



## VLSI IMPLEMENTATION OF LOW-POWER ADAPTIVE FIR FILTER USING DISTRIBUTED ARITHMETIC

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**ABSTRACT**—The main objective is to design DA based adaptive filter in order to decreasing the logic complexity. Throughput is increased by using parallel Look Up Table (LUT) update and concurrent implementation of filtering and weight-update operations. DA uses bit-serial operations and look-up tables (LUTs) to implement high throughput filters. Two smart LUT updating methods are developed, and least meansquare (LMS) adaptation is performed to update the weights, and minimize the mean square error between the estimated and desired output. The conventional ladder-based shift accumulation for DA-based inner-product computation is replaced by carry-save accumulation in order to reduce the sampling period and area complexity. Reduction of power consumption is achieved in the proposed design by using a fast bit clock for carry-save accumulation but a much slower clock for all other operations.

**INDEX TERMS**—Adaptive Filter,  
Distributed Arithmetic (DA),

Finite Impulse Response (FIR), Least Mean Square (LMS), Look-Up Table (LUT), Multiply-Accumulate (MAC), Offset-Binary Coding (OBC).

### 1 INTRODUCTION

Most portable electronic devices, such as cellular phones, PDAs, and hearing aids, require digital signal processing (DSP) for high performance. Due to the increased demand of implementation of sophisticated DSP algorithms, low-cost designs, i.e., low-area and low-power cost, are needed to make these hand-held devices small with good performance. Various types of DSP operations are employed in practice. Filtering is one of the most widely used complex signal processing operations [1]. For discrete Finite Impulse Response (FIR) filters, the output  $y(n)$  is a linear convolution of weights  $w_n$  and inputs. For an N-order FIR filter, the generation of each output sample  $y(n)$  takes  $N + 1$  Multiply-Accumulate (MAC) operations. Since general purpose multipliers require significant chip area,



alternate methods of implementing multiplication are often used particularly when the coefficients values are known prior to implementation.

ADAPTIVE filters are widely used in several digital signal processing applications. The tapped-delay line Finite Impulse Response (FIR) filter whose weights are updated by the famous Widrow-Hoff Least Mean Square (LMS) algorithm is the most popularly used adaptive filter not only due to its simplicity but also due to its satisfactory convergence performance [2]. Distributed arithmetic (DA) is one way to implement convolution multiplier-less, where the MAC operations are replaced by a series of LUT accesses and summations. Techniques, such as ROM decomposition [3] and offset-binary coding (OBC) [4] can reduce the LUT size.

## 2 OVERVIEW OF LMS ADAPTIVE ALGORITHMS

During each cycle, the LMS algorithm computes a filter output and an error value that is equal to the difference between the current filter output and the desired response. The estimated error is then used to update the filter weights in every training cycle.

$$W(n+1) = w(n) + \mu \cdot e(n) \cdot x(n) \quad (1a)$$

$$W(n+1) = w(n) + \mu \cdot e(n-m) \cdot x(n-m) \quad (1b)$$

Where,

$$e(n) = d(n) - y(n) \quad (1c)$$

$$y(n) = w^T(n) \cdot x(n) \quad (1d)$$

The input vector  $x(n)$  and the weight vector  $w(n)$  at the  $n$ th training iteration are respectively given by,

$$x(n) = [x(n), x(n-1), \dots, x(n-N+1)]^T \quad (2)$$

$$w(n) = [w_0(n), w_1(n), \dots, w_{N-1}(n)]^T \quad (3)$$

## 3 EXISTING CONVENTIONAL DA-BASED IMPLEMENTATION APPROACH FOR INNER-PRODUCT COMPUTATION

The LMS adaptive filter, in each cycle, needs to perform an inner-product computation which contributes to the most of the critical path. For simplicity of presentation, let the inner product is given by,

$$= [ ] \cdot [ ] \quad (4)$$

Where  $c[n]$  and  $x[n]$  for  $0 \leq n \leq N - 1$  form the  $N$ -point vectors corresponding the current weights and most recent  $N - 1$  input, respectively. Assuming  $B$  to be the bit width of the weight, each component of the weight vector may be expressed in two's complement representation

$$[ ] = - [ ]_0 + \sum [ ]_b \cdot 2^{-1} \quad (5)$$

where  $x_{nb}$  denotes the  $b$ th bit of  $x_n$ .

