

Lab 9

Tasks to be done in this Lab:

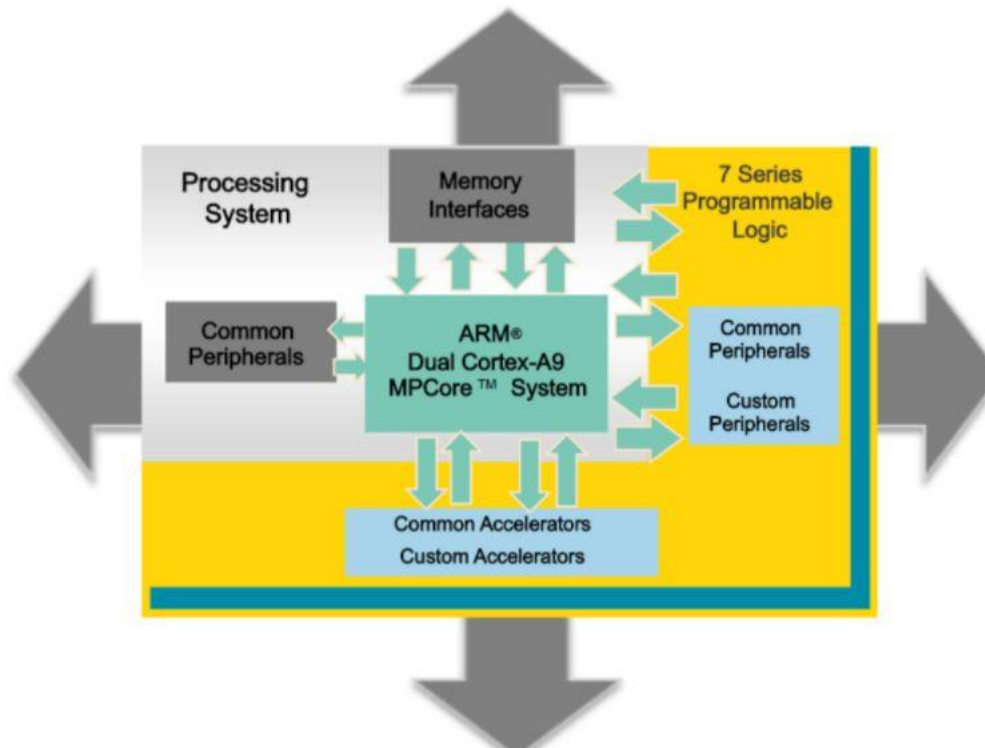
1. Create block design in Vivado using the IP Integrator and configure the Zynq IP according to our needs.
2. Create a Hello World application in Xilinx SDK for the ARM processor and learn how to display different kinds of data and take user input using JTAG Terminal.
3. Write a C application to compute the following expression.

$$X/T + \text{SQRT}(2 * \log N/T)$$

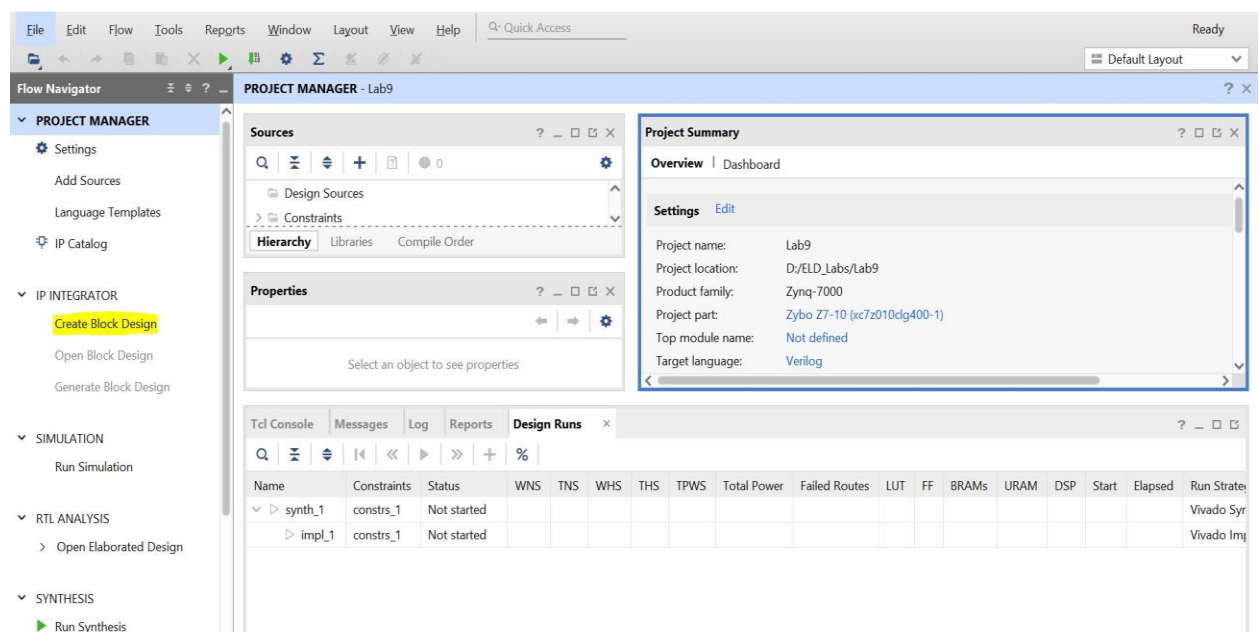
Topics to explore: 1) Zynq Architecture, 2) Zynq Configuration, 3) Creating Project in Vivado using IP Integrator, 4) Using SDK to create C-based Application for ARM

Part -1

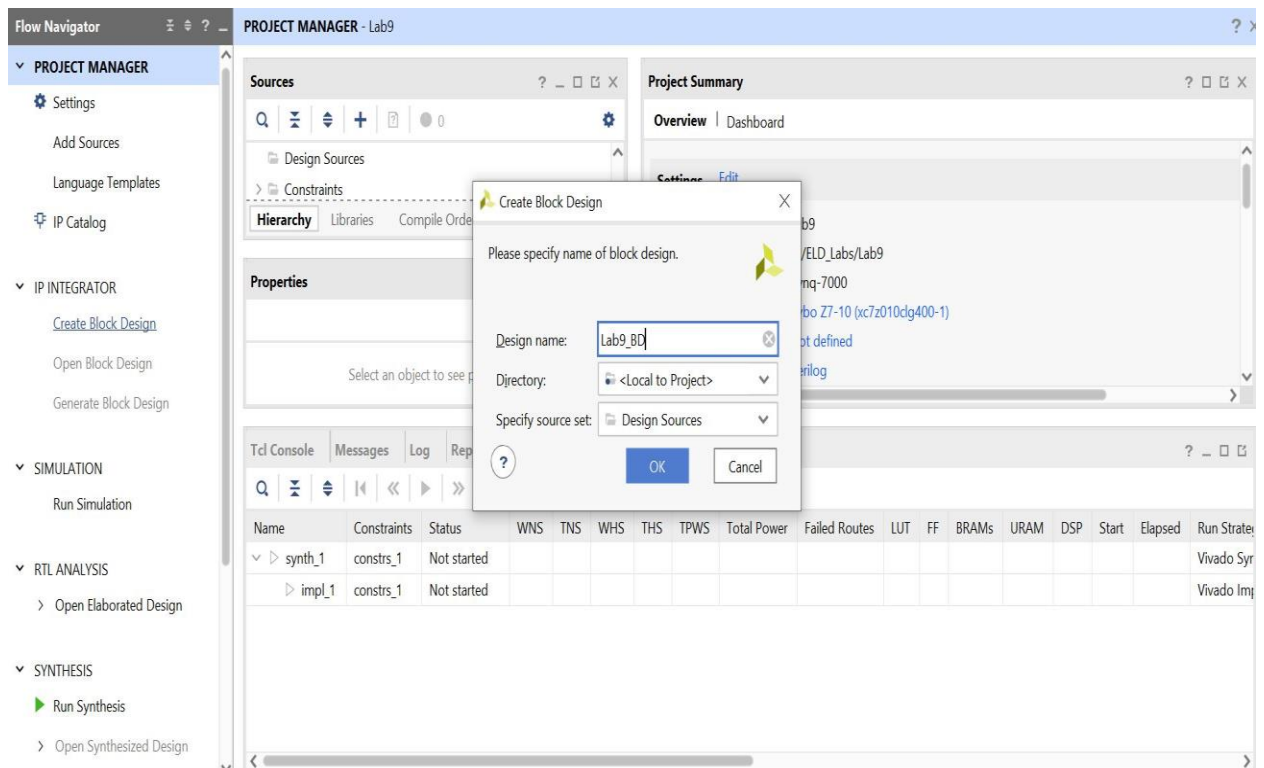
In this part, we will learn how to use IP Integrator to create a processing system-based design consisting of ARM cortex A9 cores. An abstract view of the Zynq architecture is given below. We will need the DDR3 controller for external DDR3 memory. As we are accessing the Zybo board remotely, we will be using the JTAG terminal instead of UART for the STDIN and STDO.



