

Report – Lab 2

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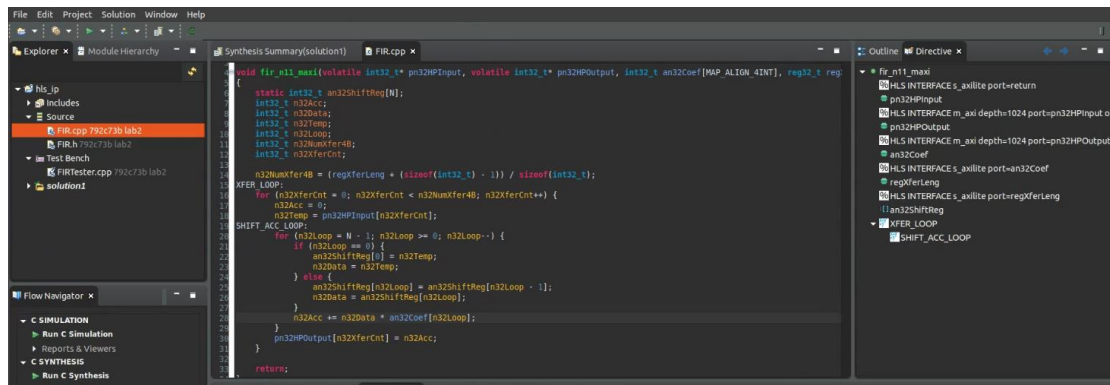
Part 1 – AXI-Master

Overview of the HLS Design:

The C code

The .h file simply defines our top function (multip_2num) & data type (int32_t).

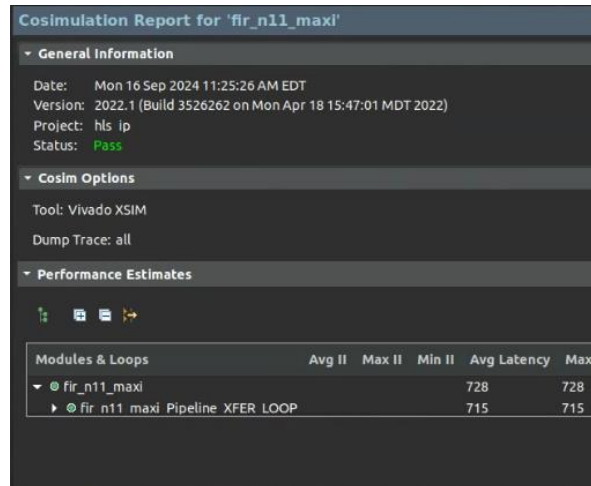
The .cpp file defines a shift register to store the temporary filtered value & the static for-loop that describes the behavior ($A = A + B \times C$) & boundary condition of the FIR filter. The directives are set up with a .tcl file, containing AXI-Lite for the configurations & AXI-Master for the I/O samples.



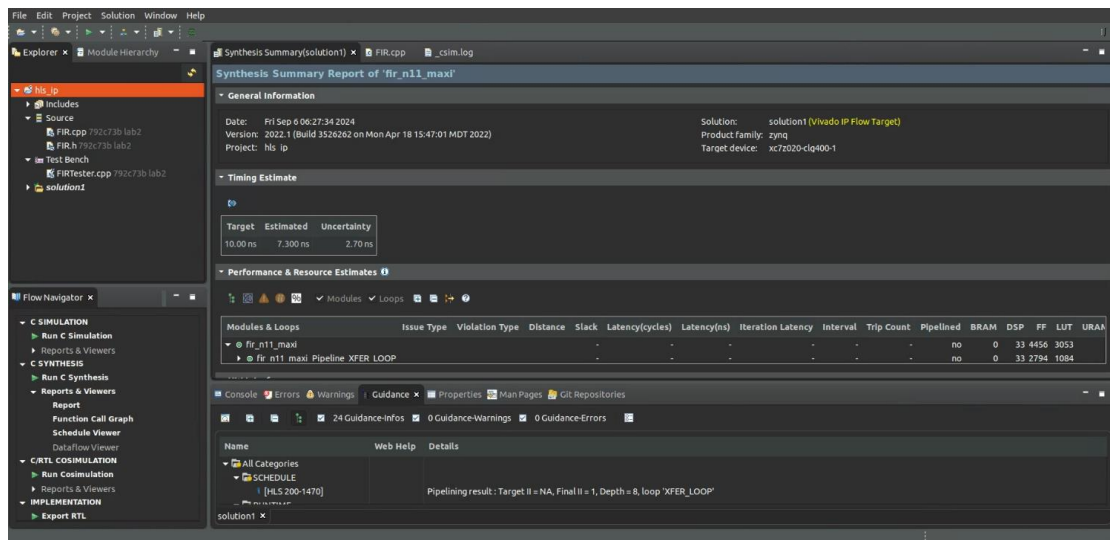
The tester file first set up the taps & I/O array for the HLS IP. Then, it would verify the NUM_SAMPLES of the filtered output & the golden data. By calling the diff command with system() API, we can determine whether the IP behaves correctly.

C-simulation (left) & Co-simulation (right)

The co-sim error would occur if the DEPTH of the testbench & that of the directive is mismatched.



