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FPGA Design Using DSP Builder Advanced Blockset



Agenda

■ Introduction

- Model based design flow for Altera FPGAs
- DSP Builder Features

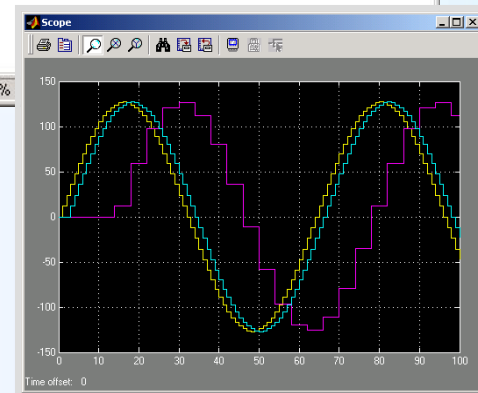
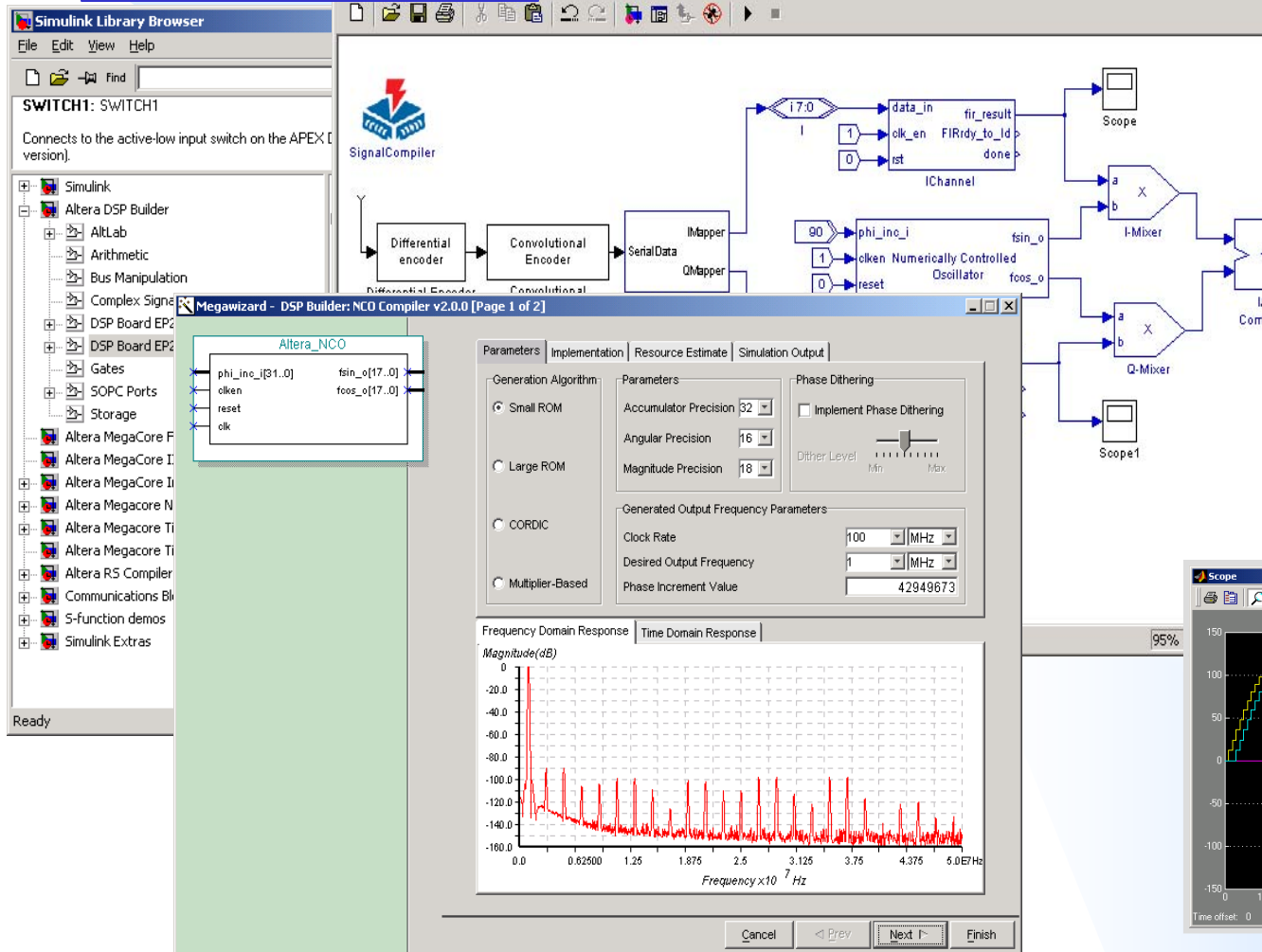
■ DSP Builder Advanced Blockset

- Introduction to constraint driven model based design

■ Advanced Blockset design examples

- Radar front end processor: Interfacing to high speed A/Ds
- Direct RF upconversion: Interfacing to multi-gigabit DACs
- 8x8 Beam Former

Simulink Model Based Algorithm Development

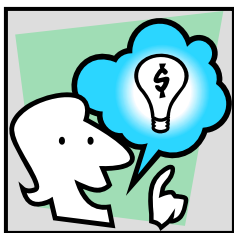
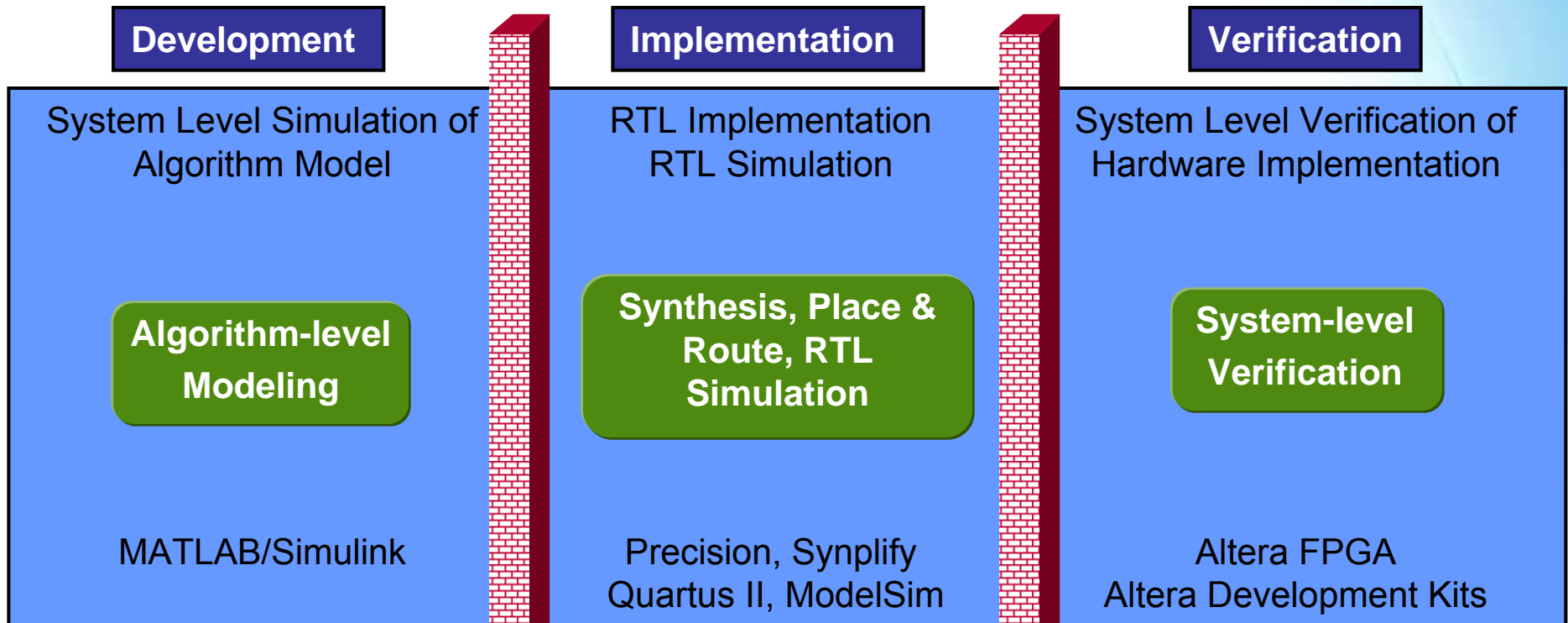


