

# Soft-Decision Decoding Algorithm for Low-density Parity-check Codes: Belief Propagation

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I. Review of LDPC Codes

II. Decoding Algorithm: Belief Propagation

III. An Example of Belief Propagation Over BI-AWGN Channel

# Linear Block Code

- Linear block code  $C(N, K)$  is the set of  $2^K$  vectors of length  $N$ 
  - Each vector in  $C$  is called a **codeword**
  - Any linear combination of codewords is also a codeword
- Linear block codes can be defined through **generator matrix**  $G$  or **parity check matrix**  $H$
- **Generator matrix**  $G$  is a  $K \times N$  matrix used to encode a  $K$ -bits message vector  $\mathbf{m}$  to a  $N$ -bits codeword  $\mathbf{c} \in C$

$$\mathbf{c} = \mathbf{m}G = (m_1 \cdots m_K) \begin{pmatrix} g_{1,1} & \cdots & g_{1,N} \\ \vdots & \ddots & \vdots \\ g_{K,1} & \cdots & g_{K,N} \end{pmatrix}_{K \times N} = (c_1 \cdots c_N)$$

# Parity Check Matrix

- **Parity check matrix**  $H$  is a  $(N - K) \times N$  matrix that satisfy

$$GH^T = \mathbf{0}$$

- Let  $M = N - K$ . A codeword  $c \in \mathcal{C}$  if and only if

$$H\mathbf{c}^T = \begin{pmatrix} z_{1,1} & \cdots & z_{1,N} \\ \vdots & \ddots & \vdots \\ z_{M,1} & \cdots & z_{M,N} \end{pmatrix}_{M \times N} \begin{pmatrix} c_1 \\ \vdots \\ c_N \end{pmatrix} = \begin{pmatrix} \mathbf{z}_1 \mathbf{c}^T \\ \vdots \\ \mathbf{z}_M \mathbf{c}^T \end{pmatrix} = \begin{pmatrix} 0 \\ \vdots \\ 0 \end{pmatrix}$$

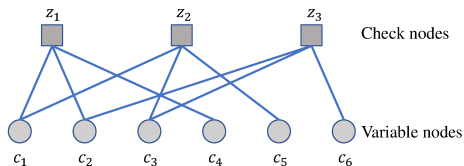
- The product  $\mathbf{z}_i \mathbf{c}^T = 0$  is called a **check equation**
- **In other words**, a codeword  $c \in \mathcal{C}$  if and only if it passes all check equations

# Low-density Parity-check Codes

- Low-density parity check (LDPC) codes are linear block codes that have a *very sparse* parity check matrix
  - A matrix is said to be **sparse** if *more than half of elements are zero*
- The parity check matrix of LDPC can be graphically presented by a **Tanner graph**
  - Each variable node represents a **bit in the codeword**
  - Each check node represent a **check equation**
  - Each **edge** connects a variable node to a check node

$$H = \begin{pmatrix} 1 & 1 & 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 0 & 1 \end{pmatrix} \begin{matrix} z_1 \\ z_2 \\ z_3 \end{matrix}$$

$c_1 \quad c_2 \quad c_3 \quad c_4 \quad c_5 \quad c_6$



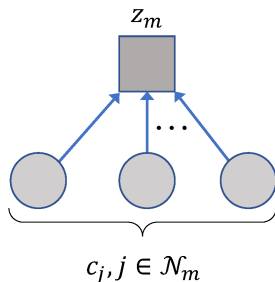
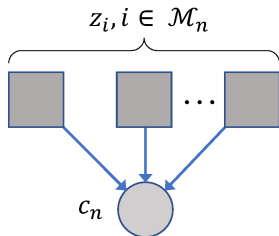
# Notations

- Given a variable node  $c_n$ , let denote  $\mathcal{M}_n$  is the set of **checks node** connecting to  $c_n$

$$\mathcal{M}_n = \{m : H_{mn} = 1\}$$

- Given a check node  $z_m$ , let denote  $\mathcal{N}_m$  is the set of **variable nodes** connecting to  $z_m$

$$\mathcal{N}_m = \{n : H_{mn} = 1\}$$



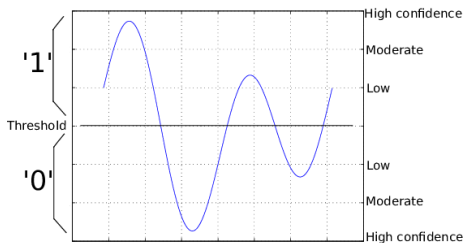
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# Hard-decision & Soft-decision Decoder

