

Design of Mixed Radix CORDIC FFT Algorithm

Yogini D Borole

Department of E&TC

National Institute of Electronics & Information Technology,
Aurangabad

Dr. C.G. Dethé

Director

UGC-Academic Staff College Nagpur

Abstract—This electronic record portrays the technique for usage of Fast Fourier transform for wireless communication systems, like OFDM, digital video broadcasting, digital audio broadcasting, and worldwide inter-operability for microwave access. The high speed and low area FFT algorithm using CORDIC and radix 2^5 calculation is proposed here. CORDIC is fundamentally DSP application yet it is utilized for twiddle component augmentation. Radix 2^5 FFT calculation is utilized for lessening of complex duplication. The proposed computation minimizes the amount of multipliers. Plot outlines show that the FFT arranged by the proposed framework shows a lower hardware with more equality than existing systems. Our designed has a working frequency up to 420.203

MHZ. CORDIC computation is executed in both MATLAB and in Xilinx on Virtex-5.

Keywords—FFT, IFFT, Radix 2^5 , FPGA, CORDIC algorithm

I. INTRODUCTION

1.1 Overview

A Fast Fourier change (FFT) is a quick computational calculation to register the discrete Fourier change (DFT) and its converse. The Fast Fourier Transform does not introduce to another or diverser sort of Fourier change. It introduces to an extremely productive calculation for processing the DFT. The time taken to play out a DFT on a PC

depends fundamentally on the quantity of increases included $O(N^2)$ while FFT just needs $N \log_2(N)$. The focal understanding which prompts this calculation is the acknowledgment that a discrete Fourier change of an arrangement of N focuses can be composed as far as two discrete Fourier changes of length $N/2$. Along these lines, if N is a force of 2, it is conceivable to recursively apply this deterioration.

The primary exploration thought of this work is to advance the configuration of FFT processor. Area and power decrease is the principle target of this work. So CORDIC calculation presented with radix 2^5 FFT calculation. The Coordinate Rotation Digital Computer (CORDIC) algorithm, proposed by Jack Volder [1] can be used for a broad collection of limits including certain trigonometric, hyperbolic, straight and logarithmic capacities. The Coordinate Rotation Digital Computer (CORDIC) algorithm, proposed by Jack Volder can be utilized for an extensive variety of capacities including certain trigonometric, hyperbolic, straight and logarithmic capacities. CORDIC unit utilizes just moves and add to figure these capacities. The CORDIC algorithm provides an iterative method of performing vector rotation mode. CORDIC is used for converting one vector in rectangular form to another vector in rectangular form. In the vector mode, it converts a vector in rectangular form to polar form. Hence CORDIC is used as an efficient way to realize multiplication-free FFT [2]. The remainder of this project is organized as follows:

Section II and III review the CORDIC algorithm and the general hardware architectures required to implement FFT.

Section IV introduces the proposed radix and CORDIC algorithm for 64 point FFT implementation.

Section V and VI presents the performance evaluation and comparison and conclusion respectively.

II. REVIEW OF CORDIC ALGORITHM

The key idea of CORDIC number-crunching depends on the basic and old standards of two-dimensional geometry. In any case, the iterative plan of a computational calculation for its execution was

initially depicted in 1959 by Jack E. Volder for the calculation of trigonometric capacities, increase and division [6][7][9]. CORDIC based figuring got expanded attention in 1971, when John Walther demonstrated that, by differing a couple of basic parameters, it could be utilized as a solitary calculation for bound together execution of an extensive variety of rudimentary supernatural capacities including logarithms, exponentials, and square roots alongside those recommended by Volder [7].

CORDIC is alluring because of the straightforwardness of its equipment usage, since the same iterative calculation could be utilized for all the above numerical applications utilizing the essential movement include operations of the structure

$$x \pm y/2^i.$$

The ordinary strategy for execution of revolution change is spoken to by the conditions.

$$X_{out} = x_{in} \cos \theta - y_{in} \sin \theta. \quad (1)$$

$$Y_{out} = x_{in} \sin \theta + y_{in} \cos \theta. \quad (2)$$

where (x_{in}, y_{in}) and (x_{out}, y_{out}) are the underlying and last arrangements of the vector separately.

