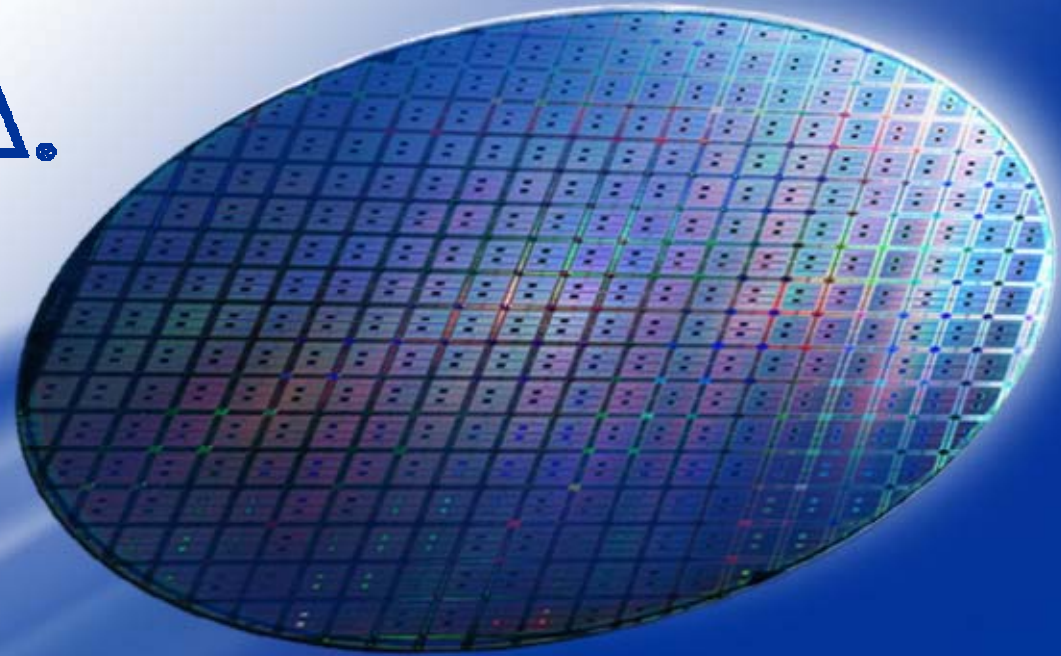


ALTERA.



Rapid SDR Waveform Development in FPGAs Using DSP Builder

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Agenda

- Introduction
- Traditional Waveform Design
- Waveform Design Using Higher-Level Tools (DSP Builder)
- Example Design & Steps
- Efficiency Analysis
- Conclusion