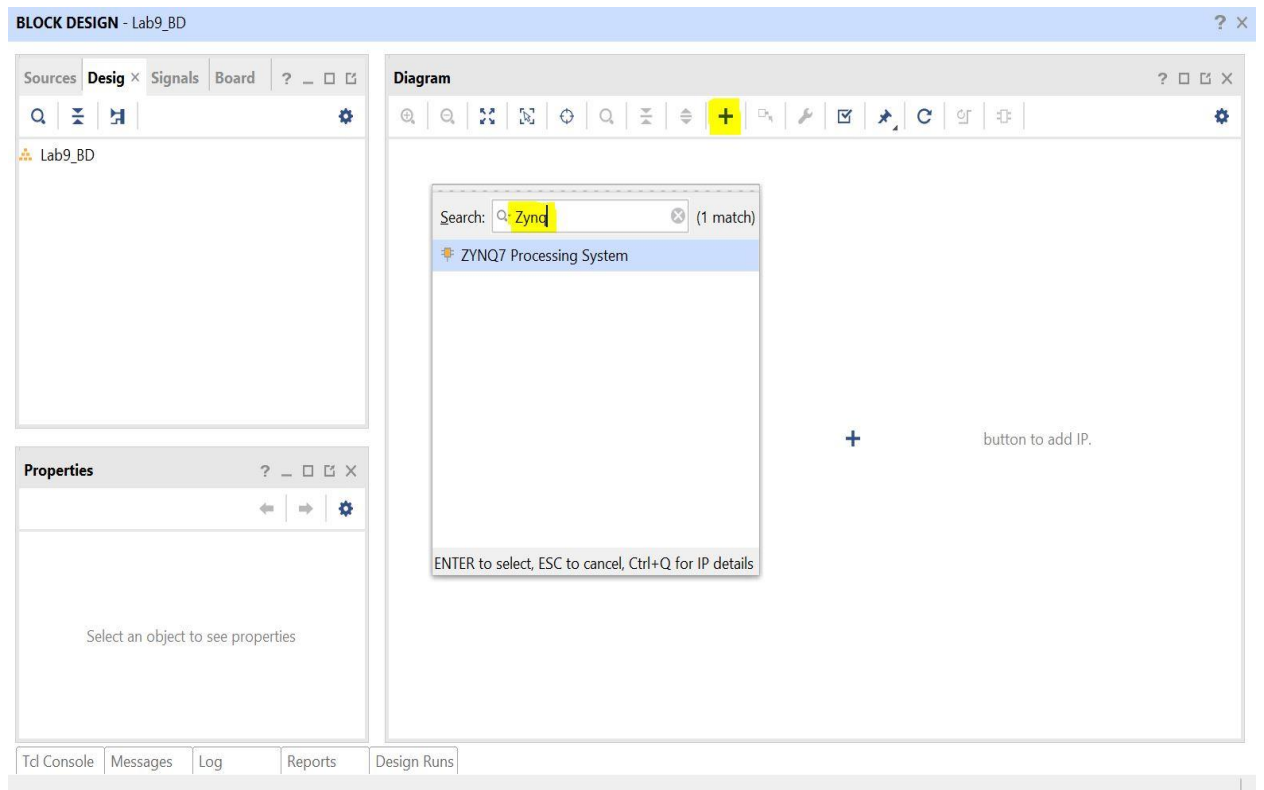
Zynq Architecture



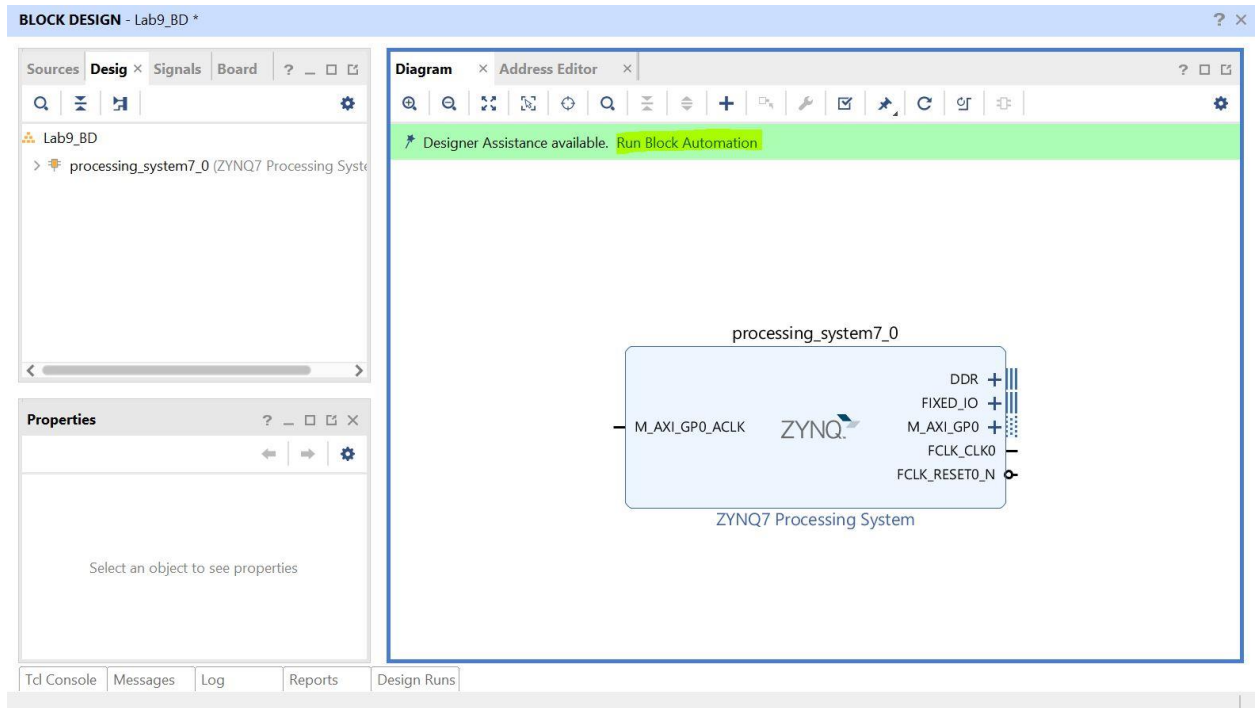
ELD Lab Handout



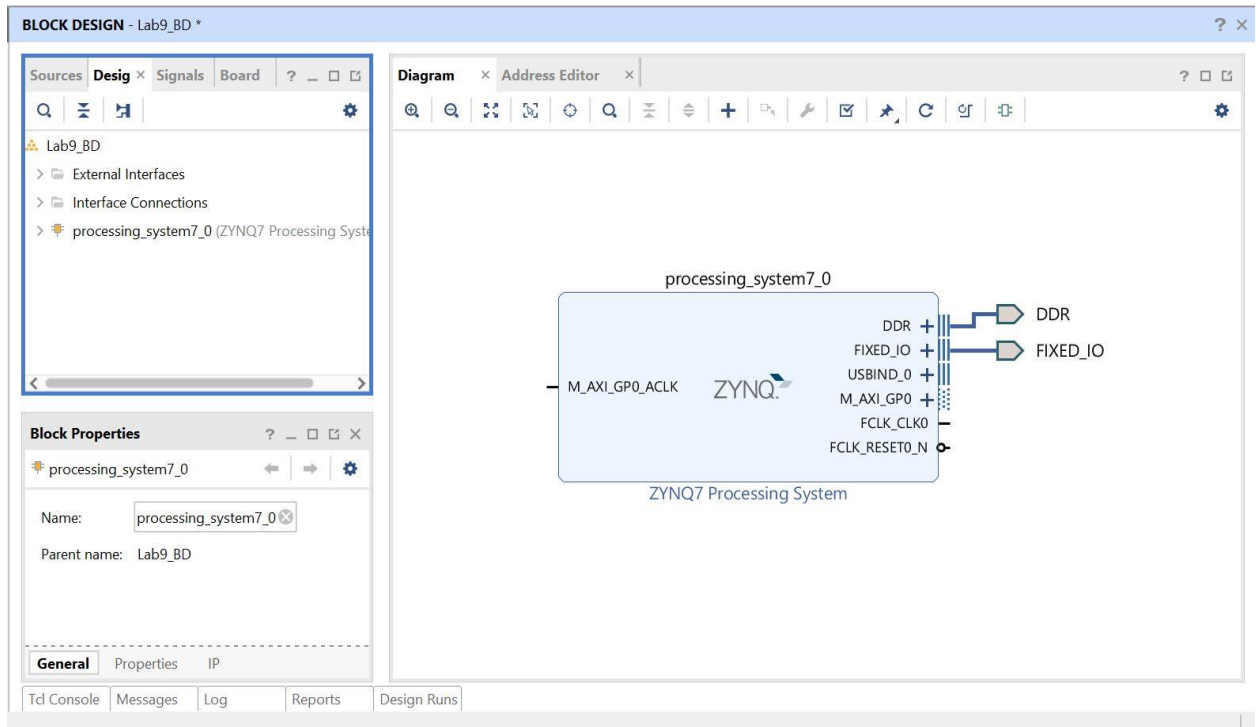
5. In the diagram, window click on +(Add IP sign) and search for Zynq PS, and double click on it.



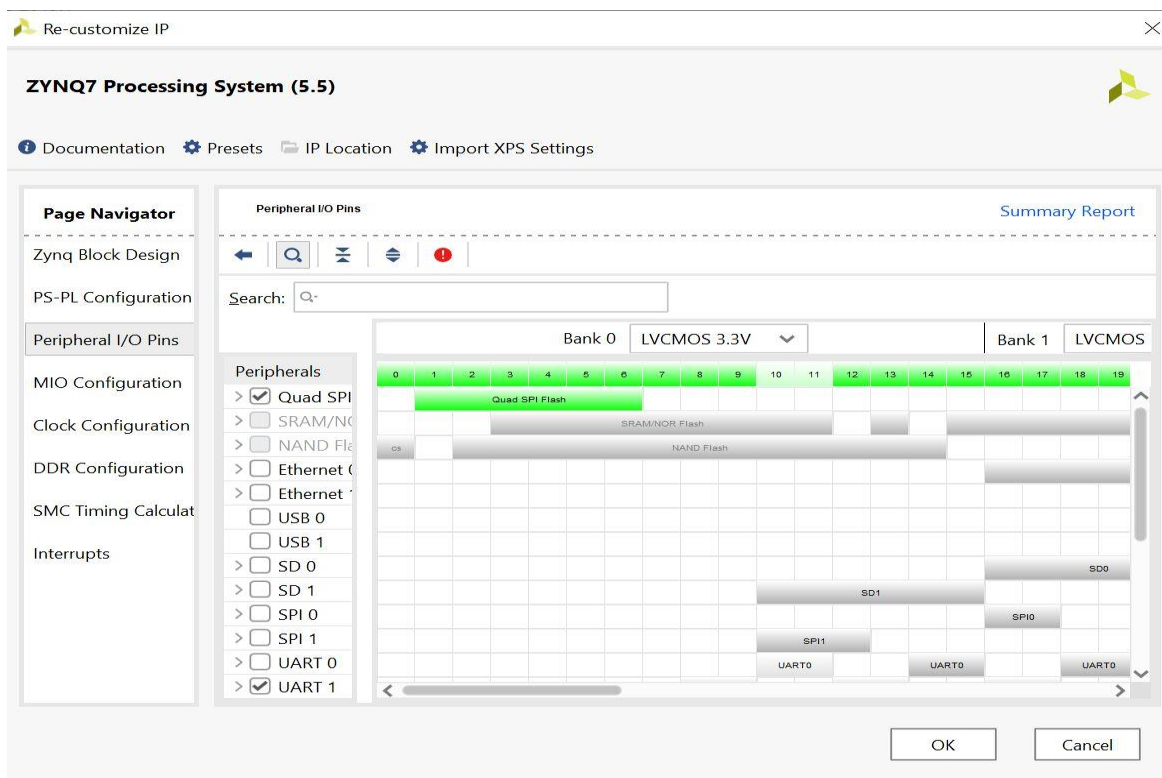
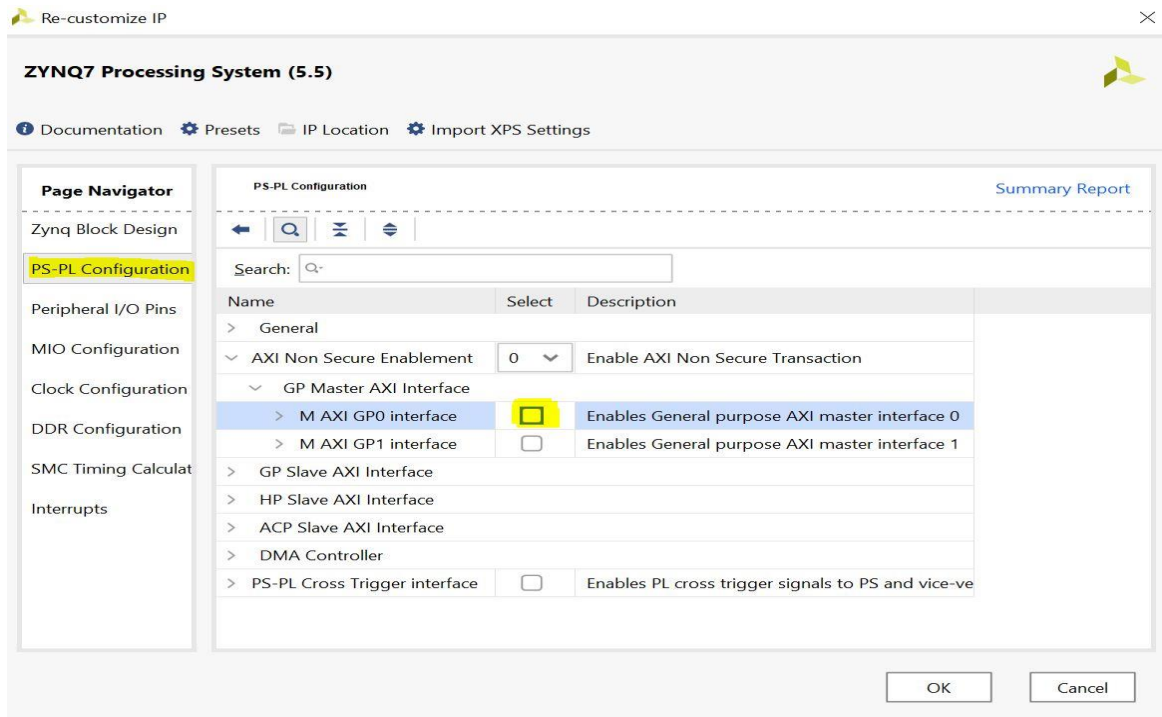
- Once the IP got placed in the diagram window, "Run Block Automation." **This step needs to be done every time you add an IP.**



- After running the block automation, your block diagram should look like the one given below:



- Next, we will customize the IP according to our needs. For this Lab, we need only Fixed_IO and DDR memory controller. Double click on the Zynq IP and follow the following steps to customize.



