

# **Digital Generation and Phasing of Transmitter Signals for SuperDARN Class Radars**



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# Talk Overview



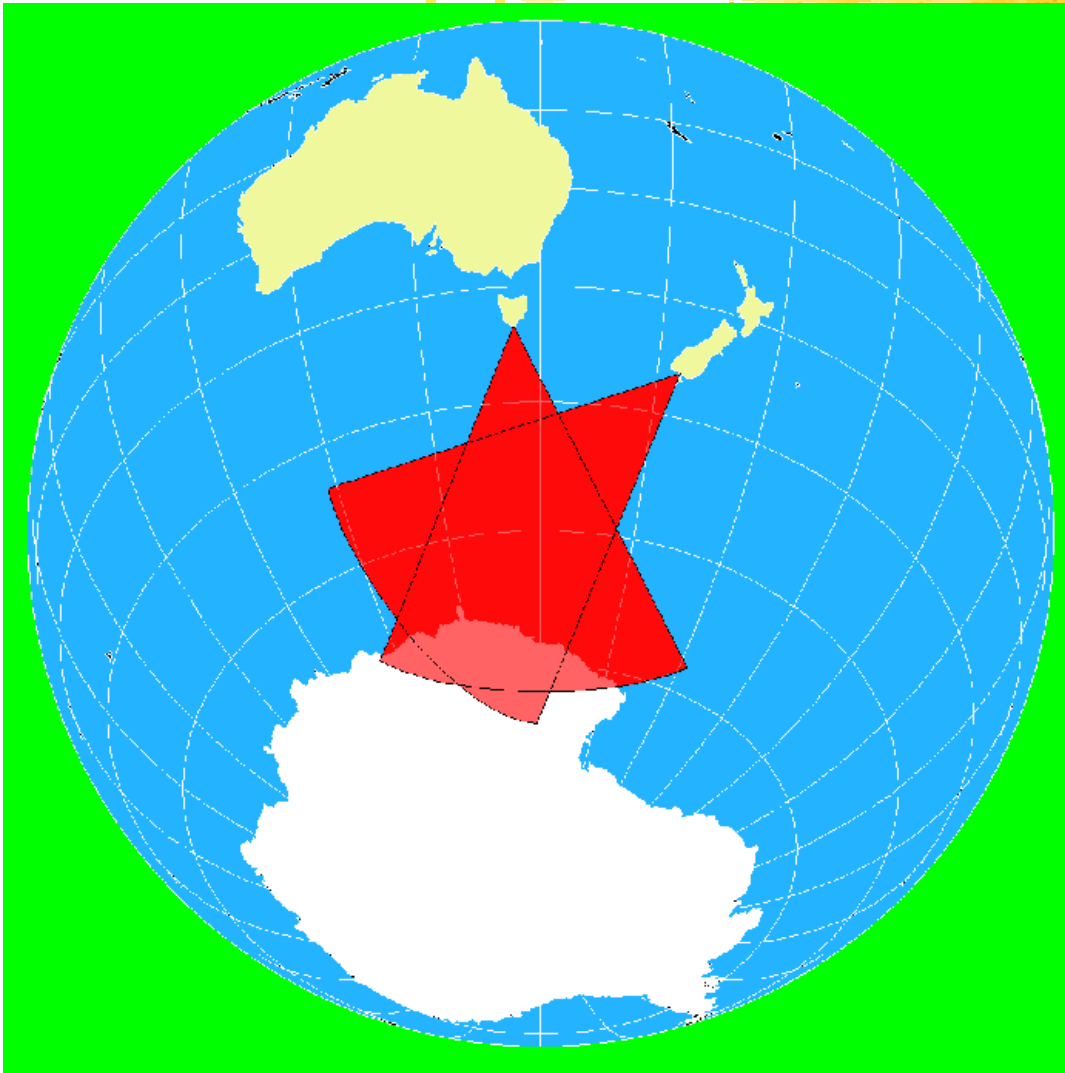
- Digital Radio and Digital TIGER
- Proposed Digital Transmitter System
- Digital Frequency Generator
  - Design and implementation
- Phasing Matrix
  - Poly-phase filter, simulation and implementation
- Discussion and Conclusion

# SuperDARN Radars



- Super Dual Auroral Radar Network
  - 15 separate radars in higher latitudes of the northern and southern hemispheres – more planned
  - An over-the-horizon radar technique
  - Used to measure plasma motion in the Earth's upper atmosphere
- Each radar uses 16 main antennas
  - Transmits 16 beams of 3 - 4 degrees each, over a 52 degree arc
  - Transmission frequencies 8MHz to 20MHz

