

On Cyclic Polar Codes and the Burst Erasure Performance of Spatially-Coupled LDPC Codes

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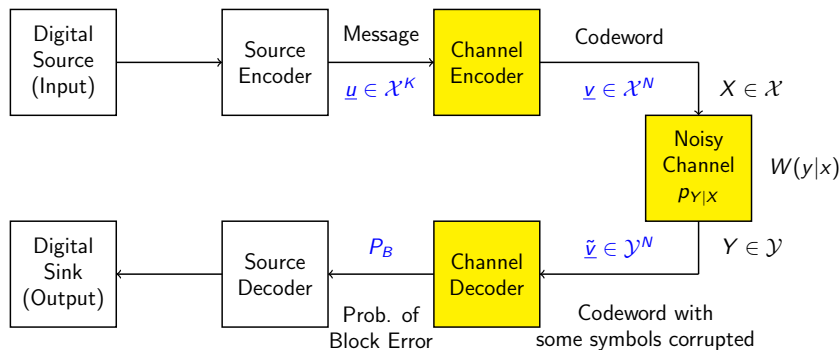
Master's Thesis Defense

Oct 8, 2015

Overview

- 1 Capacity-Achieving Codes
- 2 Polar Codes
- 3 Cyclic Polar Codes
- 4 Successive Cancellation Decoding
- 5 Results
- 6 Cyclic Polar Codes: Conclusions
- 7 Spatially-Coupled LDPC Codes
- 8 SC-LDPC Codes on Erasure Channels
- 9 Expurgated Ensemble
- 10 SC-LDPC Codes: Conclusions

Communication System: Focus of the Thesis



Shannon's model of a communication system [Sha48].

Focus is on the channel coding blocks.

Fundamentals of Coding Theory: Goal

- Capacity: maximum rate of transmission for reliable communication over a given channel.

$$C \triangleq \max_{p_X} I(X; Y) \quad (\text{symbols/channel use})$$

- Capacity-achieving codes:** A sequence of codes, indexed by n , with

$$\text{Code Rate, } R_n = \frac{K_n}{N_n} \text{ s.t. } \lim_{n \rightarrow \infty} R_n = C \text{ with } P_{B_n}^{\max} \rightarrow 0$$

\Rightarrow fundamental limit on code rate, given the channel.

- Construction of capacity-achieving codes – goal for over 60 years!

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- Construction of capacity-achieving codes – goal for over 60 years!
- Research culminated in **Polar Codes** [Ari09] and **Spatially-Coupled Low-Density Parity-Check Codes** [FZ99; KRU11].

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Polar Codes: Introduction

- Introduced by Arikan in [Ari09] using the **binary 2×2** kernel

$$G_2 = \begin{bmatrix} 1 & 0 \\ 1 & 1 \end{bmatrix} \implies \text{Transform: } \begin{bmatrix} v_0 \\ v_1 \end{bmatrix} = \begin{bmatrix} u_0 & u_1 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} u_0 + u_1 \\ u_1 \end{bmatrix}.$$

- Length $N = 2^n$ **binary polar transform** matrix is given by

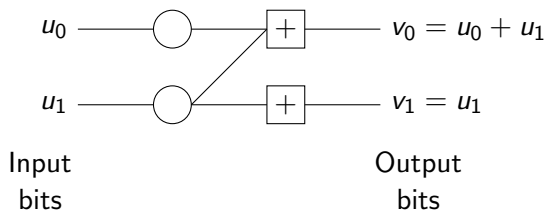
$$\boxed{G_N = B_N G_2^{\otimes n}} \implies \text{Transform: } \boxed{\underline{v} = \underline{u}^T G_N},$$

where B_N is the length- N bit-reversal permutation matrix and $G_2^{\otimes n} = \underbrace{G_2 \otimes G_2 \otimes \cdots \otimes G_2}_{n \text{ times}}$ denotes the **Kronecker product** of G_2 performed n times.

- Explicitly shown to **achieve the symmetric capacity of binary input DMCs**, asymptotically, under successive cancellation (SC) decoding.

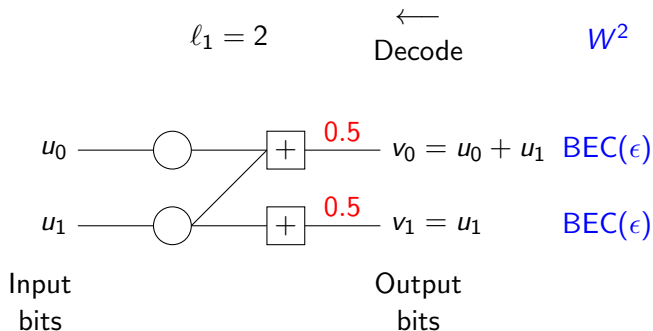
Polar Codes: Polarization on the BEC

$$\ell_1 = 2$$



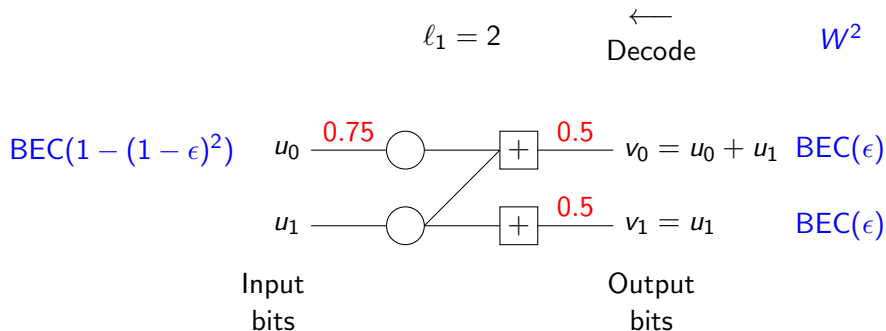
Density Evolution (DE) for Binary Polar Code with $N = 2$.

