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| Toyon Research Corporation |
| Lab 3: Output QPSK |
| Chilipepper Tutorial Projects |

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Lab 3: Output QPSK

# Introduction

This lab will show you how to transmit a QPSK Waveform on an FPGA Mezzanine Card (FMC) radio board using the Xilinx Zed Board FPGA and the Toyon Chilipepper FMC. The Digital to Analog Conversion (DAC) used to transmit the signal will take place on the Chilipepper board. The Creation and Modulation of the waveform will be done using hardware PCores created in MATLAB HDL Coder. The FMC initialization and microcontroller (MCU) signal control will be handled in software using the Xilinx Software Development Kit (SDK). Finally, the testing of results will be done using ChipScope and MATLAB. This lab assumes prior knowledge of the workings of HDL Coder as well as the Xilinx EDK environment. It is recommended that you complete the previous labs before completing this lab.

This lab is created using:

* MATLAB 2013b
* Xilinx ISE Design Suite 14.6
* Windows 7, 64-bit

## Procedure

This lab is organized into a series of steps, each including general instructions and supplementary steps, allowing you to take advantage of the lab according to your experience level.

This lab consists of the following basic steps:

* Generate HDL code from MATLAB functions
* Generate an IP core using MATLAB HDL Coder
* Configure your created PCores and export the design into SDK
* Create software to run your design
* Test and verify your results

## Objectives

After completing this lab, you will be able to:

* Modulate a signal using hardware on the FPGA
* Create a MATLAB Function to implement a FIFO buffer
* Transmit a QPSK Waveform using the Chilipepper FMC
* Create a software application to test your design
* Verify your results in ChipScope and analyze them using MATLAB

Generate HDL Code Step 1

This section will show you how to create your MATLAB function and test bench files as well as the process for generating the HDL code used in the EDK project.

## 1.1 MATLAB Functions

Your MATLAB functions will eventually become a core that will be synthesized into hardware. The algorithm describes the operations in each clock cycle, and processes data on a sample-by-sample basis. This lab requires several MATLAB functions all used in conjunction to generate and transmit the QPSK waveform. The first function used is shown in Figure 1-1.



Figure 1‑‑: MATLAB function to Create i and q channel outputs.

This function is primarily used to call other functions which create the waveforms, and format the output before sending it to the DAC.

1. Create a directory for the project under C:\QPSK\_Projects\Project\_3.
2. Create a new **MATLAB function** with the contents of Figure 1-1.
3. **Save** this function as qpsk\_tx.m inside the project directory.

While this function does not play a huge role in creating the modulated signal, it calls other functions which do, the first of which is the function qpsk\_tx\_byte2sym.m which can be seen in **Appendix A**. The primary purpose of this function is to properly format binary data into symbols which can be transmitted using QPSK. Reviewing the function shows that there are several important aspects to the algorithm, some of which are mentioned below

1. Create a new **MATLAB function** with the contents of Appendix A.
2. The algorithm uses an internal TX\_FIFO buffer to store bytes waiting to be transmitted.
3. Initially, nothing is transmitted, and the algorithm simply fills its buffer with data needing to be transmitted.
4. Once all data has been received (indicated by the tx\_en\_in) the algorithm sends a string of overhead bits consisting of pad bits and header bits.
5. Lastly the algorithm sends the data in its buffer until the buffer is empty, and then activates the tx\_done output
6. Save this function as qpsk\_tx\_byte2sym.m inside the project directory

There is a function called within the qpsk\_tx\_byte2sym which is used to select a bit to transmit. This function is called mybitget and as seen from the algorithm, it is called twice; once for the i channel and once for the q channel. These bits are then combined by creating a complex number in which i represents the real portion of the number and q the imaginary portion and eventually transmitted as a single waveform. By sending the i and q channel bits simultaneously in this way, the overall transmission requires only sending four two-bit sequences for any given byte. Each two-bit sequence can create one of four different signals, called symbols. The mybitget function is shown in Figure 1-2.



Figure 1‑2: MATLAB Function to select bits for QPSK Symbol creation.

