

Performance Investigations of Reconfigurable Adaptive Digital Filter for Interference Cancellation

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Abstract:-Real-time signal processing requires fast computation of inner products. Distributed arithmetic is a method of inner product computation that uses table-lookup and addition in place of multiplication. Distributed arithmetic has previously been shown to produce novel and seemingly efficient architectures for a variety of signal processing computation. This paper focuses on a systematic method for synthesizing optimal VLSI architectures using distributed arithmetic. A partition of the inner product computation at the word and bit level produces a computation consisting of lookups and additions. Expressions are developed for the area, latency period and arithmetic error for a particular partition and space/time map of the dependency graph. We use these expressions to formulate a constrained optimization problem over a large class of architectures. We compare distributed arithmetic with more conventional methods for inner product computation and show how area, latency and period may be traded off while maintaining constant error. In this Paper we have implemented a simulink model for distributed arithmetic algorithm using xilinx blocksets.

Keywords:- Distributed Arithmetic, Xilinx Blocksets, Black Box

I. Introduction

In the late years, there has been a developing pattern to execute advanced signal processing capacities in Field Programmable Gate Array (FPGA). In this sense, we have to put awesome exertion in outlining effective models for advanced signal processing capacities, for example, FIR channels, which are generally utilized as a part of video and sound signal handling, information transfers and so on. Customarily, coordinate execution of a K-tap FIR channel requires K multiply-and-accumulate (MAC) pieces, which are costly to actualize in FPGA because of rationale unpredictability and asset use. To determine this issue, we first present DA, which is a multiplier-less design. Executing multipliers utilizing the rationale fabric of the FPGA is immoderate because of rationale unpredictability and range use, particularly when the channel size is vast. Cutting edge FPGAs have devoted DSP blocks that mitigate this issue, however for expansive channel sizes the test of lessening territory intricacy still remains. A contrasting option to processing the increase is to disintegrate the MAC operations into a progression of lookup table (LUT) gets to and summations. This methodology is termed distributed arithmetic (DA), somewhat serial strategy for processing the inward result of two vectors with a settled number of cycles.

Distributed Arithmetic

Conveyed number juggling has been proposed as a novel and effective strategy for processing vector inward items. In applications where one of the vector operands is settled, as in a computerized channel, dispersed number juggling preprocesses the put away information to decrease the computational many-sided quality of the internal item estimation. Conveyed math appropriates the operation of increase over piece level recollections and adds set up of multipliers. The objective of this paper is the improvement

of an efficient technique for the configuration of ideal VLSI structures utilizing appropriated number-crunching.

The name conveyed number juggling differentiates this type of calculation with the more normal lumped math where the increase and include operations are held as unmistakable substances in the computational structure. The historical backdrop of dispersed number juggling (DA) starts in the mid-1970s with computerized channel executions by Peled and Liu [1] and Zohar [2] and speculation to vector increase by White [3]. Various equipment refinements, examination and applications to DSP and control are recorded in the references of [4] and [5].

Distributed arithmetic equation formulation

$$y = \sum_{k=1}^K A_k x_k$$

Where $x_k = b_{k0}, b_{k1}, b_{k2}, \dots, b_{k(N-1)}$

$$x_k = -b_{k0} + \sum_{n=1}^{N-1} b_{kn} 2^{-n}$$

$$y = \sum_{k=1}^K A_k \left[-b_{k0} + \sum_{n=1}^{N-1} b_{kn} 2^{-n} \right]$$

$$y = -\sum_{k=1}^K A_k \cdot (b_{k0}) + \sum_{n=1}^{N-1} \left[\sum_{k=1}^K A_k \cdot b_{kn} \right] 2^{-n}$$

$$y = -\sum_{k=1}^K (b_{k0} \cdot A_k) + \sum_{k=1}^K \sum_{n=1}^{N-1} (A_k \cdot b_{kn}) 2^{-n}$$

$$y = -\sum_{k=1}^K (b_{k0} \cdot A_k) + \sum_{k=1}^K \left[\sum_{n=1}^{N-1} (b_{kn} \cdot A_k) 2^{-n} \right]$$

$$y = -\sum_{k=1}^K (b_{k0} \bullet A_k) + \sum_{k=1}^K [(A_k \bullet b_{k1})2^{-1} + (A_k \bullet b_{k2})2^{-2} + \dots + (A_k \bullet b_{k(N-1)})2^{-(N-1)}]$$

$$y = -\sum_{k=1}^K A_k \bullet (b_{k0}) + \sum_{n=1}^{N-1} \left[\sum_{k=1}^K A_k \bullet b_{kn} \right] 2^{-n}$$

The final DA equation formulation

Approach used for designing of DA filter

At the point when computational assets are restricted, particularly multipliers, distributed arithmetic (DA) are utilized as a part of lieu of the run of the mill multiplier-based sifting structures. Notwithstanding, DA is not appropriate for versatile applications. The bottleneck is redesigning the memory table. A few endeavors have been done to quicken upgrading the memory, yet to the detriment of extra memory use and of convergence speed.

