AlazarTech

ATS-GPU-NUFFT
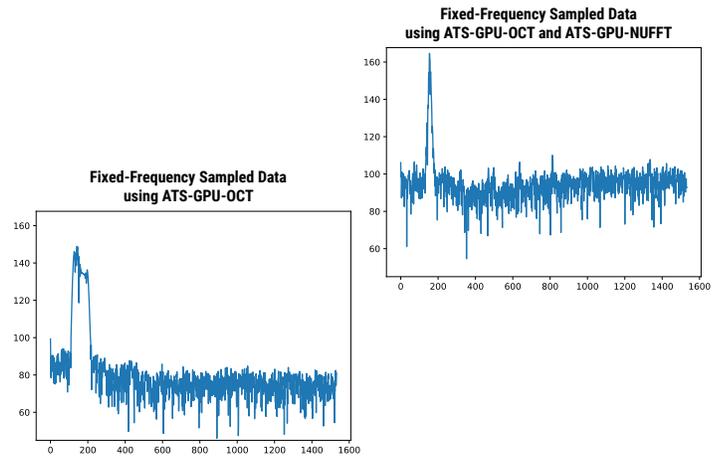## OCT Signal Processing Library Extension for Fixed-Frequency Sampled Data

- Very high-speed floating-point FFT on data that is uniformly sampled in time
- Dispersion compensation and windowing functions
- Requires ATS-GPU-BASE and ATS-GPU-OCT
- Transfer A/D data to GPU at high speed
- Up to 6.9 GB/s transfer rate for PCIe Gen 3 digitizer boards
- Supports CUDA®-enabled GPUs with compute capability 3.0 and higher[‡]
- Designed to work with AlazarTech® PCI Express waveform digitizers
- Compatible with Windows® & Linux®

Fixed-Frequency Sampled Data using ATS-GPU-OCT

Fixed-Frequency Sampled Data using ATS-GPU-OCT and ATS-GPU-NUFFT

Product	GPU Compatibility	Operating System	Throughput to GPU	FFT Length	Max. FFTs Per Second
ATS-GPU-NUFFT	CUDA compute capability 3.0+[‡]	64-bit Windows & 64-bit Linux	Up to 6.9 GB/s	Up to 8 M Points	1,200,000 (2048-pt FFTs, see benchmark table below for more details)

Overview

AlazarTech's ATS-GPU-NUFFT is an extension for the ATS-GPU-OCT Signal Processing Library that provides very high-speed floating-point FFT capability for fixed-frequency sampling of data acquired by AlazarTech's PCI Express waveform digitizers. User-supplied data can also be used when an AlazarTech PCIe digitizer is installed in the system. ATS-GPU-NUFFT[‡] must be used with ATS-GPU-BASE and ATS-GPU-OCT.

Interfacing waveform digitizers to Graphical Processing Units (GPUs) involves creating a software mechanism to move data from one to the other and back to user buffers. The standard techniques used most often can get the job done, but feature very low data throughput due to software overheads.

AlazarTech designed ATS-GPU-BASE so this software bottleneck is eliminated and data can be moved from AlazarTech PCIe digitizers to CUDA-enabled GPUs and from GPUs to user buffers at full PCIe bus speeds.

Once the data is available in GPU memory, many types of digital signal processing (DSP) can be done on this data at near-hardware speeds.

ATS-GPU-OCT contains floating-point FFT routines that have been optimized to provide the maximum number of FFTs per second. Kernel code running on the GPU can apply a windowing function, do a floating-point FFT, calculate the amplitude and convert the result to a log scale. It is also possible to output phase information.

ATS-GPU-NUFFT is an extension of ATS-GPU-OCT that allows non-uniform FFTs to be performed on data acquired uniformly in time domain using a fixed sampling rate. For SS-OCTs where the wavelength does not vary linearly in time, a fixed sampling rate results in data that is non-uniformly distributed in frequency domain. ATS-GPU-NUFFT allows linearized FFTs to be performed on such data. The non-uniform FFT requires a linearization function that describes how the wavelength of the SS-laser evolves during a sweep of the spectrum. Linearization function can either be user defined or measured directly from a k-clock signal.

