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ModemX

Heterogeneous Multi-Core Architecture for SDR Applications

making wireless convergence **TRANSPARENT**

Agenda

- ▶ Introduction
- ▶ ModemX Architecture
- ▶ Application Examples
- ▶ Summary



Introduction

▶ ASOCS Introduction

- ▶ Developer of many-core embedded processors enabling seamless connectivity over diverse wireless networks
- ▶ Pioneer of ModemX technology
- ▶ Expertise in algorithms, DSP, software and firmware for wireless, cellular and broadcast
- ▶ Founded in 2003, Head quarters in Afek Park, Israel
- ▶ Investors



▶ ModemX technology

- ▶ Heterogeneous Many Core Architecture
- ▶ Designed specifically for wireless application
- ▶ Field proven in various applications



Introduction – Multicomm SDR platform

- ▶ Support of various waveforms and technologies.
 - ▶ Modulation schemes, Coding schemes.
 - ▶ Multiple access schemes.
 - ▶ Bandwidth and bit rates.
- ▶ In-the-field upgradability.
- ▶ Concurrent operation of multiple standards Waveforms
 - ▶ Zero latency re-morphing from one waveform to another
- ▶ Competitive in area and power.
- ▶ Easy robust development path.
- ▶ Scalability: same platform to support a wide range of applications.



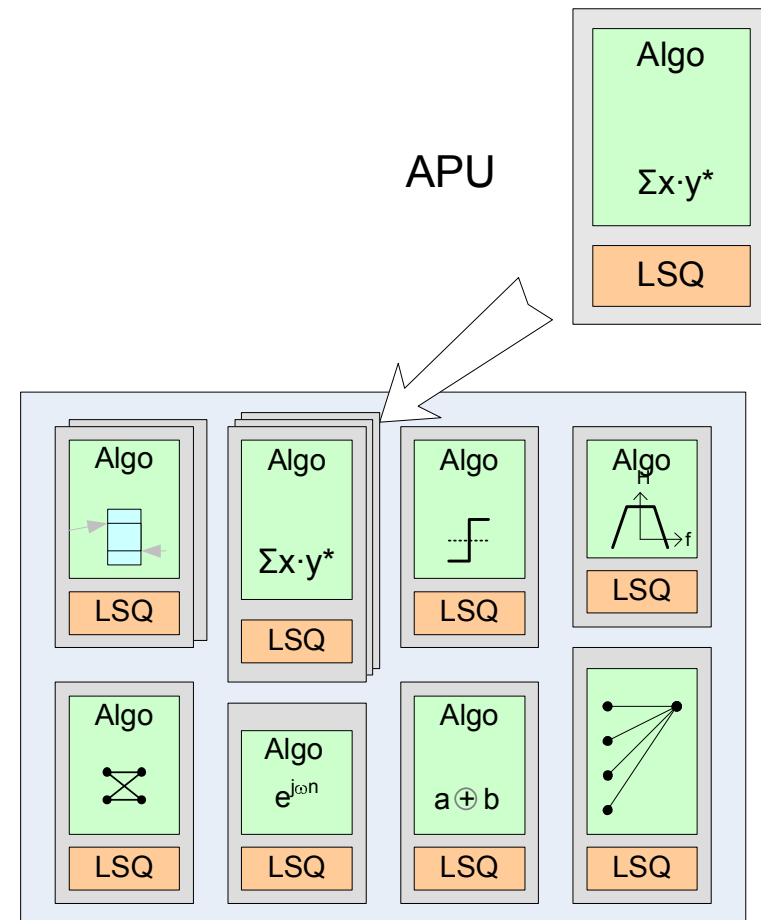
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ModemX architecture – Many Core Approach

- ▶ Heterogeneous Multi/Many Core Architecture.
- ▶ Core = Algorithmic Processing Unit (APU).
- ▶ Several types of APU.
 - ▶ # per type – design parameter
- ▶ Each APU is instantiated multiple times.
- ▶ 10s-100s of APUs in typical designs.



