

FPGA Implementation of Majority Logic Fault Detection and Correction for Memory Application

Jayasri.T.S

Department of Electronics & Communication Engineering
 Government Women’s Polytechnic College
 Kottakkal, India jayasrideepam@gmail.com

Abstract— As far as memory applications are concerned the soft errors are always a problem. This paper mainly focuses on the design of an efficient Majority Logic Detector / Decoder (MLDD) for fault detection along with correction off ault for memory application. The error detection and correction method is done by one step majority logic decoding and is made effective for Euclidean Geometry Low Density parity check codes (EG-LDPC). The proposed fault detection method can detect the fault in less decoding cycles. The technique keeps area minimal and power consumption low for large code word sizes.

Keywords- Error Correcting Codes, Euclidean geometry low density parity check codes, ML codes, FPGA, Verilog.

I. INTRODUCTION

Memory cells are susceptible to soft errors. To protect memory cells from soft errors encoder and decoder circuits are used.

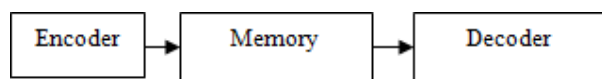


Figure 1. Basic Block diagram

The encoder encodes the information bits using error correction codes and this encoded bit is stored in the memory. The different types of error correction codes are

- SER (Single Error Correction)
- SEC-DED (Single Error Correction– Double Error Detection)
- RS (reed Solomon)
- BCH (Bose Chaudhuri Hocquenghem)
- Cyclic Codes

Among the ECC codes, cyclic codes are best suited because of their higher error correction capability and low decoding complexity. [2] [3].

All other codes are not suitable because they have more complex decoding algorithms and increase computational costs [1]. Cyclic codes have a property of Majority logic decodable (MLD). In this paper one specific type

Low density parity check code (LDPC) called Euclidean Geometry cyclic codes (EG-LDPC) are used.

EG-LDPC codes are low density parity check codes. These are majority logic decodable. This type of code uses the checksum algorithm. The checksum algorithm is nothing but a numerical value is associated with the code word which is to be transmitted. At the receiver end the codeword received has some numerical value. The existing method is implemented using basic hardware.

TABLE I. EUCLIDEAN GEOMETRY LDPC CODES

Cordwordbits	Informationbits	Paritybits	Checksum
15	7	8	4
63	37	26	8
255	175	80	16
1023	781	242	32

The MLD technique uses Serial One Step Majority Logic Decoder is used to detect the errors serially. The serial one step majority logic decoder algorithm for error detection and correction is exposed in Figure 2.

The ML decoder consists of mainly two steps.

1. Generating the checksum equations using XOR matrix
2. Determining the majority value of the computed linear sums

In this decoder 15 bit data is first stored in the cyclic shift register. Then the inputs are given to the XOR gates. The XOR gates required are four because the input is a 15 bit data. The bit to be detected should be given as one of the inputs for all the XOR gates. The XOR gates outputs are the checksum equations with some numerical data's. The checksum equations consist of 0's and 1's that are binary data. Then the Majority circuit outputs the data which is in majority number of 1's. If the output of the one step majority circuit is majority

number of „1“ then the corresponding bit as the error else the bit is error free.

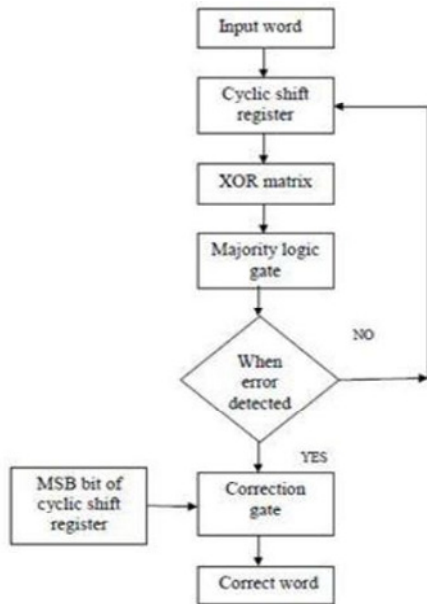


Figure 2. The serial one-step majority logic decoder algorithm

The output of the Majority circuit is given as one of the input to the correction gate. The bit which is under test is the other input to the correction gate. The corrected bit is stored into the shift register after the first cyclic shift. The entire process is called single iteration. Similarly three iterations are processed. First three iterations are required to detect all the errors of any number.

