



A hardware implementation of the Levinson routine in the radio detector of cosmic rays to improve a suppression of non-stationary RFI

Zbigniew Szadkowski¹ IEEE Member, for the Pierre Auger Collaboration
¹ University of Łódź, Poland

ABSTRACT

The radio detector system for ultra high-energy cosmic rays in the Pierre Auger Observatory operates in the frequency range 30-80 MHz, which is often contaminated by human-made RFI. Several filters were used to suppress the RFI: based on the FFT, IIR notch filter and FIR filter based on the linear prediction. The last refreshes the FIR coefficients calculating either in the external ARM processor, internal soft-core NIOS[®] processor implemented inside the FPGA or hard-core embedded processors (HPS) being a silicon part of the FPGA chip. Refreshment times significantly depend on the type of calculation process. For stationary RFI, the FIR coefficients can be refreshed each minute or rarer. However, an efficient suppression of non-stationary short-term contaminations requires a much faster response. Calculations of FIR coefficients in an external ARM take 1-2 seconds, by the soft-core virtual NIOS[®] processor on the level of hundreds milliseconds. The HPS allows a reduction of refreshment time to ~ 20 ms (for 32-stage FIR filter). A symmetry of covariance matrix allows one to use the much faster Levinson procedure instead of typical Gauss routine for solving a set of linear equations. The Levinson procedure calculated even in the HPS takes relatively a lot of time. A hardware implementation of this procedure inside the FPGA fabric as specialized a micro-controller requires only ~ 53 800 clock cycles. We used 64- or 48-bit floating-point representations to calculate FIR coefficients. Resources occupation is relatively high, as the design was optimized for a maximal register performance. However, the RFI suppression is very efficient. We expect significant suppression of even short-term non-stationary RFI.

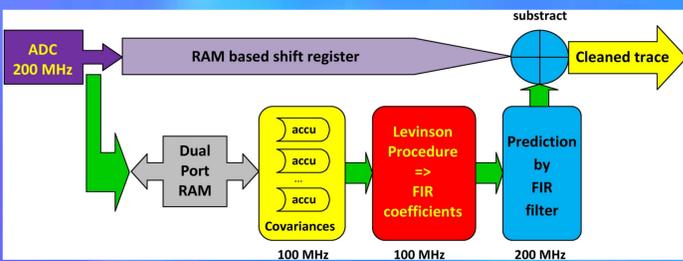


Fig. 1 – The structure of data flow for the hardware implementation of the Levinson algorithm.

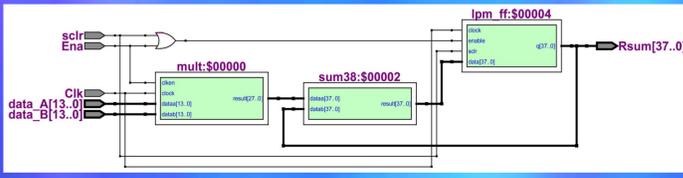


Fig. 2 – A structure of 32 fast logic blocks calculating covariances (as in Fig. 1). All data are the fixed-point representation.

