



BCH IP Core

User Guide

Updated for Intel® Quartus® Prime Design Suite: **17.1**



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1 About the BCH IP Core

Related Links

- [BCH IP Core Document Archive](#) on page 24
Provides a list of user guides for previous versions of the BCH IP Core IP core.
- [Introduction to Intel FPGA IP Cores](#)
Provides general information about all Intel FPGA IP cores, including parameterizing, generating, upgrading, and simulating IP cores.
- [Creating Version-Independent IP and Qsys Simulation Scripts](#)
Create simulation scripts that do not require manual updates for software or IP version upgrades.
- [Project Management Best Practices](#)
Guidelines for efficient management and portability of your project and IP files.

1.1 Intel® DSP IP Core Features

- Avalon® Streaming (Avalon-ST) interfaces
- DSP Builder for Intel® FPGAs ready
- Testbenches to verify the IP core
- IP functional simulation models for use in Intel-supported VHDL and Verilog HDL simulators

1.2 BCH IP Core Features

High-performance fully parameterizable encoder or decoder for error detection and correction:

- Number of symbols per codeword
- Number of check symbols per codeword
- Number of parallel input bits



1.3 DSP IP Core Device Family Support

Intel offers the following device support levels for Intel FPGA IP cores:

- Advance support—the IP core is available for simulation and compilation for this device family. FPGA programming file (.pof) support is not available for Quartus Prime Pro Stratix 10 Edition Beta software and as such IP timing closure cannot be guaranteed. Timing models include initial engineering estimates of delays based on early post-layout information. The timing models are subject to change as silicon testing improves the correlation between the actual silicon and the timing models. You can use this IP core for system architecture and resource utilization studies, simulation, pinout, system latency assessments, basic timing assessments (pipeline budgeting), and I/O transfer strategy (data-path width, burst depth, I/O standards tradeoffs).
- Preliminary support—Intel verifies the IP core with preliminary timing models for this device family. The IP core meets all functional requirements, but might still be undergoing timing analysis for the device family. You can use it in production designs with caution.
- Final support—Intel verifies the IP core with final timing models for this device family. The IP core meets all functional and timing requirements for the device family. You can use it in production designs.

Table 1. DSP IP Core Device Family Support

Device Family	Support
Arria® II GX	Final
Arria II GZ	Final
Arria V	Final
Intel Arria 10	Final
Cyclone® IV	Final
Cyclone V	Final
Intel Cyclone 10	Final
Intel MAX® 10 FPGA	Final
Stratix® IV GT	Final
Stratix IV GX/E	Final
Stratix V	Final
Intel Stratix 10	Advance
Other device families	No support

1.4 BCH IP Core Release Information

Use the release information when licensing the IP core.



Table 2. Release Information

Item	Description
Version	17.1
Release Date	November 2017
Ordering Code	IP-BCH (IPR-BCH)

Intel verifies that the current version of the Quartus Prime software compiles the previous version of each IP core. Intel does not verify that the Quartus Prime software compiles IP core versions older than the previous version. The *Intel FPGA IP Release Notes* lists any exceptions.

Related Links

- [Intel FPGA IP Release Notes](#)
- [Errata for BCH IP core in the Knowledge Base](#)

1.5 DSP IP Core Verification

Before releasing a version of an IP core, Intel runs comprehensive regression tests to verify its quality and correctness. Intel generates custom variations of the IP core to exercise the various parameter options and thoroughly simulates the resulting simulation models with the results verified against master simulation models.

1.6 BCH IP Core Performance and Resource Utilization

Typical expected performance for a BCH IP Core using the Quartus Prime software with the Arria V (5AGXFB3H4F35C5), Cyclone V (5CGXFC7C7F23C8), and Stratix V (5SGXEA7H3F35C3) devices. Where m is the number of bits per symbol; n is the codeword length; d is the parallel data input width; t is the error correction capability.

Table 3. Decoder Performance and Resource Utilization

Device	Parameters				Memory		ALM	Registers		f _{MAX} (MHz)
	m	n	d	t	M10K	M20K		Primary	Secondary	
Arria V	8	255	10	42	7	--	18,376	40,557	3,441	196
Cyclone V	8	255	10	42	7	--	18,264	40,709	3,266	150
Stratix V	8	255	10	42	--	7	19,027	44,134	4,315	308
Arria V	8	255	12	42	9	--	22,293	49,602	4,053	186
Cyclone V	8	255	12	42	9	--	22,243	49,243	4,511	149
Stratix V	8	255	12	42	--	8	23,187	53,800	5,207	310
Arria V	8	255	2	42	4	--	5,539	13,238	788	207
Cyclone V	8	255	2	42	4	--	5,527	13,174	857	174
Stratix V	8	255	2	42	--	4	6,088	14,399	850	369
Arria V	8	255	5	42	5	--	10,231	23,321	1,554	206
Cyclone V	8	255	5	42	5	--	10,234	23,391	1,551	164

continued...



