



Institute of Microelectronic Systems



Leibniz
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Hardware-Accelerated Design Space Exploration Framework for Communication Systems

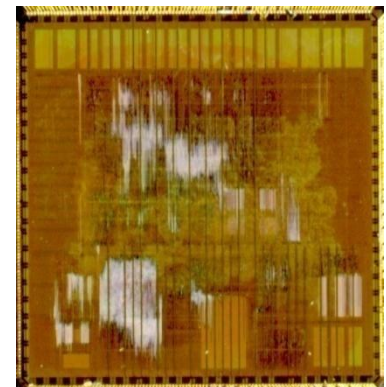
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SDR WInnComm 2013, Washington, D.C.

Motivation

- High-throughput SDR systems require application specific digital circuits
 - Mobile SDR hardware platforms must provide high processing power at low power consumption
 - Advanced and novel signal processing algorithms push the limits of SDR platforms
- ➔ Goal: provide strategies and environment for designing efficient SDR platforms for future communication systems

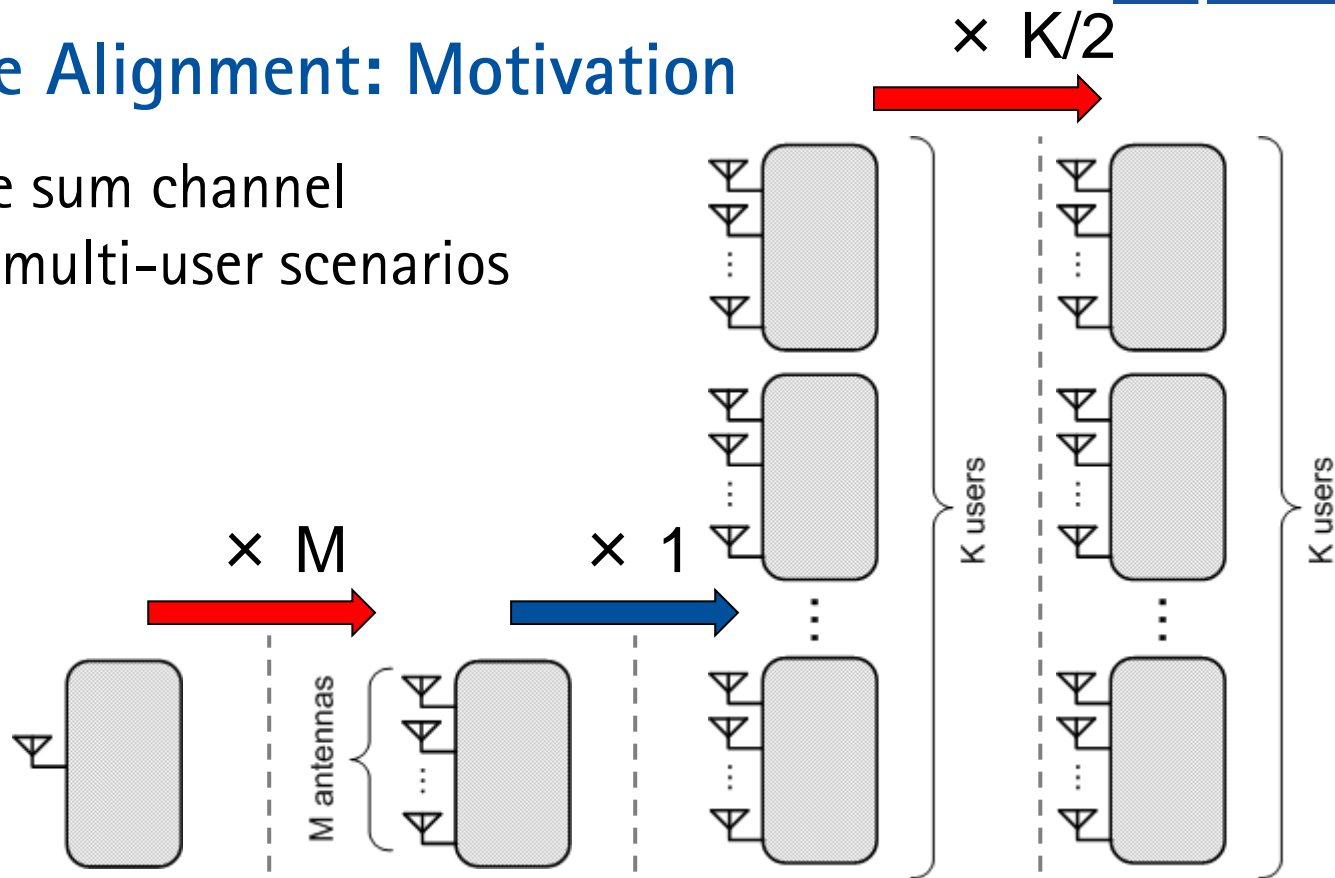


Outline

- Interference Alignment Hardware Acceleration
