

Peter A. Milder, Franz Franchetti, James C. Hoe, Markus Püschel

Problem Statement

- The discrete Fourier transform (DFT) is among the most important tools in signal processing
- DFT has many algorithms (FFTs) and design choices
- How to represent, generate, and evaluate the design space for given user constraints?
- Results:** 1) FFT IP core generator: "point and click"

2) FFT implementation guidelines

Abstraction Level	Options	Objectives / Constraints	Suggestions
Algorithmic	algorithm	-minimize latency or cost -maximize throughput	Pease FFT Iterative FFT
	radix	-reduce cost	find by exploration (typically 2, 4, or 8)
Architectural	horizontal-reuse	-minimize latency or cost -maximize throughput	yes no, fully-streamed instead
	streaming width	-balance cost/performance	set to desired tradeoff
FPGA-mapping	complex multiply	-mult. blocks plentiful -otherwise	4 mults, 2 adds 3 mults, 5 adds
	permutation	-BRAM plentiful -otherwise	memory-based method FIFO-based method

Algorithmic Level

Discrete Fourier Transform (DFT)

$$y = \text{DFT}_n x, \quad \text{DFT}_n = [(\exp(2\pi\sqrt{-1}/n)^{k\ell})]_{0 \leq k, \ell < n}$$

Fast Fourier Transform (FFT) Algorithms

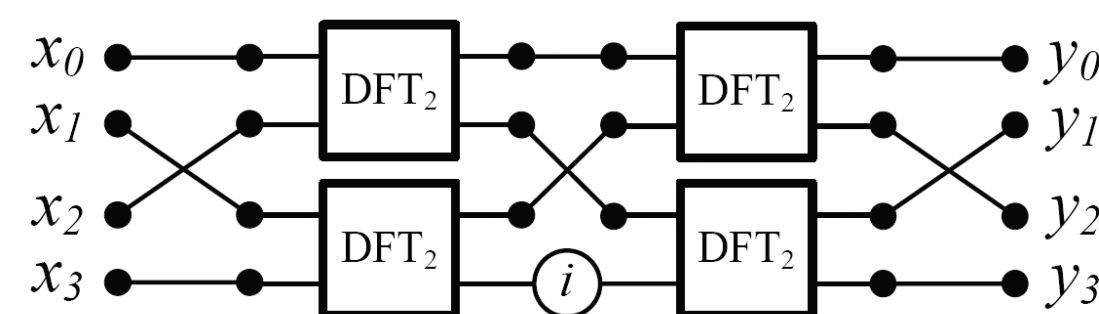
- Matrix factorization

$$\text{DFT}_4 = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & -j & -1 & -j \\ 1 & -1 & 1 & -1 \\ 1 & j & -1 & j \end{bmatrix} = \begin{bmatrix} 1 & & & \\ & 1 & & \\ & & 1 & \\ & & & 1 \end{bmatrix} \begin{bmatrix} 1 & & & \\ & 1 & & \\ & & 1 & \\ & & & 1 \end{bmatrix} \begin{bmatrix} 1 & & & \\ & 1 & & \\ & & 1 & \\ & & & 1 \end{bmatrix} \begin{bmatrix} 1 & & & \\ & 1 & & \\ & & 1 & \\ & & & 1 \end{bmatrix}$$

- Representation as matrix formula

$$\text{DFT}_4 = (\text{DFT}_2 \otimes I_2) T_2^4 (I_2 \otimes \text{DFT}_2) L_{4,2}$$

- Formula describes combinational datapath



Pease FFT [2]:

$$\text{DFT}_{r^t} = \left[\prod_{k=0}^{t-1} L_{r^k, r} (I_{r^{t-k}} \otimes \text{DFT}_r) D_{n,k} \right] R_{r^t, r}$$

