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Stream protocol

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Contents

Revision History

Version 01r00
Released: 23 Nov, 2015
Initial version.

Version 02r00
Released: 13 Jan, 2016
Updated FPGA registers map. Fixed bits indexes in samples data structures.

Version 03r00
Released: 28 Jan, 2016
Changed packet header byte indexes.

Version 04r00
Released: 17 Feb, 2016
Added timestamp reseting, timestamp synchronization individually for each packet.

Version 05r00
Released: 9 May, 2016
Updated FPGA registers map.

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Packet structure

Total packet size is 4096 bytes. It consists of two main parts: header and payload as described in Table 1. Header contains receiver and transmitter status flags and packet timestamp. Timestamp is a 64 bit samples counter used to synchronize received and transmitted signals. The counter is being incremented with each sample after Receiver is enabled. Timestamp can be reset to 0, by using SMPL_NR_CLR bit, packets streaming should be disabled when reseting timestamp. Payload contains RF samples data, the data format and ordering depends on number of active channels and each sample bit count.

Table 1 Packet structure

Byte index	Bits	Description
Header		
0	15-2	**Reserved**
	4	Disable timestamp synchronization for this packet. Gets OR'ed with SPI SYNCH_DIS 0 – synchronize packet transmitting with timestamp **(For transmitting only)** 1– ignore timestamp, transmit as soon as possible. Prior synchronized packets existing in FIFO can delay transmitting of unsynchronized packet.
	3	Tx packet dropped: 0 - Tx is working normally 1 - Tx received packet with obsolete timestamp
	2-0	FPGA Rx FIFO fill status: 0– from 0% to 12.5% 1 – from 12.5% to 25% 2 – from 25% to 37.5% 3 – from 37.5% to 50% 4 – from 50% to 62.5% 5 – from 62.5% to 75% 6 – from 75% to 87.5% 7 – from 87.5% to 100%
1-7	15-0	**Reserved**
8-15	15-0	Timestamp: 64 bit samples counter, stored in Big endian format When Receiving: timestamp when the first sample in payload was received When Transmitting: timestamp when the first sample in payload should be transmitted
Payload		
16-4095	15-0	RF samples data:

		Samples format and ordering depends on streaming configuration

1.1.1 Streaming configuration

Streaming configuration should be set before initiating data streaming. Protocol configuration is set by writing to board SPI registers. DNU - Do not use (register bit unsuported in device)

Table 2 Configuration registers

Address	Def. value	Bits	Name	Description	LimeSRD-USB 1v2
0x0000		15-0	**Board ID**		000E
0x0001		15-0	**GW function**		1
0x0002		15-0	**GW revision**		
0x0003	00F0	15-8	Reserved		
		7-4	**GW_TEST_RES**	Read only, returns inverted bits from GW_TEST	
		3-0	**GW_TEST**	Value to test GW SPI	
0x0004	0000	15-0	**PHASE_REG_SEL**	Value for phase shift in direct clocking mode	
0x0005	0000	15-0	**DRCT_CLK_EN**	Each bit enables clock to be direct clock source: 1 - enabled, 0 - disabled	
				[n] - nth clock	
				[1] - Second clock	RX clk
				[0] - First clock	TX clk
0x0006	0000	15-11	Reserved		
		10	**LOAD_PH_REG**	"1" - loads phase shift value from PHASE_REG_SEL, to phase shift module	
		9-5	**CNT_IND**	Clock counter selection	
		4-0	**CLK_IND**	Clock selection	0 - TX clk, 1 - RX clk
0x0007	0003	15-0	**CH_EN**	MIMO Channel enables each bit means: 1- enabled, 0-disabled [n] - nth channel [1] - channel 1 [0] - channel 0	
0x0008	0102	15-11	Reserved		
		10	Reserved		DNU
		9	**SYNCH_DIS**	Packets synchronization using timestamps: 0 - Enabled 1 - Disabled	
		8	**MIMO_INT_EN**		
		7-2	Reserved		
		1-0	**SMPL_WIDTH**	"10"-12bit, "01"-14bit, "00"-16bit	

0x0009	0003	15-2	Reserved		
		1	**TXPCT_LOSS_CLR**	Rising edge clears flag about tx packets dropping	
		0	**SMPL_NR_CLR**	Reset_timestamp: Rx and Tx should be stopped when reseting 1 - 0 - Normal operation	
0x000A	0000	15-3	Reserved		
		2	**STREAM_LOAD**		DNU
		1	**TX_EN**		
		0	**RX_EN**		

1.1.1.1 12 bit compressed samples

When using 12 bit compressed samples configuration the packet payload has the following structure. Bytes are indexed from payload start.

Table 3 Samples data structure

Byte index	Bits	Description
0	7-0	ch0_I0 [7:0]
1	7-4 3-0	ch0_Q0[3:0] ch0_I0 [11:8]
2	7-0	ch0_Q0[11:4]
3	7-0	ch1_I1 [7:0]
4	7-4 3-0	ch1_Q1[3:0] ch1_I1 [11:8]
5	7-0	ch1_Q1[11:4]
…	…	…

1.1.1.2 16 bit compressed samples

When using 16 bit compressed samples configuration the packet payload has the following structure. Bytes are indexed from payload start.

Table 4 Samples data structure

Byte index	Bits	Description
0	7-0	ch0_I0 [7:0]
1	7-0	ch0_I0 [15:8]
2	7-0	ch0_Q0[7:0]
3	7-0	ch0_Q0[15:0]
4	7-0	ch1_I1[7:0]
5	7-0	ch1_11[15:8]
6	7-0	ch1_Q1[7:0]
7	7-0	ch1_Q1[15:8]
…	…	…