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**Program and Abstracts**

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Information

Table Of Contents

Search This CD-ROM

CD-ROM Help

Exit

<b>PID 0288 Implementation of an Integrated Development Environment on Multiplatform for Efficient PHP Programming</b> .....	661
Myeongjin Cho <sup>1</sup> and Seon Wook Kim <sup>1</sup>	
1. <i>Korea University, Korea</i>	
<b>PID 0289 A 1.5 V Four-Quadrant Analog Multiplier with Two Functions of Output</b> .....	664
Ittipong Chaisayun <sup>1</sup> and Somkiat Piangprantong <sup>1</sup>	
1. <i>South-East Asia University, Thailand</i>	
<b>PID 0292 Improved Quantum Random Number Generation Based on Photon Distribution</b> .....	668
Wathan Pratoomwan <sup>1</sup> , Siriporn Saiburee <sup>2</sup> , Keattisak Sripimanwat <sup>2</sup> , Sujint Wangsuya <sup>1</sup> , Pichet Kittara <sup>1</sup> , Wisit Singhsomroje <sup>1</sup> , and Witoon Chunwachirasiri <sup>1</sup>	
1. <i>Mahidol University, Thailand</i> ; 2. <i>National Electronics and Computer Technology Center, Thailand</i>	
<b>PID 0294 Chip Design of New Low Power Flash ADC Employing Voltage Reference-Selection Method</b> .....	672
Wen-Ta Lee <sup>1</sup> and Kai-Tzeng Chiou <sup>1</sup>	
1. <i>National Taipei University of Technology, Taiwan</i>	
<b>PID 0295 Improving Forward Current Density of Silicon PIN Diodes by PT-Diffusion Method</b> .....	676
Jirawat Prabket <sup>1</sup> , Montree Saenlamool <sup>2</sup> , Wittawat Yamwong <sup>2</sup> , Udom Techakijkajorn <sup>2</sup> , Amporn Poyai <sup>2</sup> , and Wisut Titiroongruang <sup>1</sup>	
1. <i>King Mongkut's Institute of Technology Ladkrabang, Thailand</i> ; 2. <i>National Electronics and Computer Technology Center, Thailand</i>	
<b>PID 0296 Clustering via Online Passive-Aggressive Algorithm</b> .....	680
Yuji Yamamoto <sup>1</sup> , Shigeru Masuyama <sup>1</sup> , and Hiroyuki Sakai <sup>1</sup>	
1. <i>Toyohashi University of Technology, Japan</i>	
<b>PID 0297 Automatic Crash Notification System</b> .....	684
Benchaporn Poomlumjiek <sup>1</sup> and Poj Tangamchit <sup>1</sup>	
1. <i>King Mongkut's University of Technology Thonburi, Thailand</i>	
<b>PID 0298 Saturation Throughput Analysis of Unslotted CSMA-CA Networks</b> .....	688
Yohei Fujii <sup>1</sup> , Daisuke Umehara <sup>1</sup> , Satoshi Denno <sup>1</sup> , Masahiro Morikura <sup>1</sup> , and Takatoshi Sugiyama <sup>2</sup>	
1. <i>Kyoto University, Kyoto, Japan</i> ; 2. <i>NTT Corporation, Yokosuka, Japan</i>	
<b>PID 0299 A New Adaptive Algorithm for Channel Equalization in Perpendicular Recording Channels</b> .....	692