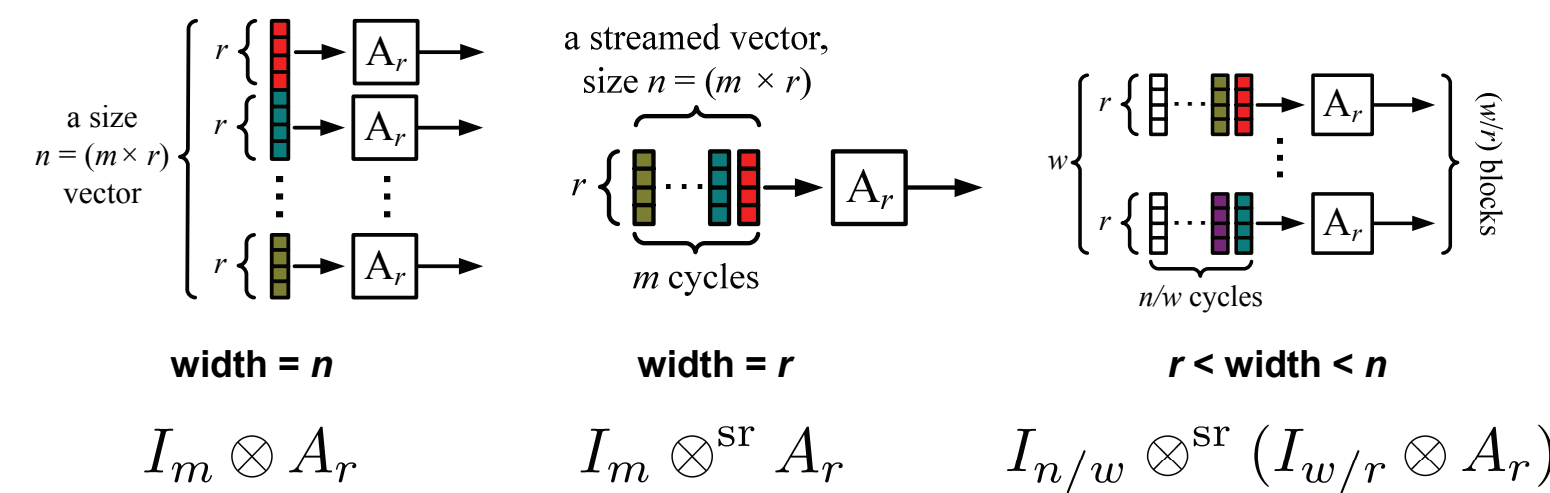
Annotations: explicit parallelism, scaling, stride permutation, basic block of radix r, bit reversal.

Iterative FFT [3]:

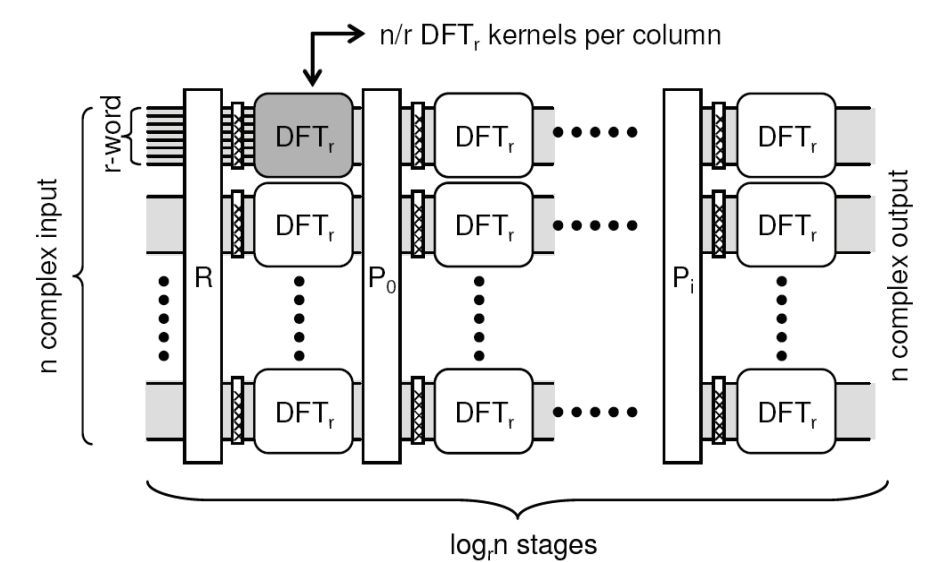
$$\text{DFT}_{r^t} = L_{r^t, r} \left(\prod_{k=0}^{t-2} (I_{r^{t-1-k}} \otimes \text{DFT}_r) D_{n,k} (I_{r^k} \otimes L_{r^{t-k}, r^{t-k-1}}) \right) (I_{r^{t-1}} \otimes \text{DFT}_r) R_{r^t, r}$$

