

Integrated True-Time-Delay based Large-Scale Arrays for Spatially Diverse Applications

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Outline

❖ Motivation

❖ Background

❖ Proposed Discrete-Time Delay-Compensation

- ❑ True-time-delay beamforming for wide modulated BW and large arrays
- ❑ Spatial interference cancellation with wideband NULL

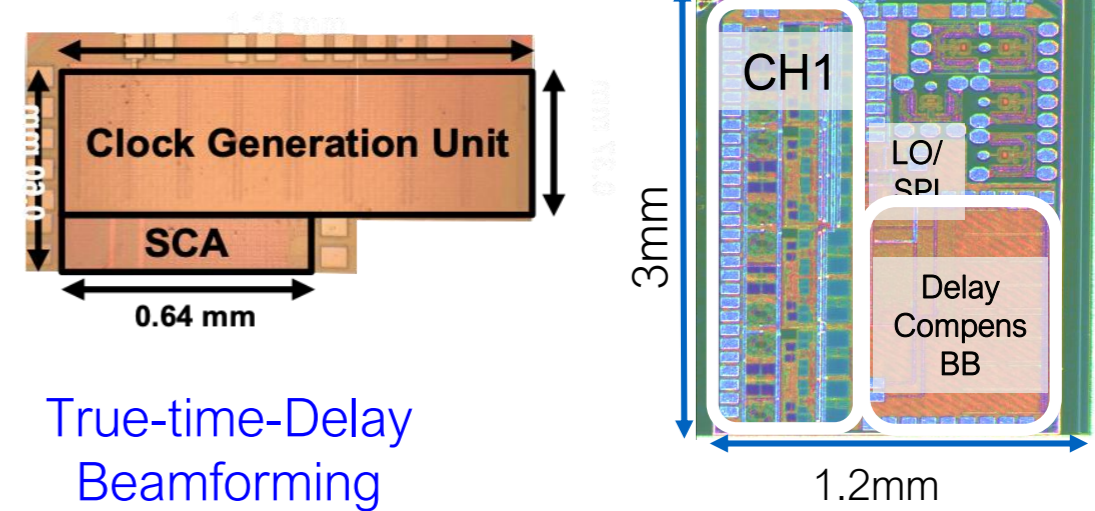
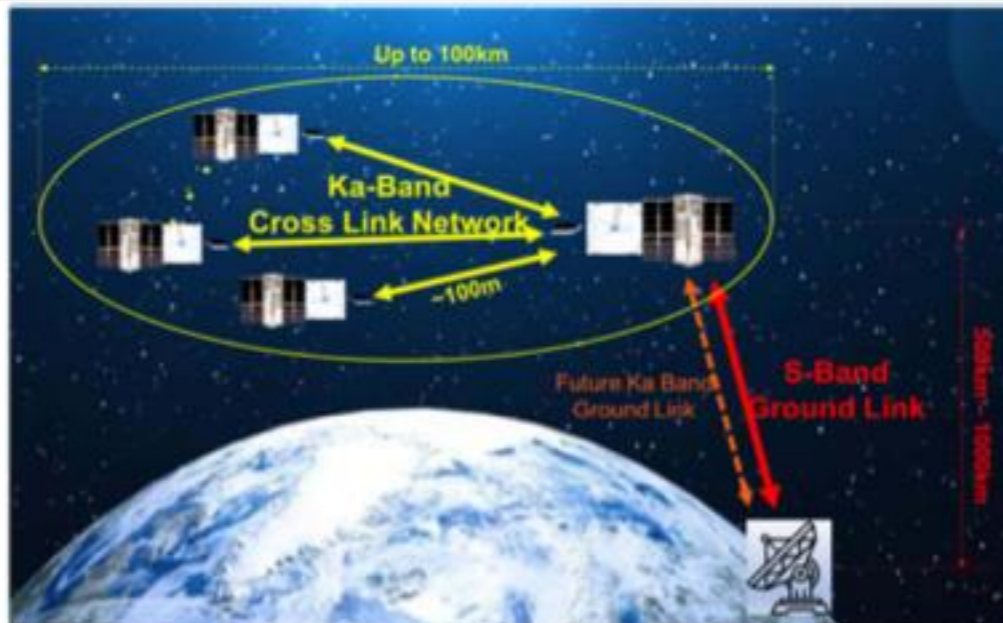
❖ Conclusions

Motivation

Communications

Key challenges

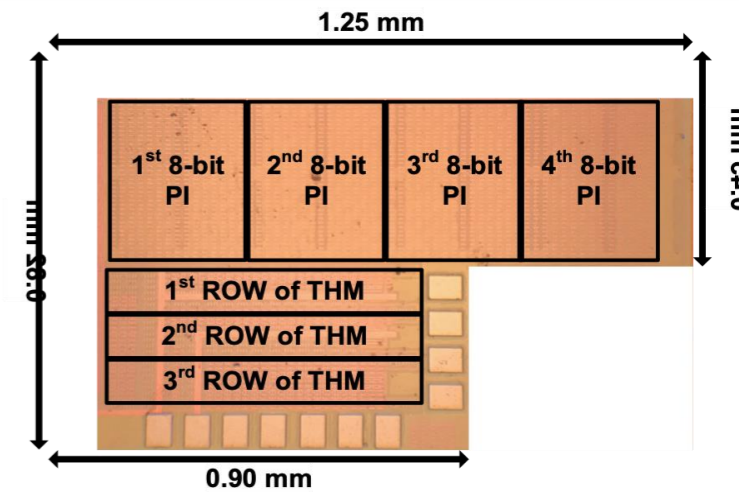
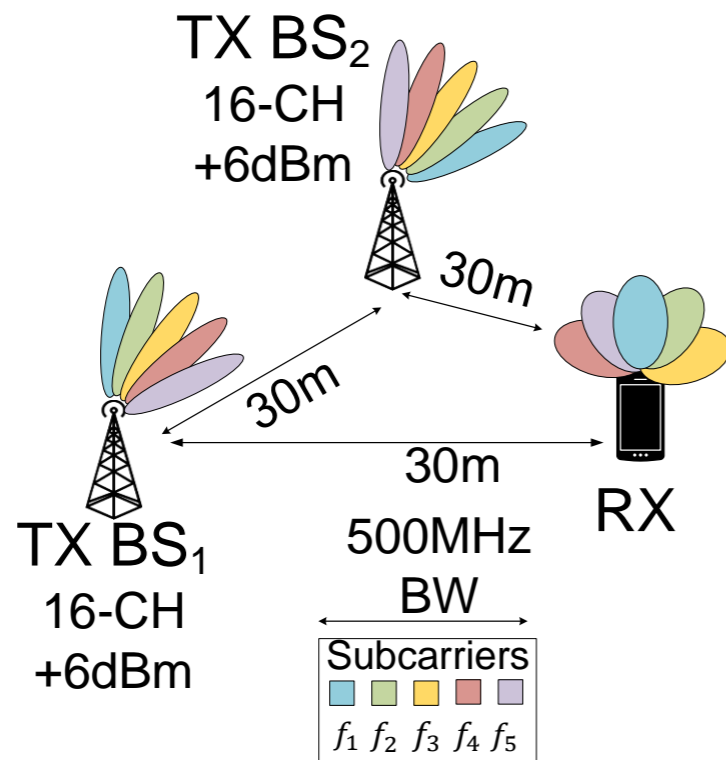
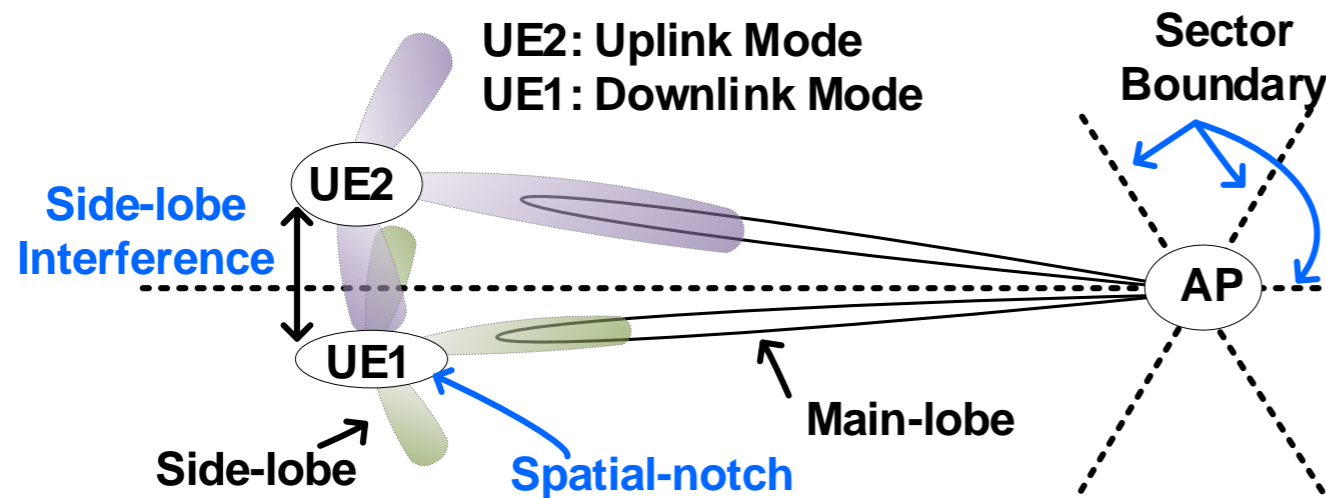
- Network of CubeSat crosslinks
- Swarm-to-ground communication
- Network Scaling
- Local ranging up to 100 km
- Low-power edge computing



- mmWave links among CubeSats
 - True-time-delay beamforming (ongoing)
 - Single/multiple spatial interference cancellation → near-far problem
 - Closed-loop DoA estimation (ongoing)

Motivation

Spatial Interference Cancellation (SpICa)



Spatial Int. Canc. w/
Wideband Null

- ❖ Dense small cells
- ❖ Aggressive frequency re-use
- ❖ MIMO
- ❖ Co-channel (same frequency)
- ❖ Inter-sectoral interference

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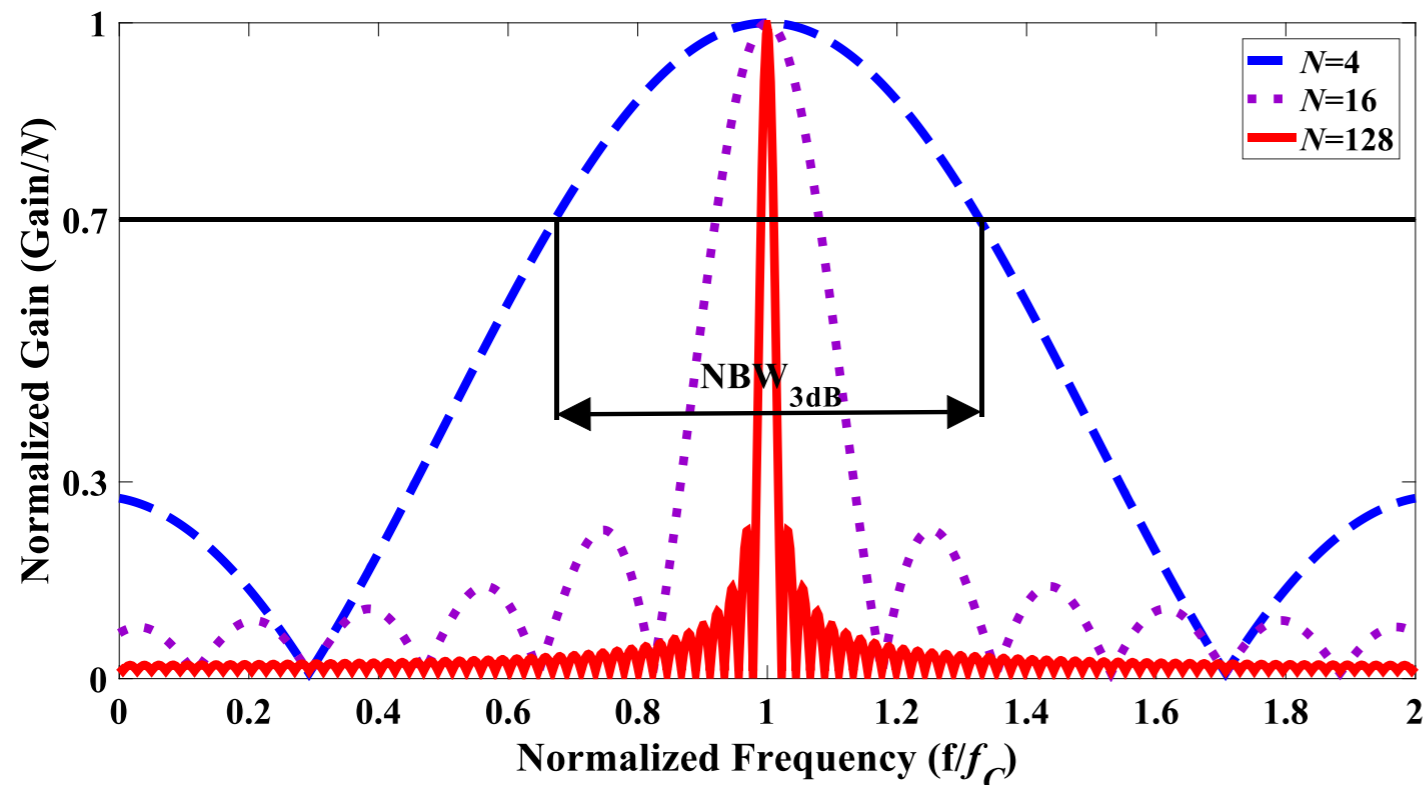
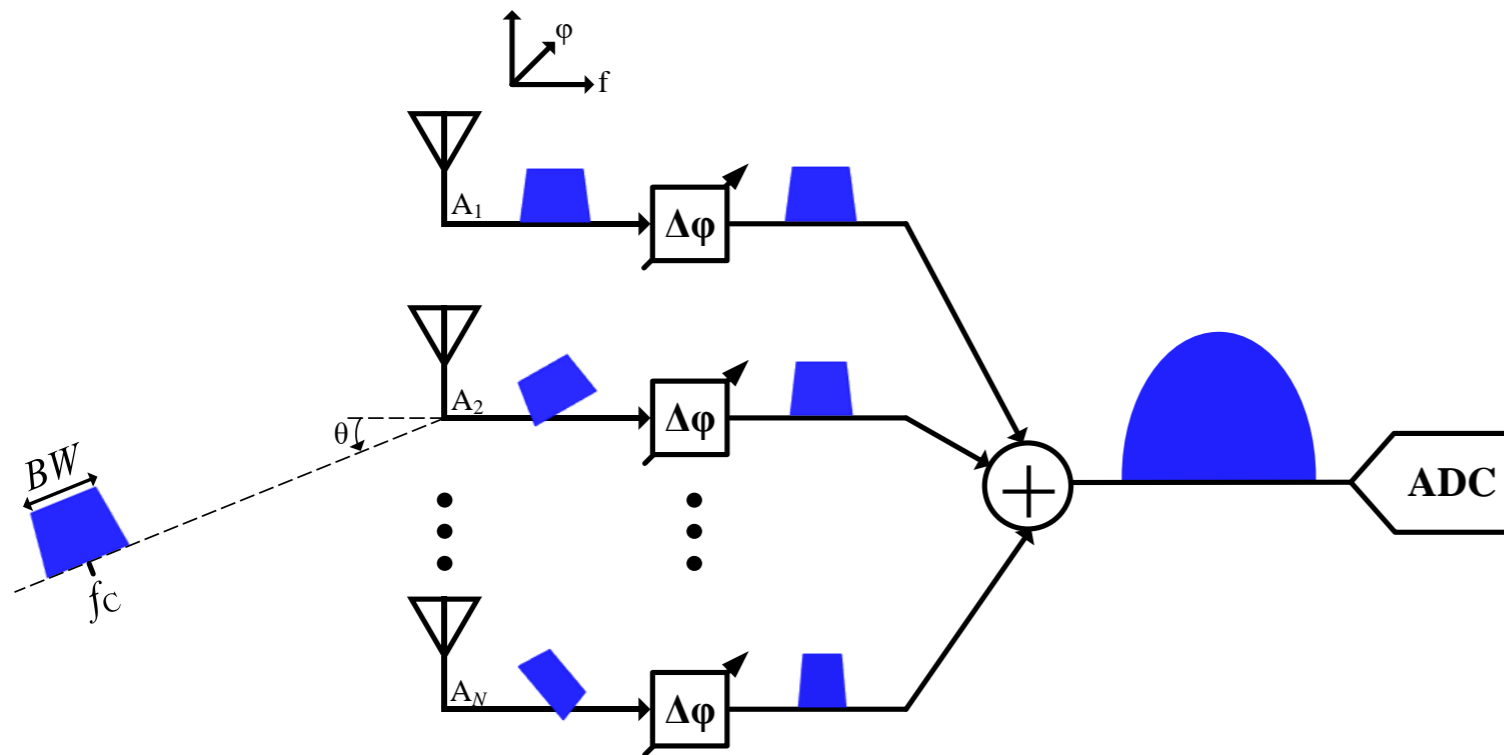
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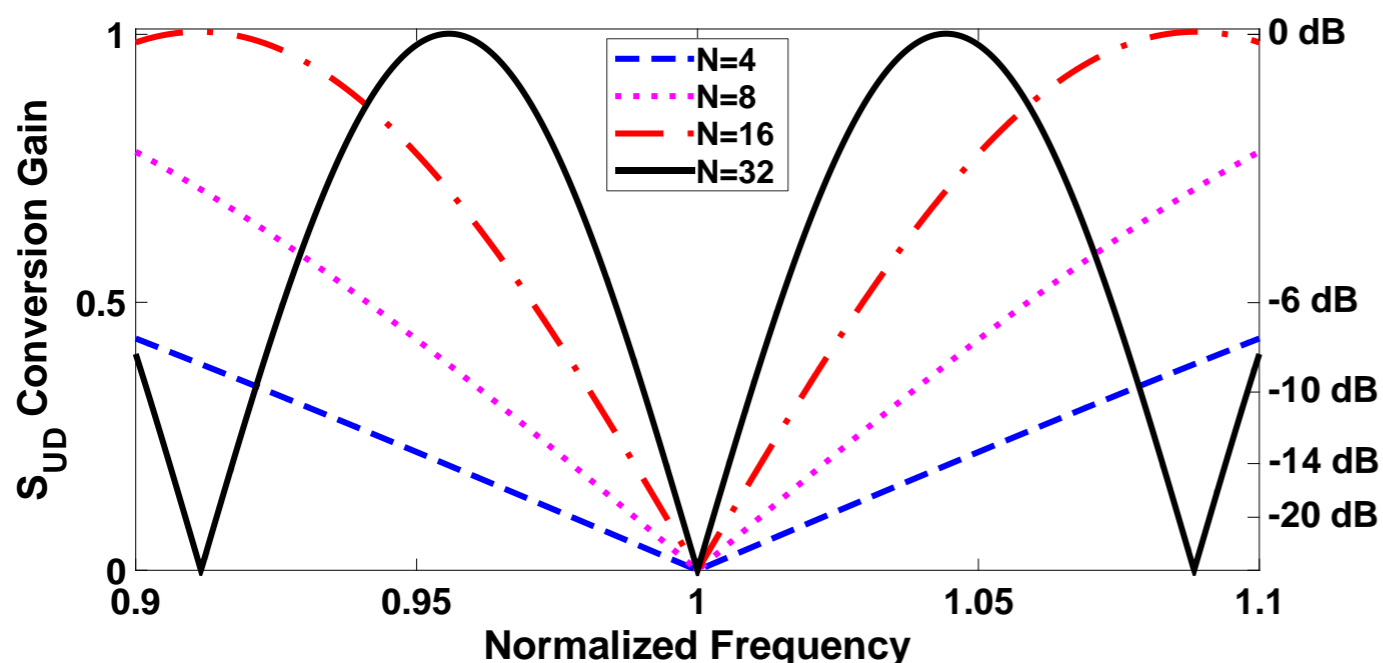
❖ Conclusions

