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## **2010 IEEE Aerospace Conference**

Big Sky, MT, March 8, 2010

Session# 3.01 Phased Array Antennas Systems and Beamforming Technologies

Pres #: 3.0101, Paper ID: 1080

Rm: Elbow 2, Time: 8:55am

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# **FPGA Implementation of a Bartlett Direction of Arrival Algorithm for a 5.8GHz Circular Antenna Array**

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**Presenter:** Brock J. LaMeres

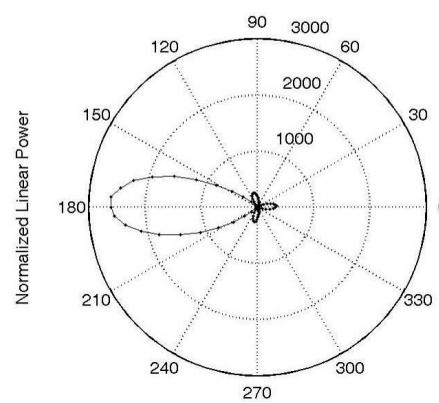


# Motivation

## Smart Antenna Systems

- **Directional radiation patterns used to:**

- reduced transmit power
- protect data from unwanted listeners
- nullify interference



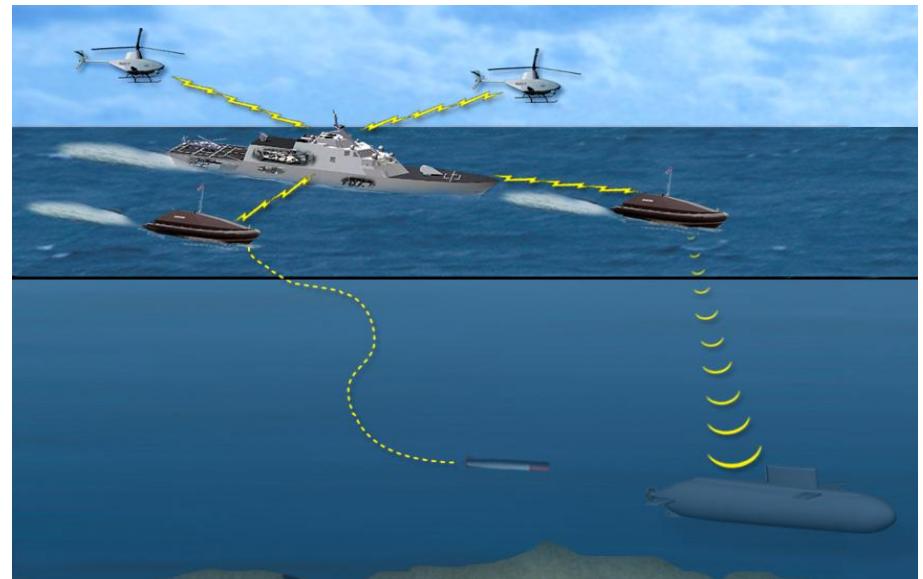
Directional Radiation Pattern



Courtesy Ericsson MW, Sweden



Secure Wireless Communication with Airborne Web Server



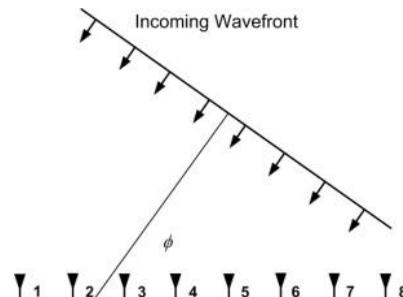
Integrated Multi-Platform Sonar System LCS Application



