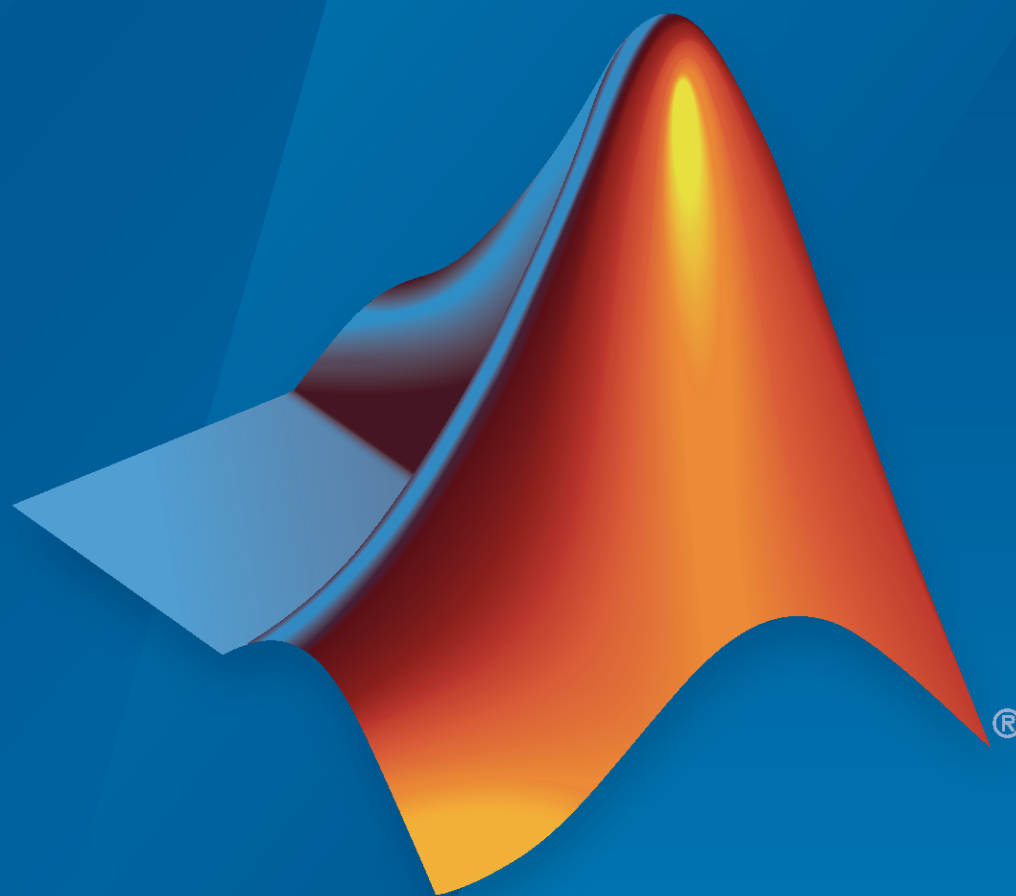


HDL Coder™

User's Guide



MATLAB® & SIMULINK®

R2021b



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HDL Coder™ User's Guide

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HDL Code Generation from MATLAB

| | | |
|----------|--|-------------|
| 1 | MATLAB Algorithm Design | |
| | Functions Supported for HDL Code Generation | 1-2 |
| | Supported MATLAB and Fixed Point Runtime Library Functions | 1-2 |
| | Fixed-Point Function Limitations | 1-2 |
| | Supported MATLAB Data Types, Operators, and Control Flow Statements | 1-4 |
| | Supported Data Types | 1-4 |
| | Supported Operators | 1-5 |
| | Control Flow Statements | 1-7 |
| | Persistent Variables and Persistent Array Variables | 1-9 |
| | Persistent Variables | 1-9 |
| | Persistent Array Variables | 1-9 |
| | Complex Data Type Support | 1-11 |
| | Declaring Complex Signals | 1-11 |
| | Conversion Between Complex and Real Signals | 1-12 |
| | Support for Vectors of Complex Numbers | 1-12 |
| | HDL Code Generation for System Objects | 1-14 |
| | Why Use System Objects? | 1-14 |
| | Predefined System Objects | 1-14 |
| | User-Defined System Objects | 1-14 |
| | Limitations of HDL Code Generation for System Objects | 1-14 |
| | System object Examples for HDL Code Generation | 1-15 |
| | HDL Code Generation from System Objects | 1-16 |
| | HDL Code Generation for Streaming Matrix Inverse System Object | 1-20 |
| | HDL Code Generation for Streaming Matrix Multiply System Object | 1-29 |
| | HDL Code Generation from hdl.RAM System Object | 1-37 |
| | HDL Code Generation from A Non-Restoring Square Root System Object | 1-41 |

| | |
|--|-------------|
| HDL Code Generation from Viterbi Decoder System Object | 1-46 |
| Predefined System Objects Supported for HDL Code Generation . . | 1-50 |
| Predefined System Objects in MATLAB Code | 1-50 |
| Predefined System Objects in the MATLAB System Block | 1-51 |
| Load constants from a MAT-File | 1-52 |
| Generate Code for User-Defined System Objects | 1-53 |
| How To Create A User-Defined System object | 1-53 |
| User-Defined System object Example | 1-53 |
| Map Matrices to ROM | 1-55 |
| Model State with Persistent Variables and System Objects | 1-56 |
| Bitwise Operations in MATLAB for HDL Code Generation | 1-59 |
| Bit Shifting and Rotation | 1-59 |
| Bit Slicing and Bit Concatenation | 1-60 |
| Guidelines for Writing MATLAB Code to Generate Efficient HDL Code | 1-62 |
| MATLAB Design Requirements for HDL Code Generation | 1-62 |
| Guidelines for Writing MATLAB code | 1-62 |
| For-Loop Best Practices for HDL Code Generation | 1-64 |
| Monotonically Increasing Loop Counters | 1-64 |
| Persistent Variables in Loops | 1-64 |
| Persistent Arrays in Loops | 1-65 |
| MATLAB Test Bench Requirements and Best Practices for HDL Code Generation | 1-66 |
| What Is a MATLAB Test Bench? | 1-66 |
| MATLAB Test Bench Requirements | 1-66 |
| MATLAB Test Bench Best Practices | 1-66 |

MATLAB to HDL Examples for Communications and Signal Processing Applications

2

| | |
|---|-------------|
| HDL Code Generation for LMS Filter | 2-2 |
| Bisection Algorithm to Calculate Square Root of an Unsigned Fixed-Point Number | 2-9 |
| Timing Offset Estimation | 2-14 |
| Data Packetization | 2-18 |
| Transmit and Receive FIFO | 2-25 |

| | |
|--|-------------|
| HDL Code Generation for Harris Corner Detection Algorithm | 2-32 |
| HDL Code Generation for Adaptive Median Filter | 2-39 |
| Contrast Adjustment | 2-47 |
| Image Enhancement by Histogram Equalization | 2-56 |
| HDL Code Generation for Image Format Conversion from RGB to YUV | 2-58 |
| High Dynamic Range Imaging | 2-63 |
| Accelerate a Pixel-Streaming Design Using MATLAB Coder | 2-68 |
| Enhanced Edge Detection from Noisy Color Video | 2-71 |
| Verify Sobel Edge Detection Algorithm in MATLAB-to-HDL Workflow | 2-74 |

MATLAB Best Practices and Design Patterns for HDL Code Generation

3

| | |
|--|-------------|
| Model a Counter for HDL Code Generation | 3-2 |
| MATLAB Code for the Counter | 3-2 |
| Model a State Machine for HDL Code Generation | 3-4 |
| MATLAB Code for the Mealy State Machine | 3-4 |
| MATLAB Code for the Moore State Machine | 3-5 |
| Generate Hardware Instances For Local Functions | 3-8 |
| MATLAB Local Functions | 3-8 |
| MATLAB Code for mlhdlc_two_counters.m | 3-8 |
| Implement RAM Using MATLAB Code | 3-10 |
| Implement RAM Using a Persistent Array or System object Properties | 3-10 |
| Implement RAM Using hdl.RAM | 3-11 |

Fixed-Point Conversion

4

| | |
|--|------------|
| Specify Type Proposal Options | 4-2 |
| Log Data for Histogram | 4-5 |

| | |
|---|-------------|
| View and Modify Variable Information | 4-7 |
| View Variable Information | 4-7 |
| Modify Variable Information | 4-7 |
| Revert Changes | 4-8 |
| Promote Sim Min and Sim Max Values | 4-8 |
| Automated Fixed-Point Conversion | 4-9 |
| License Requirements | 4-9 |
| Automated Fixed-Point Conversion Capabilities | 4-9 |
| Code Coverage | 4-10 |
| Proposing Data Types | 4-12 |
| Locking Proposed Data Types | 4-14 |
| Viewing Functions | 4-14 |
| Viewing Variables | 4-14 |
| Histogram | 4-19 |
| Function Replacements | 4-20 |
| Validating Types | 4-21 |
| Testing Numerics | 4-21 |
| Detecting Overflows | 4-21 |
| Custom Plot Functions | 4-23 |
| Visualize Differences Between Floating-Point and Fixed-Point Results | 4-24 |
| Inspecting Data Using the Simulation Data Inspector | 4-29 |
| What Is the Simulation Data Inspector? | 4-29 |
| Import Logged Data | 4-29 |
| Export Logged Data | 4-29 |
| Group Signals | 4-29 |
| Run Options | 4-29 |
| Create Report | 4-30 |
| Comparison Options | 4-30 |
| Enabling Plotting Using the Simulation Data Inspector | 4-30 |
| Save and Load Simulation Data Inspector Sessions | 4-30 |
| Enable Plotting Using the Simulation Data Inspector | 4-31 |
| From the UI | 4-31 |
| From the Command Line | 4-31 |
| Replacing Functions Using Lookup Table Approximations | 4-32 |
| Replace a Custom Function with a Lookup Table | 4-33 |
| Using the HDL Coder App | 4-33 |
| From the Command Line | 4-36 |
| Replace the exp Function with a Lookup Table | 4-39 |
| From the UI | 4-39 |
| From the Command Line | 4-42 |
| Data Type Issues in Generated Code | 4-45 |
| Enable the Highlight Option in a Project | 4-45 |
| Enable the Highlight Option at the Command Line | 4-45 |
| Stowaway Doubles | 4-45 |
| Stowaway Singles | 4-45 |

| | |
|---|------|
| Expensive Fixed-Point Operations | 4-45 |
| Working with Fixed-Point Code | 4-47 |
| Floating-Point to Fixed-Point Conversion | 4-49 |
| Fixed-Point Type Conversion and Refinement | 4-59 |
| Working with Generated Fixed-Point Files | 4-66 |
| Fixed-Point Type Conversion and Derived Ranges | 4-72 |
| Generate HDL-compatible lookup table function replacements using 'coder.approximate' | 4-77 |

Code Generation

5

| | |
|--|------|
| Create and Set Up Your Project | 5-2 |
| Create a New Project | 5-2 |
| Open an Existing Project | 5-3 |
| Add Files to the Project | 5-3 |
| Specify Properties of Entry-Point Function Inputs | 5-4 |
| When to Specify Input Properties | 5-4 |
| Why You Must Specify Input Properties | 5-4 |
| Properties to Specify | 5-4 |
| Rules for Specifying Properties of Primary Inputs | 5-5 |
| Methods for Defining Properties of Primary Inputs | 5-5 |
| Code Generation Reports | 5-7 |
| Report Generation | 5-7 |
| Report Location | 5-7 |
| Errors and Warnings | 5-8 |
| Files and Functions | 5-8 |
| MATLAB Source | 5-8 |
| MATLAB Variables | 5-9 |
| Additional Reports | 5-10 |
| Report Limitations | 5-10 |
| Generate Instantiable Code for Functions | 5-11 |
| How to Generate Instantiable Code for Functions | 5-11 |
| Generate Code Inline for Specific Functions | 5-11 |
| Limitations for Instantiable Code Generation for Functions | 5-11 |
| Integrate Custom HDL Code Into MATLAB Design | 5-12 |
| Define the hdl.BlackBox System object | 5-12 |
| Use System object In MATLAB Design Function | 5-13 |
| Generate HDL Code | 5-14 |
| Limitations for hdl.BlackBox | 5-16 |

| | |
|--|-------------|
| Enable MATLAB Function Block Generation | 5-17 |
| Requirements for MATLAB Function Block Generation | 5-17 |
| Enable MATLAB Function Block Generation | 5-17 |
| Restrictions for MATLAB Function Block Generation | 5-17 |
| Results of MATLAB Function Block Generation | 5-17 |
| System Design with HDL Code Generation from MATLAB and Simulink | 5-18 |
| Specify the Clock Enable Rate | 5-21 |
| Why Specify the Clock Enable Rate? | 5-21 |
| How to Specify the Clock Enable Rate | 5-21 |
| Specify Test Bench Clock Enable Toggle Rate | 5-23 |
| When to Specify Test Bench Clock Enable Toggle Rate | 5-23 |
| How to Specify Test Bench Clock Enable Toggle Rate | 5-23 |
| Generate an HDL Coding Standard Report from MATLAB | 5-25 |
| Using the HDL Workflow Advisor | 5-25 |
| Using the Command Line | 5-27 |
| Generate an HDL Lint Tool Script | 5-28 |
| How To Generate an HDL Lint Tool Script | 5-28 |
| Generate HDL code from MATLAB functions using automated lookup table generation | 5-30 |
| Generate Board-Independent IP Core from MATLAB Algorithm ... | 5-35 |
| Requirements and Limitations for IP Core Generation | 5-35 |
| Generate Board-Independent IP Core | 5-35 |
| Minimize Clock Enables | 5-37 |
| Using the GUI | 5-37 |
| Using the Command Line | 5-37 |
| Limitations | 5-38 |

Verification

6

| | |
|--|------------|
| Verify Code with HDL Test Bench | 6-2 |
| Test Bench Generation | 6-5 |
| How Test Bench Generation Works | 6-5 |
| Test Bench Data Files | 6-5 |
| Test Bench Data Type Limitations | 6-5 |
| Use Constants Instead of File I/O | 6-5 |

7

Generate Synthesis Scripts 7-2

Optimization

8

RAM Mapping for MATLAB Code 8-2

Map Matrices to Block RAMs to Reduce Area 8-3

Map Persistent Arrays and dsp.Delay to RAM 8-8

 How To Enable RAM Mapping 8-8

 RAM Mapping Requirements for Persistent Arrays and System object Properties 8-8

 RAM Mapping Requirements for dsp.Delay System Objects 8-10

RAM Mapping Comparison for MATLAB Code 8-11

Pipelining MATLAB Code 8-12

 Port Registers 8-12

 Input and Output Pipeline Registers 8-12

 Operation Pipelining 8-12

Pipeline MATLAB Expressions 8-13

 How To Pipeline a MATLAB Expression 8-13

 Limitations of Pipelining for MATLAB Expressions 8-13

Distributed Pipelining 8-15

 What is Distributed Pipelining? 8-15

 Benefits and Costs of Distributed Pipelining 8-15

 Selected Bibliography 8-15

Distributed Pipelining for Clock Speed Optimization 8-16

Optimize MATLAB Loops 8-20

 Loop Streaming 8-20

 Loop Unrolling 8-20

 How to Optimize MATLAB Loops 8-20

 Limitations for MATLAB Loop Optimization 8-21

Constant Multiplier Optimization 8-22

 What is Constant Multiplier Optimization? 8-22

 Specify Constant Multiplier Optimization 8-22

Resource Sharing of Multipliers to Reduce Area 8-24

Loop Streaming to Reduce Area 8-31

Constant Multiplier Optimization to Reduce Area 8-36

9

| | |
|---|-------------|
| HDL Workflow Advisor | 9-2 |
| Overview | 9-2 |
| MATLAB to HDL Code and Synthesis | 9-6 |
| MATLAB to HDL Code Conversion | 9-6 |
| Code Generation: Target Tab | 9-6 |
| Code Generation: Coding Style Tab | 9-7 |
| Code Generation: Clocks and Ports Tab | 9-8 |
| Code Generation: Test Bench Tab | 9-10 |
| Code Generation: Optimizations Tab | 9-11 |
| Simulation and Verification | 9-12 |
| Synthesis and Analysis | 9-13 |

HDL Code Generation from Simulink

Model Design for HDL Code Generation

10

| | |
|---|--------------|
| Signal and Data Type Support | 10-2 |
| Buses | 10-2 |
| Enumerations | 10-3 |
| Matrices | 10-3 |
| Unsupported Signal and Data Types | 10-6 |
| Use Simulink Templates for HDL Code Generation | 10-7 |
| Create Model Using HDL Coder Model Template | 10-7 |
| HDL Coder Model Templates | 10-7 |
| Generate DUT Ports for Tunable Parameters | 10-17 |
| Prerequisites | 10-17 |
| Create and Add Tunable Parameter That Maps to DUT Ports | 10-17 |
| Generated Code | 10-18 |
| Limitations | 10-18 |
| Use Tunable Parameter in Other Blocks | 10-18 |
| Generate Parameterized Code for Referenced Models | 10-20 |
| Parameterize Referenced Model for HDL Code Generation | 10-20 |
| Restrictions | 10-20 |
| Generating HDL Code for Subsystems with Array of Buses | 10-21 |
| How HDL Coder Generates Code for Array of Buses | 10-21 |
| Array of Buses Limitations | 10-23 |
| Implement Control Signals Based Mathematical Functions using HDL Coder | 10-24 |

| | |
|--|---------------|
| Using ForEach Subsystems in HDL Coder | 10-47 |
| Generate HDL Code for Blocks Inside For Each Subsystem | 10-51 |
| Field-Oriented Control of a Permanent Magnet Synchronous Machine | 10-56 |
| Model and Debug Test Point Signals with HDL Coder | 10-60 |
| Allocate Sufficient Delays for Floating-Point Operations | 10-68 |
| Problem | 10-68 |
| Cause | 10-68 |
| Solution | 10-69 |
| Optimize Generated HDL Code for Multirate Designs with Large Rate Differentials | 10-73 |
| Issue | 10-73 |
| Description | 10-73 |
| Recommendations | 10-75 |
| Getting Started with HDL Coder Native Floating-Point Support . | 10-81 |
| Key Features | 10-81 |
| Numeric Considerations and IEEE-754 Standard Compliance | 10-81 |
| Floating Point Types | 10-82 |
| Data Type Considerations | 10-83 |
| Numeric Considerations with Native Floating-Point | 10-85 |
| Round to Nearest Rounding Mode | 10-85 |
| Denormal Numbers | 10-85 |
| Exception Handling | 10-86 |
| Relative Accuracy and ULP Considerations | 10-86 |
| ULP Considerations of Native Floating-Point Operators | 10-89 |
| Adherence of Native Floating Point Operators to IEEE-754 Standard | 10-89 |
| ULP Values of Floating Point Operators | 10-89 |
| Considerations | 10-90 |
| Latency Values of Floating-Point Operators | 10-92 |
| Math Operations | 10-92 |
| Trigonometric and Exponential Operations | 10-94 |
| Comparisons and Conversions | 10-95 |
| Latency Considerations with Native Floating Point | 10-97 |
| Generate Target-Independent HDL Code with Native Floating-Point | 10-105 |
| How HDL Coder Generates Target-Independent HDL Code | 10-105 |
| Enable Native Floating Point and Generate Code | 10-106 |
| View Code Generation Report | 10-107 |
| Analyze Results | 10-108 |
| Limitation | 10-110 |
| Floating Point Support: Field-Oriented Control Algorithm | 10-111 |

| | |
|--|---------------|
| Verify the Generated Code from Native Floating-Point | 10-118 |
| Specify the Tolerance Strategy | 10-118 |
| Verify the Generated Code with HDL Test Bench | 10-119 |
| Verify the Generated Code with Cosimulation | 10-119 |
| Limitation | 10-121 |
| Simulink Blocks Supported with Native Floating-Point | 10-122 |
| HDL Floating Point Operations Library | 10-122 |
| Supported Simulink Blocks in Math Operations Library | 10-122 |
| Supported Simulink Blocks in Other Libraries | 10-123 |
| Simulink Block Restrictions | 10-125 |
| Supported Data Types and Scope | 10-127 |
| Supported Data Types | 10-127 |
| Unsupported Data Types | 10-128 |
| Scope for Variables | 10-128 |
| Import Verilog Code and Generate Simulink Model | 10-129 |
| HDL Import | 10-129 |
| HDL Import Requirements | 10-129 |
| How to Import HDL Code | 10-129 |
| Model Location | 10-130 |
| Errors and Warnings | 10-130 |
| Limitations of Verilog HDL Import | 10-130 |
| Supported Verilog Constructs for HDL Import | 10-132 |
| Module Definition and Instantiations | 10-132 |
| Data Types and Vectors | 10-133 |
| Identifiers and Comments | 10-133 |
| Assignments | 10-134 |
| Operators | 10-134 |
| Conditional and Looping Statements | 10-135 |
| Procedural Blocks and Events | 10-135 |
| Other Constructs | 10-135 |
| Verilog Dataflow Modeling with HDL Import | 10-137 |
| Supported Verilog Dataflow Patterns | 10-137 |
| Unsupported Verilog Dataflow Patterns | 10-139 |
| Simulate and Generate HDL Code for the Float Typecast Block | 10-148 |
| Generate Simulink® Model From CORDIC Atan2 Verilog® Code | 10-150 |

Simulink to HDL Examples for Communication and Signal Processing Applications

11

| | |
|---|-------------|
| Programmable FIR Filter for FPGA | 11-2 |
| Multichannel FIR Filter for FPGA | 11-8 |

| | |
|---|---------------|
| Implement FFT for FPGA Using FFT HDL Optimized Block | 11-11 |
| High Throughput Channelizer for FPGA | 11-15 |
| HDL Implementation of a Digital Down-Converter for LTE | 11-23 |
| HDL Implementation of a Digital Up-Converter for LTE | 11-42 |
| HDL QAM Transmitter and Receiver | 11-60 |
| Airplane Tracking with ADS-B Captured Data | 11-79 |
| HDL Code Generation for Viterbi Decoder | 11-86 |
| Design Video Processing Algorithms for HDL in Simulink | 11-92 |
| Edge Detection and Image Overlay | 11-99 |
| Lane Detection | 11-104 |
| HDL QPSK Transmitter and Receiver | 11-121 |

12 Code Generation Options in the HDL Coder Dialog Boxes

| | |
|---|--------------|
| Set HDL Code Generation Options | 12-2 |
| HDL Code Generation Options in the Configuration Parameters Dialog Box | 12-2 |
| HDL Code Tab in Simulink Toolstrip | 12-3 |
| HDL Code Options in the Block Context Menu | 12-4 |
| The HDL Block Properties Dialog Box | 12-5 |
| HDL Code Generation Options in Configuration Parameters Dialog Box | 12-6 |
| HDL Code Generation Pane: Target | 12-7 |
| HDL Code Generation Pane: Optimization | 12-7 |
| HDL Code Generation Pane: Floating Point | 12-7 |
| HDL Code Generation Pane: Global Settings | 12-7 |
| HDL Code Generation Pane: Report | 12-9 |
| HDL Code Generation Pane: Testbench | 12-9 |
| HDL Code Generation Pane: EDA Tool Scripts | 12-9 |
| Generate HDL Code from Simulink Model Using Configuration Parameters | 12-11 |
| FIR Filter Model | 12-11 |
| Create a Folder and Copy Relevant Files | 12-12 |
| Open HDL Code Generation Pane of Configuration Parameters Dialog Box | 12-13 |
| Generate HDL Code | 12-13 |
| Generate HDL Code from Simulink Model from Command Line | 12-15 |
| FIR Filter Model | 12-15 |

| | |
|---|-------|
| Create a Folder and Copy Relevant Files | 12-16 |
| Generate HDL Code | 12-17 |

HDL Code Generation Pane: General

13

| | |
|--|------|
| HDL Code Generation Top-Level Pane Overview | 13-2 |
| Buttons in the HDL Code Generation Top-Level Pane | 13-2 |
| Target Language and Folder Selection Parameters | 13-3 |
| Generate HDL for | 13-3 |
| Language | 13-3 |
| Folder | 13-4 |
| Restore Model Defaults | 13-5 |
| Run Compatibility Checker | 13-5 |
| Generate | 13-6 |

HDL Code Generation Pane: Target

14

| | |
|---|------|
| Target Overview | 14-2 |
| Tool and Device Parameters | 14-3 |
| Synthesis Tool | 14-3 |
| Family | 14-4 |
| Device | 14-5 |
| Package | 14-6 |
| Speed | 14-6 |
| Target Frequency Parameter | 14-8 |
| Settings | 14-8 |
| Command-Line Information | 14-9 |
| See Also | 14-9 |

HDL Code Generation Pane: Optimization

15

| | |
|--|------|
| Optimization Overview | 15-2 |
| Delay Balancing and General Optimization Parameters | 15-3 |
| Balance delays | 15-3 |
| Transform non zero initial value delay | 15-4 |
| Multiplier partitioning threshold | 15-5 |
| Remove Unused Ports | 15-6 |

| | |
|---|-------|
| RAM Mapping Parameters | 15-7 |
| Map pipeline delays to RAM | 15-7 |
| RAM mapping threshold (bits) | 15-8 |
| Pipelining Parameters | 15-9 |
| Hierarchical distributed pipelining | 15-9 |
| Distributed pipelining priority | 15-10 |
| Clock-rate pipelining | 15-11 |
| Allow clock-rate pipelining of DUT output ports | 15-12 |
| Adaptive pipelining | 15-13 |
| Preserve design delays | 15-14 |
| Map lookup tables to RAM | 15-14 |
| Resource Sharing Parameters for Adders and Multipliers | 15-16 |
| Share Adders | 15-16 |
| Adder sharing minimum bitwidth | 15-17 |
| Share Multipliers | 15-18 |
| Multiplier sharing minimum bitwidth | 15-19 |
| Multiplier promotion threshold | 15-20 |
| Share Multiply-Add blocks | 15-21 |
| Multiply-Add block sharing minimum bitwidth | 15-22 |
| Resource Sharing Parameters for Subsystems and Floating-Point IPs | 15-24 |
| Share subsystems | 15-24 |
| Share MATLAB Function blocks | 15-25 |
| Share Floating-Point IPs | 15-26 |
| Multicycle Path Constraints Parameters | 15-28 |
| Enable-based constraints | 15-28 |
| Register-to-register path info | 15-29 |

HDL Code Generation Pane: Floating Point

16

| | |
|---|-------|
| Floating Point Overview | 16-2 |
| Floating Point IP Library | 16-3 |
| Settings | 16-3 |
| Command-Line Information | 16-3 |
| See Also | 16-3 |
| Native Floating-Point Parameters | 16-4 |
| Latency Strategy | 16-4 |
| Handle Denormals | 16-5 |
| Mantissa Multiplier Strategy | 16-6 |
| FPGA Floating-Point Library Targeting Parameters | 16-8 |
| Initialize IP Pipelines To Zero | 16-8 |
| Latency Strategy | 16-9 |
| Objective | 16-9 |
| IP Settings | 16-10 |

| | |
|--|-------|
| Global Settings Overview | 17-3 |
| Clock Settings and Timing Controller Postfix Parameters | 17-4 |
| Clock input port | 17-4 |
| Clock inputs | 17-5 |
| Clock edge | 17-5 |
| Clocked process postfix | 17-6 |
| Timing controller postfix | 17-7 |
| Reset Settings and Parameters | 17-8 |
| Reset type | 17-8 |
| Reset asserted level | 17-9 |
| Reset input port | 17-10 |
| Clock Enable Settings and Parameters | 17-12 |
| Clock enable input port | 17-12 |
| Enable prefix | 17-13 |
| Oversampling factor | 17-15 |
| Settings | 17-15 |
| Dependency | 17-15 |
| Command-Line Information | 17-15 |
| See Also | 17-16 |
| Comment in header | 17-17 |
| Settings | 17-17 |
| Command-Line Information | 17-17 |
| See Also | 17-17 |
| Language-Specific File Extension Parameters | 17-19 |
| Verilog file extension | 17-19 |
| VHDL file extension | 17-19 |
| Language-Specific Identifiers and Postfix Parameters | 17-21 |
| Entity conflict postfix | 17-21 |
| Package postfix | 17-21 |
| Reserved word postfix | 17-22 |
| Module name prefix | 17-23 |
| Pipeline postfix | 17-23 |
| Split entity and architecture Parameters | 17-25 |
| Split entity file postfix | 17-25 |
| Split arch file postfix | 17-25 |
| Split entity and architecture | 17-26 |
| Complex Signals Postfix Parameters | 17-28 |
| Complex real part postfix | 17-28 |
| Complex imaginary part postfix | 17-28 |

| | |
|--|--------------|
| VHDL Architecture and Library Name and Code for Model Reference | |
| Parameters | 17-30 |
| VHDL architecture name | 17-30 |
| VHDL library name | 17-30 |
| Generate VHDL code for model references into a single library .. | 17-31 |
| | |
| Generate Statement and Vector and Component Instance Label | |
| Parameters | 17-32 |
| Block generate label | 17-32 |
| Output generate label | 17-32 |
| Instance generate label | 17-32 |
| Vector prefix | 17-33 |
| Instance postfix | 17-33 |
| Instance prefix | 17-33 |
| Map file postfix | 17-34 |
| | |
| Input and Output Port and Clock Enable Output Type Parameters | |
| | 17-35 |
| Input data type | 17-35 |
| Output data type | 17-35 |
| Clock Enable output port | 17-36 |
| | |
| Minimize Clock Enables and Reset Signal Parameters | 17-37 |
| Minimize clock enables | 17-37 |
| Minimize global resets | 17-38 |
| | |
| Using Trigger Signals and Scalarization and Test Point DUT Port | |
| Generation Parameters | 17-41 |
| Use trigger signal as clock | 17-41 |
| Enable HDL DUT port generation for tunable parameters | 17-41 |
| Enable HDL DUT port generation for test points | 17-42 |
| Scalarize ports | 17-43 |
| | |
| RTL Annotation Parameters | 17-45 |
| Use Verilog `timescale directives | 17-45 |
| Verilog timescale specification | 17-45 |
| Inline VHDL configuration | 17-46 |
| Concatenate type safe zeros | 17-46 |
| Generate obfuscated HDL code | 17-47 |
| | |
| RTL Customization Parameters for Constants and MATLAB Function | |
| Blocks | 17-49 |
| Inline MATLAB Function block code | 17-49 |
| Represent constant values by aggregates | 17-49 |
| | |
| RTL Customization Parameters for RAMs | 17-51 |
| Initialize all RAM blocks | 17-51 |
| RAM Architecture | 17-51 |
| | |
| No-reset registers initialization | 17-53 |
| Settings | 17-53 |
| Usage Notes | 17-53 |
| Command-Line Information | 17-54 |
| See Also | 17-54 |

| | |
|--|--------------|
| RTL Style Parameters | 17-55 |
| Use “rising_edge/falling_edge” style for registers | 17-55 |
| Minimize intermediate signals | 17-56 |
| Unroll For-Generate Loops in VHDL code | 17-56 |
| Generate parameterized HDL code from masked subsystem | 17-58 |
| Enumerated Type Encoding Scheme | 17-59 |
| Timing Controller Settings | 17-61 |
| Optimize timing controller | 17-61 |
| Timing controller architecture | 17-61 |
| File Comment Customization Parameters | 17-63 |
| Enable Comments | 17-63 |
| Include Requirements in Block Comments | 17-63 |
| Emit Time/Date Stamp in Header | 17-63 |
| Custom File Header Comment | 17-64 |
| Custom File Footer Comment | 17-65 |
| Choose Coding Standard and Report Option Parameters | 17-67 |
| HDL coding standard | 17-67 |
| Show passing rules in coding standard report | 17-68 |
| Basic Coding Practices Parameters | 17-69 |
| Check for duplicate names | 17-69 |
| Check for HDL keywords in design names | 17-70 |
| Check module, instance, entity name length | 17-70 |
| Check signal, port, and parameter name length | 17-72 |
| RTL Description Rules for clock enables and resets Parameters . | 17-74 |
| Check for clock enable signals | 17-74 |
| Detect usage of reset signals | 17-75 |
| Detect usage of asynchronous reset signals | 17-76 |
| RTL Description Rules for Conditional Parameters | 17-77 |
| Check for conditional statements in processes | 17-77 |
| Check for assignments to the same variable in multiple cascaded control regions | 17-78 |
| Check if-else statement chain length | 17-78 |
| Check if-else statement nesting depth | 17-79 |
| Other RTL Description Rule Parameters | 17-81 |
| Minimize use of variables | 17-81 |
| Check for initial statements that set RAM initial values | 17-82 |
| Check multiplier width | 17-82 |
| RTL Design Rule Parameters | 17-84 |
| Check for non-integer constants | 17-84 |
| Check line length | 17-85 |
| Model Generation Parameters for HDL Code | 17-86 |
| Generated model | 17-86 |
| Validation model | 17-87 |
| Naming and Layout Options for Model Generation | 17-89 |
| Prefix for generated model name | 17-89 |

| | |
|--|---------------|
| Suffix for validation model name | 17-89 |
| Layout Style | 17-90 |
| Auto signal routing | 17-92 |
| Inter-block horizontal scaling | 17-92 |
| Inter-block vertical scaling | 17-93 |
| Diagnostic Parameters for Optimizations | 17-94 |
| Highlight feedback loops inhibiting delay balancing and optimizations | 17-94 |
| Highlight blocks inhibiting clock-rate pipelining | 17-95 |
| Highlight blocks inhibiting distributed pipelining | 17-96 |
| Highlight lookup tables mapped to RAM | 17-96 |
| Diagnostic Parameters for Reals and Black Box Interfaces | 17-98 |
| Check for name conflicts in black box interfaces | 17-98 |
| Check for presence of reals in generated HDL code | 17-99 |
| Check for presence of unbalanced delays in generated HDL code | 17-99 |
| Code Generation Output Parameter | 17-101 |
| Generate HDL code | 17-101 |

HDL Code Generation Pane: Report

18

| | |
|---|-------------|
| Report Pane Overview | 18-2 |
| See Also | 18-2 |
| Code Generation Report Parameters | 18-3 |
| Generate traceability report | 18-3 |
| Traceability style | 18-4 |
| Generate model Web view | 18-5 |
| Generate resource utilization report | 18-6 |
| Generate high-level timing critical path report | 18-7 |
| Generate optimization report | 18-8 |
| Custom Timing Database Directory | 18-9 |

HDL Code Generation Pane: Test Bench

19

| | |
|--|-------------|
| Test Bench Overview | 19-2 |
| Generate Test Bench Button | 19-2 |
| Test Bench Generation Output Parameters | 19-3 |
| HDL test bench | 19-3 |
| Cosimulation model | 19-4 |
| SystemVerilog DPI test bench | 19-5 |
| Simulation tool | 19-6 |
| HDL code coverage | 19-7 |

| | |
|---|--------------|
| Test Bench Postfix Parameters | 19-8 |
| Test bench name postfix | 19-8 |
| Test bench reference postfix | 19-8 |
| Test bench data file name postfix | 19-9 |
| Clock and Reset Input Parameters for Testbench | 19-10 |
| Force clock | 19-10 |
| Clock high time (ns) | 19-10 |
| Clock low time (ns) | 19-11 |
| Force clock enable | 19-12 |
| Clock enable delay (in clock cycles) | 19-13 |
| Force reset | 19-14 |
| Reset length (in clock cycles) | 19-14 |
| Setup and Hold Time Parameters for Testbench | 19-16 |
| Hold time (ns) | 19-16 |
| Setup time (ns) | 19-17 |
| Test Bench Stimulus and Output Parameters | 19-18 |
| Hold input data between samples | 19-18 |
| Initialize test bench inputs | 19-19 |
| Ignore output data checking (number of samples) | 19-19 |
| Use file I/O to read/write test bench data | 19-21 |
| Multi-File Testbench and Simulation Library Path Parameters .. | 19-23 |
| Multi-file test bench | 19-23 |
| Simulation library path | 19-24 |
| Floating-Point Tolerance Parameters | 19-26 |
| Floating point tolerance check based on | 19-26 |
| Tolerance Value | 19-26 |

HDL Code Generation Pane: EDA Tool Scripts

20

| | |
|--|-------------|
| EDA Tool Scripts Overview | 20-2 |
| Generate EDA scripts | 20-3 |
| Settings | 20-3 |
| Command-Line Information | 20-3 |
| See Also | 20-3 |
| Compilation Script Parameters | 20-4 |
| Compile file postfix | 20-4 |
| Compile initialization | 20-4 |
| Compile command for VHDL | 20-5 |
| Compile command for Verilog | 20-5 |
| Compile termination | 20-6 |
| Simulation Script Parameters | 20-7 |
| Simulation file postfix | 20-7 |
| Simulation initialization | 20-7 |

| | |
|--|--------------|
| Simulation command | 20-8 |
| Simulation waveform viewing command | 20-8 |
| Simulation termination | 20-9 |
| Simulator flags | 20-9 |
| Synthesis Script Parameters | 20-11 |
| Choose synthesis tool | 20-11 |
| Synthesis file postfix | 20-12 |
| Synthesis initialization | 20-13 |
| Synthesis command | 20-14 |
| Synthesis termination | 20-14 |
| Additional files to add to synthesis project | 20-15 |
| Lint Script Parameters | 20-16 |
| Choose HDL lint tool | 20-16 |
| Lint initialization | 20-17 |
| Lint command | 20-17 |
| Lint termination | 20-17 |

Modeling Guidelines

21

| | |
|--|-------------|
| HDL Modeling Guidelines Severity Levels | 21-2 |
| Model Design and Compatibility Guidelines - By Numbered List | |
| | 21-3 |
| Guidelines 1.1: Basic Settings | 21-3 |
| Guidelines 1.2: DUT Subsystem and Hierarchical Modeling | 21-4 |
| Guidelines 1.3: Guidelines for Vectors and Buses | 21-4 |
| Guidelines 1.4: Guidelines for Clock Bundle Signals | 21-5 |
| Guidelines 1.5: Modeling Guidelines for Native Floating Point | 21-5 |
| Guidelines for Supported Blocks and Data Types - By Numbered List | |
| | 21-6 |
| Guidelines 2.1: Blocks in HDL RAMs and HDL Operations Library | |
| | 21-6 |
| Guidelines 2.2: Blocks in Logic and Bit Operations Library | 21-6 |
| Guidelines 2.3: Lookup Table and Signal Routing Blocks | 21-6 |
| Guidelines 2.4: Ports and Subsystems | 21-7 |
| Guideline 2.5: Rate Change and Constant Blocks | 21-7 |
| Guideline 2.6: Delay Blocks | 21-8 |
| Guideline 2.7: Blocks for Multiplication and Accumulation Operations | |
| | 21-8 |
| Guideline 2.8: MATLAB Function Blocks | 21-8 |
| Guideline 2.9: Stateflow Charts | 21-9 |
| Guidelines 2.10: Data Types | 21-9 |
| Guidelines for Speed and Area Optimizations - By Numbered List | |
| | 21-10 |
| Guidelines 3.1: Resource Sharing and Streaming | 21-10 |
| Guidelines 3.2: Clock Rate Pipelining and Distributed Pipelining . | 21-11 |

| | |
|--|--------------|
| Basic Guidelines for Modeling HDL Algorithm in Simulink | 21-12 |
| Use HDL-Supported Blocks | 21-12 |
| Partition Model into DUT and Test Bench | 21-13 |
| Avoid Using Double-Byte Characters | 21-15 |
| Document Model Features and Attributes | 21-15 |
| Guidelines for Model Setup and Checking Model Compatibility . . | 21-18 |
| Customize hdlsetup Function Based on Target Application | 21-18 |
| Check Subsystem for HDL Compatibility | 21-19 |
| Run Model Checks for HDL Coder | 21-19 |
| Modeling with Simulink, Stateflow, and MATLAB Function Blocks | |
| | 21-22 |
| Guideline ID | 21-22 |
| Severity | 21-22 |
| Description | 21-22 |
| Terminate Unconnected Block Outputs and Usage of Commenting | |
| Blocks | 21-25 |
| Terminate Unconnected Block Outputs | 21-25 |
| Using Comment Out and Comment Through of Blocks | 21-26 |
| Identify and Programmatically Change and Display HDL Block | |
| Parameters | 21-29 |
| Adjust Sizes of Constant and Gain Blocks for Identifying Parameters | |
| | 21-29 |
| Display Parameters that Affect HDL Code Generation | 21-29 |
| Change Block Parameters by Using find_system and set_param . . | 21-33 |
| DUT Subsystem Guidelines | 21-35 |
| DUT Subsystem Considerations | 21-35 |
| Convert DUT Subsystem to Model Reference for Testbenches with | |
| Continuous Blocks | 21-35 |
| Insert Handwritten Code into Simulink Modeling Environment . . . | 21-37 |
| Hierarchical Modeling Guidelines | 21-39 |
| Avoid Constant Block Connections to Subsystem Port Boundaries | |
| | 21-39 |
| Generate Parameterized HDL Code for Constant and Gain Blocks | |
| | 21-40 |
| Place Physical Signal Lines Inside a Subsystem | 21-42 |
| Design Considerations for Matrices and Vectors | 21-45 |
| Modeling Requirements for Matrices | 21-45 |
| Avoid Generating Ascending Bit Order in HDL Code From Vector | |
| Signals | 21-47 |
| Use Bus Signals to Improve Readability of Model and Generate HDL | |
| Code | 21-50 |
| Guidelines for Clock and Reset Signals | 21-56 |
| Use Global Oversampling to Create Frequency-Divided Clock | 21-56 |
| Create Multirate Model with Integer Clock Multiples by Clock Division | |
| | 21-56 |

| | |
|--|---------------|
| Use Dual Rate Dual Port RAM for Noninteger Multiple Sample Times | 21-58 |
| Asynchronous Clock Modeling in HDL Coder | 21-59 |
| Use Global Reset Type Setting Based on Target Hardware | 21-61 |
| Modeling with Native Floating Point | 21-63 |
| Guideline ID | 21-63 |
| Severity | 21-63 |
| Description | 21-63 |
| Design Considerations for RAM Blocks and Blocks in HDL | |
| Operations Library | 21-66 |
| RAM Block Access Considerations | 21-66 |
| Serial to Parallel Conversion | 21-68 |
| Usage of Blocks in Logic and Bit Operations Library | 21-70 |
| Logical and Arithmetic Bit Shift Operations | 21-70 |
| Usage of Logical Operator, Bitwise Operator, and Bit Reduce Blocks | 21-72 |
| Use Boolean Output for Compare to Constant and Relational Operator Blocks | 21-74 |
| Generate FPGA Block RAM from Lookup Tables | 21-75 |
| Recommended Block Parameter Settings of Multiport Switch Block for Numeric and Enumerated Types | 21-80 |
| Usage of Different Subsystem Types | 21-83 |
| Virtual Subsystem: Use as DUT | 21-83 |
| Atomic and Virtual Subsystems: Generate Reusable HDL Files ... | 21-83 |
| Variant Subsystem: Using Variant Subsystems for HDL Code Generation | 21-84 |
| Model References: Build Model Design Using Smaller Partitions .. | 21-85 |
| Block Settings of Enabled and Triggered Subsystems | 21-87 |
| Usage of Rate Change and Constant Blocks | 21-89 |
| Usage of Rate Conversion Blocks | 21-89 |
| Use Discrete and Finite Sample Time for Constant Block | 21-90 |
| Guidelines for Using Delays and Goto and From Blocks for HDL Code | |
| Generation | 21-92 |
| Appropriate Usage of Delay Blocks as Registers | 21-92 |
| Absorb Delays to Avoid Timing Difference | 21-92 |
| Map Large Delays to Block RAM | 21-97 |
| Required HDL Settings for Goto and From Blocks | 21-98 |
| Modeling Efficient Multiplication and Division Operations for FPGA | |
| Targeting | 21-100 |
| Designing Multipliers and Adders for Efficient Mapping to DSP Blocks on FPGA | 21-100 |
| Set ConstMultiplierOptimization HDL Block Property to auto for Gain Block | 21-104 |
| Use ShiftAdd Architecture of Divide Block for Fixed-Point Types | 21-106 |

| | |
|--|---------------|
| Using Persistent Variables and fi Objects Inside MATLAB Function | |
| Blocks for HDL Code Generation | 21-107 |
| Update Persistent Variables at End of MATLAB Function | 21-107 |
| Avoid Algebraic Loop Errors from Persistent Variables inside MATLAB | |
| Function Blocks | 21-108 |
| Use hdlfimath Setting and Specify fi Objects inside MATLAB Function | |
| Block | 21-110 |
| | |
| Guidelines for HDL Code Generation Using Stateflow Charts . . . | 21-113 |
| Choose State Machine Type based on HDL Implementation | |
| Requirements | 21-113 |
| Specify Block Configuration Settings of Stateflow Chart | 21-113 |
| Insert Unconditional Transition State for Else Statement in HDL Code | |
| | 21-114 |
| Data Type Settings and Casting in Stateflow Chart for HDL Code | |
| Generation | 21-117 |
| Using Absolute Time Temporal Logic in Stateflow Charts | 21-119 |
| | |
| Simulink Data Type Considerations | 21-120 |
| Use Boolean for Logical Data and Ufix1 for Numerical Data | 21-120 |
| Specify Data Type of Gain Blocks | 21-120 |
| Enumerated Data Type Restrictions | 21-121 |
| | |
| Resource Sharing Settings for Various Blocks | 21-122 |
| Resource Sharing of Add Blocks | 21-122 |
| Resource Sharing of Gain Blocks | 21-123 |
| Resource Sharing of Product Blocks | 21-124 |
| Resource Sharing of Multiply-Add Blocks | 21-124 |
| | |
| Resource Sharing of Subsystems and Floating-Point IPs | 21-126 |
| General Considerations for Sharing of Subsystems | 21-126 |
| Use MATLAB Datapath Architecture for Sharing with MATLAB | |
| Function Blocks | 21-127 |
| Sharing of Subsystems | 21-127 |
| Resource Sharing of Floating-Point IPs | 21-129 |
| | |
| Resource Sharing Guidelines for Vector Processing and Matrix | |
| Multiplication | 21-131 |
| Use StreamingFactor for Resource Sharing of Vector Signals | 21-131 |
| Use SharingFactor and HDL Block Properties for Sharing Matrix | |
| Multiplication Operations | 21-134 |
| | |
| Distributed Pipelining and Clock-Rate Pipelining Guidelines . . . | 21-137 |
| Clock-Rate Pipelining Guidelines | 21-137 |
| Recommended Distributed Pipelining Settings | 21-137 |
| | |
| Insert Distributed Pipeline Registers for Blocks with Vector Data | |
| Type Inputs | 21-140 |
| Guideline ID | 21-140 |
| Severity | 21-140 |
| Description | 21-140 |

| | |
|---|--------------|
| View HDL-Supported Blocks and HDL-Specific Block Documentation | |
| View HDL-Supported Blocks and Documentation | 22-2 |
| View HDL-Specific Block Documentation | 22-2 |
| HDL Block Properties: General | 22-3 |
| Overview | 22-3 |
| AdaptivePipelining | 22-4 |
| BalanceDelays | 22-5 |
| ClockRatePipelining | 22-5 |
| CodingStyle | 22-6 |
| ConstMultiplierOptimization | 22-7 |
| ConstrainedOutputPipeline | 22-8 |
| DistributedPipelining | 22-8 |
| DotProductStrategy | 22-9 |
| DSPStyle | 22-10 |
| FlattenHierarchy | 22-12 |
| InputPipeline | 22-13 |
| InstantiateFunctions | 22-13 |
| InstantiateStages | 22-14 |
| LoopOptimization | 22-15 |
| LUTRegisterResetType | 22-15 |
| MapPersistentVarsToRAM | 22-16 |
| MapToRAM | 22-17 |
| OutputPipeline | 22-18 |
| RAMDirective | 22-18 |
| ResetType | 22-20 |
| SerialPartition | 22-21 |
| SharingFactor | 22-21 |
| SoftReset | 22-21 |
| StreamingFactor | 22-23 |
| UsePipelines | 22-23 |
| UseRAM | 22-23 |
| VariablesToPipeline | 22-26 |
| HDL Block Properties: Native Floating Point | 22-28 |
| Overview | 22-28 |
| CheckResetToZero | 22-29 |
| DivisionAlgorithm | 22-29 |
| HandleDenormals | 22-30 |
| InputRangeReduction | 22-31 |
| LatencyStrategy | 22-32 |
| CustomLatency | 22-33 |
| NFPCustomLatency | 22-34 |
| MantissaMultiplyStrategy | 22-35 |
| MaxIterations | 22-36 |
| HDL Filter Block Properties | 22-38 |
| AdderTreePipeline | 22-38 |
| AddPipelineRegisters | 22-38 |
| ChannelSharing | 22-39 |
| CoeffMultipliers | 22-39 |

| | |
|---|--------------|
| DALUTPartition | 22-39 |
| DARadix | 22-40 |
| FoldingFactor | 22-41 |
| MultiplierInputPipeline | 22-41 |
| MultiplierOutputPipeline | 22-41 |
| NumMultipliers | 22-42 |
| ReuseAccum | 22-42 |
| SerialPartition | 22-42 |
| HDL Filter Architectures | 22-44 |
| Fully Parallel Architecture | 22-44 |
| Serial Architectures | 22-45 |
| Frame-Based Architecture | 22-46 |
| Distributed Arithmetic for HDL Filters | 22-49 |
| Requirements and Considerations for Generating Distributed Arithmetic Code | 22-49 |
| Further References | 22-50 |
| Set and View HDL Model and Block Parameters | 22-51 |
| Set HDL Block Parameters | 22-51 |
| Set HDL Block Parameters for Multiple Blocks Programmatically | 22-51 |
| View All HDL Block Parameters | 22-53 |
| View Non-Default HDL Block Parameters | 22-53 |
| View HDL Model Parameters | 22-53 |
| Pass through, No HDL, and Cascade Implementations | 22-55 |
| Pass-through and No HDL Implementations | 22-55 |
| Cascade Architecture Best Practices | 22-55 |
| Build a ROM Block with Simulink Blocks | 22-56 |
| Getting Started with RAM and ROM in Simulink® | 22-57 |
| Wireless Communications Design for FPGAs and ASICs | 22-60 |
| From Mathematical Algorithm to Hardware Implementation | 22-60 |
| HDL-Optimized Blocks | 22-62 |
| Reference Applications | 22-62 |
| Generate HDL Code and Prototype on FPGA | 22-63 |

Generating HDL Code for Multirate Models

23

| | |
|--|-------------|
| Code Generation from Multirate Models | 23-2 |
| Clock Enable Generation for a Multirate DUT | 23-2 |
| Timing Controller for Multirate Models | 23-4 |
| Generate Reset for Timing Controller | 23-5 |
| Requirements for Timing Controller Reset Port Generation | 23-5 |
| How To Generate Reset for Timing Controller | 23-5 |

| | |
|--|--------------|
| Limitations for Timing Controller Reset Port Generation | 23-5 |
| Multirate Model Requirements for HDL Code Generation | 23-6 |
| Model Configuration Parameters | 23-6 |
| Sample Rate | 23-6 |
| Blocks To Use For Rate Transitions | 23-6 |
| Generate a Global Oversampling Clock | 23-8 |
| Why Use a Global Oversampling Clock? | 23-8 |
| Requirements for the Oversampling Factor | 23-8 |
| Specifying the Oversampling Factor From the GUI | 23-8 |
| Specifying the Oversampling Factor From the Command Line | 23-9 |
| Resolving Oversampling Rate Conflicts | 23-9 |
| Using Multiple Clocks in HDL Coder | 23-12 |
| Using Triggered Subsystems for HDL Code Generation | 23-16 |
| Best Practices | 23-16 |
| Using the Signal Builder Block | 23-16 |
| Using Trigger As Clock | 23-16 |
| Requirements | 23-17 |
| Specify Trigger As Clock | 23-17 |
| Limitations | 23-17 |
| Generate Multicycle Path Information Files | 23-19 |
| Overview | 23-19 |
| Format and Content of a Multicycle Path Information File | 23-20 |
| File Naming and Location Conventions | 23-23 |
| Generating Multicycle Path Information Files Using the GUI | 23-23 |
| Generating Multicycle Path Information Files Using the Command Line | 23-23 |
| Limitations | 23-24 |
| Meet Timing Requirements Using Enable-Based Multicycle Path Constraints | 23-26 |
| How Enable-Based Multicycle Path Constraints Work | 23-26 |
| Specify Enable-Based Constraints | 23-27 |
| Benefits of Using Enable-Based Constraints | 23-28 |
| Modeling Guidelines | 23-29 |
| Multicycle Path Constraints for Various Synthesis Tools | 23-29 |
| Preserve Enable Signals in Timing Control Logic | 23-30 |
| Limitations | 23-31 |
| Use Multicycle Path Constraints to Meet Timing for Slow Paths | 23-32 |

Optimization

24

| | |
|--|-------------|
| Speed and Area Optimizations in HDL Coder | 24-3 |
| Optimizations in MATLAB HDL Code Generation | 24-3 |
| Optimizations in Simulink HDL Code Generation | 24-3 |
| General Optimizations | 24-5 |

| | |
|---|--------------|
| Speed Optimizations | 24-5 |
| Area Optimizations | 24-6 |
| Automatic Iterative Optimization | 24-8 |
| How Automatic Iterative Optimization Works | 24-8 |
| Automatic Iterative Optimization Output | 24-8 |
| Automatic Iterative Optimization Report | 24-9 |
| Requirements for Automatic Iterative Optimization | 24-9 |
| Limitations of Automatic Iterative Optimization | 24-9 |
| Generated Model and Validation Model | 24-11 |
| Generated Model | 24-11 |
| Validation Model | 24-12 |
| Locate Numeric Differences After Speed Optimization | 24-14 |
| Simplify Constant Operations and Reduce Design Complexity in HDL Coder | 24-19 |
| Optimization with Constrained Overclocking | 24-24 |
| Why Constrain Overclocking? | 24-24 |
| Optimizations that Overclock Resources | 24-24 |
| How to Use Constrained Overclocking | 24-24 |
| Constrained Overclocking Limitations | 24-25 |
| Resolve Numeric Mismatch with Delay Balancing | 24-26 |
| Streaming | 24-31 |
| What Is Streaming? | 24-31 |
| Specify Streaming | 24-31 |
| How to Determine Streaming Factor and Sample Time | 24-32 |
| Determine Blocks That Support Streaming | 24-32 |
| Requirements for Streaming Subsystems | 24-32 |
| Streaming Report | 24-33 |
| Resource Sharing | 24-34 |
| How Resource Sharing Works | 24-34 |
| Benefits and Costs of Resource Sharing | 24-34 |
| Shareable Resources in Different Blocks | 24-35 |
| Specify Resource Sharing | 24-35 |
| Limitations for Resource Sharing | 24-35 |
| Block Requirements for Resource Sharing | 24-36 |
| Resource Sharing Report | 24-36 |
| Streaming: Area Optimization | 24-38 |
| Resource Sharing For Area Optimization | 24-42 |
| Single-rate Resource Sharing Architecture | 24-53 |
| Improve Resource Sharing with Design Modifications | 24-57 |
| Improve Resource Sharing with Clone Detection and Replacement | 24-62 |

| | |
|---|---------------|
| Delay Balancing | 24-68 |
| Why Use Delay Balancing? | 24-68 |
| Specify Delay Balancing | 24-68 |
| Delay Balancing Considerations | 24-69 |
| Delay Balancing Limitations | 24-70 |
| Delay Balancing Report | 24-72 |
| | |
| Delay Balancing and Validation Model Workflow In HDL Coder™ | 24-73 |
| | |
| Control the Scope of Delay Balancing | 24-80 |
| | |
| Delay Balancing on Multi-Rate designs | 24-87 |
| | |
| Find Feedback Loops | 24-95 |
| Specify Highlighting of Feedback Loops | 24-95 |
| Remove Highlighting | 24-95 |
| Limitations | 24-96 |
| | |
| Hierarchy Flattening | 24-97 |
| What Is Hierarchy Flattening? | 24-97 |
| When to Flatten Hierarchy | 24-97 |
| Considerations | 24-97 |
| How to Flatten Hierarchy | 24-98 |
| Limitations for Hierarchy Flattening | 24-98 |
| Hierarchy Flattening Report | 24-99 |
| | |
| RAM Mapping for Simulink Models | 24-100 |
| | |
| RAM Mapping With the MATLAB Function Block | 24-101 |
| | |
| Distributed Pipelining | 24-106 |
| What Is Distributed Pipelining? | 24-106 |
| Benefits and Costs of Distributed Pipelining | 24-107 |
| Requirements for Distributed Pipelining | 24-107 |
| Specify Distributed Pipelining | 24-108 |
| Limitations of Distributed Pipelining | 24-108 |
| Distributed Pipelining Report | 24-109 |
| Selected Bibliography | 24-109 |
| | |
| Hierarchical Distributed Pipelining | 24-110 |
| What Is Hierarchical Distributed Pipelining? | 24-110 |
| How Hierarchical Distributed Pipelining Works | 24-110 |
| Benefits of Hierarchical Distributed Pipelining | 24-111 |
| Specify Hierarchical Distributed Pipelining | 24-112 |
| Limitations of Hierarchical Distributed Pipelining | 24-112 |
| Hierarchical Distributed Pipelining Report | 24-112 |
| Selected Bibliography | 24-112 |
| | |
| Distributed Pipelining: Speed Optimization | 24-113 |
| | |
| Constrained Output Pipelining | 24-117 |
| What Is Constrained Output Pipelining? | 24-117 |
| When to Use Constrained Output Pipelining | 24-117 |
| Requirements for Constrained Output Pipelining | 24-117 |

| | |
|--|---------------|
| Specify Constrained Output Pipelining | 24-117 |
| Limitations of Constrained Output Pipelining | 24-118 |
| Clock-Rate Pipelining | 24-119 |
| Rationale for Clock-Rate Pipelining | 24-119 |
| How Clock-Rate Pipelining Works | 24-119 |
| Clock-Rate Pipelining and Hierarchy Flattening | 24-120 |
| Clock-Rate Pipelining for DUT Output Ports | 24-120 |
| Best Practices for Clock-Rate Pipelining | 24-121 |
| Specify Clock-Rate Pipelining | 24-121 |
| Limitations for Clock-Rate Pipelining | 24-121 |
| Clock Rate Pipelining | 24-123 |
| Adaptive Pipelining | 24-136 |
| Requirements | 24-136 |
| Specify Adaptive Pipelining | 24-137 |
| Supported Blocks | 24-137 |
| Pipeline Insertion for Rate Transition and Downsample Blocks .. | 24-137 |
| Pipeline Insertion for Product and Gain Blocks | 24-138 |
| Pipeline Insertion for Multiply-Add and Multiply-Accumulate Blocks | |
| | 24-139 |
| Pipeline Insertion for MATLAB Function Blocks | 24-141 |
| Adaptive Pipelining Report | 24-141 |
| Design Patterns That Require Adaptive Pipelining | 24-143 |
| Audio System That Uses Low Pass, Band Pass, and High Pass Filters | |
| | 24-143 |
| Discrete FIR Filter That Uses Resource Sharing | 24-143 |
| Critical Path Estimation Without Running Synthesis | 24-148 |
| Critical Path Estimation Process | 24-148 |
| How to Use Critical Path Estimation | 24-150 |
| Characterized Blocks | 24-151 |
| Caveats | 24-155 |
| HDL Optimizations Across MATLAB Function Block Boundary Using | |
| MATLAB Datapath Architecture | 24-157 |
| Subsystem Optimizations for Filters | 24-165 |
| Sharing | 24-165 |
| Streaming | 24-165 |
| Pipelining | 24-165 |
| Area Reduction of Multichannel Filter Subsystem | 24-166 |
| Area Reduction of Filter Subsystem | 24-171 |
| Remove Redundant Logic and Unused Blocks in Generated HDL | |
| Code | 24-175 |
| Optimize Unconnected Ports in HDL Code for Simulink Models | 24-197 |

Code Generation Reports, HDL Compatibility Checker, Block Support Library, and Code Annotation

25

| | |
|---|-------|
| Create and Use Code Generation Reports | 25-2 |
| Report Generation | 25-2 |
| Code Generation Report | 25-2 |
| Timing and Area Report | 25-2 |
| Optimization Report | 25-3 |
| Navigate Between Simulink Model and HDL Code by Using Traceability | 25-4 |
| How Traceability Works | 25-4 |
| Generate Traceability Report | 25-5 |
| Report Location | 25-5 |
| View the Traceability Report | 25-6 |
| Traceability by Using Code View | 25-6 |
| Code-to-Model Navigation | 25-7 |
| Model-to-Code Navigation | 25-10 |
| Traceability Report Limitations | 25-12 |
| Web View of Model in Code Generation Report | 25-13 |
| About Model Web View | 25-13 |
| Generate HTML Code Generation Report with Model Web View .. | 25-13 |
| Model Web View Limitations | 25-14 |
| Generate Code with Annotations or Comments | 25-16 |
| Simulink Annotations | 25-16 |
| Signal Descriptions | 25-16 |
| Text Comments | 25-16 |
| Requirements Comments and Hyperlinks | 25-17 |
| Check Your Model for HDL Compatibility | 25-19 |
| Display Blocks for HDL Code Generation in Library Browser | 25-21 |
| Generate Table of Supported Blocks | 25-22 |
| Trace Code Using the Mapping File | 25-24 |
| Add or Remove the HDL Configuration Component | 25-27 |
| What Is the HDL Configuration Component? | 25-27 |
| Adding the HDL Coder Configuration Component To a Model | 25-27 |
| Removing the HDL Coder Configuration Component From a Model | 25-27 |

