this similarly we can write as  $v_1$  plus  $u_0$  plus  $u_1$  plus  $u_2$  equal to 0

(Refer Slide Time 21:32)

Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

- We can write this as

$$\begin{aligned} v_0 &= u_0 + u_2 + u_3 & v_0 + v_6 + u_2 + u_3 &= 0 \\ v_1 &= u_0 + u_1 + u_2 & v_1 + u_0 + u_1 + u_2 &= 0 \\ v_2 &= u_1 + u_2 + u_3 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \\ v_6 &= u_3 \end{aligned}$$

and this can be written as  $v_2$  plus  $u_1$  plus  $u_2$  plus  $u_3$  is equal to 0.

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The slide is titled "Linear block codes" and contains the following content:

- The encoding equations can be written as

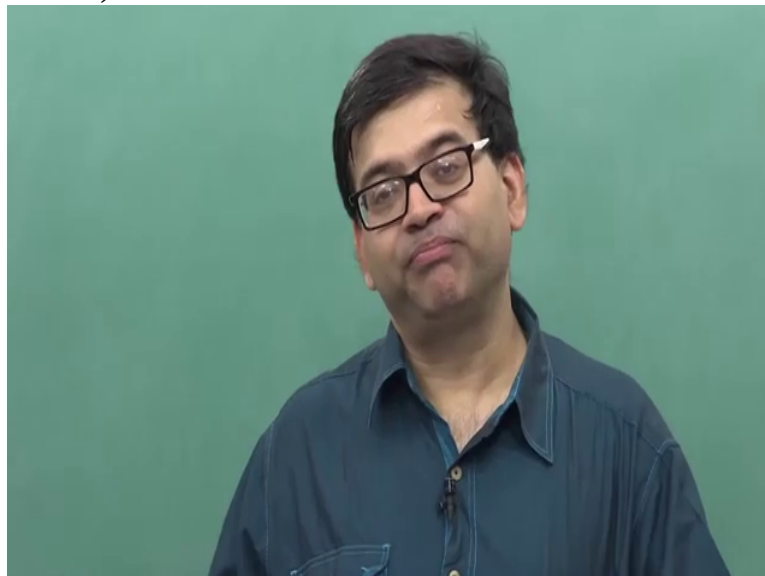
$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

- We can write this as

$$\begin{aligned} v_0 &= u_0 + u_2 + u_3 & v_0 + v_6 + u_2 + u_3 &= 0 \\ v_1 &= u_0 + u_1 + u_2 & v_1 + u_0 + u_1 + u_2 &= 0 \\ v_2 &= u_1 + u_2 + u_3 & v_2 + u_1 + u_2 + u_3 &= 0 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \\ v_6 &= u_3 \end{aligned}$$

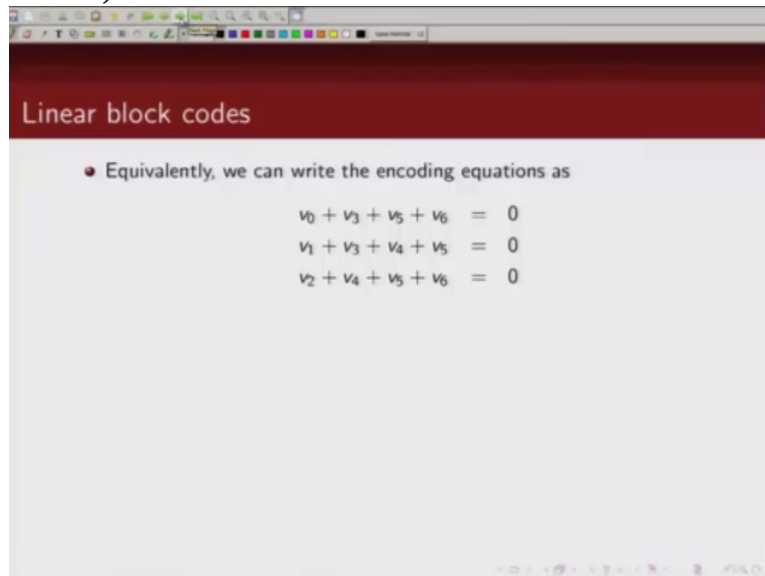
The next, what we would try to do is we would try to write these parity check equations in terms of other coded bits. So we can see here,  $u_0$  is nothing but  $v_3$ . So wherever  $u_0$  appears, we can replace it by  $v_3$ . Similarly  $u_1$  is equal to  $v_4$ . So wherever  $u_1$  appears we can replace it by  $v_4$ .  $u_2$  is equal to  $v_5$ , so we can replace  $u_2$  by  $v_5$ . And  $u_3$  is equal to  $v_6$ . We can replace  $u_3$  in terms of  $v_6$ . By doing this, what we will get is set of