The design is synthesized with clock period=10ns

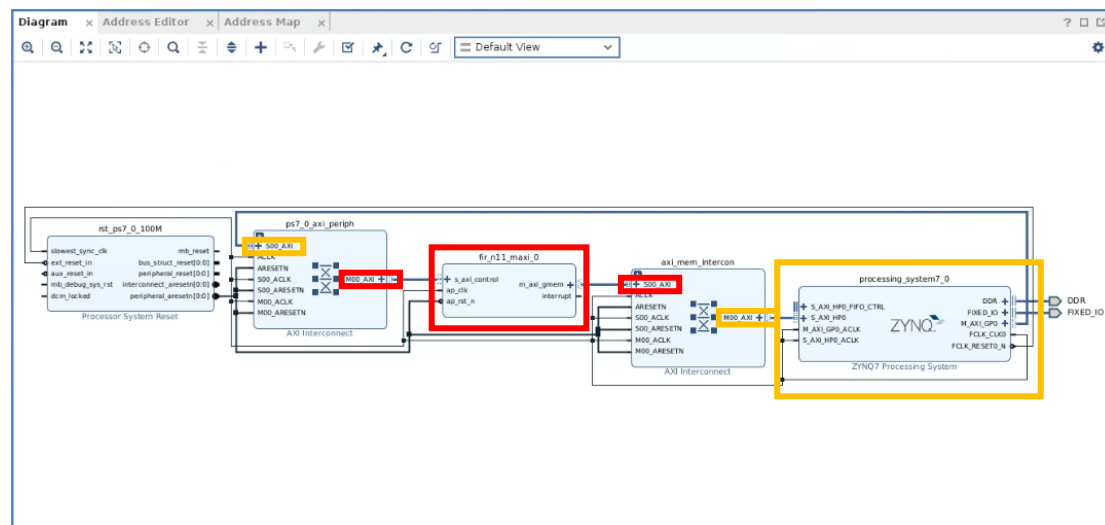


The aqua/purple part is the input/output signal of the RTL part.

Overview of the Hardware Wrapper:

Block Diagram

In the block diagram, we can see 2 AXI peripherals are connected between the generated HLS IP (fir_n11_maxi_0) & ZYNQ7 Processing System. With the protocol of AXI-Lite, the configuration such as the tap coefficient & buffer address can be sent to HLS IP. On the other hand, the AXI-Master protocol can handle the transfer of data before/after filtering.



Verilog Code

The generated Verilog code can be divided into 2 parts. The computation unit can be further divided into a pipelined loop (containing pipelined MAC structure) & multiplier unit. On the other hand, the controlling unit deals with the AXI-Lite & AXI-Master protocol respectively.

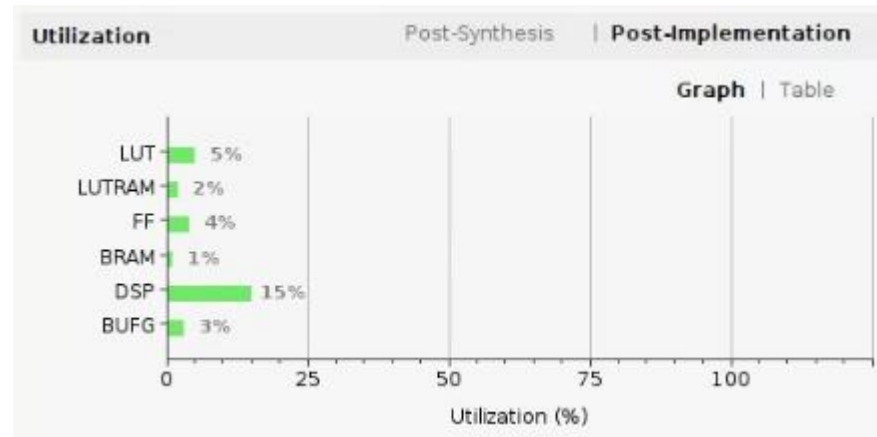
The screenshot shows a file explorer window with the following files listed:

Name	Size	Modified
fir_n11_maxi.v	29.1 kB	11:24
fir_n11_maxi_control_s_axi.v	19.6 kB	11:24
fir_n11_maxi_fir_n11_maxi_Pipeline_XFER_LOOP.v	29.9 kB	11:24
fir_n11_maxi_gmem_m_axi.v	104.9 kB	11:24
fir_n11_maxi_mul_32s_32s_32_2_1.v	889 bytes	11:24

The file `fir_n11_maxi_fir_n11_maxi_Pipeline_XFER_LOOP.v` is highlighted with a red box, and the file `fir_n11_maxi_mul_32s_32s_32_2_1.v` is highlighted with a yellow box.

Hardware Utilization

From the aspect of DSP, the 11-tap multipliers require 33 DSP48E1. On the other hand, the HLS IP/AXI-Lite/AXI-Master requires ~3000/~400/~600 FFs respectively.



Under 100MHz clock signals, both setup/hold slack are met.

The screenshot shows the 'Design Timing Summary' window. It contains a table with three main sections: Setup, Hold, and Pulse Width. Each section lists various timing metrics and their values. At the bottom, it states 'All user specified timing constraints are met.'

Setup	Hold	Pulse Width
Worst Negative Slack (WNS): 1.639 ns	Worst Hold Slack (WHS): 0.020 ns	Worst Pulse Width Slack (WPWS): 3.750 ns
Total Negative Slack (TNS): 0.000 ns	Total Hold Slack (THS): 0.000 ns	Total Pulse Width Negative Slack (TPWS): 0.000 ns
Number of Failing Endpoints: 0	Number of Failing Endpoints: 0	Number of Failing Endpoints: 0
Total Number of Endpoints: 13372	Total Number of Endpoints: 13372	Total Number of Endpoints: 4775

All user specified timing constraints are met.

