

# Introduction to Zynq Hardware

## Lab 5

### Adding a PL Peripheral



June 2017  
Version 11

## Lab 5 Overview

In this lab, we will expand our block design by extending our memory space with a PL-based Block RAM (BRAM). The BRAM can be used to buffer data going between the PS and PL.

## Lab 5 Objectives

When you have completed Lab 5, you will know how to do the following:

- Add a BRAM from the IP Catalog
- Connect AXI peripherals to the Zynq PS.

## Experiment 1: Add the PL BRAM from the IP Catalog

This experiment shows how to add the PL BRAM IP from the IP Catalog.

### Experiment 1 General Instruction:

Open Vivado Project and Block Design. Add Block Memory to the block design.

### Experiment 1 Step-by-Step Instructions:

1. <Optional> If you did not complete Lab 3 or wish to start with a clean copy, delete the `ZynqDesign` and `SDK_Workspace` folders in the `ZynqHW/2017_1` folder. Then unzip **Solutions\ZynqHW\_Lab3\_Solution.zip** to the `2017_1` folder. If you have 7-zip installed, you can do this by right-clicking and dragging **ZynqHW\_Lab3\_Solution.zip** to the `2017_1` folder. Select **7-Zip → Extract Here**.

Perhaps you are wondering why we are starting with the solution for Lab 3 rather than the solution for Lab 4. Well the reason is that Lab 4 activities did not result in a modification to the hardware platform from Lab 3 but acted rather as a demonstration that TCL can be used to manipulate a project directly.

2. Launch Vivado.
3. **Open** the project: **C:\Speedway\ZynqHW\2017\_1\ZynqDesign\ZynqDesign.xpr**
4. **Open** the Block Design, *Z\_system.bd*

5. With the block design open, click anywhere in the white space of the diagram and right-click then select **Add IP...** Alternatively select the Add IP button on the vertical shortcut bar.

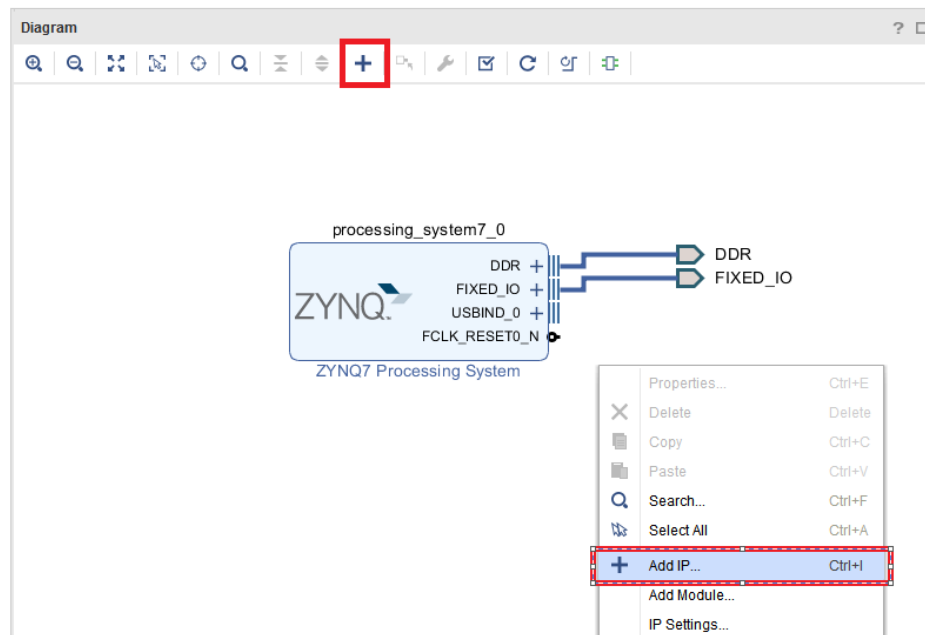


Figure 1 - Add IP to Block Design

6. The IP catalog will open. Add a Block RAM Controller by entering **bram** in the search field. Double-click **AXI BRAM Controller** to add it to the system.

