Soft-Decision FEC Integrated Block v1.1

LogiCORE IP Product Guide

Vivado Design Suite

EX XILINX.®

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IP Facts

The Soft-Decision Forward Error Correction (SD-FEC) Integrated Block supports Low Density Parity Check (LDPC) decoding and encoding and turbo code decoding. The LDPC codes used are highly configurable, and the specific code used can be specified on a codeword-by-codeword basis. The SD-FEC Integrated Block IP core is extremely flexible, allowing many unique custom LDPC codes to be used.

Features

The SD-FEC core is a highly flexible soft-decision FEC decoder and LDPC encoder offering the following features:

- Function configurable between either:
  - LDPC decode or encode of customer-specified Quasi-cyclic (QC) codes, including standard and custom, or
  - Turbo decode of codes used by LTE
- Peak throughput of the order:
  - 1.78 Gb/s turbo decode @ 6 iterations
  - 2.84 Gb/s for LDPC decode @ 8 iterations
  - 19.82 Gb/s for LDPC encode
- Scalable implementation
  - Multiple instantiations on a device (see Placement Location Guidelines for SD-FEC IP Core)
- High bandwidth AXI4-Stream interfaces

Note: Throughput depends on the codes and how they are mixed and the actual clock frequency on the device. See Clocking for further details.

Related Information

Placement Location Guidelines for SD-FEC IP Core
Clocking

LDPC Decoding/Encoding

- Highly configurable codes

  - A range of quasi-cyclic codes can be configured over an AXI4-Lite interface

  - Code parameter memory can be shared across up to 128 codes

  - Codes can be selected on a block-by-block basis

  - Encoder can re-use suitable decoder codes

- Normalized min-sum decoding algorithm

  - Normalization factor programmable (from 0.0625 to 1 in steps of 0.0625) for layers

- Number of iterations between 1 and 63

  - Specified for each block using the AXI4-Stream control interface

- Early termination

  - Specified for each block to be none, one, or both of the following:

    - Parity check passes

    - No change in hard information or parity bits since last iteration

- Soft or hard outputs

  - Specified for each block to include information and optional parity

  - 6-bit soft log-likelihood ratio (LLR) input (8-bit interface, two fractional bits, with external saturation before input to symmetric range -7.75 to +7.75 assumed) and 8-bit output

- In- or out-of-order execution of blocks, with user specified ID field to identify blocks

- Encoder and decoder variants, with optional support for improved throughput when sub-matrix size is small

- Optional final parity check to update parity pass/fail for final output

- Optional initialization of codes from device configuration, avoiding download using AXI4-Lite interface

  - Support logic for 5G NR provides code generation and download to SD-FEC internal memory during run-time and initialization

  - Support logic for non-5G provides code generation and download to SD-FEC internal memory during initialization

Turbo Decoding

- Max, Max Scale (scale factor is programmable as a multiple of 0.0625), or Max Star

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- Number of iterations between 1 and 63

    ○ Specified for each block using the AXI4-Stream control interface

- Early termination

    ○ Specified for each block to be none, one, or both of the following:

        - No change in hard decision since last iteration

        - CRC pass

- Soft or hard outputs

    ○ Specified for each block to include systematic and optionally parity 0 and parity 1

    ○ 8-bit soft LLR on input and output (8-bit interface, two fractional bits, with external saturation before input to symmetric range -31.75 to +31.75 is assumed)

Interfaces

- Separate clocks on each interface to ease integration

- Wide data interfaces on input and output with configurable support for 1, 2, or 4 lanes

- Ability to specify number of inputs and outputs on each lane on either a block-by-block basis, or transfer basis

- Separate inputs to specify control parameters and receive status output on a block-by-block basis

IP Facts

LogiCORE IP Facts Table	
Core Specifics	
Supported Device Family[1]	Zynq® UltraScale+™ RFSoC
Supported User Interfaces	AXI4-Lite, AXI4-Stream
Resources	Performance and Resource Utilization web page
Provided with Core	
Design Files	Encrypted RTL
Example Design	IP integrator Block Diagram
Test Bench	Verilog
Constraints File	Xilinx® Design Constraints (XDC)
Simulation Model	System Verilog SecureIP model C numerical model
Supported S/W Driver[2]	Standalone Linux
Tested Design Flows[3]	
Design Entry	Vivado® Design Suite
Simulation	For supported simulators, see the Xilinx Design Tools: Release Notes Guide
Synthesis	Vivado
Support	
Release Notes and Known Issues	Master Answer Record: 70720
All Vivado IP Change Logs	Master Vivado IP Change Logs: 72775
Xilinx Support web page	

Notes:

1. For a complete list of supported devices, see the Vivado IP catalog.
2. Standalone driver details can be found in <Install Directory>/Vitis/2019.2/data/embeddedsw/XilinxProcessorIPLib/drivers/.
   - Linux: Linux OS and driver support information is available from the Linux SD-FEC Driver page.
3. For the supported versions of the tools, see the Xilinx Design Tools: Release Notes Guide.

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Overview

Forward Error Correction (FEC) codes such as Low Density Parity Check (LDPC) and turbo codes provide a means to control errors in data transmissions over unreliable or noisy communication channels. The SD-FEC Integrated Block provides an optimized block for soft-decision decoding of these codes. Fixed turbo codes, as used by LTE, are supported directly, whereas custom and standardized LDPC codes are supported through the ability to specify the parity check matrix through an AXI4-Lite bus or using the optional programmable logic (PL)-based support logic.

Applications

The SD-FEC Integrated Block is intended for use in applications requiring LTE turbo decoding or LDPC encode/decode using QC-based codes, such as 5G wireless, DOCSIS 3.1 cable modems, backhaul, and any other applications employing custom QC codes such as backhaul.

- *3rd Generation Partnership Project; Technical Specification Group Radio Access Network; NR; Multiplexing and channel coding (Release 15)* (3GPP Std TS 38.212 V15.0.0)

- *Data-Over-Cable Service Interface Specifications DOCSIS 3.1, Physical Layer Specification* (DOCSIS 3.1)

Related Information

LDPC Code Overview

Licensing and Ordering

This Xilinx® LogiCORE™ IP module is provided at no additional cost with the Xilinx Vivado® Design Suite under the terms of the Xilinx End User License.

Registration is required to obtain the license.

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Product Specification

A block diagram of the SD-FEC Integrated Block is shown in the following figure, which includes the high speed clock (667 MHz) domain and the Clock Domain Crossing (CDC) blocks. Optional Support logic is provided around the SD-FEC block to configure it; for 5G NR the optional logic provides support for both initialization and run-time configuration and for non-5G NR it provides support for initialization only. The optional support logic is generated using the Vivado® Integrated Design Environment. The optional support logic and SD-FEC block are referred to as the SD-FEC core.

Figure 1: **SD-FEC Core Interfaces**

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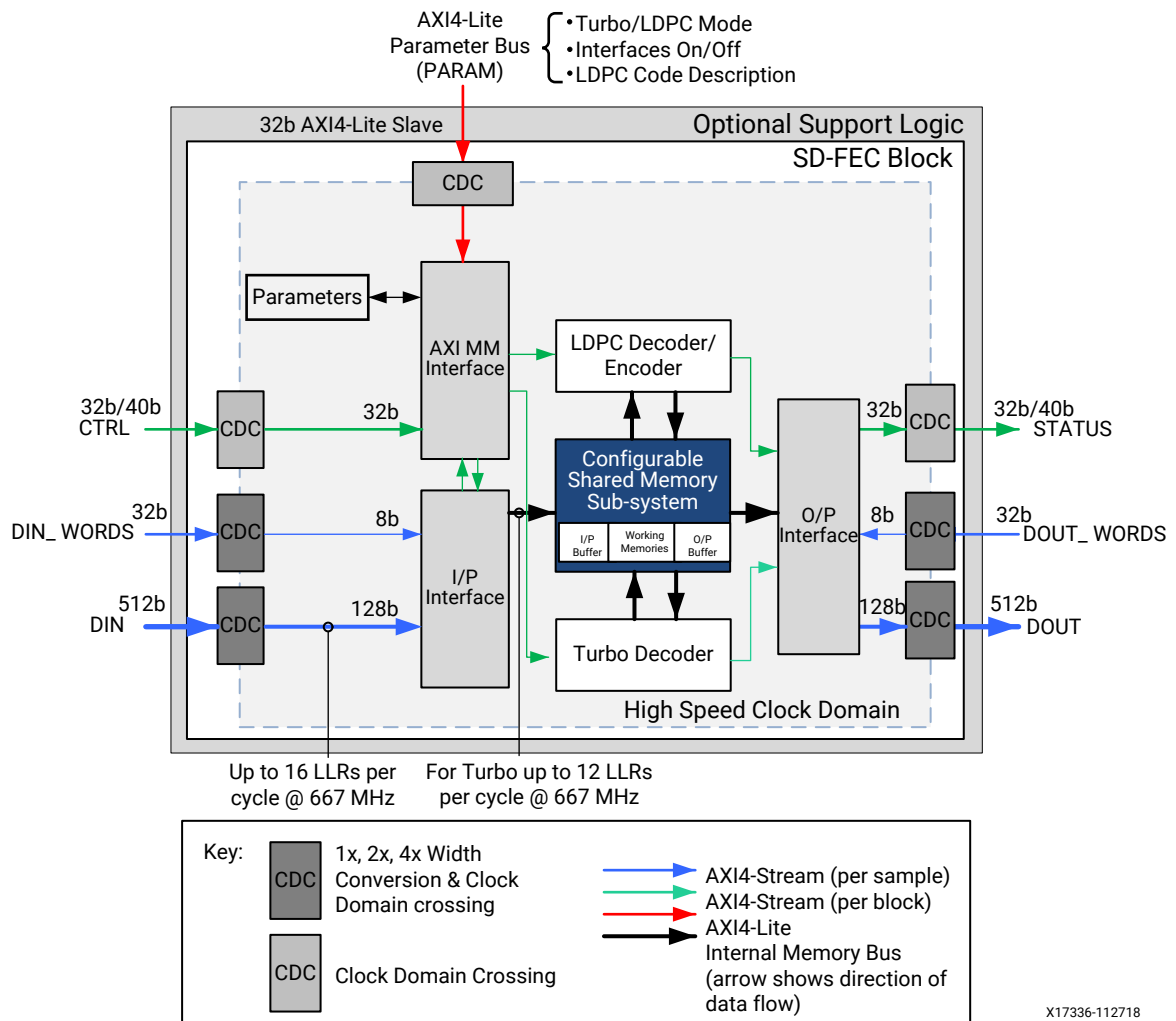
The SD-FEC core provides:

- Turbo Decode for LTE

- LDPC decode for a wide range of user-defined codes

- LDPC encode for a wide range of user-defined codes

The core uses AXI4 interfaces. A single AXI4-Lite memory mapped bus is used for parameters, such as LDPC code definitions, that persist for more than one block, and AXI4-Stream interfaces are used to provide data on a sample-by-sample basis (for example, `DIN`), or block-by-block basis (for example, `CTRL`). These interfaces provide handshake signals in addition to data. Further details are given in the AXI4-Stream Interface section. Data input and output buffers provide some scope to overlap input and output with encoder/decoder operation.

As shown in the previous figure, the internals of the SD-FEC core operate off a high speed clock, whereas the interfaces have their own clocks for ease of integration. Clock Domain Crossing (CDC) is provided on all interfaces and the data interfaces include width conversion to maintain high bandwidth with lower interface clock frequency. Specifically, the high speed clock domain has a 128-bit data interface capable of carrying up to 16 8-bit LLRs per clock cycle of the core, but the block has a 512-bit data interface, which allows up to four 128-bit samples to be time division multiplexed onto the core interface. This number can be configured to 1, 2, or 4 (using the AXI4-Lite interface), and if configured to 4, for example, it allows the interface clock rate to be reduced by a factor of four relative to the core clock while maintaining maximum bandwidth.

Note: `DIN_WORDS` and `DOUT_WORDS` have a more advanced mode of operation, where the number of elements is specified for each transfer over `DIN` or `DOUT`. This is supported by width conversion.

Related Information

[AXI4-Stream Interface](#)

Modes of Operation

The SD-FEC IP core operates in two modes, 5G New Radio (NR) and non-5G NR.

5G New Radio

In 5G NR mode, the SD-FEC IP core support logic internally handles the run-time configuration of the LDPC code and shared LDPC code parameters. On receiving a particular code definition through the AXI4-Stream control interface, the support logic generates LDPC code and shared LDPC code parameters for the given LDPC code and then downloads them to the SD-FEC internal memory. In this mode, do not write LDPC code and shared LDPC code parameters using the AXI4-Lite interface because any writes makes the behavior unpredictable.

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Note: For this mode, ensure that both the CTRL (bit-0 and STATUS (bit-3) bits in the AXIS_ENABLE register are set to 1. Writing any other value to the CTRL (bit-0) makes the behavior unpredictable.

Non-5G New Radio

This is further classified into initialized and run-time configured modes.

Run-time Configured Non-5G New Radio Mode

In this mode the core is configured at run-time using the AXI4-Lite parameter interface and the AXI4-Stream control interface for either turbo decode or LDPC encode or decode.

Initialized Non-5G New Radio Mode

In this mode the core support logic generates initialization and configuration parameters at start up from the options set in the Vivado® IDE for either turbo decode or LDPC encode or decode. In this mode and for LDPC, do not write LDPC code and shared LDPC code parameters using the AXI4-Lite parameter interface because any write can overwrite the initialized codes and make the behavior unpredictable.

Standards

- Turbo decode required by the LTE standard is defined in:

  - *3rd Generation Partnership Project; Technical Specification Group Radio Access Network; Evolved Universal Terrestrial Radio Access (E-UTRA); Multiplexing and channel coding (Release 15)* (3GPP Std TS 36.212 V15.0.1)

- LDPC codes required for the following standards are provided by the core:

  - *IEEE Standard for Information technology - Local and Metropolitan area Network Standards* (IEEE Std 802.11)

  - *Data-Over-Cable Service Interface Specifications DOCSIS 3.1, Physical Layer Specification* (DOCSIS 3.1)

  - *3rd Generation Partnership Project; Technical Specification Group Radio Access Network; NR; Multiplexing and channel coding (Release 15)* (3GPP Std TS 38.212 V15.0.0)

Performance

For details on the clock frequency supported by a device and resource utilization, visit the Performance and Resource Utilization web page.

Throughput and Latency

To view the throughput and latency figures for 5G New Radio, WiFi 802.11ac, and DOCSIS 3.1, for LDPC encoding and decoding, and the figures for turbo decoding, visit the Throughput and Latency web page.

Related Information

LDPC Block Interleaving

BER Performance

To view the BER plots for 5G New Radio, WiFi 802.11ac, DOCSIS 3.1, for LDPC encoding and decoding, and the BER plots for turbo decoding, visit the BER Performance web page.

Port Descriptions

The following tables shows the core pinout.

Global Core Ports

Table 1: **Global Core Ports**

Signal	I/O	Clock Domain	Description
reset_n	I	None	Master asynchronous reset
core_clk	I	core_clk	Main processing clock for processing core
interrupt[1]	O	s_axi_aclk	Indicates error conditions. Behavior controlled by interrupt control registers.

Notes:

1. The interrupt pin is present if the S_AXI parameter interface is *not* set to Initialized or any interrupt source is enabled.

Data Input Ports (DIN)

The data input bus (`DIN`) is an AXI4-Stream slave interface. The data input bus uses the `s_axis_din_aclk` clock.

Table 2: **Data Input Ports**

Port	I/O
s_axis_din_aclk	I
s_axis_din_tvalid	I

Table 2: **Data Input Ports** *(cont'd)*

Port	I/O
s_axis_din_tready	O
s_axis_din_tlast	I
s_axis_din_tdata[128*(LANE_NUM_IN)[1]]	I

Notes:

1. LANE_NUM_IN is the number of lanes configured using AXIS_WIDTH.DIN.

Related Information

Data Input (DIN)
Throughput Limits of Interfaces

Data Input Control Ports (DIN_WORDS)

The data input control bus (`DIN_WORDS`) controls the number of words on the data input bus (`DIN`). It is an AXI4-Stream slave interface. The data input control bus uses the `s_axis_din_words_aclk` clock. Ports associated with `DIN_WORDS` interface are present if DIN_Interface is set to Unconfigured, or DIN_Interface is set to Pre-Configured and DIN_Words_Configuration is set to Per_Block or Per_Transaction (that is, the interface is not Fixed).

Table 3: **Data Input Control Ports**

Port	I/O
s_axis_din_words_aclk	I
s_axis_din_words_tvalid	I
s_axis_din_words_tready	O
s_axis_din_words_tlast	I
s_axis_din_words_tdata[8*(LANE_NUM_IN)[12]]	I

Notes:

1. Width is 8 bits when word configuration is Per Block.
2. LANE_NUM_IN is the number of lanes configured using AXIS_WIDTH.DIN.

Related Information

Data Input Control (DIN_WORDS)

Data Output Ports (DOUT)

The data output bus (`DOUT`) is an AXI4-Stream master interface. The data output bus uses the `m_axis_dout_aclk` clock.

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Table 4: **Data Output Ports**

Port	I/O
m_axis_dout_aclk	I
m_axis_dout_tvalid	O
m_axis_dout_tready	I
m_axis_dout_tlast	O
m_axis_dout_tdata[128*(LANE_NUM_OUT)[1]]	O

Notes:

1. LANE_NUM_OUT is the number of lanes configured using AXIS_WIDTH.DOUT.

Related Information

Data Output (DOUT)
Throughput Limits of Interfaces

Data Output Control Ports (DOUT_WORDS)

The data output control port bus (`DOUT_WORDS`) controls the number of words on the data output bus. It is an AXI4-Stream slave interface. The data output control port bus uses the `s_axis_dout_words_aclk` clock. Ports associated with the `DOUT_WORDS` interface are present if DOUT_Interface is set to Unconfigured, or DOUT_Interface is set to Pre-Configured and DOUT_Words_Configuration is set to Per_Block or Per_Transaction (that is, the interface is not Fixed).

Table 5: **Data Output Control Ports**

Port	I/O
s_axis_dout_words_aclk	I
s_axis_dout_words_tvalid	I
s_axis_dout_words_tready	O
s_axis_dout_words_tlast	I
s_axis_dout_words_tdata[8*(LANE_NUM_OUT)[12]]	I

Notes:

1. Width is 8 bits when word configuration is Per Block.
2. LANE_NUM_OUT is the number of lanes configured using AXIS_WIDTH.DOUT.

Related Information

Data Output Control (DOUT_WORDS)

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Control Input Ports (CTRL)

The control input bus (`CTRL`) is an AXI4-Stream slave interface. The control input bus uses the `s_axis_ctrl_aclk` clock. The control input provides information specific to each block. Its definition depends on whether 5G NR standard support is selected in the Vivado® IDE.

Table 6: **Control Input Ports**

Port	I/O
s_axis_ctrl_aclk	I
s_axis_ctrl_tvalid	I
s_axis_ctrl_tready	O
s_axis_ctrl_tdata[32/40][1]	I

Notes:

1. 40 bits if Standard is set to 5G, otherwise 32 bits.

Related Information

Control Input (CTRL)

Status Output Ports (STATUS)

The status output bus (`STATUS`) is an AXI4-Stream master interface. The status output bus uses the `m_axis_status_aclk` clock. The status output provides information specific to each block. Its definition depends on whether 5G NR standard support is selected in the Vivado® IDE.

Table 7: **Status Output Ports**

Port	I/O
m_axis_status_aclk	I
m_axis_status_tvalid	O
m_axis_status_tready	I
m_axis_status_tdata[32/40][1]	O

Notes:

1. 40 bits if Standard is set to 5G, otherwise 32 bits.

Related Information

Status Output (STATUS)

Parameter Ports (PARAM)

The parameter bus is an AXI4-Lite memory-mapped slave interface. The parameter bus uses the `s_axi_aclk` clock. The AXI4-Lite interface is present when Parameter_Interface is *not* set to Initialized.

The parameter bus allows two outstanding transactions on the write interface, and one outstanding transaction on the read interface. The higher number of outstanding transactions on the write interface improves the write download throughput, allowing an LDPC code to be updated more quickly.

Table 8: **Parameter Ports**

Port	I/O
s_axi_aclk	I
s_axi_awaddr[17:0]	I
s_axi_awvalid	I
s_axi_awready	O
s_axi_wdata[31:0]	I
s_axi_wvalid	I
s_axi_wready	O
s_axi_bready	I
s_axi_bvalid	O
s_axi_araddr[17:0]	I
s_axi_arvalid	I
s_axi_arready	O
s_axi_rready	I
s_axi_rdata[31:0]	O
s_axi_rvalid	O

Register Space

⭐ **IMPORTANT!** *Registers should be programmed through a device driver (this generates correct values from simple definitions of LDPC codes). The driver is provided by Xilinx.*

The register map consists of the following types of parameters:

- Core Parameters (common to all codes)
- Turbo Code Parameters
- LDPC Code Parameters (per code)
- Shared LDPC Code Parameters

All registers start on 32-bit word aligned addresses. The two LSBs of the read and write addresses are assumed to be zero. Register read write access restrictions are summarized in the following sections. Further details of how code parameters might be managed are provided under Parameter Management.

Table 9: **Register Space**

Address (Hex)	Register Name
Core Parameters	
0x00	AXI_WR_PROTECT Register
0x04	CODE_WR_PROTECT Register
0x08	ACTIVE Register
0x0C	AXIS_WIDTH Register
0x10	AXIS_ENABLE Register
0x14	FEC_CODE Register
0x18	ORDER Register
0x1C	Interrupt Status Register (ISR)
0x20	Interrupt Enable Register (IER)
0x24	Interrupt Disable Register (IDR)
0x28	Interrupt Mask Register (IMR)
0x2C	ECC Interrupt Status Register
0x30	ECC Interrupt Enable Register
0x34	ECC Interrupt Disable Register
0x38	ECC Interrupt Mask Register
0x3C	BYPASS Register
Turbo Code Parameters	
0x100	Turbo Code Register
LDPC Code Parameters	
0x2000+CODE*0x10	REG0 Register
0x2004+CODE*0x10	REG1 Register
0x2008+CODE*0x10	REG2 Register
0x200C+CODE*0x10	REG3 Register
Shared LDPC Code Parameters	
0x10000–0x103FC	SC_TABLE Register
0x18000–0x18FFC	LA_TABLE Register
0x20000–0x27FFC	QC_TABLE Register

Related Information

Parameter Management

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Core Parameters

Readable core parameters can be read at any time when the core is out of reset.

Note: Any restrictions regarding when a core parameter can be written, are provided as table notes in the relevant parameter tables.

AXI_WR_PROTECT Register (0x00)

Table 10: **AXI_WR_PROTECT Register**

Bit	Default Value	Access Type	Description
0	0	R/W	Prevents write to all other registers. 0: Write allowed 1: Write protected

Notes:

1. For 5G mode to function properly, this register *must* be set to 0: Write allowed (if not already set by the Vivado® IDE) before the first CTRL word is applied.

CODE_WR_PROTECT Register (0x04)

Table 11: **CODE_WR_PROTECT Register**

Bit	Default Value	Access Type	Description
0	0	R/W	Prevents write to turbo code and LDPC code registers and shared LDPC code tables.. Both CODE_WR_PROTECT and AXI_WR_PROTECT must be 0 to enable writes. 0: Write allowed 1: Write protected

Notes:

1. For 5G mode to function properly, this register *must* be set to 0: Write allowed (if not already set by the Vivado® IDE) before the first CTRL word is applied.

ACTIVE Register (0x08)

Table 12: **ACTIVE Register**

Bit	Default Value	Access Type	Description
0	0	RO	Activity of the decoder. 0: No outstanding blocks in the core 1: The core is working on a block

AXIS_WIDTH Register (0x0C)

Table 13: **AXIS_WIDTH Register**

Bit	Default Value	Access Type	Description
5	0	R/W	DOUT_WORDS 0: The DOUT_WORDS input is block based. Only one value is input per block on DOUT_WORDS, and this specifies the number of LLRs in each 128-bit lane for a complete block (for example, a value of 16 on DOUT_WORDS indicates that all 128 bits of each lane of DOUT should be used). 1: The DOUT_WORDS input is supplied for each AXI transaction on DOUT. For every AXI transaction on DOUT there must be a corresponding transaction on DOUT_WORDS. If DOUT_WIDTH is set to use multiple lanes, then DOUT_WORDS must provide a value for each 128-bit lane as given in the table in LLR Output Words (DOUT_WORDS).
4:3	0	R/W	DOUT: Width conversion applied to DOUT and DOUT_WORDS data 0: 1x128b 1: 2x128b 2: 4x128b 3: Reserved
2	0	R/W	DIN_WORDS 0: The DIN_WORDS input is block based. Only one value is input per block on DIN_WORDS, and this specifies the number of LLRs in each 128-bit lane for a complete block (for example, a value of 16 on DIN_WORDS indicates that all 128 bits of each lane of DIN should be used). 1: The DIN_WORDS input is supplied for each AXI transaction on DIN. For every AXI transaction on DIN there must be a corresponding transaction on DIN_WORDS. If DIN_WIDTH is set to use multiple lanes, then DIN_WORDS must provide a value for each 128-bit lane as given in the table in Data Input Control AXI4-Stream Slave (DIN_WORDS).
1:0	0	R/W	DIN: Width conversion applied to DIN and DIN_WORDS data 0: 128b 1: 2x128b 2: 4x128b 3: Reserved

Notes:
1. This register should only be changed after reset when the interfaces are disabled.

Related Information

Data Output Control (DOUT_WORDS)
Data Input Control (DIN_WORDS)

AXIS_ENABLE Register (0x10)

Table 14: **AXIS_ENABLE Register**

Bit	Default Value	Access Type	Description
5	0	R/W	DOUT_WORDS: Deasserts ready out and valid internally on DOUT_WORDS to disable input. 0: Disabled 1: Enabled
4	0	R/W	DOUT: Deasserts valid out and ready internally on DOUT to disable output. 0: Disabled 1: Enabled
3	0	R/W	STATUS[1]: Deasserts valid out and ready internally on STATUS to disable output. 0: Disabled 1: Enabled
2	0	R/W	DIN_WORDS: Deasserts ready out and valid internally on DIN_WORDS to disable input. 0: Disabled 1: Enabled
1	0	R/W	DIN: Deasserts ready out and valid internally on DIN to disable input. 0: Disabled 1: Enabled
0	0	R/W	CTRL[2]: Deasserts ready out and valid internally on CTRL to disable input. 0: Disabled 1: Enabled

Notes:

1. For 5G mode to function properly, STATUS *must* be set to Enabled (if not already set by the Vivado® IDE) before the first CTRL word is applied.
2. For 5G mode to function properly, CTRL *must* be set to Enabled (if not already set by the Vivado IDE) before the first CTRL word is applied.

