

# E11 Lecture 7: Gold Codes

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# Lab Notes

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- Pick up your chassis
  - Several are still being printed
  - Printer garbled 4– let us know if yours is missing
- Please read your lab instructions before attending lab
- Remember to wear suitable machine shop attire this week
  - No open-toed shoes
  - No loose garmets
  - Long hair tied back

# Outline

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- Gold Code Overview
- Shift Register Sequences
- Gold Code Generation
- Gold Code Detection
- Applications

# Overview

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- Gold Codes are sequences of 0's and 1's
  - Commonly used in communications systems
    - Notably GPS and cell phones
  - Invented by Dr. Robert Gold in 1967
  - Easy to generate in hardware or software
  - Have characteristics resembling random noise
  - Minimally jam other Gold codes transmitted by other sources

# Applications

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- **GPS**
  - Multiple satellites transmit information simultaneously at the same frequency
  - Receiver can pick out the signals from the individual satellites because each has a unique Gold code
- **Your robot will seek beacons flashing different Gold codes**
  - Identify the desired beacon by recognizing its code
  - Even if your phototransistor sees multiple interfering beacons
  - PS<sub>3</sub>: Gold Code Generation; PS<sub>6</sub>: Gold Code Detection

# Mathematical Foundations

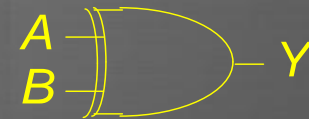
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- Gold codes based on
  - XOR
  - Shift registers

# XOR Review

- XOR of 2 inputs is TRUE if exactly one input is TRUE
- XOR of many inputs is TRUE if an ODD # of inputs are TRUE
- XOR is called a *linear* function

## XOR

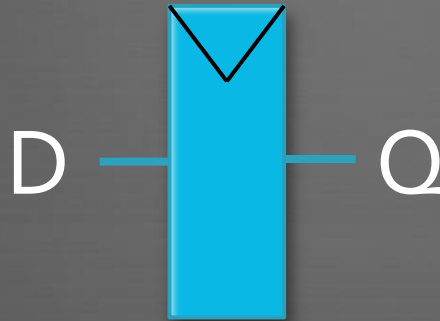


$$Y = A \oplus B$$

A	B	Y
0	0	0
0	1	1
1	0	1
1	1	0

# Register

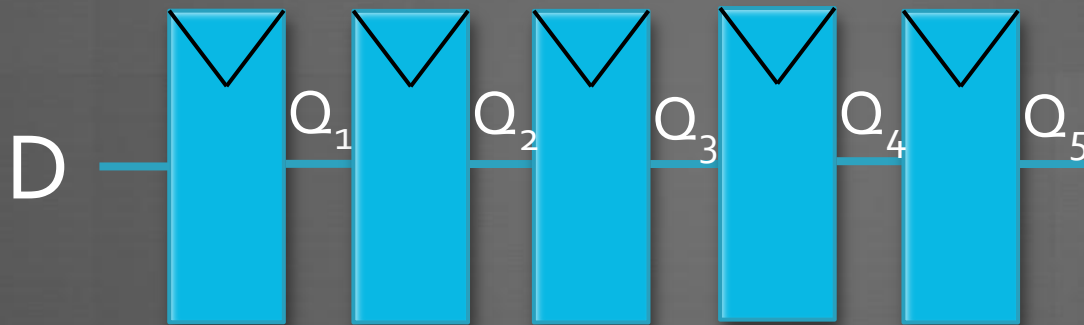
- A register copies its input D to its output Q on each step





