# SOC Lab 5 Caravel Soc FPGA Integration

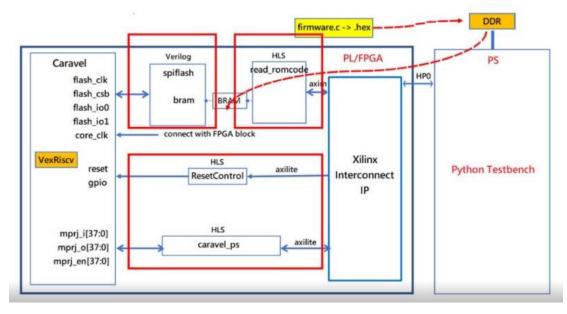
組員:王證皓、丁緒翰、潘金生

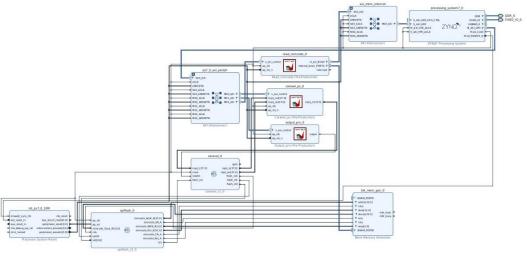
#### 1. Block diagram

A. Object: 把 Caravel SOC simulation 環境放到 FPGA 上

#### B. Step:

- 1. Load firmware code 檔案參數給 PS side DDR, 要 load 進硬體裡面透過 AXI-master protocol 藉由 read\_romcode 硬體放到 BRAM 裡
- 2. Load 完後, ResetControlu 硬體把 Reset 放掉
- 3. 透過 Caravel\_ps 傳遞 mprj 反映在 axilite





圖一 Block diagram

#### 2. FPGA utilization

a. Caravel utilization

# 1. Slice Logic

| Site Type              | <br>l Used | Fixed | <br>  Prohibited | H<br>  Available | ++<br>  Util% |
|------------------------|------------|-------|------------------|------------------|---------------|
| +                      | ·          | ·     |                  | +                | ++            |
| Slice LUTs*            | 4967       | 0     | 0                | 53200            | 9.34          |
| LUT as Logic           | 4913       | 0     | 0                | 53200            | 9.23          |
| LUT as Memory          | 54         | 0     | 0                | 17400            | 0.31          |
| LUT as Distributed RAM | 16         | 0     |                  |                  |               |
| LUT as Shift Register  | 38         | 0     |                  |                  |               |
| Slice Registers        | 3976       | 0     | 0                | 106400           | 3.74          |
| Register as Flip Flop  | 3901       | 0     | 0                | 106400           | 3.67          |
| Register as Latch      | 75         | 0     | 0                | 106400           | 0.07          |
| F7 Muxes               | 168        | 0     | 0                | 26600            | 0.63          |
| F8 Muxes               | 47         | 0     | 0                | 13300            | 0.35          |
| +                      | <b></b>    |       | ·                | +                | ++            |

#### Memory

------

| +              | +    | +     | +          | <b></b>   | ++    |
|----------------|------|-------|------------|-----------|-------|
| Site Type      | Used | Fixed | Prohibited | Available | Util% |
| +              | +    | +     | +          | +         | ++    |
| Block RAM Tile | 3    | 0     | 0          | 140       | 2.14  |
| RAMB36/FIFO*   | 0    | 0     | 0          | 140       | 0.00  |
| RAMB18         | 6    | 0     | 0          | 280       | 2.14  |
| RAMB18E1 only  | 6    |       |            |           |       |
| +              | +    | +     | <b></b>    | <b></b>   | ++    |

圖二 Caravel utilization

#### b. Read romcode utilization

# 1. Slice Logic

# 2. Memory -----| Site Type | Used | Fixed | Prohibited | Available | Util% | | Block RAM Tile | 1 | 0 | 0 | 140 | 0.71 | | RAMB36/FIFO\* | 1 | 0 | 0 | 140 | 0.71 | | RAMB36E1 only | 1 | | | | | | | RAMB18 | 0 | 0 | 0 | 280 | 0.00 |

