

FPGA Implementation of NLMS Algorithm for Receiver in wireless communication system

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Abstract

This paper proposes a verilog implementation of a normalised Least Mean Square (NLMS) adaptive algorithm. The envisaged application in the wireless communication identification system. The good convergence of NLMS algorithm has made us to choose it. It also has good stability. Adaptive filtering constitutes one of the core technologies in digital signal processing and finds numerous application areas in science as well as in industry. In this paper NLMS algorithm is used to reduce the error at the output of the receiver in wire less communication system. A verilog implementation is developed for a 5th order NLMS adaptive filter. As compared conventional LMS it has been proven that NLMS Algorithm has good behaviour. Model Sim simulations results altogether with plots obtained in Mat lab prove the same.

Keywords:

Adaptive filters , Digital signal processing,FPGA NLMS, LMS.

1. Introduction

Even though many interesting adaptive algorithms are present around us. The applications with limited precision and processing power, the Normalized Least-Mean- Square (NLMS) algorithm [3] and some versions of it (e.g., frequency-domain or sub-band versions [1]) are usually used. The step-size parameter will control the algorithm, in terms of convergence rate, maladjustment, and stability. Within the stability conditions, the choice of this parameter reflects a trade-off between fast convergence rate and good tracking ability on the one hand and low maladjustment on the other hand. To meet these conflicting requirements, the step size needs to be controlled. This algorithm gives good performance.

Reducing an error in receiver system has been a central issue in wireless communication networks and teleconferencing etc. reducing an error in the procedure of specifying the receiver model in terms of the available experimental evidence, that is, a set of measurements of the input output desired response signals and an appropriately error that is optimized with respect to Receiver parameters. Adaptive identification refers to a particular procedure

where we learn more about the model as each new pair of measurements is received and we update the knowledge to incorporate the newly received information.

2. Need for NLMS

In this paper, we will be describing the more stabled adaptive algorithm Normalized Least Mean Square (NLMS) algorithm. The paramount reasons for this decision are as follows:

1. The LMS adaptive FIR filter is the most popular adaptive estimation technique and is likely to remain so in the foreseeable future [9]. Despite speculations that the LMS algorithm is losing its established status as the workhorse for the design of linear adaptive systems, there are still numerous ongoing researches and state-of-the-art advances in this algorithm [7]. A forthcoming new book titled —Least-Mean-Square Adaptive Filters, edited by Bernard Widrow (originator of LMS) and Simon Haykin, is a good representative of the devoted interests in this adaptive algorithm shown by researchers around the world.

2. The LMS algorithm can be easily modified to a normalized step-size version known as the Normalized LMS (NLMS) algorithm. NLMS, not only provides a potentially faster adaptive algorithm, but also guarantees a more stable convergence in response to variations of input signal power.

2.1 Following this approach, the main objectives of this paper are:

1. Study of LMS /NLMS adaptive algorithms.

2. Implement an NLMS-based adaptive algorithm for receiver system in wireless communication to show its good convergence rate and reduction in error.

3. Design of modified LMS algorithm

In this section the derivation of modified LMS has been given and it is named as normalised least mean square algorithm (NLMS).

In many adaptive filter algorithms Normalized least mean square algorithm (NLMS) is also derived from conventional LMS algorithm. The objective of the alternative LMS-based algorithms is either to reduce computational complexity or convergence time. The normalized LMS, (NLMS),

algorithm utilizes a variable convergence factor that minimizes the instantaneous error. Such a convergence factor usually reduces the convergence time but increases the misadjustment. In order to improve the convergence rate the updating equation of the conventional LMS algorithm can be employed variable convergence factor $\tilde{\mu}$. it is derived as below.

$\mu\sigma^2x$ directly affects the convergence rate and stability of the LMS adaptive filter. As the name may imply, the NLMS algorithm is an effective approach to overcome this dependence, particularly when the variation of input signal power is large, by normalizing the update step-size with an estimate of the input signal variance, $\sigma^2x(n)$ [10]. In practice, the correction term applied to the estimated tap-weight vector $w(n)$ at the n -th iteration is 'normalized' with respect to the squared Euclidean norm of the tap input $x(n)$ at the $(n-1)$ -th iteration [8],

$$w(n+1) = w(n) + \frac{\tilde{\mu}}{\|x(n)\|^2} e(n)x(n) \quad 3.1$$

Apparently, the convergence rate of the NLMS algorithm is directly proportional to the NLMS adaptation constant $\tilde{\mu}$, i.e. the NLMS algorithm is independent of the input signal power. Theoretically, by choosing $\tilde{\mu}$ so as to optimize the convergence rates of the algorithms, the NLMS algorithm converges more quickly than the LMS algorithm [10].

Indeed as reported in [11], by taking into account the variation of signal level at the filter input and selecting a normalized correction term, we get a stable as well as a potentially faster converging adaptation algorithm for both uncorrelated and correlated input signal. It has also been stated that the NLMS is convergent in the mean square if the adaptation constant $\tilde{\mu}$ (note that it is no longer called the step size) satisfies the following condition [12]:

$$0 < \tilde{\mu} < 2 \quad \dots\dots\dots 3.2$$

Despite this particular edge that NLMS exhibits, it does have a slight problem of its own. Consider the case when the input vector $x(n)$ is small. Instability may occur since we are trying to perform numerical division by a small value of the Euclidean Norm $\|x(n)\|^2$.

However, this can be easily overcome [8] by appending a positive constant to the denominator in $W(n+1) = w(n) + \mu e(n)x(n)$ such that

$$W(n+1) = w(n) + \frac{\tilde{\mu}}{c + \|x(n)\|^2} e(n)x(n) \quad \dots\dots\dots 3.3$$

where $c + \|x(n)\|^2$ is the normalization factor.

With this, we obtain a more robust and reliable implementation of the NLMS algorithm.

In summary, we can write the LMS algorithm for every search iteration, in the form of three operations:

Initial Condition: $0 < \tilde{\mu} \leq 2$

$$x(0) = w(0) = [0, \dots\dots, 0]^T, \\ c = \text{a small constant}$$

1. Filter Output: $y(n) = w(n) x'(n)$
2. Error Estimation: $e(n) = d(n) - y(n)$
3. Tap-weight adaptation:

$$w(n+1) = w(n) + \frac{\tilde{\mu}}{c + \|x(n)\|^2} e(n)x(n)$$

4. DETAILED DESIGN AND IMPLEMENTATION

The below block diagram (figure 4.1) shows the inputs and outputs of the NLMS algorithm. It has four inputs and two outputs. Inputs are x_{in} (input data to adaptive filter), d_{in} (desired input), clk (clock) and $adpt_enable$ (input bit used for). Outputs are $error_out$ (difference between output of filter (y_{out}) and desired input (d_{in})) and $final_out$ (...).

The inputs x_{in} and d_{in} and outputs $error_out$ and $final_out$ are 8bit data. clk and $adpt_enable$ are single bit data.

The NLMS block consists of two shift registers, calculator, adder and a multiplexer. The inner structure of the NLMS is as shown in figure 4.2 below

five inputs and four outputs. In which only clock is the single bit input, all others are 8-bit data. The calculator block is as shown in figure 4.3.