Device	Parameters				Memory		ALM	Registers		f _{MAX} (MHz)
	m	n	d	t	M10K	M20K		Primary	Secondary	
Stratix V	8	255	5	42	--	5	10,820	24,868	2,612	335
Stratix V	14	8784	10	20	--	18	7,358	15,082	761	346
Stratix V	14	8784	10	40	--	18	14,331	28,743	1,630	316
Stratix V	14	8784	10	80	--	18	28,383	56,292	3,165	281
Stratix V	14	8784	20	20	--	18	10,103	19,833	933	323
Stratix V	14	8784	20	40	--	18	20,012	37,413	1,747	304
Stratix V	14	8784	20	80	--	18	39,225	72,151	3,673	282
Stratix V	14	8784	30	20	--	17	11,784	23,924	844	329
Stratix V	14	8784	30	40	--	19	23,061	44,313	1,836	289
Stratix V	14	8784	30	80	--	19	43,949	85,476	3,398	263
Stratix V	14	8784	40	20	--	19	13,801	28,032	743	307
Stratix V	14	8784	40	40	--	19	26,107	51,680	1,472	291
Stratix V	14	8784	40	80	--	21	50,303	98,545	3,351	248
Stratix V	14	8784	50	20	--	20	16,407	33,020	967	307
Stratix V	14	8784	50	40	--	20	31,095	60,503	1,991	288
Stratix V	14	8784	50	80	--	22	58,690	116,232	3,222	249
Stratix V	14	8784	60	20	--	20	18,290	37,106	914	297
Stratix V	14	8784	60	40	--	20	35,041	67,183	2,324	292
Stratix V	14	8784	60	80	--	37	80,961	160,458	7,358	233
Stratix V	14	8784	70	20	--	20	20,494	41,471	545	286
Stratix V	14	8784	70	40	--	20	38,294	74,727	1,778	280
Stratix V	14	8784	70	80	--	38	88,040	173,311	7,769	232
Stratix V	14	8784	80	20	--	22	22,437	45,334	691	276
Stratix V	14	8784	80	40	--	22	42,256	82,173	1,363	285
Stratix V	14	8784	80	80	--	40	95,913	186,869	7,317	229

Table 4. Encoder Performance and Resource Utilization

Device	Parameters				Memory		ALM	Registers		f _{MAX} (MHz)
	m	n	d	t	M10K	M20K		Primary	Secondary	
Arria V	8	255	10	42	2	--	337	592	0	243
Cyclone V	8	255	10	42	2	--	339	592	0	166
Stratix V	8	255	10	42	--	1	353	601	3	400
Arria V	8	255	12	42	2	--	386	602	0	257
Cyclone V	8	255	12	42	2	--	395	602	0	174

continued...



Device	Parameters				Memory		ALM	Registers		f _{MAX} (MHz)
	m	n	d	t	M10K	M20K		Primary	Secondary	
Stratix V	8	255	12	42	--	1	391	614	0	400
Arria V	8	255	2	42	2	--	219	547	12	275
Cyclone V	8	255	2	42	2	--	219	556	3	197
Stratix V	8	255	2	42	--	2	220	542	17	464
Arria V	8	255	5	42	2	--	237	563	3	276
Cyclone V	8	255	5	42	2	--	237	565	1	193
Stratix V	8	255	5	42	--	1	260	573	0	400
Stratix V	14	8784	10	20	--	3	400	785	4	387
Stratix V	14	8784	10	40	--	3	613	1,348	1	380
Stratix V	14	8784	10	80	--	3	1,009	2,451	4	309
Stratix V	14	8784	20	20	--	3	775	849	1	373
Stratix V	14	8784	20	40	--	3	1,340	1,410	0	312
Stratix V	14	8784	20	80	--	3	2,222	2,515	1	242
Stratix V	14	8784	30	20	--	3	1,161	919	1	324
Stratix V	14	8784	30	40	--	3	2,074	1,480	0	253
Stratix V	14	8784	30	80	--	3	3,583	2,580	2	224
Stratix V	14	8784	40	20	--	3	1,522	977	4	307
Stratix V	14	8784	40	40	--	3	2,789	1,541	0	249
Stratix V	14	8784	40	80	--	3	4,909	2,647	0	191
Stratix V	14	8784	50	20	--	4	1,926	1,042	9	295
Stratix V	14	8784	50	40	--	4	3,467	1,610	1	234
Stratix V	14	8784	50	80	--	4	6,297	2,714	3	182
Stratix V	14	8784	60	20	--	4	2,356	1,121	0	266
Stratix V	14	8784	60	40	--	4	3,824	1,680	1	229
Stratix V	14	8784	60	80	--	4	7,548	2,783	0	167
Stratix V	14	8784	70	20	--	4	2,595	1,184	2	273
Stratix V	14	8784	70	40	--	4	4,372	1,746	0	221
Stratix V	14	8784	70	80	--	4	8,321	2,850	2	169
Stratix V	14	8784	80	20	--	5	2,885	1,251	1	293
Stratix V	14	8784	80	40	--	5	5,163	1,812	0	220
Stratix V	14	8784	80	80	--	5	8,867	2,918	0	169



2 BCH IP Core Getting Started

2.1 Installing and Licensing Intel FPGA IP Cores

The Intel Quartus Prime software installation includes the Intel FPGA IP library. This library provides many useful IP cores for your production use without the need for an additional license. Some Intel FPGA IP cores require purchase of a separate license for production use. The Intel FPGA IP Evaluation Mode allows you to evaluate these licensed Intel FPGA IP cores in simulation and hardware, before deciding to purchase a full production IP core license. You only need to purchase a full production license for licensed Intel IP cores after you complete hardware testing and are ready to use the IP in production.

The Intel Quartus Prime software installs IP cores in the following locations by default:

Figure 1. IP Core Installation Path

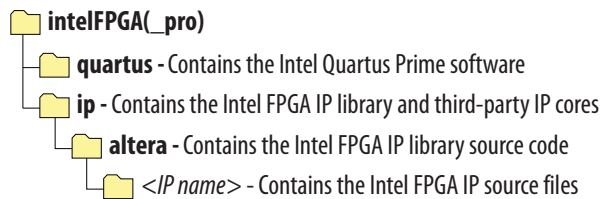


Table 5. IP Core Installation Locations

Location	Software	Platform
<drive>:\intelFPGA_pro\quartus\ip\altera	Intel Quartus Prime Pro Edition	Windows*
<drive>:\intelFPGA\quartus\ip\altera	Intel Quartus Prime Standard Edition	Windows
<home directory>:/intelFPGA_pro/quartus/ip/altera	Intel Quartus Prime Pro Edition	Linux*
<home directory>:/intelFPGA/quartus/ip/altera	Intel Quartus Prime Standard Edition	Linux

2.1.1 Intel FPGA IP Evaluation Mode

The free Intel FPGA IP Evaluation Mode allows you to evaluate licensed Intel FPGA IP cores in simulation and hardware before purchase. Intel FPGA IP Evaluation Mode supports the following evaluations without additional license:

- Simulate the behavior of a licensed Intel FPGA IP core in your system.
- Verify the functionality, size, and speed of the IP core quickly and easily.
- Generate time-limited device programming files for designs that include IP cores.
- Program a device with your IP core and verify your design in hardware.