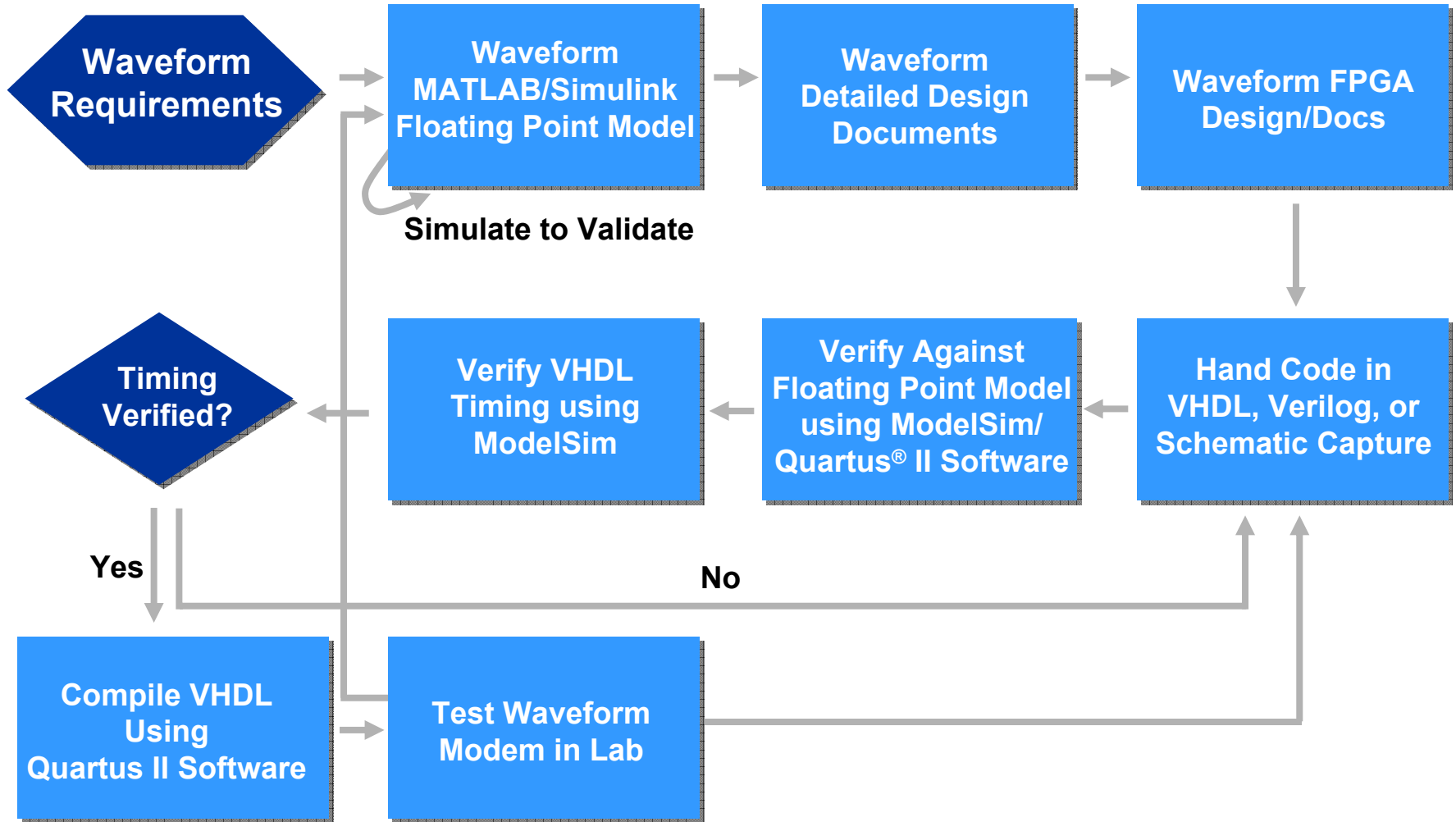
Introduction

- Software-Defined Radios Are Becoming Ubiquitous
- Three Major Programmable Components
 - GPP, DSP, FPGA
- FPGA is Taking on More “Heavy Lifting” Computationally
 - Lowering Burden of DSP & GPP
- As FPGA Designs Become More Complex, New Tools Are Required
- DSP Builder Is an Example of One of These Tools
 - The MathWorks’ Simulink Capabilities
 - Fixed Point Blockset
 - Interfaces to Third-Party Tools to Generate Synthesizable FPGA HDL
 - Allows for Design, Simulation & Verification Prior to Hardware Implementation

Traditional FPGA Waveform Design

- Start with System-Level Specifications & Simulations
- Use These to Hand-Code HDL
- Typically System Designer Had No Insight Into FPGA's Implementation Details
- Designer Needed to be an Expert in HDL—Not the sort of Expertise an Engineer Would Pick Up Overnight
- Manual HDL Coding is Inefficient as Waveforms Become More Complex
 - Tedious
 - Time-Consuming
 - Potential for Lots of Bugs
 - Increased Development Time & Cost

Traditional Waveform Design Flow



DSP Builder – Higher-Level Design Tool

- Developed to Address Issues in Complex System Development
- New Design Flow Needed
 - Define Architecture
 - Implement / Design / Re-Use Modules
 - Integrate of Modules
 - Translate Design in FPGA
 - Verify FPGA Design in the Lab

Waveform Design Flow Using DSP Builder

Define Architecture



Design & Implement Modules



Integrate Modules



Translate Design to Altera FPGA



Verify Design in the Lab

Protocol Definition

- Start with Existing Floating Point Simulink Model

Sub Blocks

- Design in DSP Builder Blocks, Get Data From Simulink Model
- Timing/Detail Design Uses ModelSim
- Run DSP Builder in Simulink when Verifying Data

All Blocks

- Divide Simulation in Fast & Slow Clocks Rates if Possible
- Use Sims to Examine Boundary Conditions in Design & Timing Issues in ModelSim
- Use DSP Builder to Run Sims & Verify Data & for Initial Sizing & Synthesize

FPGA Design

- Remove Stimulus from Design for Synthesis
- Generate Quartus Symbol with DSP Builder Script, Insert Into Total Design & Compile
- Check Timing

