Duke

Complex Multiplier for FFT Algorithm

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ECE 261

Project 2008

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Brief Introduction to the project

- Fast Fourier Transform (FFT) is an efficient algorithm to compute the Discrete Fourier Transform (DFT) and its inverse.
- The algorism is based on a factorization of N as described in Fig.1-1. A 16-point DFT is divided into 4 4-point DFT.

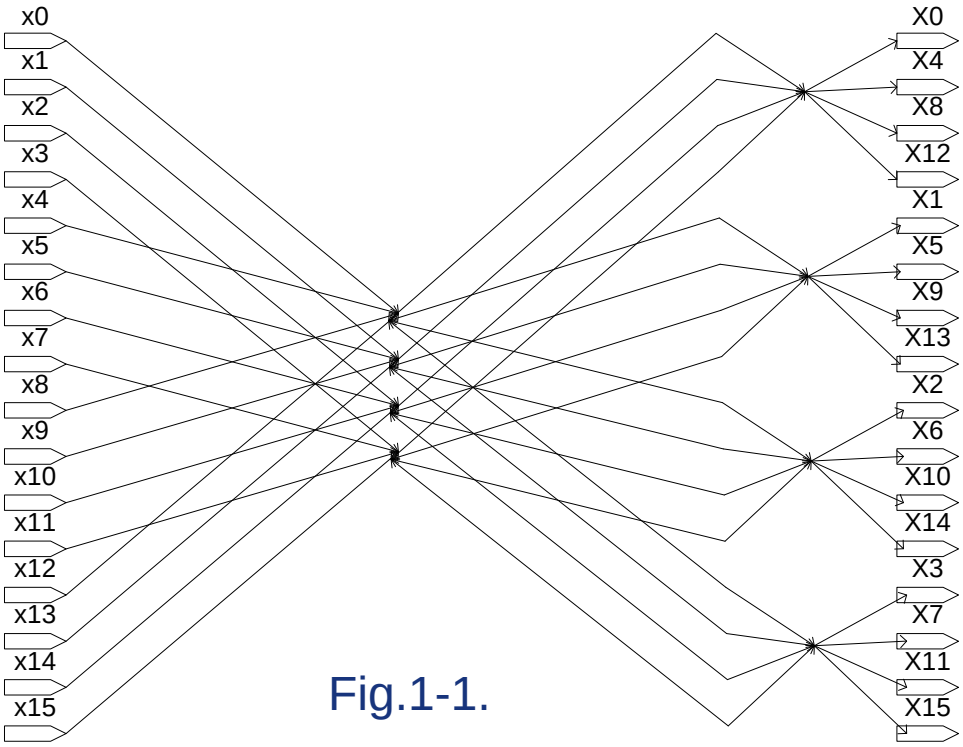
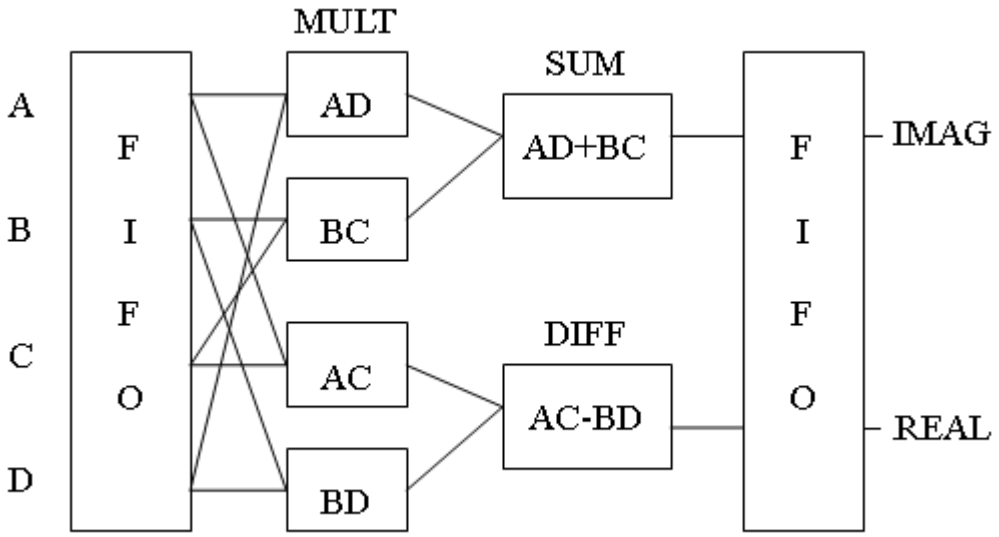


Fig.1-1.

Brief Introduction to the project

Fig.1-2. shows the basic unit used for implementing FFT algorithm, the complex multiplier. The function is

(A+Bj)(C+Dj)=(AC-BD)+j(AD+BC)

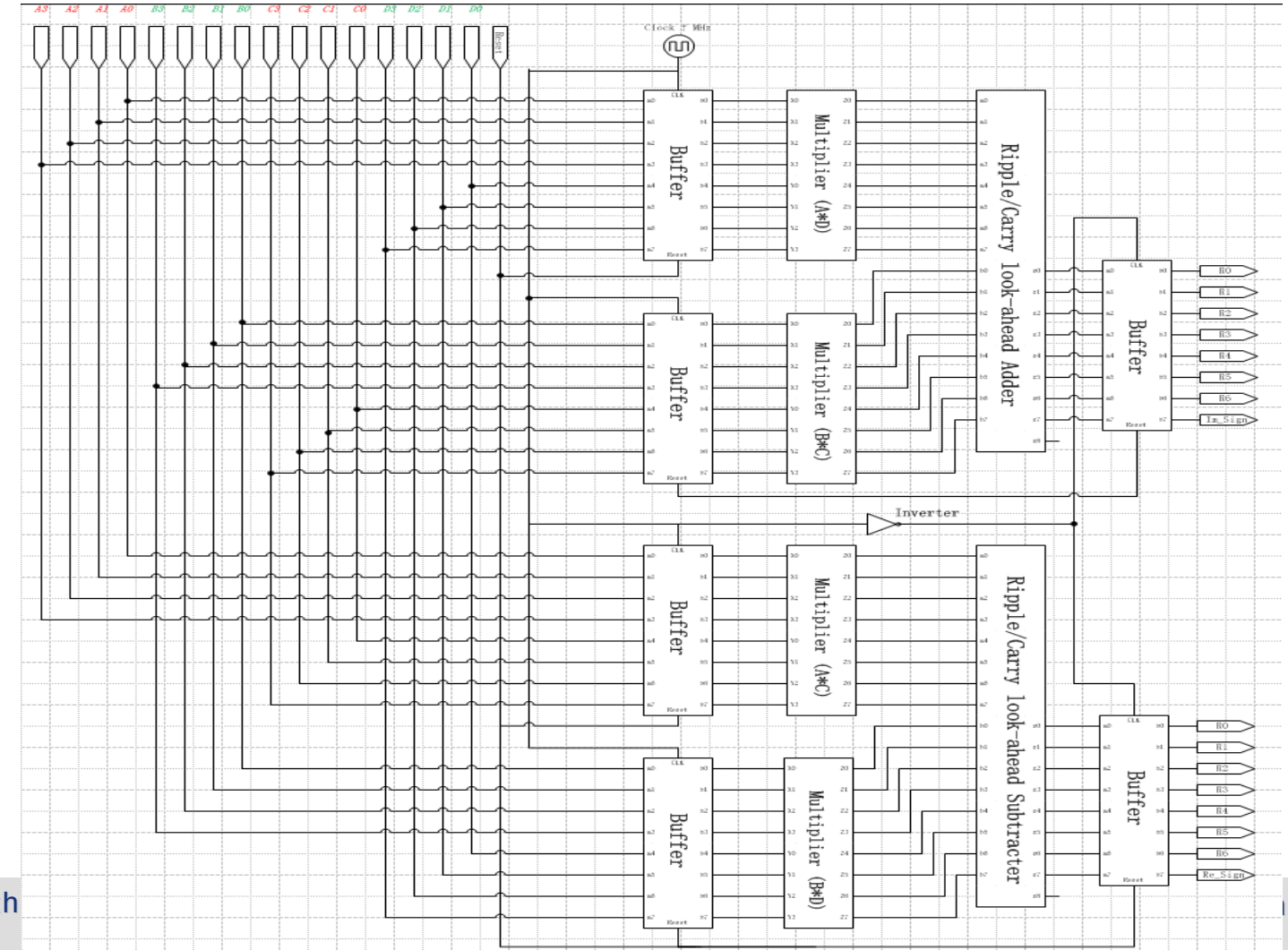


(A+Bj)(C+Dj)=(AC-BD)+j(AD+BC)

Fig.1-2.

