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# Design, Modelling and Implementation of Variable FFT Processor

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**ABSTRACT**: the research paper focuses on the Design, Modeling and Implementation of Variable FFT Processor. **F**AST Fourier transform (FFT) is a main block in orthogonal frequency division multiplexing (OFDM) and Orthogonal Frequency-Division Multiple Access (OFDMA) systems. OFDM has been adopted in a wide range of applications from wired-communication modems, such as wireless-communication modems, Wi-Fi, IEEE802.16, Wi-MAX or 3GPP long term evolution (LTE), digital subscriber lines (xDSL), to process baseband data. In the paper first the design is carried for 8 point FFT and further it is used to implement variable FFT processor. The design is developed with the help of VHDL programming language and synthesized on Virtex-5 FPGA in Xilinx 14.2 software and functional simulation is done in Modelsim 10.1.

**KEYWORDS:** Fast Fourier Transform (FFT), Field Programmable Gate Array (FPGA), Orthogonal Frequency-Division Multiple Access (OFDMA)

### I. INTRODUCTION

Orthogonal Frequency-Division Multiple Access (OFDMA) is a multi-user version of the popular Orthogonal frequency-division multiplexing (OFDM) digital modulation scheme. The FFT and IFFT pairs are used to modulate and demodulate the data constellation on the subcarriers, in the widely used OFDM systems. In such applications there is the need of variable FFT. Variable FFT is also used in Multiple input multiple output (MIMO) OFDM systems. With the rapid growth of digital communication in recent years, there is the need for high-speed data transmission with faster rate. The mobile telecommunication industries are facing the problem of providing the technology that be able to support a variety of services ranging from voice communication with a bit rate of a few kbps to wireless multimedia in which bit rate up to 2 Mbps. Couple of systems have been proposed to resolve the problem and OFDM system has gained much attention for different reasons. OFDM technique was first developed in the 1960s. Only in recent years, OFDM has been recognized as an outstanding method for high speed cellular data communication where its implementation relies on very high speed digital signal processing applications. The method has only recently become available with reasonable prices versus performance of hardware implementation. The fundamental principle of the OFDM system is to decompose the high rate data stream (bandwidth = W) into N lower rate data streams and then to transmit them simultaneously over a large number of subcarriers [13]. The modulation and demodulation of data constellations on the orthogonal subcarriers is done with the help of IFFT and FFT respectively.

### **II.RADIX-2 FFT**

The fast Fourier Transform (FFT) [7] is an algorithm that efficiently computes the discrete Fourier Transform (DFT). The DFT of sequence x (n) over length N is given by the relation which is a complex valued sequence X (k).



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$$X(k) = \sum_{n=0}^{N-1} x(n) e^{-j2\pi nk/N}, \quad Where \ 0 \le k \le N-1$$
(1)

The equation can be represented by the relation-

.. .

$$X(k) = \sum_{n=0}^{N-1} x(n) e^{-j2\pi nk/N} = \sum_{n=0}^{N-1} x(n) W_N^{nk}, \quad Where \ 0 \le k \le N-1$$
(2)

Here  $W_N$  represents the complex valued phase factor, which is the N<sup>th</sup> root of unity and expressed as  $W_N = e^{-j2\pi/N}$ Similarly the equation of IDFT is given as –

$$x(n) = \frac{1}{N} \sum_{k=0}^{N-1} X(k) W_N^{-nk} Where \ 0 \le n \le N-1$$
(3)

From the above equations it is clear that for each value of k, the direct computation of X (k) require N complex multiplications (4N real multiplications and N-1 complex additions (4N-2 real additions). Hence to compute all N values of DFT, there is the requirement of  $N^2$  complex multiplications and N (N-1) complex additions. To compute the N point DFT, the equation is given by-

$$X(k) = X_{R}(k) + jX_{I}(k) = \sum_{n=0}^{N-1} X_{R}(n) + jX_{I}(n) \left[ \cos \frac{2\pi nk}{N} - j\sin \frac{2\pi nk}{N} \right]$$