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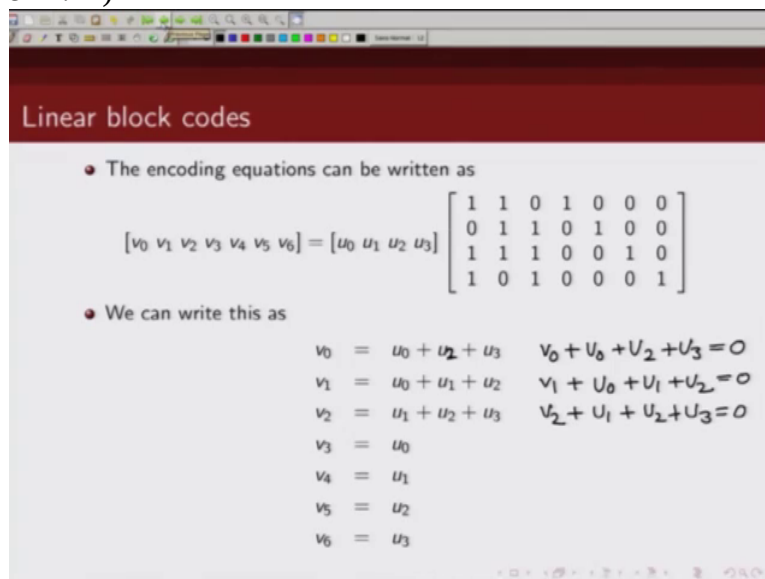
equations which basically are dependent on these coded bits. If we do that, what we get

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is something like this The first expression basically which was,

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$v_0$  plus  $u_0$  the  $u_2$  plus  $u_3$  Now this can be re-written as  $v_0$  plus what is  $u_0$ ,  $u_0$  is  $v_3$ ,  $v_3$  plus what is  $u_2$ ,  $u_2$  is  $v_5$ ,  $v_5$  plus what is  $u_3$ , it is  $v_6$ . So



(Refer Slide Time 23:11)

Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

- We can write this as

$$\begin{aligned} v_0 &= u_0 + u_2 + u_3 & v_0 + v_6 + v_2 + v_3 &= 0 \\ v_1 &= u_0 + u_1 + u_2 & v_1 + v_6 + v_1 + u_2 &= 0 \\ v_2 &= u_1 + u_2 + u_3 & v_2 + v_1 + u_2 + u_3 &= 0 \\ v_3 &= u_0 \\ v_4 &= u_1 & v_0 + v_3 + v_5 + v_6 &= 0 \\ v_5 &= u_2 \\ v_6 &= u_3 \end{aligned}$$

$v_0$  plus  $v_3$  plus  $v_5$  plus  $v_6$  is 0, and that is what we have here.

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Linear block codes

- Equivalently, we can write the encoding equations as

$$\begin{aligned} v_0 + v_3 + v_5 + v_6 &= 0 \\ v_1 + v_3 + v_4 + v_5 &= 0 \\ v_2 + v_4 + v_5 + v_6 &= 0 \end{aligned}$$

$v_0$  plus  $v_3$  plus  $v_5$  plus  $v_6$  is equal to 0. Similarly we can write

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Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

- We can write this as

$$\begin{aligned} v_0 &= u_0 + u_2 + u_3 & v_0 + v_0 + v_2 + v_3 &= 0 \\ v_1 &= u_0 + u_1 + u_2 & v_1 + v_0 + v_1 + u_2 &= 0 \\ v_2 &= u_1 + u_2 + u_3 & v_2 + v_1 + v_2 + u_3 &= 0 \\ v_3 &= u_0 \\ v_4 &= u_1 & v_0 + v_3 + v_5 + v_6 &= 0 \\ v_5 &= u_2 \\ v_6 &= u_3 \end{aligned}$$

