

FPGA Evolution for SDR

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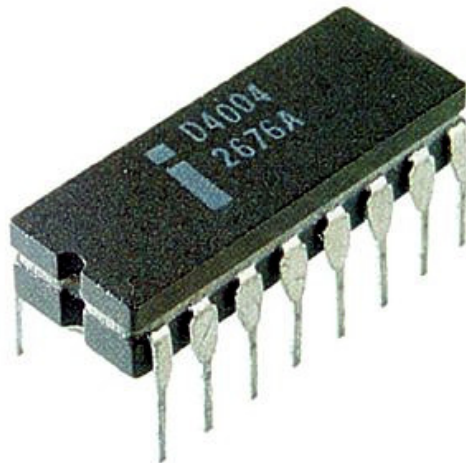
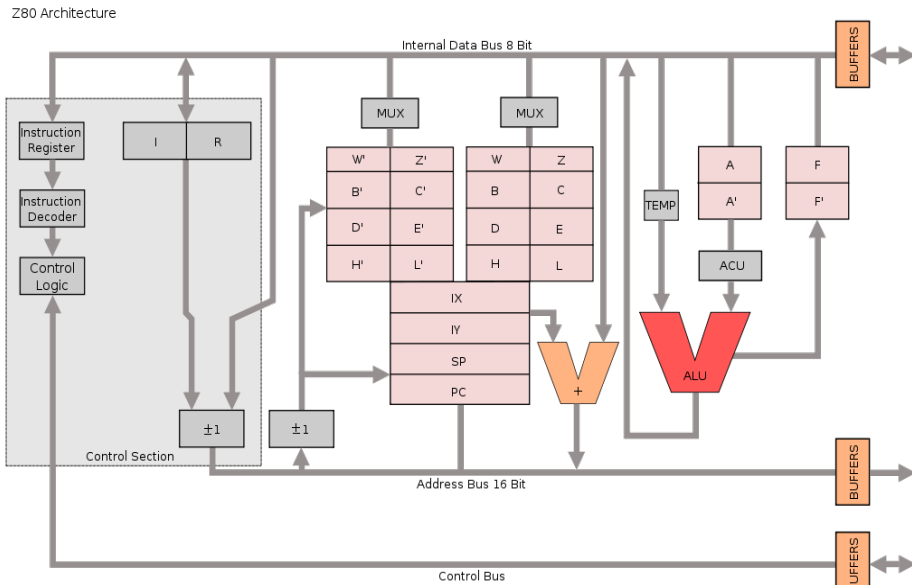
FPGA Evolution for SDR

Three Chapters

- Chapter 1 – Evolution from Microprocessor to FPGA
- Chapter 2 – Examples of FPGA Structures
- Chapter 3 – High Level VHDL Code Examples

FPGA Evolution for SDR

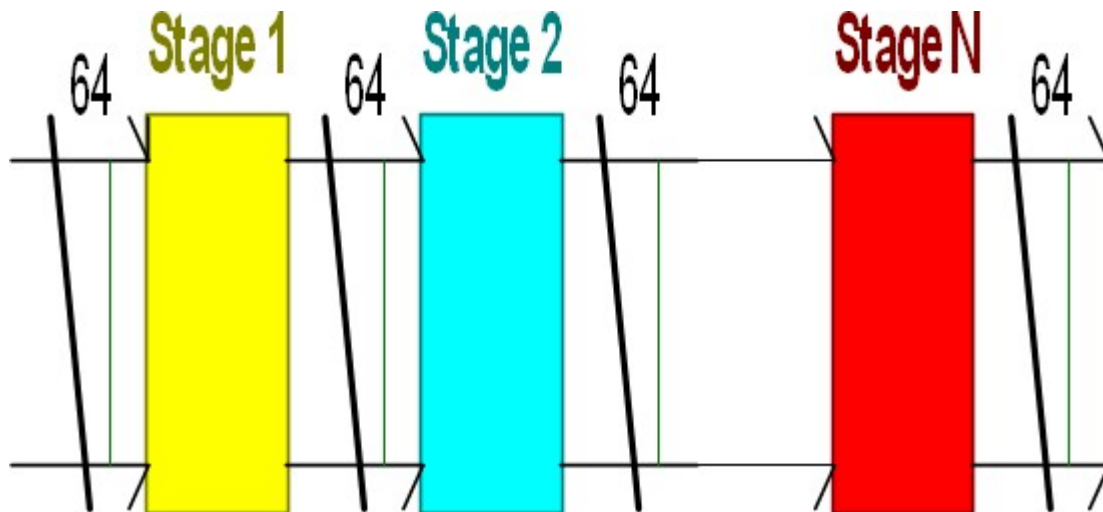
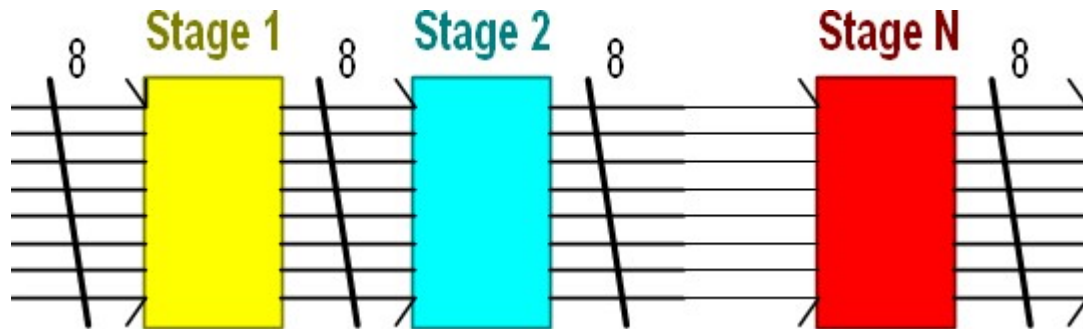
- Chapter 1 – Evolution from uP to FPGA



- First Intel Microprocessor (4004) developed by Stanley Mazo and Busicom engineer Masatoshi Shima, ~1969
- Later Z80 uP shown below
- All uP operate sequentially
- All uP have fixed bit size

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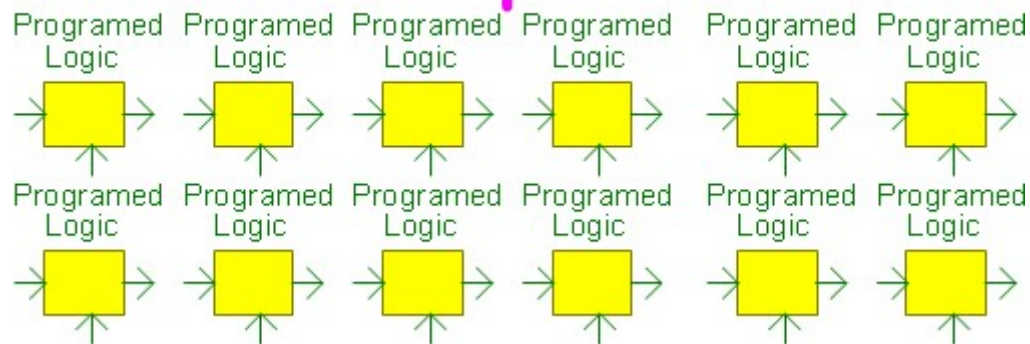
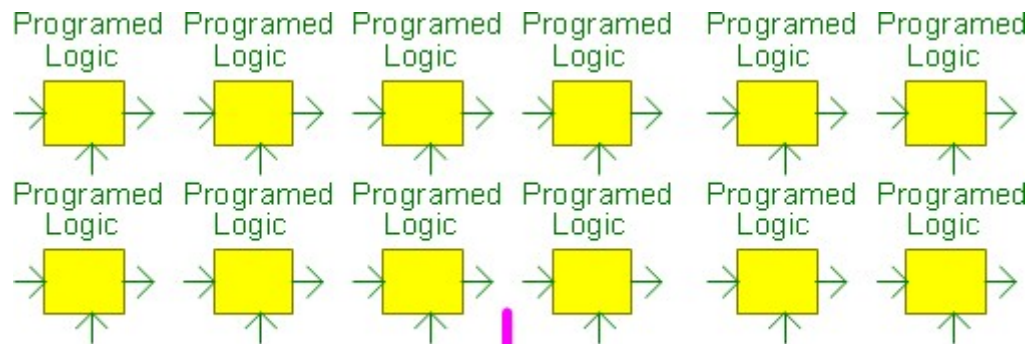
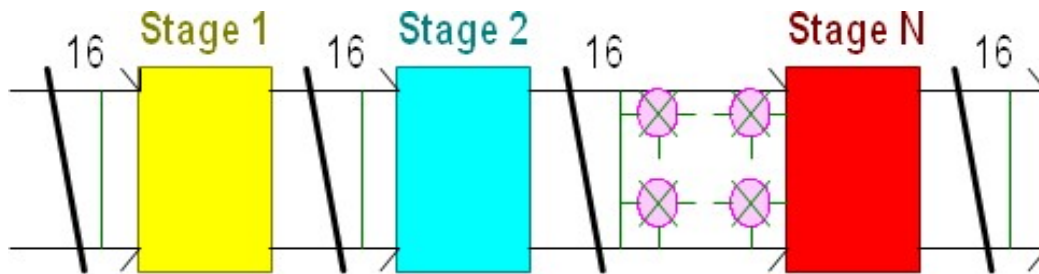
- Chapter 1 – Evolution from uP to FPGA



- 8 Bit uP Example
- Modern Computer CPU now 64 Bit
- Bits are like soldiers crossing a bridge, side by side
- In principle, 64 bits should be 8 times faster than 8 bits

FPGA Evolution for SDR

• Chapter 1 – Evolution from uP to FPGA



- Digital processing (DSP) applications often need dedicated high speed $M \times N$ Bit integer multipliers
- DSP IC devices were developed to meet the needs for exact audio processing, e.g. to replace analog filters (FIR, IIR)
- Here is a DSP concept with 4 multipliers
- DSP are faster but still sequential
- Field Programmable Gate Arrays were developed to be parallel or sequential
- Arbitrary Gate configuration, any bit size (e.g. 800 bits OK) and processing is completely parallel (and/or sequential)

FPGA Evolution for SDR

- Chapter 1 – Evolution from uP to FPGA
- FPGA devices used for very high speed signal processing – Video, Advanced Communications
- Reprogrammable, used to develop code → **ASIC**
- Code written on a PC → **bit stream to FPGA**
- Logic elements programmable → AND, OR,...
- All gates “wired together” from PC software
- Low cost versions up to 150,000 logic elements