- Design Space Exploration Framework
- IA Case Study Implementation Results
- Conclusion

Interference Alignment: Motivation

Increasing the sum channel capacity C in multi-user scenarios

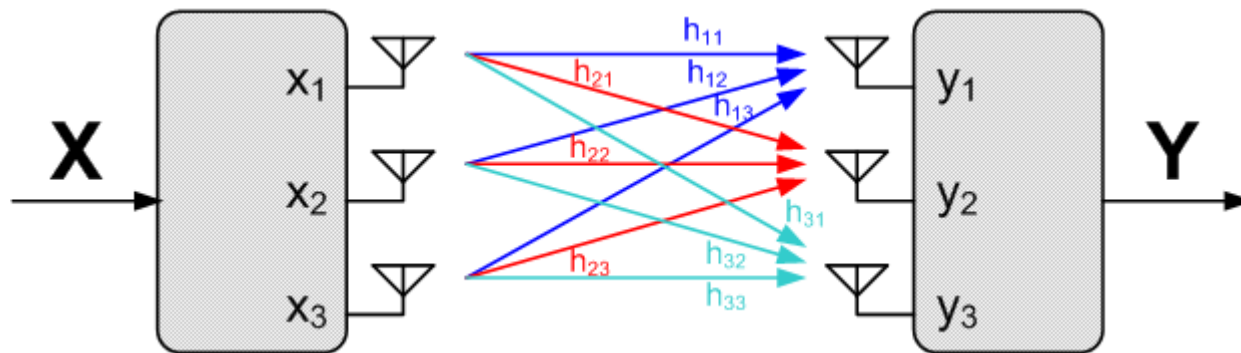


System	SISO	MIMO	MU-MIMO, TDMA	MU-MIMO, IA
$\sum C$	C_0	$M \cdot C_0$	$M \cdot C_0$	$K / 2 \cdot M \cdot C_0$
C per user	C_0	$M \cdot C_0$	$1 / K \cdot M \cdot C_0$	$1 / 2 \cdot M \cdot C_0$

B. Nazer, M. Gastpar, S. A. Jafar and S. Vishwanath, "Interference Alignment at Finite SNR: General Message Sets", 2009

Single User Spatial Multiplexing MIMO

- Multiple simultaneously transmitting antennas
- Multiple receiving antennas
- Linear superposition at receiver



$$\sum C = M \cdot C_0$$

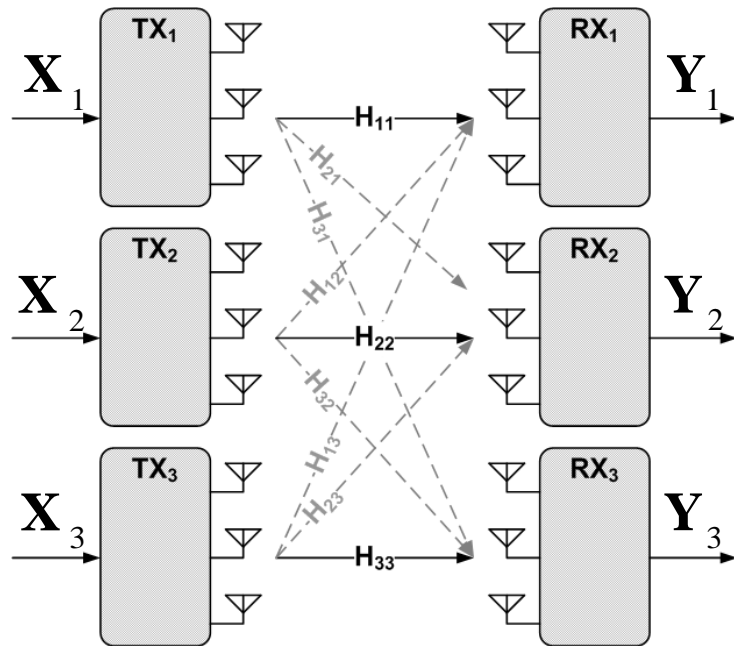
$$y_1 = h_{11}x_1 + h_{12}x_2 + h_{13}x_3$$