Khemmakorn Srisang <sup>1</sup> , Sopapun Suwansawang <sup>2</sup> , Piya Kovintavewat <sup>2</sup> , and Apinunt Thanachayanont <sup>1</sup>	
1. <i>King Mongkut's Institute of Technology Ladkrabang, Thailand</i> ; 2. <i>Nakhon Pathom Rajabhat University, Thailand</i>	
<b>PID 0300 Range Extension of NaOH Solution for Concentration Measurement Using Fuzzy Logic Inference Approach</b> .....	696
Wongsakorn Wongsaraj <sup>1</sup> , Kobchai Dejhan <sup>2</sup> , and Natee Thong-un <sup>1</sup>	
1. <i>King Mongkut's Institute of Technology Ladkrabang, Thailand</i> ; 2. <i>King Mongkut's University of Technology North Bangkok, Thailand</i>	
<b>PID 0302 Intelligent Implementation of Schnorr-Euchnor Sphere Decoding for MIMO Systems</b> .....	700
Junil Ahn <sup>1</sup> , Donghun Lee <sup>1</sup> , Heung-No Lee <sup>1</sup> , and Kiseon Kim <sup>1</sup>	
1. <i>Gwangju Institute of Science and Technology, Korea</i>	
<b>PID 0304 Vehicle Detection Using Contourlet Transform and Support Vector Machine</b> .....	702
Ju-Young Kim <sup>1</sup> , Chan-Su Lee <sup>1,2</sup> , Ja-Soon Jang <sup>1,2</sup> , Hyo-Jin Park <sup>1</sup> , and Sung-Yong Chun <sup>2</sup>	
1. <i>LED-IT Fusion Technology Research Center, Korea</i> ; 2. <i>Yeungnam University, Korea</i>	
<b>PID 0305 Fibonacci Type Switched-Capacitor (SC) Step-Down DC-DC Converter</b> .....	704
Shinya Terada <sup>1</sup> , Muneto Hirayu <sup>2</sup> , Kei Eguchi <sup>3</sup> , and Ichirou Oota <sup>1</sup>	
1. <i>Kumamoto National College of Technology, Japan</i> ; 2. <i>Sojo University, Japan</i> ; 3. <i>Shizuoka University, Japan</i>	
<b>PID 0306 Electronically Controlled Current Gain CFOA</b> .....	708
S. Buakaew <sup>1</sup> and W. Narksarp <sup>2</sup>	
1. <i>King Mongkut's Institute of Technology Ladkrabang, Thailand</i> ; 2. <i>Faculty of Engineering, Siam University, Thailand</i>	
<b>PID 0307 A Simple DE-Based Lossless Information Hiding Technique</b> .....	712
Pin-Jun Zhao <sup>1</sup> and Chao-Ming Wu <sup>1</sup>	
1. <i>National Formosa University, Taiwan</i>	
<b>PID 0308 Refactoring for Crosscutting Concern from Object-Oriented Programming</b> .....	715
Seung-Hyung Lee <sup>1</sup> , Byoung-Hyoun Cho <sup>1</sup> , and Young-Jae Song <sup>1</sup>	
1. <i>Kyung Hee University, Korea</i>	
<b>PID 0309 New Hybrid of PTS-Capper Methods for PAPR Reduction in OFDM Systems</b> .....	719
Chusit Pradabpet <sup>1</sup> , Channarong Noybangyang <sup>1</sup> , and Sorawat Chivapreecha <sup>2</sup>	
1. <i>Phranakhon Si Ayutthaya Rajabhat University, Thailand</i> ; 2. <i>King Mongkut's Institute of Technology Ladkrabang, Thailand</i>	