圖三 Read\_romcode utilization

# c. Caravel\_ps utilization

| 1. Slice Logic        |      |         |            |           |       |  |  |
|-----------------------|------|---------|------------|-----------|-------|--|--|
| Site Type             | Used | Fixed   | Prohibited | Available | Util% |  |  |
| Slice LUTs*           | 119  | 0       | 0          | 53200     | 0.22  |  |  |
| LUT as Logic          | 119  | 0       | 0          | 53200     | 0.22  |  |  |
| LUT as Memory         | 0    | 0       | 0          | 17400     | 0.00  |  |  |
| Slice Registers       | 158  | 0       | 0          | 106400    | 0.15  |  |  |
| Register as Flip Flop | 158  | 0       | 0          | 106400    | 0.15  |  |  |
| Register as Latch     | 0    | 0       | 0          | 106400    | 0.00  |  |  |
| F7 Muxes              | 0    | 0       | 0          | 26600     | 0.00  |  |  |
| F8 Muxes              | 0    | 0       | 0          | 13300     | 0.00  |  |  |
| +                     | +    | <b></b> | ·          |           | ++    |  |  |

| 2. Memory      |          |          |                  |                 |              |
|----------------|----------|----------|------------------|-----------------|--------------|
|                |          |          |                  |                 |              |
|                |          | _        | _                | _               |              |
| Site Type      | Used     | Fixed    | <br>  Prohibited | <br>  Available | <br>  Util%  |
| Block RAM Tile | +        | +<br>  0 | +                | +               | ++<br>  0.00 |
| RAMB36/FIFO*   | 0<br>  0 |          |                  |                 | 0.00         |
| RAMB18         | 0        | 0        | j ø              | 280             | 0.00         |
| +              | +        | +        | +                | +               | ++           |

圖四 Caravel\_ps utilization

## d. Output\_pin utilization

# 1. Slice Logic

| 4                     | <b>.</b> |       | <b></b>    | L         | ++    |
|-----------------------|----------|-------|------------|-----------|-------|
| Site Type             | Used     | Fixed | Prohibited | Available | Util% |
| Slice LUTs*           | 10       | 0     | 0          | 53200     | 0.02  |
| LUT as Logic          | 10       | 0     | 0          | 53200     | 0.02  |
| LUT as Memory         | 0        | 0     | 0          | 17400     | 0.00  |
| Slice Registers       | 12       | 0     | 0          | 106400    | 0.01  |
| Register as Flip Flop | 12       | 0     | 0          | 106400    | 0.01  |
| Register as Latch     | 0        | 0     | 0          | 106400    | 0.00  |
| F7 Muxes              | 0        | 0     | 0          | 26600     | 0.00  |
| F8 Muxes              | 0        | 0     | 0          | 13300     | 0.00  |
|                       |          |       |            |           |       |

# Memory

------

| +  | +    | 4     | L          | 4            | LL                           |
|--|------|-------|------------|--------------|------------------------------|
| Site Type                                    | Used | Fixed | Prohibited | Available    | Util%                        |
| Block RAM Tile<br>  RAMB36/FIFO*<br>  RAMB18 | 0 0  | 0     | 0<br>  0   | 140<br>  140 | 0.00  <br>  0.00  <br>  0.00 |

圖五 output pin utilization

3. Explain the function of IP in this design

HLS: read\_romcode, ResetControl, caravel\_ps

Read\_romcode:

- A. IP 從 DRAM 讀取 ROM 代碼
  - PS 設定 m\_axi\_BUSO 基底位址
  - · PS 發送讀取命令
  - IP 開始讀取 DRAM ROM 程式碼
  - PS 等待 IP 完成
- B. IP 將 ROM 代碼寫入 DRAM
  - PS 設定 m\_axi\_BUS1 基底位址
  - · PS 發送寫入命令
  - IP 開始將 ROM 代碼寫入 DRAM
  - PS 等待 IP 完成

圖六 read\_romcode

#### ResetControl:

- 輸出 1 或 0 訊號,用於 assert/de-assert Caravel reset pin
- · 提供 AXI LITE 介面供 PS CPU 控制輸出
- · 透過 HLS 實作並匯出 IP 以供 Vivado 專案使用

