



Forward Error Correction for IEEE 802.3bn EPoC

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Outline

- Requirements for FEC in EPoC
- Code Descriptions
 - Encoding
 - Parity Matrices
- Performance Analysis
 - Simulation results for AWGN and Burst Noise
- Summary

IEEE 802.3bn Objectives

- Objectives for IEEE 802.3bn
 - *“Provide a physical layer specification that is capable of a baseline data rate of 1 Gb/s at the MAC/PLS service interface when transmitting in 120 MHz, or less, of assigned spectrum under defined baseline plant conditions”*
 - *“PHY to have:*
 - *A downstream frame error rate better than 10^{-6} at the MAC/PLS service interface*
 - *An upstream frame error rate better than 5×10^{-5} at the MAC/PLS service interface”*
- Based on these objectives and on agreements achieved so far in EPoC, several requirements for the LDPC FEC can be derived
 - See next slide for further details

FEC Requirements for EPoC – Rate and Length

- The FEC scheme should support multiple rates
 - High codes rates should be supported in order to achieve large spectral efficiency
 - The highest rate should be in the order of $R = 0.9$
 - Lower code rates should be supported as well in order to provide sufficient robustness in severe burst noise conditions
 - The lowest rate should be in the order of $R = 0.75$
- The FEC scheme should support multiple code lengths
 - For bursty upstream traffic, the shortest code length should be roughly 1000 bits to serve a 64 bytes packet + overhead
 - For continuous downstream traffic, the longest code length should be roughly 15000 – 16000 bits
 - For burst modes (FDD US, TDD DS/US) intermediate length should be available

FEC Requirements for EPoC – Class of Codes

- The same class of LDPC codes should be applied in all EPoC modes
 - This allows having a common PHY in EPoC
- The FEC should have a deep error floor to avoid outer BCH codes
- Encoder and decoder should be implementable with low complexity
 - Quasi-cyclic LDPC codes should be applied in EPoC
 - For a rate $R = k/n$ code the information block size is $k \cdot Z$ and the code length is $n \cdot Z$
 - Z is called the lifting size of a quasi-cyclic LDPC code
- All lifting sizes Z of the LDPC codes should be the identical or should have a common large factor
 - An identical lifting size enables applying the same decoder for all codes of this lifting size
 - Common factors in the lifting size enable hardware reuse for codes of different lifting size

Design of the LDPC Codes

- All proposed LDPC codes are quasi-cyclic and binary
- The proposed LDPC codes fit to all modes in EPoC
 - A specific subset may be chosen for the continuous mode (FDD DS) and the burst modes (FDD US, TDD DS/US) in EPoC
 - E.g., codes with large lifting size may be chosen for the continuous mode
 - E.g., codes with short(er) lifting size and/or shorter code length may be chosen for burst modes
- The matrix M to calculate the parity bits has nearly upper diagonal form for all codes
 - In the proposed codes, only the first sub-diagonal of the matrix M is non-zero
 - The parity matrices H are constructed so that encoding can be realized with low complexity
 - A complete description is provided in the backup

Proposed Set of LDPC Codes

Code	Rate k/n	Lifting Size Z	Code Length $n \cdot Z$
I	$27/30 = 0.9$	360	10800
II	$13/15 = 0.867$	360	5400
III	$37/42 = 0.88$	360	15120
IV	$36/40 = 0.9$	360	14400
V	$40/45 = 0.89$	360	16200
VI	$12/16 = 0.75$	60 / 120 / 240 / 360	960 / 1920 / 3840 / 5760
VII	$16/20 = 0.8$	60 / 120 / 240 / 360	1200 / 2400 / 4800 / 7200
VIII	$20/24 = 0.833$	120 / 240 / 360	2880 / 5760 / 8640
IX	$23/27 = 0.85$	120 / 240 / 360	3240 / 6480 / 9720

- The parity matrices of all codes are given in the backup slides

Edge Density, Parity Checks and Lifting Size

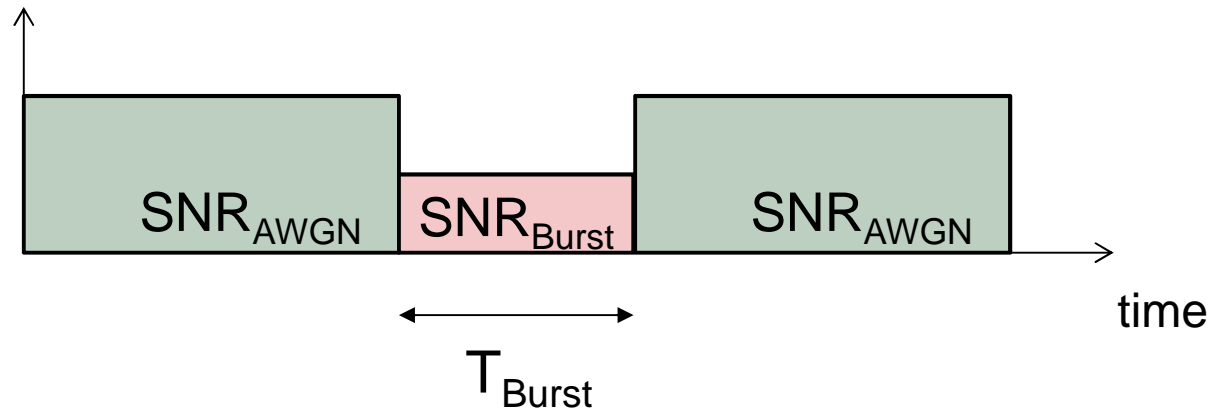
Base n	Base k	Rate	Lifting Z	Information bits	Code word length	Parity checks	Based edges	Edge density
30	27	0.9	360	9720	10800	1440	105	3.5
15	13	0.866667	360	4680	5400	1080 (1440)	54 (56)	3.6 (3.73)
40	36	0.9	360	12960	14400	1800	137	3.425
42	37	0.880952	360	13320	15120	2160	147	3.5
45	40	0.888889	360	14400	16200	1800	156	3.46
16	12	0.75	60	720	960	300	57	3.56
16	12	0.75	120	1440	1920	600	53	3.31
16	12	0.75	240	2880	3840	1200	51	3.19
16	12	0.75	360	4320	5760	1800	51	3.19
20	16	0.8	60	960	1200	300	72	3.60
20	16	0.8	120	1920	2400	600	71	3.55
20	16	0.8	240	3840	4800	1200	69	3.45
20	16	0.8	360	5760	7200	1800	67	3.35
24	20	0.833333	120	2400	2880	600	87	3.63
24	20	0.833333	240	4800	5760	1200	85	3.54
24	20	0.833333	360	7200	8640	1800	83	3.46
27	23	0.851852	120	2760	3240	600	98	3.63
27	23	0.851852	240	5520	6480	1200	97	3.59
27	23	0.851852	360	8280	9720	1800	93	3.44