## A NEW ADAPTIVE ALGORITHM FOR CHANNEL EQUALIZATION IN PERPENDICULAR RECORDING CHANNELS

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### ABSTRACT

Perpendicular magnetic recording systems have played an important role to support an enormous demand for storage capacity. As the recording density keeps increasing, the perpendicular recording channels will inevitably encounter intersymbol interference (ISI), and nonlinear and additive distortions such as media jitter noise and pulse broadening. To solve this problem, an adaptive finite impulse response equalizer has been used because it is stable and no special adjustments are needed for implementation. This paper proposes a new adaptive algorithm for channel equalization in perpendicular recording channels to combat media jitter noise and pulse broadening. This algorithm is denoted as a VL-adaline, whose variable learning step size is controlled by an adaline neural network. The proposed algorithm differs from the existing adaline algorithm in a sense that it utilizes the estimated energy and the auto-correlation of the equalizer outputs as parameters to update the step size. Results indicate that the proposed algorithm performs better than other adaptive algorithms in terms of bit-error rate (BER) at the output of the detector.

**Index Terms**—Adaptive filter, adaline network, LMS algorithm, media jitter noise, pulse broadening

### 1. INTRODUCTION

Practically, a read-channel chip utilizes a finite impulse response (FIR) equalizer to shape the readback signal to a predetermined target before performing maximum-likelihood equalization by the Viterbi detector [1]. This technique is known as partial-response maximum-likelihood (PRML) [2], which can efficiently combat the intersymbol interference (ISI). However, at high recording density, the

channel will face with many nonlinearity problems, such as media jitter noise and pulse broadening. To deal with this problem, an adaptive filter based on a least mean square (LMS) algorithm [3] is usually used for channel equalization in perpendicular recording channels because of its simplicity. Nevertheless, Nair and Moon [4] have shown that a nonlinear equalizer based on a neural network can perform better than a linear FIR equalizer. This motivates us to develop a new equalizer so as to improve overall system performance.

To improve the system performance, we propose the VL-adaline (variable learning rate and adaptive linear neural network) algorithm for channel equalization. The proposed algorithm employs an adaline neural network [5] to update a learning step size. It will be shown in simulation that the proposed algorithm can help improve the system performance if compared with an FIR equalizer, especially when the channel experiences severe ISI and distortions.

The rest of this paper is organized as follows. After explaining the system model in Section 2, Section 3 describes a design of an adaline algorithm. Section 4 gives simulation results. Finally, Section 5 concludes this paper.

### 2. SYSTEM MODEL

The channel model along with the equalizer is shown in Fig. 1. The binary input sequence to be stored in the recording disk is denoted by  $a_k \in \{\pm 1\}$ , with bit period  $T$  is filtered by an ideal differentiator  $(1 - D)/2$  to form a transition sequence  $b_k \in \{-1, 0, 1\}$ , where  $D$  is a unit delay operator,  $b_k = \pm 1$  corresponds to a positive or a negative transition, and  $b_k = 0$  corresponds to the absence of the transition. The transition  $b_k$  passes through the magnetic recording channel represented by  $g(t)$ . The transition response for perpendicular recording is given by [6]

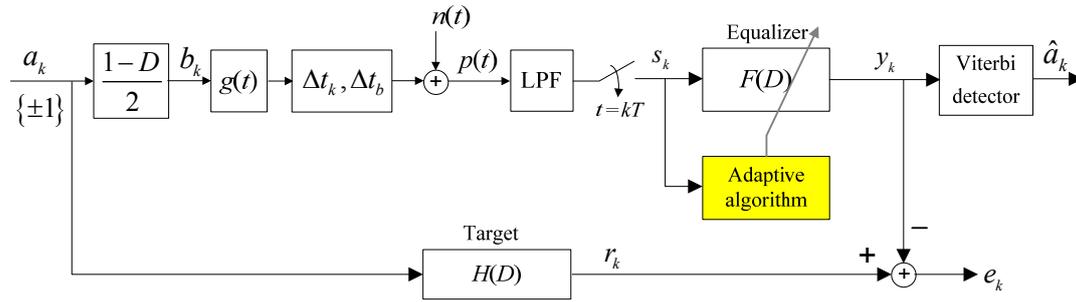


Fig. 1. A channel model with an adaptive equalizer.

$$g(t) = \text{erf}\left(\frac{t\sqrt{\ln 16}}{\text{PW}_{50}}\right) \quad (1)$$

where  $\text{erf}(x) = \frac{2}{\sqrt{\pi}} \int_0^x e^{-z^2} dz$  is an error function, and  $\text{PW}_{50}$  determines the width of the derivative of  $g(t)$  at half its maximum. In the context of magnetic recording, a normalized recording density is defined as  $\text{ND} = \text{PW}_{50}/T$ , which determines how many data bits can be packed within the resolution unit  $\text{PW}_{50}$ .

