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Link to publication

Total number of authors:
4

Last Update: April 25, 2010

A Rate $R = 5/20$ Hypergraph-Based Woven Convolutional Code with Free Distance 120

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Abstract—A rate $R = 5/20$ **hypergraph-based woven convolutional code with overall constraint length** 67 **and constituent convolutional codes is presented. It is based on a** 3**-partite,** 3**-uniform,** 4**-regular hypergraph and contains rate** $R^c = 3/4$ **constituent convolutional codes with overall constraint length** 5. **Although the code construction is based on low-complexity codes, the free distance of this construction, computed with the BEAST algorithm, is** $d_{\text{free}} = 120$**, which is remarkably large.**

Index Terms—**BEAST, convolutional codes, graphs, graph codes, hypergraphs, tailbiting codes, woven codes.**

I. INTRODUCTION

THE idea of constructing good long codes from short ones is well developed in the theory of block codes (see [1] and references therein). Product codes [2], concatenated codes [3], and generalized concatenated codes [4] are constructions often referred to. It is also well-known that, for example, among the generalized concatenated codes there exist near-optimum codes since this class contains codes achieving the Varshamov-Gilbert bound [5, Ch. 1].

The same idea applied to convolutional codes leads to so-called turbo-codes (parallel concatenated convolutional codes), serial concatenated convolutional codes [6], [7], and woven convolutional codes (with inner or outer wraps [8]). Turbo codes appear in practical applications due to their good bit error rate (BER)/complexity tradeoff. However, not much is known about the distances of these codes. Moreover, it is clear that the free distance/delay tradeoff for these codes is far from the asymptomatic lower bounds [9, Ch. 3].

Recently, several graph- and hypergraph-based asymptotically optimum code constructions were found [10], [11]. It is shown in [12], [13] that woven hypergraph-based codes represent classes of asymptotically good block and convolutional

codes satisfying the Varshamov-Gilbert and Costello bounds on the minimum and free distances, respectively.

Woven block codes based on s-partite, s-uniform, c-regular hypergraphs containing constituent block codes whose block length is equal to lc, where l is an integer, were introduced in [12]. In particular, when l tends to infinity, we obtain hypergraph-based woven convolutional codes containing convolutional constituent codes.

In Section II, we describe a two-dimensional construction of a hypergraph-based woven convolutional code that is a tailbiting (TB) block code in one dimension and a convolutional code in the other. The problem of finding its free distance is considered in Section III. Section IV concludes the paper with some final remarks.

II. CODE CONSTRUCTION

Hypergraph-based woven convolutional codes [12], [13] are based on s-partite, s-uniform, c-regular hypergraphs and contain constituent convolutional codes of rate $R^c = b/c$, while their rate is given by $R = 1 - s(1 - R^c)$. Moreover, they can be described as two-dimensional (2-D) convolutional codes which are tailbitten in one dimension.

The concrete code example which we study here is based on the 3-partite, 3-uniform, 4-regular hypergraph as illustrated in Fig. 1, with the incidence matrix given by (1).

Each edge in Fig. 1 corresponds to a column in (1), whereas the vertices are represented by the rows. As each edge in this hypergraph connects three different vertices (3-uniform), there are exactly three ones in each column. These three vertices, connected by the same edge, belong to three different, nonintersecting sets, as the hypergraph is 3-partite. The hypergraph is chosen such that, for each set of five rows of its incidence matrix (1), the rows are quasi-cyclic shifts of each other. These different sets are separated by dashed horizontal lines in (1). Moreover, since each vertex is connected to four edges, the graph is 4-regular.