$$y_2 = h_{21}x_1 + h_{22}x_2 + h_{23}x_3$$

$$y_3 = h_{31}x_1 + h_{32}x_2 + h_{33}x_3$$

$$\mathbf{Y} = \mathbf{H}\mathbf{X}$$

Multi-User MIMO System



$$\sum C = M \cdot C_0$$

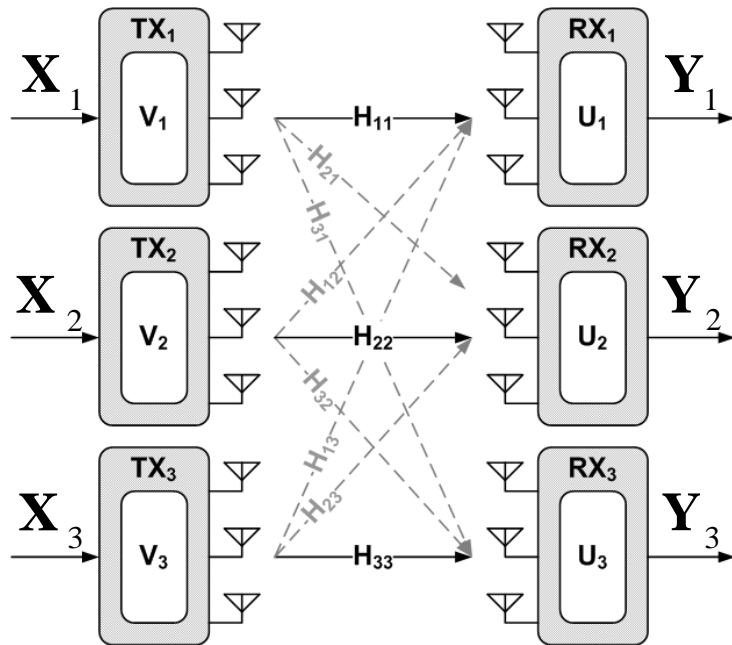
- Linear superposition at receiver
→ System of M linear equations in $M \cdot K$ unknowns

$$\mathbf{Y}_i = \sum_{j=1}^K \mathbf{H}_{ij} \mathbf{X}_j$$

- Problem: fewer observations than unknowns
→ underdetermined system

- IA approach: solve for subset of unknowns (desired signal), cancelling out all others (interference)

Interference Alignment Approach



- Insert linear precoding and decoding matrices \mathbf{U}_i and \mathbf{V}_i

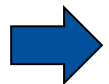
$$\mathbf{Y}_i = \mathbf{U}_i^T \left(\sum_{j=1}^K \mathbf{H}_{ij} \mathbf{V}_j \mathbf{X}_j \right)$$

- Sufficient conditions for perfect IA:

$$\hat{\mathbf{H}}_{ij} = \mathbf{U}_i^T \mathbf{H}_{ij} \mathbf{V}_j = \begin{cases} 0 & \forall i \neq j \\ I & \text{else} \end{cases}$$

