

Vitis Training Lab



Agenda

- **Lab 1: Get data from PL BRAM through AXI Bus**
 - Vivado Block Design
 - Vitis code result of execution
- **Lab 2: Use High-Level API Driver to drive AXI GPIO (with ILA)**
 - Vivado Block Design
 - Vitis code result of execution
 - ILA result

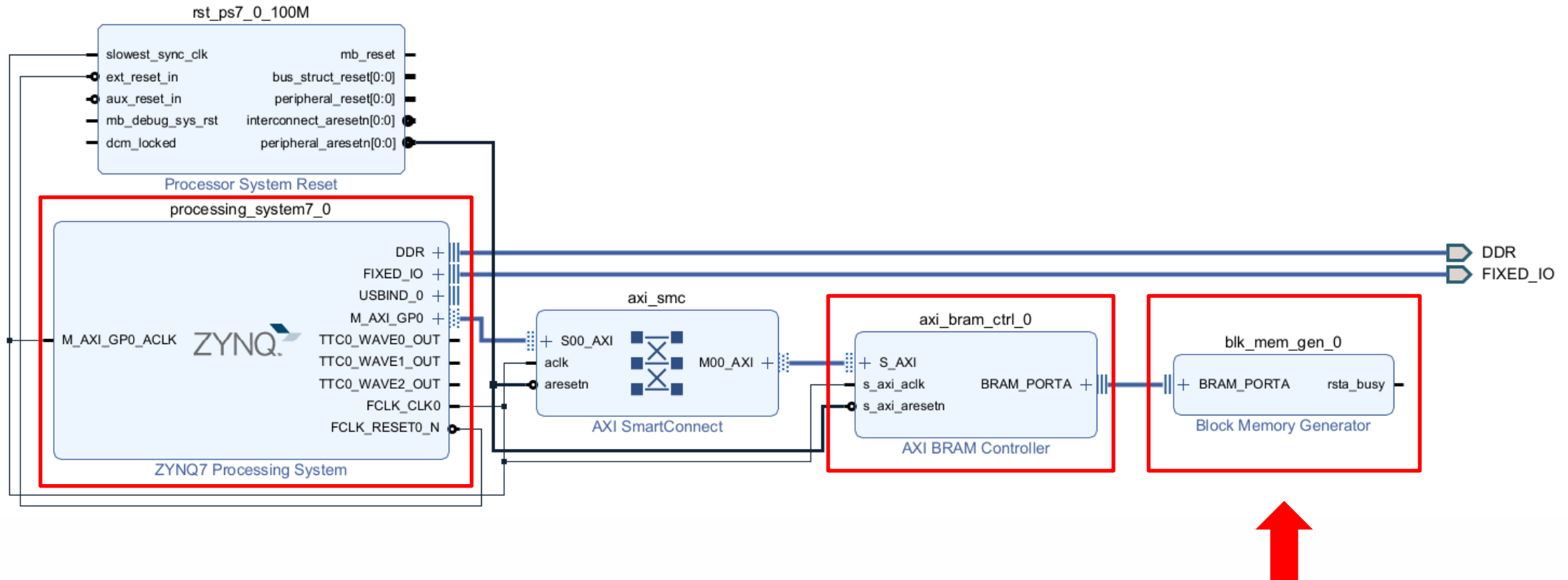
Lab 1: Get data from PL BRAM through AXI Bus

Vivado Part

Vivado Block Design

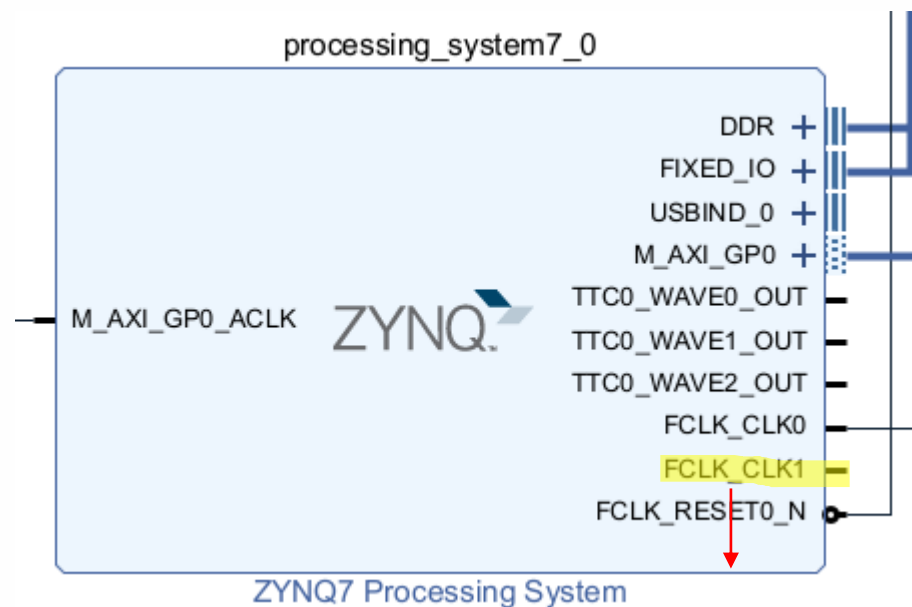
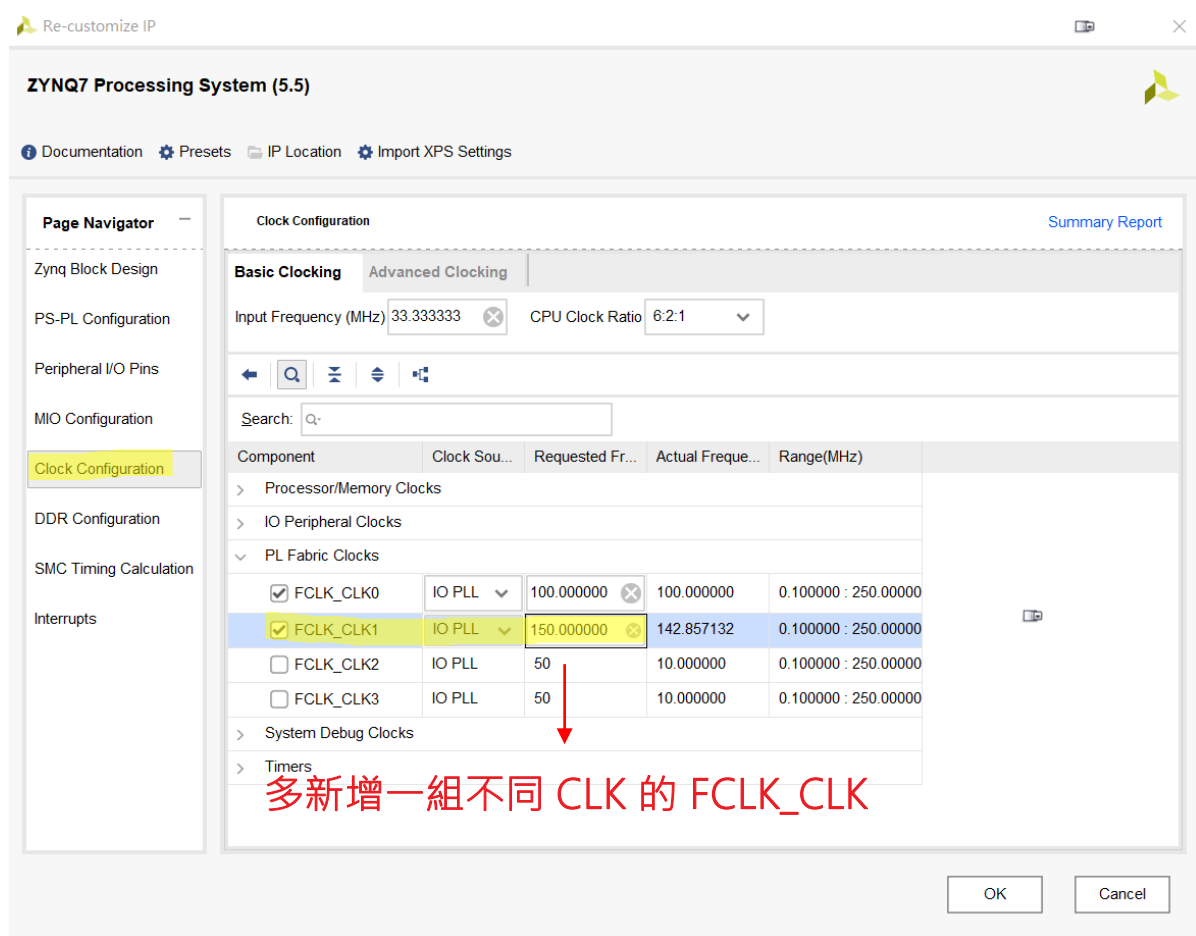
- Block Design

✦ Designer Assistance available. [Run Connection Automation](#)



Vivado Block Design

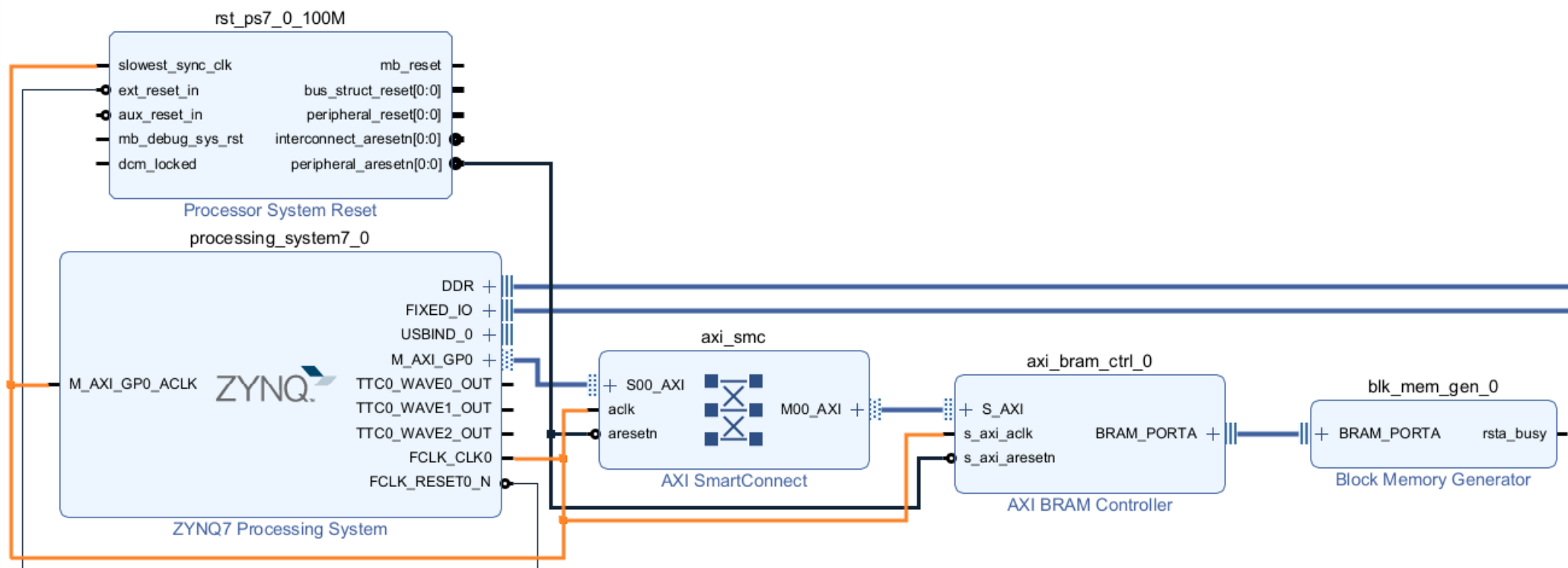
- Question: 若 PS 端的工作頻率與 AXI BRAM Controller 不同怎辦？
- Answer: 打開 PS 端的自定義，如下