Polar Codes: Polarization on the BEC



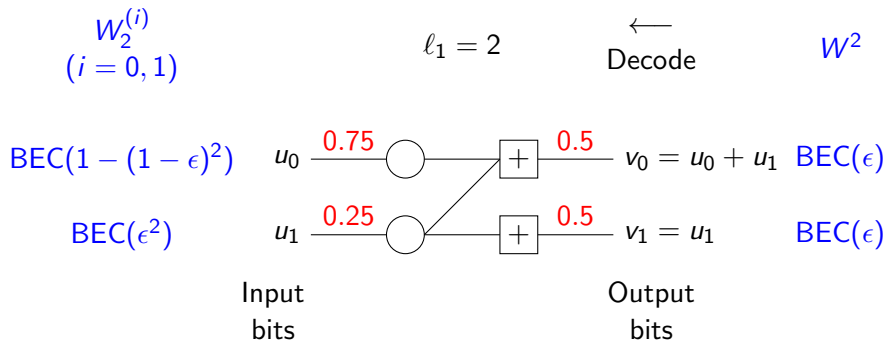
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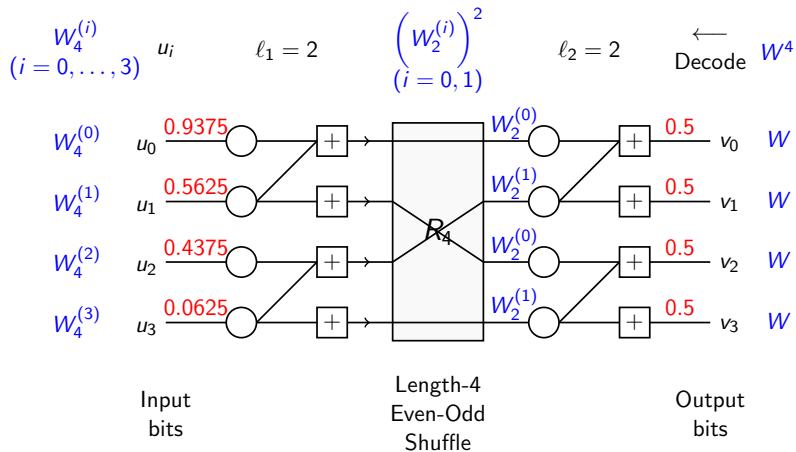
Coordinate Channels \Rightarrow

$W_2^{(0)} : u_0 \rightarrow (v_0, v_1)$

$W_2^{(1)} : u_1 \rightarrow (v_0, v_1, u_0)$

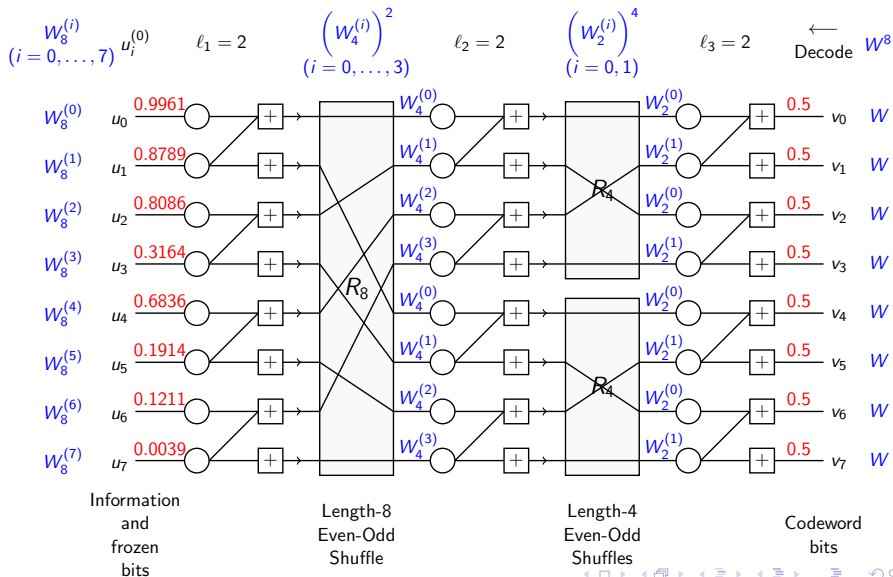
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Polar Codes: Polarization on the BEC



Density Evolution (DE) for Binary Polar Code with $N = 2 \cdot 2 = 4$.

Polar Codes: Polarization on the BEC



Polar Codes: Capacity-Achieving on B-DMCs

Main Theorem of Arkan [Ari09, Theorem 1]

For any B-DMC W , the **channels** $\{W_N^{(i)}\}$ **polarize** so that, for any $0 < \theta < 1$, as $N = 2^n \rightarrow \infty$ we have

$$\frac{1}{N} \left| \left\{ i : I(W_N^{(i)}) \in (1 - \theta, 1] \right\} \right| = I(W).$$

i.e. **the fraction of “good” channels is equal to the symmetric capacity**, $I(W)$, of the underlying channel W .

Proof.

Martingale convergence analysis of rate and reliability random processes associated to a channel tree process. □

Polar Codes: Finite Blocklength Rates

Binary Polar Code – Rates for BEC($\epsilon = 0.5$), $P_B \leq \delta = 0.1$ (DE)

Blocklength N	Rate R
$2^3 = 8$	0.125
$2^4 = 16$	0.25
$2^6 = 64$	0.2812
$2^7 = 128$	0.3125
$2^8 = 256$	0.3281
$2^{16} = 65536$	0.4397

Capacity = $1 - \epsilon = 0.5$.

Rates approach capacity **slowly**.

