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## Hls ASSIGNMENT-3

Repeat the experiment in Assignment 2.3 but by configuring the module as pipelined.

### 1.

## Design:

#### Multiplier function:

```
In hls_pipe1.cpp ⋈ (a) _csim.log

    Synthesis Summary(solution1)

                                                          @ Co-simulation Report(solution1)
  1 #include"hls pipe1.h"
  2 void multiply(hls::stream<dinA t> &A, hls::stream<dinB t>& B,hls::stream<doutC t> &C)
 3 {
  4
        #pragma HLS INTERFACE axis port=A
  5
        #pragma HLS INTERFACE axis port=B
        #pragma HLS INTERFACE axis port=C
        #pragma HLS INTERFACE ap_ctrl_none port=return
        #pragma HLS PIPELINE II=1
  9
        dinA_t a;
10
11
        dinB_t b;
        doutC t result;
        a=A.read();
13
14
        b=B.read();
        result=a*b;
15
        C.write(result);
16
17
```

#### Header file:

```
Instruction | Instruction
```

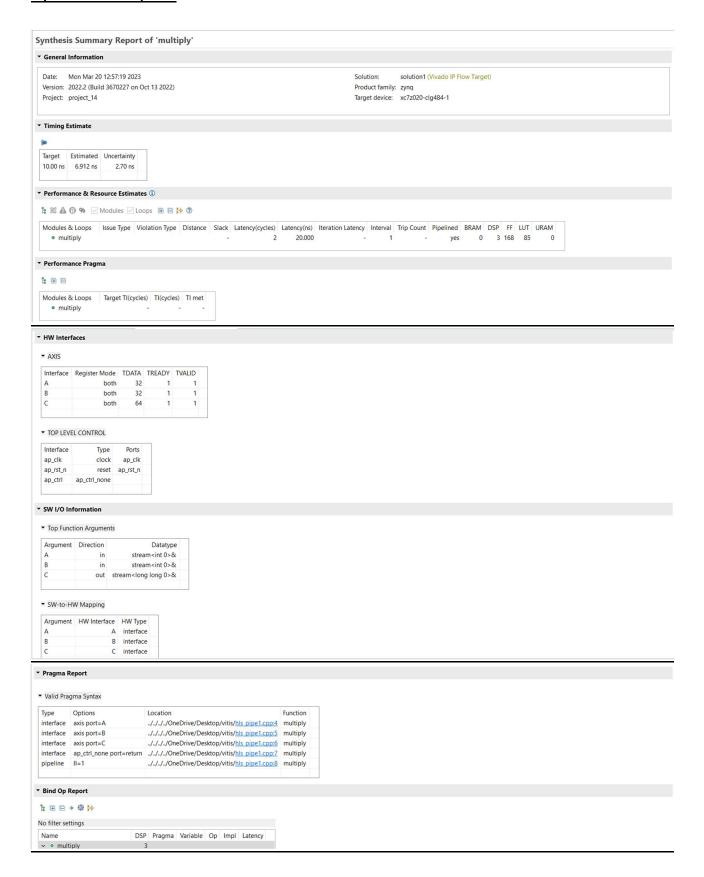
# **Test Bench:**

```
lace hls_pipe1.cpp
                csim.log
                            Synthesis Summary(solution1)
                                                         Co-simulation Report(solution1)
                                                                                        hls_pipe1.h
1 #include"hls pipe1.h"
 2⊖int main()
 3 {
        hls::stream<dinA_t> a;
 1
 5
        hls::stream<dinB_t> b;
        hls::stream<doutC_t> c;
 6
 7
        dinA_t test_inputs[10][2] = {
 8
                  {0x00000011,0x00000001},
 9
                  {0x00000011,0x00000002},
10
                  {0x00000011,0x00000003},
11
                  {0x00000011,0x00000004},
12
                  {0x00000011,0x00000005},
13
                  {0x00000011,0x00000006},
                  {0x00000011,0x00000007},
14
                  {0x00000011,0x000000008},
15
16
                  {0x00000011,0x00000009},
                  {0x00000011,0x00000000A},
17
18
           };
           for (int i = 0; i < 10; i++)
19
20
 21
               a.write(test_inputs[i][0]);
 22
               b.write(test_inputs[i][1]);
 23
               multiply(a,b,c);
 24
                //out >> result;
 25
             std::cout<< test_inputs[i][0] << "*"<< test_inputs[i][1] << "="<<c.read()<<std::endl;
 26
 27 }
 28
```