新增後的 CLK 會出現在 PS 的 pin 腳上，
可用於連接至不同 CLK 的元件

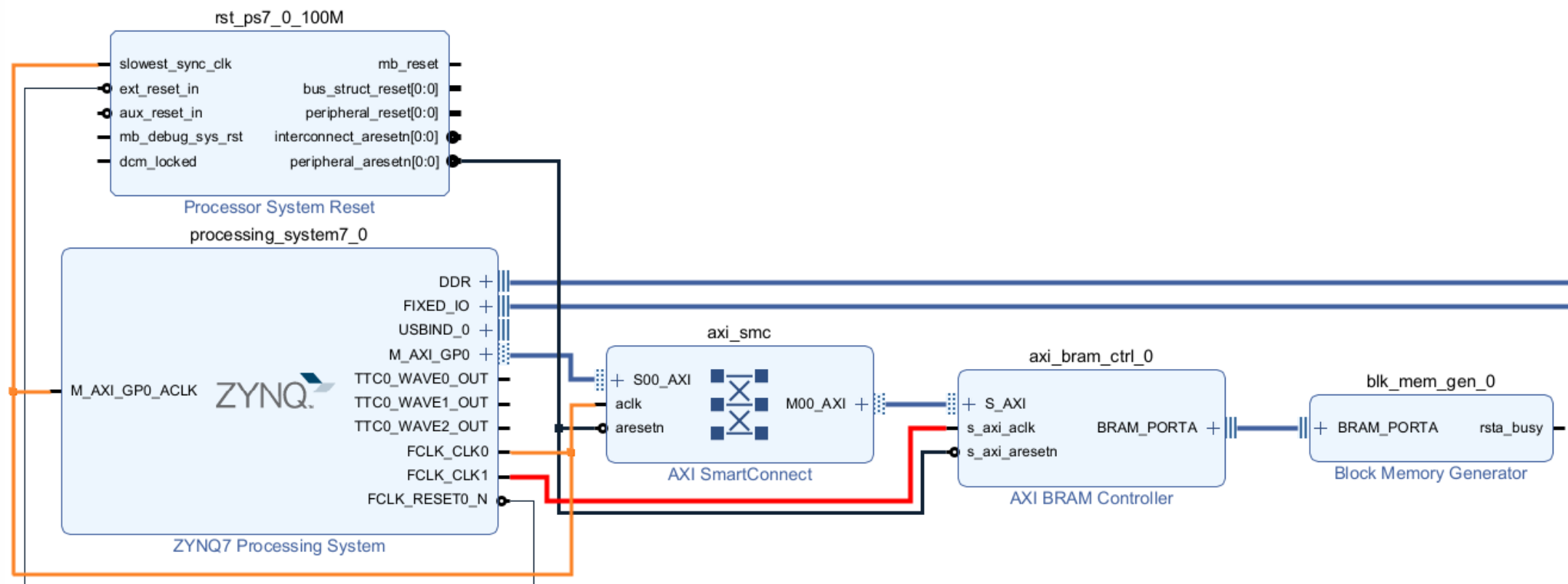
Vivado Block Design

- Question: 若 PS 端的工作頻率與 AXI BRAM Controller 不同怎辦？
- Answer: 比較圖 — 同頻率



Vivado Block Design

- Question: 若 PS 端的工作頻率與 AXI BRAM Controller 不同怎辦？
- Answer: 比較圖 — 不同頻率



Vivado Block Design

- Block Design

Re-customize IP

Block Memory Generator (8.4)

Documentation IP Location

IP Symbol Power Estimation

☐ Show disabled ports

+ BRAM_PORTA rsta_busy

Component Name: blk_mem_gen_0

Basic Port A Options Other Options Summary

Mode: BRAM Controller ☒ Generate address interface with 32 bits

Memory Type: Single Port RAM ☐ Common Clock

ECC Options

ECC Type: No ECC

☐ Error Injection Pins: Single Bit Error Injection

Write Enable

☒ Byte Write Enable

Byte Size (bits): 8

Algorithm Options

Defines the algorithm used to concatenate the block RAM primitives.
Refer datasheet for more information.

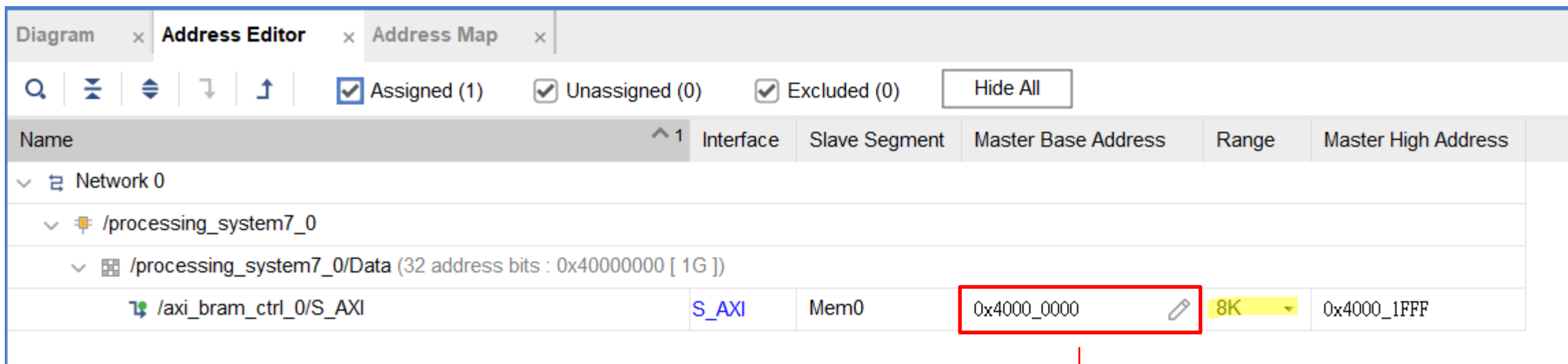
Algorithm: Minimum Area

Primitive: 8kx2

OK Cancel

Vivado Block Design

- Block Design



The screenshot shows the Vivado Address Editor window. The 'Address Editor' tab is active. The interface includes a search bar, navigation icons, and filter checkboxes for 'Assigned (1)', 'Unassigned (0)', and 'Excluded (0)', along with a 'Hide All' button. The main table displays the address map hierarchy:

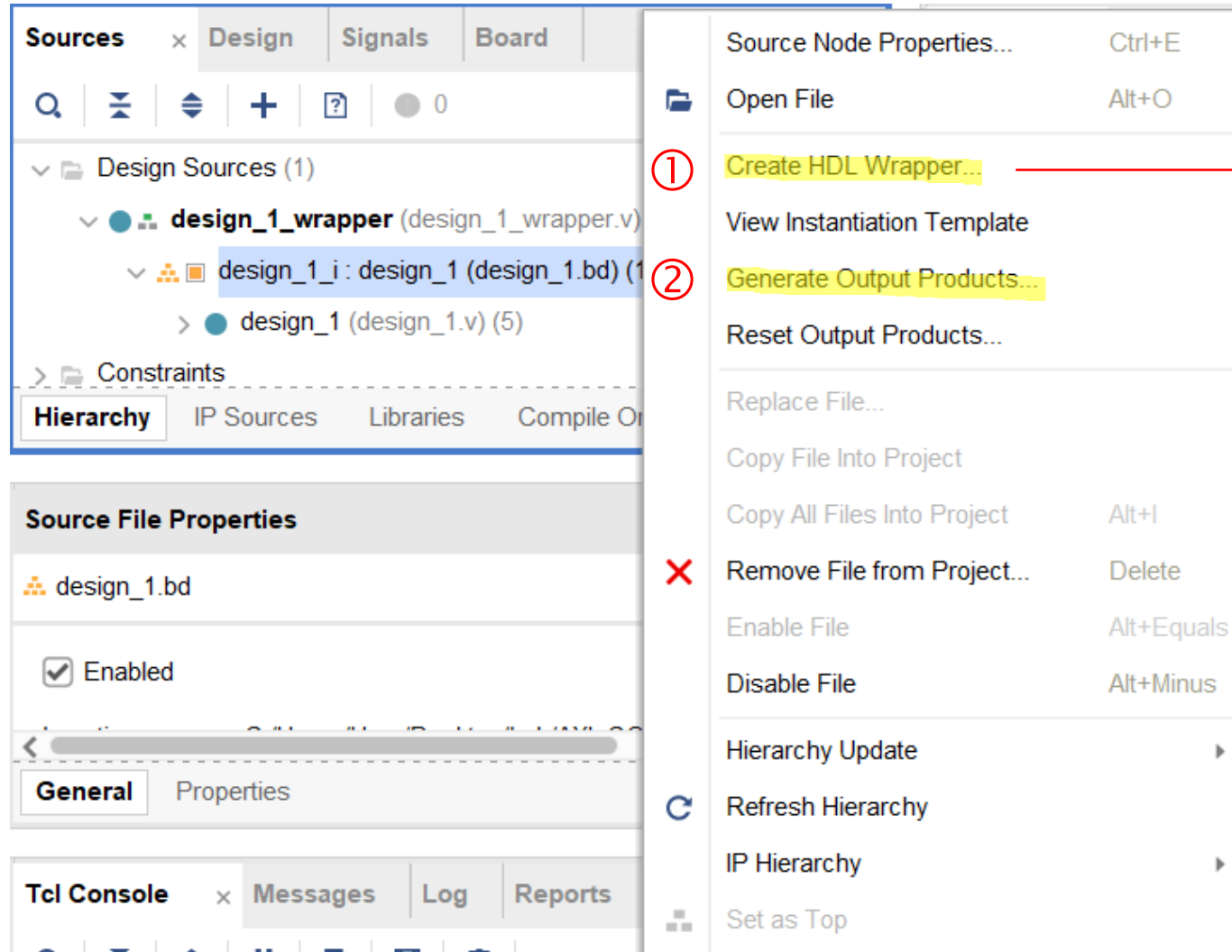
Name	Interface	Slave Segment	Master Base Address	Range	Master High Address
Network 0					
/processing_system7_0					
/processing_system7_0/Data (32 address bits : 0x40000000 [1G])					
/axi_bram_ctrl_0/S_AXI	S_AXI	Mem0	0x4000_0000	8K	0x4000_1FFF

The 'Master Base Address' '0x4000_0000' is highlighted with a red box, and a red arrow points down from it to the explanatory text.

初始地址若由 **Vivado** 自動連線的話則會被自動 **assign**，可提供使用者進行修改，但必須依照該開發板的 **address map** 進行範圍內的修改

