1. 自动旋转式栅门(Turnstile)

1.1 实验目的

• 对自动旋转式栅门进行建模仿真,使用Vivado工具生成IP核(Verilog版和图形版两种),同时与使用Verilog语言编程实现的Verilog代码进行比较,指明其相同性和差异性。

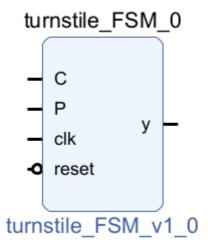
1.2 实验环境

- Vivado 2022.2
- Vitis HLS 2022.2

1.3 实验过程

• 图形化生成IP核

```
module turnstile_FSM (C,P,clk,reset,y);
//FSM for turnstile
input C,P,clk,reset;
output y;
reg state;
parameter S0=1'b0,S1=1'b1;
// Define the turnstile block
always @(posedge reset or posedge clk)
begin
    if(reset)
        state<=S0; //initial state</pre>
    else
        case(state)
            S0: if (C) state <=S1; else state <=S0;
            S1: if (P) state <=S0; else state <=S1;
        endcase
end
// Define output
assign y = state;
endmodule
```



- Verilog语言建模生成IP核
 - 。 函数声明

```
#include<ap_int.h>
void turnstile(ap_int<1> *lock, ap_int<1> *pass, ap_int<1> *brush);
```

。 函数功能实现

test bench

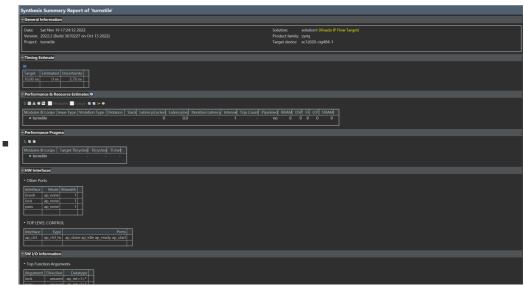
```
#include "turnstile.h"

ap_int<1> lock = 1;
ap_int<1> pass = 1;
ap_int<1> brush = 1;

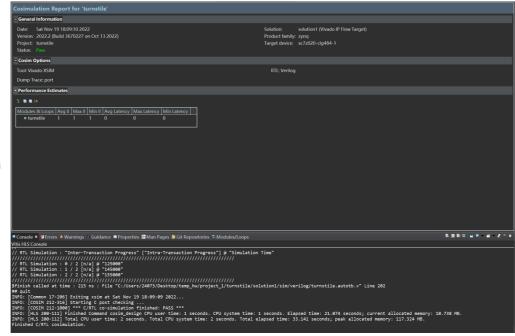
int main(){
    turnstile(&lock, &pass, &brush);
    turnstile(&lock, &pass, &brush);
    return 0;
}
```

