Lab2 Intro
Improving Performance

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Objectives

> **After completing this lab, you will be able to:**

>> Add directives to your design

>> Understand the effect of INLINE-ing functions

>> Observe the effect of PIPELINE-ing functions

>> Improve the performance using various directives

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The Design

> **The design consists of YUV filter typically used in video processing.   The design consists of three functions – rgb2yuv, yuv_scale, and yuv2rgb**

>> Each of these functions iterates over the entire source image, requiring a single source pixel to produce a pixel in the result image

>> The scale function simply applies individual scale factors, supplied through top-level arguments

```
// The top-level function
void yuv_filter (
        image_t *in,
        image_t *out,
        yuv_scale_t Y_scale,
        yuv_scale_t U_scale,
        yuv_scale_t V_scale
        )
{
// Internal image buffers
#ifndef __SYNTHESIS__
    image_t *yuv = (image_t *)malloc(sizeof(image_t));
    image_t *scale = (image_t *)malloc(sizeof(image_t));
#else // Workaround malloc() calls w/o changing rest of code
    image_t _yuv;
    image_t _scale;
    image_t *yuv = &_yuv;
    image_t *scale = &_scale;
#endif

    rgb2yuv    (in, yuv);
    yuv_scale (     yuv, scale, Y_scale, U_scale, V_scale);
    yuv2rgb    (          scale, out);
}
```

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Procedure

> **Create a Vivado HLS project by executing script from Vivado HLS command prompt**

> **Open the created project in Vivado HLS GUI and analyze**

> **Apply TRIPCOUNT directive using PRAGMA**

> **Apply PIPELINE directive, generate solution, and analyze output**

> **Apply DATAFLOW directive to improve performance**

> **Export and Implement the design**

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Summary

> **In this lab you learned that even though this design could not be pipelined at the top-level, a strategy of pipelining the individual loops and then using dataflow optimization to make the functions operate in parallel was able to achieve the same high throughput, processing one pixel per clock. When DATAFLOW directive is applied, the default memory buffers (of ping-pong type) are automatically inserted between the functions. Using the fact that the design used only sequential (streaming) data accesses allowed the costly memory buffers associated with dataflow optimization to be replaced with simple 2 element FIFOs using the Dataflow command configuration**

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