To build up a Digital versatile channel with an uncompromised joining rate, the memory table must be completely overhauled. In this examination, a productive technique for completely redesigning a DA memory table is proposed. Distributed arithmetic (DA) is normally utilized for sign handling calculations where registering the internal result of two vectors contains the majority of the computational workload. This sort of registering profile portrays an extensive part of sign handling calculations, so the potential utilization of circulated number-crunching is huge.

II. Implementaion

Simulink is a square based configuration framework that gives a graphical domain and an adjustable set of block library that permits the client to recreate and test an assortment of frameworks, for example, computerized filters. Simulink has a broad DSP library that contains hinders for actualizing everything from signal generation to versatile sifting. Despite the fact that Simulink is a more sensible execution environment than MATLAB, it is still absolutely reproduction. Understanding the requirement for clients to have the capacity to perform real hardware usage, Math Works worked together with Xilinx to deliver System Generator (SG). SG is a gathering of broad libraries that are incorporated into Simulink. The SG libraries incorporate equipment based blocks that communicate with conventional Simulink pieces. In this way, equipment outlines can be synthesized, downloaded to a Xilinx Field Programmable Gate Array (FPGA) and afterward contrasted continuously with their Simulink recreation partners.

The figure 1 below shows the simulink model which is implemented using xilinx blocksets. The xilinx black box is used to implement the design. VHDL code is written in black box for each subsystem block

$$y = -[b_{10} \bullet A_1 + b_{20} \bullet A_2 + \dots + b_{K0} \bullet A_K] + [(b_{11} \bullet A_1)2^{-1} + (b_{12} \bullet A_1)2^{-2} + \dots + (b_{1(N-1)} \bullet A_1)2^{-(N-1)}] + [(b_{21} \bullet A_2)2^{-1} + (b_{22} \bullet A_2)2^{-2} + \dots + (b_{2(N-1)} \bullet A_2)2^{-(N-1)}] + \dots + [(b_{K1} \bullet A_K)2^{-1} + (b_{K2} \bullet A_K)2^{-2} + \dots + (b_{K(N-1)} \bullet A_K)2^{-(N-1)}]$$

$$y = -[b_{10} \bullet A_1 + b_{20} \bullet A_2 + \dots + b_{K0} \bullet A_K] + [(b_{11} \bullet A_1)2^{-1} + (b_{12} \bullet A_1)2^{-2} + \dots + (b_{1(N-1)} \bullet A_1)2^{-(N-1)}] + [(b_{21} \bullet A_2)2^{-1} + (b_{22} \bullet A_2)2^{-2} + \dots + (b_{2(N-1)} \bullet A_2)2^{-(N-1)}] + \dots + [(b_{K1} \bullet A_K)2^{-1} + (b_{K2} \bullet A_K)2^{-2} + \dots + (b_{K(N-1)} \bullet A_K)2^{-(N-1)}]$$

$$y = -[b_{10} \bullet A_1 + b_{20} \bullet A_2 + \dots + b_{K0} \bullet A_K] + [(b_{11} \bullet A_1) + (b_{21} \bullet A_2) + \dots + (b_{K1} \bullet A_K)]2^{-1} + [(b_{12} \bullet A_1) + (b_{22} \bullet A_2) + \dots + (b_{K2} \bullet A_K)]2^{-2} + \dots + [(b_{1(N-1)} \bullet A_1) + (b_{2(N-1)} \bullet A_2) + \dots + (b_{K(N-1)} \bullet A_K)]2^{-(N-1)}$$

$$y = -[b_{10} \bullet A_1 + b_{20} \bullet A_2 + \dots + b_{K0} \bullet A_K] + [(b_{11} \bullet A_1) + (b_{21} \bullet A_2) + \dots + (b_{K1} \bullet A_K)]2^{-1} + [(b_{12} \bullet A_1) + (b_{22} \bullet A_2) + \dots + (b_{K2} \bullet A_K)]2^{-2} + \dots + [(b_{1(N-1)} \bullet A_1) + (b_{2(N-1)} \bullet A_2) + \dots + (b_{K(N-1)} \bullet A_K)]2^{-(N-1)}$$

$$y = -\sum_{k=1}^K (b_{k0}) \bullet A_k + \sum_{n=1}^{N-1} [b_{1n} \bullet A_1 + b_{2n} \bullet A_2 + \dots + b_{Kn} \bullet A_K] 2^{-n}$$