# Shift Register

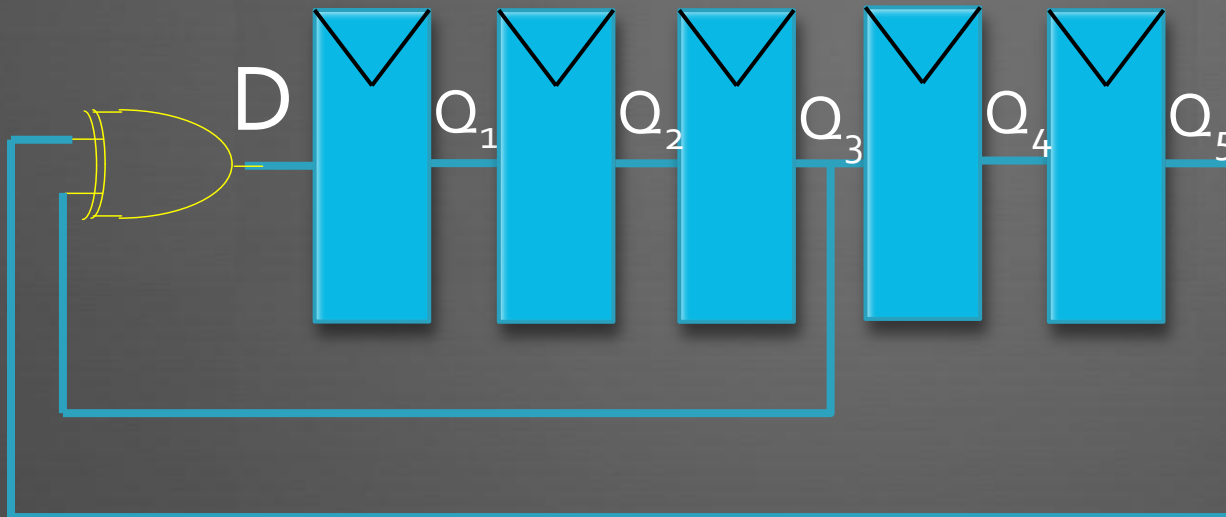
- A shift register shifts all of its bits right each step



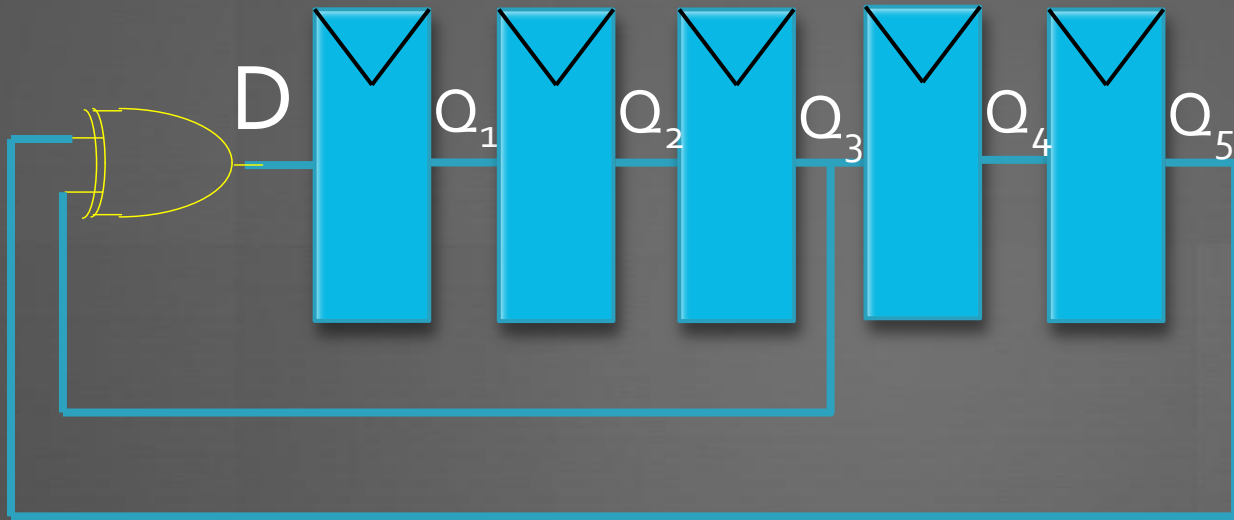
D	Q1	Q2	Q3	Q4	Q5
1	0	0	0	1	0
1	□	□	□	□	□
1	□	□	□	□	□