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ISO
9001:2008
Registered



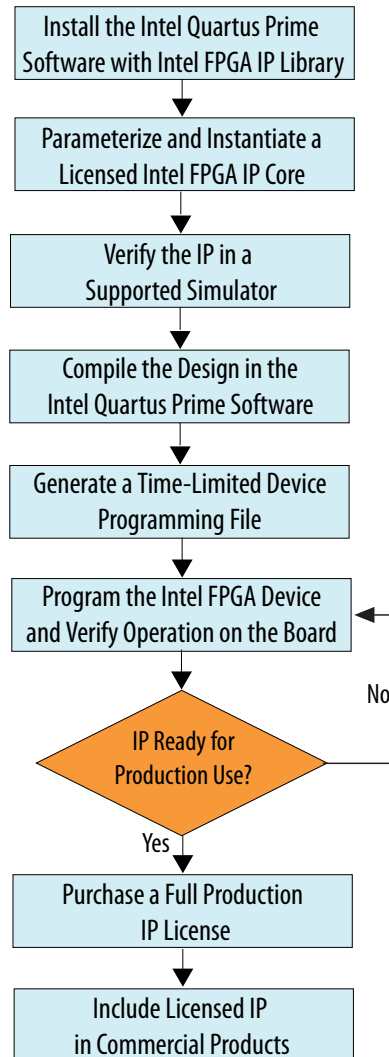
Intel FPGA IP Evaluation Mode supports the following operation modes:

- Tethered—Allows running the design containing the licensed Intel FPGA IP indefinitely with a connection between your board and the host computer. Tethered mode requires a serial joint test action group (JTAG) cable connected between the JTAG port on your board and the host computer, which is running the Intel Quartus Prime Programmer for the duration of the hardware evaluation period. The Programmer only requires a minimum installation of the Intel Quartus Prime software, and requires no Intel Quartus Prime license. The host computer controls the evaluation time by sending a periodic signal to the device via the JTAG port. If all licensed IP cores in the design support tethered mode, the evaluation time runs until any IP core evaluation expires. If all of the IP cores support unlimited evaluation time, the device does not time-out.
- Untethered—Allows running the design containing the licensed IP for a limited time. The IP core reverts to untethered mode if the device disconnects from the host computer running the Intel Quartus Prime software. The IP core also reverts to untethered mode if any other licensed IP core in the design does not support tethered mode.

When the evaluation time expires for any licensed Intel FPGA IP in the design, the design stops functioning. All IP cores that use the Intel FPGA IP Evaluation Mode time out simultaneously when any IP core in the design times out. When the evaluation time expires, you must reprogram the FPGA device before continuing hardware verification. To extend use of the IP core for production, purchase a full production license for the IP core.

You must purchase the license and generate a full production license key before you can generate an unrestricted device programming file. During Intel FPGA IP Evaluation Mode, the Compiler only generates a time-limited device programming file (`<project name>_time_limited.sof`) that expires at the time limit.

Figure 2. Intel FPGA IP Evaluation Mode Flow



Note: Refer to each IP core's user guide for parameterization steps and implementation details.

Intel licenses IP cores on a per-seat, perpetual basis. The license fee includes first-year maintenance and support. You must renew the maintenance contract to receive updates, bug fixes, and technical support beyond the first year. You must purchase a full production license for Intel FPGA IP cores that require a production license, before generating programming files that you may use for an unlimited time. During Intel FPGA IP Evaluation Mode, the Compiler only generates a time-limited device programming file (`<project name>_time_limited.sof`) that expires at the time limit. To obtain your production license keys, visit the [Self-Service Licensing Center](#) or contact your local [Intel FPGA representative](#).

The [Intel FPGA Software License Agreements](#) govern the installation and use of licensed IP cores, the Intel Quartus Prime design software, and all unlicensed IP cores.



Related Links

- [Intel Quartus Prime Licensing Site](#)
- [Intel FPGA Software Installation and Licensing](#)

2.1.2 BCH IP Core Intel FPGA IP Evaluation Mode Timeout Behavior

All IP cores in a device time out simultaneously when the most restrictive evaluation time is reached. If a design has more than one IP core, the time-out behavior of the other IP cores may mask the time-out behavior of a specific IP core .

For IP cores, the untethered time-out is 1 hour; the tethered time-out value is indefinite. Your design stops working after the hardware evaluation time expires. The Quartus Prime software uses Intel FPGA IP Evaluation Mode Files (.ocp) in your project directory to identify your use of the Intel FPGA IP Evaluation Mode evaluation program. After you activate the feature, do not delete these files..When the evaluation time expires, the data output port `data_out` goes low

Related Links

[AN 320: OpenCore Plus Evaluation of Megafunctions](#)

2.2 IP Catalog and Parameter Editor

The IP Catalog displays the IP cores available for your project. Use the following features of the IP Catalog to locate and customize an IP core:

- Filter IP Catalog to **Show IP for active device family** or **Show IP for all device families**. If you have no project open, select the **Device Family** in IP Catalog.
- Type in the Search field to locate any full or partial IP core name in IP Catalog.
- Right-click an IP core name in IP Catalog to display details about supported devices, to open the IP core's installation folder, and for links to IP documentation.
- Click **Search for Partner IP** to access partner IP information on the web.