# The TIGER Radar

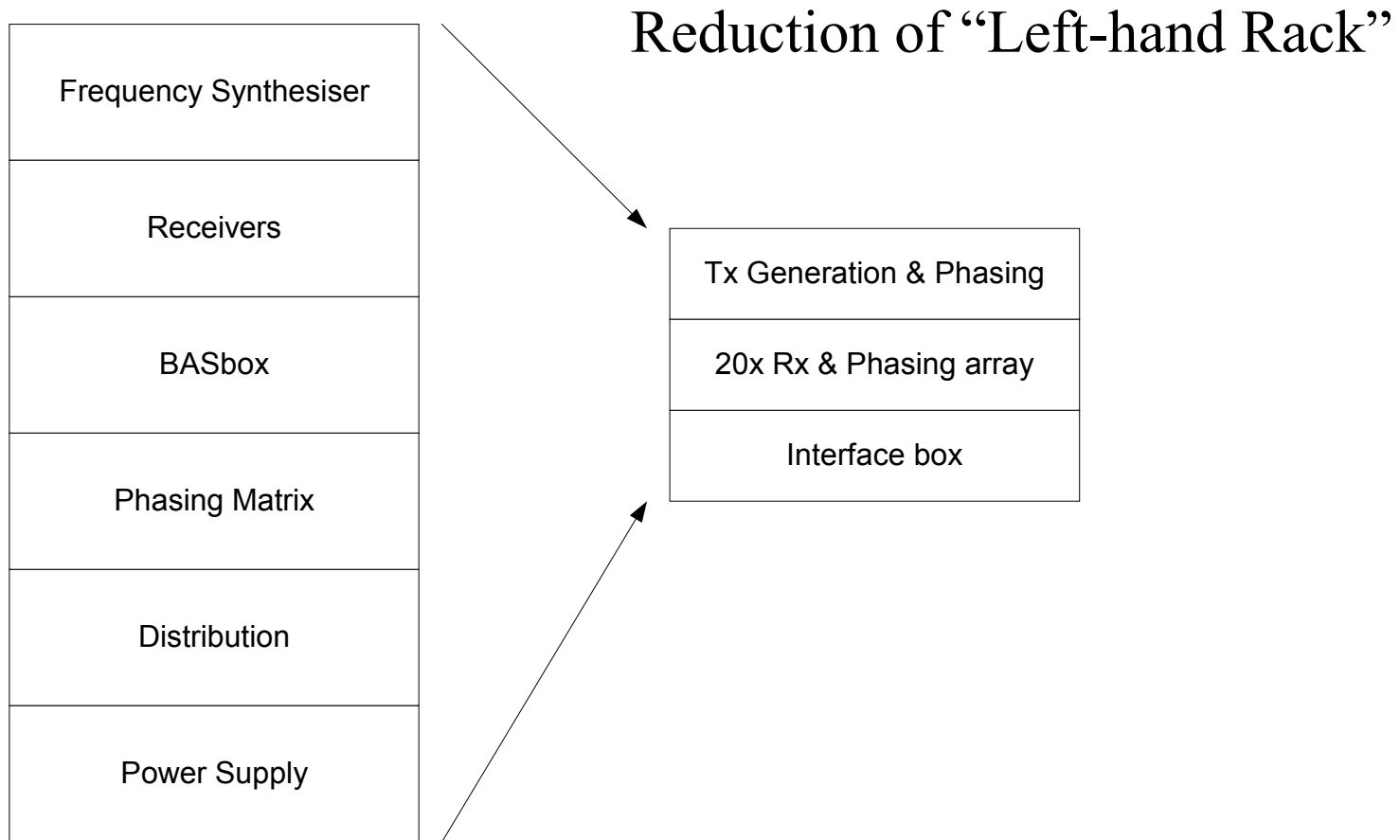


# The TIGER Radar



# TIGER N.Z. Radar

- a digital evolution of the current analog system



# Digital Radio



- Digital signal processing has become an integral part of wireless communications systems
  - Increasingly, replace analog with DSP
  - But also, can employ DSP techniques in ways that have no direct analog counter part
  - DSP solutions well placed to take advantage of advances in Integrated Circuit technology
  - Moore's Law: every 18 months
    - Gate count doubles
    - Frequency increases 50%

# Digital Radio



- Example: Mobile Phones
  - Core functions now entirely digital
  - Extensive use of DSP
  - ASIC implementation
    - Good for high speed applications
    - Good for high volume
      - Needed to offset high IC fabrication set up cost

