



Efficient FPGA implementation of a Digital Transparent Satellite Processor

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Outline



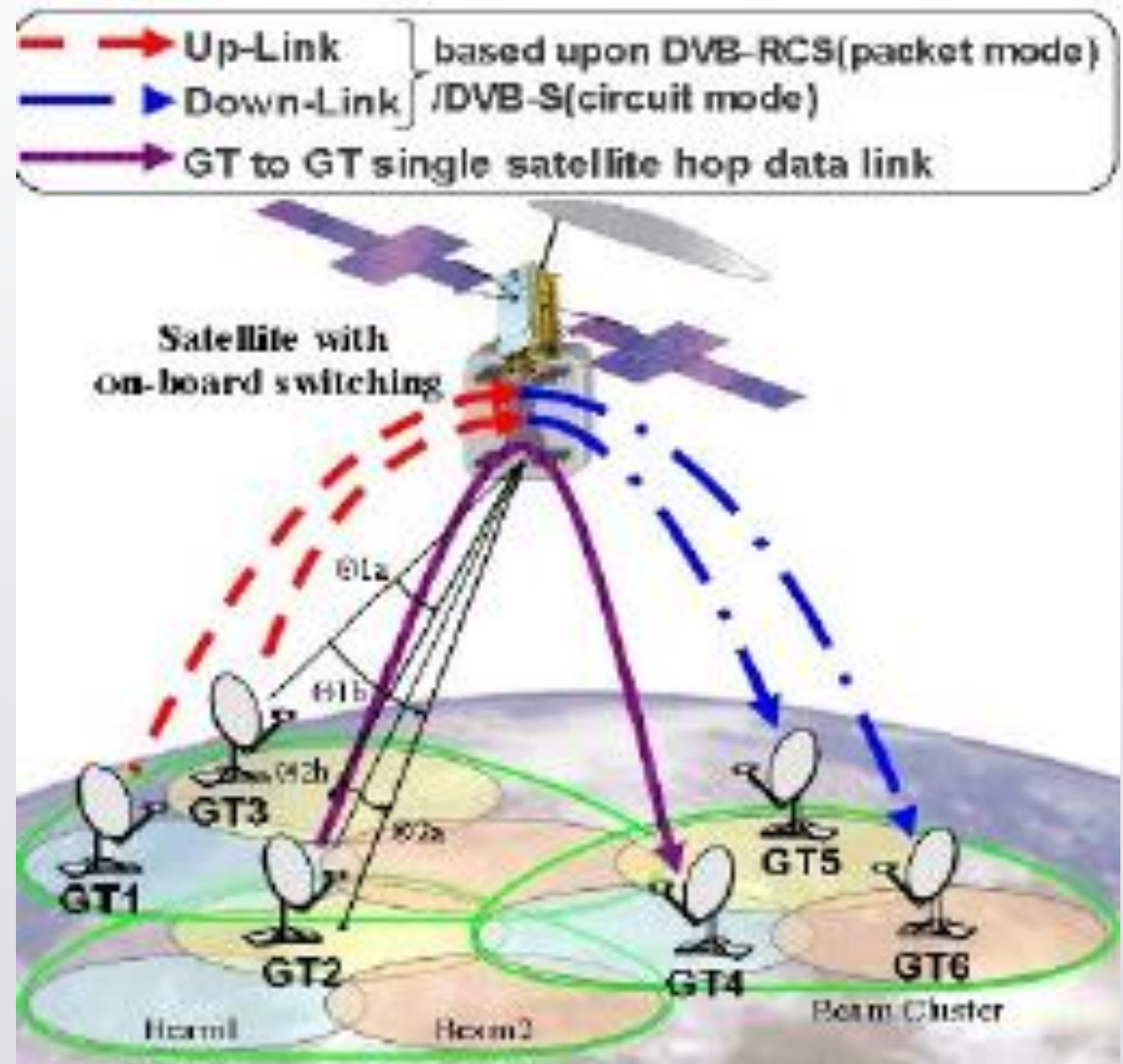
- Introduction
- Problem Definition
- Resolution Method
- FPGA Implementation
- Results
- Conclusion
- Future Work



Introduction(1)



In **satellite** systems for **telecommunications** a great deal of interest concerns the **mesh topology**



[Mesh topology]



Introduction(2)



Four alternatives for the architecture of a satellite transponder:

- Fully transparent payload
- Fully regenerative payload
- Digital transparent payload
- Digital Semi-transparent payload



Introduction(3)



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**Digital Transparent Processor
(DTP) is involved**



Introduction(4)



Four alternatives for the architecture of a satellite transponder:

- Fully transparent payload
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Digital Transparent Processor (DTP) is involved

- Support of mesh networking
- Flexibility in the routing
- Frequency planning flexibility