The parameter editor prompts you to specify an IP variation name, optional ports, and output file generation options. The parameter editor generates a top-level Intel Quartus Prime IP file (.ip) for an IP variation in Intel Quartus Prime Pro Edition projects.

The parameter editor generates a top-level Quartus IP file (.qip) for an IP variation in Intel Quartus Prime Standard Edition projects. These files represent the IP variation in the project, and store parameterization information.

Figure 3. IP Parameter Editor (Intel Quartus Prime Pro Edition)

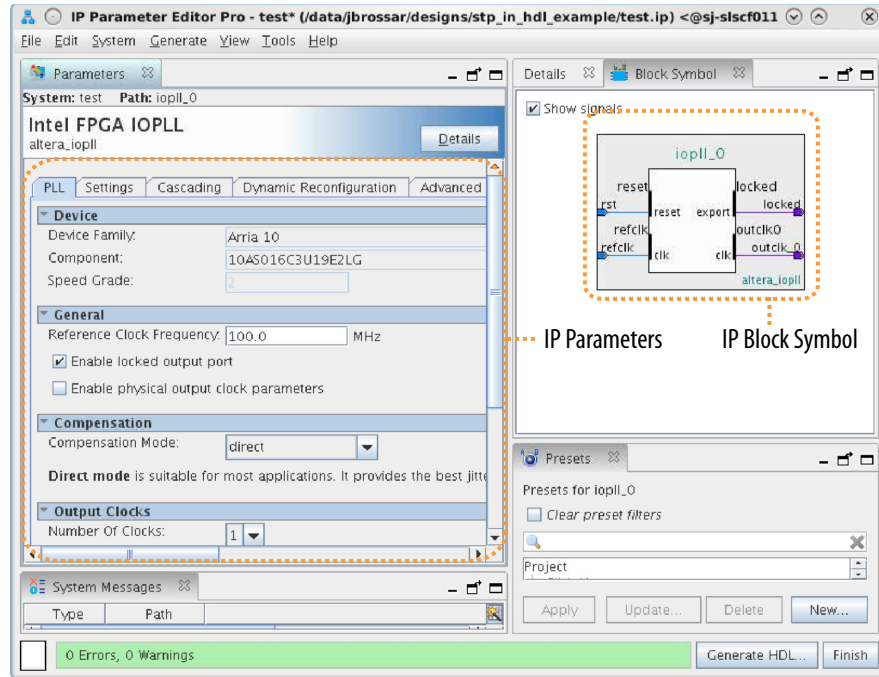
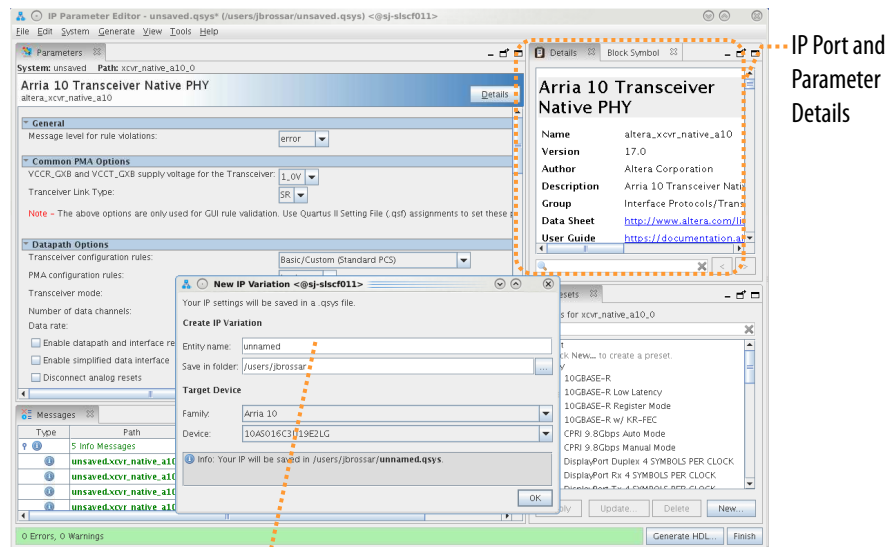


Figure 4. IP Parameter Editor (Intel Quartus Prime Standard Edition)



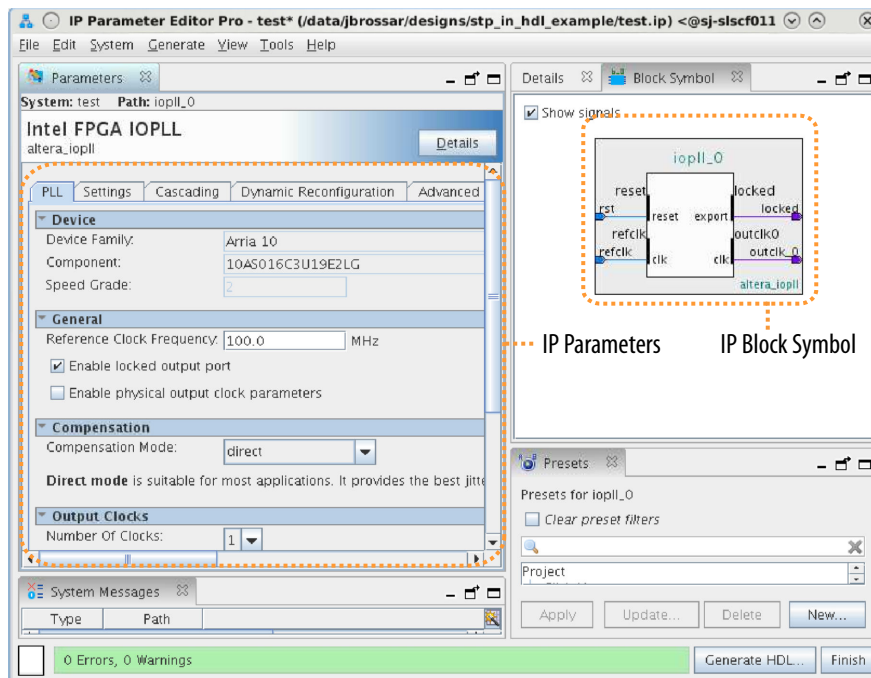
Specify IP Variation Name
and Target Device