The equipment acknowledgment of these conditions requires four increases, two augmentations/subtractions and getting to the table put away in the memory for trigonometric coefficients. The CORDIC rotator performs 2D turn utilizing a progression of particular incremental revolution points such that each is performed by a movement and include operation iteratively. The three basic equations of CORDIC algorithm are:

$$X_{i+1} = x_i - m_i y_i / 2^i, \quad Y_{i+1} = y_i + s_i x_i / 2^i, \quad Z_{i+1} = z_i - s_i a_m, \quad i(3)$$

In view of the estimation of the calculation can work in one of three designs:

Direct ($m=0$), Circular ($m=1$) and Hyperbolic ($m=-1$). Inside each of these designs the calculation capacities in one of two modes – pivot or vectoring. σ speaks to either clockwise or counterclockwise heading of turn, p speaks to the radix of the number framework and the movement grouping S_m, i relies upon the direction framework and the radix of number framework. S_m, i influences the joining of the calculation. In turn mode, the information vector is pivoted by a predetermined

point, while in vectoring mode the calculation pivots the information vector to the x-hub while recording the edge of revolution is required. The estimation of a_i likewise changes as indicated by the design. Contingent upon the method of operation z and y are the directing variables in turn and vectoring mode individually. The length of the vector increments if required small scale revolutions are not immaculate, so to keep up a consistent vector length, the acquired results must be scaled by the scale component K and it is given by the condition.

$$K = \prod_i K_i \quad (6)$$

III. FFT algorithm

The quick Fourier change (FFT) is a discrete Fourier change calculation which decreases the quantity of calculations required for focuses from N to $N/\log_2 N$, where \log_2 is the base-2 logarithm.

FFTs were initially talked about by Cooley and Tukey (1965), in spite of the fact that Gauss had really depicted the basic factorization venture as ahead of schedule as 1805 (Bergland 1969, Strang 1993). [2,3,4]. A discrete Fourier change can be processed utilizing a FFT by method for the Danielson-Lanczos lemma if the quantity of focuses is a force of two. On the off chance that the quantity of focuses is not a force of two, a change can be performed on set of focuses comparing to the prime components of which is marginally debased in rate. An effective genuine Fourier change calculation or a quick Hartley change (Bracewell 1999) gives a further increment in pace by around an element of two. Base-4 and base-8 quick Fourier changes use improved code, and can be 20-30% speedier than base-2 quick Fourier changes. Prime factorization is moderate when the elements are vast, yet discrete Fourier changes can be made quick for $N=2,3,4,5,7,8,11,13$, and 16 utilizing the Winograd change calculation [5][7].

Fast Fourier transform algorithms generally fall into two classes:

a) decimation in time

b) decimation in frequency.

The Cooley-Tukey FFT calculation first adjusts the information components in bit-turned around request, and after that assembles the yield change (deviation in time). [10]

The N-point discrete Fourier change is characterized by The N-point discrete Fourier transform is defined by

$$X(k) = \sum_{n=0}^{N-1} x(n) \cdot e^{-j\left(\frac{2\pi}{N}\right)nk} \quad (k = 0, 1, \dots, N-1) \quad (7)$$

The N-point FFT can be deteriorated to reshaped miniaturized scale operations called butterfly operations. At the point when the measure of the butterfly is r , the FFT operation is known as a radix- r FFT. For FFT equipment acknowledgment, if stand out butterfly structure is actualized in the chip, this butterfly unit will execute all the estimations recursively. In the event that parallel and pipeline handling procedures are utilized, a N point radix- r FFT can be executed by $N/(r \log N)$ clock cycles.

This demonstrates a radix-4 FFT can be four times quicker than a radix-2 FFT.

Fig. 1 demonstrates the general structure of the 64-point radix-4 FFT.

For equipment acknowledgment of FFT, multi-bank memory and "setup" tending to procedure are frequently used to accelerate the memory access time and minimize the equipment utilization. For radix- r FFT, r banks of memory are expected to store information, and every memory bank could be two-port memory. With "set up" methodology, the r yields of the butterfly can be composed back to the same memory areas of the inputs, and supply the old information. For this situation, to acknowledge parallel and pipeline FFT preparing, a productive tending to plan is expected to stay away from the information strife. [5][7].

A mainstream tending to conspire for radix- r ($r > 2$) was displayed by Johnson, however due to the modulo- r expansion, this strategy is moderate and the velocity relies on upon the length of FFT. Comparing to the prime components of which is marginally corrupted in velocity. An effective genuine Fourier change calculation or a quick Hartley change (Bracewell 1999) gives a further increment in pace by around a variable of two.