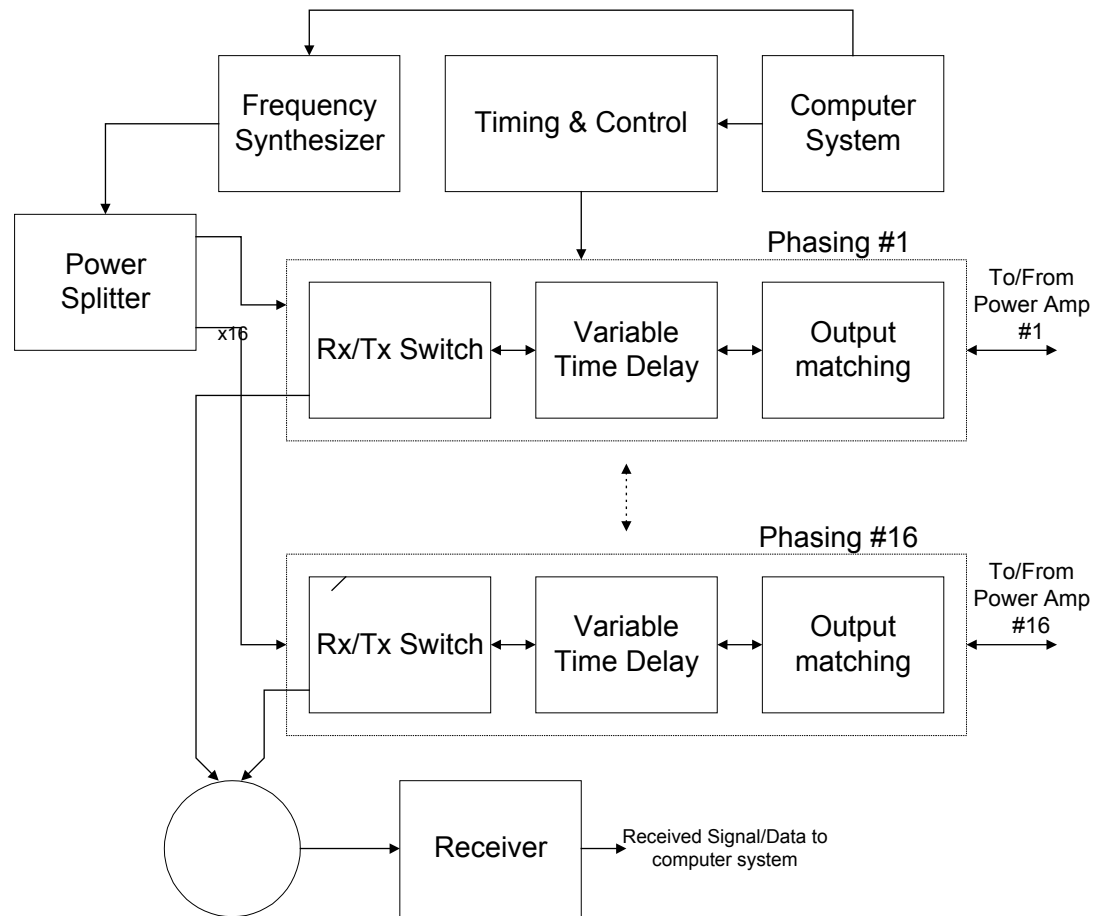


# Digital TIGER



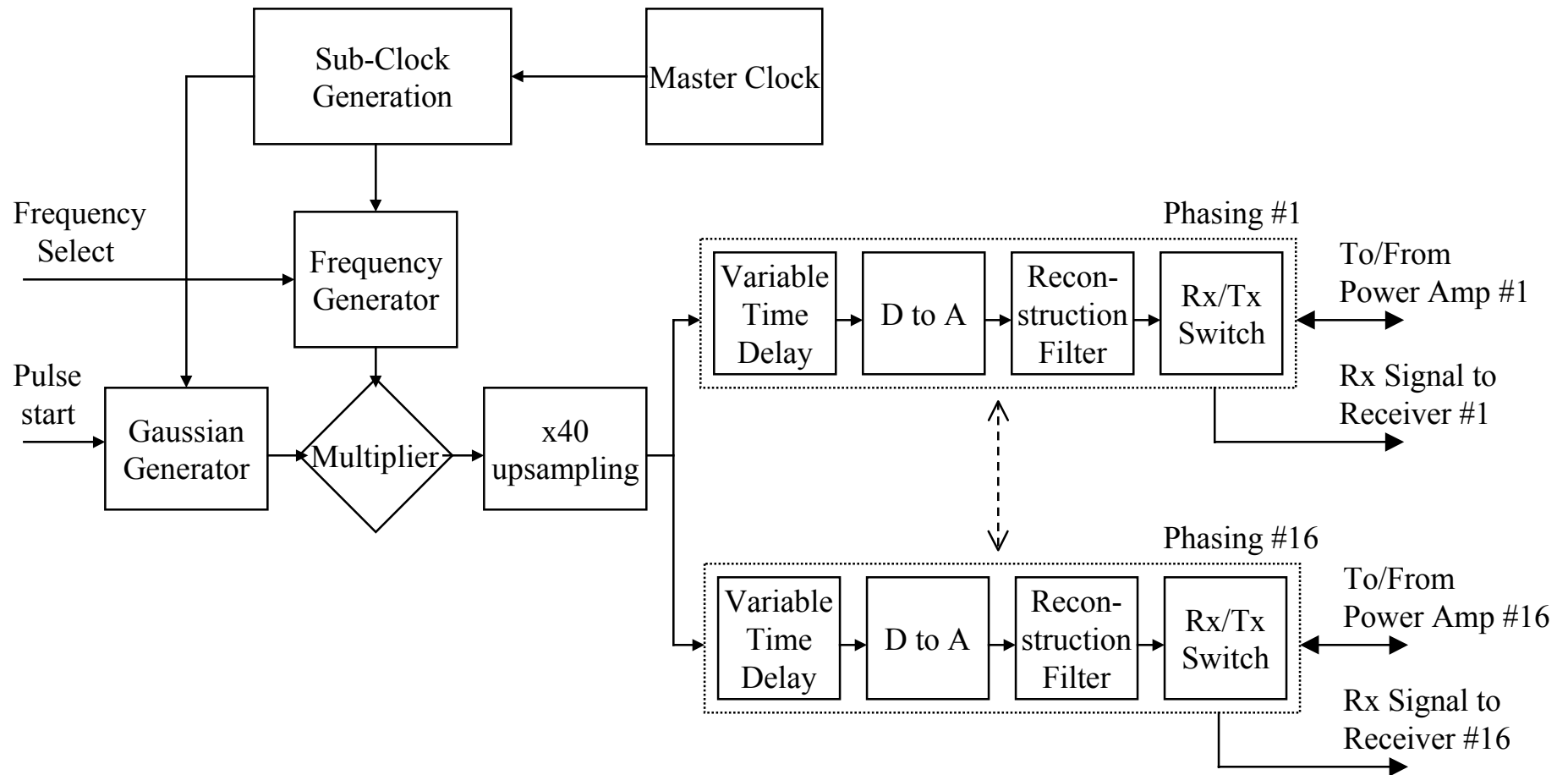
- FPGA Implementation. Why?
  - Cost! – low volume
  - Fast design turn around
  - Reconfigurable hardware
    - Different scan modes using same hardware  
=> just load new configuration
- FPGA performance roughly an order of magnitude behind ASIC
  - Presently, can only produce sections in reasonable cost FPGAs
  - However, Moore's law also applies to FPGAs
  - Plus, vendors now producing FPGAs tailored to DSP
    - e.g. Xilinx: Virtex-II contains embedded 18-bit multiplier resources

# Current Analog System



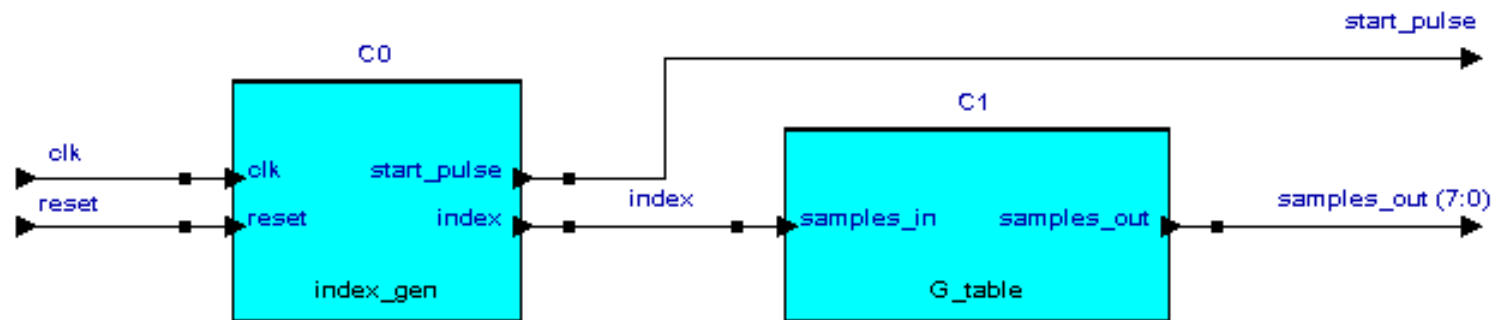
SuperDARN Radar Simplified Block Diagram