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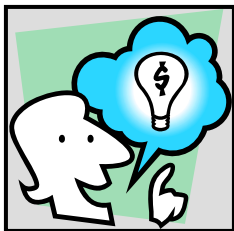
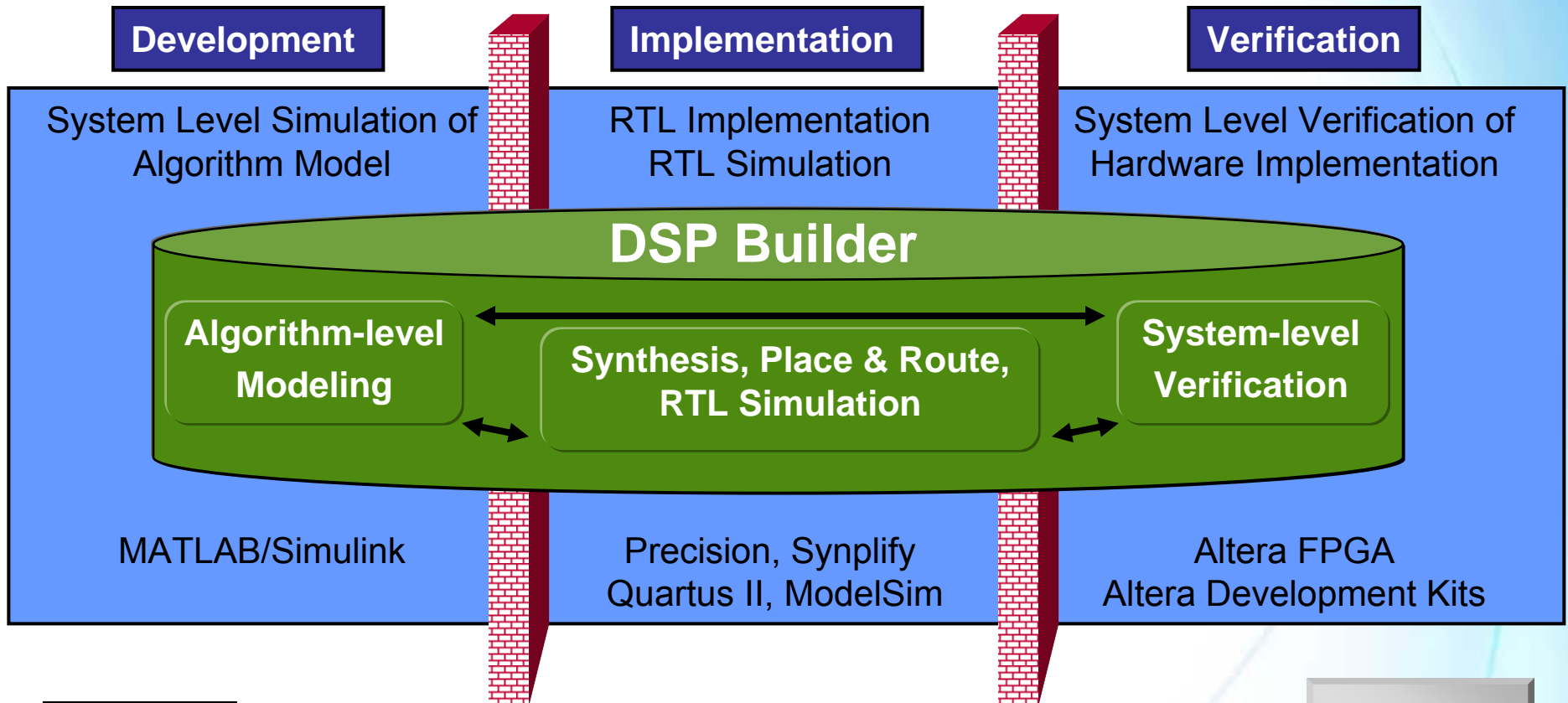
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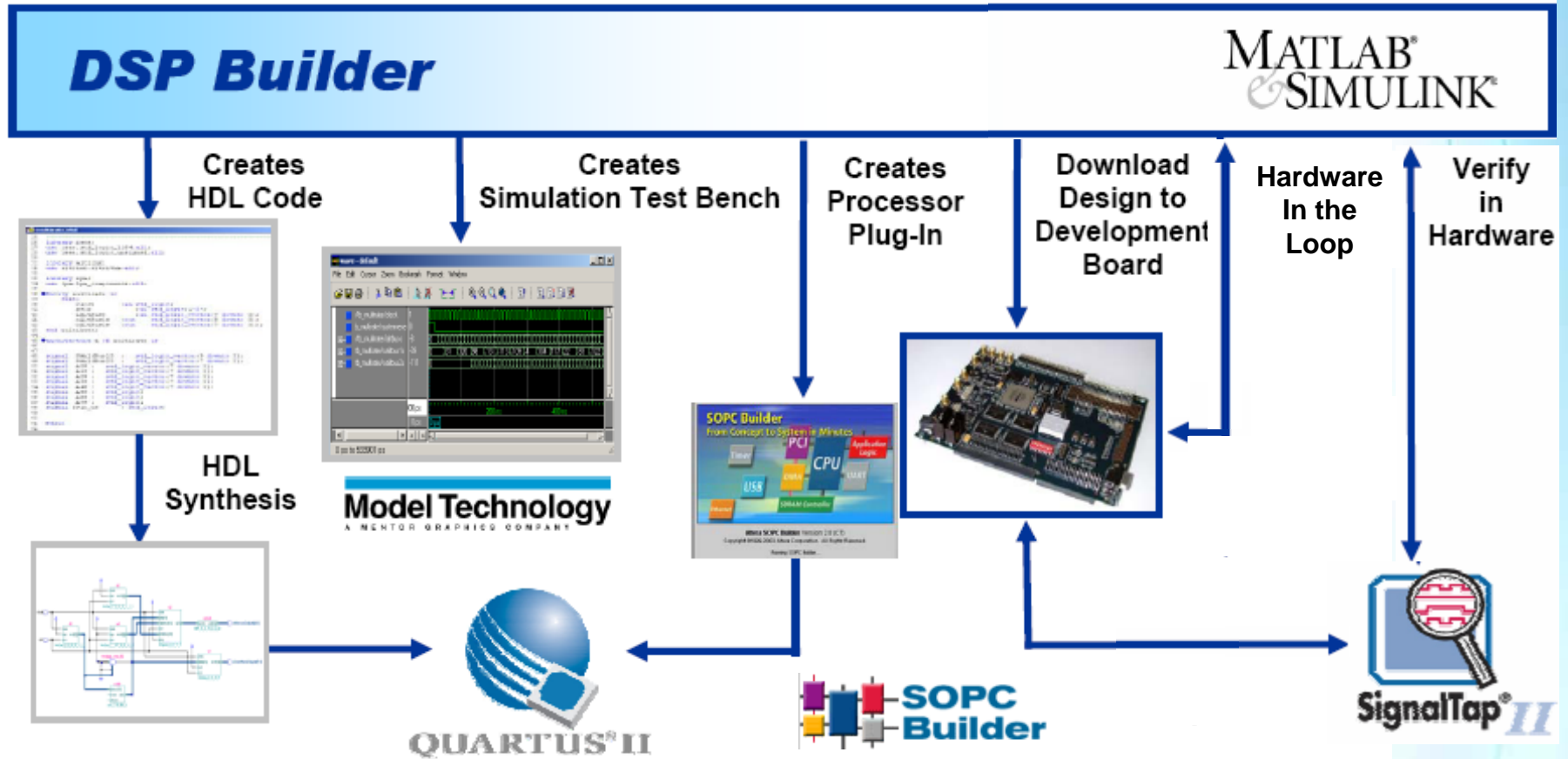
DSP Builder System Level Design Flow



