

# 2006 DAC/ISSCC Student-Design-Contest



CONCEPTUAL CATEGORY  
1st Place



Kazunori Shimizu



Tatsuyuki Ishikawa



Nozomu Togawa



Takeshi Ikenaga



Satoshi Goto

*ASIC Implementation of LDPC Decoder Accelerating Message-Passing Schedule*

Waseda University, Kita-Kyushu, Japan

# ASIC Implementation of LDPC Decoder Accelerating Message-Passing Schedule

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Kazunori Shimizu<sup>†</sup>

Tatsuyuki Ishikawa<sup>†</sup>, Nozomu Togawa<sup>‡</sup>,

Takeshi Ikenaga<sup>†</sup>, and Satoshi Goto<sup>†</sup>.

<sup>†</sup> Graduate School of IPS, Waseda University

<sup>‡</sup> Department of Computer Science, Waseda University



# Research Background

## **Low-Density Parity-Check Code:**

is an error correcting code which achieves information rates very close to the Shannon limit.

## **Message-Passing Algorithm:**

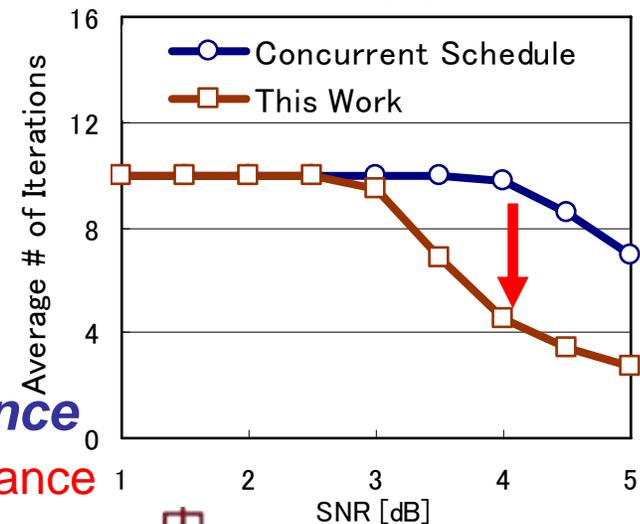
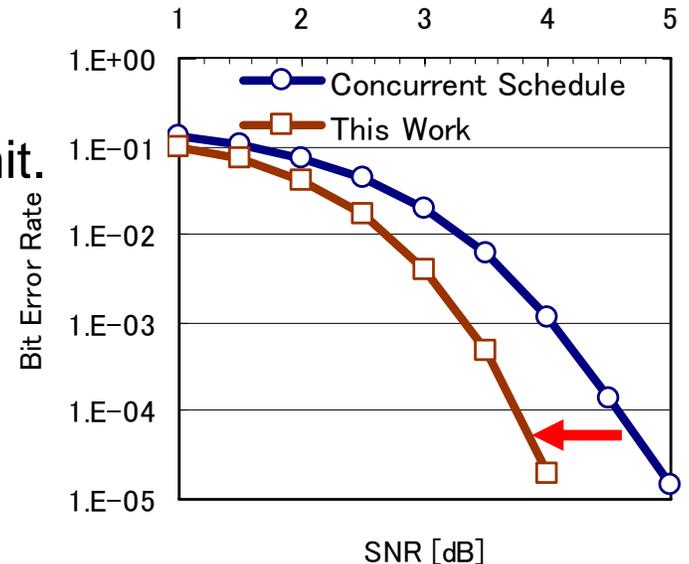
is an iterative algorithm for decoding LDPC codes, is composed of **row operation** and **column operation**.

Inherent parallelism of the algorithm makes it suitable for hardware design.

