Lab 1: Introduction to High-Level Synthesis

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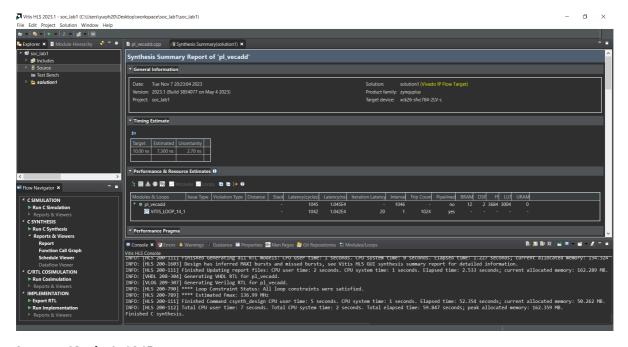
PART I: Vector Addition Example

pl_vecadd.cpp

```
#include "ap_int.h"
#include "ap_fixed.h"
#include "hls_math.h"

void pl_vecadd(float a[1024], float b[1024], float c[1024])
{
    #pragma HLS INTERFACE m_axi port=a offset=slave bundle=data0
    #pragma HLS INTERFACE s_axilite register port=a bundle=ctrl
    #pragma HLS INTERFACE m_axi port=b offset=slave bundle=data1
    #pragma HLS INTERFACE s_axilite register port=b bundle=ctrl
    #pragma HLS INTERFACE m_axi port=c offset=slave bundle=data2
    #pragma HLS INTERFACE s_axilite register port=c bundle=ctrl
    #pragma HLS INTERFACE s_axilite register port=return bundle=ctrl
for (int i = 0; i < 1024; i += 1)
{
        #pragma HLS pipeline
        c[i] = a[i] + b[i];
}
</pre>
```

Vitis HLS synthesis summary



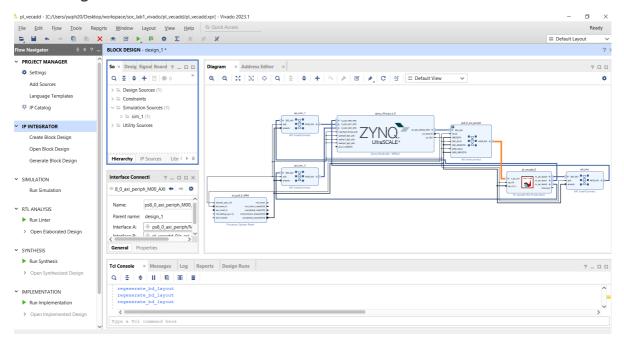
Latency(Cycles): 1045

Latency(ns): 1.045E4

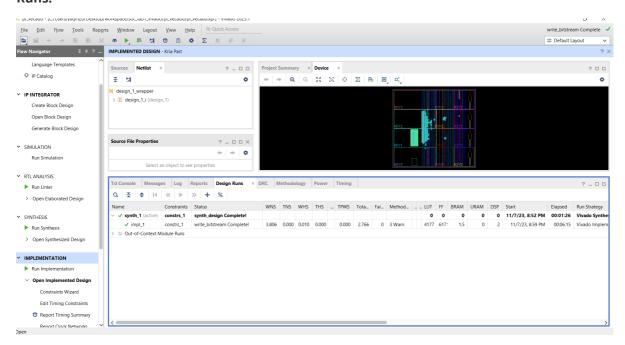
LUT:3004

Vivado post-implementation summary

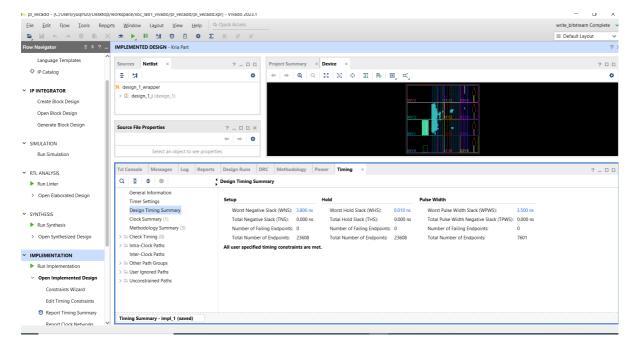
Block Design:



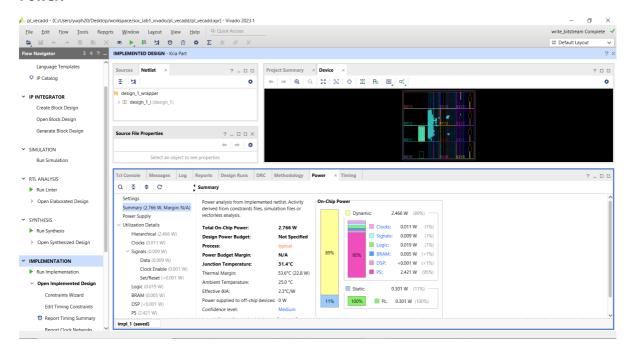
Runs:



Timing:



Power:



PART II: Matrix Multiplication

Plain:

matmual_plain.cpp

```
#include "ap_int.h"
#include "ap_fixed.h"
#include "hls_math.h"

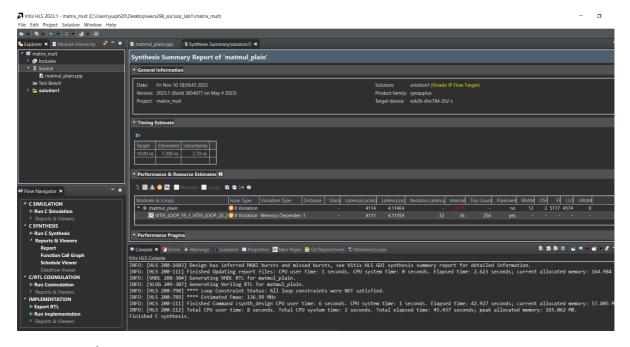
#define M 16
#define K 16
#define N 16

void matmul_plain(int A[M][K], int B[K][N], int AB[M][N]) {
    #pragma HLS INTERFACE m_axi port=A offset=slave bundle=data0
```

```
#pragma HLS INTERFACE s_axilite register port=A bundle=ctrl
#pragma HLS INTERFACE m_axi port=B offset=slave bundle=data1
#pragma HLS INTERFACE s_axilite register port=B bundle=ctrl
#pragma HLS INTERFACE m_axi port=AB offset=slave bundle=data2
#pragma HLS INTERFACE s_axilite register port=AB bundle=ctrl
#pragma HLS INTERFACE s_axilite register port=return bundle=ctrl

for (int i = 0; i < M; i++) {
    for (int j = 0; j < N; j++) {
        int sum = 0;
        for (int k = 0; k < K; k++) {
            sum += A[i][k] * B[k][j];
        }
        AB[i][j] = sum;
    }
}</pre>
```