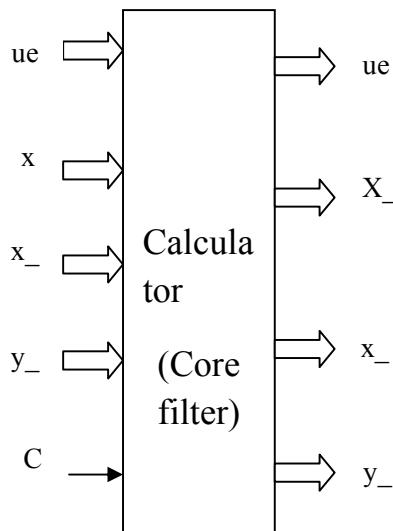


Figure.4.3: Block Diagram of Calculator

The inputs of core_filter are assigned to different sub-blocks of it. Outputs of core_filter are used as the inputs for next iterations. At last iteration only y_out is considered as the output of the core_filter.

The inner structure of the core filter block is as shown in fig 4.4. As mentioned above the unit calculator is used 5 times in single core filter for the calculation of y_out. the other outputs are left open which are of no use.

The calculator block has several internal blocks which performs the different arithmetic operations inside it.

The different blocks inside the core_filter are adder, multiplier, shift register, saturation, scaling, and truncation. The single calculator block uses some signals which are used for the calculation. The signals are shiftx(32), shiftxn(32), shiftue(24), shifty(16), coeff16(16), coeff8(8), xnin_ue(16), xnin_ue_scaled(16), new_coeff(16), delayed_new_coeff(16), y_out16(16) and y_out8(8). The numbers in bracket refers to the bit size of that signal. These signals are used during the different arithmetic operation of the input data at the calculator block.

The first block of the calculator is multiplier which multiplies the 8bit datas x_N_in and ue_in. the output signal xnin_ue is 16bit data. The second stage is scaling. In scaling stage the out may be upgrade or degrade of the input signal. Here we always degrade the output of the multiplier stage. The output is xnin_ue_scaled is also 16-bit, which is added to the 16-bit co-efficient signal coeff16 at next stage. The signal new_coeff is the output of the adder stage which is delayed by using shift register in next step. The delayed new coefficient which is the output of shift block is 16-bit data which is used in calculation of the next coefficient for core filter. The output checked for its limit in saturation stage. In saturation stage care is taken about the data not to exceed the limit of the coefficient. The saturated data is truncated to 8-bit in next stage.

The next stage is 8bit multiplier which multiplies the 8bit truncated coefficient with 8MSB bits of shiftx signal which gives 16-bit product. These 16 bit output i.e y_out 16 is truncated to 8-bit in next stage. The 8-bit output is the final output of the core_filter after 5th iterations.

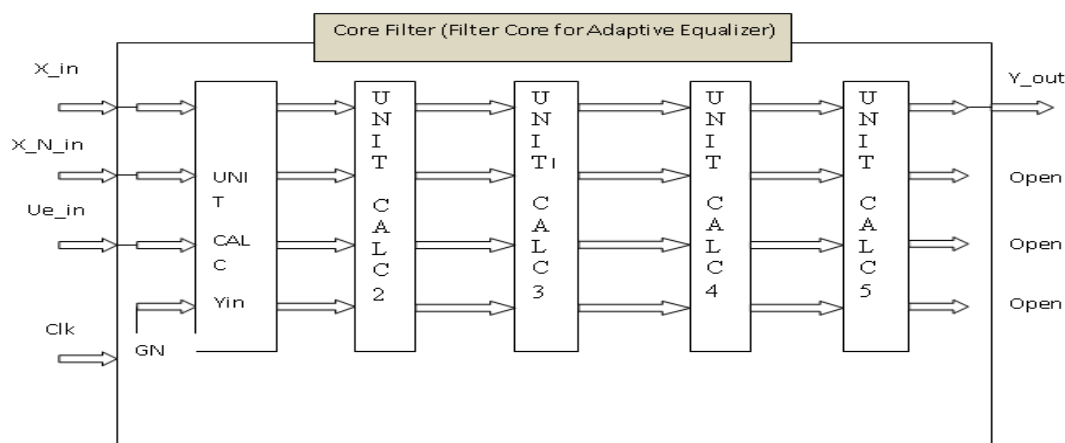


Figure 4.4: Inner Structure of the NLMS Core Filter

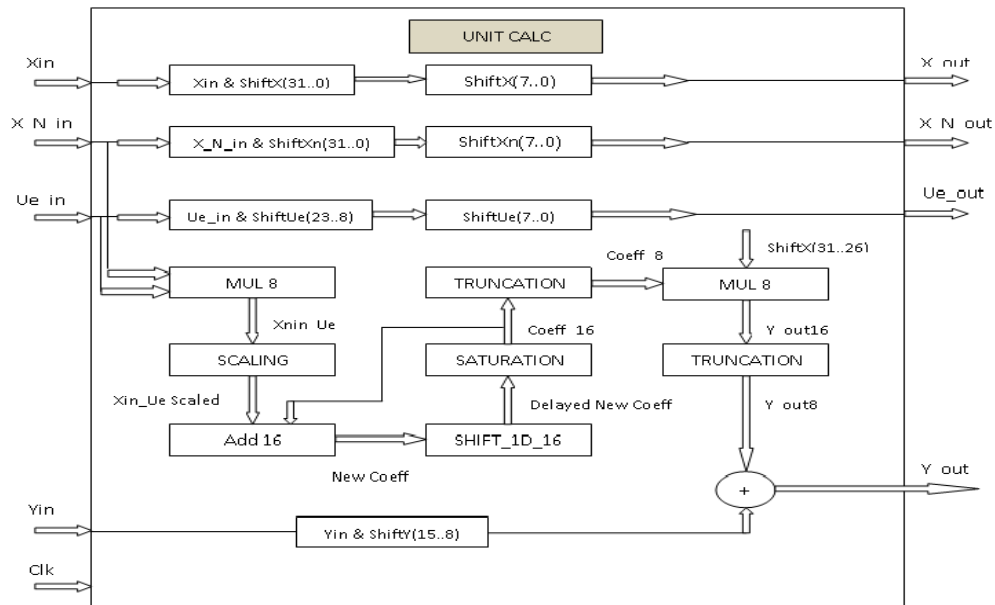


Figure 4.5 Inner Structure of the Calculator

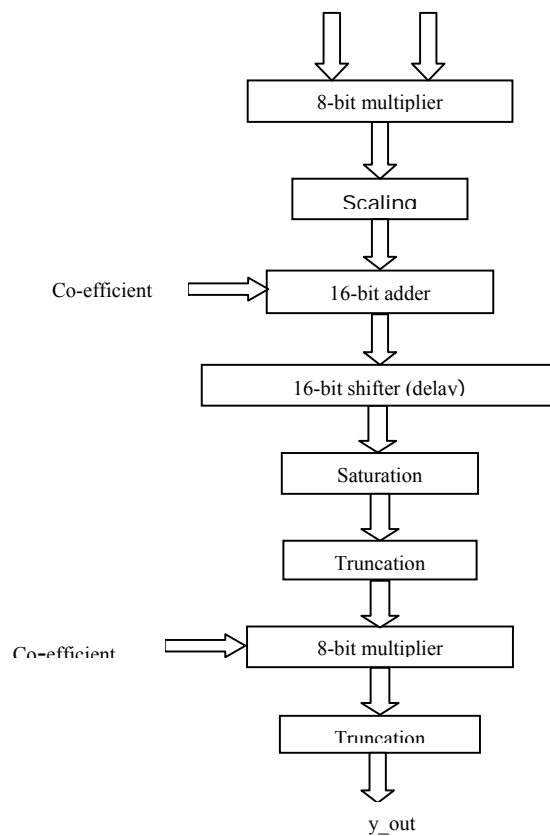


Fig.4.6: Internal Blocks of the Core Filter and its data flow

5. SYNTHESIS AND SIMULATION RESULTS

The implemented VHDL program for NLMS adaptive algorithm is now synthesised using Xilinx 10.1. Modelsim is used to study the waveforms of each stage. The VHDL

programs are synthesised separately for each block. The synthesis result observed for core filter of the NLMS block and the total NLMS block separately are shown below