In the driver files of MISC, we can find the address of different control signals which PYNQ APIs can further exploit.

```
24 // bit 1 - ap_ready (Read/COR)
25 // others - reserved
26 // 0x10 : Data signal of pn32HPInput
27 // bit 31-0 - pn32HPInput[31:0] (Read/Write)
28 // 0x14 : Data signal of pn32HPInput
29 // bit 31-0 - pn32HPInput[63:32] (Read/Write)
30 // 0x18 : reserved
31 // 0x1c : Data signal of pn32HPOutput
32 // bit 31-0 - pn32HPOutput[31:0] (Read/Write)
33 // 0x20 : Data signal of pn32HPOutput
34 // bit 31-0 - pn32HPOutput[63:32] (Read/Write)
35 // 0x24 : reserved
36 // 0x28 : Data signal of regXferLeng
37 // bit 31-0 - regXferLeng[31:0] (Read/Write)
38 // 0x2c : reserved
39 // 0x40 ~
40 // 0x7f : Memory 'an32Coef' (12 * 32b)
41 // Word n : bit [31:0] - an32Coef[n]
42 // (SC = Self Clear, COR = Clear on Read, TOW = Toggle on Write, COH = Clear on Handshake)
43
44 #define XFIR_N11_MAXI_CONTROL_ADDR_AP_CTRL 0x00
45 #define XFIR_N11_MAXI_CONTROL_ADDR_GIE 0x04
46 #define XFIR_N11_MAXI_CONTROL_ADDR_IER 0x08
47 #define XFIR_N11_MAXI_CONTROL_ADDR_ISR 0x0c
48 #define XFIR_N11_MAXI_CONTROL_ADDR_PN32HPINPUT_DATA 0x10
49 #define XFIR_N11_MAXI_CONTROL_BITS_PN32HPINPUT_DATA 64
50 #define XFIR_N11_MAXI_CONTROL_ADDR_PN32HPOUTPUT_DATA 0x1c
51 #define XFIR_N11_MAXI_CONTROL_BITS_PN32HPOUTPUT_DATA 64
52 #define XFIR_N11_MAXI_CONTROL_ADDR_REGXFERLENG_DATA 0x28
53 #define XFIR_N11_MAXI_CONTROL_BITS_REGXFERLENG_DATA 32
54 #define XFIR_N11_MAXI_CONTROL_ADDR_AN32COEF_BASE 0x40
55 #define XFIR_N11_MAXI_CONTROL_ADDR_AN32COEF_HIGH 0x7f
56 #define XFIR_N11_MAXI_CONTROL_WIDTH_AN32COEF 32
57 #define XFIR_N11_MAXI_CONTROL_DEPTH_AN32COEF 12
58
```

Overview of the PS-side (PYNQ)