Performance Analysis of the LDPC Codes

- In the following slides a detailed performance analysis of the proposed LDPC codes is provided
- Simulation results are shown for
 - AWGN
 - Burst noise including required time interleaving depth
 - OFDM symbol durations of 20 μs and 40 μs
- Performance is compared with the DVB-C2 LDPC code and the ITU-T G.9960 LDPC code
- Performance metric of interest is a bit error rate (BER) of $1\text{e-}8$
 - A BER of $1\text{e-}8$ corresponds roughly to a frame error rate of $1\text{e-}6$

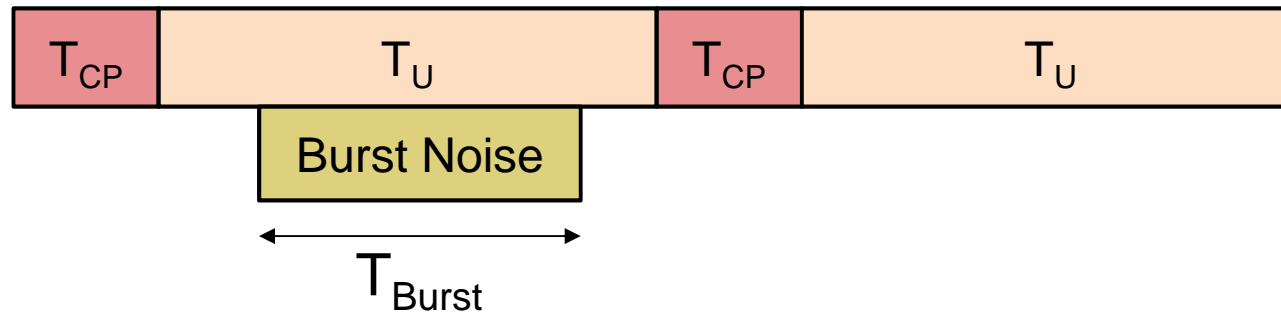
Burst Noise in OFDM

- To analyze performance in burst noise, a simple model is chosen
 - Burst noise is modeled as white Gaussian noise with a certain $\text{SNR}_{\text{Burst}}$
 - Burst noise is assumed to be wideband
 - Burst noise is modeled with time duration T_{burst} and burst SNR $\text{SNR}_{\text{Burst}}$



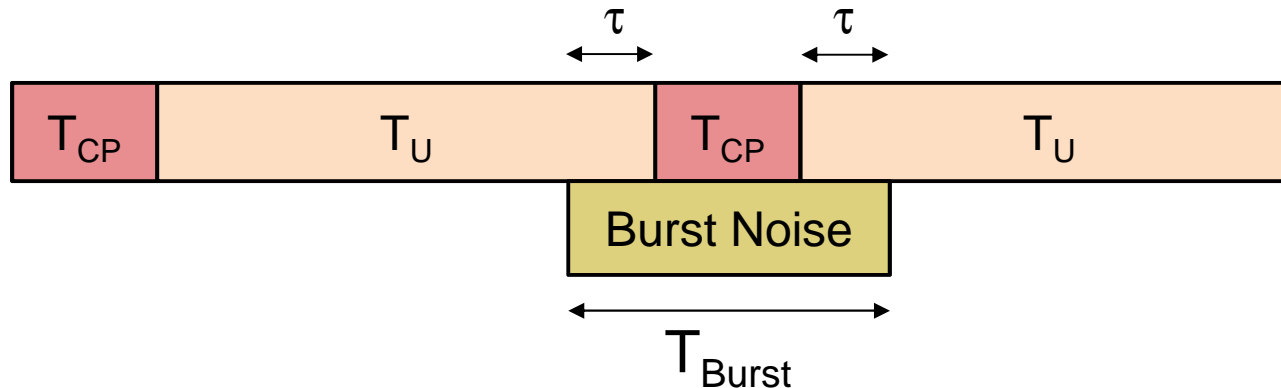
- The burst noise duration T_{Burst} is assumed to be shorter than the duration of an OFDM symbol
 - In this case, burst noise can impact one or two OFDM symbols

Burst Noise affecting One OFDM Symbol



- Effective SNR in OFDM symbols hit by burst noise
 - $SNR = -10 \cdot \log_{10} (10^{(-SNR_{Burst, effective}/10)} + 10^{(-SNR_{AWGN, effective}/10)})$
 - $SNR_{Burst, effective} = SNR_{Burst} - 10 \cdot \log_{10}(T_{Burst} / T_U)$
 - $SNR_{AWGN, effective} = SNR_{AWGN} - 10 \cdot \log_{10}(1 - T_{Burst} / T_U)$
- Effective SNR in OFDM symbols not hit by burst noise
 - $SNR = SNR_{AWGN}$

