

# SHFSG+

## User Manual

8.5 GHz Signal Generator

# SHFSG+ User Manual

Zurich Instruments AG

Revision 24.04

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# CE Declaration of Conformity



The manufacturer

Zurich Instruments  
Technoparkstrasse 1  
8005 Zurich  
Switzerland

declares that the product

SHFSG+, Super High Frequency Signal Generator

is in conformity with the provisions of the relevant Directives and Regulations of the Council of the European Union:

Directive / Regulation	Conformity proven by compliance with the standards
2014/30/EU (Electromagnetic compatibility [EMC])	EN 61326-1:2013, EN 55011:2016, EN 55011:2016/A1:2017, EN 55011:2016/A11:2020 (Group 1, Class A and B equipment)
2014/35/EU (Low voltage equipment [LVD])	EN 61010-1:2010, EN 61010-1:2010/A1:2019, EN 61010-1:2010/A1:2019/AC:2019-04
2011/65/EU, as amended by 2015/863 and 2017/2102 (Restriction of the use of certain hazardous substances [RoHS])	EN IEC 63000:2018
(EC) 1907/2006 (Registration, Evaluation, Authorisation, and Restrictions of Chemicals [REACH])	-

Zurich, October 20<sup>th</sup>, 2022

Flavio Heer, CTO



# UKCA Declaration of Conformity



The manufacturer

Zurich Instruments  
Technoparkstrasse 1  
8005 Zurich  
Switzerland

declares that the product

SHFSG+, Super High Frequency Signal Generator

is in conformity with the provisions of the relevant UK Statutory Instruments:

Statutory Instruments	Conformity proven by compliance with the standards
S.I. 2016/1091 (Electromagnetic Compatibility Regulations)	EN 61326-1:2013, EN 55011:2016, EN 55011:2016/A1:2017, EN 55011:2016/A11:2020 (Group 1, Class A and B equipment)
S.I. 2016/1101 (Electrical Equipment (Safety) Regulations)	EN 61010-1:2010, EN 61010-1:2010/A1:2019, EN 61010-1:2010/A1:2019/AC:2019-04
S.I. 2012/3032 (Restriction of the Use of Certain Hazardous Substances Regulations)	EN IEC 63000:2018

Zurich, October 20<sup>th</sup>, 2022

A handwritten signature in black ink that reads 'Flavio Heer'.

Flavio Heer, CTO

# 1. Change Log

## 1.1. Release 24.04

Release date: 30-Apr-2024

- Official support of the SHFSG+ instrument, including updated documentation
- SHFSG+: Enable fast output muting, available through LabOne Q
- Outputs of RF and LF paths are now aligned by default
- Improved the optimization pass of the AWG compiler that removes unused registers.
- Support for sequencer command `setRate` has been removed.
- Support for sequencer command `waitTrigger` has been removed, use `waitDigTrigger` instead.

## 1.2. Release 24.01

Release date: 31-Jan-2024

- Extends the GUI for the Output Router and Adder to show how and where different settings are applied in the signal chain for each SG channel.
- SeqC command `setDIO` now has constant latency, no matter its arguments.

## 1.3. Release 23.10

Release date: 31-Oct-2023

- Introduced the Output Router and Adder option to enable flexible routing of digital signals between analog outputs.
- Added amplitude registers to the command table to allow independent sweeping or changing of multiples sets of amplitudes.
- Added automatic fallback to a link-local IP address in case no DHCP server could be found.
- Added Ethernet-over-USB support on the USB (not maintenance) interface.
- The holdoff time of the Internal Trigger must now be a multiple of 100 ns, to improve consistency with the PQSC and ensure phase reproducibility when using the LF path.
- The center frequency when using the LF path must now be a multiple of 100 MHz, to ensure phase reproducibility when using the LF path.
- Fixed a minor floating point rounding artifact such that the default marker delay is now correctly displayed as 0s.
- Introduced a new high-performance data-server kernel. It improves reliability and performances of communication with the instrument.

## 1.4. Release 23.06

Release date: 30-Jun-2023

- Added ability to reset all node settings to preset values by writing to `/DEV.../SYSTEM/PRESET/LOAD` node. The nodes `/DEV.../SYSTEM/PRESET/BUSY` and `/DEV.../SYSTEM/PRESET/ERROR` allow for monitoring of the preset status.
- Updated the default values of trigger input settings to better reflect typical usage. New default values are as follows: Trigger level is now 1 V by default (calibration can lead to values slightly different than 1.0 V), trigger slope detection is now the rising edge by default.
- Introduced the `/DEV.../SGCHANNELS/n/SYNCHRONIZATION/ENABLE`, `/DEV.../SYSTEM/SYNCHRONIZATION/SOURCE`, and `/DEV.../SYSTEM/INTERNALTRIGGER/SYNCHRONIZATION/ENABLE` nodes to make it possible to keep waveform playback synchronized across a full QCCS setup, even in the presence of non-deterministic data transfer times.
- Deprecated the digital mixer reset functionality.
- Manual: Added a section on how to use the synchronization check in the AWG Tab.
-

Manual: Added tips to the Basic Waveform Generation Tutorial on how to achieve phase reproducibility in the LF path by using appropriate center frequency and trigger holdoff time settings.

## 1.5. Release 23.02

**Release date:** 28-Feb-2023

- AWG: Extended functionality of `resetOscPhase` to able to reset the phase of the digital mixer (e.g. to enable reproducible phase setting when using the LF path).
- AWG: Added a model to reliably predict feedback latency
- AWG: Improved support for alternative hardware components.
- AWG: Added ability for the device to prevent LabOne changes that are incompatible with the device hardware.
- Manual: Added additional documentation on `playZero` and `playHold`. Added a tutorial on qubit tuneup.
- AWG: Improved efficiency of `playZero` and `playHold` to use fewer assembly instructions.
- Output: Improved timing jitter of output when triggering an SG channel over ZSync.
- ZSync/DIO: Fixed a bug that caused the DIO interface to behave wrongly when switching between LVCMOS and LVDS outputs in non-manual mode.
- LabOne: Fixed the value of legacy node `/DEV.../CLOCKBASE` for SHF devices. To have always the correct value, use the device node `/DEV.../SYSTEM/PROPERTIES/TIMEBASE` instead.

## 1.6. Release 22.08

**Release date:** 31-Aug-2022

- AWG: Added support for 16 sample waveforms with the command table.
- AWG: Added a new sequencer command `playHold` to allow the AWG to hold waveform and marker data for a specified number of samples.
- AWG: Added ability of `executeTableEntry` to use variable arguments corresponding to qubit data received over ZSync.
- AWG: Fixed a bug in which the command table always required a waveform to make parameter changes.
- AWG: Improved the speed with which the AWGs can be enabled.
- LabOne: Added waveform and marker delay settings in the Digital Modulation and DIO Tabs, respectively.
- ZSync/DIO `/DEV.../SGCHANNELS/n/AWG/ELF/DATA` node accepts raw data as 8-, 16-, and 64-bit integer vectors in addition to 32-bit words.
- ZSync/DIO `/DEV.../DIOS/0/MODE` node changed keyword arguments to enable control of DIO values by the sequencer from `chanNseq` or `channelN_sequencer` to `sgchanNseq` or `sgchannelN_sequencer`.

## 1.7. Release 22.02

**Release date:** 28-Feb-2022

### Highlights:

- Manual: Added new tutorials to the User Manual: Basic Sine Generation, Basic Waveform Playback, Triggering and Synchronization, Digital Modulation, Using the Python API, and Pulse-level Sequencing with the Command Table.
- Manual: Added LabOne UI descriptions for the Digital Modulation and DIO Tabs to the User Manual.
- AWG: Added support for fast sequencer-based IF sweeps via the SeqC commands `configFreqSweep()`, `setSweepStep()`, and `setOscFreq()`.
- AWG: Added support for conditional triggering over DIO via SeqC commands: `setDIO()`, `getDIO()`, `waitDIOTrigger()`, `getDIOTriggered()`, `playWaveDIO()`.
- AWG: Improved `playWaveZSync()` and `getZSyncData()` SeqC commands for fast feedback with PQSC.
- AWG: Added ability for each sequencer to read data from either ZSync or DIO.
- AWG: Added a built-in waiting time of `wait(3)` to the `resetOscPhase()` command, to prevent the oscillator from resetting during waveform playback.
- AWG: Added support for `waitSineOscPhase()` SeqC command.

AWG: Fixed bug in which using too many triggers back to back would cause unpredictable waveform playback.

- ─ LabOne: Added support for the SHFSG+ in zhinst-deviceutils in the Python API, to improve user programming experience.
- ─ LabOne: Improved QCoDeS and Labber drivers and zhinst-toolkit to offer support of the SHFSG+.
- ─ LabOne: Added low-frequency path control to the Output Tab in the LabOne UI. Updated documentation in the User Manual accordingly.
- ─ Outputs: Added ability to set the center frequency when using the low-frequency path. Accepted values: 0 - 2 GHz.
- ─ Outputs: Marker and trigger outputs adjusted to be aligned with the RF output by default.
- ─ Outputs: Default values of sine generator, AWG gain settings, and command table amplitude settings updated to automatically generate the upper sideband.
- ─ Outputs: Replaced the two AWG output amplitude settings with a single global amplitude setting. Default value is 0.5 to prevent saturating the DAC.
- ─ ZSync/DIO: Improved ZSync link stability.
- ─ ZSync/DIO: Fixed bug in which DIO outputs could not be set properly.
- ─ ZSync/DIO: Added the Real-Time Logger that logs history of incoming ZSync and DIO messages at `/DEV.../SGCHANNELS/n/AWG/RTLOGGER/`

## 1.8. Release 21.08

**Release date:** 31-Aug-2021

### Highlights:

- ─ Initial release of SHFSG+ user manual.

## 2. Getting Started

This first chapter guides you through the initial set-up of your SHFSG+ Instrument in order to make your first measurements.

Please refer to:

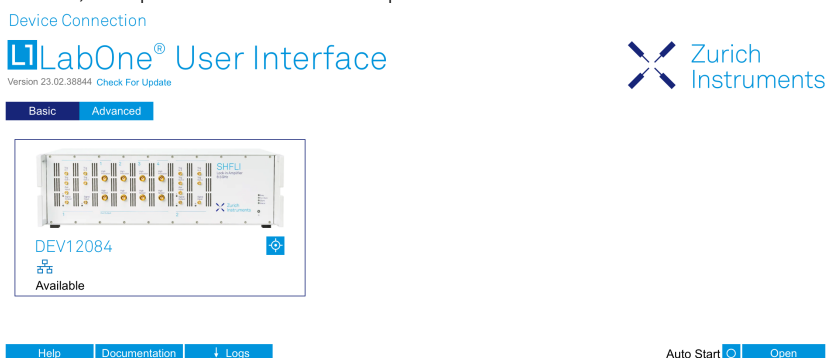
- [Quick Start Guide](#) for a Quick Start Guide for the impatient.
- [Inspect the Package Contents](#) for inspecting the package content and accessories.
- [Handling and Safety Instructions](#) for a list of essential handling and safety instructions.
- [Software Installation - Software Update](#) for help connecting to the SHFSG+ Instrument with the LabOne software.
- [Troubleshooting](#) for a handy list of troubleshooting guidelines.

This chapter is delivered as a hard copy with the instrument upon delivery. It is also the first chapter of the SHFSG+ User Manual.

### 2.1. Quick Start Guide

This page addresses all the people who have been impatiently awaiting their new gem to arrive and want to see it up and running quickly. Please proceed with the following steps:


1. [Inspect the package contents](#). Besides the Instrument there should be a country-specific power cable, a USB cable, an Ethernet cable, a ZSync cable, and a hard copy of the [Getting Started guide](#).
2. Check [Handling and Safety Instructions](#) for the Handling and Safety Instructions.
3. Download and install the latest LabOne software from the [Zurich Instruments Download Center](#).
4. Choose the download file that suits your computer (e.g. Windows with 64-bit addressing). For more detailed information see [Software Installation](#).
5. Connect the instrument to the power outlet. Turn it on and connect it to a switch in the LAN using the Ethernet cable.
6. Start the LabOne User Interface from the Windows Start Menu. The default web browser will open and display your instrument in a start screen as shown below. Use Chrome, Edge, Firefox, or Opera for best user experience.



7. The LabOne User Interface start-up screen will appear. Click the **Open** button on the lower right of the page. The default configuration will be loaded and the first signals can be generated. If the user interface does not start up successfully, please refer to [Connecting to the Instrument](#).

If any problems occur while setting up the instrument and software, please see [Troubleshooting](#) at the end of this chapter for troubleshooting.

When connecting cables to the instrument's SMA ports, use a torque wrench specified for brass core SMA (4 in-lbs, 0.5 Nm). Using a standard SMA torque wrench (8 in-lbs) or a wrench without torque limit can damage the connectors.

After you have finished using the instrument, it is recommended to shut it down using the soft power button on the front panel of the instrument or by clicking on the  button at the bottom left of the user interface screen before turning off the power switch on the back panel of the instrument.

## 2.2. Inspect the Package Contents

Once the Instrument is up and running we recommend going through some of the tutorials given in [Tutorials](#). The functional description of the SHFSG+ can be found in [Functional Description](#) and provides a general introduction to the various tools and tables in each section describing every setting. In the same section, [Functional Description](#) provides an overview of the different UI tabs. For specific application know-how, the [blog section](#) of the Zurich Instruments website will serve as a valuable resource that is constantly updated and expanded.

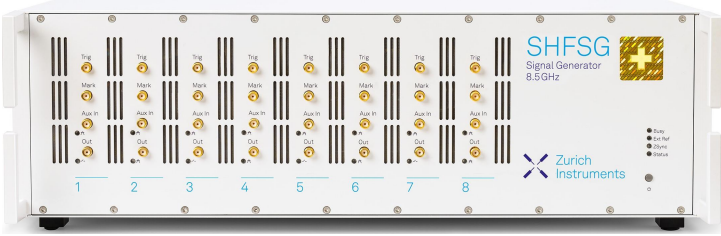



## 2.2. Inspect the Package Contents



If the shipping container appears to be damaged, keep the container until you have inspected the contents of the shipment and have performed basic functional tests.

Please verify the following:

- You have received 1 Zurich Instruments SHFSG+ Instrument
- You have received 1 power cord with a power plug suited to your country
- You have received 1 USB 3.0 cable and/or 1 LAN cable (category 5/6 required)
- You have received 1 Zurich Instruments ZSync cable
- You have received a printed version of the "Getting Started" section
- The "Next Calibration" sticker on the rear panel of the instrument indicates a date approximately 2 years in the future → Zurich Instruments recommends calibration intervals of 2 years
- The MAC address of the instrument is displayed on a sticker on the back panel

Table 2.1: Package contents for the SHFSG+

	4 or 8-channel SHFSG+
	the power cord (e.g. EU norm)
	the USB 3.0 cable
	the power inlet, with power switch
	the LAN / Ethernet cable (category 5/6 required)
	the ZSync cable

	the "Next Calibration" sticker on the back panel of the instrument
	the MAC address sticker on the back panel of the instrument

The SHFSG+ Instrument is equipped with a multi-mains switched power supply, and therefore can be connected to most power systems in the world. The fuse holder is integrated with the power inlet and can be extracted by grabbing the holder with two small screwdrivers at the top and at the bottom at the same time. A spare fuse is contained in the fuse holder. The fuse description is found in the specifications chapter.

Carefully inspect your instrument. If there is mechanical damage or the instrument does not pass the basic tests, then you should immediately notify the Zurich Instruments support team through [email](#).

## 2.3. Handling and Safety Instructions

The SHFSG+ Instrument is a sensitive piece of electronic equipment, and under no circumstances should its casing be opened, as there are high-voltage parts inside which may be harmful to human beings. There are no serviceable parts inside the instrument. Do not install substitute parts or perform any unauthorized modification to the product. Opening the instrument immediately voids the warranty provided by Zurich Instruments.

Do not use this product in any manner not specified by the manufacturer. The protective features of this product may be affected if it is used in a way not specified in the operating instructions.

The following general safety instructions must be observed during all phases of operation, service, and handling of the instrument. The disregard of these precautions and all specific warnings elsewhere in this manual may negatively affect the operation of the equipment and its lifetime.

Zurich Instruments assumes no liability for the user's failure to observe and comply with the instructions in this user manual.

### Caution

The SMA connectors on the front panel are made for transmitting radio frequencies and can be damaged if handled inappropriately. Take care when attaching or detaching cables or when moving the instrument.

Table 2.2: Safety Instructions

Ground the instrument	The instrument chassis must be correctly connected to earth ground by means of the supplied power cord. The ground pin of the power cord set plug must be firmly connected to the electrical ground (safety ground) terminal at the mains power outlet. Interruption of the protective earth conductor or disconnection of the protective earth terminal will cause a potential shock hazard that could result in personal injury and potential damage to the instrument.
Ground loops	The SMA connectors are not floating. For sensitive operations and in order to avoid ground loops, consider adding dc-blocks at the Inputs of the device.
Electromagnetic environment	This equipment has been certified to conform with industrial electromagnetic environment as defined in EN 61326-1. Emissions, that exceed the levels required by the document referenced above, can occur when connected to a test object.
Measurement category	This equipment is of measurement category I (CAT I). Do not use it for CAT II, III, or IV. Do not connect the measurement terminals to mains sockets.
Maximum ratings	The specified electrical ratings for the connectors of the instrument should not be exceeded at any time during operation. Please refer to the <a href="#">Specifications</a> for a comprehensive list of ratings.
Do not service or adjust anything yourself	There are no serviceable parts inside the instrument.





Software updates	Frequent software updates provide the user with many important improvements as well as new features. Only the last released software version is supported by Zurich Instruments.
Warnings	Instructions contained in any warning issued by the instrument, either by the software, the graphical user interface, the notes on the instrument or mentioned in this manual, must be followed.
Notes	Instructions contained in the notes of this user manual are of essential importance for correctly interpreting the acquired measurement data.
Location and ventilation	This instrument or system is intended for indoor use in an installation category II and pollution degree 2 environment as per IEC 61010-1. Do not operate or store the instrument outside the ambient conditions specified in the <a href="#">Specifications</a> section. Do not block the ventilator opening on the back or the air intake on the chassis side and front, and allow a reasonable space for the air to flow.
Cleaning	To prevent electrical shock, disconnect the instrument from AC mains power and disconnect all test leads before cleaning. Clean the outside of the instrument using a soft, lint-free cloth slightly dampened with water. Do not use detergent or solvents. Do not attempt to clean internally.
AC power connection and mains line fuse	For continued protection against fire, replace the line fuse only with a fuse of the specified type and rating. Use only the power cord specified for this product and certified for the country of use. Always position the device so that its power switch and the power cord are easily accessible during operation.
Main power disconnect	Unplug product from wall outlet and remove power cord before servicing. Only qualified, service-trained personnel should remove the cover from the instrument.
RJ45 sockets labeled ZSync	The RJ45 sockets on the back panel labeled "ZSync 1/2" are not intended for Ethernet LAN connection. Connecting an Ethernet device to these sockets may damage the instrument and/or the Ethernet device.
Operation and storage	Do not operate or store the instrument outside the ambient conditions specified in the <a href="#">Specifications</a> section.
Handling	Handle with care. Do not drop the instrument. Do not store liquids on the device, as there is a chance of spillage resulting in damage.
Safety critical systems	Do not use this equipment in systems whose failure could result in loss of life, significant property damage or damage to the environment.

If you notice any of the situations listed below, immediately stop the operation of the instrument, disconnect the power cord, and contact the support team at Zurich Instruments, either through the website form or through [email](#).

Table 2.3: Unusual Conditions

Fan is not working properly or not at all	Switch off the instrument immediately to prevent overheating of sensitive electronic components.
Power cord or power plug on instrument is damaged	Switch off the instrument immediately to prevent overheating, electric shock, or fire. Please exchange the power cord only with one for this product and certified for the country of use.
Instrument emits abnormal noise, smell, or sparks	Switch off the instrument immediately to prevent further damage.
Instrument is damaged	Switch off the instrument immediately and ensure it is not used again until it has been repaired.

Table 2.4: Symbols

	Earth ground
	Chassis ground
	Caution. Refer to accompanying documentation
	DC (direct current)



## 2.4. Software Installation

The SHFSG+ Instrument is operated from a host computer with the LabOne software. To install the LabOne software on a computer, administrator rights may be required. In order to simply run the software later, a regular user account is sufficient. Instructions for downloading the correct version of the software packages from the Zurich Instruments website are described below in the platform-dependent sections. It is recommended to regularly update to the latest software version provided by Zurich Instruments. Thanks to the Automatic Update check feature, the update can be initiated with a single click from within the user interface, as shown in [Software Update](#).

### 2.4.1. Installing LabOne on Windows

The installation packages for the Zurich Instruments LabOne software are available as Windows installer .msi packages. The software is available on the [Zurich Instruments Download Center](#). Please ensure that you have administrator rights for the PC on which the software is to be installed. See [LabOne compatibility](#) for a comprehensive list of supported Windows systems.

### 2.4.2. Windows LabOne Installation

1. The SHFSG+ Instrument should not be connected to your computer during the LabOne software installation process.
2. Start the LabOne installer program with a name of the form **LabOne64-XX.XX.XXXXX.msi** by a double click and follow the instructions. Windows Administrator rights are required for installation. The installation proceeds as follows:
  - On the welcome screen click the **Next** button.

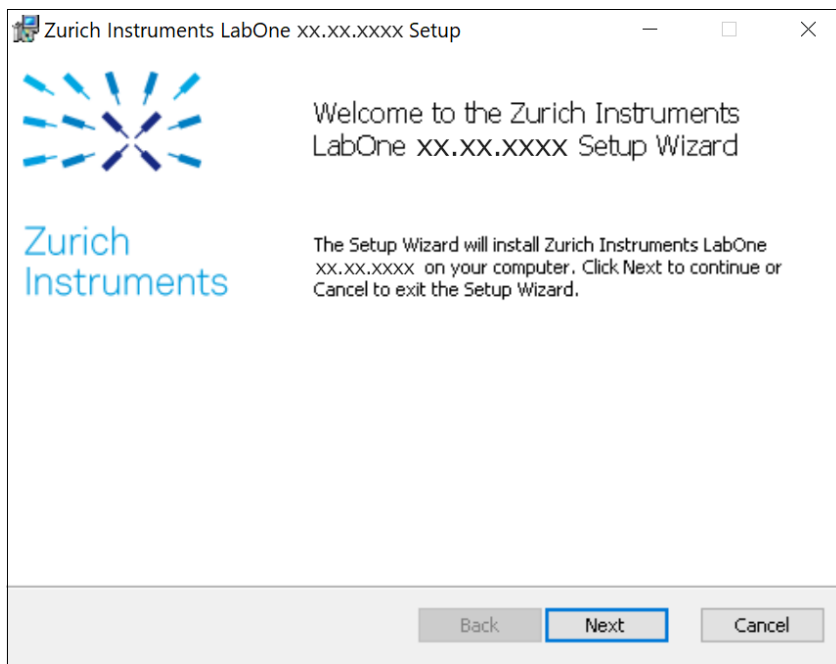


Figure 2.1: Installation welcome screen

- After reading through the Zurich Instruments license agreement, check the "I accept the terms in the License Agreement" check box and click the **Next** button.
- Review the features you want to have installed. For the SHFSG+ Instrument the "SHFSG+ Series Device", "LabOne User Interface" and "LabOne APIs" features are required. Please install the features for other device classes as well, if required. To proceed click the **Next** button.

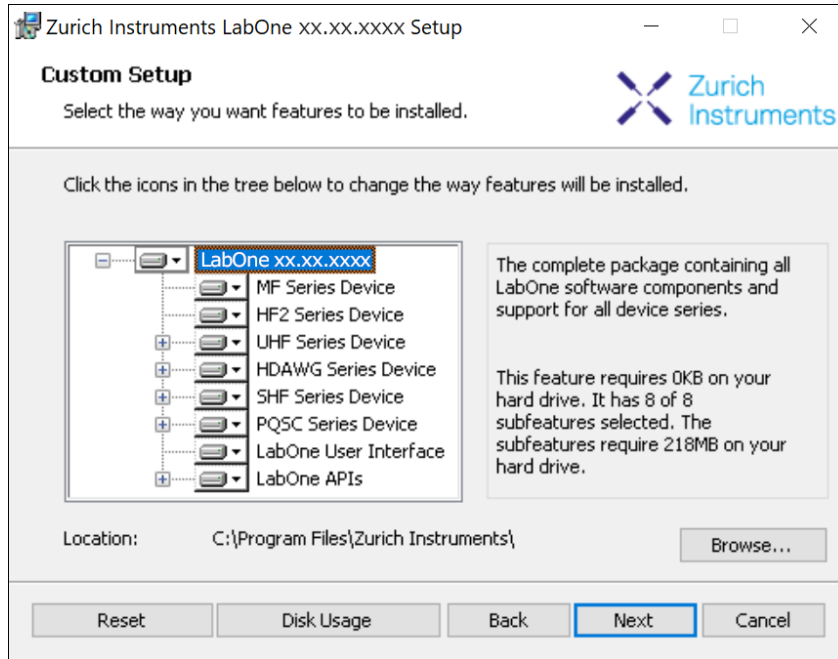


Figure 2.2: Custom setup screen

- Select whether the software should periodically check for updates. Note, the software will still not update automatically. This setting can later be changed in the user interface. If you would like to install shortcuts on your desktop area, select "Create a shortcut for this program on the desktop". To proceed click the **Next** button.

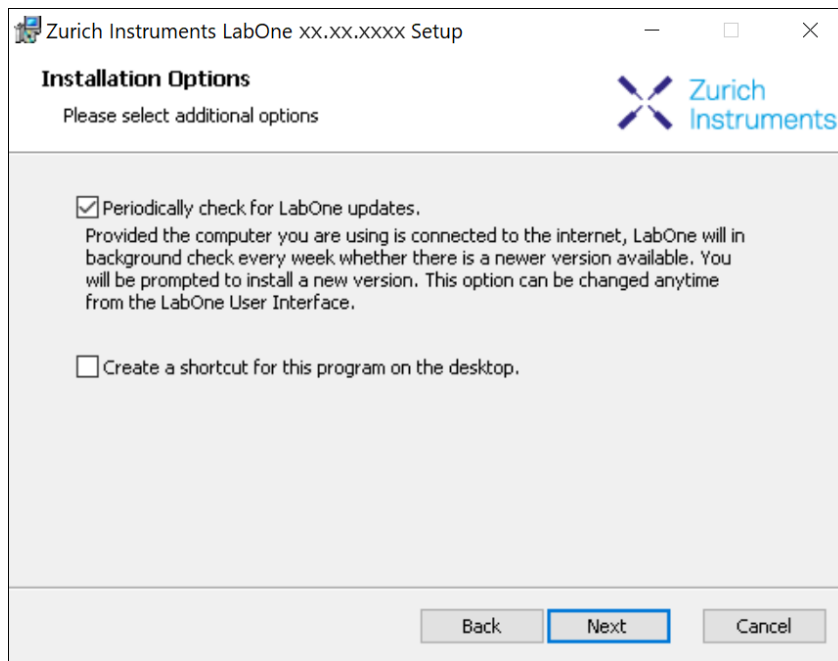


Figure 2.3: Automatic update check

- Click the **Install** button to start the installation process.
- Windows may ask up to two times to reboot the computer if you are upgrading. Make sure you have no unsaved work on your computer.

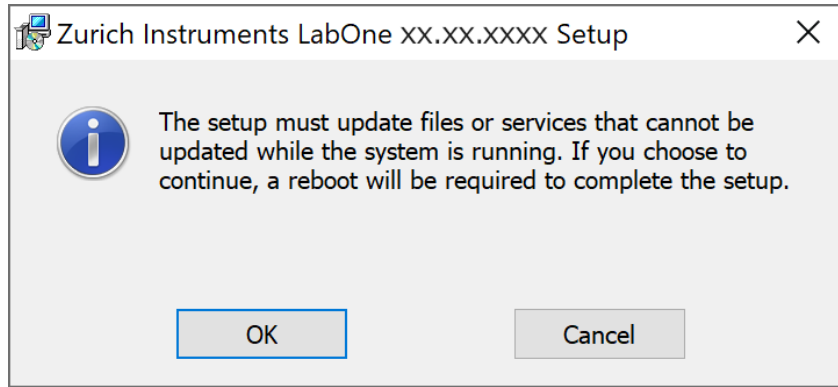


Figure 2.4: Installation reboot request

- During the first installation of LabOne, it is required to confirm the installation of some drivers from the trusted publisher Zurich Instruments. Click on **Install**.

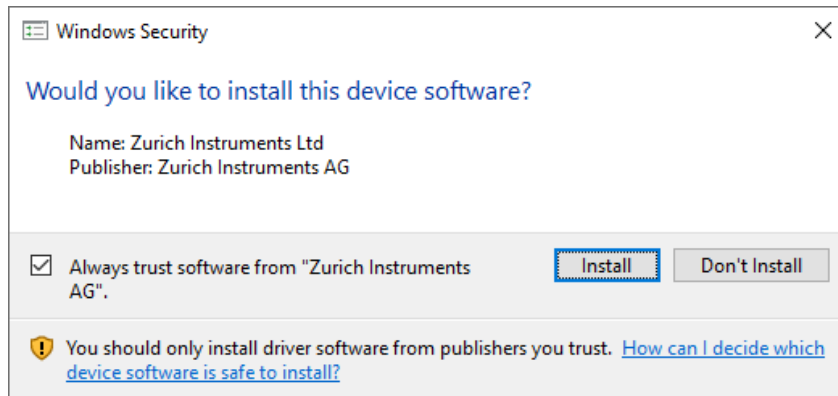


Figure 2.5: Installation driver acceptance

- Click **OK** on the following notification dialog.

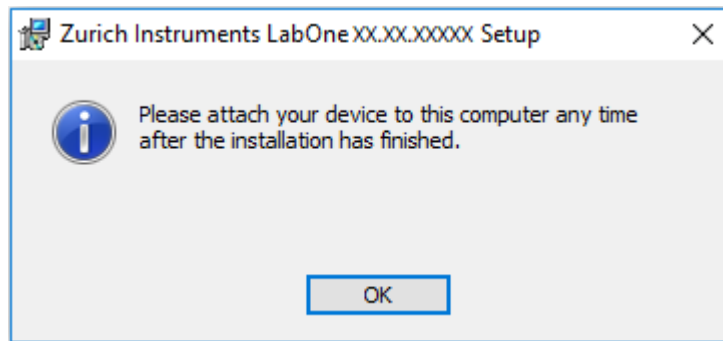


Figure 2.6: Installation completion screen

3. Click **Finish** to close the Zurich Instruments LabOne installer.
4. You can now start the LabOne User Interface as described in [LabOne Software Start-up](#) and choose an instrument to connect to via the Device Connection dialog shown in [Device Connection dialog](#).

## Warning

Do not install drivers from another source other than Zurich Instruments.

### 2.4.3. Start LabOne Manually on the Command Line

After installing the LabOne software, the Web Server and Data Server can be started manually using the command-line. The more common way to start LabOne under Windows is described in [LabOne Software Start-up](#). The advantage of using the command line is being able to observe and change the behavior of the Web and Data Servers. To start the Servers manually, open a command-line

## 2.4. Software Installation

terminal (Command Prompt, PowerShell (Windows) or Bash (Linux)). For Windows, the current working directory needs to be the installation directory of the Web Server and Data Server. They are installed in the Program Files folder (usually: C:\Program Files) under \Zurich Instruments\LabOne in the WebServer and DataServer folders, respectively. The Web Server and Data Server (ziDataServer) are started by running the respective executable in each folder. Please be aware that only one instance of the Web Server can run at a time per computer. The behavior of the Servers can be changed by providing command line arguments. For a detailed list of all arguments see the command line help text:

```
$ ziWebServer --help
```

For the Data Server:

```
$ ziDataServer --help
```

One useful application of running the Webserver manually from a terminal window is to change the data directory from its default path in the user home directory. The data directory is a folder in which the LabOne Webserver saves all the measured data in the format specified by the user. Before running the Webserver from the terminal, the user needs to ensure there is no other instance of Webserver running in the background. This can be checked using the Tray Icon as shown below.

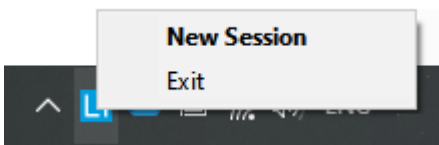


Figure 2.7: LabOne Tray Icon in Windows 10

The corresponding command line argument to specify the data path is `--data-path` and the command to start the LabOne Webserver with a non-default directory path, e.g., `C:\data` is

```
C:\Program Files\Zurich Instruments\LabOne\WebServer> ziWebServer --data-path "C:\data"
```

## Windows LabOne Uninstallation

To uninstall the LabOne software package from a Windows computer, one can open the "Apps & features" page from the Windows start menu and search for LabOne. By selecting the LabOne item in the list of apps, the user has the option to "Uninstall" or "Modify" the software package as shown in Figure 2.8.

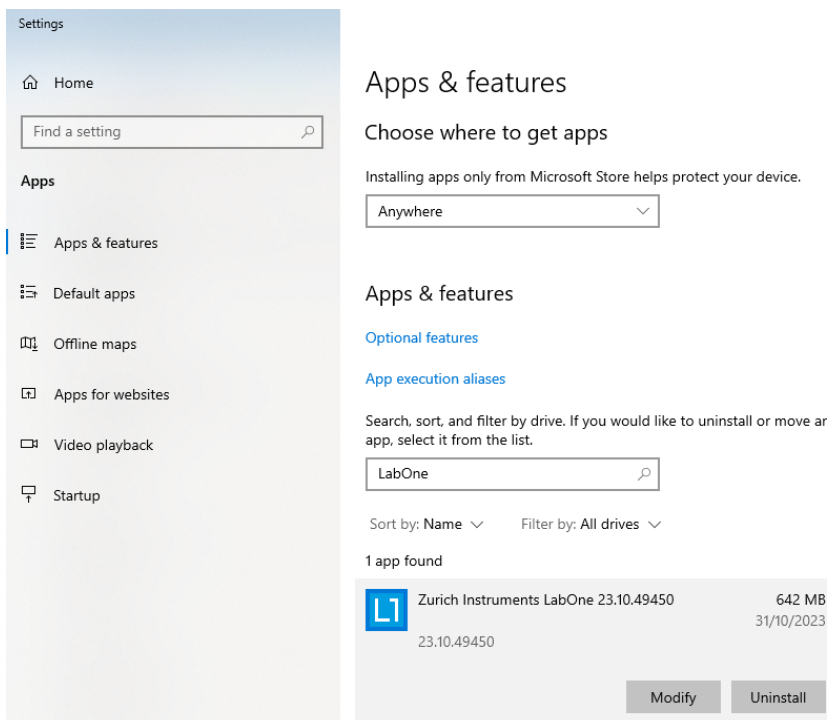


Figure 2.8: Uninstallation of LabOne on Windows computers

## Warning

Although it is possible to install a new version of LabOne on a currently-installed version, it is highly recommended to first uninstall the older version of LabOne from the computer and then, install the new version. Otherwise, if the installation process fails, the current installation is damaged and cannot be uninstalled directly. The user will need to first repair the installation and then, uninstall it.

In case a current installation of LabOne is corrupted, one can simply repair it by selecting the option "Modify" in Figure 2.8. This will open the LabOne installation wizard with the option "Repair" as shown in Figure 2.9.

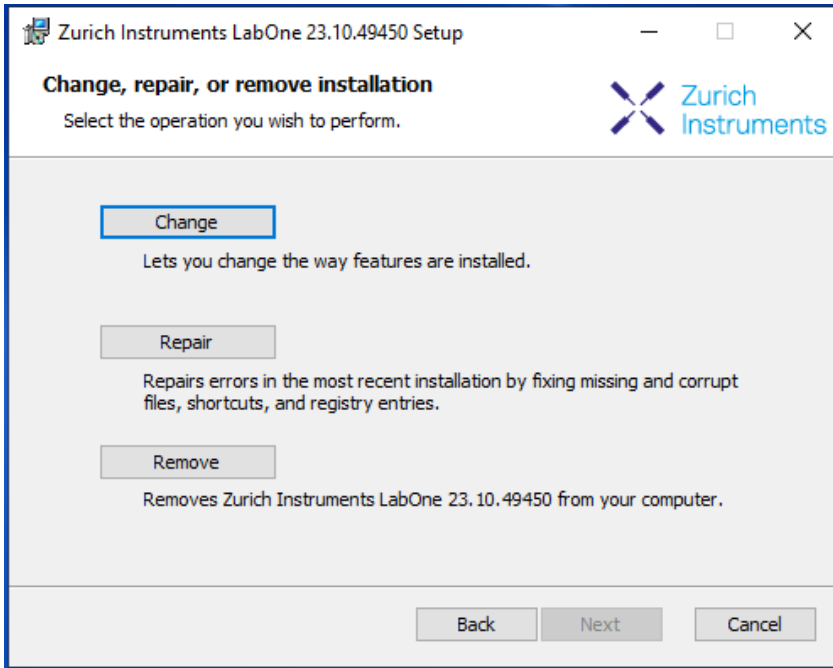


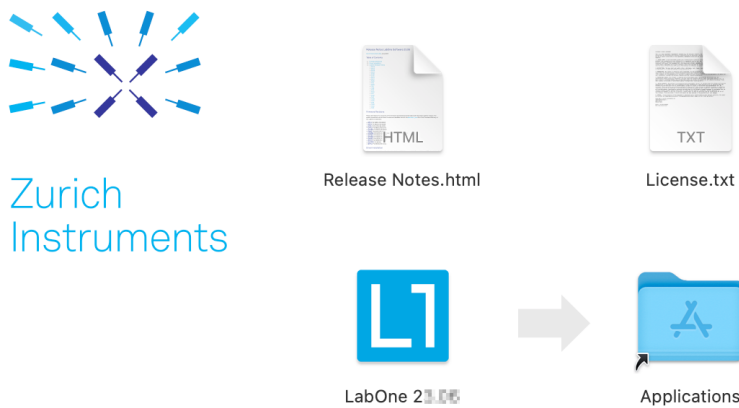
Figure 2.9: Repair of LabOne on Windows computers

After finishing the repair process, the normal uninstallation process described above can be triggered to uninstall LabOne.

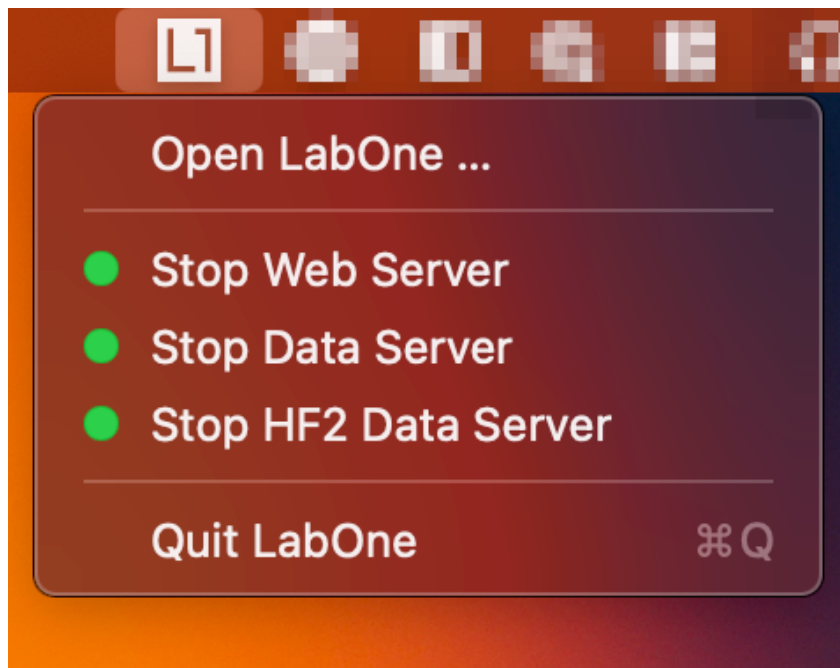
### 2.4.4. Installing LabOne on macOS

LabOne supports both Intel and ARM (M-series) architectures within a single universal disk image (DMG) file available in our Download Center.

- Download and double-click the DMG file to mount the image.



- The image contains a single LabOne application with all services needed.
- Once the application is started, a labone icon will appear in the menu bar. It allows the user to easily open a new session and shows the status of all services.



### 2.4.5. Uninstalling LabOne on macOS

To uninstall LabOne on macOS, simply drag the LabOne application to the trash bin.

### 2.4.6. Application Content

The LabOne application contains all resources available for macOS. This includes:

- The binaries for the Web Server and Data Servers.
- The binaries for the C, MATLAB, and LabVIEW APIs.
- An offline version of the user manuals.
- The latest firmware images for all instruments.

To access this content, right-click on the LabOne application and select "Show Package Contents". Then, go into Contents/Resources.

#### Note

Since the application name contains a space, one needs to escape it when using the command line to access the contents: `cd /Applications/LabOne\ 2X.XX.app/Contents/Resources`

### 2.4.7. Start LabOne Manually on the Command Line

To start the LabOne services like the data server and web server manually, one can use the command line.

The data server binary is called `ziDataServer` (`ziServer` for HF2 instruments) and is located at `Applications/LabOne\ 2X.XX.app/Contents/Resources/DataServer/`.

The web server binary is called `ziWebServer` and is located at `Applications/LabOne\ 2X.XX.app/Contents/Resources/DataServer/`.

#### Note

No special command line arguments are needed to start the LabOne services. Use the `--help` argument to see all available options.

## 2.4.8. Installing LabOne on Linux

### 2.4.9. Requirements

Ensure that the following requirements are fulfilled before trying to install the LabOne software package:

1. LabOne software supports typical modern GNU/Linux distributions (Ubuntu 14.04+, CentOS 7+, Debian 8+). The minimum requirements are glibc 2.17+ and kernel 3.10+.
2. You have administrator rights for the system.
3. The correct version of the LabOne installation package for your operating system and platform have been downloaded from the Zurich Instruments [Download Center](#):

```
LabOneLinux<arch>-<release>.<revision>.tar.gz,
```

Please ensure you download the correct architecture (x86-64 or arm64) of the LabOne installer. The `uname` command can be used in order to determine which architecture you are using, by running:

```
uname -m
```

in a command line terminal. If the command outputs `x86_64` the x86-64 version of the LabOne package is required, if it displays `aarch64` the ARM64 version is required.

### 2.4.10. Linux LabOne Installation

Proceed with the installation in a command line shell as follows:

1. Extract the LabOne tarball in a temporary directory:

```
tar xzvf LabOneLinux<arch>-<release>-<revision>.tar.gz
```

2. Navigate into the extracted directory.

```
cd LabOneLinux<arch>-<release>-<revision>
```

3. Run the install script with administrator rights and proceed through the guided installation, using the default installation path if possible:

```
sudo bash install.sh
```

The install script lets you choose between the following three modes:

- Type "a" to install the Data Server program, the Web Server program, documentation and APIs.
  - Type "u" to install `udev` support (only necessary if HF2 Instruments will be used with this LabOne installation and not relevant for other instrument classes).
  - Type "ENTER" to install both options "a" and "u".
4. Test your installation by running the software as described in the next section.

### 2.4.11. Running the Software on Linux

The following steps describe how to start the LabOne software in order to access and use your instrument in the User Interface.

1. Start the Web Server program at a command prompt:

```
$ ziWebServer
```

2. Start an up-to-date web browser and enter the `127.0.0.1:8006` in the browser's address bar to access the Web Server program and start the LabOne User Interface. The LabOne Web Server installed on the PC listens by default on port number 8006 instead of 80 to minimize the probability of conflicts.
3. You can now start the LabOne User Interface as described in [LabOne Software Start-up](#) and choose an instrument to connect to via the Device Connection dialog shown in [Device Connection dialog](#).

## Important

Do not use two Data Server instances running in parallel; only one instance may run at a time.

### 2.4.12. Uninstalling LabOne on Linux

The LabOne software package copies an uninstall script to the base installation path (the default installation directory is `/opt/zi/`). To uninstall the LabOne package please perform the following steps in a command line shell:

1. Navigate to the path where LabOne is installed, for example, if LabOne is installed in the default installation path:

```
$ cd /opt/zi/
```

2. Run the uninstall script with administrator rights and proceed through the guided steps:

```
$ sudo bash uninstall_LabOne<arch>--<release>--<revision>.sh
```

## 2.5. Connecting to the Instrument

The Zurich Instruments SHFSG+ is operated using the LabOne software. After installation of LabOne, the instrument can be connected to a PC by using either the Universal Serial Bus (USB) cable or the 1 Gbit/s Ethernet (1GbE) LAN cable supplied with the instrument. The LabOne software is controlled via a web browser after suitable physical and logical connections to the instrument have been made.

### Note

The following web browsers are supported (latest versions).



Chrome



Firefox



Opera



Edge



Safari

- When using 1GbE, integrate the instrument physically into an existing local area network (LAN) by connecting the instrument to a switch in the LAN using an Ethernet cable. The instrument can then be accessed from a web browser running on any computer in the same LAN with LabOne installed. The Ethernet connection can also be point-to-point. This requires some adjustment of the network card settings of the host computer. Depending on the network configuration and the installed network card, one or the other connection scheme is better suited.
- Using the USB connection to physically connect to the instrument requires the installation of a USB driver on Windows computers. This driver is included in the LabOne software installer and will be installed on the host computer as part of the LabOne installation wizard.

### 2.5.1. LabOne Software Architecture

The Zurich Instruments LabOne software gives quick and easy access to the instrument from a host PC. LabOne also supports advanced configurations with simultaneous access by multiple software clients (i.e., LabOne User Interface clients and/or API clients), and even simultaneous access by several users working on different computers. Here we give a brief overview of the architecture of the LabOne software. This will help to better understand the following chapters.

The software of Zurich Instruments equipment is server-based. The servers and other software components are organized in layers as shown in [Figure 2.10](#).

- The lowest layer running on the PC is the LabOne Data Server, which is the interface to the connected instrument.
-



## 2.5. Connecting to the Instrument

The middle layer contains the LabOne Web Server, which is the server for the browser-based LabOne User Interface.

- The graphical user interface, together with the programming user interfaces, are contained in the top layer.

The architecture with one central Data Server allows multiple clients to access a device with synchronized settings. The following sections explain the different layers and their functionality in more detail.

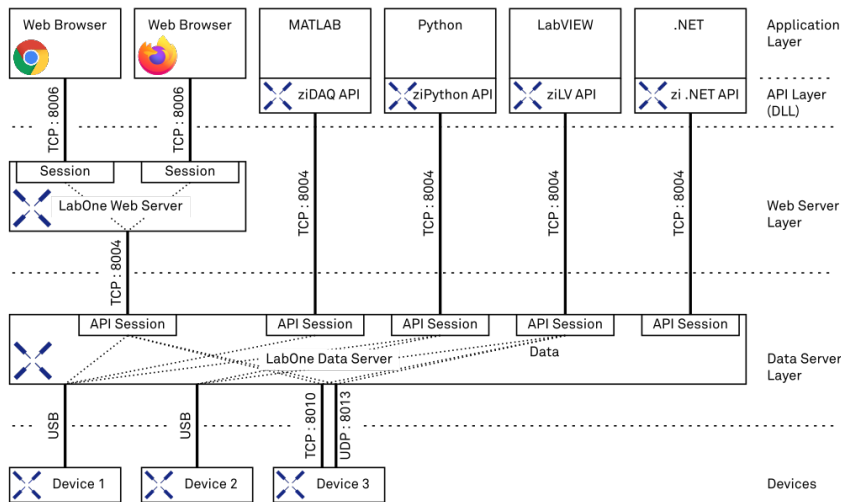


Figure 2.10: LabOne Software architecture

### 2.5.2. LabOne Data Server

The **LabOne Data Server** program is a dedicated server that is in charge of all communication to and from the device. The Data Server can control a single or also multiple instruments. It will distribute the measurement data from the instrument to all the clients that subscribe to it. It also ensures that settings changed by one client are communicated to other clients. The device settings are therefore synchronized on all clients. On a PC, only a single instance of a LabOne Data Server should be running.

### 2.5.3. LabOne Web Server

The LabOne Web Server is an application dedicated to serving up the web pages that constitute the LabOne user interface. The user interface can be opened with any device with a web browser. Since it is touch enabled, it is possible to work with the LabOne User Interface on a mobile device - like a tablet. The LabOne Web Server supports multiple clients simultaneously. This means that more than one session can be used to view data and to manipulate the instrument. A session could be running in a browser on the PC on which the LabOne software is installed. It could equally well be running in a browser on a remote machine.

With a LabOne Web Server running and accessing an instrument, a new session can be opened by typing in a network address and port number in a browser address bar. In case the Web Server runs on the **same** computer, the address is the localhost address (both are equivalent):

- `127.0.0.1:8006`
- `localhost:8006`

In case the Web Server runs on a **remote** computer, the address is the IP address or network name of the remote computer:

- `192.168.x.y:8006`
- `myPC.company.com:8006`

The most recent versions of the most popular browsers are supported: Chrome, Firefox, Edge, Safari and Opera.

## 2.5.4. LabOne API Layer

The instrument can also be controlled via the application program interfaces (APIs) provided by Zurich Instruments. APIs are provided in the form of DLLs for the following programming environments:

- MATLAB
- Python
- LabVIEW
- .NET
- C

APIs are provided in the form of DLLs for the following programming environments:

- MATLAB
- Python

An extensive Python API and python-based drivers are provided for the following frameworks:

- <https://github.com/zhinst/zhinst-toolkit>[Zurich Instruments Toolkit]
- <https://github.com/zhinst/zhinst-qcodes>[QCoDeS]
- <https://github.com/zhinst/zhinst-labber>[Labber]

The instrument can therefore be controlled by an external program, and the resulting data can be processed there. The device can be concurrently accessed via one or more of the APIs and via the user interface. This enables easy integration into larger laboratory setups. See the LabOne Programming Manual for further information. Using the APIs, the user has access to the same functionality that is available in the LabOne User Interface.

## 2.5.5. LabOne Software Start-up

This section describes the start-up of the LabOne User Interface which is used to control the SHFSG+ Instrument. If the LabOne software is not yet installed on the PC please follow the instructions in [Software Installation](#). If the device is not yet connected please find more information in [Visibility and Connection](#).

The LabOne User Interface start-up link can be found under the Windows 10 Start Menu (Under Windows 7 and 8, the LabOne User Interface start-up link can be found in **Start Menu** → **all programs** / **all apps** → **Zurich Instruments LabOne**). As shown in [Figure 2.11](#), click on **Start Menu** → **Zurich Instruments LabOne**. This will open the User Interface in a new tab in your default web browser and start the LabOne Data Server and LabOne Web Server programs in the background. A detailed description of the software architecture is found in [LabOne Software Architecture](#).

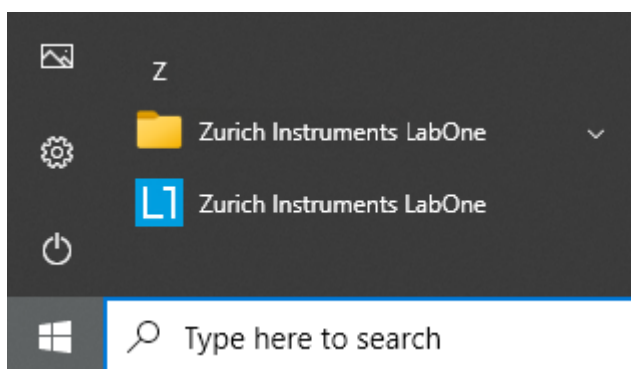


Figure 2.11: Link to the LabOne User Interface in the Windows 10 Start Menu

LabOne is an HTML5 browser-based program. This simply means that the user interface runs in a web browser and that a connection using a mobile device is also possible; simply specify the IP address (and port 8006) of the PC running the user interface.

### Note

By creating a shortcut to Google Chrome on your desktop with the Target `path\to\chrome.exe - app=http://127.0.0.1:8006` set in Properties you can run the LabOne User Interface in Chrome in application mode, which improves the user experience by removing the unnecessary browser controls.

## 2.5. Connecting to the Instrument

After starting LabOne, the Device Connection dialog [Figure 2.12](#) is shown to select the device for the session. The term "session" is used for an active connection between the user interface and the device. Such a session is defined by device settings and user interface settings. Several sessions can be started in parallel. The sessions run on a shared LabOne Web Server. A detailed description of the software architecture can be found in the [LabOne Software Architecture](#).

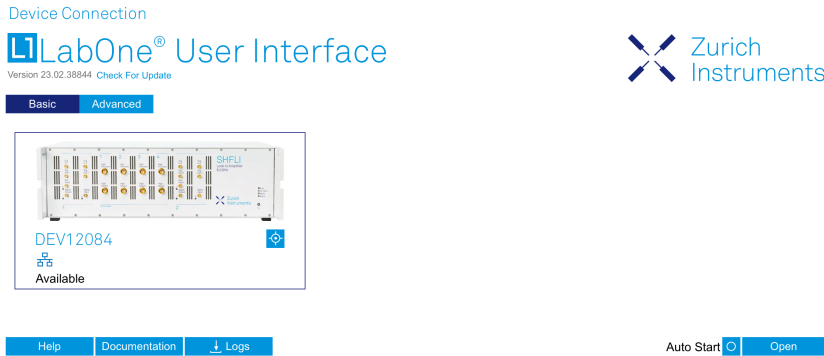


Figure 2.12: Device Connection dialog

The Device Connection dialog opens in the Basic view by default. In this view, all devices that are available for connection are represented by an icon with serial number and status information. If required, a button appears on the icon to perform a firmware upgrade. Otherwise, the device can be connected by a double click on the icon, or a click on the **Open** button at the bottom right of the dialog.

In some cases it's useful to switch to the Advanced view of the Device Connection dialog by clicking on the "Advanced" button. The Advanced view offers the possibility to select custom device and UI settings for the new session and gives further connectivity options that are particularly useful for multi-instrument setups.

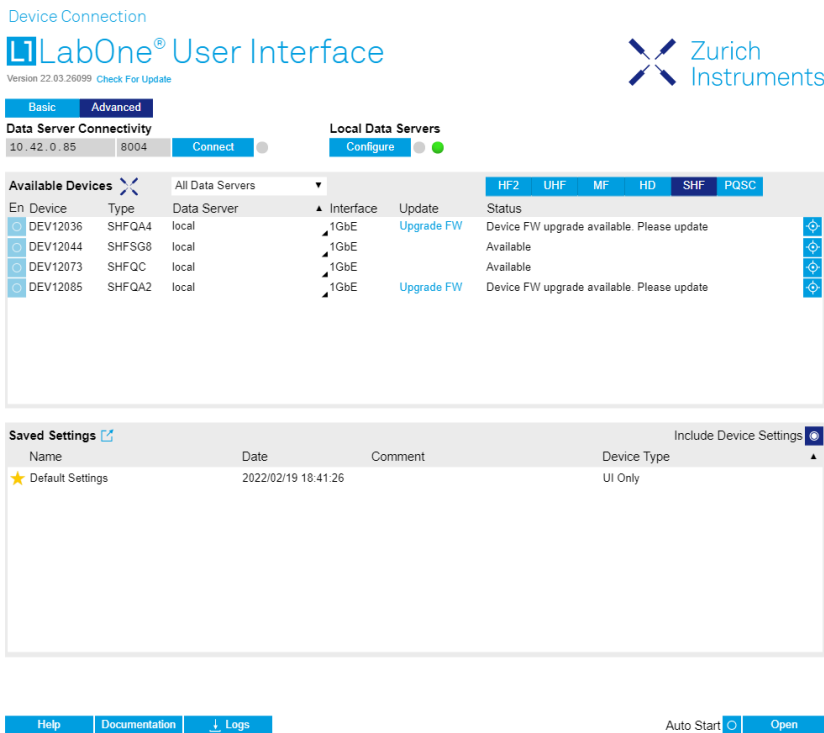


Figure 2.13: Device Connection dialog (Advanced view)

The Advanced view consists of three parts:

- Data Server Connectivity
- Available Devices
- Saved Settings

The Available Devices table has a display filter, usually set to **Default Data Server**, that is accessible by a drop-down menu in the header row of the table. When changing this to **Local Data Servers**, the Available Devices table will show only connections via the Data Server on the host PC and will contain all instruments directly connected to the host PC via USB or to the local network via

1GbE. When using the **All Data Servers** filter, connections via Data Servers running on other PCs in the network also become accessible. Once your instrument appears in the Available Devices table, perform the following steps to start a new session:

1. Select an instrument in the **Available Devices** table.
2. Select a setting file in the **Saved Settings** list unless you would like to use the Default Settings.
3. Start the session by clicking on **Open**

### Note

By default, opening a new session will only load the UI settings (such as plot ranges), but not the device settings (such as signal amplitude) from the saved settings file. In order to include the device settings, enable the **Include Device Settings** checkbox. Note that this can affect existing sessions since the device settings are shared between them.

### Note

In case devices from other Zurich Instruments series (UHF, HF2, MF, HDAWG, PQSC, GHF, or SHF) are used in parallel, the list in **Available Devices** section can contain those as well.

The following sections describe the functionality of the **Device Connection** dialog in detail.

## 2.5.6. Data Server Connectivity

The Device Connection dialog represents a Web Server. However, on start-up the Web Server is not yet connected to a LabOne Data Server. With the **Connect/Disconnect** button the connection to a Data Server can be opened and closed.

This functionality can usually be ignored when working with a single SHFSG+ Instrument and a single host computer. Data Server Connectivity is important for users operating their instruments from a remote PC, i.e., from a PC different to the PC on which the Data Server is running or for users working with multiple instruments. The Data Server Connectivity function then gives the freedom to connect the Web Server to one of several accessible Data Servers. This includes Data Servers running on remote computers, and also Data Servers running on an MF Series instrument.

In order to work with a UHF, HF2, HDAWG, PQSC, GHF, or SHF instrument remotely, proceed as follows. On the computer directly connected to the instrument (Computer 1) open a User Interface session and change the Connectivity setting in the Config tab to "From Everywhere". On the remote computer (Computer 2), open the Device Connection dialog by starting up the LabOne User Interface and then go to the Advanced view by clicking on **Advanced** on the top left of the dialog. Change the display filter from Default Data Server to All Data Servers by opening the drop-down menu in the header row of the Available Devices table. This will make the Instrument connected to Computer 1 visible in the list. Select the device and connect to the remote Data Server by clicking on **Connect**. Then start the User Interface as described above.

### Note

When using the filter "All Data Servers", take great care to connect to the right instrument, especially in larger local networks. Always identify your instrument based on its serial number in the form DEV0000, which can be found on the instrument back panel.

## 2.5.7. Available Devices

The Available Devices table gives an overview of the visible devices. A device is ready for use if either marked free or connected. The first column of the list holds the **Enable** button controlling the connection between the device and a Data Server. This button is greyed out until a Data Server is connected to the LabOne Web Server using the **Connect** button. If a device is connected to a Data Server, no other Data Server running on another PC can access this device.

The second column indicates the serial number and the third column shows the instrument type. The fourth column shows the host name of the LabOne Data Server controlling the device. The next column shows the interface type. For SHFSG+ Instruments the interfaces USB or 1GbE are available

## 2.5. Connecting to the Instrument

and are listed if physically connected. The LabOne Data Server will scan for the available devices and interfaces every second. If a device has just been switched on or physically connected it may take up to 20 s before it becomes visible to the LabOne Data Server.

Table 2.5: Device Status Information


Connected	The device is connected to a LabOne Data Server, either on the same PC (indicated as local) or on a remote PC (indicated by its IP address). The user can start a session to work with that device.
Free	The device is not in use by any LabOne Data Server and can be connected by clicking the <b>Open</b> button.
In Use	The device is in use by a LabOne Data Server. As a consequence the device cannot be accessed by the specified interface. To access the device, a disconnect is needed.
Device FW upgrade required/available	The firmware of the device is out of date. Please first upgrade the firmware as described in <a href="#">Software Update</a> .
Device not yet ready	The device is visible and starting up.

### 2.5.8. Saved Settings

Settings files can contain both UI and device settings. UI settings control the structure of the LabOne User Interface, e.g. the position and ordering of opened tabs. Device settings specify the set-up of a device. The device settings persist on the device until the next power cycle or until overwritten by loading another settings file.

The columns are described in [Table 2.6](#). The table rows can be sorted by clicking on the column header that should be sorted. The default sorting is by time. Therefore, the most recent settings are found on top. Sorting by the favorite marker or setting file name may be useful as well.

Table 2.6: Column Descriptions

	Allows favorite settings files to be grouped together. By activating the stars adjacent to a settings file and clicking on the column heading, the chosen files will be grouped together at the top or bottom of the list accordingly. The favorite marker is saved to the settings file. When the LabOne user interface is started next time, the row will be marked as favorite again.
Name	The name of the settings file. In the file system, the file name has the extension .md.
Date	The date and time the settings file was last written.
Comment	Allows a comment to be stored in the settings file. By clicking on the comment field a text can be typed in which is subsequently stored in the settings file. This comment is useful to describe the specific conditions of a measurement.
Device Type	The instrument type with which this settings file was saved.