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Linear block codes

- The encoding equations can be written as

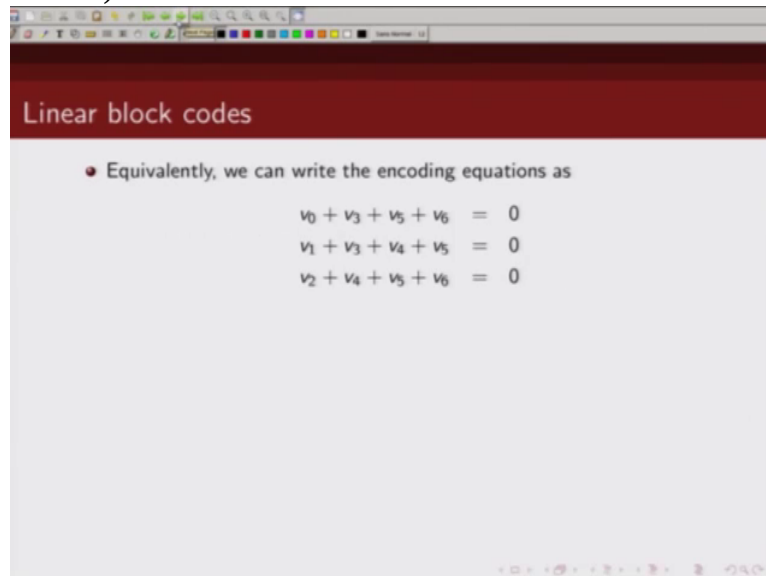
$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

- We can write this as

$$\begin{aligned} v_0 &= u_0 + u_2 + u_3 & v_0 + v_0 + v_2 + v_3 &= 0 \\ v_1 &= u_0 + u_1 + u_2 & v_1 + v_0 + v_1 + u_2 &= 0 \\ v_2 &= u_1 + u_2 + u_3 & v_2 + v_1 + v_2 + u_3 &= 0 \\ v_3 &= u_0 \\ v_4 &= u_1 & v_0 + v_3 + v_5 + v_6 &= 0 \\ v_5 &= u_2 \\ v_6 &= u_3 \end{aligned}$$

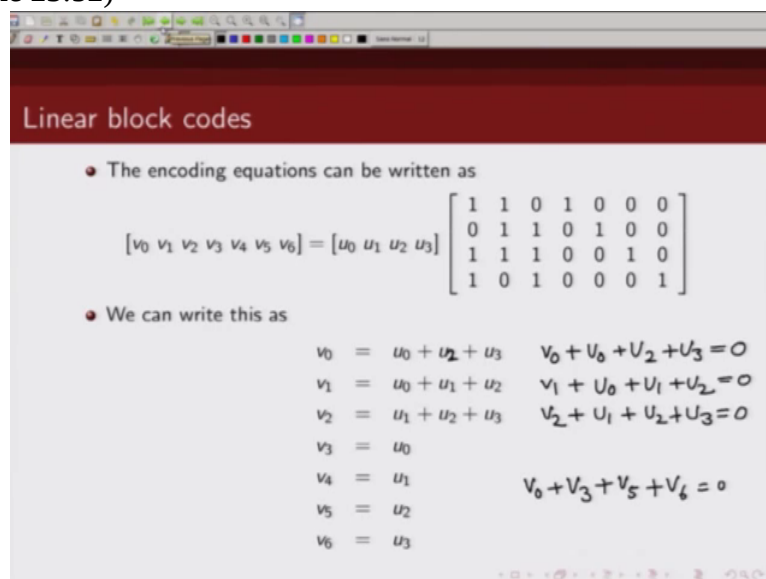
the other equations as well Here also we will replace u 0, u 1, u 2 by v 3, v 4, v 5 and what we will get

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is  $v_1 + v_3 + v_4 + v_5$  is equal to 0 and similarly the last parity check equation can be written as  $v_2 + v_4 + v_5 + v_6$