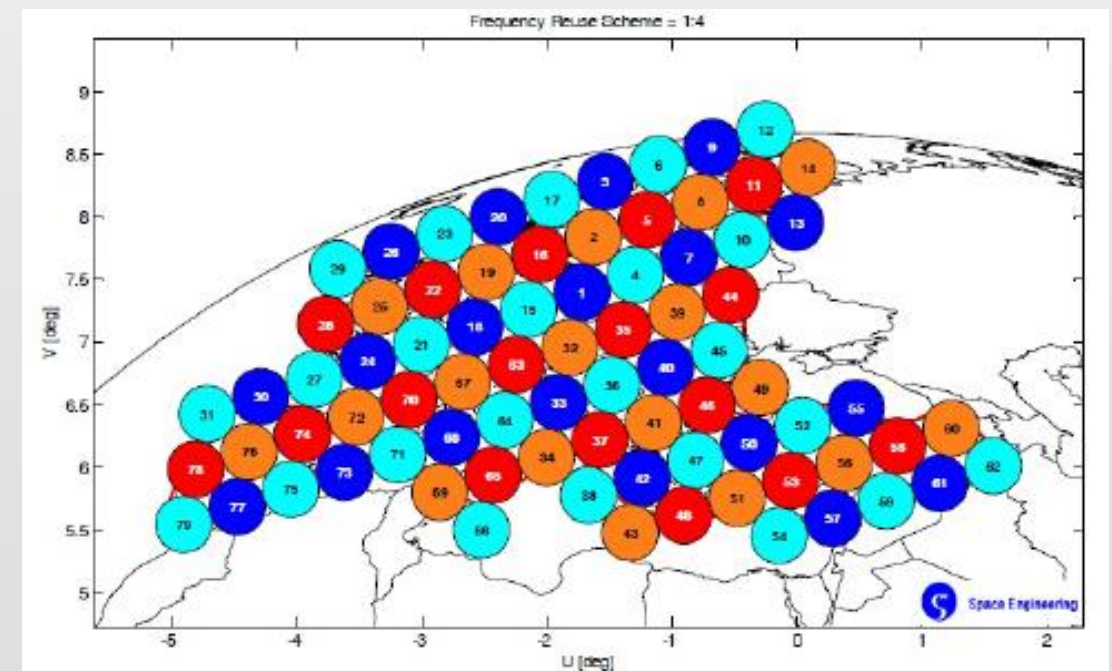
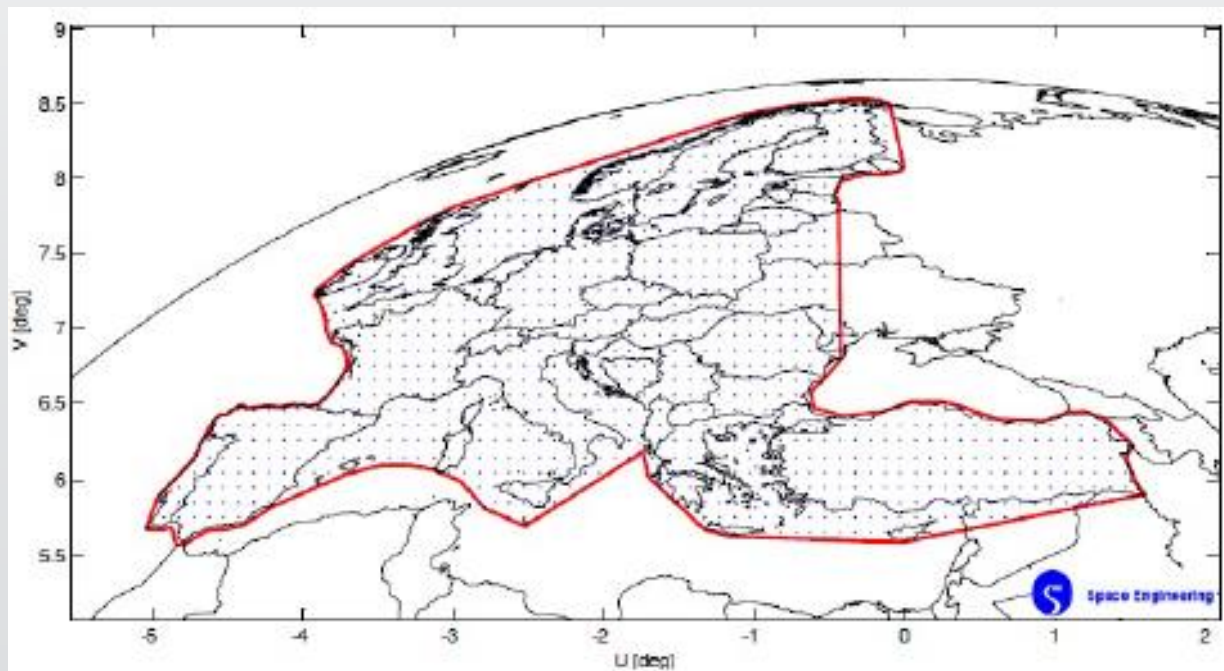


Introduction(5)



Scenario of interest:

- 79 beams (with 125 MHz allocated per beam) with fully connectivity and flexible routing in frequency, time spatial domains

