

# CRC Coding

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# Introduction

- CRC is a widely used technique for error checking in streams of data
- Used in protocols used in data transmission.
- CRC-16 and CRC-32 with user defined proprietary polynomials
- ModelSim Software for the simulation.
- Simulating CRC 16 Serial, CRC 16 Parallel, CRC 32 Serial and CRC 32 Parallel for the given polynomial.



# What is CRC?

- Cyclic codes are special linear block codes with one extra property. In a cyclic code, if a code word is cyclically shifted (rotated), the result is another code word.
  - A cyclic redundancy check (CRC) is an error-detecting code commonly used in digital networks and storage devices to detect accidental changes to raw data.
  - Blocks of data entering these systems get a short check value attached, based on the remainder of a polynomial division of their contents; on retrieval the calculation is repeated, and corrective action can be taken against presumed data corruption if the check values do not match.
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# Division in CRC Encoder

Dataword **1 0 0 1**



Division

Quotient

1 0 1 0

Divisor 1 0 1 1

1 0 0 1 **0 0 0**

Dividend:  
augmented  
dataword

Leftmost bit 0:  
use 0000 divisor

1 0 1 1

0 1 0 0

0 0 0 0

1 0 0 0

1 0 1 1

0 1 1 0

0 0 0 0

**1 1 0**

Remainder

Leftmost bit 0:  
use 0000 divisor

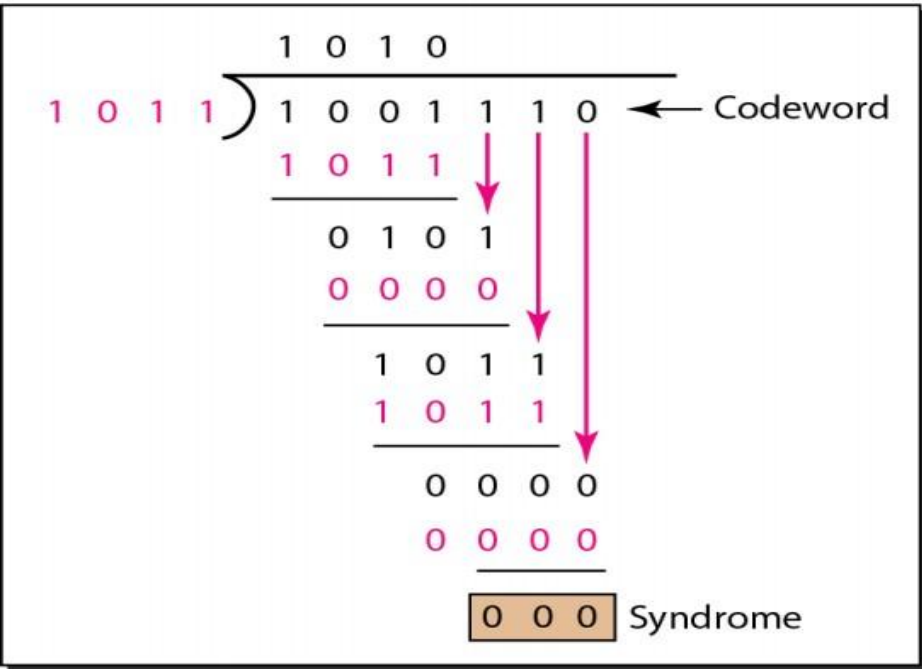
Codeword **1 0 0 1** **1 1 0**  
Dataword Remainder

## Division in Decoder

Codeword 

1	0	0	1	1	1	0
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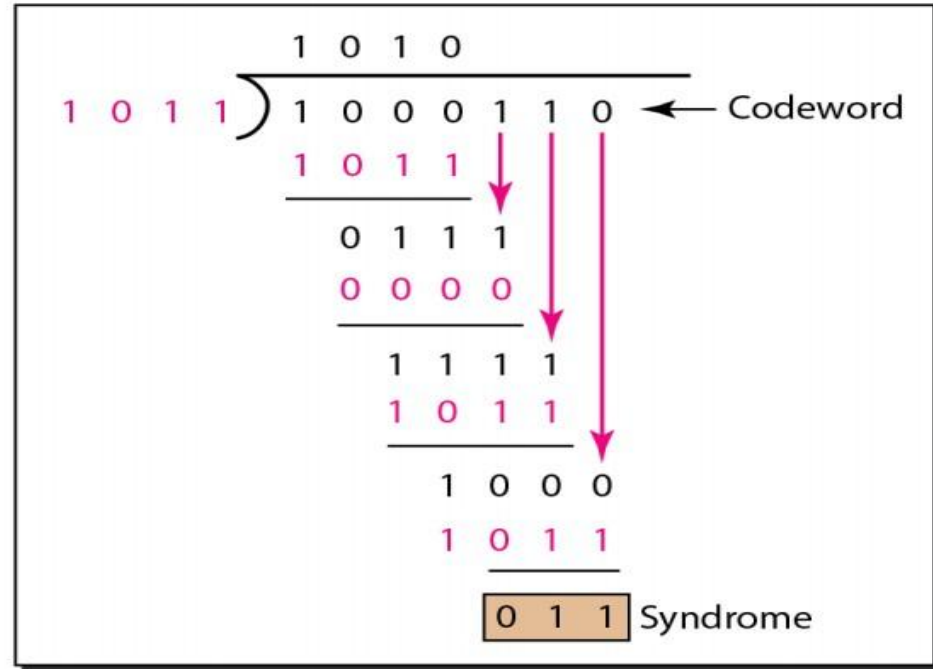
Division



