Homework2: Simple Matrix Multiplication

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Description

Design an HLS kernel named 'mm', which computes the product of two matrixes ($C_{i,j} = \sum_k A_{i,k} * B_{k,j}$). See the example codes for reference. We have the following constraints:

- Remain the file structure and names (mm.h , mm.cpp , mm_tb.cpp) unchanged.
- Use mm as the kernel name.
- Use m_axi interface for A, B, C as the example design does. But you may change their data types or modify interface attributes.
- You MUST create a local array to store matrix B (like local_B in example code).
- hls config.cfg contains some synthesis configurations. Please don't modify them.
- Follow the annotations in the example design. Please don't make any illegal changes.
- Set target period as 5ns. We allow the timing violation. (Already setup in hls config.cfg)
- Flow target is "Vivado IP"
- Choose part "xc7z020-clg400-1".

Submission

You have to submit:

- 1. The source code of your mm kernel
- 2. One report (.pdf or .md)

Please put all the things in /root/handin/hw2 in our server, the folder should look like:

DON'T PUT the file in /root/handin/hw2/hw2 or /root/handin/hw2/hw2 or /root/some-other-folder/hw2 or /handin/hw2 or /handin/

Usage

TA provides a makefile for evaluation. You must setup Xilinx environment first to use it.

```
make csim  # run c simulation
make csyn  # run c synthesis
make gen-data # generate a new data.txt
make score  # run csim and csyn in need, and print the score
make clean  # clean all build files
```

Run make score gives output like this:

```
LATENCY = 32826

BRAM = 22 %

DSP = 14 %

FF = 7 %

LUT = 13 %

SCORE = 50.0

Some fundamental problems in your program, try to fix them!

Is there something wrong with the c-simulation?

Is the data type floating, not fixed?

Is too many unroll or too wrong pragma?
```

PS: setup xilinx environment.

gen-data.py generates two random matrixs. Each one is generated by np.trunc(np.random.rand(r, c) * (1<<3)) / (1<<3). So each element of the matrixs has at most 5 integer bits and 3 fractional bits.

Evaluation

TA gives a score board as shown below. For each row, if both the latency and all resource metrics meet the requirements, your design could get the score. Your final score is certainly the highest score of your design.

Note that, we use percentage for resource metrics.

	Latency	BRAM%	DSP%	FF%	LUT%	Score	
1	x	>100	>100	>100	>100	0	
	12000000	95	90	40	60	10	
1	1700000	95	90	40	60	20	
	1700000	30	90	25	50	30	
1	700000	30	15	10	15	50	
	300000~80000(*)	25	10	10	10	60~80	
	80000~20000 (*)	20	10	5	10	80~100	
	20000	20	10	5	10	100	

• here, (*) means assign score linearly by latency.

Suggestions

TA gives the following suggestions:

- Get familiar with the HLS design methodology. Our course gives a brief and practical introduction.
 You may also refer to Vitis High-Level Synthesis User Guide (UG1399) (Especially the first two chapters) for more information.
- The default optimization applied by Vitis HLS may be harmful. You may disable them first, for example, #pragma HLS pipeline off.
- Think carefully before start:
 - How many multiplication operation is in the mm kernel?

- How many hardware multiplier can be used?
- What's the theoretical best latency if all multiplier is active each cycle?
- How to make the multiplier active as more as possible?
- The following optimization techniques may help you get full grade:
 - Loop unrolling \ pipelining
 - Array partitioning
 - Arbitrary data type (look at gen-data.py to choose the appropriate data type)
 - o Compositive data type (Struct) and data aggregation
 - o Dataflow (you don't need to design a streaming architecture for this project).
- Read the readme.md line by line.
- Please refer to the reference solution of MVM (matrix-vector multiplication) lab.