FPGA Evolution for SDR

- Chapter 1 – Evolution from uP to FPGA

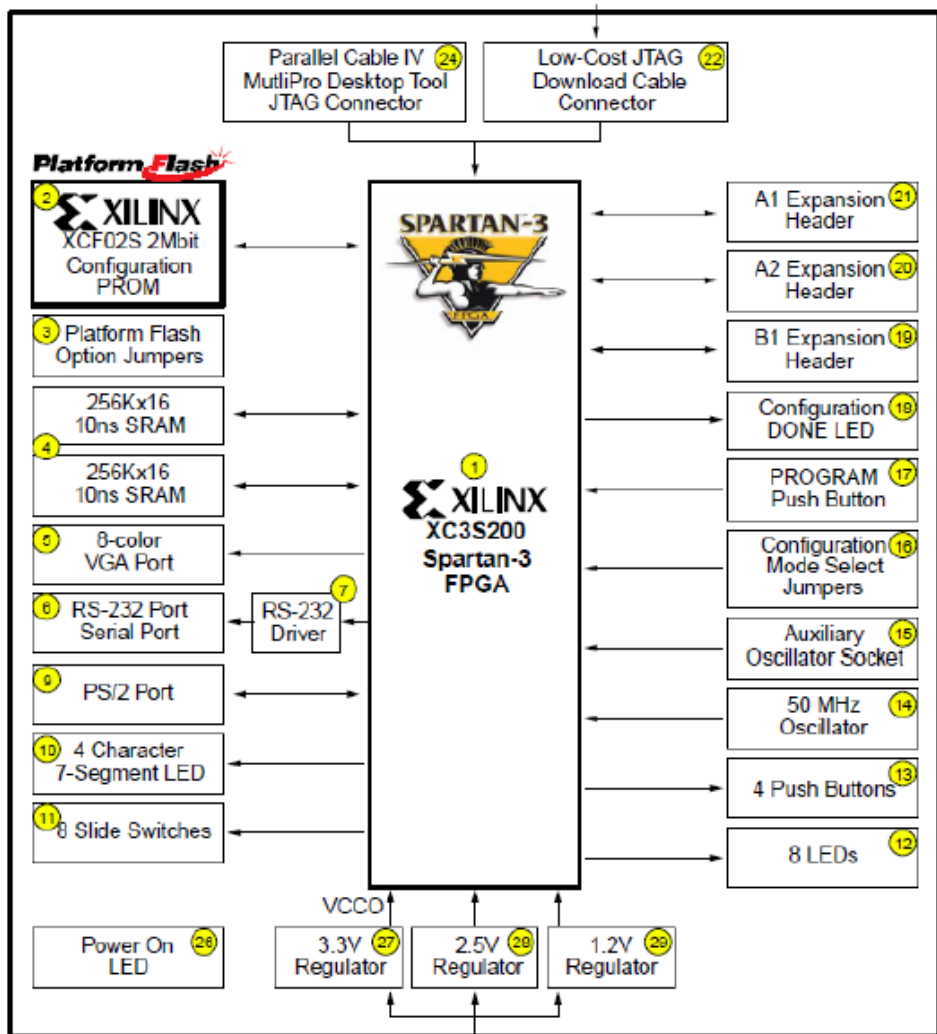
Low Cost 7-Series Offerings From Xilinx (Altera also)

Table 1: 7 Series Families Comparison

Max. Capability	Spartan-7	Artix-7	Kintex-7	Virtex-7
Logic Cells	102K	215K	478K	1,955K
Block RAM ⁽¹⁾	4.2 Mb	13 Mb	34 Mb	68 Mb
DSP Slices	160	740	1,920	3,600
DSP Performance ⁽²⁾	176 GMAC/s	929 GMAC/s	2,845 GMAC/s	5,335 GMAC/s
Transceivers	–	16	32	96
Transceiver Speed	–	6.6 Gb/s	12.5 Gb/s	28.05 Gb/s
Serial Bandwidth	–	211 Gb/s	800 Gb/s	2,784 Gb/s
PCIe Interface	–	x4 Gen2	x8 Gen2	x8 Gen3
Memory Interface	800 Mb/s	1,066 Mb/s	1,866 Mb/s	1,866 Mb/s
I/O Pins	400	500	500	1,200
I/O Voltage	1.2V–3.3V	1.2V–3.3V	1.2V–3.3V	1.2V–3.3V
Package Options	Low-Cost, Wire-Bond, Quad Flat Package	Low-Cost, Wire-Bond, Lidless Flip-Chip	Lidless Flip-Chip and High-Performance Flip-Chip	Highest Performance Flip-Chip

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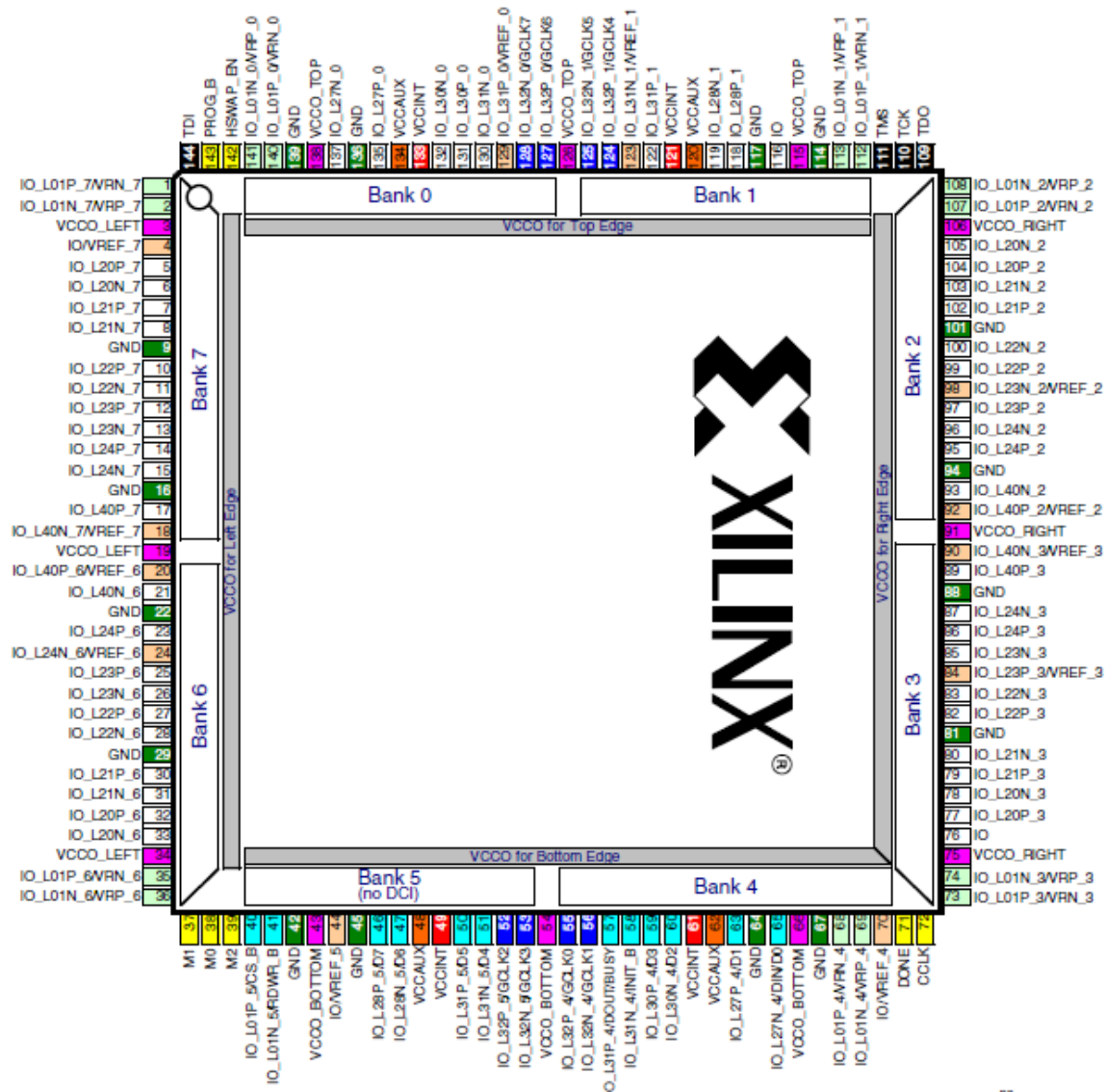
- Chapter 1 – Evolution from uP to FPGA



- Example Low Cost FPGA
- Good Peripheral Support
- Reasonable Gate Count
- Clock ~50 MHz, max 133 MHz
- Some FPGA Clock >> 1 GHz
- Unlike CPU, bit size unlimited, set per variable
- $A = [1077,0]$ quite OK