	Loop A	Loop B	Loop C	Loop D
n=1	xi = 0; xi -= r[1] * a[0]; xi /= e;	a[1] = 0; a[1] += a[0] * xi;	z = y[1]; z -= r[1] * x[0]; pm = z/e;	x[1] = 0; x[0] += a[1] * pm; x[1] += a[0] * pm;
n=2	xi = 0; xi -= r[2] * a[0]; xi -= r[1] * a[1]; xi /= e;	a[2] = 0; a[2] += a[0] * xi; a[1] += a[1] * xi;	z = y[2]; z -= r[2] * x[0]; z -= r[1] * x[1]; pm = z/e;	x[2] = 0; x[0] += a[2] * pm; x[1] += a[1] * pm; x[2] += a[0] * pm;
n=3	xi = 0; xi -= r[3] * a[0]; xi -= r[2] * a[1]; xi -= r[1] * a[2]; xi /= e;	a[3] = 0; a[3] += a[0] * xi; a[2] += a[1] * xi; a[1] += a[2] * xi;	z = y[3]; z -= r[3] * x[0]; z -= r[2] * x[1]; z -= r[1] * x[2]; pm = z/e;	x[3] = 0; x[0] += a[3] * pm; x[1] += a[2] * pm; x[2] += a[1] * pm; x[3] += a[0] * pm;
n=4	xi = 0; xi -= r[4] * a[0]; xi -= r[3] * a[1]; xi -= r[2] * a[2]; xi -= r[1] * a[3]; xi /= e;	a[4] = 0; a[4] += a[0] * xi; a[3] += a[1] * xi; a[2] += a[2] * xi; a[1] += a[3] * xi;	z = y[4]; z -= r[4] * x[0]; z -= r[3] * x[1]; z -= r[2] * x[2]; z -= r[1] * x[3]; pm = z/e;	x[4] = 0; x[0] += a[4] * pm; x[1] += a[3] * pm; x[2] += a[2] * pm; x[3] += a[1] * pm; x[4] += a[0] * pm;
etc				

Fig. 4 – Four first steps in the Levinson algorithm implementation

```
void levinson(double *r, double *y, double *a, unsigned int dim)
{
    unsigned int n, i;
    double e, z, xi, temp;
    // initialization step //
    e = r[0];
    x[0] = y[0]/e;
    // main loop //
    for (n = 1; n < dim; ++n)
    // calculate xi //
    xi = 0;
    for (i = 0; i < n; ++i)
    {
        // loop A //
        xi -= r[n-i] * a[i];
    }
    xi /= e;
    // update a //
    for (i = 0; i <= (n-1)/2; ++i)
    {
        // loop B //
        temp = a[i];
        a[i] = temp + a[n-i] * xi;
        a[n-i] = temp * xi;
        if (n div 2 == 0)
        {
            // loop C //
            a[i] += a[n-i] * xi;
        }
    }
    // calculate e //
    e = e * (1 - xi*xi);
    // calculate l //
    l = y[n];
    for (i = 0; i < n; ++i)
    {
        // loop D //
        z = r[n-i] * x[i];
    }
    // update x //
    x[n] = 0;
    for (i = 0; i <= n; ++i)
    {
        // loop D //
        x[i] += a[n-i] * z/e;
    }
    return;
}
```

Fig. 3 – C code of the Levinson algorithm.

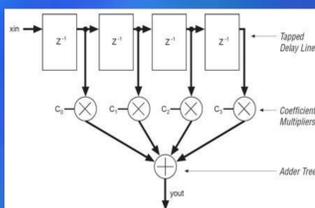


Fig. 5 – The structure of the FIR filter.

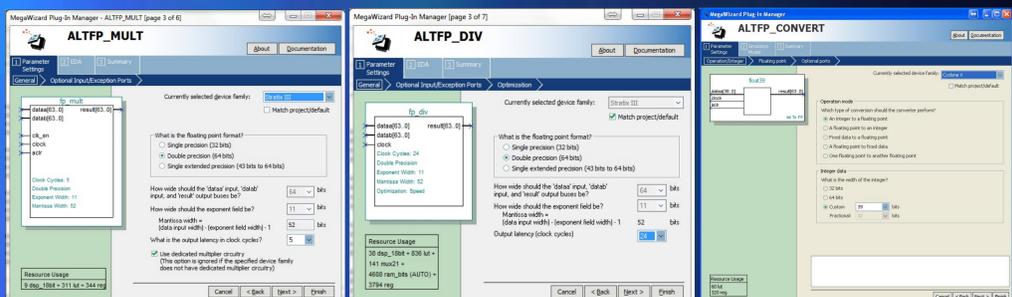


Fig. 8 – Altera® mega-functions multiplying, dividing and converting floating-point 64-bit variables.

