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Adaptive beamforming using QR in FPGA

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Contents

1. Architecture of adaptive beamformer
2. FPGA components
   - Digital receiver
   - QR processor – for adaptive weight calculation
3. Design methodology
4. Demonstration overview
5. Conclusions

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Section 1

Architecture of adaptive beamformer

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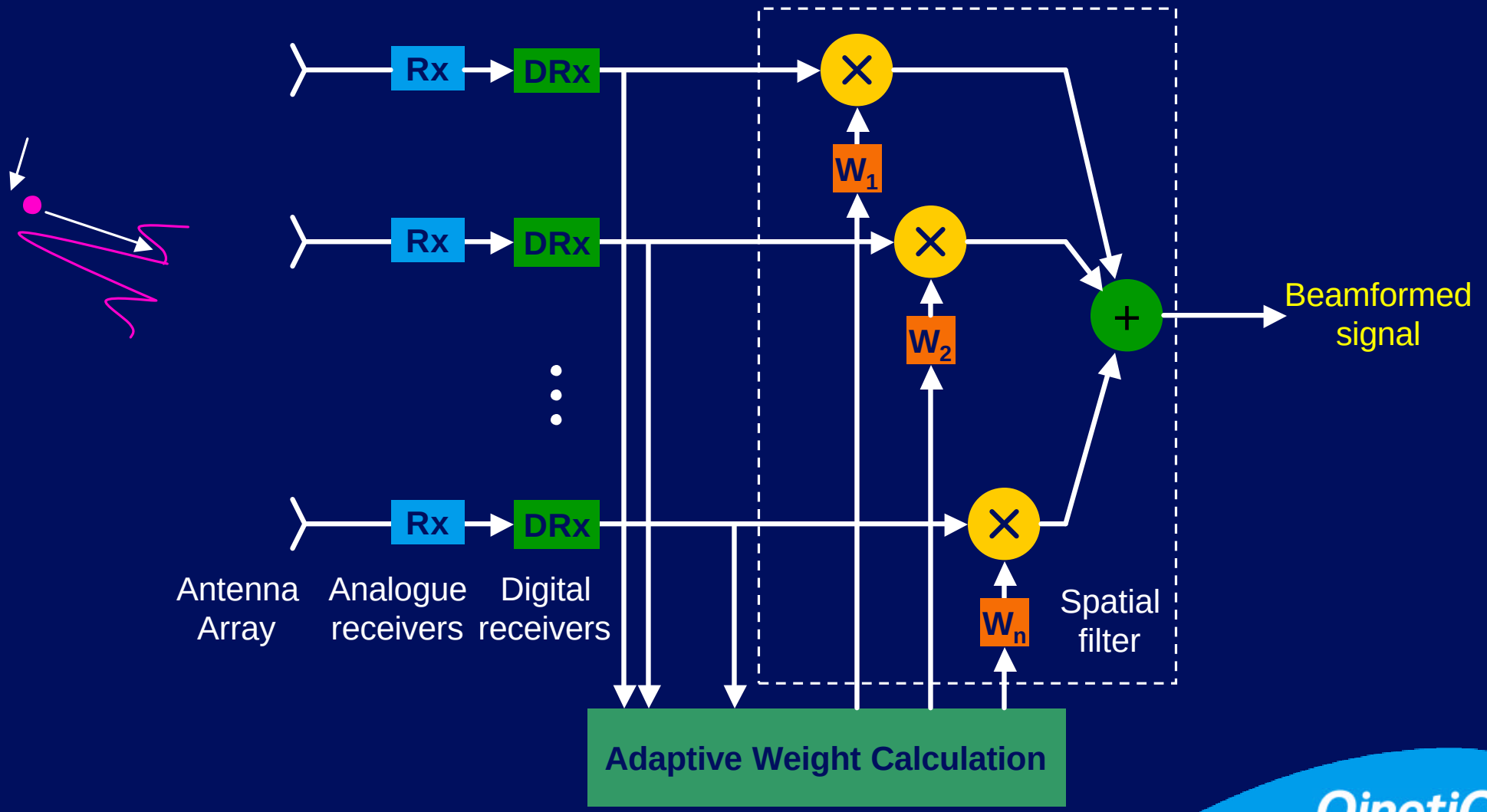
Architecture of adaptive beamformer

Adaptive beamformer



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Section 2

FPGA components

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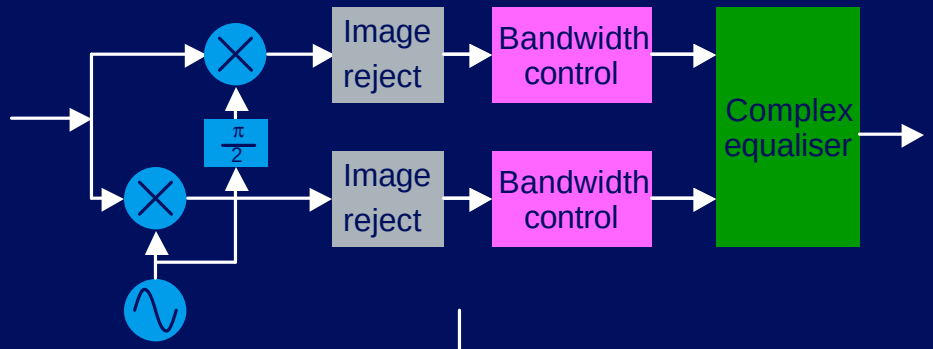
FPGA Components

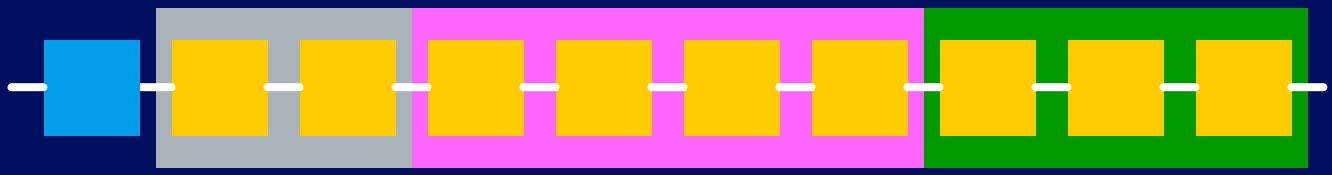
Software configurable FIR

Radar receiver specification



Runtime configuration parameters

Array of programmable ‘tap-processors’