### Special Settings Files

Certain file names have the prefix "last\_session\_". Such files are created automatically by the LabOne Web Server when a session is terminated either explicitly by the user, or under critical error conditions, and save the current UI and device settings. The prefix is prepended to the name of the most recently used settings file. This allows any unsaved changes to be recovered upon starting a new session.

If a user loads such a last session settings file the "last\_session\_" prefix will be cut away from the file name. Otherwise, there is a risk that an auto-save will overwrite a setting which was saved explicitly by the user.

The settings file with the name "Default Settings" contains the default UI settings. See button description in [Table 2.7](#).

Table 2.7: Button Descriptions

<b>Open</b>	The settings contained in the selected settings file will be loaded. The button "Include Device Settings" controls whether only UI settings are loaded, or if device settings are included.
<b>Include Device Settings</b>	Controls which part of the selected settings file is loaded upon clicking on Open. If enabled, both the device and the UI settings are loaded.
<b>Auto Start</b>	Skips the session dialog at start-up if selected device is available. The default UI settings will be loaded with unchanged device settings.

## Note

The user setting files are saved to an application-specific folder in the directory structure. The best way to manage these files is using the File Manager tab.

## Note

The factory default UI settings can be customized by saving a file with the name "default\_ui" in the Config tab once the LabOne session has been started and the desired UI setup has been established. To use factory defaults again, the "default\_ui" file must be removed from the user setting directory using the File Manager tab.

## Note

Double clicking on a device row in the Available Devices table is a quick way of starting the default LabOne UI. This action is equivalent to selecting the desired device and clicking the **Open** button.

Double clicking on a row in the Saved Settings table is a quick way of loading the LabOne UI with those UI settings and, depending on the "Include Device Settings" checkbox, device settings. This action is equivalent to selecting the desired settings file and clicking the **Open** button.

### 2.5.9. Tray Icon

When LabOne is started, a tray icon appears by default in the bottom right corner of the screen, as shown in the figure below. By right-clicking on the icon, a new web server session can be opened quickly, or the LabOne Web and Data Servers can be stopped by clicking on Exit. Double-clicking the icon also opens a new web server session, which is useful when setting up a connection to multiple instruments, for example.

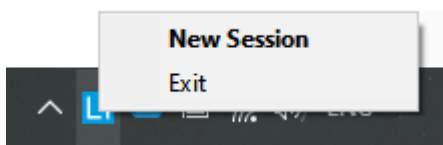


Figure 2.14: LabOne Tray Icon in Windows 10

### 2.5.10. Messages

The LabOne Web Server will show additional messages in case of a missing component or a failure condition. These messages display information about the failure condition. The following paragraphs list these messages and give more information on the user actions needed to resolve the problem.

#### Lost Connection to the LabOne Web Server

In this case the browser is no longer able to connect to the LabOne Web Server. This can happen if the Web Server and Data Server run on different PCs and a network connection is interrupted. As long as the Web Server is running and the session did not yet time out, it is possible to just attach to the existing session and continue. Thus, within about 15 seconds it is possible with **Retry** to recover

## 2.5. Connecting to the Instrument

the old session connection. The **Reload** button opens the Device Connection dialog shown in [Figure 2.12](#). The figure below shows an example of the Connection Lost dialog.

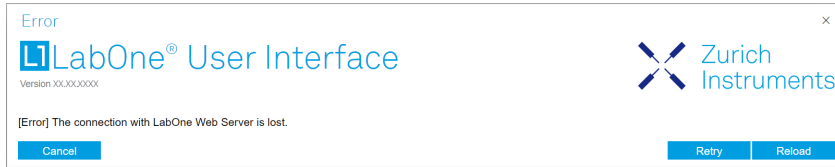


Figure 2.15: Dialog: Connection Lost

## Reloading...

If a session error cannot be handled, the LabOne Web Server will restart to show a new Device Connection dialog as shown in [Figure 2.12](#). During the restart a window is displayed indicating that the LabOne User Interface will reload. If reloading does not happen the same effect can be triggered by pressing F5 on the keyboard. The figure below shows an example of this dialog.

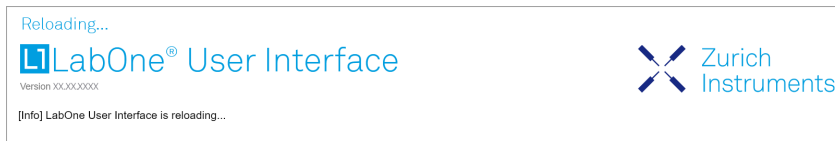


Figure 2.16: Dialog: Reloading

## No Device Discovered

An empty "Available Devices" table means that no devices were discovered. This can mean that no LabOne Data Server is running, or that it is running but failed to detect any devices. The device may be switched off or the interface connection fails. For more information on the interface between device and PC see [Visibility and Connection](#). The figure below shows an example of this dialog.

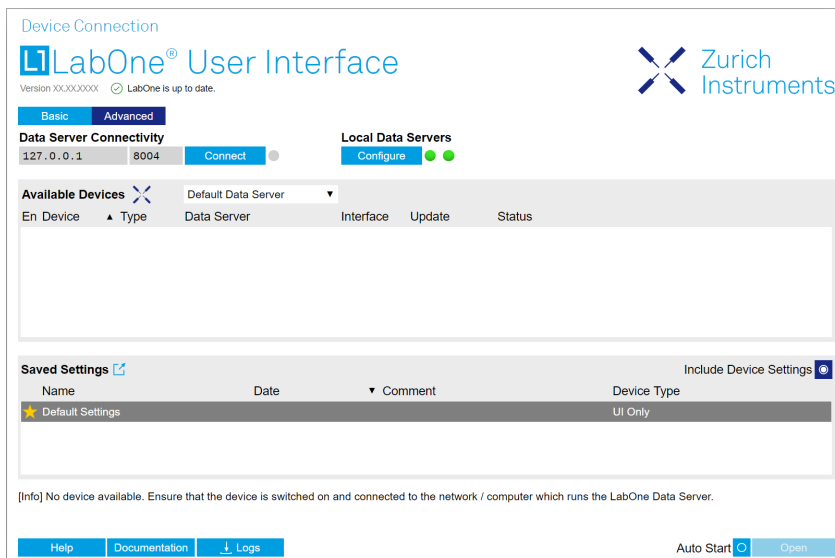


Figure 2.17: No Device Discovered

## No Device Available

If all the devices in the "Available Devices" table are shown grayed, this indicates that they are either in use by another Data Server, or need a firmware upgrade. For firmware upgrade see [Software Update](#). If all the devices are in use, access is not possible until a connection is relinquished by another Data Server.



## 2.5.11. Visibility and Connection

There are several ways to connect the instrument to a host computer. The device can either be connected by Universal Serial Bus (USB) or by 1 Gbit/s Ethernet (1GbE). The USB connection is a point-to-point connection between the device and the PC on which the Data Server runs. The 1GbE connection can be a point-to-point connection or an integration of the device into the local network (LAN). Depending on the network configuration and the installed network card, one or the other connectivity is better suited.

If an instrument is connected to a network, it can be accessed from multiple host computers. To manage the access to the instrument, there are two different connectivity states: visible and connected. It is important to distinguish if an instrument is just physically connected over 1GbE or actively controlled by the LabOne Data Server. In the first case the instrument is visible to the LabOne Data Server. In the second case the instrument is logically connected.

**Connectivity Example** shows some examples of possible configurations of computer-to-instrument connectivity.

- Data Server on PC 1 is connected to device 1 (USB) and device 2 (USB).
- Data Server on PC 2 is connected to device 4 (TCP/IP).
- Data Server on PC 3 is connected to device 5.
- The device 3 is free and visible to PC 1 and PC 2 over TCP/IP.
- Devices 2 and 4 are physically connected by TCP/IP and USB interface. Only one interface is logically connected to the Data Server.

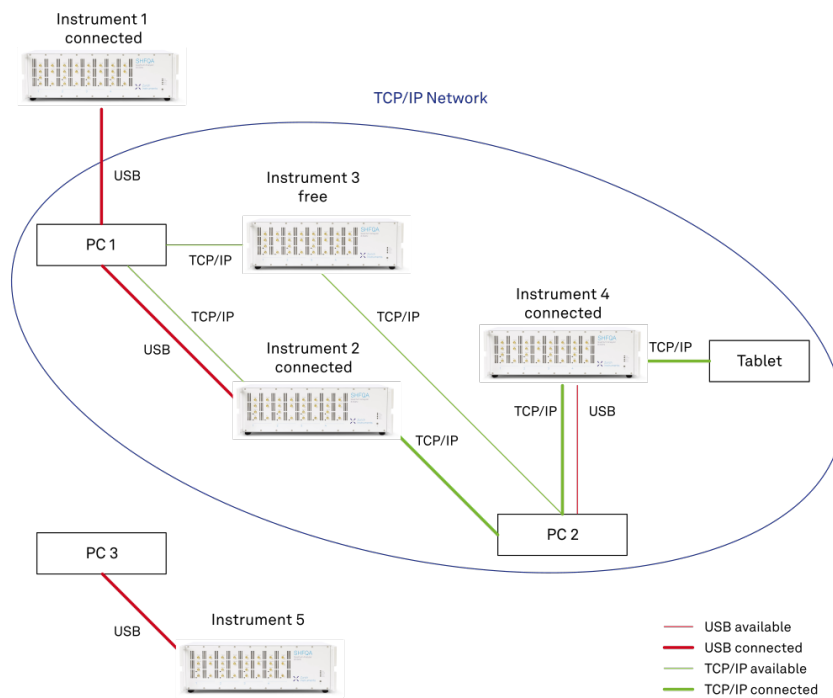


Figure 2.18: Connectivity Example

## Visible Instruments

An instrument is visible if the Data Server can identify it. On a TCP/IP network, several PCs running a Data Server will detect the same instrument as visible, i.e., discover it. If a device is discovered, the LabOne Data Server can initiate a connection to access the instrument. Only a single Data Server can be connected to an instrument at a time.

## Connected Instrument

Once connected to an instrument, the Data Server has exclusive access to that instrument. If another Data Server from another PC already has an active connection to the instrument, the instrument is still visible but cannot be connected.



Although a Data Server has exclusive access to a connected instrument, the Data Server can have multiple clients. Because of this, multiple browser and API sessions can access the instrument simultaneously.

## 2.5.12. USB Connectivity

To control the device over USB, connect the instrument with the supplied USB cable to the PC on which the LabOne Software is installed. The USB driver needed for controlling the instrument is included in the LabOne Installer package. Ensure that the instrument uses the latest firmware. The software will automatically use the USB interface for controlling the device if available. If the USB connection is not available, the 1GbE connection may be selected. It is possible to enforce or exclude a specific interface connection.

### Note

To use the device exclusively over the USB interface, modify the shortcut of the LabOne User Interface and LabOne Data Server in the Windows Start menu. Right-click and go to Properties, then add the following command line argument to the Target LabOne User Interface:

```
--interface-usb true --interface-ip false
```

An instrument connected over USB can be automatically connected to the Data Server because there is only a single host PC to which the device interface is physically connected. [Table 2.8](#) provides an overview of the two settings.

Table 2.8: Settings auto-connect

Setting	Description
auto-connect = on	If a device is attached via a USB cable, a connection will be established automatically by the Data Server. This is the default behavior.
auto-connect = off	To disable automatic connection via USB, add the following command line argument when starting the Data Server: <code>--auto-connect=off</code> .

On Windows, both behaviors can be forced by right clicking the LabOne Data Server shortcut in the Start menu, selecting "Properties" and adding the text `--auto-connect=off` or `--auto-connect=on` to the Target field, see [Figure 2.19](#).

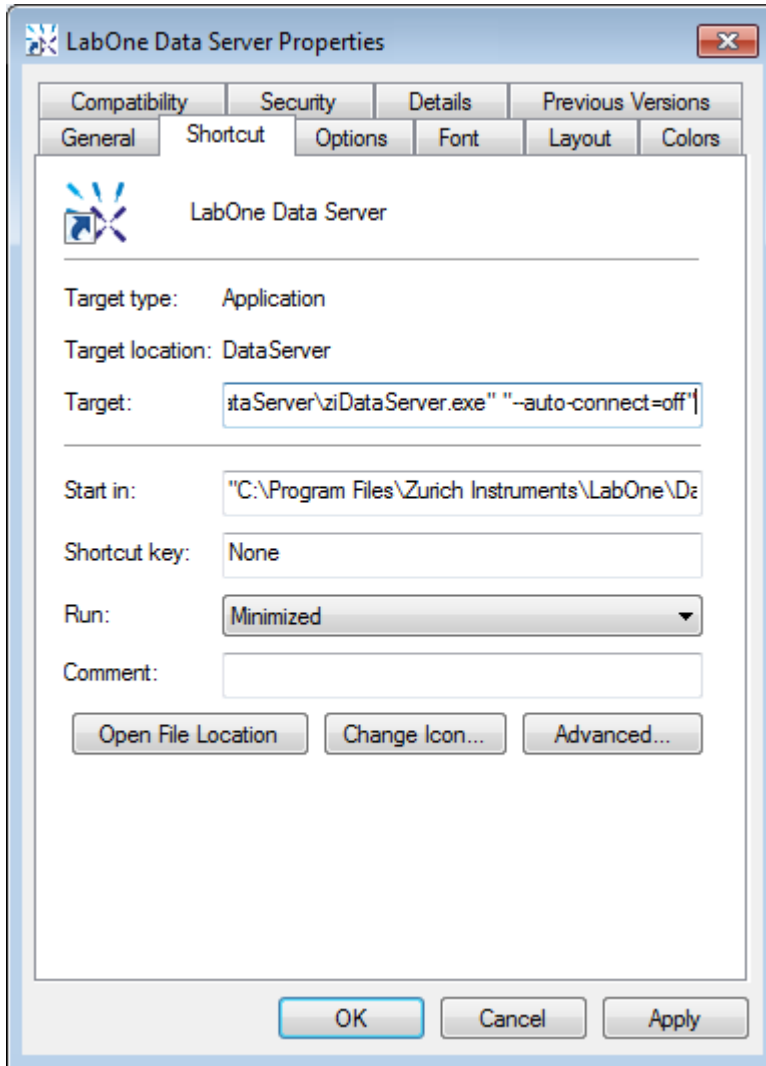


Figure 2.19: Setting auto-connect in Windows

### 2.5.13. 1GbE Connectivity

There are three methods for connecting to the device via 1GbE:

- Multicast DHCP
- Multicast point-to-point (P2P)
- Static Device IP

Multicast DHCP is the simplest and preferred connection method. Other connection methods can become necessary when using network configurations that conflict with local policies.

### Multicast DHCP

The most straightforward TCP/IP connection method is to rely on a network configuration to recognize the instrument. When connecting the instrument to a local area network (LAN), the DHCP server will assign an IP address to the instrument like to any PC in the network. In case of restricted networks, the network administrator may be required to register the device on the network by means of the MAC address. The MAC address is indicated on the back panel of the instrument. The LabOne Data Server will detect the device in the network by means of a multicast.

If the network configuration does not support multicast, or if the host computer has other network cards installed, it is necessary to use a static IP setup as described below. The instrument is configured to accept the IP address from the DHCP server, or to fall back to the IP address **192.168.1.10** if it does not get the address from the DHCP server.

Requirements:

-

Network supports multicast

## Multicast Point-to-Point

Setting up a point-to-point (P2P) network consisting only of the host computer and the instrument avoids problems related to special network policies. Since it is nonetheless necessary to stay connected to the internet, it is recommended to install two network cards in the computer, one of which is used for internet connectivity, the other can be used for connecting to the instrument. Alternatively, internet connectivity can be established via wireless LAN.

In such a P2P network the IP address of the host computer needs to be set to a static value, whereas the IP address of the device can be left dynamic.

1. Connect the 1GbE port of the network card that is dedicated for instrument connectivity directly to the 1GbE port of the instrument
2. Set this network card to static IP in TCP/IPv4 using the address **192.168.1.n**, where  $n=[2..9]$  and the mask **255.255.255.0**. (On Windows go to **Control Panel → Internet Options → Network and Internet → Network and Sharing Center → Local Area Connection → Properties**).

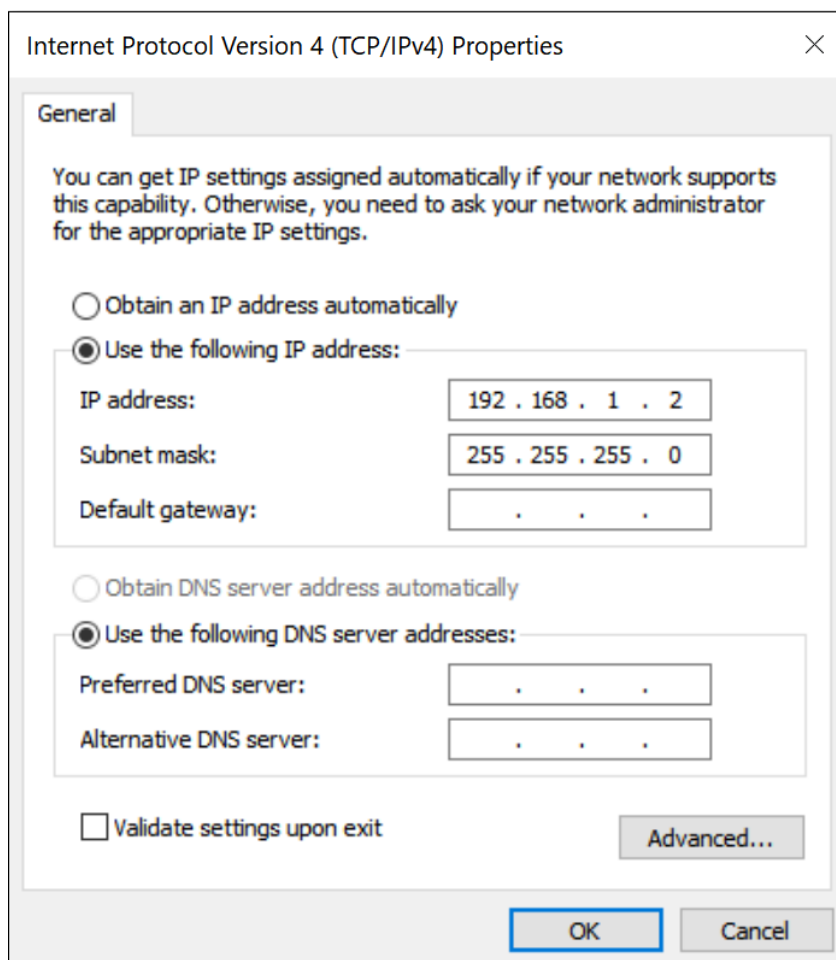


Figure 2.20: Static IP configuration for the host computer

3. Start up the LabOne User Interface normally. If your instrument does not show in the list of Available Devices, the reason may be that your network card does not support multicast. In that case, see [Static Device IP](#).

Requirements:

- Two network cards needed for additional connection to internet
- Network card of PC supports multicast
- Network card connected to the device must be in static IP4 configuration

## Note

A power cycle of the instrument is required if it was previously connected to a network that provided an IP address to the instrument.

## Note

Only IP v4 is currently supported. There is no support for IP v6.

## Note

If the instrument is detected by LabOne but the connection can not be established, the reason can be the firewall blocking the connection. It is then recommended to change the P2P connection from Public to Private. On Windows this is achieved by turning on network discovery in the Private tab of the network's advanced sharing settings as shown in the figure below.

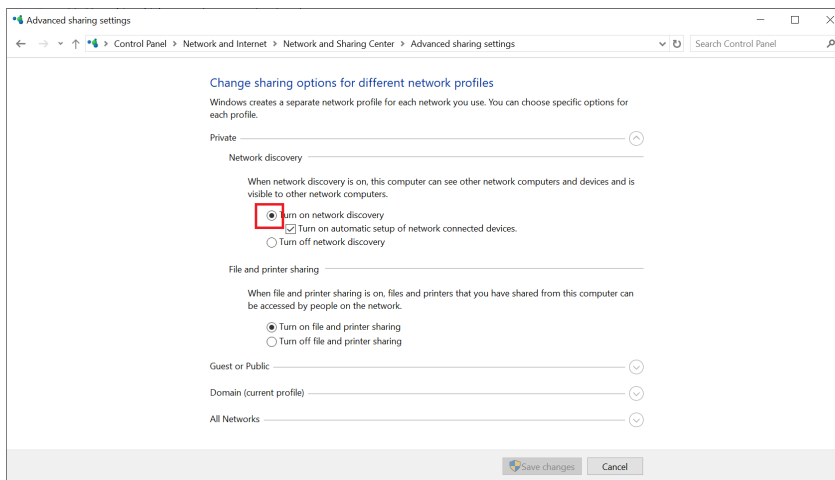


Figure 2.21: Turn on network discovery for Private P2P connection

## Warning

Changing the IP settings of your network adapters manually can interfere with its later use, as it cannot be used anymore for network connectivity until it is configured again for dynamic IP.

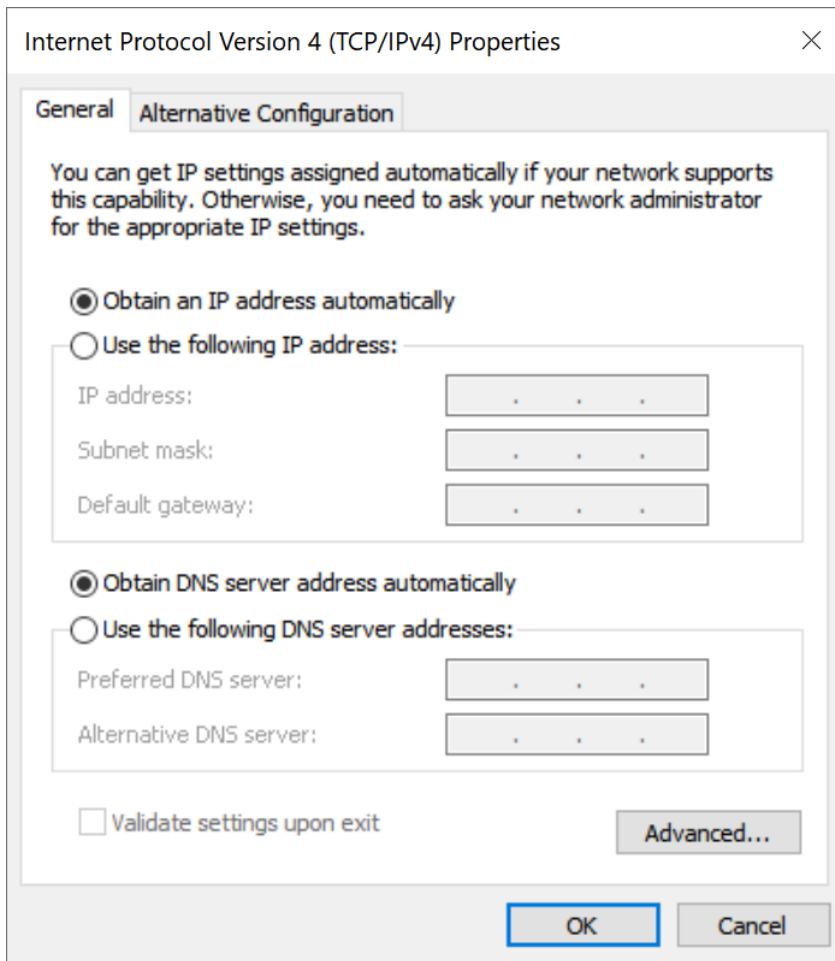


Figure 2.22: Dynamic IP configuration for the host computer

## Static Device IP

Although it is highly recommended to use dynamic IP assignment method in the host network of the instrument, there may be cases where the user wants to assign a static IP to the instrument. For instance, when the host network only contains Ethernet switches and hubs but no Ethernet routers are included, there is no DHCP server to dynamically assign an IP to the instrument. It is still advised to add an Ethernet router to the network and benefit from dynamic IP assignment; however, if a router is not available, the instrument can be configured to work with a static IP.

Note that the static IP assigned to the instrument must be within the same range of the IP assigned to the host computer. Whether the host computer's IP is assigned statically or by a fallback mechanism, one can find this IP by running the command `ipconfig` or `ipconfig/all` in the operating system's terminal. As an example, Figure 2.23 shows the outcome of running `ipconfig` in the terminal.

```
Ethernet adapter Ethernet 4:

Connection-specific DNS Suffix . . . : 
Link-local IPv6 Address . . . . . : fe80::f3ad:19ae:ffd9:f8ef%17
Autoconfiguration IPv4 Address. . . : 169.254.16.57
Subnet Mask . . . . . : 255.255.0.0
Default Gateway . . . . . :
```

Figure 2.23: IP and subnet mask of host computer

## 2.5. Connecting to the Instrument

It shows the network adapter of the host computer can be reached via the IP **169.254.16.57** and it uses a subnet mask of **255.255.0.0**. To make sure that the instrument is visible to this computer, one needs to assign a static IP of the form **169.254.x.x** and the same subnet mask to the instrument. To do so, the user should follow the instructions below.

1. Attach the instrument using an Ethernet cable to the network where the user's computer is hosted.
2. Attach the instrument via a USB cable to the host computer and switch it on.
3. Open the LabOne user interface (UI) and connect to the instrument via USB.
4. Open the "Device" tab of the LabOne UI and locate the "Communication" section as shown in [Configuration of static IP in LabOne UI](#).
5. Write down the desired static IP, e.g. **169.254.16.20**, into the numeric field "IPv4 Address".
6. Add the same subnet mask as the host computer, e.g. **255.255.0.0** to the numeric field "IPv4 Mask".
7. You can leave the field "Gateway" as **0.0.0.0** or change to be similar to the IP address but ending with **1**, e.g. **169.254.16.1**.
8. Enable the radio button for "Static IP".
9. Press the button "Program" to save the new settings to the instruments.
10. Power cycle the instrument and remove the USB cable. The instrument should be visible to LabOne via Ethernet connection.

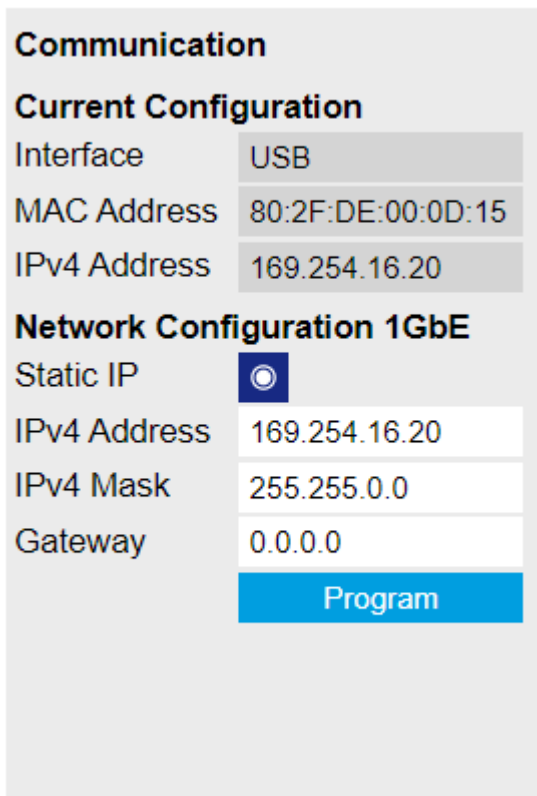


Figure 2.24: Configuration of static IP in LabOne UI

To make sure the IP assignment is done properly, one can use the command **ping** to check if the instrument can be reached through the network using its IP address. [Figure 2.25](#) shows the outcome of **ping** when the instrument is visible via the IP **169.254.16.20**.

```
C:\> ping 169.254.16.20

Pinging 169.254.16.20 with 32 bytes of data:
Reply from 169.254.16.20: bytes=32 time<1ms TTL=64
Reply from 169.254.16.20: bytes=32 time<1ms TTL=64
Reply from 169.254.16.20: bytes=32 time<1ms TTL=64
Reply from 169.254.16.20: bytes=32 time<1ms TTL=64

Ping statistics for 169.254.16.20:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms
```

Figure 2.25: Instrument visible through pinging

If set properly according to the instructions above, the instrument will use the same static IP configurations after each power cycle.

## Fallback Device IP

When configured to a dynamic address, but no DHCP server is present in the network, e.g., device connected directly to a PC, the instrument falls back on an IP address in the local link IP range that is **169.254.x.x**. If the host computer has also an IP address within the same range, the instrument becomes visible to the LabOne data server running on the host computer. This way, there is no need to go through the process described above to assign a static IP to the instrument.

## 2.6. Software Update

### 2.6.1. Overview

It is recommended to regularly update the LabOne software on the SHFSG+ Instrument to the latest version. In case the Instrument has access to the internet, this is a very simple task and can be done with a single click in the software itself, as shown in [Updating LabOne using Automatic Update Check](#). If you use one of the LabOne APIs with a separate installer, don't forget to update this part of the software, too.

### 2.6.2. Updating LabOne using Automatic Update Check

Updating the software is done in two steps. First, LabOne is updated on the PC by downloading and installing the LabOne software from the Zurich Instruments downloads page, as shown in [Software Installation](#). Second, the instrument firmware needs to be updated from the Device Connection dialog after starting up LabOne. This is shown in [Updating the Instrument Firmware](#). In case "Periodically check for updates" has been enabled during the LabOne installation and LabOne has access to the internet, a notification will appear on the Device Connection dialog whenever a new version of the software is available for download. This setting can later be changed in the Config tab of the LabOne user interface. In case automatic update check is disabled, the user can manually check for updates at any time by clicking on the button [Check For Update](#) in the Device Connection dialog. In case an update is found, clicking on the button "Update Available" shown in [Figure 2.26](#) will start a download the latest LabOne installer for Windows or Linux, see [Figure 2.27](#). After download, proceed as explained in [Software Installation](#) to update LabOne.



Figure 2.26: Device Connection dialog: LabOne update available

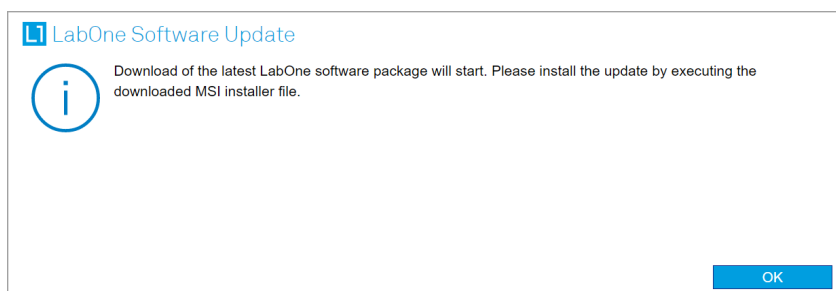


Figure 2.27: Download LabOne MSI using Automatic Update Check feature

### 2.6.3. Updating the Instrument Firmware

The LabOne software consists of both software that runs on your PC and software that runs on the instrument. In order to distinguish between the two, the latter will be called firmware for the rest of this document. When upgrading to a new software release, it's also necessary to update the instrument firmware.

If the firmware needs an update, this is indicated in the Device Connection dialog of the LabOne user interface under Windows.

In the Basic view of the dialog, there will be a button "Upgrade FW" appearing together with the instrument icon as shown in Figure 2.28. In the Advanced view, there will be a link "Upgrade FW" in the Update column of the Available Devices table. Click on **Upgrade FW** to open the firmware update start-up dialog shown in Figure 2.29. The firmware upgrade takes approximately 2 minutes.

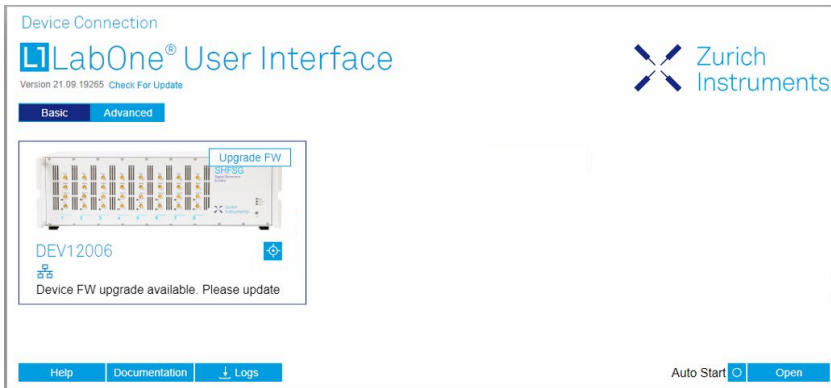


Figure 2.28: Device Connection dialog with available firmware update

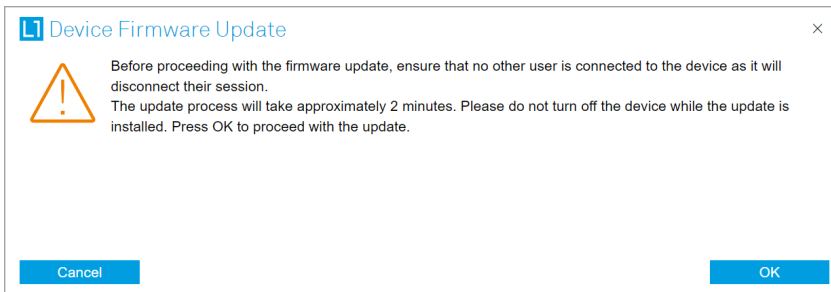


Figure 2.29: Device Firmware Update start-up dialog

## Important

Do not disconnect the USB or 1GbE cable to the Instrument or power-cycle the Instrument during a firmware update.

If you encounter any issues while upgrading the instrument firmware, please contact Zurich Instruments at [support@zhinst.com](mailto:support@zhinst.com).

## 2.7. Troubleshooting

This section aims to help the user solve and avoid problems while using the software and operating the instrument.

### 2.7.1. Common Problems

Your SHFSG+ Instrument is an advanced piece of laboratory equipment which has many more features and capabilities than a traditional signal generator. In order to benefit from these, the user needs access to a large number of settings in the API or the LabOne User Interface. The complexity of the settings might overwhelm a first-time user, and even expert users can get surprised by certain combinations of settings. This section provides an easy-to-follow checklist to solve the most common mishaps.

Table 2.9: Common Problems

Problem	Check item
The software cannot be installed or uninstalled	Please verify you have administrator/root rights.



Problem	Check item
The software cannot be updated	Please use the Modify option in Windows Apps & Features functionality. In the software installer select Repair, then uninstall the old software version, and install the new version.
The Instrument does not turn on	Please verify the power supply connection and inspect the fuse. The fuse holder is integrated in the power connector on the back panel of the instrument.
The Instrument can't be connected over USB	Please verify that the USB port labeled "Maintenance" is connected. The port labeled "USB" is not currently supported and will be enabled with a future LabOne release.
The Instrument performs close to specification, but higher performance is expected	After 2 years since the last calibration, a few analog parameters are subject to drift. This may cause inaccurate measurements. Zurich Instruments recommends re-calibration of the Instrument every 2 years.
The Instrument measurements are unpredictable	Please check the Status Tab to see if there is any active warning (red flag), or if one has occurred in the past (yellow flag).
The Instrument does not generate any output signal	Verify that the signal output switch of the right signal output channel has been activated in the Output tab.
The LabOne User Interface does not start	Verify that the LabOne Data Server ( <b>ziDataServer.exe</b> ) and the LabOne Web Server ( <b>ziWebServer.exe</b> ) are running via the Windows Task Manager. The Data Server should be started automatically by <b>ziService.exe</b> and the Web Server should be started upon clicking "Zurich Instruments LabOne" in the Windows Start Menu. If both are running, but clicking the Start Menu does not open a new User Interface session in a new tab of your default browser then try to create a new session manually by entering <b>127.0.0.1:8006</b> in the address bar of your browser.
The user interface does not start or starts but remains idle	Verify that the Data Server has been started and is running on your host computer.
The user interface is slow and the web browser process consumes a lot of CPU power	Make sure that the hardware acceleration is enabled for the web browser that is used for LabOne. For the Windows operating system, the hardware acceleration can be enabled in <b>Control Panel → Display → Screen Resolution</b> . Go to Advanced Settings and then Trouble Shoot. In case you use a NVIDIA graphics card, you have to use the NVIDIA control panel. Go to Manage 3D Settings, then Program Settings and select the program that you want to customize.

## 2.7.2. Location of the Log Files

The most recent log files of the LabOne Web and Data Server programs are most easily accessed by clicking on **Logs** in the **LabOne Device Connection dialog** of the user interface. The Device Connection dialog opens on software start-up or upon clicking on **Session Manager** in the Config tab of the user interface.

The location of the Web and Data Server log files on disk are given in the sections below.

## Windows

The Web and Data Server log files on Windows can be found in the following directories.

- LabOne Data Server (**ziDataServer.exe**):  
C:\Windows\ServiceProfiles\LocalService\AppData\Local\Temp\Zurich Instruments\LabOne\ziDataServerLog
- LabOne Web Server (**ziWebServer.exe**):  
C:\Users[USER]\AppData\Local\Temp\Zurich Instruments\LabOne\ziWebServerLog

## Note

The `C:\Users\[USER]\AppData` folder is hidden by default under Windows. A quick way of accessing it is to enter `%AppData%\..` in the address bar of the Windows File Explorer.

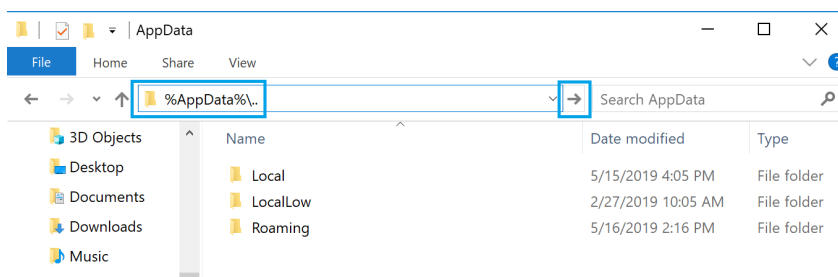


Figure 2.30: Using the

## Linux and macOS

The Web and Data Server log files on Linux or macOS can be found in the following directories.

- LabOne Data Server (**ziDataServer**):  
/tmp/ziDataServerLog\_[USER]
- LabOne Web Server (**ziWebServer**):  
/tmp/ziWebServerLog\_[USER]

### 2.7.3. Prevent web browsers from sleep mode

It often occurs that an experiment requires a long-time signal acquisition; therefore, the setup including the measurement instrument and LabOne software are left unattended. By default, many web browsers go to a sleep mode after a certain idle time which results in the loss of acquired data when using the web-based user interface of LabOne for measurement. Although it is recommended to take advantage of LabOne APIs in these situations to automate the measurement process and avoid using web browsers for data recording, it is still possible to adjust the browser settings to prevent it from entering the sleep mode. Below, you will find how to modify the settings of your preferred browser to ensure a long-run data acquisition can be implemented properly.

#### Edge

1. Open **Settings** by typing `edge://settings` in the address bar
2. Select **System** from the icon bar.
3. Find the **Never put these sites to sleep** section of the **Optimized Performance** tab.
4. Add the IP address and the port of LabOne Webserver, e.g., `127.0.0.1:8006` or `192.168.73.98:80` to the list.

#### Chrome

1. While LabOne is running, open a tab in Chrome and type `chrome://discards` in the address bar.
2. In the shown table listing all the open tabs, find LabOne and disable its **Auto Discardable** feature.
3. This option avoids discarding and refreshing the LabOne tab as long as it is open. To disable this feature permanently, you can use an extension from the Chrome Webstore.

#### Firefox

1. Open **Advanced Preferences** by typing `about:config` in the address bar.
2. Look for `browser.tabs.unloadOnLowMemory` in the search bar.
3. Change it to **false** if it is **true**.

## Opera

1. Open **Settings** by typing `opera://settings` in the address bar.
2. Locate the **User Interface** section in the **Advanced** view.
3. Disable the **Snooze inactive tabs to save memory** option and restart Opera.

## Safari

1. Open **Debug** menu.
2. Go to **Miscellaneous Flags**.
3. Disable **Hidden Page Timer Throttling**.

# 3. Functional Overview

This chapter provides the overview of the features provided by the SHFSG Instrument. Unless explicitly stated otherwise, all contents of the manual apply to both the original SHFSG as well as the SHFSG+. The first section contains the description of the functional diagram and the hardware and software feature list. The next section details the front panel and the back panel of the measurement instrument. The following section provides product selection and ordering support.

## 3.1. Features

The **SHFSG+ Instrument** consists of several internal units that generate digital signals (light blue color, referred to as Digital Signal Units or DSUs) and several units that transform the digital signals into analog signals with the appropriate center frequency (dark blue color). The front panel is depicted on the left-hand side and the back panel is depicted on the right-hand side. The arrows between the panels and the interface units indicate selected physical connections and the data flow. The SHFSG+ 8.5 GHz Signal Generator comes in a 4-channel and an 8-channel variant, providing either 4 or 8 output channels, respectively. The [ordering guide](#) details the available upgrade options for each instrument type and whether the option can be upgraded directly in the field.

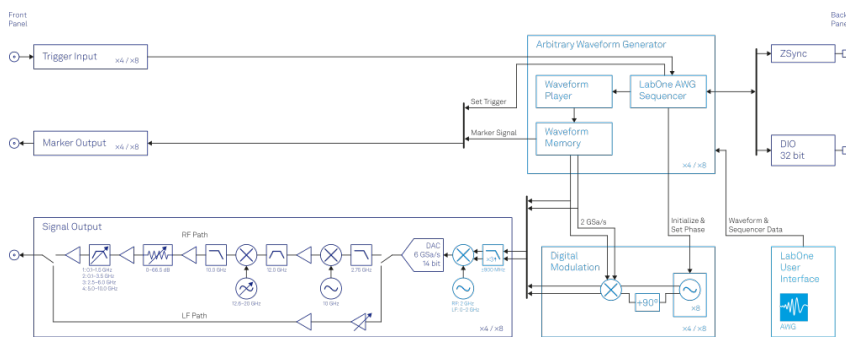


Figure 3.1: SHFSG+ instrument functional diagram

Each channel has signal generation (**AWG, Modulation**) functionality, as well as common functionality such as the shared communications (**32-bit DIO, ZSync**). The digital, complex-valued signal from the Digital Signal Unit is up-converted to microwave frequencies in the analog domain using the **Signal Output Module**.

### 3.1.1. Super-high-frequency Signal Outputs

- Low-noise SHF Outputs, DC - 8.5 GHz frequency range, 1 GHz modulation bandwidth
- Broadband double superheterodyne frequency upconversion
- Calibrated (Output) Power Range, selectable from -30 dBm to 10 dBm when using the RF path and from -30 dBm to 5 dBm when using the LF path

### 3.1.2. Advanced Pulse Sequencer

- Arbitrary Waveform Generator capability
- Advanced sequencing
  - looping, branching
  - command table
  - advanced trigger control
- Digital modulation

### 3.1.3. Hardware Trigger Engine

- 1 Trigger Engine per Channel
- 1 Marker Output and Trigger Input per Channel

### 3.1.4. High-speed Connectivity

- SMA connectors on front and back panel for triggers, signals and external clock
- USB 3.0 high-speed host interface
- Maintenance USB connection
- LAN/Ethernet 1 Gbit/s controller interface
- DIO: 32-bit digital input-output port
- 2 ZSync connectors for clock synchronization and fast data transfer
- Clock input/output connectors (10 MHz)

### 3.1.5. Software Features

- Web-based, high-speed user interface with multi-instrument control
- Data server with multi-client support
- LabOne APIs, including Python, QCoDeS and Labber
- Turnkey software and firmware features for fast system tune-up

## 3.2. Front Panel Tour

The front panel SMA connectors and control LEDs are arranged as shown in Figure 3.2 and listed in Table 3.1.

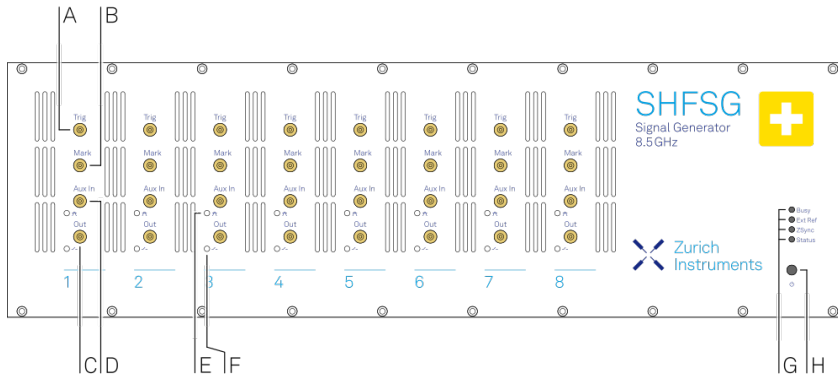



Figure 3.2: SHFSG+ 8.5 GHz Signal Generator front panel

Table 3.1: SHFSG+ Signal Generator front panel description

Position	Label / Name	Description
A	Trig	TTL Trigger Input
B	Mark	TTL Marker Output
C	Out	single-ended waveform Signal Output, DC-8.5 GHz, max. 10 dBm
D	Aux In	analog Auxiliary Input, max. 10 V
E	multicolor LEDs	off Instrument off or uninitialized blink all LEDs blink for 5 seconds → indicator used by the Identify Device functionality
	Busy	unused

Position	Label / Name	Description
	Ext Ref	off External Reference Signal not present/detected blue External Reference Signal is present and locked on to yellow External Reference Signal present, but not locked on to red External Reference Signal present, but lock failed
	ZSync	off no connection blue ■ steady: ZSync fully connected AND synchronized ■ blinking: ZSync synchronized but not yet fully connected yellow ZSync plugged in, but not connected red ZSync interface error
	Status	off Instrument off or uninitialized blue Instrument is initialized and has no warnings or errors yellow Instrument has warnings red Instrument has errors
F	 Soft power button	Power button with incorporated status LED off Instrument off and disconnected from mains power blue ■ flashing rapidly (>1/sec): Firmware is starting ■ flashing slow (<1/sec): Firmware ready, waiting for connection ■ constant: Instrument ready and active connection over USB or Ethernet red ■ breathing: Instrument off but connected to mains power → safeto power off using the rear panel switch, or restart using the softpower button ■ flashing: Instrument booting up ■ constant: Fatal error occurred

### 3.3. Back Panel Tour

The back panel is the main interface for power, control, service and connectivity to other ZI instruments. Please refer to [Figure 3.3](#) and for the detailed description of the items.

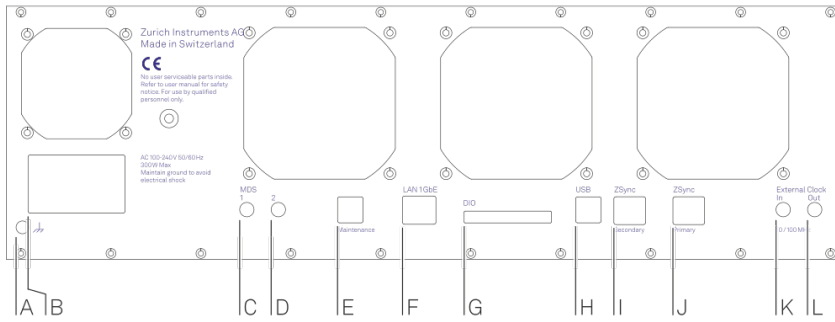


Figure 3.3: SHFSG+ Instrument back panel

Table 3.2: SHFSG+ Instrument back panel description

Position	Label / Name	Description
A	Earth ground	4 mm banana jack connector for earth ground, electrically connected to the chassis and the earth pin of the power inlet
B	AC 100 - 240 V	Power inlet, fuse holder, and power switch
C	MDS 1	SMA: bidirectional TTL ports for multi-device synchronization
D	MDS 2	SMA: bidirectional TTL ports for multi-device synchronization
E	Maintenance	Universal Serial Bus (USB) 3.0 port for maintenance and instrument control
F	LAN 1GbE	1 Gbit LAN connector for instrument control
G	DIO 32bit	32-bit digital input/output (DIO) connector
H	USB	Universal Serial Bus (USB) 3.0 port connector → do not use for standard operation
I	ZSync Secondary	Secondary inter-instrument synchronization bus connector Attention: This is not an Ethernet plug, connection to an Ethernet network might damage the instrument.
J	ZSync Primary	Primary inter-instrument synchronization bus connector Attention: This is not an Ethernet plug, connection to an Ethernet network might damage the instrument.
K	External Clk In	External Reference Clock Input (10 MHz/100 MHz) for synchronization with other instruments
L	External Clk Out	External Reference Clock Output (10 MHz/100 MHz) for synchronization with other instruments

## 3.4. Ordering Guide

Table 3.3 provides an overview of the available SHFSG+ products. Upgradeable features are options that can be purchased anytime without the need to send the Instrument back to Zurich Instruments.

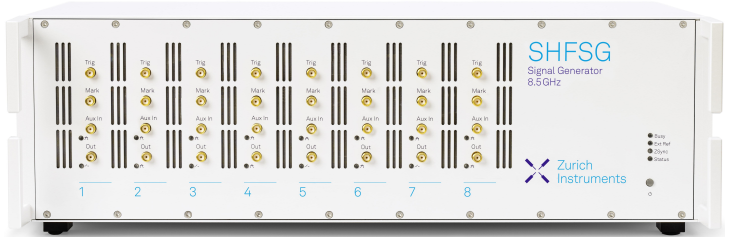
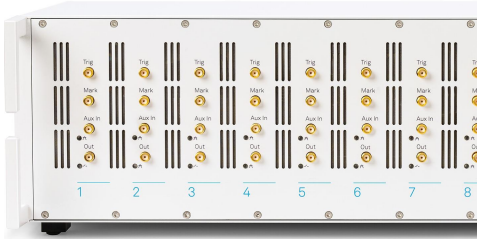
Table 3.3: SHFSG+ Instrument product codes for ordering

Product code	Product name	Description	Field upgrade possible
SHFSG4	SHFSG+ Signal Generator	Base 4-channel Super-High-Frequency Signal Generator (SHFSG+)	-
SHFSG8	SHFSG+ Signal Generator	Base 8-channel Super-High-Frequency Signal Generator (SHFSG+)	-
SHFSG-RTR	SHFSG Output Router and Adder Option	Option for all variants of the SHFSG+	Yes

Table 3.4: Product selector SHFSG+

Feature	SHFSG+ 4 channels	SHFSG+ 8 channels
Number of Output Channels	4	8
Number of analog RF synthesizers	4	4
Digital oscillators per channel	8	8
Mixer-calibration-free analog frequency upconversion (double super-heterodyne)	yes	yes
Frequency range	DC-8.5 GHz	DC-8.5 GHz
Total number of Markers/Triggers (1 each per channel)	4/4	8/8
Vertical resolution Output	14 bit	14 bit
Digital IQ modulation	yes	yes
ZSync capability	yes	yes
Sequencing	yes	yes
USB 3.0	yes	yes
LAN 1 Gbit/s	yes	yes

Table 3.5: Differences between SHFSG and SHFSG+

Category	SHFSG	SHFSG+
Description	Base instrument	Improved phase noise Improved output noise Fast output muting functionality
External differences	Base instrument	Holographic "+" sticker on front panel
Product image		
Upgrading from SHFSG to SHFSG+	Contact us to discuss the possibilities for your instruments!	-



# 4. Tutorials

The tutorials in this chapter have been created to allow users to become more familiar with the operation of the SHFSG+ Signal Generator. Tutorials also provide tips and tricks to optimally program the instrument.

In order to successfully carry out the tutorials it's assumed that users have certain laboratory equipment and basic equipment handling knowledge.

## Note

In many tutorials, we use the Python API to control the instruments.

## Note

For all tutorials, you must have LabOne installed as described in the chapter [Getting Started](#).

## Note

The documentation is frequently updated to match with the latest functionality of the LabOne software and to extend the number of example use cases covered. For the latest version of the documentation, please always refer to the [online documentation](#).

## 4.1. Basic Sine Generation

### Note

This tutorial is applicable to all SHFSG+ Instruments.

### 4.1.1. Goals and Requirements

The goal of this tutorial is to demonstrate basic sine generation with

SHFSG+. We demonstrate how to configure the sine generator to produce a single frequency component at the desired frequency in the range 0 GHz to 8.5 GHz. In order to visualize the multi-channel signals, an oscilloscope with sufficient bandwidth and channel number is required.

### 4.1.2. Preparation

Connect the cables as illustrated below. Make sure that the instrument is powered on and connected by Ethernet to your local area network (LAN) where the host computer resides. After starting LabOne, the default web browser opens with the LabOne graphical user interface.

### Note

The instrument can also be connected via the USB interface, which can be simpler for a first test. As a final configuration for measurements, it is recommended to use the 1GbE interface, as it offers a larger data transfer bandwidth.

## 4.1. Basic Sine Generation

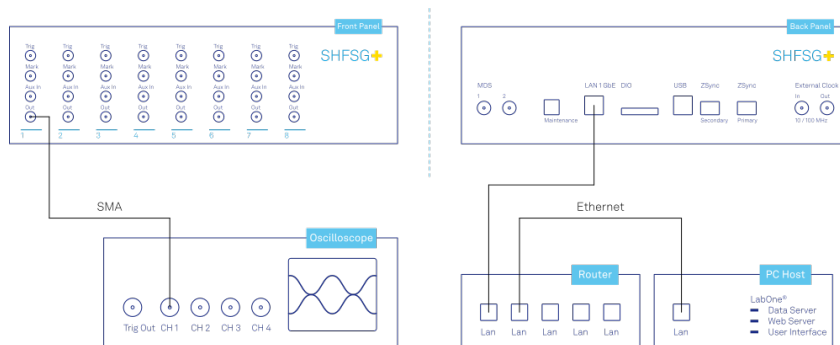


Figure 4.1: Connections for the basic sine generation tutorial

The tutorial can be started with the default instrument configuration (e.g. after a power cycle) and the default user interface settings (e.g. after pressing F5 in the browser).

### 4.1.3. Generating a Sinusoidal Signal

#### Note

This tutorial focuses on how to use the sine generator to produce a signal at a single, continuous frequency without any AWG control. This mode of operation is distinct from the method of modulating the output of the AWG output described in the [Digital Modulation Tutorial](#), and the two approaches generally do not need to be employed simultaneously.

In this tutorial we generate a continuous sinusoidal signal at a single frequency and visualize it with a scope. In a first step, we use the [Output Tab](#) to enable the Output of the SHFSG+ and set the Output Range. We also set its RF Center Frequency to 1 GHz. Depending on the desired center frequency, either the RF or LF paths can be used. In this example, we will use the RF path, but the LF path can also be used for center frequencies in the range 0 - 2 GHz. Additionally, we configure the scope with a suitable time base (e.g. 500 ps per division) and range (e.g. 0.2 V per division). The following table summarizes the necessary settings.

Table 4.1: Settings: enable the output

Tab	Section	Label	Setting / Value / State
Output	Signal Output 1	On	ON
Output	Signal Output 1	Range (dBm)	10
Output	Channel 1	Center Freq (Hz)	1.0 G
Output	Signal Output 1	Output path	RF

In addition to turning on the output, we must also configure the sine generator. We set the amplitudes of the I and Q components to yield a single sideband signal, and we set the oscillator frequency to 100 MHz. We also enable the I and Q signals so that an output signal is actually generated. With the RF center frequency set at 1.0 GHz and the oscillator set to 100 MHz, the final output frequency is 1.1 GHz.

#### Note

To access the I and Q settings of the Sine Generator, it is necessary to expand the menu in the Sine Generator section of the Digital Modulation Tab. The settings are collapsed by default.

## 4.1. Basic Sine Generation

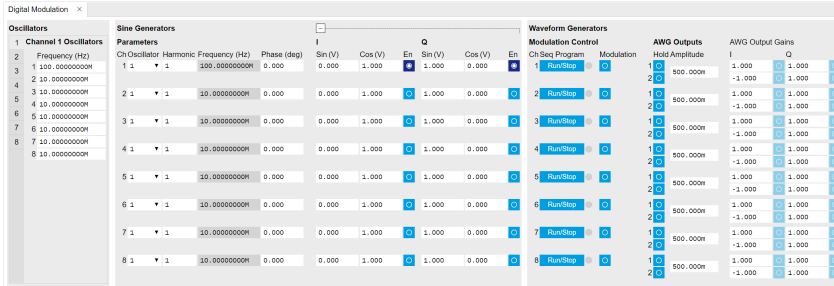


Figure 4.2: LabOne UI: Digital Modulation tab

Table 4.2: Settings: configure the sine generator

Tab	Section	Sub-section	Label	#	Setting / Value / State
Digital Modulation	Channel 1 Oscillators		Frequency	1	100 M
Digital Modulation	Sine Generators	Parameters	Oscillator	1	1
Digital Modulation	Sine Generators	Parameters	Harmonic	1	1
Digital Modulation	Sine Generators	I	Sin(V)	1	0.0
Digital Modulation	Sine Generators	I	Cos(V)	1	1.0
Digital Modulation	Sine Generators	I	En	1	ON
Digital Modulation	Sine Generators	Q	Sin(V)	1	1.0
Digital Modulation	Sine Generators	Q	Cos(V)	1	0.0
Digital Modulation	Sine Generators	Q	En	1	ON

With these settings, we observe a continuously playing 1.1 GHz signal on the scope.

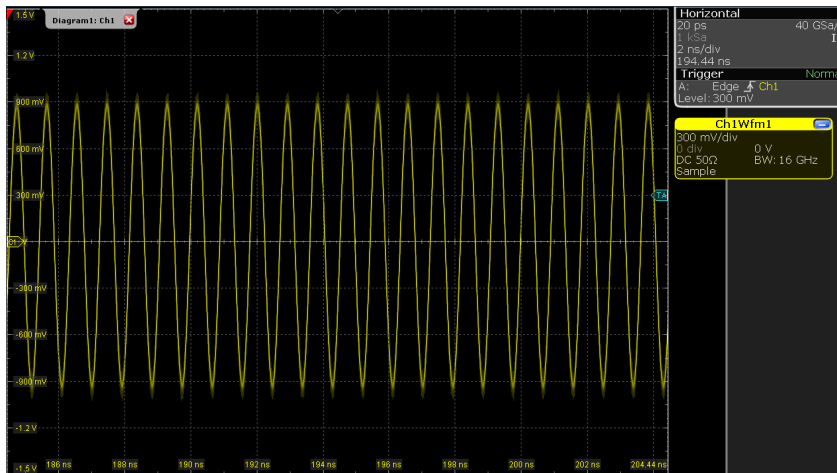


Figure 4.3: Scope trace of a 1.1-GHz signal

### Note

The oscillator used for the sine generation, its harmonic, and the phase of the sine generator can be used to further customize the output signal of the sine generator.

## 4.2. Basic Waveform Playback

### Note

This tutorial is applicable to all SHFSG+ Instruments.

### 4.2.1. Goals and Requirements

The goal of this tutorial is to demonstrate the basic use of the

SHFSG+, by demonstrating simple waveform generation and playback. In order to visualize the multi-channel signals, an oscilloscope with sufficient bandwidth and channel number is required.

### 4.2.2. Preparation

Connect the cables as illustrated below. Make sure that the instrument is powered on and connected by Ethernet to your local area network (LAN) where the host computer resides. After starting LabOne, the default web browser opens with the LabOne graphical user interface.

### Note

The instrument can also be connected via the USB interface, which can be simpler for a first test. As a final configuration for measurements, it is recommended to use the 1GbE interface, as it offers a larger data transfer bandwidth.

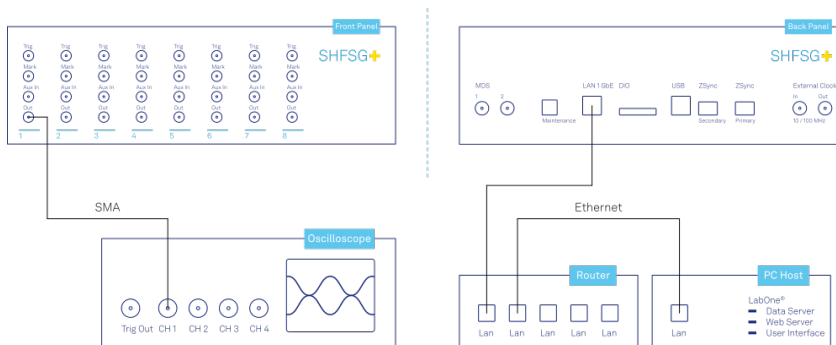


Figure 4.4: Connections for the arbitrary waveform generator basic playback tutorial

The tutorial can be started with the default instrument configuration (e.g. after a power cycle) and the default user interface settings (e.g. after pressing F5 in the browser).

### 4.2.3. Waveform Generation and Playback

In this tutorial we generate signals with the AWG and visualize them with the scope. In a first step we enable the Output of the

SHFSG+ and set the Output Range. We also set the RF center frequency to 1 GHz. In this example, we will use the RF path, which supports center frequencies in the range 0.6 - 8 GHz. When using the LF path, the center frequency can be set in the range 0 - 2 GHz. Additionally, we configure the scope with a suitable time base (e.g. 500 ns per division) and range (e.g. 0.2 V per division). The following table summarizes the necessary settings.

