國立清華大學 系統晶片設計 SOC Design



Lab 6

組別: 第12組

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目錄

1.		Ho	ow do you verify your answer from notebook?	3
2.	Block design			9
	(1).	,	Whole block design (when user project area has only UART mo	odule)9
	(2).	,	Whole block design (when user project has only UART+user_E	3RAM)9
3.	Timing report/ resource report after synthesis12			
	(1).	(Only UART module	12
		A.	Timing report	12
		B.	Resource/Utilization report	12
	(2).	1	UART + user_BRAM	14
		A.	Timing report	14
		B.	Resource/Utilization report	14
4.		La	tency for a character loop back using UART	16
5.		Su	ggestion for improving latency for UART loop back	18
	(1).	-	Improve baud rate	18
	(2).		Add FIFO	18
	(3).	,	Using user-defined protocol	18
6.		\mathbf{W}	hat else do you observe?	19

1. How do you verify your answer from notebook?

在透過 Vivado 軟體的.tcl 檔執行完 synthesis 及 implementation 後,產生出 caravel_fpga.bit 及 caravel_fpga.hwh 這兩個檔案 , 我們將這兩個檔案和 caravel_fpga_uart.ipynb、uartlite.py、uart.hex,共五個檔案(也就是在作業區繳交的 Required_files_for_FPGA/lab6 implementation 資料夾中的五個檔案)上傳到 onlineFPGA 的網頁上。接著嘗試修改 caravel_fpga_uart.ipynb 檔案的內容,以達到檢驗 firmware 及 hardware 是否正常運作的效果,我從題目所連結的 Github 上原有的 template code (執行 only UART 的 part) 為基底進行修改,並增加一些功能,按照程式碼的執行流程說明如下:

(1) 首先,先進行 FPGA 以及其與 Caravel SoC 兩者之間 interface 的初始狀態設置,包含 import 相關 library

```
In [1]:

from __future__ import print_function

import sys
import numpy as np
from time import time
import matplotlib.pyplot as plt

sys.path.append('/home/xilinx')
from pynq import Overlay
from pynq import allocate

from uartlite import *

import multiprocessing

# For sharing string variable
from multiprocessing import Process, Manager, Value
from ctypes import c_char_p

import asyncio

ROM_SIZE = 0x2000 #8K
```

(2) 讀取.bit 檔資料以得知整個 Caravel SoC 的 block 資訊

```
In [2]:
    ol = Overlay("caravel_fpga.bit")
    #oL.ip_dict
```

(3) 定義不同 interface 的名稱,例如 ipOUTPIN 對應到 output_pin、ipPS 對應到 caravel_ps 等,其中在這個 lab 多使用了 UARTLite 的 interface,因此也指定 ipUart 對應到 axi uartlite

```
ipOUTPIN = ol.output_pin_0
    ipPS = ol.caravel_ps_0
    ipReadROMCODE = ol.read_romcode_0
    ipUart = ol.axi_uartlite_0

In [4]:
    ol.interrupt_pins

Out[4]:    {'axi_intc_0/intr': {'controller': 'axi_intc_0',
        'index': 0,
        'fullpath': 'axi_intc_0/intr'},
        'axi_uartlite_0/interrupt': {'controller': 'axi_intc_0',
        'index': 0,
        'fullpath': 'axi_uartlite_0/interrupt'}}

In [5]:
# See what interrupts are in the system
#ol.interrupt_pins
# Each IP instances has a _interrupts dictionary which lists the names of the interrupts
# The interrupts object can then be accessed by its name
# The Interrupt class provides a single function wait
# which is an asyncio coroutine that returns when the interrupt is signalled.
    intUart = ipUart.interrupt
```

(4) 將 firmware code 的.hex 檔案讀取並放入 ROM 中

```
In [6]:

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

npROM = np.zeros(ROM_SIZE >> 2, dtype-np.uint32)

npROM_index = 0

npROM_offset = 0

inROM = open("uart.hex", "r+")

# inrom = open("counter_wb.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 = int(line[1:].strip(b'\x00'.decode()), base = 16)

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 = 0)

npROM[npROM_offset + npROM_index] = buffer

# Citear 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

# print (npROM_offset + npROM_index] = buffer

npROM_index += 1

firem.close()

rom_size_final = npROM_offset + npROM_index

#print (rom_size_final)

# for data in npROM:

# print (hex(data))
```