FEC_CODE Register (0x14)

Table 15: **FEC_CODE Register**

Bit	Default Value	Access Type	Description
0	0	R/W	FEC code to be used 0: Turbo code 1: LDPC code

Notes:

1. This register should only be changed when the core is not active (ACTIVE is 0).

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ORDER Register (0x18)

Table 16: **ORDER Register**

Bit	Default Value	Access Type	Description
0	0	R/W	Specifies whether the order of blocks can change from input to output 0: Maintain order 1: Out-of-order

Notes:

1. This register should only be changed when the core is not active (ACTIVE is 0).

Interrupt Status Register (ISR) (0x1C)

Table 17: **Interrupt Status Register**

Bit[1]	Default Value	Access Type	Description
5	0	R/W	DOUT_WORDS tlast unexpected
4	0	R/W	DOUT_WORDS tlast missing
3	0	R/W	DIN_WORDS tlast unexpected
2	0	R/W	DIN_WORDS tlast missing
1	0	R/W	DIN tlast unexpected
0	0	R/W	DIN tlast missing

Notes:

1. Write 1 to respective bit to clear.
2. This register reflects the raw interrupt status and is not masked by the IMR.

Interrupt Enable Register (IER) (0x20)

Table 18: **Interrupt Enable Register**

Bit[1]	Default Value	Access Type	Description
5	0	WO	DOUT_WORDS tlast unexpected
4	0	WO	DOUT_WORDS tlast missing
3	0	WO	DIN_WORDS tlast unexpected
2	0	WO	DIN_WORDS tlast missing
1	0	WO	DIN tlast unexpected
0	0	WO	DIN tlast missing

Notes:

1. Read 0. Write 1 to respective bit to enable interrupt (respective bit of IMR is set to 0). Write 0 ignored.

Interrupt Disable Register (IDR) (0x24)

Table 19: **Interrupt Disable Register**

Bit[1]	Default Value	Access Type	Description
5	0	WO	DOUT_WORDS tlast unexpected
4	0	WO	DOUT_WORDS tlast missing
3	0	WO	DIN_WORDS tlast unexpected
2	0	WO	DIN_WORDS tlast missing
1	0	WO	DIN tlast unexpected
0	0	WO	DIN tlast missing

Notes:

1. Read 0. Write 1 to respective bit to disable interrupt (respective bit of IMR is set to 1). Write 0 ignored.

Interrupt Mask Register (IMR) (0x28)

Table 20: **Interrupt Mask Register**

Bit	Default Value	Access Type	Description
5	1	RO	DOUT_WORDS tlast unexpected
4	1	RO	DOUT_WORDS tlast missing
3	1	RO	DIN_WORDS tlast unexpected
2	1	RO	DIN_WORDS tlast missing
1	1	RO	DIN tlast unexpected
0	1	RO	DIN tlast missing

Notes:

1. If mask bit is set, then interrupt is masked, that is, it does not cause the interrupt pin to go High.

ECC Interrupt Status Register (0x2C)

Table 21: **ECC Interrupt Status Register**

Bit[1]	Default Value	Access Type	Description[2]
29	0	R/W	LDPC REF NM_NMQC Table ECC two-bit error (5G NR mode)/ LDPC CODE REG ECC two-bit error (Initialized non-5G mode)[3,4]
28	0	R/W	LDPC REF QC Table ECC two-bit error[3,4]
27	0	R/W	LDPC REF LA Table ECC two-bit error[3,4]
26	0	R/W	LDPC REF SC Table ECC two-bit error[3,4]
25	0	R/W	LDPC REF NM_NMQC Table ECC event (5G NR mode)/ LDPC CODE REG ECC event (Initialized non-5G mode)[3,5]
24	0	R/W	LDPC REF QC Table ECC event[3]

Table 21: **ECC Interrupt Status Register** *(cont'd)*

Bit[1]	Default Value	Access Type	Description[2]
23	0	R/W	LDPC REF LA Table ECC event[3]
22	0	R/W	LDPC REF SC Table ECC event[3]
21	0	R/W	LDPC final parity calc memory ECC two-bit error[4]
20	0	R/W	LDPC QC_TABLE memory 3 ECC two-bit error[4]
19	0	R/W	LDPC QC_TABLE memory 2 ECC two-bit error[4]
18	0	R/W	LDPC QC_TABLE memory 1 ECC two-bit error[4]
17	0	R/W	LDPC QC_TABLE memory 0 ECC two-bit error[4]
16	0	R/W	LDPC LA_TABLE memory ECC two-bit error[4]
15	0	R/W	LDPC SC_TABLE memory ECC two-bit error[4]
14	0	R/W	LDPC code REG3 memory ECC two-bit error[4]
13	0	R/W	LDPC code REG2 memory ECC two-bit error[4]
12	0	R/W	LDPC code REG1 memory ECC two-bit error[4]
11	0	R/W	LDPC code REG0 memory ECC two-bit error[4]
10	0	R/W	LDPC final parity calc memory ECC event[5]
9	0	R/W	LDPC QC_TABLE memory 3 ECC event
8	0	R/W	LDPC QC_TABLE memory 2 ECC event
7	0	R/W	LDPC QC_TABLE memory 1 ECC event
6	0	R/W	LDPC QC_TABLE memory 0 ECC event
5	0	R/W	LDPC LA_TABLE memory ECC event
4	0	R/W	LDPC SC_TABLE memory ECC event
3	0	R/W	LDPC code REG3 memory ECC event
2	0	R/W	LDPC code REG2 memory ECC event
1	0	R/W	LDPC code REG1 memory ECC event
0	0	R/W	LDPC code REG0 memory ECC event

Notes:

1. Write 1 to respective bit to clear.
2. This register reflects the raw interrupt status and is not masked by the IMR.
3. These memories exist in the SD-FEC support logic in 5G NR and initialized non-5G modes.
4. The ECC two-bit error register is set when two errors are detected in a word read from the respective memory. It can also be set when the number of errors in a word is greater than two—however, this is not guaranteed. Uncorrected multi-bit errors can result in incorrect core behavior.
5. An ECC event is when one or more errors have been detected in a word read from the respective memory. If present without an ECC two-bit error then only a single error has been detected, which has been corrected.

ECC Interrupt Enable Register (0x30)

Table 22: **ECC Interrupt Enable Register**

Bit[1]	Default Value	Access Type	Description
29	0	WO	LDPC REF NM_NMQC Table ECC two-bit error (5G NR mode)/ LDPC CODE REG ECC two-bit error (Initialized non-5G mode)[2,3]
28	0	WO	LDPC REF QC Table ECC two-bit error[2,3]
27	0	WO	LDPC REF LA Table ECC two-bit error[2,3]
26	0	WO	LDPC REF SC Table ECC two-bit error[2,3]
25	0	WO	LDPC REF NM_NMQC Table ECC event (5G NR mode)/ LDPC CODE REG ECC event (Initialized non-5G mode)[2,3]
24	0	WO	LDPC REF QC Table ECC event[2]
23	0	WO	LDPC REF LA Table ECC event[2]
22	0	WO	LDPC REF SC Table ECC event[2]
21	0	WO	LDPC final parity calc memory ECC two-bit error[3]
20	0	WO	LDPC QC_TABLE memory 3 ECC two-bit error[3]
19	0	WO	LDPC QC_TABLE memory 2 ECC two-bit error[3]
18	0	WO	LDPC QC_TABLE memory 1 ECC two-bit error[3]
17	0	WO	LDPC QC_TABLE memory 0 ECC two-bit error[3]
16	0	WO	LDPC LA_TABLE memory ECC two-bit error[3]
15	0	WO	LDPC SC_TABLE memory ECC two-bit error[3]
14	0	WO	LDPC code REG3 memory ECC two-bit error[3]
13	0	WO	LDPC code REG2 memory ECC two-bit error[3]
12	0	WO	LDPC code REG1 memory ECC two-bit error[3]
11	0	WO	LDPC code REG0 memory ECC two-bit error[3]
10	0	WO	LDPC final parity calc memory ECC event[4]
9	0	WO	LDPC QC_TABLE memory 3 ECC event
8	0	WO	LDPC QC_TABLE memory 2 ECC event
7	0	WO	LDPC QC_TABLE memory 1 ECC event
6	0	WO	LDPC QC_TABLE memory 0 ECC event
5	0	WO	LDPC LA_TABLE memory ECC event
4	0	WO	LDPC SC_TABLE memory ECC event
3	0	WO	LDPC code REG3 memory ECC event
2	0	WO	LDPC code REG2 memory ECC event
1	0	WO	LDPC code REG1 memory ECC event

Table 22: **ECC Interrupt Enable Register** *(cont'd)*

Bit[1]	Default Value	Access Type	Description
0	0	WO	LDPC code REG0 memory ECC event

Notes:

1. Read 0. Write 1 to respective bit to enable interrupt (respective bit of ECC Interrupt Mask register is set to 0). Write 0 ignored.

2. These memories exist in the SD-FEC support logic in 5G NR and initialized non-5G modes.

3. The ECC two-bit error register is set when two errors are detected in a word read from the respective memory. It can also be set when the number of errors in a word is greater than two—however, this is not guaranteed. Uncorrected multi-bit errors can result in incorrect core behavior. A core reset is recommended, followed by re-programming of the LDPC code parameters.

4. An ECC event is when one or more errors have been detected in a word read from the respective memory. If present without an ECC two-bit error then only a single error has been detected, which has been corrected. To avoid this potentially becoming an uncorrectable two-bit error at a later time the memory contents should be refreshed.

ECC Interrupt Disable Register (0x34)

Table 23: **ECC Interrupt Disable Register**

Bit[1]	Default Value	Access Type	Description
29	0	WO	LDPC REF NM_NMQC Table ECC two-bit error (5G NR mode)/ LDPC CODE REG ECC two-bit error (Initialized non-5G mode)[2,3]
28	0	WO	LDPC REF QC Table ECC two-bit error[2,3]
27	0	WO	LDPC REF LA Table ECC two-bit error[2,3]
26	0	WO	LDPC REF SC Table ECC two-bit error[2,3]
25	0	WO	LDPC REF NM_NMQC Table ECC event (5G NR mode)/ LDPC CODE REG ECC event (Initialized non-5G mode)[2,4]
24	0	WO	LDPC REF QC Table ECC event[2]
23	0	WO	LDPC REF LA Table ECC event[2]
22	0	WO	LDPC REF SC Table ECC event[2]
21	0	WO	LDPC final parity calc memory ECC two-bit error[3]
20	0	WO	LDPC QC_TABLE memory 3 ECC two-bit error[3]
19	0	WO	LDPC QC_TABLE memory 2 ECC two-bit error[3]
18	0	WO	LDPC QC_TABLE memory 1 ECC two-bit error[3]
17	0	WO	LDPC QC_TABLE memory 0 ECC two-bit error[3]
16	0	WO	LDPC LA_TABLE memory ECC two-bit error[3]
15	0	WO	LDPC SC_TABLE memory ECC two-bit error[3]
14	0	WO	LDPC code REG3 memory ECC two-bit error[3]
13	0	WO	LDPC code REG2 memory ECC two-bit error[3]
12	0	WO	LDPC code REG1 memory ECC two-bit error[3]
11	0	WO	LDPC code REG0 memory ECC two-bit error[3]
10	0	WO	LDPC final parity calc memory ECC event[4]
9	0	WO	LDPC QC_TABLE memory 3 ECC event

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Table 23: **ECC Interrupt Disable Register** *(cont'd)*

Bit[1]	Default Value	Access Type	Description
8	0	WO	LDPC QC_TABLE memory 2 ECC event
7	0	WO	LDPC QC_TABLE memory 1 ECC event
6	0	WO	LDPC QC_TABLE memory 0 ECC event
5	0	WO	LDPC LA_TABLE memory ECC event
4	0	WO	LDPC SC_TABLE memory ECC event
3	0	WO	LDPC code REG3 memory ECC event
2	0	WO	LDPC code REG2 memory ECC event
1	0	WO	LDPC code REG1 memory ECC event
0	0	WO	LDPC code REG0 memory ECC event

Notes:

1. Read 0. Write 1 to respective bit to disable interrupt (respective bit of ECC Interrupt Mask register is set to 1). Write 0 ignored.
2. These memories exist in the SD-FEC support logic in 5G NR and initialized non-5G modes.
3. The ECC two-bit error register is set when two errors are detected in a word read from the respective memory. It can also be set when the number of errors in a word is greater than two—however, this is not guaranteed. Uncorrected multi-bit errors can result in incorrect core behavior. A core reset is recommended, followed by re-programming of the LDPC code parameters.
4. An ECC event is when one or more errors have been detected in a word read from the respective memory. If present without an ECC two-bit error then only a single error has been detected, which has been corrected. To avoid this potentially becoming an uncorrectable two-bit error at a later time the memory contents should be refreshed.

ECC Interrupt Mask Register (0x38)

Table 24: **ECC Interrupt Mask Register**

Bit[1]	Default Value	Access Type	Description
29	0	RO	LDPC REF NM_NMQC Table ECC two-bit error (5G NR mode)/ LDPC CODE REG ECC two-bit error (Initialized non-5G mode)[2,3]
28	0	RO	LDPC REF QC Table ECC two-bit error[2,3]
27	0	RO	LDPC REF LA Table ECC two-bit error[2,3]
26	0	RO	LDPC REF SC Table ECC two-bit error[2,3]
25	0	RO	LDPC REF NM_NMQC Table ECC event (5G NR mode)/ LDPC CODE REG ECC event (Initialized non-5G mode)[2,4]
24	0	RO	LDPC REF QC Table ECC event[2]
23	0	RO	LDPC REF LA Table ECC event[2]
22	0	RO	LDPC REF SC Table ECC event[2]
21	1	RO	LDPC final parity calc memory ECC two-bit error[3]
20	1	RO	LDPC QC_TABLE memory 3 ECC two-bit error[3]
19	1	RO	LDPC QC_TABLE memory 2 ECC two-bit error[3]
18	1	RO	LDPC QC_TABLE memory 1 ECC two-bit error[3]
17	1	RO	LDPC QC_TABLE memory 0 ECC two-bit error[3]

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Table 24: **ECC Interrupt Mask Register** *(cont'd)*

Bit[1]	Default Value	Access Type	Description
16	1	RO	LDPC LA_TABLE memory ECC two-bit error[3]
15	1	RO	LDPC SC_TABLE memory ECC two-bit error[3]
14	1	RO	LDPC code REG3 memory ECC two-bit error[3]
13	1	RO	LDPC code REG2 memory ECC two-bit error[3]
12	1	RO	LDPC code REG1 memory ECC two-bit error[3]
11	1	RO	LDPC code REG0 memory ECC two-bit error[3]
10	1	RO	LDPC final parity calc memory ECC event[4]
9	1	RO	LDPC QC_TABLE memory 3 ECC event
8	1	RO	LDPC QC_TABLE memory 2 ECC event
7	1	RO	LDPC QC_TABLE memory 1 ECC event
6	1	RO	LDPC QC_TABLE memory 0 ECC event
5	1	RO	LDPC LA_TABLE memory ECC event
4	1	RO	LDPC SC_TABLE memory ECC event
3	1	RO	LDPC code REG3 memory ECC event
2	1	RO	LDPC code REG2 memory ECC event
1	1	RO	LDPC code REG1 memory ECC event
0	1	RO	LDPC code REG0 memory ECC event

Notes:

1. If mask bit is set, then interrupt is masked, that is, it does not cause the interrupt pin to go High.

2. These memories exist in the SD-FEC support logic in 5G NR and initialized non-5G modes.

3. The ECC two-bit error register is set when two errors are detected in a word read from the respective memory. It can also be set when the number of errors in a word is greater than two—however, this is not guaranteed. Uncorrected multi-bit errors can result in incorrect core behavior. A core reset is recommended, followed by re-programming of the LDPC code parameters.

4. An ECC event is when one or more errors have been detected in a word read from the respective memory. If present without an ECC two-bit error then only a single error has been detected, which has been corrected. To avoid this potentially becoming an uncorrectable two-bit error at a later time the memory contents should be refreshed.

BYPASS Register (0x3C)

Table 25: **BYPASS Register**

Bit	Default Value	Access Type	Description
0	0	R/W	Perform function with given number of iterations (early termination not supported, so associated termination bits must be set to zero in CTRL input while BYPASS is set), but output is same as input (minus tail bits for turbo decode) accounting for any soft to hard conversion. Parity pass/CRC flag is based on input values: 0: Normal operation 1: Output same as input

Notes:

1. This register should only be changed when the core is not active (ACTIVE is 0).

Turbo Code Parameters Register (0x100)

If the core is out of reset, turbo code parameters can be read at any time. Turbo code parameters should only be updated when the core is not active (ACTIVE is 0).

Table 26: **Turbo Code Register**

Bit	Default Value	Access Type	Description
11:8	0xC	R/W	SCALE_FACTOR 0: Scale=1 1-15: Scale = 0.0625*SCALE_FACTOR
0	0	R/W	ALG: Turbo Decode Algorithm 0: Max_scale 1: Max star

LDPC Code Parameters

IMPORTANT! *Do not update the LDPC code parameters in 5G mode.*

The LDPC code parameters can be written at any time; however registers should not be written that are associated with a code which is being processed by the engine (otherwise the behavior is unpredictable, and lockup might result, requiring a reset). The LDPC code parameters can only be read while the core is not active (ACTIVE=0); otherwise 0 is returned. Settings for the LDPC code parameters and shared tables are provided in the Vivado® IDE core configuration for a particular code definition. These registers must be provided for each code where the code register is derived using CODE, which takes a value 0 to 127. The code definition to be used is supplied for a block through the CTRL interface.

*REG0 Register (0x2000+CODE*0x10)*

Table 27: **REG0 Register**

Bit	Access Type	Description
30:16	R/W	K: Number of information bits. 2 ≤ K ≤ 32766, multiples of P. Also K ≤ 256 × P.
15:0	R/W	N: Number of codeword bits. 4 ≤ N ≤ 32768 multiples of P. Also N ≤ 256 × P and N>K.

Notes:

1. See Non-5G Control Interface Definition for LDPC Decode and Encode for CODE definition.
2. Setting invalid parameter values results in an interrupt and otherwise undefined behavior, requiring a reset to recover.
3. The default value is undefined.

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Related Information

REG1 Register (0x2004+CODE*0x10)

Table 28: **REG1 Register**

Bit	Access Type	Description
19:11	R/W	NM: Specifies internal soft-data memory requirements of codeword. Parameter set by the Vivado® IDE for the given code definition.
10	R/W	NO_PACKING: Determines whether multiple QC operations should be performed in the same clock cycle. 0: Pack multiple QC operations when P allows. 1: Do not pack multiple QC operations. If Packing is not enabled in the Vivado IDE, then NO_PACKING is internally overridden to be 1.
9:0	R/W	P: Size of sub-matrix Range: 2 ≤ P ≤ 512

Notes:

1. See Non-5G Control Interface Definition for LDPC Decode and Encode for CODE definition.
2. Setting invalid parameter values results in incorrect operation, requiring a reset to recover.
3. The default value is undefined.

Related Information

REG2 Register (0x2008+CODE*0x10)

Table 29: **REG2 Register**

Bit	Access Type	Description
23:24	R/W	MAX_SCHEDULE: Maximum number of blocks that can be interleaved by the LDPC encoder or decoder while code is active. Range: 0 ≤ MAX_SCHEDULE ≤ 3. 0 = Default scheduling behavior. See LDPC Block Interleaving for details.
22	R/W	NO_FINAL_PARITY_CHECK: For decode, a parity check can be performed on the result when the specified maximum iterations is reached to establish if the final iteration resulted in a pass or fail. Adds some latency to the status output (data output can be obtained as soon as decode completed). 0: Perform final parity check 1: Do not perform final parity check. If the output parity check is disabled in the Vivado® IDE, then NO_FINAL_PARITY_CHECK is internally overridden to be 0.
21	R/W	SPECIAL_QC: Required when circulant weight is greater than 1 in a decode operation. Parameter set by the Vivado IDE for the given code definition.

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Table 29: **REG2 Register** *(cont'd)*

Bit	Access Type	Description
20	R/W	NORM_TYPE: Normalization required 0: Normalize by 1 1: Row normalization See LDPC Code Support for details.
19:9	R/W	NMQC: Specifies internal soft-data memory requirements of codeword. Parameter set by the Vivado IDE for the given code definition.
8:0	R/W	NLAYERS: Number of layers in code Range: 1 ≤ NLAYERS ≤ 256

Notes:

1. See Non-5G Control Interface Definition for LDPC Decode and Encode for CODE definition.
2. Setting invalid parameter values results in incorrect operation, requiring a reset to recover.
3. The default value is undefined.

Related Information

LDPC Code Support
Non-5G NR Control Interface Definition for LDPC Decode
Non-5G NR Control Interface Definition for LDPC Encode
LDPC Block Interleaving

REG3 Register (0x200C+CODE*0x10)

Table 30: **REG3 Register**

Bit	Access Type	Description
26:16	R/W	QC_OFF: QC_TABLE entry offset. QC_TABLE offset address= QC_OFF*16.
15:8	R/W	LA_OFF: LA_TABLE entry offset. LA_TABLE offset address= LA_OFF*16.
7:0	R/W	SC_OFF: SC_TABLE entry offset. SC_TABLE offset byte address = SC_OFF*4.

Notes:

1. See Non-5G Control Interface Definition for LDPC Decode and Encode for CODE definition.
2. Setting invalid parameter values results in incorrect operation, requiring a reset to recover.
3. The default value is undefined.

Related Information

Non-5G NR Control Interface Definition for LDPC Decode
Non-5G NR Control Interface Definition for LDPC Encode

Shared LDPC Code Parameters

IMPORTANT! *Do not update the shared LDPC code parameters in 5G mode.*

The SC_TABLE, the LA_TABLE, and the QC_TABLE registers are shared between LDPC codes. The offset pointers defined under the per-code parameters provide the start address of the required LDPC code information. The number of entries in the table required by a code depends on the other per-code parameters. The table addresses wrap (that is, a code can start at the top of a table and continue at the start address of each table).

Shared LDPC code parameters not in use by a code can be written. Writing to parameters in use can lead to unpredictable behavior, such as lock-up, requiring a reset to recover. The shared LDPC code parameters can only be read while the core is inactive (ACTIVE=0), otherwise 0 is returned.

SC_TABLE Register (0x10000-0x103FC)

The following table shows the normalization factors for the LDPC code.

Table 31: **SC_TABLE Register**

Bit	Access Type	Description
15:0	R/W	Four packed 4-bit scale factors - one per layer. See LDPC Code Support for details.

Notes:

1. Read only possible while core is inactive (ACTIVE=0).
2. The default value is undefined.

Related Information

LDPC Code Support

LA_TABLE Register (0x18000-0x18FFC)

The following table shows the parameters relating to each layer of the code.

Table 32: **LA_TABLE Register**

Bit	Access Type	Description
15:8	R/W	Number of cycles to wait at start of layer to enforce data dependences. Parameter set by the Vivado® IDE for the given code definition.
7	R/W	Employed when circulant weight is greater than 1 in a decode operation. Parameter set by the Vivado IDE for the given code definition.
6:0	R/W	Number of cycles per layer minus 1. Parameter set by the Vivado IDE for the given code definition. Depends upon packing factor (and so associated PSIZE).

Notes:

1. Read only possible while core is inactive (ACTIVE=0).
2. The default value is undefined.

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QC_TABLE Register (0x20000–0x27FFC)

The following table shows the table of parameters holding the LDPC circulants for a base matrix.

Table 33: **QC_TABLE Register**

Bit	Access Type	Description		
18:18	R/W	Flag to indicate that operation applies to parity bits (used by encoder)		
17:17	R/W	Flag to indicate first use of associated column		
PSIZE > 128			**Bit**	**PSIZE ≤ 128 (Provided NO_PACKING is 0)**
16:8	R/W	Rotation	16	Indicates a no-operation when packed.
			15	If encode: last operation in layer.If decode: last circulant in sub-matrix. (only used when SPECIAL_QC is 1)
			14:8	Rotation
7:0	R/W	Column of base matrix		

Notes:

1. Read only possible while core is inactive (ACTIVE=0).
2. The default value is undefined.

AXI4-Stream Interface Definition

Soft Value Representation for DIN and DOUT

For both turbo and LDPC decode, the soft value log-likelihood ratio is defined as:

$$LLR(x) = \ln\left(\frac{Pr(x = 1)}{Pr(x = 0)}\right)$$

As a consequence, negative LLR values are interpreted as hard binary value 0. Positive values (and 0) are interpreted as hard binary value 1.

Data Input (DIN)

- The DIN data input stream consists of four 128-bit lanes. The number of lanes used depends upon the setting of the AXIS_WIDTH.DIN parameter.

- Either bytes of soft value LLR (decode operation), or bytes of hard bits (encode operation) are transferred over DIN.

- Blocks are transferred over one or more cycles, starting with the least significant LLRs or hard bits.

- The number of bytes (LLRs or hard bits) transferred over DIN on each cycle is given by the DIN_WORDS input. See Data Input Control AXI4-Stream Slave (DIN_WORDS) for details on how DIN_WORDS is used.

  For example, if a symbol demapper is generating a number of LLR values associated with a particular level of modulation, it is possible to adjust the input to accommodate this. By ensuring that each lane is controlled similarly, it allows parallel symbol demappers to be accommodated by each lane.

- Data words are transferred in the least significant bytes of each DIN lane. For example, if DIN_WORDS specifies that two bytes are transferred in lane 0, then these bytes are llr(0) and llr(1) (bits 7:0 and 15:8).

- Each transfer can only contain one block; a block must complete before the next can start. This might require the final transfer of a block to have one or more of the higher lane sizes set to 0 or one of the lane values to be reduced. The core enforces this internally, overriding the DIN_WORDS input to ensure that the block completes, so that the next block input can start on lane 0 of the next AXI4-Stream transaction.

Related Information

Data Input Control (DIN_WORDS)

Soft Value Input for LDPC and Turbo Decode

If the operation is decode, the information on the `DIN` input stream is soft value LLRs as described in the following table.

