

# Energy Efficient Processor Using The Advanced Residue Number System And Chinese Remainder Theorem

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**Abstract**—This work presents some results on multiple error detection and correction based on the Redundant Residue Number System (RRNS). RRNS is often used in parallel processing environments because of its ability to increase the robustness of information passing between the processors. The proposed multiple error correction scheme utilizes the Chinese Remainder Theorem (CRT) together with a novel algorithm that significantly simplifies the error correcting process for integers. An extension of the scheme further reduces the computational complexity without compromising its error correcting capability. Proofs and examples are provided for the coding technique which be implemented using Cadence virtuoso tool of 180nm CMOS process.

**Index Terms**—Arithmetic codes, error correction coding, maximum likelihood decoding, redundant number systems, residue codes.

## INTRODUCTION

The integrity of information passing through modern digital systems such as filters and arithmetic units is of utmost importance. Different coding schemes have been employed to achieve reliable and efficient transmission of data through these systems [1]. An area of particular interest is error detection and correction using a Redundant Residue Number System. A Residue Number System (RNS) for integers describes methods of representing an integer as a set of its remainders or residues. Error control is achieved by addition of extra residue hence the term RRNS and the RRNS code used in this work uses the Chinese Remainder Theorem (CRT) as a means of recovering the integer from a set of its residues.

Error correcting codes based on the CRT are attractive because of their ability to perform carry-free arithmetic and lack of ordered significance among the residues [2]. Significant work concerning RRNS has been carried out by numerous parties after the initial push by [3],[4]. They introduced some of the

concepts related to this error correction technique such as the terms legitimate range and illegitimate range for consistency checking.

In [1], a discussion of a single residue error correction algorithm is given. [6] and [7] addressed the problem of double and multiple residue error correction, respectively. There are generally two different strategies employed to correct errors in a redundant residue code. The first method calculates the syndromes of received residues and then compares them with a set of predetermined observations. From there, conclusions are drawn and the appropriate integer recovery algorithm is performed. This is similar to algorithms given in [1] and [7].

The second method begins by recovering the erroneous integer from the received residues using the CRT. Subsequently, an error value is estimated using either continued fractions or integer programming. The correct integer is thus recovered by subtracting the error value from the erroneous integer. [5] And [6] suggested algorithms using this strategy. In this paper, a novel error correction scheme based on the second strategy is proposed. This scheme is similar to that in [5] and [6].

However, the proposed scheme is significantly simpler and does not require any complicated optimization algorithms. Briefly, in this scheme, the erroneous integer that is computed from its residues is used in a simple modular calculation that is iterated until the original integer is recovered. The algorithm is straightforward and easier to implement. Furthermore, the theory and concept of this error correction scheme is extended to make it more efficient and less computationally intensive. The presentation of this work can be divided into five sections. In Section II, some initial concepts and materials related to the RRNS and CRT are given. The major contribution of this paper, which is the multiple error correction scheme, is given in Section III.

In this section, mathematical proofs and examples are given to illustrate the salient features of the error correction scheme. Section IV discusses techniques that are used to improve performance of the scheme, without compromising its error correcting capabilities. Conclusions and recommendations are given in Section V.