Architectural Level

Formal View of Streaming



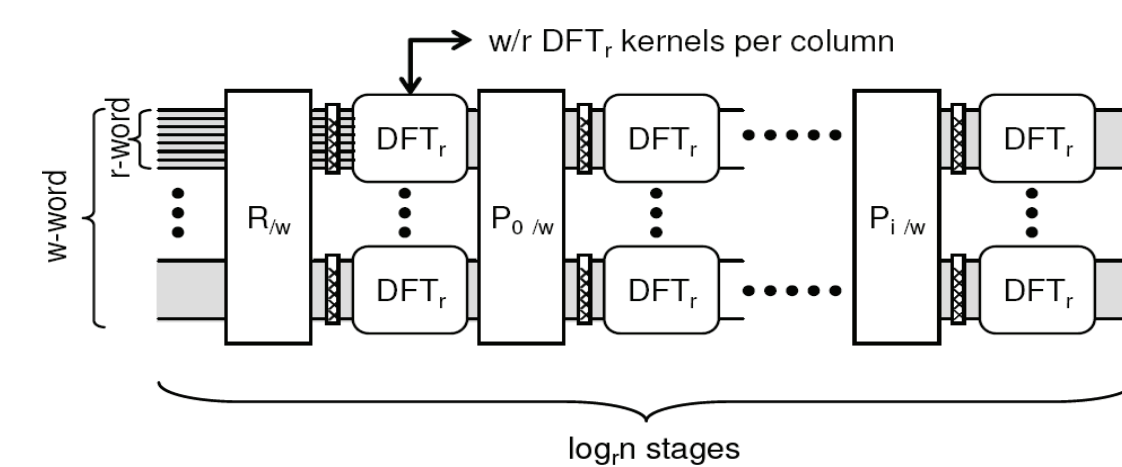
Combinational Datapath



$$\text{DFT}_{r^t} = \left[\prod_{k=0}^{t-1} L_{r^k, r} (I_{r^{t-1-k}} \otimes \text{DFT}_r) D_{n,k} \right] R_{r^t, r}$$

Fold vertically

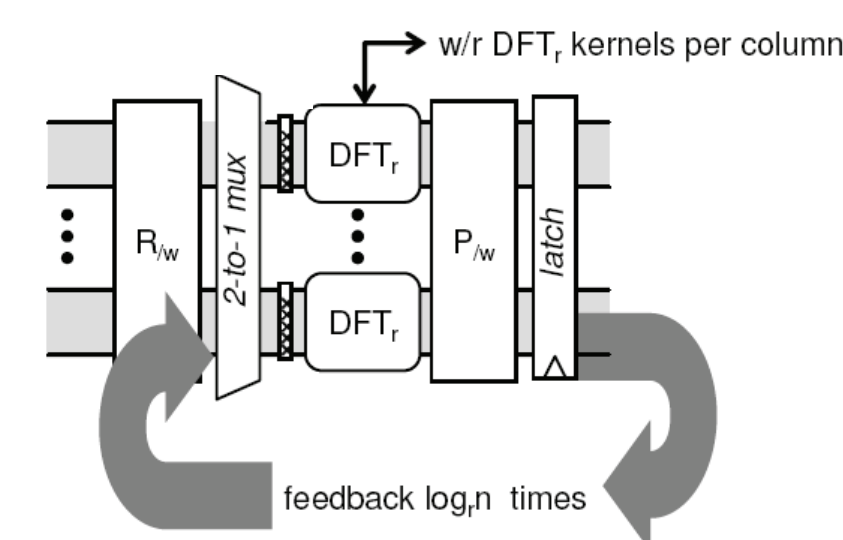
Streaming: Throughput Optimized (Iterative FFT)



$$\text{DFT}_{r^t} = L_{r^t, r} \left(\prod_{k=0}^{t-2} (I_{n/w} \otimes^{sr} (I_{w/r} \otimes \text{DFT}_r)) D_{n,k} P_i \right) \cdot (I_{n/w} \otimes^{sr} (I_{w/r} \otimes \text{DFT}_r)) R_{r^t, r}$$