2.3 Generating IP Cores (Intel Quartus Prime Pro Edition)

Quickly configure Intel FPGA IP cores in the Intel Quartus Prime parameter editor. Double-click any component in the IP Catalog to launch the parameter editor. The parameter editor allows you to define a custom variation of the IP core. The parameter editor generates the IP variation synthesis and optional simulation files, and adds the .ip file representing the variation to your project automatically.

Figure 5. IP Parameter Editor (Intel Quartus Prime Pro Edition)



Follow these steps to locate, instantiate, and customize an IP core in the parameter editor:

1. Create or open an Intel Quartus Prime project (.qpf) to contain the instantiated IP variation.
2. In the IP Catalog (**Tools > IP Catalog**), locate and double-click the name of the IP core to customize. To locate a specific component, type some or all of the component's name in the IP Catalog search box. The New IP Variation window appears.
3. Specify a top-level name for your custom IP variation. Do not include spaces in IP variation names or paths. The parameter editor saves the IP variation settings in a file named <your_ip>.ip. Click **OK**. The parameter editor appears.
4. Set the parameter values in the parameter editor and view the block diagram for the component. The **Parameterization Messages** tab at the bottom displays any errors in IP parameters:
 - Optionally, select preset parameter values if provided for your IP core. Presets specify initial parameter values for specific applications.
 - Specify parameters defining the IP core functionality, port configurations, and device-specific features.
 - Specify options for processing the IP core files in other EDA tools.



Note: Refer to your IP core user guide for information about specific IP core parameters.

5. Click **Generate HDL**. The **Generation** dialog box appears.
6. Specify output file generation options, and then click **Generate**. The synthesis and simulation files generate according to your specifications.
7. To generate a simulation testbench, click **Generate ► Generate Testbench System**. Specify testbench generation options, and then click **Generate**.
8. To generate an HDL instantiation template that you can copy and paste into your text editor, click **Generate ► Show Instantiation Template**.
9. Click **Finish**. Click **Yes** if prompted to add files representing the IP variation to your project.
10. After generating and instantiating your IP variation, make appropriate pin assignments to connect ports.

Note: Some IP cores generate different HDL implementations according to the IP core parameters. The underlying RTL of these IP cores contains a unique hash code that prevents module name collisions between different variations of the IP core. This unique code remains consistent, given the same IP settings and software version during IP generation. This unique code can change if you edit the IP core's parameters or upgrade the IP core version. To avoid dependency on these unique codes in your simulation environment, refer to *Generating a Combined Simulator Setup Script*.

2.3.1 IP Core Generation Output (Intel Quartus Prime Pro Edition)

The Intel Quartus Prime software generates the following output file structure for individual IP cores that are not part of a Platform Designer system.



Figure 6. Individual IP Core Generation Output (Intel Quartus Prime Pro Edition)

