

ELD Lab 7

Exploring AXI-FFT IP

Objective

- Understand the basics of Fourier Transform and AXI-FFT IP
- Design floating point FFT for input of size 8 elements
- **Lab Homework 1:** Design the floating point FFT for input of size 32 elements
- **Lab Homework 2:** Design the floating point arithmetic circuit to implement following equation

$$z = \frac{x}{y} + \sqrt{\frac{2 * \ln t}{y}}$$

- Here x, y and t are positive integers and $t > y > x$.

Theory

Fourier Transform (FT)

$$X(k) = \sum_{n=0}^{N-1} x(n) e^{-\frac{2\pi kn}{N}i}$$

- It is basically matrix vector multiplication

$$\begin{bmatrix} X(0) \\ X(1) \\ X(2) \\ X(3) \end{bmatrix} = \begin{bmatrix} e^{-\frac{2\pi 0.0}{4}i} & e^{-\frac{2\pi 0.1}{4}i} & e^{-\frac{2\pi 0.2}{4}i} & e^{-\frac{2\pi 0.3}{4}i} \\ e^{-\frac{2\pi 1.0}{4}i} & e^{-\frac{2\pi 1.1}{4}i} & e^{-\frac{2\pi 1.2}{4}i} & e^{-\frac{2\pi 1.3}{4}i} \\ e^{-\frac{2\pi 2.0}{4}i} & e^{-\frac{2\pi 2.1}{4}i} & e^{-\frac{2\pi 2.2}{4}i} & e^{-\frac{2\pi 2.3}{4}i} \\ e^{-\frac{2\pi 3.0}{4}i} & e^{-\frac{2\pi 3.1}{4}i} & e^{-\frac{2\pi 3.2}{4}i} & e^{-\frac{2\pi 3.3}{4}i} \end{bmatrix} \begin{bmatrix} x(0) \\ x(1) \\ x(2) \\ x(3) \end{bmatrix}$$

Fourier Transform (FT)

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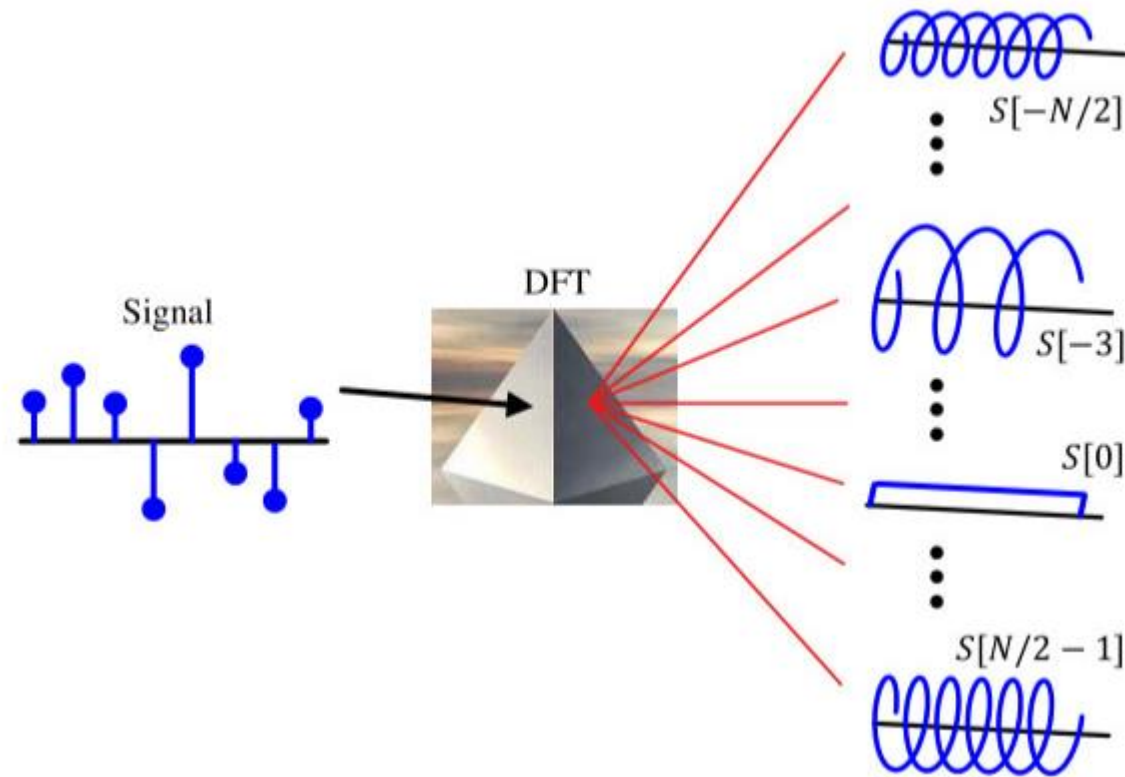
$$\begin{bmatrix} X(0) \\ X(1) \\ X(2) \\ X(3) \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & -i & -1 & -i \\ 1 & -1 & 1 & -1 \\ 1 & i & -1 & i \end{bmatrix} \begin{bmatrix} x(0) \\ x(1) \\ x(2) \\ x(3) \end{bmatrix}$$

