



# BCH IP Core

## User Guide

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***UG-BCH***  
***2017.02.13***

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## 1 About the BCH IP Core

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### Related Links

- [BCH IP Core Document Archive](#) on page 22  
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:

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- 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
Arria 10	Final
Cyclone® IV	Final
Cyclone V	Final
MAX® 10 FPGA	Final
Stratix® IV GT	Final
Stratix IV GX/E	Final
Stratix V	Final
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	16.1
Release Date	November 2016
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 *Altera IP Release Notes* lists any exceptions.

#### Related Links

- [Altera 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 <sub>MAX</sub> (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
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

*continued...*



Device	Parameters				Memory		ALM	Registers		f <sub>MAX</sub> (MHz)
	m	n	d	t	M10K	M20K		Primary	Secondary	
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 <sub>MAX</sub> (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
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

*continued...*



Device	Parameters				Memory		ALM	Registers		f <sub>MAX</sub> (MHz)
	m	n	d	t	M10K	M20K		Primary	Secondary	
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



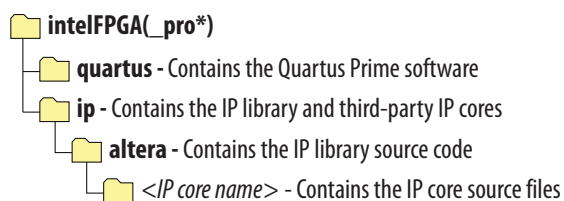
## 2 BCH IP Core Getting Started

### 2.1 Installing and Licensing IP Cores

The Quartus® Prime software installation includes the Intel FPGA IP library. This library provides useful IP core functions for your production use without the need for an additional license. Some MegaCore® IP functions in the library require that you purchase a separate license for production use. The OpenCore® feature allows evaluation of any Intel FPGA IP core in simulation and compilation in the Quartus Prime software. Upon satisfaction with functionality and performance, visit the Self Service Licensing Center to obtain a license number for any Intel FPGA product.

The 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	Quartus Prime Pro Edition	Windows
<drive>:\intelFPGA\quartus\ip\altera	Quartus Prime Standard Edition	Windows
<home directory>:/intelFPGA_pro/quartus/ip/altera	Quartus Prime Pro Edition	Linux
<home directory>:/intelFPGA/quartus/ip/altera	Quartus Prime Standard Edition	Linux

#### 2.1.1 OpenCore Plus IP Evaluation

The free OpenCore Plus feature allows you to evaluate licensed MegaCore IP cores in simulation and hardware before purchase. Purchase a license for MegaCore IP cores if you decide to take your design to production. OpenCore Plus supports the following evaluations:

- Simulate the behavior of a licensed 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.

OpenCore Plus evaluation supports the following two operation modes:

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- Untethered—run the design containing the licensed IP for a limited time.
- Tethered—run the design containing the licensed IP for a longer time or indefinitely. This operation requires a connection between your board and the host computer.

*Note:* All IP cores that use OpenCore Plus time out simultaneously when any IP core in the design times out.

#### Related Links

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

### 2.1.2 BCH IP Core OpenCore Plus 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 OpenCore Plus Files (.ocp) in your project directory to identify your use of the OpenCore Plus 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 Quartus Prime IP file (.ip) for an IP variation in Quartus Prime Pro Edition projects.

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

Figure 2. IP Parameter Editor (Quartus Prime Pro Edition)