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$v_4 = u_1$ ,  $v_5 = u_2$ ,  $v_6 = u_3$ . So that's what we have here.  $u_0 + v_2 + v_4 + v_5 + v_6$  is equal to 0. So now we have set of encode equations in terms of coded bits. Next,

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Linear block codes

- Equivalently, we can write the encoding equations as
$$\begin{aligned}v_0 + v_3 + v_5 + v_6 &= 0 \\v_1 + v_3 + v_4 + v_5 &= 0 \\v_2 + v_4 + v_5 + v_6 &= 0\end{aligned}$$
- In matrix form,
$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

the same thing we can write it in a matrix form. So I have my

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Linear block codes

- Equivalently, we can write the encoding equations as
$$\begin{aligned}v_0 + v_3 + v_5 + v_6 &= 0 \\v_1 + v_3 + v_4 + v_5 &= 0 \\v_2 + v_4 + v_5 + v_6 &= 0\end{aligned}$$
- In matrix form,
$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

coded bits,  $v_0$  to  $v_6$  I have 3 sets of parity check equations, this, this and this. And the same thing I can write it in a matrix form like this. Now you can see these are equivalent. So look, let's look at first equation. This is  $v_0$  plus  $v_3$  plus  $v_5$  plus  $v_6$  is 0. You can see which are the elements which are so  $v_0$  times 1; this is  $v_3$  times 1 plus  $v_5$  times 1 plus  $v_6$  times 1. So that's what is defined in this equation. Similarly we can see this equation. This  $v_1$  plus  $v_3$  plus  $v_4$  plus  $v_5$  is equal to 0 and this last equation, this is  $v_2$  plus  $v_4$  plus  $v_5$  plus  $v_6$  is 0. And what we did we say about parity check matrix?

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Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

- We can write this as

$$\begin{aligned} v_0 &= u_0 + u_2 + u_3 & v_0 + v_5 + v_2 + u_3 &= 0 \\ v_1 &= u_0 + u_1 + u_2 & v_1 + u_0 + u_1 + u_2 &= 0 \\ v_2 &= u_1 + u_2 + u_3 & v_2 + u_1 + u_2 + u_3 &= 0 \\ v_3 &= u_0 \\ v_4 &= u_1 \\ v_5 &= u_2 \\ v_6 &= u_3 \end{aligned}$$

$$v_0 + v_3 + v_5 + v_6 = 0$$

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Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$\checkmark$   $\cup$   $G$

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Linear block codes

- Linear  $(n,k)$  block can also be specified by an  $(n-k) \times n$  *parity check matrix*  $\mathbf{H}$ .
- If  $\mathbf{v} = (v_0, v_1, \dots, v_{n-1})$  is a binary  $n$ -tuple, then  $\mathbf{v}$  is a codeword if and only if
$$\mathbf{v}\mathbf{H}^T = (0, 0, \dots, 0),$$
- Example 2.3: Consider a  $(7,4)$  linear systematic code with generator matrix
$$\mathbf{G} = \left[ \begin{array}{ccc|cccc} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{array} \right]$$
$$[P \mid I_k]$$

We said that if  $\mathbf{H}$  is a parity check matrix it is

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Linear block codes

- Linear  $(n,k)$  block can also be specified by an  $(n-k) \times n$  *parity check matrix*  $\mathbf{H}$ .
- If  $\mathbf{v} = (v_0, v_1, \dots, v_{n-1})$  is a binary  $n$ -tuple, then  $\mathbf{v}$  is a codeword if and only if
$$\mathbf{v}\mathbf{H}^T = (0, 0, \dots, 0),$$
- Example 2.3: Consider a  $(7,4)$  linear systematic code with generator matrix
$$\mathbf{G} = \left[ \begin{array}{ccc|cccc} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{array} \right]$$
$$[P \mid I_k]$$

$(n-k)$  cross matrix and it has this property that  $\mathbf{v}\mathbf{H}^T$  is

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Linear block codes

- Linear  $(n,k)$  block can also be specified by an  $(n-k) \times n$  parity check matrix  $\mathbf{H}$ .
- If  $\mathbf{v} = (v_0, v_1, \dots, v_{n-1})$  is a binary  $n$ -tuple, then  $\mathbf{v}$  is a codeword if and only if
 
$$\mathbf{v}\mathbf{H}^T = (0, 0, \dots, 0),$$
- Example 2.3: Consider a  $(7,4)$  linear systematic code with generator matrix
 
$$\mathbf{G} = \left[ \begin{array}{ccc|cccc} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{array} \right]$$