8-point FT

$$\begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & \frac{1-j}{\sqrt{2}} & -j & \frac{-(1+j)}{\sqrt{2}} & -1 & \frac{-(1-j)}{\sqrt{2}} & j & \frac{1+j}{\sqrt{2}} \\ 1 & -j & -1 & j & 1 & -j & -1 & j \\ 1 & \frac{-(1+j)}{\sqrt{2}} & j & \frac{1-j}{\sqrt{2}} & -1 & \frac{1+j}{\sqrt{2}} & -j & \frac{-(1-j)}{\sqrt{2}} \\ 1 & -1 & 1 & -1 & 1 & -1 & 1 & -1 \\ 1 & \frac{-(1-j)}{\sqrt{2}} & j & \frac{1+j}{\sqrt{2}} & 1 & \frac{1-j}{\sqrt{2}} & j & \frac{-(1+j)}{\sqrt{2}} \\ 1 & j & -1 & -j & 1 & j & -1 & -j \\ 1 & \frac{1+j}{\sqrt{2}} & j & \frac{(1-j)}{\sqrt{2}} & -1 & \frac{(1+j)}{\sqrt{2}} & -j & \frac{(1-j)}{\sqrt{2}} \end{bmatrix}$$

Fourier Transform (FT)

- Fourier Transform (FT): Analyze the frequency content of the given signal



Fourier Transform (FT)

- Fourier Transform (FT): Analyze the frequency content of the given signal
- Assumes that signal comprising of multiple combinations of sine waves of different frequencies. Using correlation and orthogonal properties, FT finds out the contribution of each frequency in the given signal.
- For instance, for N -point FT, we consider N sine waves with frequency $\frac{kF_s}{N}$ where k varies from 0 to $(N-1)$ i.e. correlation of each of these sine waves with input signal.

$$X(k) = \sum_{n=0}^{N-1} x(n) e^{-\frac{2\pi kn}{N}i}$$

Lab

Proposed Approach

- Same as Lab 6

Locate the IP in Vivado

Cores | Interfaces

Search: (5 matches)

Name	AXI4	Status	License
▼ Vivado Repository			
▼ Communication & Networking			
▼ Telecommunications			
LTE Fast Fourier Transform		Production	Purchase
▼ Wireless			
LTE Fast Fourier Transform		Production	Purchase
▼ Digital Signal Processing			
▼ Transforms			
▼ FFTs			
Fast Fourier Transform	AXI4-Stream	Production	Included
LTE Fast Fourier Transform		Production	Purchase

FFT

Component Name

Configuration Implementation Detailed Implementation

Data Format

Scaling Options

Rounding Modes

Precision Options

Phase Factor Width

Input Data Width ☒ 24 ☐ 25

Control Signals

☐ ACLKEN ☒ ARESETn (active low)

ARESETn must be asserted for a minimum of 2 cycles

Output Ordering Options

Output Ordering

☐ Cyclic Prefix Insertion

Optional Output Fields

Throttle Scheme

☐ XK_INDEX ☐ OVFO

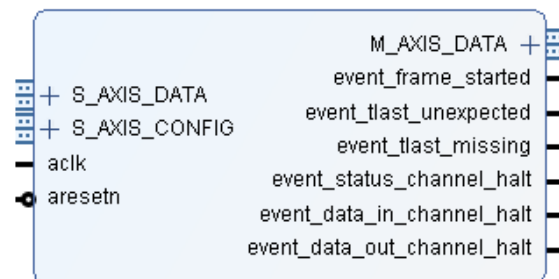
☒ Non Real Time ☐ Real Time

Fast Fourier Transform (9.1)

[Documentation](#) [IP Location](#) [Switch to Defaults](#)