Dataword accepted 1 0 0 1

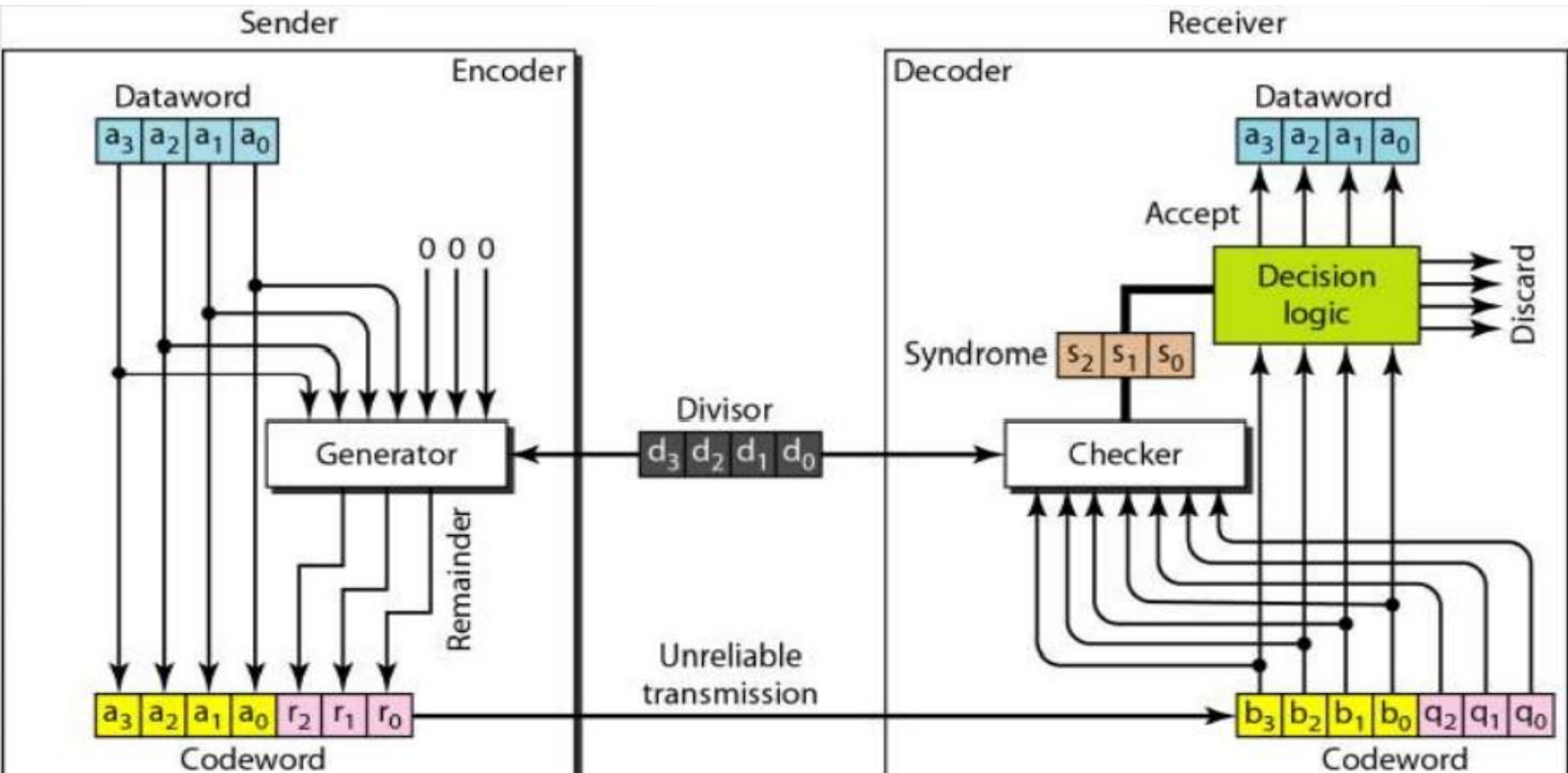
Codeword    1 0 0 0 1 1 0

Division

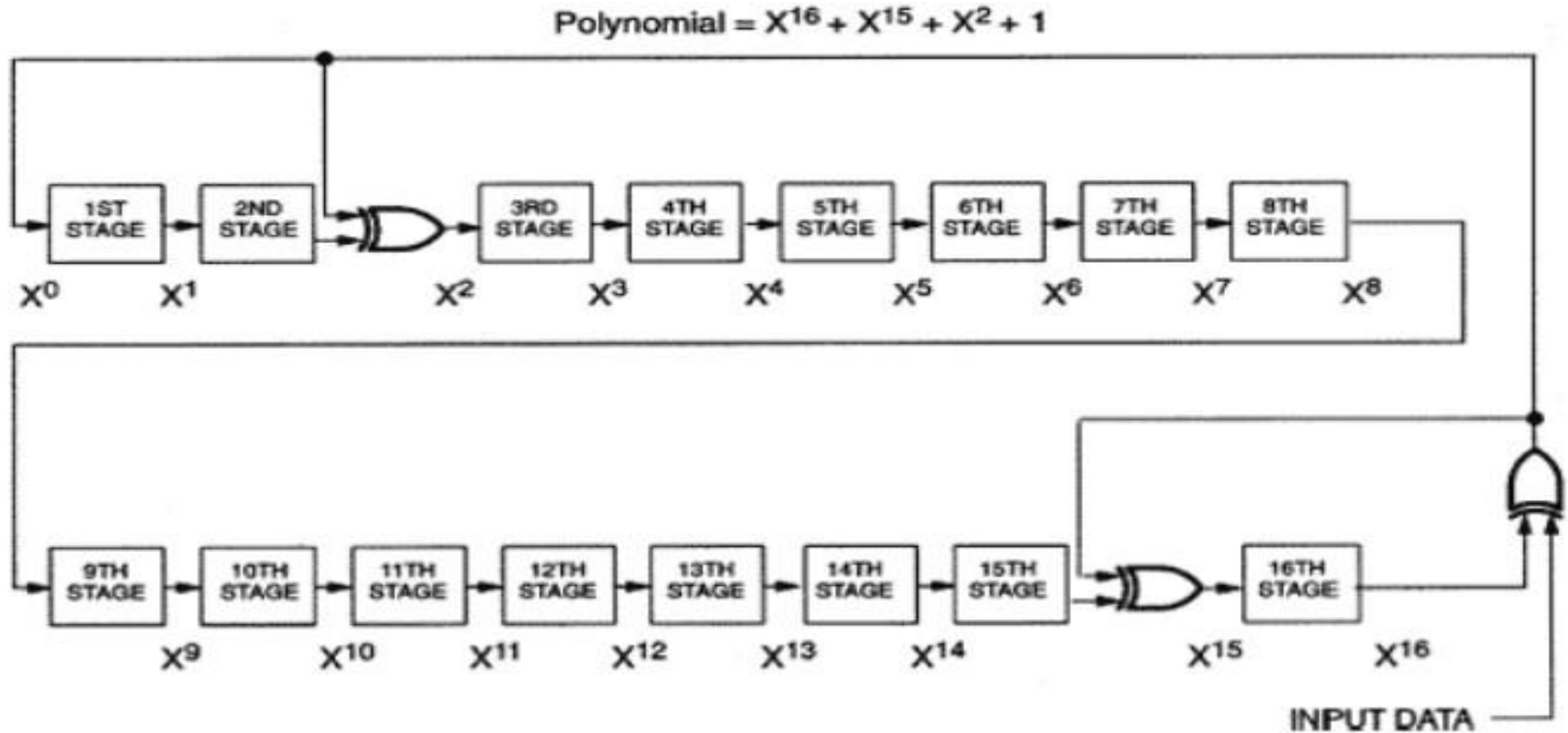


Dataword discarded