The readback signal,  $p(t)$ , can then be written as [7]

$$p(t) = \sum_{k=1}^N b_k g(t - kT + \Delta t_k + \Delta t_b) + n(t) \quad (2)$$

where  $N$  is the length of a data sequence  $b_k$ , and  $n(t)$  is additive white Gaussian noise (AWGN) with two-sided power spectral density  $N_0/2$ . The media jitter noise,  $\Delta t_k$ , is modeled as a random shift in the *transition position* with a Gaussian probability distribution function with zero mean and variance  $|b_k| \sigma_j^2$  truncated to  $T/2$  [6], where  $|c|$  takes the absolute value of  $c$ , whereas the bloom parameter,  $\Delta t_b$ , is modeled as random pulse broadening [8] with a Gaussian probability distribution function with zero mean and variance  $|b_k| \sigma_b^2$ . This bloom parameter can also be thought of as the change in the location of a domain edge measured along the track center.

In conventional setting, the read-back signal  $p(t)$  is filtered by a seventh-order Butterworth low-pass filter (LPF) and is then sampled at time  $t = kT$ , assuming perfect synchronization. The sample output  $s_k$  is equalized by an equalizer  $F(D)$ , where  $D$  is a delay operator, such that the output sequence  $y_k$  resembles the desired sequence  $r_k$ . Finally, the Viterbi detector performs sequence detection to determine the most likely input sequence.

### 3. DESIGN OF ADALINE ALGORITHM

#### 3.1 The LMS-adaline algorithm

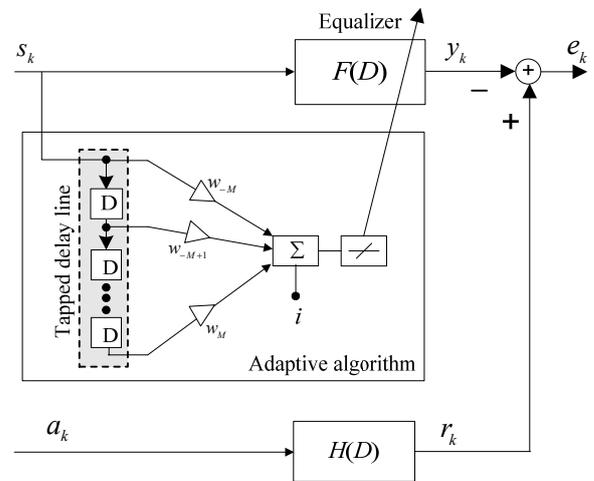


Fig. 2. An adaline adaptive filter.

Based on the adaline network that uses the Widrow-Hoff learning rule or an LMS algorithm [3], finding a suitable learning step size ( $\mu$ ) is an essential problem in the LMS algorithm. Generally, if  $\mu$  is too small, a convergence speed of the algorithm will be very slow. On the other hand, if  $\mu$  is too large, it will cause severe mis-adjustment for channel equalization, which can in turn result in system instability. In practice, a suitable  $\mu$  should be in the range of  $0 < \mu < 1/\lambda_{\max}$  [3], where  $\lambda_{\max}$  is the maximum eigenvalue of the auto-correlation matrix of the equalizer inputs.

The design of adaline algorithm can be described by a block diagram as shown in Fig. 2. Assuming that the PR target  $H(D)$  is known, meaning that  $r_k$  is also known. Let the PR target  $H(D)$  be of the form

$$H(D) = \sum_{k=0}^v h_k D^k \quad (3)$$

where  $h_k$  is coefficients of the channels, and  $v$  is memory of channel. Then, the desired signal  $r_k = a_k * h_k$ , where  $*$  denotes

the convolution operator. The error output  $e_k$  is the difference between the desired signal and the equalizer output, which can be expressed as

$$e_k = r_k - \mathbf{s}_k^T \mathbf{w}_k, \quad (4)$$

where  $\mathbf{w}_k = [w_{-M} \dots w_{-1} w_0 w_1 \dots w_M]^T$  is a  $(2M+1)$ -element column vector of the equalizer weights at time  $k$ ,  $\mathbf{s}_k = [s_k s_{k-1} s_{k-2} \dots s_{k-2M}]^T$  is a  $(2M+1)$ -element column vector,  $M$  is an integer, and  $[\cdot]^T$  is a transpose operator. In this paper, we use  $K = 5$  for our simulation so that the equalizer has 11 taps as used in today's hard disk drive.