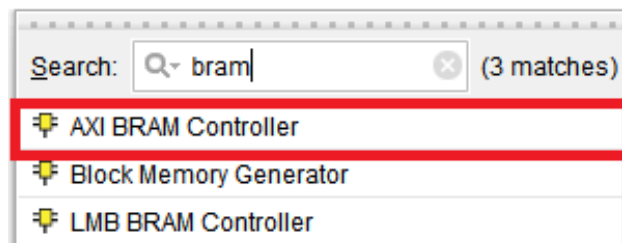

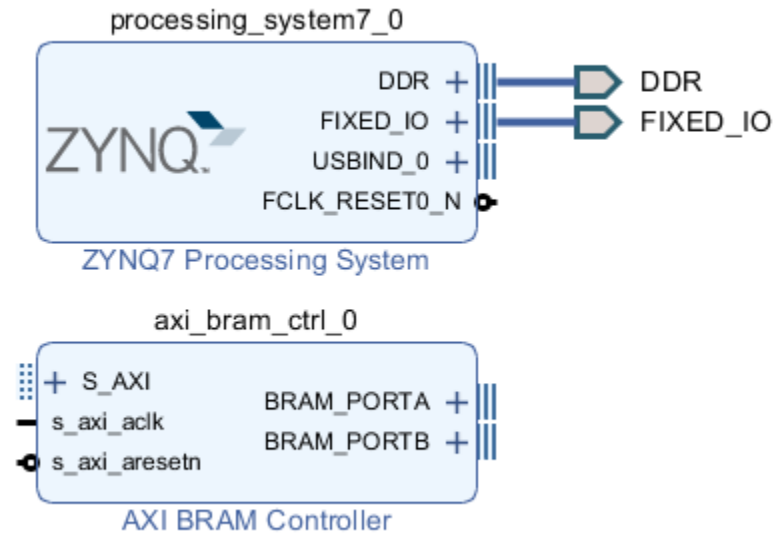


Figure 2 - Add AXI BRAM Controller

7. Double-click the **AXI BRAM Controller**. It may be helpful to hit the Regenerate Layout Button on the vertical shortcut bar, , to see this view.



**Figure 3 - Customize IP with Double-Click**

8. Increase the *Data Width* to **64** bits.
9. Change the *Support for AXI Narrow Bursts* to **Manual** and set to **Yes**. Click **OK**.

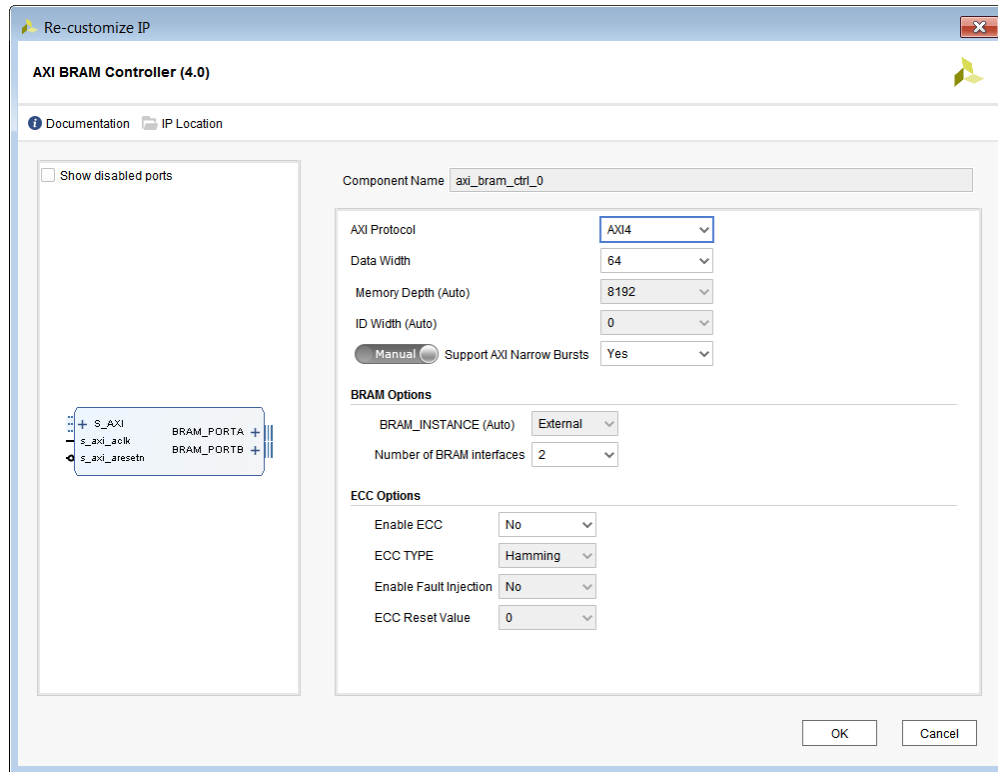


Figure 4 - BRAM Controller Options

10. See the green bar at the top of the screen that advises you that *Designer Assistance available*. Click on **Run Connection Automation**.