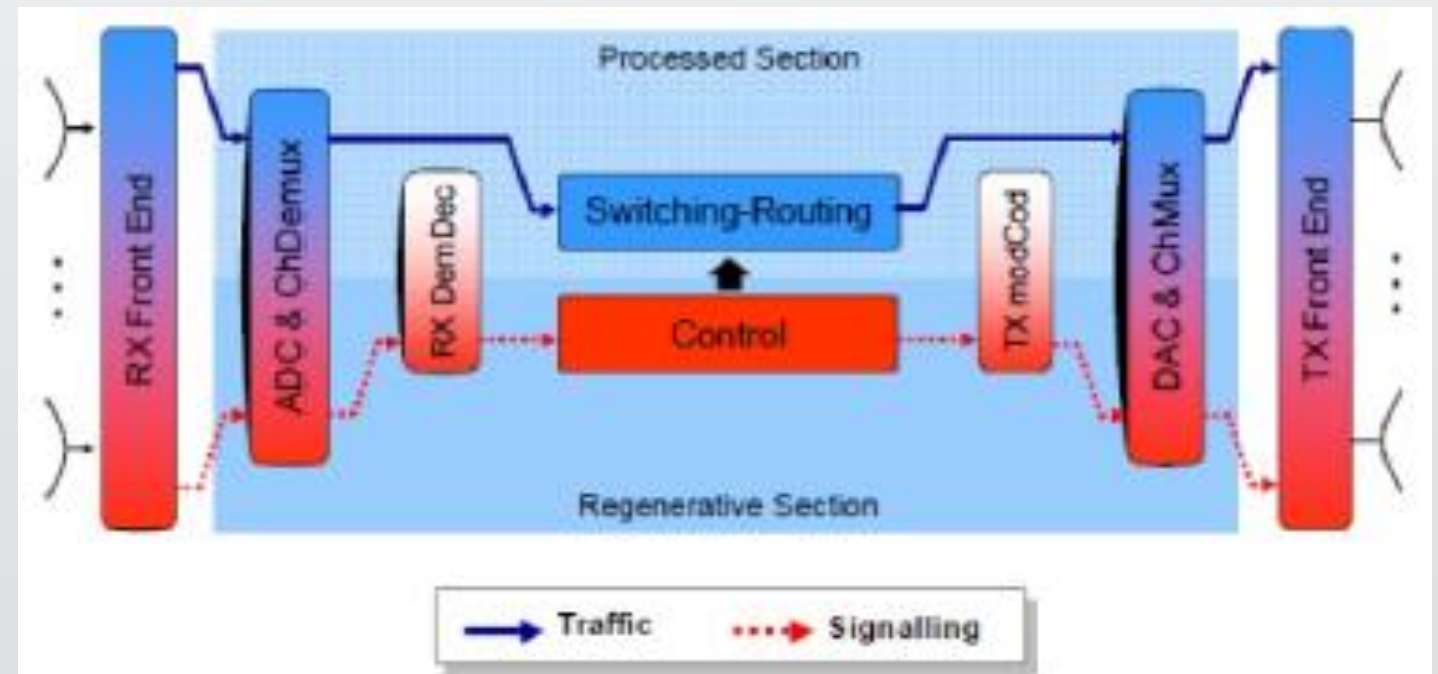




Introduction(6)



In this context the digital **semi-transparent payloads** have been recently devised and investigated





Problem Definition(1)



- A digital transparent/semi-transparent satellite payload can be seen as a **hybrid analog-digital on-board chain**
- Modelling and design approaches have so far almost missed the ability to capture in an adequate way these important features



Problem Definition(2)



Problem:

To provide a method that, given the link-budget requirement, provides a detailed definition of digital HW components in the DTP

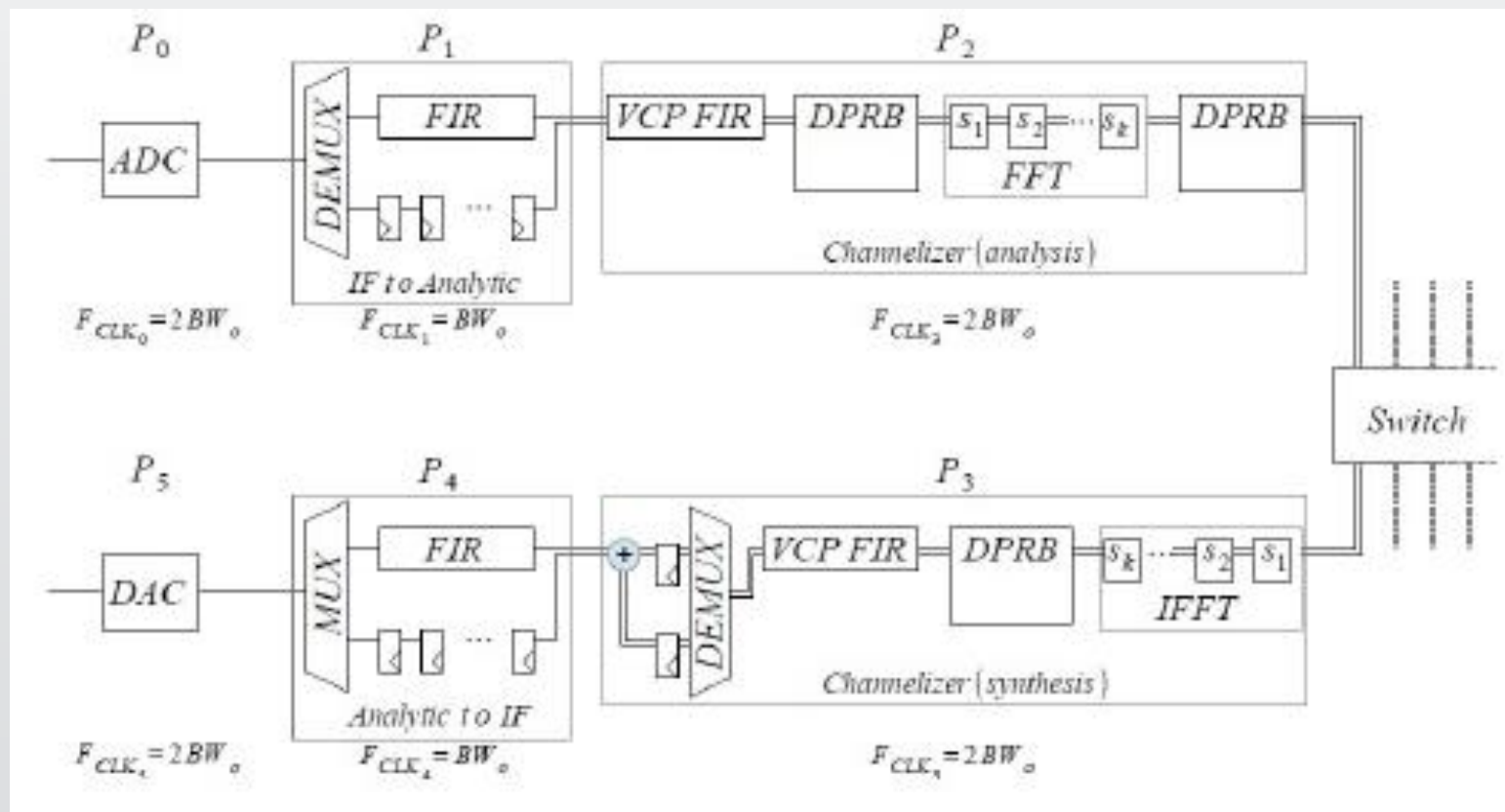


Resolution Method(1)