RF/Analog Phase Shift Beamforming



- ❖ Valid phase shift approximation for narrow-band signal
- ❖ Large antenna arrays suffer from lower normalized 3dB bandwidth (NBW_{3dB})
- ❖ Bandpass filtering results in signal distortion and performance degradation
- ❖ Easy to implement

Leakage in Phase-Shifter based Phased Arrays

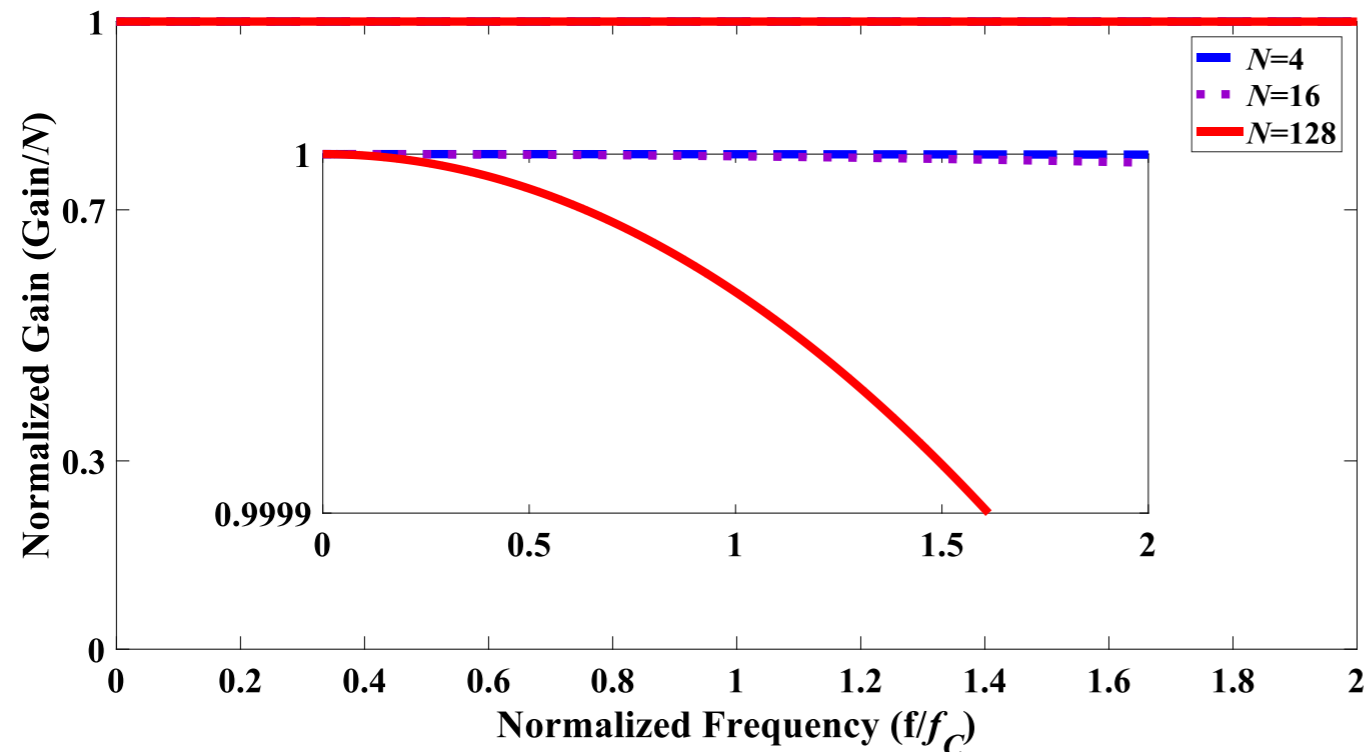
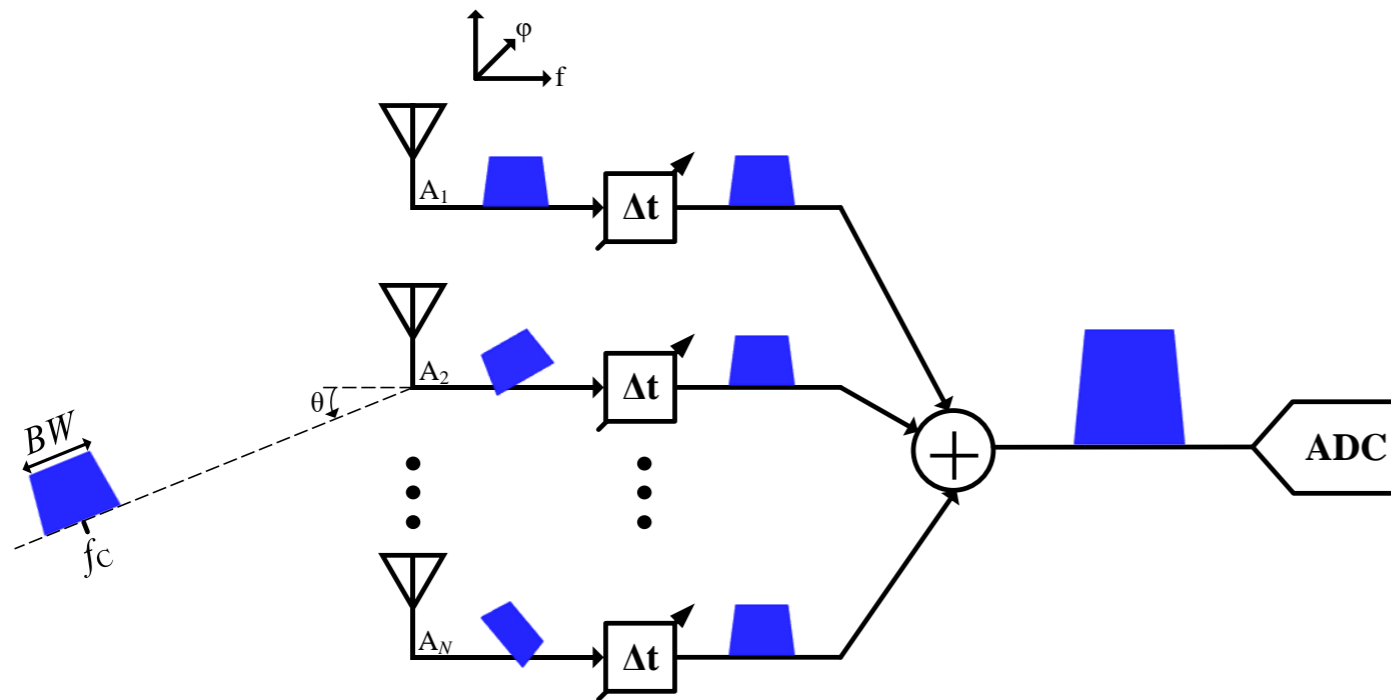


❖ Cancellation of undesired signal (S_{UD})

❖ Leakage is dependent on:
Bandwidth (BW),
Center frequency (f_c),
Number of elements, (N).

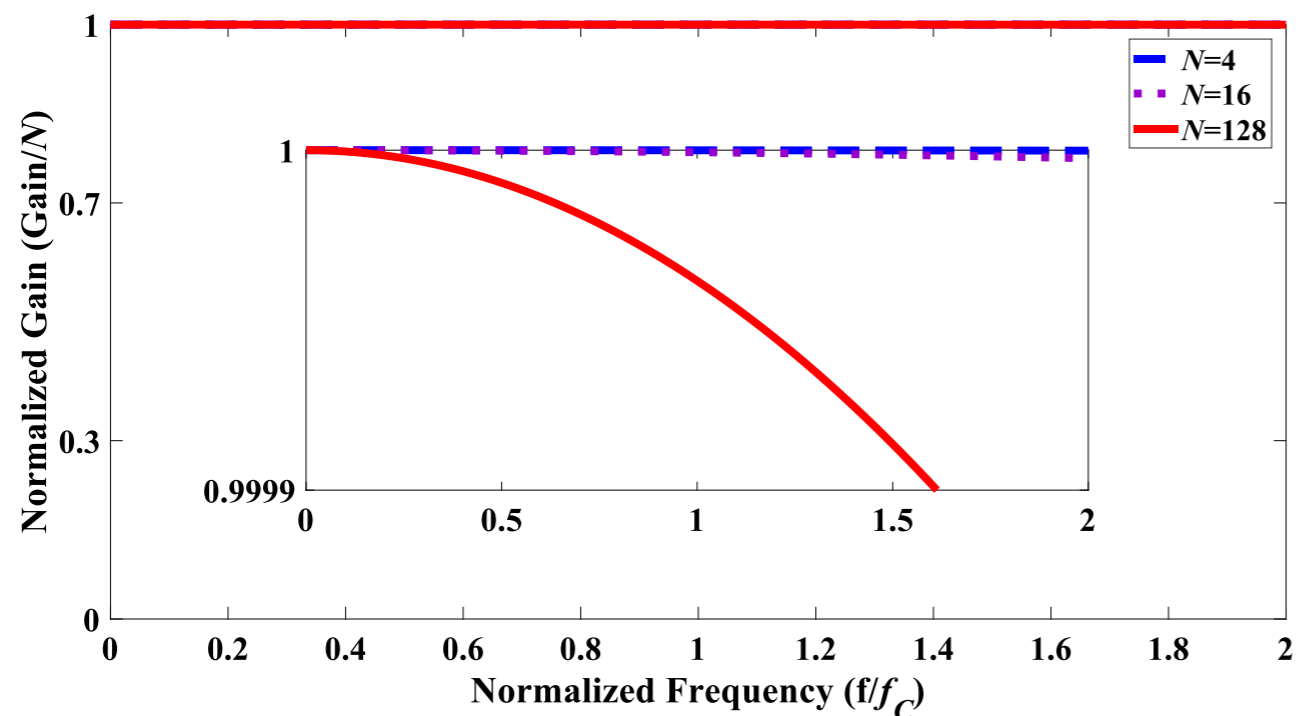
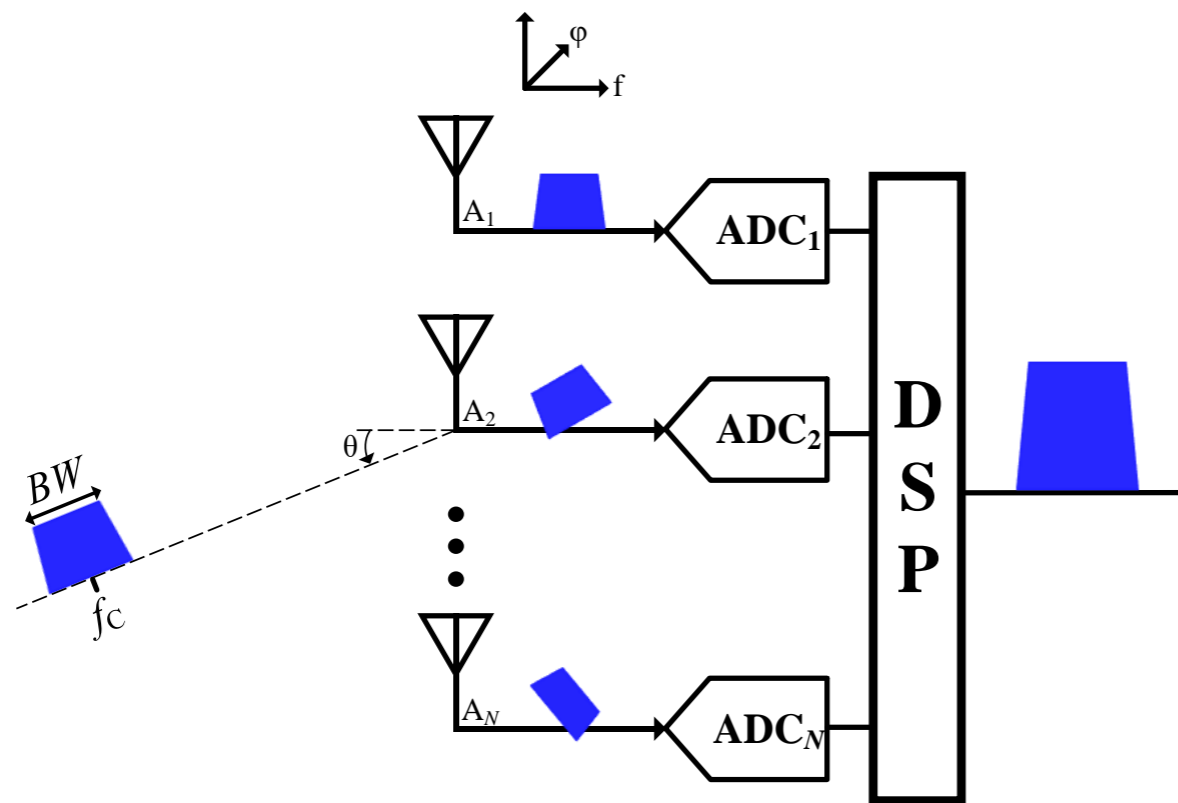
Apps	f_c (GHz)	BW (MHz)	N	S_{UD} Max Conversion Gain in PS-Based SpICa (dB)
802.11ay	60	8640	4	-7.1
802.11ac	5	160	8	-14.0
5G NR n261	28	800	16	-9.1
5G NR n71	0.6	20	32	-5.1

RF TTD Beamforming



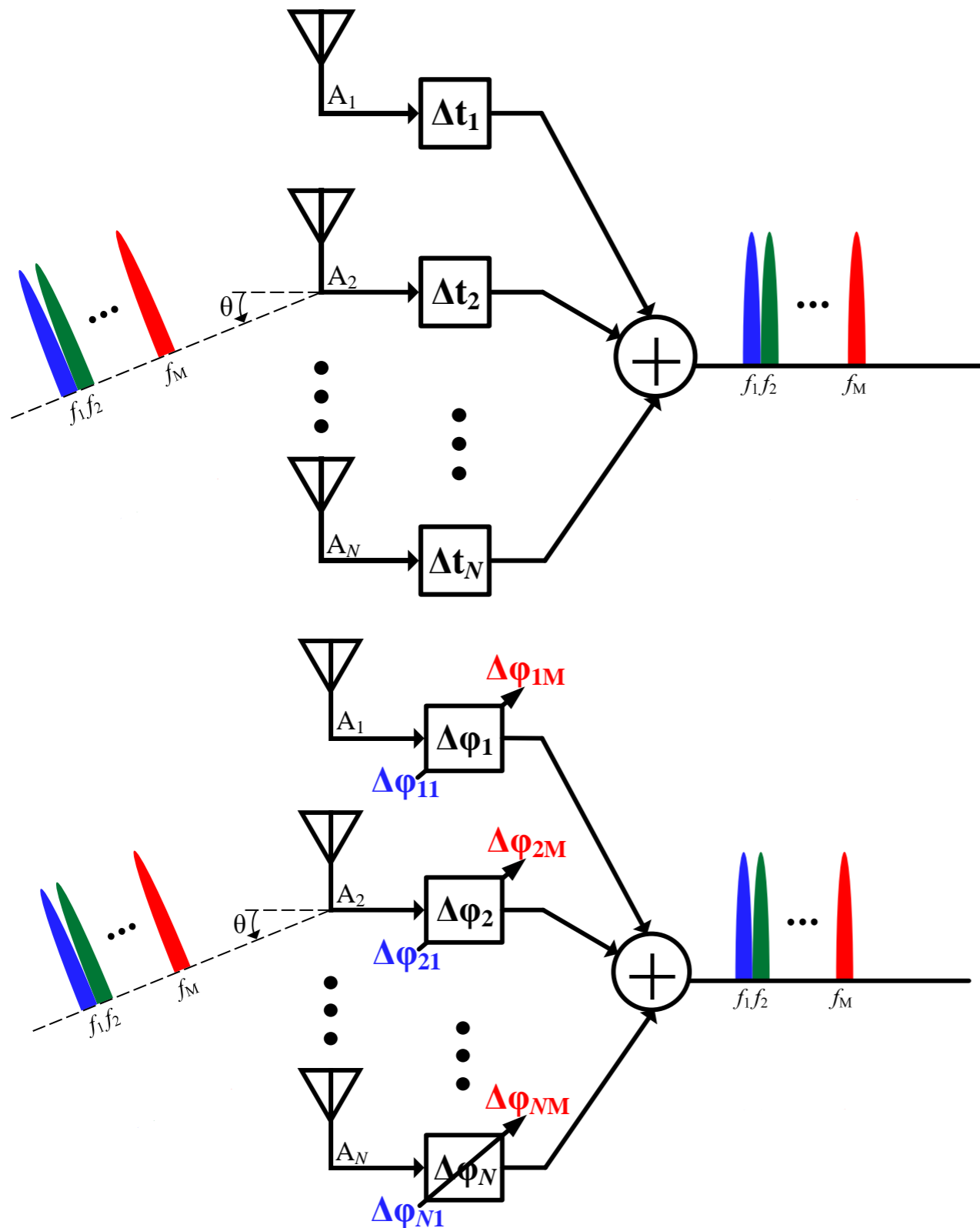
- ❖ No frequency-dependency in beamforming gain
- ❖ Mismatched components at RF
- ❖ Power hungry RF active delay implementations
- ❖ Femto-second resolutions at mmWave frequencies
- ❖ Limited range of delay elements

Digital TTD Beamforming



- ❖ Higher ADC dynamic range due to no RF/Analog spatial processing
- ❖ N Power hungry ADCs
- ❖ No frequency-dependency in beamforming gain

TTD vs Phase Shift Wideband Beamforming



❖ Phase shift

- Variable phase shift for different sub-carriers

❖ TTD

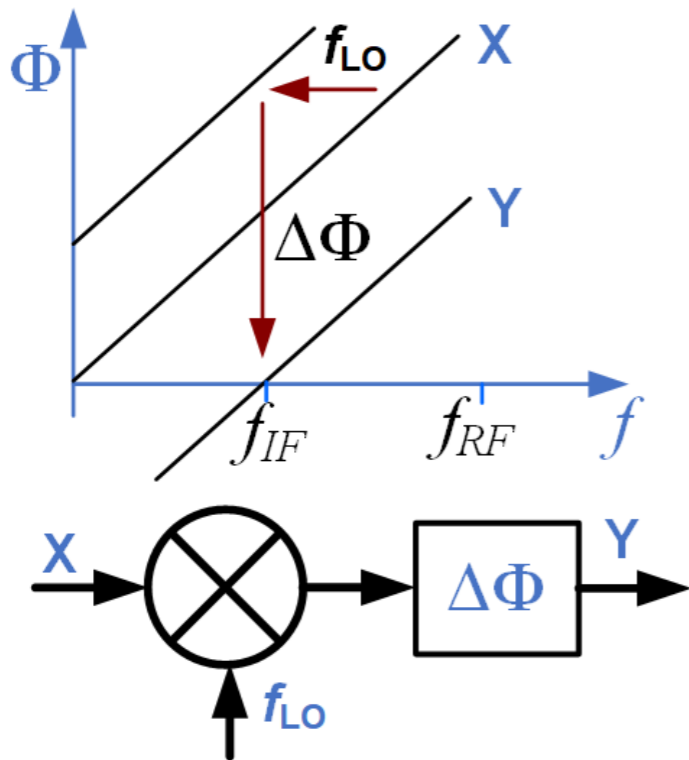
- Constant time delay for the entire bandwidth