# Proposed Digital Transmitter System

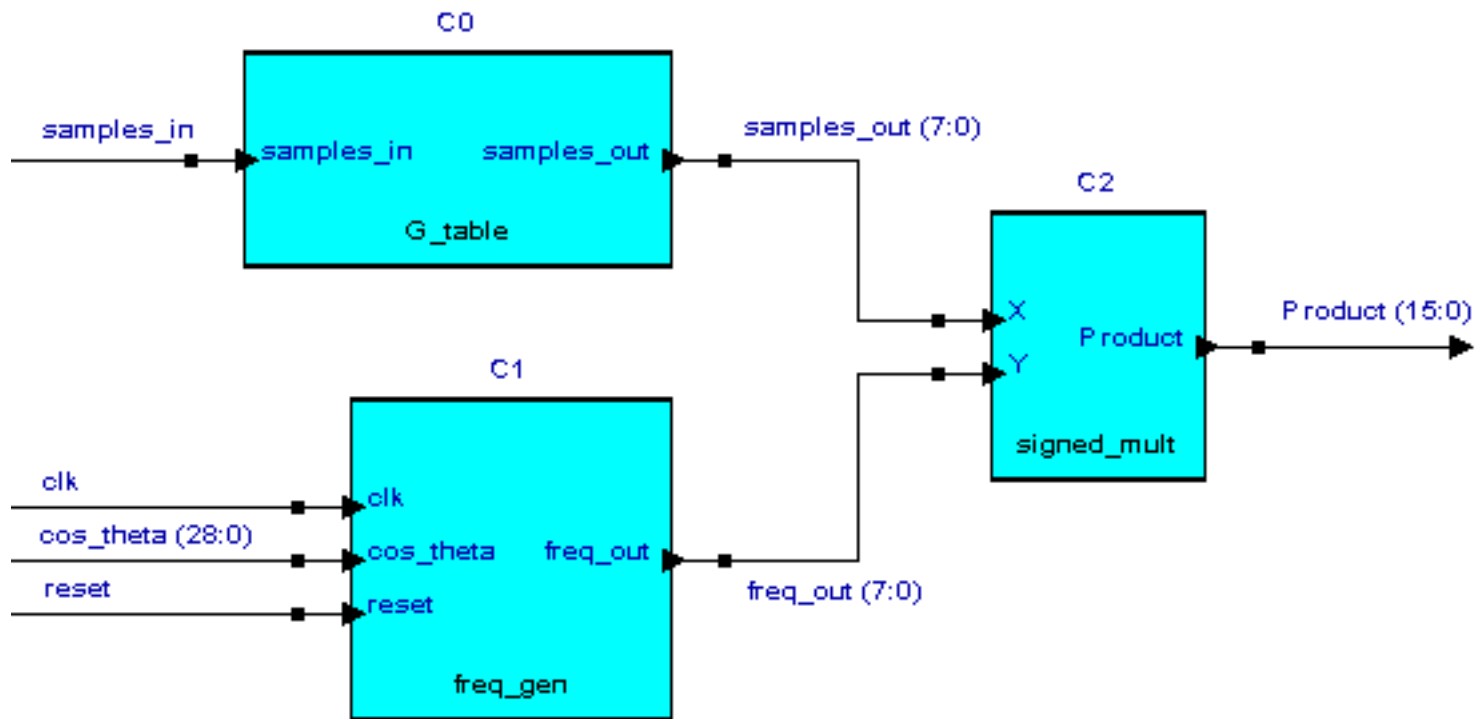


Proposed Block Diagram for Digital SuperDARN Radar

# Gaussian Pulse Generator



# Multiplier



# Phasing Matrix



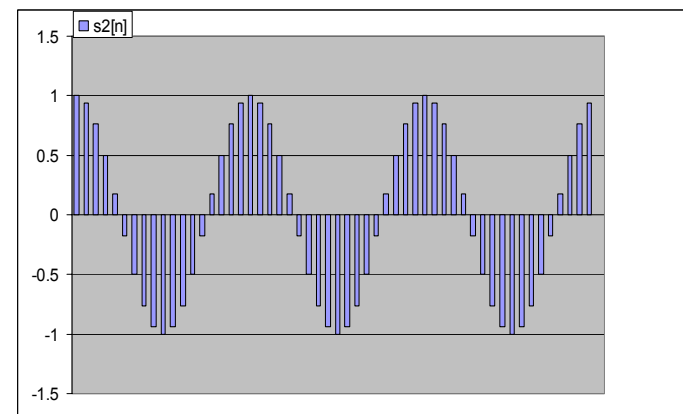
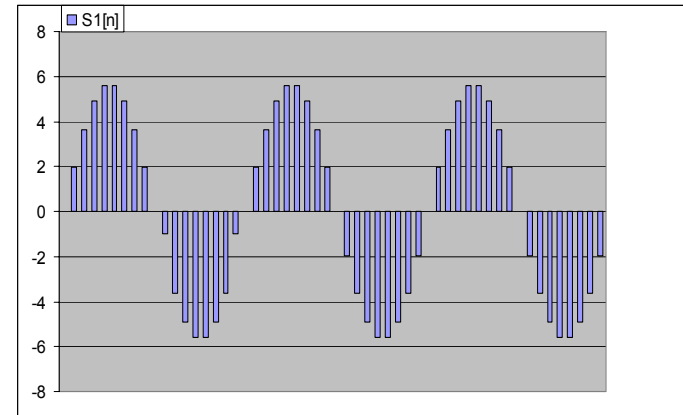
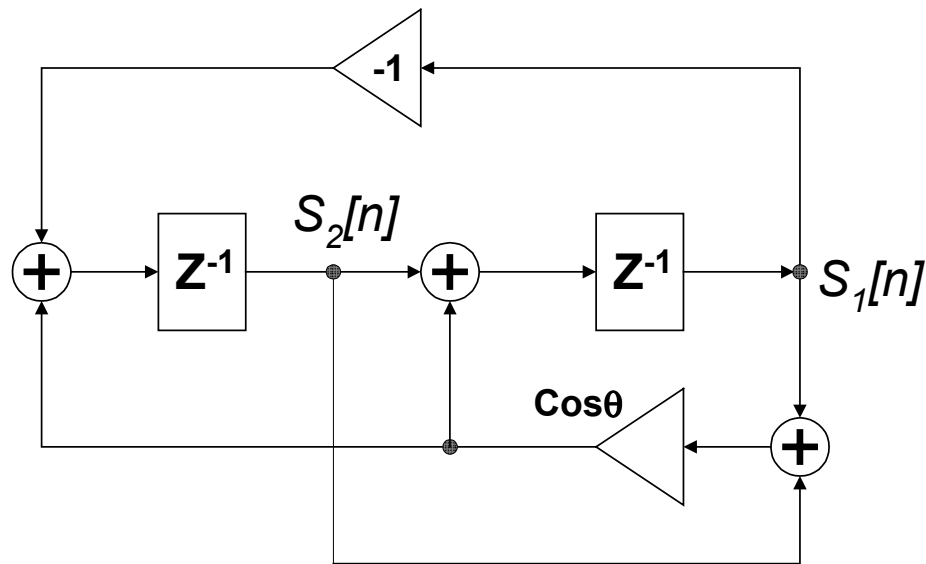
- Could be implemented as a series of time delays
  - Would require roughly a 0.1ns clock ( $\sim 10\text{GHz}$ ) and a large number of delay registers
  - Expensive in real estate, plus 10GHz clock rate not possible even in present ASIC technology
- More realistic implementation: poly-phase filter
  - This time-variant technique allows is phasing and upsampling to be done in one step
  - Thus, guassian generator, multiplier and frequency generator can operate at a much lower frequency