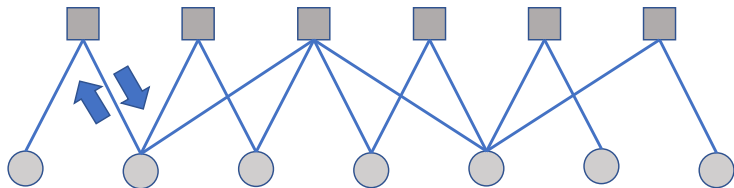
- **Hard-decision decoder** operates on data that take on a *fixed set of possible values (commonly 0 and 1)*
- **Soft-decision decoder** takes on a *whole range of values in between*
  - Extra information provides the reliability of each input and thus help the decoder make the decision better





# Belief Propagation

- **Belief propagation** is a soft-decision iterative decoding algorithm for linear block codes.
- The main idea of belief propagation is the **information update** between variable nodes and check nodes in each iteration
  - Each variable node sends a message to each connected check node
  - Each check node sends a message to each connected variable node
- The updated information are **log-likelihood ratios (LLRs)**

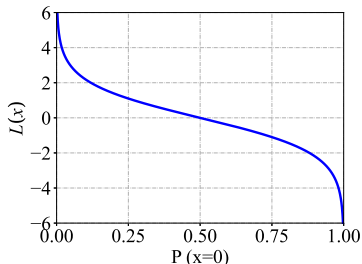


# Log Likelihood Ratio

- Let  $\tilde{x}$  be the binary-valued random variable taking values on set  $\{0, 1\}$ . The log-likelihood ratio (LLR) of  $\tilde{x}$  is

$$L(\tilde{x}) = \ln \frac{P(\tilde{x} = 1)}{P(\tilde{x} = 0)}$$

- $|L(\tilde{x})|$  measures the **reliability** of  $\tilde{x}$
- If  $P(\tilde{x} = 0) \rightarrow 0$ ,  $|L(\tilde{x})| \rightarrow \infty$
- If  $P(\tilde{x} = 0) = P(\tilde{x} = 1) = 1/2$ ,  $|L(\tilde{x})| = 0$



# Sum of Log Likelihood Ratios

- If  $\tilde{x}_1$  and  $\tilde{x}_2$  are statistically independent

$$L(\tilde{x}_1 \oplus \tilde{x}_2) = \ln \frac{1 + e^{L(\tilde{x}_1)} e^{L(\tilde{x}_2)}}{e^{L(\tilde{x}_1)} + e^{L(\tilde{x}_2)}},$$

where  $\oplus$  is the addition operation in GF(2).

- Let define the operator  $\boxplus$  as

$$L(\tilde{x}_1) \boxplus L(\tilde{x}_2) \triangleq L(\tilde{x}_1 \oplus \tilde{x}_2)$$

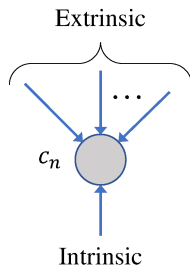
# A Posteriori Probability

- **Target of the algorithm:** Evaluate the probability of a bit  $c_n$  given the receiver vector  $\mathbf{r}$  and the parity constraints in each iteration
- The probability is called *a posterior probability* (APP)

$$L_{\text{APP}}(n) = \ln \frac{P(c_n = 1 | \{z_m = 0 \text{ for all } m \in \mathcal{M}_n\}, \mathbf{r})}{P(c_n = 0 | \{z_m = 0 \text{ for all } m \in \mathcal{M}_n\}, \mathbf{r})}$$

- Applying Bayes' rule, the APP can be expressed as

$$L_{\text{APP}}(n) = \underbrace{\ln \frac{P(c_n = 1 | r_n)}{P(c_n = 0 | r_n)}}_{\text{intrinsic}} + \underbrace{\ln \frac{P(\{z_m = 0 \text{ for all } m \in \mathcal{M}_n\} | c_n = 1, \mathbf{r})}{P(\{z_m = 0 \text{ for all } m \in \mathcal{M}_n\} | c_n = 0, \mathbf{r})}}_{\text{extrinsic}}$$