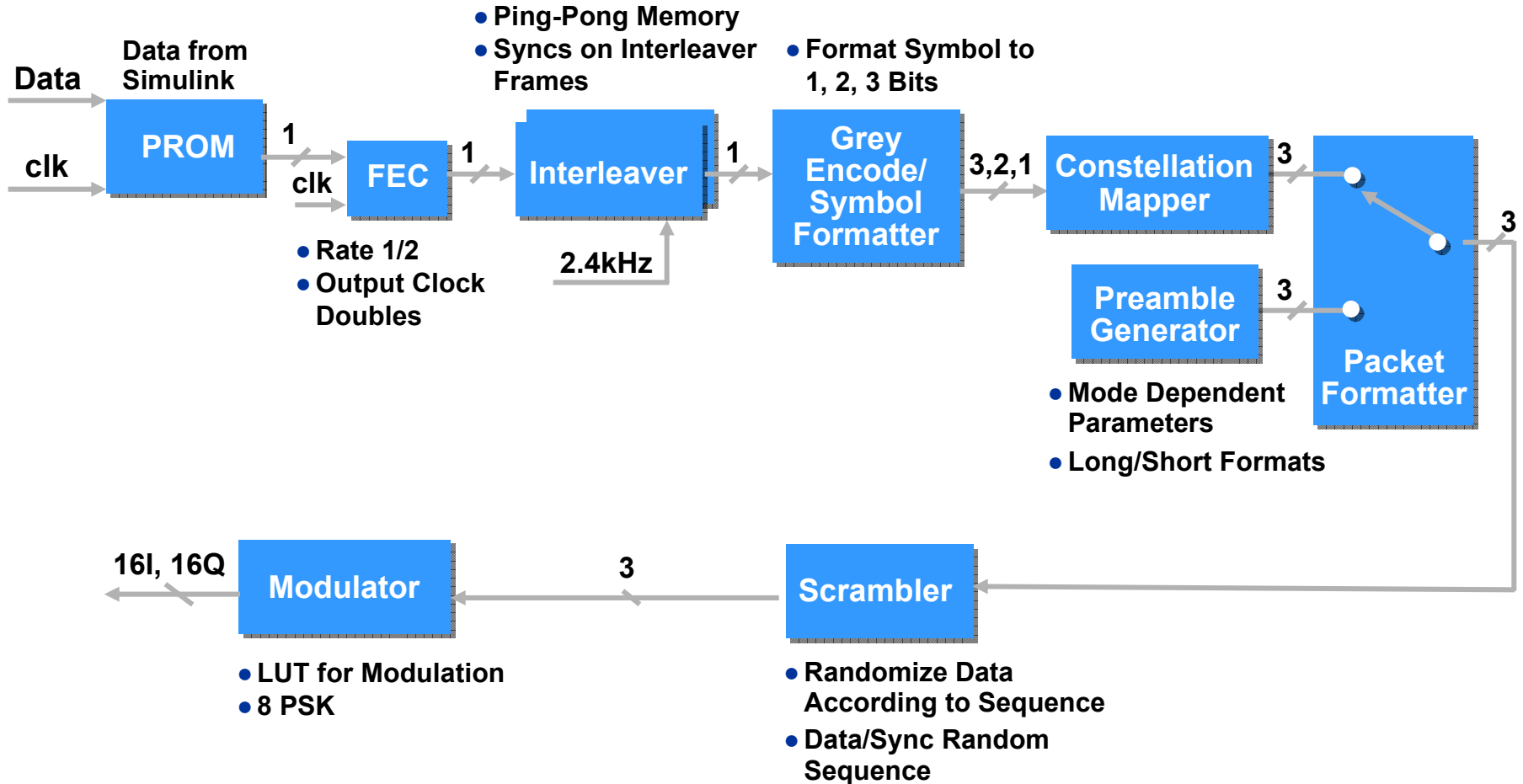
Lab Verification

- Check Data with Logic Analyzer
- Store Data from Logic Analyzer to file
- Analyze Final Data from Logic Analyzer in Simulink