# DtoA and Reconstruction Filter

- DtoA quantization noise floor - minimum of 80dB
  - Analog system - 72dB (worst case) with spuri and noise, also harmonics at only 36dB (worst case)
- Reconstruction filter (Analog)
  - A 5 pole filter provides 100dB/decade roll-off
  - Set the sample rate to be 10 times the niquest frequency (40MHz) of the max. signal (20MHz) - gives a sample rate of 400MHz

# Frequency Generator

- Based on single multiplier sine-cosine generator [Mitra, 1998]



- $\text{Cos}\theta$  determines the output frequency
- Example,  $\theta = 20^\circ \Rightarrow \text{Cos}\theta \cong 0.94$
- Note: peak amplitude of  $S_1 > 1!$



# Frequency Generator – Analysis

$$f = \frac{clk \cdot \theta}{360}$$

- Small  $f \Rightarrow$  small  $\theta \Rightarrow \cos \theta \Rightarrow 1$

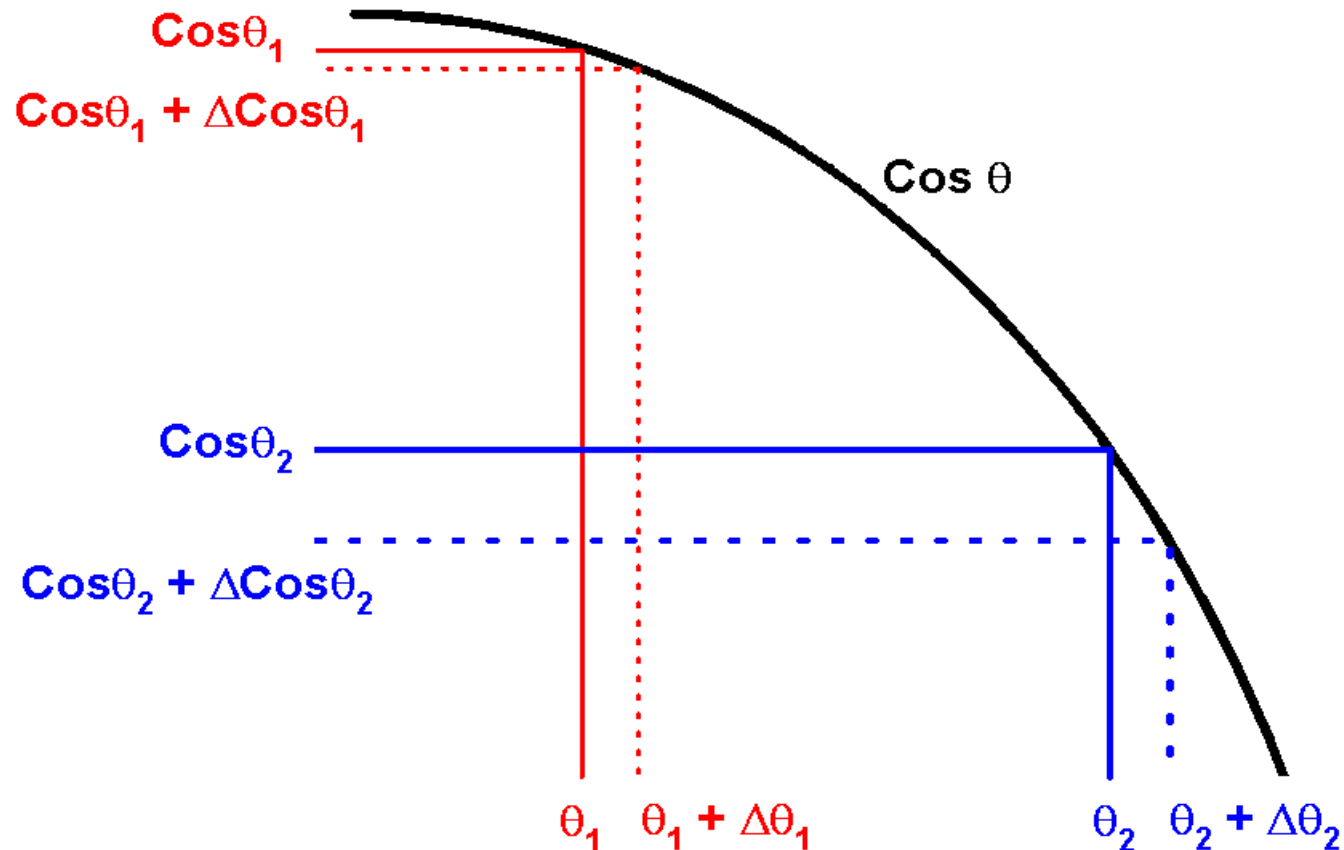
$$Peak\_Amp = \frac{\cos \theta + 1}{\sin \theta}$$