(5) 將 ROM code 的 size 等相關資訊寫入 ipROMCODE 的 0x10、0x14、 0x1C 等位址中。最後透過將 ipROMCODE 的 0x00 的位址 program 為 1 來表示 IP start,而開始將這些 code 由 rom_buffer 搬移到 spiflash 所接著的 BRAM 中,直到搬移結束

```
In [7]:

# Allocate dram buffer will assign physical address to ip ipReadROMCODE

#rom_buffer = allocate(shape=(ROM_SIZE >> 2,), dtype=np.uint32)

# Initial it by npROM

#for index in range (ROM_SIZE >> 2):
for index in range (rom_size_final);
rom_buffer[index] = npROM[index]

# for index in range (ROM_SIZE >> 2):
for index in range (ROM_SIZE >> 2):
 # print ("0x{0:08x}".format(rom_buffer[index]))

# Program physical address for the romcode base address

# 0x00 : Control signals

# bit 0 - ap_start (Read/Write/COH)

# bit 1 - ap_done (Read/COR)

# bit 2 - ap_idle (Read)

# bit 3 - ap_ready (Read)

# bit 7 - auto_restart (Read/Write)

# others - reserved

# 0x10 : Data signal of romcode

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

# 0x14 : Data signal of romcode

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

# 0x12 : Data signal of length r

# bit 31-0 - length r[31:0] (Read/Write)

# 0x12 : Data signal of length r

# bit 31-0 - length r[31:0] (Read/Write)

ipReadROMCODE.write(0x10, rom_buffer.device_address)

ipReadROMCODE.write(0x10, rom_size_final)

ipReadROMCODE.write(0x10, rom_size_final)
```

(6) 接著 initialize UART, 並存取 UART 的 status register 以確認 Rx 仍未full 的狀態(代表才可以傳入 data)

以上的部分幾乎與原始程式相同,底下是主要有修改到的部分:

(7) uart_rxtx()函式主要是用來傳輸"hello\n"字串給 UART 的 Rx 端,並且接收 UART 的 Tx 端所傳回的資訊,最後將回傳的結果 print 在螢幕上

我們在其中加入了 latency timer 以計算傳出到接收回來之間共需要花多久的時間,也就是 UART 運作的 latency。(這部分的結果會在第 4.題中做說明。)

(8) caravel_start()函式則是用來 check 這次 lab 中 3 個 workload (在我們的實作中,依序執行 matrix multiplication matmul() → quick sort qsort() → FIR fir()) 是否有正確執行完畢:(由於程式碼較長,因此分為 2 部分截圖)

上圖程式碼的執行流程大致如下:首先先將 ipOUTPIN 的 0x10 位置 program 為 0,以開始 Caravel SoC 的運作,接著由於我們在 counter_la_uart.c 中依序將 reg_mprj_datal 的值令為:

- A. reg mprj datal=0xAB40 表示開始執行 matrix multiplication
- B. matrix multiplication 執行完畢後將結果依序指定在 reg_mprj_datal 上

以方便 testbench 觀察

- C. reg_mprj_datal=0xAB51 表示 matrix multiplication 執行完畢,並開始 執行 quick sort
- D. quick sort 執行完畢後將結果依序指定在 reg_mprj_datal 上以方便 testbench 觀察
- E. reg mprj datal=0xAB52表示 quick sort 執行完畢,並開始執行 FIR
- F. FIR 執行完畢後將結果依序指定在 reg_mprj_datal 上以方便 testbench 觀察
- G. reg_mprj_datal=0xAB60 表示 FIR 執行完畢

因此我們只需要特地去 check 0xAB40、0xAB51、0xAB52、0xAB60 這四 個特定值有無出現在 reg mprj datal 所對應的 pin 腳 (也就是透過 ipPS.read(0x1c)即可讀取到此值),即可知道 Caravel 中的 CPU 是否有成 功完成這些 workload,並且因為在每個 workload 執行結束後,都會將部 分結果也放在 reg mprj datal 上,因此也可以去看看此 pin 腳上的訊號有 沒有在正確的時間出現 golden value。但由於 PS 端(Jupyter Notebook 端) 的 check 執行較 Caravel SoC 中慢,也就是有可能會發生 miss (golden 值 還沒被偵測到就已經被改掉了)的情形,且特別是在一個 workload 運算 完畢後,會快速將一筆一筆資料接續放至 reg mprj datal 上,導致此時的 訊號變化快速,因此我們很難連續透過 Jupyter Notebook 端偵測到這些 值的快速(相對於 PS 端而言)變化,因此我們只挑選其中幾個值來進行 判斷,只要這些零散分布的值都計算正確,且最後的 endmark 也都有偵 測到,就當作是 CPU 有正確執行 workload。另外,由於 print()函數會需 要耗費許多時間執行,若 PS 端在偵測到正確的數值後就立刻 print information 的話,有可能會太慢而導致下一筆資料偵測不到,故我們實 作上會直到全部都偵測完畢(表示 CPU 有正確依照我們所期待的流程執 行,且過程中結果也正確無誤),才一起 print 出。最後的結果如第(9)點 所示。

(9) 透過 asyncio 的 library 可以將 workload 與 UART 分成 2 個 task,當其中一方不需要用到 CPU 時 (例如執行 asyncio.sleep()),就會自動將 CPU轉調給另一個 task 使用,以促進 CPU 的使用率(utilization)。執行結果如下:

(10) 最後再 check 目前的 reg_mprj_datal 值,確認是否符合期待:

