

Specification of APERTIF Polyphase Filter Bank in CλaSH

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Introduction

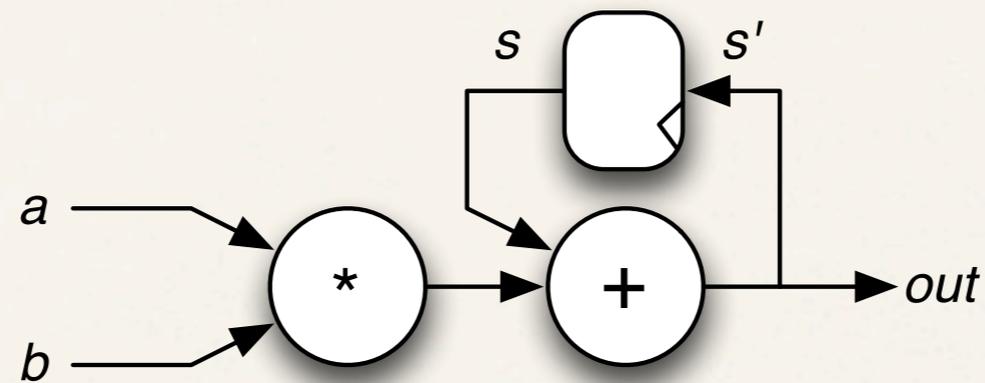
- ❖ What is C λ aSH?
 - ❖ Functional Language and Compiler for Concurrent Digital Hardware Design
- ❖ Motivation?
 - ❖ Testing C λ aSH on real life complex application
- ❖ Why APERTIF Polyphase filter bank?
 - ❖ Strict specification on Throughput, Area and clock frequency

Background

- ❖ CλaSH

- ❖ A functional language and compiler for digital hardware design
- ❖ On the lowest level, everything is a Mealy machine $f(s,i) = (s',o)$
- ❖ A CλaSH description is purely structural i.e. all operations are performed in a single clock cycle
- ❖ Simulation is cycle accurate

Background



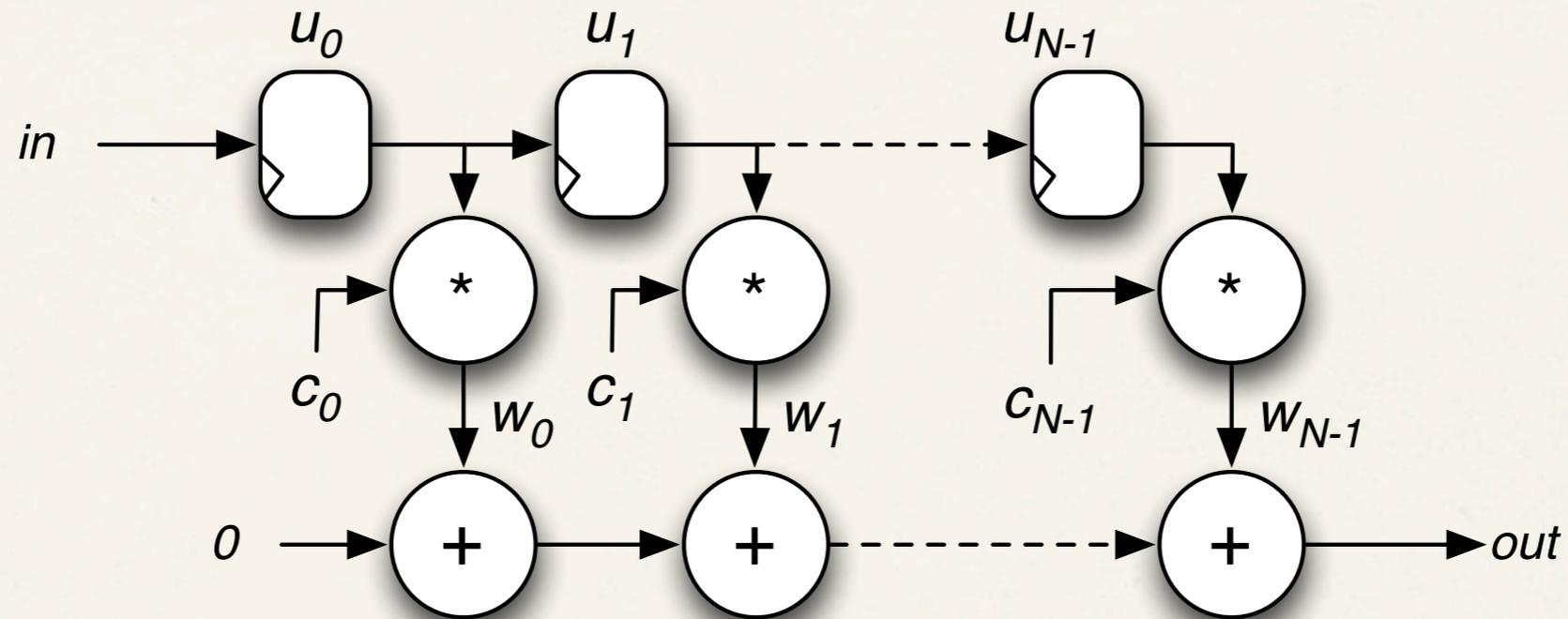
$mac (State\ s) (a, b) = (State\ s', out)$