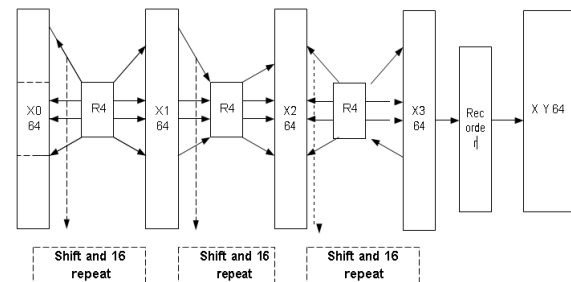


Figure 1 RADIX-4 64-point FFT architecture

Base-4 and base-8 quick Fourier changes use streamlined code, and can be 20-30% quicker than base-2 quick Fourier changes. Prime factorization is moderate when the elements are substantial, however discrete Fourier changes can be made quick for $N=2, 3, 4, 5, 7, 8, 11, 13$, and 16 utilizing the Winograd change calculation.

IV. PROPOSED DESIGN

In this paper, low power strategies are utilized for force utilization utilizing reconfigurable complex multiplier. Utilizing Radix-2⁵ calculation, build the computational pace, further lessen the chip territory by three distinctive handling components (PE's) were proposed in this radix-2⁵ 64-point FFT/IFFT processor. The proposed design utilizes CORDIC calculation to actualize butterfly unit to produce twiddle variable edge values and to diminish the truncation mistake. Amid every emphasis of the CORDIC calculation, the info point is contrasted and the steady.

The proposed design comprises of butterfly units, complex Booth multipliers, complex consistent multipliers, first-in-first-out (FIFO), control unit and multi-data scaling squares. The butterfly units perform complex expansion and subtraction of two information $x[n]$ and $x[n+N/2]$. Every info signals in the butterfly units originate from past stage and the FIFO, separately. The butterfly unit 1 (BU1) behaviors to just complex expansion and subtraction. In any case, the butterfly unit 2 (BU2) incorporates twiddle variable W_4 increase using any multiplexers. The twiddle component duplication for FFT calculation is directed by settled width complex multipliers.

The mindboggling increase needs a turn upward table (LUT) utilizing read-just memory (ROM) to

store the twiddle component values. To lessen the basic way defer, the pipelined complex Booth multiplier was utilized as a part of this FFT processor. Moreover, the mistake remuneration procedure for the settled width duplication was connected to decrease quantization blunder. The twiddle variable augmentation is led utilizing altered width complex multipliers. The twiddle variable qualities put away in the read-just memory (ROM) are utilized as the multiplier and as a part of the intricate Booth multiplier. The altered Booth calculation is utilized broadly for fast increases. Since the most extreme clock rate of the FFT processor relies upon the basic way of the unpredictable Booth multiplier, three level pipelined complex Booth multiplier is utilized for rapid operation. Since quantization blunders influence the sign to-clamor proportion (SNR) execution of the framework, a mistake remuneration technique [9] is utilized to lessen the quantization blunder. The proposed FFT processor utilizes consistent multipliers in light of the accepted marked digit (CSD) representation for the perplexing duplication math in stages 2, 3, and 7.

The twiddle variable W_8 has one and only coefficient, yet twiddle components W_{16} and W_{32} have three and seven coefficients, separately. For the most part the current examination is utilizing complex Booth multipliers for the twiddle component W_{32} increase. Be that as it may, in our outline, the complex CSD steady multiplier has been utilized for the twiddle component W_{32} augmentation. Additionally, the normal sub-expressions sharing (CSS) method lessens the equipment unpredictability of the complex CSD constant multipliers [10]. The proposed FFT processor applied CSD constant multiplier instead of complex Booth multiplier at several stages.

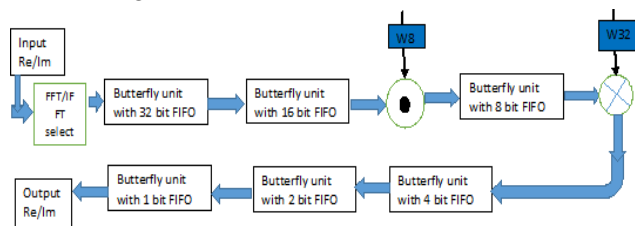


Figure.2a Proposed architecture of 64 bit FFT

The radix-2⁵ algorithm has same butterfly structure as radix-2, only the change is twiddle factor is available or each stage. The radix-2⁵ algorithm can be expressed as follows.