A4...A0	Addr	Data	A4...A0	Addr	Data	A4...A0	Addr	Data	A4...A0	Addr	Data
00000	0	C1B8590FA1000000	00000	0	41C8B90FA100	00000	0	BFAB07F58C27DE	00000	0	BFAB07F58C27DE
00001	1	C1B8590FA1000000	00001	1	C1B8590FA100	00001	1	3FA5796EA740A50	00001	1	3FA5A2633C72
00010	2	C1B8590FA1000000	00010	2	C1B8590FA100	00010	2	3FA5796EA740A50	00010	2	3FA114C1A420
00011	3	41A3F755600000	00011	3	41A3F7556000	00011	3	BF9A193AC84513A8	00011	3	BF9A193AC84513A8
00100	4	C1B8590FA1000000	00100	4	C1B8590FA100	00100	4	BF9A193AC84513A8	00100	4	BF9A193AC84513A8
00101	5	C1B8590FA1000000	00101	5	C1B8590FA100	00101	5	3FA5796EA740A50	00101	5	3FA5796EA740A50
00110	6	C1B8590FA1000000	00110	6	C1B8590FA100	00110	6	3FA5796EA740A50	00110	6	3FA5796EA740A50
00111	7	41B4A42C900000	00111	7	41B4A42C9000	00111	7	BF9A193AC84513A8	00111	7	BF9A193AC84513A8
01000	8	C1B8590FA1000000	01000	8	C1B8590FA100	01000	8	3FA5796EA740A50	01000	8	3FA5796EA740A50
01001	9	C1B8590FA1000000	01001	9	C1B8590FA100	01001	9	BF9A193AC84513A8	01001	9	BF9A193AC84513A8
01010	10	C1B8590FA1000000	01010	10	C1B8590FA100	01010	10	BF9A193AC84513A8	01010	10	BF9A193AC84513A8
01011	11	41B92680A7000000	01011	11	41B92680A700	01011	11	3FA5796EA740A50	01011	11	3FA5796EA740A50
01100	12	C1B8590FA1000000	01100	12	C1B8590FA100	01100	12	3FA5796EA740A50	01100	12	3FA5796EA740A50
01101	13	C1B8590FA1000000	01101	13	C1B8590FA100	01101	13	BF9A193AC84513A8	01101	13	BF9A193AC84513A8
01110	14	41B92680A7000000	01110	14	41B92680A700	01110	14	BF9A193AC84513A8	01110	14	BF9A193AC84513A8
01111	15	41B92680A7000000	01111	15	41B92680A700	01111	15	BF9A193AC84513A8	01111	15	BF9A193AC84513A8
10000	16	C1A84D57E8000000	10000	16	C1A84D57E800	10000	16	BF9A193AC84513A8	10000	16	BF9A193AC84513A8
10001	17	C1B8590FA1000000	10001	17	C1B8590FA100	10001	17	BF9A193AC84513A8	10001	17	BF9A193AC84513A8
10010	18	41B92680A7000000	10010	18	41B92680A700	10010	18	BF9A193AC84513A8	10010	18	BF9A193AC84513A8
10011	19	41B92680A7000000	10011	19	41B92680A700	10011	19	BF9A193AC84513A8	10011	19	BF9A193AC84513A8
10100	20	C1B8590FA1000000	10100	20	C1B8590FA100	10100	20	BF9A193AC84513A8	10100	20	BF9A193AC84513A8
10101	21	C1A16A85D6000000	10101	21	C1A16A85D600	10101	21	BF9A193AC84513A8	10101	21	BF9A193AC84513A8
10110	22	41B92680A7000000	10110	22	41B92680A700	10110	22	BF9A193AC84513A8	10110	22	BF9A193AC84513A8
10111	23	41B92680A7000000	10111	23	41B92680A700	10111	23	BF9A193AC84513A8	10111	23	BF9A193AC84513A8
11000	24	C1B8590FA1000000	11000	24	C1B8590FA100	11000	24	BF9A193AC84513A8	11000	24	BF9A193AC84513A8
11001	25	41B92680A7000000	11001	25	41B92680A700	11001	25	BF9A193AC84513A8	11001	25	BF9A193AC84513A8
11010	26	C1B8590FA1000000	11010	26	C1B8590FA100	11010	26	BF9A193AC84513A8	11010	26	BF9A193AC84513A8
11011	27	C1A84D57E8000000	11011	27	C1A84D57E800	11011	27	BF9A193AC84513A8	11011	27	BF9A193AC84513A8
11100	28	C1B8590FA1000000	11100	28	C1B8590FA100	11100	28	BF9A193AC84513A8	11100	28	BF9A193AC84513A8
11101	29	41B92680A7000000	11101	29	41B92680A700	11101	29	BF9A193AC84513A8	11101	29	BF9A193AC84513A8
11110	30	41B92680A7000000	11110	30	41B92680A700	11110	30	BF9A193AC84513A8	11110	30	BF9A193AC84513A8
11111	31	C1B8590FA1000000	11111	31	C1B8590FA100	11111	31	BF9A193AC84513A8	11111	31	BF9A193AC84513A8