**REDUNDANT RESIDUE NUMBER SYSTEMS AND CHINESE REMAINDER THEOREM**

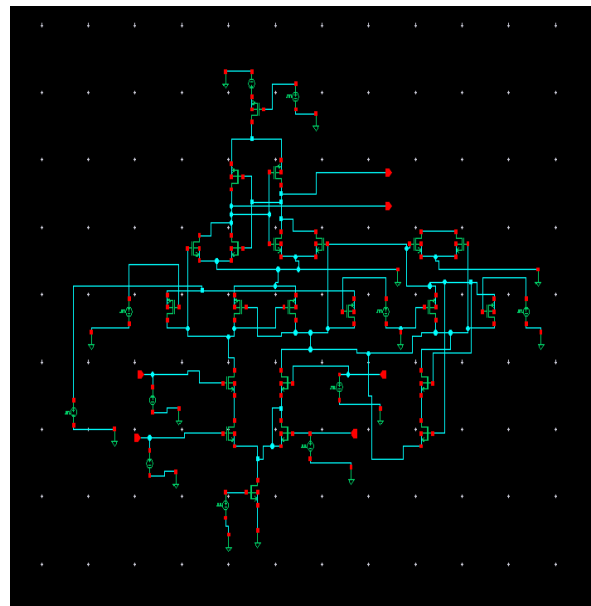
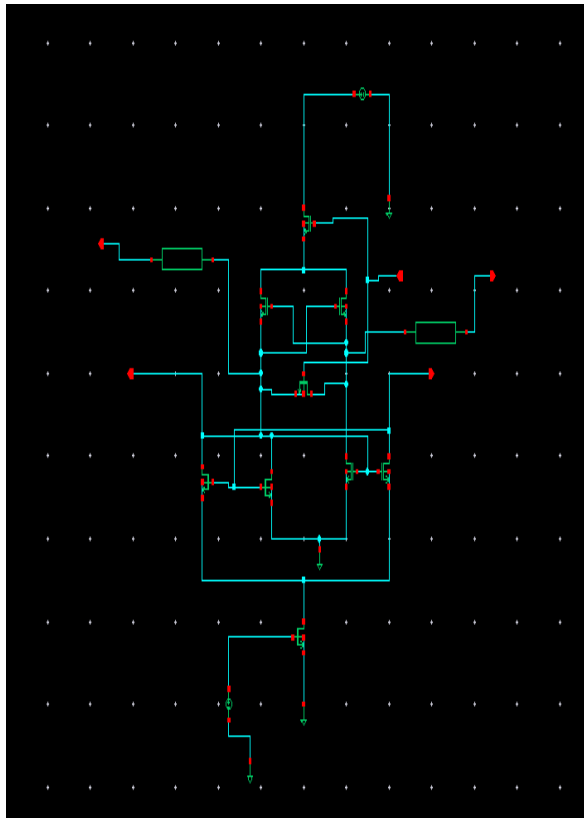
To enable error correcting capabilities in RRNS, some relevant background and terminologies must be first defined. To begin, a set of  $n$  pairwise relatively prime positive integers  $m_1, m_2, \dots, m_i, m_{i+1}, \dots, m_n$  called moduli is selected.

Note that the term moduli is the plural of modulus. The moduli  $m_i$  are chosen such that, the greatest common divisor,  $\text{gcd}(m_i, m_j) = 1$  for each pair of  $i$  and  $j$  with  $i \neq j$  and  $m_1 < m_2 < \dots < m_i < m_{i+1} < \dots < m_n$ . From this set of  $n$  moduli, the first  $k$  moduli form a set of nonredundant moduli while the last  $r = n - k$  moduli form a set of redundant moduli [1]. These sets of moduli are used to define the following,  $M_k = m_1 m_2 \dots m_k$ ,  $M_r = m_{k+1} m_{k+2} \dots m_n$ ,  $M_i = m_i$ ,  $M = M_k \cdot M_r$  (2) for  $i = 1, 2, \dots, k, k+1, \dots, n$ . It can be seen that  $M$  is the smallest product of  $k$  different  $m_i$ 's.

**Fig.1. Scheme for the Number system generation**

As with other error correction codes, the redundant components are used for error detection and correction. Without loss of generality, an integer  $X$  in the range of  $[0, M)$  where  $M$  is as defined in (2), can be uniquely represented by a residue vector  $x = \{x_1, x_2, \dots, x_n\}$  using  $X \equiv x_i \pmod{m_i}$  (3) for  $i = 1, 2, \dots, k, k+1, \dots, n$ . With (3), each of the residues  $x_i$  corresponds to  $X$  modulo  $m_i$  such that  $0 \leq x_i < m_i$ . As shown in the fig.1.