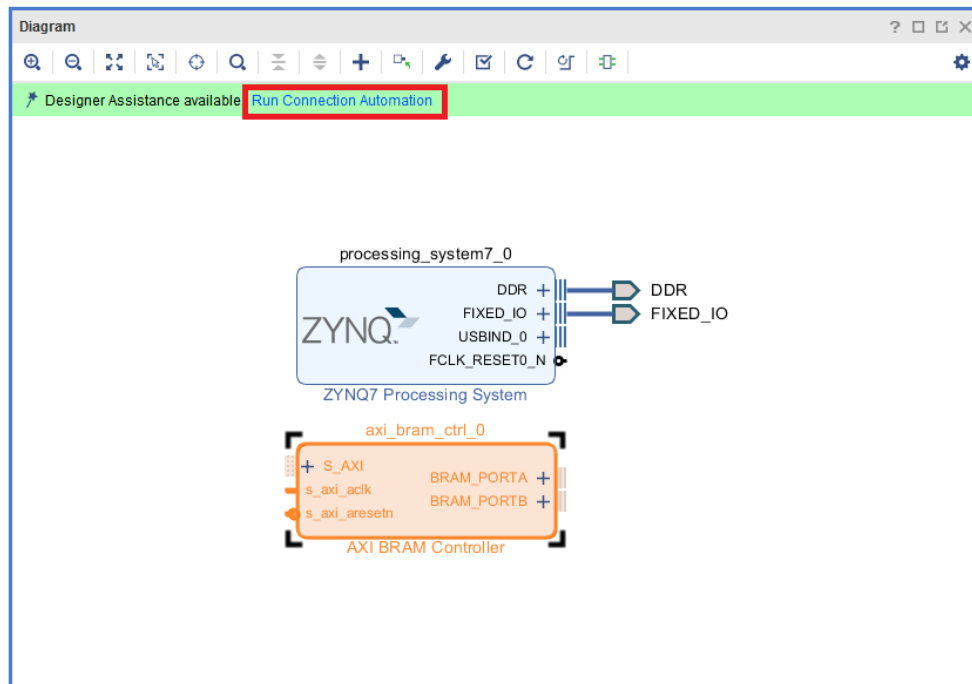


Figure 5 – Designer Assistance Available

11. Check the box for **All Automation**. Then click **OK**.

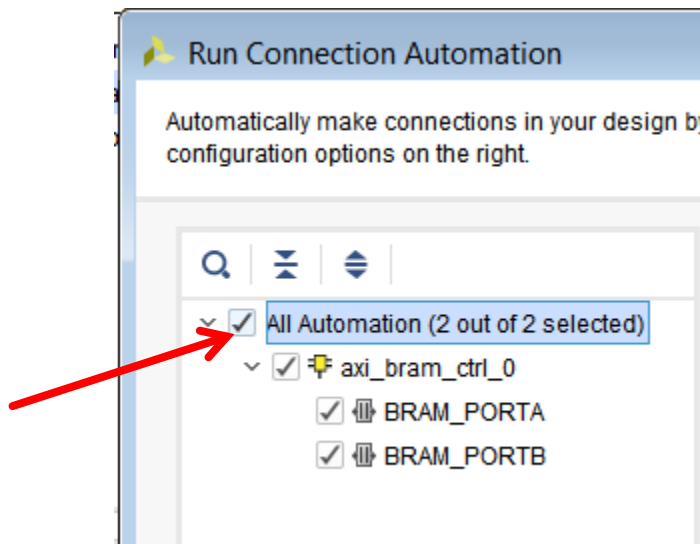


Figure 6 – Designer Assistance Check

12. See that the Assistant has automatically added and connected a *Block Memory Generator* IP block. Double-click the **axi\_bram\_ctrl\_0\_bram** to see how the tool set up the IP.
13. Notice that **True Dual Port RAM** from the *Memory Type* drop-down list has been set. Click **OK**.