$$n = (N/2n_1 + N/4n_2 + N/8n_3 + N/16n_4 + N/32n_5 + n_6)N$$

$$n_1, n_2, n_3, n_4, n_5 = 0, 1 \quad n_6 = 0 \dots N/32 - 1$$

$$k = (k_1 + 2k_2 + 4k_3 + 8k_4 + 16k_5 + 32k_6)N$$

$$X(k_1 + 2k_2 + 4k_3 + 8k_4 + 16k_5 + 32k_6)$$

$$= \sum_{n_6=0}^{N/32-1} \sum_{n_5=0}^{N/32-1} \sum_{n_4=0}^{N/32-1} \sum_{n_3=0}^{N/32-1} \sum_{n_2=0}^{N/32-1} \sum_{n_1=0}^{N/32-1} X \left(\frac{N}{2}n_1 + \frac{N}{4}n_2 + \frac{N}{8}n_3 + \frac{N}{16}n_4 + \frac{N}{32}n_5 + n_6 \right) W_N^{nk}$$

The twiddle factor can be expressed as follows:

$$W_N^{\left(\frac{N}{2}n_1 + \frac{N}{4}n_2 + \frac{N}{8}n_3 + \frac{N}{16}n_4 + \frac{N}{32}n_5 + n_6 \right) \left(k_1 + 2k_2 + 4k_3 + 8k_4 + 16k_5 + 32k_6 \right)}$$

$$= \underbrace{(-1)^{n_1 k_1}}_{\text{Stage 1 BU}} \underbrace{(-j)^{n_2 k_1}}_{\text{Stage 1 TF}} \underbrace{(-1)^{n_2 k_2}}_{\text{Stage 2 BU}} \underbrace{W_8^{n_3 (k_1 + 2k_2)}}_{\text{Stage 2 TF}}$$

$$\times \underbrace{(-1)^{n_3 k_3}}_{\text{Stage 3 BU}} \underbrace{W_{16}^{(2n_4 + n_5)(k_1 + 2k_2 + 4k_3)}}_{\text{Stage 3 TF}} \underbrace{(-1)^{n_4 k_4}}_{\text{Stage 4 BU}} \underbrace{(-j)^{n_5 k_4}}_{\text{Stage 4 TF}}$$

$$\times \underbrace{(-1)^{n_5 k_5}}_{\text{Stage 5 BU}} \underbrace{W_N^{n_6 (k_1 + 2k_2 + 4k_3 + 8k_4 + 16k_5)}}_{\text{Stage 5 TF}} W_{32}^{n_6 k_6}$$

(8)

Proposed architecture is shown in figure 2a. Figure 2b shows the signal flow graph of 64 bit FFT. Also twiddle factor generation implemented using CORDIC algorithm as shown in figure 3.

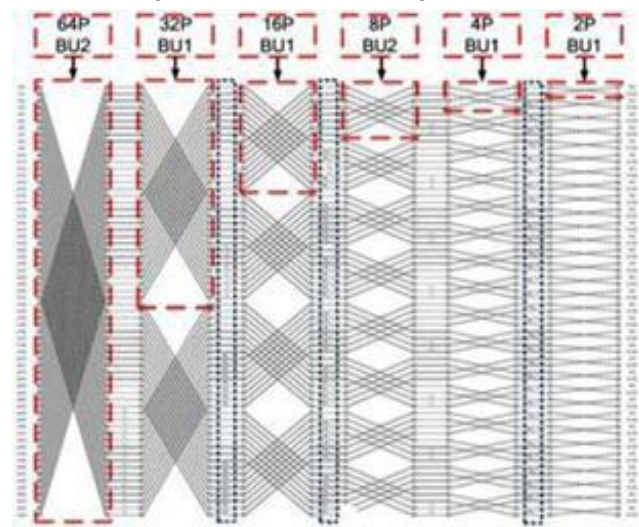


Figure 2b. Signal flow graph 64 point FFT

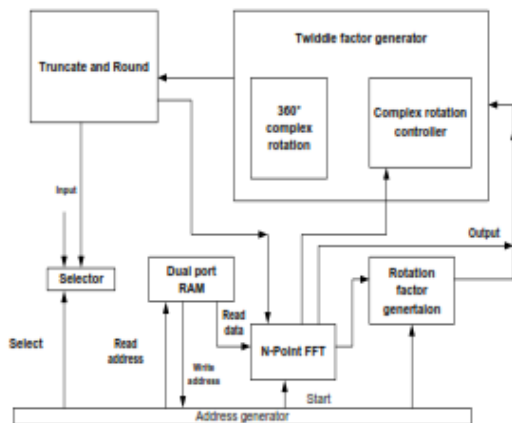


Figure3.CORDICalgorithmstructureforbutterfly unit

V. VHDL andMATLAB simulationResults

64pointFFTRealandimaginary outputsare shown infigureswhicharecompareusing matlaband FPGA.Alsocomparedwithother designsofFFTas shown in table 1.