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FPGA Components

Software configurable FIR

- Software programmable parameters include:
  - filter length
  - decimation ratio
  - complex/real arithmetic
  - number of channels
  - time varying filtering (inter & intra-pulse)
- Performance 20-30 GOPS on XC2V6000-5
  - 100 GOPS on Virtex2 Pro (2003)

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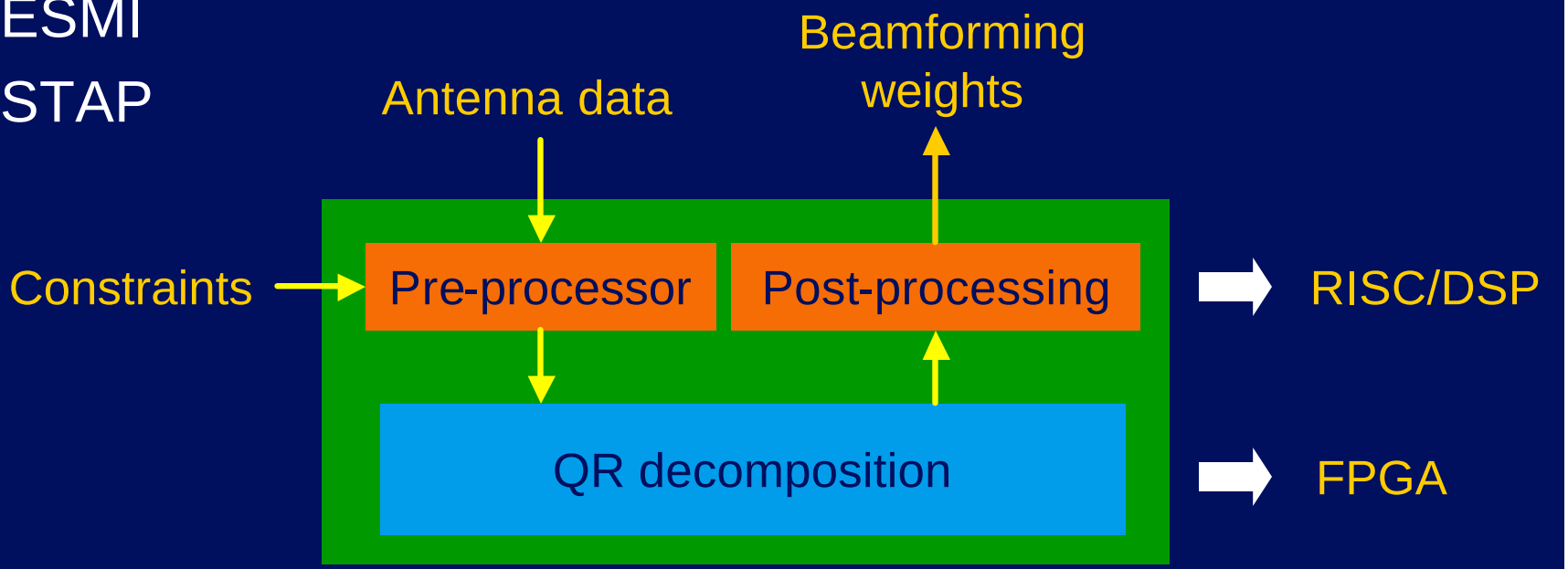
FPGA Components

Weight calculation using QR

- Building block for a range of adaptive algorithms
  - Sample matrix inversion (SMI)
  - Soft constraints
  - ESMI
  - STAP



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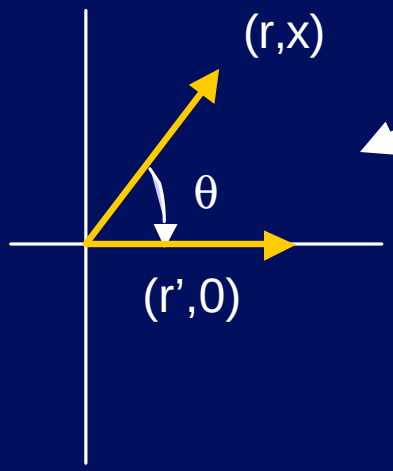
FPGA Components

QR decomposition

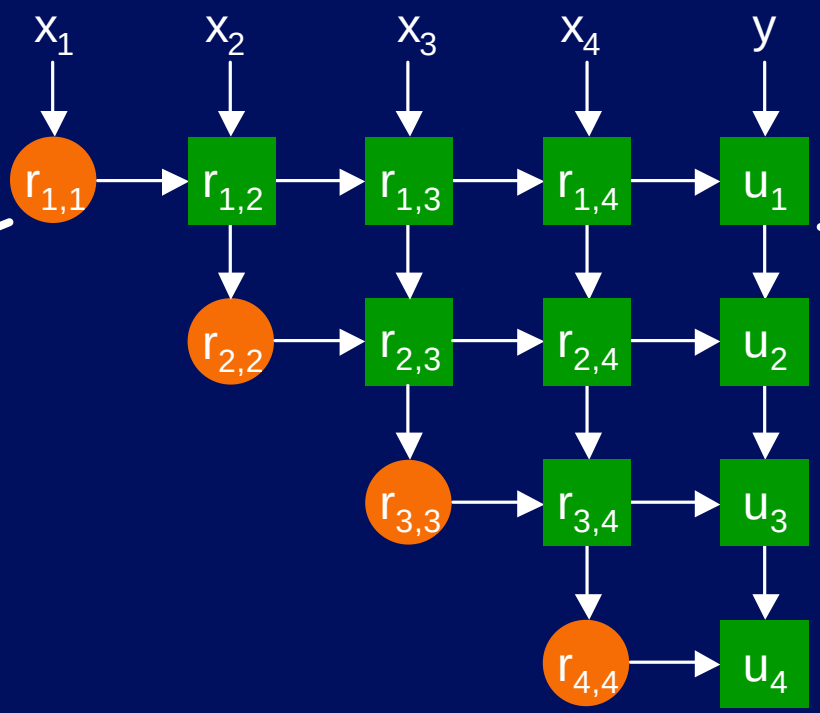
Vectorise cell:
11 real floating-point operations