Step 1:

- Define a System Model of DTP-based Transponder



A DTP processing chain is composed by:

- P_0 : ADC
- P_1 : Analytical signal extrapolation
- P_2 : Channalizer (analysis)
- Switching
- P_3 : Channalizer (synthesis)
- P_4 : IF signal extrapolation
- P_5 : DAC



Resolution Method(2)



Step 2:

- Develop an equivalent noise model for the whole DTP chain to understand how link level performance (the DTP noise figure) may impact on the DTP hardware complexity



Resolution Method(3)



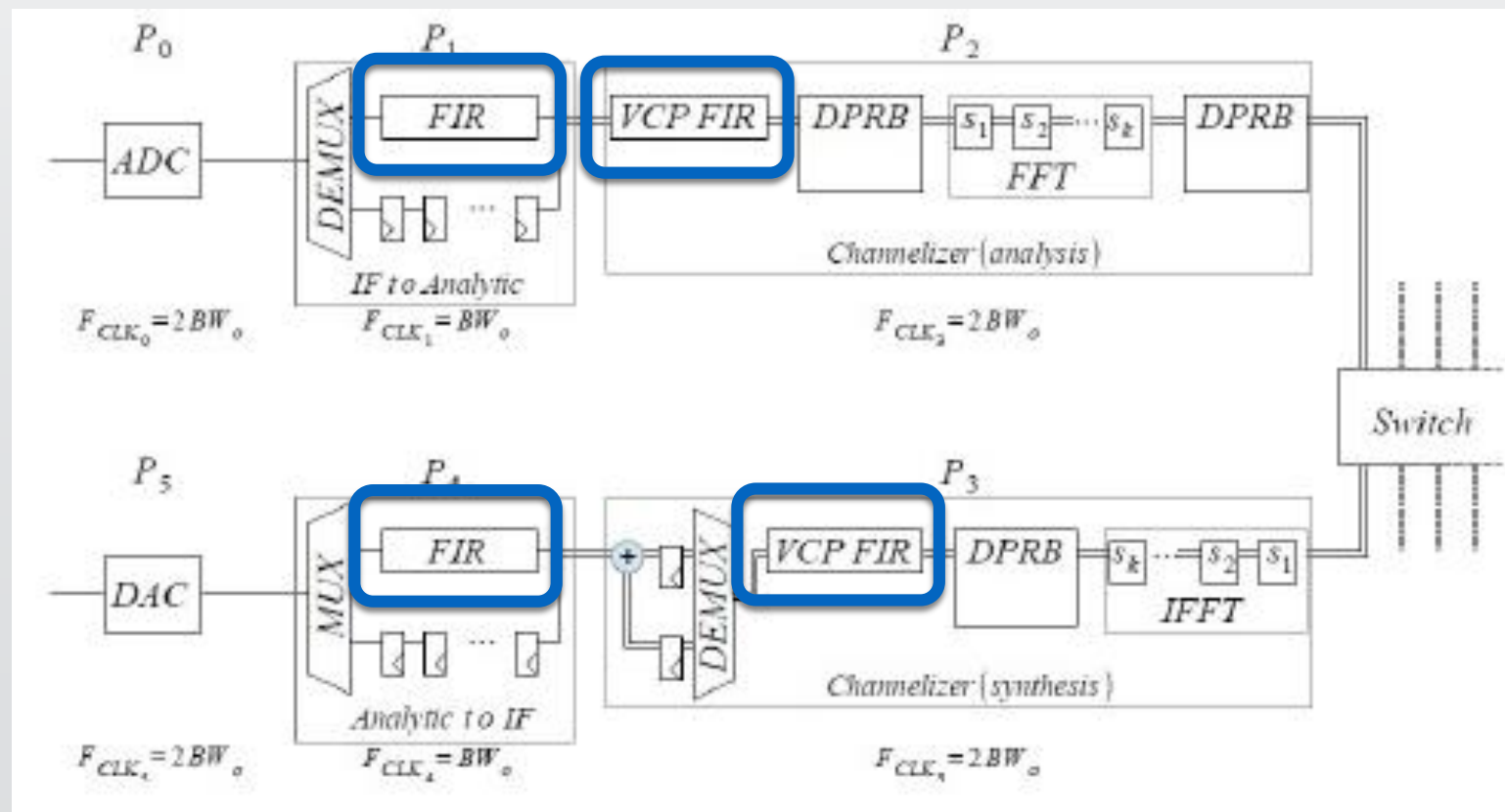
Step 3:

- Computing the hardware complexity in terms of:
 - i. Number of 2-words multipliers
 - ii. Number of 2-words adders
 - iii. Number of Flip-Flops
 - iv. Number of ROM bits



FPGA Implementation(1)