Latency

ATS-GPU-BASE uses multiple CUDA streams to move data between the digitizer and GPU. This means there is a latency between data being acquired by the digitizer board and GPU receiving this data. The exact latency is determined by the buffer size used as well as the transfer rate of the PCIe link, but typical values are in in the range of several milliseconds.
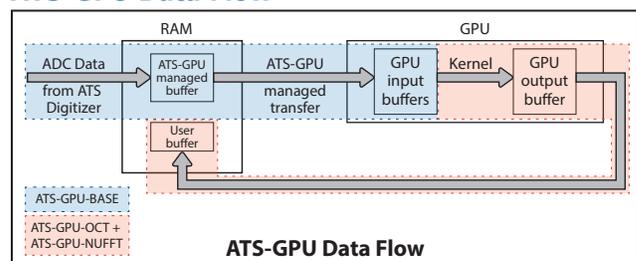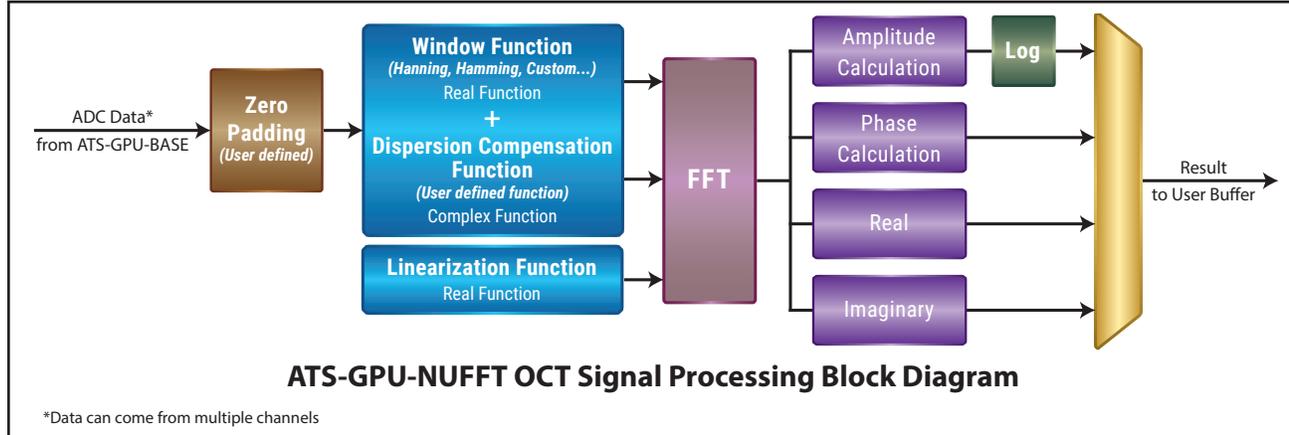
Benchmarks

An AlazarTech ATS®9373 in an Intel i9-7900X 10-Core @ 3.3 GHz system with an ASUS® x299 motherboard, 32 GB DDR4, and NVIDIA® GeForce® RTX 2080 Ti GPU had the following benchmarks for GPU buffer size of 8 MB:

Linearization	FFT Length	FFTs per second
Preset linearization	2048	1,200,000
	4096	600,000
	8192	245,000
	16384	125,000
k-clock linearization	2048	830,000
	4096	410,000
	8192	170,000
	16384	74,000

Tests in an Intel i7 5930k 6-core @ 3.5 GHz system with an ASUS x99 Deluxe motherboard, 64 GB DDR4, and the same NVIDIA GeForce RTX 2080 Ti GPU produced very similar results. Tests using different GPU buffer sizes also yielded very similar results.

ATS-GPU Data Flow

ATS-GPU Data Flow

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ATS-GPU-NUFFT OCT Signal Processing Block Diagram

*Data can come from multiple channels

ATS-GPU-BASE is supplied with an example user application in source code. The application includes GPU kernels that use ATS-GPU-BASE to receive data, do very simple signal processing (data inversion), and copy the processed (inverted) data back to a user buffer. All this is done at the highest possible data transfer rate.