$[P \mid I_k]$

0. So we have,

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Linear block codes

- The encoding equations can be written as
 
$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$
- We can write this as
 
$$\begin{aligned} v_0 &= u_0 + u_2 + u_3 & v_0 + v_0 + v_2 + v_3 &= 0 \\ v_1 &= u_0 + u_1 + u_2 & v_1 + v_0 + v_1 + u_2 &= 0 \\ v_2 &= u_1 + u_2 + u_3 & v_2 + v_1 + u_2 + u_3 &= 0 \\ v_3 &= u_0 \\ v_4 &= u_1 & v_0 + v_3 + v_5 + v_6 &= 0 \\ v_5 &= u_2 \\ v_6 &= u_3 \end{aligned}$$

we can write this as,

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Linear block codes

- Equivalently, we can write the encoding equations as
$$\begin{aligned}v_0 + v_3 + v_5 + v_6 &= 0 \\v_1 + v_3 + v_4 + v_5 &= 0 \\v_2 + v_4 + v_5 + v_6 &= 0\end{aligned}$$
- In matrix form,
$$\begin{array}{c} [v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] \\ \hline \end{array} \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 1 & 1 & 0 & 0 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 0 & 1 & 1 & 1 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

this is my v,

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Linear block codes

- Equivalently, we can write the encoding equations as
$$\begin{aligned}v_0 + v_3 + v_5 + v_6 &= 0 \\v_1 + v_3 + v_4 + v_5 &= 0 \\v_2 + v_4 + v_5 + v_6 &= 0\end{aligned}$$
- In matrix form,
$$\begin{array}{c} \checkmark \\ [v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] \\ \hline \end{array} \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ 1 & 1 & 0 & 0 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 0 & 1 & 1 & 1 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

this is my H transpose. v H transpose is



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Linear block codes

- Equivalently, we can write the encoding equations as
 
$$\begin{aligned} v_0 + v_3 + v_5 + v_6 &= 0 \\ v_1 + v_3 + v_4 + v_5 &= 0 \\ v_2 + v_4 + v_5 + v_6 &= 0 \end{aligned}$$
- In matrix form,
 
$$\underbrace{[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6]}_V \begin{matrix} H^T \\ \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 0 & 1 \end{bmatrix} \end{matrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

0, so then what is my H matrix? H matrix is a transpose of this matrix, so this will be 1 0 0, 0 1 0, 0 0 1, 1 1 0, 0 1 1, 1 1 1 and 1 0 1. This is my, so for the 7 4 code, 7 4 code this is basically 3 cross 7. As I said, n minus k cross n matrix,

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Linear block codes

- Equivalently, we can write the encoding equations as
 
$$\begin{aligned} v_0 + v_3 + v_5 + v_6 &= 0 && (7,4) \\ v_1 + v_3 + v_4 + v_5 &= 0 \\ v_2 + v_4 + v_5 + v_6 &= 0 \end{aligned}$$
- In matrix form,
 
$$\underbrace{[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6]}_V \begin{matrix} H^T \\ \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 0 & 1 \end{bmatrix} \end{matrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$
  

$$H = \begin{bmatrix} 1 & 0 & 0 & 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \end{bmatrix}_{3 \times 7}$$

this is my parity check matrix corresponding to this same code which is generated by

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Linear block codes

- Equivalently, we can write the encoding equations as

$$\begin{aligned}v_0 + v_3 + v_5 + v_6 &= 0 \\v_1 + v_3 + v_4 + v_5 &= 0 \\v_2 + v_4 + v_5 + v_6 &= 0\end{aligned}$$

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Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