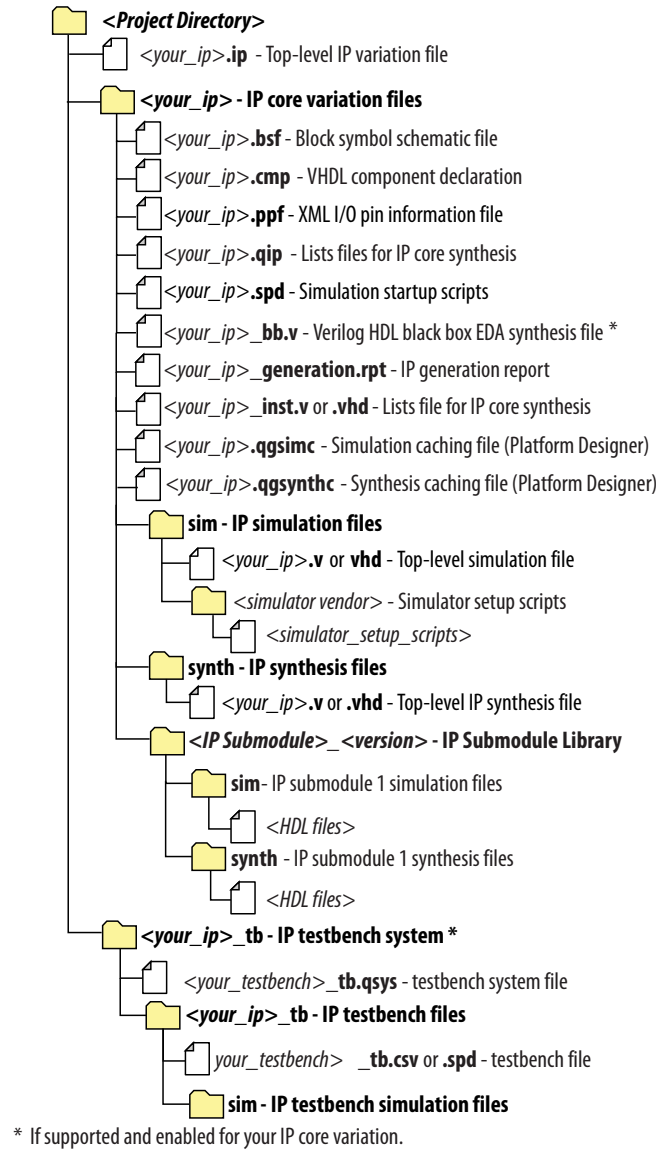


Table 6. Output Files of Intel FPGA IP Generation

File Name	Description
<your_ip>.ip	Top-level IP variation file that contains the parameterization of an IP core in your project. If the IP variation is part of a Platform Designer system, the parameter editor also generates a .qsys file.
<your_ip>.cmp	The VHDL Component Declaration (.cmp) file is a text file that contains local generic and port definitions that you use in VHDL design files.
<your_ip>_generation.rpt	IP or Platform Designer generation log file. Displays a summary of the messages during IP generation.
<i>continued...</i>	



File Name	Description
<your_ip>.qgsimc (Platform Designer systems only)	Simulation caching file that compares the .qsys and .ip files with the current parameterization of the Platform Designer system and IP core. This comparison determines if Platform Designer can skip regeneration of the HDL.
<your_ip>.qgsynth (Platform Designer systems only)	Synthesis caching file that compares the .qsys and .ip files with the current parameterization of the Platform Designer system and IP core. This comparison determines if Platform Designer can skip regeneration of the HDL.
<your_ip>.qip	Contains all information to integrate and compile the IP component.
<your_ip>.csv	Contains information about the upgrade status of the IP component.
<your_ip>.bsf	A symbol representation of the IP variation for use in Block Diagram Files (.bdf).
<your_ip>.spd	Input file that ip-make-simscript requires to generate simulation scripts. The .spd file contains a list of files you generate for simulation, along with information about memories that you initialize.
<your_ip>.ppf	The Pin Planner File (.ppf) stores the port and node assignments for IP components you create for use with the Pin Planner.
<your_ip>_bb.v	Use the Verilog blackbox (_bb.v) file as an empty module declaration for use as a blackbox.
<your_ip>_inst.v or _inst.vhd	HDL example instantiation template. Copy and paste the contents of this file into your HDL file to instantiate the IP variation.
<your_ip>.regmap	If the IP contains register information, the Intel Quartus Prime software generates the .regmap file. The .regmap file describes the register map information of master and slave interfaces. This file complements the .sopcinfo file by providing more detailed register information about the system. This file enables register display views and user customizable statistics in System Console.
<your_ip>.svd	Allows HPS System Debug tools to view the register maps of peripherals that connect to HPS within a Platform Designer system. During synthesis, the Intel Quartus Prime software stores the .svd files for slave interface visible to the System Console masters in the .sof file in the debug session. System Console reads this section, which Platform Designer queries for register map information. For system slaves, Platform Designer accesses the registers by name.
<your_ip>.v <your_ip>.vhd	HDL files that instantiate each submodule or child IP core for synthesis or simulation.
mentor/	Contains a msim_setup.tcl script to set up and run a ModelSim simulation.
aldec/	Contains a Riviera*-PRO script rivierapro_setup.tcl to setup and run a simulation.
/synopsys/vcs /synopsys/vcsmx	Contains a shell script vcs_setup.sh to set up and run a VCS* simulation. Contains a shell script vcsmx_setup.sh and synopsys_sim.setup file to set up and run a VCS MX* simulation.
/cadence	Contains a shell script ncsim_setup.sh and other setup files to set up and run an NCSIM simulation.
/submodules	Contains HDL files for the IP core submodule.
<IP submodule>/	Platform Designer generates /synth and /sim sub-directories for each IP submodule directory that Platform Designer generates.



2.4 Simulating Intel FPGA IP Cores

The Intel Quartus Prime software supports IP core RTL simulation in specific EDA simulators. IP generation creates simulation files, including the functional simulation model, any testbench (or example design), and vendor-specific simulator setup scripts for each IP core. Use the functional simulation model and any testbench or example design for simulation. IP generation output may also include scripts to compile and run any testbench. The scripts list all models or libraries you require to simulate your IP core.

The Intel Quartus Prime software provides integration with many simulators and supports multiple simulation flows, including your own scripted and custom simulation flows. Whichever flow you choose, IP core simulation involves the following steps:

1. Generate simulation model, testbench (or example design), and simulator setup script files.
2. Set up your simulator environment and any simulation scripts.
3. Compile simulation model libraries.
4. Run your simulator.

2.5 DSP Builder for Intel FPGAs Design Flow

DSP Builder for Intel FPGAs shortens digital signal processing (DSP) design cycles by helping you create the hardware representation of a DSP design in an algorithm-friendly development environment.

This IP core supports DSP Builder for Intel FPGAs. Use the DSP Builder for Intel FPGAs flow if you want to create a DSP Builder for Intel FPGAs model that includes an IP core variation; use IP Catalog if you want to create an IP core variation that you can instantiate manually in your design.

Related Links

[Using MegaCore Functions chapter in the DSP Builder for Intel FPGAs Handbook.](#)



3 BCH IP Core Functional Description

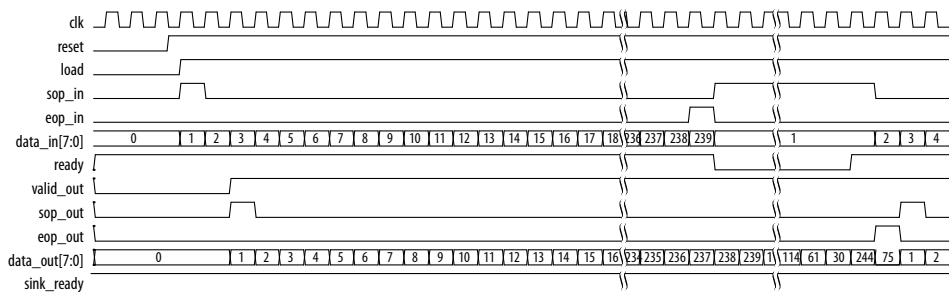
This topic describes the IP core’s architecture, interfaces, and signals.