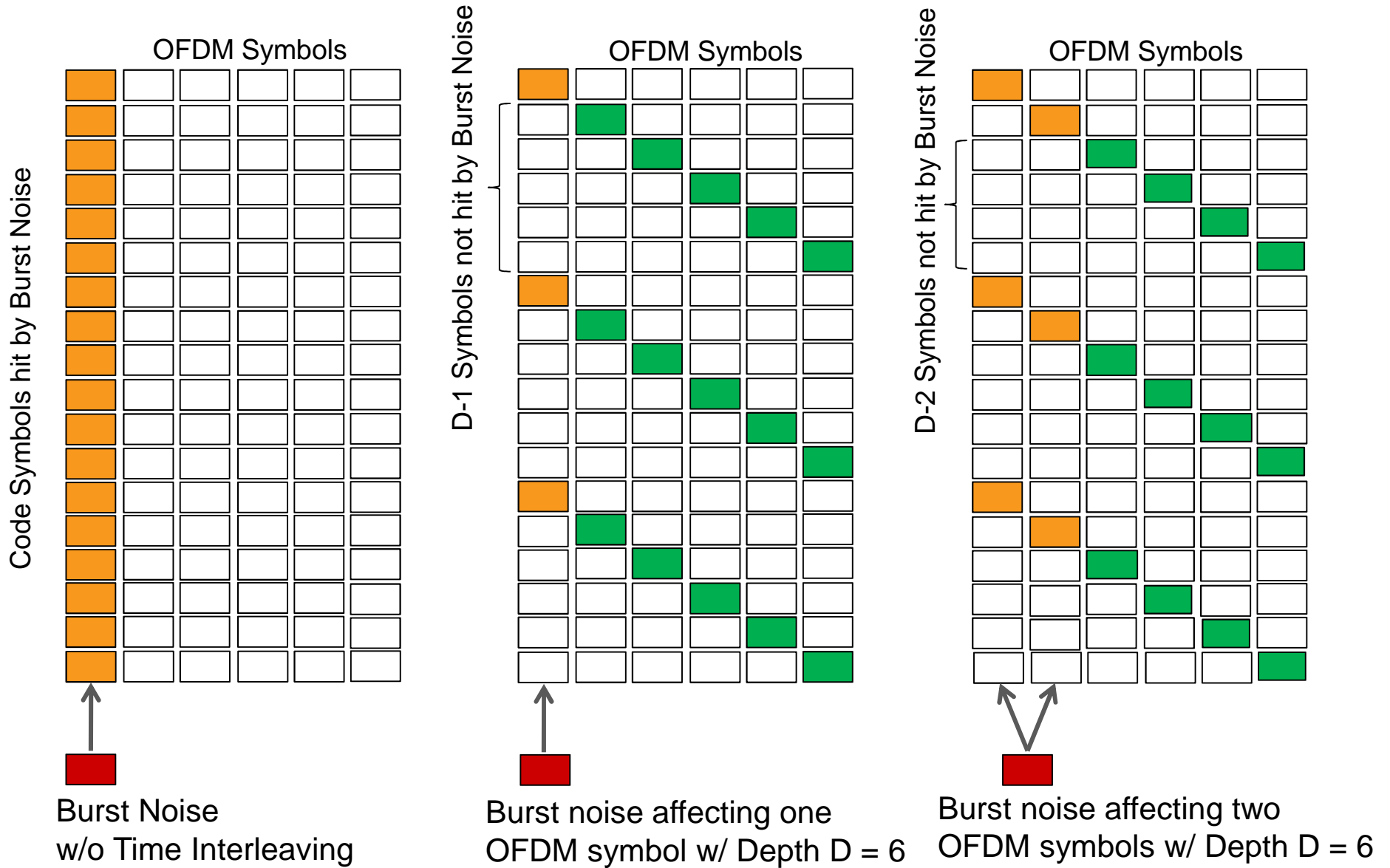
Burst Noise affecting Two OFDM Symbols



- Effective SNR in OFDM symbols hit by burst noise
 - $SNR = -10 \cdot \log_{10} (10^{(-SNR_{Burst, effective}/10)} + 10^{(-SNR_{AWGN, effective}/10)})$
 - $SNR_{Burst, effective} = SNR_{Burst} - 10 \cdot \log_{10}(0.5 \cdot (T_{Burst} - T_{CP}) / T_U)$
 - $SNR_{AWGN, effective} = SNR_{AWGN} - 10 \cdot \log_{10}(1 - 0.5 \cdot (T_{Burst} - T_{CP}) / T_U)$

- Effective SNR in OFDM symbols not hit by burst noise
 - $SNR = SNR_{AWGN}$

Frequency Domain View of Time Interleaving Depth D



Consideration on Time Interleaving Depth D

- The depth D of the time domain interleaving impacts how many QAM symbols of a code word are affected by burst noise
 - For a larger interleaving depth D less symbols of a code word are impacted and performance improves
 - The drawback of a large interleaving depth D is increased PHY latency
 - However, if the depth D is too small, BER performance does not reach the BER target of $1e-8$ anymore
- Hence, an important metric is the required interleaving depth D to achieve $BER = 1e-8$ at a fixed AWGN SNR
 - Interleaving depths are provided in the following
- Comments on required interleaving depth D
 - It can be shown that the required interleaving depth D is related to the inverse of the code rate R, i.e. $D \sim 1 / (1 - R)$

Simulation Assumptions

■ Downstream

- 4096QAM
- OFDM symbol durations $T_U = 20 \mu\text{s}$ and $T_U = 40 \mu\text{s}$
- Cyclic prefix length $T_{CP} = 2.5 \mu\text{s}$
- Burst noise
 - a) $T_{\text{Burst}} = 16 \mu\text{s}$, $\text{SNR}_{\text{Burst}} = 20 \text{ dB}$ equally affecting two OFDM symbols
 - b) $T_{\text{Burst}} = 16 \mu\text{s}$, $\text{SNR}_{\text{Burst}} = 5 \text{ dB}$ equally affecting two OFDM symbols