HDL Coding Standards

26

| | |
|---|------|
| HDL Coding Standard Report | 26-2 |
| Rule Summary | 26-2 |
| Rule Hierarchy | 26-2 |

| | |
|--|--------------|
| Rule and Report Customization | 26-3 |
| How to Fix Warnings and Errors | 26-3 |
| HDL Coding Standards | 26-4 |
| Generate HDL Coding Standard Report from Simulink | 26-5 |
| Using the HDL Workflow Advisor | 26-5 |
| Using the Command Line | 26-7 |
| Basic Coding Practices | 26-9 |
| 1.A General Naming Conventions | 26-10 |
| 1.B General Guidelines for Clocks and Resets | 26-15 |
| 1.C Guidelines for Initial Reset | 26-15 |
| 1.D Guidelines for Clocks | 26-16 |
| 1.F Guidelines for Hierarchical Design | 26-17 |
| RTL Description Rules and Checks | 26-18 |
| 2.A Guidelines for Combinational Logic | 26-18 |
| 2.B Guidelines for “Always” Constructs of Combinational Logic ... | 26-23 |
| 2.C Guidelines for Flip-Flop Inference | 26-25 |
| 2.D Guidelines for Latch Description | 26-28 |
| 2.E Guidelines for Tristate Buffer | 26-29 |
| 2.F Guidelines for Always/Process Construct with Circuit Structure into Account | 26-30 |
| 2.G Guidelines for “IF” Statement Description | 26-31 |
| 2.H Guidelines for “CASE” Statement Description | 26-33 |
| 2.I Guidelines for “FOR” Statement Description | 26-36 |
| 2.J Guidelines for Operator Description | 26-37 |
| 2.K Guidelines for Finite State Machine Description | 26-40 |
| RTL Design Methodology Guidelines | 26-42 |
| 3.A Guidelines for Creating Function Libraries | 26-42 |
| 3.B Guidelines for Using Function Libraries | 26-43 |
| 3.C Guidelines for Test Facilitation Design | 26-44 |
| Generate HDL Lint Tool Script | 26-46 |
| How to Generate an HDL Lint Tool Script | 26-46 |
| Cascaded Conditional Region Variable Assignments | 26-48 |
| Example Patterns that Fail the Check for Guideline 2.F.B.1.a | 26-48 |
| Example Patterns that Pass the Check for Guideline 2.F.B.1.a | 26-49 |
| Simulink Blocks and Modeling Patterns that Fail the Check for Guideline 2.F.B.1.a | 26-50 |

Interfacing Subsystems and Models to HDL Code

27

| | |
|---|-------------|
| Model Referencing for HDL Code Generation | 27-2 |
| Benefits of Model Referencing for Code Generation | 27-2 |
| How To Generate Code for a Referenced Model | 27-2 |
| Generate Code for Model Arguments | 27-3 |
| Generate Comments | 27-3 |

| | |
|--|--------------|
| Limitations | 27-3 |
| Generate Black Box Interface for Subsystem | 27-4 |
| What Is a Black Box Interface? | 27-4 |
| Requirements | 27-4 |
| Generate a Black Box Interface for a Subsystem | 27-4 |
| Generate Code for a Black Box Subsystem Implementation | 27-6 |
| Generate Black Box Interface for Referenced Model | 27-8 |
| When to Generate a Black Box Interface | 27-8 |
| How to Generate a Black Box Interface | 27-8 |
| Caveats and Limitations | 27-8 |
| Integrate Custom HDL Code Using DocBlock | 27-10 |
| When To Use DocBlock to Integrate Custom Code | 27-10 |
| How To Use DocBlock to Integrate Custom Code | 27-10 |
| Restrictions | 27-10 |
| Example | 27-11 |
| Customize Black Box or HDL Cosimulation Interface | 27-12 |
| Interface Parameters | 27-12 |
| Specify Bidirectional Ports | 27-15 |
| Requirements | 27-15 |
| How To Specify a Bidirectional Port | 27-15 |
| Limitations | 27-15 |
| Generate Reusable Code for Subsystems | 27-17 |
| Requirements for Generating Reusable Code for Atomic Subsystems | 27-17 |
| Requirements for Generating Reusable Code for Virtual Subsystems | 27-17 |
| Generate Reusable Code for Atomic Subsystems | 27-18 |
| Generate Reusable Code for Atomic Subsystems with Tunable Mask Parameters | 27-20 |
| Scalarization of Vector Ports in Generated VHDL Code | 27-25 |
| Create a Xilinx System Generator Subsystem | 27-29 |
| Why Use Xilinx System Generator Subsystems? | 27-29 |
| Requirements for Xilinx System Generator Subsystems | 27-29 |
| How to Create a Xilinx System Generator Subsystem | 27-30 |
| Limitations for Code Generation from Xilinx System Generator Subsystems | 27-30 |
| Create an Altera DSP Builder Subsystem | 27-31 |
| Why Use Altera DSP Builder Subsystems? | 27-31 |
| Requirements for Altera DSP Builder Subsystems | 27-31 |
| How to Create an Altera DSP Builder Subsystem | 27-31 |
| Determine Clocking Requirements for Altera DSP Builder Subsystems | 27-32 |
| Limitations for Code Generation from Altera DSP Builder Subsystems | 27-32 |
| Using Altera DSP Builder Advanced Blockset with HDL Coder ... | 27-33 |

| | |
|--|--------------|
| Using Xilinx® System Generator for DSP with HDL Coder™ | 27-38 |
| Choose a Test Bench for Generated HDL Code | 27-41 |
| Generate a Cosimulation Model | 27-43 |
| Requirements | 27-43 |
| What Is A Cosimulation Model? | 27-43 |
| Generating a Cosimulation Model from the GUI | 27-44 |
| Structure of the Generated Model | 27-47 |
| Launching a Cosimulation | 27-52 |
| The Cosimulation Script File | 27-54 |
| Complex and Vector Signals in the Generated Cosimulation Model | 27-56 |
| Generating a Cosimulation Model from the Command Line | 27-57 |
| Naming Conventions for Generated Cosimulation Models and Scripts | 27-57 |
| Limitations for Cosimulation Model Generation | 27-58 |
| HDL Verifier Cosimulation Model Generation in HDL Coder | 27-59 |
| Verify HDL Design Using SystemVerilog DPI Test Bench | 27-82 |
| Pass-Through and No-Op Implementations | 27-87 |
| Synchronous Subsystem Behavior with the State Control Block . | 27-88 |
| What Is a State Control Block? | 27-88 |
| State Control Block Modes | 27-88 |
| Synchronous Badge for Subsystems by Using Synchronous Mode | 27-89 |
| Generate HDL Code with the State Control Block | 27-90 |
| Enable and Reset Hardware Simulation Behavior | 27-92 |
| Using the State Control block to generate more efficient code with HDL Coder™ | 27-93 |
| Resettable Subsystem Support in HDL Coder™ | 27-99 |

Stateflow HDL Code Generation Support

28

| | |
|---|-------------|
| Introduction to Stateflow HDL Code Generation | 28-2 |
| Example | 28-2 |
| Chart Initialization | 28-2 |
| Tunable Parameters | 28-3 |
| Comments in Stateflow Charts | 28-3 |
| Restrictions | 28-3 |
| Hardware Realization of Stateflow Semantics | 28-6 |
| Generate HDL for Mealy and Moore Finite State Machines | 28-7 |
| Generate HDL Code for Moore Finite State Machine | 28-7 |
| Generate HDL for Mealy Finite State Machine | 28-8 |

| | |
|--|--------------|
| Initialize Outputs Every Time Chart Wakes Up | 28-10 |
| Design Patterns Using Advanced Chart Features | 28-13 |
| Temporal Logic | 28-13 |
| Graphical Function | 28-14 |
| Hierarchy and Parallelism | 28-15 |
| Stateless Charts | 28-16 |
| Truth Tables | 28-17 |
| Initialize Persistent Variables in MATLAB Functions | 28-21 |
| MATLAB Function Block with No Direct Feedthrough | 28-22 |
| State Control Block in Synchronous Mode | 28-23 |
| Stateflow Chart Implementing Moore Semantics | 28-24 |

29 | **Generating HDL Code with the MATLAB Function Block**

| | |
|---|--------------|
| HDL Applications for the MATLAB Function Block | 29-2 |
| Structure of Generated HDL Code | 29-2 |
| HDL Applications | 29-2 |
| Viterbi Decoder with the MATLAB Function Block | 29-4 |
| Code Generation from a MATLAB Function Block | 29-5 |
| Counter Model Using the MATLAB Function block | 29-5 |
| Setting Up | 29-7 |
| Creating the Model and Configuring General Model Settings | 29-7 |
| Adding a MATLAB Function Block to the Model | 29-8 |
| Set Fixed-Point Options for the MATLAB Function Block | 29-8 |
| Programming the MATLAB Function Block | 29-10 |
| Constructing and Connecting the DUT_eML_Block Subsystem | 29-11 |
| Compiling the Model and Displaying Port Data Types | 29-13 |
| Simulating the eml_hdl_incrementer_tut Model | 29-13 |
| Generating HDL Code | 29-14 |
| Generate Instantiable Code for Functions | 29-17 |
| How To Generate Instantiable Code for Functions | 29-17 |
| Generate Code Inline for Specific Functions | 29-17 |
| Limitations for Instantiable Code Generation for Functions | 29-17 |
| MATLAB Function Block Design Patterns for HDL | 29-19 |
| The eml_hdl_design_patterns Library | 29-19 |
| Efficient Fixed-Point Algorithms | 29-21 |
| Model State Using Persistent Variables | 29-23 |
| Creating Intellectual Property with the MATLAB Function Block | 29-24 |
| Nontunable Parameter Arguments | 29-24 |
| Modeling Control Logic and Simple Finite State Machines | 29-24 |
| Modeling Counters | 29-26 |
| Modeling Hardware Elements | 29-26 |
| Decimal to Binary Conversion | 29-27 |

| | |
|---|--------------|
| Design Guidelines for the MATLAB Function Block | 29-29 |
| Use Compiled External Functions With MATLAB Function Blocks | |
| | 29-29 |
| Build the MATLAB Function Block Code First | 29-29 |
| Use the hdlfmath Utility for Optimized FIMATH Settings | 29-29 |
| Use Optimal Fixed-Point Option Settings | 29-30 |
| Set the Output Data Type of MATLAB Function Blocks Explicitly . | 29-30 |
| Using Tunable Parameters | 29-30 |
| Run HDL Model Check for MATLAB Function Blocks | 29-30 |
| Use MATLAB Datapath Architecture for Enhanced HDL Optimizations | |
| | 29-30 |
| CORDIC Algorithm Using the MATLAB® Function Block | 29-32 |
| Hardware Design Patterns Using the MATLAB Function Block .. | 29-33 |
| Distributed Pipeline Insertion for MATLAB Function Blocks | 29-37 |

Generating Scripts for HDL Simulators and Synthesis Tools

30

| | |
|--|--------------|
| Generate Scripts for Compilation, Simulation, and Synthesis | 30-2 |
| Structure of Generated Script Files | 30-3 |
| Properties for Controlling Script Generation | 30-4 |
| Enabling and Disabling Script Generation | 30-4 |
| Customizing Script Names | 30-4 |
| Customizing Script Code | 30-4 |
| Examples | 30-6 |
| Configure Compilation, Simulation, Synthesis, and Lint Scripts .. | 30-7 |
| Compilation Script Options | 30-8 |
| Simulation Script Options | 30-9 |
| Synthesis Script Options | 30-11 |
| Add Synthesis Attributes | 30-14 |
| Configure Synthesis Project Using Tcl Script | 30-15 |

Using the HDL Workflow Advisor

31

| | |
|--|-------------|
| Workflows in HDL Workflow Advisor | 31-2 |
| Set Up HDL Workflow Advisor in MATLAB | 31-2 |
| Set Up HDL Workflow Advisor in Simulink | 31-2 |
| Generic ASIC/FPGA | 31-2 |

| | |
|--|--------------|
| FPGA Turnkey | 31-3 |
| IP Core Generation | 31-3 |
| Simulink Real-Time FPGA I/O | 31-4 |
| FPGA-in-the-Loop | 31-4 |
| Getting Started with the HDL Workflow Advisor | 31-6 |
| Open the HDL Workflow Advisor | 31-6 |
| Run Tasks in the HDL Workflow Advisor | 31-7 |
| Fix HDL Workflow Advisor Warnings or Failures | 31-8 |
| Save and Restore the HDL Workflow Advisor State | 31-8 |
| View and Save HDL Workflow Advisor Reports | 31-9 |
| Generate Code and Synthesize on FPGA Using HDL Workflow Advisor | 31-12 |
| FIR Filter Model | 31-12 |
| Create a Folder and Copy Relevant Files | 31-13 |
| Set Up Tool Path | 31-14 |
| Open the HDL Workflow Advisor | 31-14 |
| Generate HDL Code and Synthesize on FPGA | 31-15 |
| Run Workflow at Command Line with a Script | 31-15 |
| Generate Test Bench and Enable Code Coverage Using the HDL Workflow Advisor | 31-17 |
| Generate HDL Code for FPGA Floating-Point Target Libraries ... | 31-20 |
| Setup for FPGA Floating-Point Library Mapping | 31-20 |
| Map to an FPGA Floating-Point Library | 31-20 |
| View Code Generation Reports of Floating-Point Library Mapping | 31-22 |
| Analyze Results of Floating-Point Library Mapping | 31-24 |
| FPGA Floating-Point Library IP Mapping | 31-27 |
| Customize Floating-Point IP Configuration | 31-40 |
| Customize the IP Latency with Target Frequency | 31-41 |
| Customize the IP Latency with Latency Strategy | 31-44 |
| HDL Coder Support for FPGA Floating-Point Library Mapping ... | 31-48 |
| Supported Blocks That Map to FPGA Floating-Point Target IP | 31-48 |
| Supported Blocks That Do Not Need to Map to FPGA Floating-Point Target IP | 31-50 |
| Limitations for FPGA Floating-Point Library Mapping | 31-51 |
| Synthesis Objective to Tcl Command Mapping | 31-52 |
| Altera Quartus II | 31-52 |
| Xilinx Vivado 2014.4 | 31-52 |
| Xilinx ISE 14.7 with PlanAhead | 31-53 |
| Run HDL Workflow with a Script | 31-54 |
| Export an HDL Workflow Script | 31-55 |
| Specify Verbosity of Workflow Script | 31-55 |
| Enable or Disable Tasks in HDL Workflow Script | 31-55 |
| Run a Single Workflow Task | 31-55 |
| Import an HDL Workflow Script | 31-56 |
| Generic ASIC/FPGA Workflow Script Example | 31-56 |

| | |
|--|--------------|
| FPGA-in-the-Loop Script Example | 31-57 |
| FPGA Turnkey Workflow Script Example | 31-58 |
| IP Core Generation Workflow Script Example | 31-60 |
| Simulink Real-Time FPGA I/O Workflow Example | 31-62 |
| Getting Started with the HDL Workflow Command-Line Interface | 31-65 |
| Getting Started with FPGA Turnkey Workflow | 31-78 |

Simscape to HDL Workflow

32

| | |
|--|--------------|
| Get Started with Simscape Hardware-in-the-Loop Workflow | 32-2 |
| Simscape Example Models for HDL Code Generation | 32-2 |
| Guidelines for Modeling Simscape for HDL Compatibility | 32-2 |
| Restrictions for HDL Code Generation from Simscape Models | 32-3 |
| Modeling Guidelines for Simscape Subsystem Replacement | 32-5 |
| Enclose Simscape Blocks Inside a Subsystem | 32-5 |
| Multiple Simscape Network Considerations | 32-6 |
| Avoid Using Certain Blocks in Simscape Utilities Library | 32-7 |
| Generate HDL Code for Simscape Models | 32-9 |
| Generate Optimized HDL Implementation Model from Simscape | 32-17 |
| Generate Simulink Real-Time Interface Subsystem for Simscape Two- Level Converter Model | 32-25 |
| Deploy Simscape Buck Converter Model to Speedgoat IO Module Using HDL Workflow Script | 32-33 |
| Partition Simscape Models Containing a Large Network into Multiple Smaller Networks | 32-47 |
| Generate HDL Code for Simscape Models with Multiple Networks | 32-54 |
| Troubleshoot Conversion of Simscape DC Motor Control to HDL- Compatible Simulink Model | 32-63 |
| Troubleshoot Conversion of Simscape Permanent Magnet Synchronous Motor to HDL-Compatible Simulink Model | 32-70 |
| Replacing Piecewise-Constant Resistor | 32-86 |
| Hardware-in-the-Loop Implementation of Simscape Model on Speedgoat FPGA I/O Modules | 32-90 |

| | |
|--|---------------|
| Validate HDL Implementation Model to Simscape Algorithm | 32-97 |
| Bridge Rectifier Model | 32-97 |
| Increase Validation Logic Tolerance | 32-99 |
| Increase Number of Solver Iterations | 32-100 |
| Use Larger Floating-Point Precision | 32-101 |
| Improve Sampling Rate of HDL Implementation Model Generated from Simscape Algorithm | 32-104 |
| Sampling Frequency | 32-104 |
| Boost Converter Model | 32-104 |
| Reducing Number of Solver Iterations | 32-106 |
| Using Oversampling Factor and Latency Strategy | 32-106 |

Simscape HDL Workflow Advisor Tasks

33

| | |
|---|-------------|
| Simscape HDL Workflow Advisor Tasks | 33-2 |
| Simscape HDL Workflow Advisor folder | 33-2 |
| Code generation compatibility folder | 33-2 |
| Check solver configuration task | 33-2 |
| Check switched linear task | 33-3 |
| State-space conversion folder | 33-3 |
| Extract Equations | 33-4 |
| Discretize Equations | 33-4 |
| Implementation model generation folder | 33-4 |
| Generate implementation model task | 33-5 |
| Simscape HDL Workflow Advisor Tips and Guidelines | 33-6 |
| Estimating Resource Consumption Using Algebraic and Differential Variables | 33-6 |
| Setting Simulation Stop Time for Extracting Equations | 33-7 |
| Changing Sample Time for Discretizing Equations | 33-8 |
| Using Number of Solver Iterations | 33-9 |
| Floating-Point Precision and Numerical Accuracy | 33-10 |
| Map State Space Parameters to RAMs | 33-10 |

Model Protection in HDL Coder

34

| | |
|--|-------------|
| Create Protected Models to Conceal Contents and Generate HDL Code | 34-2 |
| How Model Protection Works | 34-2 |
| How to Create a Protected Model | 34-2 |
| General Protected Model Requirements and Limitations | 34-3 |
| Protected Model Restrictions for HDL Code Generation | 34-3 |
| Prepare the Parent Model | 34-4 |
| Protect the Referenced Model | 34-5 |
| Protected Model Report | 34-7 |
| Generate HDL Code for Models Referencing Protected Model | 34-9 |

| | |
|--|--------------|
| Test Protected Models | 34-10 |
| Package and Share Protected Models | 34-12 |
| Harness Model | 34-12 |
| MAT-File with Base Workspace Definitions | 34-12 |
| Simulink Data Dictionary | 34-13 |
| Protected Model File Contents | 34-13 |
| Obfuscate Generated HDL Code from Simulink Models | 34-15 |
| How to Generate Obfuscated HDL Code | 34-15 |
| Generated HDL Code with Obfuscation | 34-15 |
| Code Obfuscation Report | 34-16 |
| HDL Model Parameters Incompatible with Code Obfuscation | 34-16 |
| Code Obfuscation Considerations and Restrictions | 34-17 |

HDL Test Bench

35

| | |
|---|--------------|
| Verify Generated Code Using HDL Test Bench from Configuration Parameters | 35-2 |
| FIR Filter Model | 35-2 |
| Create a Folder and Copy Relevant Files | 35-4 |
| What is a HDL Test Bench? | 35-5 |
| How to Verify the Generated Code | 35-5 |
| Generate HDL Test Bench | 35-5 |
| View HDL Test Bench Files | 35-6 |
| Run Simulation and Verify Generated HDL Code | 35-7 |
| Verify Generated Code Using HDL Test Bench at Command Line | 35-9 |
| FIR Filter Model | 35-9 |
| Create a Folder and Copy Relevant Files | 35-11 |
| What is a HDL Test Bench? | 35-12 |
| How to Verify the Generated Code | 35-12 |
| Generate HDL Test Bench | 35-12 |
| View HDL Test Bench Files | 35-13 |
| Run Simulation and Verify Generated HDL Code | 35-13 |
| Test Bench Generation | 35-15 |
| How Test Bench Generation Works | 35-15 |
| Test Bench Data Files | 35-15 |
| Test Bench Data Type Limitations | 35-15 |
| Use Constants Instead of File I/O | 35-15 |
| Test Bench Block Restrictions | 35-17 |

| | |
|---|--------------|
| FPGA Board Customization | 36-2 |
| Feature Description | 36-2 |
| Custom Board Management | 36-2 |
| FPGA Board Requirements | 36-2 |
| Create Custom FPGA Board Definition | 36-6 |
| Create Xilinx KC705 Evaluation Board Definition File | 36-7 |
| Overview | 36-7 |
| What You Need to Know Before Starting | 36-7 |
| Start New FPGA Board Wizard | 36-7 |
| Provide Basic Board Information | 36-8 |
| Specify FPGA Interface Information | 36-9 |
| Enter FPGA Pin Numbers | 36-10 |
| Run Optional Validation Tests | 36-12 |
| Save Board Definition File | 36-13 |
| Use New FPGA Board | 36-14 |
| FPGA Board Manager | 36-18 |
| Introduction | 36-18 |
| Filter | 36-19 |
| Search | 36-19 |
| FIL Enabled/Turnkey Enabled | 36-20 |
| Create Custom Board | 36-20 |
| Add Board from File | 36-20 |
| Get More Boards | 36-20 |
| View/Edit | 36-20 |
| Remove | 36-20 |
| Clone | 36-20 |
| Validate | 36-20 |
| New FPGA Board Wizard | 36-21 |
| Basic Information | 36-22 |
| Interfaces | 36-22 |
| FIL I/O | 36-25 |
| Turnkey I/O | 36-27 |
| Validation | 36-30 |
| Finish | 36-31 |
| FPGA Board Editor | 36-32 |
| General Tab | 36-32 |
| Interface Tab | 36-34 |

HDL Workflow Advisor Tasks

| | |
|---|-------------|
| HDL Workflow Advisor Tasks | 37-2 |
| HDL Workflow Advisor Tasks Overview | 37-3 |

| | |
|--|-------|
| Set Target Overview | 37-4 |
| Set Target Device and Synthesis Tool | 37-4 |
| Set Target Reference Design | 37-5 |
| Set Target Interface | 37-6 |
| Set Target Frequency | 37-6 |
| Set Target Interface | 37-7 |
| Set Target Interface | 37-7 |
| Prepare Model For HDL Code Generation Overview | 37-8 |
| Check Model Settings | 37-9 |
| Check Model Settings | 37-9 |
| Check Algebraic Loops | 37-10 |
| Check Block Compatibility | 37-10 |
| Check Sample Times | 37-10 |
| Check FPGA-In-The-Loop Compatibility | 37-11 |
| HDL Code Generation Overview | 37-11 |
| Set HDL Options | 37-11 |
| Set Basic Options | 37-12 |
| Set Report Options | 37-12 |
| Set Advanced Options | 37-13 |
| Set Optimization Options | 37-13 |
| Set Testbench Options | 37-13 |
| Generate RTL Code | 37-13 |
| Generate RTL Code and Testbench | 37-13 |
| Verify with HDL Cosimulation | 37-14 |
| Generate RTL Code and IP Core | 37-14 |
| FPGA Synthesis and Analysis Overview | 37-16 |
| Create Project | 37-16 |
| Perform Synthesis and P/R Overview | 37-17 |
| Perform Logic Synthesis | 37-17 |
| Perform Mapping | 37-18 |
| Perform Place and Route | 37-18 |
| Run Synthesis | 37-19 |
| Run Implementation | 37-19 |
| Annotate Model with Synthesis Result | 37-19 |
| Download to Target Overview | 37-20 |
| Generate Programming File | 37-20 |
| Program Target Device | 37-20 |
| Generate Simulink Real-Time Interface | 37-21 |
| Save and Restore HDL Workflow Advisor State | 37-21 |
| FPGA-In-The-Loop Implementation | 37-21 |
| Set FPGA-In-The-Loop Options | 37-21 |
| Build FPGA-In-The-Loop | 37-22 |
| Check USRP Compatibility | 37-22 |
| Generate FPGA Implementation | 37-22 |
| Check SDR Compatibility | 37-22 |
| SDR FPGA Implementation | 37-22 |
| Set SDR Options | 37-23 |
| Build SDR | 37-24 |
| Embedded System Integration | 37-24 |
| Create Project | 37-24 |
| Generate Software Interface | 37-24 |
| Build FPGA Bitstream | 37-25 |
| Program Target Device | 37-26 |

| | |
|--|--------------|
| HDL Coder Checks in Model Advisor / HDL Code Advisor Overview | 38-3 |
| Model configuration checks overview | 38-4 |
| Check for model parameters suited for HDL code generation | 38-5 |
| Description | 38-5 |
| Results and Recommended Actions | 38-6 |
| See Also | 38-6 |
| Check for global reset setting for Xilinx and Altera devices | 38-7 |
| Description | 38-7 |
| Results and Recommended Actions | 38-7 |
| See Also | 38-7 |
| Check inline configurations setting | 38-8 |
| Description | 38-8 |
| Results and Recommended Actions | 38-8 |
| Check algebraic loops | 38-9 |
| Description | 38-9 |
| Results and Recommended Actions | 38-9 |
| See Also | 38-9 |
| Check for visualization settings | 38-10 |
| Description | 38-10 |
| Results and Recommended Actions | 38-10 |
| See Also | 38-10 |
| Check delay balancing setting | 38-11 |
| Description | 38-11 |
| Results and Recommended Actions | 38-11 |
| See Also | 38-11 |
| Check for ports and subsystems overview | 38-12 |
| Check for invalid top level subsystem | 38-13 |
| Description | 38-13 |
| Results and Recommended Actions | 38-13 |
| Check initial conditions of enabled and triggered subsystems | 38-14 |
| Description | 38-14 |
| Results and Recommended Actions | 38-14 |
| See Also | 38-14 |
| Check for blocks and block settings overview | 38-15 |
| Check for infinite and continuous sample time sources | 38-16 |
| Description | 38-16 |
| Results and Recommended Actions | 38-16 |
| See Also | 38-16 |

| | |
|--|--------------|
| Check for unsupported blocks | 38-17 |
| Description | 38-17 |
| Results and Recommended Actions | 38-17 |
| Check for large matrix operations | 38-18 |
| Description | 38-18 |
| Results and Recommended Actions | 38-18 |
| See Also | 38-18 |
| Check for MATLAB Function block settings | 38-19 |
| Description | 38-19 |
| Results and Recommended Actions | 38-19 |
| See Also | 38-19 |
| Check for Stateflow chart settings | 38-20 |
| Description | 38-20 |
| Results and Recommended Actions | 38-20 |
| See Also | 38-20 |
| Check for obsolete Unit Delay Enabled/Resettable Blocks | 38-21 |
| Description | 38-21 |
| Results and Recommended Actions | 38-21 |
| Check for blocks that have nonzero output latency | 38-22 |
| Description | 38-22 |
| Results and Recommended Actions | 38-22 |
| See Also | 38-22 |
| Check for unsupported storage class for signal objects | 38-23 |
| Description | 38-23 |
| Results and Recommended Actions | 38-23 |
| Check for HDL Reciprocal block usage | 38-24 |
| Description | 38-24 |
| Results and Recommended Actions | 38-24 |
| See Also | 38-24 |
| Check for Trigonometric Function block for LUT-based approximation method | 38-25 |
| Description | 38-25 |
| Results and Recommended Actions | 38-25 |
| Capabilities and Limitations | 38-25 |
| See Also | 38-25 |
| Native Floating Point Checks Overview | 38-26 |
| Check for single datatypes in the model | 38-27 |
| Description | 38-27 |
| Results and Recommended Actions | 38-27 |
| See Also | 38-27 |
| Check for double datatypes in the model with Native Floating Point | 38-28 |
| Description | 38-28 |
| Results and Recommended Actions | 38-28 |

| | |
|--|--------------|
| See Also | 38-28 |
| Check for Data Type Conversion blocks with incompatible settings | 38-29 |
| Description | 38-29 |
| Results and Recommended Actions | 38-29 |
| See Also | 38-29 |
| Check for HDL Reciprocal block usage | 38-30 |
| Description | 38-30 |
| Results and Recommended Actions | 38-30 |
| See Also | 38-30 |
| Check for Relational Operator block usage | 38-31 |
| Description | 38-31 |
| Results and Recommended Actions | 38-31 |
| See Also | 38-31 |
| Check for unsupported blocks with Native Floating Point | 38-32 |
| Description | 38-32 |
| Results and Recommended Actions | 38-32 |
| See Also | 38-32 |
| Check blocks with nonzero ulp error | 38-33 |
| Description | 38-33 |
| Results and Recommended Actions | 38-33 |
| See Also | 38-33 |
| Industry standard checks overview | 38-34 |
| Check file extension | 38-35 |
| Description | 38-35 |
| Results and Recommended Actions | 38-35 |
| See Also | 38-35 |
| Check naming conventions | 38-36 |
| Description | 38-36 |
| Results and Recommended Actions | 38-36 |
| See Also | 38-36 |
| Check top-level subsystem/port names | 38-37 |
| Description | 38-37 |
| Results and Recommended Actions | 38-37 |
| See Also | 38-37 |
| Check module/entity names | 38-38 |
| Description | 38-38 |
| Results and Recommended Actions | 38-38 |
| See Also | 38-38 |
| Check signal and port names | 38-39 |
| Description | 38-39 |
| Results and Recommended Actions | 38-39 |
| See Also | 38-39 |

| | |
|---|--------------|
| Check package file names | 38-40 |
| Description | 38-40 |
| Results and Recommended Actions | 38-40 |
| See Also | 38-40 |
| Check generics | 38-41 |
| Description | 38-41 |
| Results and Recommended Actions | 38-41 |
| See Also | 38-41 |
| Check clock, reset, and enable signals | 38-42 |
| Description | 38-42 |
| Results and Recommended Actions | 38-42 |
| See Also | 38-42 |
| Check architecture name | 38-43 |
| Description | 38-43 |
| Results and Recommended Actions | 38-43 |
| See Also | 38-43 |
| Check entity and architecture | 38-44 |
| Description | 38-44 |
| Results and Recommended Actions | 38-44 |
| See Also | 38-44 |
| Check clock settings | 38-45 |
| Description | 38-45 |
| Results and Recommended Actions | 38-45 |
| See Also | 38-45 |

Using the HDL Code Advisor

39

| | |
|---|--------------|
| Check HDL Compatibility of Simulink Model Using HDL Code Advisor | 39-2 |
| Open the HDL Code Advisor | 39-2 |
| Run Checks In the HDL Code Advisor | 39-3 |
| Fix HDL Code Advisor Warnings or Failures | 39-3 |
| View and Save HDL Code Advisor Reports | 39-4 |
| Run Model Advisor Checks for HDL Coder | 39-6 |
| Open the Model Advisor Checks | 39-6 |
| Run Checks in the Model Advisor | 39-6 |
| Run Checks In Background | 39-7 |
| Display Check Results in the Model Advisor Report | 39-7 |
| Fix Warnings or Failures | 39-8 |
| Save and Restore Model Advisor State | 39-9 |
| HDL Code Advisor Checks | 39-11 |
| Model configuration checks | 39-12 |
| Checks for ports and subsystems | 39-12 |
| Checks for blocks and block settings | 39-12 |

| | |
|------------------------------------|-------|
| Native Floating Point checks | 39-13 |
| industry standard checks | 39-14 |

Hardware-Software Codesign

| | | |
|-----------|---|--------------|
| 40 | Hardware-Software Co-Design Basics | |
| | Hardware-Software Co-Design Workflow for SoC Platforms | 40-2 |
| | Speedgoat FPGA Support with HDL Workflow Advisor | 40-8 |
| | Speedgoat Simulink-Programmable I/O Module Support | 40-8 |
| | Prepare for FPGA Workflow | 40-8 |
| | Custom IP Core Generation | 40-10 |
| | Custom IP Core Architectures | 40-10 |
| | Target Platform Interfaces | 40-10 |
| | Processor and FPGA Synchronization | 40-11 |
| | Custom IP Core Generated Files | 40-11 |
| | Restrictions | 40-11 |
| | Custom IP Core Report | 40-13 |
| | Summary | 40-13 |
| | Target Interface Configuration | 40-13 |
| | Register Address Mapping | 40-14 |
| | Bit Packing Order | 40-15 |
| | IP Core User Guide | 40-16 |
| | IP Core File List | 40-19 |
| | Generate Board-Independent HDL IP Core from Simulink Model | |
| | | 40-20 |
| | Generate Board-Independent IP Core | 40-20 |
| | IP Core without AXI4 Slave Interfaces | 40-22 |
| | Requirements and Limitations for IP Core Generation | 40-23 |
| | Processor and FPGA Synchronization | 40-24 |
| | Free Running Mode | 40-24 |
| | Coprocesing - Blocking Mode | 40-24 |
| | Synchronization of Global Reset Signal to IP Core Clock Domain | |
| | | 40-26 |
| | IP Caching for Faster Reference Design Synthesis | 40-30 |
| | Requirements for Using IP Caching | 40-30 |
| | What Is an IP Cache? | 40-30 |
| | How IP Caching Works | 40-31 |
| | Enable IP Caching | 40-31 |
| | IP Caching in HDL Coder Reference Designs | 40-32 |
| | IP Caching in Custom Reference Designs | 40-33 |

| | |
|--|---------------|
| Resolve Timing Failures in IP Core Generation and Simulink Real-Time FPGA I/O Workflows | 40-35 |
| Step 1: Identify the Timing Failure | 40-35 |
| Step 2: Find the Critical Path | 40-38 |
| Step 3: Resolve Timing Failures | 40-42 |
| Define Multiple AXI Master Interfaces in Reference Designs to access DUT AXI4 Slave Interface | 40-46 |
| Vivado-Based Reference Designs | 40-46 |
| Qsys-Based Reference Designs | 40-48 |
| Program Target FPGA Boards or SoC Devices | 40-50 |
| How to Program Target Device | 40-50 |
| Programming Methods | 40-51 |
| Generate Software Interface Script to Probe and Rapidly Prototype HDL IP Core | 40-54 |
| Prerequisites | 40-54 |
| Generate Software Interface | 40-54 |
| Software Interface Script | 40-56 |
| Generate Software Interface Model to Probe and Rapidly Prototype HDL IP Core | 40-60 |
| Prerequisites | 40-60 |
| Generate Software Interface | 40-60 |
| Software Interface Model | 40-62 |
| Create Software Interface Script to Control and Rapidly Prototype HDL IP Core | 40-66 |
| Prerequisites | 40-66 |
| Ethernet-Based Interface | 40-66 |
| JTAG Based Interface | 40-71 |
| Getting Started with Targeting Xilinx Zynq Platform | 40-75 |
| Getting Started with Targeting Zynq UltraScale+ MPSoC Platform | 40-94 |
| Getting Started with Targeting Intel SoC Devices | 40-114 |
| Getting Started with Targeting Intel Quartus Pro based Devices | 40-132 |
| Save Target Hardware Settings in Model | 40-147 |
| Generate Custom HDL IP Core for Blinking LED on FPGA Board | 40-153 |
| Access DUT Registers on Xilinx Pure FPGA Board Using IP Core Generation Workflow | 40-162 |
| Access DUT Registers on Intel Pure FPGA Board Using IP Core Generation Workflow | 40-173 |

| | |
|---|---------------|
| IP Core Generation Workflow with a MicroBlaze processor: Xilinx Kintex-7 KC705 | 40-183 |
| Map Bus Data types to AXI4 Slave Interfaces | 40-206 |
| Prototype FPGA Design on Hardware with Live Data by Using MATLAB Commands | 40-213 |

Target SoC Platforms and Speedgoat Boards

41

| | |
|--|--------------|
| Model Design for AXI4 Slave Interface Generation | 41-3 |
| Considerations | 41-3 |
| Map Scalar Ports to AXI4 Slave Interface | 41-3 |
| Map Vector Ports to AXI4 Slave Interface | 41-4 |
| Map Bus Data Types to AXI4 Slave Interface | 41-5 |
| Specify Initial Value of AXI4 Slave Registers | 41-6 |
| Read Back Value of AXI4 Slave Interfaces | 41-8 |
| Optimize AXI4 Slave Read Logic | 41-10 |
| Model Design for AXI4-Stream Interface Generation | 41-11 |
| Simplified Streaming Protocol | 41-11 |
| Sample-Based Modeling | 41-12 |
| Frame-Based Modeling | 41-15 |
| Model Designs with Multiple Streaming Channels | 41-16 |
| Model Designs That Have Multiple Sample Rates | 41-17 |
| Interface Options for AXI4 Stream Data | 41-17 |
| Restrictions | 41-19 |
| Generate HDL IP Core with Multiple AXI4-Stream and AXI4 Master Interfaces | 41-20 |
| Why Use Multiple AXI4 Interfaces | 41-20 |
| Specify Multiple AXI4 Interfaces in Generic IP Core Generation Workflow | 41-20 |
| Specify Multiple AXI4 Interfaces in Custom Reference Designs | 41-21 |
| Ready Signal Mapping for Multiple Streaming Interfaces | 41-23 |
| Restrictions | 41-23 |
| Running Audio Filter with Multiple AXI4-Stream Channels on ZedBoard | 41-25 |
| Enable Readback on AXI4 Slave Input Registers to Inspect Written Values | 41-38 |
| Multirate IP Core Generation | 41-51 |
| Board and Reference Design Registration System | 41-55 |
| Board, IP Core, and Reference Design Definitions | 41-55 |
| Board Registration Files | 41-55 |
| Reference Design Registration Files | 41-56 |
| Predefined Board and Reference Design Examples | 41-57 |

| | |
|--|---------------|
| Register a Custom Board | 41-58 |
| Define a Board | 41-58 |
| Create a Board Plugin | 41-59 |
| Define a Board Registration Function | 41-59 |
| Register a Custom Reference Design | 41-61 |
| Define a Reference Design | 41-61 |
| Create a Reference Design Plugin | 41-62 |
| Define a Reference Design Registration Function | 41-62 |
| Define Custom Parameters and Callback Functions for Custom Reference Design | 41-64 |
| Define Custom Parameters and Register Callback Function Handle | 41-64 |
| Define Custom Callback Functions | 41-68 |
| Customize Reference Design Dynamically Based on Reference Design Parameters | 41-70 |
| Why Customize the Reference Design | 41-70 |
| How Reference Design Customization Works | 41-70 |
| Customizable Reference Design Parameters | 41-71 |
| Example: Create Master Only or Slave Only or Both Slave and Master Reference Designs | 41-72 |
| Define and Add IP Repository to Custom Reference Design | 41-75 |
| Create an IP Repository Folder Structure | 41-75 |
| Define IP List Function | 41-76 |
| Add IP List Function to Reference Design Project | 41-77 |
| FPGA Programming and Configuration on Speedgoat Simulink-Programmable I/O Modules | 41-79 |
| Model Design for AXI4-Stream Video Interface Generation | 41-84 |
| Streaming Pixel Protocol | 41-84 |
| Protocol Signals and Timing Diagrams | 41-84 |
| Model Data and Control Bus Signals | 41-86 |
| Map DUT Ports to Multiple Channels | 41-90 |
| Model Designs with Multiple Sample Rates | 41-90 |
| Video Porch Insertion Logic | 41-90 |
| Default Video System Reference Design | 41-91 |
| Restrictions | 41-92 |
| Model Design for AXI4 Master Interface Generation | 41-93 |
| Simplified AXI4 Master Protocol - Write Channel | 41-93 |
| Simplified AXI4 Master Protocol - Read Channel | 41-95 |
| Base Address Register Calculation | 41-96 |
| Specify Initial Value of AXI4 Master Read and Write Base Address | 41-97 |
| Modeling for AXI4 Master Interfaces | 41-97 |
| Map Vector Ports to AXI4 Master Interfaces | 41-99 |
| Model Designs with Multiple Sample Rates | 41-101 |
| Reference Designs for IP Core Integration | 41-102 |
| Restrictions | 41-103 |

| | |
|---|---------------|
| IP Core Generation Workflow for Standalone FPGA Devices | 41-104 |
| Targeting FPGA Reference Designs with AXI4 Interface | 41-105 |
| Targeting FPGA Reference Designs Without AXI4 Interface | 41-107 |
| Board Support | 41-107 |
| Restrictions | 41-107 |
| IP Core Generation Workflow for Speedgoat Simulink-Programmable | |
| I/O Modules | 41-108 |
| Supported I/O Modules | 41-108 |
| IP Core Generation Workflow | 41-108 |
| Restrictions | 41-110 |
| IP Core Generation of an I2C Controller IP to Configure the Audio | |
| Codec Chip | 41-111 |
| Running an Audio Filter on Live Audio Input using Intel Board | 41-131 |
| Running an Audio Filter on Live Audio Input Using a Zynq Board | |
| | 41-141 |
| Getting Started with AXI4-Stream Interface in Zynq Workflow . | 41-152 |
| Getting Started with AXI4-Stream Video Interface in Zynq Workflow | |
| | 41-167 |
| Performing Large Matrix Operation on FPGA using External Memory | |
| | 41-177 |
| Authoring a Reference Design for Audio System on a Zynq Board | |
| | 41-185 |
| Authoring a Reference Design for Audio System on a ZYBO Board | |
| | 41-195 |
| Authoring a Reference Design for Audio System on Intel Board | 41-201 |
| Define Custom Board and Reference Design for Zynq Workflow | 41-211 |
| Define Custom Board and Reference Design for Intel SoC Workflow | |
| | 41-230 |
| Dynamically Create Reference Design with Master Only or Slave Only | |
| AXI4-Stream Interface | 41-244 |
| Using JTAG MATLAB as AXI Master to control HDL Coder generated | |
| IP Core | 41-257 |
| Debug a Zynq Design Using HDL Coder and Embedded Coder . . | 41-264 |
| Debug IP Core Using FPGA Data Capture | 41-269 |

| | |
|---|-------------|
| Generate Device tree for IP Core | 42-2 |
| Get Started with device trees | 42-2 |
| Use device trees with IP Core Generation Workflow | 42-3 |
| Deploy Device tree and Bitstream | 42-8 |
| Sample Device tree | 42-9 |

HDL Code Generation from MATLAB

MATLAB Algorithm Design

- “Functions Supported for HDL Code Generation” on page 1-2
- “Supported MATLAB Data Types, Operators, and Control Flow Statements” on page 1-4
- “Persistent Variables and Persistent Array Variables” on page 1-9
- “Complex Data Type Support” on page 1-11
- “HDL Code Generation for System Objects” on page 1-14
- “HDL Code Generation from System Objects” on page 1-16
- “HDL Code Generation for Streaming Matrix Inverse System Object” on page 1-20
- “HDL Code Generation for Streaming Matrix Multiply System Object” on page 1-29
- “HDL Code Generation from hdl.RAM System Object” on page 1-37
- “HDL Code Generation from A Non-Restoring Square Root System Object” on page 1-41
- “HDL Code Generation from Viterbi Decoder System Object” on page 1-46
- “Predefined System Objects Supported for HDL Code Generation” on page 1-50
- “Load constants from a MAT-File” on page 1-52
- “Generate Code for User-Defined System Objects” on page 1-53
- “Map Matrices to ROM” on page 1-55
- “Model State with Persistent Variables and System Objects” on page 1-56
- “Bitwise Operations in MATLAB for HDL Code Generation” on page 1-59
- “Guidelines for Writing MATLAB Code to Generate Efficient HDL Code” on page 1-62
- “For-Loop Best Practices for HDL Code Generation” on page 1-64
- “MATLAB Test Bench Requirements and Best Practices for HDL Code Generation” on page 1-66

Functions Supported for HDL Code Generation


In this section...

“Supported MATLAB and Fixed Point Runtime Library Functions” on page 1-2

“Fixed-Point Function Limitations” on page 1-2

You can generate efficient HDL code for a subset of MATLAB built-in functions and toolbox functions that you call from MATLAB code.

Supported MATLAB and Fixed Point Runtime Library Functions

The supported functions for HDL code generation are listed in the following tables. In these tables, a  icon before the name of a function indicates that there are specific usage notes and limitations related to HDL code generation for that function. To view these usage notes and limitations, in the corresponding reference page, scroll down to the **Extended Capabilities** section at the bottom and expand the **HDL Code Generation** section.

The table shows HDL code generation support for both MATLAB and fixed-point run-time library functions from the Fixed-Point Designer™ functions.

HDL code generation support for the functions is summarized in the following tables.

- Functions Supported for HDL Code Generation (Category List)
- Functions Supported for HDL Code Generation (Alphabetical List)

Fixed-Point Function Limitations

In addition to function-specific limitations listed in the table, the following general limitations apply to the use of Fixed-Point Designer functions in generated HDL code:

- `fipref` and `quantizer` objects are not supported.
- Slope and bias scaling are not supported.
- Dot notation is only supported for getting the values of `fimath` and `numericType` properties. Dot notation is not supported for `fi` objects, and it is not supported for setting properties.
- Word lengths greater than 128 bits are not supported.
- You cannot change the `fimath` or `numericType` of a given variable after that variable has been created.
- The `boolean` and `ScaledDouble` values of the `DataTypeMode` and `DataType` properties are not supported.
- For all `SumMode` property settings other than `FullPrecision`, the `CastBeforeSum` property must be set to `true`.
- The `numel` function returns the number of elements of `fi` objects in the generated code.
- General limitations of C/C++ code generated from MATLAB apply. See “MATLAB Language Features That Code Generation Does Not Support”.

See Also

`codegen` | `coder.HdlConfig`

More About

- “Supported MATLAB Data Types, Operators, and Control Flow Statements” on page 1-4
- “Bitwise Operations in MATLAB for HDL Code Generation” on page 1-59
- “Functions for Programming and Data Types”

Supported MATLAB Data Types, Operators, and Control Flow Statements

| In this section... |
|---------------------------------------|
| "Supported Data Types" on page 1-4 |
| "Supported Operators" on page 1-5 |
| "Control Flow Statements" on page 1-7 |

When you generate HDL code from your MATLAB algorithm, use the data types, operators, and control flow statements that HDL Coder supports.

Supported Data Types

HDL Coder does not support cell arrays and `Inf` data types. This table shows the supported subset of MATLAB data types.

| Types | Supported Data Types | Restrictions |
|-------------|--|--|
| Integer | <ul style="list-style-type: none"> <code>uint8</code>, <code>uint16</code>, <code>uint32</code>, <code>uint64</code> <code>int8</code>, <code>int16</code>, <code>int32</code>, <code>int64</code> | In Simulink®, MATLAB Function block ports must use numeric types <code>sfix64</code> or <code>ufix64</code> for 64-bit data. |
| Real | <ul style="list-style-type: none"> <code>double</code> <code>single</code> | <p>HDL code generated with <code>double</code> or <code>single</code> data types in your MATLAB code can be used for simulation, but is not synthesizable. You can generate synthesizable code when you use these data types in your Simulink model. For more information, see:</p> <ul style="list-style-type: none"> "Simulink Blocks Supported with Native Floating-Point" on page 10-122 "Generate Target-Independent HDL Code with Native Floating-Point" on page 10-105 "Signal and Data Type Support" on page 10-2 |
| Character | <code>char</code> | - |
| Logical | <code>logical</code> | - |
| Fixed point | <ul style="list-style-type: none"> Scaled (binary point only) fixed-point numbers Custom integers (zero binary point) | <p>Fixed-point numbers with slope (not equal to 1.0) and bias (not equal to 0.0) are not supported.</p> <p>Maximum word size for fixed-point numbers is 128 bits.</p> |
| Vectors | <ul style="list-style-type: none"> <code>unordered {N}</code> <code>row {1, N}</code> <code>column {N, 1}</code> | <p>The maximum number of vector elements allowed is 2^{32}.</p> <p>Before a variable is subscripted, it must be fully defined.</p> |

| Types | Supported Data Types | Restrictions |
|--------------|----------------------|---|
| Matrices | {N, M} | Matrices are supported in the body of the design algorithm, but are not supported as inputs to the top-level design function. Do not use matrices in the testbench. |
| Structures | struct | Arrays of structures are not supported. For the FPGA Turnkey and IP Core Generation workflows, structures are supported in the body of the design algorithm, but are not supported as inputs to the top-level design function. |
| Enumerations | enumeration | Enumeration values must be monotonically increasing. If your target language is Verilog®, all enumeration member names must be unique within the design. Enumerations at the top-level DUT ports are not supported with the following workflows or verification methods: <ul style="list-style-type: none"> • IP Core Generation workflow • FPGA Turnkey workflow • FPGA-in-the-Loop • HDL Cosimulation |

Global variables are not supported for HDL code generation.

Supported Operators

Note HDL code generated for large vector and matrix inputs to arithmetic operations can result in inefficient code. The code for these operators is not automatically pipelined.

Arithmetic Operators

| Operation | Operator Syntax | Equivalent Function | Restrictions |
|--------------------------|-----------------|---------------------|--|
| Binary addition | A+B | plus(A,B) | Neither A nor B can be data type logical. |
| Matrix multiplication | A*B | mtimes(A,B) | HDL code generated for matrix arithmetic operations is not pipelined, and can result in inefficient code. |
| Arraywise multiplication | A.*B | times(A,B) | Neither A nor B can be data type logical. |
| Matrix power | A^B | mpower(A,B) | A and B must be scalar, and B must be an integer. HDL code generated for matrix arithmetic operations is not pipelined, and can result in inefficient code. |
| Arraywise power | A.^B | power(A,B) | A and B must be scalar, and B must be an integer. |
| Complex transpose | A' | ctranspose(A) | - |
| Matrix transpose | A. ' | transpose(A) | |
| Matrix concat | [A B] | None | - |
| Matrix index | A(r c) | None | Before you use a variable, you must fully define it. |

Logical Operators

| Operation | Operator Syntax | M Function Equivalent | Notes |
|--------------------------------|-----------------|-----------------------|---|
| Logical And | A&B | and(A,B) | - |
| Logical Or | A B | or(A,B) | - |
| Logical Xor | A xor B | xor(A,B) | - |
| Logical And (short circuiting) | A&&B | N/A | Use short circuiting logical operators within conditionals. |
| Logical Or (short circuiting) | A B | N/A | Use short circuiting logical operators within conditionals. |
| Element complement | ~A | not(A) | - |

Relational Operators

| Relation | Operator Syntax | Equivalent Function |
|--------------------------|-----------------|---------------------|
| Less than | A<B | lt(A,B) |
| Less than or equal to | A<=B | le(A,B) |
| Greater than or equal to | A>=B | ge(A,B) |
| Greater than | A>B | gt(A,B) |
| Equal | A==B | eq(A,B) |
| Not equal | A~=B | ne(A,B) |

Control Flow Statements

HDL Coder supports the following control flow statements and constructs with restrictions.

| Control Flow Statement | Restrictions |
|------------------------|---|
| for | <p>Do not use for loops without static bounds.</p> <p>Do not use the & and operators within conditions of a for statement. Instead, use the && and operators.</p> <p>HDL Coder does not support nonscalar expressions in the conditions of for statements. Instead, use the all or any functions to collapse logical vectors into scalars.</p> |
| if | <p>Do not use the & and operators within conditions of an if statement. Instead, use the && and operators.</p> <p>HDL Coder does not support nonscalar expressions in the conditions of if statements. Instead, use the all or any functions to collapse logical vectors into scalars.</p> |
| switch | <p>The conditional expression in a switch or case statement must use only:</p> <ul style="list-style-type: none"> • uint8, uint16, uint32, int8, int16, or int32 data types • Scalar data <p>If multiple case statements make assignments to the same variable, the numeric type and fimath specification for that variable must be the same in every case statement.</p> |

The following control flow statements are not supported:

- while
- break
- continue
- return
- parfor

Avoid using the following vector functions, as they may generate loops containing break statements:

- `isequal`
- `bitrevorder`

See Also

`codegen` | `coder.HdlConfig`

More About

- “Hexadecimal and Binary Values”
- “Functions Supported for HDL Code Generation” on page 1-2
- “Bitwise Operations in MATLAB for HDL Code Generation” on page 1-59
- “Functions for Programming and Data Types”

Persistent Variables and Persistent Array Variables

Persistent Variables

Persistent variables enable you to model registers. If you need to preserve state between invocations of your MATLAB algorithm, use persistent variables.

Before you use a persistent variable, you must initialize it with a statement specifying its size and type. You can initialize a persistent variable with either a constant value or a variable, as in the following examples:

```
% Initialize with a constant
persistent p;
if isempty(p)
    p = fi(0,0,8,0);
end
```

```
% Initialize with a variable
initval = fi(0,0,8,0);

persistent p;
if isempty(p)
    p = initval;
end
```

Use a logical expression that evaluates to a constant to test whether a persistent variable has been initialized, as in the preceding examples. Using a logical expression that evaluates to a constant ensures that the generated HDL code for the test is executed only once, as part of the reset process.

You can initialize multiple variables within a single logical expression, as in the following example:

```
% Initialize with variables
initval1 = fi(0,0,8,0);
initval2 = fi(0,0,7,0);

persistent p;
if isempty(p)
    x = initval1;
    y = initval2;
end
```

Note If persistent variables are not initialized as described above, extra sentinel variables can appear in the generated code. These sentinel variables can translate to inefficient hardware.

Persistent Array Variables

Persistent array variables enable you to model RAM.

By default, the HDL Coder software optimizes the area of your design by mapping persistent array variables to RAM. If persistent array variables are not mapped to RAM, they map to registers. RAM mapping can therefore reduce the area of your design in the target hardware.

To learn how persistent array variables map to RAM, see “Map Persistent Arrays and dsp.Delay to RAM” on page 8-8.

See Also

`codegen` | `coder.HdlConfig`

More About

- “Hexadecimal and Binary Values”
- “Functions Supported for HDL Code Generation” on page 1-2
- “Bitwise Operations in MATLAB for HDL Code Generation” on page 1-59
- “Functions for Programming and Data Types”

Complex Data Type Support

In this section...

“Declaring Complex Signals” on page 1-11

“Conversion Between Complex and Real Signals” on page 1-12

“Support for Vectors of Complex Numbers” on page 1-12

Declaring Complex Signals

The following MATLAB code declares several local complex variables. `x` and `y` are declared by complex constant assignment; `z` is created using the using the `complex()` function.

```
function [x,y,z] = fcn
% create 8 bit complex constants
x = uint8(1 + 2i);
y = uint8(3 + 4j);
z = uint8(complex(5, 6));
```

The following code example shows VHDL® code generated from the previous MATLAB code.

```
ENTITY complex_decl IS
  PORT (
    clk : IN std_logic;
    clk_enable : IN std_logic;
    reset : IN std_logic;
    x_re : OUT std_logic_vector(7 DOWNTO 0);
    x_im : OUT std_logic_vector(7 DOWNTO 0);
    y_re : OUT std_logic_vector(7 DOWNTO 0);
    y_im : OUT std_logic_vector(7 DOWNTO 0);
    z_re : OUT std_logic_vector(7 DOWNTO 0);
    z_im : OUT std_logic_vector(7 DOWNTO 0));
END complex_decl;

ARCHITECTURE fsm_SFHDL OF complex_decl IS
BEGIN
  x_re <= std_logic_vector(to_unsigned(1, 8));
  x_im <= std_logic_vector(to_unsigned(2, 8));
  y_re <= std_logic_vector(to_unsigned(3, 8));
  y_im <= std_logic_vector(to_unsigned(4, 8));
  z_re <= std_logic_vector(to_unsigned(5, 8));
  z_im <= std_logic_vector(to_unsigned(6, 8));
END fsm_SFHDL;
```

As shown in the example, complex inputs, outputs and local variables declared in MATLAB code expand into real and imaginary signals. The naming conventions for these derived signals are:

- Real components have the same name as the original complex signal, suffixed with the default string `'_re'` (for example, `x_re`). To specify a different suffix, set the **Complex real part postfix** option (or the corresponding `ComplexRealPostfix` CLI property).
- Imaginary components have the same name as the original complex signal, suffixed with the string `'_im'` (for example, `x_im`). To specify a different suffix, set the **Complex imaginary part postfix** option (or the corresponding `ComplexImagPostfix` CLI property).

A complex variable declared in MATLAB code remains complex during the entire length of the program.

Conversion Between Complex and Real Signals

The MATLAB code provides access to the fields of a complex signal via the `real()` and `imag()` functions, as shown in the following code.

```
function [Re_part, Im_part]= fcn(c)
% Output real and imaginary parts of complex input signal

Re_part = real(c);
Im_part = imag(c);
```

HDL Coder supports these constructs, accessing the corresponding real and imaginary signal components in generated HDL code. In the following Verilog code example, the MATLAB complex signal variable `c` is flattened into the signals `c_re` and `c_im`. Each of these signals is assigned to the output variables `Re_part` and `Im_part`, respectively.

```
module Complex_To_Real_Imag (clk, clk_enable, reset, c_re, c_im, Re_part, Im_part );

    input clk;
    input clk_enable;
    input reset;
    input [3:0] c_re;
    input [3:0] c_im;
    output [3:0] Re_part;
    output [3:0] Im_part;

    // Output real and imaginary parts of complex input signal
    assign Re_part = c_re;
    assign Im_part = c_im;
```

Support for Vectors of Complex Numbers

You can generate HDL code for vectors of complex numbers. Like scalar complex numbers, vectors of complex numbers are flattened down to vectors of real and imaginary parts in generated HDL code.

For example in the following script `t` is a complex vector variable of base type `ufix4` and size `[1,2]`.

```
function y = fcn(u1, u2)

t = [u1 u2];
y = t+1;
```

In the generated HDL code the variable `t` is broken down into real and imaginary parts with the same two-element array .

```
VARIABLE t_re : vector_of_unsigned4(0 TO 3);
VARIABLE t_im : vector_of_unsigned4(0 TO 3);
```

The real and imaginary parts of the complex number have the same vector of type `ufix4`, as shown in the following code.

```
TYPE vector_of_unsigned4 IS ARRAY (NATURAL RANGE <>) OF unsigned(3 DOWNT0 0);
```

Complex vector-based operations (`+`, `-`, `*` etc.) are similarly broken down to vectors of real and imaginary parts. Operations are performed independently on the elements of such vectors, following MATLAB semantics for vectors of complex numbers.

In both VHDL and Verilog code generated from MATLAB code, complex vector ports are always flattened. If complex vector variables appear on inputs and outputs, real and imaginary vector components are further flattened to scalars.

In the following code, `u1` and `u2` are scalar complex numbers and `y` is a vector of complex numbers.

```
function y = fcn(u1, u2)
```

```
t = [u1 u2];  
y = t+1;
```

This generates the following port declarations in a VHDL entity definition.

```
ENTITY _MATLAB_Function IS  
  PORT (  
    clk : IN std_logic;  
    clk_enable : IN std_logic;  
    reset : IN std_logic;  
    u1_re : IN vector_of_std_logic_vector4(0 TO 1);  
    u1_im : IN vector_of_std_logic_vector4(0 TO 1);  
    u2_re : IN vector_of_std_logic_vector4(0 TO 1);  
    u2_im : IN vector_of_std_logic_vector4(0 TO 1);  
    y_re : OUT vector_of_std_logic_vector32(0 TO 3);  
    y_im : OUT vector_of_std_logic_vector32(0 TO 3));  
END _MATLAB_Function;
```

See Also

`codegen` | `coder.HdlConfig`

More About

- “Hexadecimal and Binary Values”
- “Functions Supported for HDL Code Generation” on page 1-2
- “Bitwise Operations in MATLAB for HDL Code Generation” on page 1-59

HDL Code Generation for System Objects

In this section...

“Why Use System Objects?” on page 1-14

“Predefined System Objects” on page 1-14

“User-Defined System Objects” on page 1-14

“Limitations of HDL Code Generation for System Objects” on page 1-14

“System object Examples for HDL Code Generation” on page 1-15

HDL Coder supports both predefined and user-defined System objects for code generation.

Why Use System Objects?

System objects provide a design advantage because:

- You can save time during design and testing by using existing System object components.
- You can design and qualify custom System objects for reuse in multiple designs.
- You can define your algorithm in a System object once, and reuse multiple instances of it in a single MATLAB design.

This idiom cannot be used with MATLAB functions that have state. For example, if the algorithm has state and requires the use of persistent variables, that function cannot be instantiated multiple times in a design. Instead, you would need to copy and rename the function for each instance.

- HDL code that you generate from System objects is modular and more readable.

Predefined System Objects

Predefined System objects that are available with MATLAB, DSP System Toolbox™, and Communications Toolbox™ are supported for HDL code generation. For a list, see “Predefined System Objects Supported for HDL Code Generation” on page 1-50.

User-Defined System Objects

You can create user-defined System objects for HDL code generation. For an example, see “Generate Code for User-Defined System Objects” on page 1-53.

Limitations of HDL Code Generation for System Objects

The following limitations apply to HDL code generation for all System objects:

- Your design can call the System object only once.
- You must not call the object inside a nested conditional statement, such as a nested loop, `if` statement, or `switch` statement.
- You must not call the object inside a conditional statement that contains a matrix indexing operation.

- A System object must be declared persistent if it has state.

A System object has state when it has a tunable private or public property, or a property with the `DiscreteState` attribute.

- You can use the `dsp.Delay` System object only in feed-forward delay modeling.
- Enumerations are not supported.
- Global variables are not supported.

Supported Methods

For predefined System objects, calling the object itself is supported for HDL code generation, but no other object functions are supported.

For user-defined System objects, either the `step` method, or the `output` and `update` methods, are supported for HDL code generation.

Additional Restrictions for Predefined System Objects

Predefined System objects are not supported for HDL code generation from within a MATLAB System block.