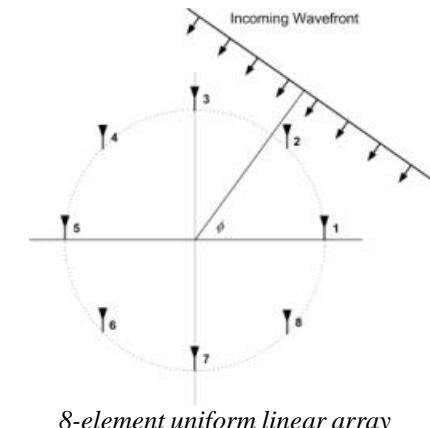
# Motivation

## Smart Antenna Components

### 1) Antenna Array

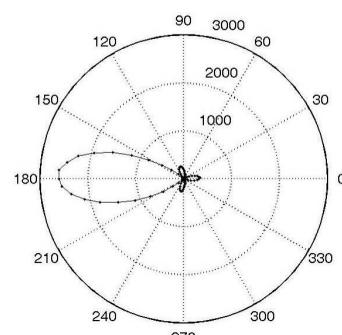


8-element uniform linear array

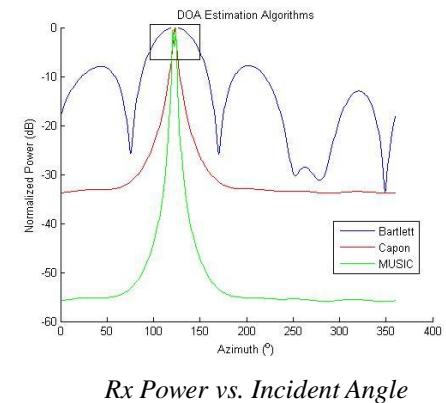


8-element uniform linear array

### 2) Direction-of-Arrival (DOA) Estimation (Rx)



Directional Radiation Pattern



Rx Power vs. Incident Angle

### 3) Beam Forming (Tx)



# Motivation

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## Digital Beam Forming

- **Advantages over traditional analog systems**

- Higher performance algorithms (MVDR, MUSIC)
- Lower cost hardware
- Integration allows lighter weight hardware
- Frequency agility

- **Digital Implementation Options**

- Custom Hardware (ASICs, VHDL-based FPGA design)
- Microprocessors
- Hybrid systems (custom & processor HW)



# Our Work

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## Effective Digital Implementation of Direction-of-Arrival Estimation

- Comparison of Implementation Techniques on FPGAs
  - Custom Digital Hardware (VHDL)
  - Microprocessors System (Soft processor)
  - Hybrid (VHDL & Soft processor)
- Performance Comparison of Subsystem Implementation
  - FFT
  - Frequency Detection
  - Bartlett Direction of Arrival Estimation



# System Design

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## Subcomponents

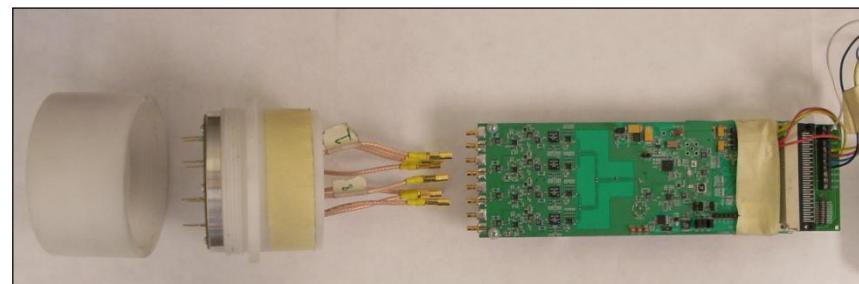
- **5.8 GHz, 8-element Circular Array Antenna**

- Diameter = 76mm (3")
- Inter-element spacing  
 $= 0.37\lambda = 19\text{mm (}0.75"\text{)}$



