

# The capacity of some hexagonal $(d, k)$ -constraints

Zsolt Kukorelly and Kenneth Zeger  
 Department of Electrical and Computer Engineering  
 University of California, San Diego  
 La Jolla, CA 92093-0407  
 {kukorell,zeger}@code.ucsd.edu

**Abstract** — We consider two-dimensional binary codes whose bits lie on a hexagonal lattice and satisfy a  $(d, k)$  constraint in six directions. We prove that the capacity is zero if  $k = d + 2$  and give positive lower bounds on the capacity for  $k \geq 4\lceil d/2 \rceil + 1$ .

## I. INTRODUCTION AND DEFINITIONS

For integers  $k \geq d \geq 0$ , a binary sequence *satisfies the  $(d, k)$  constraint* if two consecutive ones are separated by at least  $d$  and at most  $k$  zeros. A two-dimensional binary pattern arranged in a rectangle satisfies the  $(d, k)$  constraint if it satisfies the one-dimensional  $(d, k)$  constraint both horizontally and vertically. In general, for a two-dimensional constraint  $S$ , the *capacity of  $S$*  is defined by

$$C(S) = \lim_{n, m \rightarrow \infty} \frac{\log_2(N_S(n, m))}{mn} \quad (1)$$

where  $N_S(n, m)$  is the number of  $n \times m$ -rectangles satisfying  $S$ . This is asymptotically the quantity of information given by a binary digit in a two-dimensional rectangle satisfying  $S$ .

In our setting, a codeword is a function  $f: \mathbb{Z}^2 \rightarrow \{0, 1\}$ , i.e., a labeling of  $\mathbb{Z}^2$  with zeros and ones. A *code* is a set of codewords. A  $(d, k)$ -constrained code is a code whose codewords all satisfy the  $(d, k)$  constraint.

The capacity of two-dimensional  $(d, k)$  constraints has been investigated by several authors [2, 3, 5] and efficient coding methods have been proposed, especially for  $(d, k) = (1, \infty)$  [4]. In all of these cases, the code bits lie on a square lattice. However, by using a hexagonal lattice, it is possible to pack more code bits per area unit. More exactly, one can place  $2/\sqrt{3}$  times more code bits per area. As for square lattices, we can define a  $(d, k)$  constraint on a hexagonal lattice, in which case a 1 must be surrounded by at least  $d$  and at most  $k$  zeros in six directions.

Denote the capacity of a  $(d, k)$ -constraint for the square lattice by  $C_{sq}(d, k)$  and for the hexagonal lattice by  $C_{hex}(d, k)$ . Thus, if  $C_{hex}(d, k) \geq C_{sq}(d, k) \cdot \sqrt{3}/2$ , then it is possible to place more information per area unit with a  $(d, k)$ -constrained code on the hexagonal lattice than on the square lattice.

In this paper, we investigate the zero capacity region of hexagonal  $(d, k)$  constraints, i.e., the set of pairs  $(d, k)$  with  $C_{hex}(d, k) = 0$ . We give a partial answer, which narrows down the unresolved cases to those  $d$  and  $k$  satisfying  $d + 3 \leq k \leq 2d$ .

## II. MAIN RESULTS

A hexagonal lattice with a  $(d, k)$  constraint is topologically the same as the square lattice with a  $(d, k)$  constraint horizontally, vertically, and on the Northwest-Southeast diagonal. Any codeword that satisfies the hexagonal  $(d, k)$  constraint also satisfies the usual two-dimensional  $(d, k)$  constraint. Therefore,  $C_{hex}(d, k) \geq C_{sq}(d, k)$  for all  $d$  and all  $k$ . In particular,

as  $C_{sq}(d, d + 1) = 0$  [3], we also have  $C_{hex}(d, d + 1) = 0$ . Also,  $C_{hex}(0, 1)$  is known exactly [1] and is positive.

**Theorem:**  $C_{hex}(d, d + 2) = 0$  for all  $d \geq 1$ .

For  $d = 1$ , this is proved by showing that the pattern 101 is impossible, and thus  $C_{hex}(1, 3) = C_{hex}(2, 3) = 0$ . For  $d \geq 2$ , we show that for  $n, m$  large enough, the number of  $n \times m$  rectangles that satisfy the constraint and contain the pattern  $10^d 1$  is upper-bounded by  $K2^{an+bm}$  for some constants  $K, a, b$ . Thus, the codewords with a  $10^d 1$  pattern contribute 0 to capacity and hence  $C_{hex}(d, d + 2) = C_{hex}(d + 1, d + 2) = 0$ .

**Theorem:** If  $d$  is a positive even integer then:

1. If  $k + 1$  is an odd multiple of  $d + 1$ , then  $C_{hex}(d, k) \geq \frac{1}{d+1} - \frac{1}{k+1}$ ;
2. if  $k + 1$  is an even multiple of  $d + 1$ , then  $C_{hex}(d, k) \geq \frac{1}{d+1} - \frac{1}{k+1} - \frac{d+1}{(k+1)^2}$ ;

This is proved by tiling the plane with a  $(k + 1) \times (k + 1)$ -square that contains free bits, i.e., points which can be labeled by 0 or by 1, such that the obtained codewords always satisfy the constraints.

**Corollary:**

1. For  $d \geq 2$  even,  $C_{hex}(d, 2d + 1) > 0$ .
2. For  $d \geq 1$  odd,  $C_{hex}(d, 2d + 3) > 0$ .
3. For  $d \geq 2$  even,  $C_{hex}(d, \infty) \geq \frac{1}{d+1}$ ;
4. For any  $d \geq 1$ ,  $C_{hex}(d, \infty) \geq \frac{1}{d+2}$ .

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