The update equation of the existing LMS-adaline algorithm is given by [3]

$$\mathbf{w}_{k+1} = \mathbf{w}_k + \mu e_k \mathbf{s}_k, \quad (5)$$

and the bias update is given by

$$i_{k+1} = i_k + 2\mu e_k, \quad (6)$$

where  $i_k$  is a bias parameter at time  $k$ . However, for perpendicular recording channels, we found that using a fixed bias parameter  $i_k = i = 0.004$  can yield better performance than using an updated bias parameter from (6). Thus, we will use  $i = 0.004$  in our simulation.

In addition, if a fixed  $\mu$  is used in this channel, it might lead to poor performance. To solve this problem, we utilize the variable step-size LMS algorithm based on an adaline algorithm as illustrated in Fig. 2. This proposed algorithm is denoted as VL-adaline, where the step size is updated by the energy and the auto-correlation of the equalizer outputs. Generally, the VL-adaline algorithm can help reduce the output error and achieves a faster convergence rate in many applications [9].

### 3.2 The VL-adaline algorithm

In the VL-adaline algorithm, the fixed step size  $\mu$  is replaced by  $\mu_k$ , which is a variable step size at time  $k$ . Then, the coefficient vector  $\mathbf{w}_k$  is updated according to

$$\mathbf{w}_{k+1} = \mathbf{w}_k + \mu_k e_k \mathbf{s}_k, \quad (7)$$

The VL-adaline algorithm uses a new variable learning step size adaline algorithm (i.e., VL-adaline) so as to improve the performance of the LMS algorithm. This can be achieved by employing large step sizes at the early stages of the adaptive process and small step sizes after the system approaches the convergence speed of the algorithm. Based on our proposed method, the mathematical formulations of the updates of the variable step size  $\mu_k$  is given by

$$\mu_{k+1} = \alpha \mu_k + \gamma p_k^2 g_k^2, \quad (8)$$

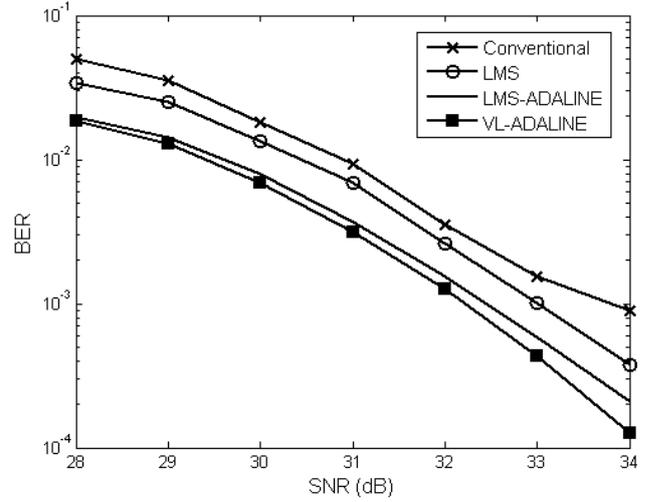


Fig. 3. BER performance of different algorithms.

where  $p_k$  controls the speed of convergence of the VL-adaline algorithm, which can be obtained from [9]

$$p_k = \sigma p_{k-1} + (1 - \sigma) y_k^2, \quad (9)$$

and  $g_k$  controls the adaptation of the step size  $\mu_k$ , which can be obtained from [9]

$$g_k = \lambda g_{k-1} + (1 - \lambda) y_k y_{k-1}, \quad (10)$$

where  $\alpha$ ,  $\gamma$ ,  $\sigma$ , and  $\lambda$  are positive constants between 0 and 1.

It will be shown in simulation that the proposed VL-adaline algorithm can significantly improve the performance of the adaptive equalizer.

## 4. SIMULATION RESULTS

Consider a perpendicular recording channel at  $ND = 3$  and a fixed bias  $i = 0.004$ . The signal-to-noise ratio (SNR) is defined as

$$\text{SNR} = 10 \log_{10} \left( \frac{E_i}{N_0} \right), \quad (8)$$

in decibel (dB), where  $E_i$  is the energy of the channel impulse response (the derivative of the transition response scaled by 2). The 11-tap equalizer was designed based on the MMSE approach [4] to match the EPR2 target  $H(D) = 1 + 3D + 3D^2 + D^3$ . We compute the BER of the system based on a minimum number of 1000 data sectors and 500 error bits.

