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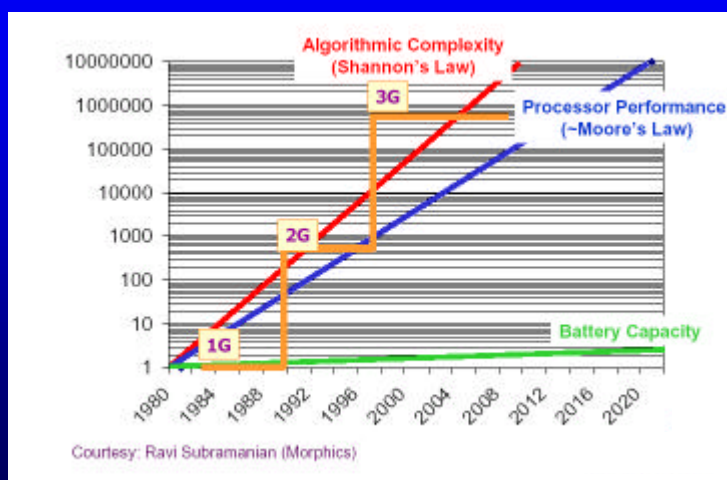
Breaking the Interleaving Bottleneck in Communication Applications for Efficient SoC Implementations

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MPSoC'05, 11-15 July 2005
Relais de Margaux Hotel, France

Wireless Implementation Challenges

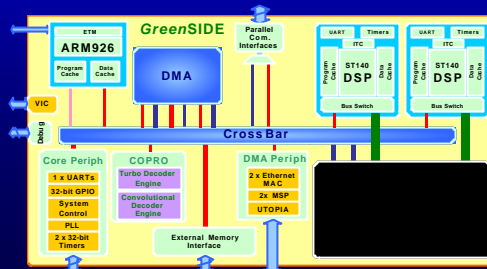
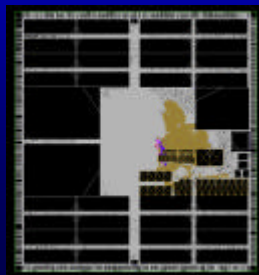
- DECT 10 MIPS, GSM 100 MIPS, UMTS x 1000 MIPS



Can we close this gap ?

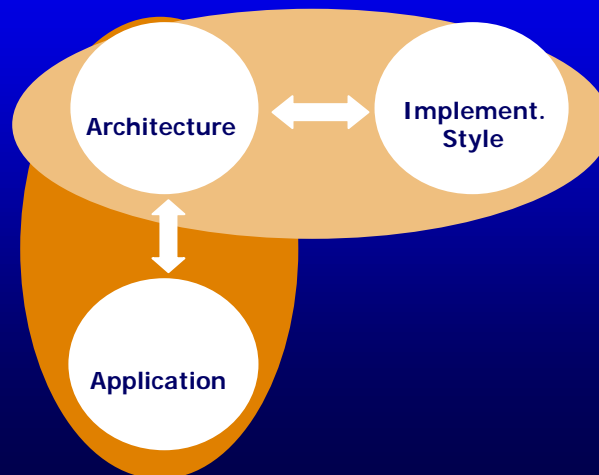
Example: Channel Coding

- Turbo-Codes (1993)
 - Revolution in channel coding e.g. UMTS, DVB, WLAN, CCSD
- LDPC Codes (1996)
 - Renaissance of Gallagers Work (1960)
 - Competitor to turbo-codes e.g. used in DVB-S2, WiMAX
- STM Greenside Chip: 2.5G/3G Wireless Infrastructure Chip (130nm technology)
 - Supports WCDMA, CDMA2000, EDGE
 - Decodes up to 256 voice channels & up to 8 384Kbps data channels simultaneously

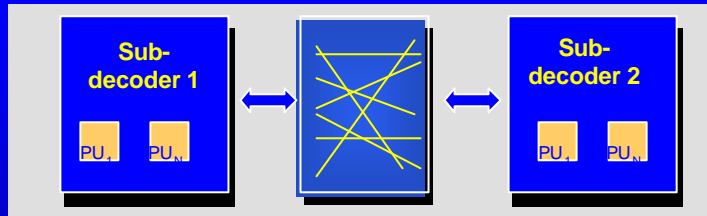


Design Space

- MPSoC'04: Trade-offs different implementation styles
 - ASIC, FPGA, ASIP, DSP, Multiprocessor...
 - Architectural efficiency & design time