where

$$s' = s + a * b$$

$$out = s'$$

Background



$fir\ cs\ (State\ us)\ inp = (State\ us',\ out)$

where

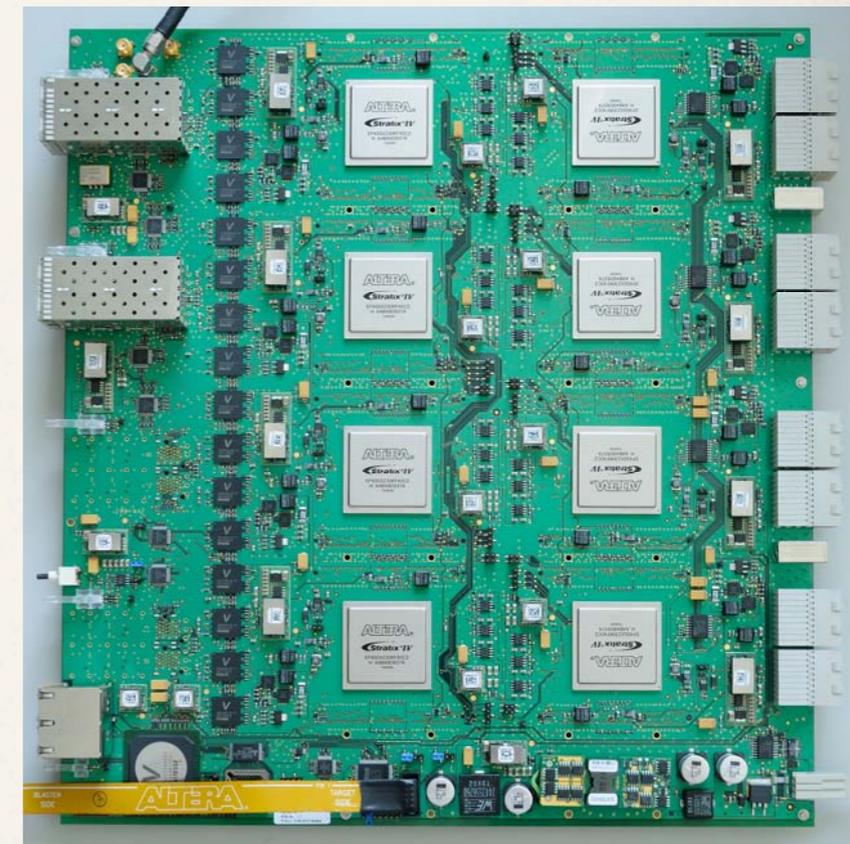
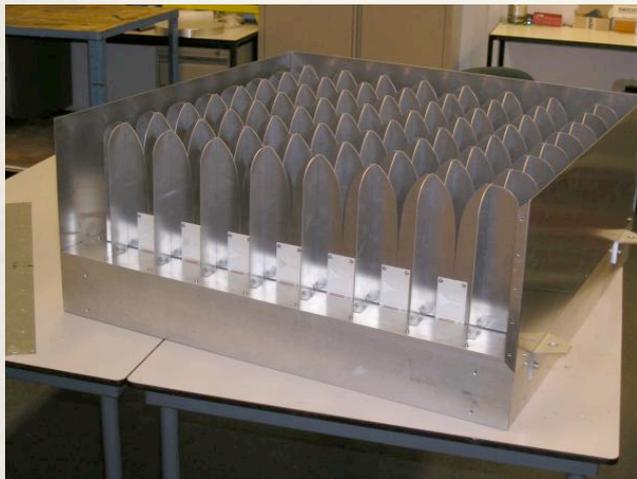
$$us' = inp + \gg us$$

$$ws = vzipWith\ (*)\ us\ cs$$

$$out = vfoldl\ (+)\ 0\ ws$$

Background

APERTIF project

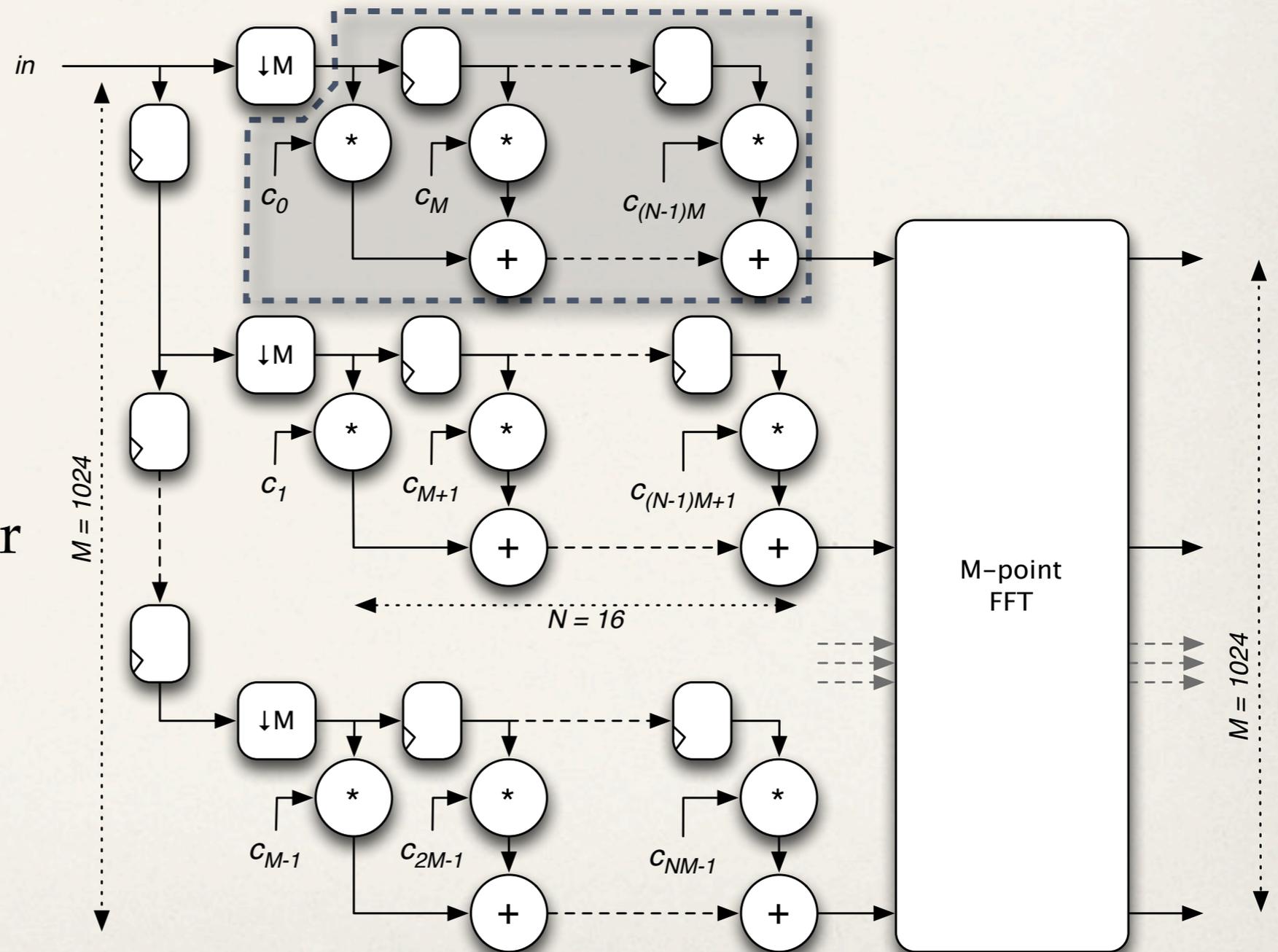


- ❖ APERTIF Polyphase Filter bank

- ❖ Increasing field of view of Westerbork telescope using small array
- ❖ Each antenna in the array requires a polyphase filter bank
- ❖ Goals: $F_{clk} = 200 \text{ MHz}$ and throughput = 800 MS/s