Fold horizontally

Horizontal Reuse: Latency optimized (Pease FFT)

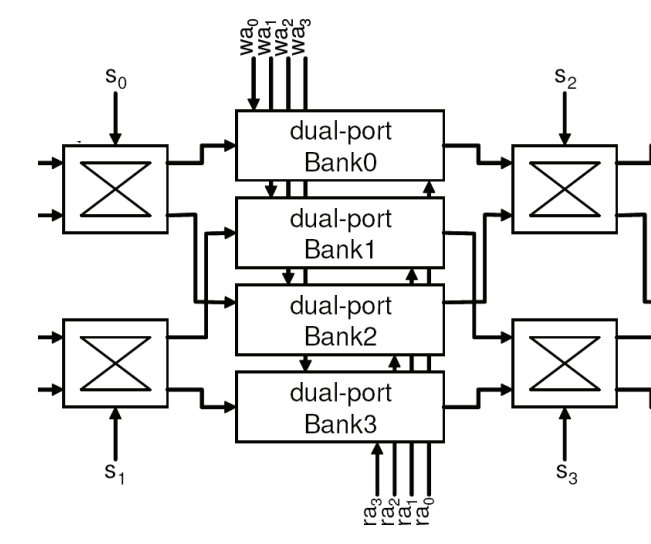


$$\text{DFT}_{r^t} = \left[\prod_{k=0}^{t-1} L_{r^k, r} (I_{n/w} \otimes^{sr} (I_{w/r} \otimes \text{DFT}_r)) D_{n,k} \right] R_{r^t, r}$$

FPGA Mapping

Stride permutation

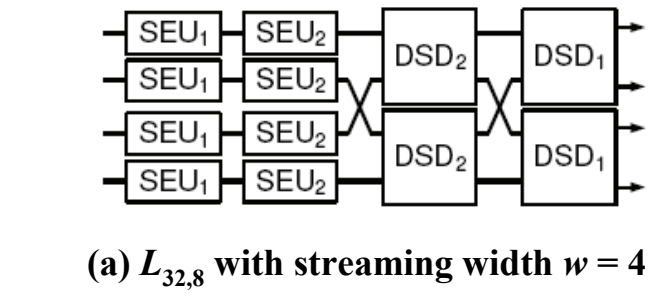
- Method 1: RAM-Based [4]



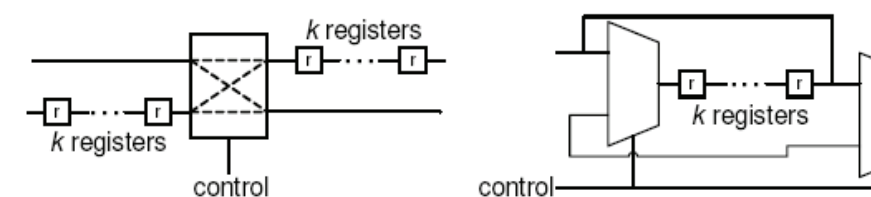
property	cost
storage	2n words
logic	low, "optimal"
control	low, "optimal"

Example: $L_{256,2}$ with $w = 4$ ports

- Method 2: FIFO-Based [5]