- **Receiver Board**

- down conversion to IF
- 5.8GHz to 10MHz



# System Design

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## Subcomponents

- **8-Channel A/D Converter**

- 2x 4-channel Analog Devices AD9287
- 25 MSPS across all 8 channels

- **FPGA Processing Platform**

- Xilinx Virtex-5 ML507 Eval Board
- Virtex-5 FX70 FPGA



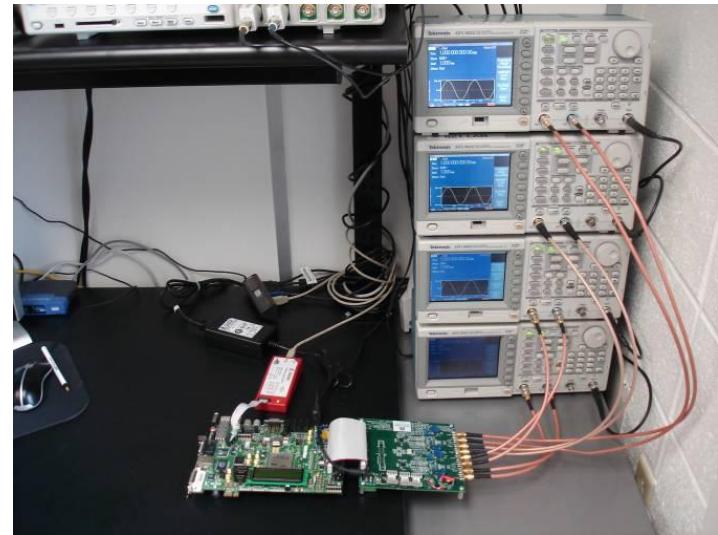
# System Design

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## Test Setup