。 C simulation结果

。 C synthesis结果



○ C/RTL cosimulation结果



o 最终得到的Verilog

```
// RTL generated by Vitis HLS - High-Level Synthesis from C, C++ and
OpenCL v2022.2 (64-bit)
// Version: 2022.2
// Copyright (C) Copyright 1986-2022 Xilinx, Inc. All Rights
Reserved.
//
                   _____
`timescale 1 ns / 1 ps
(* CORE_GENERATION_INFO="turnstile_turnstile,hls_ip_2022_2,
{HLS_INPUT_TYPE=cxx, HLS_INPUT_FLOAT=0, HLS_INPUT_FIXED=0, HLS_INPUT_PA
RT=xc7z020-c1q484-
1,HLS_INPUT_CLOCK=10.000000,HLS_INPUT_ARCH=others,HLS_SYN_CLOCK=0.00
0000, HLS_SYN_LAT=0, HLS_SYN_TPT=none, HLS_SYN_MEM=0, HLS_SYN_DSP=0, HLS_
SYN_FF=1,HLS_SYN_LUT=0,HLS_VERSION=2022_2}" *)
module turnstile (
       ap_clk,
       ap_rst,
       ap_start,
       ap_done,
       ap_idle,
       ap_ready,
       lock,
       lock_ap_vld,
       lock_ap_ack,
       pass,
       pass_ap_vld,
       pass_ap_ack,
       brush,
       brush_ap_vld,
       brush_ap_ack
);
```

```
parameter ap_ST_fsm_state1 = 1'd1;
input
        ap_clk;
input ap_rst;
input ap_start;
output ap_done;
output ap_idle;
output ap_ready;
input [0:0] lock;
input lock_ap_vld;
output lock_ap_ack;
input [0:0] pass;
input pass_ap_vld;
output pass_ap_ack;
input [0:0] brush;
input brush_ap_vld;
output brush_ap_ack;
reg ap_done;
reg ap_idle;
reg ap_ready;
(* fsm_encoding = "none" *) reg [0:0] ap_CS_fsm;
        ap_CS_fsm_state1;
wire
reg [0:0] ap_NS_fsm;
reg ap_ST_fsm_state1_blk;
wire ap_ce_reg;
// power-on initialization
initial begin
\#0 ap_CS_fsm = 1'd1;
end
always @ (posedge ap_clk) begin
    if (ap_rst == 1'b1) begin
        ap_CS_fsm <= ap_ST_fsm_state1;</pre>
    end else begin
        ap_CS_fsm <= ap_NS_fsm;</pre>
    end
end
always @ (*) begin
   if ((ap_start == 1'b0)) begin
        ap\_ST\_fsm\_state1\_blk = 1'b1;
    end else begin
        ap\_ST\_fsm\_state1\_blk = 1'b0;
    end
end
always @ (*) begin
    if (((ap\_start == 1'b1) & (1'b1 == ap\_CS\_fsm\_state1))) begin
        ap\_done = 1'b1;
    end else begin
        ap\_done = 1'b0;
    end
```

```
end
always @ (*) begin
   if (((ap_start == 1'b0) & (1'b1 == ap_CS_fsm_state1))) begin
        ap_idle = 1'b1;
    end else begin
        ap_idle = 1'b0;
    end
end
always @ (*) begin
   if (((ap\_start == 1'b1) & (1'b1 == ap\_CS\_fsm\_state1))) begin
        ap_ready = 1'b1;
    end else begin
        ap_ready = 1'b0;
    end
end
always @ (*) begin
   case (ap_CS_fsm)
        ap_ST_fsm_state1 : begin
            ap_NS_fsm = ap_ST_fsm_state1;
        end
        default : begin
            ap_NS_fsm = bx;
        end
    endcase
end
assign ap_CS_fsm_state1 = ap_CS_fsm[32'd0];
assign brush_ap_ack = 1'b0;
assign lock_ap_ack = 1'b0;
assign pass_ap_ack = 1'b0;
endmodule //turnstile
```

1.4 实验总结

• 使用C++语言得到Verilog语言的过程中,在进行C/RTL cosimulation的过程中,出现错误

```
O ERROR: [COSIM 212-317] C++ compile error.

ERROR: [COSIM 212-321] EXE file generate failed.

ERROR: [COSIM 212-331] Aborting co-simulation: C simulation failed,

compilation errors.

ERROR: [COSIM 212-5] *** C/RTL co-simulation file generation failed. ***

ERROR: [COSIM 212-4] *** C/RTL co-simulation finished: FAIL ***
```

○ 解决办法: 设置端口

• 可以看到,通过Vitis HLS自动生成的Verilog程序,相较于自己实现的Verilog程序,要更加臃肿一点,但同时也更加规范一点,可以看到C++源程序的雏形还在,只是换成了Verilog的表达形式

2. 餐巾纸售货机

2.1 实验目的

• 对餐巾纸售货机进行建模仿真,使用Vivado工具生成IP核(Verilog版和图形版两种),同时与使用 Verilog语言编程实现的Verilog代码进行比较,指明其相同性和差异性。