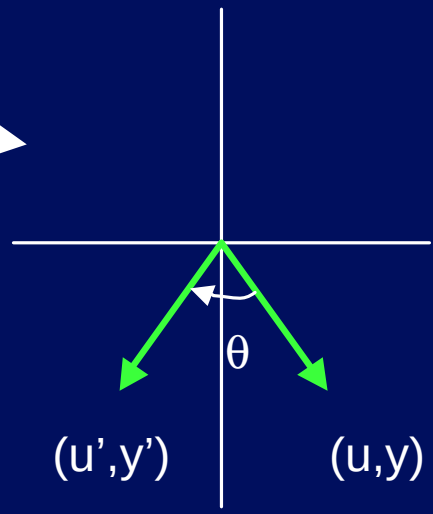
$$\cos\theta = \frac{r}{\sqrt{r^2+x^2}}$$

$$\sin\theta = \frac{x}{\sqrt{r^2+x^2}}$$

Input data



Rotate cell:
16 real floating-point operations



$$\begin{bmatrix} u' \\ y' \end{bmatrix} = \begin{bmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{bmatrix} \begin{bmatrix} u \\ y \end{bmatrix}$$

For SMI: Rw=u

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FPGA Components

Features of QR

- Good numerical properties. Arithmetic choices:
  - CORDIC: shift-add
  - Fixed-point: multiply-add
  - Floating-point: Higher dynamic range, allows algorithms with fewer operations & lower wordlength. Smallest!
- Highly parallel (Givens rotations)
  - Suits FPGA
  - Need to reduce parallelism for many applications!

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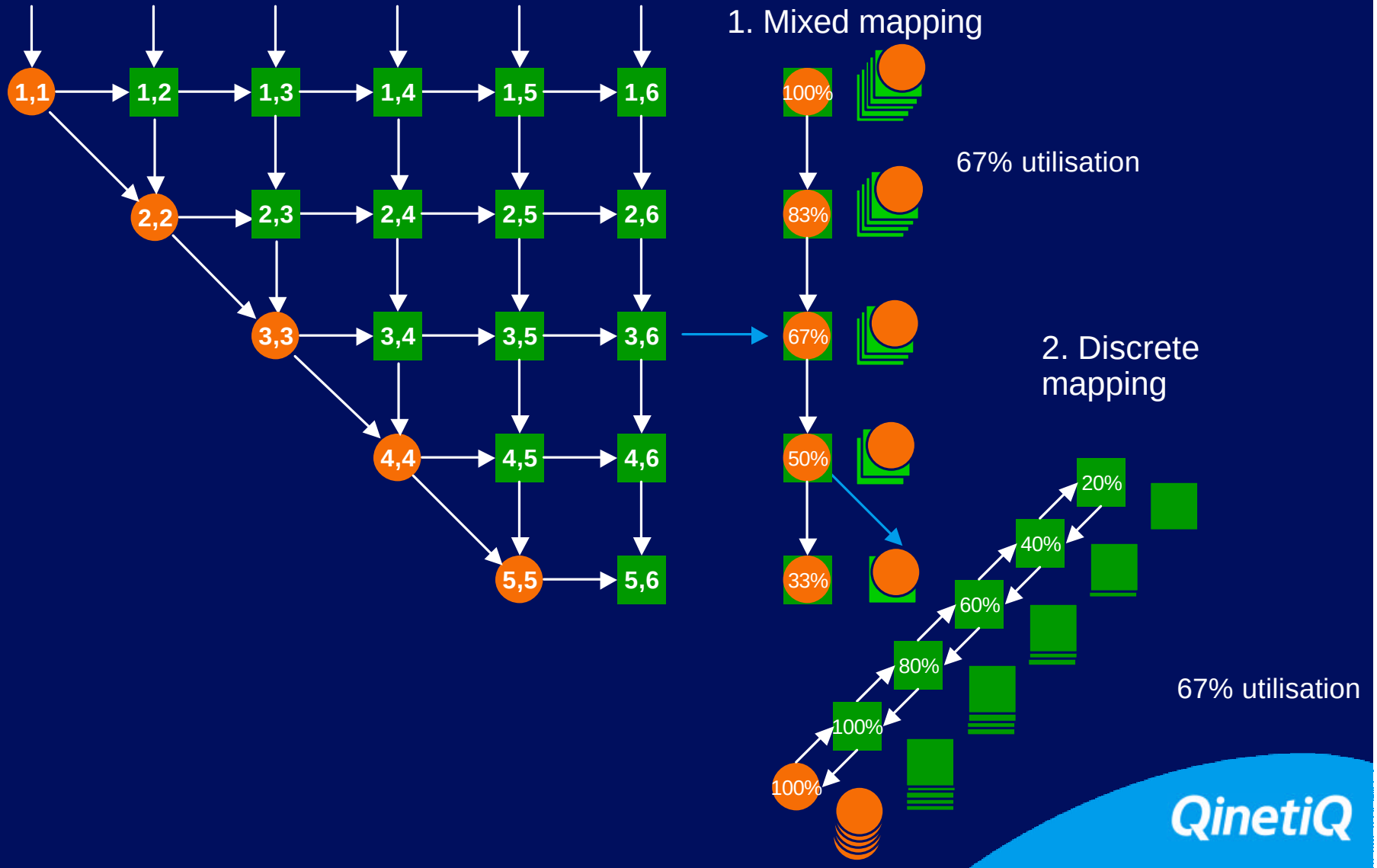
FPGA Components