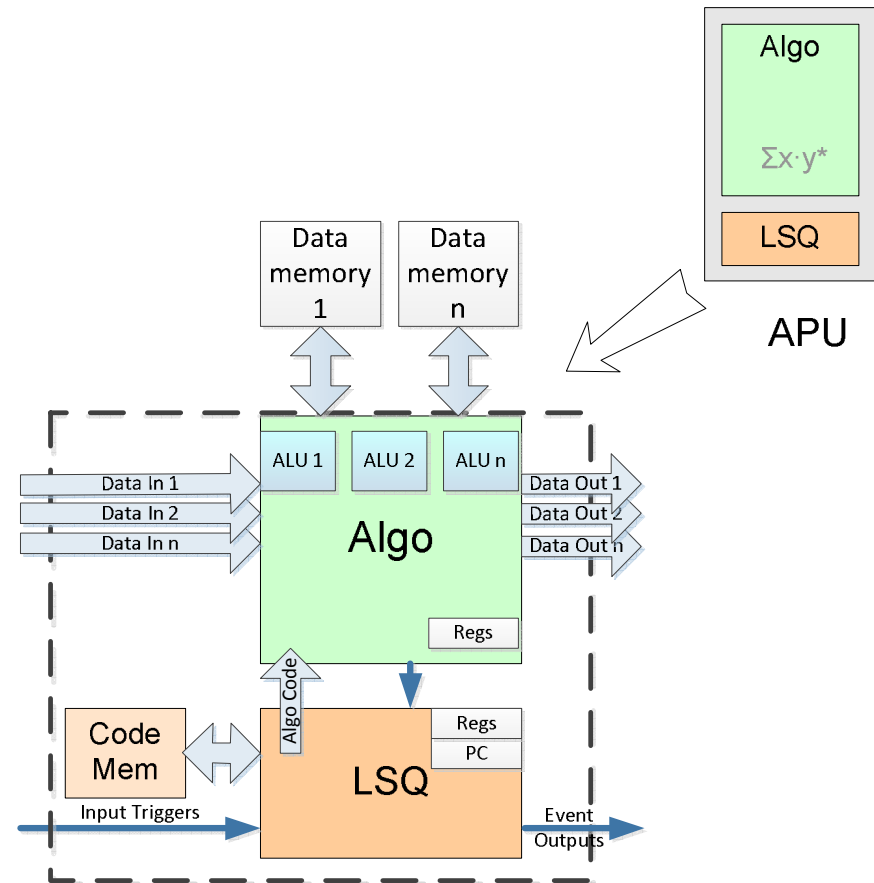
Processing Elements



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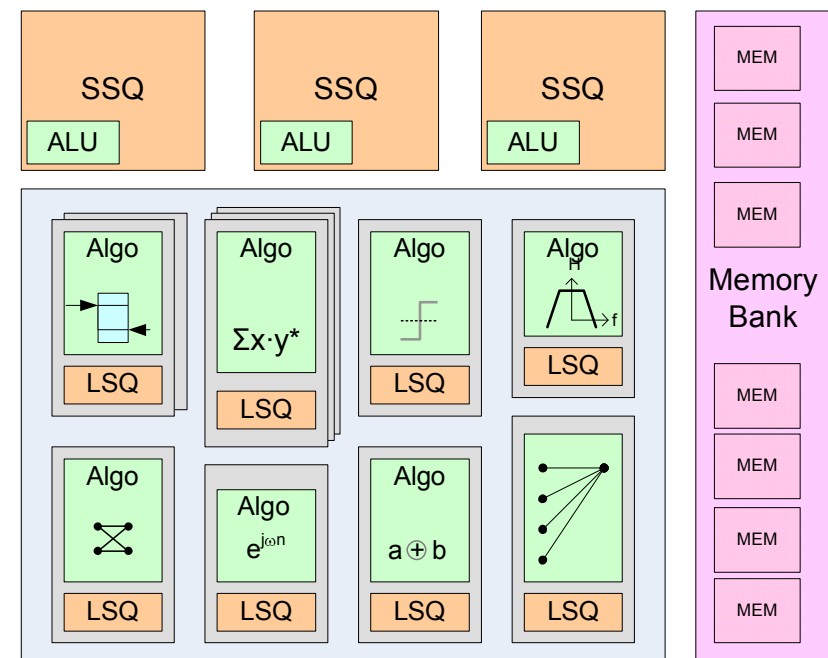
ModemX Architecture – A closer look at APU

- ▶ Local Sequencer Unit (LSQ)
 - ▶ Algo unit control:
 - ▶ Cycle by cycle
 - ▶ Configuration
 - ▶ Flow control:
 - ▶ Nested loops, branch, subroutine calls
- ▶ Algorithm Unit
 - ▶ Specific to APU type.
 - ▶ Efficient dedicated design.
 - ▶ Multiple ALUs, registers.
 - ▶ Access to Data memory
- ▶ Interfaces to other APUs
 - ▶ Data
 - ▶ Control
 - ▶ Handshake signals



ModemX Architecture- SSQ and Memory bank

- ▶ Standard Sequencer (SSQ)
 - ▶ 16 bit RISC processor
 - ▶ High level control
 - ▶ APU configuration
 - ▶ No participation in Data crunching
 - ▶ One for each concurrent standards
 - ▶ # - design parameter.
- ▶ Memory Bank
 - ▶ Pool of single/dual port memories
 - ▶ Data for APUs
 - ▶ Code Data for SSQs
 - ▶ Very high bandwidth interconnect.



ModemX Architecture - APU Types

- ▶ Functional partitioning:
- ▶ Result of wide scope survey of wireless communication standards.
- ▶ Several APU types: varying in functionality & complexity.
- ▶ Some provide a high degree of flexibility and programmability

Memory Gateway APU

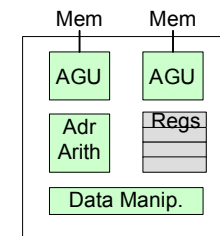
Memory intense operations

Complex memory structures

Interleavers

Delay lines

Sample buffer



MGW APU

Multiply Accumulate APU

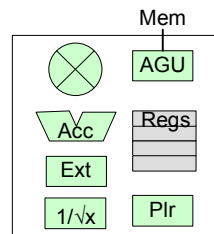
For real/complex signal processing

Multiply/add/extract

Native complex arithmetic

Polar operations

$1/x$ $1/\sqrt{x}$, semi - floating point



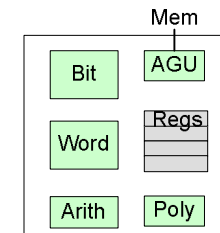
MAC APU

Bit Manipulation APU

For operation on bits and words

Scrambling, Encoding/Decoding

Message construction/parsing



BITMAN APU



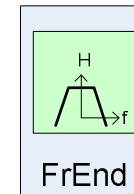
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ModemX Architecture - APU Types

