

***A High-Throughput Low-Power Fully Parallel  
1024-bit 1/2-Rate Low Density Parity Check Code  
Decoder in 3-Dimensional Integrated Circuits***

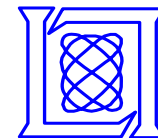
**C.-J. Richard Shi**

**Department of Electrical Engineering  
University of Washington, Seattle, WA**

**1/24/2006**

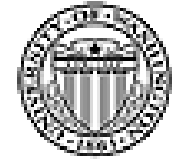
**Presented by Sheldon X. D. Tan**

**Department of Electrical Engineering  
University of California, Riverside, CA**





# High-Throughput Fully-Parallel LDPC Decoder and Applications



•Low-density parity-check (LDPC) codes are emerging as error correcting standards for many military and commercial applications, due to their near Shannon-limit performance.

- Military Joint Tactical Radio Systems (JTRS)
- NASA Space Communications Project
- NASA OMNI Project

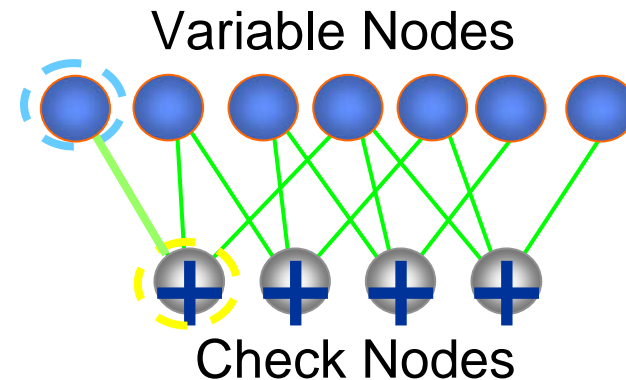


•The LDPC message passing decoding algorithm and its fully-parallel implementation

- Direct instantiation of Tanner-graph representation of LDPC code
- Two types of computation nodes, named **variable** nodes and **check** nodes
- Ideal for high-throughput and low-power applications

$$H \cdot c = \begin{pmatrix} 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 0 & 1 \end{pmatrix} \begin{pmatrix} c_0 \\ c_1 \\ c_2 \\ c_2 \\ c_4 \\ c_5 \\ c_6 \end{pmatrix} = 0$$

