

3er FORO INTERNACIONAL DE TV DIGITAL DE LA HABANA

DIGITAL SYSTEM DESIGN FOR A DTMB MODULATOR

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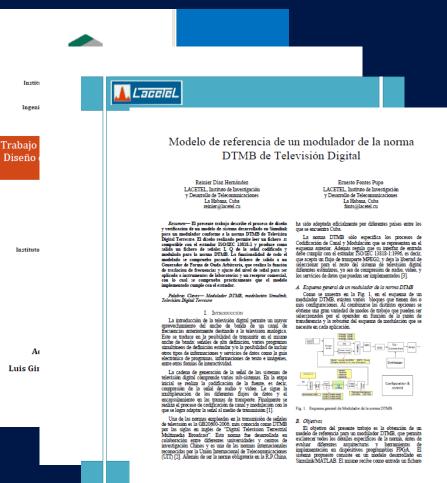
LACETEL: Technological transference process



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LACETEL's previous works on DTMB assimilation and reproduction

- BSc Thesis: Design of Scrambler, channel coding, mapping and interleaving for DTMB modulator. 2011.
- MSc Thesis: Design and implementation of 3780 points Fast Fourier Transform for DTMB standard. 2012.
- BSc Thesis: Design and Implementation of IP modules for a DTMB modulator. 2014.
- IBERCHIP XXI WORKSHOP: Reference model for a DTMB Modulator. 2015



Problematic Situation

- There are available previous HW designs developed in LACETEL that implements different blocks of a DTMB modulator. They were made independently and don't have a system design approach. Because of that its interfaces are not compatibles to each other, making difficult its integration as a system.
- There is a verified functional reference model of a DTMB compliant modulator oriented to software simulation of the system but not directly applicable to a HW implementation.
- So, it is needed a system design for Hardware implementation of a DTMB modulator that allows to utilize previous experiences and integrate previous designs in a modular approach.

- To select a digital system design approach that facilitates to reutilize previous designed blocks and integrates them as independent units with standardized interfaces.
- To design a hardware system that implements a modulator according to DTMB standard.
- > To validate the created design by simulation and by Hardware-Software co-simulation.

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Different DSP systems design approach

- > Fully synchronous custom design
 - > Highly optimized final implementation
 - Complex design process since each modulation mode should be independently designed and synchronized.
 - Centralized timing and control, makes difficult to modify internal blocks (optimization or new working modes due to Standard evolution)

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Different DSP systems design approach

- > Modular design with FIFO interfaces
 - Simplest design process, each block independently designed and easy to synchronize with the system
 - > High consumption of memory resources
 - Distributed timing and control through each block, facilitates to modify block's internal design (optimization or new working modes due to Standard evolution)

LaceleL RESEARCH & DEVELOPMENT TELECOMMUNICATION'S INSTITUTE Different DSP systems design approach

- > Modular design with self-timing handshaking protocols and interfaces
 - Relative simple system design process. Each block is responsible to synchronize with the system. Results on one design that dynamically accommodates different data rates in response to changing operation modes.
 - Distributed timing and control through each block, facilitates to modify block's internal design (optimization or new working modes due to Standard evolution)
 - > Additional resource consumption for handshaking circuits.

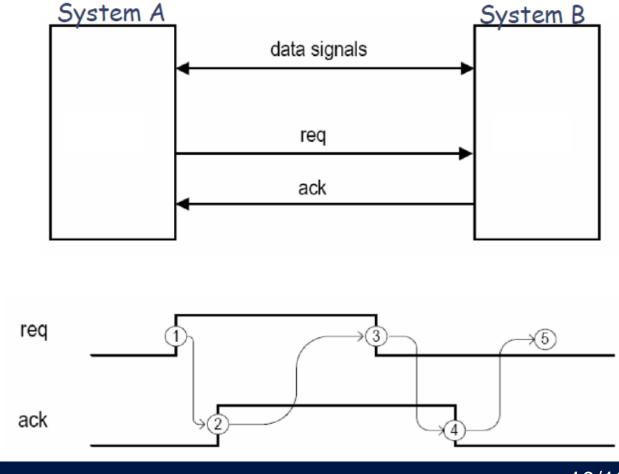
Selected design approach

- External FIFO interfaces to isolate internal implementation and timing from external inputs/outputs of the FPGA.
- Internal implementation based upon Modular design with self-timing handshaking protocols and interfaces
- Incremental design process (in each stage of design a new block is added, all with common interfaces).