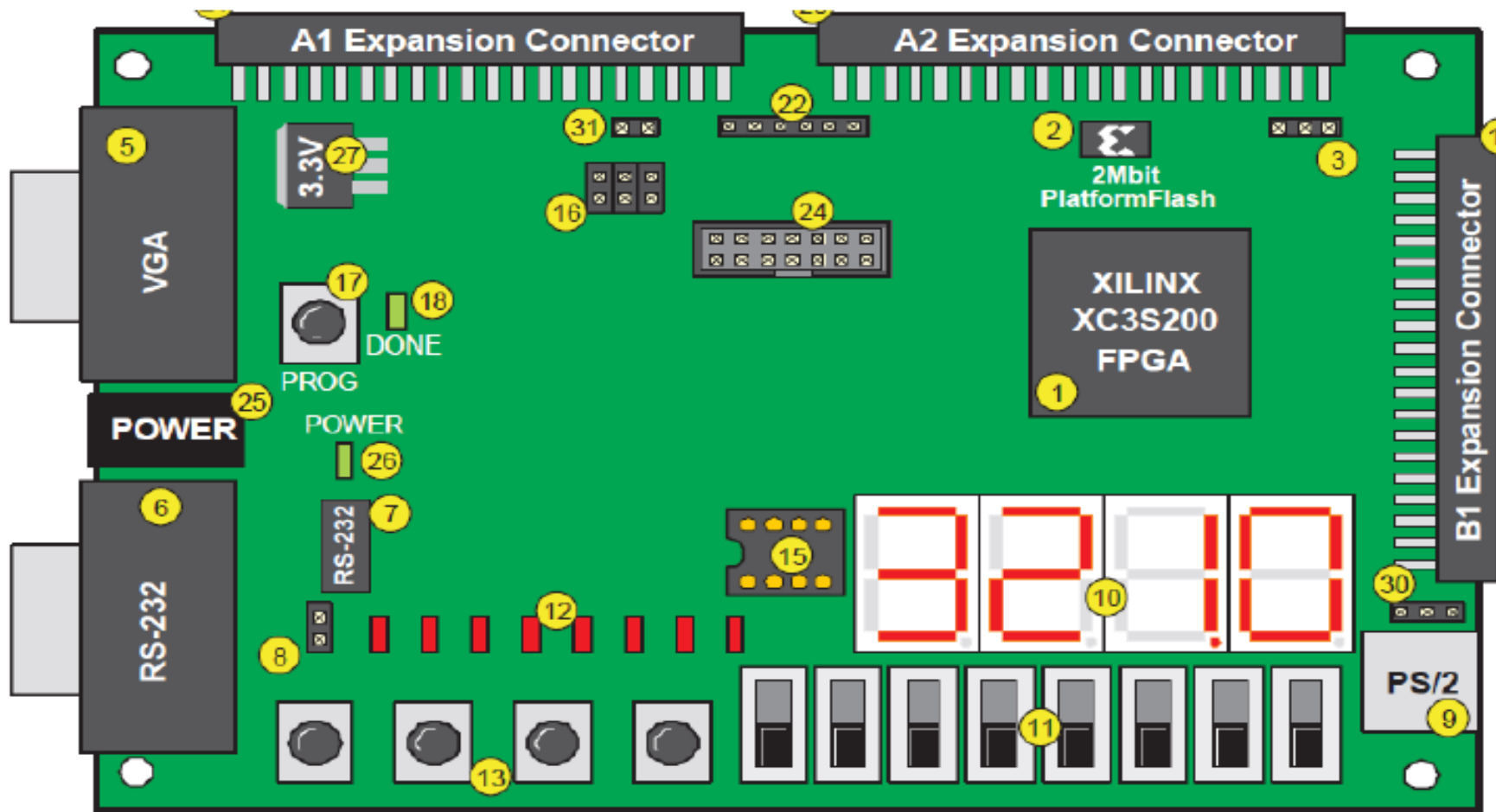
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- Chapter 1 – Evolution from uP to FPGA



FPGA Evolution for SDR

- Chapter 1 – Evolution from uP to FPGA
- Example FPGA Evaluation PCB – Xilinx Example



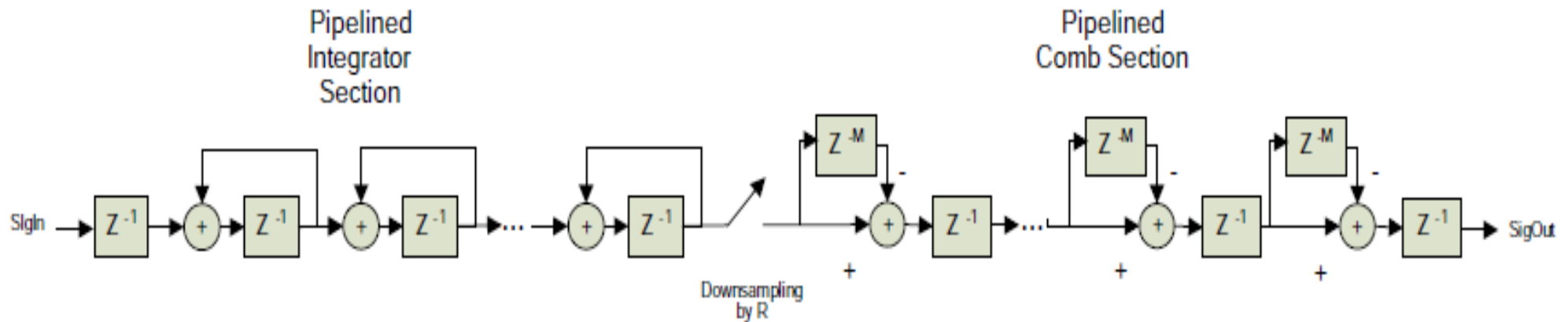
FPGA Evolution for SDR

Chapter 1 – Summary

- **Early Microprocessors Demonstrated Software Configurable Digital Logic (replaced gates)**
- **But Limited to low Bit size (e.g. 8 Bits, fixed)**
- **And Processing is Sequential – i.e. step by step**
- **Computer CPU Architectures now 64 Bit, fixed**
- **DSP provided high speed multipliers – for filters**
- **FPGA non sequential, arbitrary bit sizes, no limit**

FPGA Evolution for SDR

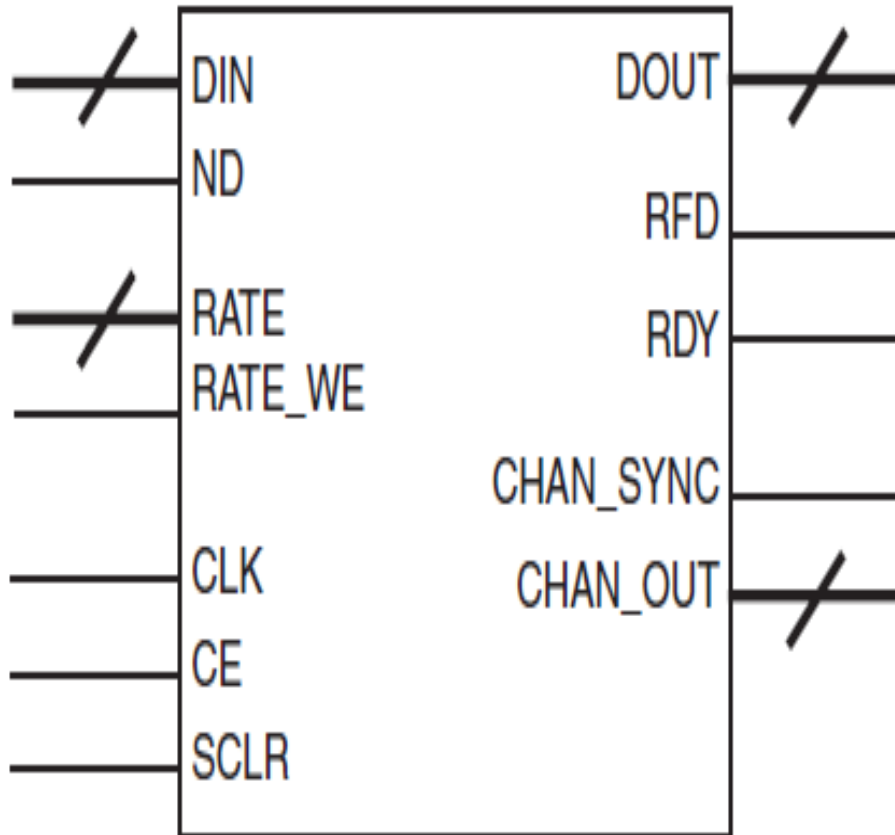
- Chapter 2 – Examples of FPGA Structures



- Example Cascaded Integrator Comb CIC Low Pass Digital Filter
- Used as a “Roofing LPF” in SDR – (similar to XTAL → Ceramic)
- Followed by more exact Finite Impulse Response (FIR) Filter or IIR

FPGA Evolution for SDR

- Chapter 2 – Examples of FPGA Structures

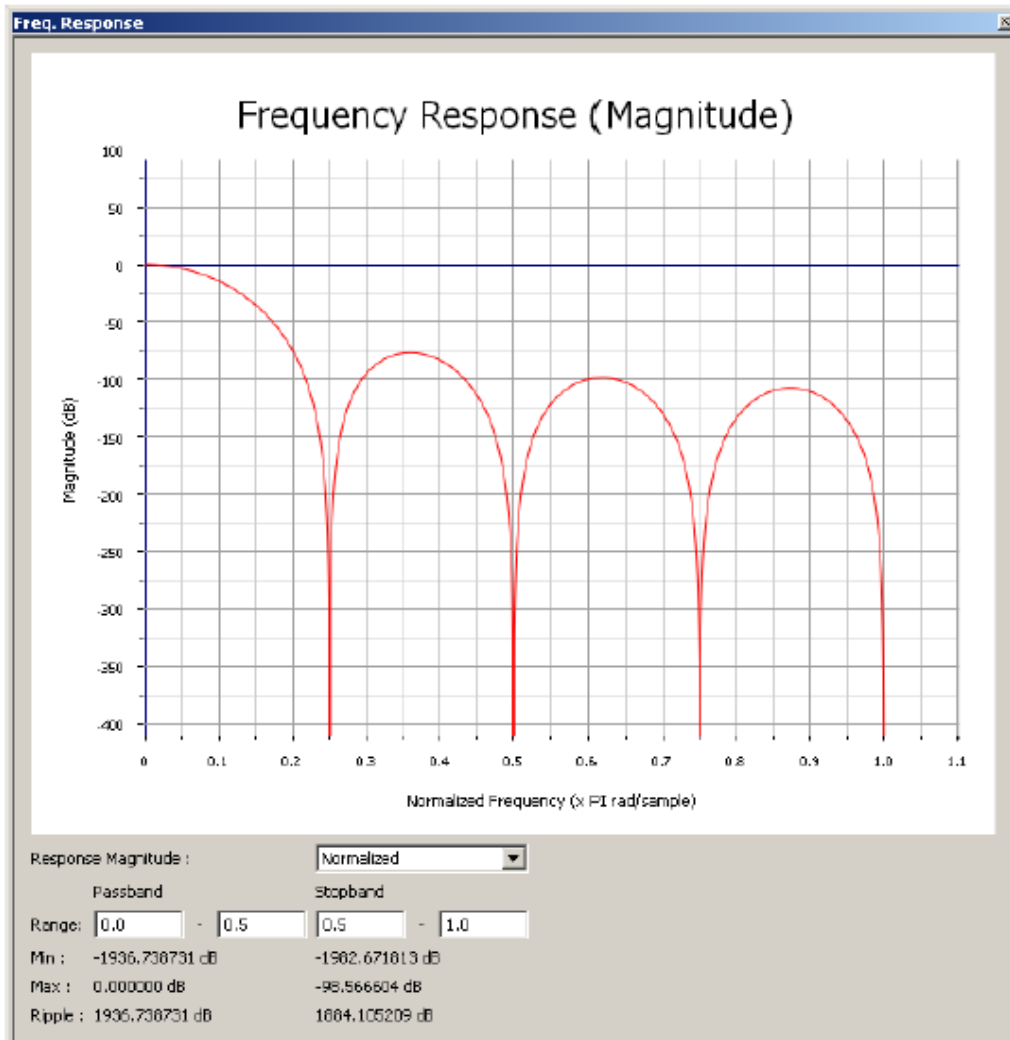


Note – Bus lines are bold (N-Bit)