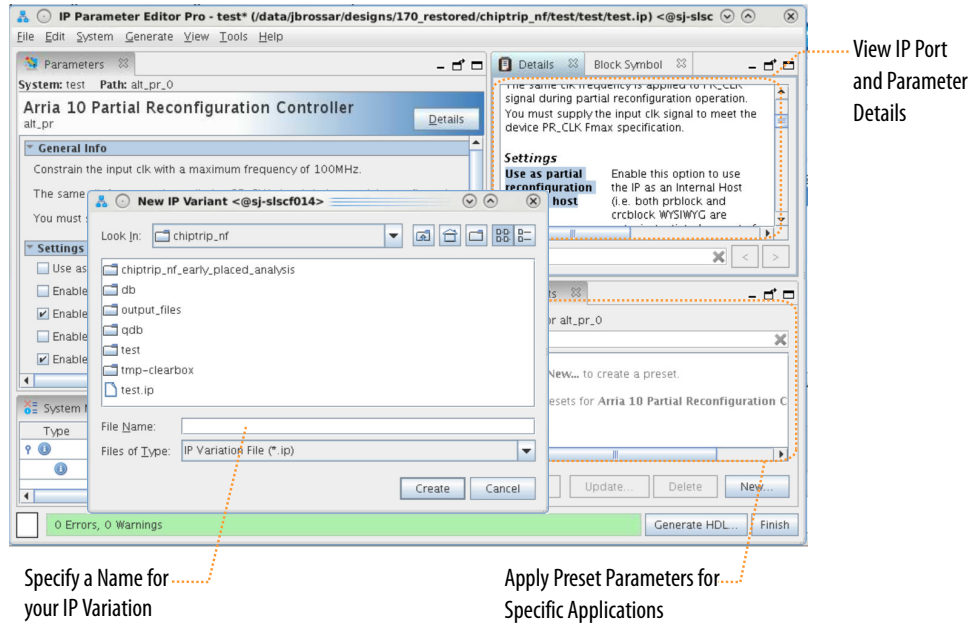
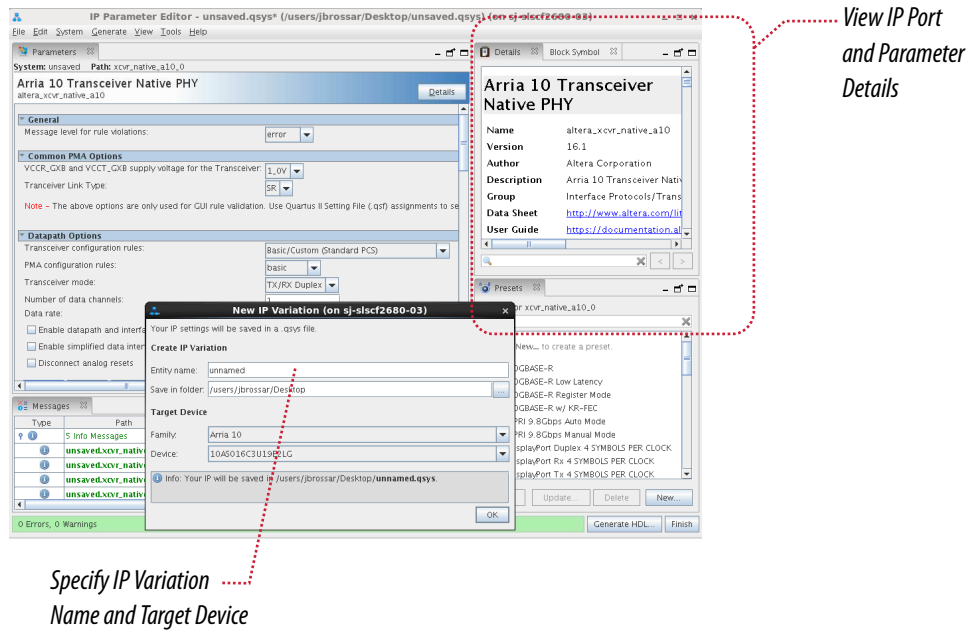


Figure 3. IP Parameter Editor (Quartus Prime Standard Edition)