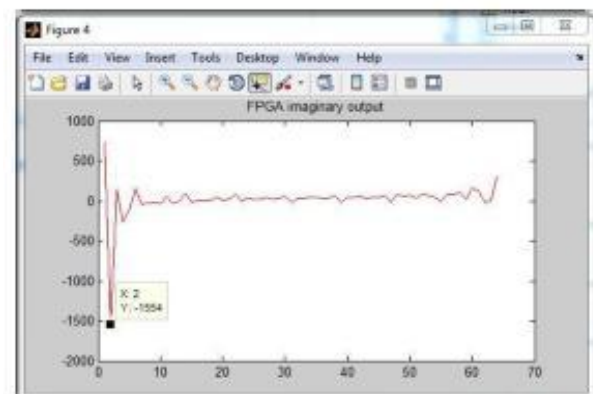
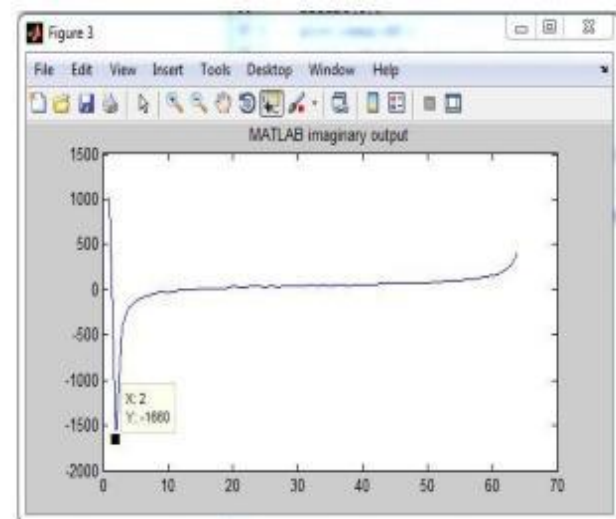
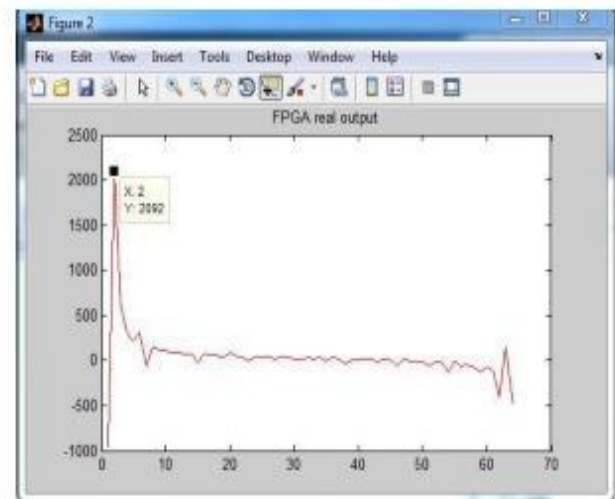
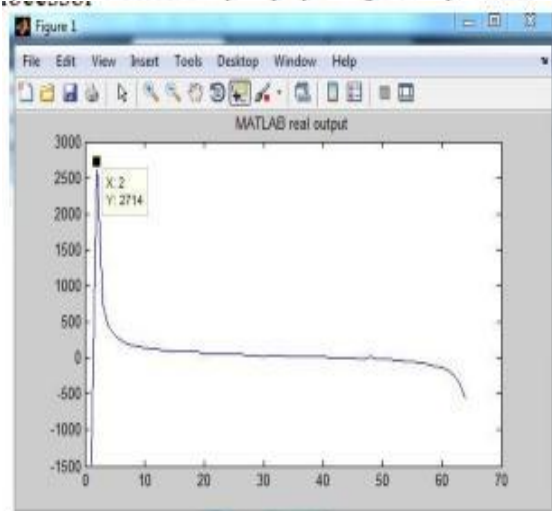
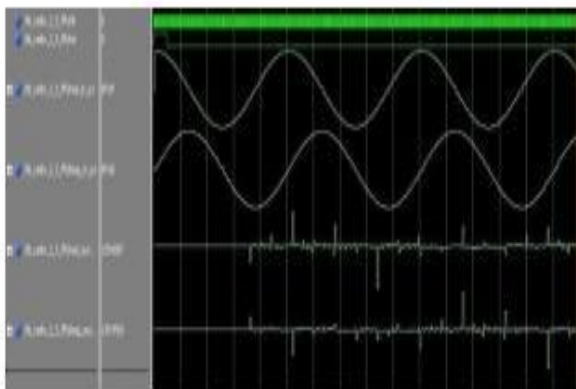