- Solve for \mathbf{V}_j and \mathbf{U}_i

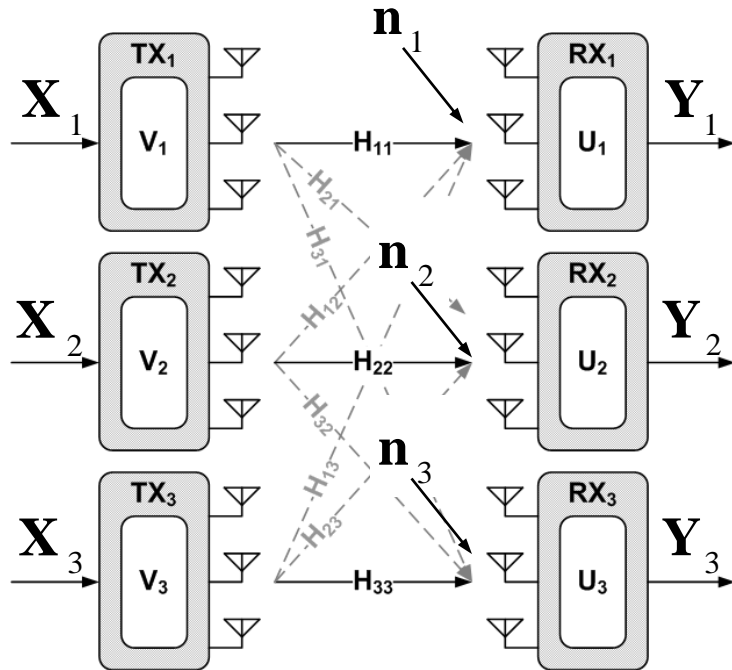
$$\sum C = M \cdot C_0 \cdot \frac{K}{2}$$



Align all interference into the same subspace

What about noise?

Interference Alignment with Noise



- Consider noise at the receiver:

$$\mathbf{Y}_i = \mathbf{U}_i^T \left(\sum_{j=1}^K \mathbf{H}_{ij} \mathbf{V}_j \mathbf{X}_j + \mathbf{n}_i \right)$$

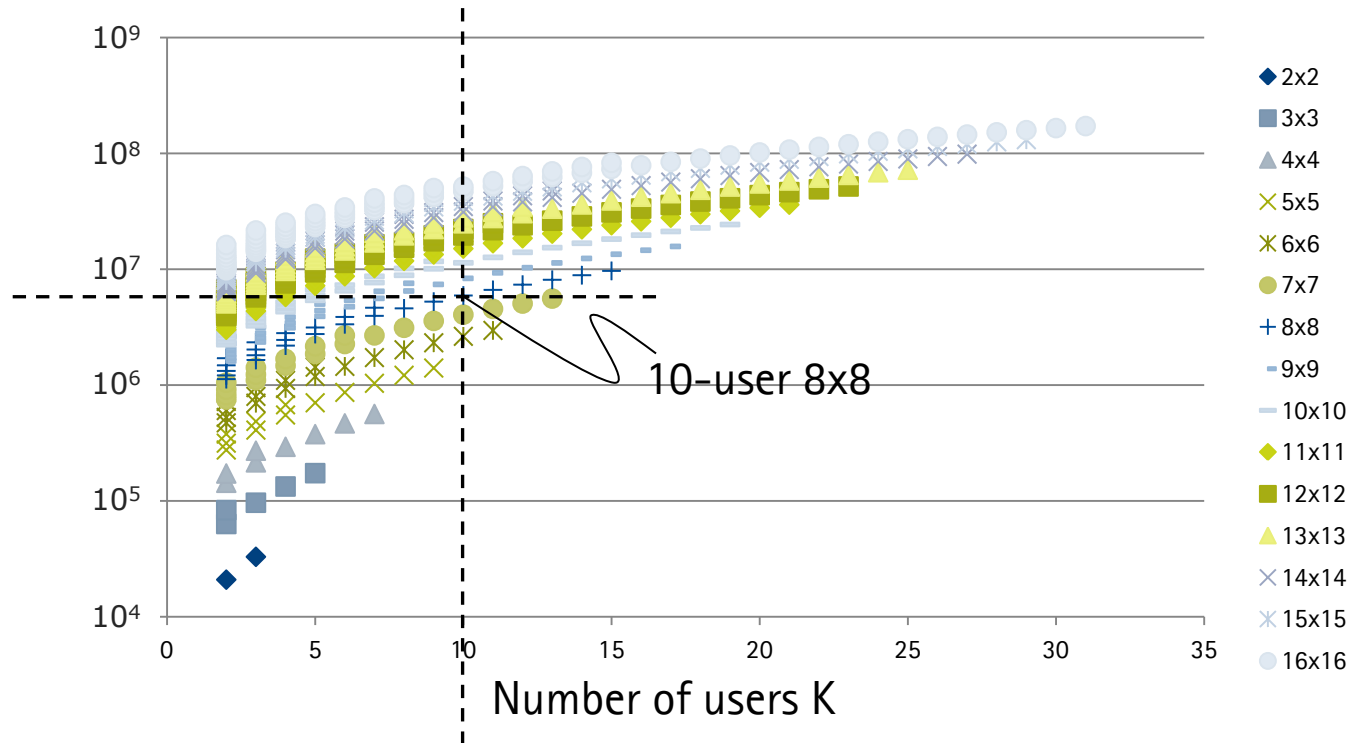
- ➔ Perfect IA is no longer the optimal solution
- MMSE criterion: minimize interference+noise