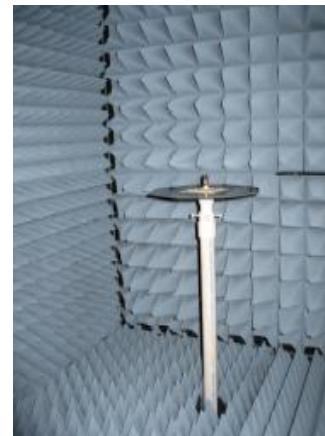
- **Phased IF Signal Generation**

- drive emulated IF into ADC



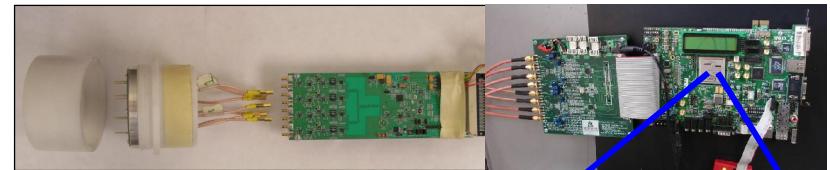
- **Anechoic Chamber Testing**

- full receiver path

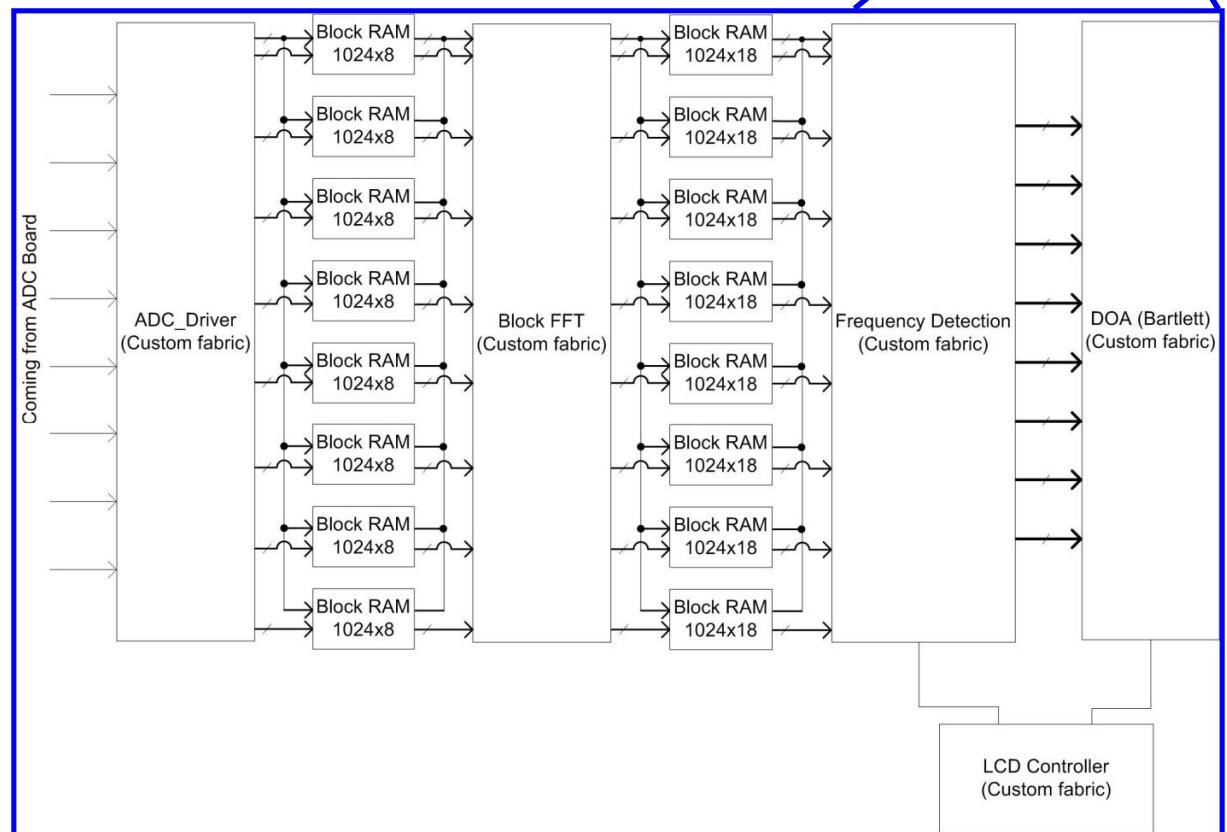


# DOA Implementation (Custom Hardware)

## Custom VHDL-Based FPGA Hardware

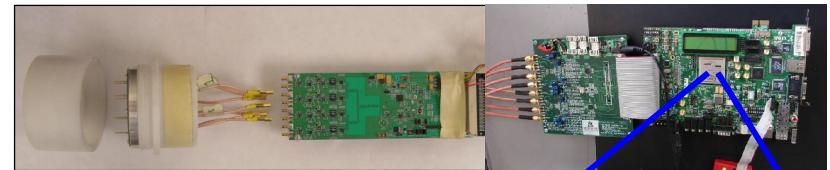


ADC Driver: Custom VHDL  
Sample RAM: Xilinx Core  
FFT: Xilinx Core  
FFT RAM: Xilinx Core  
Freq Detect: Custom VHDL  
Bartlett DOA: Custom VHDL