Python code

We can see the Python code simply loads the bitstream file, selects IP, set up configurations, and writes & reads until there's no output according to the address defined in the driver files.

```
from __future__ import print_function

import sys, os
import numpy as np
from time import time
import matplotlib.pyplot as plt

sys.path.append('/home/xilinx')
os.environ['XILINX_XRT'] = '/usr'
from pynq import Overlay
from pynq import allocate

if __name__ == "__main__":
    print("Entry:", sys.argv[0])
    print("System argument(s):", len(sys.argv))

    print("Start of \"" + sys.argv[0] + "\"")

    ol = Overlay("/home/xilinx/jupyter_notebooks/FIRN11MAXI.bit")
    ipFIRN11 = ol.fir_n11_maxi_0

    fiSamples = open("samples_triangular_wave.txt", "r+")
    numSamples = 0
    line = fiSamples.readline()
    while line:
        numSamples = numSamples + 1
        line = fiSamples.readline()

    inBuffer0 = allocate(shape=(numSamples,), dtype=np.int32)
    outBuffer0 = allocate(shape=(numSamples,), dtype=np.int32)
    fiSamples.seek(0)

    for i in range(numSamples):
        line = fiSamples.readline()
        inBuffer0[i] = int(line)
    fiSamples.close()

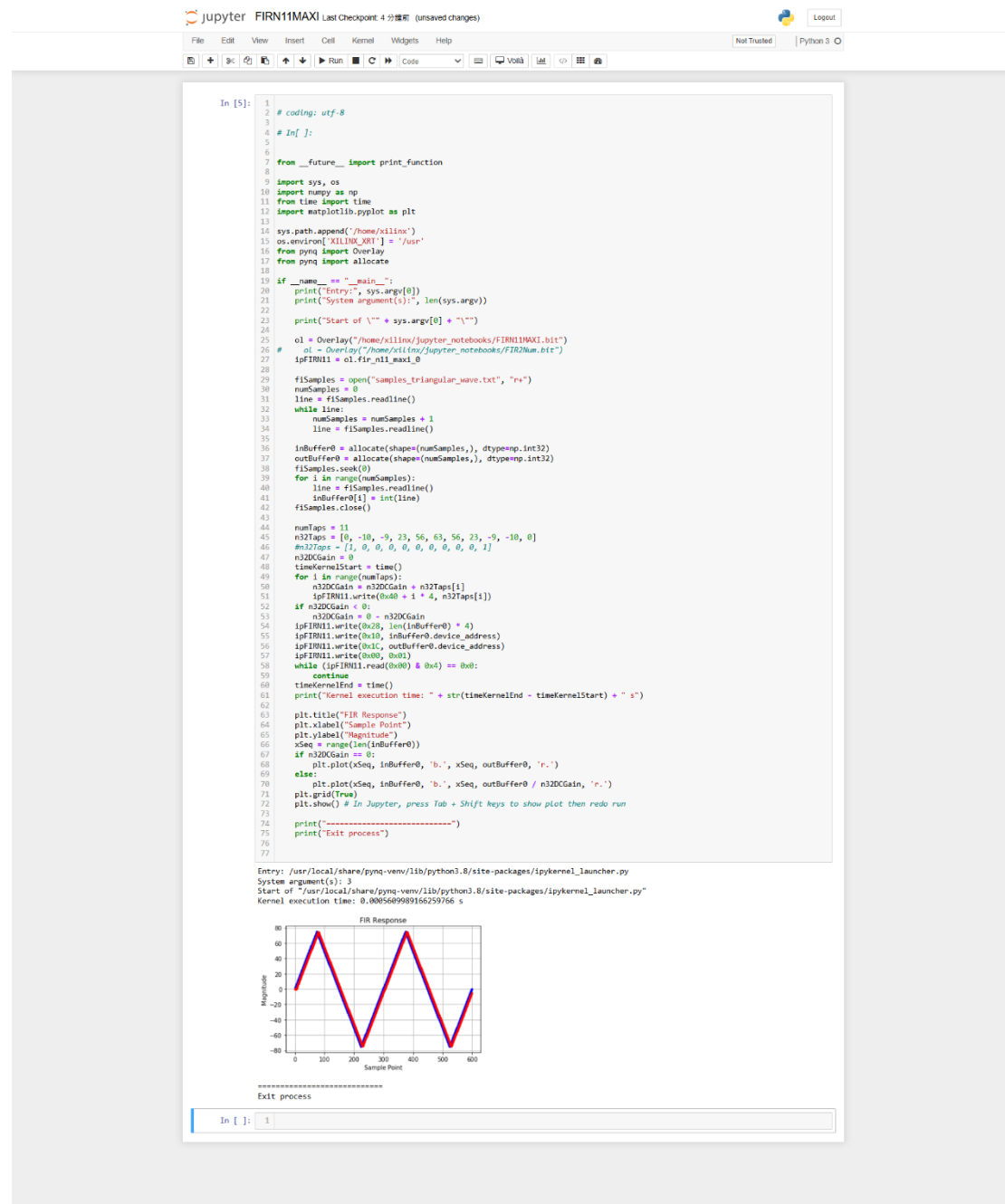
    numTaps = 11
    n32Taps = [0, -10, -9, 23, 56, 63, 56, 23, -9, -10, 0]
    #n32Taps = [1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1]
    n32DCGain = 0
    timeKernelStart = time()
    for i in range(numTaps):
        n32DCGain = n32DCGain + n32Taps[i]
        ipFIRN11.write(0x40 + i * 4, n32Taps[i])
    if n32DCGain < 0:
        n32DCGain = 0 - n32DCGain
    ipFIRN11.write(0x28, len(inBuffer0) * 4)
    ipFIRN11.write(0x10, inBuffer0.device_address)
    ipFIRN11.write(0x1C, outBuffer0.device_address)
    ipFIRN11.write(0x00, 0x01)
    while (ipFIRN11.read(0x00) & 0x4) == 0x4:
        continue
    timeKernelEnd = time()
    print("Kernel execution time: " + str(timeKernelEnd - timeKernelStart) + " s")

    plt.title("FIR Response")
    plt.xlabel("Sample Point")
    plt.ylabel("Magnitude")
    xSeq = range(len(inBuffer0))
    if n32DCGain == 0:
        plt.plot(xSeq, inBuffer0, 'b.', xSeq, outBuffer0, 'r.')
    else:
        plt.plot(xSeq, inBuffer0, 'b.', xSeq, outBuffer0 / n32DCGain, 'r.')
    plt.grid(True)
    plt.show() # In Jupyter, press Tab + Shift keys to show plot then redo run

    print("=====")
    print("Exit process")
```

Final results

As shown in the notebook, the computed results from HLS IP are correct & it requires $5.6e-4$ seconds for 600 samples.



Part 2 – AXI-Stream

Overview of the HLS Design:

The C code

Compared to the last examples, the code simply replaces the AXI-Master interface with AXI-Stream one. We also need to add read/write functions into .cpp file.

```
#include "FIR.h"

void fir_n11_strm(stream_t* pstrmInput, stream_t* pstrmOutput, int32_t an32Coef[MAP_ALIGN_4INT], reg32_t regXferLeng)
{
    #pragma HLS INTERFACE s_axilite port=regXferLeng
    #pragma HLS INTERFACE s_axilite port=an32Coef
    #pragma HLS INTERFACE axis register both port=pstrmInput
    #pragma HLS INTERFACE axis register both port=pstrmOutput
    #pragma HLS INTERFACE s_axilite port=return
    static int32_t an32ShiftReg[N];

    int32_t n32Acc;
    int32_t n32Data;
    int32_t n32Temp;
    int32_t n32Loop;
    int32_t n32NumXfer4B;
    int32_t n32XferCnt;
    value_t valTemp;

    n32NumXfer4B = (regXferLeng + (sizeof(int32_t) - 1)) / sizeof(int32_t);

XFER_LOOP:
    for (n32XferCnt = 0; n32XferCnt < n32NumXfer4B; n32XferCnt++) {
        n32Acc = 0;
        value_t valTemp = pstrmInput->read();
        n32Temp = valTemp.data;

    SHIFT_ACC_LOOP:
        for (n32Loop = N - 1; n32Loop >= 0; n32Loop--) {
            if (n32Loop == 0) {
                an32ShiftReg[0] = n32Temp;
                n32Data = n32Temp;
            } else {
                an32ShiftReg[n32Loop] = an32ShiftReg[n32Loop - 1];
                n32Data = an32ShiftReg[n32Loop];
            }
            n32Acc += n32Data * an32Coef[n32Loop];
        }
        valTemp.data = n32Acc;
        pstrmOutput->write(valTemp);
        if (valTemp.last) break;
    }

    return;
}
```

```
int32_t n32Loop;
int32_t n32NumXfer4B;
int32_t n32XferCnt;
value_t valTemp;

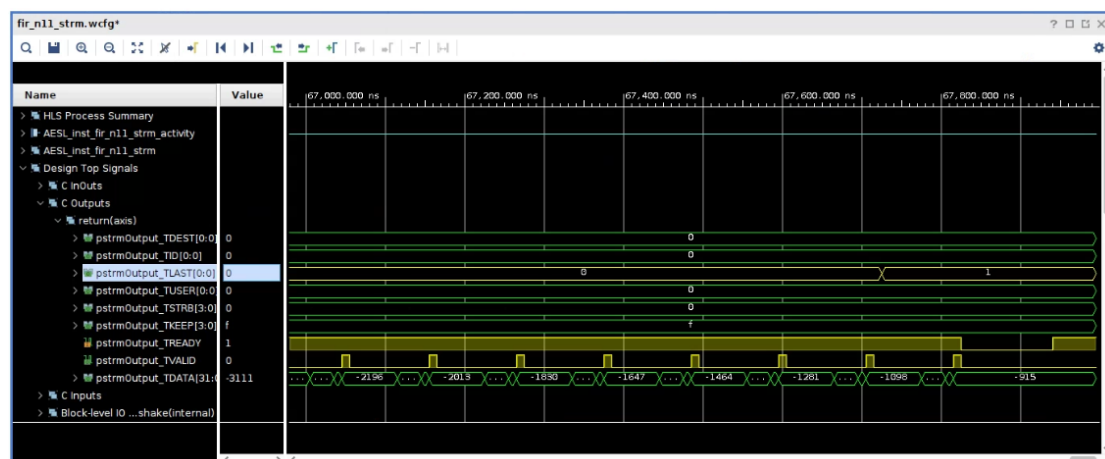
n32NumXfer4B = (regXferLeng + (sizeof(int32_t) - 1)) / sizeof(int32_t);
XFER_LOOP:
for (n32XferCnt = 0; n32XferCnt < n32NumXfer4B; n32XferCnt++) {
    n32Acc = 0;
    value_t valTemp = pstrmInput->read();
    n32Temp = valTemp.data;

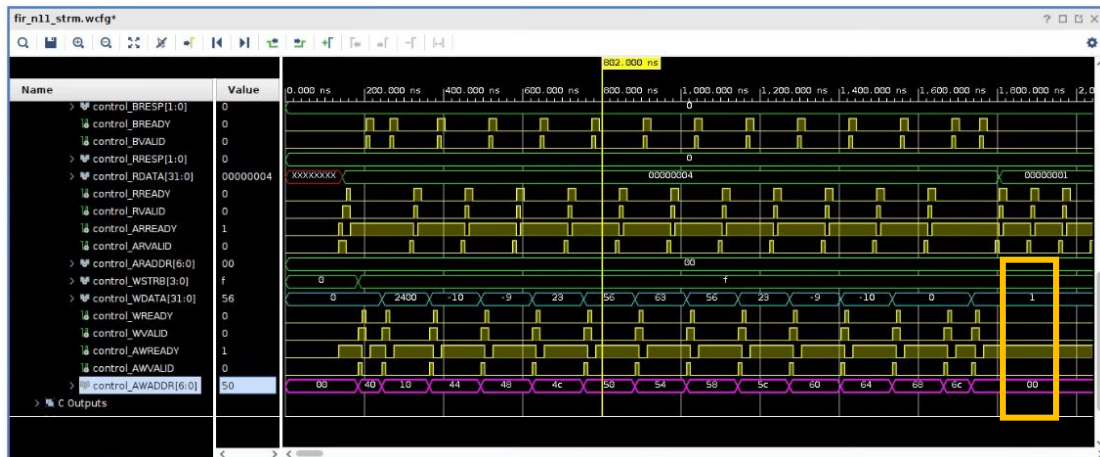
    SHIFT_ACC_LOOP:
    for (n32Loop = N - 1; n32Loop >= 0; n32Loop--) {
        if (n32Loop == 0) {
            an32ShiftReg[0] = n32Temp;
            n32Data = n32Temp;
        } else {
            an32ShiftReg[n32Loop] = an32ShiftReg[n32Loop - 1];
            n32Data = an32ShiftReg[n32Loop];
        }
        n32Acc += n32Data * an32Coef[n32Loop];
    }
    valTemp.data = n32Acc;
    pstrmOutput->write(valTemp);
    if (valTemp.last) break;
}

return;
}
```

For the tester file, we need to add control of last signals & manually pull up

C-simulation (left) & Co-simulation (right)