Table 4.3: Settings: enable the output

Tab	Sub-tab	Label	Setting / Value / State
Output	Signal Output 1	On	ON
Output	Signal Output 1	Range (dBm)	10
Output	Channel 1	Center Freq (Hz)	1.0 G

Tab	Sub-tab	Label	Setting / Value / State
Output	Signal Output 1	Output Path	RF

Table 4.4: Settings: configure the external scope

Scope Setting	Value / State
Ch1 enable	ON
Ch1 range	0.2 V/div
Timebase	500 ns/div
Trigger source	Ch1
Trigger level	200 mV
Run / Stop	ON

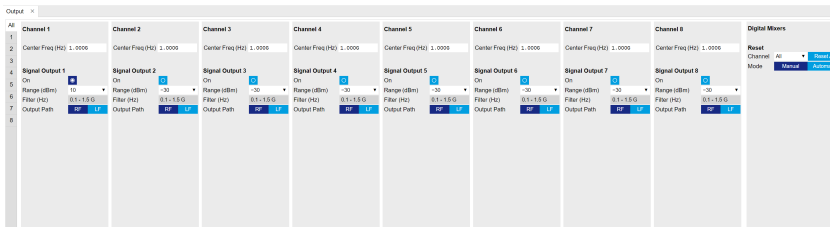


Figure 4.5: LabOne UI: Output tab

In the [Output Tab](#), we configure the first output channel. The final signal amplitude is determined by the dimensionless signal amplitude stored in the waveform memory scaled to the set Range in dBm of the channel. The necessary settings are summarized in the following table.

Table 4.5: Settings: configure the AWG output

Tab	Sub-tab	Section	#	Label	Setting / Value / State
AWG	Control			Sampling Rate	2 GHz
Digital Modulation		Modulation Control	1	Modulation	OFF
Digital Modulation		AWG Outputs		Amplitude	1.0

To operate the AWG we need to specify a sequence program through a C-type language. This program is then compiled and uploaded to the instrument where it is executed in real time. Writing the sequence program can be done interactively by typing the program in the sequence window. Let's start by typing the following code into the sequence editor.

```

wave w_gauss = 1.0*gauss(8000, 4000, 1000);
playWave(1, w_gauss);
    
```

In the first line of the program, we generate a waveform with a Gaussian shape with a length of 8000 samples and store the waveform under the name `w_gauss`. The peak center position 4000 and the standard deviation 1000 are both defined in units of samples. You can convert them into time by dividing by the chosen Sampling Rate (2.0 GSa/s by default). The waveform generated by the `gauss` function has a peak amplitude of 1. This amplitude is dimensionless and the output amplitude of the physical signal is given by this number multiplied with the voltage determined by the selected output range (here we chose 0 dBm). To calculate the maximum amplitude  $V_p$  in Volts use:  $V_p = \sqrt{2} * 10^{P_{max}/10} * 10^{-3} W * 50 \Omega$ , where  $P_{max}$  is the Range setting in dBm.  $V_p$  corresponds to the peak voltage of a signal of a given power when connected to a  $50 \Omega$  load. To calculate the RMS amplitude  $V_{rms}$ , divide by  $\sqrt{2}$ , i.e.  $V_{rms} = \frac{V_p}{\sqrt{2}}$ . Of course, the scaling factor of 1.0 in the waveform definition can be replaced by any other value. Finally, the code line is terminated by a semicolon according to C conventions.

With the second line of the program, the generated waveform `w_gauss` is played on Output 1. We use the syntax `playWave(1, w_gauss)` to play a Gaussian signal in the real quadrature of the complex output. For a more detailed discussion of how the `playWave` command routes the AWG outputs to generate complex signals, see the [Digital Modulation Tutorial](#). Note that the syntax of the `playWave` command and the values of other parameters, such as the waveform amplitude, can yield signals that are either below or above the maximum output power. If a signal happens to be above the

maximum output power, it will clip at the DAC and may be distorted. For more details on `playWave` and how different amplitude settings influence the final signal, see the [Modulation Tutorial](#).

## Note

For this tutorial, we will keep the description of the Sequencer instructions short. You can find the full specification of the LabOne Sequencer language in [LabOne Sequence Programming](#)

## Note

The AWG has a waveform granularity of 16 samples, and a minimum waveform length of 32 samples when using `playWave` commands or 16 samples when using the command table (see the [Pulse-level Sequencing Tutorial](#)). It's recommended to use waveform lengths that are multiples of 16, to avoid having ill-defined samples between successively played waveforms. Waveforms that are not multiple of 16 samples are automatically padded with 0s and a compiler warning is issued.

By clicking on `Save`, the sequence program is compiled into sequence instructions that are then uploaded to the device together with the waveform data. A successful upload is indicated by a green Compiler Status LED. Any error that causes an upload failure of either the sequencer instruction or waveform data is indicated by a red status light.

## Note

The Advanced tab shows how the sequence instructions translate to assembly language for the onboard FPGA.

By clicking on the Waveform sub-tab, we see that our Gaussian waveform appeared in the list. The Memory Usage field at the bottom of the Waveform sub-tab shows what fraction of the instrument memory is filled by the waveform data. The Waveform Viewer sub-tab allows you to graphically display the currently marked waveform in the list.

Clicking on `Single` executes the uploaded AWG program. Since we have armed the scope previously with a suitable trigger level, it has captured our Gaussian pulse with a FWHM of about 1.5  $\mu\text{s}$  and a carrier frequency of 1.0 GHz, as shown in [Figure 4.6](#).

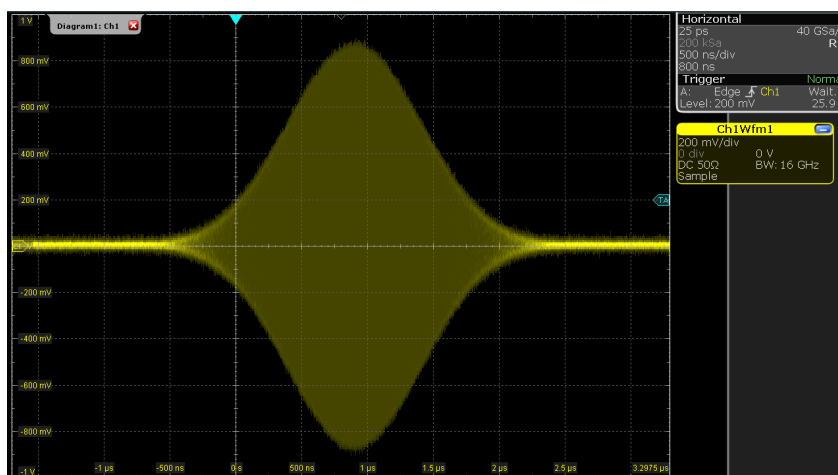


Figure 4.6: Scope shot of a Gaussian pulse generated by the AWG

The LabOne Sequencer language offers various run-time control. An important functionality, e.g. for real-time averaging of an experiment, is the repetition of a sequence. In the following example, all the code within the curly brackets `{ . . . }` is repeated 5 times. Upon clicking `Save` and `Single`, we observe 5 short Gaussian pulses in a new scope shot, see [Figure 4.7](#).

```

wave w_gauss = 1.0 * gauss(640, 320, 50);

repeat (5) {
  playWave(1, w_gauss);
}

```

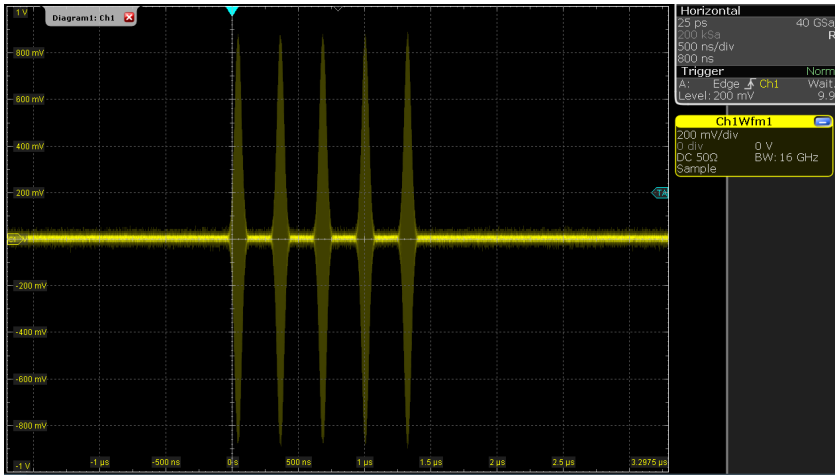


Figure 4.7: Burst of Gaussian pulses generated by the AWG and captured by the scope

In order to generate more complex waveforms, the LabOne Sequencer programming language offers a rich toolset for waveform manipulation. In addition to a selection of standard waveform generation functions, waveforms can be added, multiplied, scaled, concatenated, and truncated. It's also possible to use compile-time evaluated loops to generate pulse series with systematic parameter variations – see [LabOne Sequence Programming](#) for more information. In the following code example, we make use of some of these tools to generate a pulse with a smooth rising edge, a flat plateau, and a smooth falling edge. We use the `cut` function to cut a waveform at defined sample indices, the `ones` function to generate a waveform with constant level 1.0 and length 320, and the `join` function to concatenate three (or arbitrarily many) waveforms.

```

wave w_gauss = gauss(640, 320, 50);
wave w_rise = cut(w_gauss, 0, 319);
wave w_fall = cut(w_gauss, 320, 639);
wave w_flat = rect(320, 1.0);

wave w_pulse = join(w_rise, w_flat, w_fall);

while (true) {
  playWave(1, w_pulse);
}

```

Note that we replaced the finite repetition by an infinite repetition by using a `while` loop. Loops can be nested in order to generate complex playback routines. The output generated by the program above is shown in [Scope shot of an infinite pulse series generated by the AWG](#).

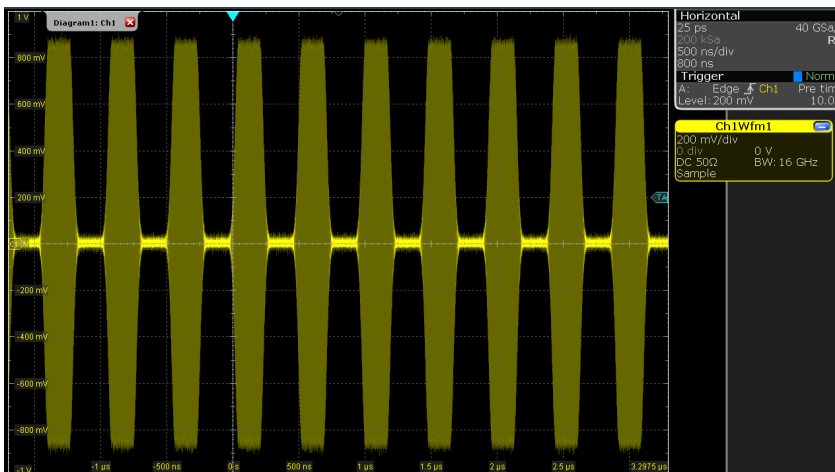


Figure 4.8: Scope shot of an infinite pulse series generated by the AWG

As programs get longer, it becomes useful to store and recall them. Clicking on `Save as...` allows you to store the present program under a new name. Clicking on `Save` then saves your program to the file name displayed at the top of the editor. As you begin to work on sequence programs more regularly, it's worth using some of the editor keyboard shortcuts listed in [Sequence Editor Keyboard Shortcuts](#).

## 4.3. Triggering and Synchronization

It's also possible to iterate over the samples of a waveform array and calculate each one of them in a loop over a compile-time variable `cvar`. This often allows sequences to go beyond the possibilities of using the predefined waveform generation function, particularly when using nested formulas of elementary functions like in the following example. The waveform array needs to be pre-allocated e.g. using the instruction `zeros`.

```
const N = 1024;
const width = 100;
const position = N/2;
const f_start = 0.1;
const f_stop = 0.2;
cvar i;
wave w_array = zeros(N);
for (i = 0; i < N; i++) {
    w_array[i] = sin(10/(cosh((i-position)/width)));
}

playWave(w_array);
```

It is also possible to use waveforms stored as a list of values in a file. If the file is stored in the location (`C:\Users\\Documents\Zurich Instruments\LabOne\WebServer\awg\waves\` under Windows or `~/Zurich Instruments/LabOne/WebServer/awg/waves/` under Linux), you can then play back the wave by referring to the file name without extension in the sequence program:

```
playWave("wave_file");
```

If you prefer, you can also store it in a `wave` data type first and give it a new name:

```
wave w = "wave_file";
playWave(w);
```

For more information about the file format, please refer to the AWG Module Section of the LabOne Programming Manual.

### 4.2.4. Using the LF Path

The LF path bypasses the upconversion chain to allow center frequencies in the range DC to 2 GHz to be generated. The AWG sequencer can be programmed in the same way as with the RF path. The main differences is that the maximum output power of the LF path is +5 dBm (compared to +10 dBm for the RF path) and that the latency of the LF path is shorter than that of the RF path, due to the shorter analog path.

The center frequency of the LF path can be set in multiples of 100 MHz, just as with the RF path. When combined with correct usage of `waitDigTrigger` and `resetOscPhase` commands, this ensures that the initial phase of a played waveform will be reproducible within a given experimental run, as in the following example:

```
const length = 128;
const amp = 1;
wave = gaussian(length, amp, length/2, length/8);

while (1) {
    waitDigTrigger(1);
    resetOscPhase();
    playWave(1, 2, wave);
}
```

## 4.3. Triggering and Synchronization

### Note

This tutorial is applicable to all SHFSG+ Instruments.



### 4.3.1. Goals and Requirements

The goal of this tutorial is to show how to use the

SHFSG+ as a trigger source, as well as how to configure the SHFSG+ to respond to an external trigger. In order to visualize the multi-channel signals, an oscilloscope with sufficient bandwidth and channel number is required.

### 4.3.2. Preparation

Connect the cables as illustrated below. Make sure that the instrument is powered on and connected by Ethernet to your local area network (LAN) where the host computer resides. After starting LabOne, the default web browser opens with the LabOne graphical user interface.

#### Note

The instrument can also be connected via the USB interface, which can be simpler for a first test. As a final configuration for measurements, it is recommended to use the 1GbE interface, as it offers a larger data transfer bandwidth.

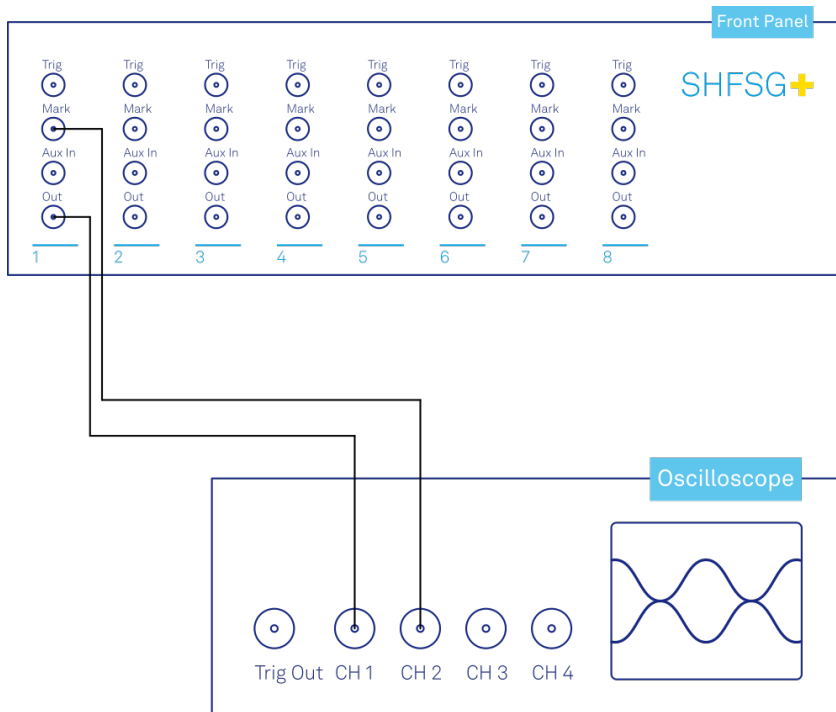


Figure 4.9: Connections for the arbitrary waveform generator triggering and synchronization tutorial

The tutorial can be started with the default instrument configuration (e.g. after a power cycle) and the default user interface settings (e.g. after pressing F5 in the browser).

### 4.3.3. Generating and Responding to Triggers

In this tutorial you will learn about the most important use cases:

- Generating a TTL signal with the AWG to trigger another piece of equipment
- Triggering the AWG with an external TTL signal

## Generating Markers with the AWG

To begin with, we generate a trigger output with the Signal Generator channel 1. As this tutorial is an extension of the [Basic Waveform Playback Tutorial](#), configure the SHFSG+ as follows:

Table 4.6: Settings: configure the output

Tab	Sub-tab	Label	Setting / Value / State
Output	Signal Output 1	On	ON
Output	Signal Output 1	Range (dBm)	10
Output	Channel 1	Center Freq (Hz)	1.0 G
Output	Signal Output 1	Output Path	RF
Output	Signal Output 2	On	ON
Output	Signal Output 2	Range (dBm)	10
Output	Signal Output 2	Center Freq (Hz)	1.0 G
Output	Signal Output 2	Output Path	RF

Table 4.7: Settings: configure the external scope

Scope Setting	Value / State
Ch1 enable	ON
Ch1 range	0.2 V/div
Ch2 enable	ON
Ch2 range	0.5 V/div
Timebase	500 ns/div
Trigger source	Ch2
Trigger level	200 mV
Run / Stop	ON

After configuring the output using the table above, we use the SHFSG+ to generate a trigger output. There are two ways of generating trigger output signals with the

AWG: as markers that are part of a waveform and played with sample precision, or by controlling trigger bits through the sequencer.

The method using markers is recommended when precise timing is required, and/or complicated serial bit patterns need to be played on the Marker outputs. Marker bits are part of every waveform, and are set to zero by default. Each waveform is represented by an array of 16-bit words: 14 bits of each word represent the analog waveform data, and the remaining 2 bits represent two digital marker channels. Hence, upon playback, a digital signal with sample-precise alignment with the analog output is generated.

Generating a TTL output signal using a sequencer instruction is simpler, but the timing resolution is lower than when using markers. The sequencer instructions play at the sequencer clock cycle of 4 ns, whereas the markers are part of the waveform and therefore have a resolution of 0.5 ns. The method using sequencer instructions is useful to generate a single trigger signal at the start of an AWG program, for instance.

Table 4.8: Comparison: AWG markers and triggers

	Marker	Trigger
Implementation	Part of waveform	Sequencer instruction
Timing control	High	Low
Generation of serial bit patterns	Yes	No
Cross-device synchronization	Yes	Yes

Let us first demonstrate the use of **markers**. In the following code example we first generate a Gaussian pulse. This is identical as in the [Basic Waveform Playback Tutorial](#), where the generated wave already included marker bits - they were simply set to zero by default. We use the **marker** function to assign the desired non-zero marker bits to the wave. The **marker** function takes two arguments: the first is the length of the wave in samples; the second is the marker configuration in binary encoding, where the value 0 stands for both marker bits low, the values 1, 2, and 3 stand for the first, the second, and both marker bits high, respectively. We use this to construct the wave called **w\_marker**.

```
const marker_pos = 3000;

wave w_gauss = gauss(8000, 4000, 1000);
wave w_left = marker(marker_pos, 0);
wave w_right = marker(8000-marker_pos, 1);
wave w_marker = join(w_left, w_right);
wave w_gauss_marker = w_gauss + w_marker;

playWave(1, w_gauss_marker);
```

The waveform addition with the '+' operator adds up analog waveform data but also combines marker data. The wave **w\_gauss** contains zero marker data, whereas the wave **w\_marker** contains zero analog data. Consequently the wave called **w\_gauss\_marker** contains the merged analog and marker data. We use the integer constant **marker\_pos** to determine the point where the first marker bit flips from 0 to 1 somewhere in the middle of the Gaussian pulse.

## Note

The add function and the '+' operator combine marker bits by a logical OR operation. This means combining 0 and 1 yields 1, and combining 1 and 1 yields 1 as well.

There is a certain freedom to assign different marker bits to the Mark outputs. The following table summarizes the settings to apply in order to output marker bit 1 on

Table 4.9: Settings: configure the AWG marker output and scope trigger

Tab	Sub-tab	Section	#	Label	Setting / Value / State
DIO		Marker Out	1	Signal	Output 1 Marker 1

Figure 4.10 shows the AWG signal captured by the scope as a yellow curve. The green curve shows the second scope channel displaying the marker signal. Try changing the **marker\_pos** constant and re-running the sequence program to observe the effect on the temporal alignment of the Gaussian pulse. After the waveform has finished playing, the marker bit returns to a value of zero automatically, as no more waveform is being played.

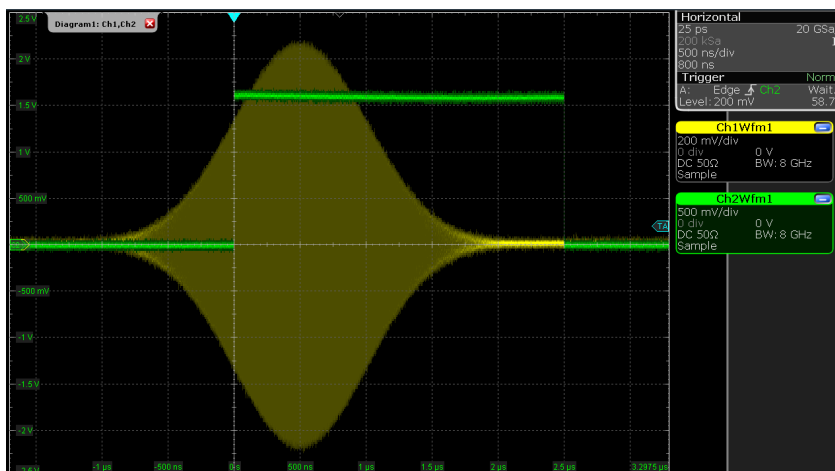


Figure 4.10: Gaussian pulse and square marker signal generated by the AWG and captured by the scope

Let us now demonstrate the use of **sequencer instructions** to generate a trigger signal. Copy and paste the following code example into the Sequence Editor.

```

wave w_gauss = gauss(8000, 4000, 1000);

setTrigger(1);
playWave(1, w_gauss);
waitWave();
setTrigger(0);
    
```

Each AWG core has four trigger output states available to it. The **setTrigger** function takes a single argument encoding the four trigger output states in binary manner – the integer number 1 corresponds to a configuration of 0/0/0/1 for the trigger outputs 4/3/2/1. The binary integer notation of the form 0b0000 is useful for this purpose – e.g. **setTrigger(0b0011)** will set trigger outputs 1 and 2 to 1, and trigger outputs 3 and 4 to 0. We included a **waitWave** instruction after the **playWave** instruction. It ensures that the subsequent **setTrigger** instruction is executed only after the Gaussian wave has finished playing, and not during waveform playback.

Note

The **waitWave** instruction represents a means to control the timing of instructions in the Wait & Set and the Playback queues. In the example above, the **waitWave** instruction puts the playback of the next instruction in the Wait & Set queue, in this case **setTrigger(0)**, on hold until the waveform is finished. Without the **waitWave** instruction, the AWG trigger would return to zero at the beginning of the waveform playback.

Note

The use of **waitWave** is explicitly not required between consecutive **playWave** and **playZero** instructions. Sequential instructions in the Playback queue are played immediately after one another, back to back.

We reconfigure the Mark 1 connector in the DIO tab such that it outputs **AWG Trigger 1**, instead of **Output 1 Marker 1**. The rest of the settings can stay unchanged.

Table 4.10: Settings: configure the AWG trigger output

Tab	Sub-tab	Section	#	Label	Setting / Value / State
DIO		Marker Out	1	Signal	AWG Trigger 1

Figure 4.11 shows the AWG signal captured by the scope. This looks very similar to Figure 4.10 in fact. With this method, we're less flexible in choosing the trigger time, as the rising trigger edge will always be at the beginning of the waveform. But we don't have to bother about assigning the marker bits to the waveform.

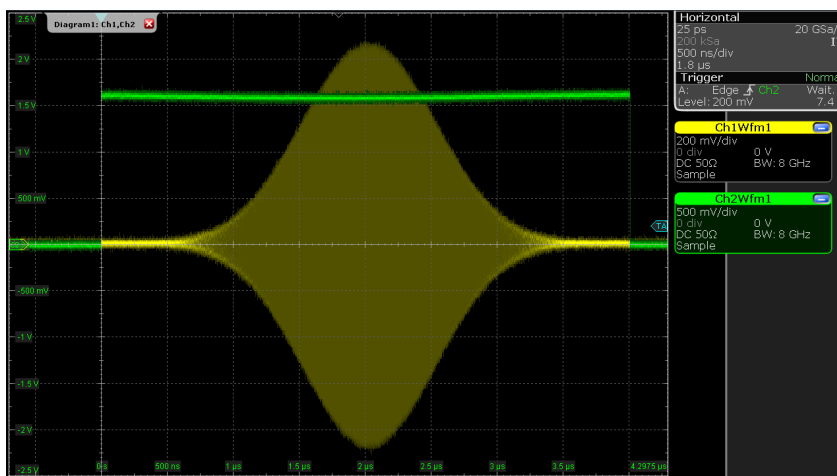


Figure 4.11: Gaussian pulse and trigger signal generated by the AWG and captured by the scope

## Triggering the AWG

### Note

This section shows how to use the SHFSG+ to generate and respond to external triggers. To synchronize the outputs of different channels on the same SHFSG+, it is recommended to use the Internal Trigger Unit.

For this part of the tutorial, connect the cables as illustrated below.

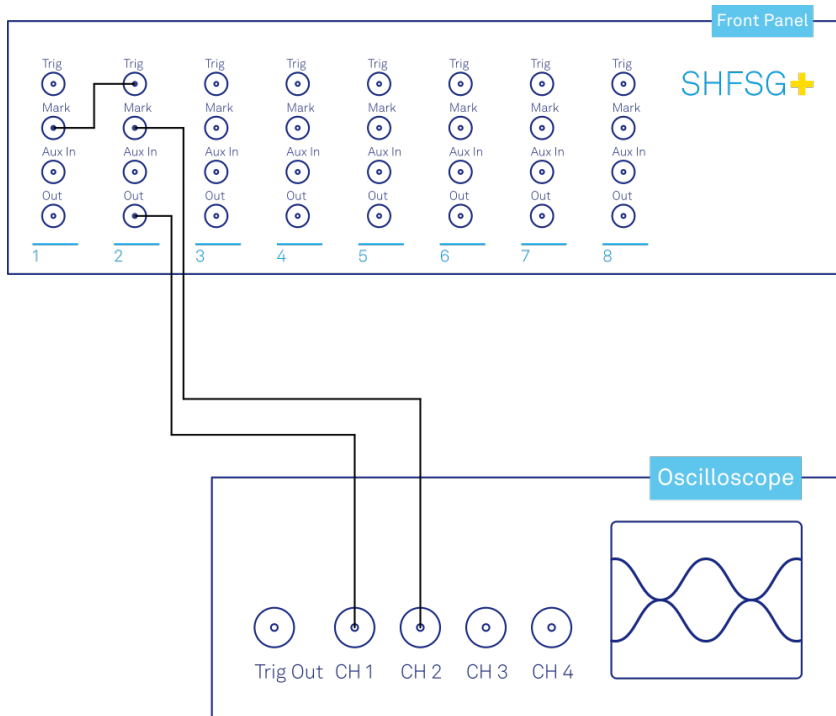


Figure 4.12: Connections for the arbitrary waveform generator basic playback tutorial

In this section we show how to trigger the AWG with an external TTL signal. We start by using

of the SHFSG+ to generate a periodic TTL signal. As shown in [Figure 4.12](#), the Mark output of channel 1 is connected to the Trig input of channel 2. We monitor the marker and signal outputs of channel 2 on a scope.

```

wave m_high = marker(8000,1); //marker high for 8000 samples
wave m_low = marker(8000,0); //marker low for 8000 samples
wave m = join(m_high, m_low);

while (1) {
    playWave(m);
}

```

Compile and run the above program on the AWG core of channel 1. Then configure the Mark 1 and Mark 2 to use **Output 1 Marker 1**:

Table 4.11: Settings: configure the AWG marker output

Tab	Sub-tab	Section	#	Setting / Value / State
DIO	Marker	Source	1	Output 1 Marker 1
DIO	Marker	Source	2	Output 1 Marker 1

Next we configure channel 2 to respond to the trigger generated by channel 1. Internally, the AWG core of each channel has 2 digital trigger input channels. These are not directly associated with physical device inputs but can be freely configured to probe a variety of internal or external signals. Here, we link the AWG Digital Trigger 1 of Channel 2 to the physical Trig 2 connector, and we configure it to trigger on the rising edge.

Table 4.12: Settings: configure the AWG digital trigger input

Tab	#	Sub-tab	Section	Label	Setting / Value / State
AWG	2	Trigger	Digital Trigger 1	Signal	Trigger In 2
AWG	2	Trigger	Digital Trigger 1	Slope	Rise

Finally, we modify the previous AWG program by adding a **while** loop so that the sequence can be repeated infinitely and by including a **waitDigTrigger** instruction just before the **playWave** instruction. The result is that upon every repetition inside the infinite **while** loop, the AWG will wait for a rising edge on Trig 2.

```
const marker_pos = 3000;

wave w_gauss = gauss(8000, 4000, 1000);
wave w_left = marker(marker_pos, 0);
wave w_right = marker(8000-marker_pos, 1);
wave w_marker = join(w_left, w_right);
wave w_gauss_marker = w_gauss + w_marker;

while (1) {
    //wait for external trigger
    waitDigTrigger(1);
    playWave(1, w_gauss_marker);
}
```

Compile and run the above program on the AWG core of channel 2. [Figure 4.13](#) shows the pulse series as seen on the scope: the pulses are now spaced by the oscillator period of 8  $\mu$ s, unlike previously when the period was determined by the length of the waveform **w\_gauss**. Try changing the trigger signal frequency or unplugging the trigger cable to observe the immediate effect on the signal.

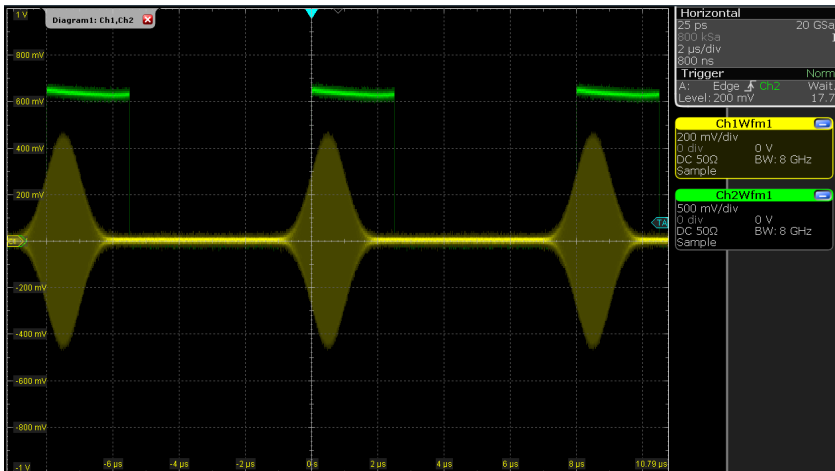


Figure 4.13: Externally triggered pulse series generated by the AWG.

## Synchronizing outputs of different channels

For this part of the tutorial, connect the cables as illustrated below.

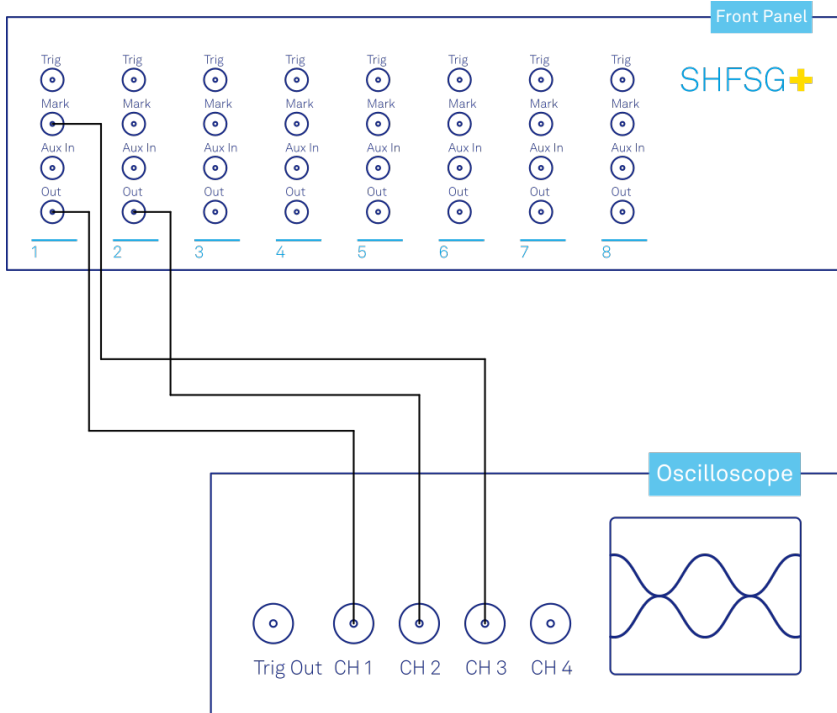


Figure 4.14: Connections for the synchronizing outputs of multiple channels.

In this section we will show how to use the Internal Trigger Unit to synchronize the outputs of multiple channels of the SHFSG+.

To configure the internal trigger, set the following settings in the tables below.

Table 4.13: Settings: configure the Internal Trigger Unit

Tab	Sub-tab	Section	#	Setting / Value / State
DIO	Internal Trigger	Repetitions		1e9
DIO	Internal Trigger	Holdoff		100 ns

Table 4.14: Settings: configure the AWGs to use the Internal Trigger Unit

Tab	#	Sub-tab	Section	Label	Setting / Value / State
AWG	1	Trigger	Digital Trigger 1	Signal	Internal Trigger
AWG	2	Trigger	Digital Trigger 1	Signal	Internal Trigger

The number of repetitions (ranging from 1 to more than 1e9) determines how many triggers will be sent out. The holdoff time (minimum 100 ns, resolution of 100 ns, maximum 4000 s) determines the time in seconds between the individual trigger events, typically chosen to be longer than the longest part of the sequence. For example, in a Ramsey experiment, the hold-off time might be slightly longer than the length of two  $\pi/2$ -pulses plus the length of the longest evolution time and the length of the readout pulse. After entering the settings above, the Internal Trigger Unit is configured but is not yet sending out triggers. We will enable the triggers after uploading our sequences.

Compile and run the sequencer code below (which is the same as in the section above) to

1 and 2 of the SHFSG+.

```
const MARKER_POS = 3000;

wave w_gauss = gauss(8000, 4000, 1000);
wave w_left = marker(MARKER_POS, 0);
wave w_right = marker(8000-MARKER_POS, 1);
wave w_marker = join(w_left, w_right);
wave w_gauss_marker = w_gauss + w_marker;

while (1) {
    //wait for internal trigger
```

## 4.4. Digital Modulation

```
waitDigTrigger(1);  
playWave(1,2, w_gauss_marker);  
}
```

The sequencers are now waiting until they receive a trigger. Enable the internal trigger by clicking **Run/Stop** button in the Internal Trigger section of the DIO Tab. Figure 4.15 shows that the outputs of channels 1 and 2 are synchronized in time.

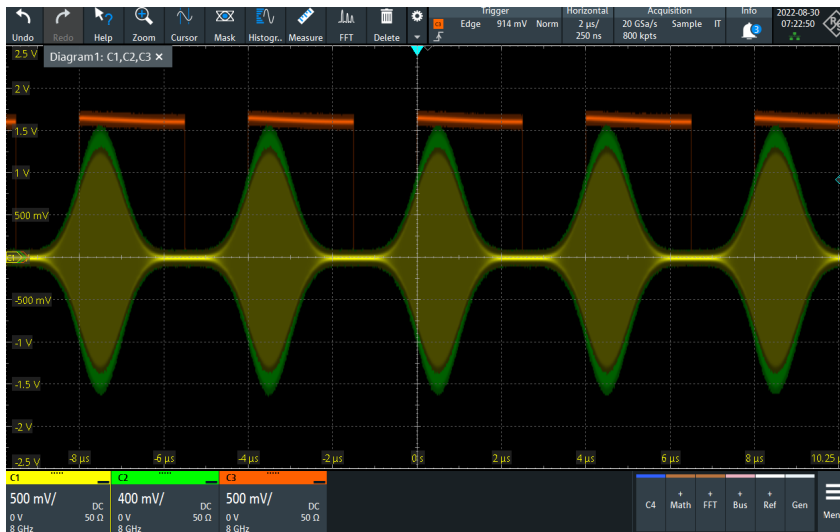


Figure 4.15: Synchronized output signals of the SHFSG+.

## 4.4. Digital Modulation

### Note

This tutorial is applicable to all SHFSG+ Instruments.

### 4.4.1. Goals and Requirements

The goal of this tutorial is to demonstrate the use of the digital modulation feature of the AWG. In order to visualize the generated signals, an oscilloscope with sufficient bandwidth and channels is required. It can also be helpful to use a scope with FFT functionality to visualize the spectrum of the output signal.

### 4.4.2. Preparation

Connect the cables as illustrated below. Make sure that the instrument is powered on and connected by Ethernet to your local area network (LAN) where the host computer resides. After starting LabOne, the default web browser opens with the LabOne graphical user interface.



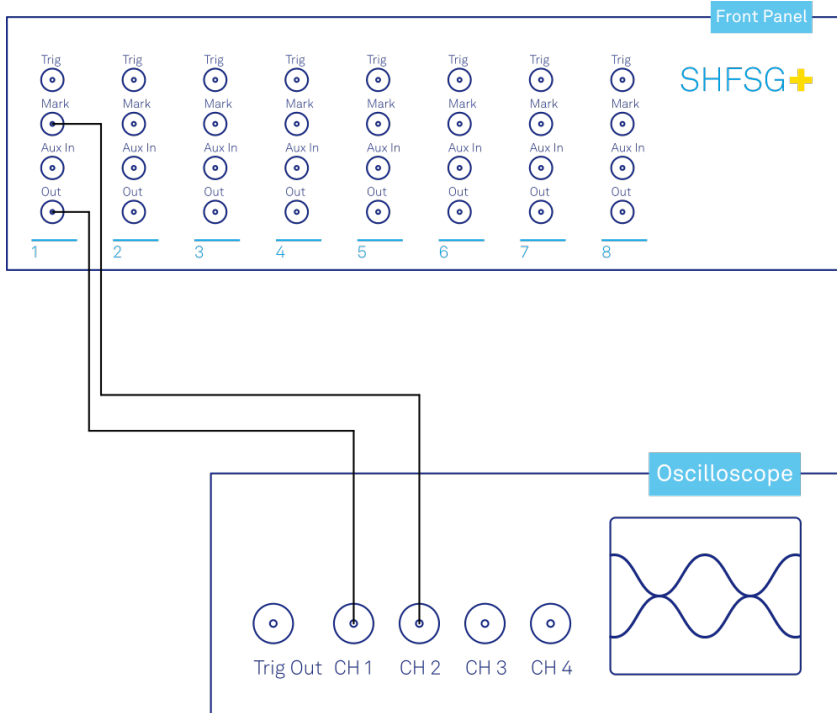


Figure 4.16: Connections for the arbitrary waveform generator digital modulation tutorial

The tutorial can be started with the default instrument configuration (e.g. after a power cycle) and the default user interface settings (e.g. as is the case after pressing F5 in the browser).

Note

The instrument can also be connected via the USB interface, which can be simpler for a first test. As a final configuration for measurements, it is recommended to use the 1GbE interface, as it offers a larger data transfer bandwidth.

4.4.3. Generating a Single Sideband Signal

Note

This tutorial focuses on how to use the sine generator to modulate the output of the AWG core so that it can be used for generating a pulse sequence at a single sideband. This mode of operation is distinct from the method of generating a single, continuous frequency described in the [Basic Sine Generation Tutorial](#), and the two approaches should generally not be employed simultaneously.

In digital modulation mode, the output of the AWG is multiplied with the signal of the internal sine generator of the instrument. There are numerous advantages to using digital modulation in comparison to simply generating the sinusoidal signal directly using the waveform memory, such as the ability to change the frequency without uploading a new waveform, extremely high frequency resolution independent of AWG waveform length, phase-coherent generation of signals (because the oscillators keep running even when the AWG is off), and more. The goal of this section is to demonstrate how to use the modulation mode.

The superheterodyne upconversion scheme of the SHFSG+ consists of a chain of several conversion steps, which can be summarized in a simple model for the generated RF voltage:

$$V_{RF}(t) = V_0 \operatorname{Re} [A(w_I(t) + iw_Q(t))e^{+i\phi}e^{+i2\pi f_{Osc}t}e^{+i2\pi f_{RF}t}], \tag{1}$$

where  $w_I$  and  $w_Q$  are the baseband I and Q waveforms played by the AWG core,  $A$  is a global amplitude for scaling the AWG signal,  $f_{Osc}$  is the oscillator frequency set in the Digital Modulation tab,  $\phi$  is a phase offset of the sine generator and is set in the Digital Modulation tab,  $f_{RF}$  is the RF center frequency, and

$$V_0 = \sqrt{2 * 10^{P_{max}/10} * 10^{-3} W * 50 \Omega}$$

is the maximum output voltage determined by the range setting  $P_{max}$  with a  $50 \Omega$  load.

### Note

This way of up-converting provides an intuitive way of understanding the Signal Generators' channel output spectrum. If one defines a waveform in the AWG and performs the standard complex Fourier transform on it, the channels output spectrum is directly given by shifting the spectrum by the chosen center frequency, i.e. by replacing DC by the center frequency value.

This expression can be written using real-valued sines and cosines rather than complex exponentials:

$$V_{RF}(t) = V_0 A [w_I(t) \cos(2\pi f_{Osc}t + \phi) - w_Q(t) \sin(2\pi f_{Osc}t + \phi)] \cos(2\pi f_{RF}t) - [w_I(t) \sin(2\pi f_{Osc}t + \phi) + w_Q(t) \cos(2\pi f_{Osc}t + \phi)] \sin(2\pi f_{RF}t). \tag{2}$$

We now look at how the

SHFSG+ actually generates modulated signals. In the LabOne UI, there are four AWG output gains that can be used to set up single-sideband modulation. These AWG output gains are multiplied by the AWG outputs. The AWG output gains can be set individually to make it easier to calibrate DRAG pulses, for example.

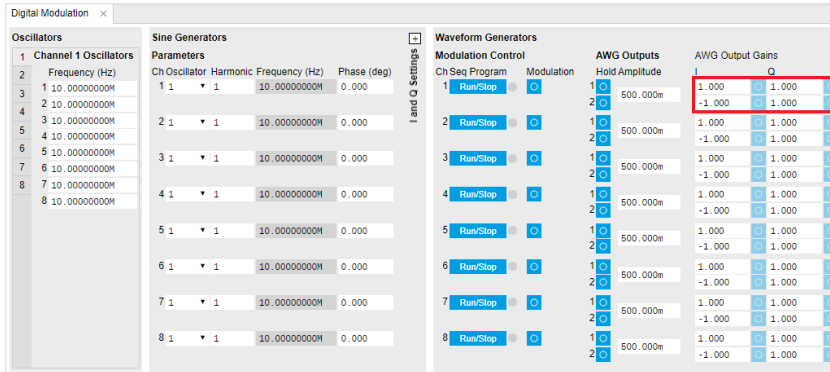


Figure 4.17: Digital Modulation tab in the LabOne UI

When modulation is enabled, the AWG output gains control of the signs and amplitudes of the sinusoids that are multiplied with the AWG outputs. To make use of the four AWG output gains settings needed for a complex, dual-channel signal, the sequencer code must make use of the `playWave` command in the form `playWave(1,2, wI, 1,2, wQ)`. Figure 4.18 shows how the different parts of the `playWave` command map to the different gain nodes in the digital modulation process.

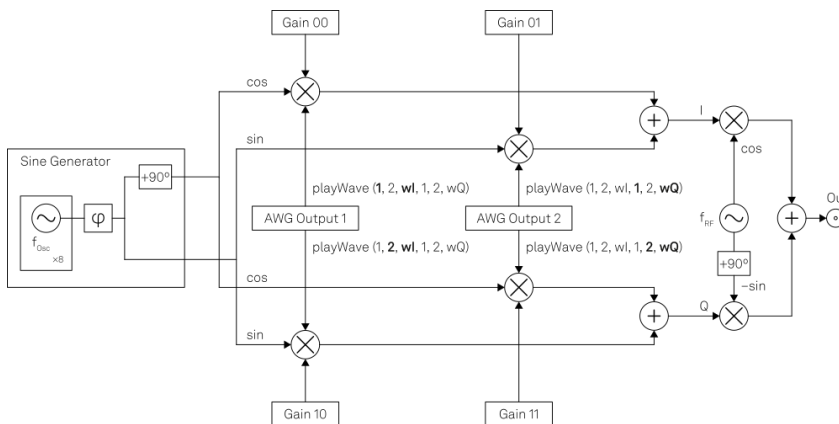


Figure 4.18: Diagram of digital modulation processing chain and settings. Bolded parts of the text show how the different parts of the 'playWave' command map to the different gain nodes.

We can summarize the signal generated by the FPGA using the following expression:

$$V_{RF}(t) = V_0 A \left[ \text{Gain00} \times w_I(t) \cos(2\pi f_{Osc}t + \phi) + \text{Gain01} \times w_Q(t) \sin(2\pi f_{Osc}t + \phi) \right] \cos(2\pi f_{RF}t) - \left[ \text{Gain10} \times w_I(t) \sin(2\pi f_{Osc}t + \phi) + \text{Gain11} \times w_Q(t) \cos(2\pi f_{Osc}t + \phi) \right] \sin(2\pi f_{RF}t) \quad (3)$$

where  $\text{Gain}_{ij}$  of Channel  $n$  corresponds to the node path `<dev>/SGCHANNELS/<chan>/AWG/OUTPUTS/<i>/GAINS/<j>`. The choice of  $\text{Gain00} = \text{Gain10} = \text{Gain11} = 1.0$  and  $\text{Gain01} = -1.0$  yields the same expression as in Equation 2 and therefore leads to single sideband modulation at the upper sideband for positive oscillator frequencies. Note that in this simplified overview of the digital modulation and upconversion chain, we have lumped together the digital upconversion to 2.0 GHz and the digital-to-analog conversion with the analog upconversion pathway into a single upconversion step. See also [Output Tab](#).

## Note

Depending on the selected value of  $f_{Osc}$ , the voltage measured on a scope may not correspond exactly to the formula above due to the effect of the filters used in the analog upconversion.

## Note

For HDAWG users: The SHFSG+ and HDAWG use different sign conventions for achieving upper sideband modulation. Because the HDAWG is typically used in combination with physical IQ mixers when generating an RF signal, the HDAWG assumes a negative time dependence in the exponential, whereas the SHFSG+ assumes a positive time dependence. To achieve upper sideband modulation on both instruments, there is therefore a relative sign swap needed on the gain settings **Gain01** and **Gain10**.

The following table summarizes the parameter names and their corresponding node paths. For more information on setting node values via API, see the [Using the Python API Tutorial](#). See also [Node Documentation](#).

Table 4.15: Summary of parameters used in AWG signal generation

Parameter name	Symbol	Node path
I waveform	$w_I(t)$	Defined in sequence
Q waveform	$w_Q(t)$	Defined in sequence
AWG output gains	$\text{Gain}_{ij}$	<code>&lt;dev&gt;/SGCHANNELS/&lt;chan&gt;/AWG/OUTPUTS/&lt;i&gt;/GAINS/&lt;j&gt;</code>
Global amplitude	$A$	<code>&lt;dev&gt;/SGCHANNELS/&lt;chan&gt;/AWG/OUTPUTAMPLITUDE</code>
Oscillator frequency	$f_{Osc}$	<code>&lt;dev&gt;/SGCHANNELS/&lt;chan&gt;/OSCS/&lt;OSC&gt;/FREQ</code>
Sine generator phase	$\phi$	<code>&lt;dev&gt;/SGCHANNELS/&lt;chan&gt;/SINES/0/PHASESHIFT</code>
RF center frequency	$f_{RF}$	<code>&lt;dev&gt;/SYNTHESIZERS/&lt;synth&gt;/CENTERFREQ</code>
Output range	$P_{max}$	<code>&lt;dev&gt;/SGCHANNELS/&lt;chan&gt;/OUTPUT/RANGE</code>

We now show how to generate a modulated AWG signal. We monitor the AWG signal using one channel of an external scope and use the second scope channel for triggering purposes. The following tables summarize the settings to enable the SHFSG+ outputs and configure the sine generator, as well as to configure the external scope.

Table 4.16: Settings: enable the output

Tab	Section	Sub-Section	Label	Setting / Value / State
Output	Signal Output 1		On	ON
Output	Signal Output 1		Range (dBm)	10
Output	Channel 1		Center Freq (Hz)	1.0 G
Output	Signal Output 1		Output Path	RF

Tab	Section	Sub-Section	Label	Setting / Value / State
Digital Modulation	Waveform Generators	Modulation	1	ON
Digital Modulation	AWG Outputs	Amplitude		0.5
Digital Modulation	AWG Output Gains	I	1	1.0
Digital Modulation	AWG Output Gains	I	2	-1.0
Digital Modulation	AWG Output Gains	Q	1	1.0
Digital Modulation	AWG Output Gains	Q	2	1.0
Digital Modulation	Channel 1 Oscillators	Frequency (Hz)	1	10.0 M
Digital Modulation	Sine Generators	I	En	OFF
Digital Modulation	Sine Generators	Q	En	OFF
DIO	Marker	Source	1	Output 1 Marker 1

Table 4.17: Settings: Configure the external scope

Scope Setting	Value / State
Ch1 enable	ON
Ch1 range	0.2 V/div
Ch2 enable	ON
Ch2 range	0.5 V/div
Timebase	1 us/div
Trigger source	Ch2
Trigger level	200 mV
Run / Stop	ON

## Note

For HDAWG users: Enabling digital modulation on the SHFSG+ is analogous to enabling Sine12 modulation on Wave 1 and Sine21 modulation on Wave 2.

A sine generator is a direct digital synthesis (DDS) unit that converts a digital oscillator signal (essentially just an incrementing phase) to a sinusoid with a certain phase offset and harmonic multiplier using a look-up table containing one period of the sinusoid signal. The digital oscillator in turn is a phase accumulator with a very precise frequency derived from the instrument's main clock. The digital oscillators on the instrument are represented in the Oscillators section of the Digital Modulation tab. Each

output channel of the SHFSG+ has 8 oscillators associated with it, although only one can be used by the sine generator at a time. For details on how to switch between oscillators during a sequence, see the [Command Table Tutorial](#).

In this example, we use a Gaussian pulse for the I waveform and a derivative of a Gaussian for the Q waveform. When combined, this generates a DRAG pulse.

```

wave w_gauss = gauss(1024, 512, 128);
wave w_drag  = drag(1024, 512, 128);
wave m_high  = marker(512, 1);

```

```

wave m_low = marker(512, 0);
wave m = join(m_high, m_low);
wave w_gauss_marker = w_gauss + m;

resetOscPhase();

playWave(1,2, w_gauss_marker, 1,2, w_drag);

```

We also configure the FFT settings on the scope.

Table 4.18: Settings: Configure the external scope

Scope Setting	Value / State
Acquisition Time	10 us
FFT Center	1 GHz
FFT Span	100 MHz
Resolution BW	200 kHz

Save and play the Sequencer program with the above settings. The upper plot in Figure 4.19 shows the AWG signals captured by the scope. We see that the resulting DRAG pulse is a combination of a Gaussian waveform with a derivative of a Gaussian waveform generated by the `drag()` function in SeqC. The FFT of the scope trace shows that there is a dip in the spectrum, a key characteristic of the DRAG pulse combination.

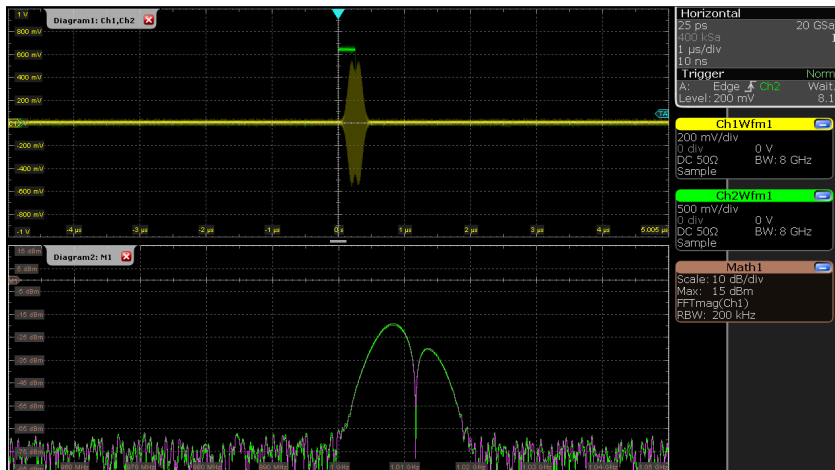


Figure 4.19: Dual-channel signal generated by the AWG and captured by the scope. The top half of the figure shows a pulse that is a combination of a Gaussian pulse and a derivative of a Gaussian pulse, modulated at 10 MHz and upconverted with an RF center frequency of 1.0 GHz. The bottom part of the figure shows the FFT of the scope trace, demonstrating the characteristic spectral dip of the DRAG pulse.

## Note

There are two ways of generating AWG signals with a single frequency component at the front panel output when digital modulation is enabled. For completely real signals that require only a single AWG output, `playWave(1,2, wI)` suffices to generate a single sideband signal. For complex signals requiring dual-channel waveforms, `playWave(1,2, wI, 1,2, wQ)` is needed.

## Note

To avoid saturating the output when using `playWave(1,2, wI, 1,2, wQ)` syntax, it is necessary to either set the value of the global amplitude to 0.5 or to scale the waveform in the sequencer code similarly. A value of up to 1.0 can safely be used when `playWave(1,2, wI)` is used for generating single sideband real signals.

So far in this tutorial, we have shown how to achieve single sideband modulation with the `playWave` command, but to efficiently use the instruction memory of the SHFSG+ and ensure smooth, back-to-back waveform playback, it is recommended to use the command table, which requires assigning

the waveform an index and using the `executeTableEntry` command instead of `playWave`. To assign an index of 0 to a waveform, the command `assignWaveIndex(1,2, wI, 0)` should be used for single-AWG-channel signals and `assignWaveIndex(1,2, wI, 1,2, wQ, 0)` for dual-channel signals. For more details, see the [Command Table Tutorial](#).

#### 4.4.4. Rapid Phase Changes

The SHFSG+ supports rapid, real-time changes of the carrier phase in modulation mode through the sequencer instructions `setSinePhase` and `incrementSinePhase`, as well as through the [command table](#). This capability is particularly valuable when generating long patterns of pulses with varying phases, e.g. to account for AC Stark shift in qubit control sequences, or to realize phase cycling protocols.

In addition, there is the possibility to reset the starting phase of one or multiple oscillators at the beginning of a pulse sequence using the `resetOscPhase` instruction. Thus it can be ensured that the carrier-envelope offset, and thus the final output signal, is identical from one repetition to the next.

In the following AWG sequencer program, we generate a series of 4 dual-channel square pulses that are played back-to-back. We initialize the oscillator phase by a `resetOscPhase` instruction. In this form without an argument, the instruction will reset the phases of all oscillators accessible by this core (here oscillators 1 through 8 of Channel 1). Alternatively, an argument in binary representation, e.g. `0b0101`, allows us to reset only a subset of these oscillators. We then set the phase of the sine generator to 45 degrees using the `setSinePhase` instruction. Subsequently, we play back the dual-channel waveform 4 times, and after each playback instruction, we increase the phase of the sine generator by 90 degrees. The corresponding instruction `incrementSinePhase` takes effect at the end of the previous waveform playback, which allows us to change the phase precisely in between waveforms. Upload the following sequence program to the AWG and run the sequence.

```
const LENGTH = 48;

wave w = ones(LENGTH);
wave m_high = marker(LENGTH/2, 1); //marker high
wave m_low = marker(LENGTH/2, 0); //marker low
wave m = join(m_high, m_low); //join marker waveforms
wave wm = w + m; //combine marker and ones waveform data

while (true) {
    resetOscPhase();

    setSinePhase(45);
    playWave(1,2, wm);

    incrementSinePhase(90);
    playWave(1,2, w);

    incrementSinePhase(90);
    playWave(1,2, w);

    incrementSinePhase(90);
    playWave(1,2, w);
}
```

Configure the scope according to the following settings.

Table 4.19: Settings: Configure the external scope

Scope Setting	Value / State
Ch1 enable	ON
Ch1 range	0.2 V/div
Ch2 enable	ON
Ch2 range	0.5 V/div
Timebase	10 ns/div
Trigger source	Ch2

Scope Setting	Value / State
Trigger level	200 mV
Run / Stop	ON

We also change the oscillator frequency to make it easier to visual the phase changes.

Table 4.20: Settings: enable the output

Tab	Section	Sub-Section	Label	Setting / Value / State
Digital Modulation	Channel 1 Oscillators	Frequency (Hz)	1	-500.0 M

Figure 4.20 shows the resulting signal. Three of the instantaneous phase increments of 90 degrees are visible as transient features. In a real use case, the phase changes usually occur in between pulses when the envelope signal is zero-valued, and these transients are then absent.

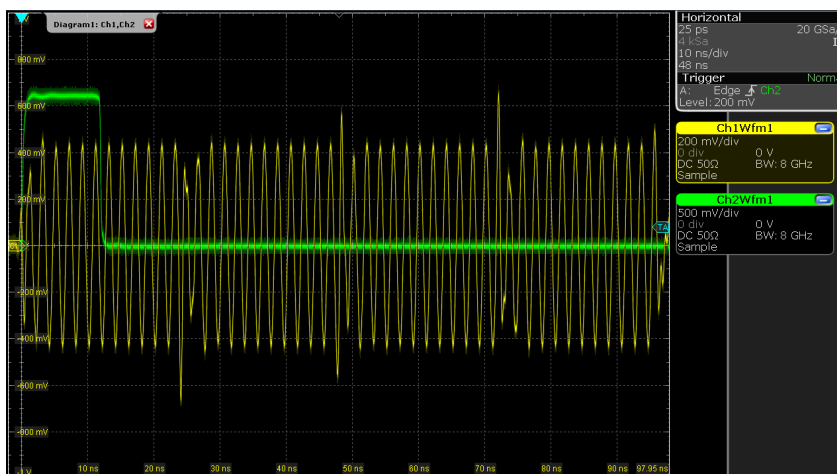


Figure 4.20: Amplitude-modulated dual-channel signal with rapid real-time phase increments generated by the SHFSG+.

### Note

The phase increment due to the `incrementSinePhase` instruction takes effect at the end of the previous waveform playback. In case the instruction is placed in the sequencer code before the first `playWave` instruction, the phase increment will only happen after the `playWave` instruction.

## 4.4.5. Performing Frequency Sweeps

By using the sequencer commands `setOscFreq`, `configFreqSweep`, and `setSweepStep`, it is possible to set the oscillator frequency as part of a sequence and even perform frequency sweeps quickly while using a minimum number of sequencer instructions. Using these instructions, the oscillator frequency can be changed on a timescale of approximately 100 ns. The timing of the frequency update is deterministic. The waveforms that follow the frequency update will wait until the update has finished. A `waitWave` command after the waveform playback instructions is required to ensure that any subsequent frequency update does not happen during the waveform playback.

### Note

The `setOscFreq`, `configFreqSweep`, and `setSweepStep` commands are intended to change the oscillator frequency between pulses. To sweep the frequency during a pulse, it's best to encode the frequency change in the waveform, e.g. using the `chirp` waveform generation function.

```
const START_FREQ = -100e6; //start frequency in Hz
const FREQ_INC = 200; //increment in Hz
const N_STEPS = 1e6; //number of frequency steps
const OSC = 0; //oscillator to sweep
```

```

const MEAS = 2048; //measurement window in samples

const LENGTH = 160; //length of pulse in samples

wave w = gauss(LENGTH, 1, LENGTH/2, LENGTH/8);
wave m_high = marker(LENGTH/2, 1); //marker high
wave m_low = marker(LENGTH/2, 0); //marker low
wave m = join(m_high, m_low); //join marker waveforms
wave wm = w + m; //combine marker and ones waveform data

//set up frequency sweep
configFreqSweep(OSC,START_FREQ,FREQ_INC);

var i;
for (i = 0; i < N_STEPS; i++) {
    setSweepStep(OSC,i);

    resetOscPhase();

    playWave(1,2, wm);
    playZero(MEAS);
    waitWave(); //to ensure setSweepStep does not execute during the play
instructions
}

```

Upload and run the above sequencer code on the AWG core of

channel 1. To make it easier to observe the frequency sweep on a scope, the length of the **MEAS** constant can be increased (e.g. with a measurement length of  $2e8$  samples, the frequency will update every 10 ms).