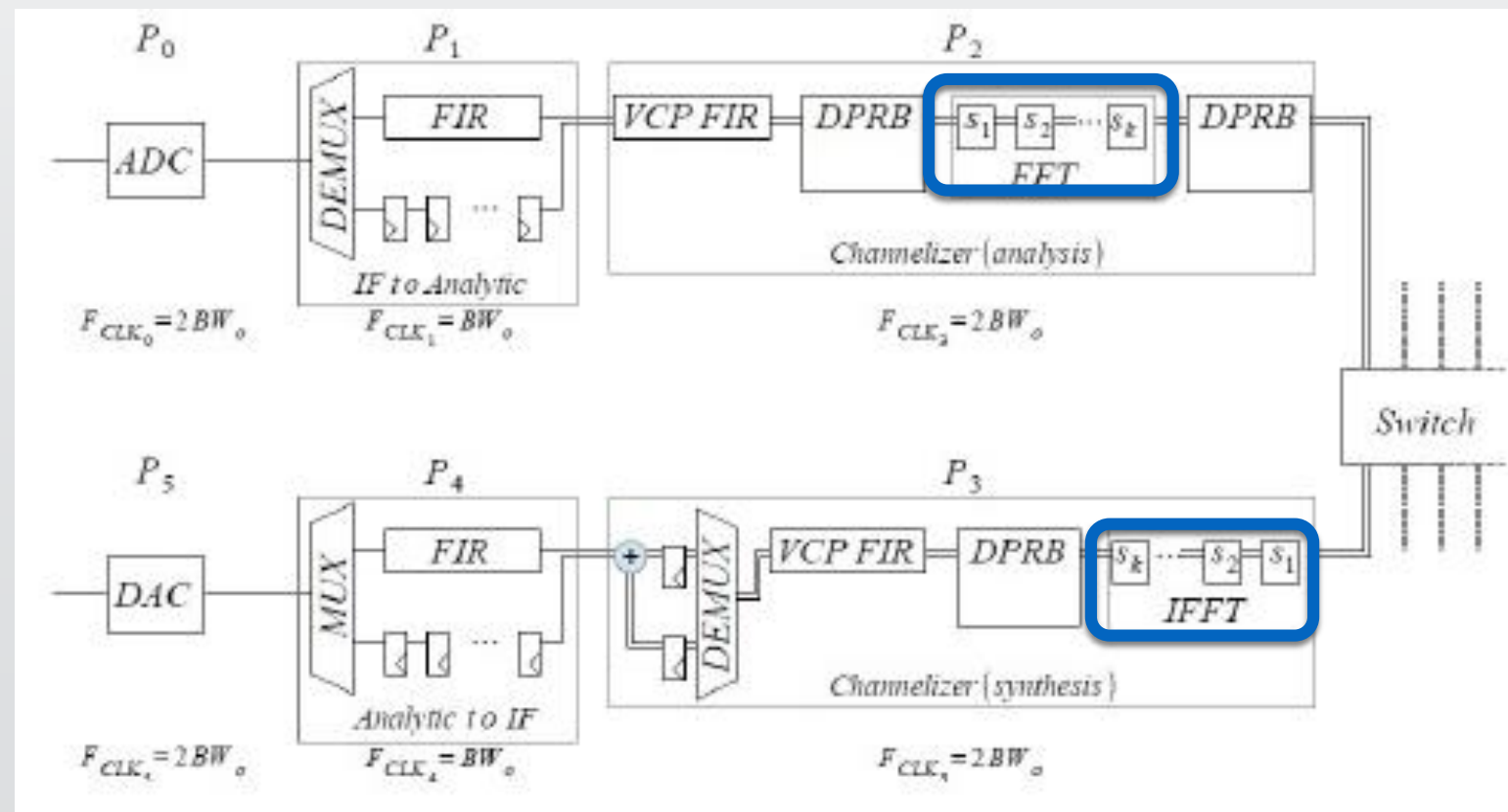
- The DTP is composed by three basic blocks:
- **FIR** filter elements, implemented in direct form





FPGA Implementation(2)

- The DTP is composed by three basic blocks:
- **FIR** filter elements, implemented in direct form
 - **FFT/IFFT** butterfly structures

