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## Efficient Multiple Error Correction by Using Two Bit Overlap Codes

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**Abstract:** Error-correction codes are a common way to guard against data corruption. OLS codes frequently make use of linear block codes with single- and double-error correction. Orthogonal Latin square (OLS) codes are a type of one-step majority-logic-decodable (OS-MLD) error correcting codes. Decoding these codes is quick and simple because to the use of short codes. Soft faults in semiconductor memories, OLS codes are used to rectify multiple cell failures. Reconfigurable designs like field programmable gate arrays can benefit from OLS codes generated from Latin squares (FPGA). By adopting Latin Square codes, this work describes the parity regulation matrices and the strategy for lowering the decoding block by enlarging the original OLS code. This work describes the implementation of orthogonal Latin square codes by their parity control matrices and the method of lowering the decoding block by enlarging the real size of the OLS code. The generalization problem is addressed in this study by narrowing the scope of the suggested technique to only include codes with improved error correction.

### I. INTRODUCTION

As a result of manufacturing flaws, aging or radiation-induced soft mistakes, electronic circuits in the nanoscales are susceptible to failures. For example, a soft error in a memory might corrupt data and cause a device failure by changing the content of a word. Consequently, error correcting codes are frequently used to secure memory in apps that require reliable operation (ECCs). It is possible to detect and correct errors by adding a certain amount of parity bits to each word. When writing to memory, parity checks are performed, and the results are then read back from memory. To encode and decode, this necessitates additional logic equipment.

More parity check bits per word means more errors can be corrected, but more complicated logic circuitry means more errors can be corrected. If the mistake rate is high, memory cells may be affected in an unpredictably random manner. Near-threshold caches, for example, or Spin-transfer RAMs (STT-MRAMs) is necessary for the multiple bit error correction they enable. Some commonly used codes, such as the BCH codes, have a link between the number of parity bits and the number of defects that can be repaired. The decoding difficulty of BCH codes can be significantly increased if a

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Correction Codes and poses a limiting design constraint, even though decoding is possible. In addition to Euclidean Geometry, Difference Set codes, and codes for Orthogonal Latin Square, codes for memory protection have been investigated extensively during the previous millennium; codes besides Euclidean Geometry, Difference Set codes, and codes for Orthogonal Latin Square have been configured. Fast decoding is possible in all of these circumstances thanks to Another Step Majority Logic Decoding. With a handful of Two-bit error correction codes (i.e. Double Error Correction (DEC)) and word sizes more than 10 bits are the only viable design alternatives afforded by OLS codes.

These codes use a lot of parity check bits, which means they take up a lot of memory space.

As a result, discovering new code installs that encourage OS-MLD as successful and creative design solutions has a great deal of promise. Double Error Correction codes supporting OS-MLD are described in this research using a novel technique. The new structure is based on the employment of parity control matrices with constant weight and just one or two points of intersection. OS-MLD, which is substantially more difficult to design than Orthogonal Latin, can now be improved.

The decoding of Square codes, however, is a little better than that of non-OS-MLD codes, such as BCH codes. OLS codes, which are also used to safeguard memory, were implemented generations before the proposal to protect interconnect and cache.  $k = m$  two data bits and two  $t_m$  parity bits make up the block dimensions of Orthogonal Latin Square codes. An integer  $m$  is substituted for  $t$ , denoting the number of errors that have been fixed. For memory, word dimensions are frequently a power of two, as is  $m$ . One of the main advantages of OLS code is that it is simple and affordable to decipher. Because of this, OS-MLD can be used to decode OLS codes. When it comes to DS codes and OLS codes, what is the situation? Orthogonal Latin Square codes appear to be based on the idea that: 1) every data bit is involved in perfectly  $2t$  parity control bits; 2) every other data bit is

involved through at most those parity control bits. equation parity checks, OS-MLD decodes each bit. Compared to syndrome decoding, where each bit is compared to the applicable error patterns and many syndrome patterns must be taken into account when multiple bits need to be rectified, the entire system is much simpler. Most OS-MLD code difficulties stem from the fact that it is only supported by a small number of codes, each having a limited number of word sizes and error correcting features.

involved through at most those parity control bits.