Brief Introduction to the project

The top level overview of our design is given as Fig 1-3.



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Structure Implementation

- Structure consists of…

  FIFO × 6

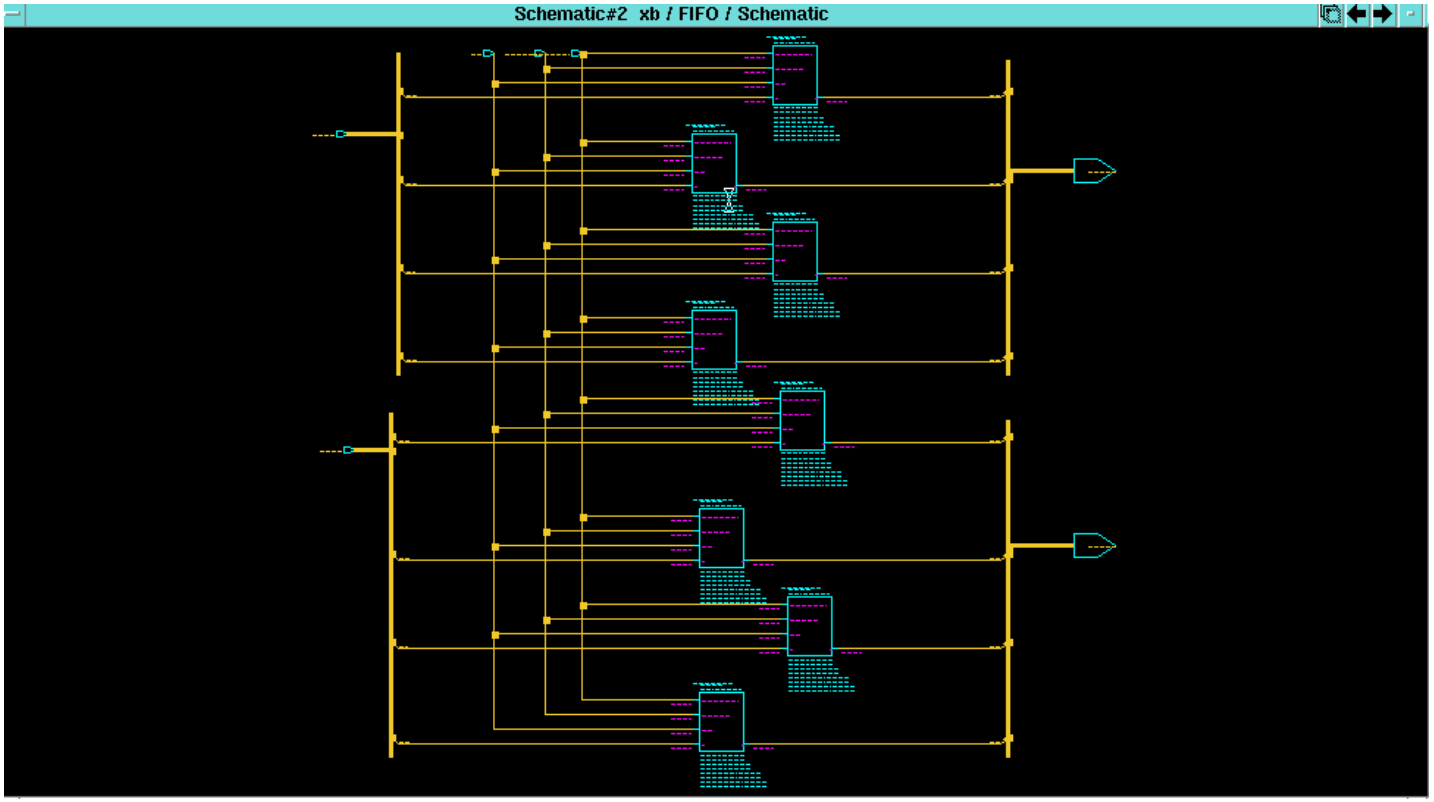
  Ripple carry Adder × 1

  Ripple carry Subtractor × 1

  Signed Multiplier × 4

FIFO Implementation

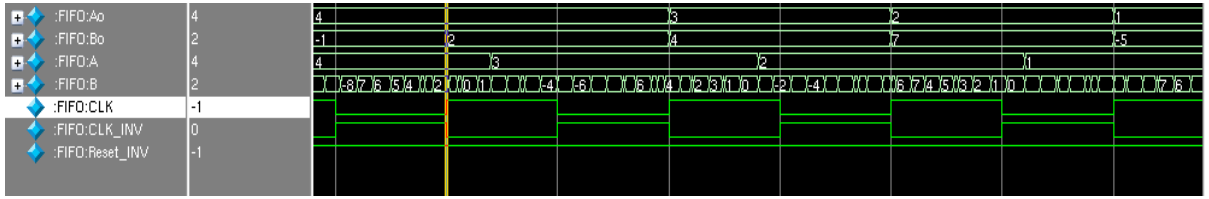
Schematic



This is the schematic of one FIFO component. It contains 8 Dflipflops with reset and works as a buffer for both input and output.

FIFO Implementation

Digital Simulation



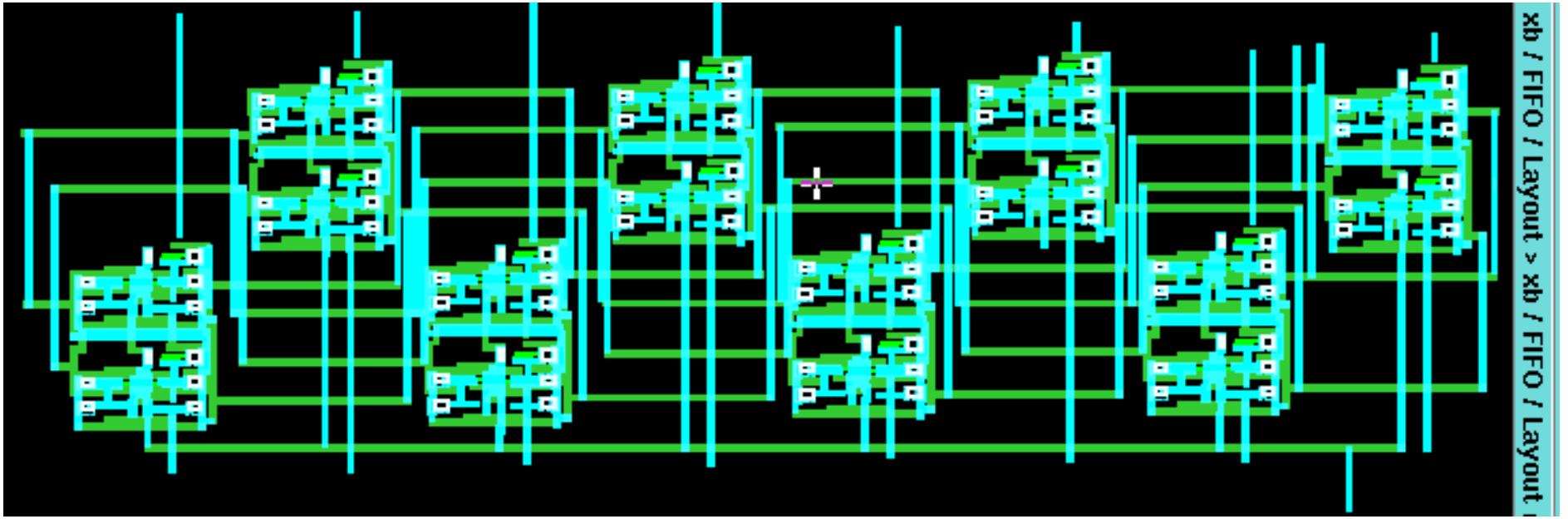

```
`celldefine
`suppress_faults
`enable_portfaults
`timescale 1ns/10ps
module dflipflop (D,CLK,CLK_inv,Reset_inv,Q);
   output Q;
   input D,CLK,CLK_inv,Reset_inv;
   reg Q;

   always @ ( posedge CLK)
 if (~Reset_inv) begin
   Q <= 0;
 end  else begin
   Q <= D;
 end
```

This is the digital simulation result of FIFO component. All possible patterns have been exhaustively tested. To make top level testing easier, we then rewrote the verilog for Dflipflop. The key part of codes is shown above.

