SATURATION & COMPRESSION
Saturation (or Clipping)

- Eliminates MSB bits
- It is common to saturate a signal after an operation which will or may cause the magnitude of a signal to increase (e.g., addition, subtraction, multiplication, (almost any operation), etc.)
Saturation (or Clipping)

• Saturation is a fundamental method to reduce the size of a word, such as after arithmetic operations
  – For example to maintain the word width for memory storage

• When saturated, bits are removed from the MSB end of the word

![Diagram showing saturation process]
Saturation (or Clipping)

- Saturation is actually a 2-step process:
  1. Saturate the input to a maximum SAT_HI value and to a minimum SAT_LO value
  2. While it makes a lot of sense to choose SAT_HI and SAT_LO such that there are redundant MSB bits that can be dropped (shorten the word), this need not always be the case. When the saturation operation creates redundant and therefore unnecessary MSB bits, they should be dropped.

- It is often efficient to perform both steps simultaneously

- Ex: Output is saturated to a reduced-word size
  - input 4-bit 2’s complement Range is [-8, +7]
  - output 3-bit 2’s complement Range is [-4, +3]

- Ex: Output word size is not reducible
  - input 4-bit 2’s complement Range is [-8, +7]
  - output saturated to [-5, +5] requires 4 bits, so no word width reduction is possible
Saturation (or Clipping)

- Matlab code that produced previous example waveforms
- Copy, paste, and try it!
Saturation (Clipping)

- A saturator checks for 3 possibilities:
  - $in > SAT_{HI}$ or $in \geq SAT_{HI}$
  - $in < SAT_{LO}$ or $in \leq SAT_{LO}$
  - else pass through

- Think of a saturator as a three-input mux
Saturation (Clipping)

- A saturator checks for 3 possibilities:
  - $in > SAT_{HI}$ or $in \geq SAT_{HI}$
  - $in < SAT_{LO}$ or $in \leq SAT_{LO}$
  - else pass through

- Think of a saturator as a three-input mux

Example: 4-bit input, ready for 3-bit output after saturation

<table>
<thead>
<tr>
<th>input</th>
<th>$SAT_{HI}$</th>
<th>$SAT_{LO}$</th>
</tr>
</thead>
<tbody>
<tr>
<td>0111</td>
<td>SAT_{HI} = 011</td>
<td>SAT_{LO} = 011</td>
</tr>
<tr>
<td>0110</td>
<td>SAT_{HI} = 011</td>
<td>SAT_{LO} = 011</td>
</tr>
<tr>
<td>0101</td>
<td>SAT_{HI} = 011</td>
<td>SAT_{LO} = 011</td>
</tr>
<tr>
<td>0100</td>
<td>SAT_{HI} = 011</td>
<td>SAT_{LO} = 011</td>
</tr>
<tr>
<td>0011</td>
<td>either sat or pass</td>
<td></td>
</tr>
<tr>
<td>0010</td>
<td>in</td>
<td></td>
</tr>
<tr>
<td>0001</td>
<td>in</td>
<td></td>
</tr>
<tr>
<td>0000</td>
<td>in</td>
<td></td>
</tr>
<tr>
<td>1111</td>
<td>in</td>
<td></td>
</tr>
<tr>
<td>1110</td>
<td>in</td>
<td></td>
</tr>
<tr>
<td>1101</td>
<td>in</td>
<td></td>
</tr>
<tr>
<td>1100</td>
<td>either sat or pass</td>
<td></td>
</tr>
<tr>
<td>1011</td>
<td>SAT_{LO} = 100</td>
<td></td>
</tr>
<tr>
<td>1010</td>
<td>SAT_{LO} = 100</td>
<td></td>
</tr>
<tr>
<td>1001</td>
<td>SAT_{LO} = 100</td>
<td></td>
</tr>
<tr>
<td>1000</td>
<td>SAT_{LO} = 100</td>
<td></td>
</tr>
</tbody>
</table>
Saturation (Clipping)

- If 0011 is pass through and 1100 is pass through, then the hardware can just look for when the MSB and MSB–1 bits are different.
- When the two bits are different, the MSB can not be simply dropped—the output must be saturated.
- Example verilog:
  - if (in[MSB:MSB-1] == 2'b01)
    out = SAT_HI;
  - if (in[MSB:MSB-1] == 2'b10)
    out = SAT_LO;
  - else
    out = in[MSB-1:0];

Example: 4-bit input, ready for 3-bit output after saturation
Multi-Bit Saturation (Clipping)

- The method to saturate more than one bit is similar
- To saturate $S$ bits, look for when the $S+1$ MSB bits are not all the same value
- This makes intuitive sense—$S$ bits can not be removed unless the $S+1$ MSB bits are all identical
- Example verilog to saturate 2 MSB bits:
  ```verilog
  if (in[MSB:MSB-2] == 3'b000 || in[MSB:MSB-2] == 3'b111)
    out = in[MSB-2:0]; // pass through w/o 2 MSB bits
  else if (in[MSB] == 1'b0)
    out = SAT_HI;
  else
    out = SAT_LO;
  ```
Saturation Bias Effects

- Saturation with simple hardware will usually clip to:
  (+) 01111...111
  (-) 10000...000

- But this treats positive saturated samples differently than negative saturated samples

- In effect, this creates a bias in the saturated output samples

- This may cause problems
  - Circuits sensitive to a DC bias; e.g., a signal path containing an accumulator or some RF circuits
  - Effect is worse for signals that saturate frequently
  - Effect is worse for outputs with narrow word widths

Examples

<table>
<thead>
<tr>
<th>11-bit</th>
<th>3-bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1023</td>
<td>+3</td>
</tr>
<tr>
<td>-1024</td>
<td>-4</td>
</tr>
</tbody>
</table>
Saturation Bias Effects

- In cases when the non-symmetric rounding is not acceptable, clipping must be done in a symmetric manner.
- That is, \( \text{SAT}_\text{LO} = -\text{SAT}_\text{HI} \)

\[
\begin{align*}
(+) & \quad 01111...111 & +1023 & +3 \\
(-) & \quad 10000...001 & -1023 & -3 \\
\end{align*}
\]

- The SAT_LO comparison is now more complex: the saturation detection circuit in the critical path must now look at all bits in the input word.
- The case of \( \text{in} == (\text{SAT}_\text{LO} - 1) \) must be detected.
- Example: 6-bit input rounded to a 5-bit output with values ±15
  - Requires special detection of \( \text{in} == -16 \) (in which case \( \text{out} = -15 \))
  - Can be detected as the special saturation case when \( \text{in} == 110000 \) (−16 alone) or \( \text{in} == 11000x \) (−16 and −15)