Obtaining lower-levels of parallelism



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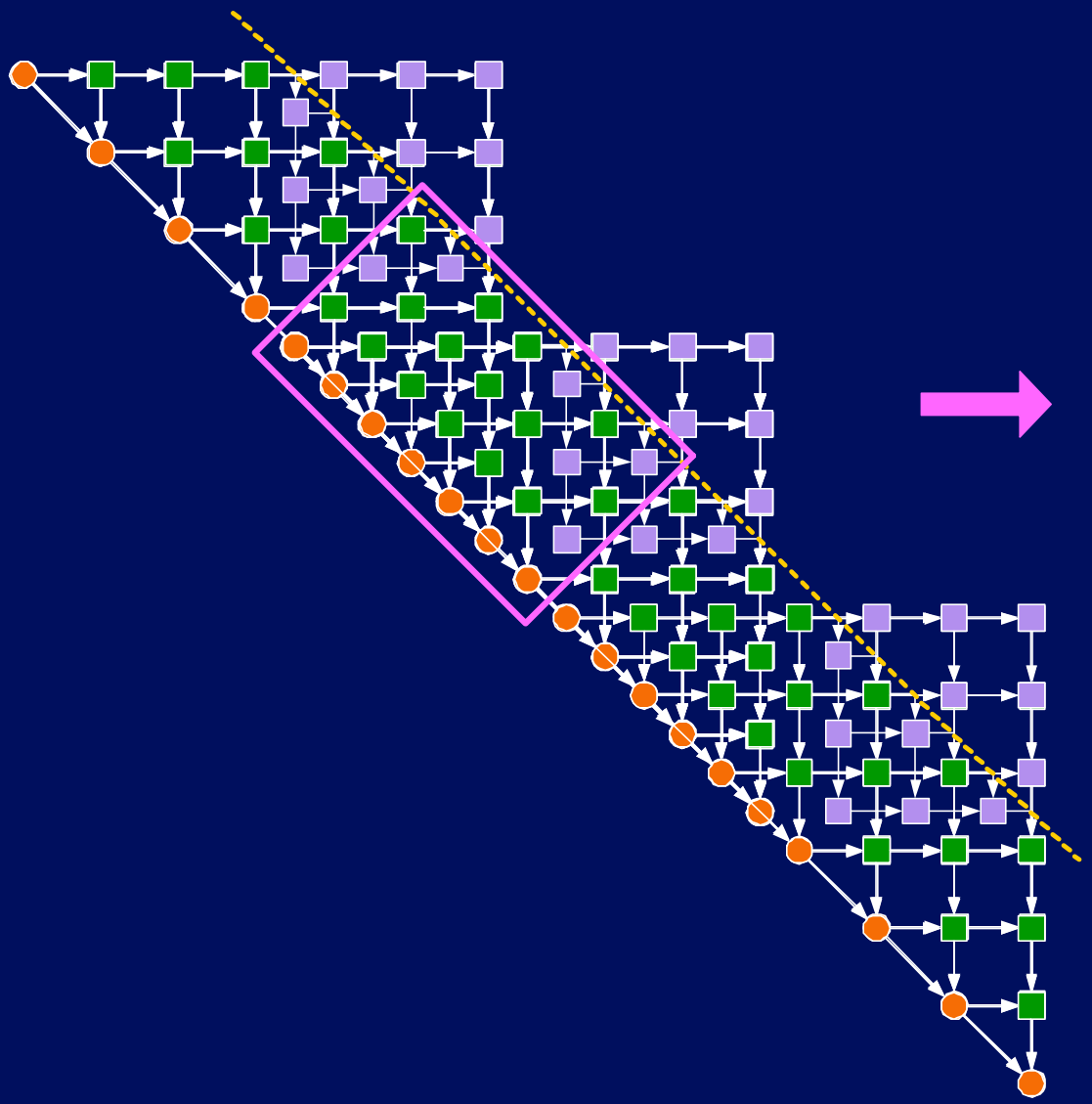
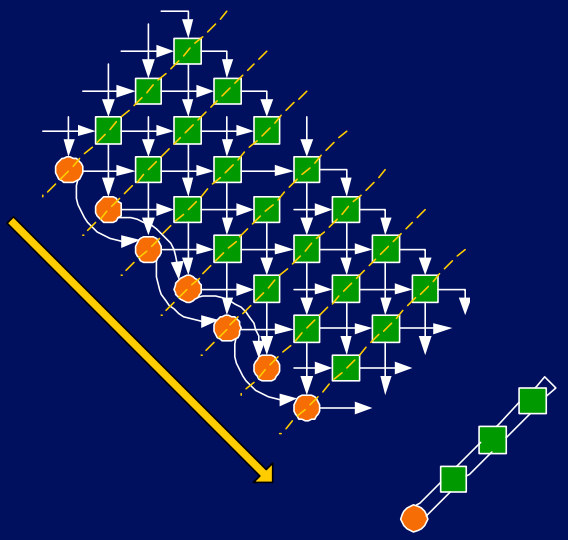
FPGA Components

Novel mapping of QR





Linear systolic array

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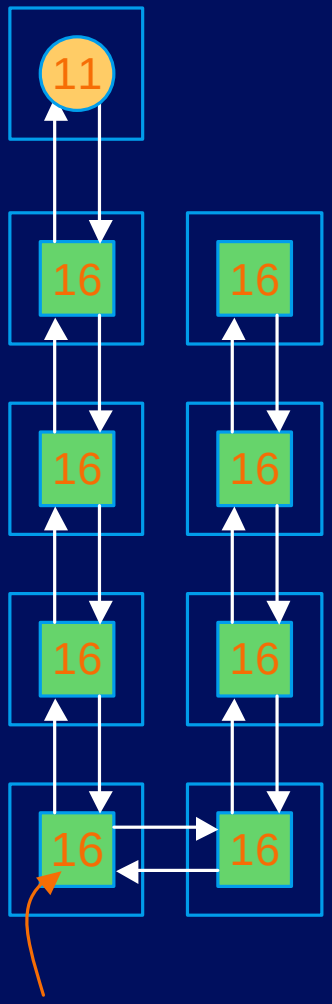
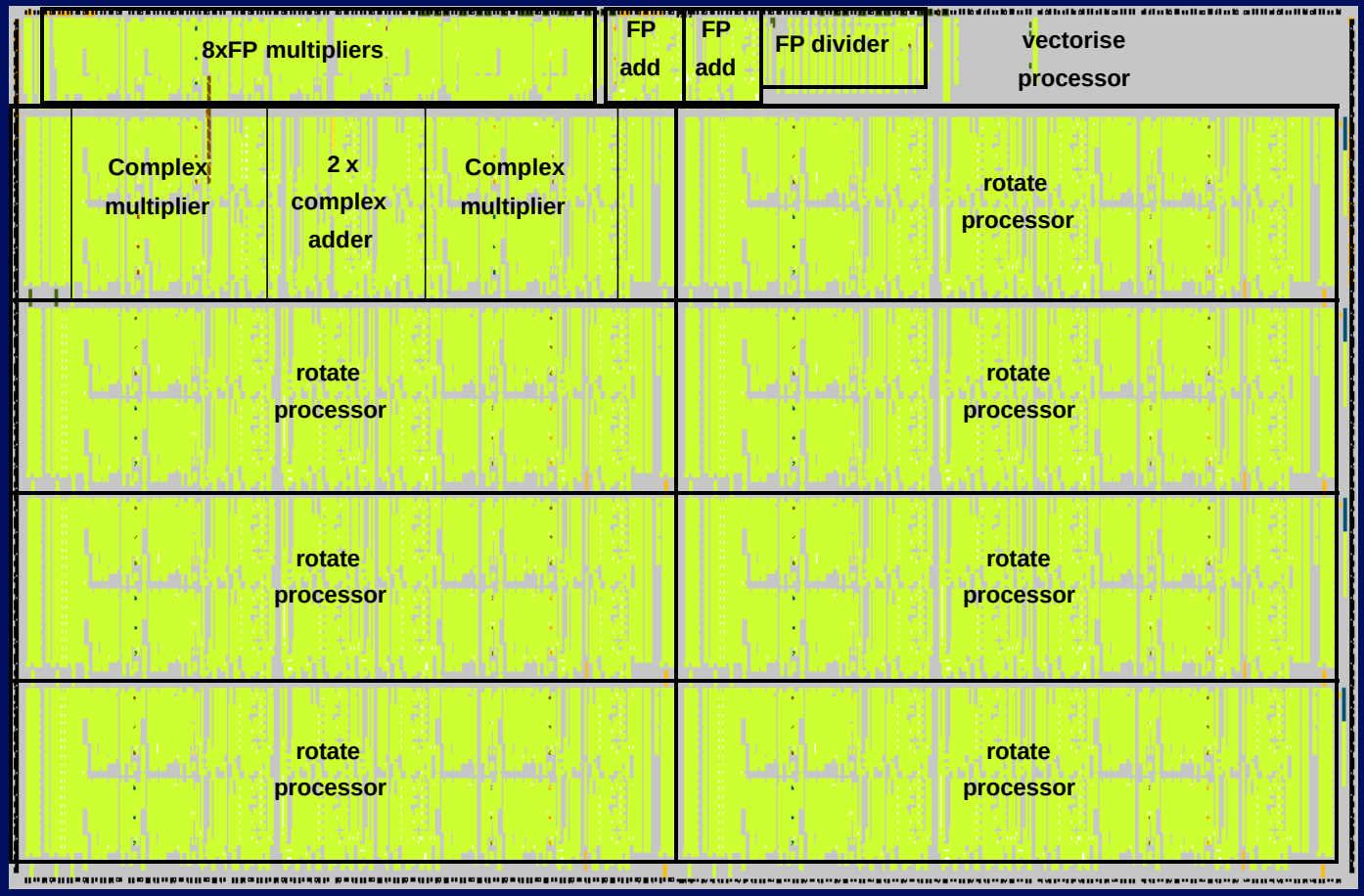
FPGA Components