➔ Numerically solve \mathbf{V}_j and \mathbf{U}_i for a given channel \mathbf{H} and noise

- Special cases: closed-form solutions available
- General case : iterative computation

Computational Complexity of Iterative MMSE IA

Operations per subcarrier

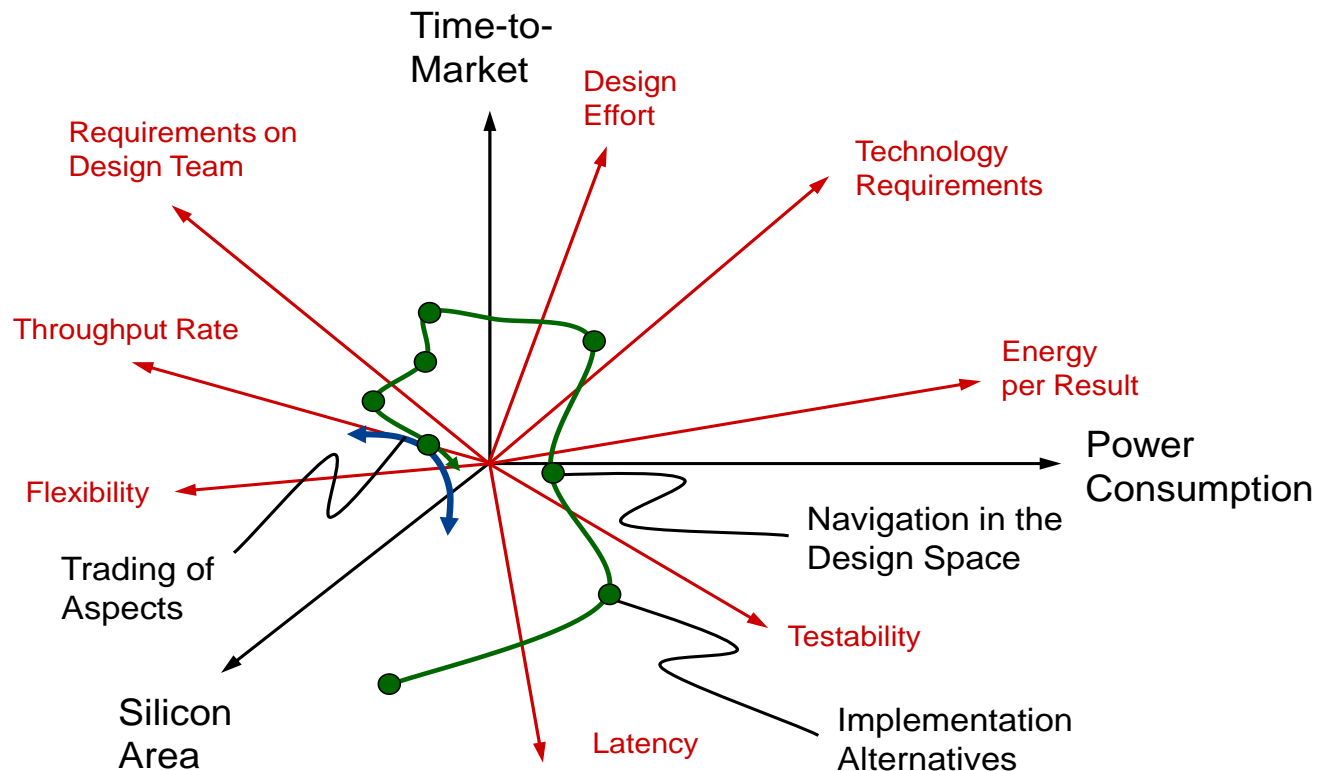


128 subcarrier OFDM system, 1ms latency $\rightarrow 10^{12}$ Ops/sec

 Efficient hardware platforms for mobile applications needed

Design Space Exploration

How to choose design parameters for an efficient architecture?