Fig. 9 – Comparison of 64- and 48-bit input covariances (two left columns), FIR coefficients calculated in the PC (middle column) and in the FPGA 64-bit (4th column) and 48-bit (right column). Some discrepancy on least significant bits for 64-bit calculations are visible. However, the relative accuracy is on a level of 10⁻¹³. The accuracy for 48-bit calculations dramatically drops down to a level of 10⁻².

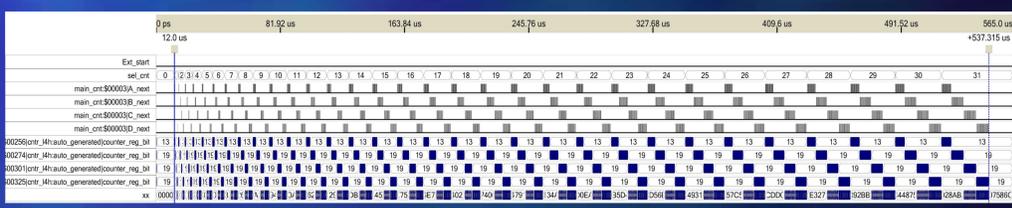


Fig. 10 – Quartus® simulation of FIR coefficients calculation by the hardware Levinson procedure. Calculation of r and y covariances takes 12 μs, calculation of 64-bit floating-point coefficients takes next ~ 238 μs. Simulations show sequences of processing in the consecutive A, B, C and D loops.

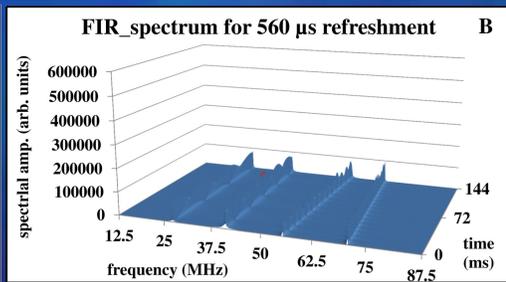
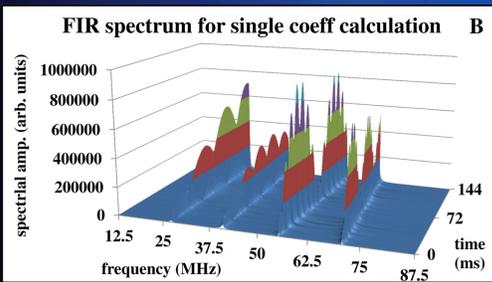
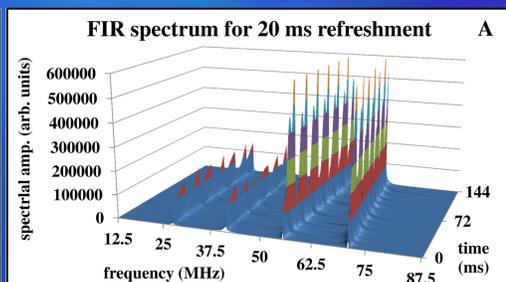
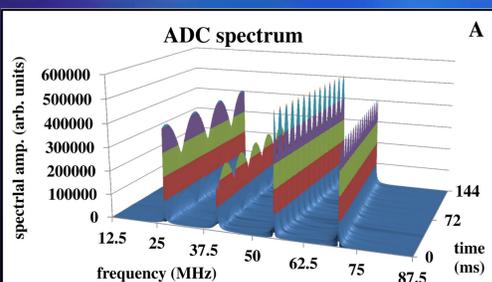