Polar Codes: Extensions

Blocklength $N = \ell^n$, $\ell > 2$, use an $\ell \times \ell$ kernel G_ℓ .

Transformation: $G_N = B_N G_\ell^{\otimes n}$

- Korada et al.: **Binary G_ℓ** for binary DMCs [KŞU10].
- Şaşoğlu et al.: **Binary G_ℓ** for q -ary DMCs, q prime [ŞTA09].

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- Mori and Tanaka: **Non-binary** G_ℓ for arbitrary symmetric q -ary DMCs, $q = p^m$ [MT10; MT14].
 - For example, using extended RS matrices.

$$G_{RS}(3, 3) = \begin{bmatrix} 1 & 1 & 0 \\ 2 & 1 & 0 \\ 1 & 1 & 1 \end{bmatrix} = \begin{bmatrix} \alpha^0 & \alpha^0 & 0 \\ \alpha^1 & \alpha^0 & 0 \\ \alpha^0 & \alpha^0 & \alpha^0 \end{bmatrix}$$

where $\alpha = 2 \in \mathbb{F}_3$ is primitive.

Cyclic Polar Codes: Motivation

So far, blocklength $N = \ell^n$ and transformation $G_N = B_N G_\ell^{\otimes n}$.

How about mixed-size kernels?

Cyclic Polar Codes: Motivation

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How about mixed-size kernels?

At finite blocklengths, can we achieve higher rates than binary polar codes?

Cyclic Polar Codes: Motivation

System implementation: Many systems use RS or other cyclic codes.

Polar codes are closely related to Reed-Muller (RM) codes.

Can we relate polar codes to Reed-Solomon (RS) codes?

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System implementation: Many systems use RS or other cyclic codes.

Polar codes are closely related to Reed-Muller (RM) codes.

Can we relate polar codes to Reed-Solomon (RS) codes?

More fundamentally, can we make polar codes cyclic?

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Galois Field Fourier Transform (GFFT)

- Replace polar transform with Galois field Fourier Transform (GFFT).
- **Input:** $\underline{u} = (u_0, u_1, \dots, u_{N-1})$, **Output:** $\underline{v} = (v_0, v_1, \dots, v_{N-1})$. Then

$$\underline{u} \xrightarrow{\text{GFFT}} \underline{v}$$

- If F_N is the GFFT matrix,

$$\underline{u} = F_N \underline{v} \quad (\text{or}) \quad u_j = \sum_{i=0}^{N-1} v_i \omega^{ij}$$

for $j = 0, 1, \dots, N-1$, where ω in \mathbb{F}_q has order N .

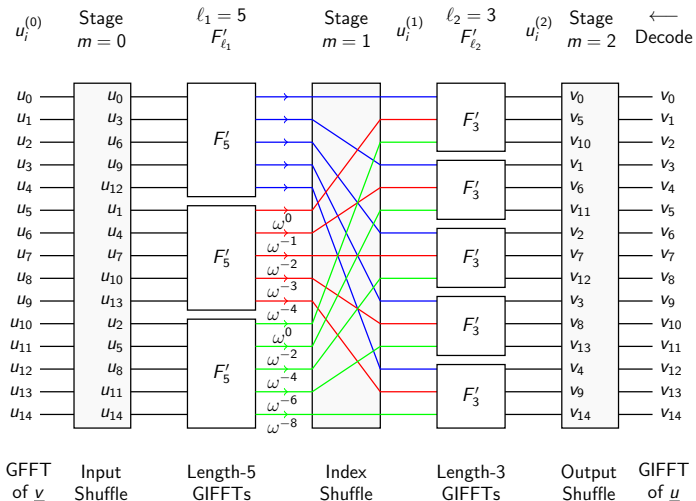
Galois Field Fourier Transform (GFFT)

- How can this transform be implemented efficiently?

Galois Field Fourier Transform (GFFT)

- How can this transform be implemented efficiently?
- Evaluate the GFFT using the **Cooley-Tukey FFT** [CT65].
 - Factor $N = \prod_{m=1}^n \ell_m = \ell_1 \ell_2 \cdots \ell_n$.
 - Implement small GFFTs of length ℓ_m directly.
 - Combine them using appropriate twiddle factors and index-shuffles.
 - Simplest case is $\ell_1 = \ell_2 = \cdots = \ell_n = 2$ for $N = 2^n$; equivalent to standard polar code over a larger field.
- Ignoring twiddle factors, the **Kronecker product** of repeated short GFFTs gives a long GFFT.

GFFT: Example (two stages)



An example for $N = 5 \cdot 3 = 15$ over \mathbb{F}_{16} depicting the transform.

GFFT: Kronecker Product Formulation

Lemma: Length- ab GFFT

$$F_{ab} = S_{b,a}(I_a \otimes F_b)D_{a,b}(F_a \otimes I_b),$$

where I_a : $a \times a$ identity matrix, $[D_{a,b}]_{i,i} = \omega_{ab}^{\lfloor i/b \rfloor (i \bmod b)}$.