# C simulation printed output:

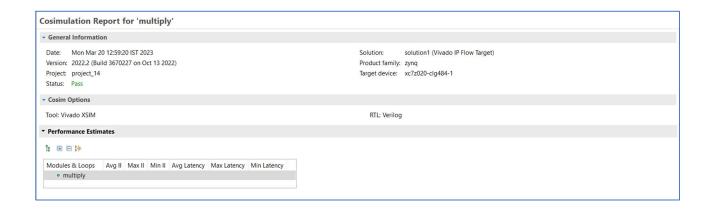
```
la hls_pipe1.cpp
            🖹 _csim.log 🛭 🗊 Synthesis Summary(solution1) 💮 🗊 Co-simulation Report(solution1)
                                                                       hls_pipe1.h
 2 INFO: [SIM 4] CSIM will launch GCC as the compiler.
     Compiling ../../../../oneDrive/Desktop/vitis/hls_pipe1_tb.cpp in debug mode
     Compiling ../../../../OneDrive/Desktop/vitis/hls_pipe1.cpp in debug mode
     Generating csim.exe
 6 17*1=17
 717*2=34
 8 17*3=51
 9 17*4=68
10 17*5=85
1117*6=102
12 17*7=119
13 17*8=136
1417*9=153
15 17*10=170
16 INFO [HLS SIM]: The maximum depth reached by any hls::stream() instance in the design is 1
17 INFO: [SIM 1] CSim done with 0 errors.
19
```

# **Synthesis Report:**



# Cosimulation printed output:

# **Cosimulation Report:**



## Design:

#### Multiplier function:

```
1 #include"hls stream2.h"
 20 void multiply(hls::stream<dinA_t> &A, hls::stream<dinB_t>& B,hls::stream<doutC_t> &C)
 3 {
       #pragma HLS INTERFACE axis port=A
       #pragma HLS INTERFACE axis port=B
       #pragma HLS INTERFACE axis port=C
 6
       #pragma HLS INTERFACE ap_ctrl_none port=return
 7
 8
       #pragma HLS PIPELINE II=1
 9
       dinA_t a;
10
       dinB_t b;
       doutC t result;
11
       a=A.read();
12
13
       b=B.read();
14
       result=a*b;
15
       C.write(result);
16 }
17
```

#### Header file:

## Test Bench:

```
Synthesis Summary(solution1)
                            la hls_pipe2.cpp

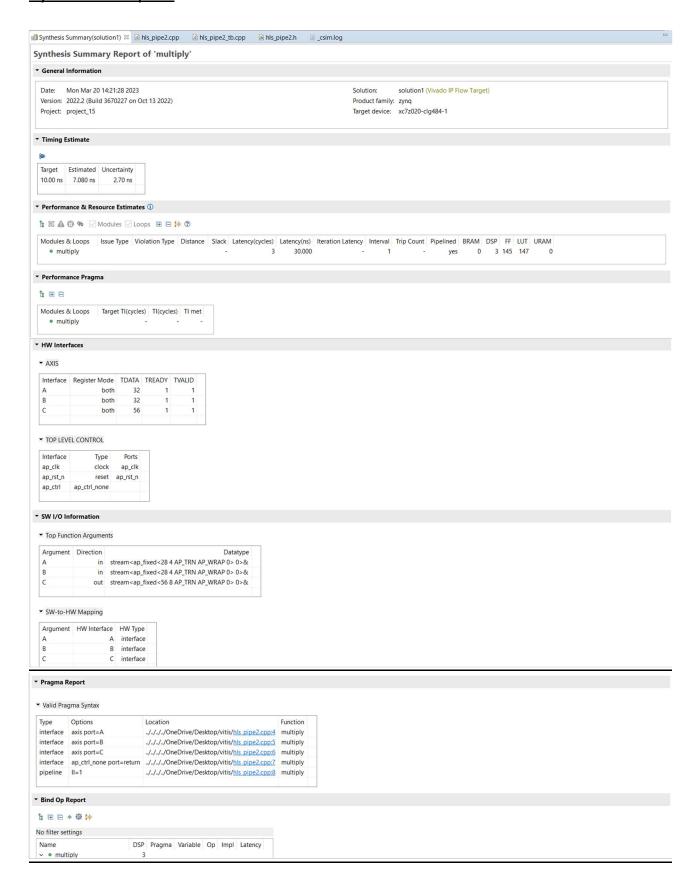
    hls_pipe2_tb.cpp 
    hls_pipe2.h

 1 #include"hls_stream2.h"
 2⊖int main()
 3 {
        hls::stream<dinA_t> a;
 4
 5
        hls::stream<dinB t> b;
 6
        hls::stream<doutC_t> c;
 7
        dinA_t test_inputs[10][2] = {
 8
                  {4.125,3.264589},
 9
                  {4.56215,2.4568912}
                  {3.69845632,2.456891},
10
11
                  {3.69845632,2.456891},
                  {1.25698456,3.569874},
12
 13
                  {1.4567896512,5.623366},
                  {5.6684258,6.54566321},
14
15
                  {6.2255620,5.636115},
16
                  {4.6985230,2.5698523},
17
                  {1.563995,3.2656343}
18
           };
19
          for (int i = 0; i < 10; i++)
20
           {
 21
                a.write(test_inputs[i][0]);
 22
                b.write(test_inputs[i][1]);
 23
               multiply(a,b,c);
 24
                //out >> result:
             std::cout<< test_inputs[i][0] << "*"<< test_inputs[i][1] << "="<<c.read()<<std::endl;
 25
 26
 27
```