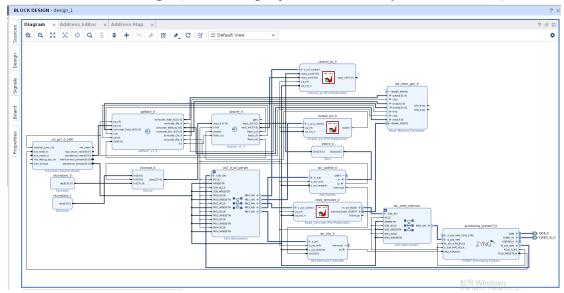
```
In [11]:
    print ("0x10 = ", hex(ipPS.read(0x10)))
    print ("0x14 = ", hex(ipPS.read(0x14)))
    print ("0x1c = ", hex(ipPS.read(0x1c)))
    print ("0x20 = ", hex(ipPS.read(0x20)))
    print ("0x34 = ", hex(ipPS.read(0x34)))
    print ("0x38 = ", hex(ipPS.read(0x38)))

0x10 = 0x0
    0x14 = 0x0
    0x1c = 0xab610040
    0x20 = 0x0
    0x34 = 0x20
    0x38 = 0x3f
```

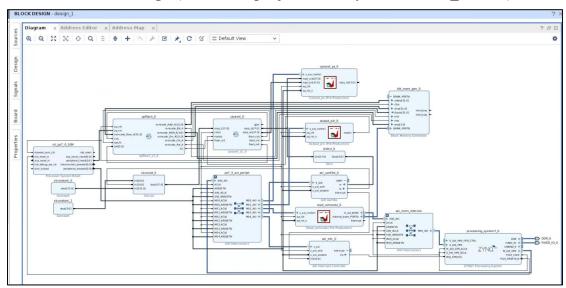
由於在此配置下 UART 比其他 workload 還要晚完成,且我們在 /firmware/isr.c 中設定當 UART 偵測到 '\n'字元表示為傳輸的字串中最後 一個字元,此時會將 reg_mprj_datal 值設置為 0xAB61。故結果與預期 相符合!

2. Block design

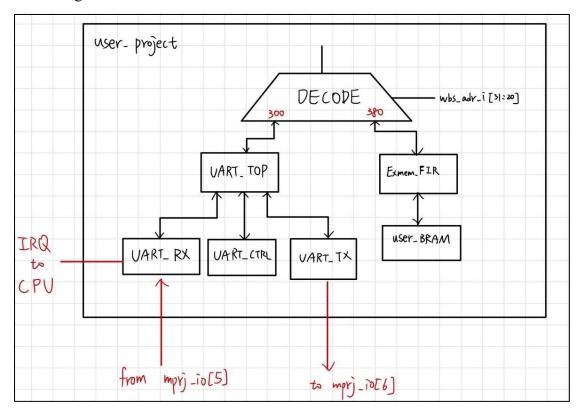
(1). Whole block design (when user project area has only UART module)



(2). Whole block design (when user project has only UART+user_BRAM)



Block diagram:



Decode ("rtl/user/user_proj_example.counter.v")

```
assign irq = 3'b000;
assign la_data_out = {{(127-BITS){1'b0}}, count};
// Assuming LA probes [63:32] are for controlling the count register
assign la_write = ~la_oenb[63:32] & ~{BITS{valid}}};
assign clk = (~la_oenb[64]) ? la_data_in[64]: wb_clk_i;
assign rst = (~la_oenb[65]) ? la_data_in[65]: wb_rst_i;
assign decoded = wbs_adr_i[31:20] == 12'h380 ? 1'b1 : 1'b0;
always @(posedge clk) begin
    if (rst) begin
       ready <= 1'b0;
        delayed count <= 16'b0;
    end else begin
        ready <= 1'b0;
        if ( valid && !ready ) begin
            if ( delayed_count == DELAYS ) begin
                delayed_count <= 16'b0;</pre>
                ready <= 1'b1;
            end else begin
                delayed_count <= delayed_count + 1;</pre>
            end
        end
```

Integrate all task("testbench/lab6_integration/counter_la_uart.c")

```
int* tmp = matmul();
reg_mprj_datal = *tmp << 16;
reg_mprj_datal = *(tmp+1) << 16;
reg_mprj_datal = *(tmp+2) << 16;
reg_mprj_datal = *(tmp+3) << 16;
reg_mprj_datal = *(tmp+9) << 16;</pre>
reg_mprj_datal = 0xAB510000;
tmp = qsort();
reg_mprj_datal = *tmp << 16;</pre>
reg_mprj_datal = *(tmp+1) << 16;</pre>
reg_mprj_datal = *(tmp+2) << 16;
reg_mprj_datal = *(tmp+3) << 16;
reg_mprj_datal = *(tmp+4) << 16;
reg_mprj_datal = *(tmp+5) << 16;
reg_mprj_datal = *(tmp+6) << 16;
reg_mprj_datal = *(tmp+7) << 16;
reg_mprj_datal = *(tmp+8) << 16;</pre>
reg_mprj_datal = *(tmp+9) << 16;
reg_mprj_datal = 0xAB520000;
```

```
tmp = fir();
reg_mprj_datal = *tmp << 16;
reg_mprj_datal = *(tmp+1) << 16;
reg_mprj_datal = *(tmp+2) << 16;
reg_mprj_datal = *(tmp+3) << 16;
reg_mprj_datal = *(tmp+4) << 16;
reg_mprj_datal = *(tmp+5) << 16;
reg_mprj_datal = *(tmp+5) << 16;
reg_mprj_datal = *(tmp+7) << 16;
reg_mprj_datal = *(tmp+7) << 16;
reg_mprj_datal = *(tmp+8) << 16;
reg_mprj_datal = *(tmp+9) << 16;
reg_mprj_datal = *(tmp+9) << 16;
reg_mprj_datal = *(tmp+10) << 16;</pre>
```