Hereinafter we will consider (1) as a parity-check matrix of the corresponding hypergraph-based code. The 20 edges of the graph represent 20 code symbols and each vertex represents a parity check. In the woven code construction, for each vertex the 4-tuples corresponding to the hypergraph edges represent the "branches" of the constituent convolutional codes.
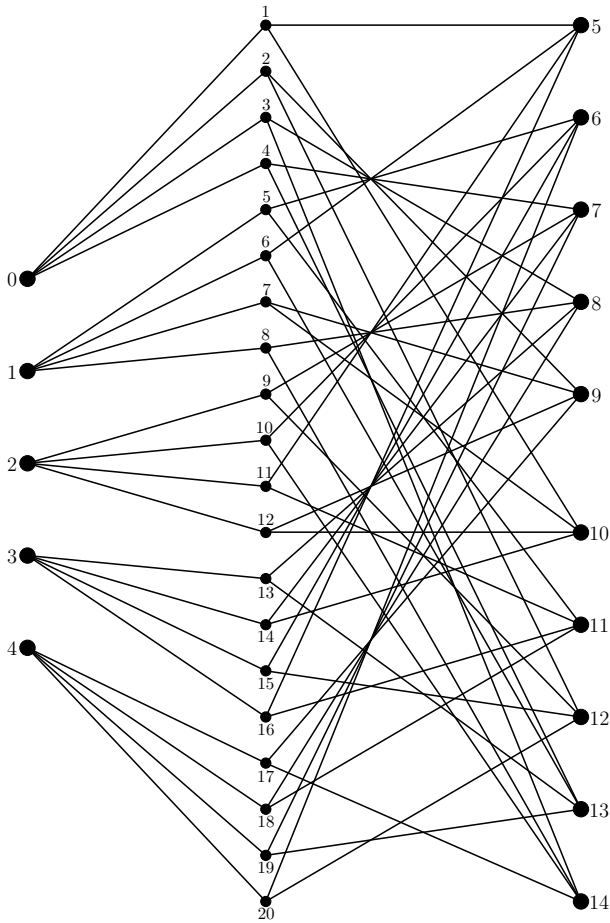
Fig. 1.   A 3-partite, 3-uniform, 4-regular hypergraph.

By row permutations we obtain the parity-check matrix (2), which is equal to the binary representation of the parity-check

matrix of the rate $R = 1/4$ convolutional code (3) terminated by tailbiting (TB) to obtain a $(20, 7)$ linear block code. [See (2) at the bottom of the next page.] [Notice that the rows of (2) are linearly dependent which yields the block code rate $R = 7/20 > 1/4$.]

$$
\begin{aligned}
H(Z) &= \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \end{pmatrix} + \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{pmatrix} Z \\
&+ \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} Z^2 + \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \end{pmatrix} Z^3 \\
&= \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & Z & Z^2 & Z^3 \\ 1 & Z^3 & Z & Z^2 \end{pmatrix}.
\end{aligned}
\tag{3}
$$

In order to obtain a 2-D rate $R = 5/20$ convolutional code, up to three rate $R^c = 3/4$ constituent convolutional codes are specified by their parity-check matrices (since this construction is based on a 3-partite hypergraph; we use three convolutional codes per hyperedge):

$$H(D) = \begin{pmatrix} h_1(D) & h_2(D) & h_3(D) & h_4(D) \end{pmatrix} \tag{4}$$

$$T(D) = \begin{pmatrix} t_1(D) & t_2(D) & t_3(D) & t_4(D) \end{pmatrix} \tag{5}$$

$$Q(D) = \begin{pmatrix} q_1(D) & q_2(D) & q_3(D) & q_4(D) \end{pmatrix}. \tag{6}$$

Such a 2-D convolutional code can be specified by its parity-check matrix

$$H(D, Z) = \{h_{ij}(D, Z)\}, i = 1, 2, \ldots, c - b, j = 1, 2, \ldots, c$$

where $h_{ij}(D, Z)$ are polynomials over the formal variables D and Z. Combining the parent hypergraph-based code with parity-check matrix (3) and the constituent convolutional codes with parity-check matrices (4)-(6), we obtain a rate

$$
H_{\mathrm{hg}} =
\begin{array}{c}
\begin{array}{cccccccccccccccccccc} 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 & 11 & 12 & 13 & 14 & 15 & 16 & 17 & 18 & 19 & 20 \end{array} \\
\begin{array}{c} 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \\ 7 \\ 8 \\ 9 \\ 10 \\ 11 \\ 12 \\ 13 \\ 14 \end{array}
\left(
\begin{array}{cccc|cccc|cccc|cccc|cccc}
1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 \\
\hline
1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 \\
0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 \\
0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\
\hline
1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 \\
0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\
0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\
\end{array}
\right)
\end{array}
\tag{1}
$$