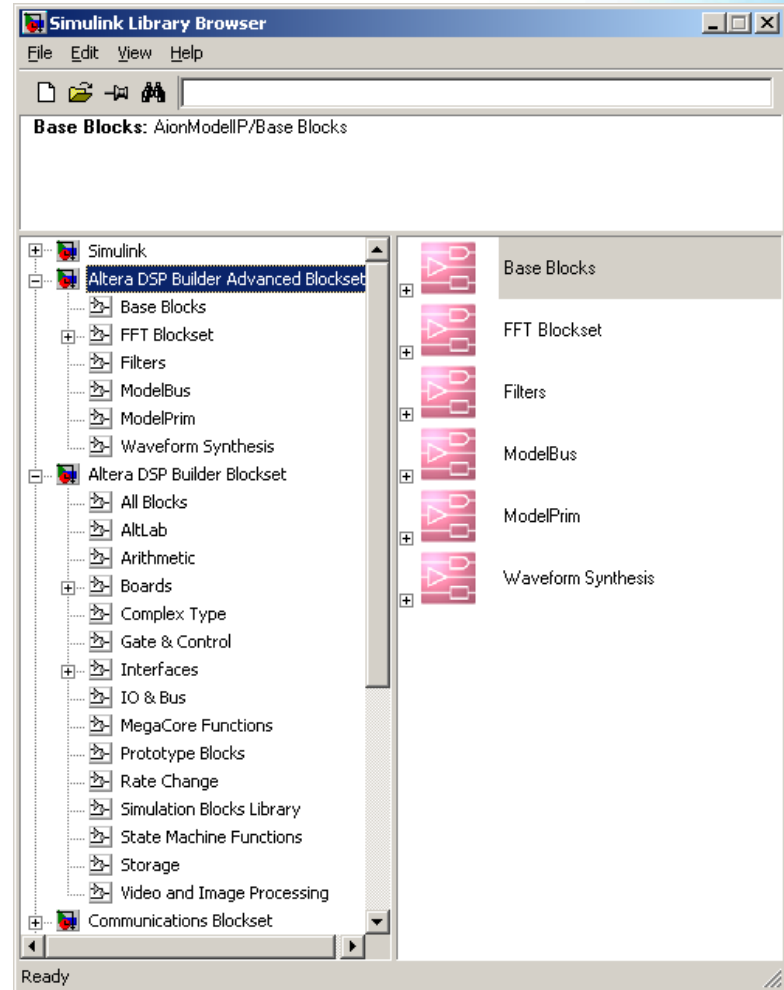
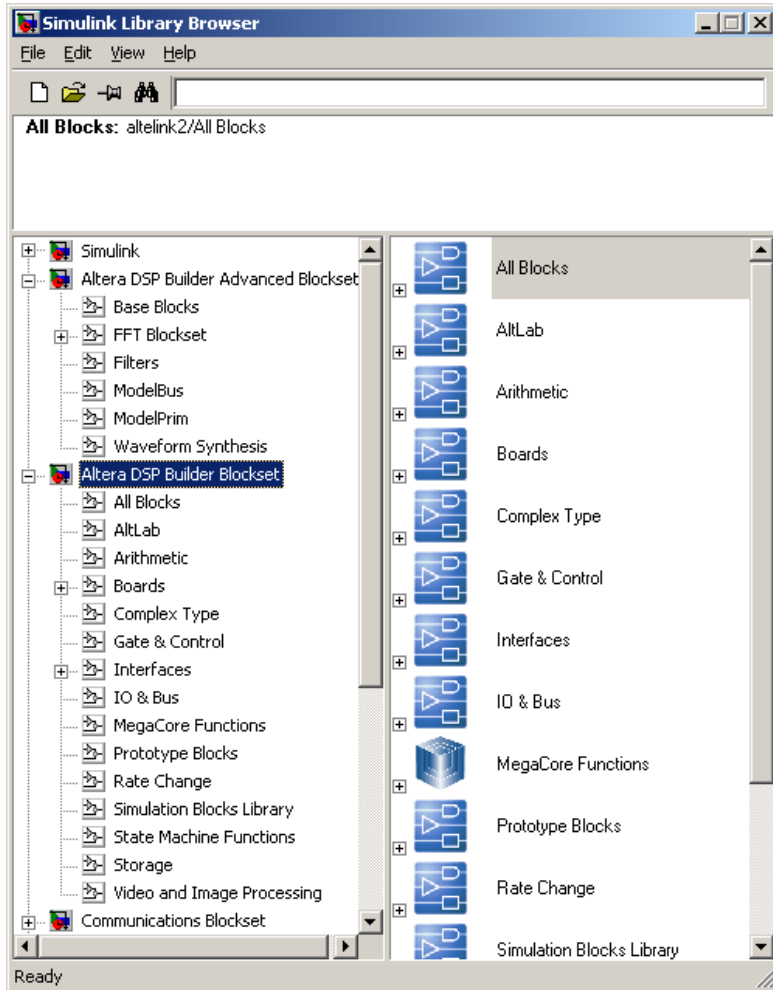
DSP Builder System Level Design Flow



DSP Builder Overview



DSP Builder – Standard and Advanced Blocksets



DSP Builder Features

- Automatic Generation of VHDL design from a MATLAB/Simulink model
- Automatic Generation of Testbenchs
 - Captures Stimulus From Simulink, Writes Testbench
- HDL Import
 - Reads in Design : HDL: Verilog or VHDL, or Quartus Project
 - Creates Simulink Simulation Model
- Signal Tap: Embedded Logic Analyzer
 - Captures Internal Data And Brings It Into Matlab
- Hardware in Loop (HIL) Testing
 - Pass Vectors To / From Board
- Waveform Viewer
 - Visualize Waveforms as Digital Busses Using ModelSim

DSP Builder Features

- **SOPC Bus Support**
 - Avalon Masters & Slaves, Custom Instruction Set (Nios)
- **IP Support**
 - FIR, NCO, FFT, Reed Solomon, Viterbi, CIC
 - Other IP through HDL Import
- **Data Width Propagation**
 - Automatically Propagates Bus Widths Through Signal Path
- **Multi Data Rate Support**
 - PLLs or Clock Enables
 - Multi-rate FIFO
- **Integration of DSP Boards**
 - Customer board easily integrated
- **Complex Data**

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DSP Builder Advanced Blockset



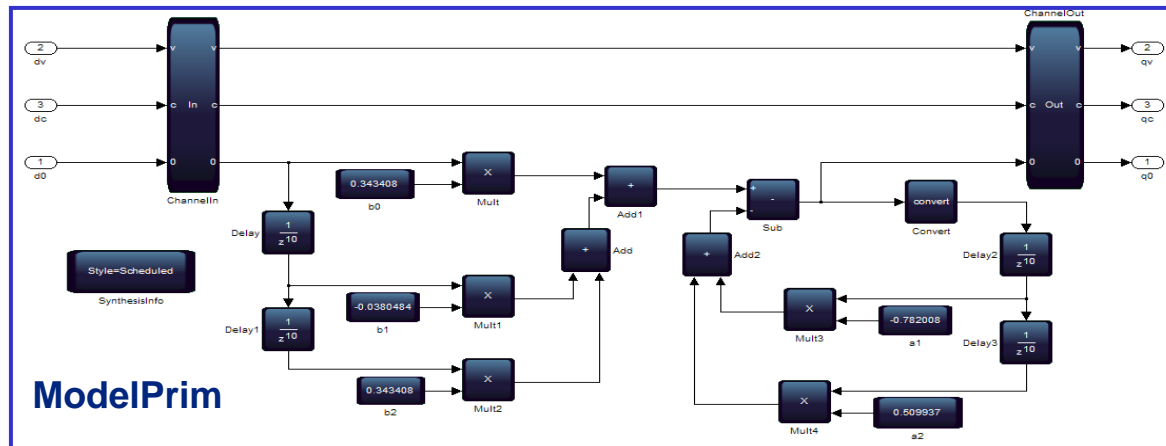
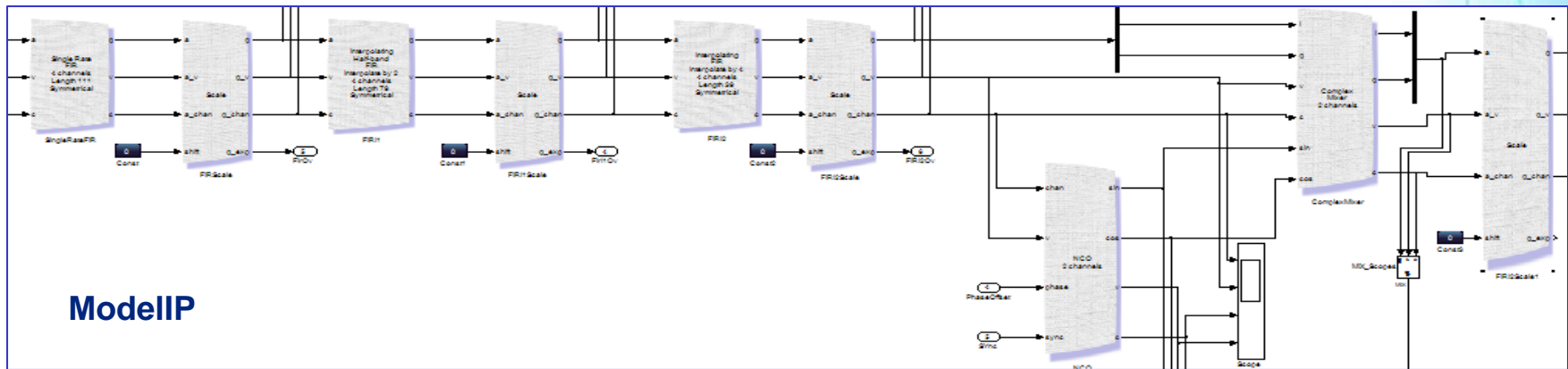
What's New in Advanced Blockset?

- **Constraint-Driven Design**
 - Automated pipelining
 - Meet desired clock rate
 - Enable timing closure at high clock rates of 400-500 MHz
- **Automatic TDM Support for ModelIP**
 - ModelIP reuses the resources efficiently
- **“Textbook” Design with ModelPrim**
- **Multi-Channel Designs Made Easy**
- **Memory-map Register Generation**
 - Allow easy configuration of coefficients and run-time parameters