ATS-GPU-NUFFT is supplied with example programs in C/C++, Python, LabVIEW, and MATLAB that allows users to set-up the waveform digitizer parameters, set-up FFT parameters in the GPU, do the acquisition, and receive the FFT result buffer.

Modular API
ATS-GPU-NUFFT has a unique, modular API that allows users to easily customize their signal processing algorithms. The modularity provides many hooks into the GPU data path, where customers can add their own signal processing code.

ATS-GPU and CUDA Runtime Library
ATS-GPU is shipped with a specific version of CUDA runtime library and links statically to it.

Programmers are allowed to use a different version of CUDA runtime library for their custom kernel code. NVIDIA guarantees that the two versions of CUDA runtime libraries will be interoperable.

Note: ATS-GPU only supports Windows versions and Linux distributions that are supported by NVIDIA's CUDA Toolkit. 32-bit operating system support is also similarly limited by NVIDIA. In particular, the ATS-GPU-NUFFT cannot be built as a 32-bit library. We currently use CUDA toolkit 10.2, older versions are untested.

Programming with ATS-GPU-NUFFT
C/C++ example programs are provided with CMake build files. Python code is tested under Python 2.7 and 3.6. 64-bit LabVIEW 2016 or newer is necessary to use LabVIEW example code (LabVIEW NXG is not supported). MATLAB code is developed under MATLAB 2017A, but is expected to work with most 64-bit MATLAB versions.

Waveform digitizer data is transferred to the GPU in a buffer that will contain many records. This number, RecordsPerBuffer, is specified by the user. Users should make sure that they choose this number such that the buffer size is in the order of 1 to 16 Megabytes. Smaller buffers can reduce overall data throughput.

ATS-GPU-NUFFT can be used to perform zero-padding, if required, and it will apply a complex windowing function to each record. Given a linearization function, it will then do a single-precision floating-point non-uniform FFT, calculate the amplitude and phase, and convert the amplitude to logarithmic values.

Zero Padding
If the number of samples per record (A-scan) is not a power of 2, the user should perform zero-padding before doing further signal processing. Although users can zero pad A-scans to any given length, for performance reasons, we recommend zero-padding A-lines to the next power of two. Code samples to do this zero padding is provided.

Dispersion Compensation Function
Dispersion compensation is an essential part of any OCT signal processing system. The ATS-GPU-NUFFT library extension allows users to multiply the zero-padded data with a user-specified Dispersion Compensation Function (DCF). The DCF is a complex function.

Windowing Function
The windowing function in the ATS-GPU-NUFFT library extension is used to ensure that there are no discontinuities in the FFT. Note that the length of the window function should be the same as the length of the A-Scan, e.g. if the A-scan is 1536 points long, the window function should also be 1536 points long, even though the FFT length will be 2048.

Linearization Function
To perform non-uniform FFT, the ATS-GPU-NUFFT library extension requires a linearization function that describes how the wavelength of the laser changes during a sweep of the laser. Users can choose to determine the linearization function in real-time from a valid k-clock signal. In this case, a linearization function will be measured for every acquired record. On the other hand, users can preset a linearization function before the start of an acquisition. In this case, the same linearization function will be used for all incoming records.

Amplitude and Phase Output
The FFT algorithm implemented in the ATS-GPU-NUFFT library extension is capable of calculating both amplitude and phase outputs. All outputs are provided as single-precision floating-point data (32 bits per data point).

Compatible Waveform Digitizers
All AlazarTech PCI Express waveform digitizers are compatible with ATS-GPU. Only single-board configurations are supported at this time.

AlazarTech's PCI bus waveform digitizers are not supported, as the host CPU is more than capable of handling data rates generated by PCI bus boards.

ATS-GPU cannot directly be interfaced with non-AlazarTech waveform digitizers.