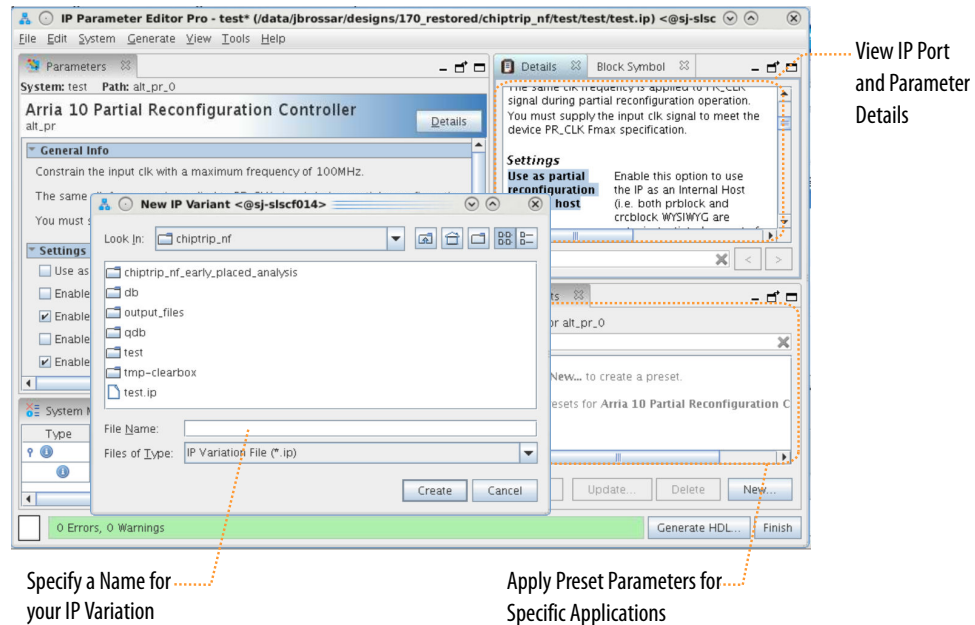




## 2.3 Generating IP Cores (Quartus Prime Pro Edition)

Configure a custom IP variation in the 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 selected IP core. The parameter editor generates the IP variation and adds the corresponding .ip file to your project automatically.

**Figure 4. IP Parameter Editor (Quartus Prime Pro Edition)**



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

1. Click **Tools** ► **IP Catalog**. To display details about device support, installation location, versions, and links to documentation, right-click any IP component name in the IP Catalog.
2. To locate a specific type of component, type some or all of the component's name in the IP Catalog search box. For example, type `memory` to locate memory IP components, or `axi` to locate IP components with AXI in the IP name. Apply filters to the IP Catalog display from the right-click menu.
3. To launch the parameter editor, double-click any component. Specify a top-level name for your custom IP variation. The parameter editor saves the IP variation settings in a file named `<your_ip>.ip`. Click **OK**. Do not include spaces in IP variation names or paths.
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/or 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*.

#### Related Links

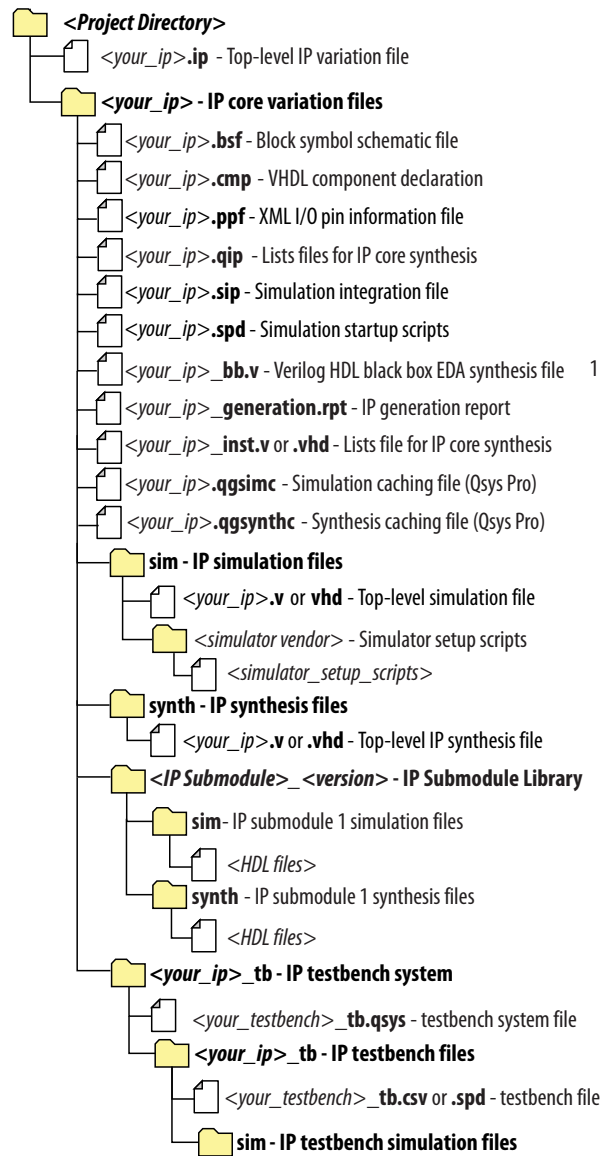
- [IP User Guide Documentation](#)
- [Intel FPGA IP Release Notes](#)