Vivado Block Design

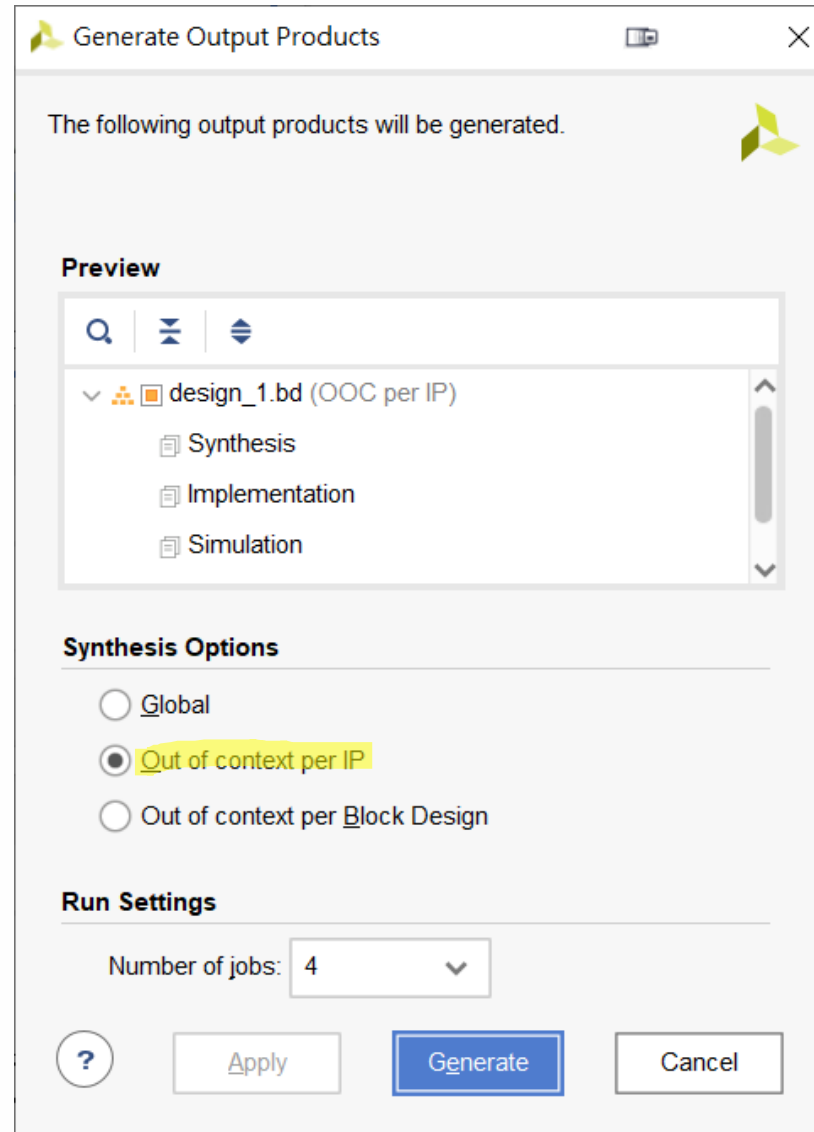
- Export XSA file



Generate Verilog files

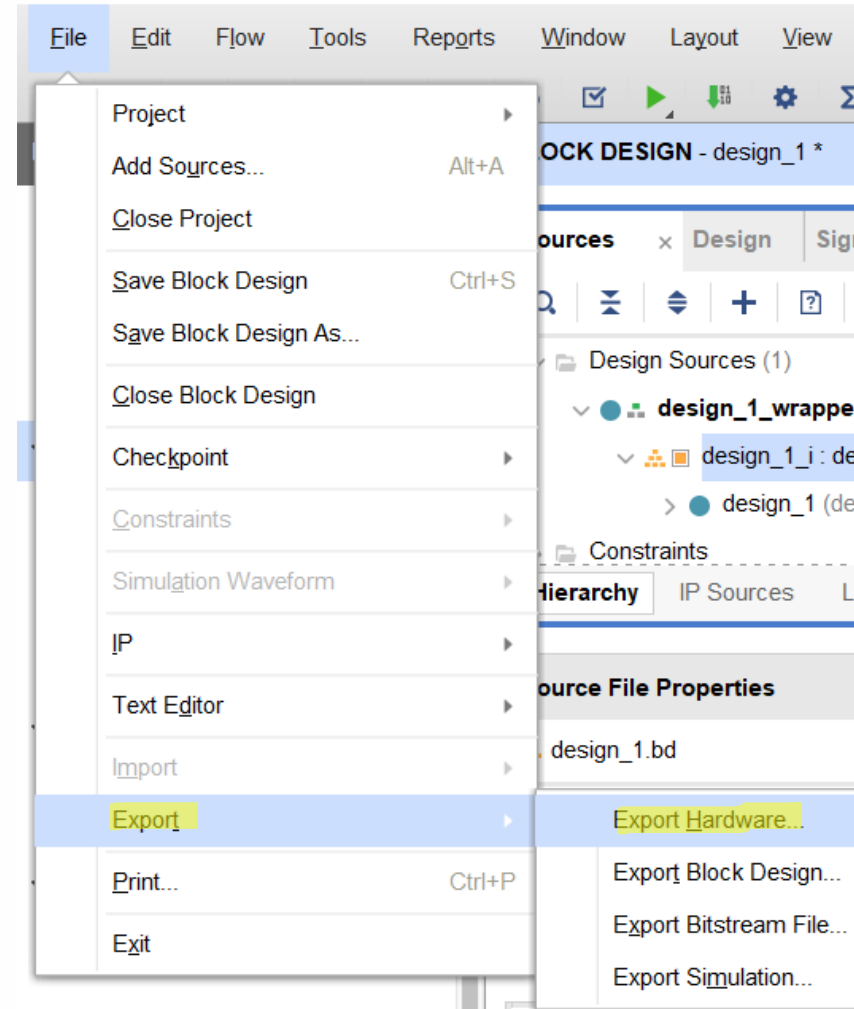
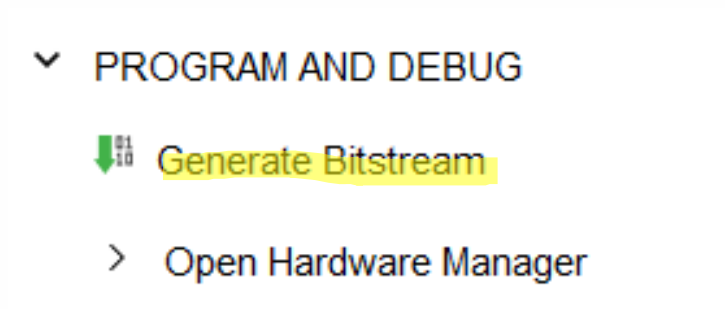
Vivado Block Design

