

## GENERIC REED SOLOMON ENCODER

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### Abstract

Reed Solomon (RS) codes is a mechanism to detect and correct burst of errors in data transmission and storage systems. It provides a solid introduction to foundation mathematical concept of Galois Field algebra and its application. With the development of digital hardware technology, the RS concepts were brought into reality, i.e. the implementation of RS codec chips. This paper presents the development steps of a generic RS encoder using VHDL. The encoder is able to handle generic width of data, variable length of information, number of error as well as variable form of primitive polynomial and generator polynomial used in the system. The design has been implemented for FPGA chip Xilinx XC3S200-5FT256 and has a better performance than commercially available equivalent encoder.

*Keywords: reed solomon, error correction codes, galois field, VHDL*

### 1. Introduction

Reed Solomon (RS) codes are block-based error-correcting mechanism in a wide range of applications in digital transmission and storage. The RS encoder takes a block of data and adds extra redundant bits. A block of RS codes described in Figure 1 consists of  $K$  information symbols added by  $2t$  parity symbols to make an  $N$  symbol codeword. In this scheme, the RS decoder can correct up to  $t$  symbols that contain errors in the codeword, and specified as  $RS(N,K)$ . Given a symbol size  $m$ -bit, the maximum codeword length is  $N=2^m-1$ . These variables are referred frequently throughout the discussion in this paper.

While most published RS codec implementation have specific size and features [1-3], this paper presents the development of a generic Reed-Solomon encoder, whose characteristics can be altered by modifying the parameters. They are: length of information symbol ( $K$ ), length of parity symbol ( $2t$ ), size of symbol ( $m$ ), primitive polynomial  $p(x)$  and generator polynomial  $P(x)$ . The motivation of designing a generic encoder is to increase modularity and reusability, whereas design

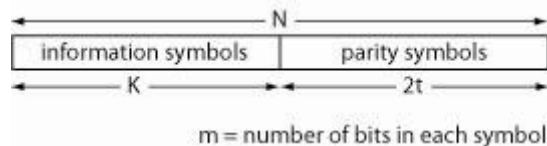


Figure 1.  $RS(N, K)$

reuse is one of best practices in increasing productivity and efficiency.

It is assumed that the readers are familiar with fundamental aspects of finite fields discussed in many textbooks, some of them are [4,5].

### 2. RS Encoding Process

This section gives an overview of RS encoding process with a short data as an example, i.e. RS (7,3). It means that the RS codes have seven codeword symbols, three of which are the original information symbols and the rest are parity symbols. Let each is 3-bit symbol. The information that will be transmitted is divided into three 3-bit blocks, each of which is added by four 3-bit symbols to make 7 codewords symbols. The field elements for  $m = 3$  using primitive polynomial  $x^3 + x + 1$  are presented in Table 1.

Table 1. Elements of  $GF(2^3)$

Elemen	Polynomial	$\alpha$	$\alpha$	$\alpha$
		2	1	0
0	0	0	0	0
$\alpha^0$	1	0	0	1
$\alpha^1$	$\alpha$	0	1	0
$\alpha^2$	$\alpha^2$	1	0	0
$\alpha^3$	$\alpha+1$	0	1	1
$\alpha^4$	$\alpha(\alpha+1) = \alpha^2 + \alpha$	1	1	0
$\alpha^5$	$\alpha^3 + \alpha^2 = \alpha^2 + \alpha + 1$	1	1	1
$\alpha^6$	$\alpha^2 + 1$	1	0	1

Let a block of information is 100011110. By dividing it into three 3-bit symbols (100 011 110), we have the information symbols:  $\alpha^2 \alpha^3 \alpha^4$ .

A Reed Solomon codeword is constructed using a special polynomial called *generator polynomial*. All valid codewords are divisible by the generator poly-nomial. The general form of a generator polynomial is:

$$g(x) = (x + \alpha^i)(x + \alpha^{i+1}) \dots (x + \alpha^{i+2t-2})(x + \alpha^{i+2t-1}) \quad (1)$$

and the codeword is constructed using:

$$c(x) = g(x).i(x) \quad (2)$$

where  $g(x)$  is the generator polynomial,  $i(x)$  is the information block,  $c(x)$  is a valid codeword.