Substituting (5), we can write (4) in an expanded form

$$y = -\sum [ ]_0 \cdot [ ] + \sum [ ]_b \cdot 2^{-b} \cdot [ ] \cdot c[n] \quad (6)$$

The inner product given by (7) can be computed as

$$y = \sum [ ]_b \cdot y_1 - y_0, \quad (7)$$

where  $y_1 = \sum [ ] \cdot x[n]$

Since any element of the  $N$ -point bit sequence  $\{x[n]\}$  for  $0 \leq n \leq N - 1$  can either be zero or one, the partial sum  $y_l$  for  $l = 0, 1, \dots, L - 1$  can have  $2^L$  possible values. If all the  $2^L$  possible values of  $y_l$  are



pre-computed and stored in a LUT, the partial sums  $y_l$  can be read out from the LUT using the bitsequence  $\{x_{nl}\}$  as address bits for computing the inner product.

The inner product of (7) can therefore be calculated in  $L$  cycles of shift accumulation, followed by LUT-read operations corresponding to  $L$  number of bit slices  $\{x_{nl}\}$  for  $0 \leq l \leq L - 1$ , as shown in Fig. 1

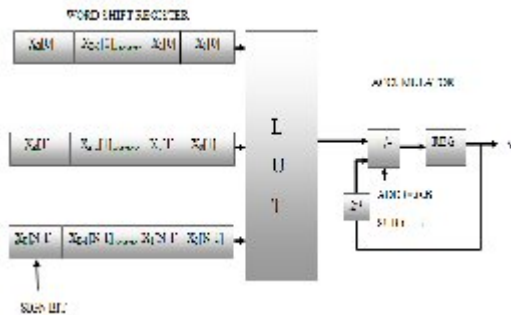


FIG:1 Conventional DA based implementation of four – point inner product

Since the shift accumulation in Fig. 1 involves significant critical path, we perform the shift accumulation using carry-save accumulator, as shown in Fig. 2. The bit slices of vector  $w$  are fed one after the next in the Least Significant Bit (LSB) to the Most Significant Bit (MSB) order to the carry-save accumulator. However, the negative (two's complement) of the LUT output needs to be accumulated in case of MSB slices. Therefore, all the bits of LUT output are passed through XOR gates with a sign-control input which is set to one only when the MSB slice appears as address

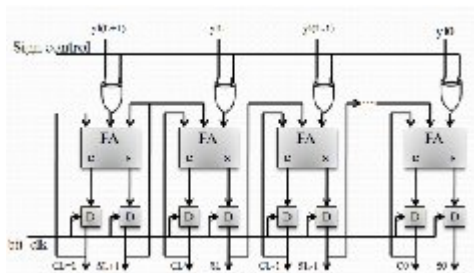


FIG:2 Carry – save implementation of shift accumulation

The XOR gates thus produce the one's complement of the LUT output corresponding to the MSB slice but do not affect the output for other bit slices. Finally, the sum and carry words obtained after  $L$  clock cycles are required to be added by a final adder, and the input carry of the final adder is required to be set to one to account for the two's complement operation of the LUT output corresponding to the MSB slice.

#### 4 PROPOSED DA-BASED ADAPTIVE FILTER STRUCTURE FOR N=8 BIT

The computation of adaptive filters of large orders needs to be decomposed into small adaptive filtering blocks. Since DA-based implementation of inner product of long vectors requires a very large LUT [5]. The proposed structure of DA-based adaptive filter of length  $N = 8$  is shown in Fig. 3. It consists of a four-point inner product block and a weight-increment block along with additional circuits for the computation of error value  $e(n)$  and control word  $t$  for the barrel shifters.

The four-point inner-product block [shown in Fig. 4] includes a DA table consisting of an array of 15 registers which stores the partial inner products  $y_l$  for  $0 < l \leq 15$  and a  $16 : 1$  multiplexer (MUX) to select the content of one of those registers. Bit slices of weights  $A = \{w[3], w[2], w[1], w[0]\}$  for  $0 \leq l \leq L - 1$  are fed to the MUX as control in LSB-to-MSB order, and the output of the MUX is fed to the carry-save accumulator (shown in Fig. 2).

As in the case in [5], all the bits of the error except the most significant one are ignored, such that multiplication of input  $x_k$  by the error is implemented by a right shift through the number of locations given by the number of leading zeros in





themagnitude of the error. The magnitude of the computed error isdecoded to generate the control word  $t$  for the barrel shifter. The logic used for the generation of control word  $t$  to be usedfor the barrel shifter is shown in Fig. 5.