$R = 1/4$ 2-D hypergraph-based woven convolutional code with parity-check matrix

$$H(D,Z) = \begin{pmatrix} h_1(D) & h_2(D) & h_3(D) & h_4(D) \\ t_1(D) & t_2(D)Z & t_3(D)Z^2 & t_4(D)Z^3 \\ q_1(D) & q_2(D)Z^3 & q_3(D)Z & q_4(D)Z^2 \end{pmatrix}$$
$$= H_3(D) + H_2(D)Z + H_1(D)Z^2 + H_0(D)Z^3 \quad (7)$$

where

$$H_3(D) = \begin{pmatrix} h_1(D) & h_2(D) & h_3(D) & h_4(D) \\ t_1(D) & 0 & 0 & 0 \\ q_1(D) & 0 & 0 & 0 \end{pmatrix}$$

$$H_2(D) = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & t_2(D) & 0 & 0 \\ 0 & 0 & q_3(D) & 0 \end{pmatrix}$$

$$H_1(D) = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & t_3(D) & 0 \\ 0 & 0 & 0 & q_4(D) \end{pmatrix}$$

$$H_0(D) = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & t_4(D) \\ 0 & q_2(D) & 0 & 0 \end{pmatrix}.$$

In our example, $T(D)$ and $Q(D)$ are column permutations of $H(D)$, namely,

$$T(D) = \begin{pmatrix} h_1(D) & h_3(D) & h_4(D) & h_2(D) \end{pmatrix} \quad (8)$$
$$Q(D) = \begin{pmatrix} h_3(D) & h_4(D) & h_1(D) & h_2(D) \end{pmatrix} \quad (9)$$

where

$$\begin{aligned} h_1(D) &= 1 + D + D^2 + D^4 \\ h_2(D) &= 1 + D + D^2 + D^3 + D^4 \\ h_3(D) &= 1 + D + D^3 + D^5 \\ h_4(D) &= 1 + D^2 + D^5. \end{aligned}$$

Remark. The parity-check matrix (7), written in reciprocal form, is equal to the generator matrix $G^\perp(D,Z)$ of the dual code [9, Ch. 2].

The free distances of the two codes with parity-check matrices (3) and (4) are equal to 8 and 5, respectively. In the sequel we will show that, although both the parent and the constituent convolutional codes have rather small free distances, our construction yields a convolutional code with remarkably large free distance.

A straightforward use of a 2-D convolutional code determined by (7) requires that the information sequence is organized in the form of a 2-D array, semi-infinite in both dimensions. We choose, however, to tailbite the 2-D convolutional code in the Z-dimension and obtain the following parity-check matrix $H_{\mathrm{wg}}(D)$ for our rate $R = 5/20$ hypergraph-based woven convolutional code,

$$H_{\mathrm{wg}}(D) = \begin{pmatrix} H_3(D) & H_2(D) & H_1(D) & H_0(D) & \mathbf{0} \\ \mathbf{0} & H_3(D) & H_2(D) & H_1(D) & H_0(D) \\ H_0(D) & \mathbf{0} & H_3(D) & H_2(D) & H_1(D) \\ H_1(D) & H_0(D) & \mathbf{0} & H_3(D) & H_2(D) \\ H_2(D) & H_1(D) & H_0(D) & \mathbf{0} & H_3(D) \end{pmatrix}$$

where $\mathbf{0}$ denotes the all-zero matrix of size 3×4.

By Gaussian elimination we obtain the corresponding generator matrix of this convolutional code. The overall constraint length of this generator matrix is equal to 75 but it is catastrophic and, thus, nonminimal. We apply the Smith form decomposition in order to obtain an equivalent basic encoding matrix, which can be reduced to its minimal-basic form (Algorithm MB [9, Ch. 2]) with an overall constraint length of 67 and it is given by

$$G_{\mathrm{wg}}(D) = \begin{pmatrix} G_0(D) & G_1(D) & G_2(D) & G_3(D) & G_4(D) \\ G_4(D) & G_0(D) & G_1(D) & G_2(D) & G_3(D) \\ G_3(D) & G_4(D) & G_0(D) & G_1(D) & G_2(D) \\ G_2(D) & G_3(D) & G_4(D) & G_0(D) & G_1(D) \\ G_5(D) & G_5(D) & G_5(D) & G_5(D) & G_5(D) \end{pmatrix}$$

where (in our octal notation 64 corresponds to $1 + D + D^3$ [9])

$$\begin{aligned} G_0 &= \begin{pmatrix} 1473 & 40453 & 16256 & 62224 \end{pmatrix} \\ G_1 &= \begin{pmatrix} 44364 & 50324 & 36077 & 30173 \end{pmatrix} \\ G_2 &= \begin{pmatrix} 53717 & 4266 & 30434 & 32352 \end{pmatrix} \\ G_3 &= \begin{pmatrix} 37464 & 14262 & 6517 & 71254 \end{pmatrix} \end{aligned}$$

