



Sistemi riconfigurabili e software radio per applicazioni satellitari (parte 1)

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Motivations

- Satellite on-board processing includes:
 - Telecom systems
 - Mass memory
- For long mission they require:
 - Flexibility
 - Reliability (Fault-Tolerance)
 - Reduced weight and power consumption
- Possible solutions are:
 - Use of Software Defined Radio *
 - Solid state mass memories **

* ESA Project: **Software Radio Based Regenerative Processor**

** ASI Project: Solid State Mass Memory for Space Applications

What is SDR and why in Space



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“Software radio is an emerging technology thought to build flexible radio systems, multiservice, multistandard, multiband, reconfigurable and reprogrammable by software” *

SDR offers important benefits:

- global roaming, multi mode, multi band, multi standard capability
- complete programmability and reconfigurability to both multi-mode and multi-functional communication terminals and network nodes by using reprogrammable components (DSPs, FPGAs)

** E. Buracchini, CSELT, The Software Radio Concept, pp. 138-143, IEEE Communications Magazine September 2000*



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Basic scheme

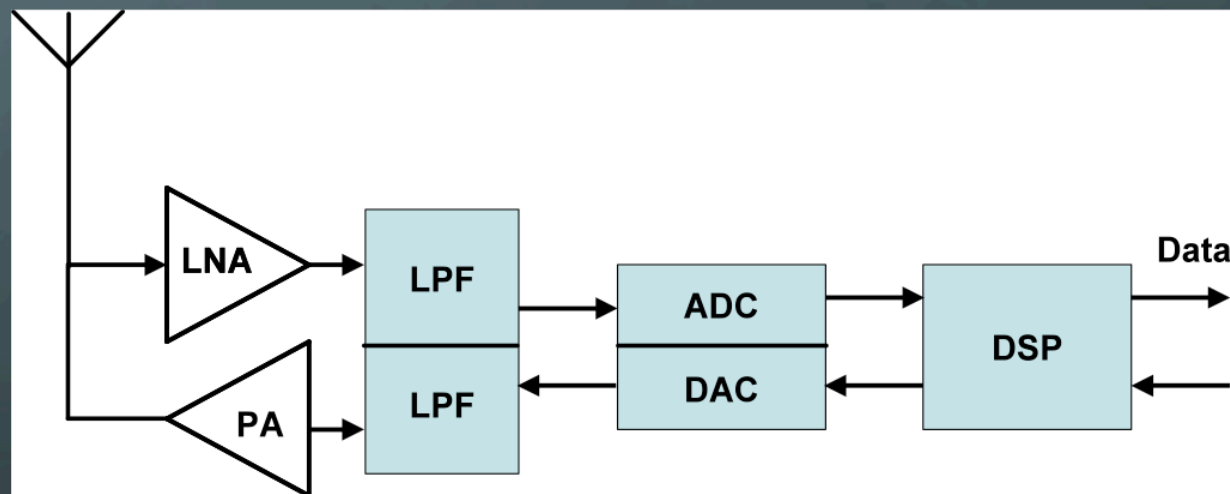
Enabling technique toward the software radio implementation:

Digital Signal Processing

In particular **its expansion toward the antenna**, i.e. to regions where analog signal processing is dominant.



Reprogrammable Hardware **platforms** where most of the analog signal processing is replaced by digital signal processing



DSR Feasibility



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Analog input stage limitations

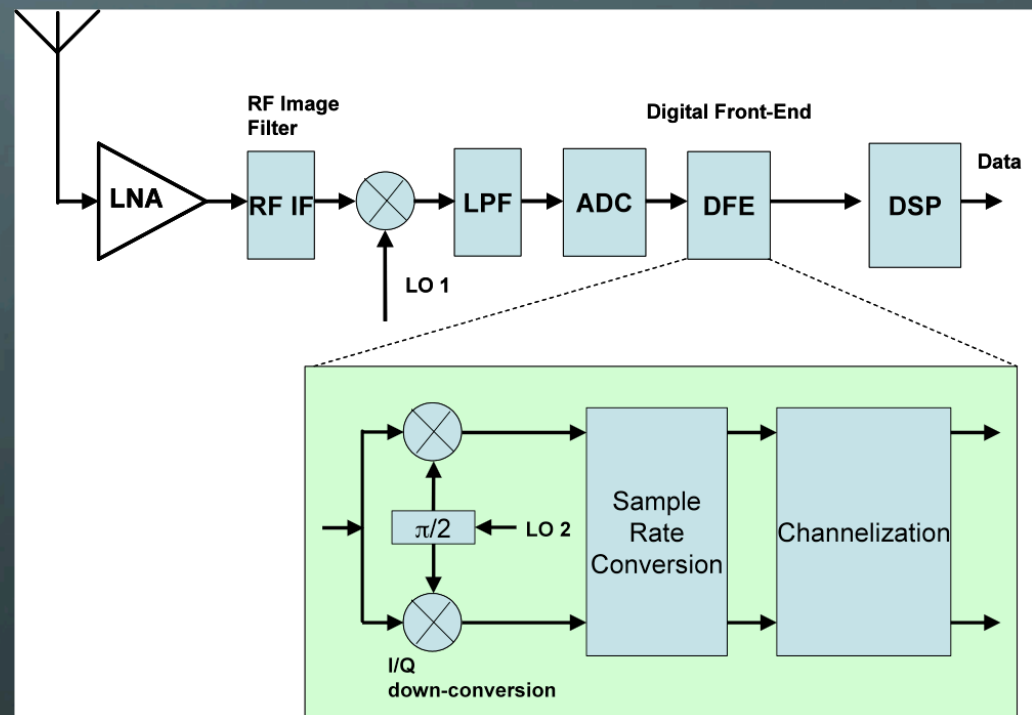
Very high performance receiver analog section (basically the LNA stage) characterized by large bandwidth and high linearity

ADC-DAC limitations

constraints are very critical for space applications where rad-hard components are mandatory !!!