## Note

Multiple frequency sweeps can be configured in parallel, such that each oscillator of a given channel can be swept independently of the others.

## 4.5. Using the Python API

### Note

This tutorial is applicable to all SHFSG+ Instruments.

### 4.5.1. Goals and Requirements

The previous tutorials showed how to use the SHFSG+ with the LabOne user interface. However, APIs provide an important alternative method to controlling the SHFSG+. In this tutorial, we focus on the Zurich Instruments Toolkit, showing how to use it to connect to the SHFSG+, as well as how to upload and play a sequence

that uses user-defined waveforms. The Toolkit is based on the core Python API, **zhinst-core**. In this tutorial you will learn how to:

- connect to the instrument using Python
- control the Output, Modulation, and DIO settings of the instrument using nodes
- compile and upload a sequence using Python
- include user-defined waveforms in a sequence with Python



## 4.5.2. Preparation

Connect the cables as illustrated below. Make sure that the instrument is powered on and connected by Ethernet to your local area network (LAN) where the host computer resides. After starting LabOne, the default web browser opens with the LabOne graphical user interface.

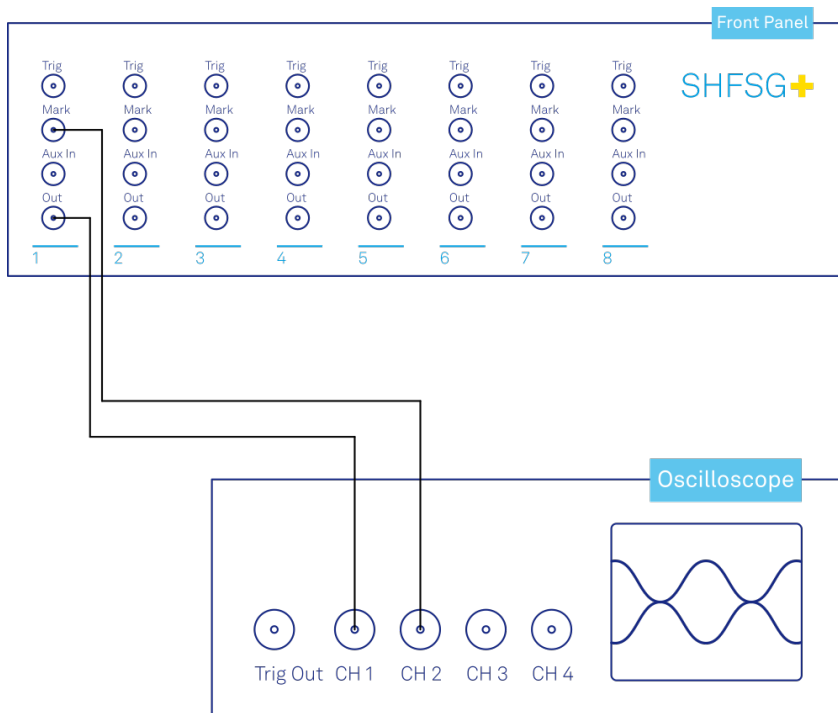


Figure 4.21: Connections for the arbitrary waveform generator Python tutorial

The tutorial can be started with the default instrument configuration (e.g. after a power cycle) and the default user interface settings (e.g. as is after pressing F5 in the browser).

### Note

The instrument can also be connected via the USB interface, which can be simpler for a first test. As a final configuration for measurements, it is recommended to use the 1GbE interface, as it offers a larger data transfer bandwidth.

## 4.5.3. Connecting to to the instrument

### Note

This tutorial makes use of the Zurich Instruments Toolkit. Setting a node in the Toolkit uses the format "device.path.to.node(value)." For the base Python API core, the equivalent node setting would be `daq.set(f'/{device_id}/path/to/node', value)`.

First we connect to the SHFSG+ using Python. For this we first create a session with the Zurich Instruments Toolkit and then connect to the instrument using the following code and by replacing `DEVXXXXX` with the id of our SHFSG+ instrument, e.g. `DEV12001`:

```
## Load the LabOne API and other necessary packages
from zhinst.toolkit import Session

DEVICE_ID = 'DEVXXXXX'
SERVER_HOST = 'localhost'

### connect to data server
session = Session(SERVER_HOST)
```

```
### connect to device
device = session.connect_device(DEVICE_ID)
```

Defining the data server allows users to connect to the instrument in the local network when using `localhost` or to specify a specific address, for example when a remote connection needs to be established to the instrument. Remember that for a [remote connection](#), **Connectivity** needs to be set **From Everywhere**.

After successfully running the above code snippet, we check whether the Data Server, instrument firmware, and zhinst versions are compatible with each other:

```
device.check_compatibility()
```

If it does not throw an error, we are now in the position to access the device. If it returns an error, resolve the mismatched components identified in the error message.

Often the first parameters that need to be set for every experiment are the Center Frequency and Range of the

Output Channel. To see the parameter updates that will be performed by the Python script, open the [Output Tab](#) of the GUI and select the **All**-subtab. In our Python script, we use the following code snippet to set the nodes for the Center Frequency of

Channel 1 to 6 GHz and the Output Range to 10 dBm.

```
SG_CHAN_INDEX=0
synth = device.sgchannels[SG_CHAN_INDEX].synthesizer()

rf_frequency = 6.0 # GHz
device.synthesizers[synth].centerfreq(rf_frequency*1e9)
output_range = 10.0
device.sgchannels[SG_CHAN_INDEX].output.range(output_range)
```

## Note

When using the LF path, the corresponding node for setting the center frequency is `device.sgchannels[sg_chan_index].digitalmixer.centerfreq(value)`. This value can be set independently for each Signal Generator Channel.

Observe how the corresponding GUI values in the first panel of the Output tab change their values correspondingly. Note that in both 4- and 8-channel variants of the SHFSG+, there are 4 synthesizers. In the 8-channel variant, neighboring channels (1&2, 3&4, etc.) therefore share one synthesizer, which is why the synthesizer frequencies are set using the `device.synthesizers[synth].centerfreq` node and not within the `device.sgchannels[SG_CHAN_INDEX]` branch. To check which synthesizer is being used by a particular Signal Generator channel, you can query the node:

```
device.sgchannels[SG_CHAN_INDEX].synthesizer()
```

## Note

Note that in the GUI and on the front panel of the instrument, lists (e.g. Channel numbers) always start at 1, but all representations in the APIs start counting at 0. Hence, Channel 1 on the front panel corresponds to `SG_CHAN_INDEX=0` in the API.

## Note

To find out which node is linked to a specific setting in the GUI, either check out the command log at the bottom of the user interface or the [node tree documentation](#).

If we set an invalid value, e.g. a value of 6.05 GHz for the Center Frequency (note that this value can only be set in multiples of 100 MHz) through

```
device.synthesizers[synth].centerfreq(6.05*1e9)
```

then the instrument rounds the value automatically to the nearest possible value (here: 6.1 GHz). This is immediately indicated in the GUI or by querying the node:

```
device.synthesizers[synth].centerfreq()
```

In preparation for running a sequence in the next section, we will set several node values together using the API:

```
## Determine which synthesizer is used by the desired channel
synth = device.sgchannels[SG_CHAN_INDEX].synthesizer()

with device.set_transaction():
    # RF output settings
    device.sgchannels[SG_CHAN_INDEX].output.range(10)           # output range
in dBm
    device.sgchannels[SG_CHAN_INDEX].output.rflfpath(1)         # use RF path,
not LF path
    device.synthesizers[synth].centerfreq(6.0e9)               # synthesizer
frequency in Hz
    device.sgchannels[SG_CHAN_INDEX].output.on(1)              # enable output

    # Digital modulation settings
    device.sgchannels[SG_CHAN_INDEX].awg.outputamplitude(0.5)  # amplitude for
the AWG outputs
    device.sgchannels[SG_CHAN_INDEX].oscs[0].freq(10.0e6)      # frequency of
oscillator 1 in Hz
    device.sgchannels[SG_CHAN_INDEX].oscs[1].freq(-500e6)     # frequency of
oscillator 2 in Hz
    device.sgchannels[SG_CHAN_INDEX].awg.modulation.enable(1)  # enable
digital modulation

    # Trigger and marker settings
    device.sgchannels[SG_CHAN_INDEX].marker.source(4)          # use first
marker bit of waveform as marker source
```

Using these settings, we set the RF center frequency and output power, turn on the output, set up digital modulation settings for generating complex signals, and select the marker source for triggering the scope. We also use a transactional set, which is useful for setting many nodes at the same time. This method is faster than using a `daq.setInt` or `daq.setDouble` command for each node setting, because with a transactional set the communication latency has to be paid only once.

#### 4.5.4. Uploading and running sequences

We now show how to upload a sequence via API. Very often, user-defined waveforms will be needed. We therefore also cover how to use custom waveforms in a sequence, as it is possible to load a waveform directly from the API. In the sequence the waveform should be declared using the `placeholder` function to define size and type of the waveform.

```
const LENGTH = 1024;
wave w = placeholder(LENGTH, true, false); // Create a waveform of size LENGTH,
with one marker
assignWaveIndex(1,2, w, 10);              // Create a wave table entry with
placeholder waveform, index 10

resetOscPhase();                          // Reset oscillator phase
playWave(1,2, w);                         // Play wave
```

We upload this sequence to the SHFSG+ using the following Python code:

```
## Define string that contains sequence from above
seqc_program = """\
const LENGTH = 1024;
wave w = placeholder(LENGTH, true, false); // Create a waveform of size LENGTH,
with one marker
assignWaveIndex(1,2, w, 10);              // Create a wave table entry with
```

```

placeholder waveform, index 10

resetOscPhase();           // Reset oscillator phase
playWave(1,2, w);         // Play wave
"""

## Upload the sequence
device.sgchannels[SG_CHAN_INDEX].awg.load_sequencer_program(seqc_program)

```

In addition to being able to set nodes, the Toolkit offers built-in functions for commonly performed actions, such as configuring the output and digital modulation settings as well as compiling and uploading sequences. The uploaded sequence will not run until a valid waveform has been loaded. This can be done for example in Python.

```

import numpy as np
from zhinst.toolkit import Waveforms

##Generate a waveform and marker
LENGTH = 1024
wave = np.exp(np.linspace(0, -5, LENGTH)) #exponentially decaying waveform
marker = np.concatenate([np.ones(32), np.zeros(LENGTH-32)]).astype(int) #marker
waveform with 32 samples high

## Upload waveforms
waveforms = Waveforms()
waveforms[10] = (wave, None, marker) # I-component wave, Q-component None, marker
device.sgchannels[SG_CHAN_INDEX].awg.write_to_waveform_memory(waveforms)

```

Now that we've uploaded both the sequence and the waveforms, we can run the sequence:

```

## Enable sequencer with single mode true
single = 1
device.sgchannels[SG_CHAN_INDEX].awg.enable_sequencer(single = single)

```

After running the sequence, we observe the signal shown in Figure 4.22 on the scope.

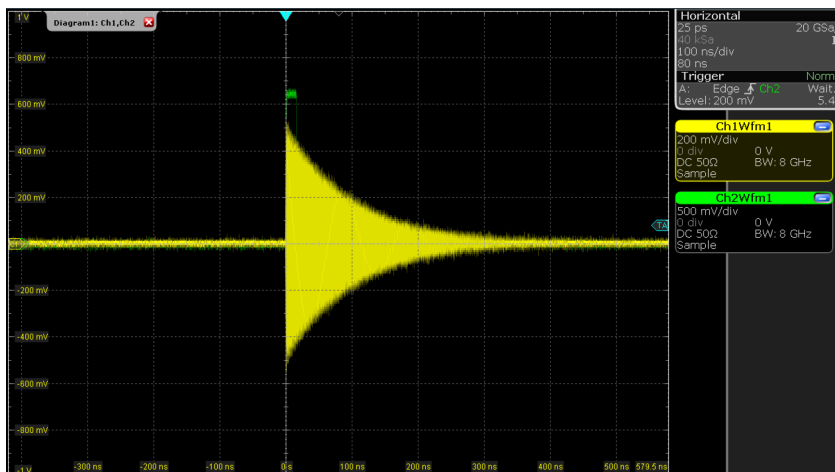


Figure 4.22: Waveform loaded by the API

The custom waveform data can be arbitrary, but consider that the final signal will pass through the analog output stage of the instrument where the signals get interpolated from 2 GSa/s to 6 GSa/s. This means that the signal may not correspond exactly to the programmed waveform. In particular, this concerns sharp transitions from one sample to the next.

Depending on the output channel assignment (the optional first arguments of `assignWaveIndex` and `playWave` instructions), the AWG compiler may create implicit waveform table entries. Therefore, we recommend a usage of the instructions `placeholder`, `assignWaveIndex`, and `playWave` that is as explicit as possible. The following code, for example, is valid but not recommended because it is not easy to read:

```

const LENGTH = 1024;
wave w = placeholder(LENGTH);

```

```

assignWaveIndex(1, w, 10);
assignWaveIndex(w, w, 11);

playWave(1, w);
playWave(w, w);

```

Instead, it's recommended to use a unique waveform variable name for each intended single-channel memory entry, and to use this variable name with consistent output channel assignment in `placeholder`, `assignWaveIndex`, and `playWave` as is done in the following example:

```

const LENGTH = 1024;
wave w_a = placeholder(LENGTH, true, false); // Allocate a waveform with one
marker
wave w_b = placeholder(LENGTH, true, false); // Allocate a waveform with one
marker
wave w_c = placeholder(LENGTH, false, false); // Allocate a waveform without
markers
assignWaveIndex(1, 2, w_a, 10); // Declare a single-channel
waveform w_a, slot 10
assignWaveIndex(1, 2, w_b, 1, 2, w_c, 11); // Declare a dual-channel
waveform with w_b and w_c respectively as real and imaginary part, slot 11

playWave(1, 2, w_a); // Play a single channel
waveform (only amplitude modulation)
playWave(1, 2, w_b, 1, 2, w_c); // Play a dual channel waveform
(full IQ modulation)

```

In the latter case, a possible Python code to update the wave table is shown below. Note that we use the full amount of markers available in the instrument, one per physical channel. The marker integer array encodes the available markers in its least significant bit.

```

##Generate a waveform and marker
LENGTH = 1024
wave_a = np.exp(np.linspace(0, -5, LENGTH))
wave_b = np.exp(np.linspace(0, -15, LENGTH))
wave_c = np.exp(np.linspace(0, -2.5, LENGTH))

marker_a = np.concatenate([np.ones(32), np.zeros(LENGTH-32)]).astype(int)
marker_bc = np.concatenate([np.ones(32), np.zeros(LENGTH-32)]).astype(int)

##Convert and send them to the instrument
waveforms = Waveforms()
waveforms[10] = (wave_a, None, marker_a)
waveforms[11] = (wave_b, wave_c, marker_bc)
device.sgchannels[SG_CHAN_INDEX].awg.write_to_waveform_memory(waveforms)

```

## 4.6. Pulse-level Sequencing with the Command Table

### Note

This tutorial is applicable to all SHFSG+ Instruments.

### 4.6.1. Goals and Requirements

Pulse-level sequencing is an efficient way to encode pulses in a sequence by uploading a minimal amount of information to the device, allowing measurements to be performed more quickly and programmed more intuitively. The goal of this tutorial is to demonstrate pulse-level sequencing using the command table feature of the SHFSG+.

## 4.6.2. Preparation

Connect the cables as illustrated below. Make sure that the instrument is powered on and connected by Ethernet to your local area network (LAN) in which the control computer resides. After starting LabOne, the default web browser opens with the LabOne graphical user interface.

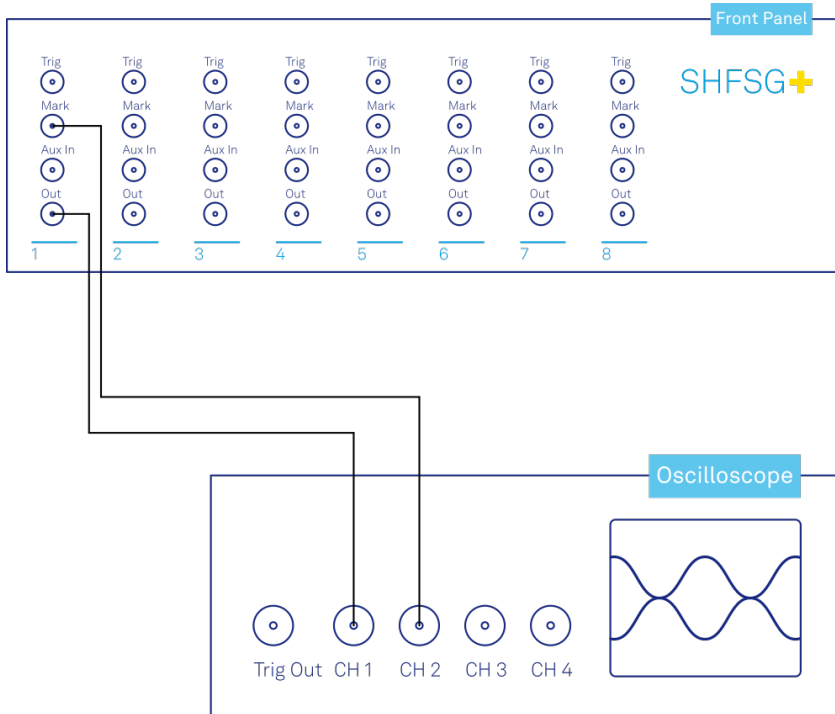


Figure 4.23: Connections for the arbitrary waveform generator command table tutorial

The tutorial can be started with the default instrument configuration (e.g. after a power cycle) and the default user interface settings (e.g. after pressing F5 in the browser). Additionally, this tutorial requires the use of one of our APIs, in order to be able to define and upload the command table itself. The examples shown here use the Python API - for an introduction see also the [Python tutorial](#). Similar functionality is also available for other APIs.

### Note

The instrument can also be connected via the USB interface, which can be simpler for a first test. As a final configuration for measurements, it is recommended to use the 1GbE interface, as it offers a larger data transfer bandwidth.

## 4.6.3. Configure the Output

### Note

This tutorial makes use of the Zurich Instruments Toolkit. Setting a node in the Toolkit uses the format "device.path.to.node(value)." For the base Python API core, the equivalent node setting would be `daq.set(f'/{DEVICE_ID}/path/to/node', value)`.

### Note

The minimum waveform length when using the command table is 16 samples.

To begin with, we configure the output and digital modulation settings of the SHFSG+, to be able to observe our signal on a scope. We use the Zurich Instruments Toolkit, available in Python, to set the corresponding nodes after connecting to the instrument. The code below establishes a connection to the device before setting the node values (see also the [Using the Python API Tutorial](#)).

```

## Load the LabOne API and other necessary packages
from zhinst.toolkit import Session, CommandTable

DEVICE_ID = 'DEVXXXXX'
SERVER_HOST = 'localhost'

### connect to data server
session = Session(SERVER_HOST)

### connect to device
device = session.connect_device(DEVICE_ID)

SG_CHAN_INDEX = 0 # which channel to be used, here: first channel

##determine which synthesizer is used by the desired channel
synth = device.sgchannels[SG_CHAN_INDEX].synthesizer()

with device.set_transaction():
    # RF output settings
    device.sgchannels[SG_CHAN_INDEX].output.range(10) #output range in dBm
    device.sgchannels[SG_CHAN_INDEX].output.rflfpath(1) #use RF path, not LF path
    device.synthesizers[synth].centerfreq(1.0e9) #set the corresponding
synthesizer frequency in Hz
    device.sgchannels[SG_CHAN_INDEX].output.on(1) #enable output
    # Digital modulation settings
    device.sgchannels[SG_CHAN_INDEX].awg.outputamplitude(0.5) #set the amplitude
for the AWG outputs
    device.sgchannels[SG_CHAN_INDEX].oscs[0].freq(10.0e6) #frequency of
oscillator 1 in Hz
    device.sgchannels[SG_CHAN_INDEX].oscs[1].freq(-150.0e6) #frequency of
oscillator 2 in Hz
    device.sgchannels[SG_CHAN_INDEX].awg.modulation.enable(1) #enable digital
modulation
    # Triggering settings
    device.sgchannels[SG_CHAN_INDEX].marker.source(0) #AWG trigger 1

```

In this case, we will use

output channel 1 with a maximum output power of 10 dBm and an RF center frequency of 1.0 GHz. We will also enable digital modulation using an oscillator frequency of 10 MHz. This will yield a final output frequency of 1.01 GHz after configuring upper sideband modulation with the command table later. The amplitude of the AWG outputs is set to 0.5 to avoid saturating the outputs.

#### 4.6.4. Introduction to the Command Table

The command table allows the sequencer to group waveform playback instructions with other timing-critical phase and amplitude setting commands into a single instruction that executes within one sequencer clock cycle of 4 ns. The command table is a unit separate from the sequencer and waveform memory and can thus be exchanged separately. Both the phase and the amplitude can be set in absolute and in incremental modes. Additionally, the active oscillator can be set with the command table, enabling fast, phase-coherent frequency switching on a given output channel. Even when not using digital modulation or amplitude settings, working with the command table has the advantage of being more efficient in sequencer instruction memory compared to standard sequencing. Starting a waveform playback with the command table always requires just a single sequencer clock cycle, as opposed to 2 or 3 when using a `playWave` instruction.

When using the command table, three components play together during runtime to generate the waveform output and apply the phase and amplitude setting instructions:

- Sequencer: the unit executing the runtime instructions, namely in this context the `executeTableEntry` instruction. This instruction executes one entry of the command table, and its input argument is a command table index. In its compiled form, which can be seen in the AWG Advanced sub-tab, the sequence program can contain up to 32768 instructions.
- Wave table: a list of up to 16000 indexed waveforms. This list is defined by the sequence program using the index assignment instruction `assignWaveIndex` combined with a waveform or waveform placeholder. The wave table index referring to a waveform can be used in two ways: it is



referred to from the command table, and it is used to directly write waveform data to the instrument memory using the node `<DEVICE_ID>/SGCHANNELS/<SG_CHAN_INDEX>/AWG/WAVEFORM/WAVES/<WAVE_INDEX>` [Node Documentation](#)

- Command table: a list of up to 4096 indexed entries (command table index), each containing the index of a waveform to be played (wave table index), a sine generator phase setting, a set of four AWG amplitude settings for complex modulation, and an oscillator index selection. The command table is specified by a JSON formatted string written to the node `<DEVICE_ID>/SGCHANNELS/<SG_CHAN_INDEX>/AWG/COMMANDTABLE/DATA`

### 4.6.5. Basic command table use

We start by defining a sequencer program that uses the command table.

```
seqc_program = """\
// Define waveform
wave w_a = gauss(2048, 1, 1024, 256);

// Assign a single channel waveform to wave table entry 0
assignWaveIndex(1,2, w_a, 0);

// Reset the oscillator phase
resetOscPhase();

// Trigger the scope
setTrigger(1);
setTrigger(0);

// execute the first command table entry
executeTableEntry(0);
// execute the second command table entry
executeTableEntry(1);
"""

## Upload sequence
device.sgchannels[SG_CHAN_INDEX].awg.load_sequencer_program(seqc_program)
```

The sequence can be compiled and uploaded via API using the methods shown in the [Python API Tutorial](#). The sequence defines a Gaussian pulse of unit amplitude and length of 2048 samples. This waveform is then assigned as a dual-channel waveform with explicit output assignment to the wave table entry with index 0, and the final lines execute the two first command table entries. This program cannot be run yet, as the command table is not yet defined.

### Note

If a sequence program contains a reference to a command table entry that has not been defined, or if a command table entry refers to a waveform that has not been defined, the sequence program can't be run.

In general the command table is defined as a JSON formatted string. Below, we show an example of how to define a command table with two table entries using Python. For ease of programming, here we define the command table as a `CommandTable` object, which is converted into a JSON string automatically at upload. Such object also validate the fields of the command table.

```
## Load CommandTable class
from zhinst.toolkit import CommandTable

## Initialize command table
ct_schema = device.sgchannels[SG_CHAN_INDEX].awg.commandtable.load_validation_schema()
ct = CommandTable(ct_schema)

## Index of wave table and command table entries
TABLE_INDEX = 0
WAVE_INDEX = 0
```



```

gain = 1.0

## Waveform with amplitude and phase settings
ct.table[TABLE_INDEX].waveform.index = WAVE_INDEX
ct.table[TABLE_INDEX].amplitude00.value = gain
ct.table[TABLE_INDEX].amplitude01.value = -gain
ct.table[TABLE_INDEX].amplitude10.value = gain
ct.table[TABLE_INDEX].amplitude11.value = gain
ct.table[TABLE_INDEX].phase.value = 0

## Same waveform with different amplitude and phase settings
ct.table[TABLE_INDEX+1].waveform.index = WAVE_INDEX
ct.table[TABLE_INDEX+1].amplitude00.value = gain/2
ct.table[TABLE_INDEX+1].amplitude01.value = -gain/2
ct.table[TABLE_INDEX+1].amplitude10.value = gain/2
ct.table[TABLE_INDEX+1].amplitude11.value = gain/2
ct.table[TABLE_INDEX+1].phase.value = 180

```

In this example, we generate a first command table entry with index "TABLE\_INDEX", which plays the waveform referenced in the wave table at index "WAVE\_INDEX", with amplitude and phase settings specified. The four amplitude settings of the command table have the same effect as the four gain settings of the [Digital Modulation Tutorial](#), with analogous naming convention, i.e. `amplitude01` maps to `Gain01`. The signs of the amplitudes are chosen to yield upper sideband modulation when using a positive oscillator frequency.

## Note

Here we use a single-channel waveform, since we modulate only the amplitude of our pulses. Therefore, coefficients `amplitude01` and `amplitude11` are not strictly needed. We left them here and in the following examples to show how to use it even with dual-channel waveforms.

To upload the command table to the

SHFSG+, we need to connect to the device and then write the command table to the correct node. In Python, this is achieved as follows:

```

## Upload command table
device.sgchannels[SG_CHAN_INDEX].awg.commandtable.upload_to_device(ct)

```

## Note

During compilation of a sequencer program, any previously uploaded command table is reset, and will need to be uploaded again before it can be used.

Now that we've uploaded both the sequence and the command table, we can run the sequence:

```

device.sgchannels[SG_CHAN_INDEX].awg.enable_sequencer(single = True)

```

The expected output is shown in [Figure 4.24](#). Note how the amplitude of the second waveform is half the magnitude of the first waveform, and that there is a phase shift of 180 degrees between them. This is due to the amplitude and phase settings in the command table. **Also note that these amplitude settings are persistent.** If a value is not explicitly specified in the command table, it uses either the default value or the value set by a previous usage of the 'executeTableEntry' instruction.

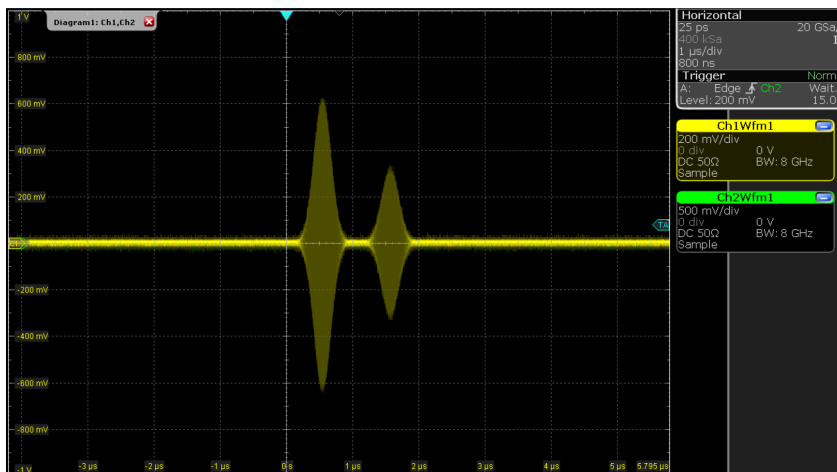


Figure 4.24: Output of the first channel from the basic command table example

## Note

When a command table entry is called, the amplitude and phase are set persistently. Subsequent waveform playbacks on the same channel will need to take this into account, unless the amplitude and phase settings are explicitly included for them in their corresponding command table entries. Additionally, the values of the command table amplitude and phase settings take precedence over the corresponding gain and phase node settings set via API or in the LabOne UI, e.g. the value of `Gain01` will have no effect if `amplitude01` is specified in the command table entry.

### 4.6.6. Efficient pulse incrementation

One illustrative use case of the command table feature is the efficient incrementation of the amplitude or phase of a waveform.

We again start by writing a sequencer program that plays two entries of the command table.

```
seqc_program = """\
// Define a single waveform
wave w_a = ones(1024);

// Assign a single channel waveform to wave table entry
assignWaveIndex(1,2, w_a, 0);

// Reset the oscillator phase
resetOscPhase();

// Trigger the scope
setTrigger(1);
setTrigger(0);

// execute the first command table entry
executeTableEntry(0);
repeat(20) {
    executeTableEntry(1);
}
"""

## Upload sequence
device.sgchannels[SG_CHAN_INDEX].awg.load_sequencer_program(seqc_program)
```

Here we have defined a single wave table entry, where both channels contain the same constant waveform.

In Python we then define a command table with just two entries, in this case both referencing the same waveform index. In the second command table entry, we set the `increment` field to `true`, such

that the amplitude is incremented each time that the second command table entry is called in the sequence.

```
## Initialize command table
ct_schema = device.sgchannels[SG_CHAN_INDEX].awg.commandtable.load_validation_schema()
ct = CommandTable(ct_schema)

## Waveform with initial amplitude
ct.table[0].waveform.index = 0
ct.table[0].amplitude00.value = 0
ct.table[0].amplitude01.value = 0
ct.table[0].amplitude10.value = 0
ct.table[0].amplitude11.value = 0

## Waveform with incremented amplitude
ct.table[1].waveform.index = 0
ct.table[1].amplitude00.value = 0.05
ct.table[1].amplitude01.value = -0.05
ct.table[1].amplitude10.value = 0.05
ct.table[1].amplitude11.value = 0.05
ct.table[1].amplitude00.increment = True
ct.table[1].amplitude01.increment = True
ct.table[1].amplitude10.increment = True
ct.table[1].amplitude11.increment = True

## Upload command table
device.sgchannels[SG_CHAN_INDEX].awg.commandtable.upload_to_device(ct)
## Enable sequencer
device.sgchannels[SG_CHAN_INDEX].awg.enable_sequencer(single = 1)
```

After uploading the command table to the instrument and executing the sequencer program, the channel then produces the output shown in Figure 4.25. Here, the first call to the first command table entry plays the waveform with all amplitude settings set to 0. The subsequent calls to the second command table entry increment these amplitudes each time by 0.05, with a negative increment on `amplitude01`, and a positive increment on the others. Although in this example we increment all amplitudes together, it is possible to increment only a subselection of the amplitude settings as well, by changing the appropriate increment settings to `False`. Incrementing amplitudes this way enables waveform memory-efficient amplitude sweeps.

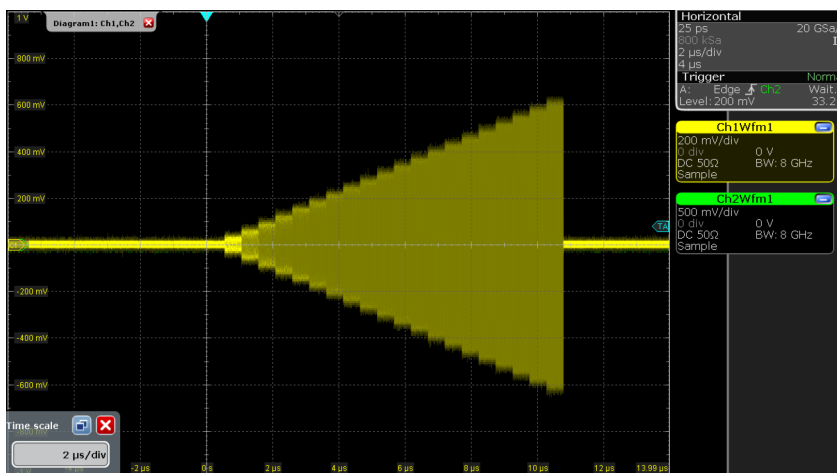


Figure 4.25: Incrementing waveform amplitudes using the command table increment functionality

## Note

The amplitude of the waveform generated at the output can be influenced in several different ways: through the amplitude of the waveform itself, through the amplitude settings in the command table, through the output amplitude setting in the [Modulation Tab](#), and finally through the Range setting of the SHFSG+

output channel.

It is possible to perform multi-dimensional amplitude sweeps by making use of the amplitude registers of the command table. Each channel has four independent amplitude registers (indexed [0...3]), with each register storing the amplitude last played on that register. By default, amplitude register with index zero is used. It is therefore possible to keep the amplitude of one register constant while sweeping the amplitude of another register. This can be useful for probing dynamics in a multi-level system.

As an example, we will use the following sequence:

```
seqc_program = """\
//Constant definitions
const readout = 512; //length of readout in samples

//Waveform definition
wave wI1 = gauss(128, 1, 64, 16);
wave wI2 = gauss(256, 1, 128, 32);

//Assign index and outputs
assignWaveIndex(1,2,wI1,0);
assignWaveIndex(1,2,wI2,1);

var i = 10;
executeTableEntry(0);
do {
    executeTableEntry(2);
    executeTableEntry(1);
    playZero(readout);
    i-=1;
} while(i);
"""\

# Upload sequence
device.sgchannels[SG_CHAN_INDEX].awg.load_sequencer_program(seqc_program)
```

The first `executeTableEntry` command initializes the amplitude that will be swept without playing a pulse. The second `executeTableEntry` plays a constant-amplitude Gaussian pulse (128 samples long). The third `executeTableEntry` plays a different Gaussian pulse (256 samples long), the amplitude of which will be swept. The loop will play 10 different amplitudes. We also need to define and upload a command table to go with the sequence:

```
# Initialize command table
ct_schema = device.sgchannels[0].awg.commandtable.load_validation_schema()
ct = CommandTable(ct_schema)

# Initialize amplitude register 1
ct.table[0].amplitude00.value = 0.0
ct.table[0].amplitude00.increment = False
ct.table[0].amplitude10.value = 0.0
ct.table[0].amplitude10.increment = False
ct.table[0].amplitudeRegister = 1

# Swept Gaussian pulse
ct.table[1].waveform.index = 1
ct.table[1].amplitude00.value = 0.05
ct.table[1].amplitude00.increment = True
ct.table[1].amplitude10.value = 0.05
```

```

ct.table[1].amplitude10.increment = True
ct.table[1].amplitudeRegister = 1

# Constant Gaussian pulse
ct.table[2].waveform.index = 0
ct.table[2].amplitude00.value = 0.9
ct.table[2].amplitude10.value = 0.9
ct.table[2].amplitudeRegister = 0

# Upload command table
device.sgchannels[SG_CHAN_INDEX].awg.commandtable.upload_to_device(ct)

```

The first command table entry (index 0) sets the initial amplitude (in this case, 0.0) of amplitude register 1. The second table entry (index 1) increments the amplitude of amplitude register 1 and plays the Gaussian pulse with waveform index 1. The third table entry (index 2) plays the constant-amplitude Gaussian pulse (waveform index 0) using amplitude register 0.

We now run the sequence:

```
device.sgchannels[SG_CHAN_INDEX].awg.enable_sequencer(single = 1)
```

We observe the signal shown in the figure below, which shows a constant-amplitude Gaussian pulse interleaved with a Gaussian pulse whose amplitude is swept. In total, there are 10 different amplitudes of the swept pulse.

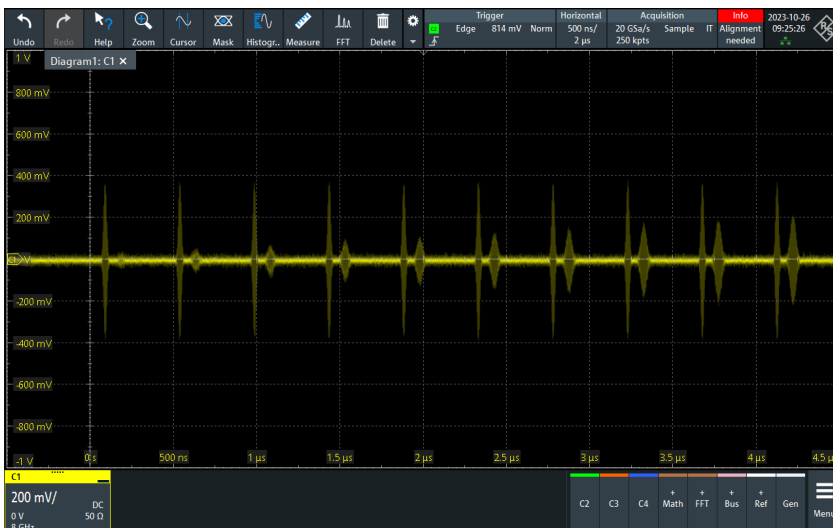


Figure 4.26: Using the amplitude registers to sweep the amplitude of one pulse while keeping the amplitude of another constant.

Phase sweeps can be achieved in a similar way by using the command table below.

```

## Define command table
## Initialize command table
ct_schema = device.sgchannels[SG_CHAN_INDEX].awg.commandtable.load_validation_schema()
ct = CommandTable(ct_schema)

## Waveform with initial phase
ct.table[0].waveform.index = 0
ct.table[0].phase.value = 90

## Waveform with incremented phase
ct.table[1].waveform.index = 0
ct.table[1].phase.value = 0.1
ct.table[1].phase.increment = True

## Upload command table
device.sgchannels[SG_CHAN_INDEX].awg.commandtable.upload_to_device(ct)
## Enable sequencer
device.sgchannels[SG_CHAN_INDEX].awg.enable_sequencer(single = 1)

```

In this case, executing the first table entry will set the phase to 90 degrees, and the second table entry will increment this value each time it is called in steps of 0.1 degrees.

### 4.6.7. Pulse-level sequencing with the command table

All previous examples have used the pulse library in the AWG sequencer to define waveforms. In more advanced scenarios, waveforms are uploaded through the API, as we will demonstrate next. We start with the following sequence program, where we assign wave table entries using the placeholder command with a waveform length as argument.

```
seqc_program = """\
// Define two wave table entries through placeholders
assignWaveIndex(1,2, placeholder(32), 0);
assignWaveIndex(1,2, placeholder(64), 1);

// Reset the oscillator phase
resetOscPhase();

// Trigger the scope
setTrigger(1);
setTrigger(0);

// execute command table
executeTableEntry(0);
executeTableEntry(1);
executeTableEntry(2);
"""

## Upload sequence
device.sgchannels[SG_CHAN_INDEX].awg.load_sequencer_program(seqc_program)
```

In this form, the sequence program cannot be run, first because the command table is not yet uploaded, and second because the waveform memory in the wave table has not been defined. We can use the numpy package to define complex-valued Gaussian waveforms directly in Python, and upload them to the instrument using the appropriate node.

```
import numpy as np
from zhinst.toolkit import Waveforms

## parameters for waveform generation
amp_1 = 1
length_1 = 32
width_1 = 1/4
amp_2 = 1
length_2 = 64
width_2 = 1/4
x_1 = np.linspace(-1, 1, length_1)
x_2 = np.linspace(-1, 1, length_2)

## define waveforms as list of real-values arrays - here: Gaussian functions
waves = [
    [amp_1*np.exp(-x_1**2/width_1**2)],
    [amp_2*np.exp(-x_2**2/width_2**2)]]

## upload waveforms to instrument
waveforms = Waveforms()
for i, wave in enumerate(waves):
    waveforms[i] = (wave[0])

device.sgchannels[SG_CHAN_INDEX].awg.write_to_waveform_memory(waveforms)
```

Finally, we also generate and upload a command table to the instrument.

```
## Define command table
## Initialize command table
```

```

ct_schema = device.sgchannels[SG_CHAN_INDEX].awg.commandtable.load_validation_schema()
ct = CommandTable(ct_schema)

## Waveform 0 with oscillator 1
ct.table[0].waveform.index = 0
ct.table[0].amplitude00.value = 1.0
ct.table[0].amplitude01.value = -1.0
ct.table[0].amplitude10.value = 1.0
ct.table[0].amplitude11.value = 1.0
ct.table[0].phase.value = 0.0
ct.table[0].oscillatorSelect.value = 0

## Waveform 1 with oscillator 2
ct.table[1].waveform.index = 0
ct.table[1].amplitude00.value = 1.0
ct.table[1].amplitude01.value = -1.0
ct.table[1].amplitude10.value = 1.0
ct.table[1].amplitude11.value = 1.0
ct.table[1].phase.value = 0.0
ct.table[1].oscillatorSelect.value = 1

## Waveform 1 with oscillator 1 and different phase
ct.table[2].waveform.index = 0
ct.table[2].amplitude00.value = 1.0
ct.table[2].amplitude01.value = -1.0
ct.table[2].amplitude10.value = 1.0
ct.table[2].amplitude11.value = 1.0
ct.table[2].phase.value = 90.0
ct.table[2].oscillatorSelect.value = 0

## Upload command table
device.sgchannels[SG_CHAN_INDEX].awg.commandtable.upload_to_device(ct)
## Enable sequencer
device.sgchannels[SG_CHAN_INDEX].awg.enable_sequencer(single = 1)

```

Running the sequencer program will produce output as shown in [Figure 4.27](#).

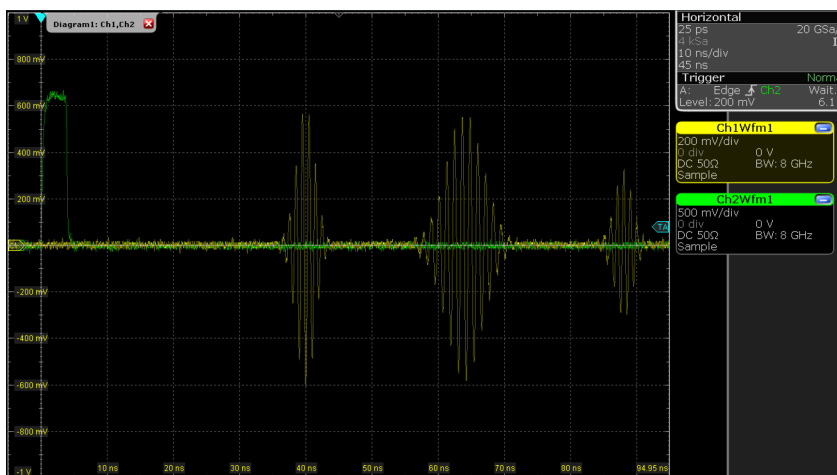


Figure 4.27: Advanced command table example output, including oscillator selection

The first command table entry plays a Gaussian pulse with amplitude settings for upper sideband modulation, a phase of 0 degrees, and using oscillator 1 (at 10 MHz). The second command table entry plays a different Gaussian pulse envelope with similar amplitude and phase settings, but now using oscillator 2 (at -500 MHz, leading to an output frequency of 500 MHz). The third and final command table entry plays the first Gaussian pulse envelope with different amplitude and phase settings, but again using oscillator 1. Such a set of pulses could correspond to playing an X-gate on qubit 1, then an X-gate on qubit 2, then a Y/2-gate on qubit 1 again. Using the `oscillatorSelect` field thereby allows users to interleave pulses for different qubits while maintaining phase coherence between oscillator switches. Because each channel has 8 oscillators, this allows gates for up to 8 different qubits or transitions to be interleaved on the same RF line.

It is also possible to define a command table entry that changes parameters without playing a waveform. This can be particularly useful for efficient nested loops, e.g. Rabi amplitude sweeps with cyclic or sequential averaging. Furthermore, it is possible to define a playZero (and other waveforms) from within the command table as well. To see this functionality, upload the following sequence:

```
seqc_program = ""\  
// Define waveform  
const len = 1024;  
const amp = 1;  
wave w = gauss(len,amp,len/2,len/8);  
  
// Assign waveform index  
assignWaveIndex(1,2, w, 0);  
  
// Reset the oscillator phase  
resetOscPhase();  
  
// Trigger the scope  
setTrigger(1);  
setTrigger(0);  
  
executeTableEntry(0); //set initial parameters  
repeat (5) {  
    executeTableEntry(1); //play waveform  
    executeTableEntry(2); //playZero  
    executeTableEntry(3); //set different parameters  
}  
""  
  
## Upload sequence  
device.sgchannels[SG_CHAN_INDEX].awg.load_sequencer_program(seqc_program)
```

After uploading the sequence, we upload the following command table as well:

```
## Initialize command table  
ct_schema = device.sgchannels[SG_CHAN_INDEX].awg.commandtable.load_validation_sch  
ema()  
ct = CommandTable(ct_schema)  
  
## Initial amplitude and phase settings  
ct.table[0].amplitude00.value = 0.1  
ct.table[0].amplitude01.value = -0.1  
ct.table[0].amplitude10.value = 0.1  
ct.table[0].amplitude11.value = 0.1  
ct.table[0].phase.value = 0.0  
  
## Play waveform  
ct.table[1].waveform.index = 0  
  
## Play playZero  
ct.table[2].waveform.playZero = True  
ct.table[2].waveform.length = 32  
  
## Set new parameters  
ct.table[3].amplitude00.value = 0.05  
ct.table[3].amplitude00.increment = True  
ct.table[3].amplitude01.value = -0.05  
ct.table[3].amplitude01.increment = True  
ct.table[3].amplitude10.value = 0.05  
ct.table[3].amplitude10.increment = True  
ct.table[3].amplitude11.value = 0.05  
ct.table[3].amplitude11.increment = True  
  
## Upload command table
```



```
device.sgchannels[SG_CHAN_INDEX].awg.commandtable.upload_to_device(ct)
## Enable sequencer
device.sgchannels[SG_CHAN_INDEX].awg.enable_sequencer(single = 1)
```

The above combination of sequence and command table will use the first `executeTableEntry` command (table index 0) to set initial amplitude and phase parameters without playing a waveform. The second `executeTableEntry` command (table index 1) plays a waveform using the parameters set by the previous command. The third `executeTableEntry` plays a `playZero` of length 32 samples. The fourth `executeTableEntry` (table index 3) sets new parameters without playing a waveform. Because of the repeat loop, the sequence will play the pulse 5 times, each time with a different set of parameters. In total, we play a waveform with 5 different sets of parameters, but we need only two command table entries (table indices 0 and 3) to set the parameters and one entry to play the waveform (table index 1). We would still need only these three table entries (four including the `playZero`) even if we want to do a parameter sweep of 100 or 1000 different values (e.g. with `repeat (100)`).

## Note

The benefit of using `playZero` and `playHold` from within the command table is that they will map to a single assembly instruction. Alternatively, the instructions `playZero` and `playHold` can be used directly in the sequencer without the command table and still map to a single instruction, if the following conditions are fulfilled: - Length argument less than 1 MSa - Sample rate argument is left empty or set to `AWG_RATE_2000MHZ` (the default value)

It is better to use the command table in the case the criteria above are not fulfilled, or for minimal play length of 16 samples, or if the command table is randomly accessed in real-time with a variable.

### 4.6.8. Command table entries fields

The documentation of all possible parameters in the command table JSON file can be found by pulling the schema from the device itself using the node `</dev>/SGCHANNELS/<n>/AWG/COMMANDTABLE/SCHEMA`. The Python `CommandTable` object automatically uses the schema from the device when initialized like this:

```
## Initialize command table
ct_schema = awg.commandtable.load_validation_schema()
ct = CommandTable(ct_schema)
```

Table 4.21 contains all elements that can be programmed as part of a command table entry as well as the default value which is applied if this element is not specified by the user. Table 4.22 contains all parameters of a `waveform` element, as well as each parameter's default value. Analogously, Table 4.24 contains the parameters of a phase type element (`phase`), Table 4.25 those of an amplitude type entry (`amplitude00`, `amplitude01`, `amplitude10` or `amplitude11`) and Table 4.23 contains the oscillator selector (`oscillatorSelect`).

If a phase element is specified in any entry of the command table, the absolute phase will be set to zero at the start of the execution.

Table 4.21: Elements of a command table entry

Field	Description	Type	Range/ Value	Mandatory	Default
index	Index of the entry	Integer	[0–4095]	yes	mandatory
waveform	Waveform command and its properties	Waveform		no	No waveform played
oscillatorSelect	Oscillator used for the modulation	Oscillator Select		no	No change of oscillator
phase	Phase command of the modulation	Phase		no	No change to phase setting
amplitude00	Amplitude command for AWG output gain00	Amplitude		no	No change to amplitude setting
amplitude01	Amplitude command for AWG output gain01	Amplitude		no	No change to amplitude setting

Field	Description	Type	Range/Value	Mandatory	Default
amplitude10	Amplitude command for AWG output gain10	Amplitude		no	No change to amplitude setting
amplitude11	Amplitude command for AWG output gain11	Amplitude		no	No change to amplitude setting

Table 4.22: Parameters of the Waveform element of a command table entry

Field	Description	Type	Range/Value	Mandatory	Default
index	Index of the waveform to play as defined with the <b>assignWaveIndex</b> sequencer instruction	integer	[0–15999]	if playZero or playHold is False	No waveform played
length	The length of the waveform in samples	integer	[16–WFM_LEN]	if playZero or playHold is True	the waveform length as declared in the sequence
samplingRateDivider	Integer exponent n of the sampling rate divider: $\text{SampleRate} / 2^n$	integer	[0–13]	no	0
playZero	Play a zero-valued waveform for specified length of waveform	bool	[True,False]	no	False
playHold	Hold the value of the last waveform and marker sample played for specified length	bool	[True,False]	no	False

Table 4.23: Parameters of a Oscillator Select element of a command table entry

Field	Description	Type	Range/Value	Mandatory	Default
value	Index of oscillator that is selected for sine/cosine generation	integer	[0–7]	Yes	mandatory

Table 4.24: Parameters of a Phase element of a command table entry

Field	Description	Type	Range/Value	Mandatory	Default
value	Phase value of the given sine generator in degree	float	[-180.0–180.0) values outside of this range will be clamped	Yes	mandatory
increment	Set to true for incremental phase value, or to false for absolute	bool	[True,False]	No	False

Table 4.25: Parameters of an Amplitude element of a command table entry

Field	Description	Type	Range/Value	Mandatory	Default
value	Amplitude scaling factor of the given AWG channel	float	[-1.0–1.0]	Yes	mandatory
increment	Set to true for incremental amplitude value, or to false for absolute	bool	[True,False]	No	False

# 4.7. Characterizing a Two-Qubit System

## Note

This tutorial is applicable to all SHFSG+ Instruments. A PQSC instrument is used in this tutorial to synchronize the output channels of the SHFSG+.

## Note

Users can download all LabOne API Python example files from Github, <https://github.com/zhinst/labone-api-examples>.

### 4.7.1. Goals and Requirements

In this tutorial, the SHFSG+ is used to generate pulse sequences for characterizing a two-qubit system. We implement the pulse sequences using the Python API to measure the lifetimes of the two qubits, and to demonstrate how to perform Rabi, Ramsey and qubit spectroscopy measurements.

To visualize the generated output signals of the SHFSG+, an oscilloscope with sufficient bandwidth and at least 3 channels is required.

### 4.7.2. Preparation

Connect the cables as illustrated below. The first step to enable the device synchronization is to connect the SHFSG+ to a PQSC using both a ZSync port and the reference clock of the PQSC, as shown in Figure 4.28. For this we need to enable the ZSync clock and triggers on the SHFSG+.

## Note

The synchronization and triggering of the SHFSG+ output channels can also be realized through an external trigger source connected to the trigger input connectors on the front panel of the SHFSG+.

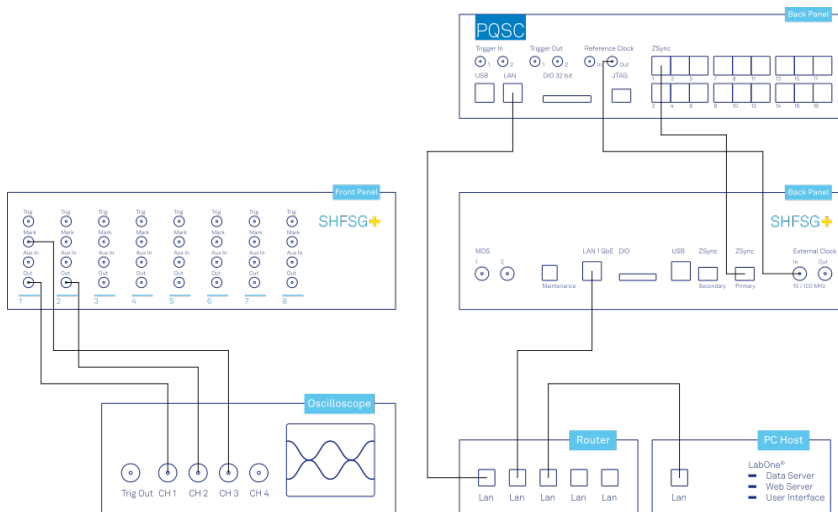


Figure 4.28: Connections for Characterizing a Two-Qubit System Tutorial.

The following tables summarizes the necessary settings for each instrument.

Table 4.26: Settings: enable the external reference clock on the PQSC

Tab	Section	Label	Setting / Value / State
Device	Configuration	Reference clock Input	Internal
Device	Configuration	Reference clock Output	Enable

Tab	Section	Label	Setting / Value / State
Device	Configuration	Reference clock Output Frequency	100 MHz

Table 4.27: Settings: enable the ZSync and external clock on the SHFSG+

Tab	Section	Label	Setting / Value / State
Device	Configuration	Input Reference Clock Set Source	External

We will also monitor the SHFSG+ outputs using two channels of an external scope, and use a third scope channel for visualizing the marker output. Connect the outputs of the SHFSG+ to the oscilloscope as follows:

The following table summarizes the settings used to configure the external scope.

Table 4.28: Settings: Configure the external scope

Scope Setting	Value / State
Ch1-3 enable	ON
Ch1-2 range	0.2 V/div
Timebase	1 $\mu$ s/div
Trigger source	Ch3
Trigger level	100 mV
Run / Stop	ON

We also configure the FFT settings on the scope.

Table 4.29: Settings: Configure the external scope

Scope Setting	Value / State
Acquisition Time	10 $\mu$ s
FFT Center	1 GHz
FFT Span	2 GHz

Make sure that the instrument is powered on and connected by Ethernet to your local area network (LAN) in which the control computer resides. After starting LabOne, the default web browser opens with the LabOne graphical user interface. The tutorial can be started with the default instrument configuration (e.g. after a power cycle) and the default user interface settings (e.g. after pressing F5 in the browser). Additionally, this tutorial requires the use of one of our APIs, in order to perform the two qubit characterization measurements. We advise the user to ensure that the version of the LabOne Python API, LabOne and Firmware of the SHFSG+ device are updated and compatible. The examples shown here use the Python API. Similar functionality is available also for C+, Matlab and .Net, among others.

### 4.7.3. Qubit characterization set up

This tutorial describes how to perform various characterization measurements for a two superconducting qubit system using the measurement set up shown in [Figure 4.29](#). For this, two control lines (green) are used to generate two qubits control pulses at microwave frequencies using Outputs 1 & 2 of the SHFSG+. To gain information about the state of the two qubits without directly interacting with them, dispersive readout resonators are used to probe the state of each qubit. Synchronization between the two instruments is ensured through the PQSC, which distributes its reference clock to both the SHFSG+ and the SHFQA+ through the ZSync link.

Upon a receiving the trigger signal from the PQSC, the two qubit control signals (green) are generated by the SHFSG+, followed by the multiplexed readout of the two qubits (purple) which is performed by the SHFQA+ in the readout mode. The readout results are then fed back to the PQSC for further processing.

## Note

Each qubit is dispersively coupled to a readout resonator. Upon detecting the rising edge of a trigger from the PQSC, the SHFQA+ determines the state of the qubits ( $|g\rangle$  ground or  $|e\rangle$  excited states) by detecting any changes in the amplitudes and/or phases of the multiplexed microwave readout pulses, which probe the transmissions of the two resonators at frequencies  $f_{\text{Res1}}$  and  $f_{\text{Res2}}$ .

## Note

This tutorial can also be used to address other quantum systems, such as spin qubits, color centers, or neutral atoms, although some changes might be needed.

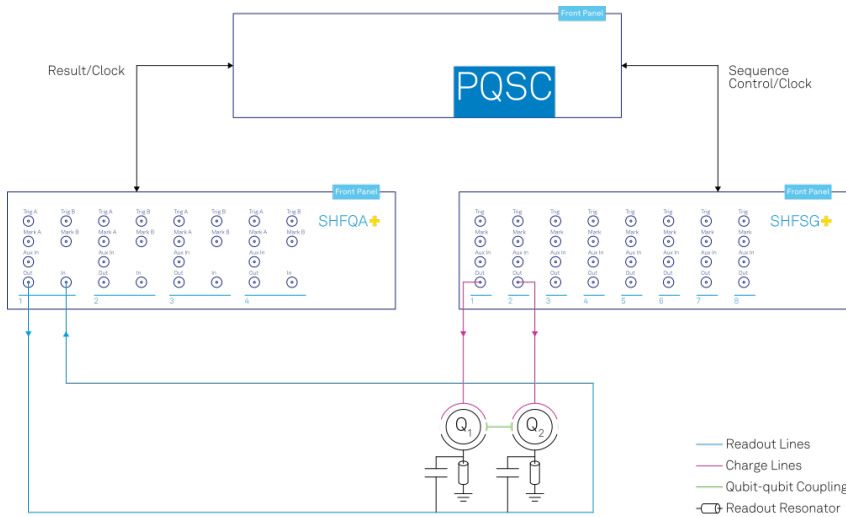


Figure 4.29: Experimental measurement set up. The elements labeled Q1 and Q2 denote the qubits 1 and 2, both of which are dispersively coupled to a resonator.

### 4.7.4. General Instruments configuration

In this section, we discuss the instrument configuration for the SHFSG+ channels using the LabOne Python API:

First we connect to the SHFSG+ using Python. For this we first create a session with the Zurich Instruments Toolkit and then connect to the instrument using the following code and by replacing DEVXXXXX with the id of our SHFSG+ instrument, e.g. DEV12001:

```
## Load the LabOne API and other necessary packages
from zhinst.toolkit import Session
import numpy as np

DEVICE_ID = 'DEVXXXXX'
SERVER_HOST = 'localhost'

session = Session(SERVER_HOST)          ## connect to data server
device = session.connect_device(DEVICE_ID) ## connect to device
```

Next we define the various output parameters of the SHFSG+ (e.g. center frequency, power range). The `NUMBER_OF_QUBITS` parameter, which in this case corresponds to 2 qubits, defines the number of channels used by the SHFSG+. In this case, channel indices 0 & 1 are used, corresponding to channels 1 & 2 on the front panel.

For both channels, the central frequency is set to 1 GHz, the output power range is fixed at 10 dBm, and all node settings are uploaded to the device using a transactional set.

```
## Define parameters for each SG channel
NUMBER_OF_QUBITS = 2
SGCHANNEL_NUMBER = [0, 1]
SGCHANNEL_CENTER_FREQUENCY = [1e9, 1e9]
```

```

SGCHANNEL_POWER_OUT = [10,10]
SGCHANNEL_TRIGGER_INPUT = 1

## configure sg channels
with device.set_transaction():
    for qubit in range(NUMBER_OF_QUBITS):
        print(SGCHANNEL_NUMBER[qubit], int(np.floor(SGCHANNEL_NUMBER[qubit]/2))+1)
        device.sgchannels[SGCHANNEL_NUMBER[qubit]].output.on(1)
        device.sgchannels[SGCHANNEL_NUMBER[qubit]].output.range(SGCHANNEL_POWER_OUT)
    synth = device.sgchannels[SGCHANNEL_NUMBER[qubit]].synthesizer()
    device.synthesizers[synth].centerfreq(SGCHANNEL_CENTER_FREQUENCY[qubit])

```

### 4.7.5. Qubit spectroscopy

The first experiment we describe is a qubit spectroscopy measurement, in which the frequencies of the control signals (green lines) for the two qubits are swept in parallel. A readout pulse (blue line) determines the qubit state for each frequency step of the control pulse.