- Export XSA file



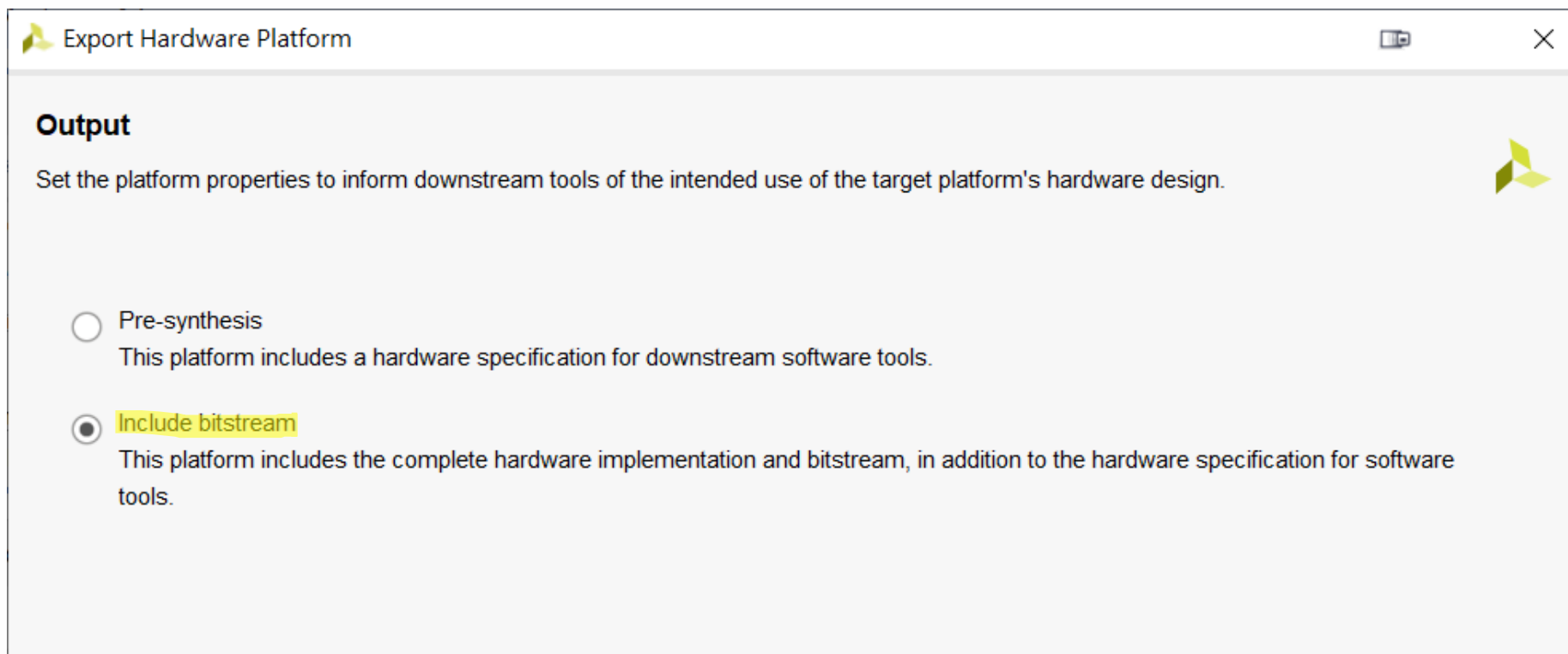
Vivado Block Design

- Export XSA file



Vivado Block Design

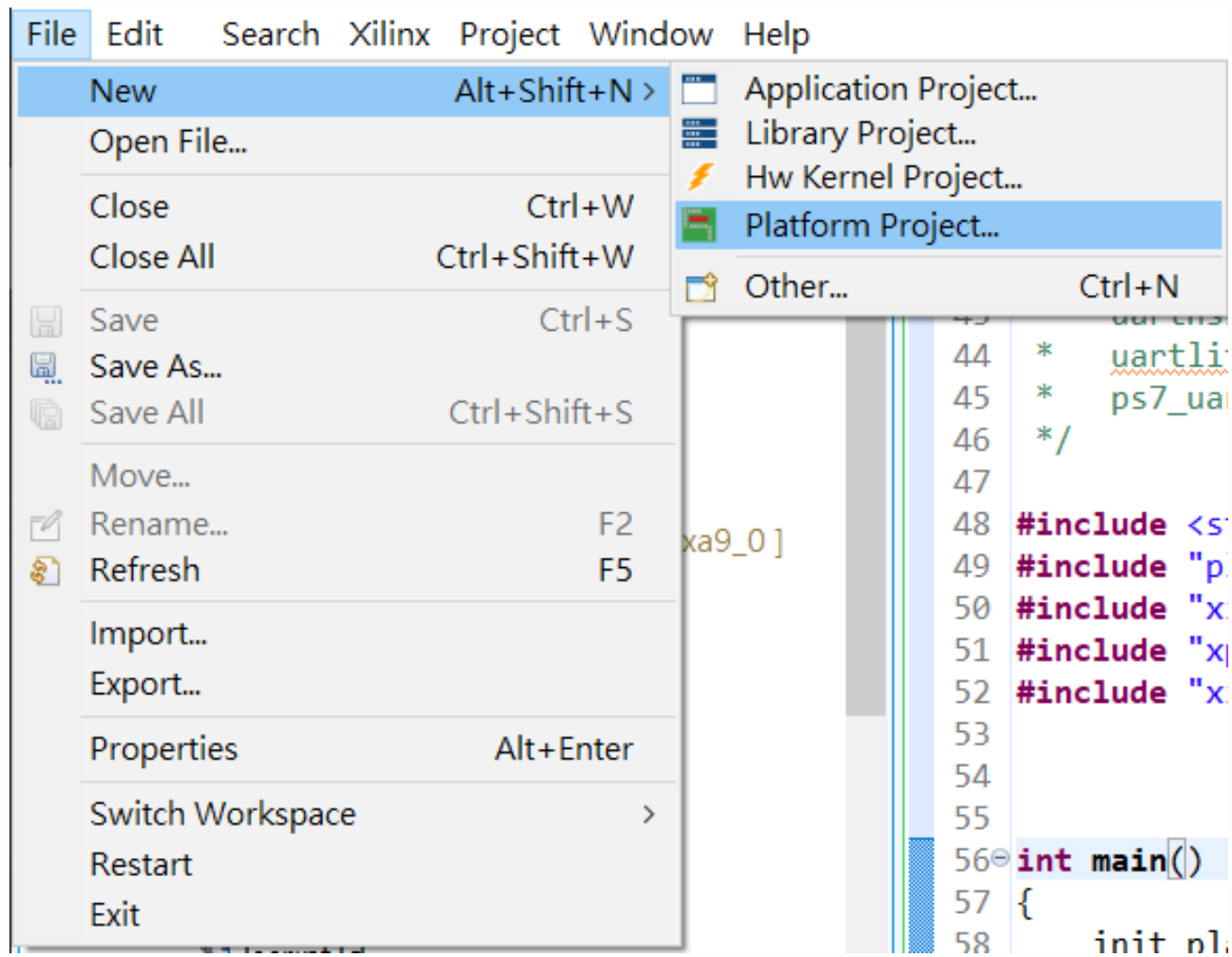
- Export XSA file



Vitis Part

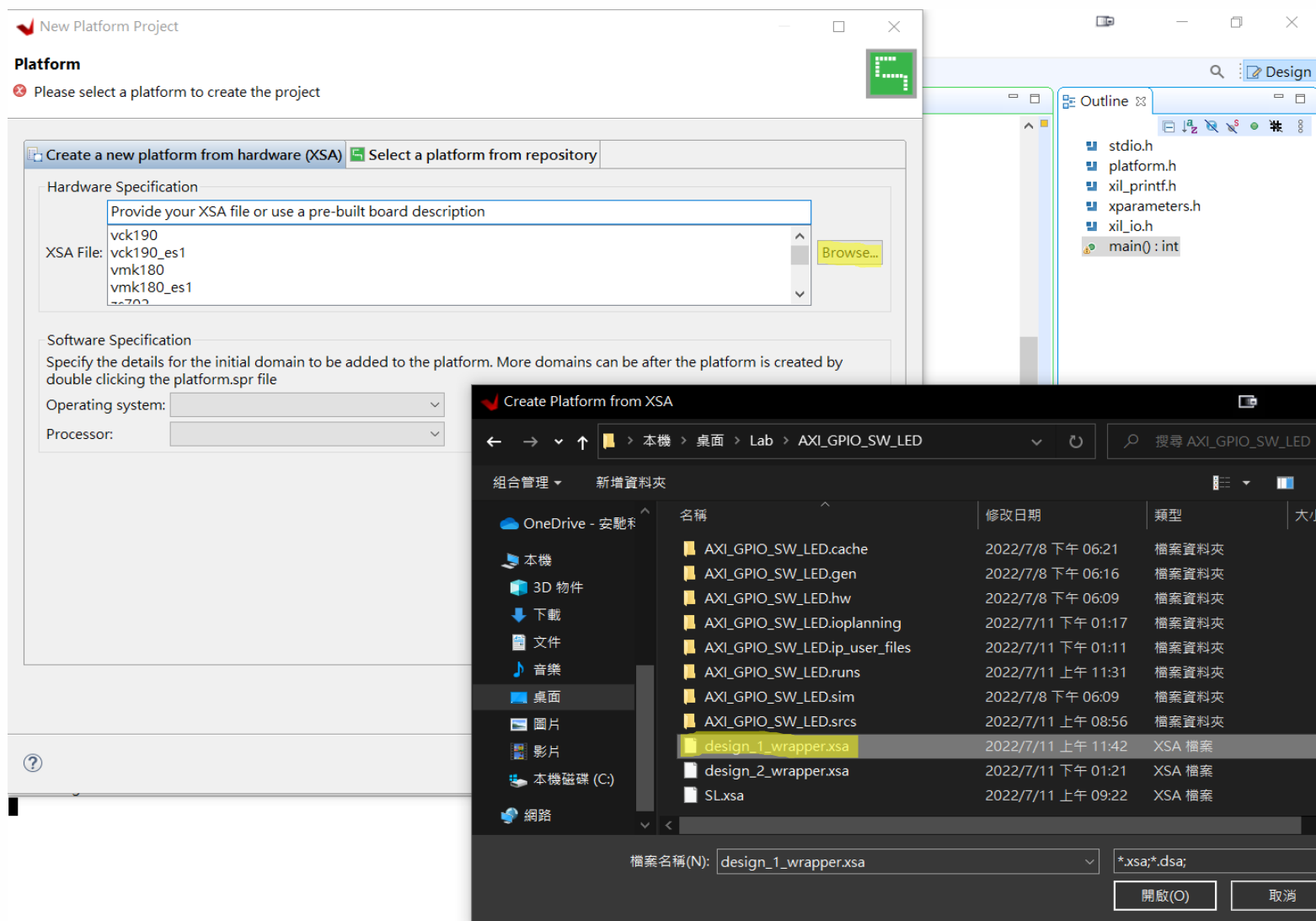
Vitis code result of execution

- Create Platform



Vitis code result of execution

- Create Platform



Vitis code result of execution

- Create Application – Import example from Board Support Package

The screenshot displays the Vitis IDE interface with three main panels:

- Explorer:** Shows the project file structure. The `platform.spr` file is highlighted under the `zynq_fsbl` directory.
- PSPLAXIData.c:** Shows the project configuration tree. The `Board Support Package` is selected under `standalone on ps7_cortexa9_0`.
- Assistant:** Displays the `Board Support Package` configuration page. It includes a description of the standalone BSP, its version (7.6), and a table of available drivers.

Board Support Package

View current BSP settings, or configure settings like STDIO peripheral selection, compiler flags, SW intrusive profiling, add/remove libraries, assign drivers to peripherals, change versions of OS/libraries/drivers etc.

[Modify BSP Settings...](#) [Reset BSP Sources](#)

A BSP settings file is generated with the user options selected in the settings dialog. To use existing settings, click the below link. This operation clears any existing modifications done. All the subsequent changes are applied on top of the loaded settings.

[Load BSP settings from file](#)

Operating System

Name: standalone
Version: 7.6

Description: Standalone is a simple, low-level software layer. It provides access to basic processor features such as caches, interrupts and exceptions as well as the basic features of a hosted environment, such as standard input and output, profiling, abort and exit.

Documentation: [standalone v7.6](#)

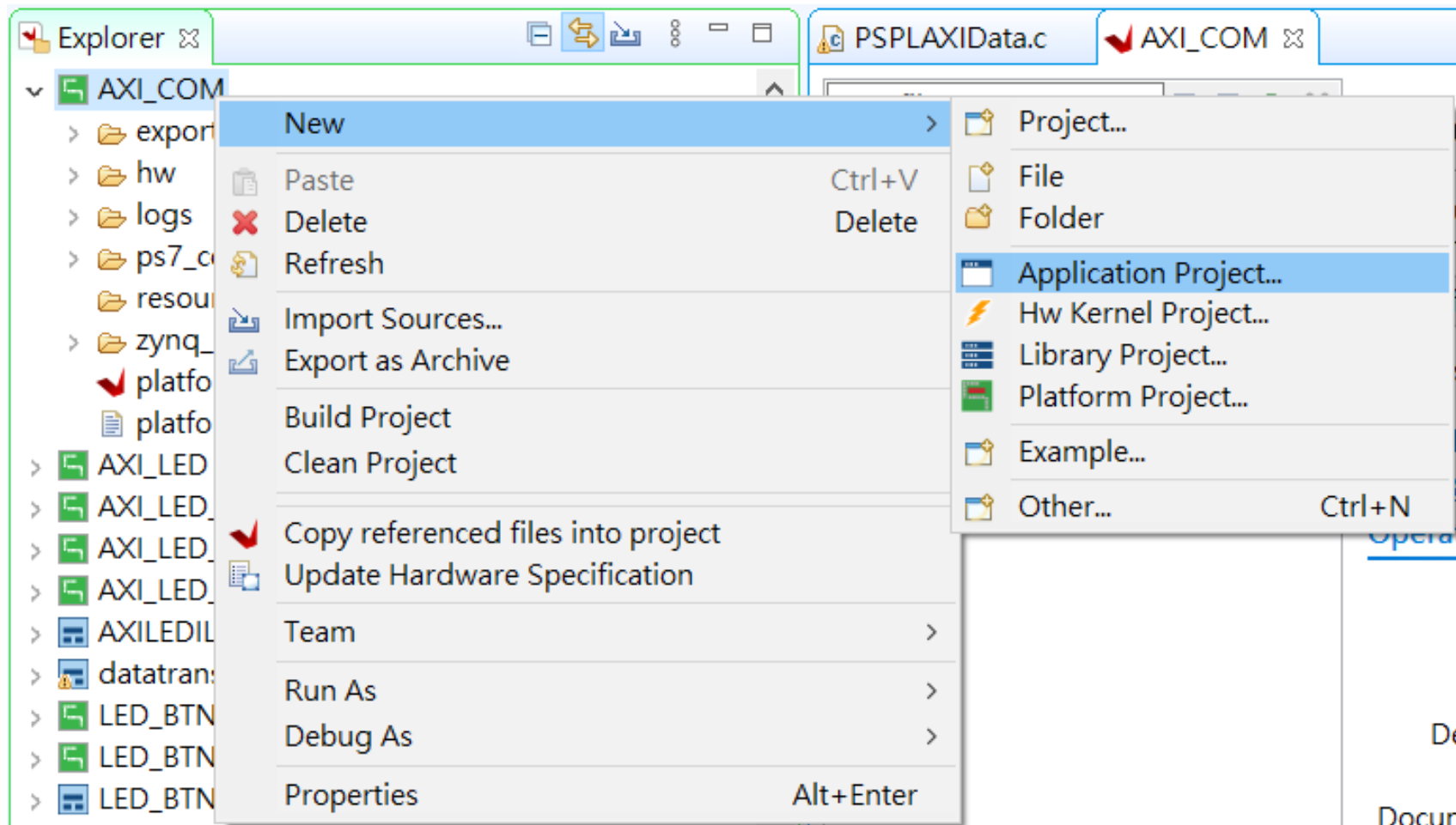
Drivers | Libraries

Name	Driver	Documentation	Examples
axi_bram_ctrl_0	bram	Documentation Link	Import Examples
ps7_afi_0	generic	-	-
ps7_afi_1	generic	-	-
ps7_afi_2	generic	-	-
ps7_afi_3	generic	-	-
ps7_coresight_comp_0	coresightps_dcc	Documentation Link	-
ps7_ddr_0	ddrps	Documentation Link	-

At the bottom of the Assistant panel, there are tabs for `Main` and `Hardware Specification`, and buttons for `Debug` and `Release`.

