

# EFFICIENT VLSI IMPLEMENTATION OF A VLC DECODER FOR UNIVERSAL VARIABLE LENGTH CODE

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## ABSTRACT

*Variable length code (VLC) is used in a large variety of lossless compression applications. A specially designed VLC, called “Universal Variable Length Code” (UVLC), is utilized in the latest video coding standard H.26L under development. In this work we develop an efficient decoder for UVLC by utilizing the special properties of UVLC which perform coding in an alternating way (ALT). We compare the ALT decoder with the decoder called “VLC decoder using plane separation” (PLS) which is claimed to be one of the most effective VLC decoders. Our results show that the ALT decoder is 1.34 times faster, 1.7 times smaller, and consumes 45% power in comparison to the PLS decoder.*

## 1. INTRODUCTION

The video coding standard H.26L uses a unique variable length code pattern (VLC) which is called Universal Variable Length Code (UVLC) to perform entropy coding. It was first proposed in [1, 2]. Although VLCs are efficient in compression, the variable code lengths of VLCs also limit the decoding throughput. VLC decoders are usually implemented with look-up tables and a shifting scheme [4,5]. Look-up tables and the shifting scheme occupy the largest portion of the area and are also the two performances limiting components of speed and power. With the development in mobile video communications, the construction of smaller, faster, and less power-consuming video CODECS becomes increasingly important. In this paper we present a new type of UVLC decoder. It takes advantage of the special properties of UVLC and performs coding in an “Alternating” way (ALT decoder). It does not contain look-up tables, and the sizes of barrel shifters as the shifting scheme are greatly reduced. Therefore it is faster, much smaller and less power-consuming. We compare the performances of the proposed UVLC decoder with a decoder developed by Jae Ho Jeon et al. [6], under the name of “Fast Variable-Length Decoder Using Plane Separation” (PLS decoder), which was claimed to be one of the most effective VLC decoders. Results show that the ALT decoder is 1.34 times faster, 1.7 times smaller, and consumes 45% power compare to the PLS decoder.

## 2. UVLC CODE PROPERTIES

Figure 1 illustrates the coding pattern of UVLC [3].

1  
0  $x_0$  1  
0  $x_1$  0  $x_0$  1  
0  $x_2$  0  $x_1$  0  $x_0$  1  
.....

**Fig. 1:** UVLC coding pattern

Each UVLC represents a code number  $n$ . The odd-indexed bits (OIB) of UVLC can be looked on as a unary expression. The even-indexed bits (EIB), as indicated by  $x_n$  in Fig 1, are simply some binary codes. In coding the unary OIBs, two different sets of alternative codes are applied, all-one and all-zero codes. They are used in an alternating way in the coding procedure so that the code-word boundaries can be easily determined by detecting the value changes in an OIB series. The EIBs are a set of binary codes whose length is determined by their corresponding odd-indexed parts. Therefore each code number can be represented as:

$$\text{code number} = 2^{\text{length}(\text{OIB})-1} - 1 + \text{decimal}(\text{EIB}) \quad (1)$$

For example, if we have a UVLC series 001 00011 011 01011, we will get one OIB series and one EIB series after coding in an alternating way. The OIB series will be 11 000 11 000, and the EIB series will be 0 01 1 10.

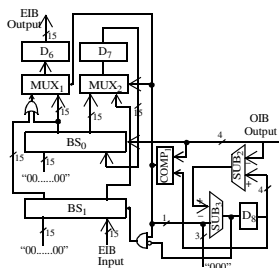
## 3. ALT DECODER

The ALT decoder proposed in this paper is based on the previous analysis of code properties of UVLC. The maximum codeword length here is set to be 31 bits in order to cover adequate number of codewords.

The ALT decoder consists of two decoders, one is the OIB decoder and the other is the EIB decoder. The architecture of the OIB decoder is described in Figure 2. The core of the decoder are one 16-to-4 priority encoder (PE<sub>0</sub>), and one 4-to-16 decoder (DEC<sub>0</sub>).

The OIB input of the decoder is put into the two buffers D<sub>0</sub> and D<sub>1</sub>. The first two-byte OIB series is then fed to the “Boundary Detection Logic” (BDL), where two consecutive bits are xored with each other. At each OIB boundary a “1” will be generated. The output after the BDL is then fed into the priority encoder PE<sub>0</sub> in order to generate the

The EIB decoder is illustrated in Fig 3. The EIB series is first loaded in the lower half of the two barrel shifters, the first 15 bits in  $BS_0$  and the following 15 bits in  $BS_1$ . The upper half of the barrel shifters are both loaded with 15 bits zeros.  $D_8$  is originally loaded with “1111”.  $BS_0$  shifts the EIB series to the upper half of it according to the EIB length generated from the OIB decoder and gets EIB shifted out.  $SUB_2$  outputs the length of the rest of the EIB series. In the next clock cycle, the lower half of  $BS_0$  is loaded with the shifted EIB series and the upper half is cleared into all zeros. Therefore the decoding of the next EIB can be performed. The same operations are then repeated. Comparator  $COMP_1$  is used to detect the end of the EIB series. The contents of  $BS_0$  and  $BS_1$  are both shifted according to the length of the next EIB. The two separated parts of last EIB in  $BS_0$  can be connected by an or-gate and  $MUX_1$  so that the complete EIB can be generated.  $MUX_2$  is used to load new data into  $BS_0$ . Decoding can then be performed continuously.



```

graph LR
    OIB_Series[OIB Series] --> OIB_decoder[OIB decoder]
    OIB_decoder -- "OIB Output" --> D[D]
    EIB_Series[EIB Series] --> EIB_decoder[EIB decoder]
    D -- "16" --> ADD[ADD]
    OIB_decoder -- "OIB Output" --> ADD
    EIB_decoder -- "EIB Output" --> ADD
    ADD -- "16" --> Code_Number[Code Number]
  
```