In order to program the frequency sweep on both channels 1 & 2 of the SHFSG+, we first need to define the parameters of the sweep by setting the number of frequency steps (`NUM_SWEEP_STEPS_QUBIT_SPECTROSCOPY`) and the integration time for the readout signal for each qubit. Then, we also define the minimum/maximum frequencies of the sweep to be -100/300 MHz and -100/200 MHz for channels 1 & 2, respectively. We set also the maximum drive strength to 1 for both channels.

```

## define parameters
NUM_SWEEP_STEPS_QUBIT_SPECTROSCOPY = 10000
INTEGRATION_TIME_QUBIT_SPECTROSCOPY = 2e-3
## preparation
MIN_MAX_FREQUENCIES = [[-100e6, 300e6], [100e6, 200e6]]
MAX_DRIVE_STRENGTH = [1, 1]

```

In order to perform a frequency sweep on both channels 1 & 2 of the SHFSG+, we need to program the sequencer of the AWG module using the sequencer command `configFreqSweep`, which allows us to configure the frequency sweep by defining the name of the oscillator `OSC0`, the starting frequency `FREQ_START` and the frequency step size `FREQ_STEP` of the sweep. Before starting to sweep the frequency, we trigger the external scope using the `setTrigger(1)` and `setTrigger(0)` commands. Then, after waiting for a trigger signal from the PQSC using the command `waitZSyncTrigger()`, the oscillator's frequency is swept using the `setSweepStep` command, which increments the oscillator's frequency by one frequency step. Both channels 1 & 2 of the SHFSG+ are configured and sent to the device in a single call using a transactional set: `daq.set(exp_setting)`.

```

seqc_program_sg = [ [] for _ in range(NUMBER_OF_QUBITS) ]

for qubit in range(NUMBER_OF_QUBITS):
    seqc_program_sg[qubit] = f"""\
const OSC0 = 0;
const FREQ_START = {MIN_MAX_FREQUENCIES[qubit][0]};
const FREQ_STEP = {(MIN_MAX_FREQUENCIES[qubit][1]-MIN_MAX_FREQUENCIES[qubit][0])/NUM_SWEEP_STEPS_QUBIT_SPECTROSCOPY};

configFreqSweep(OSC0, FREQ_START, FREQ_STEP);
// Trigger the scope
setTrigger(1);
setTrigger(0);
// Frequency sweep
for(var i = 0; i < {NUM_SWEEP_STEPS_QUBIT_SPECTROSCOPY}; i++) {{
    waitZSyncTrigger(); //wait for PQSC trigger
    setSweepStep(OSC0, i);
}}
"""

    with device.set_transaction():
        device.sgchannels[SGCHANNEL_NUMBER[qubit]].sines[0].i.sin.amplitude(0.5*M

```

```

AX_DRIVE_STRENGTH[qubit])
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].sines[0].i.cos.amplitude(0.5*M
AX_DRIVE_STRENGTH[qubit])
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].sines[0].q.sin.amplitude(0.5*M
AX_DRIVE_STRENGTH[qubit])
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].sines[0].q.cos.amplitude(0.5*M
AX_DRIVE_STRENGTH[qubit])
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].sines[0].i.enable(1)
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].sines[0].q.enable(1)

```

## Note

When using an external trigger source, replace the `waitZSyncTrigger()` command by the `waitDigTrigger(1)` command and configure the digital trigger to consume the correct front panel trigger input, see [Triggering the AWG](#)

The sequencer program is then uploaded AWG core of both channels of the SHFSG+ by using the `load_sequencer_program` function of the Toolkit. We then run the sequencer program.

```

## upload programs
for qubit in range(NUMBER_OF_QUBITS):
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.load_sequencer_program(seqc_pr
ogram_sg[qubit])
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.enable_sequencer(single = 1)

```

After running the sequence, we measure the following pulse sequence with the scope set to a time base of  $1 \mu\text{s}/\text{div}$ . The FFT of the scope trace shows that the frequency component of the signal sweeps in the frequency domain from 900 MHz to 1.3 GHz, which is basically the frequency sweep performed by the channel output 1 of the SHFSG+.

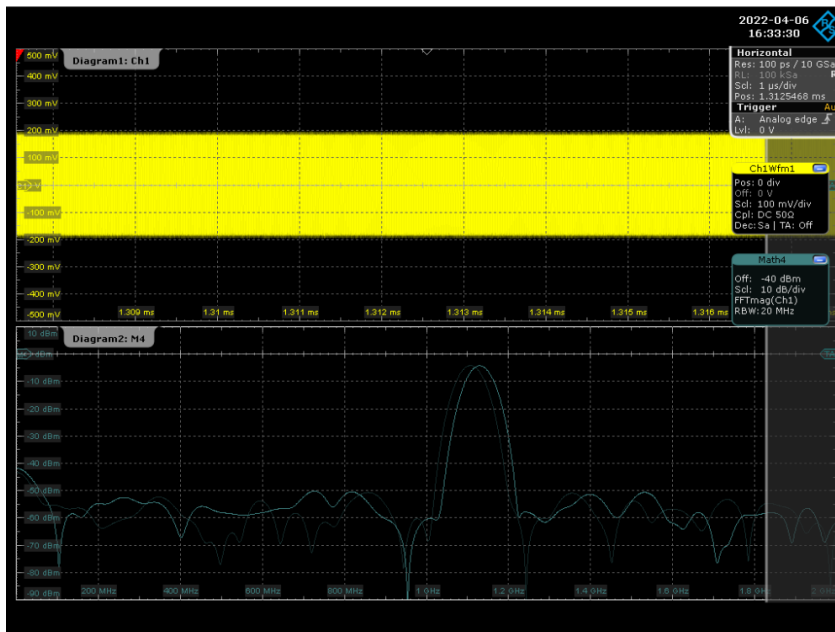


Figure 4.30: Signal generated by the AWG and captured by the scope. The top half of the figure shows a sine signal that is swept in frequency between 900 MHz to 1.3 GHz.

From this measurement, we can estimate the drive frequency needed for each of the two qubits by measuring the change in the amplitude and/or phase of the readout signal versus the drive frequency of the control signal.

### 4.7.6. Rabi Oscillation Measurement

The Rabi oscillation measurement is the second step to characterize our two qubits. In this case, the two qubits are driven using control pulses of fixed width and variable amplitude. In this example, we first start by defining the number of Rabi pulses, which we set to 5. We also set the number of



averages for each Rabi sequence, the length of the Rabi pulses for each qubit, as well as the qubit drive frequencies.

First, we define the different parameters needed for the Rabi measurement:

```
## define parameters
NUM_STEPS_RABI_EXPERIMENT = 5
NUM_AVERAGES_RABI_EXPERIMENT = 2**5
QUBIT_SINGLE_GATE_TIME = [50e-9,50e-9,50e-9,50e-9]
QUBIT_DRIVE_FREQUENCY = [22e6,32e6]
SAMPLING_RATE = 2e9
single_qubit_pulse_time_seqSamples = int(np.max(QUBIT_SINGLE_GATE_TIME)*SAMPLING_
FREQUENCY)
single_qubit_pulse_time_samples = single_qubit_pulse_time_seqSamples*8
```

We start by defining gaussian pulses in a sequencer program, where we assign a dual-channel waveform to the wave index 0. We reset the oscillator phases to 0 using the command `resetOscPhase()`. Upon receiving the trigger signal from the PQSC, as shown in [Figure 4.29](#), we execute the command table entry 0 (see the command table definition below) for each Rabi measurement, which sets the starting value of 0 for all AWG output gains. Then, for each step of the Rabi sequences we execute the command table entry 1, which increments the AWG output gains and thereby increase the amplitudes of the gain of each sinusoid which is then multiplied by the AWG output, leading to an increase in the amplitude of the control pulses in both channels of the SHFSG+.

Additionally, we configure both channels of the SHFSG+ and we finish by uploading the sequencer program to the AWG module for both SHFSG+ outputs channels 1 & 2.

```
for qubit in range(NUMBER_OF_QUBITS):
    seqc_program_sg[qubit]=f"""\
// Define a single waveform
wave rabi_pulse=gauss({single_qubit_pulse_time_samples}, 1, {single_qubit_pulse_t
ime_samples/2}, {QUBIT_SINGLE_GATE_TIME[qubit]*SAMPLING_RATE});

// Assign a dual channel waveform to wave table entry
assignWaveIndex(1,2,rabi_pulse, 1,2,rabi_pulse, 0);
resetOscPhase();
// Trigger the scope
setTrigger(1);
setTrigger(0);
repeat ({NUM_AVERAGES_RABI_EXPERIMENT}) {{
    waitZSyncTrigger();
    executeTableEntry(0);
    repeat ({NUM_STEPS_RABI_EXPERIMENT}-1) {{
        waitZSyncTrigger();
        executeTableEntry(1);
        waitWave();
        setTrigger(1);
        playZero(1024);
        waitWave();
        setTrigger(0);
        wait(5*{qubit_lifetime_samples});
    }}
}}

"""

# Upload command table - generate string from dictionary
with device.set_transaction():
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].sines[0].i.enable(0)
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].sines[0].q.enable(0)
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.modulation.enable(1)
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].oscs[0].freq(QUBIT_DRIVE_FREQU
ENCY[qubit])

## upload programs
for qubit in range(NUMBER_OF_QUBITS):
```



```
device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.load_sequencer_program(seqc_program_sg[qubit])
```

Here, we have define the command table with 2 entries with indices 0 and 1, both of which play the dual-channel waveform referenced in the wave table at index 0, which corresponds to the Gaussian waveform defined previously. The four amplitude settings of the command table have the same effect as the four gain settings of the Digital Modulation Tutorial. The first command table entry sets the starting amplitudes of the sweep. The second command table entry increments the current amplitude by +/- 0.5 `increment_value` each time the entry is called.

```
## create and upload command table
for qubit in range(NUMBER_OF_QUBITS):
    increment_value = MAX_DRIVE_STRENGTH[qubit]/NUM_STEPS_RABI_EXPERIMENT

    # Initialize command table
    ct_schema = device.sgchannels[sg_chan_index].awg.commandtable.load_validation_schema()
    ct = CommandTable(ct_schema)

    # Initial amplitude
    ct.table[table_index].waveform.index = 0
    ct.table[table_index].amplitude00.value = 0
    ct.table[table_index].amplitude01.value = -0
    ct.table[table_index].amplitude10.value = 0
    ct.table[table_index].amplitude11.value = 0

    # Amplitude increments
    ct.table[table_index].waveform.index = 0
    ct.table[table_index].amplitude00.value = 0.5*increment_value
    ct.table[table_index].amplitude00.increment = True
    ct.table[table_index].amplitude01.value = -0.5*increment_value
    ct.table[table_index].amplitude01.increment = True
    ct.table[table_index].amplitude10.value = 0.5*increment_value
    ct.table[table_index].amplitude10.increment = True
    ct.table[table_index].amplitude11.value = 0.5*increment_value
    ct.table[table_index].amplitude11.increment = True

    # Upload command table and enable sequencer

device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.commandtable.upload_to_device(ct)
device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.enable_sequencer(single = 1)
```

After uploading the command table as a vector to the correct node of the SHFSG+, we run the sequence, and start by measuring the following pulse sequences with the scope set to a time base of 700 ns/div.

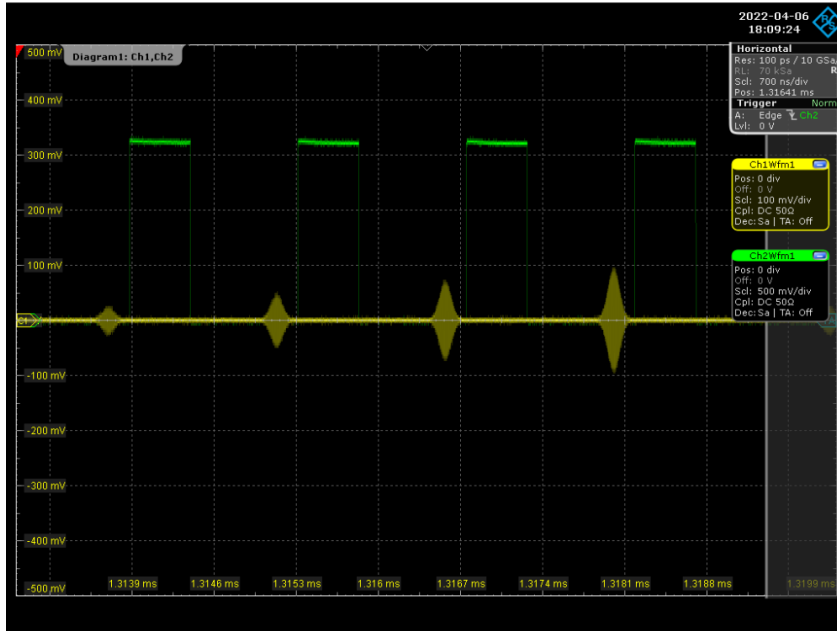


Figure 4.31: Rabi Oscillation measurement pulses generated (yellow), with a readout pulse (green) generated by the AWG.

From the results of this measurement, we can determine the control pulse amplitudes needed for rotations of  $\pi$  or  $\pi/2$ . These amplitudes are parametrized as `QUBIT_PI_AMPLITUDE[qubit]` and `QUBIT_PI_2_AMPLITUDE[qubit]` in our LabOne Python API program, respectively.

### 4.7.7. Ramsey Fringe Measurement

The Ramsey fringe measurement is also used to characterize our 2 qubits. The measurement starts by using a  $\pi/2$  pulse to create an equal superposition of the excited and ground states. After waiting for a certain evolution time, we apply a second  $\pi/2$  pulse, followed by the readout of the 2 qubits. Sweeping the evolution time between the two  $\pi/2$  pulses gives us information about the coherence time of the qubit. Resonantly, which results in the exponential decay of the signal with respect to the coherence time, or we can drive the 2 qubits off-resonantly, which yields an oscillation of the signal at the detuning frequency.

This experiment starts by defining the different parameters needed for the Ramsey measurement. We set the parameter `NUM_STEPS_RAMSEY_EXPERIMENT` to 4, and add `NUM_AVERAGES_RAMSEY_EXPERIMENT = 1`, `RAMSEY_OFFSET_FREQUENCY=1e6`:

```
## define parameters
NUM_STEPS_RAMSEY_EXPERIMENT = 4
NUM_AVERAGES_RAMSEY_EXPERIMENT = 1
RAMSEY_OFFSET_FREQUENCY = 1e6
MAX_WAIT_TIME_TARGET = 1e-6
wait_time_steps_samples = int(round(MAX_WAIT_TIME_TARGET/(NUM_STEPS_RAMSEY_EXPERIMENT-1)*SAMPLING_RATE/16)*16)
QUBIT_PI_2_AMPLITUDE = [1,1]
```

Similarly to what we have seen before. We then define the waveforms and assigning them to the right index

After this, we define the variable `evolution_time_samples` which sets the time separation between two  $\pi/2$  pulses in the Ramsey experiment. After receiving the trigger signal from the PQSC, the sequence executes command table entry 0, which applies  $\pi/2$  pulse to the qubit. A `playZero` command follows the  $\pi/2$  pulse to account for the evolution time `evolution_time_samples`. Then we play a second  $\pi/2$  pulse by executing the command table entry 0 again. After applying a first Ramsey sequence, we increment the time separation by `+ wait_time_steps_samples` for 4 times and we repeat this experiment one time since `NUM_AVERAGES_RAMSEY_EXPERIMENT = 1`.

Additionally, we enable the digital modulation on both channels 1&2 of the SHFSG+ and set the frequency of the oscillators to the sum of the qubit frequency and the offset frequency, which is given by `RAMSEY_OFFSET_FREQUENCY=1e6`. After configuring the outputs of both channels, we finish by uploading the sequencer program to channels 1 & 2 of the SHFSG+.

```

for qubit in range(NUMBER_OF_QUBITS):
    seqc_program_sg[qubit]=f"""
    // Define a single waveform
    wave rabi_pulse=gauss({single_qubit_pulse_time_samples}, 1, {single_qubit_pulse_time_samples/2}, {QUBIT_SINGLE_GATE_TIME[qubit]*SAMPLING_RATE});

    // Assign a dual channel waveform to wave table entry
    assignWaveIndex(1,2,rabi_pulse, 1,2,rabi_pulse, 0);
    resetOscPhase();
    var i =0;
    // Trigger the scope
    setTrigger(1);
    setTrigger(0);
    repeat ({NUM_AVERAGES_RAMSEY_EXPERIMENT}) {{
        const evolution_time_samples = 0
        for (i = 0; i < {NUM_STEPS_RAMSEY_EXPERIMENT}; i++) {{
            waitZSyncTrigger(1);
            executeTableEntry(0);
            playZero(evolution_time_samples);
            executeTableEntry(0);
            waitWave();
            setTrigger(1);
            playZero(1024);
            waitWave();
            setTrigger(0);
            wait(5*{qubit_lifetime_samples});
            evolution_time_samples = evolution_time_samples +
wait_time_steps_samples;

<table-caption identifier="Table">          }}</table-caption>

        }}
        """

        device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.modulation.enable(1)

device.sgchannels[SGCHANNEL_NUMBER[qubit]].oscs[0].freq(QUBIT_DRIVE_FREQUENCY[qubit]+RAMSEY_OFFSET_FREQUENCY)

##upload programs
with device.set_transaction():
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.load_sequencer_program(seqc_program_sg[qubit])

```

In this case, the command table contains single entry and plays the dual-channel waveform referenced in the wave table at index 0. We specify the amplitude and the phase settings. The four amplitude settings of the command table are defined so that the output signal on both the channel 1&2 of the SHFSG+ plays a  $\pi/2$  pulse. Then, we upload the command table as a vector to the correct node to the SHFSG+. After uploading the command table and the sequencer program, we run the sequence.

```

## create and upload command table
for qubit in range(NUMBER_OF_QUBITS):
    increment_value = MAX_DRIVE_STRENGTH[qubit]/NUM_STEPS_RABI_EXPERIMENT

    # Initialize command table
    ct_schema = device.sgchannels[sg_chan_index].awg.commandtable.load_validation_schema()
    ct = CommandTable(ct_schema)

    # Define pi/2 pulse
    ct.table[table_index].waveform.index = 0
    ct.table[table_index].amplitude00.value = 0.5*QUBIT_PI_2_AMPLITUDE[qubit]

```

```

ct.table[table_index].amplitude01.value = -0.5*QUBIT_PI_2_AMPLITUDE[qubit]
ct.table[table_index].amplitude10.value = 0.5*QUBIT_PI_2_AMPLITUDE[qubit]
ct.table[table_index].amplitude11.value = 0.5*QUBIT_PI_2_AMPLITUDE[qubit]

# Upload command table and enable sequencer

```

```

device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.commandtable.upload_to_device(ct)
device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.enable_sequencer(single = 1)

```

We show the expected result of the sequence in the [Figure 4.32](#). As expected, we observe 5 pulse sequences of two consecutive  $\pi/2$  pulses with increasing temporal separation. The `playZero` command between two consecutive Gaussian control pulses does not contribute to the memory use. Therefore, the evolution time between the  $\pi/2$  pulses can be extended to several seconds without using waveform memory or increasing compilation and upload time.

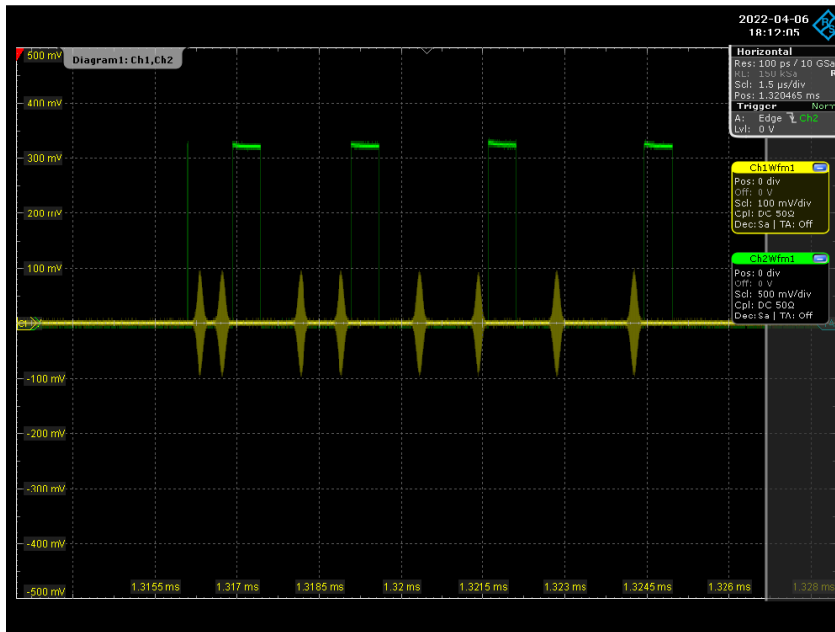


Figure 4.32: Ramsey interference experiment pulses using the AWG.

Therefore, the evolution time between the  $\pi/2$  pulses can be extended to several seconds without using waveform memory or increasing compilation and upload time.

## 4.7.8. Qubit Lifetime Measurement

In order to measure the lifetimes of the two qubits, we perform a  $T_1$  measurement on both qubits. The measurement starts after waiting for sufficiently long time  $\tau$  ( $\tau \gg T_1$ ), so that the 2 qubits are in the ground state. Then, we excite both qubits by applying a  $\pi$  pulse to each qubit and wait for a variable amount of time before reading out the qubit state. The measured signal decays exponentially with respect to the delay time between control and readout pulses, with the time constant determined by the qubit's lifetime.

We define the different parameters needed for the  $T_1$  measurement. We start by setting the parameter `NUM_STEPS_T1_EXPERIMENT` to 5 and add `NUM_AVERAGES_T1_EXPERIMENT = 2**4`:

```

## define parameters
NUM_STEPS_T1_EXPERIMENT = 5
NUM_AVERAGES_T1_EXPERIMENT = 2**4
QUBIT_PI_AMPLITUDE = [2, 2]

```

Similarly to what we have seen before, we define a variable `time_ind`, which in this case sets the time separation between the control and readout pulses. After receiving the trigger signal from the PQSC, we execute the command table entry 0, which applies a  $\pi$  pulse to each qubit. This is followed by a `playZero` command, which sets the time separation between the control pulse and the readout signal.

The control channels are configured in the same way as in the Ramsey experiment. After configuring both channels of the SHFSG+, we finish by uploading the sequencer program to the AWG module for both SHFSG+ channels 1&2.

```

for qubit in range(NUMBER_OF_QUBITS):
    seqc_program_sg[qubit]=f"""
// Define a single waveform
wave rabi_pulse=gauss({single_qubit_pulse_time_samples}, 1, {single_qubit_pulse_time_samples/2}, {QUBIT_SINGLE_GATE_TIME[qubit]*SAMPLING_FREQUENCY});

// Assign a dual channel waveform to wave table entry
assignWaveIndex(1,2,rabi_pulse, 1,2,rabi_pulse, 0);
resetOscPhase();
//Trigger the scope
setTrigger(1);
setTrigger(0);
var time_ind = 0;
repeat ({NUM_AVERAGES_T1_EXPERIMENT}) {{
    for (time_ind = 0; time_ind < {NUM_STEPS_T1_EXPERIMENT}; time_ind++) {{
        waitZSyncTrigger(1);
        executeTableEntry(0);
        playZero({wait_time_steps_samples}*time_ind);
        waitWave();
        setTrigger(1);
        playZero(1024);
        waitWave();
        setTrigger(0);
        wait(5*{qubit_lifetime_samples});

    }}
}}
"""

##upload programs
with device.set_transaction():
    device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.load_sequencer_program(seqc_program_sg[qubit])

```

Here, the command table contains a single entry with an index 0. The chosen amplitude settings allow us to play a  $\pi$  pulse for both qubits. We upload the command table as a vector to the correct node of the SHFSG+. After uploading the command table and the sequencer program, we run the sequence.

```

## create and upload command table
for qubit in range(NUMBER_OF_QUBITS):
    increment_value = MAX_DRIVE_STRENGTH[qubit]/NUM_STEPS_RABI_EXPERIMENT

    # Initialize command table
    ct_schema = device.sgchannels[sg_chan_index].awg.commandtable.load_validation_schema()
    ct = CommandTable(ct_schema)

    # Define pi pulse
    ct.table[table_index].waveform.index = 0
    ct.table[table_index].amplitude00.value = 0.5*QUBIT_PI_AMPLITUDE[qubit]
    ct.table[table_index].amplitude01.value = -0.5*QUBIT_PI_AMPLITUDE[qubit]
    ct.table[table_index].amplitude10.value = 0.5*QUBIT_PI_AMPLITUDE[qubit]
    ct.table[table_index].amplitude11.value = 0.5*QUBIT_PI_AMPLITUDE[qubit]

    # Upload command table and enable sequencer

device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.commandtable.upload_to_device(ct)
device.sgchannels[SGCHANNEL_NUMBER[qubit]].awg.enable_sequencer(single = 1)

```

As expected, we observe 5 pulses with the  $\pi$  pulse amplitude, amplitude, with an increasing delay between the pi pulse and the readout pulse, as shown in the Figure 4.33.

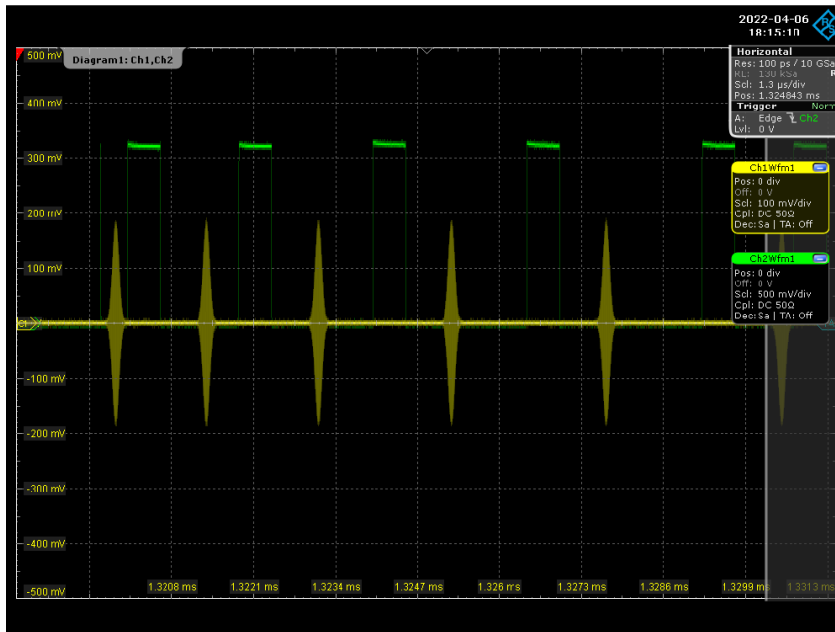


Figure 4.33: Life time measurement sequence generated by the AWG.

## 4.7.9. Pulse-length Sweeps

### Note

The length of any `playZero` and `playHold` commands must be a multiple of 16 samples and a minimum of 16 samples.

In some scenarios, it may be necessary to sweep the duration of a pulse, e.g. for a Rabi measurement in which the length of the pulse in samples is swept instead of the amplitude. In such cases, the sequencer command `playHold` enables efficient length sweeps to be performed. Just as `playZero` instructs the sequencer to play 0 for a specified number of samples without using waveform memory, the command `playHold` instructs the sequencer to hold the last I and Q waveform values for a specified number of samples without using waveform memory. The command `playHold` can also hold the values of marker bits.

In the following sequence, we perform a length sweep of a common pulse envelope: the duration of a flat-top Gaussian pulse is swept using the `playHold` command:

```
seqc_str = ""\
//Define constants
const AMP = 1;
const LENGTH = 32;
const WIDTH = LENGTH/8;
const LEN_STEP = 16;

//Waveform definition
wave wI = gauss(LENGTH, AMP, LENGTH/2, WIDTH);
wave wIr = cut(wI, 0, LENGTH/2 - 1); //rising edge of 16 samples
wave wIf = cut(wI, LENGTH/2, LENGTH - 1); //falling edge of 16 samples
wave m = marker(LENGTH/2, 1);
wave wIrm = wIr + m; //combine rising waveform and marker data
wave wIfm = wIf + m; //combine falling waveform and marker data

assignWaveIndex(1,2,wIrm,0);
assignWaveIndex(1,2,wIfm,1);

var t = 32;
```

```
repeat (6) {
  resetOscPhase();
  executeTableEntry(0);
  playHold(t);
  executeTableEntry(1);
  t += LEN_STEP;
}
"""
```

```
## Upload sequence
```

```
device.sgchannels[sg_chan_index].awg.load_sequencer_program(seqc_str)
```

After defining constants and assigning waveform indices, the sequence plays a Gaussian rising edge of 16 samples (8 ns) using `executeTableEntry`, followed by a `playHold` command. The length of the `playHold` is swept from 32 to 128 samples (16 to 64 ns), in steps of 16 samples (8 ns) over the 6 iterations of the repeat loop. The `playHold` is followed by the falling edge of the flat-top Gaussian pulse, also of length 16 samples (8 ns).

We next define the corresponding command table, upload it, and enable the sequencer:

```
## Initialize command table
```

```
ct_schema = device.sgchannels[sg_chan_index].awg.commandtable.load_validation_schema()
ct = CommandTable(ct_schema)
```

```
## Waveform 1
```

```
ct.table[0].waveform.index = 0
```

```
## Waveform 2
```

```
ct.table[1].waveform.index = 1
```

```
## Upload command table
```

```
device.sgchannels[sg_chan_index].awg.commandtable.upload_to_device(ct)
```

```
## Enable sequencer
```

```
device.sgchannels[sg_chan_index].awg.enable_sequencer(single = single)
```

Observing the signal on the oscilloscope, we see that both the length of the waveform and the marker are swept as expected.

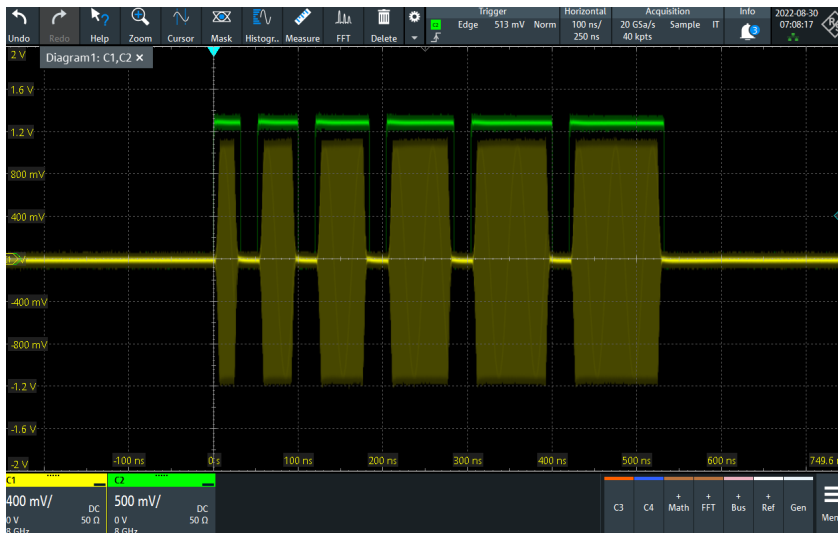


Figure 4.34: Length sweep of a flat-top Gaussian pulse.

# 5. Functional Description

This chapter gives a detailed description of the [setup](#) and [measurement](#) functionality of the Zurich Instruments SHFSG+. The sections provide details and a complete settings overview of the **setup** configurations - mainly accessible through our LabOne general user interface - and the **measurement** functionality blocks depicted in the [functional diagram](#). The explanations focus on introducing the respective functionalities and how to configure them using either the APIs and/or the LabOne user interface.

## 5.1. Setup Functionality

This chapter gives a detailed description of the setup functionality available through the LabOne User Interface (UI) that is common to all Zurich Instruments' devices. LabOne provides a Data Server and a Web Server to control the Instrument with any of the most common web browsers (e.g. Firefox, Chrome, Edge, etc.). This platform-independent architecture supports interaction with the Instrument using various devices (PCs, tablets, smartphones, etc.) - even at the same time if needed.

On top of standard functionality like acquiring and saving data points, or session-handling, the SHFSG-specific functionality of the GUI is provided in the [Measurement Functionality](#).

### Note

Some of the pictures in the following sections may not show SHFSG-specific nodes, functionality or pictures.

### 5.1.1. User Interface Overview

### 5.1.2. UI Nomenclature

This section provides an overview of the LabOne User Interface, its main elements and naming conventions. The LabOne User Interface is a browser-based UI provided as the primary interface to the SHFSG+ instrument. Multiple browser sessions can access the instrument simultaneously and the user can have displays on multiple computer screens. Parallel to the UI, the instrument can be controlled and read out by custom programs written in any of the supported languages (e.g. LabVIEW, MATLAB, Python, C) connecting through the LabOne APIs.

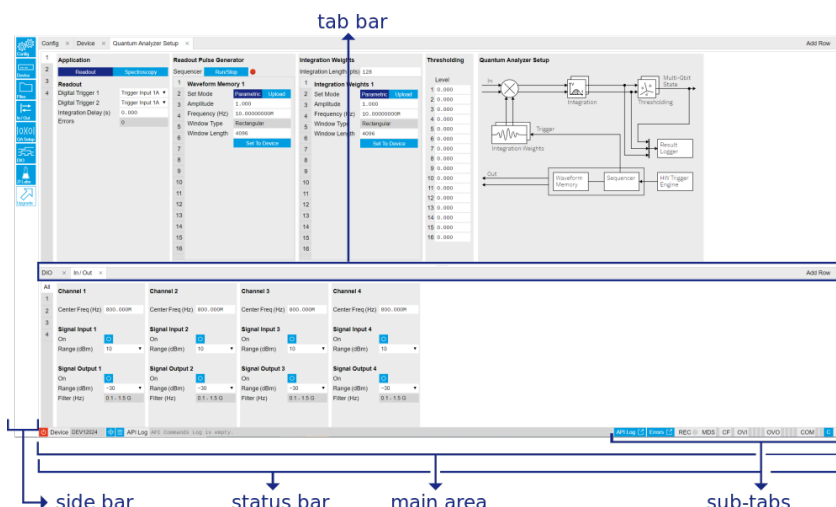


Figure 5.1: LabOne User Interface (default view)

The [LabOne User Interface](#) automatically opens some tabs by default after a new UI session has been started. At start-up, the UI is divided into two tab rows, each containing a tab structure that gives access to the different LabOne tools. Depending on display size and application, tab rows can be freely added and deleted with the control elements on the right-hand side of each tab bar. Similarly, the individual tabs can be deleted or added by selecting app icons from the side bar on the



## 5.1. Setup Functionality

left. A click on an icon adds the corresponding tab to the display, alternatively the icon can be dragged and dropped into one of the tab rows. Moreover, tabs can be moved by drag-and-drop within a row or across rows.

Table 5.1 gives a brief descriptions and naming conventions for the most important UI items.

Table 5.1: LabOne User Interface features

Item name	Position	Description	Contains
side bar	left-hand side of the UI	contains app icons for each of the available tabs - a click on an icon adds or activates the corresponding tab in the active tab row	app icons
status bar	bottom of the UI	contains important status and warning indicators, device and session information, and access to the command log	status indicators
main area	center of the UI	accommodates all active tabs – new rows can be added and removed by using the control elements in the top right corner of each tab row	tab rows, each consisting of tab bar and the active tab area
tab area	inside of each tab	provides the active part of each tab consisting of settings, controls and measurement tools	sections, plots, sub-tabs, unit selections

Further items are highlighted in Figure 5.2.

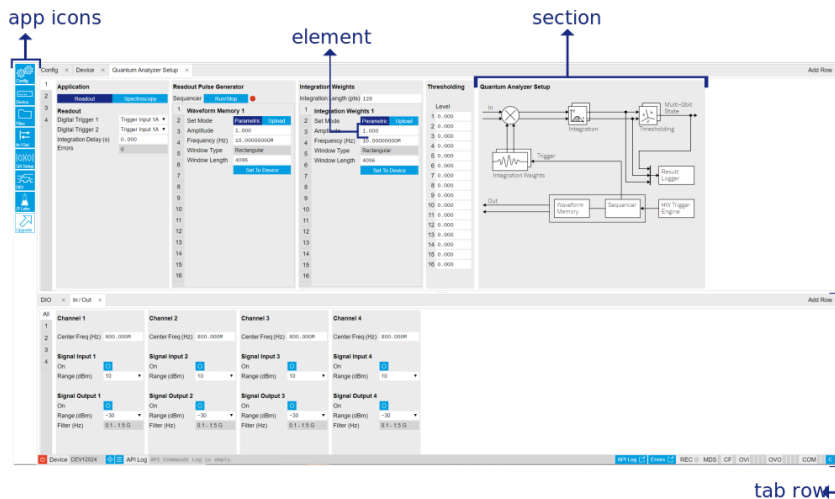


Figure 5.2: LabOne User Interface (more items)

## Unique Set of Analysis Tools

All instruments feature a comprehensive tool set for signal generation and sequence programming.

The following table gives the overview of all app icons. Note that the selection of app icons may depend on the upgrade options installed on a given instrument.

Table 5.2: Overview of app icons and short description

Control/ Tool	Option/ Range	Description
Config		Provides access to software configuration.
Device		Provides instrument specific settings.
Files		Access settings and measurement data files on the host computer.
In/Out		Gives access to all controls relevant for the Signal Inputs and Signal Outputs of each channel.
Mod		Access to all the settings of the digital modulation.
DIO		Gives access to all controls relevant for the digital inputs and outputs including DIO, Trigger Inputs, Trigger Outputs, and Marker Outputs.







Control/Tool	Option/Range	Description
AWG		Generate arbitrary signals using sequencing and sample-by-sample definition of waveforms.
ZI Labs		Experimental settings and controls.

Table 5.3 provides a quick overview over the different status bar elements along with a short description.

Table 5.3: Status bar description

Control/Tool	Option/Range	Description
Command log	last command	Shows the last command. A different formatting (MATLAB, Python,..) can be set in the config tab. The log is also saved in [User] \Documents\Zurich Instruments\LabOne\WebServer\Log
Show Log		Show the command log history in a separate browser window.
Errors	Errors	Display system errors in separate browser tab.
Device	devXXX	Indicates the device serial number.
Identify Device		When active, device LED blinks
MDS	grey/green/red/yellow	Multiple device synchronization indicator. Grey: Nothing to synchronize - single device on the UI. Green: All devices on the UI are correctly synchronized. Yellow: MDS sync in progress or only a subset of the connected devices is synchronized. Red: Devices not synchronized or error during MDS sync.
REC	grey/red	A blinking red indicator shows ongoing data recording (related to global recording settings in the Config tab).
RCO	grey/yellow/red	Router Channel Overflow - Red: present overflow condition on the channel. Yellow: indicates an overflow occurred in the past.
CF	grey/yellow/red	Clock Failure - Red: present malfunction of the external 10 MHz reference oscillator. Yellow: indicates a malfunction occurred in the past.
OVI	grey/yellow/red	Signal Input Overload - Red: present overload condition on the signal input also shown by the red front panel LED. Yellow: indicates an overload occurred in the past.
OVO	grey/yellow/red	Overload Signal Output - Red: present overload condition on the signal output. Yellow: indicates an overload occurred in the past.
COM	grey/yellow/red	Packet Loss - Red: present loss of data between the device and the host PC. Yellow: indicates a loss occurred in the past.
COM	grey/yellow/red	Sample Loss - Red: present loss of sample data between the device and the host PC. Yellow: indicates a loss occurred in the past.
C		Reset status flags: Clear the current state of the status flags
Full Screen		Toggles the browser between full screen and normal mode.

## Plot Functionality

Several tools, such as the Waveform Viewer, provide a graphical display of data in the form of plots. These are multi-functional tools with zooming, panning and cursor capability. This section introduces some of the highlights.

## Plot Area Elements

Plots consist of the plot area, the X range and the range controls. The X range (above the plot area) indicates which section of the wave is displayed by means of the blue zoom region indicators. The two ranges show the full scale of the plot which does not change when the plot area displays a zoomed view. The two axes of the plot area instead do change when zoom is applied.

The [mouse functionality](#) inside of a plot greatly simplifies and speeds up data viewing and navigation.

Table 5.4: Mouse functionality inside plots

Name	Action	Description	Performed inside
Panning	left click on any location and move around	moves the waveforms	plot area
Zoom X axis	mouse wheel	zooms in and out the X axis	plot area
Zoom Y axis	shift + mouse wheel	zooms in and out the Y axis	plot area
Window zoom	shift and left mouse area select	selects the area of the waveform to be zoomed in	plot area
Absolute jump of zoom area	left mouse click	moves the blue zoom range indicators	X and Y range, but outside of the blue zoom range indicators
Absolute move of zoom area	left mouse drag-and-drop	moves the blue zoom range indicators	X and Y range, inside of the blue range indicators
Full Scale	double click	set X and Y axis to full scale	plot area

Each plot area contains a legend that lists all the shown signals in the respective color. The legend can be moved to any desired position by means of drag-and-drop.




The X range and Y range plot controls are described in [simpara\\_title](#).

## Note

Plot data can be conveniently exported to other applications such as Excel or Matlab by using LabOne's Net Link functionality, see [LabOne Net Link](#) for more information.

Table 5.5: Plot control description

Control/ Tool	Option/ Range	Description
Axis scaling mode		Selects between automatic, full scale and manual axis scaling.
Axis mapping mode		Select between linear, logarithmic and decibel axis mapping.
Axis zoom in		Zooms the respective axis in by a factor of 2.
Axis zoom out		Zooms the respective axis out by a factor of 2.
Rescale axis to data		Rescale the foreground Y axis in the selected zoom area.
Save figure		Generates PNG, JPG or SVG of the plot area or areas for dual plots to the local download folder.

Control/Tool	Option/Range	Description
Save data		Generates a CSV file consisting of the displayed wave or histogram data (when histogram math operation is enabled). Select full scale to save the complete wave. The save data function only saves one shot at a time (the last displayed wave).
Cursor control		Cursors can be switch On/Off and set to be moved both independently or one bound to the other one.
Net Link		Provides a LabOne Net Link to use displayed wave data in tools like Excel, MATLAB, etc.

## Cursors and Math

The plot area provides two X and two Y cursors which appear as dashed lines inside of the plot area. The four cursors are selected and moved by means of the blue handles individually by means of drag-and-drop. For each axis, there is a primary cursor indicating its absolute position and a secondary cursor indicating both absolute and relative position to the primary cursor.

Cursors have an absolute position which does not change upon pan or zoom events. In case a cursor position moves out of the plot area, the corresponding handle is displayed at the edge of the plot area. Unless the handle is moved, the cursor keeps the current position. This functionality is very effective to measure large deltas with high precision (as the absolute position of the other cursors does not move).









The cursor data can also be used to define the input data for the mathematical operations performed on plotted data. This functionality is available in the Math sub-tab of each tool. The [simpara\\_title](#) gives an overview of all the elements and their functionality. The chosen Signals and Operations are applied to the currently active trace only.

### Note

Cursor data can be conveniently exported to other applications such as Excel or MATLAB by using LabOne's Net Link functionality, see [LabOne Net Link](#) for more information.

Table 5.6: Plot math description


Control/Tool	Option/Range	Description
Source Select		Select from a list of input sources for math operations.
	Cursor Loc	Cursor coordinates as input data.
	Cursor Area	Consider all data of the active trace inside the rectangle defined by the cursor positions as input for statistical functions (Min, Max, Avg, Std).
	Tracking	Display the value of the active trace at the position of the horizontal axis cursor X1 or X2.
	Plot Area	Consider all data of the active trace currently displayed in the plot as input for statistical functions (Min, Max, Avg, Std).
	Peak	Find positions and levels of up to 5 highest peaks in the data.
	Trough	Find positions and levels of up to 5 lowest troughs in the data.
	Histogram	Display a histogram of the active trace data within the x-axis range. The histogram is used as input to statistical functions (Avg, Std). Because of binning, the statistical functions typically yield different results than those under the selection Plot Area.
	Resonance	Display a curve fitted to a resonance.
	Linear Fit	Display a linear regression curve.

Control/Tool	Option/Range	Description
Operation Select		Select from a list of mathematical operations to be performed on the selected source. Choice offered depends on the selected source.
	Cursor Loc: X1, X2, X2-X1, Y1, Y2, Y2-Y1, Y2 / Y1	Cursors positions, their difference and ratio.
	Cursor Area: Min, Max, Avg, Std	Minimum, maximum value, average, and bias-corrected sample standard deviation for all samples between cursor X1 and X2. All values are shown in the plot as well.
	Tracking: Y(X1), Y(X2), ratioY, deltaY	Trace value at cursor positions X1 and X2, the ratio between these two Y values and their difference.
	Plot Area: Min, Max, Pk Pk, Avg, Std	Minimum, maximum value, difference between min and max, average, and bias-corrected sample standard deviation for all samples in the x axis range.
	Peak: Pos, Level	Position and level of the peak, starting with the highest one. The values are also shown in the plot to identify the peak.
	Histogram: Avg, Std, Bin Size, (Plotter tab only: SNR, Norm Fit, Rice Fit)	A histogram is generated from all samples within the x-axis range. The bin size is given by the resolution of the screen: 1 pixel = 1 bin. From this histogram, the average and bias-corrected sample standard deviation is calculated, essentially assuming all data points in a bin lie in the center of their respective bin. When used in the plotter tab with demodulator or boxcar signals, there additionally are the options of SNR estimation and fitting statistical distributions to the histogram (normal and rice distribution).
	Resonance: Q, BW, Center, Amp, Phase, Fit Error	A curve is fitted to a resonator. The fit boundaries are determined by the two cursors X1 and X2. Depending on the type of trace (Demod R or Demod Phase) either a Lorentzian or an inverse tangent function is fitted to the trace. The Q is the quality factor of the fitted curve. BW is the 3dB bandwidth (FWHM) of the fitted curve. Center is the center frequency. Amp gives the amplitude (Demod R only), whereas Phase returns the phase at the center frequency of the resonance (demod Phase only). The fit error is given by the normalized root-mean-square deviation. It is normalized by the range of the measured data.
	Linear Fit: Intercept, Slope, R <sup>2</sup>	A simple linear least squares regression is performed using a QR decomposition routine. The fit boundaries are determined by the two cursors X1 and X2. The parameter outputs are the Y-axis intercept, slope and the R <sup>2</sup> -value, which is the coefficient of determination to determine the goodness-of-fit.
Add		Add the selected math function to the result table below.
Add All		Add all operations for the selected signal to the result table below.
Clear Selected		Clear selected lines from the result table above.
Clear All		Clear all lines from the result table above.
Copy		Copy selected row(s) to Clipboard as CSV
Unit Prefix		Adds a suitable prefix to the SI units to allow for better readability and increase of significant digits displayed.
CSV		Values of the current result table are saved as a text file into the download folder.
Net Link		Provides a LabOne Net Link to use the data in tools like Excel, MATLAB, etc.
Help		Opens the LabOne User Interface help.

## Note

The standard deviation is calculated using the formula  $\sqrt{\frac{1}{N-1} \sum_{i=1}^N (x_i - \bar{x})^2}$  for the unbiased estimator of the sample standard deviation with a total of  $N$  samples  $x_i$  and an arithmetic average  $\bar{x}$ . The formula above is used as-is to calculate the standard deviation for the Histogram Plot Math tool. For large number of points (Cursor Area and Plot Area tools), the more accurate pairwise algorithm is used (Chan et al., "Algorithms for Computing the Sample Variance: Analysis and Recommendations", The American Statistician 37 (1983), 242-247).

## Tree Selector

The Tree selector allows one to access streamed measurement data in a hierarchical structure by checking the boxes of the signals that should be displayed. The tree selector also supports data selection from multiple instruments, where available. Depending on the tool, the Tree selector is either displayed in a separate Tree sub-tab, or it is accessible by a click on the  button.

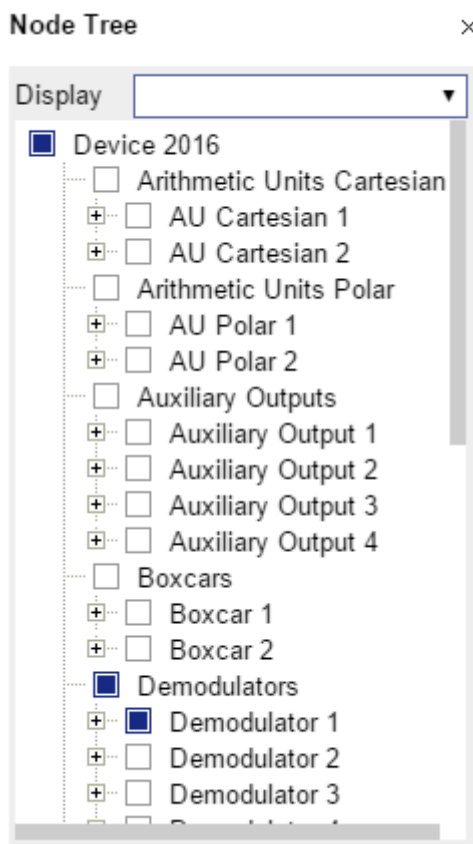


Figure 5.3: Tree selector with Display drop-down menu

## Vertical Axis Groups

Vertical Axis groups are available as part of the plot functionality in many of the LabOne tools. Their purpose is to handle signals with different axis properties within the same plot. Signals with different units naturally have independent vertical scales even if they are displayed in the same plot. However, signals with the same unit should preferably share one scaling to enable quantitative comparison. To this end, the signals are assigned to specific axis group. Each axis group has its own axis system. This default behavior can be changed by moving one or more signals into a new group.

The tick labels of only one axis group can be shown at once. This is the foreground axis group. To define the foreground group click on one of the group names in the Vertical Axis Groups box. The current foreground group gets a high contrast color.

### Select foreground group

Click on a signal name or group name inside the Vertical Axis Groups. If a group is empty the selection is not performed.

**Split the default vertical axis group**

Use drag-and-drop to move one signal on the field **[Drop signal here to add a new group]**. This signal will now have its own axis system.

**Change vertical axis group of a signal**

Use drag-and-drop to move a signal from one group into another group that has the same unit.

**Group separation**

In case a group hosts multiple signals and the unit of some of these signals changes, the group will be split in several groups according to the different new units.

**Remove a signal from the group**

In order to remove a signal from a group drag-and-drop the signal to a place outside of the Vertical Axis Groups box.

**Remove a vertical axis group**

A group is removed as soon as the last signal of a custom group is removed. Default groups will remain active until they are explicitly removed by drag-and-drop. If a new signal is added that match the group properties it will be added again to this default group. This ensures that settings of default groups are not lost, unless explicitly removed.

**Rename a vertical axis group**

New groups get a default name "Group of ...". This name can be changed by double-clicking on the group name.

**Hide/show a signal**

Uncheck/check the check box of the signal. This is faster than fetching a signal from a tree again.

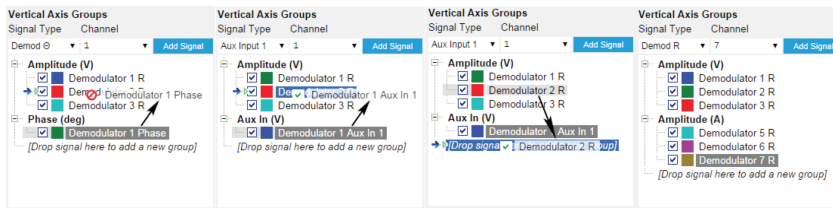



Figure 5.4: Vertical Axis Group typical drag and drop moves.

Demodulator data is only available when using a Zurich Instruments lock-in amplifier from the SHF, UHF, HF, or MF series.

Table 5.7: Vertical Axis Groups description

Control/Tool	Option/Range	Description
Vertical Axis Group		Manages signal groups sharing a common vertical axis. Show or hide signals by changing the check box state. Split a group by dropping signals to the field [Drop signal here to add new group]. Remove signals by dragging them on a free area.  Rename group names by editing the group label. Axis tick labels of the selected group are shown in the plot. Cursor elements of the active wave (selected) are added in the cursor math tab.
Signal Type		Select signal types for the Vertical Axis Group.
Channel	integer value	Selects a channel to be added.
Signal	integer value	Selects signal to be added.

Control/Tool	Option/Range	Description
Add Signal		Adds a signal to the plot. The signal will be added to its default group. It may be moved by drag and drop to its own group. All signals within a group share a common y-axis. Select a group to bring its axis to the foreground and display its labels.
Window Length	2 s to 12 h	Window memory depth. Values larger than 10 s may cause excessive memory consumption for signals with high sampling rates. Auto scale or pan causes a refresh of the display for which only data within the defined window length are considered.

## Trends

The Trends tool lets the user monitor the temporal evolution of signal features such as minimum and maximum values, or mean and standard deviation. This feature is available for the tab. Using the Trends feature, one can monitor all the parameters obtained in the [Math sub-tab](#) of the corresponding tab.

The Trends tool allows the user to analyze recorded data on a different and adjustable time scale much longer than the fast acquisition of measured signals. It saves time by avoiding post-processing of recorded signals and it facilitates fine-tuning of experimental parameters as it extracts and shows the measurement outcome in real time.

To activate the Trends plot, enable the Trends button in the Control sub-tab of the corresponding main tab. Various signal features can be added to the plot from the Trends sub-tab in the [Vertical Axis Groups](#). The vertical axis group of Trends has its own Run/Stop button and Length setting independent from the main plot of the tab. Since the Math quantities are derived from the raw signals in the main plot, the Trends plot is only shown together with the main plot. The Trends feature is only available in the LabOne user interface and not at the API level.

### 5.1.3. Config Tab

The Config tab provides access to all major LabOne settings and is available on all SHFSG+ instruments.

## Features

- define instrument connection parameters
- browser session control
- define UI appearance (grids, theme, etc.)
- store and load instrument settings and UI settings
- configure data recording

## Description

The Config tab serves as a control panel for all general LabOne settings and is opened by default on start-up. Whenever the tab is closed or an additional one of the same type is needed, clicking the following icon will open a new instance of the tab.

Table 5.8: App icon and short description

Control/Tool	Option/Range	Description
Config		Provides access to software configuration.

The Config tab (see [LabOne UI: Config tab](#)) is divided into four sections to control connections, sessions, settings, user interface appearance and data recording.



## 5.1. Setup Functionality

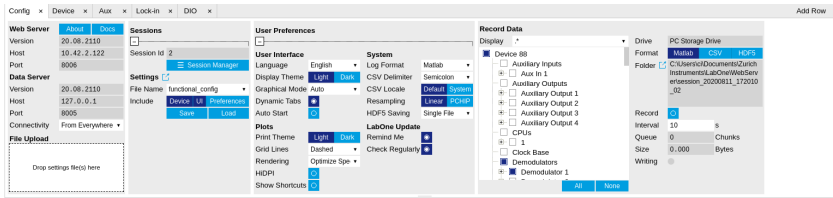


Figure 5.5: LabOne UI: Config tab

The **Connection** section provides information about connection and server versions. Access from remote locations can be restricted with the connectivity setting.

The **Session** section provides the session number which is also displayed in the status bar. Clicking on Session Dialog opens the session dialog window (same as start up screen) that allows one to load different settings files as well as to connect to other instruments.

The **Settings** section allows one to load and save instrument and UI settings. The saved settings are later available in the session dialog.

The **User Preferences** section contains the settings that are continuously stored and automatically reloaded the next time an SHFSG+ instrument is used from the same computer account.

For low ambient light conditions the use of the dark display theme is recommended (see Figure 5.6).

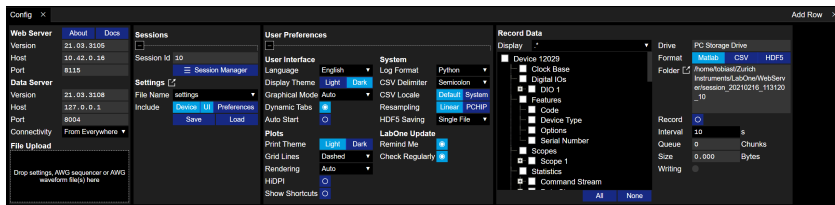


Figure 5.6: LabOne UI: Config tab - dark theme

## Functional Elements

Table 5.9: Config tab

Control/Tool	Option/Range	Description
About	<a href="#">About</a>	Get information about LabOne software.
Web Server Version and Revision	string	Web Server version and revision number
Host	default is localhost: 127.0.0.1	IP-Address of the LabOne Web Server
Port	4 digit integer	LabOne Web Server TCP/IP port
Data Server Version and Revision	string	Data Server version and revision number
Host	default is localhost: 127.0.0.1	IP-Address of the LabOne Data Server
Port	default is 8004	TCP/IP port used to connect to the LabOne Data Server.
Connect/Disconnect		Connect/disconnect the LabOne Data Server of the currently selected device. If a LabOne Data Server is connected only devices that are visible to that specific server are shown in the device list.
Status	grey/green	Indicates whether the LabOne User Interface is connected to the selected LabOne data server. Grey: no connection. Green: connected. Red: error while connecting.
Connectivity	From Everywhere	Forbid/Allow to connect to this Data Server from other computers.
	Localhost Only	

Control/Tool	Option/Range	Description
File Upload	drop area	Drag and drop files in this box to upload files. Clicking on the box opens a file dialog for file upload.  Supported files: Settings (*.xml).
Session Id	integer number	Session identifier. A session is a connection between a client and LabOne Data Server.
Session Manager	<b>Session Manager</b>	Open the session manager dialog. This allows for device or session change. The current session can be continued by pressing cancel.
File Name	selection of available file names	Save/load the device and user interface settings to/from the selected file on the internal flash drive. The setting files can be downloaded/uploaded using the Files tab.
Include		Enable Save/Load of particular settings.
	No Include Settings	Please enable settings type to be included during Save/Load.
	Include Device	Enable Save/Load of Device settings.
	Include UI	Enable Save/Load of User Interface settings.
	Include UI and Device	Enable Save/Load of User Interface and Device settings.
	Include Preferences	Enable loading of User Preferences from settings file.
	Include UI, Device and Preferences	Enable Save/Load of User Interface, Device and User Preferences.
Save	<b>Save</b>	Save the user interface and device setting to a file.
Load	<b>Load</b>	Load the user interface and device setting from a file.
Language		Choose the language for the tooltips.
Display Theme	Dark	Choose theme of the user interface.
	Light	
Plot Print Theme	Dark	Choose theme for printing SVG plots.
	Light	
Plot Grid	None	Select active grid setting for all SVG plots.
	Dashed	
	Solid	
Plot Rendering		Select rendering hint about what tradeoffs to make as the browser renders SVG plots. The setting has impact on rendering speed and plot display for both displayed and saved plots.
	Auto	Indicates that the browser shall make appropriate tradeoffs to balance speed, crisp edges and geometric precision, but with geometric precision given more importance than speed and crisp edges.
	Optimize Speed	The browser shall emphasize rendering speed over geometric precision and crisp edges. This option will sometimes cause the browser to turn off shape anti-aliasing.
	Crisp Edges	Indicates that the browser shall attempt to emphasize the contrast between clean edges of artwork over rendering speed and geometric precision. To achieve crisp edges, the user agent might turn off anti-aliasing for all lines and curves or possibly just for straight lines which are close to vertical or horizontal.
	Geometric Precision	Indicates that the browser shall emphasize geometric precision over speed and crisp edges.

Control/Tool	Option/Range	Description
Resampling Method		Select the resampling interpolation method. Resampling corrects for sample misalignment in subsequent scope shots. This is important when using reduced sample rates with a time resolution below that of the trigger.
	Linear	Linear interpolation
	PCHIP	Piecewise Cubic Hermite Interpolating Polynomial
Show Shortcuts	ON / OFF	Displays a list of keyboard and mouse wheel shortcuts for manipulating plots.
Dynamic Tabs	ON / OFF	If enabled, sections inside the application tabs are collapsed automatically depending on the window width.
Graphical Mode	Collapsed	Select the display mode for the graphical elements. Auto format will select the format which fits best the current window width.
	Auto	
	Expanded	
Log Format	.NET	Choose the command log format. See status bar and [User] \Documents\Zurich Instruments\LabOne\WebServer\Log
	MATLAB	
	Python	
CSV Delimiter	Tab	Select which delimiter to insert for CSV files.
	Comma	
	Semicolon	
CSV Locale	System locale. Use the symbols set in the language and region settings of the computer	Select the locale used for defining the decimal point and digit grouping symbols in numeric values in CSV files. The default locale uses dot for the decimal point and no digit grouping, e.g. 1005.07. The system locale uses the symbols set in the language and region settings of the computer.
	Default locale. Dot for the decimal point and no digit grouping, e.g. 1005.07	
HDF5 Saving	Multiple files. Each measurement goes in a separate file	For HDF5 file format only: Select whether each measurement should be stored in a separate file, or whether all measurements should be saved in a single file.
	Single file. All measurements go in one file	
Auto Start	ON / OFF	Skip session manager dialog at start-up if selected device is available.  In case of an error or disconnected device the session manager will be reactivated.
Update Reminder	ON / OFF	Display a reminder on start-up if the LabOne software wasn't updated in 180 days.
Update Check	ON / OFF	Periodically check for new LabOne software over the internet.
Drive		Select the drive for data saving.
Format	HDF5	File format of recorded and saved data.
	MATLAB	
	CSV	
Open Folder		Open recorded data in the system File Explorer.
Folder	path indicating file location	Folder containing the recorded data.

Control/Tool	Option/Range	Description
Save Interval	Time in seconds	Time between saves to disk. A shorter interval means less system memory consumption, but for certain file formats (e.g. MATLAB) many small files on disk. A longer interval means more system memory consumption, but for certain file formats (e.g. MATLAB) fewer, larger files on disk.
Queue	integer number	Number of data chunks not yet written to disk.
Size	integer number	Accumulated size of saved data in the current session.
Record	ON / OFF	Start and stop saving data to disk as defined in the selection filter. Length of the files is determined by the Window Length setting in the Plotter tab.
Writing	grey/green	Indicates whether data is currently written to disk.
Display	filter or regular expression	Display specific tree branches using one of the preset view filters or a custom regular expression.
Tree	ON / OFF	Click on a tree node to activate it.
All		Select all tree elements.
None		Deselect all tree elements.