- FPGA Programming is simplified using Xilinx “LogiCORE™” modules
- Symbol shows data in (DIN), data out (DOUT) and control functions for CIC Filter

FPGA Evolution for SDR

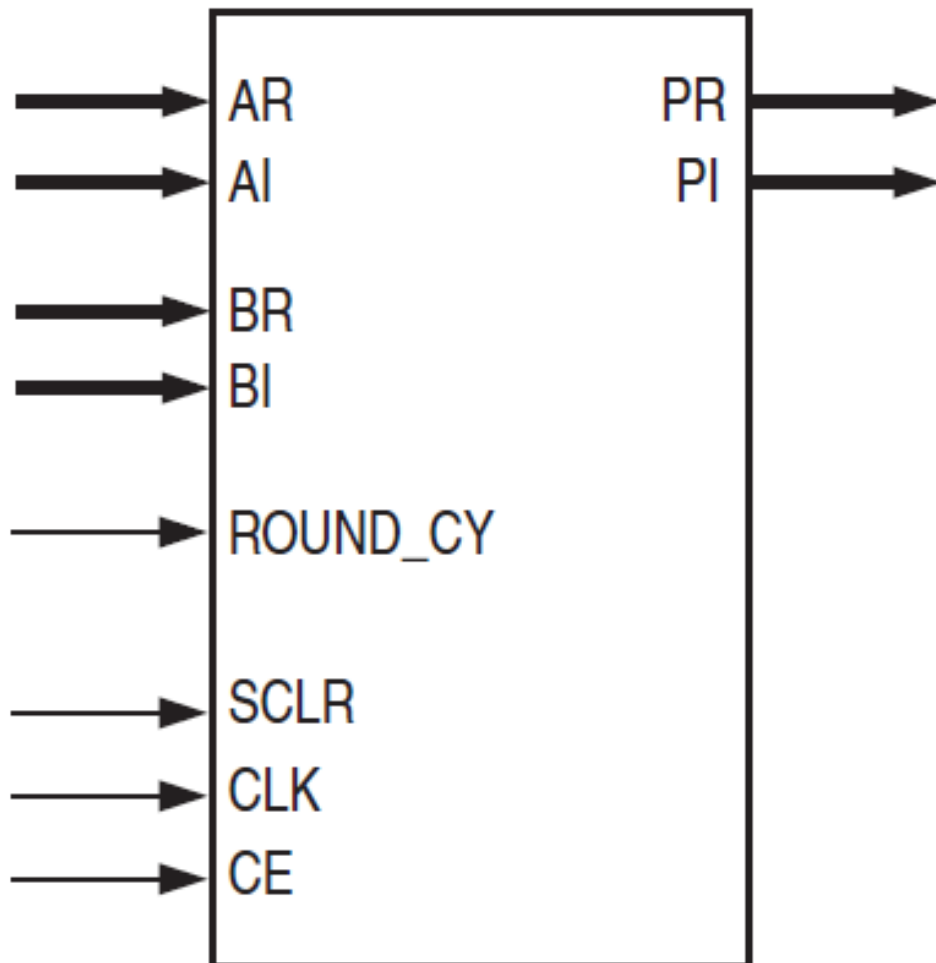
- Chapter 2 – Examples of FPGA Structures



- Typical CIC Low Pass Frequency Response
- Stop band is “lazy”
- Sinc(x) notches used in filters strategically

FPGA Evolution for SDR

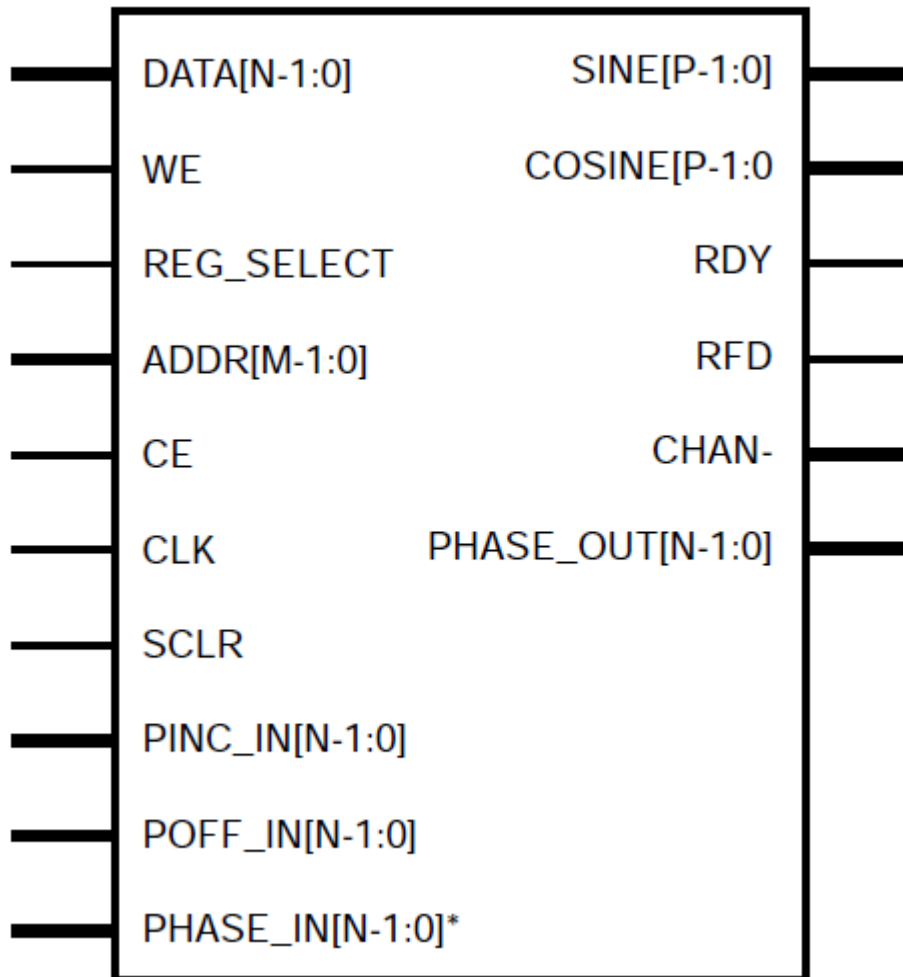
- Chapter 2 – Examples of FPGA Structures



- LogiCORE™ IP modules simplify complex logic operations
- Example Complex Multiplier This module implements $[PR + j PI] = [AR + j AI] \times [BR + j BI]$
- Extremely difficult to design using hard-wired logic gates!
- Modules perform Excellently!

FPGA Evolution for SDR

- Chapter 2 – Examples of FPGA Structures



- Example Direct

Digital Synthesis

- Extremely fine

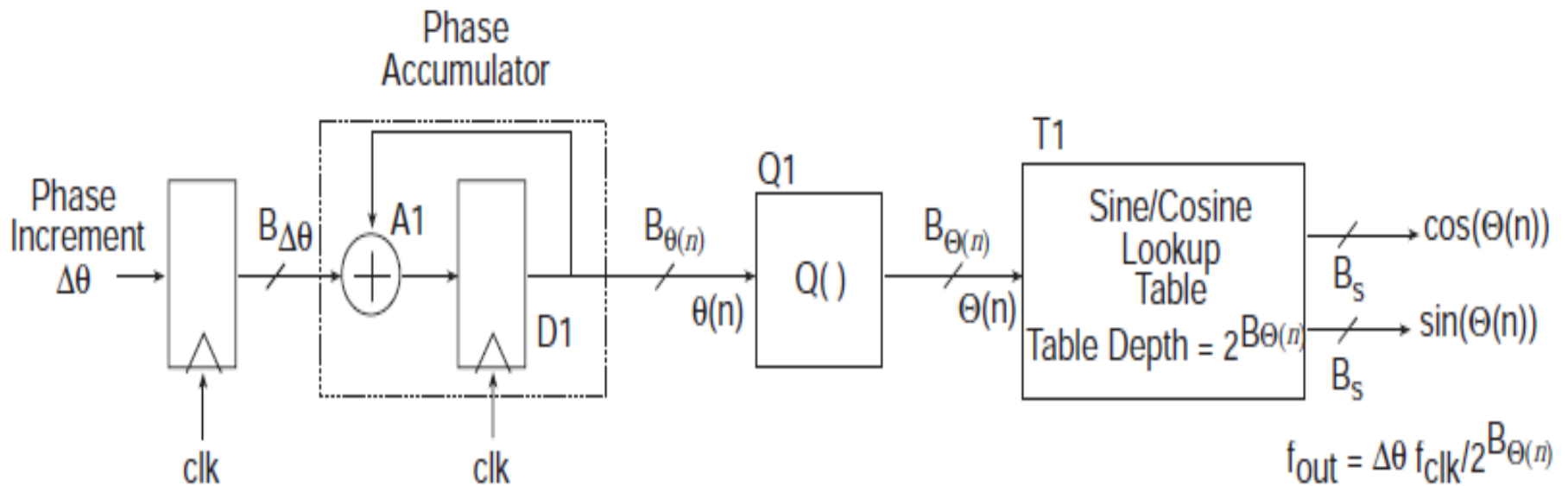
frequency resolution

- Phase quadrature out

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- Chapter 2 – Examples of FPGA Structures

