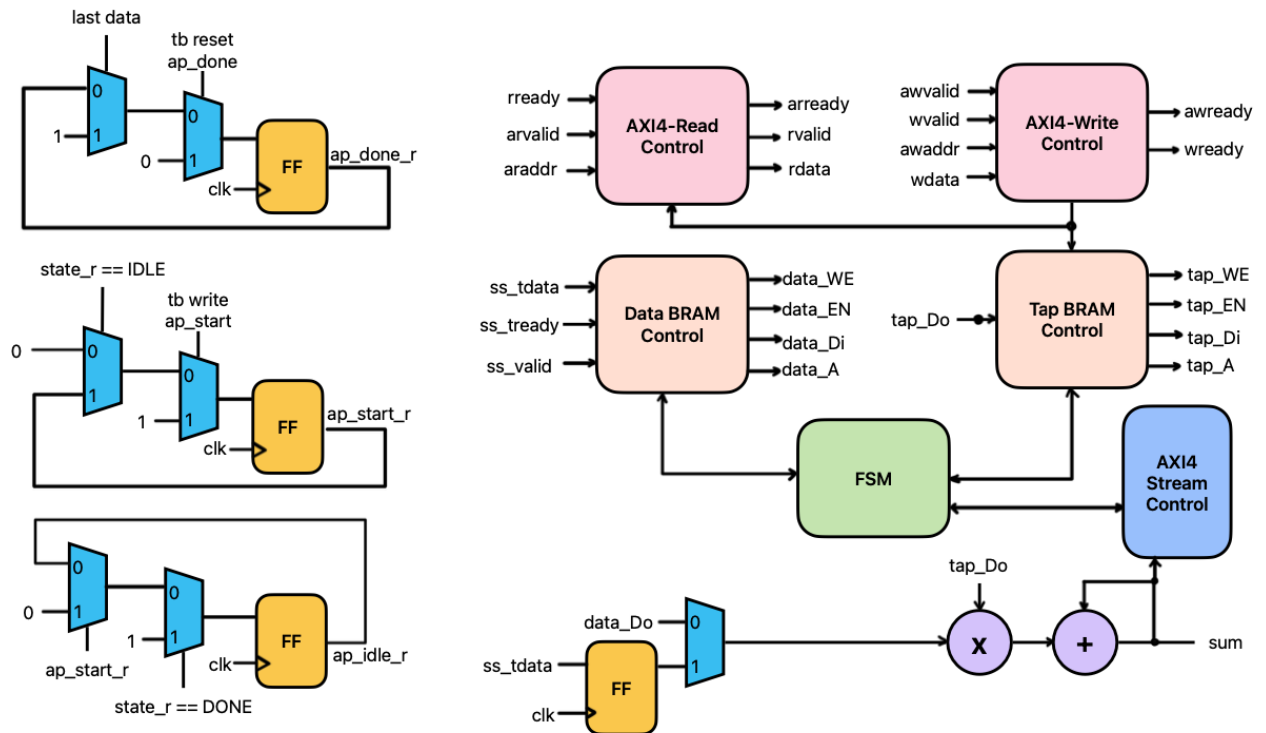


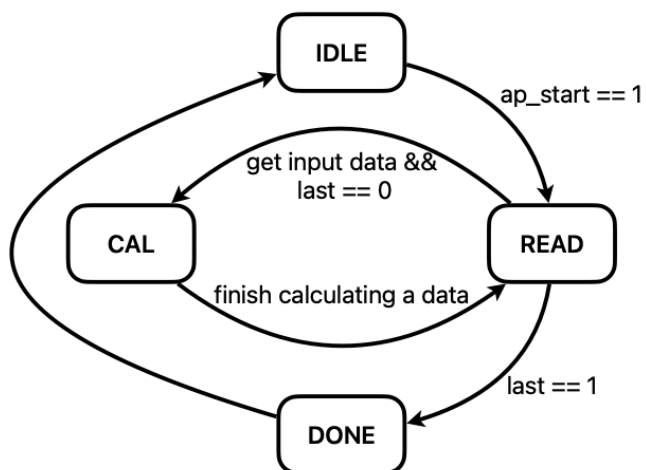
Lab3 Report

R12943006 謝郡軒

Block Diagram



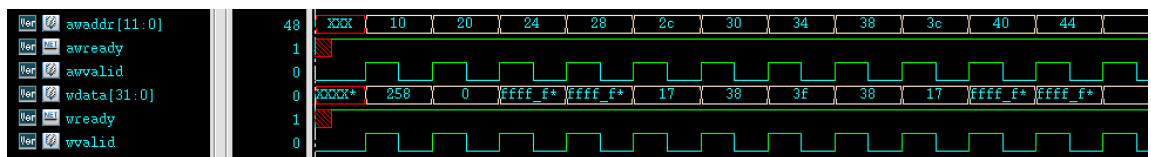
Finite State Machine



Operation

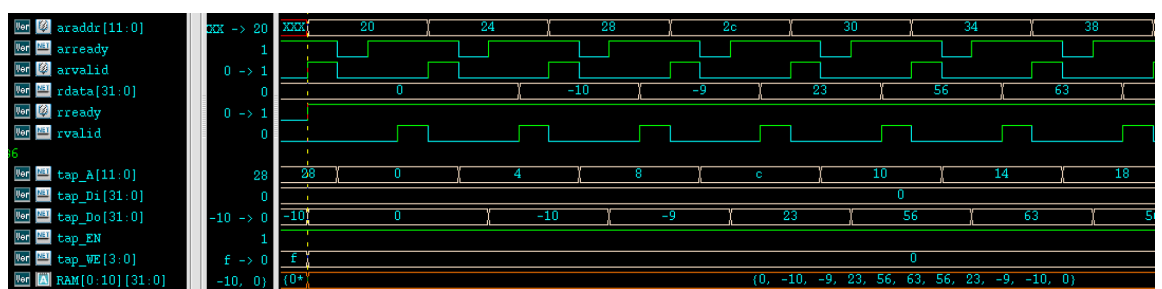
● AXI4-Lite Write

- If address == 0, FIR immediately changes ap_idle, ap_done, ap_start
- if address == 1, FIR immediately changes data_length
- if other addresses, meaning that coefficients are inputted, write the data into tap_bram



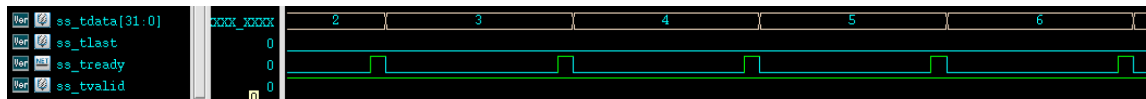
● AXI4-Lite Read

- If address == 0, FIR immediately output {ap_idle, ap_done, ap_start}
- if address == 1, FIR immediately output data_length
- if other addresses, meaning that tb wants to read coefficients, then read the corresponding coefficients from tap_bram and then output