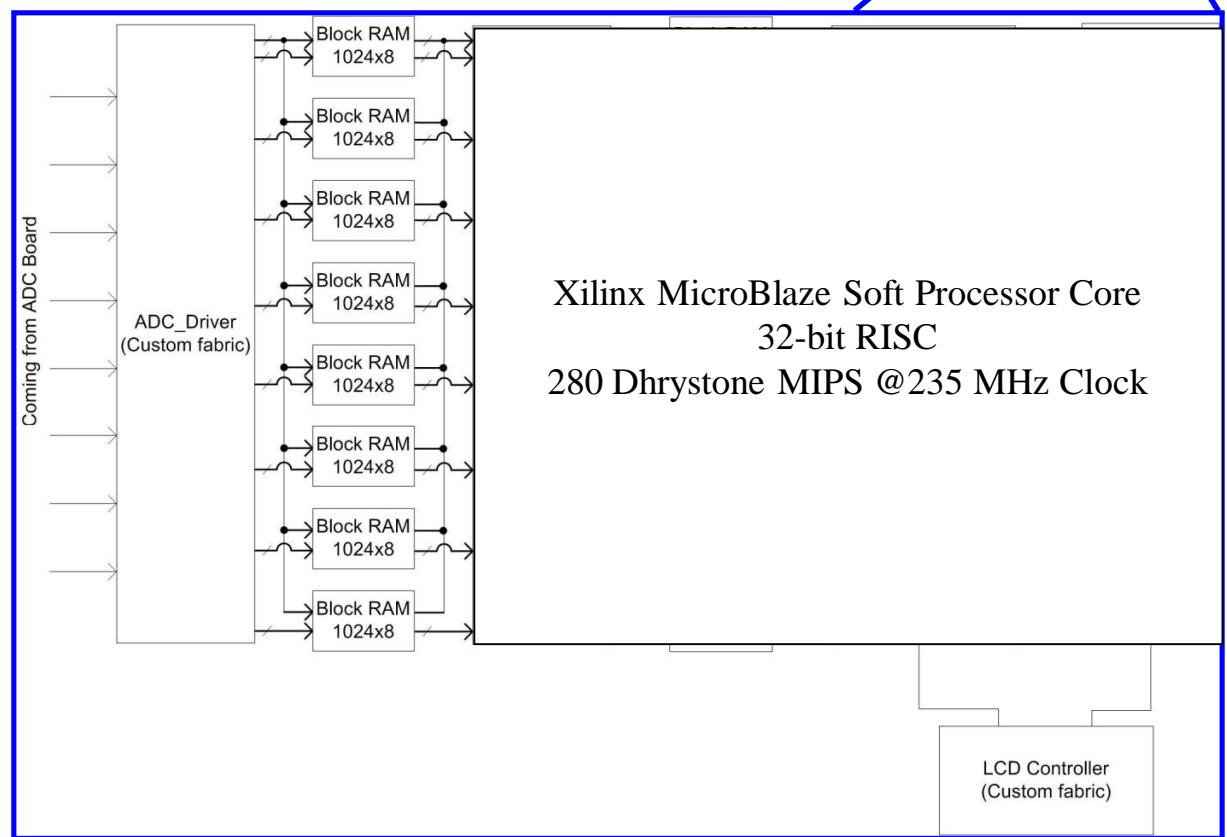


# DOA Implementation (Microprocessor-based)

## Microprocessor-Based FPGA Hardware



ADC Driver: Custom VHDL  
Sample RAM: Xilinx Core  
FFT: MicroBlaze  
Freq Detect: MicroBlaze  
Bartlett DOA: MicroBlaze



# Performance Comparison

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## Hardware vs. Software

	Latency ( $\mu$ s)		Resources Estimation											
	HW	SW	Slices		Slice Register		LUTs		LUTRAM		XtremeDSP Slices		18K Block Ram	
			HW	SC	HW	SC	HW	SC	HW	SC	HW	SC	HW	SC
<b>FFT</b>														
<b>Fixed Pt</b>														
- Serial	274.5	838600	NA		NA		NA		NA		9		7	
- Parallel	34.31	104825	3347		10172		7434		1147		72		20	
<b>Floating Pt</b>														
- Serial	357.84	608,800	NA		NA		NA		NA		24		18	
- Parallel**	44.73	75880	NA		NA		NA		NA		192		144	
<b>Freq Det</b>														
- Fixed Pt	10.3	1007	15		27		18		0		2		0	
- Floating Pt	NA	751	NA		NA		NA		NA		NA		NA	
<b>Bartlett</b>														
- Fixed Pt	1.73	310.4	58		200		165		0		0		0	
- Floating Pt	NA	244.4	NA		NA		NA		NA		NA		NA	
<b>MicroBlaze</b>		684,000		1494		2172		2349		69		5		64

Computation Time by MicroBlaze Soft Processor  
(summary for floating point FFT)

Computation Time by Custom VHDL



# Performance Comparison

## Hardware vs. Software (FFT)

### Single Channel FFT – Fixed Point

	HW	SW
<u>Time</u>	34.3 us	104,825 us
<u>Area</u>		
- <i>Slices</i>	418	1494
- <i>Registers</i>	1271	2172
- <i>LUTS</i>	929	2349
- <i>LUT RAM</i>	144	69
- <i>DSP Slices</i>	9	5
- <i>BRAM (18k)</i>	7	64