However, for error correction to work,  $X$  has to be selected from the range of  $[0, MK)$  instead, where  $MK$  is from (1). In doing so, the residue vector  $x$  can be divided into two parts, namely the first  $k$  residues called information residues and the remaining  $r$  residues called redundant residues [1]. Without loss of generality again, when a residue vector  $x$  is given, the corresponding integer  $X$  can be uniquely determined by simultaneously solving all  $n$  linear congruences in (3). The problem of simultaneously solving a set of linear congruences is simplified by using the CRT as shown below  $X = \sum_{i=1}^n x_i M_i a_i \pmod{M}$  (4) where  $M_i = M/m_i$  and  $a_i = M_i^{-1} \pmod{m_i}$  for  $i = 1, 2, \dots, n$ . The integers  $a_i$  are also known as the multiplicative inverses of  $M_i \pmod{m_i}$ . If  $X$  is selected from the range of  $[0, MK)$ , any  $k$  residues out of the total  $n$  residues from the residue vector  $x$ , where  $n > k$  should be sufficient in recovering the original integer  $X$ . From [1], when the integer  $X$  is chosen from the range of  $[0, MK)$ , the resulting redundant residue code can be considered semi-linear. Theorem 1: A code  $\Omega$  based on a redundant residue number system has the minimum nonzero Hamming weight  $w_{\min} \geq r + 1$  and minimum distance  $d_{\min} \geq r + 1$  [8].

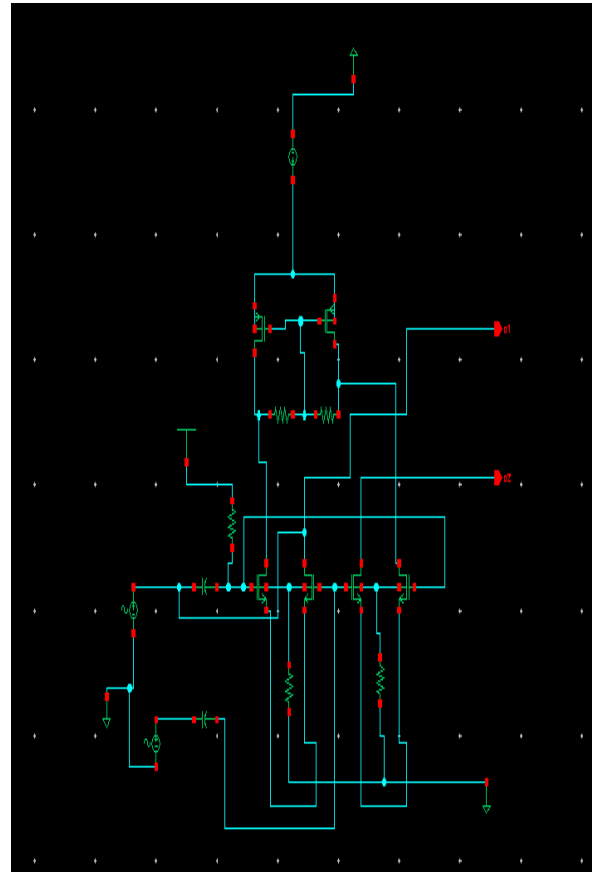


**Fig.2. NUMBER SYSTEM MODULE**

According to Theorem 1, since the minimum distance can have the value of  $r + 1$ , the code  $\Omega$  can be considered maximum distance separable (MDS). MDS codes are codes that have  $d_{min} = r + 1$ . Theorem 2: A code  $\Omega$  based on a redundant residue number system can correct up to  $t$  errors;  $t \leq r/2$  where  $r$  is the largest integer less than or equal to  $n$  [8]. MDS codes are attractive because they are optimal whereby they can correct the maximum amount of errors  $t$ , with the least number of redundancies. Code generation circuit as shown in fig.2.