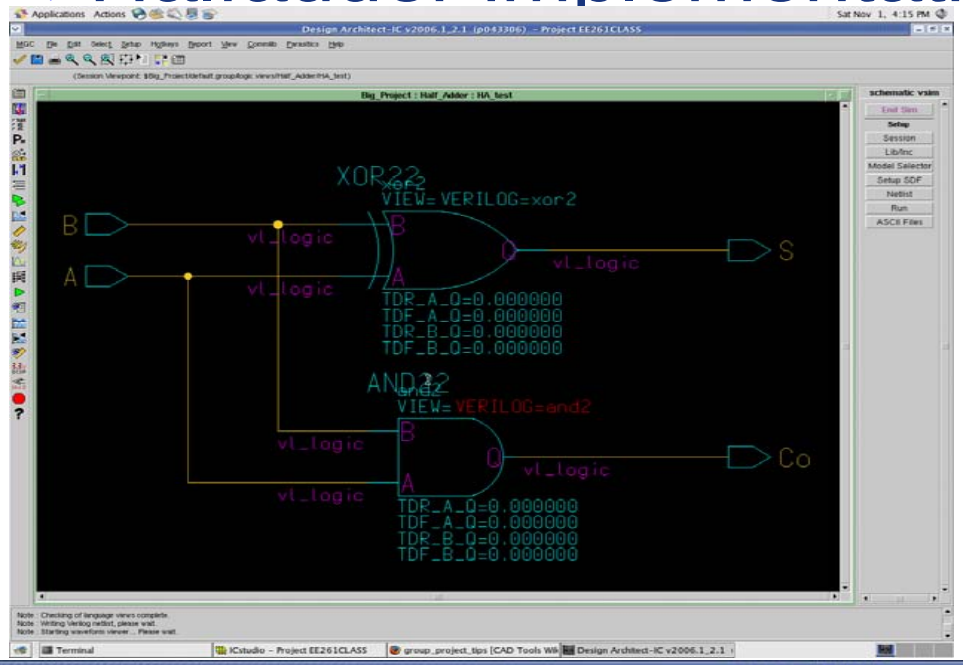
FIFO Implementation

- Layout

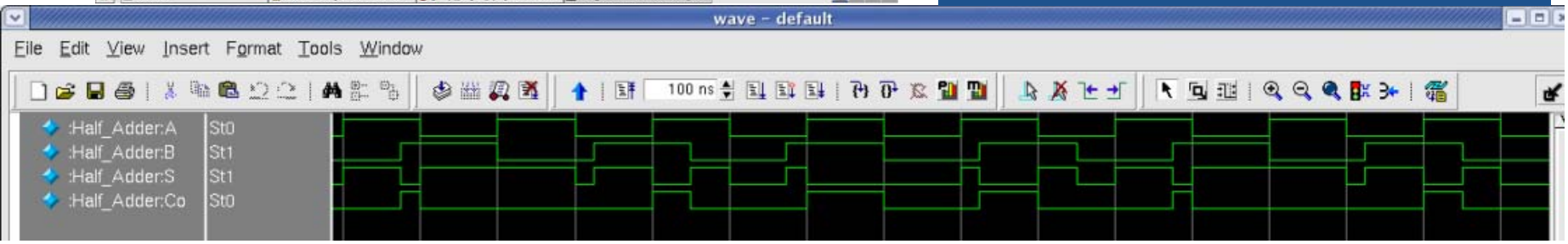


Ripple Carry Adder Implementation

- Halfadder implementation

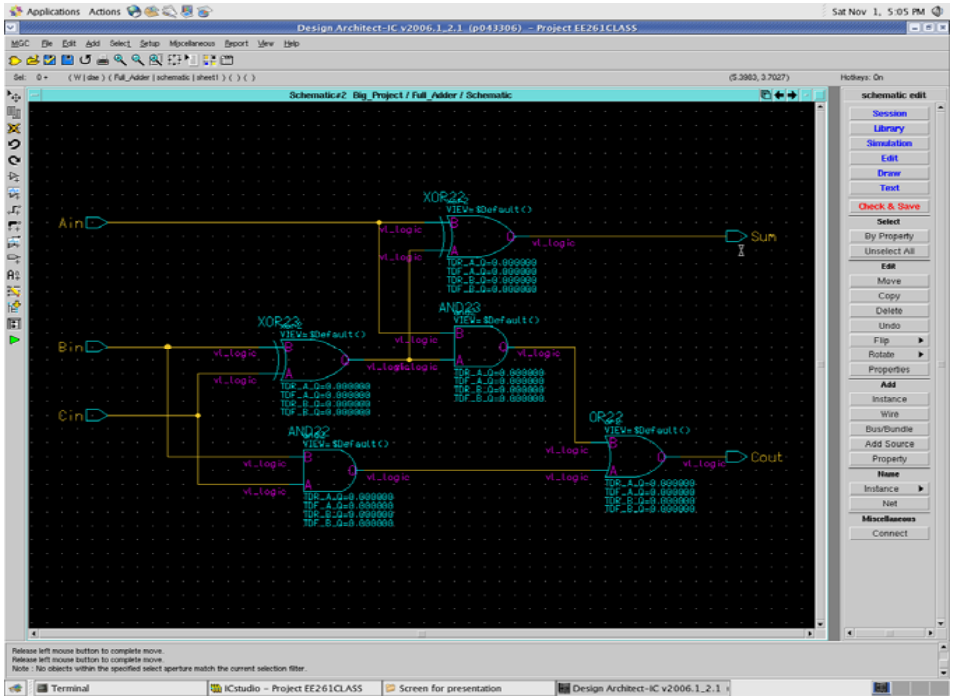


A	B	S	CO
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

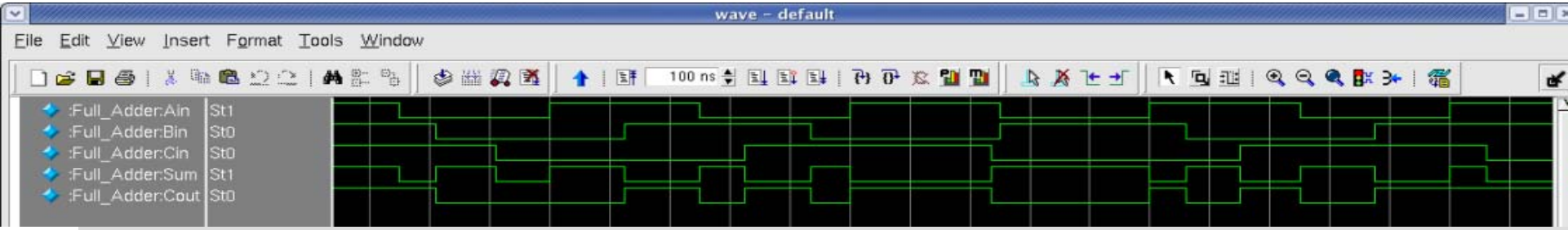


Ripple Carry Adder Implementation