Additional Restrictions for User-Defined System Objects

In addition to the limitations for all System objects, the following restrictions apply to user-defined System objects for HDL code generation:

- In the `setupImpl` and `resetImpl` methods, if you assign values to properties or variables, the values must be constants.
- If your design uses the `output` and `update` methods, it can call each method only once per System object.
- Initial and reset values for properties must be compile-time constant.
- User-defined System objects must not be public properties.
- A System object with multiple outputs cannot be called within a conditional statement.

System object Examples for HDL Code Generation

To learn how to use System objects for HDL code generation, view the MATLAB designs in the following examples:

- “HDL Code Generation from System Objects” on page 1-16
- “Model State with Persistent Variables and System Objects” on page 1-56
- “Generate Code for User-Defined System Objects” on page 1-53
- “Integrate Custom HDL Code Into MATLAB Design” on page 5-12

HDL Code Generation from System Objects

This example shows how to generate HDL code from MATLAB® code that contains System objects.

MATLAB Design

The MATLAB code used in this example implements a simple symmetric FIR filter and uses the `dsp.Delay` System object to model state. This example also shows a MATLAB test bench that exercises the filter.

```
design_name = 'mlhdlc_sysobj_ex';
testbench_name = 'mlhdlc_sysobj_ex_tb';
```

Let us take a look at the MATLAB design.

```
type(design_name);

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% MATLAB design: Symmetric FIR Filter
%
% Design pattern covered in this example:
% Filter states modeled using DSP System object (dsp.Delay)
% Filter coefficients passed in as parameters to the design
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

% Copyright 2011-2015 The MathWorks, Inc.

%#codegen
function [y_out, delayed_xout] = mlhdlc_sysobj_ex(x_in, h_in1, h_in2, h_in3, h_in4)
% Symmetric FIR Filter

persistent h1 h2 h3 h4 h5 h6 h7 h8;
if isempty(h1)
    h1 = dsp.Delay;
    h2 = dsp.Delay;
    h3 = dsp.Delay;
    h4 = dsp.Delay;
    h5 = dsp.Delay;
    h6 = dsp.Delay;
    h7 = dsp.Delay;
    h8 = dsp.Delay;
end

h1p = step(h1, x_in);
h2p = step(h2, h1p);
h3p = step(h3, h2p);
h4p = step(h4, h3p);
h5p = step(h5, h4p);
h6p = step(h6, h5p);
h7p = step(h7, h6p);
h8p = step(h8, h7p);

a1 = h1p + h8p;
a2 = h2p + h7p;
a3 = h3p + h6p;
a4 = h4p + h5p;
```

```

m1 = h_in1 * a1;
m2 = h_in2 * a2;
m3 = h_in3 * a3;
m4 = h_in4 * a4;

a5 = m1 + m2;
a6 = m3 + m4;

% filtered output
y_out = a5 + a6;
% delayout input signal
delayed_xout = h8p;

end

type(testbench_name);

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% MATLAB test bench for the FIR filter
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

% Copyright 2011-2015 The MathWorks, Inc.

clear mlhdlc_sysobj_ex;

x_in = cos(2.*pi.*(0:0.001:2).*(1+(0:0.001:2).*75)).';

h1 = -0.1339;
h2 = -0.0838;
h3 = 0.2026;
h4 = 0.4064;

len = length(x_in);
y_out_sysobj = zeros(1,len);
x_out_sysobj = zeros(1,len);
a = 10;

for ii=1:len
    data = x_in(ii);
    % call to the design 'sfir' that is targeted for hardware
    [y_out_sysobj(ii), x_out_sysobj(ii)] = mlhdlc_sysobj_ex(data, h1, h2, h3, h4);
end

figure('Name', [mfilename, '_plot']);
subplot(2,1,1);
plot(1:len,x_in); title('Input signal with noise');
subplot(2,1,2);
plot(1:len,y_out_sysobj); title('Filtered output signal');

```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```

mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_sysobj_intro'];

```

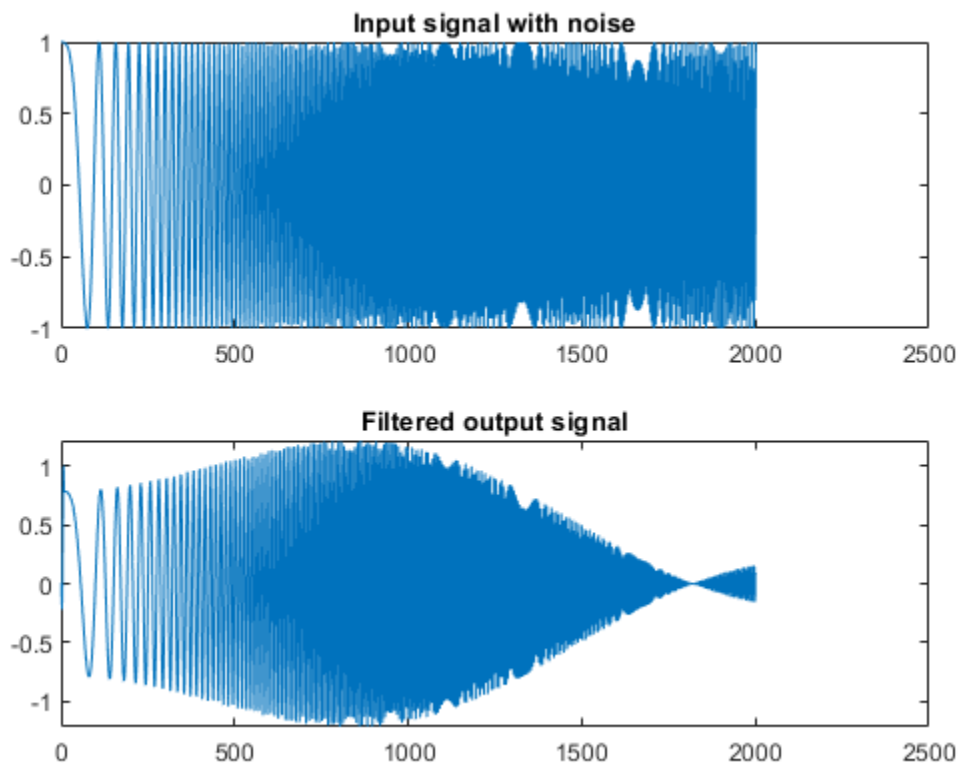
```
% Create a temporary folder and copy the MATLAB files.
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Simulate the Design

Simulate the design with the test bench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_sysobj_ex_tb
```



Create a New HDL Coder™ Project

To create a new project, enter the following command:

```
coder -hdlcoder -new mlhdlc_sysobj_prj
```

Next, add the file 'mlhdlc_sysobj_ex.m' to the project as the MATLAB Function and 'mlhdlc_sysobj_ex_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run Fixed-Point Conversion and HDL Code Generation

Launch the Workflow Advisor. In the Workflow Advisor, right-click the 'Code Generation' step. Choose the option 'Run to selected task' to run all the steps from the beginning through HDL code generation.

Examine the generated HDL code by clicking the links in the log window.

Supported System objects

For a list of System objects supported for HDL code generation, see “Predefined System Objects Supported for HDL Code Generation” on page 1-50.

Clean up the Generated Files

Run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_sysobj_intro'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

HDL Code Generation for Streaming Matrix Inverse System Object

This example shows how HDL Coder™ implements a streaming mode of matrix inverse operation with configurable sizes.

What is inverse of a matrix

A matrix X is invertible if there exists a matrix Y of the same size such that $XY = YX = I$, where I is the Identity matrix. The matrix Y is called inverse of X. A matrix that has no inverse is singular. A square matrix is singular only when its determinant is exactly zero.

Matrix inverse computation involves following steps:

- 1 Cofactor matrix calculation
- 2 Transpose of cofactor matrix
- 3 Multiply reciprocal of determinant of input matrix with transpose of cofactor matrix

Example:

```
A = [4 12 -16;12 37 -43;-16 -43 98];
Cofactors of 'A' will be calculated from matrix of minors
  cof(A) = [1777 488 76;488 136 20;76 20 4];

Transpose of cofactor matrix will be
  (cof(A))' = [1777 488 76;488 136 20;76 20 4];

Multiply reciprocal of determinant of 'A' with transpose of cofactor matrix
  Ainv = (1/det(A)) * (cof(A))'
        = [49.3611 -13.5556 2.1111;-13.5556 3.7778 -0.5556;2.1111 -0.5556 0.1111];
```

Matrix Inverse: Gauss-Jordan elimination

To find the inverse of matrix A using Gauss-Jordan elimination, we must find elementary row operations that reduce A to identity matrix(I) and then perform the same operations on Identity matrix(I) to obtain Ainv.

Computation of Matrix Inverse using Gauss-Jordan elimination: Let start with matrix A, and write it down with an Identity matrix next to it: [A | I]

The goal is to make A an identity matrix by applying row transformations and right-hand side matrix I also participated in the row transformations, finally reduced to Ainv.

Computation of Ainv involves following steps:

- 1 swapping rows
- 2 make the diagonal elements as 1
- 3 make the non-diagonal elements as 0

Example:

$$[A \mid I] = \begin{array}{ccc|ccc} & (A) & & (I) & & \\ & 1 & 2 & 3 & 1 & 0 & 0 \\ & 2 & 5 & 3 & 0 & 1 & 0 \\ & 1 & 0 & 8 & 0 & 0 & 1 \end{array}$$

Find the element with maximum value in the first column and swap the current row with maximum element row

swap R1 and R2 rows as R2 contains the largest values.

$$= \begin{array}{ccc|ccc} 2 & 5 & 3 & 0 & 1 & 0 \\ 1 & 2 & 3 & 1 & 0 & 0 \\ 1 & 0 & 8 & 0 & 0 & 1 \end{array}$$

Make the diagonal element in the first column as '1'

R1 --> R1/2

$$= \begin{array}{ccc|ccc} 1 & 2.5 & 1.5 & 0 & 0.5 & 0 \\ 1 & 2 & 3 & 1 & 0 & 0 \\ 1 & 0 & 8 & 0 & 0 & 1 \end{array}$$

Make the non-diagonal elements in the first column as '0'

R2 --> R2 - R1

R3 --> R3 - R1

$$= \begin{array}{ccc|ccc} 1 & 2.5 & 1.5 & 0 & 0.5 & 0 \\ 0 & -0.5 & 1.5 & 1 & -0.5 & 0 \\ 0 & -2.5 & 6.5 & 0 & -0.5 & 1 \end{array}$$

Now column 1 has diagonal elements '1' and other elements as '0'. This procedure is repeated for remaining columns and matrix A will be reduced to identity matrix, Identity matrix will be reduced to Ainv.

$$= \begin{array}{ccc|ccc} 1 & 0 & 0 & -40 & 16 & 9 \\ 0 & 1 & 0 & 13 & -5 & -3 \\ 0 & 0 & 1 & 5 & -2 & -1 \end{array}$$

(I) (Ainv)

Matrix Inverse: Cholesky decomposition

Matrix Inverse using cholesky decomposition supports only symmetric positive definite matrices. Positive definite means all the eigen values of the matrix should be positive.

Given a symmetric positive definite matrix A:

$$A = L * L', \quad \begin{array}{l} L \text{ is the lower triangular matrix} \\ L' \text{ is the transpose of } L \end{array}$$

$$\begin{aligned} \text{inv}(A) &= \text{inv}(L * L') \\ &= \text{inv}(L') * \text{inv}(L) \\ &= (\text{inv}(L))' * \text{inv}(L) \end{aligned}$$

$$\text{Ainv} = \text{Linv}' * \text{Linv}, \quad \begin{array}{l} \text{Linv is the inverse of lower triangular matrix} \\ \text{Ainv is the inverse of input matrix} \end{array}$$

Computation of Ainv involves following steps:

- 1 Lower triangular matrix computation(L)
- 2 Inverse of lower triangular matrix(Linv)
- 3 Multiplication of transpose of Linv with Linv

Example:

$$A = [4 \ 12 \ -16; 12 \ 37 \ -43; -16 \ -43 \ 98];$$

Lower triangular matrix(L) will be computed using cholesky decomposition

$$L = [2 \ 0 \ 0; 6 \ 1 \ 0; -8 \ 5 \ 3];$$

Linv will be computed using forward substitution method

$$\text{Linv} = [0.5 \ 0 \ 0; -3 \ 1 \ 0; 6.3333 \ -1.6667 \ 0.3333];$$

Multiply transpose of Linv with Linv

$$\text{Ainv} = \text{Linv}' * \text{Linv}$$

$$= [49.3611 \ -13.5556 \ 2.1111; -13.5556 \ 3.7778 \ -0.5556; 2.1111 \ -0.5556 \ 0.1111];$$

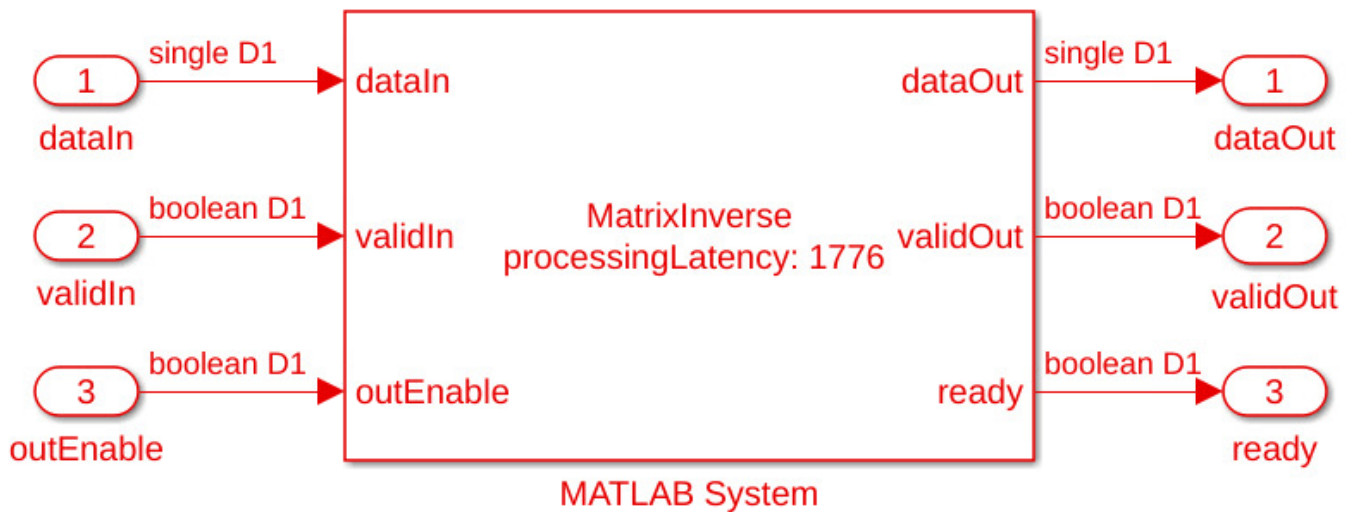
Benefits of using Gauss-Jordan Elimination

- Gauss-Jordan Elimination supports all square matrices.
- Gauss-Jordan Elimination supports both single and double data types.

Restrictions for Cholesky implementation

- Matrices for which inverse is to be computed must be symmetric positive-definite.
- Input data types of the matrices must be single and block must be used in the Native Floating Point mode.
- Input matrices must not be larger than 64-by-64 in size.

Matrix Inverse Subsystem Interface:

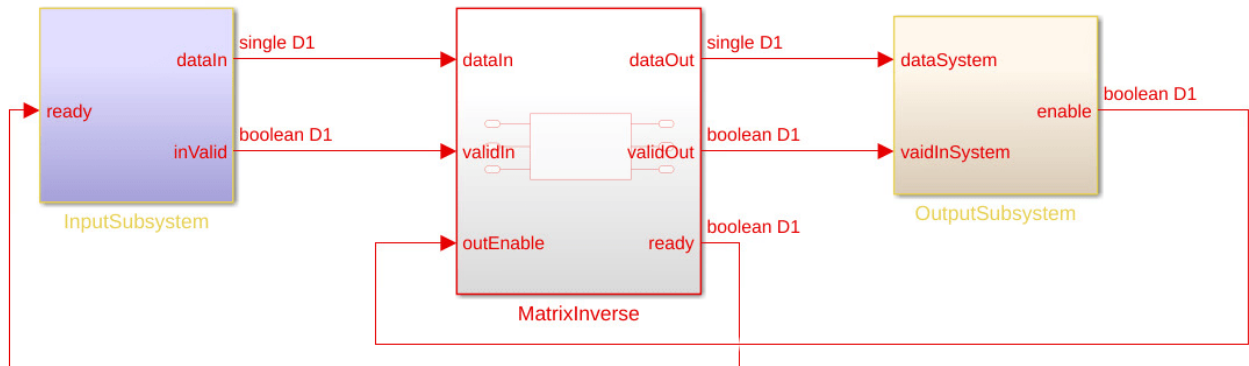


Matrix Inverse ports description:

| Input ports | | Output ports | |
|-------------|---|--------------|--|
| dataIn | Input data to the module | dataOut | Output data from the module |
| validIn | Valid signal for input data | validOut | Valid signal for output data |
| outEnable | Input signal that indicates downstream module is ready to take the output data from processing module | ready | Output signal that indicates processing module is ready to accept the input data in row major from upstream module |

Matrix Inverse Implementation

This example shows streaming matrix inverse implementation

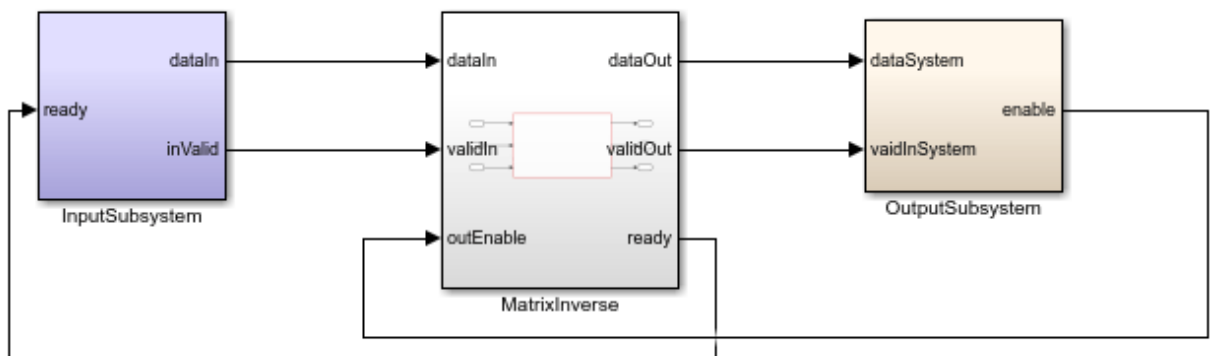


This example model contains three subsystems: InputSubsystem, MatrixInverse, and OutputSubsystem. The InputSubsystem is the upstream module that serializes the matrix input to the processing module when the ready signal is enabled. The OutputSubsystem is the downstream module that deserializes the data from the processing module to a matrix output when the outEnable signal is enabled. The MatrixInverse is a processing module that implements the matrix inverse operation.

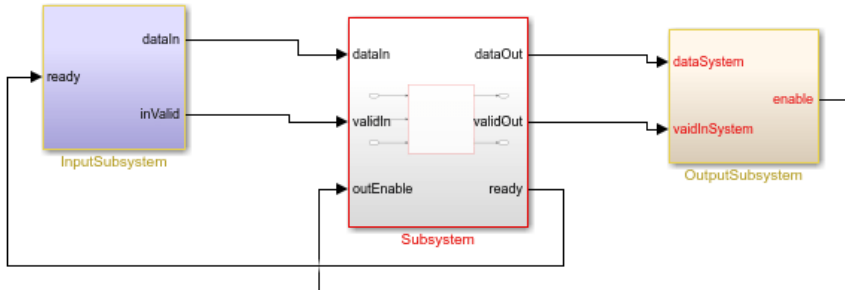
```
open_system('hdlcoder_streaming_mat_inv_max_lat_cholesky');
open_system('hdlcoder_streaming_mat_inv_max_lat_gauss_jordan');
```

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This example shows streaming matrix implementation using Cholesky decomposition

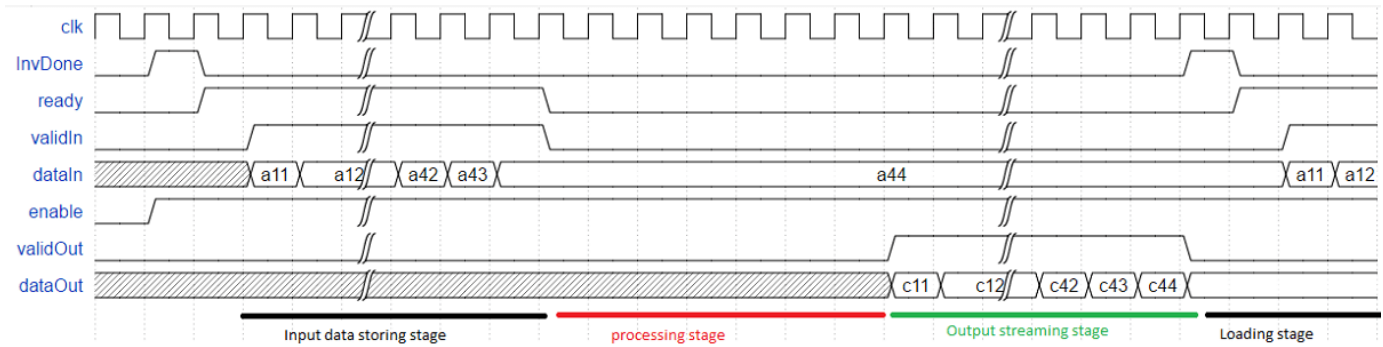


Copyright 2017-2019 The MathWorks, Inc. This example shows streaming matrix implementation using Gauss-Jordan elimination

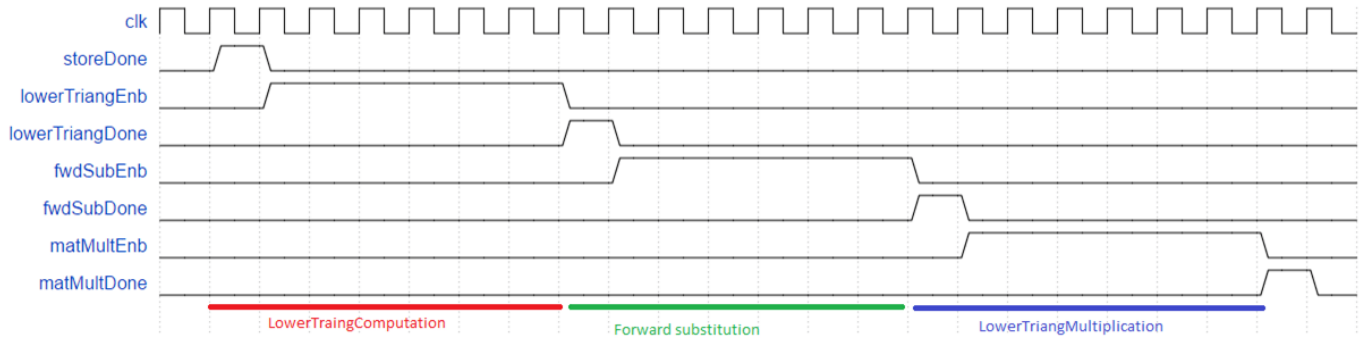


Matrix Inverse Timing diagrams:

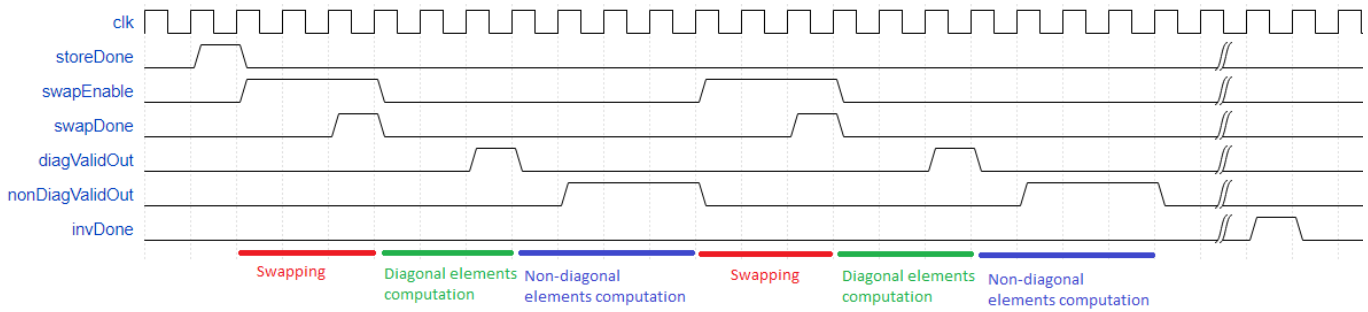
Timing diagram for complete system:



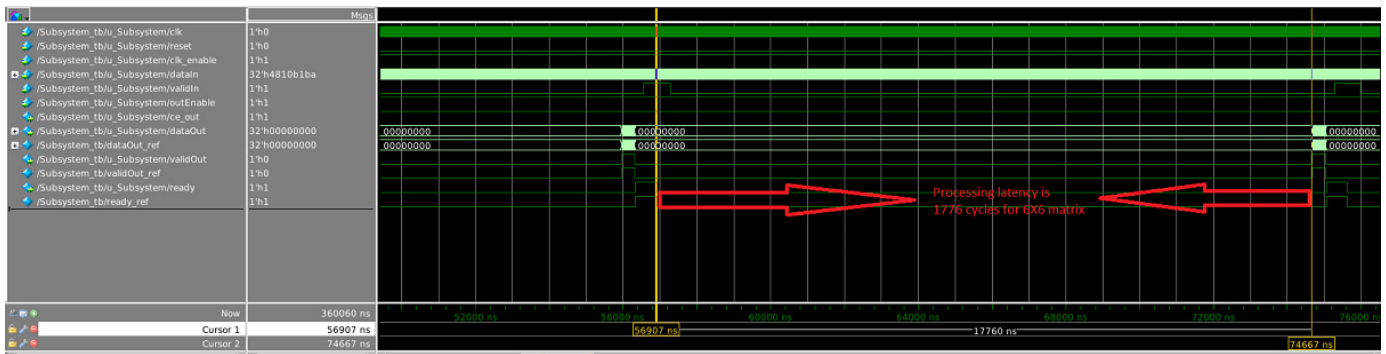
Timing diagram for processing stage(Cholesky decomposition):



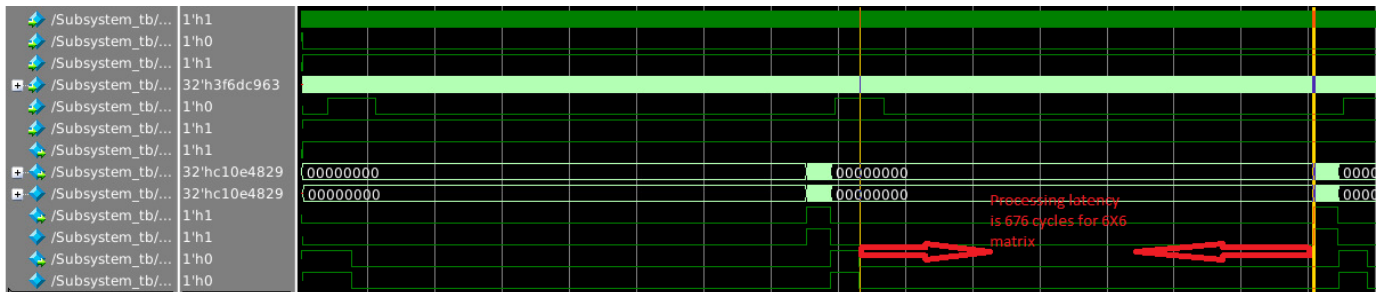
Timing diagram for processing stage(Gauss-Jordan elimination):

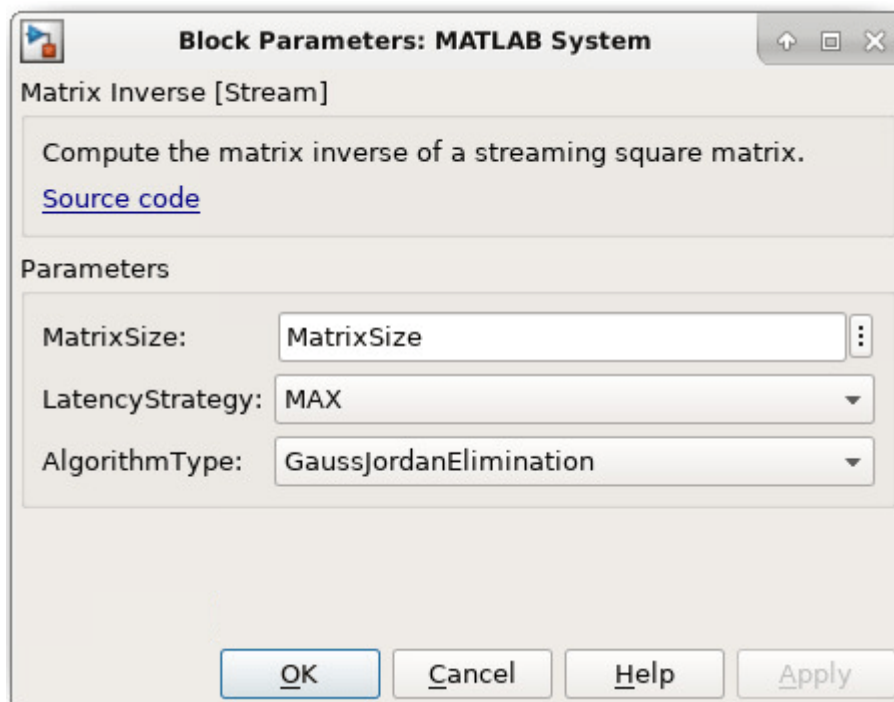


Modelsim result waveform(Cholesky decomposition)



Modelsim result waveform(Gauss-Jordan elimination)



Matrix Inverse Block parameters:

MatrixSize : Enter size of input matrix as a positive integer.

LatencyStrategy : Select latency strategy from drop down menu ({'ZERO', 'MIN', 'MAX'}) which should be same as HDL coder latency strategy. User can see processing latency based on the latency strategy.

AlgorithmType : Select algorithm type from drop down menu({'CholeskyDecomposition', 'GaussJordanElimination'})

Matrix Inverse Block usage

- 1 Set block parameters of MATLAB System block.
- 2 Select input matrix based on the matrix size.
- 3 Generate HDL code for MatrixInverse subsystem.

Generated code and Generated model

After running code generation for MatrixInverse subsystem, generated code will be


```
>> makehdl(gcb, 'nat', 'on')
### Generating HDL for 'hdlcoder_streaming_matrix_inverse_max_latency/MatrixInverse'.
### Using the config set for model hdlcoder\_streaming\_matrix\_inverse\_max\_latency for HDL code generation parameters.
### Starting HDL check.
### One or more feedback loops in the model are inhibiting optimizations. To highlight these loops in your model, click the following MATLAB script:
### To clear highlighting, click the following MATLAB script: hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/clearhighlighting.m
### Begin Verilog Code Generation for 'hdlcoder_streaming_matrix_inverse_max_latency'.
### Working on RowColCounter as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/RowColCounter.v.
### Working on ReadySignalGenerator as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/ReadySignalGenerator.v.
### Working on StoringDone as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/StoringDone.v.
### Working on WrEnbStore as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/WrEnbStore.v.
### Working on WrAddrStore as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/WrAddrStore.v.
### Working on WrDataStore as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/WrDataStore.v.
### Working on InputDataStoreMemoryControl as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/InputDataStoreMemoryControl.v.
### Working on InputMatrixStoreControl as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/InputMatrixStoreControl.v.
### Working on LowerTriangEnable as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/LowerTriangEnable.v.
### Working on LowerTriangReadEnable as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/LowerTriangReadEnable.v.
### Working on LowerTriangDataValidIn as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/LowerTriangDataValidIn.v.
### Working on LTMemReadControl as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/LTMemReadControl.v.
### Working on LTRowCounter as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/LTRowCounter.v.
### Working on LTColumnCounter as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/LTColumnCounter.v.
### Working on LTRowColCounter as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/LTRowColCounter.v.
### Working on LTProcessController as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/LTProcessController.v.
### Working on DiagDataSelector as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/DiagDataSelector.v.
### Working on DiagDataComputation/nfp_mul_single as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/nfp\_mul\_single.v.
### Working on DiagDataComputation/nfp_add_single as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/nfp\_add\_single.v.
### Working on DiagDataComputation/nfp_sqrt_single as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/nfp\_sqrt\_single.v.
### Working on DiagDataComputation/nfp_relop_single as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/nfp\_relop\_single.v.
### Working on DiagDataComputation/nfp_sub_single as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/nfp\_sub\_single.v.
### Working on DiagDataComputation as hdlsrc/hdlcoder\_streaming\_matrix\_inverse\_max\_latency/DiagDataComputation.v.
```

Generated model contains the MatrixInverse MATLAB System block. During modelsim simulation code generation outputs are compared with MATLAB System block outputs.

Synthesis statistics

Cholesky decomposition

SynthesisTool : Altera Quartus II 16.0
 SynthesisToolChipFamily : Stratix V
 SynthesisToolDeviceName : 5SEE9F45C2

| Size | Fmax | ALMs | LABs | DSPs | Comb ALUTs | RAMs | Latency |
|-------|--------|-------|------|------|------------|------|---------|
| 4X4 | 316.36 | 7240 | 1223 | 12 | 11386 | 45 | 958 |
| 8X8 | 267.59 | 12889 | 2193 | 24 | 20415 | 76 | 2803 |
| 16X16 | 237.47 | 24219 | 4190 | 48 | 37884 | 138 | 9122 |
| 24X24 | 223.31 | 35738 | 6133 | 72 | 56826 | 205 | 18961 |
| 32X32 | 198.97 | 46949 | 8028 | 96 | 73918 | 266 | 32309 |

SynthesisTool : Xilinx Vivado 2017.4
 SynthesisToolChipFamily : xc7v2000t
 SynthesisToolDeviceName : fhg1761

| Size | Fmax | Slices | LUTs | DSPs | Latency |
|-------|--------|--------|-------|------|---------|
| 4X4 | 233.81 | 4783 | 13968 | 24 | 958 |
| 8X8 | 261.85 | 8700 | 24362 | 48 | 2803 |
| 16X16 | 169.69 | 15466 | 44077 | 96 | 9122 |
| 24X24 | 221.29 | 25543 | 79260 | 144 | 18961 |
| 32X32 | 161.29 | 26371 | 80258 | 192 | 32309 |

Gauss-Jordan elimination

SynthesisTool : Altera Quartus II 18.1
 SynthesisToolChipFamily : Stratix V
 SynthesisToolDeviceName : 5SEE9F45C2

| Size | Fmax | ALMs | LABs | DSPs | Comb ALUTs | RAMs | Latency |
|-------|--------|-------|------|------|------------|------|---------|
| 4X4 | 354.99 | 3509 | 650 | 2 | 4752 | 29 | 356 |
| 8X8 | 334.67 | 4793 | 826 | 2 | 6665 | 35 | 1156 |
| 16X16 | 288.77 | 7119 | 1191 | 2 | 9213 | 51 | 5636 |
| 24X24 | 250.88 | 9356 | 1617 | 2 | 11686 | 67 | 16516 |
| 32X32 | 237.98 | 12007 | 2072 | 2 | 14562 | 83 | 36868 |

SynthesisTool : Xilinx Vivado 2018.3
 SynthesisToolChipFamily : xc7v2000t
 SynthesisToolDeviceName : fhg1761

| Size | Fmax | Slices | LUTs | DSPs | Latency |
|-------|--------|--------|-------|------|---------|
| 4X4 | 254.97 | 2462 | 6657 | 2 | 356 |
| 8X8 | 208.72 | 2885 | 7573 | 2 | 1156 |
| 16X16 | 151.03 | 4234 | 10648 | 2 | 5636 |
| 24X24 | 154.14 | 4828 | 11291 | 2 | 16516 |
| 32X32 | 113.39 | 6375 | 13130 | 2 | 36868 |

Related Links

- [inv](#)
- [chol](#)
- [eig](#)
- [rref](#)

HDL Code Generation for Streaming Matrix Multiply System Object

This example shows how HDL Coder™ implements a streaming mode of matrix multiplication with configurable sizes.

How to Multiply Matrices

Let A, B be two matrices then $C = A * B$ is the matrix multiplication of A and B. If A is an m-by-p and B is a p-by-n matrix, then C is an m-by-n matrix defined by

$$C(i,j) = A(i,1)B(1,j) + A(i,2)B(2,j) + \dots + A(i,p)B(p,j)$$

This inner definition says that $C(i,j)$ is the inner product of ith row of A with the jth column of B

For non scalar A and B, the number of columns of A must equal to the number of rows of B

Example:

$$A = [1 \ 3 \ 5; 2 \ 4 \ 7]; \quad (2 \times 3 \text{ matrix})$$

$$B = [-5 \ 8 \ 11; 3 \ 9 \ 21; 4 \ 0 \ 8]; \quad (3 \times 3 \text{ matrix})$$

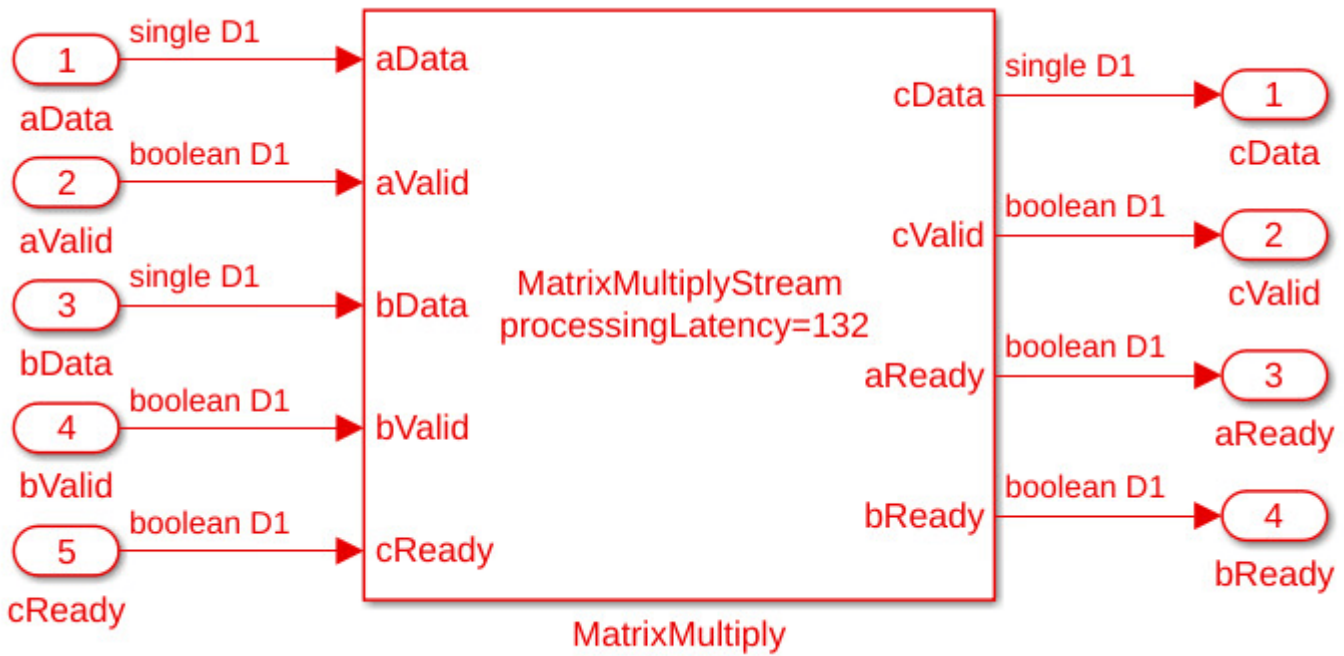
After calculating inner product of rows of A with columns of B

$$C = [24 \ 35 \ 114; 30 \ 52 \ 162]; \quad (2 \times 3 \text{ matrix})$$

Introduction

Streaming Matrix Multiply supports multiplication of two matrices with configurable matrix sizes and dot product size. Dot product size is equal to the number of multipliers used for computation. This block can accept serialized input data from matrix in row major or column major format.

Matrix Multiply Interface:

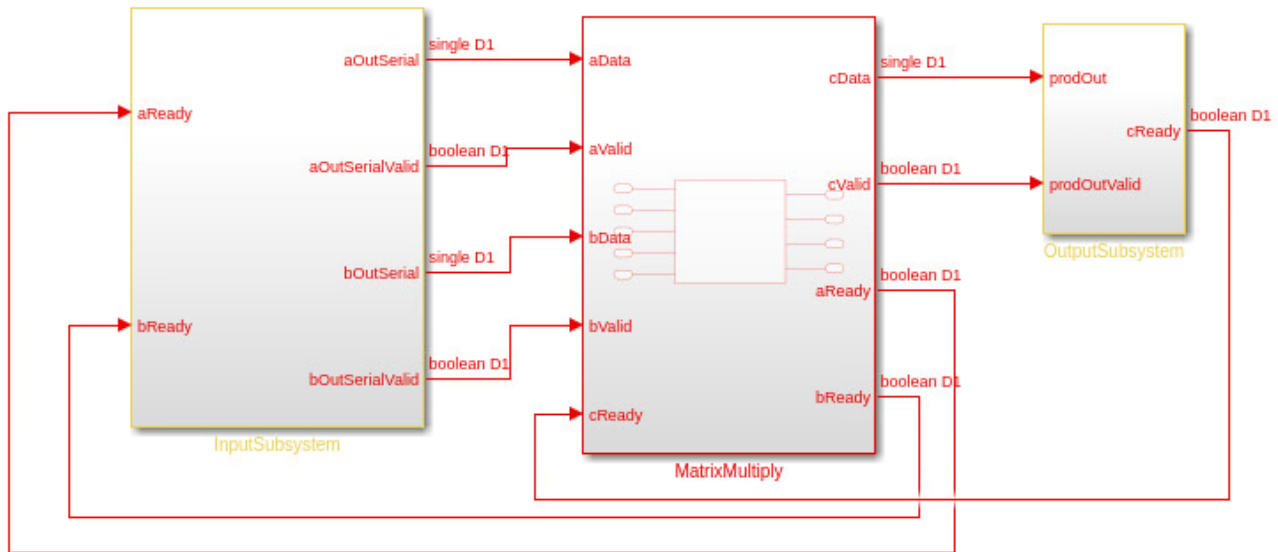


Matrix Multiply ports description:

| Input ports | | Output ports | |
|-------------|---|--------------|--|
| aData | Matrix-A input data to the module | cData | Matrix-C output data from processing module |
| aValid | Valid signal for matrix-A input data | cValid | Valid signal for matrix-C output data |
| bData | Matrix-B input data to the module | aReady | Output signal that indicates the processing module is ready to accept the matrix-A input data from upstream module |
| bValid | Valid signal for matrix-B input data | bReady | Output signal that indicates the processing module is ready to accept the matrix-B input data from upstream module |
| cReady | Input signal that indicates downstream module is ready to take output data from processing module | | |

MatrixMultiply Implementation

This example shows streaming matrix multiplication operation

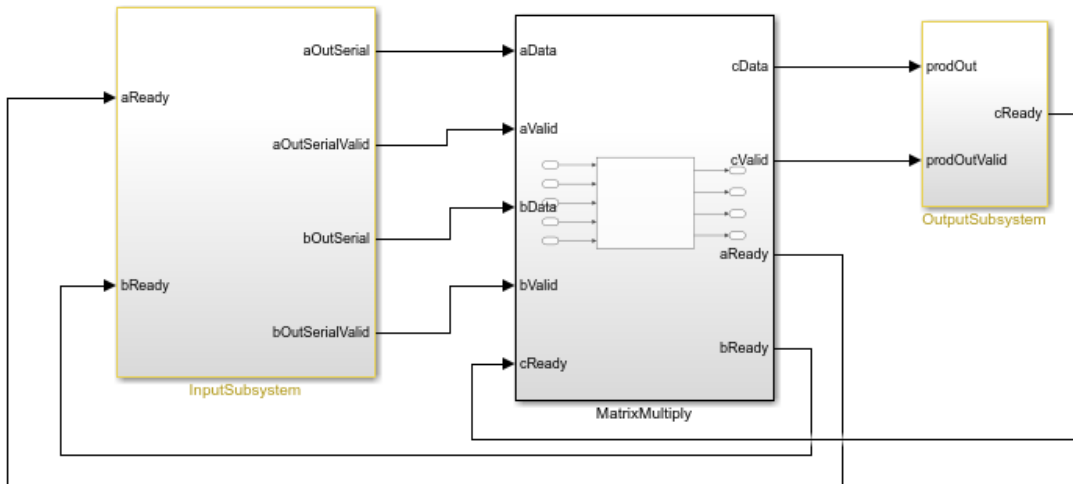


This example model contains three subsystems: `InputSubsystem`, `MatrixMultiply` and `OutputSubsystem`. The `InputSubsystem` is the upstream module that serializes the matrix inputs(A,B) to the processing module when `aReady` and `bReady` signals are enabled. The `OutputSubsystem` is the downstream module that deserializes the data from the processing module to matrix output(C) when the `cReady` signal is enabled. The `MatrixMultiply` is a processing module that implements the matrix multiplication.

```
open_system('hdlcoder_streaming_matrix_multiply_max_latency');
```

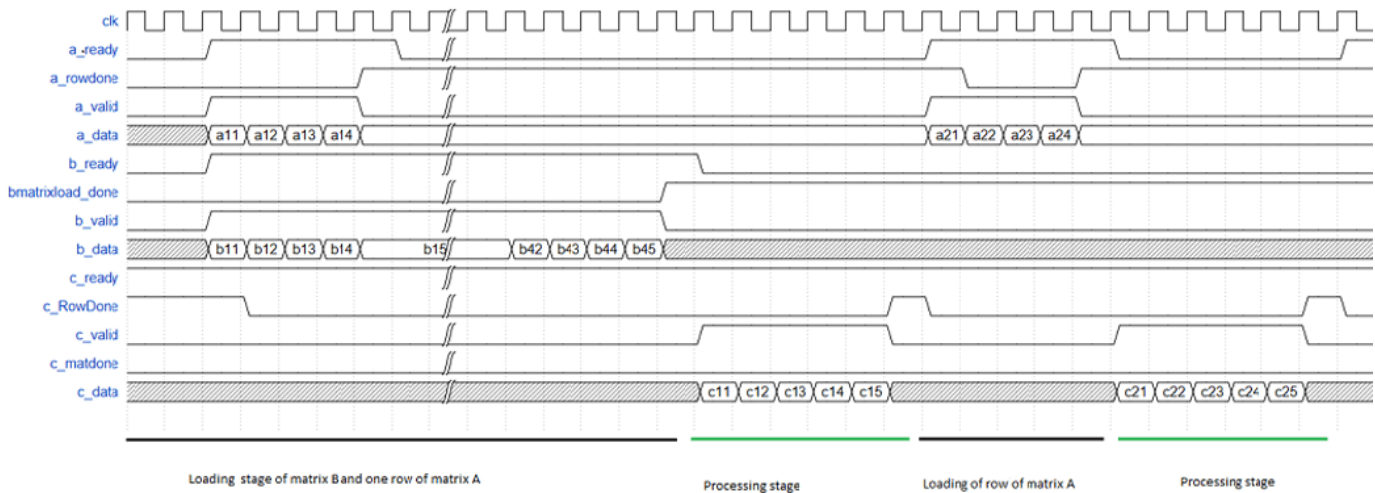
This example shows streaming matrix multiplication operation

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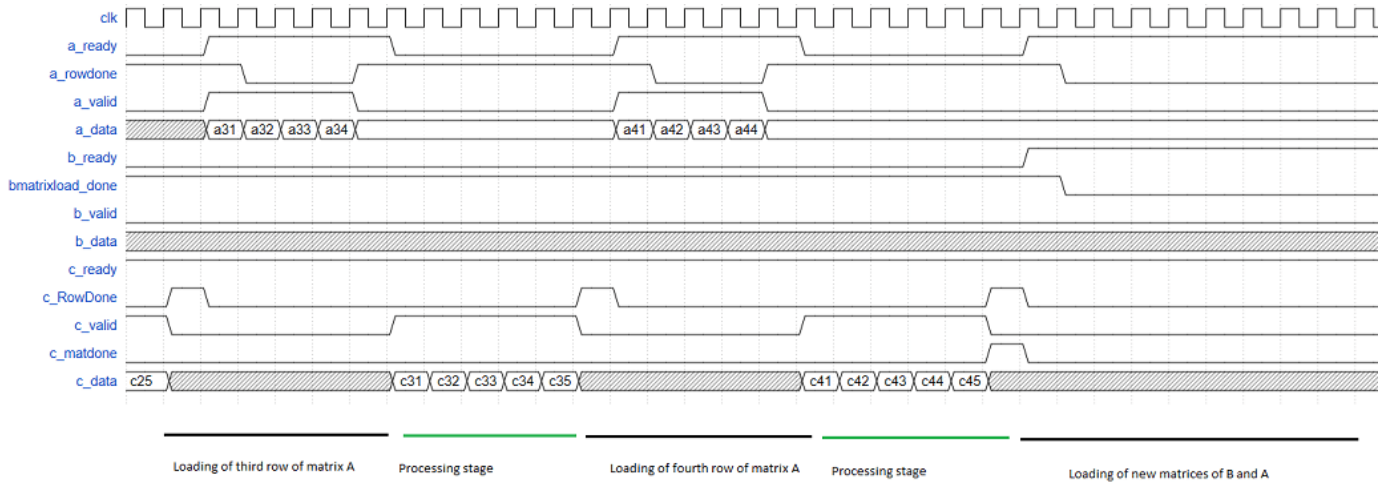


Matrix Multiply Timing diagrams

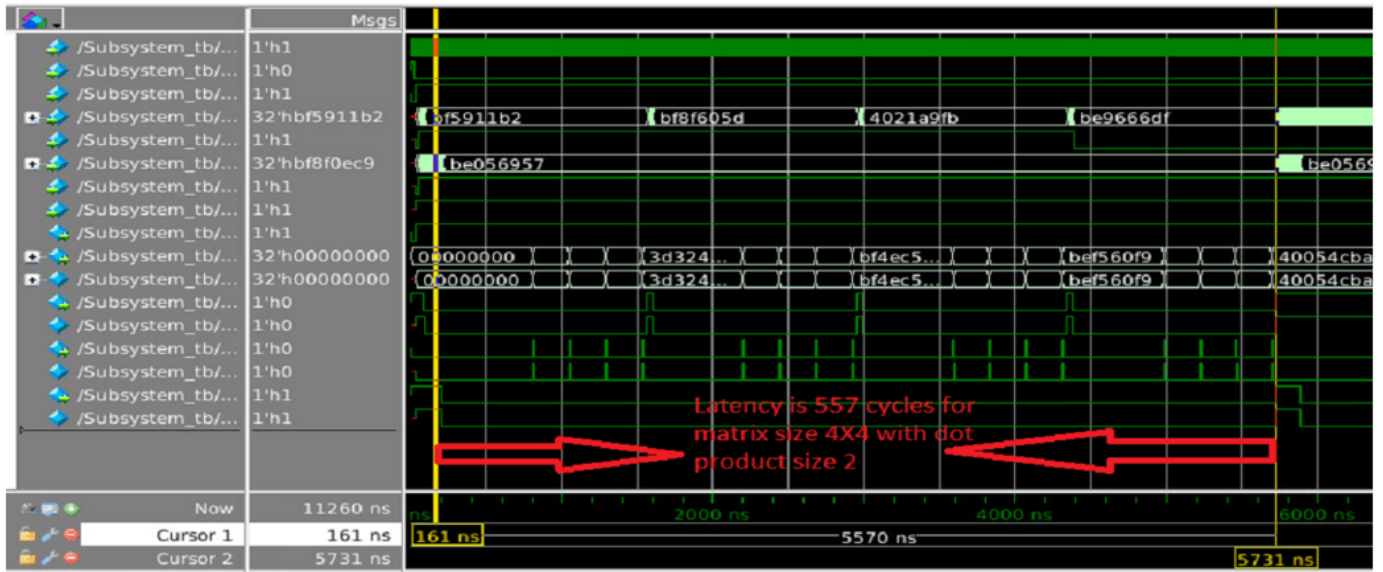
Timing diagram

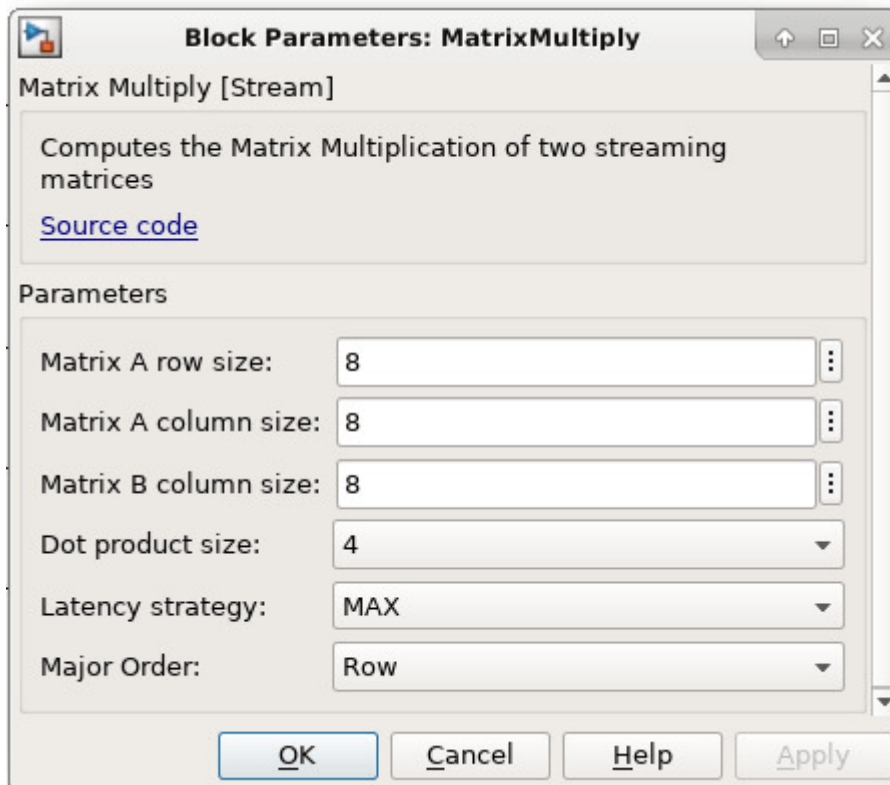


Timing diagram



Modelsim results for streaming matrix multiply



Matrix Multiply Block parameters:

| | |
|----------------------|--|
| Matrix-A Row Size | : Enter row size of input matrix A as a positive integer. |
| Matrix-A Column Size | : Enter column size of input matrix B as a positive integer which is equals to input matrix B row size. |
| Matrix-B Column Size | : Enter column size of input matrix B as a positive integer. |
| Dot product size | : Select dot product size from drop down menu(1,2,4,8,16,32,64) which should be less than input matrix A column size. |
| LatencyStrategy | : Select latency strategy from drop down menu ({'ZERO', 'MIN', 'MAX'}) which should be same as HDL coder latency strategy. Processing latency depends on the latency strategy. |
| Major Order | : Select row major or column major based on the input data streaming. |

Matrix Multiply Block usage

- 1 Set block parameters of MATLAB System block.
- 2 Select input matrix sizes based on the values set in block parameters.
- 3 Generate HDL code for MatrixMultiply subsystem.

Generated code and Generated model

After running code generation for MatrixMultiply subsystem, generated code will be


```

>> makehdl(gcb, 'mat', 'on')
### Generating HDL for 'hdlcoder_streaming_matrix_multiply_max_latency/MatrixMultiply'.
### Using the config set for model hdlcoder\_streaming\_matrix\_multiply\_max\_latency for HDL code generation parameters.
### Starting HDL check.
### One or more feedback loops in the model are inhibiting optimizations. To highlight these loops in your model, click the following MATLAB script: hdlsrc/hdlcoder\_stree
### To clear highlighting, click the following MATLAB script: hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/clearhighlighting.m
### Begin VHDL Code Generation for 'hdlcoder_streaming_matrix_multiply_max_latency'.
### Working on matrixStoreControl as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixStoreControl.vhd.
### Working on matrixBStoreControl as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixBStoreControl.vhd.
### Working on matrixAMemoryReadAddress as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixAMemoryReadAddress.vhd.
### Working on matrixBMemoryReadAddress as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixBMemoryReadAddress.vhd.
### Working on readAddressValid as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/readAddressValid.vhd.
### Working on memoryReadAddressControl as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/memoryReadAddressControl.vhd.
### Working on matrixASubColumnControl as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixASubColumnControl.vhd.
### Working on matrixBMemoryWriteEnableDecoder as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixBMemoryWriteEnableDecoder.vhd.
### Working on matrixAMemory/ SimpleDualPortRAM_generic as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/alphaSimpleDualPortRAM\_generic.vhd.
### Working on matrixAMemory as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixAMemory.vhd.
### Working on matrixAMemoryController as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixAMemoryController.vhd.
### Working on matrixBMemoryWriteControl as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixBMemoryWriteControl.vhd.
### Working on matrixBMemoryWriteEnableDecoder as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixBMemoryWriteEnableDecoder.vhd.
### Working on matrixBMemory as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixBMemory.vhd.
### Working on matrixBMemoryController as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixBMemoryController.vhd.
### Working on matrixBMemoryReadDataDecoder as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixBMemoryReadDataDecoder.vhd.
### Working on memoryController as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/memoryController.vhd.
### Working on dotProduct/nfp_mul_single as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/nfp\_mul\_single.vhd.
### Working on dotProduct/nfp_add_single as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/nfp\_add\_single.vhd.
### Working on dotProduct as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/dotProduct.vhd.
### Working on accumulator as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/accumulator.vhd.
### Working on processingSystem as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/processingSystem.vhd.
### Working on matrixMultiplyOutputControl as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixMultiplyOutputControl.vhd.
### Working on matrixMultiplyStream as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/matrixMultiplyStream.vhd.
### Working on hdlcoder_streaming_matrix_multiply_max_latency/MatrixMultiply as hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/MatrixMultiply.vhd.
### Generating package file hdlsrc/hdlcoder\_streaming\_matrix\_multiply\_max\_latency/MatrixMultiply\_pkg.vhd.
### Creating HDL Code Generation Check Report MatrixMultiply\_report.html
### HDL check for 'hdlcoder_streaming_matrix_multiply_max_latency' complete with 0 errors, 0 warnings, and 1 messages.
### HDL code generation complete.

```

Generated model contains the MatrixMultiply MATLAB System block. During modelsim simulation code generation outputs are compared with MATLAB System block outputs.

Synthesis statistics

Altera Stratix V 5SEE9F45C2:

| Matrix size | Dot Product size | Frequency (MHz) | Latency | Utilization | | |
|---------------|------------------|-----------------|---------|-------------|------|------------|
| | | | | ALMs | LABs | DSP slices |
| A(4,4),B(4,4) | 2 | 500 | 557 | 1016 | 213 | 2 |
| A(4,4),B(4,4) | 4 | 426.62 | 200 | 1597 | 299 | 4 |
| A(8,8),B(8,8) | 2 | 500 | 3481 | 1061 | 209 | 2 |
| A(8,8),B(8,8) | 4 | 500 | 2057 | 1934 | 353 | 4 |
| A(8,8),B(8,8) | 8 | 465.77 | 585 | 3626 | 669 | 8 |

Xilinx Virtex 7 xc7v2000t:

| Matrix size | Dot Product Size | Frequency (MHz) | Latency | Utilization | | |
|---------------|------------------|-----------------|---------|-------------|--------|------------|
| | | | | LUTS | Slices | DSP slices |
| A(4,4),B(4,4) | 2 | 376.08 | 557 | 1960 | 745 | 4 |
| A(4,4),B(4,4) | 4 | 409.17 | 200 | 2788 | 1106 | 8 |
| A(8,8),B(8,8) | 2 | 343.29 | 3481 | 2073 | 818 | 4 |
| A(8,8),B(8,8) | 4 | 389.56 | 2057 | 3798 | 1548 | 8 |
| A(8,8),B(8,8) | 8 | 412.88 | 585 | 6124 | 2792 | 16 |

Restrictions

- Matrix dot product sizes can be 1 or a power of 2. The allowed sizes are 1, 2, 4, 8, 16, 32 and 64.
- Input data types of the matrices must be `single` and `block` must be used in the `Native Floating Point` mode.
- Input matrices must not be larger than 64-by-64 in size.

Related Links

`mtimes`

HDL Code Generation from hdl.RAM System Object

This example shows how to generate HDL code from MATLAB® code from hdl.RAM system object in MATLAB and infer RAM in generated hardware.

MATLAB Design

This example shows implementation of a line delay that uses a memory in a ring structure, where data is written in one position and read from another position in such a way that the data written will be read after a specific number of cycles. An efficient implementation of this architecture on Virtex FPGAs uses the on-chip Dual Port Block RAMs and an address counter. The Block RAMs can be configured as 512x8 or 256x9 synchronous Dual Port RAMs. To parameterize the delay length, the RAM write address is generated by a counter and the read address is generated by adding a constant K to the write address. If the memory size is M, the input will be read M-K clock cycles after it was written to the memory, hence implementing M-K word shift behaviour.

```
design_name = 'mlhdlc_hdlram';
testbench_name = 'mlhdlc_hdlram_tb';
```

Let us take a look at the MATLAB design.