# Linear Feedback Shift Register

- Linear Feedback Shift Register (LFSR)
  - Feeds XOR of certain bits back to input D




# LFSR Operation



Step	$Q_1$	$Q_2$	$Q_3$	$Q_4$	$Q_5$
0	0	0	0	0	1
1	<input type="checkbox"/>	<input type="checkbox"/>			
2	<input type="checkbox"/>	<input type="checkbox"/>			
3	<input type="checkbox"/>	<input type="checkbox"/>			
4	<input type="checkbox"/>	<input type="checkbox"/>			

# Taps and Seeds

- Bits fed back are called the *taps*
  - LFSR taps are described by a *characteristic polynomial*
- Ex:  $1 + x^3 + x^5$ 
  - Taps in columns 3 and 5
  - 1 is not a tap but corresponds to the input to the first bit  $x^0$
- The initial contents of the LFSR are called the *seed*
  - Ex: 00001
  - If the seed is all 0's, 

# Complete Sequence

Step	Q1	Q2	Q3	Q4	Q5
0	0	0	0	0	1
1	1	0	0	0	0
2	0	1	0	0	0
3	0	0	1	0	0
4	1	0	0	1	0
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

Step	Q1	Q2	Q3	Q4	Q5
16	0	0	1	1	1
17	0	0	0	1	1
18	1	0	0	0	1
19	1	1	0	0	0
20	0	1	1	0	0
21	1	0	1	1	0
22	1	1	0	1	1
23	1	1	1	0	1
24	0	1	1	1	0
25	1	0	1	1	1
26	0	1	0	1	1
27	1	0	1	0	1
28	0	1	0	1	0
29	0	0	1	0	1
30	0	0	0	1	0
repeat	0	0	0	0	1

# Shift Register Sequence

- A *shift register sequence* is the pattern in the msb






Step	Q1	Q2	Q3	Q4	Q5	Step	Q1	Q2	Q3	Q4	Q5
0	0	0	0	0	1	16	0	0	1	1	1
1	1	0	0	0	0	17	0	0	0	1	1
2	0	1	0	0	0	18	1	0	0	0	1
3	0	0	1	0	0	19	1	1	0	0	0
4	1	0	0	1	0	20	0	1	1	0	0
5	0	1	0	0	1	21	1	0	1	1	0
6	1	0	1	0	0	22	1	1	0	1	1
7	1	1	0	1	0	23	1	1	1	0	1
8	0	1	1	0	1	24	0	1	1	1	0
9	0	0	1	1	0	25	1	0	1	1	1
10	1	0	0	1	1	26	0	1	0	1	1
11	1	1	0	0	1	27	1	0	1	0	1
12	1	1	1	0	0	28	0	1	0	1	0
13	1	1	1	1	0	29	0	0	1	0	1
14	1	1	1	1	1	30	0	0	0	1	0
15	0	1	1	1	1						

Sequence: 100001001011001111000110111010

# Maximal Length Sequences

- This is an example of a maximal length shift register seq.
  - Repeats after  $31 = 2^5 - 1$  steps
- In general, an  $N$ -bit MLSRS repeats after            steps
- Not all characteristic polynomials produce MLSRSs

# Runs of 0's and 1s

- 100001001011001111000110111010
-  run of length 5
-  run of length 4
-  runs of length 3
-  runs of length 2
-  runs of length 1
  
- All MLSRS have this distribution
  - Consistent with the statistics of random bit sequences