# Intrinsic Term

- **The intrinsic term** represents the reliability of the received bit based on channel output

$$L_{\text{ch}}(n) \triangleq \ln \frac{P(c_n = 1|r_n)}{P(c_n = 0|r_n)}$$

- **The intrinsic term** depends on channel model
- **E.g., binary-input additive white Gaussian noise (BI-AWGN)** where the channel input belong to the set  $\{-A, A\}$ , the noise variance is  $\sigma^2$

$$L_{\text{ch}}(n) = \ln \frac{\exp\left[-\frac{1}{2\sigma^2}(r_n - A)^2\right]}{\exp\left[-\frac{1}{2\sigma^2}(r_n + A)^2\right]} = \frac{2r_n A}{\sigma^2}$$

# Extrinsic Term (1)

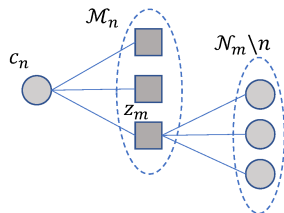
- The **extrinsic term** represents the reliability of received bits given the observation of the code structure

$$L_{E_v}(m, n) \triangleq \ln \frac{P(\{z_m = 0 \text{ for all } m \in \mathcal{M}_n\} | c_n = 1, \mathbf{r})}{P(\{z_m = 0 \text{ for all } m \in \mathcal{M}_n\} | c_n = 0, \mathbf{r})}$$

- Let denote  $z_{m,n}$  as the computation of  $m$ -th parity check excluding bit  $c_n$

$$z_{m,n} = \bigoplus_{j \in \mathcal{N}_m \setminus n} c_j.$$

- If  $c_n = 1$ ,  $z_{m,n} = 1$  for all check  $m \in \mathcal{M}_n$
- If  $c_n = 0$ ,  $z_{m,n} = 0$  for all check  $m \in \mathcal{M}_n$



## Extrinsic Term (2)

- The extrinsic term can be rewritten as

$$\begin{aligned} L_{E_v}(m, n) &= \ln \frac{P(\{z_m = 0 \text{ for all } m \in \mathcal{M}_n\} | c_n = 1, \mathbf{r})}{P(\{z_m = 0 \text{ for all } m \in \mathcal{M}_n\} | c_n = 0, \mathbf{r})} \\ &= \ln \frac{P(z_{m,n} = 1 \text{ for all } m \in \mathcal{M}_n | \mathbf{r})}{P(z_{m,n} = 0 \text{ for all } m \in \mathcal{M}_n | \mathbf{r})} \\ &= \ln \frac{\prod_{m \in \mathcal{M}_n} P(z_{m,n} = 1 | \mathbf{r})}{\prod_{m \in \mathcal{M}_n} P(z_{m,n} = 0 | \mathbf{r})} \\ &= \sum_{m \in \mathcal{M}_n} \ln \frac{P(z_{m,n} = 1 | \mathbf{r})}{P(z_{m,n} = 0 | \mathbf{r})} \\ &= \boxed{\sum_{m \in \mathcal{M}_n} L(z_{m,n} | \mathbf{r})} \end{aligned}$$

- The LLR terms are messages from **check nodes to variable nodes**

## A Posteriori Probability (cont.)

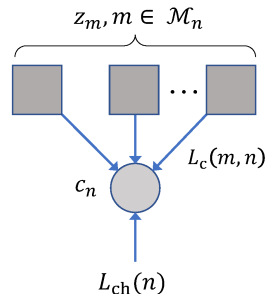
- Let denote the message from  $m$ -th check node to  $n$ -th variable node as

$$L_c(m, n) \triangleq L(z_{m,n} | \mathbf{r})$$

- The APP of variable nodes is

$$L_{\text{APP}}(n) = L_{\text{ch}}(n) + \sum_{m \in \mathcal{M}_n} L_c(m, n).$$

- Next question:** How to compute the LLR messages from check nodes to variable nodes?