The system using a fixed equalizer (referred to as "Conventional") will be compared with that using adaptive

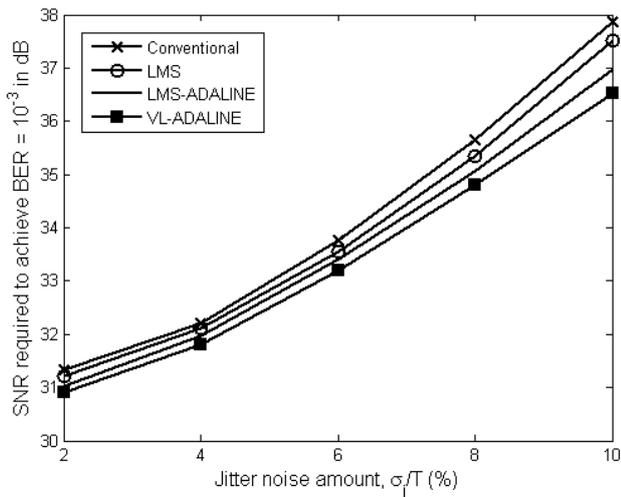


Fig. 4. Performance comparison as a function of  $\sigma_j/T$ 's.

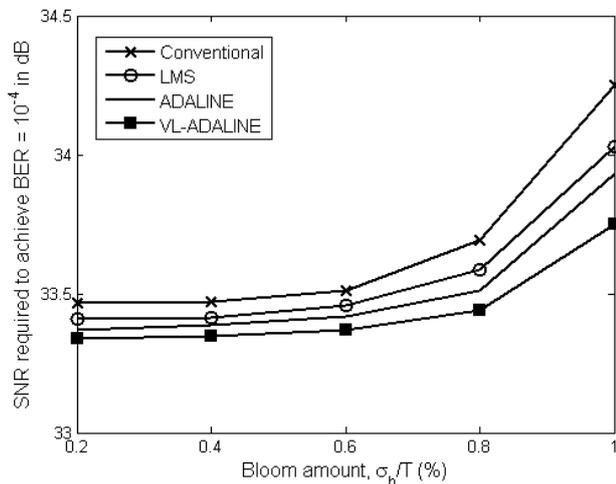


Fig. 5. Performance comparison as a function of  $\sigma_b/T$ 's.

equalizers based on LMS, LMS-adaline, and VL-adaline algorithms. Fig. 3 compares the BER performance of different algorithms as a function of SNRs for the system with 5% media jitter noise (i.e.,  $\sigma_j/T = 5\%$ ) and 3% bloom parameter (i.e.,  $\sigma_b/T = 3\%$ ). It is apparent that the proposed VL-adaline algorithm performs better than other algorithms.

We also compare the performance of different algorithms by plotting the SNR required to achieved  $BER = 10^{-3}$  as a function of jitter noise amounts in Fig. 4, where a bloom parameter of  $\sigma_b = 0.2\%$  is utilized. Again, the proposed algorithm performs the best for all jitter noise amounts because it requires the lowest SNR to achieve the same BER as other algorithms do. Finally, Fig. 5 plots the SNR required to achieved  $BER = 10^{-4}$  as a function of bloom amounts, where we use media jitter noise of  $\sigma_j/T = 3\%$ . Again, the proposed algorithm performs better than other

algorithms for all bloom amounts, especially when a bloom parameter is large.

## 5. CONCLUSION

At ultra high recording density, perpendicular recording channels experiences severe intersymbol interference and many nonlinearity problems, such as media jitter noise and pulse broadening. This paper proposes a new adaptive algorithm for channel equalization to combat media jitter noise and pulse broadening. This algorithm is denoted as a VL-adaline, whose variable learning step size is controlled by an adaline neural network. It has been illustrated in simulation that the proposed algorithm performs better than existing algorithms, especially when media jitter noise is high or when a bloom parameter is large.

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