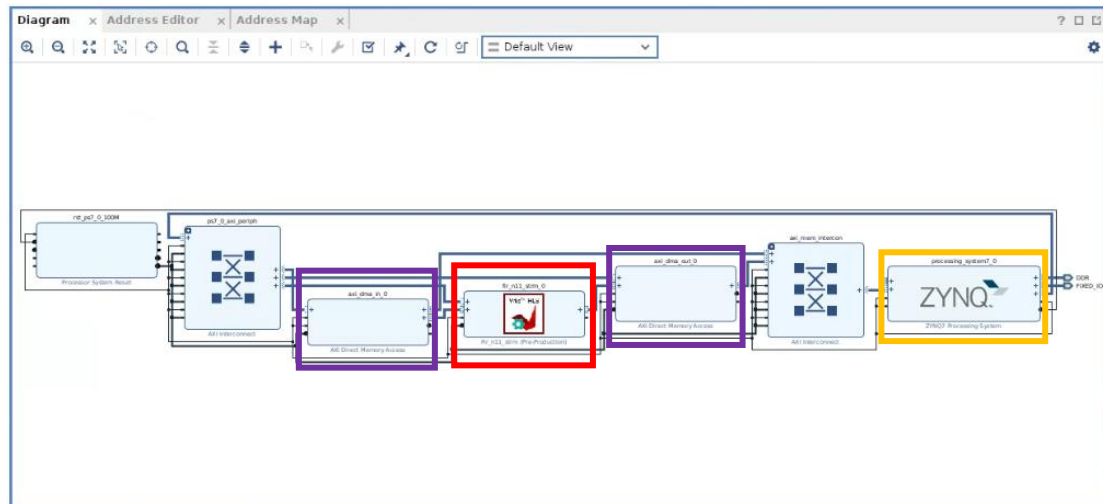




Overview of the Hardware Wrapper:

Block Diagram

In the block diagram, unlike the last example, we need to manually add DMA IP for both input/output of HLS IP. The DMA IP facilitates high-bandwidth data transfers without involving the CPU, while AXI peripherals typically only handle memory-mapped transactions.



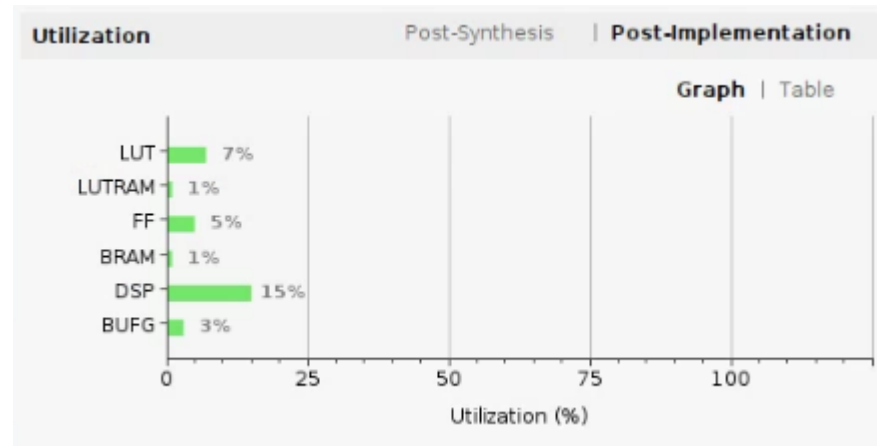
Verilog Code

The generated Verilog code can be divided into 2 parts. The computation unit can be further divided into a pipelined loop (containing pipelined MAC structure) & multiplier unit. On the other hand, the controlling unit deals with the AXI-Lite & AXI-Stream protocols respectively.

	Name	Size	Modified
Recent			
Starred			
Home			
Desktop			
Documents			
Downloads			
Music			
Pictures			
Videos			
Trash			
Other Locations			
	fir_n11_strm.v	22.4 kB	Thu
	fir_n11_strm_control_s_axi.v	17.0 kB	Thu
	fir_n11_strm_fir_n11_strm_Pipeline_XFER_LOOP.v	39.6 kB	Thu
	fir_n11_strm_flow_control_loop_pipe_sequential_init.v	2.7 kB	Thu
	fir_n11_strm_hls_deadlock_idx0_monitor.v	1.3 kB	Thu
	fir_n11_strm_hls_deadlock_idx1_monitor.v	1.1 kB	Thu
	fir_n11_strm_hls_deadlock_kernel_monitor_top.vh	1.1 kB	Thu
	fir_n11_strm_mul_32s_32s_32_2_1.v	889 bytes	Thu
	fir_n11_strm_regslice_both.v	7.6 kB	Thu

Hardware Utilization

From the aspect of DSP, the 11-tap multipliers also require 33 DSP48E1. On the other hand, the HLS IP/AXI-Lite/AXI-Master requires ~1400/~600/~1100 FFs respectively. The DMA in/out IP also introduces ~750/~1400 additional FFs.



Under 100MHz clock signals, both setup/hold slack are met.

The screenshot shows the 'Design Timing Summary' window. It contains a table with three main sections: Setup, Hold, and Pulse Width. The data is as follows:

Setup		Hold		Pulse Width	
Worst Negative Slack (WNS):	1.221 ns	Worst Hold Slack (WHS):	0.023 ns	Worst Pulse Width Slack (WPWS):	3.750 ns
Total Negative Slack (TNS):	0.000 ns	Total Hold Slack (THS):	0.000 ns	Total Pulse Width Negative Slack (TPWS):	0.000 ns
Number of Failing Endpoints:	0	Number of Failing Endpoints:	0	Number of Failing Endpoints:	0
Total Number of Endpoints:	15569	Total Number of Endpoints:	15569	Total Number of Endpoints:	5698

Below the table, it states: 'All user specified timing constraints are met.'