圖七 ResetControl

#### Caravel\_ps:

- 提供 PS CPU AXI Lite 介面以讀取 MPRJ IO/OUT/EN bits
- 透過 HLS 實作並匯出 IP 以供 Vivado 專案使用。

```
#include "ap_int.h"
#define NUM_IO 38
void caravel_ps (
// PS side interace
    ap_uint<NUM_IO> ps_mprj_in,
ap_uint<NUM_IO>& ps_mprj_out,
         ap_uint<NUM_IO>& ps_mprj_en,
// Caravel flash interface
         ap_uint<NUM_IO>& mprj_in,
ap_uint<NUM_IO> mprj_out,
ap_uint<NUM_IO> mprj_en) {
#pragma HLS PIPELINE
#pragma HLS INTERFACE s_axilite port=ps_mprj_in
#pragma HLS INTERFACE s_axilite port=ps_mprj_out
#pragma HLS INTERFACE s_axilite port=ps_mprj_en
#pragma HLS INTERFACE ap_ctrl_none port=return
#pragma HLS INTERFACE ap_none port=mprj_in
#pragma HLS INTERFACE ap_none port=mprj_out
#pragma HLS INTERFACE ap_none port=mprj_en
         int i;
         ps_mprj_out = mprj_out;
         ps_mprj_en = mprj_en;
         for(i = 0; i < NUM_IO; i++) {
                  #pragma HLS UNROLL
                  mprj_in[i] = mprj_en[i] ? mprj_out[i] : ps_mprj_in[i];
         }
```

圖八 caravel ps

#### Verilog : spiflash

- 實作 SPI slave device,僅支援讀取指令 (0x03)
- · 將資料從 BRAM 返回 Caravel

```
// io1 output
   // assign io1 = buffer[7];
          assign io1 = outbuf[7];
// BRAM Interface
      assign romcode_Addr_A = {8'b0, spi_addr};
assign romcode_Din_A = 32'b0;
assign romcode_EN_A = (bytecount >= 4);
assign romcode_WEN_A = 4'b0;
assign romcode_Clk_A = ap_clk;
       assign romcode_Rst_A = ap_rst;
                 // 16 MB (128Mb) Flash
reg [7:0] memory [0:16*1024*1024-1];
        task spi_action;
    begin
                                                       if (bytecount == 0) begin
                                                                        spi_cmd <= buffer;
                                                       if (spi_cmd == 'h 03) begin
                                                                                                                                // only support READ 03
                                                                        if (bytecount == 2)
     spi_addr[23:16] <= buffer;</pre>
                                                                        if (bytecount == 3)
                                                                                          spi_addr[15:8] <= buffer;</pre>
                                                                       if (bytecount == 4)
                                                                                          spi_addr[7:0] <= buffer;</pre>
                                                                        if (bytecount >= 4) begin
                                                                                          buffer <= memory;
spi_addr <= spi_addr + 1;</pre>
                                                                       end
                                   end
   // use another shift buffer for output
// use falling spiclk
always @(negedge spiclk or posedge csb) begin
   if(csb) begin
   outbuf <= 0;
end else begin
   outbuf <= {outbuf[6:0],1'b0};
   if(bitcount == 0 && bytecount >= 4) begin
      outbuf <= memory;
   end
end</pre>
   end
end
   wire [7:0] buffer_next = {buffer[6:0], io0};
         always @(posedge spicitk or posedge csb) begin  // csb deassert -> reset internal states if (csb) begin  buffer <= 0;  bitcount <= 0;  bytecount <= 0;  bytecount <= 0;  buffer <= buffer_next;  bitcount <= bitcount + 1;  if (bitcount <= 0;  bytecount <= 1) begin  bitcount <= 0;  bytecount <= 0;  bytecount <= bitcount + 1;  // spi_action;  if(bytecount == 0) spi_cmd <= buffer_next;  // command if(bytecount == 1) spi_addr[3:16] <= buffer_next;  if(bytecount == 2) spi_addr[7:0] <= buffer_next;  if(bytecount == 3) spi_addr[7:0] <= buffer_next;
                           if(bytecount >= 4 && spi_cmd == 'h03) begin
    // buffer <= memory;
spi_addr <= spi_addr + 1;</pre>
                   end
```