# Seeding

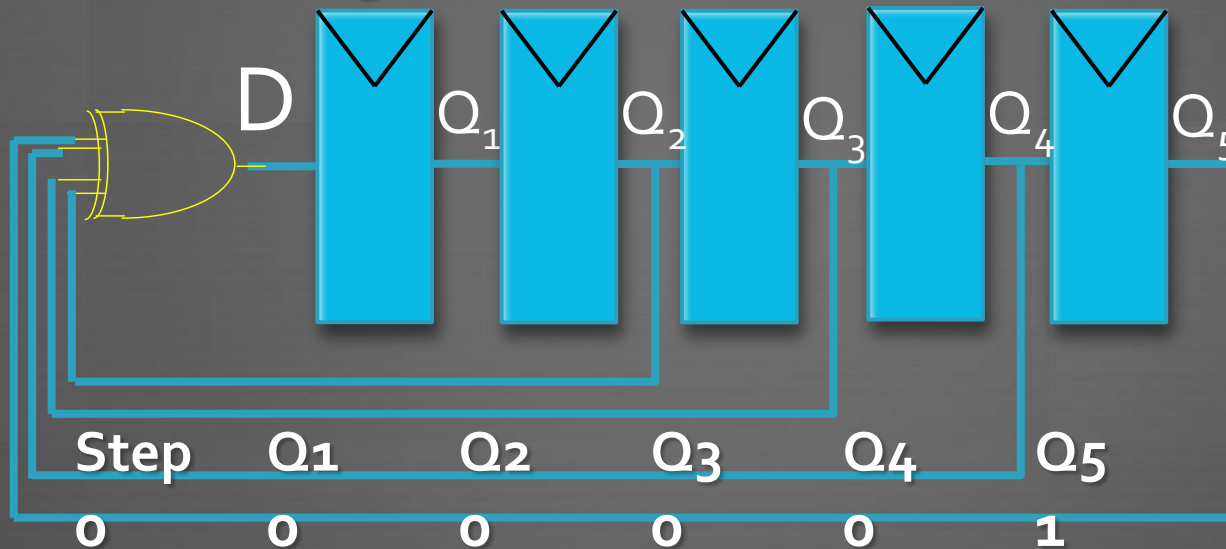
- Different seeds give shifted version of the sequence

Step	Q1	Q2	Q3	Q4	Q5	Step	Q1	Q2	Q3	Q4	Q5
0	0	0	0	0	1	16	0	0	1	1	1
1	1	0	0	0	0	17	0	0	0	1	1
2	0	1	0	0	0	18	1	0	0	0	1
3	0	0	1	0	0	19	1	1	0	0	0
4	1	0	0	1	0	20	0	1	1	0	0
5	0	1	0	0	1	21	1	0	1	1	0
6	1	0	1	0	0	22	1	1	0	1	1
7	1	1	0	1	0	23	1	1	1	0	1
8	0	1	1	0	1	24	0	1	1	1	0
9	0	0	1	1	0	25	1	0	1	1	1
10	1	0	0	1	1	26	0	1	0	1	1
11	1	1	0	0	1	27	1	0	1	0	1
12	1	1	1	0	0	28	0	1	0	1	0
13	1	1	1	1	0	29	0	0	1	0	1
14	1	1	1	1	1	30	0	0	0	1	0 ← Seed
15	0	1	1	1	1						

Seed 00010: Sequence 0100001001011001111100011011101

# Another MLSRS

- $1+x^2+x^3+x^4+x^5$  generates a MLSRS: 100001011010100011101111001001



1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

# Gold Codes

- Communication systems need a set of bit sequences that:
  - Are easy to generate with hardware or software
  - Have a low cross-correlation with other sequences in the set
    - Easy to tell the sequences apart even when corrupted by noise
- Gold Codes are such a class of  $2^N - 1$  sequences of length  $2^N - 1$ 
  - Formed by XORing MLSRSs generated by different taps
  - Each seed gives a different Gold code
  - Each code is quite different than the others

# Naming a Gold Code

- To uniquely define a Gold code:
  - State characteristic polynomial for the two LFSRs
  - State seed for the second LFSR
  - Always use a seed of  $00\dots001$  for the first LFSR
- Example:  $GC(1+x^2+x^3+x^4+x^5, 1+x^3+x^5, 00011)$
- There are  $2^N-1$  Gold codes in a family
  - Defined by the different possible seeds (except  $00\dots000$ )