**MULTIPLE ERROR CORRECTION SCHEME**

For the multiple error correction scheme, first consider a redundant residue code with a set of moduli  $m_i$ . An integer  $X$  is selected from the range  $[0, MK)$  and the residue vector is  $x = \{x_1, x_2, \dots, x_n\}$ .  $n$  and  $k$  are chosen such that Theorem 2 holds, thus allowing this code to correct up to  $t$  errors. From here onwards, let the range  $[0, MK)$  be termed as the legitimate range while its counterpart, the range  $[MK, M)$  be termed as the illegitimate range. Suppose that  $t$  errors have been introduced into the vector  $y$  when it passes through a potentially noisy system. The resulting vector is  $y$ , that is  $y = x + e = \{y_1, \dots, y_n\} = \{x_1, \dots, x_n\} + \{e_1, \dots, 0, e_2, \dots, e_t\}$  (5) where  $0 \leq e_j < m_j$  for  $1 \leq j \leq t$ . The error values are  $e_1, e_2, \dots, e_j, e_{j+1}, \dots, e_t$  and the subscripts  $u_1, u_2, \dots, u_j, u_{j+1}, \dots, u_t$  are the positions of errors within  $y$ . Upon receiving the vector  $y$ , error detection is first performed by determining whether  $y$  is a valid vector.

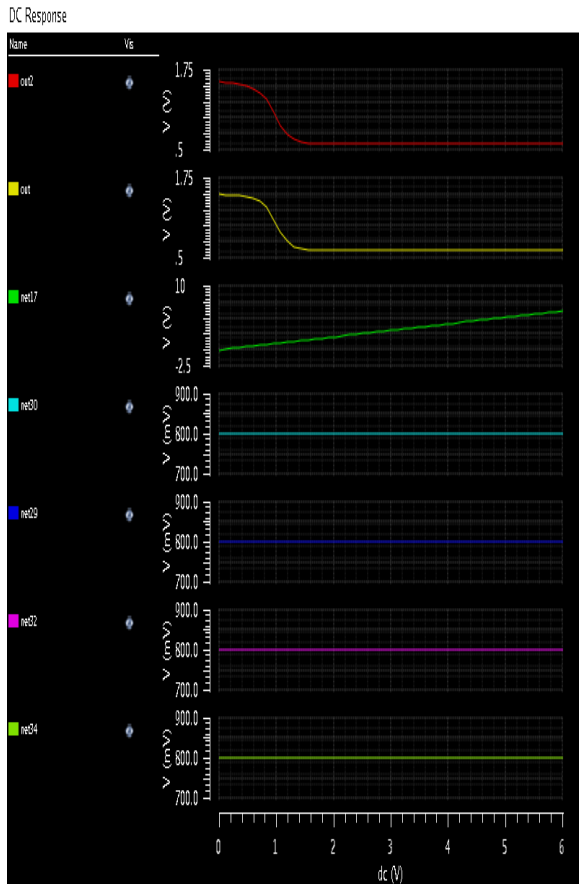


**Fig.3. Number system schedule module**

This can be accomplished by computing the corresponding integer  $Y$  using a formula based on (4), which is  $Y = \sum_{i=1}^n y_i M_i a_i \pmod{M}$  (6) where  $M_i$  and  $a_i$  are as defined earlier for (4). If the recovered  $Y$  is within the legitimate range, then  $y$  is a valid vector and no further steps need to be carried out. On the other hand, if  $Y$  is in the illegitimate range, it can then be concluded that  $y$  has errors in its residue. When there are errors, the relationship between  $X$  and  $Y$  is  $X \equiv (Y - E) \pmod{M}$ ,  $0 \leq E \leq M$ . (7) In (7),  $E$  is the amount of error that has propagated into the  $X$  resulting in the erroneous  $Y$ . The magnitude of the error  $E$  can be calculated using the CRT and is determined to be  $E \equiv \sum_{j=1}^t e_j M_j a_j \pmod{M}$  (8) where  $M_j, m_j$  and  $a_j$  are the corresponding values of  $M_i, m_i$  and  $a_i$  for  $i = u_j$ . To simplify the decoding problem, let  $E$  in (8) be expressed in its expanded form, giving  $E \equiv e_1 M_{u_1} a_{u_1} + \dots + e_t M_{u_t} a_{u_t} \pmod{M}$ . (9) Let  $M$  from (2) be expressed as  $M = \prod_{i=1}^n m_i = u_1 \alpha \cdot \dots \cdot u_{n-t} \beta$  (10) where  $u_1, u_2, \dots, u_j, u_{j+1}, \dots, u_t$  are the positions of residues with errors and  $1_1, 1_2, \dots, 1_{n-t}$  are the remaining positions without errors inside the vector  $y$ . By substituting (10) into (9), (11) is obtained. Continue by letting  $g = e_1 u_t = u_1 \alpha = u_1 m_\alpha \cdot \dots \cdot a_{u_1} + \dots + e_t \cdot u_t \alpha = u_1 \alpha = u_t m_\alpha \cdot \dots \cdot a_{u_t} z_c = 1_{n-t} \beta$

