

An efficient area utilization of FM0/Manchester Encoding Using SOLS Technique

Junaid Muddassir & Syed Alihussain

(M.Tech Scholar)¹ (Assistant Professor)² Electronics and Communication Engineering Department^{1,2} ^{1,2}NIMRA Institute of Science and Technology, India.

¹sjmuddassir@gmail.com ²alihussain.sd@gmail.com

Abstract: The dedicated short-range communication (DSRC) is an emerging technique to push the intelligent transportation system into our daily life. The DSRC standards generally adopt FM0 and Manchester codes to reach dc-balance, enhancing the signal reliability. Nevertheless, the coding-diversity between the FM0 and Manchester codes seriously limits the potential to design a fully reused VLSI architecture for both. In this paper, the similarityoriented logic simplification (SOLS) technique is proposed to overcome this limitation. The SOLS technique improves the hardware utilization rate for both FM0 and Manchester encodings. The encoding capability of this paper can fully support the DSRC standards of America, Europe, and Japan. This paper not only develops a fully reused VLSI architecture, but also exhibits an efficient performance compared with the existing works.

I INTRODUCTION

As the scale of integration keeps growing, more and more sophisticated signal processing systems are being implemented on a VLSI chip. These signal processing applications not only demand great computation capacity but also consume considerable amount of energy. While performance and Area remain to be the two major design tolls, power consumption has become a critical concern in today's VLSI system design. The need for low-power VLSI system arises from two main forces. First, with the steady growth of operating frequency and processing capacity per chip, large currents have to be delivered and the heat due to large power consumption must be removed by proper cooling techniques. Second, battery life in portable electronic devices is limited. Low power design directly leads to prolonged operation time in these portable devices. Encoding techniques are becoming more important in communication. Techniques such as Manchester and FM0 encoding can be used in various applications. Each technique has different operations based on their needs. Each encoding scheme should be used without losing any of its parameters. The finite state machine can be used for all encodings, because at a time the input has given the corresponding output can be occurred due to this. So speed can be increased. The fully-reused VLSI architecture of FM0 and Manchester encoders has reduced the number of transistors and maintains the DC balance.

Manchester encoding is also called phase encoding. It can be used for a higher operating frequency. Manchester encoding is a very common method and is probably the most commonly used. The signals can be transmitted serially. In Manchester encoding the average power is always the same, no matter what data is transmitted. Compared to all other encoding methods, Manchester code follows an algorithm to encode the data. It always produces a transition at the center of the bit. It contains sufficient information to recover a clock. So if the data rate is twice, sufficient clock information can be recovered from the data stream so that separate clocks are not needed. As a result, the electrical connection using



Manchester code is easily a galvanically isolator (it is the principle of isolating functional sections of electric systems to prevent current flow) using a network isolator for simple one-to-one isolation transformation.

II LITERATURE SURVEY

The dedicated short-range communication (DSRC) is a protocol for one- or two-way medium range communication especially for intelligent transportation systems. The DSRC can be briefly into classified two categories: automobile-toautomobile and automobile-to-roadside. In automobileto-automobile, the DSRC enables the message sending and broadcasting among automobiles for safety issues and public information announcement.

The safety issues include blind-spot, intersection warning, inter cars distance, and collisionalarm. The automobile-to-roadside focuses on the intelligent transportation service, such as electronic toll collection (ETC) system. With ETC, the toll collecting is electrically accomplished with the contactless ICcard platform. Moreover, the ETC can be extended to the payment for parking-service, and gas-refueling. Thus, the DSRC system plays an important role in modern automobile

industry. The system architecture of DSRC transceiver is shown in Fig. The upper and bottom parts are dedicated for transmission and receiving, respectively. This transceiver is classified into three basic modules: microprocessor, baseband processing, and RF frontend.



Fig.1. System architecture of DSRC transceiver.