- ▶ More APU examples
- ▶ Ubiquitous operations
- ▶ More specific functionality
- ▶ Less programmability

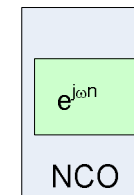
Front End APU

Channel Filtering
Rate conversion
I/Q Correction
DC correction



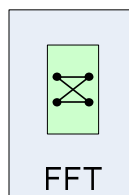
Numerically Controlled Oscillator APU

Phase/frequency correction
CORDIC operations



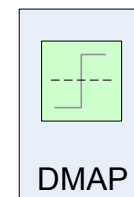
FFT APU

FFT/IFFT
WHT
Freq/domain filtering



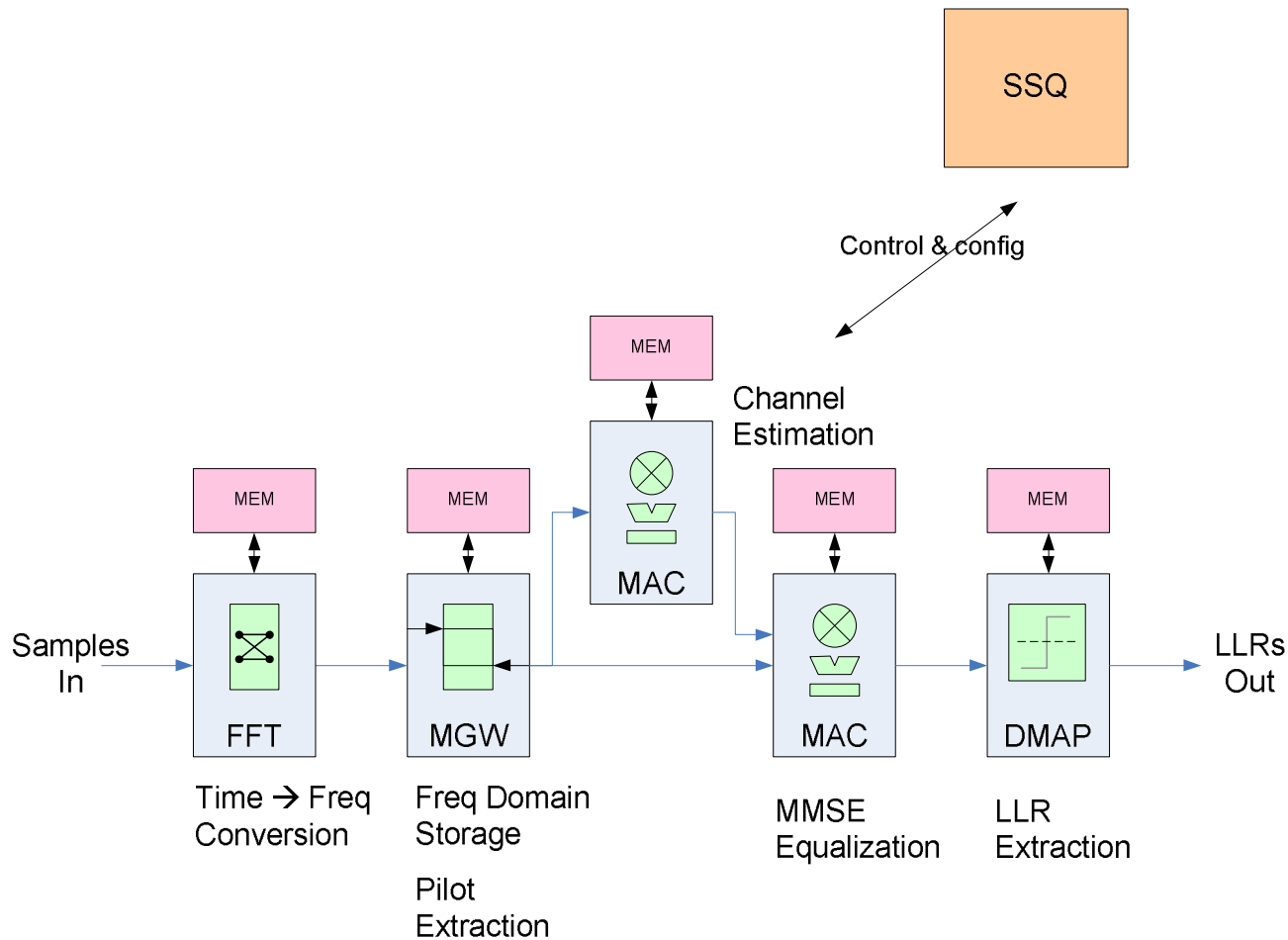
Demapper APU

QAM slicing
LLR extraction



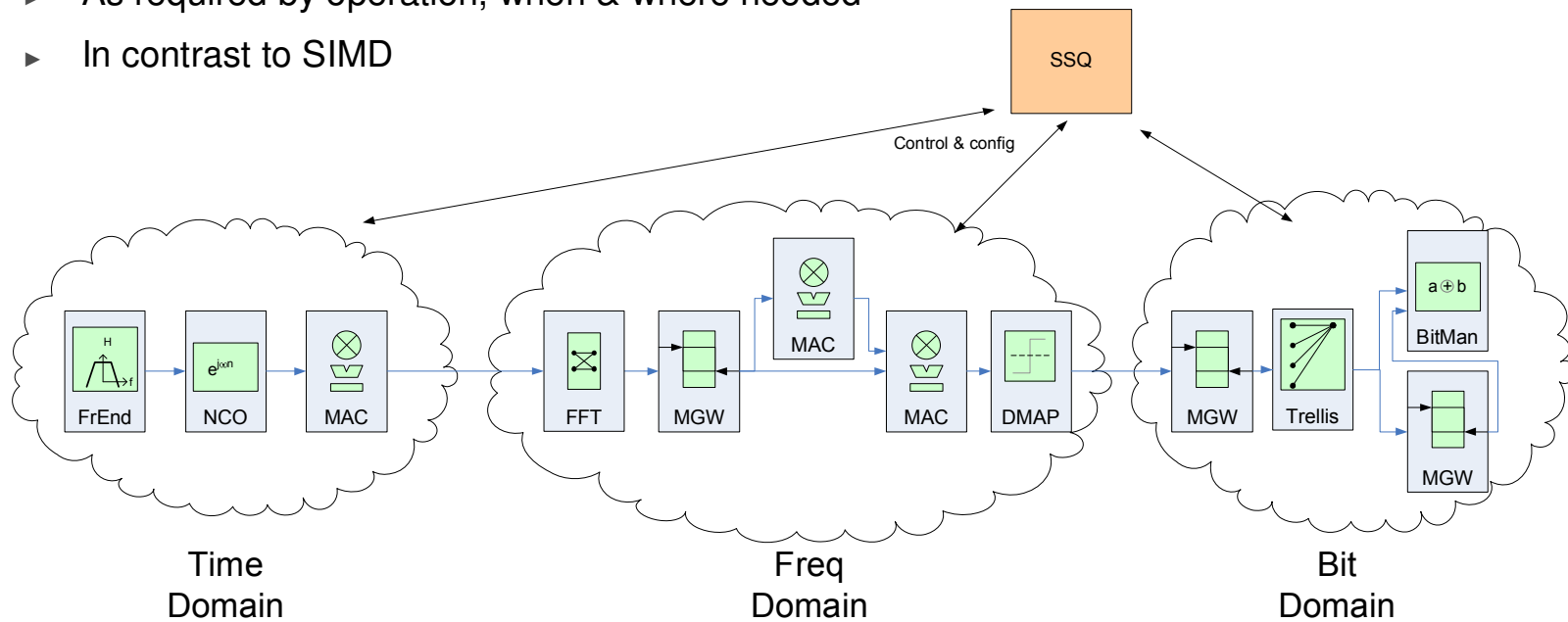