Figure4.Realandimaginaryoutputsfor64 pointFFT

REFERENCES

| Implementation | No. of 4 LUTs used | No. of occupied slices used | No. of Bonded IOBs used | No. of BUF G-MUXs used | Maximum frequency (MHz) |
|--------------------------------------|--------------------|-----------------------------|-------------------------|------------------------|-------------------------|
| Reference [9] | 487 | ----- ---- | 36 | 1 2 | --- - |
| Reference [10] | 1202 | 147 | 7 | 1 | 140.308 |
| Proposed design mixed radix FFT/IFFT | 207360 | 122 | 45 | 1 | 420.203 |

Table 1 Comparison Table

VI. CONCLUSIONS

In this paper Radix- 2^5 FFT processor architecture is studied. For generation of twiddle factor CORDIC algorithm is used. Various parts of FFT architecture such as Butterfly unit, Control Unit, Delay-Feedback model are discussed. Proposed research work emphasizes on the use of techniques to reduce the computational complexity of processor design and the algorithm used which results into improvement of the design significantly for various OFDM based application for low power consumption.

ACKNOWLEDGEMENT

The author would like to thank National Institute of Electronics & Information Technology, Aurangabad Research lab for supporting this work. Also very thankful to Dr. C.G. Dethe for their valuable guidance.

- [1] Taesang Cho and Hannholee, — A High-Speed Low Complexity Modified Radix- 2^5 FFT Processor for High Rate WPAN Application, IEEE Trans. VLSI SYSTEMS, vol. 21, no. 1, JANUARY 2013.
- [2] J. Lee and H. Lee, A high-speed two parallel IFFT/IFFT processor for OFDM systems, IEICE Trans. Fundam., vol. E91-A, no. 4, pp. 1206–1211, Apr. 2008.
- [3] Y. Lin, H. Liu, and C. Lee, — A 1-GS/s FFT/IFFT processor for UWB applications, IEEE J. Solid-State Circuits, vol. 40, no. 8, pp. 1726–1735, Aug. 2005.
- [4] Y. Chen, Y. Tsao, Y. Wei, C. Lin, and C. Lee, — An indexed-scaling pipelined FFT processor for OFDM-based WPAN applications, IEEE Trans. Circuits Syst. II, Exp. Briefs, vol. 55, no. 2, pp. 146–150, Feb. 2008.
- [5] M. Shin and H. Lee, — A high-speed four-parallel FFT processor for UWB applications, in Proc. IEEE Int. Symp. Circuits Syst. (ISCAS), 2008, pp. 960–963.
- [6] S. Tang, J. Tsai, and T. Chang, — A 2.4-GS/s FFT processor for OFDM based WPAN applications, IEEE Trans. Circuits Syst. II, Exp. Briefs, vol. 57, no. 6, pp. 451–455, Jun. 2010.
- [7] Huang and S. Chen, — A green FFT processor with 2.5-GS/s for IEEE 802.15.3c (WPANs), in Proc. Int. Conf. Green Circuits Syst. (ICGCS), 2010, pp. 9–13.
- [8] T. Cho, H. Lee, J. Park, and C. Park, — A high-speed low-complexity modified radix- 2^5 FFT processor for gigabit WPAN applications, in Proc. IEEE Int. Symp. Circuits Syst. (ISCAS), 2011, pp. 1259–1262.
- [9] A. Cortes, I. Velez, and J. F. Sevillano, Radix FFTs: Matrical representation and SDC/SDF pipeline implementation, IEEE Trans. Signal Process., vol. 57, no. 7, pp. 2824–2839, Jul. 2009. [10] K. Cho, K. Lee, J. Chung, and K. Parhi, — Design of low-error fixed width modified Booth multiplier, IEEE Trans. Very Large Scale Integr. (VLSI) Syst., vol. 12, no. 5, pp. 522–531, May 2004.