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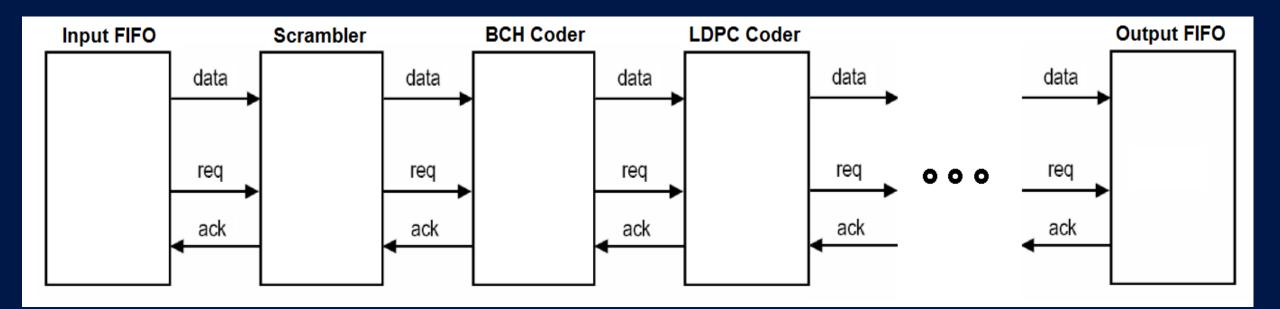
Four Phases Synchronization protocol

- 1. Tx activates the request.
- 2. Rx activates the acknowledge of the request
- 3. Tx de-activates the request
- 4. Rx deactivates the acknowledge
- > Tx can start a new request



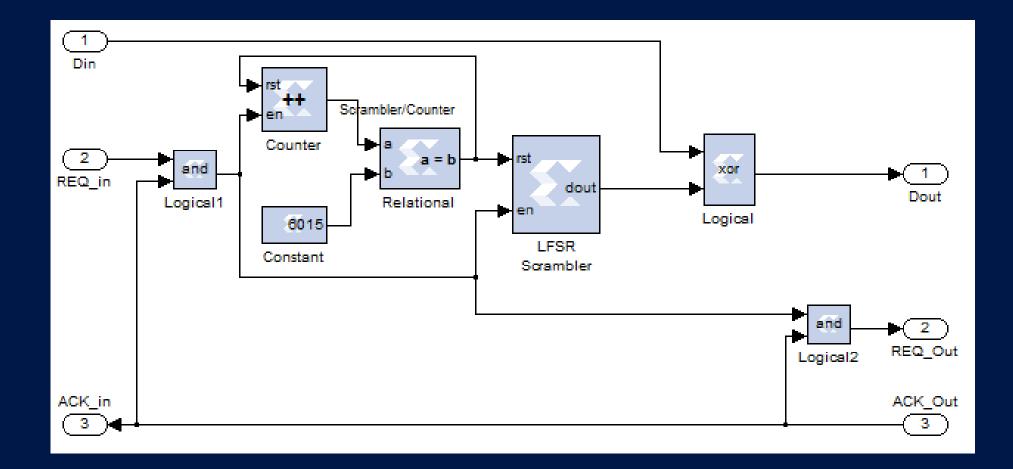
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Implemented Design