Cancellation requirements w/ TTD-based arrays

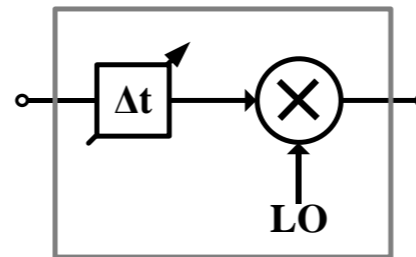
Apps	f_c (GHz)	BW (GHz)	N	BB TTD Implementation Requirements				RF TTD Requirements
				Δt_{UD} Inter-element Range (ps)	Overall Range $(N-1) \cdot \Delta t_{UD}$ (ps)	$\Delta \phi_{UD}$ Resolution for 40 dB SpICa ($^\circ$)	Δt_{UD} Resolution for 40 dB SpICa (ps)	Δt_{UD} resolution for 40 dB SpICa (ps)
802.11ay	60	8640	4	8.3	25	1.2	0.395	0.053
802.11ac	5	160	8	100.0	700	0.9	15.17	0.48
5G NR n261	28	800	16	17.9	268	0.6	2.153	0.060
5G NR n71	0.6	20	32	833.3	25833	0.4	60.97	2.00

- ❖ TTD requirement in baseband is significantly relaxed
- ❖ Needs a resolution of 2ps (BB TTD) instead of 60fs (RF TTD) at 28GHz.
- ❖ This makes it attractive to do TTD based SpICa at Baseband

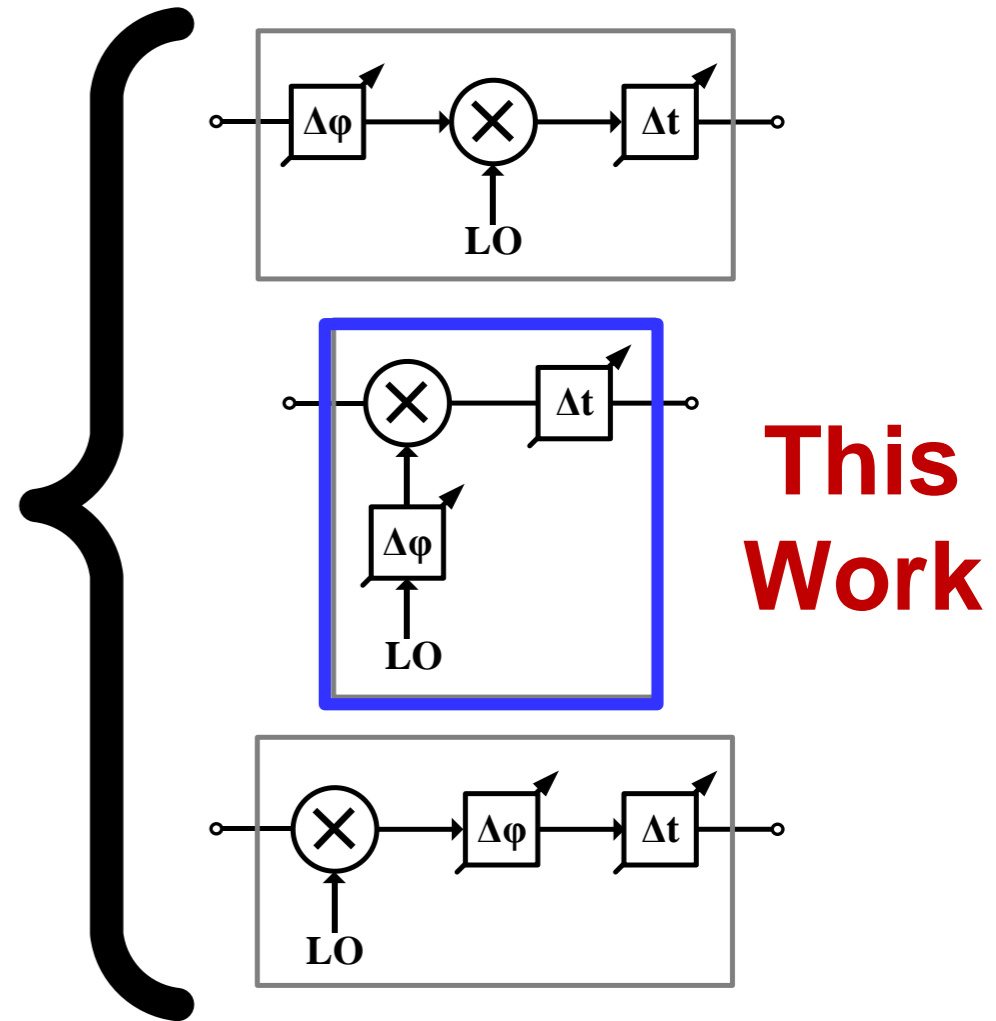
Delay Compensation Methods



RF/IF/LO phase shift
 → single frequency



IF Time Delay + RF/LO Phase Shift
 → multiple frequencies



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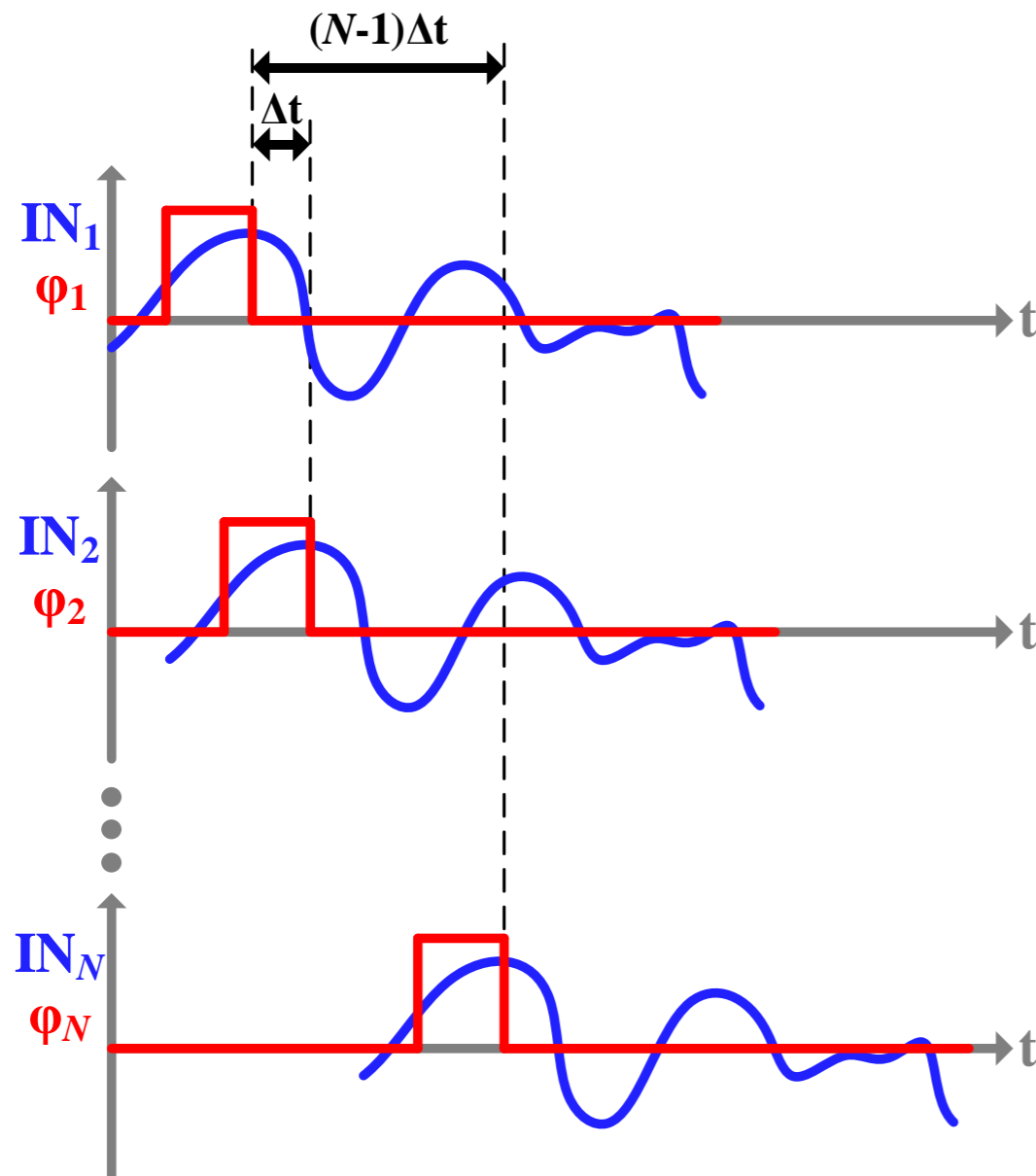
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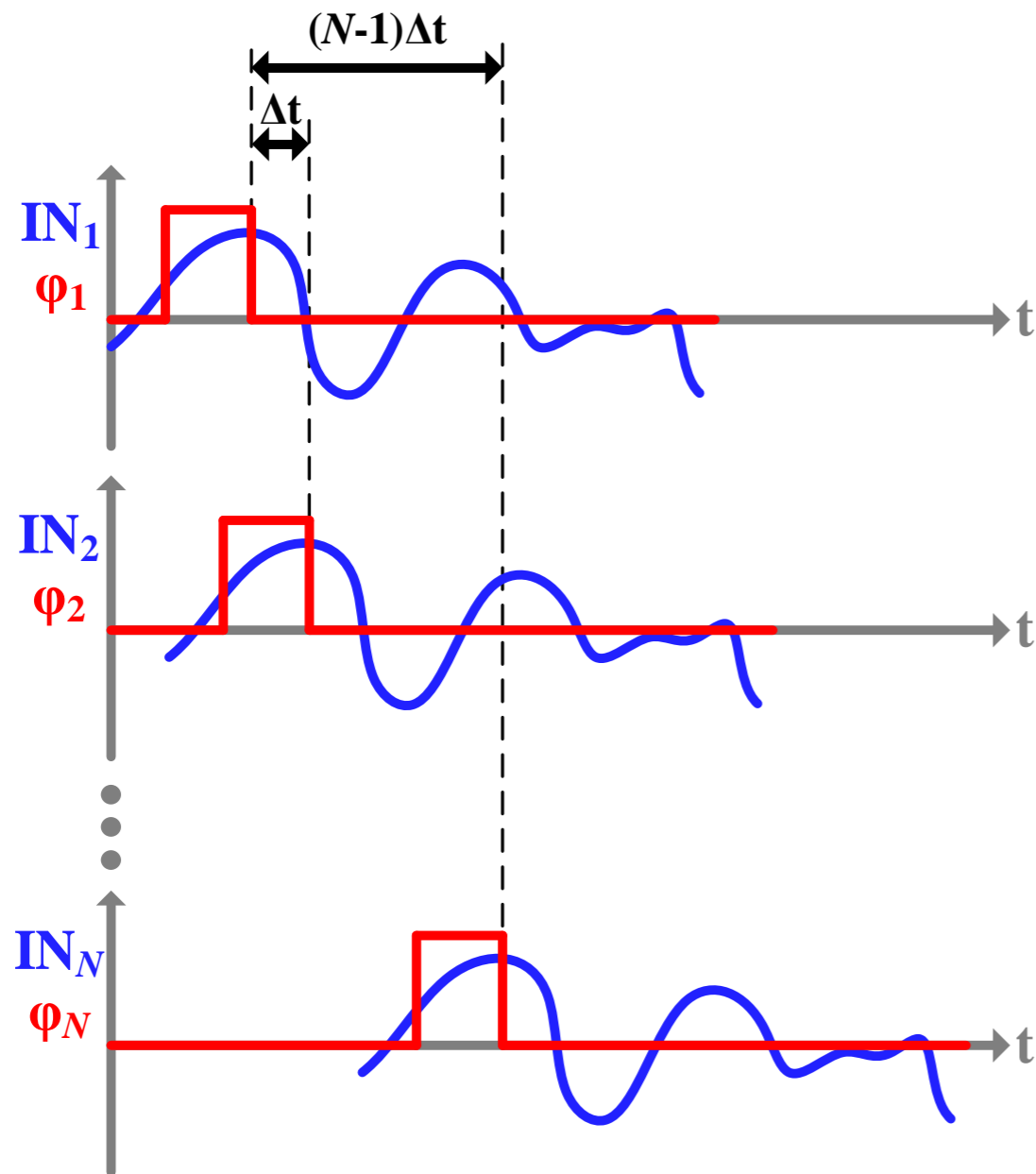
Discrete-time Delay Compensation Technique



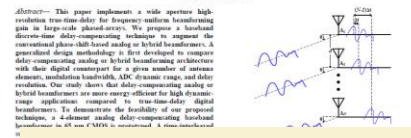
- ❖ Discrete time implementation
- ❖ Introducing delay in signal path is HARD
- ❖ Introduce the delay in the CLOCK PATH
- ❖ Digitally controlled delay compensation
- ❖ Scalable

Discrete-time Beamforming

Time alignment – delay compensation



- ❖ Discrete time implementation
- ❖ NOT in the signal path
- ❖ Minimum number of ADCs
- ❖ Digitally controlled delay compensation
- ❖ Scalable

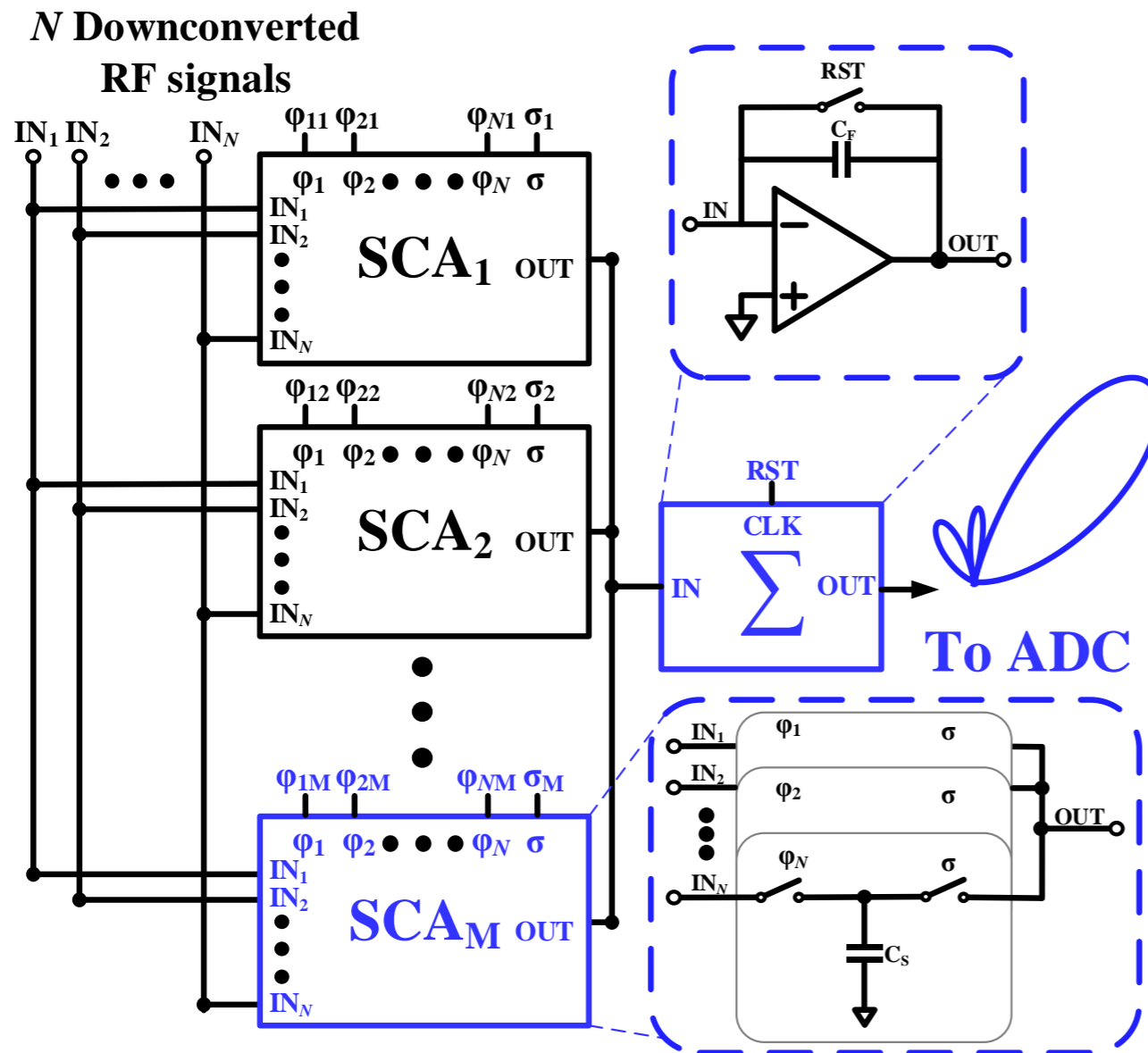


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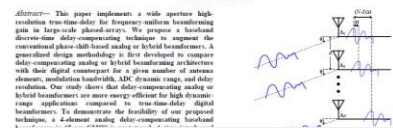
Abstract— This paper implements a wide aperture high-resolution true-time-delay for frequency-selective beamforming gain in large-scale phased-arrays. We propose a hybrid discrete-time delay-compensating technique to augment the conventional phase-shift-based analog or hybrid beamformers. A generalized design methodology is first developed to compare delay-compensating analog or hybrid beamforming architectures with their digital counterpart for a given number of antenna elements, modulation bandwidth, ADC dynamic range, and delay resolution. Our study shows that delay-compensating analog or hybrid beamformers are more energy-efficient for high dynamic-range applications compared to true-time-delay digital beamformers. To demonstrate the feasibility of our proposed technique, a 4-element analog delay-compensating hybrid beamformer is 45 dB C/N0 is presented. A true-time-delay

Proposed Discrete-Time BMFRM Arch.