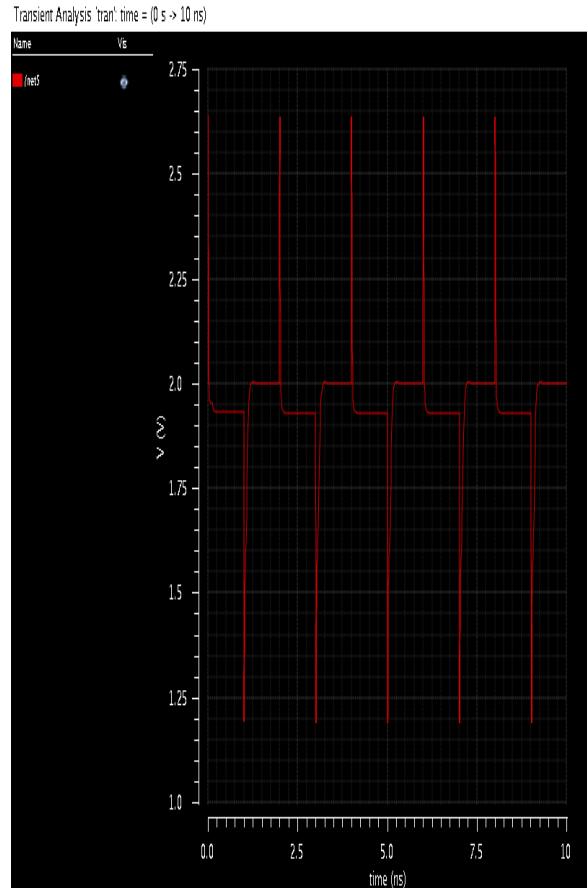
**EXTENSION TO ERROR CORRECTION SCHEMES BASEDON THE RRNS**

While error correction algorithm has been proven to work,the recovery process can still be computationally intensive. A large number of iterations is sometimes required to correctly guess the positions of the errors. The systematic approach of trying all possible combinations means that it will take atmost  $p = nCt$  trials.



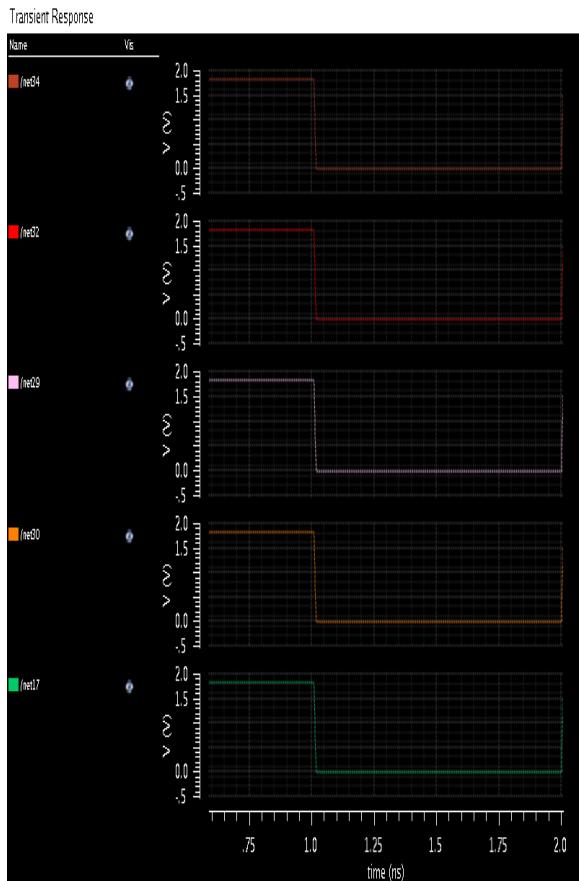
**Fig.4. Transient analysis**

The variables  $n$  and  $t$  are the number of residues and correctable errors for a  $(n, k)$  code, respectively. Designing a code that can correct more errors requires that the number of residues be increased too. As a result, the number of trials  $p$  will grow, increasing the computational overhead. To remedy this shortcoming, the multiple error correction algorithm presented earlier in Section III needs to be modified. Firstly, recall that exactly  $t$  errors can be corrected using (13). In addition, it has been shown that any errors less than  $t$  can also be corrected with (13).