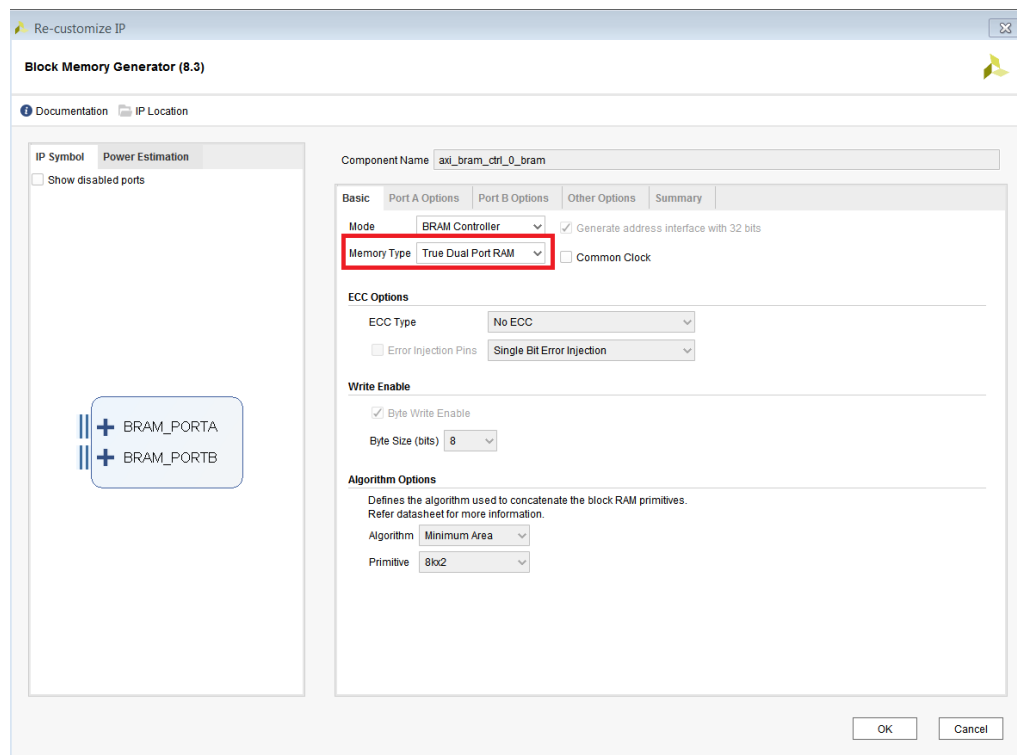


Figure 7 - Block Memory Generator Set to True Dual Port

## Experiment 2: Connect AXI Interconnect and Build

This experiment shows how to add an AXI Interconnect Block from the IP Catalog.

### Experiment 2 General Instruction:

Enable a Master AXI Interconnect on the PS. Enable a fabric clock from the PS. Connect all IP to the PS.

### Experiment 2 Step-by-Step Instructions:

If you examine the BRAM Controller closely, you will notice an **S\_AXI** port in the upper left hand corner. The BRAM Controller expects to be a Slave on an AXI Interconnect. However, in order to do that, we will first need a Master. Since we now have logic in the PL, we will also need a clock accessible to that logic.

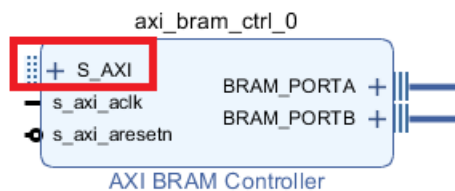


Figure 8 – Slave AXI Port on AXI BRAM Controller

1. **Double-click** the Zynq PS (processing\_system7\_0) block.



- At the bottom of the screen click on green box labeled, **32b GP AXI Master Ports**.

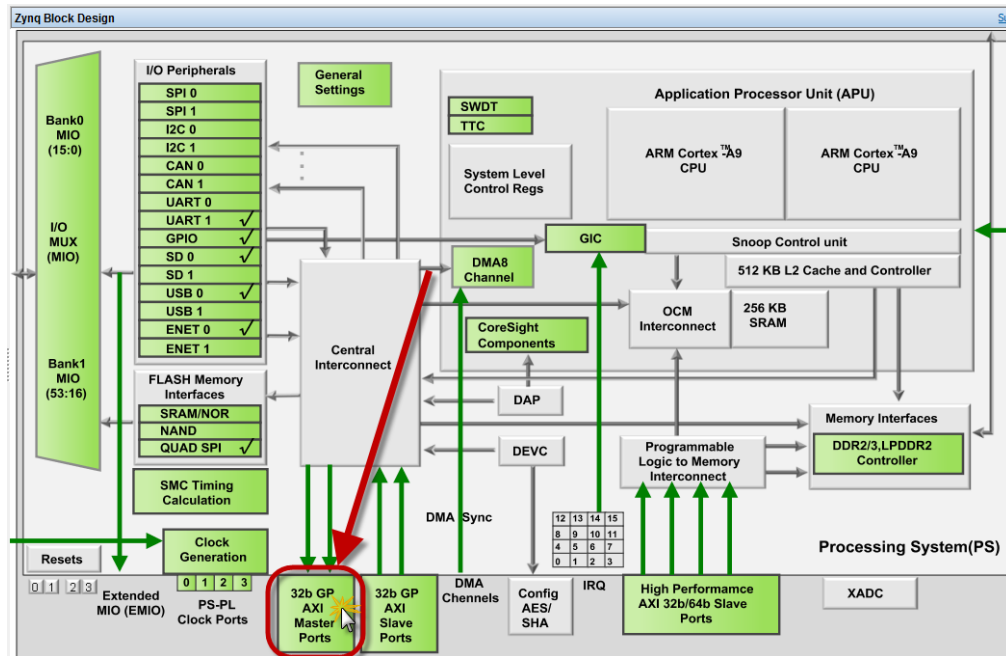


Figure 9 - Customize PS

- Check the box to select **M AXI GP0 Interface**.