Where x (n) is a complex valued sequence, and  $X_R$  and  $X_I$  represents the real and imaginary parts. If we equate the real and imaginary parts separately, the above equation will be given by-

$$X_R(k) = \sum_{n=0}^{N-1} \left[ X_R(n) \cos \frac{2\pi nk}{N} + X_I(n) \sin \frac{2\pi nk}{N} \right]$$
(4)

$$X_{I}(k) = -\sum_{n=0}^{N-1} \left[ X_{R}(n) \cos \frac{2\pi nk}{N} - X_{I}(n) \sin \frac{2\pi nk}{N} \right]$$
(5)

There is the requirement of  $2N^2$  Trigonometric evaluations to compute DFT directly. $4N^2$  real multiplications and 4N (N-1) real additions. It is primarily inefficient as it does not exploit the periodicity and symmetry properties of Weight function or phase factor  $W_N$  which is given by

$$SummetryProperty of PhaseFactor W_N^{k+N/2} = -W_N^k$$
(6)  
PeriodicityProperty of PhaseFactor W\_N^{k+N} = W\_N^k (7)

**PeriodicityPropertyofPhaseFactor** $W_N^{N^{*N}} = W_N^{N}$  (7) The solution of the two properties of DFT is the fast Fourier transform (FFT), which is an efficient algorithm can exploit the above two equations.

A computationally efficient algorithm is developed for DFT by the adoption of divide and conquers approach. This approach is based on the decomposition rule of N point DFT into smaller size successive DFTs. If N is factored as  $N = r_1r_2r_3 \dots r_L$ . Where  $r_1 = r_2 = \dots = r_L = r$ , then  $N = r^L$ . Hence, the DFT will be of size 'r, where this number 'r' is known as radix of the FFT algorithm. This algorithm has the advantage of periodicity and symmetry of complex numbers

$$W_N^{nk} = \left[e^{-j\left(\frac{2\pi}{N}\right)nk}\right]$$

#### Decimation in Time (DIT) Algorithm of FFT

When the FFT algorithm is applied in time domain, it is called DIT FFT algorithm. Decimation refers to the significant reduction in number of calculations performed on time domain data. The computational redundancy inherent in the DFT is used to reduce the significant calculations which help in the speed up of DFT. Let x (n) is the sequence of N values, where N is the integer value and power of 2, that is  $N = 2^{L}$ . This power is divided into two N/2 point sequence and a combination of even and odd numbered values of x (n). For a sequence x (n) the equation of N point DFT is given by-

$$X(k) = \sum_{n=0}^{N-1} x(n) e^{-j2\pi nk/N}, \quad Where \ 0 \le k \le N-1$$
(8)

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Decimating into even and odd numbered sequence, it can be written as-

$$X(k) = \sum_{n=0,neven}^{N-1} x(n) W_N^{nk} + \sum_{n=0,nodd}^{N-1} x(n) W_N^{nk}$$
(9)

Fig. 1 shows the graph of decimation in time algorithm for 8 point (N=8) DFT computations. 8 point DFT is grouped into two 4 point DFT computations. Here a node variable is presented with the branches entering a node. If there is no coefficient it means the value of branch transmittance is equal to one. For the other branches the transmittance is a power of  $W_{N}$ .