```
type(design_name);

%#codegen
function data_out = mlhdlc_hdlram(data_in)
%
% This example shows implementation of a line delay that uses a memory in a
% ring structure, where data is written in one position and read from
% another position in such a way that the data written will be read after a
% specific number of cycles. An efficient implementation of this
% architecture on Virtex FPGAs uses the on-chip Dual Port Block RAMs and an
% address counter. The Block RAMs can be configured as 512x8 or 256x9
% synchronous Dual Port RAMs. To parameterize the delay length, the RAM
% write address is generated by a counter and the read address is generated
% by adding a constant K to the write address. If the memory size is M, the
% input will be read M-K clock cycles after it was written to the memory,
% hence implementing M-K word shift behaviour.

% Copyright 2012-2015 The MathWorks, Inc.

persistent hRam;
if isempty(hRam)
    hRam = hdl.RAM('RAMType', 'Dual port');
end

% read address counter
persistent rdAddrCtr;
if isempty(rdAddrCtr)
    rdAddrCtr = 0;
end

% ring counter length
ringCtrLength = 10;
ramWriteAddr = rdAddrCtr + ringCtrLength;

ramWriteData = data_in;
```

```
ramWriteEnable = true;

ramReadAddr = rdAddrCtr;

% execute single step of RAM
[~, ramRdDout] = step(hRam, ramWriteData, ramWriteAddr, ramWriteEnable, ramReadAddr);

rdAddrCtr = rdAddrCtr + 1;

data_out = ramRdDout;

type(testbench_name);

function mlhdlc_hdlram_tb
%
% Copyright 2012-2015 The MathWorks, Inc.

clear test_hdlram;

data = 100:200;
ring_out = zeros(1, length(data));

for ii=1:100
    ring_in = data(ii);
    ring_out(ii) = mlhdlc_hdlram(ring_in);
end

figure('Name', [mfilename, '_plot']);
subplot(2,1,1);
plot(1:100,data(1:100));
title('Input data to the ring counter')

subplot(2,1,2);
plot(1:100,ring_out(1:100));
title('Output data')

end
```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_sysobj_intro'];

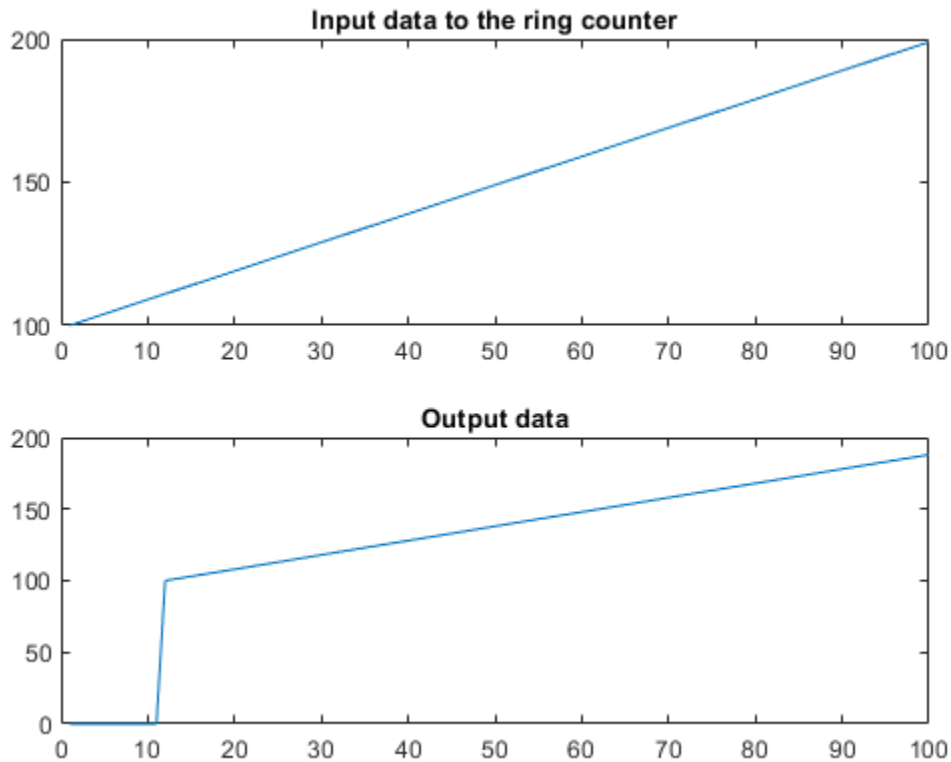
% Create a temporary folder and copy the MATLAB files.
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Simulate the Design

Simulate the design with the test bench prior to code generation to make sure there are no runtime errors.

mlhdlc_hdlram_tb



Create a New HDL Coder™ Project

To create a new project, enter the following command:

```
coder -hdlcoder -new mlhdlc_sysobj_prj
```

Next, add the file 'mlhdlc_hdlram.m' to the project as the MATLAB Function and 'mlhdlc_hdlram_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run Fixed-Point Conversion and HDL Code Generation

Launch the Workflow Advisor. In the Workflow Advisor, right-click the 'Code Generation' step. Choose the option 'Run to selected task' to run all the steps from the beginning through HDL code generation.

Examine the generated HDL code by clicking the links in the log window.

Supported System objects

For a list of System objects supported for HDL code generation, see “Predefined System Objects Supported for HDL Code Generation” on page 1-50.

Clean up the Generated Files

Run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_sysobj_intro'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

HDL Code Generation from A Non-Restoring Square Root System Object

This example shows how to check, generate and verify HDL code from MATLAB® code that instantiates a non-restoring square root system object.

MATLAB Design

The MATLAB code used in this example is a non-restoring square root engine suitable for implementation in an FPGA or ASIC. The engine uses a multiplier-free minimal area implementation based on [1] decision convolutional decoding, implemented as a System object. This example also shows a MATLAB test bench that tests the engine.

```
design_name = 'mlhdlc_sysobj_nonrestsqr.m';
testbench_name = 'mlhdlc_sysobj_nonrestsqr_tb.m';
sysobj_name = 'mlhdlc_msysobj_nonrestsqr.m';
```

Let us take a look at the MATLAB design.

```
type(design_name);

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% MATLAB design: Non-restoring Square Root
%
% Key Design pattern covered in this example:
% (1) Using a user-defined system object
% (2) The 'step' method can be called only per system object in a design iteration
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function [Q_o,Vld_o] = mlhdlc_sysobj_nonrestsqr(D_i, Init_i)

% Copyright 2014-2015 The MathWorks, Inc.

persistent hSqrt;

if isempty(hSqrt)
    hSqrt = mlhdlc_msysobj_nonrestsqr();
end

[Q_o,Vld_o] = step(hSqrt,D_i,Init_i);
end

type(testbench_name);

% Nonrestoring Squareroot Testbench

% Copyright 2014-2015 The MathWorks, Inc.

% Generate some random data
rng('default'); % set the random number generator to a consistent state
nsamp = 100; %number of samples
nbits = 32; % fixed-point word length
nfrac = 31; % fixed-point fraction length

data_i = fi(rand(1,nsamp), numerictype(0,nbits,nfrac));
```

```
% clear any persistent variables in the HDL function
clear mlhdlc_sysobj_nonrestsqr

% Determine the "golden" sqrt results
data_go = sqrt(data_i);

% Commands for the sqrt engine
LOAD_DATA = true;
CALC_DATA = false;

% Pre-allocate the result array
data_o = zeros(1,nsamp, 'like', data_go);
% Load in a sample, then iterate until the results are ready
cyc_cnt = 0;
for i = 1:nsamp
    % Load the new sample into the sqrt engine
    [~, vld] = mlhdlc_sysobj_nonrestsqr(data_i(i),LOAD_DATA);
    cyc_cnt = cyc_cnt + 1;
    while(vld == false)
        % Iterate until the result has been found
        [data_o(i), vld] = mlhdlc_sysobj_nonrestsqr(data_i(i),CALC_DATA);
        cyc_cnt = cyc_cnt + 1;
    end
end

% find the integer representation of the result data
idt = numerictype(0,ceil(nbits/2),0);
% find the error in terms of integer bits
ierr = abs(double(reinterpretcast(data_o,idt))-double(reinterpretcast(data_go,idt)));
% find the error in terms of real-world values
derr = abs(double(data_o)- double(data_go));
pct_err = 100*derr ./ double(data_go);

fprintf('Maximum Error: %d (%0.3f %%)\n', max(derr), max(pct_err));
fprintf('Maximum Error (as unsigned integer): %d\n', max(ierr));
fprintf('Number of cycles: %d ( %d per sample)\n', cyc_cnt, cyc_cnt / nsamp);

%EOF
```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_so_nonrestsqr'];

% Create a temporary folder and copy the MATLAB files.
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

copyfile(fullfile(mlhdlc_demo_dir, design_name), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, testbench_name), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, sysobj_name), mlhdlc_temp_dir);
```


Simulate the Design

Simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

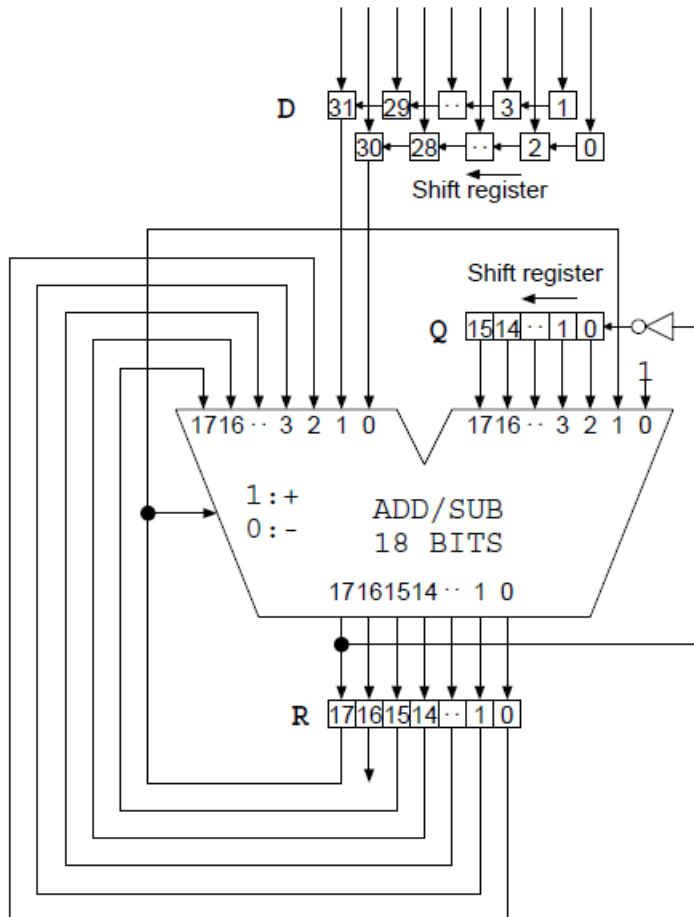
```
m1hdlc_sysobj_nonrestsqrt_tb
```

```
Maximum Error: 3.051758e-05 (0.028 %)
Maximum Error (as unsigned integer): 1
Number of cycles: 2000 ( 20 per sample)
```

Hardware Implementation of the Non-Restoring Square Root Algorithm

This algorithm implements the square root operation in a minimal area by using a single adder/subtractor with no mux (compared to a restoring algorithm that requires a mux). The square root is calculated using a series of shifts and adds/subs, so uses no multipliers (compared to other implementations which require a multiplier).

The overall architecture of the algorithm is shown below, as described in [1].



This implementation of the algorithm uses a minimal area approach that requires multiple cycles to calculate each result. The overall calculation time can be approximated as $\lceil \text{Input Word Length} / 2 \rceil$, with a few cycles of overhead to load the incoming data.

Create a New HDL Coder Project

To create a new project, enter the following command:

```
coder -hdlcoder -new mlhdlc_nonrestsqr
```

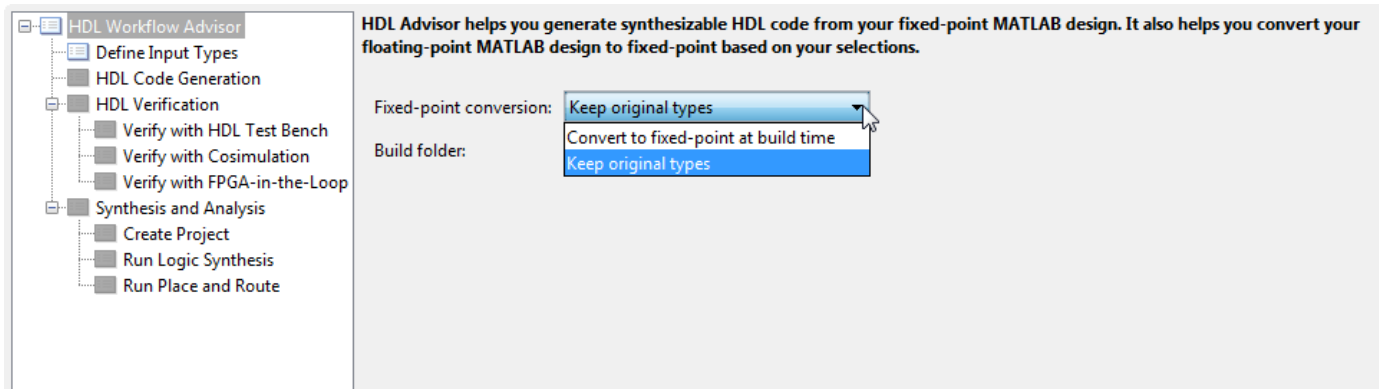
Next, add the file 'mlhdlc_sysobj_nonrestsqr.m' to the project as the MATLAB function and 'mlhdlc_sysobj_nonrestsqr_tb.m' as the MATLAB test bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Skip Fixed-Point Conversion

As the design is already in fixed-point, we do not need to perform automatic conversion.

Launch the HDL Advisor and choose 'Keep original types' on the option 'Fixed-point conversion:'.



Run HDL Code Generation

Launch the Workflow Advisor. In the Workflow Advisor, right-click the 'Code Generation' step and choose the option 'Run to selected task' to run all the steps from the beginning through HDL code generation.

Examine the generated HDL code by clicking the links in the log window.

Supported System objects

For a list of System objects supported for HDL code generation, see “Predefined System Objects Supported for HDL Code Generation” on page 1-50.

Clean up the Generated Files

Run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_so_nonrestsqr'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

References

- [1] Li, Y. and Chu, W. (1996) "A New Non-Restoring Square Root Algorithm and Its VLSI Implementations". IEEE International Conference on Computer Design: VLSI in Computers and Processors, ICCD '96 Austin, Texas USA (7-9 October, 1996), pp. 538-544. doi: 10.1109/ICCD.1996.563604

HDL Code Generation from Viterbi Decoder System Object

This example shows how to check, generate and verify HDL code from MATLAB® code that instantiates a Viterbi Decoder System object.

MATLAB Design

The MATLAB code used in this example is a Viterbi Decoder used in hard decision convolutional decoding, implemented as a System object. This example also shows a MATLAB test bench that tests the decoder.

```
design_name = 'mlhdlc_sysobj_viterbi';
testbench_name = 'mlhdlc_sysobj_viterbi_tb';
```

Let us take a look at the MATLAB design.

```
type(design_name);

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% MATLAB design: Viterbi Decoder
%
% Key Design pattern covered in this example:
% (1) Using comm system toolbox ViterbiDecoder function
% (2) The 'step' method can be called only per system object in a design iteration
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

% Copyright 2011-2015 The MathWorks, Inc.

function decodedBits = mlhdlc_sysobj_viterbi(inputSymbol)

persistent hVitDec;

if isempty(hVitDec)
    hVitDec = comm.ViterbiDecoder('InputFormat','Hard', 'OutputDataType', 'Logical');
end

decodedBits = step(hVitDec, inputSymbol);

type(testbench_name);

% Viterbi_tb - testbench for Viterbi_dut

% Copyright 2011-2015 The MathWorks, Inc.

numErrors = 0;
% rand stream
original_rs = RandStream.getGlobalStream;
rs = RandStream.create('mrg32k3a', 'seed', 25);
%RandStream.getGlobalStream(rs);
rs.reset;
% convolutional encoder
hConvEnc = comm.ConvolutionalEncoder;
% BER
hBER = comm.ErrorRate;
hBER.ReceiveDelay = 34;
reset(hBER);
```

```

% clear persistent variables in the design between runs of the testbench
clear mlhdlc_msysobj_viterbi;

for numSymbols = 1:10000
    % generate a random bit
    inputBit = logical(randi([0 1], 1, 1));

    % encode it with the Convolutional Encoder - rate 1/2
    encodedSymbol = step(hConvEnc, inputBit);

    % optional - add noise

    %%%%%%%%%%%
    % call Viterbi Decoder DUT to decode the symbol
    %%%%%%%%%%%
    vitdecOut = mlhdlc_sysobj_viterbi(encodedSymbol);

    ber = step(hBER, inputBit, vitdecOut);
end

fprintf('%s\n', repmat('%', 1, 38));
fprintf('%%%%%%%%%% %s %%%%%%%%%%%\n', 'Viterbi Decoder Output');
fprintf('%s\n', repmat('%', 1, 38));
fprintf('Number of bits %d, BER %g\n', numSymbols, ber(1));
fprintf('%s\n', repmat('%', 1, 38));

% EOF

```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```

mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_so_viterbi'];

% Create a temporary folder and copy the MATLAB files.
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);

```

Simulate the Design

Simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

```

mlhdlc_sysobj_viterbi_tb

%%%%%%%%%%
%%%%%%%%%% Viterbi Decoder Output %%%%%%%%%%%
%%%%%%%%%%
Number of bits 10000, BER 0
%%%%%%%%%%

```

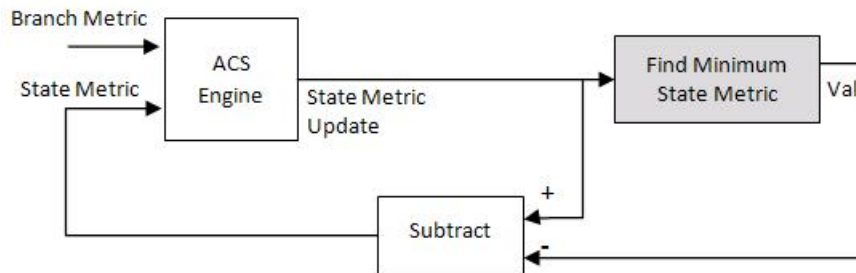
Hardware Implementation of Viterbi Decoding Algorithm

There are three main components in the Viterbi decoding algorithm. They are the branch metric computation (BMC), add-compare-select (ACS), and traceback decoding. The following diagram illustrates the three units in the Viterbi decoding algorithm.



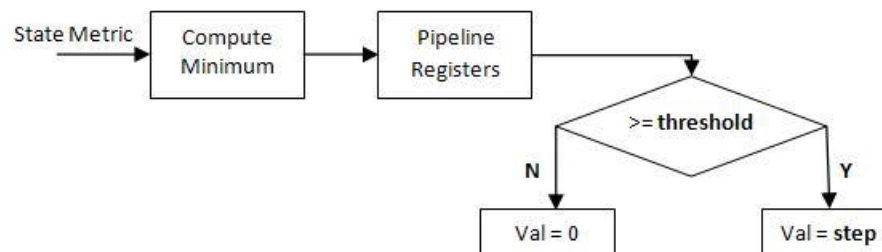
The Renormalization Method

The Viterbi decoder prevents the overflow of the state metrics in the ACS component by subtracting the minimum value of the state metrics at each time step, as shown in the following figure.



Obtaining the minimum value of all the state metric elements in one clock cycle results in a poor clock frequency for the circuit. The performance of the circuit may be improved by adding pipeline registers. However, simply subtracting the minimum value delayed by pipeline registers from the state metrics may still lead to overflow.

The hardware architecture modifies the renormalization method and avoids the state metric overflow in three steps. First, the architecture calculates values for the threshold and step parameters, based on the trellis structure and the number of soft decision bits. Second, the delayed minimum value is compared to the threshold. Last, if the minimum value is greater than or equal to the threshold value, the implementation subtracts the step value from the state metric; otherwise no adjustment is performed. The following figure illustrates the modified renormalization method.



Create a New HDL Coder Project

To create a new project, enter the following command:

```
coder -hdlcoder -new mlhdlc_viterbi
```

Next, add the file 'mlhdlc_sysobj_viterbi.m' to the project as the MATLAB function and 'mlhdlc_sysobj_viterbi_tb.m' as the MATLAB test bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run Fixed-Point Conversion and HDL Code Generation

Launch the Workflow Advisor. In the Workflow Advisor, right-click the 'Code Generation' step and choose the option 'Run to selected task' to run all the steps from the beginning through HDL code generation.

Examine the generated HDL code by clicking the links in the log window.

Supported System objects

For a list of System objects supported for HDL code generation, see “Predefined System Objects Supported for HDL Code Generation” on page 1-50.

Clean up the Generated Files

Run the following commands to clean up the temporary project folder:

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_so_viterbi'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

Predefined System Objects Supported for HDL Code Generation

| |
|---------------------------|
| In this section... |
|---------------------------|

| |
|---|
| “Predefined System Objects in MATLAB Code” on page 1-50 |
|---|

| |
|---|
| “Predefined System Objects in the MATLAB System Block” on page 1-51 |
|---|

Predefined System Objects in MATLAB Code

HDL Coder supports the following MATLAB System objects for HDL code generation:

- `hdl.RAM`
- `hdl.BlackBox`

HDL Coder supports the following Communications Toolbox System objects for HDL code generation:

- `comm.BPSKModulator`, `comm.BPSKDemodulator`
- `comm.PSKModulator`, `comm.PSKDemodulator`
- `comm.QPSKModulator`, `comm.QPSKDemodulator`
- `comm.ConvolutionalInterleaver`, `comm.ConvolutionalDeinterleaver`
- `comm.ViterbiDecoder`
- `comm.HDLCRCDetector`, `comm.HDLCRCGenerator`
- `comm.HDLRSDecoder`, `comm.HDLRSEncoder`

HDL Coder supports the following DSP System Toolbox System objects for HDL code generation:

- `dsp.BiquadFilter`
- `dsp.HDLChannelizer`
- `dsp.HDLCICDecimation`
- `dsp.HDLComplexToMagnitudeAngle`
- `dsp.Delay`
- `dsp.DCBlocker`
- `dsp.HDLFIRDecimation`
- `dsp.FIRFilter`
- `dsp.HDLFIRFilter`
- `dsp.HDLFIRRateConverter`
- `dsp.HDLFFT`, `dsp.HDLIFFT`
- `dsp.HDLNCO`

HDL Coder supports the following Vision HDL Toolbox™ System objects for HDL code generation:

- `visionhdl.BilateralFilter`
- `visionhdl.BirdsEyeView`
- `visionhdl.ChromaResampler`

- `visionhdl.ColorSpaceConverter`
- `visionhdl.CornerDetector`
- `visionhdl.DemosaicInterpolator`
- `visionhdl.EdgeDetector`
- `visionhdl.GammaCorrector`
- `visionhdl.LookupTable`
- `visionhdl.Histogram`
- `visionhdl.HVCounter`
- `visionhdl.ImageStatistics`
- `visionhdl.ROISelector`
- `visionhdl.LineBuffer`
- `visionhdl.PixelStreamAligner`
- `visionhdl.ImageFilter`
- `visionhdl.MedianFilter`
- `visionhdl.Closing`
- `visionhdl.Dilation`
- `visionhdl.Erosion`
- `visionhdl.Opening`
- `visionhdl.GrayscaleClosing`
- `visionhdl.GrayscaleDilation`
- `visionhdl.GrayscaleErosion`
- `visionhdl.GrayscaleOpening`

Predefined System Objects in the MATLAB System Block

A subset of these predefined System objects are supported for code generation when you use them in a MATLAB System block. To learn more, see “HDL Code Generation” on the MATLAB System page.

Load constants from a MAT-File

You can load compile-time constants from a MAT-file with the `coder.load` function in your MATLAB design.

For example, you can create a MAT-file, `sinvals.mat`, that contains fixed-point values of `sin` by entering the following commands in MATLAB:

```
sinvals = sin(fi(-pi:0.1:pi, 1, 16,15));  
save sinvals.mat sinvals;
```

You can then generate HDL code from the following MATLAB code, which loads the constants from `sinvals.mat` into a persistent variable, `pConstStruct`, and assigns the values to a variable that is not persistent, `sv`.

```
persistent pConstStruct;  
if isempty(pConstStruct)  
    pConstStruct = coder.load('sinvals.mat');  
end  
sv = pConstStruct.sinvals;
```

See Also

`codegen` | `coder.HdlConfig`

More About

- “Functions Supported for HDL Code Generation” on page 1-2
- “Complex Data Type Support” on page 1-11
- “Supported MATLAB Data Types, Operators, and Control Flow Statements” on page 1-4

Generate Code for User-Defined System Objects

In this section...

“How To Create A User-Defined System object” on page 1-53

“User-Defined System object Example” on page 1-53

How To Create A User-Defined System object

To create a user-defined System object and generate code:

- 1 Create a class that subclasses from `matlab.System`.
- 2 Define one of the following sets of methods:
 - `setupImpl` and `stepImpl`
 - `setupImpl`, `outputImpl`, and `updateImpl`

To use the `outputImpl` and `updateImpl` methods, your System object must also inherit from the `matlab.system.mixin.Nondirect` class.

- 3 Optionally, if your System object has private state properties, define the `resetImpl` method to initialize them to zero.
- 4 Write a top-level design function that creates an instance of your System object and calls the object, or calls the output and update methods.

Note The `resetImpl` method runs automatically during System object initialization. For HDL code generation, you cannot call the public `reset` method.

- 5 Write a test bench function that exercises the top-level design function.
- 6 Generate HDL code.

User-Defined System object Example

This example shows how to generate HDL code for a user-defined System object that implements the `setupImpl` and `stepImpl` methods.

- 1 In a writable folder, create a System object, `CounterSysObj`, which subclasses from `matlab.System`. Save the code as `CounterSysObj.m`.

```
classdef CounterSysObj < matlab.System

    properties (Nontunable)
        Threshold = int32(1)
    end
    properties (Access=private)
        State
        Count
    end
    methods
        function obj = CounterSysObj(varargin)
            setProperties(obj,nargin,varargin{:});
        end
    end
end
```

```
end
methods (Access=protected)
function setupImpl(obj, ~)
    % Initialize states
    obj.Count = int32(0);
    obj.State = int32(0);
end
function y = stepImpl(obj, u)
    if obj.Threshold > u(1)
        obj.Count(:) = obj.Count + int32(1); % Increment count
    end
    y = obj.State;          % Delay output
    obj.State = obj.Count; % Put new value in state
end
end
end
```

The `stepImpl` method implements the System object functionality. The `setupImpl` method defines the initial values for the persistent variables in the System object.

- 2 Write a function that uses this System object and save it as `myDesign.m`. This function is your DUT.

```
function y = myDesign(u)

persistent obj
if isempty(obj)
    obj = CounterSysObj('Threshold',5);
end

y = obj(u);

end
```

- 3 Write a test bench that calls the DUT function and save it as `myDesign_tb.m`.

```
clear myDesign
for ii=1:10
    y = myDesign(int32(ii));
end
```

- 4 Generate HDL code for the DUT function as you would for any other MATLAB code, but skip fixed-point conversion.

See Also

More About

- “HDL Code Generation for System Objects” on page 1-14

Map Matrices to ROM

To map a matrix constant to ROM:

- Read one matrix element at a time.
- The matrix size must be greater than or equal to the **RAM Mapping Threshold** value.

To learn how to set the RAM mapping threshold in Simulink, see the **RAM mapping threshold (bits)** section in “RAM Mapping Parameters” on page 15-7. To learn how to set the RAM mapping threshold in MATLAB, see “How To Enable RAM Mapping” on page 8-8.

- Read accesses to the matrix must not be within a feedback loop.

If your MATLAB code meets these requirements, HDL Coder inserts a no-reset register at the output of the matrix in the generated code. Many synthesis tools infer a ROM from this code pattern.

Model State with Persistent Variables and System Objects

This example shows how to use persistent variables and System objects to model state and delays in a MATLAB® design for HDL code generation.

Introduction

Using System objects to model delay results in concise generated code.

In MATLAB, multiple calls to a function having persistent variables do not result in multiple delays. Instead, the state in the function gets updated multiple times.

```
% In order to reuse code implemented in a function with states,
% you need to duplicate functions multiple times to create multiple
% instances of the algorithm with delay.
```

Examine the MATLAB Code

Let us take a quick look at the implementation of the Sobel algorithm.

Examine the design to see how the delays and line buffers are modeled using:

- Persistent variables: `mlhdlc_sobel`
- System objects: `mlhdlc_sysobj_sobel`

Notice that the 'filterdelay' function is duplicated with different function names in 'mlhdlc_sobel' code to instantiate multiple versions of the algorithm in MATLAB for HDL code generation.

The delay line implementation is more complicated when done using MATLAB persistent variables.

Now examine the simplified implementation of the same algorithm using System objects in 'mlhdlc_sysobj_sobel'.

When used within the constraints of HDL code generation, the `dsp.Delay` objects always map to registers. For persistent variables to be inferred as registers, you have to be careful to read the variable before writing to it to map it to a register.

MATLAB Design

```
demo_files = {...
    'mlhdlc_sysobj_sobel', ...
    'mlhdlc_sysobj_sobel_tb', ...
    'mlhdlc_sobel', ...
    'mlhdlc_sobel_tb'
};
```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_delay_modeling'];

% create a temporary folder and copy the MATLAB files
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
```

```
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

for ii=1:numel(demo_files)
    copyfile(fullfile(mlhdlc_demo_dir, [demo_files{ii}, '.m*']), mlhdlc_temp_dir);
end
```

Known Limitations

For predefined System Objects, HDL Coder™ only supports the 'step' method and does not support 'output' and 'update' methods.

With support for only the step method, delays cannot be used in modeling feedback paths. For example, the following piece of MATLAB code cannot be supported using the dsp.Delay System object.

```
%#codegen
function y = accumulate(u)
persistent p;
if isempty(p)
    p = 0;
end
y = p;
p = p + u;
```

Create a New HDL Coder Project

To create a new project, enter the following command:

```
coder -hdlcoder -new mlhdlc_sobel
```

Next, add the file 'mlhdlc_sobel.m' to the project as the MATLAB Function and 'mlhdlc_sobel_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run Fixed-Point Conversion and HDL Code Generation

Launch the Workflow Advisor and right-click the 'Code Generation' step. Choose the option 'Run to selected task' to run all the steps from the beginning through HDL code generation.

Examine the generated HDL code by clicking the hyperlinks in the Code Generation Log window.

Now, create a new project for the system object design:

```
coder -hdlcoder -new mlhdlc_sysobj_sobel
```

Add the file 'mlhdlc_sysobj_sobel.m' to the project as the MATLAB Function and 'mlhdlc_sysobj_sobel_tb.m' as the MATLAB Test Bench.

Repeat the code generation steps and examine the generated fixed-point MATLAB and HDL code.

Additional Notes:

You can model integer delay using dsp.Delay object by setting the 'Length' property to be greater than 1. These delay objects will be mapped to shift registers in the generated code.

If the optimization option 'Map persistent array variables to RAMs' is enabled, delay System objects will get mapped to block RAMs under the following conditions:

- 'InitialConditions' property of the dsp.Delay is set to zero.
- Delay input data type is not floating-point.
- RAMSize (DelayLength * InputWordLength) is greater than or equal to the 'RAM Mapping Threshold'.

Clean up the Generated Files

Run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');  
mlhdlc_temp_dir = [tempdir 'mlhdlc_delay_modeling'];  
clear mex;  
cd (mlhdlc_demo_dir);  
rmdir(mlhdlc_temp_dir, 's');
```


Bitwise Operations in MATLAB for HDL Code Generation

HDL Coder supports bit shift, bit rotate, bit slice operations that mimic HDL-specific operators without saturation and rounding logic.

Bit Shifting and Rotation

The following code implements a barrel shifter/rotator that performs a selected operation (based on the mode argument) on a fixed-point input operand.

```
function y = fcn(u, mode)
% Multi Function Barrel Shifter/Rotator

% fixed width shift operation
fixed_width = uint8(3);

switch mode
    case 1
        % shift left logical
        y = bitsll(u, fixed_width);
    case 2
        % shift right logical
        y = bitsrl(u, fixed_width);
    case 3
        % shift right arithmetic
        y = bitsra(u, fixed_width);
    case 4
        % rotate left
        y = bitrol(u, fixed_width);
    case 5
        % rotate right
        y = bitror(u, fixed_width);
    otherwise
        % do nothing
        y = u;
end
```

This table shows the generated VHDL and Verilog code.

| Generated VHDL code | Generated Verilog code |
|--|--|
| <p>In VHDL code generated for this function, the shift and rotate functions map directly to shift and rotate instructions in VHDL.</p> <pre> CASE mode IS WHEN "00000001" => -- shift left logical -- '<S2>:1:8' cr := signed(u) sll 3; y <= std_logic_vector(cr); WHEN "00000010" => -- shift right logical -- '<S2>:1:11' b_cr := signed(u) srl 3; y <= std_logic_vector(b_cr); WHEN "00000011" => -- shift right arithmetic -- '<S2>:1:14' c_cr := SHIFT_RIGHT(signed(u) , 3); y <= std_logic_vector(c_cr); WHEN "00000100" => -- rotate left -- '<S2>:1:17' d_cr := signed(u) rol 3; y <= std_logic_vector(d_cr); WHEN "00000101" => -- rotate right -- '<S2>:1:20' e_cr := signed(u) ror 3; y <= std_logic_vector(e_cr); WHEN OTHERS => -- do nothing -- '<S2>:1:23' y <= u; END CASE; </pre> | <p>The corresponding Verilog code is similar, except that Verilog does not have native operators for rotate instructions.</p> <pre> case (mode) 1 : begin // shift left logical // '<S2>:1:8' cr = u <<< 3; y = cr; end 2 : begin // shift right logical // '<S2>:1:11' b_cr = u >> 3; y = b_cr; end 3 : begin // shift right arithmetic // '<S2>:1:14' c_cr = u >>> 3; y = c_cr; end 4 : begin // rotate left // '<S2>:1:17' d_cr = {u[12:0], u[15:13]}; y = d_cr; end 5 : begin // rotate right // '<S2>:1:20' e_cr = {u[2:0], u[15:3]}; y = e_cr; end default : begin // do nothing // '<S2>:1:23' y = u; end endcase </pre> |

Bit Slicing and Bit Concatenation

The `bitsliceget` and `bitconcat` functions map directly to slice and concatenate operators in both VHDL and Verilog.

You can use the functions `bitsliceget` and `bitconcat` to access and manipulate bit slices (fields) in a fixed-point or integer word. As an example, consider the operation of swapping the upper and

lower 4-bit nibbles of an 8-bit byte. The following example accomplishes this task without resorting to traditional mask-and-shift techniques.

```
function y = fcn(u)
% NIBBLE SWAP
y = bitconcat( ...
    bitsliceget(u, 4, 1),
    bitsliceget(u, 8, 5));
```

This table shows the generated VHDL and Verilog code.

| Generated VHDL code | Generated Verilog code |
|--|--|
| <p>The following listing shows the corresponding generated VHDL code.</p> <pre>ENTITY fcn IS PORT (clk : IN std_logic; clk_enable : IN std_logic; reset : IN std_logic; u : IN std_logic_vector(7 DOWNTO 0); y : OUT std_logic_vector(7 DOWNTO 0)); END nibble_swap_7b; ARCHITECTURE fsm_SFHDL OF fcn IS BEGIN -- NIBBLE SWAP y <= u(3 DOWNTO 0) & u(7 DOWNTO 4); END fsm_SFHDL;</pre> | <p>The following listing shows the corresponding generated Verilog code.</p> <pre>module fcn (clk, clk_enable, reset, u, y); input clk; input clk_enable; input reset; input [7:0] u; output [7:0] y; // NIBBLE SWAP assign y = {u[3:0], u[7:4]}; endmodule</pre> |

See Also

[codegen](#) | [coder.HdlConfig](#)

More About

- “Functions for Programming and Data Types”
- “Fixed-Point Function Limitations” on page 1-2
- “Supported MATLAB Data Types, Operators, and Control Flow Statements” on page 1-4

Guidelines for Writing MATLAB Code to Generate Efficient HDL Code

MATLAB Design Requirements for HDL Code Generation

When you generate HDL code from your MATLAB design, you are converting an algorithm into an architecture that must meet hardware area and speed requirements.

Your MATLAB design has the following requirements:

- MATLAB code within the design must be supported for HDL code generation.
- Inputs and outputs must not be matrices or structures.

If you are generating code from the command line, verify your code readiness for code generation with the following command:

```
coder.screener('design_function_name')
```

If you use the HDL Workflow Advisor to generate code, this check runs automatically.

For a MATLAB language support reference, including supported functions from the Fixed-Point Designer, see “Functions Supported for HDL Code Generation” on page 1-2.

Guidelines for Writing MATLAB code

For better HDL code and faster code generation, design your MATLAB code according to the following best practices:

- Serialize your input and output data. Parallel data processing structures require more hardware resources and a higher pin count.
- Use add and subtract algorithms instead of algorithms that use functions like sine, divide, and modulo. Add and subtract operations use fewer hardware resources.
- Avoid large arrays and matrices. Large arrays and matrices require more registers and RAM for storage.
- Convert your code from floating-point to fixed-point. Floating-point data types are inefficient for hardware realization. HDL Coder provides an automated workflow for floating-point to fixed-point conversion.
- Unroll loops to increase speed at the cost of higher area; unroll fewer loops and enable the loop streaming optimization to conserve area at the cost of lower throughput.

See Also

Apps
HDL Coder

Classes
coder.HdlConfig

Functions
coder.hdl.loopspec | coder.hdl.pipeline

More About

- “Optimize MATLAB Loops” on page 8-20
- “For-Loop Best Practices for HDL Code Generation” on page 1-64
- “Supported MATLAB Data Types, Operators, and Control Flow Statements” on page 1-4

For-Loop Best Practices for HDL Code Generation

When you generate HDL code from your MATLAB design, you are converting an algorithm into an architecture that must meet hardware area and speed requirements. Some best practices for using loops in MATLAB code for HDL code generation are:

- Use monotonically increasing loop counters, with increments of 1, to minimize the amount of hardware generated in the HDL code.
- If you want to use the loop streaming optimization:
 - When assigning new values to persistent variables inside a loop, do not use other persistent variables on the right side of the assignment. Instead, use an intermediate variable.
 - If a loop modifies any elements in a persistent array, the loop should modify all of the elements in the persistent array.

Monotonically Increasing Loop Counters

By using monotonically increasing loop counters with increments of 1, you can reduce the amount of hardware in the generated HDL code. The following loop is an example of a monotonically increasing loop counter with increments of 1.

```
a=1;
for i=1:10
    a=a+1;
end
```

If a loop counter increases by an increment other than 1, the generated HDL code can require additional adders. Due to this additional hardware, do not use the following type of loop.

```
a=1;
for i=1:2:10
    a=a+1;
end
```

If a loop counter decreases, the generated HDL code can require additional adders. Due to this additional hardware, do not use the following type of loop.

```
a=1;
for i=10:-1:1
    a=a+1;
end
```

Persistent Variables in Loops

If a loop contains multiple persistent variables, when you assign values to persistent variables, use intermediate variables that are not persistent on the right side of the assignment. This practice makes dependencies clear to the compiler and assists internal optimizations during the HDL code generation process. If you want to use the loop streaming optimization to reduce the amount of generated hardware, this practice is recommended.

In the following example, `var1` and `var2` are persistent variables. `var1` is used on the right side of the assignment. Because a persistent variable is on the right side of an assignment, do not use this type of loop:

```

for i=1:10
    var1 = 1 + i;
    var2 = var1 * 2;
end

```

Instead of using `var1` on the right side of the assignment, use an intermediate variable that is not persistent. This example demonstrates this with the intermediate variable `var_intermediate`.

```

for i=1:10
    var_intermediate = 1 + i;
    var1 = var_intermediate;
    var2 = var_intermediate * 2;
end

```

Persistent Arrays in Loops

If a loop modifies elements in a persistent array, make sure that the loop modifies all of the elements in the persistent array. If all elements of the persistent array are not modified within the loop, HDL Coder cannot perform the loop streaming optimization.

In the following example, `a` is a persistent array. The first element is modified outside of the loop. Do not use this type of loop.

```

for i=2:10
    a(i)=1+i;
end
a(1)=24;

```

Rather than modifying the first element outside the loop, modify all of the elements inside the loop.

```

for i=1:10
    if i==1
        a(i)=24;
    else
        a(i)=1+i;
    end
end

```

See Also

Apps
HDL Coder

Classes
`coder.HdlConfig`

Functions
`coder.hdl.loopspec` | `coder.hdl.pipeline`

More About

- “Optimize MATLAB Loops” on page 8-20
- “Guidelines for Writing MATLAB Code to Generate Efficient HDL Code” on page 1-62
- “Supported MATLAB Data Types, Operators, and Control Flow Statements” on page 1-4

MATLAB Test Bench Requirements and Best Practices for HDL Code Generation

What Is a MATLAB Test Bench?

A test bench is a MATLAB script or function that you write to test the algorithm in your MATLAB design function. The test bench varies the input data to the design to simulate real world conditions. It can also check that the output data meets design specifications.

HDL Coder uses the data it gathers from running your test bench with your design to infer fixed-point data types for floating-point to fixed-point conversion. The coder also uses the data to generate HDL test data for verifying your generated code. For more information on how to write your test bench for the best results, see “MATLAB Test Bench Requirements and Best Practices for HDL Code Generation” on page 1-66.

MATLAB Test Bench Requirements

You can use any MATLAB data type and function in your test bench.

A MATLAB test bench has the following requirements:

- For floating-point to fixed-point conversion, the test bench must be a script or a function with no inputs.
- The inputs and outputs in your MATLAB design interface must use the same data types, sizes, and complexity in each call site in your test bench.
- If you enable the **Accelerate test bench for faster simulation** option in the Float-to-Fixed Workflow, the MATLAB constructs in your test bench loop must be compilable.

MATLAB Test Bench Best Practices

Use the following MATLAB test bench best practices:

- *Design your test bench to cover the full numeric range of data that the design must handle.* HDL Coder uses the data that it accumulates from running the test bench to infer fixed-point data types during floating-point to fixed-point conversion.

If you call the design function multiple times from your test bench, the coder uses the accumulated data from each instance to infer fixed-point types. Both the design and the test bench can call local functions within the file or other functions on the MATLAB path. The call to the design function can be at any level of your test bench hierarchy.

- *Before trying to generate code, run your test bench in MATLAB .* If simulation is slow, accelerate your test bench. To learn how to accelerate your simulation, see “Accelerate MATLAB Algorithms”.
- If you have a loop that calls your design function, use only compilable MATLAB constructs within the loop and enable the **Accelerate test bench for faster simulation** option.
- Before each test bench simulation run, use the `clear variables` command to reset your persistent variables.

To see an example of a test bench, enter this command:

```
showdemo mlhdlc_tutorial_float2fixed_files
```


See Also

Apps

HDL Coder

Classes

`coder.HdlConfig`

Functions

`coder.hdl.loopspec` | `coder.hdl.pipeline`

More About

- “Guidelines for Writing MATLAB Code to Generate Efficient HDL Code” on page 1-62
- “For-Loop Best Practices for HDL Code Generation” on page 1-64
- “Supported MATLAB Data Types, Operators, and Control Flow Statements” on page 1-4

MATLAB to HDL Examples for Communications and Signal Processing Applications

- “HDL Code Generation for LMS Filter” on page 2-2
- “Bisection Algorithm to Calculate Square Root of an Unsigned Fixed-Point Number” on page 2-9
- “Timing Offset Estimation” on page 2-14
- “Data Packetization” on page 2-18
- “Transmit and Receive FIFO” on page 2-25
- “HDL Code Generation for Harris Corner Detection Algorithm” on page 2-32
- “HDL Code Generation for Adaptive Median Filter” on page 2-39
- “Contrast Adjustment” on page 2-47
- “Image Enhancement by Histogram Equalization” on page 2-56
- “HDL Code Generation for Image Format Conversion from RGB to YUV” on page 2-58
- “High Dynamic Range Imaging” on page 2-63
- “Accelerate a Pixel-Streaming Design Using MATLAB Coder” on page 2-68
- “Enhanced Edge Detection from Noisy Color Video” on page 2-71
- “Verify Sobel Edge Detection Algorithm in MATLAB-to-HDL Workflow” on page 2-74

HDL Code Generation for LMS Filter

This example shows how to generate HDL code from a MATLAB® design that implements an LMS filter. The example also illustrates how to design a test bench that cancels out the noise signal by using this filter.

LMS Filter MATLAB Design

The MATLAB design used in the example is an implementation of an LMS (Least Mean Squares) filter. The LMS filter is a class of adaptive filter that identifies an FIR filter signal that is embedded in the noise. The LMS filter design implementation in MATLAB consists of a top-level function `mlhdlc_lms_fcn` that calculates the optimal filter coefficients to reduce the difference between the output signal and the desired signal.

```
design_name = 'mlhdlc_lms_fcn';
testbench_name = 'mlhdlc_lms_noise_canceler_tb';
```

Review the MATLAB design:

```
open(design_name);
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% MATLAB Design: Adaptive Noise Canceler algorithm using Least Mean Square
% (LMS) filter implemented in MATLAB
%
% Key Design pattern covered in this example:
% (1) Use of function calls
% (2) Function inlining vs instantiation knobs available in the coder
% (3) Use of system objects in the testbench to stream test vectors into the design
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%#codegen
function [filtered_signal, y, fc] = mlhdlc_lms_fcn(input, ...
                                                desired, step_size, reset_weights)
% 'input' : The signal from Exterior Mic which records the ambient noise.
% 'desired': The signal from Pilot's Mic which includes
%             original music signal and the noise signal
% 'err_sig': The difference between the 'desired' and the filtered 'input'
%             It represents the estimated music signal (output of this block)
%
% The LMS filter is trying to retrieve the original music signal('err_sig')
% from Pilot's Mic by filtering the Exterior Mic's signal and using it to
% cancel the noise in Pilot's Mic. The coefficients/weights of the filter
% are updated(adapted) in real-time based on 'input' and 'err_sig'.

% register filter coefficients
persistent filter_coeff;
if isempty(filter_coeff)
    filter_coeff = zeros(1, 40);
end

% Variable Filter: Call 'tapped_delay_fcn' function on path to create
% 40-step tapped delay
delayed_signal = mtapped_delay_fcn(input);

% Apply filter coefficients
```

```

weight_applied = delayed_signal .* filter_coeff;

% Call treesum function on matlab path to sum up the results
filtered_signal = mtreesum_fcn(weight_applied);

% Output estimated Original Signal
td = desired;
tf = filtered_signal;
esig = td - tf;
y = esig;

% Update Weights: Call 'update_weight_fcn' function on MATLAB path to
% calculate the new weights
updated_weight = update_weight_fcn(step_size, esig, delayed_signal, ...
                                   filter_coeff, reset_weights);

% update filter coefficients register
filter_coeff = updated_weight;
fc = filter_coeff;

function y = mtreesum_fcn(u)
%Implement the 'sum' function without a for-loop
% y = sum(u);

% The loop based implementation of 'sum' function is not ideal for
% HDL generation and results in a longer critical path.
% A tree is more efficient as it results in
% delay of log2(N) instead of a delay of N delay

% This implementation shows how to explicitly implement the vector sum in
% a tree shape to enable hardware optimizations.

% The ideal way to code this generically for any length of 'u' is to use
% recursion but it is not currently supported by MATLAB Coder

% NOTE: To instruct MATLAB Coder to compile an external function,
% add the following compilation directive or pragma to the function code
%#codegen

% This implementation is hardwired for a 40tap filter.

level1 = vsum(u);
level2 = vsum(level1);
level3 = vsum(level2);
level4 = vsum(level3);
level5 = vsum(level4);
level6 = vsum(level5);
y = level6;

function output = vsum(input)

coder.inline('always');

vt = input(1:2:end);

for i = int32(1: numel(input)/2)
    k = int32(i*2);

```

```
        vt(i) = vt(i) + input(k);
    end

    output = vt;

    function tap_delay = mtapped_delay_fcn(input)
    % The Tapped Delay function delays its input by the specified number
    % of sample periods, and outputs all the delayed versions in a vector
    % form. The output includes current input

    % NOTE: To instruct MATLAB Coder to compile an external function,
    % add the following compilation directive or pragma to the function code
    %#codegen

    persistent u_d;
    if isempty(u_d)
        u_d = zeros(1,40);
    end

    u_d = [u_d(2:40), input];

    tap_delay = u_d;

    function weights = update_weight_fcn(step_size, err_sig, ...
        delayed_signal, filter_coeff, reset_weights)
    % This function updates the adaptive filter weights based on LMS algorithm

    % Copyright 2007-2015 The MathWorks, Inc.

    % NOTE: To instruct MATLAB Coder to compile an external function,
    % add the following compilation directive or pragma to the function code
    %#codegen

    step_sig = step_size .* err_sig;
    correction_factor = delayed_signal .* step_sig;
    updated_weight = correction_factor + filter_coeff;

    if reset_weights
        weights = zeros(1,40);
    else
        weights = updated_weight;
    end
end
```

The MATLAB function is modular and uses functions:

- `mtapped_delay_fcn` to calculate delayed versions of the input signal in vector form.
- `mtreesum_fcn` to calculate the sum of the applied weights in a tree structure. The individual sum is calculated by using a `vsum` function.
- `update_weight_fcn` to calculate the updated filter weights based on the least mean square algorithm.

LMS Filter MATLAB Test Bench

Review the MATLAB test bench:

```

open(testbench_name)

% Returns an adaptive FIR filter System object,
% HLMS, that computes the filtered output, filter error and the filter
% weights for a given input and desired signal using the Least Mean
% Squares (LMS) algorithm.

% Copyright 2011-2019 The MathWorks, Inc.
clear('mlhdlc_lms_fcn');

hfilt2 = dsp.FIRFilter(...
    'Numerator', fir1(10, [.5, .75]));
rng('default'); % always default to known state
x = randn(1000,1); % Noise
d = step(hfilt2, x) + sin(0:.05:49.95)'; % Noise + Signal

stepSize = 0.01;
reset_weights = false;

hSrc = dsp.SignalSource(x);
hDesiredSrc = dsp.SignalSource(d);

hOut = dsp.SignalSink;
hErr = dsp.SignalSink;
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%Call to the design
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
while (~isDone(hSrc))
    [y, e] = mlhdlc_lms_fcn(step(hSrc), step(hDesiredSrc), ...
        stepSize, reset_weights);
    step(hOut, y);
    step(hErr, e);
end

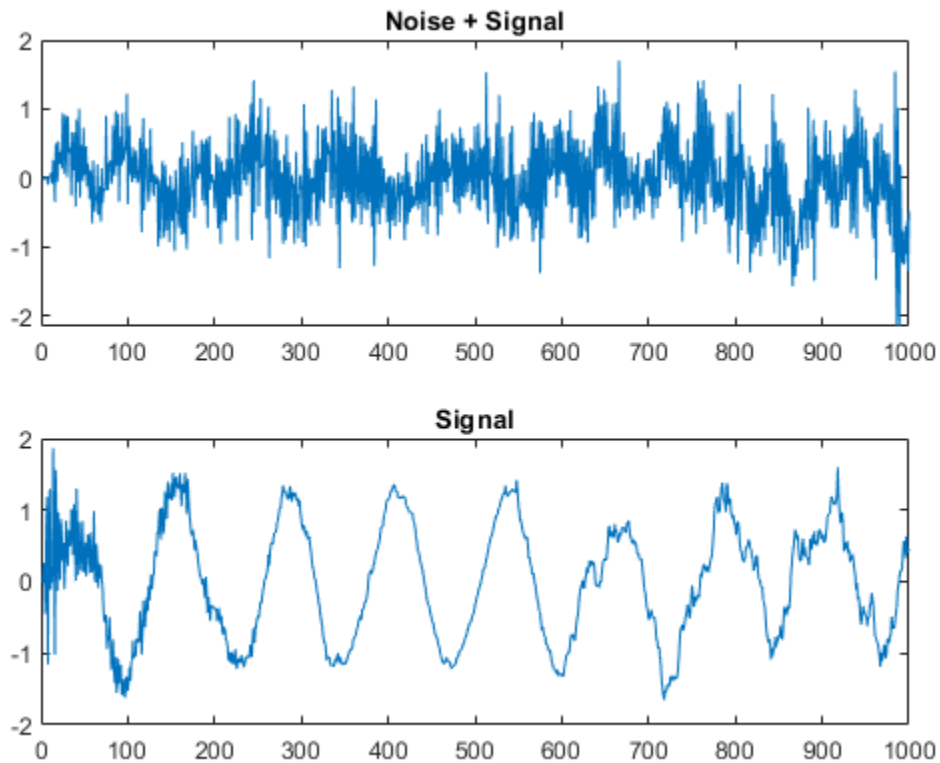
figure('Name', [mfilename, '_signal_plot']);
subplot(2,1,1), plot(hOut.Buffer), title('Noise + Signal');
subplot(2,1,2), plot(hErr.Buffer), title('Signal');

```

Test the MATLAB Algorithm

To avoid run-time errors, simulate the design with the test bench.

```
mlhdlc_lms_noise_canceler_tb
```



Create a Folder and Copy Relevant Files

Before you generate HDL code for the MATLAB design, copy the design and test bench files to a writable folder. These commands copy the files to a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_lms_nc'];
```

create a temporary folder and copy the MATLAB files.

```
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);
```

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Create an HDL Coder Project

To generate HDL code from a MATLAB design:

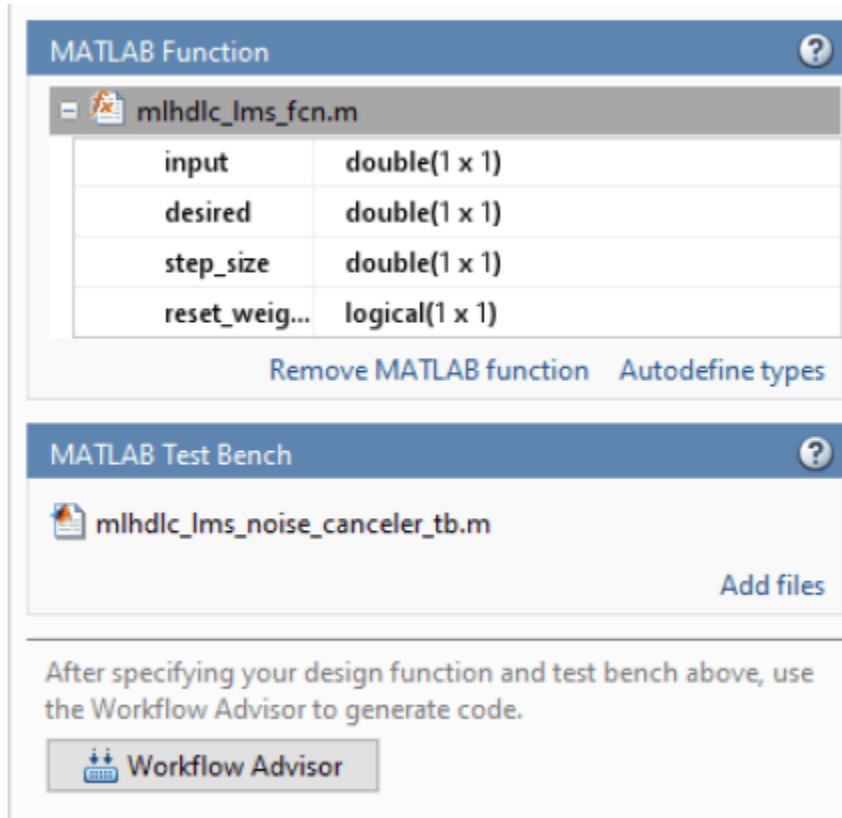
1. Create a HDL Coder project:

```
coder -hdlcoder -new mlhdlc_lms_nc
```

2. Add the file `mlhdlc_lms_fcn.m` to the project as the **MATLAB Function** and `mlhdlc_lms_noise_canceler_tb.m` as the **MATLAB Test Bench**.

3. Click **Autodefine types** to use the recommended types for the inputs and outputs of the MATLAB function `mlhdlc_lms_fcn`.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.



Run Fixed-Point Conversion and HDL Code Generation

- 1 Click the **Workflow Advisor** button to start the Workflow Advisor.
- 2 Right click the **HDL Code Generation** task and select **Run to selected task**.

A single HDL file `mlhdlc_lms_fcn_FixPt.vhd` is generated for the MATLAB design. To examine the generated HDL code for the filter design, click the hyperlinks in the Code Generation Log window.

If you want to generate a HDL file for each function in your MATLAB design, in the **Advanced** tab of the **HDL Code Generation** task, select the **Generate instantiable code for functions** check box. See also “Generate Instantiable Code for Functions” on page 5-11.