In this example, the maximum error can be corrected is  $t = 2$ . Let we use  $i = 1$  for equation (1), hence the generator polynomial is

$$\begin{aligned} g(x) &= (x + \alpha)(x + \alpha^2)(x + \alpha^3)(x + \alpha^4) \\ &= (x^2 + \alpha^2x + \alpha x + \alpha^3)(x^2 + \alpha^4x + \alpha^3x + \alpha^7) \\ &= (x^2 + (\alpha + \alpha^2)x + \alpha^3)(x^2 + (\alpha^4 + \alpha^3)x + \alpha^7) \\ &= (x^2 + \alpha^4x + \alpha^3)(x^2 + \alpha^6x + 1) \\ &= x^4 + \alpha^3x^3 + x^2 + \alpha x + \alpha^3 \\ &= (1 \ \alpha^3 \ 1 \ \alpha \ \alpha^3) \end{aligned} \quad (3)$$

The generator polynomial  $g(x)$  is used to divide the information symbols multiplied by  $x^{(N-K)}$ . The remainder must be added to the information symbols to make it divisible by  $g(x)$ . Hence, the remainder of the division is the parity symbols  $P_i$ .

$$p(x) = i(x).x^{N-K}/g(x) \quad (4)$$

Therefore, the dividend symbols plus parity symbols are the codewords to be transmitted through a communication channel.

$$c(x) = i(x).x^{N-K} + p(x) \quad (5)$$

Manual calculation can be done by applying GF algebra in a long division of the symbols.

$$\begin{array}{r}
 \alpha^2 \alpha^2 \alpha^6 \\
 \alpha^0 \alpha^3 \alpha^0 \alpha^1 \alpha^3 \quad \alpha^2 \alpha^3 \alpha^4 \quad 0 \quad 0 \quad 0 \quad 0 \\
 \alpha^2 \alpha^5 \alpha^2 \alpha^3 \alpha^5 \\
 \alpha^2 \alpha^1 \alpha^3 \alpha^5 \quad 0 \\
 \alpha^2 \alpha^5 \alpha^2 \alpha^3 \alpha^5 \\
 \alpha^6 \alpha^5 \alpha^2 \alpha^5 \quad 0 \\
 \alpha^6 \alpha^2 \alpha^6 \alpha^0 \alpha^2 \\
 \alpha^3 \alpha^0 \alpha^4 \alpha^2
 \end{array}$$

The remainder symbols  $p(x) = \alpha^3 \alpha^0 \alpha^4 \alpha^2$  are added to the information symbols that have been shifted 4 'spaces' to the left.

$$c(x) = i(x).x^{N-K} + p(x) = \alpha^2 \alpha^3 \alpha^4 \alpha^3 \alpha^0 \alpha^4 \alpha^2 \quad (6)$$

Now we have the whole codeword to be transmitted, i.e. the binary representation of all symbols: 100 011 110 011 001 110 100.

Thus, a Reed Solomon encoding process consists of the following steps:

1. Multiply the information symbols with  $X^{(N-K)}$ . This can be done by shifting the information symbols to the left to allow space for  $2t$  parity symbols.
2. Divide the result of step 1 with the generator polynomial using GF algebra
3. Add the result of step 2 (remainder of division) to the result of step 1

### 3. Implementation Methods

Adapted from [4], the schematic design of RS Encoder is shown in Figure 2.  $g(x)$  is the generator polynomial used to generate parity symbols  $P(x)$ . The number of registers used is equal to  $N-K$ . Parity symbols are generated by serial entry of the information symbols into  $i(X)$ . Right after  $N-K$  pulses of clock,  $P$  holds the generated parity symbols. In our sample codes, the sequence of parity symbols constructed in  $P(x)$  is described in Table 2.

The benefit of a generic or parameterized design is the ease of system's characteristics modification by changing a set of parameters. Specifically in hardware description language (HDL), a single parameterized design can be compiled for any size of data. Hardware space and time consumptions can be quickly evaluated

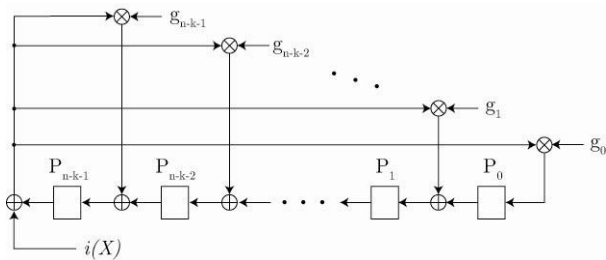


Figure 2. Schematic of Reed Solomon Encoder

Table 2. Parity generation for sample RS(7,3)

Input	Feedback	P <sub>3</sub>	P <sub>2</sub>	P <sub>1</sub>	P <sub>0</sub>
		0	0	0	0
$\alpha^2$	$\alpha^2$	$\alpha^5$	$\alpha^2$	$\alpha^3$	$\alpha^5$
$\alpha^3$	$\alpha^2$	$\alpha^3$	$\alpha^5$	$\alpha^2$	$\alpha^5$
$\alpha^4$	$\alpha^6$	$\alpha^3$	$\alpha^0$	$\alpha^4$	$\alpha^2$

by modifying the values of parameters and recompilation. The following sections describe major steps in developing a parameterized RS Encoder using Very High Speed Integrated Circuit HDL (VHDL). VHDL is a hardware description language used to describe the behavior and structure of digital systems. It allows a digital system to be designed and debugged at a higher level before converted to the gate and flip-flop levels. More on VHDL can be learnt from [6] and the RS VHDL design will be described in section 3.3.