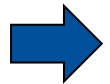


Identify relationship
between design parameters and characteristics of solution

Source: Noll, 2004

DSE for Communication Systems

- How to obtain the model?

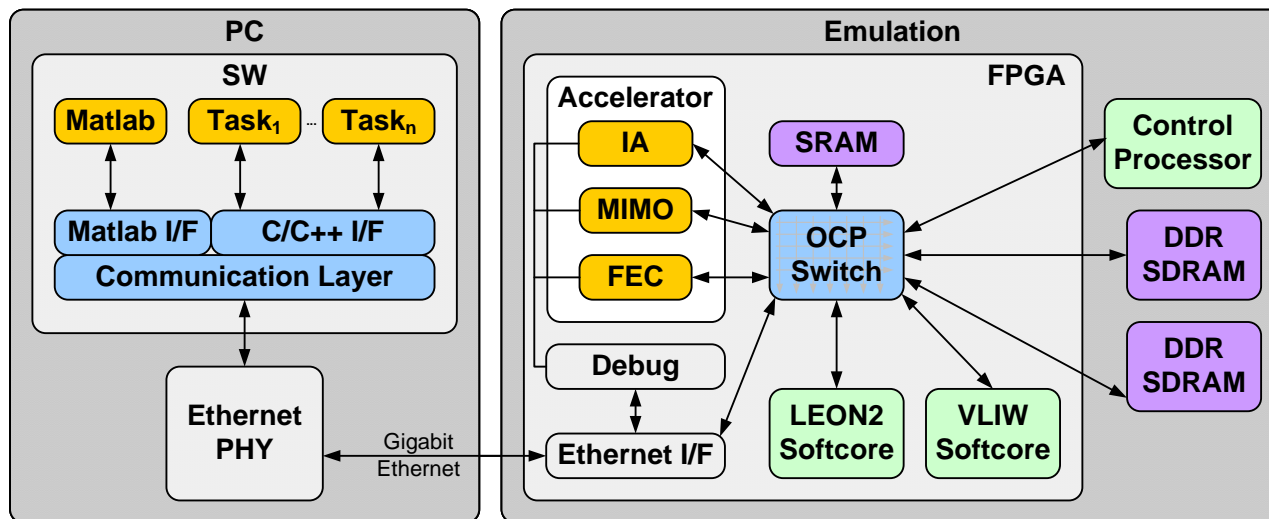


Design and characterize different implementations

- Possible parameter sets: degree of parallelism, wordlength, ...
- Characterization:
 - Simulation
 - Too slow → use hardware acceleration
 - Use instrumented optimized target module for DSE
 - No separate simulation acceleration system needed