property	cost
storage	n/2 words, "optimal"
logic	high
control	high



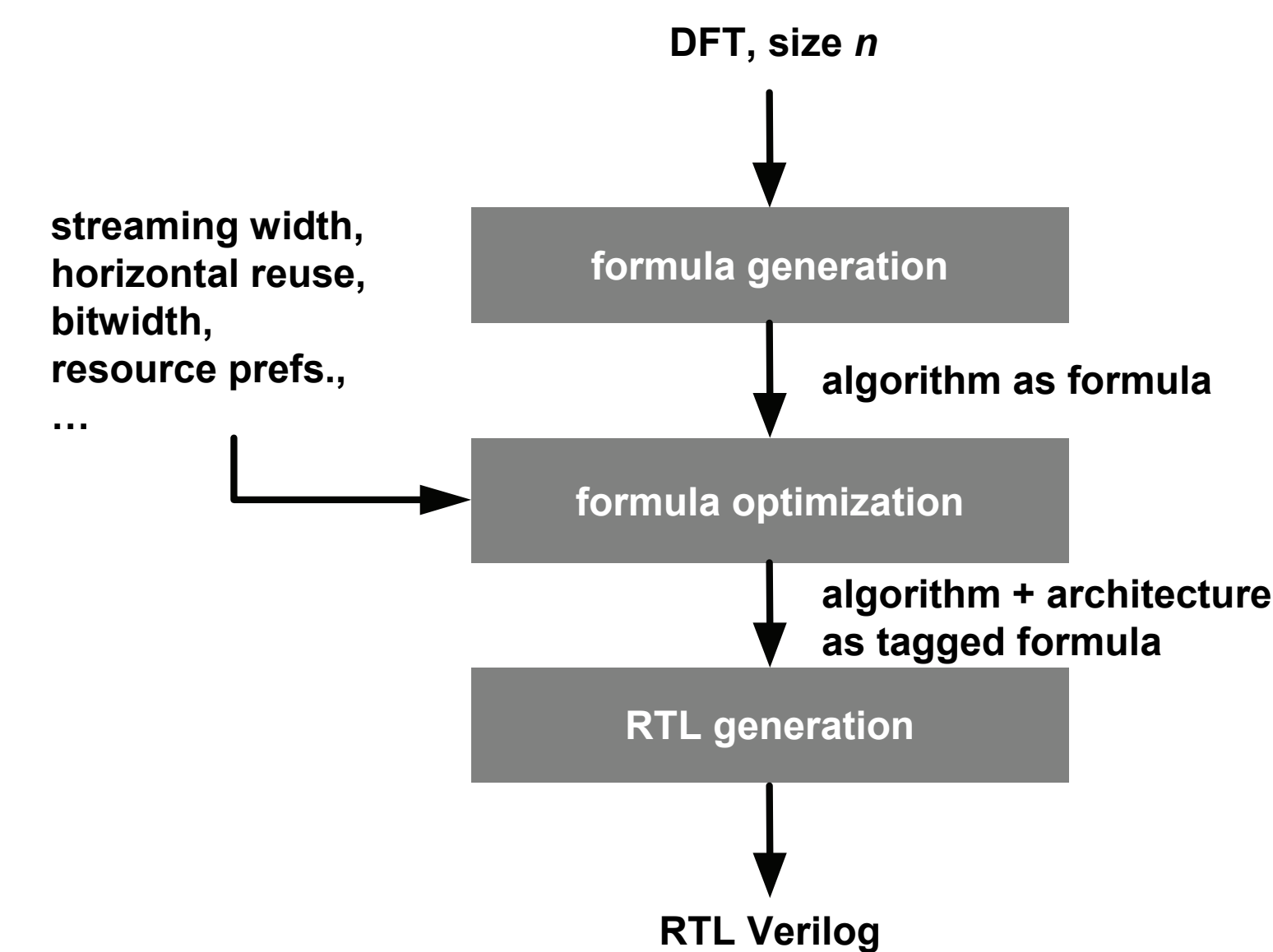
(b) DSD_k block

(c) SEU_k block

Other FPGA-Mapping Options

- Complex multiplication (2 options)
- Twiddle factor storage (3 options)