PS-PL Configuration Summary Report

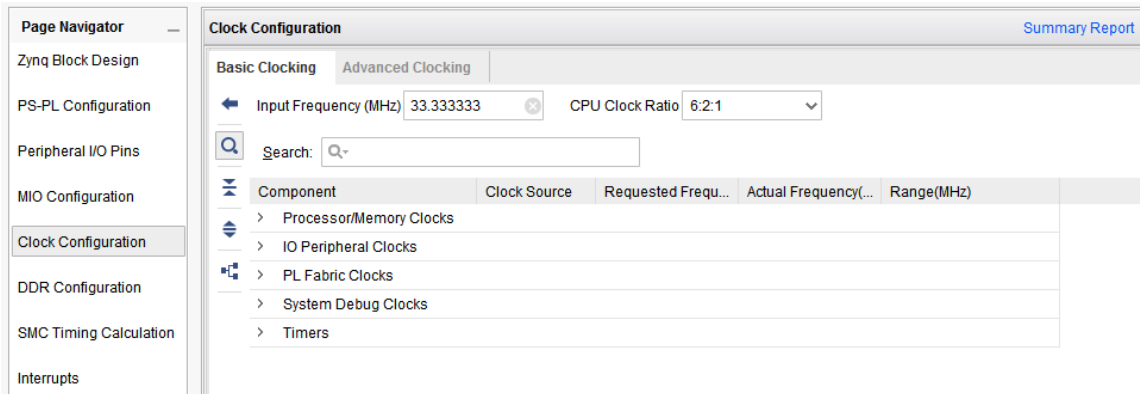
Search:

Name	Select	Description
General		
AXI Non Secure Enablement	0	Enable AXI Non Secure Transaction
GP Master AXI Interface		
M AXI GP0 interface	<input checked="" type="checkbox"/>	Enables General purpose AXI master interface 0
M AXI GP1 interface	<input type="checkbox"/>	Enables General purpose AXI master interface 1

Figure 10 - Enable General Purpose Master AXI Interface

That takes care of our AXI interface that we were missing. Next we need to export a clock from the PS.

4. Select **Clock Configuration** from the Page Navigator. And **expand all** clocks.



**Figure 11 - Clock Configuration**

5. Enable Fabric Clock 0 by checking the box next to *FCLK\_CLK0*. Set it to **50MHz**.

PL Fabric Clocks						
<input checked="" type="checkbox"/>	FCLK_CLK0	IO PLL	50	50.000000	0.100000 : 250.000000	
<input type="checkbox"/>	FCLK_CLK1	IO PLL	150	10.000000	0.100000 : 250.000000	
<input type="checkbox"/>	FCLK_CLK2	IO PLL	50	10.000000	0.100000 : 250.000000	
<input type="checkbox"/>	FCLK_CLK3	IO PLL	25	10.000000	0.100000 : 250.000000	

**Figure 12 - Enable Fabric Clock 0**

6. Click **OK** to exit the PS IP configuration.
7. Now you can see that the PS7 block now has **M\_AXI\_GP0** and **FCLK\_CLK0** connections. Also, the *Designer Assistance* is back! Click **Run Connection Automation**.

- Make sure **All Automation** is checked, also make sure that Interconnect IP type is “New AXI Interconnect”, then click **OK**.