FPGA implementation



XCV3200E-8



139 14-bit FP operators @ 160MHz = 22 GFLOPS

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FPGA Components

QR processor - main features

Size	Mantissa wordlength	Clock	Utilisation (XC2V6000)				Operations	Power
1 Boundary 3 Internal	14-bit mantissa	101MHz[5]	Mults	32	22%	23%	6 GFLOPS	2.24W[4]
			Rams[3]	34	23%			
			LUTS	15K	22%			
			FFs	16K	23%			
1 Boundary 12 Internal	14-bit mantissa	100MHz[2]	82%[2]				20.3 GFLOPS	8W[6]
1 Boundary 9 Internal	17-bit mantissa	97MHz	74%				15 GFLOPS	7W[6]
Pentium™ 4 2GHz[1]							4 GFLOPS	70W

x50

1 Estimated (based on data from Richard Linderman)
2 Estimated (design too large for PC)
3 Also depends upon number of inputs
4 Obtained via Xpower
5 For XC2V6000-5
6 Extrapolated

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Section 3

Heterogeneous design methodology

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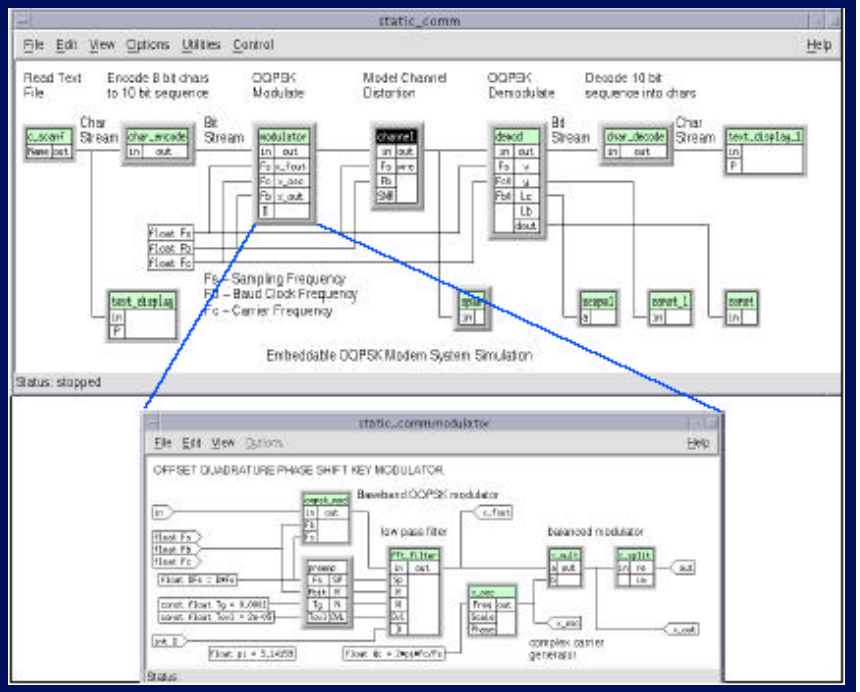
Heterogeneous design methodology

GEDAE™

- Graphically specify system



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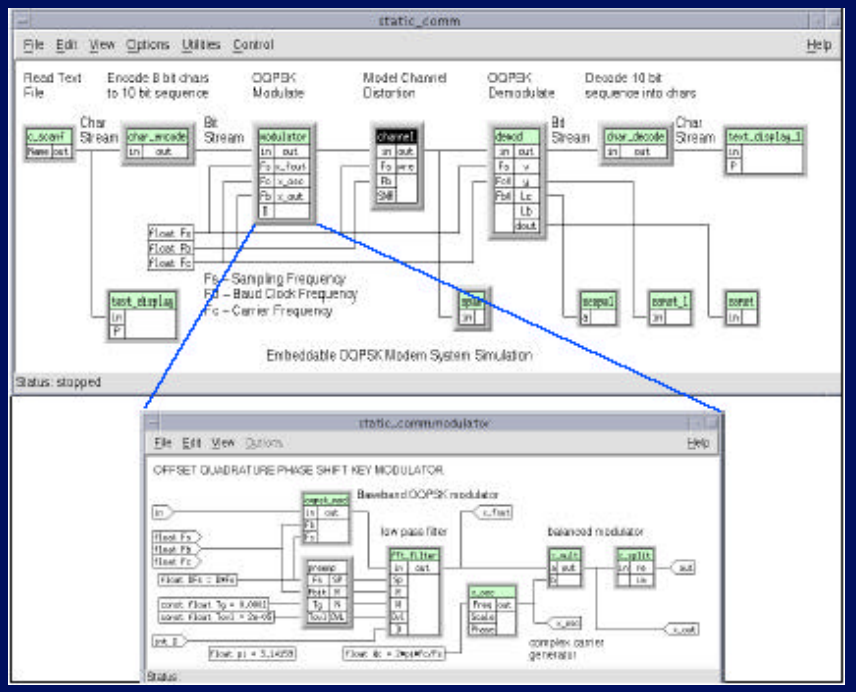
Heterogeneous design methodology

