

# RFSoc for data generation and acquisition

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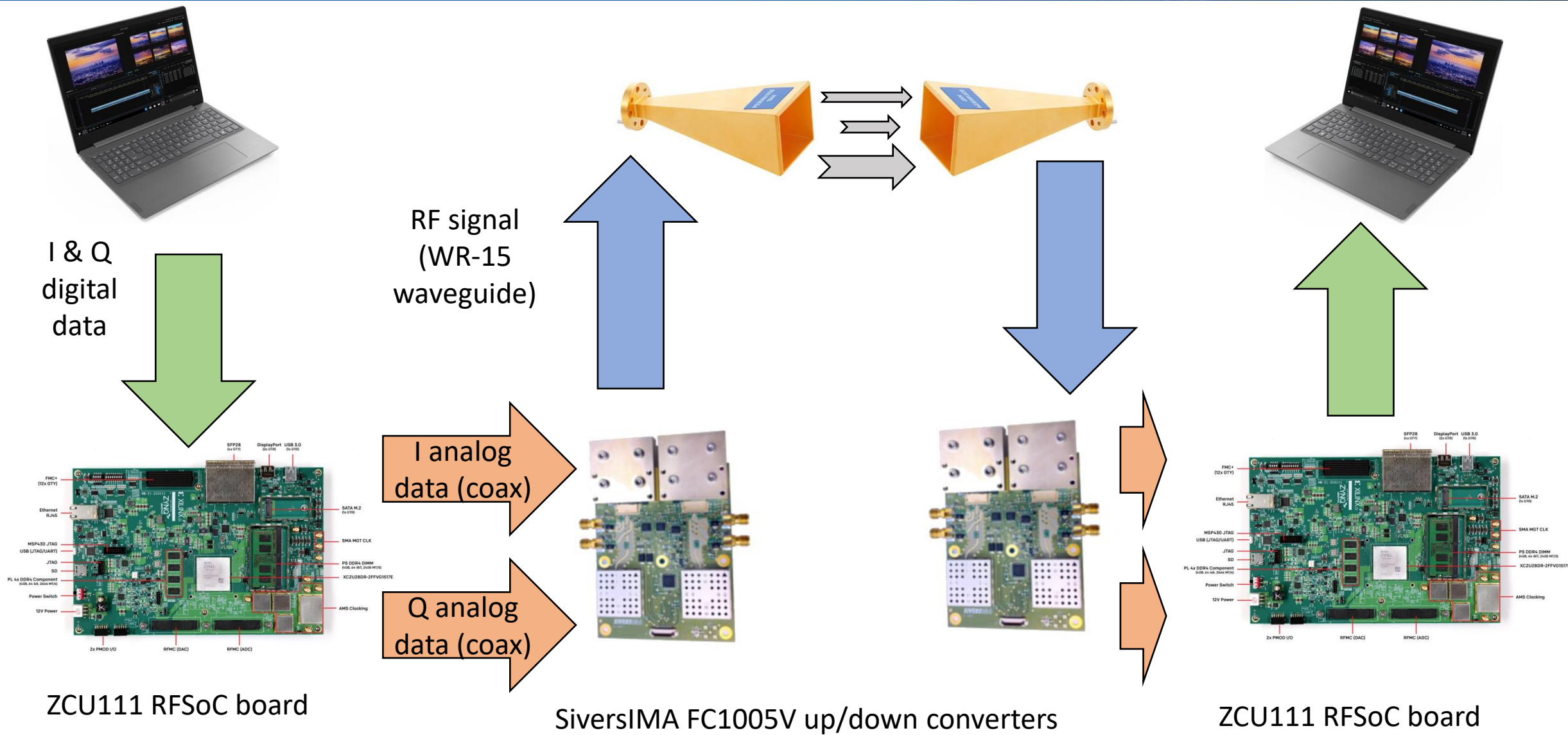
1. 4. 2022