$$\text{E.g. } F_{15} = S_{3,5}(I_5 \otimes F_3)D_{5,3}(F_5 \otimes I_3).$$

Lemma: Length- $N = \prod_{m=1}^n \ell_m$ GFFT

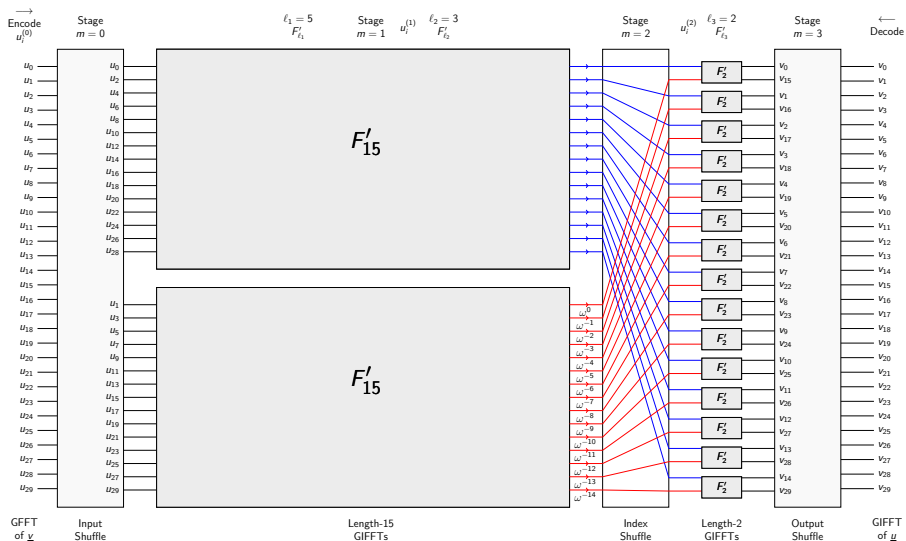
Let $p_j = \prod_{m=1}^j \ell_m$. Then

$$F_N = U_n U_{n-1} \cdots U_1,$$

where

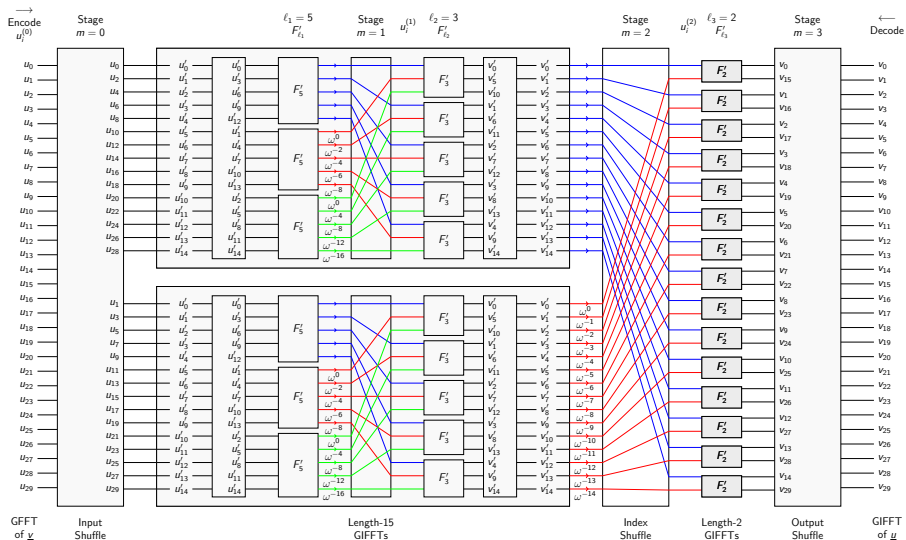
$$U_m = (S_{N/p_m, \ell_m} D_{\ell_m, N/p_m} \otimes I_{p_m/\ell_m})(F_{\ell_m} \otimes I_{N/\ell_m}).$$

GFFT: Example (three stages)



An example for $N = 15 \cdot 2 = 30$ over \mathbb{F}_{31} depicting the transform.

GIFFT: Example (three stages)



An example for $N = 5 \cdot 3 \cdot 2 = 30$ over \mathbb{F}_{31} depicting the transform.

Cyclic Polar Codes (CP Codes)

- Recollect that

$$u_j = \sum_{i=0}^{N-1} v_i \omega^{ij}$$

where $\omega^N = 1$ in \mathbb{F}_q .

- In polynomial notation, with $v(x) = \sum_{i=0}^{N-1} v_i x^i$, we have

$$u(x) = \sum_{j=0}^{N-1} u_j x^j = \sum_{j=0}^{N-1} v(\omega^j) x^j$$

- Hence, u_j 's are evaluations of $v(x)$.

Cyclic Polar Codes (CP Codes)

- Design of the code \mathcal{C} produces the set of information indices \mathcal{A} .
- Given \mathcal{A}^c , the set of indices frozen to zeros in $\mathbf{u}(\mathbf{x})$ such that $u_j = 0 \forall j \in \mathcal{A}^c$, there exists a generator $g(x)$ such that

$$v(x) = u_{\mathcal{A}}(x)g(x) = u_{\mathcal{A}}(x) \prod_{j \in \mathcal{A}^c} (x - \omega^j)$$

where $\omega^N = 1$ in \mathbb{F}_q .

- We have a cyclic code!

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where $\omega^N = 1$ in \mathbb{F}_q .

- We have a cyclic code!
- **Constraint:** $N|(q-1)$. Hence, field size must grow with the blocklength.

Cyclic Polar Codes (CP Codes)

Is this transformation polarizing?

Cyclic Polar Codes (CP Codes)

- Example: $N = 3$ and $N = 5$ over \mathbb{F}_{16} .

$$F_3 = \begin{bmatrix} 1 & 1 & 1 \\ 1 & \omega & \omega^2 \\ 1 & \omega^2 & \omega \end{bmatrix} \quad \text{and} \quad F_5 = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 1 & \omega & \omega^2 & \omega^3 & \omega^4 \\ 1 & \omega^2 & \omega^4 & \omega & \omega^3 \\ 1 & \omega^3 & \omega & \omega^4 & \omega^2 \\ 1 & \omega^4 & \omega^3 & \omega^2 & \omega \end{bmatrix}$$

where $\omega^3 = 1$ for F_3 , $\omega^5 = 1$ for F_5 .

- The transformation F_N , a GFFT matrix, polarizes any q -ary channel because it
 - is invertible and not upper triangular.
 - contains a primitive element [MT14].

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Soft or Hard Decoder?