IP Symbol Implementation Details Latency

☐ Show disabled ports



Component Name

Configuration Implementation Detailed Implementation

Number of Channels

Transform Length

Architecture Configuration

Target Clock Frequency (MHz) [1 - 1000]

Target Data Throughput (MSPS) [1 - 1000]

Architecture Choice

- ☒ Automatically Select
☐ Pipelined, Streaming I/O
☐ Radix-2, Burst I/O
☐ Radix-2 Lite, Burst I/O

☐ Run Time Configurable Transform Length

FFT Interface

- Three AXI Stream Interface
- Slave Config Interface: 8-bit data
- Slave/Master Data Interface: 64-bit data (32 bit real and 32 bit imag.)
- For N-point FFT, send N samples sequentially and receive N samples sequentially

S_AXIS_DATA		M_AXIS_DATA	
▶ s_axis_data_tdata[63:0]		m_axis_data_tdata[63:0]	▶
▶ s_axis_data_tlast		m_axis_data_tlast	▶
◀ s_axis_data_tready		m_axis_data_tready	◀
▶ s_axis_data_tvalid		m_axis_data_tvalid	▶
S_AXIS_CONFIG		event_frame_started	
▶ s_axis_config_tdata[7:0]		event_tlast_unexpected	
◀ s_axis_config_tready		event_tlast_missing	
▶ s_axis_config_tvalid		event_status_channel_halt	
ack		event_data_in_channel_halt	
aresetn		event_data_out_channel_halt	

Testbench

- Floating point converter:

<https://www.h-schmidt.net/FloatConverter/IEEE754.html>

```
module FFT_TB(  
  
    );  
    reg clock, resetn, c_valid, ffti_valid, ffti_last, ffto_ready;  
    reg [63:0] ffti_data;  
    reg [7:0] c_data;  
    wire c_ready, ffti_ready, ffto_valid, ffto_last;  
    wire [63:0] ffto_data;  
  
    initial begin // Input initialization  
        clock = 0;  
        resetn = 0;  
        c_valid = 0;  
        c_data = 0;  
        ffti_valid = 0;  
        ffti_data = 0;  
        ffti_last = 0;  
        ffto_ready = 1;  
    end  
  
    always  
        #5 clock = ~clock; // Clock Generation
```

Testbench

- Prepare input data

```
reg [31:0] input_data_r [7:0];
reg [31:0] input_data_im [7:0];
reg [31:0] output_data_r [7:0];
reg [31:0] output_data_im [7:0];
initial begin
    // Complex input data to be passed to FFT
    input_data_r[0] = 32'h3f800000;
    input_data_im[0] = 32'h0;
    input_data_r[1] = 32'h0;
    input_data_im[1] = 32'h0;
    input_data_r[2] = 32'h0;
    input_data_im[2] = 32'h0;
    input_data_r[3] = 32'h0;
    input_data_im[3] = 32'h0;
    input_data_r[4] = 32'h0;
    input_data_im[4] = 32'h0;
    input_data_r[5] = 32'h0;
    input_data_im[5] = 32'h0;
    input_data_r[6] = 32'h0;
    input_data_im[6] = 32'h0;
    input_data_r[7] = 32'h0;
    input_data_im[7] = 32'h0;
end
```