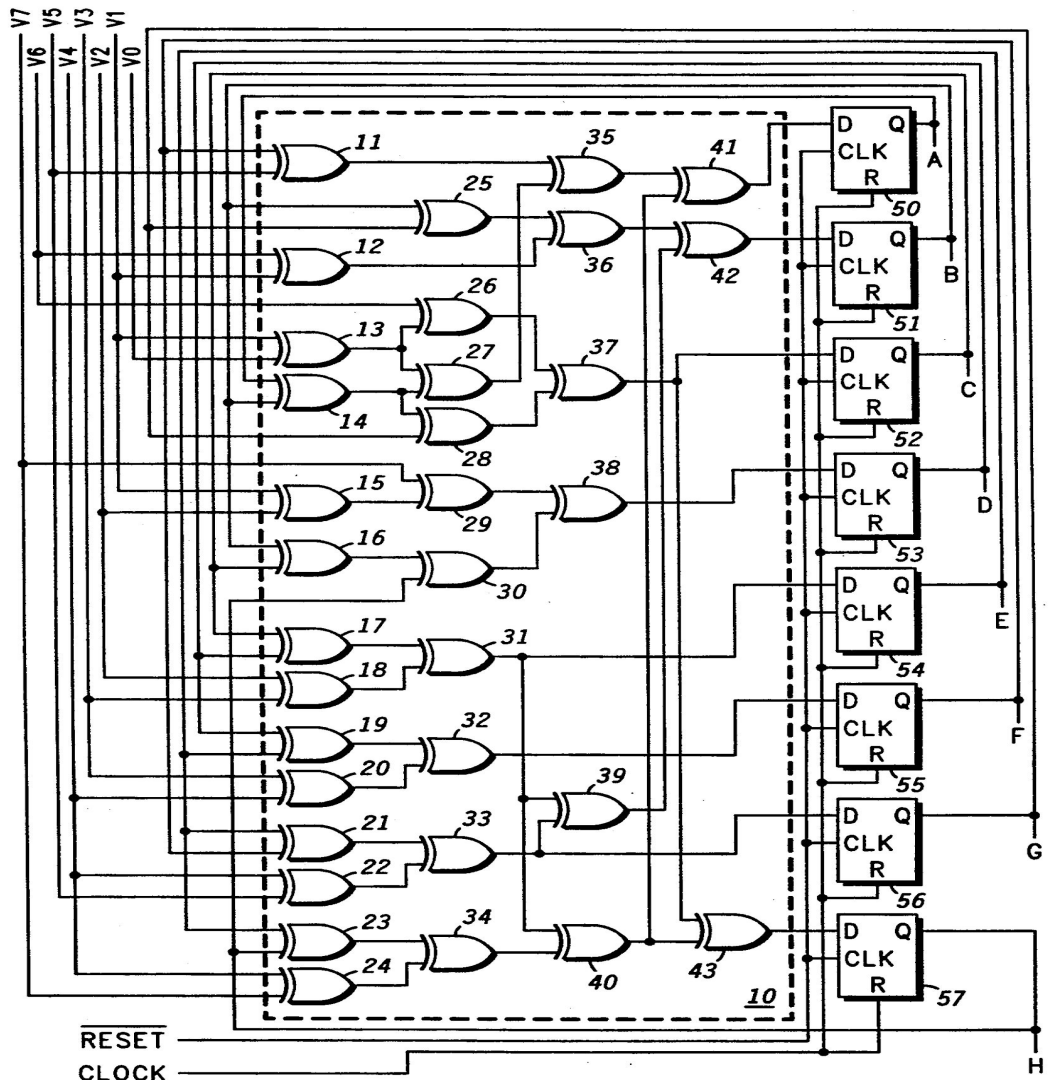
# CRC Encoder and Decoder



# CRC 16 bit serial example





# CRC 8 bit Parallel Example

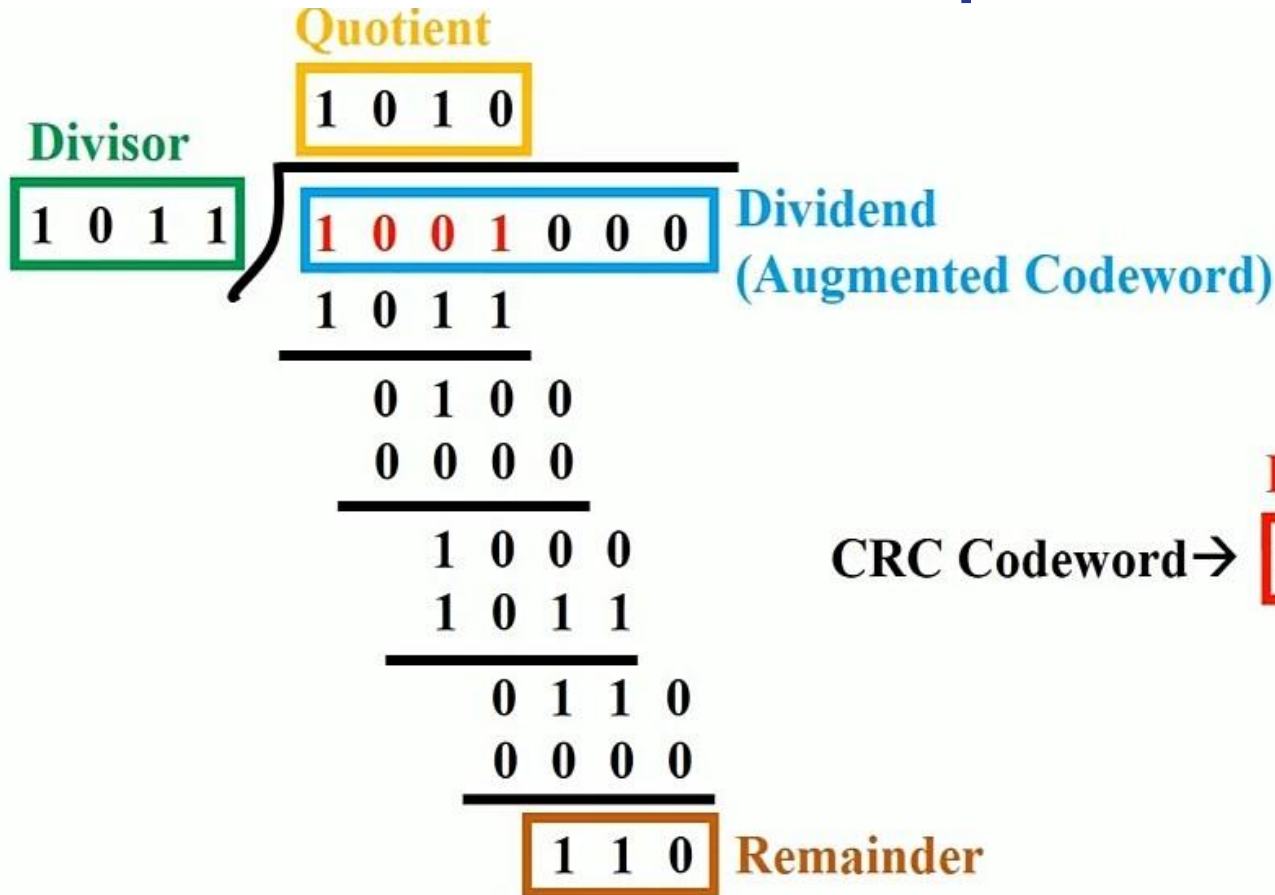




# Hardware Implementation Series

- $k$  = the length of **dataword**
- $r$  = the length of **redundant bits**
- $n = k+r$  = the length of codeword
-  = Shift Register
-  = XOR Gate