- **Generic DDS Structure**

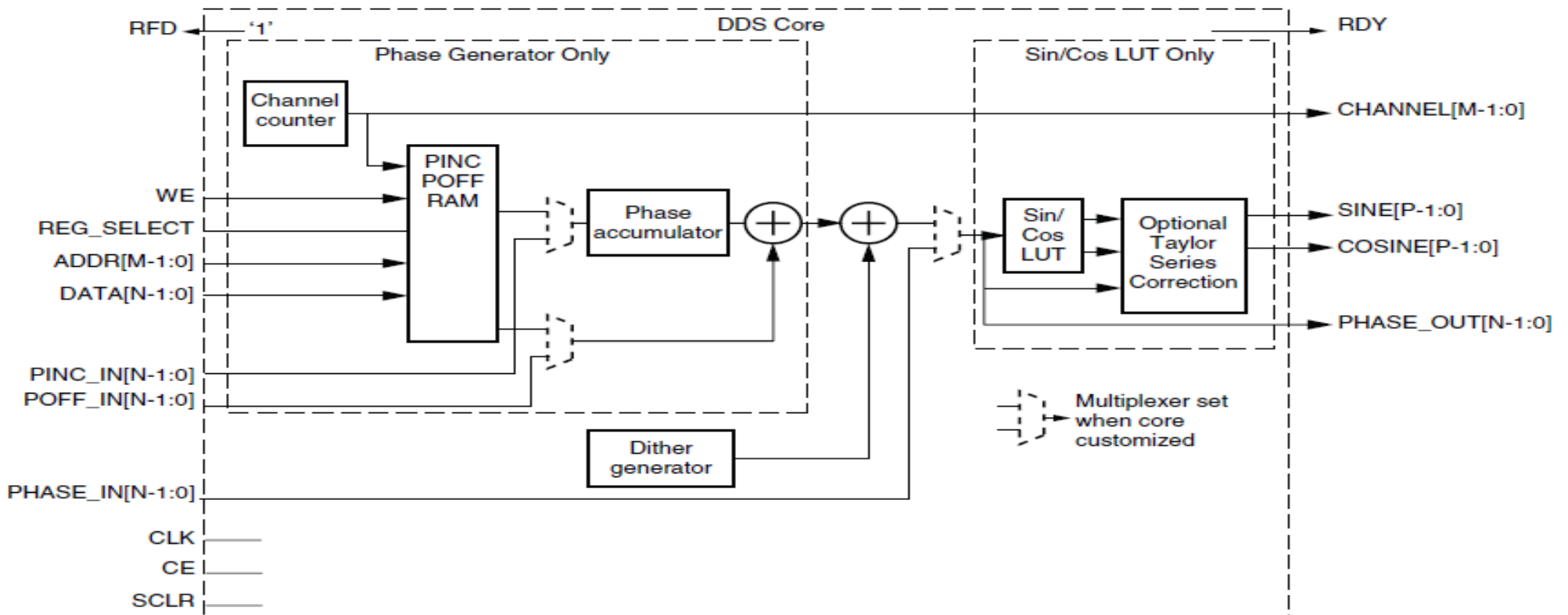


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- Chapter 2 – Examples of FPGA Structures

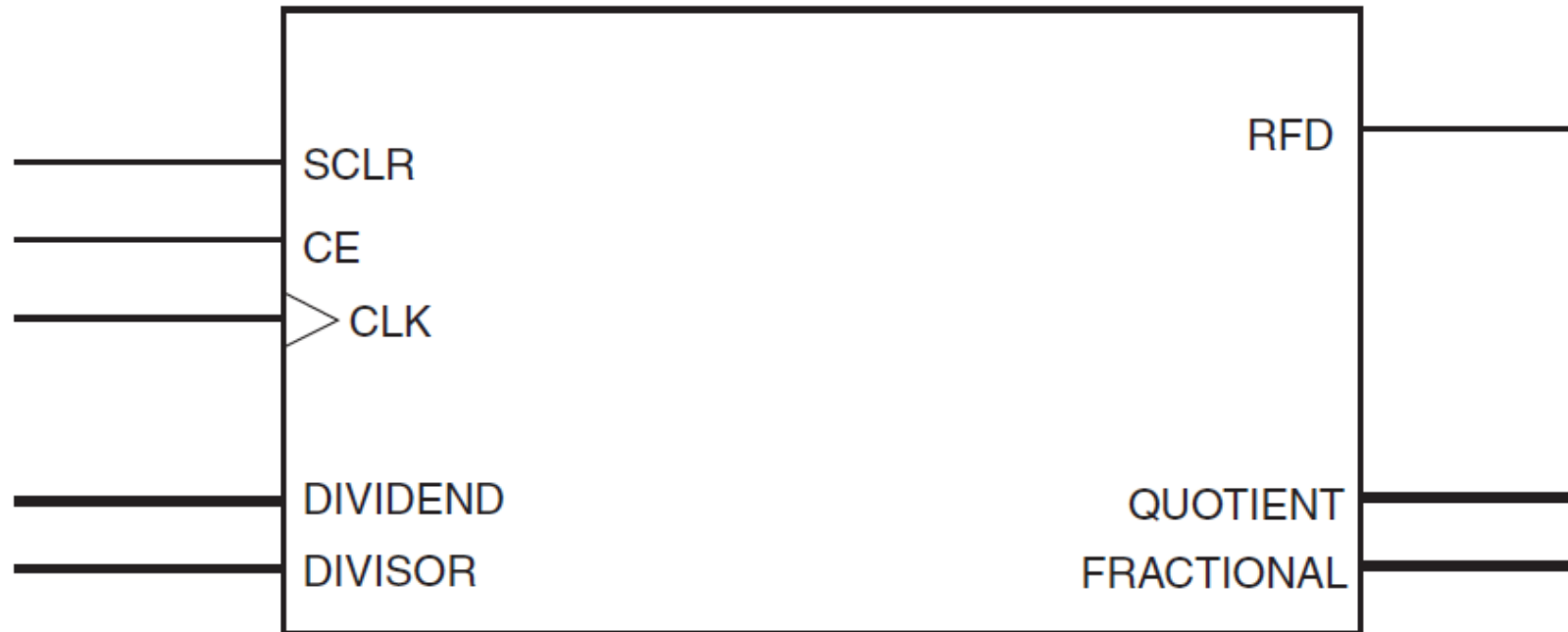
- Advanced DDS Structure

- Dither & polynomial correction



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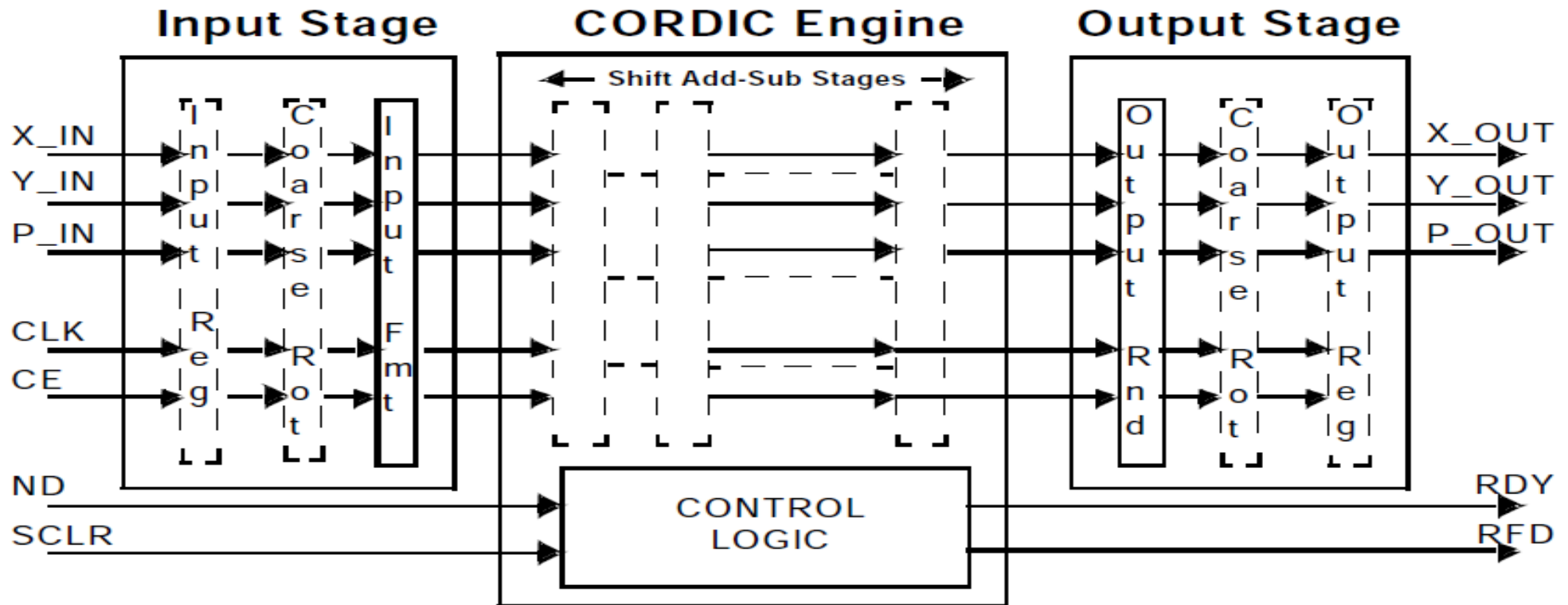
- Chapter 2 – Examples of FPGA Structures



- Division Symbol, Dividend / Divisor = Quotient + Remainder
- Extremely hard to design with hard-wired logic gates!
- Remember doing “**Long Division**” in High School?