GEDAE™

- Graphically specify system
  - primitive functions in ‘c’



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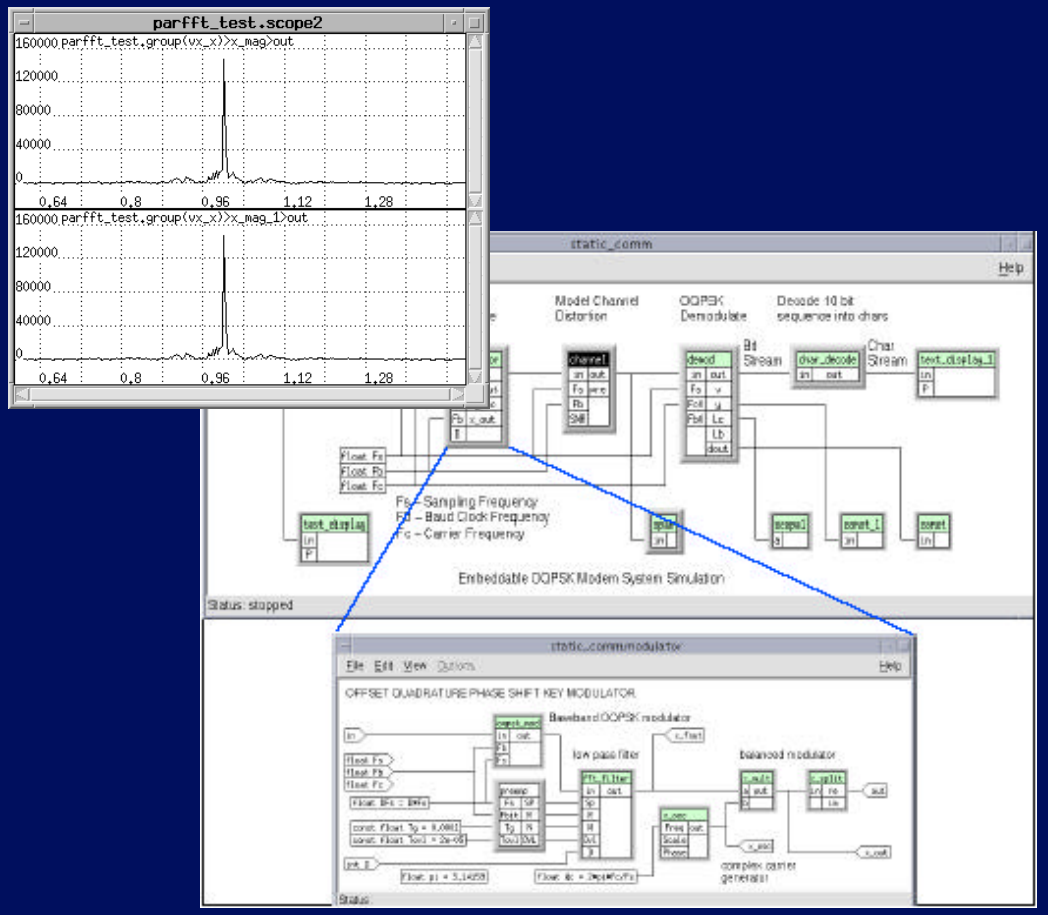
Heterogeneous design methodology

GEDAE™

- Graphically specify system
  - primitive functions in ‘c’
  - executable specification



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Heterogeneous design methodology

GEDAE™

- Graphically specify system
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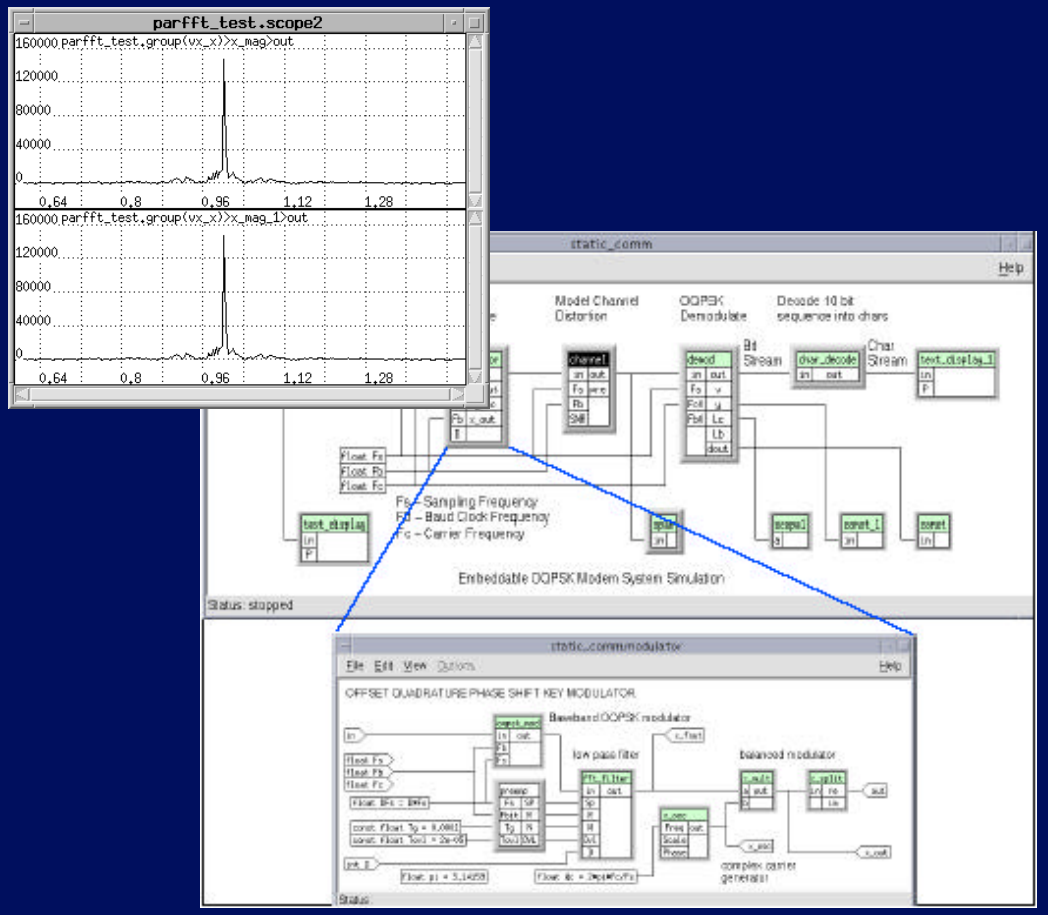
  - executable specification
- Auto-code generation
  - parallel programme constructed by GEDAE



