



# Rensselaer

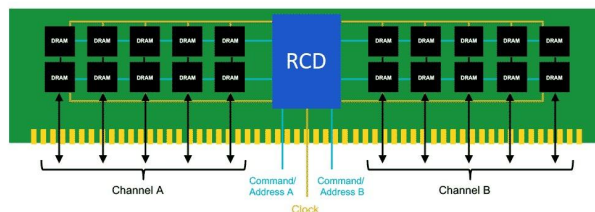
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# Ultra Low Latency 64B BCH encoder/decoder

Semester Project: Advanced VLSI Design | 04/18/2024

## Introduction: *BCH Codes*.

- A class of **Linear, Cyclic** codes (From the family of **LDPC, Hamming**).
- Mathematically, they are also classified among **Polynomial Codes** (akin to CRC).
- Generalization of SEC-DED **Hamming**, can correct/detect **more than one error**.
- Used in **main memory systems, storage media** and **communication**.
- Implementation is well-studied from the perspective of **serial communication** => *Usually incur a **high latency cost** in VLSI implementation.*
- **Goal**: Ultra Low Latency BCH codecs at **Cacheline Granularities**.



# BCH Codes: *The Theory*

- Imagine that binary numbers were **polynomials**.
  - $101101 \Rightarrow 1x^5 + 0x^4 + 1x^3 + 1x^2 + 0x^1 + 1 = m(x)$
  - How can the receiver **verify**?

$$m_t(x) = 101101$$



$$m_r(x) = 100101$$



# BCH Codes: *The Theory*

- Imagine you have another **number/polynomial**  $g(x)$  with roots  $\{\alpha, \alpha^2, \alpha^3\}$ .
  - Send a coded message  $c(x) = m(x) \cdot g(x) = 1x^7 + 1x^6 + 1x^3 + 1x^1 + 1$
  - Receiver evaluates  $c(x)$  at the roots of  $g(x) \Rightarrow$  **IF**  $g(\alpha) == 0$  **THEN**  $c(\alpha) == 0$ .

$$c(x) = m(x) \cdot g(x) =$$

**11001011**



$$c(\alpha) == 0 ?$$

$$c(\alpha^2) == 0 ?$$

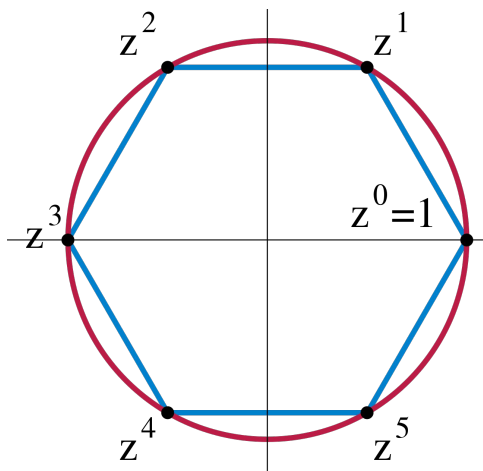
$$c(\alpha^3) == 0 ?$$

$$m(x) = c(x) / g(x)$$



## BCH Codes: *A crash course in Galois Fields.*

- Conventional polynomials are not adaptable to **binary** number system.
  - Where can I find polynomials with **binary coefficients**?
  - **Multiplications** are hard, **divisions** are worse.
- We need a different **polynomial arithmetic**. Enter Galois Fields.



$$\text{GF}(q) = \text{GF}(p)[X]/(P)$$

# BCH Codes: A crash course in *Galois Fields*.

- We need a different **polynomial arithmetic**. Enter Galois Fields.

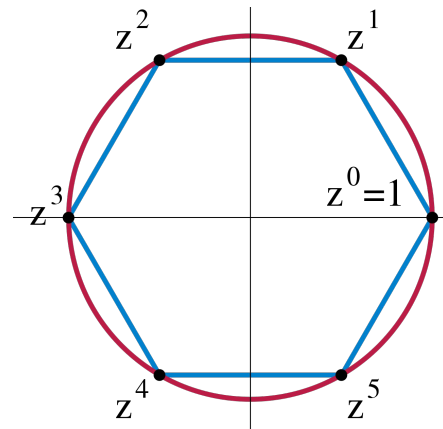
- Where, every number is a polynomial  $\Rightarrow 6 = 1x^2 + 1x^1 + 0x^0$