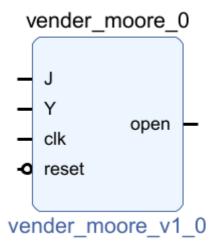
2.2 实验环境

- Vivado 2022.2
- Vitis HLS 2022.2

2.3 实验过程

• 图形化生成IP核

```
module vender_moore(J,Y,clk,reset,open);
//Moore FSM for a vender
input J,Y,clk,reset;
output open;
reg [2:0] state;
parameter S0=3'b000,S5=3'b001,S10=3'b010,S15=3'b011,S20=3'b100;
//Define the vender block
always @(J or Y or state or reset)
    if(reset) state<=S0;</pre>
    else
         case(state)
             S0:if(J) state<=S5;
                 else if(Y) state<=S10;</pre>
                 else state<=S0;</pre>
             S5:if(J) state<=S10;
                 else if(Y) state<=S15;</pre>
                 else state<=S5;</pre>
             S10:if(J) state<=S15;</pre>
                 else if(Y) state<=S20;</pre>
                 else state<=S10;</pre>
             S15:state<=S15;
             S20:state<=S20;
         endcase
//Define output during S3
assign open=(state==S15|| state==S20);
endmodule
```



- Verilog语言建模生成IP核
 - 。 函数声明

```
#include <ap_int.h>
void balance(ap_int<3> *sum, ap_int<2> cash, ap_int<2> *tissue);
```

。 函数功能实现

```
#include "vender.h"
void balance(ap_int<3> *sum, ap_int<2> cash, ap_int<2> *tissue){
    if(*sum == 0){
        switch(cash){
        case 0:
            *sum = 0;
            break;
        case 1:
            *sum = 1;
            break;
        case 2:
            *sum = 2;
            break;
        }
    else if(*sum == 1){
        switch(cash){
        case 0:
            *sum = 1;
            break;
        case 1:
            *sum = 2;
            break;
        case 2:
            *sum = 3;
            *tissue = 1;
            *sum = 0;
            break;
        }
```

```
else if(*sum == 2){
       switch(cash){
       case 0:
           *sum = 2;
           break;
        case 1:
           *sum = 3;
           *tissue = 1;
           *sum = 0;
           break;
       case 2:
           *sum = 4;
           *tissue = 1;
           *sum = 0; //无找零功能
           break;
       }
   }
}
```

test bench

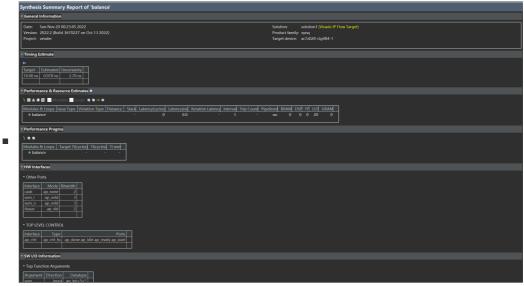
```
#include "vender.h"

ap_int<3> sum = 0;
ap_int<2> cash = 1;
ap_int<2> tissue = 0;

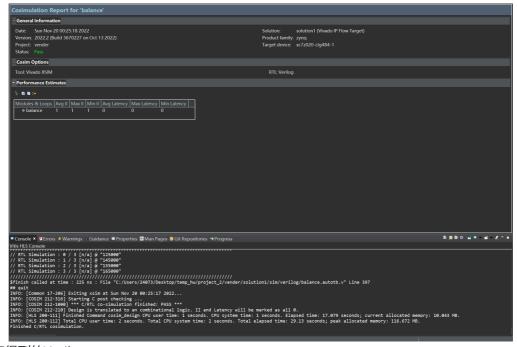
int main(){
    while(tissue != 1){
        balance(&sum, cash, &tissue);
    }
    return 0;
}
```