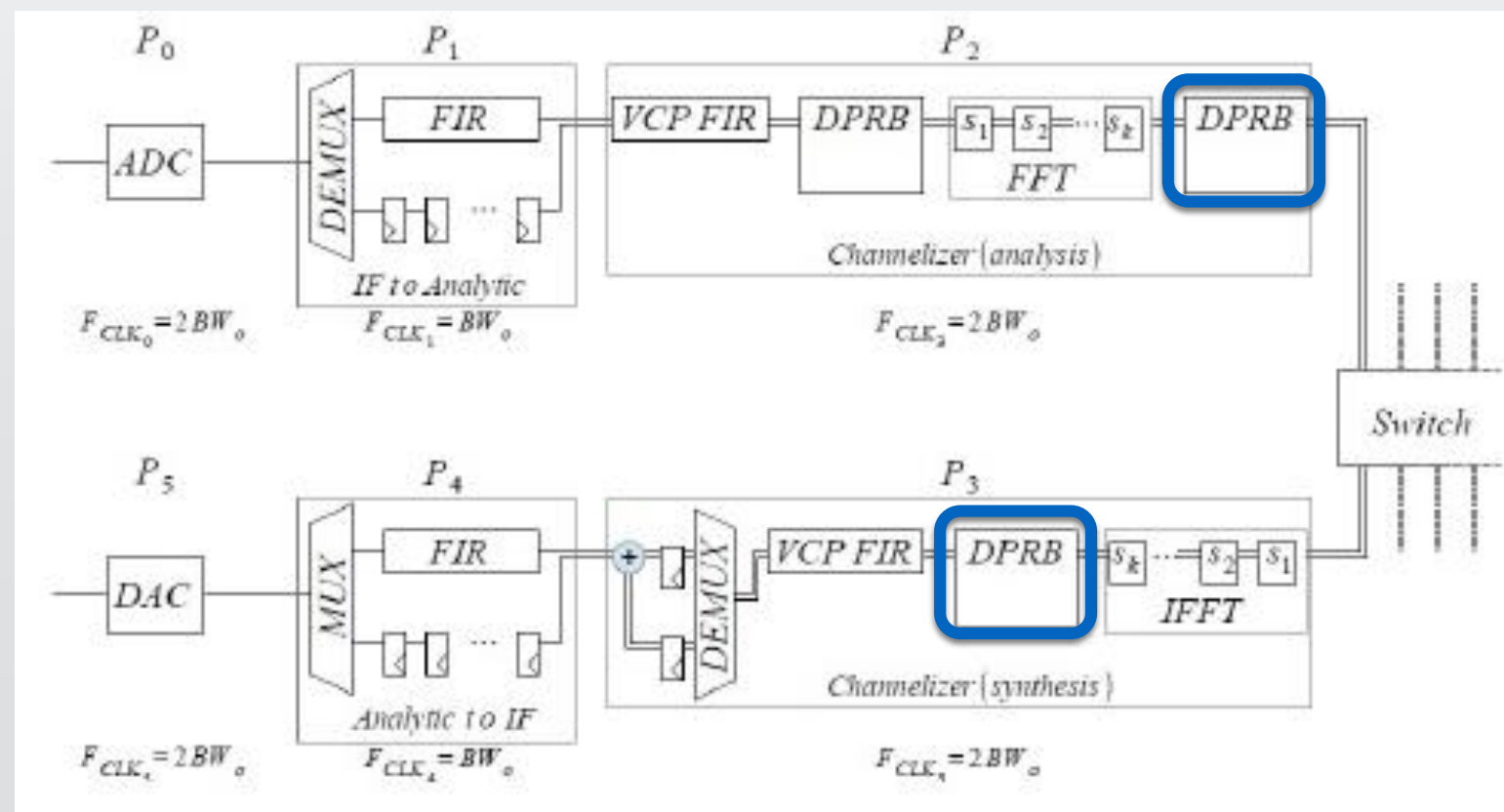




FPGA Implementation(3)



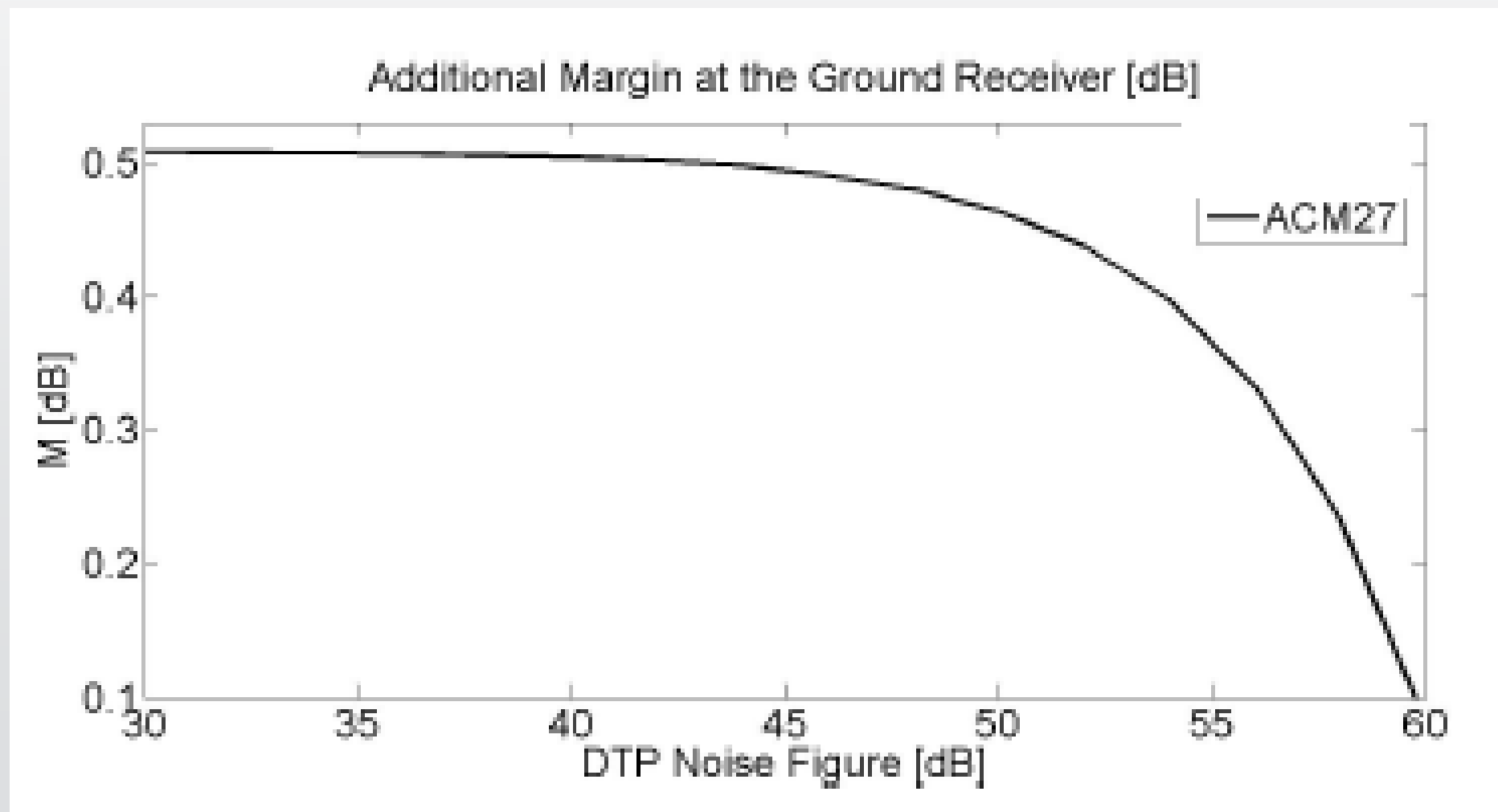
- The DTP is composed by three basic blocks:
- **FIR** filter elements, implemented in direct form
 - **FFT/IFFT** butterfly structures
 - **RAM** buffers





Results(1)

