## SOC LAB#4-2 Report

Group no: 4

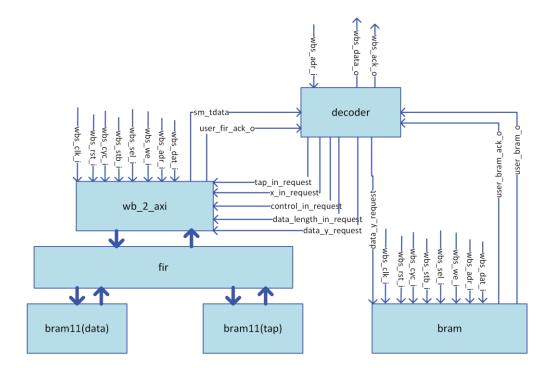
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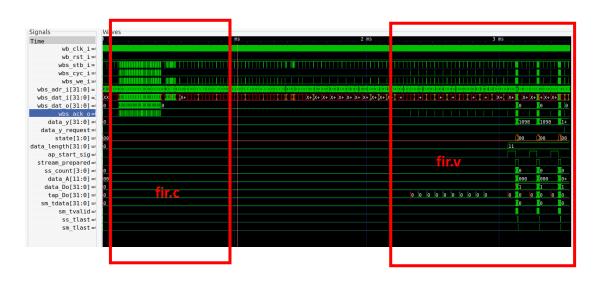
## 1. Block Diagram:



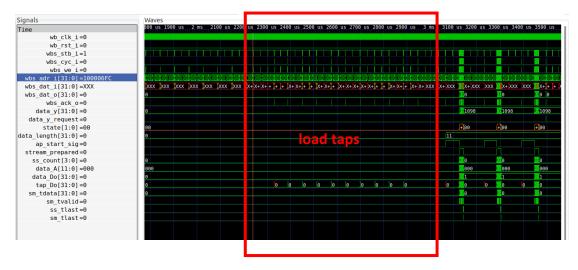
# 2. The interface protocol between firmware, user project and testbench

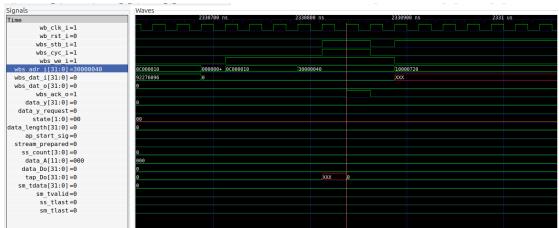
- ➤ Firmware 跟 user project 是 Wishbone
- ➤ Testbench 藉由 mprj 與 Firmware 和 user project 溝通

## 3. Waveform and analysis of the hardware/software behavior

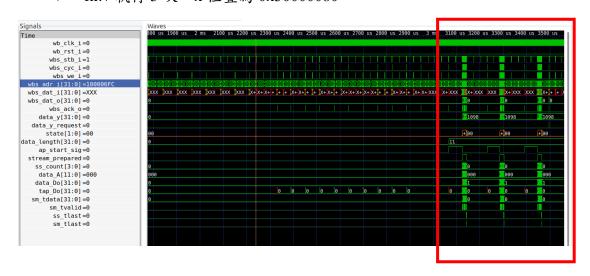


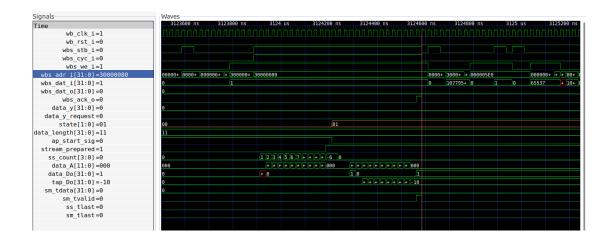
#### ▶ fir.v 前面先 load taps, tap 位置為 0x30000040