III EXISTING SYSTEM



Fig.2 Hardware architecture of FM0 and Manchester encodings

Coding principles of fm0 code and Manchester code

In the following discussion, the clock signal and the input data are abbreviated as CLK, and X, respectively. With the above parameters, the coding principles of FM0 and Manchester codes are discussed as follows.

A. FM0 Encoding As shown in Fig. 2, for each X, the FM0 code consists of two parts: one for former-half cycle of CLK, A, and the other one for later-half cycle of CLK,B. The coding principle of FM0 is listed as the following three rules.

1) If X is the logic-0, the FM0 code must exhibit a transition between A and B.

2) If X is the logic-1, no transition is allowed between A and B.

3) The transition is allocated among each FM0 code no matter what the X is.

A FM0 coding example is shown in Fig. 3.





Fig.3 Illustration of FM0 coding example.



Fig.4 Illustration of Manchester coding example.

IV PROPOSED SYSTEM

The purpose of SOLS technique is to design a fully reused VLSI architecture for FM0 and Manchester encodings. The SOLS technique is classified into two parts: area-compact retiming and balance logicoperation sharing. Each part is individually described as follows. Finally, the performance evaluation of the SOLS technique given.

Area-compact retiming



Fig.5. FM0 encoding

Without area compact retiming

The FM0 logic in Fig 5 is simply shown in Fig.6 The logic for A(t) and the logic for B(t) are the Boolean functions to derive A(t) and B(t), where the X is omitted for a concise representation. For FMO, the state code of each state is stored into DFFA and DFFB. According to (2) and (3), the transition of state code only depends on B(t - 1) instead of both A(t - 1) and B(t - 1). Thus, the FM0 encoding just requires a single 1-bit flip-flop to store the B(t-1). If the DFFA is directly removed, a non synchronization between A(t) and B(t) causes the logic fault of FM0 code. To avoid this logic-fault, the DFFB is relocated right after the MUX-1, as shown in Fig.6 where the DFFB is assumed to be positive-edge triggered. At each cycle, the FM0 code, comprising A and B, is derived from the logic of A(t) and the logic of B(t), respectively. The FM0 code is alternatively switched between A(t) and B(t)through the MUX-1 by the control signal of the CLK. In Fig6 the Q of DFFB is directly updated from the logic of B(t) with 1-cycle latency.in fig.6 when the CLK is logic-0, the B(t) is passed through MUX-1 to the D of DFFB.



Fig.6 FM0 encoding with area compact retiming

Balance logic-operation sharing

The Manchester encoding can be derived from $X \oplus CLK$ and it is also equivalent to



$X \oplus \text{CLK} = X \overline{\text{CLK}} + \overline{X} \text{CLK}.$ (6)

This can be realized by the multiplexer, as shown in Fig.7.



Fig.7 Manchester encoding with multiplexer

It is quite similar to the Boolean function of FM0 encoding in (4). By comparing with (4) and (6), the FM0 and Manchester logics have a common point of the multiplexer like logic with the selection of CLK. As shown in 8, the concept of balance logic-operation sharing is to integrate the \overline{X} into A(t) and X into B(t), respectively.



Fig.8 Combine the logic operation of FMO and Manchester encoding

The logic for $A(t)/\overline{X}$ is shown in Fig.9. The A(t) can be derived from an inverter of B(t - 1), and \overline{X} is obtained by an inverter of X. The logic for $A(t)/\overline{X}$ can share the same inverter, and then a multiplexer is placed before the inverter to switch the operands of B(t - 1) and X.



Fig9. Balance logic operation sharing of A(t) and \overline{X}

The Mode indicates either FM0 or Manchester encoding is adopted. The similar concept can be also applied to the logic for B(t)/X, as shown in Fig.4.7. Nevertheless, this architecture exhibits a drawback that the XOR is only dedicated for FM0 encoding, and is not shared with Manchester encoding. Therefore, the HUR of this architecture is certainly limited. The X can be also interpreted as the X XOR 0, and thereby the XOR operation can be shared with Manchester and FM0 encodings. As a result, the logic for B(t)/X is shown in Fig.11, where the multiplexer is responsible to switch the operands of B(t-1) and logic-0.