Analog Discrete-time Beamforming



- ❖ Non-Uniform-Sampling based switched-capacitor array
- ❖ NOT in the signal path
- ❖ 1 ADC per beam
- ❖ Digitally controlled delay compensation
- ❖ Scalable
- ❖ High clocking power consumption

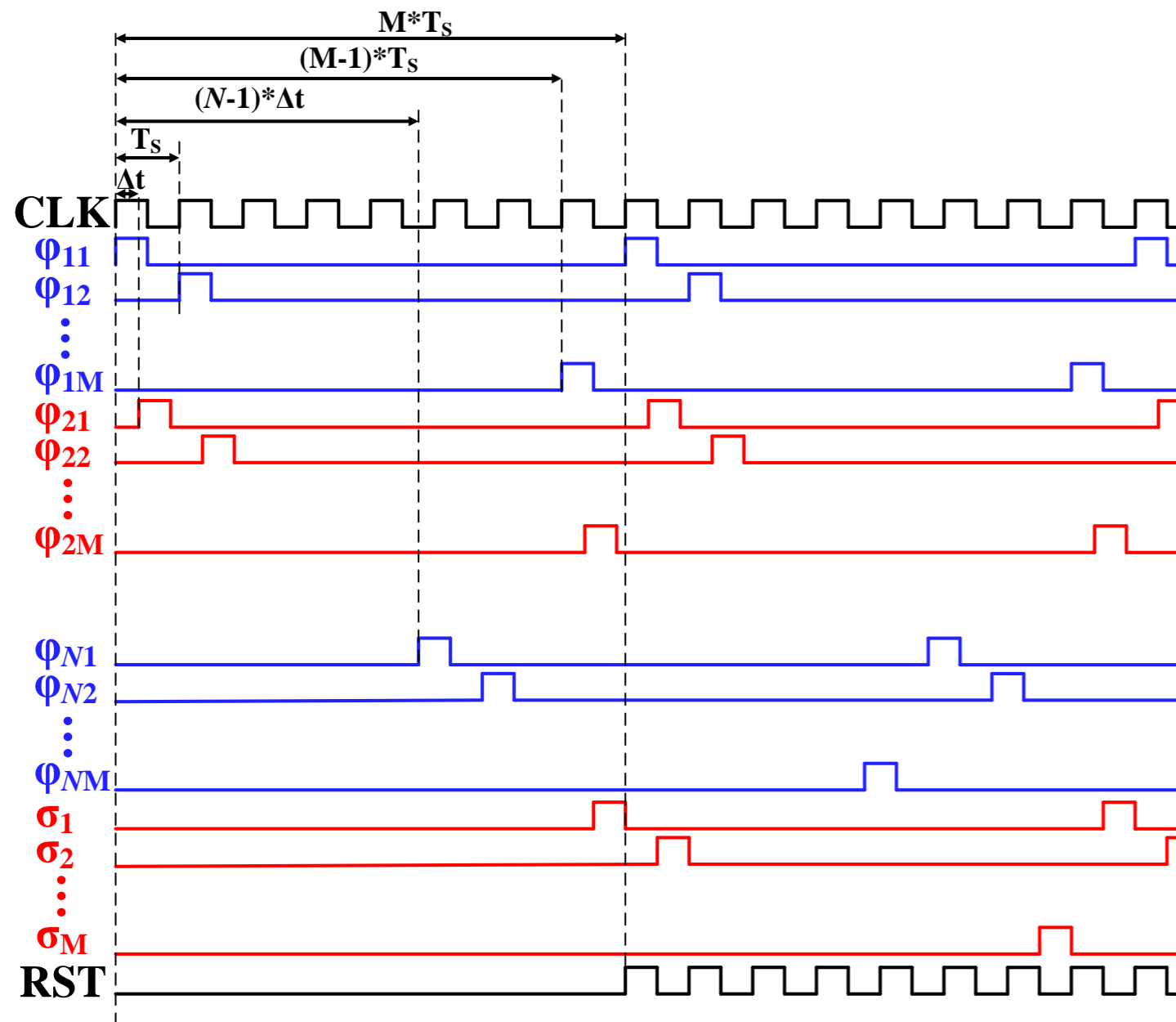


Ghaderi, Gupta
TCAS-1'19

Abstract— This paper implements a wide aperture high-resolution true-time-delay for frequency nulling beamforming gain in large-scale phased-arrays. We propose a localized discrete-time delay-compensating technique to augment the conventional phase-shift-based analog or hybrid beamformers. A generalized design methodology is first developed to compare delay-compensating analog or hybrid beamforming architectures with their digital counterparts for a given number of antenna elements, modulation bandwidth, ADC dynamic range, and delay resolution. Our study shows that delay-compensating analog or hybrid beamformers are more energy-efficient for high dynamic range applications compared to true-time-delay digital beamformers. To demonstrate the feasibility of our proposed technique, a 4-element analog delay-compensating beamformer

Discrete-time Delay Compensating Arch.

Clocking



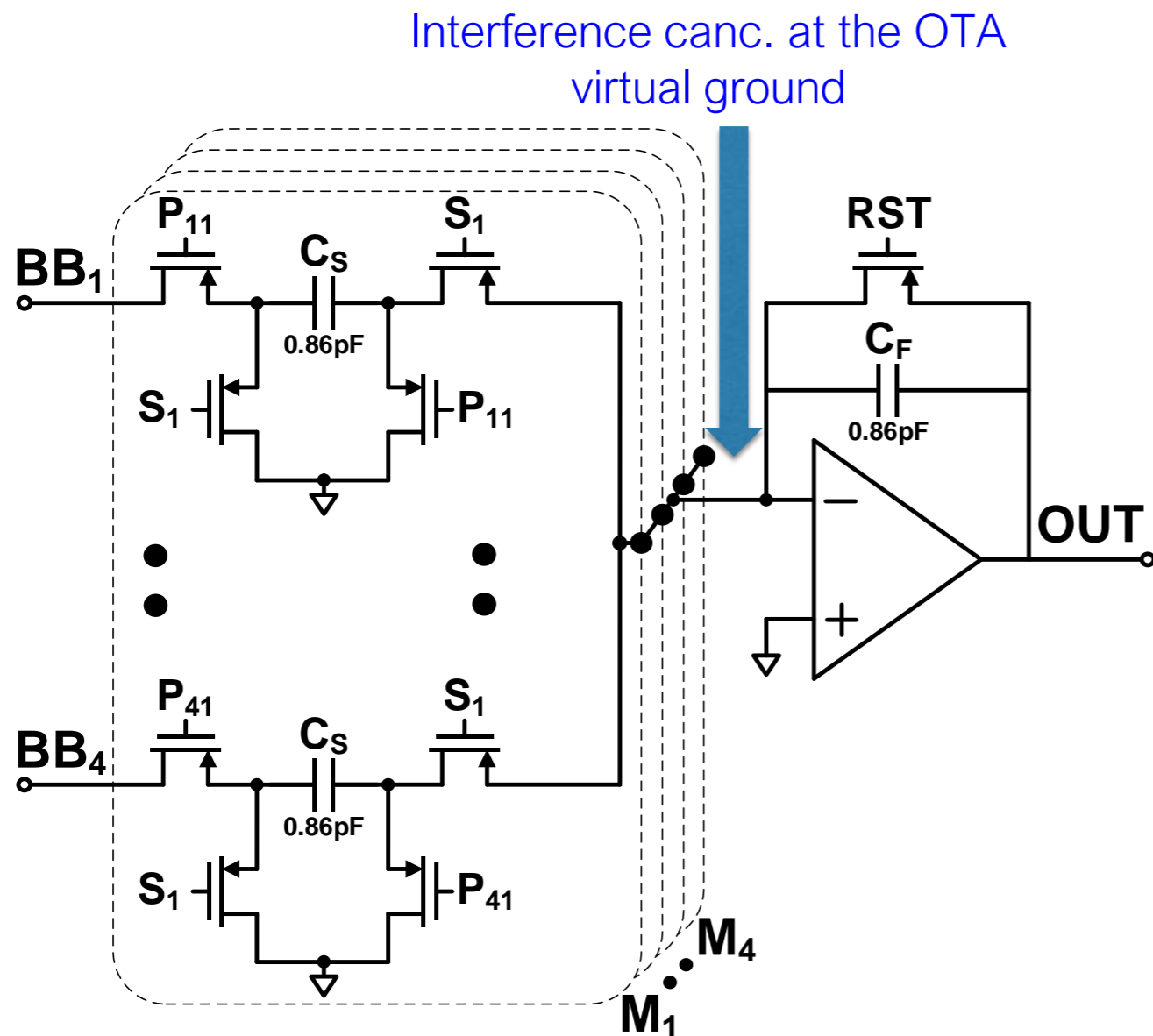
- ❖ Delay compensation through phase interpolation
- ❖ M-levels of interleaving for covering larger delay ranges

$$f_s = 1 / T_s = 2 \cdot f_{BW}$$

$$\Delta t_{max} = (N - 1) \cdot \Delta t |_{\theta = \pm 60}$$

$$= \frac{\sqrt{3}}{2} \cdot (N - 1) \cdot \frac{d}{\lambda_c} \cdot \frac{1}{f_c}$$

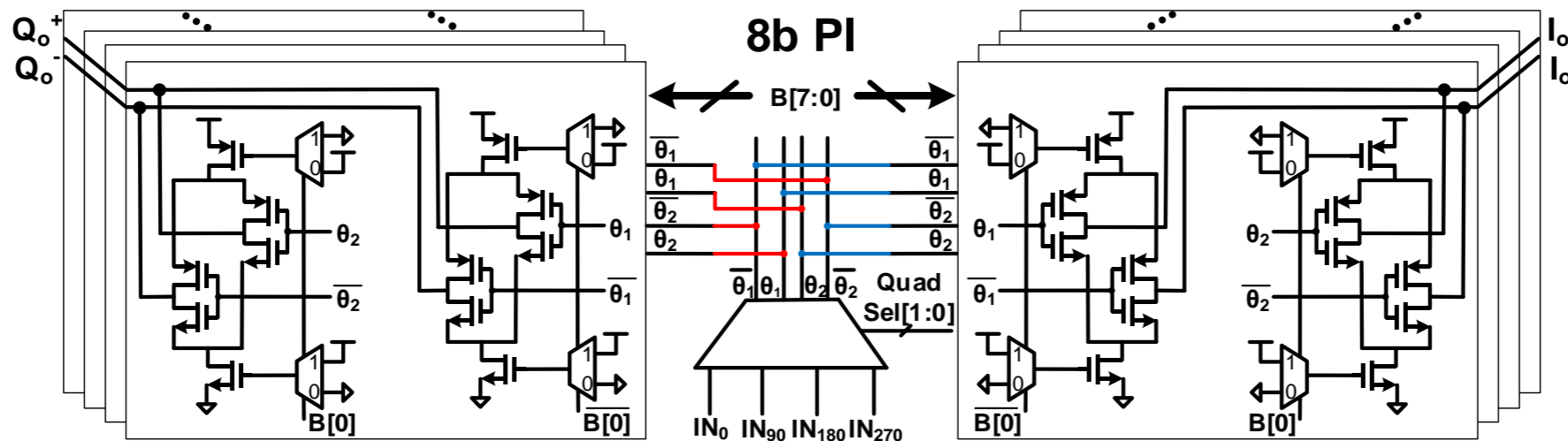
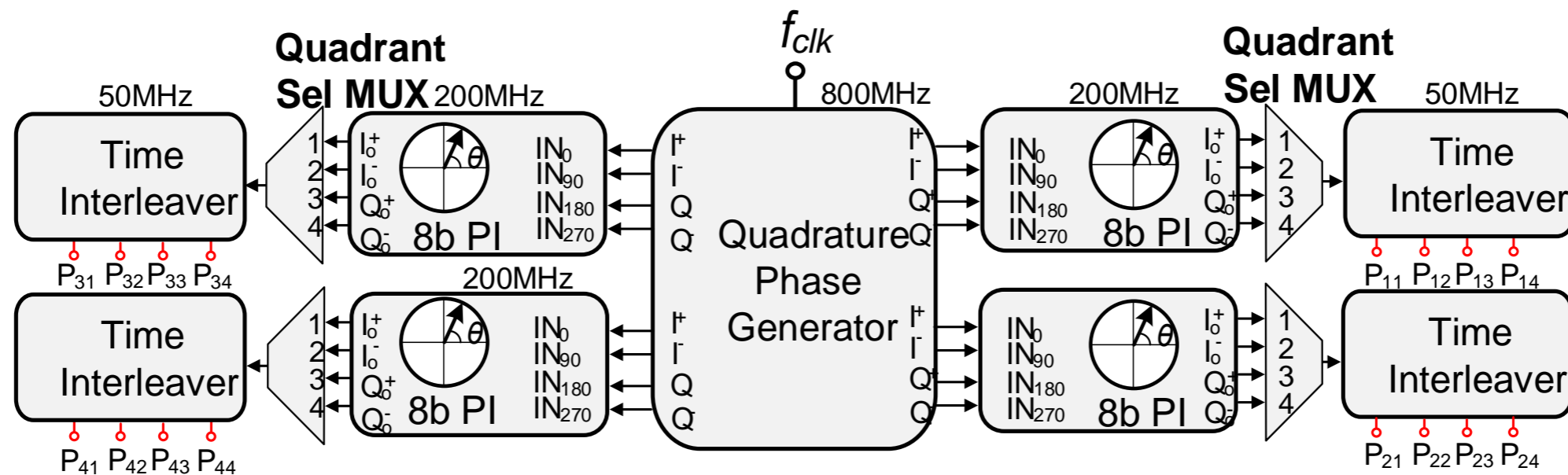
Switched-Capacitor Adder (SCA)



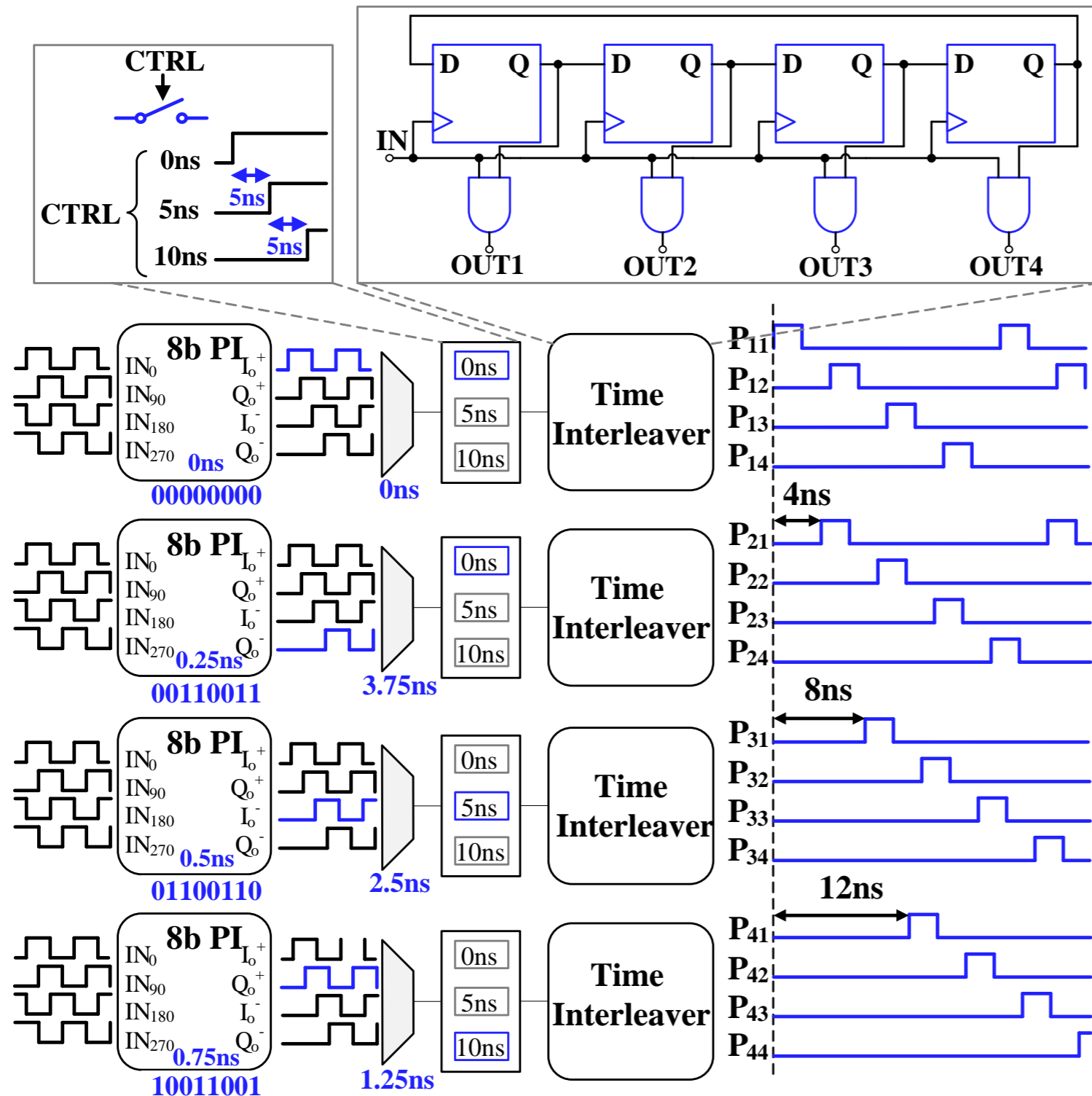
- ❖ Parasitic insensitive topology
- ❖ Wide bandwidth OTA with 3mW / 200 MHz 3dB BW
- ❖ Interference cancellation at the virtual ground node \rightarrow output swing and linearity requirement easy to meet
- ❖ Sampling cap designed to meet thermal noise for 10-bit resolution.
- ❖ β is limited when using multiple elements

Clock Generation Unit

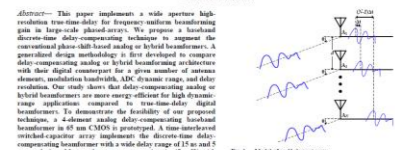
Proposed Time Interleaver with 8-bit Phase Interpolator



Example Delay Compensating for 4ns

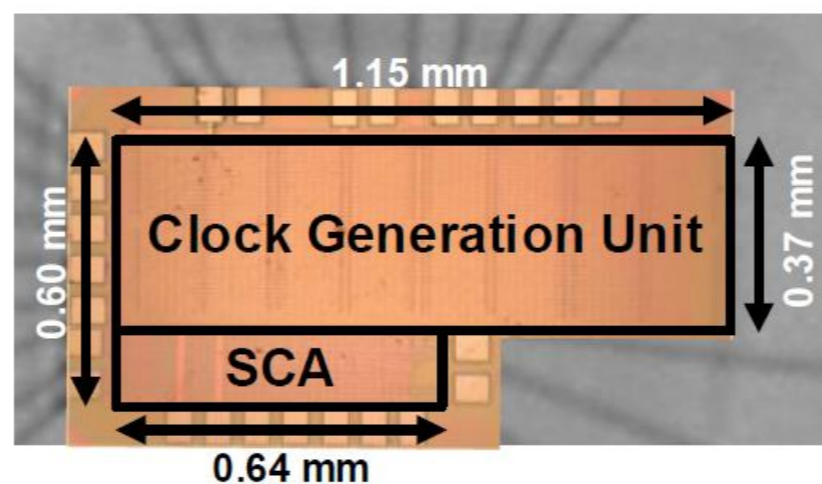
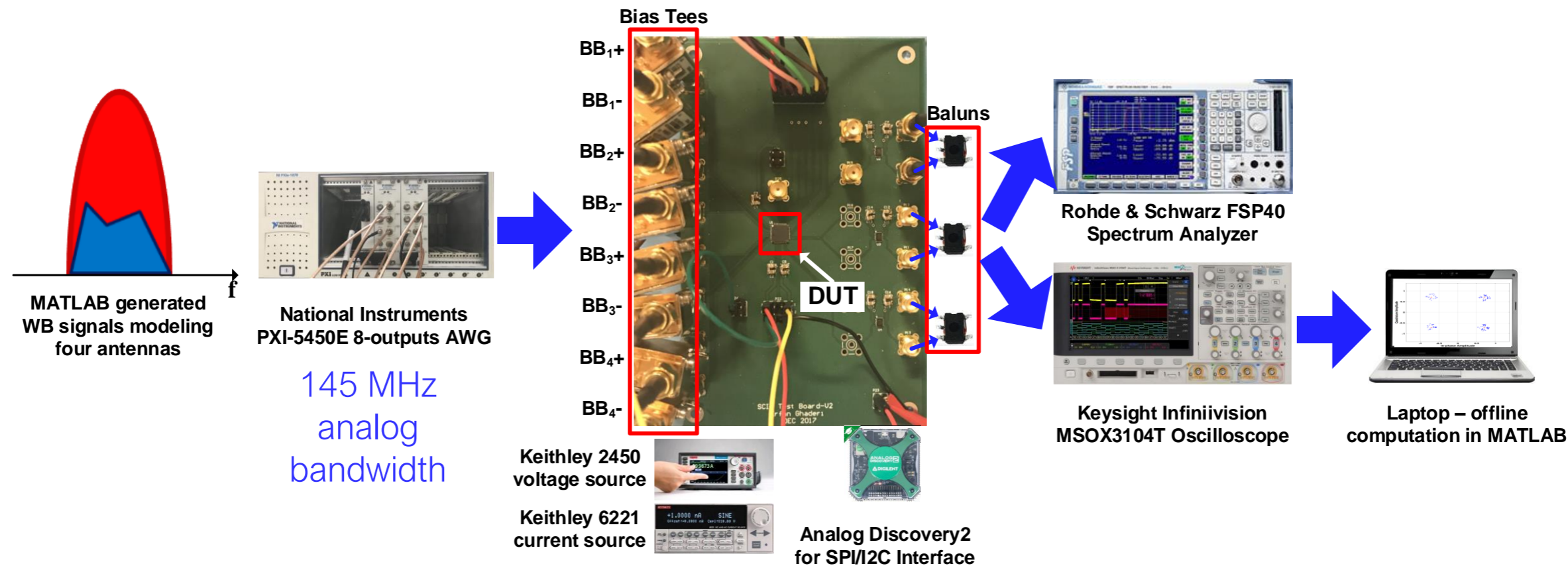


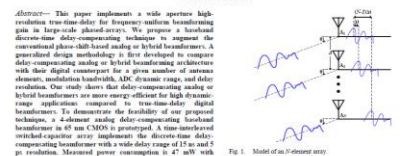
- ❖ States of the time-interleaver and important phases for delay compensation of 4 ns between consecutive antennas.
- ❖ 4-phases with 12.5% ON-time from a time interleaver
- ❖ Delay of 15ns and resolution of 5ps deliberately chosen for both communication and future initial access modes



Discrete-time Delay Compensating Arch.