Example Design – MIL-STD 110A

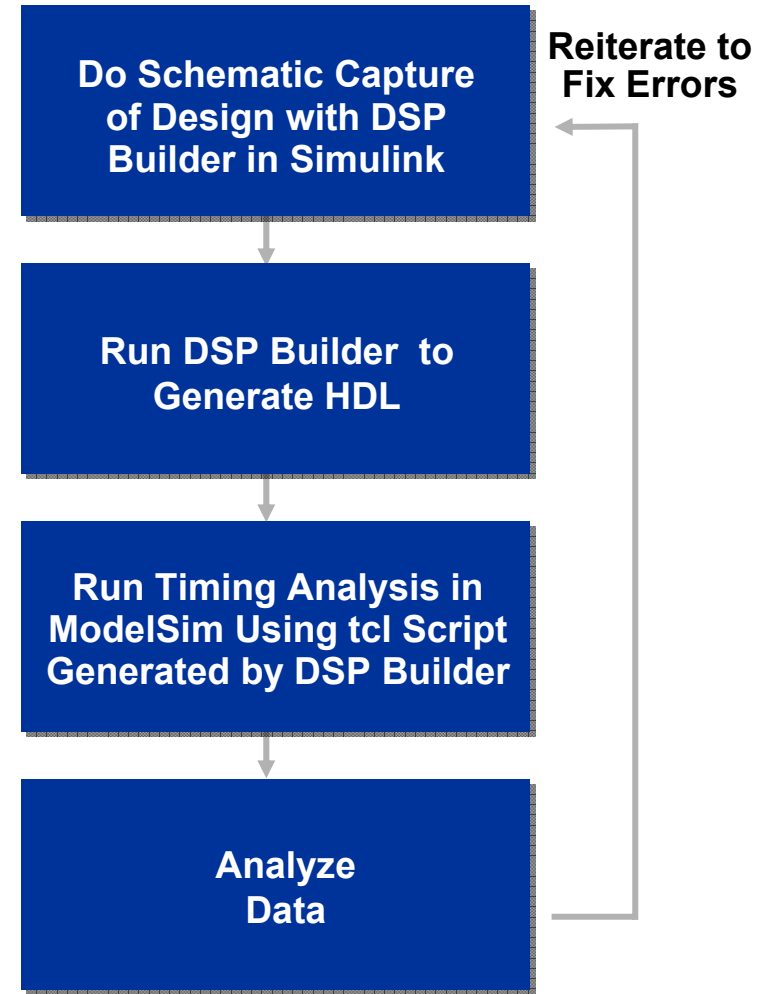
- Starting Point for the SDR Architecture
- Used the 1,200 Bits/Second Transmit Mode of the Specification
- Floating-Point Model Was Used For
 - Guideline & Comparison
 - Initial Sizing
 - Architecture Mapping Estimates

Example Design – MIL-STD 110A



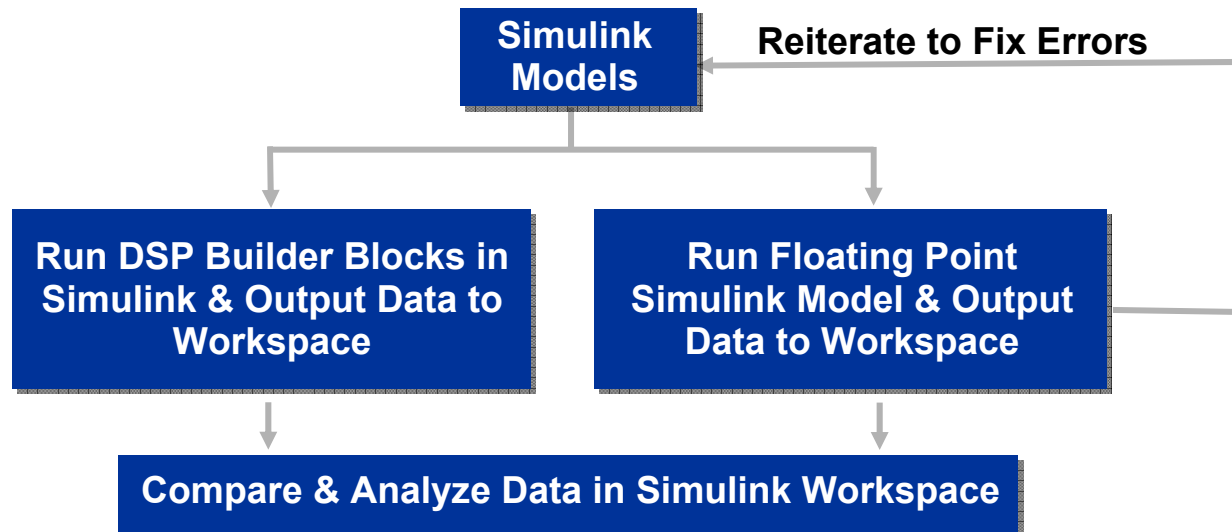
Implementation/Simulation

- Used Altera DSP Builder & Simulink Toolbox Blocksets
- Uses Schematic Entry
- Ties to Third-Party Simulators (ModelSim) for Timing Verification & Control
- Automated Creation of
 - HDL
 - Stimulus for Sub-Blocks
 - Scripts to Load & Compile the Updated Design
- Streamlines the Iterative Process of Simulating a Design



