```
1 /*
     This file contains an ECC algorithm from Toshiba that detects and
     corrects 1 bit errors in a 256 byte block of data.
     drivers/mtd/nand/nand ecc.c
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   */
  #include linux/types.h>
  #include < linux/kernel.h>
  #include < linux/module.h>
  #include <linux/mtd/nand_ecc.h>
   * Pre-calculated 256-way 1 byte column parity
   * /
  static const u_char nand_ecc_precalc_table[] = {
              0x00, 0x55, 0x56, 0x03, 0x59, 0x0c, 0x0f, 0x5a, 0x5a, 0x0f, 0x0c, 0x59, 0x03, 0x56, 0x55, 0x00,
              0x65, 0x30, 0x33, 0x66, 0x3c, 0x69, 0x6a, 0x3f, 0x3f, 0x6a, 0x69, 0x3c, 0x66, 0x33, 0x30, 0x65,
              0x66, 0x33, 0x30, 0x65, 0x3f, 0x6a, 0x69, 0x3c, 0x3c, 0x69, 0x6a, 0x3f, 0x65, 0x30, 0x33, 0x66,
              0x03, 0x56, 0x55, 0x00, 0x5a, 0x0f, 0x0c, 0x59, 0x59, 0x0c, 0x0f, 0x5a, 0x00, 0x55, 0x56, 0x03,
50
              0x69, 0x3c, 0x3f, 0x6a, 0x30, 0x65, 0x66, 0x33, 0x33, 0x66, 0x65, 0x30, 0x6a, 0x3f, 0x3c, 0x69,
              0x0c, 0x59, 0x5a, 0x0f, 0x55, 0x00, 0x03, 0x56, 0x56, 0x03, 0x00, 0x55, 0x0f, 0x5a, 0x59, 0x0c,
              0x0f, 0x5a, 0x59, 0x0c, 0x56, 0x03, 0x00, 0x55, 0x55, 0x00, 0x03, 0x56, 0x0c, 0x59, 0x5a, 0x0f,
              0x6a, 0x3f, 0x3c, 0x69, 0x33, 0x66, 0x65, 0x30, 0x30, 0x65, 0x66, 0x33, 0x69, 0x3c, 0x3f, 0x6a,
              0x6a, 0x3f, 0x3c, 0x69, 0x33, 0x66, 0x65, 0x30, 0x30, 0x65, 0x66, 0x33, 0x69, 0x3c, 0x3f, 0x6a,
55
              0x0f, 0x5a, 0x59, 0x0c, 0x56, 0x03, 0x00, 0x55, 0x55, 0x00, 0x03, 0x56, 0x0c, 0x59, 0x5a, 0x0f,
              0x0c, 0x59, 0x5a, 0x0f, 0x55, 0x00, 0x03, 0x56, 0x56, 0x03, 0x00, 0x55, 0x0f, 0x5a, 0x59, 0x0c,
              0x69, 0x3c, 0x3f, 0x6a, 0x30, 0x65, 0x66, 0x33, 0x33, 0x66, 0x65, 0x30, 0x6a, 0x3f, 0x3c, 0x69,
              0x03, 0x56, 0x55, 0x00, 0x5a, 0x0f, 0x0c, 0x59, 0x59, 0x0c, 0x0f, 0x5a, 0x00, 0x55, 0x56, 0x03,
              0x66, 0x33, 0x30, 0x65, 0x3f, 0x6a, 0x69, 0x3c, 0x3c, 0x69, 0x6a, 0x3f, 0x65, 0x30, 0x33, 0x66,
60
              0x65, 0x30, 0x33, 0x66, 0x3c, 0x69, 0x6a, 0x3f, 0x3f, 0x6a, 0x69, 0x3c, 0x66, 0x33, 0x30, 0x65,
              0x00, 0x55, 0x56, 0x03, 0x59, 0x0c, 0x0f, 0x5a, 0x5a, 0x0f, 0x0c, 0x59, 0x03, 0x56, 0x55, 0x00
  };
```

```
65 /**
    * nand_calculate_ecc - [NAND Interface] Calculate 3-byte ECC for 256-byte block
    * @mtd:
                          MTD block structure
    * @dat:
                          raw data
                          buffer for ECC
    * @ecc_code:
 70 */
   int nand_calculate_ecc(struct mtd_info * mtd, const u_char * dat,
                                    u char * ecc code)
   {
              uint8_t idx, reg1, reg2, reg3, tmp1, tmp2;
 75
              /* Initialize variables */
              reg1 = reg2 = reg3 = 0;
              /* Build up column parity * /
 80
              for(i = 0; i < 256; i++) {
                          /* Get CP0 - CP5 from table */
                          idx = nand_ecc_precalc_table[*dat++];
                          reg1 \hat{} = (idx & 0x3f);
 85
                          /* All bit XOR = 1 ? * /
                          if (idx & 0x40) {
                                     reg3 \hat{} = (uint8_t) i;
                                     reg2 ^= ((uint8_t) i);
                          }
              }
              /* Create non-inverted ECC code from line parity * /
              tmp1 = (reg3 \& 0x80) >> 0; /* B7 -> B7 */
              tmp1 |= (reg2 \& 0x80) >> 1; /* B7 -> B6 */
95
              tmp1 |= (reg3 & 0x40) >> 1; /* B6 -> B5 */
