# SOC Design Laboratory, 2023 Fall

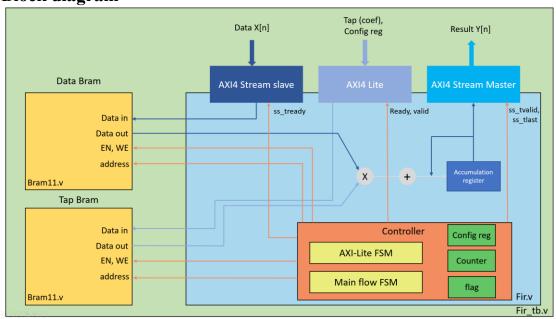
## Report

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### **Overview**

此次 Lab 需求為人工撰寫的 FIR (Finite impulse response) filter RTL design, module 所定義的 interface 為 AXI4-Lite, AXI4-Stream, 另外實做細節規定使用一個乘法器和一個加法器, Shift register 則需使用 Block ram 代替。

## **Block diagram**



## FIR filter computation

此次 Lab 需要用到用 Bram implement 的 data & tap register, 其中計算過程中會需要大量對 data ram 做 shift,以下詳細的運算流程。

|        | Tap Ram |         |         |         |         |         |         |         |         |         |          |          |
|--------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|----------|----------|
|        | Coef[0] | Coef[1] | Coef[2] | Coef[3] | Coef[4] | Coef[5] | Coef[6] | Coef[7] | Coef[8] | Coef[9] | Coef[10] |          |
|        |         |         |         |         |         | (x)     |         |         |         |         |          |          |
| T = 0  | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0        |          |
| T = 1  | X[0]    | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0        |          |
| T = 2  | X[1]    | X[0]    | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0        |          |
| T = 3  | X[2]    | X[1]    | X[0]    | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0        | Data Ram |
|        |         |         |         |         |         | i       |         |         |         |         |          |          |
| T = 11 | X[10]   | X[9]    | X[8]    | X[7]    | X[6]    | X[5]    | X[4]    | X[3]    | X[2]    | X[1]    | X[0]     |          |
|        |         |         |         |         |         |         |         |         |         |         |          |          |
| T = 12 | X[11]   | X[10]   | X[9]    | X[8]    | X[7]    | X[6]    | X[5]    | X[4]    | X[3]    | X[2]    | X[1]     |          |
|        |         |         |         |         |         |         |         |         |         |         |          |          |

實際計算只需將 data ram 和 tap ram 對應 address 的值相乘並累加後則可求得該 stream in x[n] 的 Y[n]。算完一個 Y[n]後依序從 data ram addr = 10 -> 0 shift in 後則可做新一輪的計算。

# Resource usage

LUT and Flip Flop

| +                     | +    | +     | +          | +         | ++    |
|-----------------------|------|-------|------------|-----------|-------|
| Site Type             | Used | Fixed | Prohibited | Available | Util% |
| +                     | +    | +     | +          | +         | ++    |
| Slice LUTs*           | 237  | 0     | 0          | 53200     | 0.45  |
| LUT as Logic          | 237  | 0     | 0          | 53200     | 0.45  |
| LUT as Memory         | 0    | 0     | 0          | 17400     | 0.00  |
| Slice Registers       | 136  | 0     | 0          | 106400    | 0.13  |
| Register as Flip Flop | 96   | 0     | 0          | 106400    | 0.09  |
| Register as Latch     | 40   | 0     | 0          | 106400    | 0.04  |
| F7 Muxes              | 0    | 0     | 0          | 26600     | 0.00  |
| F8 Muxes              | 0    | 0     | 0          | 13300     | 0.00  |
| +                     | +    | +     | +          | +         | ++    |

Block RAM

| +              | +    | ++    |   | +                 |
|----------------|------|-------|---|-------------------|
| Site Type      | Used | Fixed |   | Available   Util% |
| Block RAM Tile | 0    | 0     | 0 | 140   0.00        |
| RAMB36/FIFO*   | 0    | 0     | 0 | 140   0.00        |
| RAMB18         | 0    | 0     | 0 | 280   0.00        |
| +              | +    | ++    |   | +                 |

### **Timing Report**

合成的 cycle time 設定依序為 10->8->6->4ns, timing report 如下:

#### Timing summary



### Max delay path

```
Max Delay Paths
                              0.103ns (required time - arrival time)
  Source:
                              sm_tdata_reg_reg[1]/C
   (rising edge-triggered cell FDRE clocked by axis_clk {rise@0.000ns fall@2.000ns period=4.000ns})
                              sm_tdata_reg_reg[31]/D
                               (rising edge-triggered cell FDRE clocked by axis_clk {rise@0.000ns fall@2.000ns period=4.000ns})
 Path Group:
 Path Type:
                             Setup (Max at Slow Process Corner)
                             4.000ns (axis_clk rise@4.000ns axis_clk rise@0.000ns)
3.761ns (logic 2.646ns (70.354%) route 1.115ns (29.646%))
  Requirement:
 Clock Path Skew:
   Destination Clock Delay (DCD):
Source Clock Delay (SCD):
                                         2.128ns = (6.128 - 4.000)
2.456ns
    Clock Pessimism Removal (CPR):
    Total System Jitter
                                           0.071ns
    Total Input Jitter
                                           0.000ns
```

如圖中可觀察到,max delay path 為計算 FIR 結果的累加暫存器,由於需經過乘 法與加法的 combinational 電路,因此相對整個 design 而言是 critical path。

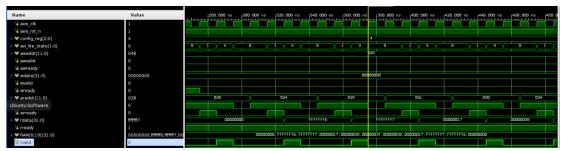
#### Simulation waveform

data length & Tap coefficient write



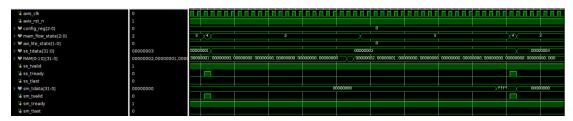
Config register 和 Tap coefficient 由 AXI-Lite interface 輸入,每當 wready = 1, Testbench 會在下個 cycle 輸入一筆新的資料。

Coefficient read check



透過 FSM 控制,先從 Tap Ram 對取出對應的 coefficient 再透過 AXI Lite interface 輸出,當 rvalid = 1 時,testbench 可從 rdata 讀取出 coefficient。

Data stream in & Data Ram write



Data stream in,當  $ss_{tready} =$ 時,testbench 會輸入下一筆 data 做後續 data shift。

Data stream out



Fir result stream out,當  $sm_tvalid = 1$  時,testbench 可將  $sm_tdata$  的結果和 golden value 進行比對。