Background

- ❖ APERTIF Polyphase Filter bank
- ❖ Polyphase FIR filter
- ❖ FFT



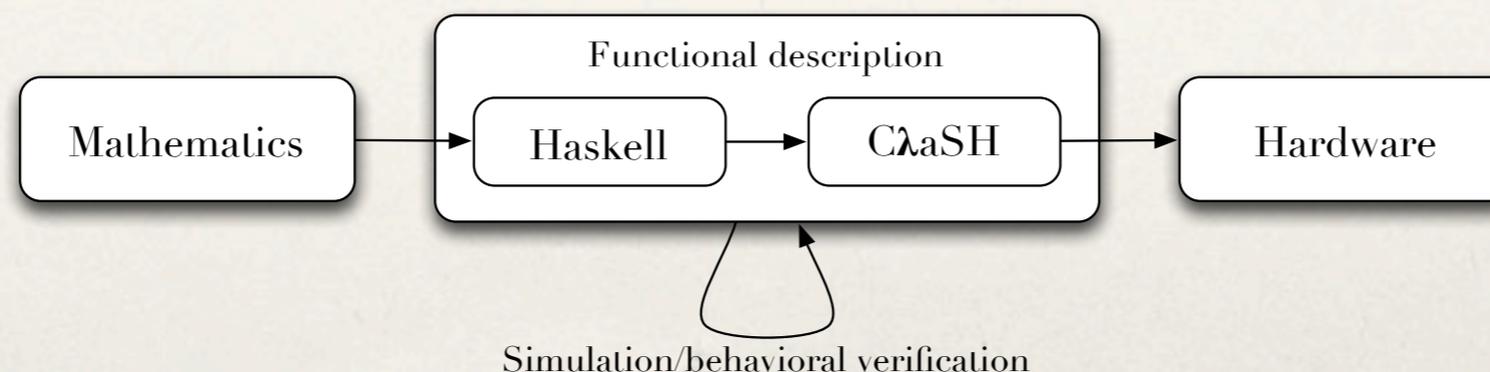
Describing the PFB

- ❖ Design method
- ❖ Polyphase filter
- ❖ FFT pipeline

Describing the PFB

Design method

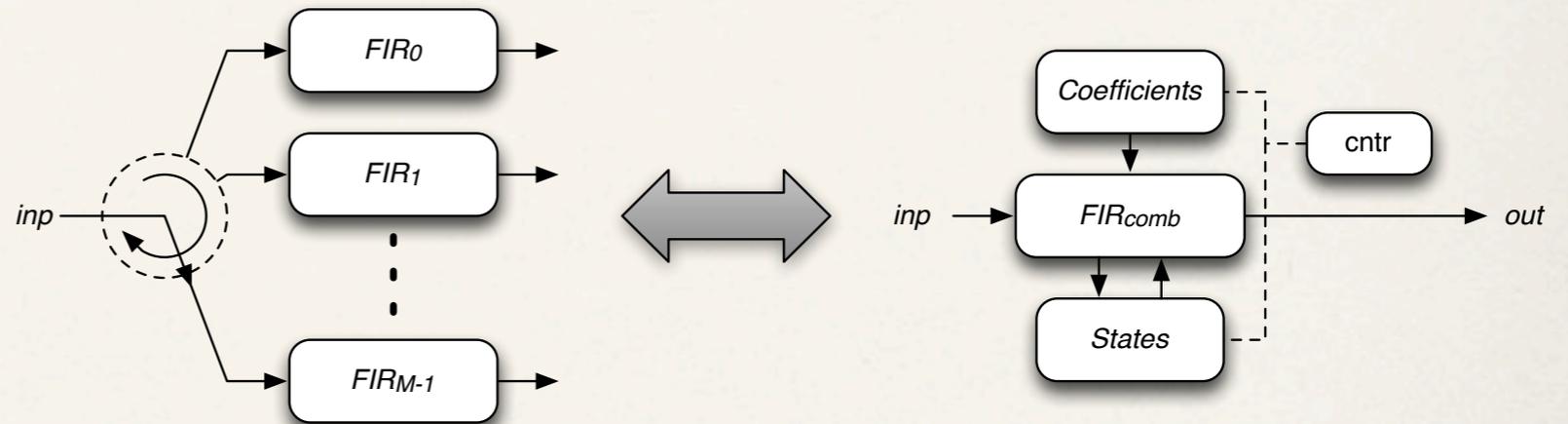
- ❖ Design whole Architecture first in plain Haskell
- ❖ Perform small modification such that the code is accepted by CλaSH
 - ❖ Lists are replaced by vectors: lists with fixed length
 - ❖ Fixed point representation for numbers
- ❖ A clear division between structure and low level hardware details