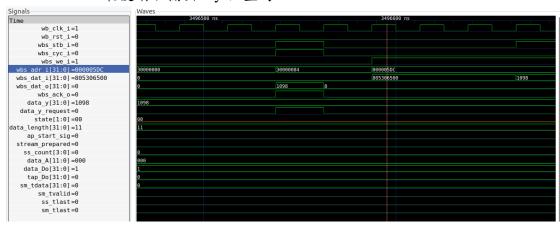


#### ▶ fir.v 執行 3 次, x 位置為 0x30000080





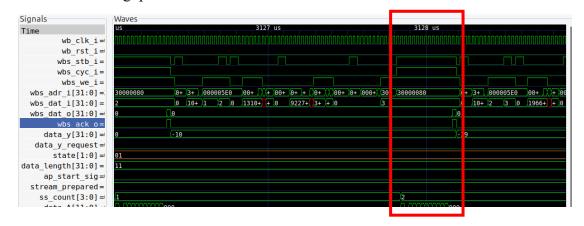
▶ fir.v 最後讀取輸出,y 位置為 0x30000084



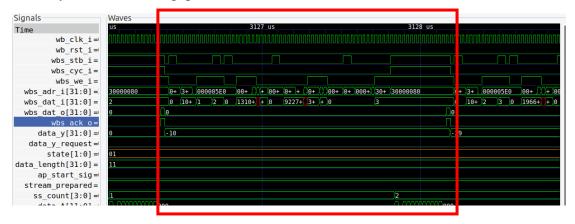
# 4. What is the FIR engine theoretical throughput, i.e. data rate? Actually measured throughput?

▶ 一個 clock 週期: 25ns

> theoretical throughput data rate: 13 clock

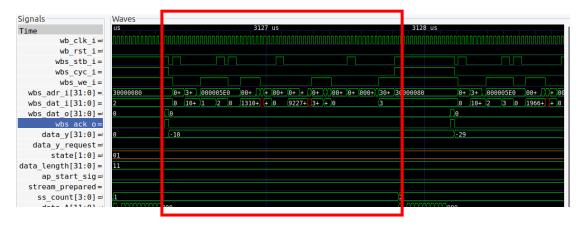


Actually measured throughput: 72 clocks



## 5. What is latency for firmware to feed data?

#### > 59 clocks



## 6. What techniques used to improve the throughput?

- 6.1 Does bram12 give better performance, in what way?
- ▶ 對,因為Bram的位置多一個,所以可以多存取一筆資料,若把資料做 prefatch,可以加速後續的資料處理,因此可以有更好的效果。
  - 6.2 Can you suggest other method to improve the performance?
- ▶ 增加資料輸入的頻寬。