### Comparison

HW is ~3000 times faster

HW is 45% smaller

	Latency (μs)		Resources Estimation											
	HW	SW	Slices		Slice Register		LUTs		LUTRAM		XtremeDSP Slices		18K Block Ram	
			HW	SC	HW	SC	HW	SC	HW	SC	HW	SC	HW	SC
FFT														
Fixed Pt														
- Serial	274.5	838600	NA		NA		NA		NA		9		7	
- Parallel	34.31	104825	3347		10172		7454		1147		72		20	
Floating Pt														
- Serial	357.84	608,800	NA		NA		NA		NA		24		18	
- Parallel**	44.73	75880	NA		NA		NA		NA		192		144	
Freq Det														
- Fixed Pt	10.3	1007	15		27		18		0		2		0	
- Floating Pt	NA	751	NA		NA		NA		NA		NA		NA	
Bartlett														
- Fixed Pt	1.73	310.4	58		200		165		0		0		0	
- Floating Pt	NA	344.4	NA		NA		NA		NA		NA		NA	
MicroBlaze														
	684,000		1494		2172		2349		69		5		64	



# Performance Comparison

## Hardware vs. Software (FFT)

### 8-Channel FFT – Fixed Point

	<u>HW</u>	<u>SW</u>
<u>Time</u>	34.3 us	838,600 us
<u>Area</u>		
- Slices	3347	1494
- Registers	10,172	2172
- LUTS	7434	2349
- LUT RAM	1147	69
- DSP Slices	72	5
- BRAM (18k)	20	64

**NOTE:** MicroBlaze resources do not change once instantiated

### Comparison

**HW is ~24,500 times faster**

**SW is ~4 times smaller**

	Latency (μs)		Resources Estimation											
	HW	SW	Slices		Slice Register		LUTs		LUTRAM		XtremeDSP Slices		18K Block Ram	
			HW	SC	HW	SC	HW	SC	HW	SC	HW	SC	HW	SC
FFT														
Fixed Pt														
- Serial	274.5	838600	NA		NA		NA		NA		9		7	
- Parallel	34.31	104825	3347		10172		7434		1147		72		20	
Floating Pt														
- Serial	357.84	608,800	NA		NA		NA		NA		24		18	
- Parallel**	44.73	75880	NA		NA		NA		NA		192		144	
Freq Det														
- Fixed Pt	10.3	1007	15		27		18		0		2		0	
- Floating Pt	NA	751	NA		NA		NA		NA		NA		NA	
Bartlett														
- Fixed Pt	1.73	310.4	58		200		165		0		0		0	
- Floating Pt	NA	344.4	NA		NA		NA		NA		NA		NA	
MicroBlaze														
	684,000		1494		2172		2349		69		5		64	



# Performance Comparison

## Hardware vs. Software (Frequency Detection)

### Fixed Point Frequency Detection

	HW	SW
<u>Time</u>	10.3 us	1007 us
<u>Area</u>		
- Slices	15	1494
- Registers	27	2172
- LUTS	18	2349
- LUT RAM	0	69
- DSP Slices	2	5
- BRAM (18k)	0	64

**NOTE:** MicroBlaze resources do not change once instantiated

### Comparison

**HW is ~100 times faster**

**HW is ~100 times smaller**

	Latency (μs)		Resources Estimation											
	HW	SW	Slices		Slice Register		LUTs		LUTRAM		XtremeDSP Slices		18K Block Ram	
			HW	SC	HW	SC	HW	SC	HW	SC	HW	SC	HW	SC
FFT														
Fixed Pt														
- Serial	274.5	838600	NA											
- Parallel	34.31	104825	3347											
Floating Pt														
- Serial	357.84	608,800	NA											
- Parallel**	44.73	75880	NA											
Freq Det														
- Fixed Pt	10.3	1007	15											
- Floating Pt	NA	751	NA											
Bartlett														
- Fixed Pt	1.73	310.4	58											
- Floating Pt	NA	344.4	NA											
MicroBlaze														
	684,000		1494		2172		2349		69		5		64	



# Performance Comparison

## Hardware vs. Software (DOA)

### Bartlett Fixed Point DOA Estimation

	HW	SW
<u>Time</u>	1.73 us	310us
<u>Area</u>		
- Slices	58	1494
- Registers	200	2172
- LUTS	165	2349
- LUT RAM	0	69
- DSP Slices	0	5
- BRAM (18k)	0	64