QPSK takes advantage of these two-bit symbols, by using 1 bit to modulate a sine wave and the other bit to modulate a cosine wave. Before modulation, each zero bit is changed from a 0 to a negative 1 (also called a non-return to zero or NRZ signal). The 2 sinusoids are then combined into a single waveform just before being transmitted. The result of the modulation and combining the waveforms causes the phase of the signal to vary according to the table below. The resultant phase possibilities are shown in the right most table. In addition, a plot of each of the symbols on a complex plane (also called a scatter plot) can be seen in Figure 1-3.

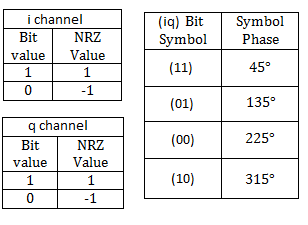


Table -1: The left most tables show NRZ bit values, while the rightmost table shows the symbol phase values.

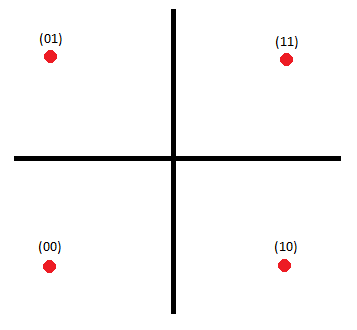


Figure 1‑3: Scatter plot of the QPSK symbols.

1. Create a new **MATLAB function** with the contents of Figure 1-2.
2. **Save** this function as mybitget.m inside the project directory.

The next function used to format the transmit data is called qpsk\_srrc. The purpose of this function is to apply a square-root-raised-cosine filter (SRRC) which is used for pulse shaping. This allows for the transmission of the QPSK waveform with a minimal amount of inter symbol interference. The MATLAB function is shown in Figure 1-4 below, and as you can see it uses a variable called SRRC to filter the buffer containing the symbol data. This variable is a look up table (LUT) that was created using the MATLAB function shown in Figure 1-5.



Figure 1‑4: MATLAB function used to filter the transmit data.



Figure 1‑5: MATLAB function to create square-root-raised-cosine filter.

Observing the function in Figure 1-5 reveals how the filter was created in MATLAB and what its parameters are: such as the order and in this case the transition band.

1. Create 2 new **MATLAB function** with the contents of Figure 1-4 and 1-5.
2. **Save** these functions as qpsk\_srrc.m and make\_srrc\_lut.m respectively inside the project directory.

In addition to the LUT required to filter the transmitted data, there is a second LUT which is used to send a header for the QPSK packet. This Header is most commonly used to assist with correctly receiving the transmitted packet. The header used for this lab is called the “Kasami sequence” and it is a sequence of bits (NRZ in this case) which is proven to have very good cross-correlation properties. This means that when using correlation to correctly detect this sequence at the receiver (in the presence of white Gaussian noise) it is highly likely that this sequence can be detected without error. The code to create the LUT is shown in Figure 1-6.



Figure 1‑6: MATLAB function to create Kasami Sequence header for QPSK Packet

1. Create a new **MATLAB function** with the contents of Figure 1-6.
2. **Save** this function as make\_train\_lut inside the project directory.

## 1.2 MATLAB Test bench

The last MATLAB code required for this core is the test bench script. This script is required for HDL generation, but also allows you to test the functionality of the MATLAB algorithm. The code used for this script is shown in **Appendix B**. There is a variable called sim in the script which allows you to either load QPSK data from ChipScope or simulate a transmitted QPSK signal in MATLAB and analyze the results. Setting it to 1 simulates the waveform, 0 loads it from a ChipScope prn file.

In addition to the sim variable, there is also a function which is called from within the script called CreateAppend16BitCRC. This function is shown in Figure 1-7. The purpose of this function is to append the 16Bit CRC to the end of the QPSK packet when simulating the packet creation within the test bench. For the actual packet transmission, this process is handled using code run on the MCU.



Figure 1‑7: MATLAB function to append a 16 Bit CRC to the QPSK packet.

1. Create a new **MATLAB script** with the contents of Appendix B.
2. **Save** this script as qpsk\_tx\_tb.m inside the project directory
3. Create a new **MATLAB function** with the contents of Figure 1-7.
4. **Save** this function as CreateAppend16BitCRC.m inside the project directory
5. **Run** the test bench script in MATLAB (verify the project directory is in the MATLAB PATH variable) to test the algorithm and the lookup tables. You may have to run the make\_trig\_lut.m and make\_srrc\_lut.m functions first to create the lookup tables.