Data Throughput to GPU
The data transfer rate to GPU is dependent on the generation of PCI Express digitizer board used:

PCIe Link Speed	Transfer Rate
Gen 3x8: ATS9373, ATS9371	Up to 6.9 GB/s
Gen 2x8: ATS9360, ATS9416	Up to 3.5 GB/s
Gen 2x4: ATS9872, ATS9352, ATS9353	Up to 1.6 GB/s
Gen 1x8: ATS9870, ATS9350, ATS9351, ATS9625, ATS9626, ATS9440	
Gen 1x4: ATS9462	Up to 720 MB/s
Gen 1x1: ATS9146, ATS9130, ATS9120	Up to 200 MB/s

Electronic Delivery
As of June 2020, AlazarTech software products are only available as a digital download. Customers who purchase ATS-GPU-NUFFT must provide a valid email address to receive their serial number, download link, and required password.

Software Licensing Policy
Users are allowed to freely distribute the ATS-GPU-NUFFT library extension as long as there is an AlazarTech PCI Express waveform digitizer present in the same computer. If an AlazarTech PCI Express waveform digitizer is not present in the computer, users must purchase a separate license for each computer on which ATS-GPU-NUFFT is installed.

In no case is the user allowed to distribute or share the source code of ATS-GPU-NUFFT with other users.

Annual Subscriptions
The purchase of an ATS-GPU-NUFFT license includes a subscription that provides customers with the following benefits for a period of 1 year on ATS-GPU-NUFFT:

- Download updates from the AlazarTech website;
- Receive new example programs as they become available;
- Receive technical support on ATS-GPU-NUFFT.

Customers who want to receive technical support and download new releases beyond this 12 month period must purchase extended support and maintenance.

Note that support is provided for product bugs, and not for writing custom GPU kernels or for learning GPU programming.

Extended Support & Maintenance
Customers can extend their ATS-GPU-NUFFT subscription by ordering the 1 year extended support & maintenance for ATS-GPU-NUFFT (order number ATSGPU-202).

This must be purchased before expiration of the standard subscription (or before expiration of an extended subscription). Extended Support & Maintenance can only be purchased while there is a valid subscription in place.

Get your subscription end date by registering your product at: www.alazartech.com/en/my-account/my-products/. You will need the product serial number, which can be found in the email you received with your download link and password.

Subscription extensions will not be offered for discontinued products.

ATS-GPU-NUFFT main API functions
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ATS_GPU_NUFFT_AbortCapture
ATS_GPU_NUFFT_AllocBuffer
ATS_GPU_NUFFT_EnableVerificationMode
ATS_GPU_NUFFT_FreeBuffer
ATS_GPU_NUFFT_GenerateWindowFunction
ATS_GPU_NUFFT_GetBuffer
ATS_GPU_NUFFT_PostBuffer
ATS_GPU_NUFFT_SetBuffer
ATS_GPU_NUFFT_Setup
ATS_GPU_NUFFT_SetWindowFunction
ATS_GPU_NUFFT_SetWavenumberFunction
ATS_GPU_NUFFT_StartCapture
```

ORDERING INFORMATION

ATS-GPU-BASE: GPU Streaming Library License + 1 Year Subscription	ATSGPU-001
ATS-GPU-BASE-1YR: 1 year extended support & maintenance for ATS-GPU-BASE	ATSGPU-002
ATS-GPU-OCT: Signal Processing Library License + 1 Year Subscription (requires ATSGPU-001)	ATSGPU-101
ATS-GPU-OCT-1YR: 1 year extended support & maintenance for ATS-GPU-OCT	ATSGPU-102
ATS-GPU-NUFFT: ATS-GPU-OCT Extension for fixed-frequency sampled data License + 1 Year Subscription (requires ATSGPU-001 and ATSGPU-101)	ATSGPU-201
ATS-GPU-NUFFT-1YR: 1 year extended support & maintenance for ATS-GPU-NUFFT	ATSGPU-202

‡ Version 4.1 of ATS-GPU-BASE and ATS-GPU-OCT are required for for the use of ATS-GPU-NUFFT and for the support of GPUs with CUDA-compute capability 3.0 and higher.

DATASHEET REVISION HISTORY

Changes from version 4.1 (June 2020) to version 4.1a	Section, Page
Updated product registration URL	Extended Support & Maintenance, pg. 3
Removed sentence about serial number on CD envelope; this product was never sold on CD.	