

Signal Processing for Two-Dimensional Magnetic Recording Channels

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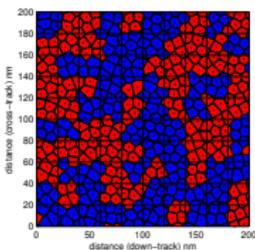
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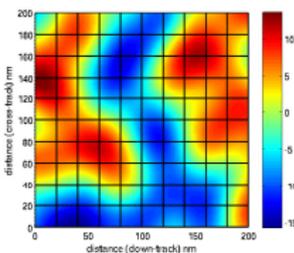
Two-Dimensional Magnetic Recording

Goal: Increase Areal Densities beyond 1 Tb/in²

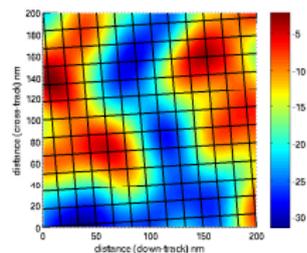
Idea: Instead of writing in circular tracks that are far apart, pack the tracks closer allowing for 2D-ISI and use sophisticated signal processing algorithms.



(a) Grains are magnetized according to the bit-values.



(b) Readback-signal is the sum of contributions from all grains.



(c) Non-ideal sampling with frequency offsets.

Figure : Voronoi-based granular media model.

TDMR Challenges

2D inter-symbol interference (2D ISI):

- 2D ISI detection in NP-hard.
- 2D coding techniques are generally 'difficult'.

Media Noise:

- Irregularities in sizes/positions of grains become prominent with decrease in bit-size.

2D Burst Erasures

- Traditional 1D ECCs are not suitable.

2D Timing and Synchronization Issues:

- Accurate timing is important with the reduction in bit-sizes.
- Frequency offsets in down-track direction due to timing errors in cross-track direction and vice-versa.

Others

- Read/write head design, suitable materials for the recording medium, etc.

2D Partial Response (PR) Equalization

Partial response (PR) equalization: Combined advantage of

- Low-complexity equalization.
- Performance of the ML detector.

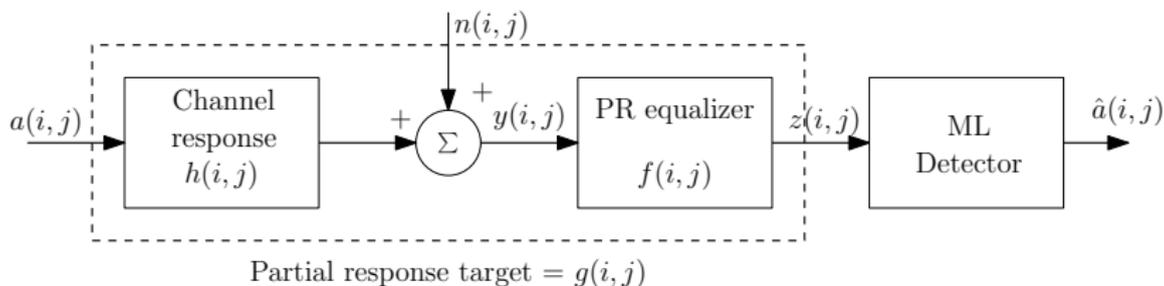
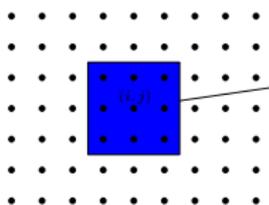


Figure : Combined response of the channel and the PR equalizer is approximated as PR target.

Our contributions:

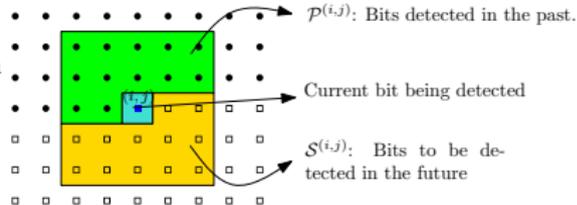
- Extending 1D techniques to design 2D PR targets
 - unit energy and monic constraints.
- Design of separable and non-separable 2D PR targets to aid 2D ISI detection.

2D Soft-Output Viterbi Algorithm



3×3 local span M of interpolated samples used for ML metric computation.

Region M with samples $\tilde{y}_M^{(i,j)}$



5×5 local span of bits used for ML metric computation. 12 of these samples are detected in the past and 12 will be detected in future.