圖九 spiflash

#### 4. Run these workload on caravel FPGA

A. Select one firmware binary to load into BRAM as SPIROM data

```
• fiROM = open("counter wb.hex", "r+")
```

- fiROM = open("counter la.hex", "r+")
- fiROM = open("gcd\_la.hex", "r+")

- B. Release reset to make Caravel-soc start execute firmware code
  - ipOUTPIN.write(0x10, 1)

Note: If you want to load different firmware binary without restart FPGA, you need to assert & release reset signal for the caravel-soc to make CPU execute new firmware.

- 1. Load counter wb.hex
- 2. Release reset by ipOUTPIN.write(0x10, 1), check mprj i/o/en
- 3. Load counter la.hex

rom\_size\_final = 0

4. Assert reset by ipOUTPIN.write(0x10, 0)

# Create np with 8K/4 (4 bytes per index) size and be initiled to 0

5. Release reset by ipOUTPIN.write(0x10, 1), check mprj i/o/en

```
# Allocate dram buffer will assign physical address to ip ipReadROMCODE npROM = allocate(shape=(ROM_SIZE >> 2,), dtype=np.uint32)
# Initial it by 0
for index in range (ROM_SIZE >> 2):
  npROM[index] = 0
npROM_index = 0
npROM_offset = 0
fiROM = open("counter_wb.hex", "r+")
#fiROM = open("counter_la.hex", "r+"
#fiROM = open("gcd_la.hex", "r+")
for line in fiROM:
     offset header
    if line.startswith('@'):
        # Ignore first char
        npROM_offset = int(line[1:].strip(b'\x00'.decode()), base = 16)
        npROM_offset = npROM_offset >> 2 # 4byte per offset
        #print (npROM_offset)
npROM_index = 0
        continue
    #print (line)
    # We suppose the data must be 32bit alignment
    buffer = 0
    bytecount = 0
    for line_byte in line.strip(b'\x00'.decode()).split():
buffer += int(line_byte, base = 16) << (8 * bytecount)
        bytecount += 1
         # Collect 4 bytes, write to npROM
        if(bytecount == 4):
            npROM[npROM_offset + npROM_index] = buffer
            # Clear buffer and bytecount
buffer = 0
            bytecount = 0
            npROM index += 1
             #print (npROM_index)
            continue
    # Fill rest data if not alignment 4 bytes
    if (bytecount != 0):
    npROM[npROM_offset + npROM_index] = buffer
        npROM_index += 1
fiROM.close()
# Release Caravel reset
# 0x10 : Data signal of outpin ctrl
             bit 0 - outpin ctrl[0] (Read/Write)
              others - reserved
print (ipOUTPIN.read(0x10))
ipOUTPIN.write(0x10, 0)
print (ipOUTPIN.read(0x10))
ipOUTPIN.write(0x10, 1)
print (ipOUTPIN.read(0x10))
```