In the Double Error Correction Orthogonal Latin Square codes, the proposed and removed SEC-DED-DAEC codes (DEC-OLS codes). A parity check matrix is used as the starting point for the first step, which is to remove the  $m$  parity check bits corresponding to one of  $M_i$ . For each equation in the reduced matrix, each transmitting data bit will indicate a parity check that has been deleted. Furthermore, these  $m$ -bit groups are referred to as  $g_1$ ,  $g_2$ ,  $g_3$ , and  $g_4$  in Fig. When  $M_1$  is eliminated, there is no change in the parity check bit.  $G_2$  and  $G_3$  and  $G_4$  refer to the groupings of bits 9-12 and 13-16 correspondingly. Three parity checks are performed on the updated matrix, and each bit of data is included in each check. As a result, single-bit and double-bit errors can be fixed using a majority vote decoding algorithm.

## II. EXISTING METHOD

The limitations of these codes are also used to assess and establish Two Bit Overlap (TBO) codes. The matrices used to create the codes are examined in the first section, which demonstrates how they can be utilized to generate DEC OS-MLD codes. Sub-section two introduces the procedure for putting together matrices, while sub-section three details the parameters of proposed codes.

### Matrix Features

Building OS-MLD codes using the preceding section's Double Error Correction (DEC) approach necessitates the creation of column matrices such that:

2. Each column has four rows.

Only one column in a pair of columns shares a position with another column. Orthogonal Latin Squares with double error correction is an example of this type of architecture.

Because each column corresponds to a data bit and each row corresponds to a parity check bit, the entire matrix can be utilized for parity checks in which the columns correspond to the data bits, and each row corresponds to a parity check bit.

Orthogonal Square-Majority Logic Decodable property is easy to understand because each input data is parity checked four times, while the other bits represent this at only one parity check.

There is still a problem, because two parity checks on the initial bit will produce faults on the other bits, therefore an error cannot be made.

This will be the code for DEC if at least five of the seven equations for the participating bit have a majority. There are a number of possible outcomes, including the following:

First, there is no plurality and no incorrectly since the error free bit has a worst case of four parity check faults. A bit in error and another bit in error are to blame for at least five parity check faults on the incorrect bit, thus it will be fixed.

In terms of decoding and encoding, this code is more complicated than a DEC OLS code. It's because of these two things:

It takes more reasoning to measure parity tests since there are more matrices in the matrix (seven instead of four per column).

The majority vote is carried out using seven parity tests and not more than four, which is yet more complicated.

However as detailed in the evaluation section of this paper, the decoding is still significantly simpler than for a non OS-MLD language. The proposed codes need to have a lower number of parity check bits to have an advantage over current DEC OLS codes. As seen next, this will be the case for the suggested scheme.

#### Polynomial based Matrix Construction

To create matrices with the attributes listed in this section, take these steps. Each bit with index  $b$  is associated with a polynomial  $P$  of degree two, so that  $b$  is associated with  $P$ .

Code word data bits are encoded as  $[0, 3k-1]$  for each of its three coefficients. The coefficients.

Consider a building in which the matrices are given in such a

are selected such that  $Pb(x) = \sum$

$a_i \cdot x^i$  satisfies  $Pb(3\sqrt{k}) =$

way that:

$a_i \cdot (3\sqrt{k})^i = b$ . Note that there is a single option for the

1.

