Advanced SoC HW1

學號: 111061605

姓名:周聖平

— Show the code that you use to program configuration address ['h3000_5000].

透過 wishbone 寫值到 CC_BASE = ['h3000_5000]

= Explain why "By programming configuration address ['h3000_5000], signal user_prj_sel[4:0] will change accordingly"?

前面 20 位去決定資料的目的地(AA、AS、IS、LA、UP、CC)。

CC_xx_enable 決定了要與哪個元件進行溝通,不是 wstrb。

```
begin

cc aa enable o <= ( m_axi_request_add[31:12] == 20'h30002 )? 1'b1 : 1'b0;

cc_as_enable_o <= ( m_axi_request_add[31:12] == 20'h30004 )? 1'b1 : 1'b0;

cc_is_enable_o <= ( m_axi_request_add[31:12] == 20'h30003 )? 1'b1 : 1'b0;

cc_la_enable_o <= ( m_axi_request_add[31:12] == 20'h30001 )? 1'b1 : 1'b0;

cc_up_enable_o <= ( m_axi_request_add[31:12] == 20'h30000 )? 1'b1 : 1'b0;

cc_enable_ <= ( m_axi_request_add[31:12] == 20'h30005 )? 1'b1 : 1'b0;

cc_sub_enable <= ( (m_axi_request_add[31:12] >= 20'h30006) && (m_axi_request_add[31:12] <= 20'h3FFFF ) )? 1'b1 : 1'b0;

end
```

當目的地為 CC 時,將相關的控制信號拉起來。

```
assign cc_axi_awvalid = axi_awvalid && cc_enable;
assign cc_axi_wvalid = axi_wvalid && cc_enable;
```

Addr[11:0]為 12'h000 時,將資料賦值到 user_prj_sel。

```
// Always for AXI-Lite CC Slave response //
// Always for AXI-Lite CC Slave response //
// Always for AXI-Lite CC Slave response //
// Always @ (posedge axi_ck or negedge axi_reset_n )
begin

if (laxi_reset_n ) begin

user_prj_sel_o <= 5*b0;
end else begin

if (axi_awadif(11:0] == 12*h000 && (axi_wstrb[0] == 1) ) begin //offset 0

user_prj_sel_o <= axi_wdata[4:0];
end
else begin

user_prj_sel_o <= user_prj_sel_o;
end
end
end
end
```

三、 Briefly describe how you do FIR initialization (tap parameter, length) from SOC side (Test#1).

首先,透過範例 code 的 soc_up_cfg_write 傳送 ap_start=1、data_length、tap 給 FIR(user prj 1)。

接下來,再由 soc_aa_cfg_write 傳送 1 到 Mailbox 去通知 FIR 可以開始測試。

四、 Briefly describe how you do FIR initialization (tap parameter, length) from FPGA side (Test#2).

透過範例 code 的 fpga_axilite_write 傳送 ap_start=1、data_length、tap 給 FIR(user_prj_1)。

```
task fir_init_by_fpga;
  integer i;
begin
    Sdisplay($time,, "======= fir_init_by_fpga ======");
    // send parameter to UP
    // ap start & tap & data length
    $display($time,, "fir_init_by_fpga: sending data_len");
    fpga_axi($time,, "fir_init_by_fpga: sending data_len");
    fpga_axi(stime,, "fir_init_by_fpga: sending_data_len");
    for(i=0; i<11; i=i+1) begin
    $display($time,, "fir_init_by_fpga: sending_tap[%2d] = %2d", i, taps[i]);
    fpga_axilite_write(FPGA_to_SOC_UP_BASE+TAP_ADDR_OFFSET+4*i, 4*bllll, taps[i]);
end

$display($time,, "fir_init_by_fpga: sending_ap_start");
fpga_axilite_write(FPGA_to_SOC_UP_BASE+AP_STATUS_ADDR_OFFSET, 4*bllll, 32*d1);
end
endtask</pre>
```

fpga_axilite_write 會先寫入到 AA 中,再由 AA 根據目的地轉傳到 UP
**** 此時,資料會透過 axilite 傳送到 UP。如果 FPGA 要透過 axis 傳送到 UP 的話,要
参考範例 code 中的 fpga_axis_req。

**** TUSER_AXILITE_WRITE 第一T 是傳送目的地跟 BE,第二T才是傳送資料。

```
task fpps_axilite write.
input [27:0] address;
input [27:0] addres
```

五、 Briefly describe how you feed in X data from FPGA side.