 - The reading process takes 3 cycles, one for asking tap_bram for data, one for tap_bram to read, one for outputting the data
 - Because the reading process can be pipelined, “arready” will be pulled down to 0 only for 1 cycle



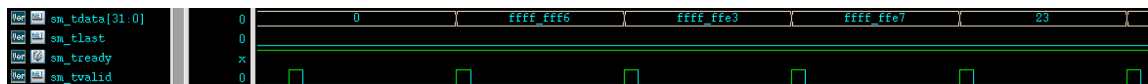
● AXI4-Stream Read

- FIR pulls “ss_tready” to 1 for 1 cycle if FIR needs data



● AXI4-Stream Write

- When FIR finishes calculating one answer, FIR pulls “sm_tvalid” to 1 for 1 cycle and sets “sm_tdata” to the output answer at the same time



● At The Very Start

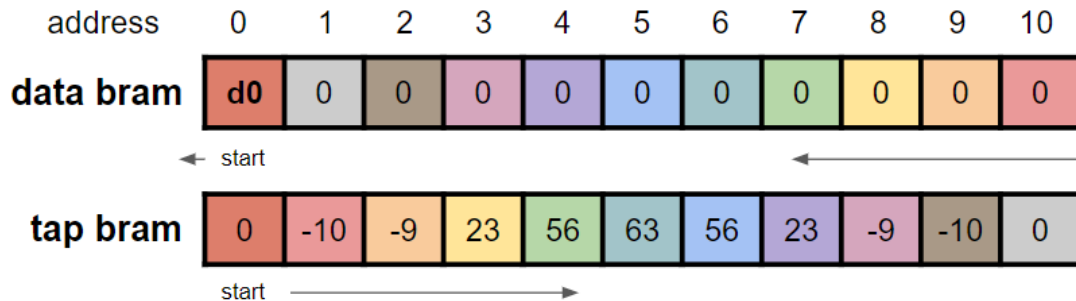
- Before tb starts to input coefficients, tb first checks whether FIR is idle. If `ap_idle == 1`, then tb starts to input coefficients.
- After FIR receives all coefficients, tb will start reading coefficients
- If all coefficients are correct, then tb write `ap_start` 1, and FIR start calculating