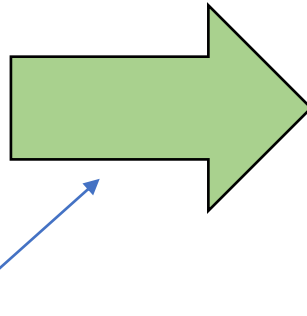
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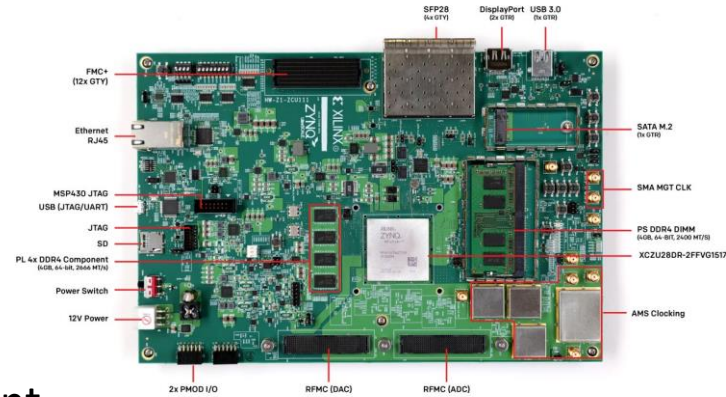
# Example: 60 GHz measurement setup



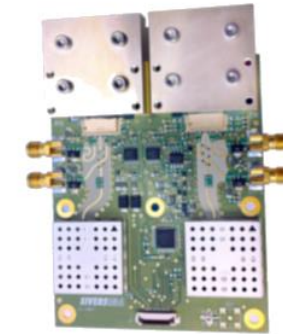
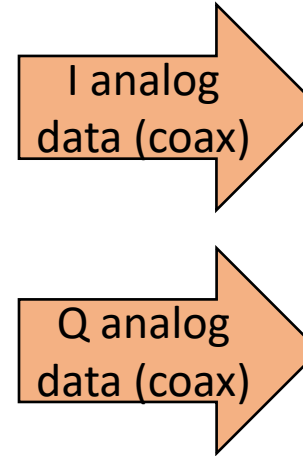
# TX side: useful signal bandwidth 512 MHz



2048 MSPS -> 2x interpolation  
-> DACs @ 4096 MHz



ZCU111 RFSoc board

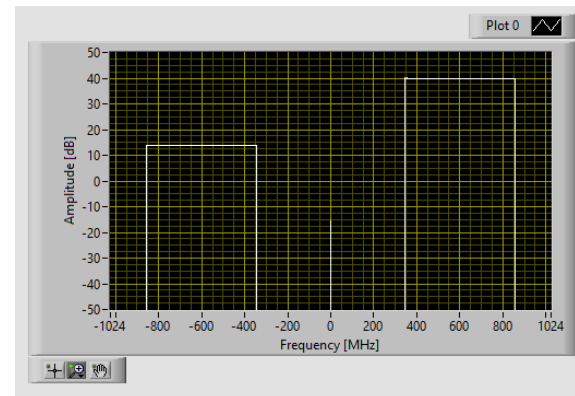


SiversIMA FC1005V up/down converter  
10 MHz – 4 GHz IF  
I and Q analog inputs to mixer

**Substantial I/Q imbalance**

Throughput at this point is not important, used only for loading arbitrary (OFDM, OTFS...) signal into RFSoc memory, which then repeats seamlessly.

To compensate the SiversIMA's I/Q imbalance, the signal is 4x interpolated and digitally (on PC) shifted to carrier frequency of 600 MHz and inverse I/Q imbalance is introduced. The resulting complex signal has sampling frequency of 2048 MSPS.





Data format: i16 for real part, i16 for imaginary part of the signal = 4 bytes per sample.