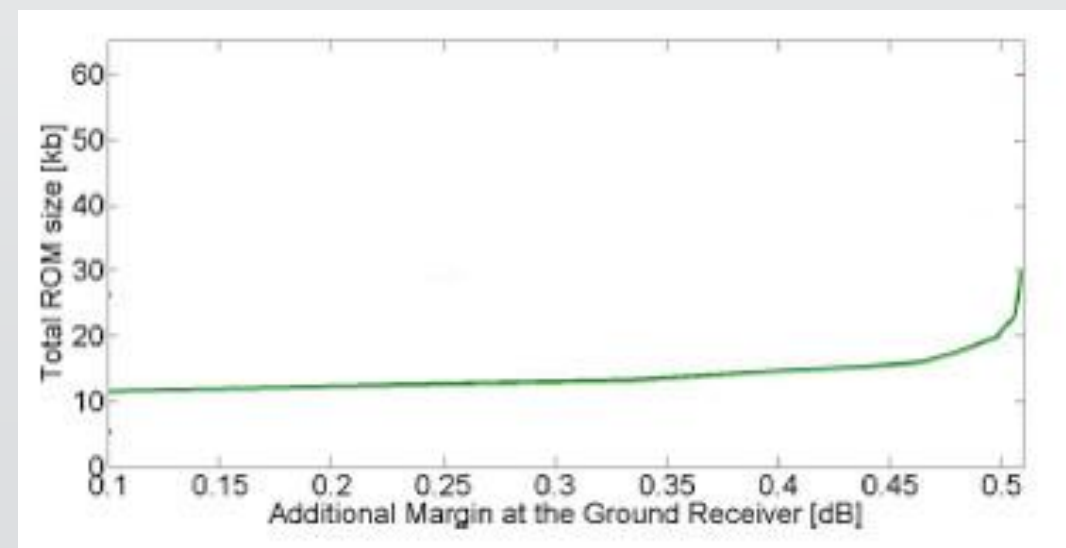
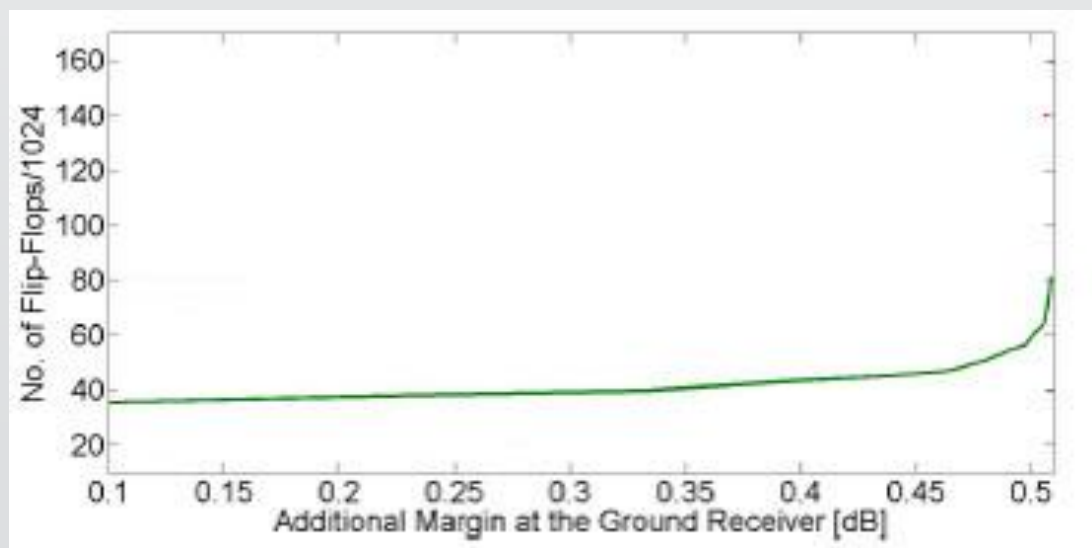
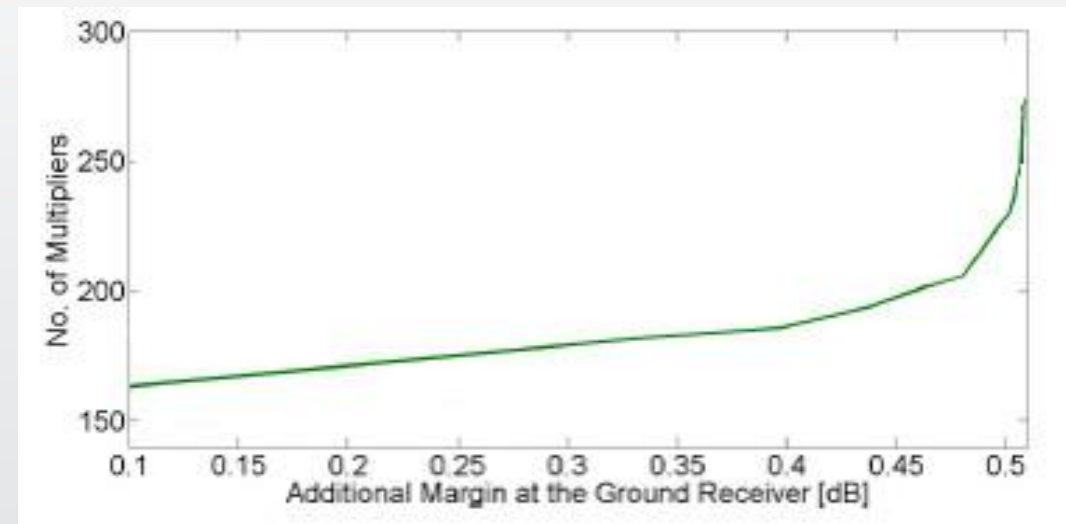
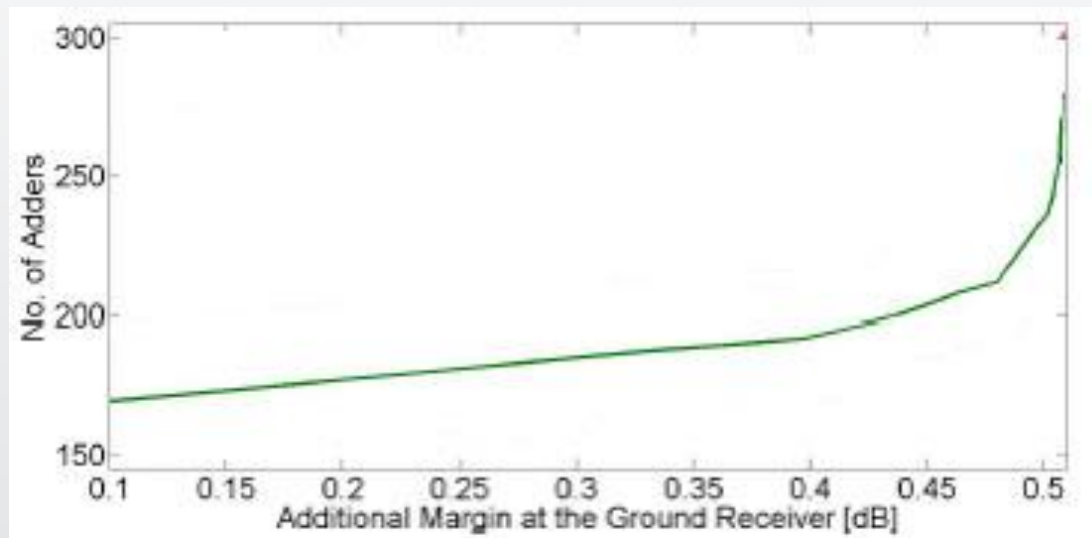
To the increase of DTP Noise Figure corresponds a degradation in the link performance show as reduction in the Additional Margin at the ground receiver