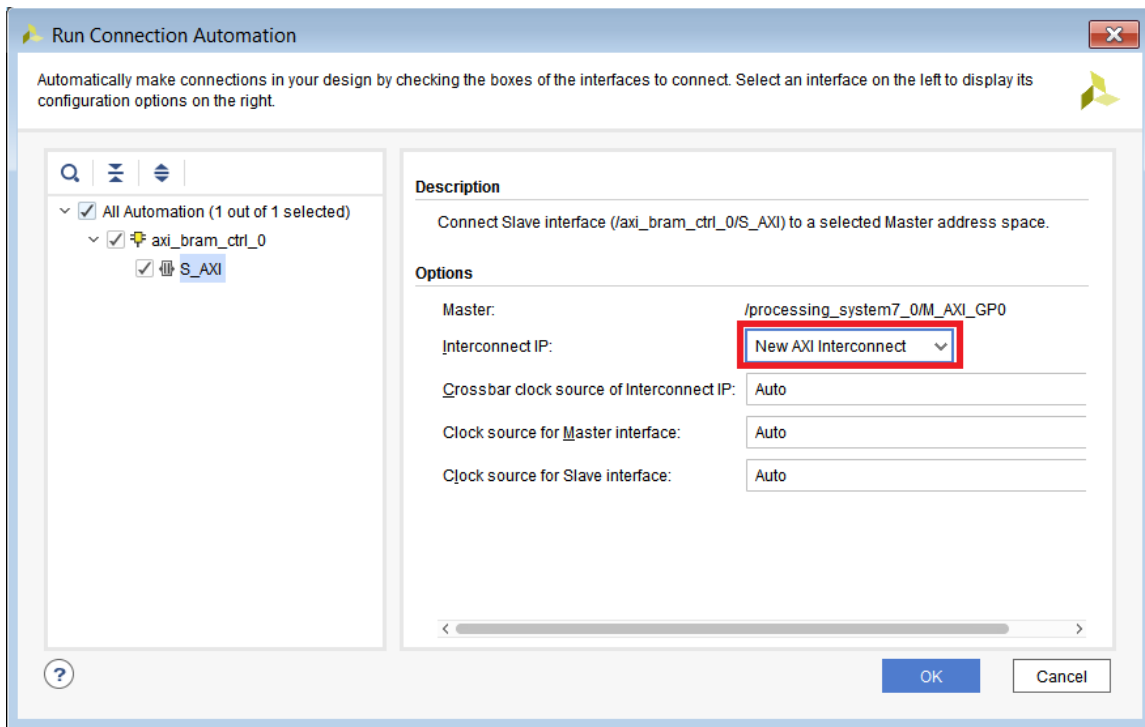


Figure 13 – Connection Automation for BRAM Controller S\_AXI

- When complete, regenerate the layout . You should see something similar to below.

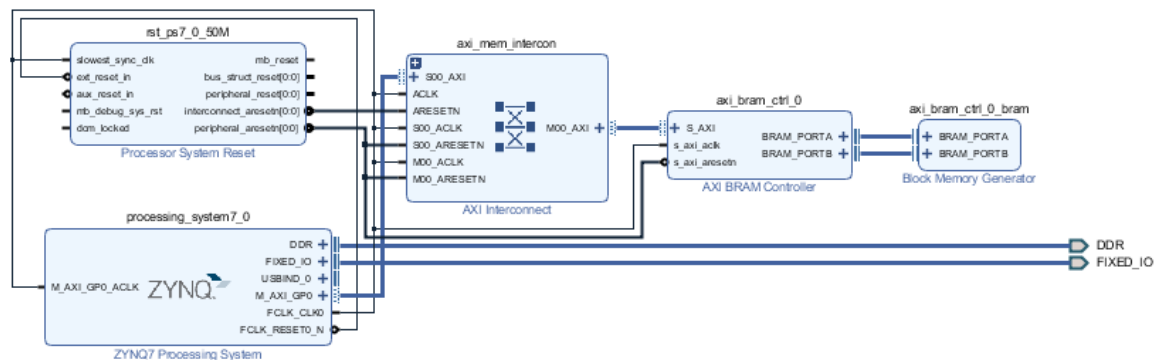


Figure 14 – Block Design with AXI BRAM Controller and AXI Interconnect Connections