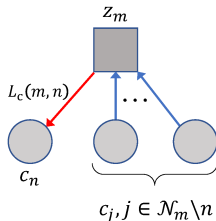




# Message From Check Node

- The LLR message from  $m$ -th check node to  $n$ -th variable node is obtained from *all variable nodes of the check node, excluding  $n$ -th variable node*

$$\begin{aligned}L_c(m, n) &= L(z_{m,n} | \mathbf{r}) \\ &= L\left(\bigoplus_{j \in \mathcal{N}_{m,n}} c_j | \mathbf{r}\right) \\ &= \boxed{+}_{j \in \mathcal{N}_m \setminus n} L(c_j | \mathbf{r})\end{aligned}$$

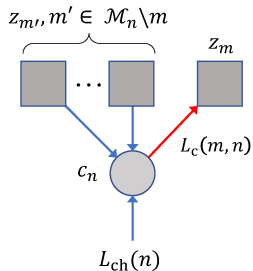


- The LLR terms are messages from **variable nodes to check nodes**

# Message From Variable Node

- The message from a variable node to a check node is computed **by taking into account of other check nodes**
- Let denote the message from  $n$ -th variable node to  $m$ -th check node as

$$\begin{aligned} L_v(m, n) &\triangleq L(c_n | \{z_{m'} = 0 \text{ for all } m' \in \mathcal{M}_n \setminus m\}, \mathbf{r}) \\ &= L_{\text{ch}}(n) + \sum_{m' \in \mathcal{M}_n \setminus m} L_c(m', n) \end{aligned}$$



# Summary: Belief Propagation

**Input:** The # of iterations  $L$ , set  $L_v(m, n) = L_{ch}(n)$  for all  $(m, n)$  with  $H(m, n) = 1$ , **decoding** = False

**for** each iteration **do**

**for** each  $(m, n)$  with  $H(m, n) = 1$  **do** check node update

$$L_c(m, n) = \boxed{+} \sum_{j \in \mathcal{N}_{m,n}} L_v(m, j)$$

**end**

**for** each  $(m, n)$  with  $H(m, n) = 1$  **do** variable node update

$$L_v(m, n) = L_{ch}(n) + \sum_{i \in \mathcal{M}_{n,m}} L_c(i, n)$$

**end**

**for** each  $n$  **do**

$$L_{APP}(n) = L_{ch}(n) + \sum_{i \in \mathcal{M}_n} L_c(i, n)$$

**if**  $L_{APP}(n) < 0$  **then** set  $\tilde{c}_n = 0$  ;

**else** set  $\tilde{c}_n = 1$  ;

**end**

**if**  $H\tilde{c}^T = \mathbf{0}$  **then** set **decoding** = True and break;

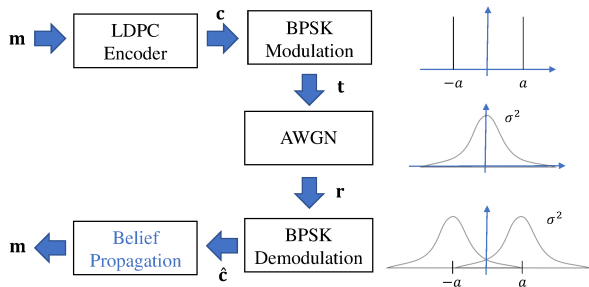
**end**

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# An Example



- Consider a transmission model with signal amplitude  $A = 1$ , noise variance of AWGN channel  $\sigma^2 = 1$

$$\begin{aligned} \mathbf{c} &= ( 0 & 0 & 0 & 1 & 0 & 1 & 0 & 1 & 0 & 1 ) \\ \mathbf{t} &= ( -1 & -1 & -1 & 1 & -1 & 1 & -1 & 1 & -1 & 1 ) \\ \mathbf{r} &= ( -0.63 & -0.83 & -0.73 & -0.04 & 0.1 & 0.95 & -0.76 & 0.66 & -0.55 & 0.58 ) \\ \hat{\mathbf{c}} &= ( 0 & 0 & 0 & \underline{0} & \underline{1} & 1 & 0 & 1 & 0 & 1 ) \end{aligned}$$

# Initialization

$$\mathbf{L}_{\text{ch}} = ( -1.3 \quad -1.7 \quad -1.5 \quad -0.08 \quad 0.2 \quad 1.9 \quad -1.5 \quad 1.3 \quad -1.1 \quad 1.2 )$$