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- Chapter 2 – Examples of FPGA Structures

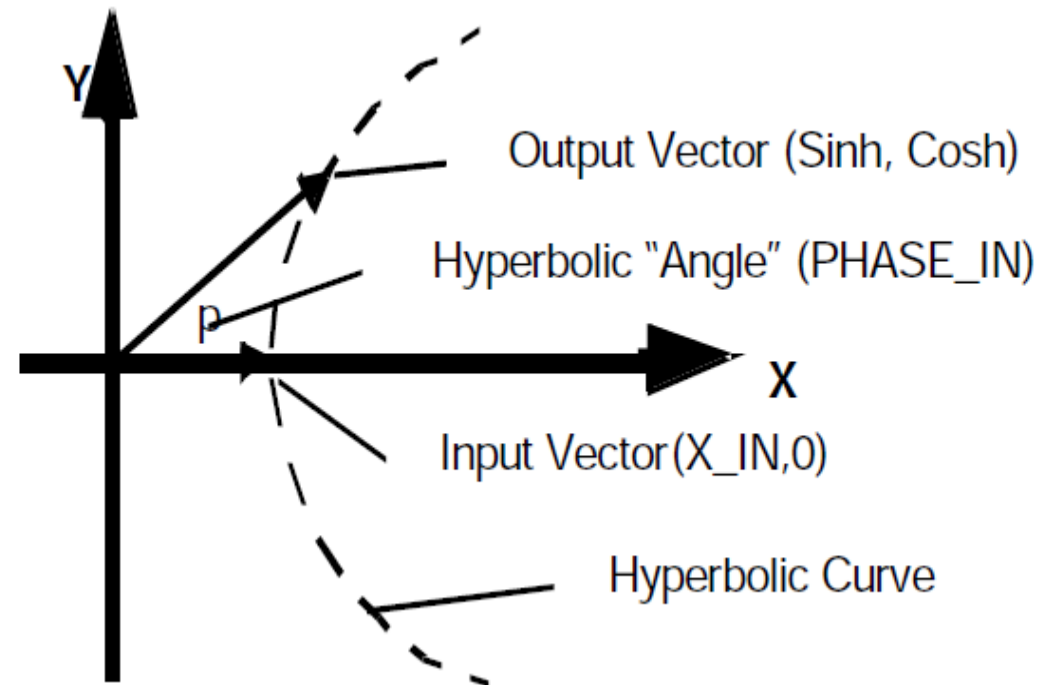
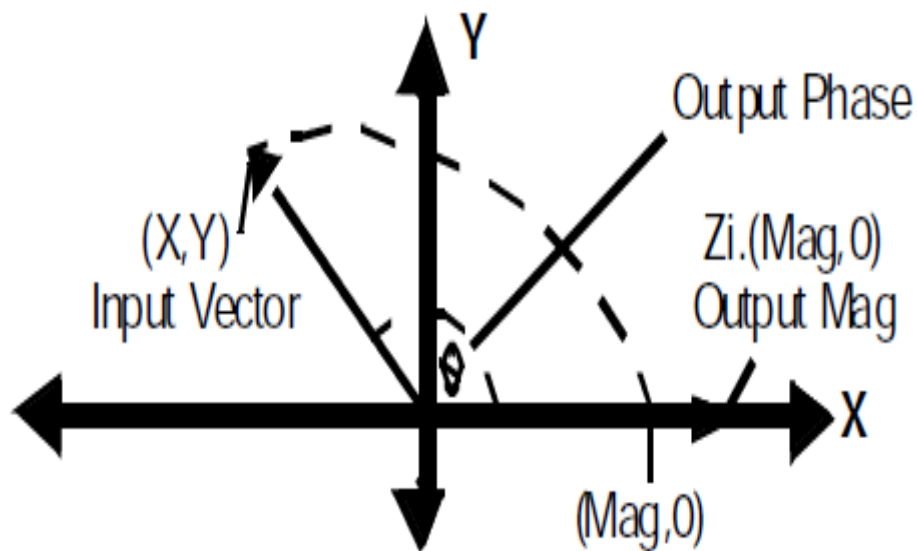


- “CORDIC” Symbol – Used for rotation, trigonometry, logarithmic conversion etc – Impossible with gates!

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- Chapter 2 – Examples of FPGA Structures

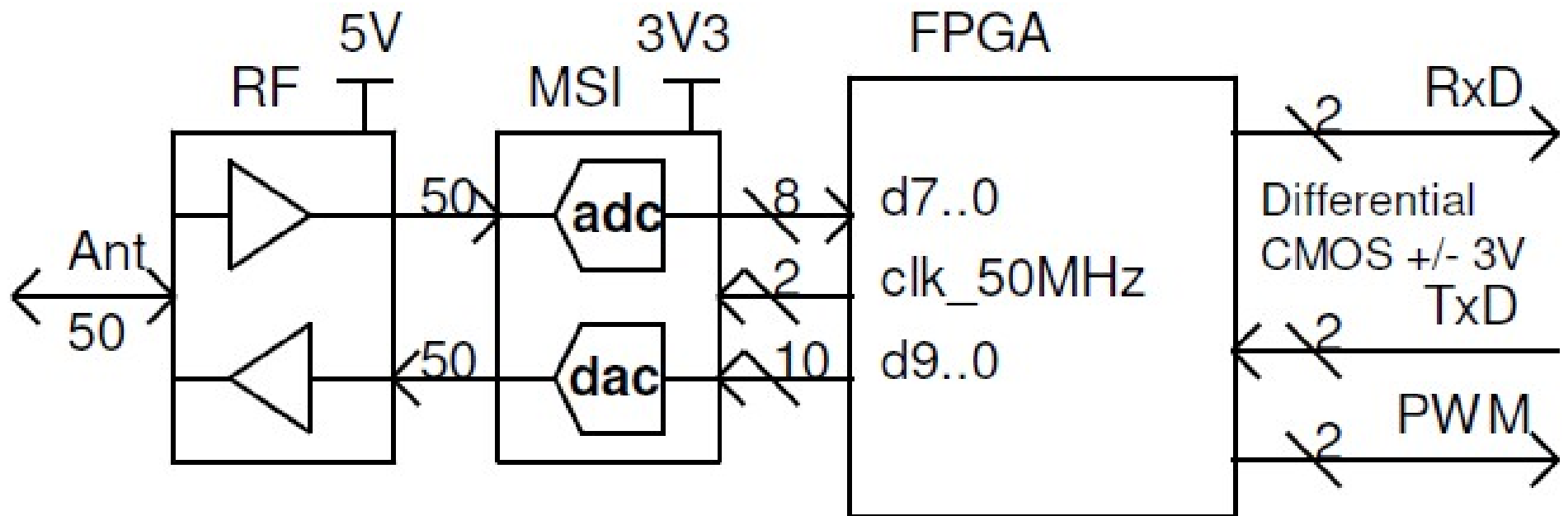
- CORDIC Trigonometry Examples



The Xilinx LogiCORE™ IP CORDIC core implements a generalized coordinate rotational digital computer (CORDIC) algorithm.

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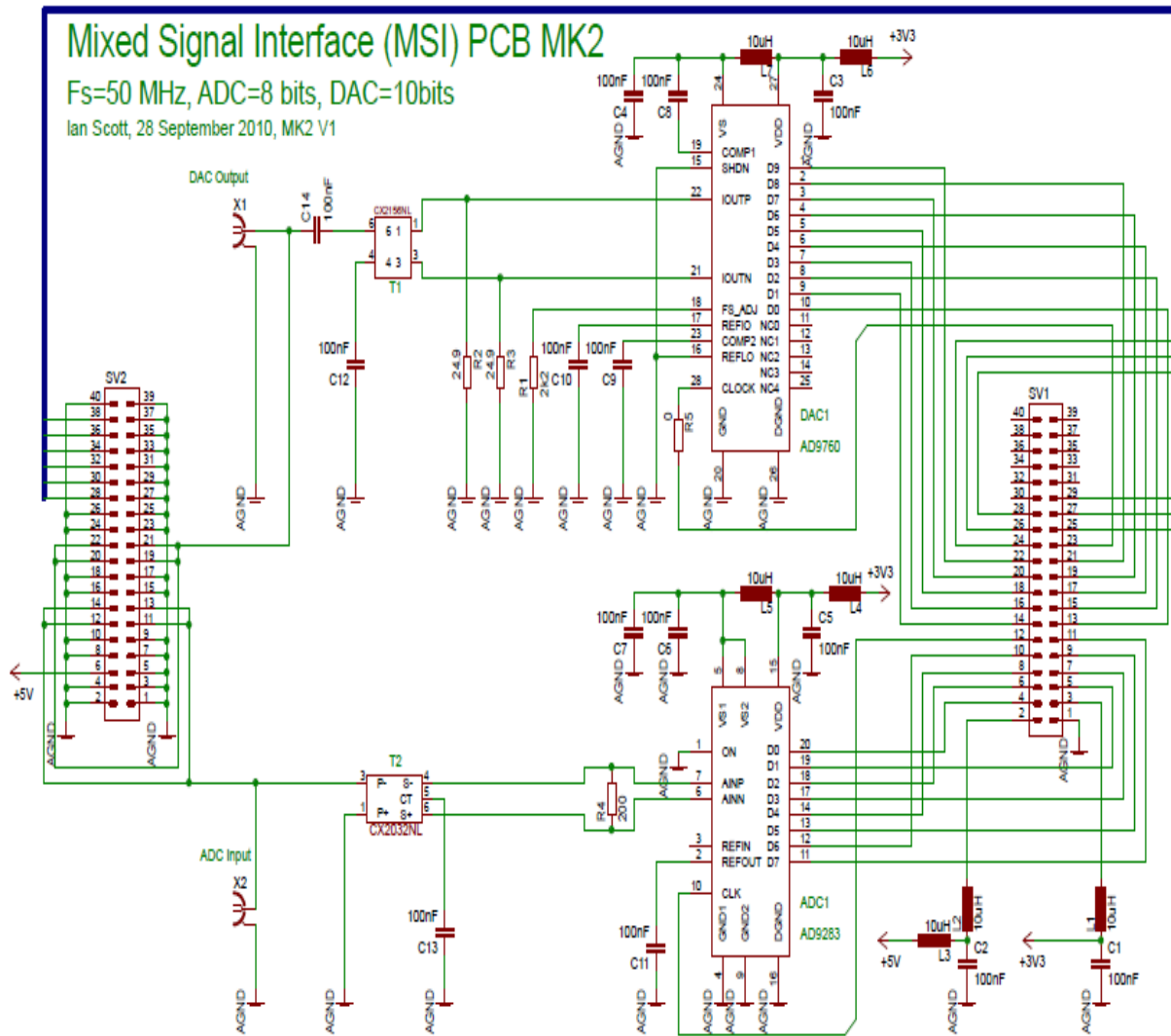
- Chapter 2 – Examples of FPGA Structures



- Generic Software Defined Radio (SDR) System
- RF Signal Conveyance, Mixed Signal Interface, FPGA
- Generic Structure, Applicable to High Performance