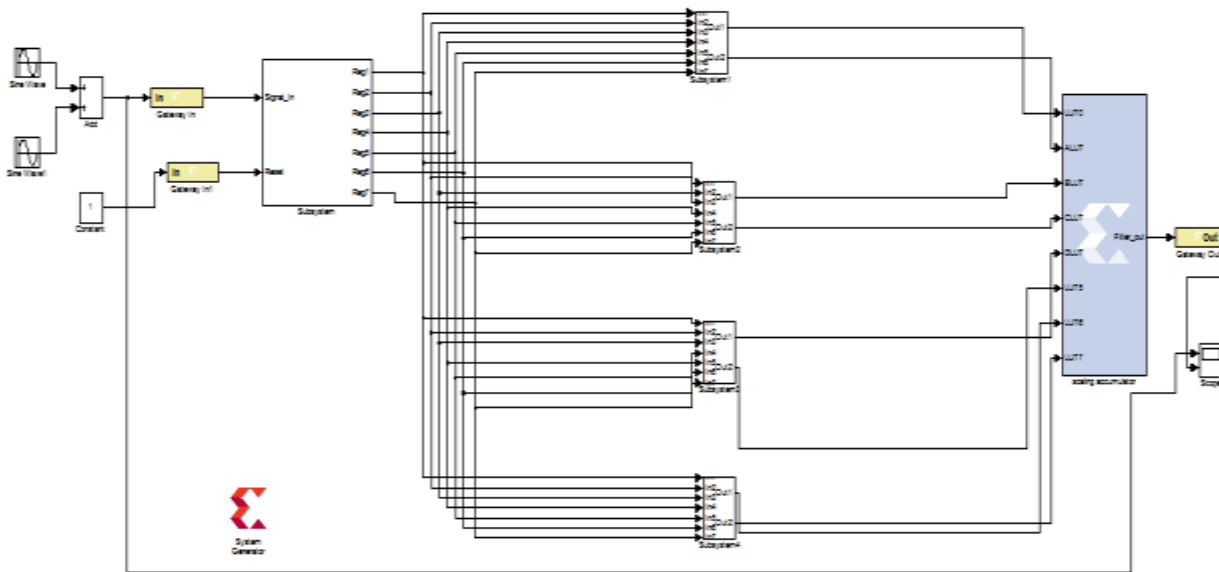


Fig.1 Simulink Model for Distributed algorithm

III. Result

This paper presents a distributed arithmetic (DA) for highly efficient multiplier-less filter designed using Xilinx Black box. First, the theory of the distributed arithmetic is described. Furthermore, a modification of the DA based on the look up table (LUT) and filter structure to implement the high-order filter hardware-efficient on FPGA is introduced. The proposed DA filter has been designed and synthesized with ISE, and implemented. Our results show that the proposed DA architecture can implement with the smaller resource usage and similar speed in comparison to the other architecture.

The below figure shows the result for simulink model implemented. The first window shows the input signal applied to the subsystem block and the second window shows the distributed arithmetic algorithms output of the input signal

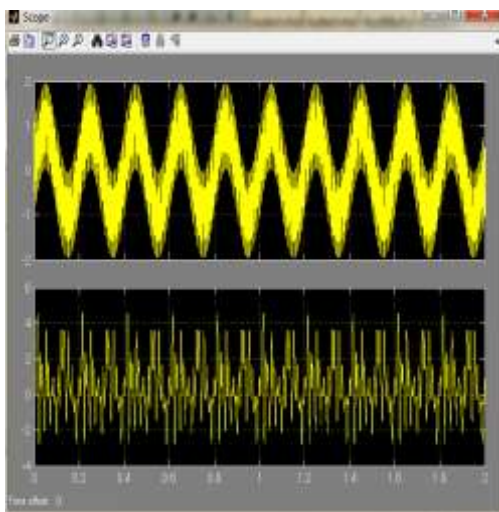


Fig. 2 Output Scope for Distributed Arithmetic algorithm

IV. Conclusion

This paper proposes a new distributed arithmetic (DA) algorithm implementation using Xilinx Blocksets. The characteristic of the proposed algorithm is that the filters using the proposed algorithm do not need to employ two's complement representation in lookup tables as well as multiply-and-accumulation blocks. Thus, the proposed algorithm can minimize the dynamic power consumption of the filters. The experimental results show that the DA proposed algorithm achieves power consumption reduction compared to that using the conventional algorithm for zero-mean random inputs and speech inputs, respectively. The distributed arithmetic has yielded a number of architectures suitable for VLSI implementation. The design presented in this paper produces a number of these architectures as special cases. We have systematically defined a large design space in order to look for architectures that are superior to all other architectures.

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