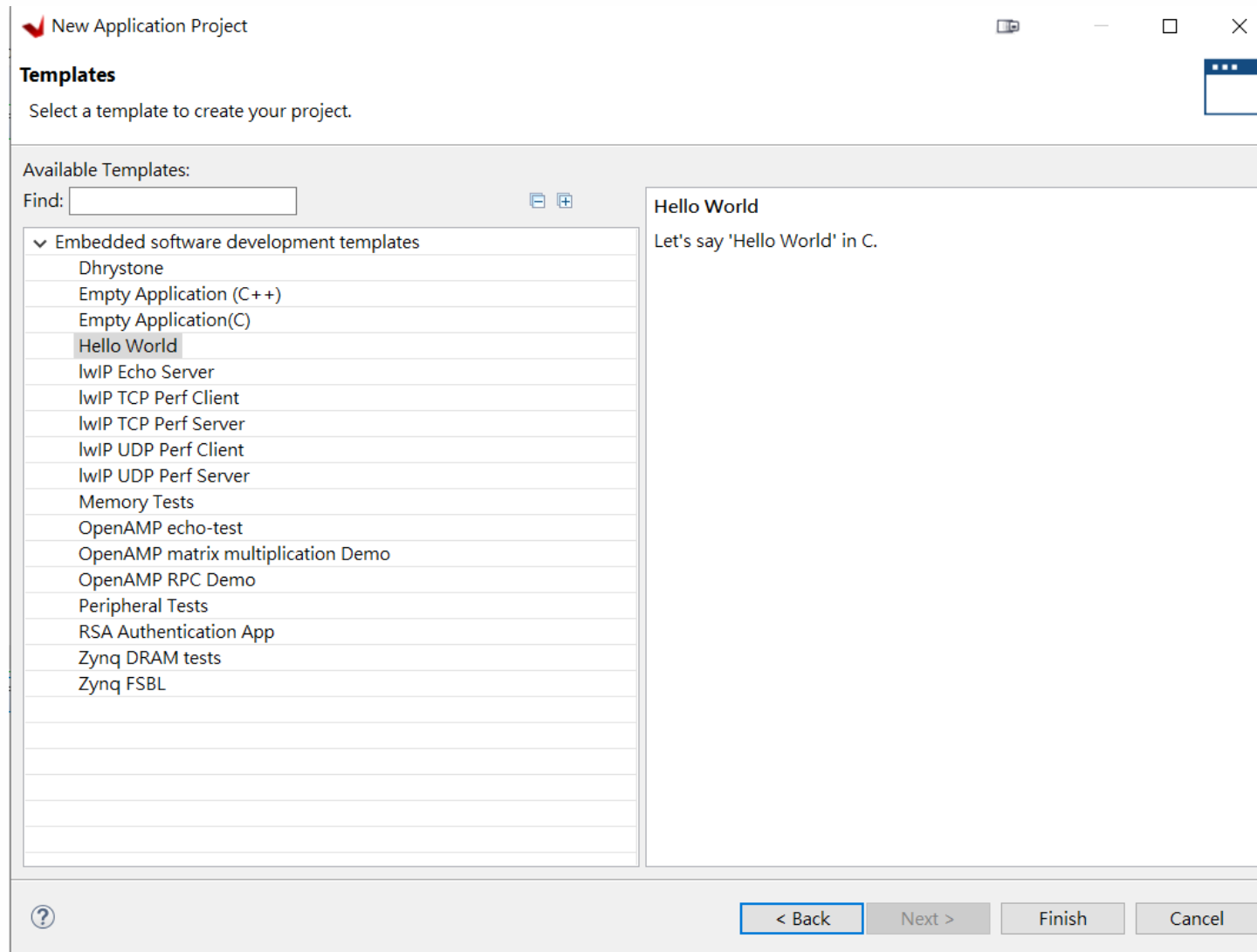
Vitis code result of execution

- Create Application – Create a new Application Project



Vitis code result of execution

- Create Application – Import example from Application project



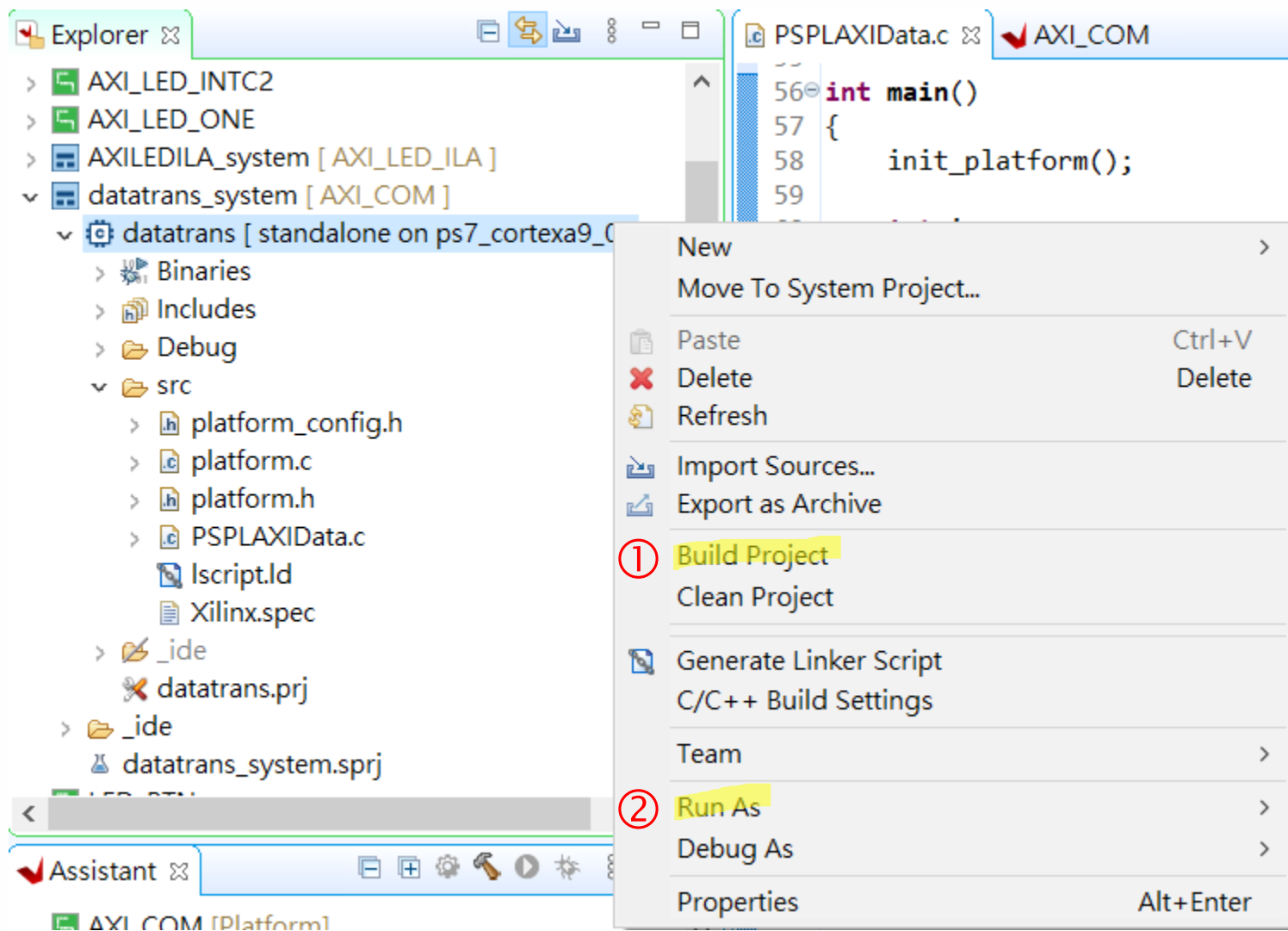
Vitis code result of execution

- Open Vitis to review the code

```
PSPLAXIData.c  helloworld.c
47
48 #include <stdio.h>
49 #include "platform.h"
50 #include "xil_printf.h"
51 #include "xparameters.h"
52 #include "xil_io.h"
53
54
55
56 int main()
57 {
58     init_platform();
59
60     int i;
61     unsigned int addr = 0;
62     int value = 0;
63
64
65
66     int j = 128; //要寫入的數值
67
68     printf("-----Write16Read8-----\n");
69
70     for(i=0;i<10;i=i+2){ // +2 是因為一次寫入16bit，需要兩個記憶體位置來存
71         addr = XPAR_AXI_BRAM_CTRL_0_S_AXI_BASEADDR + i; // XPAR_AXI_BRAM_CTRL_0_S_AXI_BASEADDR 為 BRAM 一開始的記憶體地址
72         Xil_Out16(addr, j); // 寫入 16bit 的資料
73         printf("Write ADDR ---> 0x%02X, VALUE ---> %d\n", addr, j);
74         j*=4;
75     }
76
77     printf("===== \n");
78
79     for(i=0;i<10;++i){ // +1 是因為一次讀取 8bit，需要一個記憶體位置來存
80         addr = XPAR_AXI_BRAM_CTRL_0_S_AXI_BASEADDR + i;
81         value = Xil_In8(addr); // 讀取 8bit 的資料
82         printf("Read ADDR ---> 0x%02X, VALUE ---> %d\n", addr, value);
83         if(i%2 == 1) printf("===== \n");
84     }
85
86     printf("-----END-----\n\n");
87
88     printf("-----Write8Read16-----\n");
89
90
91     Xil_Out8(XPAR_AXI_BRAM_CTRL_0_S_AXI_BASEADDR + 0, 0xAB); // 寫入 8bit 資料
```

Vitis code result of execution

- Build the Project and Run



Vitis code result of execution

- Result on MobaXterm

```
3. COM6 (USB 序列装置 (COM9)) x +
-----Write16Read8-----
Write ADDR ---> 0x40000000, VALUE ---> 128
Write ADDR ---> 0x40000002, VALUE ---> 512
Write ADDR ---> 0x40000004, VALUE ---> 2048
Write ADDR ---> 0x40000006, VALUE ---> 8192
Write ADDR ---> 0x40000008, VALUE ---> 32768
=====
Read ADDR ---> 0x40000000, VALUE ---> 128
Read ADDR ---> 0x40000001, VALUE ---> 0
=====
Read ADDR ---> 0x40000002, VALUE ---> 0
Read ADDR ---> 0x40000003, VALUE ---> 2
=====
Read ADDR ---> 0x40000004, VALUE ---> 0
Read ADDR ---> 0x40000005, VALUE ---> 8
=====
Read ADDR ---> 0x40000006, VALUE ---> 0
Read ADDR ---> 0x40000007, VALUE ---> 32
=====
Read ADDR ---> 0x40000008, VALUE ---> 0
Read ADDR ---> 0x40000009, VALUE ---> 128
=====
-----END-----

-----Write8Read16-----
Read Value: 0xFFAB
Read Value: 0x8C34
-----END-----
```

Vitis code result of execution

- volatile

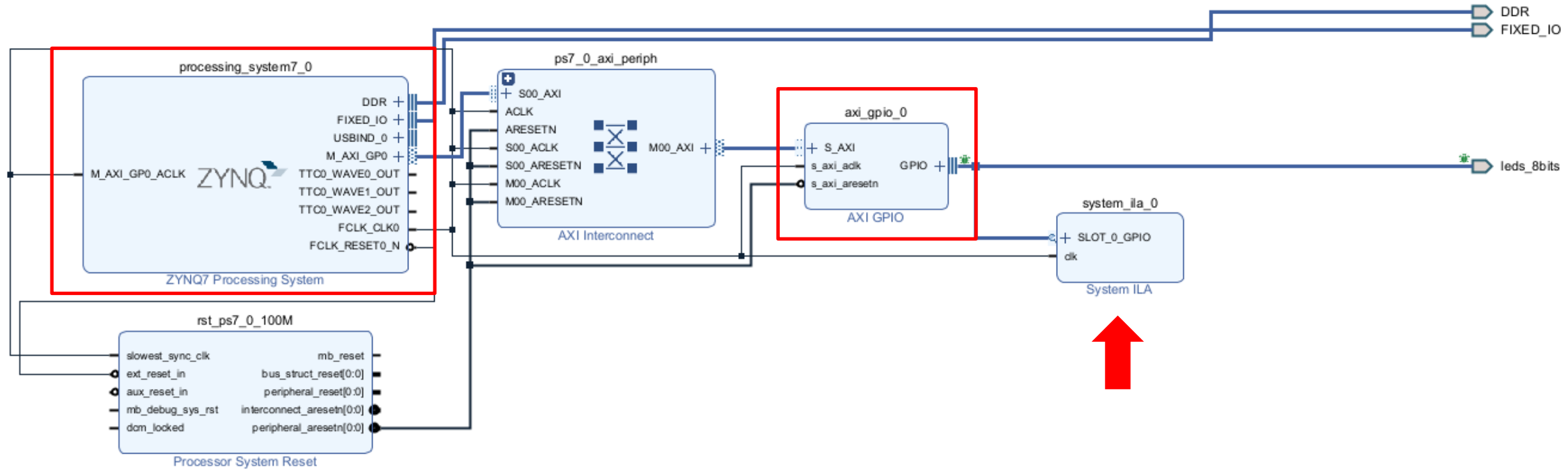
某變數被抓取時必須都是最新的狀態，並從該變數的地址取值，而不是直接從Cache抓取資料時，必須命為volatile
e.g., 兩CPU對某一變數都會進行修改，但CPU取該變數數值時必須為最新的值，而不是抓上次存取至Cache的值，
因此每次都必須從該變數的地址取值

Lab 2: Use High-Level API Driver to drive AXI GPIO (with ILA)