Describing the PFB

Polyphase Filter

- ❖ A set of FIR filters sequentially activated
- ❖ Parallelization of $P=4$ needed



$$pfs\ css\ (uss, cntr)\ inp = ((uss', cntr'), out)$$

where

$$cntr' = (cntr + 1) \text{ 'mod' } (length\ css)$$

$$us = uss \ ! \ cntr$$

$$cs = css \ ! \ cntr$$

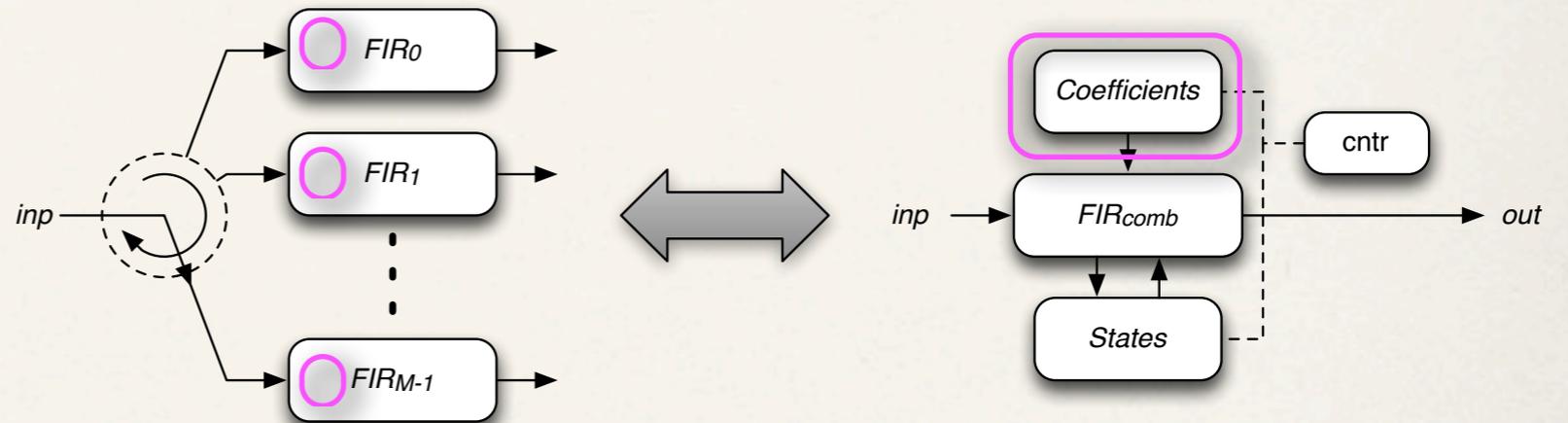
$$(us', out) = fir\ cs\ us\ inp$$

$$uss' = replace\ cntr\ us' \ uss$$

Describing the PFB

Polyphase Filter

- ❖ A set of FIR filters sequentially activated
- ❖ Parallelization of $P=4$ needed



pfs css ($uss, cntr$) $inp = ((uss', cntr'), out)$

where

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$$cs = css ! cntr$$

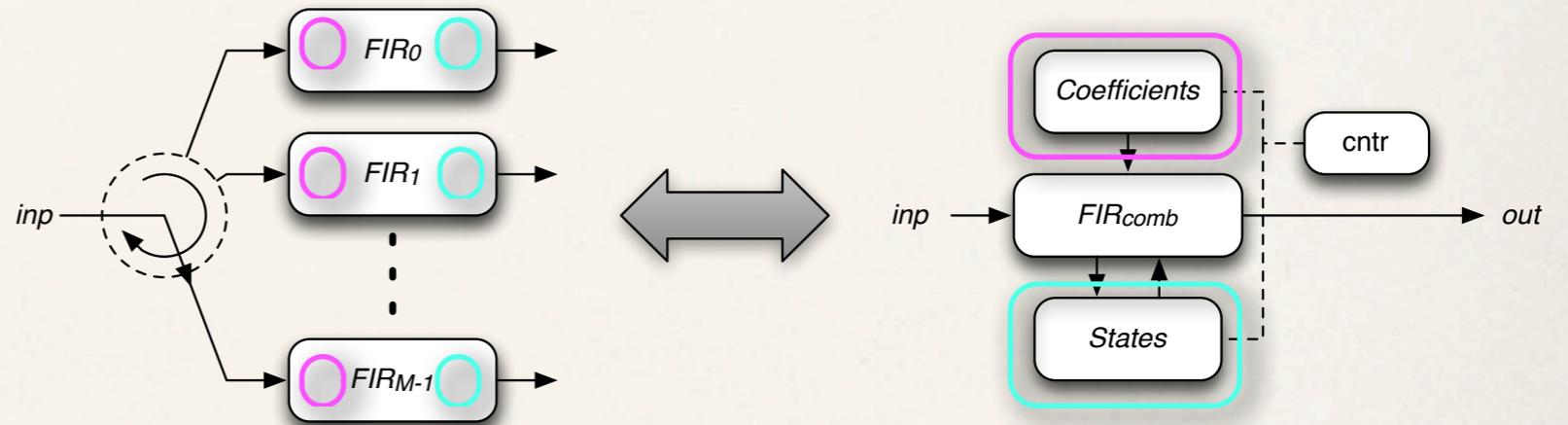
$$(us', out) = fir\ cs\ us\ inp$$

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Describing the PFB

Polyphase Filter

- ❖ A set of FIR filters sequentially activated
- ❖ Parallelization of $P=4$ needed



$$pfs \text{ } \boxed{css} \text{ } (\boxed{uss}, cntr) \text{ } inp = ((\boxed{uss'}, cntr'), out)$$