● BRAM access during calculation

- Before any calculation is conducted, I write 0 to every address except address 0 in `tap_bram`, because the first n answers are calculated using the first n data only
- Input data from AXI4-Stream is stored in `data_bram` sequentially, and it replaces the oldest data if `data_bram` is full. That is, the i^{th} data is stored in address $(i \% 12)$ in `data_bram`
- The figure below shows the calculation of the first data
 - Data with the same color in `data_bram` and `tap_bram` will multiply.
 - Since there is only one multiplier, each data pair is multiplied in 1 cycle. The product is added to a register called sum.
 - The first data read from `data_bram` is address 0, after that, read address in decreasing order.
 - The first data read from `tap_bram` is address 0, after that, read address in increasing order.

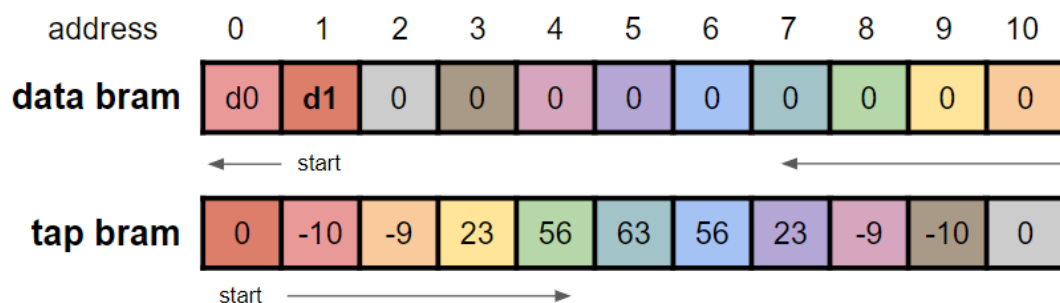
- After 11 cycles of calculation, the sum will be outputted to “sm_tdata” and pull “sm_tvalid” to 1 simultaneously for 1 cycle

First data



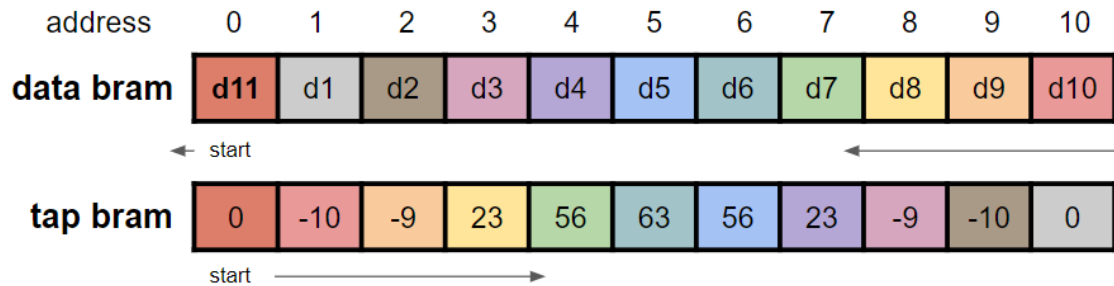
- The figure below shows the calculation of the second data
 - The first data read from data_bram is address 1, after that, read address in decreasing order.
 - The first data read from tap_bram is address 0, after that, read address in increasing order.

Second data



- The figure below shows the calculation of the 12th data
 - d11 replace the original d0 in data_bram
 - The first data read from data_bram is address 0, after that, read address in decreasing order.
 - The first data read from tap_bram is address 0, after that, read address in increasing order.