Vivado Part

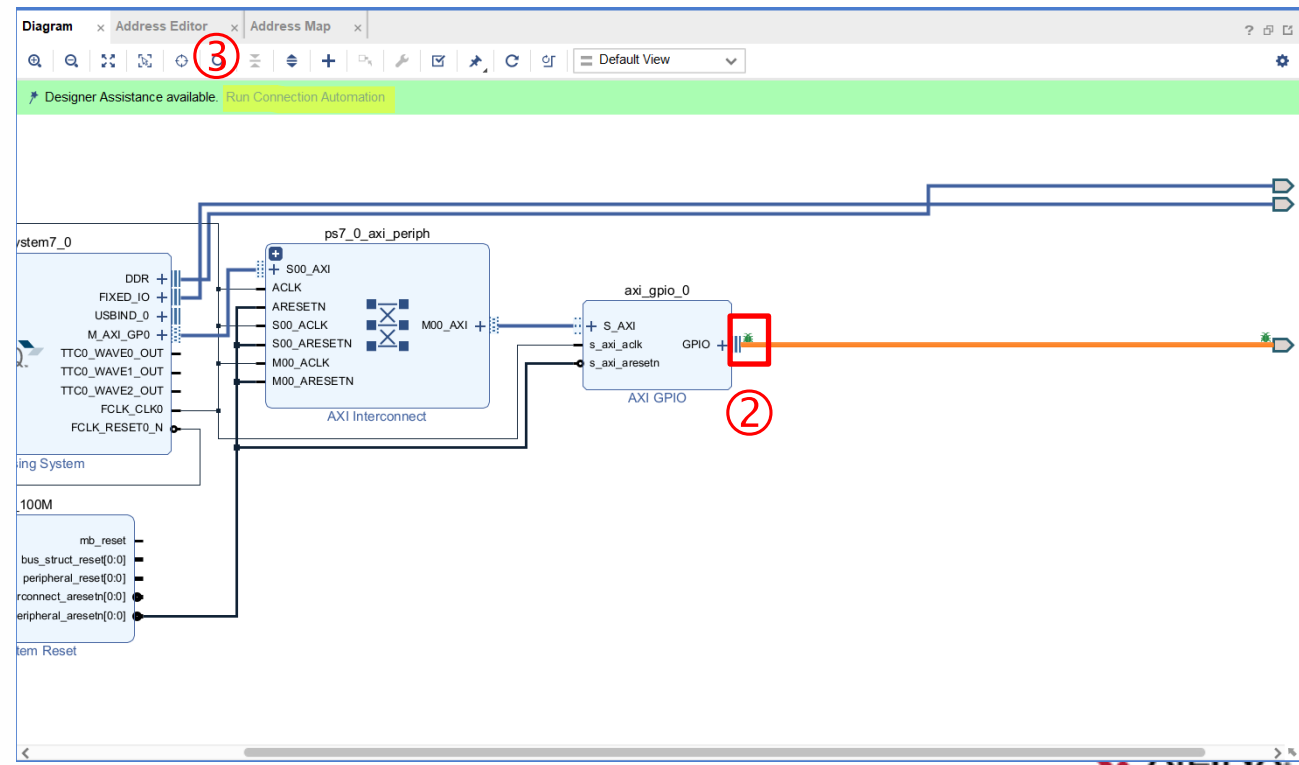
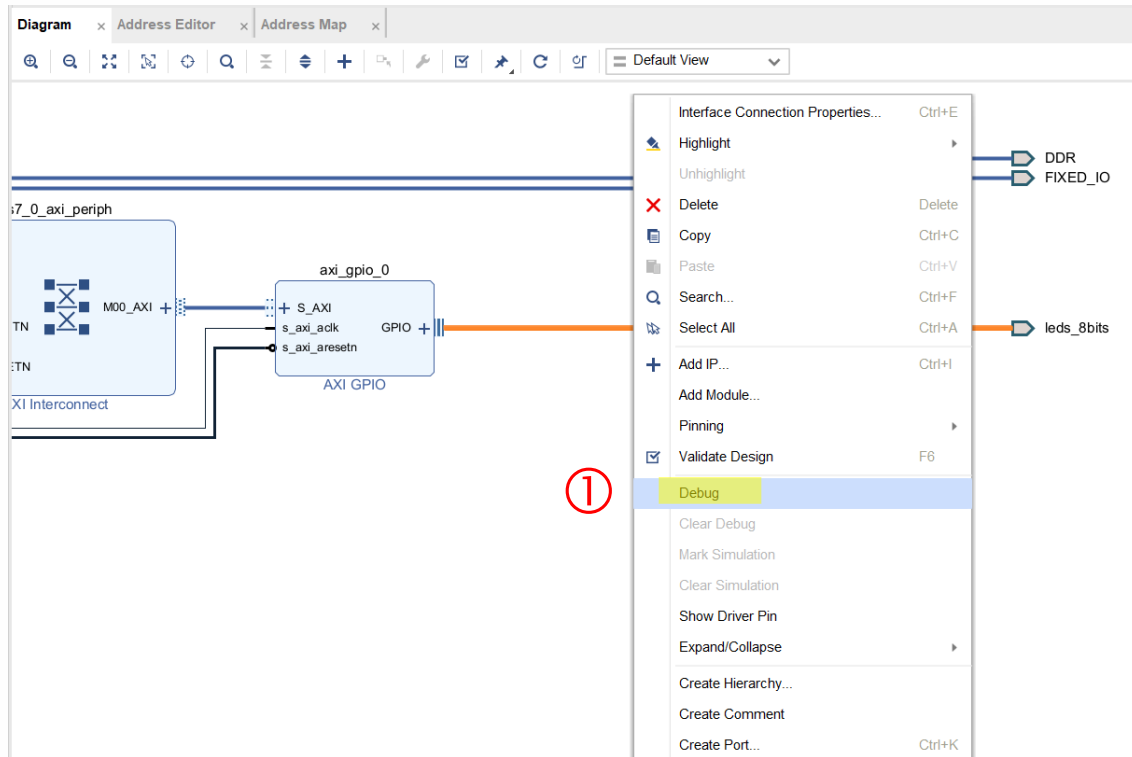
Vivado Block Design

- Block Design



Vivado Block Design

- Block Design



Vivado Block Design

- Re-customize System ILA

Re-customize IP

System ILA (1.1)

Documentation IP Location

Component Name: system_ila_0

To configure more than 64 probe ports use Vivado Tcl Console

General Options **Interface Options**

Monitor Type

Monitor Type: INTERFACE

Number of Interface Slots: 1

Sample Data Depth: 131072

☒ Same Number of Comparators for All Probe Ports

Number of Comparators: 1

☐ Trigger Out Port

☐ Trigger In Port

Input Pipe Stages: 0

Trigger And Storage Settings

Resources

BRAM

Resource Estimates

Percent (%)

0.0 10.0 20.0 30.0 40.0 50.0 60.0 70.0 80.0 90.0 100.0

0.0 1.0

system_ila_0

+ SLOT_0_GPIO

clk

System ILA

OK Cancel

Vitis Part

Vitis code result of execution

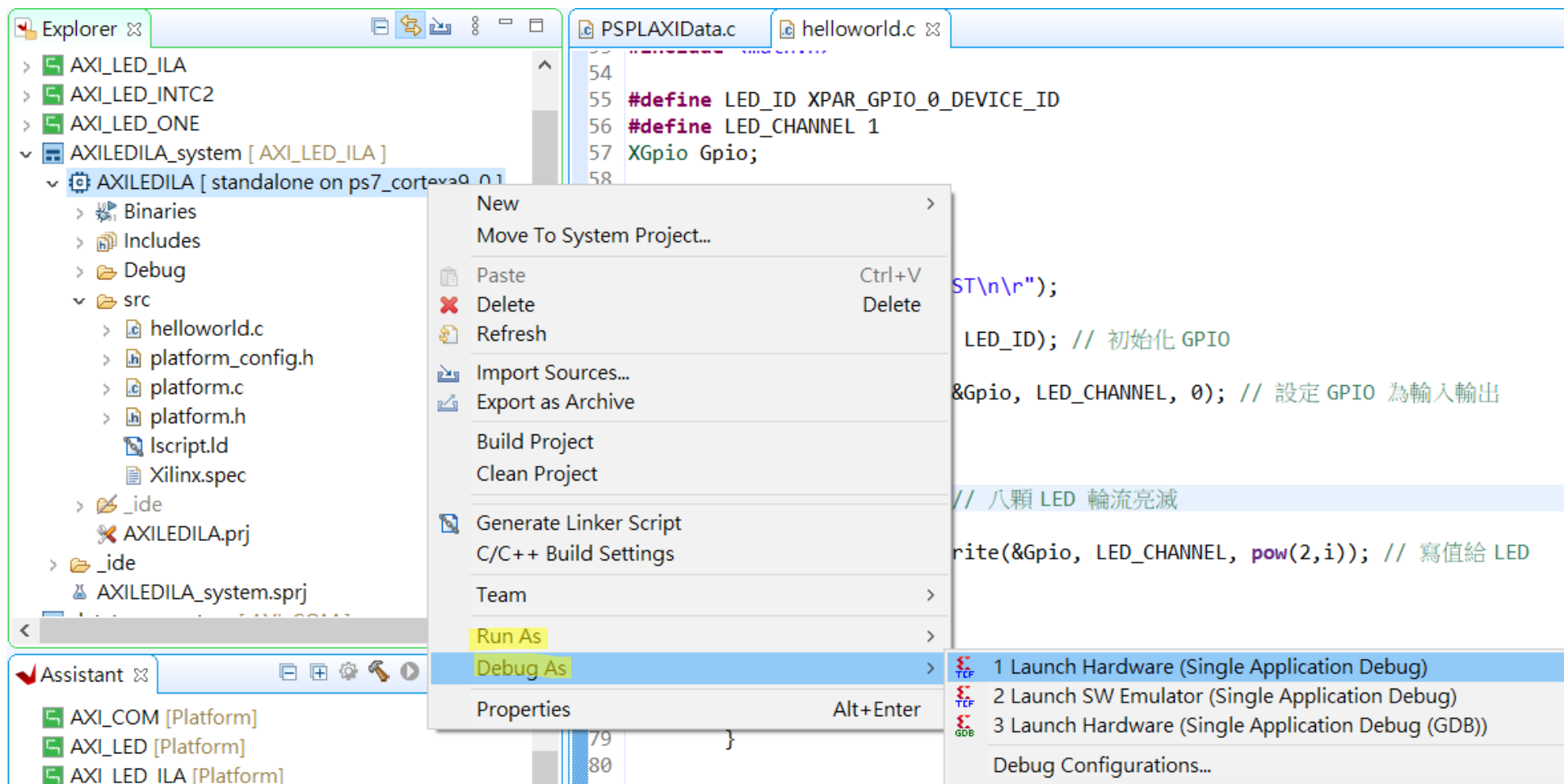
- Open Vitis to review the code

```
PSPLAXIData.c helloworld.c
41 | UART TYPE | DATA RATE |
42 | * | * | * |
43 | * | uartns550 | 9600 |
44 | * | uartrlite | Configurable only in HW design |
45 | * | ps7_uart | 115200 (configured by bootrom/bsp) |
46 | */ |
47 |
48 | #include <stdio.h>
49 | #include "platform.h"
50 | #include "xil_printf.h"
51 | #include "xgpio.h"
52 | #include "sleep.h"
53 | #include <math.h>
54 |
55 | #define LED_ID XPAR_GPIO_0_DEVICE_ID
56 | #define LED_CHANNEL 1
57 | XGpio Gpio;
58 |
59 | int main(void){
60 |     int i=0;
61 |
62 |     xil_printf("GPIO LED TEST\n\r");
63 |
64 |     XGpio_Initialize(&Gpio, LED_ID); // 初始化 GPIO
65 |
66 |     XGpio_SetDataDirection(&Gpio, LED_CHANNEL, 0); // 設定 GPIO 為輸入輸出
67 |
68 |     while (1) {
69 |
70 |         for(i=7;i>-1;--i){ // 八顆 LED 輪流亮滅
71 |
72 |             XGpio_DiscreteWrite(&Gpio, LED_CHANNEL, pow(2,i)); // 寫值給 LED
73 |
74 |             usleep(100);
75 |
76 |             XGpio_DiscreteClear(&Gpio, LED_CHANNEL, pow(2,i)); // 等於 XGpio_DiscreteWrite(&Gpio,LED_CHANNEL,0x00) , 即全清零
77 |
78 |             usleep(100);
79 |         }
80 |
81 |     }
82 |
83 |     return 0;
84 | }
85 |
86 |
```

若在 Vivado 中有設定 GPIO 為 All input/All output 的話，此處的 SetDataDirection 則無需撰寫與加入

Vitis code result of execution

- Build the Project and Run



Vivado Part

ILA result

PROGRAM AND DEBUG

Generate Bitstream

Open Hardware Manager

Open Target*

- Auto Connect
- Recent Targets
- Open New Target...