ModemX Architecture - Processing Segment

- ▶ Multiple APUs form a Processing Segment
- ▶ Example: OFDM Frequency Domain Processing



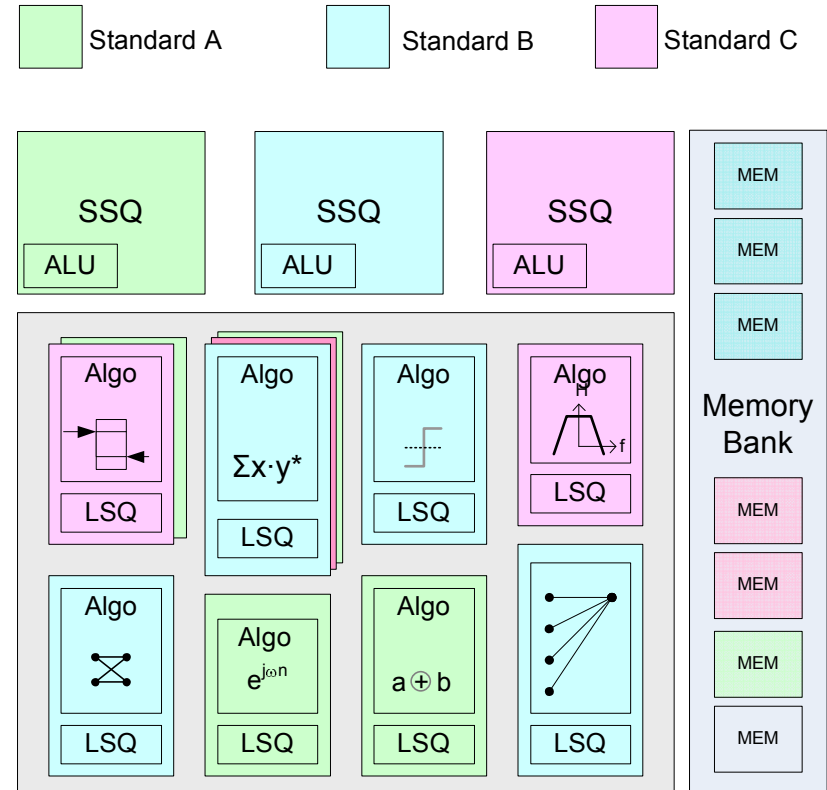
ModemX Architecture - Multiple segments

- ▶ Zooming out to a complete design: Multiple processing segments
- ▶ Concurrently, or Sequentially
- ▶ Multiple Ad-Hoc processors.
 - ▶ Each tailored to a specific domain
 - ▶ With optimal processing resources
- ▶ Significant processing power
 - ▶ As required by operation, when & where needed
 - ▶ In contrast to SIMD



