

# *Information Redundancy*

- ◆ Code, codeword, binary code
- ◆ Error detection, error correction
- ◆ Hamming distance:
  - number of bits in which two words differ
- ◆ Odd/even parity
  - the total number of 1s is odd/even
- ◆ Basic parity approaches
  - bit-per-word
  - bit-per-byte
  - bit-per-chip
  - bit-per-multiple-chips
  - interlaced parity

# *Error Detection/Correction*

- ◆ Let's look at an old principle to error correction
  - Hamming Code
  - any computer organization book will be a good reference
    - » e.g. William Stallings' *Computer Organization and Architecture*
  - rely on check bits to identify whether bit has been changed
  - identification of changed bit allows for correction

## Overlapped Parity

12	11	10	9	8	7	6	5	4	3	2	1	Bit Position
0	1	0	1	0	1	0	1	0	1	0	1	
0	1	1	0	0	1	1	0	0	1	1	0	
1	0	0	0	0	1	1	1	1	0	0	0	
1	1	1	1	1	0	0	0	0	0	0	0	
				C4				C3		C2	C1	Check Bit
D8	D7	D6	D5		D4	D3	D2		D1			Data Bit

$$2^k - 1 \geq m + k$$

m = data bits  
k = parity bits

## Overlapped Parity

- ◆ Syndrome is derived from comparing, i.e. XOR, transmitted and received/recomputed check bits.
- ◆ Syndrome has following characteristics (previous example)
  - if syndrome contains all 0's
    - » no error has been detected
  - if syndrome contains one and only one bit set to 1
    - » error has occurred in one of the 4 check bits
  - if syndrome contains more than one bit set to 1
    - » numerical value of the syndrome indicates the position of the data-bit error
    - » this bit is then inverted for correction

## Compute Check

0	1	0	1	0	1	0	1	0	1	0	1	
0	1	1	0	0	1	1	0	0	1	1	0	
1	0	0	0	0	1	1	1	1	0	0	0	
1	1	1	1	1	0	0	0	0	0	0	0	
				C4				C3		C2	C1	Check Bit
D8	D7	D6	D5		D4	D3	D2		D1			Data Bit

$$C1 = D1 \oplus D2 \oplus D4 \oplus D5 \oplus D7$$

$$C2 = D1 \oplus D3 \oplus D4 \oplus D6 \oplus D7$$

$$C3 = D2 \oplus D3 \oplus D4 \oplus D8$$

$$C4 = D5 \oplus D6 \oplus D7 \oplus D8$$

## Overlapped Parity

### ◆ Example

– data = 1110 0001

– compute check bits:

$$C1 = D1 \oplus D2 \oplus D4 \oplus D5 \oplus D7$$

$$C2 = D1 \oplus D3 \oplus D4 \oplus D6 \oplus D7$$

$$C3 = D2 \oplus D3 \oplus D4 \oplus D8$$

$$C4 = D5 \oplus D6 \oplus D7 \oplus D8$$

$$C1 = 1 \oplus 0 \oplus 0 \oplus 0 \oplus 1 = 0 \quad \text{← least significant bit}$$

$$C2 = 1 \oplus 0 \oplus 0 \oplus 1 \oplus 1 = 1$$

$$C3 = 0 \oplus 0 \oplus 0 \oplus 1 = 1$$

$$C4 = 0 \oplus 1 \oplus 1 \oplus 1 = 1 \quad \text{← most significant bit}$$

# Overlapped Parity

## ◆ Example

- data sent is 1110 0001 and transmitted check bits are 1110
- assume received data is: 01100001
  - » note that most sig. bit has been corrupted/flipped
- received check bits are: 1110
- recomputed check bits:

$$C1 = 1 \oplus 0 \oplus 0 \oplus 0 \oplus 1 = 0$$

$$C2 = 1 \oplus 0 \oplus 0 \oplus 1 \oplus 1 = 1$$

$$C3 = 0 \oplus 0 \oplus 0 \oplus 0 = 0$$

$$C4 = 0 \oplus 1 \oplus 1 \oplus 0 = 0$$

- Syndrome: 1110 XOR 0010 = 1100

# Applying Syndrome

	12	11	10	9	8	7	6	5	4	3	2	1	Bit Position
0	1	0	1	0	1	0	1	0	1	0	1		
0	1	1	0	0	1	1	0	0	1	1	0		
1	0	0	0	0	1	1	1	1	0	0	0		
1	1	1	1	1	0	0	0	0	0	0	0		
					C4			C3		C2	C1		Check Bit
	D8	D7	D6	D5		D4	D3	D2		D1			Data Bit

