Redpitaya: second exemple, from ADC to PS

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This document is a sequel to the previous tutorial on which it is based. It concludes with not only copying the ADC measurements to the DAC, but also with allowing the user to collecte the sample values from the PS for storage or further processing (Fig. 1).

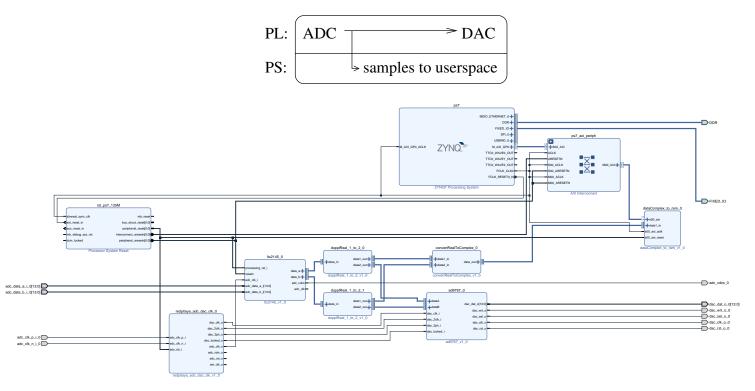


Figure 1: Objective (top) of this tutorial and final schematic of the processing chain described in this document.

1 Sending data to the PS: the PL side

Transfering data towards the PS in addition to sending the stream to the DAC requires duplicating the data on the one hand, and interleaving the two streams from the two ADCs on the other hand.

Doing so is achieved by:

1. add dupplReal_1_to_2, convertRealToComplex (converting two real data streams to one complex) and then dataComplex_to_ram

- 2. Double click on dupplReal_1_to_2 to configure to 14 bit data (doing so on the two stream doublers). Same for convertRealToComplex
- 3. Link data1_out of each dupplReal to data1_in and data2_in respectively of convertRealToComplex
- 4. Cut the wires linking the ADC and DAC, and use the two free outputs of the dupplReal_1_to_2 blocks
- 5. Connect dataA_out and dataB_out of the ADCs to the two free inputs of the dupplReal_1_to_2 blocks
- 6. dataComplex_to_RAM: configure Data Size to 14 bits et Nb Sample to the number of samples to be transfered. For example, defining 4096 sample pairs (complex numbers) each encoded as 16-bit values, or a total of 16384 bytes available to the PS.

Once these blocks have been defined and connected, execute Run Connection Automation for connecting to the AXI bus.

2 Sending data to the PS: the Linux kernel side

The driver needed to fetch data on the PS from Linux will be data_to_ram_core. Compiling this kernel module requires exporting the variables

```
export BOARD_NAME=redpitaya
export BR_DIR=${HOME}/buildroot-2018.08.1/
```

Compilation is achieved from the \$OSCIMP_DIGITAL_DRIVER/dataComplex_to_ram_core directory by running

make install

which will install the .ko in \$OSCIMP_DIGITAL_NFS/\$BOARD_NAME/modules.

We have briefly introduced the devicetree overlay in 1-PL. In the context of this tutorial, where we must communicate with an IP, the overlay approach is mandatory. This file provides both bitstream name and, through a sub-node, information used by the Linux kernel to know which driver must be probed, and the base address of the memory segment shared between PS and PL, allocated for communications between the IP and the associated driver.

The plugin to the devicetree is generated thanks to the module_generator tool located in \$OSCIMP_DIGITAL_APP/tools/module_generator: this tool is designed to get the definition of all resources from an XML file written manually. In this example, the configuration file is

```
base_addr="0x43c00000" addr_size="0xffff" /> </driver> </drivers>
```

with the name tag including the name of the bitstream without the .bit.bin extension nor the "_wrapper" part of its name (notice that the default name tutorial3 is given by Vivado to generate tutorial3_wrapper.bit.bin). The driver tag informs on the kernel module to be loaded, while base_addr and addr_size provide the address starting point and range as provided in each IP attribute by Vivado (Fig. 2).

Diagram × Address Editor ×					
Q ¥ ♦ #					
Cell	Slave Interface	Base Name	Offset Address	Range	High Address
∨ ‡ ps7					
∨ ■ Data (32 address bits : 0x40000000 [1G])					
	s00_axi	reg0	0x43C0_0000	64K ▼	0x43C0_FFFF

Figure 2: Address range used by each IP able to communicate between the PL and PS through the AXI bus.

This XML is used to generate devicetree file, script to load drivers and apply the overlay, and a Makefile dedicated to compile the application, the dtbo and to install all files in \$OSCIMP_DIGITAL_NFS/tutorial3.