Hardware	
Name	Status
localhost (1)	Connected
xilinx_tcf/Digilent/2102484	Open
arm_dap_0 (0)	N/A
xc7z020_1 (1)	Programmed
hw_ila_1 (design_1_1)	Idle

Properties	
Select an object to see properties	

hw_ila_1

Waveform - hw_ila_1

ILA Status: Idle

Name	Value
design_1_1/system_ila_0/inst/SLOT_0_GPIO_tri_o_1[7:0]	0
[7]	0

Settings - hw_ila_1 x Status - hw_ila_1

Trigger Mode Settings

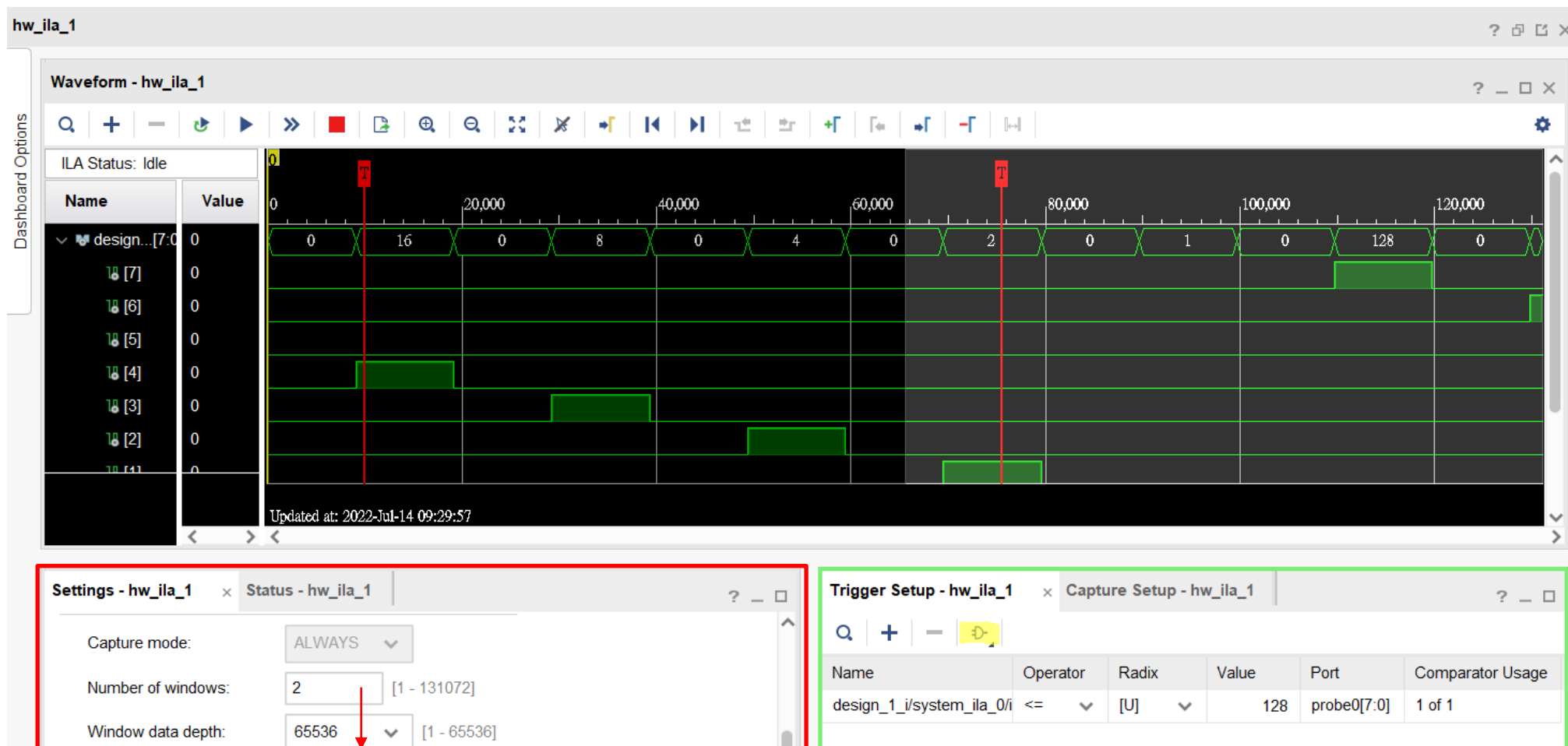
Trigger mode: BASIC_ONLY

Capture Mode Settings

Trigger Setup - hw_ila_1 x Capture Setup - hw_ila_1

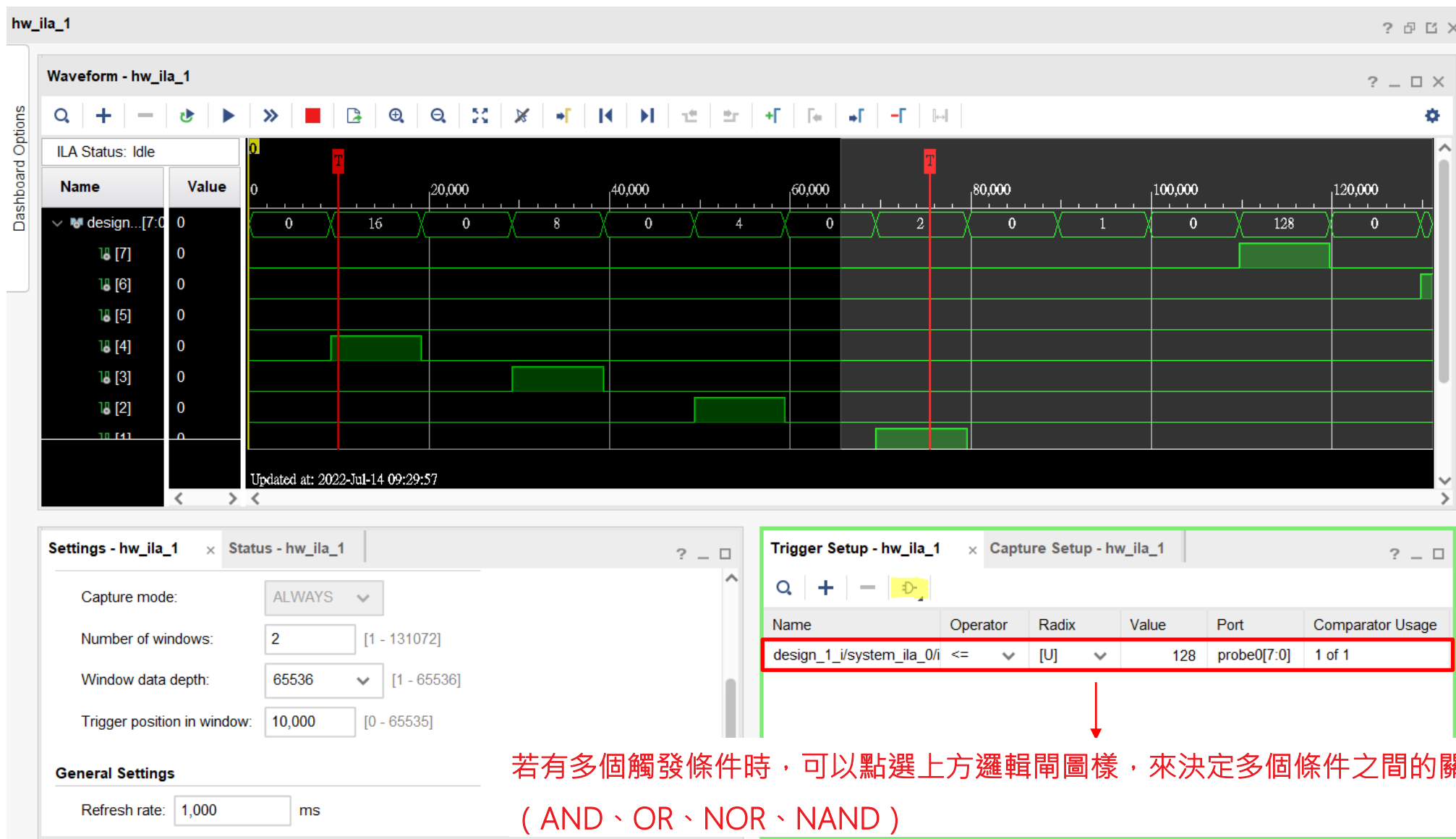
Name	Operator
design_1_1/system_ila_0/inst/SLOT_0_GPIO_tri_o_1[7:0]	<=

ILA result

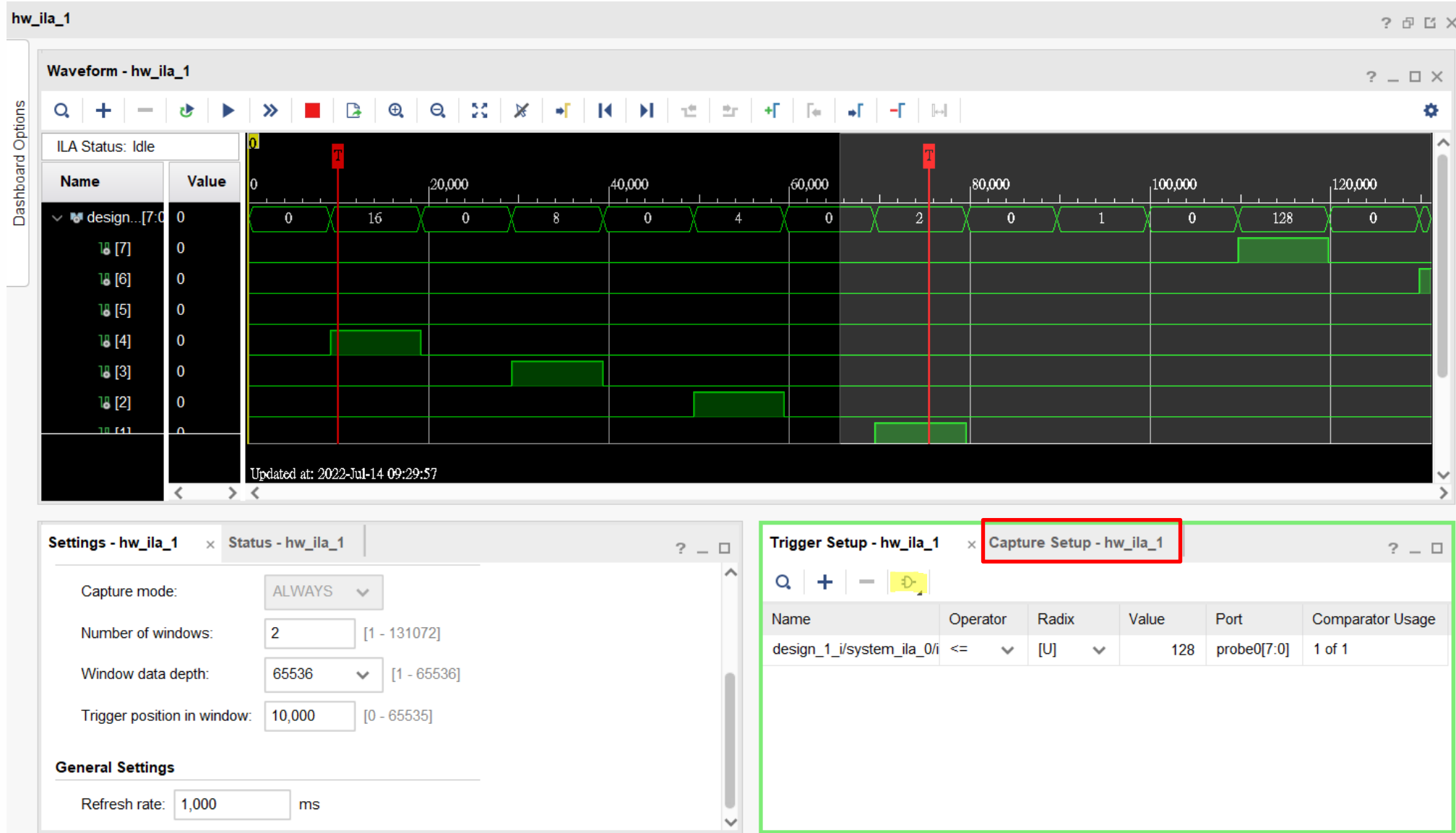


Numbers of windows 的用意在於，會將 Window data depth 進行劃分，以此圖為例，則為 65536 為一 window，共兩個 windows，一個 window 都會進行一次 trigger 的採樣條件，設定幾個 Number 就會進行幾次，來達到節省多次人工除錯的時間

ILA result



ILA result



ILA result

- Capture Setup

可以當作一種觸發條件，與 trigger 進行連動而不會使用到針腳以節省資源

Thank you very much for your attention!