where

$$cntr' = (cntr + 1) \text{ 'mod' } (length \text{ } css)$$

$$\boxed{us} = \boxed{uss} ! cntr$$

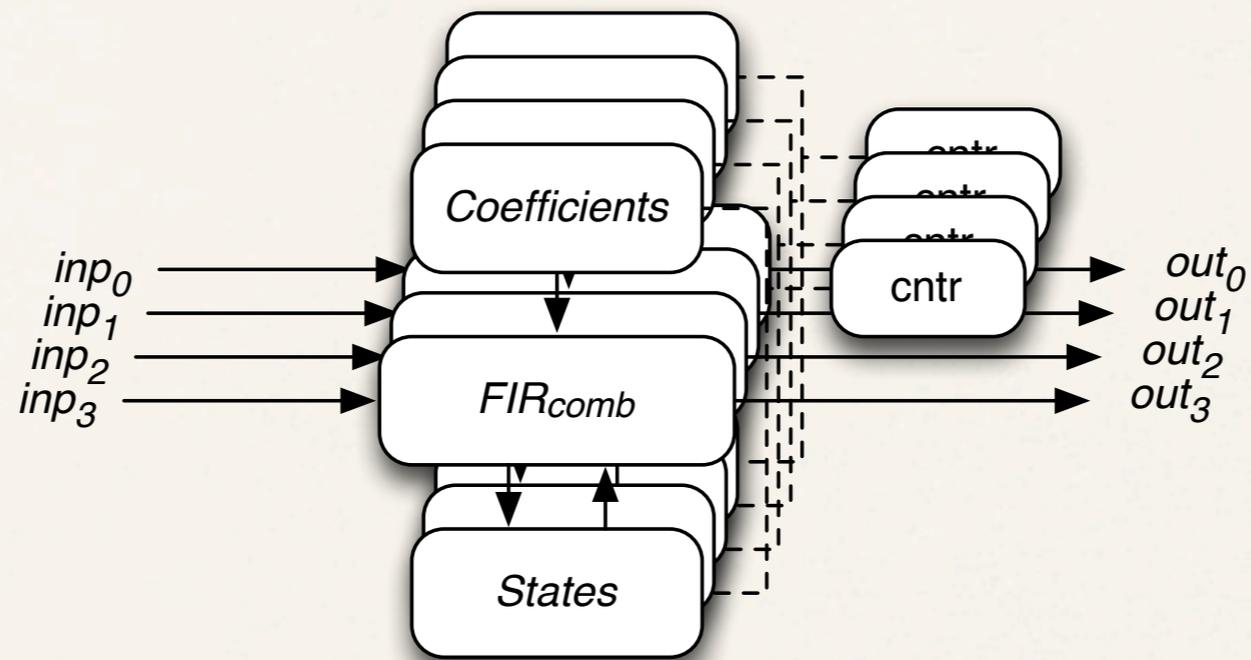
$$\boxed{cs} = \boxed{css} ! cntr$$

$$(us', out) = fir \text{ } cs \text{ } us \text{ } inp$$

$$uss' = replace \text{ } cntr \text{ } us' \text{ } uss$$

Describing the PFB

Parallel Polyphase Filter



$\text{parpfs } \text{csss } \text{states } \text{inps} = (\text{states}', \text{outs})$

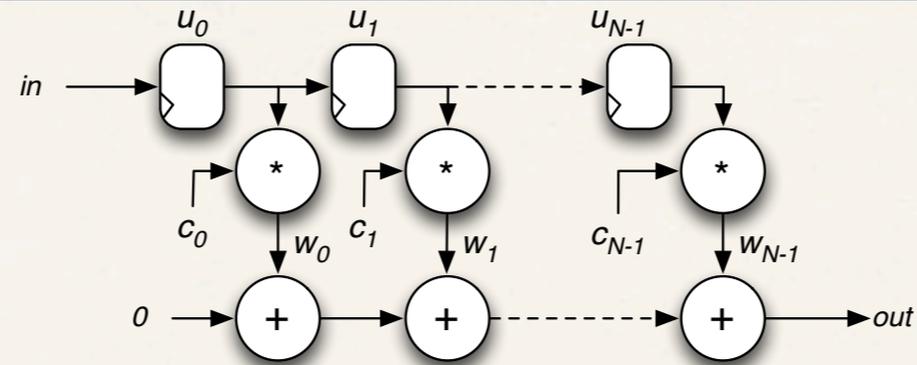
where

$\text{res} = \text{zipWith3 } \text{pfs } \text{csss } \text{states } \text{inps}$

$(\text{states}', \text{outs}) = \text{unzip } \text{res}$

Describing the PFB

FIR filter: Haskell \rightarrow C λ aSH



$fir :: [Double] \rightarrow (State [Double]) \rightarrow Double \rightarrow (State [Double], Double)$
 $fir \ cs \ (State \ us) \ inp \ = \ (State \ us \ , \ out)$

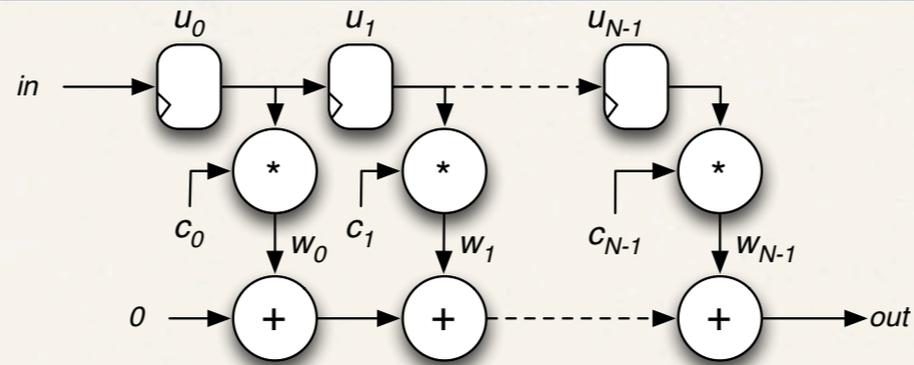
where

$us = inp +\gg us$

$ws = zipWith (*) uscs$

$out = foldl (+) 0 ws$

Describing the PFB FIR filter: Haskell \rightarrow C λ aSH



$fir :: [Double] \rightarrow (State [Double]) \rightarrow Double \rightarrow (State [Double], Double)$
 $fir \ cs \ (State \ us) \ inp \ = \ (State \ us \ , \ out)$

where

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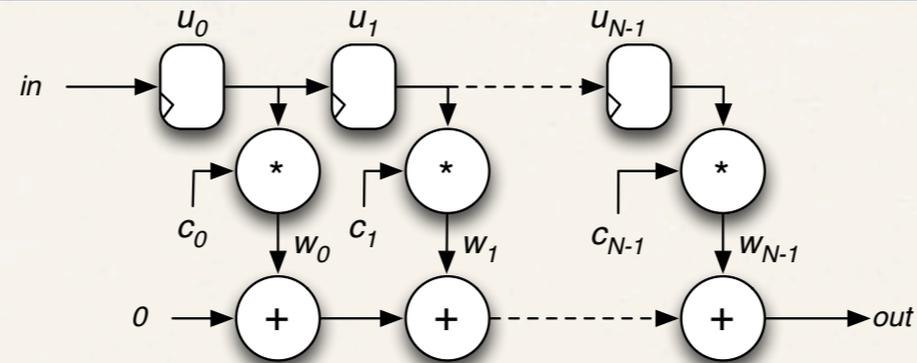
$fir :: (Vector D16 S) \rightarrow (State (Vector D16 S)) \rightarrow S \rightarrow (State (Vector D16 S), S)$
 $fir \ cs \ (State \ us) \ inp \ = \ (State \ us, \ out)$