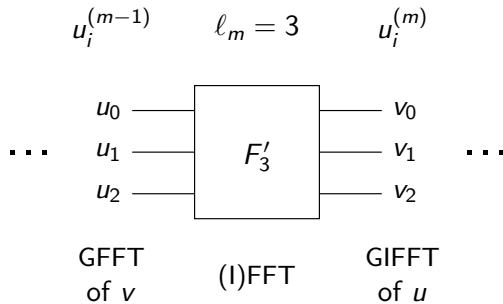
- 2×2 kernel:
 - Compute optimal soft estimates for inputs from outputs using standard techniques from LDPC codes.
 - Hence, use optimal soft-decision decoding.
- $\ell \times \ell$ kernel, $\ell > 2$: (APP: A Posteriori Probability)
 - Hard to implement APP decoder for general length- ℓ code over \mathbb{F}_q .
 - Hence, use algebraic hard-decision decoding.

CP Codes: Design for Algebraic Erasures Decoding

q -ary Erasure Channel (QEC) with $\epsilon = 0.5$.

Use Forney's algebraic decoder.

$$u_i \in \mathbb{F}_{16}, v_i \in \mathbb{F}_{16} \cup \{?\}$$



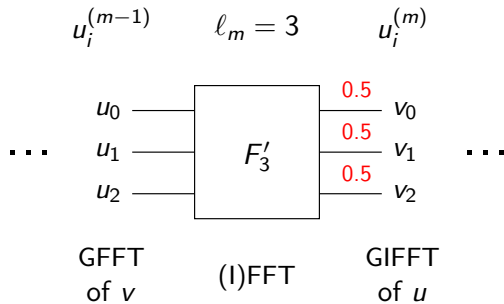
Uncover next (unknown) input using outputs and recovered inputs.

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$$u_i \in \mathbb{F}_{16}, v_i \in \mathbb{F}_{16} \cup \{?\}, \epsilon = P\{v_i = ?\} = 0.5$$



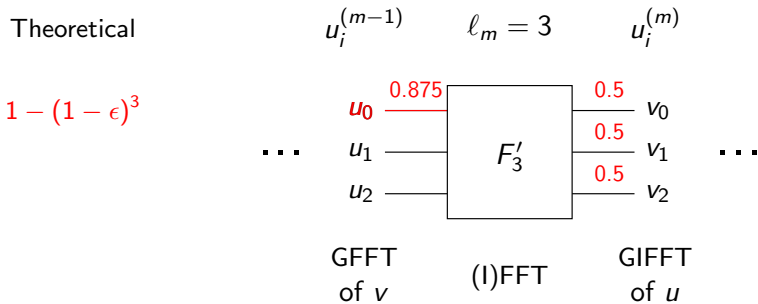
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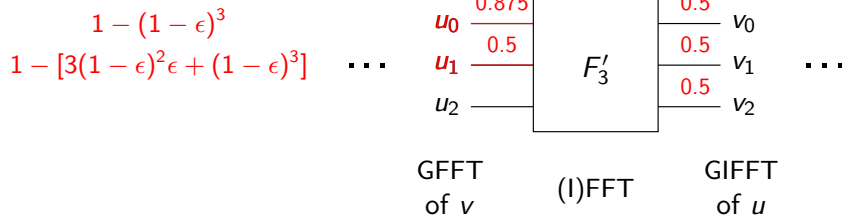
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Theoretical

$$u_i^{(m-1)} \quad \ell_m = 3 \quad u_i^{(m)}$$



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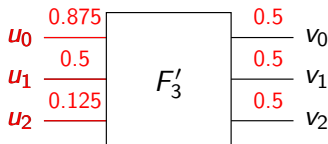
$$u_i^{(m-1)}$$

$$\ell_m = 3$$

$$u_i^{(m)}$$

$$\frac{1 - (1 - \epsilon)^3}{1 - [3(1 - \epsilon)^2\epsilon + (1 - \epsilon)^3]} \epsilon^3$$

...



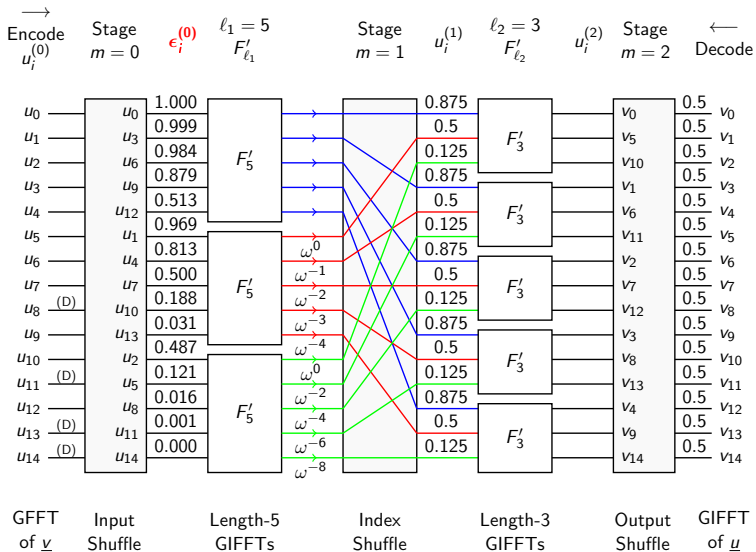
GFFT
of \underline{v}

(I)FFT

GIFFT
of \underline{u}

Uncover next (unknown) input using outputs and recovered inputs.