- Fulladder implementation

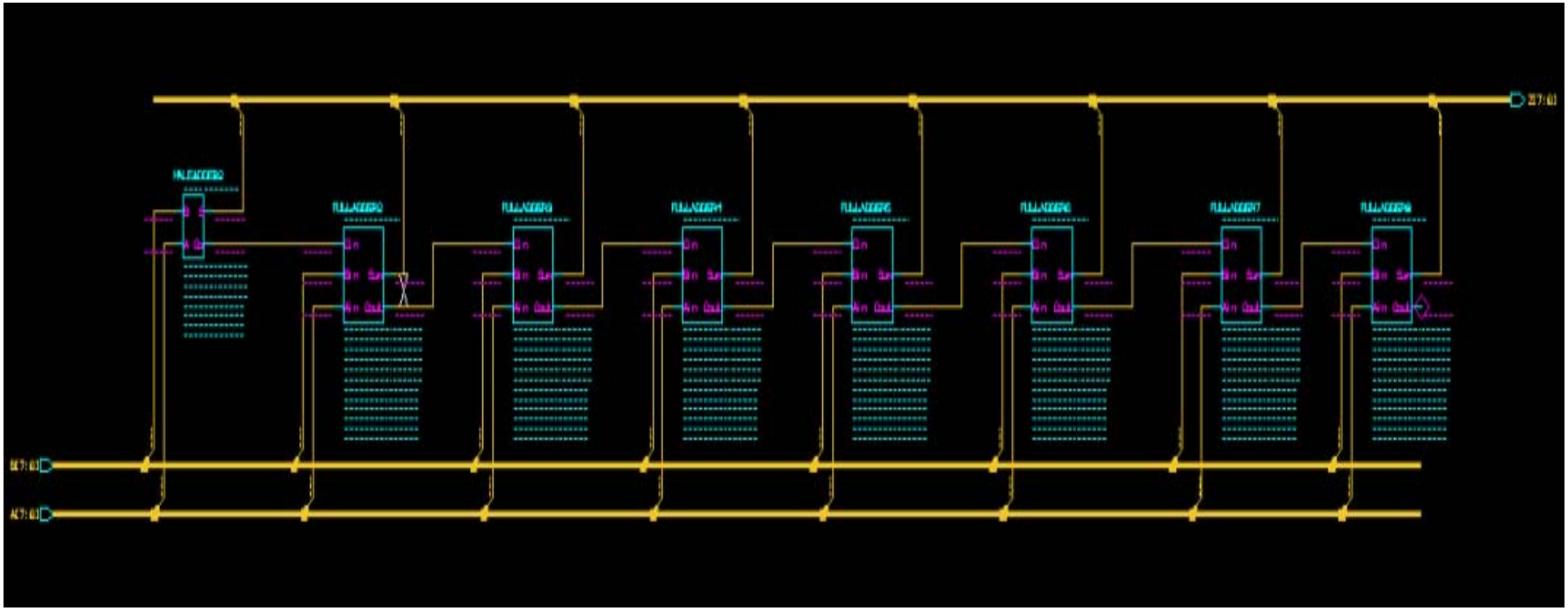


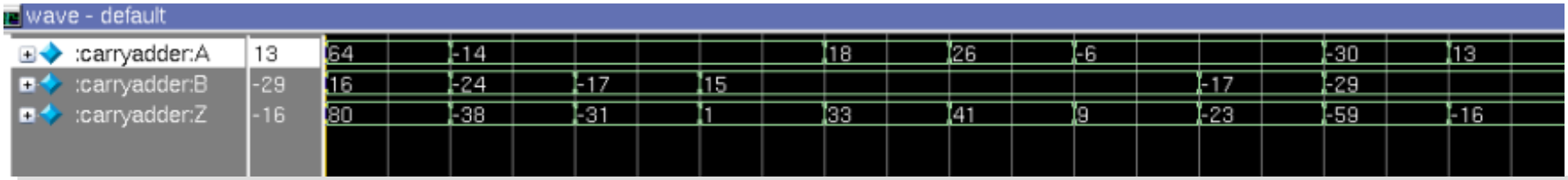
Input			Output	
Ain	Bin	Cin	Sum	Cout
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1



Ripple Carry Adder Implementation

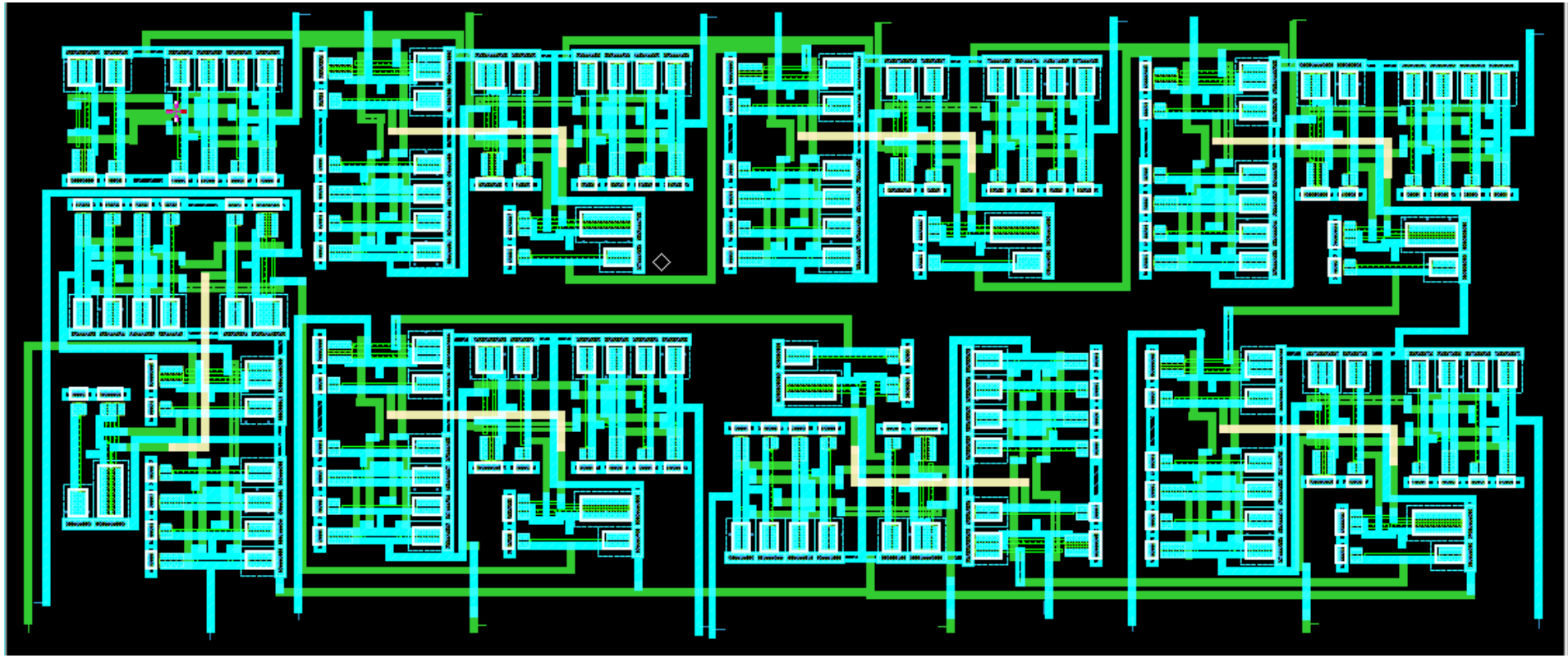
- 8 bit Ripple Carry Adder implementation