# C simulation printed output:

```
Synthesis Summary(solution1)
                                                   h hls_pipe2.h
                                                              hls_pipe2.cpp
                                    le hls_pipe2_tb.cpp
 2 INFO: [SIM 4] CSIM will launch GCC as the compiler.
     Compiling ../../../../OneDrive/Desktop/vitis/hls pipe2 tb.cpp in debug mode
     Compiling ../../../../../oneDrive/Desktop/vitis/hls_pipe2.cpp in debug mode
     Generating csim.exe
 64.125*3.26459=13.4664
 74.56215*2.45689=11.2087
 83.69846*2.45689=9.0867
 93.69846*2.45689=9.0867
101.25698*3.56987=4.48728
11 1.45679*5.62337=8.19206
125.66843*6.54566=37.1036
136.22556*5.63611=35.088
144.69852*2.56985=12.0745
15 1.56399*3.26563=5.10744
16 INFO [HLS SIM]: The maximum depth reached by any hls::stream() instance in the design is 1
17 INFO: [SIM 1] CSim done with 0 errors.
19
```

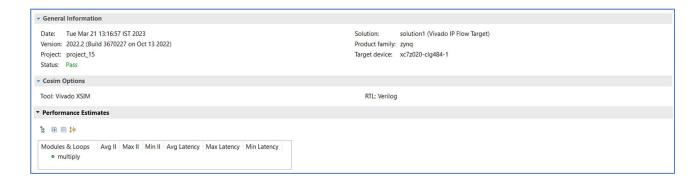
# **Synthesis Report:**



## Cosimulation printed output:

```
// Following axis ports can not be eacessed by kernel 'multiply'
// port 'N' can not be read
// port 'B' can not be read
// port 'B' can not be written
// port 'C' can not be written
// RT Simulation : 1 / 10 [190.008X] @ "185000"
// RTL Simulation : 2 / 10 [190.008X] @ "195000"
// RTL Simulation : 2 / 10 [190.008X] @ "195000"
// RTL Simulation : 3 / 10 [190.008X] @ "195000"
// RTL Simulation : 4 / 10 [190.008X] @ "295000"
// RTL Simulation : 4 / 10 [190.008X] @ "295000"
// RTL Simulation : 6 / 10 [190.008X] @ "295000"
// RTL Simulation : 6 / 10 [190.008X] @ "295000"
// RTL Simulation : 7 / 10 [190.008X] @ "295000"
// RTL Simulation : 8 / 10 [190.008X] @ "295000"
// RTL Simulation : 8 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
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// RTL Simulation : 9 / 10 [190.008X] @ "295000"
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// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
// RTL Simulation : 9 / 10 [190.008X] @ "295000"
//
```

## **Cosimulation Report:**



- Pipelining helps in reduce the amount of hardware resources required for implementing a stream interface. By breaking the processing into smaller stages
- pipelining introduces additional latency, as data needs to pass through multiple stages before being processed
- Using a pipelined, blocking stream interface can help to improve the performance of the design by enabling higher throughput and reducing the latency of communication.

#### Github:

https://github.com/velicharlagokulkumar/vitis-hls/tree/main/project\_14 https://github.com/velicharlagokulkumar/vitis-hls/tree/main/project\_15