POSSIBLE SOLUTIONS

Partial Band digitalization





SDR in space



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Different operative modes *


Full reconfiguration with new algorithms:

-  To implement a totally new signal processing architecture.
-  The signal path is interrupted and the communication service is suspended during the reconfiguration phase



Partial reconfiguration with new algorithms:

-  Only a portion of the reconfigurable device is involved in the reconfiguration and then the not affected portion continue the processing task.


Upgrade algorithms:

-  a limited portion of one or more signal processing algorithms is involved in the reconfiguration process; the nominal processing of the algorithm is affected during the reconfiguration time but this could not impact on the communication service

Parameters modification:

-  Possible if the parameters to be updated are stored in writable registers.
-  This very limited reconfiguration and does not affect the signal path at processor level though it may change some parameters in the end-to-end system.

Add-on algorithms:

-  This reconfiguration consists of adding one or more new algorithms to upgrade the functionalities of the processor to satisfy new requirements.

* ESA Project: **Software Radio Based Regenerative Processor**

Hardware Devices



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- Depending on the characteristics of the processing we can use
 - Hardware processing (ASIC or **FPGA**)
 - Software processing (**Microprocessors** and DSPs)
- Use of techniques for Hardware/Software codes
- Fault-tolerant techniques must consider both these aspects
- It is possible to exploit the arithmetic characteristics of the processing

Electronic systems and space



- Require fault-tolerance capability
- Different redundancy for hardware based systems
 - Hardware redundancy
 - Information redundancy
 - Time redundancy
- For software systems
 - Software redundancy
- For hardware and software systems
 - Mixed techniques

Hardware redundancy

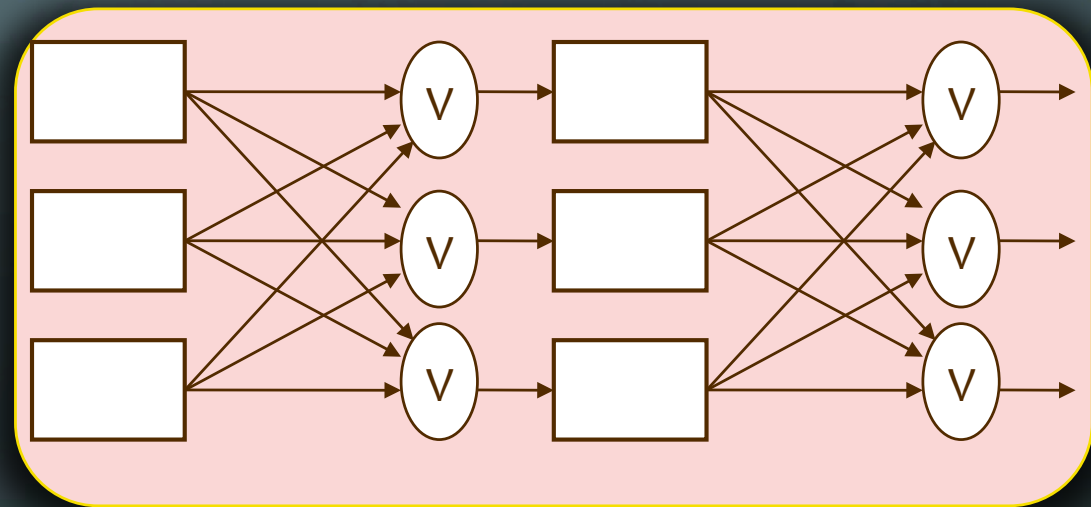
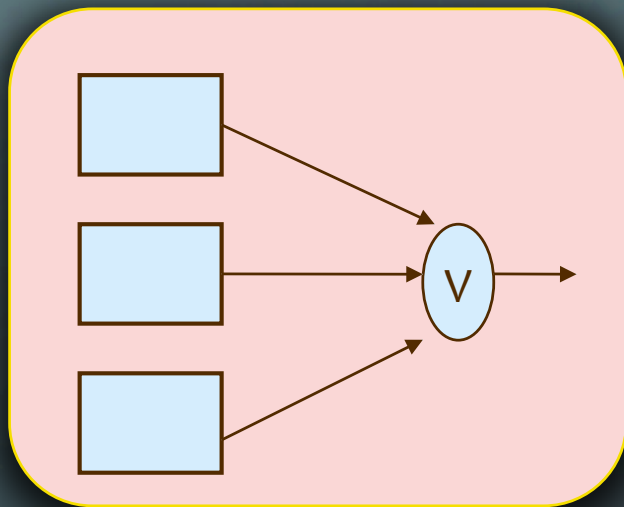