Increased Productivity by Closing Timing Faster

Constraint Driven Design: (1) Create Model

- Use ModelIP or ModelPrim Libraries



Constraint Driven Design: (2) Select Device

- Device independent modeling until this level

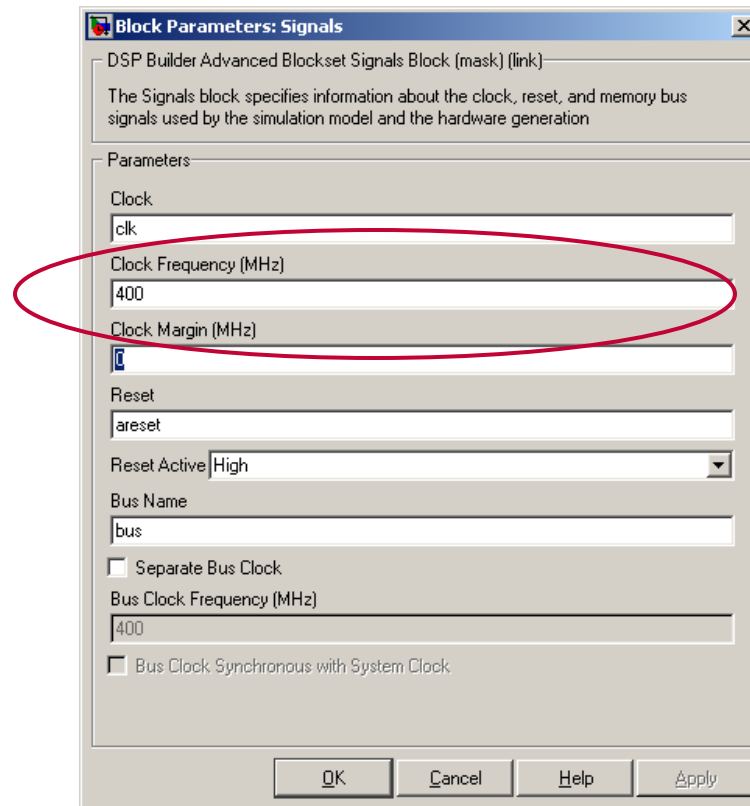
The screenshot shows the 'Block Parameters: Device' dialog box for a 'FibSystem' block. The dialog has the following parameters:

- Device Family: Stratix III
- Family Member: AUTO
- Speed Grade: 2

Two red arrows highlight the dropdown menus. The first arrow points from the 'Stratix II AUTO' device icon in the background to the 'Stratix III' dropdown menu. The second arrow points from the 'Speed Grade' dropdown menu to a list of speed grades: -2, -2, -3, and -4. A third arrow points from the 'Stratix III' dropdown menu to a list of device families: Stratix III, Stratix II, Stratix III, Stratix IV, Cyclone II, and Cyclone III.

Constraint Driven Design: (3) Set Frequency

■ Automatic Pipelining / Time Sharing (ModelIP)



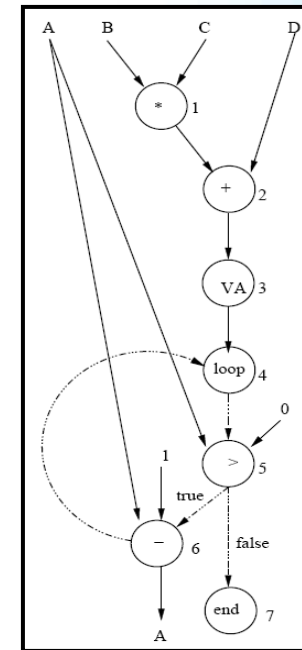
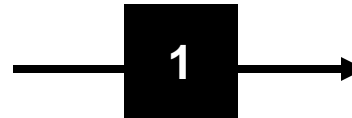
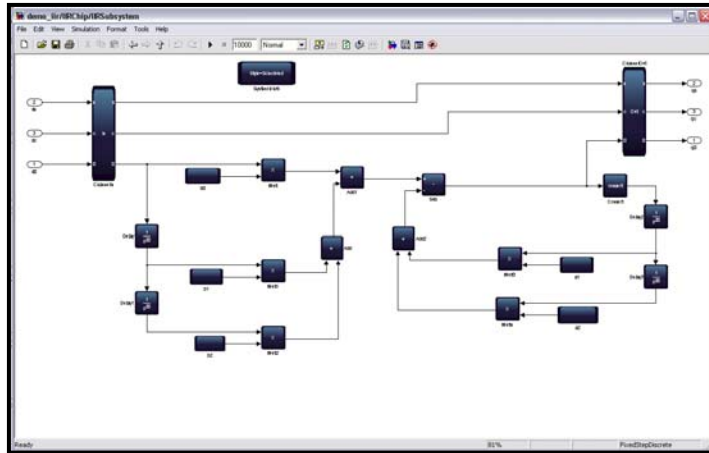
Constraint Driven Design: (4) Compile

- Compilation Report
 - Legal Notice
 - Flow Summary
 - Flow Settings
 - Flow Non-Default Global Settings
 - Flow Elapsed Time
 - Flow Log
- Analysis & Synthesis
 - Fitter
 - Assembler
 - TimeQuest Timing Analyzer
 - Summary
 - SDC File List
 - Clocks
- Slow 900mV 85C Model
 - Fmax Summary

Slow 900mV 85C Model Fmax Summary				
	Fmax	Restricted Fmax	Clock Name	Note
1	307.22 MHz	307.22 MHz	bus_clk	
2	408.66 MHz	408.66 MHz	clk	←

Fitter Status	Successful - Fri Apr 11 11:35:26 2008
Quartus II Version	8.0 Internal Build 185 03/20/2008 SJ Full Version
Revision Name	FilterSystem
Top-level Entity Name	demo_firi_FilterSystem
Family	Stratix IV
Device	EP4SGX70DF29C2
Timing Models	Preliminary
Logic utilization	7 % ←
Combinational ALUTs	1,448 / 56,320 (3 %)
Memory ALUTs	770 / 28,160 (3 %)
Dedicated logic registers	3,825 / 56,320 (7 %)
Total registers	3825 ←
Total pins	121 / 412 (29 %)
Total virtual pins	0
Total block memory bits	12,805 / 6,617,088 (< 1 %) ←
DSP block 18-bit elements	14 / 384 (4 %) ←
Total GXB Receiver Channels	0 / 16 (0 %)
Total GXB Transmitter Channels	0 / 16 (0 %)
Total PLLs	0 / 3 (0 %)
Total DLLs	0 / 4 (0 %)

Higher Level Synthesis

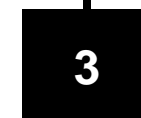


1. Convert the MDL schematic into an intermediate DFG representation

2. Apply transforms and analysis:

- Break apart carry chains
- DSP Block & Memory Timing
- Share multipliers
- Pipeline for:
 - required FMax performance
 - Balanced/matched delays
-

3. Generate RTL



```

library IEEE;
use IEEE.STD_LOGIC_1164.all;

entity DSPA is port (
SEL: in STD_LOGIC_VECTOR(15 downto 0);
C, D, B: in STD_LOGIC_VECTOR(15 downto 0);
A : out STD_LOGIC);
end;

architecture BEHAVIOUR of DSPA is
begin

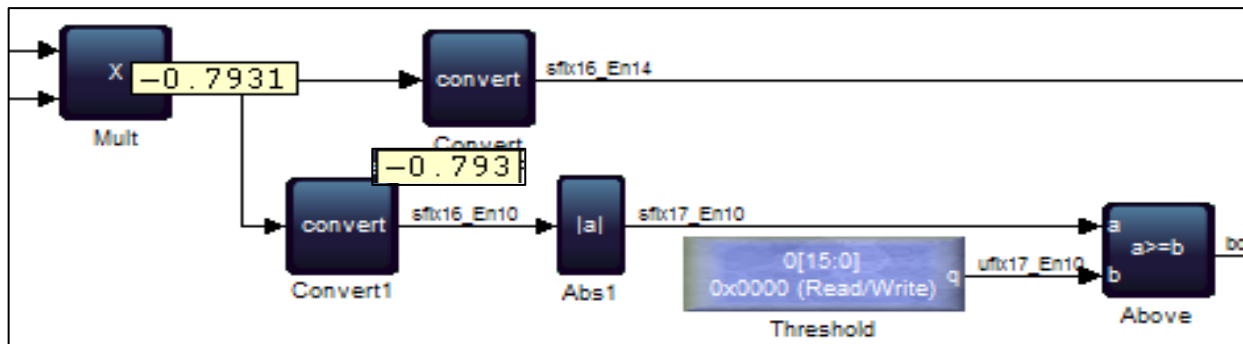
A := B * C + D;
.....

end;
```



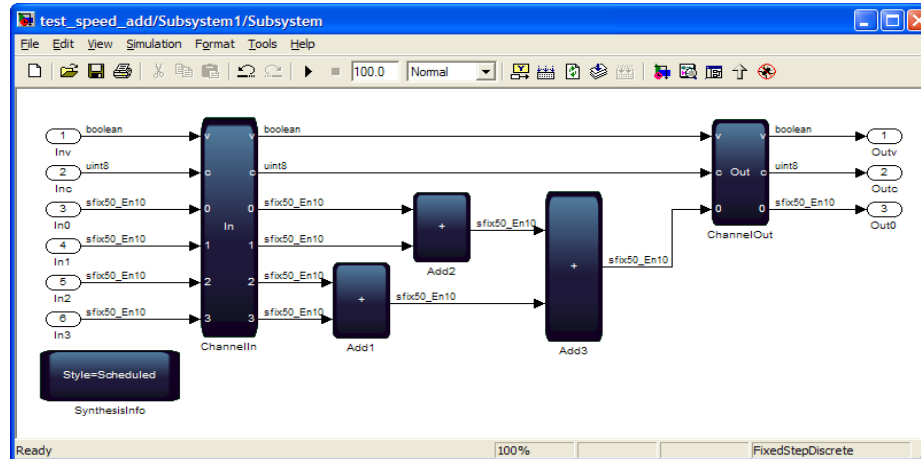
ModelPrim: Zero Latency Blocks

- Blocks are behavioural in nature
 - *What* to do, not *When* to do it
 - Focus on signal flow representation
- Much easier debug and modify without pipeline
- Design-once and retarget to different speed-grades and families



