MSoC Self-paced 1: Xdesign dataflow_stable_content

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- [v] HLS C-sim/synthesis/cosim
- [v] System bring-up (zedboard)
- [v] Improvement (latency, area)
- [v] Github: https://github.com/b04901060/MSoC-Application-Acceleration-with-High-Level-Synthesis

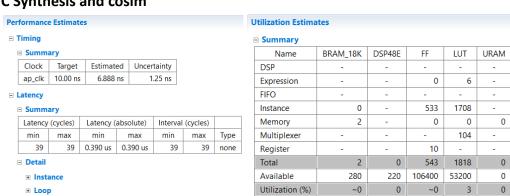
1. Introduction

本 example 主要用來展示如何使用 #pragma HLS stable variable=X 指令來消除使用 #pragma HLS dataflow 時產生的額外同步操作。

這個 example 中實作功能如下:

給定陣列 A 和 B,計算 A[B[i]] 且 B[i]!=0 的總和。

1. C Synthesis and cosim



另外可以注意到合成結果出現 II violation:

| Name | Details |
|------------------|--|
| [SCHED 204-68] | The II Violation in module 'readmemA' (Function: readmemA): Unable to enforce a carried dependence constraint (II = 2, distance = 1, offset = 1) |
| [SCHED 204-68] | The II Violation in module 'readmemA' (Function: readmemA): Unable to enforce a carried dependence constraint (II = 3, distance = 1, offset = 1) |
| [SCHED 204-68] | The II Violation in module 'readmemA' (Function: readmemA): Unable to enforce a carried dependence constraint (II = 4, distance = 1, offset = 1) |
| [SCHED 204-68] | The II Violation in module 'readmemA' (Function: readmemA): Unable to enforce a carried dependence constraint (II = 7, distance = 1, offset = 1) |
| [SCHED 204-68] | The II Violation in module 'readmemA' (Function: readmemA): Unable to enforce a carried dependence constraint (II = 9, distance = 1, offset = 1) |
| [SCHED 204-68] | The II Violation in module 'readmemB' (Function: readmemB): Unable to enforce a carried dependence constraint (II = 1, distance = 1, offset = 1) |
| [SCHED 204-68] | The II Violation in module 'readmemB' (Function: readmemB): Unable to enforce a carried dependence constraint (II = 2, distance = 1, offset = 1) |
| ♠ (SCHED 204-68) | The II Violation in module 'readmemB' (Function: readmemB): Unable to enforce a carried dependence constraint (II = 3, distance = 1, offset = 1) |

Cosim:

Cosimulation Report for 'example'

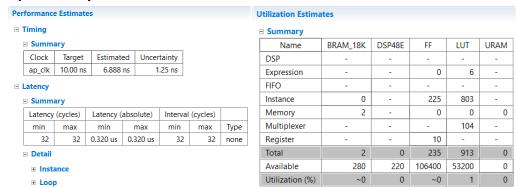
| Result | | | | | | | | | | |
|---------|--------|---------|-----|-----|----------|-----|-----|--|--|--|
| | | Latency | | | Interval | | | | | |
| RTL | Status | min | avg | max | min | avg | max | | | |
| VHDL | NA | NA | NA | NA | NA | NA | NA | | | |
| Verilog | Pass | 46 | 46 | 46 | NA | NA | NA | | | |

-> Verilog pass

2. Optimization

注意到原本的 code 出現 II violation 使得 II 無法為 1。將原本放在 function top 的 #pragma HLS PIPELINE 移動到 for loop 內部後,合成後便可達到 II=1。但實際上整個函數只有一個 for loop,在 function top 和 for loop top 使用 PIPELINE 應該要有相同的結果,具體原因還不太確定。

Optimized synthesis result



Latency: 39 -> 32 (-18%)
 FF: 543 -> 235 (-57%)
 LUT: 1818 -> 913 (-50%)

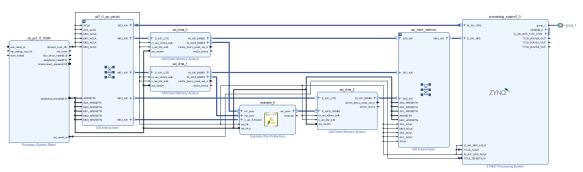
Before

```
void readmemA(stream_t &in_strm, stream_t &req_strm, int *tb)
{
    #pragma HLS PIPELINE
    A:
        for (int i = 0; i < 10; i++)
        {
            value_t in = in_strm.read();
            int b = tb[in.data];
            if (b < 10)
            {
                  req_strm.write(in);
            }
}</pre>
```

After

```
void readmemA(stream_t &in_strm, stream_t &req_strm, int *tb)
{
A:
    for (int i = 0; i < 10; i++)
    {
    #pragma HLS PIPELINE
        value_t in = in_strm.read();
        int b = tb[in.data];
        if (b < 10)
        {
              req_strm.write(in);
        }
}</pre>
```

3. Block Diagram



系統整合完成後,便能使用和 lab2 類似的方式,以 python 程式操作 DMA 和 kernel 間的資料搬動:

```
if __name__ == "__main__":
    ol = Overlay("./dataflow.bit")
    ipDesign = ol.example_0
    ipDMAIn0 = ol.axi_dma_0
    ipDMAIn1 = ol.axi dma 1
    ipDMAOut0 = ol.axi_dma_2
    inBuffer0 = allocate(shape=(10,), dtype=np.int32)
    inBuffer1 = allocate(shape=(10,), dtype=np.int32)
    outBuffer0 = allocate(shape=(1,), dtype=np.int32)
    a = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
    b = [9, 8, 7, 6, 5, 4, 3, 2, 1, 0]
    for i in range(10):
        inBuffer0[i] = a[i]
        inBuffer1[i] = b[i]
    ipDesign.write(0x00, 0x01)
    ipDMAIn0.sendchannel.transfer(inBuffer0)
    ipDMAIn1.sendchannel.transfer(inBuffer1)
    ipDMAOut0.recvchannel.transfer(outBuffer0)
    ipDMAIn0.sendchannel.wait()
    ipDMAIn1.sendchannel.wait()
    ipDMAOut0.recvchannel.wait()
```