Feel free to change the simulation ASCII message to experiment with different characters and lengths. In addition it may be helpful to view a scatter plot of the resultant waveform to verify the phase angles of the QPSK symbols.

**Note**

1. Once you have verified that your algorithm is correct, proceed to the next step of the lab.

## 



If you don’t have the Communications System Toolbox installed, you may get an error message about using the bi2de function. If this occurs, use the alternative given in figure 1.8

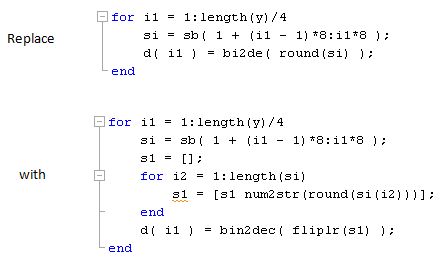


Figure 1‑8: Work around for decimal conversion with no Communications System Toolbox



Additionally, without the Communications System Toolbox you cannot create the Kasami Sequence. In this case, download the TB\_i and TB\_q m files separately, and remove the make\_train\_lut reference from the test bench script

## 1.3 HDL Coder Project

Using the same steps outlined in the previous labs, create a new HDL coder project called transmit\_qpsk. Add your MATLAB function qpsk\_tx.m and your test bench script qpsk\_tx\_tb.m to the **MATLAB Function** and **MATLAB Test Bench** categories respectively. The sim parameter in your test bench script should be set to 1 before you add it to the HDL coder project!

1. Once inside the workflow advisor screen, configure the **Clocks & Ports** settings (See lab 0).
2. Right-click **Fixed-Point Conversion,** and select **Run to Selected Task.** For this Lab, most of the proposed types do not require changes. However in the qpsk\_tx\_byte2sym function, change your settings to resemble the ones shown in Figure 1-9.

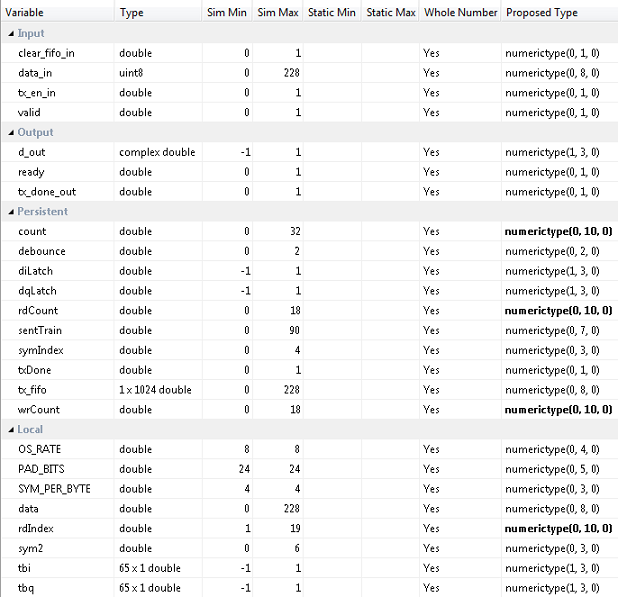
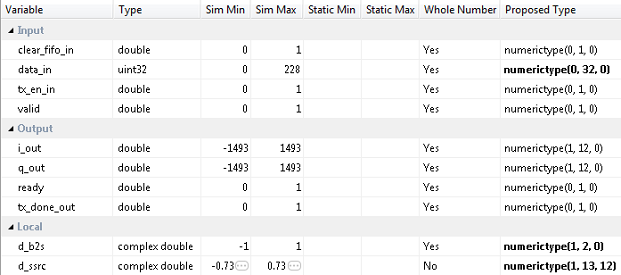


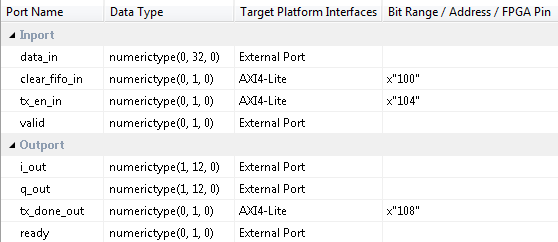
Figure 1‑9: Variable types for the qpsk\_tx\_byte2sym MATLAB Algorithm

1. Additionally, the qpsk\_tx function requires changes a few of the variable types. Make the changes according to Figure 1-10 below.