# 5-bit Gold Code Examples

- GC( $1+x^2+x^3+x^4+x^5$ ,  $1+x^3+x^5$ , 00001)

1000010110101000111011111001001 ( $1+x^2+x^3+x^4+x^5$  seed 00001)

XOR 1000010010110011111000110111010 ( $1+x^3+x^5$  seed 00001)

0000000100011011000011001110011

- GC( $1+x^2+x^3+x^4+x^5$ ,  $1+x^3+x^5$ , 00010)

1000010110101000111011111001001 ( $1+x^2+x^3+x^4+x^5$  seed 00001)

XOR 0100001001011001111100011011101 ( $1+x^3+x^5$  seed 00010)

1100011111110001000111100010100

# Gold Code Detection

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- Read bit sequence
- Compare detected sequence with known Gold Codes
  - Use correlation: all possible dot products
  - Highest correlation indicates detected Gold Code

# Dot Product

- *Dot product* of two binary sequences  
#of positions where bits match –  
# of positions where bits mismatch

- Ex: 110010 • 101010

1 1 0 0 1 0

1 0 1 0 1 0

■ ■ ■ ■ ■ ■

-> dot product is ■

# Dot Product Significance

- Dot product measures similarity of two sequences
  - Large positive dot product indicates strong similarity
  - Large negative dot product indicates nearly all bits differ
  - Dot product near 0 indicates two sequences are uncorrelated
  - Dot product of  $l$ -bit sequence with itself is  $l$



# Dot Products of SRS

- Example:

$1 \ 0 \ 0 \ 0 \ 1 \ 0 \ 0 \ 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1 \ 1 \ 1 \ 0 \ 0 \ 0 \ 1 \ 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 1 \ 0 \ (1 + x^3 + x^5 \text{ seed } 00001)$   
 dot  $0 \ 1 \ 0 \ 0 \ 0 \ 1 \ 0 \ 0 \ 1 \ 0 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1 \ 1 \ 1 \ 1 \ 0 \ 0 \ 0 \ 1 \ 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 1 \ (1 + x^3 + x^5 \text{ seed } 00010)$   
 =  $-1 \ -1 \ 1 \ 1 \ 1 \ -1 \ -1 \ -1 \ -1 \ -1 \ -1 \ -1 \ -1 \ 1 \ 1 \ 1 \ -1 \ 1 \ -1 \ -1 \ -1 \ 1 \ -1 \ -1 \ -1$

matches -  mismatches

- Dot product is

# Correlation

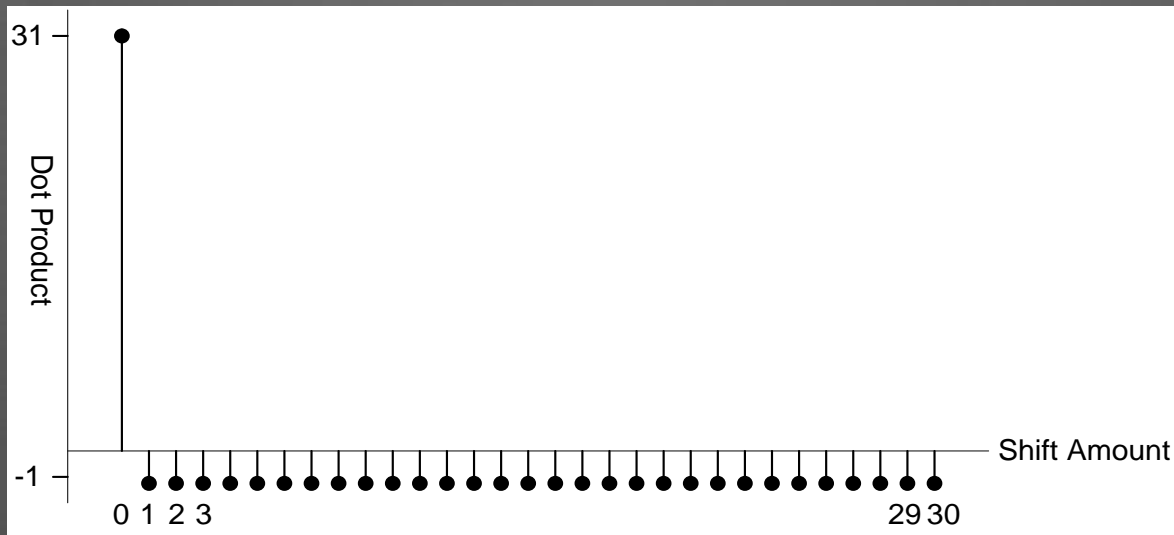
- *Cross-correlation* of two sequences
  - Measure of the similarity of the sequences when one is shifted by varying amounts.
  - Take the dot product of one sequence with each shifted version of the other
- *Autocorrelation*
  - Cross-correlation of a sequence with itself.