Fig 10. Balanced logic operation sharing of B(t) and X without xor sharing



Fig.11 Balanced logic operation with XOR sharing



Fig.12. sharing of the reused DFFB from areacompact retiming technique



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This architecture shares the XOR for both B(t) and X, and thereby increases the HUR. Furthermore, the multiplexer in Fig. 4.8 can be functionally integrated into the relocated DFFB from area-compact retiming technique, as shown in Fig.13. The CLR is the clear signal to reset the content of DFFB to logic-0. The DFFB can be set to zero by activating CLR for Manchester encoding. When the FM0 code is adopted, the CLR is disabled, and the B(t -1) can be derived from DFFB.



FM0 code : *Mode* = 0 and *CLR* = 1 Manchester code : *Mode* = 1 and *CLR* = 0

Fig.13 Unbalance computation time between $A(t)/\overline{X}$ and B(t)/X using SOLS technique







The logic for A(t)/ \bar{X} includes the MUX-2 and an inverter. Instead, the logic for B(t)/X just incorporates a XOR gate. In the logic for A(t)/ \bar{X} , the computation time of MUX-2 is almost identical to that of XOR in the logic for B(t)/X. However, the logic for A(t)/ \bar{X} further incorporates an inverter in the series of MUX-2. This unbalance computation time between A(t)/ \bar{X} and B(t)/X results in the glitch to MUX-1, possibly causing the logic-fault on coding. To alleviate this unbalance computation time, the architecture of the balance computation time between A(t)/ \bar{X} and B(t)/X is shown in Fig.

If the CLR is simply derived by inverting Mode without assigning an individual CLR control signal, this leads to a conflict between the coding mode selection and the hardware initialization. To avoid this conflict, both Mode and CLR are assumed to be separately allocated to this design from a system controller. Whether FM0 or Manchester code is adopted, no logic component of the proposed VLSI architecture is wasted. Every component is active in both FM0 and Manchester encodings. Therefore, the HUR of the proposed VLSI architecture is greatly improved.

V. EXTENSION

We can get an optimized encoding scheme by replacing those two D flip-flops with a Multi-bit flip-flop. The idea of designing the multi-bit flip-flop arises for power considerations and placement rout-ability effectiveness. Some of them are discussed here: Minimization of dynamic clock power leads the way to merge the single-bit flip-flops and constructed Multi-Bit Flip-Flops. This merging process also has to satisfy the certain area constraint which decreases the total flip-flop area in synchronous design.

VI. RESULTS



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Proposed results:



Area report:

Device Utilization Summary (estimated values)					
Logic Utilization	Used		Available	Utilization	
Number of Slices		1	4656		0%
Number of Slice Flip Flops		1	9312		0%
Number of 4 input LUTs		2	9312		09
Number of bonded IOBs		6	66		99
Number of GCLKs		1	24		4%

RTL schematic:



Timing report:

ata Path: x to ou	t	Gate	Net	
Cell:in->out	fanout	Delay	Delay	Logical Name (Net Name
IBUF:I->0	1	1.106	0.509	x IBUF (x IBUF)
LUT4:I0->0	2	0.612	0.380	out1 (out OBUF)
OBUF:I->0		3.169		out_OBUF (out)
Total		5.776ns	 (4.887ns logic, 0.889ns route (84.6% logic, 15.4% route)	

Extension results:

Simulation results:



RTL schematic:



VII CONCLUSION

The coding-diversity between FM0 and Manchester encodings causes the limitation on hardware utilization of VLSI architecture design. A limitation analysis on hardware utilization of FM0 and Manchester encodings is discussed in detail. In this paper, the fully reused VLSI architecture using SOLS technique for both FM0 and Manchester encodings is proposed. The SOLS technique eliminates the limitation on hardware utilization by two core techniques: area compact retiming and balance logicoperation sharing.

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