### 5.1.4. Device Tab

The Device tab is the main settings tab for the connected instrument and is available on all SHFSG+ instruments.


### Features

- Option and upgrade management
- External clock referencing (10/100 MHz)
- Instrument connectivity parameters
- Device monitor

### Description

The **Device tab** serves mainly as a control panel for all settings specific to the instrument that is controlled by LabOne in this particular session. Whenever the tab is closed or an additional one of the same type is needed, clicking the following icon will open a new instance of the tab.

Table 5.10: App icon and short description

Control/Tool	Option/Range	Description
Device		Provides instrument specific settings.

The **Device tab** is divided into five sections: general instrument information, configuration, communication parameters, statistics, and a device monitor.

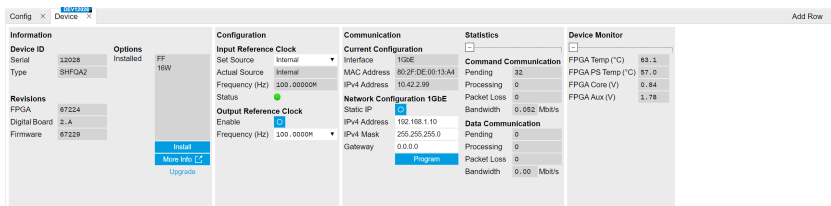


Figure 5.7: LabOne UI: Device tab

The **Information** section provides details about the instrument hardware and indicates the installed upgrade options. This is also the place where new options can be added by entering the provided option key.

The **Configuration** section allows one to change the reference from the internal clock to an external 10 / 100 MHz reference. The reference is to be connected to the Clock Input on the instrument back panel. The section also allows one to select a frequency of 10 or 100 MHz of the reference clock output, which is generated at the Clock Output on the instrument back panel.

The **Communication** section offers access to the instruments TCP/IP settings.

The **Statistics** section gives an overview on communication statistics.

## Note


Packet loss on data streaming over UDP, TCP or USB: data packets may be lost if total bandwidth exceeds the available physical interface bandwidth. Data may also be lost if the host computer is not able to handle high-bandwidth data.



Packet loss on command streaming over TCP or USB: command packets should never be lost as it creates an invalid state.

The **Device Monitor** section is collapsed by default and generally only needed for servicing. It displays vitality signals of some of the instrument's hardware components.

## Functional Elements

Table 5.11: Device tab

Control/Tool	Option/Range	Description
Serial	1-4 digit number	Device serial number
Type	string	Device type
FPGA	integer number	HDL firmware revision.
Digital Board	version number	Hardware revision of the FPGA base board.
Firmware	integer number	Revision of the device internal controller software.
Installed Options	short names for each option	Options that are installed on this device.
Install		Click to install options on this device. Requires a unique feature code and a power cycle after entry.
More Information		Display additional device information in a separate browser tab.
Upgrade Device Options		Display available upgrade options.
Input Reference Clock Source		Selects Internal, External or the ZSync clock source as reference. Instruments will be disconnected from ZSync if clock source is changed to Internal or External.
	Internal	The internal 100MHz clock is used as the frequency and time base reference.
	External	An external clock is intended to be used as the frequency and time base reference. Provide a clean and stable 10MHz or 100MHz reference to the appropriate back panel connector.
	ZSync	A ZSync clock is intended to be used as the frequency and time base reference.
Actual Input Reference Clock Source		Currently active clock source. This might differ from the Set Source choice if the set clock is not available.
	Internal	Internal 100MHz clock is actually used as the frequency and time base reference.
	External	An external clock is actually used as the frequency and time base reference.

Control/Tool	Option/Range	Description
	ZSync	ZSync clock is actually used as the frequency and time base reference.
Input Reference Clock Frequency		Indicates the frequency of the input reference clock.
Input Reference Clock Status		Indicates the status of the input reference clock. Green: locked. Yellow: the device is busy trying to lock onto the input reference clock signal. Red: there was an error locking onto the input reference clock signal. The instrument is currently not operational.
Output Reference Clock Enable		Enable clock signal on the reference clock output.
Output Reference Clock Frequency		Selects the frequency of the output reference clock to be 10MHz or 100MHz.
Synchronization Source		Selects the source for synchronization of channels: internal (default) or external
	Internal	Synchronization of all channels of a device that have the corresponding synchronization setting enabled.
	External	Same as internal plus synchronization to other devices via ZSync.
Load Factory Default		Load the factory default settings.
Busy	grey/green	Indicates that the device is busy with either loading, saving or erasing a preset.
Error		Returns a 0 if the last preset operation was successfully completed or 1 if the last preset operation was illegal.
	0	Last preset operation was successfully completed.
	1	Last preset operation was illegal.
Error LED	grey/red	Turns red if the last operation was illegal.
Interface		Active interface between device and data server. In case multiple options are available, the priority as indicated on the left applies.
MAC Address	80:2F:DE:xx:xx:xx	MAC address of the device. The MAC address is defined statically, cannot be changed and is unique for each device.
IPv4 Address	default 192.168.1.10	Current IP address of the device. This IP address is assigned dynamically by a DHCP server, defined statically, or is a fall-back IP address if the DHCP server could not be found (for point to point connections).
Static IP	ON / OFF	Enable this flag if the device is used in a network with fixed IP assignment without a DHCP server.
IPv4 Address	default 192.168.1.10	Static IP address to be written to the device.
IPv4 Mask	default 255.255.255.0	Static IP mask to be written to the device.
Gateway	default 192.168.1.1	Static IP gateway
Program		Click to program the specified IPv4 address, IPv4 Mask and Gateway to the device.
Pending	integer value	Number of buffers ready for receiving command packets from the device.
Processing	integer value	Number of buffers being processed for command packets. Small values indicate proper performance. For a TCP/IP interface, command packets are sent using the TCP protocol.
Packet Loss	integer value	Number of command packets lost since device start. Command packets contain device settings that are sent to and received from the device.

Control/Tool	Option/Range	Description
Bandwidth	numeric value	Command streaming bandwidth usage on the physical network connection between device and data server.
Pending	integer value	Number of buffers ready for receiving data packets from the device.
Processing	integer value	Number of buffers being processed for data packets. Small values indicate proper performance. For a TCP/IP interface, data packets are sent using the UDP protocol.
Packet Loss	integer value	Number of data packets lost since device start. Data packets contain measurement data.
Bandwidth	numeric value	Data streaming bandwidth usage on the physical network connection between device and data server.

### 5.1.5. File Manager Tab


### 5.1.6. Features

- Download measurement data, instruments settings and log files to a local device
- Manage file structure (browse, copy, rename, delete) on instrument flash drive and attached USB mass storage devices
- Update instrument from USB mass storage
- Quick access to measurement files, log files and settings files
- File preview for settings files and log files

### Description

The File Manager tab provides standard tools to see and organize the files relevant for the use of the instrument. Files can be conveniently copied, renamed and deleted. Whenever the tab is closed or an additional one of the same type is needed, clicking the following icon will open a new instance of the tab.

Table 5.12: App icon and short description

Control/Tool	Option/Range	Description
Files		Access settings and measurement data files on the host computer.

The Files tab (see [LabOne UI: File Manager tab](#)) provides three windows for exploring. The left window allows one to browse through the directory structure, the center window shows the files of the folder selected in the left window, and the right window displays the content of the file selected in the center window, e.g. a settings file or log file.

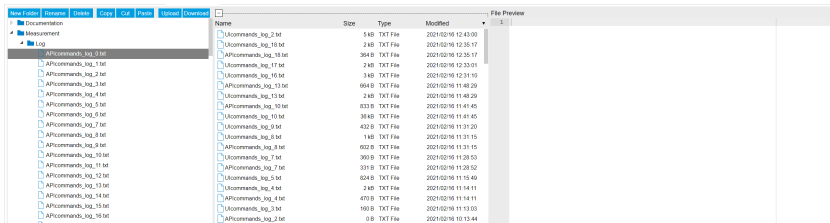


Figure 5.8: LabOne UI: File Manager tab

### Functional Elements

Table 5.13: File tab

Control/Tool	Option/Range	Description
New Folder	New Folder	Create new folder at current location.
Rename	Rename	Rename selected file or folder.
Delete	Delete	Delete selected file(s) and/or folder(s).
Copy	Copy	Copy selected file(s) and/or folder(s) to Clipboard.
Cut	Cut	Cut selected file(s) and/or folder(s) to Clipboard.
Paste	Paste	Paste file(s) and/or folder(s) from Clipboard to the selected directory.
Upload	Upload	Upload file(s) and/or folder(s) to the selected directory.
Download	Download	Download selected file(s) and/or folder(s).

### 5.1.7. Saving and Loading Data



### 5.1.8. Overview

In this section we discuss how to save and record measurement data with the SHFSG+ Instrument using the LabOne user interface. In the LabOne user interface, there are 3 ways to save data:

- Saving the data that is currently displayed in a plot
- Continuously recording data in the background
- Saving trace data in the History sub-tab

Furthermore, the History sub-tab supports loading data. In the following, we will explain these methods.


### Saving Data from Plots

A quick way to save data from any plot is to click on the Save CSV icon  at the bottom of the plot to store the currently displayed curves as a comma-separated value (CSV) file to the download folder of your web browser. Clicking on  will save a graphics file instead.

### Recording Data

The recording functionality allows you to store measurement data continuously, as well as to track instrument settings over time. The **Config Tab** gives you access to the main settings for this function. The Format selector defines which format is used: HDF5, CSV, or MATLAB. The CSV delimiter character can be changed in the User Preferences section. The default option is Semicolon.

The node tree display of the Record Data section allows you to browse through the different measurement data and instrument settings, and to select the ones you would like to record. For instance, the demodulator 1 measurement data is accessible under the path of the form **Device 0000/Demodulators/Demod 1/Sample**. An example for an instrument setting would be the filter time constant, accessible under the path **Device 0000/Demodulators/Demod 1/Filter Time Constant**.

The default storage location is the LabOne Data folder which can, for instance, be accessed by the Open Folder button . The exact path is displayed in the Folder field whenever a file has been written.

Clicking on the Record checkbox will initiate the recording to the hard drive.

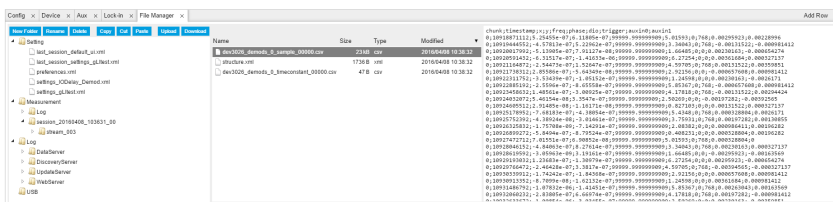




Figure 5.9: Browsing and inspecting files in the LabOne File Manager tab



In case HDF5 or MATLAB is selected as the file format, LabOne creates a single file containing the data for all selected nodes. For the CSV format, at least one file for each of the selected nodes is created from the start. At a configurable time interval, new data files are created, but the maximum size is capped at about 1 GB for easier data handling. The storage location is indicated in the Folder field of the Record Data section.

The [File Manager Tab](#) is a good place to inspect CSV data files. The file browser on the left of the tab allows you to navigate to the location of the data files and offers functionalities for managing files in the LabOne Data folder structure. In addition, you can conveniently transfer files between the folder structure and your preferred location using the Upload/Download buttons. The file viewer on the right side of the tab displays the contents of text files up to a certain size limit. [Figure 5.9](#) shows the Files tab after recording Demodulator Sample and Filter Time Constant for a few seconds. The file viewer shows the contents of the demodulator data file.

## Note

The structure of files containing instrument settings and of those containing streamed data is the same. Streaming data files contain one line per sampling period, whereas in the case of instrument settings, the file usually only contains a few lines, one for each change in the settings. More information on the file structure can be found in the LabOne Programming Manual.

## History List

Tabs with a history list support feature saving, autosaving, and loading functionality. By default, the plot area in those tools displays the last 100 measurements (depending on the tool, these can be sweep traces, scope shots, DAQ data sets, or spectra), and each measurement is represented as an entry in the History sub-tab. The button to the left of each list entry controls the visibility of the corresponding trace in the plot; the button to the right controls the color of the trace. [^1]Double-clicking on a list entry allows you to rename it. All measurements in the history list can be saved with [Save All](#). Clicking on the [Save Sel](#) button (note the dropdown button ) saves only those traces that were selected by a mouse click. Use the Control or Shift button together with a mouse click to select multiple traces. The file location can be accessed by the Open Folder button . [Figure 5.12.8](#) illustrates some of these features. [Figure 5.10](#) illustrates the data loading feature.

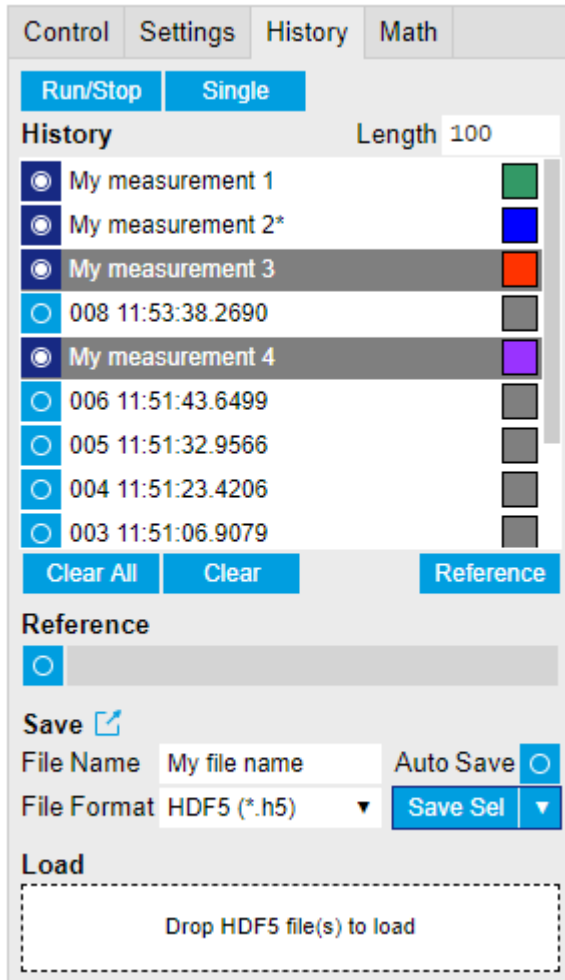


Figure 5.10: History sub-tab features. The entries "My measurement 1" etc. were renamed by the user. Measurement 1, 2, 3, 4 are currently displayed in the plot because their left-hand-side button is enabled. Clicking on Save Sel would save "My measurement 3" and "My measurement 4" to a file, because these entries were selected (gray overlay) by a Control key + mouse click action.

Which quantities are saved depends on which signals have been added to the Vertical Axis Groups section in the **Control** sub-tab. Only data from demodulators with enabled Data Transfer in the Lock-in tab can be included in the files.

The history sub-tab supports an **autosave** functionality to store measurement results continuously while the tool is running. Autosave directories are differentiated from normal saved directories by the text "autosave" in the name, e.g. sweep\_autosave\_000. When running a tool continuously (**Run/Stop** button) with Autosave activated, after the current measurement (history entry) is complete, all measurements in the history are saved. The same file is overwritten each time, which means that old measurements will be lost once the limit defined by the history Length setting has been reached. When performing single measurements (**Single** button) with Autosave activated, after each measurement, the elements in the history list are saved in a new directory with an incrementing count, e.g. sweep\_autosave\_001, sweep\_autosave\_002.

Data which was saved in HDF5 file format can be loaded back into the history list. Loaded traces are marked by a prefix "loaded " that is added to the history entry name in the user interface. The **createdtimestamp** information in the header data marks the time at which the data were measured.

- Only files created by the Save button in the History sub-tab can be loaded.
- Loading a file will add all history items saved in the file to the history list. Previous entries are kept in the list.
- Data from the file is only displayed in the plot if it matches the current settings in the Vertical Axis Group section the tool. Loading e.g. PID data in the Sweeper will not be shown, unless it is selected in the Control sub-tab.
- Files can only be loaded if the devices saving and loading data are of the same product family. The data path will be set according to the device ID loading the data.

Figure 5.11 illustrates the data loading feature.

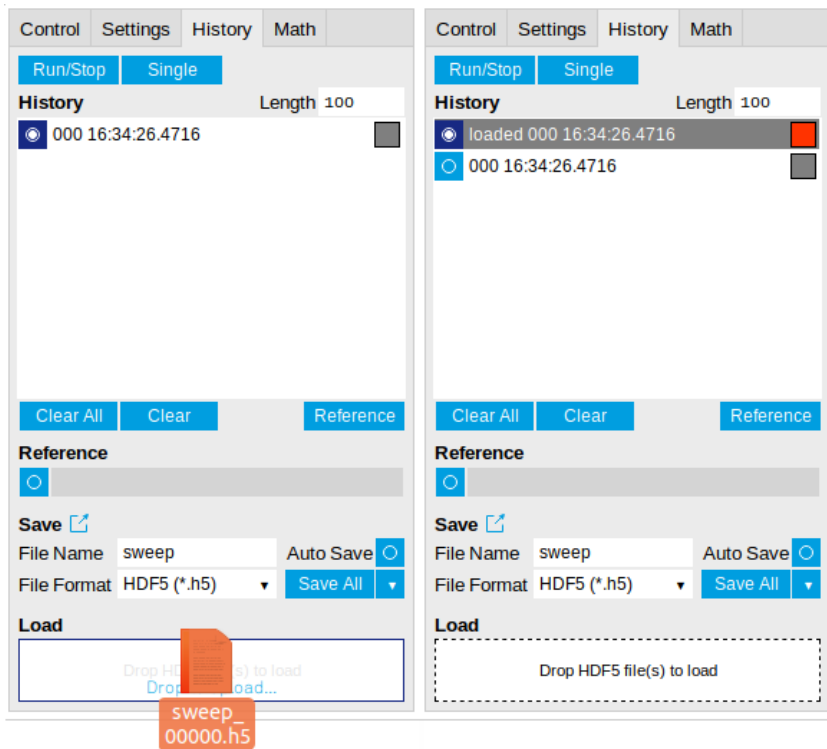


Figure 5.11: History data loading feature. Here, the file sweep\_00000.h5 is loaded by drag-and-drop. The loaded data are added to the measurements in the history list.

## Supported File Formats

### HDF5

Hierarchical Data File 5 (HDF5) is a widespread memory-efficient, structured, binary, open file format. Data in this format can be inspected using the dedicated viewer [HDFview](#). HDF5 libraries or import tools are available for Python, MATLAB, LabVIEW, C, R, Octave, Origin, Igor Pro, and others. The following example illustrates how to access demodulator data from a sweep using the h5py library in Python:

```
import h5py
filename = 'sweep_00000.h5'
f = h5py.File(filename, 'r')
x = f['/000/dev3025/demods/0/sample/frequency']
```

The data loading feature of LabOne supports HDF5 files, while it is unavailable for other formats.

### MATLAB

The MATLAB File Format (.mat) is a proprietary file format from MathWorks based on the open HDF5 file format. It has thus similar properties as the HDF5 format, but the support for importing .mat files into third-party software other than MATLAB is usually less good than that for importing HDF5 files.

### SXM

SXM is a proprietary file format by Nanonis used for SPM measurements.


### 5.1.9. Upgrade Tab

The Upgrade tab serves as a source of information about the possible upgrade options for the instrument in use. The tab has no functional purpose but provides the user with a quick link to further information about the upgrade options online.

### 5.1.10. ZI Labs Tab

The ZI Labs tab contains experimental LabOne functionalities added by the ZI development team. The settings found here are often relevant to special applications, but have not yet found their definitive place in one of the other LabOne tabs. Naturally this tab is subject to frequent changes, and the documentation of the individual features would go beyond the scope of this user manual. Clicking the following icon will open a new instance of the tab.

Table 5.14: App Icon and short description

Control/Tool	Option/Range	Description
ZI Labs		Experimental settings and controls.

## 5.2. Measurement Functionality

In this section, the measurement functionality of the SHFSG+ is described, i.e. the functionality that is useful when setting up and carrying out experiments. Each chapter first introduces the functionality, provides a summary of the functional elements before - if applicable - explaining the representation in the LabOne general user interface.

The instrument functionality can be represented by a [node tree](#). Each node can either set, read or poll settings or data from the device. Most of the functionality resides within the different output Channels of the SHFSG+, each of which is represented by its own version of the SGChannels branch: /DEV.../SGCHANNELS/n/.... Functionality that is either independent of the output Channels or shared between them has its own branch, e.g. common device features (/DEV.../Features/...), or system features (/DEV.../systems/n/...). All nodes are listed within the [node tree documentation](#).

### Note

The following chapters are constantly being upgraded and new documentation is added. For the latest version of the documentation, please always refer to the [online documentation](#).

### 5.2.1. Output Tab


The Output tab can be used to configure the center frequency and maximum output power of the generated signals. It is available on all SHFSG+ instruments.

### Features Overview

- Enable/disable output
- Define the Center Frequency of the modulation band
- Define the output power range
- Switch between Radio Frequency (RF) and Low Frequency (LF) paths

### Description

Table 5.15: App icon and short description

Control/Tool	Option/Range	Description
Output		Quick overview and access to all the settings for configuring the analog upconversion path.

The SHFSG+ uses the double super-heterodyne frequency upconversion technique to generate its RF output frequencies, and each Signal Generator Channel has its own frequency upconversion chain. Each Signal Generator Channel has two available Output paths: the RF path for generating signals with center frequencies from 0.6 GHz to 8 GHz, and the LF path for generating signals with center frequencies from 0 GHz to 2 GHz. When using the RF path, center frequencies determine the frequency of an analog synthesizer and can be set with a resolution of 0.1 GHz. Both variants of the SHFSG+ contain 4 synthesizers. In the 4-channel variant, each Signal Generator Channel therefore has its own synthesizer, whereas in the 8-channel variant, there is 1 synthesizer per Signal Generator Channel pair. This means that Signal Generator Channels 1 and 2 must share the same RF center frequency in the 8-channel variant of the SHFSG+ Instrument when using the RF path. To achieve different output frequencies on Signal Generator Channels 1 and 2 in the 8-channel variant, digital modulation must be employed (see the [Modulation Tab](#)). When using the LF path, the center frequencies of each channel must be a multiple of 0.1 GHz and can be set independently of the other channels in all variants of the SHFSG+ Instrument.

## Note

The LF and RF paths can be programmed with the same sequences (see the [Basic Waveform Playback Tutorial](#)) but the LF path has a shorter latency than the RF path due to the differences in the analog part of the signal path. The differences in latencies can be compensated by appropriate use of the `playZero` command, described in the Tutorials.

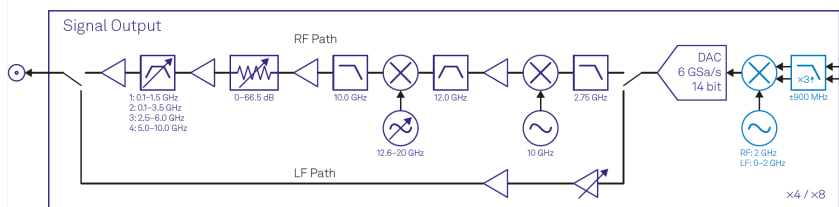


Figure 5.12: Analog Signal Output Stage

When using the [Signal Output](#) of the RF path, the digital 1-GHz-wide modulation band centered around DC is first interpolated by a factor of 3, then digitally upconverted to 2 GHz (light blue elements) before it is passed to the 14-bit DAC. The resulting 2 GHz analog signal (dark blue elements) is then converted to 12 GHz by means of a local oscillator at 10 GHz. To remove all unwanted spurious signals, the signal is strongly filtered before it is down-converted in a second mixing process with a variable local oscillator. Depending on its software-controllable frequency value, the final output frequency band has a center frequency between 0.6-8 GHz and a width of  $\pm 0.5$  GHz. Several amplifiers, attenuators, and filters in the up-conversion chain ensure that the different elements are not saturated and that the DAC range is faithfully mapped to the selected [Output Range](#).


When using the LF path, the digital 1-GHz-wide modulation signal is still interpolated by a factor of 3 and passed to the 14-bit DAC, but the analog upconversion chain is bypassed. The center frequency is determined by setting the frequency of the oscillator used in the digital upconversion (fixed at 2 GHz when using the RF path, and can be set to a multiple of 100 MHz in the range 0 - 2 GHz when using the LF path). In this way, signals with center frequencies between 0 and 2 GHz can be generated with the LF path.

The advantages of this up-conversion scheme compared to IQ-mixer-based frequency conversion are that it is calibration-free, wide-band, and stable, in addition to having superior spurious tone performance. The optimal selection of the different gains, attenuators, and filters in the frequency conversion chains are taken over by the SHFSG+, such that only a few settings need to be set in the Output band parameters of the SHFSG+: Center Frequency, Output Range, and Output On.

## Note

For both the LF and RF paths, the output power can be set in steps of 5 dBm, in the range -30 dBm to +10 dBm for the RF path and -30 dBm to +5 dBm for the LF path. If the power is set to a value that is outside this range or not a multiple of 5 dBm, the value will automatically be rounded to the nearest multiple of 5 dBm within the range for the path.

## Output Tab in the LabOne GUI

The Output settings can be accessed through the Output tab  of the LabOne general user interface of the SHFSG+. After clicking on the tab, an **overview** subtab opens that displays all settings for all available Signal Generator Channels.

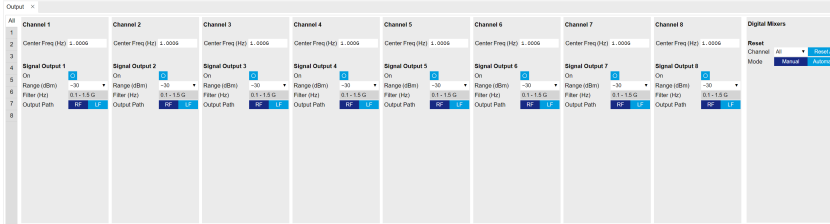


Figure 5.13: The Overview Output Tab of the GUI

With the selectors at the left side of the Output tab, the **detailed view** of the up-conversion chain for the different Signal Generator Channels can be displayed. Each detailed view shows the available settings in the first, leftmost panel. In the second panel, a graphical representation of the currently selected parameters of the up-conversion chain is displayed.

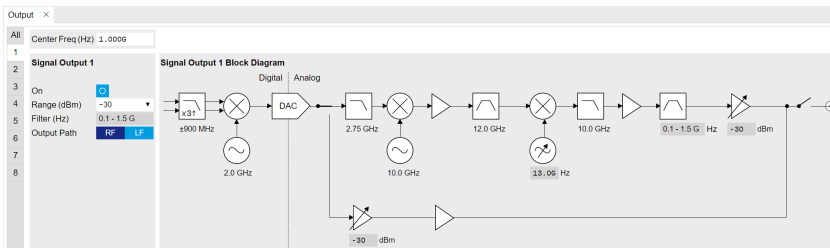


Figure 5.14: A detailed Output Tab of the GUI

## Functional Elements

Table 5.16: Output tab

Control/Tool	Option/Range	Description
Center Frequency		Center frequency of the output band at the output of the instrument. A copy of the displayed value is also contained in the read-only node ' <code>{device}/sgchannels/{n}/centerfreq</code> '.
Center Frequency		Set center frequency of digital mixer.
Output Digital Mixer Frequency		The Center Frequency of the digital mixer for the Signal Output.
Center Frequency		Center frequency of the detection band at the input/output of the instrument.
Variable Local Oscillator Frequency		This local oscillator converts between the fixed signal band around 12 GHz and the variable readout band at the In/Out connector. Shared between the Signal Input/Output modules of the same channel, its value is given by the user-determined Center Frequency value + 12 GHz.
Input Digital Mixer Frequency		The Center Frequency of the digital mixer for the Signal Input.
Variable Local Oscillator Frequency		This local oscillator converts between the fixed signal band around 12 GHz and the variable output band at the Out connector. Its value is given by the user-determined Center Frequency value + 12 GHz.

Control/Tool	Option/Range	Description
Range		Maximal power at the input of the instrument.
Input Path	RF path is used.	Switch between RF and LF input path.
	LF path is used.	
Range		Maximal power at the output of the instrument.
Selectable RF Output Filter		The filter value is selected according to the Center Frequency value and ensures that higher signal harmonics are removed at the Signal Output.
Output Path	RF path is used.	Switch between RF and LF output path.
	LF path is used.	
RF/LF Interlock		Enables the RF/LF path interlock between input and output. If enabled, the output path is always configured according to the input.
Delay (s)		This value adds a delay to both the signal and trigger/marker outputs.
Channel Select		Select which channel is to be cleared.
Reset All		Reset all the channels.
Reset Channel		Reset only the selected channel.
Mode	In automatic mode the instrument automatically resets the NCOs of all channels whenever a channel is switched from LF to RF, in order to restore alignment.	Configure the NCO reset mode.
	In manual mode the instrument does not automatically reset NCOs when switching a channel from LF to RF mode.	

## 5.2.2. Digital Modulation Tab

The Digital Modulation tab can be used to configure the digital oscillators, as well as the settings used to modulate pulse sequences and generate sinusoidal signals. It is available on all SHFSG+ instruments.

### Features

- Sine generator configuration: frequency, oscillator select, harmonic, phase, amplitude
- Gain settings for upper- or lower-sideband modulation
- Enable pulse modulation or continuous signal output

### Description

Table 5.17: App icon and short description

Control/Tool	Option/Range	Description
Mod		Access to all the settings of the digital modulation.

The Digital Modulation tab (see [Figure 5.15](#)) is divided into three sections: Oscillators, Sine Generators, and Waveform Generators.

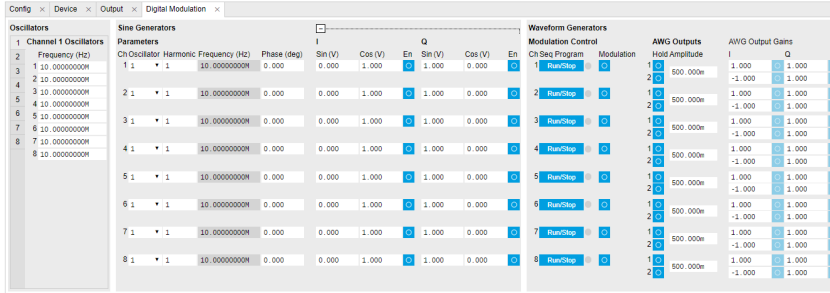


Figure 5.15: LabOne UI: Digital Modulation tab

The purpose of the Digital Modulation tab is to configure the digital sine generator of each SHFSG+ channel, to enable the modulation (i.e. multiplication) or addition of sinusoidal and AWG signals. The tabular layout of the tab provides a quick overview of the status of the different channels of the instrument.

Conceptually, the tab is laid out as follows: The Oscillators section contains the frequencies of the eight digital oscillators for each channel. The Sine Generators section contains settings such as phase and harmonic for the sine generator of each channel, as well as settings for generating sinusoidal signal outputs. The Waveform Generators section configures how the sine generator is used to modulate the AWG signals. The signal on a given output can be a multiplication, or addition, or both, of AWG and sinusoidal signals, depending which modulation modes are enabled.

The individual sinusoidal and AWG signals are configured in the Sine Generators and Waveform Generators sections, respectively. For an example of how to generate a continuous, sinusoidal signal on a given channel, see [Basic Sine Generation Tutorial](#). For an example of how to use the sine generator to modulate a pulse sequence from the AWG, see the [Digital Modulation Tutorial](#).


The gain settings in the Waveform Generators and the Sine Generators sections are graphically grouped in pairs, and each pair is associated with an I or Q input to the DAC. For the Sine Generators section, the I and Q pairs are further separated into Sin and Cos terms. In the Waveform Generators section, the I and Q pairs of gain settings. In both cases, the default settings are chosen to generate an upper sideband signal when using a positive oscillator frequency. For a more detailed explanation of how these gain settings are used in generating signals, see the [Digital Modulation Tutorial](#).

## Functional Elements

Table 5.18: MOD tab

Control/ Tool	Option/ Range	Description
SG Channels		Select SG Channel to display corresponding set of oscillator frequencies.
Frequency (Hz)		Oscillator frequency.
Oscillator Select		Selection of the oscillator used for the generated sine signal.
Harmonic		Multiplies the oscillator's reference frequency with the integer factor defined by this field.
Frequency (Hz)		Frequency of the selected oscillator.
Phase Shift (deg)		Sets the phase of the sine signal.
I Sin Amplitude		Sets the amplitude of the sine signal sent to the I input of the digital mixer.
I Cos Amplitude		Sets the amplitude of the cosine signal sent to the I input of the digital mixer.
I Enable	ON / OFF	Enables the I input of the digital mixer.
Q Sin Amplitude		Sets the amplitude of the sine signal sent to the Q input of the digital mixer.



Control/Tool	Option/Range	Description
Q Cos Amplitude		Sets the amplitude of the cosine signal sent to the Q input of the digital mixer.
Q Enable	ON / OFF	Enables the Q input of the digital mixer.
Run/Stop		Runs the AWG sequencer.
Sequencer Status	grey/ green/red	Displays the status of the sequencer on the instrument. Off: Ready, not running. Green: Running, not waiting for any trigger event. Yellow: Running, waiting for a trigger event. Red: Not ready (e.g., pending elf download, no elf download).
Modulation Enable	ON / OFF	Enables digital modulation of the waveforms generated by the AWG.
AWG Output Amplitude		Sets the amplitude of the AWG output.
Hold	ON / OFF	Keep the last sample (constant) on the outputs even after the waveform program finishes. It is recommended to use only AWG waveforms with lengths equal to a multiple of 16 together with this functionality. Waveforms with other lengths are automatically padded with zeros at the end by the AWG compiler. The status of the hold node is checked only when the AWG is enabled. If hold is disabled after enabling the AWG or when the AWG is not running, AWG output values will still be held.
AWG Output Gain Amplitude		Sets the amplitude scaling factor of the given AWG channel. The amplitude is a dimensionless scaling factor applied to the digital signal.
AWG Output Gain Enable	ON / OFF	Indicates the routing of the AWG signal (row) to the digital mixer inputs (column).

### 5.2.3. AWG Tab

The AWG tab is available on all SHFSG+ Signal Generator instruments.


#### Features

- 4- or 8-channel arbitrary waveform generator
- 98 kSa waveform memory per channel
- Sequence branching
- Digital modulation
- Cross-domain trigger engine
- Sequence Editor with code highlighting and auto completion
- High-level programming language with waveform generation and editing toolset
- Waveform viewer

#### Description

The AWG tab gives access to the arbitrary waveform generator functionality. Whenever the tab is closed or an additional one of the same type is needed, clicking the following icon will open a new instance of the tab.

Table 5.19: App icon and short description

Control/Tool	Option/Range	Description
AWG		Generate arbitrary signals using sequencing and sample-by-sample definition of waveforms.

The AWG tab (see [Figure 5.16](#)) consists of a settings section on the right side and the Sequence and Waveform Viewer sub-tabs on the left side. The settings section is further divided into Control,

Waveform, Trigger, and Advanced sub-tabs. The **Sequence** sub-tab is used for displaying, editing and compiling a LabOne sequence program. The sequence program defines which waveforms are played and in which order. The Sequence Editor is the main tool for operating the AWG.

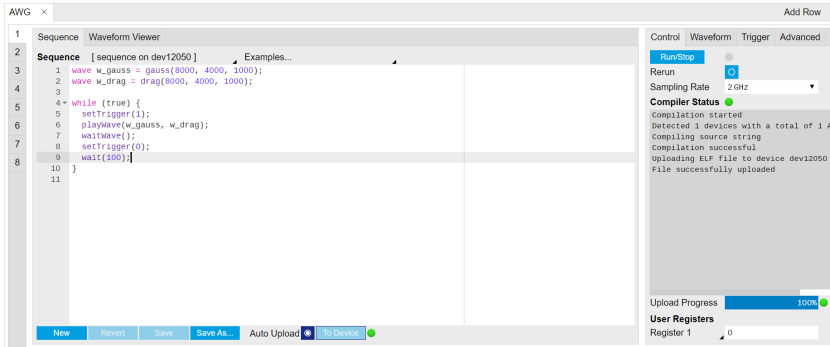


Figure 5.16: LabOne UI: AWG tab

A number of sequence programming examples are available through a drop-down menu at the top of the Sequence Editor, and additional ones can be found in [Tutorials](#). The LabOne sequence programming language is specified in detail in [LabOne Sequence Programming](#). The language comes with a number of predefined waveforms, such as Gaussian, Blackman, sine, or square functions. By combining those predefined waveforms using the waveform editing tools (add, multiply, cut, concatenate, etc), signals with a high level of complexity can be generated directly from the Sequence Editor window. Sample-by-sample definition of the output signal is possible by using comma-separated value (CSV) files specified by the user.

The AWG features a compiler which translates the high-level sequence program into machine instructions and waveform data to be stored in the instrument memory as shown in [Figure 5.17](#). The sequence program is written using high-level control structures and syntax that are inspired by human language, whereas machine instructions reflect exactly what happens on the hardware level. Writing the sequence program using a high-level language represents a more natural and efficient way of working in comparison to writing lists of machine instructions, which is the traditional way of programming AWGs. Concretely, the improvements rely on features such as:

- combination of waveform generation, editing, and playback sequence in a single script
- easily readable syntax and naming for run-time variables and constants
- optimized waveform memory management, reduced transfers upon waveform changes
- definition of user functions and procedures for advanced structuring
- syntax validation

By design, there is no one-to-one link between the list of statements in the high-level language and the list of instructions executed by the Sequencer. In order to understand the execution timing, it's helpful to consider the internal architecture of the AWG, consisting of the Sequencer itself, the Waveform Player, and the Waveform Memory.

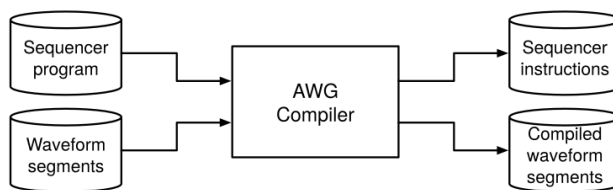


Figure 5.17: AWG sequence program compilation process

The **Sequence Editor** provides the editing, compilation, and transfer functionality for sequence programs. A program typed into the Editor is compiled upon clicking **Save**. If the compilation is successful and Automatic Upload is enabled, the program including all necessary waveform data is transferred to the device. If the compilation fails, the Status field will display debug messages. Clicking on **Save as...** allows you to choose a new name for the program. The name of the program that is currently edited is displayed at the top of the editor. External program files as well as waveform data files can be transferred to the right location easily using the file drag-and-drop zone in the **Config Tab** so they become accessible from the user interface. The files can be managed in the **File Manager Tab** and their location in the directory structure is shown in [Table 5.20](#). The program name is displayed in a drop-down box. The box allows quick access to all programs in the standard sequence program location. It is possible to quickly switch between programs using the box. Changes made in one program will be preserved when switching to a different program. The file name of a program will be postfixed by an asterisk in case there are unsaved changes in the source file. Note that switching programs in the editor is not sufficient to also update the program in the

instrument. In order to send a newly selected program to the instrument, the **To Device** button must be clicked.

Table 5.20: Sequence program and waveform file location

File type	Location
Waveform files (Windows)	C:\Users\ <user name="">\Documents\Zurich Instruments\LabOne\WebServer\awg\waves</user>
Sequence programs (Windows)	C:\Users\ <user name="">\Documents\Zurich Instruments\LabOne\WebServer\awg\src</user>
Waveform files (Linux)	~/Zurich Instruments/LabOne/WebServer/awg/waves
Sequence programs (Linux)	~/Zurich Instruments/LabOne/WebServer/awg/src

In the **Control sub-tab** the user configures signal parameters and controls the execution of the AWG. The AWG can be started in by clicking on **Start**. When enabling the Rerun button, the Sequencer will be restarted automatically when its program completes. The continuous mode is a simple way to create an infinite loop, but it results in a considerable timing jitter. To avoid this jitter, it is recommended to specify infinite loops directly in the sequence program.

The Sampling Rate field is used to control the default playback sampling rate of the AWG. The sampling rate is dynamic, i.e., can be specified for each waveform by using an optional argument in the waveform playback instructions in the sequence program. This allows for considerably reducing waveform upload time for signals that contain both fast and slow components.

The **Waveform sub-tab** displays information about the waveforms that are used by the current sequence program, such as their length and channel number. Together with the **Waveform viewer sub-tab**, it is a useful tool to visualize the waveforms used in the sequence program.

On the **Trigger sub-tab** you can configure the trigger inputs of the AWG. Each AWG core has two internal trigger input channels which can be configured to probe any of the Trig inputs on the instrument front panel. The **Advanced sub-tab** displays the compiled list of sequencer instructions and the current state of the sequencer on the instrument. This can help an advanced user in debugging a sequence program and understanding its execution.

## Sequence Editor Keyboard Shortcuts

The tables below list a number of helpful keyboard shortcuts that are applicable in the LabOne Sequence Editor.

Table 5.21: Line Operations

Shortcut	Action
Ctrl+D	Remove line
Alt+Shift+Down	Copy lines down
Alt+Shift+Up	Copy lines up
Alt+Down	Move lines down
Alt+Up	Move lines up
Alt+Del	Remove to line end
Alt+Backspace	Remove to line start
Ctrl+Backspace	Remove word left
Ctrl+Del	Remove word right

Table 5.22: Selection

Shortcut	Action
Ctrl+A	Select all

Shortcut	Action
Shift+Left	Select left
Shift+Right	Select right
Ctrl+Shift+Left	Select word left
Ctrl+Shift+Right	Select word right
Shift+Home	Select line start
Shift+End	Select line end
Alt+Shift+Right	Select to line end
Alt+Shift+Left	Select to line start
Shift+Up	Select up
Shift+Down	Select down
Shift+Page Up	Select page up
Shift+Page Down	Select page down
Ctrl+Shift+Home	Select to start
Ctrl+Shift+End	Select to end
Ctrl+Shift+D	Duplicate selection
Ctrl+Shift+P	Select to matching bracket

Table 5.23: Go to

Shortcut	Action
Left	Go to left
Right	Go to right
Ctrl+Left	Go to word left
Ctrl+Right	Go to word right
Up	Go line up
Down	Go line down
Alt+Left, Home	Go to line start
Alt+Right, End	Go to line end
Page Up	Go to page up
Page Down	Go to page down
Ctrl+Home	Go to start
Ctrl+End	Go to end
Ctrl+L	Go to line
Ctrl+Down	Scroll line down
Ctrl+Up	Scroll line up
Ctrl+P	Go to matching bracket

Table 5.24: Find/Replace

Shortcut	Action
Ctrl+F	Find
Ctrl+H	Replace

Shortcut	Action
Ctrl+K	Find next
Ctrl+Shift+K	Find previous

Table 5.25: Folding

Shortcut	Action
Alt+L	Fold selection
Alt+Shift+L	Unfold

Table 5.26: Other

Shortcut	Action
Tab	Indent
Shift+Tab	Outdent
Ctrl+Z	Undo
Ctrl+Shift+Z, Ctrl+Y	Redo
Ctrl+/ Ctrl+Shift+U	Toggle comment
Ctrl+U	Change to lower case
Ctrl+U	Change to upper case
Ins	Overwrite
Ctrl+Shift+E	Macros replay
Ctrl+Alt+E	Macros recording
Del	Delete

## LabOne Sequence Programming

### A Simple Example

The syntax of the LabOne AWG Sequencer programming language is based on C, but with a few simplifications. Each statement is concluded with a semicolon, several statements can be grouped with curly brackets, and comment lines are identified with a double slash. The following example shows some of the fundamental functionalities: waveform generation, repeated playback, triggering, and single/dual-channel waveform playback. See [Tutorials](#) for a step-by-step introduction with more examples.

```
// Define an integer constant
const N = 4096;
// Create two Gaussian pulses with length N points,
// amplitude +1.0 (-1.0), center at N/2, and a width of N/8
wave gauss_pos = 1.0*gauss(N, N/2, N/8);
wave gauss_neg = -1.0*gauss(N, N/2, N/8);
// execute playback sequence 100 times
repeat (100) {
  // Play pulse on AWG channel 1
  playWave(gauss_pos);
  // Play pulses simultaneously on both AWG channels
  playWave(gauss_pos, gauss_neg);
}
```

## Keywords and Comments

The following table lists the keywords used in the LabOne AWG Sequencer language.

Table 5.27: Programming keywords

Keyword	Description
<code>const</code>	Constant declaration
<code>var</code>	Integer variable declaration
<code>cvar</code>	Compile-time variable declaration
<code>string</code>	Constant string declaration
<code>true</code>	Boolean true constant
<code>false</code>	Boolean false constant
<code>for</code>	For-loop declaration
<code>while</code>	While-loop declaration
<code>repeat</code>	Repeat-loop declaration
<code>if</code>	If-statement
<code>else</code>	Else-part of an if-statement
<code>switch</code>	Switch-statement
<code>case</code>	Case-statement within a switch
<code>default</code>	Default-statement within a switch
<code>return</code>	Return from function or procedure, optionally with a return value

The following code example shows how to use comments.

```
const a = 10; // This is a line comment. Everything between the double
              // slash and the end of the line will be ignored.

/* This is a block comment. Everything between the start-of-block-comment
and end-of-block-comment markers is ignored.

For example, the following statement will be ignored by the compiler.
const b = 100;
*/
```

## Constants and Variables

**Constants** may be used to make the program more readable. They may be of integer or floating-point type. It must be possible for the compiler to compute the value of a constant at compile time, i.e., on the host computer. Constants are declared using the `const` keyword.

**Compile-time variables** may be used in computations and loop iterations during compile time, e.g. to create large numbers of waveforms in a loop. They may be of integer or floating-point type. They are used in a similar way as constants, except that they can change their value during compile time operations. Compile-time variables are declared using the `cvar` keyword.

**Variables** may be used for making simple computations during run time, i.e., on the instrument. The Sequencer supports integer variables, addition, and subtraction. Not supported are floating-point variables, multiplication, and division. Typical uses of variables are to step waiting times or to tag digital measurement data with a numerical identifier. Variables are declared using the `var` keyword.

The following code example shows how to use variables.

```

var b = 100; // Create and initialize a variable

// Repeat the following block of statements 100 times
repeat (100) {
    b = b + 1; // Increment b
    wait(b); // Wait 'b' cycles
}
    
```

The following table shows the predefined constants. These constants are intended to be used as arguments in certain run-time evaluated functions that encode device parameters with integer numbers. For example, the AWG Sampling Rate is specified as an integer exponent n in the expression  $(\text{baseSamplingClock})/2^n$ . The AWG rates constants are specified for the sampling clock of 2.0 GHz of the SHFSG+.

Table 5.28: Predefined Constants

Name	Value	Description
commandTableEntries	{4096}	
AWG_RATE_2000MHZ	0	Constant to set Sampling Rate to 2.0 GHz.
AWG_RATE_1000MHZ	1	Constant to set Sampling Rate to 1.0 GHz.
AWG_RATE_500MHZ	2	Constant to set Sampling Rate to 500 MHz.
AWG_RATE_250MHZ	3	Constant to set Sampling Rate to 250 MHz.
AWG_RATE_125MHZ	4	Constant to set Sampling Rate to 125 MHz.
AWG_RATE_62P5MHZ	5	Constant to set Sampling Rate to 62.5 MHz.
AWG_RATE_31P25MHZ	6	Constant to set Sampling Rate to 31.25 MHz.
AWG_RATE_15P63MHZ	7	Constant to set Sampling Rate to 15.63 MHz.
AWG_RATE_7P81MHZ	8	Constant to set Sampling Rate to 7.81 MHz.
AWG_RATE_3P9MHZ	9	Constant to set Sampling Rate to 3.9 MHz.
AWG_RATE_1P95MHZ	10	Constant to set Sampling Rate to 1.95 MHz.
AWG_RATE_976KHZ	11	Constant to set Sampling Rate to 976 kHz.
AWG_RATE_488KHZ	12	Constant to set Sampling Rate to 488 kHz.
AWG_RATE_244KHZ	13	Constant to set Sampling Rate to 244 kHz.
DEVICE_SAMPLE_RATE	<actual device sample rate>	
ZSYNC_DATA_RAW	commandTableEntries + 0	Constant to use as argument to getZSyncData/getFeedback. Return the data received on the ZSync as-is without parsing.
ZSYNC_DATA_PQSC_REGISTER	commandTableEntries + 1	Constant to use as argument to getZSyncData/getFeedback. Get last readout register forwarded by the PQSC.

Name	Value	Description
ZSYNC_DATA_PQSC_DECODER	commandTableEntries + 2	Constant to use as argument to getZSyncData/getFeedback. Get last output of the decoder received from the PQSC.
AWG_CHAN1	1	Constant to select channel 1.
AWG_CHAN2	2	Constant to select channel 2.
AWG_MARKER1	1	Constant to select marker 1.
AWG_MARKER2	2	Constant to select marker 2.
AWG_OSC_PHASE_START	1	Constant to trigger the oscillator phase on the positive edge.
AWG_OSC_PHASE_MIDDLE	0	Constant to trigger the oscillator phase on the negative edge.
AWG_USERREG_SWEEP_COUNT0	35	Constant for the sweep count register 0.
AWG_USERREG_SWEEP_COUNT1	36	Constant for the sweep count register 1.

**Numbers** can be expressed using either of the following formatting.

```
const a = 10;           // Integer notation
const b = -10;         // Negative number
const h = 0xdeadbeef; // Hexadecimal integer
const bin = 0b10101;  // Binary integer
const f = 0.1e-3;     // Floating point number.
const not_float = 10e3; // Not a floating point number
```

**Booleans** are specified with the keywords **true** and **false**. Furthermore, all numbers that evaluate to a nonzero value are considered true. All numbers that evaluate to zero are considered false.

**Strings** are delimited using "" and are interpreted as constants. Strings may be concatenated using the + operator.

```
string AWG_PATH = "awgs/0/";
string AWG_GAIN_PATH = AWG_PATH + "gains/0/";
```

## Waveform Generation and Editing

The following table contains the definition of functions for waveform generation.

### wave zeros(const samples)

Constant amplitude of 0 over the defined number of samples.

$$h(x) = 0$$

**Args:**

— **samples**: Number of samples in the waveform

**Returns:**

resulting waveform



**wave ones(const samples)**

Constant amplitude of 1 over the defined number of samples.

$$h(x) = 1$$

**Args:**

- **samples**: Number of samples in the waveform

**Returns:**

resulting waveform

**wave sine(const samples, const amplitude=1.0, const phaseOffset, const nrOfPeriods)**

Sine function with arbitrary amplitude (a), phase offset in radians (p), number of periods (f) and number of samples (N).

$$h(x) = a \cdot \sin\left(2\pi f \frac{x}{N} + p\right)$$

**Args:**

- **amplitude**: Amplitude of the signal (optional)
- **nrOfPeriods**: Number of Periods within the defined number of samples
- **phaseOffset**: Phase offset of the signal in radians
- **samples**: Number of samples in the waveform

**Returns:**

resulting waveform

**wave cosine(const samples, const amplitude=1.0, const phaseOffset, const nrOfPeriods)**

Cosine function with arbitrary amplitude (a), phase offset in radians (p), number of periods (f) and number of samples (N).

$$h(x) = a \cdot \cos\left(2\pi f \frac{x}{N} + p\right)$$

**Args:**

- **amplitude**: Amplitude of the signal (optional)
- **nrOfPeriods**: Number of Periods within the defined number of samples
- **phaseOffset**: Phase offset of the signal in radians
- **samples**: Number of samples in the waveform

**Returns:**

resulting waveform

**wave sinc(const samples, const amplitude=1.0, const position, const beta)**

Normalized sinc function with control of peak position (p), amplitude (a), width (\beta) and number of samples (N).

$$h(x) = \begin{cases} a & \text{if } x = p \\ a \cdot \frac{\sin(2\pi \cdot \beta \cdot \frac{x-p}{N})}{2\pi \cdot \beta \cdot \frac{x-p}{N}} & \text{else} \end{cases}$$

Args:

- **amplitude**: Amplitude of the signal (optional)
- **beta**: Width of the function
- **position**: Peak position of the function
- **samples**: Number of samples in the waveform

Returns:

resulting waveform

**wave ramp(const samples, const startLevel, const endLevel)**

Linear ramp from the start (s) to the end level (e) over the number of samples (N).

$$h(x) = s + \frac{x(e - s)}{N - 1}$$

Args:

- **endLevel**: level at the last sample of the waveform
- **samples**: Number of samples in the waveform
- **startLevel**: level at the first sample of the waveform

Returns:

resulting waveform

**wave sawtooth(const samples, const amplitude=1.0, const phaseOffset, const nrOfPeriods)**

Sawtooth function with arbitrary amplitude, phase in radians and number of periods.

Args:

- **amplitude**: Amplitude of the signal
- **nrOfPeriods**: Number of Periods within the defined number of samples
- **phaseOffset**: Phase offset of the signal in radians
- **samples**: Number of samples in the waveform

Returns:

resulting waveform

**wave triangle(const samples, const amplitude=1.0, const phaseOffset, const nrOfPeriods)**

Triangle function with arbitrary amplitude, phase in radians and number of periods.

Args:

- **amplitude**: Amplitude of the signal
- **nrOfPeriods**: Number of Periods within the defined number of samples
- **phaseOffset**: Phase offset of the signal in radians
- **samples**: Number of samples in the waveform

Returns:

resulting waveform

**wave gauss(const samples, const amplitude=1.0, const position, const width)**

Gaussian pulse with arbitrary amplitude (a), position (p), width (w) and number of samples (N).

$$h(x) = a \cdot e^{-\frac{(x-p)^2}{2 \cdot w^2}}$$

**Args:**

- **amplitude:** Amplitude of the signal (optional)
- **position:** Peak position of the pulse
- **samples:** Number of samples in the waveform
- **width:** Width of the pulse

**Returns:**

resulting waveform

**wave drag(const samples, const amplitude=1.0, const position, const width)**

Derivative of Gaussian pulse with arbitrary amplitude (a), position (p), width (w) and number of samples (N) normalized to a maximum amplitude of 1.

$$h(x) = a \cdot \frac{\sqrt{e}(p-x)}{w} \cdot e^{-\frac{(x-p)^2}{2 \cdot w^2}}$$

**Args:**

- **amplitude:** Amplitude of the signal (optional)
- **position:** Center point position of the pulse
- **samples:** Number of samples in the waveform
- **width:** Width of the pulse

**Returns:**

resulting waveform

**wave blackman(const samples, const amplitude=1.0, const alpha)**

Blackman window function with arbitrary amplitude (a), alpha parameter and number of samples (N).

$$h(x) = a \cdot \left( \alpha_0 - \alpha_1 \cos\left(\frac{2\pi x}{N-1}\right) + \alpha_2 \cos\left(\frac{4\pi x}{N-1}\right) \right) \quad \alpha_0 = \frac{1-\alpha}{2}; \quad \alpha_1 = \frac{1}{2}; \quad \alpha_2 = \frac{\alpha}{2};$$

**Args:**

- **alpha:** Width of the function
- **amplitude:** Amplitude of the signal (optional)
- **samples:** Number of samples in the waveform

**Returns:**

resulting waveform

**wave hamming(const samples, const amplitude=1.0)**

Hamming window function with arbitrary amplitude (a) and number of samples (N).

$$h(x) = a \cdot (\alpha - \beta \cos(\frac{2\pi x}{N-1})) \text{ with } \alpha = 0.54 \text{ and } \beta = 0.46$$

**Args:**

- **amplitude:** Amplitude of the signal (optional)
- **samples:** Number of samples in the waveform

**Returns:**

resulting waveform

**wave hann(const samples, const amplitude=1.0)**

Hann window function with arbitrary amplitude (a) and number of samples (N).

$$h(x) = a \cdot 0.5 \cdot (1 - \cos(\frac{2\pi x}{N-1}))$$

**Args:**

- **amplitude:** Amplitude of the signal
- **samples:** Number of samples in the waveform

**Returns:**

resulting waveform

**wave rect(const samples, const amplitude)**

Rectangle function, constants amplitude (a) over the defined number of samples.

$$h(x) = a$$

**Args:**

- **amplitude:** Amplitude of the signal
- **samples:** Number of samples in the waveform

**Returns:**

resulting waveform

**wave marker(const samples, const markerValue)**

Generate a waveform with marker bits set to the specified value. The analog part of the waveform is zero.

**Args:**

- **markerValue:** Value of the marker bits
- **samples:** Number of samples in the waveform

**Returns:**

resulting waveform

**wave rand(const samples, const amplitude=1.0, const mean, const stdDev)**

White noise with arbitrary amplitude, power and standard deviation.

**Args:**

- **amplitude**: Amplitude of the signal
- **mean**: Average signal level
- **samples**: Number of samples in the waveform
- **stdDev**: Standard deviation of the noise signal

**Returns:**

resulting waveform

**wave randomGauss(const samples, const amplitude=1.0, const mean, const stdDev)**

White noise with arbitrary amplitude, power and standard deviation.

**Args:**

- **amplitude**: Amplitude of the signal
- **mean**: Average signal level
- **samples**: Number of samples in the waveform
- **stdDev**: Standard deviation of the noise signal

**Returns:**

resulting waveform

**wave randomUniform(const samples, const amplitude=1.0)**

Random waveform with uniform distribution.

**Args:**

- **amplitude**: Amplitude of the signal
- **samples**: Number of samples in the waveform

**Returns:**

resulting waveform

**wave lfsrGaloisMarker(const samples, const markerBit, const polynomial, const initial)**

Generate a waveform with specified marker bit set to the Galois LFSR (linear-feedback shift register) generated sequence. The analog part of the waveform is zero. The LFSR characteristic polynomial is a member of the Galois Field of two elements and represented in binary form. See wikipedia entries for "Finite field arithmetic" and "Linear-feedback shift register (Galois LFSR)".

**Args:**

- **initial**: LFSR initial state, any nonzero value will work, usually 0x1
- **markerBit**: Marker bit to set (1 or 2)
- **polynomial**: LFSR characteristic polynomial in binary representation (max shift length 32), use 0x90000 for QRSS / PRBS-20
- **samples**: Number of samples in the waveform

**Returns:**

resulting waveform

**wave chirp(const samples, const amplitude=1.0, const startFreq, const stopFreq, const phase=0)**

Frequency chirp function with arbitrary amplitude, start and stop frequency, initial phase in radians and number of samples. Start and stop frequency are expressed in units of the AWG Sampling Rate. The amplitude can only be defined if the initial phase is defined as well.

**Args:**

- **amplitude**: Amplitude of the signal (optional)
- **phase**: Initial phase of the signal (optional)
- **samples**: Number of samples in the waveform
- **startFreq**: Start frequency of the signal
- **stopFreq**: Stop Frequency of the signal

**Returns:**

resulting waveform

**wave rrc(const samples, const amplitude=1.0, const position, const beta, const width)**

Root raised cosine function with arbitrary amplitude (a), position (p), roll-off factor ( $\beta$ ) and width (w) and number of samples (N).

$$h(y) = a \frac{\sin(y\pi(1 - \beta)) + 4y\beta \cos(y\pi(1 + \beta))}{y\pi(1 - (4y\beta)^2)} \text{ with } y(x) = 2w \frac{x - p}{N}$$

**Args:**

- **amplitude**: Amplitude of the signal
- **beta**: Roll-off factor
- **position**: Center point position of the pulse
- **samples**: Number of samples in the waveform
- **width**: Width of the pulse

**Returns:**

Resulting waveform

**wave vect(const value,...)**

Specify a waveform sample by sample. Each sample is defined by one of an arbitrary number of input arguments. Only recommended for short waveforms that consist of less than 100 samples. Larger waveforms may be defined in a CSV file.

**Args:**

- **value**: Waveform amplitude at the respective sample

**Returns:**

resulting waveform

**wave placeholder(const samples, const marker0=false, const marker1=false)**

Creates space for a single-channel waveform, optionally with markers, without actually generating any waveform data when compiling the sequence program. Actual waveform data needs to be uploaded separately via the "<dev>/AWGS/<n>/WAVEFORM/WAVES/<index>" API nodes after the sequence compilation and upload. The waveform index can be explicitly assigned to the generated placeholder wave using the assignWaveIndex instruction.

**Args:**

- **marker0**: true if marker bit 0 must be used (default false)
- **marker1**: true if marker bit 1 must be used (default false)
- **samples**: Number of samples in the waveform

**Returns:**

waveform object

The following table contains the definition of functions for waveform editing.

**wave join(wave wave1, wave wave2, const interpLength=0)**

Connect two or more waveforms with optional linear interpolation between the waveforms.

**Args:**

- **interpLength**: Number of samples to interpolate between waveforms (optional, default 0)
- **wave1**: Input waveform
- **wave2**: Input waveform

**Returns:**

joined waveform

**wave join(wave wave1, wave wave2,...)**

Connect two or more waveforms.

**Args:**

- **wave1**: Input waveform
- **wave2**: Input waveform

**Returns:**

joined waveform

**wave interleave(wave wave1, wave wave2,...)**

Interleave two or more waveforms sample by sample.