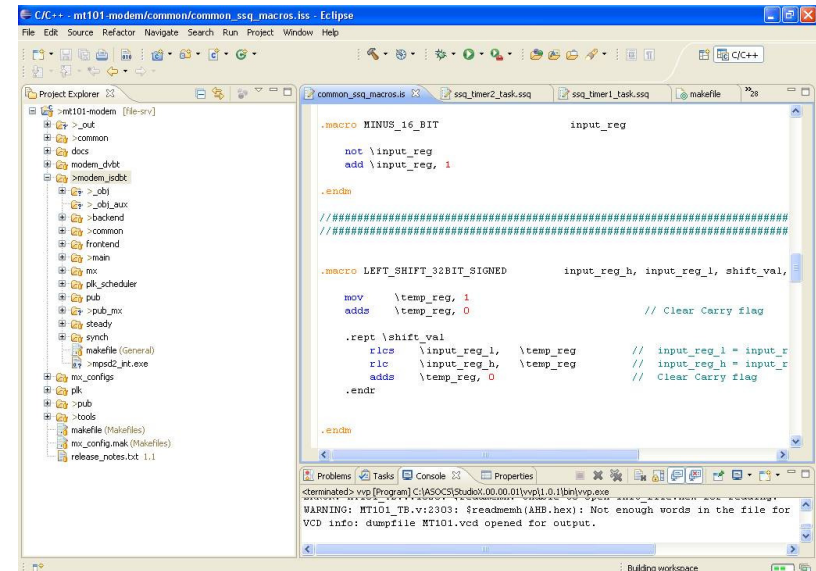
ModemX Architecture - Concurrent operation

- ▶ Operation of multiple standards / waveforms
- ▶ One SSQ per Standard
- ▶ All resources are divided between standards
 - ▶ Orthogonal sets
 - ▶ No constraints/ bottlenecks between sets
 - ▶ Designer may choose to share resources
- ▶ New standards/waveforms can be loaded without affecting the currently active ones.