Test Setup





Abstract— This paper implements a wide aperture high-resolution true-time-delay for frequency nulling beamforming gain in large-scale phased-arrays. We propose a hardware-discrete-time delay-compensating technique to augment the conventional phase-shifter-based analog or hybrid beamformers. A generalized design methodology is first developed to compare delay-compensating analog or hybrid beamforming architectures with their digital counterparts for a given number of antenna elements, modulation bandwidth, ADC dynamic range, and delay resolution. Our study shows that delay-compensating analog or hybrid beamformers are more energy-efficient for high dynamic-range applications compared to true-time-delay digital beamformers. To demonstrate the feasibility of our proposed technique, a 4-element analog delay-compensating hardware beamformer in 65 nm CMOS is prototyped. A time-interleaved switched-capacitor array implements the discrete-time delay-compensating beamformer with a wide delay range of 15 ns and 1-p resolution. Measured power consumption is 27 mW with frequency-modulated array gain over 100 MHz, modulated bandwidth, independent of angle of arrival. The proposed delay-compensating scheme is suitable to accommodate the delay differences for large antenna arrays with higher range-resolution EVM compared to prior art.

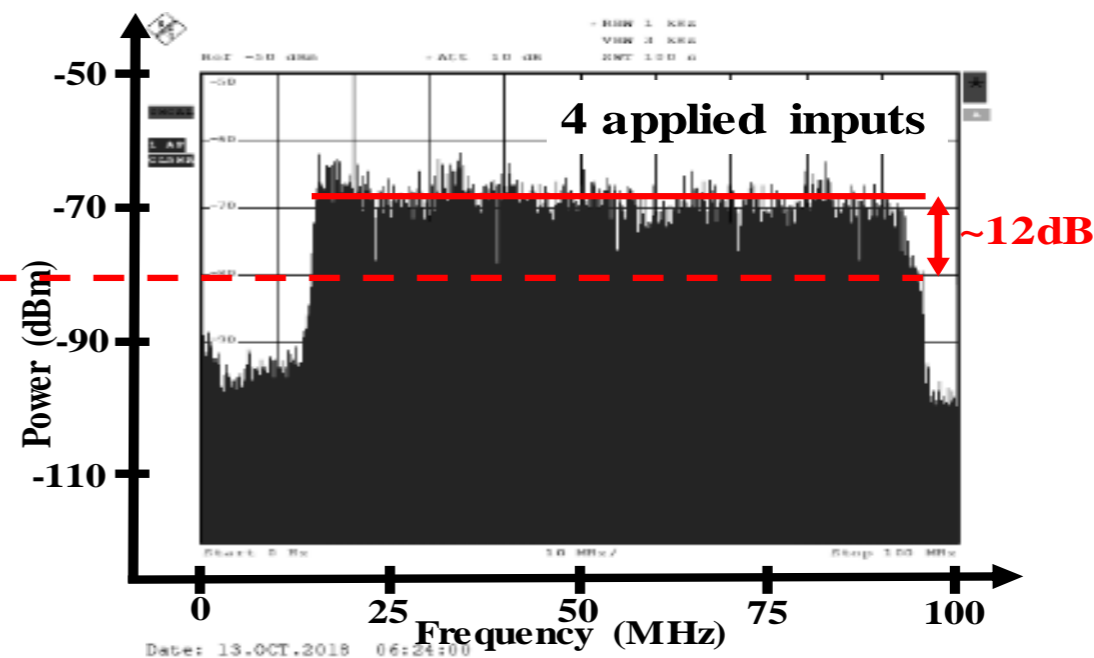
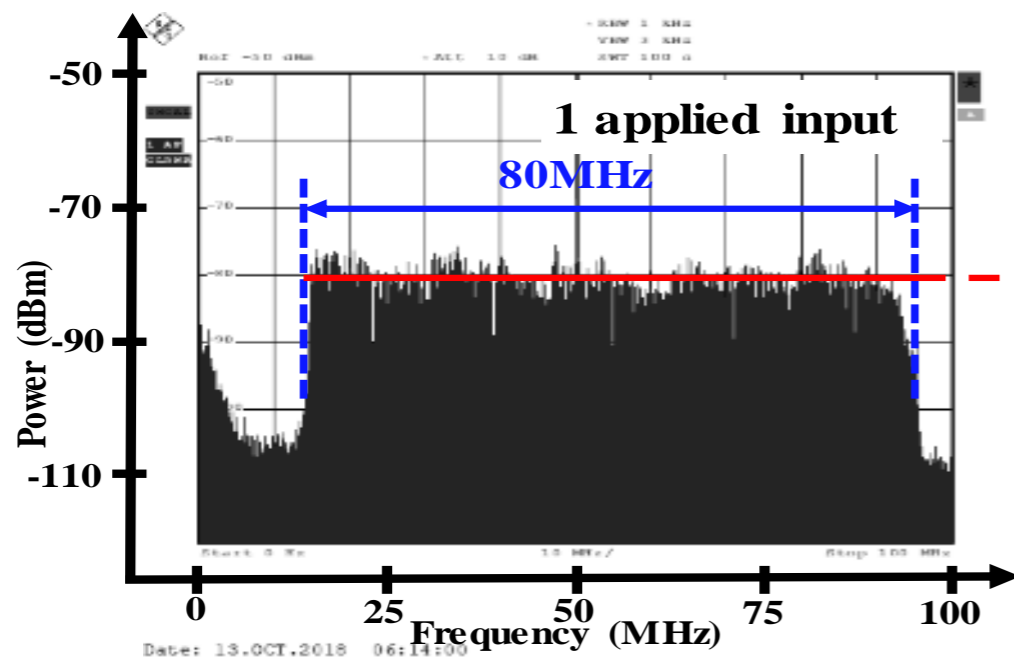
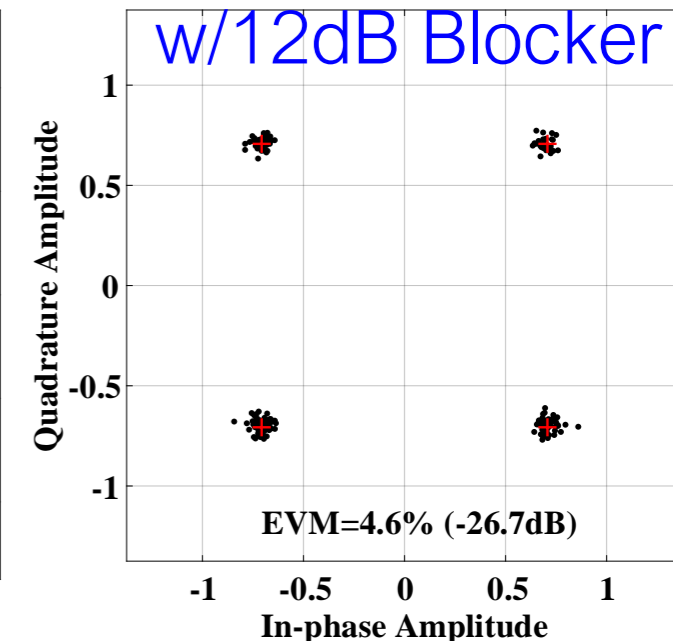
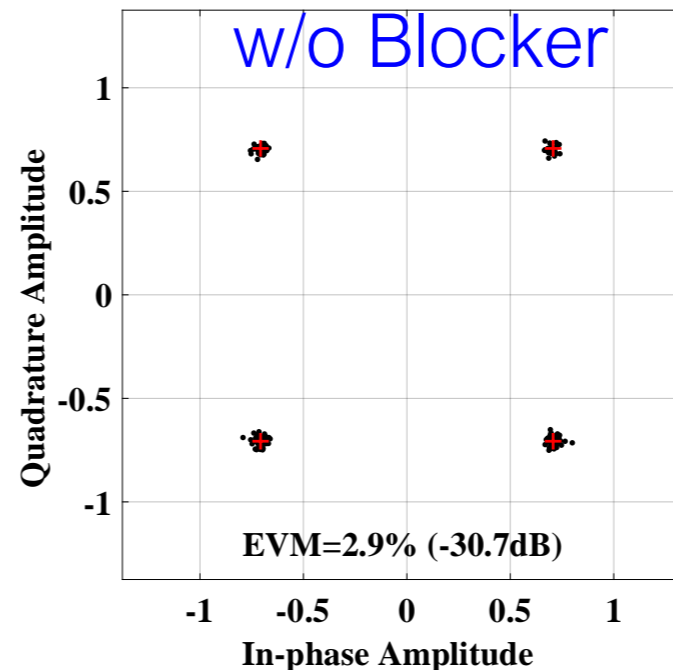
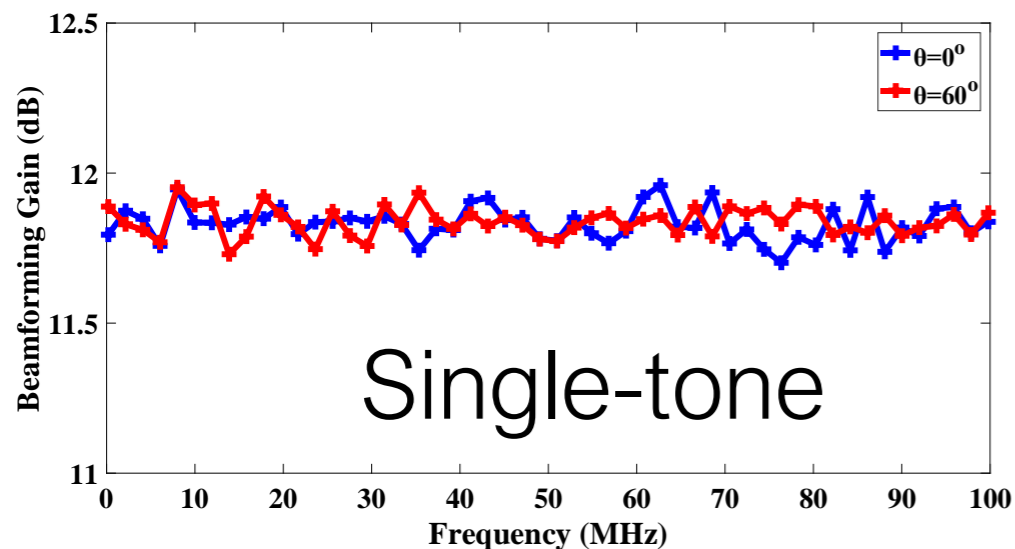
Index Terms— Multiple input and multiple output (MIMO), beam squinting, 5G, time-interleaving, true-time delay, modulated bandwidth, large-scale arrays, discrete-time analog processing.

1. INTRODUCTION

The dramatic growth in information data rates in the past decade are driving research and development of high data-rate energy- and spectrum-efficient communication networks [1]–[3]. This trend needs to support larger capacities has led to deployment of dense networks using small-cell technology, large antenna arrays, employing beamforming, and wide modulated bandwidths (BW) of sub-6GHz and millimeter-wave (mm-wave) frequencies in applications such as fifth-generation wireless (5G) [4], and satellite communication [5].

Discrete-time Delay Compensating Arch.

Results



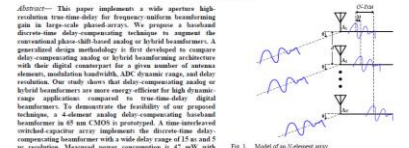
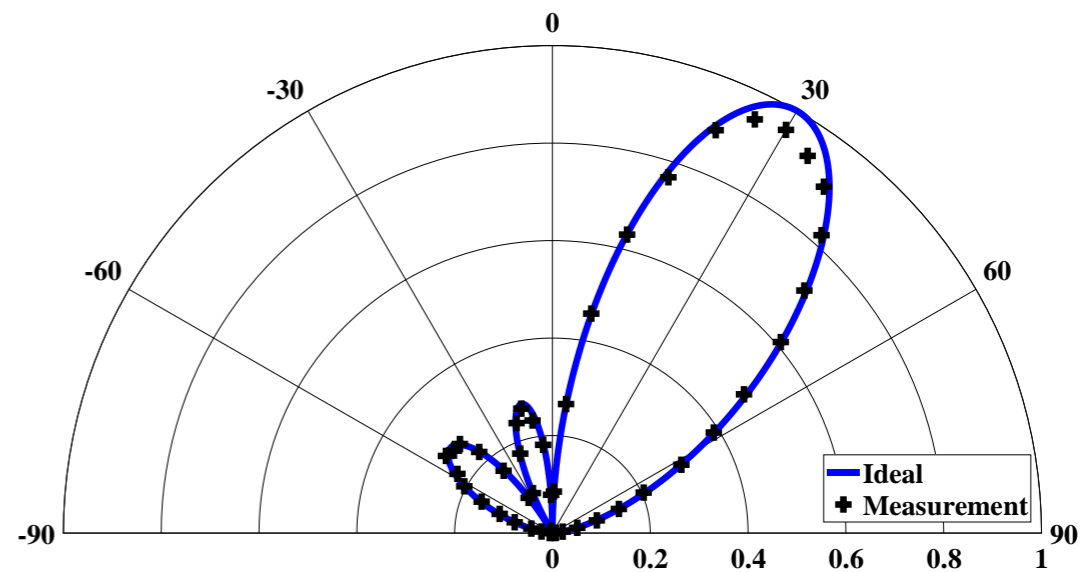
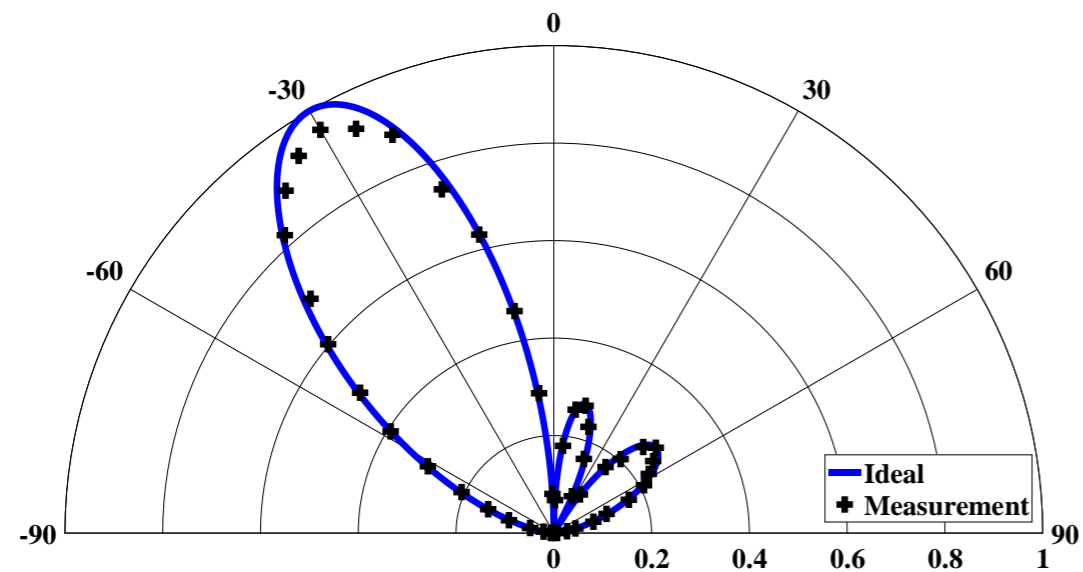
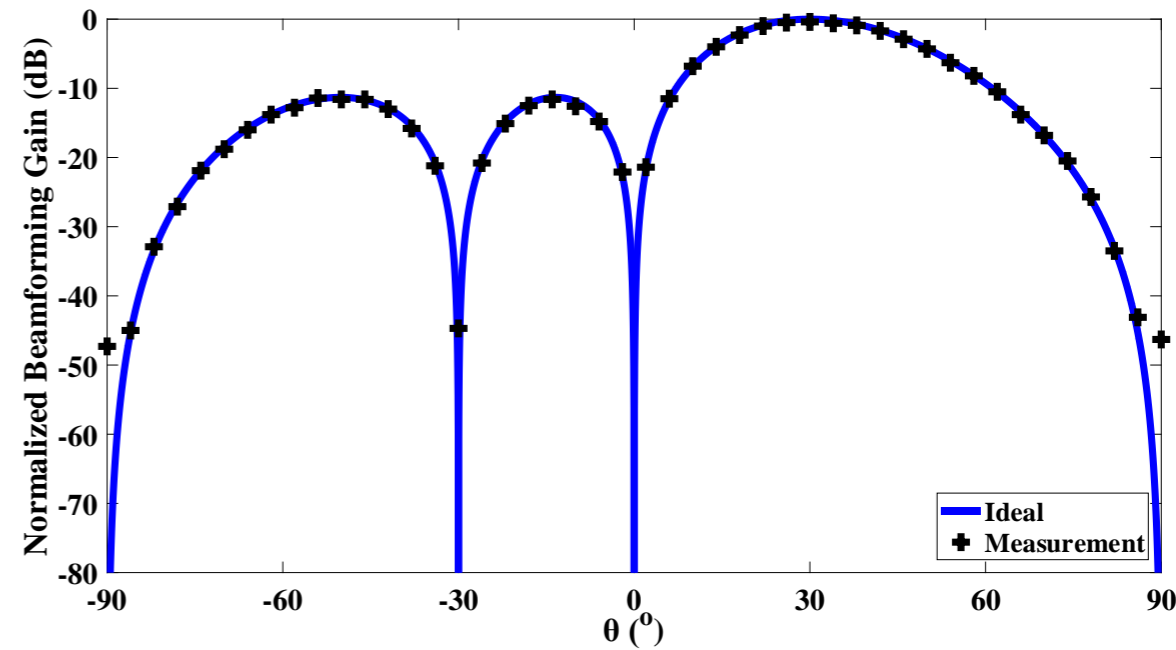
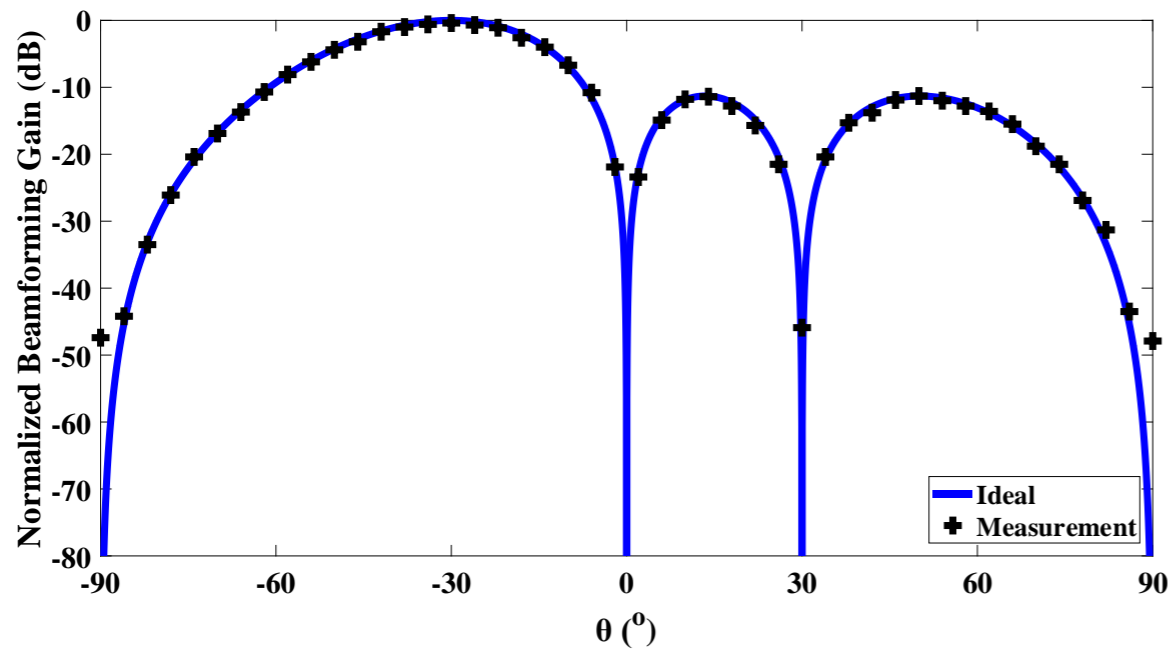
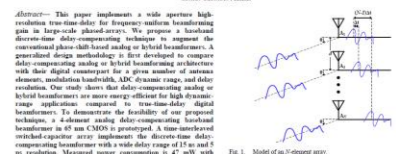


