

Lab1

System Introduction:

將兩個輸入的數字相乘後輸出

Observation & lesson learnt:

- 1. 不要把 vitis_hls 的檔案放在 virtualbox 共用資料夾
- 2. 做 co-sim 前要把 ap_control_none 拿掉

Screen dump:

Performance:

```
=====
== Performance Estimates
=====
+ Timing:
  * Summary:
    +-----+-----+-----+-----+
    | Clock | Target | Estimated| Uncertainty|
    +-----+-----+-----+-----+
    | ap_clk | 10.00 ns| 5.900 ns| 2.70 ns|
    +-----+-----+-----+-----+

+ Latency:
  * Summary:
    +-----+-----+-----+-----+-----+-----+
    | Latency (cycles) | Latency (absolute) | Interval | Pipeline|
    | min | max | min | max | min | max | Type |
    +-----+-----+-----+-----+-----+-----+
    | 0 | 0 | 0 ns | 0 ns | 1 | 1 | no |
    +-----+-----+-----+-----+-----+-----+

  + Detail:
    * Instance:
      N/A

    * Loop:
      N/A
```

Utilization:

```
=====
== Utilization Estimates
=====
* Summary:
+-----+-----+-----+-----+-----+-----+
| Name | BRAM_18K| DSP | FF | LUT | URAM|
+-----+-----+-----+-----+-----+-----+
| DSP | - | - | - | - | - |
| Expression | - | - | - | - | - |
| FIFO | - | - | - | - | - |
| Instance | 0 | 3 | 144 | 252 | 0 |
| Memory | - | - | - | - | - |
| Multiplexer | - | - | - | - | - |
| Register | - | - | - | - | - |
+-----+-----+-----+-----+-----+-----+
| Total | 0 | 3 | 144 | 252 | 0 |
+-----+-----+-----+-----+-----+-----+
| Available SLR | 1344 | 3072 | 864000 | 432000 | 320 |
+-----+-----+-----+-----+-----+-----+
| Utilization SLR (%) | 0 | ~0 | ~0 | ~0 | 0 |
+-----+-----+-----+-----+-----+-----+
| Available | 4032 | 9216 | 2592000 | 1296000 | 960 |
+-----+-----+-----+-----+-----+-----+
| Utilization (%) | 0 | ~0 | ~0 | ~0 | 0 |
+-----+-----+-----+-----+-----+-----+
```

+ Detail:

* Instance:

Instance	Module	BRAM_18K	DSP	FF	LUT	URAM
control_s_axi_U	control_s_axi	0	0	144	232	0
mul_32s_32s_32_1_1_U1	mul_32s_32s_32_1_1	0	3	0	20	0
Total		0	3	144	252	0

* DSP:

N/A

* Memory:

N/A

* FIFO:

N/A

* Expression:

N/A

* Multiplexer:

N/A

* Register:

N/A

Interface:

== Interface

* Summary:

RTL Ports	Dir	Bits	Protocol	Source Object	C Type
s_axi_control_AWVALID	in	1	s_axi	control	pointer
s_axi_control_AWREADY	out	1	s_axi	control	pointer
s_axi_control_AWADDR	in	6	s_axi	control	pointer
s_axi_control_WVALID	in	1	s_axi	control	pointer
s_axi_control_WREADY	out	1	s_axi	control	pointer
s_axi_control_WDATA	in	32	s_axi	control	pointer
s_axi_control_WSTRB	in	4	s_axi	control	pointer
s_axi_control_ARVALID	in	1	s_axi	control	pointer
s_axi_control_ARREADY	out	1	s_axi	control	pointer
s_axi_control_ARADDR	in	6	s_axi	control	pointer
s_axi_control_RVALID	out	1	s_axi	control	pointer
s_axi_control_RREADY	in	1	s_axi	control	pointer
s_axi_control_RDATA	out	32	s_axi	control	pointer
s_axi_control_RRESP	out	2	s_axi	control	pointer
s_axi_control_BVALID	out	1	s_axi	control	pointer
s_axi_control_BREADY	in	1	s_axi	control	pointer
s_axi_control_BRESP	out	2	s_axi	control	pointer
ap_start	in	1	ap_ctrl_hs	multip_2num	return value
ap_done	out	1	ap_ctrl_hs	multip_2num	return value
ap_idle	out	1	ap_ctrl_hs	multip_2num	return value
ap_ready	out	1	ap_ctrl_hs	multip_2num	return value
ap_clk	in	1	ap_ctrl_hs	multip_2num	return value
ap_rst_n	in	1	ap_ctrl_hs	multip_2num	return value