Note: The LLR input for LDPC decode is assumed to be externally symmetrically saturated to 6 bits (not 8 bits as for turbo decode). If this is not done, there might be significant performance degradation. For further details on scaling in LDPC decode see Normalization.

Table 34: **Soft Value LLR Input AXI4-Stream Slave (DIN) Interface Definition**

Bit Width for Each AXIS_WIDTH.DIN Setting			Field	Bits	Context	Range[1]	Description
2 (4x)	**1 (2x)**	**0 (1x)**					
512b	256b	128b	llr(0)	7:0	TURBO	-31.75 to 31.75	Systematic LLR, two fractional bits, externally saturated to given range.
					LDPC	-7.75 to 7.75	LLR, two fractional bits, externally saturated to given range.
			llr(1)	15:8	TURBO	-31.75 to 31.75	Parity LLR, two fractional bits.
					LDPC	-7.75 to 7.75	LLR, two fractional bits, externally saturated to given range.
			llr(2)	23:16	TURBO	-31.75 to 31.75	Parity Interleaved LLR, two fractional bits.
					LDPC	-7.75 to 7.75	LLR, two fractional bits, externally saturated to given range.
			llr(3)	31:24	TURBO	-31.75 to 31.75	Systematic LLR, two fractional bits.
					LDPC	-7.75 to 7.75	LLR, two fractional bits, externally saturated to given range.
			llr(4)	39:32	TURBO	-31.75 to 31.75	Parity LLR, two fractional bits.
					LDPC	-7.75 to 7.75	LLR, two fractional bits, externally saturated to given range.
			llr(5)	47:40	TURBO	-31.75 to 31.75	Parity Interleaved LLR, two fractional bits.
					LDPC	-7.75 to 7.75	LLR, two fractional bits, externally saturated to given range.
			...				
			llr(15)	127:120			
		Unused	llr(16)	135:128			
			llr(31)	255:248			
	Unused		llr(32)	263:256			
			llr(63)	511:504			

Notes:

1. The LLR range depends on the scaling applied to the LLR prior to input. This range can be tuned to provide improved performance within the system, and two fractional bits should be viewed simply as the default. See Normalization for more information on scaling when performing LDPC Decode.

Related Information

Normalization

Example Soft Value Mapping for LDPC Decode Input

The following table provides an example for the case of LDPC decoder of how a 5-bit integer range of input is mapped to the soft value (that is, no fractional bits). Note that inputs that are out of range have been saturated (symmetrically).

Table 35: **Example Soft Value Mapping for LDPC Decode Input**

Original Value	Original 5-bit Twos Complement Integer Representation	DIN Value	DIN input	Comment
+15.0	01111	+7.75	00011111	Sign extended and saturated
...				
+8.0	01000	+7.75	00011111	Sign extended and saturated
+7.0	00111	+7.0	00011100	Sign extended
+6.0	00110	+6.0	00011000	Sign extended
...				
0.0	00000	0.0	00000000	Sign extended
...				
-6.0	11010	-6.0	11101000	Sign extended
-7.0	11001	-7.0	11100100	Sign extended
-8.0	11000	-7.75	11100001	Sign extended and saturated (symmetrically)
...				
-15.0	10001	-7.75	11100001	Sign extended and saturated (symmetrically)

Note that values in the previous table assume a direct mapping without scaling. Better performance might be achieved by scaling the input by a value less than 1 to reduce or completely avoid saturation. System simulations should be performed to determine the best use of input range for a particular code, channel and symbol mapping. Also, adjustment of the normalization factor might improve performance (where 0.75 is a good starting point).

When LLR input is for turbo decode, then LLRs for Systematic, Parity and Parity Interleaved are provided interleaved for the K inputs, followed by 12 tail bits as shown in the following table.

Table 36: **Turbo Decode LLR Tail Bits**

Item	Value
0	Systematic LLR (0)
1	Parity LLR (0)
2	Parity Interleaved LLR (0)
...	...
3K-3	Systematic LLR (K-1)

Table 36: **Turbo Decode LLR Tail Bits** *(cont'd)*

Item	Value
3K-2	Parity LLR (K-1)
3K-1	Parity Interleaved LLR (K-1)
3K	Systematic (K)
3K+1	Parity LLR LLR (K)
3K+2	Systematic LLR (K+1)
3K+3	Parity LLR (K+1)
3K+4	Systematic LLR (K+2)
3K+5	Parity LLR (K+2)
3K+6	Systematic Interleaved LLR (K)
3K+7	Parity Interleaved LLR (K)
3K+8	Systematic Interleaved LLR (K+1)
3K+9	Parity Interleaved LLR (K+1)
3K+10	Systematic Interleaved LLR (K+2)
3K+11	Parity Interleaved LLR (K+2)

Hard Input for LDPC Encode

When encoding, only hard data is input. This is provided in bytes, with up to 64 bytes transferred per cycle depending on the setting of the AXIS_WIDTH.DIN parameter.

Table 37: **LLR Input AXI4-Stream Slave (DIN) Interface Definition for Hard Bits**

Bit Width for Each AXIS_WIDTH.DIN Setting			Field	Bits	Description
4x	2x	1x			
512b	256b	128b	hbyte(0)	7:0	Bits m(7:0) to be encoded
			...		
			hbyte(15)	127:120	Bits m(127:120) to be encoded
		Unused	hbyte(31:16)	255:128	Bits m(255:128) to be encoded
	Unused		hbyte(63:32)	511:256	Bits m(511:256) to be encoded

Only the information bits (which consists of K bits) must be provided. To aid integration, the `TLAST` input for this interface should be driven with a 1 for the last transfer of a block. This input is not used for synchronization of the input, but it is checked and an interrupt is available to signal inconsistencies.

Data Input Control (DIN_WORDS)

If the AXIS_WIDTH register setting for DIN_WORDS is 0, then the `DIN_WORDS` input takes one value per block, and this specifies the number of LLR values transferred in all lanes of the `DIN` input (there is only one value that applies to all lanes). If the AXIS_WIDTH register setting for each transfer is 1, then the number of bytes transferred per cycle on `DIN` is specified by `DIN_WORDS`. To aid integration, the `TLAST` input for this interface should be driven with a 1 for the last transfer of a block. This input is not used to synchronize the input, but it is checked and an interrupt is available to signal inconsistencies.

Note: If DIN_WORDS is 0, then there is only one transfer per block and so it is expected that `TLAST` is driven High on each transfer on this stream.

If the data input interface is configured for soft input (that is, a decode operation is being performed), then the LLR input words (`DIN_WORDS`) stream specifies the number of LLR values in the respective lane of input.

If `DIN` is configured for hard input (that is, an LDPC encode operation is being performed), then `DIN_WORDS` specifies the number of bytes of hard bits transferred per cycle. In both cases, data bytes in `DIN` lanes are always in the least significant bytes of the `DIN` lane, for example, if two bytes of soft or hard bits are provided in lane 0, they are in bits 7:0 and 15:8.

`DIN_WORDS` is internally overridden to ensure that multiple blocks do not straddle a transaction on `DIN`, and the final transaction is shortened, if necessary, by reducing the bytes transferred. For example, if the AXIS_WIDTH.DIN_WORDS setting is 0, such that a single value is used over the whole block, if the block is not a multiple of the `DIN_WORDS` value, then the last transfer is reduced to match the actual block size. Similarly, if four lanes are in use, and `DIN_WORDS` is 8, 4, 2, 1 on the respective lanes 0 to 3, and there are 13 words remaining, then 8 and 4 words are transferred on lanes 0 and 1, and one word on lane 2 and zero words on lane 3. As such it is possible to keep `DIN_WORDS` constant over a block even if the block length is not a multiple of `DIN_WORDS`.

Table 38: **LLR Input AXI4-Stream Slave (DIN_WORDS) Interface Definition**

AXIS_WIDTH. DIN_WORDS Setting	Bit Width for Each AXIS_WIDTH.DIN Setting			Field	Bits	Range	Description
	4x	2x	1x				
0	8b	8b	8b	words	7:0	0-16	Number of input data words in din(127...0)
			Unused				Number of input data words in din(255...128)
		Unused					Number of input data words in din(383...256)
							Number of input data words in din(511...384)

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Table 38: **LLR Input AXI4-Stream Slave (DIN_WORDS) Interface Definition** *(cont'd)*

AXIS_WIDTH. DIN_WORDS Setting	Bit Width for Each AXIS_WIDTH.DIN Setting			Field	Bits	Range	Description
	4x	2x	1x				
1	32b	16b	8b	words(0)	7:0	0-16	Number of input data words in din(127...0)
			Unused	words (1)	15:8	0-16	Number of input data words in din(255...128)
		Unused		words (2)	23:16	0-16	Number of input data words in din(383...256)
				words (3)	31:24	0-16	Number of input data words in din(511...384)

Related Information

AXIS_WIDTH Register (0x0C)

Data Output (DOUT)

- The DOUT data output stream consists of four 128-bit lanes. The number of lanes depends on the setting of the AXIS_WIDTH.DOUT parameter.

- When decoding, either bytes of LLR or bytes of hard bits are transferred over DOUT, depending on the hard_op setting in the input to CTRL for the associated block. When encoding, only hard data is transferred over DOUT, and there is no hard_op setting in the input CTRL.

- Blocks are transferred over one or more cycles, starting with the least significant LLR or hard bits first.

- The number of bytes transferred over DOUT on each cycle is given by the DOUT_WORDS input stream. See LLR Output Words (DOUT_WORDS) for details on how DOUT_WORDS is used.

- Data bytes are transferred in the least significant bytes of each DOUT lane. For example, if DOUT_WORDS specifies two bytes are transferred in lane 0, then these bytes are in llr(0) and llr(1) (in bits 7:0 and 15:8).

- Each transfer can only contain one block; one block must complete before the next block can start. For multi-lane transfers, this might require the final transfer to have one or more of the higher lanes size set to zero or one of the lane values to be reduced. The core enforces this internally on output so that blocks start on lane 0 of the next AXI4-Stream transaction.

Related Information

Data Output Control (DOUT_WORDS)

Soft Output for LDPC and Turbo Decode

Table 39: **LLR Output AXI4-Stream Master (DOUT) TDATA Interface Definition**

Bit Width for Each AXIS_WIDTH.DOUT Setting			Field	Bits	Context	Range	Description
2 (4x)	**1 (2x)**	**0 (1x)**					
512b	256b	128b	llr(0)	7:0	TURBO	-31.75 to 31.75	Systematic LLR, two fractional bits
					LDPC	-31.75 to 31.75	LLR, two fractional bits
			llr(1)	15:8	TURBO	-31.75 to 31.75	Parity LLR, two fractional bits
					LDPC	-31.75 to 31.75	LLR, two fractional bits
			llr(2)	23:16	TURBO	-31.75 to 31.75	Parity Interleaved LLR, two fractional bits
					LDPC	-31.75 to 31.75	LLR, two fractional bits
			...				
			llr(15)	127:120			
	Unused		llr(16)	135:128			
			llr(31)	255:248			
	Unused		llr(32)	263:256			
			llr(63)	511:504			

Hard Output for LDPC and Turbo Decode and LDPC Encode

When the hard_op bit is 1 then only hard bits are output. This is provided in bytes, with up to 64 bytes transferred per cycle dependent on the setting of AXIS_WIDTH.DOUT parameter as summarized in the following table.

Table 40: **LLR Output AXI4-Stream Slave (DOUT) Interface Definition Configured for Hard Bits**

Bit Width for Each AXIS_WIDTH.DOUT Setting			Field	Bits	Description
4x	**2x**	**1x**			
512b	256b	128b	hbyte(0)	7:0	Bits m(7:0)
			...		
			hbyte(15)	127:120	Bits m(127:120)
		Unused	hbyte(31:16)	255:128	Bits m(255:128)
	Unused		hbyte(63:32)	511:256	Bits m(511:256)

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Data Output Control (DOUT_WORDS)

If the AXIS_WIDTH parameter setting for the DOUT_WORDS field is 0, then the `DOUT_WORDS` input takes one value per block, and this specifies the number of LLR values transferred on all lanes of `DOUT`.

If the AXIS_WIDTH parameter setting for DOUT_WORDS field is 1, then the number of bytes transferred per cycle on `DOUT` is specified on a transfer-by-transfer basis by `DOUT_WORDS`. To aid integration the `TLAST` input for this interface should be driven with a 1 for the last transfer of a block. This input is not used to synchronize output, but it is checked and an interrupt is available to signal inconsistencies.

Note: If `DOUT_WORDS` is 0, then there is only one transfer per block and so it is expected that `TLAST` is driven High on each transfer on this stream.

If the data interface is configured for soft output (that is, a decode operation is being performed and hard_op is 0), then the `DOUT_WORDS` stream specifies the number of LLR values in the respective lane of output.

If `DOUT` is configured for hard output, then `DOUT_WORDS` specifies the number of bytes of hard output transferred per cycle (only multiples of 8 bits can be specified). In both cases, data words in `DOUT` lanes are always in the least significant bytes of the `DOUT` lane, for example, if two words are provided in lane 0, they are in bits 7:0 and 15:8.

`DOUT_WORDS` is internally overridden to ensure that multiple blocks do not straddle a transaction on `DOUT` (the final transaction is shortened, if necessary, in the same way as for `DIN_WORDS` as described in Data Input Control AXI4-Stream Slave (`DIN_WORDS`)). As such it is possible to keep `DOUT_WORDS` constant over a block even if the block length is not a multiple of `DOUT_WORDS`.

If operating out-of-order, with AXIS_WIDTH.DOUT_WORDS = 1, and mixed block lengths, then the `STATUS` output can be used to determine the number of outputs, to set `TLAST` (if used). The `STATUS` output can also be used to set `DOUT_WORDS` if it is being changed on a block-by-block basis. If `TLAST` is not being used, then `TLAST` interrupts can be masked on this interface to avoid unnecessary interrupts (see Interrupt Mask Register).

Table 41: **LLR Output Words AXI4-Stream Slave (DOUT_WORDS) Interface Definition**

AXIS_WIDTH. DOUT_WORDS Setting	Bit Width for Each AXIS_WIDTH.DOUT Setting			Field	Bits	Range	Description
	4x	**2x**	**1x**				
0	8b	8b	8b	words	7:0	0-16	Number of output data words in dout(127...0)
			Unused				Number of output data words in dout(255...128)
		Unused					Number of output data words in dout(383...256)
							Number of output data words in dout(511...384)
1	32b	16b	8b	words(0)	7:0	0-16	Number of output data words in dout(127...0)
			Unused	words (1)	15:8	0-16	Number of output data words in dout(255...128)
		Unused		words (2)	23:16	0-16	Number of output data words in dout(383...256)
				words (3)	31:24	0-16	Number of output data words in dout(511...384)

Related Information

[Data Input Control (DIN_WORDS)](#)
[Interrupt Mask Register (IMR) (0x28)](#)

Control Input (CTRL)

5G NR Control Interface Definition for LDPC Decode

When the 5G NR standard is supported the control data interface is 40 bits with the fields shown in the following table for LDPC decode.

Table 42: **5G NR Control Interface Definition for LDPC Decode**

Field	Bits	Range	Description
max_schedule	39:38	0 to 3	Maximum number of blocks that can be interleaved by the LDPC decoder while processing this block. See LDPC Block Interleaving for details. 0 = Default scheduling behavior.
mb	37:32	4 to 46	Number of parity bits as a multiple of Z (Z*mb), thereby controlling code rate
id	31:24	0 to 255	External block identifier to be passed through to status output
max_iterations	23:18	1 to 63	Maximum number of iterations

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Table 42: **5G NR Control Interface Definition for LDPC Decode** *(cont'd)*

Field	Bits	Range	Description
term_on_no_change	17	0 to 1	0: Do not terminate early if there is no change in hard bits for the whole block (information and parity) between iterations. 1: Terminate early if there is no change in hard bits for the whole block (information and parity) between iterations.
term_on_pass	16	0 to 1	0: Do not terminate early on passing parity check 1: Terminate early on passing parity check
include_parity_op	15	0 to 1	0: Output systematic values only 1: Output systematic values and parity
hard_op	14	0 to 1	0: Soft output 1: Hard output
	13	-	Reserved
sc_idx	12:9	0 to 15	Normalization value to use on block.
bg	8:6	0 to 4	Base graph
z_set	5:3	0 to 7	Base graph cyclic shift set
z_j	2:0	0 to 7	Lifting factor (Z) j component[1]

Notes:

1. The lifting factor is given by $Z = a*2^{z\_j}$ where a is defined in Lifting Factor Component (a).

Related Information

LDPC Block Interleaving
Base Graph (bg)
Lifting Factor Component (a)

Base Graph (bg)

Table 43: **Base Graph (bg) Definition**

bg	Description	Kb	Supported mb	Supported Z
0	Base graph 1	22	$4 \leq mb \leq 46$	$2 \leq Z \leq 384$
1	Base graph 2 with number of information bit columns	10	$4 \leq mb \leq 42$	$2 \leq Z \leq 384$
2	Base graph 2 with number of information bit columns	9	$4 \leq mb \leq 42$	$2 \leq Z \leq 128$
3	Base graph 2 with number of information bit columns	8	$4 \leq mb \leq 42$	$2 \leq Z \leq 128$
4	Base graph 2 with number of information bit columns	6	$4 \leq mb \leq 42$	$2 \leq Z \leq 128$

Notes:

1. Kb, mb, and Z values outside the given range are illegal and if applied to the core while in 5G mode, the behavior is undefined.

Lifting Factor Component (a)

Table 44: **Lifting Factor Component (a) Definition**

z_set (=Set Index i_{LS})[1]	a
0	2
1	3
2	5
3	7
4	9
5	11
6	13
7	15

Notes:

1. As defined in the 5G New Radio standard.

5G NR Control Interface Definition for LDPC Encode

When the 5G NR standard is supported the control data interface is 40 bits with the fields shown in the following table for LDPC encode.

Table 45: **5G NR Control Interface Definition for LDPC Encode**

Field	Bits	Range	Description
max_schedule	39:38	0 to 3	Maximum number of blocks that can be interleaved by the LDPC encoder while processing this block. 0 = Default scheduling behavior. See LDPC Block Interleaving for details.
mb	37:32	4 to 46	Number of parity bits as a multiple of Z (Z*mb), thereby controlling code rate.
id	31:24	0 to 255	External block identifier to be passed through to status output.
	23:9	-	Reserved
bg	8:6	0 to 4	Base graph
z_set	5:3	0 to 7	Base graph cyclic shift set
z_j	2:0	0 to 7	Lifting factor (Z) j component[1]

Notes:

1. The lifting factor is given by $Z = a * 2^{z\_j}$ where a is defined in Lifting Factor Component (a).

Related Information

LDPC Block Interleaving
Base Graph (bg)
Lifting Factor Component (a)

Non-5G NR Control Interface Definition for LDPC Decode

When the supported standard is not 5G NR the control data interface is 32 bits with the fields shown in the following table for LDPC decode.

Table 46: **Non-5G NR Control Interface Definition for LDPC Decode**

Field	Bits	Range	Description
id	31:24	0 to 255	External block identifier to be passed through to status output
max_iterations	23:18	1 to 63	Maximum number of iterations
term_on_no_change	17	0 or 1	0: Do not terminate early if there is no change in hard bits for the whole block (information and parity) between iterations 1: Terminate early if there is no change in hard bits for the whole block (information and parity) between iterations
term_on_pass	16	0 or 1	0: Do not terminate early on passing parity check 1: Terminate early on passing parity check
include_parity_op	15	0 to 1	0: Output systematic values only 1: Output systematic values and parity
hard_op	14	0 to 1	0: Soft output 1: Hard output
-	13:7	-	Reserved
code	6:0	0 to 127	Code number (CODE) used to specify which set of LDPC code parameters are to be used on the block

Non-5G NR Control Interface Definition for LDPC Encode

When the supported standard is not 5G NR the control data interface is 32 bits with the fields shown in the following table for LDPC encode.

Table 47: **Non-5G NR Control Interface Definition for LDPC Encode**

Field	Bits	Range	Description
id	31:24	0 to 255	External block identifier to be passed through to status output
	23:7	-	Reserved
code	6:0	0 to 127	Code number (CODE) used to specify which set of LDPC code parameters are to be used on the block

Control Interface Definition for Turbo Decode

Table 48: **Control Interface Definition for Turbo Decode**

Field	Bits	Range	Description
id	31:24	0 to 255	External block identifier to be passed through to status output
max_iterations	23:18	1 to 63	Maximum number of iterations

Table 48: **Control Interface Definition for Turbo Decode** *(cont'd)*

Field	Bits	Range	Description
term_on_no_change	17	0 or 1	0: Do not terminate early if there is no change in the hard systematic bits for the block between iterations 1: Terminate early if there is no change in the hard systematic bits between iterations
term_on_pass	16	0 or 1	0: Do not terminate early if CRC passes 1: Terminate early if CRC passes
include_parity_op	15	0 to 1	0: Output systematic values only 1: Output systematic values and parity
hard_op	14	0 to 1	0: Soft output 1: Hard output
crc_type	13	0 to 1	0: CRC24B 1: CRC24A These CRC types are defined in 3GPP TS 38.212 V15.0.0 Multiplexing and channel coding
code_block_size	12:0	40 to 6144	Turbo code block size (K); encoded block size N=3*K+12

Status Output (STATUS)

5G NR Status Interface Definition for LDPC Decode

When the 5G NR standard is supported the status data interface is 40 bits with the fields shown in the following tables for LDPC decode.

Table 49: **5G NR Status Interface Definition for LDPC Decode**

Field	Bits	Range	Description
	39:38	-	Reserved
mb	37:32	4 to 46	Number of parity bits as a multiple of Z (Z*mb), thereby controlling code rate.
id	31:24	0 to 255	External block identifier supplied through control input
dec_iter	23:18	1 to 63	Number of iterations taken to decode output (either successfully or unsuccessfully)
term_no_change	17	0 to 1	0: Did not terminate early due to no change in hard bits for the whole block (information and parity) between iterations. 1: Terminated early as no change in hard bits for the whole block (information and parity) between iterations.
term_pass	16	0 to 1	0: Did not terminate due to passing parity check 1: Terminated early due to passing parity check
pass	15	0 to 1	0: Parity check did not pass 1: Parity check passed
hard_op	14	0 to 1	0: Soft output 1: Hard output
op	13	0	Decode operation (fixed value)
	12:9	-	Reserved

Table 49: **5G NR Status Interface Definition for LDPC Decode** *(cont'd)*

Field	Bits	Range	Description
bg	8:6	0 to 4	Base graph
z_set	5:3	0 to 7	Base graph cyclic shift set
z_j	2:0	0 to 7	Lifting factor (Z) j component[1]

Notes:

1. The lifting factor is given by $Z = a * 2^{z\_j}$ where a is defined in Lifting Factor Component (a).

Related Information

Base Graph (bg)
Lifting Factor Component (a)

5G NR Status Interface Definition for LDPC Encode

When the supported standard is 5G NR the status data interface is 40 bits with the fields shown in the following table for LDPC encode.

Table 50: **5G NR Status Interface Definition for LDPC Encode**

Field	Bits	Range	Description
	39:38	-	Reserved
mb	37:32	4 to 46	Number of parity bits as a multiple of Z (Z*mb), thereby controlling code rate
id	31:24	0 to 255	External block identifier supplied through input
	23:15	-	Reserved
hard_op	14	1	Hard output (fixed value)
op	13	1	Encode operation (fixed value)
	12:9	-	Reserved
bg	8:6	0 to 4	Base graph
z_set	5:3	0 to 7	Base graph cyclic shift set
z_j	2:0	0 to 7	Lifting factor (Z) j component[1]

Notes:

1. The lifting factor is given by $Z = a * 2^{z\_j}$ where a is defined in Lifting Factor Component (a).

Related Information

Base Graph (bg)
Lifting Factor Component (a)

Non-5G NR Status Interface Definition for LDPC Decode

When the supported standard is not 5G NR the status data interface is 32 bits with the fields shown in the following table for LDPC decode.

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Table 51: **Non-5G NR Status Interface Definition for LDPC Decode**

Field	Bits	Range	Description
id	31:24	0 to 255	External block identifier supplied through control input.
dec_iter	23:18	1 to 63	Number of iterations taken to decode output (either successfully or unsuccessfully)
term_no_change	17	0 to 1	0: Did not terminate early due to no change in hard bits for the whole block (information and parity) between iterations. 1: Terminated early as no change in hard bits for the whole block (information and parity) between iterations.
term_pass	16	0 to 1	0: Did not terminate due to passing parity check. 1: Terminated early due to passing parity check.
pass	15	0 to 1	0: Parity check did not pass. 1: Parity check passed.
hard_op	14	0 to 1	0: Soft output 1: Hard output
op	13	0	Decode operation (fixed value)
	12:7	-	Reserved
code	6:0	0 to 127	Code number (CODE) specifying the LDPC code parameters used to decode the block

Non-5G NR Status Interface Definition for LDPC Encode

When the supported standard is not 5G NR the status data interface is 32 bits with the fields shown in the following table for LDPC encode.

Table 52: **Non-5G NR Status Interface Definition for LDPC Encode**

Field	Bits	Range	Description
id	31:24	0 to 255	External block identifier supplied through control input.
	23:15	-	Reserved
hard_op	14	1	Hard output (fixed value).
op	13	1	Encode operation (fixed value).
	12:7	-	Reserved
code	6:0	0 to 127	Code number (CODE) specifying the LDPC code parameters used to encode the block.

Status Interface Definition for Turbo Decode

Table 53: **Status Interface Definition for Turbo Decode**

Field	Bits	Range	Description
id	31:24	0 to 255	External block identifier supplied though control input.
dec_iter	23:18	1 to 63	Number of iterations taken to decode output (either successfully or unsuccessfully).

Table 53: **Status Interface Definition for Turbo Decode** *(cont'd)*

Field	Bits	Range	Description
term_no_change	17	0 to 1	0: Did not terminate early due to no change in the hard systematic bits between iterations. 1: Terminated early due to no change in the hard systematic bits between iterations.
term_pass	16	0 to 1	0: Did not terminate early due to passing CRC. 1: Terminated early due to passing CRC check.
pass	15	0 to 1	0: CRC check did not pass. 1: CRC check passed.
hard_op	14	0 to 1	0: Soft output. 1: Hard output.
crc_type	13	0 to 1	0: Code block 1: Transport block
code_block_size	12:0	40 to 6144	Turbo code block size (K). Encoded block size N=3*K+12.

Designing with the Core

This chapter includes guidelines and additional information to facilitate designing with the core.