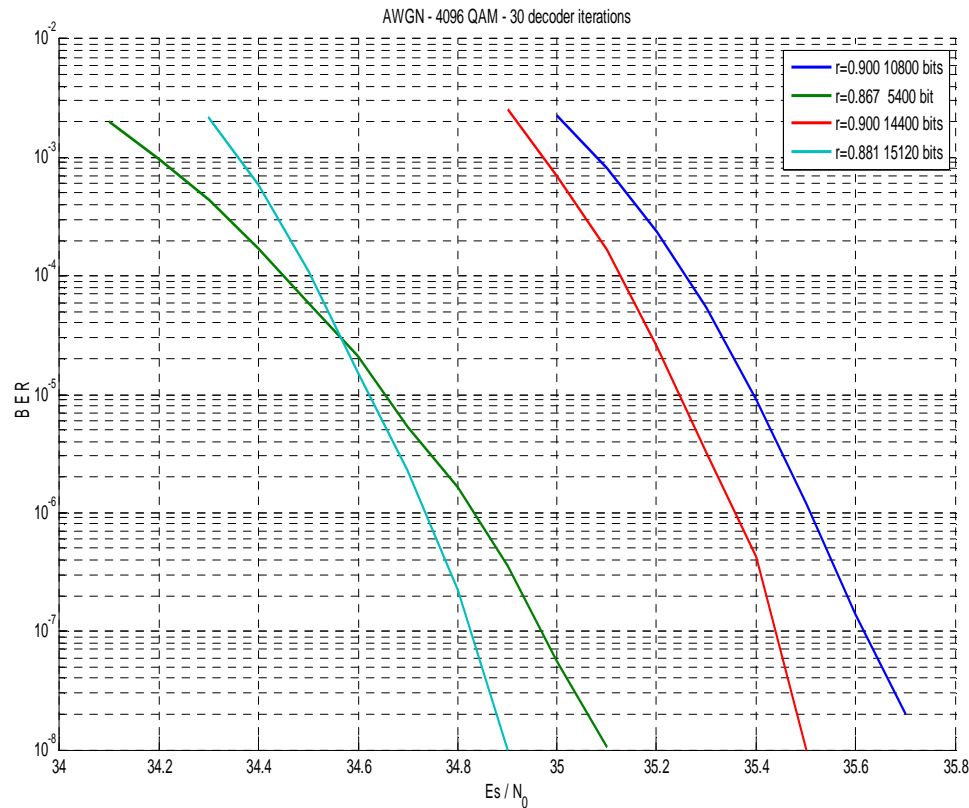
■ Upstream

- 1024QAM
- OFDM symbol durations $T_U = 20 \mu\text{s}$ and $T_U = 40 \mu\text{s}$
- Cyclic prefix length $T_{CP} = 2.5 \mu\text{s}$
- Burst noise
 - a) $T_{\text{Burst}} = 10 \mu\text{s}$, $\text{SNR}_{\text{Burst}} = 10 \text{ dB}$ equally affecting two OFDM symbols
 - b) $T_{\text{Burst}} = 1 \mu\text{s}$, $\text{SNR}_{\text{Burst}} = 0 \text{ dB}$ affecting one OFDM symbol only

Further Assumptions

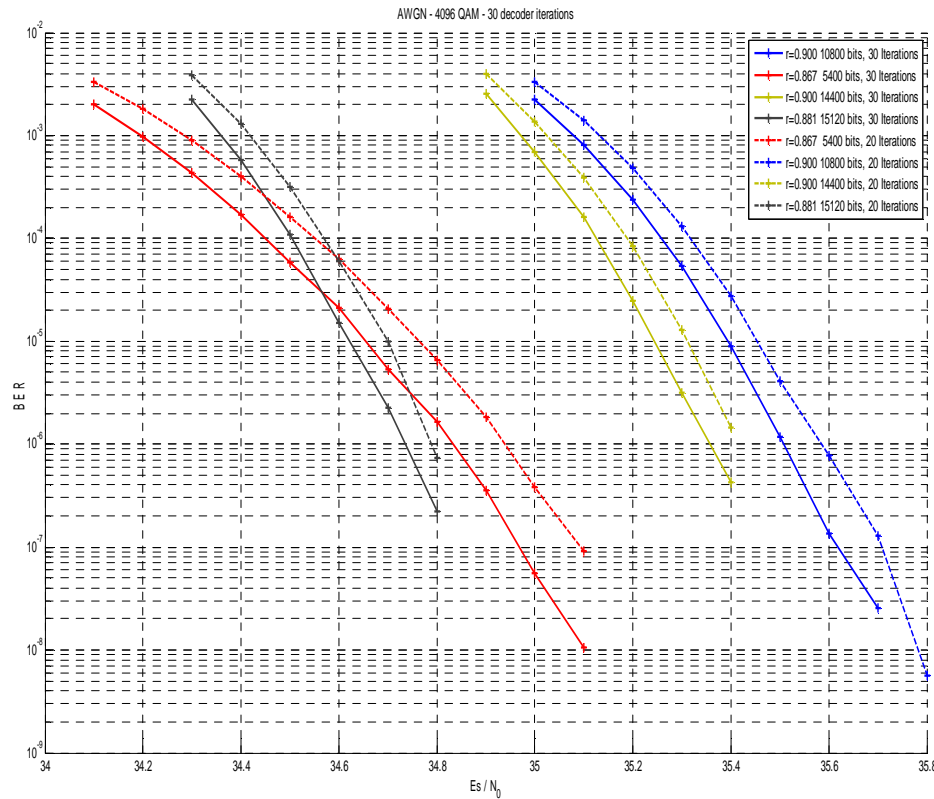
- LDPC decoder assumptions
 - Sum product decoder
 - Flooding schedule
 - No layered iterations are applied
 - The maximal number of iterations is set to 20 or 30, respectively
 - In the hardware implementation, layered iterations would be applied
 - » This allows reducing the number of iterations roughly by 50%
 - » Since the implementation and performance of a layered schedule is LDPC code specific, it is not used for code comparison
- Performance results for Codes I – IV and Code VIII are presented in the following slides
 - The burst noise results are for the downstream scenarios
- Still missing simulations
 - Codes V – IX for AWGN and burst noise scenarios
 - Results will be updated later

Performance of Codes I – IV in AWGN



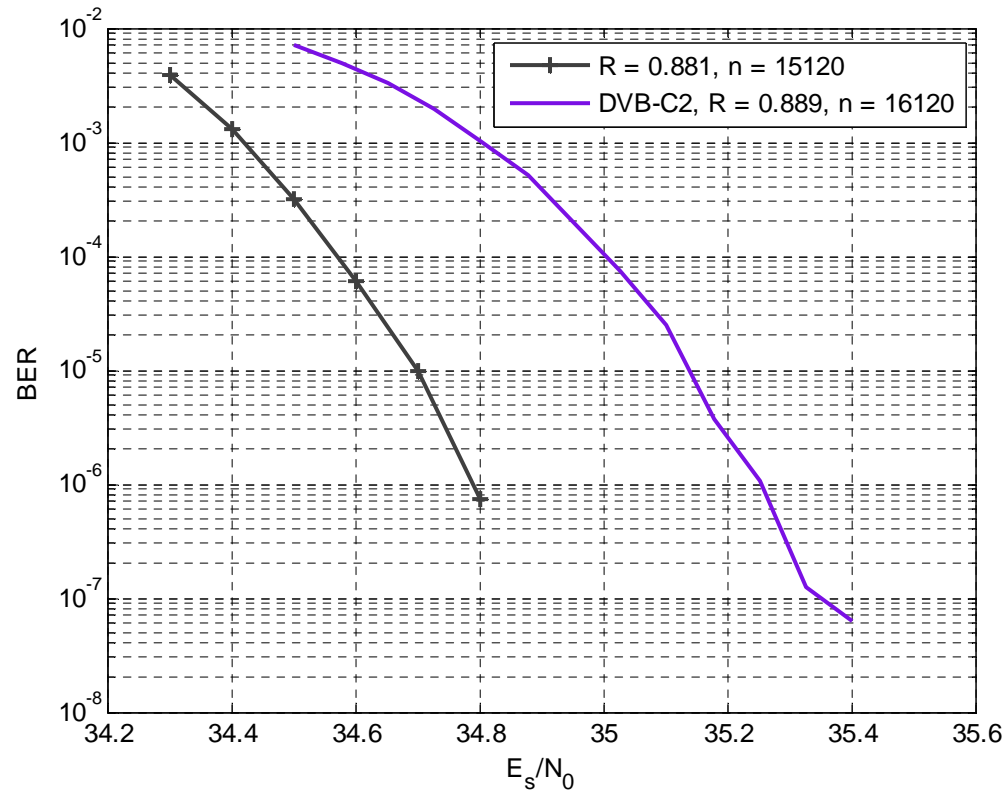
- Performance of Codes I – IV for max. 30 iterations with flooding schedule
- 4096QAM, AWGN
- Simulations still ongoing for $BER \leq 1e-8$