5. Screenshot of Execution result on all workload

## • counter wb.hex

如附圖 C code,可以看到結束時(counter = 0x2B3D), 0x1c 在 61 的位置。

```
In [7]: 1 # Release Caravel reset
2 # 0x10 : Data signal of outpin_ctrl
3 # bit 0 - outpin_ctrl[0] (Read/Write)
4 # others - reserved
               5 print (ipOUTPIN.read(0x10))
            6 ipOUTPIN.write(0x10, 1)
7 print (ipOUTPIN.read(0x10))
  In [8]: 1 # Check MPRJ IO input/out/en

2 # 0x10 : Data signal of ps_mprj_in

3 # bit 31-0 - ps_mprj_in[31:0] (Read/Write)

4 # 0x14 : Data signal of ps_mprj_in

5 # bit 5-0 - ps_mprj_in[37:32] (Read/Write)

6 # others - reserved
             6 # others - reserved
7 #0x1c: Dato signal of ps_mprj_out
8 # bit 31~0 - ps_mprj_out[31:0] (Read)
9 #0x20: Data signal of ps_mprj_out
10 # bit 5~0 - ps_mprj_out[37:2] (Read)
11 # others - reserved
12 #0x34: Data signal of ps_mprj_en
13 #0x38: Data signal of ps_mprj_en[31:0] (Read)
14 #0x38: Data signal of ps_mprj_en[31:0] (Read)
15 # bit 5~0 - ps_mprj_en[37:32] (Read)
16 # others - reserved
             17
| print ("0x10 = ", hex(ipPS.read(0x10)))
| print ("0x14 = ", hex(ipPS.read(0x14)))
| print ("0x14 = ", hex(ipPS.read(0x14)))
| print ("0x20 = ", hex(ipPS.read(0x20)))
| print ("0x34 = ", hex(ipPS.read(0x34)))
| print ("0x38 = ", hex(ipPS.read(0x38)))
            0x10 = 0x0

0x14 = 0x0

0x1c = 0xab610008

0x20 = 0x2

0x34 = 0xfff7

0x38 = 0x37
              /* Apply configuration */
            reg_mprj_xfer = 1;
            while (reg mprj xfer == 1);
            reg la2 oenb = reg la2 iena = 0 \times 0000000000; // [95:64]
            // Flag start of the test
            reg mprj datal = 0xAB600000;
            reg_mprj_slave = 0x00002710;
            reg mprj datal = 0xAB610000;
            if (reg_mprj_slave == 0x2B3D) {
                        reg_mprj_datal = 0xAB610000;
            }
• counter la.hex
如附圖 C code,當 counter 數到 0x1F4 時,位置為 41。
        while (1) {
                          if (reg_la0_data_in > 0x1F4) {
                                           reg_mprj_datal = 0xAB410000;
                                          break;
                         }
        }
```

```
Write to bram done
 0
 1
 0x10 = 0x0
 0x14 = 0x0
 0x1c = 0xab41fa3f
 0x20 = 0x0
 0x34 = 0x0
 0x38 = 0x3f
• gcd la.hex
如附圖 C code,當 checkbits 等於 16'hAB40 時,gcd 完成。
 initial begin
         wait(checkbits == 16'hAB40);
         $display("LA Test seq gcd(10312050, 29460792)=138 started");
Write to bram done
0
1
0x10 = 0x0
0x14 = 0x0
0x1c = 0xab40f267
0x20 = 0x0
0x34 = 0x0
0x38 = 0x3f
```

- 6. Study caravel\_fpga.ipynb, and be familiar with caravel SoC control flow
  - a. 把 hex 檔讀進 ROM 裡

```
fiROM = open("counter_wb.hex", "r+")
#fiROM = open("counter_la.hex", "r+")
#fiROM = open("gcd_la.hex", "r+")

for line in fiROM:
    # offset header
    if line.startswith('@'):
        # Ignore first char @
            npROM_offset = int(line[1:].strip(b'\x00'.decode()), base = 16)
            npROM_offset = npROM_offset >> 2 # 4byte per offset
            #print (npROM_offset)
            npROM_index = 0
            continue
            #print (line)
```

b. 把 ROM code 放進 bram

c. 讀 mprj

```
print ("0x10 = ", hex(ipPS.read(0x10)))
print ("0x14 = ", hex(ipPS.read(0x14)))
print ("0x1c = ", hex(ipPS.read(0x1c)))
print ("0x20 = ", hex(ipPS.read(0x20)))
print ("0x34 = ", hex(ipPS.read(0x34)))
print ("0x38 = ", hex(ipPS.read(0x38)))
```

d. Reset

```
print (ipOUTPIN.read(0x10))
ipOUTPIN.write(0x10, 1)
print (ipOUTPIN.read(0x10))
```

e. 讀 mprj

```
print ("0x10 = ", hex(ipPS.read(0x10)))
print ("0x14 = ", hex(ipPS.read(0x14)))
print ("0x1c = ", hex(ipPS.read(0x1c)))
print ("0x20 = ", hex(ipPS.read(0x20)))
print ("0x34 = ", hex(ipPS.read(0x34)))
print ("0x38 = ", hex(ipPS.read(0x38)))
```

f. 重複執行上述步驟。