- Addition is over **Modulo 2** for each power, i.e. **XOR**:

$$6 + 5 = (1x^2 + 1x^1 + 0x^0) + (1x^2 + 0x^1 + 1x^0) = 3 = 110_2 \wedge 101_2 = 011_2$$

- Multiplication is **Polynomial Product** modulo **reducing polynomial**:

$$6 \times 5 = (1x^2 + 1x^1 + 0x^0) \times (1x^2 + 0x^1 + 1x^0) = 13$$



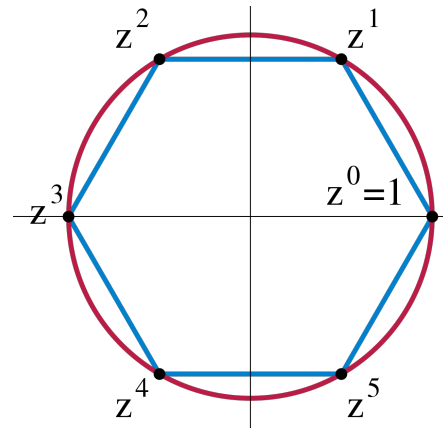
$$\text{GF}(q) = \text{GF}(p)[X]/(P)$$

# BCH Codes: A crash course in *Galois Fields*.

$GF(2^3) = GF(8)$  based on the primitive  $P(x) = x^3 + x^2 + 1 = (\mathbf{1101}) = 13$  (decimal)

+	0	1	2	3	4	5	6	7
0	0	1	2	3	4	5	6	7
1	1	0	3	2	5	4	7	6
2	2	3	0	1	6	7	4	5
3	3	2	1	0	7	6	5	4
4	4	5	6	7	0	1	2	3
5	5	4	7	6	1	0	3	2
6	6	7	4	5	2	3	0	1
7	7	6	5	4	3	2	1	0

×	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7
2	2	4	6	5	7	1	3
3	3	6	5	1	2	7	4
4	4	5	1	7	3	2	6
5	5	7	2	3	6	4	1
6	6	1	7	2	4	3	5
7	7	3	4	6	1	5	2



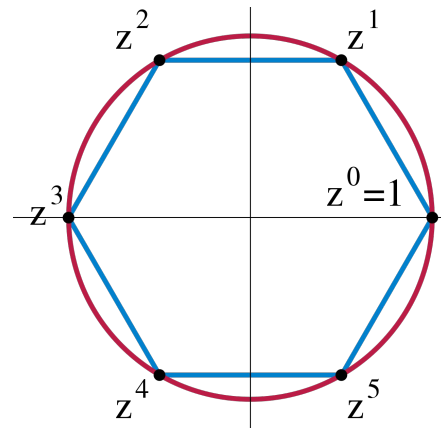
$$GF(q) = GF(p)[X]/(P)$$

# BCH Codes: A crash course in *Galois Fields*.

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+	0	1	2	3	4	5	6	7
0	0	1	2	3	4	5	6	7
1	1	0	3	2	5	4	7	6
2	2	3	0	1	6	7	4	5
3	3	2	1	0	7	6	5	4
4	4	5	6	7	0	1	2	3
5	5	4	7	6	1	0	3	2
6	6	7	4	5	2	3	0	1
7	7	6	5	4	3	2	1	0

×	1	2	3	4	5	6	7
1	1	2	3	4	5	6	7
2	2	4	6	5	7	1	3
3	3	6	5	1	2	7	4
4	4	5	1	7	3	2	6
5	5	7	2	3	6	4	1
6	6	1	7	2	4	3	5
7	7	3	4	6	1	5	2



$$GF(q) = GF(p)[X]/(P)$$



## BCH Codes: A crash course in *Galois Fields*.

$\text{GF}(2^3) = \text{GF}(8)$  based on the primitive  $P(x) = x^3 + x^2 + 1 = (\mathbf{1101}) = 13$  (decimal)