Clocking

The SD-FEC Integrated Block operates from a separate clock to the programmable logic (PL), allowing the core to run at higher frequency.

Each interface has its own clock and clock domain crossing circuits to enable transfer of data over the interface. Certain interfaces also have width conversion to allow data bandwidth to be maintained with lower interface clock frequency. See the *Zynq UltraScale+ RFSoC Data Sheet: Overview* (DS889) for the maximum frequency of core and interface clocks. Lower frequencies can be used.

If the throughput and latency are limited by processing within the core, rather than by input/ output, then the throughput is proportional to the core clock frequency. As such, if the core clock rate is reduced over the maximum value, there is a proportional reduction in throughput and an increase in latency relative to the maximum achievable. For example, if a 650 MHz clock is used rather than a 667 MHz clock, then the throughput at 650 MHz relative to the peak at 667 MHz is 650/667=0.975 times the peak throughput. Therefore, if the peak throughput at 667 MHz is 1 Gb/s, then the throughput at 650 MHz is 0.975 Gb/s.

Resets

A single active-Low reset signal, `reset_n`, is used to reset the core and its interfaces. Reset is applied asynchronously, and internal synchronizers ensure that the reset is deasserted synchronously in each domain. A reset is required after power-up.The application of reset causes the core parameter and the turbo core parameter registers to take their reset value (LDPC and Shared LDPC code parameters are undefined). In-flight blocks are discarded, and the core becomes inactive, with the interfaces synchronously entering their disabled state (`AXIS_ENABLE` is zero).

The core comes out of reset with the AXI4-Stream interfaces disabled, allowing the interface width to be changed and code parameters to be written over the AXI4-Lite interface before operation begins. The final write can enable the interfaces to commence operation.

When the 5G NR standard is selected in the Vivado IDE, additional PL resources are used. The additional logic, which includes multiple clock domains and associated crossing logic, necessitates that `reset_n` be asserted for an extended number of clock cycles to ensure the block is fully reset. `reset_n` should be asserted for a minimum of:

$$3 \text{ x } T_{\texttt{s\_axi\_aclk}} + 3 \text{ x } \max(T_{\texttt{s\_axis\_status}}, T_{\texttt{s\_axis\_ctrl}})$$

Where T_{clock} is the period for the associated clock.

This is a suggested minimum, but because of the uncertainty associated with the clock domain crossings a further extension to the `reset_n` period may be required.

Related Information

[Core Parameters](#)
[Turbo Code Parameters Register (0x100)](#)

5G New Radio Block Length

In 5G New Radio (NR) mode, the output of the encoder contains all information and parity bits, and the first 2*Z information bits that are punctured should be removed from the start of the output block (where Z is the lifting factor, which is equivalent to the LDPC encoder/decoder parameter, PSIZE). Similarly, for the decoder, all information and parity bits should be input to the decoder, and 2*Z punctured input bits should be provided with 0 soft value (log-likelihood ratio) at the start of the block, followed by the remaining information and parity bits.

In addition, zero padding should be appended to the end of the information bits to obtain codewords with valid numbers of information bits prior to encoding. For base graph 1, the valid number of information bits is 22*Z bits and for base graph 2, either 10*Z, 9*Z, 8*Z or 6*Z bits according to the variant selected. Similarly, for decoding, the appended bits should take a soft value for the binary value 0, that is, 0xE1, assuming symmetric saturation to six bits, as discussed in Data Input AXI4-Stream Slave (DIN).

Also, in the decoder, output parity check is disabled for 5G NR codes, because information correctness is established by a CRC performed externally to the decoder (see Output Parity Check (OPC)). Note that parity pass can still be used for early termination.

Interrupt

A single interrupt output signal indicates a number of error conditions. These conditions are defined by the Interrupt and ECC Interrupt Registers. Error conditions include:

- `tlast` missing on master interfaces: This is where a `tlast` input is not asserted on the last transfer relating to a block.

- `tlast` unexpected: This is when a `tlast` input is asserted unexpectedly (on all but the last transfer in a block).

  These conditions are described further in the AXI4-Stream Interface section. If these errors occur, then the SD-FEC core and connected circuits must be reset to resynchronize block transfer. A reset of the SD-FEC core causes the core parameter registers to be reset (which includes disabling of the interfaces) and these registers have to be reloaded (incurring a small number of cycles).

- Errors detected in ECC protected memory when a word is read through the AXI4-Lite interface, or by the LDPC decoder, when the latter is active. Both correctable single bit errors and uncorrectable two-bit errors are flagged (the latter might also include situations where there are more than two errors, but only detection of two-bit errors is guaranteed).

Related Information

[AXI4-Stream Interface](#)

Summary of Interrupt Responses

Potential interrupt responses are summarized in the following table.

Table 54: **Error Detection/Correction and Reporting**

Mode	PL Initialization Logic		SD-FEC		
	ECC 1-Bit (If Enabled)	ECC 2-Bit	ECC 1-bit (If Enabled)	ECC 2-Bit	Tlast Errors
Initialized retain I/F (LDPC code initialization and AXI4-Lite interface present)	Inspect ECC ISR, bits 22 to 29 - Ignore or reconfigure PL	Inspect ECC ISR, bits 26 to 29 - reconfigure PL	Inspect ECC ISR, bits 0 to 21 - Ignore or reset	Inspect ECC ISR, bits 11 to 21 - Reset	Inspect ISR - Reset
Initialized (LDPC code initialized and AXI4-Lite interface not present)	Reconfigure PL	Reconfigure PL	Reconfigure PL	Reconfigure PL	Reconfigure PL
Runtime Configured (LDPC code not initialized and AXI4-Lite interface present)	N/A	N/A	Inspect ECC ISR, bits 0 to 21 - Ignore or reprogram codes when inactive	Inspect ECC ISR, bits 11 to 21 - Reset and reprogram codes	Inspect ISR - Reset and reprogram codes

Interface FIFOs

All interfaces on the SD-FEC Integrated Block have clock-domain-crossing (CDC) FIFOs. The FIFO depths are given in the following table. While the inner core enforces the `DIN/DOUT_WORDS` dependencies, the FIFOs can fill such that a number of transfers up to the FIFO depth can occur into `DIN` before being blocked by a lack of transfers on `DIN_WORDS`. In particular, this should be noted if interfaces are being disabled for some reason, the data in the FIFOs is still processed.

Table 55: **Depth of Interface CDC FIFOs**

Channel	FIFO Depth (For Given Interface Width Setting)		
	1 Lane	**2 Lanes**	**4 Lanes**
DIN, DIN_WORDS, DOUT, DOUT_WORDS	25 transfers	13 transfers	7 transfers
CTRL, STATUS	13 transfers in 5G mode, 6 transfers otherwise		

Interface Dependencies

Each block is input through the data input interface (`DIN`) over a number of cycles. The amount of data transferred on each cycle is set by a separate data stream (`DIN_WORDS`) where a value is given per transaction on `DIN`. If this does not need to be changed, then there is an option to tie this off in the Vivado® IDE. The output is generated in a similar way on the `DOUT` output stream, and similarly, the amount of data transferred is specified on the input data stream, `DOUT_WORDS`. If the number of words is fixed, then the core optional support logic ties this input off.

For each data block, a single input is required on the control (`CTRL`) input stream, specifying key block specific parameters, such as block size. One control word (transaction) is required for each data block, and data input stalls until the relevant control word is available. When decoded (or encoded in the case of LDPC), the output data is provided on `DOUT` along with a status word on the status (`STATUS`) output interface.

All AXI4-Stream interfaces contain `valid` and `ready` handshakes for flow control. Blocking either output (by deasserting `ready`) ultimately stops decoding and, when the input buffer is full, prevents further input. The following figure summarizes the data dependencies of the SD-FEC core. This shows that data input on `DIN` is dependent on `CTRL` and `DIN_WORDS`, and output on `DOUT` is dependent on `DOUT_WORDS`. However, note that there exists latency (in cycles) between the input of the `CTRL` and the associated input of `DIN_WORDS` and `DIN` input being accepted. The latency is dependent on the mode in which the SD-FEC core operates. In 5G mode, if the code is not already downloaded, latency in cycles is shown in the Download Latency table. The cycles are taken by the support logic in generating and downloading code parameters to the SD-

FEC core internal memory; however, if the code parameters already reside in the SD-FEC core, the number of cycles is small and the exact amount varies depending on the clock speed difference between `s_axi_aclk` and `s_axis_ctrl_aclk`. In other modes when the code parameters are to be downloaded externally, `CTRL` is applied after the code download is complete. In these modes, the latency between `CTRL` and the associated `DIN/DIN_WORDS` is a small number of cycles.

Likewise, there are a small number of cycles of latency between `DIN_WORDS` and `DIN`. If the latency on `DIN` is to be minimized then the input of `CTRL` and `DIN_WORDS` should be provided in advance. Similarly, on the output, `DOUT_WORDS` (if required) should be driven as soon as possible to avoid any latency on `DOUT`. Also, as shown in the following figure, there are shallow buffers on the interfaces that allow a small amount of data to be input on `DIN` and `DOUT_WORDS` before associated block control is provided on `CTRL`. This data is not processed by the SD-FEC core until the latter is available. Another implication of these buffers is that `DIN` input can start at the same time as `CTRL` and `DIN_WORDS` are applied.

When using the SD-FEC core, one simple approach to maximize throughput is to apply all inputs as quickly as the AXI4-Stream interface handshake allows, and to accept output as soon as it is ready. Alternatively, if throughput is to be controlled, then only the `CTRL` input can be regulated to the correct data block throughput rate while the other interfaces operate as previously described - that is, they are regulated by the SD-FEC core itself.

Figure 2: **Overview of SD-FEC Core Interface Dependencies**

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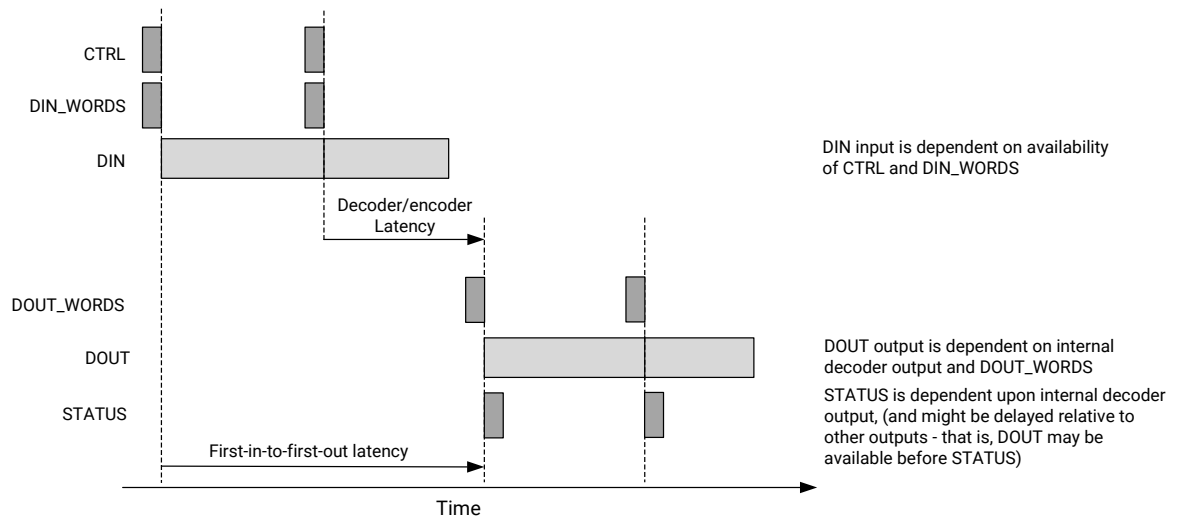
Parameter Management

Parameters should be carefully managed due to the wide variety of modes that are supported by the SD-FEC core. For 5G NR and initialized non-5G, the support logic takes control of the shared LDPC code parameters; therefore these parameters must not be, under any circumstances, written from the exposed AXI4-Lite interface provided. For 5G NR, the support logic also assumes that the AXI_WR_PROTECT and CODE_WR_PROTECT registers are writeable and `CTRL` and `STATUS` interfaces are enabled in the AXI_ENABLE register. If the interfaces are disabled after the first `CTRL` data is applied, the behavior is unpredictable. All other interfaces are disabled after reset and should be enabled prior to using the core.

In all other modes, all SD-FEC core interfaces are disabled from reset. This allows the opportunity to configure parameters (such as LDPC codes) prior to the interfaces being enabled. WR_PROTECT can then be enabled to prevent registers being changed during operation. If it is necessary to change codes during operation, it is recommended that an external circuit be used to prevent changing of codes that are in use, as the behavior of the core in this circumstance is undefined.

It is also possible to stop operation of the decoder by disabling the `CTRL` interface, and monitoring the ACTIVE register. Codes can then be changed without any risk of them being used. When code download is complete, the `CTRL` interface can be re-enabled.

IMPORTANT! *Codes in use should not be updated. If codes in use are modified, the results are unpredictable.*

LDPC Code Support

5G NR Standard

When the 5G NR standard is selected in the Vivado® IDE, the SD-FEC Integrated Block is initialized with 5G NR base graphs. Code download over the AXI4-Lite interface is not required. However, the interface is still available to allow core parameters to be updated.

The code to be adopted for a particular block is provided through the `CTRL` interface on a block by block basis. This selection is made using four parameters: z_j, z_set, bg and mb. The bg parameter specifies the base graph 1 or 2. The lifting factor, Z, is specified using z_j and z_set, and the code rate is specified using mb. This latter parameter is the number of layers of the base matrix used, and specifies the number of parity bits mb*Z. The maximum number of information bits is 22*Z for base graph 1, and for base graph 2 is 10*Z according to the base graph selection. The rate is then:

$$\text{LDPC Decoder Code Rate} = \frac{Kb}{(Kb + mb)}$$

Note that the first two Z information bits are not transmitted, so the code rate is actually as follows:

$$\text{Code Rate (including puncturing)} = \frac{Kb}{(Kb - 2 + mb)}$$

These rates do not include any padding that might be required to increase the information block size to 22*Z, or 10*Z for base graphs 1 and 2 respectively.

LDPC Code Overview

LDPC codes are programmable through an AXI4-Lite interface. A class of Quasi-Cyclic (QC) codes are supported. The following figure elaborates the code parameterization and the following table summarizes the flexibility.

Figure 3: **LDPC Quasi-Cyclic (QC) Code Structure**
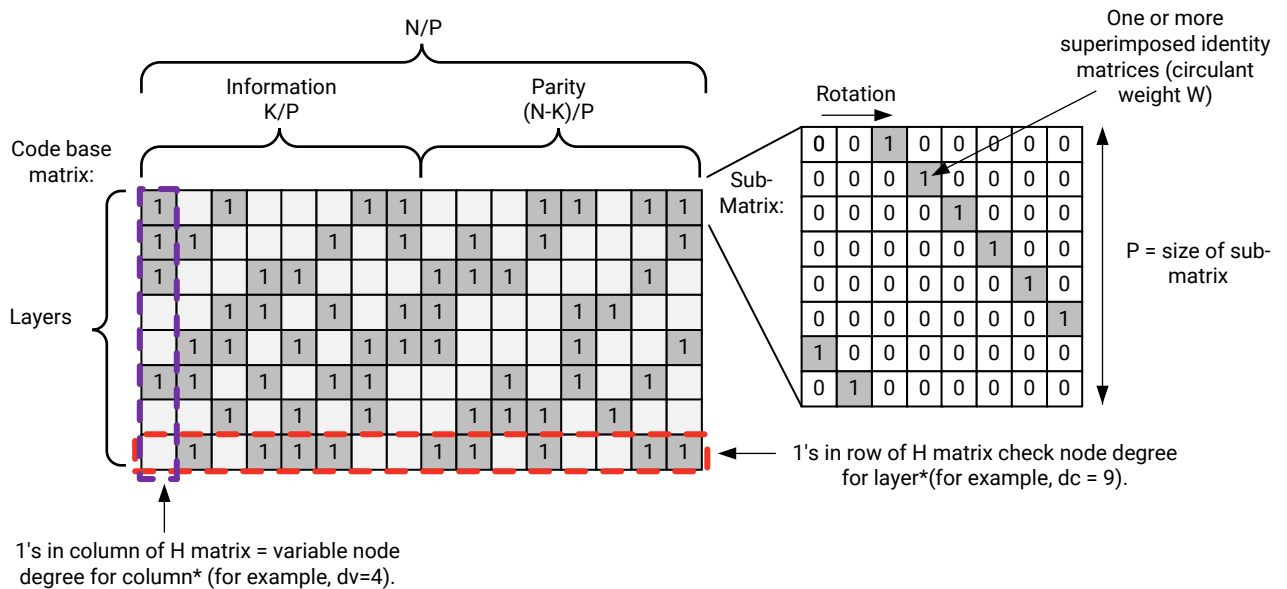
The checknode degree (DC) and variable node degree (DV) are counts of the number of 1s in each row and column respectively of the H matrix. For the respective base matrix, if sub-matrices have circulant weight greater than one, then DC and DV are counts of the total number of circulants in a layer or column respectively.

Table 56: **LDPC Code Flexibility**

Parameter	Range	Comment
Number of codes	128 codes	Programmable (concurrently with operation to allow run-time code update).
Code base matrix definition in terms of circulants (QC)	8,192 entries over all codes	Arbitrary apportionment over codes. Sufficient for 32 codes with P=128, N=8,192 and DV=4 (entries per code=DV*N/P=256).
Check node degree, DC	$2 \leq DC \leq 128$	Programmable per layer of code.
Variable node degree, DV	$1 \leq DV$	Programmable per code (set indirectly).
Number of layers, NLAYERS	$1 \leq NLAYERS \leq 256$	Programmable per code.
Sub-matrix size, P	$2 \leq P \leq 512$	Programmable per code.
Circulant weight, W	$W \leq 4$	Programmable per sub-matrix. Further constraints are imposed on codes by the Vivado® IDE when W>1 or when configured as an encoder.
Code-word length, N[1]	$4 \leq N \leq 32768$ and $N \leq 256 \times P$ and $N>K$	Programmable per code, multiple of P.
Parity length, N-K	$2 \leq N-K \leq 32766$[1] and $N-K \leq 256 \times P$	Programmable per code, multiple of P (range derived from min(P) and max(N)-min(P)).

Notes:

1. Codeword length N, and number of parity bits N-K, might be further limited when P is not a multiple of 128 and for other combinations of parameters (for example, when W>1). The Vivado IDE should be used to check that a code is supported.

The underlying hardware can process 128 elements of each circulant in one clock cycle. Therefore when P>128, each circulant is processed over MV = ceil(P/128) cycles (MV=1,2,3 or 4). When P≤64, the underlying hardware can process multiple circulants in a single cycle subject to memory access conflicts associated with the code. The code limits, in particular, maximum DC, depend on packing. The Vivado Integrated Design Environment (IDE) automatically performs packing where possible, and checks the legality of a custom code definition. The SD-FEC C model also does this.

⭐ **IMPORTANT!** *It is recommended these checks be performed early in any code design process.*

The following constraints are imposed by internal memory limitations:

- DC × MV ≤ 256
- NLAYERS × MV ≤ 256
- sum(DC) × MV ≤ 1024 for decode
- sum(DC) ≤ 2044 for encode
- (N ∕ PSIZE) × MV ≤ 256 for encode

A normalized min-sum algorithm is used, and the normalization factor applied on each layer can be specified along with the other code parameters using the LDPC code definition file.

Related Information

Customizing and Generating the Core
LDPC Code Definition File
LDPC Decoder Support for W>1
LDPC Encoding

LDPC Decoding

LDPC Decoder Support for W>1

Decoder support for W>1 is only available for codes with P ≤ 128. When any code has W>1, all codes that can be scheduled with it are limited to DC/PF×MV ≤ 64, irrespective of whether or not they employ W>1.

PF is the packing factor employed when PSIZE < 128 (in which case MV is always 1). PF is the number of submatrices executed per cycle and can take values 1, 2 or 4 depending on PSIZE. So providing it is not disabled by NO_PACKING, the limit on DC becomes:

PSIZE ≤ 32 allows PF=4 and DC ≤ 256

PSIZE ≤ 64 allows PF=2 and DC ≤ 128

PSIZE ≤ 128 allows PF=1 and DCxMV ≤ 64

When packing is employed, DC must accommodate any padding that is required.

The memory footprint of the code is increased by the number of circulants when W>1. This reduces the block size N that can be supported. For example, if PSIZE = 128, and a code has two circulants in three sub-matrices, the effective block size becomes N + 3*128.

Both the Vivado® IDE and the C Model generate the necessary sequence of operations for a particular code, and ensure that these constraints are met. This check should be performed early in the design process to ensure that a code is supported.

Related Information

C Model

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Normalization

The LDPC Decoder implements a normalized min-sum algorithm whereby the contributions of each layer to the soft output are normalized by a scale factor. In 5G mode, the normalization factor can be specified per block on the sc_idx field of `CTRL`. In non-5G NR mode, the scale factor can be specified for each layer of a code using the SC_TABLE register. A default scaling factor of 0.75 is set by the Vivado® IDE; however, the optimum scaling factor depends on the LDPC code, and this should be established within the context of the system. This is particularly important for low-rate codes with high variable-node degrees.

It is assumed that the LLR input has been symmetrically saturated to 6 bits as summarized in the Soft Value Input table (link below). If this is not done, there can be significant performance degradation. In this table, it is also suggested that the LLR is scaled to two fractional bits. However, LLR scaling is critical to performance and should be tuned within the context of the system to achieve optimal performance.

Related Information

SC_TABLE Register (0x10000-0x103FC)
Soft Value Input for LDPC and Turbo Decode

Output Parity Check (OPC)

The decoder implements an on-line parity check to allow early termination (if enabled). There is also an option in the Vivado® IDE, Include Output Parity Check, to implement a final parity check block, separately to the decoder. When enabled in the Vivado IDE, this determines whether the output produced on the final iteration passes the parity check when early termination does not occur or is not enabled (otherwise the value is that calculated by the on-line circuit for the previous iteration). Where possible, the check is performed in parallel with data output over `DOUT`, otherwise it is only the status output that is delayed until the updated pass flag is available. This takes a similar amount of time to one iteration of the decoder.

The OPC only supports codes where the total number of base matrix entries including any padding for packing (sum(packed(DC))) is less than or equal to 1024; OPC is automatically disabled by the core if an unsupported code is specified. This condition is also reported by the Vivado IDE. For large blocks it can also reduce peak throughput (although this is somewhat mitigated when smaller blocks are mixed with large blocks). . Also, for codes with a large number of circulants per iteration, the maximum number of blocks interleaved can be reduced, increasing stall cycles and reducing throughput. The number of effective circulants can be increased by packing. To avoid throughput reduction, the final parity check can be turned off by setting NO_FINAL_PARITY_CHECK to 1. If information bit correctness is established using CRC, the

final parity has limited value, and the final parity check is not required. Note that early termination using a passing parity check can still be performed when the final parity check is disabled. For the 5G NR standard, the OPC is disabled because information bit correctness is established by a CRC check on the output of the decoder (parity pass can still be used for early termination).

LDPC Encoding

The LDPC encode is performed using a parity check matrix. The encoder supports matrices with lower triangular parity portion where the diagonal has a circulant weight of 1. It also supports a set of constrained matrices which have a double diagonal as employed by WiFi codes (*IEEE Standard for Information technology - Local and Metropolitan area Network Standards* (IEEE Std 802.11)), and matrices that are a mix of double diagonal parity followed by a single diagonal as adopted by 5G wireless (*3rd Generation Partnership Project*; *Technical Specification Group Radio Access Network; NR; Multiplexing and channel coding (Release 15)* (3GPP Std TS 38.212 V15.0.0)).

Examples of supported matrices are shown in the following figures. The base matrix elements in dark gray contain single circulants and have zero rotation. The patterned region of the matrix can contain multiple circulants in each sub-matrix and arbitrary rotation values.
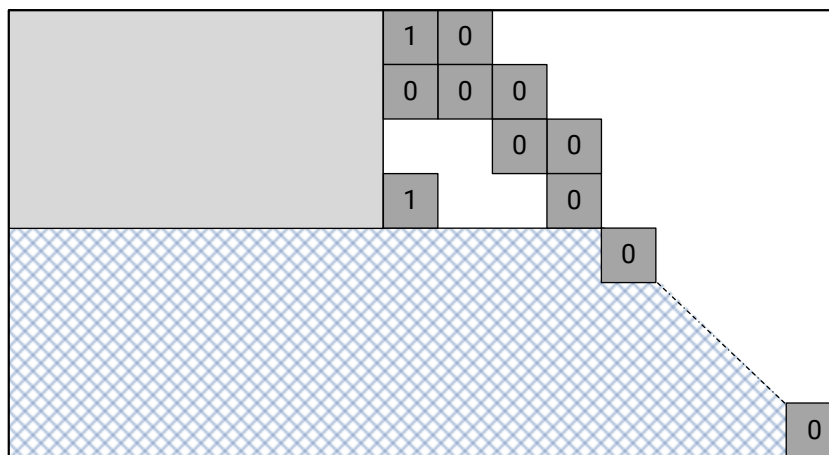
Figure 4: **Parity Check Matrix with Single Diagonal**
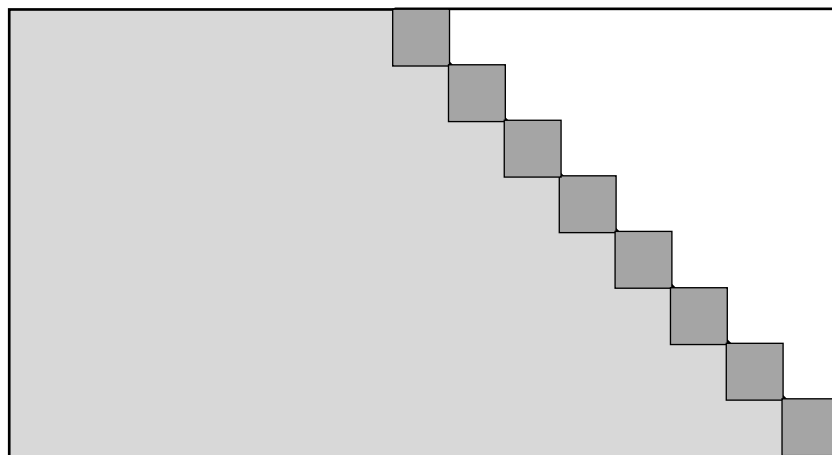
X19562-120618

Figure 5: **Parity Check Matrix with Double Diagonal**
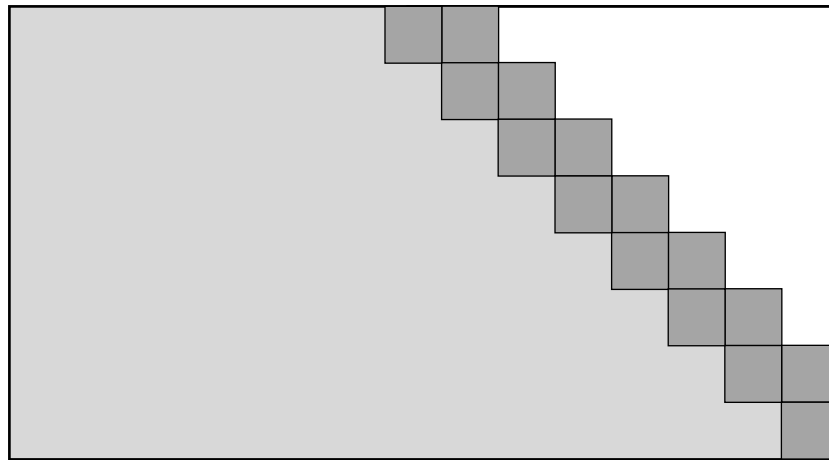
X19563-120618

Figure 6: **Parity Check Matrix for 5G Wireless Graph 1**

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A lower triangular matrix, as shown in the first figure, has a first layer containing a single circulant in the first parity column, with each new layer adding only one new circulant to the parity part of the matrix in the adjacent column. Additional circulants can be included in both the information and parity parts of the layer, but must be to the left of the new parity circulant. For such a matrix, it is possible to calculate parity by processing the layers from first layer to last, solving the parity check equation for the single unknown parity column.