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Re-customize IP

ZYNQ7 Processing System (5.5)

Documentation Presets IP Location Import XPS Settings

Page Navigator

- Zynq Block Design
- PS-PL Configuration
- Peripheral I/O Pins
- MIO Configuration
- Clock Configuration
- DDR Configuration
- SMC Timing Calculator
- Interrupts

PS-PL Configuration [Summary Report](#)

Search: Q-

| Name | Select | Description |
|------------------------------|-------------------------------------|--|
| Power-on reset(POR) 4k timer | <input type="checkbox"/> | Enables power-on reset(POR) 4k timer. By default |
| Processor event interface | <input type="checkbox"/> | Enables event bus which provides a low-latency a |
| > Address Editor | | |
| > Enable Clock Triggers | | |
| > Enable Clock Resets | | |
| FCLK_RESETO_N | <input checked="" type="checkbox"/> | Enables general purpose reset signal 0 for PL logi |
| FCLK_RESET1_N | <input type="checkbox"/> | Enables general purpose reset signal 1 for PL logi |
| FCLK_RESET2_N | <input type="checkbox"/> | Enables general purpose reset signal 2 for PL logi |
| FCLK_RESET3_N | <input type="checkbox"/> | Enables general purpose reset signal 3 for PL logi |
| > AXI Non Secure Enablement | 0 | Enable AXI Non Secure Transaction |
| > GP Slave AXI Interface | | |
| > HP Slave AXI Interface | | |

OK Cancel

Re-customize IP

ZYNQ7 Processing System (5.5)

Documentation Presets IP Location Import XPS Settings

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- MIO Configuration
- Clock Configuration**
- DDR Configuration
- SMC Timing Calculator
- Interrupts

Clock Configuration [Summary Report](#)

Basic Clocking **Advanced Clocking**

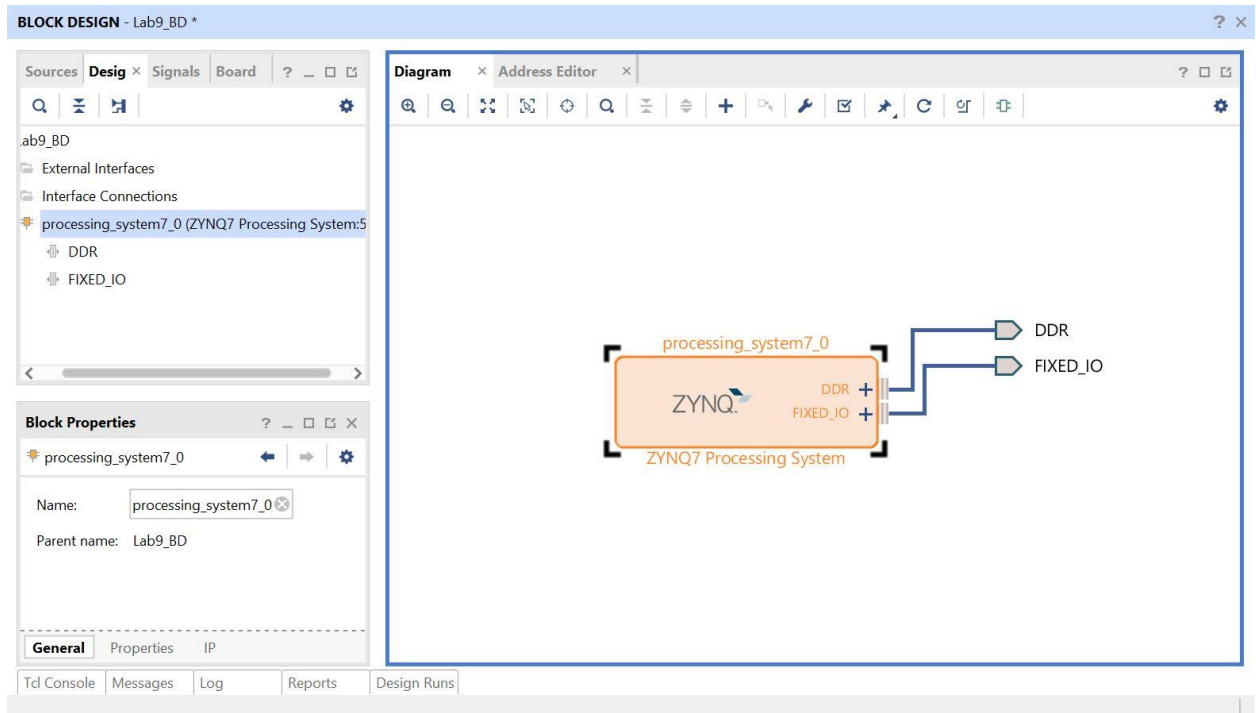
Input Frequency (MHz) 33.333333 CPU Clock Ratio 6:2:1

Search: Q-

| Component | Clock S... | Requested... | Actual Fre... | Range(MHz) |
|---|------------|--------------|---------------|-------------------|
| > Processor/memory clocks | | | | |
| > IO Peripheral Clocks | | | | |
| > PL Fabric Clocks | | | | |
| <input checked="" type="checkbox"/> FCLK_CLK0 | IO PLL | 50 | 10.000000 | 0.100000 : 250.00 |
| <input type="checkbox"/> FCLK_CLK1 | IO PLL | 50 | 10.000000 | 0.100000 : 250.00 |
| <input type="checkbox"/> FCLK_CLK2 | IO PLL | 50 | 10.000000 | 0.100000 : 250.00 |
| <input type="checkbox"/> FCLK_CLK3 | IO PLL | 50 | 10.000000 | 0.100000 : 250.00 |
| > System Debug Clocks | | | | |
| > Timers | | | | |

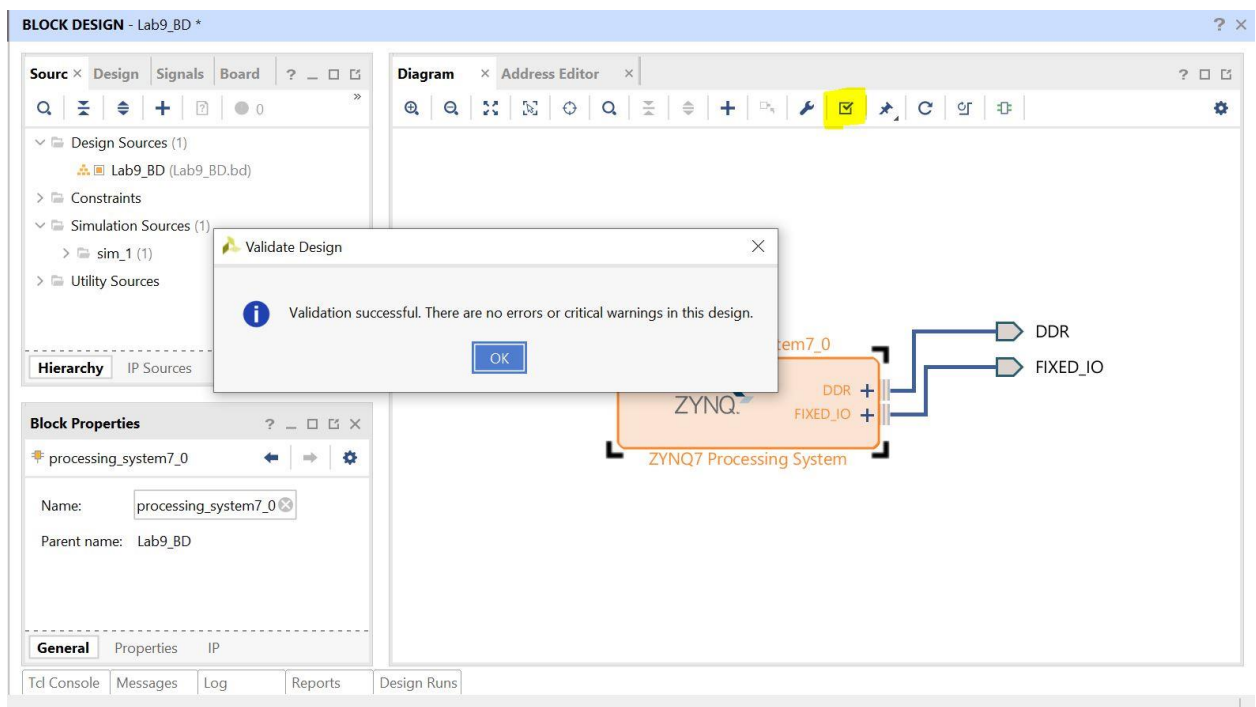
OK Cancel

- After the customization, your block diagram should look like the one shown below.

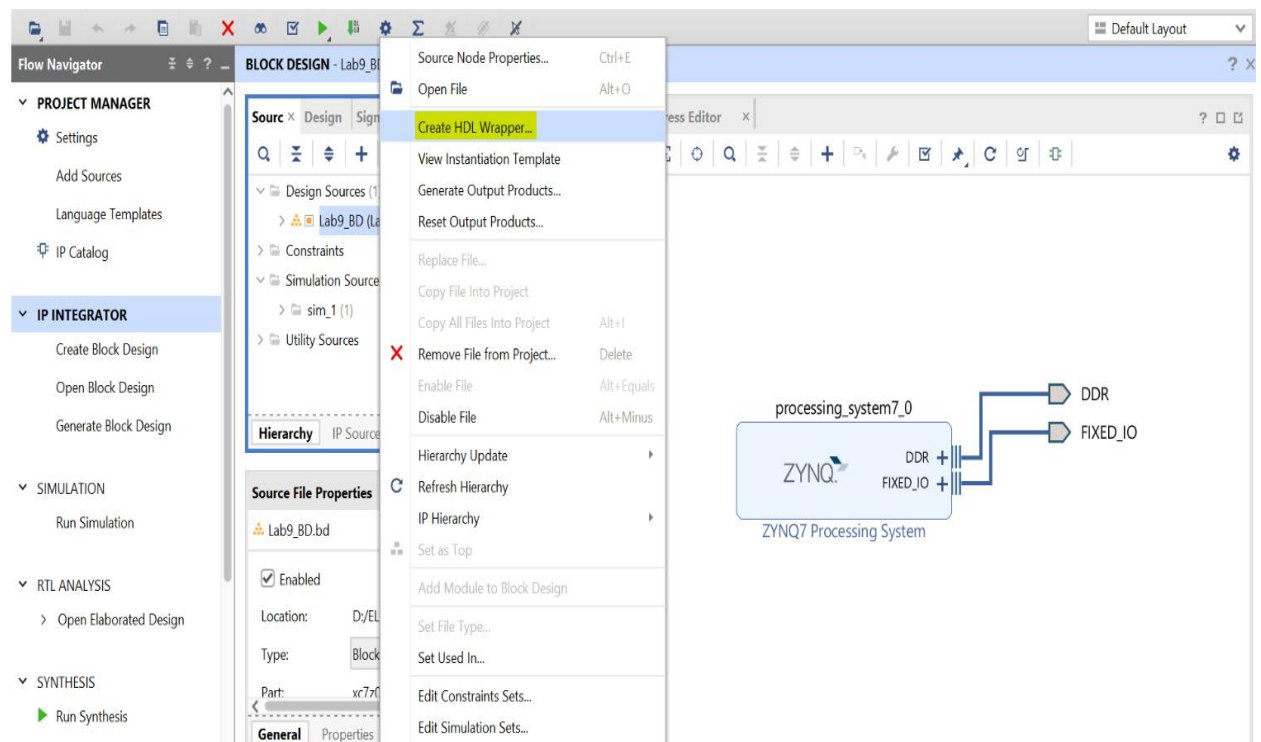
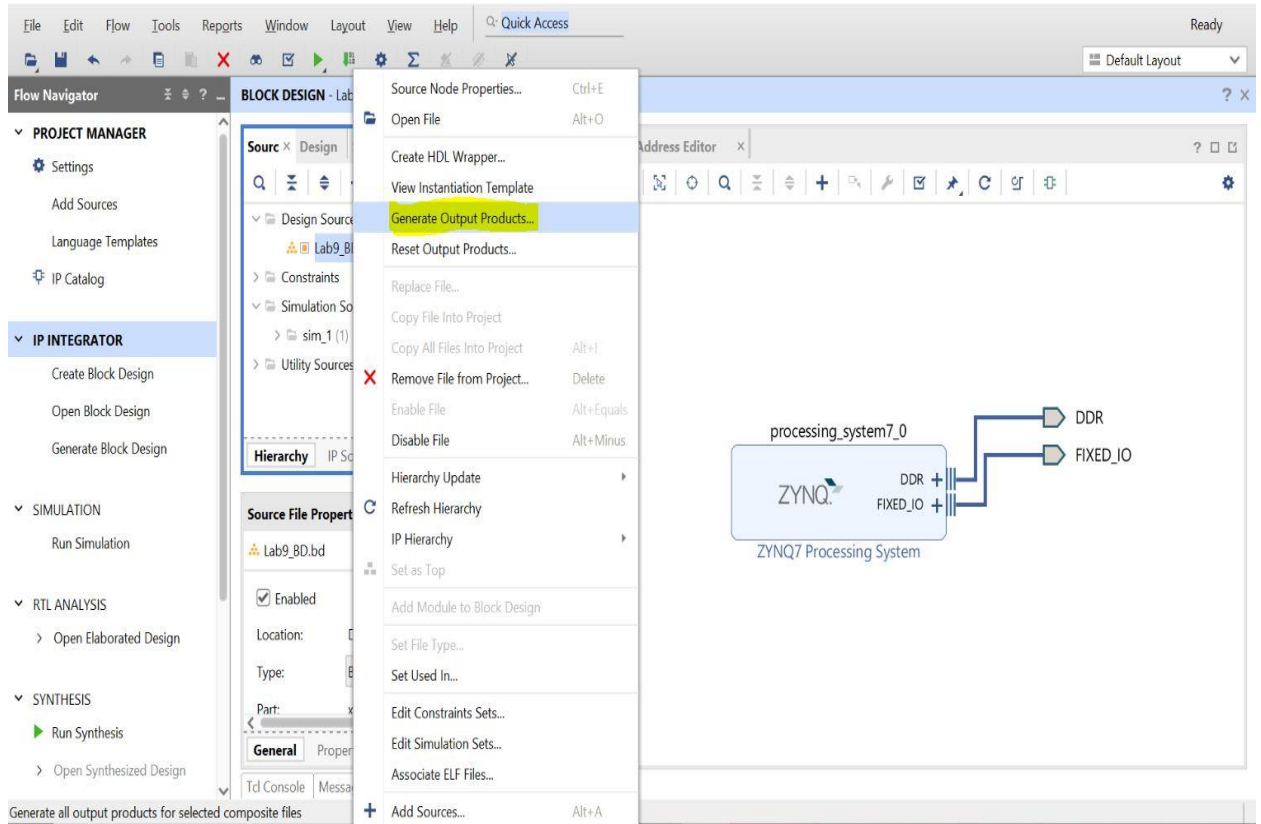