Performance of Codes I – IV with 20 & 30 Iterations



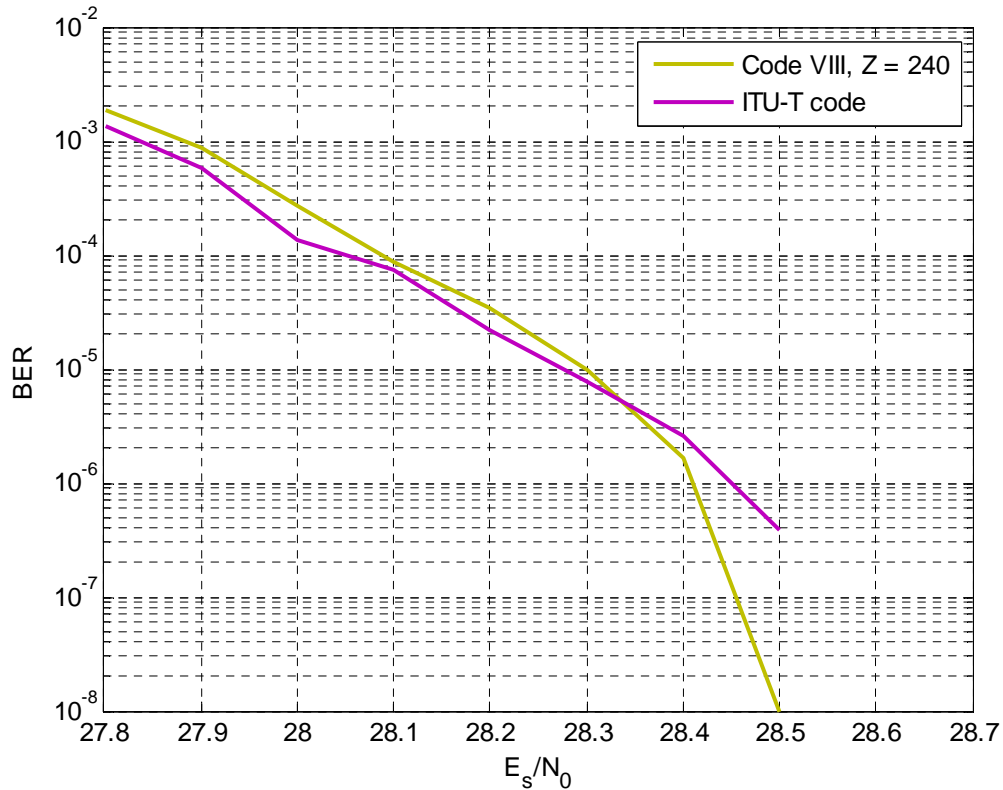
- Performance of Codes I – IV for max. 20 & 30 iterations with flooding schedule
- 4096QAM, AWGN
- The gain of 10 additional iterations is in the order of 0.1 dB

Comparison of Code III with DVB-C2 in AWGN



- Comparison of Code III and the DVB-C2 code
 - Code III: R = 0.881, n = 15120
 - DVB-C2: R = 0.889, n = 16200
- 4096QAM, AWGN
- Max. 20 iterations with flooding schedule
- Code III outperforms the DVB-C2 code by more than 0.4 dB at BER = $1e-6$

Comparison of Code VIII, Z=240 with ITU-T G.9960



- Comparison of Code VIII and the ITU-T G.9960 code
 - Code VIII: R = 0.833, n = 5760, Z = 240
 - ITU-T: R = 0.883, n = 5184
- 1024QAM, AWGN
- Max. 30 iterations with flooding schedule
- Preliminary result
 - At low BER Code VIII outperforms G.9960 code
 - Simulations still ongoing for BER ≤ 1e-8

Performance in Burst Noise impacting One Symbol

Required Interleaving Depth @ BER $\leq 1e-8$	Rate R / Length N	AWGN SNR [dB]	20 μ s OFDM symbol duration		40 μ s OFDM symbol duration	
			20 dB burst noise	5 dB burst noise	20 dB burst noise	5 dB burst noise
Code I	R = 0.9 N = 10800	38 dB	12	21	10	18
Code II	R = 0.867 N = 5400	37 dB	12	> 20	9	18
Code III	R = 0.881 N = 15120	37 dB	10	17	≤ 8	17
Code IV	R = 0.9 N = 14400	38 dB	10	18	9	17

Performance in Burst Noise impacting Two Symbols

Required Interleaving Depth @ BER $\leq 1e-8$	Rate R / Length N	AWGN SNR [dB]	20 μ s OFDM symbol duration		40 μ s OFDM symbol duration	
			20 dB burst noise	5 dB burst noise	20 dB burst noise	5 dB burst noise
Code I	R = 0.9 N = 10800	38 dB	18	34	≤ 14	31
Code II	R = 0.867 N = 5400	37 dB	17	> 35	13	32
Code III	R = 0.881 N = 15120	37 dB	15	33	12	29
Code IV	R = 0.9 N = 14400	38 dB	16	> 32	12	30

Conclusions

- A set of quasi-cyclic LDPC codes has been proposed that is suited for all modes in EPoC
 - Codes with large lifting size may be chosen for the continuous mode in EPoC
 - Codes with short(er) lifting size and/or shorter code length may be chosen for burst modes in EPoC
- Low complexity implementation is ensured by the code structure and the choice of the lifting sizes
- Performance comparison
 - Code III ($R = 0.88$, $n = 15120$) outperforms the DVB-C2 LDPC code by more than 0.4 dB for 4096QAM
 - Code VIII ($R = 0.833$, $n = 5760$, $Z = 240$) outperforms the ITU-T G.9960 LDPC code at low BER for 1024QAM