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- Passive redundancy

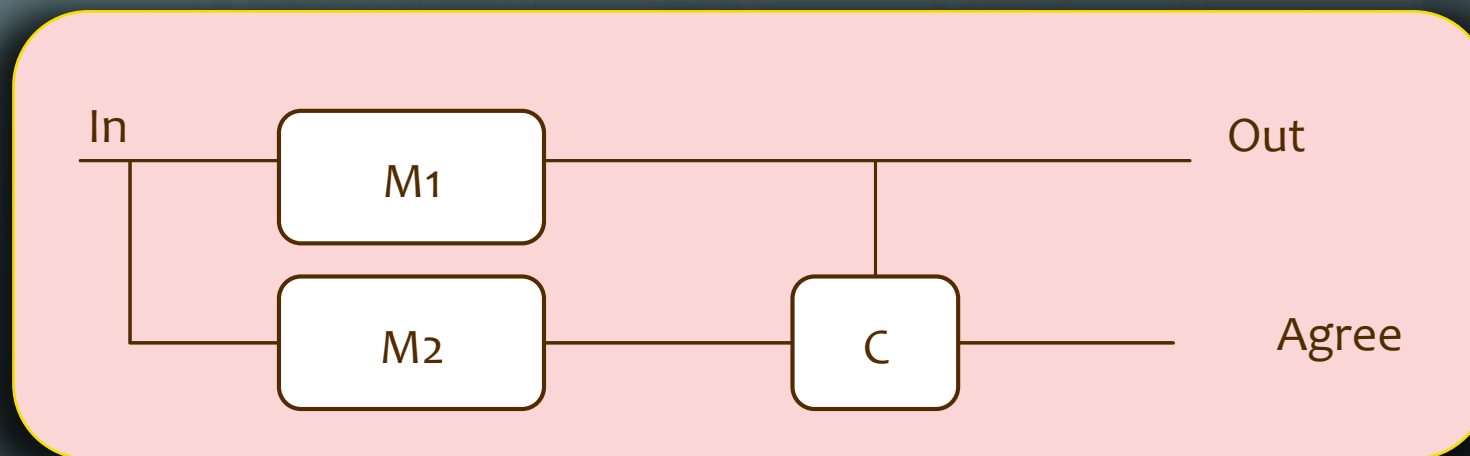
- NMR

- Also Multistage



Hardware redundancy active




- Reduced redundancy level
- Only for error detection
- Error recovery requires active action (reconfiguration)






Hardware redundancy characteristics



Advantages

-  General purpose techniques
-  Applicable to blocks different grained
-  Passive redundancy don't require reconfiguration

Disadvantages

-  Very expensive redundancy
-  High power consumption
-  Low integration level

Information redundancy



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- Based on coding techniques derived from telecom techniques for data protection
- Based on the introduction of additional bits in the information word

Code are

- Systematic
- Non-systematic

Starting from m bit datawords to $n=k+m$ bit codewords
adding k check bits (systematic code)

Are able to perform

- Error detection
- Error detection and correction

Example: systematic

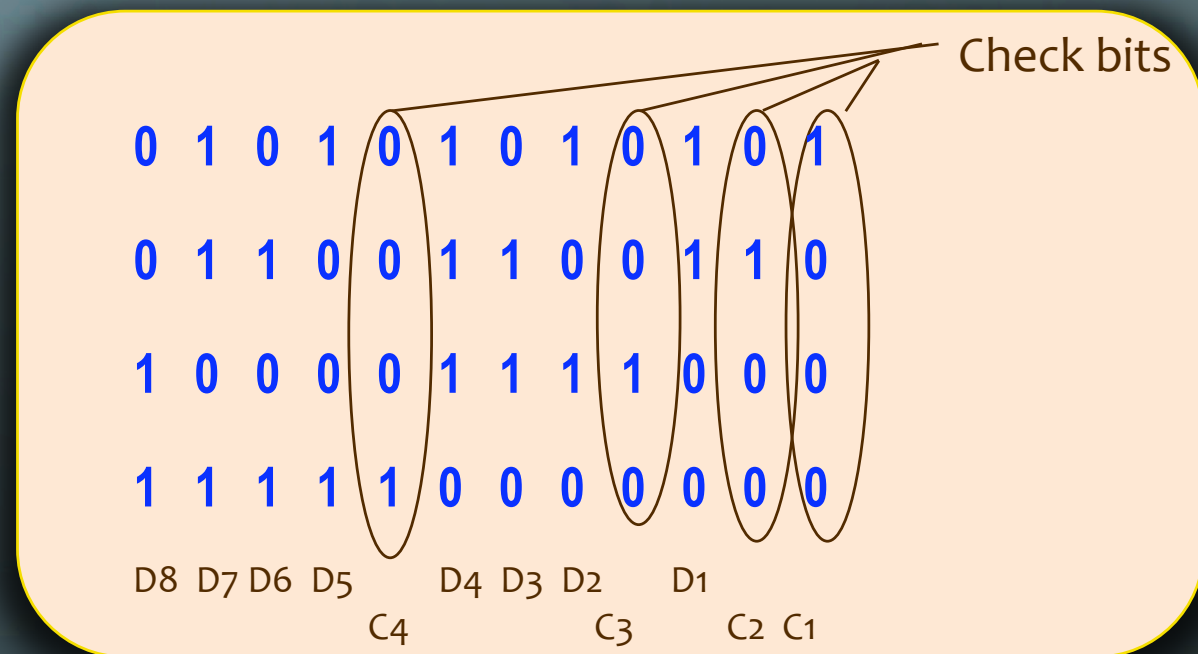


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Overlapped parity

ECC code

m = data bits
 k = parity bits



Computation of bits



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Check bits

$$C1 = D1 \oplus D2 \oplus D4 \oplus D5 \oplus D7$$


$$C2 = D1 \oplus D3 \oplus D4 \oplus D6 \oplus D7$$

$$C3 = D2 \oplus D3 \oplus D4 \oplus D8$$

$$C4 = D5 \oplus D6 \oplus D7 \oplus D8$$

Example

 data = 1110 0001

 compute check bits:

$$C1 = 1 \oplus 0 \oplus 0 \oplus 0 \oplus 1 = 0$$
$$C2 = 1 \oplus 0 \oplus 0 \oplus 1 \oplus 1 = 1$$
$$C3 = 0 \oplus 0 \oplus 0 \oplus 1 = 1$$
$$C4 = 0 \oplus 1 \oplus 1 \oplus 1 = 1$$