There are exactly 7 columns each. 2. With one in particular, each pair of columns has just two positions at most.

selection of  $a, a, a$ . For instance,  $a$  equals  $b \pmod{3\sqrt{k}}$ ,  $a_1 = ((b - a_0) / 3\sqrt{k}) \pmod{3\sqrt{k}}$  and  $a_2 = ((b - a_0 - a_1 \cdot 3\sqrt{k}) / (3\sqrt{k}))$

Then the coefficients of the polynomial are  $a_0 =$

$51 \pmod{7} = 2$ ;  $a_1 = 51 - 2 \pmod{7} =$

$70$  and  $a_2 = (51 - 2 - 0 \cdot 7) \pmod{7} = 1$  so that

$$P(x) = 2 + x^2$$

polynomial with degree 2, has three roots that are not possible as per Lagrange's theorem. This means, therefore

that  $Pb$  is completely equivalent to  $Pc$ .

consequently,  $B = c$

which satisfies  $P51(3\sqrt{k}) = P51(7) = 2 + 7^2 = 51$ .

We next use the seven polynomial values to describe each  $b$  bit so that modulo  $3k$  calculations can be performed. Such values will be  $bb = 51$ :  $bb = 2, 3, 6, 4, 4, 6, 3$  There is a representation for each of these values  $3k$ . An arrangement of bits where each bit represents an integer, while the rest are zeros, resulting in a value of one. As with the ordered sequence of values, a binary vector length describes it.

and the two bits are same which eliminates the hypothesis that these bits were different.

The building just mentioned would therefore produce matrices with columns which have exactly seven columns and that share two at most. Let us summarize the mechanism of construction:

1. Choose a block size  $k$  such that  $3\sqrt{k}$  is a prime more than six.
2. For every position of  $k$  bits allocate an index  $b = 0, 1, 2, \dots, k-1$ .
3. Compute the polynomial  $Pb(x) =$

$3vk$ .

$\sum_{i=0}^{3vk-1} x^i$  which satisfies  $P(3vk) = b$  with coefficients that

$i=0 \quad b$

That list would be  $\{0010000,$   
belong to

the column of the data bit  $b$  and has exactly seven (satisfying the first condition).  $3k37k$ .

There are two additional conditions met when a prime number is higher than or equal to seven, as mentioned in the previous subsection. At most, two columns are allowed in each matrix column, according to this rule. On the basis of Lagrange's theorem, which stipulates that a polynomial of degree  $n > 1$  modulo, a prime number  $P$  with integer coefficients that are not divisible by  $P$ , may only have one root at most.

There are no coefficients modulo that are divisible by and over which they are also smaller than for the polynomials employed in the code building. Assume, for the sake of argument, that the parity check matrix's bits  $b$  and  $c$  each contain three bits or more. These two polynomials,  $P_b(x)$  and  $P_c(x)$ , show at least three distinct values overlapping, each with a degree of 2. Thereby suggesting that the product of lead and tin is a obtained in 4 such that the bit that corresponds to the value is 1 and all the other bits are 0. 6. The column of the parity check matrix for that bit is formed by the concatenation of these seven arrays obtained in step 5.

For such a specified prime number  $p$ , the codes acquired get the following parameters: and  $n-k=7$ .  $P$ . Which compares correlates to codes which have OLS & when  $p$  is big,  $n-k=4.p$ . TBO Codes

This specification of the TBO codes acquired with the polynomial configuration was summarized. This specification of the DEC OLS codes with similar word lengths are also seen in this table; just a few word sizes beginning at  $k = 343$  are supported. This could be used by shortening its H matrix for the security of 256 bit words. Single parity bit can be preserved after extracting 87 column that occupy most 1 positions from H matrix of each

$[0, 3vk-1]$ . 4. Compute the values of the polynomial  $3vk$  for

$\{0001000, 0000001, 0000100, 0000100, 0000001, 0001000\}$  in

$3vk$  bit array to each of the values

our example. In the parity search matrix, this vector will be

So the proposed code requires 48 parity check bits similar to 64 for a DEC OLS code. Security may be ensured for 1024-bit words with the following block size,  $k = 1331$  (as applicable to some configurations for cache memory). In this scenario, the suggested code could be simplified and permits 75 parity bits in comparison to 128 for DEC OLS code by maintaining 2 parity bits.