- As  $\cos \theta \Rightarrow 1$ ,  $Peak\_Amp \Rightarrow \infty$

$\therefore$   $Peak\_Amp$  set by minimum output frequency ( $f_{\min}$ )

# Frequency Generator – Resolution of $\text{Cos}\theta$

- Set by  $\Delta f$  ( $\Rightarrow \Delta\theta$ ) and the minimum output frequency ( $f_{\min}$ )

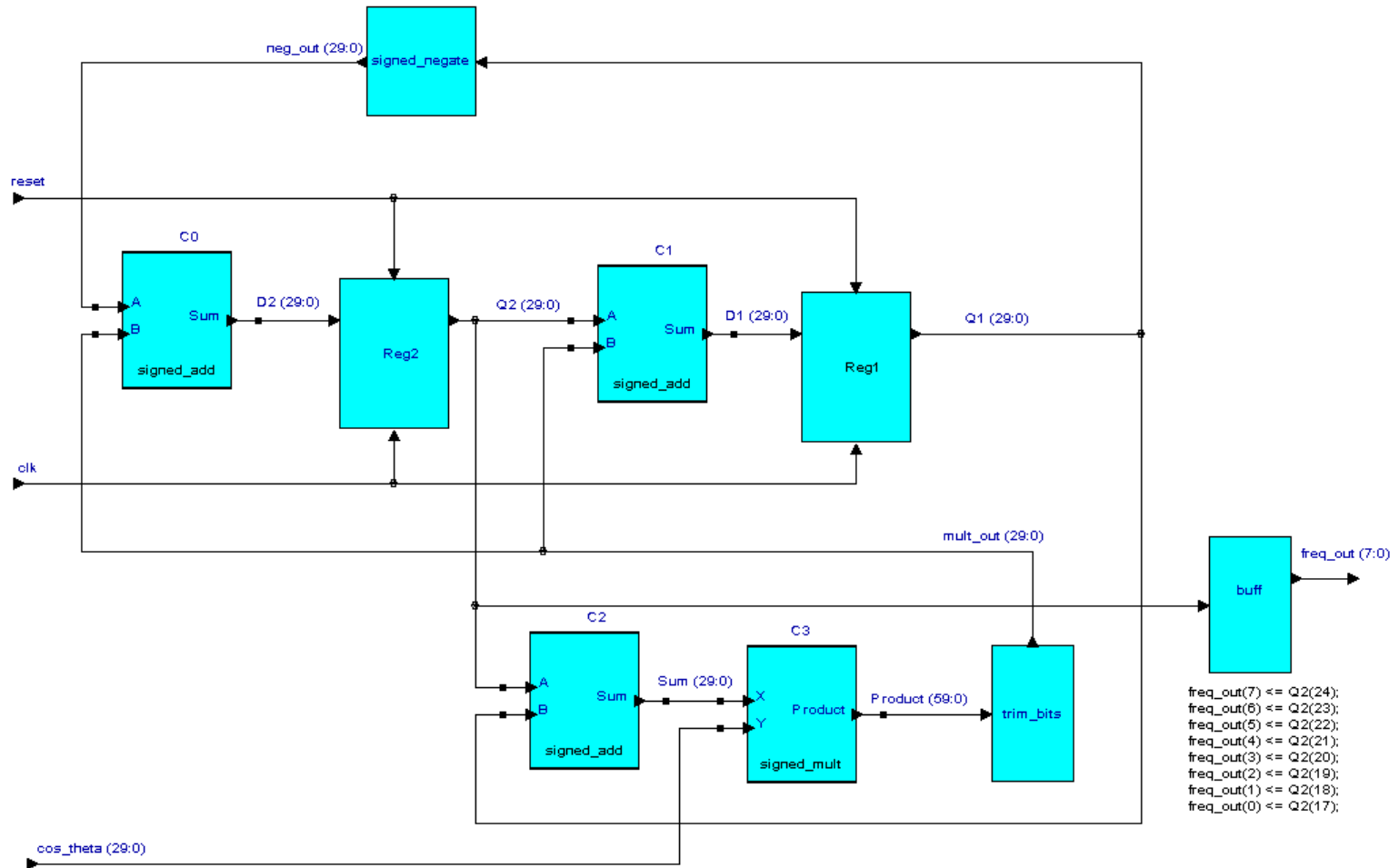


# Frequency Generator – Design Specification



- Frequency range: 200kHz – 500kHz
- Frequency resolution of 2.5Hz
- Sample rate (clk) = 10MHz
- Phase error  $< 10^{-9}$  (set by phase error of the sample clk)
- Fixed point arithmetic

# Frequency Generator Design



# Frequency Generator – Integer Bits Calculation

- Integer bits used to represent Peak\_Amp
- Peak\_Amp maximum at  $f_{\min}$

$$Peak\_Amp = \frac{\cos\left(\frac{360 \cdot f_{\min}}{clk}\right) + 1}{\sin\left(\frac{360 \cdot f_{\min}}{clk}\right)} = \frac{\cos\left(\frac{360 \cdot 0.2}{10}\right) + 1}{\sin\left(\frac{360 \cdot 0.2}{10}\right)} = 15.9$$

- $\Rightarrow$  5 bits

# Frequency Generator – Fraction Bits Calculation

- Set by the required resolution of  $\text{Cos } \theta$

$$\text{Cos } \theta \text{ _ bits} = \log_2 \left[ \frac{1}{\text{Cos} \left( \frac{f_{\min} \cdot 360}{\text{clk}} \right) - \text{Cos} \left( \frac{(f_{\min} + \Delta f) \cdot 360}{\text{clk}} \right)} \right]$$

$$\text{Cos } \theta \text{ _ bits} = \log_2 \left[ \frac{1}{\text{Cos} \left( \frac{0.2 \cdot 360}{10} \right) - \text{Cos} \left( \frac{(0.2 + 0.0000025) \cdot 360}{10} \right)} \right] = 23$$