Fig. 1. Model of a 7-element array. Phase shifters (PS) PS-based beamformers have been well known for over a century, largely employed for radar systems to overcome path loss and enable advanced signal processing [10]. They are popular, and adequate so far, because the modulation BW has been relatively smaller, and the number of antenna elements is limited in the array. In such a narrowband system, a time delay can be approximated by an angle phase shift [7]. However, for a system with either wide modulated BW or a large number of antennas, this approximation is not valid and causes beam squinting [11]–[14]. Therefore, for next-generation wideband wireless networks, a true-time-delay (TTD) is necessary to accommodate the delay differences for larger antenna arrays and achieve uniform beamforming gain over wide modulated BW [11]. In a prior work [14], we demonstrated a TTD in BB using a discrete-time delay-compensating technique for spatial interference cancellation. In this work, we propose a discrete-time delay-compensating technique to implement the TTD in BB for beamforming. Reference and the contribution of this paper are given in the introduction.

Discrete-time Delay Compensating Arch.

Measurement Results (sample)





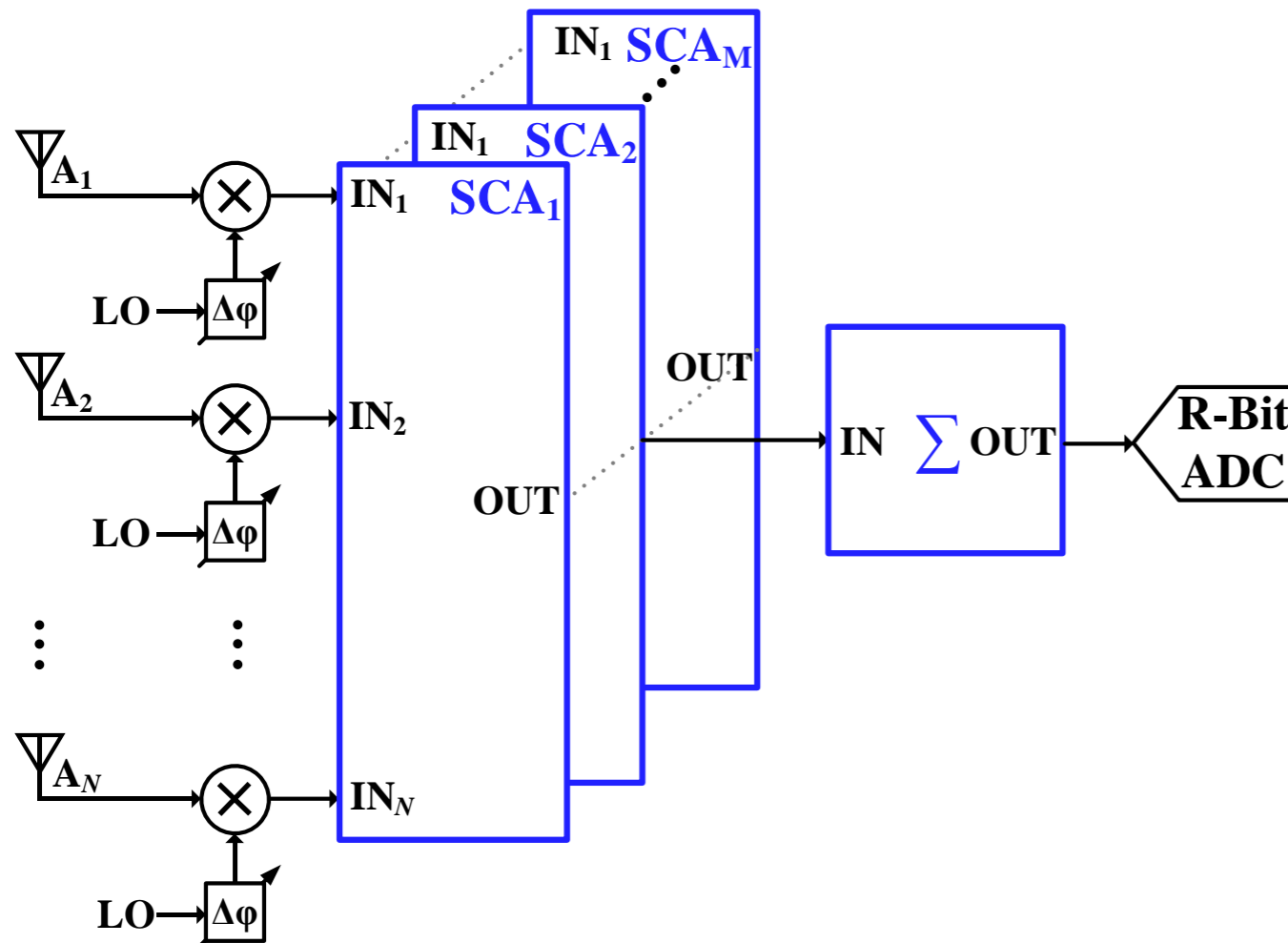
Discrete-time Delay Compensating Arch.

Comparison w/ state-of-the-art

	RFIC2018	JSSC2017	IMS2015	JSSC2015	RFIC2018	Proposed Work
Approach	LC delay ^a	Gm-C	Delay line ^a	Gm-C	Delta-Sigma	BB True-Time-Delay compensation
# Channel	-	-	-	4	16	4
# Beam	-	-	-	1	4	3
Tech. (nm)	BiCMOS (130)	CMOS (130)	CMOS (130)	CMOS (140)	CMOS (40)	CMOS (65)
VDD (V)	2.5	1.4	1.2	1.5		1.0
Delay Range (ps)	508	1450	400	550	7500	15000
Delay Resolution (ps)	4	10	5	13	500	5
ENOB Log ₂ (Range/Res)	7.0	7.2	6.3	5.4	4	11.6
Frequency Range (MHz)	18000	1900	19000	1500	100	~100 (BB)
Area (mm ²)	5.45	0.6	4	1	0.29	0.57 (active)
Power	285mW ^a	112-364mW ^b	2.6-6mW ^a	450mW ^b	453mW	Analog: 3mW/100MHz Clock: 44mW Total: 47mW

^a just delay implementation, ^b RF-FE included

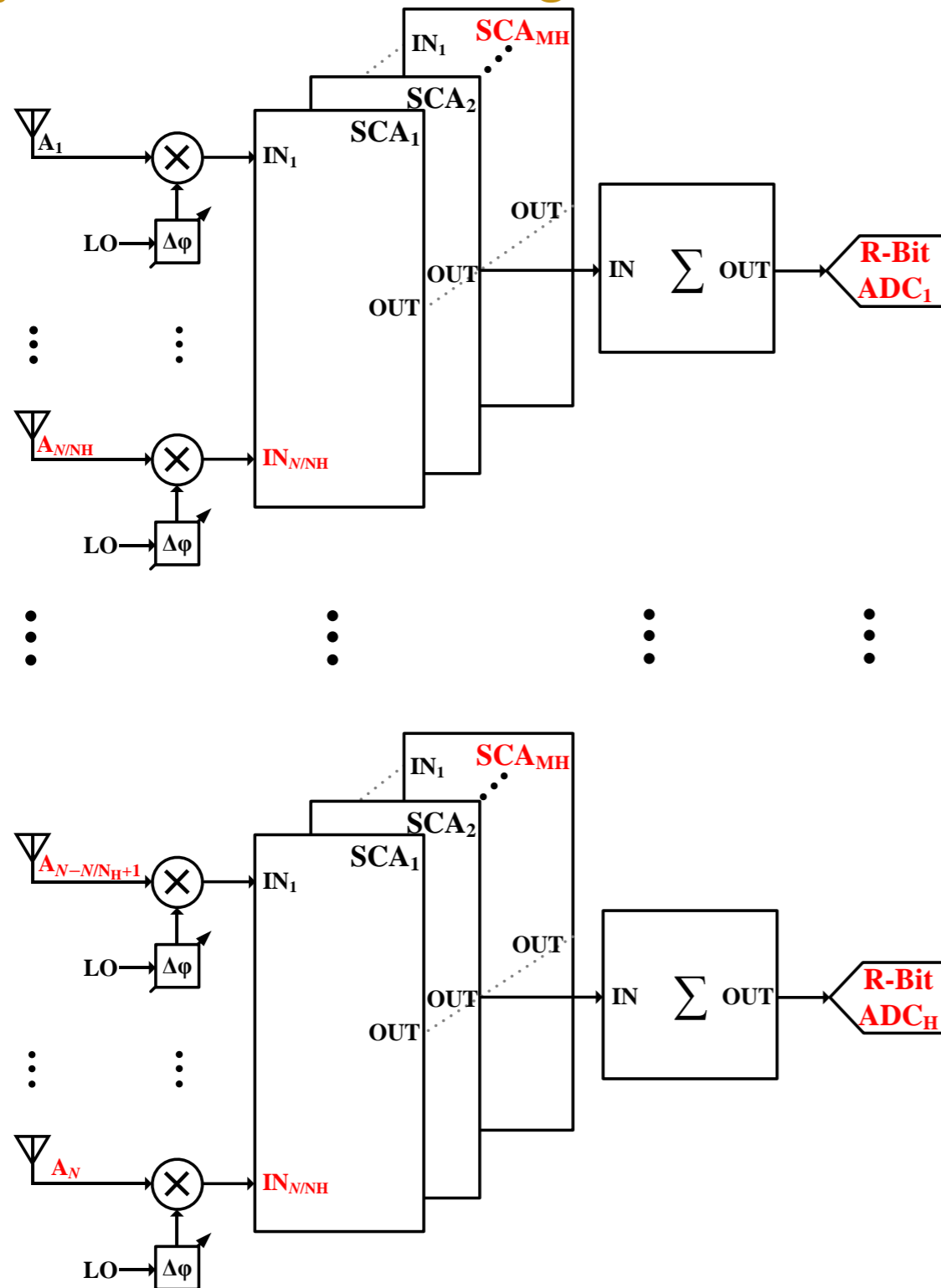
Discrete-time Delay Compensating Arch.



- ❖ Large # of elements, wider BW
→ higher gain-bandwidth OTA
- ❖ Example target system: 1500 elements, 3ns scan range, 6-bit resolution, 500MHz BW
- ❖ Increasing N increases M and digital power consumption
- ❖ Analog beamforming cannot support large array or BW
- ❖ Solution:
- ❖ Hybrid Beamforming

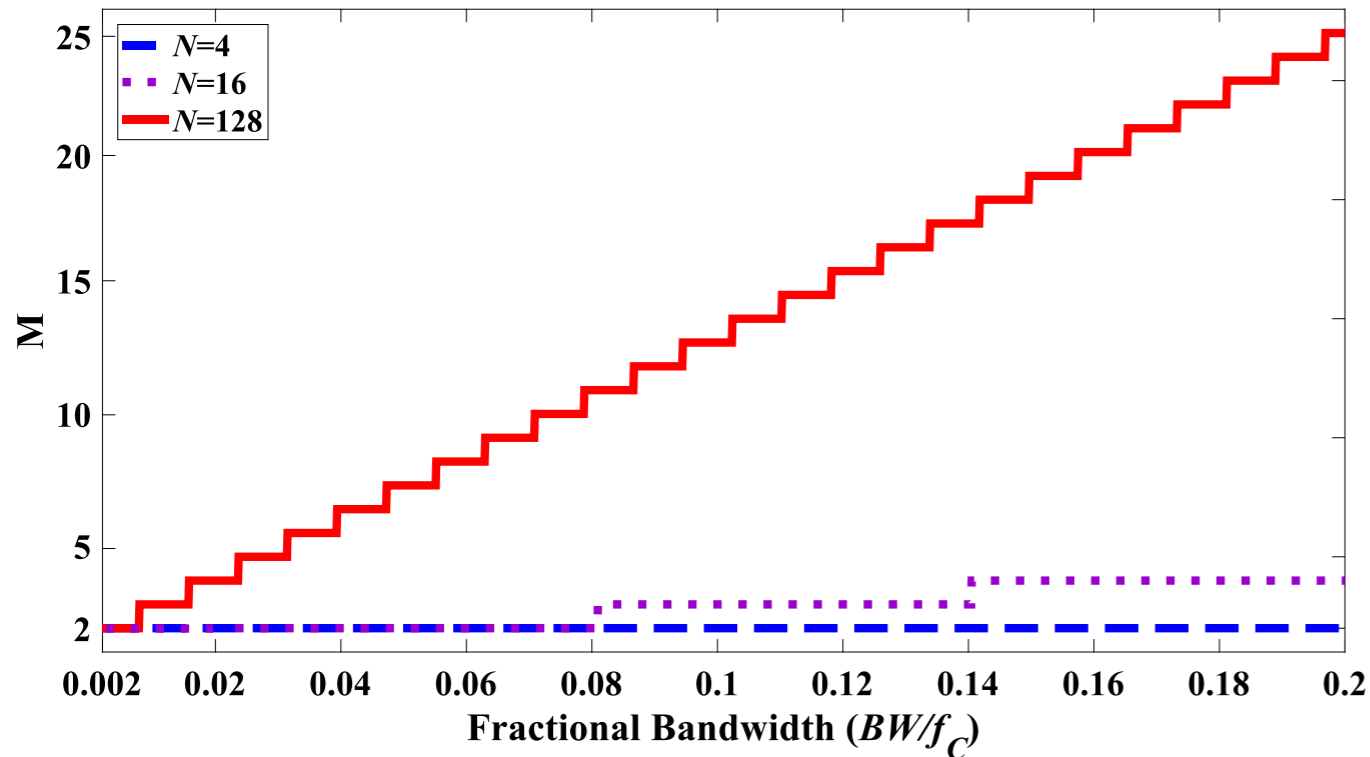
Discrete-time Delay Compensating Arch.

Hybrid Beamforming



- ❖ Dividing the large array into smaller sub-arrays
- ❖ Relaxing sub-array's analog requirement
- ❖ Energy-efficient compared to digital beamformer
- ❖ Higher latency
- ❖ Can the TTD-element be used towards decreasing this latency?

Parametric Modeling of TTD Beamformers



$$\Delta t_{\max} = (N - 1) \cdot \Delta t|_{\theta = \pm 60} = \frac{\sqrt{3}}{2} \cdot (N - 1) \cdot \frac{d}{\lambda_c} \cdot \frac{1}{f_c}$$

$$T_{c-\max} = (M - 1) \cdot T_s = (M - 1) / f_s$$

$$M \geq 1 + \left(\frac{d}{\lambda_c / 2} \right) \cdot \frac{\sqrt{3}}{2} \cdot (N - 1) \cdot \left(\frac{BW}{f_c} \right)$$

❖ Parameterize:

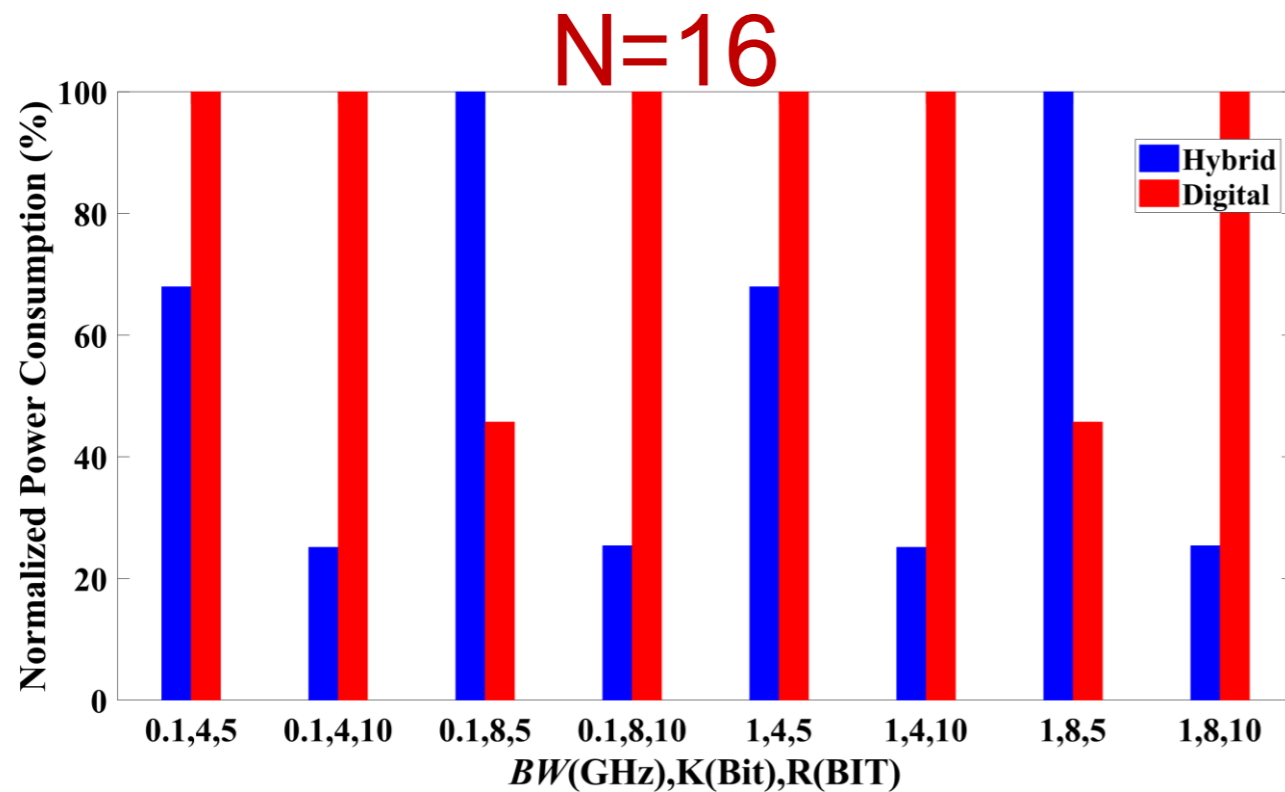
- ❑ delay between first and last antennas,
- ❑ fractional bandwidth,
- ❑ # of interleaving levels,
- ❑ ADC/PI resolution,
- ❑ area and power consumption