Syndrome 1100 detects D8 as faulty

## *m-of-n codes*

- ◆ All code words are  $n$  bits in length and contain exactly  $m$  1s
- ◆ Simple implementation:
  - add/append second data word
  - select word such that code word contains  $m$  1s
  - code is separable
  - 100% overhead
- ◆ Hamming distance is 2
  - e.g. 1st error sets bit, 2nd error resets other bit

## *Checksum*

- ◆ Separable code to achieve error detection capability
- ◆ Checksum is the sum of the original data
- ◆ Single-precision checksum
  - overflow problem, i.e. adding  $n$  bits modulo  $2^n$
- ◆ Double-precision checksum
  - uses double precision, i.e. compute  $2n$ -bit checksum from  $n$ -bit words using modulo- $2^{2n}$  arithmetic.
- ◆ Honeywell checksum
  - compose word of double length by concatenating 2 consecutive words
  - compute checksum on these double words
- ◆ Residue checksum
  - like single-precision checksum, but overflow is now fed back as carry

## *Cyclic codes*

- ◆ Cyclic Redundancy Checks (CRC)
  - Parity bits still subject to burst noise, uses large overhead (potentially) for improvement of 2-4 orders of magnitude in probability of detection.
  - CRC is based on a mathematical calculation performed on message. We will use the following terms:
    - »  $M$  - message to be sent ( $k$  bits)
    - »  $F$  - Frame check sequence (FCS) to be appended to message ( $n$  bits)
    - »  $T$  - Transmitted message includes both  $M$  and  $F$   
=>( $k+n$  bits)
    - »  $G$  - a  $n+1$  bit pattern (called generator) used to calculate  $F$  and check  $T$

## *Cyclic codes*

- ◆ Idea behind CRC
  - given a  $k$ -bit frame (message)
  - transmitter generates a  $n$ -bit sequence called frame check sequence (FCS)
  - so that resulting frame of size  $k+n$  is exactly divisible by some predetermined number
- ◆ Multiply  $M$  by  $2^n$  to shift and add  $F$  to padded 0s

$$T = 2^n M + F$$

## Cyclic codes

- ◆ Dividing  $2^n M$  by  $G$  gives quotient and remainder

$$\frac{2^n M}{G} = Q + \frac{R}{G}$$

remainder  
is 1 bit less  
than divisor

then using  $R$  as our FCS we get

$$T = 2^n M + R$$

on the receiving end, division by  $G$  leads to

$$\frac{T}{G} = \frac{2^n M + R}{G} = Q + \frac{R}{G} + \frac{R}{G} = Q$$

Note:  
mod 2 addition,  
no remainder

## Cyclic codes

- ◆ Therefore, if the remainder of dividing the incoming signal by the generator  $G$  is zero, no transmission error occurred.
- ◆ Assume  $T + E$  was received (Note:  $E$  is the error)

$$\frac{T + E}{G} = \frac{T}{G} + \frac{E}{G}$$

since  $T/G$  does not produce a remainder, an error is detected only if  $E/G$  produces a non-zero value

## *Cyclic codes*

- ◆ example, assume generator  $G(X)$  has at least 3 terms
  - $G(x)$  has three 1-bits
    - » detects all single bit errors
    - » detects all double bit errors
    - » detects odd #'s of errors if  $G(X)$  contains the factor  $(X + 1)$
    - » any burst errors  $<$  length of FCS
    - » most larger burst errors
    - » it has been shown that if all error patterns likely, then the likelihood of a long burst not being detected is  $1/2^n$

## *Cyclic codes*

- ◆ What does all of this mean?
  - A polynomial view:
    - » View CRC process with all values expressed as polynomials in a dummy variable  $X$  with binary coefficients, where the coefficients correspond to the bits in the number.
      - for  $M = 110011$  we get  $M(X) = X^5 + X^4 + X + 1$
      - for  $G = 11001$  we get  $G(X) = X^4 + X^3 + 1$
      - Math is still mod 2
    - » An error  $E(X)$  is received and **undetected** iff it is divisible by  $G(X)$



# Cyclic codes

## ◆ Common CRCs

- CRC-12 =  $X^{12} + X^{11} + X^3 + X^2 + X + 1$
- CRC-16 =  $X^{16} + X^{15} + X^2 + 1$
- CRC-CCITT =  $X^{16} + X^{12} + X^5 + 1$
- CRC-32 =  $X^{32} + X^{26} + X^{23} + X^{22} + X^{16} + X^{12} + X^{11} + X^{10} + X^8 + X^7 + X^5 + X^4 + X^2 + X + 1$

## ◆ Hardware Implementation:

$$G(X) = 1 + a_1X + a_2X^2 + \dots + a_{n-1}X^{n-1} + a_nX^n$$