Behavioural input enables Optimizations

Performance Through Pipelining

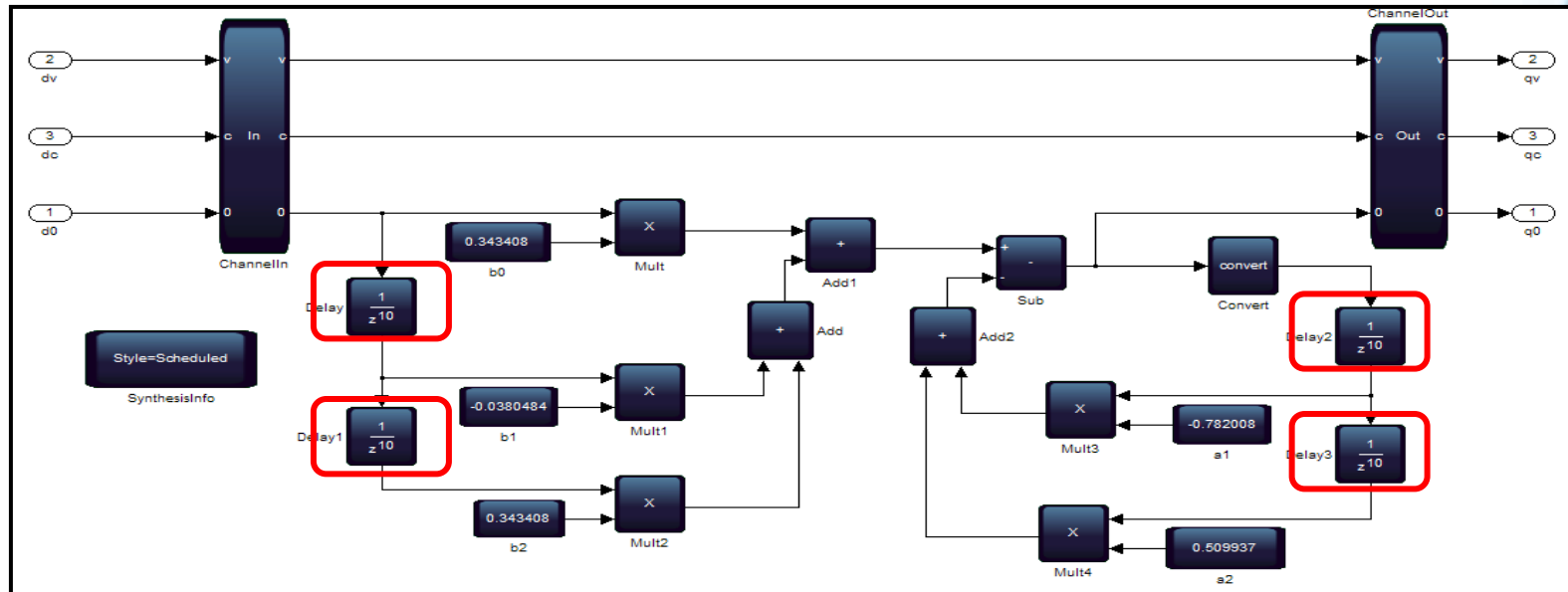


- Simply enter desired System Clock Frequency,
- No need to change model
- Simple 50-bit 4-input adder tree
 - 100 MHz Target => 118 LUT4s, 121 MHz, No pipeline
 - 200 MHz Target => 175 LUT4s, 286MHz, 1 stage pipeline
 - 400 MHz Target => 350 LUT4s, 581 MHz, 5 stage pipeline

Timing driven synthesis produces small or fast RTL from same model

Multi-channel Designs

- IIR example uses 'textbook' lumped delays
- Replace registers with number of channels
- Delays are distributed around logic to meet fmax goal
- Processes multiple channels simultaneously



Easy to enter Models produce high quality hardware

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DSP Builder Advanced Blockset Design Examples



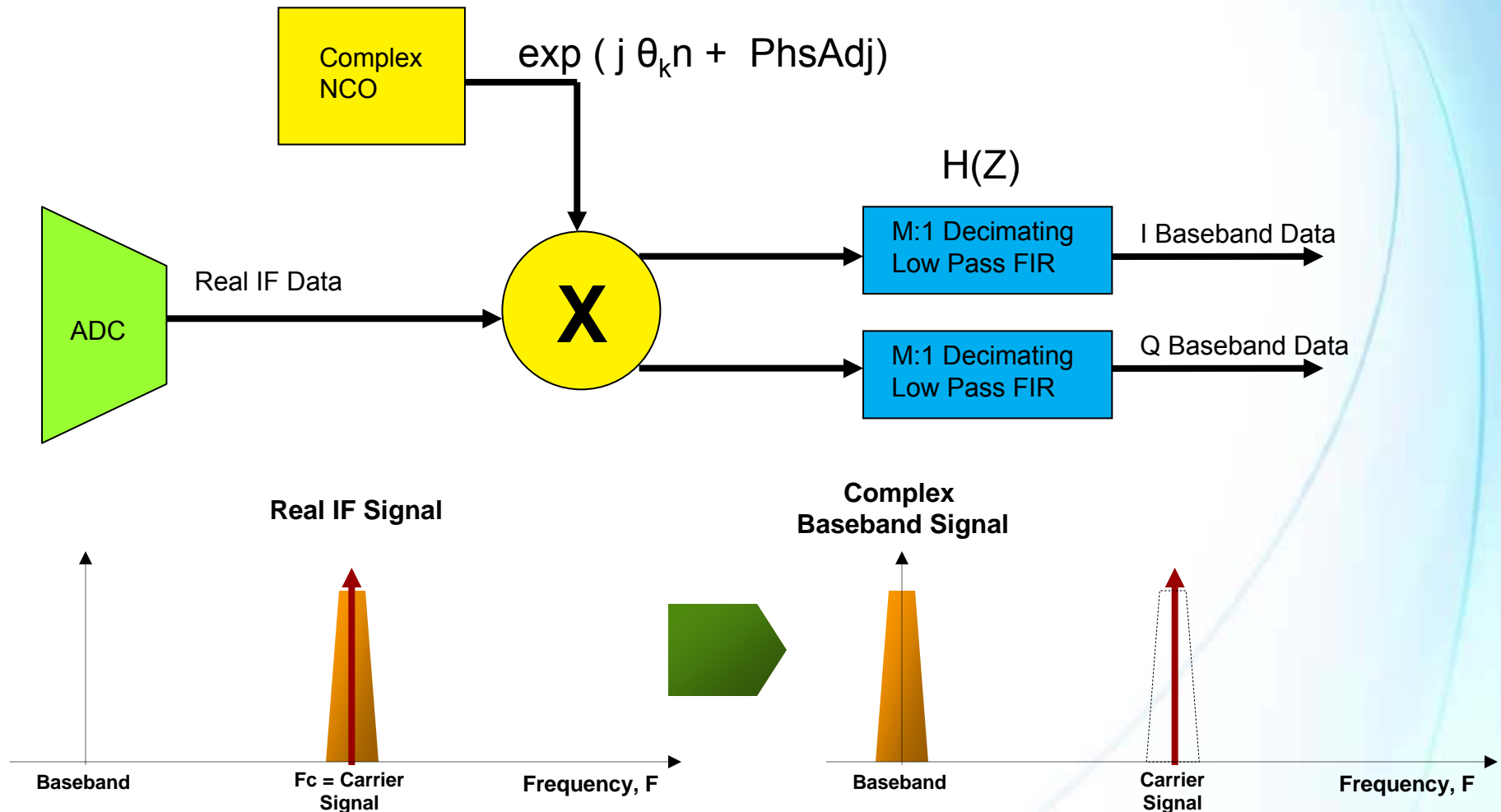
Design Examples

- Radar front end processor
 - Interfacing to high speed A/Ds
 - 2.8 Gsps A/D, efficient downconvert to 350 Msps
- Direct RF upconversion to multi-gigabit DACs
 - Interfacing to high speed DACs
 - 4.096 Gsps Digital Up Converter
- 8x8 Beam Former
 - Folding based upon clock rate