Default (current) settings:

128 MiB per channel from PL DDR = 32 MS

= 0.0625 s @ 512 MSPS

= 0.015625 @ 2048 MSPS

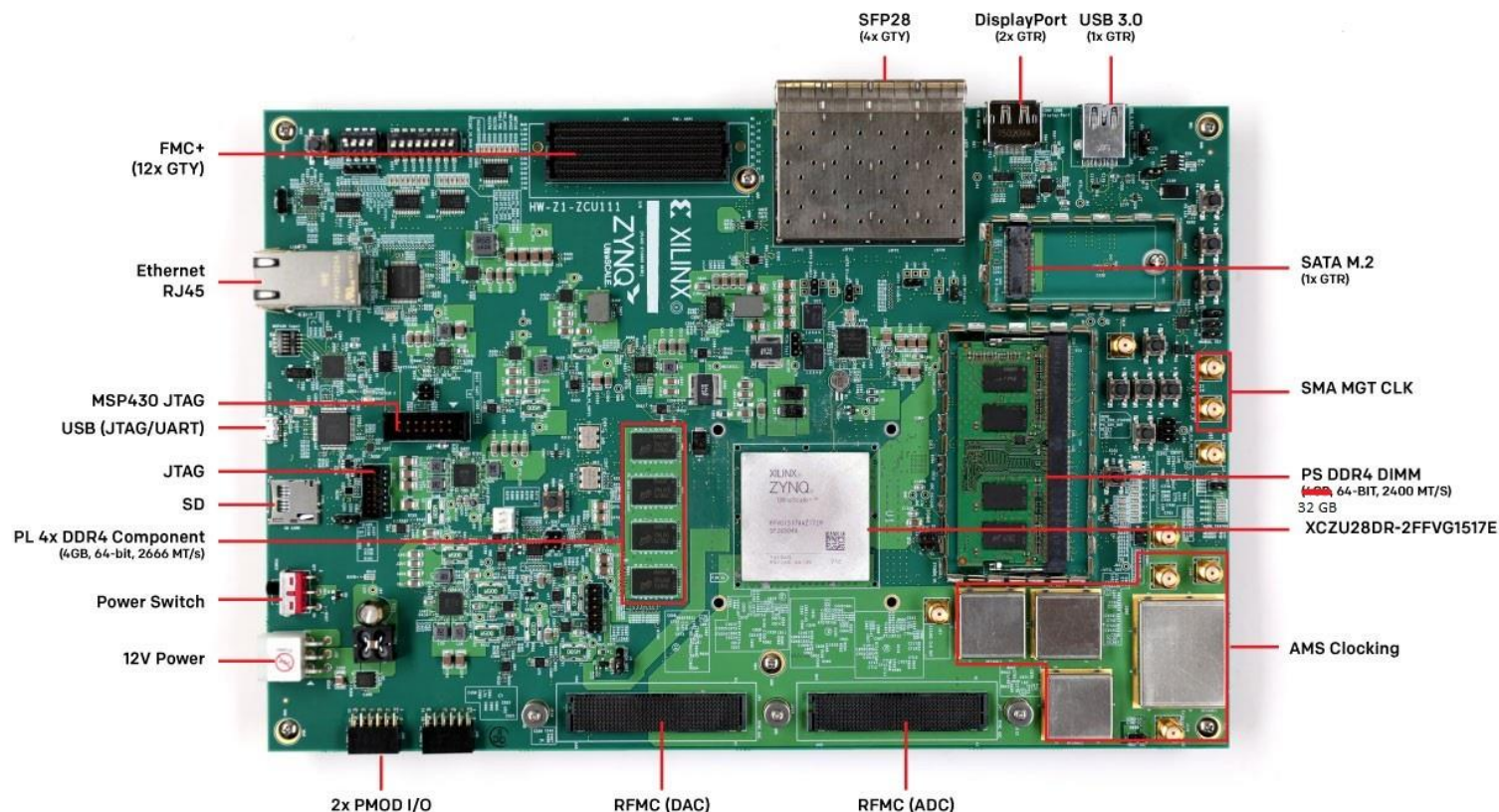
Could be changed easily (up) to:

4 GiB for one channel from PL DDR = 1024 MS

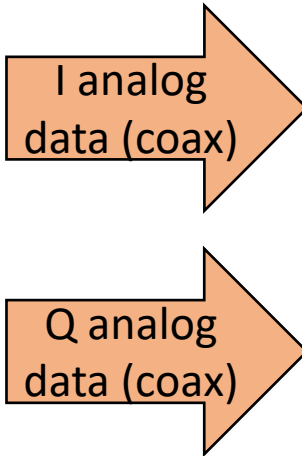
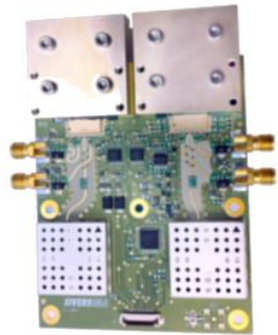
= 2 s @ 512 MSPS

= 0.5 s @ 2048 MSPS

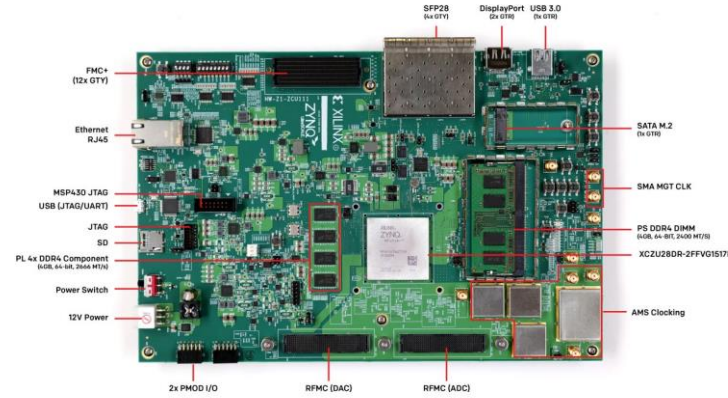
Could also use PS memory (?)



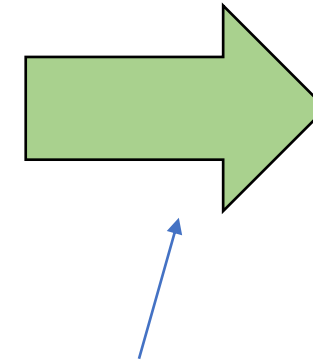
# RX side: useful signal bandwidth 512 MHz



ADCs @ 4096 MSPS -> digital mixing  
-> 8x decimation -> 512 MSPS



ZCU111 RFSoc board



Throughput at this point is not important, used only for offloading data from RFSoc memory.

SiversIMA FC1005V up/down converter  
10 MHz – 4 GHz IF  
I and Q analog outputs from mixer



Data format: i16 for real part, i16 for imaginary part of the signal = 4 bytes per sample.