where

$us = inp +\gg us$
 $ws = vzipWith 'fpmult' uscs$
 $out = vfoldl (+) 0 ws$

Describing the PFB

FIR filter: Haskell \rightarrow C λ aSH



```
fir :: [Double]  $\rightarrow$  (State [Double])  $\rightarrow$  Double  $\rightarrow$  (State [Double], Double)
fir  cs      (State us)      inp      = (State us , out)
```

where

```
us  = inp + $\gg$  us
ws  = zipWith (*) uscs
out = foldl (+) 0 ws
```

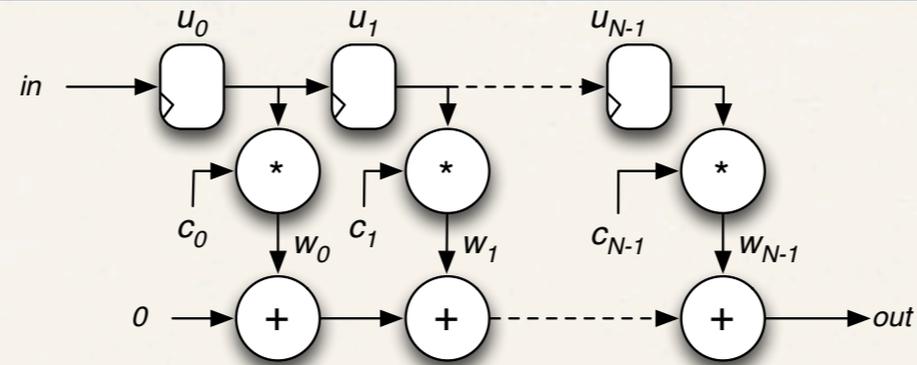
```
fir :: (Vector D16 S)  $\rightarrow$  (State (Vector D16 S))  $\rightarrow$  S  $\rightarrow$  (State (Vector D16 S), S)
fir  cs      (State us)      inp = (State us , out)
```

where

```
us  = inp + $\gg$  us
ws  = vzipWith 'fpmult' uscs
out = vfoldl (+) 0 ws
```

Describing the PFB

FIR filter: Haskell \rightarrow C λ aSH



$fir :: Double \rightarrow (State Double) \rightarrow Double \rightarrow (State Double, Double)$
 $fir \quad cs \quad (State \quad us) \quad inp = (State \quad us, out)$

where

$us = inp +\gg us$
 $ws = zipWith (*) uscs$
 $out = foldl (+) 0 ws$

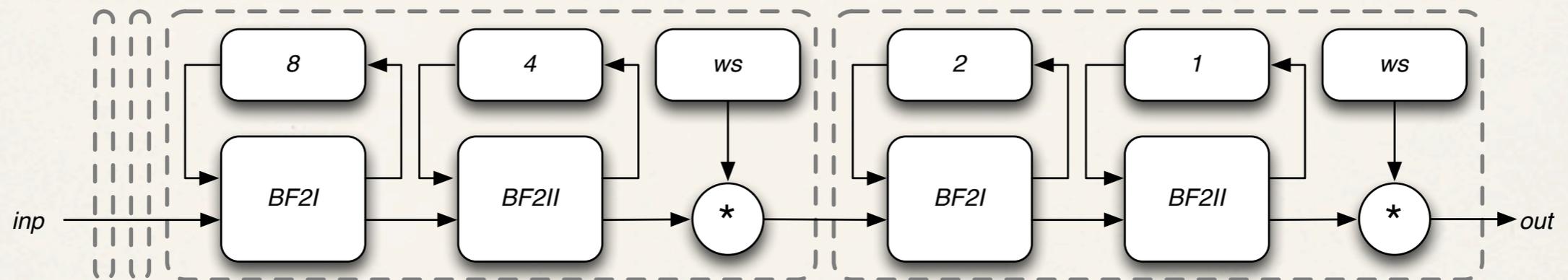
$fir :: (Vector D16 S) \rightarrow (State (Vector D16 S)) \rightarrow S \rightarrow (State (Vector D16 S), S)$
 $fir \quad cs \quad (State \quad us) \quad inp = (State \quad us, out)$

