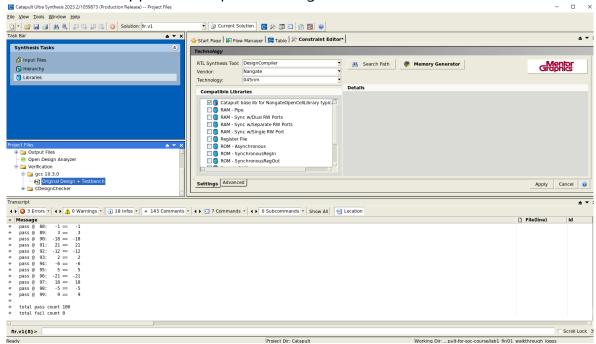
# ASoC Lab-catapult-fir Report

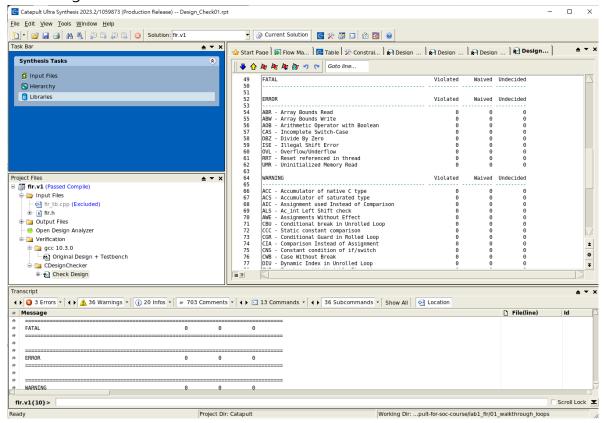
R12943012 蔡東翰

## Part I: Walkthrough of Catapult C++ flow

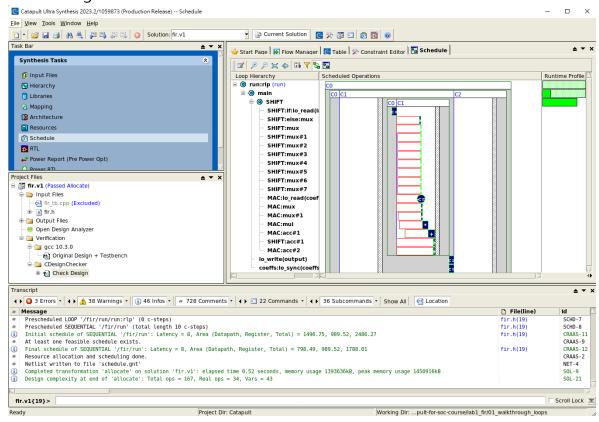
1. 將 fir.h 與 fir\_tb.cpp 匯入 catapult 並使用 qcc 編譯執行結果如下圖:



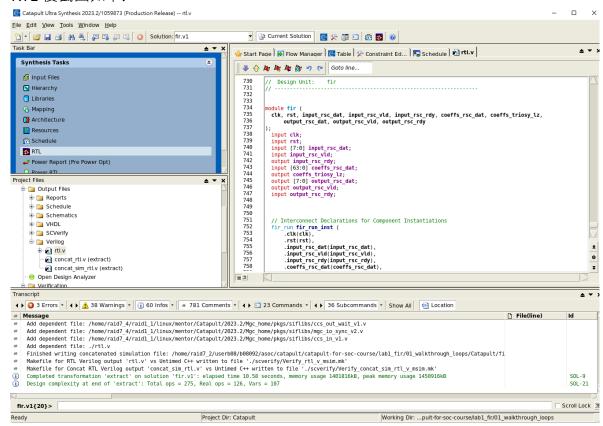
2. 跑 CDesignChecker 結果如下圖:



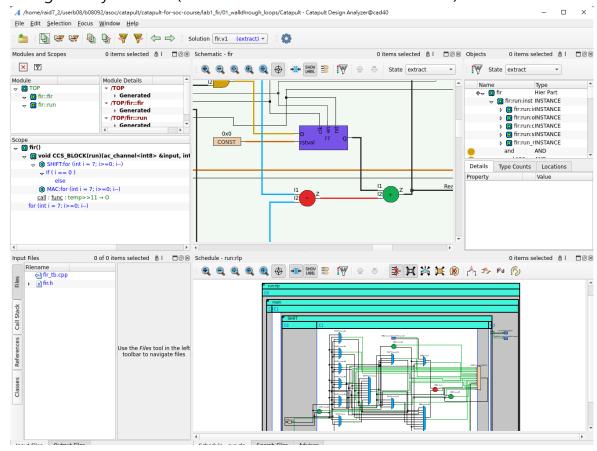
# 3. Scheduling 後截圖如下:



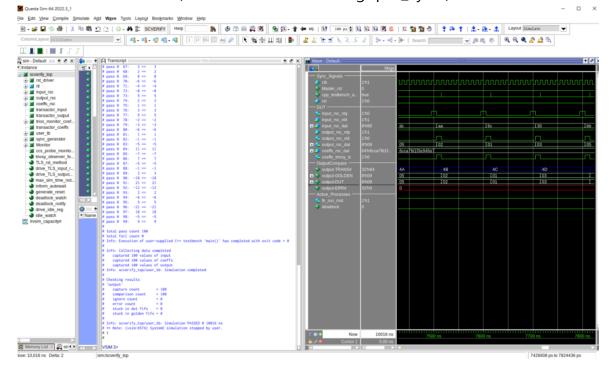
#### 4. RTL 後截圖如下:



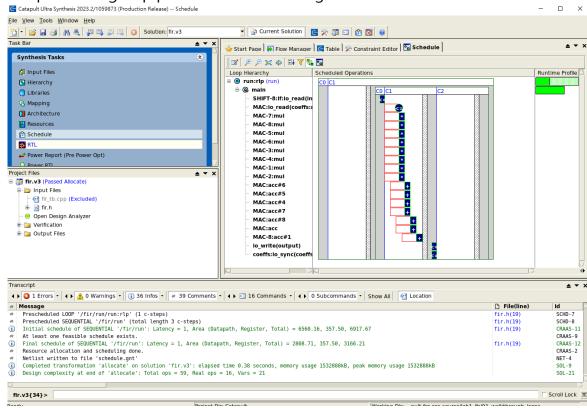
5. Design Analyzer 截圖: (可以看到一個加法器與一個乘法器構造)



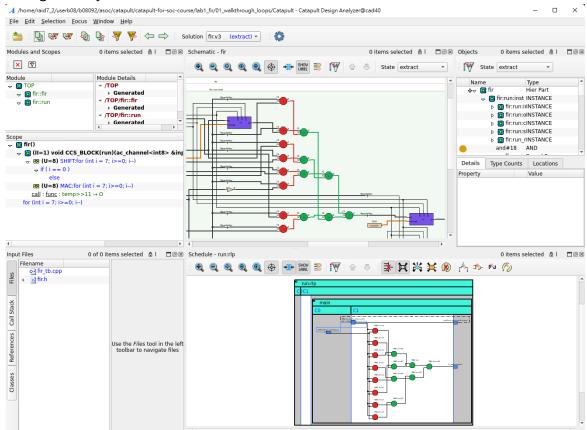
6. RTL Verification 截圖: (以及波形圖可看出 throughput\_cycle)



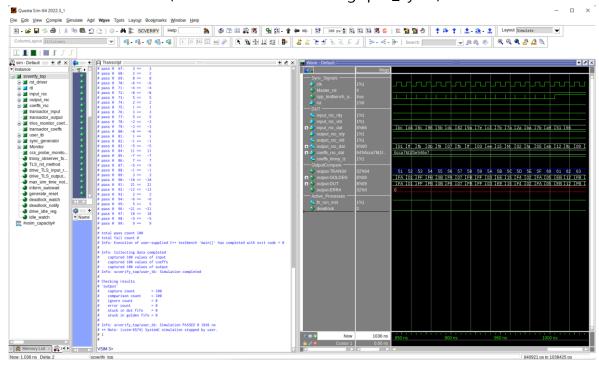
7. Loop unrolling 與 pipeline 後的 scheduling 如下圖:



8. Design Analyzer 截圖: (可以看到 7 個加法器與 8 個乘法器構造)

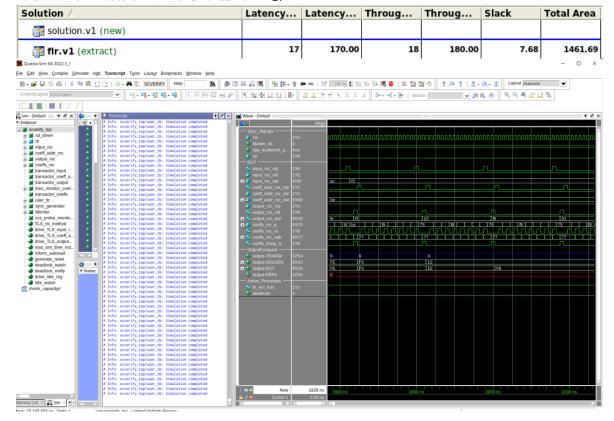


9. RTL Verification 截圖: (以及波形圖可看出 throughput cycle)

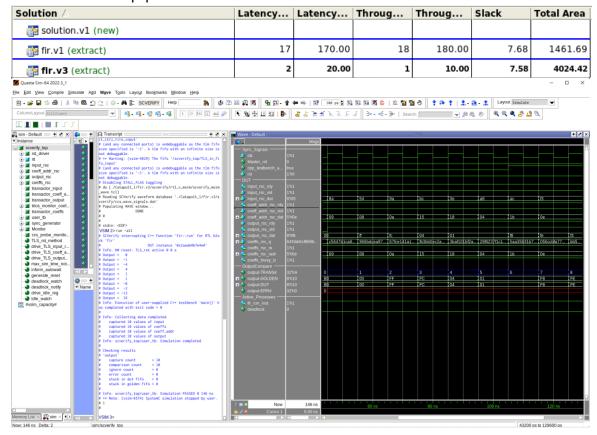


# Part II: Memory Interface

1. 跑 directive.tcl 檔後結果如下: (要將 options set Input/TargetPlatform x86\_64 這行指 令複製到 tcl 檔內一起跑才不會有 bug)

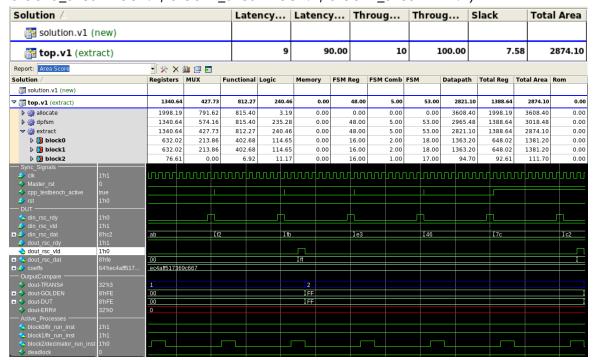


2. 再進行 unroll 與 pipeline,並且增加了記憶體資料寬度後的結果如下圖:

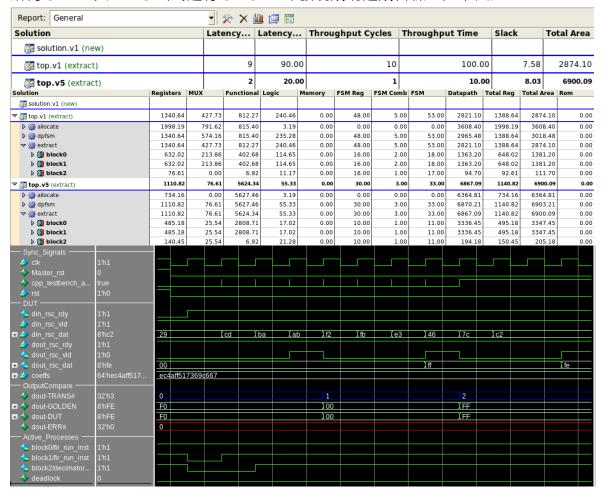


## Part III: Multiple blocks

1. 跑 directive.tcl 檔後結果如下: (圖中可見 latency=9, throughput\_cycle=10, block0\_area=1381.2, block1\_area=1381.2, block2\_area=111.7)



2. 為將 throughput\_cycle 降至 1,我們模仿前面的方法將所有 main 進行 pipeline, 所有 SHIFT 與 MAC 函式進行 unroll,即發現成功達成目標,如下圖:



然而,增加 throughput 的代價便是面積變得比原來大上許多,block0 與 block1 從 1381.2 上升至 3347.45,且 block2 從 111.70 上升至 205.18。