The primitive element  $\alpha$  : Cyclically spans the entire field

$$\alpha^0 = 1$$

$$\alpha^1 = 2$$

$$\alpha^2 = 4$$

$$\alpha^3 = 8$$

$$\alpha^4 = 3$$

$$\alpha^5 = 6$$

$$\alpha^6 = 12$$

$$\alpha^7 = 11$$

$$\alpha^8 = 5$$

$$\alpha^9 = 10$$

$$\alpha^{10} = 7$$

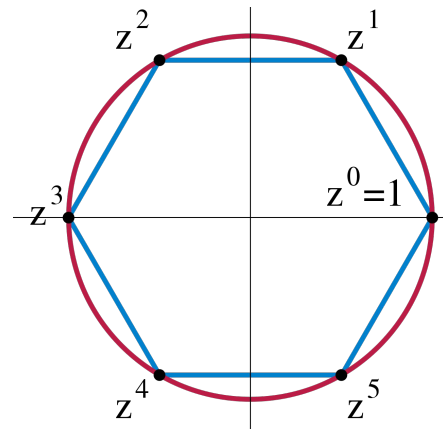
$$\alpha^{11} = 14$$

$$\alpha^{12} = 15$$

$$\alpha^{13} = 13 = 0xD = \alpha^3 + \alpha^2 + 1$$

$$\alpha^{14} = 9$$

$$\alpha^{15} = 1$$



$$\text{GF}(q) = \text{GF}(p)[X]/(P)$$

# ***BCH Encoder Design***

Can we achieve **low latency**?

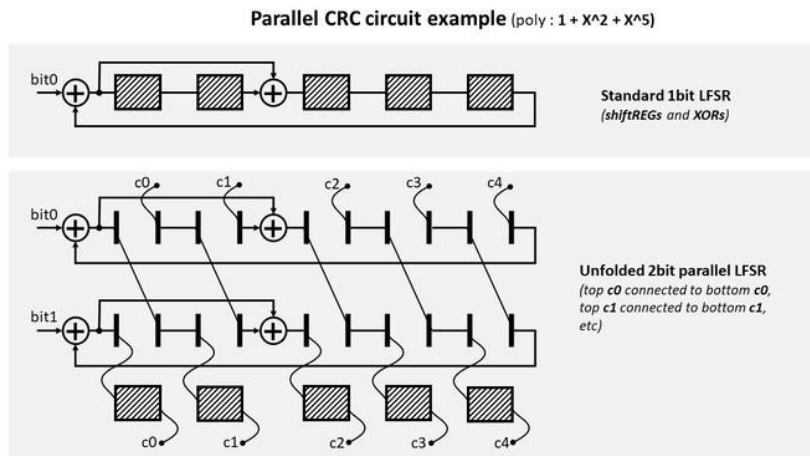
## Design Challenges:

- Implement  $c(x) = m(x) \cdot g(x)$
- Requires **polynomial multiplication**.
- Sometimes, even **division**
- Has an **obstinate** loop bound.



# BCH Encoder Design

- **Look-ahead** and ***J-unfolding*** can be used to implement.
- ***J-unfolding*** alone does not change the loop-bound. So one can completely unroll the loop (get a loop-bound of infinity).
- Interestingly, **systematic** encoding is exactly the same as **CRC** encoding.



# ***BCH Decoder Design***

Philosophy:  
Accelerate the common case.

## Decoding Steps:

- Calculate **Syndromes**:  
Evaluate  $c(x) = m(x) \cdot g(x)$  at  $\alpha^n$ .
- Ascertain **Error Count**
- Obtain **Error Locator Polynomial**
- Use **Chien Search** to find error locations.

## BCH Decoder: *The basics*

- Suppose the transmitter sent  $c(x) = m(x) \cdot g(x)$ .
- Suppose an error causes bit corruption. Then the **received polynomial** is:

$$r(x) = c(x) + e(x).$$

- Evaluating at  $k$  roots of  $g(x)$  we have:

$$r(\alpha^k) = c(\alpha^k) + e(\alpha^k)$$

$$r(\alpha^k) = 0 + e(\alpha^k)$$

- $r(\alpha^k)$  is the  $k^{\text{th}}$  syndrome  $S_k$ .