ModemX Development Tools

- ▶ **Main Challenges**
 - ▶ **Real time** code development in a **Heterogeneous Many Core** system
 - ▶ Programming for **Concurrent Operation**
 - ▶ ModemX Architecture abstraction
- ▶ **Solution**
 - ▶ StudioX: Integrated Development Environment.
 - ▶ MPSD: Multi Protocol System Designer.
 - ▶ SSQ/APU Compilers and Assemblers.
 - ▶ Real-time debugging and monitoring tools.
 - ▶ Function libraries for frequently used algorithms.



```
common_ssq_macros.is
common_ssq_macros.is
ssq_timer2_task.ssq
ssq_timer1_task.ssq
makefile

Project Explorer
- mt101-modem [14e-srv]
  -> _out
  -> common
  docs
  modem_dvbt
  modem_ldbt
  -> _obj
  -> _obj_aux
  -> backend
  -> common
  Frontend
  main
  mx
  pll_scheduler
  pub
  -> pub_mx
  -> steady
  -> synch
  makefile (General)
  -> mpsd2_nt.exe
  mx_configs
  mx
  -> pub
  -> tools
  makefile (Makefiles)
  mx_config.mak (Makefiles)
  release_notes.txt 1.1

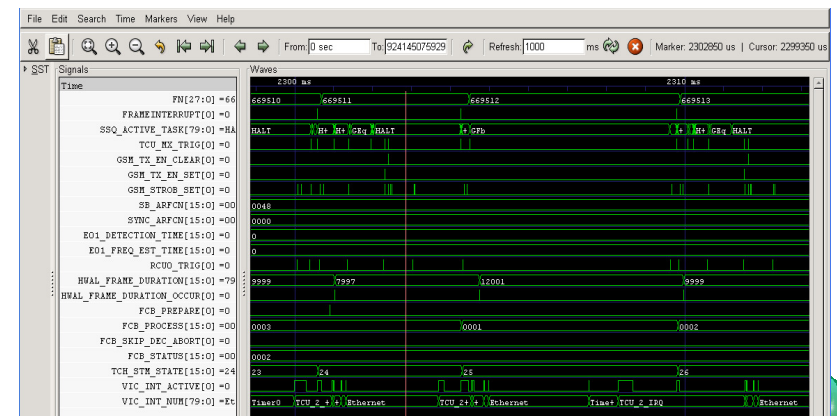
common_ssq_macros.is
.macro MINUS_16_BIT          input_reg
    not \input_reg
    add \input_reg, 1
.endm

// =====
.macro LEFT_SHIFT_32BIT_SIGNED  input_reg_h, input_reg_l, shift_val,
    mov  \temp_reg, 1
    adds \temp_reg, 0 // Clear Carry flag

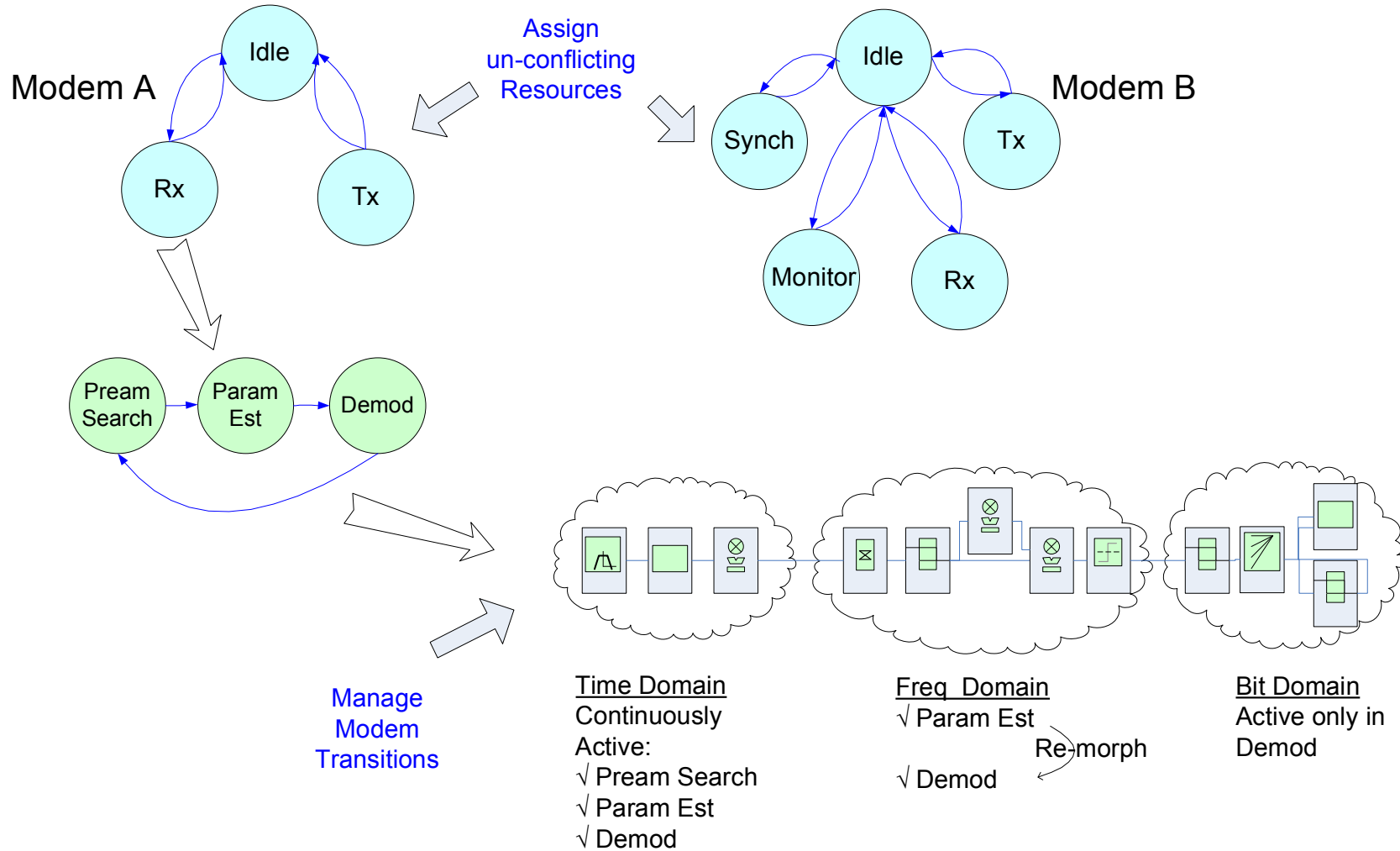
    .rept \shift_val
        rics \input_reg_l, \temp_reg // input_reg_l = input_r
        ric  \input_reg_h, \temp_reg // input_reg_h = input_r
        adds \temp_reg, 0 // Clear Carry flag
    .endr
.endm

Problems Tasks Console Properties
<terminated> vvp [Program] C:\ASOCS\StudioX.00.00.01\vvp1.0.11b\vvp.exe
WARNING: MT101_TB.v:2303: $readmemb(AHB.hex): Not enough words in the file for
VCD info: dumpfile MT101.vcd opened for output.

Building workspace
```



MPSD problem statement



ModemX Architecture - Key points

- ▶ Significant Processing power
 - ▶ Example LTE (Cat 4 UE)
 - ▶ 100 real Multiply accumulate / cycle
 - ▶ 50 complex memory transfers per cycle
 - ▶ Available for multiple operations across the design
 - ▶ Elevates traditional SIMD limitations.
- ▶ Power/Area efficiency
 - ▶ Data path approach provides near dedicated H/W power consumption
 - ▶ Thin control layer
- ▶ Scalability
 - ▶ Resources are readily tuned to requirements
 - ▶ Same platforms for
- ▶ One Stop Shop for All processing requirements
 - ▶ In contrast to DSP + Accelerator suites