Thank you

Backup

LDPC Parity Check Matrix Description

- In the following slides the parity check matrices H of the LDPC codes are given
- Description
 - In all tables the top row indexes columns of the parity check matrix
 - The second row of the tables indicates information (1) and parity (0) columns
 - The third row of the tables indicates transmitted columns (1) and punctured columns (0)

Parity Matrices for Code I and Code II

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
0	16	.	13	.	.	2	.	277	112	.	233	272	85	277	104	310	355	168	43	198	105	142	67	85	277	334	258	156	20	5
0	241	235	58	157	218	.	39	209	19	269	.	.	.	94	323	55	64	.	46	325	158	118	122	167	344	126	281	40	85	222
.	241	122	0	187	66	216	351	208	.	59	111	114	277	.	64	57	.	333	182	159	175	77	256	284	92	148	185	86	184	93
.	.	122	90	29	224	168	97	.	30	254	114	334	169	132	.	.	353	141	217	105	84	138	136	31	97	3	144	20	6	354

Figure 1: Base code information bits: 27; (max) block length: 30. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 360

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1
0	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1
0	.	.	45	.	92	28	.	137	111	344	2	338	190	258	328	13
0	241	.	.	284	.	.	186	.	198	185	334	76	148	236	93	190
.	241	122	119	171	17	244	303	218	356	258	53	181	330	271	279	150
.	.	122	0	287	36	135	84	72	245	208	303	239	124	176	284	121

Figure 2: Base code information bits: 13; (max) block length: 15. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 360

Parity Matrices for Code III and Code IV

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0	151	.	.	.	186	.	275	240	.	.	305	.	.	.	27	163	179	.	114	.	54	.	280	37
0	61	193	90	357	.	.	49	135	.	.	.	153	.	.	20	322	243	.
.	61	122	184	.	.	153	.	306	.	11	164	306	3	53	124	.	243	.	71
.	.	122	183	.	355	314	32	.	.	27	.	298	121	76	90	.	266	.	.	259	.	.	.	141
.	.	.	183	244	.	.	266	.	278	.	145	86	.	183	.	2	.	56	.	103	.	.	344	.
.	.	.	.	244	345	119	.	.	78	.	.	24	221	.	301	145	.	.	76	259	.	119	.	215
25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42							
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1							
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0						
.	125	122	258	220	111	296	.	.	122	64	.	.	88	43	.	74	252							
17	273	106	.	119	.	182	72	.	168	238	228	270	127	.	.	309	278							
126	306	.	156	194	234	111	42	280	.	.	252	313	.	320	.	221								
.	.	.	342	.	76	355	153	43	233	55	320	101	150	169	132									
164	208	182	65	290	352	.	140	174	35	.	36	.	.	114	331	.	17							
159	.	16	13	.	.	151	.	195	.	39	259	70	.	307	231	92	46							

Figure 3: Base code information bits: 37; (max) block length: 42. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 360

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
0	151	.	.	234	.	.	82	241	101	129	60	.	69	82	242	275	140	.	.	
0	61	.	.	.	117	59	.	.	69	249	.	.	123	211	178	168	350	73	.	
.	61	122	.	.	53	.	.	142	156	.	211	144	125	354	.	.	159	278	.	
.	.	122	183	309	155	124	3	260	261	.	.	179	.	.	.	132	133	.	.	
.	.	.	183	158	.	190	248	.	.	112	.	231	98	.	162	.	.	12	41	
20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
.	93	84	.	.	318	.	0	99	299	.	78	344	278	316	105	20	149	.	335	341
.	.	.	313	304	232	281	14	324	114	349	312	336	.	.	.	192	129	83	27	141
345	.	239	27	.	8	64	8	88	.	271	91	0	252	48	114	215	.	20	.	91
161	268	.	262	242	343	98	.	.	106	210	240	79	233	5	163	.	230	330	278	70
84	155	111	.	202	.	244	170	354	336	119	.	.	99	348	210	313	231	155	214	256

Figure 4: Base code information bits: 36; (max) block length: 40. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 360

Parity Matrix for Code V

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0	149	.	.	.	218	.	108	44	218	145	234	.	101	.	127	226	164	.	77
0	59	243	.	.	171	311	.	210	.	.	.	159	329	.	.	204	.	238	28
.	59	122	184	.	.	.	71	300	.	237	222	.	.	.	7	.	.	.	110	.	39	285	.
.	.	122	183	.	27	313	.	.	35	.	102	.	.	316	150	.	.	223	.	.	.	226	19
.	.	.	183	238	.	.	.	232	.	147	.	.	71	218	.	129	.	189	266	357	226	.	.
.	.	.	.	238	17	82	164	341	189	.	55	69	89	.	.	297	176	262
24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45		
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	
.	.	.	.	202	.	255	22	52	.	334	.	239	.	.	18	25	134	325	321	266	136		
56	.	353	195	184	90	11	.	.	358	.	176	169	26	.	103	.	308	.	220	172	293		
191	169	.	45	291	25	223	.	.	.	35	52	.	173	6	.	219	.	183	112	216	255		
.	165	188	295	.	274	120	34	45	29	341	.	167	.	274	273	213	.	.	274	.	274		
.	179	70	.	276	2	.	266	32	311	.	95	.	107	341	232	167	334	299	.	.	248		
207	.	.	110	.	.	.	80	263	62	179	242	82	242	345	.	.	242	296	.	351	247		

Figure 5: Base code information bits: 40; (max) block length: 45. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 360

Parity Matrices for Code VI, Z = 60 & 120

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	14	.	.	8	.	53	11	50	.	.	38	53	35	4	48	55
0	59	.	.	.	42	56	.	.	23	16	9	16	.	50	7	16
.	59	58	55	.	54	.	31	27	.	55	.	2	13	30	50	39
.	.	35	58	59	26	54	.	.	13	29	16	.	39	.	50	26
.	.	.	7	43	.	.	19	29	40	35	12	57	5	56	.	49

Figure 6: Base code information bits: 12; (max) block length: 16. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 60

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	28	.	.	21	6	83	95	24	.	.	.	7	.	31	43	80
0	118	.	.	.	95	.	.	.	11	31	71	94	12	.	22	25
.	118	62	27	33	.	67	14	9	109	102	7	104
.	.	62	3	10	.	31	.	36	92	59	.	.	118	65	110	62
.	.	.	3	5	78	74	61	.	65	.	61	.	103	7	.	90