This task is done by this command:

fpga_app/tools/module_generator/module_generator -dts my_file.xml

After generation, a new directory, called app is present in the current directory, containing all files. The Makefile is basic since it provides the application name and simply includes \$OSCIMP_DIGITAL_APP/Makefile.inc. make will compile the application (tutorial3_us) and the dtbo (tutorial3.dtbo) while make install will 1/ create \$OSCIMP_DIGITAL_NFS/\$BOARD_NAME/tutorial3, and 2/ copy binary files in a sub-directory called bin.

The rest needs some explanations.

2.1 Devicetree overlay

For the current design the overlay looks like:

```
/dts-v1/;
/plugin/;

/ {
    compatible = "xlnx,zynq-7000";

fragment0 {
    target = <&fpga_full>;
    #address-cells = <1>;
    #size-cells = <1>;
```

```
__overlay__ {
    #address-cells = <1>;
    #size-cells = <1>;

firmware-name = "tutorial3_wrapper.bit.bin";

data1600: data1600@43c00000{
    compatible = "ggm,dataToRam";
    reg = <0x43c00000 0xffff>;
};

};

};
```

Compared to the previous tutorials, this devicetree provides a subnode to declare a driver. This node is describe by a name used, at runtime, for the pseudo-file in /dev, an attribute compatible used by Linux to match between this entry and the compatible attribute of the core driver and, finally, an attribute reg wich provides the base address in memory and size of this slice.

2.2 Loader script

The second file created by module_generator is a script called tutorial3_us.sh:

```
CORE_MODULES_DIR=../../modules

mkdir -p /lib/firmware

cp ../bitstreams/tutorial3_wrapper.bit.bin /lib/firmware

DTB_DIR=/sys/kernel/config/device-tree/overlays/fpga

rmdir $DTB_DIR

mkdir $DTB_DIR

cat tutorial3.dtbo > $DTB_DIR/dtbo

insmod ${CORE_MODULES_DIR}/data_to_ram_core.ko
```

this script copies the bitstream to /lib/firmware, applies the overlay and loads the core driver.

2.3 Source code

This file is not provided by module_generator and must be created/written manually.

```
#include <stdio.h>
#include <stdint.h>
#include <fcntl.h>
#include <sys/types.h>
#include <sys/stat.h>

int main()
{int k,fi,fo; char c[16384];
fi=open("/dev/data1600",O_RDWR); fo=open("/tmp/data.bin",O_WRONLY|O_CREAT);
```

```
for (k=1;k<5;k++) {read(fi,c,16384); write(fo,c,16384); } close(fi); close(fo); }
```

where we open /dev/data1600 to read 5 time 16384 samples and write these values in an other file in binary format.

3 On the Redpitaya ...

Having completed all compilation and installation steps, we have in \$OSCIMP_DIGITAL_NFS/\$BOARD_NAME:

- 1. tutorial3.dtbo, tutorial3_us.sh and tutorial3_us in tutorial3/bin directory;
- 2. tutorial3_wrapper.bit.bin in tutorial3/bitstreams;
- 3. dataComplex_to_ram_core.ko in modules/

The next task, before using the application is to load the bitstream, the overlay and the driver. This is done by the command: sh tutorial3_us.sh.

If all goes well, the blue LED on the Redpitaya board will light up (the bitstream has been used to configure the FPGA) and the kernel module is loaded. The last step is to fetch data from userspace: ./tutorial3_us

whos execution will generate a binary data file loaded in GNU/Octave with

```
f=fopen('data.bin')
d=fread(f,inf,'int16');
plot(d(2:2:end));
```

providing a result as exhibited in Fig. 3 in which the input of the ADC is directly connected to the non-differential to differential amplifier input in order to exploit aliasing on purpose (bypassing the low-pass filter).

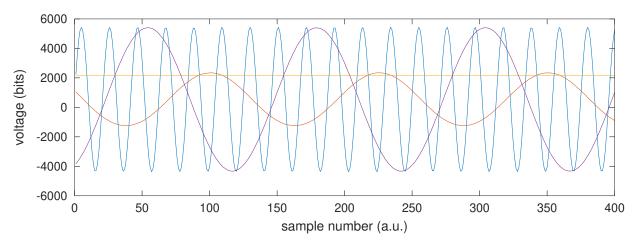


Figure 3: Acquisitions from FPGA by the userspace program communicating with the kernel through the /dev/data1600 device: sine waves the generated at a level of +6 dBm at 1 MHz, 6 MHz, 124 MHz (aliased to weaker 1 MHz) and 125 MHz (aliased to the DC signal).