12th data



● How ap_done is generated

- When FIR gets stream data with “ss_tlast” high, then FIR will calculate the last data, and after the calculation, FIR will pull ap_done to 1
- After the last data is successfully sent to tb, FIR will pull ap_idle to 1

Resource Usage

Component

```
Detailed RTL Component Info :
+---Adders :
    2 Input   32 Bit   Adders := 1
    2 Input   12 Bit   Adders := 3
    2 Input    4 Bit   Adders := 1
    2 Input    3 Bit   Adders := 2
+---Registers :
    32 Bit   Registers := 6
    16 Bit   Registers := 1
    12 Bit   Registers := 3
    4 Bit    Registers := 3
    3 Bit    Registers := 1
    1 Bit    Registers := 15
+---Multipliers :
    32x32   Multipliers := 1
+---Muxes :
    2 Input   32 Bit   Muxes := 9
    4 Input   32 Bit   Muxes := 1
    2 Input   12 Bit   Muxes := 6
    4 Input   12 Bit   Muxes := 2
    2 Input    8 Bit   Muxes := 3
    2 Input    4 Bit   Muxes := 4
    4 Input    4 Bit   Muxes := 3
    2 Input    3 Bit   Muxes := 1
    4 Input    3 Bit   Muxes := 1
    2 Input    2 Bit   Muxes := 1
    2 Input    1 Bit   Muxes := 52
    3 Input    1 Bit   Muxes := 3
    4 Input    1 Bit   Muxes := 15
```

LUT & FF & BRAM

Name	Constraints	Status	WNS	TNS	WHS	THS	WBSS	TPWS	Total Power	Failed Routes	Methodology	RQA Score	QoR Suggestions	LUT	FF	BRAM	URAM	DSP
✓ synth_1	constrs_1	synth_design Complete!												261	260	0	0	3

Register

1.1 Summary of Registers by Type

Total	Clock Enable	Synchronous	Asynchronous
0	-	-	-
0	-	-	Set
0	-	-	Reset
0	-	Set	-
0	-	Reset	-
0	Yes	-	-
1	Yes	-	Set
259	Yes	-	Reset
0	Yes	Set	-
0	Yes	Reset	-

DSP

DSP Final Report (the ' indicates corresponding REG is set)

Module Name	DSP Mapping	A Size	B Size	C Size	D Size	P Size	AREG	BREG	CREG	DREG	ADREG	MREG	PREG
fir	A*B	17	15	-	-	48	0	0	-	-	-	0	0
fir	A*B	17	17	-	-	48	0	0	-	-	-	0	0
fir	PCIN>>17+A*B	17	15	-	-	48	0	0	-	-	-	0	0

Timing Report

Max Delay Paths

Max Delay Paths	

Slack (MET) :	1.767ns (required time - arrival time)
Source:	tap_A_r_reg[5]/C (rising edge-triggered cell FDCE clocked by axis_clk {rise@0.000ns fall@7.500ns period=15.000ns})
Destination:	sum_r_reg[31]/D (rising edge-triggered cell FDCE clocked by axis_clk {rise@0.000ns fall@7.500ns period=15.000ns})
Path Group:	axis_clk
Path Type:	Setup (Max at Slow Process Corner)
Requirement:	15.000ns (axis_clk rise@15.000ns - axis_clk rise@0.000ns)
Data Path Delay:	13.096ns (logic 8.684ns (66.308%) route 4.412ns (33.692%))
Logic Levels:	12 (CARRY4=5 DSP48E1=2 LUT2=3 LUT3=1 LUT6=1)
Clock Path Skew:	-0.145ns (DCD - SCD + CPR)
Destination Clock Delay (DCD):	2.128ns = (17.128 - 15.000)
Source Clock Delay (SCD):	2.456ns
Clock Pessimism Removal (CPR):	0.184ns
Clock Uncertainty:	0.035ns ((TSJ^2 + TIJ^2)^1/2 + DJ) / 2 + PE
Total System Jitter (TSJ):	0.071ns
Total Input Jitter (TIJ):	0.000ns
Discrete Jitter (DJ):	0.000ns
Phase Error (PE):	0.000ns

Location	Delay type	Incr(ns)	Path(ns)	Netlist Resource(s)