II. EG-LDPC ENCODER STRUCTURE

The systematic generator matrix to generate (15, 7, 5) EG-LDPC code is shown in Figure 3 [6]. The encoded vector mainly consists of two parts, the first part consists of information bits and second part is the parity bits, where each parity bit is simply an inner product of information vector and a column of X , from $G=[I:X]$.

The encoder circuit [6] to compute the parity bits of the (15, 7, 5) EG-LDPC code is shown in Figure 4. In this figure, the information vectors are (i_0, \dots, i_6) and will be copied to (c_0, \dots, c_6) bits of the encoded vector, c . The rest of encoded vector $(c_7 \dots c_{14})$, that is the parity bits are the linear sums (XOR) of the information bits.

	c_0	c_1	c_2	c_3	c_4	c_5	c_6	c_7	c_8	c_9	c_{10}	c_{11}	c_{12}	c_{13}	c_{14}
i_0	1	0	0	0	0	0	0	1	0	0	1	1	1	0	1
i_1	0	1	0	0	0	0	0	1	1	0	0	1	1	1	0
i_2	0	0	1	0	0	0	0	0	1	1	1	0	0	0	1
i_3	0	0	0	1	0	0	0	1	0	1	1	1	0	0	0
i_4	0	0	0	0	1	0	0	0	1	0	1	1	1	0	0
i_5	0	0	0	0	0	1	0	0	0	1	0	1	1	1	0
i_6	0	0	0	0	0	0	1	0	0	0	1	0	1	1	1
	I							X							

Figure 3. Generator matrix for the (15, 7, 5) EG-LDPC code

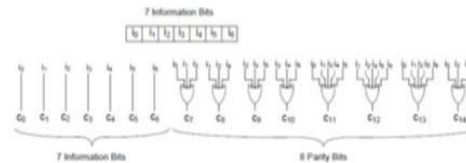


Figure 4. Structure of an encoder circuit for the (15, 7, 5) EG-LDPC code

III. MLDD STRUCTURE

MLDD structure the same decoding algorithm as the one in Figure 2. The advantage is that, proposed method stops intermediately in the third cycle when there is no error in data read, [2] as illustrated in Figure.5.6, instead of decoding it for the whole codeword size of N . The xor matrix is evaluated for the first three cycles of the decoding process, and when all the outputs $\{B_j\}$ is "0," the codeword is determined to be error free and forwarded directly to the output. On other hand, the proposed method would continue the whole decoding process to eliminate the errors [2] if the $\{B_j\}$ contain at least a "1" in any of the three cycles.

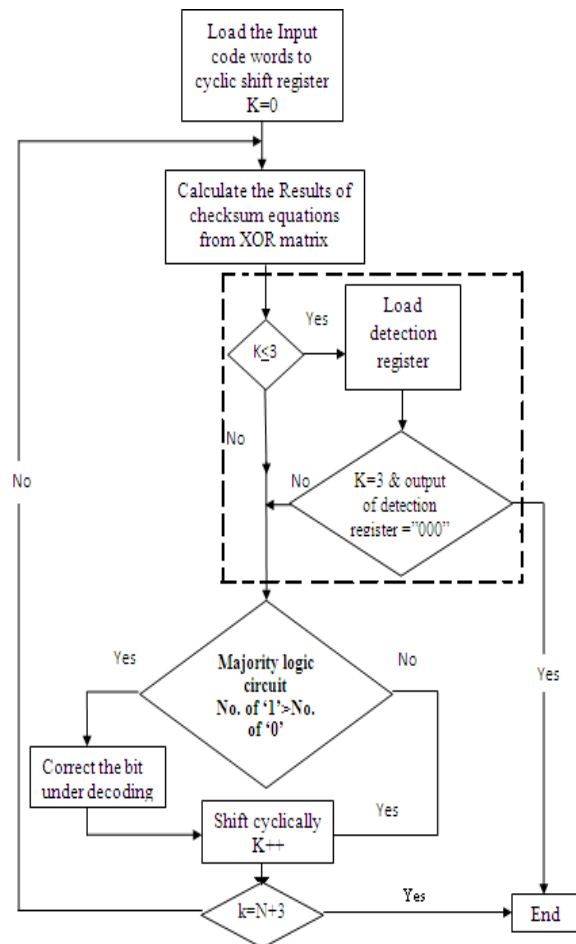


Figure 5. Flow diagram of the MLDD algorithm

A detailed schematic of the proposed design for 15-bit codeword is shown in Figure 6.