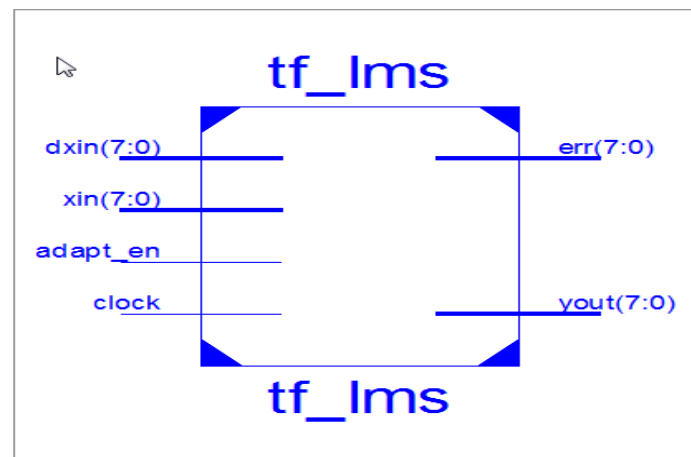


Figure 5.1 Top Level Structure for NLMS Algorithm.

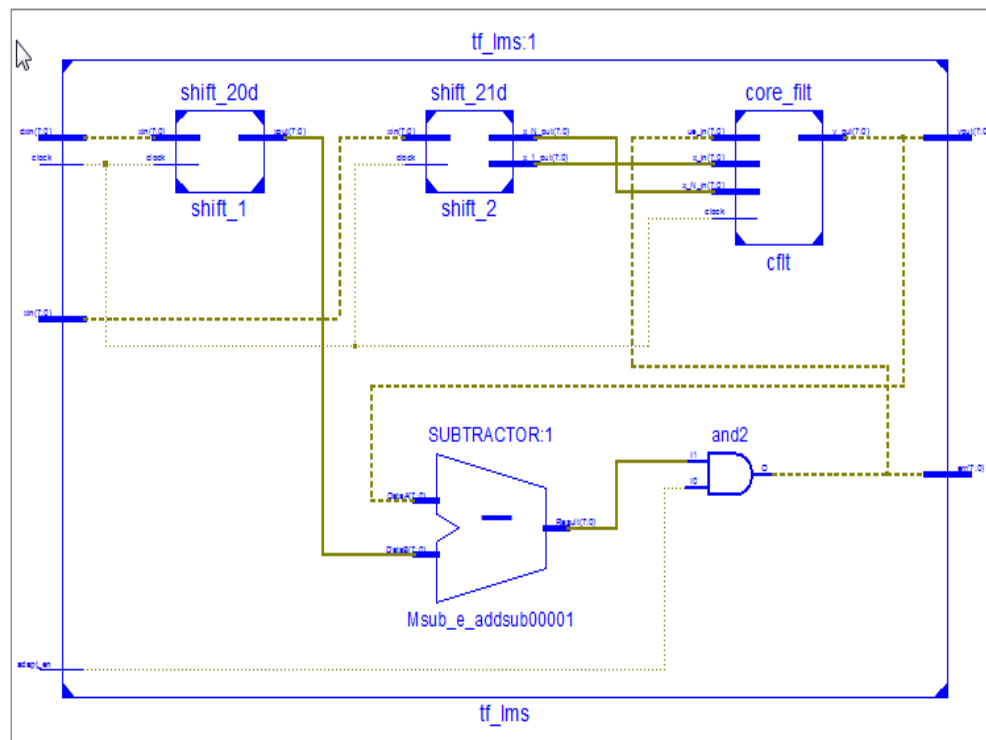


Figure 5.2 1st levels Internal Structure

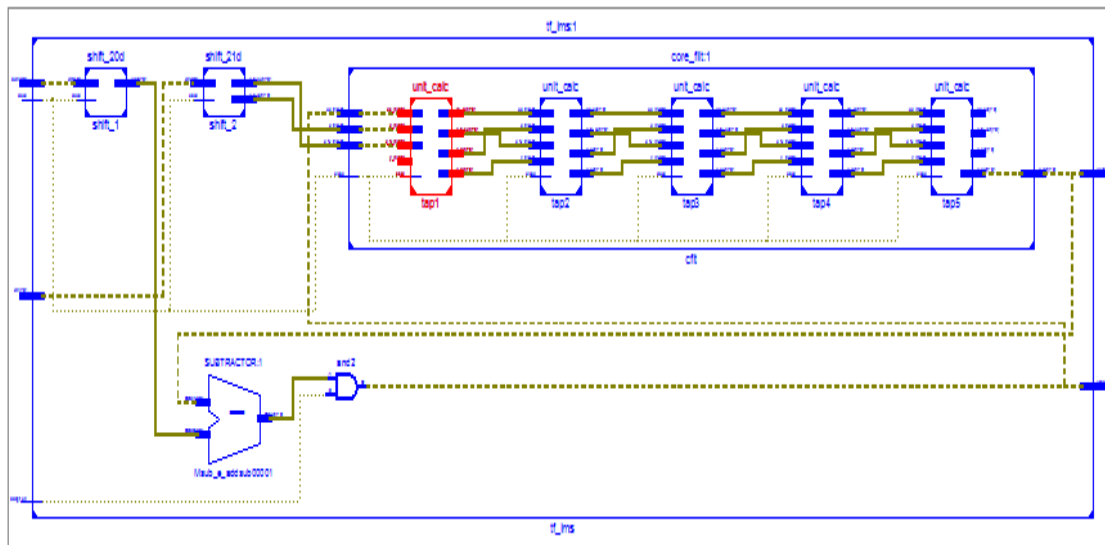
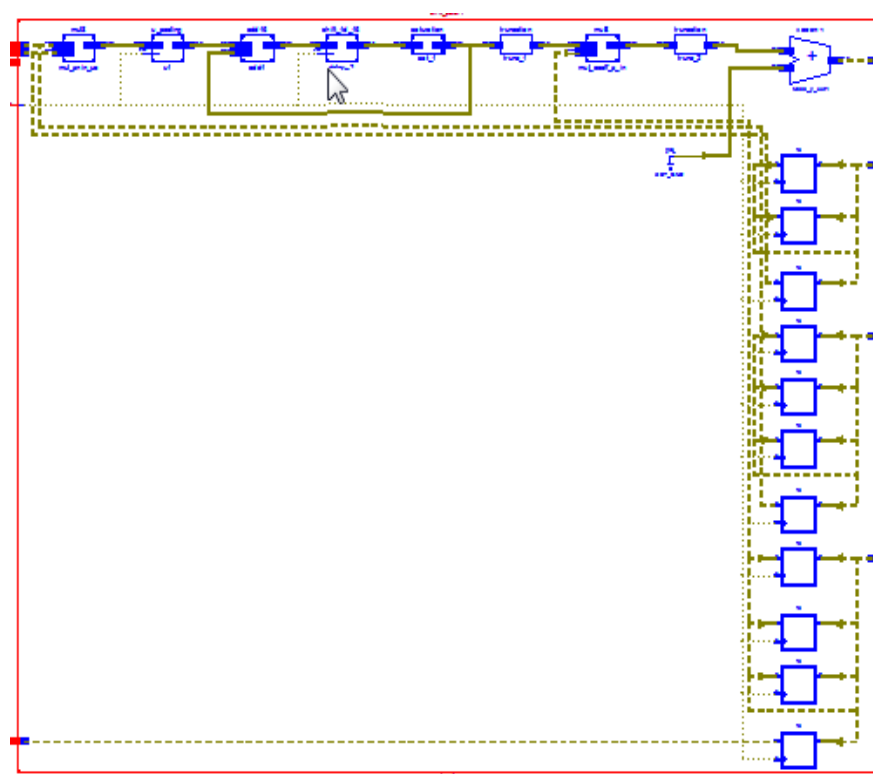