FFT IP Core Generator



Prototype at: www.spiral.net/hardware/dftgen.html

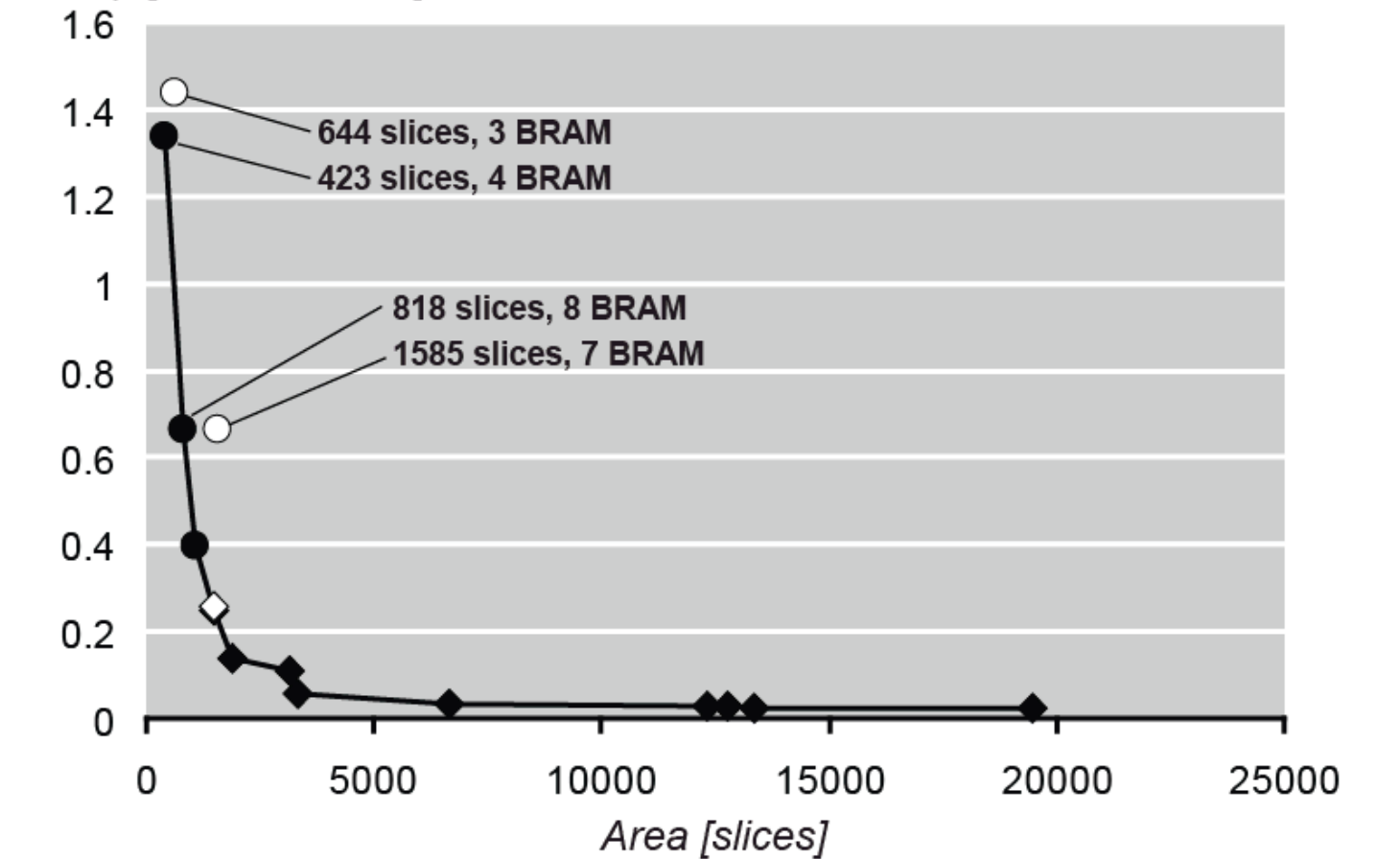
Evaluation

- Synthesis: Xilinx ISE version 8.1i
- Spiral generated FFT IP cores vs. Xilinx LogiCore FFT 3.2
- Gap (1 / throughput) versus area
- Pareto-optimal points

- Xilinx LogiCore
- Spiral Generated
- (diamond): streaming only
- (circle): streaming + hor. reuse

