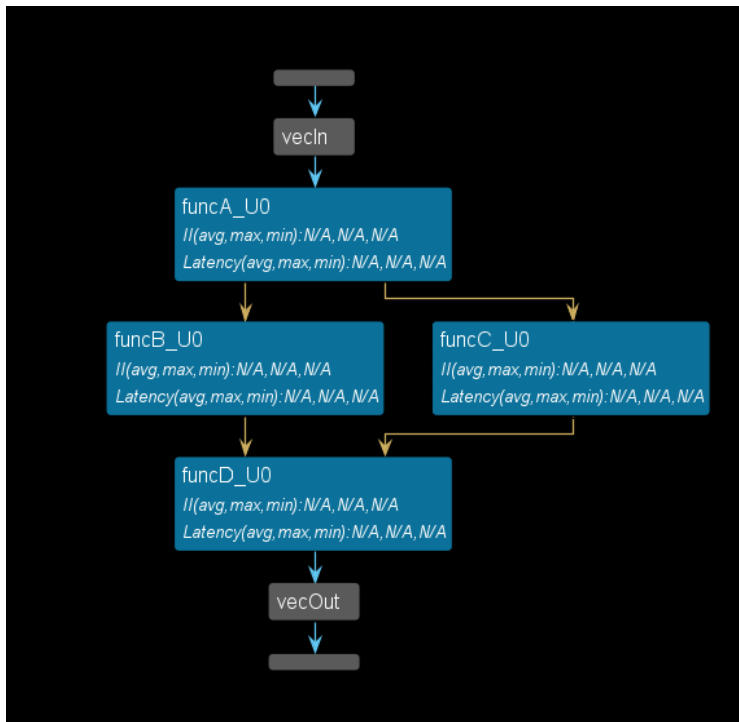


## First Lab: Dataflow Viewer Basics

### Introduction to the Overall System



The overall system consists of four arithmetic functions, and the datapath is shown in the above figure from the dataflow viewer.

### Code Explanation

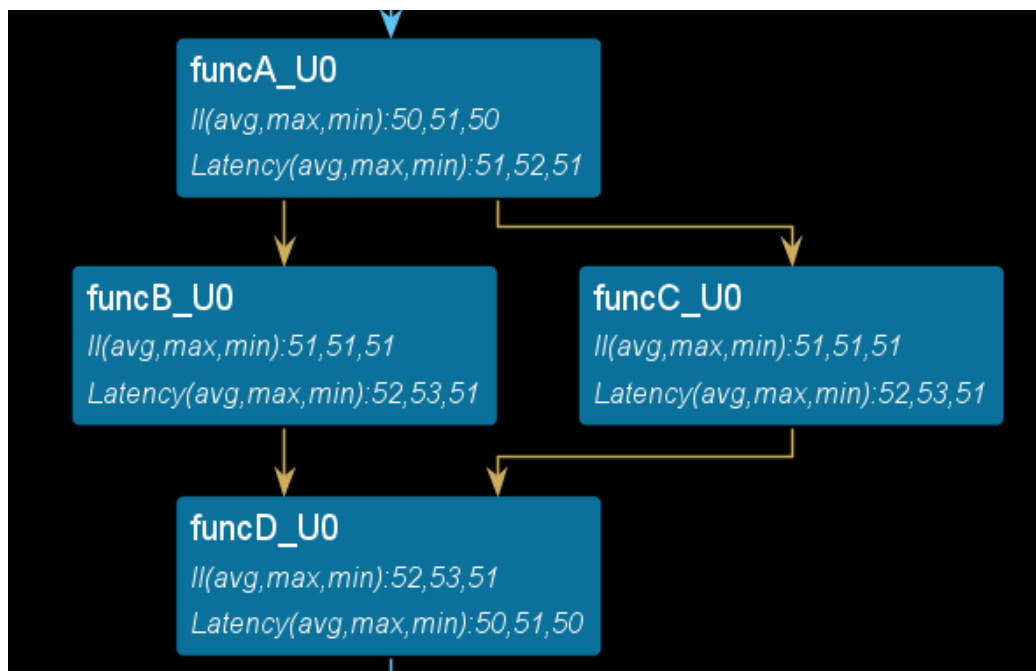
```
void diamond(data_t vecIn[N], data_t vecOut[N])
{
    data_t c1[N], c2[N], c3[N], c4[N];
    #pragma HLS dataflow
    funcA(vecIn, c1, c2);
    funcB(c1, c3);
    funcC(c2, c4);
    funcD(c3, c4, vecOut);
}
```

Four arithmetic functions are just simple addition and multiplication. The top function (diamond) defines the datapath of these functions.

```
// Executing the DUT thrice
for (int iter = 0; iter < 3; iter++)
{
    // Execute DUT
    diamond(test, outcome);
}
```

The testbench simply calls the top function three times.