1‑10: Variable types for the qpsk\_tx MATLAB Algorithm

1. Once you have corrected the **Type** setting for all your variables, click **Select Code Generation Target,** and be sure the settings there are configured correctly. Use the previous labs as a guide for how to setup your project for IP Core generation. Name the core as qpsk\_tx\_pcore or something similar.
2. Next click set Target Interface, and setup the ports for this PCore according to Figure 1-11 below. If you have added any debug ports to your design and wish to monitor them using ChipScope, these ports should be configured as External Ports.



1‑11: Port settings for qpsk\_tx

1. Right click HDL Code Generation and select Run this Task to create the qpsk\_tx PCore. Once the core is created, you will need to copy its folder in the IP Core directory into the PCores folder of your EDK project just as in the previous labs. In addition, copy the PCore folders for the DAC Driver and the MCU Driver created in the previous labs into your EDK project.

Configure Cores and Export Design Step 2

This section will show you how to integrate your PCores into your FPGA design using EDK. There are several components that must be configured for the design of this project. A quick list of the cores needed is given below. Refer to previous labs for information on how to add cores to the design.



## 2.1 Needed IP Cores

* TX PCore
* DAC Driver PCore
* MCU PCore
* Clock Generator IP Core
* AXI\_UART (Lite) Core
* GPIO Cores for LEDs, Switches and Buttons
* AXI FIFO Memory Map to Stream Core
* Processing System IP Core
* AXI Interconnect IP Core

In addition, several of these cores will require external ports. Be sure that you have access to modifying the external port settings. Refer to Figure 3-1 Below.

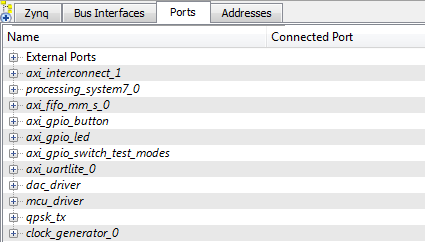


Figure 2‑1: EDK project ports list

## 2.2 Configuring the AXI FIFO Port

**Expand** the **TXD** section of the **AXI FIFO** core.

1. To see all of the available pins within the TXD port, initially set the connected port for AXI\_STR\_TXD to external ports.
2. Next, right click each pin within the port, except for the TVALID TREADY and TDATA pins, and select no connection to remove all of the pins which will not be used within this design.
3. Change the AXI\_STR\_TXD\_TDATA pin from external port to the data\_in pins on the qpsk\_tx port. The data\_in pins are used to transfer data to the MATLAB PCore.
4. Change the AXI\_STR\_TXD\_TVALID pin from external port to the valid pin on the qpsk\_tx port. The valid pin is a handshaking signal sent from the stream FIFO to the MATLAB code.
5. Lastly, Change the AXI\_STR\_TXD\_TREADY pin from external port to the ready pin on the qpsk\_tx port. This pin lets the FIFO know that the MATLAB algorithm is ready to receive a new data byte.
6. The AXI\_STR\_TXD\_ACLK pin can be skipped for now and will be connected later in **section 2.9.**

## 2.3 Configuring the DAC Driver Port

**Expand** the **DAC Driver** core. There are 7 individual I/O pins which need to be routed in this core.

1. The first two are the tx\_i and tx\_q pins. These are input pins which are used to create the **TXD output** by interleaving an I and Q channel. The signals come directly from the qpsk transmitter core. **Assign** these two pins to the i\_out and q\_out output pins from the **qpsk\_tx PCore**.
2. Next are the txd, tx\_iq\_sel, and blinky output pins. These pins carry signals which should be routed directly to physical components on the FPGA as **external pins**. The first two are sent to the **FMC** connector port and into the Chilipepper radio board, while the blinky pin connects to an LED on the FPGA. **Assign** all of these pins as **external ports.**
3. Connect the IPCORE\_RESETN port to the processing\_system7 FCLK\_RESET0\_N port.
4. The IPCORE\_CLK pin can be skipped for now and will be connected later in **section 2.9**