Error detection & correction

- Example

- Dataword= 1110 0001 computed check bits = 1110
- Received Codeword= 01100001 check bits = 1110
- Receiver computed check bits

$$C_1 = 1 \oplus 0 \oplus 0 \oplus 0 \oplus 1 = 0$$

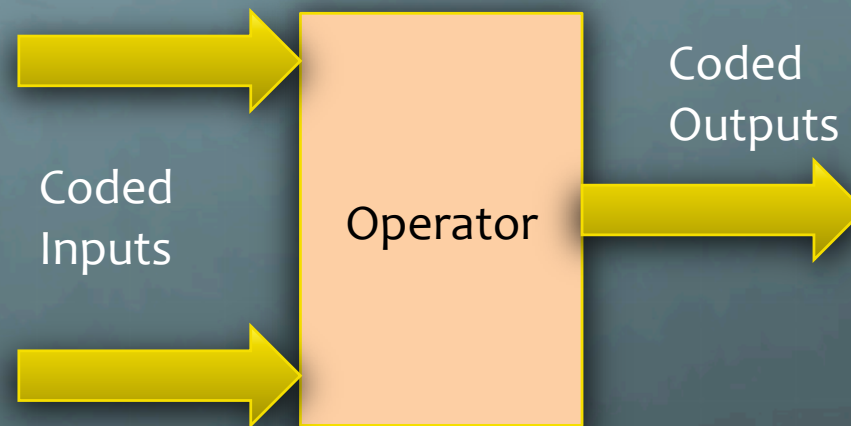
$$C_2 = 1 \oplus 0 \oplus 0 \oplus 1 \oplus 1 = 1$$

$$C_3 = 0 \oplus 0 \oplus 0 \oplus 0 = 0$$

$$C_4 = 0 \oplus 1 \oplus 1 \oplus 0 = 0$$

Syndrome: 1110 XOR 0010 = 1100 Bit 8 is wrong

Use of codes for h/w



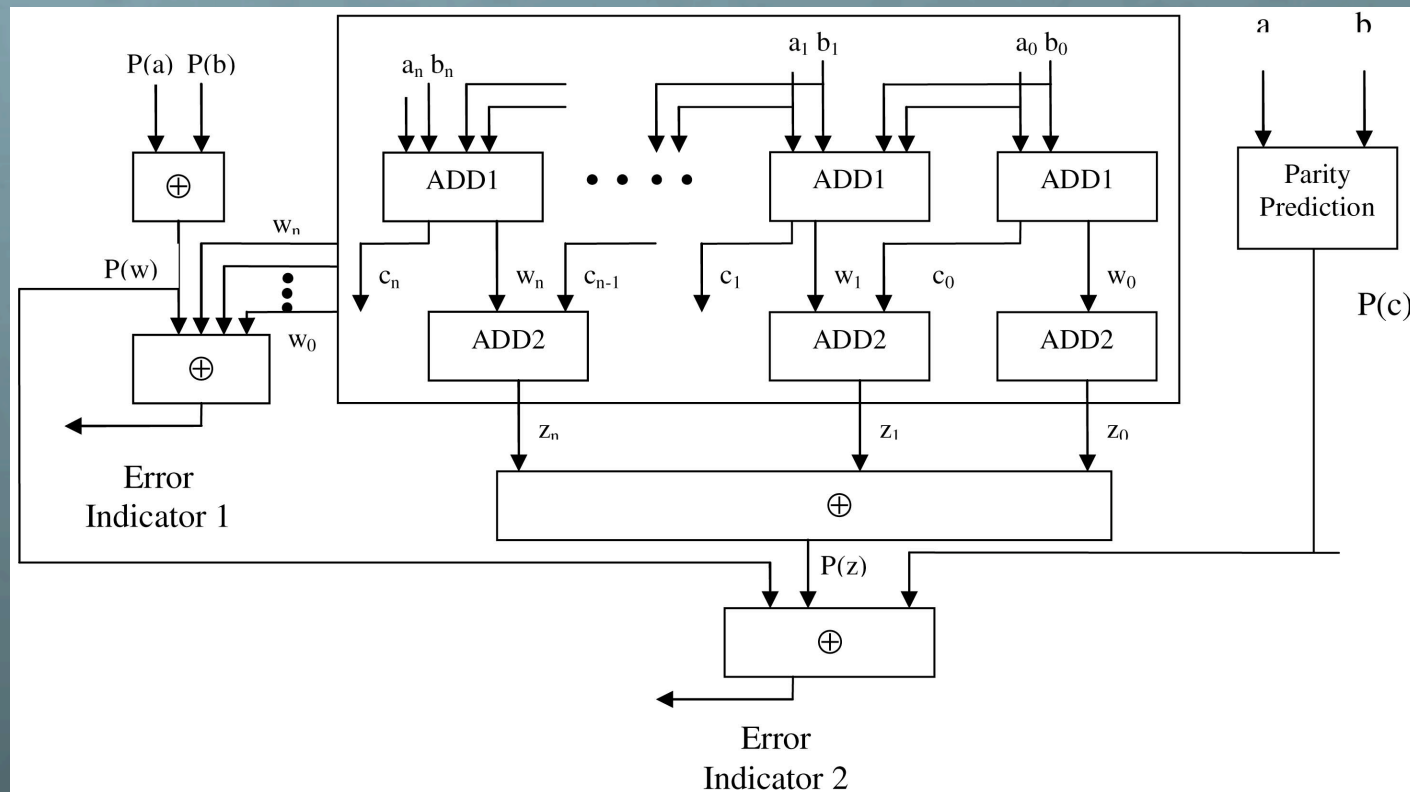
Properties of codes depend on the operators