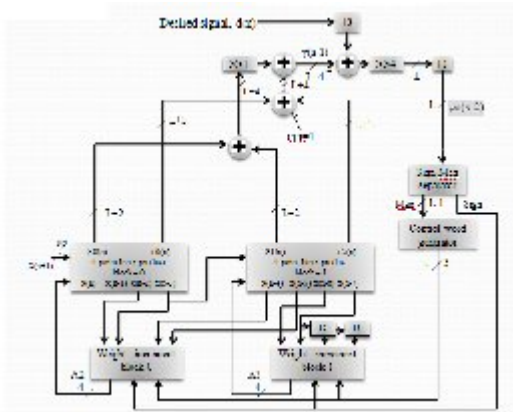


FIG:3 Proposed structure of DA-based LMS adaptive filter of length  $N = 8$ .

The weight-increment unit [shown in Fig. 6] for  $N = 4$  consists of four barrel shifters and four adder/subtractor cells. The barrel shifter shifts the different input values  $x_k$  for  $k=0, 1, \dots, N - 1$  by appropriate number of locations (determined by the location of the most significant one in the estimated error). The barrel shifter yields the desired increments to be added with or subtracted from the current weights. The signbit of the error is used as the control for adder/subtractor cells such that, when sign bit is zero or one, the barrel-shifter output is respectively added with or subtracted from the content of the corresponding current value in the weight register.

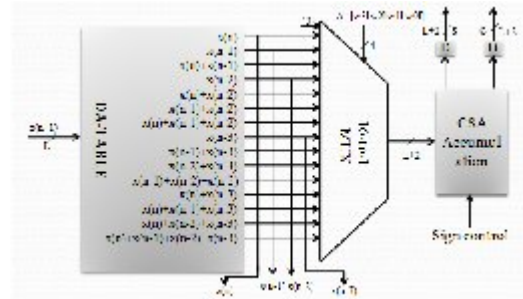


FIG:4 Structure of the four-point inner-product block for  $N=4$

```

if r6 = 1 then t = "000";
else if r5 = 1 then t = "001";
else if r4 = 1 then t = "010";
else if r3 = 1 then t = "011";
else if r2 = 1 then t = "100";
else if r1 = 1 then t = "101";
else if r0 = 1 then t = "110";
else then t = "111";

r = abs(e(n-2))
ri : ith bit of 7-bit word r
    
```

FIG:5 Logic used for generation of control word  $t$  for the barrel shifter.

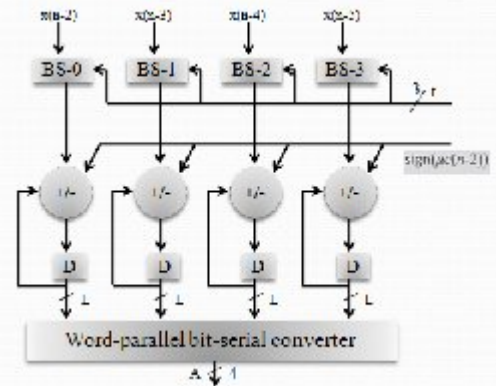


FIG:6 Structure of the weight-increment block for  $N = 4$

## 5 SIMULATION RESULTS

### 5.1 CONVENTIONAL DA BASED IMPLEMENTATION

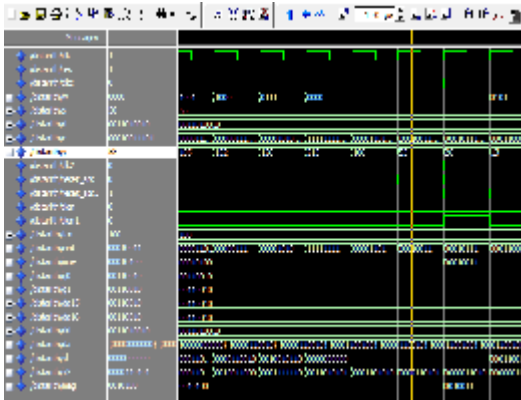


FIG:7 Simulation of Conventional method(N=8)

### 5.2 CONDITIONAL CARRY - SAVE ACCUMULATION DA BASED IMPLEMENTATION

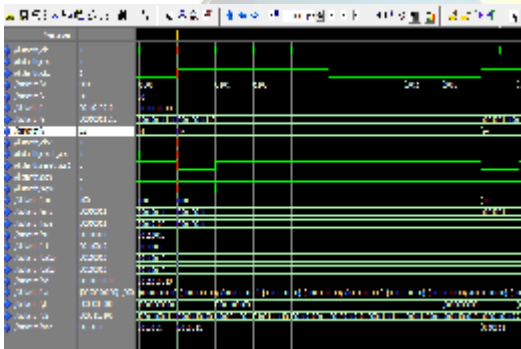


FIG:8 Simulation of Conditional carry save accumulation method(N=8)