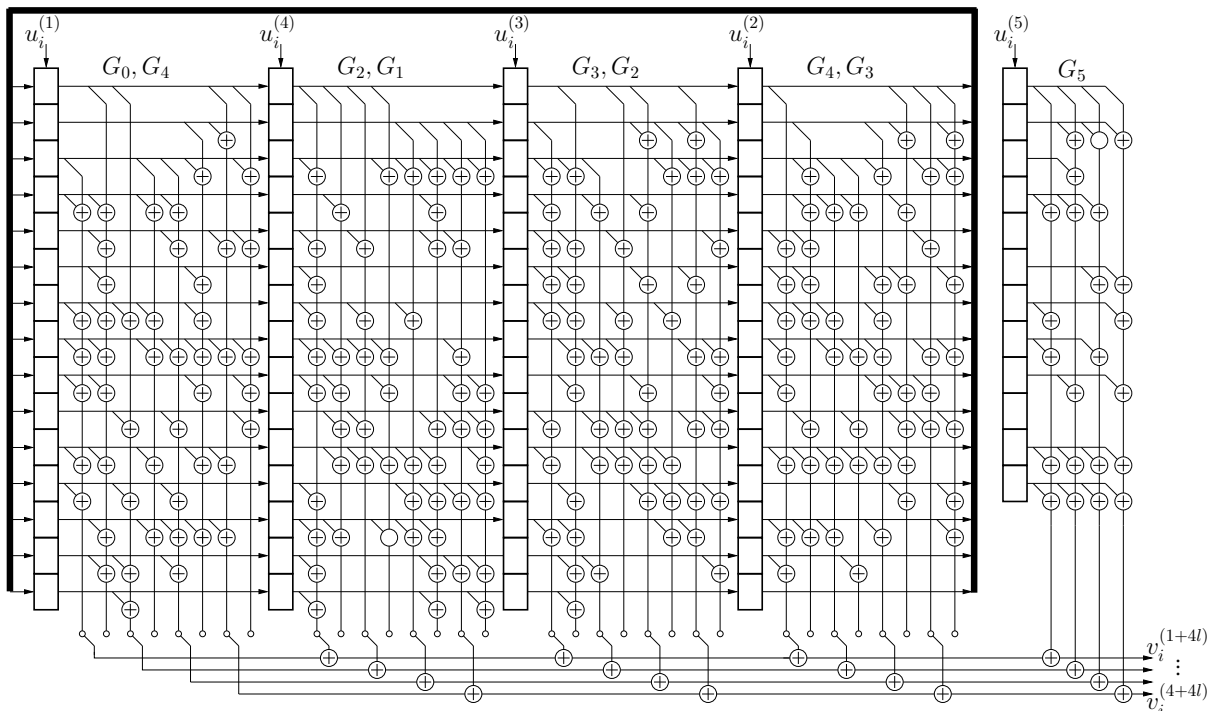|		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	0	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	5	1	0	0	0	0	1	0	0	0	0	1	0	0	0	0	1	0	0	0	0
	10	1	0	0	0	0	0	1	0	0	0	0	1	0	1	0	0	0	0	0	0
	1	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
	6	0	0	0	0	1	0	0	0	0	1	0	0	0	0	1	0	0	0	0	1
	11	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	1	0	1	0	0
$H_{\mathrm{hg}} =$	2	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0
	7	0	0	0	1	0	0	0	0	1	0	0	0	0	1	0	0	0	0	1	0
	12	0	1	0	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	1
	3	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0
	8	0	0	1	0	0	0	0	1	0	0	0	0	1	0	0	0	0	1	0	0
	13	0	0	0	1	0	1	0	0	0	0	0	0	1	0	0	0	0	0	1	0
	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1
	9	0	1	0	0	0	0	1	0	0	0	0	1	0	0	0	0	1	0	0	0
	14	0	0	1	0	0	0	0	1	0	1	0	0	0	0	0	0	1	0	0	0

