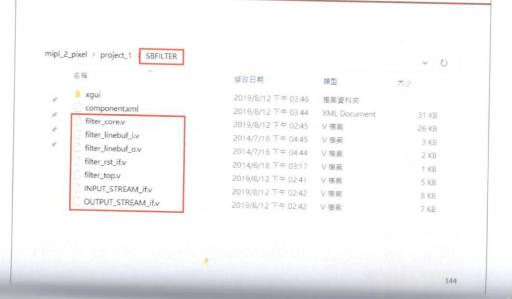
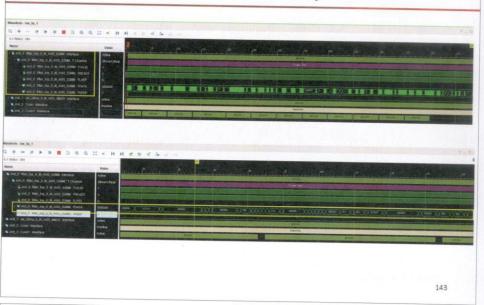
Debug Sobel Filter(AXI DMA#2) AXI DMA#1 filter_top_0 + S AXI LITE - S_AXIS_MM2S - S AXIS SZMM - S_AXIS_MM2S_TDATA[23.0] s axis s2mm tdsta[23:0] M AXI S2MM + S_AXIS_MM2S_TKEEP[2:0] - I s skis s2mm skeec/2-01 M AXIS MM2S - * - ► S_AXIS_MM2S_TLASTID:01 m_axis_mm2s_tdata(23:0) > __ M_AXIS_S2MM -- > s axis s2mm slast S AXIS MM2S TVALID M_AXIS_SZMM_TDATA[23:0] > - ≪ s axis_s2mm_tready m axis mm2s tkeep(2:0) > -- ■ S AXIS MM2S TREADY M_AXIS_SZMM_TKEEP[2:0] > m axis mm2s thest > -- s axis s2mm tuser[0:0] rgb2y_bypass M_AXIS_S2MM_TLAST[0:0] > m axis mm2s treatly 4 -- s axis s2mm tvalid filter_bypass M_AXIS_SZMM_TVALID > m_axis_mm2s_tuser(0:0) > s and the activ - S_AXIS_MM2S_ACLK m Jaxis mm2s traild . M_AXIS_S2MM_TREADY 4 m_axi_mm2s_acik - M_AXIS_S2MM_ACLK mm2s frame ptr out(5.0) s2mm_frame_ptr_out[5:0] 4 - m_axi_s2mm_aclk --- aresetn mm2s_introut -- s_axis_s2mm_ack axi resetn 142

Sobel Filter Verilog Source Code



Sobel Filter(AXI DMA#2)





Line Buffer(SRAM)

NARLabs

```
CLK, AA, CEA, WEA, D, AB, CEB, O);
 parameter ABITS =
 parameter ASI2E = 1920;
 input [ABITS - 1:0]
input [DBITS - 1:0]
input [ABITS - 1:0]
output[DBITS - 1:0]
(* ram_style = "block" *)reg [DBITS-1:0] ram[ASIZE-1:0];
reg [DBITS - 1:0] Q:
//assign @ = CEB 7 ram[AB] : 0;
always @ (posedge CLE)
        Q <= ram[AB];
always @ (posedge CLK)
begin
   if (CEA)
    begin
             ram[AA] <= D:
modmodulm // 1 lineram
```