Apparently from Figure 2, GF multipliers and adders are required for the system. Adders can easily be implemented by  $m$ -bit XOR gates. However, we need to implement a multiplier module, whose process depends on the primitive polynomial used for generating field elements.

To hold variable and temporary values, we use Shift Register with Parallel Load (SRwPL) as described in [7] for all registers used in the circuit. The SRwPL has generic width input and output, 2-bit operation mode (00=hold, 01=load, 10=shift left, 11=shift right), and 2-bit input (1-bit Left Input and 1-bit Right Input).

### 3.1. Generic Bit-Serial Multiplication

In building a parameterized encoder, we need to develop a generic serial multiplier. A parallel multiplier with fixed combinatorial logics cannot be used here, because its characteristic is tied to a certain size of data and polynomial type. The original design of standard-shift-register (SSR) was introduced by Peterson [8] and republished by Scott et al. [9]. Multiplication holds the following equation:

$$C(x) = A(x)B(x) \bmod P(x) \quad (7)$$

for  $A(x) = a_0 + a_1x + \dots + a_{m-1}x^{m-1}$  and  $B(x) = b_0 + b_1x + \dots + b_{m-1}x^{m-1}$  and the product module  $P(x)$  is  $C(x) = c_0 + c_1x + \dots + c_{m-1}x^{m-1}$ .  $P(x) = p_0 + p_1x + \dots + p_{m-1}x^{m-1} + x^m$  is the polynomial used to generate field elements of  $GF(2^m)$ .

According to Mastrovito [10],  $C(x)$  can be calculated as follows:

$$C(x) = [b_0A(x) + b_1xA(x) + \dots + b_{m-1}x^{m-1}A(x)] \bmod P(x) \quad (8)$$

where each term  $b_i x^i A(x)$  is calculated recursively:

$$b_i x^i A(x) \bmod P(x) = (\dots((b_i x A(x) \bmod P(x))x \bmod P(x)) \dots)x \bmod P(x) \quad (9)$$

with  $x$  appears  $i$  times in the equation. Based on equation (8) and (9), we obtain the sequential multiplier design in Figure 3.

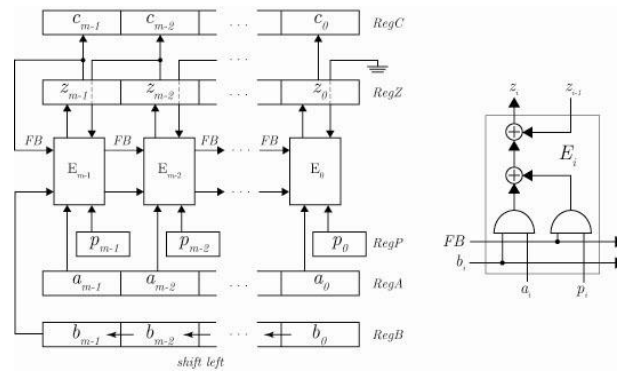


Figure 3. Serial Polynomial-based Multiplier

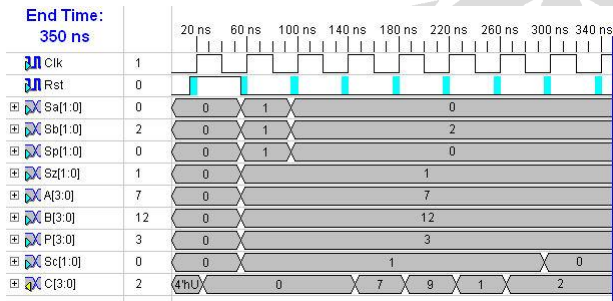


Figure 4. Simulation result of serial multiplication

The internal process of multiplication can be described as follows:

For example we want to compute  $\alpha^{10} \times \alpha^6$  in  $GF(2^4)$  with primitive polynomial  $P(x)=x^4+x+1$ . Referring to Figure 3, initially all registers are reset at the first clock. With  $P(x) = x^4 + x + 1$ ,  $P$  is set to 0011 or  $3_{10}$ . Input  $A(x)=\alpha^{10}=0111=7_{10}$  and  $B(x)=\alpha^6=1100=12_{10}$ .