Fig.1 Flow graph of Decimation in Time FFT (for N=8) Algorithm

The value of X (0) is obtained by the multiplication of H (0) by  $W_N^0$  and adding the production to G (0).X (1) is obtained by the multiplication H (1) by  $W_N^1$  and adding the result with G (1). For X (4), H (4) value is multiplied with  $W_N^4$  and added with G (4). Because G (k) and H (k) are periodic in nature with period 4. Here H (0) = H (4) and G (4) = G (0). Hence X (4) is obtained by the multiplication of H (0) by  $W_N^4$  and adding the result to G (0). If the direct computation is done for an N point DFT, with symmetry property; there is the requirement of N<sup>2</sup> complex multiplications and  $N(N - 1) \approx N^2$  complex additions. The decomposition process of equation 4.11 requires the computation of two N/2 point DFTs which requires  $2(N/2)^2$  or N<sup>2</sup>/2 complex multiplications, corresponding to multiplying the second sum by  $W_N^k$  and N complex additions, corresponding to adding that product to the first sum. Hence, equation 4.11 there is the requirement of N+2(N/2)<sup>2</sup> or N + N<sup>2</sup>/2 complex multiplications and N + N<sup>2</sup>/2 complex additions for all values of k.



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### Table 1 Bit reserved in binary

Index	Binary value	Bit reversed in binary	Bit reversal index
0	000	000	0
1	001	100	4
2	010	010	2
3	011	110	6
4	100	001	1
5	101	101	5
6	110	011	3
7	111	111	7





Further reduction in the computations is possible by the symmetry and periodicity property of  $W_N^r$  the multiplications by  $W_N^0 = 1$ ,  $W_N^{N/2} = -1$ ,  $W_N^{N/4} = j$  and  $W_N^{N/4} = -j$  is possible to avoid in the DFT computations to save computational complexity. The 8-point DIT FFT signal flow graph is shown in the figure 4.7. The weight functions  $W_2^0 = W_2^4 = W_2^8 = 1$  do not present any complex multiplications. Similarly  $W_2^0 = W_2^4 = W_2^8 = -1$  do not have any complex multiplications, but there is a difference of one sign change. Further,  $asW_1^4, W_3^4, W_2^8$  and  $W_8^6$  are + j and - j but there is the need of sign changes for real and imaginary values. Even these weight functions represent complex multiplications. When N=2<sup>L</sup>, the number of stages requited to the logics are L = log<sub>2</sub>N. Every stage has N complex multiplications and N complex additions. Hence there are Nlog<sub>2</sub>N number of complex multiplications and additions in computing all N point DFT. Finally, the number of complex multiplications is reduced from N<sup>2</sup> to Nlog<sub>2</sub>N. The reduced flow graph of 8 point DIT FFT is shown in fig. 2, which is having only four nontrivial complex multiplications corresponding to scale factors.



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Fig.3 FFT Input and output block



The operation of the FFT processor is partitioned into three main processes. These are the Data Input, FFT Computation and Data Output Processes as shown in fig. 4. The 1024 point FFT processor can be designed using four 8-point FFT processors. Figure 6 shows the input and outputs of 1024 point FFT with clock and reset. Instead of direct implementing 1024 point FFT, It is possible to achieve faster speed of 1024 bit processor because it will support parallel processing or pipelined architecture as shown in fig. 5. In 1024 point FFT computation, only 8 point FFT is computed one time. The operation can be controlled with the selection logic which process 8 points at one time. Tables 2 explain the selection and computation processing of 1024 point FFT.







Fig. 5FFT Processor for N =1024



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Fig. 6Structure of 1024 point FFT

$(\mathbf{S}_0 \ \mathbf{S}_9)$	Computation
Selection	
000000000	FFT 1 selection for input $X(0)$ to $X(7)$ and Corresponding output $Y(0)$ - $Y(7)$
000000001	FFT 2 selection for input X(8) to X(15) and Corresponding output Y(8)-Y(15)
000000010	FFT 3 selection for input X(16) to X(23) and Corresponding output Y(16)-Y(23)
000000011	FFT 4 selection for input X(24) to X(31) and Corresponding output Y(24)-Y(31)
::	::
1111111111	FFT 128 selection for input X(1016) to X(1023) and Corresponding output Y(1016)-Y(1023)