❖ $\pm 90^\circ$ coverage

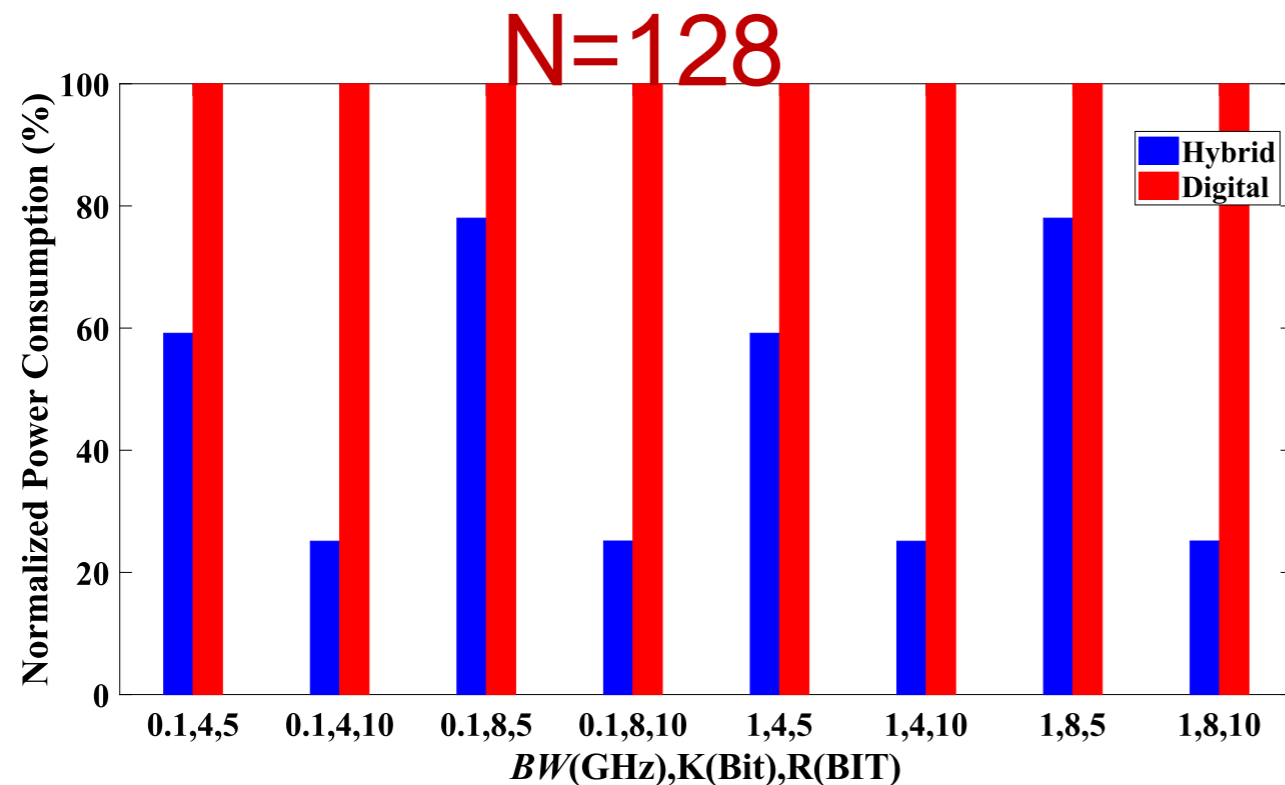
❖ M-levels of interleaving

❖ Conform to Nyquist sampling

Parametric Modeling of TTD Beamformers



- ❖ R-bit ADC, K-bit phase interpolation
- ❖ Larger arrays or moderate to high ADC resolution: Hybrid
- ❖ Smaller arrays or lower ADC resolution: Digital



$$P_{PI,8\text{-bit}} = 44\text{mW} / 200 \text{ MHz}$$

$$P_{ADC,5\text{-bit}} = 1.2\text{mW} / 250 \text{ MHz}$$

$$P_{OTA} = 3\text{mW} / 100\text{MHz}$$

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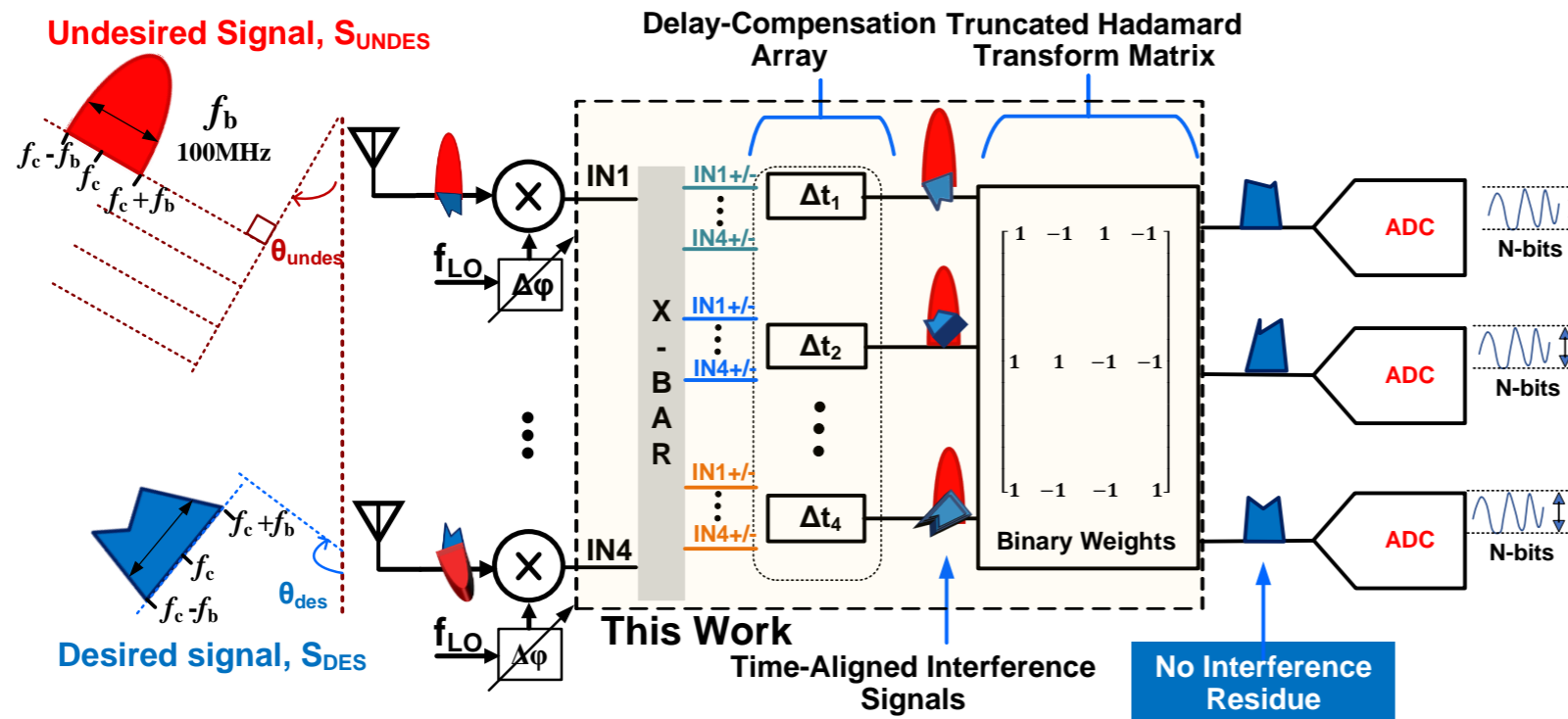
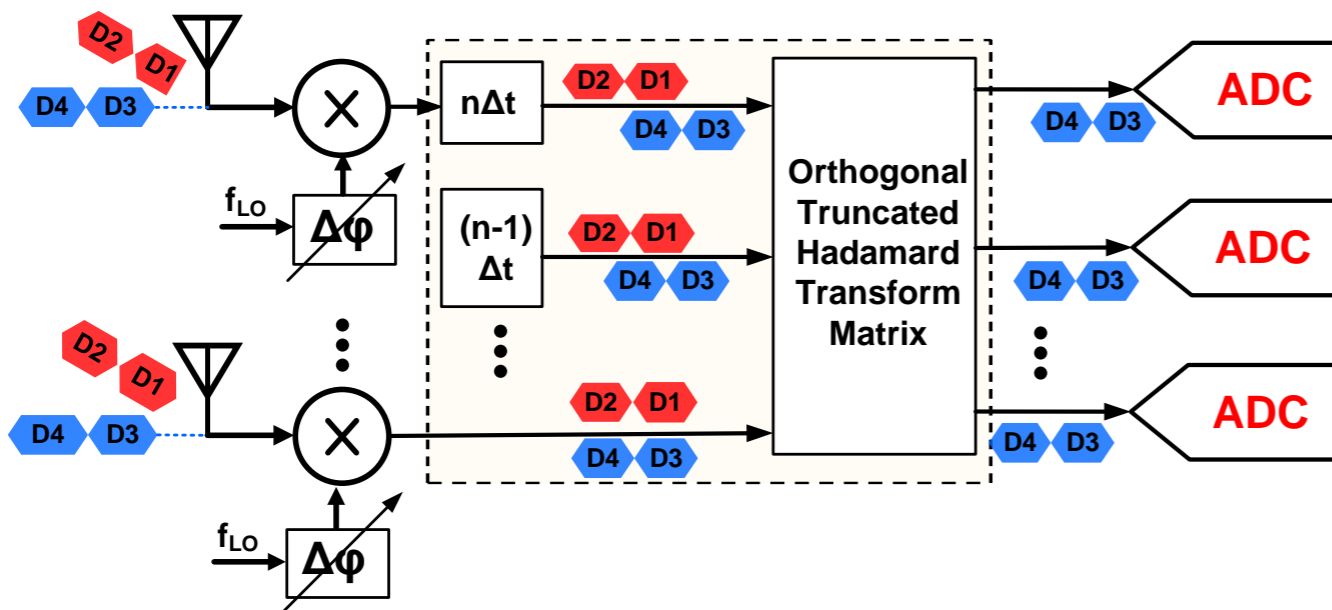
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- ❑ True-time-delay beamforming for wide modulated BW and large arrays
- ❑ Spatial interference cancellation with wideband NULL

❖ Conclusions

Spatial Interference Cancellation

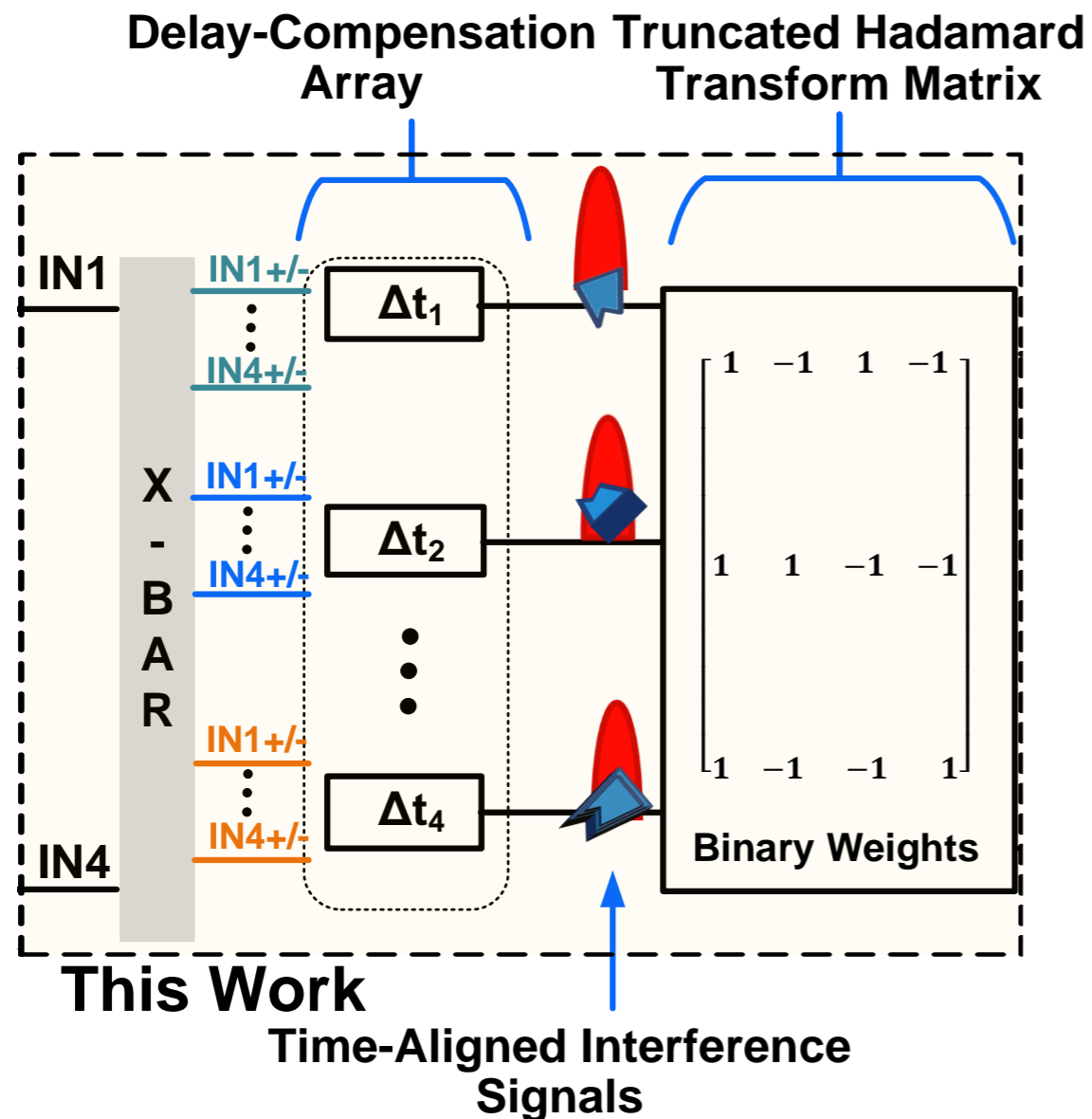
SplCa: Proposed Architecture



- ❖ Wideband interference cancellation
- ❖ Lower ADC dynamic range \rightarrow power consumption
- ❖ Easy Hadamard Matrix implementation using differential solution
- ❖ Higher clocking power

SpICa: Concept

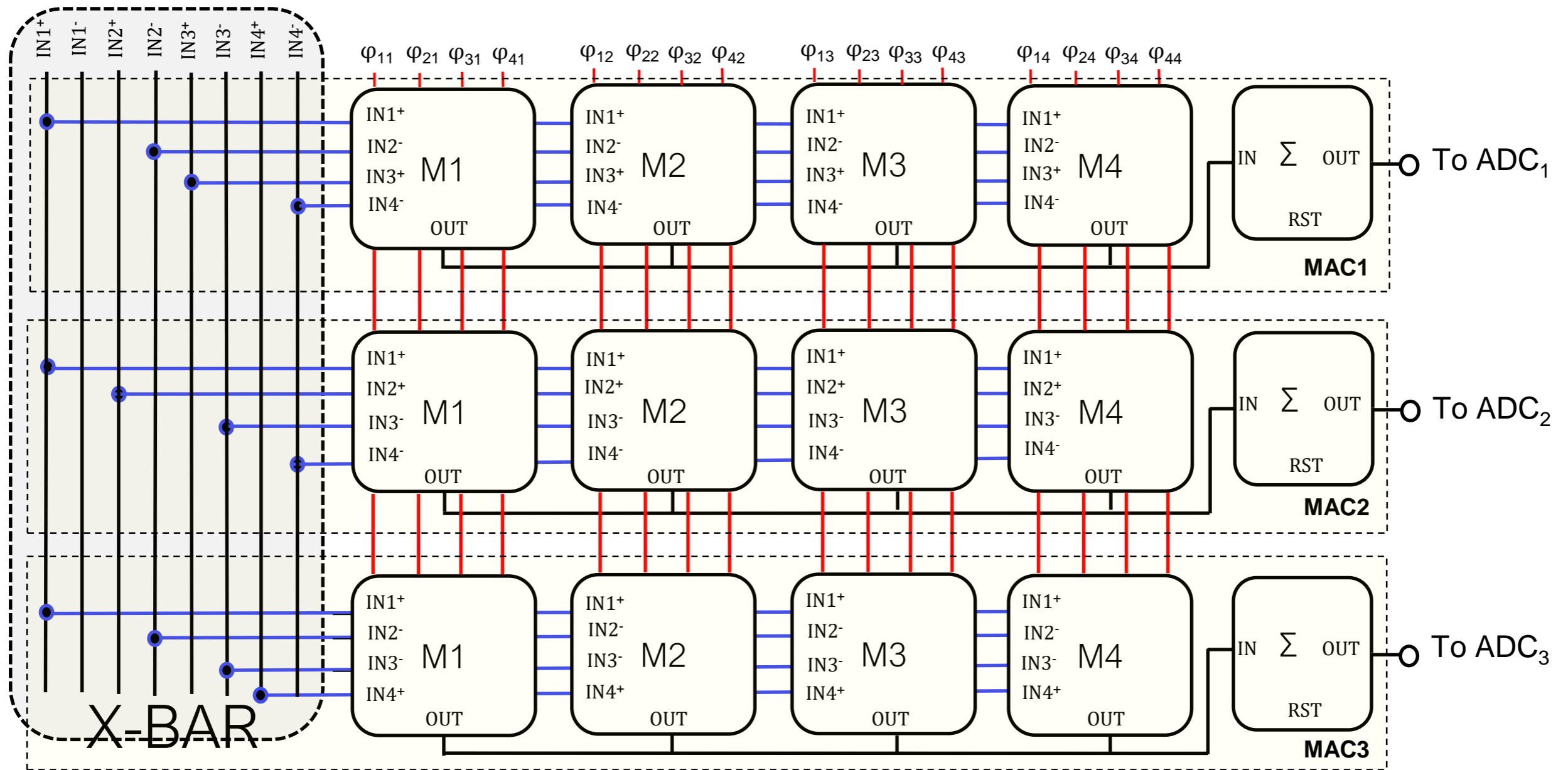
Truncated Hadamard Transform Matrix



- ❖ Identical to Hadamard Transform with first row (all 1's) deleted
- ❖ Comprises only +1, -1
- ❖ N-1 outputs
- ❖ Differential implementation requires NO extra hardware
- ❖ Scalable