For  $v$  errors:

$$S_1 = X_1 + X_2 + \cdots + X_v$$

$$S_2 = X_1^2 + X_2^2 + \cdots + X_v^2$$

$$\vdots$$

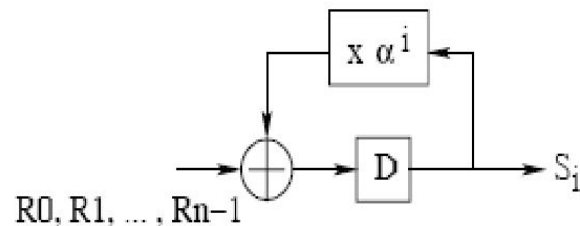
$$S_{2t} = X_1^{2t} + X_2^{2t} + \cdots + X_v^{2t}.$$

## BCH Decoder: *Calculating the syndromes*

- **Syndrome** calculation is the evaluation of received polynomial.
- A **non-zero** syndrome hints towards errors.
- Traditionally, recursive methods have been used. Rely on:

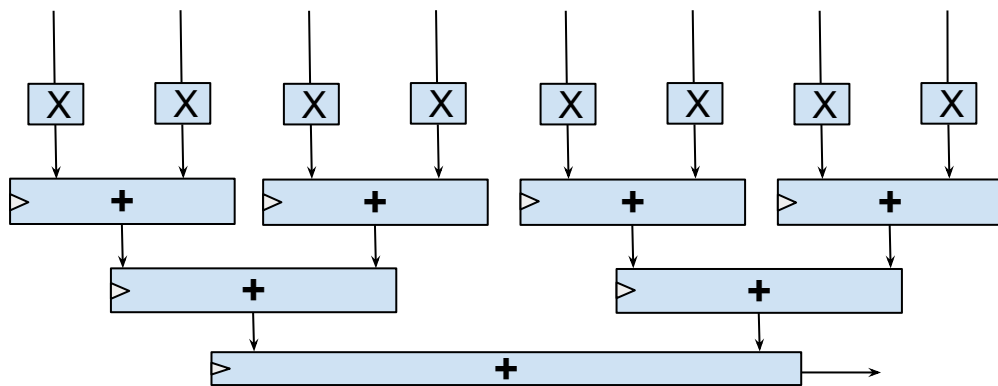
$$S_k = m_{k+3}\alpha^{k+3} + m_{k+2}\alpha^{k+2} + m_{k+1}\alpha^{k+1} + m_k\alpha^k = \alpha ( \alpha ( \alpha ( m_k\alpha^k + m_{k+1}) + m_{k+2} ) + m_{k+3} )$$

- Instead, I have opted to use **unrolled xor-sum calculator**.



# BCH Decoder: *Calculating the syndromes*

- Unrolled **Log-pipelined** xor-sum calculator:
  - **Access** all the powers of  $\alpha$  for the received polynomial.
  - **Mask** the ones that coincide with 0 coefficients.
  - Perform **XOR sum** in parallel.
  - Insert  **$\log(n)$  registers** at the end.
  - **Re-time** using synopsys design compiler.



$$\alpha^0 = 1$$

$$\alpha^1 = 2$$

$$\alpha^2 = 4$$

$$\alpha^3 = 8$$

$$\alpha^4 = 3$$

$$\alpha^5 = 6$$

$$\alpha^6 = 12$$

$$\alpha^7 = 11$$



## BCH Decoder: *Ascertain Error Count*

- Recall that  $S_l = \alpha^i + \alpha^j + \alpha^k \dots$  if  $i, j, k$  are the error locations.
- Hardwired **power** and **log** tables are used to calculate powers or indices of **roots**. They occur so often, that hardwiring is justified.
- For **no errors**,  $S_1 = S_3 = 0$ .
- For **single errors**,  $S_1^3 = S_3$ , or else we have **2 or more errors**. We can use these fact to get the error count.
- Hardwired **power** and **log** tables are used to calculate powers or indices of **roots**. They occur so often, that hardwiring is justified.

## BCH Decoder: *Finding Error Locations (Single Errors)*

- Traditionally, error locations are found using **Chien Search** Algorithm, which is iterative, and costly in time.
- For single errors, which account for most of the errors, we have a much faster option:
  - Given that  $S_i = \alpha^i$  if we have a single error at  $i$ -th location.
  - We can simply calculate the error location as  $\log(\alpha^i)$ .
  - Again, hardwired log tables are used for this.