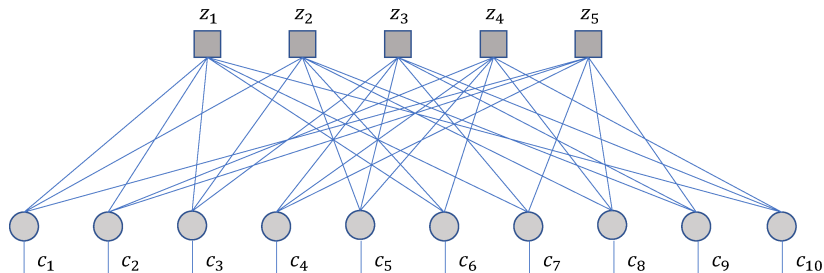
$$\mathbf{L}_{\text{v}} = \begin{pmatrix} -1.3 & -1.7 & -1.5 & 0 & 0 & 1.9 & -1.5 & 0 & 0 & 1.2 \\ -1.3 & 0 & -1.5 & 0 & 0.2 & 1.9 & 0 & 1.3 & -1.1 & 0 \\ 0 & 0 & -1.5 & -0.08 & 0.2 & 0 & -1.5 & 0 & -1.1 & 1.2 \\ 0 & -1.7 & 0 & -0.08 & 0.2 & 1.9 & 0 & 1.3 & 0 & 1.2 \\ -1.3 & -1.7 & 0 & -0.08 & 0 & 0 & -1.5 & 1.3 & -1.1 & 0 \end{pmatrix}$$

$$\mathbf{L}_{\text{c}} = \begin{pmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$

# Initialization

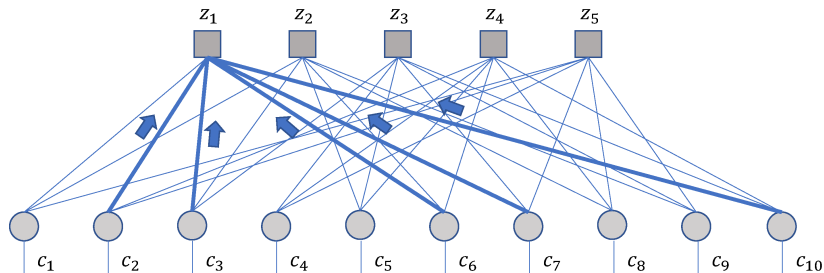
$$H = \begin{pmatrix} 1 & 1 & 1 & 0 & 0 & 1 & 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 0 & 1 & 1 & 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 & 1 & 0 & 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 1 & 1 & 0 & 1 & 0 & 1 \\ 1 & 1 & 0 & 1 & 0 & 0 & 1 & 1 & 1 & 0 \end{pmatrix} \begin{matrix} z_1 \\ z_2 \\ z_3 \\ z_4 \\ z_5 \end{matrix}$$

$c_1 \quad c_2 \quad c_3 \quad c_4 \quad c_5 \quad c_6 \quad c_7 \quad c_8 \quad c_9 \quad c_{10}$



# Check Node Update

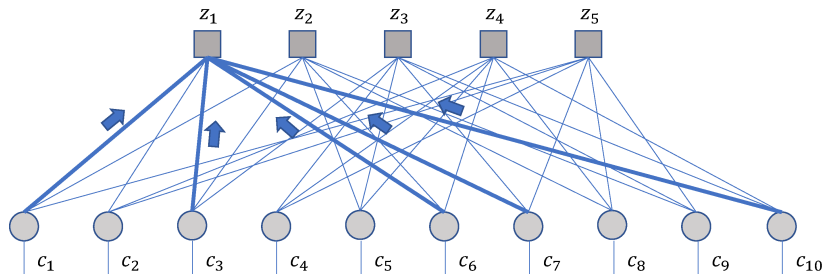
$$\mathbf{L}_c = \begin{pmatrix} -0.21 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$





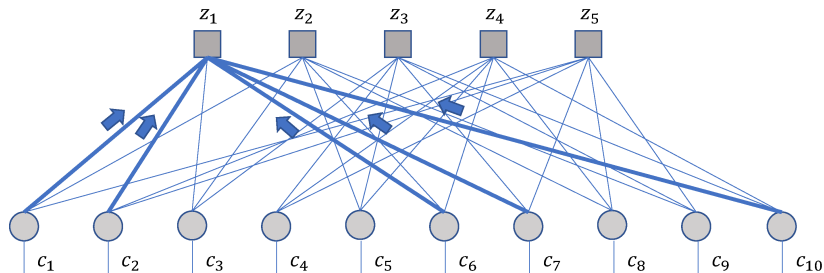
# Check Node Update

$$\mathbf{L}_c = \begin{pmatrix} -0.21 & -0.17 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$