When the matrix is double diagonal, as shown in the second figure, the first layer contains two parity circulants in the first two parity columns, and the following layers contain another two parity circulants offset to the right by 1. For such a matrix, there are two unknown parity columns in the first layer, and a direct solution is not possible. However, in many cases it is possible to transform the double diagonal matrix into a single diagonal matrix by adding rows to eliminate additional parity columns. For example, adding the last row of the second figure to the second last row results in the cancellation of the unwanted right-most circulant in the second-last row.

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Then, this resulting second-last row can be added to the third-last row, to cancel the unwanted right-most circulant, and likewise this process repeated up the rows, to finally obtain the matrix of the first figure. This matrix is then suitable for encode. The main drawback of this method is that it can lead to additional operations in the information portion and under the triangular part of the parity portion, when row combinations have different rotations and so do not cancel.

While the above method is more generally applicable, for a range of double diagonal matrices it is possible to implement a matrix with fewer operations. This exploits the property of the matrix that the sum of all the layers in the parity check matrix gives a check equation containing only the first parity column. That is when all the circulants in each column of the parity part of the check matrix are summed, then that sum is 0 for all but the first row where it is a single circulant. This new check equation can be used to solve for the first parity bit, and the existing check equations (layers of the parity check matrix) providing solutions for the remaining parity bits.

For example, the third figure shows a portion of the 5G wireless graph 1 parity check matrix. Only the parity portion is shown in detail. In particular, the circulant rotation is shown as a number in the sub-matrix. The first four layers can be summed to provide an equation for the first parity bit. That is, the sum of the parity column consists of the modulo 2 addition of three circulants with rotation 1,0 and 1. The two circulants with rotation 1 cancel leaving a circulant with rotation 0. The other columns contain two circulants with rotation 0 and, likewise, they cancel, leaving only the circulant in first parity column.

The third figure also shows a mix of double diagonal and diagonal matrices. When the first parity column has been derived, the remaining parity can be calculated as each new layer is only adding one new column of parity.

Double diagonal matrices, with the property described, are supported directly by the Vivado® IDE. A further optimization is applied in the solution implemented that reuses layer products, and as a consequence the additional operations over-and-above that of the parity check matrix are relatively small.

LDPC Peak Throughput

Note: The encoder calculation is the same as the decoder calculation with N_{iter} set to 1.

Throughput is code-specific and depends on a number of factors including data dependences in the code. However, peak throughput of the LDPC decoder (measured for information bits at the output) for P = 128, is given by:

$$Peak\ Throughput = \frac{128}{avg(DV)N_{iter}} \times Rate \times f_{core\_clk}$$

- f_{core_clk} is the core clock frequency.

- N_{iter} is the number of iterations performed.

- avg(DV) is the average variable node degree of the code (total number of circulants in the parity check matrix divided by the number of columns; in effect, the number of circulants per bit of the codeword).

The factor of 128 in the given equation is associated with the level of parallelism implemented in the SD-FEC core (128 check-node and variable node processors are implemented).

The given throughput equation assumes no data dependencies arising from the code, and that P is a multiple of 128. If P is not a multiple of 128, then there is under-utilization of the decoder processing resources, and throughput degrades by a factor of P/(128×MV) where $MV = \left\lceil \frac{P}{128} \right\rceil$.

For example, if P = 360, then

$$\frac{360}{128 \times MV} = \frac{360}{128 \times 3} = \frac{360}{384}$$

Therefore actual throughput = peak throughput × 360/384.

Input, decoding, and output are pipelined, and for small blocks there is sufficient memory to hold multiple blocks. When there is sufficient memory available, the core interleaves multiple blocks during encode/decode to hide data dependencies.

For codes where W>1, operations are added for each circulant in a sub-matrix where W>1, and consequently throughput is reduced. (For example, for one codeword with two sub-matrices containing two circulants each, four additional operations are required). There are also further data dependencies which might require greater codeword interleaving to hide (where memory allows). Throughput might also be limited for large block sizes, because the opportunity to overlap decoding with I/O is reduced by memory limitations.

LDPC Block Interleaving

An LDPC code might contain inter-layer dependencies that can restrict the decoder (and encoder) from achieving peak throughput. These dependencies manifest as clock cycles where the decoder is idle. To hide the idle cycles, the decoder interleaves code blocks.

The interleaving algorithm determines whether to interleave another block based on observing idle clock cycles. This is qualified by there being sufficient memory to hold another code block, and the max_schedule parameter. The algorithm does not schedule a further block if the resulting number of interleaved blocks exceeds the max_schedule value. If no idle cycles are observed, no further blocks are interleaved.

The max_schedule parameter range is 0 to 3. When set to 0 (the default), the decoder might schedule up to a maximum of four blocks. The max_schedule value used by the scheduling algorithm is the lowest non-zero value defined for the active LDPC codes (that is, the LDPC codes associated with the blocks currently "in flight").

An increase in latency can be a consequence of filling all the idle cycles. Setting a lower max_schedule value provides a mechanism to limit interleaving with a potential reduction in latency as a result, but this depends on the characteristics of the LDPC code.

Reuse of LDPC Code Base Matrices

It is possible to reuse a single base matrix to support different code rates and codeword sizes in the following ways:

1. Change the sub-matrix size to support different codeword sizes at the same rate. For each code, specify a different PSIZE, N, and K (as defined in REG0 to REG2), while keeping the offset parameters in the shared code definition tables (that is, SC_OFF, LA_OFF and QC_OFF in REG3) the same.

2. Reuse only a portion of the base matrix to support different codeword sizes and rates, but with the same K. If the base matrix takes the form shown in the following figure (more specifically, the column of the rightmost non-zero sub-matrix increases monotonically with layer), it is possible to reduce the number of columns in the base matrix by reducing the number of layers, NLAYERS, and N in the code definition while keeping the offset parameters in the shared code definition tables (that is, SC_OFF, LA_OFF and QC_OFF) the same. The rate increases as the number of parity bits and codeword size is reduced.

Figure 7: **Changing Number of Columns in Base Matrix by Adjusting NLAYERS**
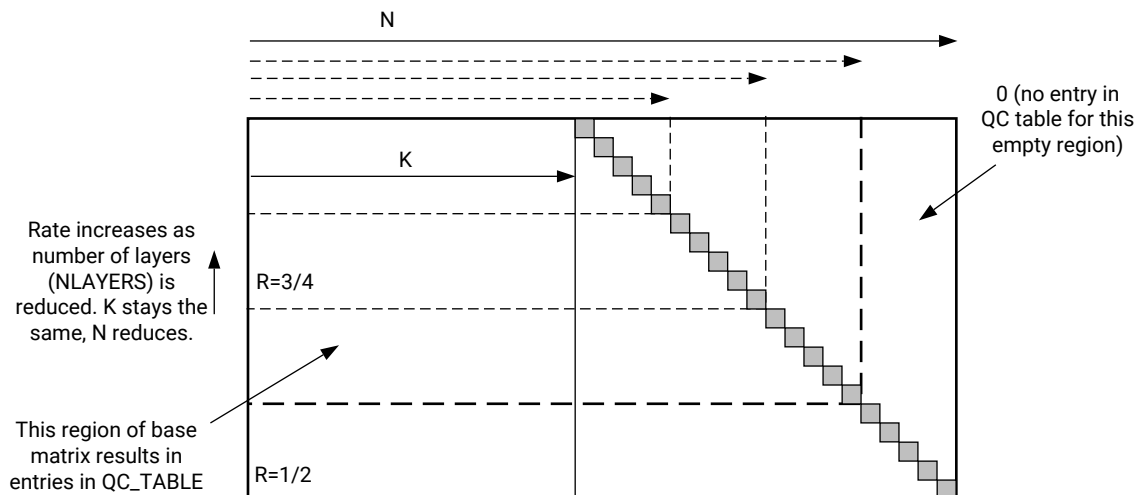
X19308-120618

For method 1, if PSIZE ≤ 64, then packing is performed (unless the NO_PACKING field is set in the code definition register). In this case, the QC_TABLE entries are different. As such, for support of all PSIZE, at least three sets of QC_TABLEs are required (that is, one for PSIZE ≤ 32, one for 32 < PSIZE ≤ 64, and one for PSIZE > 64). Furthermore, a method to reduce the rotation to be less than PSIZE is required, although this might be done from the largest value using a suitable reduction operation, for example, modulo(ROTATION, PSIZE).

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If this operation results in differences between the rotation values for the two codes, then a separate set of entries is required in the QC_TABLE. For example, if the PSIZE for two codes was 33 and 64, and the rotation value was 48, then, because 48 is greater than 33, there would need to be a reduced value specified for PSIZE = 33 and, as a consequence, the QC_TABLE entries for each code would need to be defined separately. If all the rotation values were less than 33, then only one set of entries would need to be defined in the QC_TABLE for both codes.

For method 2, the stall parameters (in LA_TABLE) might change with the number of layers. Analysis of the changes can be performed by passing the code with different numbers of layers through the core API to generate the instruction tables. The amount of variation depends upon the code, but it is likely that the number of variants can be significantly reduced to less than one LA_TABLE per codeword size. It might also be possible to further reduce the number of tables by setting the stall values to be the maximum of those generated by the API. That is, it is safe to use a STALL value larger than that provided by the API, although this might have implications on throughput.

With either method, it is necessary to provide code parameters (that is, REG0-3) for each code variant. There are 128 register sets available to support this. The shared code parameters SC_TABLE, LA_TABLE, QC_TABLE can be apportioned as necessary between unique codes, and combined in an arbitrary fashion by the code parameters for a particular code definition. If these are to be rewritten, then it might be appropriate to sub-divide the tables into a number of equal size partitions to allow each partition to be written independently.

Methods 1 and 2 can be combined to obtain greater flexibility.

Related Information

LDPC Runtime Configuration

LDPC Code Memory Error Detection and Correction

LDPC code parameters, REF, and shared tables are stored in memories with Error Correction Code (ECC). This memory has the ability to detect two errors, and correct one error. For each memory, two error flags are generated and made available through the interrupt service register in order to monitor errors:

- ECC error: normally 0, set when one or more errors have been detected in a word read from the respective memory.

- ECC two-bit error: normally 0, set when 2 errors are detected in a word read from the respective memory. It might also be set when the number of errors in a word is greater than 2; however, this is not guaranteed.

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Interface Protocols

AXI4-Stream Interface

The AXI4-Stream interface is a point to point link where the transmitter is known as a master, and the receiver a slave. For further details on AXI4-Stream interfaces see the *AMBA AXI4-Stream Protocol Specification* (ARM IHI 0051A) and the *Vivado Design Suite: AXI Reference Guide* (UG1037).

Basic Handshake

The following figure shows the transfer of data in an AXI4-Stream channel. The `tvalid` signal is driven by the source (master) side of the channel and `tready` is driven by the destination (slave) side. The `tvalid` signal indicates that the values in the payload fields (`tdata` and `tlast`) are valid. The `tready` signal indicates that the slave is ready to accept data. When both `tvalid` and `tready` are asserted in the same clock cycle, a transfer occurs.

The order of `tvalid` or `tready` going High or Low is not important; data is only transferred when both `tvalid` and `tready` are High.

Figure 8: **Data Transfer in an AXI4-Stream Channel**
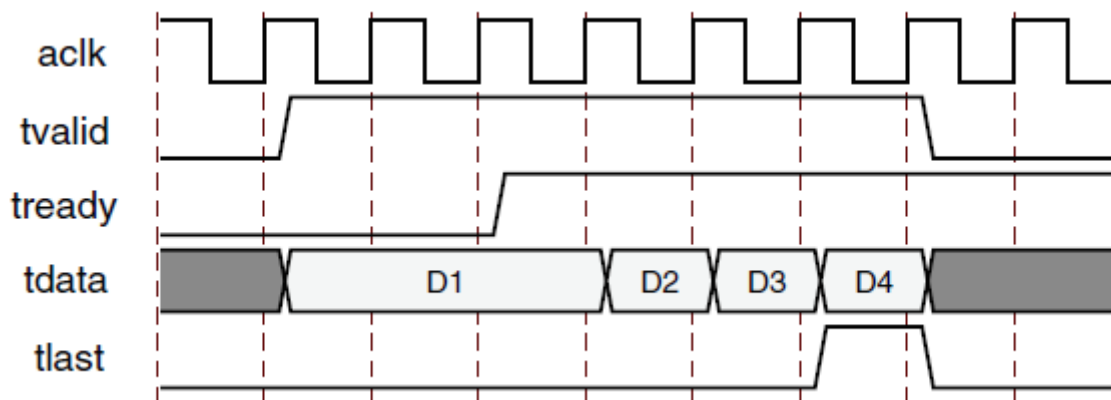
Use of TLAST

The core always produces `tlast` signals on all output channels; however the sizes of input packets are always either fixed or given explicitly using associated control information. Hence the `tlast` on input channels is actually redundant; requiring a source to provide a suitable tlast could hinder interoperability. Therefore the core has been specifically designed to ignore tlast inputs for packet delineation and use internal knowledge of packet size instead. In all such cases,

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the core also produces two event signals, one to indicate tlast was unexpectedly asserted (tlast unexpected events) and one to indicate `tlast` was unexpectedly deasserted (`tlast` missing events). In all situations the core continues to operate as if `tlast` was correctly applied, and the events can be interpreted as required. For further details of `tlast` handling in Xilinx® IP see the *Vivado Design Suite: AXI Reference Guide* (UG1037).

Note: When a packet consists of a single transfer of data, `tlast` is redundant and should be tied off to 1.

AXI4-Lite Interface

For details on AXI4-Lite interfaces see the *AMBA AXI and ACE Protocol Specification* (ARM IHI0022E) and the *Vivado Design Suite: AXI Reference Guide* (UG1037).

Throughput Limits of Interfaces

While the data interfaces support wide transfer widths, internally the throughput of the input and output interfaces is limited to a maximum of:

- Turbo decode: 12 LLRs @$f_{(core\_clk)}$
- LDPC decode: 16 LLRs or 16 hard bytes @$f_{(core\_clk)}$
- LDPC encode: 16 hard bytes @$f_{(core\_clk)}$

Turbo Decoder Interface Throughput Limit

For turbo decode, the internal interface throughput limit is 12 LLRs per `core_clk` cycle, consisting of four sets of three 8-bit values (systematic, parity, parity interleaved). If parity is not required at the output, then the limit is four systematic LLR values per `core_clk` cycle. If hard output is required, then the limit is still four systematic values per `core_clk` cycle, but the four values are now hard bits.

LDPC Decoder Interface Throughput Limit

For the decoder, if the LDPC sub-matrix size, P, is not a multiple of 16, then not all internal transfers into internal input memory are 16 LLRs. Transfers are in groups of P, and the final transfer in a group is mod(P, 16), and the average I/O throughput is reduced to:

$$\text{LLR I/O B/W} = \frac{P}{\left\lceil \frac{P}{16} \right\rceil} \times f_{core\_clk} \quad \text{LLRs per second}$$

For example, if P=27, then the peak I/O B/W is:

$$LDPC\ LLR\ I/O\ B/W\ =\ \frac{27}{\left\lceil \frac{27}{16} \right\rceil} \times f_{core\_clk} \qquad (\text{for example, } \sim 9G\ LLRs\ per\ second\ at\ f_{core\_clk} = 667\ MHz)$$

LDPC Encoder Interface Throughput Limit

For the encoder, transfers are at most 16 bytes, or 128 bits. If P<128 then at most P bits are transferred between interface and memory per cycle and the average I/O throughput becomes:

$$LDPC\ hard\ bits\ I/O\ B/W\ =\ \frac{P}{\left\lceil \frac{P}{128} \right\rceil} \times f_{core\_clk} \qquad Gb/s$$

For example, if P=360, then peak hard bits I/O B/W is:

$$LDPC\ hard\ bits\ I/O\ B/W\ =\ \frac{360}{\left\lceil \frac{360}{128} \right\rceil} \times f_{core\_clk} \qquad (\text{for example, } 80\ Gb/s\ at\ f_{core\_clock} = 667\ MHz)$$

These limits provide lower limits on increased throughput possible with small numbers of iterations.

Design Flow Steps

This section describes customizing and generating the core, constraining the core, and the simulation, synthesis, and implementation steps that are specific to this IP core. More detailed information about the standard Vivado® design flows and the IP integrator can be found in the following Vivado Design Suite user guides:

- *Vivado Design Suite User Guide: Designing IP Subsystems using IP Integrator* (UG994)
- *Vivado Design Suite User Guide: Designing with IP* (UG896)
- *Vivado Design Suite User Guide: Getting Started* (UG910)
- *Vivado Design Suite User Guide: Logic Simulation* (UG900)

Customizing and Generating the Core

This section includes information about using Xilinx® tools to customize and generate the core in the Vivado® Design Suite.

If you are customizing and generating the core in the Vivado IP integrator, see the *Vivado Design Suite User Guide: Designing IP Subsystems using IP Integrator* (UG994) for detailed information. IP integrator might auto-compute certain configuration values when validating or generating the design. To check whether the values do change, see the description of the parameter in this chapter. To view the parameter value, run the `validate_bd_design` command in the Tcl console.

You can customize the IP for use in your design by specifying values for the various parameters associated with the IP core using the following steps:

1. Select the IP from the IP catalog.
2. Double-click the selected IP or select the Customize IP command from the toolbar or right-click menu.

For details, see the *Vivado Design Suite User Guide: Designing with IP* (UG896) and the *Vivado Design Suite User Guide: Getting Started* (UG910).

The SD-FEC core configuration screen in the Vivado IDE comprises four configuration tabs and four information tabs.

IP Symbol Tab

The IP Symbol tab shows the core pinout.

Interface Summary Tab

This tab displays the field types, widths and positions of the core AXI4-Stream interfaces.

LDPC Code Analysis Tab

This tab displays any messages generated while processing the specified LDPC codes, for example, decoder/encoder compatibility and warnings of any default values being used.

LDPC Table Usage Tab

When the core is configured for LDPC decode or encode, this tab reports the total usage of the shared LDPC code parameters for the specified LDPC codes. In addition, it reports the relative usage for each code.

Related Information

Shared LDPC Code Parameters

Function Tab

This tab is used to specify the FEC mode and configuration.

Note: A single IP instance can only be configured for turbo decode or LDPC operation. When configured for LDPC encode, the control stream operation bit is fixed to encode.

Related Information

Control Input Ports (CTRL)

Configuration

Standard: Specifies the supported standards:

- **5G:** *3rd Generation Partnership Project; Technical Specification Group Radio Access Network; Evolved Universal Terrestrial Radio Access (E-UTRA); Multiplexing and channel coding (Release 15)* (3GPP Std TS 36.212 V15.0.1)

- **LTE:** *3rd Generation Partnership Project; Technical Specification Group Radio Access Network; NR; Multiplexing and channel coding (Release 15)* (3GPP Std TS 38.212 V15.0.0)

- **WiFi 802.11:** *IEEE Standard for Information technology - Local and Metropolitan area Network Standards* (IEEE Std 802.11)

- **DOCSIS 3.1:** *Data-Over-Cable Service Interface Specifications DOCSIS 3.1, Physical Layer Specification* (DOCSIS 3.1)

- **Custom:** Custom LDPC code definition

Turbo Decode Code Parameters

- **Turbo Decode:** Selects turbo decode FEC mode.

- **Algorithm:** Specifies which turbo decode algorithm to use:

  - **MAX Scale:** Max Log-Map algorithm with extrinsic scaling. When scaling is set to 1 this is equivalent to the Max Log-Map algorithm.

  - **MAX Star:** Log-Map algorithm.

- **Scale:** Specifies the extrinsic scaling to apply when the Max Scale algorithm has been selected. The scale is defined as 0.0625-1, in increments of 0.0625. The default value is 0.75.

LDPC Decode Code Parameters

- **LDPC Decode:** Selects LDPC decode FEC mode.

- **Support W>1:** Specifies whether codes with W>1 are supported. This results in additional checks on all codes being run on the decoder.

- **Code Definition:** LDPC code definition file. This is a YAML file (http://yaml.org) which specifies the custom LDPC code definitions for use with the IP instance.

  > **IMPORTANT!** *The code definition file must have a* `.txt` *extension.*

- **Enable Overrides:** Enables the following parameter overrides:

  - **No Final Parity Check:** Disables the output parity check logic. Increases throughput for large codes.

  - **Scale:** Layer scaling factor. The core uses a default of 0.75 if undefined in the YAML file. The scale is defined as 0.0625-1, in increments of 0.0625. The default value is 0.75.

  - **Max. Schedule:** Sets the maximum code block interleaving. See LDPC Block Interleaving for details.

  Note: Overrides are not available when the 5G standard has been selected.

  Note: Values set in the Vivado® IDE override those defined in the specified YAML file or standard.

Related Information

LDPC Block Interleaving
LDPC Decoder Support for W>1
LDPC Code Definition File
Output Parity Check (OPC)
REG2 Register (0x2008+CODE*0x10)

LDPC Encode Code Parameters

Note: Some LDPC codes suitable for decode are not suitable for encode - errors are reported, detailing any incompatibilities. See the LDPC Encoding section.

- **LDPC Encode:** Selects LDPC encode FEC mode. This selection is compatible with LDPC decode.

- **Code Definition:** LDPC code definition file. This is a YAML file (http://yaml.org) which specifies the custom LDPC code definitions for use with the IP instance.

> **IMPORTANT!** *The code definition file must have a .txt extension.*

Related Information

LDPC Encoding
LDPC Code Definition File

Interface Tab

This tab is used to configure the interface settings.

S_AXI

- **Interface:** Specifies the S_AXI parameter interface configuration.

  - **Runtime-Configured:** the S_AXI parameter interface is exposed and the core and LDPC parameters must be configured by an external source. The IP core generates configuration parameters which are written to a file and also exported to the standalone driver in the Vitis™ software platform.

  - **Initialized retain I/F:** The code parameters are automatically initialized at device configuration or after reset. Initialization values for the core parameter can also be specified using the corresponding core configuration screen parameters.

  - **Initialized:** The S_AXI parameter interface is removed from the IP core and the Enable I/Fs core parameter is set.

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- **Core Parameters:** Specifies initialization values for the following core parameters when Interface is set to Initialized retain I/F or Initialized.

  - **Enable I/Fs:** Set all interfaces enable bits in the AXIS_ENABLE register.

  - **Out of Order:** Sets the out of order bit in the ORDER register.

  - **Interrupts:** Clears all bits of the Interrupt Mask register, thereby enabling interrupts.

  - **ECC Interrupts:** None, Both, or Multi-bit Only.

    - **Both:** All bits of the ECC Interrupt Mask register are cleared, enabling all ECC interrupts.

    - **Multi-bit Only:** Only the two-bit ECC error bits are cleared, enabling only the two-bit ECC interrupts.

  - **Bypass:** Sets the BYPASS register.

  - **AXI WR Protect:** Sets the AXI_WR_PROTECT register.

  - **Code WR Protect:** Sets the CORE_WR_PROTECT register.

Related Information

LDPC Runtime Configuration
Register Space

DIN

See Data Interfaces for full details of the interface configuration options. These options configure the AXIS_WIDTH register.

- **Interface:** Specifies the `DIN` and `DIN_WORDS` interface configuration. When Unconfigured, the full interfaces are exposed as detailed in Port Descriptions. When Pre-configured, the interface is simplified as per the Vivado® IDE settings.

- **Lanes:** Specifies the number of DIN lanes exposed on the IP instance (1, 2 or 4).

- **Words configuration:** Specifies the `DIN_WORDS` configuration: Fixed, Per Block, or Per Transaction.

  When Fixed, the `DIN_WORDS` AXI4-Stream interface is removed from the IP instance and is driven with the specified number of words.

  When Per Block or Per Transaction is selected, the `DIN_WORDS` interface is present:

  - **Per Block:** Configures the IP instance to expect a single `DIN_WORDS` value per input code block.

  - **Per Transaction:** Configures the IP instance to expect one `DIN_WORDS` value per input transaction on the `DIN` interface.

- **Number of words:** Specifies the fixed number of words that is expected on the `DIN` interface for every transaction. This is used when the words configuration is set to Fixed.

Related Information

AXI4-Stream Interface Definition
AXIS_WIDTH Register (0x0C)
Port Descriptions

DOUT

- **Interface:** Specifies the `DOUT` and `DOUT_WORDS` interface configuration. When Unconfigured, the full interfaces are exposed as detailed in Port Descriptions. When Pre-configured, the interface is simplified as per the Vivado® IDE settings.

- **Lanes:** Specifies the number of `DOUT` lanes exposed on the IP instance (1, 2, or 4).

- **Words configuration:** Specifies if the `DOUT_WORDS` configuration: Fixed, Per Block, or Per Transaction.