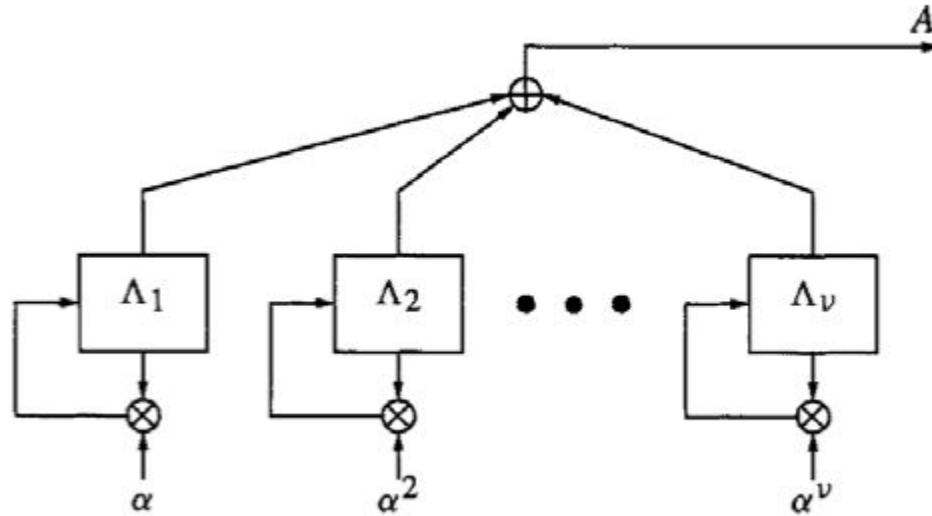
## BCH Decoder: *Finding Error Locations (2 Errors)*

- Assuming the case of a 2-error correct and 1-error detect, let's imagine a polynomial:

$$A(x) = (1 - \alpha^i x^{-1}) \times (1 - \alpha^j x^{-1})$$

- The above is called a **Reverse Error Locator Polynomial**. It is **zero**, whenever we put in an  $\alpha^i$ , if  $i$  is the index of an error.
- $A(x) = (1 - \alpha^i x^{-1}) \times (1 - \alpha^j x^{-1}) = 1 - (\alpha^i + \alpha^j) x^{-1} + (\alpha^i \cdot \alpha^j) x^{-2}$
- The **first** highlighted term is  $S_1$ , while the **second** is a function of  $S_1$  and  $S_3$ .
- We can use **Chien Search** here to find one index, let's say  $i$ . Then  $j$  can be found using  $S_1 = \alpha^i + \alpha^j$ , therefore,  $\alpha^j = S_1 - \alpha^i$ .

## BCH Decoder: *Chien Search*

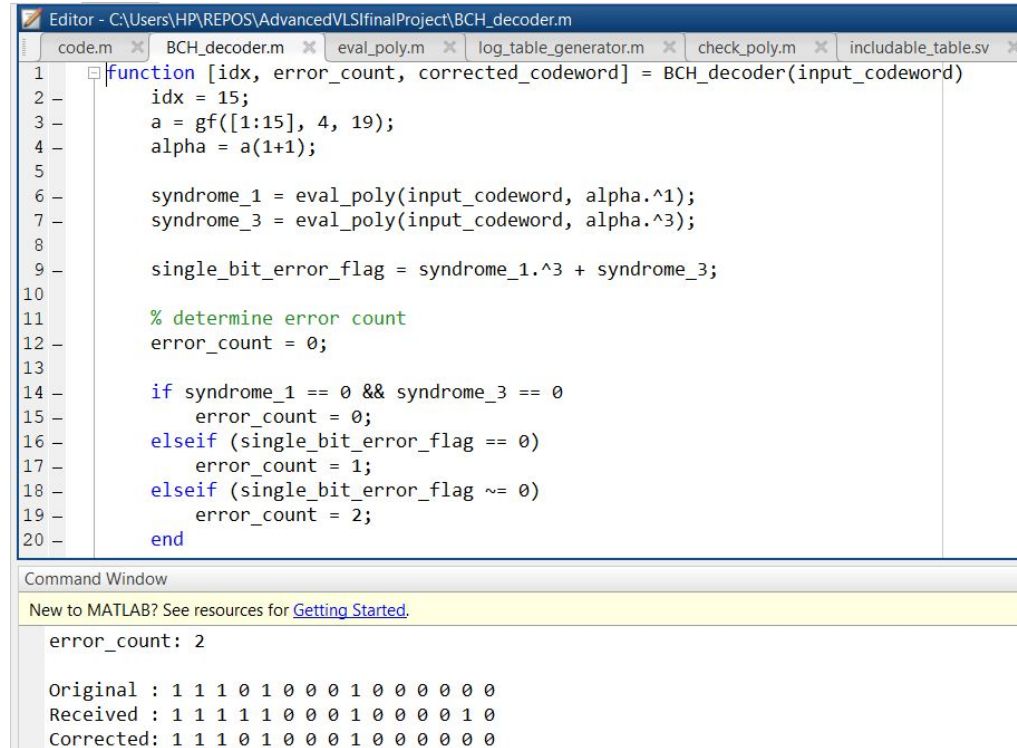


## *Simulations and Synthesis Results*

### Implementation Specs:

- $(n, k) = (255 - 111, 239 - 111) = (144, 128)$ .
- Message: **16** Bytes x 4 = **64** Bytes
- Codeword: **18** Bytes x 4 = **72** Bytes
- Can correct upto **8** errors: **2** errors per block.