Results(2)

The DTP Hardware complexity may be directly linked to the chosen working point

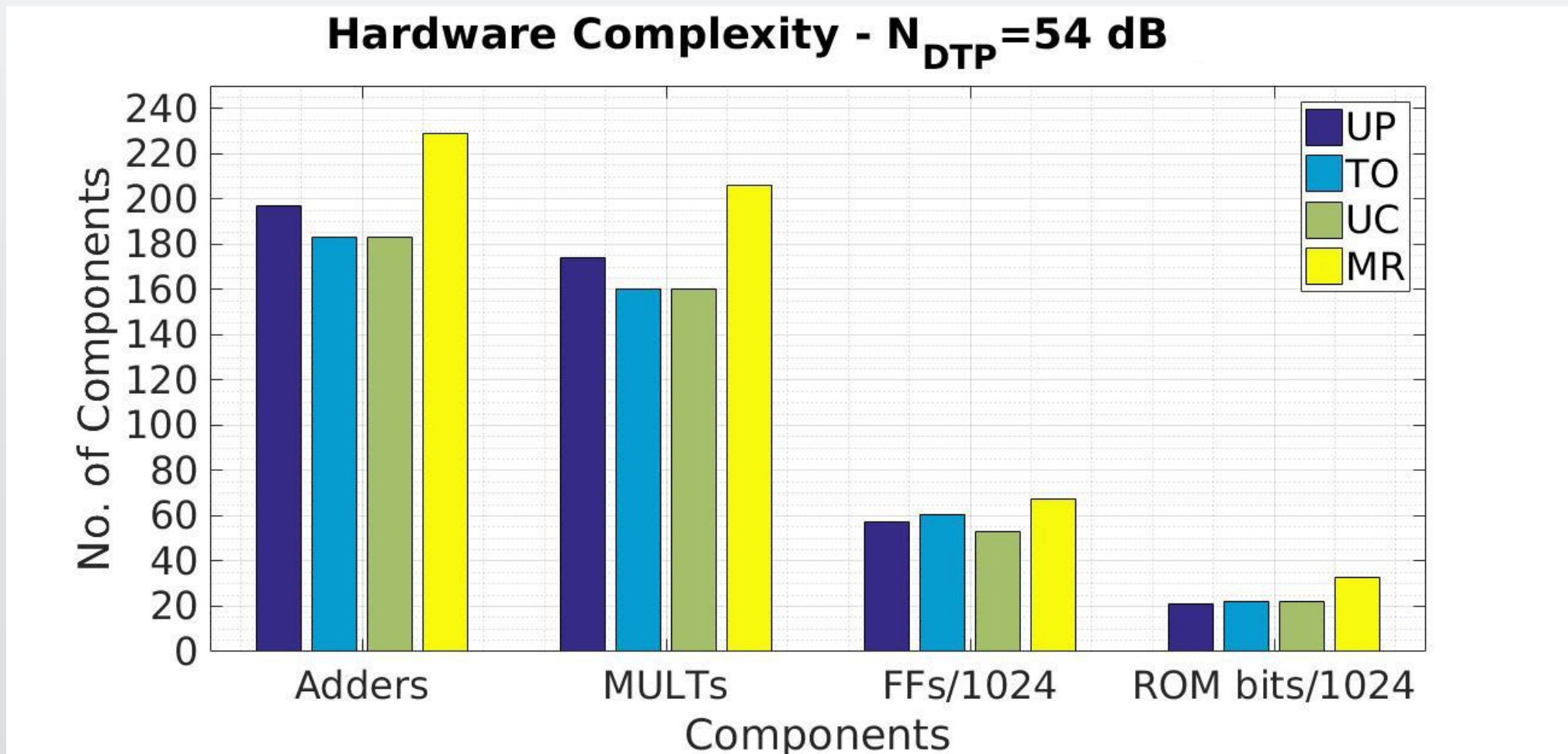




Results(3)

For a given DTP Noise Figure, different hardware complexity can be obtained by applying different design approaches, e.g.:

- UP: Uniform Parameters
- UC: Uniform Contributions
- TO: Trade-Off
- MR: Minimum RAM





Conclusion



- We have developed a comprehensive framework for **hardware complexity evaluation of novel satellite payloads that rely on semi-transparent transponder architectures**
- The DTP complexity has been related to the overall processed bandwidth, the selected coding and modulation formats, and performance degradation requirements



Future Work



- Definition of an optimized criterion for DTP hardware design
- Adaptations of the developed framework to several scenarios of interest in satellite communications

Thanks