

# Topics in Coding, Cryptography and Information Security

#### **Editors:**

Mohammad Umar Siddiqi Sigit Puspito Wigati Jarot Othman Omran Khalifa





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## Chapter 11

## Turbo Codes: An Error Correction Technique for 4G

#### Mosharrof Hussain Masud and Mohammad Umar Siddiqi

#### 11.1. Introduction

The first generation (1G) and second generation (2G) wireless mobile communication systems were designed primarily for voice transmission around in 1980 [1]. The 1G used analog frequency modulation technique where the subsequent generations have been using digital communication techniques for example, time division multiplexing (TDM), frequency division multiplexing (FDM) or the code division multiple access (CDMA). The recently introduced third generation (3G) wireless system has designed for high data transmission over the 2G systems that includes interactive multimedia services in the wireless networks. Mobile users and their demands are increasing dramatically over the glove day by day. However, the users are not satisfied with the coverage of 384 kbps peak rate in a wide area network (WAN) and limited coverage for 2 Mbps. Therefore, high data transmission is one of the design challenges for fourth generation (4G) that has been implemented in some countries in the world. The 4G will be the ultimate telecommunication solution for different technologies including GSM, UMTS, WiFi, WiMAX etc. that facilitates the heterogeneous environments. To provide enhanced QoS, turbo coding technique has been used in 4G networks. In this chapter it will be discussed briefly about 4G technology, the encoding and decoding methods of 4G technology by using Turbo Coding, and its performances as well.

#### 11.2. Overview of 4G

4G (also known as Beyond 3G), an abbreviation for Fourth-Generation, is a term used to describe the next complete evolution in wireless communications. A 4G system will be a complete replacement for current networks and be able to provide a comprehensive and secure IP solution where voice, data, and streamed multimedia can be given to users on an "Anytime, Anywhere" basis, with a much higher data rates than previous generations [2].