- For DSP arithmetic codes are useful (for example RNS)

Example: Radix2 SD Adder



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1. Parity Prediction, generates the value of $P(c)$;
2. Error Indicator 1, checks $P(W) = P(A) \text{ XOR } P(B)$ and issues an error signal in case of a mismatch;
3. Error Indicator 2, checks $P(Z) = P(C) \text{ XOR } P(W)$ and issues an error signal in case of a mismatch;

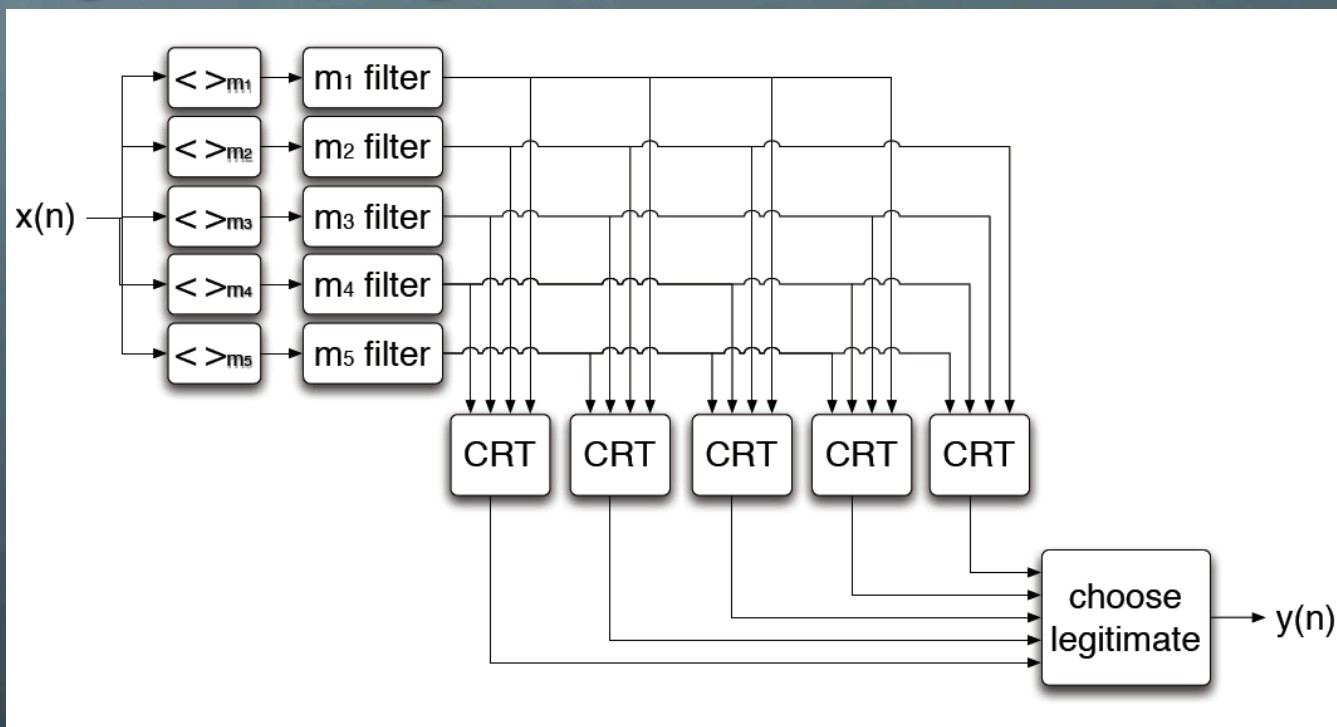
Fault Localization, Error Correction, and Graceful Degradation in Radix 2 Signed Digit-Based Adders, IEEE TRANSACTIONS ON COMPUTERS, MAY 2006

Residue Number System



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- N moduli ($m_1 \dots m_N$)
- $X_i = X \bmod m_i$ range $M = m_1 \times m_2 \times \dots \times m_N$
- Legitimate range $M' < M$