**Fig.5. Transient analysis**

This is possible as long as  $Z_c$  is the product of any  $(n - t)$  moduli corresponding to residues without errors. If the multiple error correction algorithm was set to correct errors where  $o > t$ , any errors less than  $o$  can also be corrected. However, ambiguity will arise because more than one possible solution will fall within the legitimate range. The problem is caused by the fact that the algorithm is attempting to correct more errors than it possibly can.



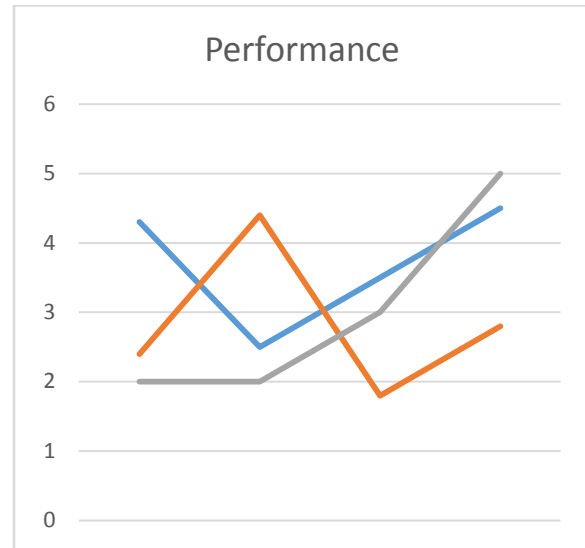
**Fig.6. Module transient analysis**

Therefore, the solutions are for residues with  $\gamma, t+1, t+2, o$  errors where  $\gamma \in \{0, 1, \dots, t-1, t\}$ . To resolve the ambiguity, solutions for residues with  $t+1, t+2, o$  errors will have to be eliminated. A very simple way of eliminating nonsensical solutions is to use the maximum likelihood decoding (MLD). Let the set of solutions of a scheme that has been set to correct  $o$  errors. The only value of  $V_i$  that has a Hamming distance which is less than or equal to  $t = 2$  is 51. Therefore, the modified error correction algorithm has correctly recovered the original integer.

**Table I**

<b>K0</b>	<b>2.5V</b>	<b>2.25V</b>	<b>0.8V</b>	<b>1.5V</b>
<b>Length</b>	14	12	8	6
<b>Soft error 1</b>	0%	0.9%	6.5%	13%
<b>Soft error 2</b>	0%	0.8%	5.5%	11%

<b>Soft error 3</b>	0%	0.7%	5.5%	10%
<b>Soft error 4</b>	0%	0.6%	4.5%	9%



**Fig.6. Comparison analysis**

Although the total number of iterations shown in this example is three, the original integer could have been recovered in the second iteration. The overall performance gain of the modified algorithm compared to the original algorithm is shown in Fig. 1. The effects of the modified algorithm are more significant when the total number of correctable errors,  $t$  is larger. Note that the number of trials for the modified algorithm  $f$ , is obtained experimentally and are obtained for worst case situations where the maximum number of iterations need to be carried out.

**CONCLUSIONS**

The single error correction scheme is significantly simpler and does not require any complicated optimization algorithms such as those used by [6]. Furthermore, the algorithm is quite straightforward and easy to implement as it has been shown in the procedural codes. Unlike the scheme proposed by [1], this algorithm can be easily improved upon to correct multiple errors without major changes in the algorithm. However, the proposed multiple error correction scheme does require more iterations in order to correct the errors. This limitation increases the computational overhead in terms of resources and time. In addition, when using the CRT, large

numbers may be encountered that can further reduce the performance of the algorithm. It is implemented using a Cadence virtuoso 180nm technology.

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