## 7. Prepare firmware code & RTL:

```
nodule user_proj_example #(
   parameter DELAYS=10
ifdef USE POWER PINS
   inout vccd1,  // User area 1 1.8V supply
inout vssd1,  // User area 1 digital ground
   input wb clk i,
   input wb_rst_i,
   input wbs_stb_i,
   input wbs_cyc_i,
   input wbs_we_i,
   input [3:0] wbs_sel_i,
   input [31:0] wbs_dat_i,
input [31:0] wbs_adr_i,
   output wbs ack o,
   output [31:0] wbs_dat_o,
   input [127:0] la_data_in,
   output [127:0] la_data_out,
   input [127:0] la_oenb,
   input [`MPRJ IO PADS-1:0] io in,
output [`MPRJ IO PADS-1:0] io out,
   output [`MPRJ_IO_PADS-1:0] io_oeb,
   output [2:0] irq
```

```
wire clk;
wire rst;
assign clk = wb_clk_i;
assign rst = wb_rst_i;
wire [1:0] decoded;
assign decoded = (wbs_adr_i[31:20] == 12'h380) ? 2'd2 :
      (wbs_adr_i[31:20] == 12'h300) ? 2'd1 : 0;
// request signal
wire user_bram_request;
assign user_bram_request = wbs_stb_i & wbs_cyc_i & (decoded == 2'd2);
wire user_fir_request;
assign user_fir_request = wbs_stb_i & wbs_cyc_i & (decoded == 2'd1);
wire user_fir_ack_o ;
assign user_fir_ack_o = (awready && wready) ? 1 :
            (control_in_request && awready) ?1 :
            (data_length_in_request && awready) ?1 :
            (data_y_request) ?1 :
            (rvalid) ? 1 :
            (sm_tvalid) ? 1 : 0;
            //(sm_tvalid) ? 1 : 0;
```

```
wire tap_in_request, x_in_request, control_in_request,data_length_in_request, data_y_request;
assign tap_in_request = (user_fir_request && wbs_adr_i[19:0] >= 20'h40 && wbs_adr_i[19:0] <= 20'h7f) ? 1: 0;
assign control_in_request = (user_fir_request && wbs_adr_i[19:0] == 20'h00 ) ? 1: 0;
assign data_length_in_request = (user_fir_request && wbs_adr_i[19:0] == 20'h10 ) ? 1: 0;
assign xin_request = (user_fir_request && wbs_adr_i[19:0] >= 20'h84) ? 1: 0;
assign awvalid = ((tap_in_request || control_in_request || data_length_in_request) & wbs_we_i) ? 1 : 0;
assign awaddr = ((tap_in_request || control_in_request || data_length_in_request) & wbs_we_i) ? wbs_adr_i : 0;
assign wvalid = ((tap_in_request || control_in_request || data_length_in_request) & wbs_we_i) ? 1 : 0;
assign wvalid = ((tap_in_request || control_in_request || data_length_in_request) & wbs_we_i) ? 1 : 0;
assign wvalid = ((tap_in_request &| wbs_we_i) ? 1 : 0;
assign ready = (tap_in_request & !wbs_we_i) ? 1 : 0;
assign avalid = (tap_in_request & !wbs_we_i) ? 1 : 0;
assign avalid = (tap_in_request & !wbs_we_i) ? 1 : 0;
assign avalid = (tap_in_request & !wbs_we_i) ? 1 : 0;
assign ss_tlast = (data_length_count==(data_length-1)) ? 1 : 0;
assign ss_tvalid = (x_in_request & wbs_we_i) ? wbs_dat_i : 0;
```

```
reg [(pDATA_WIDTH-1):0]data_length,data_length_count;
always@(posedge wb_clk_i)begin
    if(wb_rst_i) begin
        data_length <= 0;
        data_length_count <=0;
    end
    else if(data_length_in_request) data_length <= wbs_dat_i;
    else if (sm_tlast) data_length_count <= 0;
    else if(sm_tvalid==1) data_length_count <= data_length_count+1;
end

assign sm_tready = (user_fir_request) ? 1 : 0;</pre>
```

## 8. Compilation

#### 8.1 Run clean

```
1 rm -rf ./gdb.debug ./gdbwave.debug
2 rm -f *.vcd *.hex
3 rm -f *.s *.o *.i *.out *.map
```

#### 8.2 Run sim

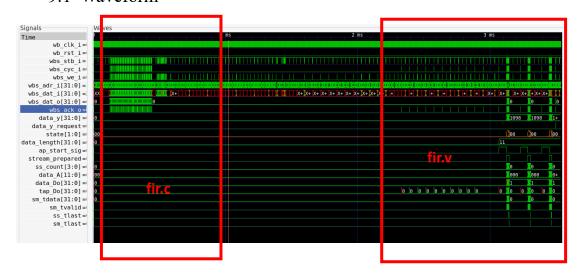
```
1 rm -f counter_la_fir.hex
 3 riscv32-unknown-elf-gcc -Wl,--no-warn-rwx-segments -g \
            --save-temps \
            -Xlinker -Map=output.map \
-I../../firmware \
 5
 6
            -march=rv32i -mabi=ilp32 -D__vexriscv__ \
-Wl,-Bstatic,-T,../../firmware/sections.lds,--strip-discarded \
 7
 8
            -ffreestanding -nostartfiles -o counter_la_fir.elf ../../firmware/crt0_vex.S ../../-
  firmware/isr.c fir.c counter_la_fir.c
11 riscv32-unknown-elf-objcopy -O verilog counter_la_fir.elf counter_la_fir.hex
12 riscv32-unknown-elf-objdump -D counter_la_fir.elf > counter_la_fir.out
13
14 # to fix flash base address
15 sed -ie 's/@10/@00/g' counter_la_fir.hex
17 iverilog -Ttyp -DFUNCTIONAL -DSIM -DUNIT_DELAY=#1 \
18
             -f./include.rtl.list -o counter_la_fir.vvp counter_la_fir_tb.v
19
20 vvp counter_la_fir.vvp
21 rm -f counter_la_fir.vvp counter_la_fir.elf counter_la_fir.hexe
```