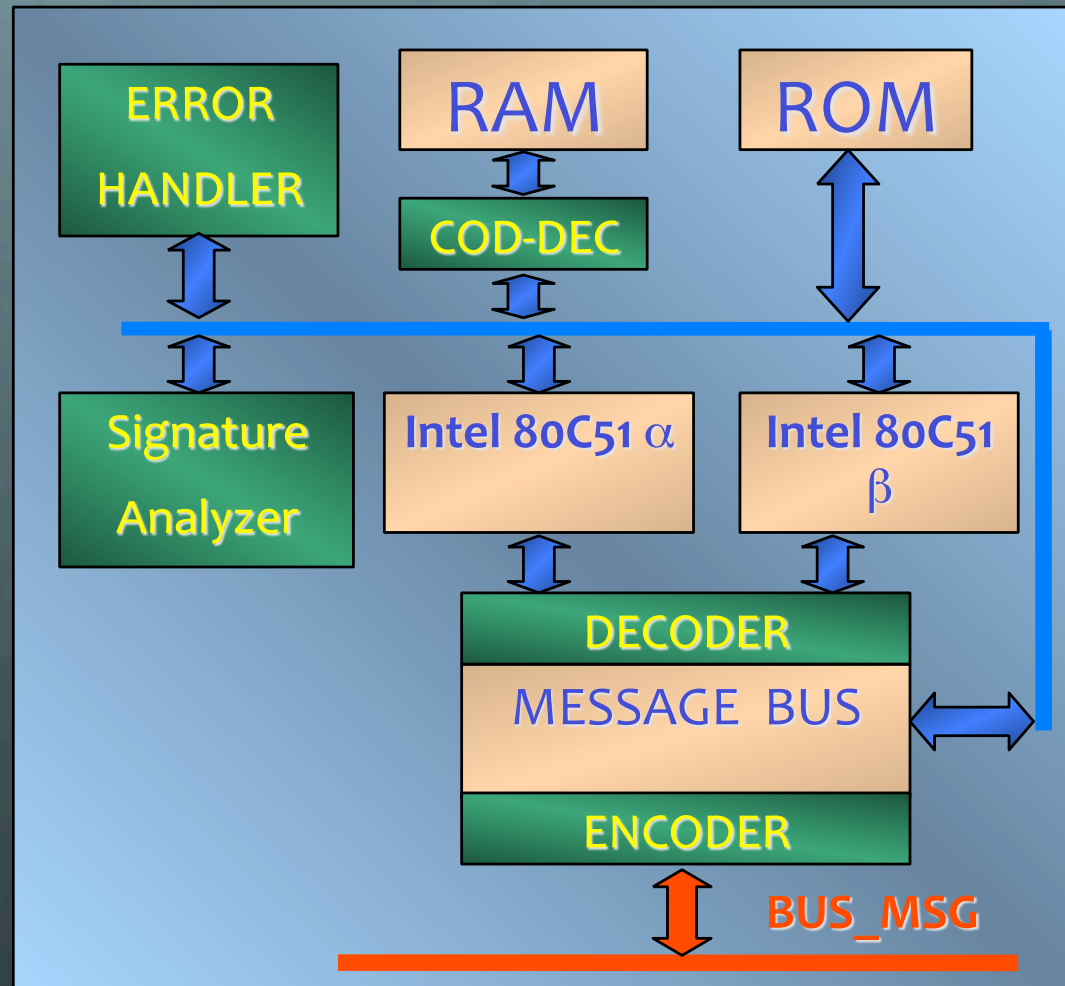
Alternative Techniques



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Fault-tolerant microcontroller

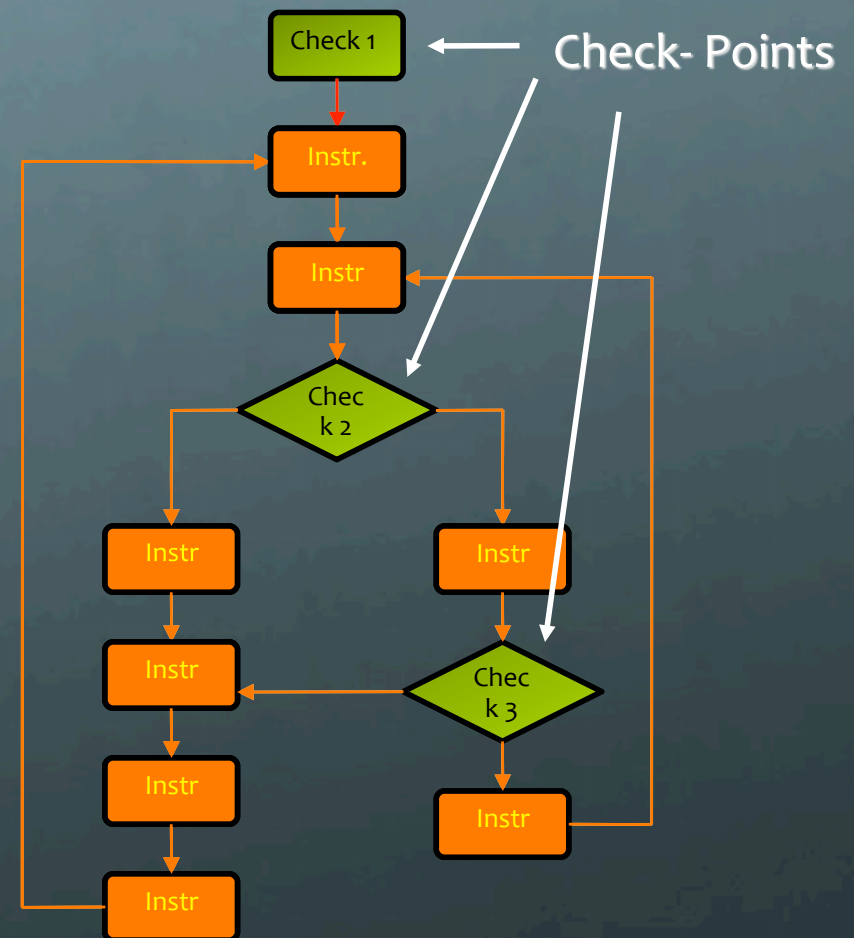
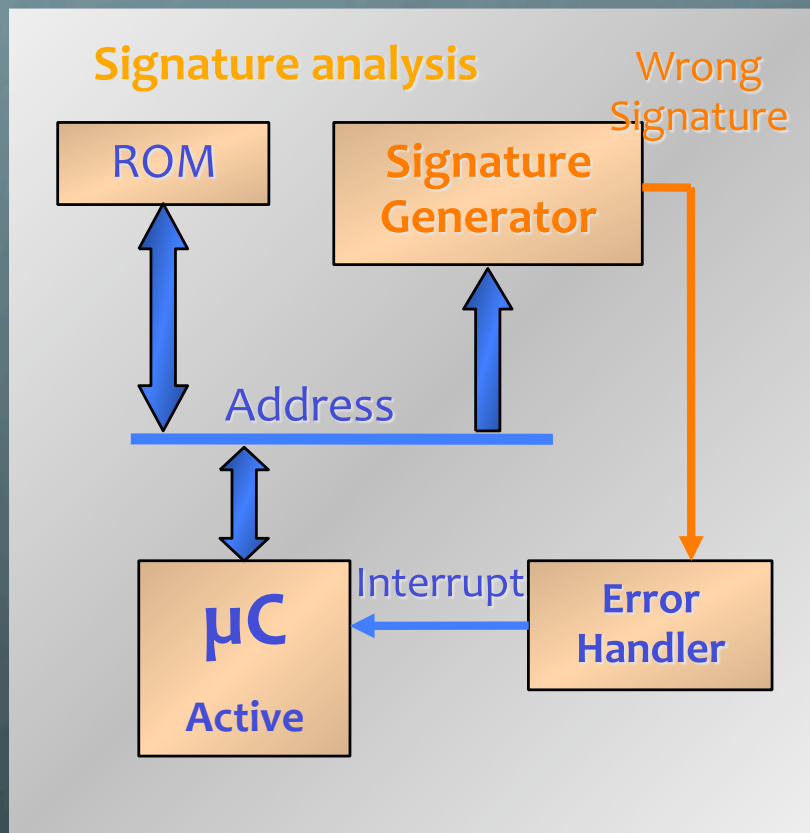
- two μC
- Signature Analysis
- Data encoding
- Error handler