- We can write this as

$$\begin{aligned}v_0 &= u_0 + u_2 + u_3 & v_0 + v_6 + u_2 + u_3 &= 0 \\v_1 &= u_0 + u_1 + u_2 & v_1 + u_0 + u_1 + u_2 &= 0 \\v_2 &= u_1 + u_2 + u_3 & v_2 + u_1 + u_2 + u_3 &= 0 \\v_3 &= u_0 \\v_4 &= u_1 & v_0 + v_3 + v_5 + v_6 &= 0 \\v_5 &= u_2 \\v_6 &= u_3\end{aligned}$$

this

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Linear block codes

- The encoding equations can be written as

$$[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6] = [u_0 \ u_1 \ u_2 \ u_3] \begin{matrix} G \\ \left[ \begin{array}{cccccccc} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{array} \right] \end{matrix}$$

Another interesting

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Linear block codes

- Linear  $(n,k)$  block can also be specified by an  $(n-k) \times n$  parity check matrix  $H$ .
- If  $\mathbf{v} = (v_0, v_1, \dots, v_{n-1})$  is a binary  $n$ -tuple, then  $\mathbf{v}$  is a codeword if and only if
 
$$\mathbf{vH}^T = (0, 0, \dots, 0),$$
- Example 2.3: Consider a  $(7,4)$  linear systematic code with generator matrix

$$G = \left[ \begin{array}{cccc|cccc} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{array} \right]$$

$[P \ | \ I_k]$

property which you can generally see is, so  $\mathbf{vH}^T$  is 0; I can write this  $\mathbf{vH}^T$  is equal to 0. In other words,

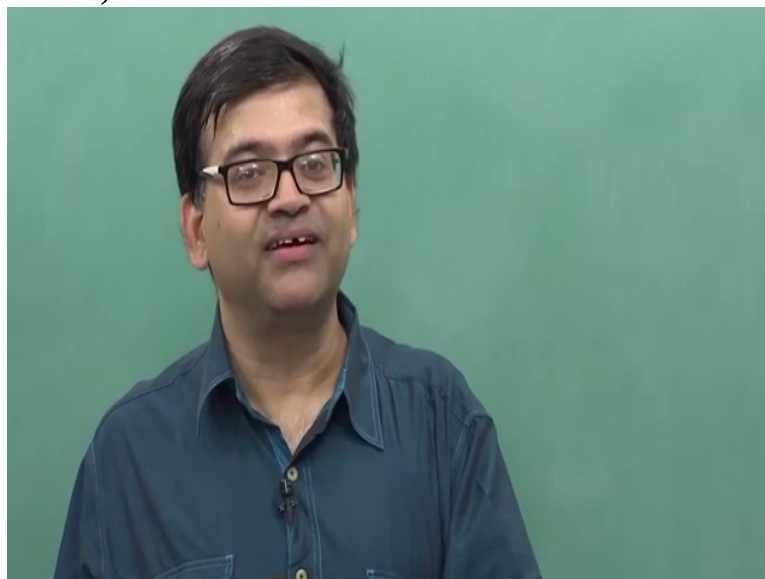
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Linear block codes

- Linear  $(n,k)$  block can also be specified by an  $(n-k) \times n$  *parity check matrix*  $\mathbf{H}$ .
- If  $\mathbf{v} = (v_0, v_1, \dots, v_{n-1})$  is a binary  $n$ -tuple, then  $\mathbf{v}$  is a codeword if and only if
$$\mathbf{v}\mathbf{H}^T = (0, 0, \dots, 0), \quad \mathbf{u}\mathbf{G}\mathbf{H}^T = 0$$
- Example 2.3: Consider a  $(7,4)$  linear systematic code with generator matrix
$$\mathbf{G} = \left[ \begin{array}{ccc|cccc} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{array} \right]$$
$$[P \mid I_k]$$

$\mathbf{v}\mathbf{H}$  transpose is

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0, so what does that mean? The rows of  $\mathbf{G}$  matrix and rows of  $\mathbf{H}$  matrix are orthogonal to each other.