# Concept



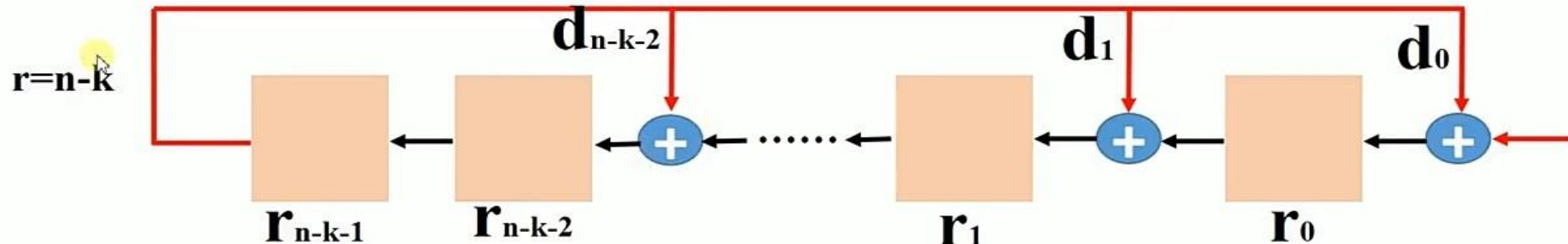
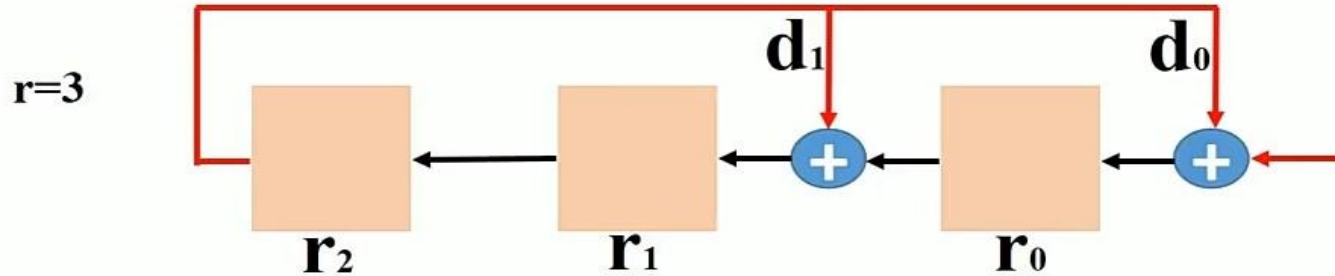
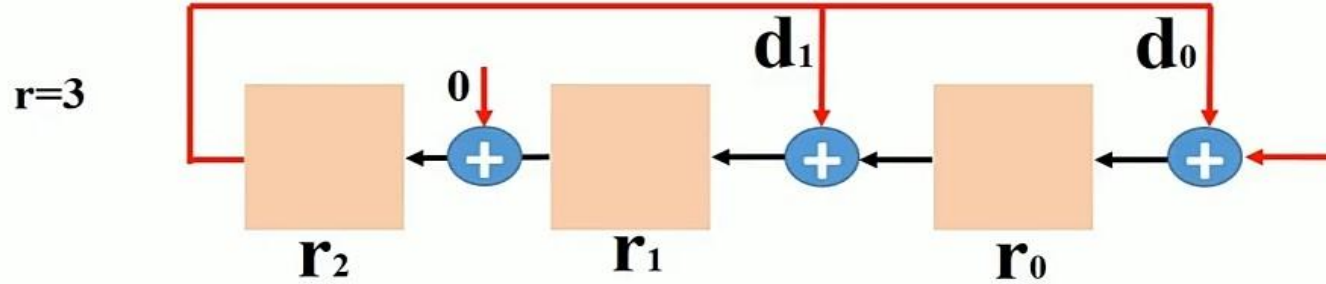
$$k = 4$$