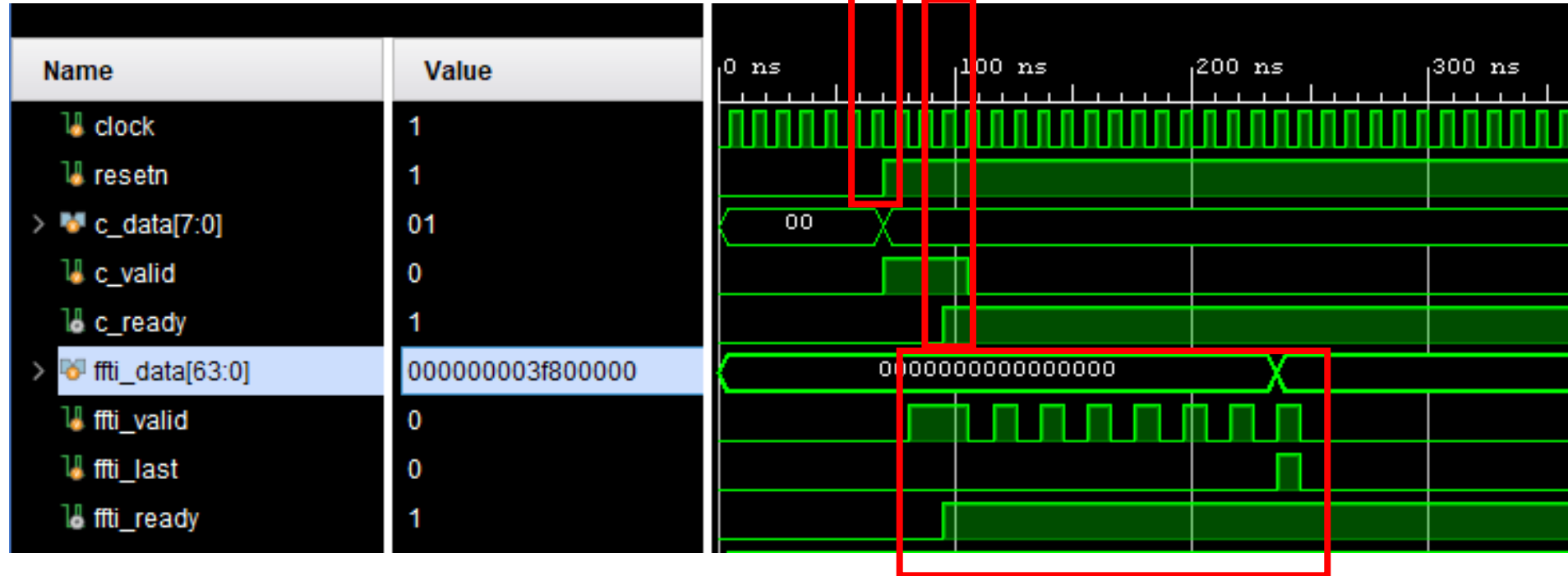
Testbench

```
// Configure the IP for FFT operation
initial begin
    #70 resetn = 1;
    c_data = 1;    // 1 refers to forward FFT
    c_valid = 1;
    while (c_ready == 0)
        #2 c_valid = 1;
    #10 c_valid = 0;
end
```

- Copy output 64 bit data into respective real and imaginary arrays
- Do not forget to instantiate the FFT IP

```
integer i,j;
initial begin
    #70 for(i=7; i>=0; i=i-1) begin
        #10 if(i == 0)
            ffti_last = 1;
        ffti_data = {input_data_im[i],input_data_r[i]};
        ffti_valid = 1;
        while (ffti_ready == 0)
            #2 ffti_valid = 1;
        #10 ffti_valid = 0;
        ffti_last = 0;
    end
end
initial begin
    for(j=7; j>=0; j=j-1) begin
        #5 ffto_ready = 1;
        wait(ffto_valid == 1);
        {output_data_im[j],output_data_r[j]} = ffto_data;
        #10 ffto_ready = 0;
    end
    #20 $stop;
end
```


Simulations



Input given to IP

Simulations

Output from IP

> output_data_r[7:0][31:0]	1.0,0.707106828689575,	1.0,0.707106828689575,0.0,-0.707106828689575,-1.0,-0.707106828689575,0.0,0.707106828689575
> output_data_im[7:0][31:0]	0.0,0.707106828689575,	0.0,0.707106828689575,1.0,0.707106828689575,0.0,-0.707106828689575,-1.0,-0.707106828689575

Output from Matlab

```
>> x= [0 0 0 0 0 0 0 1];  
>> fft(x)
```

```
ans =
```

```
1.0000 + 0.0000i    0.7071 + 0.7071i    0.0000 + 1.0000i   -0.7071 + 0.7071i   -1.0000 + 0.0000i   -0.7071 - 0.7071i    0.0000 - 1.0000i    0.7071 - 0.7071i
```

Simulations

Output from IP

```
> output_data_r[7:0][31:0] 1.0,0.0,-1.0,-1.414213657 1.0,0.0,-1.0,-1.41421365737915,-1.0,0.0,1.0,1.41421365737915
```

```
> output_data_im[7:0][31:0] 1.0,1.41421365737915,1 1.0,1.41421365737915,1.0,0.0,-1.0,-1.41421365737915,-1.0,0.0
```

Output from Matlab

```
>> x= [0 0 0 0 0 0 0 1+1j];  
>> fft(x)
```

```
ans =
```

$$1.0000 + 1.0000i \quad 0.0000 + 1.4142i \quad -1.0000 + 1.0000i \quad -1.4142 + 0.0000i \quad -1.0000 - 1.0000i \quad 0.0000 - 1.4142i \quad 1.0000 - 1.0000i \quad 1.4142 + 0.0000i$$