              tmp1 |= (reg2 & 0x40) >> 2; /* B6 -> B4 */
              tmp1 |= (reg3 & 0x20) >> 2; /* B5 -> B3 */
              tmp1 |= (reg2 & 0x20) >> 3; /* B5 -> B2 */
              tmp1 |= (reg3 & 0x10) >> 3; /* B4 -> B1 */
100
              tmp1 |= (reg2 & 0x10) >> 4; /* B4 -> B0 */
              tmp2 = (reg3 \& 0x08) << 4; /* B3 -> B7 */
              tmp2 |= (reg2 \& 0x08) << 3; /* B3 -> B6 */
              tmp2 |= (reg3 & 0x04) << 3; /* B2 -> B5 */
105
              tmp2 |= (reg2 & 0x04) << 2; /* B2 -> B4 */
              tmp2 |= (reg3 & 0x02) << 2; /* B1 -> B3 */
              tmp2 |= (reg2 & 0x02) << 1; /* B1 -> B2 */
              tmp2 |= (reg3 & 0x01) << 1; /* B0 -> B1 */
              tmp2 = (reg2 \& 0x01) << 0; /* B7 -> B0 */
110
              /* Calculate final ECC code * /
   #ifdef CONFIG_MTD_NAND_ECC_SMC
              ecc\_code[0] = ^tmp2;
              ecc\_code[1] = ^tmp1;
115
   #else
              ecc\_code[0] = ^tmp1;
              ecc\_code[1] = ^tmp2;
   #endif
              ecc\_code[2] = ((reg1) << 2) \mid 0x03;
120
              return 0:
   EXPORT_SYMBOL(nand_calculate_ecc);
   static inline int countbits(uint32_t byte)
```

```
{
               int res = 0:
               for (;byte; byte >>=1)
130
                           res += byte & 0×01;
               return res:
   }
135 /**
    * nand_correct_data - [NAND Interface] Detect and correct bit error(s)
                           MTD block structure
    * @mtd:
    * @dat:
                           raw data read from the chip
    * @read_ecc:
                           ECC from the chip
140 * @calc_ecc:
                           the ECC calculated from raw data
    * Detect and correct a 1 bit error for 256 byte block
   int nand_correct_data(struct mtd_info * mtd, u_char * dat,
                                    u_char * read_ecc, u_char * calc_ecc)
   {
               uint8_t s0, s1, s2;
   #ifdef CONFIG_MTD_NAND_ECC_SMC
               s0 = calc\_ecc[0] ^ read\_ecc[0];
               s1 = calc\_ecc[1] ^ read\_ecc[1];
               s2 = calc\_ecc[2] ^ read\_ecc[2];
   #else
               s1 = calc\_ecc[0] ^ read\_ecc[0];
               s0 = calc\_ecc[1] ^ read\_ecc[1];
155
               s2 = calc\_ecc[2] ^ read\_ecc[2];
   #endif
               if ((s0 | s1 | s2) == 0)
                           return 0;
160
               /* Check for a single bit error * /
               if( ((s0 ^ (s0 >> 1)) \& 0x55) == 0x55 \& &
                     ((s1 \hat{\ } (s1 >> 1)) \& 0x55) == 0x55 \&\&
                     ((s2 ^ (s2 >> 1)) \& 0x54) == 0x54) {
165
                           uint32_t byteoffs, bitnum;
                           byteoffs = (s1 << 0) \& 0x80;
                           byteoffs |= (s1 << 1) \& 0x40;
                           byteoffs |= (s1 << 2) \& 0x20;
170
                           byteoffs |= (s1 << 3) & 0x10;
                           byteoffs |= (s0 >> 4) \& 0 \times 08;
                           byteoffs |= (s0 >> 3) \& 0x04;
                           byteoffs |= (s0 >> 2) \& 0x02;
175
                           byteoffs |= (s0 >> 1) & 0x01;
                           bitnum = (s2 >> 5) \& 0x04;
                           bitnum |= (s2 >> 4) \& 0x02;
                           bitnum |= (s2 >> 3) \& 0x01;
180
                           dat[byteoffs] = (1 << bitnum);
                           return 1;
185
               if(countbits(s0 | ((uint32_t)s1 << 8) | ((uint32_t)s2 << 16)) == 1)
                           return 1;
```