Figure 5.3 Internal Structure of Core filter



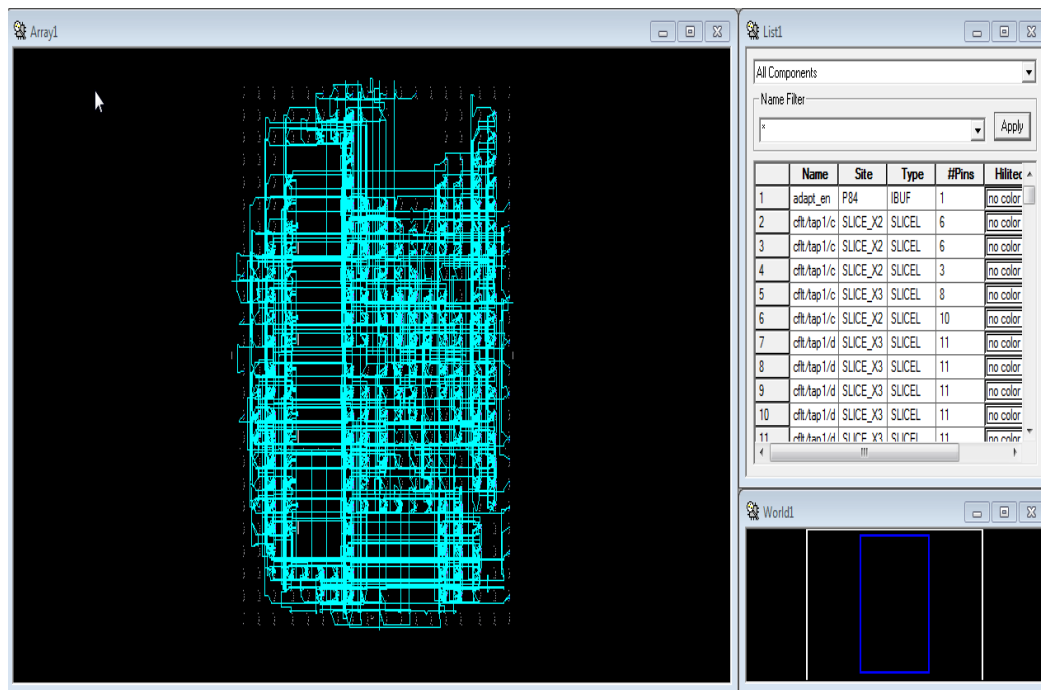


Figure 5.5 outed DesignFPGA R for NLMS

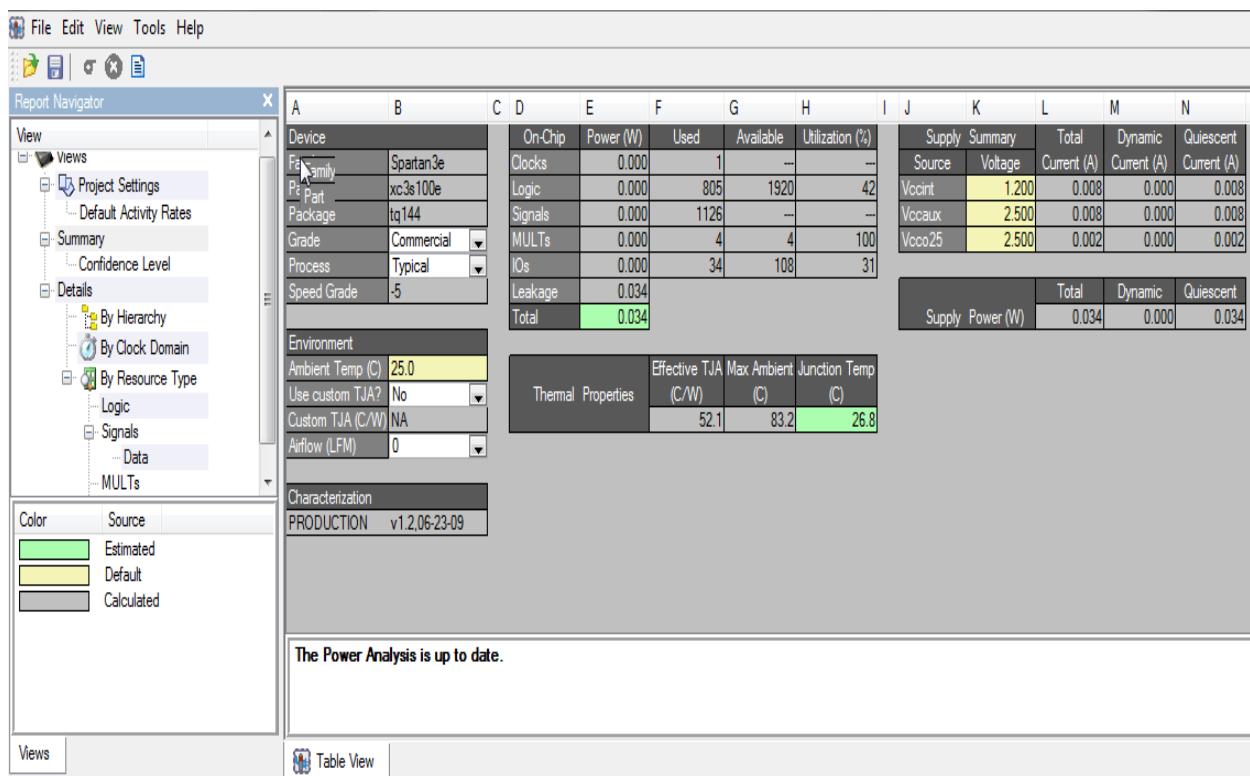


Figure 5.6 Power Analysis of NLMS using Xilinx X Power Analyzer

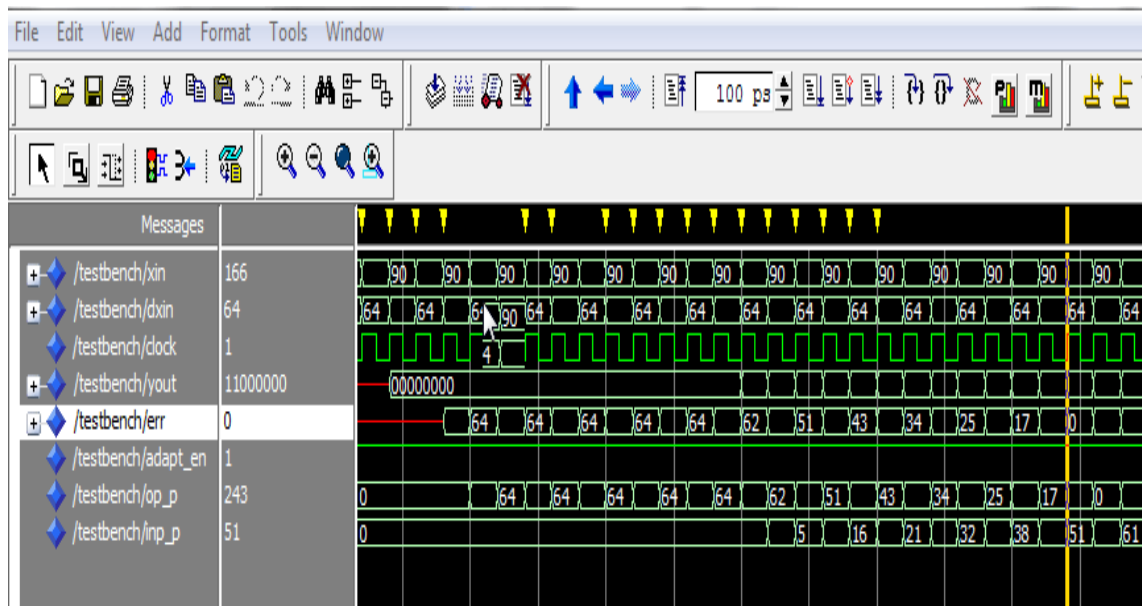


Figure 5.7 Top level Simulation Results for NLMS

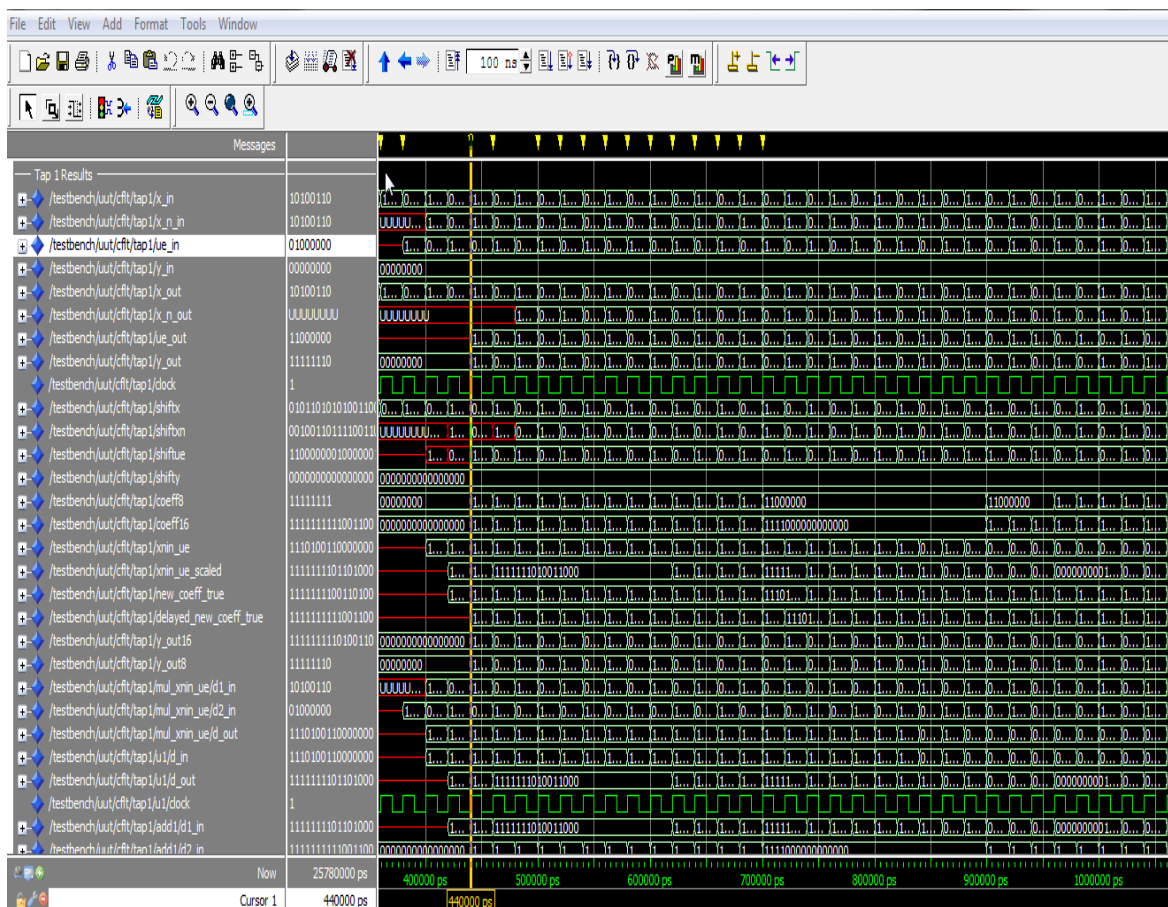


Figure 5.8 Tap 1 Simulation Result

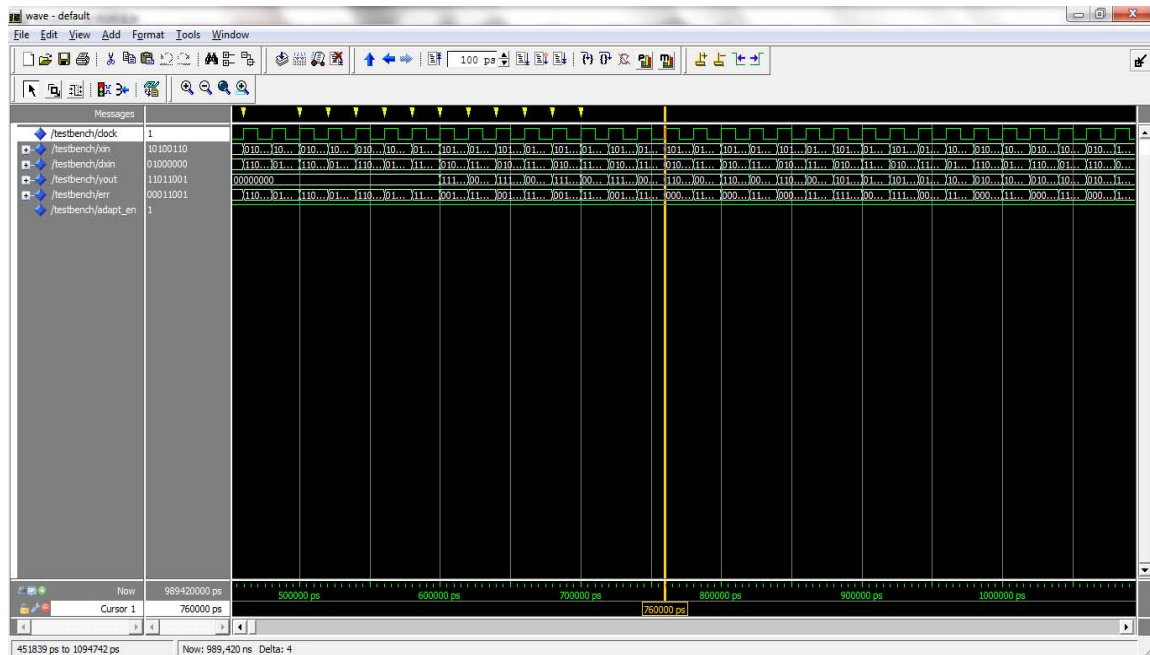


Figure 5.9 Simulation output for 2K Hz

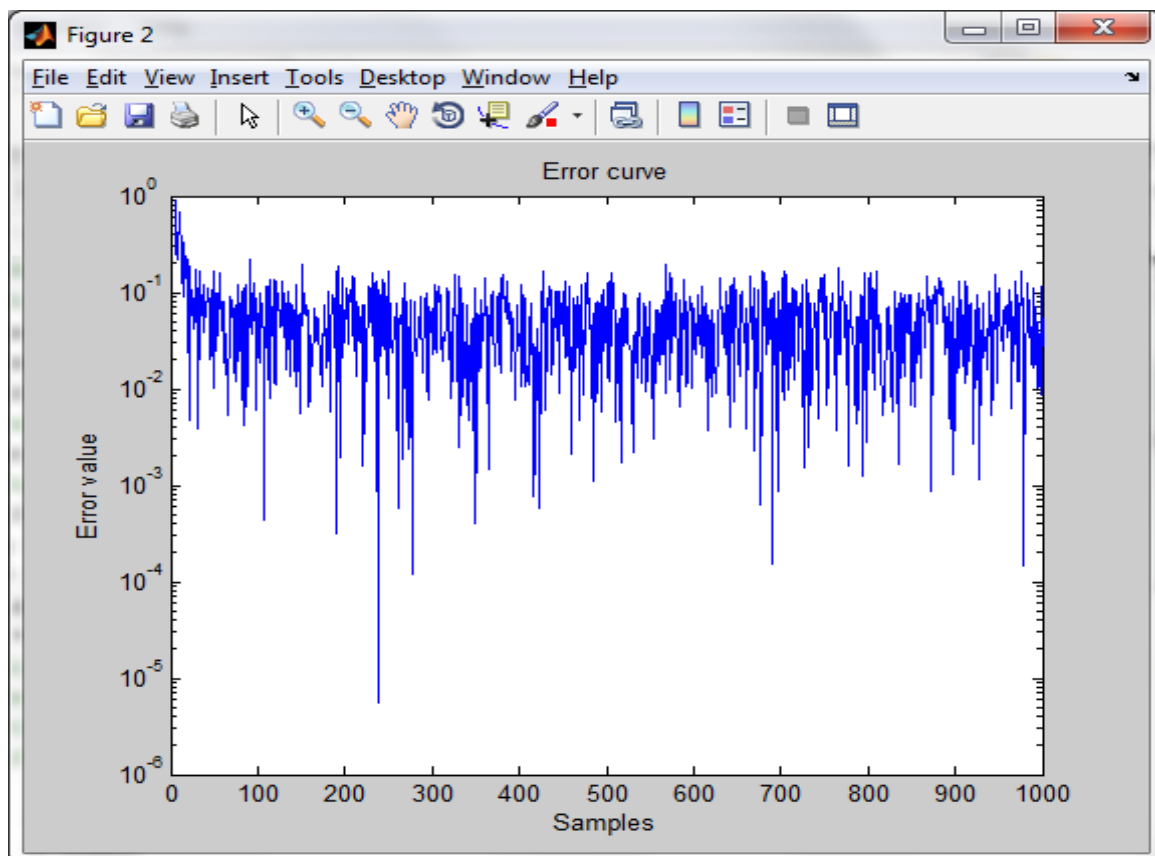


Figure 5.10 Error Curve

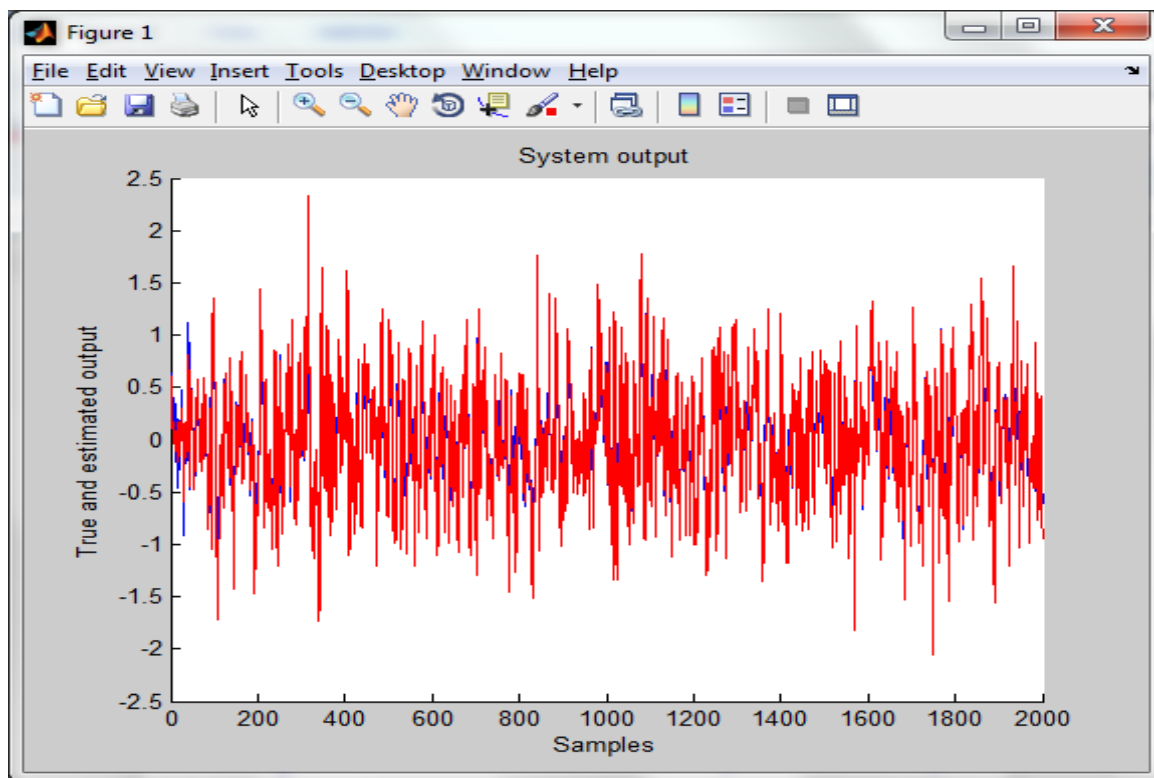


Figure 5.11 System Output

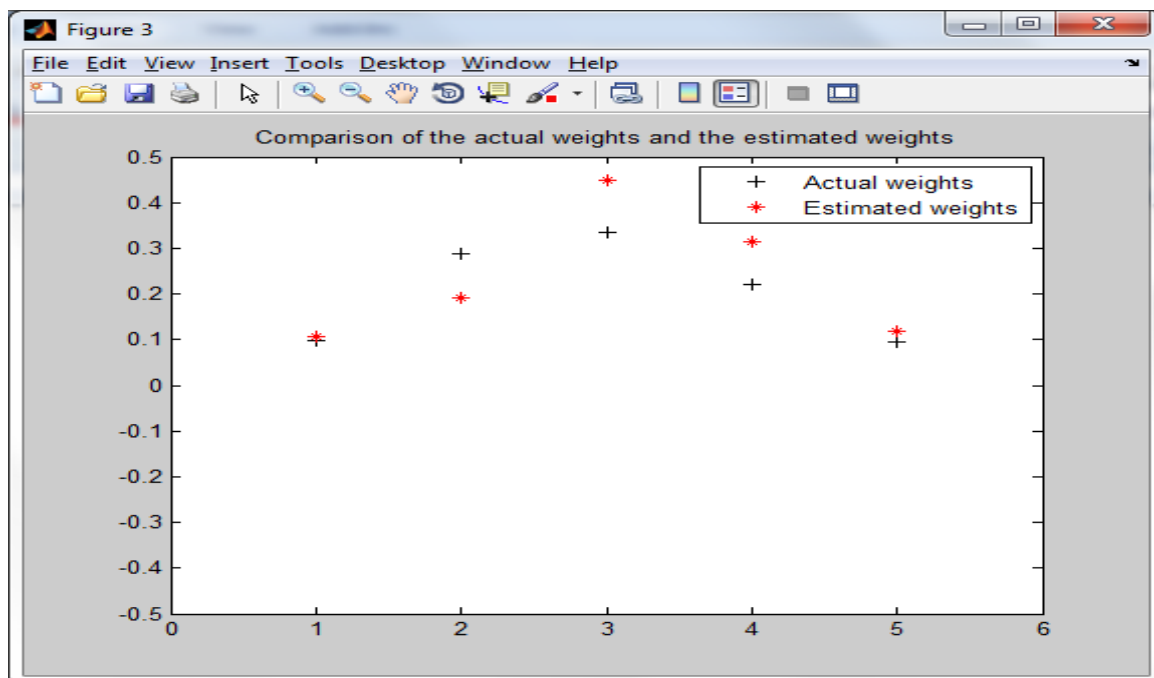


Figure 5.12 Comparison of the Actual Weights and the Estimated Weights

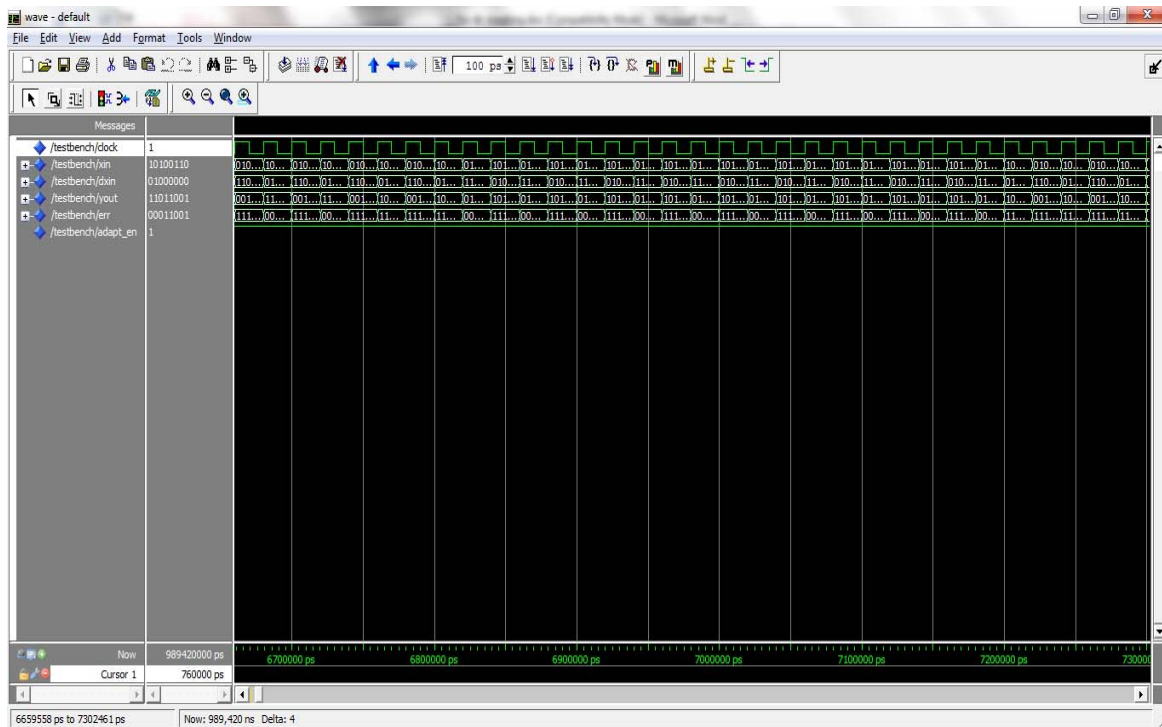


Figure 5.13 Simulation results for 20K

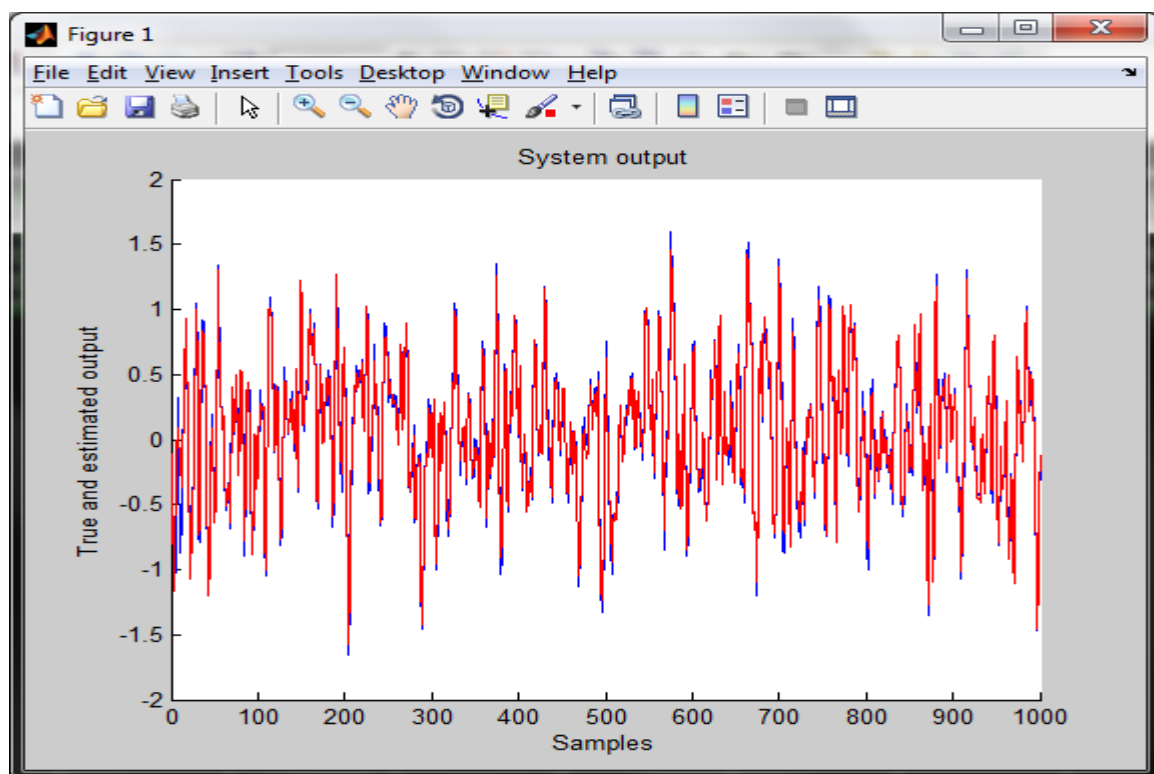


Figure 5.14 System Output

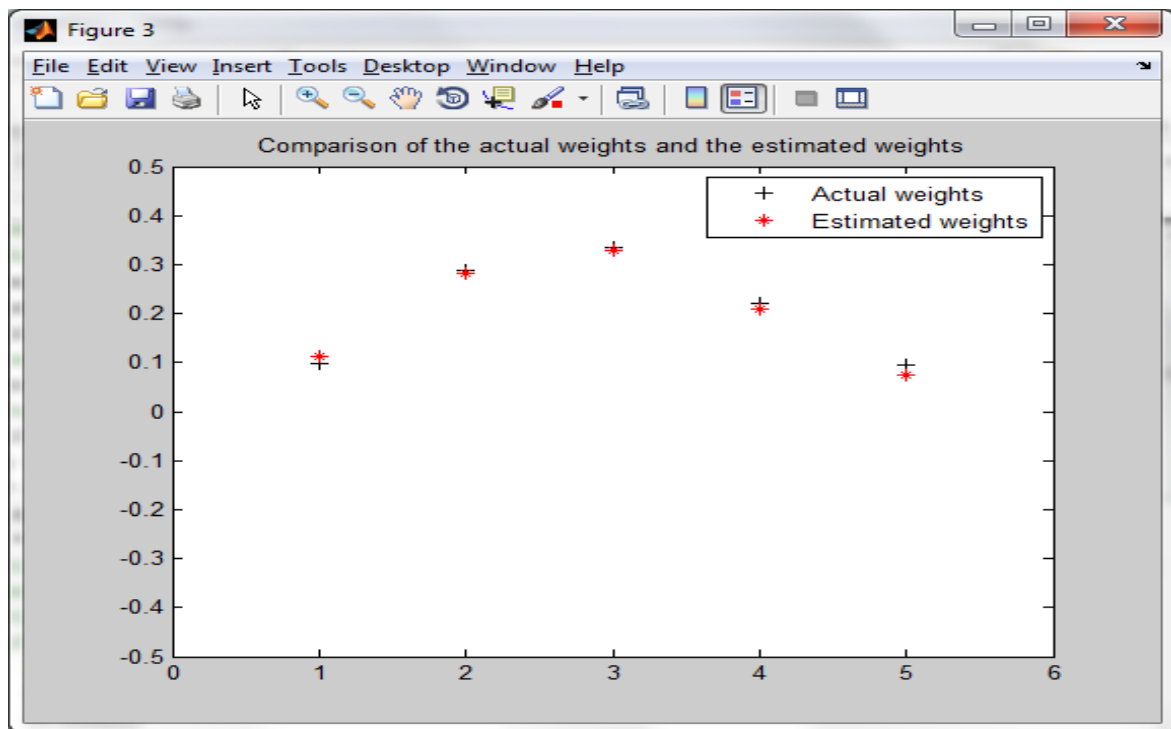