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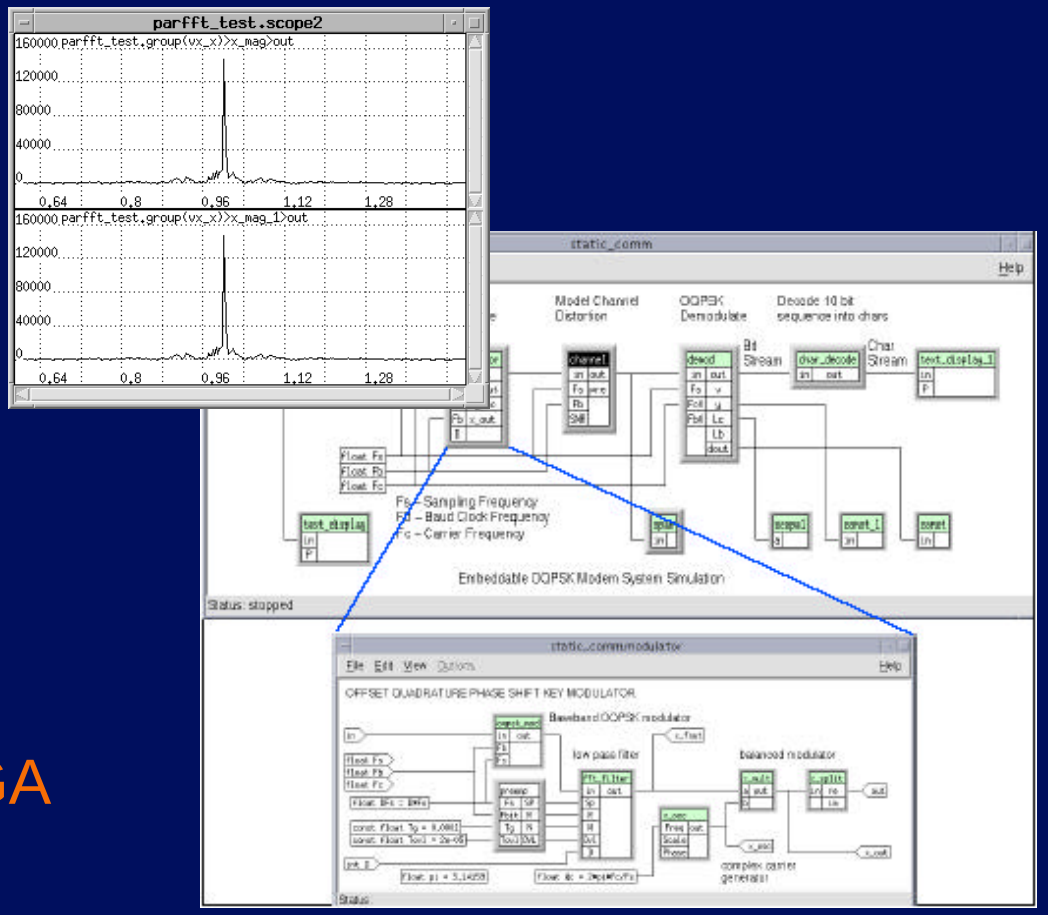
Heterogeneous design methodology

GEDAE™

- Graphically specify system
  - primitive functions in ‘c’
  - executable specification
- Auto-code generation
  - parallel programme constructed by GEDAE
- Currently no support for FPGA
  - highly compatible model



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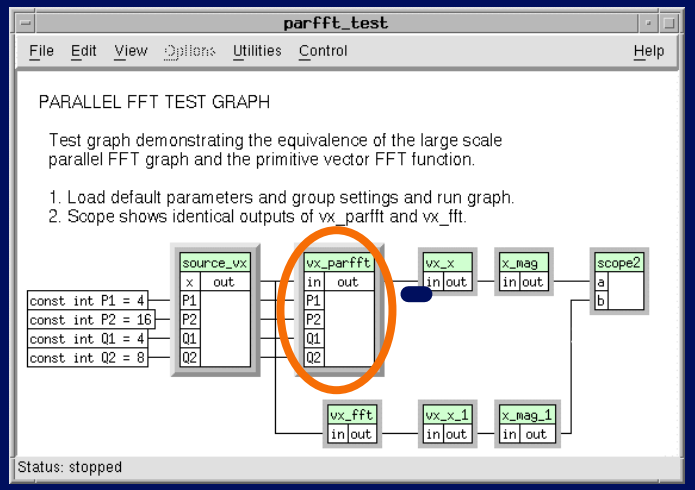
Heterogeneous design methodology

Core based methodology

- Cores used for key functions
  - FFT, QR, FIR filter ...
  - Build in parallelism (manually)
  - Parameterised



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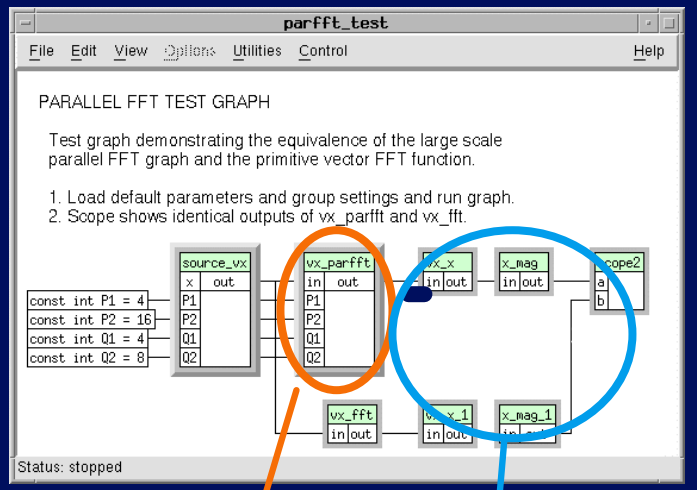
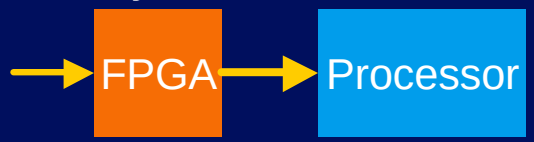
Heterogeneous design methodology