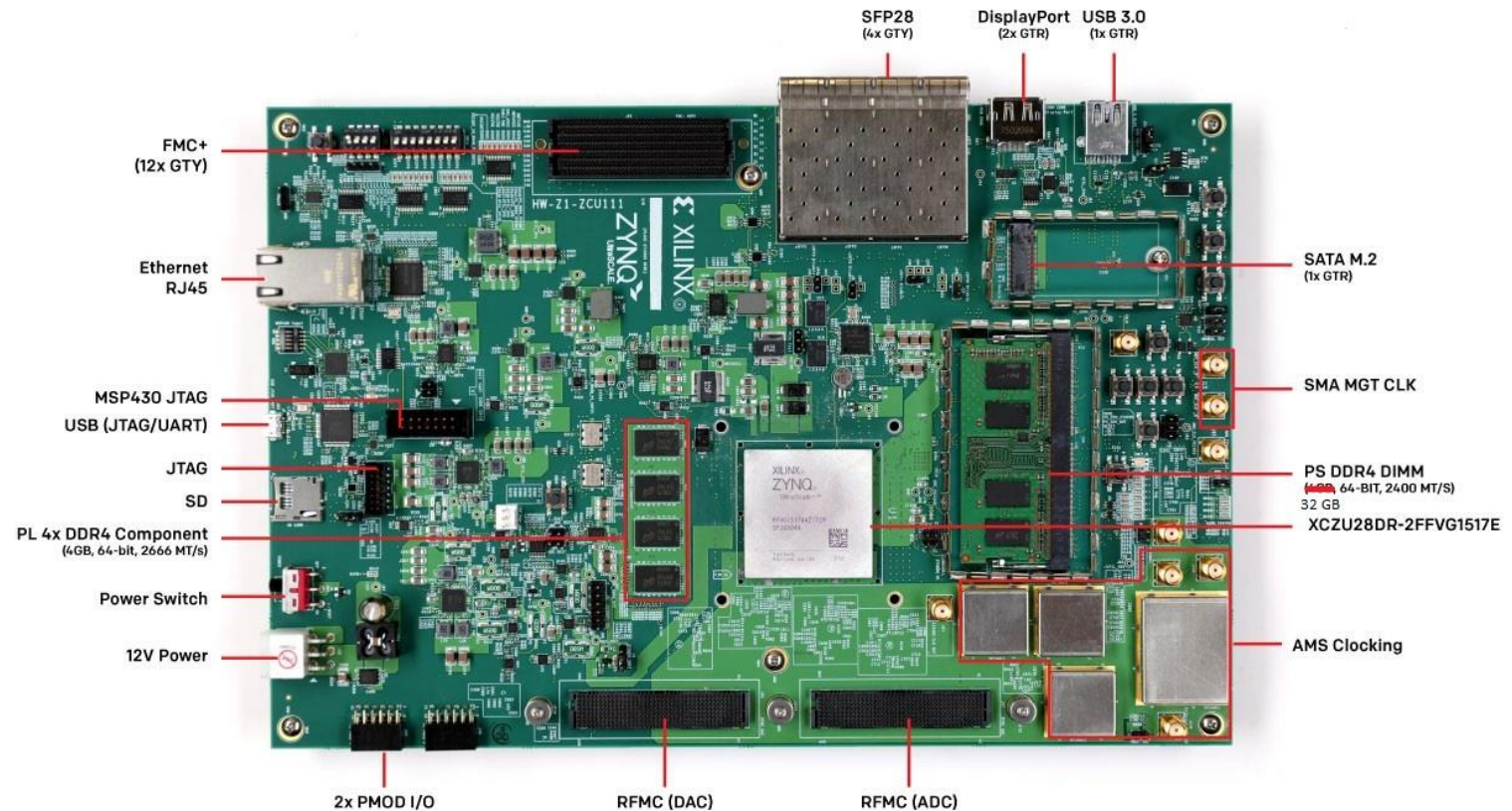
Default settings:

128 MiB per channel from PL DDR = 32 MS  
= 0.0625 s @ 512 MSPS  
= 0.015625 @ 2048 MSPS

Current settings:

28 GiB for one channel from PS DDR = 7 GS  
= 14 s @ 512 MSPS  
= 7 s @ 1024 MSPS

The recorded stream also does not have to be continuous – it is possible to e.g. record 1000 samples, then discard 20000 samples, record another 1000 and so on – implemented in FPGA.