(2)

Fig. 2.   Implementation of an R=5/20 hypergraph-based woven convolutional encoder.

$$G_4 = \begin{pmatrix} 47726 & 14624 & 31724 & 5234 \end{pmatrix}$$
$$G_5 = \begin{pmatrix} 4463 & 7413 & 6523 & 6153 \end{pmatrix}.$$

An implementation of this encoder is illustrated in Fig. 2. The input 5-tuple $u_i^{(1)}, u_i^{(2)}, \ldots, u_i^{(5)}$, $i = 0, 1, 2, \ldots$, enters the encoder every fifth clock pulse. The output connections with modulo-2 adders of each of the registers 1-4 (counted from left to right) are time-varying and determined by the matrices $G_0, G_1, \ldots, G_4$. The connections of register 5 are time-invariant and are determined by the matrix G_5. During each round of five clock pulses we begin with four circular shifts and obtain the four output 4-tuples $v_i^{(1+4l)}, v_i^{(2+4l)}, \ldots, v_i^{(4+4l)}$, $l = 0, 1, 2, 3$, by adding the 4-tuples of the outputs from the registers 1-4 to the 4-tuples of outputs from register 5. After these four circular shifts, $u_i^{(1)}$ is back at register 1 and the 4-tuple $v_i^{(1+4l)}, v_i^{(2+4l)}, \ldots, v_i^{(4+4l)}$ is generated for $l = 4$. The corresponding time-varying connections are described by Table I.

All registers can be considered as enlarged delay elements of the encoder of a TB code. After one clock cycle of five clock pulses a 20-tuple, $v_i^{(1)}, v_i^{(2)}, \ldots, v_i^{(20)}$, of the rate $R = 5/20$ convolutional code is generated. Then we shift a new input 5-tuple into the five registers without a circular shift and the next 20-tuple of output symbols is generated similarly.

III. FREE DISTANCE

To evaluate the free distance we used the BEAST algorithm [14], which is, to the best of our knowledge, the most powerful existing tool for computing distance spectra of convolutional codes. However, even for this algorithm the overall constraint

	Register			
clock pulse	1	2	3	4
1	G_0	G_2	G_3	G_4
2	G_0	G_1	G_3	G_4
3	G_0	G_1	G_2	G_4
4	G_0	G_1	G_2	G_3
5	G_4	G_1	G_2	G_3

TABLE I
TIME-VARYING CONNECTIONS.

length 67 seemed to be too large. Therefore the task was a challenge.

We started by finding different upper bounds on the free distance. According to the Griesmer bound for convolutional codes, the free distance for *any* binary, rate $R = b/c$ convolutional code encoded by a minimal-basic encoding matrix of memory m satisfies [9, Ch. 3]

$$\sum_{j=0}^{bi-1} \left\lceil \frac{d_{\text{free}}}{2^j} \right\rceil \le (m+i)c \qquad (10)$$

for $i = 1, 2, \ldots$. Applying (10) to any rate $R = 5/20$, memory $m = 14$ convolutional code, we obtain $d_{\text{free}} \le 154$. For *particular* convolutional codes we can strengthen the bound (10) as follows. Consider our convolutional code with encoding matrix

$$G_{\text{wg}}(D) = G_{\text{wg},0} + G_{\text{wg},1}D + \cdots + G_{\text{wg},m}D^m$$

or, written as a semi-infinite binary matrix,

$$\boldsymbol{G}_{\text{wg}} = \begin{pmatrix} G_{\text{wg},0} & G_{\text{wg},1} & \ldots & G_{\text{wg},m} & & \\ & G_{\text{wg},0} & G_{\text{wg},1} & \ldots & G_{\text{wg},m} & \\ & & \ddots & \ddots & & \ddots \end{pmatrix}$$

where $G_{\text{wg},i}$, $i = 0, 1, \ldots, m$, are 5×20 binary matrices. Then represent our woven hypergraph-based convolutional code in minimal span form [15], obtained by applying linear row operations to the encoding matrix given in minimal-basic form. Each row of this encoding matrix is reduced in such a way that it starts and ends at different positions than all other rows. This allows us to obtain a bound tighter than (10) since this matrix has the shortest possible span, that is, the shortest possible length of the nontrivial part of a row. Let N denote the minimum span (support) of dimension K subcodes, where $K = 1, 2, \ldots$. Then we have the following upper bound on the free distance