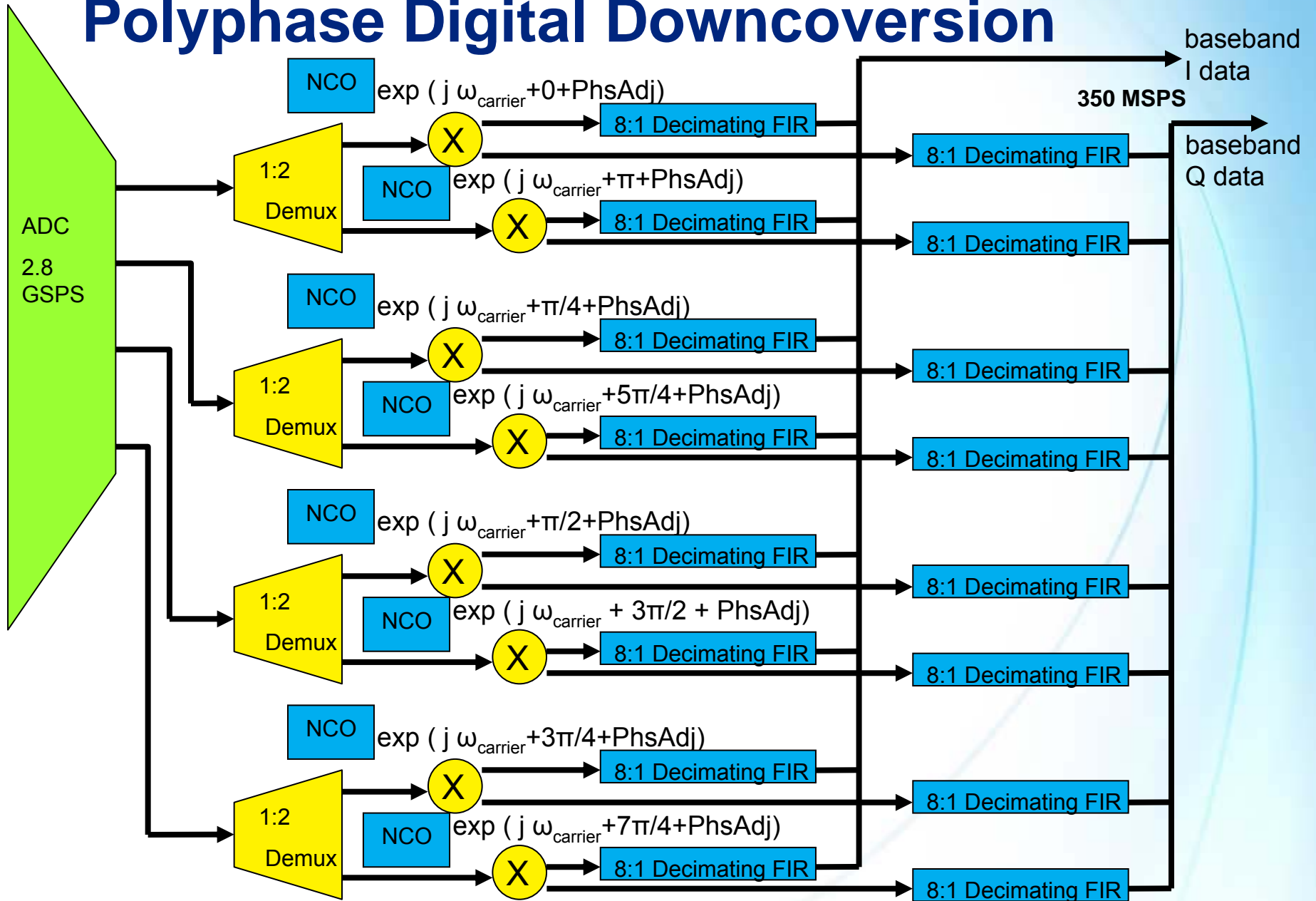
Design Examples

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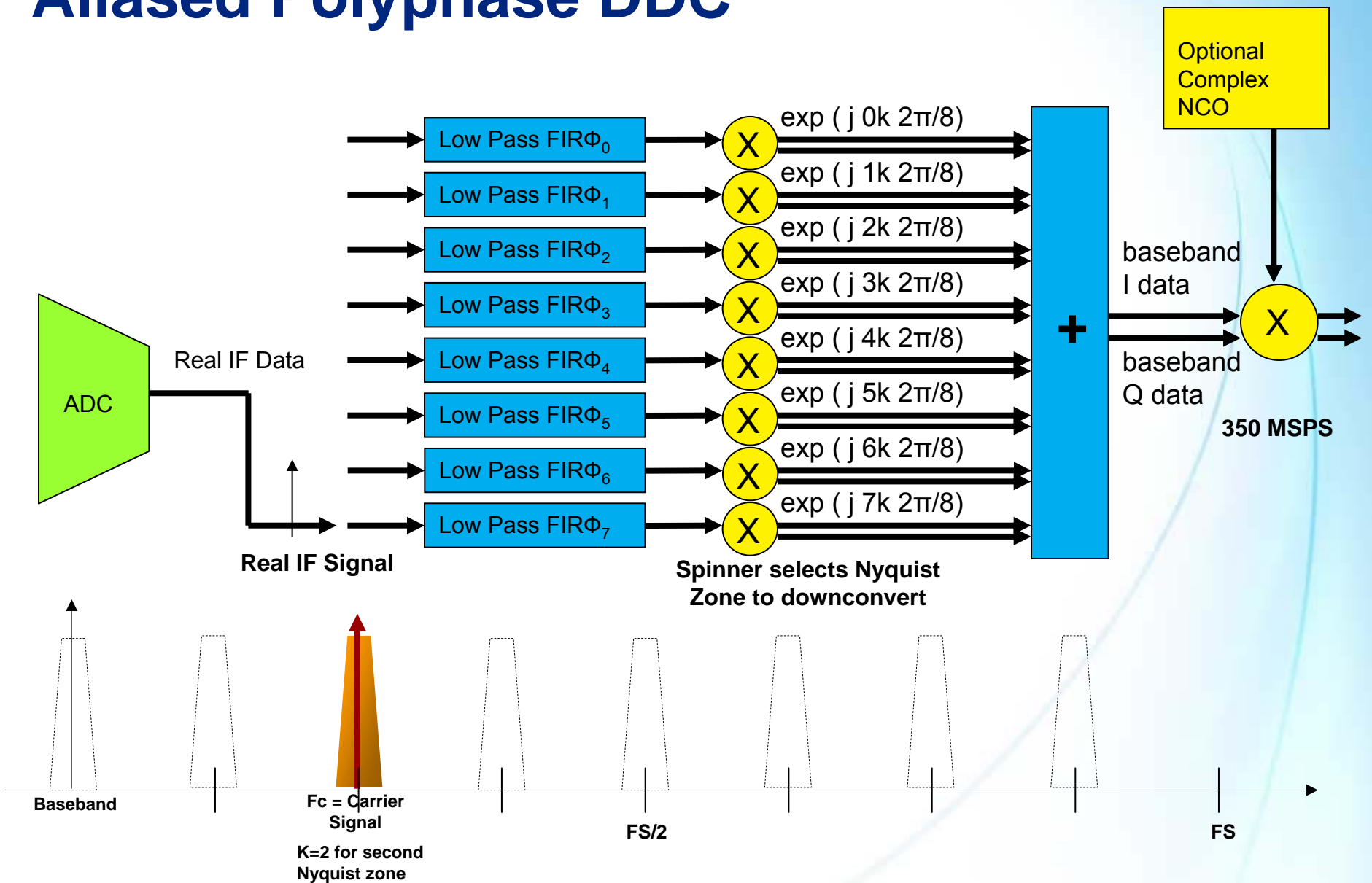
Traditional Digital Downconversion



