

Absract

Hardware testing comprises both test against theoretical results and test against results generated by the bit-exact models. In general simulation (Hot based) is used to test the Functionality of the design whereas hardware testing (Target based) concentrates on Hardware Related issues and I/O operation.

'Test on Target' means the testing of Hardware on the target itself. Test on Target is generally used to test aspects which would be impossible in simulation; examples of such tests being tests for which several frames are required to assess operation of the device.

Also the timing issues like Metastability, clock synchronization we can't predict During simulation.

In regard to that this project is based on hardware testing on target.

This project gives complete 'test on target' methodology for the FPGA, which is the part of base band unit. Base band unit is the signal processing part of Node-B of UMTS.