## **Motivation:**

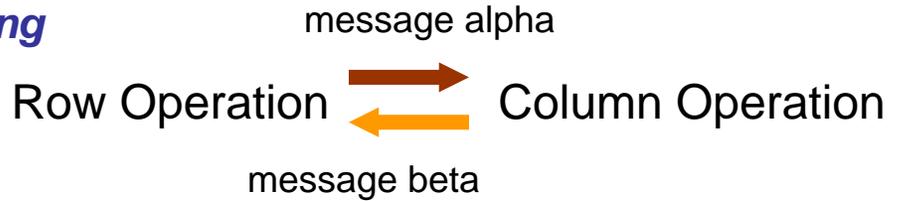
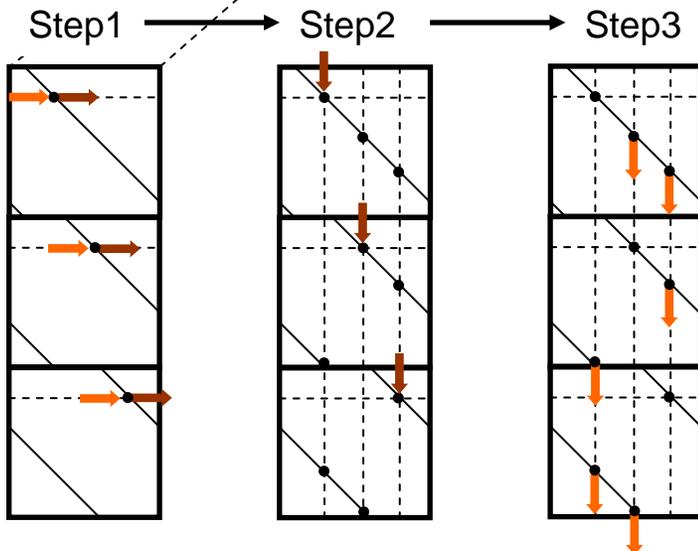
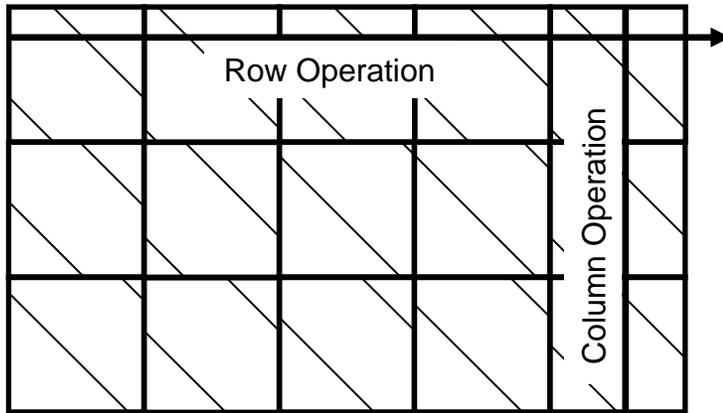
*Requirement* is performance gain (bit error performance and data rate) with a small hardware overhead.

**This Work: Accelerating decoding convergence** enables the decoder to improve **Bit Error Performance** and **Decoding Throughput** within a limited delay.

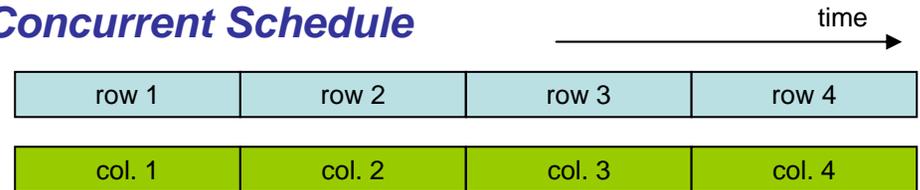


# Accelerating Message-Passing Schedule

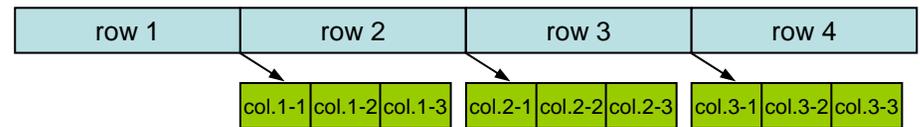
## Parity check matrix for hardware sharing



### Concurrent Schedule



### This Work



- ✓ The updated message by the row operations are fed into the column operation immediately after the row operations.
- ✓ The number of column operations increases three times compared to the concurrent schedule.

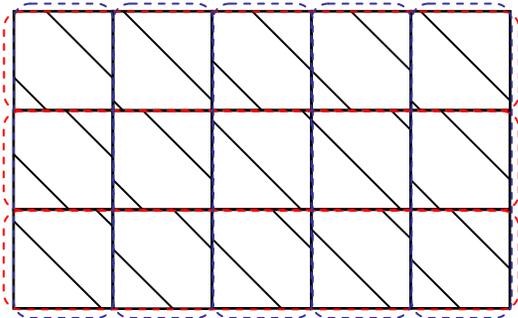
- message alpha updated by row operation
- message beta updated by column operation.