Generic Decoding Structure



1. Subdecoder 1 processes one complete block
 2. After finishing the calculation, data are sent to subdecoder 2
 3. Subdecoder 2 starts block processing...
 4. Iterate until stopping criterion fulfilled
- Information exchange takes place „randomly“
 - Tanner graph (Parity check matrix)/ Interleaver
 - Quality of „randomness“ influences communications performance
 - High Throughput/Low Latency architectures
 - Interconnect centric architectures

Solving Interconnect Bottleneck

Crossbar functionality with output blocking conflict (MPSoC'04)

Conflict free by code design

- Solves the interconnect problem at the „system level“
- Tanner Graph/Interleaver is designed according to a fixed architectural template with regular interconnect topology e.g. barrelshifter
- Architecture imposes constraints on the code
 - Impact on communications performance

Run-time conflict resolution (MPSoC'04)

- Largest flexibility, no impact on communications performance
- NoC approach

Algorithm Design Space

- Turbo-Decoder UMTS compliant, 166MHz, 180nm technology, Throughput 100Mbit
 - NoC approach, **large flexibility**
14 parallel units, area = **16.84 mm²** (14mm² PUs, 2.8mm² NoC)
 - Conflict free interleaver design, **limited flexibility**
10 parallel units, area=**11.23 mm²** (10.3mm² PUs, 0.9mm² Barrelshifter)
- Implementing LDPC Decoding on Network-On-Chip, T. Theocharides, G. Link, N. Vijaykrishnan, M. J. Irwin, Int. Conference on VLSI Design 2005
 - 1024 Bit block size, 1.2Gb/s (?), R=0.75
 - NoC: 5x5 2D mesh, dimension-order routing, **large flexibility**
 - 160nm CMOS Technology, 1.8V, synthesis, 500 MHz, **110 mm²**, **~30 Watt**
- A. Blanksby, C. Howland, IEEE Journal on Solid-States Circuits
 - 1024 Bit block size, 1 Gb/s, Rate=0.5
 - full hardwired interconnect network, **no flexibility at all**
 - 160nm CMOS Technology, 1.5 V, synthesis, 64 MHz, **52.5mm²**, **~700mW**

DVB-S2 LDPC implementation

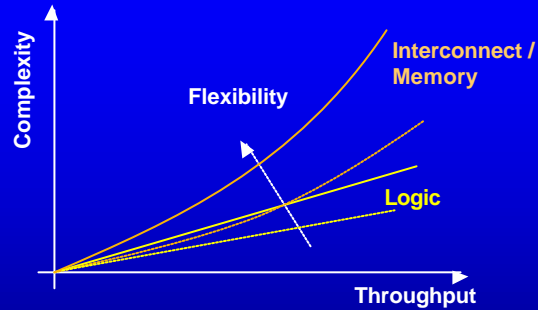
- Blocksize 64800 Bit, R=1/4..9/10, 0.7 dB to Shannon limit
- Synthesis results for the DVB-S2 LDPC code decoder

Area [mm ²] (0.13um, 270MHz)		Area [mm ²]
RAMs	Channel LLR	1.997
	Messages	9.117
	Addresses/Shuffling	0.075
Logic	Functional Nodes	10.8
	Control logic	0.2
Shuffling Network		0.55
Total Area [mm ²]		22.74
Throughput[Mbit/s] @30iter		255

Why is this implementation so efficient ?

- Code was defined with implementation complexity in mind
- IRA codes: subset of LDPC codes
- Limited flexibility (11 Tannergraphs)
- Permutation network
 - Shuffling network with some "tricky" memory allocation/assignments

Algorithmic Flexibility



LDPC Decoder: synthesizable IP block, 130nm, 10000 bits

- Full flexibility i.e. supports every LDPC code: 27 mm²
- Limited flexibility (e.g. WiMax-WLAN): 5 mm²

This graph is independent of implementation style



Analyze carefully the flexibility requirements
Application/architecture Codesign

Conclusion

The Gap can be closed

- Application/Architecture Codesign
- Match the architecture & application
- „Just enough flexibility“
 - Application
 - Implementation

Thank you for listening!

For further information please visit

<http://www.eit.uni-kl.de/wehn>