# ELEC 405/511 Error Control Coding

#### **Reed-Solomon Codes**

#### Irving Reed (1923-2012) Gus Solomon (1930-1996)





#### Polynomial Codes Over Certain Finite Fields, 1960

# Reed-Solomon Codes

- Nonbinary BCH codes
- Consider GF(q) (q=p<sup>r</sup>, p prime)
- To construct a *t* error correcting nonbinary BCH code with symbols from GF(*q*), we use the same technique as for binary BCH codes.
- Roots of g(x) are in GF(q<sup>m</sup>), n | q<sup>m</sup>-1
   n-k ≤ 2mt product of at most 2t minimal polynomials of degree m
   d ≥ 2t+1

- Choose 2t consecutive powers of α, an element of order n in GF(q<sup>m</sup>), as roots of g(x).
- For RS codes, m=1 and α is a primitive element in GF(q), then

n = q-1  $n-k \le 2t \longrightarrow n-k = 2t$  $d \ge 2t+1 \longrightarrow d \ge n-k+1$ 

# Singleton Bound

• Theorem 4-10 Singleton bound

The minimum distance for an (*n*,*k*) linear code is bounded by

 $d \le n - k + 1$ 

For an RS code d ≥ n-k+1, so d = n-k+1 and all RS codes meet the Singleton bound

- they are optimal (n,k,n-k+1) codes, n = q-1

• Codes that meet the Singleton bound are called Maximum Distance Separable (MDS)

#### Reed-Solomon Codes – Minimal Polynomials

- Coefficients of g(x) are in GF(q), roots of g(x) are also in GF(q).
- Minimal polynomial of  $\alpha$  is x- $\alpha$ . There are no conjugates since  $\alpha^q = \alpha^{q-1}\alpha = \alpha$ .

• BCH: 
$$M_1(x) = (x - \alpha)(x - \alpha^q)(x - \alpha^{q^2}) \cdots$$
  
RS:  $M_1(x) = (x - \alpha)$ 

• RS codes are a subclass of BCH codes with *m* = 1.

## Example 8-4 *t*=2 GF(8)

• n = 8 - 1 = 7 Form GF(8) from  $x^3 + x + 1$ 

$lpha^{0} \ lpha^{1} \ lpha^{2}$	$\frac{1}{\alpha}{\alpha^2}$	$g(x) = (x - \alpha)(x - \alpha^{2})(x - \alpha^{3})(x - \alpha$	α4)
$\alpha^{3}$	$\alpha$ + 1	$\begin{bmatrix} 1 \ \alpha \ \alpha^2 \alpha^3 \alpha^4 \alpha^5 \alpha^6 \end{bmatrix}$	
$\alpha^4$	$\alpha^2 + \alpha$	$\mathbf{H} = \begin{bmatrix} 1 \alpha^2 \alpha^4 \alpha^6 \alpha \alpha^3 \alpha^5 \end{bmatrix}$	
$\alpha^{5}$	$\alpha^2 + \alpha + 1$	$1 \alpha^{3} \alpha^{6} \alpha^{2} \alpha^{5} \alpha \alpha^{4}$	
$lpha^{6}$	$\alpha^2$ + 1	$\begin{bmatrix} 1 \alpha^4 \alpha^8 \alpha^5 \alpha^2 \alpha^6 \alpha^3 \end{bmatrix}$	

• (7,3,5) RS code

## Comparison: RS vs Binary BCH

• RS:  $n = q^{m} - 1$  q = 8, m = 1 (7,3,5)

$$g(x) = (x - \alpha)(x - \alpha^2)(x - \alpha^3)(x - \alpha^4)$$

- Binary BCH:  $n = q^m 1$  q = 2, m = 3 (7,1,7)  $g(x) = (x - \alpha)(x - \alpha^2)(x - \alpha^3)(x - \alpha^4)(x - \alpha^6)(x - \alpha^5)$
- RS code:  $q^k = 8^3 = 512$  codewords
- Binary BCH code:  $q^k = 2^1 = 2$  codewords

#### Comparison: RS vs Binary BCH

- (7,3,5) RS code: 8<sup>3</sup> = 512 codewords = 2<sup>9</sup>
- Each symbol can be represented as 3 bits, a codeword has n = 7 symbols = 21 bits and k = 3 data symbols = 9 bits.
- The (7,3,5) RS code can be considered as a (21,9) binary code.
- t = 2 symbols since 5 bit errors may cover 3 symbols, corrects any burst error of 4 bits or less.

# Example 8-5 *t*=3 GF(64)

- *n* = 64-1 = 63
- $\alpha$  a root of the primitive polynomial  $x^6+x+1$   $g(x) = (x - \alpha)(x - \alpha^2)(x - \alpha^3)(x - \alpha^4)(x - \alpha^5)(x - \alpha^6)$  $= x^6 + \alpha^{59}x^5 + \alpha^{48}x^4 + \alpha^{43}x^3 + \alpha^{55}x^2 + \alpha^{10}x + \alpha^{21}$
- (63,57,7) RS code
- 64<sup>57</sup> = 8.96x10<sup>102</sup> codewords
- 64<sup>63</sup> = 6.16x10<sup>113</sup> vectors
- sphere volume is 9.94x10<sup>9</sup> so the spheres fill about 14.5% of the vector space