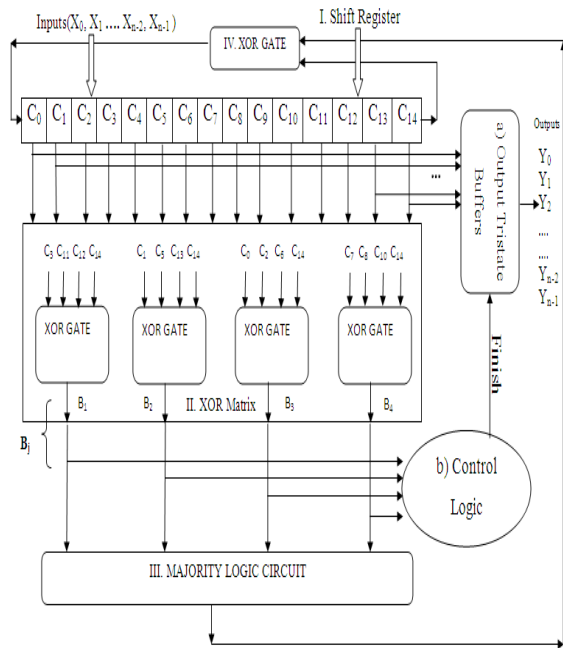


Figure 6. Schematic of the proposed MLDD for 15-bit codeword

A detailed schematic of the proposed design for 15-bit codeword is shown in Figure 6. The figure shows the basic ML decoder with a 15-tap shift register, an XOR array to calculate the orthogonal parity check sums and a majority logic circuit which will decide whether the current bit under decoding

is erroneous and the need for its inversion. The plain ML decoder [2] shown in Figure 2 is also having the same schematic structure up to this stage. The additional hardware [2] intended for fault detection illustrated in Figure 6 are: a) the control logic unit and b) the output tristate buffers. The control unit triggers a finish flag when there is no error detected in a read. The output tristate buffers are always in high impedance state until the control unit sends the finish signal so that the current values are forwarded to the output y from the shift register.

The control logic schematic [2] is illustrated in Figure 7. The detection process is managed by the control unit [7]. For distinguishing the first three iterations of the ML decoding, a counter is used here which counts up to three cycles. The control unit evaluates the output from XOR matrix B_j by giving it as input to the OR 1 gate. This output value is fed to two shift registers which have the results of the previous stages stored in it. The values are shifted accordingly. The third coming inputs directly forwarded to the OR 2 gate and finally all are evaluated in the third cycle in the OR 2 gate. If the result is "0," a finish signal is sent by the FSM which indicates that the processed word is error-free. The ML decoding process runs until the end, if the result is "1".

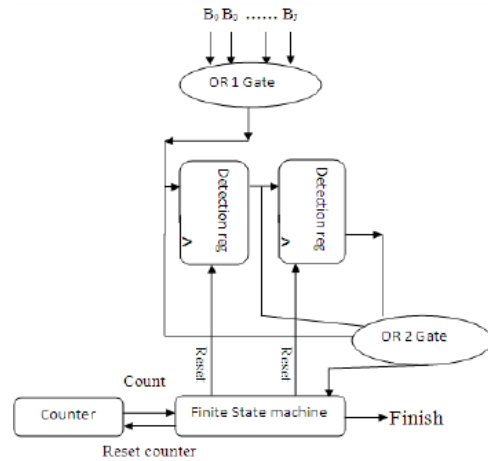


Figure 7. Control logic

The majority logic gate decoding is implemented by using Verilog. That is two-level logic [6]. If during the memory read access an error is detected, the XOR gate will correct it, by inverting the current bit under decoding. The EG LDPC code used here is only for 15 bits, it has only four outputs from the XOR matrix. The orthogonal majority parameters B_1, B_2, \dots, B_N are reconstructed using sorting networks. This clearly provides a performance improvement respect to the traditional method. The proposed method mostly would only take three cycles for decoding. Since most of the words would be error-free and would need to perform the whole decoding process only for those words with errors.

IV. EXPERIMENTAL RESULTS

In this section, the simulation results of the proposed Majority Logic Decoder/Detector and the encoder are presented. The front-end design of the architecture, its simulation, synthesis, and comparison are done using XILINXISE. Design Suite 7.1. The target device is Spartan3E-XC3S400. The designs are coded in Verilog HDL language. A codeword of size 15 is chosen here for designing. The proposed majority logic decoder and encoder techniques are simulated both in XILINX and FPGA for both error-free and erroneous conditions and the results are shown below in figures 8, 9, 10, 11, 12, and 13.