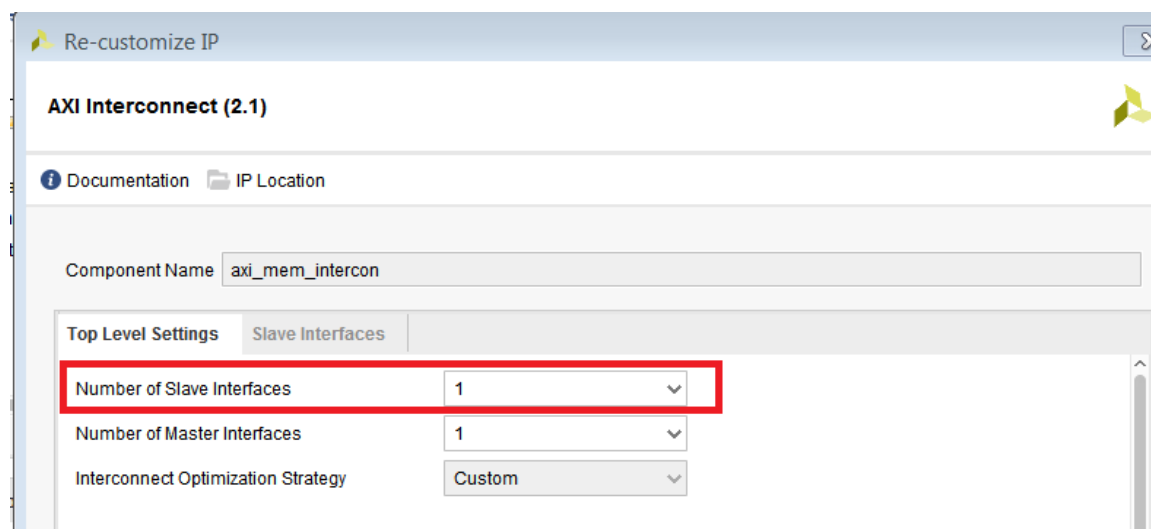
The Designer Assistant has added the following IP:

- AXI Interconnect
- Processor System Reset

The Designer Assistant has also made the following connections:

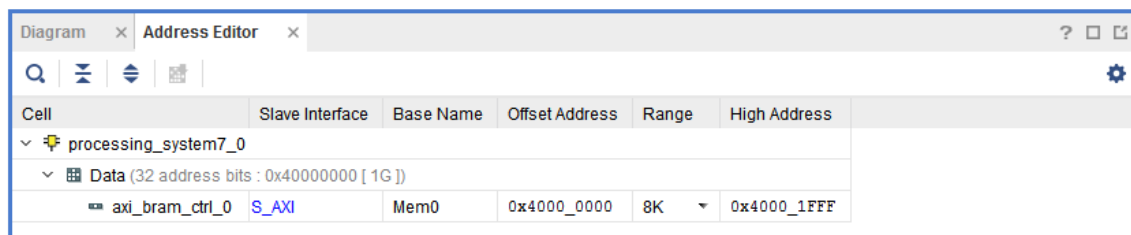
- BRAM Controller S\_AXI to AXI Interconnect M\_AXI
- AXI Interconnect S\_AXI to PS7 M\_AXI
- PS7's FCLK\_CLK0 in 6 locations
- PS7's FCLK\_RESET0\_N to the Processor System Reset
- Processor System Reset then resets the AXI Interconnect and BRAM Controller

10. You can double-click and view the AXI Interconnect and see the number of Master interfaces is **one**. That makes sense since we only had 1 slave. If you add more slave IP, then you can simply increase this. Click **OK**.



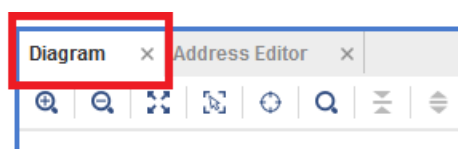
**Figure 15 - Customize AXI Interconnect**

11. We're not quite done yet. We need to view the address space for the BRAM on the AXI interface. To access the Address Editor tab click **Window → Address Editor** at the top of the screen. Then click **expand all** in the **Address Editor** Tab. The Designer Assistant has already assigned the address. If you do this manually, you can use the Auto Assign Address button at the bottom of the shortcut list (which is now grayed out). Here you can adjust the Range if you'd like to have more or less memory. You can also change the Offset Address if there is a particular address you want. For now, we will leave this at 8K located at 0x4000\_0000.



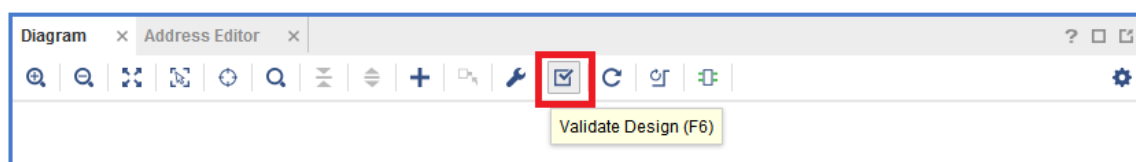
**Figure 16 - BRAM Address Assignment**

12. Switch back to the *Diagram* view by selecting the **Diagram** tab.



**Figure 17 - Diagram Tab**

13. Next, we need to validate the design. Vivado has a robust design rule checker for Vivado IP Integrator block designs. Select **Validate Design**. Click **OK** on Validation Successful window.