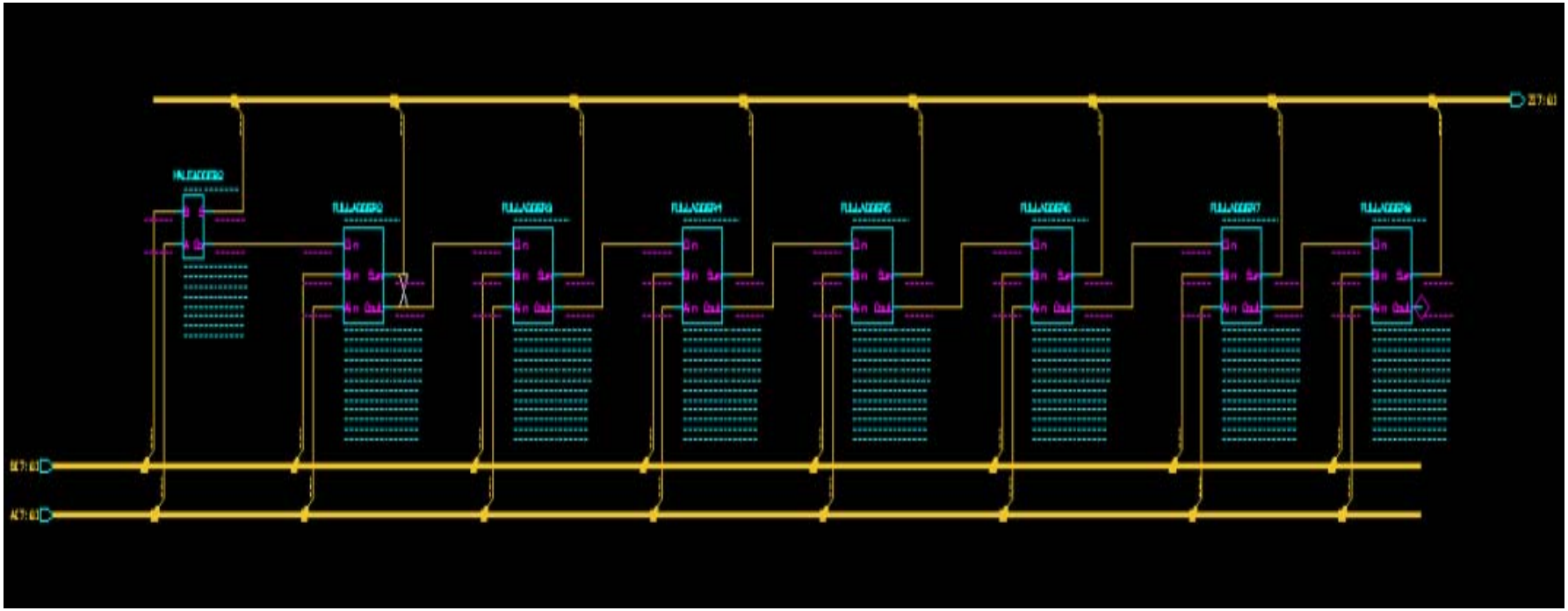
Ripple Carry Adder Implementation

- Layout



Subtractor Implementation

- 8 bit Ripple Carry Subtractor implementation

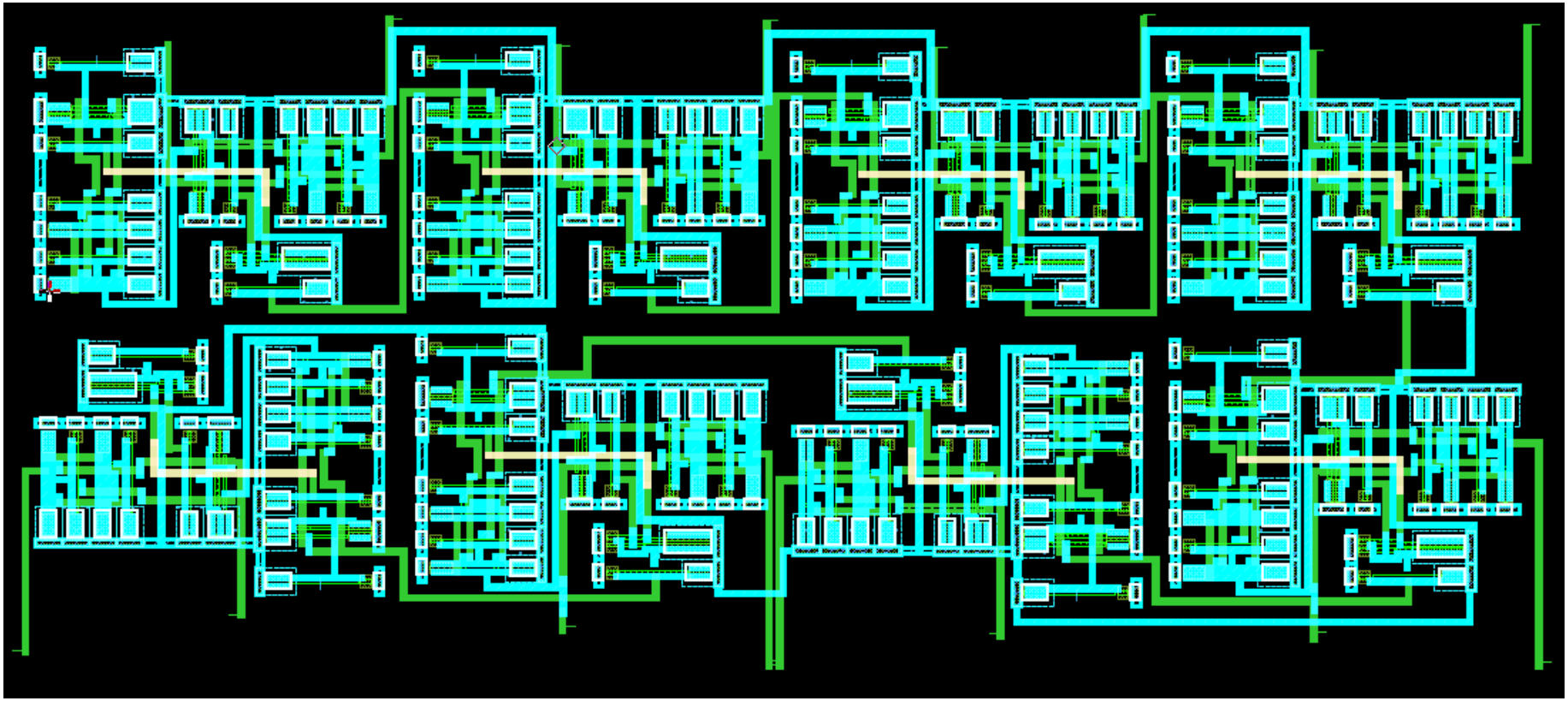


wave - default

:carryadder:A	13	64	-14			18	26	-6		-30	13	
:carryadder:B	-29	16	-24	-17	15				-17	-29		
:carryadder:Z	-16	80	-38	-31	1	33	41	9	-23	-59	-16	

Subtractor Implementation

- Layout



Multiplier Implementation

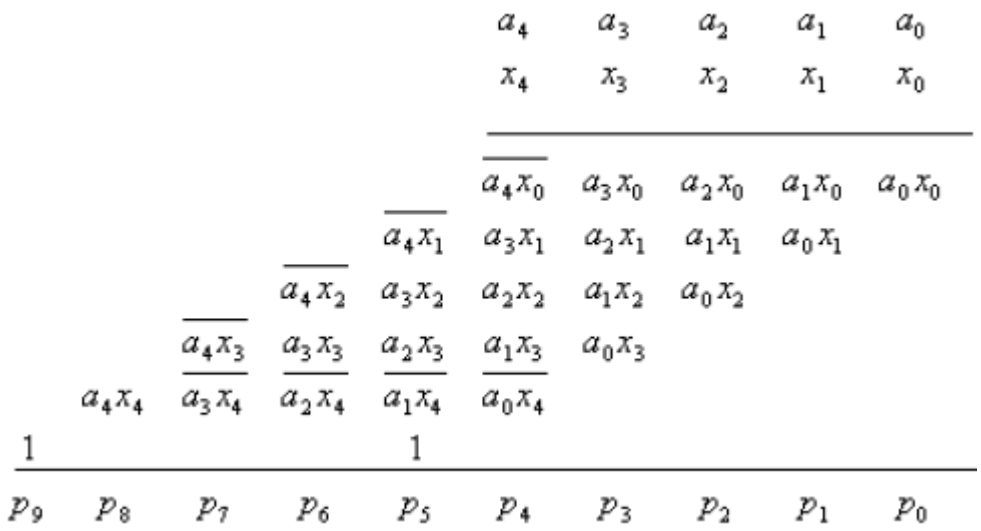
Unsigned Multiplication

					a_4	a_3	a_2	a_1	a_0
					x_4	x_3	x_2	x_1	x_0
					a_4x_0	a_3x_0	a_2x_0	a_1x_0	a_0x_0
				a_4x_1	a_3x_1	a_2x_1	a_1x_1	a_0x_1	
			a_4x_2	a_3x_2	a_2x_2	a_1x_2	a_0x_2		
		a_4x_3	a_3x_3	a_2x_3	a_1x_3	a_0x_3			
	a_4x_4	a_3x_4	a_2x_4	a_1x_4	a_0x_4				
p_9	p_8	p_7	p_6	p_5	p_4	p_3	p_2	p_1	p_0