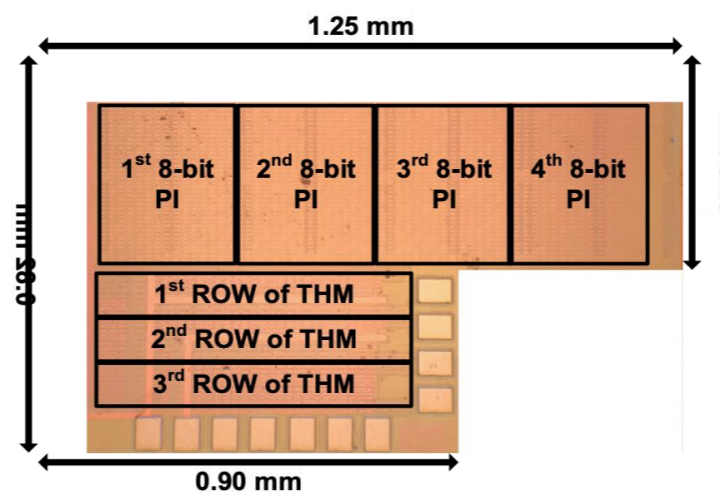
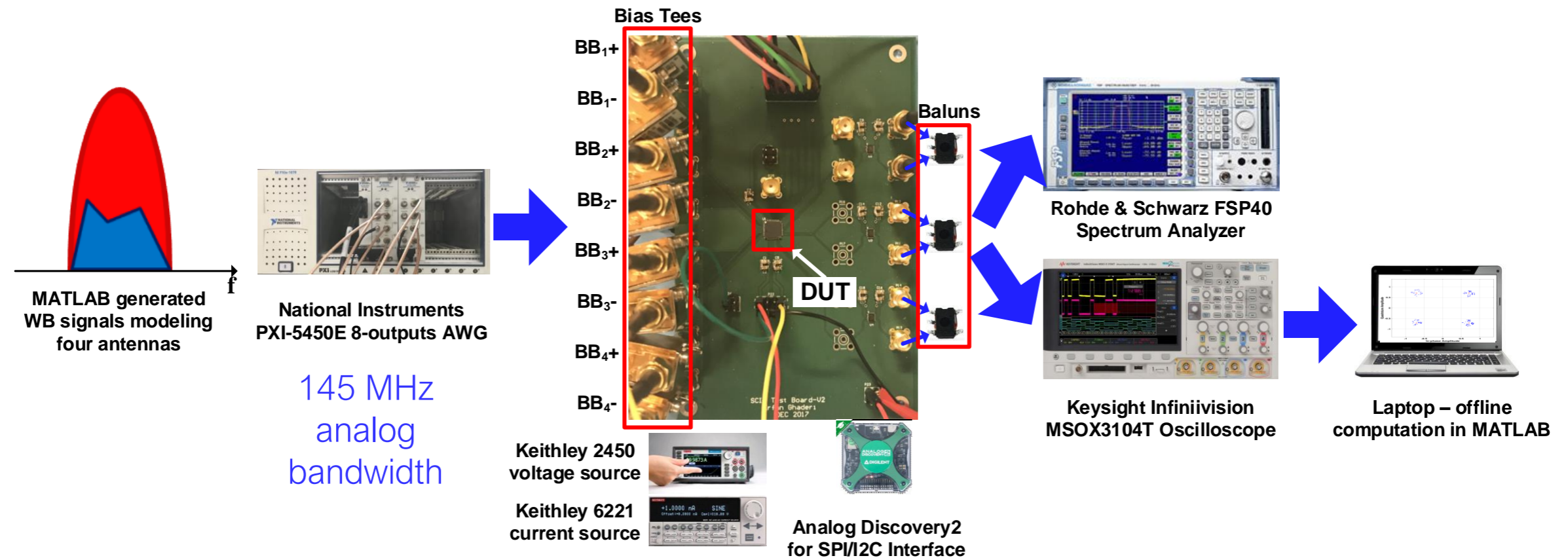
SplCa: Circuits

Proposed Multiply-Accumulate (MAC)



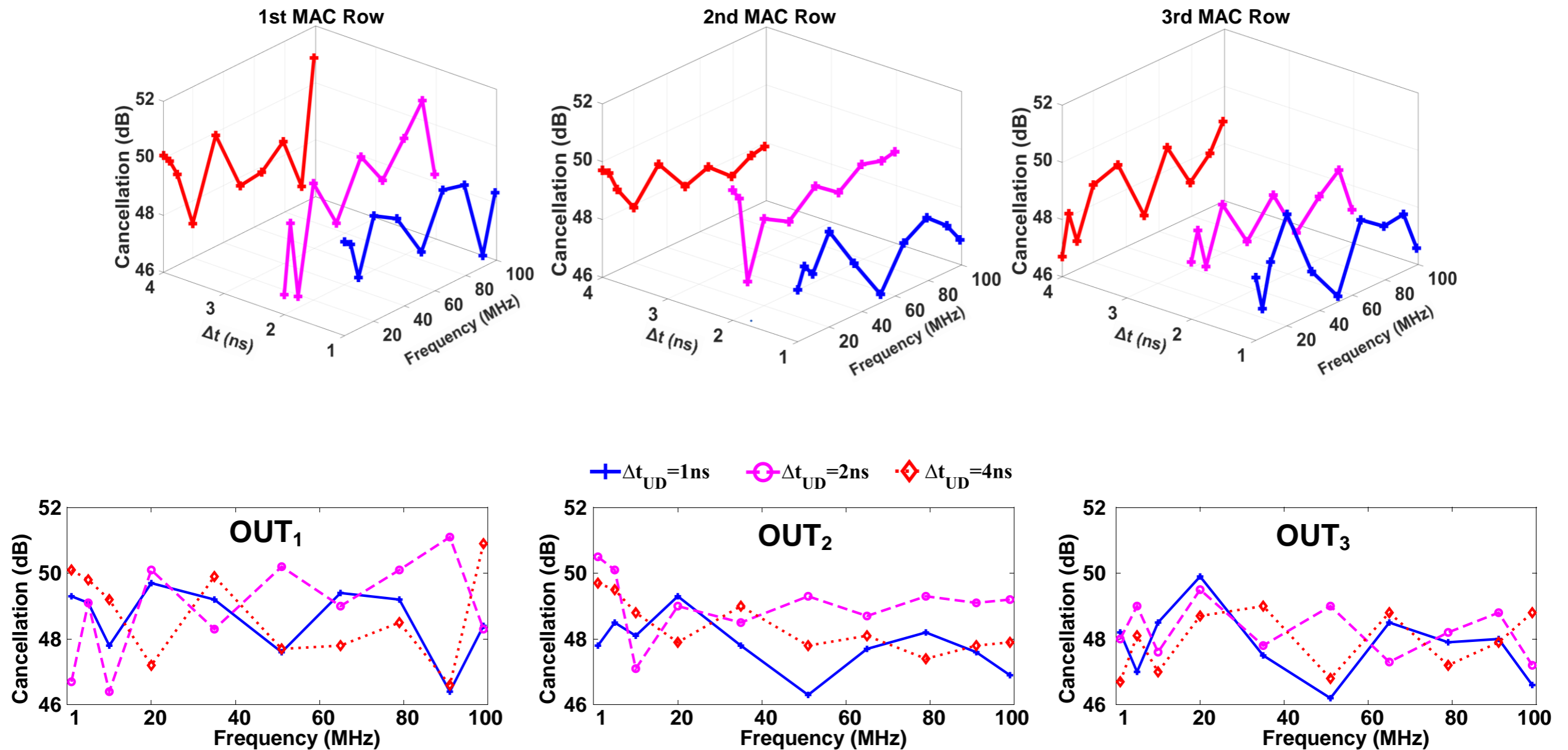
Discrete-time Delay Compensating Arch.

Test Setup



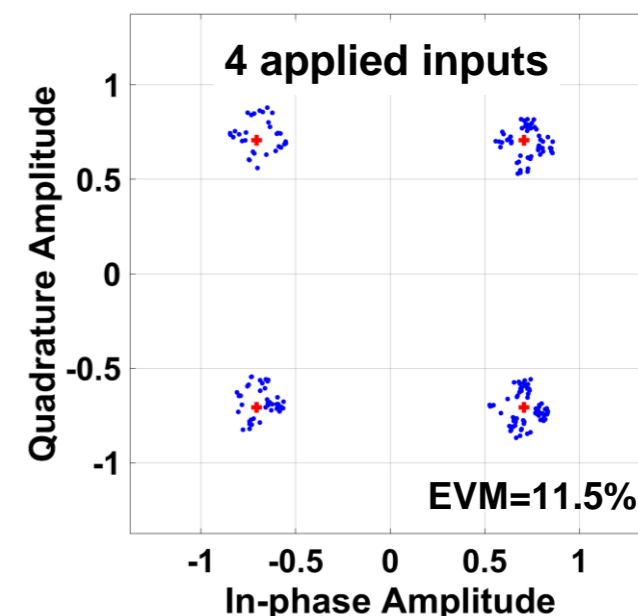
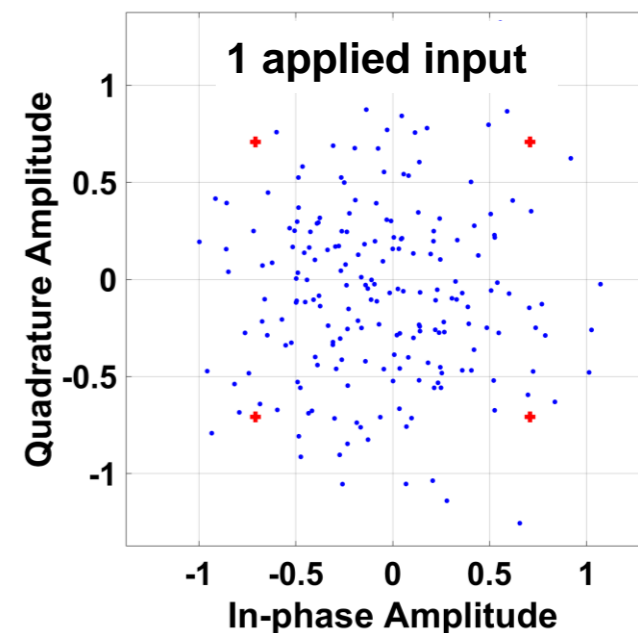
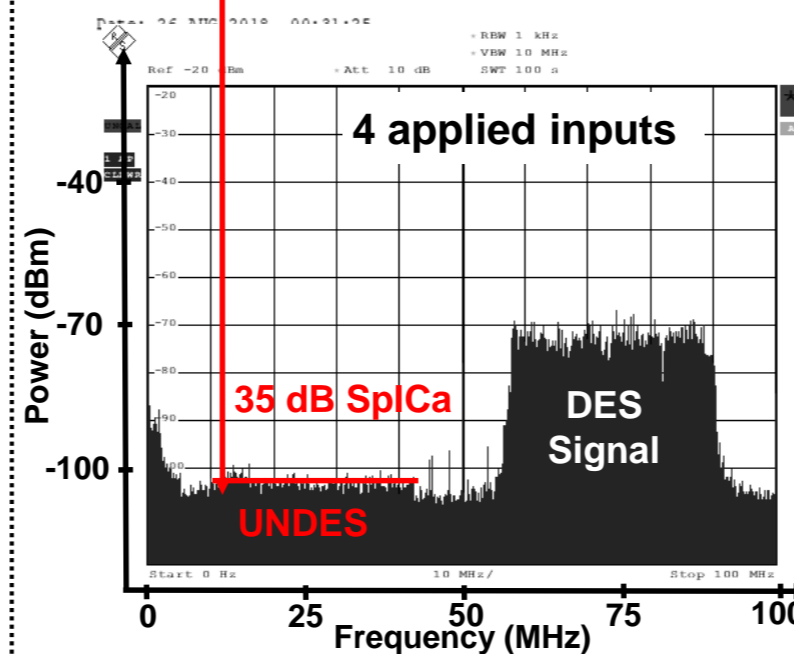
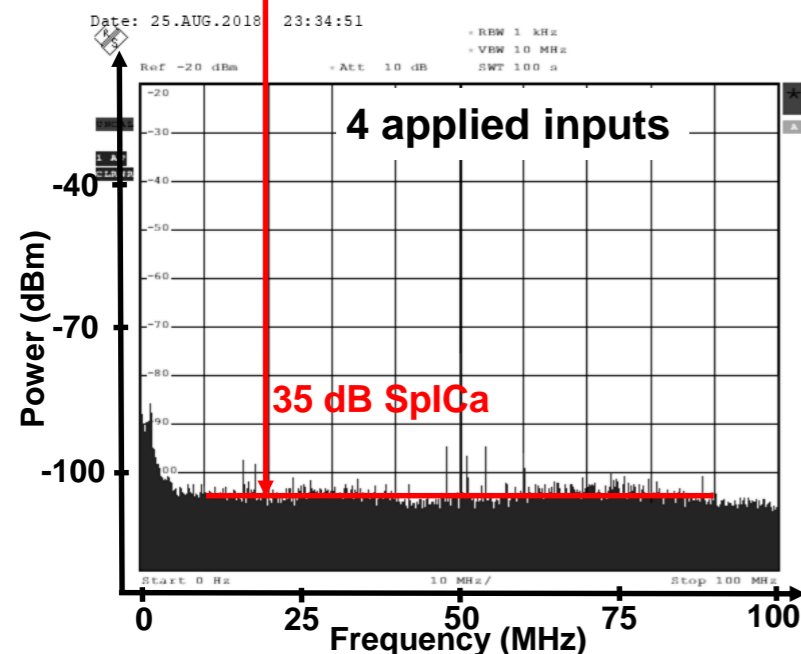
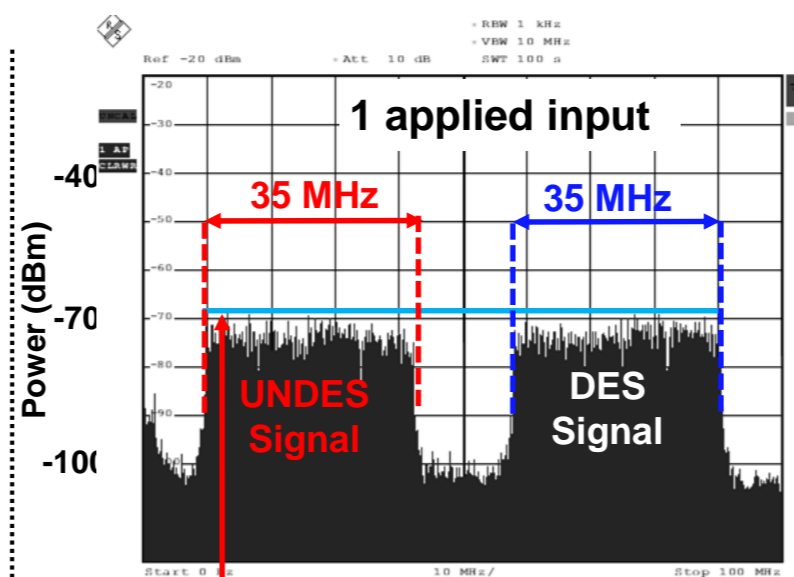
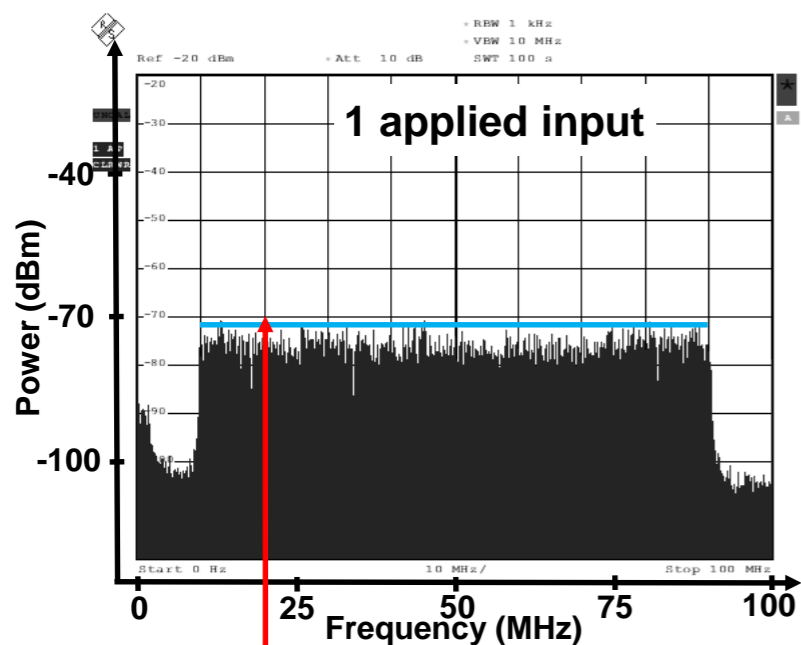
SplCa: Measurement Results

SplCa for Single-tone Input from 1 to 100MHz for varying Δt_d



SpICa: Measurement Results

Modulated BW Interference Cancellation



SpICa: Comparison with state of the art

	JSSC2017 [3]	ISSCC2019 [4]	RFIC2016 [6]	ISSCC2013 [7]	ISSCC2017 [8]	This Work	
# Elements	4 inputs, 4 outputs	4 inputs, 4 outputs	4 input, 1 output	4 inputs, 1 output	8 inputs, 8 outputs	4 inputs, 3 outputs	
Tech. (nm)	CMOS 65	CMOS SOI 45	CMOS 65	CMOS 65	CMOS 65	CMOS 65	
VDD (V)	1.2	NR	1.3-1.5	1.2	1.2	1.0	
Resolution (Amp/Phase)	Phase: 6.5-b (3.8°) Amp: 3.9-b	NR	6-b I/Q	Phase: 3-b	14-b	8-b (5ps) Overall delay range: 15ns	
BB Power	Not Available (RF+BB implementation)	Not Applicable (RF only implementation)	Not Applicable (RF only implementation)	36mW/40MHz ¹	91mW/350kHz	Analog: 8mW Clock: 44mW Total: 52mW	
Area (mm ²)	2.25	23.4	3.8	2.25	3.24	0.9	
P_{IN1dB}^2 (dBm)	Not Available	-27.3 ³	Not Available	-5 ³	Not Available	4.7 ³	
P_{IIP3}^2 (dBm)	-29 ^{3, 4, 5}	-15 ^{4,6}	Not Available	0-2.6	Not Available	10.6	
Noise Performance	3.4-5.8 dB ⁵ (Noise Figure)	4.3-6.3 dB (Noise Figure)	9.5 dB ⁵ (Noise Figure)	3-6 dB (Noise Figure)	Not Available	330 μV_{rms} (Output-referred)	
SpICa Frequency	0.3-0.7GHz	900MHz @28GHz	100MHz @10GHz	40MHz @2.4GHz	350kHz	1-100MHz	
NB-SpICa ⁷	Cancellation (dB)	20	50-62	20	< 38	84	46-51
	Range (MHz)	320	900 ⁹	100	40	0.35	99
Modulated -SpICa	Cancellation (dB)	–	20 ⁸	–	–	Not Available	>35
	BW	–	500 MHz ¹⁰	–	–	135 kHz	80 MHz

Outline

❖ Motivation

❖ Background

❖ Preliminary Work

- ❑ True-time-delay beamforming for wide modulated BW and large arrays
- ❑ Spatial interference cancellation with wideband NULL

❖ Conclusions

Conclusions

- ❖ Demonstrated digitally-tunable delay-compensating technique with 5ps resolution and 15ns range for precision beamforming.
- ❖ SplCa with wideband null covering 100% fractional BW
- ❖ Frequency-independent gain over a bandwidth of 100MHz (extended in ongoing works to 500MHz) with <50mW power consumption.
- ❖ Future work will
 - ❑ Demonstrate discrete-time delay compensating technique for wide modulated bandwidths
 - ❑ Low-latency initial access
 - ❑ mmWave Testbed with closed-loop optimization for TTD arrays

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