CP Codes: Subcodes of higher rate RS codes



CP Codes: One Stage of Polarization

Erasure decoding of a GFFT block of length ℓ : ($j = 0, 1, \dots, \ell - 1$)

$$\psi(\ell, j, \epsilon') \triangleq \sum_{i=0}^{(\ell-1)-j} \binom{\ell}{i} (1 - \epsilon')^i (\epsilon')^{\ell-i}.$$

Lemma

Above equation: $\mathbb{R} \rightarrow \mathbb{R}^\ell$ with properties:

(i) The mapping preserves the mean erasure rate:

$$\frac{1}{\ell} \sum_{j=0}^{\ell-1} \psi(\ell, j, \epsilon') = \epsilon'.$$

(ii) If $\epsilon' \in (0, 1)$, then new channels polarize:

$$\psi(\ell, \ell - 1, \epsilon') < \epsilon' < \psi(\ell, 0, \epsilon').$$

CP Codes: Capacity-Achieving on QEC

Main Theorem for Cyclic Polar Codes

For any QEC W with capacity $(1 - \epsilon)$, the **channels** $\{W_N^{(i)}\}$ **polarize** so that, for any $0 < \theta < 1$, as $N \rightarrow \infty$ we have

$$\frac{1}{N} \left| \left\{ i : \epsilon_i^{(0)} \in [0, \theta) \right\} \right| = 1 - \epsilon.$$

i.e. **the fraction of “good” channels is equal to the symmetric capacity**, $(1 - \epsilon)$, of the underlying channel.

Proof.

Use previous lemma in Arıkan's martingale convergence analysis with appropriate changes. □

CP Codes: Finite Blocklength Rates

Cyclic Polar Code – Rates for QEC($\epsilon = 0.5$), $P_B \leq \delta = 0.1$ (DE)

Blocklength N	Rate R
$2^3 = 8$	0.125
12	0.25
13	0.3077
14	0.2857
$2^4 = 16$	0.25
30	0.2667, 0.3
60	0.2833, 0.3, 0.3167
$2^6 = 64$	0.2812
255	0.3843, 0.3882, 0.3922, 0.3961
$2^8 = 256$	0.3281
1023	0.4291, 0.4340
$2^{16} = 65536$	0.4397

Code Design for Algebraic Errors and Erasures Decoding

- For erasures-only case, we used Forney's algorithm to decode.
- If errors are also present:
 - Use Berlekamp-Massey (B-M) algorithm to locate errors.
 - Once error positions are known, use Forney's algorithm to correct them.
- **Problem:** The B-M algorithm can mislocate errors when $\nu > t$, where ν : actual # of errors & erasures and $2t$: # of inputs known.
- **Possible solution based on numerical results:** Work in suitable larger fields, \mathbb{F}_q , and pass erasures back when B-M detects $\nu > t$.
- The design using DE should consider the error-correction capability, i.e. **at least two inputs need to be known to correct even one error in the output.**

Decoding Complexity

- For a length- ℓ block, bounded by $C\ell^2$ operations for some $C > 0$.
- Since there are $\prod_{j \neq m} \ell_j = N/\ell_m$ blocks at stage ℓ_m , the decoding complexity is bounded by

$$\sum_{m=1}^n \prod_{j \neq m} \ell_j (C\ell_m^2) = CN \sum_{m=1}^n \ell_m \leq CNn \max_m \ell_m.$$

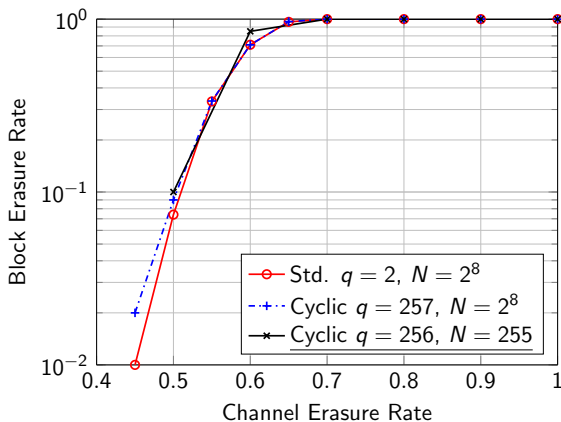
- For comparison, complexity of standard polar codes for $N = 2^n$ is $O(N \log N)$ under SC decoding.

Performance of Cyclic Polar Codes

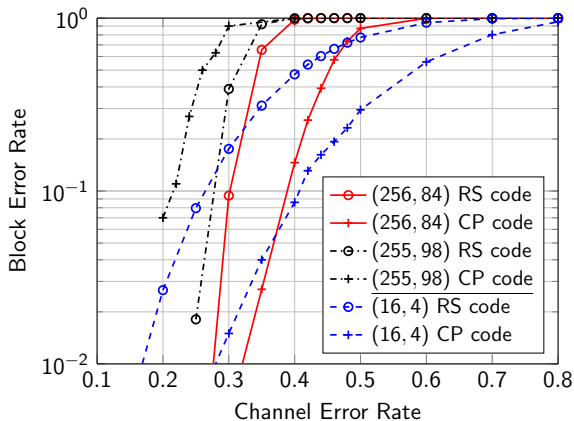
What is the performance of cyclic polar codes?

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Simulation Results on q -ary Erasure Channels (QEC)

Comparison of performance of standard polar and cyclic polar codes.
 $\delta = 0.1$; $\epsilon = 0.5$ produced rates **0.328** for $N = 256$, 0.384 for $N = 255$.

Simulation Results on q -ary Symmetric Channels (QSC)

Performance of QEC-designed cyclic polar (CP) codes on the QSC.

$\delta = 0.1$; $\epsilon = 0.5$ produced rates **0.328** for $N = 256$, 0.384 for $N = 255$, 0.25 for $N = 16$.

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Summary

- Cyclic Polar (CP) code construction for arbitrary blocklength N that explicitly achieve the symmetric capacity of QEC.
- These codes are subcodes of higher rate RS codes; an RS decoder can be used with suboptimal performance.