- The next three steps are important and need to be done in the same order. Validate the design, generate output product, and create HDL wrapper. **DO NOT ever miss these steps.**

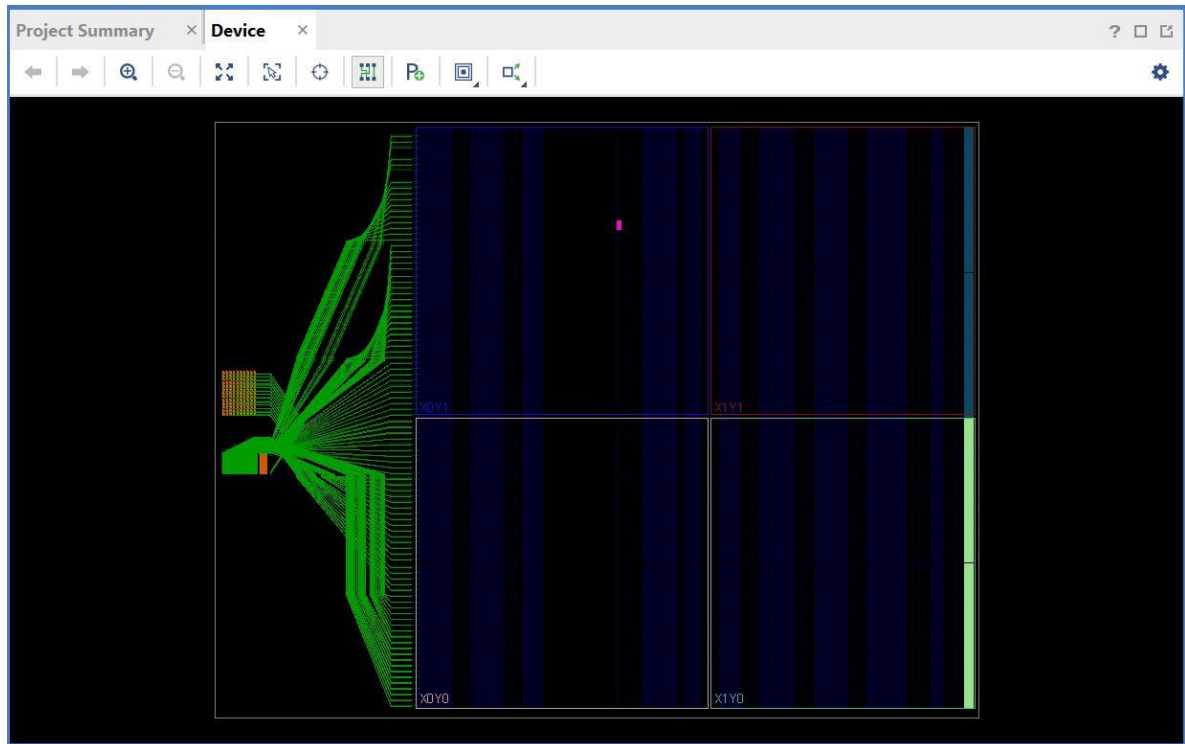
For validation, click on the tick button, as shown below:



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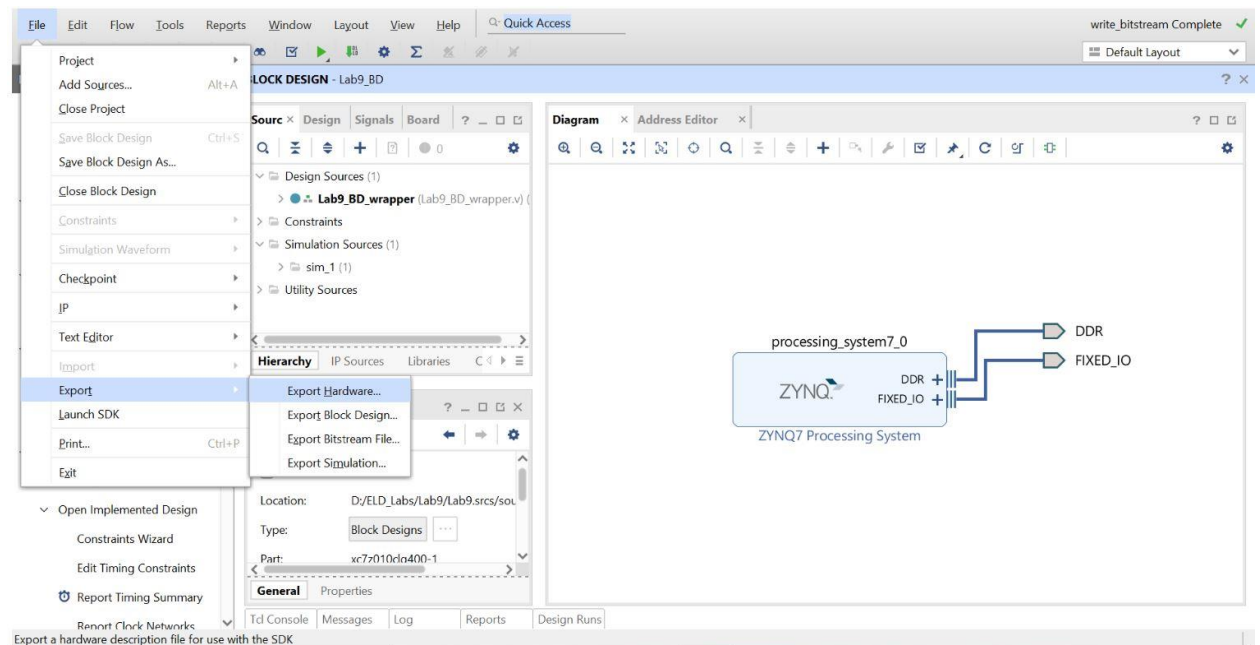


11. Next, we will generate the bitstream and look at the synthesized design.

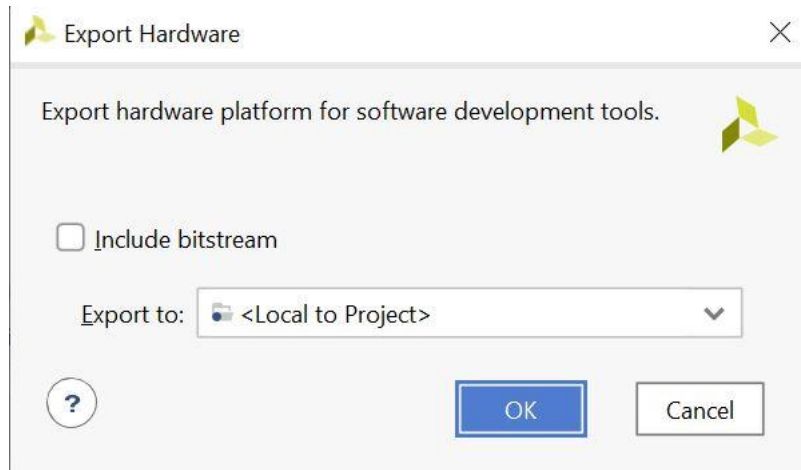


As you can see that there is routing in the PL part (shown on the right) as we have not used the FPGA in this Lab.

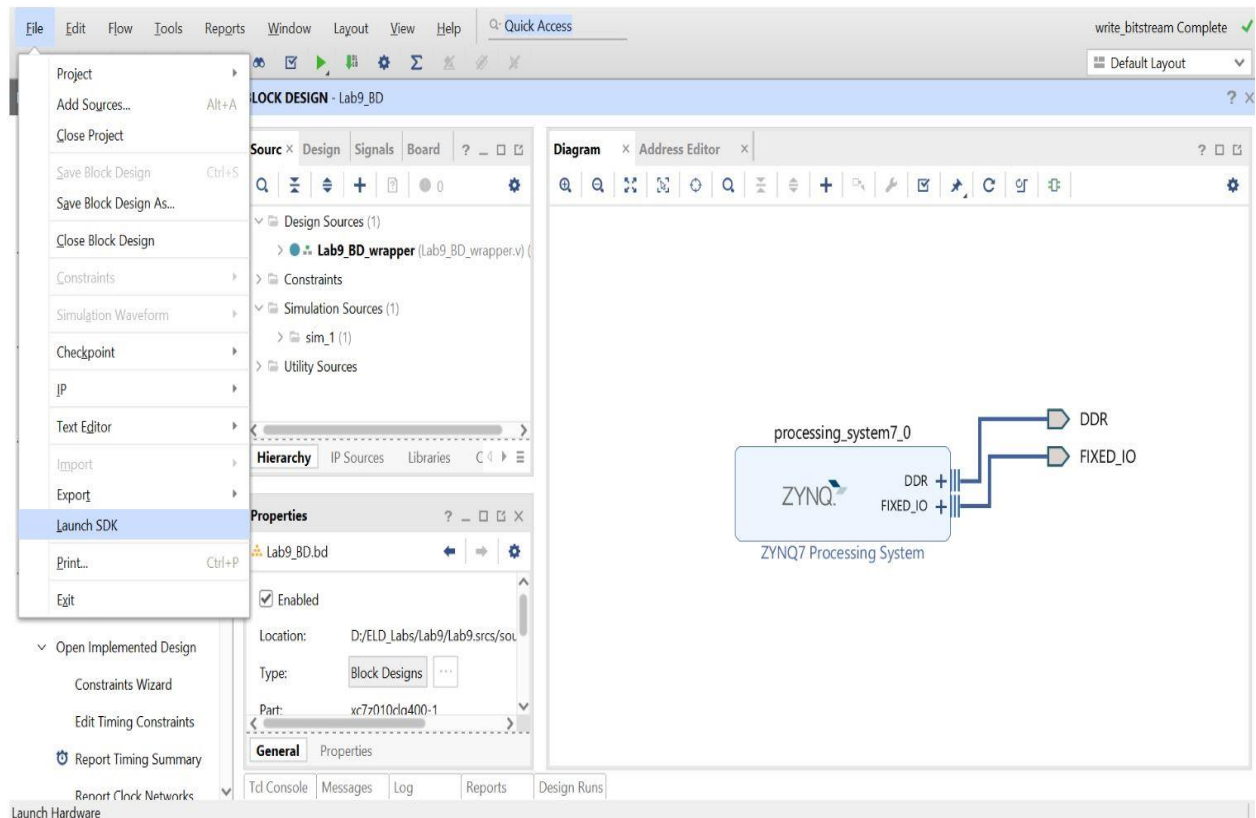
12. The final step is to export hardware and Launch SDK. Follow the following screenshots to do so.