Clean Up Generated Files

To clean up the temporary project folder, run these commands:

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_lms_nc'];
clear mex;
```

```
cd (mlhdlc_demo_dir);  
rmdir(mlhdlc_temp_dir, 's');
```

Bisection Algorithm to Calculate Square Root of an Unsigned Fixed-Point Number

This example shows how to generate HDL code from MATLAB® design implementing an bisection algorithm to calculate the square root of a number in fixed point notation.

Same implementation, originally using n-multipliers in HDL code, for wordlength n, under sharing and streaming optimizations, can generate HDL code with only 1 multiplier demonstrating the power of MATLAB® HDL Coder optimizations.

The design of the square-root algorithm shows the pipelining concepts to achieve a fast clock rate in resulting RTL design. Since this design is already in fixed point, you don't need to run fixed-point conversion.

MATLAB Design

```
% Design Sqrt
design_name = 'mlhdlc_sqrt';

% Test Bench for Sqrt
testbench_name = 'mlhdlc_sqrt_tb';
```

Lets look at the Sqrt Design

```
dbtype(design_name)
```

```
1      %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
2      % MATLAB design: Pipelined Bisection Square root algorithm
3      %
4      % Introduction:
5      %
6      % Implement SQRT by the bisection algorithm in a pipeline, for unsigned fixed
7      % point numbers (also why you don't need to run fixed-point conversion for this design).
8      % The demo illustrates the usage of a pipelined implementation for numerical algorithms.
9      %
10     % Key Design pattern covered in this example:
11     % (1) State of the bisection algorithm is maintained with persistent variables
12     % (2) Stages of the bisection algorithm are implemented in a pipeline
13     % (3) Code is written in a parameterized fashion, i.e. word-length independent, to work for
14     %
15     % Ref. 1. R. W. Hamming, "Numerical Methods for Scientists and Engineers," 2nd, Ed, pp 67-68
16     %      2. Bisection method, http://en.wikipedia.org/wiki/Bisection\_method, (accessed 02/18/2015)
17     %
18
19     % Copyright 2013-2015 The MathWorks, Inc.
20
21     %#codegen
22     function [y,z] = mlhdlc_sqrt( x )
23         persistent sqrt_pipe
24         persistent in_pipe
25         if isempty(sqrt_pipe)
26             sqrt_pipe = fi(zeros(1,x.WordLength),numerictype(x));
27             in_pipe = fi(zeros(1,x.WordLength),numerictype(x));
28         end
29
```

```

30     % Extract the outputs from pipeline
31     y = sqrt_pipe(x.WordLength);
32     z = in_pipe(x.WordLength);
33
34     % for analysis purposes you can calculate the error between the fixed-point bisection
35     %Q = [double(y).^2, double(z)];
36     %[Q, diff(Q)]
37
38     % work the pipeline
39     for itr = x.WordLength-1:-1:1
40         % move pipeline forward
41         in_pipe(itr+1) = in_pipe(itr);
42         % guess the bits of the square-root solution from MSB to the LSB of word length
43         sqrt_pipe(itr+1) = guess_and_update( sqrt_pipe(itr), in_pipe(itr+1), itr );
44     end
45
46     %% Prime the pipeline
47     % with new input and the guess
48     in_pipe(1) = x;
49     sqrt_pipe(1) = guess_and_update( fi(0,numericity(x)), x, 1 );
50
51     %% optionally print state of the pipeline
52     %disp('***** State of Pipeline *****')
53     %double([in_pipe; sqrt_pipe])
54
55     return
56 end
57
58 % Guess the bits of the square-root solution from MSB to the LSB in
59 % a binary search-fashion.
60 function update = guess_and_update( prev_guess, x, stage )
61     % Key step of the bisection algorithm is to set the bits
62     guess = bitset( prev_guess, x.WordLength - stage + 1);
63     % compare if the set bit is a candidate solution to retain or clear it
64     if ( guess*guess <= x )
65         update = guess;
66     else
67         update = prev_guess;
68     end
69     return
70 end

```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```

mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_sqrt'];

% create a temporary folder and copy the MATLAB files
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

% copy files to the temp dir
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);

```

Simulate the Design

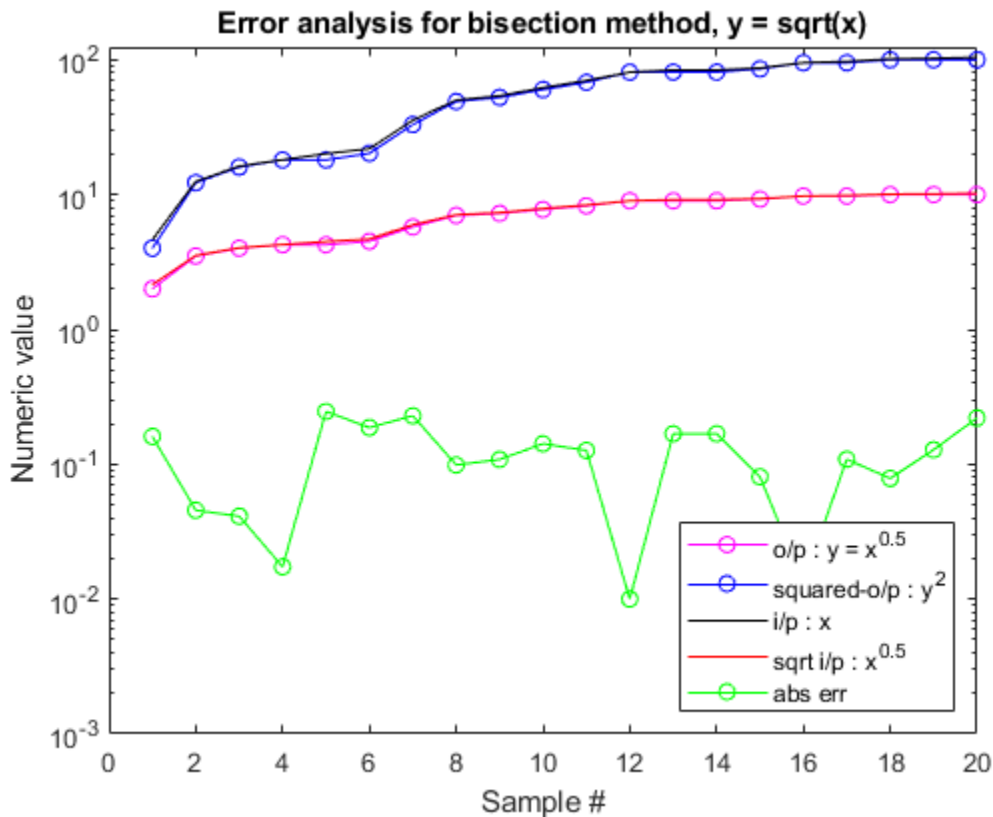
It is always a good practice to simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

mlhdlc_sqrt_tb

```

Iter = 01| Input = 0.000| Output = 0000000000 (0.00) | actual = 0.000000 | abserror = 0.000000
Iter = 02| Input = 0.000| Output = 0000000000 (0.00) | actual = 0.000000 | abserror = 0.000000
Iter = 03| Input = 0.000| Output = 0000000000 (0.00) | actual = 0.000000 | abserror = 0.000000
Iter = 04| Input = 0.000| Output = 0000000000 (0.00) | actual = 0.000000 | abserror = 0.000000
Iter = 05| Input = 0.000| Output = 0000000000 (0.00) | actual = 0.000000 | abserror = 0.000000
Iter = 06| Input = 0.000| Output = 0000000000 (0.00) | actual = 0.000000 | abserror = 0.000000
Iter = 07| Input = 0.000| Output = 0000000000 (0.00) | actual = 0.000000 | abserror = 0.000000
Iter = 08| Input = 0.000| Output = 0000000000 (0.00) | actual = 0.000000 | abserror = 0.000000
Iter = 09| Input = 0.000| Output = 0000000000 (0.00) | actual = 0.000000 | abserror = 0.000000
Iter = 10| Input = 0.000| Output = 0000000000 (0.00) | actual = 0.000000 | abserror = 0.000000
Iter = 11| Input = 4.625| Output = 0000010000 (2.00) | actual = 2.150581 | abserror = 0.150581
Iter = 12| Input = 12.500| Output = 0000011100 (3.50) | actual = 3.535534 | abserror = 0.035534
Iter = 13| Input = 16.250| Output = 0000100000 (4.00) | actual = 4.031129 | abserror = 0.031129
Iter = 14| Input = 18.125| Output = 0000100010 (4.25) | actual = 4.257347 | abserror = 0.007347
Iter = 15| Input = 20.125| Output = 0000100010 (4.25) | actual = 4.486090 | abserror = 0.236090
Iter = 16| Input = 21.875| Output = 0000100100 (4.50) | actual = 4.677072 | abserror = 0.177072
Iter = 17| Input = 35.625| Output = 0000101110 (5.75) | actual = 5.968668 | abserror = 0.218668
Iter = 18| Input = 50.250| Output = 0000111000 (7.00) | actual = 7.088723 | abserror = 0.088723
Iter = 19| Input = 54.000| Output = 0000111010 (7.25) | actual = 7.348469 | abserror = 0.098469
Iter = 20| Input = 62.125| Output = 0000111110 (7.75) | actual = 7.881941 | abserror = 0.131941
Iter = 21| Input = 70.000| Output = 0001000010 (8.25) | actual = 8.366600 | abserror = 0.116600
Iter = 22| Input = 81.000| Output = 0001001000 (9.00) | actual = 9.000000 | abserror = 0.000000
Iter = 23| Input = 83.875| Output = 0001001000 (9.00) | actual = 9.158330 | abserror = 0.158330
Iter = 24| Input = 83.875| Output = 0001001000 (9.00) | actual = 9.158330 | abserror = 0.158330
Iter = 25| Input = 86.875| Output = 0001001010 (9.25) | actual = 9.320676 | abserror = 0.070676
Iter = 26| Input = 95.125| Output = 0001001110 (9.75) | actual = 9.753205 | abserror = 0.003205
Iter = 27| Input = 97.000| Output = 0001001110 (9.75) | actual = 9.848858 | abserror = 0.098858
Iter = 28| Input = 101.375| Output = 0001010000 (10.00) | actual = 10.068515 | abserror = 0.068515
Iter = 29| Input = 102.375| Output = 0001010000 (10.00) | actual = 10.118053 | abserror = 0.118053
Iter = 30| Input = 104.250| Output = 0001010000 (10.00) | actual = 10.210289 | abserror = 0.210289

```



Create a New HDL Coder™ Project

```
coder -hdlcoder -new mlhdlc_sqrt_prj
```

Next, add the file 'mlhdlc_sqrt.m' to the project as the MATLAB Function and 'mlhdlc_sqrt_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run HDL Code Generation

This design is already in fixed point and suitable for HDL code generation. It is not desirable to run floating point to fixed point advisor on this design.

- 1 Launch Workflow Advisor
- 2 Under 'Define Input Types' Choose 'Keep original types' for the option 'Fixed-point conversion'
- 3 Under 'Optimizations' tab in 'RAM Mapping' box uncheck 'MAP persistent variables to RAMs'. We don't want the pipeline to be inferred as a RAM.
- 4 Optionally you may want to choose, under 'Optimizations' tab, 'Area Optimizations' and set 'Resource sharing factor' equal to wordlength (10 here), select 'Stream Loops' under the 'Loop Optimizations' tab. Also don't forget to check 'Distributed Pipelining' when you enable the optimizations.
- 5 Click on the 'Code Generation' step and click 'Run'

Examine the generated HDL code by clicking on the hyperlinks in the Code Generation Log window.

Examine the Synthesis Results

- 1 Run the logic synthesis step with the following default options if you have ISE installed on your machine.
- 2 In the synthesis report, note the clock frequency reported by the synthesis tool without any optimization options enabled.
- 3 Typically **timing performance** of this design using Xilinx ISE synthesis tool for the 'Virtex7' chip family, device 'xc7v285t', speed grade -3, to be around **229MHz**, and a maximum combinatorial path delay: **0.406ns**.
- 4 Optimizations for this design (loop streaming and multiplier sharing) work to reduce resource usage, with a moderate trade-off on timing. For the particular word-length size in test bench you will see a reduction of **n** multipliers to **1**.

Clean up the Generated Files

You can run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_sqrt'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

Timing Offset Estimation

This example shows how to generate HDL code from a basic lead-lag timing offset estimation algorithm implemented in MATLAB® code.

Introduction

In wireless communication systems, receive data is oversampled at the RF front end. This serves several purposes, including providing sufficient sampling rates for receive filtering.

However, one of the most important functions is to provide multiple sampling points on the received waveform such that data can be sampled near the maximum amplitude point in the received waveform. This example illustrates a basic lead-lag time offset estimation core, operating recursively.

The generated hardware core for this design operates at $1/\text{os_rate}$ where os_rate is the oversampled rate. That is, for 8 oversampled clock cycles this core iterates once. The output is at the symbol rate.

```
design_name = 'mlhdlc_comms_toe';
testbench_name = 'mlhdlc_comms_toe_tb';
```

Let us take a look at the MATLAB® design.

```
type(design_name);

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% MATLAB design: Time Offset Estimation
%
%% Introduction:
%
% The generated hardware core for this design operates at 1/os_rate
% where os_rate is the oversampled rate. That is, for 8 oversampled clock cycles
% this core iterates once. The output is at the symbol rate.
%
% Key design pattern covered in this example:
% (1) Data is sent in a vector format, stored in a register and accessed
% multiple times
% (2) The core also illustrates basic mathematical operations
%

% Copyright 2011-2015 The MathWorks, Inc.

%#codegen
function [tau,h,q] = mlhdlc_comms_toe(r,mu)

persistent tau
persistent rBuf

os_rate = 8;
if isempty(tau)
    tau = 0;
    rBuf = zeros(1,3*os_rate);
end

rBuf = [rBuf(1+os_rate:end) r];

taur = round(tau);
```



```

% Determine lead/lag values and compute offset error
zl = rBuf(os_rate+taur-1);
zo = rBuf(os_rate+taur);
ze = rBuf(os_rate+taur+1);
offsetError = zo*(ze-zl);

% update tau
tau = tau + mu*offsetError;

tauh = tau;

q = zo;

type(testbench_name);

function mlhdlc_comms_toe_tb
%
% Copyright 2011-2015 The MathWorks, Inc.

os_rate = 8;
Ns = 128;
SNR = 100;
mu = .5; % smoothing factor for time offset estimates

% create simulated signal
rng('default'); % always default to known state
b = round(rand(1,Ns));
d = reshape(repmat(b*2-1,os_rate,1),1,Ns*os_rate);

x = [zeros(1,Ns*os_rate) d zeros(1,Ns*os_rate)];
y = awgn(x,SNR);

w = fir1(3*os_rate+1,1/os_rate)';
z = filter(w,1,y);
r = z(4:end); % give it an offset to make things interesting

%tau = 0;
Nsym = floor(length(r)/os_rate);
tauh = zeros(1,Nsym-1); q = zeros(1,Nsym-1);
for il = 1:Nsym-1
    rVec = r(1+(il-1)*os_rate:il*os_rate);

    % Call to the Timing Offset Estimation Algorithm
    [tauh(il),q(il)] = mlhdlc_comms_toe(rVec,mu);
end

indexes = 1:os_rate:length(tauh)*os_rate;
indexes = indexes+tauh+os_rate-1-os_rate*2;

Fig1Loc=figposition([5 50 90 40]);
H_fl=figure(1); clf;
set(H_fl,'position',Fig1Loc);
subplot(2,1,1)
plot(r,'b');
hold on

```

```
plot(indexes,q,'ro');
axis([indexes(1) indexes(end) -1.5 1.5]);
title('Received Signal with Time Correct Detections');
subplot(2,1,2)
plot(tauh);
title('Estimate of Time Offset');

function y=figposition(x)
%FIGPOSITION Positions figure window irrespective of the screen resolution
% Y=FIGPOSITION(X) generates a vector the size of X.
% This specifies the location of the figure window in pixels
%
screenRes=get(0,'ScreenSize');
% Convert x to pixels
y(1,1)=(x(1,1)*screenRes(1,3))/100;
y(1,2)=(x(1,2)*screenRes(1,4))/100;
y(1,3)=(x(1,3)*screenRes(1,3))/100;
y(1,4)=(x(1,4)*screenRes(1,4))/100;
```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_toe'];

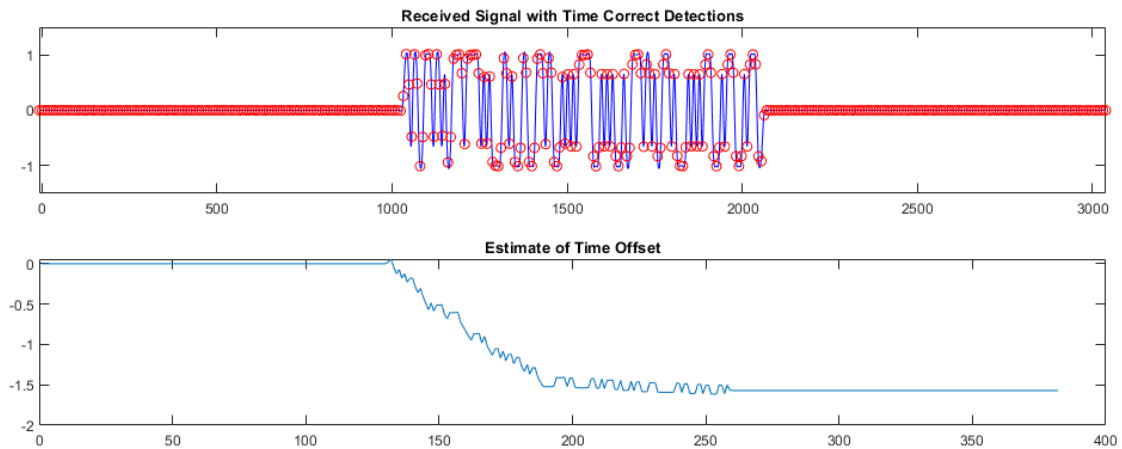
% Create a temporary folder and copy the MATLAB files.
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Simulate the Design

It is always a good practice to simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_comms_toe_tb
```



Create a New HDL Coder™ Project

```
coder -hdlcoder -new mlhdlc_toe
```

Next, add the file 'mlhdlc_comms_toe.m' to the project as the MATLAB Function and 'mlhdlc_comms_toe_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run Fixed-Point Conversion and HDL Code Generation

Launch the Workflow Advisor from the Workflow Advisor button and right click on the 'Code Generation' step and choose the option 'Run to selected task' to run all the steps from the beginning through the HDL code generation.

Examine the generated HDL code by clicking on the hyperlinks in the Code Generation Log window.

Clean up the Generated Files

You can run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_toe'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

Data Packetization

This example shows how to generate HDL code from a MATLAB® design that packetizes a transmit sequence.

Introduction

In wireless communication systems receive data is oversampled at the RF front end. This serves several purposes, including providing sufficient sampling rates for receive filtering.

```
% However, one of the most important
% functions is to provide multiple sampling points on the received
% waveform such that data can be sampled near the maximum amplitude point
% in the received waveform. This example illustrates a basic lead-lag time
% offset estimation core, operating recursively.
```

```
% The generated hardware core for this design operates at 1/os_rate
% where os_rate is the oversampled rate. That is, for 8 oversampled clock cycles
% this core iterates once. The output is at the symbol rate.
```

```
design_name = 'mlhdlc_comms_data_packet';
testbench_name = 'mlhdlc_comms_data_packet_tb';
```

Let us take a look at the MATLAB design.

```
type(design_name);
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% MATLAB design: Data packetization
%
% Introduction:
%
% This core is meant to illustrate packetization of a transmit sequence.
% There is a "pad" data section, which allows for the transmit amplifier to
% settle. This is then followed by a 65-bit training sequence. This is
% followed by the number of symbols beginning encoded into two bytes or
% 16-bits. This is then followed by a variable length data sequence and a
% CRC. All bits can optionally be differentially encoded.
%
% Key design pattern covered in this example:
% (1) Design illustrates the use of binary operands, such as bitxor
% (2) Shows how to properly segment persistent variables for register and
% BRAM access
% (3) Illustrates the use of fi math
% (4) Shows how to properly format and store ROM data, e.g., padData
%
% Copyright 2011-2015 The MathWorks, Inc.
%#codegen
function [symbolOut, reByte] = ...
    mlhdlc_comms_data_packet(emptyFlag, byteValue, numberSymbols, diffOn, Nts, Npad)

persistent trainBits1 padData
persistent valueCRC crcVector bitPrev
persistent inPacketFlag bitOfByteIndex symbolCount
```

```

fm = hdlfimath;
if isempty(symbolCount)
    symbolCount = 1;
    inPacketFlag = 0;
    valueCRC = fi(1, 0,16,0, fm);
    bitOfByteIndex = 1;
    bitPrev = fi(1, 0,1,0, fm);
    crcVector = zeros(1,16);
end
if isempty(trainBits1)
    % data-set already exists
    trainBits1 = TRAIN_DATA;
    padData = PAD_DATA;
end

%genPoly = 69665;
genPoly = fi(65535, 0,16,0, fm);
byteUint8 = uint8(byteValue);

reByte = 0;
symbolOut = fi(0, 0,1,0, fm);

%the first condition is whether or not we're currently processing a packet
if inPacketFlag == 1
    bitOut = fi(0, 0,1,0, fm);
    if symbolCount <= Npad
        bitOut(:) = padData(symbolCount);
    elseif symbolCount <= Npad+Nts
        bitOut(:) = trainBits1(symbolCount-Npad);
    elseif symbolCount <= Npad+Nts+numberSymbols
        bitOut(:) = bitget(byteUint8,9-bitOfByteIndex);
        bitOfByteIndex = bitOfByteIndex + 1;
        if bitOfByteIndex == 9 && symbolCount < Npad+Nts+numberSymbols
            bitOfByteIndex = 1;
            reByte = 1; % we've exhausted this one so pop new one off
        end
    elseif symbolCount <= Npad+Nts+numberSymbols+16
        bitOut(:) = 0;
    elseif symbolCount <= Npad+Nts+numberSymbols+32
        bitOut(:) = crcVector(symbolCount-(Npad+Nts+numberSymbols+16));
    else
        inPacketFlag = 0; %we're done
    end

    %leadValue = 0;
    % here we have the bit going out so if past Nts+Npad then form CRC.
    % Note that we throw 16 zeros on the end in order to flush the CRC
    if symbolCount > Npad+Nts && symbolCount <= Npad+Nts+numberSymbols+16

        valueCRCsh1 = bitsll(valueCRC, 1);
        valueCRCadd1 = bitor(valueCRCsh1, fi(bitOut, 0,16,0, fm));
        leadValue = bitget(valueCRCadd1,16);
        if leadValue == 1
            valueCRCxor = bitxor(valueCRCadd1, genPoly);
        else
            valueCRCxor = valueCRCadd1;
        end
        valueCRC = valueCRCxor;
    end
end

```

```

        if symbolCount == Npad+Nts+numberSymbols+16
            crcVector(:) = bitget( valueCRC, 16:-1:1);
        end
    end

    if diff0n == 0 || symbolCount <= Npad+Nts
        symbolOut(:) = bitOut;
    else
        if bitPrev == bitOut
            symbolOut(:) = 1;
        else
            symbolOut(:) = 0;
        end
    end
    bitPrev(:) = symbolOut;

    symbolCount = symbolCount + 1; %total number of symbols transmitted
else
    % we're not processing a packet and waiting for a new packet to arrive
    if emptyFlag == 0
        % reset everything
        inPacketFlag = 1;
        % toggle re to grab data
        reByte = 1;
        symbolCount = 1;
        bitOfByteIndex = 1;
        valueCRC(:) = 65535;
        bitPrev(:) = 0;
    end
end
end

type(testbench_name);

function mlhdlc_comms_data_packet_tb
%
% Copyright 2011-2015 The MathWorks, Inc.

% generate transmit data, note the first two bytes are the data length
numberBytes = 8; % this is total number of symbols
numberSymbols = numberBytes*8;
rng(1); % always default to known state
data = [floor(numberBytes/2^8) mod(numberBytes,2^8) ...
        round(rand(1,numberBytes-2)*255)];

% generate training data helper function
make_train_data('TRAIN_DATA');

% make sure training data is generated
pause(2)
[~] = which('TRAIN_DATA');

trainBits1 = TRAIN_DATA;
Nts = length(trainBits1);

```

```

make_pad_data('PAD_DATA');
pause(2)
[~] = which('PAD_DATA');
Npad = 2^9;

% Give number of samples, where the start of the sequence flag will be
% (indicated by a zero), as well as an output buffer for generated symbols
Nsamp = 1000;
Noffset = 20;
emptyFlagHold = ones(1,Nsamp); emptyFlagHold(Noffset) = 0;
symbolOutHold = zeros(1,Nsamp);

dataIndex = 1;
byteValue = 0;
diffOn = 1; % 0 - regular encoding, 1 - differential encoding
for il = 1:Nsamp
    emptyFlag = emptyFlagHold(il);

    %%%%%%%%%%%
    % Call to the design
    %%%%%%%%%%%
    [symbolOut, reByte] = ...
        mlhdlc_comms_data_packet(emptyFlag, byteValue, numberSymbols, diffOn, Nts, Npad);

    % This set of code emulates the external FIFO interface
    if reByte == 1 % when high, pop a value off the input FIFO
        byteValue = data(dataIndex);
        dataIndex = dataIndex + 1;
    end
    symbolOutHold(il) = symbolOut;
end

%%%%%%%%%%
% This is all code to verify we did the encoding properly
%%%%%%%%%%

% grab training data - not differentially encoded
symbolTrain = symbolOutHold(1+Noffset+Npad:Noffset+Npad+Nts);

% grab user data and decode if necessary
symbolEst = zeros(1,numberSymbols);
symbolPrev = trainBits1(end);
if diffOn == 0
    symbolData = ...
        symbolOutHold(1+Noffset+Npad+Nts:Noffset+Npad+Nts+numberSymbols); %#ok<NASGU>
else
    % decoding is simply comparing adjacent received symbols
    symbolTemp = ...
        symbolOutHold(1+Noffset+Npad+Nts:Noffset+Npad+Nts+numberSymbols+32);
    for il = 1:length(symbolTemp)
        if symbolTemp(il) == symbolPrev
            symbolEst(il) = 1;
        else
            symbolEst(il) = 0;
        end
        symbolPrev = symbolTemp(il);
    end
end
end

```

```
% training data
trainDataEst = symbolTrain(1:Nts);
trainDiff = abs(trainDataEst-trainBits1');

% user data
userDataEst = symbolEst(1:numberSymbols);
dataEst = zeros(1,numberBytes);
for i1 = 1:numberBytes
    y = userDataEst((i1-1)*8+1:i1*8);
    dataEst(i1) = bin2dec(char(y+48));
end
userDiff = abs(dataEst-data);

disp(['Training Difference: ',num2str(sum(trainDiff)), ...
     ' User Data Difference: ',num2str(sum(userDiff))]);

% run it through and check CRC
genPoly = 69665;
c = symbolEst;
cEst = c(1,:);
cEst2 = [cEst(1:end-32) cEst(end-15:end)];
cEst = cEst2;

valueCRCc = 65535;
for i1 = 1:length(cEst)
    valueCRCsh1 = bitshift(uint16(valueCRCc), 1);
    valueCRCadd1 = bitor(uint16(valueCRCsh1), cEst(i1));
    leadValue = bitget( valueCRCadd1, 16);
    if (leadValue == 1)
        valueCRCxor = bitxor(uint16(valueCRCadd1), uint16(genPoly));
    else
        valueCRCxor = bitxor(uint16(valueCRCadd1), 0);
    end
    valueCRCc = valueCRCxor;
end
if valueCRCc == 0
    disp('CRC decoded correctly');
else
    disp('CRC check failed');
end

function make_train_data(filename)
x = load('mlhdlc_dpack_train_data.txt');
fid = fopen([filename, '.m'], 'w+');
fprintf(fid, ['function y = ' filename '\n']);
fprintf(fid, '%%#codegen\n');
fprintf(fid, 'y = [\n');
fprintf(fid, '%1.0e\n', x);
fprintf(fid, '];\n');
fclose(fid);

function make_pad_data(filename)
rng(1);
x = round(rand(1,2^9));
fid = fopen([filename, '.m'], 'w+');
fprintf(fid, ['function y = ' filename '\n']);
fprintf(fid, '%%#codegen\n');
```



```
fprintf(fid,'y = [\n'];
fprintf(fid,'%1.0e\n',x);
fprintf(fid,']\n');
fclose(fid);
```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_dpack'];
```

```
% Create a temporary folder and copy the MATLAB files.
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);
```

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Simulate the Design

It is always a good practice to simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_comms_data_packet_tb
```

```
Training Difference: 0 User Data Difference: 0
CRC decoded correctly
```

Create a New HDL Coder™ Project

```
coder -hdlcoder -new mlhdlc_dpack
```

Next, add the file 'mlhdlc_comms_data_packet.m' to the project as the MATLAB Function and 'mlhdlc_comms_data_packet_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run Fixed-Point Conversion and HDL Code Generation

Launch the Workflow Advisor from the Build tab and right click on the 'Code Generation' step and choose the option 'Run to selected task' to run all the steps from the beginning through the HDL code generation.

Examine the generated HDL code by clicking on the hyperlinks in the Code Generation Log window.

Clean up the Generated Files

You can run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_dpack'];
clear mex;
```

```
cd (mlhdlc_demo_dir);  
rmdir(mlhdlc_temp_dir, 's');
```

Transmit and Receive FIFO

This example shows how to generate HDL code from MATLAB® code modeling transfer data between transmit and receive FIFO.

Let us take a look at the MATLAB design for the transmit and receive FIFO and a testbench that exercises both designs.

```

design_core1 = 'mlhdlc_rx_fifo';
design_core2 = 'mlhdlc_tx_fifo';
testbench_name = 'mlhdlc_fifo_tb';

type('mlhdlc_rx_fifo');

function [dout, empty, byte_ready, full, bytes_available] = ...
    mlhdlc_rx_fifo(get_byte, store_byte, byte_in, reset_fifo, fifo_enable)
%
% Copyright 2014-2015 The MathWorks, Inc.
%
% First In First Out (FIFO) structure.
% This FIFO stores integers.
% The FIFO is actually a circular buffer.
%
persistent head tail fifo byte_out handshake

if (reset_fifo || isempty(head))
    head = 1;
    tail = 2;
    byte_out = 0;
    handshake = 0;
end

if isempty(fifo)
    fifo = zeros(1,1024);
end

full = 0;
empty = 0;
byte_ready = 0;

% Section for checking full and empty cases
if ((tail == 1 && head == 1024) || ((head + 1) == tail))
    empty = 1;
end
if ((head == 1 && tail == 1024) || ((tail + 1) == head))
    full = 1;
end

% handshaking logic
if get_byte == 0
    handshake = 0;
end
if handshake == 1
    byte_ready = 1;

```

```

end

if (fifo_enable == 1)
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%get%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    if (get_byte && ~empty && handshake == 0 )
        head = head + 1;
        if head == 1025
            head = 1;
        end
        byte_out = fifo(head);
        byte_ready = 1;
        handshake = 1;
    end
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%put%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    if (store_byte && ~full)
        fifo(tail) = byte_in;
        tail = tail + 1;
        if tail == 1025
            tail = 1;
        end
    end
end

end

% Section for calculating num bytes in FIFO
if (head < tail)
    bytes_available = (tail - head) - 1;
else
    bytes_available = (1024 - head) + tail - 1;
end

dout = byte_out;
end

type('mlhdlc_tx_fifo');

function [dout, empty, byte_received, full, bytes_available, dbg_fifo_enable] = ...
    mlhdlc_tx_fifo(get_byte, store_byte, byte_in, reset_fifo, fifo_enable)
%
% Copyright 2014-2015 The MathWorks, Inc.
%
% First In First Out (FIFO) structure.
% This FIFO stores integers.
% The FIFO is actually a circular buffer.
%
persistent head tail fifo byte_out handshake

if (reset_fifo || isempty(head))
    head = 1;
    tail = 2;
    byte_out = 0;
    handshake = 0;
end

if isempty(fifo)
    fifo = zeros(1,1024);

```

```

end

full = 0;
empty = 0;
byte_received = 0;

% Section for checking full and empty cases
if ((tail == 1 && head == 1024) || ((head + 1) == tail))
    empty = 1;
end
if (head == 1 && tail == 1024) || ((tail + 1) == head))
    full = 1;
end

% handshaking logic
if store_byte == 0
    handshake = 0;
end
if handshake == 1
    byte_received = 1;
end

if (fifo_enable == 1)
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    if (get_byte && ~empty)
        head = head + 1;
        if head == 1025
            head = 1;
        end
        byte_out = fifo(head);
    end
    %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
    if (store_byte && ~full && handshake == 0)
        fifo(tail) = byte_in;
        tail = tail + 1;
        if tail == 1025
            tail = 1;
        end
        byte_received = 1;
        handshake = 1;
    end
end

% Section for calculating num bytes in FIFO
if (head < tail)
    bytes_available = (tail - head) - 1;
else
    bytes_available = (1024 - head) + tail - 1;
end

dout = byte_out;
dbg_fifo_enable = fifo_enable;
end

type('mlhdlc_fifo_tb');

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

```

% simulation parameters
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% data payload creation

% Copyright 2014-2015 The MathWorks, Inc.

messageASCII = 'Hello World!';
message = double(unicode2native(messageASCII));
msgLength = length(message);
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% TX_FIFO core
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
numBytesToFifo = 1;
tx_get_byte = 0;
tx_full = 0;
tx_byte_received = 0;
il = 1;

while (numBytesToFifo <= msgLength && ~tx_full)
    % first thing the processor does is clear the internal tx fifo
    if il == 1
        tx_reset_fifo = 1;
        mlhdlc_tx_fifo(0, 0, 0, tx_reset_fifo, 1);
    else
        tx_reset_fifo = 0;
    end
    if (il > 1)
        tx_data_in = message(numBytesToFifo);
        numBytesToFifo = numBytesToFifo + 1;
        tx_store_byte = 1;
        while (tx_byte_received == 0)
            [tx_data_out, tx_empty, tx_byte_received, tx_full, tx_bytes_available] = ...
                mlhdlc_tx_fifo(tx_get_byte, tx_store_byte, tx_data_in, tx_reset_fifo, 1);
        end
        tx_store_byte = 0;
        while (tx_byte_received == 1)
            [tx_data_out, tx_empty, tx_byte_received, tx_full, tx_bytes_available] = ...
                mlhdlc_tx_fifo(tx_get_byte, tx_store_byte, tx_data_in, tx_reset_fifo, 1);
        end
    end
    il = il + 1;
end
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Transfer Bytes from TX FIFO to RX FIFO
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
il = 1;

tx_get_byte = 0;
tx_store_byte = 0;
tx_data_in = 0;
tx_reset_fifo = 0;

rx_get_byte = 0;
rx_data_in = 0;
rx_reset_fifo = 0;

while (tx_bytes_available > 0)
    if il == 1

```

```

        rx_reset_fifo = 1;
        mlhdlc_rx_fifo(0, 0, 0, rx_reset_fifo, 1);
    else
        rx_reset_fifo = 0;
    end
    if (il > 1)
        tx_get_byte = 1;
        rx_store_byte = 1;
        [tx_data_out, tx_empty, tx_byte_received, tx_full, tx_bytes_available] = ...
            mlhdlc_tx_fifo(tx_get_byte, tx_store_byte, tx_data_in, tx_reset_fifo, 1);

        rx_data_in = tx_data_out;

        [rx_data_out, rx_empty, rx_byte_ready, rx_full, rx_bytes_available] = ...
            mlhdlc_rx_fifo(rx_get_byte, rx_store_byte, rx_data_in, rx_reset_fifo, 1);
    end
    il = il + 1;
end
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% RX_FIFO core
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
numBytesFromFifo = 1;
rx_store_byte = 0;
rx_byte_recieved = 0;
il = 1;
msgBytes = zeros(1,msgLength);

while (~rx_empty)
    % first thing the processor does is clear the internal rx fifo
    if (il > 1)
        rx_get_byte = 1;
        while (rx_byte_ready == 0)
            [rx_data_out, rx_empty, rx_byte_ready, rx_full, rx_bytes_available] = ...
                mlhdlc_rx_fifo(rx_get_byte, rx_store_byte, rx_data_in, rx_reset_fifo, 1);
        end
        msgBytes(il-1) = rx_data_out;
        rx_get_byte = 0;
        while (rx_byte_ready == 1)
            [rx_data_out, rx_empty, rx_byte_ready, rx_full, rx_bytes_available] = ...
                mlhdlc_rx_fifo(rx_get_byte, rx_store_byte, rx_data_in, rx_reset_fifo, 1);
        end
    end
    il = il + 1;
end
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

numRecBytes = numBytesFromFifo;
if sum(msgBytes-message) == 0
    disp('Received message correctly');
else
    disp('Received message incorrectly');
end
native2unicode(msgBytes)

```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_fifo'];

% Create a temporary folder and copy the MATLAB files.
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

copyfile(fullfile(mlhdlc_demo_dir, 'mlhdlc_fifo_tb.m*'), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, 'mlhdlc_rx_fifo.m*'), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, 'mlhdlc_tx_fifo.m*'), mlhdlc_temp_dir);

% Additional test files
copyfile(fullfile(mlhdlc_demo_dir, 'mlhdlc_rx_fifo_tb.m*'), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, 'mlhdlc_tx_fifo_tb.m*'), mlhdlc_temp_dir);
```

Simulate the Design

It is always a good practice to simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_fifo_tb
Received message correctly

ans =

    'Hello World!'
```

Create a New HDL Coder™ Project

```
coder -hdlcoder -new mlhdlc_fifo
```

Next, add the file 'mlhdlc_fifo.m' to the project as the MATLAB Function and 'mlhdlc_fifo_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run Fixed-Point Conversion and HDL Code Generation

Launch the Workflow Advisor from the Build tab and right click on the 'Code Generation' step and choose the option 'Run to selected task' to run all the steps from the beginning through the HDL code generation.

Examine the generated HDL code by clicking on the hyperlinks in the Code Generation Log window.

Clean up the Generated Files

You can run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_fifo'];
```



```
clear mex;  
cd (mlhdlc_demo_dir);  
rmdir(mlhdlc_temp_dir, 's');
```

HDL Code Generation for Harris Corner Detection Algorithm

This example shows how to generate HDL code from a MATLAB® design that computes the corner metric by using Harris' technique.

Corner Detection Algorithm

A corner is a point in an image where two edges of the image intersect. The corners are robust to image rotation, translation, and illumination. Corners contain important features that you can use in many applications such as restoring image information, image registration, and object tracking.

Corner detection algorithms identify the corners by using a corner metric. This metric corresponds to the likelihood of pixels located at the corner of certain objects. Peaks of corner metric identify the corners. See also Corner Detection (Computer Vision Toolbox) in the Computer Vision Toolbox documentation. The corner detection algorithm:

1. Reads the input image.

```
Image_in = checkerboard(10);
```

2. Finds the corners.

```
cornerDetector = detectHarrisFeatures(Image_in);
```

3. Displays the results.

```
[~,metric] = step(cornerDetector,image_in);
figure;
subplot(1,2,1);
imshow(image_in);
title('Original');
subplot(1,2,2);
imshow(imadjust(metric));
title('Corner metric');
```

Corner Detection MATLAB Design

```
design_name = 'mlhdlc_corner_detection';
testbench_name = 'mlhdlc_corner_detection_tb';
```

Review the MATLAB design:

```
edit(design_name);

%#codegen
function [valid, ed, xfo, yfo, cm] = mlhdlc_corner_detection(data_in)
% Copyright 2011-2019 The MathWorks, Inc.

[~, ed, xfo, yfo] = mlhdlc_sobel(data_in);

cm = compute_corner_metric(xfo, yfo);

% compute valid signal
persistent cnt
if isempty(cnt)
    cnt = 0;
```

```

end
cnt = cnt + 1;
valid = cnt > 3*80+3 && cnt <= 80*80+3*80+3;

end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function bm = compute_corner_metric(gh, gv)

cmh = make_buffer_matrix_gh(gh);
cmv = make_buffer_matrix_gv(gv);
bm = compute_harris_metric(cmh, cmv);

end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function bm = make_buffer_matrix_gh(gh)

persistent b1 b2 b3 b4;
if isempty(b1)
    b1 = dsp.Delay('Length', 80);
    b2 = dsp.Delay('Length', 80);
    b3 = dsp.Delay('Length', 80);
    b4 = dsp.Delay('Length', 80);
end

b1p = step(b1, gh);
b2p = step(b2, b1p);
b3p = step(b3, b2p);
b4p = step(b4, b3p);

cc = [b4p b3p b2p b1p gh];

persistent h1 h2 h3 h4;
if isempty(h1)
    h1 = dsp.Delay();
    h2 = dsp.Delay();
    h3 = dsp.Delay();
    h4 = dsp.Delay();
end

h1p = step(h1, cc);
h2p = step(h2, h1p);
h3p = step(h3, h2p);
h4p = step(h4, h3p);

bm = [h4p h3p h2p h1p cc];

end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function bm = make_buffer_matrix_gv(gv)

persistent b1 b2 b3 b4;
if isempty(b1)
    b1 = dsp.Delay('Length', 80);
    b2 = dsp.Delay('Length', 80);
    b3 = dsp.Delay('Length', 80);

```

```

        b4 = dsp.Delay('Length', 80);
    end

    b1p = step(b1, gv);
    b2p = step(b2, b1p);
    b3p = step(b3, b2p);
    b4p = step(b4, b3p);

    cc = [b4p b3p b2p b1p gv];

    persistent h1 h2 h3 h4;
    if isempty(h1)
        h1 = dsp.Delay();
        h2 = dsp.Delay();
        h3 = dsp.Delay();
        h4 = dsp.Delay();
    end

    h1p = step(h1, cc);
    h2p = step(h2, h1p);
    h3p = step(h3, h2p);
    h4p = step(h4, h3p);

    bm = [h4p h3p h2p h1p cc];

end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function cm = compute_harris_metric(gh, gv)

    [g1, g2, g3] = gaussian_filter(gh, gv);
    [s1, s2, s3] = reduce_matrix(g1, g2, g3);

    cm = (((s1*s3) - (s2*s2)) - (((s1+s3) * (s1+s3)) * 0.04));

end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function [g1, g2, g3] = gaussian_filter(gh, gv)

%g=fspecial('gaussian',[5 5],1.5);
g = [0.0144    0.0281    0.0351    0.0281    0.0144
      0.0281    0.0547    0.0683    0.0547    0.0281
      0.0351    0.0683    0.0853    0.0683    0.0351
      0.0281    0.0547    0.0683    0.0547    0.0281
      0.0144    0.0281    0.0351    0.0281    0.0144];

g1 = (gh .* gh) .* g(:)';
g2 = (gh .* gv) .* g(:)';
g3 = (gv .* gv) .* g(:)';

end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function [s1, s2, s3] = reduce_matrix(g1, g2, g3)

s1 = sum(g1);
s2 = sum(g2);

```

```
s3 = sum(g3);
end
```

The MATLAB function is modular and uses several functions to compute the corners of the image. The function:

- `compute_corner_metric` computes the corner metric matrix by instantiating the function `compute_harris_metric`.
- `compute_harris_metric` detects the corner features in the input image by instantiating functions `gaussian_filter` and `reduce_matrix`. The function takes outputs of `make_buffer_matrix_gh` and `make_buffer_matrix_gv` as the inputs.

Corner Detection MATLAB Test Bench

Review the MATLAB test bench:

```
edit(testbench_name);

clear mlhdlc_corner_detection;
clear mlhdlc_sobel;

% Copyright 2011-2019 The MathWorks, Inc.

image_in = checkerboard(10);
[image_height, image_width] = size(image_in);

% Pre-allocating y for simulation performance
y_cm = zeros(image_height, image_width);
y_ed = zeros(image_height, image_width);
gradient_hori = zeros(image_height, image_width);
gradient_vert = zeros(image_height, image_width);

dataValidOut = y_cm;

idx_in = 1;
idx_out = 1;
for i=1:image_width+3
    for j=1:image_height+3
        if idx_in <= image_width * image_height
            u = image_in(idx_in);
        else
            u = 0;
        end
        idx_in = idx_in + 1;

        [valid, ed, gh, gv, cm] = mlhdlc_corner_detection(u);

        if valid
            y_cm(idx_out) = cm;
            y_ed(idx_out) = ed;
            gradient_hori(idx_out) = gh;
            gradient_vert(idx_out) = gv;
        end
    end
end
```

```

        idx_out = idx_out + 1;
    end
end
end

padImage = y_cm;
findLocalMaxima = vision.LocalMaximaFinder('MaximumNumLocalMaxima',100, ...
    'NeighborhoodSize', [11 11], ...
    'Threshold', 0.0005);
Corners = step(findLocalMaxima, padImage);
drawMarkers = vision.MarkerInserter('Size', 2); % Draw circles at corners
ImageCornersMarked = step(drawMarkers, image_in, Corners);

% Display results
% ...
%

nplots = 4;

scrsz = get(0, 'ScreenSize');
figure('Name', [mfilename, '_plot'], 'Position', [1 300 700 200])

subplot(1,nplots,1);
imshow(image_in,[min(image_in(:)) max(image_in(:))]);
title('Checker Board')
axis square

subplot(1,nplots,2);
imshow(gradient_hori(3:end,3:end),[min(gradient_hori(:)) max(gradient_hori(:))]);
title(['Vertical',newline,' Gradient'])
axis square

subplot(1,nplots,3);
imshow(gradient_vert(3:end,3:end),[min(gradient_vert(:)) max(gradient_vert(:))]);
title(['Horizontal',newline,' Gradient'])
axis square

% subplot(1,nplots,4);
% imshow(y_ed);
% title('Edges')

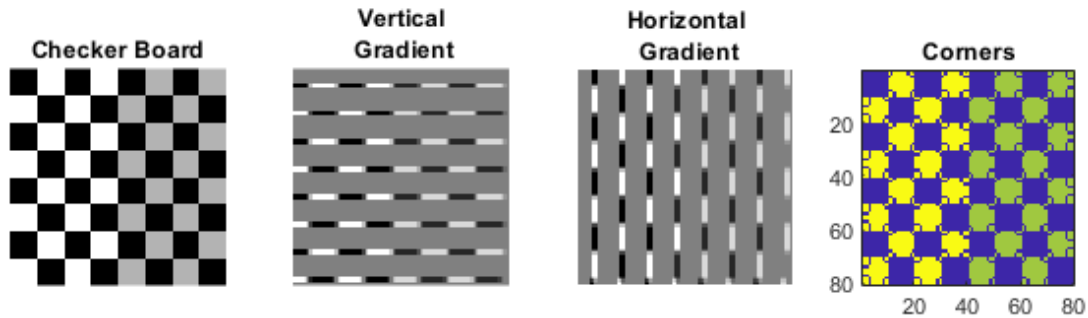
subplot(1,nplots,4);
imagesc(ImageCornersMarked)
title('Corners');
axis square

```

Test the MATLAB Algorithm

To avoid run-time errors, simulate the design with the test bench.

```
mlhdlc_corner_detection_tb
```



Create a Folder and Copy Relevant Files

Before you generate HDL code for the MATLAB design, copy the design and test bench files to a writable folder. These commands copy the files to a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_cdetect'];
```

Create a temporary folder and copy the MATLAB files.

```
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);
```

Copy the design files to the temporary directory.

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, 'mlhdlc_sobel.m*'), mlhdlc_temp_dir);
```

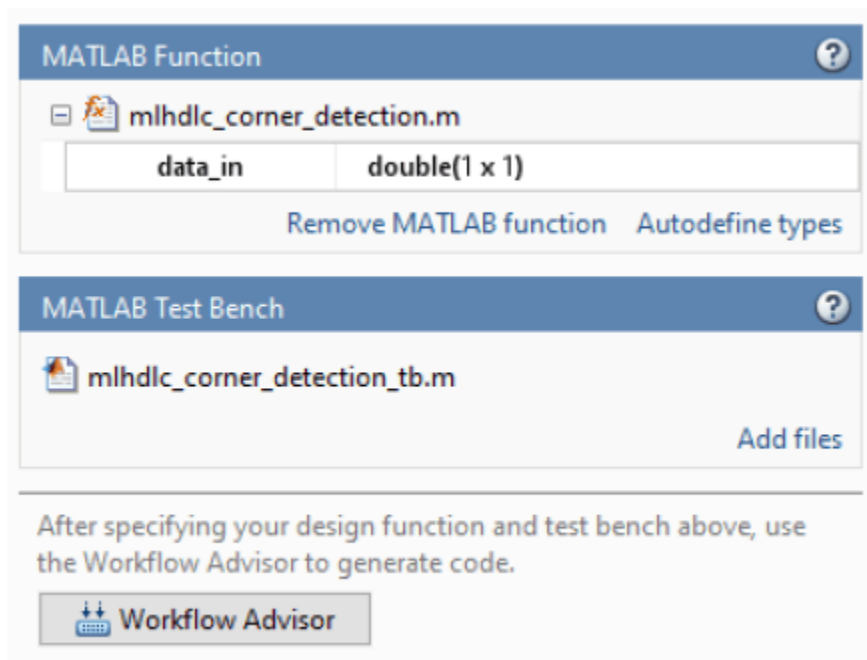
Create an HDL Coder™ Project

1. Create a HDL Coder project:

```
coder -hdlcoder -new mlhdlc_corner_detect_prj
```

2. Add the file `mlhdlc_corner_detection.m` to the project as the **MATLAB Function** and `mlhdlc_corner_detection_tb.m` as the **MATLAB Test Bench**.

3. Click **Autodefine types** to use the recommended types for the inputs and outputs of the MATLAB function `mlhdlc_corner_detection.m`.



Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run Fixed-Point Conversion and HDL Code Generation

- 1 Click the **Workflow Advisor** button to start the Workflow Advisor.
- 2 Right click the **HDL Code Generation** task and select **Run to selected task**.

A single HDL file `mlhdlc_corner_detection_fixpt.vhd` is generated for the MATLAB design. To examine the generated HDL code for the filter design, click the hyperlinks in the Code Generation Log window.

If you want to generate a HDL file for each function in your MATLAB design, in the **Advanced** tab of the **HDL Code Generation** task, select the **Generate instantiable code for functions** check box. See also “Generate Instantiable Code for Functions” on page 5-11.

Clean Up Generated Files

To clean up the temporary project folder, run these commands:

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_cdetect'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```


HDL Code Generation for Adaptive Median Filter

This example shows how to generate HDL code from a MATLAB® design that implements an adaptive median filter algorithm and generates HDL code.

Adaptive Filter MATLAB Design

An adaptive median filter performs spatial processing to reduce noise in an image. The filter compares each pixel in the image to the surrounding pixels. If one of the pixel values differ significantly from the majority of the surrounding pixels, the pixel is treated as noise. The filtering algorithm then replaces the noise pixel by the median values of the surrounding pixels. This process repeats until all noise pixels in the image are removed.

```
design_name = 'mlhdlc_median_filter';
testbench_name = 'mlhdlc_median_filter_tb';
```

Review the MATLAB design:

```
edit(design_name);

%#codegen
function [pixel_val, pixel_valid] = mlhdlc_median_filter(c_data, c_idx)
%   Copyright 2011-2019 The MathWorks, Inc.

smax = 9;
persistent window;
if isempty(window)
    window = zeros(smax, smax);
end

cp = ceil(smax/2); % center pixel;

w3 = -1:1;
w5 = -2:2;
w7 = -3:3;
w9 = -4:4;

r3 = cp + w3;      % 3x3 window
r5 = cp + w5;      % 5x5 window
r7 = cp + w7;      % 7x7 window
r9 = cp + w9;      % 9x9 window

d3x3 = window(r3, r3);
d5x5 = window(r5, r5);
d7x7 = window(r7, r7);
d9x9 = window(r9, r9);

center_pixel = window(cp, cp);

% use 1D filter for 3x3 region
outbuf = get_median_1d(d3x3(:)');
[min3, med3, max3] = getMinMaxMed_1d(outbuf);

% use 2D filter for 5x5 region
outbuf = get_median_2d(d5x5);
```

```

[min5, med5, max5] = getMinMaxMed_2d(outbuf);

% use 2D filter for 7x7 region
outbuf = get_median_2d(d7x7);
[min7, med7, max7] = getMinMaxMed_2d(outbuf);

% use 2D filter for 9x9 region
outbuf = get_median_2d(d9x9);
[min9, med9, max9] = getMinMaxMed_2d(outbuf);

pixel_val = get_new_pixel(min3, med3, max3, ...
    min5, med5, max5, ...
    min7, med7, max7, ...
    min9, med9, max9, ...
    center_pixel);

% we need to wait until 9 cycles for the buffer to fill up
% output is not valid every time we start from col1 for 9 cycles.
persistent datavalid
if isempty(datavalid)
    datavalid = false;
end
pixel_valid = datavalid;
datavalid = (c_idx >= smax);

% build the 9x9 buffer
window(:,2:smax) = window(:,1:smax-1);
window(:,1) = c_data;

end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function [min, med, max] = getMinMaxMed_1d(inbuf)

max = inbuf(1);
med = inbuf(ceil(numel(inbuf)/2));
min = inbuf(numel(inbuf));

end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function [min, med, max] = getMinMaxMed_2d(inbuf)

[nrows, ncols] = size(inbuf);
max = inbuf(1, 1);
med = inbuf(ceil(nrows/2), ceil(ncols/2));
min = inbuf(nrows, ncols);

end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function new_pixel = get_new_pixel(...
    min3, med3, max3, ...
    min5, med5, max5, ...
    min7, med7, max7, ...

```

```

    min9, med9, max9, ...
    center_data)

if (med3 > min3 && med3 < max3)
    new_pixel = get_center_data(min3, med3, max3, center_data);
elseif (med5 > min5 && med5 < max5)
    new_pixel = get_center_data(min5, med5, max5, center_data);
elseif (med7 > min7 && med7 < max7)
    new_pixel = get_center_data(min7, med7, max7, center_data);
elseif (med9 > min9 && med9 < max9)
    new_pixel = get_center_data(min9, med9, max9, center_data);
else
    new_pixel = center_data;
end

end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function [new_data] = get_center_data(min,med,max,center_data)
if center_data <= min || center_data >= max
    new_data = med;
else
    new_data = center_data;
end
end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% perform median 1d computation
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function outbuf = get_median_1d(inbuf)

numpixels = length(inbuf);

tbuf = inbuf;

for ii=coder.unroll(1:numpixels)
    if bitand(ii,uint32(1)) == 1
        tbuf = compare_stage1(tbuf);
    else
        tbuf = compare_stage2(tbuf);
    end
end

outbuf = tbuf;

end

function outbuf = compare_stage1(inbuf)
numpixels = length(inbuf);
tbuf = compare_stage(inbuf(1:numpixels-1));
outbuf = [tbuf(:)' inbuf(numpixels)];
end

function outbuf = compare_stage2(inbuf)
numpixels = length(inbuf);
tbuf = compare_stage(inbuf(2:numpixels));
outbuf = [inbuf(1) tbuf(:)'];
end

```

```

function [outbuf] = compare_stage(inbuf)

step = 2;
numpixels = length(inbuf);

outbuf = inbuf;

for ii=coder.unroll(1:step:numpixels)
    t = compare_pixels([inbuf(ii), inbuf(ii+1)]);
    outbuf(ii) = t(1);
    outbuf(ii+1) = t(2);
end

end

function outbuf = compare_pixels(inbuf)
if (inbuf(1) > inbuf(2))
    outbuf = [inbuf(1), inbuf(2)];
else
    outbuf = [inbuf(2), inbuf(1)];
end
end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% perform median 2d computation
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function outbuf = get_median_2d(inbuf)

outbuf = inbuf;
[nrows, ncols] = size(inbuf);
for ii=coder.unroll(1:ncols)
    colData = outbuf(:, ii)';
    colDataOut = get_median_1d(colData)';
    outbuf(:, ii) = colDataOut;
end
for ii=coder.unroll(1:nrows)
    rowData = outbuf(ii, :);
    rowDataOut = get_median_1d(rowData);
    outbuf(ii, :) = rowDataOut;
end

end
end

```

The MATLAB function is modular and uses several functions to filter the noise in the image.

Adaptive Filter MATLAB Test Bench

A MATLAB test bench `mlhdlc_median_filter_tb` exercises the filter design by using a representative input range.

Review the MATLAB test bench:

```
edit(testbench_name);
```

```
I = imread('mlhdlc_img_pattern_noisy.tif');
```

```

J = I;

% Copyright 2011-2019 The MathWorks, Inc.

smax = 9;
[nrows, ncols] = size(I);
ll = ceil(smax/2);
ul = floor(smax/2);

for ii=1:ncols-smax
    for jj=1:nrows-smax

        c_idx = ii;
        c_data = double(I(jj:jj+smax-1, ii));

        [pixel_val, pixel_valid] = mlhdlc_median_filter(c_data, c_idx);

        if pixel_valid
            J(jj, ii) = pixel_val;
        end
    end
end

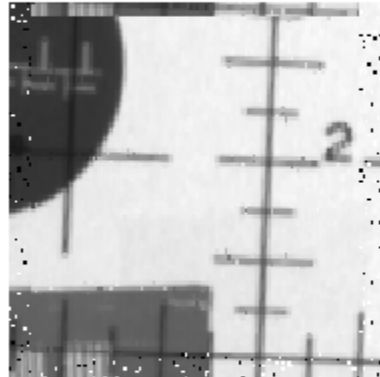
h = figure;
set( h, 'Name', [ mfilename, '_plot' ] );
subplot( 1, 2, 1 );
imshow( I, [ ] );
subplot( 1, 2, 2 );
imshow( J, [ ] );

```

Test the MATLAB Algorithm

To avoid run-time errors, simulate the design with the test bench.

```
mlhdlc_median_filter_tb
```



Create a Folder and Copy Relevant Files

Before you generate HDL code for the MATLAB design, copy the design and test bench files to a writable folder. These commands copy the files to a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');  
mlhdlc_temp_dir = [tempdir 'mlhdlc_med_filt'];
```

Create a temporary folder and copy the MATLAB files.

```
cd(tempdir);  
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');  
mkdir(mlhdlc_temp_dir);  
cd(mlhdlc_temp_dir);
```

Copy files to the temporary directory.

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);  
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);  
copyfile(fullfile(mlhdlc_demo_dir, 'mlhdlc_img_pattern_noisy.tif'), mlhdlc_temp_dir);
```

Accelerating the Design for Faster Simulation

To simulate the test bench faster:

1. Create a MEX file by using MATLAB Coder™. The HDL Workflow Advisor automates these steps when running fixed-point simulations of the design.

```
codegen -o mlhdlc_median_filter -args {zeros(9,1), 0} mlhdlc_median_filter
[~, tbn] = fileparts(testbench_name);
```

2. Simulate the design by using the MEX file. When you run the test bench, HDL Coder uses the MEX file and runs the simulation faster.

```
mlhdlc_median_filter_tb
```

3. Clean up the MEX file.

```
clear mex;
rmdir('codegen', 's');
delete(['mlhdlc_median_filter', '.', mexext]);
```

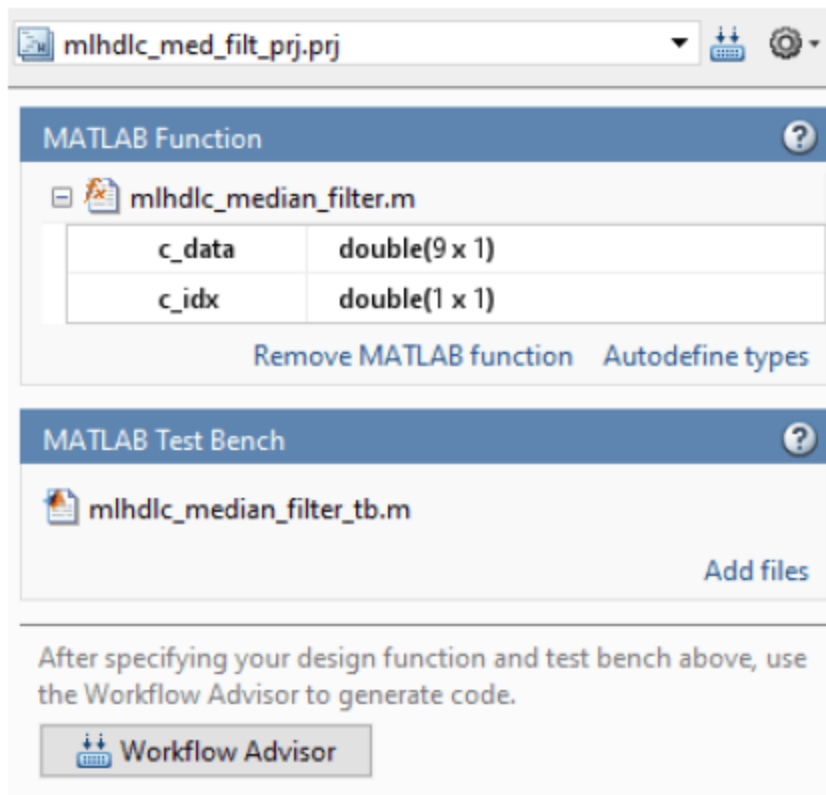
Create an HDL Coder Project

1. Create an HDL Coder project:

```
coder -hdlcoder -new mlhdlc_med_filt_prj
```

2. Add the file `mlhdlc_median_filter.m` to the project as the **MATLAB Function** and `mlhdlc_median_filter_tb.m` as the **MATLAB Test Bench**.

3. Click **Autodefine types** and use the recommended types for the inputs and outputs of the MATLAB function `mlhdlc_median_filter`.



Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run Fixed-Point Conversion and HDL Code Generation

- 1 Click the **Workflow Advisor** button to start the Workflow Advisor.
- 2 Right click the **HDL Code Generation** task and select **Run to selected task**.

A single HDL file `mlhdlc_median_filter_fixpt.vhd` is generated for the MATLAB design. To examine the generated HDL code for the filter design, click the hyperlinks in the Code Generation Log window.

If you want to generate a HDL file for each function in your MATLAB design, in the **Advanced** tab of the **HDL Code Generation** task, select the **Generate instantiable code for functions** check box. See also “Generate Instantiable Code for Functions” on page 5-11.