$$d_{\text{free}} \leq \min_{K \geq 1} \{d(N, K)\}$$

where $d(N, K)$ denotes the Griesmer bound [5, Ch. 17] on the minimum distance of an (N, K) linear block code, and N is the number of columns of the $K \times N$ submatrix of the minimal-span form of $\boldsymbol{G}_{\text{wg}}$. For our woven hypergraph-based convolutional code, we obtain the minimum value 150 for $K = 6$ and $\text{span} = N = 298$; for these values of K and N the Griesmer bound is achievable [5, Ch.17. Th. 25]. Thus, by using this approach we conclude that $d_{\text{free}} \leq 150$.

Another approach is based on the row distances of convolutional encoders. It is well-known that the row distances obtained for convolutional encoders are upper bounds on the free distances and that they can be used very efficiently to reduce the set of promising candidates when we are searching for convolutional encoders [9, Ch. 8]. For our encoder we obtain $d_0^r = d_1^r = d_2^r = 130$ and $d_3^r = \ldots = d_6^r = 120$, thus, we have $d_{\text{free}} \leq 120$. The row-distance approach yields a much stronger upper-bound at the cost of rather heavy computer computations.

Finally, the BEAST algorithm is used for the code analysis. Finding the free distance for such a code would take prohibitively long time without using parallel computations on many processors. Using about 100 processors in parallel yields the free distance, $d_{\text{free}} = 120$, of this woven hypergraph-based convolutional code, where the individual forward and backward sets of the BEAST algorithms are sorted and merged by individual processors. We thereby obtain that there exists only one codeword of weight 120 with corresponding length $(1 + 3 + 11)20 = 300$. Based on our experience obtained from studying less complex woven hypergraph-based convolutional codes, we conjecture that the next nonzero spectral component occurs at weight 130 (*cf.* the sequence of row distances shown above).

Costello's asymptotic lower bound on the free distance establishes the existence of a rate $R = b/c$, memory m convolutional code in the ensemble of binary, periodically time-varying (period $T >> m$) convolutional codes having a free distance satisfying

$$\frac{d_{\text{free}}}{mc} \geq \frac{R}{-\log_2(2^{1-R} - 1)} + O\left(\frac{\log_2 m}{m}\right).$$

For rate $R = 5/20$, the main term in Costello's asymptotic bound is 0.452 but for our convolutional code we have $d_{\text{free}}/mc = 0.429$. However, from the derivation of Costello's lower bound in [9, Ch. 3] we borrow the following:

$$d_{\text{free}} > \frac{-mb}{\log_2(2^{1-R} - 1)}$$
$$- \frac{\log_2(2^R - 1) + \log_2(m^{-2} - 2^{\left(h(\frac{1}{m}) + R - 1\right)m^2 c})}{\log_2(2^{1-R} - 1)}$$

which for the parameters $R = 5/20$ and memory $m = 14$ of our woven hypergraph-based convolutional code yields $d_{\text{free}} \geq 109$.

IV. CONCLUSIONS

In this paper we have described a construction of a rate $R = 5/20$ hypergraph-based woven convolutional code. It has memory $m = 14$ and its free distance is $d_{\text{free}} = 120$. We specified a minimal-basic encoding matrix with an overall constraint length $\nu = 67$.

Constructing such a powerful convolutional code is interesting per se. Notice, that the best known convolutional code with rate $R = 1/4$ has overall constraint length $\nu = 15$ and free distance $d_{\text{free}} = 40$ [14]. Clearly, convolutional codes with large distances can be constructed as the product of short codes, but the corresponding rate of such a construction is the product of the rates of the constituent codes. In contrary to this, the rate of our woven construction is determined by the rate of the underlying graph (hypergraph). However, whether we can decode such a convolutional code (suboptimally) with reasonable complexity is still an open question.

For verifying such a huge free distance, it was crucial to have an extremely powerful algorithm. We used the BEAST algorithm where the sorting and merging of the individual forward and backward sets were distributed among several processors, but we would also like to mention that by running the BEAST algorithm on a single laptop we could, in a few minutes, obtain that the free distance was at least 80. Tho verify $d_{\text{free}} = 120$ was a task worthy (a) BEAST.

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