$$r = 3$$

$$n = k + r = 4 + 3 = 7$$

CRC Codeword → **Dataword** 1 0 0 1 **Remainder** 1 1 0

# Principle And Implementation

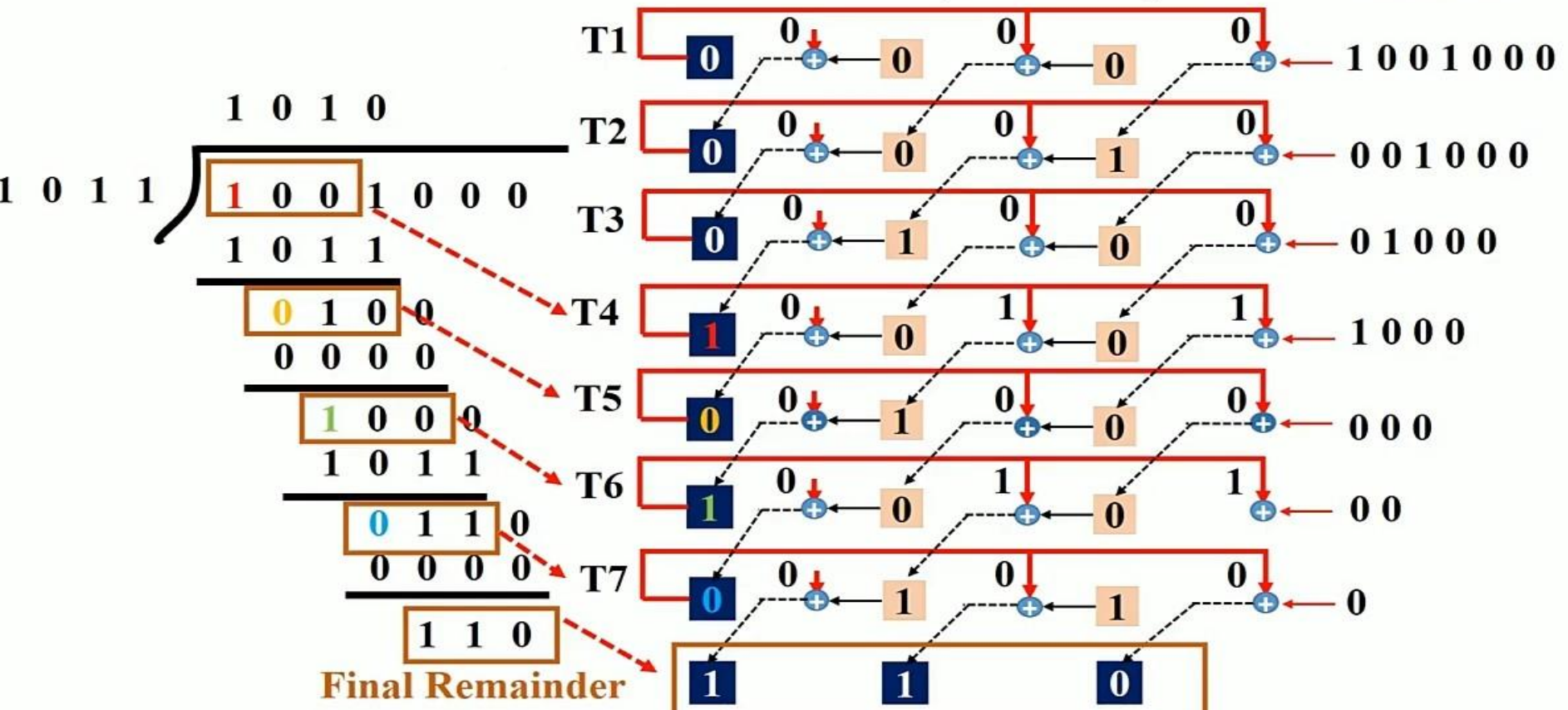


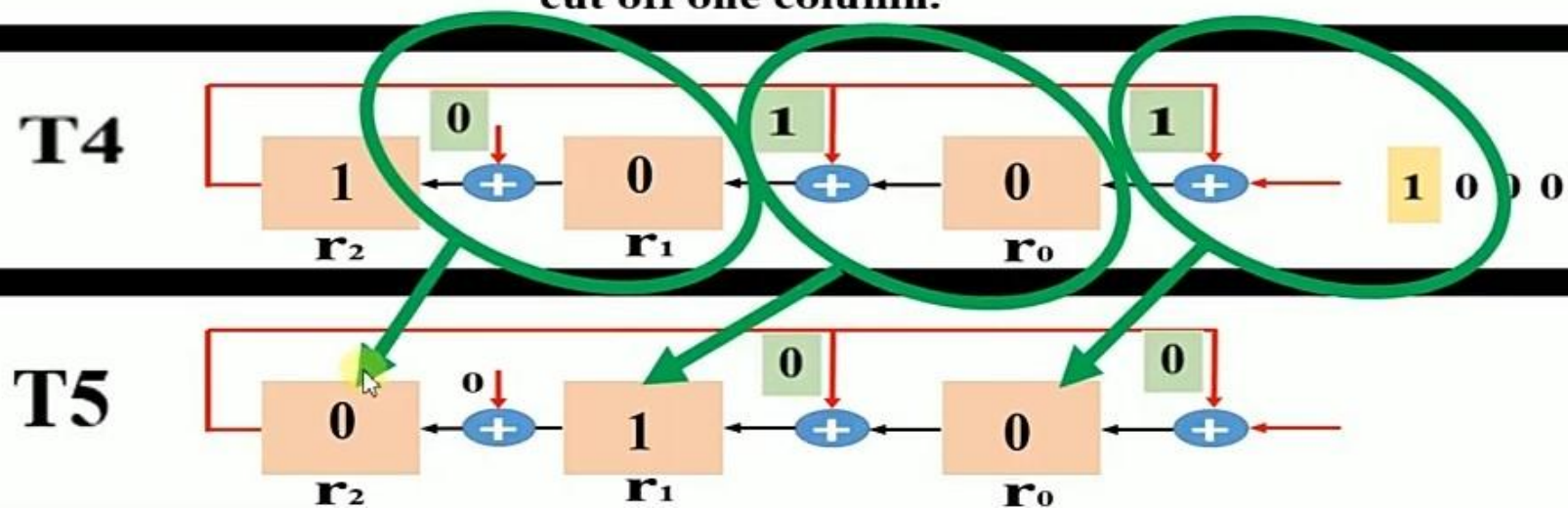
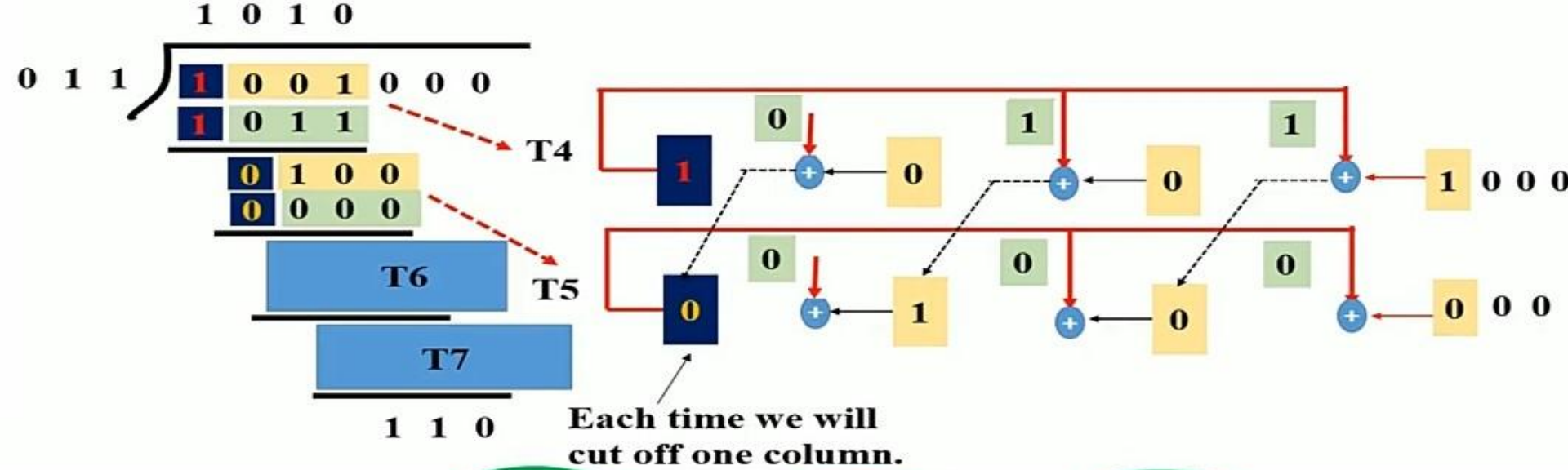
# 4 bit Series implementation