Vitis HLS synthesis summary



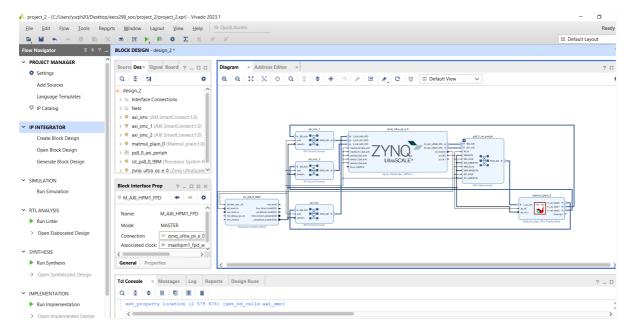
Latency(Cycles): 4114

Latency(ns): 4.114E4

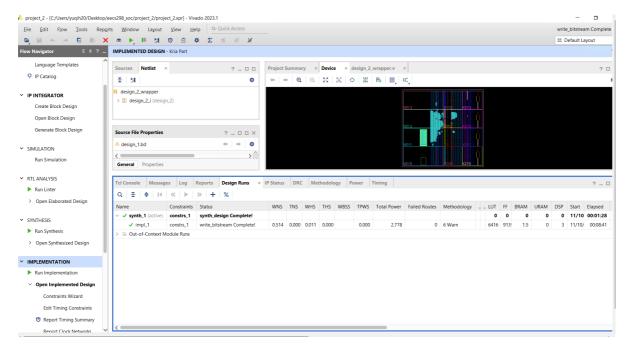
LUT:4574

Vivado post-implementation summary

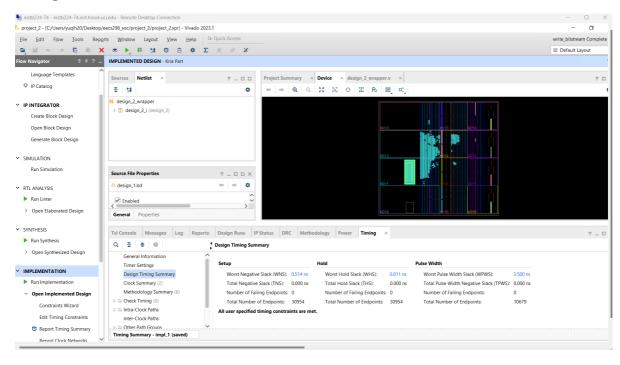
Block Design:



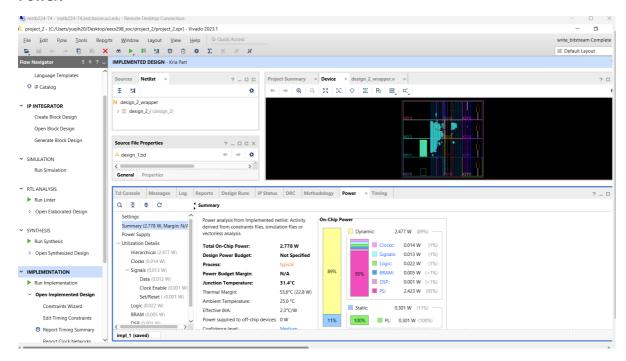
Runs:



Timing:



Power:



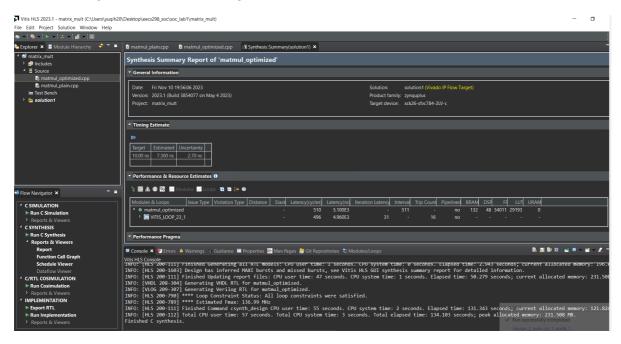
Optimized:

matmul_optimized.cpp

```
#include "ap_int.h"
#include "ap_fixed.h"
#include "hls_math.h"
#define M 16
#define K 16
#define N 16
void matmul_optimized(int A[M][K], int B[K][N], int AB[M][N]) {
    #pragma HLS INTERFACE m_axi port=A offset=slave bundle=data0
    #pragma HLS INTERFACE s_axilite port=A bundle=ctrl
    #pragma HLS INTERFACE m_axi port=B offset=slave bundle=data1
    #pragma HLS INTERFACE s_axilite port=B bundle=ctrl
    #pragma HLS INTERFACE m_axi port=AB offset=slave bundle=data2
    #pragma HLS INTERFACE s_axilite port=AB bundle=ctrl
    #pragma HLS INTERFACE s_axilite port=return bundle=ctrl
    #pragma HLS ARRAY_PARTITION variable=A complete dim=2
    #pragma HLS ARRAY_PARTITION variable=B complete dim=1
    // Main matrix multiplication loop
    for (int i = 0; i < M; i++) {
        for (int j = 0; j < N; j++) {
            #pragma HLS PIPELINE
            int sum = 0;
            for (int k = 0; k < K; k++) {
                sum += A[i][k] * B[k][j];
            }
```

```
AB[i][j] = sum;
}
}
```