## 2.4 Configuring the QPSK TX Port

**Expand** the **qpsk tx** core. There are 7 individual I/O pins which need to be routed on this core.

1. If the DAC Driver was configured correctly in the previous step, the i\_out and q\_out pins withi this core should already be routed. They should be connected to the DAC Driver tx\_i and tx\_q pins respectively.
2. Additionally, if the steps in section 2.2 were done correctly, the data\_in, valid and ready pins should also be configured correctly.
3. Connect the IPCORE\_RESETN port to the processing\_system7 FCLK\_RESET0\_N port.
4. The IPCORE\_CLK pin can be skipped for now and will be connected later in **section 2.9.**

## 2.5 Configuring the MCU Port

**Expand** the **MCU Driver** core. There are 9 individual I/O pins which need to be routed on this core.

1. Configuring this core is very simple as **all of the pins** with the exception of the IPCORE\_CLK and the IPCORE\_RESETN are simply **assigned** as **external ports**.
2. Connect the IPCORE\_RESETN port to the processing\_system7 FCLK\_RESET0\_N Port and skip the IPCORE\_CLK for now.

## 2.6 Configuring the LEDs GPIO Port

This port will be used later in SDK to verify the functionality of the transmitter.

1. Add an AXI General Purpose IO to the design. Check the box to Enable Channel 2 and give each channel a width of 1 bit. Name the port axi\_gpio\_led or something similar.
2. Expand the IO\_IF section of the GPIO, and assign the GPIO\_IO and GPIO2\_IO pins to external ports. The other pins can be left blank.

## 2.7 Configuring the Switch GPIO Port

This port will be used later in SDK to change the transmit mode.

1. Add an AXI General Purpose IO to the design. Leave both boxes unchecked and give channel 1 a width of 2 bits. Name the port axi\_gpio\_switch\_test\_modes or something similar.
2. Expand the IO\_IF section of the GPIO, and assign the GPIO\_IO pin to an external port. The other pins can be left blank.

## 2.8 Configuring the Button GPIO Port

This port will be used later in SDK to transmit packets individually.

1. Add an AXI General Purpose IO to the design Check the box to Support Interrupts. Give channel 1 a width of 1 bit and check the box for Channel 1 to be input only. Name the port axi\_gpio\_button or something similar.
2. Expand the IO\_IF section of the GPIO, and assign the GPIO\_IO\_I pin to an external port. The other pins can be left blank.

## 2.9 Configuring the Clock Generator IP Core

The Clock Generator is used in this project to distribute the appropriate clock signals to each of the PCores, as well as any external hardware which may require a clock signal. For this project, the Clock Generator is sourced from the 40 MHz pll\_clk\_out on the Chilipepper radio board (as described in the **Chilipepper user’s guide**). This signal is then distributed to 4 other devices; 3 PCores (TX, MCU and DAC) and the TX\_CLK signal which latches data from the FPGA to the DAC on the radio board.

1. **Double click** the Clock Generator PCore and **configure** the settings as follows

* Input Clock Frequency of **40Mhz**
* CLKFBIN Required Frequency of **40Mhz** with **no Clock Deskew**
* CLKFBOUT Required Frequency of **40Mhz**, Required Group **PLLE0**, and **Buffered True**
* CLKOUT0 Required Frequency of **20MHz**, 0Phase, **PLLE0** group and **Buffered true**
* CLKOUT1 Required frequency of **40Mhz**, 0Phase, **PLLE0** group and **Buffered true**
* CLKOUT2 Required Frequency of **20MHz**, 0Phase, **PLLE0** group and **Buffered true**
* CLKOUT3 Required Frequency of **40MHz**, 0Phase, **PLLE0** group and **Buffered true**

Now that the settings are configured you should have several clocks in your clock generator list.

1. **Connect** the pins according to the following.

