

# Latest Advances on Design and Implementation of DSP Systems

W. J. Gross · Z. Yan

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New challenges for implementations and design methodologies have been introduced over the years and the trend seems to continue. More and more complex algorithms need to be implemented with higher performance but with strict constraints on power consumption. There is need for improving the implementation techniques, design methodologies, and algorithm-architecture optimizations to tackle the challenges in present signal and information processing systems. This special issue contains a selection of papers reporting the latest advances on design and implementation of signal processing systems. The topics span from circuit level architectures in memories and arithmetic to dynamic code generation and from application implementations on mobile devices or heterogeneous platforms.

In their paper *Improving the Reliability of MLC NAND Flash Memories through Adaptive Data Refresh and Error Control Coding*, Yang, Chen, Mudge, and Chakrabarti propose a combination of data refresh policies and low cost error control coding (ECC) schemes to address the errors in multi-level cell (MLC) NAND Flash memories given application characteristics. It is shown that an appropriate choice of refresh interval and BCH based ECC scheme can minimize memory energy while satisfying the reliability constraint.

Hardware implementation of associative memories based on message passing algorithms on sparse graphs is described in *Algorithm and Architecture of Fully-Parallel Associative Memories Based on Sparse Clustered Networks* by Jarollahi, Onizawa, Gripon, and Gross. Architectures are derived that

eliminates the need for computationally-complex winner-take all circuits. This results in improvement in clock frequency by about a factor of 2 and a reduction in circuit size. A design space exploration is provided and hardware complexity of the FPGA implementations are described.

Antao and Sousa propose an implementation of an arithmetic accelerator for modular arithmetic based on the residue number system (RNS) in their paper *A Flexible Architecture for Modular Arithmetic Hardware Accelerators based on RNS*. An architecture of processing elements connected as a ring is proposed. The architecture is fully-parallel and is scalable to different algorithms and operand sizes. Implementations on FPGAs are provided.

*A Real-time Scalable Object Detection System using Low-Power HOG Accelerator VLSI* by Takagi, Tanaka, Izumi, Kawaguchi, and Yoshimoto proposes a real-time object detection system using a Histogram of Oriented Gradients (HOG) feature extraction accelerator and reconfigurable multiply-accumulate array for supporting processing objects of different shapes. The proposed approach uses support vector machine for early classification. The system has been implemented on a 65 nm CMOS technology and the characteristics of the chip are reported in the paper.

Blake and Hunter propose dynamically generated code for fast Fourier transforms. The fastest Fourier Transform in the South (FFTS) is a discrete Fourier transform library for x86 and ARM based devices, which was shown to be faster than FFTW, Intel IPP and Apple vDSP partly due to the use of program specialization and dynamic code generation. In this work, FFTS has been modified to dynamically exploit streaming store instructions on x86 machines, resulting in speedups of over 10 %, Also, when dynamic code generation is prohibited on some mobile platforms, FFTS has been altered to avoid it, while maximizing the performance.

In paper *Computer Vision Accelerators for Mobile Systems based on OpenCL GPGPU Co-Processing*, Wang, Xiong,

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W. J. Gross (✉)  
Department of Electrical and Computer Engineering, McGill  
University, Montréal, Québec, Canada  
e-mail: warren.gross@mcgill.ca

Z. Yan  
Department of Electrical and Computer Engineering, Lehigh  
University, Bethlehem, PA 18015, USA  
e-mail: yan@lehigh.edu

Yun, and Cavallaro describe an implementation of image inpainting-based object removal algorithm on a heterogeneous mobile platform. The application is partitioned to be executed both on CPU and GPU. The experiments show significant speed-up compared to single thread CPU execution. The paper studies also implementation trade-offs and optimization strategies for increasing the performance.

Jayaprasad, Kirkko-Jaakkola, Collin, and Takala propose a novel method for three-dimensional navigation and localization of a land vehicle in a multi-storey parking-garage in their paper *Indoor Localization Methods Using Dead Reckoning and 3D Map Matching*. The solution uses low-cost gyro and odometer with additional information from a 3D map. The map matching based on particle filtering and collision detection techniques are used to determine the location of the vehicle in a building. The proposed approach is extended with non-stationary 3D maps.

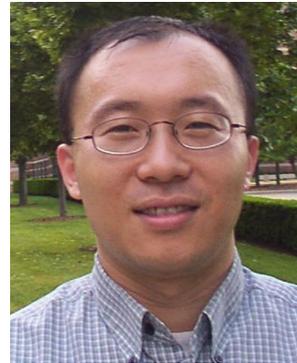
We would like to thank all of the authors of this special issue for their contributions. We also thank the anonymous reviewers for their efforts in ensuring the quality of the papers. We also extend our appreciation to C. Clark for her help on setting up this issue. We hope that you enjoy the special issue and find the articles informative and useful.



**Warren J. Gross** received the B.A.Sc. degree in electrical engineering from the University of Waterloo, Waterloo, Ontario, Canada, in 1996, and the M.A.Sc. and Ph.D. degrees from the University of Toronto, Toronto, Ontario, Canada, in 1999 and 2003, respectively. Currently, he is an Associate Professor with the Department of Electrical and Computer Engineering, McGill University, Montréal, Québec, Canada. His research interests

are in the design and implementation of signal processing systems and custom computer architectures. Dr. Gross is currently Chair of the IEEE Signal Processing Society Technical

Committee on Design and Implementation of Signal Processing Systems. Dr. Gross served as Associate Editor for the IEEE Transactions on Signal Processing. He has served as Technical Program Co-Chair of the IEEE Workshop on Signal Processing Systems (SiPS 2012) and Chair of the IEEE ICC 2012 Workshop on Emerging Data Storage Technologies. Dr. Gross is a Senior Member of the IEEE and a licensed Professional Engineer in the Province of Ontario.



**Zhiyuan Yan** received the B.E. degree in electronic engineering from Tsinghua University, Beijing, China, in 1995 and the M.S. and Ph.D. degrees, both in electrical engineering, from the University of Illinois, Urbana, in 1999 and 2003, respectively. In August 2003, he joined the Electrical and Computer Engineering Department of Lehigh University, where he is an Associate Professor. During summer 2009, 2012, and 2014, he was a visiting faculty fellow of Air Force Research

Lab in Rome, New York. He was a visiting professor at Qualcomm in New Jersey during his sabbatical in 2013. His current research interests are in coding theory, signal processing, wireless communications and VLSI implementations of communication and signal processing systems, and he has published over 90 technical papers in refereed journals and conference proceedings. Dr. Yan currently serves as a Senior Area Editor for IEEE Transactions on Signal Processing and an Associate Editor for the Journal of Signal Processing Systems, and was an Associate Editor for the IEEE Communications Letters from 2008 to 2012. He served as a Technical Program Committee Co-Chair and a General Co-Chair for ACM Great Lakes Symposium on VLSI in 2007 and 2008, respectively. He was a guest co-editor for a special issue of Journal of Electrical and Computer Engineering on Implementations of Signal Processing Algorithms for OFDM Systems. He is a member of Circuits and Systems for Communications (CASCOS) and VLSI Systems & Application (VSA) Technical Committees of the IEEE Circuits and Systems Society and Design and Implementation of Signal Processing Systems (DISPS) Technical Committee of the IEEE Signal Processing Society. Dr. Yan is a member of Tau Beta Pi, Sigma Xi, and Phi Kappa Phi honor societies, and is a Senior Member of IEEE. He is a recipient of the National Science Foundation (NSF) Faculty Early Career Development (CAREER) award in 2011.