# Block Diagram of LDPC Decoder

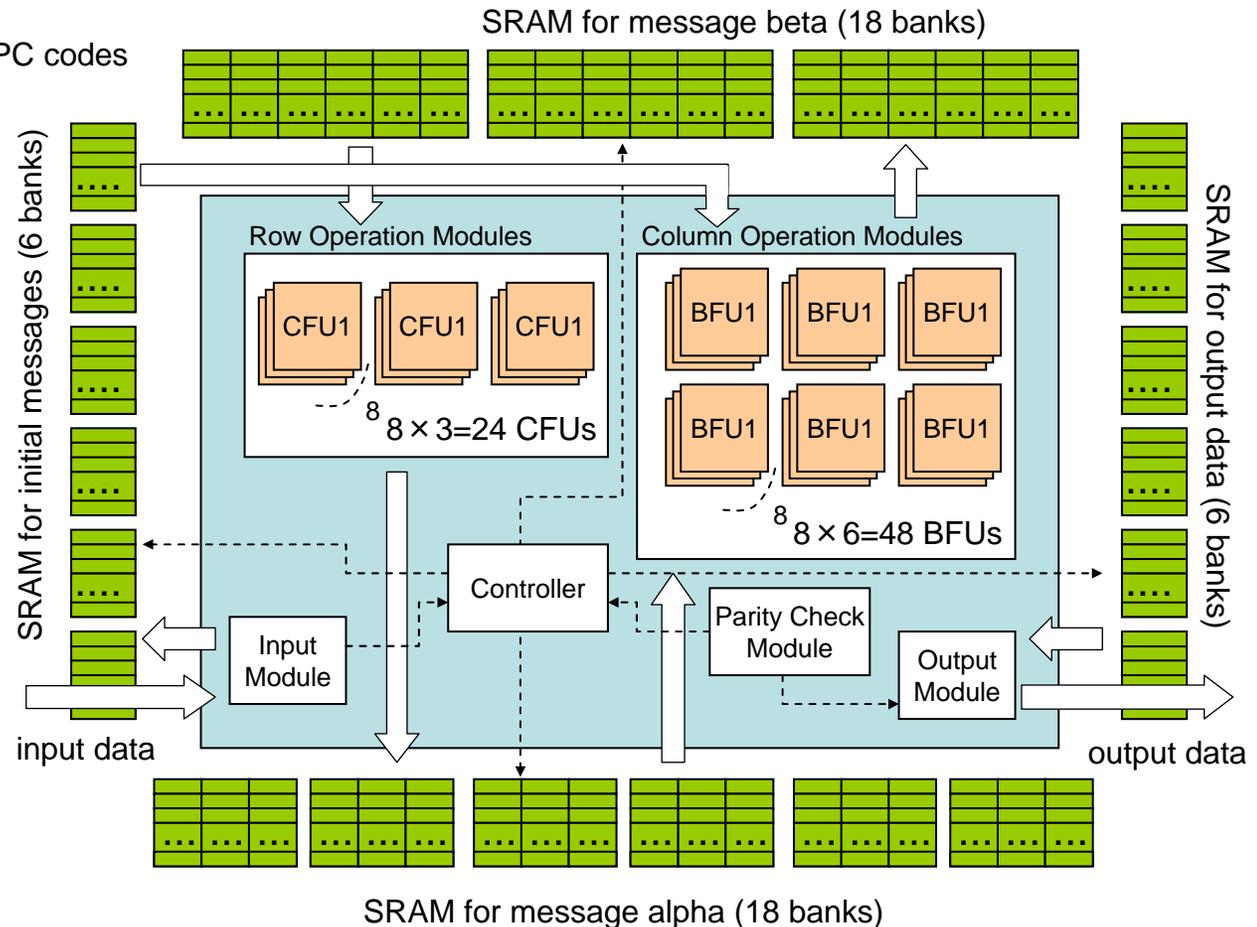
## LDPC Decoder

Parity Check Matrix for (3,6)-regular LDPC codes



✓ The decoder for the (3,6)-regular LDPC code is composed of a three row operation module and a six column operation module.