### III. PROPOSED METHOD

In communication, data is often received sequentially and decoded bit-by-bit. Decoding is made tough by the requirement to decode a complete word in one go. SEC (Single Error Correction) codes are commonly employed to preserve memories. Decoding is possible for each bit in such a circumstance by comparing the syndrome to the corresponding column in the parity check matrix.

However, if more than one bit needs to be fixed, such as

1. The size of each column.  $7. k 2$ . Every column referring to a bit of data has exactly seven columns.
3. Every set of columns only has two positions as a maximum, with one in default (two bit overlap).

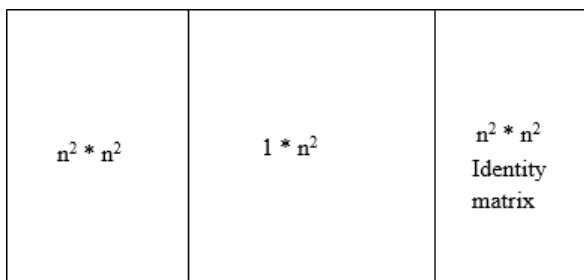
#### Construction of the Parity Check Matrix:

There are orthogonal Latin Square codes that are taken from Latin squares. If the set  $0, 1, 2, \dots, m-1$  is used, then each row and column in the Latin square will only contain one instance of each element, which is known as an array of Latin squares with size  $m \times m$ . It is not possible to derive an OLS code from the Latin squares of dimension  $m$  for secure data with  $k$ -bits of length from the OLS code. The OLS code adjustment  $t$ -error has 2 parity bits.

an approach called as syndrome decoding, wants to evaluate the various bit error syndromes that contain the bit.

Which lead to a significant increase in the complexities of decoding, particularly for large word sizes. One Step Majority Logic Decodable (OS-MLD) codes have been developed to secure memories in order to address the limitations of syndrome-based decoding. For memory security, some OS-MLD codes, such as the Orthogonal Latin Square codes, was suggested decades ago. In certain cases, however, they require a large number of bits for parity testing. The number of parity check bits is minimized by these codes. The main difficulty with EG as well as DS codes is that merely a few block sizes as well as error correction functionality are supported. For instance, EG codes only support  $(n, k)$  for Double Error Correction (DEC), that corresponds to a code word size  $n$  as well as the data block size  $k$ . Double error correction Orthogonal Latin Square codes are designed to have following characteristics for

the parity check matrices  $H$ :  $M_1$  and  $M_2$  are both identity matrices of size  $m \times m$ , and the number of 1s in each row is equal to  $m$ . There are a number of sub-matrices produced from pairwise orthogonal Latin squares, i.e.  $M_3, M_4, \dots, M_t$ . A basic decoding scheme can be devised based on these characteristics. The seven parity check equations involved in this system are used to perform a majority vote on each piece of data. If the answer is one, the bit has been found to be incorrect and will be fixed. Decoding this way is known as one-step majority logic. Data bits will be corrected even if there are single and double mistakes. The other two bits can only effect two of its parity tests if the bit itself is correct, therefore there is no majority to begin a correction if the bit is accurate. Data bits are represented by the left  $n^2 \times n^2$  columns in the parity check matrix  $H$  for Double Error Correction Orthogonal Latin



**Figure 1: Parity check matrix  $H$  of the  $(n, 1, k)$  DEC OLS code.**

Square coding, which can be seen in Figure 1. In order to verify all potential two-bit error patterns for a bit, the required logic circuit is easier than testing all of them. Because the number of possible double bit error patterns is directly proportional to  $n$ , this feature is more useful when the code word size is big. Each row of an OLS code contains equations for the code word calculation, and these equations can be directly sent into XOR gates such that the parity bits can be created by XORing each row's bits. Hence, in the Orthogonal Latin Square codes parity check matrix, there are equal numbers of parity bits and rows. In the decoder of an OLS code with a size of  $1 \times n^2$  depicted in the picture, one-step majority logic decoding takes place.  $n$  has to be a prime number, which we figured out