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

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



**Figure 5. Individual IP Core Generation Output (Quartus Prime Pro Edition)**



1. If supported and enabled for your IP core variation.

**Table 6. Files Generated for IP Cores**

File Name	Description
<my_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 Qsys Pro system, the parameter editor also generates a .qsys file.
<my_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.
<my_ip>_generation.rpt	IP or Qsys generation log file. A summary of the messages during IP generation.

*continued...*



File Name	Description
<my_ip>.qgssimc (Qsys Pro systems only)	Simulation caching file that compares the .qsys and .ip files with the current parameterization of the Qsys Pro system and IP core. This comparison determines if Qsys Pro can skip regeneration of the HDL.
<my_ip>.qgssynth (Qsys Pro systems only)	Synthesis caching file that compares the .qsys and .ip files with the current parameterization of the Qsys Pro system and IP core. This comparison determines if Qsys Pro can skip regeneration of the HDL.
<my_ip>.qip	Contains all information to integrate and compile the IP component.
<my_ip>.csv	Contains information about the upgrade status of the IP component.
<my_ip>.bsf	A symbol representation of the IP variation for use in Block Diagram Files (.bdf).
<my_ip>.spd	Required input file for ip-make-simscript to generate simulation scripts for supported simulators. The .spd file contains a list of files you generate for simulation, along with information about memories that you initialize.
<my_ip>.ppf	The Pin Planner File (.ppf) stores the port and node assignments for IP components you create for use with the Pin Planner.
<my_ip>_bb.v	Use the Verilog blackbox (_bb.v) file as an empty module declaration for use as a blackbox.
<my_ip>.sip	Contains information you require for NativeLink simulation of IP components. Add the .sip file to your Quartus Prime Standard Edition project to enable NativeLink for supported devices. The Quartus Prime Pro Edition software does not support NativeLink simulation.
<my_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.
<my_ip>.regmap	If the IP contains register information, the 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.
<my_ip>.svd	Allows HPS System Debug tools to view the register maps of peripherals that connect to HPS within a Qsys Pro system. During synthesis, the 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 Qsys Pro queries for register map information. For system slaves, Qsys Pro accesses the registers by name.
<my_ip>.v <my_ip>.vhd	HDL files that instantiate each submodule or child IP core for synthesis or simulation.
mentor/	Contains a ModelSim® script msim_setup.tcl to set up and run a 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>/	For each generated IP submodule directory Qsys Pro generates /synth and /sim sub-directories.



## 2.4 Simulating Intel FPGA IP Cores

The 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 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 script(s).
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

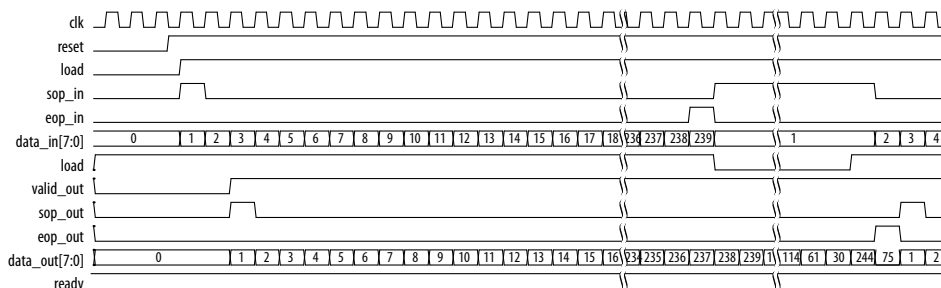
This topic describes the IP core’s architecture, interfaces, and signals.

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 6. 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.