T1 → one clock time    ⊕ → XOR

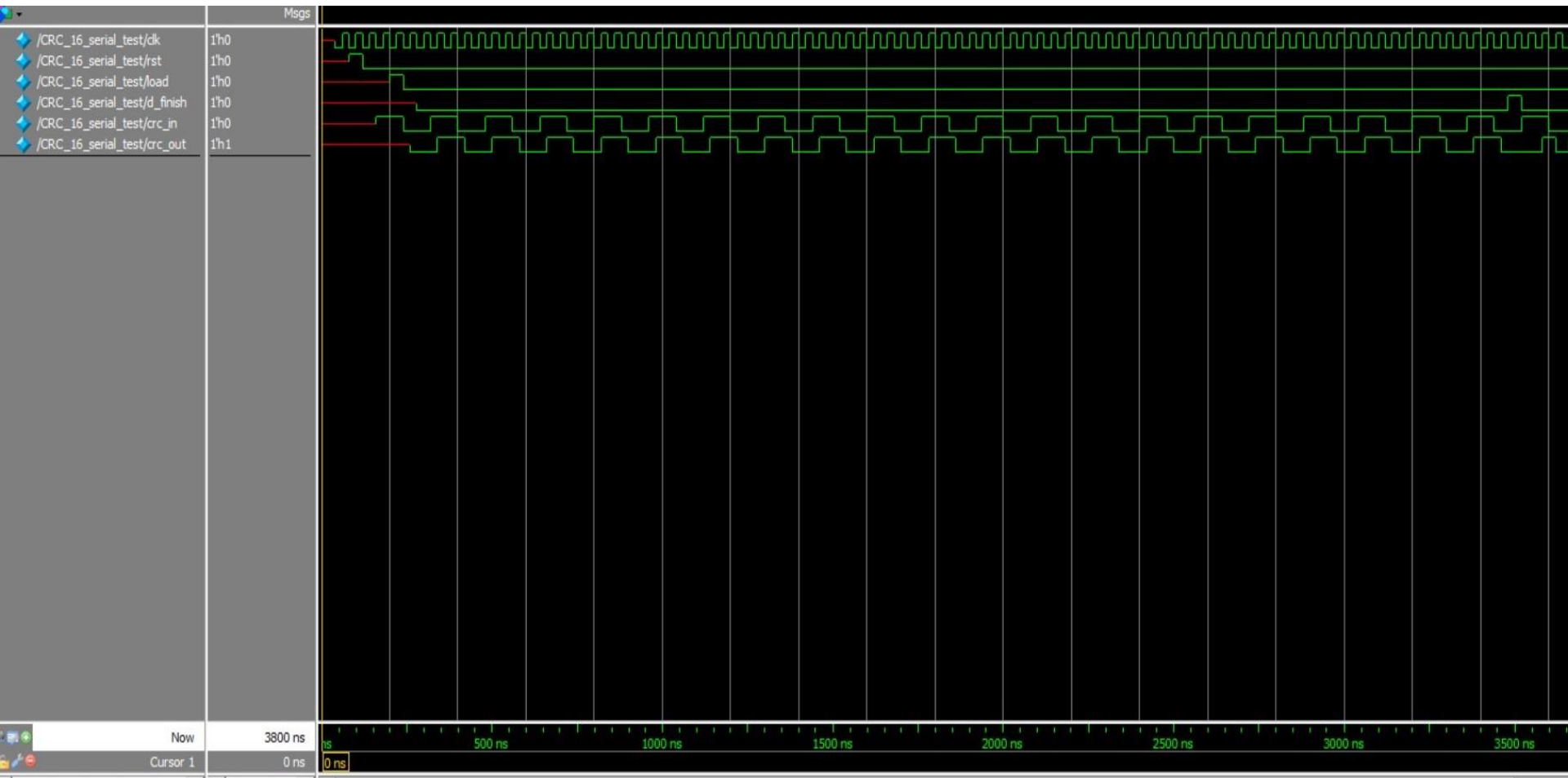
□ → Shift Register  
(Remainder)