Figure 7: Base code information bits: 12; (max) block length: 16. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 120

Parity Matrices for Code VI, Z = 240 & 360

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	61	.	.	154	.	.	.	230	70	209	.	171	.	193	75	224
0	1	.	.	.	10	134	131	47	188	.	.	11	188	.	.	206
.	1	113	.	.	143	55	.	.	.	236	27	.	37	199	68	61
.	.	113	174	198	167	.	139	.	210	172	126	207	.	.	50	192
.	.	.	174	199	.	225	2	221	.	.	216	.	193	188	228	223

Figure 8: Base code information bits: 12; (max) block length: 16. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 240

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	88	.	.	123	.	.	.	142	10	26	.	21	.	229	65	230
0	358	.	.	.	265	301	153	264	107	.	.	131	341	.	.	349
.	358	62	.	.	288	119	.	.	.	261	88	.	331	331	81	20
.	.	62	243	114	340	.	20	.	121	110	269	189	.	.	309	303
.	.	.	243	197	.	250	230	356	.	.	150	.	217	325	85	92

Figure 9: Base code information bits: 12; (max) block length: 16. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 360

Parity Matrices for Code VII, Z = 60 & 120

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	46	.	.	53	53	.	10	44	.	7	.	.	32	27	43	2	7	58	.	25
0	31	5	.	.	.	24	22	.	20	.	8	4	21	46	.	9	38	21	9	11
.	31	52	54	.	.	49	.	23	41	0	.	6	.	.	7	53	8	56	20	14
.	.	52	31	7	10	44	41	.	.	.	9	3	13	50	9	.	.	5	27	50
.	.	.	31	52	53	.	.	40	14	28	3	30	18	31	32	34	12	.	36	1

Figure 10: Base code information bits: 16; (max) block length: 20. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 60

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	89	.	.	88	.	58	26	.	109	27	.	68	101	42	99	98	.	.	58	90
0	59	.	.	.	106	.	.	.	46	36	59	50	67	1	57	87	73	118	.	85
.	59	79	26	.	3	69	.	106	.	50	.	112	.	27	3	.	91	77	30	54
.	.	61	42	77	.	78	84	10	.	.	114	.	38	.	42	68	83	57	32	107
.	.	.	26	56	38	.	93	37	76	.	104	106	30	29	.	90	43	57	15	109

Figure 11: Base code information bits: 16; (max) block length: 20. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 120

Parity Matrices for Code VII, Z = 240 & 360

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
238	85	.	.	17	.	27	129	204	18	.	.	2	99	62	73	.	.	141	29	84
238	25	.	.	.	125	113	47	.	.	.	51	236	89	177	65	145	107	54	.	91
.	25	122	.	.	74	.	.	.	136	40	34	153	26	.	.	158	223	139	86	35
.	.	122	63	67	100	93	.	5	.	25	.	.	110	76	167	176	25	.	141	199
.	.	.	63	105	.	.	134	136	140	84	186	.	.	74	25	38	74	178	26	80

Figure 12: Base code information bits: 16; (max) block length: 20. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 240

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
354	85	.	.	317	266	155	168	61	228	101	261	125	.	305	70	285
354	355	.	.	.	136	132	358	.	.	185	.	187	341	.	223	.	137	121	327	39
.	355	62	.	.	268	189	83	341	.	.	211	.	.	132	204	328	113	220	.	83
.	.	62	183	304	.	136	.	140	49	209	.	.	7	261	327	6	349	.	28	278
.	.	.	183	37	0	.	58	172	344	.	100	203	.	.	.	78	208	185	233	347

Figure 13: Base code information bits: 16; (max) block length: 20. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 360

Parity Matrices for Code VIII, Z = 120 & 240

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	91	.	.	74	85	74	.	103	102	.	.	87	82	28	14	77	73	17	35	.	.	48	101	90
0	61	57	37	111	53	3	11	.	.	79	86	.	23	92	67	97	110	55	112	114
.	61	0	107	.	86	110	.	.	.	81	.	82	113	.	108	2	75	.	88	80	78	9	61	113
.	.	0	57	30	.	27	91	.	114	.	108	44	17	78	.	67	.	109	.	44	86	30	67	50
.	.	.	57	0	104	.	21	12	.	63	7	.	41	113	8	5	73	19	4	70	80	.	.	9

Figure 14: Base code information bits: 20; (max) block length: 24. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 120

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	122	.	.	237	.	.	.	14	143	.	79	213	115	197	.	.	166	88	118	114	54	113	210	180
0	62	.	.	.	229	95	82	.	.	47	137	4	.	.	123	185	78	.	183	0	94	51	146	131
.	62	79	42	.	65	27	.	174	53	.	.	.	38	20	101	231	196	224	.	.	143	27	213	217
.	.	61	58	106	135	.	112	.	92	90	.	8	.	221	177	131	107	147	136	147	.	.	134	59
.	.	.	42	85	.	46	116	123	.	34	72	.	119	140	78	124	.	171	133	155	150	71	.	213

Figure 15: Base code information bits: 20; (max) block length: 24. Lifting: ROTATION SPACE:NESTED CYCLIC:1: 240

Parity Matrices for Code VIII, Z = 360 and Code IX, Z = 120

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	.	.	.	61	356	63	.	107	229	131	.	.	.	38	279	172	215	7	313	.	3	.	107	340
0	61	.	.	.	106	229	123	.	.	52	.	14	242	305	111	249	.	189	57	205	.	140	137	46
.	61	122	188	280	240	.	167	283	.	185	.	.	84	68	267	323	336	122	264	299
.	.	122	210	332	.	176	.	319	.	.	343	288	259	119	183	240	203	.	.	248	129	120	64	216
.	.	.	210	331	133	.	262	.	221	274	125	.	273	.	126	135	148	289	354	73	254	251	.	195

Figure 16: Base code information bits: 20; (max) block length: 24. Lifting: ROTATION SPACE:NESTED
CYCLIC:1: 360

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	91	.	.	72	23	.	.	.	47	.	34	53	114	5	61	97	106	.	.	86	19	6	.	53	79	6	112
0	61	11	.	.	2	.	89	68	117	43	.	7	.	31	29	112	88	86	7	.	10	62	69	58	85	.	9
.	61	74	102	.	.	72	101	.	.	88	.	30	110	96	91	.	.	68	90	41	23	114	53	.	43	104	40
.	.	74	52	28	20	10	38	55	.	.	117	.	.	25	.	92	112	12	11	100	.	.	0	102	111	115	87
.	.	.	52	118	.	25	.	75	29	3	109	.	84	.	52	93	42	78	79	104	89	105	77	0	.	94	13