**Figure 18 - Validate Design**

14. View the Block Memory Generator IP, **axi\_bram\_ctrl\_0\_bram**, by double-clicking on the IP.
15. Click on the **Port A and B Option** tabs to see the data widths and depth. Also click on the **Summary** tab to see how many BRAM resources will be used by this IP. **Note:** The width and depth parameters are inherited from the BRAM Controller IP and updated when the design was validated.

Basic	Port A Options	Port B Options	Other Options	Summary
<b>Memory Size (in words)</b>				
Write Width		64	Range: 32 to 1024 (bits)	
Read Width		64		
Write Depth		1024	Range: 2 to 1048576	
Read Depth		1024		

Basic	Port A Options	Port B Options	Other Options	Summary
<b>Memory Size (in words)</b>				
Write Width		64		
Read Width		64		
Write Depth		1024		
Read Depth		1024		

Basic	Port A Options	Port B Options	Other Options	Summary
<b>Information</b>				
Memory Type: True Dual Port RAM				
Block RAM resource(s) (18K BRAMs): 0				
Block RAM resource(s) (36K BRAMs): 2				
Total Port A Read Latency : 1 Clock Cycle(s)				
Total Port B Read Latency (From Rising Edge of Read Clock): 1 Clock Cycle(s)				
Address Width A: 32				
Address Width B : 32				

**Figure 19 - BRAM Options**

16. Click **OK** to accept the settings.

17. Save the block design by typing **save\_bd\_design** in the TCL Console or by clicking the save block design button from the top shortcut bar.

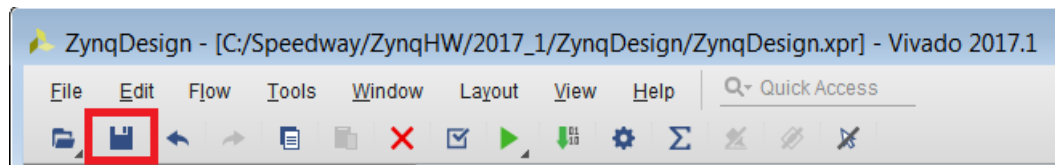


Figure 20 - Save Block Design

18. Reset and then generate the Output Products by right-clicking on the **Z\_system\_i** under **Sources**.
19. Guide Vivado 2017.1 to insert global clock buffer to the FCLK0 by giving command **set\_property CONFIG.PCW\_FCLK\_CLK0\_BUF TRUE [get\_bd\_cells /processing\_system7\_0]** to the TCL-window. This will improve the timing considerably if Vivado has not done this automatically.
20. Select **Generate Bitstream** from the Flow Navigator. Click **Yes** to launch synthesis and implementation. Then Select OK on the Launch Runs window. This will take a few minutes. Answer the questions below while waiting.

### Questions:

**Answer the following questions:**

- How many BRAM's are consumed by the Block Memory Generator?  
\_\_\_\_\_
- What is the base address of the BRAM? Why is it mapped here?  
\_\_\_\_\_
- If more IP peripherals were connected, where would they connect?  
\_\_\_\_\_

## Exploring Further

If you have more time and would like to investigate more...

- Explore what other IP is available in the catalog. Note: if you add it to your design, make sure to remove it before proceeding to the next lab.

This concludes Lab 5.

## Revision History

Date	Version	Revision
6 Nov 13	02	Initial Draft
19 Nov 13	03	Pilot updates
5 Nov 14	04	Updated for Vivado 2014.3
5 Jan 15	05	Updated for Vivado 2014.4
05 Mar 15	06	Finalize for Vivado 2014.4
16 Mar 15	07	Minor edits for release
Oct 15	08	Updated to Vivado 2015.2
July 2016	09	Updated to Vivado 2016.2
May 2017	10	Updated to Vivado 2017.1
June 2017	11	Updated to Vivado 2017.1 for MiniZed + Rebranding

## Resources

[www.minized.org](http://www.minized.org)

[www.microzed.org](http://www.microzed.org)

[www.picozed.org](http://www.picozed.org)

[www.zedboard.org](http://www.zedboard.org)

[www.xilinx.com/zynq](http://www.xilinx.com/zynq)

[www.xilinx.com/sdk](http://www.xilinx.com/sdk)

[www.xilinx.com/vivado](http://www.xilinx.com/vivado)



## Answers

### Experiment 2

- *How many BRAM's are consumed by the Block Memory Generator?*

**2**

- *What is the base address of the BRAM? Why is it mapped here?*

**0x40000000, because this is starting address space for M\_AXI\_GP0 (refer to the Zynq All Programmable SoC User Guide).**

- *If more IP peripherals were connected, where would they connect?*

**Add Master AXI ports to the AXI Interconnect Block for additional slaves to connect into.**