3. Timing report/ resource report after synthesis

(1). Only UART module

A. Timing report



Longest path

```
Max Delay Paths
                           8.557ns (required time - arrival time)
                           design_1_i/processing_system7_0/inst/PS7_i/FCLKCLK[0]
                           Path Group:
                          clk_fpga_0
                          Setup (Max at Slow Process Corner)

12.500ns (clk_fpga_0 rise@25.000ns - clk_fpga_0 fall@12.500ns)
 Requirement:
 Data Path Delay:
                          6.046ns (logic 0.342ns (5.656%) route 5.704ns (94.344%))
                           3 (BUFG=1 LUT1=1 LUT6=1)
2.716ns (DCD - SCD + CPR)
 Logic Levels:
 Clock Path Skew:
   Destination Clock Delay (DCD): 2.716ns = ( 27.716 - 25.000 )
Source Clock Delay (SCD): 0.000ns = ( 12.500 - 12.500 )
Clock Pessimism Removal (CPR): 0.000ns
 Clock Uncertainty:
Total System Jitter
                            (TSJ): 0.071ns
(TIJ): 0.750ns
   Total Input Jitter
                                        0.000ns
   Phase Error
                                       0.000ns
```

```
Location
                                                                                                                                                                     Netlist Resource(s)
                                                   (clock clk fpga 0 fall edge)
                                                                                                                                             12.500 f
12.500 f design_1_i/processing_system7_0/inst/PS7_i/FCLKCLK[0]
PS7 X0Y0
                                                                                                                                            12.500 f design 1_i/processing_system7_0/inst/PST_i/FCLKCLK[0]

13.693 design_1_i/processing_system7_0/inst/FCLK_CLK_unbuffered[0]

13.794 f design_1_i/processing_system7_0/inst/buffer_fclk_clk_0.FCLK_CLK_0_BUFG/0

15.965 design_1_i/caravel_0/inst/gpio_control_in_1[7]/clock

16.809 f design_1_i/caravel_0/inst/gpio_control_in_1[7]/mprj_o[15]_INST_0/0

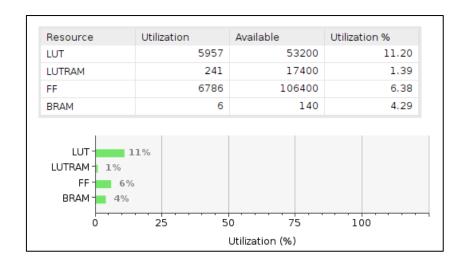
17.266 design_1_i/caravel_0/inst/gpio_control_in_1[7]/mprj_o[0]_hold_fix/0

17.383 f design_1_i/caravel_ps_0/inst/control_s_axi_U/mprj_o[0]_hold_fix_1_alias

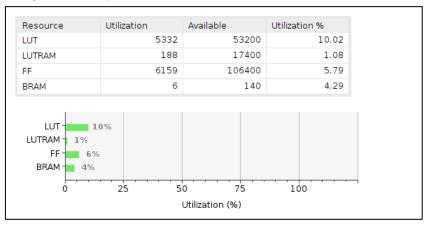
f design_1_i/caravel_ps_0/inst/control_s_axi_U/int_ps_mprj_out_reg[15]/0
                                                 net (fo=1, routed)
BUFG (Prop_bufg_I_0)
net (fo=5264, routed)
LUT6 (Prop_lut6_I3_0)
BUFGCTRL X0Y20
SLICE X54Y98
                                                  net (fo=1, routed)
LUT1 (Prop_lut1_I0_0)
SLICE X33Y98
                                                  net (fo=1, routed)
FDRE
SLICE_X54Y98
                                                   (clock clk_fpga_0 rise edge)
                                                                                                                                            25.000 r
25.000 r
25.000 r
26.008 design_1_i/processing_system7_0/inst/PS7_i/FCLK.CLK[0]
26.008 design_1_i/processing_system7_0/inst/FCLK_CLK_unbuffered[0]
26.179 r
design_1_i/processing_system7_0/inst/buffer_fClk_clk_0.FCLK_CLK_0_BUFG/0
27.716 design_1_i/caravel_ps_0/inst/control_s_axi_U/ap_clk
r design_1_i/caravel_ps_0/inst/control_s_axi_U/int_ps_mprj_out_reg[15]/C
                                                   net (fo=1, routed)
                                                   BUFG (Prop_bufg_I_0)
net (fo=5264, routed)
BUFGCTRL X0Y20
                                                  clock pessimism
                                                 clock uncertainty
FDRE (Setup_fdre_C_D)
SLICE X54Y98
                                                                                                                                                                     design 1 i/caravel ps 0/inst/control s axi U/int ps mprj out reg[15]
                                                  required time
                                                  slack
```

