

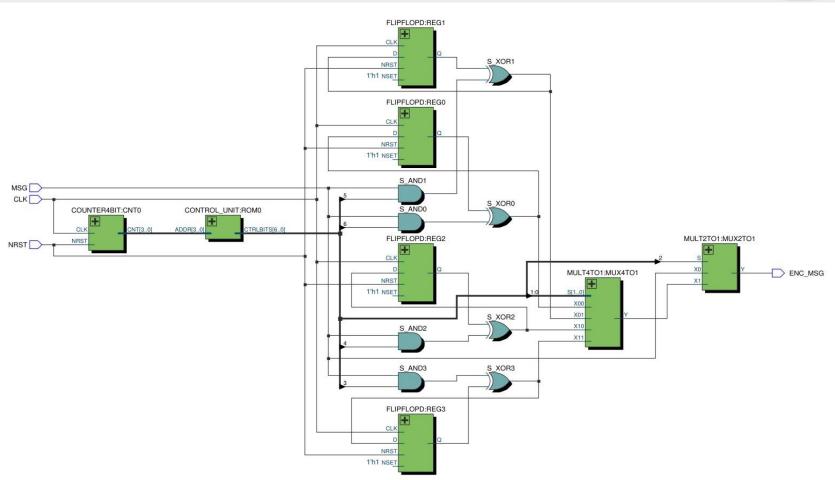
## ARQUITETURAS DE ALTO DESEMPENHO ASSIGNMENT 1 - HAMMING CODES

# BIT-SERIAL ENCODER COMBINATIONAL DECODER

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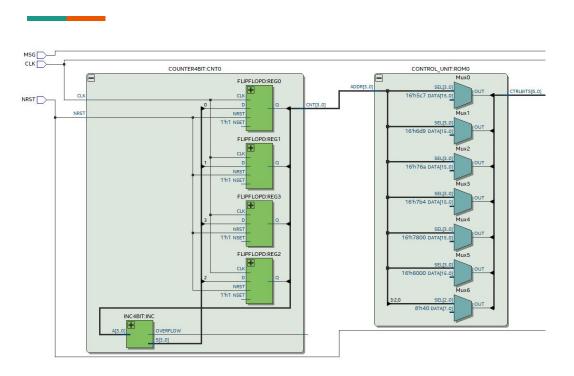
## **BIT-SERIAL ENCODER - DESIGN**







### **BIT-SERIAL ENCODER - PRINCIPLES**



#### CONTROL UNIT

When the counter reaches 11, the ROM switches the Multiplexers to the parity bit outputs.

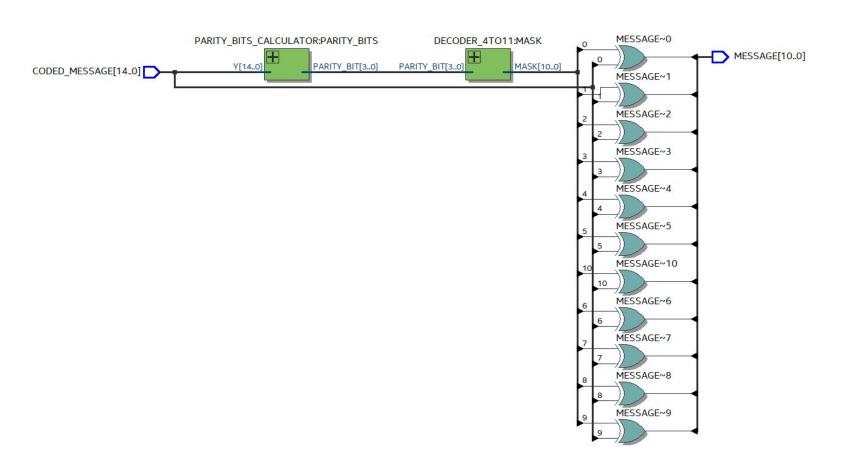
```
CONSTANT ROM_TABLE
"1100000",
"1010000",
"1001000",
"0110000",
"0110000",
"1110000",
"1110000",
"1111000",
"1111000",
"00111000",
"00111000",
"00111000",
"0000110",
"0000110",
"0000111",
```

#### COUNTER 4 BIT

Used to increment the Control Unit.

## **COMBINATIONAL DECODER - DESIGN**





#### **COMBINATIONAL DECODER - PRINCIPLES**

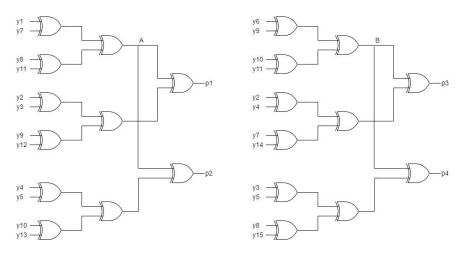


- PARITY BITS CALCULATOR
- DECODER 4:11

From the parity-check matrix and the Parity Bits the mask (11bits) is calculated

 IMPLEMENTATION OF THE ERROR CORRECTING PART

Mask ♥ Original Message



A = m1 + m7 + m8 + m11 B = m6 + m9 + m10 + m11

x12 = A \* m2 \* m3 \* m9; x13 = A \* m4 \* m5 \* m10. x14 = B \* m2 \* m4 \* m7; x15 = B \* m3 \* m5 \* m8.

18 x-ors; 3 x-or propagation time delays in the worst case

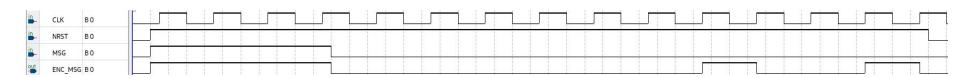


## **RESULTS (VWF)**



#### **ENCODER**

MESSAGE M (M1, M2, ..., M11) = 11110000000 ENCODED MESSAGE X (X1, X2, ..., X15) = 11110000001001



#### **DECODER**

SEVERAL EXAMPLES

> CODED B 11010001	110100010111111	100100000100000	000011010101000	110101001010110	111111100111000	100000010110010	101011010111100	X
⇒ MESSAGE B 10010001	10010001011	10010001010	00001101010	11010100101	11111110011	10000001111	11101101011	X