  When Fixed, the `DOUT_WORDS` AXI4-Stream interface is removed from the IP instance and is driven with the specified number of words. The `DOUT` AXI4-Stream interface transmits with the specified number of words.

  When Per Block or Per Transaction is selected, the `DOUT_WORDS` AXI4-Stream interface is present:

  - Per Block configures the IP instance to expect a single `DOUT_WORDS` value per output code block.

  - Per Transaction configures the IP instance to expect one `DOUT_WORDS` value per output transaction on the `DOUT` AXI4-Stream interface.

- **Number of words:** Specifies the fixed number of words that is expected on the `DOUT` interface for every transaction. This is used when the words configuration is set to Fixed.

Related Information

Port Descriptions

Runtime Loading Tab

This tab is used to set the runtime activity. The physical and throughput utilization values are used to determine the power estimate for the IP instance by defining the expected runtime activity. The physical utilization value is automatically calculated using the characteristics of the specified code(s).

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- **Physical Utilization:** Defines the utilization of SD-FEC functional blocks. The parameter value is calculated automatically based on the specified code configuration.

- **Throughput Utilization:** Specifies activity in terms of instance throughput as a percentage of maximum throughput for the code configurations in use. For example, the maximum throughput of the DOCSIS v3.1 medium code is 1.57 Gb/s but if the block is operated at 1 Gb/s the activity figure can be reduced to ~64%. Note, the maximum throughput when different codes are interleaved can be higher or lower than the throughput of the individual codes.

Note: The following runtime loading parameters have been deprecated and are no longer available unless you are upgrading from a previous revision of the IP where these parameters had been set to non-default values.

- **Percentage Loading:** Automatic or Manual. When Automatic, the appropriate Percentage Loading parameter is updated based on the Throughput Utilization parameter and the specific turbo or LDPC code parameters. When **Manual** is selected, the following percentage loading parameters can be modified:

  - **Turbo Decoder Percentage Loading:** Percentage of maximum activity loading for this IP instance when configured for turbo decode.

  - **LDPC Decoder Percentage Loading:** Percentage of maximum activity loading for this IP instance when configured for LDPC decode.

  - **LDPC Encode Percentage Loading:** Percentage of maximum activity loading for this IP instance when configured for LDPC encode only.

Example Design Tab

This tab is used to set the example design parameters.

The core always generates the default simulation-only example test bench example design. A processor-based example design can also be selected; this is included in the example design along with the default example test bench.

- **Generate processor-based example design:** Select the generation of the processor based example design in the example design project.

- **Processor-based example design type:** Select MicroBlaze™ or Zynq® UltraScale+™ RFSoC.

  - Selecting MicroBlaze enables simulation of the full processor-based example design.

  - Selecting Zynq UltraScale+ RFSoC creates an example design using the Processor Sub-System (PS).

Example design generation also builds an example processor application.

- **Include Encoder instance:** When selected the generated example design also includes an instance of the LDPC Encoder/Decoder IP core configured for encode. This option is only available when LDPC Encode or Decode has been selected and the core is able to determine a LDPC code definition compatible with the LDPC encoder.

- **Build Vitis Project:** Optionally attempt to create and build the example processor application during example design generation. This step requires the Xilinx® Software Command-Line Tool (XSCT) to be available. The generated ELF is imported into the example design and associated with the MicroBlaze processor, enabling simulation of the example design.

User Parameters

The following table shows the relationship between the fields in the Vivado® IDE and the User Parameters (which can be viewed in the Tcl Console).

Table 57: **Vivado IDE Parameter to User Parameter Relationship**

Vivado IDE Parameter/Value[1]	User Parameter/Value[1]	Default Value
Function: Configuration		
Standard	Standard	LTE
Function: Turbo Decode Code parameters		
Algorithm	Turbo_Decode_Algorithm	MaxScale

Scale
    [1.0, 0.0625:0.0625:0.9375]
	Turbo_Decode_Scale
	    [0, 1:1:15]
		12

Function: LDPC Decode Code Parameters		
LDPC Decode	LDPC_Decode	False
Support W>1	Enable_Wgt1	False
Code Definition	LDPC_Decode_Code_Definition	no_file_loaded
Enable	LDPC_Decode_Overrides	False
No Final Parity Check	LDPC_Decode_No_OPC	False

Scale
    [1.0, 0.0625:0.0625:0.9375]
	LDPC_Decode_Scale
	    [0, 1:1:15]
		12

Max. Schedule	LDPC_Decode_Max_Schedule	0
Function: LDPC Encode Code Parameters		
LDPC Encode	LDPC_Encode	False
Code Definition	LDPC_Encode_Code_Definition	no_file_loaded
Interface: S_AXI		
Interface	Parameter_Interface	Runtime-Configured
Enable I/Fs	Enable_IFs	False
Out of Order	Out_of_Order	False
Interrupts	Interrupts	False
ECC Interrupts	ECC_Interrupts	None
Bypass	Bypass	False
AXI WR Protect	AXI_WR_Protect	False

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Table 57: **Vivado IDE Parameter to User Parameter Relationship** *(cont'd)*

Vivado IDE Parameter/Value[1]	User Parameter/Value[1]	Default Value
CODE WR Protect	Code_WR_Protect	False
Interface: DIN		
Interface	DIN_Interface	Pre-Configured
Lanes	DIN_Lanes	1
Words configuration	DIN_Words_Configuration	Fixed
Number of words	DIN_Words	16
Interface: DOUT		
Interface	DOUT_Interface	Pre-Configured
Lanes	DOUT_Lanes	1
Words configuration	DOUT_Words_Configuration	Fixed
Number of words	DOUT_Words	16
Runtime Loading		
Physical Utilization	Physical_Utilization	100
Throughput Utilization	Activity	100
Percentage Loading	Percentage_Loading	Automatic
Turbo Decoder Percentage Loading	TD_PERCENT_LOAD	100
LDPC Decoder Percentage Loading	LD_PERCENT_LOAD	0
LDPC Encoder Percentage Loading	LE_PERCENT_LOAD	0
Example Design		
Generate processor-based example design	Include_PS_Example_Design	False
Include Encoder instance	Include_Encode	False
Build Vitis Project	Build_SDK_Project	False

Notes:

1. Parameter values are listed in the table where the Vivado IDE parameter value differs from the user parameter value. Such values are shown in this table as indented below the associated parameter.

LDPC Code Definition File

The core uses a YAML file (http://yaml.org/) to specify the parity check matrix. See LDPC Code Support for details of the parity check matrix structure. The Vivado® IDE translates the code definition file into values for programming the LDPC code parameters and shared code parameters.

The code parameters are defined using YAML key value pairs. The definition file contains a single code definition or multiple code definitions. For a single code the parameter keys can be placed directly at the top-level. For multiple codes, each set of code parameters are placed under a unique top-level identifier key. For example, in Decoder Example, repeat the code definition block, but change the top-level identifier key from `my_code1:` to something else, and update the code definition.

IMPORTANT! *The definition file must have a* `.txt` *extension.*

Table 58: **LDPC Code Definition Parameters**

Parameter Field/ Key Name	Required	Support Values/ Range	Notes
n	Yes	4 to 32768	Block size.
k	Yes	2 to 32766	Information bits.
p	Yes	2 to 512	Sub-matrix size.
normalization	No	none, row	Normalization type: none: Normalization factor of 1 row: Variable node to check node message scaling. When undefined, a default scaling of 0.75 is applied.
scale	No	0 to 15	Normalization factor = scale * 0.0625. When set to 0, normalization factor is 1. Scale can be defined as a list; one per base matrix row.
enable_wgt1	No	true, false	Indicates code definition contains circulant weight greater than 1.
no_packing	No	true, false	Disable the packing of QC operations, irrespective of sub-matrix size.
encode	No	true, false	Indicates the code is only used for encode. In particular, the stall calculation is relaxed, and the circulant weight limits are specific to encode.
no_final_parity	No	true, false	Disables the output parity check for the code.
max_schedule	No	0 to 3	Maximum number of blocks that can be interleaved by the LDPC encoder or decoder while code is active. For default scheduling behavior, omit field or set to 0. See LDPC Block Interleaving for details.
sm_array	Yes		Base matrix definition. List of row, column, and shift (rotation) values.
sm_array[x].row	Yes		Integer value specifying the row of the occupied sub-matrix.
sm_array[x].col	Yes		Integer value specifying the column of the occupied sub-matrix.
sm_array[x].shift	Yes		Integer value specifying the rotation (shift) of the occupied sub-matrix. When W>1, multiple rotations can be specified using a list. Alternatively, additional sm_array entries can be included with the same row and column.

Related Information

LDPC Block Interleaving
LDPC Code Support
LDPC Code Parameters
Shared LDPC Code Parameters
Decoder Example

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Decoder Example

```
my_code1:
 n: 128
 k: 104
 p: 8
 scale: [11,11,11]
 sm_array:
 - {row: 0, col: 0, shift: [1,6]} # defines multiple rotations (for W>1
codes)
 - {row: 0, col: 2, shift: 5}
 - {row: 0, col: 6, shift: 4}
 - {row: 0, col: 7, shift: 3}
 - {row: 0, col: 11, shift: 2}
 - {row: 0, col: 12, shift: 1}
 - {row: 0, col: 14, shift: 0}
 - {row: 0, col: 15, shift: 7}
 - {row: 1, col: 0, shift: 6}
 - {row: 1, col: 1, shift: 7}
 - {row: 1, col: 5, shift: 0}
 - {row: 1, col: 7, shift: 1}
 - {row: 1, col: 9, shift: 2}
 - {row: 1, col: 11, shift: 3}
 - {row: 1, col: 15, shift: 4}
 - {row: 2, col: 0, shift: 0}
 - {row: 2, col: 3, shift: 1}
 - {row: 2, col: 4, shift: 2}
 - {row: 2, col: 8, shift: 3}
 - {row: 2, col: 9, shift: 4}
 - {row: 2, col: 10, shift: 5}
 - {row: 2, col: 13, shift: 6}
```

Encoder Example

```
my_enc_code1:
  encode: true
  k: 280
  n: 448
  p: 56
  sm_array:
    - {row: 0, col: 0, shift: [1,6]} # defines multiple rotations (for W>1
codes)
    - {row: 0, col: 2, shift: 34}
    - {row: 0, col: 3, shift: 7}
    - {row: 0, col: 4, shift: 46}
    - {row: 0, col: 5, shift: 10}
    - {row: 1, col: 0, shift: 2}
    - {row: 1, col: 1, shift: 23}
    - {row: 1, col: 2, shift: 0}
    - {row: 1, col: 3, shift: 51}
    - {row: 1, col: 5, shift: 49}
    - {row: 1, col: 6, shift: 20}
    - {row: 2, col: 0, shift: 19}
    - {row: 2, col: 1, shift: 18}
    - {row: 2, col: 2, shift: 52}
    - {row: 2, col: 4, shift: 37}
    - {row: 2, col: 6, shift: 34}
    - {row: 2, col: 7, shift: 39}
```

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Output Generation

For details, see the *Vivado Design Suite User Guide: Designing with IP* (UG896).

LDPC Runtime Configuration

The Vivado® IDE provides two methods to generate the code configuration parameters, either during IP core generation or through a Tcl interface. The latter is particularly useful when it is necessary to generate a wide range of codes, because it allows the parameter configuration to be analyzed, thereby establishing commonalities and minimizing the amount of parameter storage required. It can also be used to verify that any custom parameter generation method is generating the correct parameters for a particular code requirement.

IP Core Generation

The AXI4-Lite transactions required to configure the SD-FEC core at run-time are produced during IP generation. The options set in the Vivado IDE are imported by the standalone software driver and are also written to a command file for use with a programmable logic based controller; `<ipinst>_trans.log`. The IP Sources window displays all the generated output products for an IP core. The default output product directory for an IP core is in the project directory, `<project_name>.srcs/sources_1/ip/<ipinst_name>`. The command file is text and contains a list of address and data pairs in hexadecimal.

Tcl Interface

An additional Tcl script, `<project_name>.srcs/sources_1/ip/<ipinst_name>/scripts/gen_ldpc_code_params.tcl` is output during IP core generation which contains a helper function, `gen_ldpc_code_params`, which can be used to process the LDPC code definition file independent of the Vivado IDE. To make the function available in the Vivado Tcl shell, enter the following command:

```
source <project_name>.srcs/sources_1/ip/<ipinst_name>/scripts/
gen_ldpc_code_params.tcl
```

The function requires a single argument of a code definition file and returns a Tcl `dict` structure containing the configuration parameters for the LDPC code parameters and the shared LDPC code parameters for each of the LDPC codes defined in the file.

The Tcl `dict` consists of a top-level key per code defined in the code definition file below which all the corresponding parameters are defined. The `dict` structure can be queried to obtain the configuration parameters for each code, for example:

```
set params [gen_ldpc_code_params <my_code_definition_file>]
set all_code_ids [dict keys $params]
set all_param_names [dict keys [dict get $params <my_code_id1>]]
set n [dict get $params <my_code_id1> n]
set k [dict get $params <my_code_id1> k]
set qc_table [dict get $params <my_code_id1> qc_table]
```

Related Information

LDPC Code Definition File
LDPC Code Parameters
Shared LDPC Code Parameters

Constraining the Core

This section contains information about constraining the core in the Vivado® Design Suite.

Required Constraints

The Vivado IDE implementation currently does not support automatic timing-driven placement for SD-FEC instances. To achieve optimal timing results, the instances must be placed manually:

```
set_property LOC FE_X<x>Y<y> [get_cells */<ipinst_name>/inst/FE_I]
```

Note: Combinations of SD-FEC instances are restricted according to LDPC or turbo mode. See Placement Location Guidelines for SD-FEC IP Core for further guidelines and placement locations when using multiple instances of the SD-FEC.

Device, Package, and Speed Grade Selections

The core can be implemented in Zynq UltraScale+ RFSoC devices as detailed in the *Zynq UltraScale+ RFSoC Data Sheet: Overview* (DS889).

Clock Frequencies

See the *Zynq UltraScale+ RFSoC Data Sheet: Overview* (DS889).

Clock Management

This section is not applicable for this IP core.

This section is not applicable for this IP core.

Clock Placement

This section is not applicable for this IP core.

Banking

This section is not applicable for this IP core.

Transceiver Placement

This section is not applicable for this IP core.

I/O Standard and Placement

This section is not applicable for this IP core.

Simulation

For comprehensive information about Vivado® simulation components, as well as information about using supported third-party tools, see the *Vivado Design Suite User Guide: Logic Simulation* (UG900).

Synthesis and Implementation

For details about synthesis and implementation, see the *Vivado Design Suite User Guide: Designing with IP* (UG896).

Placement Location Guidelines for SD-FEC IP Core

All SD-FEC instances must be placed using an XDC constraint. See Required Constraints for more information. Certain placement and use guidelines are dependent on the selected SD-FEC mode. The following table shows placement options for configurations of turbo, LDPC encoder, and LDPC decoder instances; the LDPC encoder instances have no placement restrictions but the turbo and LDPC decoder placement guidelines must be followed.

The following SD-FEC configurations are supported:

- A maximum of four turbo mode SD-FEC instances can be used simultaneously.

- A maximum of eight SD-FEC instances can be used simultaneously, with up to six performing LDPC decode.

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- A mixed mode of turbo decode and LDPC decode and encode is also supported up to a maximum of four SD-FEC instances. The placement guidelines for this configuration are the same as for turbo mode in the following table.

The Vivado® design tools issue an error if the combinations in the following table are not followed. See the device diagram in the following figure for reference to the SD-FEC block locations.

Table 59: **Placement Guidelines**

Turbo Mode[1]	LDPC Mode[1]		FMAX (MHz)
	Decoder[2]	Encoder	
-2 Speed Grades (V_{nom} Only)			
X0Y7, X0Y5, X0Y3, X0Y1	None	None	667
X0Y7, X0Y6, X0Y1, X0Y0			
None	X0Y7, X0Y6, X0Y5, X0Y2, X0Y1, X0Y0	X0Y4, X0Y3	667
		None	
	None	X0Y7, X0Y6, X0Y5, X0Y4, X0Y3, X0Y2, X0Y1, X0Y0	
-1 Speed Grades (V_{nom} Only)			
X0Y7, X0Y5, X0Y3, X0Y1	None	None	667
X0Y7, X0Y6, X0Y1, X0Y0			
None	X0Y7, X0Y6, X0Y5, X0Y2, X0Y1, X0Y0	X0Y4, X0Y3	625
		None	
	None	X0Y7, X0Y6, X0Y5, X0Y4, X0Y3, X0Y2, X0Y1, X0Y0	
All Speed Grades			
X0Y7, X0Y5, X0Y3, X0Y1	None	None	667
X0Y7, X0Y6, X0Y1, X0Y0			
None	X0Y7, X0Y6, X0Y1, X0Y0	X0Y5, X0Y2	667
	X0Y7, X0Y5, X0Y3 X0Y1	None	
	None	X0Y7, X0Y6, X0Y5, X0Y2, X0Y1, X0Y0	

Notes:

1. Subsets of these configurations are also allowed; for example, four LDPC decoders and four LDPC encoders is a valid setting, provided that the LDPC decoders are always placed in the specified decoder sites.
2. LDPC encoders can be placed in any valid LDPC decoder site.

Figure 9: **SD-FEC Locations in the SD-FEC Column**

X0Y7
X0Y6
X0Y5
X0Y4
X0Y3
X0Y2
X0Y1
X0Y0

X19907-120618

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C Model

This chapter details the C Model provided with the core.

The bit accurate C model is a self-contained, linkable, shared library that models the functionality of the SD-FEC core with finite precision. The model consists of a set of C functions that reside in a shared library. The model is bit accurate but not cycle-accurate; it does not model the core latency or its interface signals. Example C code is provided to demonstrate how these functions form the interface to the C model.

The C model has been tested on Linux using GCC 4.4.7 and 4.8.0, and on Windows using Visual Studio 2012 and MinGW GCC 4.9.0. MATLAB® R2013a has been used.

Note: The shared object and DLL are statically linked with `libstdc++`, ensuring it has access to the correct version.

Unpacking and Model Contents

The following tables show the zip file contents for both Linux and Windows C Models.

Table 60: **Linux 64 Zip File Contents**

File	Description
Standard Header Files	
sd_fec_v1_1_bitacc_cmodel.h	Header file defining the C model API
xip_common_bitacc_cmodel.h	Header file defining standard Xilinx® C model types and macros
Shared Objects	
libIp_sd_fec_v1_1_bitacc_cmodel.so	Model shared object library
MATLAB Wrapper	
sd_fec_v1_1_bitacc_mex.cpp	MATLAB® MEX function source
gen_ldpc_spec.m	Non-class wrapper functions.
gen_parity_check_mat.m	
@sd_fec_v1_1_bitacc	MATLAB MEX function class directory
Compilation and Smoke Tests	
run_bitacc_cmodel.c	Example program for calling the C model
make_run_bitacc_cmodel.csh	Compilation script for example C program

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Table 60: **Linux 64 Zip File Contents** *(cont'd)*

File	Description
make_sd_fec_v1_1_bitacc_mex.m	MATLAB MEX function compilation script
run_sd_fec_v1_1_bitacc_mex.m	MATLAB MEX function example script
Data Files	
test.mat	MATLAB MAT file containing example LDPC parity check matrix.
test.yml	Example LDPC parity check matrix specification file, as required by model.

Table 61: **Windows NT64 Zip File Contents**

File	Description
Standard Header Files	
sd_fec_v1_1_bitacc_cmodel.h	Header file defining the C model API
xip_common_bitacc_cmodel.h	Header file defining standard Xilinx® C model types and macros
DLL and Lib Objects	
libIp_sd_fec_v1_1_bitacc_cmodel.dll	Model DLL
libIp_sd_fec_v1_1_bitacc_cmodel.lib	Model .lib file for compiling
MATLAB Wrapper	
sd_fec_v1_1_bitacc_mex.cpp	MATLAB® MEX function source
gen_ldpc_spec.m	Non-class wrapper functions.
gen_parity_check_mat.m	
@sd_fec_v1_1_bitacc	MATLAB MEX function class directory
Compilation and Smoke Tests	
run_bitacc_cmodel.c	Example program for calling the C model
make_run_bitacc_cmodel.bat	Compilation script for example C program
make_sd_fec_v1_1_bitacc_mex.m	MATLAB MEX function compilation script
run_sd_fec_v1_1_bitacc_mex.m	MATLAB MEX function example script
Data Files	
test.mat	MATLAB MAT file containing example LDPC parity check matrix.
test.yml	Example LDPC parity check matrix specification file, as required by model.

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Installation

Linux

- Unpack the contents of the zip file.
- Ensure that the directory where the `libIp_sd_fec_v1_1_bitacc_cmodel.so` file resides is included in the path of the environment variable LD_LIBRARY_PATH.

Windows

- Unpack the contents of the zip file.
- Ensure that the directory where the `libIp_sd_fec_v1_1_bitacc_cmodel.dll` file resides is:
  - included in the path of the environment variable PATH or
  - the directory in which the executable that calls the C model is run.

C Model Interface

The Application Programming Interface (API) of the C model is defined in the header file `sd_fec_v1_1_bitacc_cmodel.h`. The interface consists of a specification file, data structures, and functions as described in the following sections.

An example C file, `run_bitacc_cmodel.c`, is included with the C libraries. This file demonstrates how to call the C model. The `run_bitacc_cmodel.c` and `run_sd_fec_v1_1_bitacc_mex.m` contain example code for the LDPC encoder and decoder and turbo decoder to show the basic operation of the C model.

LDPC Parity Check Matrix Specification File

The LDPC code definition is captured using a YAML format text file. The C model API and MATLAB interface provide helper functions to convert from a parity check matrix to a YAML specification file and back.

The zip file contains an annotated example, `test.yml`, of the LDPC parity check matrix specification file. See LDPC Code Definition File for details of the file format.

Note: The C model can only accept one code definition per YAML file. The core generates individual YAML files for each code of supported standards, when selected.

Related Information

Constants

The following table contains a list of useful constants that have been defined to allow parameters to be set to legal values.

Table 62: **C Model Constants**

Name	Value
Error Codes	
XIP_STATUS_OK	0
XIP_STATUS_ERROR	1
FEC Type	
XIP_SD_FEC_v1_1_PARAM_FEC_LDPC	1
XIP_SD_FEC_v1_1_PARAM_FEC_TURBO	0
Turbo Algorithm Type	
XIP_SD_FEC_v1_1_PARAM_TURBO_ALG_MAX	0
XIP_SD_FEC_v1_1_PARAM_TURBO_ALG_MAXSTAR	1
Standard	
XIP_SD_FEC_v1_1_STANDARD_OTHER	0
XIP_SD_FEC_v1_1_STANDARD_5G_DECODE	1
XIP_SD_FEC_v1_1_STANDARD_5G_ENCODE	2
XIP_SD_FEC_v1_1_STANDARD_WIFI_802_11_DECODE	3
XIP_SD_FEC_v1_1_STANDARD_WIFI_802_11_ENCODE	4
XIP_SD_FEC_v1_1_STANDARD_DOCSIS_3_1_DECODE	5
XIP_SD_FEC_v1_1_STANDARD_DOCSIS_3_1_ENCODE	6
Operation Type	
XIP_SD_FEC_v1_1_CTRL_DECODE	0
XIP_SD_FEC_v1_1_CTRL_ENCODE	1

Types and Structures

Table 63: **C Model Types and Structures**

Name	Description
General Types	
typedef double xip_real	Scalar type alias
typedef unsigned integer xip_uint	Integer type alias
typedef unsigned char xip_bit	Bit type alias

Send Feedback

Table 63: **C Model Types and Structures** *(cont'd)*

Name	Description
Handler Function Signatures	
typedef void (*xip_msg_handler)(void* handle, int error, const char* msg)	Interface to a message handler function
Structures	

typedef struct xip_sd_fec_v1_1_config	Model configuration structure, includes:
	• **name:** String identifier for model instance.
	• **fec:** FEC code to be used, see model constants.
	• **standard:** Specifies standard to implement, see model constants.
	• **ip_quant_mode:** Specifies input quantization;
	  • 0 = Quantize and saturate to recommended decoder LLR limits
	  • 1 = Quantize and wrap at input width limits as per hardware

typedef struct xip_sd_fec_v1_1_imp xip_sd_fec_v1_1	Handle type to refer to an instance of the model
typedef xip_uint xip_sd_fec_v1_1_ldpc_sc_table	See SC_TABLE register (link below) for field details.
typedef struct xip_sd_fec_v1_1_ldpc_la_table	See LA_TABLE register (link below) for field details.
typedef struct xip_sd_fec_v1_1_ldpc_qc_table	See QC_TABLE register (link below) for field details.
typedef struct xip_sd_fec_v1_1_ldpc_parameters	See LDPC Code Parameters (link below).
typedef struct xip_sd_fec_v1_1_td_parameters	See Turbo Code Parameters (link below) for field details.
typedef struct xip_sd_fec_v1_1_ctrl_packet	See CTRL bus port bit definitions (link below) for field details
typedef struct xip_sd_fec_v1_1_stat_packet	See STATUS bus port bit definitions (link below) for field details
Array Types	
typedef struct xip_array_real	Dynamic array, used for soft value input/output
typedef struct xip_array_bit	Dynamic array, used for hard output

Related Information

SC_TABLE Register (0x10000-0x103FC)
LA_TABLE Register (0x18000-0x18FFC)
QC_TABLE Register (0x20000–0x27FFC)
LDPC Code Parameters
Control Input Ports (CTRL)
Status Output Ports (STATUS)

Dynamic Arrays

The C model represents input and output data using multi-dimensional dynamic arrays. The `xip_array_<type>` structure is used to specify a multi-dimensional dynamic array containing elements of type `xip_<type>`. Several utility functions are provided that allow creation, allocation and destruction of array instances.

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For each array type, the DECLARE_XIP_ARRAY(<type>) macro can be used to declare the structure and utility function prototypes. The C model header already contains declarations for the `xip_array_real` and `xip_array_bit` array types used by the SD-FEC C model.

Dynamic Array Structure

The `xip_array_<type>` structure is used to specify a multi-dimensional array of data with type <type>. The content is summarized in the following table.

Table 64: **C Model Dynamic Array Structure**

Field Name	Type	Description
data	xip_<type>*	Pointer to array of data
data_size	size_t	Current number of elements in the data array
data_capacity	size_t	Max number of elements in the data array
dim	size_t*	Pointer to dimension array
dim_size	size_t	Current number of elements in the dimension array, dim
dim_capacity	size_t	Max number of elements in dim array
owner	unsigned int	Ownership control. A value of 0 indicates that the structure and associated memory (for the data and dim fields) is allocated and owned by the xip_array_<type>_* functions, in which case the model can automatically resize arrays as required. Any other value indicates that the memory is owned by the user, and the model must report an error if an array is of insufficient capacity.