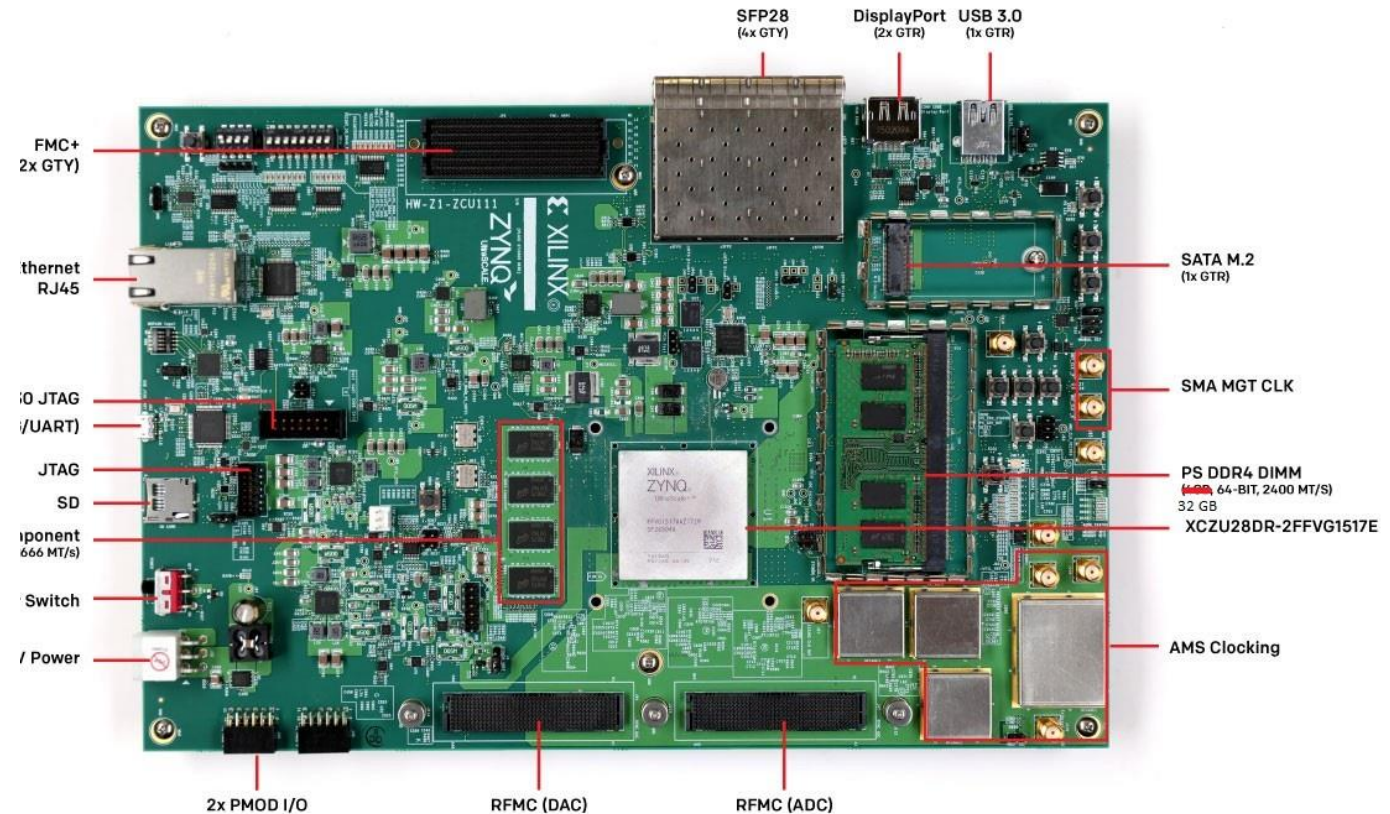
# PS memory upgrade

PL memory – hard soldered DDR4 chips.

PS memory – 4 GB DDR4 module -> changed to 32 GB

Lot of tweaking and experimenting:

- Vivado design changes, export hardware to Petalinux
- Changes in system device tree
- Change & recompile linux kernel (memory page size) for allocating huge continuous blocks of memory
- Improvements in the kernel memory driver (i32 size variables = 2 GiB limit, u32 = 4 GiB -> u64)
- Improvements in the linux server application (also variable size issues; send large chunks of data over TCP to PC client)