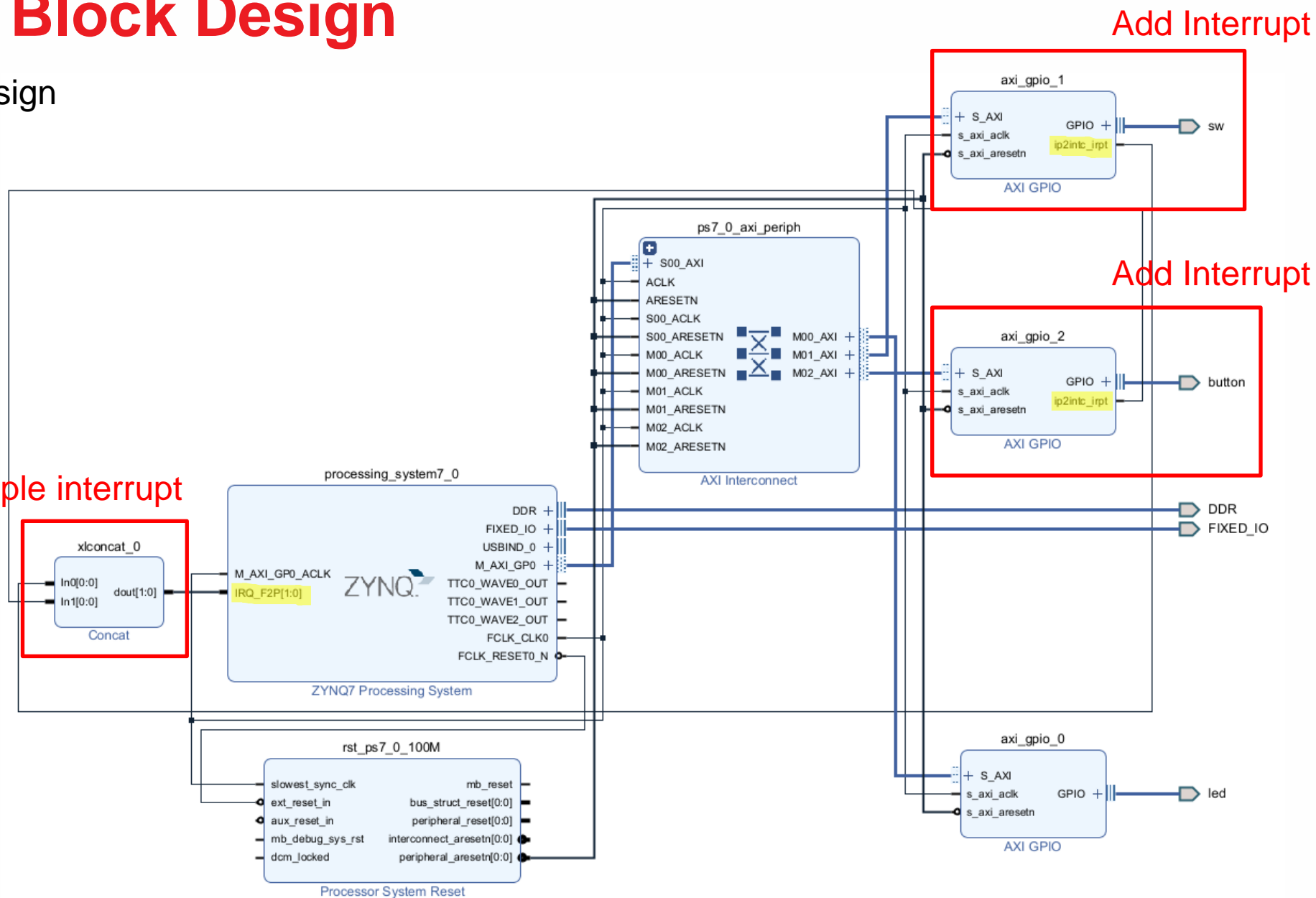
Appendix: Use Interrupt to Control AXI GPIO (Through PS GIC)

Vivado Part

Vivado Block Design

- Block Design

Deal with multiple interrupt



Vivado Block Design

- Open the Interrupt option

AXI GPIO (2.0)

Documentation IP Location

☐ Show disabled ports

Component Name: axi_gpio_1

Board **IP Configuration**

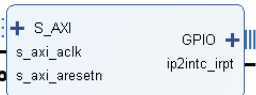
Associate IP interface with board interface

IP Interface	Board Interface
GPIO	Custom
GPIO2	Custom

Clear Board Parameters

☒ Enable Interrupt

OK Cancel



ZYNQ7 Processing System (5.5)

Documentation Presets IP Location Import XPS Settings

Page Navigator

- Zynq Block Design
- PS-PL Configuration
- Peripheral I/O Pins
- MIO Configuration
- Clock Configuration
- DDR Configuration
- SMC Timing Calculation
- Interrupts**

Interrupts [Summary Report](#)

Search: Q

Interrupt Port	ID	Description
<input checked="" type="checkbox"/> Fabric Interrupts		Enable PL Interrupts to PS and vice versa
<input checked="" type="checkbox"/> PL-PS Interrupt Ports		
<input checked="" type="checkbox"/> IRQ_F2P[15:0]	[91:84], [68:61]	Enables 16-bit shared interrupt port from the PL. MSB is ass
<input type="checkbox"/> Core0_nFIQ	28	Enables fast private interrupt signal for CPU0 from the PL
<input type="checkbox"/> Core0_nIRQ	31	Enables private interrupt signal for CPU0 from the PL
<input type="checkbox"/> Core1_nFIQ	28	Enables fast private interrupt signal for CPU1 from the PL
<input type="checkbox"/> Core1_nIRQ	31	Enables private interrupt signal for CPU1 from the PL

> PS-PL Interrupt Ports

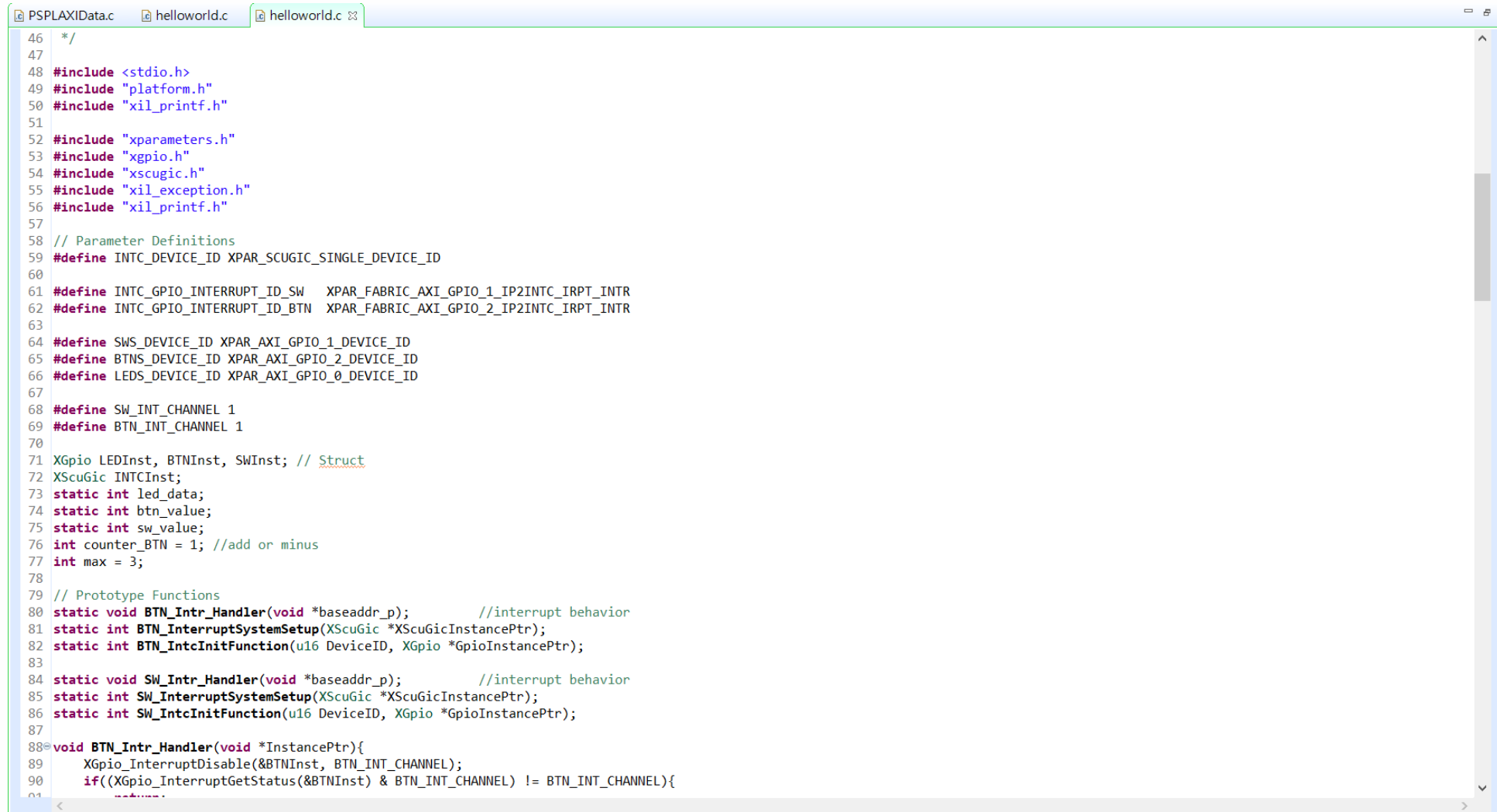
OK Cancel

◆ If your AXI GPIO is customized, you need to do I/O planning manually.

Vitis Part

Vitis code result of execution

- Open Vitis to review the code



```
46  */
47
48  #include <stdio.h>
49  #include "platform.h"
50  #include "xil_printf.h"
51
52  #include "xparameters.h"
53  #include "xgpio.h"
54  #include "xscugic.h"
55  #include "xil_exception.h"
56  #include "xil_printf.h"
57
58  // Parameter Definitions
59  #define INTC_DEVICE_ID XPAR_SCUGIC_SINGLE_DEVICE_ID
60
61  #define INTC_GPIO_INTERRUPT_ID_SW  XPAR_FABRIC_AXI_GPIO_1_IP2INTC_IRPT_INTR
62  #define INTC_GPIO_INTERRUPT_ID_BTN  XPAR_FABRIC_AXI_GPIO_2_IP2INTC_IRPT_INTR
63
64  #define SWS_DEVICE_ID XPAR_AXI_GPIO_1_DEVICE_ID
65  #define BTNS_DEVICE_ID XPAR_AXI_GPIO_2_DEVICE_ID
66  #define LEDS_DEVICE_ID XPAR_AXI_GPIO_0_DEVICE_ID
67
68  #define SW_INT_CHANNEL 1
69  #define BTN_INT_CHANNEL 1
70
71  XGpio LEDInst, BTNInst, SWInst; // Struct
72  XScuGic INTCInst;
73  static int led_data;
74  static int btn_value;
75  static int sw_value;
76  int counter_BTN = 1; //add or minus
77  int max = 3;
78
79  // Prototype Functions
80  static void BTN_Intr_Handler(void *baseaddr_p); //interrupt behavior
81  static int BTN_InterruptSystemSetup(XScuGic *XScuGicInstancePtr);
82  static int BTN_IntcInitFunction(u16 DeviceID, XGpio *GpioInstancePtr);
83
84  static void SW_Intr_Handler(void *baseaddr_p); //interrupt behavior
85  static int SW_InterruptSystemSetup(XScuGic *XScuGicInstancePtr);
86  static int SW_IntcInitFunction(u16 DeviceID, XGpio *GpioInstancePtr);
87
88  void BTN_Intr_Handler(void *InstancePtr){
89      XGpio_InterruptDisable(&BTNInst, BTN_INT_CHANNEL);
90      if((XGpio_InterruptGetStatus(&BTNInst) & BTN_INT_CHANNEL) != BTN_INT_CHANNEL){
91          //Button Pressed
92          //LEDs Toggle
93          led_data = !led_data;
94          xil_printf("Button Pressed\n");
95          //Counter Increment
96          counter_BTN++;
97          if(counter_BTN == max){
98              counter_BTN = 1;
99          }
100      }
101  }
```

Vitis code result of execution

- Result