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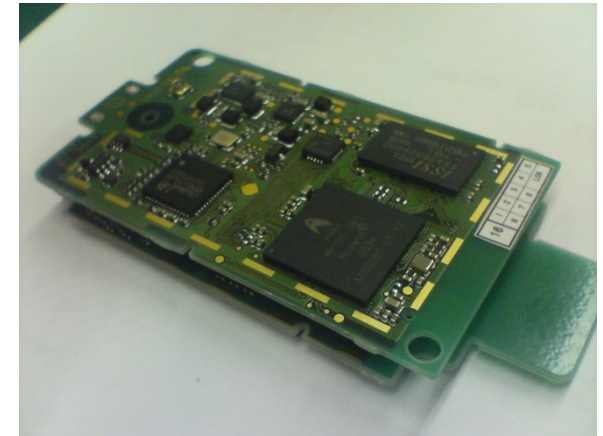
ModemX Applications

- ▶ Mobile applications
- ▶ Digital TV
- ▶ Aerospace
- ▶ Infrastructure and Cloud - RAN



Mobile Applications

- ▶ Field proven applications developed using ModemX technology
- ▶ Implemented on MP100 baseband processor chip:
 - ▶ GSM/EDGE
 - ▶ TD-SCDMA
 - ▶ CMMB (Chinese mobile Digital TV standard)
 - ▶ WiFi 802.11g
- ▶ Diverse requirements and technologies
 - ▶ Bandwidth from 200KHz to 20MHz.
 - ▶ Bit rates 240Kb/s – 54 Mb/s
 - ▶ Plethora of modulation scheme and demodulation techniques
 - ▶ Soft output trellis equalizers (GSM/EDGE)
 - ▶ Successive Interference Cancellation joint Detection (TD-SCDMA)
 - ▶ OFDM-11g variant: short symbols and burst, fast acquisition time.
 - ▶ OFDM-CMMB variant: long symbols, scattered pilots.
- ▶ Concurrent operation
 - ▶ GSM/ WiFi operation



Digital TV applications

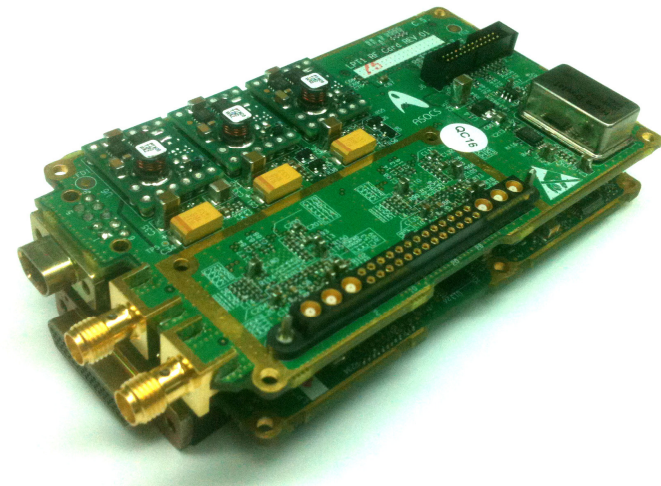
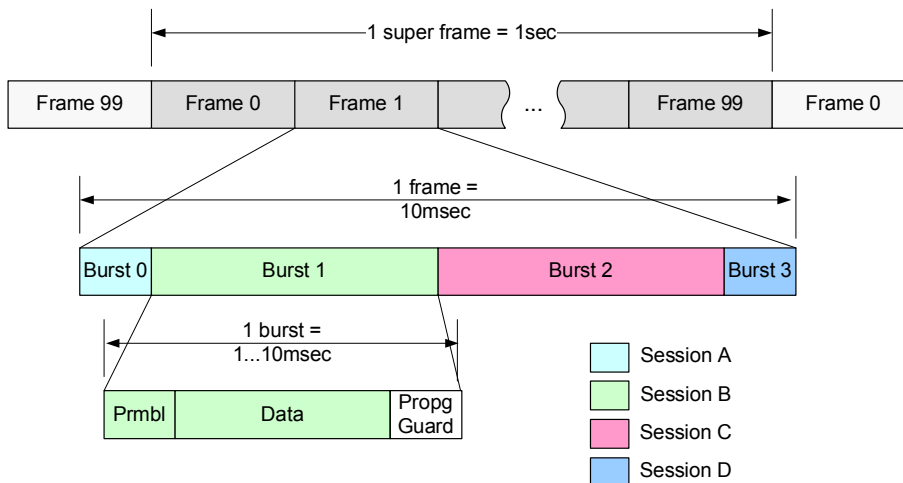
- ▶ Terrestrial/Satellite Digital TV is an excellent playground for SDR:
- ▶ Various regional standards and modulation technologies.
 - ▶ DVB-T/T2 (Europe) ISDB (Japan) : OFDM
 - ▶ DVB-S/S2 (Europe) Satellite: Single carrier
 - ▶ ATSC- ATSC-M/H (USA): Terrestrial, single carrier
 - ▶ DTMB- (China) TDS-OFDM
- ▶ Receiver configuration and antenna diversity options
- ▶ ASOCS MT101
 - ▶ ModemX based IP for digital TV