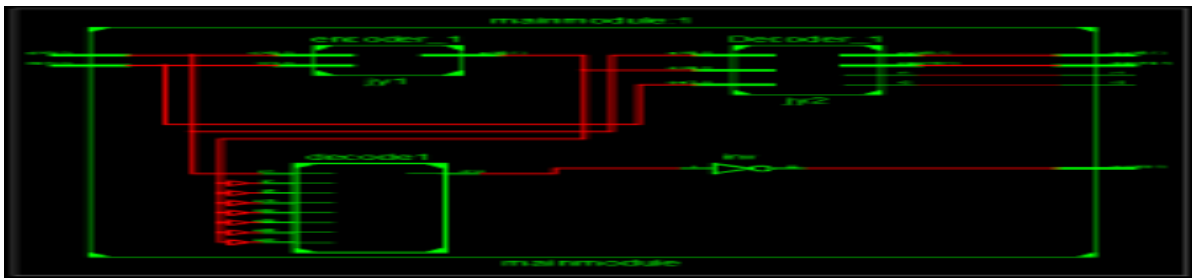
as 7 in this design. Each decoding bit is  $1 \times 49$  of an identity matrix that is  $49 \times 49$ . Parity check equations are recomputed with the bit to produce each code word bit, and then a majority vote is conducted among the parity check equations. It is only if an error has occurred that the value of the resultant parity check equation or the syndrome bit changes from 0 to 1. If the majority of the syndrome bits turn into 1, then it is evident that an error has altered the state of the bit, and so, the bit necessities to be corrected. The re-computing of the parity check bits is done by modulo-2 adders or XOR gates having suitable number of inputs. By using a 2-input XOR gate the error can be corrected at the end of the majority logic circuit, where one of the

inputs is the bit itself and the other one is the output of the majority logic circuit.

**RESULTS AND DISCUSSION**

Orthogonal Latin square codes are quite effective when it comes to correcting errors involving many bits. Encoding and decoding of the OLS codes for huge data blocks is now possible thanks to this research. Compared to the current method, the area and the latency will be reduced in the proposed method.

**RTL Schematic**



Simulation results:



Name:	Value:	1,000 ns	2,000 ns	3,500 ns	5,000 ns	6,500 ns	8,000 ns
Q[15]	1111111111	010101010101010101010101	111100000000001111000000	111111111111111111111111	111111111111111111111111	111111111111111111111111	111111111111111111111111
Q[14]	1111111111	101010101010101010101010	0000111111111111	11110000000000	111111111111111111111111	111111111111111111111111	111111111111111111111111
Q[13]	1111111111	00000000000000000000111111	1111111111111111111111110000	111111111111111111111111	111111111111111111111111	111111111111111111111111	111111111111111111111111
Q[12]	0000000000	1111000000111111110100110101	100110110110110110011101101	0000000000000000000000000000			
Q[11]	1						
Q[10]	1						
Q[9]	0000000000	01111101010101010111110000	011010101010101000001101010000	0000000000000000000000000000			
Q[8]	1111111111	10001111111111000010100101	011010101010101000001101010000	111111111111111111111111111111			

**Technology Schematic**

## CONCLUSION

As compared to other existing multi-bit error correcting codes, orthogonal Latin square codes are highly efficient in correcting multi-bit errors without sacrificing substantial area, and the encoders and decoders can be implemented in comparatively simple circuits. Encoding and decoding of the OLS codes is possible for larger data blocks and a wide range of lengths thanks to their great modularity and flexibility. Implementation on an FPGA platform has shown that the encoder and decoder are both simple and fast.

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