Vitis HLS synthesis summary



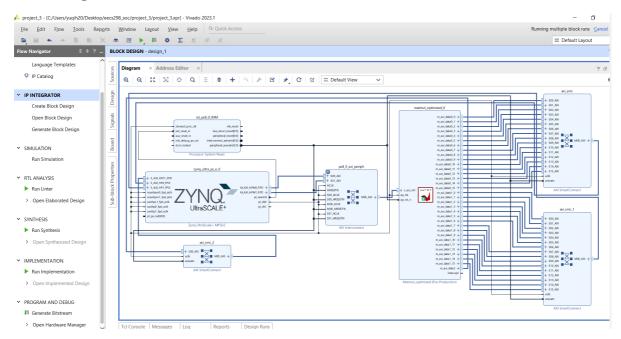
Latency(Cycles): 510

Latency(ns): 5.100E3

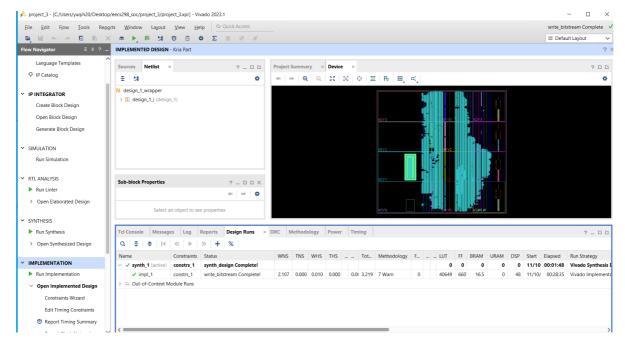
LUT:29193

Vivado post-implementation summary

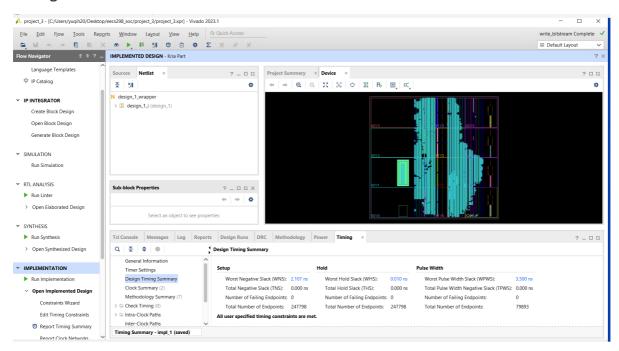
Block Design:



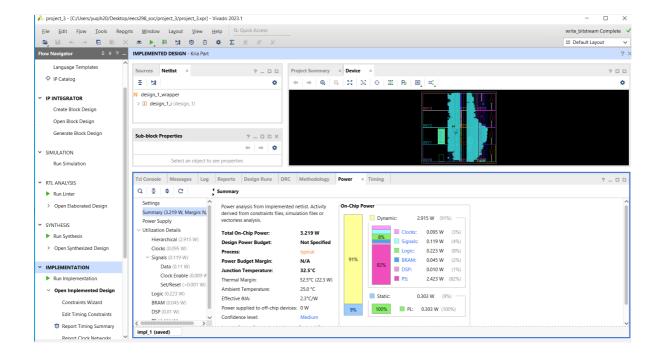
Runs:



Timing:



Power:



Comparison:

Vitis C synthesis

Metric	Plain Version	Optimized Version
Latency (Cycles)	4114	510
Latency (ns)	4.114E4	5.100E3
LUT	4574	29193
FF	5117	34011

Vivado post-implementation:

Metric	Plain Version	Optimized Version
WNS	0.514	2.107
Total Power	2.778	3.219
LUT	6416	40649
FF	9139	66071
BRAM	1.5	16.5