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Linear block codes

- Linear  $(n,k)$  block can also be specified by an  $(n-k) \times n$  parity check matrix  $\mathbf{H}$ .
- If  $\mathbf{v} = (v_0, v_1, \dots, v_{n-1})$  is a binary  $n$ -tuple, then  $\mathbf{v}$  is a codeword if and only if
 
$$\mathbf{v}\mathbf{H}^T = (0, 0, \dots, 0), \quad \mathbf{u}\mathbf{G}\mathbf{H}^T = 0$$
- Example 2.3: Consider a  $(7,4)$  linear systematic code with generator matrix
 
$$\mathbf{G} = \left[ \begin{array}{ccc|cccc} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{array} \right]$$

$[P \mid I_k]$

So the H lies in

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Linear block codes

- The encoding equations can be written as
 
$$\underbrace{[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6]}_{\mathbf{V}} = \underbrace{[u_0 \ u_1 \ u_2 \ u_3]}_{\mathbf{U}} \underbrace{\begin{bmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{bmatrix}}_{\mathbf{G}}$$

the null space of  $\mathbf{G}$ , so as we can see from this that generator matrix and parity check matrix are related to each other.

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Linear block codes

- Equivalently, we can write the encoding equations as
 
$$\begin{aligned} v_0 + v_3 + v_5 + v_6 &= 0 \\ v_1 + v_3 + v_4 + v_5 &= 0 \\ v_2 + v_4 + v_5 + v_6 &= 0 \end{aligned} \quad (7.4)$$
- In matrix form,
 
$$\underbrace{[v_0 \ v_1 \ v_2 \ v_3 \ v_4 \ v_5 \ v_6]}_V \underbrace{\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 0 & 1 \end{bmatrix}}_{H^T} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$H = \begin{bmatrix} 1 & 0 & 0 & 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \end{bmatrix}_{3 \times 7}$$

And they have this property that rows of G matrix and H matrix are basically orthogonal to each other. So if you have

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Linear block codes

- For a systematic code with generator matrix  $G = [P : I_k]$ , the parity check matrix can be written as,
 
$$H = [I_{n-k} : P^T]$$

$$= \left[ \begin{array}{cccc|cccc} 1 & 0 & 0 & \dots & 0 & p_{0,0} & p_{1,0} & \dots & p_{k-1,0} \\ 0 & 1 & 0 & \dots & 0 & p_{0,1} & p_{1,1} & \dots & p_{k-1,1} \\ 0 & 0 & 1 & \dots & 0 & p_{0,2} & p_{1,2} & \dots & p_{k-1,2} \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ 0 & 0 & 0 & \dots & 1 & p_{0,n-k-1} & p_{1,n-k-1} & \dots & p_{k-1,n-k-1} \end{array} \right]$$

a systematic code whose generator matrix can be written

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Linear block codes

- For a systematic code with generator matrix  $\mathbf{G} = [\mathbf{P} : \mathbf{I}_k]$ , the parity check matrix can be written as,

$$\mathbf{H} = [\mathbf{I}_{n-k} : \mathbf{P}^T]$$

$$= \left[ \begin{array}{cccc|cccc} 1 & 0 & 0 & \dots & 0 & p_{0,0} & p_{1,0} & \dots & p_{k-1,0} \\ 0 & 1 & 0 & \dots & 0 & p_{0,1} & p_{1,1} & \dots & p_{k-1,1} \\ 0 & 0 & 1 & \dots & 0 & p_{0,2} & p_{1,2} & \dots & p_{k-1,2} \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ 0 & 0 & 0 & \dots & 1 & p_{0,n-k-1} & p_{1,n-k-1} & \dots & p_{k-1,n-k-1} \end{array} \right]$$

in this form, because H lies in the null space of G, we can write down its corresponding H matrix very easily. And this is basically given by, so if a generator matrix can be written of the form P and identity matrix, we can write its parity check matrix as identity matrix and P transpose.

So let's take an example

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Linear block codes

Example 2.3: Consider a (7, 4) linear systematic code with generator matrix

$$\mathbf{G} = \left[ \begin{array}{cccc|cccc} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{array} \right]$$

Then the parity-check matrix in systematic form is

$$\mathbf{H} = \left[ \begin{array}{cccc|cccc} 1 & 0 & 0 & 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \end{array} \right]$$

of a generator matrix of a systematic code This is systematic code we can see, we can separate out this generator matrix as some matrix P and some identity matrix. So this we can write as, H matrix we can write as identity matrix and P transpose. So then this can be written as 1 1 0 is 1 1 0; 0 1 1, 0 1 1; 1 1 1, 1 1 1; 0 1 0 so this is my H matrix