## 6 SYNTHESIS RESULTS

### 6.1 ESTIMATED POWER FOR CONVENTIONAL METHOD

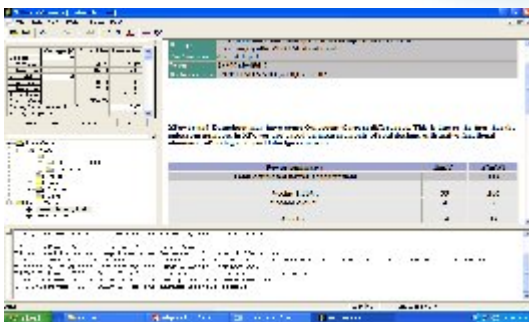


FIG:9 Synthesize power for Conventional method(N=8)

### 6.2 ESTIMATED POWER FOR CONDITIONAL CARRY - SAVE ACCUMULATION METHOD

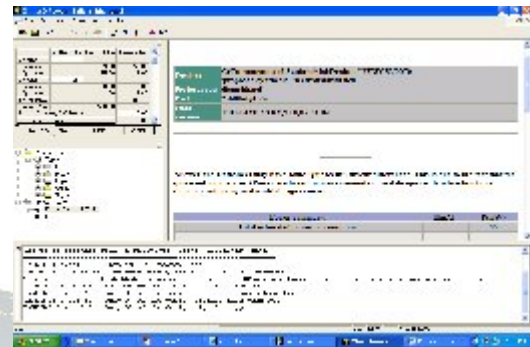


FIG:10 Synthesize power for Conditional carry – save accumulation method(N=8)

### 6.3 ESTIMATED AREA FOR CONVENTIONAL METHOD

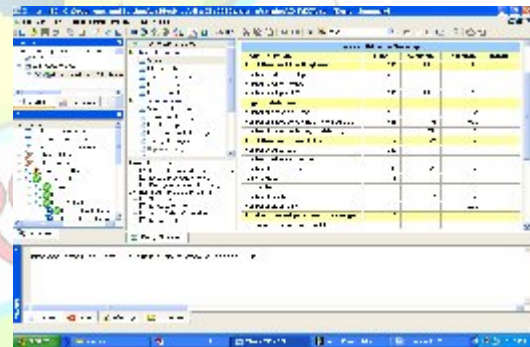


FIG:11 Synthesize area for Conventional method(N=8)

### 6.4 ESTIMATED AREA FOR CONDITIONAL CARRY-SAVE ACCUMULATION METHOD

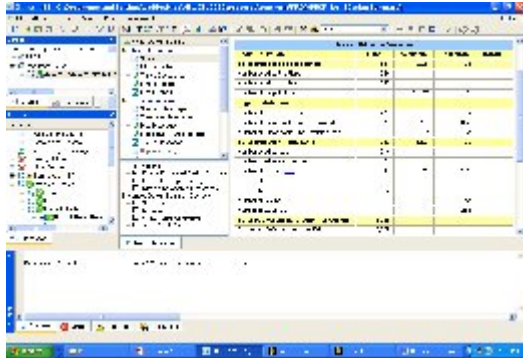


FIG:12 Synthesize area for Conditional carry – save

Table 6.1 Comparison for synthesis results

### 7 CONCLUSION

An efficient pipelined architecture for low-power, high-throughput, and low-area implementation of DA-based adaptive filter. Throughput rate is significantly enhanced by parallel LUT update and concurrent processing of filtering operation and weight-update operation. and also proposed a carry-save accumulation scheme of signed partial inner products for the computation of filter output. From the synthesis results, we find that the proposed design consumes 13% less power and 29% less Area over our previous DA-based FIR adaptive filter in average for filter lengths  $N = 8$  bit.

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Compared to the best of other existing designs, our proposed architecture provides 9.5 times less power and 4.6 times less Area. Offset binary coding is popularly used to reduce the LUT size to half for area-efficient implementation of DA [4], [8], which can be applied to design as well.

PARAMETERS	EXISTING	PROPOSED
NUMBER OF LUT'S	767	714
NUMBER OF OCCUPIED SLICES	499	475
GATE COUNT FOR DESIGN	9431	9236
POWER CONSUMPTION	112(mW)	86(mW)

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