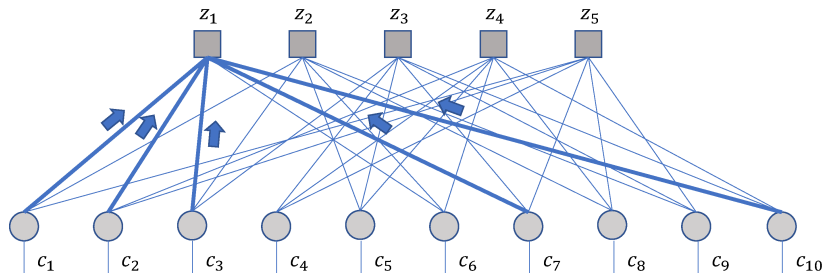
# Check Node Update

$$\mathbf{L}_c = \begin{pmatrix} -0.21 & -0.17 & -0.19 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$



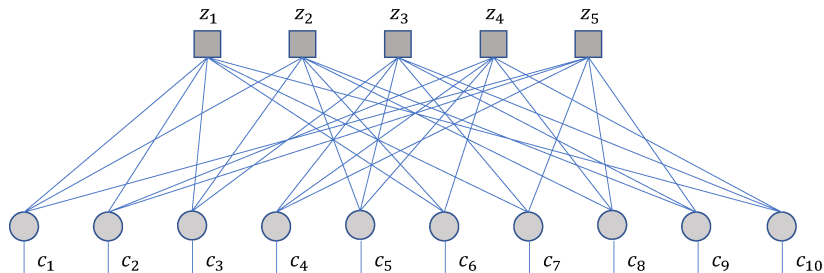
# Check Node Update

$$\mathbf{L}_c = \begin{pmatrix} -0.21 & -0.17 & -0.19 & 0 & 0 & 0.16 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$



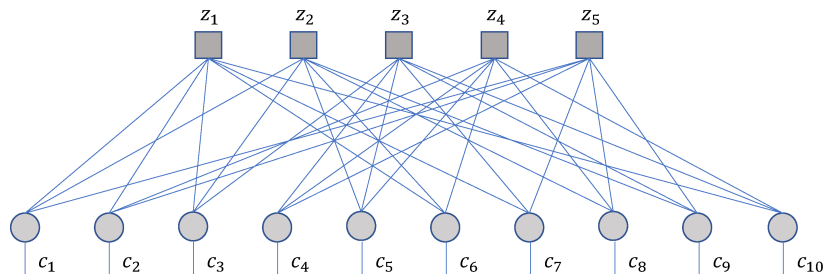
# Check Node Update - Finish

$$\mathbf{L}_c = \begin{pmatrix} -0.21 & -0.17 & -0.19 & 0 & 0 & 0.16 & -0.18 & 0 & 0 & 0.22 \\ 0.027 & 0 & 0.024 & 0 & -0.15 & -0.02 & 0 & -0.026 & 0.03 & 0 \\ 0 & 0 & -0.0013 & -0.021 & 0.0083 & 0 & -0.0013 & 0 & -0.0017 & 0.0016 \\ 0 & -0.0018 & 0 & -0.03 & 0.012 & 0.0016 & 0 & 0.0021 & 0 & 0.0023 \\ 0.01 & 0.0083 & 0 & 0.14 & 0 & 0 & 0.0088 & -0.0097 & 0.011 & 0 \end{pmatrix}$$



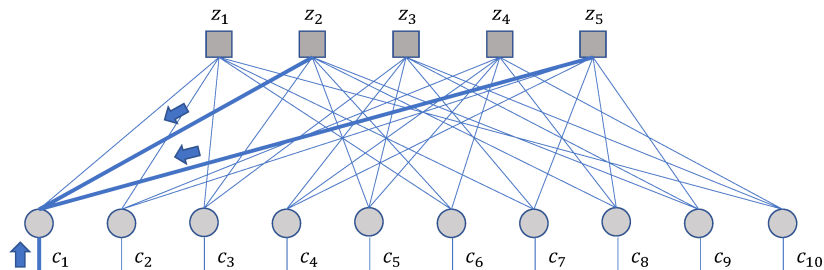
# Variable Node Update

$$\mathbf{L}_v = \begin{pmatrix} -1.3 & -1.7 & -1.5 & 0 & 0 & 1.9 & -1.5 & 0 & 0 & 1.2 \\ -1.3 & 0 & -1.5 & 0 & 0.2 & 1.9 & 0 & 1.3 & -1.1 & 0 \\ 0 & 0 & -1.5 & -0.08 & 0.2 & 0 & -1.5 & 0 & -1.1 & 1.2 \\ 0 & -1.7 & 0 & -0.08 & 0.2 & 1.9 & 0 & 1.3 & 0 & 1.2 \\ -1.3 & -1.7 & 0 & -0.08 & 0 & 0 & -1.5 & 1.3 & -1.1 & 0 \end{pmatrix}$$