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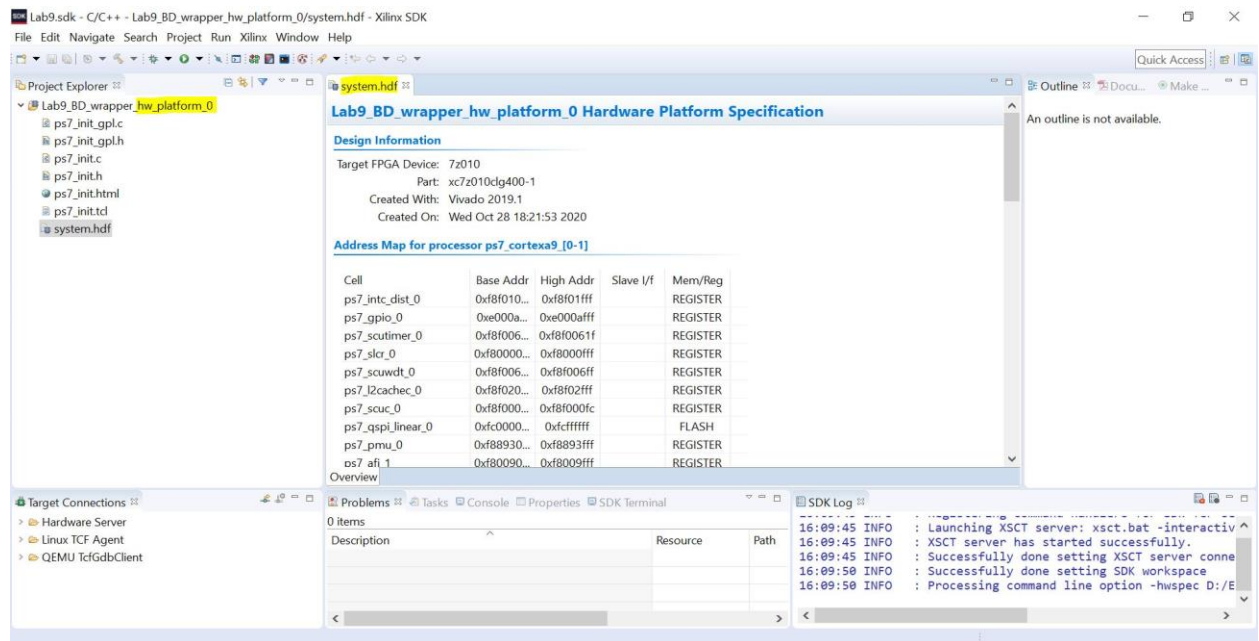


No need to include bitstream this time because we have not used the FPGA.
Finally, Launch SDK.

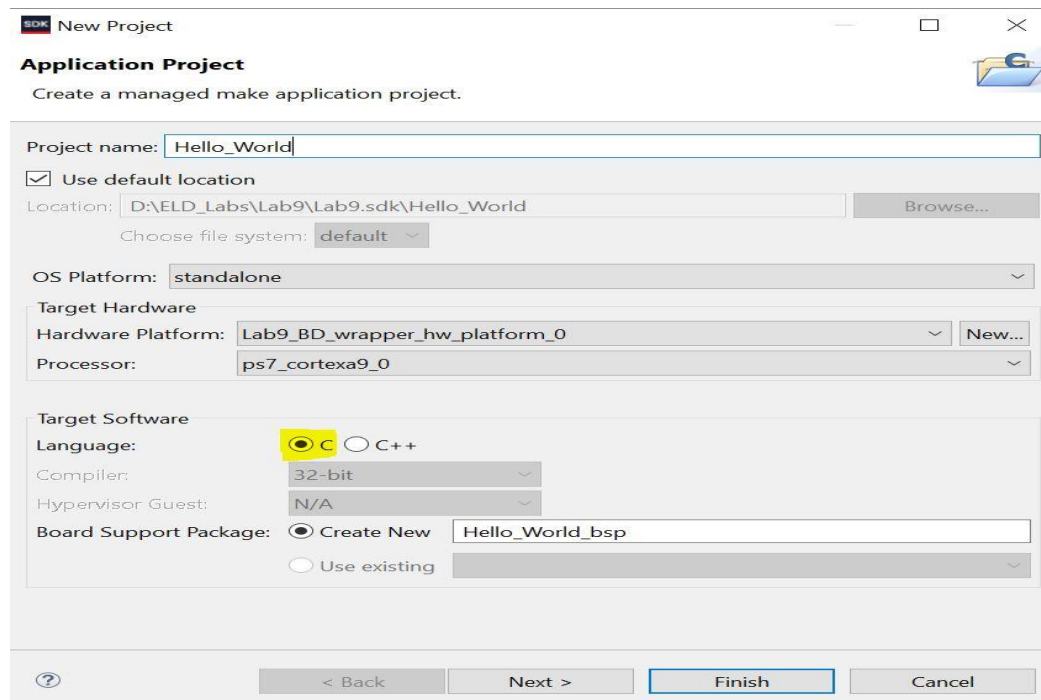


Part-2

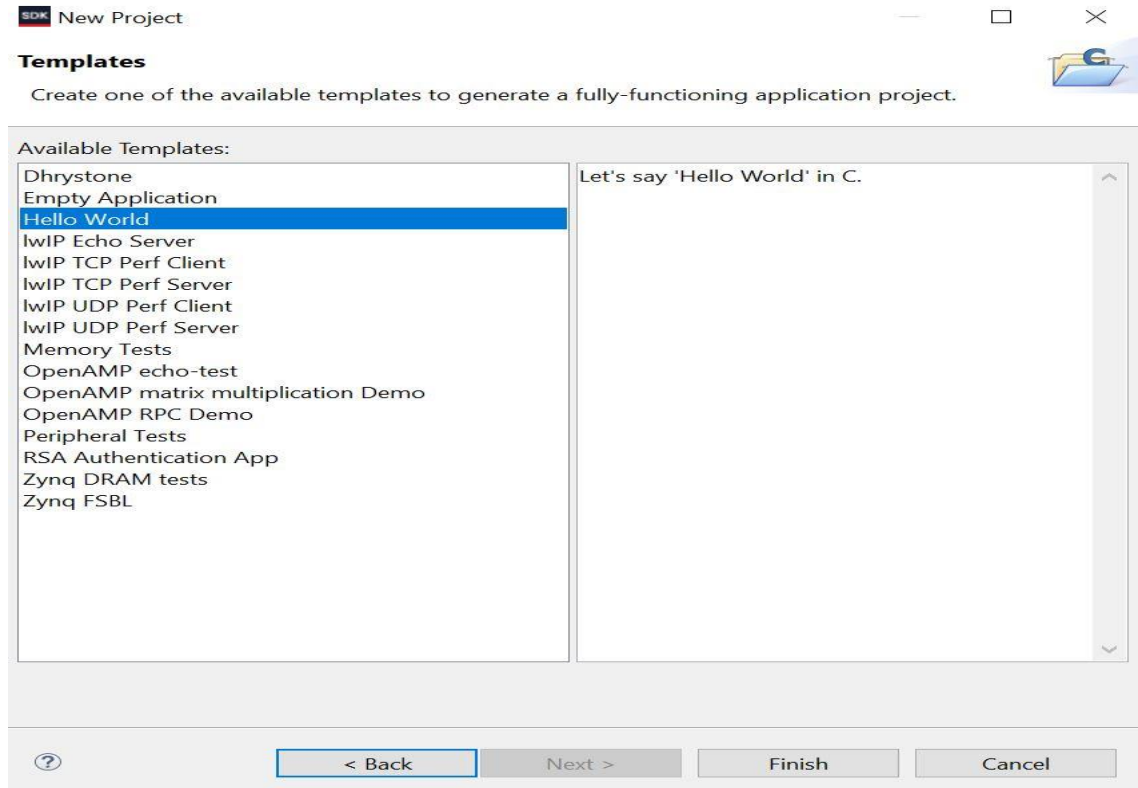
1. Once the SDK is launched, you can see the hardware platform under the Project Explorer Tab, and by default, system.hdf will be open as shown below.



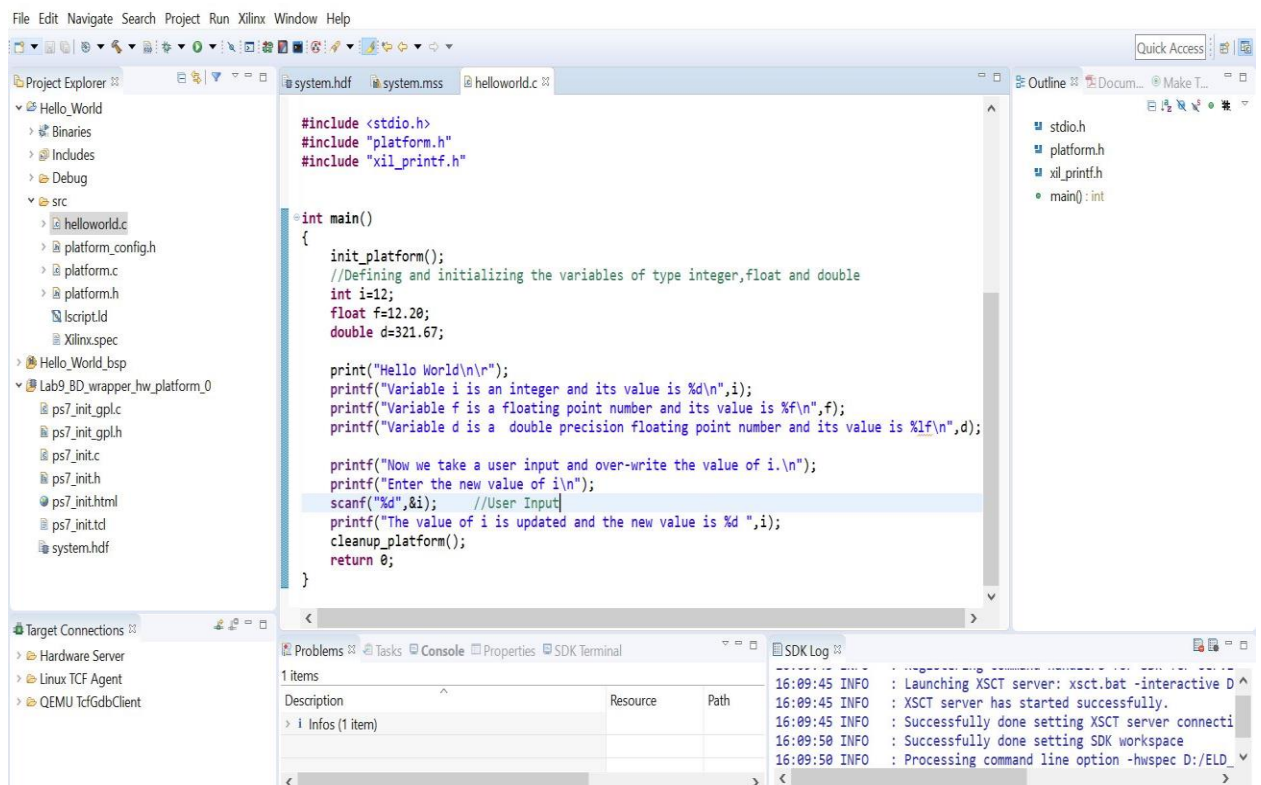
2. Next, we will create an application project. For that, go to File->New->Application Project. Select the project's name, keep the target language as C. Don't click on Finish instead, click on next, and select the Hello World Project.



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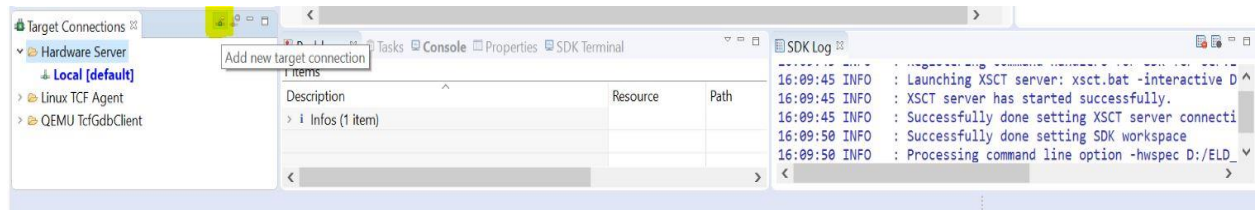


3. Navigate to the source code(.c file) of the application and make the following changes in the default code.



- Since we are remotely accessing the board, we will use JTAG Terminal for standard Input and Output. To configure the remote access, follow the following steps.

➔ In the Target Connection Tab, Add New target Connection



Target Connection Details

New Target Connection
Creates new configuration for connecting to a target.

Target Name

☒ Set as default target

Specify the connection type and properties

Type

Host

Port

☒ Use Symbol Server

Note: Use Symbol server for source level debugging on remote machine.

Test the connection to check if the connection is established correctly.

Target Connection Details

New Target Connection
Creates new configuration for connecting to a target.