B. Resource/Utilization report

(After synthesis)



(After implementation)

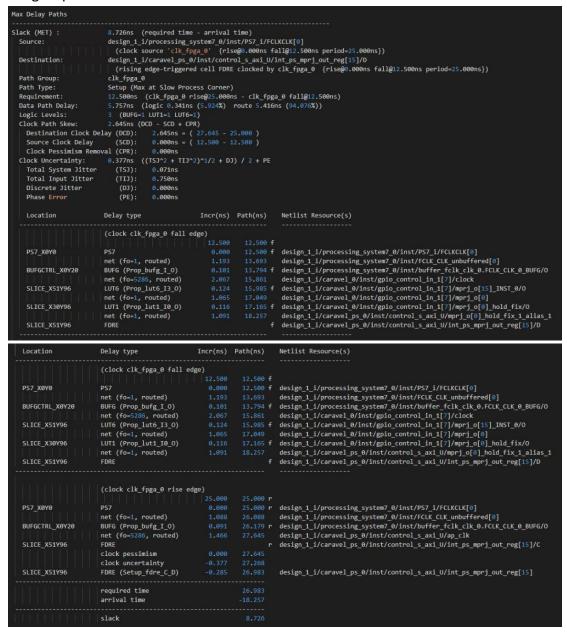


(2). UART + user BRAM

A. Timing report

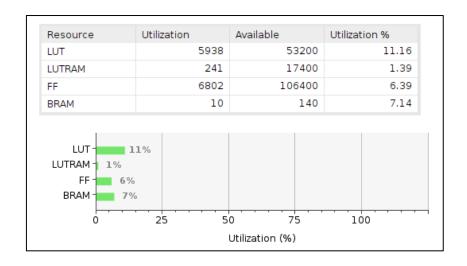


Longest path

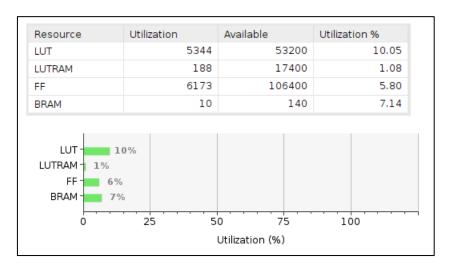


B. Resource/Utilization report

(After synthesis)



(After implementation)



4. Latency for a character loop back using UART

在 caravel_fpga_uart.ipynb 檔案中,我們除了有實作第 1.點所述之內容外,還在 uart_rxtx()函式中加入了 latency timer 的功能,它會在 ipUart 正要傳輸給 Caravel SoC 前記錄當下的時間,並在接收到回傳的字元之後立刻記錄下當時的時間,將 兩個時間相減取出差值,即為此字元透過 UART 傳輸的 latency:

```
async def uart rxtx()
  ipUart.write(CTRL_REG, 1<<RST_TX | 1<<RST_RX | 1<<INTR_EN)
  print("Waitting for interrupt")
  tx_str = "hello\n"
  latency timer1 start=time()
  ipUart.write(TX_FIFO, ord(tx_str[0]))
  while(True):
    await intUart.wait()
    # Read FIFO until valid hit is clear
    while ((ipUart.read(STAT_REG) & (1<<RX_VALID))):</pre>
         chr(ipUart.read(RX_FIF0))
      if i<len(tx_str):</pre>
        ipUart.write(TX_FIFO, ord(tx_str[i]))
    latency_timer1_end=time()
    print('\nNotebook received "'+buf+'", the same string as what we sent, and the latency for this string using UART
```

以上述方式執行的結果如下:

```
Waitting for interrupt

Notebook received "", the same string as what we sent, and the latency for this string using UART = 0.00162506103515625 (s). h
Notebook received "h", the same string as what we sent, and the latency for this string using UART = 0.007600069046020508 (s).

Notebook received "e", the same string as what we sent, and the latency for this string using UART = 0.013179302215576172 (s).

Notebook received "1", the same string as what we sent, and the latency for this string using UART = 0.018865346908569336 (s).

Notebook received "", the same string as what we sent, and the latency for this string using UART = 0.020744800567626953 (s).

Notebook received "1", the same string as what we sent, and the latency for this string using UART = 0.02974081039428711 (s).

Notebook received "", the same string as what we sent, and the latency for this string using UART = 0.031629323959350586 (s).

Notebook received "o", the same string as what we sent, and the latency for this string using UART = 0.031429323959350586 (s).

Notebook received "o", the same string as what we sent, and the latency for this string using UART = 0.03348278999328613 (s).

Notebook received "o", the same string as what we sent, and the latency for this string using UART = 0.03348278999328613 (s).
```