Signature analysis



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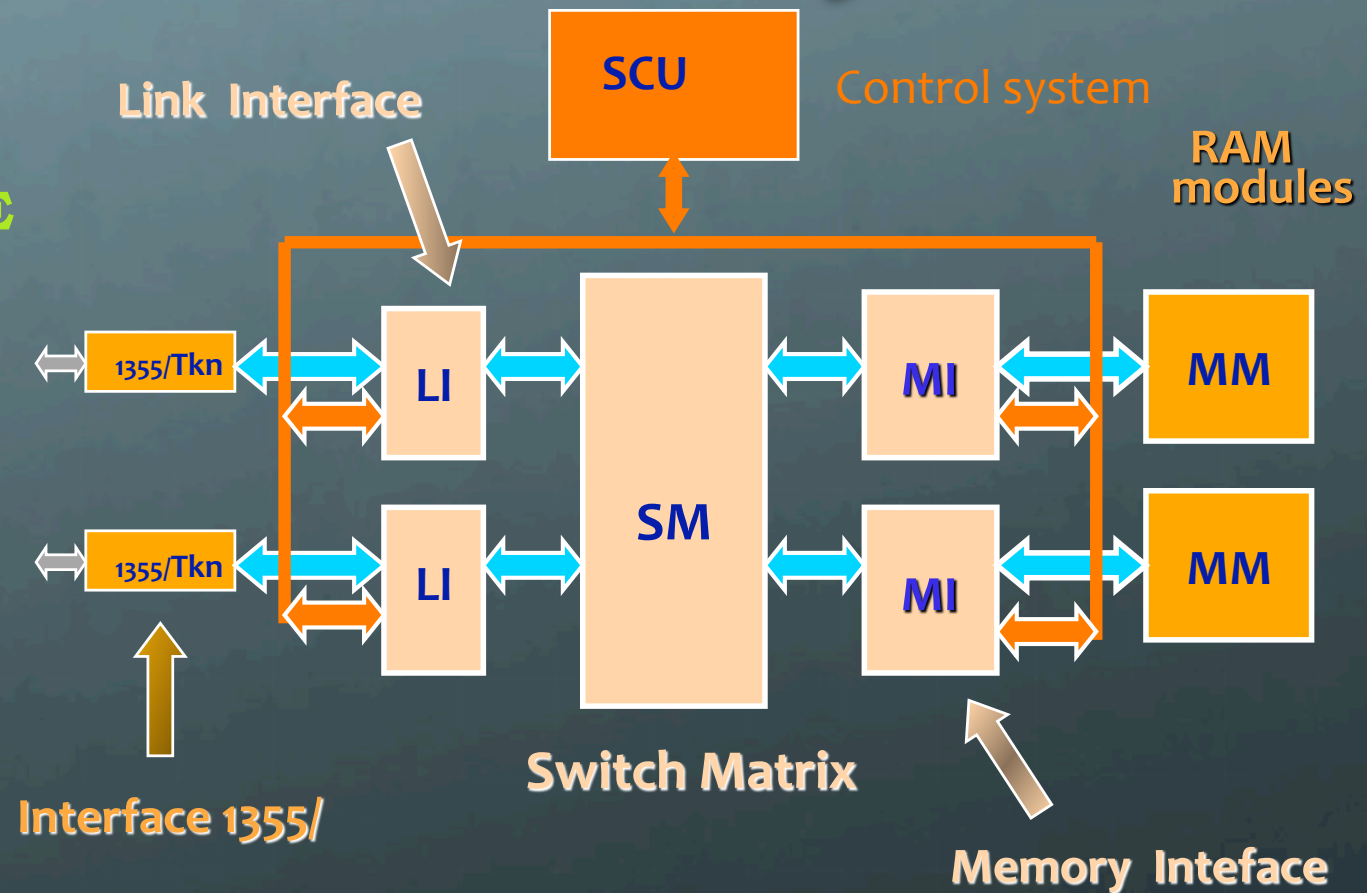