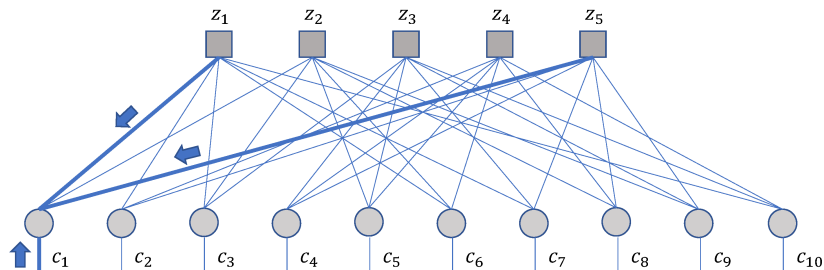
# Variable Node Update

$$\mathbf{L}_v = \begin{pmatrix} -1.26 & -1.7 & -1.5 & 0 & 0 & 1.9 & -1.5 & 0 & 0 & 1.2 \\ -1.3 & 0 & -1.5 & 0 & 0.2 & 1.9 & 0 & 1.3 & -1.1 & 0 \\ 0 & 0 & -1.5 & -0.08 & 0.2 & 0 & -1.5 & 0 & -1.1 & 1.2 \\ 0 & -1.7 & 0 & -0.08 & 0.2 & 1.9 & 0 & 1.3 & 0 & 1.2 \\ -1.3 & -1.7 & 0 & -0.08 & 0 & 0 & -1.5 & 1.3 & -1.1 & 0 \end{pmatrix}$$



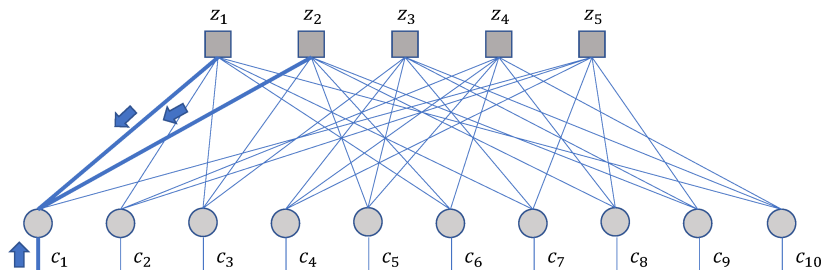
# Variable Node Update

$$\mathbf{L}_v = \begin{pmatrix} -1.26 & -1.7 & -1.5 & 0 & 0 & 1.9 & -1.5 & 0 & 0 & 1.2 \\ -1.5 & 0 & -1.5 & 0 & 0.2 & 1.9 & 0 & 1.3 & -1.1 & 0 \\ 0 & 0 & -1.5 & -0.08 & 0.2 & 0 & -1.5 & 0 & -1.1 & 1.2 \\ 0 & -1.7 & 0 & -0.08 & 0.2 & 1.9 & 0 & 1.3 & 0 & 1.2 \\ -1.3 & -1.7 & 0 & -0.08 & 0 & 0 & -1.5 & 1.3 & -1.1 & 0 \end{pmatrix}$$



# Variable Node Update

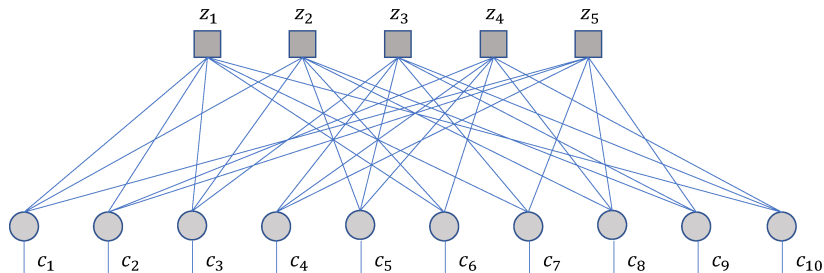
$$\mathbf{L}_v = \begin{pmatrix} -1.26 & -1.7 & -1.5 & 0 & 0 & 1.9 & -1.5 & 0 & 0 & 1.2 \\ -1.5 & 0 & -1.5 & 0 & 0.2 & 1.9 & 0 & 1.3 & -1.1 & 0 \\ 0 & 0 & -1.5 & -0.08 & 0.2 & 0 & -1.5 & 0 & -1.1 & 1.2 \\ 0 & -1.7 & 0 & -0.08 & 0.2 & 1.9 & 0 & 1.3 & 0 & 1.2 \\ \boxed{-1.48} & -1.7 & 0 & -0.08 & 0 & 0 & -1.5 & 1.3 & -1.1 & 0 \end{pmatrix}$$