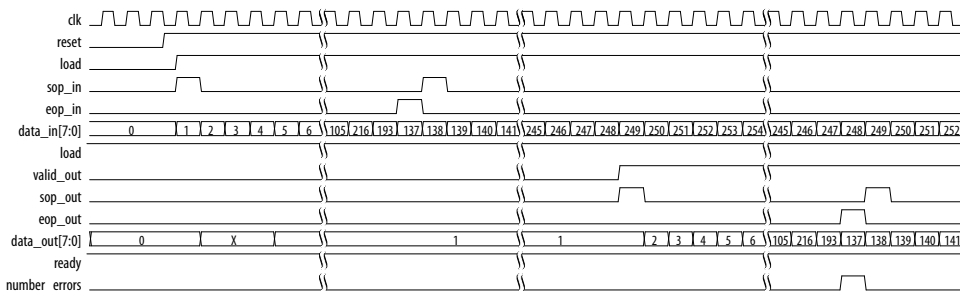
## 3.2 BCH IP Core Decoder

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 due to the 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 7. Decoder Timing**



The codeword starts when you assert the `in_valid` signal and the `in_startofpacket` signal. The decoder accepts the data at `in_data` as valid data. The codeword ends when you assert the `in_endofpacket` signal. For a 1-channel codeword, assert the `in_startofpacket` and `in_endofpacket` signals for one clock cycle. When the decoder deasserts the `in_ready` signal, the decoder cannot process any more data until it asserts the `in_ready` signal again.

At the output, the operation is identical. When the decoder asserts the `out_valid` signal and the `out_startofpacket` signal, the decoder provides valid data on `out_data`. The decoder asserts the `out_startofpacket` signal and the `out_endofpacket` signal to indicate the start and end of a codeword. The decoder automatically detects and corrects errors in a codeword and asserts the `out_error` 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_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 controll 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 <i>m</i> . 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 <i>t</i> .
Message length (k)	–	8,224	Shows the number of message bits in the codeword. The wizard derives this parameter from <i>t</i> and <i>n</i> .
Primitive polynomial	–	17,475	Shows the primitive polynomial. derived from the choice of <i>m</i> .
Parallel input data width	Encoder: 1 to $\min(\text{parity\_bits}, k-1)$ . Decoder: <ul style="list-style-type: none"> <li>• <math>d &lt; \text{floor}(n*3/14)</math></li> <li>• <math>d &lt; \text{floor}(n/\text{floor}[2*\log_2(2*t)])</math></li> </ul>	20	The number of bits to input every clock cycle.

### 3.4 BCH IP Core Interfaces and Signals



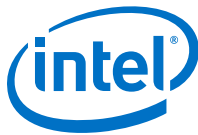
Table 8. Clock and Reset Signals

Name	Avalon-ST Type	Direction	Description
clk	clk	Input	The main system clock. The whole IP core operates on the rising edge of clk .
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 clk_clk 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 ready signal to control the flow of data across the interface. The sink interface captures the data interface signals on the current clk rising edge.
data_in[]	data	Input	Data input for each codeword, symbol by symbol. Valid only when you assert the in_valid signal.
data_out	data	Output	Contains decoded output when the IP core asserts the out_valid 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 data_in[] bus. When the IP core drives this signal high, it indicates that the end of packet is present on the data_in[] 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 in_valid signal, the Avalon-ST data interface signals are valid. When you deassert the in_valid signal, the Avalon-ST data interface signals are invalid and must be disregarded. You can assert the in_valid signal whenever data is available. However, the sink only captures the data from the source when the IP core asserts the in_ready signal.
number_of_errors	error	Output	Indicates the number of errors (decoder only). Valid when the IP core asserts eop_out .
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 data_in[] bus. When the IP core drives this signal high, it indicates that the start of packet is present on the data_in[] 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 sink_ready signal and stops providing new data when you deassert the

**continued...**



Name	Avalon-ST Type	Direction	Description
			sink_ready signal. If the source is unable to provide new data, it deasserts valid_out 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 valid_out signal high, whenever a valid output is on data_out ; the IP core deasserts the signal when there is no valid output on data_out .

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

- Input port:0 to datawidthdata\_in
- Output port:0 to datawidthdata\_out

For decoders:

- Input port:0 to datawidthdata\_in
- Output port:0 to datawidth+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

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BCH IP Core User Guide revision history.

Date	Version	Changes
2017.02.14	16.1	<ul style="list-style-type: none"><li>Removed product ID and vendor ID.</li><li>Corrected <b>Error correction capability (t)</b> max vlaue to 127</li></ul>
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
15.1	<a href="#">BCH IP Core User Guide</a>