Figure 17: Base code information bits: 23; (max) block length: 27. Lifting: ROTATION SPACE:NESTED
CYCLIC:1: 120

Parity Matrices for Code IX, Z = 240 & Z = 360

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	173	.	.	216	52	25	141	173	.	238	.	.	172	71	.	.	62	128	46	.	16	70	129	7	108	.	94
0	113	193	126	.	164	197	81	15	146	94	195	.	99	43	66	80	.	162	109	47
.	113	79	26	.	191	.	124	213	47	190	171	.	.	.	107	.	234	118	92	37	114	.	98	222	.	167	155
.	.	61	42	85	131	33	.	168	114	.	56	166	175	.	.	206	.	225	172	25	.	166	.	88	45	19	120
.	.	.	26	64	.	79	53	.	.	.	152	109	.	29	189	131	.	.	96	132	166	196	213	225	150	52	228

Figure 18: Base code information bits: 23; (max) block length: 27. Lifting: ROTATION SPACE:NESTED
CYCLIC:1: 240

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
354	.	.	.	220	.	97	68	205	315	222	252	55	210	.	355	170	278	200	10	233	279	.	322
354	241	174	.	216	76	170	318	88	239	.	.	0	306	257	27	98	85	217	.	135	.	64	117
.	241	98	.	.	44	162	240	.	.	.	59	.	94	97	60	358	182	47	36	.	.	38	295	101	162	235	261
.	.	98	57	351	58	.	124	.	.	188	.	39	325	.	346	93	.	316	.	101	284	.	135	35	111	268	110
.	.	.	57	175	266	.	.	9	28	228	349	34	.	68	.	.	73	305	290	205	0	170	345	.	226	29	229

Figure 19: Base code information bits: 23; (max) block length: 27. Lifting: ROTATION SPACE:NESTED
CYCLIC:1: 360

Encoding of the LDPC Codes

- The attached document includes a detailed description of the codes and its encoding

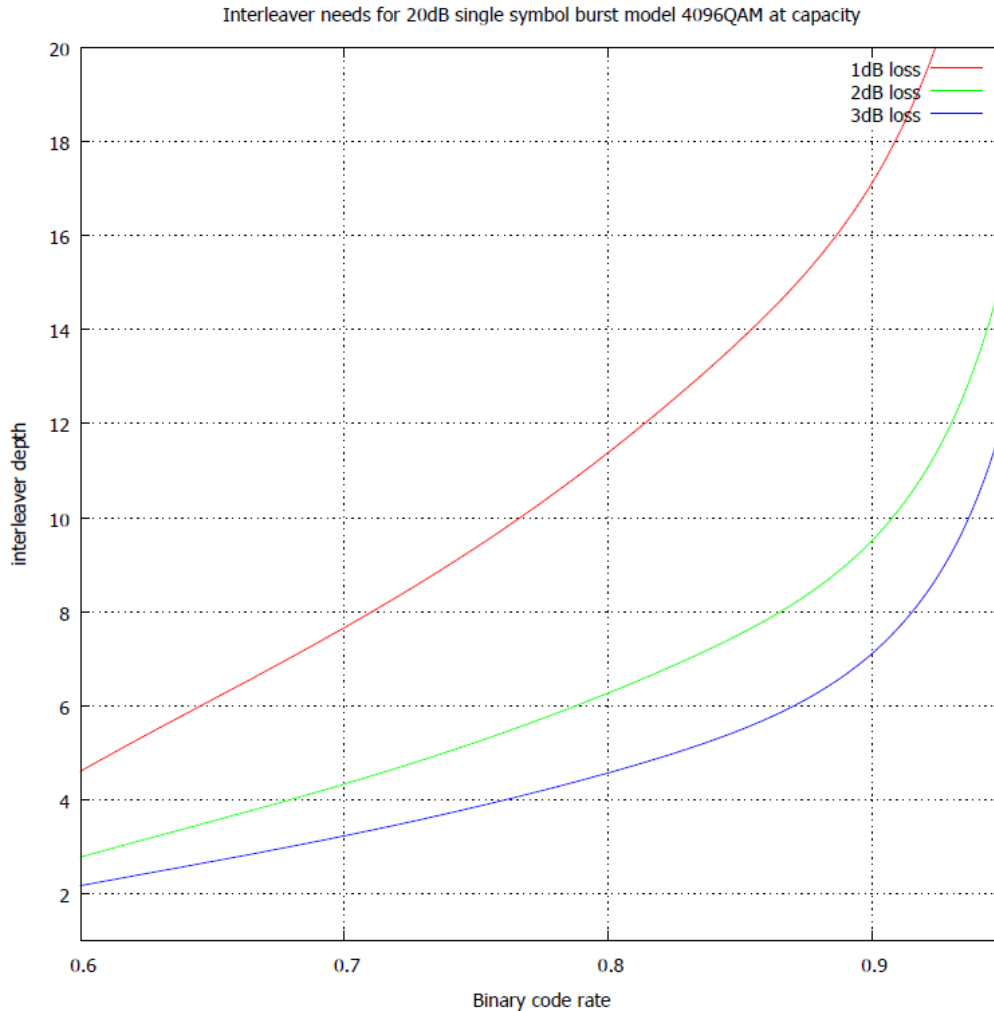


LDPC Code
Description for EPoC

Consideration on Time Interleaving Depth D

- The depth D of the time domain interleaving impacts how many QAM symbols of a code word are affected by burst noise
 - For a larger interleaving depth D less symbols of a code word are impacted and performance improves
 - The drawback of a large interleaving depth D is increased PHY latency
 - However, if the depth D is too small, BER performance does not reach the BER target of $1e-8$ anymore
- Hence, an important metric is the required interleaving depth D to achieve $BER = 1e-8$ at a fixed AWGN SNR
 - Interleaving depths are provided in the following
- Comments on required interleaving depth D
 - It can be shown that the required interleaving depth D is related to the inverse of the code rate R, i.e. $D \sim 1 / (1 - R)$

Code Rate and Interleaving Depth



- In burst noise a higher AWGN SNR is needed for the same capacity
 - This increase in SNR is called loss in the figure
 - This can be seen as required SNR margin for burst noise
- For a given margin, the figure shows the required interleaving depth as a function of code rate
- Codes with higher rate require higher interleaving depth
 - In comparisons for burst noise performance, code rates must be identical