Target Name

☒ Set as default target

Specify the connection type and properties

Type

Host

Port

☒ Use Symbol Server

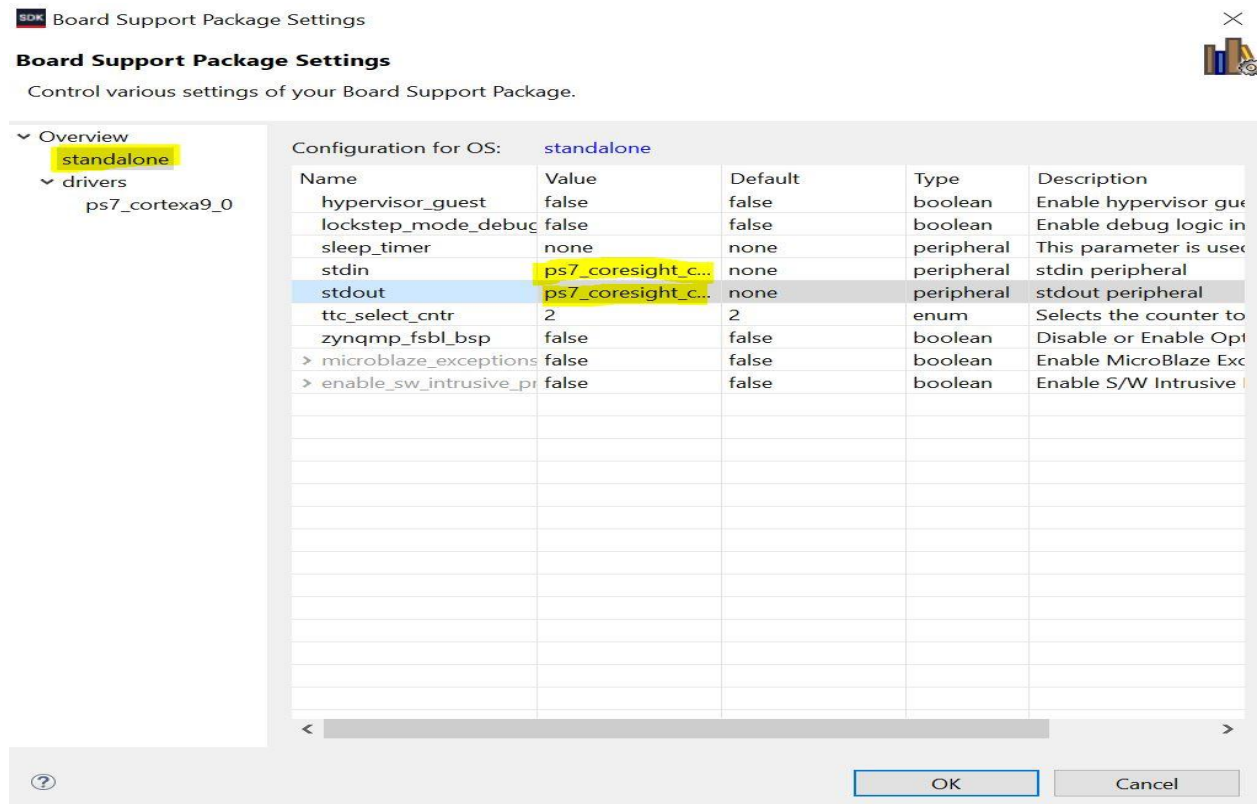
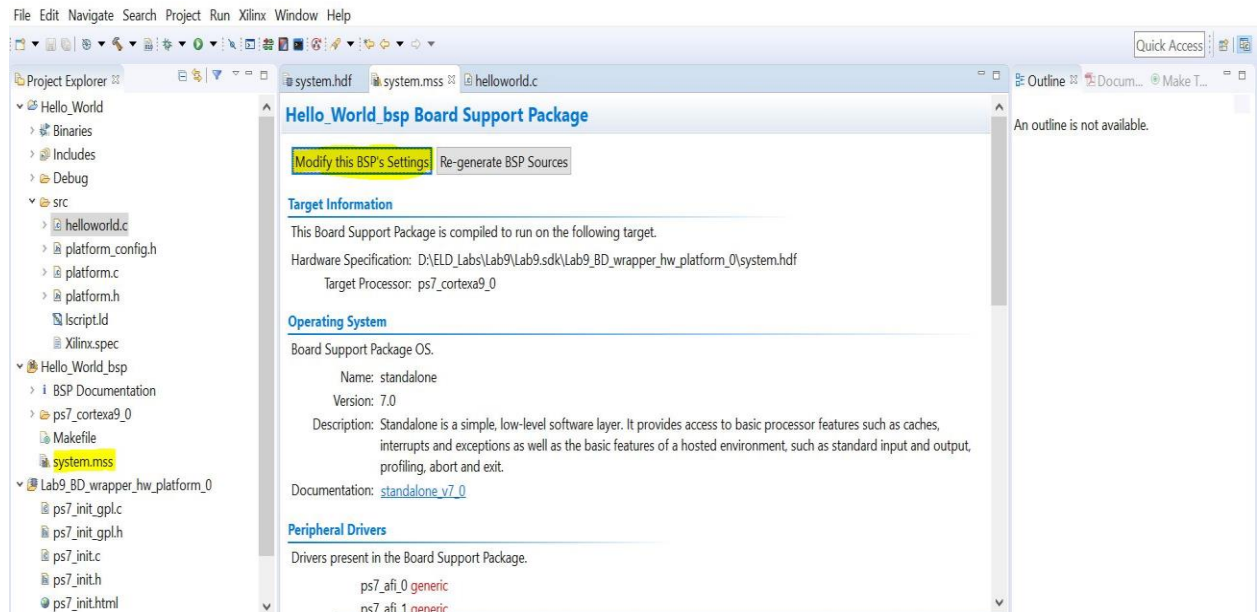
Note: Use Symbol server for source level debugging on remote machine.

Connection successful!

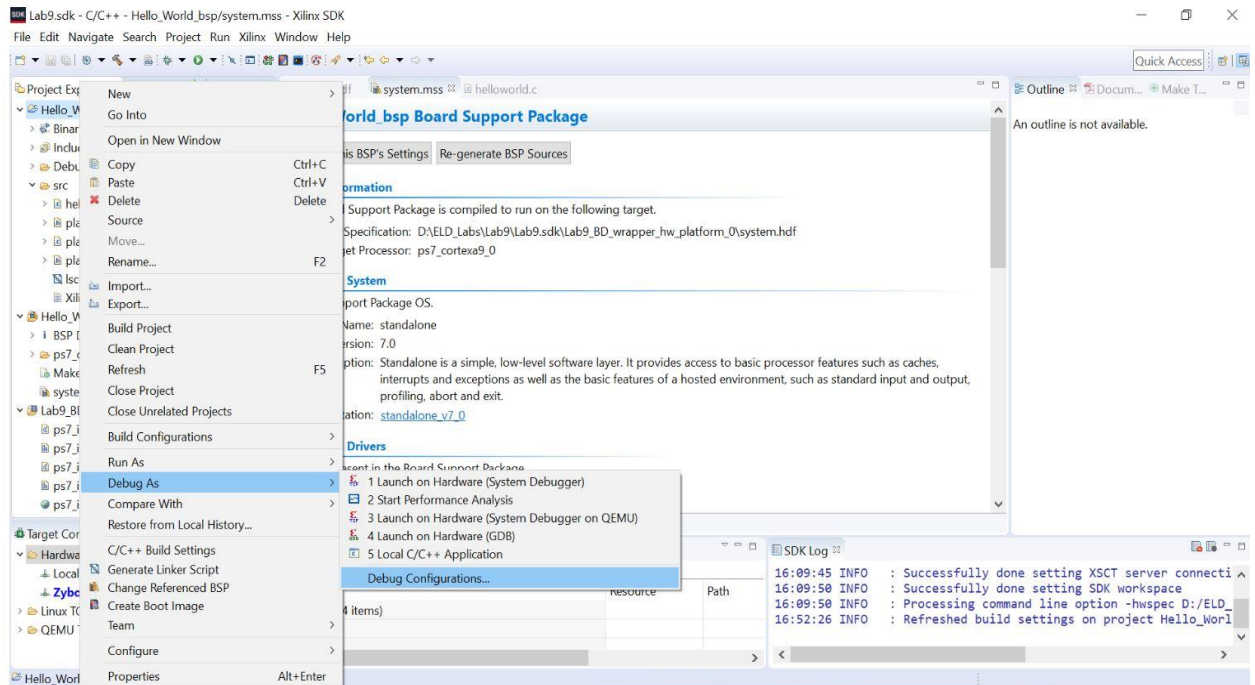
Successfully established connection to 'Hardware Server' on the host '192.168.33.174'

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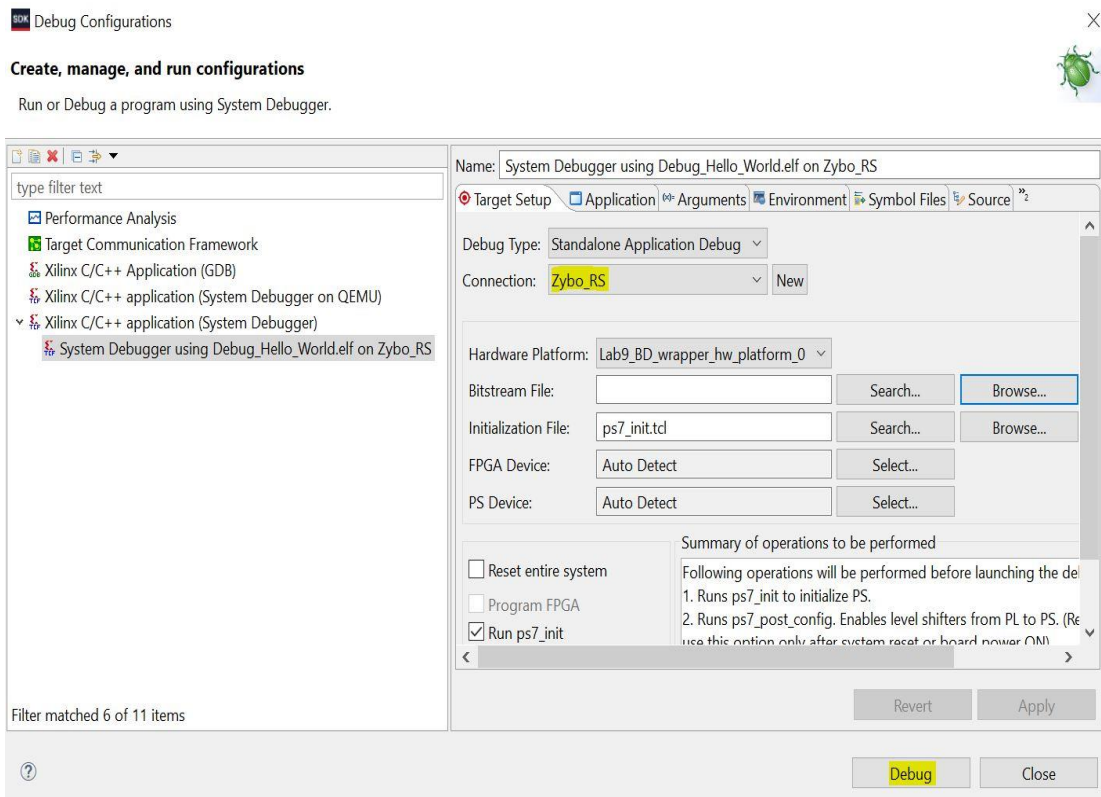
- ➔ Next, we have to make changes in the Board Support Package and select Coresight for stdin and stdout instead of UART. For that open the system.mss file and click on Modify the BSP's Settings.