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Linear block codes

Example 2.3: Consider a (7, 4) linear systematic code with generator matrix

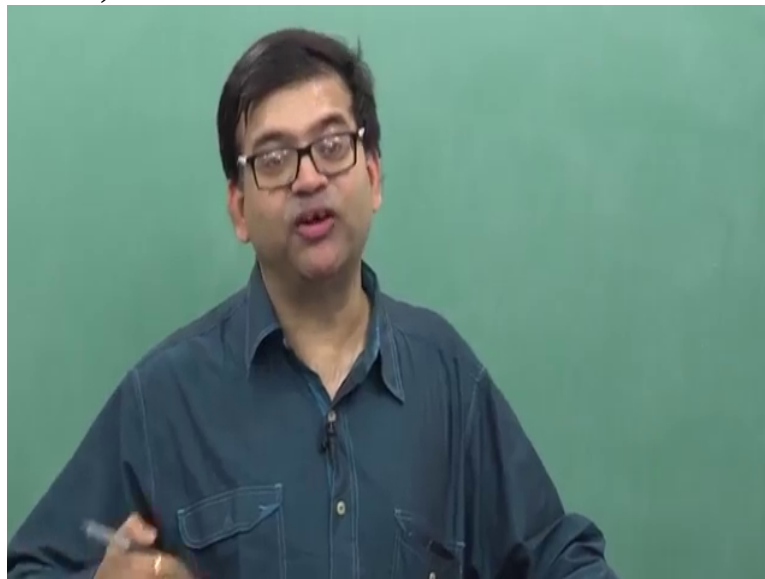
$$\mathbf{G} = \left[ \begin{array}{cccc|ccc} 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 0 & 1 \end{array} \right]$$

Then the parity-check matrix in systematic form is

$$\mathbf{H} = \left[ \begin{array}{ccc|ccc} 1 & 0 & 0 & 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \end{array} \right] \checkmark$$

corresponding to this So whether you are given a generator matrix or a parity check matrix, your linear block code is completely specified by either of them. And as I said, we use the generator matrix to generate our code,

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set of codewords where as parity check matrix as the name suggests is used to check whether the parity check constraints are satisfied. As we said basically parity check matrix has this property that, if  $v$  is



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Linear block codes

Example 2.3: Consider a (7, 4) linear systematic code with generator matrix

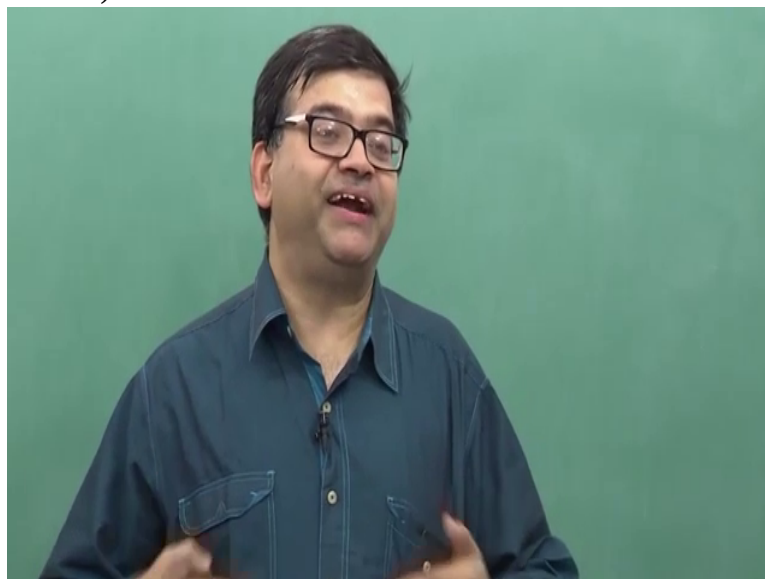
$$G = \left[ \begin{array}{ccc|ccc} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 1 \end{array} \right]$$

Then the parity-check matrix in systematic form is

$$H = \left[ \begin{array}{ccc|ccc} 1 & 0 & 0 & 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 1 \end{array} \right] \quad \checkmark \quad vH^T = 0$$

a valid codeword, if and only if  $vH^T$  is zero and we use this property in decoding, so that's why you see the name parity check

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matrix because this matrix H is essentially used to, in some sense check whether the parity check constraints of the code are satisfied or not Thank you.