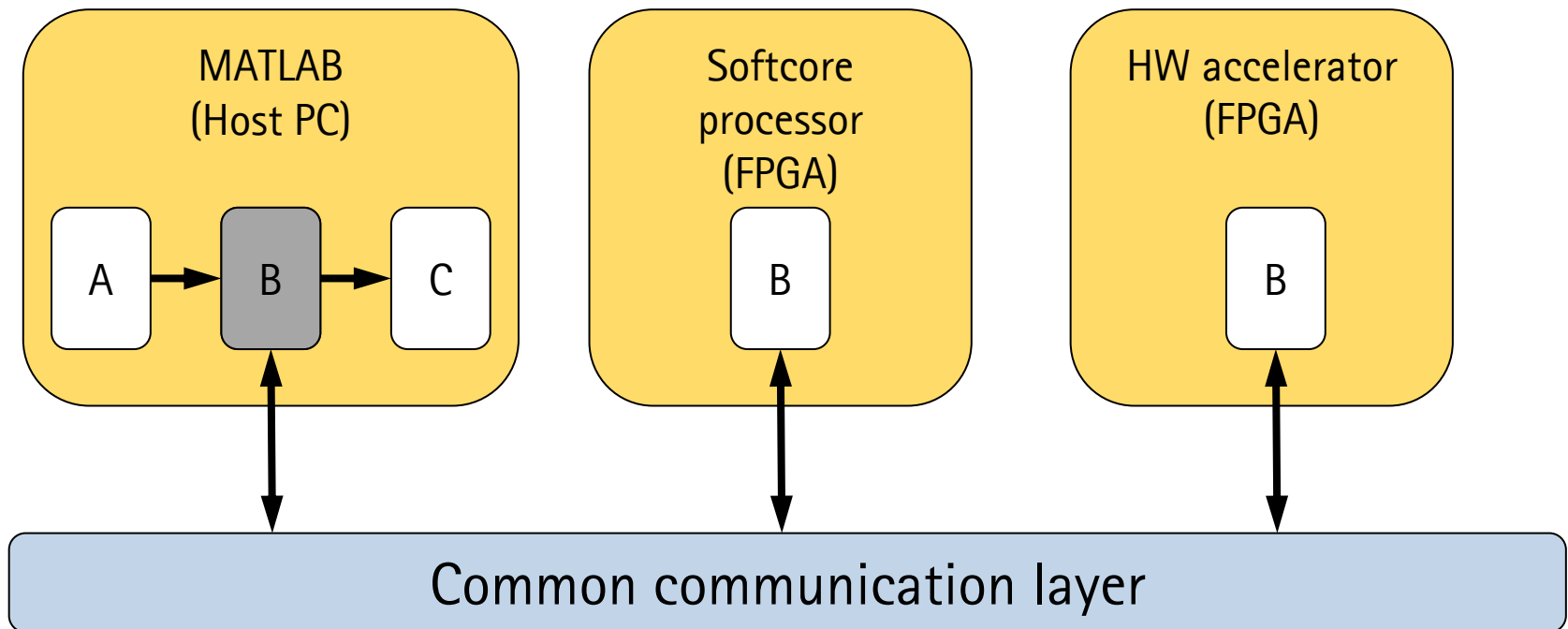
DSE Framework

- Typical System-on-Chip infrastructure template
- ASIC-inspired design
- DSE specific extensions and debug facilities
- Heterogeneous software/hardware co-verification and simulation