Augmented  
dataword

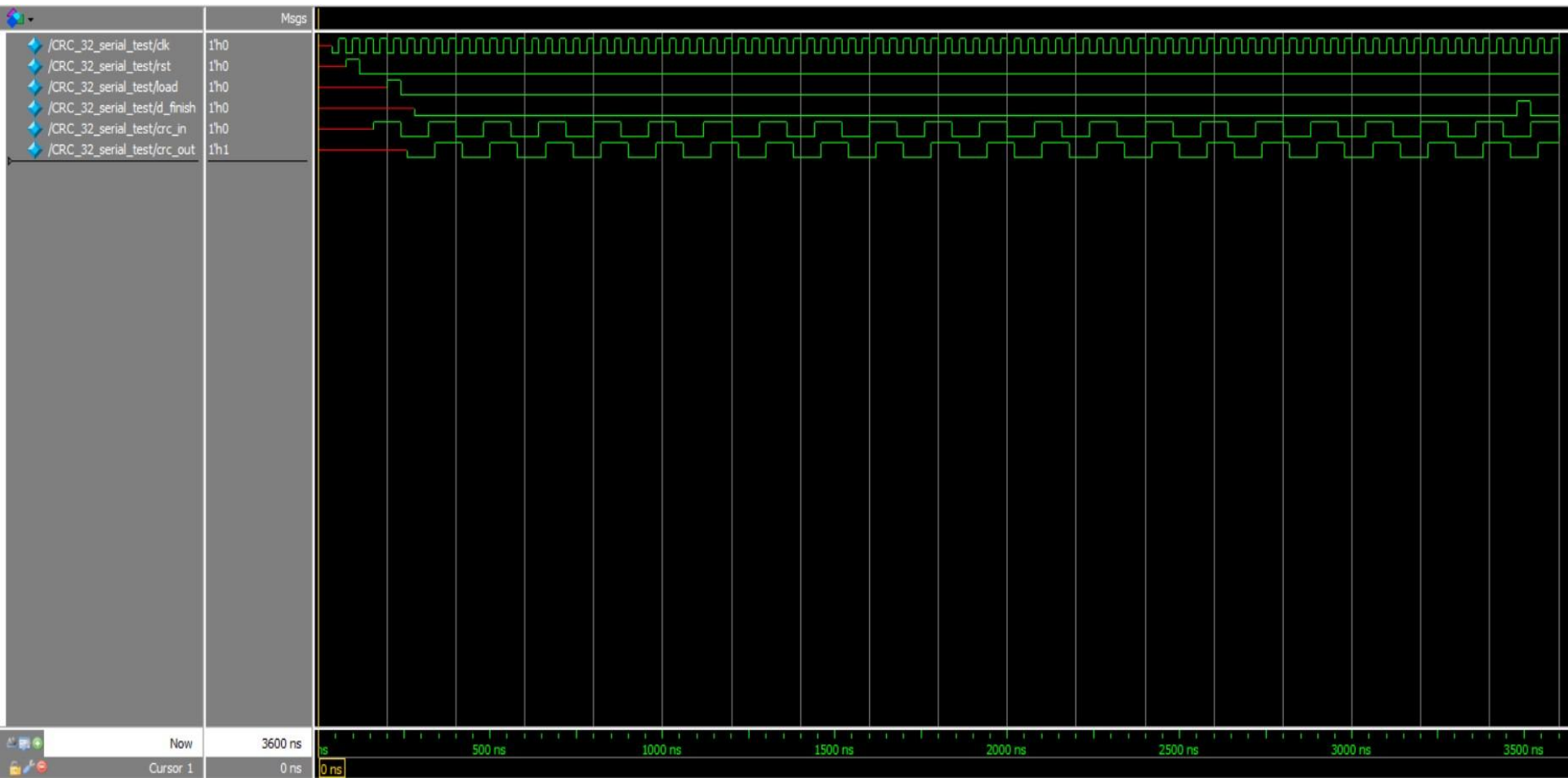




# Results

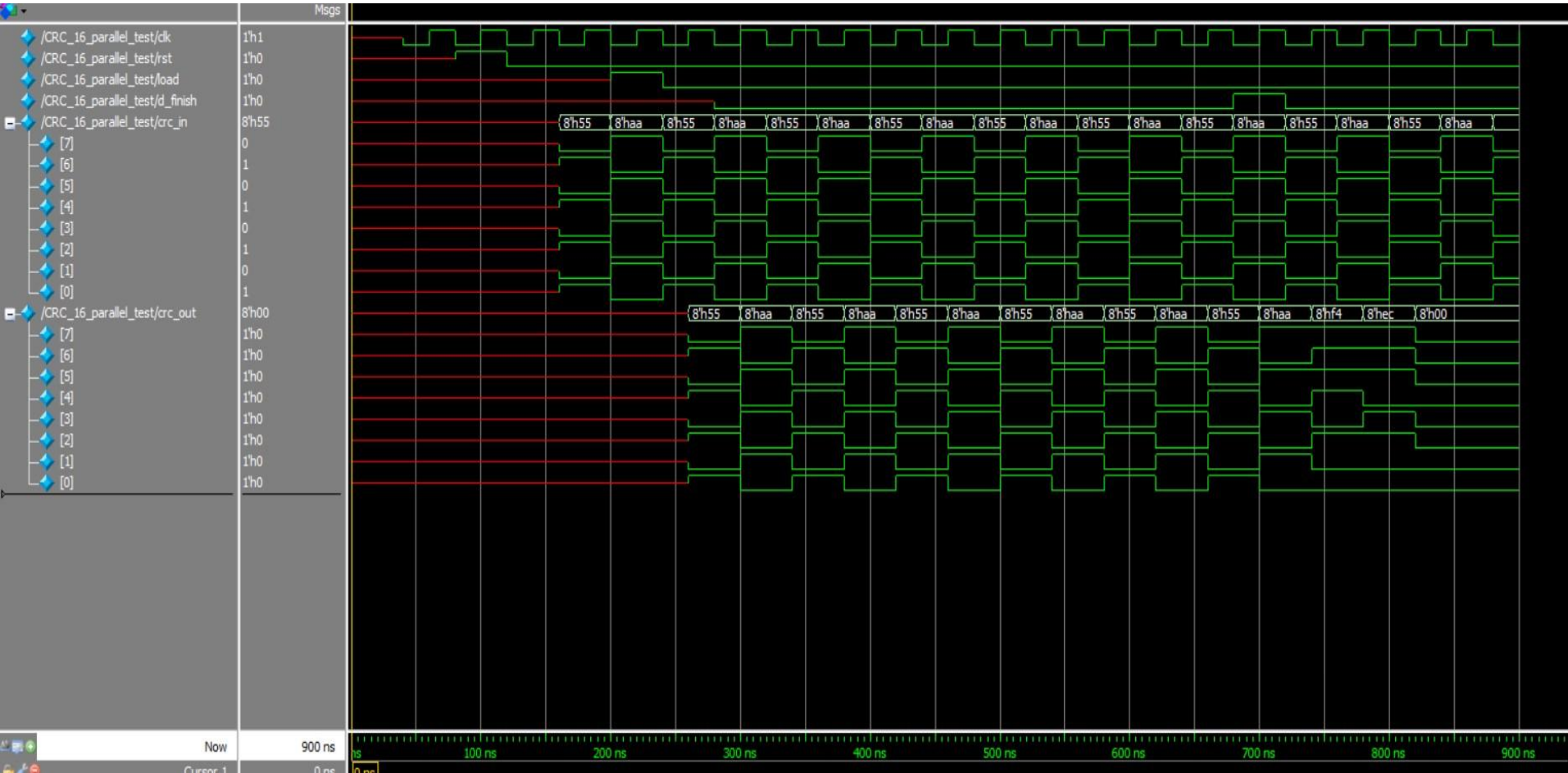


# Results





# Results





# Results



# Thank You