透過此種方式,即可分別將'h'、'e'、'l'、'l'、'o'、'\n'這五個字元從傳出到接收之間的時間差 print 在螢幕上。由於實際上 FPGA implementation 環境的 variation 以及 CPU 在當下的 interrupt 接收時間有變化,都可能導致每筆的接收時間不一致,此算法下 latency for a character loop back using UART 約落在 $0.001~\text{s}\sim0.035~\text{s}$ 的區間。

然而,使用上述方式,在過程中可能因為 PS 端計算了與 UART 無關的運算式而 導致 latency 測量得不準確,例如其中會包含運算 while 迴圈以及 i=i+1 的運算 等,導致測量出的時間並非只有 UART 的 contribution,而是可能還含有其他運算,因此為了更測量 UART 傳送單一字元的 latency,我們還特別以 uart_rxtx()函式為基底,而新增了 uart_rxtx_for_only_one_char()函式:

這個函式就避免使用到前面所提到的與 UART 運作流程中無關的指令,而是盡量在資料傳輸當下記錄下時間,並且也只傳輸一個字元's'以方便觀察,此時將 task 1 執行的函式改為此:

```
# Python 3.7+
async def async main():
  task2 = asyncio.create_task(caravel_start())
   #await asyncio.sleep(1)
  ###task3 = asyncio.create task(check matrix multiplication())
   task1 = asyncio.create_task(uart_rxtx_for_only_one_char())
   #####task1 = asyncio.create_task(uart_rxtx())
   # Wait for 5 second
   await asyncio.sleep(10)
  task1.cancel()
   try:
      await task1
   except asyncio.CancelledError:
      print('main(): uart_rx is cancelled now')
```

執行結果如下:

```
Waitting for interrupt

Notebook received 's', the same character as what we sent, and the latency for one character loop-back using UART = 0.009213447570800781 (s).
```

可發現測量出的 latency for UART 大約為 0.009s, 相較於前一個方法的平均值還低很多,這也比較接近 UART 執行 one-character loop-back 實際所需的時間!

5. Suggestion for improving latency for UART loop back

UART 的整個 trigger 以及資料傳遞的流程為:當 UART 的 Rx 接收到足夠的資訊後,就會透過 user_project 與 CPU 之間的 irq 的訊號線告訴 CPU 有 interrupt,然後 CPU 就會被 trap 到 interrupt service routine (ISR),也就是 isr.c 執行其中的程式碼(在此 lab 中即為將 Rx 接收到的訊號直接丟給 Tx 去輸出,以方便觀察 UART 行為的正確與否),執行完 ISR 後才會回到原本執行的 workload 中繼續執行,而 UART 在此時則將 Tx_buffer 中的值透過 UART 的 pin 腳 (mprj_io[6]) 來輸出給 testbench。由上述過程中,我們嘗試尋找看看哪些步驟能夠加速,以達到更小的 latency,我們有想到其中幾個方法:

(1). Improve baud rate

依據 workbook 所述,在本次 lab 中並沒有實作出 baud rate 變動的方法,而是使用 default 的 9600,我們認為可以透過 design 提高 baud rate (使傳輸的 clock 速度變快),加速資料傳送速率,使得每秒能連續傳遞的 bit 數增加。

(2). Add FIFO

透過加入 FIFO,可以將資料先暫存起來,當達到一定量時可一次 interrupt CPU,使 CPU 進入 ISR 執行 UART 的操作,這樣一來即可不需要每次在傳送一筆 data時就要 interrupt 一次,而是整個 FIFO 的資料只需要 interrupt 一次就可全部完成。雖然對於單一 data 的 latency 並無改善,但整體平均下來由於 interrupt 只需呼叫一次,故還是可以減少從 interrupt raise 到 CPU 真正開始執行 ISR 之間的時間,而使平均 latency 下降。

(3). Using user-defined protocol

由於 UART 的 protocol 中規範每個 word data 的傳輸過程必須要有 start bit 以及 stop bit,以確保資料傳送的正確性,但若當我們需要傳遞一個字串時,每個字元都需要一組 start bit 與 stop bit,平均下來會增加 latency,因此我們認為如果可以透過在傳送字串時,先傳 data length 讓對方得知,如此一來在真正傳 data 時就可以省去字串中間 character 的 start bit 及 stop bit,平均下來可以大幅改善 latency 的問題 (尤其是對於長字串)。

6. What else do you observe?

在此處我們稍微介紹一下我們的實作結果與發現,以 workbook 第 18 頁的幾點來做說明:

Replicate baseline experiment

(1) Simulation on Matrix Multiplication

執行 run sim 後結果如下:

```
ubuntu@ubuntu2004:~/lab_6/lab-wlos_baseline/testbench/counter_la_mm$ source run_sim
Reading counter_la_mm.hex
counter_la_mm.hex loaded into memory
Memory 5 bytes = 0x6f 0x00 0x00 0x0b 0x13
VCD info: dumpfile counter_la_mm.vcd opened for output.
LA Test 1 started
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x003e
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x0044
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x0044
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x0050
Monitor: Timeout, Test LA (RTL) Failed

ubuntu@ubuntu2004:~/lab_6/lab_wlos_baseline/testbench/counter_la_mm$
```

可發現矩陣乘法結果正確,但最終卻沒有\$finish,觀察 counter la mm tb.v:

發現\$finish 的條件為 testbench 偵測到 checkbits (即 reg_mprj_data1)的值為 0xAB51,因此我們到 counter la mm.c:

在其中加入

 $reg\ mprj\ data1 = 0xAB510000;$

重跑模擬後即可得到

```
ubuntu@ubuntu2004:~/lab_6/lab-wlos_baseline/testbench/counter_la_mm$ source run_sim
Reading counter_la_mm.hex
counter_la_mm.hex loaded into memory
Memory 5 bytes = 0x6f 0x00 0x00 0x0b 0x13
VCD info: dumpfile counter_la_mm.vcd opened for output.

LA Test 1 started
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x003e
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x0044
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x0044
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x0044
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x0050
LA Test 2 passed

LA Test 2 passed
```

(2) Simulation on Quick Sort

執行 run sim 後結果如下:

```
ubuntu@ubuntu2004:~/lab_6/lab-wlos_baseline/testbench/counter_la_qs$ source run_sim
Reading counter_la_qs.hex
counter_la_qs.hex loaded into memory
Memory 5 bytes = 0x6f 0x000 0x000 0x0b 0x13
VCD info: dumpfile counter_la_qs.vcd opened for output.
LA Test 1 started
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x0028
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x037d
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x09ed
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x09ed
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x006d
LA Test 2 passed
ubuntu@ubuntu2004:~/lab 6/lab-wlos baseline/testbench/counter_la_gs$
```

(3) Simulation on FIR

執行 run sim 後結果如下:

```
ubuntu@ubuntu2004:~/lab_6/lab-wlos_baseline/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:~/lab_6/lab-wlos_baseline/testbench/counter_la_fir$
```

(4) Simulation on UART

執行 run_sim 後結果如下:

```
ubuntu@ubuntu2004:~/lab_6/lab-wlos_baseline/testbench/uart$ source run_sim
Reading uart.hex
uart.hex loaded into memory
Memory 5 bytes = 0x6f 0x00 0x00 0x0b 0x13
VCD info: dumpfile uart.vcd opened for output.
LA Test 1 started
tx data bit index 0:
tx data bit index 1: 0
tx data bit index 2: 1
tx data bit
              index 3:
tx data bit index 4:
tx data bit index 5: 1
tx data bit
              index 6: 0
tx data bit
              index 7: 0
tx complete 2
             index 0:
rx data bit
rx data bit index 1: 0
rx data bit index 2: 1
              index 3:
rx data bit
rx data bit index 4:
rx data bit index 5: 1
rx data bit index 6: 0
rx data bit index 7: 0
recevied word 61
Monitor: Timeout, Test LA (RTL) Failed
```

會 time out 主要原因是因為需要等到 testbench 的 Rx 接收到回傳的值,但我們並不曉得何時會送來,因此無法事先預測\$finish 的時間點。途中可知 Rx 確實有收到與 Tx 相同的回傳值,因此 UART 運作正常。

(5) UART FPGA

首先先合成出.bit 檔以及.hwh 檔,步驟包含 synthesis 及 implementation。Synthesis 的結果會發現有 hold time violation,我們透過討論區 1 中同學分享的解法,將-job 的位置由 3 改為 2(因為我們一開始在設置時只有 allocate 最多 2 個 jobs 給它),並將

set_property -name "strategy" -value "Vivado Implementation Defaults" -objects \$obj 修改為

set property -name "strategy" -value "Performance NetDelay high" -objects \$obj

¹ https://github.com/bol-edu/HLS-SOC-Discussions/discussions/158

如此一來雖然 synthesis 仍有 hold time violation (因為上述為 implementation 的 strategy),但 implementation 後就沒有 hold time violation 了 (猜測可能是因為加入考量走線, loading 變大→delay 變大而導致)。

接著放到 onlineFPGA 中結果如下:

```
In [13]:

asyncio.run(async_main())

Start Caravel Soc
    Waitting for interrupt
    hello
    main(): uart_rx is cancelled now

In [14]:

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
    0x14 = 0x0
    0x20 = 0x0
    0x34 = 0x20
    0x38 = 0x3f
```