**NOTE:** MicroBlaze resources do not change once instantiated

### Comparison

**HW is ~180 times faster**

**HW is ~8 times smaller**

	Latency (μs)		Resources Estimation											
	HW	SW	Slices		Slice Register		LUTs		LUTRAM		XtremeDSP Slices		18K Block Ram	
			HW	SC	HW	SC	HW	SC	HW	SC	HW	SC	HW	SC
<b>FFT</b>														
<b>Fixed Pt</b>														
- Serial	274.5	838600	NA											
- Parallel	34.31	104825	3347											
<b>Floating Pt</b>														
- Serial	357.84	608,800	NA											
- Parallel**	44.73	75880	NA											
<b>Freq Det</b>														
- Fixed Pt	10.3	1007	15											
- Floating Pt	NA	751	NA											
<b>Bartlett</b>														
- Fixed Pt	1.73	310.4	58											
- Floating Pt	NA	344.2	NA											
<b>MicroBlaze</b>														
	684,000		1494		2172		2349		69		5		64	



# Performance Comparison

## Hardware vs. Software (Complete Computation)

### Fixed Point DOA Computation

	<u>HW</u>	<u>SW</u>
<u>Time</u>	46 us	839,917 us
<u>Area</u>		
- <i>Slices</i>	3420	1494
- <i>Registers</i>	10399	2172
- <i>LUTS</i>	7617	2349
- <i>LUT RAM</i>	1147	69
- <i>DSP Slices</i>	74	5
- <i>BRAM (18k)</i>	20	64

**NOTE:** MicroBlaze resources do not change once instantiated

### Comparison

**HW is ~18,000 times faster**

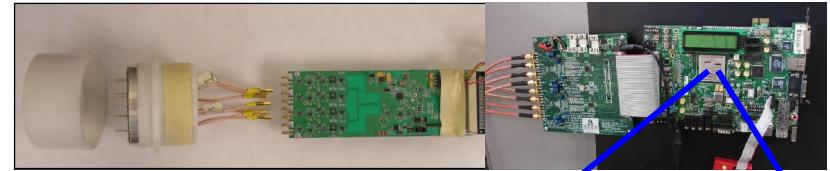
**SW is ~4 times smaller**

	Latency (μs)		Resources Estimation											
	HW	SW	Slices		Slice Register		LUTs		LUTRAM		XtremeDSP Slices		18K Block Ram	
			HW	SC	HW	SC	HW	SC	HW	SC	HW	SC	HW	SC
FFT														
Fixed Pt														
- Serial	274.5	838600	NA											
- Parallel	34.31	104825	3347											
Floating Pt														
- Serial	357.84	608,800	NA											
- Parallel**	44.73	75880	NA											
Freq Det														
- Fixed Pt	10.3	1007	15											
- Floating Pt	NA	751	NA											
Bartlett														
- Fixed Pt	1.73	310.4	58											
- Floating Pt	NA	344.4	NA											
MicroBlaze														
	684,000		1494		2172		2349		69		5		64	



# DOA Implementation (Hybrid)

## Custom VHDL + Microprocessor FPGA Hardware



Largest Computation Time = FFT (move to HW)