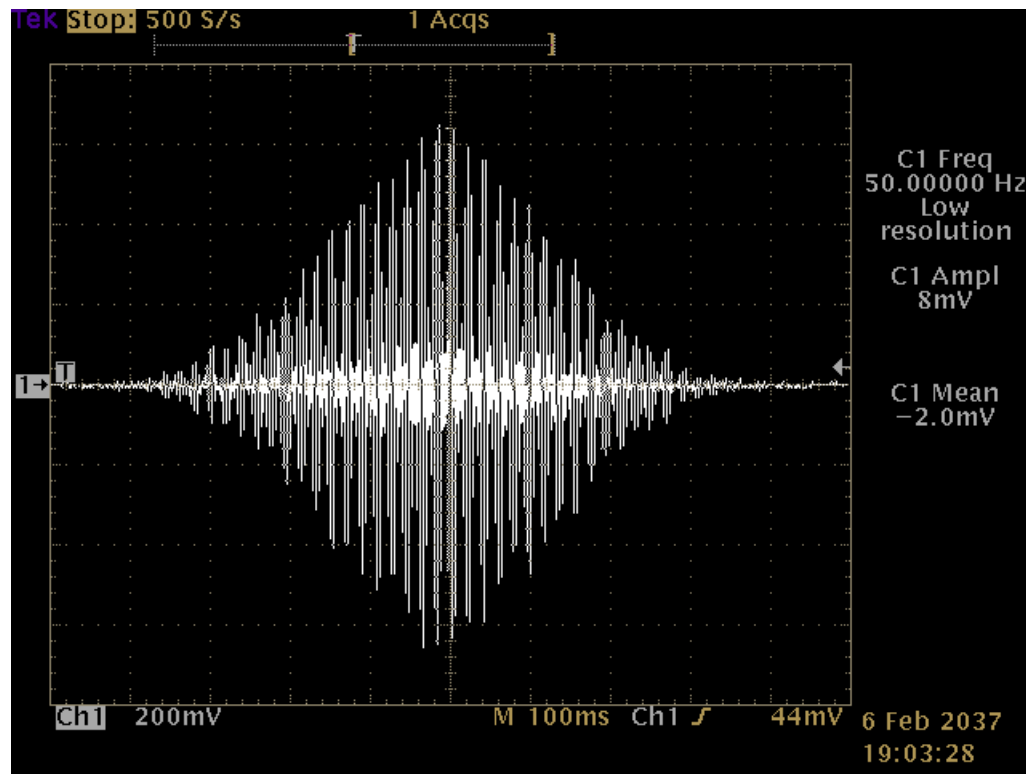
# Frequency Generator – Fixed Arithmetic Bits



- Integer : 5 bits
- Fraction : 23 bits
- + 2 bits to minimise arithmetic overflow errors
- TOTAL : 30 bits

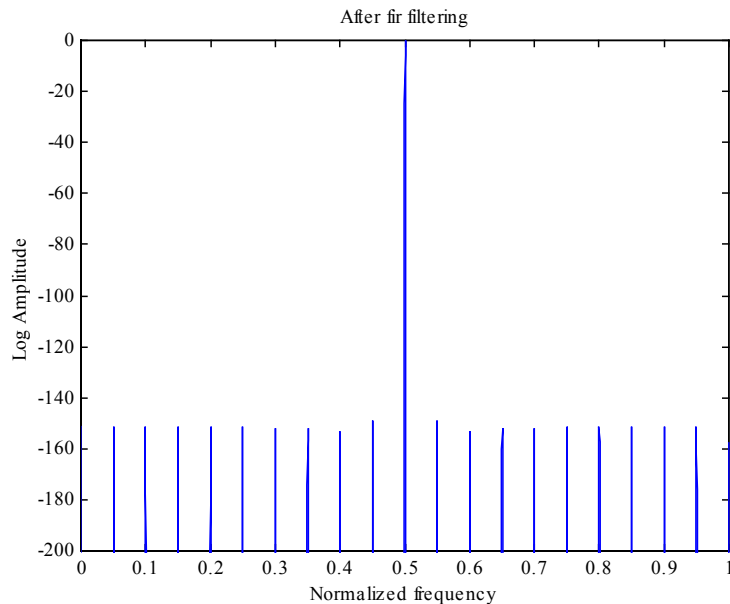
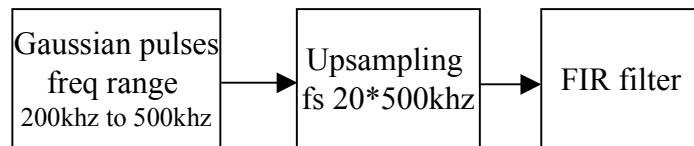
# Frequency Generator – Hardware Implementation

- Have currently implemented frequency generator (of lower range), 8bit Gaussian generator, and 8x8bit multiplier in ~15000 gates

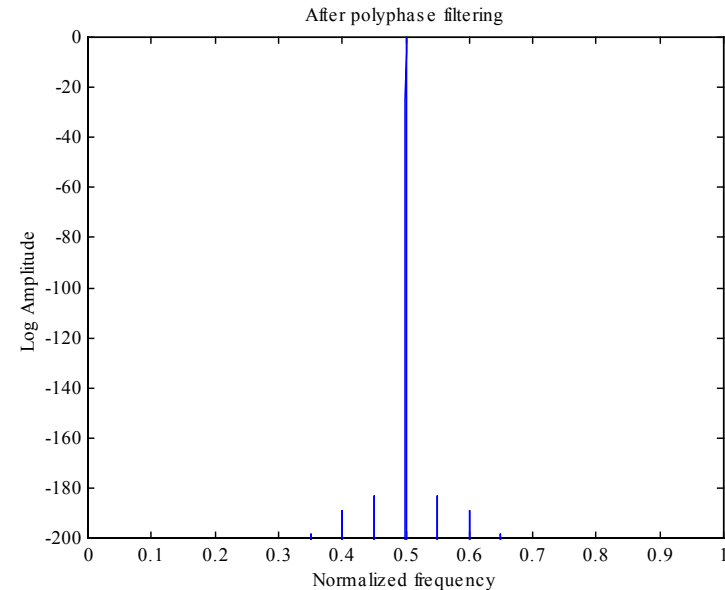
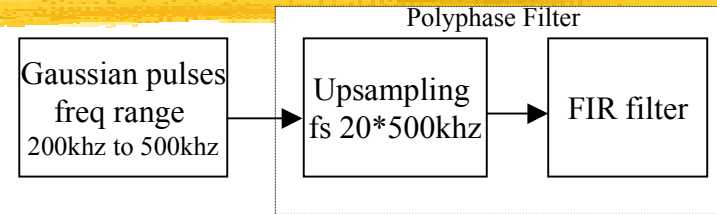