# Autocorrelation Example

- $110010 \cdot 110010 = 6$  (shift by 0)
- $110010 \cdot 011001 = -2$  (shift by 1)
- $110010 \cdot 101100 = -2$  (shift by 2)
- $110010 \cdot 010110 = 2$  (shift by 3)
- $110010 \cdot 001011 = -2$  (shift by 4)
- $110010 \cdot 100101 = -2$  (shift by 5)
  
- Autocorrelation: 6, -2, -2, 2, -2, -2

# SRS Autocorrelation

- A MLSRS has an autocorrelation of  $2^N - 1$  at an offset of 0
- Autocorrelation of -1 at all other offsets



- Hence the MLSRS has characteristics of random noise

# Pseudo-Random Bit Sequence

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- MLSRS is also called a *pseudo-random bit sequence* (PRBS)
  - About half the bits are 0's and half 1's
  - Run length distribution consistent with randomness
  - Autocorrelation consistent with randomness
  - But sequence is deterministic and easy to generate with XOR

# Gold Code Cross-Correlation

- A Gold Code has a correlation of  $2^N - 1$  with itself
  - But a relatively low correlation with other codes in the family
  - Maximum cross-correlation is  $2^{(N+1)/2} + 1$
- Thus, it is easy to detect the code by correlating
  - Even in the face of noise that flip some of the bits
- For our 5-bit code, correlation is 31 with itself
  - $\leq +7/-9$  with other Gold codes
  - Called a *Hamming distance* of  $31 - 9 = 22$  between codes

# Gold Code Correlation

- Correlation: Gold Code 1, Gold Code 2

GC 1: 0 0 0 0 0 0 0 1 0 0 0 1 1 0 1 1 0 0 0 0 1 1 0 0 1 1 1 0 0 1 1  
GC 2: 1 1 0 0 0 1 1 1 1 1 1 1 0 0 0 1 0 0 0 1 1 1 1 0 0 0 1 0 1 0 0