# MATLAB Simulation:



The image shows a MATLAB Editor window with the file `BCH_decoder.m` open. The script defines a function `BCH_decoder` that takes an `input_codeword` and returns `idx`, `error_count`, and `corrected_codeword`. The script uses Galois field arithmetic to calculate syndromes and determine the error count. The Command Window shows the output of the function, indicating 2 errors and displaying the original, received, and corrected codewords.

```
function [idx, error_count, corrected_codeword] = BCH_decoder(input_codeword)
    idx = 15;
    a = gf([1:15], 4, 19);
    alpha = a(1+1);

    syndrome_1 = eval_poly(input_codeword, alpha.^1);
    syndrome_3 = eval_poly(input_codeword, alpha.^3);

    single_bit_error_flag = syndrome_1.^3 + syndrome_3;

    % determine error count
    error_count = 0;

    if syndrome_1 == 0 && syndrome_3 == 0
        error_count = 0;
    elseif (single_bit_error_flag == 0)
        error_count = 1;
    elseif (single_bit_error_flag ~= 0)
        error_count = 2;
    end

    % Correct the error
    corrected_codeword = input_codeword;
    if error_count == 1
        corrected_codeword(idx) = ~input_codeword(idx);
    elseif error_count == 2
        corrected_codeword(idx) = ~input_codeword(idx);
        corrected_codeword(single_bit_error_flag) = ~input_codeword(single_bit_error_flag);
    end
end
```

Command Window

New to MATLAB? See resources for [Getting Started](#).

error\_count: 2

Original : 1 1 1 0 1 0 0 0 1 0 0 0 0 0 0  
Received : 1 1 1 1 1 0 0 0 1 0 0 0 0 1 0  
Corrected: 1 1 1 0 1 0 0 0 1 0 0 0 0 0 0

# Verilog Simulation:



# Design Compiler Report: *Low Latency (2 ns) Decoder at 1 GHz.*

```
U2509/Y (INVX1)          0.02      0.29 r
U2752/Y (AND2X2)         0.03      0.33 f
U2530/Y (OAI21X1)        0.04      0.37 r
U846/Y (OR2X1)           0.04      0.41 r
U2166/Y (OR2X2)          0.04      0.44 r
U1050/Y (INVX1)          0.02      0.46 f
U1051/Y (NOR2X1)         0.03      0.49 r
U4077/Y (INVX1)          0.02      0.51 f
U4613/Y (NAND3X1)        0.03      0.54 r
U1407/Y (BUFEX2)         0.04      0.58 r
U1913/Y (AOI21X1)        0.02      0.59 f
U1576/Y (INVX1)          0.01      0.60 r
U1264/Y (AND2X2)         0.04      0.64 r
U1094/Y (OR2X2)          0.07      0.71 r
U1245/Y (INVX2)          0.03      0.74 f
U1436/Y (AND2X2)         0.04      0.78 f
U3885/Y (INVX1)          0.02      0.79 r
U1633/Y (AND2X1)         0.04      0.83 r
U3676/Y (INVX1)          0.03      0.86 f
U5147/Y (OAI21X1)        0.04      0.91 r
U1681/Y (AND2X1)         0.03      0.93 r
U2796/Y (INVX1)          0.02      0.95 f
R_24/D (DFFPOSX1)        0.00      0.95 f
data arrival time                                0.95

clock clk (rise edge)          1.00      1.00
clock network delay (ideal)     0.01      1.01
R_24/CLK (DFFPOSX1)            0.00      1.01 r
library setup time             -0.06      0.95
data required time              0.95

-----
data required time              0.95
data arrival time              -0.95
-----

slack (MET)                      0.00
```

\*\*\*\*\* End Of Report \*\*\*\*\*





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# Thank You!

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