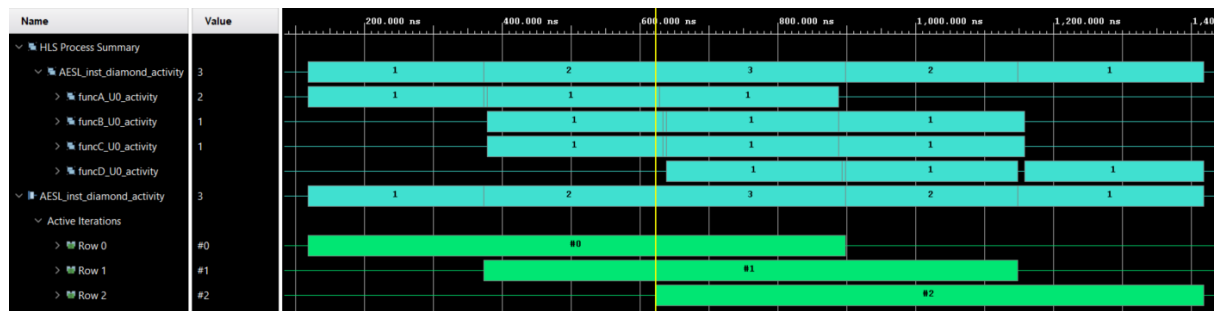
## Observation



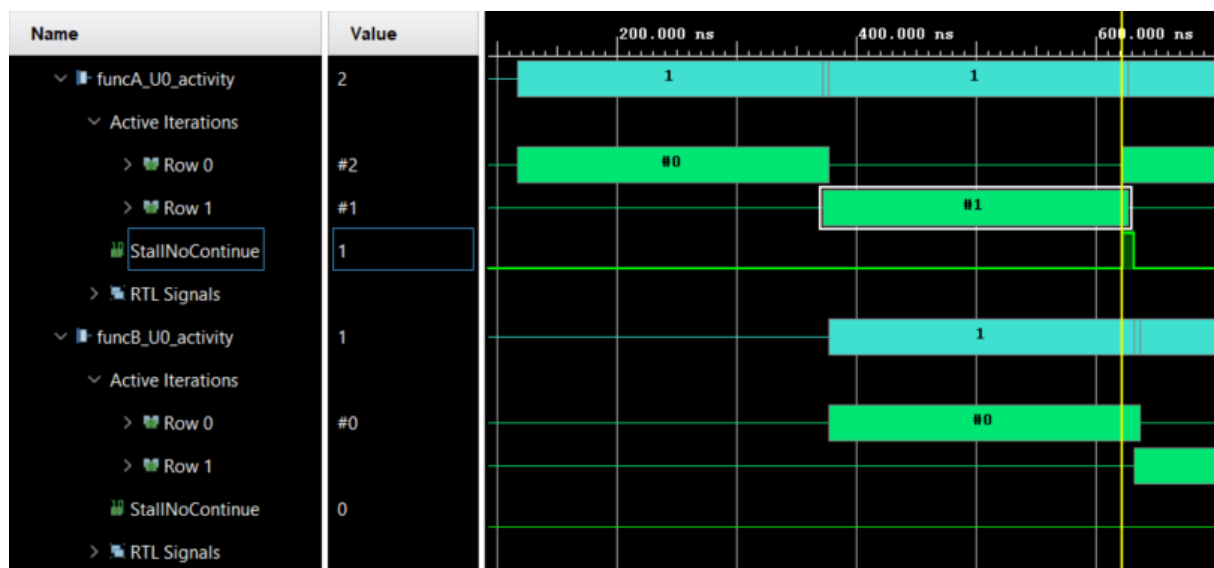
After the cosimulation, the latency and II (if there're two or more calls to the function) of each function are displayed on the datapath diagram as shown in the above figure.

| Name          | Cosim Category | Cosim Stalling Time | FIFO EMPTY | FIFO FULL | Cosim Stall No Start | Cosim Stall No Continue |
|---------------|----------------|---------------------|------------|-----------|----------------------|-------------------------|
| funcA_U0 none |                | 0.76%               | 0.00%      | 0.00%     | 0.00%                | 0.76%                   |
| funcB_U0 none |                | 0.76%               | 0.00%      | 0.00%     | 0.38%                | 0.76%                   |
| funcC_U0 none |                | 0.76%               | 0.00%      | 0.00%     | 0.38%                | 0.76%                   |
| funcD_U0 none |                | 1.15%               | 0.00%      | 0.00%     | 1.15%                | 0.00%                   |

More detailed statistics are shown in the dataflow process table (shown in the above figure). The columns "Cosim Stall No Start" and "Cosim Stall No Continue" indicates what percentage of the simulation time was spent stalling due to forward and back pressure respectively. This information helps the designer to locate the bottleneck of the system's computation, so the designer can adjust the datapath or change the implementation of some functions to achieve a better performance.