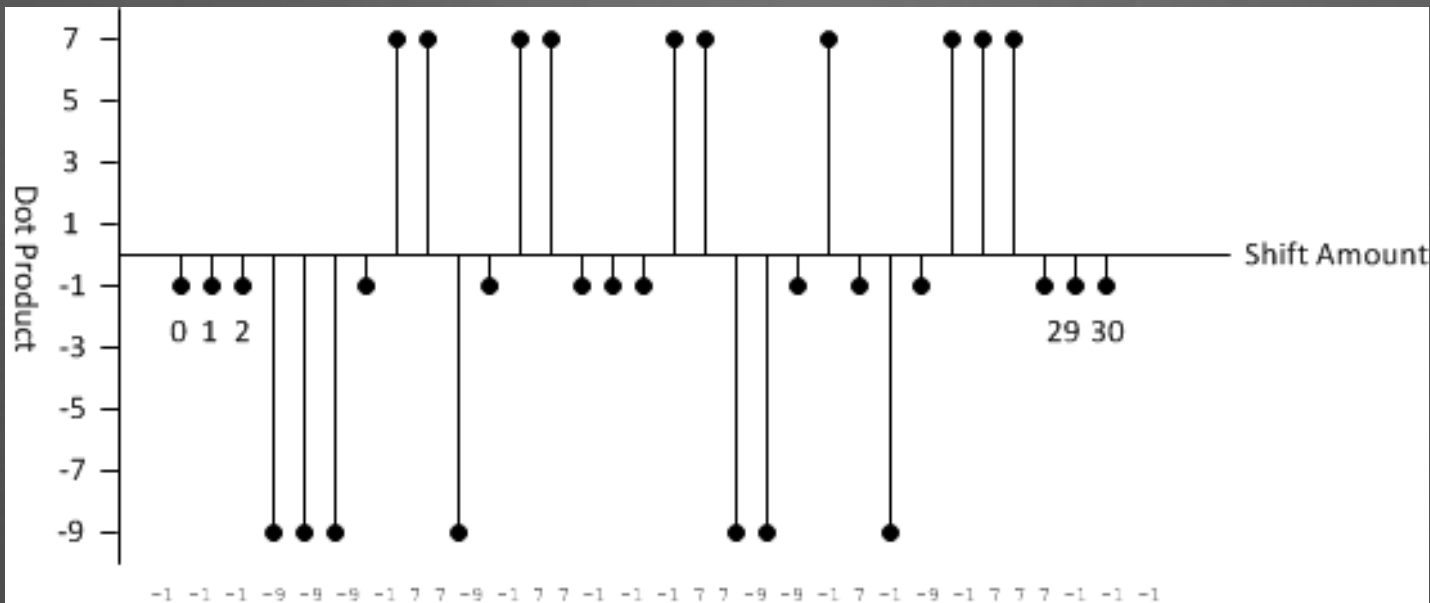
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-1 -1 1 1 1 -1 -1 1 -1 -1 -1 1 -1 1 1 1 -1 1 1 -1 1 -1 -1 1 1 -1 -1 -1

shift = 0, dot product = -1

# Cross-Correlation

- Cross-correlation of
  - $GC(1+x^2+x^3+x^4+x^5, 1+x^3+x^5, 00001)$
  - $GC(1+x^2+x^3+x^4+x^5, 1+x^3+x^5, 00010)$





# Application: Beacons

- Eight LED beacons on the E11 playing field
  - Beacon  $b$  ( $b = 1 \dots 8$ ) flashes  $GC(1+x^2+x^3+x^4+x^5, 1+x^3+x^5, b)$
  - 4 KHz data rate (250 microseconds / bit)
  - Sequence is inverted depending on team (white vs. green)
- Detect beacons using a phototransistor on your bot
  - Produces a voltage related to the light intensity
  - Principles of operation to be described later

# Identifying a Beacon

1. Read 31 phototransistor samples at 4 KHz
2. Compute average value
3. Convert readings to binary by comparing to average
4. Correlate against each of 31 offsets for each of 8 beacons
5. If correlation exceeds a threshold, report beacon found
6. Improve accuracy by taking more than 31 samples

# Application: GPS

- 24 satellites orbit earth
  - At least 6 are visible in the unobstructed sky at any time
- All satellites broadcast 10-bit Gold Codes
  - All share a 1.575 GHz carrier
  - 1.023 MHz code rate
    - 1023 bits / sequence -> repeats every 1 ms
  - Each satellite jams all of the others
  - Thermal noise exceeds strength of all satellites combined
  - But satellites are identified by correlation (!)
- 50 Hz data rate
  - Transmitted signal may be inverted based on data value



wikipedia.com

# Application: CDMA

- Code Division Multiple Access (cell phones)
  - All phones transmit on all frequencies simultaneously
  - Each uses its own 15-bit (length 32767) Gold Code
  - Identify the phone by correlating against its Gold Code
- Developed by Qualcomm
  - Replaces Time Division Multiple Access
    - Where each user gets a time slot (TDMA)
  - Better quality reception when spectrum is not completely full
  - Central to 3G and 4G wireless systems