Clean Up Generated Files

To clean up the temporary project folder, run these commands:

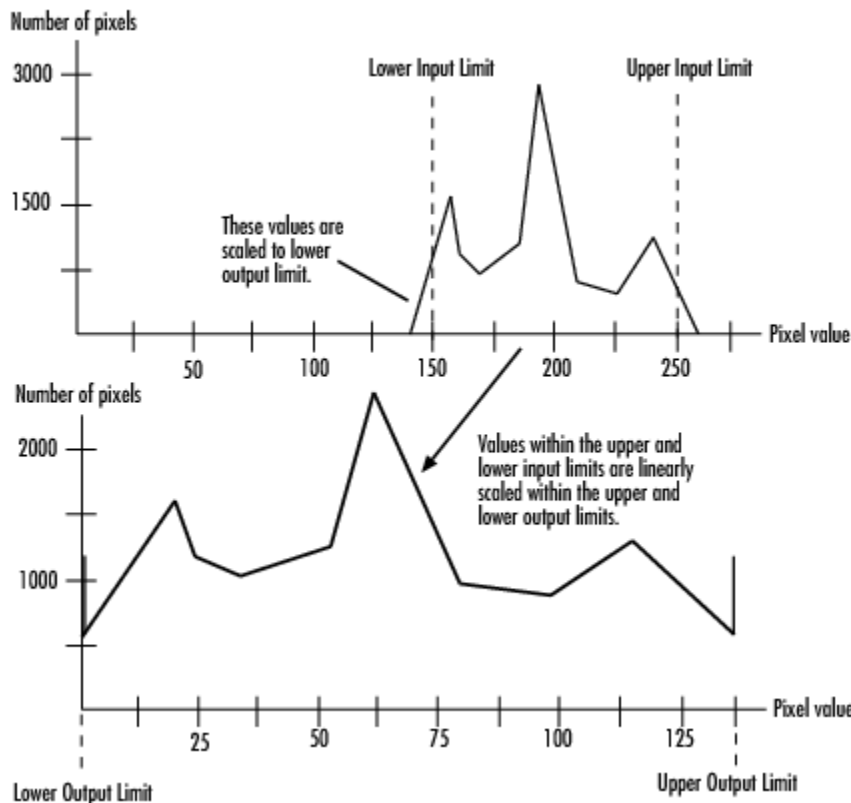
```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoder');
mlhdlc_temp_dir = [tempdir 'mlhdlc_med_filt'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```


Contrast Adjustment

This example shows how to generate HDL code from a MATLAB® design that adjusts image contrast by linearly scaling pixel values.

Algorithm

Contrast adjustment adjusts the contrast of an image by linearly scaling the pixel values between upper and lower limits. Pixel values that are above or below this range are saturated to the upper or lower limit value, respectively.



MATLAB Design

```
design_name = 'mlhdlc_image_scale';
testbench_name = 'mlhdlc_image_scale_tb';
```

Let us take a look at the MATLAB design

```
type(design_name);
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% scale.m
%
% Adjust image contrast by linearly scaling pixel values.
%
% The input pixel value range has 14bits and output pixel value range is
% 8bits.
```

```

%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function [x_out, y_out, pixel_out] = ...
    mlhdlc_image_scale(x_in, y_in, pixel_in, ...
        damping_factor_in, dynamic_range_in, ...
        tail_size_in, max_gain_in, ...
        width, height)

% Copyright 2011-2015 The MathWorks, Inc.

persistent histogram1 histogram2
persistent low_count
persistent high_count
persistent offset
persistent gain
persistent limits_done
persistent damping_done
persistent reset_hist_done
persistent scaling_done
persistent hist_ind
persistent tail_high
persistent min_hist_damped %Damped lower limit of populated histogram
persistent max_hist_damped %Damped upper limit of populated histogram
persistent found_high
persistent found_low

DR_PER_BIN      = 8;
SF              = 1./(1:(2^14/8)); % be nice to fix this
NR_OF_BINS     = (2^14/DR_PER_BIN) - 1;
MAX_DF         = 255;

if isempty(offset)
    offset      = 1;
    gain        = 1;
    limits_done = 1;
    damping_done = 1;
    reset_hist_done = 1;
    scaling_done = 1;
    hist_ind    = 1;
    tail_high   = NR_OF_BINS;
    low_count   = 0;
    high_count  = 0;
    min_hist_damped = 0;
    max_hist_damped = (2^14/DR_PER_BIN) - 1;
    found_high  = 0;
    found_low   = 0;
end
if isempty(histogram1)
    histogram1 = zeros(1, NR_OF_BINS+1);
    histogram2 = zeros(1, NR_OF_BINS+1);
end

if y_in < height
    frame_valid = 1;
    if x_in < width
        line_valid = 1;
    else
        line_valid = 0;
    end
end

```

```

    end
else
    frame_valid = 0;
    line_valid = 0;
end

% initialize at beginning of frame
if x_in == 0 && y_in == 0
    limits_done = 0;
    damping_done = 0;
    reset_hist_done = 0;
    scaling_done = 0;
    low_count = 0;
    high_count = 0;
    hist_ind = 1;
end

max_gain_frac = max_gain_in/2^4;
pixl1 = floor(pixel_in/DR_PER_BIN);
pix_out_temp = pixel_in;

%*****
%Check if valid part of frame. If pixel is valid remap pixel to desired
%output dynamic range (dynamic_range_in) by subtracting the damped offset
%(min_hist_damped) and applying the calculated gain calculated from the
%previous frame histogram statistics.
%*****
% histogram read
histReadIndex1 = 1;
histReadIndex2 = 1;
if frame_valid && line_valid
    histReadIndex1 = pixl1+1;
    histReadIndex2 = pixl1+1;
elseif ~limits_done
    histReadIndex1 = hist_ind;
    histReadIndex2 = NR_OF_BINS - hist_ind;
end
histReadValue1 = histogram1(histReadIndex1);
histReadValue2 = histogram2(histReadIndex2);
histWriteIndex1 = NR_OF_BINS+1;
histWriteIndex2 = NR_OF_BINS+1;
histWriteValue1 = 0;
histWriteValue2 = 0;
if frame_valid
    if line_valid
        temp_sum = histReadValue1 + 1;
        ind = min(pixl1+1, NR_OF_BINS);
        val = min(temp_sum, tail_size_in);
        histWriteIndex1 = ind;
        histWriteValue1 = val;
        histWriteIndex2 = ind;
        histWriteValue2 = val;

        %Scale pixel
        pix_out_offs_corr = pixel_in - min_hist_damped*DR_PER_BIN;
        pix_out_scaled = pix_out_offs_corr * gain;
        pix_out_clamp = max(min(dynamic_range_in, pix_out_scaled), 0);
        pix_out_temp = pix_out_clamp;
    end
end

```

```

end
else
%*****
%Ignore tail_size_in pixels and find lower and upper limits of the
%histogram.
%*****
if ~limits_done
    if hist_ind == 1
        tail_high = NR_OF_BINS-1;
        offset = 1;
        found_high = 0;
        found_low = 0;
    end

    low_count = low_count + histReadValue1;
    hist_ind_high = NR_OF_BINS - hist_ind;
    high_count = high_count + histReadValue2;

    %Found enough high outliers
    if high_count > tail_size_in && ~found_high
        tail_high = hist_ind_high;
        found_high = 1;
    end

    %Found enough low outliers
    if low_count > tail_size_in && ~found_low
        offset = hist_ind;
        found_low = 1;
    end

    hist_ind = hist_ind + 1;
    %All bins checked so limits must already be found
    if hist_ind >= NR_OF_BINS
        hist_ind = 1;
        limits_done = 1;
    end
%*****
%Damp the limit change to avoid image flickering. Code below equivalent
%to: max_hist_damped = damping_factor_in*max_hist_dampedOld +
%(1-damping_factor_in)*max_hist_dampedNew;
%*****
elseif ~damping_done
    min_hist_weighted_old = damping_factor_in*min_hist_damped;
    min_hist_weighted_new = (MAX_DF-damping_factor_in+1)*offset;
    min_hist_weighted = (min_hist_weighted_old + ...
        min_hist_weighted_new)/256;
    min_hist_damped = max(0, min_hist_weighted);
    max_hist_weighted_old = damping_factor_in*max_hist_damped;
    max_hist_weighted_new = (MAX_DF-damping_factor_in+1)*tail_high;
    max_hist_weighted = (max_hist_weighted_old + ...
        max_hist_weighted_new)/256;
    max_hist_damped = min(NR_OF_BINS, max_hist_weighted);
    damping_done = 1;
    hist_ind = 1;
%*****
%Reset all bins to zero. More than one bin can be reset per function
%call if blanking time is too short.
%*****

```



```
        pixel_in = double(imgOrig(y_in+1, x_in+1));
    else
        pixel_in = 0;
    end

    [x_out, y_out, pixel_out] = ...
        mlhdlc_image_scale(x_in, y_in, pixel_in, df, dr, ...
            nrOfOutliers, maxGain, width, height);

    if x_out < width && y_out < height
        imgOut(y_out+1,x_out+1) = pixel_out;
    end
end
end

figure('Name', [mfilename, '_scale_plot']);
imgOut = round(255*imgOut/max(max(imgOut)));
subplot(2,2,1); imshow(imgOrig, []);
title('Original Image');
subplot(2,2,2); imshow(imgOut, []);
title('Scaled Image');
subplot(2,2,3); histogram(double(imgOrig(:)),2^14-1);
axis([0, 255, 0, 1500]);
title('Histogram of original Image');
subplot(2,2,4); histogram(double(imgOut(:)),2^14-1);
axis([0, 255, 0, 1500]);
title('Histogram of equalized Image');
end
```

Simulate the Design

It is a good practice to simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

mlhdlc_image_scale_tb

```
frame: 1
frame: 2
```

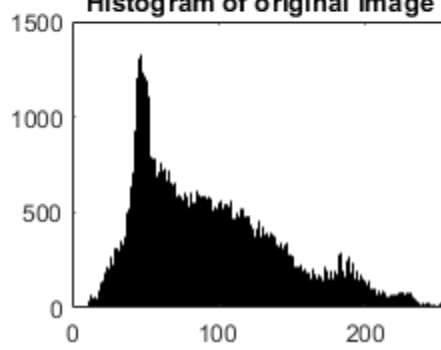
Original Image



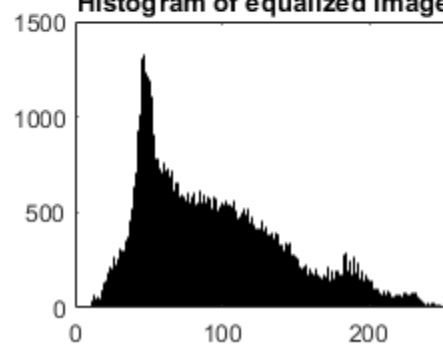
Scaled Image

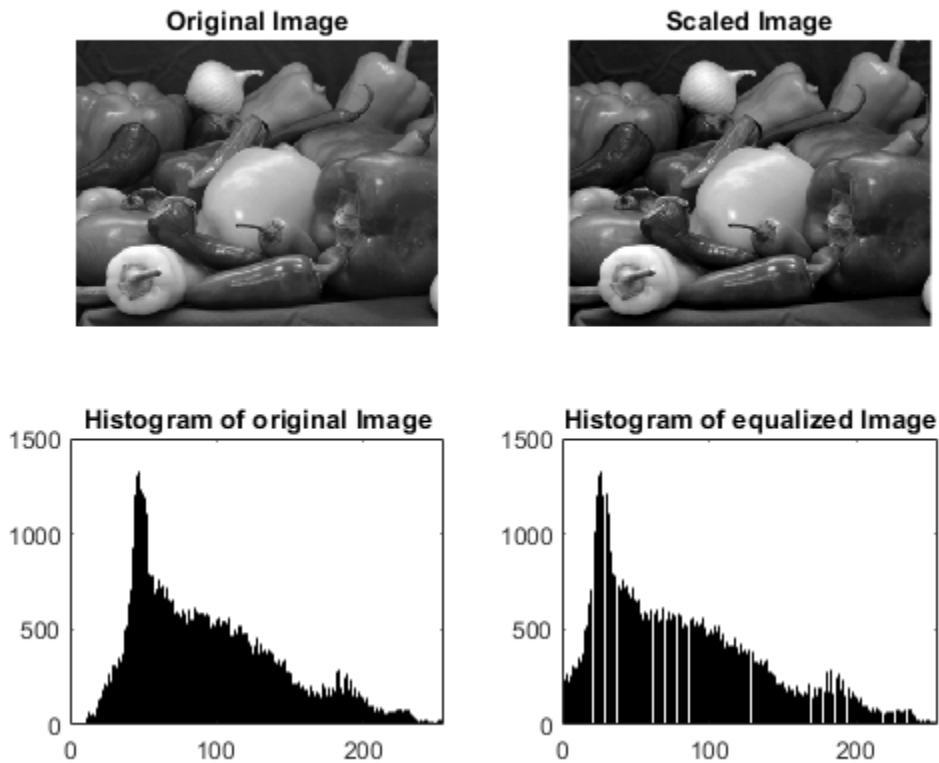


Histogram of original Image



Histogram of equalized Image





Setup for the Example

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_scale'];
```

```
% create a temporary folder and copy the MATLAB files
```

```
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);
```

```
% copy files to the temp dir
```

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, 'mlhdlc_img_peppers.png'), mlhdlc_temp_dir);
```

Create a New HDL Coder™ Project

```
coder -hdlcoder -new mlhdlc_scale_prj
```

Next, add the file 'mlhdlc_image_scale.m' to the project as the MATLAB Function and 'mlhdlc_image_scale_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run Fixed-Point Conversion and HDL Code Generation

Launch the Workflow Advisor from the Build tab and right click on the 'Code Generation' step and choose the option 'Run to selected task' to run all the steps from the beginning through the HDL code generation.

Examine the generated HDL code by clicking on the hyperlinks in the Code Generation Log window.

Clean up the Generated Files

You can run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_scale'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

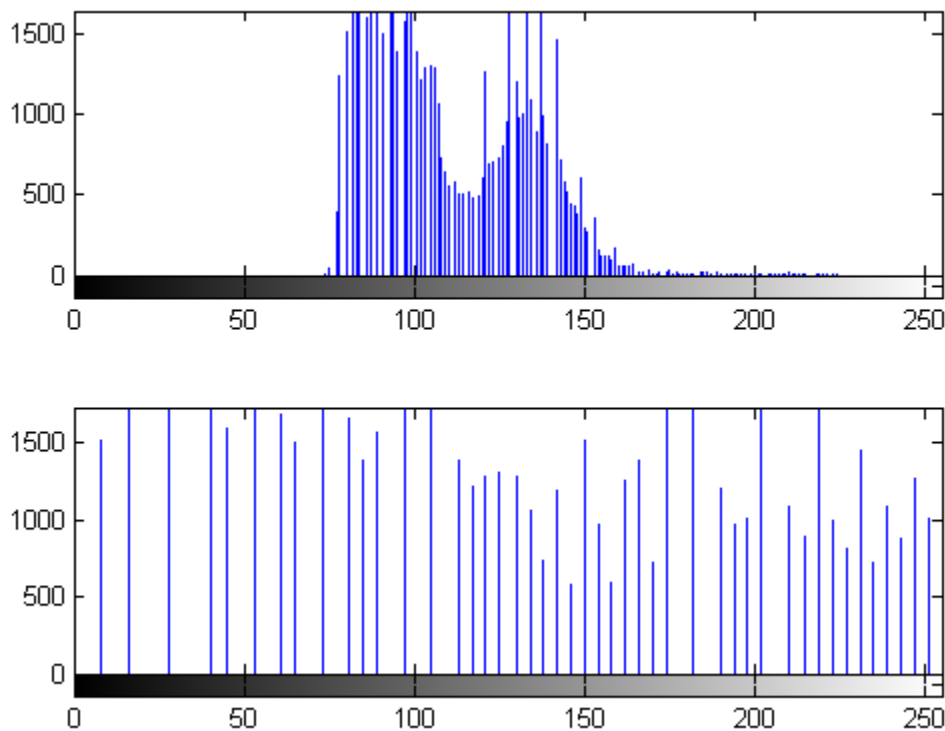
Image Enhancement by Histogram Equalization

This example shows how to generate HDL code from a MATLAB® design that does image enhancement using histogram equalization.

Algorithm

The Histogram Equalization algorithm enhances the contrast of images by transforming the values in an intensity image so that the histogram of the output image is approximately flat.

```
I = imread('pout.tif');  
J = histeq(I);  
subplot(2,2,1);  
imshow( I );  
subplot(2,2,2);  
imhist(I)  
subplot(2,2,3);  
imshow( J );  
subplot(2,2,4);  
imhist(J)
```



MATLAB Design

```
design_name = 'mlhdlc_heq';  
testbench_name = 'mlhdlc_heq_tb';
```

Let us take a look at the MATLAB design

```
type(design_name);
```

```
type(testbench_name);
```

Simulate the Design

It is always a good practice to simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_heq_tb
```

Setup for the Example

Executing the following lines copies the necessary files into a temporary folder

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_heq'];
```

```
% create a temporary folder and copy the MATLAB files
```

```
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);
```

```
% copy files to the temp dir
```

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, 'mlhdlc_img_peppers.png'), mlhdlc_temp_dir);
```

Create a New HDL Coder™ Project

```
coder -hdlcoder -new mlhdlc_heq_prj
```

Next, add the file 'mlhdlc_heq.m' to the project as the MATLAB Function and 'mlhdlc_heq_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run Fixed-Point Conversion and HDL Code Generation

Launch HDL Advisor and right click on the 'Code Generation' step and choose the option 'Run to selected task' to run all the steps from the beginning through the HDL code generation.

Examine the generated HDL code by clicking on the hyperlinks in the Code Generation Log window.

Clean up the Generated Files

You can run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_heq'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

HDL Code Generation for Image Format Conversion from RGB to YUV

This example shows how to generate HDL code from a MATLAB® design that converts the image format from RGB to YUV.

MATLAB Design and Test Bench

```
design_name = 'mlhdlc_rgb2yuv';
testbench_name = 'mlhdlc_rgb2yuv_tb';
```

Review the MATLAB design:

```
open(design_name)

function [x_out, y_out, y_data_out, u_data_out, v_data_out] = ...
    mlhdlc_rgb2yuv(x_in, y_in, r_in, g_in, b_in)
%#codegen

% Copyright 2011-2019 The MathWorks, Inc.

persistent RGB_Reg YUV_Reg
persistent x1 x2 y1 y2

if isempty(RGB_Reg)
    RGB_Reg = zeros(3,1);
    YUV_Reg = zeros(3,1);
    x1 = 0; x2 = 0; y1 = 0; y2 = 0;
end

D = [.299 .587 .144; -.147 -.289 .436; .615 -.515 -.1];
C = [0; 128; 128];

RGB = [r_in; g_in; b_in];

YUV_1 = D*RGB_Reg;
YUV_2 = YUV_1 + C;
RGB_Reg = RGB;

y_data_out = round(YUV_Reg(1));
u_data_out = round(YUV_Reg(2));
v_data_out = round(YUV_Reg(3));
YUV_Reg = YUV_2;

x_out = x2; x2 = x1; x1 = x_in;
y_out = y2; y2 = y1; y1 = y_in;
```

Review the MATLAB test bench:

```
open(testbench_name);
```

```
FRAMES = 1;
WIDTH = 752;
```

```

HEIGHT = 480;
HBLANK = 10;%748;
VBLANK = 10;%120;

% Copyright 2011-2019 The MathWorks, Inc.

vidData = double(imread('mlhdlc_img_yuv.tif'));

for f = 1:FRAMES
    vidOut = zeros(HEIGHT, WIDTH, 3);

    for y = 0:HEIGHT+VBLANK-1
        for x = 0:WIDTH+HBLANK-1
            if y >= 0 && y < HEIGHT && x >= 0 && x < WIDTH
                b = vidData(y+1,x+1,1);
                g = vidData(y+1,x+1,2);
                r = vidData(y+1,x+1,3);
            else
                b = 0; g = 0; r = 0;
            end

            [xOut, yOut, yData, uData, vData] = ...
                mlhdlc_rgb2yuv(x, y, r, g, b);

            if yOut >= 0 && yOut < HEIGHT && xOut >= 0 && xOut < WIDTH
                vidOut(yOut+1,xOut+1,:) = [yData vData uData];
            end
        end
    end

    figure(1);
    subplot(1,2,1);
    imshow(uint8(vidData));
    subplot(1,2,2);
    imshow(ybcr2rgb(uint8(vidOut)));
    drawnow;
end

```

Test the MATLAB Algorithm

To avoid run-time errors, simulate the design with the test bench.

```
mlhdlc_rgb2yuv_tb
```



Create a Folder and Copy Relevant Files

Before you generate HDL code for the MATLAB design, copy the design and test bench files to a writable folder. These commands copy the files to a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');  
mlhdlc_temp_dir = [tempdir 'mlhdlc_rgb2yuv'];
```

Create a temporary folder and copy the MATLAB files.

```
cd(tempdir);  
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');  
mkdir(mlhdlc_temp_dir);  
cd(mlhdlc_temp_dir);
```

Copy files to the temporary directory.

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);  
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

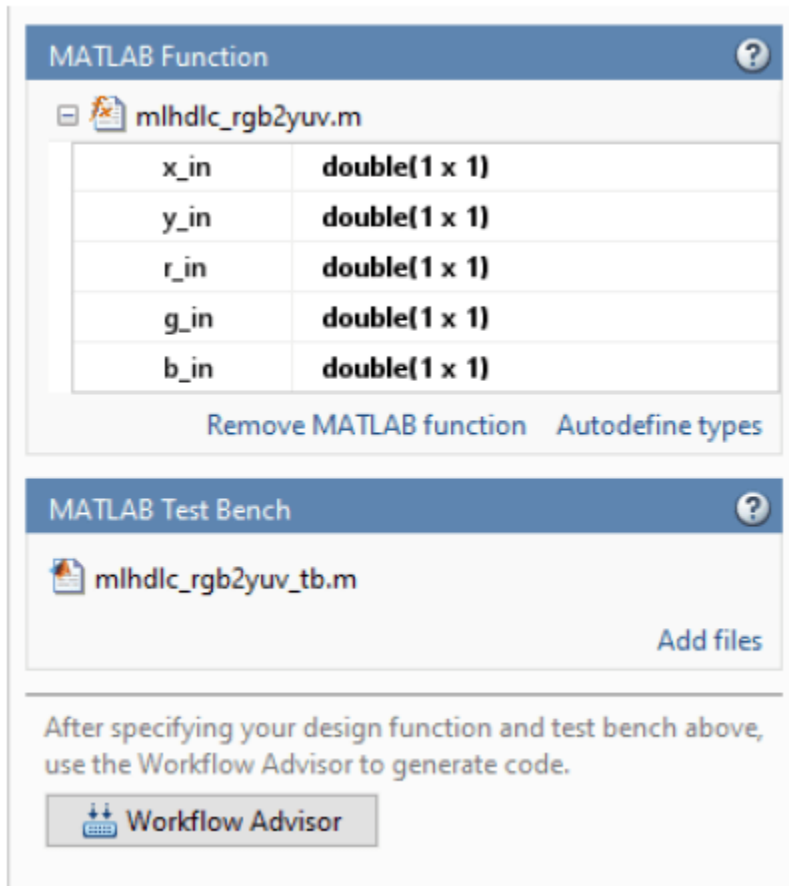
Create an HDL Coder™ Project

To generate HDL code from a MATLAB design:

1. Create a HDL Coder project:

```
coder -hdlcoder -new mlhdlc_rgb_prj
```

2. Add the file `mlhdlc_rgb2yuv.m` to the project as the **MATLAB Function** and `mlhdlc_rgb2yuv_tb.m` as the **MATLAB Test Bench**.
3. Click **Autodefine types** to use the recommended types for the inputs and outputs of the MATLAB function `mlhdlc_rgb2yuv`.



Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Run Fixed-Point Conversion and HDL Code Generation

- 1 Click the **Workflow Advisor** button to start the Workflow Advisor.
- 2 Right click the **HDL Code Generation** task and select **Run to selected task**.

A HDL file `mlhdlc_rgb2yuv_fixpt.vhd` is generated for the MATLAB design. To examine the generated HDL code for the filter design, click the hyperlink to the HDL file in the Code Generation Log window.

Clean Up Generated Files

To clean up the temporary project folder, run these commands:

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_rgb2yuv'];
clear mex;
```

```
cd (mlhdlc_demo_dir);  
rmdir(mlhdlc_temp_dir, 's');
```


High Dynamic Range Imaging

This example shows how to generate HDL code from a MATLAB® design that implements a high dynamic range imaging algorithm.

Algorithm

High Dynamic Range Imaging (HDRI or HDR) is a set of methods used in imaging and photography to allow a greater dynamic range between the lightest and darkest areas of an image than current standard digital imaging methods or photographic methods. HDR images can represent more accurately the range of intensity levels found in real scenes, from direct sunlight to faint starlight, and is often captured by way of a plurality of differently exposed pictures of the same subject matter.

MATLAB Design

```
design_name = 'mlhdlc_hdr';
testbench_name = 'mlhdlc_hdr_tb';
```

Let us take a look at the MATLAB design

```
dbtype(design_name);

1  function [valid_out, x_out, y_out, ...
2      HDR1, HDR2, HDR3] = mlhdlc_hdr(YShort1, YShort2, YShort3, ...
3      YLong1, YLong2, YLong3, ...
4      plot_y_short_in, plot_y_long_in, ...
5      valid_in, x, y)
6  %
7
8  % Copyright 2013-2015 The MathWorks, Inc.
9
10 % This design implements a high dynamic range imaging algorithm.
11
12 plot_y_short = plot_y_short_in;
13 plot_y_long = plot_y_long_in;
14
15 %% Apply Lum(Y) channels LUTs
16 y_short = plot_y_short(uint8(YShort1)+1);
17 y_long = plot_y_long(uint8(YLong1)+1);
18
19 y_HDR = (y_short+y_long);
20
21 %% Create HDR Chorm channels
22 % HDR per color
23
24 HDR1 = y_HDR * 2^-8;
25 HDR2 = (YShort2+YLong2) * 2^-1;
26 HDR3 = (YShort3+YLong3) * 2^-1;
27
28 %% Pass on valid signal and pixel location
29
30 valid_out = valid_in;
31 x_out = x;
32 y_out = y;
33
34 end
```

```
dbtype(testbench_name);
```

```

1
2   %
3
4   %   Copyright 2013-2015 The MathWorks, Inc.
5
6   % Clean screen and memory
7   close all
8   clear mlhdlc_hdr
9   set(0,'DefaultFigureWindowState','docked')
10
11
12  %% Read the two exposed images
13
14  short = imread('mlhdlc_hdr_short.tif');
15  long = imread('mlhdlc_hdr_long.tif');
16
17  % define HDR output variable
18  HDR = zeros(size(short));
19  [height, width, color] = size(HDR);
20
21  figure('Name', [mfilename, '_plot']);
22  subplot(1,3,1);
23  imshow(short, 'InitialMagnification','fit'), title('short');
24
25  subplot(1,3,2);
26  imshow(long, 'InitialMagnification','fit'), title('long');
27
28
29  %% Create the Lum(Y) channels LUTs
30  % Pre-process
31  % Luminance short LUT
32  ShortLut.x = [0   16   45   96  255];
33  ShortLut.y = [0   20   38   58  115];
34
35  % Luminance long LUT
36  LongLut.x = [ 0 255];
37  LongLut.y = [ 0 140];
38
39  % Take the same points to plot the joined Lum LUT
40  plot_x = 0:1:255;
41  plot_y_short = interp1(ShortLut.x,ShortLut.y,plot_x); %LUT short
42  plot_y_long = interp1(LongLut.x,LongLut.y,plot_x); %LUT long
43
44  %subplot(4,1,3);
45  %plot(plot_x, plot_y_short, plot_x, plot_y_long, plot_x, (plot_y_long+plot_y_short)), grid
46
47
48  %% Create the HDR Lum channel
49  % The HDR algorithm
50  % read the Y channels
51
52  YIQ_short = rgb2ntsc(short);
53  YIQ_long = rgb2ntsc(long);
54
55  %% Stream image through HDR algorithm

```

```

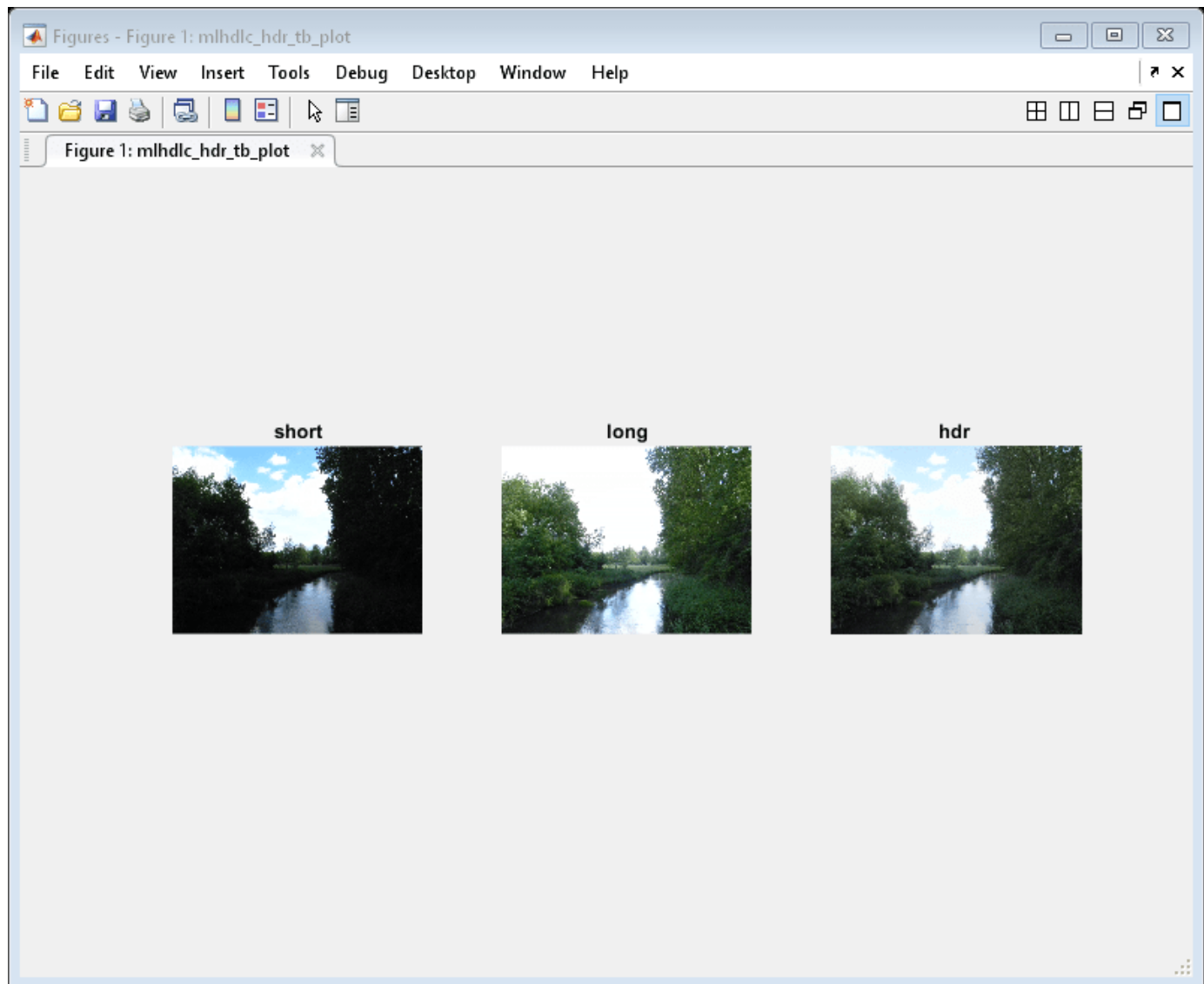
56
57     for x=1:width
58         for y=1:height
59             YShort1 = round(YIQ_short(y,x,1)*255); %input short
60             YLong1 = round(YIQ_long(y,x,1)*255); %input long
61
62             YShort2 = YIQ_short(y,x,2); %input short
63             YLong2 = YIQ_long(y,x,2); %input long
64
65             YShort3 = YIQ_short(y,x,3); %input short
66             YLong3 = YIQ_long(y,x,3); %input long
67
68             valid_in = 1;
69
70             [valid_out, x_out, y_out, HDR1, HDR2, HDR3] = mlhdlc_hdr(YShort1, YShort2, YShort3,
71             YLong1, YLong2, YLong3);
72             % use x and y to reconstruct image
73             if valid_out == 1
74                 HDR(y_out,x_out,1) = HDR1;
75                 HDR(y_out,x_out,2) = HDR2;
76                 HDR(y_out,x_out,3) = HDR3;
77             end
78         end
79     end
80
81     %% plot HDR
82     HDR_rgb = ntsc2rgb(HDR);
83     subplot(1,3,3);
84     imshow(HDR_rgb, 'InitialMagnification','fit'), title('hdr ');

```

Simulate the Design

It is always a good practice to simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

mlhdlc_hdr_tb



Setup for the Example

Executing the following lines copies the necessary files into a temporary folder

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_hdr'];
```

```
% create a temporary folder and copy the MATLAB files
```

```
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);
```

```
% copy files to the temp dir
```

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, 'mlhdlc_hdr_long.tif'), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, 'mlhdlc_hdr_short.tif'), mlhdlc_temp_dir);
```

Create a New HDL Coder™ Project

```
coder -hdlcoder -new mlhdlc_hdr_prj
```

Next, add the file 'mlhdlc_hdr.m' to the project as the MATLAB Function and 'mlhdlc_hdr_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Creating constant parameter inputs

This example shows to use pass constant parameter inputs.

In this design the input parameters 'plot_y_short_in' and 'plot_y_long_in' are constant input parameters. You can define them accordingly by modifying the input types as 'constant(double(1x256))'

'plot_y_short_in' and 'plot_y_short_in' are LUT inputs. They are constant folded as double inputs to the design. You will not see port declarations for these two input parameters in the generated HDL code.

Note that inside the design 'mlhdlc_hdr.m' these variables are reassigned so that they get properly fixed-point converted. This is not necessary if these are purely used as constants for defining sizes of variables for example and not part of the logic.

Run Fixed-Point Conversion and HDL Code Generation

Launch HDL Advisor and right click on the 'Code Generation' step and choose the option 'Run to selected task' to run all the steps from the beginning through the HDL code generation.

Convert the design to fixed-point and generate HDL code

The following script converts the design to fixed-point, and generate HDL code with a test bench.

```
exArgs = {0,0,0,0,0,0,coder.Constant(ones(1,256)),coder.Constant(ones(1,256)),0,0,0};
fc = coder.config('fixpt');
fc.TestBenchName = 'mlhdlc_hdr_tb';
hc = coder.config('hdl');
hc.GenerateHDLTestBench = true;
hc.SimulationIterationLimit = 1000; % Limit number of testbench points
codegen -float2fixed fc -config hc -args exArgs mlhdlc_hdr
```

Examine the generated HDL code by clicking on the hyperlinks in the Code Generation Log window.

Clean up the Generated Files

You can run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderder
mlhdlc_temp_dir = [tempdir 'mlhdlc_hdr'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

Accelerate a Pixel-Streaming Design Using MATLAB Coder

This example shows how to accelerate a pixel-stream video processing algorithm in MATLAB® by using MATLAB Coder™.

You must have a MATLAB Coder license to run this example.

Acceleration with MATLAB Coder enables you to simulate large frame sizes, such as 1080p video, at practical speeds. Use this acceleration workflow after you have debugged the algorithm using a small frame size. Testing a design with a small image is demonstrated in the “Pixel-Streaming Design in MATLAB” (Vision HDL Toolbox) example.

How MATLAB Coder Works

MATLAB Coder generates C code from MATLAB code. Code generation accelerates simulation by locking-down the sizes and data types of variables. This process removes the overhead of the interpreted language checking for size and data type in every line of code. This example compiles both the test bench file `DesignAccelerationHDLTestBench.m` and the design file `DesignAccelerationHDLDesign.m` into a MEX function, and uses the resulting MEX file to speed up the simulation.

The directive (or pragma) `%#codegen` beneath the function signature indicates that you intend to generate code for the MATLAB algorithm. Adding this directive instructs the MATLAB code analyzer to help you diagnose and fix violations that would result in errors during code generation. The directive `%#codegen` does not affect interpreted simulation.

Best Practices

Debugging simulations with large frame sizes is impractical in interpreted mode due to long simulation time. However, debugging a MEX simulation is challenging due to lack of debug access into the code.

To avoid these scenarios, a best practice is to develop and verify the algorithm and test bench using a thumbnail frame size. In most cases, the HDL-targeted design can be implemented with no dependence on frame size. Once you are confident that the design and test bench are working correctly, then increase the frame size in the test bench, and use MATLAB Coder to accelerate the simulation. To increase the frame size, test bench only requires minor changes, as you can see by comparing `DesignAccelerationHDLTestBench.m` with the `PixelStreamingDesignHDLTestBench.m` in “Pixel-Streaming Design in MATLAB” (Vision HDL Toolbox).

Test Bench

In the test bench `DesignAccelerationHDLTestBench.m`, the `videoIn` object reads each frame from a video source, and the `scaler` object interpolates this frame from 240p to 1080p. This 1080p image is passed to the `frm2pix` object, which converts the full image frame to a stream of pixels and control structures. The function `DesignAccelerationHDLDesign` is then called to process one pixel (and its associated control structure) at a time. After we process the entire pixel-stream and collect the output stream, the `pix2frm` object converts the output stream to full-frame video. The `DesignAccelerationHDLViewer` function displays the output and original images side-by-side.

The workflow above is implemented in the following lines of `DesignAccelerationHDLTestBench.m`.

```

...
for f = 1:numFrm
    frmFull = step(videoIn);      % Get a new frame
    frmIn = step(scaler,frmFull); % Enlarge the frame

    [pixInVec,ctrlInVec] = step(frm2pix,frmIn);
    for p = 1:numPixPerFrm
        [pixOutVec(p),ctrlOutVec(p)] =...
            visionhdl_sobel_design(pixInVec(p),ctrlInVec(p));
    end
    frmOut = step(pix2frm,pixOutVec,ctrlOutVec);

    DesignAccelerationHDLViewer(actPixPerLine,actLine,[frmIn uint8(255*frmOut)]);
end
...

```

The data type of `frmIn` is `uint8` while that of `frmOut`, the edge detection output, is logical. Matrices of different data types cannot be concatenated, so **`uint8(255*frmOut)`** maps logical false and true to `uint8(0)` and `uint8(255)`, respectively.

Both **`frm2pix`** and **`pix2frm`** are used to convert between full-frame and pixel-stream domains. The inner for-loop performs pixel-stream processing. The rest of the test bench performs full-frame processing (i.e., **`videoIn`**, **`scaler`**, and **`viewer`** inside the **`DesignAccelerationHDLViewer`** function).

Before the test bench terminates, frame rate is displayed to illustrate the simulation speed.

Not all functions used in the test bench support C code generation. For those that do not, such as `tic`, `toc`, `fprintf`, use **`coder.extrinsic`** to declare them as extrinsic functions. Extrinsic functions are excluded from MEX generation. The simulation executes them in the regular interpreted mode.

Pixel-Stream Design

The function defined in `DesignAccelerationHDLDesign.m` accepts a pixel stream and five control signals, and returns a modified pixel stream and control signals. For more information on the streaming pixel protocol used by System objects from the Vision HDL Toolbox™, see “Streaming Pixel Interface” (Vision HDL Toolbox).

In this example, the function contains the Edge Detector System object.

The focus of this example is the workflow, not the algorithm design itself. Therefore, the design code is quite simple. Once you are familiar with the workflow, it is straightforward to implement advanced video algorithms by taking advantage of the functionality provided by the System objects from Vision HDL Toolbox.

Create MEX File and Simulate the Design

Generate and execute the MEX file.

```

codegen('DesignAccelerationHDLTestBench');
DesignAccelerationHDLTestBench_mex;

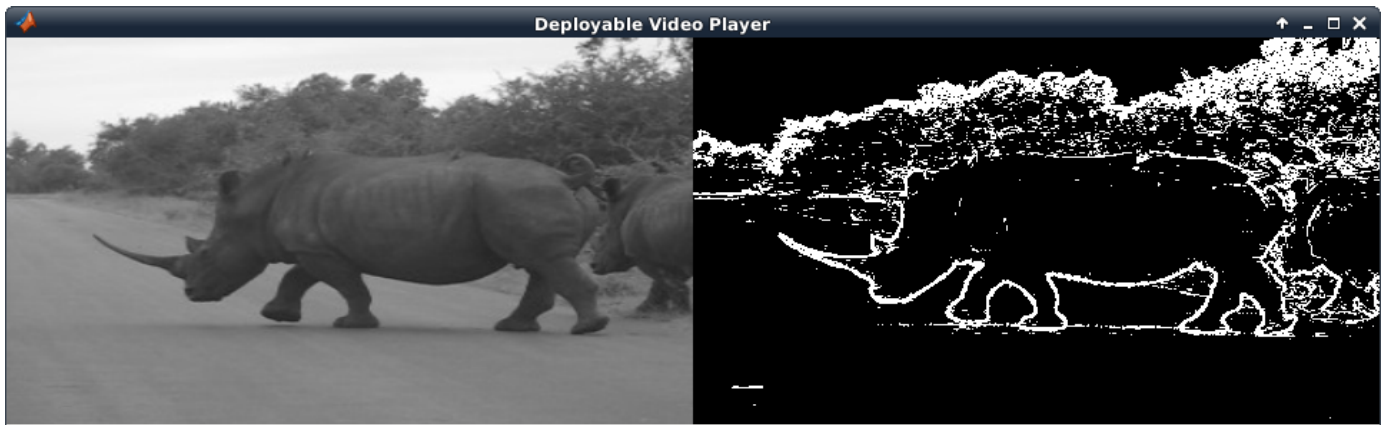
```

Code generation successful.

```

10 frames have been processed in 13.98 seconds.
Average frame rate is 0.72 frames/second.

```



The **viewer** displays the original video on the left, and the output on the right.

HDL Code Generation

Enter the following command to create a new HDL Coder™ project in the temporary folder

```
coder -hdlcoder -new DesignAccelerationProject
```

Then, add the file `DesignAccelerationHDLDesign.m` to the project as the MATLAB Function and `DesignAccelerationHDLTestBench.m` as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a tutorial on creating and populating MATLAB HDL Coder projects.

Launch the Workflow Advisor. In the Workflow Advisor, right-click the 'Code Generation' step. Choose the option 'Run to selected task' to run all the steps from the beginning through HDL code generation.

Examine the generated HDL code by clicking the links in the log window.

Enhanced Edge Detection from Noisy Color Video

This example shows how to develop a complex pixel-stream video processing algorithm, accelerate its simulation using MATLAB® Coder™, and generate HDL code from the design. The algorithm enhances the edge detection from noisy color video.

You must have a MATLAB Coder license to run this example.

This example builds on the “Pixel-Streaming Design in MATLAB” (Vision HDL Toolbox) and the “Accelerate a Pixel-Streaming Design Using MATLAB Coder” (Vision HDL Toolbox) examples.

Test Bench

In the `EnhancedEdgeDetectionHDLTestBench.m` file, the `videoIn` object reads each frame from a color video source, and the `imnoise` function adds salt and pepper noise. This noisy color image is passed to the `frm2pix` object, which converts the full image frame to a stream of pixels and control structures. The function `EnhancedEdgeDetectionHDLDesign.m` is then called to process one pixel (and its associated control structure) at a time. After we process the entire pixel-stream and collect the output stream, the `pix2frm` object converts the output stream to full-frame video. A full-frame reference design `EnhancedEdgeDetectionHDLReference.m` is also called to process the noisy color image. Its output is compared with that of the pixel-stream design. The function `EnhancedEdgeDetectionHDLViewer.m` is called to display video outputs.

The workflow above is implemented in the following lines of `EnhancedEdgeDetectionHDLTestBench.m`.

```

...
frmIn = zeros(actLine,actPixPerLine,3,'uint8');
for f = 1:numFrm
    frmFull = step(videoIn); % Get a new frame
    frmIn = imnoise(frmFull,'salt & pepper'); % Add noise

    % Call the pixel-stream design
    [pixInVec,ctrlInVec] = step(frm2pix,frmIn);
    for p = 1:numPixPerFrm
        [pixOutVec(p),ctrlOutVec(p)] = EnhancedEdgeDetectionHDLDesign(pixInVec(p,:),ctrlInVec(p));
    end
    frmOut = step(pix2frm,pixOutVec,ctrlOutVec);

    % Call the full-frame reference design
    [frmGray,frmDenoise,frmEdge,frmRef] = visionhdlenhancededge_reference(frmIn);

    % Compare the results
    if nnz(imabsdiff(frmRef,frmOut))>20
        fprintf('frame %d: reference and design output differ in more than 20 pixels.\n',f);
        return;
    end

    % Display the results
    EnhancedEdgeDetectionHDLViewer(actPixPerLine,actLine,[frmGray frmDenoise uint8(255*[frmEdge
end
...

```

Since `frmGray` and `frmDenoise` are `uint8` data type while `frmEdge` and `frmOut` are logical, `uint8(255x[frmEdge frmOut])` maps logical false and true to `uint8(0)` and `uint8(255)`, respectively, so that matrices can be concatenated.

Both **frm2pix** and **pix2frm** are used to convert between full-frame and pixel-stream domains. The inner for-loop performs pixel-stream processing. The rest of the test bench performs full-frame processing.

Before the test bench terminates, frame rate is displayed to illustrate the simulation speed.

For the functions that do not support C code generation, such as `tic`, `toc`, `imnoise`, and `fprintf` in this example, use **coder.extrinsic** to declare them as extrinsic functions. Extrinsic functions are excluded from MEX generation. The simulation executes them in the regular interpreted mode. Since `imnoise` is not included in the C code generation process, the compiler cannot infer the data type and size of `frmIn`. To fill in this missing piece, we add the statement **frmIn = zeros(actLine,actPixPerLine,3,'uint8')** before the outer for-loop.

Pixel-Stream Design

The function defined in `EnhancedEdgeDetectionHDLDesign.m` accepts a pixel stream and a structure consisting of five control signals, and returns a modified pixel stream and control structure. For more information on the streaming pixel protocol used by System objects from the Vision HDL Toolbox, see the “Streaming Pixel Interface” (Vision HDL Toolbox).

In this example, the **rgb2gray** object converts a color image to grayscale, **medfil** removes the salt and pepper noise. **sobel** highlights the edge. Finally, the **mclose** object performs morphological closing to enhance the edge output. The code is shown below.

```
[pixGray,ctrlGray] = step(rgb2gray,pixIn,ctrlIn);           % Convert RGB to grayscale
[pixDenoise,ctrlDenoise] = step(medfil,pixGray,ctrlGray); % Remove noise
[pixEdge,ctrlEdge] = step(sobel,pixDenoise,ctrlDenoise); % Detect edges
[pixClose,ctrlClose] = step(mclose,pixEdge,ctrlEdge);    % Apply closing
```

Full-Frame Reference Design

When designing a complex pixel-stream video processing algorithm, it is a good practice to develop a parallel reference design using functions from the Image Processing Toolbox™. These functions process full image frames. Such a reference design helps verify the implementation of the pixel-stream design by comparing the output image from the full-frame reference design to the output of the pixel-stream design.

The function `EnhancedEdgeDetectionHDLReference.m` contains a similar set of four functions as in the `EnhancedEdgeDetectionHDLDesign.m`. The key difference is that the functions from Image Processing Toolbox process full-frame data.

Due to the implementation difference between `edge` function and `visionhdl.EdgeDetector` System object, reference and design output are considered matching if `frmOut` and `frmRef` differ in no greater than 20 pixels.

Create MEX File and Simulate the Design

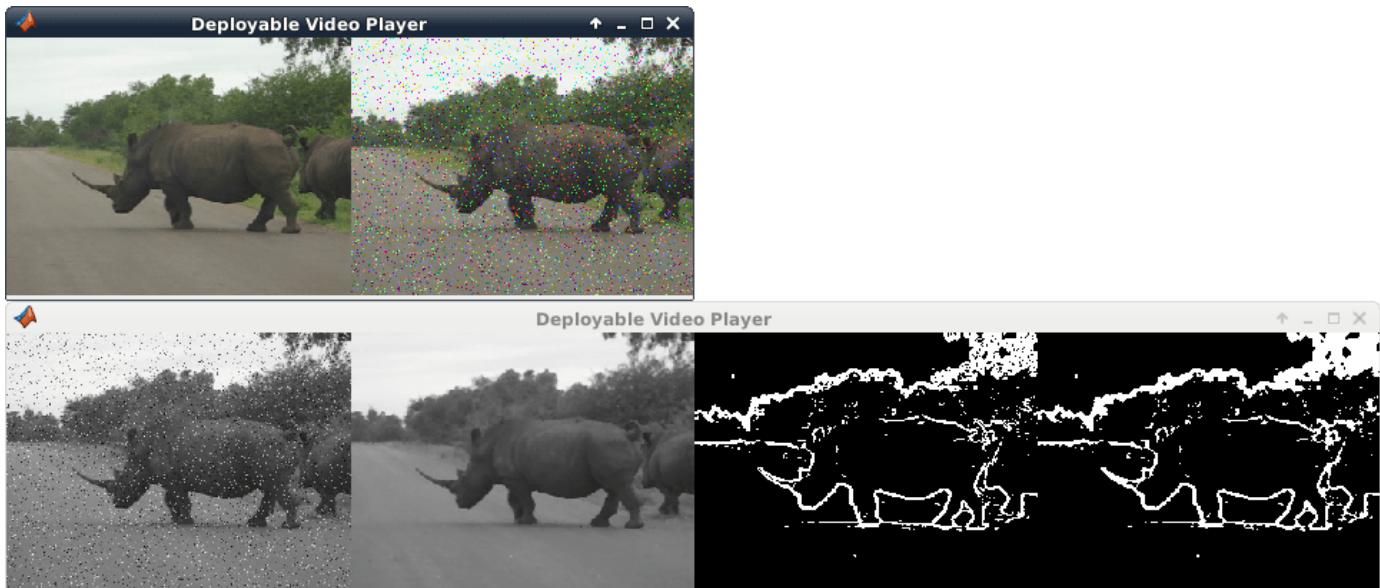
Generate and execute the MEX file.

```
codegen('EnhancedEdgeDetectionHDLTestBench');
```

```
Code generation successful.
```

```
EnhancedEdgeDetectionHDLTestBench_mex;
```

```
frame 1: reference and design output differ in more than 20 pixels.
```



The upper video player displays the original color video on the left, and its noisy version after adding salt and pepper noise on the right. The lower video player, from left to right, represents: the grayscale image after color space conversion, the de-noised version after median filter, the edge output after edge detection, and the enhanced edge output after morphological closing operation.

Note that in the lower video chain, only the enhanced edge output (right-most video) is generated from pixel-stream design. The other three are the intermediate videos from the full-frame reference design. To display all of the four videos from the pixel-stream design, you would have written the design file to output four sets of pixels and control signals, and instantiated three more **visionhdl.PixelsToFrame** objects to convert the three intermediate pixel streams back to frames. For the sake of simulation speed and the clarity of the code, this example does not implement the intermediate pixel-stream displays.

HDL Code Generation

To create a new project, enter the following command in the temporary folder

```
coder -hdlcoder -new EnhancedEdgeDetectionProject
```

Then, add the file 'EnhancedEdgeDetectionHDLDesign.m' to the project as the MATLAB Function and 'EnhancedEdgeDetectionHDLTestBench.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a tutorial on creating and populating MATLAB HDL Coder projects.

Launch the Workflow Advisor. In the Workflow Advisor, right-click the 'Code Generation' step. Choose the option 'Run to selected task' to run all the steps from the beginning through HDL code generation.

Examine the generated HDL code by clicking the links in the log window.

Verify Sobel Edge Detection Algorithm in MATLAB-to-HDL Workflow

This example shows how to generate HDL code from a MATLAB® design implementing the Sobel edge detection algorithm.

Set Up Example

Run the following code to set up the design:

```
design_name = 'mlhdlc_sobel.m';
testbench_name = 'mlhdlc_sobel_tb.m';

mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_sobel'];

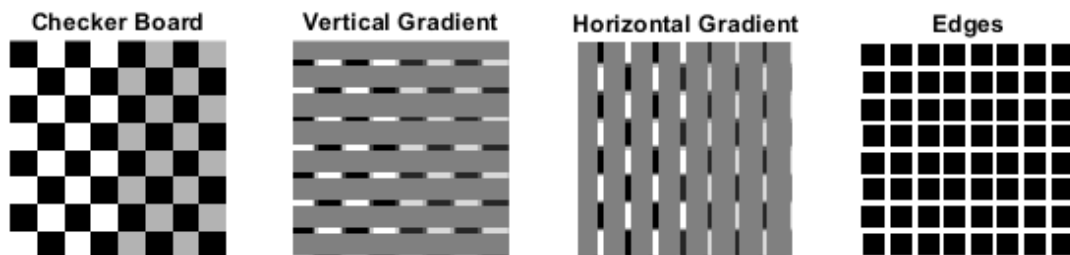
% create a temporary folder and copy the MATLAB files
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

% copy the design files to the temporary directory
copyfile(fullfile(mlhdlc_demo_dir, design_name), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, testbench_name), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, 'mlhdlc_img_stop_sign.gif'), mlhdlc_temp_dir);
```

Simulate the Design

It is a good practice to simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_sobel_tb;
```



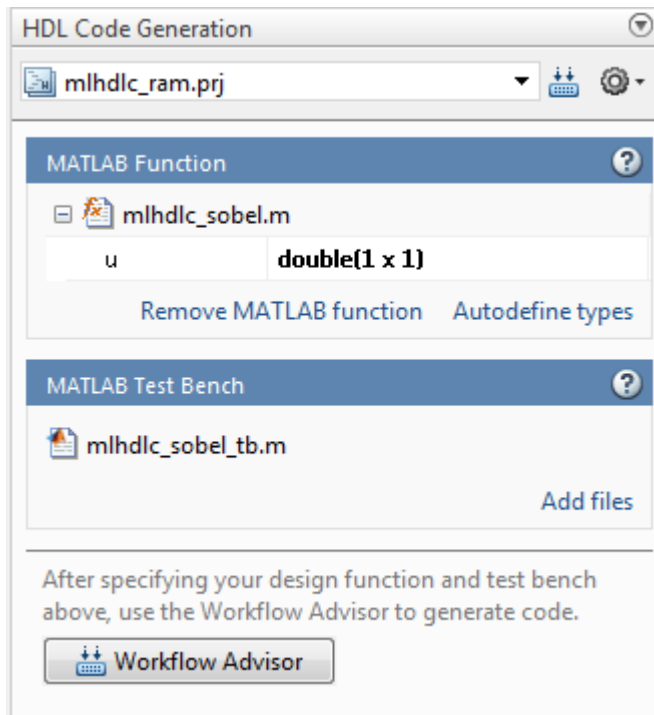
Create a New HDL Coder Project

Run the following command to create the HDL code generation project.

```
coder -hdlcoder -new cosim_fil_sobel
```

Specify the Design and the Test Bench

- 1 Drag the file "mlhdlc_sobel.m" from the Current Folder Browser into the Entry Points tab of the HDL Coder UI, under the "MATLAB Function" section.
- 2 Under the newly added "mlhdlc_sobel_tb.m" file, specify the data type of input argument "data_in" as "double (1 x 1)"
- 3 Drag the file 'mlhdlc_sobel_tb.m' into the HDL Coder UI, under "MATLAB Test Bench" section.



Generate HDL Code

- 1 Click "Workflow Advisor".
- 2 Right click on the "Code Generation" step in Workflow Advisor.
- 3 Choose option "Run to selected task" to run all steps from the beginning of the workflow through to HDL code generation.

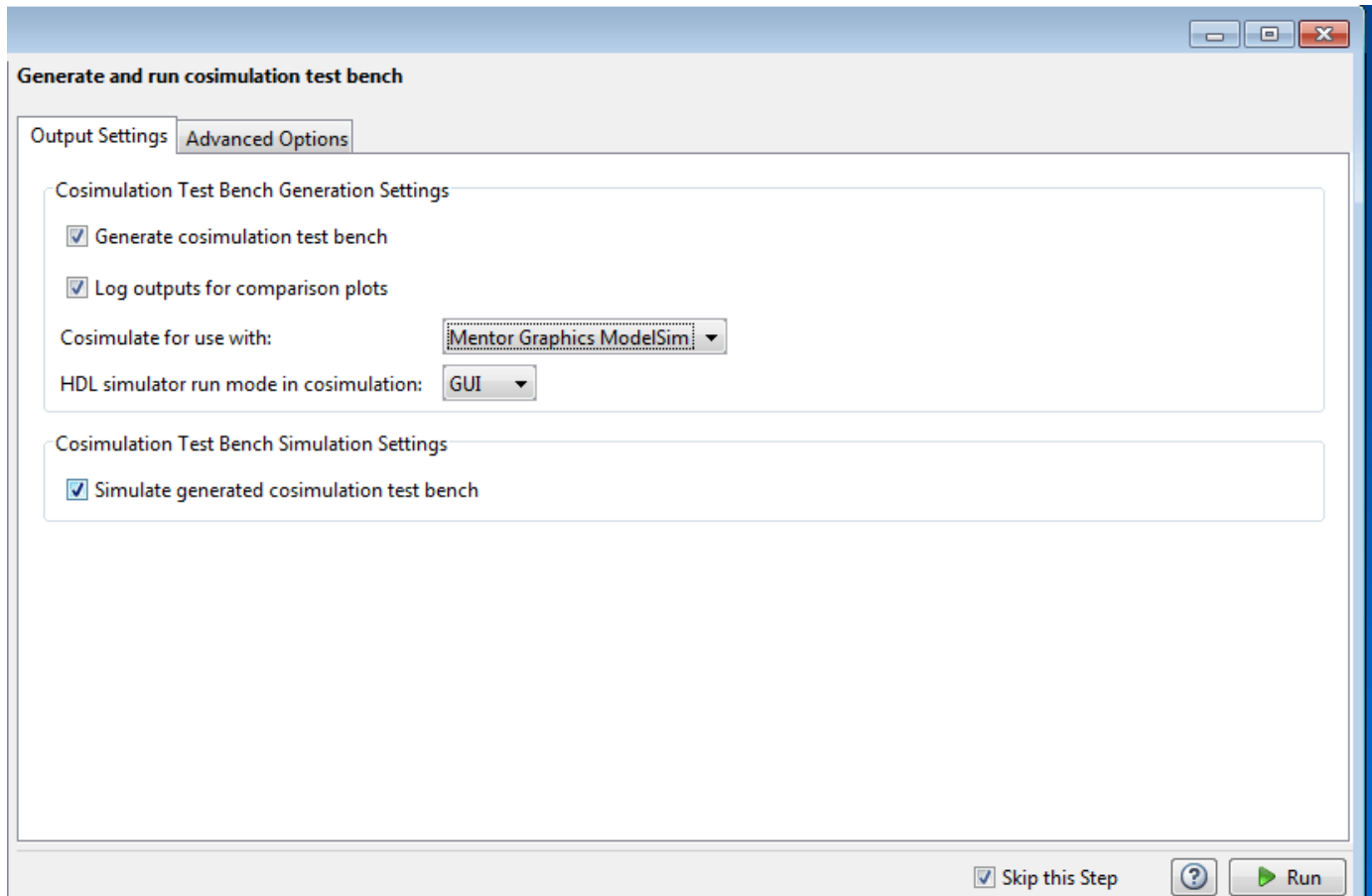
Verify Generated HDL Code with Cosimulation

To run this step, you must have one of the HDL simulators supported by HDL Verifier. See {Supported EDA Tools}. You may skip this step if you do not.

1. Select the "Generate cosimulation test bench" option.
2. Select the "Log outputs for comparison plots" option. This option generates the plotting of the HDL simulator output, the reference MATLAB algorithm output, and the differences between them.
3. For "Cosimulate for use with:", select your HDL simulator. The HDL simulator executable must be on your system path.
4. To view the waveform in the HDL simulator, select "GUI" mode in the "HDL simulator run mode in cosimulation" list.

5. Select "Simulate generated cosimulation test bench".
6. Click "Run".

When the simulation is complete, check the comparison plots. There should be no mismatch between the HDL simulator output and the reference MATLAB algorithm output.



Verify Generated HDL Code with FPGA-in-the-Loop

To run this step, you must have one of the supported FPGA boards (see {Supported EDA Tools}). Refer to here for additional setup instructions required for FPGA-in-the-Loop.

In the "Verify with FPGA-in-the-Loop" step, perform the following steps:

1. Select the "Generate FPGA-in-the-Loop test bench" option.
2. Select the "Log outputs for comparison plots" option. This option generates the plotting of the FPGA output, the reference MATLAB algorithm output, and the differences between them.
3. Select your FPGA board from the "Cosimulate for use with:" list. If your board is not on the list, select one of the following options:
 - "Get more boards..." to download the FPGA board support package(s) (this option starts the Support Package Installer)

- "Create custom board..." to create the FPGA board definition file for your particular FPGA board (this option starts the New FPGA Board Manager).
4. Ethernet connection only: Enter your Ethernet connection information in the "Board IP Address" and "Board MAC Address:" fields. Leave the "Additional Files" field empty.
 5. Select "Simulate generated FPGA-in-the-Loop test bench".
 6. Click "Run".

When the simulation is complete, check the comparison plots. There should be no mismatch between the FPGA output and the reference MATLAB algorithm output.

Generate and run FPGA-in-the-Loop test bench

FPGA-in-the-Loop Test Bench Generation Settings

- Generate FPGA-in-the-Loop test bench
- Log outputs for comparison plots

Board Name: [Launch Board Manager](#)

Board IP Address:

Board MAC Address:

Additional Files: ...

FPGA-in-the-Loop Test Bench Simulation Settings

- Simulate generated FPGA-in-the-Loop test bench

Skip this Step

MATLAB Best Practices and Design Patterns for HDL Code Generation

- “Model a Counter for HDL Code Generation” on page 3-2
- “Model a State Machine for HDL Code Generation” on page 3-4
- “Generate Hardware Instances For Local Functions” on page 3-8
- “Implement RAM Using MATLAB Code” on page 3-10

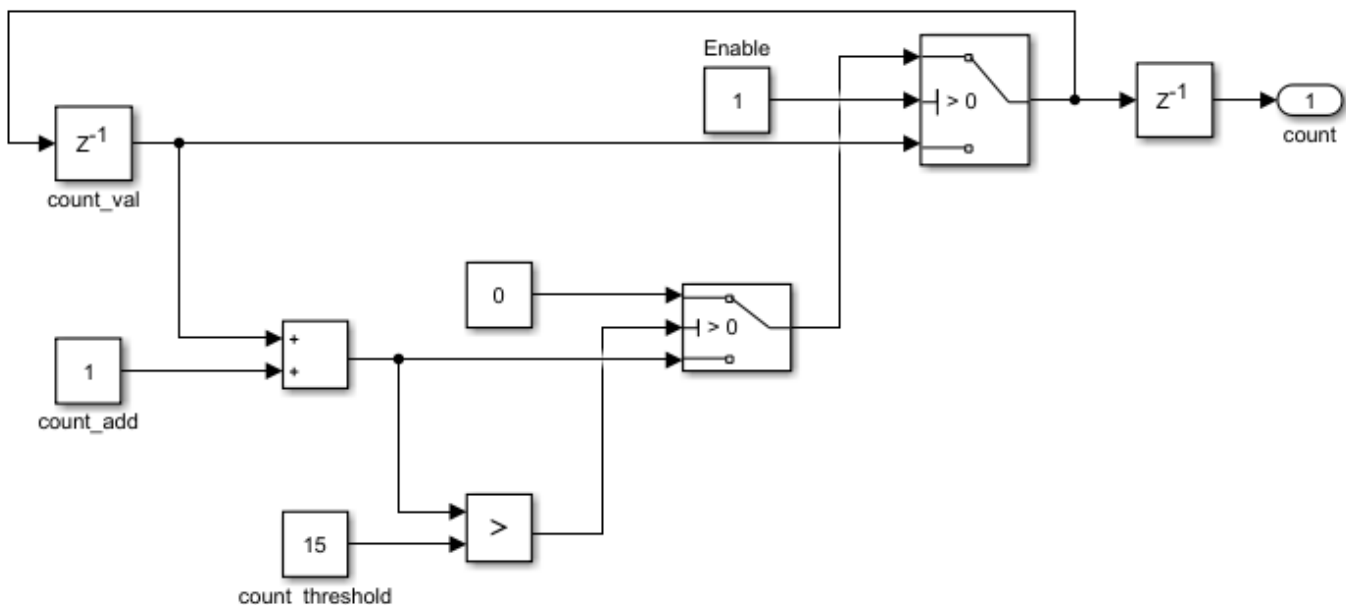
Model a Counter for HDL Code Generation

To write MATLAB code that models hardware and is suitable for HDL code generation, use this design pattern.

This design pattern demonstrates best practices for writing MATLAB code for HDL code generation:

- Initialize persistent variables to a specific value. In this example, an `if` statement and the `isempty` function initialize the persistent variable. If you do not initialize the persistent variable, then you cannot generate HDL code.
- Inside a function, read persistent variables before they are modified so that the persistent variables are inferred as registers.

This Simulink model illustrates the MATLAB counter modeled in this example.



To learn how to model the counter in Simulink, see “Create HDL-Compatible Simulink Model”.

MATLAB Code for the Counter

The function `mlhdlc_counter` is a behavioral model of a 4-bit synchronous up counter. The input signal, `enable_ctr`, triggers the value of the count register, `count_val`, to increase by one. The counter continues to increase by one each time the input is nonzero, until the count reaches a limit of 15. After the counter reaches this limit, the counter returns to zero. A persistent variable, which is initialized to zero, represents the current value of the count. Two `if` statements determine the value of the count based on the input.

To define the `mlhdlc_counter` function, use this code:

```
##codegen
function count = mlhdlc_counter(enable_ctr)
%four bit synchronous up counter
```

```
%persistent variable for the state
persistent count_val;
if isempty(count_val)
    count_val = 0;
end

%counting up
if enable_ctr
    count_val=count_val+1;

    %limit to four bits
    if count_val>15
        count_val=0;
    end
end

count=count_val;

end
```

See Also

`codegen` | `coder.HdlConfig`

More About

- “Model a State Machine for HDL Code Generation” on page 3-4
- “Implement RAM Using MATLAB Code” on page 3-10
- “Supported MATLAB Data Types, Operators, and Control Flow Statements” on page 1-4

Model a State Machine for HDL Code Generation

In this section...

“MATLAB Code for the Mealy State Machine” on page 3-4

“MATLAB Code for the Moore State Machine” on page 3-5

The following design pattern shows MATLAB examples of Mealy and Moore state machines which are suitable for HDL code generation.

The MATLAB code in these models demonstrates best practices for writing MATLAB models for HDL code generation.

- With a `switch` block, use the `otherwise` statement to ensure that the model accounts for all conditions. If the model does not cover all conditions, the generated HDL code can contain errors.
- To designate the states in a state machine, use variables with numerical values.

MATLAB Code for the Mealy State Machine

In a Mealy state machine, the output depends on the state and the input. In a Moore state machine, the output depends only on the state.

The following MATLAB code defines the `mlhdlc_fsm_mealy` function. A persistent variable represents the current state. A `switch` block uses the current state and input to determine the output and new state. In each case in the `switch` block, an `if-else` statement calculates the new state and output.