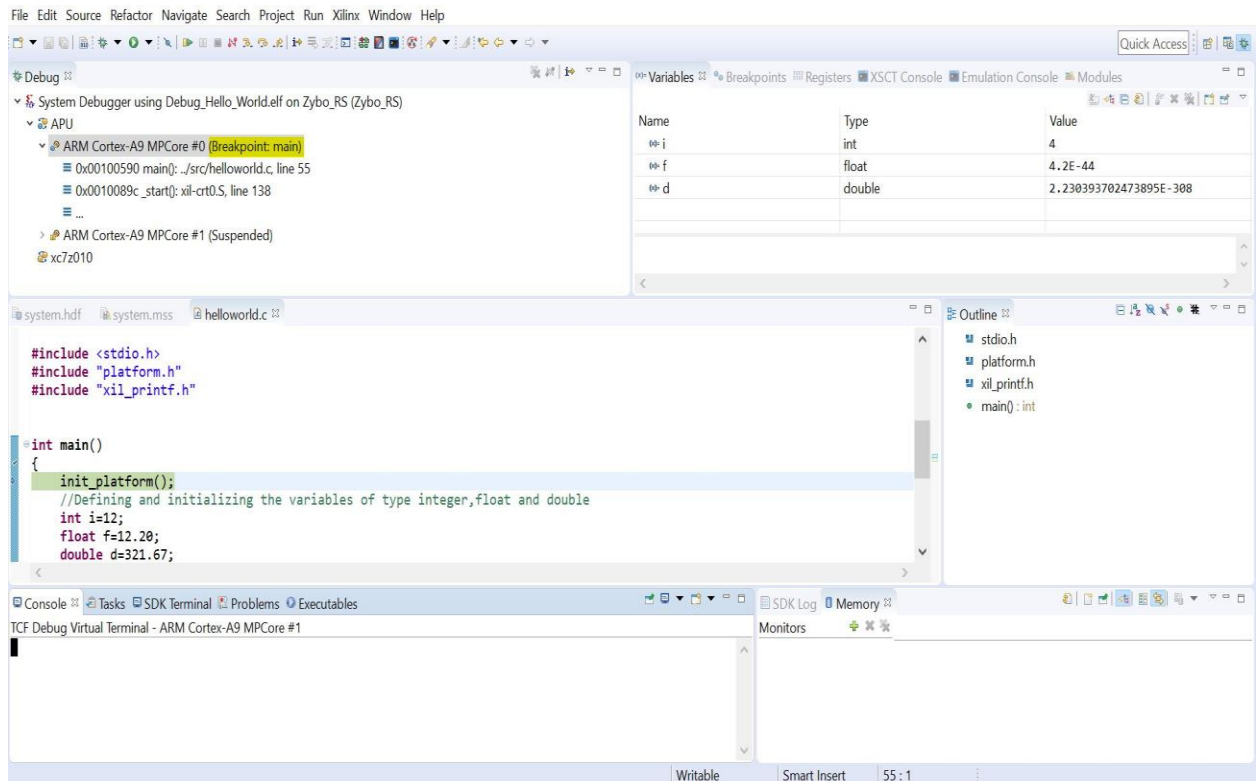
- Now we will run our application from debug perspective. For that, follow the following steps.



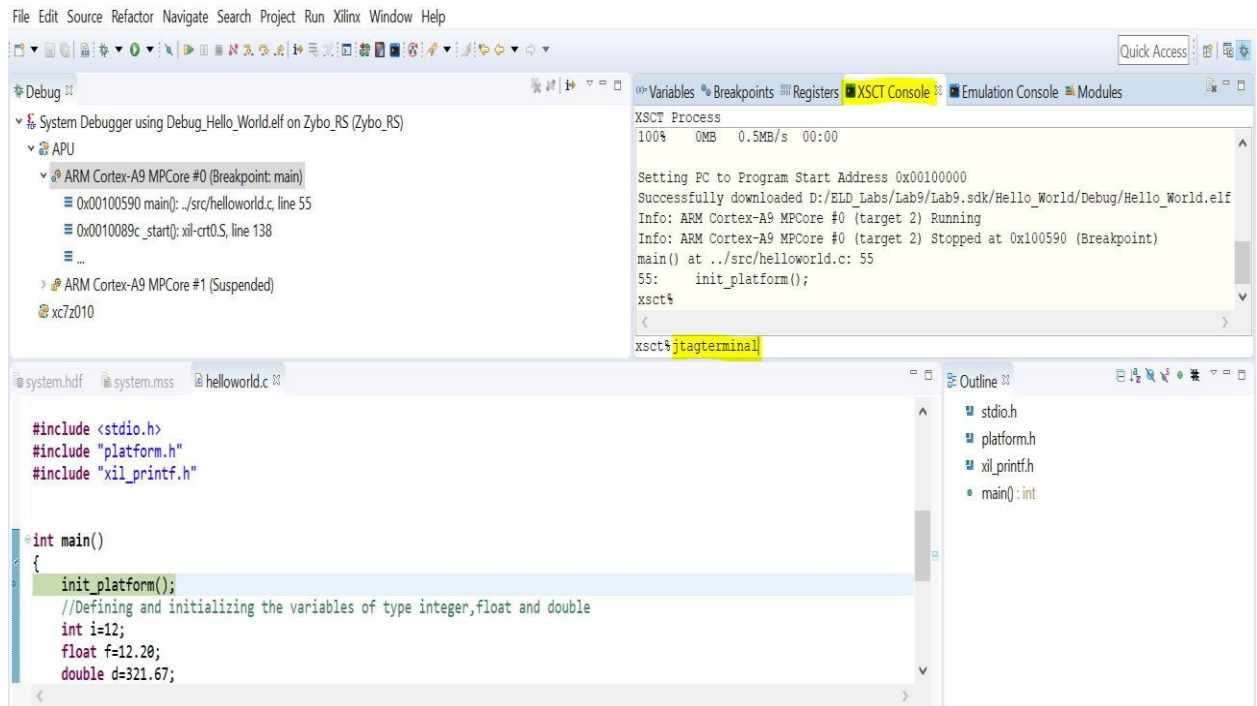
Double Click on the System Debugger, and in the next window, click on Debug.



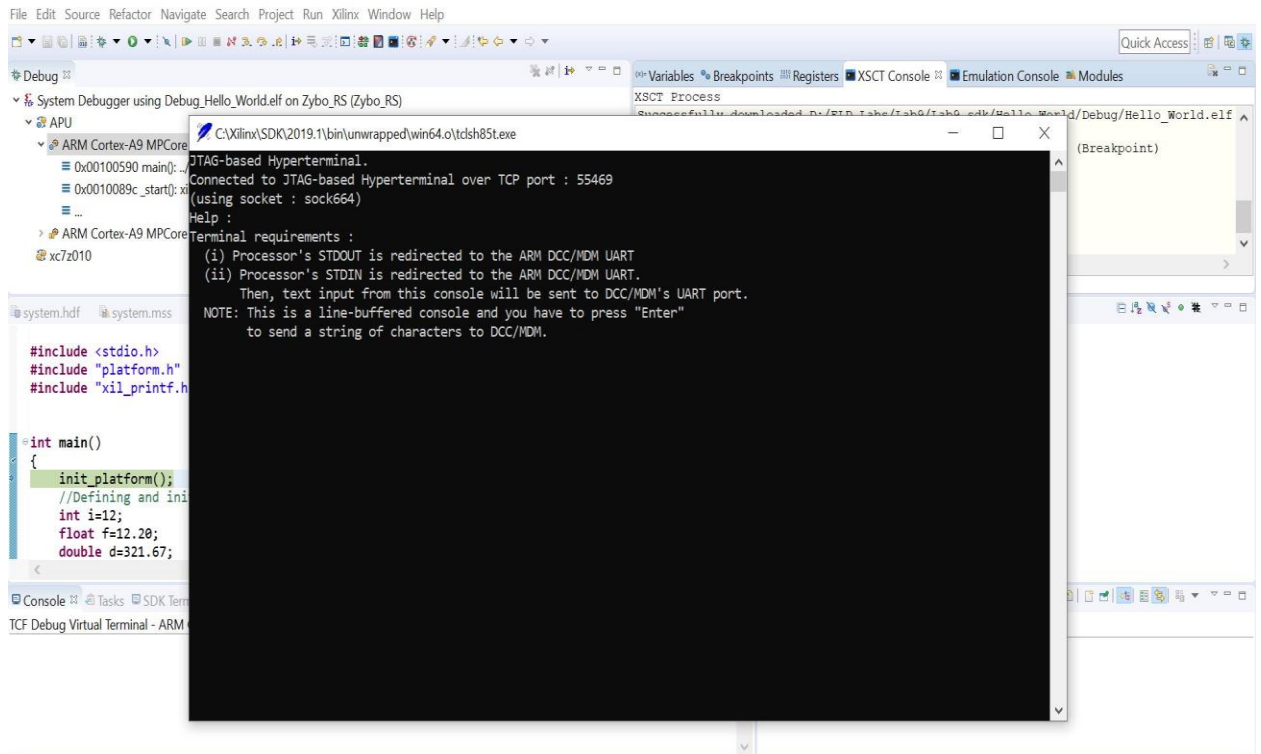
- Once the debug perspective is launched, the program will stop at the breakpoint `main()`, as shown below.



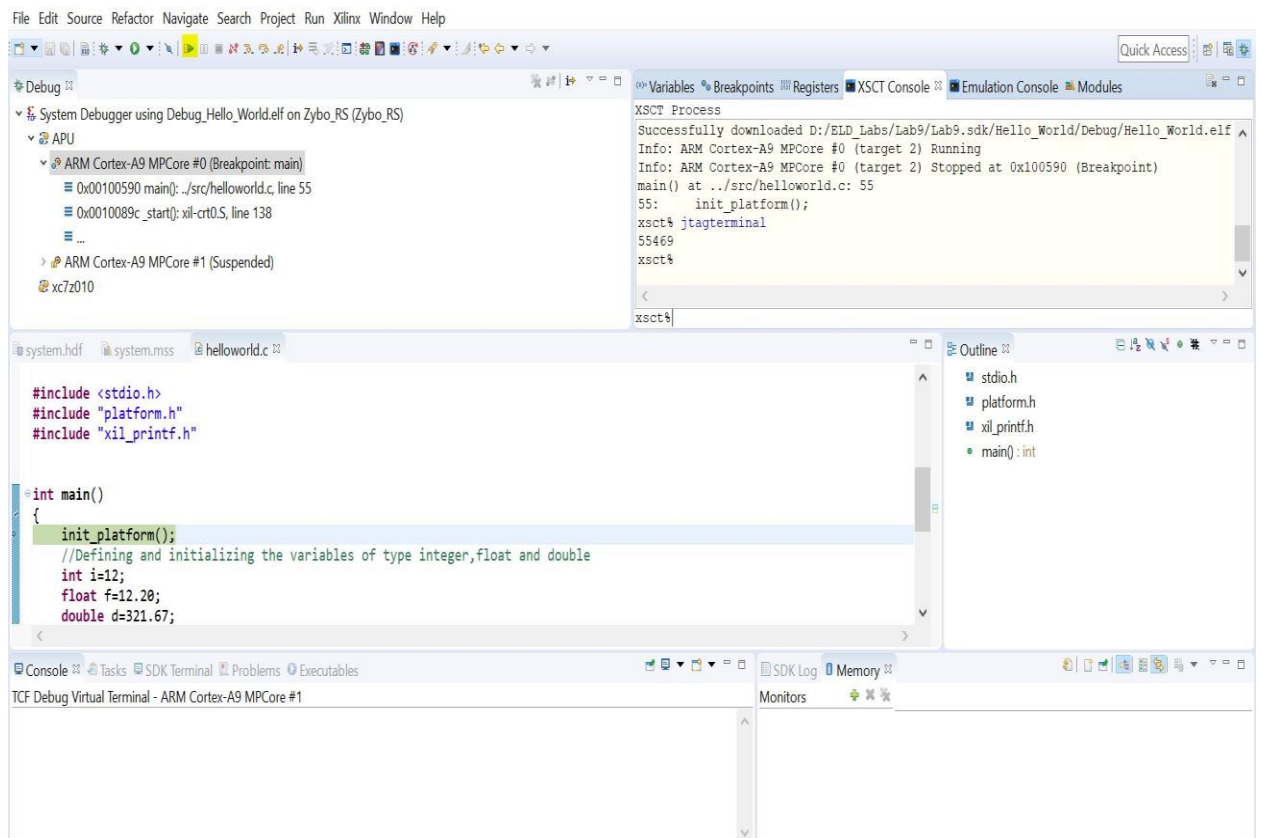
- Open the JTAG Terminal using the XSCT Console. Type `jtagterminal` and press enter.