- Locally optimal surface based detector.
- Operates in raster scan order.
- **2D Soft-output Viterbi algorithm:**
 - Maximizes likelihood probability of a local span (M) of $y_{i,j}$:

$$\hat{x}_{i,j} = \arg \max_{\underline{x}} p \left(y_{-M}^{(i,j)} \mid \underline{a} \right)$$

- Equivalently, minimizes the ML metric given by:

$$\Gamma_{i,j}(\underline{x}) = \left\| y_{-M}^{(i,j)} - \hat{y}_{-M}^{(i,j)} \right\|^2,$$

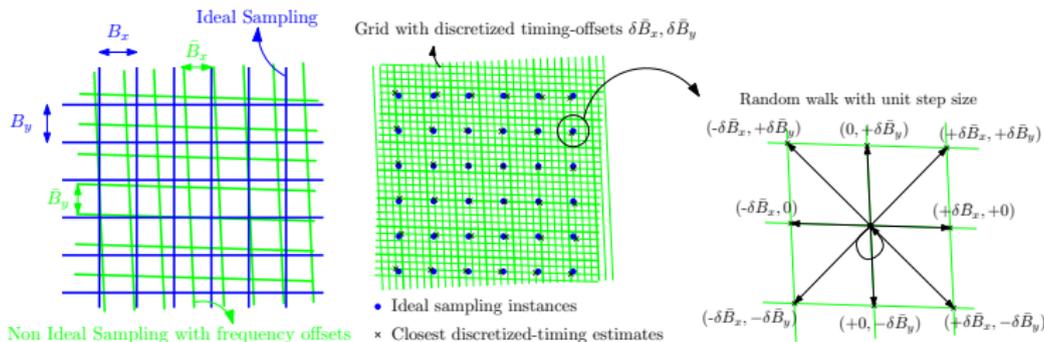
where $\hat{y}_{i,j} = \underline{g}^T \underline{a}_G^{(i,j)}$ are the ideal-samples.

- Soft-outputs: Using alternate ML metric corresponding to the wrong decision.

$$LLR_{i,j} = \min_{\underline{a}, a_{i,j} = -1} \Gamma_{i,j}(\underline{x}) - \min_{\underline{a}, a_{i,j} = 1} \Gamma_{i,j}(\underline{a}).$$

2D SOVA with Timing Error Detection

Idea: Include timing information in the definition of ML metric.



- The ideal sampling locations are approximated by discretizing the timing locations.
 - Using a finer grid with discrete offsets $\delta\bar{B}_x$ and $\delta\bar{B}_y$.
 - $\delta\bar{B}_x$ and $\delta\bar{B}_y$ are factors of non-ideal sampling intervals \bar{B}_x and \bar{B}_y .
- Oversample the signal and interpolate to the estimated ideal sampling locations.
 - Optimal interpolation filters are designed using MMSE criterion.

Iterative 2D Timing Recovery Algorithm

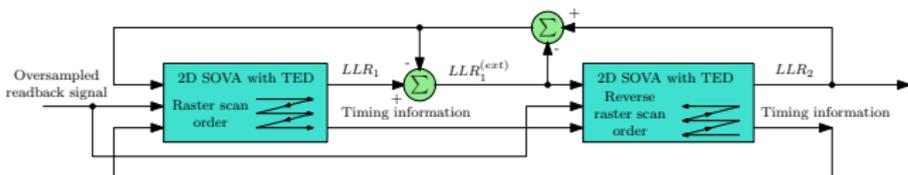


Figure : Two instances of 2D SOVA-TED operating in a turbo loop. The two instances exchange timing and bit-decision information with each other.

Idea: Use two instances of joint 2D timing recovery and signal detection algorithm in a turbo loop

- 1 Iteratively improve the timing estimates and bit-decisions.
- 2 Backward noise-prediction can be done using noise samples from previous iteration.

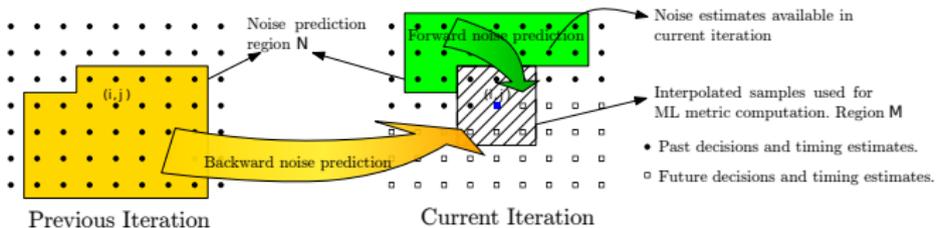
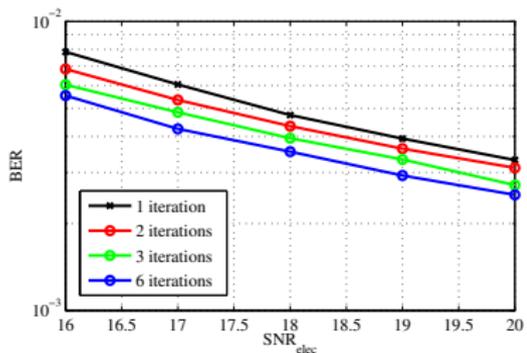
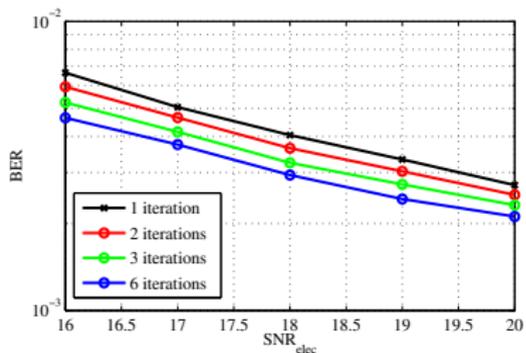


Figure : 7×7 noise prediction region N . Backward noise prediction can be done using noise estimates from previous iteration in a closed-loop configuration.