**Args:**

- **wave1**: Input waveform
- **wave2**: Input waveform

**Returns:**

interleaved waveform

### **wave add(wave wave1, wave wave2,...)**

Add two or more waveforms sample by sample. Alternatively, the "+" operator may be used for waveform addition.

**Args:**

- **wave1:** Input waveform
- **wave2:** Input waveform

**Returns:**

sum waveform

### **wave multiply(wave wave1, wave wave2,...)**

Multiply two or more waveforms sample by sample. Alternatively, the "\*" operator may be used for waveform multiplication.

**Args:**

- **wave1:** Input waveform
- **wave2:** Input waveform

**Returns:**

product waveform

### **wave scale(wave waveform, const factor)**

Scale the input waveform with the factor and return the scaled waveform. The input waveform remains unchanged.

**Args:**

- **factor:** Scaling factor
- **waveform:** Input waveform

**Returns:**

scaled waveform

### **wave flip(wave waveform)**

Flip the input waveform back to front and return the flipped waveform. The input waveform remains unchanged.

**Args:**

- **waveform:** Input waveform

**Returns:**

flipped waveform



**wave cut(wave waveform, const from, const to)**

Cuts a segment out of the input waveform and returns it. The input waveform remains unchanged. The segment is flipped in case that "from" is larger than "to".

**Args:**

- **from**: First sample of the cut waveform
- **to**: Last sample of the cut waveform
- **waveform**: Input waveform

**Returns:**

cut waveform

**wave filter(wave b, wave a, wave x)**

Filter generates a rational transfer function with the waveforms a and b as numerator and denominator coefficients. The transfer function is normalized by the first element of a, which has to be non-zero. The filter is applied to the input waveform x and returns the filtered waveform.

$$y(n) = \frac{1}{a_0} \left( \sum_{i=0}^M b_i x_{n-i} - \sum_{i=1}^N a_i y_{n-i} \right) \text{ with } M = \text{length}(b) - 1 \text{ and } N = \text{length}(a) - 1$$

**Args:**

- **a**: Denominator coefficients
- **b**: Numerator coefficients
- **x**: Input waveform

**Returns:**

filtered waveform

**wave circshift(wave a, const n)**

Circularly shifts a 1D waveform and returns it.

**Args:**

- **n**: Number of elements to shift
- **waveform**: Input waveform

**Returns:**

circularly shifted waveform

## Waveform Playback and Predefined Functions

The following table contains the definition of functions for waveform playback and other purposes.

**void setDIO(var value)**

Writes the value as a 32-bit value to the DIO bus.

The value can be either a const or a var value. Configure the Mode setting in the DIO tab when using this command. The DIO interface speed of 50 MHz limits the rate at which the DIO output value is updated.

**Args:**

- **value**: The value to write to the DIO (const or var)

**var getDIO()**

Reads a 32-bit value from the DIO bus.

**Returns:**

var containing the read value

**var getDIOTriggered()**

Reads a 32-bit value from the DIO bus as recorded at the last DIO trigger position.

**Returns:**

var containing the read value

**void setTrigger(var value)**

Sets the AWG Trigger output signals.

The state of all four AWG Trigger output signals is represented by the bits in the binary representation of the integer value. Binary notation of the form 0b0000 is recommended for readability.

**Args:**

- **value**: to be written to the trigger output lines

**void wait(var cycles)**

Waits for the given number of Sequencer clock cycles (4 ns per cycle). The execution of the instruction adds an offset of 2 clock cycles, i.e., the statement `wait(3)` leads to a waiting time of  $5 * 4 \text{ ns} = 20 \text{ ns}$ .

Note: the minimum waiting time amounts to 3 cycles, which means that `wait(0)` and `wait(1)` will both result in a waiting time of  $3 * 4 \text{ ns} = 12 \text{ ns}$ .

**Args:**

- **cycles**: number of cycles to wait

**void waitDIOTrigger()**

Waits until the DIO interface trigger is active. The trigger is specified by the Strobe Index and Strobe Slope settings in the AWG Sequencer tab.

**var getDigTrigger(const index)**

Gets the state of the indexed Digital Trigger input (1 or 2).

The physical signal connected to the AWG Digital Trigger input is to be configured in the Trigger sub-tab of the AWG tab.

**Args:**

- **index**: index of the Digital Trigger input to be read; can be either 1 or 2

**Returns:**

trigger state, either 0 or 1

**void error(string msg,...)**

Throws the given error message when reached.

**Args:**

- **msg**: Message to be displayed

**void info(string msg,...)**

Returns the specified message when reached.

**Args:**

- **msg**: Message to be displayed

**void waitWave()**

Waits until the AWG is done playing the current waveform.

**void randomSeed()**

Generate a new seed for the subsequent random vector commands.

**void assignWaveIndex(const output, wave waveform, const index)****void assignWaveIndex(wave waveform, const index)****void playWave(const output, wave waveform, const rate=AWG\_RATE\_DEFAULT)**

Starts to play the given waveforms on the defined output channels. The playback begins as soon as the previous waveform playback is finished.

**Args:**

- **output**: defines on which output the following waveform is played
- **rate**: sample rate with which the AWG plays the waveforms (default set in the user interface).
- **waveform**: waveform to be played

**void playWave(const output, wave waveform,...)**

Starts to play the given waveforms on the defined output channels. It can contain multiple waveforms with an output definition. The playback begins as soon as the previous waveform playback is finished.

**Args:**

- **output**: defines on which output the following waveform is played
- **waveform**: waveform to be played

**void playWave(wave waveform, const rate=AWG\_RATE\_DEFAULT)**

Starts to play the given waveforms, output channels are assigned automatically depending on the number of input waveforms. The playback begins as soon as the previous waveform playback is finished.

**Args:**

- **rate**: sample rate with which the AWG plays the waveforms (default set in the user interface).
- **waveform**: waveform to be played

**void playWave(wave waveform,...)**

Starts to play the given waveforms, output channels are assigned automatically depending on the number of input waveforms. The playback begins as soon as the previous waveform playback is finished.

**Args:**

- **waveform**: waveform to be played

**void setUserReg(const register, var value)**

Writes a value to one of the User Registers (indexed 0 to 15).

The User Registers may be used for communicating information to the LabOne User Interface or a running API program.

**Args:**

- **register**: The register index (0 to 15) to be written to
- **value**: The integer value to be written

**var getUserReg(const register)**

Reads the value from one of the User Registers (indexed 0 to 15). The User Registers may be used for communicating information to the LabOne User Interface or a running API program.

**Args:**

- **register**: The register to be read (0 to 15)

**Returns:**

current register value

**void playZero(var samples)**

Starts to play zeros on all channels for the specified number of samples. Behaves as if same length all-zeros waveform is played using playWave, but without consuming waveform memory.

**Args:**

- **samples**: Number of samples to be played. The same min length and granularity applies as for regular waveforms.

**void playZero(var samples, const rate)**

Starts to play zeros on all channels for the specified number of samples. Behaves as if same length all-zeros waveform is played using playWave, but without consuming waveform memory.

**Args:**

- **rate**: Sample rate with which the AWG plays zeros (default set in the user interface).
- **samples**: Number of samples to be played. The same min length and granularity applies as for regular waveforms.

**void waitDigTrigger(const index)**

Waits for the reception of a trigger signal on the indexed Digital Trigger (index 1 or 2). The physical signals connected to the two AWG Digital Triggers are to be configured in the Trigger sub-tab of the AWG Sequencer tab. The Digital Triggers are configured separately for each AWG Core.

**Args:**

- **index**: Index of the digital trigger input; can be either 1 or 2.

## void executeTableEntry(var index)

Execute the entry of the AWG command/waveform table with the given index. An entry of the command/waveform table contains a waveform playback instruction as well as additional space for instructions for real-time setting of Sine Generator phases and AWG amplitude. The entries of the command/waveform table can be specified by direct upload of a JSON string to the "<dev>/SGCHANNELS/<n>/AWG/COMMANDTABLE/DATA" API node.

Args:

- **data\_type**: ZSYNC\_DATA\_RAW: The raw ZSYNC data is the table entry to execute  
ZSYNC\_DATA\_PQSC\_REGISTER: The last readout register forwarded by the PQSC is the table entry to execute  
ZSYNC\_DATA\_PQSC\_DECODER: The last output of the decoder received from the PQSC is the table entry to execute
- **index**: table entry that shall be executed
- **wait\_cycles**: Wait for the specified number of cycles after the most recent waitZSyncTrigger() or waitDigTrigger() instruction

## void setPRNGSeed(var value)

Sets the seed for the linear-shift feedback register lsfr of the pseudo random number generator (PRNG).

The seed is a 16 bit int32\_t value. Zero is invalid as seed.

Args:

- **value**: seed value to be configured

## var getPRNGValue()

Returns a random value from the pseudo-random number generator (PRNG). The PRNG is implemented as a Galois linear-shift feedback register according to the pseudo code below. The feedback register lsfr is initialized to a seed value using the function setPRNGSeed. The values lower and upper are set using the function setPRNGRange. The feedback register lsfr is stored from one call of the function getPRNGValue to the next, which renders the pseudo code recursive. In the pseudo code, XOR and AND are bitwise logical operators, and >> is the right bit shift operator. Pseudo code:  $lsb = lsfr \text{ AND } 1$ ;  $lsfr = lsfr \gg 1$ ; if ( $lsb == 1$ ) then:  $lsfr = 0xb400 \text{ XOR } lsfr$ ;  $rand = ((lsfr * (upper-lower+1) \gg 16) + lower) \text{ AND } 0xffff$ ;

Returns:

Random value rand

## void setPRNGRange(var lower, var upper)

Configures the range of the pseudo random number generator (PRNG) to generate output in range [lower, upper].

Args:

- **lower**: lower bound of range,  $0 \dots 2^{16}-1$
- **upper**: upper bound of range,  $0 \dots 2^{16}-1$

## void setSinePhase(const phase)

Set the phase in units of degree of the sine generator of the AWG core in use. The phase is reset to 0 after execution of the sequence program.

Args:

- **phase**: Phase value [degree]

**void incrementSinePhase(const phase)**

Increment the phase in units of degree of the sine generator of the AWG core in use.

Args:

- **phase**: Phase value [degree]

**void playHold(var samples)**

Hold the last played value for the specified number of samples samples. Behaves as if same length constant waveform is played using playWave, but without consuming waveform memory.

Args:

- **samples**: Number of samples to be played. The same min length and granularity applies as for regular waveforms.

**void playHold(var samples, const rate)**

Hold the last played value for the specified number of samples samples. Behaves as if same length constant waveform is played using playWave, but without consuming waveform memory.

Args:

- **rate**: Sample rate with which the AWG plays zeros (default set in the user interface).
- **samples**: Number of samples to be played. The same min length and granularity applies as for regular waveforms.

**void playWaveDIO()**

Starts to play a waveform from the table defined by the setWaveDIO instruction. The waveform is selected according to the integer codeword currently read on the DIO interface. The codeword is specified by the Codeword Mask and Codeword Shift settings in the AWG Sequencer tab.

**void waitSineOscPhase()**

Waits until the oscillator phase of the sine generator reaches a zero crossing (negative -> positive, start of sine period) of I component.

**void configFreqSweep(const oscillator\_index, const freq\_start, const freq\_increment)**

Configures a frequency sweep.

Args:

- **freq\_increment**: Specify how much to increment the frequency for each step of the sweep [Hz]
- **freq\_start**: Specify the start frequency value for the sweep [Hz]
- **oscillator\_index**: Index of the oscillator that will be used for the sweep

**void resetOscPhase(const mask)**

Reset the phase of the oscillators specified by the binary mask argument. Each AWG core can access the oscillators of its QA/SGCHANNEL.

Args:

- **mask**: one-hot encoding to reset phase of individual oscillators

**void resetOscPhase()**

Reset the phase of all oscillators controllable by the AWG core.

**void setSweepStep(const oscillator\_index, var sweep\_index)**

Executes a step within a frequency sweep.

**Args:**

- **oscillator\_index**: Index of the oscillator that will be used for the sweep
- **sweep\_index**: Sets the step index, from which the frequency is set

**void setOscFreq(const oscillator\_index, const freq)**

Configures the frequency of an oscillator.

**Args:**

- **freq**: Frequency to be set [Hz]
- **oscillator\_index**: Index of oscillator

**var getFeedback(const data\_type)**

Read the last received feedback message. The argument specify which data the function should return.

**Args:**

- **data\_type**: Specifies which data the function should return: ZSYNC\_DATA\_RAW: Return the data received on the ZSync as-is without parsing. The structure of the message can change across different LabOne releases. ZSYNC\_DATA\_PQSC\_REGISTER: Get last readout register forwarded by the PQSC ZSYNC\_DATA\_PQSC\_DECODER: Get last output of the decoder received from the PQSC.

**Returns:**

var containing the read value

**var getFeedback(const data\_type, var wait\_cycles)**

Read the last received feedback message. The argument specify which data the function should return.

**Args:**

- **data\_type**: Specifies which data the function should return: ZSYNC\_DATA\_RAW: Return the data received on the ZSync as-is without parsing. The structure of the message can change across different LabOne releases. ZSYNC\_DATA\_PQSC\_REGISTER: Get last readout register forwarded by the PQSC ZSYNC\_DATA\_PQSC\_DECODER: Get last output of the decoder received from the PQSC.
- **wait\_cycles**: Wait for the specified number of cycles after the most recent waitZSyncTrigger() instruction

**Returns:**

var containing the read value

**void waitZSyncTrigger()**

Waits for a trigger over ZSync.

**void resetRTLLoggerTimestamp()**

Reset the timestamp counter of the Real-Time Logger.

## Expressions

Expressions may be used for making computations based on mathematical functions and operators. There are two kinds of expressions: those evaluated at compile time (the moment of clicking "Save" or "Save as..." in the user interface), and those evaluated at run time (after clicking "Run/Stop" or "Start"). Compile-time evaluated expressions only involve constants (**const**) or compile-time variables (**cvar**) and can be computed at compile time by the host computer. Such expressions can make use of standard mathematical functions and floating point arithmetic. Run-time evaluated expressions involve variables (**var**) and are evaluated by the Sequencer on the instrument. Due to the limited computational capabilities of the Sequencer, these expressions may only operate on integer numbers and there are less operators available than at compile time.

The following table contains the list of mathematical functions supported at compile time.

Table 5.29: Mathematical Functions

Function	Description
const abs(const c)	absolute value
const acos(const c)	inverse cosine
const acosh(const c)	hyperbolic inverse cosine
const asin(const c)	inverse sine
const asinh(const c)	hyperbolic inverse sine
const atan(const c)	inverse tangent
const atanh(const c)	hyperbolic inverse tangent
const cos(const c)	cosine
const cosh(const c)	hyperbolic cosine
const exp(const c)	exponential function
const ln(const c)	logarithm to base e (2.71828...)
const log(const c)	logarithm to the base 10
const log2(const c)	logarithm to the base 2
const log10(const c)	logarithm to the base 10
const sign(const c)	sign function -1 if $x < 0$ ; 1 if $x > 0$
const sin(const c)	sine
const sinh(const c)	hyperbolic sine
const sqrt(const c)	square root
const tan(const c)	tangent
const tanh(const c)	hyperbolic tangent
const ceil(const c)	smallest integer value not less than the argument
const round(const c)	round to nearest integer
const floor(const c)	largest integer value not greater than the argument
const avg(const c1, const c2,...)	mean value of all arguments
const max(const c1, const c2,...)	maximum of all arguments
const min(const c1, const c2,...)	minimum of all arguments
const pow(const base, const exp)	first argument raised to the power of second argument
const sum(const c1, const c2,...)	sum of all arguments

The following table contains the list of predefined mathematical constants. These can be used for convenience in compile-time evaluated expressions.

Table 5.30: Predefined Constants



Name	Value	Description
M_E	2.71828182845904523536028747135266250	e
M_LOG2E	1.44269504088896340735992468100189214	log <sub>2</sub> (e)
M_LOG10E	0.434294481903251827651128918916605082	log <sub>10</sub> (e)
M_LN2	0.693147180559945309417232121458176568	log <sub>e</sub> (2)
M_LN10	2.30258509299404568401799145468436421	log <sub>e</sub> (10)
M_PI	3.14159265358979323846264338327950288	pi
M_PI_2	1.57079632679489661923132169163975144	pi/2
M_PI_4	0.785398163397448309615660845819875721	pi/4
M_1_PI	0.318309886183790671537767526745028724	1/pi
M_2_PI	0.636619772367581343075535053490057448	2/pi
M_2_SQRTPI	1.12837916709551257389615890312154517	2/sqrt(pi)
M_SQRT2	1.41421356237309504880168872420969808	sqrt(2)
M_SQRT1_2	0.707106781186547524400844362104849039	1/sqrt(2)

Table 5.31: Operators supported at compile time

Operator	Description	Priority
=	assignment	-1
+=, -=, *=, /=, %= &=,  =, <<=, >>=	assignment by sum, difference, product, quotient, remainder, AND, OR, left shift, and right shift	-1
	logical OR	1
&&	logical AND	2
	bit-wise logical OR	3
&	bit-wise logical AND	4
!=	not equal	5
==	equal	5
<=	less or equal	6
>=	greater or equal	6
>	greater than	6
<	less than	6
<<	arithmetic left bit shift	7
>>	arithmetic right bit shift	7
+	addition	8
-	subtraction	8
*	multiplication	9
/	division	9
~	bit-wise logical negation	10

Table 5.32: Operators supported at run time

Operator	Description	Priority
=	assignment	-1
+=, -=, *=, /=, %= &=,  =, <<=, >>=	assignment by sum, difference, product, quotient, remainder, AND, OR, left shift, and right shift	-1
	logical OR	1

Operator	Description	Priority
&&	logical AND	2
	bit-wise logical OR	3
&	bit-wise logical AND	4
==	equal	5
!=	not equal	5
<=	less or equal	6
>=	greater or equal	6
>	greater than	6
<	less than	6
<<	left bit shift	7
>>	right bit shift	7
+	addition	8
-	subtraction	8
~	bit-wise logical negation	9

## Control Structures

**Functions** may be declared using the **var** keyword. **Procedures** may be declared using the **void** keyword. Functions must return a value, which should be specified using the **return** keyword. Procedures can not return values. Functions and procedures may be declared with an arbitrary number of arguments. The **return** keyword may also be used without arguments to return from an arbitrary point within the function or procedure. Functions and procedures may contain variable and constant declarations. These declarations are local to the scope of the function or procedure.

```
var function_name(argument1, argument2, ...) {
    // Statements to be executed as part of the function.
    return constant-or-variable;
}

void procedure_name(argument1, argument2, ...) {
    // Statements to be executed as part of the procedure.
    // Optional return statement
    return;
}
```

An **if-then-else** structure is used to create a conditional branching point in a sequencer program.

```
// If-then-else statement syntax
if (expression) {
    // Statements to execute if 'expression' evaluates to 'true'.
} else {
    // Statements to execute if 'expression' evaluates to 'false'.
}

// If-then-else statement short syntax
(expression)?(statement if true):(statement if false)

// If-then-else statement example
const REQUEST_BIT    = 0x0001;
const ACKNOWLEDGE_BIT = 0x0002;
const IDLE_BIT       = 0x8000;
var dio = getDIO();
if (dio & REQUEST_BIT) {
```

```

    dio = dio | ACKNOWLEDGE_BIT;
    setDIO(dio);
} else {
    dio = dio | IDLE_BIT;
    setDIO(dio);
}

```

A **switch-case** structure serves to define a conditional branching point similarly to the **if-then-else** statement, but is used to split the sequencer thread into more than two branches. Unlike the **if-then-else** structure, the switch statement is synchronous, which means that the execution time is the same for all branches and determined by the execution time of the longest branch. If no default case is provided and no case matches the condition, all cases will be skipped. The case arguments need to be of type **const**.

```

// Switch-case statement syntax
switch (expression) {
    case const-expression:
        expression;
    ...
    default:
        expression;
}

```

```

// Switch-case statement example
switch (getDIO()) {
    case 0:
        playWave(gauss(1024,1.0,512,64));
    case 1:
        playWave(gauss(1024,1.0,512,128));
    case 2:
        playWave(drag(1024,1.0,512,64));
    default:
        playWave(drag(1024,1.0,512,128));
}

```

The **for loop** is used to iterate through a code block several times. The **initialization** statement is executed before the loop starts. The **end-expression** is evaluated at the start of each iteration and determines when the loop should stop. The loop is executed as long as this expression is true. The **iteration-expression** is executed at the end of each loop iteration.

Depending on how the **for loop** is set up, it can be either evaluated at compile time or at run time. Run-time evaluation is typically used to play series of waveforms. Compile-time evaluation is typically used for advanced waveform generation, e.g. to generate a series of waveforms with varying amplitude. For a run-time evaluated **for loop**, use the **var** data type as a loop index. To ensure that a loop is evaluated at compile time, use the **cvar** data type as a loop index. Furthermore, the compile-time **for loop** should only contain waveform generation/editing operations and it can't contain any variables of type **var**. The following code example shows both versions of the loop.

```

// For loop syntax
for (initialization; end-expression; iteration-expression) {
    // Statements to execute while end-expression evaluates to true
}

```

```

// FOR loop example to assemble a train of pulses into
// a single waveform (compile-time execution)
cvar gain_factor; // CVAR: integer or float values allowed
wave w_pulse_series;
for (gain_factor = 0; gain_factor < 1.0; gain_factor = gain_factor + 0.1) {
    w_pulse_series = join(w_pulse_series, gain_factor*gauss(1008, 504, 100));
}

```

```

// Playback of waveform defined using compile-time FOR loop
playWave(w_pulse_series);

```

```

// FOR loop example to vary waiting time between
// waveform playbacks (run-time execution)

```

```

var i; // VAR: integer values allowed
for (i = 0; i < 1000; i = i + 100) {
    playWave(gauss(1008, 504, 100));
    waitWave();
    wait(i);
}

```

The **while** loop is a simplified version of the **for** loop. The **end-expression** is evaluated at the start of each loop iteration. The contents of the loop are executed as long as this expression is true. Like the **for** loop, this loop comes in a compile-time version (if the end-expression involves only **cvar** and **const**) and in a run-time version (if the end-expression involves also **var** data types).

```

// While loop syntax
while (end-expression) {
    // Statements to execute while end-expression evaluates to true
}

```

```

// While loop example
const STOP_BIT = 0x8000;
var run = 1;
var i = 0;
var dio = 0;
while (run) {
    dio = getDIO();
    run = dio & STOP_BIT;

    dio = dio | (i & 0xff);
    setDIO(dio);
    i = i + 1;
}

```

The **repeat** loop is a simplified version of the **for** loop. It repeats the contents of the loop a fixed number of times. In contrast to the **for** loop, the repetition number of the **repeat** loop must be known at compile time, i.e., **const-expression** can only depend on constants and not on variables. Unlike the **for** and the **while** loop, this loop comes only in a run-time version. Thus, no **cvar** data types may be modified in the loop body.

```

// Repeat loop syntax
repeat (constant-expression) {
    // Statements to execute
}

```

```

// Repeat loop example
repeat (100) {
    setDIO(0x1);
    wait(10);
    setDIO(0x0);
    wait(10);
}

```

## Usage of playZero and playHold commands

The functionalities of **playHold** and **playZero** are both available either through sequencer commands or through the command table. To use within a sequence, only the length in samples must be specified, as in **playHold(32)** or **playZero(128)**. The sequencer commands also accept a sampling rate as a second optional argument, which reduces the sampling rate only for the duration of the command. For example, **playZero(128, AWG\_RATE\_1000MHZ)** will play 128 samples of zeros at a sampling rate of 1.0 GSa/s, corresponding to 128 ns.

To use **playZero** or **playHold** within the command table, a command table entry must be made. See [Pulse-level Sequencing with the Command Table](#) for more information on using **playZero** within the command table. Similar syntax applies for using **playHold** within the command table. The table entries can be used within a sequence by adding the appropriate **executeTableEntry** command to the sequencer code.

Depending on the experiment being performed, it can make sense to use the **playZero** sequencer command in some cases and the command table version in other cases (and similarly for **playHold**). Generally speaking, the sequencer commands should be used when the length is variable, when the length is  $2^{20} - 1$  or fewer samples, or when the optional sampling rate argument is used. When using a variable argument, such as when performing a sweep of the evolution time between two pulses with **playZero** or of the length of a pulse with **playHold** (see [Characterizing a Two-Qubit System](#)), the sequencer command must be used, as the **playZero** and **playHold** functionality within the command table cannot support variable arguments. A similar restriction applies to the optional sampling rate argument.

When the length is  $2^{20} - 1$  or fewer samples, the sequencer commands map to a single assembly instruction. Once the length is more than or equal to  $2^{20}$  samples, however, the sequencer commands map to at least two assembly instructions instead. Additionally, when using the optional sampling rate divider argument of the sequencer commands, **playZero** and **playHold** always map to at least three assembly instructions, regardless of the length in samples. When using the command table to perform **playZero** or **playHold** functionality, the corresponding **executeTableEntry** command always maps to a single assembly instruction, regardless of the length of the **playZero** or **playHold**, at the cost of using a command table entry.

## Using Qubit Feedback Data in a Sequence

The AWG can make decisions depending on the feedback data received over ZSync. There are two primary ways to use the feedback data received: by using the command **getFeedback** and storing the result in a variable, or by using the feedback data directly as the argument of **executeTableEntry**. To directly make decisions about which pulse to play, it is recommended to use the feedback arguments of the **executeTableEntry**. For example, active reset in which the qubit data is passed to an SG Channel over a ZSync connection to a PQSC could involve a snippet of code like the following:

```
waitZSyncTrigger();
executeTableEntry(ZSYNC_DATA_PQSC_REGISTER, feedback_time);
```

The first argument determines which command table entry should be played, and the second argument accounts for the time between when the ZSync trigger is received and when the updated qubit readout data is available for use. The exact value of **feedback\_time** (specified in number of sequencer clock cycles) depends on the combination of equipment being used as well as the experiment being performed and must be characterized by the user. For this example, the command table has been defined to play no pulse if the appropriate bit of **ZSYNC\_DATA\_PQSC\_REGISTER** is 0 or to play a pi-pulse if the appropriate bit of **ZSYNC\_DATA\_RAW** is 1:

```
## Qubit was in state 0
table[0].waveform.playZero = True
table[0].waveform.length = PI_PULSE_LENGTH

## Qubit was in state 1
table[1].waveform.index = 0
table[1].amplitude00.value = PI_AMPLITUDE
table[1].amplitude01.value = -PI_AMPLITUDE
table[1].amplitude10.value = PI_AMPLITUDE
table[1].amplitude11.value = PI_AMPLITUDE
```

To use **ZSYNC\_DATA\_PQSC\_REGISTER**, it is additionally necessary to configure the appropriate shift, mask, and offset values of the corresponding SG Channel sequencer.

In other cases, storing the results of **getFeedback** in a variable is the recommended route. For example, repeat until success requires repeated checking of the qubit readout data, but does not require a pulse to be played until the success criterion is met. Such an experiment might include sequencer code snippet like the following:

```
waitZSyncTrigger();

do {
    // preceding code
    failure = getFeedback(ZSYNC_DATA_PQSC_DECODER, feedback_time); // check for failure
    // following code
} while (failure)
```

```
// Success pulse
playWave(1, 2, w_success);
```

The success pulse is played only once the success condition has been met, and the type of pulse played does not directly depend on the feedback data received.

When testing a new sequence, it can also be useful to store the , as the value of the variable can be monitored by writing to a user register:

```
waitZSyncTrigger();
feedback_data = getFeedback(ZSYNC_DATA_PQSC_REGISTER, feedback_time);
setUserReg(0, feedback_data);
```


The above code will write the feedback data available at **feedback\_time** sequencer clock cycles after the ZSync trigger is received. The data is written to user register 0.

## Synchronizing Multiple AWG Cores

In many cases, using a common start trigger at an appropriate point in the sequence is enough to ensure that the start of the output signals of the AWG cores are aligned in time. In some cases, however, actions with non-deterministic timing can cause the AWG cores to become out of sync with each other. To ensure that the AWG cores start their waveform playback in sync, even in the presence of actions with non-deterministic timing, it is possible to enable a synchronization check between the different AWG cores. Each SG channel has its own synchronization node (**/device/sgchannels/[SG\_CHAN\_INDEX]/synchronization/enable**, see [Node Documentation](#)). If the synchronization node of a channel is enabled (i.e. set to 1), the AWG core of that channel will participate in a synchronization check, which can be useful when executing actions with a non-deterministic timing such as loading of new sequences. This check is performed after the prefetch step of a sequence (i.e. after the sequencer instruction data, command table data, and waveform data have been transferred from the external to the internal memory of the AWG module but before the first sequencer instruction is executed), and each participating AWG core will wait until all of the participants in the synchronization check have returned a “ready” status. It is possible to even synchronize an entire QCCS setup in this way by setting the node **/device/system/synchronization/source** to external (numerical value of 1). When the source is external, the instrument will report its ready status to the PQSC to which the instrument is connected, and the PQSC will wait for all instruments connected to it to report a ready status. If the source is set to internal (i.e. a numerical value of 0), then only the AWG cores on the instrument that have synchronization enabled participate in the synchronization check. Also note that if the source of the SHFSG+ is set to internal, the PQSC will not consider the instrument as participating in the synchronization check and will ignore the ready status of that instrument. Finally, to ensure that trigger generation is coordinated with the synchronization check of the AWG cores, it is possible to have the internal trigger unit participate in the synchronization check by setting the node **/device/system/internaltrigger/synchronization/enable** to **True** (i.e. to 1). A similar node is available on the PQSC. When the trigger synchronization is enabled, the same number of trigger events with the same holdoff time will be generated between subsequent synchronization checks.

## Functional Elements

Table 5.33: AWG tab: Control sub-tab

Control/Tool	Option/Range	Description
Start		Runs the AWG.
Sampling Rate		AWG sampling rate. This value is used by default and can be overridden in the Sequence program. The numeric values are rounded for display purposes. The exact values are equal to the base sampling rate divided by $2^n$ , where $n$ is an integer between 0 and 13.
Round oscillator frequencies.		Round oscillator frequencies to nearest commensurable with 225 MHz.
Status		Display compiler errors and warnings.






Control/Tool	Option/Range	Description
Compile Status	grey/green/yellow/red	Sequence program compilation status. Grey: No compilation started yet. Green: Compilation successful. Yellow: Compiler warnings (see status field). Red: Compilation failed (see status field).
Upload Progress	0% to 100%	The percentage of the sequencer program already uploaded to the device.
Upload Status	grey/yellow/green	Indicates the upload status of the compiled AWG sequence. Grey: Nothing has been uploaded. Yellow: Upload in progress. Green: Compiled sequence has been uploaded.
Register selector		Select the number of the user register value to be edited.
Register	0 to 2 <sup>32</sup>	Integer user register value. The sequencer has reading and writing access to the user register values during run time.
Input File		External source code file to be compiled.
Example File		Load pre-installed example sequence program.
New		Create a new sequence program.
Revert		Undo the changes made to the current program and go back to the contents of the original file.
Save (Ctrl+S)		Compile and save the current program displayed in the Sequence Editor. Overwrites the original file.
Save as... (Ctrl+Shift+S)		Compile and save the current program displayed in the Sequence Editor under a new name.
Automatic upload	ON / OFF	If enabled, the sequence program is automatically uploaded to the device after clicking Save and if the compilation was successful.
To Device		Sequence program will be compiled and, if the compilation was successful, uploaded to the device.
Multi-Device	ON / OFF	Compile the program for use with multiple devices. If enabled, the program will be compiled for and uploaded to the devices currently synchronized in the Multi-Device Sync tab.
Sync Status	grey/green/yellow	Sequence program synchronization status. Grey: No program loaded on device. Green: Program in sync with device. Yellow: Sequence program in editor differs from the one running on the device.

Table 5.34: AWG tab: Waveform sub-tab

Control/Tool	Option/Range	Description
Wave Selection		Select wave for display in the waveform viewer. If greyed out, the corresponding wave is too long for display.
Waveforms		Lists all waveforms used by the current sequence program.
Mem Usage (%)	0 to 100	Amount of the used waveform data relative to the device cache memory. The cache memory provides space for 64 kSa of waveform data per AWG core.

Table 5.35: AWG tab: Trigger sub-tab

Control/Tool	Option/Range	Description
Trigger State	grey/green	State of the Trigger. Grey: No trigger detected. Green: Trigger detected.
Slope		Select the signal edge that should activate the trigger. The trigger will be level sensitive when the Level option is selected.
Level (V)	numeric value	Defines the analog trigger level.

Control/Tool	Option/Range	Description
Auxiliary Trigger State	grey/green	State of the Auxiliary Trigger. Grey: No trigger detected. Green: Trigger detected.
Signal		Selects the digital trigger source signal.
DIO/Zsync Trigger state	grey/green	Indicates that triggers are generated from the DIO or ZSync interface to the AWG.
Read DIO/ZSync		Each AWG can be configured to either receive DIO data or ZSync data.
Valid Index	16 to 31	Selects the index $n$ of the DIO interface bit (notation DIO[ $n$ ] in the Specification chapter of the User Manual) to be used as a VALID signal input, i.e. a qualifier indicating that a valid codeword is available on the DIO interface.
Valid Polarity		Polarity of the VALID bit that indicates that a codeword is available on the DIO interface.
	None	VALID bit is ignored.
	Low	VALID bit must be logical low.
	High	VALID bit must be logical high.
	Both	VALID bit may be logical high or logical low.
Codeword Mask	0 to 1023	10-bit value to select the bits of the DIO interface input state (notation DIO[ $n$ ] in the Specification chapter of the User Manual) to be used as a codeword in connection with the playWaveDIO sequencer instruction. The Codeword Mask is combined with the DIO interface input state by a bitwise AND operation after applying the Codeword Shift.
Codeword Shift	0 to 31	Defines the integer bit shift to be applied to the input state of the DIO interface (notation DIO[ $n$ ] in the Specification chapter of the User Manual) to be used as a codeword for waveform selection in connection with the playWaveDIO sequencer instruction.
High bits		32-bit value indicating which bits on the DIO interface are detected as logic high.
Low bits		32-bit value indicating which bits on the DIO interface are detected as logic low.
Timing Error	grey/red	Indicates a timing error. A timing error is defined as an event where either the VALID or any of the data bits on the DIO interface change value at the same time as the STROBE bit.
Synchronization Enable		Enable multi-channel synchronization for this channel. The program will only execute once all channels with enabled synchronization are ready.
Display Format		Select PQSC Register and Decoder view format.
	Hexadecimal	ZSync parameters view format is hexadecimal.
	Decimal	ZSync parameters view format is decimal.
	Binary	ZSync parameters view format is binary.
PQSC Register Shift		The bit shift applied to the message received on ZSync interface coming from the PQSC readout registers.
PQSC Register Mask		4-bit value to select the bits of the message received on ZSync interface coming from the PQSC readout registers.
PQSC Register Offset		The additive offset applied to the message received on ZSync interface coming from the PQSC readout registers.
PQSC Decoder Shift		The bit shift applied to the message received on ZSync interface coming from the PQSC error decoder.
PQSC Decoder Mask		8-bit value to select the bits of the message received on ZSync interface coming from the PQSC error decoder.



Control/Tool	Option/Range	Description
PQSC Decoder Offset		The additive offset applied to the message received on ZSync interface coming from the PQSC error decoder.
Display Format		Select view format.
	Hexadecimal	Internal feedback parameters view format is hexadecimal.
	Decimal	Internal feedback parameters view format is decimal.
	Binary	Internal feedback parameters view format is binary.
Internal Feedback Shift		The bit shift applied to the readout data received from the QA channel.
Internal Feedback Mask		16-bit value to select the bits of the shifted readout data received from the QA channel.
Internal Feedback Offset		The additive offset applied to the shifted and masked readout data received from the QA channel.

Table 5.36: AWG tab: Advanced sub-tab

Control/Tool	Option/Range	Description
Sequence Editor		Display and edit the sequence program.
Assembly	Text display	Displays the current sequence program in compiled form. Every line corresponds to one hardware instruction.
Counter		Current position in the list of sequence instructions during execution.
Status	Running, Idle, Waiting	Displays the status of the sequencer on the instrument. Off: Ready, not running. Green: Running, not waiting for any trigger event. Yellow: Running, waiting for a trigger event. Red: Not ready (e.g., pending elf download, no elf downloaded)
Rerun	ON / OFF	Reruns the Sequencer program continuously. This way of looping a program results in timing jitter. For a jitter free signal implement a loop directly in the sequence program.
Mem Usage (%)	0 to 100	Size of the current sequence program relative to the device cache memory. The cache memory provides space for a maximum of 16384 instructions.
Clear		Clears the command table description for the selected AWG Core.
Status	grey/green/red	Displays the status of the command table of the selected AWG Core. Grey: no table description uploaded, Green: table description successfully uploaded, Red: Error occurred during uploading of the table description.

## 5.2.4. DIO Tab

The DIO tab provides access to the settings and controls of the digital inputs and outputs. It is available on all SHFSG+ Instruments.


### Features

- Monitor and control of 32-bit DIO port
- Configure Trigger Inputs and Marker Outputs
- Configure the Internal Trigger settings

## Description

The DIO tab is the main panel to control the digital inputs and outputs as well as the trigger levels. Whenever the tab is closed or an additional one of the same type is needed, clicking the following icon will open a new instance of the tab.

Table 5.37: App icon and short description

Control/Tool	Option/Range	Description
DIO		Gives access to all controls relevant for the digital inputs and outputs including DIO, Trigger Inputs, Trigger Outputs, and Marker Outputs.

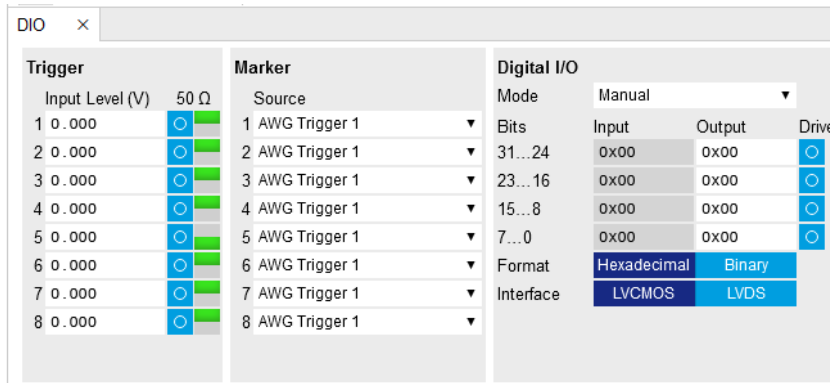


Figure 5.18: LabOne UI: DIO tab

The Digital I/O section provides numerical monitors to observe the states of the digital inputs and outputs. Moreover, with the values set in the Output column and the Drive button activated the states can also be actively set in different numerical formats. The Trigger section shows the settings for the 4 or 8 Trig inputs on the front panel. The LED status indicator helps in monitoring the input signal state and selecting the threshold. The Marker section allows users to assign internal marker bits to the 4 or 8 Mark outputs on the front panel. Alternatively, the outputs can be set to static high or low values. In the System Settings section, the number of repetitions and the holdoff time of the Internal Trigger can be configured. The Internal Trigger is useful for synchronizing the outputs of different channels on the same instrument. The marker outputs have a configurable delay, with a resolution of 1 ns.

## Digital I/O

The Digital I/O has 3 operation modes: Manual means controlled manually, QA Sequencer n means controlled by QA Sequencer n, QA there are the 32-bit DIO port is in use.

Figure 5.19 shows the architecture of the DIO port. It features 32 bits that can be configured byte-wise as inputs or outputs by means of a drive signal. The digital output data is latched synchronously with the falling edge of the internal clock, which is running at 50 MHz. The internal sampling clock is available at the DOL pin of the DIO connector. Digital input data can either be sampled by the internal clock or by an external clock provided through the CLKI pin. A decimated version of the input clock is used to sample the input data. The Decimation unit counts the clocks to decimation and then latches the input data. The default decimation is 5625000, corresponding to a digital input sampling rate of 1 sample per second.

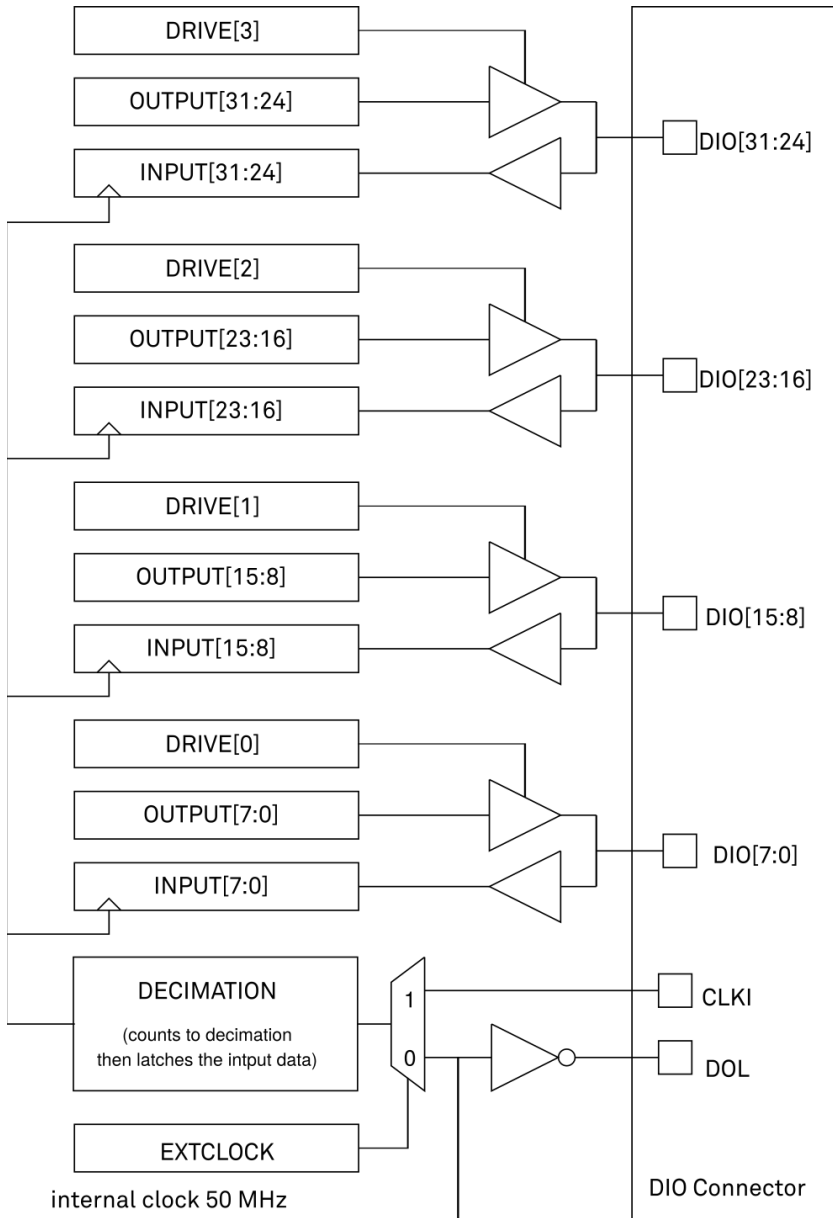


Figure 5.19: DIO input/output architecture

In **Manual** mode, each DIO pin can be controlled manually according to Figure 5.19 and the DIO interface specification is detailed in [Specifications](#).

## ZSync Interface

The ZSync link of the Zurich Instruments' [Quantum Computing Control System \(QCCS\)](#) enables Instrument synchronization and communication on the system level through the Zurich Instruments' [PQSC Programmable Quantum System Controller](#). This architecture is able to support quantum algorithms run in scalable quantum processors.

In particular, the ZSync links distribute the system clock to all Instruments and synchronize all Instruments to sub-nanosecond levels. Besides status monitoring to ensure quality and reliability of qubit tune-up routines, it provides a bidirectional data interface to send readout results to, or obtain sequence instructions from the PQSC.

The ZSync links adhere to strict real-time behavior: all data transfers are predictable to single clock cycle precision. In the SHFSG+, the link is optimized for maximum data transfer bandwidth to the central controller. For example, twice the bandwidth is reserved for results being transferred to the PQSC with respect to the allocated bandwidth for instructions that are received from the PQSC. This enables global feedback and error correction through centralized syndrome decoding and synchronized actions on the global QCCS system level.

## Feedback through the PQSC

### Note

More information on the ZSync, and how to properly link the SHFSG+ with the QCCS can be found in the user manual of the PQSC Programmable Quantum System Controller.

Using the `startQA-` command, the SHFQA+ or the Quantum Analyzer Channel of the SHFQC+ generates a readout result and forwards it to the PQSC over the ZSync. Depending on the address provided, the PQSC stores it in the register bank - the center of the feedback in the QCCS system. After processing, the PQSC then forwards the results to other devices in the QCCS, such as the SHFSG+.

The register bank requires a readout to have an address and a mask along with the readout data. Each component is sent in a separate ZSync message. The address is sent first, followed by the mask, and then the data, see [Figure 5.20](#). To reduce latency, the address and the mask are sent during the readout, and the data is then sent as soon as the discriminated qubit results are ready.

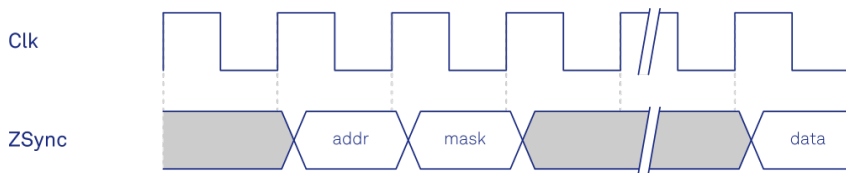


Figure 5.20: Readout Result communication via ZSync

## Functional Elements

Table 5.38: Digital input and output channels, reference and trigger

Control/Tool	Option/Range	Description
DIO mode		Select DIO mode
	Manual	Enables manual control of the DIO output bits.
	Sequencer	Enables control of DIO values by the Sequencer.
	Result	Sends discriminated Readout Results to the DIO.
DIO mode		Select DIO mode
	Manual	Enables manual control of the DIO output bits.
	SG Sequencer 1	Enables control of DIO values by the sequencer of SG channel 1.
	SG Sequencer 2	Enables control of DIO values by the sequencer of SG channel 2.
	SG Sequencer 3	Enables control of DIO values by the sequencer of SG channel 3.
	SG Sequencer 4	Enables control of DIO values by the sequencer of SG channel 4.
	SG Sequencer 5	Enables control of DIO values by the sequencer of SG channel 5.
SG Sequencer 6	Enables control of DIO values by the sequencer of SG channel 6.	
QA Result Overflow	grey/yellow/red	Red: present overflow condition on the DIO interface during readout. Yellow: indicates an overflow occurred in the past. An overflow can happen if readouts are triggered faster than the maximum possible data-rate of the DIO interface.
DIO bits	label	Partitioning of the 32 bits of the DIO into 4 buses of 8 bits each. Each bus can be used as an input or output.

Control/Tool	Option/Range	Description
DIO input	numeric value in either Hex or Binary format	Current digital values at the DIO input port.
DIO output	numeric value in either hexadecimal or binary format	Digital output values. Enable drive to apply the signals to the output.
DIO drive	ON / OFF	When on, the corresponding 8-bit bus is in output mode. When off, it is in input mode.
Format		Select DIO view format.
	Hexadecimal	DIO view format is hexadecimal.
	Binary	DIO view format is binary.
Clock		Select DIO internal or external clocking.
Interface		Selects the interface standard to use on the 32-bit DIO interface. This setting is persistent across device reboots.
	LVC MOS	A single-ended, 3.3V CMOS interface is used.
	LVDS	A differential, LVDS compatible interface is used.
Trigger level		Trigger voltage level at which the trigger input toggles between low and high. Use 50% amplitude for digital input and consider the trigger hysteresis.
50 $\Omega$	50 $\Omega$ /1 k $\Omega$	Trigger input impedance: When on, the trigger input impedance is 50 $\Omega$ , when off 1 k $\Omega$ .
Trigger Input Low status		Indicates the current low level trigger state.
	Off	A low state is not being triggered.
	On	A low state is being triggered.
Trigger Input High status		Indicates the current high level trigger state.
	Off	A high state is not being triggered.
	On	A high state is being triggered.
Marker output signal		Select the signal assigned to the marker output.
Delay (s)		This delay adds an offset that acts only on the trigger/marker output. The total delay to the trigger/marker output is the sum of this value and the value of the output delay node.
Run/Stop	<b>Run/Stop</b>	Enable internal trigger generator.
Repetitions		Number of triggers to be generated.
Holdoff		Hold-off time between generated triggers.
Progress		The fraction of the triggers generated so far.
Synchronization		Enable synchronization. Trigger generation will only start once all synchronization participants have reported a ready status. Synchronization checks will be repeated with the same trigger generation settings (holdoff and repetitions) until synchronization is disabled.

### 5.2.5. Output Router and Adder

The Output Router and Adder is a software upgrade option for the SHFSG+. The option can be installed in the field.

#### Features

- Signals from up to three additional Digital Signal Units can be routed and added to any Output

- Independent amplitude and phase control for each routed signal
- Ability to enable each routed signal separately
- Overflow counter to indicate if the added signals saturate the DAC
- Gain access to additional Digital Signal Units for extended signal generation capabilities on some instruments

## Description

The Output Router and Adder is a feature that allows the user to flexibly route the signals generated by different Digital Signal Units to any front panel Output. The same signal can be routed to multiple Outputs at once, and the user has completely independent amplitude and phase control of each routed instance of a signal. This can have uses in crosstalk compensation on the RF lines for superconducting qubits, but it can also be used to simultaneously drive multiple hyperfine transitions in color centers, to perform state transfer protocols in quantum optics, or to perform other experiments where frequency multiplexing is needed.

The Output Router and Adder works by introducing additional signal line connections between the different digital signal pathways that lead to the analog upconversion chains of the Outputs. The functional diagram below highlights how a signal could be routed from the Digital Signal Unit of Channel 2 to the Output of Channel 1.

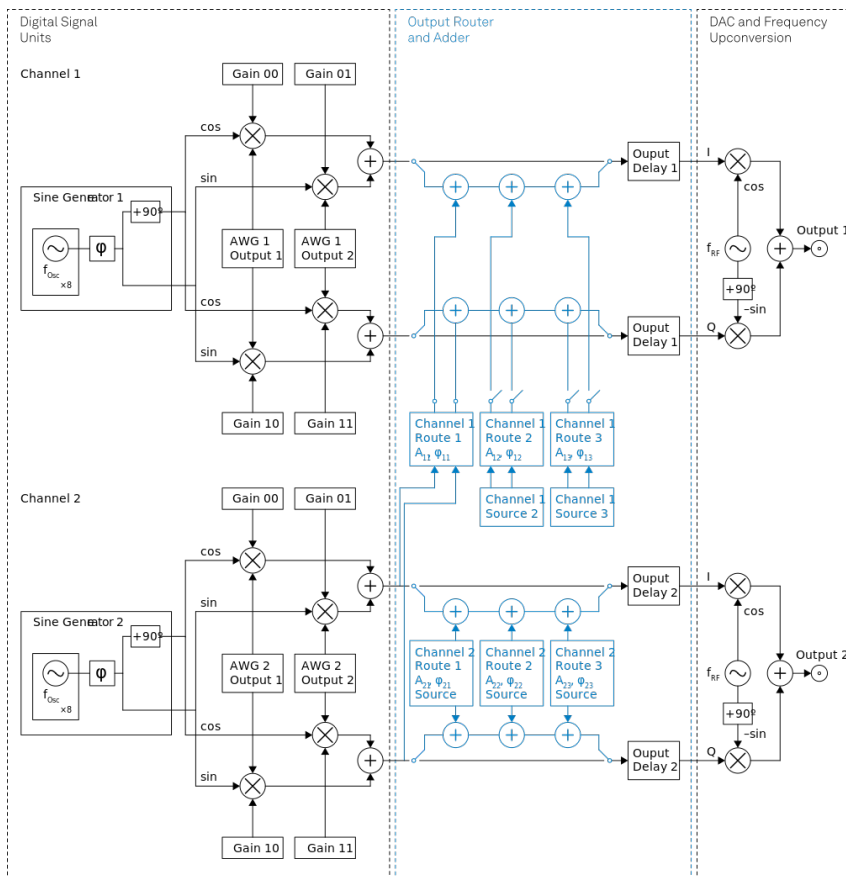


Figure 5.21: Diagram showing how the digital signals are routed between Channels. The default signal pathways are shown in black, whereas the additional pathways and controls are highlighted in light blue.

In this case, the digital signal generated by AWG 2 and modulated by the Digital Modulation settings of Channel 2 is routed to the digital signal line that leads to the analog upconversion chain of Output 1, with the routed signal indicated by the light blue connections leading from Channel 2 to Channel 1. The user has the ability to add an additional amplitude scaling factor and phase shift to the routed signal, indicated by  $A_{11}$  and  $\phi_{11}$  in the diagram. The signal that is generated at Output 1 will therefore be a linear combination of the signal normally generated from AWG core 1, as well as an amplitude-scaled and phase-shifted version of the signal generated by AWG core 2 and Digital Modulation settings of Channel 2. For detailed information on how the signals from the Digital Signal Units are generated and how the Digital Modulation settings are applied, please refer to the [Digital Modulation Tutorial](#). Similarly, for more information on how the DAC and the Frequency Upconversion Chain convert the digital signals into the final analog signal at the desired RF center frequency, please refer to the [Output Tab](#).

## Note

It is not possible to route marker or trigger output data between Channels: Only waveform information is routed.

Each Channel has three routes, corresponding to the three additional digital signals that can be added to the default signal pathway of that channel. Each route has its own enable/disable switch, source (to select which channel the signal should be drawn from), amplitude scaling factor, and phase shift. All of the signal routing, signal addition, amplitude scaling, and phase shifting happens digitally, before the digital-to-analog conversion and associated analog upconversion chain. The node `device.sgchannels[n].outputrouter.overflowcount()` can be queried to determine whether the total signal, comprising the default signal for that Output as well as all routed signals that are added to it, has produced an overflow at the DAC, indicating that the signal was clipped. If the Output Router and Adder has detected an overflow in the past, it automatically clamps the signal to be within the range  $[-1, 1]$ , possibly distorting the signal. Both the amplitude scaling factor and the phase shift of each routed signal are floating numbers that are serialized to 16 bits before being written to the FPGA. The table below summarizes each of the different node settings that are part of the Output Router and Adder.

Table 5.39: Output Router and Adder node settings

Name	Node	Description
Channel n Output Router Enable	<code>device.sgchannels[n].outputrouter.enable()</code>	Enables (1) or disables (0) the Output Router of Channel n
Channel n Output Router Overflow Indicator	<code>device.sgchannels[n].outputrouter.overflowcount()</code>	Indicates the number of overflows that have occurred since the last reset
Channel n Route m Enable	<code>device.sgchannels[n].outputrouter.routes[m].enable()</code>	Enables (1) or disables (0) Route m of Channel n
Channel n Route m Source	<code>device.sgchannels[n].outputrouter.routes[m].source()</code>	Index of the Channel from which the routed digital signal is drawn. Note that it is not possible to have both <code>device.sgchannels[0].outputrouter.routes[0].source()</code> and <code>device.sgchannels[0].outputrouter.routes[1].source()</code> accept their own index as a Source simultaneously. Similarly, the Output Router of Channel n cannot accept its own index as a Source for any of its routes. <code>device.sgchannels[n].outputrouter.routes[m].source()</code> must be a valid channel index.
Channel n Route m Amplitude	<code>device.sgchannels[n].outputrouter.routes[m].amplitude()</code>	Amplitude scaling factor (between 0 and 1) applied to the routed signal. Indicated by $\alpha_{nm}$ in the equations.
Channel n Route m Phase	<code>device.sgchannels[n].outputrouter.routes[m].phase()</code>	Phase shift (any real value, serialized to 16 bits) applied to the routed signal. Indicated by $\phi_{nm}$ in the equations.

Based on the figure and table above, we can write down the total I and Q signals that are present on Channel 1. Before reaching the Output Router and Adder, Channels 1 and 2 create the following I and Q signals:

$$\begin{aligned}
 V_{I,Ch1}(t) &= \text{Gain00}_{Ch1} \times w_{I,Ch1}(t) \cos(2\pi f_{Osc,Ch1}t + \phi_{Ch1}) + \text{Gain01}_{Ch1} \times w_{Q,Ch1}(t) \sin(2\pi f_{Osc,Ch1}t + \phi_{Ch1}) \\
 V_{Q,Ch1}(t) &= \text{Gain10}_{Ch1} \times w_{I,Ch1}(t) \sin(2\pi f_{Osc,Ch1}t + \phi_{Ch1}) + \text{Gain11}_{Ch1} \times w_{Q,Ch1}(t) \cos(2\pi f_{Osc,Ch1}t + \phi_{Ch1}) \\
 V_{I,Ch2}(t) &= \text{Gain00}_{Ch2} \times w_{I,Ch2}(t) \cos(2\pi f_{Osc,Ch2}t + \phi_{Ch2}) + \text{Gain01}_{Ch2} \times w_{Q,Ch2}(t) \sin(2\pi f_{Osc,Ch2}t + \phi_{Ch2}) \\
 V_{Q,Ch2}(t) &= \text{Gain10}_{Ch2} \times w_{I,Ch2}(t) \sin(2\pi f_{Osc,Ch2}t + \phi_{Ch2}) + \text{Gain11}_{Ch2} \times w_{Q,Ch2}(t) \cos(2\pi f_{Osc,Ch2}t + \phi_{Ch2})
 \end{aligned}$$

where all of the symbols are as defined in the [Digital Modulation Tutorial](#), and the subscript **Chn** indicates from which Channel the signal or setting originates. At this stage, these are digital I and Q signals, not analog voltages, that will be sent to the double-superheterodyne upconversion scheme explained in the [Output Tab](#). It is these digitally modulated I and Q signals that are routed between channels. In this case, we are using the default signal of Channel 1 as well as the first route of the

Output Router and Adder, with Channel 2 as the source for that route. The total I and Q signals that are sent to the DAC and Output of Channel 1 are therefore given by the following equation:

$$\begin{aligned} V_{I,Ch1,Total}(t) &= V_{I,Ch1}(t) + A_{00} (V_{I,Ch2}(t) \cos(\phi_{00}) - V_{Q,Ch2}(t) \sin(\phi_{00})) \\ V_{Q,Ch1,Total}(t) &= V_{Q,Ch1}(t) + A_{00} (V_{I,Ch2}(t) \sin(\phi_{00}) + V_{Q,Ch2}(t) \cos(\phi_{00})) \end{aligned}$$

where  $A_{00}$  and  $\phi_{00}$  stand for the node settings

`device.sgchannels[0].outputrouter.routes[0].amplitude()` and `device.sgchannels[0].outputrouter.routes[0].phase()`, as described in the table above. Because all of the signal routing and adding happens digitally, all frequency components of the total signal should lie within the 1 GHz bandwidth of the analog upconversion chain, or there is a risk of attenuating parts of the generated RF signal. For use cases in which frequency multiplexing in a bandwidth exceeding 1 GHz is needed, it is recommended to combine the desired RF signals external to the instrument. This also means that all channels between which crosstalk compensation is being performed must share the same RF center frequency, such that the compensation pulse appears at the correct frequency at the Output.

Note that enabling the Output Router on a given channel increases the output latency by 26 ns (52 samples), as the signal pathway is extended to include additional signal addition stages. It is highly recommended to enable the Output Router on all channels that are sharing signals in any way, to ensure that the signals at the Outputs on the front panel remain synchronized. For example, if AWG core 2 is generating a signal that is routed to Output 1, it is recommended to enable the Output Router on Channel 2 as well, even though it is not adding signals from other channels to its own output. This is to ensure that the relative timing of the signal from Channel 2 played on Output 2 lines up with the Channel 2 signal played on Output 1.

For instruments that have fewer than the maximum possible number of AWG cores for the instrument class, additional Digital Signal Units become available. This means that an SHFSG4 will have access to 8 AWG cores in total, as well as the corresponding Digital Modulation settings and other digital signal settings, such as the digital trigger and the mask, shift, and offset settings for processing data received over DIO or ZSync. The first 4 AWG cores (indices 0 – 3) and corresponding Digital Modulation settings come with the SHFSG4 by default. The 4 additional Digital Signal Units (indices 4-7) grant access to both another AWG core and Digital Modulation settings with which to modulate the AWG signals, as well as other several other settings needed to configure the digital signal pathways. The additional Digital Signal Units have all the same settings and abilities as the channels that come with the base version of the instrument, but they are not associated with an Output on the front panel by default and therefore do not generate an output signal unless their signals are intentionally routed to an Output using the Output Router and Adder. The table below lists the functionality that is NOT available on the additional Digital Signal Units.