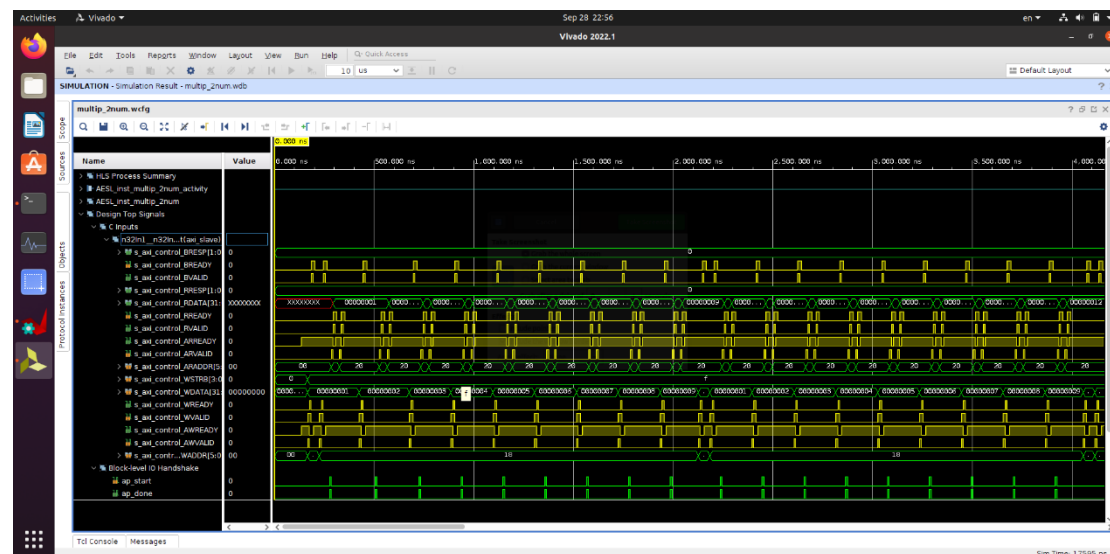
Co-simulation transcript/waveform:

```
INFO: [SIM 2] ***** CSIM start *****
INFO: [SIM 4] CSIM will launch GCC as the compiler.
Compiling ../../../../MultipTester.cpp in debug mode
Compiling ../../../../Multiplication.cpp in debug mode
Generating csim.exe
>> Start test!
```

```
-----
1 * 1 = 1
1 * 2 = 2
1 * 3 = 3
1 * 4 = 4
1 * 5 = 5
1 * 6 = 6
1 * 7 = 7
1 * 8 = 8
1 * 9 = 9
```

```
-----
2 * 1 = 2
2 * 2 = 4
2 * 3 = 6
2 * 4 = 8
2 * 5 = 10
2 * 6 = 12
2 * 7 = 14
2 * 8 = 16
2 * 9 = 18
```

```
-----
3 * 1 = 3
3 * 2 = 6
```



Jupyter notebook execution results:

```
Entry: /usr/local/share/pynq-venv/lib/python3.8/site-packages/ipykernel_launcher.py
System argument(s): 3
Start of "/usr/local/share/pynq-venv/lib/python3.8/site-packages/ipykernel_launcher.py"
```

```
=====
1 * 1 = 1
1 * 2 = 2
1 * 3 = 3
1 * 4 = 4
1 * 5 = 5
1 * 6 = 6
1 * 7 = 7
1 * 8 = 8
1 * 9 = 9
=====
```

```
2 * 1 = 2
2 * 2 = 4
2 * 3 = 6
2 * 4 = 8
2 * 5 = 10
2 * 6 = 12
2 * 7 = 14
2 * 8 = 16
2 * 9 = 18
=====
```

```
3 * 1 = 3
3 * 2 = 6
3 * 3 = 9
3 * 4 = 12
3 * 5 = 15
3 * 6 = 18
```

```
3 * 5 = 15
3 * 6 = 18
3 * 7 = 21
3 * 8 = 24
3 * 9 = 27
=====
```

```
4 * 1 = 4
4 * 2 = 8
4 * 3 = 12
4 * 4 = 16
4 * 5 = 20
4 * 6 = 24
4 * 7 = 28
4 * 8 = 32
4 * 9 = 36
=====
```

```
5 * 1 = 5
5 * 2 = 10
5 * 3 = 15
5 * 4 = 20
5 * 5 = 25
5 * 6 = 30
5 * 7 = 35
5 * 8 = 40
5 * 9 = 45
=====
```

```
6 * 1 = 6
6 * 2 = 12
6 * 3 = 18
6 * 4 = 24
6 * 5 = 30
6 * 6 = 36
6 * 7 = 42
6 * 8 = 48
```

```
6 * 8 = 48
6 * 9 = 54
=====
7 * 1 = 7
7 * 2 = 14
7 * 3 = 21
7 * 4 = 28
7 * 5 = 35
7 * 6 = 42
7 * 7 = 49
7 * 8 = 56
7 * 9 = 63
=====
8 * 1 = 8
8 * 2 = 16
8 * 3 = 24
8 * 4 = 32
8 * 5 = 40
8 * 6 = 48
8 * 7 = 56
8 * 8 = 64
8 * 9 = 72
=====
9 * 1 = 9
9 * 2 = 18
9 * 3 = 27
9 * 4 = 36
9 * 5 = 45
9 * 6 = 54
9 * 7 = 63
9 * 8 = 72
9 * 9 = 81
=====
Exit process
```