You can parameterize the BCH IP core as an encoder or a decoder. The encoder receives data packets and generates the check symbols; the decoder detects and corrects errors.

3.1 BCH IP Core Encoder

The BCH encoder has a parallel architecture with an input and output of d data bits. When the encoder receives data symbols, it generates check symbols for a given codeword and sends the input codeword with the check symbols to the output interface. The encoder uses backpressure on the upstream component when it generates the check symbols.

Figure 7. Encoder Timing



The `ready` signal indicates that the encoder can accept incoming stream. On the `clk` rising edge, if the encoder `ready` signal is high, send input data stream via `data_in` port and assert `load` high to indicate valid input data. Assume the full message word needs X clock signals. When this input process reaches $X-1$ clock cycles, the encoder `ready` signal goes low. At the next `clk` rising edge, the encoder accepts the input from `data_in` port, and the encoder receives the full message word. Before the `ready` signal returns to high again, the encoder does not accept new input data. When `valid_out` signal is asserted high, output encoded codeword is valid at the `data_out` port. At the first clock cycle where the output data is valid, `sop_out` is asserted high for only one cycle, indicating the start of packet. The IP core has forward and back pressure, which you can control with the `ready` and `sink_ready` signal. Assert the `sop_in` and `eop_in` signals correctly at the clock cycle, i.e. the first and last clock cycle of the input codeword.



Shortened Codewords

The BCH IP core supports shortened codewords. A shortened codeword contains fewer symbols than the maximum value of N , which is $2M - 1$, where N is the total number of symbols per codeword and M is the number of bits per symbol. A shortened codeword is mathematically equivalent to a maximum-length code with the extra data symbols at the start of the codeword set to 0. For example, (220,136) is a shortened codeword of (255,171). Both of these codewords use the same number of check symbols, 11. To use shortened codewords with the decoder, use the parameter editor to set the codeword length to the correct value.

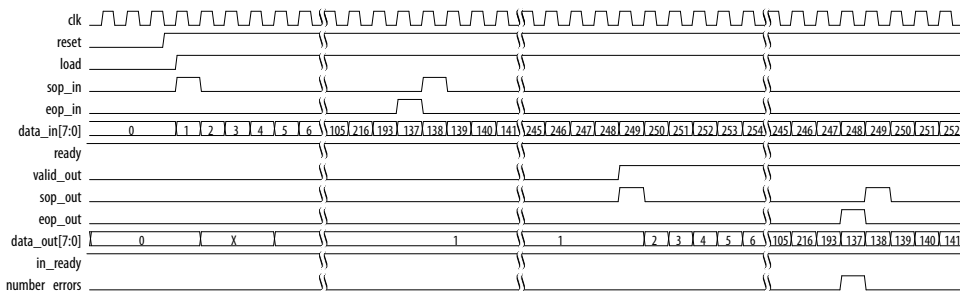
3.2 BCH IP Core Decoder

When the decoder receives the encoded codeword, it uses the check symbols to detect errors and correct them.

The received encoded codeword may differ from the original codeword because of noise in the channel. The decoder detects errors using several polynomials to locate the error location and the error value. When the decoder obtains the error location and value, the decoder corrects the errors in a codeword, and sends the codeword to the output.

If $e \leq t$, the IP core can correct errors; if $e > t$, you see unpredictable results.

Figure 8. Decoder Timing



The codeword starts when you assert the load signal and the sop_in signal. The decoder accepts the data at data_in as valid data. The codeword ends when you assert the eop_in signal. For a 1-channel codeword, assert the sop_in and eop_in signals for one clock cycle. When the decoder deasserts the ready signal, the decoder cannot process any more data until it asserts the ready signal again.

At the output, the operation is identical. When the decoder asserts the valid_out signal and the sop_out signal, the decoder provides valid data on data_out. The decoder asserts the sop_out signal and the eop_out signal to indicate the start and end of a codeword. The decoder automatically detects and corrects errors in a codeword and asserts the number_of_errors signal when it encounters a non-correctable codeword. The decoder outputs the full codeword including the check symbols, which you should remove.

The ready signal indicates that the decoder can accept an incoming stream. On clk rising edge, if the encoder ready signal is high, send input data stream via data_in and assert load high to indicate valid input data. When valid_out is asserted high, the output decoded word is valid at the data_out port. The number_of_errors



shows the number of errors the IP core detects. At the first clock cycle where the output data is valid, `sop_out` is asserted high for only one cycle, indicating the start of output packet. The IP core has forward and back pressure, which you control with the `ready` signal and `sink_ready` signal. Assert the `sop_in` and `eop_in` signals correctly at the clock cycle, i.e. the first and last clock cycle of the input codeword.

3.3 BCH IP Core Parameters

Table 7. Parameters

Parameter	Legal Values	Default Value	Description
BCH module	Encoder or Decoder	Encoder	Specify an encoder or a decoder.
Number of bits per symbol (m)	3 to 14 (encoder or 6 to 14 (decoder))	14	Specify the number of bits per symbol.
Codeword length (n)	$\text{parity_bits} + 1 : 2^{m-1}$	8,784	Specify the codeword length. The decoder accept a new symbol every clock cycle if $6.5R < N$. If $N \geq 6.5R + 1$, the decoder shows continuous behavior.
Error correction capacity (t)	Range derived from m. For the decoder, the wizard caps the range between 8 and 127.	40	Specify the number of bits to be corrected.
Parity bits	-	560	Shows the number of parity bits in the codeword. The wizard derives this parameter from t.
Message length (k)	-	8,224	Shows the number of message bits in the codeword. The wizard derives this parameter from t and n.
Primitive polynomial	-	17,475	Shows the primitive polynomial. derived from the choice of m.
Parallel input data width	Encoder: 1 to $\min(\text{parity_bits}, k-1)$. Decoder: <ul style="list-style-type: none"> $d < \text{floor}(n*3/14)$ $d < \text{floor}(n/\text{floor}[2*\log_2(2*t)])$ 	20	The number of bits to input every clock cycle.