Firmware code integrates Matrix Multiplication, Quick Sort, FIR and UART

如 counter_la_uart.c 中所示(即下圖)

```
#ifdef USER_PROJ_IRQ0_EN
    // unmask USER_IRQ_0_INTERRUPT
    mask = irq_getmask();
    mask |= 1 << USER_IRQ_0_INTERRUPT; // USER_IRQ_0_INTERRUPT = 2
    irq_setmask(mask);
    // enable user_irq_0_ev_enable
    user_irq_0_ev_enable_write(1);
#endif</pre>
```

```
int* tmp = matmul();
reg_mprj_datal = *tmp << 16;
reg_mprj_datal = *(tmp+1) << 16;
reg_mprj_datal = *(tmp+2) << 16;
reg_mprj_datal = *(tmp+2) << 16;
reg_mprj_datal = *(tmp+3) << 16;
reg_mprj_datal = *(tmp+9) << 16;
reg_mprj_datal = *(tmp+9) << 16;
reg_mprj_datal = *tmp << 16;
reg_mprj_datal = *tmp << 16;
reg_mprj_datal = *(tmp+1) << 16;
reg_mprj_datal = *(tmp+1) << 16;
reg_mprj_datal = *(tmp+1) << 16;
reg_mprj_datal = *(tmp+3) << 16;
reg_mprj_datal = *(tmp+3) << 16;
reg_mprj_datal = *(tmp+4) << 16;
reg_mprj_datal = *(tmp+4) << 16;
reg_mprj_datal = *(tmp+4) << 16;
reg_mprj_datal = *(tmp+8) << 16;
reg_mprj_datal = *(tmp+1) << 16;
reg_mprj_datal = *(tmp+4) << 16;
reg_mprj_datal = *(tmp+5) << 16;
reg_mprj_datal = *(tmp+6) << 16;
reg_mprj_datal = *(tmp+8) << 16;
reg_mprj_datal = *(tmp+8) << 16;
reg_mprj_datal = *(tmp+9) << 16;
reg_mprj_datal = *(tmp+8) << 16;
reg_mprj_datal = *(tmp+8
```

將 Rx 提早一點開放,可以提早得到回傳值。並且將 3 個 workload 都 integrate 在一起,之間以一些 reg_mprj_datal 的 mark 作為區分,以方便 testbench 得知完成哪些部份了。

Hardware integrates exmem-fir with UART design in user project area, like Lab4-2.

如/lab_6/lab-wlos_baseline/rtl/user/uart.v 所示,是由 lab4-2 的 WB_decoder 依照類似作法而得。

Simulation

Testbench (counter_la_uart_tb.v) 會去偵測 reg_mprj_datal 的 mark 並 check 計算結果的正確性,另外,收到 UART 訊號也會將其 print 在螢幕上,執行結果如下:

```
ubuntu@ubuntu2004:~/lab_6/lab-wlos_baseline/testbench/lab6_integration$ source run_s
Reading uart.hex
uart.hex loaded into memory
Memory 5 bytes = 0x6f 0x00 0x00 0x0b 0x13
VCD info: dumpfile uart.vcd opened for output.
LA Test 1 started
Info: Start UART test 1 ...
Info: Start matrix multiplication test ...
tx data bit index 0:
tx data bit index 1:
tx data bit index 2:
tx data bit index 3:
tx data bit index 4: 0
tx data bit index 5: 0
tx data bit
                     index 6:
tx data bit
                     index 7:
tx complete
rx data bit
                     index 0:
 rx data bit
                     index 1:
 rx data bit index
rx data bit
                     index 3:
rx data bit index 4:
rx data bit index 5: 0
rx data bit index 6: 0 rx data bit index 7: 0
recevied word 15
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed,
0x003e, which is 62 in decimal
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed,
0x0044, which is
                                   68 in decimal
Call function matmul() in User Project BRAM (mprjram, 0x38000000) return value passed, 0x004a, which is 74 in decimal
Ox004a, Which is 174 decimal (mprjram, 0x38000000) return value passed, 0x0050, which is 80 in decimal
 Success: Matrix multiplication test passed &
Info: Start Q sort test ...
Info: Start UART test 2 ...
tx data bit index 0: 1
tx data bit index 1: 0
tx data bit index 1: 0
Call function qsort() in User Project BRAM (mprjram, 0x38000000) return value passed, 0
x0028, which is 40 in decimal
tx data bit index 2: 1
Call function qsort() in User Project BRAM (mprjram, 0x38000000) return value passed, 0
x037d, which is 893 in decimal
Call function qsort() in User Project BRAM (mprjram, 0x38000000) return value passed, 0
x09ed, which is 2541 in decimal
Call function qsort() in User Project BRAM (mprjram, 0x38000000) return value passed, 0
x09ed, which is 2669 in decimal
```

```
tx data bit index 4: 1

Success: Q sort test passed J

Info: Start FIR test...

tx data bit index 6: 0

tx data bit index 7: 0

tx complete 2

rx data bit index 1: 0

rx data bit index 0: 1

rx data bit index 2: 1

rx data bit index 3: 1

rx data bit index 3: 1

rx data bit index 3: 1

rx data bit index 5: 1

rx data bit index 6: 0

rx data bit index 6: 0

rx data bit index 6: 0

rx data bit index 7: 0

recevied word 61

Info: Start the last UART test ('\n')...

tx data bit index 0: 0

tx data bit index 3: 1

tx data bit index 2: 0

tx data bit index 3: 1

tx data bit index 4: 0

tx data bit index 6: 0

rx data bit index 7: 0

recevied bit index 6: 0

rx data bit index 7: 0

rx data bit index 1: 1

rx data bit index 2: 0

rx data bit index 6: 0

rx data bit index 7: 0

rx data bit index 6: 0

rx data bit index 7: 0

rx data bit index 0: 0

rx data bit index
```

有在 workload 執行當中的不同時間點下測試 UART 功能皆正常!相關波形如下:



Run on FPGA

在第1.題中有詳細的介紹~