Structure Solid State Mass Memory



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- Scalable Arch.
- Interf. 1355 DS-DE (Spacewire)
- Concurrent Access on memory modules
- Reconfiguration for faults
- Fault Tolerance



Implementation of F.T. blocks

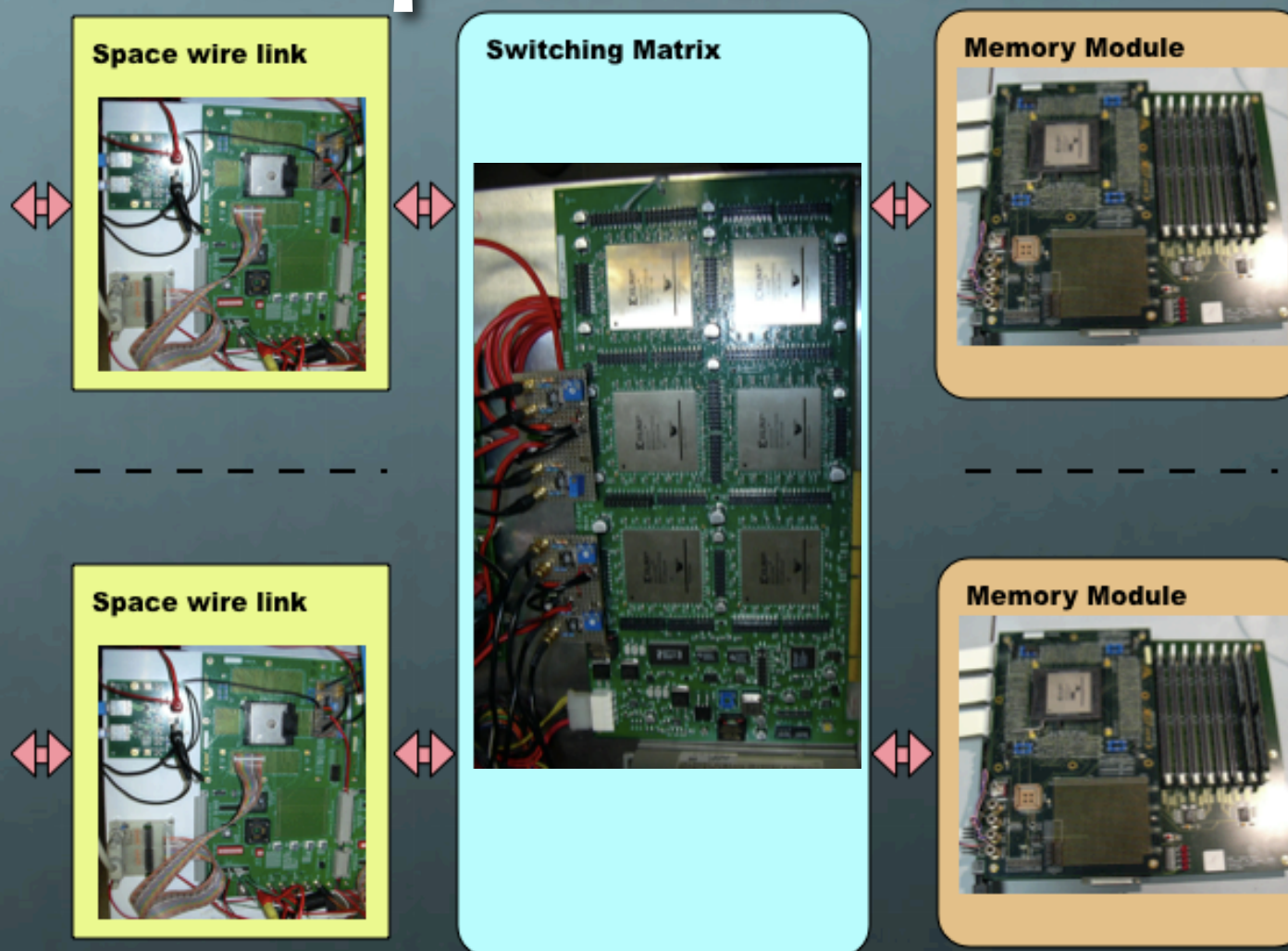


- SCU: F.T. Microcontroller
- Memory: Error detection and correction codes
- Interfaces based on FPGA: coding, TMR and configuration memory wash

Hardware implementation



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Conclusions

- F.T. is very important in space systems based on COTS
- New technologies require new techniques
- Methodologies are strictly related to implemented functions
- Efficient solutions require mixing of techniques