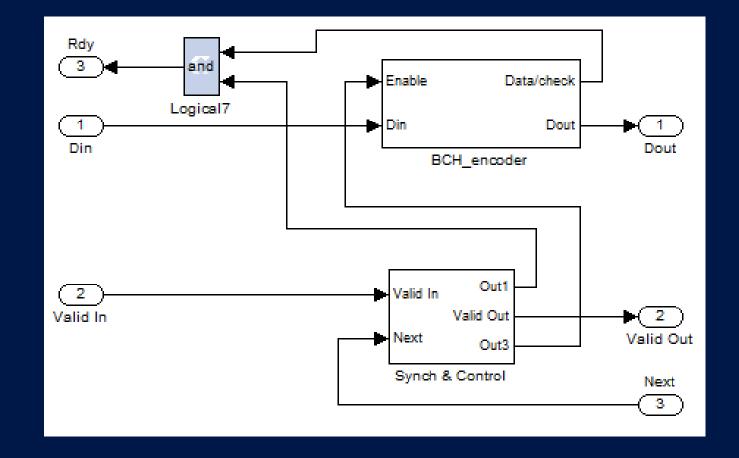


Scrambler internal structure



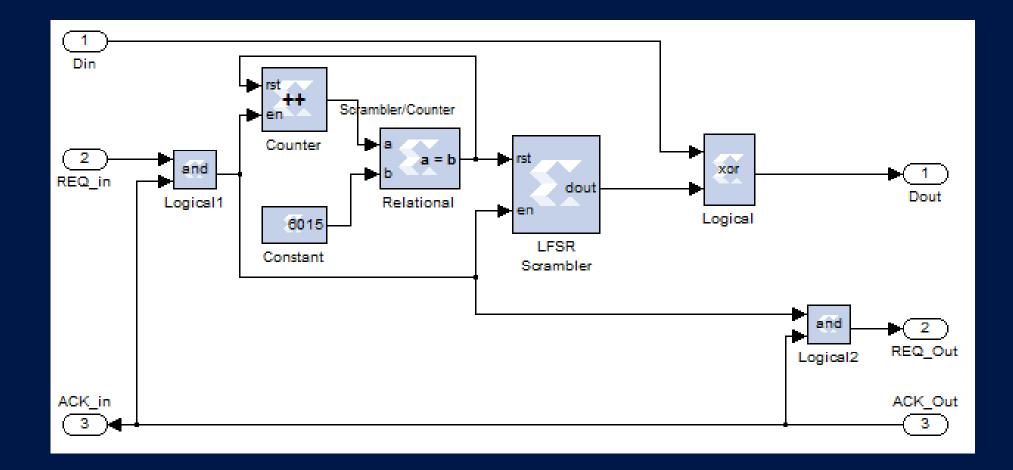


BCH Coder internal structure



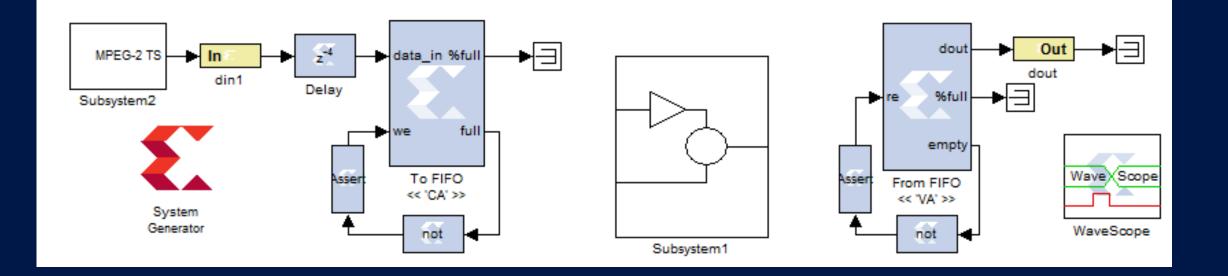


LDPC internal structure





Simulation Testbench





- > The present work describes a System Design for a DTMB modulator.
- > The design was validated by simulation and HW-cosimulation.
- The Simulink environment with Xilinx System Generator tools used for this design facilitates the design process as well as the validation stage



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