#### 8.3 Compilation

```
ubuntu@ubuntu2004:~/Desktop/lab4/Lab4-1/lab-exmem_fir/testbench/counter_la_fir$ source run_clean
ubuntu@ubuntu2004:~/Desktop/lab4/Lab4-1/lab-exmem_fir/testbench/counter_la_fir$ source run_sim
Reading counter_la_fir.hex
counter_la_fir.hex loaded into memory
Memory 5 bytes = 0x6f 0x00 0x00 0x0b 0x13
VCD info: dumpfile counter_la_fir.vcd opened for output.
LA Test 1 started
LA Test 2 passed
ubuntu@ubuntu2004:~/Desktop/lab4/Lab4-1/lab-exmem_fir/testbench/counter_la_fir$
```

## 9. Synthesis & Verification

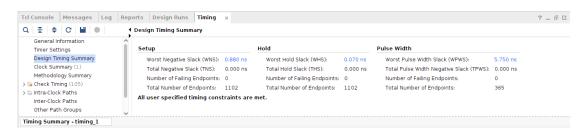
#### 9.1 Waveform

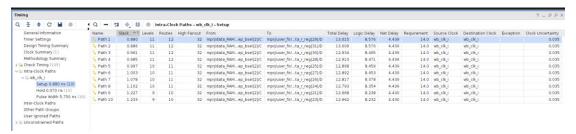


### 9.2 Timing report

Operation system : Linux

> Priod: 14ns





### 9.3 Synthesis report

```
Start RTL Component Statistics
Detailed RTL Component Info:
+---Adders
                       32 Bit
              Input
                                     Adders := 1
            2 Input
2 Input
                       12 Bit
                                     Adders := 5
                       4 Bit
                                     Adders := 3
+---Registers:
                         32 Bit
                                    Registers := 6
                         12 Bit
                                    Registers := 5
                          4 Bit
                                    Registers := 4
                          1 Bit
                                    Registers := 19
+---Multipliers:
                        32x32 Multipliers := 1
+---RAMs :
                       128K Bit (4096 X 32 bit)
384 Bit (12 X 32 bit)
                                                               RAMs := 1
                                                             RAMs := 2
+---Muxes :
                       32 Bit
32 Bit
              Input
                                      Muxes := 31
              Input
                                       Muxes := 1
                       12 Bit
            2 Input
                                      Muxes := 11
            3 Input
2 Input
                       12 Bit
                                      Muxes := 1
                       8 Bit
                                       Muxes := 3
            2 Input
                       4 Bit
                                      Muxes := 7
            3 Input
                        4 Bit
                                      Muxes := 2
                                      Muxes := 1
Muxes := 1
              Input
                        2 Bit
                        2 Bit
            2 Input
            2 Input
                        1 Bit
                                      Muxes := 33
            3 Input
                        1 Bit
                                       Muxes := 15
            6 Input
                        1 Bit
                                      Muxes := 1
Finished RTL Component Statistics
```

## 1. Slice Logic

	+	L	+	+	<b></b>
Site Type	Used	Fixed	Prohibited	Available	Util%
Slice LUTs*	547	0	l 0	53200	1.03
LUT as Logic	419	0	0	53200	0.79
LUT as Memory	128	0	0	17400	0.74
LUT as Distributed RAM	128	0			
LUT as Shift Register	0	0			
Slice Registers	265	0	0	106400	0.25
Register as Flip Flop	265	0	0	106400	0.25
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
	+	+	+	+	++

## 9.4 Metrics:

#-of-clock (latency-timer) \* clock\_period \* gate-resource

Metrics = 72 \* 13.120 ns \* (547+265) = 767,047.68