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Aero space application

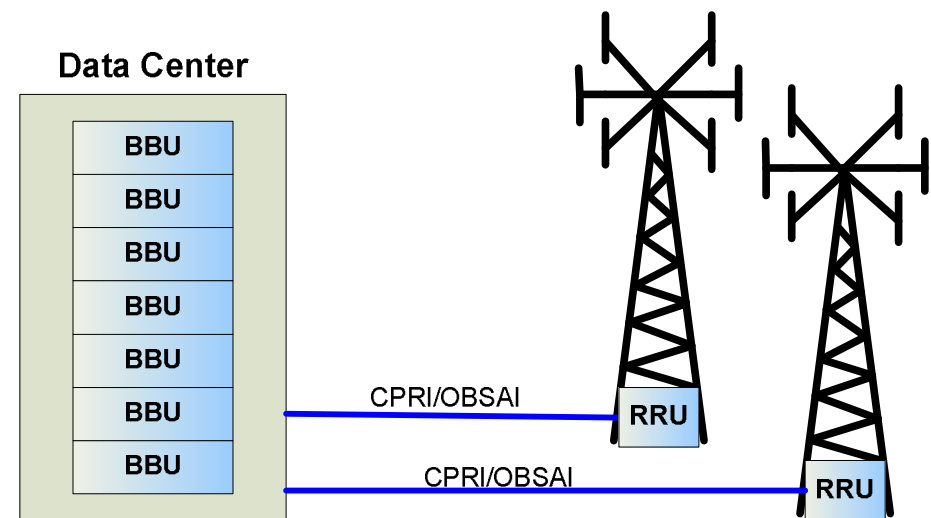
- ▶ Developed per requirement of leading Aerospace company
- ▶ Two Concurrent Modems, 4MHz, 10Mb/s
- ▶ Coded OFDM over frequency hopping
- ▶ Small form factor module: 11x6x2.5 cm
- ▶ True SDR with a 400MHz- 4 GHz RF transceiver.



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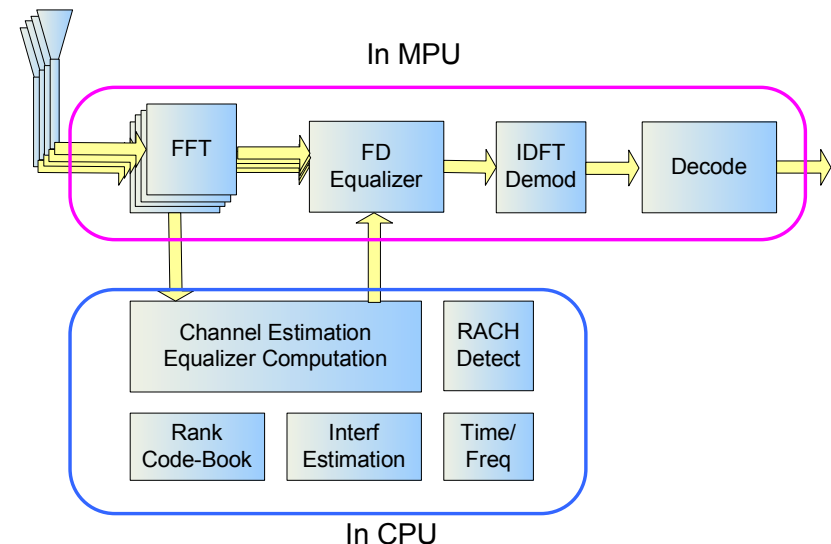
Cloud RAN applications

- ▶ Cloud RAN Background:
 - ▶ Entire C-RAN processing is delegated to the 'cloud'.
 - ▶ Implemented in large data centers.
 - ▶ On general purpose servers (x86)
- ▶ CAPEX reduction
 - ▶ economics of scale, GP
- ▶ OPEX reduction
 - ▶ lower power consumption
- ▶ Facilitates novel techniques:
 - ▶ Cooperative Multipoint (CoMP) operation



ModemX in cloud RAN

- ▶ C-RAN implementation on x86 very challenging
 - ▶ High bandwidth/strict latency requirements
 - ▶ Processing tasks which are not in x86 architecture
 - ▶ E.g. Turbo decoding
 - ▶ Data transfers bottlenecks
 - ▶ Power efficiency for vector operations
- ▶ Proposed approach:
 - ▶ CPU off loading to Modem Processing unit (MPU)
 - ▶ Implemented using ModemX technology
- ▶ Requirements
 - ▶ Same solution for 2G,3G 4G
 - ▶ Support of complex and irregular algorithm
 - ▶ Easy to change and modify data path architecture
 - ▶ On the fly re-configurability
 - ▶ Power Efficiency



LTE UL reception

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Summary

- ▶ Presented ModemX architecture and applications
- ▶ New concept and architecture
- ▶ Facilitates true concurrent operation
- ▶ Powerful and flexible
- ▶ Scalable solution, supports a wide range of applications.
- ▶ Mobile applications
 - ▶ Power and size competitive with dedicated H/W solutions.
- ▶ Infrastructure applications
 - ▶ High processing for infra structure applications
 - ▶ Power consumption well below other SDR solutions.





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Thank you

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