Dynamic Array Functions

CreateArray

```
xip_array_<type>*
xip_array_<type>_create();
```

This function allocates and initializes an empty array for holding values of type <type>. The function returns a pointer to the created structure, or null if the structure cannot be created. The structure fields are all initialized to zero indicating an empty array, with ownership associated with the `xip_array_<type>_*` functions.

Reserve Data Memory

```
xip_status
xip_array_<type>_reserve_data(
xip_array_<type>* p,
size_t max_nels
);
```

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This function ensures that array p has sufficient space to store up to `max_nels` elements of data. If the current data_capacity is insufficient and the current owner is zero, the function attempts to allocate or reallocate space to meet the request. The function returns `XIP_STATUS_OK` if the array capacity is now sufficient or `XIP_STATUS_ERROR` if memory could not be allocated.

Note: This function does not change the data or dimensions held within the array in any way; the contents of the array after calling the function are equivalent to the contents before calling the function, even if memory is reallocated. Also, this function never reduces memory allocation; use `xip_array_<type>_destroy` to release memory.

Reserve Dimension Memory

```
xip_status
xip_array_<type>_reserve_dim(
xip_array_<type>* p,
size_t max_nels
);
```

This function ensures that array p has sufficient space to store up to `max_ndims` dimensions. If the current dim_capacity is insufficient and the current owner is zero, the function attempts to allocate or reallocate space to meet the request. The function returns `XIP_STATUS_OK` if the array capacity is now sufficient or `XIP_STATUS_ERROR` if memory could not be allocated.

Note: This function does not change the data or dimensions held within the array in any way; the contents of the array after calling the function are equivalent to the contents before calling the function, even if memory is reallocated. Also, this function never reduces memory allocation; use `xip_array_<type>_destroy` to release memory.

Destroy Array

```
xip_array_<type>*
xip_array_<type>_destroy(
xip_array_<type>* p
);
```

This function attempts to release all memory associated with array p. If the owner field is zero, the function releases the memory associated with data, dim and p, and returns null indicating success. If owner is non-zero the function returns p, indicating failure.

Functions

Details of the C model functions are provided in the `sd_fec_v1_1bitacc_cmodel.h` header file. The following table summarizes the C model functions.

Table 65: **C Model Functions**

Name	Description
xip_sd_fec_v1_1_get_version	Get version of C model library

Table 65: **C Model Functions** *(cont'd)*

Name	Description
xip_sd_fec_v1_1_create	Create a new instance of the model
xip_sd_fec_v1_1_reset	Reset an instance of the model
xip_sd_fec_v1_1_set_config_params	Set/change configuration parameters
xip_sd_fec_v1_1_gen_ldpc_spec	Generate LDPC specification file from parity check matrix (H).
xip_sd_fec_v1_1_gen_parity_check_mat	Generate parity check matrix (H) from LDPC specification file.
xip_sd_fec_v1_1_gen_ldpc_params	Generate LDPC parameters from code specification.
xip_sd_fec_v1_1_add_ldpc_params	Add an LDPC code to an instance of the model.
xip_sd_fec_v1_1_get_num_ldpc_codes	Returns the number of LDPC codes added to the model instance.
xip_sd_fec_v1_1_get_ldpc_params	Returns the LDPC parameters for the specified control packet.
xip_sd_fec_v1_1_set_turbo_params	Set turbo parameters on an instance of the model.
xip_sd_fec_v1_1_process	Process a code word/block.

Compiling

Compilation of user code requires access to the `sd_fec_v1_1_bitacc_cmodel.h` and `xip_common_bitacc_cmodel.h` header files. The header files should be copied to a location where they are available to the compiler. Depending on the location chosen, the 'include' search path of the compiler might need to be modified.

The `sd_fec_v1_1_bitacc_cmodel.h` header file includes the `xip_common_bitacc_cmodel.h` header file, so this does not need to be explicitly included in source code that uses the C model.

Linking

To use the C model, the user executable must be linked against the correct libraries for the target platform.

Linux

The executable must be linked against the following shared object library:

```
libIp_sd_fec_v1_1_bitacc_cmodel.so
```

Using GCC, linking is typically achieved by adding the following command line options:

```
-L. -Wl,-rpath,. -lIp_sd_fec_v1_1_bitacc_cmodel
```

This assumes the shared object libraries are in the current directory. If this is not the case, the -L. option should be changed to specify the library search path to use.

Using GCC, the provided example program `run_bitacc_cmodel.c` can be compiled and linked using the following command:

```
gcc -x c++ -I. -L. -lIp_sd_fec_v1_1_bitacc_cmodel -Wl,-rpath,. -o
run_bitacc_cmodel
run_bitacc_cmodel.c
```

An example compilation script, `make_run_bitacc_cmodel.csh`, is included in the zip file.

Windows

The executable must be linked against the following dynamic link library:

```
libIp_sd_fec_v1_1_bitacc_cmodel.dll
```

Depending on the compiler, the import libraries might also be required:

```
libIp_sd_fec_v1_1_bitacc_cmodel.lib
```

Using Microsoft Visual Studio, linking is typically achieved by adding the import libraries to the Additional Dependencies entry under the Linker section of Project Properties.

An example compilation script, `make_run_bitacc_cmodel.bat`, is included in the zip file.

Example

The `run_bitacc_cmodel.c` file contains example code to show the basic operation of the C model.

MATLAB Interface

A MEX function and MATLAB® software class are provided to simplify the integration with MATLAB. The MEX function provides a low-level wrapper around the underlying C model, while the class file provides a convenient interface to the MEX function.

Compiling

Source code for a MATLAB® MEX function is provided. This can be compiled in MATLAB by changing to the directory that contains the code and running the `make_sd_fec_v1_1_bitacc_mex.m` script.

Installation

To use the MEX function, the compiled MEX function must be present on the MATLAB® search path. This can be achieved in either of two ways:

1. Add the directory where the compiled MEX function is located to the MATLAB search path (see the MATLAB addpath function).

   or

2. Copy the files to a location already on the MATLAB search path.

As with all uses of the C model the correct C model libraries also need to be present on the platform library search path (PATH or LD_LIBRARY_PATH).

MATLAB Non-Class Interface

The following table defines the non-class functions provided by the MATLAB® interface (the functions do not require a model instance object). These directly expose corresponding C model API functions.

Details of the function arguments can be found using the MATLAB help command.

Table 66: **C Model MATLAB Non-Class Functions**

Name	Description
gen_ldpc_spec	Generate LDPC specification file from parity check matrix (H).
gen_parity_check_mat	Generate parity check matrix (H) from LDPC specification file.

MATLAB Class Interface

The `@sd_fec_v1_1_bitacc` class handles the create/destroy semantics on the C model. The class provides objects for each of the data, configuration and control structures, defined for the C model and described in Types and Structures.

Details of the function arguments can be found using the MATLAB® help command.

Table 67: **C Model MATLAB Class Function**

Name	Description
get_version	Get version of library
reset	Resets the model
set_config_params	Set/change configuration parameters
add_ldpc_params	Add an LDPC code to an instance of the model.
set_turbo_params	Set turbo parameters on an instance of the model.
process	Process a code word/block.

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Example Design

There are two example designs available. By default, the SD-FEC core generates a simulation-only example design, containing the IP instance and an example test bench. The default example design should not be used for synthesis/implementation as it contains only the IP instance. An optional processor (PS)-based example design can be selected during IP customization; see Example Design Tab for more information. The PS example design can be used to generate a bitstream. When generated, to open the example design, right-click on the IP instance in the project manager and select **Open Example Design**.

Related Information

Example Design Tab

Simulation-Only Example Design

The IP example test bench `<component_name>_tb`, instantiates the IP instance and drives each AXI4-Stream interface with stimulus. When the AXI4-Lite parameter interface is exposed, this is programmed with the configuration specified for the IP instance.

The interface traffic is supplied to the test bench using two transaction logs (one each for the AXI4-Stream interfaces, and the AXI4-Lite parameter interfaces). The transaction logs are output during example design generation and contain stimulus specific to the IP instance. They are added to the example design project. AXI4-Stream transaction logs can also be produced using the C Model example application, allowing further stimulus to be defined. The transaction logs contain traffic for one block per LDPC code, defined during customization, up to a maximum of three blocks. The order corresponds to the order in which the codes are defined during customization. See the link below for code enumeration.

Figure 10: **Example Test Bench**

X19011-110218
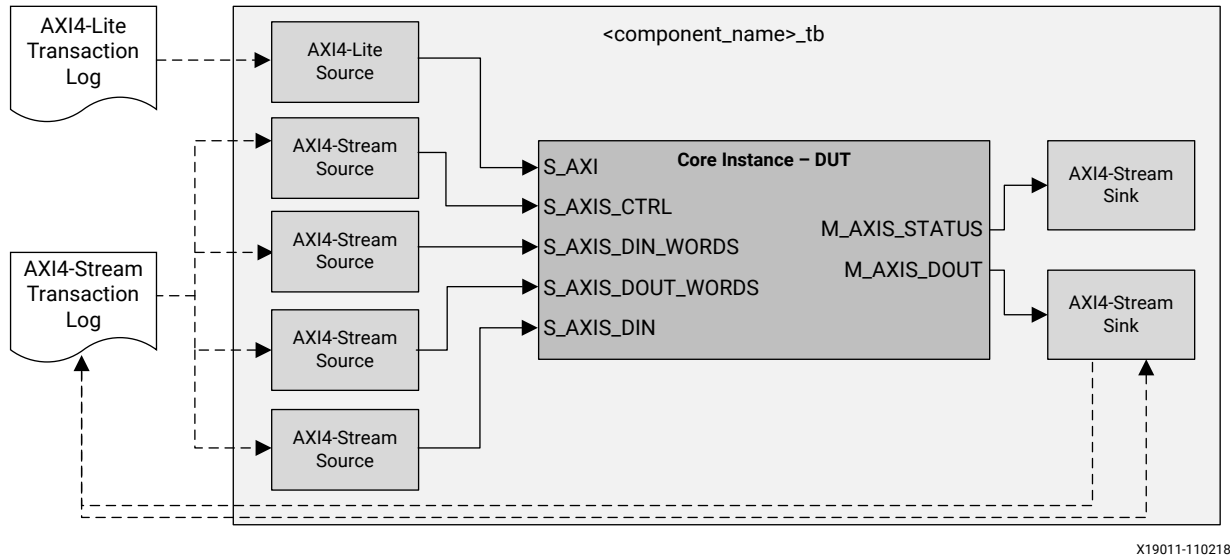
Related Information

C Model
LDPC Code Analysis Tab

Processor-Based Example Design

The Processor Subsystem (PS)-based example design builds a demonstration system implementing a bit error rate (BER) tester, including the capability to measure throughput and latency. An example processor application is also generated, and (optionally) compiled, which sets up and controls the BER test and demonstrates how to configure the SD-FEC IP core using the low-level bare-metal driver.

Related Information

SD-FEC Low-Level Bare-Metal Driver

Send Feedback

Hardware

Figure 11: **Block Diagram**
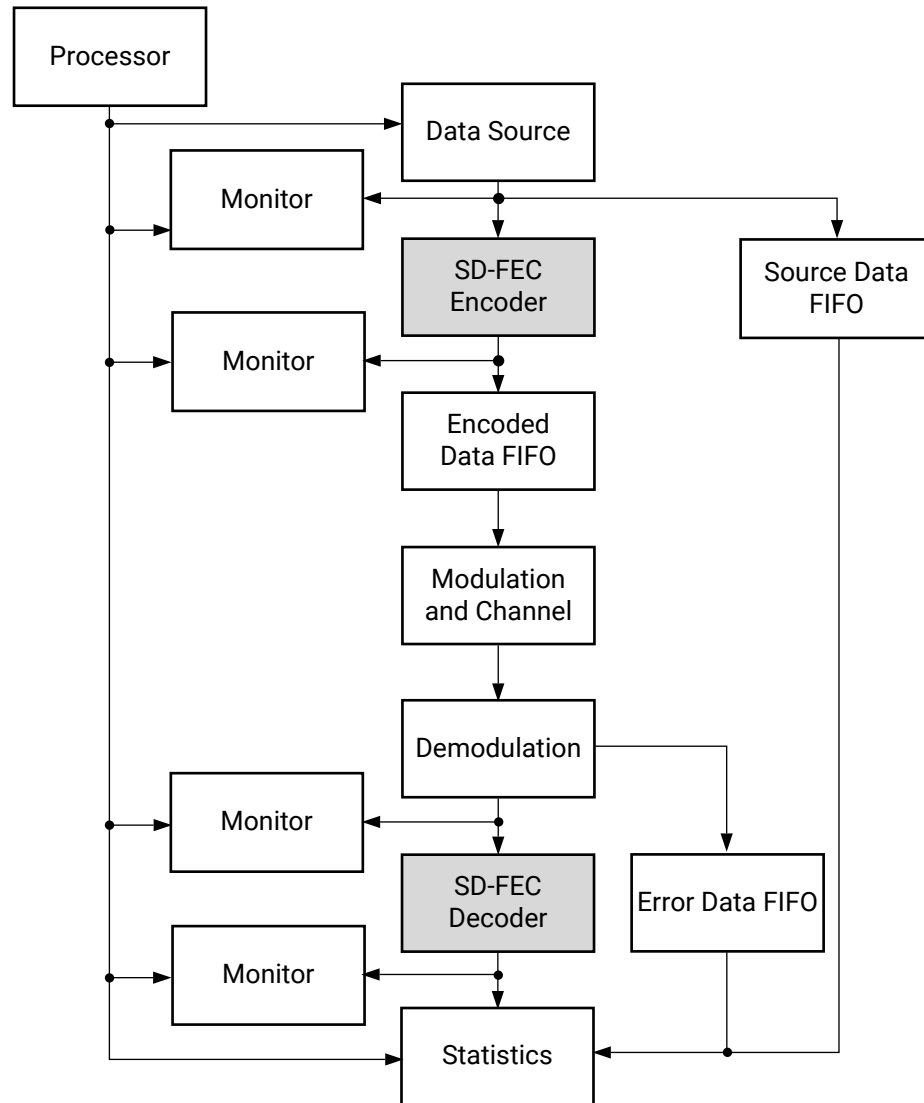
X20568-120618

Overview

The system implements an AWGN (Additive White Gaussian Noise) channel supporting BPSK, QPSK, QAM-16, and QAM-64 modulation. It includes an optional encoder IP instance and additional monitoring blocks to measure the throughput and latency of both the encoder and decoder IP instances.

The design uses three clocks; the processor clock (100 MHz), the system clock (300 MHz), and SD-FEC IP clock (667 MHz).

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- **Data Source:** Random data and control packet generation. Produces 128-bits of source data per output transaction at the system clock rate.

- **Source Data FIFO:** Buffers source data (K-bits) to be consumed by the Statistics block, 16k x 128-bits.

- **Encoded Data FIFO:** Buffers encoded data (N-bits) prior to modulation, 32k x 96-bits.

- **Modulation & Channel:** Implements QAM modulation and the AWGN channel. The block accepts encoded hard bits at 96-bits per input transaction at the system clock rate. It outputs 4 x I/Q symbols at the system clock rate, giving a maximum channel throughput of 4 x 6-bits (QAM-64) x 300 MHz = 7.2 Gb/s.

- **Demodulation:** Implements a Log-likelihood Ratio (LLR) demodulator. It also outputs hard bits used to determine the channel error.

- **Statistics:** Calculates the channel & uncorrected bit & block error rates plus a decoder iteration count.

- **Monitor:** Monitors the AXI4-Stream data interfaces logging a time stamp for the first and last codeblock of a group. The monitor blocks uses the output of a shared counter for the time stamp values.

The Monitor blocks allow the system to measure the throughput and latency of the encoder and decoder IP instances. It should be noted that the encoder typically has a much higher throughput than the decoder. The encoded data FIFO allows some buffering of encoded data but if this becomes full the encoder IP is throttled. Therefore, to measure the throughput of the encoder the number of codeblocks run through the system should be limited such the encoded data FIFO does not fill.

Parameters

The hardware design supports the configuration parameters in the following table. These are set by the example application.

Table 68: **Example Design Parameters**

Parameter	Description
Non-5G NR Control	
Code	Selects the LDPC code ID to be used or the turbo decode block size
5G Control[1]	
z_j	Lifting factor
z_set	Base graph cyclic shift set
bg	Base graph
mb	Number of parity bits
sc_idx	Scale factor index, only available when the Normalized Min-Sum algorithm has been specified.

Table 68: **Example Design Parameters** *(cont'd)*

Parameter	Description
Common Control	
max_iter	Specifies the maximum decode iterations
term_on_pass	Specifies that decode should terminate on parity pass.
BER	
num_blocks	Specifies the number of codeblocks to run through the data path.
snr	Specifies the AWGN signal-to-noise ratio (SNR), -12dB to 16dB quantized to Fix17_11.

mod_type	Modulation type:
	    0 = BPSK
	    1 = QPSK
	    2 = QAM16
	    3 = QAM64

zero_data	Specifies that the source data should be all zeros, rather than randomized data. Note, when the encoder instance has not been included in the design it always uses zero data.
skip_channel	Specifies that no channel noise should be applied.

Notes:

1. See Control Input Bus Ports for more details.

Related Information

[Control Input Ports (CTRL)](#)

Example Design Statistics

The statistics in the following table are captured by the design.

Table 69: **Example Design Statistics**

Statistics	Description
Statistics block	
raw_berr	Channel bit error count
raw_blerr	Channel block error count
cor_berr	Uncorrected bit error count after decode
cor_blerr	Uncorrected block error count after decode
iter_cnt	Decode iteration count
Monitor Blocks[1]	
first	Time stamp (counter value) of the last transaction (tlast = 1) of the first code block run through the system
last	Time stamp (counter value) of the last transaction (tlast = 1) of the last code block run through the system

Table 69: **Example Design Statistics** *(cont'd)*

Statistics	Description
stalled	The number of system clock cycles when the downstream IP has deasserted tready causing the upstream IP to be throttled, that is, tvalid is High and tready is Low.

Notes:

1. Duplicated for each instance; encoder I/P, encoder O/P, decoder I/P, and decoder O/P.

Software

The example processor application is used to set up and control the BER test hardware and demonstrates how to configure the SD-FEC IP instance(s) using the low-level bare-metal driver.

The application files are output to the `sw` directory within the example design project. A Tcl script to generate the example application Vitis workspace project is also output during example design generation, and placed in the project root directory. This can be optionally run during example design generation by selecting the **Build Vitis Project** option of the Example Design tab of the Vivado® IDE. The script can be run manually using the Xilinx® software command line tool, `xsct`:

```
xsct -no-ini build_ps_example_app.tcl
```

When the design is built using a MicroBlaze™ processor, the generated application binary file (ELF file) can be imported into the example design project and used to simulate the whole system. The following Vivado Tcl commands import the generated ELF file into the example design project:

```
add_files -norecurse <ipinst>_ex.vitis/example_app/Release/example_app.elf
add_files -fileset sim_1 -norecurse <ipinst>_ex.vitis/example_app/Release/
example_app.elf
set_property SCOPED_TO_REF ps_example [get_files -all-of-objects
[get_fileset sources_1]
<ipinst>_ex.vitis/example_app/Release/example_app.elf]
set_property SCOPED_TO_CELLS { microblaze_ps } [get_files -all-of-objects
[get_fileset
sources_1] <ipinst>.vitis/example_app/Release/example_app.elf]
set_property SCOPED_TO_REF ps_example [get_files -all-of-objects
[get_fileset sim_1]
<ipinst>_ex.vitis/example_app/Release/example_app.elf]
set_property SCOPED_TO_CELLS { microblaze_ps } [get_files -all-of-objects
[get_fileset
sim_1] <ipinst>_ex.vitis/example_app/Release/example_app.elf]
```

Note that if the **Build Vitis Project** option has been selected, these steps are done as part of the example design generation, and Vitis software platform workspaces are generated under <project_name>.vitis.

Related Information

SD-FEC Low-Level Bare-Metal Driver

Application Summary

Figure 12: **Application Flow Chart**

```
                    ┌───────────┐
                    │   Start   │
                    └─────┬─────┘
                          │
                ┌─────────▼─────────┐
                │ Initialize All Devices │
                └─────────┬─────────┘
                          │
                ┌─────────▼──────────────┐
                │ Set Static Tester and Encoder/ │
                │     Decoder Parameters   │
                └─────────┬──────────────┘
                          │
                      ◇ Parameters ◇ ── No ──┐
                      ◇  Changed?  ◇         │
                          │ Yes             │
                ┌─────────▼──────────────┐   │
                │ Update Encoder and Decoder │  │
                │     Parameters          │   │
                └─────────┬──────────────┘   │
                          │                  │
                ┌─────────▼──────────────┐   │
                │ Update Tester Parameters │   │
                └─────────┬──────────────┘   │
                          │                  │
                ┌─────────▼──────────────┐◄──┘
                │     Start Tester        │
                └─────────┬──────────────┘
                          │
                      ◇ Test ◇ ── No ──┐
                      ◇ Complete? ◇     │
                          │ Yes        │
                          │◄───────────┘
                ┌─────────▼──────────────┐
                │ Fetch and Output Results │
                └─────────┬──────────────┘
                          │
                      ◇ Interactive ◇ ── No ──→ ( Finish )
                      ◇    Mode?    ◇
                          │ Yes
                    ╱ Get New ╱
                    ╱ Parameters ╱
```

X20497-110218

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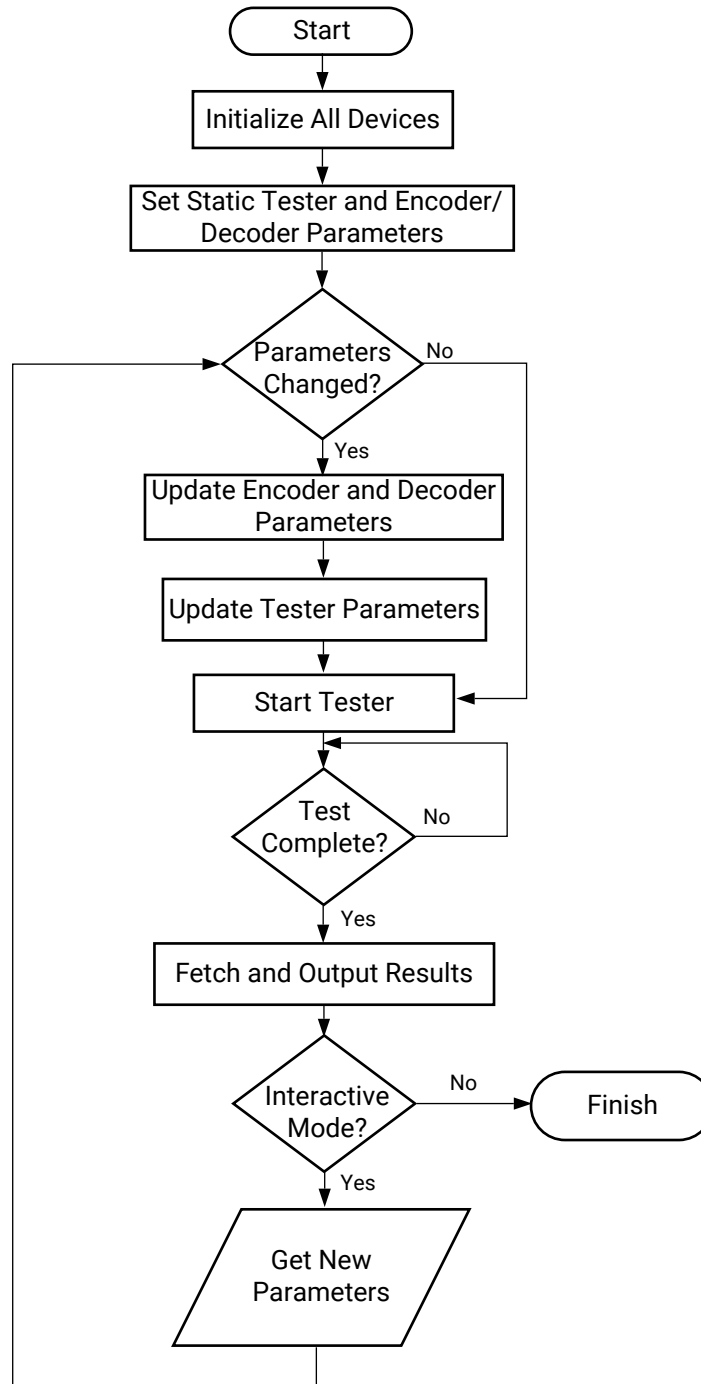
The flow chart in the previous figure shows the basic application behavior. The detail of the application varies depending on the configuration specified for the SD-FEC IP core and example design. By default the application has the NO_IO macro defined which disables interactive functionality. The macro should be removed to enable the `stdin` and `stdout` functionality.

The Vitis software platform workspace is configured to use the MicroBlaze™ Debug Module or CoreSight™ Debug for `stdin` and `stdout` as the hardware design does not include a separate UART device or enable the PS UART.

When the interactive functionality is enabled all the design parameters, defined in the example design parameters table, can be updated using the UART terminal. A basic menu system is implemented where the parameters can be updated and repeated tests run.

Related Information

Parameters

Upgrading

This appendix is not applicable for the first release of the core.

Send Feedback

Debugging

This appendix includes details about resources available on the Xilinx® support website and debugging tools.

Finding Help on Xilinx.com

To help in the design and debug process when using the core, the Xilinx Support web page contains key resources such as product documentation, release notes, answer records, information about known issues, and links for obtaining further product support. The Xilinx Community Forums are also available where members can learn, participate, share, and ask questions about Xilinx solutions.

Documentation

This product guide is the main document associated with the core. This guide, along with documentation related to all products that aid in the design process, can be found on the Xilinx Support web page or by using the Xilinx® Documentation Navigator. Download the Xilinx Documentation Navigator from the Downloads page. For more information about this tool and the features available, open the online help after installation.

Answer Records

Answer Records include information about commonly encountered problems, helpful information on how to resolve these problems, and any known issues with a Xilinx product. Answer Records are created and maintained daily ensuring that users have access to the most accurate information available.

Answer Records for this core can be located by using the Search Support box on the main Xilinx support web page. To maximize your search results, use keywords such as:

- Product name
- Tool message(s)
- Summary of the issue encountered

A filter search is available after results are returned to further target the results.