In the driver files of MISC, we can find the address of different control signals which PYNQ APIs can further exploit.

The screenshot shows the 'xfir_n11_strm_hw.h' header file. It contains various bit definitions and register addresses. The code is as follows:

```
10 // bit 2 - ap_idle (Read)
11 // bit 3 - ap_ready (Read/COR)
12 // bit 7 - auto_restart (Read/Write)
13 // bit 9 - interrupt (Read)
14 // others - reserved
15 // 0x04 : Global Interrupt Enable Register
16 // bit 0 - Global Interrupt Enable (Read/Write)
17 // others - reserved
18 // 0x08 : IP Interrupt Enable Register (Read/Write)
19 // bit 0 - enable ap_done interrupt (Read/Write)
20 // bit 1 - enable ap_ready interrupt (Read/Write)
21 // others - reserved
22 // 0x0c : IP Interrupt Status Register (Read/COR)
23 // bit 0 - ap_done (Read/COR)
24 // bit 1 - ap_ready (Read/COR)
25 // others - reserved
26 // 0x10 : Data signal of regXferLeng
27 // bit 31-0 - regXferLeng[31:0] (Read/Write)
28 // 0x14 : reserved
29 // 0x40 -
30 // 0x7f : Memory 'an32Coef' (12 * 32b)
31 // Word n : bit [31:0] - an32Coef[n]
32 // (SC = Self Clear, COR = Clear on Read, TOW = Toggle on Write, COH = Clear on Handshake)
33
34 #define XFIR_N11_STRM_CONTROL_ADDR_AP_CTRL 0x00
35 #define XFIR_N11_STRM_CONTROL_ADDR_GIE 0x04
36 #define XFIR_N11_STRM_CONTROL_ADDR_IER 0x08
37 #define XFIR_N11_STRM_CONTROL_ADDR_ISR 0x0c
38 #define XFIR_N11_STRM_CONTROL_ADDR_REGXFERLENG_DATA 0x10
39 #define XFIR_N11_STRM_CONTROL_BITS_REGXFERLENG_DATA 32
40 #define XFIR_N11_STRM_CONTROL_ADDR_AN32COEF_BASE 0x40
41 #define XFIR_N11_STRM_CONTROL_ADDR_AN32COEF_HIGH 0x7f
42 #define XFIR_N11_STRM_CONTROL_WIDTH_AN32COEF 32
43 #define XFIR_N11_STRM_CONTROL_DEPTH_AN32COEF 12
44
```

Overview of the PS-side (PYNQ)