Implementation/Simulation

- Floating Point & DSP Builder Models are Compared & Verified
- DSP Builder Model & Floating-Point Models Are Run Separately in Simulink
- Commands in Simulink Manipulate the DSP Builder Fixed-Point Data to Compare to the Floating-Point Model
- To Correct Errors, Update the Models in Simulink & Rerun the Simulations to Verify



Integration

- Data Validation Done in Simulink
 - DSP Builder Models are C Code
 - C-Code Simulators Run Faster than HDL Interpretative Simulators
- After Validation Preliminary Sizing & Synthesis Estimates Made
 - Provides an Early Alert for Sizing & Timing Constraints
 - Allows for Fixing Problems in the Early Stages of the Design Cycle
- Optimizations for Simulation During the Integration Phase
 - Changed Input Data Clock to 0.66 MHz (Instead of 1,200 Hz)
-> Faster Simulation
 - Decreased Bits/Frame to 1,440 to 120

Integration (Cont.)

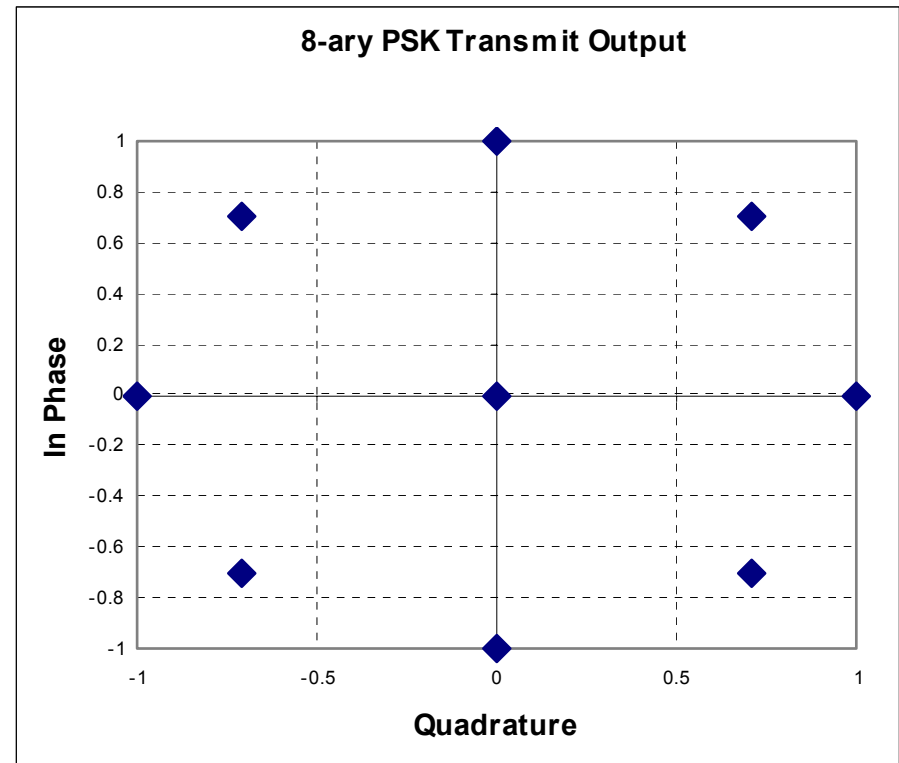
- Separated Slow & Fast Clock Dependencies
 - Slow Clock Dependences Run From Beginning of Waveform Chain to Input of Scrambler
 - Fast Clock Dependencies Run From Scrambler to Output of Modulator
 - Only Valid Data at Output of Data Formatter Was Captured to Workspace
 - Fast Dependencies Were Run As Separate Simulation With Only Valid Data Output From Formatter
- This Integration/Simulation Methodology Significantly Reduced Simulation Time For High-Speed Portion of Circuit & Allowed Efficient Design Validation

Synthesis

- First Replace Simulink Stimulus with Input Pins
- DSP Builder Generates Quartus II Script for Loading DSP Builder Design & Create Symbol
- Anticipate Test Points Needed for Debugging New Design
 - If Additional Test Points Needed, Must Update the DSP Builder Model
- Synthesis & Compilation Done in Quartus II Software
 - Other Synthesis Tools Also Available
- Timing Results Analyzed
- Raw Binary File Created