Figure 5.15 Comparison of the Actual Weights and the Estimated Weights

Design Overview

Summary

IOB Pro...

Module...

Timing ...

Pinout ...

Clock R...

Static Ti...

Errors and Warn...

Parser ...

Synthes...

Translat...

Map M...

Place a...

Timing ...

Bitgen ...

All Impl...

Detailed Reports

Synthes...

Toolset

Design Properties

☐ Enable Messag...

Optional Design Sum...

☐ Show Clock Re...

☐ Show Failing C...

☐ Show Warnings

☐ Show Errors

Project File:	Project.xise	Parser Errors:	No Errors
Module Name:	tf_lms	Implementation State:	Placed and Routed
Target Device:	xc3s100e-5tq144	Errors:	No Errors
Product Version:	ISE 12.2	Warnings:	78 Warnings (75 new)
Design Goal:	Balanced	Routing Results:	All Signals Completely Routed
Design Strategy:	Xilinx Default (unlocked)	Timing Constraints:	All Constraints Met
Environment:	System Settings	Final Timing Score:	0 (Timing Report)

Device Utilization Summary					[+]
Logic Utilization	Used	Available	Utilization	Note(s)	
Number of Slice Flip Flops	292	1,920	15%		
Number of 4 input LUTs	782	1,920	40%		
Number of occupied Slices	432	960	45%		
Number of Slices containing only related logic	432	432	100%		
Number of Slices containing unrelated logic	0	432	0%		
Total Number of 4 input LUTs	811	1,920	42%		
Number used as logic	630				
Number used as a route-thru	29				
Number used as Shift registers	152				
Number of bonded IOBs	34	108	31%		
Number of BUFGMUXs	1	24	4%		

Figure5.16 Design Summary for Normalised Least Mean Square Algorithm

7. Conclusion

A review of adaptive filters shows that the NLMS algorithm is still a popular choice for its stable performance and high-speed capability. The other advantage of the NLMS over other adaptive algorithm is its high convergence rate.