V. SIMULATION RESULTS USING XILINX

A. Simulation result of encoder

Figure 8 shows the simulation result of an Encoder. The data input to be given to the memory is encoded first through this encoder block. The input to the encoder is the 7-bit information and the output is the 15-bit information.

B. Simulation result of MLDD without error

Figure 9 shows the Majority logic decoder without error. The input is the 15-bit information and the clock given. The

control output is which is also the 15 bit information. The output is obtained after third clock.

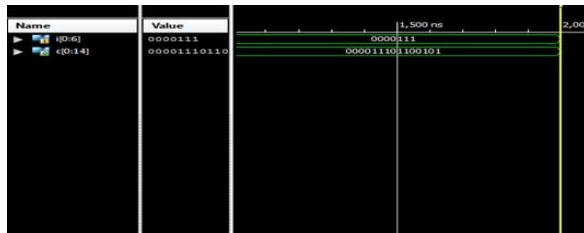


Figure 8. Simulation result of the encoder

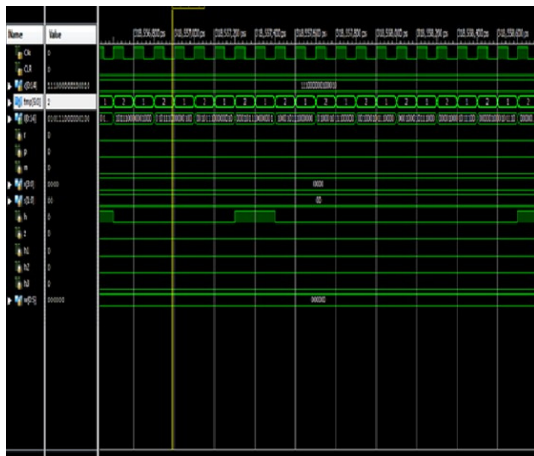


Figure 9. Simulation Result of MLDD without error

C. Simulation result of MLDD with error

Figure 9 shows the Majority logic decoder without error. The input c is the 15 bit information and the clock given. The control output is 1 which is also the 15 bit information. The output is obtained after 18 clocks.

VI. RESULTS OF FPGA IMPLEMENTATION

A. FPGA Simulation result of encoder

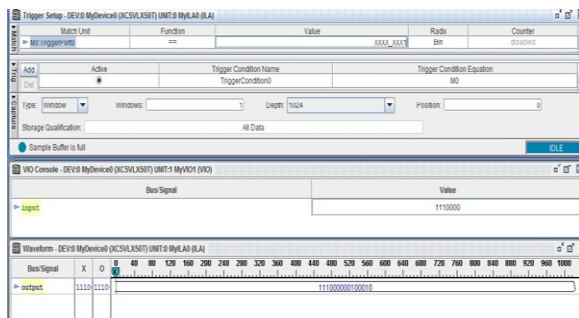


Figure 10. FPGA Simulation result of Encoder

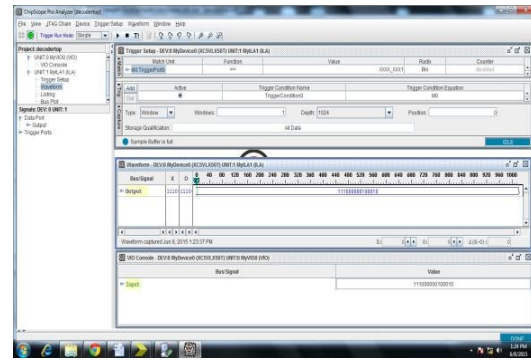


Figure 11. FPGA simulation result of MLDD without error

B. FPGA simulation result of MLDD with error

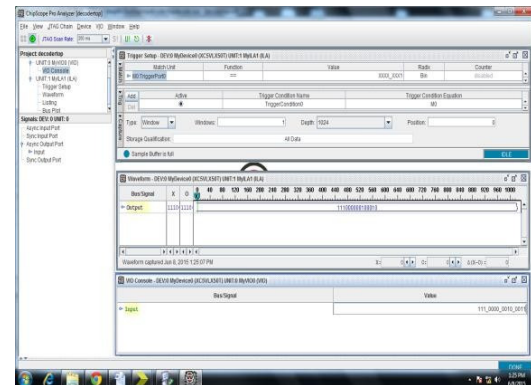


Figure 12. FPGA simulation result of MLDD with error

VII. CONCLUSION

The paper focuses on the design of a Majority Logic Decoder/Detector (MLDD) for fault detection along with correction of fault, suitable for memory applications, with reduced fault detection time.