✓ Within each module, there are eight functional units to operate eight row and eight column operations in parallel.



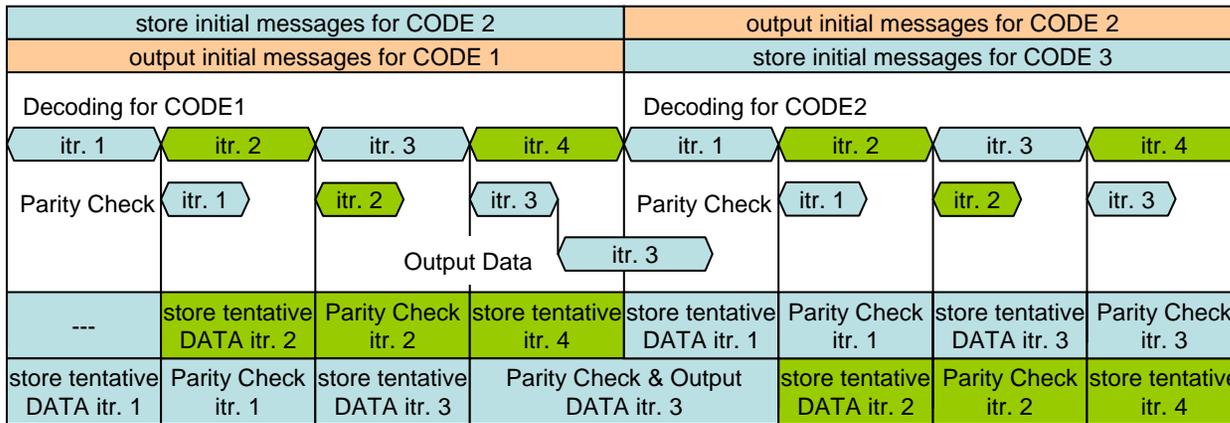
BFU : Bit Functional Unit  
CFU : Check Functional Unit



# Experimental Result

## Timing diagram of the LDPC decoder

Memory for initial Messages



Memory for Output Data

- ✓ SRAM for initial message and output data stores two LDPC codewords so that the decoding hardware can be fully used.
- ✓ Parity check in each iteration.
- ✓ Switches the decoding codeword when all bit errors in each codeword are decoded correctly.

### ■ Synthesis Results (TSMC 0.18 $\mu$ m CMOS)

	Logic[ $\mu$ m <sup>2</sup> ]	SRAM[ $\mu$ m <sup>2</sup> ] (# of Banks)	Total[ $\mu$ m <sup>2</sup> ]
Concurrent Schedule	3,448,747	7,113,932 (48)	10,562,680
Proposed Schedule	4,124,134	7,113,932 (48)	11,238,066

### ■ Experimental Results (SNR=4.5, Iteration limit=10, @120[MHz])

	Power [mW]	Average #of Iterations	Throughput [Mbps]	Power/Thr. [mW/Mbps]	Bit Error Rate
Concurrent Schedule	327.4	8.536	48	6.8	0.000141
Proposed Schedule	528.9	3.391	122	4.3	0.000000

## Synthesis & Experimental Results

- ✓ Decoder core based on the proposed schedule increases about 6% in the total area.
- ✓ Decoding throughput is about 2.54 times faster compared to the concurrent schedule.
- ✓ Power efficiency [mW/Mbps] can be improved up to 37%.



# LDPC Decoder Chip

## Summary of the LDPC Decoder Chip



Chip Micrograph

Code length	3,072 [bits]
Code rate	0.5, (3,6)-regular
Design process	0.18um, 6Metal, CMOS
Chip size	5.0mm* 5.0mm
Gate count	96,945 gates (Decoder Core)
# of CFU	3 * 8 = 24
# of BFU	6 * 8 = 48
Total SRAM Area	7,113,932 [ $\mu\text{m}^2$ ]
PLL Area	266,136 [ $\mu\text{m}^2$ ]
Chip Density	49%
Clock Frequency	120 [MHz] (Max)
Throughput	122 [Mbps] (@120MHz, SNR=4.5)
Power Consumption	529 [mW] (@120MHz, 1.62V)