where

$us = inp +\gg us$
 $ws = vzipWith 'fpmult' uscs$
 $out = vfoldl (+) 0 ws$

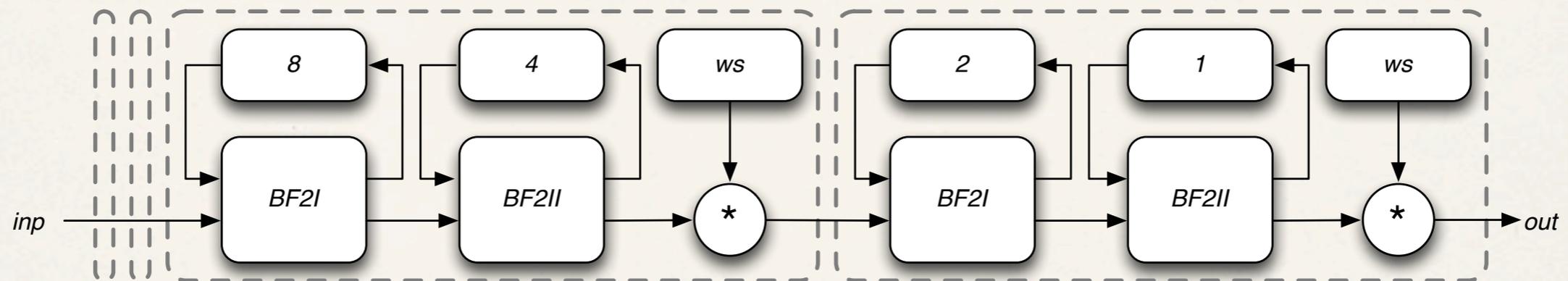
Describing the PFB

FFT pipeline



Describing the PFB

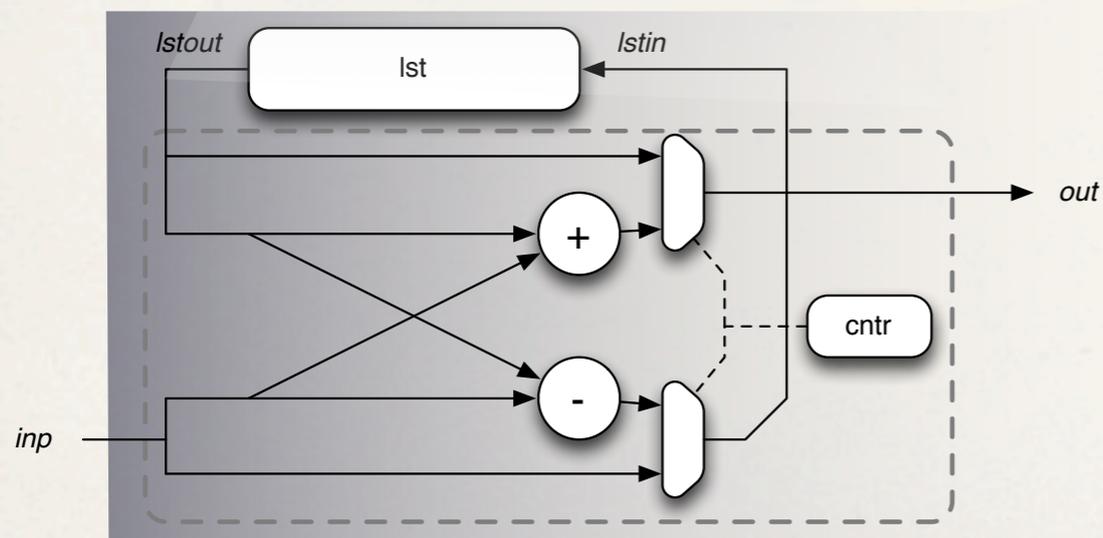
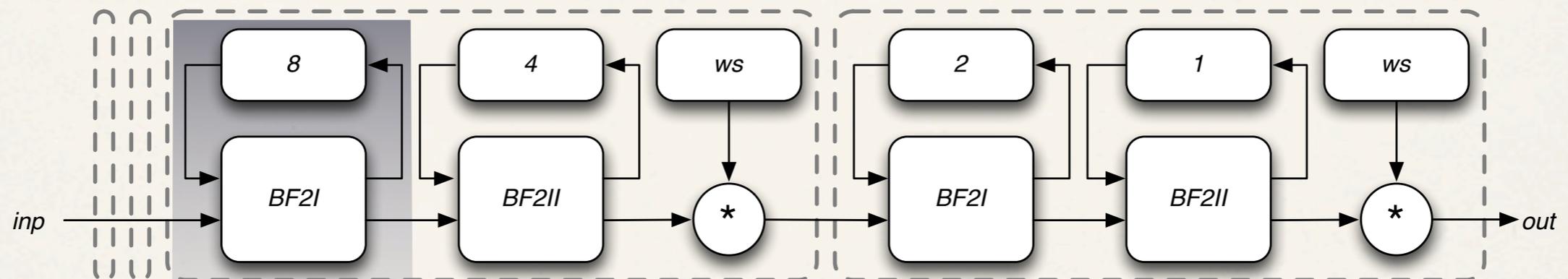
FFT pipeline



- ❖ FFT is implemented using pipeline
- ❖ Two types of butterflies and Complex multiplier

Describing the PFB

FFT pipeline



$bf2i (cntr, lst) inp = ((cntr', lst'), out)$

where

$n = \text{length } lst$

$cntr' = (cntr + 1) \text{ 'mod' } n$

$lst' = lstin + \gg lst$

$(out, lstin) = \text{if } cntr \geq n$

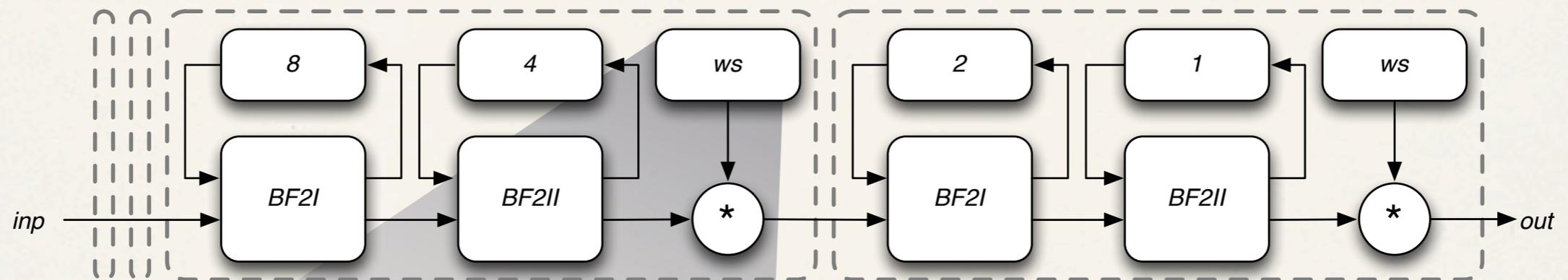
then $(lstout + inp, lstout - inp)$

else $(lstout, inp)$

$lstout = \text{last } lst$

Describing the PFB

FFT pipeline



$cmult\ ws\ cntr\ inp = (cntr', out)$

where

$n = length\ ws$

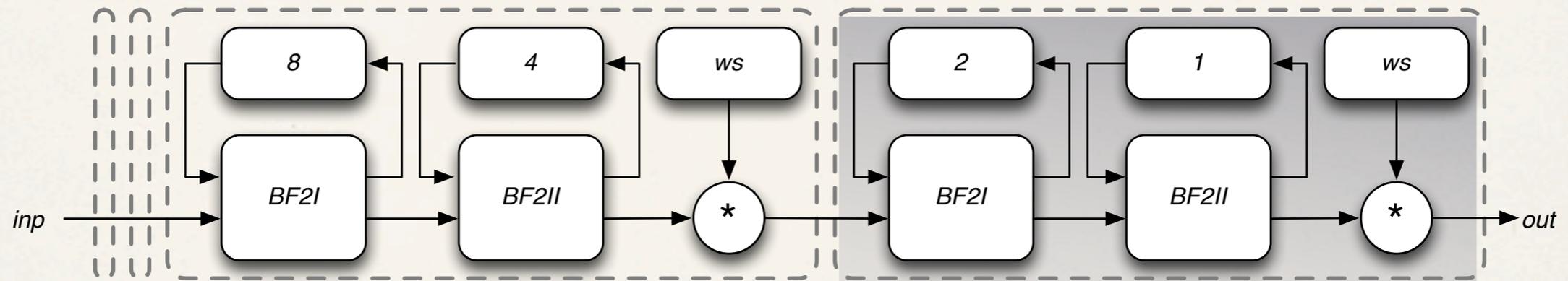
$cntr' = (cntr + 1) \text{ 'mod' } n$

$w = ws ! cntr$

$out = inp * w$

Describing the PFB

FFT pipeline



$fftbb\ ws\ (bf1state, bf2state, cmstate)\ inp = ((bf1state', bf2state', cmstate'), out)$