Algorithm: shift and addition

Multiplier Implementation

Signed Multiplication



Algorithm we use: Baugh-Woodley technique

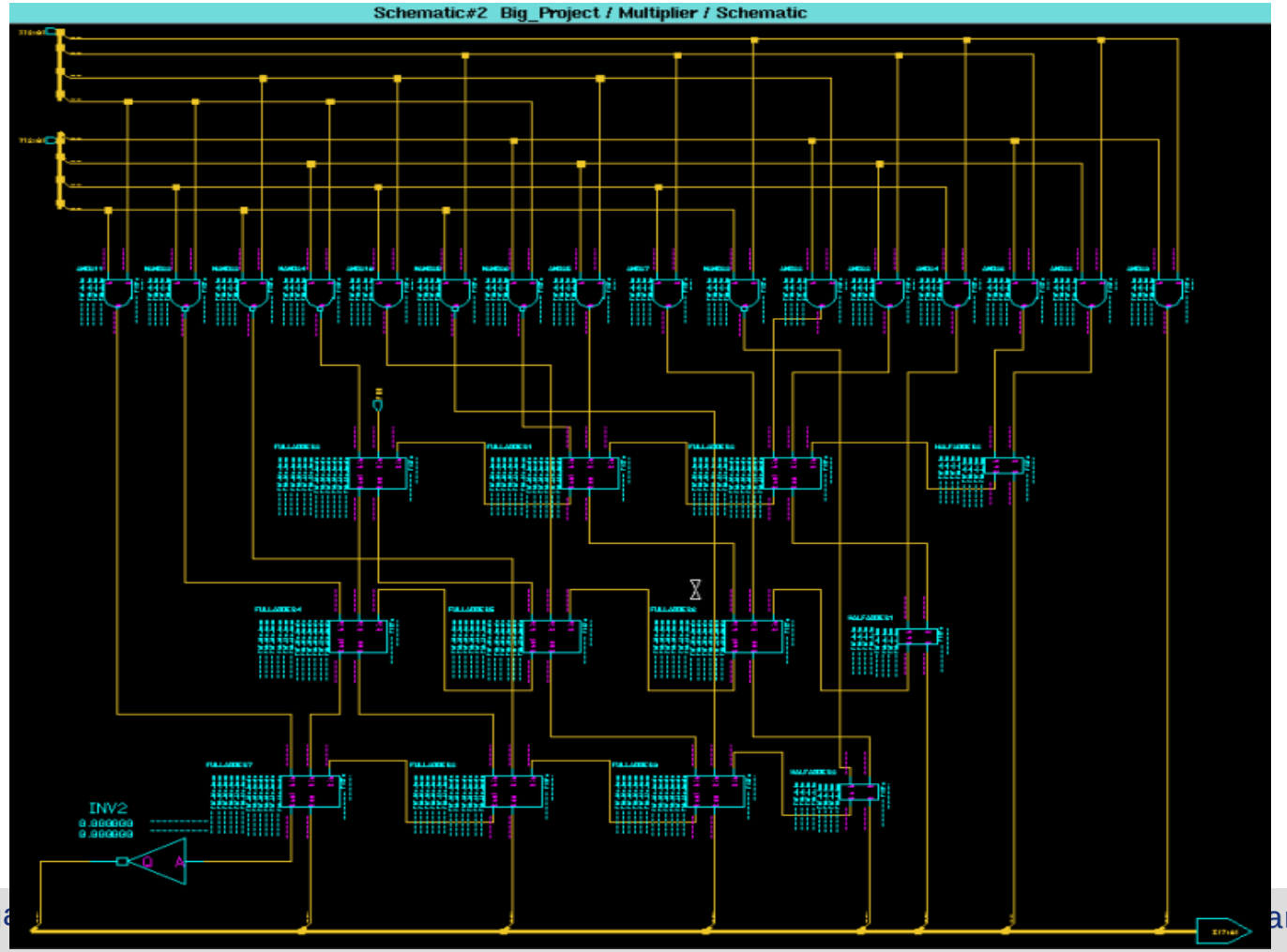
Need some modifications based on unsigned multiplication.

How to modify?

Only need a few more full adders and change some AND2 gates to NAND2 gates.

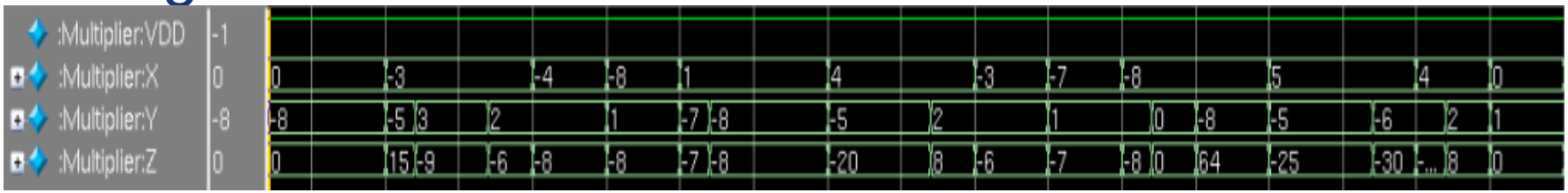
Multiplier Implementation

- Schematic



Multiplier Implementation

Digital simulation



Results: 0*-8=0

-3*-5=15

-3*3=-9

-3*2=-6

-4*2=-8

…

Realizes the multiplication of input X and Y, with the correct outcome Z=XY, which will be sent to Ripple Carry Adder or Ripple Carry Subtractor to calculate:

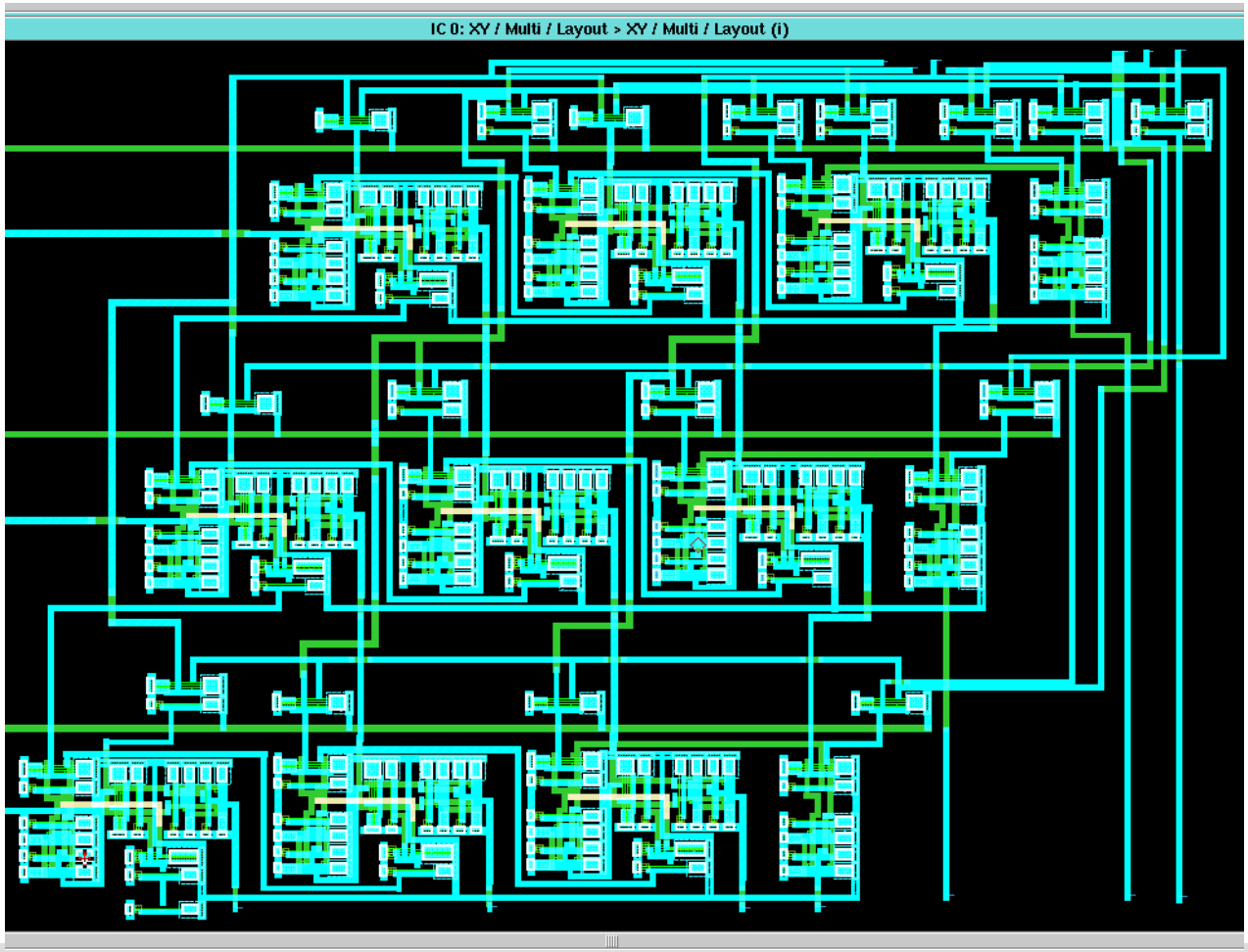
AD+BC & AC-BD

Consists of:

Nand2	× 6
And2	× 10
Full Adders	× 9
Half Adders	× 3
Inv	× 1

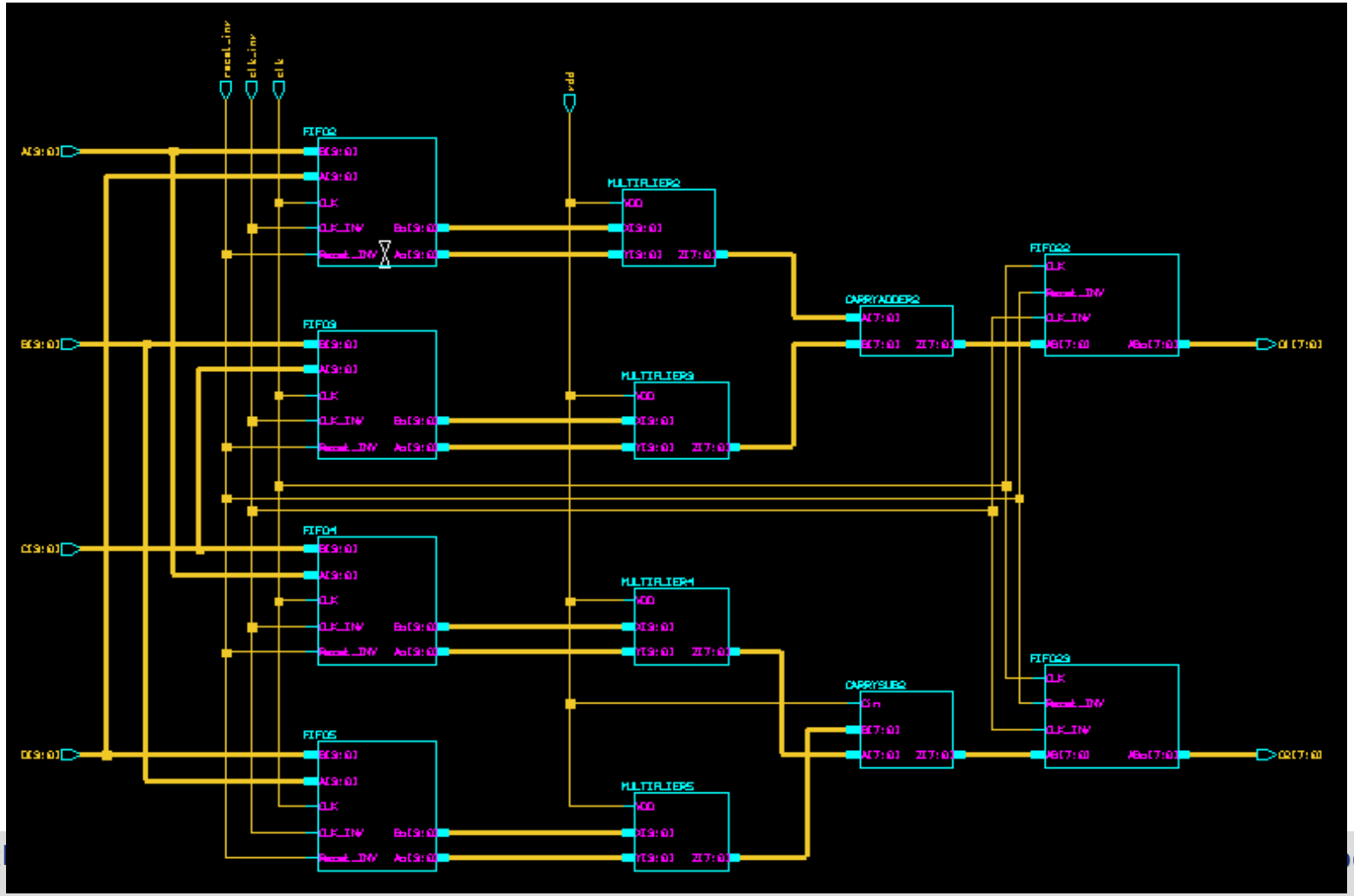
Multiplier Implementation

- Layout



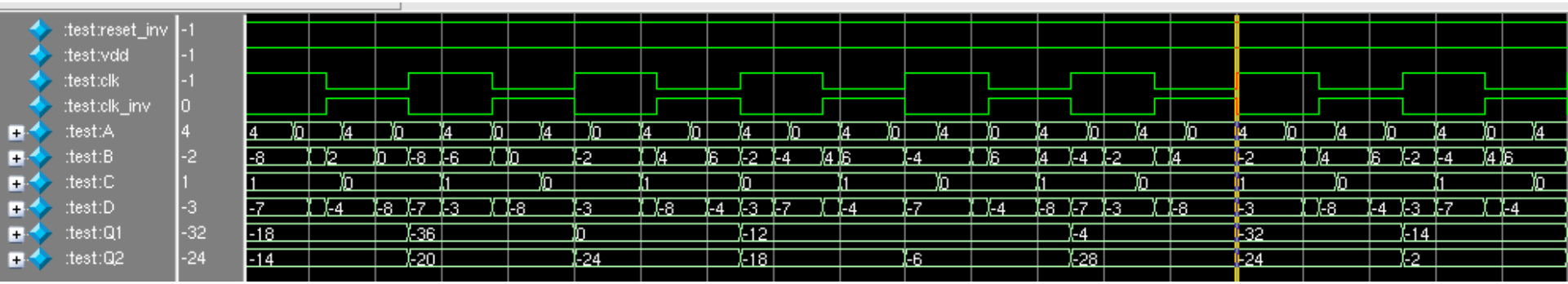
System Implementation

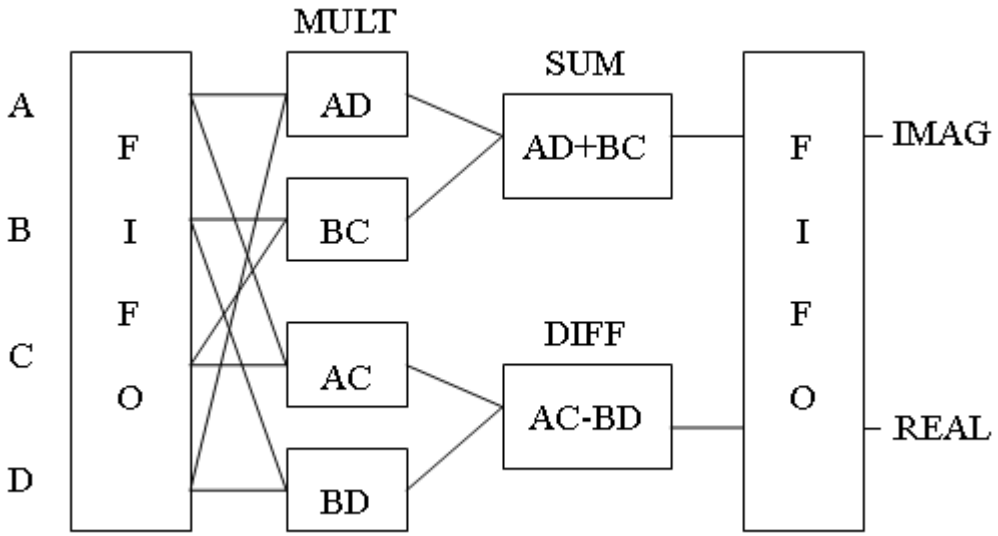
- Schematic



System Implementation

Digital Simulation





$$(A+Bj)(C+Dj)=(AC-BD)+j(AD+BC)$$

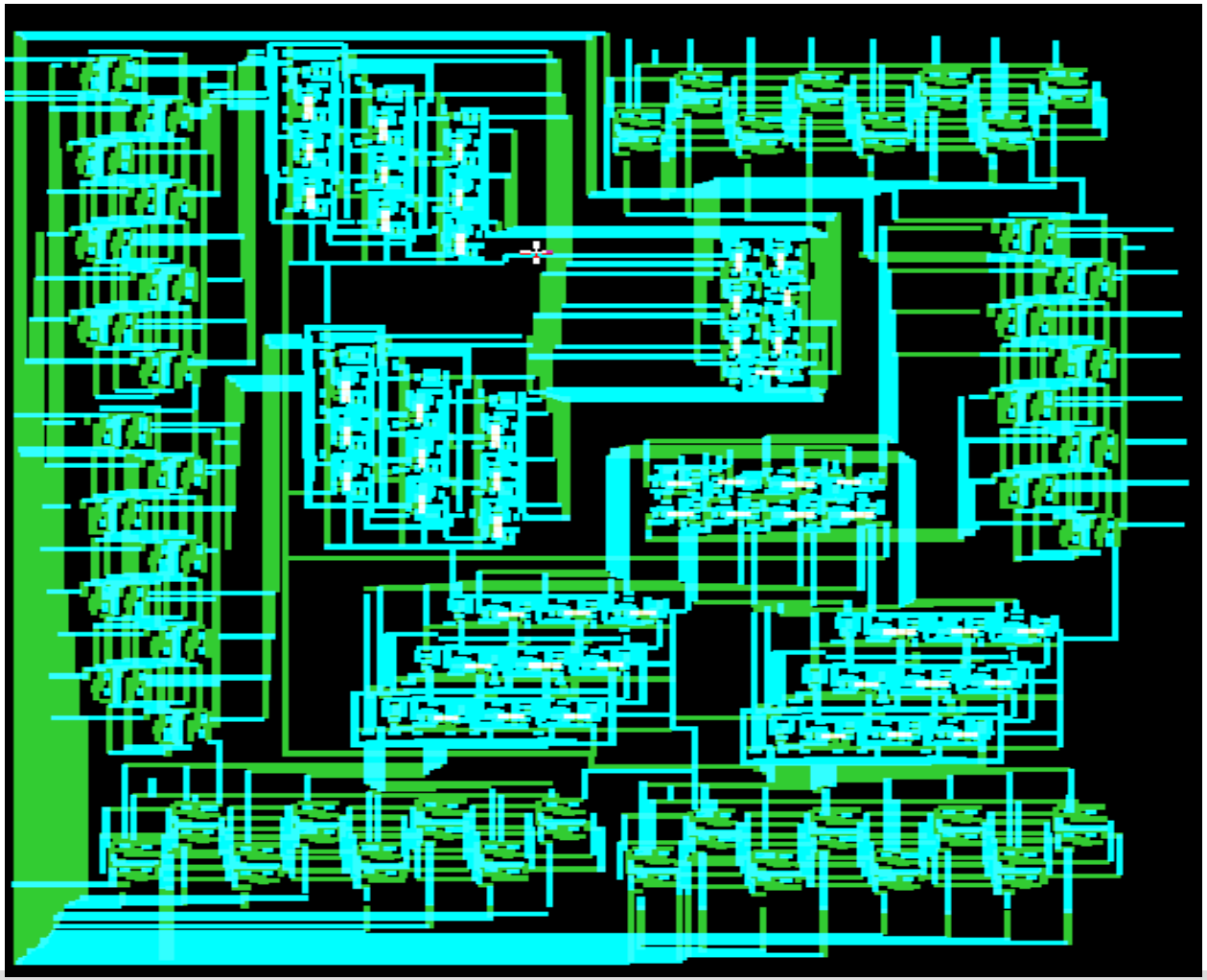
Q1= AD+BC

Q2= AC-BD

The latency between input and output is one clock cycle

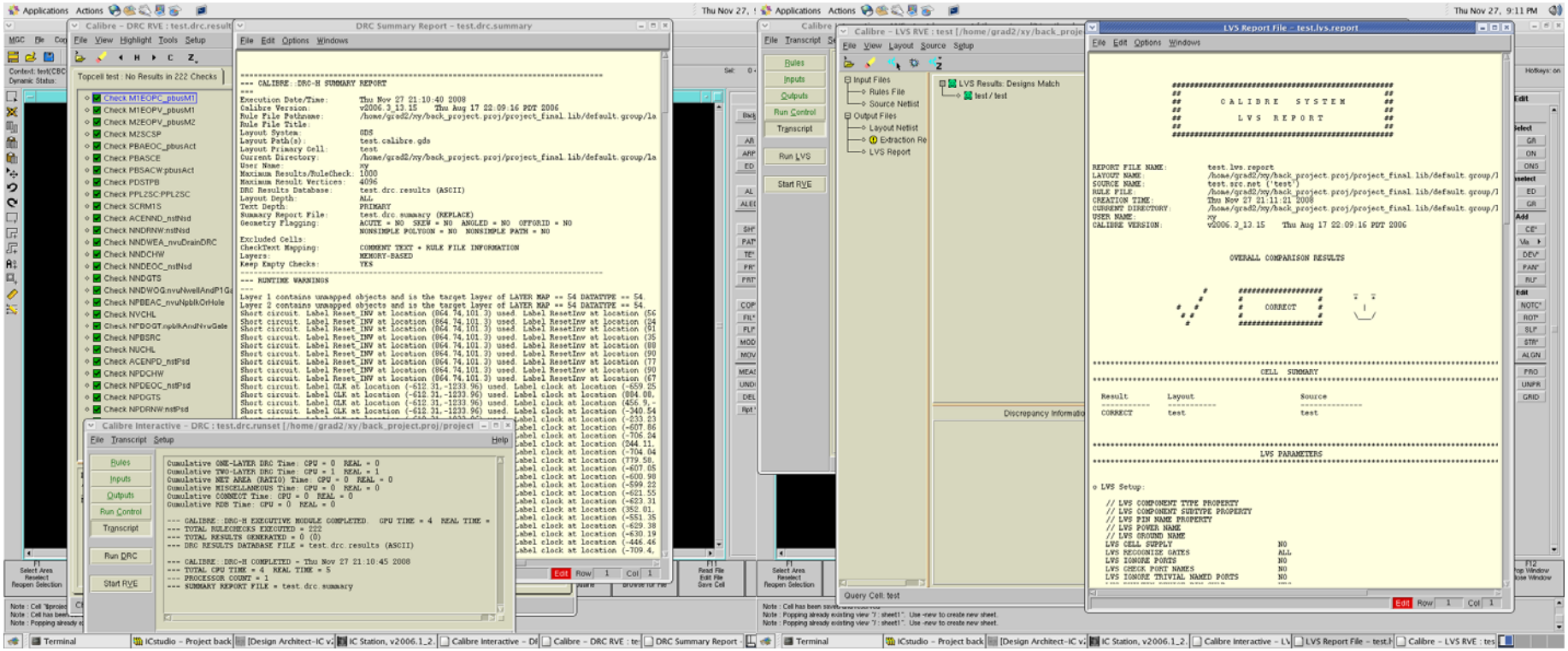
System Implementation

- Layout



System Implementation

- Pass DRC & LVS



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Feature Evaluation

- **Number of transistors**

Components				Total transistors
SUM*1	DIFF*1	MULT*4	FIFO*6	
252	288	434*4	256*6	3812

- **Area (mm^2)**

2.011*2.416=4.850mm^2

- **Power Consumption:**

$$P = \alpha \cdot C \cdot V^2 \cdot f$$
$$= 0.1 \cdot \left[3812 \cdot (12\lambda) \cdot (0.8\mu m / 2\lambda) \cdot (2\, fF / \mu m) \right] \cdot 5^2 \cdot 10^6$$
$$= 0.0915 mW / MHz$$

Feature Evaluation

Power Consumption:

From eldo simulation can get latency in critical path:

FIFO_latency=1.45833ns

Multiplier_latency=4.06742ns

Subtractor_latency=0.933838ns

So, total latency=1.45833+4.06742+0.933838
=6.459588(ns)

Feature Evaluation

Power Consumption:

So, the maximum frequency is:

$$f = \frac{1}{total\_latency} = \frac{1}{6.459588 \times 10^{-9}} = 155(MHz)$$

So, power consumption is:

$$P = \alpha \cdot C \cdot V^2 \cdot f$$

$$= 0.1 \cdot \left[3812 \cdot (12\lambda) \cdot (0.8\mu m / 2\lambda) \cdot (2\, fF / \mu m) \right] \cdot 5^2 \cdot 10^6$$

$$= 0.0915 mW / MHz \cdot 155 MHz$$

$$= 14 mW$$

Feature Evaluation

- Top-down demonstration of layout. Firstly, the top level. Let's take a look at the floor plan.