Simulation Results



(a) CONFIG1: Raw-BER vs SNR in a closed-loop configuration.



(b) CONFIG2: Raw-BER vs SNR in a closed-loop configuration.

- > 1.2 dB SNR gain using turbo-loop over open-loop configuration.
- Separable frequency offsets give better performance.
- Corresponds to 10% gain in areal density.

2D Defect Detection and Burst Erasure Correction

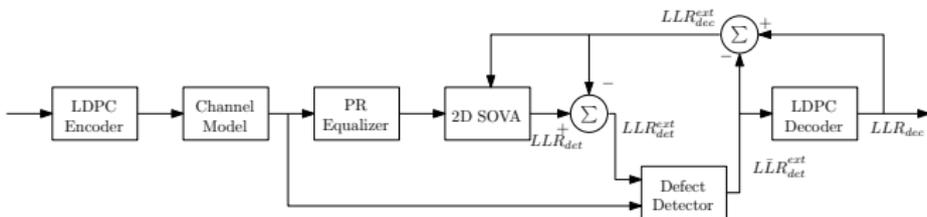


Figure : Defect detector indicates the estimated erasure locations to the LDPC decoder.

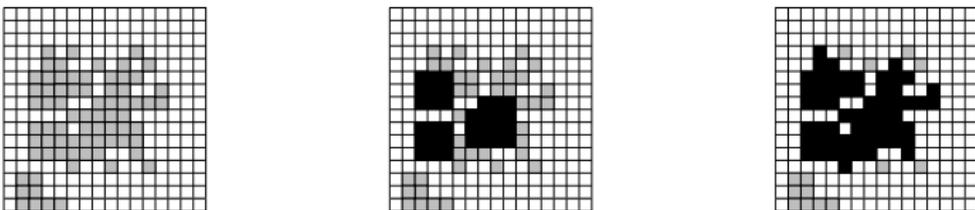
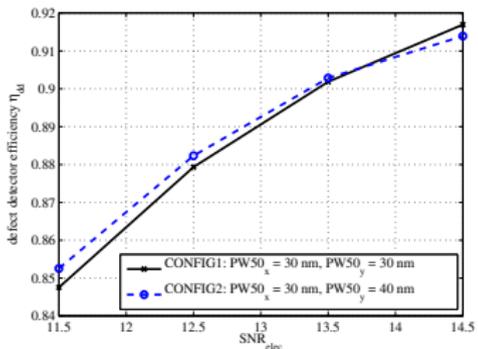


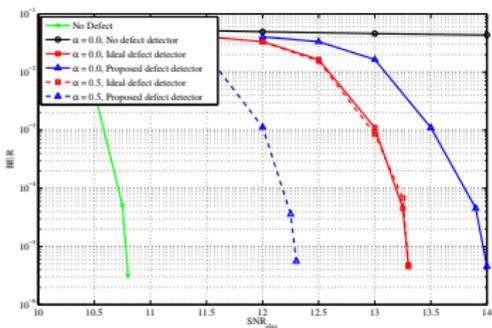
Figure : Defect detection algorithm: a) Potentially defective region is obtained using signal thresholding and defective patterns; b) Defective regions of at least 3×3 burst sizes are identified; c) Defective region is grown to include the potentially defective neighbors.

- Defective location is estimated using
 - Threshold on the signal level.
 - Defective patterns at the output of 2D SOVA.
- Belief propagation (BP) algorithm can correct erasures if the erasure locations are indicated.
- 2D SOVA and LDPC decoder operate in turbo loop to achieve further gains.

Defect Detector - Simulation Results



(a) Efficiency of the defect detector.



(b) BER performance of the burst erasure correction algorithm with 38x38 bursts.

- >90% efficiency of the defect detection algorithm as designed.
- Burst erasure correction with proposed algorithm
 - is within 0.5 dB of the performance of ideal defect detector for deep defects.
 - outperforms the ideal defect detector by 0.9 dB for shallow defects.

Summary

Summary:

- We have proposed a low complexity 2D signal detection algorithm:
 - 2D Separable and non-separable PR target design techniques.
 - 2D SOVA with data dependent noise prediction.
 - 1 patent filed on adaptive PR target design.
- We have proposed a joint iterative 2D timing recovery and signal detection algorithm
 - Iterative scheme to enable backward and forward noise prediction.
- We have proposed a method for 2D defect detection and burst erasure correction.

In progress:

- Closing on the exact analysis of 1D sequential detection algorithms.
- Analysis of 2D detection and timing recovery algorithms is in progress.

References



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Thank you!