# FIR vs Polyphase Filter Implementation

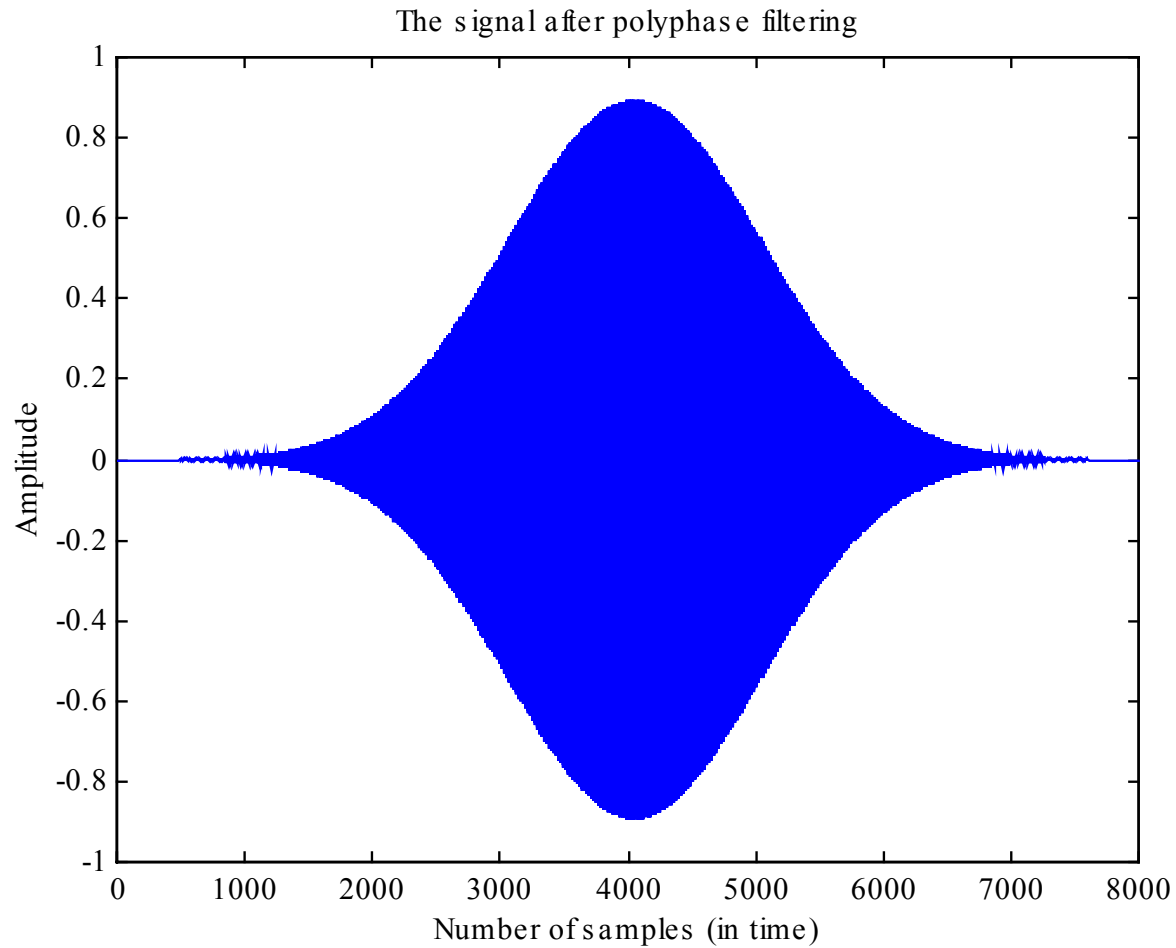


- Spectral copy of upsampled Gaussian pulse after FIR filtering
- Filter length 100 taps
- Filter operates at output sampling rate



- Spectral copy of Gaussian pulse after polyphase filtering
- Filter length 100 taps
- Only the output section of the Polyphase Filter runs at the full sample rate

# Poly-phase Filter – Matlab Simulation



# Hardware Implementation of Poly-phase Filter



- Have currently implemented an 8bit, 5-tap poly-phase filter in FPGA
- Implementation requires  $\sim 2000$  gates
- Estimate  $\sim 40000$  gates for 100 tap filter

# Discussion (1)



- Easier to build and maintain - cost
- Less space
- FPGAs are reconfigurable
  - Tailor system configuration to suit any particular mission
    - e.g. infinite control over receiver bandwidth

## Discussion (2)



- 16 (or 20) receivers allows each to be recorded and stored independently – 16 (or 20) times data rate and storage
- Allows for beam forming in post processing using polyphase filtering to form the beams and interpolate within the beam
- IFF we illuminate the whole of the 52 degree field of view we have all beams available all the time
- Drawback is we would need 10kW transmitters

# Conclusion



- Design of digital implementation of a SuperDARN transmitter stage  
(excluding power amp – of course)
- Shown feasibility of this design in a proof of concept implementation
- Understand the issues involved in the implementing the variable RF synthesiser

# Future Work



- Investigate tradeoffs between number of bits in the frequency Synthesiser and a variable clock rate
- Implement 100 tap poly-phase filter in FPGA
- Investigate a Receiver implementation