where

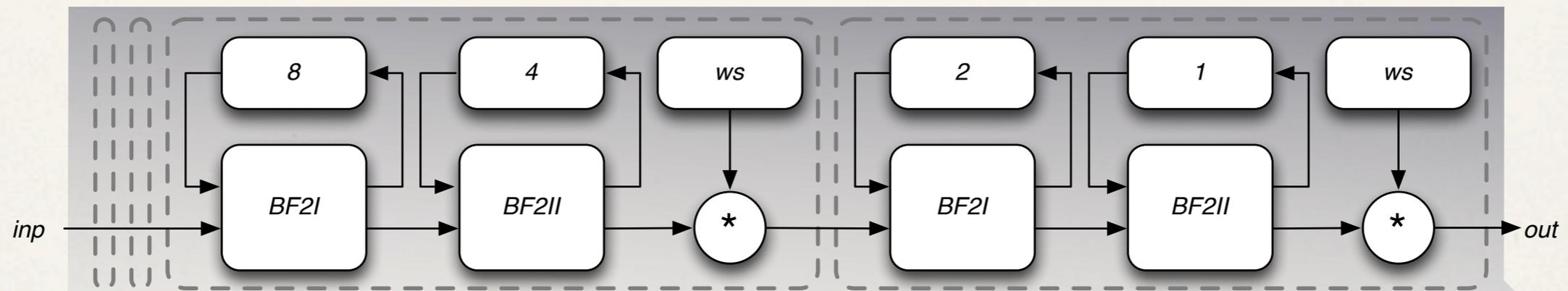
$$(bf1state', a) = bf2i\ bf1state\ inp$$

$$(bf2state', b) = bf2ii\ bf2state\ a$$

$$(cmstate', out) = cmult\ ws\ cmstate\ b$$

Describing the PFB

FFT pipeline



$fftchain (ws1, ws2, \dots) (bb1state, bb2state, \dots) inp = ((bb1state', bb2state', \dots), out)$
where

$$(bb1state', d1) = fftbb \ ws1 \ bb1state \ inp$$

$$(bb2state', d2) = fftbb \ ws2 \ bb2state \ d1$$

○

○

$$(bbNstate', out) = fftbb \ wsN \ bbNstate \ d9$$

Describing the PFB

FFT BF2I: Haskell \rightarrow CλaSH

```
bf2i (cntr, lst) inp = ((cntr', lst'), out)
  where
    n          = length lst
    cntr'      = (cntr + 1) 'mod' n
    lst'       = lstin +>> lst
    (out, lstin) = if cntr ≥ n
                  then (lstout + inp, lstout - inp)
                  else (lstout, inp)
    lstout     = last lst
```

```
bf2i_clash (cntr, lst) inp = ((cntr', lst'), out)
  where
    n          = vlength lst
    cntr'      = cntr + 1
    lst'       = lstin +>> lst
    (out, lstin) = if cntr ≥ n
                  then (lstout + inp, lstout - inp)
                  else (lstout, inp)
    lstout     = vlast lst
```

Describing the PFB

FFT BF2I: Haskell \rightarrow CλaSH

```
bf2i (cntr, lst) inp = ((cntr', lst'), out)
```

where

```
n = length lst
```

```
cntr' = (cntr + 1) 'mod' n
```

```
lst' = lstin +>> lst
```

```
(out, lstin) = if cntr ≥ n  
              then (lstout + inp, lstout - inp)  
              else (lstout, inp)
```

```
lstout = last lst
```

```
bf2i_clash (cntr, lst) inp = ((cntr', lst'), out)
```

where

```
n = vlength lst
```

```
cntr' = cntr + 1
```

```
lst' = lstin +>> lst
```

```
(out, lstin) = if cntr ≥ n  
              then (lstout + inp, lstout - inp)  
              else (lstout, inp)
```

```
lstout = vlast lst
```

Describing the PFB

FFT BF2I: Haskell \rightarrow CλaSH

```
bf2i (cntr, lst) inp = ((cntr', lst'), out)
  where
    n          = length lst
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    (out, lstin) = if cntr ≥ n
                  then (lstout + inp, lstout - inp)
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    lstout     = last lst
```

```
bf2i_clash (cntr, lst) inp = ((cntr', lst'), out)
  where
    n          = vlength lst
    cntr'      = cntr + 1
    lst'       = lstin +>> lst
    (out, lstin) = if cntr ≥ n
                  then (lstout + inp, lstout - inp)
                  else (lstout, inp)
    lstout     = vlast lst
```

Results

- ❖ Polyphase filter bank has been fully implemented using C λ aSH
- ❖ Simulation shows that the PFB operates correctly
- ❖ Synthesis revealed some limitations of the current compiler

	Polyphase filter(256 elements)	1k-points FFT
Logic utilization	91%	6%
blockRAMS	0	0
DSP blocks	128	70
Max. F_{clk}	114 MHz	195 MHz

Conclusions

- ❖ The complete Polyphase Filter Bank has been implemented
- ❖ Haskell code needs only small modifications before it is accepted by the C λ aSH compiler
- ❖ The description is purely parallel (structural) and cycle accurate
- ❖ Shortcomings of C λ aSH compiler
 - ❖ Large coefficient vectors not supported
 - ❖ BlockRAM not supported, limiting F_{clk}

Future Work

- ❖ Develop area vs time trade off based on functional description
- ❖ Improvements for the C λ aSH compiler
 - ❖ Support for blockRAMs on FPGA
 - ❖ Support for memory initialization files for coefficient vectors

Questions ?