ADC Driver: Custom VHDL

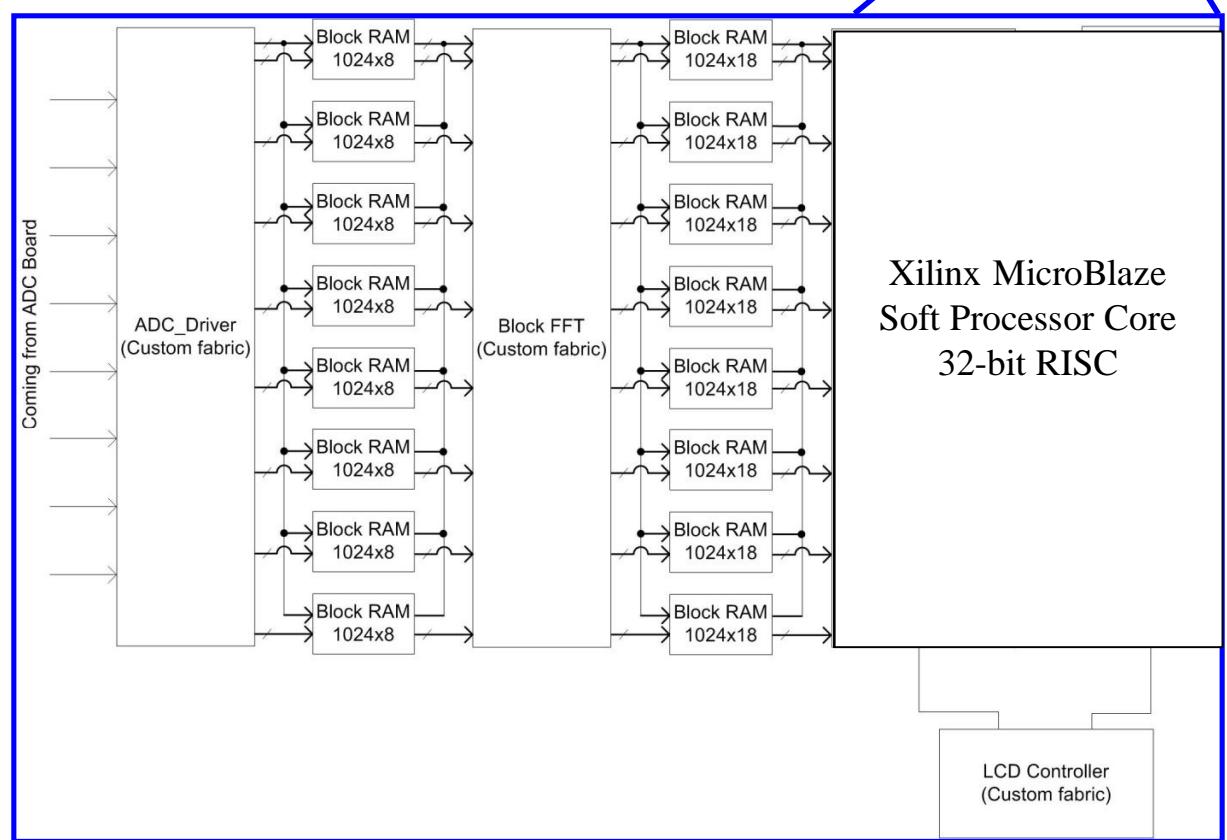
Sample RAM: Xilinx Core

FFT: Xilinx Core

FFT RAM: Xilinx Core

Freq Detect: MicroBlaze

Bartlett DOA: MicroBlaze



# Performance Comparison

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## Hardware vs. Software (Complete Computation)

### Fixed Point DOA Computation

	<u>HW</u>	<u>SW</u>	<u>Hybrid</u>
<u>Time</u>	46 us	839,917 us	1351 us
<u>Area</u>			
- <i>Slices</i>	3420	1494	4841
- <i>Registers</i>	10399	2172	12,978
- <i>LUTS</i>	7617	2349	9783
- <i>LUT RAM</i>	1147	69	1216
- <i>DSP Slices</i>	74	5	79
- <i>BRAM (18k)</i>	20	64	84

### Comparison

Hybrid is ~30x slower than HW  
Hybrid is ~620x faster than SW

Hybrid is ~1.5x larger than HW  
Hybrid is ~5x larger than SW

### Why a Hybrid?

- 1) Development Time      (Cores + Processor = Fastest Development Time)
- 2) Back-end Flexibility    (Basic IO, Post Processing)



# Summary

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## Overview

- A Bartlett DOA Estimation was implemented on an FPGA using a variety of techniques
  - VHDL-based Hardware
  - Xilinx IP Cores
  - Soft processors
  - Hardware
  - Fixed vs. floating point computation
- Custom hardware provides increased performance
- Software provides fixed resource allocation
- A Hybrid approach minimizes critical path circuitry
- Development time dominates custom HW development
- Xilinx IP cores alleviate some development time issues with custom HW



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# Questions