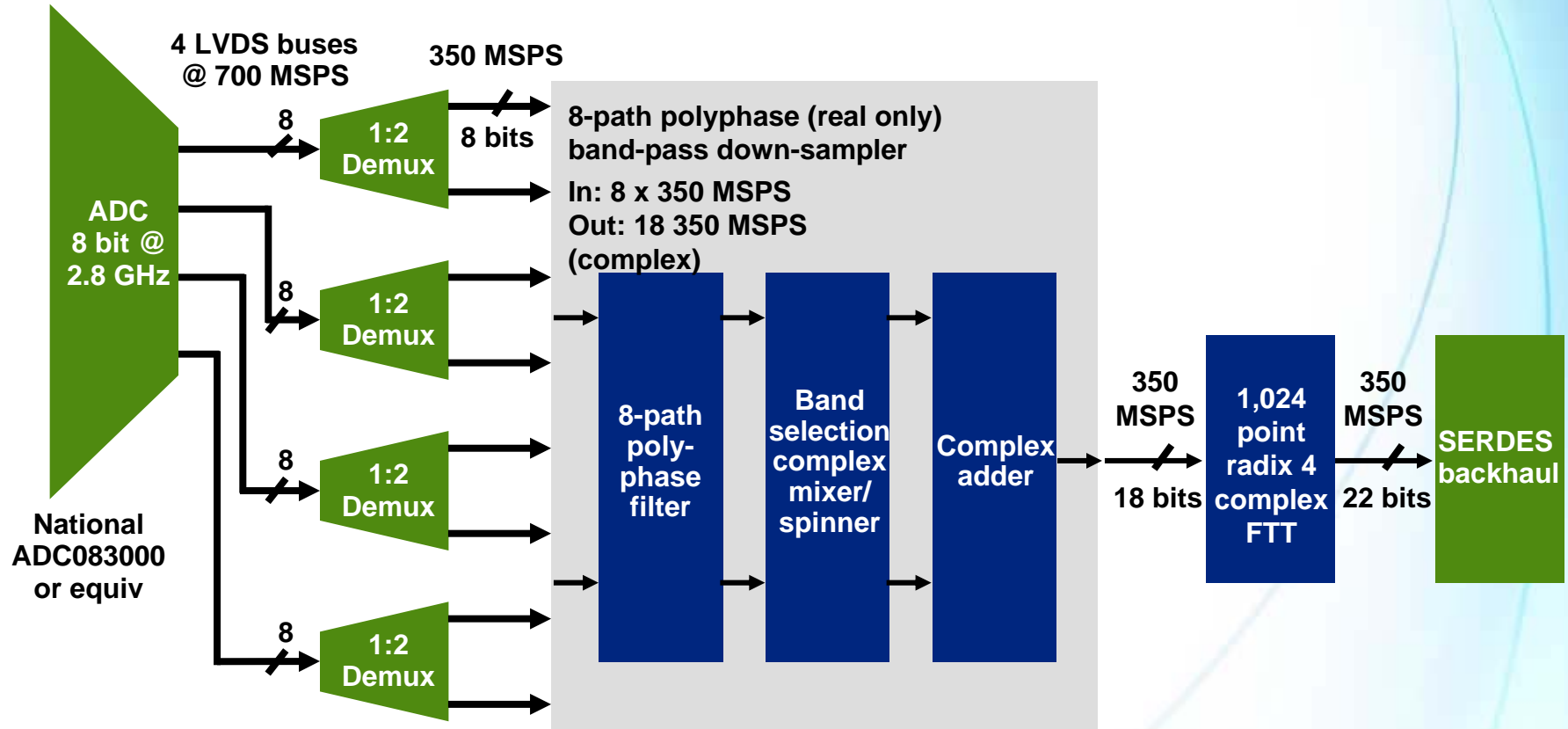
Polyphase Digital Downconversion



Aliased Polyphase DDC



Radar Front End



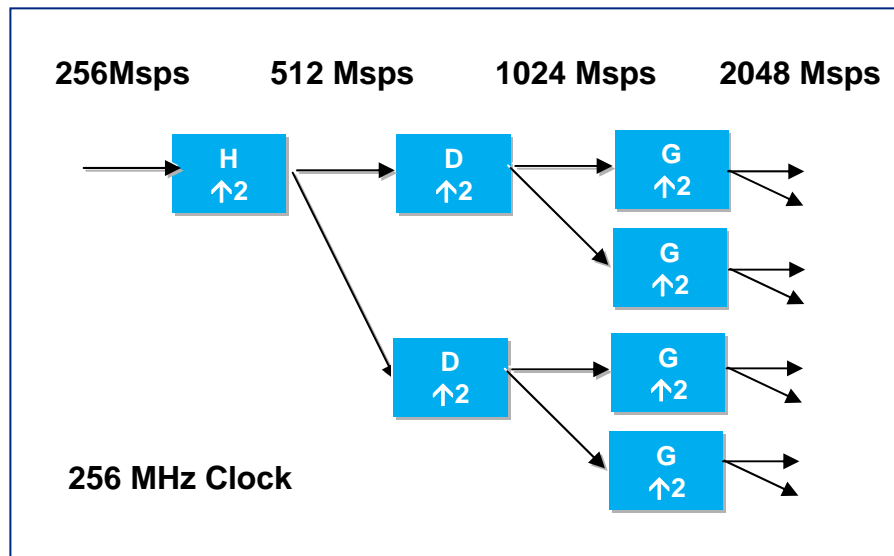
■ Implemented in DSPB-AB

Design Examples

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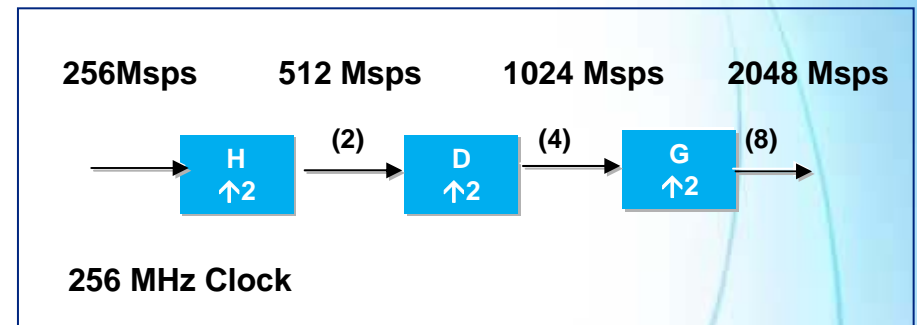
DirectRF: Data rate > Clock rate designs

Current Design Methodology



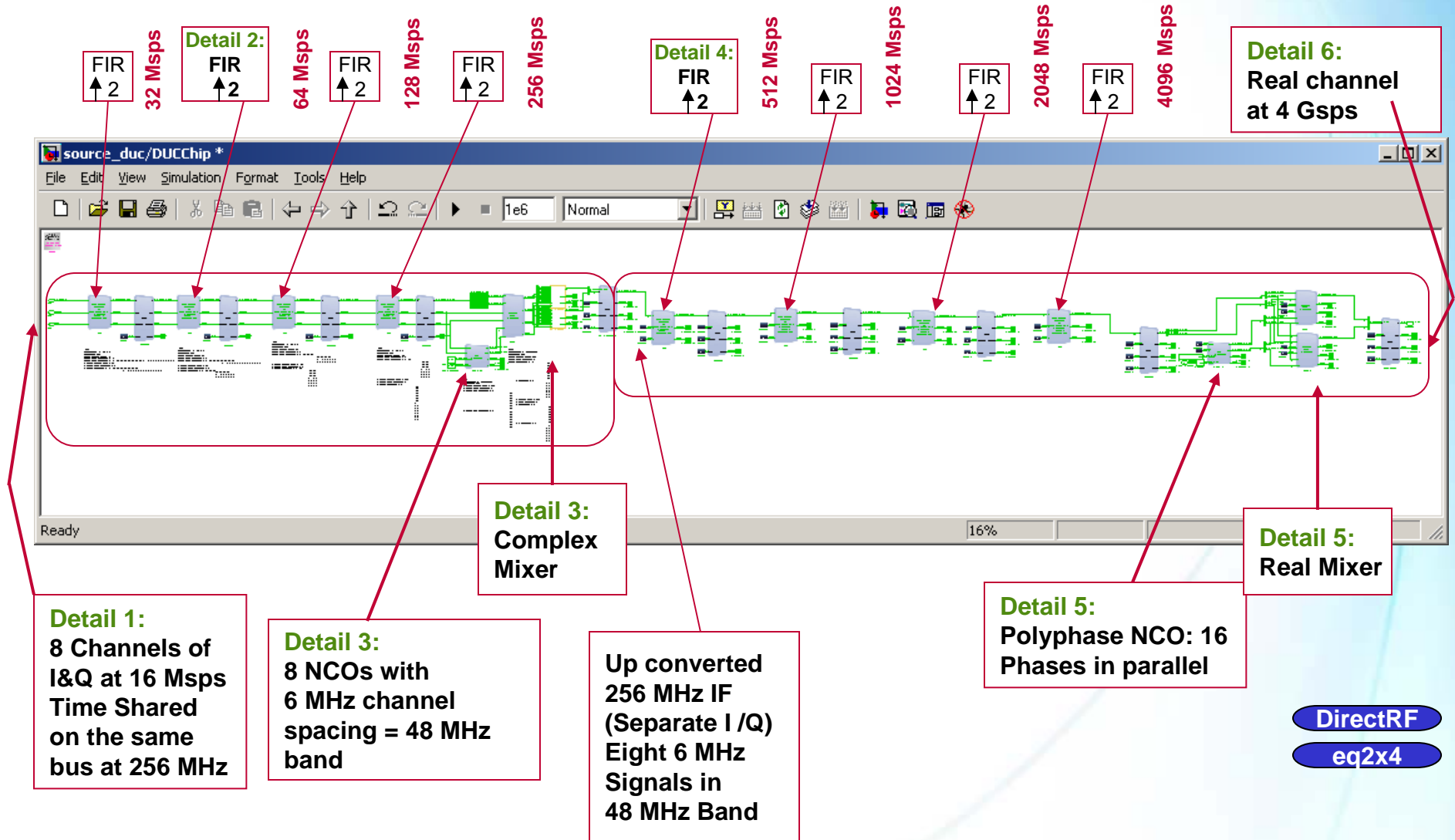
- Complex control required
- User has to manage reordering of Odd / Even phases of half band filters

Advanced Blockset Methodology



- Significantly simplifies high speed design
- The tool automatically duplicates necessary hardware to generate parallel outputs
- Handles polyphase reordering
- Design flow is simplified

Direct RF Design: Overview



Design Examples

- Radar front end processor
 - Interfacing to high speed A/Ds
 - 2.8 Gbps A/D, efficient downconvert to 350 Mbps
- Direct RF upconversion to multi-gigabit DACs
 - Interfacing to high speed DACs
 - 4.096 Gbps Digital Up Converter
- 8x8 Beam Former
 - Folding based upon clock rate