Master Answer Record for the Core

AR 70720

Technical Support

Xilinx provides technical support on the Xilinx Community Forums for this LogiCORE™ IP product when used as described in the product documentation. Xilinx cannot guarantee timing, functionality, or support if you do any of the following:

- Implement the solution in devices that are not defined in the documentation.
- Customize the solution beyond that allowed in the product documentation.
- Change any section of the design labeled DO NOT MODIFY.

To ask questions, navigate to the Xilinx Community Forums.

Debug Tools

There are many tools available to address SD-FEC Integrated Block design issues. It is important to know which tools are useful for debugging various situations.

Vivado Design Suite Debug Feature

The Vivado® Design Suite debug feature inserts logic analyzer and virtual I/O cores directly into your design. The debug feature also allows you to set trigger conditions to capture application and integrated block port signals in hardware. Captured signals can then be analyzed. This feature in the Vivado IDE is used for logic debugging and validation of a design running in Xilinx® devices.

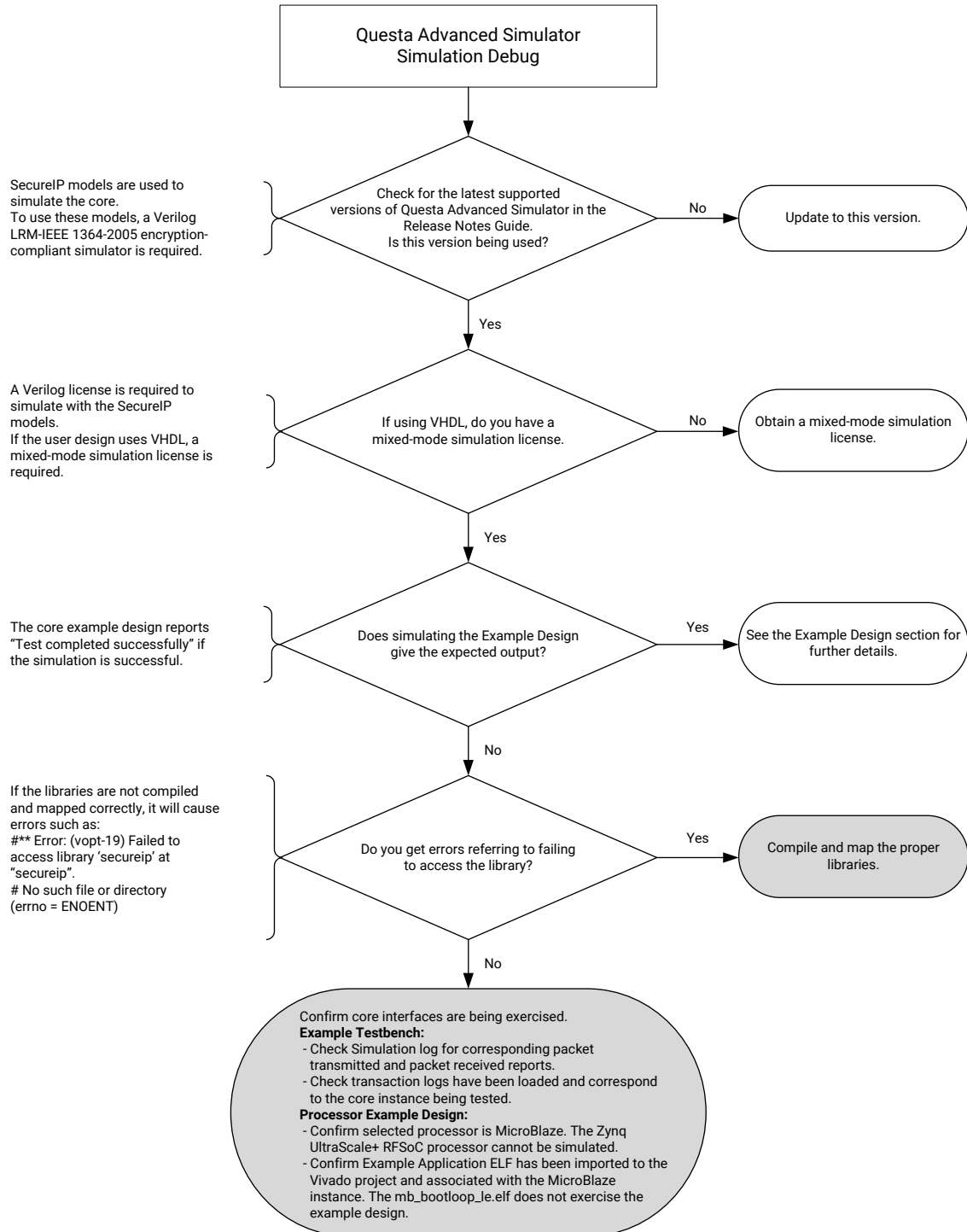The Vivado logic analyzer is used to interact with the logic debug LogiCORE IP cores, including:

- ILA 2.0 (and later versions)
- VIO 2.0 (and later versions)

See the *Vivado Design Suite User Guide: Programming and Debugging* (UG908).

Simulation Debug

The simulation debug flow for Mentor Graphics Questa Advanced Simulator is illustrated in the following figure. A similar approach can be used with other simulators.

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Figure 13: **Example Design Debug Flow Chart**

```
                    ┌────────────────────────────┐
                    │  Questa Advanced Simulator  │
                    │       Simulation Debug      │
                    └────────────────────────────┘
                                  │
                                  ▼
SecureIP models are used to            ◇ Check for the latest supported ◇       No      ╭──────────────────────╮
simulate the core.                     ◇ versions of Questa Advanced     ◇ ─────────────▶│  Update to this       │
To use these models, a Verilog         ◇ Simulator in the                ◇               │  version.             │
LRM-IEEE 1364-2005 encryption-         ◇ Release Notes Guide.            ◇               ╰──────────────────────╯
compliant simulator is required.       ◇ Is this version being used?     ◇
                                                  │ Yes
                                                  ▼
A Verilog license is required to       ◇                                 ◇       No      ╭──────────────────────╮
simulate with the SecureIP            ◇  If using VHDL, do you have a     ◇ ─────────────▶│ Obtain a mixed-mode  │
models.                               ◇  mixed-mode simulation license.   ◇               │ simulation license.  │
If the user design uses VHDL, a       ◇                                  ◇               ╰──────────────────────╯
mixed-mode simulation license is                 │ Yes
required.                                         ▼
The core example design reports       ◇                                 ◇       Yes     ╭──────────────────────╮
"Test completed successfully" if      ◇  Does simulating the Example     ◇ ─────────────▶│ See the Example      │
the simulation is successful.         ◇  Design give the expected output?◇               │ Design section for   │
                                      ◇                                  ◇               │ further details.     │
                                                  │ No                                  ╰──────────────────────╯
                                                  ▼
If the libraries are not compiled     ◇                                 ◇       Yes     ╭──────────────────────╮
and mapped correctly, it will cause   ◇                                  ◇ ─────────────▶│ Compile and map the  │
errors such as:                       ◇  Do you get errors referring to   ◇               │ proper libraries.    │
#** Error: (vopt-19) Failed to        ◇  failing to access the library?   ◇               ╰──────────────────────╯
access library 'secureip' at          ◇                                  ◇
"secureip".                                       │ No
# No such file or directory                       ▼
(errno = ENOENT)
```

Confirm core interfaces are being exercised.
Example Testbench:
 - Check Simulation log for corresponding packet
   transmitted and packet received reports.
 - Check transaction logs have been loaded and correspond
   to the core instance being tested.
Processor Example Design:
 - Confirm selected processor is MicroBlaze. The Zynq
   UltraScale+ RFSoC processor cannot be simulated.
 - Confirm Example Application ELF has been imported to the
   Vivado project and associated with the MicroBlaze
   instance. The mb_bootloop_le.elf does not exercise the
   example design.

X19281-101019

Hardware Debug

Hardware issues can range from link bring-up to problems seen after hours of testing. This section provides debug steps for common issues. The Vivado® debug feature is a valuable resource to use in hardware debug. The signal names mentioned in the following individual sections can be probed using the debug feature for debugging the specific problems.

General Checks

By default, the SD-FEC core generates a simulation-only example design, containing the IP instance and an example test bench. The default example design should not be used for synthesis/implementation because it contains only the core instance.

- Ensure that all the timing constraints for the core were properly incorporated from the example design and that all constraints were met during implementation.

- Does it work in post-place and route timing simulation? If problems are seen in hardware but not in timing simulation, this could indicate a PCB issue. Ensure that all clock sources are active and clean.

- If using MMCMs in the design, ensure that all MMCMs have obtained lock by monitoring the `locked` port.

The core supports a BYPASS capability. This performs the same operation (so takes the same number of cycles, but without changing data between input and output).

Interface Debug

AXI4-Lite Interfaces

Write to one of the registers, (for example, Core Parameters register AXI_WR_PROTECT) and read back a value.

Read from a register that does not have all 0s as a default to verify that the interface is functional. Output `s_axi_arready` asserts when the read address is valid, and output `s_axi_rvalid` asserts when the read data/response is valid. If the interface is unresponsive, ensure that the following conditions are met:

- The `s_axi_aclk` and `core_clk` inputs are connected and toggling.

- The core is not in reset; `reset_n` is active-Low.

- If the simulation has been run, verify in simulation and/or a debug feature capture that the waveform is correct for accessing the AXI4-Lite interface.

AXI4-Stream Interfaces

- Check that all the interface clocks have been connected and are toggling, and that the core is not held in reset (that is, `reset_n` is Low).

- Ensure interfaces are enabled (using the AXIS_ENABLE register).

- If `s_axis_din_tready` output is Low ensure that a `CTRL` input and a `DIN_WORDS` input have been applied, and that the interfaces have been enabled over the AXI4-Lite parameter interface.

- If there is no output from `DOUT` (that is, `s_axis_dout_tvalid` is permanently Low) after a full block has been input on `CTRL`, `DIN_WORDS` and `DIN`, check that an input has been applied over the `DOUT_WORDS` interface.

- Check that the AXI4-Stream waveforms are being followed.

- Check core configuration.

Related Information

[AXIS_ENABLE Register (0x10)](#)
[AXI4-Stream Interface](#)

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SD-FEC Low-Level Bare-Metal Driver

Overview

The bare-metal API for the SD-FEC Integrated Block is described in this chapter. The driver is composed of the following files:

- API Interface
- ○ `xsdfec.c`: The user interface API is implemented in this file.
  - ○ `xsdfec.h`: The user interface API prototypes are provided in this file. The file provides prototypes of the driver instance structure and all other structures used across the API.
  - ○ `xsdfec_sinit.c`: Device initialization functions.
- Hardware register map
  - ○ `xsdfec_hw.h`: Definitions for the hardware register maps and field masks are provided in this file.
- Device configuration
  - ○ `x<ipinst_name>_turbo_params.h`: Header file defining device/IP instance specific turbo decode configuration parameters derived from the hardware build. This file is only generated when an IP instance has been configured for turbo decode.
  - ○ `x<ipinst_name>_<code_id>_params.h`: Header file defining device/IP instance-specific LDPC configuration parameters derived from the hardware build; one header per specified LDPC code. This file is only generated when an IP instance has been configured for LDPC decode or encode.

Initialization and Configuration

The `XSdFec_Config` structure is used by the driver to configure the mode and interface parameters defined for the device. The configuration structure is created by the tool-chain based on hardware build properties.

The driver instance can be initialized in one of the following ways:

- **XSdFecInitialize(InstancePtr, DeviceId)** - The driver looks up its own configuration structure created by the tool-chain, based on an ID provided by the tool-chain.

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- **XSdFecCfgInitialize(InstancePtr, CfgPtr)** - Uses a configuration structure provided by the caller.

One, or more, device-specific headers are produced during the generation of the board support package providing further configuration parameters.

When the device is configured for turbo decode the header, `x<ipinst_name>_turbo_params.h`, contains an `xsd_fec_turbo_parameters` structure populated to match the corresponding Vivado® IDE configuration.

When the device is configured for LDPC, a header, per LDPC code specified on the corresponding Vivado® IDE, is generated: `x<ipinst_name >_<code_id>_params.h`. Each header defines an `xsd_fec_ldpc_parameters` structure populated with the configuration data required for the corresponding LDPC code.

> ⭐ **IMPORTANT!** *When the IP core has been configured to support the 5G NR standard, header files are not generated because the IP core directly supports the 5G NR codes.*

The device-specific parameters can then be used to configure each SD-FEC device to match the hardware build.

Data Structures

All the data structures used by the driver are defined in the `xsdfec.h` file.

struct XSdFec_Config

Device configuration information

```
u16 DeviceId           // Device ID
UINTPTR BaseAddress    // Device base address
u32 Standard           // Device standard
u32 Initialization[4]  // Device initialization
```

struct XSdFec

Device state information

```
UINTPTR BaseAddress    // Device base address
u32 IsReady            // Indicates IsReady following initialization
u32 Standard           // Device standard
u32 SCOffset[128]      // SC table offset lookup for each LDPC code ID, updated by
XSdFecAddLdpcParams
u32 LAOffset[128]      // LA table offset lookup for each LDPC code ID, updated by
XSdFecAddLdpcParams
u32 QCOffset[128]      // QC table offset lookup for each LDPC code ID, updated by
XSdFecAddLdpcParams
```

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struct XSdFecLdpcParameters

LDPC parameters. See link below for full details.

```
u32 N   // Number of codeword bits
u32 K  // Number of information bits
u32 Psize   // Size of sub-matrix
u32 NLayers   // Number of layers in code
u32 NQC   // Number of entries in the QC table
u32 NMQC   // Specifies soft-data memory requirements
u32 NM   // Specifies soft-data memory requirements
u32 NormType   // Normalization type
u32 NoPacking   // QC operation packing
u32 NoFinalParity         // Skip final parity
u32 MaxSchedule   // Scheduling control parameter
u32* SCTable  // Pointer to scale table array
u32* LDTable   // Pointer to layer table array
u32* QCTable   // Pointer to QC table array
```

Related Information

LDPC Code Parameters

struct XSdFecTurboParameters

Turbo decode parameters. See Turbo Code Parameters for full details.

```
u8  Alg     // Turbo algorithm
u16 Scale   // Turbo scale factor
```

Related Information

Turbo Code Parameters Register (0x100)

struct XSdFecInterruptClass

Interrupt classification and recovery action

```
u8 Intf      // Triggered due to interface or control error (ISR
u8 ECCSBit   // Triggered due to single-bit ECC error (ECC_ISR)
u8 ECCMBit   // Triggered due to two-bit ECC error (ECC_ISR)
u8 RstReq    // Device requires reset
u8 ReprogReq // Device requires LDPC codes reprogrammed
u8 ReCfgReq  // FPGA requires reprogrammed
```

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User API

The user API is implemented in the source file `xsdfec.c`. The prototypes for these are provided in header file `xsdfec.h`.

XSdFecInitialize

Function Prototype

```
int XSdFecInitialize(XSdFec *InstancePtr, u16 DeviceId);
```

Arguments

- **XSdFec *InstancePtr:** Pointer to device instance state structure.

- **u16 DeviceId:** ID of device to be initialized.

Description

Initializes the specified SD-FEC device and populates the device state structure. Combines `XSdFecLookupConfig` and `XSdFecCfgInitialize`.

Return Value

XST_SUCCESS

XST_FAILURE

XSdFecLookupConfig

Function Prototype

```
XSdFec_Config* XSdFecLookupConfig(u16 DeviceId);
```

Arguments

- **u16 DeviceId:** ID of device to look up.

Description

Returns the device configuration structure for the specified device.

Return Value

Pointer to device configuration.

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XSdFecCfgInitialize

Function Prototype

```
int XSdFecCfgInitialize(XSdFec *InstancePtr, XSdFec_Config *ConfigPtr);
```

Arguments

- **XSdFec *InstancePtr:** Pointer to device instance state structure.

- **XSdFec_Config *ConfigPtr:** Pointer to device configuration structure.

Description

Initializes the SD-FEC device specified by the supplied configuration structure and populates the device state structure.

Return Value

XST_SUCCESS

XST_FAILURE

XSdFecSetTurboParams

Function Prototype

```
void XSdFecSetTurboParams(XSdFec *InstancePtr, const XSdFecTurboParameters*
ParamsPtr);
```

Arguments

- **XSdFec *InstancePtr:** Pointer to device instance state structure.

- **XSdFecTurboParameters* ParamsPtr:** Pointer to turbo parameter structure.

Description

Sets turbo decode parameters on the specified device instance.

Return Value

N/A

XSdFecAddLdpcParams

Function Prototype

```
void XSdFecAddLdpcParams(XSdFec * InstancePtr, u32 CodeId, u32 SCOffset,
u32 LAOffset, u32 QCOffset, const XSdFecLdpcParameters* ParamsPtr);
```

Arguments

- **XSdFec * InstancePtr:** Pointer to device instance state structure

- **u32 CodeId:** Code number to be used for the specified LDPC code

- **u32 SCOffset:** Scale table offset to use for specified LDPC code

- **u32 LAOffset:** LA table offset to use for specified LDPC code

- **u32 QSCOffset:** QC table offset to use for specified LDPC code

- **XSdFecLdpcParameters* ParamsPtr:** Pointer to LDPC code parameter structure

Description

Updates LDPC code parameter registers and share tables using the specified CodeId and offsets with the specified parameters. The offsets arrays in the given XSdFec instance structure are updated with the supplied offsets for specified CodeId.

> **IMPORTANT!** *When the device/IP has been configured to support the 5G NR standard the IP directly supports the 5G NR codes and it is not necessary to add the codes at run-time. This function generates an assertion if used on an instance configured to support the 5G NR standard.*

Return Value

N/A

XSdFecShareTableSize

Function Prototype

```
void XSdFecShareTableSize(const XSdFecLdpcParameters* ParamsPtr, u32*
SCSizePtr, u32* LASizePtr, u32* QCSizePtr)
```

Arguments

- **XSdFecLdpcParameters*:** ParamsPtr: Pointer to parameters struct for the LDPC code being queried

- **u32* SCSizePtr:** Pointer to variable to populate with the effective scale table size for the specified LDPC code

- **u32* LASizePtr:** Pointer to variable to populate with the effective LA table size for the specified LDPC code

- **u32* QCSizePtr:** Pointer to variable to populate with the effective QC table size for the specified LDPC code

Description

Populates SCSizePtr, LASizePtr, and QCSizePtr variables with the effective table size occupied by the specified LDPC code. These values can be used to increment the table offsets.

Return Value

N/A

XSdFecInterruptClassifier

Function Prototype

```
XSdFecInterruptClass XSdFecInterruptClassifier(XSdFec *InstancePtr)
```

Arguments

- **XSdFec * InstancePtr:** Pointer to device instance state structure.

Description

Queries interrupt status registers and classifies interrupt and reports recovery action.

Return Value

Interrupt class structure defining interrupt class and recover action.

Base API

Set and get functions are provided for all the individual registers and fields defined for the SD-FEC IP. The `XSdFecAddLdpcParams` abstract the configuration of an SD-FEC device but the main device control is done using the base API, for example, interface enablement and interrupt configuration. See links below for full details.

Note that the field level set functions use read-modify-write.

The base API functions take the following form.

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Function Prototype

```
void XSdFecSet_<register_name>(UINTPTR BaseAddress, u32 Data);
void XSdFecSet_<register_name>_<field_name>(UINTPTR BaseAddress, u32 Data);
u32 XSdFecGet_<register_name>(UINTPTR BaseAddress);
u32 XSdFecGet_<register_name>_<field_name>(UINTPTR BaseAddress);
```

Arguments

- **XSdFec *InstancePtr**: Pointer to device instance state structure.

- **u32 data**: Data to write to register or field.

Return Value

Value read from register or field.

Related Information

Register Space
Designing with the Core

Interrupt Handling

The SD-FEC low-level bare-metal driver does not implement any device-specific interrupt handling functions but does provide a helper function, `XSdFecInterruptClassifier`, to classify the interrupts when they have occurred and report the appropriate recovery action.

Generic interrupt handling routines should be used to service the interrupt(s) connected to the SD-FEC device(s) which can then call the `XSdFecInterruptClassifier` function to determine how to recover from the interrupt.

Examples

The processor-based example design output by the SD-FEC IP instance also includes an example application demonstrating a basic use case of the software driver. The following example is an extract from the example application.

Application

```c
#include "xsd_fec_dec_docsis_short_params.h" // Extract include below
#include "xsd_fec_dec_docsis_medium_params.h"
#include "xsd_fec_dec_docsis_long_params.h"

const unsigned int NUM_LDPC_CODES = 3;
const XSdFecLdpcParameters* dec_codes[NUM_LDPC_CODES] = {
 &xsd_fec_dec_docsis_short_params,
 &xsd_fec_dec_docsis_medium_params,
 &xsd_fec_dec_docsis_long_params
};

int main() {

 // SD FEC instance
 XSdFec dec;

 // Initialize SD-FEC instance
  XSdFecInitialize(&dec, XPAR_SD_FEC_DEC_DEVICE_ID);

 // Add LDPC code parameters
  XSdFecAddLdpcParams(&dec,0,0,0,0,dec_codes[0]);

  // Set up SD-FEC core parameters
  XSdFecSet_CORE_ORDER(dec.BaseAddress,0); // In-order termination
  XSdFecSet_CORE_AXIS_ENABLE(dec.BaseAddress,63); // Enable all I/Fs

  return 0;

}
```

xsdfec_dec_docsis_short_params.h

```c
xsdfec_dec_docsis_short_params.h

#ifndef XSDFEC_DEC_DOCSIS_SHORT_PARAMS_H
#define XSDFEC_DEC_DOCSIS_SHORT_PARAMS_H
#include "xsdfec.h"

const u32 xsd_fec_dec_docsis_short_sc_table_size = 2;
u32 xsd_fec_dec_docsis_short_sc_table[2] = {
  0x0000cccc,
  0x0000000c
};
const u32 xsd_fec_dec_docsis_short_la_table_size = 5;
u32 xsd_fec_dec_docsis_short_la_table[5] = {
  0x00001007,
  0x00001107,
  0x00001008,
  0x00001207,
  0x00001007
};
const u32 xsd_fec_dec_docsis_short_qc_table_size = 82;
u32 xsd_fec_dec_docsis_short_qc_table[82] = {
  0x00020500,
  0x00010000,
  0x00020c02,
  ...
  0x00040e12,
```

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```
    0x00068113
};
XSdFecLdpcParameters xsd_fec_dec_docsis_short_params = {
  0x00000460,  // N
  0x00000348,  // K
  0x00000038,  // P
  0x00000005,  // NLayers
  0x00000052,  // NQC
  0x0000002c,  // NMQC
  0x0000000a,  // NM
  0x00000001,  // NormType
  0x00000000,  // NoPacking
  0x00000000,  // SpecialQC
  0x00000000,  // NoFinalParity
  0x00000000,  // MaxSchedule
  &xsd_fec_dec_docsis_short_sc_table[0],
  &xsd_fec_dec_docsis_short_la_table[0],
  &xsd_fec_dec_docsis_short_qc_table[0]
};

#endif
```

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Additional Resources and Legal Notices

Xilinx Resources

For support resources such as Answers, Documentation, Downloads, and Forums, see Xilinx Support.

Documentation Navigator and Design Hubs

Xilinx® Documentation Navigator (DocNav) provides access to Xilinx documents, videos, and support resources, which you can filter and search to find information. To open DocNav:

- From the Vivado® IDE, select **Help → Documentation and Tutorials**.
- On Windows, select **Start → All Programs → Xilinx Design Tools → DocNav**.
- At the Linux command prompt, enter `docnav`.

Xilinx Design Hubs provide links to documentation organized by design tasks and other topics, which you can use to learn key concepts and address frequently asked questions. To access the Design Hubs:

- In DocNav, click the **Design Hubs View** tab.
- On the Xilinx website, see the Design Hubs page.

Note: For more information on DocNav, see the Documentation Navigator page on the Xilinx website.

References

These documents provide supplemental material useful with this guide:

1. *AMBA AXI and ACE Protocol Specification* (ARM IHI0022E)

2. *Zynq UltraScale+ RFSoC Data Sheet: Overview* (DS889)

3. *Vivado Design Suite User Guide: Designing IP Subsystems using IP Integrator* (UG994)

4. *Vivado Design Suite User Guide: Designing with IP* (UG896)

5. *Vivado Design Suite User Guide: Getting Started* (UG910)

6. *Vivado Design Suite User Guide: Logic Simulation* (UG900)

7. *Vivado Design Suite User Guide: Programming and Debugging* (UG908)

8. *Vivado Design Suite User Guide: Implementation* (UG904)

9. *AMBA AXI4-Stream Protocol Specification* (ARM IHI 0051A)

10. *Vivado Design Suite: AXI Reference Guide* (UG1037)

11. *3rd Generation Partnership Project; Technical Specification Group Radio Access Network; NR; Multiplexing and channel coding (Release 15)* (3GPP Std TS 38.212 V15.0.0)

12. *Data-Over-Cable Service Interface Specifications DOCSIS 3.1, Physical Layer Specification* (DOCSIS 3.1)

13. *IEEE Standard for Information technology - Local and Metropolitan area Network Standards* (IEEE Std 802.11)

14. *3rd Generation Partnership Project; Technical Specification Group Radio Access Network; Evolved Universal Terrestrial Radio Access (E-UTRA); Multiplexing and channel coding (Release 15)* (3GPP Std TS 36.212 V15.0.1)

Revision History

The following table shows the revision history for this document.

Section	Revision Summary
02/04/2021 Version 1.1	
Resets	Added information about selecting the 5G NR Standard in Vivado.
Interface Dependencies	Updated text in Overview of SD-FEC Core Interface Dependencies.
12/04/2019 Version 1.1	
LDPC Block Interleaving	Added details of LDPC block interleaving.
12/05/2018 Version 1.1	
Throughput and Latency	Removed tables and added link to Throughput and Latency and BER plots on web.
BER Performance	Removed plots and added link to BER plots on web.

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Section	Revision Summary
04/30/2018 Version 1.1	
Placement Location Guidelines for SD-FEC IP Core	Placement guidelines updated.
Runtime Loading Tab	Inlcude Physical Utilization and deprecated parameters.
IP Facts	Link to SD-FEC Linux driver added.
04/30/2018 Version 1.1	
Updated document metadata.	N/A
04/04/2018 Version 1.1	
Initial release.	N/A

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