Python code

We can see the Python code simply loads the bitstream file, selects IP, and writes to & reads from the address defined in the driver files. In addition, the ipDMAOut needs to be manually modified to "ol.axi_dma_out_0". We can also see that the order of transfer & start signals is different between AXI-Master & AXI-Stream.

```
from __future__ import print_function

import sys, os
import numpy as np
from time import time
import matplotlib.pyplot as plt

sys.path.append('/home/xilinx')
os.environ['XILINX_XRT'] = '/usr'
from pynq import Overlay
from pynq import allocate

if __name__ == "__main__":
    print("Entry:", sys.argv[0])
    print("System argument(s):", len(sys.argv))

    print("Start of \"\" + sys.argv[0] + \"\"")

    ol = Overlay("/home/xilinx/jupyter_notebooks/FIRN11Stream.bit")
    ipFIRN11 = ol.fir_n11_strm_0
    ipDMAIn = ol.axi_dma_in_0
    ipDMAOut = ol.axi_dma_out_1

    fiSamples = open("samples_triangular_wave.txt", "r+")
    numSamples = 0
    line = fiSamples.readline()
    while line:
        numSamples = numSamples + 1
        line = fiSamples.readline()

    inBuffer0 = allocate(shape=(numSamples,), dtype=np.int32)
    outBuffer0 = allocate(shape=(numSamples,), dtype=np.int32)
    fiSamples.seek(0)
    for i in range(numSamples):
        line = fiSamples.readline()
        inBuffer0[i] = int(line)
    fiSamples.close()

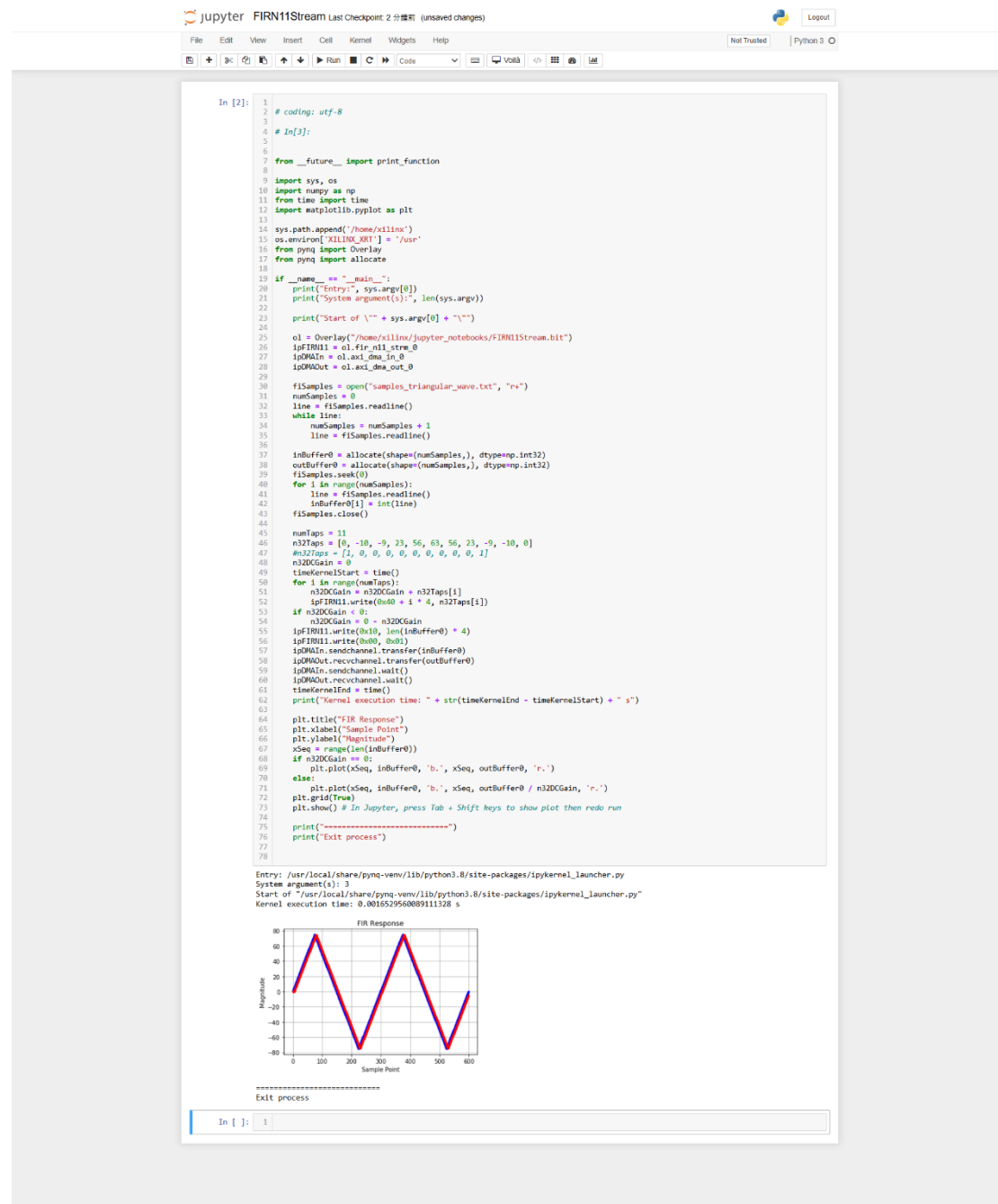
    numTaps = 11
    n32Taps = [0, -10, -9, 23, 56, 63, 56, 23, -9, -10, 0]
    #n32Taps = [1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1]
    n32DCGain = 0
    timeKernelStart = time()
    for i in range(numTaps):
        n32DCGain = n32DCGain + n32Taps[i]
        ipFIRN11.write(0x40 + i * 4, n32Taps[i])
    if n32DCGain < 0:
        n32DCGain = 0 - n32DCGain
    ipFIRN11.write(0x10, len(inBuffer0) * 4)
    ipFIRN11.write(0x00, 0x01)
    ipDMAIn.sendchannel.transfer(inBuffer0)
    ipDMAOut.recvchannel.transfer(outBuffer0)
    ipDMAIn.sendchannel.wait()
    ipDMAOut.recvchannel.wait()
    timeKernelEnd = time()
    print("Kernel execution time: " + str(timeKernelEnd - timeKernelStart) + " s")

    plt.title("FIR Response")
    plt.xlabel("Sample Point")
    plt.ylabel("Magnitude")
    xSeq = range(len(inBuffer0))
    if n32DCGain == 0:
        plt.plot(xSeq, inBuffer0, 'b.', xSeq, outBuffer0, 'r.')
    else:
        plt.plot(xSeq, inBuffer0, 'b.', xSeq, outBuffer0 / n32DCGain, 'r.')
    plt.grid(True)
    plt.show() # In Jupyter, press Tab + Shift keys to show plot then redo run

    print("=====")
    print("Exit process")
```

Final results

As shown in the notebook, the computed results from HLS IP are correct & it requires 1.6e-3 seconds for 600 samples.



Summary

The 2 examples of lab 2 simply walk us through 2 different AXI protocols: AXI-Master & AXI-Stream. We can also discover some differences between the behavior & performance of them.

First, we can discover that the simulation time of AXI-Stream is much longer than that of AXI-Master from the co-simulation result. It might be caused by the additional control signals in the input for-loop of the .cpp tester.

Second, we can discover that the simulation time of AXI-Stream is also still longer than that of AXI-Master from the PYNQ on-board test. Although I cannot fully investigate the black-box behavior inside both PYNQ API & the board, when using DMA with AXI-Stream interfaces, there may be additional software overhead involved in managing the data flow compared to using an AXI-Master interface directly with memory-mapped operations. This overhead might further slow down performance when the amount of data is low.

In summary, while AXI-Stream is suitable for specific applications like video or audio streaming where continuous data flow is essential, it may not match the efficiency of AXI-Master interfaces in scenarios requiring high throughput and low latency due to its inherent design limitations and the complexities involved in managing backpressure and flow control.