During the cycle, the polynomial  $b_{m-1}A(x)$  is entered into  $Z$  register. Shifting  $Z$  register is equivalent to multiplication by  $x$ , and since this could result in a term of degree greater than  $m-1$ , the polynomial  $P(x)$  provides for a reduction of such a term by the equation  $x^m = p_{m-1}x^{m-1} + p_{m-2}x^{m-2} + \dots + p_0$ . The result is  $b_{m-1}A(x) \bmod P(x)$ .  $b_{m-2}A(x)$  is added to this polynomial to produce the result  $[b_{m-1}xA(x) + b_{m-2}A(x)] \bmod P(x)$ . Upon the application of next clock cycles, the sequence of operations repeats itself to produce the polynomial  $\{[b_{m-1}xA(x) + b_{m-2}A(x)]x + b_{m-3}A(x)\} \bmod P(x)$  in the  $Z$  register. The product  $C(x)$  is obtained after  $n$  clock cycles, where  $n$  is the degree of polynomial  $P(x)$ .

As we can see from the simulation in Figure 4, multiplication module has four main registers, i.e. two registers for the operands ( $A$  and  $B$ ), one register for primitive polynomial ( $P$ ), and one register for the result ( $C$ ). Each register has 2-bit selector mode  $S_a, S_b, S_p$  and  $S_c$ . As described in Figure 2, this multiplier module is duplicated  $N-K$  times and concurrently driven by clock to perform synchronous multiplications.

### 3.2. Controller

We have learnt from Figure 4 that a certain number of states are required for the multiplication. To produce parity symbols in RS codes, the multiplication process is performed  $N-K$  times. A controller is required to perform this series of multiplication. In addition, it also drives the behavior of register  $P(x)$  and feeds the  $i(x)$  input with appropriate symbols serially. Algorithm of the controller behaves as follows:

1. Reset all registers
2. Set primitive polynomial and generator polynomial used

3. Initialize all registers (all  $S_x = "1"$  to load new values)
4. Loop  $m$  times for multiplication process:  $S_a = S_p = "0"$  (hold) and  $S_b = "2"$  (shift left)
5. Store the product for next iteration  
Repeat step 2 - 5 ( $N-K$ ) times.
6. Deliver the final result (parity codes)

The final result is the parity codes added to the information codes to form the RS codeword. Figure 5 shows controller states for  $N-K=3$  and  $m=4$ .

### 3.3. Main VHDL File

The main VHDL codes has the following tasks:

1. generates  $N-K$  registers, multipliers and adders, each is of  $m$ -bit wide.
2. connects internal signals within the encoder
3. connects controller outputs to the corresponding encoder's signals.

Thanks to VHDL's feature, we can duplicate module easily with 'generate' command and define variable values with 'generic' keyword. Both features are shown in the VHDL codes in Figure 6. For clarity, the codes show main signals only. The signal names in the codes refer to the implementation of RS Encoder illustrated in Figure 7. A set of generator polynomial and information symbols as well as the primitive polynomial are stored in a text file. During simulation, these symbols are sequentially read from the file and fed to the encoding process. The result of encoding process is written to an output file. To keep the encoder remains synthesizable, all read and write processes are done externally from the encoder to simulate on-the-fly encoding process during real data transmission.

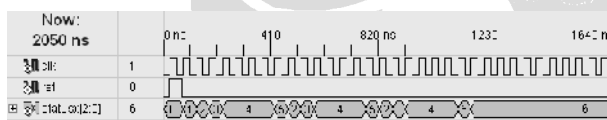


Figure 5. Controller states for  $N-K = 3$  and  $m = 4$

```

entity Encoder is
  generic ( Nbit, NPar : positive );
  PORT ( ... );
end Encoder;

architecture Structural of Encoder is
  component SRwPL generic ( Nbt : positive );
  PORT ( ... ); end component;

  component SMulp generic ( Nbt : positive );
  PORT ( ... ); end component;

  Regxs : for x in (NPar-1) downto 1 generate
    Rx: SRwPL generic map ( Nbt => Nbit )
      PORT map ( i => Pi(x), q => P(x), .... );
  end generate;

  RegLSB : SRwPL generic map ( Nbt => Nbit )
  -- special for LSB register
  PORT map ( i => F(0), q => P(0), .... );

  Multx : for y in (NPar-1) downto 0 generate
    Mux: SMulp generic map ( Nbt => Nbit )
      PORT map ( a=>FB, b=>g(y), p=>Poly, Sx=>Selc, c=>F(y),... );
  end generate;

  Addxs : for z in (NPar-1) downto 1 generate
    Addx : Pi(z) <= P(z-1) XOR F(z);
  end generate;

```



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