	(clock axis_clk rise edge)	0.000	0.000	r
		0.000	0.000	r axis_clk (IN)
net (fo=0)		0.000	0.000	axis_clk
				r axis_clk_IBUF_inst/I
IBUF (Prop_ibuf_I_0)		0.972	0.972	r axis_clk_IBUF_inst/O
net (fo=1, unplaced)		0.800	1.771	axis_clk_IBUF
				r axis_clk_IBUF_BUFG_inst/I
BUFG (Prop_bufg_I_0)		0.101	1.872	r axis_clk_IBUF_BUFG_inst/O
net (fo=260, unplaced)		0.584	2.456	axis_clk_IBUF_BUFG
FDCE				r tap_A_r_reg[5]/C

```

-----
FDCE (Prop_fdce_C_Q)      0.478    2.934 r tap_A_r_reg[5]/Q
net (fo=5, unplaced)      0.993    3.927 r tap_A_OBUF[5]
                                r sum_w1_i_18/I0
LUT6 (Prop_lut6_I0_0)     0.295    4.222 r sum_w1_i_18/0
net (fo=32, unplaced)     0.520    4.742 r sum_w1_i_18_n_0
                                r sum_w1_i_1/I1
LUT3 (Prop_lut3_I1_0)     0.124    4.866 r sum_w1_i_1/0
net (fo=2, unplaced)     0.800    5.666 r sum_w1_i_1_n_0
                                r sum_w1_0/B[16]
DSP48E1 (Prop_dsp48e1_B[16]_PCOUT[47])
                                3.851    9.517 r sum_w1_0/PCOUT[47]
net (fo=1, unplaced)      0.055    9.572 r sum_w1_0_n_106
                                r sum_w1_1/PCIN[47]
DSP48E1 (Prop_dsp48e1_PCIN[47]_P[0])
                                1.518    11.090 r sum_w1_1/P[0]
net (fo=2, unplaced)      0.800    11.890 r sum_w1_1_n_105
                                r sum_r[19]_i_10/I0
LUT2 (Prop_lut2_I0_0)     0.124    12.014 r sum_r[19]_i_10/0
net (fo=1, unplaced)     0.000    12.014 r sum_r[19]_i_10_n_0
                                r sum_r_reg[19]_i_7/S[1]
CARRY4 (Prop_carry4_S[1]_CO[3])
                                0.533    12.547 r sum_r_reg[19]_i_7/CO[3]
net (fo=1, unplaced)      0.009    12.556 r sum_r_reg[19]_i_7_n_0
                                r sum_r_reg[23]_i_7/CI
CARRY4 (Prop_carry4_CI_CO[3])
                                0.117    12.673 r sum_r_reg[23]_i_7/CO[3]
net (fo=1, unplaced)      0.000    12.673 r sum_r_reg[23]_i_7_n_0
                                r sum_r_reg[27]_i_7/CI