```

%#codegen
function Z = mlhdlc_fsm_mealy(A)
% Mealy State Machine

% y = f(x,u) :
% all actions are condition actions and
% outputs are function of state and input

% define states
S1 = 0;
S2 = 1;
S3 = 2;
S4 = 3;

persistent current_state;
if isempty(current_state)
    current_state = S1;
end

% switch to new state based on the value state register
switch (current_state)

    case S1,

        % value of output 'Z' depends both on state and inputs
        if (A)
            Z = true;
            current_state = S1;

```

```

    else
        Z = false;
        current_state = S2;
    end

case S2,

    if (A)
        Z = false;
        current_state = S3;
    else
        Z = true;
        current_state = S2;
    end

case S3,

    if (A)
        Z = false;
        current_state = S4;
    else
        Z = true;
        current_state = S1;
    end

case S4,

    if (A)
        Z = true;
        current_state = S1;
    else
        Z = false;
        current_state = S3;
    end

otherwise,

    Z = false;
end

```

MATLAB Code for the Moore State Machine

The following MATLAB code defines the `mlhdlc_fsm_moore` function. A persistent variable represents the current state, and a switch block uses the current state to determine the output and new state. In each case in the switch block, an if-else statement calculates the new state and output. The value of the state is represented by numerical variables.

```

%#codegen
function Z = mlhdlc_fsm_moore(A)
% Moore State Machine

% y = f(x) :
% all actions are state actions and
% outputs are pure functions of state only

% define states
S1 = 0;

```

```
S2 = 1;
S3 = 2;
S4 = 3;

% using persistent keyword to model state registers in hardware
persistent curr_state;
if isempty(curr_state)
    curr_state = S1;
end

% switch to new state based on the value state register
switch (curr_state)

    case S1,

        % value of output 'Z' depends only on state and not on inputs
        Z = true;

        % decide next state value based on inputs
        if (~A)
            curr_state = S1;
        else
            curr_state = S2;
        end

    case S2,

        Z = false;

        if (~A)
            curr_state = S1;
        else
            curr_state = S3;
        end

    case S3,

        Z = false;

        if (~A)
            curr_state = S2;
        else
            curr_state = S4;
        end

    case S4,

        Z = true;
        if (~A)
            curr_state = S3;
        else
            curr_state = S1;
        end

    otherwise,
        Z = false;
end
```

See Also

`codegen` | `coder.HdlConfig`

More About

- “Functions Supported for HDL Code Generation” on page 1-2
- “Model a Counter for HDL Code Generation” on page 3-2
- “Implement RAM Using MATLAB Code” on page 3-10

Generate Hardware Instances For Local Functions

In this section...

“MATLAB Local Functions” on page 3-8

“MATLAB Code for mlhdlc_two_counters.m” on page 3-8

The following example shows how to use local functions in MATLAB, so that each execution of a local function corresponds to a separate hardware module in the generated HDL code.

MATLAB Local Functions

This example demonstrates best practices for writing local functions in MATLAB code that is suitable for HDL code generation.

- If your MATLAB code executes a local function multiple times, the generated HDL code does not necessarily instantiate multiple hardware modules. Rather than instantiating multiple hardware modules, multiple calls to a function typically update the state variable.
- If you want the generated HDL code to contain multiple hardware modules corresponding to each execution of a local function, specify two different local functions with the same code but different function names. If you want to avoid code duplication, consider using System objects to implement the behavior in the function, and instantiate the System object multiple times.
- If you want to specify a separate HDL file for each local function in the MATLAB code, in the Workflow Advisor, on the **Advanced** tab in the HDL Code Generation section, select **Generate instantiable code for functions**.

MATLAB Code for mlhdlc_two_counters.m

This function creates two counters and adds the output of these counters. To create two counters, there are two local functions with identical code, `counter` and `counter2`. The main method calls each of these local functions once. If the function were to call the `counter` function twice, separate hardware modules for the counters would not be generated in the HDL code.

```

%#codegen
function total_count = mlhdlc_two_counters(a,b)

%This function contains two different local functions with identical
%counters and calls each counter once.

total_count1=counter(a);

total_count2=counter2(b);

total_count=total_count1+total_count2;

function count = counter(enable_ctr)
%four bit synchronous up counter

%persistent variable for the state
persistent count_val;
if isempty(count_val)
    count_val = 0;

```



```
end

%counting up
if enable_ctr
    count_val=count_val+1;
end

%limit from four bits
if count_val>15
    count_val=0;
end

count=count_val;

function count = counter2(enable_ctr)
%four bit synchronous up counter

%persistent variable for the state
persistent count_val;
if isempty(count_val)
    count_val = 0;
end

%counting up
if enable_ctr
    count_val=count_val+1;
end

%limit from four bits
if count_val>15
    count_val=0;
end

count=count_val;
```

See Also

codegen | coder.HdlConfig

More About

- “Functions Supported for HDL Code Generation” on page 1-2
- “Model a Counter for HDL Code Generation” on page 3-2
- “Model a State Machine for HDL Code Generation” on page 3-4
- “RAM Mapping Comparison for MATLAB Code” on page 8-11

Implement RAM Using MATLAB Code

In this section...

“Implement RAM Using a Persistent Array or System object Properties” on page 3-10

“Implement RAM Using hdl.RAM” on page 3-11

You can write MATLAB code that maps to RAM during HDL code generation by using:

- Persistent arrays or private properties in a user-defined System object.
- `hdl.RAM` System objects.

The following examples model the same line delay in MATLAB. The line delay uses memory in a ring structure. Data is written to one location and read from another location in such a way that the data written is read after a delay of a specific number of cycles. The RAM read address is generated by a counter. The write address is generated by adding a constant value to the read address.

Implement RAM Using a Persistent Array or System object Properties

This example shows a line delay that implements the RAM behavior using a persistent array with the function `mlhdlc_hdlram_persistent`. Changing a specific value in the persistent array is equivalent to writing to the RAM. Accessing a specific value in the array is equivalent to reading from the RAM.

You can implement RAM by using user-defined System object private properties in the same way.

```

%#codegen
function data_out = mlhdlc_hdlram_persistent(data_in)

persistent hRam;
if isempty(hRam)
    hRam = zeros(128,1);
end

% read address counter
persistent rdAddrCtr;
if isempty(rdAddrCtr)
    rdAddrCtr = 1;
end

% ring counter length
ringCtrLength = 10;
ramWriteAddr = rdAddrCtr + ringCtrLength;

ramWriteData = data_in;
%ramWriteEnable = true;

ramReadAddr = rdAddrCtr;

% execute single step of RAM

hRam(ramWriteAddr)=ramWriteData;
ramRdDout=hRam(ramReadAddr);

rdAddrCtr = rdAddrCtr + 1;

```

```
data_out = ramRdDout;
```

Implement RAM Using hdl.RAM

This example shows a line delay that implements the RAM behavior using `hdl.RAM` with the function, `mlhdlc_hdlram_sysobj`. In this function, the `step` method of the `hdl.RAM` System object reads and writes to specific locations in `hRam`. Code generation from `hdl.RAM` has the same restrictions as code generation from other System objects. For details, see “Limitations of HDL Code Generation for System Objects” on page 1-14.

```
%#codegen
function data_out = mlhdlc_hdlram_sysobj(data_in)
persistent hRam;
if isempty(hRam)
    hRam = hdl.RAM('RAMType', 'Dual port');
end

% read address counter
persistent rdAddrCtr;
if isempty(rdAddrCtr)
    rdAddrCtr = 0;
end

% ring counter length
ringCtrLength = 10;
ramWriteAddr = rdAddrCtr + ringCtrLength;

ramWriteData = data_in;
ramWriteEnable = true;

ramReadAddr = rdAddrCtr;

% execute single step of RAM
[~, ramRdDout] = step(hRam, ramWriteData, ramWriteAddr, ...
                    ramWriteEnable, ramReadAddr);

rdAddrCtr = rdAddrCtr + 1;

data_out = ramRdDout;
```

See Also

[codegen](#) | [coder.HdlConfig](#)

More About

- “Functions Supported for HDL Code Generation” on page 1-2
- “Model a Counter for HDL Code Generation” on page 3-2
- “Model a State Machine for HDL Code Generation” on page 3-4
- “RAM Mapping Comparison for MATLAB Code” on page 8-11
- “Map Persistent Arrays and `dsp.Delay` to RAM” on page 8-8

Fixed-Point Conversion

- “Specify Type Proposal Options” on page 4-2
- “Log Data for Histogram” on page 4-5
- “View and Modify Variable Information” on page 4-7
- “Automated Fixed-Point Conversion” on page 4-9
- “Custom Plot Functions” on page 4-23
- “Visualize Differences Between Floating-Point and Fixed-Point Results” on page 4-24
- “Inspecting Data Using the Simulation Data Inspector” on page 4-29
- “Enable Plotting Using the Simulation Data Inspector” on page 4-31
- “Replacing Functions Using Lookup Table Approximations” on page 4-32
- “Replace a Custom Function with a Lookup Table” on page 4-33
- “Replace the exp Function with a Lookup Table” on page 4-39
- “Data Type Issues in Generated Code” on page 4-45
- “Working with Fixed-Point Code” on page 4-47
- “Floating-Point to Fixed-Point Conversion” on page 4-49
- “Fixed-Point Type Conversion and Refinement” on page 4-59
- “Working with Generated Fixed-Point Files” on page 4-66
- “Fixed-Point Type Conversion and Derived Ranges” on page 4-72
- “Generate HDL-compatible lookup table function replacements using 'coder.approximate'” on page 4-77

Specify Type Proposal Options

| Basic Type Proposal Settings | Values | Description |
|--------------------------------|--|---|
| Fixed-point type proposal mode | Propose fraction lengths for specified word length | Use the specified word length for data type proposals and propose the minimum fraction lengths to avoid overflows. |
| | Propose word lengths for specified fraction length (default) | Use the specified fraction length for data type proposals and propose the minimum word lengths to avoid overflows. |
| Default word length | 14 (default) | Default word length to use when Fixed-point type proposal mode is set to Propose fraction lengths for specified word lengths |
| Default fraction length | 4 (default) | Default fraction length to use when Fixed-point type proposal mode is set to Propose word lengths for specified fraction lengths |

| Advanced Type Proposal Settings | Values | Description |
|---|----------------------------------|---|
| When proposing types | ignore simulation ranges | Propose data types based on derived ranges. |
| Note Manually-entered static ranges always take precedence over simulation ranges. | ignore derived ranges | Propose data types based on simulation ranges. |
| | use all collected data (default) | Propose data types based on both simulation and derived ranges. |
| Propose target container types | Yes | Propose data type with the smallest word length that can represent the range and is suitable for C code generation (8,16,32, 64 ...). For example, for a variable with range [0 . . 7], propose a word length of 8 rather than 3. |
| | No (default) | Propose data types with the minimum word length needed to represent the value. |
| Optimize whole numbers | No | Do not use integer scaling for variables that were whole numbers during simulation. |
| | Yes (default) | Use integer scaling for variables that were whole numbers during simulation. |

| Advanced Type Proposal Settings | Values | Description |
|-----------------------------------|---------------------|---|
| Signedness | Automatic (default) | Proposes signed and unsigned data types depending on the range information for each variable. |
| | Signed | Propose signed data types. |
| | Unsigned | Propose unsigned data types. |
| Safety margin for sim min/max (%) | 0 (default) | Specify safety factor for simulation minimum and maximum values. The simulation minimum and maximum values are adjusted by the percentage designated by this parameter, allowing you to specify a range different from that obtained from the simulation run. For example, a value of 55 specifies that you want a range at least 55 percent larger. A value of -15 specifies that a range up to 15 percent smaller is acceptable. |
| Search paths | ' ' (default) | Add paths to the list of paths to search for MATLAB files. Separate list items with a semicolon. |

| fimath Settings | Values | Description |
|-----------------|-------------------------|--|
| Rounding method | Ceiling | Specify the fimath properties for the generated fixed-point data types. The default fixed-point math properties use the Floor rounding and Wrap overflow. These settings generate the most efficient code but might cause problems with overflow. |
| | Convergent | |
| | Floor (default) | |
| | Nearest | |
| | Round | |
| | Zero | |
| Overflow action | Saturate | After code generation, if required, modify these settings to optimize the generated code, or example, avoid overflow or eliminate bias, and then rerun the verification. |
| | Wrap (default) | |
| Product mode | FullPrecision (default) | For more information on fimath properties, see "fimath Object Properties". |
| | KeepLSB | |
| | KeepMSB | |
| | SpecifyPrecision | |
| Sum mode | FullPrecision (default) | For more information on fimath properties, see "fimath Object Properties". |
| | KeepLSB | |
| | KeepMSB | |
| | SpecifyPrecision | |

| Generated File Settings | Value | Description |
|--|------------------|--|
| Generated fixed-point file name suffix | _fixpt (default) | Specify the suffix to add to the generated fixed-point file names. |

| Plotting and Reporting Settings | Values | Description |
|--|---------------|---|
| Custom plot function | ' ' (default) | Specify the name of a custom plot function to use for comparison plots. |
| Plot with Simulation Data Inspector | No (default) | Specify whether to use the Simulation Data Inspector for comparison plots. |
| | Yes | |
| Highlight potential data type issues | No (default) | Specify whether to highlight potential data types in the generated html report. If this option is turned on, the report highlights single-precision, double-precision, and expensive fixed-point operation usage in your MATLAB code. |
| | Yes | |

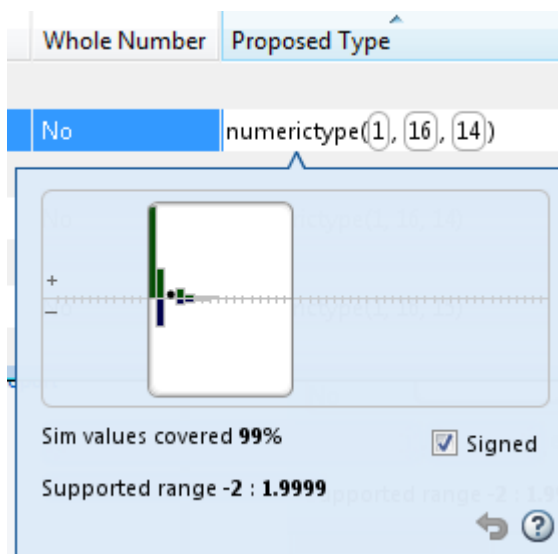
Log Data for Histogram

To log data for histograms:

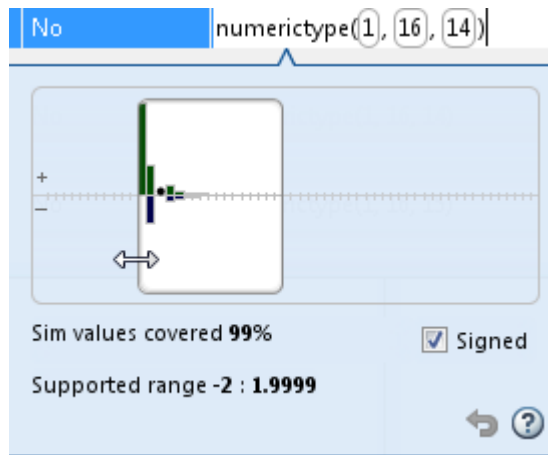
- 1 In the Fixed-Point Conversion window, click **Run Simulation** and select **Log data for histogram**, and then click the Run Simulation button.

The simulation runs and the simulation minimum and maximum ranges are displayed on the **Variables** tab. Using the simulation range data, the software proposes fixed-point types for each variable based on the default type proposal settings, and displays them in the **Proposed Type** column.


- 2 To view a histogram for a variable, click the variable's **Proposed Type** field.



- 3 You can view the effect of changing the proposed data types by:
 - Selecting and dragging the white bounding box in the histogram window. This action does not change the word length of the proposed data type, but modifies the position of the binary point within the word so that the fraction length of the proposed data type changes.
 - Selecting and dragging the left edge of the bounding box to increase or decrease the word length. This action does not change the fraction length or the position of the binary point.



- Selecting and dragging the right edge to increase or decrease the fraction length of the proposed data type. This action does not change the position of the binary point. The word length changes to accommodate the fraction length.
- Selecting or clearing **Signed**. Clear **Signed** to ignore negative values.

Before committing changes, you can revert to the types proposed by the automatic conversion by clicking .

View and Modify Variable Information

View Variable Information

In the Fixed-Point Conversion tool, you can view information about the variables in the MATLAB functions. To view information about the variables for the selected function, use the **Variables** tab or pause over a variable in the code window. For more information, see “Viewing Variables” on page 4-14.

You can view the variable information:

- **Variable**

Variable name. Variables are classified and sorted as inputs, outputs, persistent, or local variables.

- **Type**

The original size, type, and complexity of each variable.

- **Sim Min**

The minimum value assigned to the variable during simulation.

- **Sim Max**

The maximum value assigned to the variable during simulation.

To search for a variable in the MATLAB code window and on the **Variables** tab, use `Ctrl+F`.

Modify Variable Information

If you modify variable information, the app highlights the modified values using bold text. You can modify the following fields:

- **Static Min**

You can enter a value for **Static Min** into the field or promote **Sim Min** information. See “Promote Sim Min and Sim Max Values” on page 4-8.

Editing this field does not trigger static range analysis, but the app uses the edited values in subsequent analyses.

- **Static Max**

You can enter a value for **Static Max** into the field or promote **Sim Max** information. See “Promote Sim Min and Sim Max Values” on page 4-8.

Editing this field does not trigger static range analysis, but the app uses the edited values in subsequent analyses.

- **Whole Number**

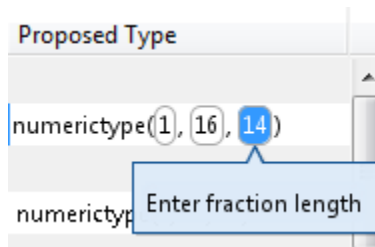
The app uses simulation data to determine whether the values assigned to a variable during simulation were always integers. You can manually override this field.

Editing this field does not trigger static range analysis, but the app uses the edited value in subsequent analyses.

- **Proposed Type**

You can modify the signedness, word length, and fraction length settings individually:

- On the **Variables** tab, modify the value in the **ProposedType** field.



- In the code window, select a variable, and then modify the **Proposed Type** field.

If you selected to log data for a histogram, the histogram dynamically updates to reflect the modifications to the proposed type. You can also modify the proposed type in the histogram, see “Histogram” on page 4-19.

Revert Changes

- To clear results and revert edited values, right-click the **Variables** tab and select **Reset entire table**.
- To revert the type of a selected variable to the type computed by the app, right-click the field and select **Undo changes**.
- To revert changes to variables, right-click the field and select **Undo changes for all variables**.
- To clear a static range value, right-click an edited field and select **Clear this static range**.
- To clear manually entered static range values, right-click anywhere on the **Variables** tab and select **Clear all manually entered static ranges**.

Promote Sim Min and Sim Max Values

With the app, you can promote simulation minimum and maximum values to static minimum and maximum values. This capability is useful if you have not specified static ranges and you have simulated the model with inputs that cover the full intended operating range.

To copy:

- A simulation range for a selected variable, select a variable, right-click, and then select **Copy sim range**.
- Simulation ranges for top-level inputs, right-click the Static Min or Static Max column, and then select **Copy sim ranges for all top-level inputs**.
- Simulation ranges for persistent variables, right-click the Static Min or Static Max column, and then select **Copy sim ranges for all persistent variables**.

Automated Fixed-Point Conversion

In this section...

“License Requirements” on page 4-9
“Automated Fixed-Point Conversion Capabilities” on page 4-9
“Code Coverage” on page 4-10
“Proposing Data Types” on page 4-12
“Locking Proposed Data Types” on page 4-14
“Viewing Functions” on page 4-14
“Viewing Variables” on page 4-14
“Histogram” on page 4-19
“Function Replacements” on page 4-20
“Validating Types” on page 4-21
“Testing Numerics” on page 4-21
“Detecting Overflows” on page 4-21

License Requirements

Fixed-point conversion requires the following licenses:

- Fixed-Point Designer
- MATLAB Coder™

Automated Fixed-Point Conversion Capabilities

You can convert floating-point MATLAB code to fixed-point code using the Fixed-Point Conversion tool in HDL Coder projects. You can choose to propose data types based on simulation range data, derived (also known as static) range data, or both.

You can manually enter static ranges. These manually-entered ranges take precedence over simulation ranges and the tool uses them when proposing data types. In addition, you can modify and lock the proposed type so that the tool cannot change it. For more information, see “Locking Proposed Data Types” on page 4-14.

For a list of supported MATLAB features and functions, see “MATLAB Language Features Supported for Automated Fixed-Point Conversion”.

During fixed-point conversion, you can:

- Verify that your test files cover the full intended operating range of your algorithm using code coverage results.
- Propose fraction lengths based on default word lengths.
- Propose word lengths based on default fraction lengths.
- Optimize whole numbers.
- Specify safety margins for simulation min/max data.

- Validate that you can build your project with the proposed data types.
- Test numerics by running the test bench with the fixed-point types applied.
- View a histogram of bits used by each variable.
- Detect overflows.

Code Coverage

By default, the Fixed-Point Conversion tool shows code coverage results. Your test files must exercise the algorithm over its full operating range so that the simulation ranges are accurate. The quality of the proposed fixed-point data types depends on how well the test files cover the operating range of the algorithm with the accuracy that you want. Reviewing code coverage results helps you verify that your test files are exercising the algorithm adequately. If the code coverage is inadequate, modify the test files or add more test files to increase coverage. If you simulate multiple test files in one run, the tool displays cumulative coverage. However, if you specify multiple test files but run them one at a time, the tool displays the coverage of the file that ran last.

The tool displays a color-coded coverage bar to the left of the code.

```

1  function y = ex_2ndOrder_filter(x) %#codegen
2      persistent z
3      if isempty(z)
4          z = zeros(2,1);
5      end
6      % [b,a] = butter(2, 0.25)
7      b = [0.0976310729378175, 0.195262145875635, 0.0976310729378175];
8      a = [
9          1, -0.942809041582063, 0.333333333333333];
10
11     y = zeros(size(x));
12     for i=1:length(x)
13         y(i) = b(1)*x(i) + z(1);
14         z(1) = b(2)*x(i) + z(2) - a(2) * y(i);
15         z(2) = b(3)*x(i) - a(3) * y(i);
16     end
17 end

```

This table describes the color coding.

| Coverage Bar Color | Indicates |
|--------------------|---|
| Green | <p>One of the following situations:</p> <ul style="list-style-type: none"> The entry-point function executes multiple times and the code executes more than one time. The entry-point function executes one time and the code executes one time. <p>Different shades of green indicate different ranges of line execution counts. The darkest shade of green indicates the highest range.</p> |
| Orange | The entry-point function executes multiple times, but the code executes one time. |
| Red | Code does not execute. |

When you pause over the coverage bar, the color highlighting extends over the code. For each section of code, the app displays the number of times that section executes.

```

1 function y = ex_2ndOrder_filter(x) %#codegen 3 calls
2     persistent z
3     if isempty(z)
4         z = zeros(2,1); 1 calls
5     end 3 calls
6     % [b,a] = butter(2, 0.25)
7     b = [0.0976310729378175, 0.195262145875635, 0.0976310729378175];
8     a = [ 1, -0.942809041582063, 0.333333333333333];
9
10
11     y = zeros(size(x));
12     for i=1:length(x) 768 calls
13         y(i) = b(1)*x(i) + z(1);
14         z(1) = b(2)*x(i) + z(2) - a(2) * y(i);
15         z(2) = b(3)*x(i) - a(3) * y(i);
16     end
17 end 3 calls

```

To verify that your test files are testing your algorithm over the intended operating range, review the code coverage results.

| Coverage Bar Color | Action |
|--------------------|--|
| Green | If you expect sections of code to execute more frequently than the coverage shows, either modify the MATLAB code or the test files. |
| Orange | This behavior is expected for initialization code, for example, the initialization of persistent variables. If you expect the code to execute more than one time, either modify the MATLAB code or the test files. |

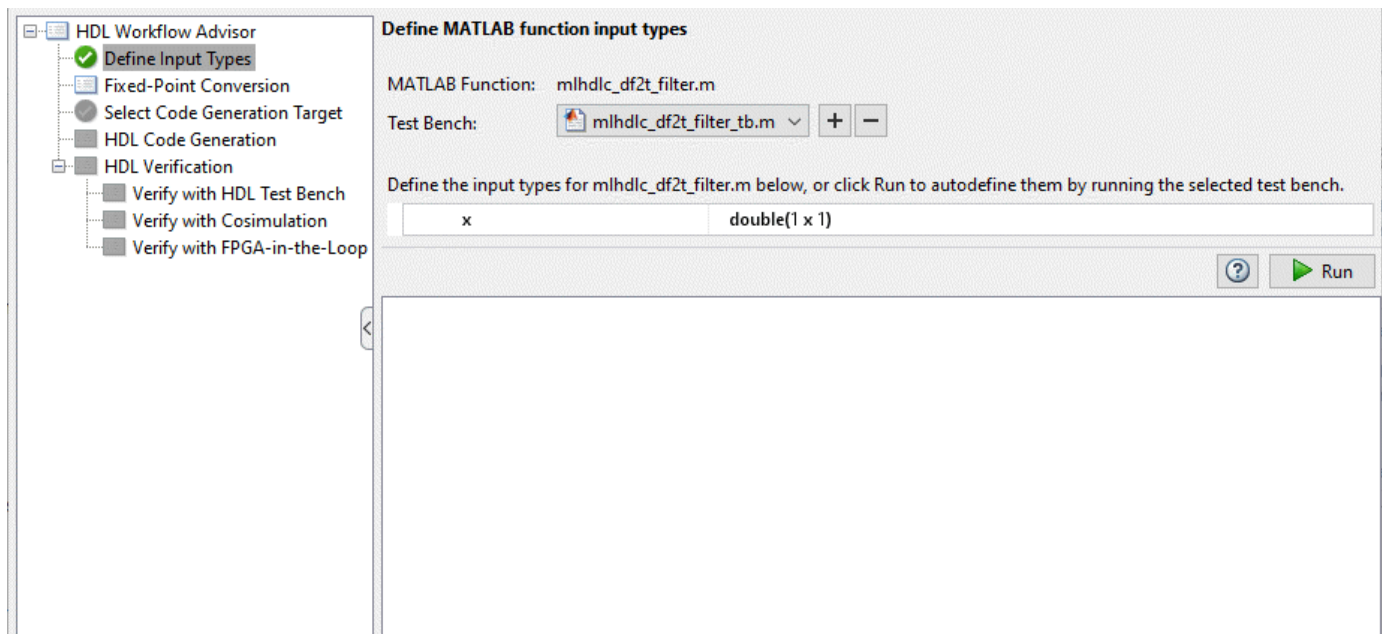
| Coverage Bar Color | Action |
|--------------------|---|
| Red | If the code that does not execute is an error condition, this behavior is acceptable. If you expect the code to execute, either modify the MATLAB code or the test files. If the code is written conservatively and has upper and lower boundary limits, and you cannot modify the test files to reach this code, add static minimum and maximum values. See “Computing Derived Ranges” on page 4-13. |

Code coverage is on by default. Turn it off only after you have verified that you have adequate test file coverage. Turning off code coverage can speed up simulation. To turn off code coverage, in the Fixed-Point Conversion tool:

- 1 Click **Run Simulation**.
- 2 Clear Show code coverage.

Proposing Data Types

In the **Define Input Types** step, you specify a test bench that calls the MATLAB function. The tool runs the test file to analyze the code and infer the types for entry-point input arguments.



The Fixed-Point Conversion tool proposes fixed-point data types based on computed ranges and the word length or fraction length setting. The computed ranges are based on simulation range data, derived range data, or both. If you run a simulation and compute derived ranges, the conversion tool merges the simulation and derived ranges.

Note You cannot propose data types based on derived ranges for MATLAB classes.

You can manually enter static ranges. These manually-entered ranges take precedence over simulation ranges and the tool uses them when proposing data types. If you analyze ranges using derived range analysis alone, you must enter static ranges. In addition, you can modify and lock the proposed type so that the tool cannot change it. For more information, see “Locking Proposed Data Types” on page 4-14.

Running a Simulation

When you open the Fixed-Point Conversion tool, the tool generates an instrumented MEX function for your MATLAB design. If the build completes without errors, the tool displays compiled information (type, size, complexity) for functions and variables in your code. To navigate to local functions, click the **Functions** tab. If build errors occur, the tool provides error messages that link to the line of code that caused the build issues. You must address these errors before running a simulation. Use the link to navigate to the offending line of code in the MATLAB editor and modify the code to fix the issue. If your code uses functions that are not supported for fixed-point conversion, the tool displays them on the **Function Replacements** tab. See “Function Replacements” on page 4-20.

Before running a simulation, specify the test bench that you want to run. When you run a simulation, the tool runs the test bench, calling the instrumented MEX function. If you modify the MATLAB design code, the tool automatically generates an updated MEX function before running the test bench.

If the test bench runs successfully, the simulation minimum and maximum values and the proposed types are displayed on the **Variables** tab. If you manually enter static ranges for a variable, the manually-entered ranges take precedence over the simulation ranges. If you manually modify the proposed types by typing or using the histogram, the data types are locked so that the tool cannot modify them.

If the test bench fails, the errors are displayed on the **Simulation Output** tab.

The test bench should exercise your algorithm over its full operating range. The quality of the proposed fixed-point data types depends on how well the test bench covers the operating range of the algorithm with the desired accuracy.

Optionally, you can select to log data for histograms. After running a simulation, you can view the histogram for each variable. For more information, see “Histogram” on page 4-19.

Computing Derived Ranges

The advantage of proposing data types based on derived ranges is that you do not have to provide test files that exercise your algorithm over its full operating range. Running such test files often takes a very long time.

To compute derived ranges and propose data types based on these ranges, provide static minimum and maximum values or proposed data types for all input variables. To improve the analysis, enter as much static range information as possible for other variables. You can manually enter ranges or promote simulation ranges to use as static ranges. Manually-entered static ranges always take precedence over simulation ranges.

If you know what data type your hardware target uses, set the proposed data types to match this type. Manually-entered data types are locked so that the tool cannot modify them. The tool uses these data types to calculate the input minimum and maximum values and to derive ranges for other variables. For more information, see “Locking Proposed Data Types” on page 4-14.

When you select **Compute Derived Ranges**, the tool runs a derived range analysis to compute static ranges for variables in your MATLAB algorithm. When the analysis is complete, the static ranges are displayed on the **Variables** tab. If the run produces +/- Inf derived ranges, consider defining ranges for all persistent variables.

Optionally, you can select **Quick derived range analysis**. With this option, the conversion tool performs faster static analysis. The computed ranges might be larger than necessary. Select this option in cases where the static analysis takes more time than you can afford.

If the derived range analysis for your project is taking a long time, you can optionally set a timeout. The tool aborts the analysis when the timeout is reached.

Locking Proposed Data Types

You can lock proposed data types against changes by the Fixed-Point Conversion tool using one of the following methods:

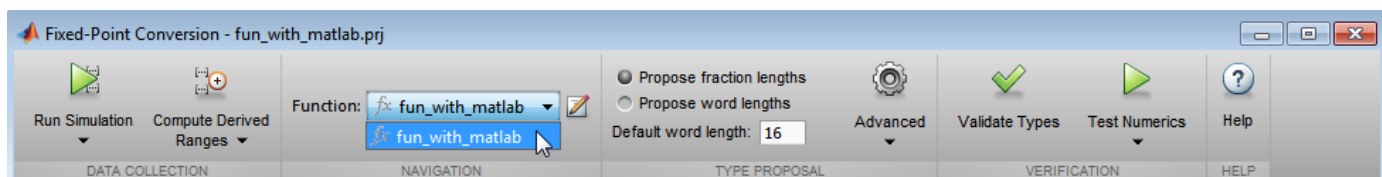
- Manually setting a proposed data type in the Fixed-Point Conversion tool.
- Right-clicking a type proposed by the tool and selecting **Lock computed value**.

The tool displays locked data types in bold so that they are easy to identify. You can unlock a type using one of the following methods:

- Manually overwriting it.
- Right-clicking it and selecting **Undo changes**. This action unlocks only the selected type.
- Right-clicking and selecting **Undo changes for all variables**. This action unlocks all locked proposed types.

Viewing Functions

You can view a list of functions in your project on the **Navigation** pane. This list also includes function specializations and class methods. When you select a function from the list, the MATLAB code for that function or class method is displayed in the Fixed-Point Conversion tool code window.



After conversion, the left pane also displays a list of output files including the fixed-point version of the original algorithm. If your function is not specialized, the conversion retains the original function name in the fixed-point filename and appends the fixed-point suffix. For example, the fixed-point version of `fun_with_matlab.m` is `fun_with_matlab_fixpt.m`.

Viewing Variables

The **Variables** tab provides the following information for each variable in the function selected in the **Navigation** pane:

- **Type** — The original data type of the variable in the MATLAB algorithm.
- **Sim Min** and **Sim Max** — The minimum and maximum values assigned to the variable during simulation.

You can edit the simulation minimum and maximum values. Edited fields are shown in bold. Editing these fields does not trigger static range analysis, but the tool uses the edited values in subsequent analyses. You can revert to the types proposed by the tool.

- **Static Min** and **Static Max** — The static minimum and maximum values.

To compute derived ranges and propose data types based on these ranges, provide static minimum and maximum values for all input variables. To improve the analysis, enter as much static range information as possible for other variables.

When you compute derived ranges, the Fixed-Point Conversion tool runs a static analysis to compute static ranges for variables in your code. When the analysis is complete, the static ranges are displayed. You can edit the computed results. Edited fields are shown in bold. Editing these fields does not trigger static range analysis, but the tool uses the edited values in subsequent analyses. You can revert to the types proposed by the tool.

- **Whole Number** — Whether all values assigned to the variable during simulation are integers.

The Fixed-Point Conversion tool determines whether a variable is always a whole number. You can modify this field. Edited fields are shown in bold. Editing these fields does not trigger static range analysis, but the tool uses the edited values in subsequent analyses. You can revert to the types proposed by the tool.

- The proposed fixed-point data type for the specified word (or fraction) length. Proposed data types use the `numericType` notation. For example, `numericType(1, 16, 12)` denotes a signed fixed-point type with a word length of 16 and a fraction length of 12. `numericType(0, 16, 12)` denotes an unsigned fixed-point type with a word length of 16 and a fraction length of 12.

Because the tool does not apply data types to expressions, it does not display proposed types for them. Instead, it displays their original data types.

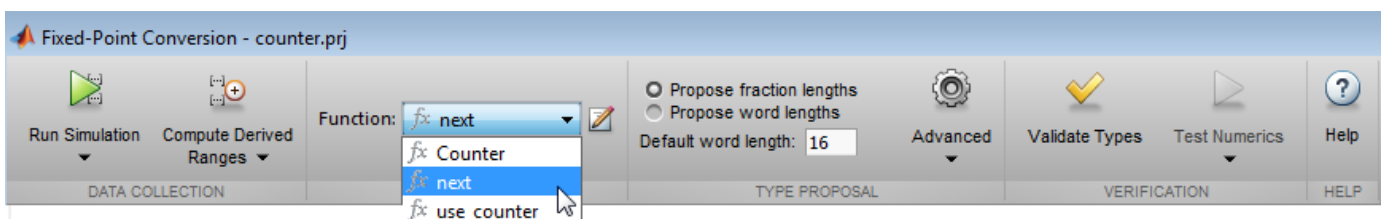
You can also view and edit variable information in the code pane by placing your cursor over a variable name.

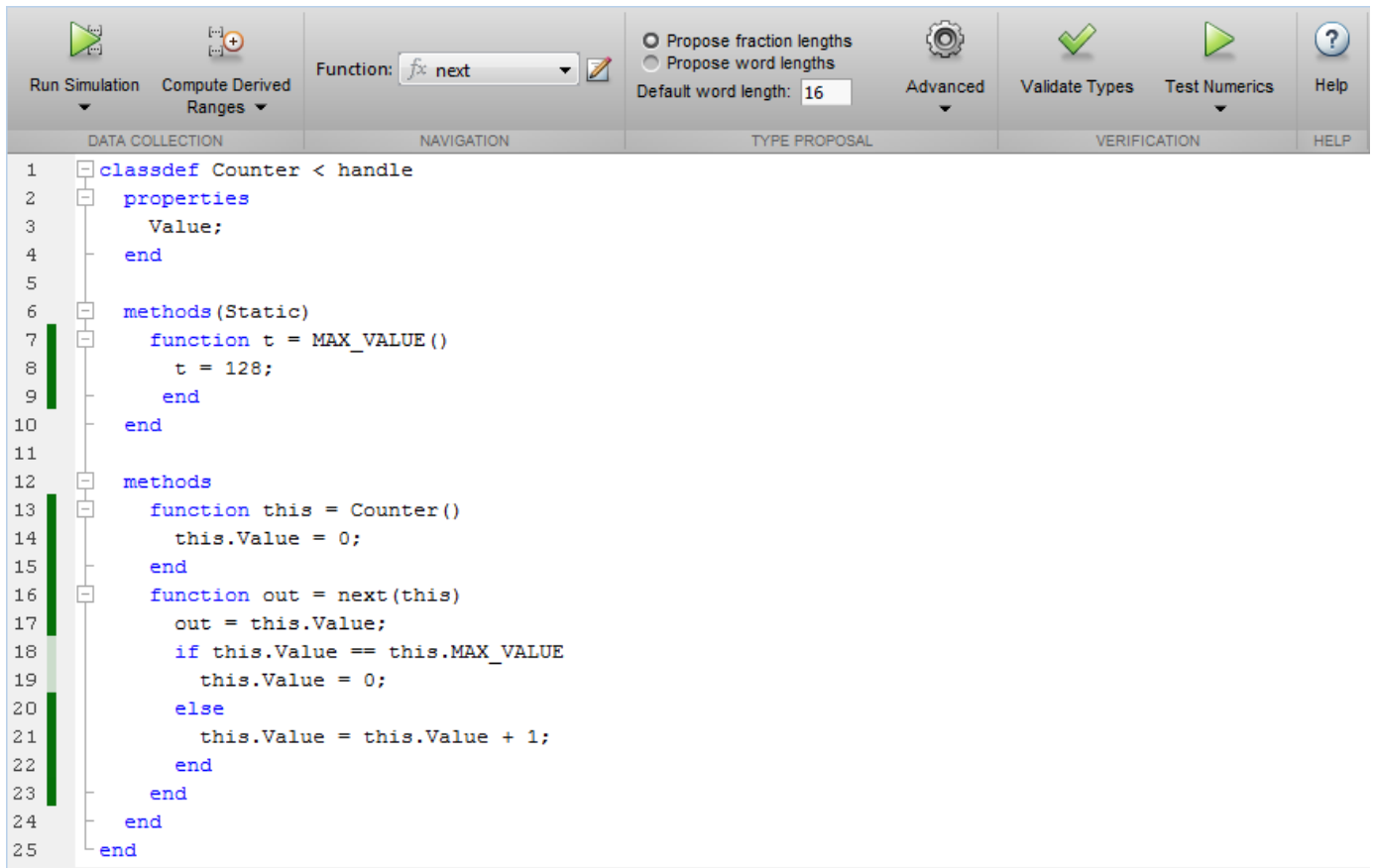
You can use `Ctrl+F` to search for variables in the MATLAB code and on the **Variables** tab. The tool highlights occurrences in the code and displays only the variable with the specified name on the **Variables** tab.

Viewing Information for MATLAB Classes

The tool displays:

- Code for MATLAB classes and code coverage for class methods in the code window. Use the **Function** list in the Navigation bar to select which class or class method to view.





- Information about MATLAB classes on the **Variables** tab.

| Variables | Function Replacements | Simulation Output | | | | | |
|---------------|-----------------------|-------------------|---------|------------|------------|--------------|-----------------------|
| Variable | Type | Sim Min | Sim Max | Static Min | Static Max | Whole Number | Proposed Type |
| Input | | | | | | | |
| this | Counter | Unknown | Unknown | | | No | |
| this.Value | double | 0 | 1024 | | | Yes | numerictype(0, 11, 0) |
| Output | | | | | | | |
| v | double | 0 | 1024 | | | Yes | numerictype(0, 11, 0) |

Specializations

If a function is specialized, the tool lists each specialization and numbers them sequentially. For example, consider a function, `dut`, that calls subfunctions, `foo` and `bar`, multiple times with different input types.

```

function y = dut(u, v)

tt1 = foo(u);
tt2 = foo([u v]);
tt3 = foo(complex(u,v));

ss1 = bar(u);
ss2 = bar([u v]);
ss3 = bar(complex(u,v));
    
```

```

y = (tt1 + ss1) + sum(tt2 + ss2) + real(tt3) + real(ss3);

end

function y = foo(u)
    y = u * 2;
end

function y = bar(u)
    y = u * 4;
end

```

The screenshot shows the Fixed-Point Conversion tool interface. The 'Function:' dropdown menu is open, showing options for 'dut', 'foo > 1', 'foo > 2', 'foo > 3', 'bar > 1', 'bar > 2', and 'bar > 3'. The main code editor shows the MATLAB code from the previous block. The 'Variables' table at the bottom shows the current state of variables.

| Variable | Type | Sim Min | Sim Max | Static Min | Static Max | Whole Number | Proposed Type |
|---------------|--------|---------|---------|------------|------------|--------------|---------------|
| Input | | | | | | | |
| u | double | | | | | No | |
| v | double | | | | | No | |
| Output | | | | | | | |
| y | double | | | | | No | |
| Local | | | | | | | |
| ss1 | double | | | | | No | |

If you select a specialization, the app displays only the variables used by the specialization.

The screenshot shows the 'Fixed-Point Conversion - dut.prj' window. The top toolbar includes buttons for 'Run Simulation', 'Compute Derived Ranges', 'Function: foo > 1', 'Advanced' settings (with radio buttons for 'Propose fraction lengths' and 'Propose word lengths', and a 'Default word length: 16' field), 'Validate Types', 'Test Numerics', and 'Help'. Below the toolbar are tabs for 'DATA COLLECTION', 'NAVIGATION', 'TYPE PROPOSAL', 'VERIFICATION', and 'HELP'.

The main area displays source code with line numbers 1 through 21:

```

1 function y = dut(u, v)
2
3     tt1 = foo(u);
4     tt2 = foo([u v]);
5     tt3 = foo(complex(u,v));
6
7     ss1 = bar(u);
8     ss2 = bar([u v]);
9     ss3 = bar(complex(u,v));
10
11     y = (tt1 + ss1) + sum(tt2 + ss2) + real(tt3) + real(ss3);
12
13 end
14
15 function y = foo(u)
16     y = u * 2;
17 end
18
19 function y = bar(u)
20     y = u * 4;
21 end

```

At the bottom, the 'Function Replacements' tab is active, showing a table with the following columns: Variable, Type, Sim Min, Sim Max, Static Min, Static Max, Whole Number, and Proposed Type.

| Variable | Type | Sim Min | Sim Max | Static Min | Static Max | Whole Number | Proposed Type |
|----------|--------|---------|---------|------------|------------|--------------|---------------|
| Input | | | | | | | |
| u | double | | | | | No | |
| Output | | | | | | | |
| y | double | | | | | No | |

In the generated fixed-point code, the number of each fixed-point specialization matches the number in the Source Code list which makes it easy to trace between the floating-point and fixed-point versions of your code. For example, the generated fixed-point function for `foo > 1` is named `foo_s1`.

```

1  %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
2  %
3  %       Generated by MATLAB 8.4 and Fixed-Point Designer 4.3
4  %
5  %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
6  %#codegen
7  function y = dut_fixpt(u, v)
8
9      fm = fimath('RoundingMethod', 'Floor', 'OverflowAction', 'Wrap', 'ProductMode', 'FullPrecision', 'MaxProductWordLength', 128, 'SumMode', 'Full
10
11      tt1 = fi(foo_s1(u), 0, 5, 0, fm);
12      tt2 = fi(foo_s2([fi(u, 0, 5, 0, fm) v]), 0, 6, 0, fm);
13      tt3 = fi(foo_s3(complex(u,v)), 0, 6, 0, fm);
14
15      ss1 = fi(bar_s1(u), 0, 6, 0, fm);
16      ss2 = fi(bar_s2([fi(u, 0, 5, 0, fm) v]), 0, 7, 0, fm);
17      ss3 = fi(bar_s3(complex(u,v)), 0, 7, 0, fm);
18
19      y = fi((tt1 + ss1) + sum(tt2 + ss2) + real(tt3) + real(ss3), 0, 9, 0, fm);
20
21  end
22
23  function y = foo_s1(u)
24      fm = fimath('RoundingMethod', 'Floor', 'OverflowAction', 'Wrap', 'ProductMode', 'FullPrecision', 'MaxProductWordLength', 128, 'SumMode', 'Fu
25
26      y = fi(u * fi(2, 0, 2, 0, fm), 0, 5, 0, fm);
27  end
28
29  function y = foo_s2(u)
30      fm = fimath('RoundingMethod', 'Floor', 'OverflowAction', 'Wrap', 'ProductMode', 'FullPrecision', 'MaxProductWordLength', 128, 'SumMode', 'Fu
31
32      y = fi(u * fi(2, 0, 2, 0, fm), 0, 6, 0, fm);
33  end
34

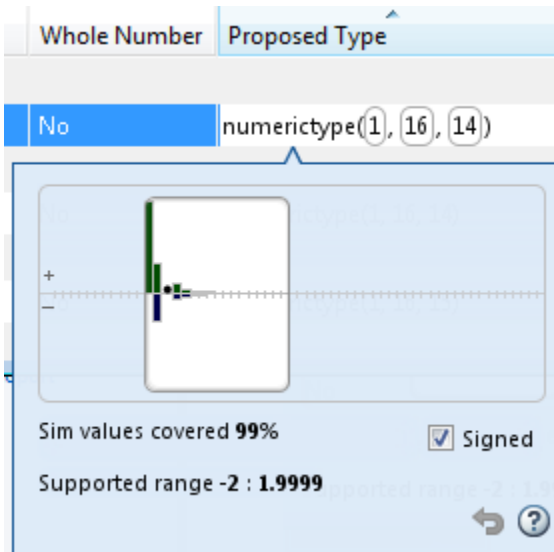
```

Histogram

To log data for histograms, in the Fixed-Point Conversion window, click **Run Simulation** and select **Log data for histogram**, and then click the **Run Simulation** button.

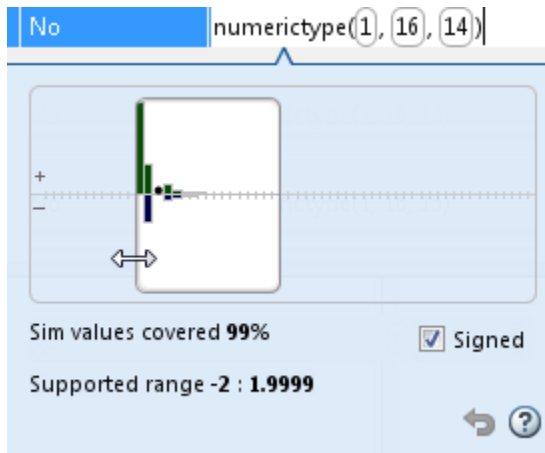
After simulation, to view the histogram for a variable, on the **Variables** tab, click the **Proposed Type** field for that variable.

The histogram provides the range of the proposed data type and the percentage of simulation values that the proposed data type covers. The bit weights are displayed along the X-axis, and the percentage of occurrences along the Y-axis. Each bin in the histogram corresponds to a bit in the binary word. For example, this histogram displays the range for a variable of type `numericity(1,16,14)`.




You can view the effect of changing the proposed data types by:

- Dragging the edges of the bounding box in the histogram window to change the proposed data type.



- Selecting or clearing **Signed**.

To revert to the types proposed by the automatic conversion, in the histogram window, click .

Function Replacements

If your MATLAB code uses functions that do not have fixed-point support, the tool lists these functions on the **Function Replacements** tab. You can choose to replace unsupported functions with a custom function replacement or with a lookup table.

| Variables Function Replacements Simulation Output ▾ | | | | |
|---|-----------------------------|-------------------|-------------------|-------------------------|
| Enter a function to replace | | | | Custom Function ▾ + - |
| Function or Operator | Replacement | | | |
| ▾ Custom Function | <i>Function Name</i> | | | |
| foo | foo_fixedpoint | | | |
| ▾ Lookup Table | <i>Interpolation Method</i> | <i>Design Min</i> | <i>Design Max</i> | <i>Number of Points</i> |
| exp | None | Auto | Auto | 1000 |

You can add and remove function replacements from this list. If you enter a function replacements for a function, the replacement function is used when you build the project. If you do not enter a replacement, the tool uses the type specified in the original MATLAB code for the function.

Note Using this table, you can replace the names of the functions but you cannot replace argument patterns.

Validating Types

Selecting **Validate Types** validates the build using the proposed fixed-point data types. If the validation is successful, you are ready to test the numerical behavior of the fixed-point MATLAB algorithm.

If the errors or warnings occur during validation, they are displayed on the **Type Validation Output** tab. If errors or warning occur:

- On the **Variables** tab, inspect the proposed types and manually modified types to verify that they are valid.
- On the **Function Replacements** tab, verify that you have provided function replacements for unsupported functions.

Testing Numerics

After validating the proposed fixed-point data types, select **Test Numerics** to verify the behavior of the fixed-point MATLAB algorithm. By default, if you added a test bench to define inputs or run a simulation, the tool uses this test bench to test numerics. The tool compares the numerical behavior of the generated fixed-point MATLAB code with the original floating-point MATLAB code. If you select to log inputs and outputs for comparison plots, the tool generates an additional plot for each scalar output. This plot shows the floating-point and fixed-point results and the difference between them. For non-scalar outputs, only the error information is shown.

If the numerical results do not meet your desired accuracy after fixed-point simulation, modify fixed-point data type settings and repeat the type validation and numerical testing steps. You might have to iterate through these steps multiple times to achieve the desired results.










Detecting Overflows

When testing numerics, selecting **Use scaled doubles to detect overflows** enables overflow detection. When this option is selected, the conversion tool runs the simulation using scaled double versions of the proposed fixed-point types. Because scaled doubles store their data in double-

precision floating-point, they carry out arithmetic in full range. They also retain their fixed-point settings, so they are able to report when a computation goes out of the range of the fixed-point type. .

If the tool detects overflows, on its Overflow tab, it provides:

- A list of variables and expressions that overflowed
- Information on how much each variable overflowed
- A link to the variables or expressions in the code window

| Variables | Function Replacements | Overflows | |
|---|-----------------------|-----------|--|
| | Function | Line | Description |
|  | overflow_fixpt | 7 | Overflow error in expression 'x'. |
|  | overflow_fixpt | 7 | Overflow error in expression 'y'. |
|  | overflow_fixpt | 10 | Overflow error in expression 'z'. |
|  | overflow_fixpt | 10 | Overflow error in expression 'z = fi(x*y, 0, 8, 0, fm)'. |
|  | overflow_fixpt | 10 | Overflow error in expression 'fi(x*y, 0, 8, 0, fm)'. |
|  | overflow_fixpt | 10 | Overflow error in expression 'x'. |
|  | overflow_fixpt | 10 | Overflow error in expression 'x*y'. |
|  | overflow_fixpt | 10 | Overflow error in expression 'y'. |
|  | overflow_fixpt | 11 | Overflow error in expression 'z'. |

If your original algorithm uses scaled doubles, the tool also provides overflow information for these expressions.

See Also

“Detect Overflows”

Custom Plot Functions

The Fixed-Point Conversion tool provides a default time series based plotting function. The conversion process uses this function at the test numerics step to show the floating-point and fixed-point results and the difference between them. However, during fixed-point conversion you might want to visualize the numerical differences in a view that is more suitable for your application domain. For example, plots that show eye diagrams and bit error differences are more suitable in the communications domain and histogram difference plots are more suitable in image processing designs.

You can choose to use a custom plot function at the test numerics step. The Fixed-Point Conversion tool facilitates custom plotting by providing access to the raw logged input and output data before and after fixed-point conversion. You supply a custom plotting function to visualize the differences between the floating-point and fixed-point results. If you specify a custom plot function, the fixed-point conversion process calls the function for each input and output variable, passes in the name of the variable and the function that uses it, and the results of the floating-point and fixed-point simulations.

Your function should accept three inputs:

- A structure that holds the name of the variable and the function that uses it.

Use this information to:

- Customize plot headings and axes.
- Choose which variables to plot.
- Generate different error metrics for different output variables.
- A cell array to hold the logged floating-point values for the variable.

This cell array contains values observed during floating-point simulation of the algorithm during the test numerics phase. You might need to reformat this raw data.

- A cell array to hold the logged values for the variable after fixed-point conversion.

This cell array contains values observed during fixed-point simulation of the converted design.

For example, function `customComparisonPlot(varInfo, floatVarVals, fixedPtVarVals)`.

To use a custom plot function, in the Fixed-Point Conversion tool, select **Advanced**, and then set **Custom plot function** to the name of your plot function.

In the programmatic workflow, set the `coder.FixPtConfig` configuration object `PlotFunction` property to the name of your plot function. See “Visualize Differences Between Floating-Point and Fixed-Point Results” on page 4-24.

Visualize Differences Between Floating-Point and Fixed-Point Results

This example shows how to configure the `codegen` function to use a custom plot function to compare the behavior of the generated fixed-point code against the behavior of the original floating-point MATLAB code.

By default, when the `LogIOForComparisonPlotting` option is enabled, the conversion process uses a time series based plotting function to show the floating-point and fixed-point results and the difference between them. However, during fixed-point conversion you might want to visualize the numerical differences in a view that is more suitable for your application domain. This example shows how to customize plotting and produce scatter plots at the test numerics step of the fixed-point conversion.

Prerequisites

To complete this example, you must install the following products:

- MATLAB
- Fixed-Point Designer
- C compiler

See https://www.mathworks.com/support/compilers/current_release/.

You can use `mex -setup` to change the default compiler. See “Change Default Compiler”.

Create a New Folder and Copy Relevant Files

- 1 Create a local working folder, for example, `c:\custom_plot`.
- 2 Change to the `docroot\toolbox\fixpoint\examples` folder. At the MATLAB command line, enter:

```
cd(fullfile(docroot, 'toolbox', 'fixpoint', 'examples'))
```

- 3 Copy the `myFilter.m`, `myFilterTest.m`, `plotDiff.m`, and `filterData.mat` files to your local working folder.

| Type | Name | Description |
|-------------------|-----------------------------|--|
| Function code | <code>myFilter.m</code> | Entry-point MATLAB function |
| Test file | <code>myFilterTest.m</code> | MATLAB script that tests <code>myFilter.m</code> |
| Plotting function | <code>plotDiff.m</code> | Custom plot function |
| MAT-file | <code>filterData.mat</code> | Data to filter. |

The `myFilter` Function

```
function [y, ho] = myFilter(in)

persistent b h;
if isempty(b)
    b = complex(zeros(1,16));
    h = complex(zeros(1,16));
```

```

    h(8) = 1;
end

b = [in, b(1:end-1)];
y = b*h.';

errf = 1-sqrt(real(y)*real(y) + imag(y)*imag(y));
update = 0.001*conj(b)*y*errf;

h = h + update;
h(8) = 1;
ho = h;

end

```

The myFilterTest File

```

% load data
data = load('filterData.mat');
d = data.symbols;

for idx = 1:4000
    y = myFilter(d(idx));
end

```

The plotDiff Function

```

% varInfo - structure with information about the variable. It has the following fields
%         i) name
%         ii) functionName
% floatVals - cell array of logged original values for the 'varInfo.name' variable
% fixedVals - cell array of logged values for the 'varInfo.name' variable after Fixed-Point conversion
function plotDiff(varInfo, floatVals, fixedVals)
    varName = varInfo.name;
    fcnName = varInfo.functionName;

    % escape the '_'s because plot titles treat these as subscripts
    escapedVarName = regexp(varName, '_', '\\_');
    escapedFcnName = regexp(fcnName, '_', '\\_');

    % flatten the values
    flatFloatVals = floatVals(1:end);
    flatFixedVals = fixedVals(1:end);

    % build Titles
    floatTitle = [ escapedFcnName ' > ' 'float : ' escapedVarName ];
    fixedTitle = [ escapedFcnName ' > ' 'fixed : ' escapedVarName ];

    data = load('filterData.mat');

    switch varName
        case 'y'
            x_vec = data.symbols;

            figure('Name', 'Comparison plot', 'NumberTitle', 'off');

            % plot floating point values
            y_vec = flatFloatVals;

```

```

        subplot(1, 2, 1);
        plotScatter(x_vec, y_vec, 100, floatTitle);

        % plot fixed point values
        y_vec = flatFixedVals;
        subplot(1, 2, 2);
        plotScatter(x_vec, y_vec, 100, fixedTitle);

    otherwise
        % Plot only output 'y' for this example, skip the rest
    end

end

function plotScatter(x_vec, y_vec, n, figTitle)
    % plot the last n samples
    x_plot = x_vec(end-n+1:end);
    y_plot = y_vec(end-n+1:end);

    hold on
    scatter(real(x_plot),imag(x_plot), 'bo');

    hold on
    scatter(real(y_plot),imag(y_plot), 'rx');

    title(figTitle);
end

```

Set Up Configuration Object

- 1 Create a `coder.FixptConfig` object.

```
fxptcfg = coder.config('fixpt');
```

- 2 Specify the test file name and custom plot function name. Enable logging and numerics testing.

```

fxptcfg.TestBenchName = 'myFilterTest';
fxptcfg.PlotFunction = 'plotDiff';
fxptcfg.TestNumerics = true;
fxptcfg.LogIOForComparisonPlotting = true;
fxptcfg.DefaultWordLength = 16;

```

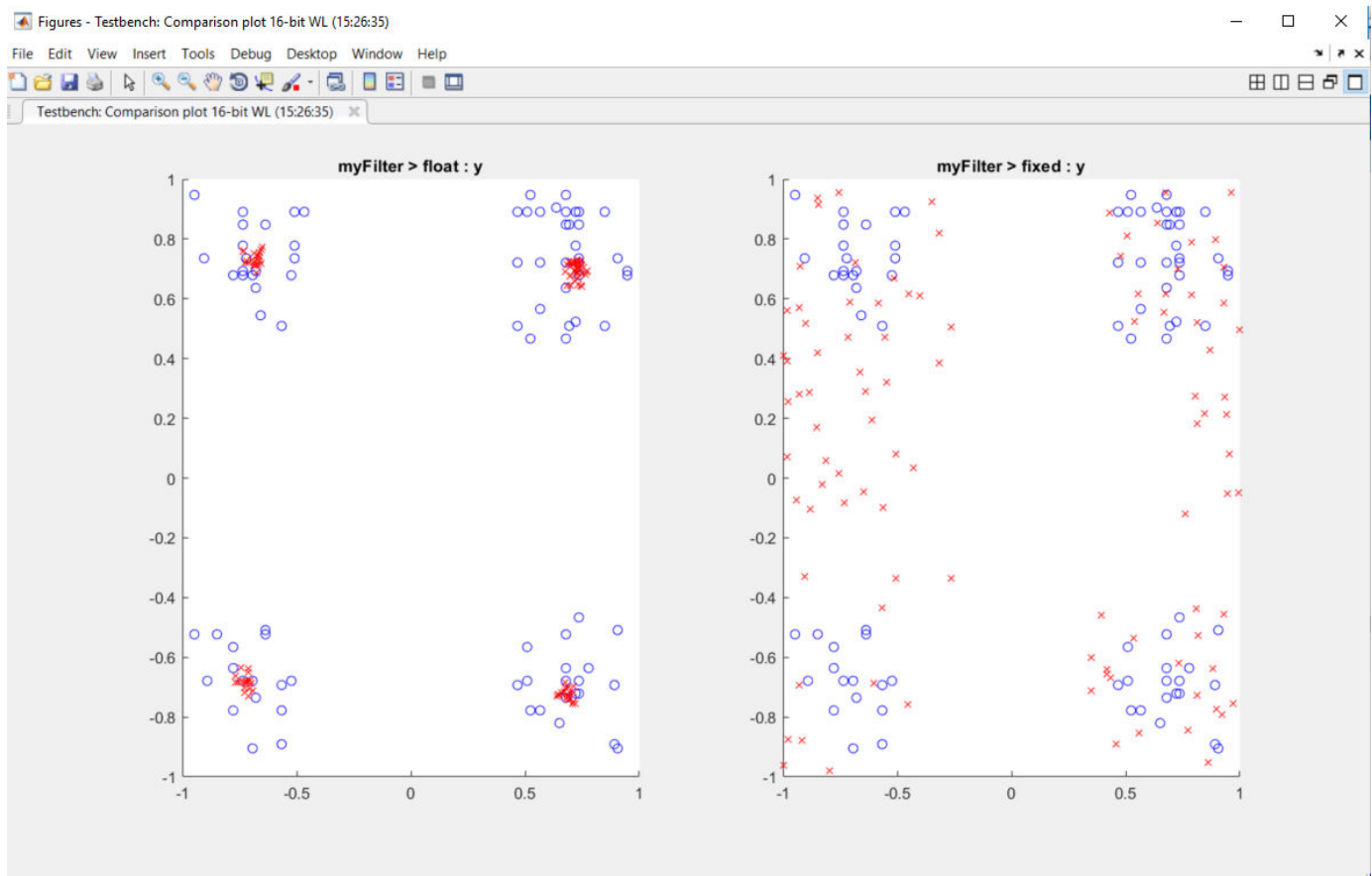
Convert to Fixed Point

Convert the floating-point MATLAB function, `myFilter`, to fixed-point MATLAB code. You do not need to specify input types for the `codegen` command because it infers the types from the test file.