The high-speed capability and register rich architecture of the FPGA is ideal for implementing NLMS. A hybrid adaptive filter is designed with a direct-form FIR filter coded in verilog and with the NLMS algorithm written in verilog code executing on the Xilinx output is simulated on MATLAB.

The fig 5.9 and fig 5.13 shows the output waveform for NLMS with 2K Hz and 20K Hz frequency input. We can see in the snapshot it contains of 3 different inputs namely expected input(the output of demodulator), desired input(), and clock with the outputs namely error signal showing the error generated due to the difference between the desired input and the expected input. We can also see that the error signal is slowly turned to 0 after some long iteration. Also we can see the final wave in

the graph called as y output of the NLMS. The fig 5.10 shows the graph of error curve generated as the output of Error signal at NLMS. We can see from the snapshot the error is approximately equal to 0 or less than zero. This is because we have directly considered the output of RRC demodulator which contains very less amount error.

The fig 5.11 and fig 5.14 shows the output of the system. We can see from the graph it contains two wave red as the true output and blue as the estimated output. The analysis done from the graph is that there is very slight difference between the two signal because of less error. If the error increases then the difference can go on increasing. Above fig 5.12 and fig 5.15 show the snapshot for the value of the weights for the NLMS. We can see from the snapshot that the difference between the two is very less as the error is less and the data is approximately the same as the desired input so the weights are not varied much. As the error in the wave goes on increasing the difference also goes on increasing so the the output can be approximated to the desired signal.

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