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- Cyclic Polar (CP) code construction for arbitrary blocklength N that explicitly achieve the symmetric capacity of QEC.
- These codes are subcodes of higher rate RS codes; an RS decoder can be used with suboptimal performance.
- Performance of CP code with soft and hard decoding:
 - QEC: Outperforms standard polar code under deterministic hard-decision SC decoding with much higher rates and larger polarization kernels; demonstrated for $N = 255 = 17 \cdot 5 \cdot 3$.
 - QSC: With the design on QEC, outperforms hard-decision decoding of a similar RS code under soft-decision SC decoding with much higher rates; demonstrated for $N = 256 = 2^8$.

Summary

- **Cyclic Polar (CP) code** construction for **arbitrary blocklength N** that explicitly achieve the **symmetric capacity** of QEC.
- These codes are **subcodes of higher rate RS codes**; an RS decoder can be used with suboptimal performance.
- Performance of CP code with **soft and hard decoding**:
 - QEC: **Outperforms** standard polar code under deterministic hard-decision SC decoding **with much higher rates** and larger polarization kernels; demonstrated for $N = 255 = 17 \cdot 5 \cdot 3$.
 - QSC: With the design on QEC, **outperforms** hard-decision decoding of a similar RS code under soft-decision SC decoding **with much higher rates**; demonstrated for $N = 256 = 2^8$.
 - QSC: With the design on QEC, **inferior** to hard-decision decoding of a similar RS code under algebraic hard-decision SC decoding; demonstrated for $N = 255 = 17 \cdot 5 \cdot 3$.

This work was presented in the
2015 IEEE International Symposium on Information Theory (ISIT 2015).

N. Rengaswamy and H. D. Pfister, “Cyclic Polar Codes,” in *Proc. IEEE Int. Symp. Inform. Theory*, Jun. 2015, pp. 1287–1291. DOI:
[10.1109/ISIT.2015.7282663](https://doi.org/10.1109/ISIT.2015.7282663)

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- 7 Spatially-Coupled LDPC Codes**
- 8 SC-LDPC Codes on Erasure Channels
- 9 Expurgated Ensemble
- 10 SC-LDPC Codes: Conclusions

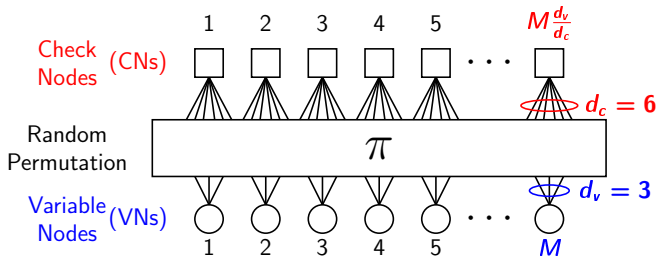
Summer Internship at Bell Labs

This work was performed during my summer internship at
[Alcatel-Lucent Bell Labs, Stuttgart, Germany](#),
under the supervision of
Dr. Laurent Schmalen and Dr. Vahid Aref.

Work submitted to the 2016 International Zürich Seminar (IZS 2016).

Low-Density Parity-Check (LDPC) Codes

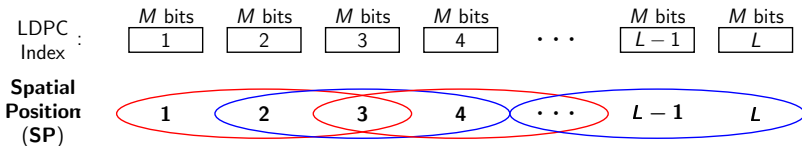
Single LDPC Code: (d_v, d_c) Regular Ensemble



Spatially-Coupled LDPC Codes

Spatially-Coupled LDPC Code: (d_v, d_c, w, L, M) Random Regular Ensemble

Blocklength: $N = LM$



Coupling Parameter: $w = 3$

Edge Randomization : An edge of a VN at SP i can randomly connect to any of the wMd_v edges from the $wM\frac{d_v}{d_c}$ CNs in SPs $i, i+1, \dots, i+w-1$.

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Single Position Burst Channel (SPBC)

- Erases exactly one spatial position (SP).
- Other bits are undisturbed, i.e. no random erasures.
- Practical scenario - Slotted-ALOHA:
 - Each user sends bits of one SP of a SC-LDPC codeword in one time slot
 - ⇒ L transmissions required per codeword.
 - If exactly one collision in the L time slots, we have SPBC scenario.

On the Single Position Burst Channel (SPBC)

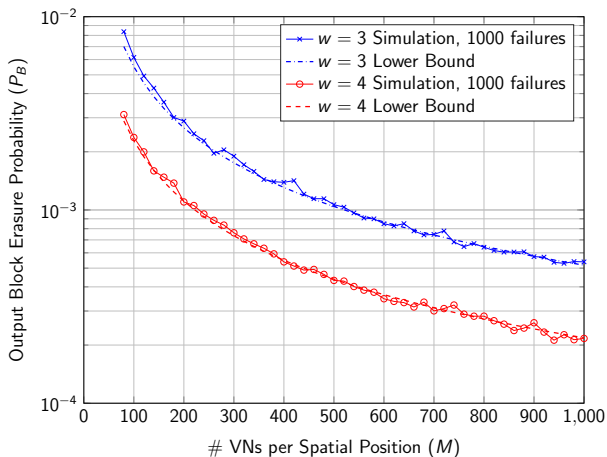
- P_B^{SPBC} : Block Erasure Probability on the SPBC or Probability of decoder failure.
- Lower bound on P_B^{SPBC} :

$$\begin{aligned}
 P_B^{SPBC} &= \text{Prob} [\text{At least one stopping set in a SP}] \\
 &\geq \text{Prob} [\mathbb{N}_2^{SP} \geq 1] \\
 &= 1 - \text{Prob} [\mathbb{N}_2^{SP} = 0] \\
 &= 1 - e^{-\lambda_{SP}} \\
 &= 1 - e^{-\binom{M}{2}p},
 \end{aligned}$$

where p : probability of finding a size-2 stopping set in a SP and $\mathbb{N}_2^{SP} \sim \text{Poisson}(\lambda_{SP})$.