# GF(7) Example

- RS codes can be constructed over any finite field
- Consider *q* = 7 so that *n* = *q*-1 = 6, and *t* = 2
- First find a primitive element in GF(7)  $\phi(6) = 2$  so two primitive elements  $3^{1}=3$   $3^{2}=2$   $3^{3}=6$   $3^{4}=4$   $3^{5}=5$   $3^{6}=1 \rightarrow 3$  is primitive b=1  $g(x) = (x-3^{1})(x-3^{2})(x-3^{3})(x-3^{4})$  = (x-3)(x-2)(x-6)(x-4) (6,2,5) RS code b=2  $g(x) = (x-3^{2})(x-3^{3})(x-3^{4})(x-3^{5})$ = (x-2)(x-6)(x-4)(x-5) (6,2,5) RS code

• One can pick any group of consecutive roots  

$$g(x) = (x-3^1)(x-3^2)(x-3^3)$$
  
 $= (x-3)(x-2)(x-6)$  (6,3,4) RS code  
 $= x^3+3x^2+x+6$   
 $g(x) = (x-3^2)(x-3^3)(x-3^4)$   
 $= (x-2)(x-6)(x-4)$  (6,3,4) RS code  
 $= x^3+2x^2+2x+1 = g^*(x)$  self reciprocal

$$g(x) = (x-3^{1})(x-3^{2})(x-3^{3})(x-3^{4})(x-3^{5})$$
  
= (x-3)(x-2)(x-6)(x-4)(x-5) (6,1,6) RS code  
=  $x^{5}+x^{4}+x^{3}+x^{2}+x+1 = g^{*}(x)$  self reciprocal

# **Properties of RS Codes**

- The dual code of an RS code is also MDS
  - C (6,2,5) code over GF(7)
  - $-C^{\perp}$  (6,4,3) code over GF(7)
- Since RS codes are cyclic codes, they can always be put in systematic form x<sup>n-k</sup>m(x)+d(x)
- A shortened RS codes is MDS

 $(n,k,n-k+1) \rightarrow (n-u,k-u,n-k+1) (6,4,3) \rightarrow (5,3,3)$ 

• A punctured RS code is MDS

 $(n,k,n-k+1) \rightarrow (n-u,k,n-k-u+1) (6,4,3) \rightarrow (5,4,2)$ 

#### Example: Bar Codes over GF(64)



## Extended RS Codes

- An (n,k) RS code over GF(q) with n = q-1 can be extended twice to a (q+1,k) MDS code
- There is a technique for constructing such codes which are cyclic
- A very few RS codes can be triply extended to obtain an MDS code
  - $-k = 3 \text{ or } n k = 3 \text{ and } q = 2^{m}$
  - In this case n = q+2

#### Example: NASA/JPL Code

- q = 256, n = q-1 = 255
- (255,223,33) RS code over GF(2<sup>8</sup>)

 $\frac{\text{\# of codewords} \times \text{volume}}{\text{size of vector space}} = 2.78 \times 10^{-14}$ 

## Example: Compact Discs

- 44.1 kHz sample rate
- 16 bit stereo samples
- 2×16×44100=1.41 Mbps
- Original CD capacity: 74 minutes of audio or 650 MB of data
- Data stored on a spiral, not concentric circles
  - length 5.38 km
  - velocity 1.2 m/s



#### Kees Schouhamer Immink (1946 -)





## Sources of Error

- 1) Defects caused during disc production
  - inferior disc pits and bubbles during disc formation
  - defects in the aluminum film and a poor reflective index
- 2) Defects caused in handling
  - fingerprints and scratches
  - dust
- 3) Variations and disturbances during playback
  - disturbance of the servo mechanism
- 4) Jitter time variation of the signal
- 5) Interference

(1)-(3) cause burst errors(4) and (5) cause random errors

# **Causes of Disc Errors**

- Fingerprints cause 43% of errors
- General wear and tear causes 25% of errors
- Player-related issues cause 15% of errors
- User-related issues cause 12% of errors
- Manufacturer errors cause 2% of errors

#### **Causes of Disc Errors**















## **Error Correction**

• Reed-Solomon code

- (255,251,5) code over GF(2<sup>8</sup>)

- Shortened to a (28,24,5) outer code
- These codewords are interleaved to reduce the effects of burst errors
- (32,28,5) inner code
- Overall code rate is

$$\frac{24}{28} \times \frac{28}{32} = 0.75$$

## **CIRC Encoder**

• CIRC – Cross Interleaved Reed-Solomon Code



- Interleaving disperses the codewords so they are not contiguous on the disc
- mitigates long burst errors associated with scratches and fingerprints
  - Maximum correctable burst error length
    - 4000 bits = 2.5 mm

# **Encoding Algorithm**

- Samples are split into two 8 bit symbols
- Six samples from each channel are grouped to obtain 24 symbols
- Four outer RS code parity symbols are generated to give a frame of 28 symbols
- Symbols are interleaved over 109 frames
- Four inner RS parity symbols are generated to give 32 symbols
- These frames are also interleaved

# **Control and Error Correction**

- Skips are caused by physical disturbances
  - Wait for disturbance to subside
  - Retry
- Read errors caused by disc/servo problems
  - Detect error
  - Choose location for retry
  - Retry, if it fails interpolate if applicable

# Interpolation

- Used when decoding fails
- Fill missing audio data using adjacent data – time or channel
- Only valid for audio CDs

# **Decoding RS Codes**

- 1. Compute the syndromes
- 2. Determine the error locator polynomial  $\Lambda(x)$
- 3. Determine the error magnitudes from  $\Lambda'(x)$  and  $\Omega(x)$  $\Omega(x) = [1 + S(x)]\Lambda(x)$
- 4. Evaluate the error locations and the error values at those locations.

#### CD Errors due to a Ball Point Pen



# A Highly Corroded Disc

 Two minutes can still be played.



#### Audio Data Format