Fig. 6 – Fourier spectra for the original signal (A) and for a single calculation of FIR coefficients (B) in the beginning of trace cleaning.

Fig. 7 – Modules of Fourier spectra for a refreshment of FIR coefficients each 20 ms (A) and for each 560 μs (B).

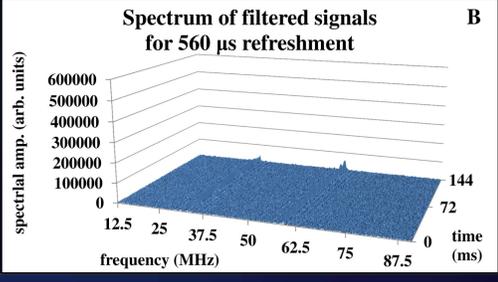
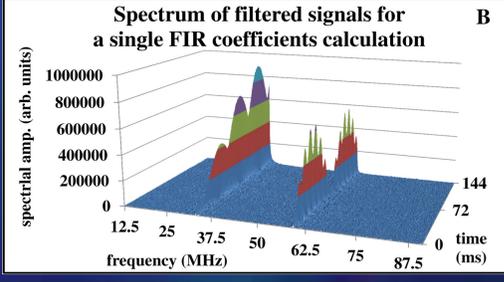
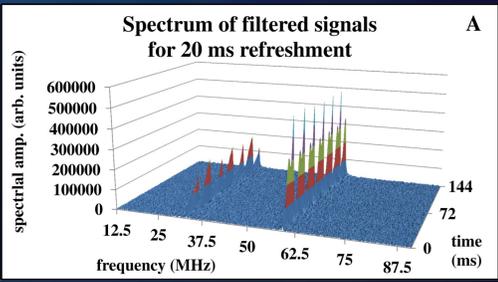
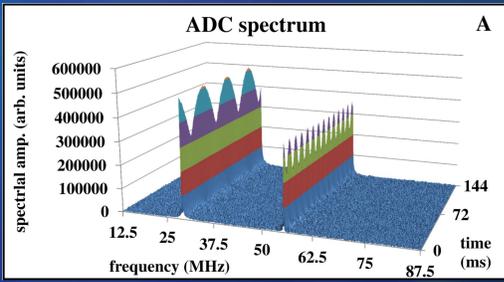


Fig. 11 – Fourier spectra for the original signal (A) and for a single calculation of FIR coefficients in the beginning of trace cleaning (B).

Fig. 12 – Modules of Fourier spectra for the cleaned measured signal 20 ms (A) and 560 μs refreshment (B), respectively.

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CONCLUSIONS

The hardware Levinson procedure implemented into FPGA fabric significantly shortens the refreshment time in the linear predictor approach used for RFI suppression. With Cyclone® IV (FPGA used at present in the Dutch AERA digitizers) and in Cyclone® V E (considered as FPGA for the future upgrade) the refreshment time is on a level of 560 μs (with 100 MHz clock for covariances calculation and the Levinson recursion). The 200 MHz speed has been achieved in the Stratix® III FPGAs (speed grade - 2) and allowed a reduction of refreshment time to 275 μs, however, the Stratix® series are too power consuming and too expensive. We plan to use the above algorithm for tests of RFI suppression: a) in Łódź environment using the standard AERA antenna and b) in real radio stations on Argentinean pampas.

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