3.4 BCH IP Core Interfaces and Signals

Table 8. Clock and Reset Signals

Name	Avalon-ST Type	Direction	Description
clk	clk	Input	The main system clock. The whole IP core operates on the rising edge of <code>clk</code> .
reset	reset_n	Input	An active low signal that resets the entire system when asserted. You can assert this signal asynchronously. However, you must deassert it synchronous to the <code>clk_clk</code> signal. When the IP core recovers from reset, ensure that the data it receives is a complete packet.



Table 9. Avalon-ST Input and Output Interface Signals

Name	Avalon-ST Type	Direction	Description
ready	ready	Output	Data transfer ready signal to indicate that the sink is ready to accept data. The sink interface drives the <code>ready</code> signal to control the flow of data across the interface. The sink interface captures the data interface signals on the current <code>clk</code> rising edge.
data_in[]	data	Input	Data input for each codeword, symbol by symbol. Valid only when you assert the <code>in_valid</code> signal.
data_out	data	Output	Contains decoded output when the IP core asserts the <code>out_valid</code> signal. The corrected symbols are in the same order that they are entered.
eop_in	eop	Input	End of packet (codeword) signal.
eop_out	eop	Output	End of packet (codeword) signal. This signal indicates the packet boundaries on the <code>data_in[]</code> bus. When the IP core drives this signal high, it indicates that the end of packet is present on the <code>data_in[]</code> bus. The IP core asserts this signal on the last transfer of every packet.
in_error	error	Input	Error signal. Specifies if the input data symbol is an error and whether the decoder can consider it as an erasure. Erasures-supporting decoders only.
load	valid	Input	Data valid signal to indicate the validity of the data signals. When you assert the <code>in_valid</code> signal, the Avalon-ST data interface signals are valid. When you deassert the <code>in_valid</code> signal, the Avalon-ST data interface signals are invalid and must be disregarded. You can assert the <code>in_valid</code> signal whenever data is available. However, the sink only captures the data from the source when the IP core asserts the <code>in_ready</code> signal.
number_of_errors	error	Output	Indicates the number of errors (decoder only). Valid when the IP core asserts <code>eop_out</code> .
sop_in	sop	Input	Start of packet (codeword) signal.
sop_out	sop	Output	Start of packet (codeword) signal. This signal indicates the codeword boundaries on the <code>data_in[]</code> bus. When the IP core drives this signal high, it indicates that the start of packet is present on the <code>data_in[]</code> bus. The IP core asserts this signal on the first transfer of every codeword.
sink_ready	ready	Input	Data transfer ready signal to indicate that the downstream module is ready to accept data. The source provides new data (if available) when you assert the <code>sink_ready</code> signal and stops providing new data when you deassert the <code>sink_ready</code> signal. If the source is unable to provide new data, it deasserts <code>valid_out</code> for one or more clock cycles until it is prepared to drive valid data interface signals.
valid_out	valid	Output	Data valid signal. The IP core asserts the <code>valid_out</code> signal high, whenever a valid output is on <code>data_out</code> ; the IP core deasserts the signal when there is no valid output on <code>data_out</code> .

For IP cores generated within Qsys, all signals are in an Avalon-ST interface. For encoders:

- Input: `in[0 to data width of data_in]`
- Output: `out[0 to data width of data_out]`



For decoders:

- Input: in[0 to data width of data_in]
- Output: out [0 to data width+number_errors | data_out]

3.4.1 Avalon-ST Interfaces in DSP IP Cores

Avalon-ST interfaces define a standard, flexible, and modular protocol for data transfers from a source interface to a sink interface.

The input interface is an Avalon-ST sink and the output interface is an Avalon-ST source. The Avalon-ST interface supports packet transfers with packets interleaved across multiple channels.

Avalon-ST interface signals can describe traditional streaming interfaces supporting a single stream of data without knowledge of channels or packet boundaries. Such interfaces typically contain data, ready, and valid signals. Avalon-ST interfaces can also support more complex protocols for burst and packet transfers with packets interleaved across multiple channels. The Avalon-ST interface inherently synchronizes multichannel designs, which allows you to achieve efficient, time-multiplexed implementations without having to implement complex control logic.

Avalon-ST interfaces support backpressure, which is a flow control mechanism where a sink can signal to a source to stop sending data. The sink typically uses backpressure to stop the flow of data when its FIFO buffers are full or when it has congestion on its output.

Related Links

[Avalon Interface Specifications](#)



4 Document Revision History

BCH IP Core User Guide revision history.

Date	Version	Changes
2017.11.06	17.1	<ul style="list-style-type: none"> Added support for Intel Cyclone 10 devices Corrected signal names in encoder and decoder descriptions.
2017.02.14	16.1	<ul style="list-style-type: none"> Removed product ID and vendor ID. Corrected Error correction capability (t) max value to 127
2015.10.01	15.1	Added product ID and ordering code.
2015.05.01	15.0	Initial release

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If the table does not list an IP core version, the user guide for the previous IP core version applies.

IP Core Version	User Guide
16.1	BCH IP Core User Guide
15.1	BCH IP Core User Guide

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