From the simulation results, (A codeword of size 15 is chosen here for designing), when compared to the existing MLDD, The proposed MLDD has comparatively less delay of

12.578 ns and can detect the presence of errors in just 3 cycles even for multiple bitflips.

It has found that for error detection and correction (for codeword of 15), when comparing to the existing technique, as speed up of about 1100 ns is obtained when there is no error in data read access. It's because the fault detection needs only three cycles and after the detection of an error free condition, the codeword is issued to the output without further corrections. This is a great saving of time since most of the situations the memory read access does not make errors. Therefore there is a considerable reduction in the memory access time.

The proposed MLDD has about 4% lower power consumption than the existing MLDD technique, since the proposed design detects the faults in just three cycles.

Therefore a large no. of clock cycles (here 12 clock cycles) are saved and hence considerable reduction in power is achieved.

MLDD error detector is designed as it is independent of the code word size and inference about area is that for large values of code word size, the area overhead of the MLDD actually decreases with respect to the plain MLD technique. i.e., for large values of code word size both areas are practically the same. Therefore the proposed MLDD will be an efficient design for fault detection and correction.

REFERENCES

- [1] Pedro Reviriego, Juan A. Maestro, and Mark F. Flanagan, "Error Detection in Majority Logic Decoding of Euclidean Geometry Low Density Parity Check (EG-LDPC) Codes" *IEEE Trans. Very Large Scale Integration (VLSI) Systems*, Vol. 21, No. 1, January 2013.
- [2] R. C. Baumann, "Radiation-induced soft errors in advanced semiconductor technologies," *IEEE Trans. Device Mater. Reliab.*, vol. 5, no. 3, pp. 301–316, Sep. 2005.
- [3] M. A. Bajura, Y. Boulghassoul, R. Naseer, S. Das Gupta, A. F. Witulski, J. Sondeen, S. D. Stansberry, J. Draper, L. W. Massengill, and J. N. Damoulakis, "Models and algorithmic limits for an ECC-based approach to hardening sub-100-nm SRAMs," *IEEE Trans. Nucl. Sci.*, vol. 54, no. 4, pp. 935–945, Aug. 2007.
- [5] R. Naseer and J. Draper, "DEC ECC design to improve memory reliability in sub-100 nm Technologies," *Proc. IEEE ICECS*, pp. 586–589, 2008.
- [6] S. Ghosh and P. D. Lincoln, "Dynamic low-density parity check codes for fault-tolerant nano-scale memory," presented at the Foundations Nanosci. (FNANO), Snowbird, Utah, 2007.
- [7] S. Ghosh and P. D. Lincoln, "Low-density parity check codes for error correction in nanoscale memory," *SRICo mputer Science Lab., Menlo Park, CA, Tech. Rep. CSL-0703*, 2007.
- [8] H. Naeimi and A. DeHon, "Fault secure encoder and decoder for memory applications," in *Proc. IEEE Int. Symp. Defect Fault Toler. VLSI Syst.*, 2007, pp. 409–417.
- [9] B. Vasic and S. K. Chilappagari, "Information theoretical framework for analysis and design of nanoscale fault-tolerant memories based on low-density parity-check codes," *IEEE Trans. Circuits Syst. I, Reg. Papers*, vol. 54, no. 11, Nov. 2007.
- [10] H. Naeimi and A. DeHon, "Fault secure encoder and decoder for nanomemory applications," *IEEE Trans. Very Large Scale Integr. (VLSI) Syst.*, vol. 17, no. 4, pp. 473–486, Apr. 2009.
- [11] S. Lin and D. J. Costello, *Error Control Coding*, 2nd ed. Englewood Cliffs, NJ: Prentice-Hall, 2004.
- [12] S. Liu, P. Reviriego, and J. Maestro, "Efficient majority logic fault detection with difference-set codes for memory applications," *IEEE Trans. Very Large Scale Integr. (VLSI) Syst.*, vol. 20, no. 1, pp. 148–156, Jan. 2012.