* CLKIN External Ports
* CLKOUT0 tx::sysgen\_clk
* CLKOUT1 dac\_driver::sysgen\_clk
* CLKOUT2 mcu::sysgen\_clk
* CLKOUT3 External Ports
* CLKFBIN CLKFBOUT
* RST net\_gnd
* LOCKED External Port

Your Clock Generator port should look similar to Figure 3-2 below.

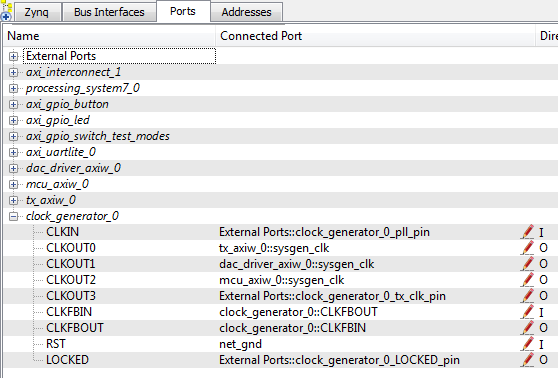


Figure 3‑2: Clock Generator port configuration

## 3.6 Pin Assignments

Once the clock generator is configured correctly, the sysgen clock for the other cores should be set as well. The last step is to setup the **pin assignments** for the external ports.

1. **Rename** the pins of the external ports so they are easily identifiable. Figure 3-3 shows the names used in this demo, however you don’t have to use the same naming convention.
2. Fill in the pin out information for your design using Figure 3-3 below as a reference.



Figure 3‑3: EDK project pin assignments

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Verify that the **orientation** of the TXD pins is set correctly. If you follow the pin list in the figure above, you must **reverse** the TXD pins in the external ports assignment section. This is done using the same method used in Lab 0 Section 5.2 for the LEDs.

At the time of this tutorial, Xilinx had a [documented issue](http://www.xilinx.com/support/answers/51739.htm)[[1]](#footnote-1) with AXI-bus generation for Simulink PCores targeting the Zynq FPGA. Refer to this issue for more information. As in Lab 0 section 5.2, this bug must be corrected for our project. The steps to perform are identical to those in the previous labs; however they must be performed for **both** of the PCores used in this lab.

Once the fix is applied, you’re ready to generate your bitstream file! Select the **Export Design** button from the navigator window on the left. Click the **Export and Launch SDK** button. This process may take awhile.

Create software project Step 4

Once the design is compiled and exported, you’ll be greeted with a screen asking you where you would like to store your software project. It is very helpful to create the workspace folder in the same directory as your Sysgen and EDK folders. Doing this will keep all relevant files in the same location.



## 4.1 Creating a new C Project

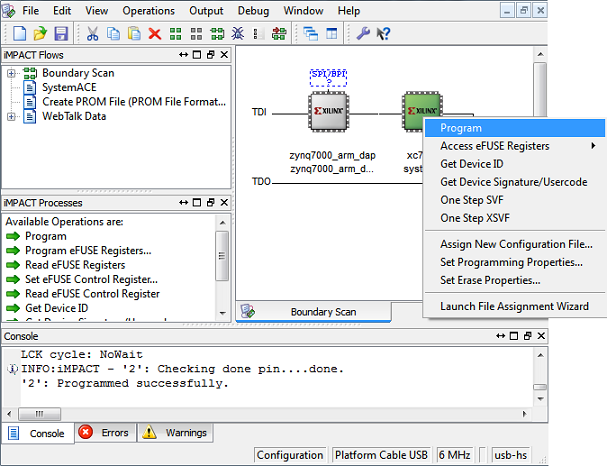
This section will show you how to create a C program to test your QPSK project. There are several source files[[2]](#footnote-2) which are required to support your software application. Some of the files are created when you create your new C project and do not need to be modified. A list of the files which are not created automatically and/or need to be modified is listed below with a link to download them.