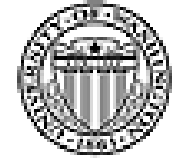
H-matrix representation of LDPC code



Tanner-graph of a LDPC code



# 3D Integration Technology

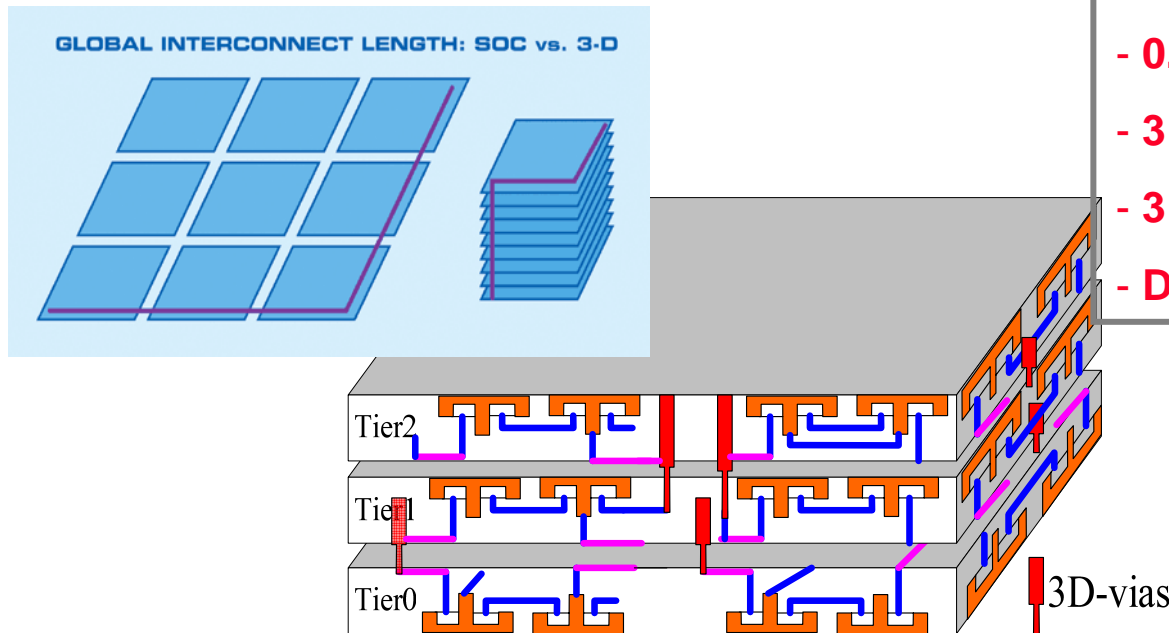


- However, fully-parallel implementation has serious interconnect design challenges utilizing standard 2D technology.

**Reference:**

A. Blanksby, and C. J. Howland, "A 690-mW 1-Gb/s 1024-b, rate 1/2 low-density parity-check code decoder," IEEE Journal of Solid State Circuits, vol. 37, no. 3, pp. 404-412, Mar 2002.

- To address these interconnect design challenges, we explore the use of 3D IC technology.

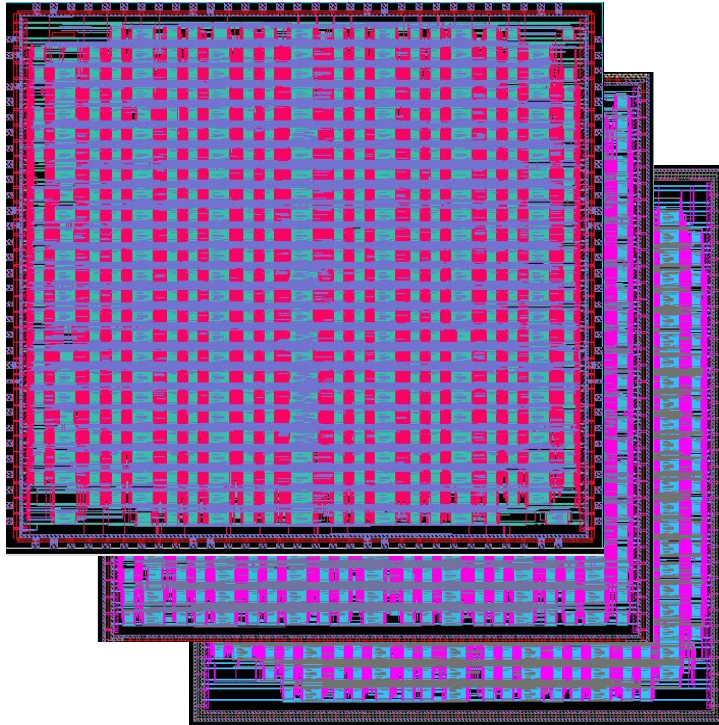


- MIT Lincoln Lab's 3D process**
- 0.18 um FDSOI substrates
  - 3 Tiers
  - 3 Metal layers per Tier
  - Dense distributed 3D-vias