Table 5.40: Node settings that are NOT available on the additional Digital Signal Units made available with the Output Router and Adder

Name	Node
Channel n Digitalmixer Center Frequency	<code>device.sgchannels[n].digitalmixer.centerfreq()</code>
Channel n Marker Source	<code>device.sgchannels[n].marker.source()</code>
Channel n Output Center Frequency	<code>device.sgchannels[n].centerfreq()</code>
Channel n Output Delay	<code>device.sgchannels[n].output.delay()</code>
Channel n Output Filter	<code>device.sgchannels[n].output.filter()</code>
Channel n Output On	<code>device.sgchannels[n].output.on()</code>
Channel n Output Over Range Counter	<code>device.sgchannels[n].output.overrangecount()</code>
Channel n Output Range	<code>device.sgchannels[n].output.range()</code>
Channel n Output RFLF Path	<code>device.sgchannels[n].output.rflfpath()</code>
Channel n Synthesizer	<code>device.sgchannels[n].synthesizer()</code>
Channel n Trigger Delay	<code>device.sgchannels[n].trigger.delay()</code>
Channel n Trigger Impedance (50 Ohm)	<code>device.sgchannels[n].trigger.imp50()</code>
Channel n Trigger Level	<code>device.sgchannels[n].trigger.level()</code>
Channel n Trigger Value	<code>device.sgchannels[n].trigger.value()</code>

All of the above settings involve analog settings or other settings involved in the upconversion chain that do not apply to the additional Digital Signal Units. Although the node



`device.sgchannels[n].output.delay()` is a digital delay, its effects are applied after the Output Router and Adder but before the DAC and is therefore not needed for the additional Digital Signal Units. Having the delay node implemented after the Output Router and Adder also ensures that the delay on a given Output is common to all signals applied on that line.

## How-To: Route signals between Channels 1, 2, 4, and 6

For motivation, consider a superconducting qubit chip in which Channels 1–6 (e.g. of an SHFSG8) are connected to Qubits 1–6 and in which Qubit 4 experiences strong crosstalk to Qubits 1, 2, and 6. Assuming the amplitude of the crosstalk has been characterized, as has the necessary phase shift for the compensation pulse, we can use the following node settings to enable the instrument to automatically play compensation pulses, such that the net effect of the crosstalk at the qubit is negated.

We assume that the instrument has already been connected to and that all of the AWGs and Digital Modulation settings have been programmed or set up.

```
# Define paths for Output Routers of each channel used
ch1_rtr = device.sgchannels[0].outputrouter
ch2_rtr = device.sgchannels[1].outputrouter
ch4_rtr = device.sgchannels[3].outputrouter
ch6_rtr = device.sgchannels[5].outputrouter

with sg.set_transaction():
    ## Signals routed to Output 1
    ch1_rtr.enable(1) # allow other signals to be added to the output of this
channel
    ch1_rtr.routes[0].enable(1) # enable route 1
    ch1_rtr.routes[0].source(3) # for route 1, use SG channel 4 as the source
    ch1_rtr.routes[0].amplitude(AMP_Q4_TO_Q1) # apply an amplitude scaling factor
of AMP_Q4_TO_Q1, corresponding to the amount of leakage from charge line 4 into
qubit 1
    ch1_rtr.routes[0].phase(PHASE_Q4_TO_Q1) # apply a phase shift of
PHASE_Q4_TO_Q1 degrees to the routed signal, corresponding to the phase shift
needed to cancel out the leakage from charge line 4 into qubit 1

    ## Signals routed to Output 2
    ch2_rtr.enable(1) # allow other signals to be added to the output of this
channel
    ch2_rtr.routes[0].enable(1) # enable route 1
    ch2_rtr.routes[0].source(3) # for route 1, use SG channel 4 as the source
    ch2_rtr.routes[0].amplitude(AMP_Q4_TO_Q2) # apply an amplitude scaling factor
of AMP_Q4_TO_Q6 to the routed signal
    ch2_rtr.routes[0].phase(PHASE_Q4_TO_Q2) # apply a phase shift of PHASE_Q4_TO_Q2

    ## Signals routed to Output 4
    ch4_rtr.enable(1) # allow other signals to be added to the output of this
channel
    # Route 1
    ch4_rtr.routes[0].enable(1) # enable route 1
    ch4_rtr.routes[0].source(0) # for route 1, use SG channel 1 as the source
    ch4_rtr.routes[0].amplitude(AMP_Q1_TO_Q4) # apply an amplitude scaling factor
of AMP_Q1_TO_Q4 to the routed signal
    ch4_rtr.routes[0].phase(PHASE_Q1_TO_Q4) # apply a phase shift of PHASE_Q1_TO_Q4

    # Route 2
    ch4_rtr.routes[1].enable(1) # enable route 2
    ch4_rtr.routes[1].source(1) # for route 2, use SG channel 2 as the source
    ch4_rtr.routes[1].amplitude(AMP_Q2_TO_Q4) # apply an amplitude scaling factor
of AMP_Q2_TO_Q4 to the routed signal
    ch4_rtr.routes[0].phase(PHASE_Q2_TO_Q4) # apply a phase shift of PHASE_Q2_TO_Q4

    # Route 3
```

```

ch4_rtr.routes[2].enable(1) # enable route 1
ch4_rtr.routes[2].source(5) # for route 3, use SG channel 6 as the source
ch4_rtr.routes[2].amplitude(AMP_Q6_TO_Q4) # apply an amplitude scaling factor
of AMP_Q6_TO_Q4 to the routed signal
ch4_rtr.routes[2].phase(PHASE_Q6_TO_Q4) # apply a phase shift of PHASE_Q6_TO_Q4

## Signals routed to Output 6
ch6_rtr.enable(1) # allow other signals to be added to the output of this
channel
ch6_rtr.routes[0].enable(1) # enable route 1
ch6_rtr.routes[0].source(3) # for route 1, use SG channel 4 as the source
ch6_rtr.routes[0].amplitude(AMP_Q4_TO_Q6) # apply an amplitude scaling factor
of AMP_Q4_TO_Q6 to the routed signal
ch6_rtr.routes[0].phase(PHASE_Q4_TO_Q6) # apply a phase shift of
PHASE_Q4_TO_Q6 degrees to the routed signal

```

With these settings, any sequence played on Channel 4 will automatically play compensation pulses on Outputs 1, 2, and 6. Similarly, any sequence played on Channels 1, 2, or 6 will automatically play a compensation pulse on Output 4 (so long as the corresponding AWG cores and analog Outputs are all enabled).

Since we are adding many signals together on Output 4, there is a risk that the total signal could saturate the DAC at some points. To check whether this is the case, a user can query the node `device.sgchannels[3].outputrouter.overflowcount()`. The result is the number of overflows that have occurred so far, and a non-zero result means that an overflow has occurred in the past, and the digital signals must be scaled down. This can be accomplished, for example, by increasing the range setting of the Output and reducing the digital amplitudes of all signals to compensate. A result of `0` means that no overflow has occurred.

# 6. Specifications

## Important

Unless otherwise stated, all specifications apply after 30 minutes of instrument warm-up.

For measurements **in which high gate fidelity** is crucial, it is highly recommended to enable all required outputs and wait for 2 hours after powering on the instrument.

## Important

Important changes in the specification parameters are explicitly mentioned in the revision history of this document.

## 6.1. General Specifications

Table 6.1: General and storage

Parameter	Min	Typ	Max
storage temperature	-25 °C	-	65 °C
storage relative humidity (non-condensing)	-	-	95%
operating temperature	5 °C	-	40 °C
operating relative humidity (non-condensing)	-	-	90%
specification temperature	18 °C	-	28 °C
power consumption	-	-	300 W
operating environment	IEC61010, indoor location, installation category II, pollution degree 2		
operating altitude	up to 2000 meters		
power inlet fuses	250 V, 2 A, fast acting, 5 x 20 mm		
power supply AC line	100-240 V ( $\pm 10\%$ ), 50/60 Hz		
dimensions (width x depth x height)	45.0 x 39.7 x 13.2 cm (no handle), 17.7 x 15.6 x 5.2 inch, 19 inch rack compatible		
weight	15 kg (33 lb)		
recommended calibration interval	2 years		

Table 6.2: Maximum ratings

Parameter	Min	Typ	Max
damage threshold Out	-	-	+30 dBm
damage threshold Mark Out	-0.7 V	-	+4 V
damage threshold Trig In (1 k $\Omega$ input impedance)	-11 V	-	+11 V
damage threshold Trig In (50 $\Omega$ input impedance)	-6 V	-	+6 V
damage threshold Aux In (DC)	-10 V	-	+10 V
damage threshold Aux In (AC)	-	-	+20 dBm
damage threshold External Clk In (DC)	-3 V	-	+3 V
damage threshold External Clk In (AC, with DC offset 0 V)	-	-	+13.5 dBm

Parameter	Min	Typ	Max
damage threshold External Clk Out (DC)	-3 V	-	+3 V
MDS In / Out	-0.7 V	-	+4 V
DIO In / Out in default configuration 3.3 V CMOS/TTL	-0.7 V	-	+4 V
torque limit front panel SMA connectors	-	-	0.5 Nm
torque limit back panel SMA connectors	-	-	1.0 Nm

Table 6.3: Host computer requirements

Parameter	Description
supported Windows operating systems	Windows 10, 11 on x86-64
supported macOS operating systems	macOS 10.11+ on x86-64 and ARMv8
supported Linux distributions	GNU/Linux (Ubuntu 14.04+, CentOS 7+, Debian 8+) on x86-64 and ARMv8
supported processors	x86-64 (Intel, AMD), ARMv8 (e.g., Raspberry Pi 4 and newer, Apple M-series)

## 6.2. Analog Interface Specifications

Parameter	Details	Min	Typ	Max
connectors	-	SMA, front panel single-ended		
output impedance	-	-	50 $\Omega$	-
output coupling	-	AC		
synthesizer frequency range	1 synthesizer/channel in SHFSG4, 1 synthesizer/channel pair in SHFSG8	0.6-8 GHz		
output level temperature drift	-	-	0.15 dB/C	-
D/A converter vertical resolution	-	14 bit		
D/A converter sampling rate	after internal x3 interpolation	6 GSa/s		
output worst harmonic component	10 dBm, 1 GHz	-800 to 800 MHz	-	-40 dBc
10 dBm, 4 GHz	-	-40 dBc	-	-
10 dBm, 6 GHz	-	-38 dBc	-	-
10 dBm, 8 GHz	-	-36 dBc	-	-

Parameter	Details	Min	Typ	Max
skew adjustment resolution	-	-	2 ns	-

### Time Domain Output Characteristics

Table 6.4: Marker Outputs &amp; Trigger Inputs

Parameter	Details	Min	Typ	Max
marker outputs	-	1 per channel, SMA output on front panel		
marker output high voltage	-	-	3.3 V	-

Parameter	Details	Min	Typ	Max
marker output low voltage	-	-	0 V	-
marker output impedance	-	-	50 $\Omega$	-
marker output rise time 20% to 80%	-	-	300 ps	-
marker output period jitter	square wave, 100 MHz	-	60 ps p-p	-
trigger inputs	-	1 per channel, 1 SMA on front panel		
trigger input impedance	-	50 $\Omega$ / 1 k $\Omega$		
trigger input voltage range	50 $\Omega$ impedance	-5 V	-	5 V
1 k $\Omega$ impedance	-10 V	-	10 V	
trigger input threshold range	50 $\Omega$ impedance	-5 V	-	5 V
1 k $\Omega$ impedance	-10 V	-	10 V	
trigger input threshold resolution	-	-	< 0.4 mV	-
trigger input threshold hysteresis	-	-	> 60 mV	-
trigger input min. pulse width	-	-	5 ns	-
trigger input max. operating frequency	-	-	300 MHz	-

Table 6.5: Other Inputs and Outputs

Parameter	Details	min	Typ	Max
reference clock input	-	SMA on back panel		
reference clock input impedance	-	50 $\Omega$ , AC coupled		
reference clock input frequency	-	10 / 100 MHz		
reference clock input amplitude	10 MHz	-4 dBm	-	+13 dBm
100 MHz	-5 dBm	-	+13 dBm	
reference clock output	-	SMA on back panel		
reference clock output impedance	-	50 $\Omega$ , AC coupled		
reference clock output amplitude	into 50 $\Omega$	2 Vpp	-	5 Vpp
reference clock output frequency	-	10/100 MHz		
reference clock output jitter	derived from integrated phase noise measurement (12 kHz to 20 MHz offset frequency)	-	280 fs RMS	-

Table 6.6: Oscillator and Clocks

Parameter	Details	Min	Typ	Max
internal clock type	-	OCXO		
internal clock long term accuracy / aging	-	-	-	$\pm 0.3$ ppm/year
internal clock short term stability (1 s)	-	-	-	$\pm 0.05$ ppm
internal clock initial accuracy	-	-	-	$\pm 0.5$ ppm
internal clock temperature stability	-20°C to 70°C	-	-	$\pm 0.5$ ppm
internal clock phase noise	offset 100 Hz	-	-135 dBc/Hz	-

Parameter	Details	Min	Typ	Max
	offset 1 kHz	-	-157 dBc/Hz	-

## 6.3. Digital Signal Generation Specifications

Table 6.7: Waveform Generation

Parameter	Details	Specification
number of AWG cores	-	1 per channel
AWG sampling rate	dual-channel	2 GSa/s
waveform memory per output channel	-	98 kSa
sequence length	-	32768 instructions per core
waveform granularity	-	16 samples
minimum waveform length	-	16 samples (with command table)
sequencer clock frequency	-	250 MHz

## 6.4. Digital Interface Specifications

Table 6.8: Digital Interfaces

Parameter	Description
host computer connection	USB 3.0, 1.6 Gbit/s (1 communication, 1 maintenance)
	1GbE, LAN / Ethernet, 1 Gbit/s
DIO port	4 x 8 bit, general purpose digital input/output port, 3.3 V TTL specification
ZSync peripheral port	connector for ZI proprietary bus to communicate with external peripherals (2 times)

### 6.4.1. DIO Port

The DIO port is a VHDCI 68 pin connector as introduced by the SPI-3 document of the SCSI-3 specification. It is a female connector that requires a 32 mm wide male connector. The interface standard is switchable between LVDS (low-voltage differential signalling) and LVCMOS/LVTTL. The DIO port features 32 user-controlled bits that can all be configured byte-wise as inputs or outputs in LVCMOS/LVTTL mode, whereas in LVDS mode, half of the bits are always configured as inputs. For more specifics on how the user-definable pins can be set.

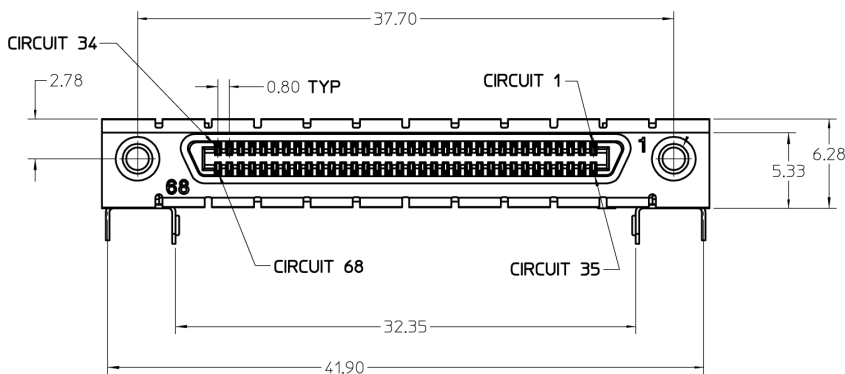


Figure 6.1: DIO HD 68 pin connector

Table 6.9: Electrical Specifications

Parameter	Details	Min	Typ	Max
supported DIO interface standards	-	LVCMOS/LVTTL (single-ended, 3.3 V); LVDS (differential)		

Parameter	Details	Min	Typ	Max
high-level input voltage $V_{IH}$	LVC MOS/ LV TTL	2.0 V	-	-
low-level input voltage $V_{IL}$	LVC MOS/ LV TTL	-	-	0.8 V
high-level output voltage $V_{OH}$	LVC MOS/ LV TTL at $I_{OH} < 12$ mA	2.6 V	-	-
low-level output voltage $V_{OL}$	LVC MOS/ LV TTL at $I_{OL} < 12$ mA	-	-	0.4 V
high-level output current $I_{OH}$ (sourcing)	LVC MOS/ LV TTL	-	-	12 mA
low-level output current $I_{OL}$ (sinking)	LVC MOS/ LV TTL	-	-	12 mA
input differential voltage $V_{ID}$	LVDS	100 mV	-	600 mV
input common-mode voltage $V_{ICM}$	LVDS	0.3 V	-	2.35 V
output differential voltage $V_{OD}$	LVDS	247 mV	-	454 mV
output common-mode voltage $V_{OCM}$	LVDS	1.125 V	-	1.375 V

Table 6.10: DIO Pin Assignment in LVC MOS/LV TTL Mode

Pin	Name	Description
68	CLKI	digital input
67	unused	leave unconnected
66 .. 59	DIO[31:24]	digital input or output byte (set by user)
58 .. 51	DIO[23:16]	digital input or output byte (set by user)
50 .. 43	DIO[15:8]	digital input or output byte (set by user)
42 .. 35	DIO[7:0]	digital input or output byte (set by user)
34	GND	digital ground
33	unused	leave unconnected
32 .. 1	GND	digital ground

Table 6.11: DIO Pin Assignment in LVDS Mode

Pin	Name	Description
68	CLKI+	digital input
67	unused	leave unconnected
66 .. 59	DI+[31:24]	digital input byte
58 .. 51	DI+[23:16]	digital input byte
50 .. 43	DIO+[15:8]	digital input or output byte (set by user)
42 .. 35	DIO+[7:0]	digital input or output byte (set by user)
34	CLKI-	digital input
33	unused	leave unconnected
32 .. 25	DI-[31:24]	digital input byte
24 .. 17	DI-[23:16]	digital input byte
16 .. 9	DIO-[15:8]	digital input or output byte (set by user)

#### 6.4. Digital Interface Specifications

Pin	Name	Description
8..1	DIO-[7:0]	digital input or output byte (set by user)



# 7. Device Node Tree

This chapter contains reference documentation for the settings and measurement data available on SHFSG+ Instruments. Whilst [Functional Description](#) describes many of these settings in terms of the features available in the LabOne User Interface, this chapter describes them on the device level and provides a hierarchically organized and comprehensive list of device functionality.

Since these settings and data streams may be written and read using the LabOne APIs (Application Programming Interfaces) this chapter is of particular interest to users who would like to perform measurements programmatically via LabVIEW, Python, MATLAB, .NET or C.

Please see:

- [Introduction](#) for an introduction of how the instrument's settings and measurement data are organized hierarchically in the Data Server's so-called "Node Tree".
- [Reference Node Documentation](#) for a reference list of the settings and measurement data available on SHFSG+ Instruments, organized by branch in the Node Tree.

## 7.1. Introduction

This chapter provides an overview of how an instrument's configuration and output is organized by the Data Server.

All communication with an instrument occurs via the Data Server program the instrument is connected to (see [LabOne Software Architecture](#) for an overview of LabOne's software components). Although the instrument's settings are stored locally on the device, it is the Data Server's task to ensure it maintains the values of the current settings and makes these settings (and any subscribed data) available to all its current clients. A client may be the LabOne User Interface or a user's own program implemented using one of the LabOne Application Programming Interfaces, e.g., Python.

The instrument's settings and data are organized by the Data Server in a file-system-like hierarchical structure called the node tree. When an instrument is connected to a Data Server, its device ID becomes a top-level branch in the Data Server's node tree. The features of the instrument are organized as branches underneath the top-level device branch and the individual instrument settings are leaves of these branches.

For example, the auxiliary outputs of the instrument with device ID "dev1000" are located in the tree in the branch:

```
/dev1000/auxouts/
```

In turn, each individual auxiliary output channel has its own branch underneath the "AUXOUTS" branch.

```
/dev1000/auxouts/0/  
/dev1000/auxouts/1/  
/dev1000/auxouts/2/  
/dev1000/auxouts/3/
```

Whilst the auxiliary outputs and other channels are labelled on the instrument's panels and the User Interface using 1-based indexing, the Data Server's node tree uses 0-based indexing. Individual settings (and data) of an auxiliary output are available as leaves underneath the corresponding channel's branch:

```
/dev1000/auxouts/0/demodselect  
/dev1000/auxouts/0/limitlower  
/dev1000/auxouts/0/limitupper  
/dev1000/auxouts/0/offset  
/dev1000/auxouts/0/outputselect  
/dev1000/auxouts/0/preoffset  
/dev1000/auxouts/0/scale  
/dev1000/auxouts/0/value
```

These are all individual node paths in the node tree; the lowest-level nodes which represent a single instrument setting or data stream. Whether the node is an instrument setting or data-stream and

which type of data it contains or provides is well-defined and documented on a per-node basis in the Reference Node Documentation section in the relevant instrument-specific user manual. The different properties and types are explained in [Node Properties and Data Types](#).

For instrument settings, a Data Server client modifies the node's value by specifying the appropriate path and a value to the Data Server as a (path, value) pair. When an instrument's setting is changed in the LabOne User Interface, the path and the value of the node that was changed are displayed in the Status Bar in the bottom of the Window. This is described in more detail in [Exploring the Node Tree](#).

## Module Parameters

LabOne Core Modules, such as the Sweeper, also use a similar tree-like structure to organize their parameters. Please note, however, that module nodes are not visible in the Data Server's node tree; they are local to the instance of the module created in a LabOne client and are not synchronized between clients.

### 7.1.1. Node Properties and Data Types

A node may have one or more of the following properties:

Property	Description
Read	Data can be read from the node.
Write	Data can be written to the node.
Setting	The node corresponds to a writable instrument configuration. The data of these nodes are persisted in snapshots of the instrument and stored in the LabOne XML settings files.
Streaming	A node with the read attribute that provides instrument data, typically at a user-configured rate. The data is usually a more complex data type, for example demodulator data is returned as <b>ZIDemodSample</b> . A full list of streaming nodes is available in the Programming Manual in the Chapter Instrument Communication. Their availability depends on the device class (e.g. MF) and the option set installed on the device.
Pipelined	If the sequence pipeliner mode is off the value set to the node is applied immediately. Otherwise, it goes to the staging area of the sequence pipeliner instead. Multiple pipelined nodes can be programmed as part of a job definition, that is finalized by writing a one to the relevant <b>commit</b> node.

A node may contain data of the following types:

Integer	Integer data.
Double	Double precision floating point data.
String	A string array.
Integer (enumerated)	As for Integer, but the node only allows certain values.
Composite data type	For example, <b>ZIDemodSample</b> . These custom data types are structures whose fields contain the instrument output, a timestamp and other relevant instrument settings such as the demodulator oscillator frequency. Documentation of custom data types is available in

### 7.1.2. Exploring the Node Tree

#### In the LabOne User Interface

A convenient method to learn which node is responsible for a specific instrument setting is to check the Command Log history in the bottom of the LabOne User Interface. The command in the Status Bar gets updated every time a configuration change is made. [Figure 7.1](#) shows how the equivalent

MATLAB command is displayed after modifying the value of the auxiliary output 1's offset. The format of the LabOne UI's command history can be configured in the Config Tab (MATLAB, Python and .NET are available). The entire history generated in the current UI session can be viewed by clicking the "Show Log" button.



Figure 71: When a device's configuration is modified in the LabOne User Interface, the Status Bar displays the equivalent command to perform the same configuration via a LabOne programming interface. Here, the MATLAB code to modify auxiliary output 1's offset value is provided. When "Show Log" is clicked the entire configuration history is displayed in a new browser tab.

## In a LabOne Programming Interface

A list of nodes (under a specific branch) can be requested from the Data Server in an API client using the `listNodes` command (MATLAB, Python, .NET) or `ziAPIListNodes()` function (C API). Please see each API's command reference for more help using the `listNodes` command. To obtain a list of all the nodes that provide data from an instrument at a high rate, so-called streaming nodes, the `streamingonly` flag can be provided to `listNodes`. More information on data streaming and streaming nodes is available in the LabOne Programming Manual.

The detailed descriptions of nodes that is provided in [Reference Node Documentation](#) is accessible directly in the LabOne MATLAB or Python programming interfaces using the "help" command. The `help` command is `daq.help(path)` in Python and `ziDAQ('help', path)` in MATLAB. The command returns a description of the instrument node including access properties, data type, units and available options. The "help" command also handles wildcards to return a detailed description of all nodes matching the path. An example is provided below.

```
daq = zhinst.core.ziDAQServer('localhost', 8004, 6)
daq.help('/dev1000/auxouts/0/offset')
# Out:
# /dev1000/auxouts/0/OFFSET#
# Add the specified offset voltage to the signal after scaling. Auxiliary
Output
# Value = (Signal+Preoffset)*Scale + Offset
# Properties: Read, Write, Setting
# Type: Double
# Unit: V
```

### 7.1.3. Data Server Nodes

The Data Server has nodes in the node tree available under the top-level `/zi/` branch. These nodes give information about the version and state of the Data Server the client is connected to. For example, the nodes:

- ─ `/zi/about/version`
- ─ `/zi/about/revision`

are read-only nodes that contain information about the release version and revision of the Data Server. The nodes under the `/zi/devices/` list which devices are connected, discoverable and visible to the Data Server.

The nodes:

- ─ `/zi/config/open`
- ─ `/zi/config/port`

are settings nodes that can be used to configure which port the Data Server listens to for incoming client connections and whether it may accept connections from clients on hosts other than the localhost.

Nodes that are of particular use to programmers are:

- `/zi/debug/logpath` - the location of the Data Server's log in the PC's file system,
- `/zi/debug/level` - the current log-level of the Data Server (configurable; has the Write attribute),
- `/zi/debug/log` - the last Data Server log entries as a string array.

The Global nodes of the LabOne Data Server are listed in the Instrument Communication chapter of the LabOne Programming Manual

## 7.2. Reference Node Documentation

This section describes all the nodes in the data server's node tree organized by branch.

### 7.2.1. CLOCKBASE

#### `/dev.../clockbase`

**Properties:** Read  
**Type:** Double  
**Unit:** Hz

Returns the internal clock frequency of the device.

### 7.2.2. DIOS

#### `/dev.../dios/n/drive`

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

When on (1), the corresponding 8-bit bus is in output mode. When off (0), it is in input mode. Bit 0 corresponds to the least significant byte. For example, the value 1 drives the least significant byte, the value 8 drives the most significant byte.

#### `/dev.../dios/n/input`

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Gives the value of the DIO input for those bytes where drive is disabled.

#### `/dev.../dios/n/interface`

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Selects the interface standard to use on the 32-bit DIO interface. A value of 0 means that a 3.3 V CMOS interface is used. A value of 1 means that an LVDS compatible interface is used.

### /dev..../dios/n/mode

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Select DIO mode

0	"manual": Enables manual control of the DIO output bits.
48	"sgchan0seq", "sgchannel0_sequencer": Enables control of DIO values by the sequencer of SG channel 1.
49	"sgchan1seq", "sgchannel1_sequencer": Enables control of DIO values by the sequencer of SG channel 2.
50	"sgchan2seq", "sgchannel2_sequencer": Enables control of DIO values by the sequencer of SG channel 3.
51	"sgchan3seq", "sgchannel3_sequencer": Enables control of DIO values by the sequencer of SG channel 4.

### /dev..../dios/n/output

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Sets the value of the DIO output for those bytes where 'drive' is enabled.

## 7.2.3. FEATURES

### /dev..../features/code

**Properties:** Write  
**Type:** String  
**Unit:** None

Node providing a mechanism to write feature codes.

### /dev..../features/devtype

**Properties:** Read  
**Type:** String  
**Unit:** None

Returns the device type.

### /dev..../features/options

**Properties:** Read  
**Type:** String  
**Unit:** None

Returns enabled options.

### /dev..../features/serial

**Properties:** Read  
**Type:** String  
**Unit:** None

Device serial number.

## 7.2.4. SGCHANNELS

**/dev..../sgchannels/n/awg/auxtriggers/n/channel**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Selects the digital trigger source signal.

0	"trigin0", "trigger_input0": Trigger In 1
1	"trigin1", "trigger_input1": Trigger In 2
2	"trigin2", "trigger_input2": Trigger In 3
3	"trigin3", "trigger_input3": Trigger In 4
4	"trigin4", "trigger_input4": Trigger In 5
5	"trigin5", "trigger_input5": Trigger In 6
6	"trigin6", "trigger_input6": Trigger In 7
7	"trigin7", "trigger_input7": Trigger In 8
8	"intrig", "internal_trigger": Internal Trigger

**/dev..../sgchannels/n/awg/auxtriggers/n/slope**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Select the signal edge that should activate the trigger. The trigger will be level sensitive when the Level option is selected.

0	"level_sensitive": Level sensitive trigger
1	"rising_edge": Rising edge trigger
2	"falling_edge": Falling edge trigger
3	"both_edges": Rising or falling edge trigger

**/dev..../sgchannels/n/awg/auxtriggers/n/state**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

State of the Auxiliary Trigger: No trigger detected/trigger detected.

**/dev..../sgchannels/n/awg/commandtable/clear**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Writing to this node clears all data previously loaded to the command table of the device. If the sequence pipeliner mode is not off, the command table in the sequence pipeliner staging area is cleared instead.

**/dev..../sgchannels/n/awg/commandtable/data**

**Properties:** Read, Write, Pipelined  
**Type:** ZIVectorData  
**Unit:** None

Data contained in the command table in JSON format.

### /dev..../sgchannels/n/awg/commandtable/schema

**Properties:** Read  
**Type:** ZIVectorData  
**Unit:** None

JSON schema describing the command table JSON format (read-only).

### /dev..../sgchannels/n/awg/commandtable/status

**Properties:** Read, Pipelined  
**Type:** Integer (64 bit)  
**Unit:** None

Status of the command table on the instrument. If the sequence pipeliner mode is not off, the status of the command table in the sequence pipeliner staging area is shown instead. Bit 0: data uploaded to the command table; Bit 1, Bit 2: reserved; Bit 3: uploading of data to the command table failed due to a JSON parsing error.

### /dev..../sgchannels/n/awg/dio/error/timing

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

A 32-bit value indicating which bits on the DIO interface may have timing errors. A timing error is defined as an event where either the VALID or any of the data bits on the DIO interface change value at the same time as the STROBE bit.

### /dev..../sgchannels/n/awg/dio/error/width

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Indicates a width (i.e. jitter) error on either the STROBE (bit 0 of the value) or VALID bit (bit 1 of the result). A width error indicates that there was jitter detected on the given bit, meaning that an active period was either shorter or longer than the configured expected width.

### /dev..../sgchannels/n/awg/dio/highbits

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

32-bit value indicating which bits on the 32-bit interface are detected as having a logic high value.

### /dev..../sgchannels/n/awg/dio/lowbits

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

32-bit value indicating which bits on the 32-bit interface are detected as having a logic low value.

**/dev..../sgchannels/n/awg/dio/mask/shift**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Defines the amount of bit shifting to apply for the DIO wave selection in connection with `playWaveDIO()`.

**/dev..../sgchannels/n/awg/dio/mask/value**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Selects the DIO bits to be used for waveform selection in connection with `playWaveDIO()`.

**/dev..../sgchannels/n/awg/dio/state**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

When asserted, indicates that triggers are generated from the DIO interface to the AWG.

**/dev..../sgchannels/n/awg/dio/strobe/index**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Select the DIO bit to use as the STROBE signal.

**/dev..../sgchannels/n/awg/dio/strobe/slope**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Select the signal edge of the STROBE signal for use in timing alignment.

0	"off": Off
1	"rising_edge": Rising edge trigger
2	"falling_edge": Falling edge trigger
3	"both_edges": Rising or falling edge trigger

**/dev..../sgchannels/n/awg/dio/strobe/width**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Specifies the expected width of active pulses on the STROBE bit.



**/dev..../sgchannels/n/awg/dio/valid/index**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Select the DIO bit to use as the VALID signal to indicate a valid input is available.

**/dev..../sgchannels/n/awg/dio/valid/polarity**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Polarity of the VALID bit that indicates that a valid input is available.

0 "none": None: VALID bit is ignored.  
 1 "low": Low: VALID bit must be logical zero.  
 2 "high": High: VALID bit must be logical high.  
 3 "both": Both: VALID bit may be logical high or zero.

**/dev..../sgchannels/n/awg/dio/valid/width**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Expected width of an active pulse on the VALID bit.

**/dev..../sgchannels/n/awg/diozsyncswitch**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Defines which interface input to use with this AWG

0 "dio": DIO interface will be used as input.  
 1 "zsync": ZSync interface will be used as input.

**/dev..../sgchannels/n/awg/elf/checksum**

**Properties:** Read, Pipelined  
**Type:** Integer (64 bit)  
**Unit:** None

Checksum of the uploaded ELF file.

**/dev..../sgchannels/n/awg/elf/data**

**Properties:** Write, Pipelined  
**Type:** ZIVectorData  
**Unit:** None

Accepts the data of the sequencer ELF file. If the sequence pipeliner mode is not off, the data of the ELF file goes to the staging area of the sequence pipeliner instead.

**/dev.../sgchannels/n/awg/elf/length**

**Properties:** Read, Pipelined  
**Type:** Integer (64 bit)  
**Unit:** None

Length of the compiled ELF file.

**/dev.../sgchannels/n/awg/elf/memoryusage**

**Properties:** Read, Pipelined  
**Type:** Double  
**Unit:** None

Size of the uploaded ELF file relative to the size of the main memory.

**/dev.../sgchannels/n/awg/elf/name**

**Properties:** Read, Pipelined  
**Type:** ZIVectorData  
**Unit:** None

The name of the uploaded ELF file.

**/dev.../sgchannels/n/awg/elf/progress**

**Properties:** Read, Pipelined  
**Type:** Double  
**Unit:** %

The percentage of the sequencer program already uploaded to the device.

**/dev.../sgchannels/n/awg/enable**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Activates the AWG.

**/dev.../sgchannels/n/awg/modulation/enable**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Enable or disable digital modulation.

0 "off": Modulation off  
 1 "on": Modulation on

**/dev.../sgchannels/n/awg/outputamplitude**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** None

Amplitude scale factor applied to both AWG outputs.

**/dev..../sgchannels/n/awg/outputs/n/enables/n**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Indicates the routing of the AWG signal (k index) to the digital mixer input (m index).

**/dev..../sgchannels/n/awg/outputs/n/gains/n**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** None

Gain factor applied to the AWG Output at the given output multiplier stage. The final signal amplitude is proportional to the Range voltage setting of the Wave signal outputs.

**/dev..../sgchannels/n/awg/outputs/n/hold**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Keep the last sample (constant) on the output even after the waveform program finishes.

**/dev..../sgchannels/n/awg/ready**

**Properties:** Read, Pipelined  
**Type:** Integer (64 bit)  
**Unit:** None

A value of True means that the AWG has a compiled waveform and is ready to be enabled. If the sequence pipeliner is not off, a value of True means that the sequence in the staging area is ready to be committed to the pipeline.

**/dev..../sgchannels/n/awg/reset**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Clears the configured AWG program and resets the state to not ready.

**/dev..../sgchannels/n/awg/rtlogger/clear**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Clears the logger data.

**/dev..../sgchannels/n/awg/rtlogger/data**

**Properties:** Read  
**Type:** ZIVectorData  
**Unit:** None

Vector node with the logged events.

### /dev..../sgchannels/n/awg/rtlogger/enable

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Activates the Real-time Logger.

### /dev..../sgchannels/n/awg/rtlogger/input

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Select input data of logger.

0 "dio": DIO interface will be used as input.  
 1 "zsync": ZSync interface will be used as input.

### /dev..../sgchannels/n/awg/rtlogger/mode

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Selects the operation mode.

0 "normal": Normal: Logger starts with the AWG and overwrites old values as soon as the memory limit of 1024 entries is reached.  
 "timestamp": Timestamp-triggered: Logger starts with the AWG, waits for the first valid trigger, and only starts recording data after the time specified by the starttimestamp. Recording stops as soon as the memory limit of 1024 entries is reached.  
 1

### /dev..../sgchannels/n/awg/rtlogger/starttimestamp

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Timestamp at which to start logging for timestamp-triggered mode.

### /dev..../sgchannels/n/awg/rtlogger/status

**Properties:** Read  
**Type:** Integer (enumerated)  
**Unit:** None

Operation state.

0 "idle": Idle: Logger is not running.  
 1 "normal": Normal: Logger is running in normal mode.  
 2 "ts\_wait": Wait for timestamp: Logger is in timestamp-triggered mode and waits for start timestamp.  
 3 "ts\_active": Active: Logger is in timestamp-triggered mode and logging.  
 4 "ts\_full": Log Full: Logger is in timestamp-triggered mode and has stopped logging because log is full.

**/dev..../sgchannels/n/awg/rtlogger/timebase**

**Properties:** Read  
**Type:** Double  
**Unit:** s

Minimal time difference between two timestamps. The value matches the AWG sequencer execution rate (4 ns)

**/dev..../sgchannels/n/awg/sequencer/assembly**

**Properties:** Read  
**Type:** ZIVectorData  
**Unit:** None

Displays the current sequence program in compiled form. Every line corresponds to one hardware instruction.

**/dev..../sgchannels/n/awg/sequencer/continue**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Reserved for future use.

**/dev..../sgchannels/n/awg/sequencer/memoryusage**

**Properties:** Read  
**Type:** Double  
**Unit:** None

Size of the current Sequencer program relative to the available instruction memory of 32 kInstructions (32'768 instructions).

**/dev..../sgchannels/n/awg/sequencer/next**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Reserved for future use.

**/dev..../sgchannels/n/awg/sequencer/pc**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Current position in the list of sequence instructions during execution.

**/dev..../sgchannels/n/awg/sequencer/program**

**Properties:** Read  
**Type:** ZIVectorData  
**Unit:** None

Displays the source code of the current sequence program.

**/dev..../sgchannels/n/awg/sequencer/status**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Status of the sequencer on the instrument. Bit 0: sequencer is running; Bit 1: reserved; Bit 2: sequencer is waiting for a trigger to arrive; Bit 3: AWG has detected an error; Bit 4: sequencer is waiting for synchronization with other channels.

**/dev..../sgchannels/n/awg/sequencer/triggered**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

When 1, indicates that the AWG Sequencer has been triggered.

**/dev..../sgchannels/n/awg/single**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Puts the AWG into single shot mode.

**/dev..../sgchannels/n/awg/time**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

AWG sampling rate. The numeric values here are equal to the base sampling rate of 2.0 GHz divided by  $2^n$ , where  $n$  is the node value. This value is used by default and can be overridden in the Sequence program.

0	2.0 GHz
1	1.0 GHz
2	500 MHz
3	250 MHz
4	125 MHz
5	62.50 MHz
6	31.25 MHz
7	15.63 MHz
8	7.81 MHz
9	3.91 MHz
10	1.95 MHz
11	976.56 kHz
12	488.28 kHz
13	244.14 kHz

**/dev..../sgchannels/n/awg/userregs/n**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Integer user register value. The sequencer has reading and writing access to the user register values during run time.

**/dev..../sgchannels/n/awg/waveform/descriptors**

**Properties:** Read  
**Type:** ZIVectorData  
**Unit:** None

JSON-formatted string containing a dictionary of various properties of the current waveform: name, filename, function, channels, marker bits, length, timestamp.

**/dev..../sgchannels/n/awg/waveform/memoryusage**

**Properties:** Read  
**Type:** Double  
**Unit:** %

Amount of the used waveform data relative to the device memory. The memory provides space for 96 kSa (98'304 Sa) of dual-channel waveform data.

**/dev..../sgchannels/n/awg/waveform/playing**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

When 1, indicates if a waveform is being played currently.

**/dev..../sgchannels/n/awg/waveform/waves/n**

**Properties:** Read, Write  
**Type:** ZIVectorData  
**Unit:** None

The waveform data in the instrument's native format for the given playWave waveform index. This node will not work with subscribe as it does not push updates. For short vectors get may be used. For long vectors (causing get to time out) getAsEvent and poll can be used. The index of the waveform to be replaced can be determined using the Waveform sub-tab in the AWG tab of the LabOne User Interface.

**/dev..../sgchannels/n/awg/zsync/decoder/mask**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

8-bit value to select the bits of the message received on ZSync interface coming from the PQSC error decoder.

**/dev..../sgchannels/n/awg/zsync/decoder/offset**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

The additive offset applied to the message received on ZSync interface coming from the PQSC error decoder.

**/dev..../sgchannels/n/awg/zsync/decoder/shift**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

The bit shift applied to the message received on ZSync interface coming from the PQSC error decoder.

**/dev..../sgchannels/n/awg/zsync/register/mask**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

4-bit value to select the bits of the message received on ZSync interface coming from the PQSC readout registers.

**/dev..../sgchannels/n/awg/zsync/register/offset**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

The additive offset applied to the message received on ZSync interface coming from the PQSC readout registers.

**/dev..../sgchannels/n/awg/zsync/register/shift**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

The bit shift applied to the message received on ZSync interface coming from the PQSC readout registers.

**/dev..../sgchannels/n/centerfreq**

**Properties:** Read  
**Type:** Double  
**Unit:** Hz

The Center Frequency of signal generation band. This value is read-only. Frequency is set through synthesizer node.

**/dev..../sgchannels/n/digitalmixer/centerfreq**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** Hz

Set center frequency of digital mixer.



## /dev..../sgchannels/n/marker/source

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Assign a signal to a marker.

```

0      "awg_trigger0": Trigger output is assigned to AWG Trigger 1, controlled by AWG
      sequencer commands.
1      "awg_trigger1": Trigger output is assigned to AWG Trigger 2, controlled by AWG
      sequencer commands.
2      "awg_trigger2": Trigger output is assigned to AWG Trigger 3, controlled by AWG
      sequencer commands.
3      "awg_trigger3": Trigger output is assigned to AWG Trigger 4, controlled by AWG
      sequencer commands.
4      "output0_marker0": Output is assigned to I component Marker 1.
5      "output0_marker1": Output is assigned to I component Marker 2.
6      "output1_marker0": Output is assigned to Q component Marker 1.
7      "output1_marker1": Output is assigned to Q component Marker 2.
8      "trigin0", "trigger_input0": Output is assigned to Trigger Input 1.
9      "trigin1", "trigger_input1": Output is assigned to Trigger Input 2.
10     "trigin2", "trigger_input2": Output is assigned to Trigger Input 3.
11     "trigin3", "trigger_input3": Output is assigned to Trigger Input 4.
12     "trigin4", "trigger_input4": Output is assigned to Trigger Input 5.
13     "trigin5", "trigger_input5": Output is assigned to Trigger Input 6.
14     "trigin6", "trigger_input6": Output is assigned to Trigger Input 7.
15     "trigin7", "trigger_input7": Output is assigned to Trigger Input 8.
16     "low": Output is set to low.
17     "high": Output is set to high.

```

## /dev..../sgchannels/n/oscs/n/freq

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** Hz

Frequency control for each oscillator.

## /dev..../sgchannels/n/output/delay

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** s

This value adds a delay to both the signal and trigger/marker outputs.

## /dev..../sgchannels/n/output/filter

**Properties:** Read  
**Type:** Integer (enumerated)  
**Unit:** None

Reads the selected analog filter before the Signal Output.

```

0      "lowpass_1500": Low-pass filter of 1.5 GHz.
1      "lowpass_3000": Low-pass filter of 3 GHz.
2      "bandpass_3000_6000": Band-pass filter between 3 GHz - 6 GHz
3      "bandpass_6000_10000": Band-pass filter between 6 GHz - 10 GHz

```

**/dev.../sgchannels/n/output/on**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Enables the Signal Output.

**/dev.../sgchannels/n/output/overrangepcount**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Indicates the number of times the Signal Output was in an overrange condition within the last 200 ms. It is checked for an overrange condition every 10 ms.

**/dev.../sgchannels/n/output/range**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** dBm

Sets the maximal Range of the Signal Output power. The instrument selects the closest available Range with a resolution of 5 dBm.

**/dev.../sgchannels/n/output/rflfpath**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Switch between RF and LF output path.

0 "lf": LF path is used.  
 1 "rf": RF path is used.

**/dev.../sgchannels/n/outputrouter/enable**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Enable outputrouter module

0 "off": Output-router disabled  
 1 "on": Output-router enabled

**/dev.../sgchannels/n/outputrouter/overflowcount**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Indicates the number of overflow events in the output-router of the corresponding channel within intervals of 200 ms. An overflow condition results in clipping of the output signal.

**/dev.../sgchannels/n/outputrouter/routes/n/amplitude**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** None

Configure amplitude of route. Selected signal (source) is multiplied with amplitude and phase, and summed with other routes on SG-channel's output.

**/dev.../sgchannels/n/outputrouter/routes/n/enable**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Enable/disable route.

0 "off": OFF: Route inactive  
 1 "on": ON: Route active

**/dev.../sgchannels/n/outputrouter/routes/n/phase**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** deg

Configure phase of route. Selected signal (source) is multiplied with amplitude and phase, and summed with other routes on SG-channel's output.

**/dev.../sgchannels/n/outputrouter/routes/n/source**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Select AWG channel source as input to the outputrouter.

**/dev.../sgchannels/n/pipeliner/availableslots**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Number of free slots in the sequence pipeliner queue. Sequence upload is blocked if this node is 0.

**/dev.../sgchannels/n/pipeliner/commit**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Commit node data in staging area to queue of sequence pipeliner.

**/dev.../sgchannels/n/pipeliner/enable**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Enable execution of sequences in pipeline.

**/dev..../sgchannels/n/pipelinier/idcurrent**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

ID of sequence in staging area.

**/dev..../sgchannels/n/pipelinier/idrunning**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

ID of executed sequence.

**/dev..../sgchannels/n/pipelinier/maxslots**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Maximum number of available slots in the sequence pipelinier queue.

**/dev..../sgchannels/n/pipelinier/mode**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Selects the sequence pipelinier mode: off (default), batch, or queue mode. Changing the mode will reset both the sequence pipelinier and the normal AWG.

- 0 "off": Off: The sequence pipelinier is turned off.
- 1 "batch": Batch: The sequence pipelinier operates in batch mode. All sequences must be committed before the pipelinier is enabled. A batch can be executed once or multiple times.
- 2 "queue": Queue: The sequence pipelinier operates in queue mode. Sequences can be committed while the pipelinier is enabled. Every sequence is executed only once and the slot in the queue is then available for a new sequence.

**/dev..../sgchannels/n/pipelinier/ready**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Indicates whether a sequence can be committed to the pipelinier.

**/dev..../sgchannels/n/pipelinier/repetitions/remaining**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Number of remaining batch repetitions. This node is fixed to 1 if the sequence pipelinier is not in batch mode.

### /dev..../sgchannels/n/pipelinier/repetitions/value

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Number of batch repetitions (1 to 4e6). This node is fixed to 1 if the sequence pipelinier is not in batch mode.

### /dev..../sgchannels/n/pipelinier/reset

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Clears all sequences previously added to the sequence pipelinier and disables the pipelinier if it has been running before.

### /dev..../sgchannels/n/pipelinier/status

**Properties:** Read  
**Type:** Integer (enumerated)  
**Unit:** None

Status of the sequence pipelinier (0: idle, 1: executing sequence, 2: waiting for next sequence to be committed (queue mode only)

0 "idle": Idle: The sequence pipelinier is idle.  
 1 "exec": Executing sequence: The sequence pipelinier is executing a sequence.  
 2 "waiting": Waiting: The sequence pipelinier is waiting for the next sequence to be committed (queue mode only).  
 3 "done": Done: The sequence pipelinier is still enabled but all sequences have been executed (batch mode only).

### /dev..../sgchannels/n/pipelinier/timeout

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Maximal execution time per sequence in milliseconds. The execution of a sequence is aborted if the maximal execution time is reached. A value of 0 means infinity.

### /dev..../sgchannels/n/sines/n/freq

**Properties:** Read  
**Type:** Double  
**Unit:** Hz

Indicates the frequency of the sines generator.

### /dev..../sgchannels/n/sines/n/harmonic

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Multiplies the sine signals's reference frequency with the integer factor defined by this field.

**/dev.../sgchannels/n/sines/n/i/cos/amplitude**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** None

Sets the peak amplitude of the cosine component on the I signal path.

**/dev.../sgchannels/n/sines/n/i/enable**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Enables the sine signal to the I signal path.

**/dev.../sgchannels/n/sines/n/i/sin/amplitude**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** None

Sets the peak amplitude of the sine component on the I signal path.

**/dev.../sgchannels/n/sines/n/oscsselect**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Select oscillator for generation of this sine signal.

**/dev.../sgchannels/n/sines/n/phaseshift**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** None

Phase shift applied to sine signal.

**/dev.../sgchannels/n/sines/n/q/cos/amplitude**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** None

Sets the peak amplitude of the cosine component on the Q signal path.

**/dev.../sgchannels/n/sines/n/q/enable**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Enables the sine signal to the Q signal path.

**/dev..../sgchannels/n/sines/n/q/sin/amplitude**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** None

Sets the peak amplitude of the sine component on the Q signal path.

**/dev..../sgchannels/n/synchronization/enable**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Enable multi-channel synchronization for this channel. The program will only execute once all channels with enabled synchronization are ready.

**/dev..../sgchannels/n/synthesizer**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Index of synthesizer mapped to this channel.

**/dev..../sgchannels/n/trigger/delay**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** s

This delay adds an offset that acts only on the trigger/marker output. The total delay to the trigger/marker output is the sum of this value and the value of the output delay node.

**/dev..../sgchannels/n/trigger/imp50**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Trigger Input impedance: When on, the Trigger Input impedance is 50 Ohm; when off, 1 kOhm.

0 "1\_kOhm": OFF: 1 k Ohm  
 1 "50\_Ohm": ON: 50 Ohm

**/dev..../sgchannels/n/trigger/level**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** V

Defines the analog Trigger level.

**/dev..../sgchannels/n/trigger/value**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Shows the value of the digital Trigger Input. The value is integrated over a period of 100 ms. Values are: 1: low; 2: high; 3: was low and high in the period.

## 7.2.5. STATS

**/dev..../stats/physical/currents/n**

**Properties:** Read  
**Type:** Double  
**Unit:** mA

Provides internal current readings for monitoring.

**/dev..../stats/physical/fanspeeds/n**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** RPM

Speed of the internal cooling fans for monitoring.

**/dev..../stats/physical/fpga/aux**

**Properties:** Read  
**Type:** Double  
**Unit:** V

Supply voltage of the FPGA.

**/dev..../stats/physical/fpga/core**

**Properties:** Read  
**Type:** Double  
**Unit:** V

Core voltage of the FPGA.

**/dev..../stats/physical/fpga/pstemp**

**Properties:** Read  
**Type:** Double  
**Unit:** °C

Internal temperature of the FPGA's processor system.

**/dev..../stats/physical/fpga/temp**

**Properties:** Read  
**Type:** Double  
**Unit:** °C

Internal temperature of the FPGA.



**/dev..../stats/physical/overtemperature**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

This flag is set to a value greater than 0 when the internal temperatures are reaching critical limits.

**/dev..../stats/physical/power/currents/n**

**Properties:** Read  
**Type:** Double  
**Unit:** A

Currents of the main power supply.

**/dev..../stats/physical/power/temperatures/n**

**Properties:** Read  
**Type:** Double  
**Unit:** °C

Temperatures of the main power supply.

**/dev..../stats/physical/power/voltages/n**

**Properties:** Read  
**Type:** Double  
**Unit:** V

Voltages of the main power supply.

**/dev..../stats/physical/sigouts/n/currents/n**

**Properties:** Read  
**Type:** Double  
**Unit:** A

Provides internal current readings on the Signal Output board for monitoring.

**/dev..../stats/physical/sigouts/n/temperatures/n**

**Properties:** Read  
**Type:** Double  
**Unit:** °C

Provides internal temperature readings on the Signal Output board for monitoring.

**/dev..../stats/physical/sigouts/n/voltages/n**

**Properties:** Read  
**Type:** Double  
**Unit:** V

Provides internal voltage readings on the Signal Output board for monitoring.

**/dev..../stats/physical/synthesizer/currents/n**

**Properties:** Read  
**Type:** Double  
**Unit:** A

Provides internal current readings on the Synthesizer board for monitoring.

**/dev..../stats/physical/synthesizer/temperatures/n**

**Properties:** Read  
**Type:** Double  
**Unit:** °C

Provides internal temperature readings on the Synthesizer board for monitoring.

**/dev..../stats/physical/synthesizer/voltages/n**

**Properties:** Read  
**Type:** Double  
**Unit:** V

Provides internal voltage readings on the Synthesizer board for monitoring.

**/dev..../stats/physical/temperatures/n**

**Properties:** Read  
**Type:** Double  
**Unit:** °C

Provides internal temperature readings for monitoring.

**/dev..../stats/physical/voltages/n**

**Properties:** Read  
**Type:** Double  
**Unit:** V

Provides internal voltage readings for monitoring.

## 7.2.6. STATUS

**/dev..../status/adc0max**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

The maximum value on Signal Input 1 (ADC0) during 100 ms.

**/dev..../status/adc0min**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

The minimum value on Signal Input 1 (ADC0) during 100 ms

**/dev.../status/adc1max**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

The maximum value on Signal Input 2 (ADC1) during 100 ms.

**/dev.../status/adc1min**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

The minimum value on Signal Input 2 (ADC1) during 100 ms

**/dev.../status/flags/binary**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

A set of binary flags giving an indication of the state of various parts of the device. Reserved for future use.

**/dev.../status/time**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

The current timestamp.

**7.2.7. SYNTHESIZERS****/dev.../synthesizers/n/centerfreq**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** Hz

The Center Frequency of the synthesizer.

**7.2.8. SYSTEM****/dev.../system/activeinterface**

**Properties:** Read  
**Type:** String  
**Unit:** None

Currently active interface of the device.

**/dev..../system/boardrevisions/n**

**Properties:** Read  
**Type:** String  
**Unit:** None

Hardware revision of the motherboard containing the FPGA.

**/dev..../system/clocks/referenceclock/in/freq**

**Properties:** Read  
**Type:** Double  
**Unit:** Hz

Indicates the frequency of the reference clock.

**/dev..../system/clocks/referenceclock/in/source**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

The intended reference clock source. When the source is changed, all the instruments connected with ZSync links will be disconnected. The connection should be re-established manually.

- |   |  |
|---|--|
| 0 | "internal": The internal clock is intended to be used as the frequency and time base reference.  |
| 1 | "external": An external clock is intended to be used as the frequency and time base reference. Provide a clean and stable 10 MHz or 100 MHz reference to the appropriate back panel connector. |
| 2 | "zsync": The ZSync clock is intended to be used as the frequency and time base reference.  |

**/dev..../system/clocks/referenceclock/in/sourceactual**

**Properties:** Read  
**Type:** Integer (enumerated)  
**Unit:** None

The actual reference clock source.

- |   |  |
|---|--|
| 0 | "internal": The internal clock is used as the frequency and time base reference. |
| 1 | "external": An external clock is used as the frequency and time base reference.  |
| 2 | "zsync": The ZSync clock is used as the frequency and time base reference.       |

**/dev..../system/clocks/referenceclock/in/status**

**Properties:** Read  
**Type:** Integer (enumerated)  
**Unit:** None

Status of the reference clock.

- |   |  |
|---|--|
| 0 | "locked": Reference clock has been locked on.                              |
| 1 | "error": There was an error locking onto the reference clock signal.       |
| 2 | "busy": The device is busy trying to lock onto the reference clock signal. |

**/dev..../system/clocks/referenceclock/out/enable**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Enable clock signal on the reference clock output. When the clock output is turned on or off, all the instruments connected with ZSync links will be disconnected. The connection should be re-established manually.

**/dev..../system/clocks/referenceclock/out/freq**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** Hz

Select the frequency of the output reference clock. Only 10 MHz and 100 MHz are allowed.

**/dev..../system/digitalmixer/reset/all**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Writing to this node clears all digital mixer NCOs of the instrument.

**/dev..../system/digitalmixer/reset/mode**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Configure the NCO reset mode.

0	"manual": In manual mode the instrument does not automatically reset NCOs when switching a channel from LF to RF mode.
1	"auto": In automatic mode the instrument automatically resets the NCOs of all channels whenever a channel is switched from LF to RF, in order to restore alignment.

**/dev..../system/digitalmixer/reset/select**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Writing a bit mask to this node triggers a digital mixer NCO reset of the selected (bit value: 1) channels.

**/dev..../system/fpgarevision**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

HDL firmware revision.

**/dev..../system/fwlog**

**Properties:** Read  
**Type:** String  
**Unit:** None

Returns log output of the firmware.

**/dev..../system/fwlogenable**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Enables logging to the fwlog node.

**/dev..../system/fwrevision**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Revision of the device-internal controller software.

**/dev..../system/identify**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Setting this node to 1 will cause all frontpanel LEDs to blink for 5 seconds, then return to their previous state.

**/dev..../system/internaltrigger/enable**

**Properties:** Read, Write  
**Type:** Integer (enumerated)  
**Unit:** None

Enable internal trigger generator.

0 "off": Generator off  
 1 "on": Generator on

**/dev..../system/internaltrigger/holdoff**

**Properties:** Read, Write, Setting  
**Type:** Double  
**Unit:** s

Hold-off time between generated triggers.

**/dev..../system/internaltrigger/progress**

**Properties:** Read  
**Type:** Double  
**Unit:** None

The fraction of the triggers generated so far.

**/dev..../system/internaltrigger/repetitions**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Number of triggers to be generated.

**/dev..../system/internaltrigger/synchronization/enable**

**Properties:** Read, Write, Setting  
**Type:** Integer (64 bit)  
**Unit:** None

Enable synchronization. Trigger generation will only start once all synchronization participants have reported a ready status. Synchronization checks will be repeated with the same trigger generation settings (holdoff and repetitions) until synchronization is disabled.

**/dev..../system/kerneltype**

**Properties:** Read  
**Type:** String  
**Unit:** None

Returns the type of the data server kernel (mdk or hpk).

**/dev..../system/nics/n/defaultgateway**

**Properties:** Read, Write  
**Type:** String  
**Unit:** None

Default gateway configuration for the network connection.

**/dev..../system/nics/n/defaultip4**

**Properties:** Read, Write  
**Type:** String  
**Unit:** None

IPv4 address of the device to use if static IP is enabled.

**/dev..../system/nics/n/defaultmask**

**Properties:** Read, Write  
**Type:** String  
**Unit:** None

IPv4 mask in case of static IP.

**/dev..../system/nics/n/gateway**

**Properties:** Read  
**Type:** String  
**Unit:** None

Current network gateway.

**/dev..../system/nics/n/ip4**

**Properties:** Read  
**Type:** String  
**Unit:** None

Current IPv4 of the device.

**/dev..../system/nics/n/mac**

**Properties:** Read  
**Type:** String  
**Unit:** None

Current MAC address of the device network interface.

**/dev..../system/nics/n/mask**

**Properties:** Read  
**Type:** String  
**Unit:** None

Current network mask.

**/dev..../system/nics/n/saveip**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

If written, this action will program the defined static IP address to the device.

**/dev..../system/nics/n/static**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Enable this flag if the device is used in a network with fixed IP assignment without a DHCP server.

**/dev..../system/preset/busy**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Indicates if presets are currently loaded.

**/dev..../system/preset/error**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Indicates if the last operation was illegal. Successful: 0, Error: 1.



**/dev..../system/preset/load**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Load the selected preset.

**/dev..../system/properties/freqresolution**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

The number of bits used to represent a frequency.

**/dev..../system/properties/freqscaling**

**Properties:** Read  
**Type:** Double  
**Unit:** None

The scale factor to use to convert a frequency represented as a freqresolution-bit integer to a floating point value.

**/dev..../system/properties/maxfreq**

**Properties:** Read  
**Type:** Double  
**Unit:** None

The maximum oscillator frequency that can be set.

**/dev..../system/properties/maxtimeconstant**

**Properties:** Read  
**Type:** Double  
**Unit:** s

The maximum demodulator time constant that can be set. Only relevant for lock-in amplifiers.

**/dev..../system/properties/minfreq**

**Properties:** Read  
**Type:** Double  
**Unit:** None

The minimum oscillator frequency that can be set.

**/dev..../system/properties/mintimeconstant**

**Properties:** Read  
**Type:** Double  
**Unit:** s

The minimum demodulator time constant that can be set. Only relevant for lock-in amplifiers.

**/dev..../system/properties/negativefreq**

**Properties:** Read  
**Type:** Integer (64 bit)  
**Unit:** None

Indicates whether negative frequencies are supported.

**/dev..../system/properties/timebase**

**Properties:** Read  
**Type:** Double  
**Unit:** s

Minimal time difference between two timestamps. The value is equal to 1/(maximum sampling rate).

**/dev..../system/shutdown**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Sending a '1' to this node initiates a shutdown of the operating system on the device. It is recommended to trigger this shutdown before switching the device off with the hardware switch at the back side of the device.

**/dev..../system/stall**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Indicates if the network connection is stalled.

**/dev..../system/swtriggers/n/single**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Issues a single software trigger event.

**/dev..../system/synchronization/source**

**Properties:** Read, Write, Setting  
**Type:** Integer (enumerated)  
**Unit:** None

Selects the source for synchronization of channels: internal (default) or external

0	"internal": Internal: Synchronization of all channels of a device that have the corresponding synchronization setting enabled.
1	"external": External: Same as internal plus synchronization to other devices via ZSync.

## **/dev..../system/update**

**Properties:** Read, Write  
**Type:** Integer (64 bit)  
**Unit:** None

Requests update of the device firmware and bitstream from the dataserver.