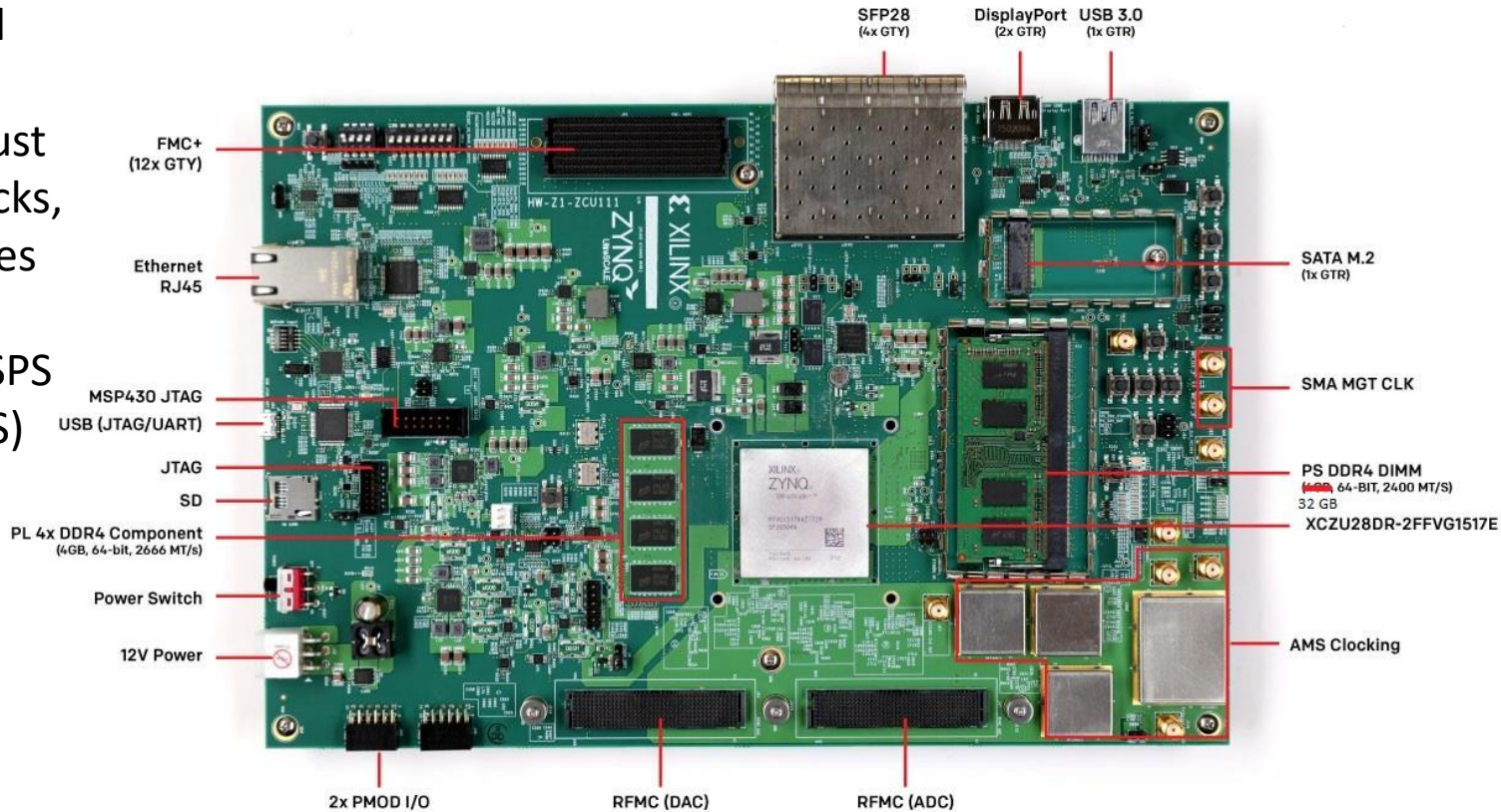


# Throughput bottlenecks

$2666 \text{ MT/s} * 64\text{b}/8 =$   
21.3 GBPS theoretical  
throughput

9.5 GBPS measured, must  
investigate further – clocks,  
FPGA design, (AXI) buses  
width...

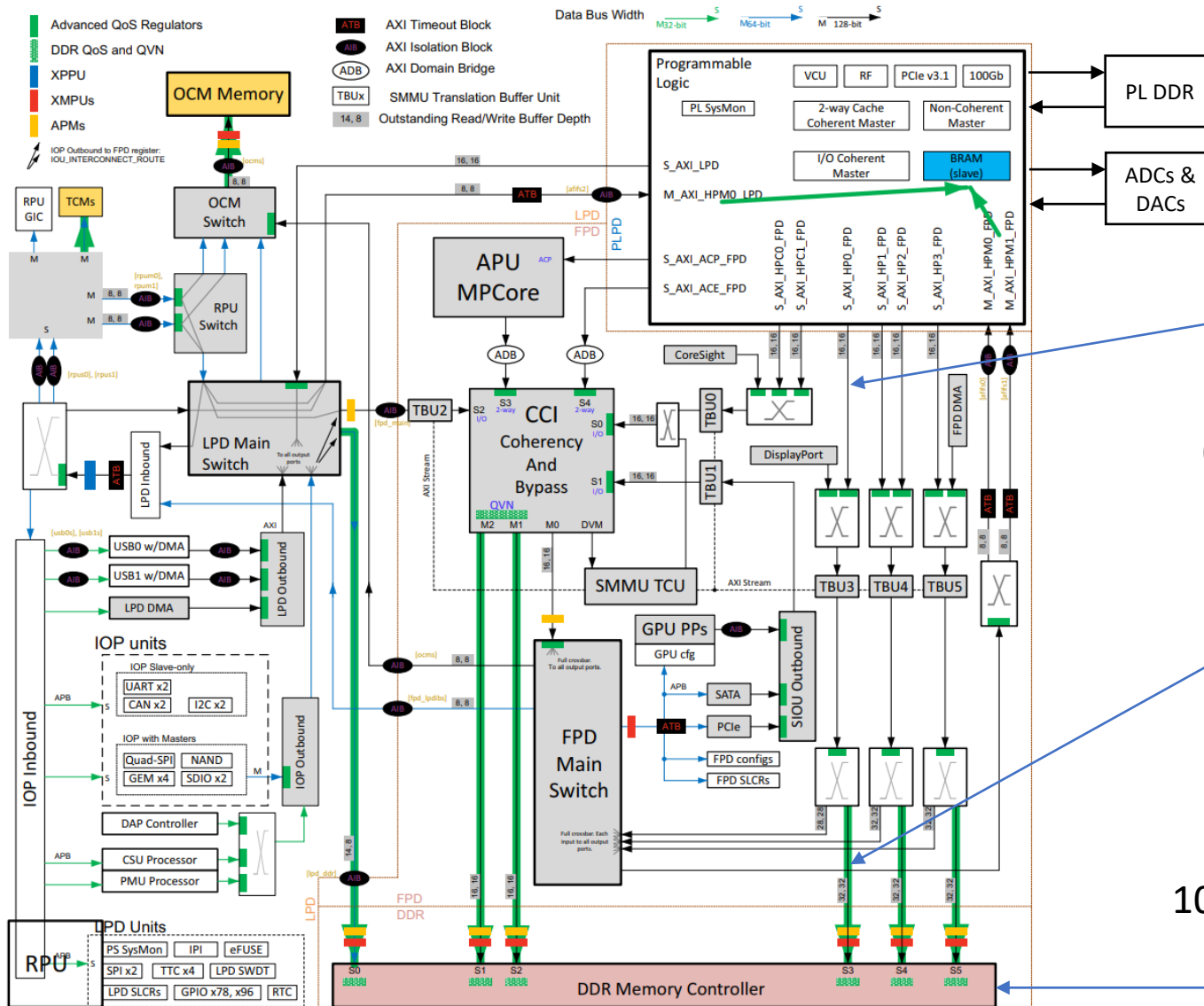
Still capable of 2048 MSPS  
streaming (8096 MBPS)



$2400 \text{ MT/s} * 64\text{b}/8 =$   
19.2 GBPS theoretical  
throughput



# PS memory throughput bottleneck



300 MHz \* 128b/8 =  
4.8 GBPS theoretical  
throughput per HP port  
Can handle 1024 MSPS  
(4.096 GBPS) throughput

533 MHz \* 128b/8 =  
8.5 GBPS theoretical  
throughput

1067 MHz \* 2 \* 64b/8 =  
17 GBPS theoretical  
throughput

# Thank you

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