1. [main.c](https://github.com/rcagley/Chilipepper/blob/master/Labs/Lab%203/workspace/hello_world/src/helloworld.c) – This file is created when you create your Hello World template project. (see previous labs). It has been renamed from HelloWorld.c to main.c appropriately. It should be modified to look similar to the file found on the website.
2. [Chilipepper.c](https://github.com/rcagley/Chilipepper/blob/master/Labs/Lab%203/workspace/hello_world/src/Chilipepper.c) – This file needs to be created. There are three main functions associated with this file. The first function is Chilipepper\_Initialize, which is handled similarly to the previous labs. The next is Chilipepper\_AppendCrc which handles adding the CRC to the end of the packet. The last important function within this file is Chilipepper\_WriteTestPacket which handles creating a packet to transmit based on a user input string.
3. [Chilipepper.h](https://github.com/rcagley/Chilipepper/blob/master/Labs/Lab%203/workspace/hello_world/src/Chilipepper.h) – This file holds the function prototypes for the Chilipepper.c functions.
4. In addition to the files given, you also need to include a Math library which contains the pow function that is used when creating the CRC.
   1. Right click on your project, and select C/C++ Build Settings.
   2. Under ARM gcc linker, select Libraries.
   3. Click the  button in the Libraries (-l) section, and type ‘m’ then hit ok. This adds the math library needed to use this function. Hit apply and Ok to return to your project.

## 4.2 Debugging with SDK, iMPACT and ChipScope Pro

Once your program is written and compiled you are ready to test the design! This is done by programming the FPGA with your hardware descriptions defined in the bit file generated in EDK, and running your software on top of this design.

1. Connect the Chilipepper to the FPGA board and verify all cables are connected properly and the jumper settings are correct. Verify this by using the *Chilipepper user guide* and the *ZED Board Hardware users guide* as a reference. Also See Lab 0 for details on Jumper Configuration.
2. Once the FPGA and radio board are connected correctly, turn on the board.
3. Open iMPACT in the ISE Design tools.
4. Select no if Impact asks you to load the last saved project.
5. Select yes to allow iMPACT to automatically create a new project for you. If you receive any connection errors, verify your USB or JTAG programmer cables are connected properly.
6. Select the Automatic option for the JTAG boundary scan setting and click ok.
7. Hit yes to assign configuration files. Bypass the first file selection, but for the second selection, browse to the location of your system.bit file. It should be inside the “Implementation” folder of your EDK project folder.
8. Select ok on the next screen verifying that the board displayed is your Zynq xc7z020 board. It should look similar to Figure 4-1 below.
9. Right click on the xc7z020 board icon (should be on the right), select program and hit ok.



4‑1: iMPACT configuration screen

## 4.3 Debugging with SDK

If the hardware design is correct, you should see the LEDs start blinking on the board, as well as a blue light indicating the program was successful. You can now return to the SDK project screen to test your software.

1. Test it by **right clicking** the hello\_world project folder and selecting **Debug As** 🡪 **Launch on Hardware**.
2. You should now be taken to a screen which shows the first init\_platform function as highlighted. You can now start the software program by clicking the  (play) button in the top menu.

If the software initialization worked, you should see a green light on the Chilipepper.

Testing and Design Verification Step 5

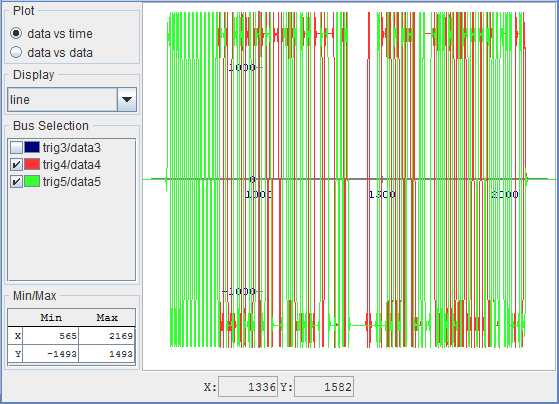
## 5.1 Verification with ChipScope Pro

There are several methods available for verifying the QPSK transmission. This lab focuses on verification using ChipScope Pro, as well as exporting to MATLAB for further analysis. In addition, if you have multiple boards available, you can also verify the transmission by receiving the QPSK packet on your second board (more is covered on this topic in future labs).

1. To verify the received signal, you will need to open **ChipScope Pro Analyzer**. Be sure that the JTAG cable is connected to the FPGA board properly (or the 6 pin output of the Chilipepper).
2. Once the program opens, click the  (open cable) button to open your JTAG connection to the board. If your jumpers are configured correctly, you should see the following devices on the cable.