Simulations on SPBC

Monte Carlo simulations on the SPBC with a (3,6) random ensemble.

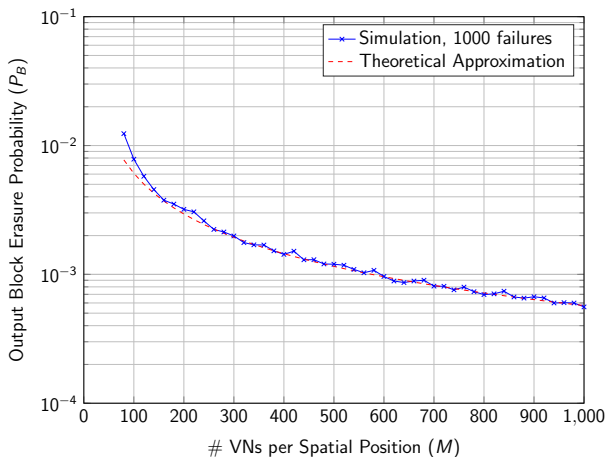


Random Burst Channel (RBC)

- Erases one set of consecutive bits in a codeword.
- Other bits are undisturbed, i.e. no random erasures.
- Represented as $\text{RBC}(s, b)$; $b \in \{0, 1, \dots, n\}$: Length of the burst.
- $s \in \{1, \dots, M\}$: starting bit index of burst.
 - Represents offset from first bit of the first SP affected by the burst.
 - All SPs are structured identically \Rightarrow SP index does not matter.
- Practical Scenario - Block Fading Channel.

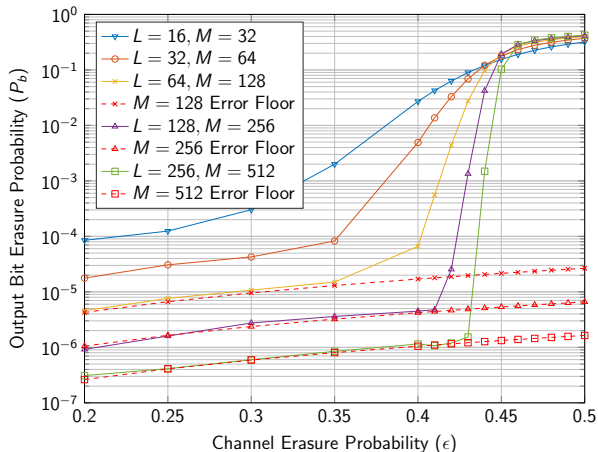
Simulations on RBC

Simulations for a $(3, 6, 3, 20, M)$ random ensemble on the RBC ($b = 1.25M$)



Error Floor on BEC

Expected error floor for a $(3, 6, 3, L, M)$ random ensemble on BEC

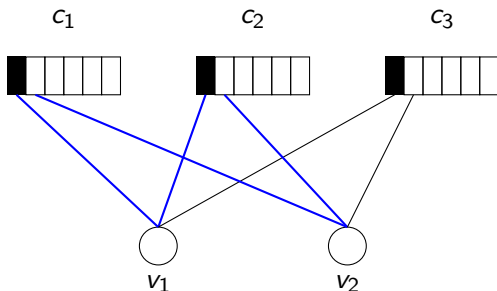


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What is Expurgation?

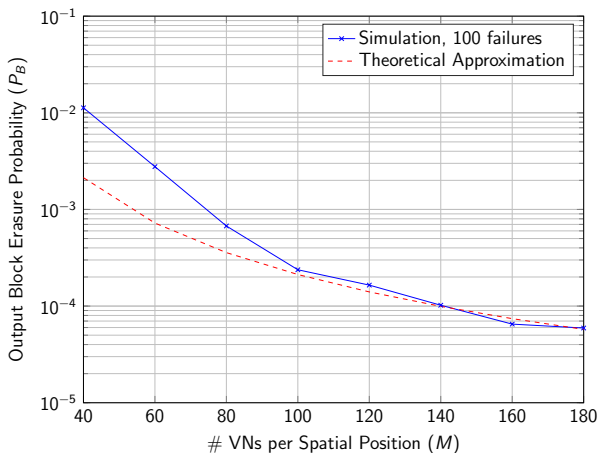
- 4-cycles usually present in the code.



- **Expurgation** - Removal of all 4-cycles in the code.

Simulations on SPBC

Monte Carlo simulations on the SPBC with a (3,6) expurgated random ensemble.

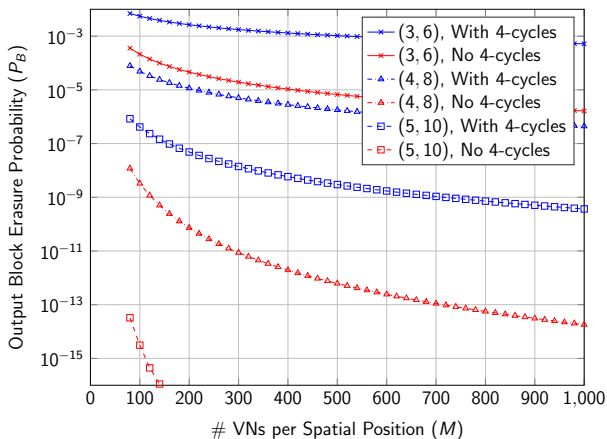


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Comparison of Ensembles on SPBC

The lower bound on P_B^{SPBC} for various ensembles



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Thank you!

Questions?