CARRY4 (Prop_carry4_CI_0[3])
                                0.331    13.004 r sum_r_reg[27]_i_7/0[3]
net (fo=1, unplaced)      0.618    13.622 r sum_r_reg[27]_i_7_n_4
                                r sum_r[27]_i_3/I1
LUT2 (Prop_lut2_I1_0)     0.307    13.929 r sum_r[27]_i_3/0
net (fo=1, unplaced)     0.000    13.929 r sum_r[27]_i_3_n_0
                                r sum_r_reg[27]_i_2/S[3]
CARRY4 (Prop_carry4_S[3]_CO[3])
                                0.376    14.305 r sum_r_reg[27]_i_2/CO[3]
net (fo=1, unplaced)      0.000    14.305 r sum_r_reg[27]_i_2_n_0
                                r sum_r_reg[31]_i_3/CI
CARRY4 (Prop_carry4_CI_0[3])
                                0.331    14.636 r sum_r_reg[31]_i_3/0[3]
net (fo=1, unplaced)      0.618    15.254 r sum_r_reg[31]_i_3_n_4
                                r sum_r[31]_i_2/I0
LUT2 (Prop_lut2_I0_0)     0.299    15.553 r sum_r[31]_i_2/0
net (fo=1, unplaced)     0.000    15.553 r sum_w[31]
FDCE                       r sum_r_reg[31]/D
-----

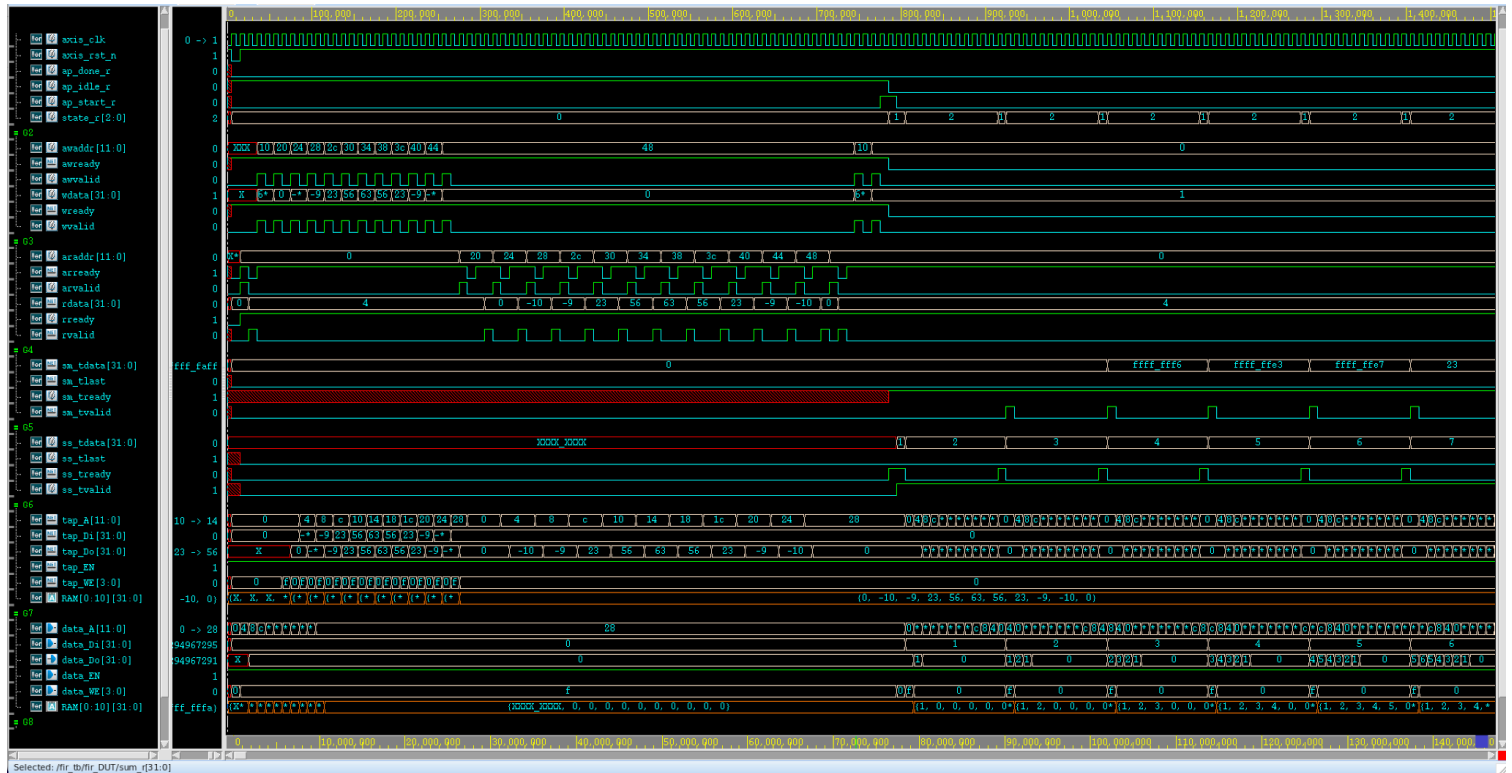
```

```

-----
(clock axis_clk rise edge)
                                15.000    15.000 r
                                0.000    15.000 r axis_clk (IN)
net (fo=0)                  0.000    15.000 r axis_clk
                                r axis_clk_IBUF_inst/I
IBUF (Prop_ibuf_I_0)        0.838    15.838 r axis_clk_IBUF_inst/0
net (fo=1, unplaced)        0.760    16.598 r axis_clk_IBUF
                                r axis_clk_IBUF_BUF inst/I
BUFG (Prop_bufg_I_0)        0.091    16.689 r axis_clk_IBUF_BUF inst/0
net (fo=260, unplaced)      0.439    17.128 r axis_clk_IBUF_BUF
FDCE                       r sum_r_reg[31]/C
clock pessimism              0.184    17.311
clock uncertainty            -0.035    17.276
FDCE (Setup_fdce_C_D)        0.044    17.320 r sum_r_reg[31]
-----
required time                  17.320
arrival time                   -15.553
-----
slack                          1.767
-----

```


At the begin



At the end