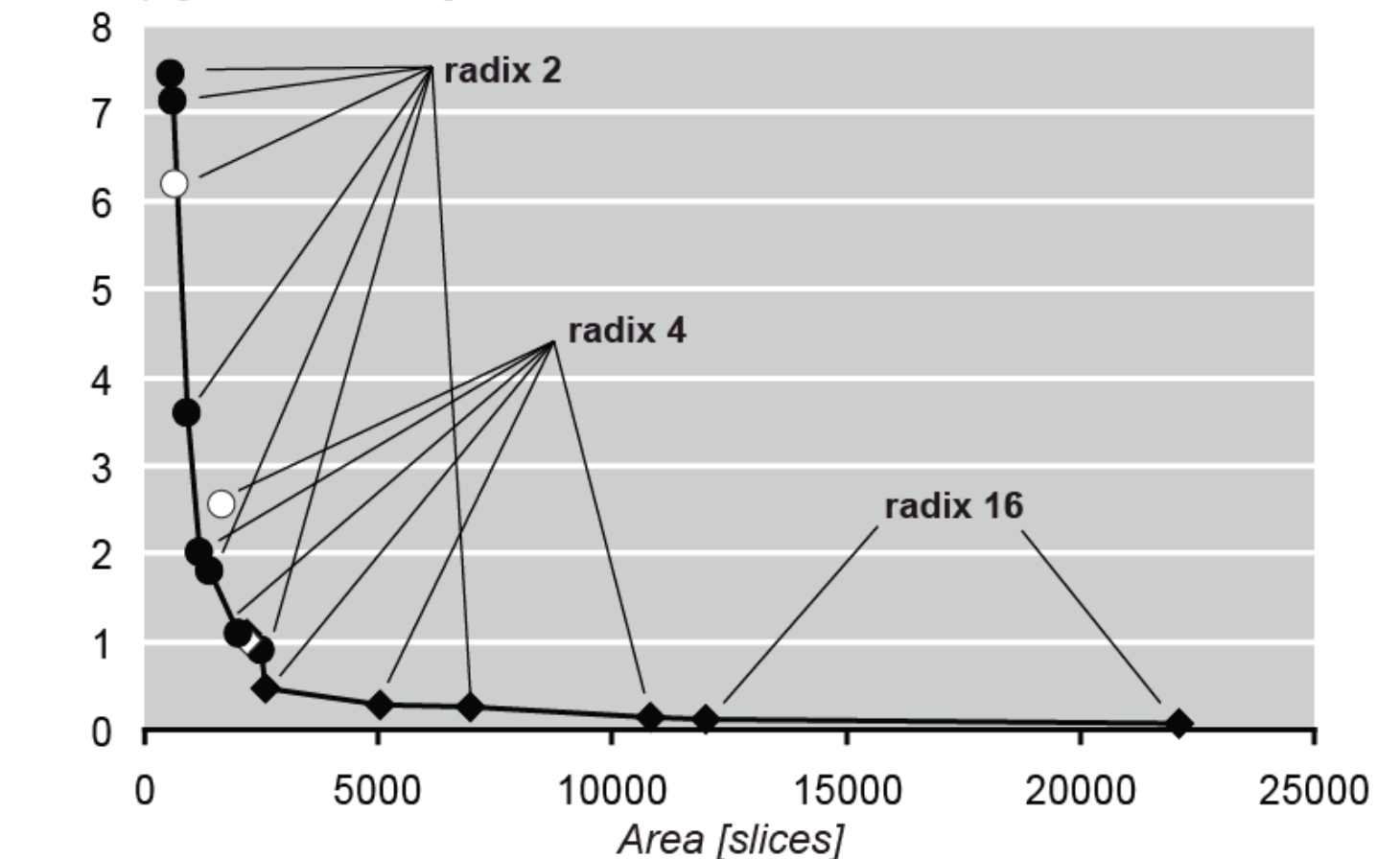
$n = 64$

Gap [microseconds]



$n = 256$

Gap [microseconds]



Cost / performance comparable to benchmarks.
High degree of control over tradeoffs.

References

- C. Van Loan. Computational Framework of the Fast Fourier Transform. SIAM, 1992.
- M. C. Pease. An Adaptation of the fast Fourier transform for parallel processing. ACM, 15(2), April 1968.
- P. A. Milder, F. Franchetti, J. C. Hoe, and M. Püschel. Discrete Fourier transform compiler: from mathematical representation to efficient hardware. CSSI Technical Report #CSSI 07-01, Carnegie Mellon University, January 2007. Available at <http://www.ece.cmu.edu/~pam/papers/dftcomp.pdf>.
- M. Püschel, P. A. Milder, and J. C. Hoe. Permuting streaming data using RAMs. Journal submission under preparation.
- T. Järvinen, P. Salmela, H. Sorokin, and J. Takala. Stride permutation networks for array processors. In Proc. IEEE Intl. Conf. on Application-Specific Systems, Architectures and Processors, 2004.

This work was supported by DARPA under DOI grant NBCH-1050009 and by NSF awards ACR-0234293 and ITR/ACI-0325687.