Lab Verification

- Loaded RBF Onto FPGA on Software Radio
 - Altera EP20K1000 Device
- Each Sub-Block Was Checked With Logic Analyzer
- Design Yielded an 8psk Constellation
 - See Graph
- Logic Analyzer Captured the Final Data (I & Q)
 - Used to Verify Against the Data in the Floating Point Simulink Environment
 - Only Took a Few Days

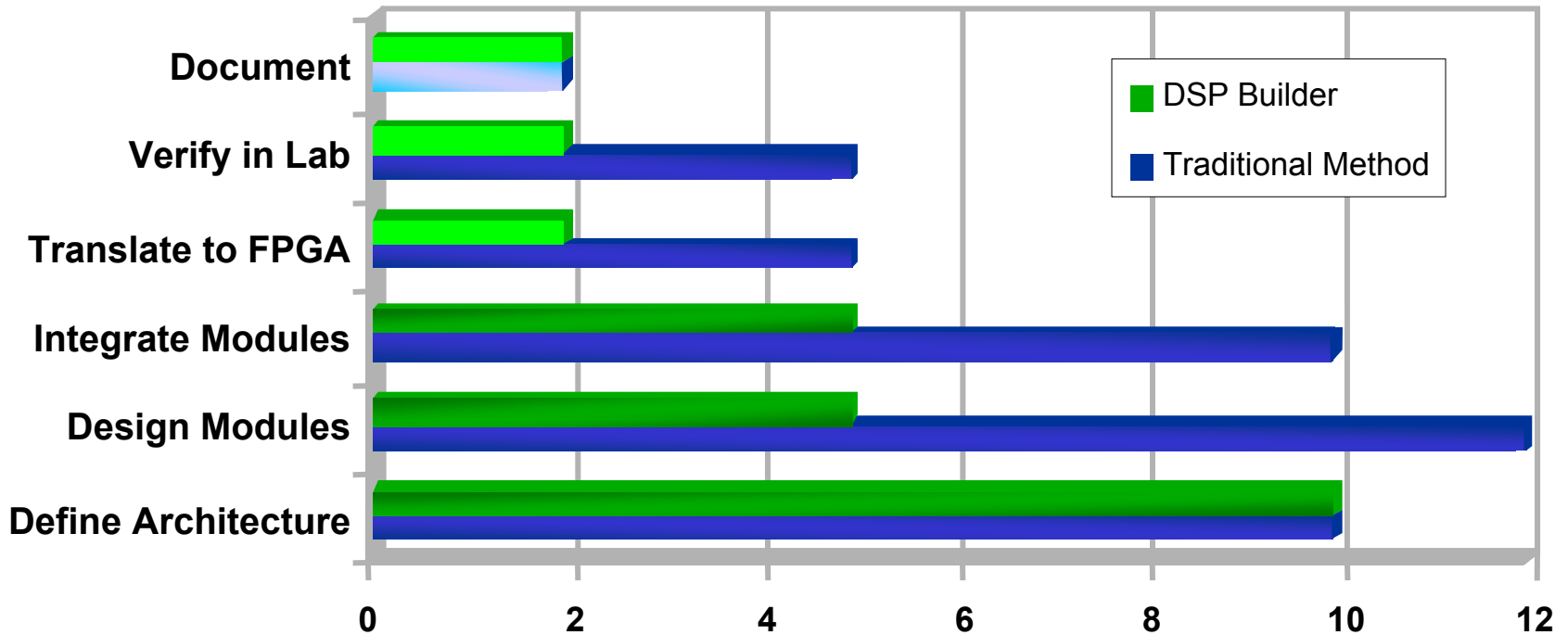


Efficiency Analysis

- Major Improvements in Several Design Areas
 - Design
 - Integration
 - Translation (HDL Coding)
 - Verification
- Nearly 50% Improvement
 - 26 Days vs. 49 Days Through Traditional Method

Efficiency Analysis (Cont.)

Days to Implement SDR



Conclusion

- DSP Builder is Powerful Tool for Rapidly Developing SDR Waveforms on FPGAs
- DSP Builder Flow Allows You to Allocate Time in an Appropriate Manner for Developing Waveforms
- DSP Builder/Simulink/ModelSim Flow Allows You to Rapidly Identify Problems & Troubleshoot
 - Reduces Risk, Time & Resources in the Lab
- DSP Builder Tool Allows the Hardware to be Abstracted to a Higher Level
 - FPGA & System Waveform Developers Can Operate in a Common Environment