1. Select ok to get to the Analyzer main screen. Open the file menu and select **Import**.
2. Click **Select New File**, and browse to the location of your ChipScope **CDC file**, which is located in the Sysgen/netlist folder of your project directory. This file was created for you when you generated your PCores from your Simulink Model design. It tells the ChipScope program how to interpret the data it is receiving from the JTAG port.
3. Next double click on the **bus plot** option in the New Project menu in the top left hand side of the screen. This will open a window which allows you to view a signal **value vs. time** plot of your waveforms.
4. Under Data Port in the Signals Dev menu on the left side of the screen, right click on the trig4/data4 and trig5/data5 ports, and change their **bus radix** to **signed decimal**. Click OK to accept the default decimal values.
5. On the Bus Plot screen, you can change the color of each of the signals to get a better view of each individual signal. Click the **check box** next to any of the signals you wish to see on the plot.
6. Click the **play button** in the top menu bar to display the signal. Additionally you can set up triggering options for periodic or continuous playback of the received signal. Your received signal should look similar to Figure 5-1 below.



5‑1: both i and q channels of the QPSK waveform in ChipScope Pro

If you changed the message within your C program, your waveform may look slightly different than the one shown here, however you should have the same header padding which can be seen at the front portion of the waveform. It may be helpful to flip the switch to allow for continuous packet transmission (down position) when trying to catch the packet in ChipScope.

## 5.2 MATLAB Analysis

Now that you have verified the transmitted signal, you can get a pretty good idea of what your QPSK waveform looks like in the time domain. However, ChipScope allows you to export the data received directly into MATLAB for further analysis.

1. Before we export the data, we need to format it as best we can using the triggering options within ChipScope.
   1. To start, under **Trigger Setup**, set the **depth** of the capture to **4096**. Your depth may be longer if you created a long test message, however this should be fine for the Hello World example presented here.
   2. For this example, we will set our **trigger** to occur when **trig2/data2** is **not equal to zero**. This occurs anytime the FIFO buffer is not empty, and indicates that we are sending data to the buffer to be transmitted.
   3. In the **Match** section of **Trigger Setup**, change the triggering function for **Match** Unit **M2** to <> and the Value to one.
   4. In the **Trig** section, make sure your condition is active, and set the **Condition** equation to **M2**.
2. Now when you hit play, your QPSK data should be near the beginning of your capture.

The MATLAB test bench function will search for any QPSK signal in the variables exported. Be sure that only one broadcast of your ASCII string is within you capture of ChipScope to prevent possible data interference in MATLAB.

**Note**

1. It will be helpful later in your MATLAB code if you rename your **Data Port variables**. Right click on the **trig4/data4** and **trig5/data5** Ports, and **change the names** to something more descriptive, such as tx\_i and tx\_q respectively. If needed, you can use the Simulink model to find which signal each port has.

Confirm that the names you used for the i and q channel data ports in ChipScope match the names of the i and q channel variables in the MATLAB Test Bench script crated earlier.

**Note**

1. Open the file menu and select **Export**.
2. Click the **ASCII** radio box, select **Bus Plot Buses** under Signals to export, and then click **export**.
3. It is recommended that you save this file into the project directory with your MATLAB files. Call it something descriptive such as **TX.prn**.
4. To test the data in MATLAB, run your test bench script by first navigating to your project directory (this is necessary to load the prn file correctly).
5. Run the test bench with the sim parameter set to 0. You should see your message output with a plot in MATLAB of the QPSK waveform.

****

Experiment with other ASCII strings in your C code to verify the timing of the buffers. If you notice that your message is incomplete, it’s possible you could be overloading your FIFO buffer before you have a chance to load your message to transmit.

1. MATLAB Core Functions

MATLAB function qpsk\_tx\_byte2sym.m







1. MATLAB Test Bench

MATLAB script qpsk\_tx\_tb.m





1. Issue can be found at http://www.xilinx.com/support/answers/51739.htm [↑](#footnote-ref-1)
2. The source files can be found at https://github.com/rcagley/Chilipepper/tree/master/Labs/Lab\_3/workspace/hello\_world/src [↑](#footnote-ref-2)