In the waveform viewer, we can see the detailed simulation timeline. The above timeline shows the iteration and the activity of each function. We can then check how the execution of functions overlap, and when the stalls actually happen.



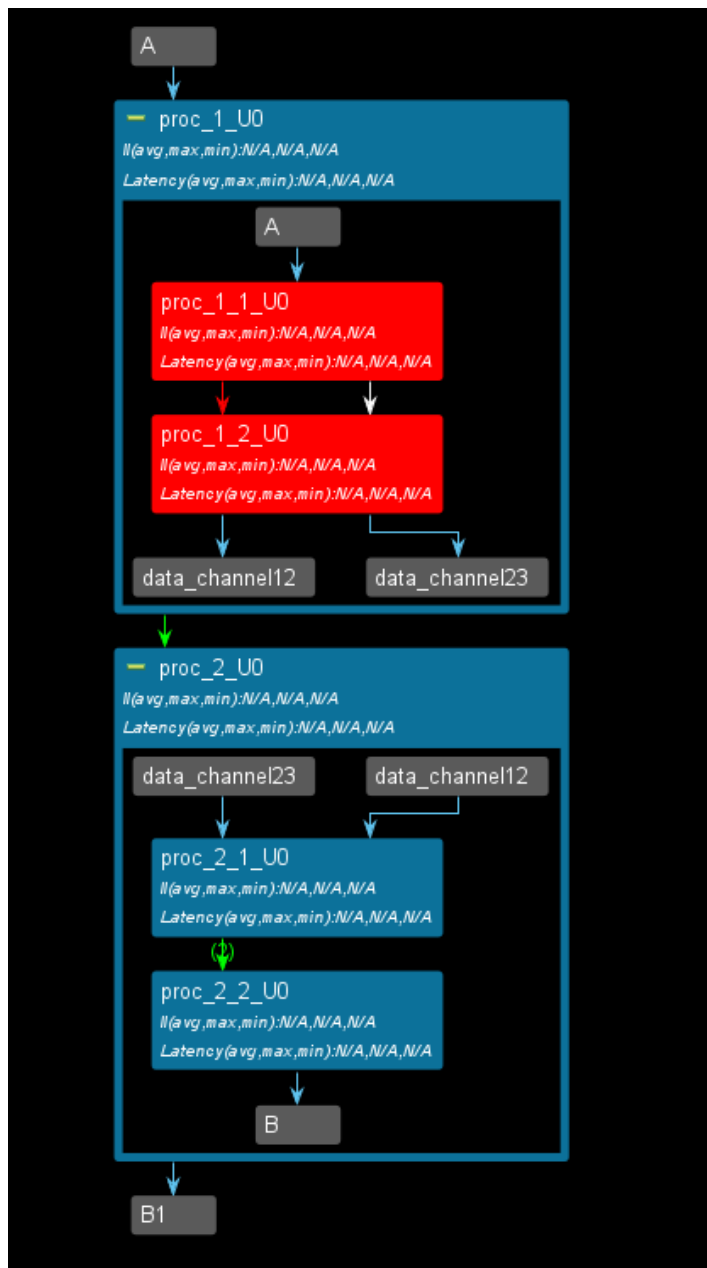
For example, from the above figure, we can see that when the iteration #1 of function A finished, function B is still in the computation iteration #0, causing a stall and increase the latency of iteration #1.

## Problem Encountered

No significant problem encountered in the first lab.

## Second Lab: FIFO Sizing and Deadlock

### Introduction to the Overall System



The datapath of the overall system is shown in the above figure. The system consists of four subfunctions. All the subfunctions read/write data from/to their corresponding i/o channels 10 times in an execution.

## Code Explanation

The top level function simply defines the overall datapath in a hierarchical description.

```
void proc_1_2(hls::stream<int>& B, hls::stream<int>& C, hls::stream<int>& data_channel1, hls::stream<int>& data_channel2){
    int i;
    int tmp;

    for(i = 0; i < 10; i++){
        tmp = data_channel2.read() + data_channel1.read();
        B.write(tmp);
    }
    for(i = 0; i < 10; i++){
        C.write(tmp);
    }
}

void proc_2(hls::stream<int>& A, hls::stream<int>& B, hls::stream<int>& C){
#pragma HLS dataflow
    hls::stream<int> data_channel1;
    hls::stream<int> data_channel2;

    proc_2_1(A, B, data_channel1, data_channel2);
    proc_2_2(C, data_channel1, data_channel2);
}

void proc_2_1(hls::stream<int>& A, hls::stream<int>& B, hls::stream<int>& data_channel1, hls::stream<int>& data_channel2){
    int i;
    int tmp;
    for(i = 0; i < 10; i++){
        tmp = A.read() + B.read();
        data_channel1.write(tmp);
    }
    for(i = 0; i < 10; i++){
        data_channel2.write(tmp);
    }
}
```