在每輪測試時,會有一個 Driver 專門去傳送 X 到 FPGA。

```
task testFIR;
input init by;
begin
sdisplay(stime, """ testFIR "");
testFIR fsic init();

// let CC chosen user prj 1
soc_cc_cf_prj_sel_write(S*h1);

// initial fir parameter
case(init by)
INIT BY FGGA: fir_init_by_fpqa();
INIT BY FGGA: begin
fir_init_by_soc();
endcase

// fir start to feed X & rec Y
> start_fir_free;
> start_fir_free;
// wait whole test finish
e(finish fir_test);
// read ap_done
end_read_ap_done();
endcase
```

Drive 會去傳送設定好的資料(x=1~64) 到 FIR。

透過 FPGA Side 的 AXIS 傳送資料到 User Prj。

TID_DN_UP、TUSER_AXIS 代表資料會透過 AXIS 的端口傳送到 UP

(參考範例 code: fpga_axis_req)

當 receiver 被觸發時,就會去等待 FIR 傳送 Y 到 FPGA 的資料。接收到資料 Y 後,Receiver 會將 Y 與 golden_data 去做比對,並將 ERROR 記錄下來。

```
integer receiver_i;
int(int) login
receiver_i = n;
net(int) | tr_receiver_i = TR_TET_LER | login
net(int) | tr_rec
```

當 FPGA 收到從 UP 傳來的資料時,就會觸發事件 fpga_recv_soc_data_event。

Screenshot simulation results printed on screen, to show that your Test#1 & Test#2 complete successfully

Test #1:64 筆測資通過 (x=1~64)

Test #2:64 筆測資通過 (x=1~64)

```
ubuntu@ubuntuzuu4: ~/advanced_soc/rs

82285 fpga_recv_y_from_fir: waiting fpga_recv_soc_data_event
82845 testFIR: [PASS] round = 58, recv y = 9882, gold_data = 9882
82845 fpga_recv_y_from_fir: waiting fpga_recv_soc_data_event
83485 testFIR: [PASS] round = 59, recv y = 10065, gold_data = 10065
83405 fpga_recv_y_from_fir: waiting fpga_recv_soc_data_event
83965 testFIR: [PASS] round = 60, recv y = 10248, gold_data = 10248
83965 fpga_recv_y_from_fir: waiting fpga_recv_soc_data_event
84522 testFIR: [PASS] round = 61, recv y = 10431, gold_data = 10431
84522 fpga_recv_y_from_fir: waiting fpga_recv_soc_data_event
85085 testFIR: [PASS] round = 62, recv y = 10614, gold_data = 10614
85085 fpga_recv_y_from_fir: waiting fpga_recv_soc_data_event
85045 testFIR: [PASS] round = 63, recv y = 10797, gold_data = 10797
85645 testFIR: [PASS] round = 63, recv y = 10797, gold_data = 10797
85645 testFIR: [PASS] round = 63, recv y = 10797, gold_data = 10797
85645 testFIR: [PASS] round = 63, recv y = 10797, gold_data = 10797
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85645 testFIR: [PASS] round = 63, recv y = 10797, gold_data = 10797
85645 testFIR: [PASS] round = 63, recv y = 10614, gold_data = 10614
85085 testFIR: [PASS] gold_data = 10614
85085 testFIR: [PASS
```

八、 Screenshot simulation waveform:

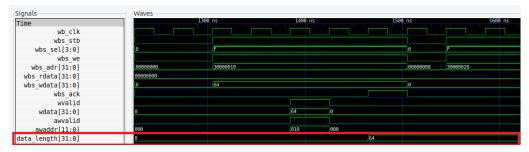
Configuration cycle (when we program ['h3000_5000] = 32' h01, signal user_prj_sel changes accordingly)



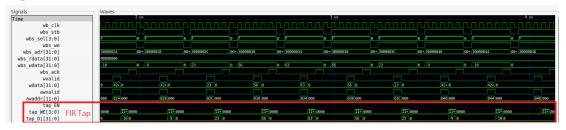
透過 Wishbone 寫入 CC 中的 3000 5000 (user prj sel)

• AXI-Lite transaction cycles (feed in tap parameters, data_length)

Data_length



Tap



ap_start



• Stream-in, Stream-out

Stream-in



Stream-out



九、 Debug experience

Bug:

Golden_data.dat 的路徑寫錯,導致 golden_data 的值都為 x,而檢查的時候因為是用!= 無法判斷 unknown 狀態,因此判斷也跟著出錯,導致最後出來的結果為正確,而實際上是錯誤的。

當 fopen 開啟失敗時,就中斷測試並 print 出來。

```
if(recv_y !== golden_list[receiver_i]) begin
    $display($time,,"testFIR: [ERROR] round = %2d, recv y = %2d, gold_data = %2d", receiver_i, recv_y, golden_list[receiver_i]);
    fir_error = fir_error + 1;
end
else begin
    $display($time,,"testFIR: [PASS] round = %2d, recv y = %2d, gold_data = %2d", receiver_i, recv_y, golden_list[receiver_i]);
end
```

在檢查結果時,應該使用 '!==' or '==='。