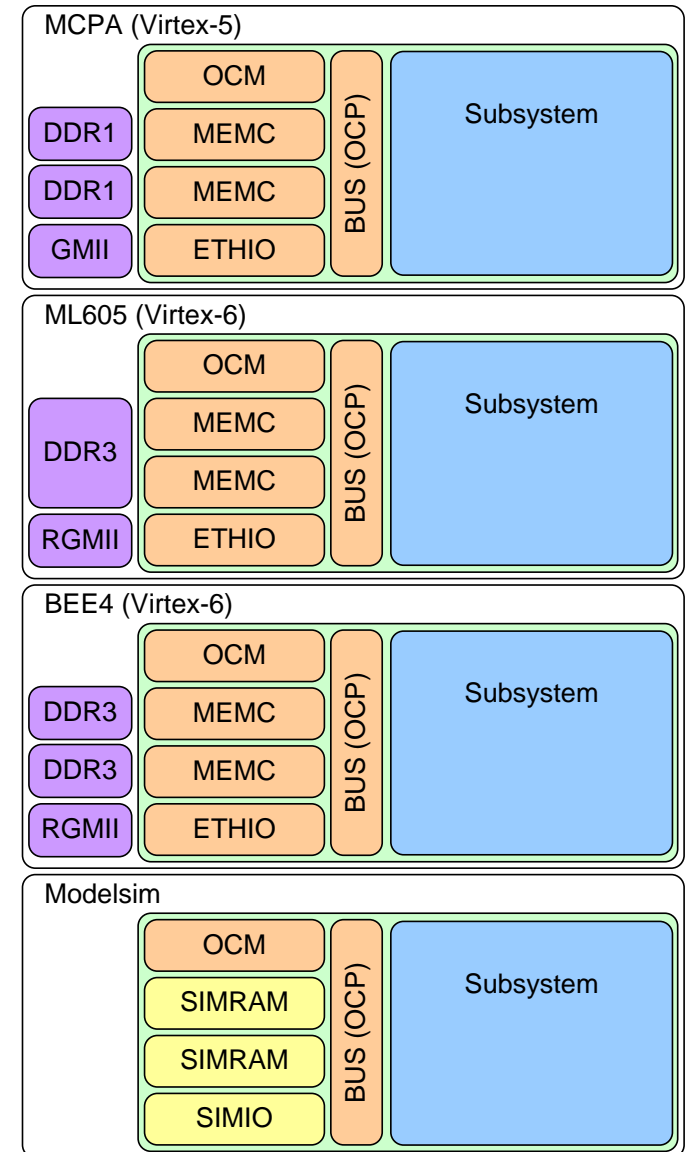
Flat Communication Hierarchy

- Freely move signal processing blocks between resources
 - Implement / verify single blocks in full system context



Multi-Target HW Design

- Targets: Emulation systems, simulation, (ASIC)
- Wrappers encapsulate target specifics
- Application-specific subsystem
 - Target-independent interfaces
- Silicon-proven infrastructure
- Collaboration: test and verify individual blocks on commodity HW
- Upcoming support for more targets
 - VC707
 - Zynq



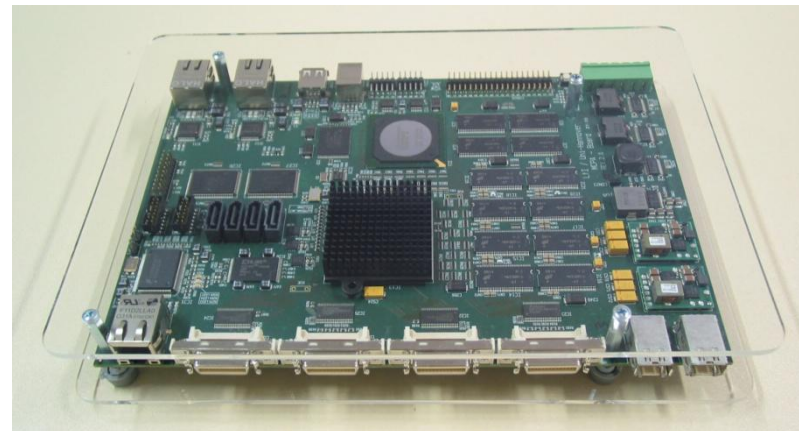
Case Study: 3-User 2x3 MIMO with Antenna Selection

- Zero-Forcing IA
- Select best 2 out of 3 antennas
- Compute V , U for each combination
- Hardwired integer accelerator
- Example system:
 - 128 subcarrier OFDM
 - max. 1 ms latency

➔ Requires: 2.8 GOPS

OP	ADD	MUL	SQR	SQRT	1/SQRT
Count	506	249	34	6	1

Operations required to compute one set of V , U and R



MPCA emulator board
Virtex-5 LX220T FPGA, 2x256 MB DDR1 RAM

Matlab Xeon 2.4 GHz CPU	3.63 s
MCPA Emulator board @ 100 MHz	380 μ s

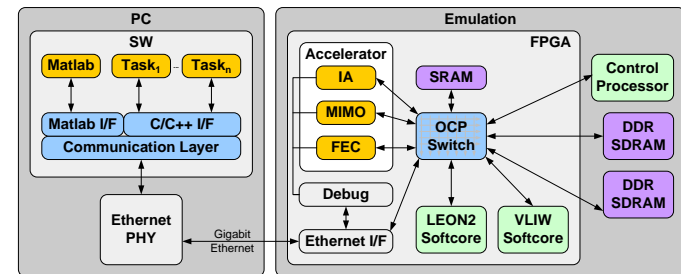
Runtime comparison

Summary

- Interference alignment
 - MMSE-IA computational complexity
- DSE approach built on optimized target implementation
 - Multi-target framework
- IA acceleration case study

Conclusion

- Using instrumented target implementation for DSE reduces overall design time
- Joint research on IA algorithms and HW architectures required





Thank you for your attention!