Core based methodology

- Cores used for key functions
  - FFT, QR, FIR filter ...
  - Build in parallelism (manually)
  - Parameterised
- Automatically generated system
  - communications inserted



FFT core from library



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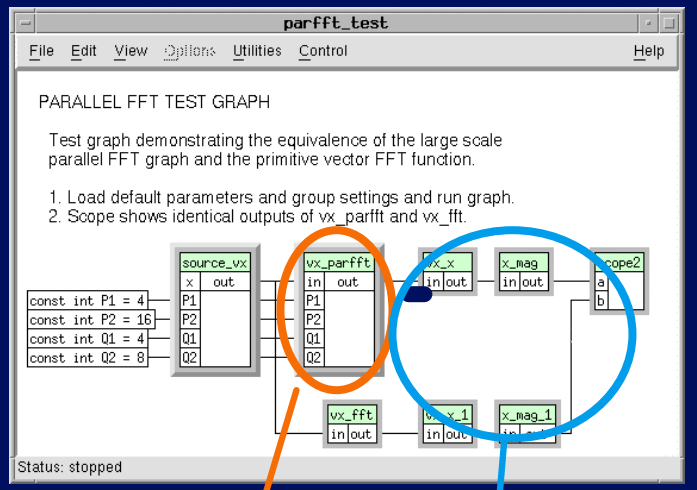
Heterogeneous design methodology

Core based methodology

- Cores used for key functions
  - FFT, QR, FIR filter ...
  - Build in parallelism (manually)
  - Parameterised
- Automatically generated system
  - communications inserted
- Architectural exploration
  - Compaan gives Matlab NLP to VHDL
  - RTL output in future version



FFT core from library

FPGA → Processor

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Section 4

Adaptive beamformer demonstration overview

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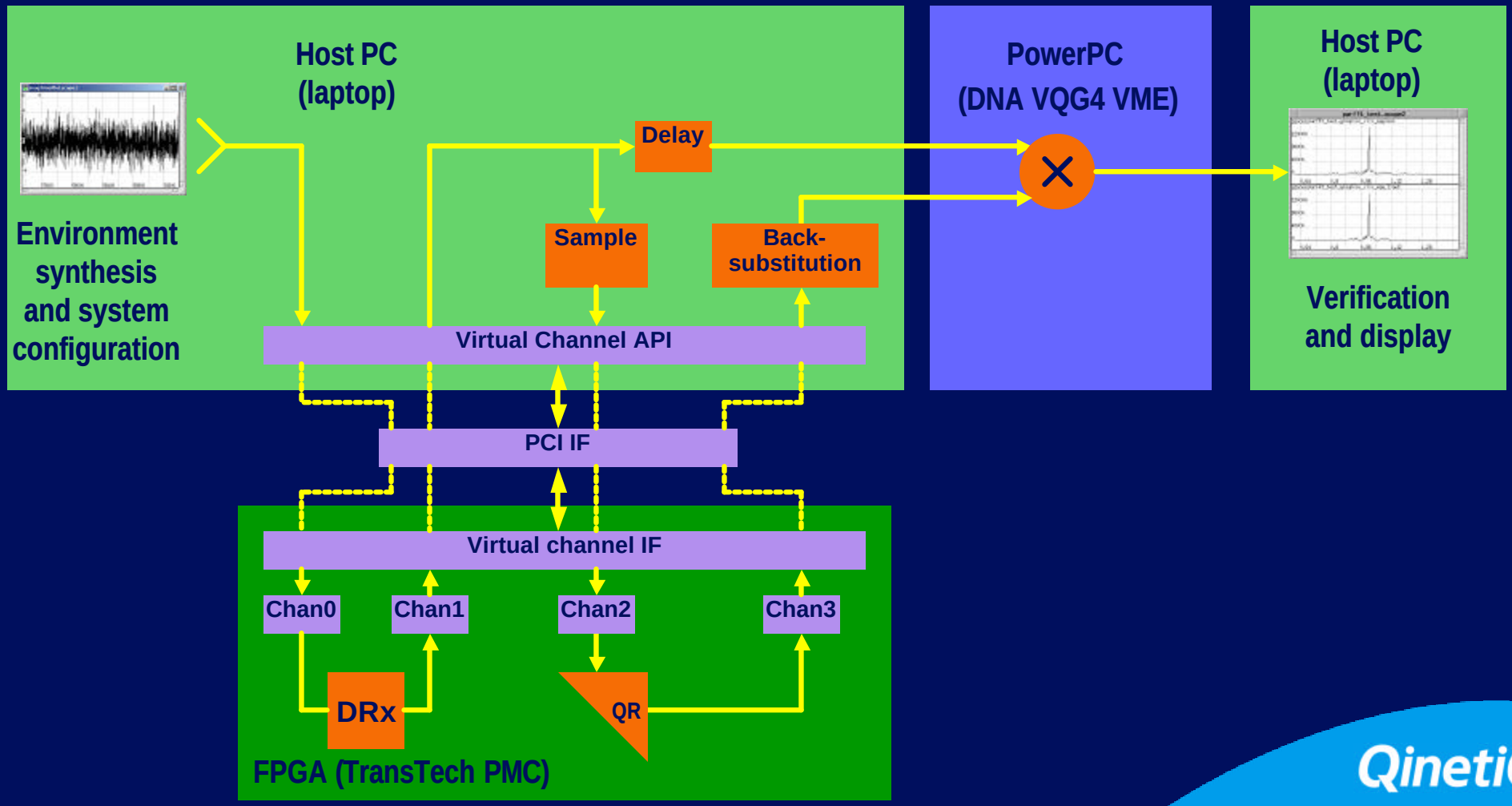
Demonstration overview

System mapping



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Conclusion

- FPGAs
  - Performance dependent upon level of optimisation
  - Floating-point is realistic
  - 10x compute improvement
  - 5 - 20x power improvement
- Design is main issue
  - Hardware design: High levels of parallelism required
  - Core-based design approaches offer interim solution
  - Architectural synthesis tools are emerging

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Acknowledgements

- The project to develop a core-based design methodology is a collaboration between:
  - QinetiQ Ltd
    - poc: rlwalke@qinetiq.com
  - BAE SYSTEMS ATC, Gt Baddow
    - poc: ian.alston@baesystems.com
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