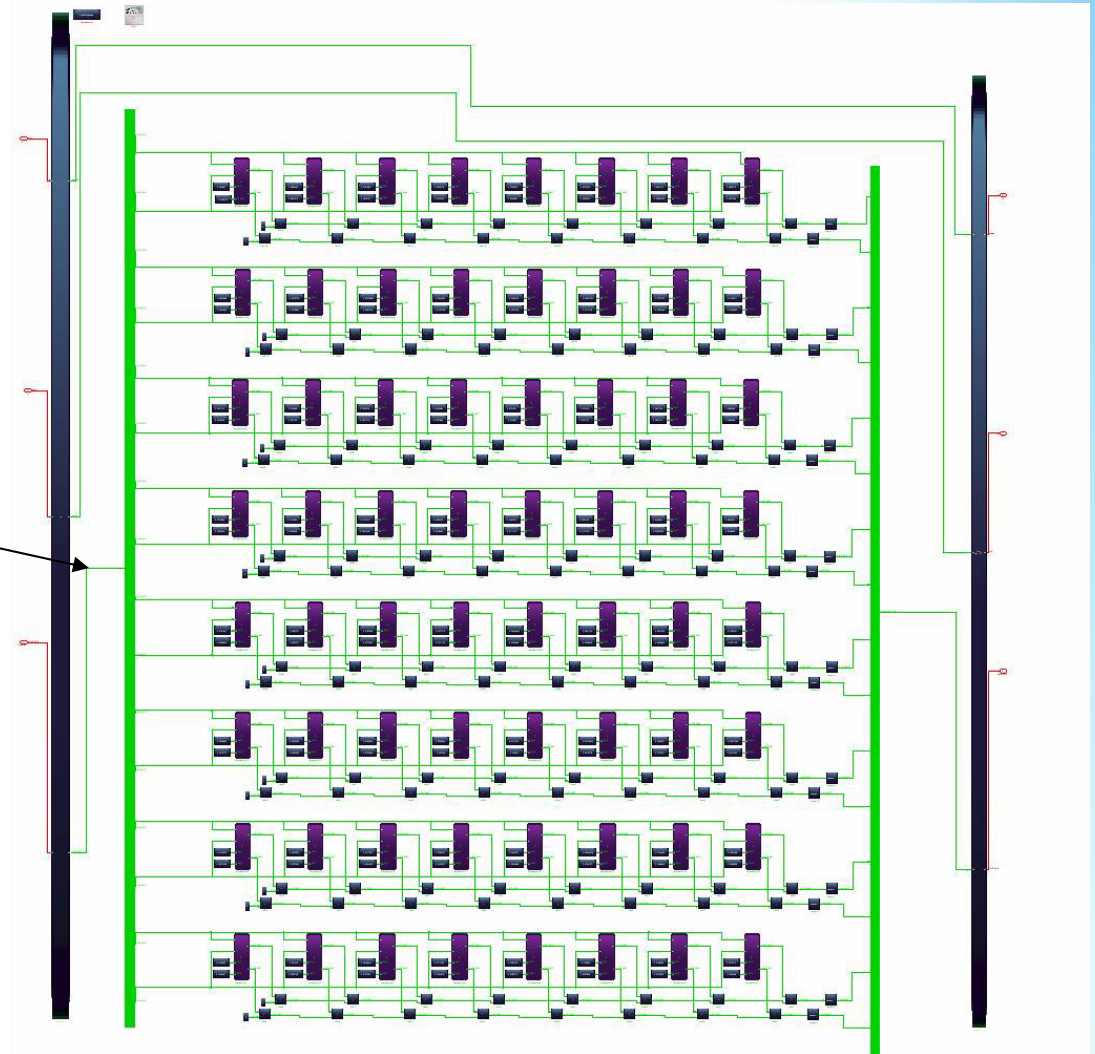
Folding: 8x8 Beam Former

- RADAR beam former
 - Multiply 8x1 incoming data vector by 8x8 matrix of weights
- Input data
 - 16-bit Complex data in rectangular form
 - Rate: 16-bits per sample @ 80MHz => 1280Mb/s
 - Format: I1,Q1,I2,Q2,...I8,Q8,I1,Q1,...
- Weights
 - 16-bit Complex weights
 - 8x8 matrix
- Output data
 - 16-bits per sample @ 80MHz
 - Format: I1,Q1,I2,Q2,...I8,Q8,I1,Q1,...

Real & Imaginary interleaved inputs/outputs on single bus

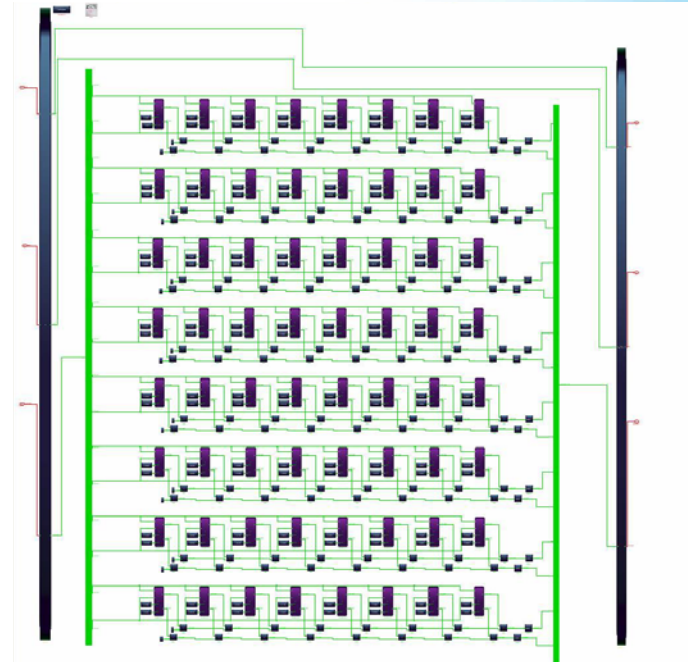
Real & Imaginary -
Interleaved

- 1 interleaved complex (I&Q) channel in and out

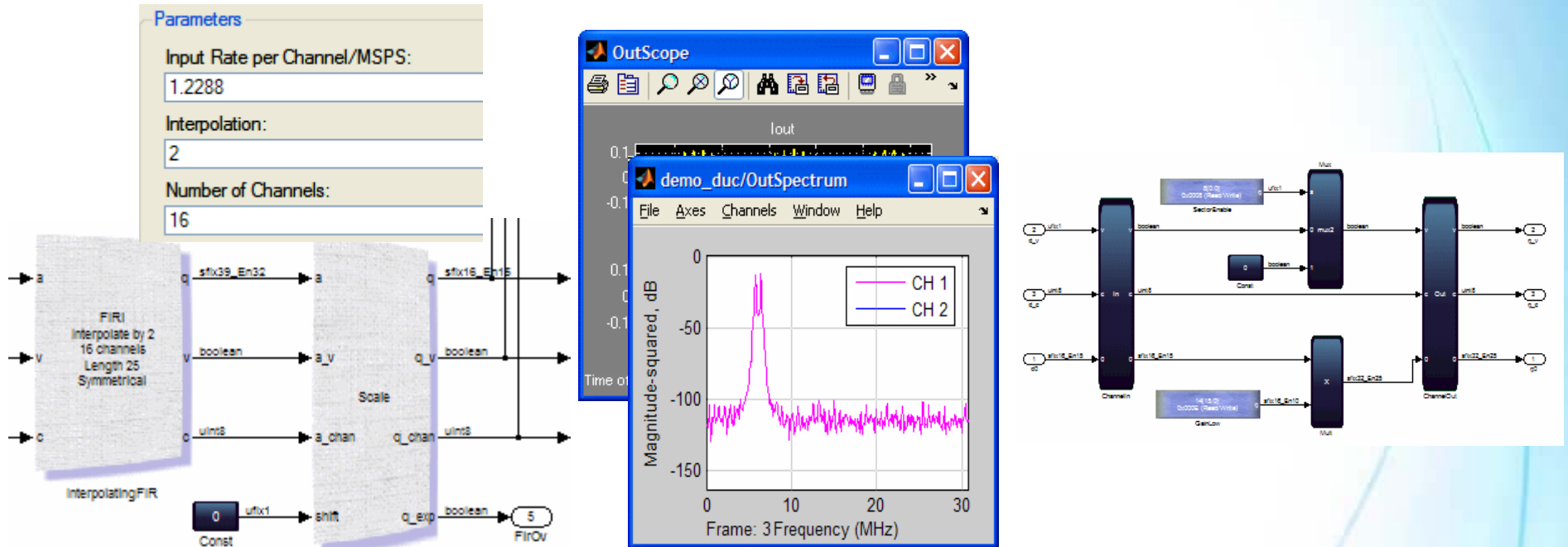


Advanced Blockset Folding

- Note that 64 Complex Multipliers are needed (or 256 multipliers)
- If clock rate = data rate then circuit requires 256 multipliers
- If clock rate > data rate then tool automatically time shares resources by putting samples into the memory and scheduling them accordingly
 - Example1 : Data Rate = 10 MHz, Clock = 200 MHz
 - Multipliers required = $256 \text{ multipliers} / (200/10)$ or 25.6 multipliers (26 multipliers)
 - Example2: Data Rate = 4 MHz, Clock = 256 MHz
 - Multipliers required = $256 \text{ multipliers} / (256/4)$ or 4 multipliers



Summary: DSP Builder Advanced Blockset



Effortless FPGA Implementation

- Automatic pipelining to meet required Fmax
- Similar performance as optimized HDL
- Easy timing closure
- Fewer compile iterations

FAST Design Space Exploration

- Fast multi-channel design implementation
- Automatic generation of control plane logic
- Efficient pipelining for multi-channel data paths
- Ability to update design by editing system level parameters
- Effortless FPGA device family retargeting