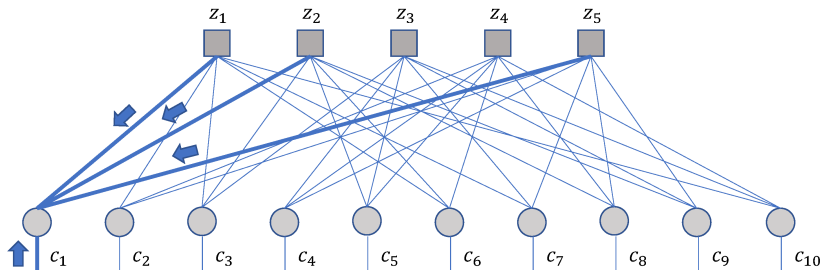
# Variable Node Update - Finish

$$\mathbf{L}_v = \begin{pmatrix} -1.26 & -1.69 & -1.47 & 0 & 0 & 1.9 & -1.5 & 0 & 0 & 1.2 \\ -1.5 & 0 & -1.69 & 0 & 0.2 & 1.9 & 0 & 1.3 & -1.1 & 0 \\ 0 & 0 & -1.66 & 0.03 & 0.2 & 0 & -1.5 & 0 & -1.1 & 1.2 \\ 0 & -1.86 & 0 & 0.039 & 0.2 & 1.9 & 0 & 1.3 & 0 & 1.2 \\ -1.48 & -1.78 & 0 & -0.131 & 0 & 0 & -1.5 & 1.3 & -1.1 & 0 \end{pmatrix}$$



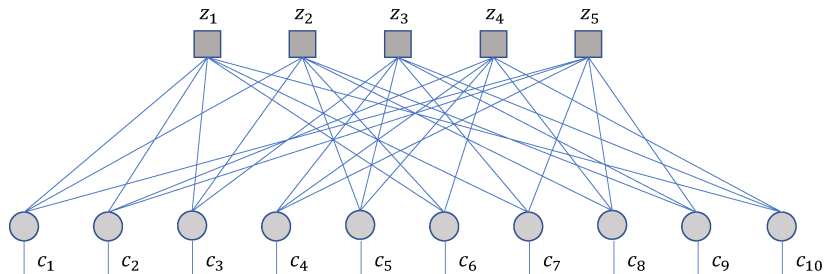
# Computing the APP

$$\mathbf{L}_{\text{APP}} = ( \boxed{-1.4} \quad -1.7 \quad -1.5 \quad -0.08 \quad 0.2 \quad 1.9 \quad -1.5 \quad 1.3 \quad -1.1 \quad 1.2 )$$



# Computing the APP

$$\mathbf{L}_{\text{APP}} = ( -1.4 \quad -1.8 \quad -1.6 \quad 0.011 \quad 0.072 \quad 2 \quad -1.7 \quad 1.3 \quad -1.1 \quad 1.4 )$$



# Parity Check

- The estimated codeword after the first iteration is

$$\tilde{\mathbf{c}} = ( 0 \quad 0 \quad 0 \quad 1 \quad \underline{1} \quad 1 \quad 0 \quad 1 \quad 0 \quad 1 )$$


- The estimated codeword is **failed** the parity check. The procedure is repeated in the next iteration

## Iteration 2:

$$\tilde{\mathbf{c}} = ( 0 \quad 0 \quad 0 \quad 1 \quad \underline{1} \quad 1 \quad 0 \quad 1 \quad 0 \quad 1 )$$

## Iteration 3:

$$\tilde{\mathbf{c}} = ( 0 \quad 0 \quad 0 \quad 1 \quad 0 \quad 1 \quad 0 \quad 1 \quad 0 \quad 1 )$$

 After two more iterations, the codeword is corrected