FPGA Evolution for SDR

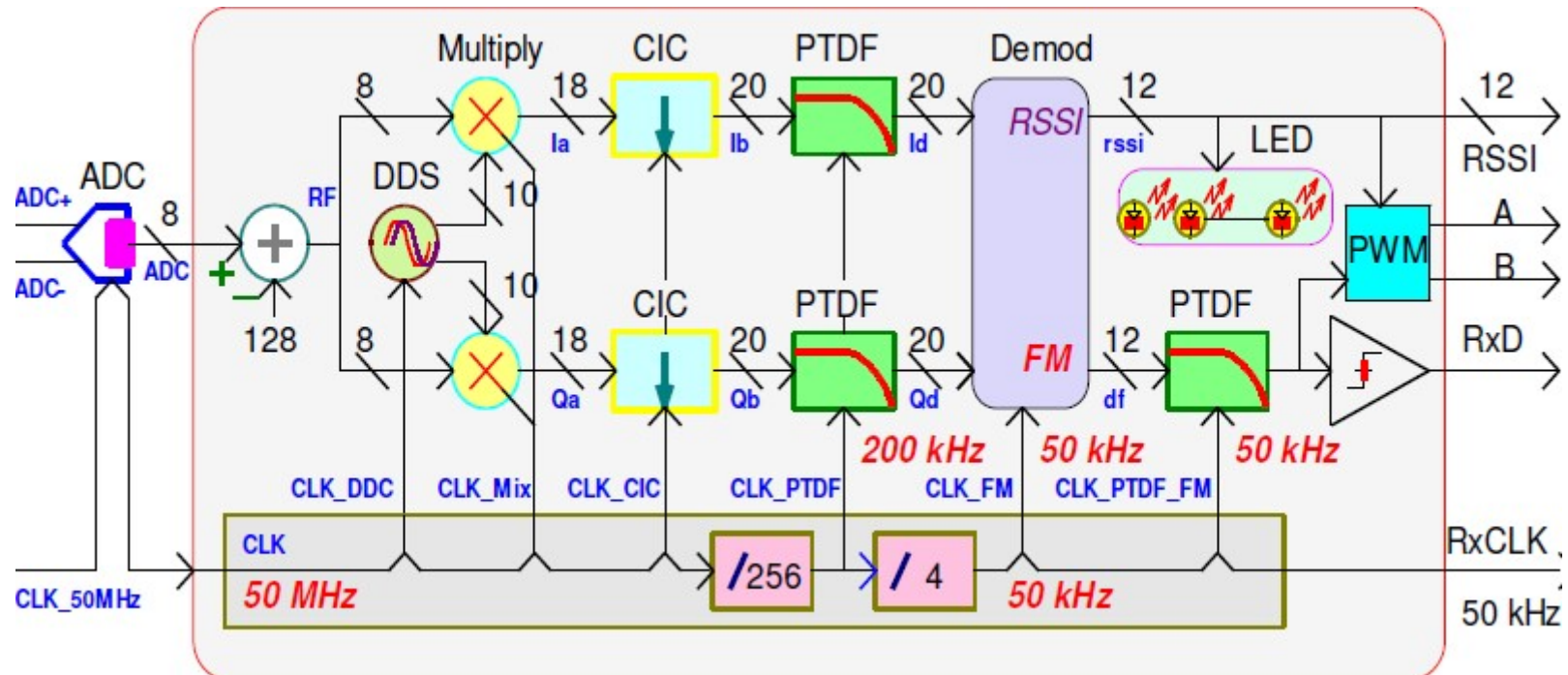
• Chapter 2 – Examples of FPGA Structures



- MSI Transceiver
- Low Cost ~ \$20 total
- 8-Bit Rx ADC at Top
- Lower 10-Bit Tx DAC
- Sample $F_s = 50$ MHz
- ADC BW ~ 500 MHz
- 3.3 V Supply. Low I_s
- Non Critical FPGA Interface – see FPGA EVAL PCB connectors

FPGA Evolution for SDR

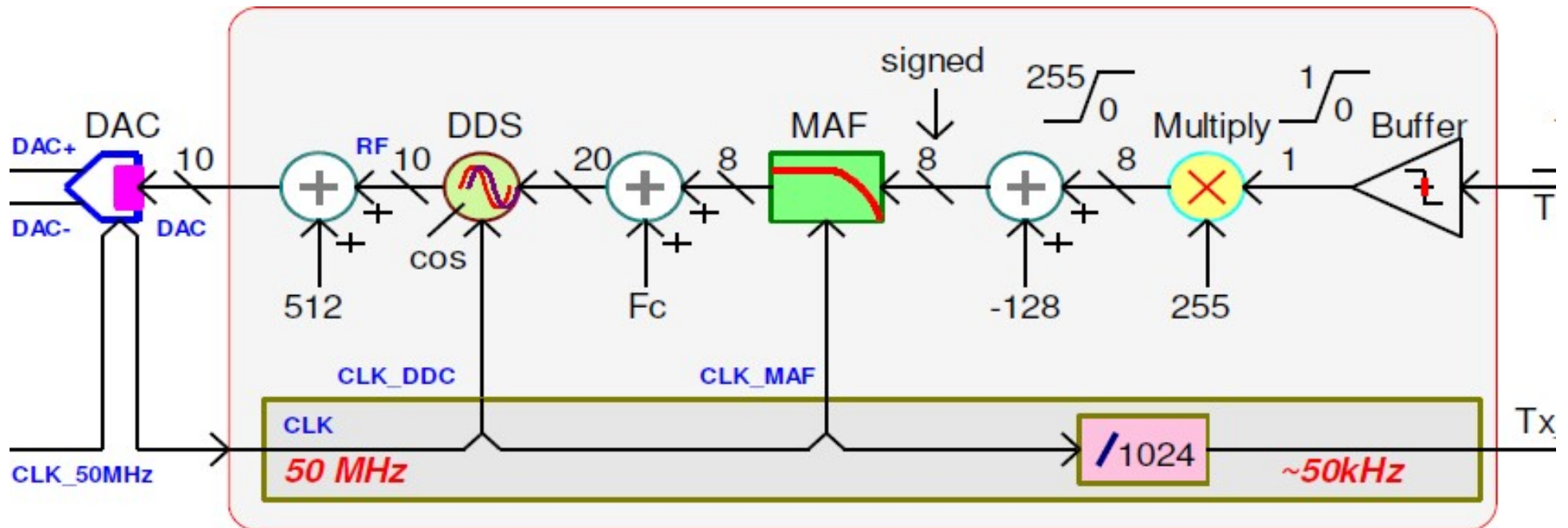
- Chapter 2 – Examples of FPGA Structures



- Example SDR Receiver System Processing Steps
- ADC Signal Acquisition, I+j Q Bit Growth, CIC Filter, Detailed IQ LPF, Demodulation, Formatting

FPGA Evolution for SDR

- Chapter 2 – Examples of FPGA Structures



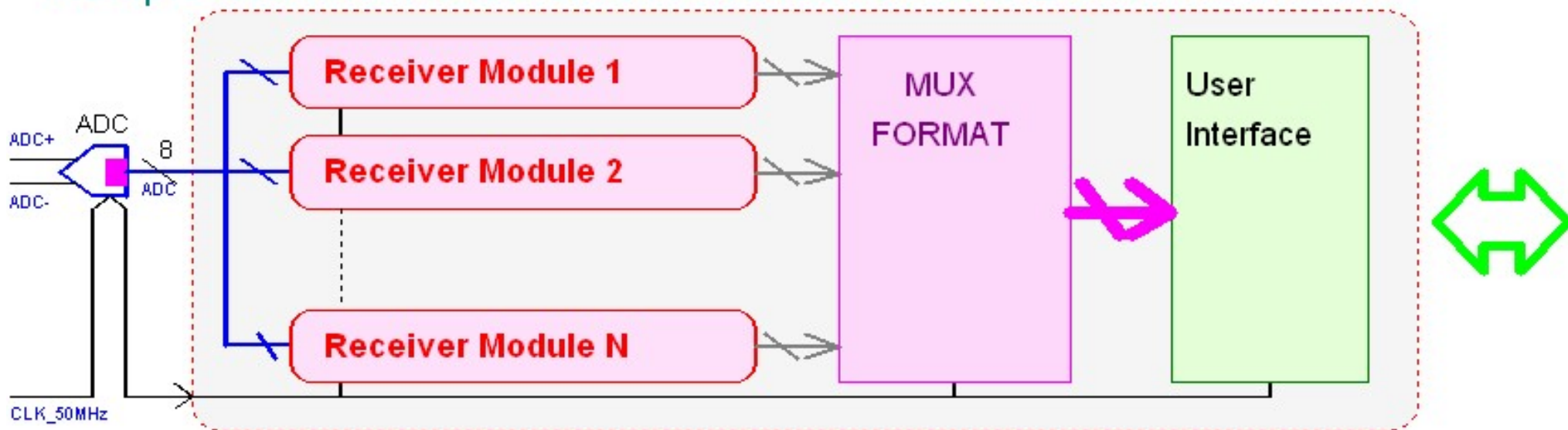
- Example SDR Transmitter System Processing Steps
- Input on Right, Scale, Moving Average Filter, Direct DDS Modulation, DAC Output For Filtered FSK

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- Chapter 2 – Examples of FPGA Structures

Example Multiple Channel Software Defined Receiver

Multiple Channel Receiver - N Parallel Receiver Banks



Parallel Receiver Bank is Far Superior to Scanning Receivers!