o C simulation结果

。 C synthesis结果



o C/RTL cosimulation结果



o 最终得到的Verilog

```
ap_start,
        ap_done,
        ap_idle,
        ap_ready,
        sum_i,
        sum_o,
        sum_o_ap_vld,
        cash,
        tissue,
        tissue_ap_vld
);
input ap_start;
output ap_done;
output ap_idle;
output ap_ready;
input [2:0] sum_i;
output [2:0] sum_o;
output sum_o_ap_vld;
input [1:0] cash;
output [1:0] tissue;
output tissue_ap_vld;
reg[2:0] sum_o;
reg sum_o_ap_vld;
reg tissue_ap_vld;
wire [1:0] cash_read_read_fu_40_p2;
wire [2:0] sum_read_read_fu_46_p2;
wire ap_ce_reg;
always @ (*) begin
    if ((((ap_start == 1'b1) & (sum_read_read_fu_46_p2 == 3'd0) &
(cash\_read\_read\_fu\_40\_p2 == 2'd1)) | ((ap\_start == 1'b1) &
(sum\_read\_read\_fu\_46\_p2 == 3'd1) & (cash\_read\_read\_fu\_40\_p2 ==
2'd0)))) begin
        sum_o = 3'd1;
    end else if ((((ap\_start == 1'b1) & (sum\_read\_read\_fu\_46\_p2 ==
3'd1) & (cash_read_read_fu_40_p2 == 2'd1)) | ((ap_start == 1'b1) &
(sum\_read\_read\_fu\_46\_p2 == 3'd2) \& (cash\_read\_read\_fu\_40\_p2 ==
2'd0)))) begin
        sum\_o = 3'd2;
    end else if ((((ap\_start == 1'b1) & (sum\_read\_read\_fu\_46\_p2 ==
3'd0) & (cash_read_read_fu_40_p2 == 2'd0)) | ((ap_start == 1'b1) &
(sum\_read\_read\_fu\_46\_p2 == 3'd2) & (cash\_read\_read\_fu\_40\_p2 ==
2'd1)))) begin
        sum\_o = 3'd0;
    end else begin
        sum_o = sum_i;
    end
end
always @ (*) begin
```

```
if ((((ap_start == 1'b1) & (sum_read_read_fu_46_p2 == 3'd0) &
(cash\_read\_read\_fu\_40\_p2 == 2'd0)) | ((ap\_start == 1'b1) &
(sum\_read\_read\_fu\_46\_p2 == 3'd0) & (cash\_read\_read\_fu\_40\_p2 == 
2'd1)) | ((ap_start == 1'b1) & (sum_read_read_fu_46_p2 == 3'd1) & 
(cash\_read\_read\_fu\_40\_p2 == 2'd0)) | ((ap\_start == 1'b1) &
(sum\_read\_read\_fu\_46\_p2 == 3'd1) & (cash\_read\_read\_fu\_40\_p2 ==
2'd1)) | ((ap_start == 1'b1) & (sum_read_read_fu_46_p2 == 3'd2) &
(cash\_read\_read\_fu\_40\_p2 == 2'd0)) | ((ap\_start == 1'b1) &
(sum\_read\_read\_fu\_46\_p2 == 3'd2) & (cash\_read\_read\_fu\_40\_p2 ==
2'd1)))) begin
        sum_o_ap_vld = 1'b1;
    end else begin
        sum_o_ap_vld = 1'b0;
    end
end
always @ (*) begin
    if (((ap_start == 1'b1) & (sum_read_read_fu_46_p2 == 3'd2) &
(cash\_read\_read\_fu\_40\_p2 == 2'd1))) begin
        tissue_ap_vld = 1'b1;
    end else begin
        tissue_ap_vld = 1'b0;
    end
end
assign ap_done = ap_start;
assign ap_idle = 1'b1;
assign ap_ready = ap_start;
assign cash_read_read_fu_40_p2 = cash;
assign sum_read_read_fu_46_p2 = sum_i;
assign tissue = 2'd1;
endmodule //balance
```

2.4 实验总结

• 可以看到,通过Vitis HLS自动生成的Verilog程序,相较于自己实现的Verilog程序,要更加臃肿一点,但同时也更加规范一点,可以看到C++源程序的雏形还在,只是换成了Verilog的表达形式