The above code snippet shows that the subfunctions “proc\_2\_1” and “proc\_1\_2” both include a simple addition of two input data. The other two functions only perform read/write operations.

```
int main()
{
    int i;
    hls::stream<int> A;
    hls::stream<int> B;

    int time = 0;
    for (time = 0 ; time < 4; time ++ ) {
        for(i=0; i < SIZE; i++){
            A << (i + time);
        }

        example(A,B);
    }
    return 0;
}
```

The above code snippet shows that the testbench simply executes the top function for times.

## Observation

| Name                      | Cosim Category | FIFO EMPTY | FIFO FULL | Cosim Max Depth | Depth |
|---------------------------|----------------|------------|-----------|-----------------|-------|
| data_channel1 read_block  |                | 99.61%     | 0.00%     | 0               | 2     |
| data_channel2 read_block  |                | 99.61%     | 0.00%     | 0               | 2     |
| data_channel1 write_block |                | 0.00%      | 99.51%    | 2               | 2     |
| data_channel2 read_block  |                | 99.61%     | 0.00%     | 0               | 2     |
| data_channel1 read_block  |                | 99.61%     | 0.00%     | 0               | 2     |
| data_channel2 read_block  |                | 99.61%     | 0.00%     | 0               | 2     |

The above table shows the original FIFO depth with deadlock.

When manually performing the FIFO sizing, if one follows the tutorial, one will have to modify and run the cosimulation multiple times and try different FIFO depth. The resulting FIFO depth is 10 for all channels. This process is like debugging (trial and error). I think this method is better when the designer has certain knowledge about the design.

When using the global FIFO sizing method, one can resolve the deadlock in one modification. The resulting FIFO depth is 40 for all channels. This method is simple and requires no knowledge about the design, but could result in consuming unnecessary resources as in this example.

| Name             | Suggest Depth |
|------------------|---------------|
| data_channel1 11 |               |
| data_channel2 2  |               |
| data_channel1 11 |               |
| data_channel2 2  |               |
| data_channel1 11 |               |
| data_channel2 2  |               |

When using the automatic FIFO sizing method, as shown in the above table, the result is pretty good in this example. However, as I said, if one has certain knowledge about the design, one can achieve a better solution (with fewer resources) than this heuristic method. For example, the following settings with smaller FIFO depths can also resolve the deadlock.

| Name                     | Cosim Category | FIFO EMPTY | FIFO FULL | Cosim Max Depth | Depth |
|--------------------------|----------------|------------|-----------|-----------------|-------|
| data_channel1 read_block |                | 10.45%     | 0.00%     | 10              | 10    |
| data_channel2 read_block |                | 22.39%     | 0.00%     | 1               | 2     |
| data_channel1 none       |                | 0.00%      | 0.00%     | 10              | 10    |
| data_channel2 read_block |                | 11.94%     | 0.00%     | 1               | 2     |
| data_channel1 read_block |                | 25.37%     | 0.00%     | 10              | 10    |
| data_channel2 read_block |                | 64.18%     | 0.00%     | 1               | 2     |

## Problem Encountered

When I tried the “global FIFO sizing” method, I didn’t see the maximum depth printed by the console.

```
INFO: [HLS 200-1910] Running: csim_design -quiet
INFO: [SIM 211-2] ***** CSIM start *****
INFO: [SIM 211-4] CSIM will launch GCC as the compiler.
make: 'csim.exe' is up to date.
WARNING: Hls::stream 'hls::stream<int, 0>' contains leftover data, which may result in RTL simulation hanging.
INFO: [SIM 211-1] CSim done with 0 errors.
INFO: [SIM 211-3] ***** CSIM finish *****
INFO: [HLS 200-111] Finished Command csim_design CPU user time: 0 seconds. CPU system time: 0 seconds. Elapsed time: 0.00 seconds.
INFO: [HLS 200-112] Total CPU user time: 3 seconds. Total CPU system time: 1 seconds. Total elapsed time: 2.846 seconds.
Finished C simulation.
```

After the C simulation, instead of the maximum depth, the console showed this warning of leftover data.

Another small problem encountered is that, when using OnlineFPGA, I couldn’t open vitis since vitis encountered an error when executing script.tcl (the command set\_part virtex7).

## GitHub Link

[https://github.com/allen1236/AAHLS\\_LabA](https://github.com/allen1236/AAHLS_LabA)