**Cross-section of 3-tier 3D integration**

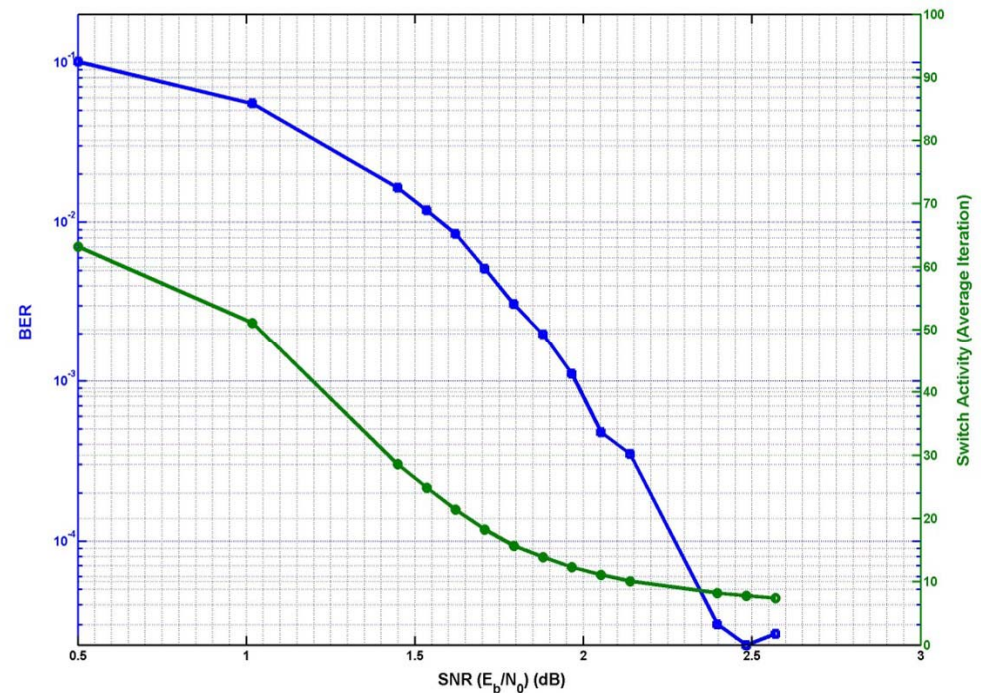


# The 3D 3-Tier LDPC Design



**Top-View of 3-tier Final Layout**

- The main data path is designed as 16 parallel three-stage pipelines.
- This allows the decoder to achieve a high throughput of 2Gb/s with a clock frequency of 128MHz. (128 MHz x 16 = 2 Gb/s)

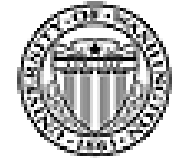


**The simulated code performance**

- The blue curve shows the BER vs. SNR performance up to a BER of  $10^{-5}$ .
- The green curve shows fast iteration convergence with increasing SNR.



# Summary



| <b>2D vs. 3D</b>   | area(mm*mm)         | total wire length (m) | max. wire leng before buffer insertion (mm) | max. wire leng after buffer insertion (mm) | buffer used | clock skew(ns) | power dissipation (mw) |
|--------------------|---------------------|-----------------------|---|--|-------------|----------------|------------------------|
| 2D design          | 18.238*15.92=290.3  | 182.4                 | 13.82                                       | 4  | 32900       | 2.33           | 750                    |
| 3D design          | (6.4*6.227)*3=119.5 | 67.4                  | 8.68  | 4.1  | 24636       | 1              | 430                    |
| <b>improvement</b> |                     |                       |   |  |             |                |                        |
|                    | <b>250%</b>         | <b>270%</b>           | <b>160%</b>                                 |  | <b>130%</b> | <b>230%</b>    | <b>43%</b>             |

→ Overall significant improvements based on **real silicon comparison** (8M transistor LDPC ASIC; MIT-LL 3D 3tier/2D processes)

## Contribution

- The first large-scale 3D ASIC implementation (2M gates).
- The first demonstration, by real silicon tape out and simulation, of a 3D IC process shown to yield an order of magnitude improvement over the corresponding 2D process, in terms of power-delay-area product ( $1.75 * 2.5 * 2.5 = 11$ ).
- Proves the viability of our automated 3D design flow through the implementation of a large-scale silicon ASIC design.