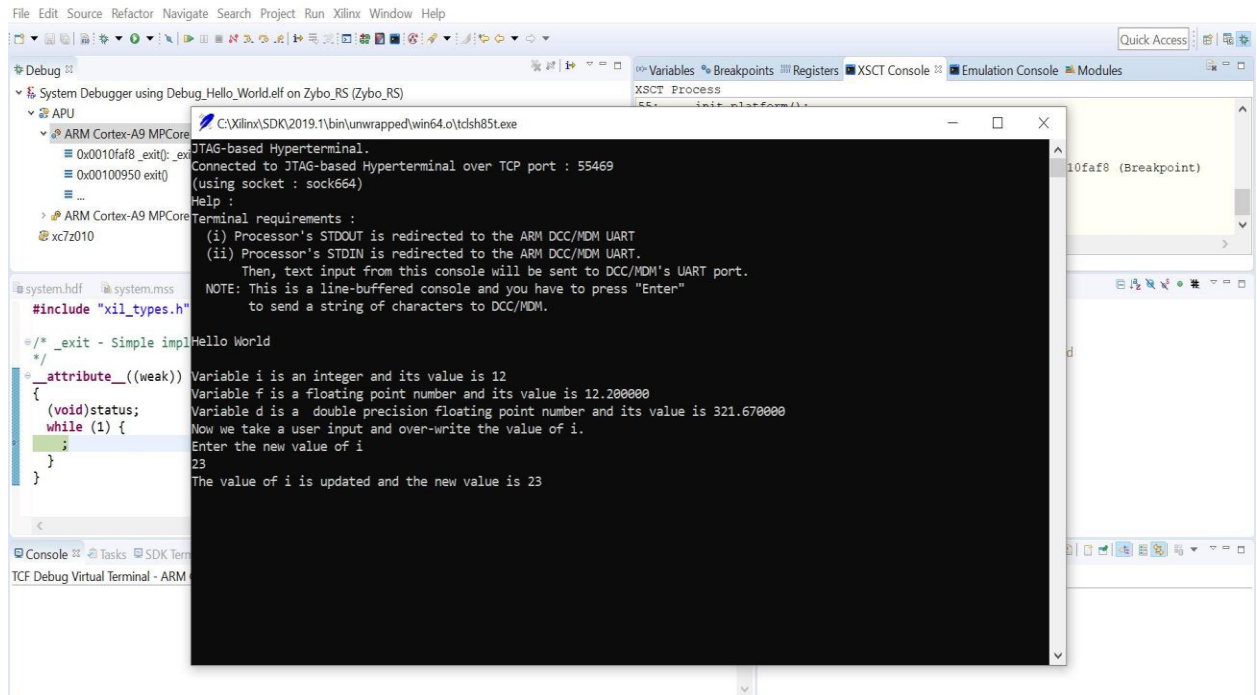
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8. Resume the application and look for output statements and user input in the jtagterminal.

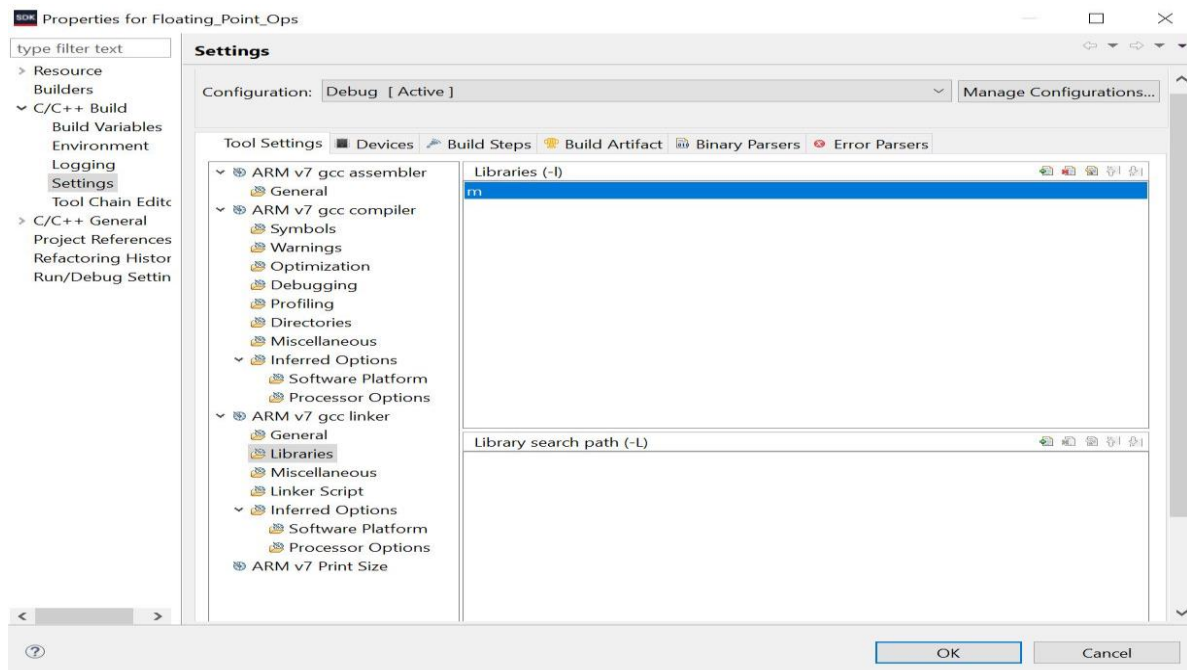


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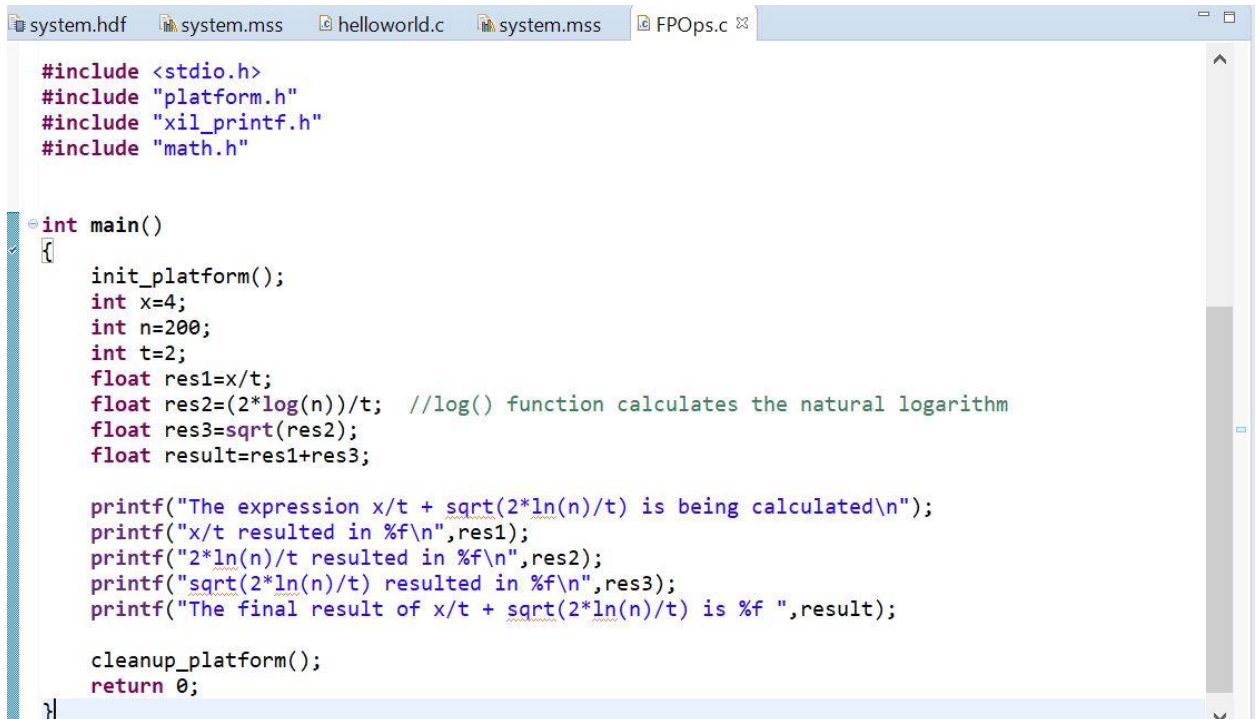


Part-3

1. Create a new application project and modify the BSP settings as we did in Part-2.
2. We will be using math.h header file for mathematical functions. Add this to your source code. At first, the compiler won't recognize it. For that, we need to make changes in C/C++ build settings. Right-click on the project folder and go to C/C++ Build settings and add "m" in the libraries, as shown below.



3. Write the following code and run the application in the debug perspective as we did in Part-2 and verify the result.

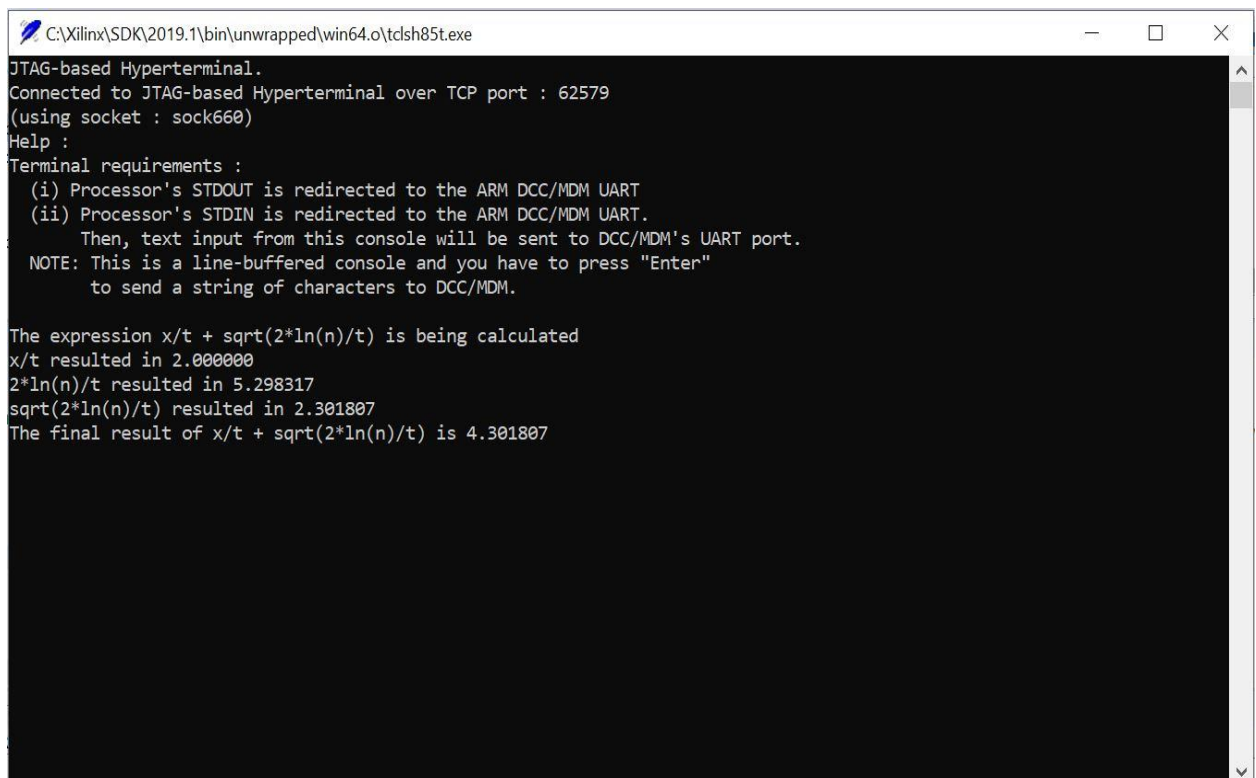


```
system.hdf system.mss helloworld.c system.mss FPOps.c
#include <stdio.h>
#include "platform.h"
#include "xil_printf.h"
#include "math.h"

int main()
{
    init_platform();
    int x=4;
    int n=200;
    int t=2;
    float res1=x/t;
    float res2=(2*log(n))/t; //log() function calculates the natural logarithm
    float res3=sqrt(res2);
    float result=res1+res3;

    printf("The expression x/t + sqrt(2*ln(n)/t) is being calculated\n");
    printf("x/t resulted in %f\n",res1);
    printf("2*ln(n)/t resulted in %f\n",res2);
    printf("sqrt(2*ln(n)/t) resulted in %f\n",res3);
    printf("The final result of x/t + sqrt(2*ln(n)/t) is %f ",result);

    cleanup_platform();
    return 0;
}
```



```
C:\Xilinx\SDK\2019.1\bin\unwrapped\win64.o\tclsh85t.exe
JTAG-based Hyperterminal.
Connected to JTAG-based Hyperterminal over TCP port : 62579
(using socket : sock660)
Help :
Terminal requirements :
  (i) Processor's STDOUT is redirected to the ARM DCC/MDM UART
  (ii) Processor's STDIN is redirected to the ARM DCC/MDM UART.
  Then, text input from this console will be sent to DCC/MDM's UART port.
  NOTE: This is a line-buffered console and you have to press "Enter"
  to send a string of characters to DCC/MDM.

The expression x/t + sqrt(2*ln(n)/t) is being calculated
x/t resulted in 2.000000
2*ln(n)/t resulted in 5.298317
sqrt(2*ln(n)/t) resulted in 2.301807
The final result of x/t + sqrt(2*ln(n)/t) is 4.301807
```

Homework(Graded):

1. Paste the screenshots of Block Diagram, C Codes with comments, and JTAG Terminal Output(for both Part 1 and Part 2) in a PDF and submit it to the classroom.

Self-Study Questions (Ungraded):

1. Explore sleep() command and empty loops to add delay while displaying messages.
2. Make the code in Part-3 more generic by taking the input of x,t, and n from the user and display the results.
3. Make a calculator which accepts two numbers and the operation as the input and displays the results after performing the selected operation