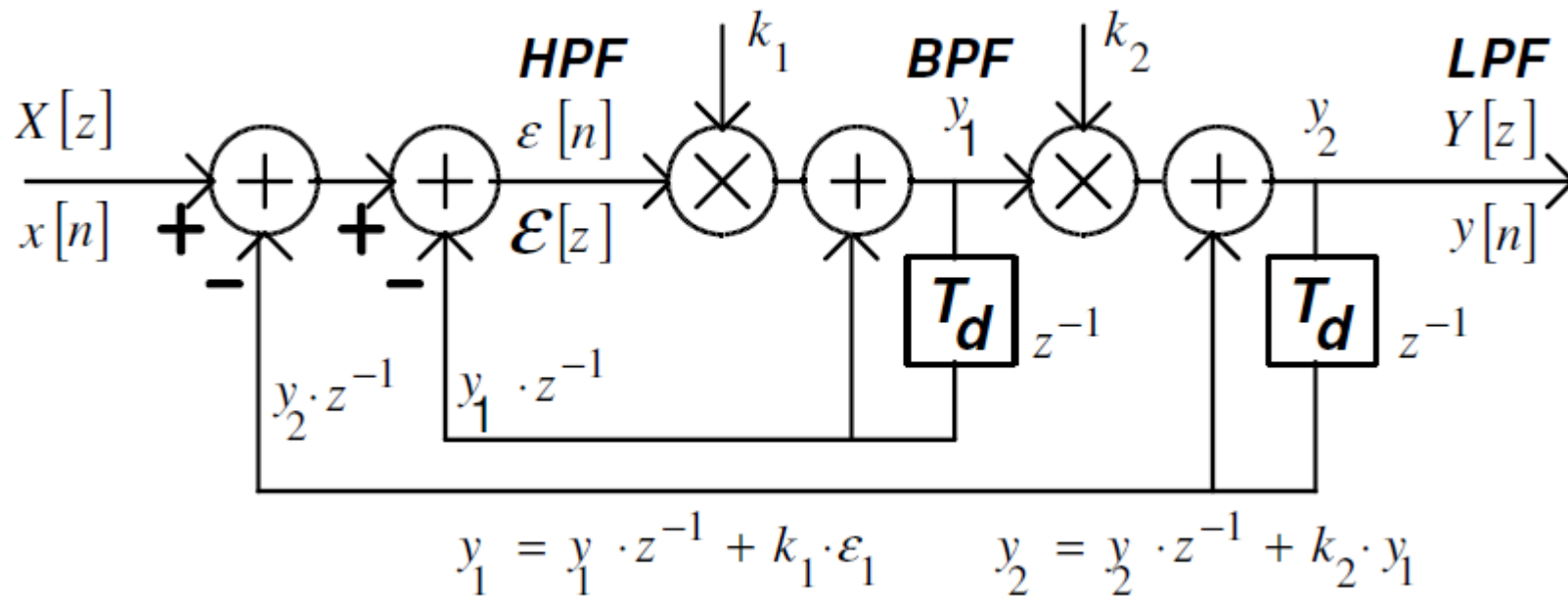
FPGA Evolution for SDR

• Chapter 2 – Summary

- Speed up Programming with LogiCORE™ Modules
- Example CIC Filters, Lazy “Roofing” with Sinc(x)
- Complex Multiplication, DDS and Enhanced DDS
- Avoid those Lashes of Logic Based Long Division!
- CORDIC – Rotation, Trigonometry, Logarithms
- MSI Interface to FPGA → RF, ADC / DAC, FPGA
- Parallel Processing Application – Multi-Channel Rx

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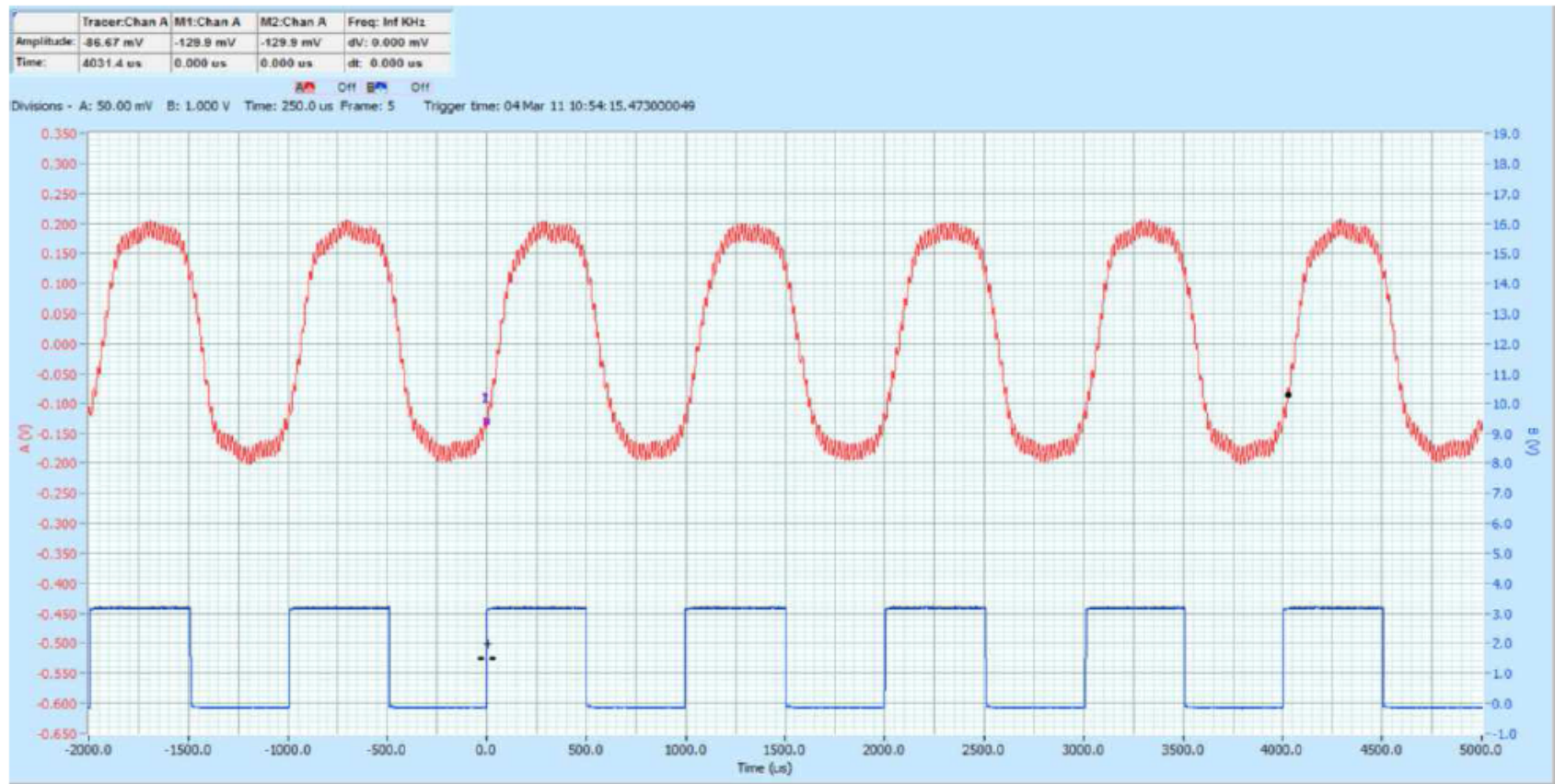
- Chapter 3 – High Level VHDL Code Examples



- Selective Parameter Tuned Digital Filter Architecture
- Infinite Impulse Response (IIR) Architecture - Feedback

FPGA Evolution for SDR

- Chapter 3 – High Level VHDL Code Examples



Measured SDR Receiver Demodulation Waveforms

FPGA Evolution for SDR

- Chapter 3 – High Level VHDL Code Examples

```
real a, b, c ; // a,b,c to be real

integer j, k ; // integer variable
integer i[1:32] ; // array of integer variables
```

```
module foo2 (cs, in1, in2, ns);
  input [1:0] cs;
  input in1, in2;
  output [1:0] ns;
  function [1:0] generate_next_state;
  input [1:0] current_state ;
  input input1, input2 ;
  reg [1:0] next_state ;
  // input1 causes 0->1 transition
  // input2 causes 1->2 transition
  // 2->0 illegal and unknown states go to 0
  begin
    case (current_state)
      2'h0 : next_state = input1 ? 2'h1 : 2'h0 ;
      2'h1 : next_state = input2 ? 2'h2 : 2'h1 ;
      2'h2 : next_state = 2'h0 ;
      default: next_state = 2'h0 ;
    endcase
    generate_next_state = next_state;
  end
  endfunction // generate_next_state

  assign ns = generate_next_state(cs, in1,in2) ;
endmodule
```

```
always @(rst)// simple if -else
  if (rst)
    // procedural assignment
    q = 0;
  else // remove the above continuous assign
    deassign q;

always @(WRITE or READ or STATUS)
  begin
    // if - else - if
    if (!WRITE) begin
      out = oldvalue ;
    end
    else if (!STATUS) begin
      q = newstatus ;
      STATUS = hold ;
    end
    else if (!READ) begin
      out = newvalue ;
    end
  end
end
```

FPGA Evolution for SDR

- Chapter 3 – High Level VHDL Code Examples

```
wire signed [19:0] I, Q;
RF8_IQ20 rfiq(.clk(CLK_50MHz), .RF(ADC), .I(I), .Q(Q) );
//
wire signed [19:0] Ia, Ib, Qa, Qb;
MAF16_20B maf20(.clk(CLK256), .x(I), .y(Ia) ); // 4 stage MAF of 16 samples
MAF16_20B maf21(.clk(CLK256), .x(Q), .y(Qa) ); // 4 stage MAF of 16 samples
//
wire [11:0] p1, p2, p3, p4; // target BW = +/- 4 kHz
assign p1 = 267; assign p2 = 1333; assign p3 = 1600; assign p4 = 4000;
PTDF_LP_4 ptdf0(.clk(CLK256), .p1(p1), .p2(p2), .p3(p3), .p4(p4), .x(Ia), .y(Ib) );
PTDF_LP_4 ptdf1(.clk(CLK256), .p1(p1), .p2(p2), .p3(p3), .p4(p4), .x(Qa), .y(Qb) );
//
wire [15:0] RSSI;
wire signed [15:0] FM;
FM_Demodulator fm0(.clk(CLK512), .I(Ib), .Q(Qb), .RSSI(RSSI), .FM(FM) );
//
wire signed [15:0] Filt_RSSI, Filt_FM;
```

FPGA Evolution for SDR

- Chapter 3 – High Level VHDL Code Examples

Some VHDL Code Excerpts for FM/FSK SDR Receiver

```
begin
II <= I;           QQ <= Q;
III <= II;         QQQ <= QQ;
dI <= II - III;   dQ <= QQ - QQQ;
sI <= (II + III) / 2; sQ <= (QQ + QQQ) / 2;
end
```

```
division div1(.clk(clk),
              .dividend(omega),
              .divisor(power),
              .quotient(quof),
              .fractional(FM),
              .rfd(rfdf) );
```

```
wire signed [divider_bits - 1:0] p0, p1, p2, p3; // 32 bit product = division IP limit
multiply mult0(.clk(clk), .a(sI / 16), .b(dQ / 16), .p(p0) ); // 20 bits / 16 -> 16 bits
multiply mult1(.clk(clk), .a(sQ / 16), .b(dI / 16), .p(p1) ); // 20 bits / 16 -> 16 bits
assign omega = p0 - p1; // difference of product3 = 32 bits
//
multiply mult2(.clk(clk), .a(sI / 16), .b(sI / 16), .p(p2) ); // 20 bits / 16 -> 16 bits
multiply mult3(.clk(clk), .a(sQ / 16), .b(sQ / 16), .p(p3) ); // 20 bits / 16 -> 16 bits
```


FPGA Evolution for SDR

Executive Summary

- Discussed from uP, CPU, DSP to FPGA
- Demonstrated some Xilinx LogiCORE™ IP Modules that execute very **Complex Logic Functions**
- Typical SDR Architecture – RF, MSI, FPGA, Code
- Showed some examples of VHDL / Verilog Code
- **All Questions Welcome...**