### IV. SIMULATION AND SYNTHESIS RESULTS

Fig. 7 shows the snapshot taken from Model-Sim software which shows the simulation of 8 point FFT. The corresponding RTL is shown in fig. 8 the detail of the pins is given in table 3.In the snapshot, the input of 8 point FFT module is represented by x(0) to x(7) which are the discrete inputs 8 bit data .The corresponding outputs of each input is subdivided into the real and imaginary components .The concept of 32 bit floating point representation is used to compute the values of y(0)-real y(7) and imaginary parts of outputs are im-y(0) to im-y(7).Reset is sequential input when reset=1 the output of 8-point FFT is zero and at Reset ='0' the clock pulse signal is synchronized to provide actual output. The functional simulation depends on the clock pulse input and rest input. Initially reset is kept to 1, and then all output will be zero. After then reset = '0' and forcing all value X (0) to X (7), the output of each corresponding FFT is obtained. 1024 point FFT is implemented using 8 point FFT and device utilization and timing report shows the results of 1024 point FFT.



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Fig. 7 Modelsim output of 8 point FFT



Fig. 8 Pin Diagram RTL for 8-Point FFT Algorithm



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### Table 3 Detail of Pin used in RTL of 8 Point FFT

Pin	Description
x(0) - x(7)	Input of 8 point FFT
Clk	Input to 8 point FFT used to provide positive (Rising edge) of clock pulse
Reset	Input which is used to reset the FFT contents in memory
Im-y(0) to im_(7)	Represent the imaginary output of 8 point FFT, separated from output
Real_ $(0)$ to Real_ $(8)$	Represent the real output of 8 point FFT, separated from output

### Device utilization summary of 1024 point FFT

The synthesis report shows the complete details of device utilization. Device utilization summary is the report of used device hardware in the implementation of the chip such as RAM, ROM, slices, flip flops etc. If the designed chip is not having the optimized hardware parameters, further chip development is done in the Xilinx ISE design software. Table 4 shows the hardware utilization for the staged structure. Target Device: xc5vlx20t-2-ff323, Virtex 5, is the device targeted for FPGA. Timing details provides the information of delay, minimum period, minimum input arrival time before clock and maximum output required time after clock. Table 4 lists the details of minimum period, maximum frequency, and minimum input arrival time before clock, and maximum output required time after clock and maximum output required time after clock.

### Table 4Device utilization summary of 1024 point FFT implemented using 8 point FFT

Number of Slices	3000 out of 6144	18.82%
Number of Slice Flip Flops	1254 out of 12288	10.20%
Number of 4 input LUTs	9605 out of 12288	78.16%
Number of bonded IOBs	124 out of 240	51.66%
Number of GCLKs	8 out of 32	25%

### Table 5 Timing Parameters Summary of 1024 point FFT

Speed Grade	-8	
Minimum period	1.119 ns	
Maximum Frequency	400 MHz	
Minimum input arrival time before clock	2.352ns	
Maximum output required time after	5.967ns	
clock		
Maximum combinational path delay	18.058 ns	
Total memory usage is	445610 kilobytes	
Global Maximum Fan-out	500	
Add Generic Clock Buffer(BUFG)	32	
Number of Regional Clock Buffers	16	
Optimization Goal	Speed	
Slice Utilization Ratio	100	
DSP48 Utilization Ratio	100	
Slice Utilization Ratio Delta	5	



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#### V. CONCLUSION

The design and implementation of variable FFT processor of length N=1024 is done for OFDMA application and synthesized on Virtex-5 FPGA successfully. The design is simulated for different test cases and analyzed with discrete inputs. The design is based on the parallel computation logic and having faster speed and supporting frequency of 400 MHz FAST Fourier transform (FFT) is a crucial block in Orthogonal Frequency Division Multiplexing (OFDM) systems. In the decoding of OFDMA system variable FFT is used. The proposed design can be applied for Multiple input multiple output (MIMO) OFDMA system.

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