```
codegen -args {complex(0, 0)} -float2fixed fxptcfg myFilter
```

The conversion process generates fixed-point code using a default word length of 16 and then runs a fixed-point simulation by running the `myFilterTest.m` function and calling the fixed-point version of `myFilter.m`.

Because you selected to log inputs and outputs for comparison plots and to use the custom plotting function, `plotDiff.m`, for these plots, the conversion process uses this function to generate the comparison plot.



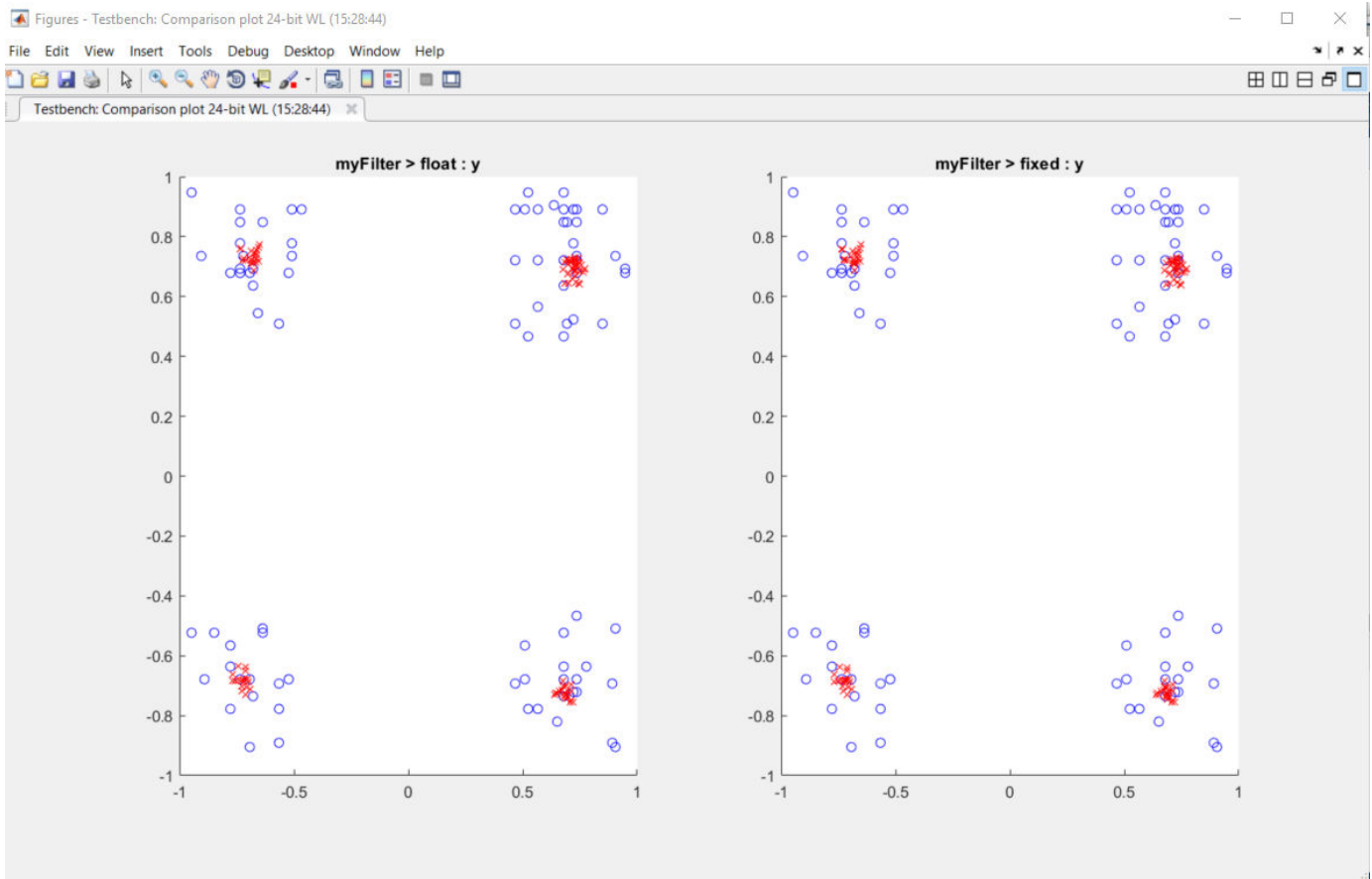
The plot shows that the fixed-point results do not closely match the floating-point results.

Increase the word length to 24 and then convert to fixed point again.

```
fxptcfg.DefaultWordLength = 24;  
codegen -args {complex(0, 0)} -float2fixed fxptcfg myFilter
```

The increased word length improved the results. This time, the plot shows that the fixed-point results match the floating-point results.

4 Fixed-Point Conversion



Inspecting Data Using the Simulation Data Inspector

In this section...

“What Is the Simulation Data Inspector?” on page 4-29
“Import Logged Data” on page 4-29
“Export Logged Data” on page 4-29
“Group Signals” on page 4-29
“Run Options” on page 4-29
“Create Report” on page 4-30
“Comparison Options” on page 4-30
“Enabling Plotting Using the Simulation Data Inspector” on page 4-30
“Save and Load Simulation Data Inspector Sessions” on page 4-30

What Is the Simulation Data Inspector?

The Simulation Data Inspector allows you to view data logged during the fixed-point conversion process. You can use it to inspect and compare the inputs and outputs to the floating-point and fixed-point versions of your algorithm.

For fixed-point conversion, there is no programmatic interface for the Simulation Data Inspector.

Import Logged Data

Before importing data into the Simulation Data Inspector, you must have previously logged data to the base workspace or to a MAT-file.

Export Logged Data

The Simulation Data Inspector provides the capability to save data collected by the fixed-point conversion process to a MAT-file that you can later reload. The format of the MAT-file is different from the format of a MAT-file created from the base workspace.

Group Signals

You can customize the organization of your logged data in the Simulation Data Inspector **Runs** pane. By default, data is first organized by run. You can then organize your data by logged variable or no hierarchy.

Run Options

You can configure the Simulation Data Inspector to:

- Append New Runs

In the Run Options dialog box, the default is set to add new runs to the bottom of the run list. To append new runs to the top of the list, select **Add new runs at top**.

- Specify a Run Naming Rule

To specify run naming rules, in the Simulation Data Inspector toolbar, click **Run Options**.

Create Report

You can create a report of the runs or comparison plots. Specify the name and location of the report file. By default, the Simulation Data Inspector overwrites existing files. To preserve existing reports, select **If report exists, increment file name to prevent overwriting**.

Comparison Options

To change how signals are matched when runs are compared, specify the **Align by** and **Then by** parameters and then click **OK**.

Enabling Plotting Using the Simulation Data Inspector

To enable the Simulation Data Inspector, see “Enable Plotting Using the Simulation Data Inspector” on page 4-31.

Save and Load Simulation Data Inspector Sessions

If you have data in the Simulation Data Inspector and you want to archive or share the data to view in the Simulation Data Inspector later, save the Simulation Data Inspector session. When you save a Simulation Data Inspector session, the MAT-file contains:

- All runs, data, and properties from the **Runs** and **Comparisons** panes.
- Check box selection state for data in the **Runs** pane.

Save a Session to a MAT-File

- 1 On the **Visualize** tab, click **Save**.
- 2 Browse to where you want to save the MAT-file to, name the file, and click **Save**.

Load a Saved Simulation Data Inspector Simulation

- 1 On the **Visualize** tab, click **Open**.
- 2 Browse, select the MAT-file saved from the Simulation Data Inspector, and click **Open**.
- 3 If data in the session is plotted on multiple subplots, on the **Format** tab, click **Subplots** and select the subplot layout.

Enable Plotting Using the Simulation Data Inspector


In this section...

“From the UI” on page 4-31

“From the Command Line” on page 4-31

From the UI

You can use the Simulation Data Inspector to inspect and compare floating-point and fixed-point logged input and output data. In the Fixed-Point Conversion tool:

- 1 Click **Advanced**.
- 2 In the Advanced Settings dialog box, set **Plot with Simulation Data Inspector** to Yes.
- 3 At the Test Numerics stage in the conversion process, click **Test Numerics**, select Log inputs and outputs for comparison plots, and then click .

For an example, see “Propose Fixed-Point Data Types Based on Derived Ranges”.

From the Command Line

You can use the Simulation Data Inspector to inspect and compare floating-point and fixed-point input and output data logged using the function. At the MATLAB command line:

- 1 Create a fixed-point configuration object and configure the test file name.


```
fixptcfg = coder.config('fixpt');
fixptcfg.TestBenchName = 'dti_test';
```
- 2 Select to run the test file to verify the generated fixed-point MATLAB code. Log inputs and outputs for comparison plotting and select to use the Simulation Data Inspector to plot the results.

```
fixptcfg.TestNumerics = true;
fixptcfg.LogIOForComparisonPlotting = true;
fixptcfg.PlotWithSimulationDataInspector = true;
```

- 3 Generate fixed-point MATLAB code using codegen.

```
codegen -float2fixed fixptcfg -config cfg dti
```

For an example, see “Propose Fixed-Point Data Types Based on Derived Ranges”.

Replacing Functions Using Lookup Table Approximations

The software provides an option to generate lookup table approximations for continuous and stateless single-input, single-output functions in your original MATLAB code. These functions must be on the MATLAB path.

You can use this capability to handle functions that are not supported for fixed point and to replace your own custom functions. The fixed-point conversion process infers the ranges for the function and then uses an interpolated lookup table to replace the function. You can control the interpolation method and number of points in the lookup table. By adjusting these settings, you can tune the behavior of replacement function to match the behavior of the original function as closely as possible.

The fixed-point conversion process generates one lookup table approximation per call site of the function that needs replacement.

To use lookup table approximations, see:

- `coder.approximation`
- “Replace the exp Function with a Lookup Table” on page 4-39
- “Replace a Custom Function with a Lookup Table” on page 4-33

Replace a Custom Function with a Lookup Table

In this section...

“Using the HDL Coder App” on page 4-33

“From the Command Line” on page 4-36

With HDL Coder, you can generate lookup table approximations for functions that do not support fixed-point types, and replace your own functions. To replace a custom function with a Lookup Table, use the HDL Coder app, or the `fiaccel` codegen function.

Using the HDL Coder App

This example shows how to replace a custom function with a Lookup Table using the **HDL Coder** app.

Create Algorithm and Test Files

In a local, writable folder:

- 1 Create a MATLAB function, `custom_fcn`, which is the function that you want to replace.

```
function y = custom_fcn(x)
    y = 1./(1+exp(-x));
end
```

- 2 Create a wrapper function that calls `custom_fcn`.

```
function y = call_custom_fcn(x)
    y = custom_fcn(x);
end
```

- 3 Create a test file, `custom_test`, which uses `call_custom_fcn`.

```
close all

x = linspace(-10,10,1e3);
for itr = 1e3:-1:1
    y(itr) = call_custom_fcn( x(itr) );
end
plot( x, y );
```

Create and Set up a HDL Coder Project

- 1 Navigate to the work folder that contains the file for this example.
- 2 To open the **HDL Coder** app, in the MATLAB command prompt, enter `hdlcoder`. Set **Name** to `custom_project.prj` and click **OK**. The project opens in the MATLAB workspace.
- 3 In the project window, on the **MATLAB Function** tab, click the **Add MATLAB function** link. Browse to the file `call_custom_fcn.m`, and then click **OK** to add the file to the project.

Define Input Types

- 1 To define input types for `call_custom_fcn.m`, on the **MATLAB Function** tab, click **Autodefine types**.
- 2 Add `custom_test` as a test file, and then click **Run**.

From the test file, HDL Coder determines that `x` is a scalar double.

- 3 Click **Use These Types**.

Replace custom_fcn with Lookup Table

- 1 To open the HDL Workflow Advisor, click **Workflow Advisor**, and in the Workflow Advisor window, click **Fixed-Point Conversion**.
- 2 To replace custom_fcn with a Lookup Table, on the **Function Replacements** tab, enter custom_fcn, select Lookup Table, and then click +.

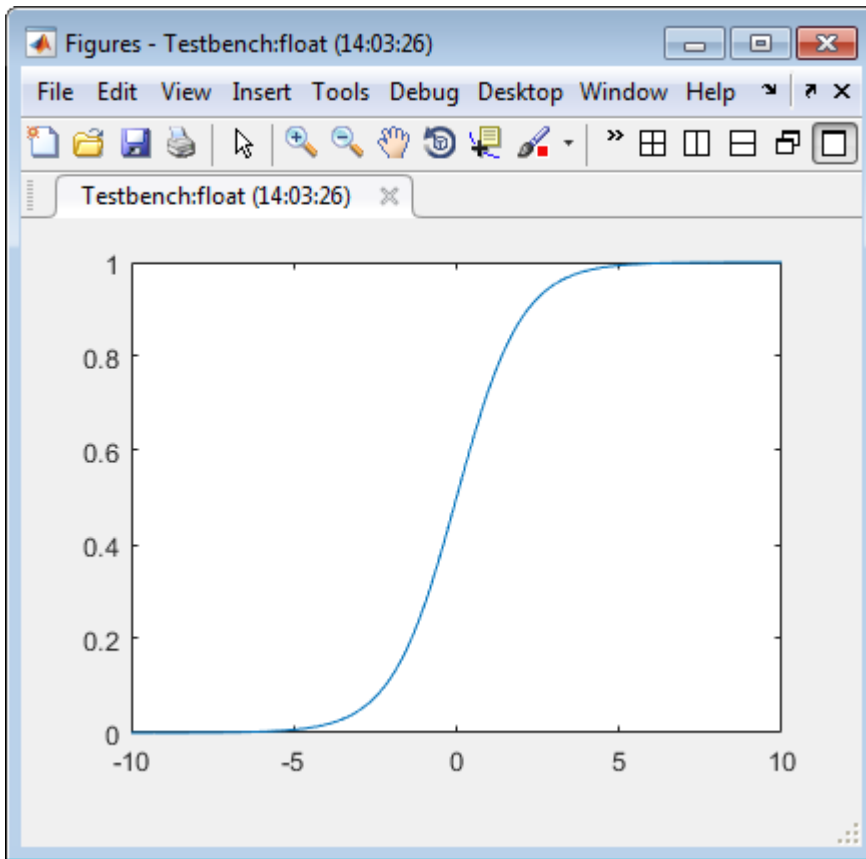
By default, the lookup table uses linear interpolation, 1000 points, and design minimum and maximum values that the app detects by running a simulation or computing derived ranges.

The screenshot shows the HDL Workflow Advisor window for a project named 'custom_project.prj'. The 'Fixed-Point Conversion' step is selected in the workflow tree. The main window displays the 'Function Replacements' tab, where the function 'call_custom_fcn' is selected for replacement. A dropdown menu is open, showing 'Lookup Table' as the selected replacement. Below the dropdown is a table with columns for 'Function or Operator', 'Replacement', 'Interpolation Method', 'Design Min', 'Design Max', and 'Number of Points'.

| Function or Operator | Replacement | Interpolation Method | Design Min | Design Max | Number of Points |
|----------------------|---|----------------------|------------|------------|------------------|
| exp | Replacement required to use fixed-point | | | | |
| custom_fcn | Lookup Table | Linear | Auto | Auto | 1000 |

- 3 Under **Run Simulation**, select Log data for histogram, and then click **Run Simulation**. Verify that custom_test file is selected as the test file.

The simulation runs and the tool displays simulation minimum and maximum ranges on the **Variables** tab. HDL Coder plots the simulation results in the MATLAB Editor.



Validate Fixed-Point Types

- 1 In the **Proposed Type** column, verify that the fixed-point types proposed by software cover the full simulation range. To view logged histogram data for a variable, click its **Proposed Type** field.

The histogram provides range information and the percentage of simulation range that the proposed data type covers.

| Variables | | | | | | | |
|-----------------------|--------|------------------------|---------|------------|------------|-------------|-----------------------|
| Function Replacements | | Type Validation Output | | | | | |
| Variable | Type | Sim Min | Sim Max | Static Min | Static Max | Whole Nu... | Proposed Type |
| [-] Input | | | | | | | |
| x | double | -10 | 10 | | | No | numerictype(1, 14, 9) |
| [-] Output | | | | | | | |
| y | double | 0 | 1 | | | | |

Sim values covered **100%** Signed
 Supported range **-16 : 15.998**

- 2 To validate the build by using the proposed types, click **Validate Types**.

The software validates the proposed types and generates a fixed-point code, `call_custom_fcn_fixpt`.

- 3 To view the generated fixed-point code, click the `call_custom_fcn_fixpt` link.

The generated fixed-point function, `call_custom_fcn_fixpt.m`, calls this approximation instead of calling `custom_fcn`.

```
function y = call_custom_fcn_fixpt(x)
    fm = get_fimath();

    y = fi(replacement_custom_fcn(x), 0, 14, 14, fm);
end

function fm = get_fimath()
    fm = fimath('RoundingMethod', 'Floor',...
               'OverflowAction', 'Wrap',...
               'ProductMode', 'FullPrecision',...
               'MaxProductWordLength', 128,...
               'SumMode', 'FullPrecision',...
               'MaxSumWordLength', 128);
end
```

From the Command Line

Prerequisites

To complete this example, you must install the following products:

- MATLAB
- Fixed-Point Designer
- C compiler

See https://www.mathworks.com/support/compilers/current_release/.

You can use `mex -setup` to change the default compiler. See “Change Default Compiler”.

Create a MATLAB function, `custom_fcn.m`. This is the function that you want to replace.

```
function y = custom_fcn(x)
    y = 1./(1+exp(-x));
end
```

Create a wrapper function that calls `custom_fcn.m`.

```
function y = call_custom_fcn(x)
    y = custom_fcn(x);
end
```

Create a test file, `custom_test.m`, that uses `call_custom_fcn.m`.

```
close all

x = linspace(-10,10,1e3);
for itr = 1e3:-1:1
```



```

    y(itr) = call_custom_fcn( x(itr) );
end
plot( x, y );

```

Create a function replacement configuration object to approximate `custom_fcn`. Specify the function handle of the custom function and set the number of points to use in the lookup table to 50.

```

q = coder.approximation('Function','custom_fcn',...
    'CandidateFunction',@custom_fcn, 'NumberOfPoints',50);

```

Create a `coder.FixptConfig` object, `fixptcfg`. Specify the test file name and enable numerics testing. Associate the function replacement configuration object with the fixed-point configuration object.

```

fixptcfg = coder.config('fixpt');
fixptcfg.TestBenchName = 'custom_test';
fixptcfg.TestNumerics = true;
fixptcfg.addApproximation(q);

```

Generate fixed-point MATLAB code.

```

codegen -float2fixed fixptcfg call_custom_fcn

```

`codegen` generates fixed-point MATLAB code in `call_custom_fcn_fixpt.m`.

To view the generated fixed-point code, click the link to `call_custom_fcn_fixpt`.

The generated code contains a lookup table approximation, `replacement_custom_fcn`, for the `custom_fcn` function. The fixed-point conversion process infers the ranges for the function and then uses an interpolated lookup table to replace the function. The lookup table uses 50 points as specified. By default, it uses linear interpolation and the minimum and maximum values detected by running the test file.

The generated fixed-point function, `call_custom_fcn_fixpt`, calls this approximation instead of calling `custom_fcn`.

```

function y = call_custom_fcn_fixpt(x)
    fm = get_fimath();

    y = fi(replacement_custom_fcn(x), 0, 14, 14, fm);
end

```

You can now test the generated fixed-point code and compare the results against the original MATLAB function. If the behavior of the generated fixed-point code does not match the behavior of the original code closely enough, modify the interpolation method or number of points used in the lookup table and then regenerate code.

See Also

`coder.approximation`

Related Examples

- “Replace the exp Function with a Lookup Table” on page 4-39

More About

- “Replacing Functions Using Lookup Table Approximations” on page 4-32

Replace the exp Function with a Lookup Table

With HDL Coder, you can handle functions that are not supported for fixed point and replace your own functions. To replace a custom function with a Lookup Table, use the HDL Coder App, or the `fiaccel` codegen function.

In this section...

“From the UI” on page 4-39

“From the Command Line” on page 4-42

From the UI

This example shows how to replace a custom function with a Lookup Table using the **HDL Coder** app.

Create Algorithm and Test Files

In a local, writable folder:

- 1 Create a MATLAB function, `custom_fcn`, which is the function that you want to replace.

```
function y = custom_fcn(x)
    y = 1./(1+exp(-x));
end
```

- 2 Create a wrapper function that calls `custom_fcn`.

```
function y = call_custom_fcn(x)
    y = custom_fcn(x);
end
```

- 3 Create a test file, `custom_test`, which uses `call_custom_fcn`.

```
close all

x = linspace(-10,10,1e3);
for itr = 1e3:-1:1
    y(itr) = call_custom_fcn( x(itr) );
end
plot( x, y );
```

Create and Set up a HDL Coder Project

- 1 Navigate to the work folder that contains the file for this example.
- 2 To open the **HDL Coder** app, in the MATLAB command prompt, enter `hdlcoder`. Set **Name** to `custom_project.prj` and click **OK**. The project opens in the MATLAB workspace.
- 3 In the project window, on the **MATLAB Function** tab, click the **Add MATLAB function** link. Browse to the file `call_custom_fcn.m`, and then click **OK** to add the file to the project.

Define Input Types

- 1 To define input types for `call_custom_fcn.m`, on the **MATLAB Function** tab, click **Autodefine types**.
- 2 Add `custom_test` as a test file, and then click **Run**.

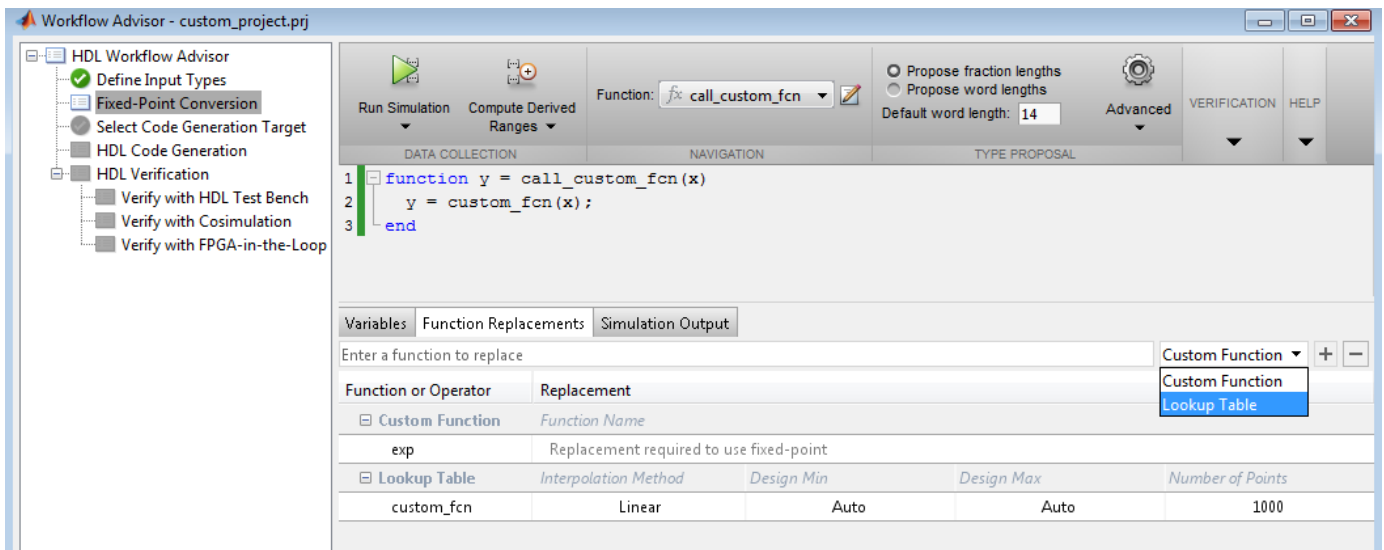
From the test file, HDL Coder determines that `x` is a scalar double.

- 3 Click **Use These Types**.

Replace custom_fcn with Lookup Table

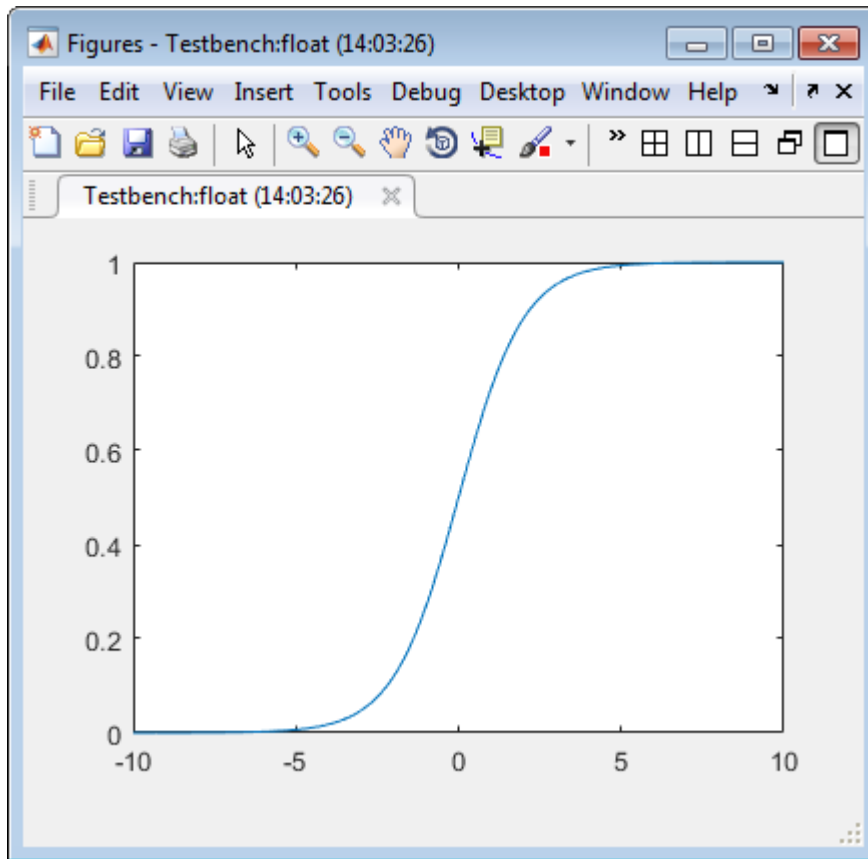
- 1 To open the HDL Workflow Advisor, click **Workflow Advisor**, and in the Workflow Advisor window, click **Fixed-Point Conversion**.
- 2 To replace custom_fcn with a Lookup Table, on the **Function Replacements** tab, enter custom_fcn, select Lookup Table, and then click +.

By default, the lookup table uses linear interpolation, 1000 points, and design minimum and maximum values that the app detects by running a simulation or computing derived ranges.



- 3 Under **Run Simulation**, select Log data for histogram, and then click **Run Simulation**. Verify that custom_test file is selected as the test file.

The simulation runs and the tool displays simulation minimum and maximum ranges on the **Variables** tab. HDL Coder plots the simulation results in the MATLAB Editor.



Validate Fixed-Point Types

- 1 In the **Proposed Type** column, verify that the fixed-point types proposed by software cover the full simulation range. To view logged histogram data for a variable, click its **Proposed Type** field.

The histogram provides range information and the percentage of simulation range that the proposed data type covers.

| Variable | Type | Sim Min | Sim Max | Static Min | Static Max | Whole Nu... | Proposed Type |
|----------|--------|---------|---------|------------|------------|-------------|-----------------------|
| Input | | | | | | | |
| x | double | -10 | 10 | | | No | numerictype(1, 14, 9) |
| Output | | | | | | | |
| y | double | 0 | 1 | | | | |

Sim values covered **100%** Signed
 Supported range **-16 : 15.998**

- 2 To validate the build by using the proposed types, click **Validate Types**.

The software validates the proposed types and generates a fixed-point code, `call_custom_fcn_fixpt`.

- 3 To view the generated fixed-point code, click the `call_custom_fcn_fixpt` link.

The generated fixed-point function, `call_custom_fcn_fixpt.m`, calls this approximation instead of calling `custom_fcn`.

```
function y = call_custom_fcn_fixpt(x)
    fm = get_fimath();

    y = fi(replacement_custom_fcn(x), 0, 14, 14, fm);
end

function fm = get_fimath()
    fm = fimath('RoundingMethod', 'Floor',...
               'OverflowAction', 'Wrap',...
               'ProductMode', 'FullPrecision',...
               'MaxProductWordLength', 128,...
               'SumMode', 'FullPrecision',...
               'MaxSumWordLength', 128);
end
```

From the Command Line

This example shows how to replace the `exp` function with a lookup table approximation in the generated fixed-point code using the function.

Prerequisites

To complete this example, you must install the following products:

- MATLAB
- Fixed-Point Designer
- C compiler

See https://www.mathworks.com/support/compilers/current_release/.

You can use `mex -setup` to change the default compiler. See “Change Default Compiler”.

Create Algorithm and Test Files

- 1 Create a MATLAB function, `my_fcn.m`, that calls the `exp` function.

```
function y = my_fcn(x)
    y = exp(x);
end
```

- 2 Create a test file, `my_fcn_test.m`, that uses `my_fcn.m`.

```
close all

x = linspace(-10,10,1e3);
for itr = 1e3:-1:1
    y(itr) = my_fcn( x(itr) );
end
```

```
end
plot( x, y );
```

Configure Approximation

Create a function replacement configuration object to approximate the `exp` function, using the default settings of linear interpolation and 1000 points in the lookup table.

```
q = coder.approximation('exp');
```

Set Up Configuration Object

Create a `coder.FixptConfig` object, `fixptcfg`. Specify the test file name and enable numerics testing. Associate the function replacement configuration object with the fixed-point configuration object.

```
fixptcfg = coder.config('fixpt');
fixptcfg.TestBenchName = 'my_fcn_test';
fixptcfg.TestNumerics = true;
fixptcfg.DefaultWordLength = 16;
fixptcfg.addApproximation(q);
```

Convert to Fixed Point

Generate fixed-point MATLAB code.

```
codegen -float2fixed fixptcfg my_fcn
```

View Generated Fixed-Point Code

To view the generated fixed-point code, click the link to `my_fcn_fixpt`.

The generated code contains a lookup table approximation, `replacement_exp`, for the `exp` function. The fixed-point conversion process infers the ranges for the function and then uses an interpolated lookup table to replace the function. By default, the lookup table uses linear interpolation, 1000 points, and the minimum and maximum values detected by running the test file.

The generated fixed-point function, `my_fcn_fixpt`, calls this approximation instead of calling `exp`.

```
function y = my_fcn_fixpt(x)
    fm = get_fimath();

    y = fi(replacement_exp(x), 0, 16, 1, fm);
end
```

You can now test the generated fixed-point code and compare the results against the original MATLAB function. If the behavior of the generated fixed-point code does not match the behavior of the original code closely enough, modify the interpolation method or number of points used in the lookup table and then regenerate code.

See Also

`coder.approximation`

Related Examples

- “Replace a Custom Function with a Lookup Table” on page 4-33

More About

- “Replacing Functions Using Lookup Table Approximations” on page 4-32

Data Type Issues in Generated Code

Within the fixed-point conversion report, you have the option to highlight MATLAB code that results in double, single, or expensive fixed-point operations. Consider enabling these checks when trying to achieve a strict single, or fixed-point design.

These checks are disabled by default.

Enable the Highlight Option in a Project

- 1 Open the **Settings** menu.
- 2 Under **Plotting and Reporting**, set **Highlight potential data type issues** to Yes.

Enable the Highlight Option at the Command Line

- 1 Create a fixed-point code configuration object:


```
cfg = coder.config('fixpt');
```
- 2 Set the `HighlightPotentialDataTypeIssues` property of the configuration object to `true`.


```
cfg.HighlightPotentialDataTypeIssues = true;
```

Stowaway Doubles

When trying to achieve a strict-single or fixed-point design, manual inspection of code can be time-consuming and error prone. This check highlights all expressions that result in a double operation.

Stowaway Singles

This check highlights all expressions that result in a single operation.

Expensive Fixed-Point Operations

The expensive fixed-point operations check identifies optimization opportunities for fixed-point code. It highlights expressions in the MATLAB code that require cumbersome multiplication or division, expensive rounding, expensive comparison, or multiword operations. For more information on optimizing generated fixed-point code, see "Tips for Making Generated Code More Efficient".

Cumbersome Operations

Cumbersome operations most often occur due to insufficient range of output. Avoid inputs to a multiply or divide operation that has word lengths larger than the base integer type of your processor. Operations with larger word lengths can be handled in software, but this approach requires much more code and is much slower.

Expensive Rounding

Traditional handwritten code, especially for control applications, almost always uses "no effort" rounding. For example, for unsigned integers and two's complement signed integers, shifting right and dropping the bits is equivalent to rounding to floor. To get results comparable to, or better than, what you expect from traditional handwritten code, use the `floor` rounding method. This check identifies expensive rounding operations in multiplication and division.

Expensive Comparison Operations

Comparison operations generate extra code when a casting operation is required to do the comparison. For example, when comparing an unsigned integer to a signed integer, one of the inputs must first be cast to the signedness of the other before the comparison operation can be performed. Consider optimizing the data types of the input arguments so that a cast is not required in the generated code.

Multiword Operations

Multiword operations can be inefficient on hardware. When an operation has an input or output data type larger than the largest word size of your processor, the generated code contains multiword operations. You can avoid multiword operations in the generated code by specifying local `fmath` properties for variables. You can also manually specify input and output word lengths of operations that generate multiword code.

Working with Fixed-Point Code

This example shows HDL code generation from a fixed-point MATLAB® design that is ready for code generation.

Introduction

The MATLAB code used in the example is an implementation of viterbi decoder modeled using fixed-point constructs.

```
design_name = 'mlhdlc_viterbi';
testbench_name = 'mlhdlc_viterbi_tb';
```

- 1 MATLAB Design: [mlhdlc_viterbi](#)
- 2 MATLAB testbench: [mlhdlc_viterbi_tb](#)

Open the design function `mlhdlc_viterbi` by clicking on the above link to notice the use of Fixed-Point Designer functions:

- 1 use of 'fi', 'numerictype', and 'fimath' for modeling fixed-point data types
- 2 use of 'bitget', 'bitsliceget', 'bitconcat' for modeling bit-wise operations

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_fixpt_design'];
```

```
% create a temporary folder and copy the MATLAB files
```

```
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);
```

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Create a New HDL Coder™ Project

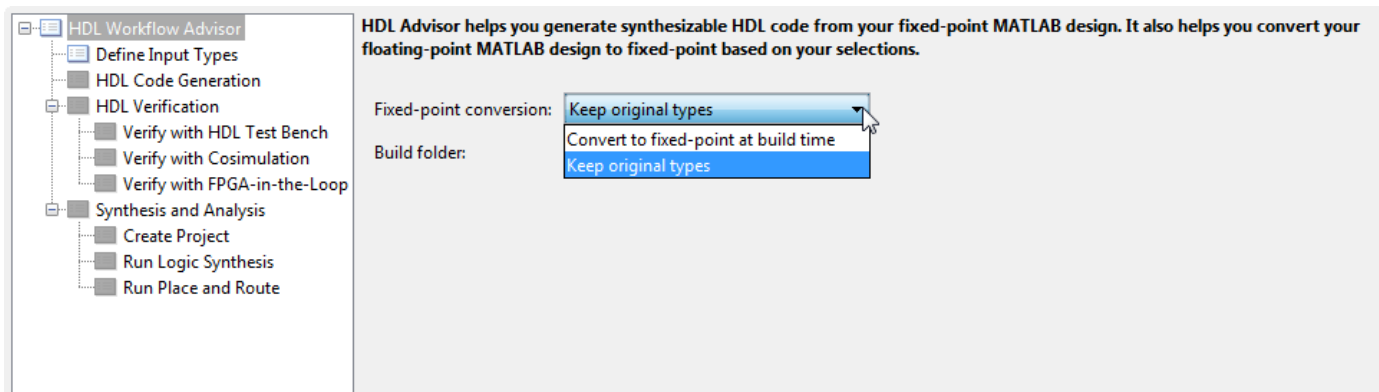
```
coder -hdlcoder -new fixpt_codegen
```

Next, add the file `mlhdlc_viterbi.m` to the project as the MATLAB Function and `mlhdlc_viterbi_tb.m` as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Skip Fixed-Point Conversion

Launch the HDL Advisor and choose 'Keep original types' on the option 'Fixed-point conversion:'.



The Floating-point to fixed-point conversion related step is removed from the workflow tree when we skip the conversion.

If your design is in floating-point, follow the instructions in “Floating-Point to Fixed-Point Conversion” on page 4-49 and convert your design to fixed-point before moving onto the HDL code generation steps.

Run HDL Code Generation

Right click on the 'Code Generation' step and choose the option 'Run this task' to run all code generation step directly.

Examine the generated HDL code by clicking on the hyperlinks in the Code Generation Log window.

Try More Code Generation Options

As this is a large design with considerable number of functions you can try the option 'Generate instantiable code for functions' in the Advanced tab.

Re-examine the generated HDL code and compare it with the previous step.

Clean up the Generated Files

You can run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_fixpt_design'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

Floating-Point to Fixed-Point Conversion

This example shows how to start with a floating-point design in MATLAB, iteratively converge on an efficient fixed-point design in MATLAB, and verify the numerical accuracy of the generated fixed-point design.

Signal processing applications for reconfigurable platforms require algorithms that are typically specified using floating-point operations. However, for power, cost, and performance reasons, they are usually implemented with fixed-point operations either in software for DSP cores or as special-purpose hardware in FPGAs. Fixed-point conversion can be very challenging and time-consuming, typically demanding 25 to 50 percent of the total design and implementation time. Automated tools can simplify and accelerate the conversion process.

For software implementations, the aim is to define an optimized fixed-point specification which minimizes the code size and the execution time for a given computation accuracy constraint. This optimization is achieved through the modification of the binary point location (for scaling) and the selection of the data word length according to the different data types supported by the target processor.

For hardware implementations, the complete architecture can be optimized. An efficient implementation will minimize both the area used and the power consumption. Thus, the conversion process goal typically is focused around minimizing the operator word length.

The floating-point to fixed-point workflow is currently integrated in the HDL Workflow Advisor as described in “Get Started with MATLAB to HDL Workflow”.

Introduction

The floating-point to fixed-point conversion workflow in HDL Coder™ includes the following steps:

- 1 Verify that the floating-point design is compatible with code generation.
- 2 Compute fixed-point types based on the simulation of the testbench.
- 3 Generate readable and traceable fixed-point MATLAB code by applying proposed types.
- 4 Verify the generated fixed-point design.
- 5 Compare the numerical accuracy of the generated fixed-point code with the original floating point code.

MATLAB Design

The MATLAB code used in this example is a simple second-order direct-form 2 transposed filter. This example also contains a MATLAB testbench that exercises the filter.

```
design_name = 'mlhdlc_df2t_filter';
testbench_name = 'mlhdlc_df2t_filter_tb';
```

Examine the MATLAB design.

```
type(design_name);

%#codegen
function y = mlhdlc_df2t_filter(x)

% Copyright 2011-2015 The MathWorks, Inc.
```

```

persistent z;
if isempty(z)
    % Filter states as a column vector
    z = zeros(2,1);
end

% Filter coefficients as constants
b = [0.29290771484375    0.585784912109375    0.292907714843750];
a = [1.0                0.0                0.171600341796875];

y    = b(1)*x + z(1);
z(1) = (b(2)*x + z(2)) - a(2) * y;
z(2) = b(3)*x - a(3) * y;

end

```

For the floating-point to fixed-point workflow, it is desirable to have a complete testbench. The quality of the proposed fixed-point data types depends on how well the testbench covers the dynamic range of the design with the desired accuracy.

For details on requirements for floating-point design and the testbench, see **Floating-Point Design Structure** structure section of “Working with Generated Fixed-Point Files” on page 4-66.

```

type(testbench_name);

%

% Copyright 2011-2015 The MathWorks, Inc.

Fs = 256;           % Sampling frequency
Ts = 1/Fs;         % Sample time
t = 0:Ts:1-Ts;    % Time vector from 0 to 1 second
f1 = Fs/2;        % Target frequency of chirp set to Nyquist
in = sin(pi*f1*t.^2); % Linear chirp from 0 to Fs/2 Hz in 1 second
out = zeros(size(in)); % Output the same size as the input

for ii=1:length(in)
    out(ii) = mlhdlc_df2t_filter(in(ii));
end

% Plot
figure('Name', [mfilename, '_plot']);
subplot(2,1,1);
plot(in);
xlabel('Time')
ylabel('Amplitude')
title('Input Signal (with Noise)')

subplot(2,1,2);
plot(out);
xlabel('Time')
ylabel('Amplitude')
title('Output Signal (filtered)')

```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlcflt2fix_prj'];

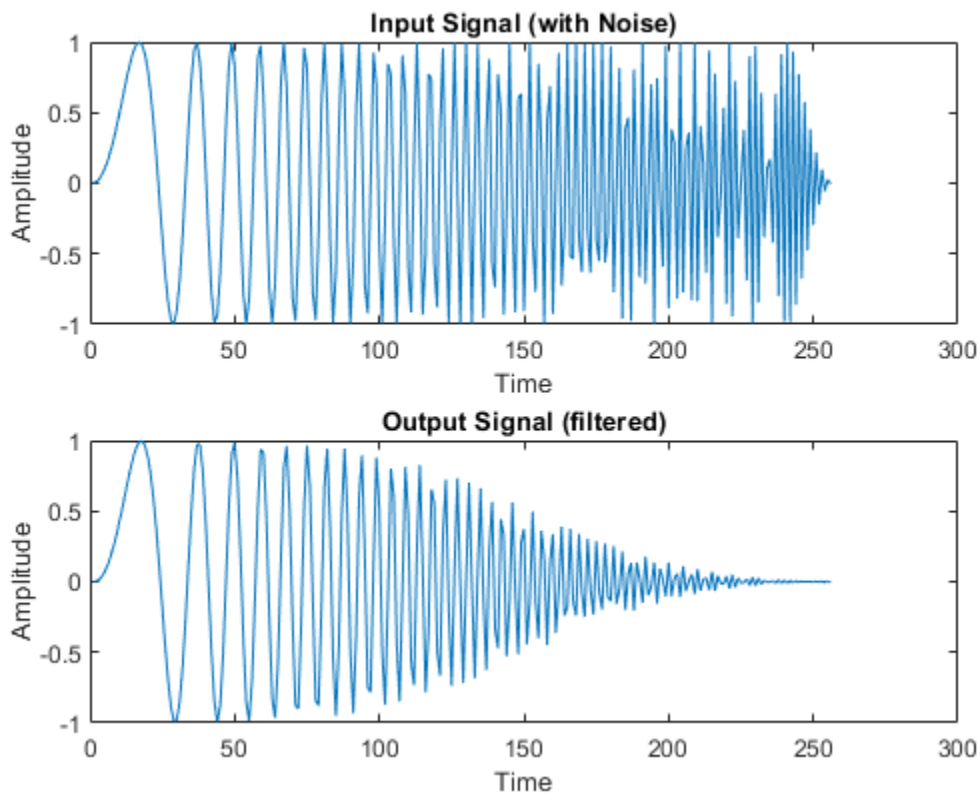
% create a temporary folder and copy the MATLAB files
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Simulate the Design

Simulate the design with the test bench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_df2t_filter_tb
```



Create a New HDL Coder Project

To create a new project, enter the following command:

```
coder -hdlcoder -new flt2fix_project
```

Next, add the file 'mlhdlc_filter.m' to the project as the MATLAB Function and 'mlhdlc_filter_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

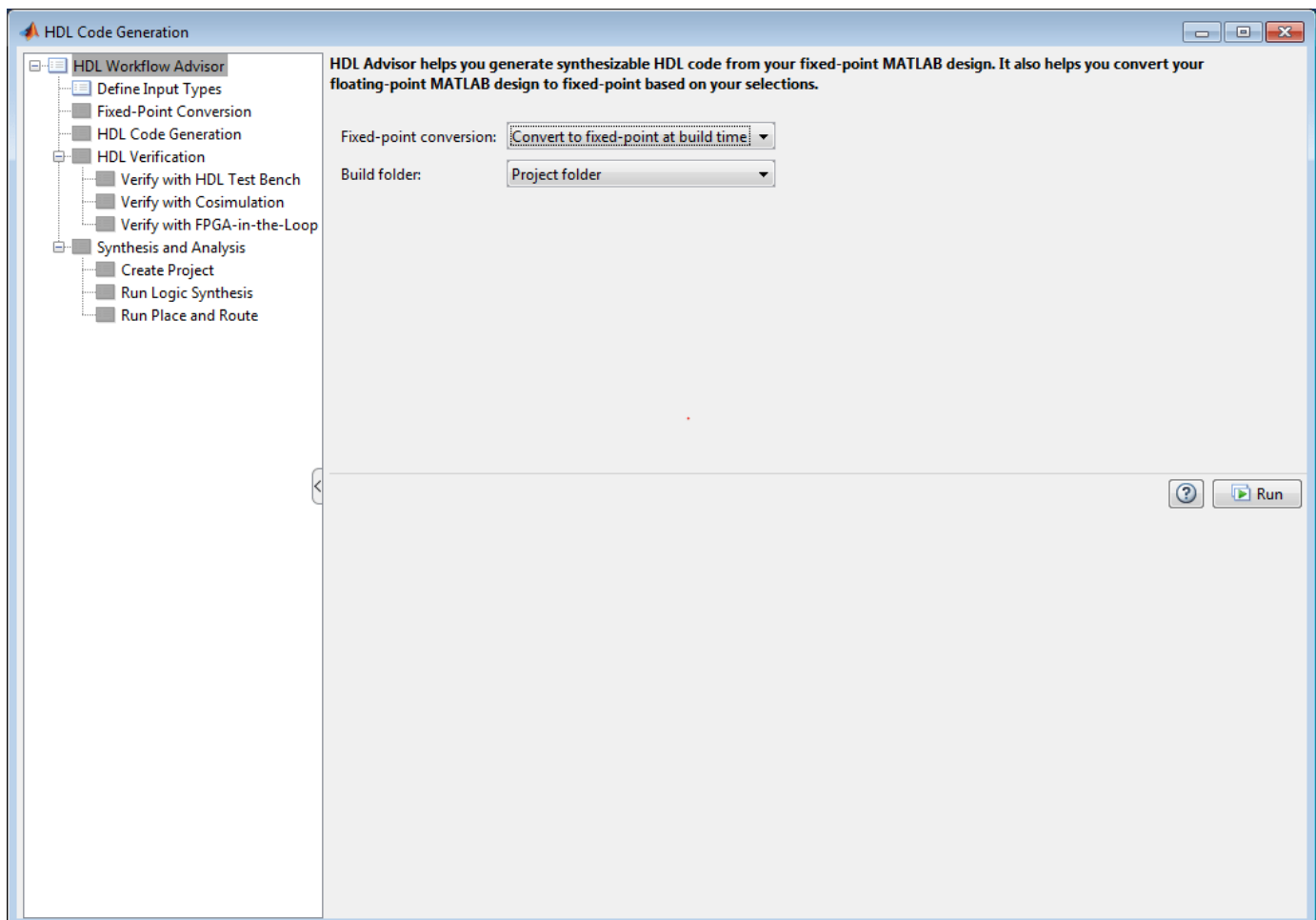
Fixed-Point Code Generation Workflow

The floating-point to fixed-point conversion workflow allows you to:

- Verify that the floating-point design is code generation compliant
- Propose fixed-point types based on simulation data and word length settings
- Allow the user to manually adjust the proposed fixed-point types
- Validate the proposed fixed-point types
- Verify that the generated fixed-point MATLAB code has the desired numeric accuracy

Step 1: Launch Workflow Advisor

- 1 Click on the Workflow Advisor button to launch the HDL Workflow Advisor.
- 2 Choose 'Convert to fixed-point at build time' for the option 'Fixed-point conversion'.



Step 2: Define Input Types

In this step you can define input types manually or by specifying and running the testbench.

- 1 Click 'Run' to execute this step.

After simulation notice that the input variable 'x' is defined as scalar double 'double(1x1)'

Step 3: Run Simulation

- 1 Click on the 'Fixed-Point Conversion' step.

The design is compiled with the input types defined in the previous step and after the compilation is successful the variable table shows inferred types for all the functions in the design.

In this step, the original design is instrumented so that the minimum and maximum values for all variables in the design are collected during simulation.

The screenshot shows the MATLAB Workflow Advisor interface for a project named 'flt2fix_project.prj'. The 'Fixed-Point Conversion' step is selected in the workflow. The central pane displays the MATLAB code for the 'mlhdlc_df2t_filter' function. Below the code, a table summarizes the variables and their types and simulation ranges.

| Variable | Type | Sim Min | Sim Max | Whole... | Proposed Type | Log | Error (%) |
|-------------------|--------------|---------|---------|----------|---------------|-----|-----------|
| Input | | | | | | | |
| x | double | | | No | | ✓ | |
| Output | | | | | | | |
| y | double | | | No | | ✓ | |
| Persistent | | | | | | | |
| z | 2 x 1 double | | | No | | | |
| Local | | | | | | | |
| b | 1 x 3 double | | | No | | | |
| a | 1 x 3 double | | | No | | | |

- 1 Click on the 'Analyze' button.

Notice that the 'Sim Min' and 'Sim Max' table is now populated with simulation ranges. Fixed-point types are proposed based on the default word length settings.

The screenshot shows the HDL Workflow Advisor interface for a project named 'flt2fix_project.prj'. The 'Fixed-Point Conversion' step is selected in the workflow tree. The main window displays the MATLAB code for the function 'mlhdlc_df2t_filter'. Below the code, a table provides details for each variable.

| Variable | Type | Sim Min | Sim Max | Whole... | Proposed Type | Log | Error (%) |
|-------------------|--------------|---------|---------|----------|------------------------|-----|-----------|
| Input | | | | | | | |
| x | double | -1 | 1 | No | numerictype(1, 14, 12) | ✓ | |
| Output | | | | | | | |
| y | double | -0.99 | 1 | No | numerictype(1, 14, 13) | ✓ | |
| Persistent | | | | | | | |
| z | 2 x 1 double | -0.8 | 0.8 | No | numerictype(1, 14, 13) | | |
| Local | | | | | | | |
| b | 1 x 3 double | 0.29 | 0.59 | No | numerictype(0, 14, 14) | | |
| a | 1 x 3 double | 0 | 1 | No | numerictype(0, 14, 13) | | |

At this stage, based on computed simulation ranges for all variables, you can compute:

- Fraction lengths for a given fixed word length setting, or
- Word lengths for a given fixed fraction length setting.

The type table contains the following information for each variable existing in the floating-point MATLAB design, organized by function:

- Sim Min: The minimum value assigned to the variable during simulation.
- Sim Max: The maximum value assigned to the variable during simulation.
- Whole Number: Whether all values assigned during simulation are integers.

The type proposal step uses the above information and combines it with the user-specified word length settings to propose a fixed-point type for each variable.

You can also enable the 'Log histogram data' option in the 'Analyze' button's menu to enable logging of histogram data.

The screenshot shows the HDL Workflow Advisor interface for a project named 'fit2fix_project.prj'. The 'Fixed-Point Conversion' step is active. The main window displays the MATLAB code for the 'mlhdlc_df2t_filter' function. Below the code is a table of variables with their types and simulation ranges. A histogram window is overlaid on the table, showing the distribution of simulation data for variable 'x'.

| Variable | Type | Sim Min | Sim Max | Whole... | Proposed Type | Log | Error (%) |
|------------|--------------|---------|---------|----------|------------------------|-----|-----------|
| Input | | | | | | | |
| x | double | -1 | 1 | No | numerictype(1, 14, 12) | ✓ | |
| Output | | | | | | | |
| y | double | -0.99 | | | | ✓ | |
| Persistent | | | | | | | |
| z | 2 x 1 double | -0.8 | | | | | |
| Local | | | | | | | |
| b | 1 x 3 double | 0.29 | | | | | |
| a | 1 x 3 double | 0 | | | | | |

The histogram window shows the distribution of simulation data for variable 'x'. The x-axis represents bit weights and the y-axis represents the number of occurrences. The proposed numeric type information is overlaid on top of this graph and is editable. Moving the bounding white box left or right changes the position of binary point. Moving the right or left edges correspondingly change fraction length or wordlength. All the changes made to the proposed type are saved in the project.

The histogram view concisely gives information about dynamic range of the simulation data for a variable. The x-axis correspond to bit weights and y-axis represents number of occurrences. The proposed numeric type information is overlaid on top of this graph and is editable. Moving the bounding white box left or right changes the position of binary point. Moving the right or left edges correspondingly change fraction length or wordlength. All the changes made to the proposed type are saved in the project.

Step 4: Validate types

In this step, the fixed-point types from the previous step are used to generate a fixed-point MATLAB design from the original floating-point implementation.

- 1 Click on the 'Validate Types' button.

The screenshot shows the HDL Workflow Advisor interface for a project named 'flt2fix_project.prj'. The workflow is at the 'Fixed-Point Conversion' step. The main editor displays the MATLAB code for the 'mlhdlc_df2t_filter' function. The code includes comments for code generation, persistent variables, and filter coefficients. The output window at the bottom shows the results of the conversion, including simulation time and the generation of fixed-point MATLAB code and a MEX file.

```

1  %#codegen
2  function y = mlhdlc_df2t_filter(x)
3
4  % Copyright 2011-2015 The MathWorks, Inc.
5
6  persistent z;
7  if isempty(z)
8      % Filter states as a column vector
9      z = zeros(2,1);
10 end
11
12 % Filter coefficients as constants
13 b = [0.29290771484375  0.585784912109375  0.292907714843750];
14 a = [1.0              0.0              0.171600341796875];
15
16 y = b(1)*x + z(1);

```

Output window content:

```

### Analyzing the test bench(es) 'mlhdlc_df2t_filter_tb'
### Begin Floating Point Simulation (Instrumented)
### Floating Point Simulation Completed in 1.0194 sec(s)
### Elapsed Time:          1.5504 sec(s)

Type Validation Output      (11/1/16 5:34 PM)

### Generating Type Proposal Report for 'mlhdlc_df2t_filter' mlhdlc_df2t_filter_report.htm
### Generating Fixed Point MATLAB Code mlhdlc_df2t_filter_fixpt using Proposed Types
### Generating Fixed Point MATLAB Design Wrapper mlhdlc_df2t_filter_wrapper_fixpt
### Generating MEX file for ' mlhdlc_df2t_filter_wrapper_fixpt '
Code generation successful: View report

```

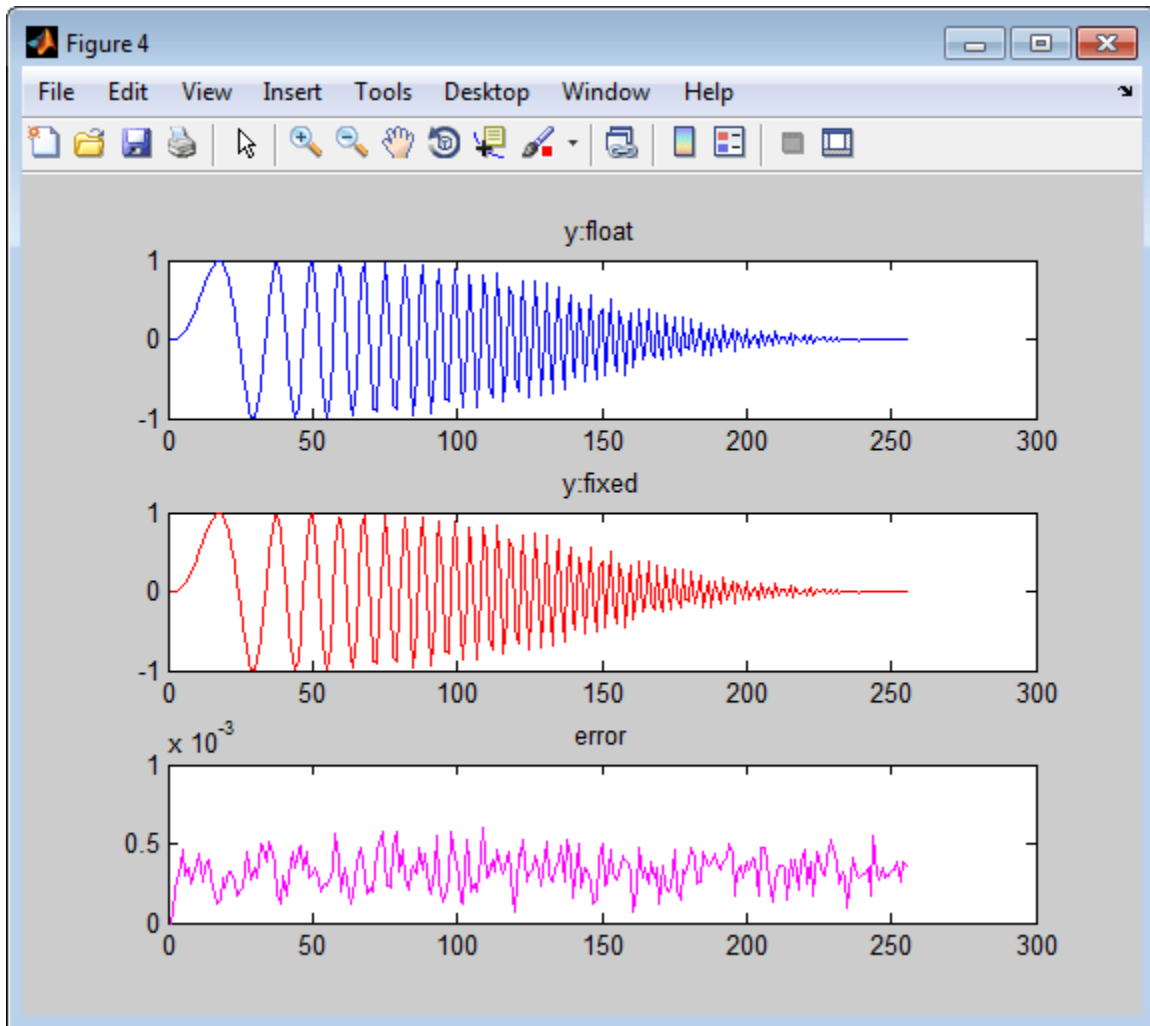
The generated code and other conversion artifacts are available via hyperlinks in the output window. The fixed-point types are explicitly shown in the generated MATLAB code.

Step 5: Test Numerics

- 1 Click on the 'Test Numerics' button.

In this step, the generated fixed-point code is executed using MATLAB Coder.

If you enable the 'Log all inputs and outputs for comparison plots' option on the 'Test Numerics' pane, an additional plot is generated for each scalar output that shows the floating point and fixed point results, as well as the difference between the two. For non-scalar outputs, only the error information is shown.



Step 6: Iterate on the Results

If the numerical results do not meet your desired accuracy after fixed-point simulation, you can return to the 'Propose Fixed-Point Types' step in the Workflow Advisor. Adjust the word length settings or individually modify types as desired, and repeat the rest of the steps in the workflow until you achieve your desired results.

Refer to “Fixed-Point Type Conversion and Refinement” on page 4-59 for more details on how to iterate and refine the numerics of the algorithm in the generated fixed-point code.

Clean up the Generated Files

Run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlcflt2fix_prj'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

Fixed-Point Type Conversion and Refinement

This example shows how to achieve your desired numerical accuracy when converting fixed-point MATLAB® code to floating-point code using the HDL Workflow Advisor.

Introduction

The floating-point to fixed-point conversion workflow in HDL Coder™ includes the following steps:

- 1 Verify the floating-point design is compatible for code generation.
- 2 Compute fixed-point types based on the simulation of the testbench.
- 3 Generate readable and traceable fixed-point MATLAB® code.
- 4 Verify the generated fixed-point design.

This tutorial uses Kalman filter suitable for HDL code generation to illustrate some key aspects of fixed-point conversion workflow, specifically steps 2 and 3 in the above list.

MATLAB Design

The MATLAB code used in this example implements a simple Kalman filter. This example also contains a MATLAB testbench that exercises the filter.

Kalman filter implementation suitable for HDL code generation

```
design_name = 'mlhdlc_kalman_hdl';
testbench_name = 'mlhdlc_kalman_hdl_tb';

edit('mlhdlc_kalman_hdl')
edit('mlhdlc_kalman_hdl_tb')
```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlcflt2fix'];

% create a temporary folder and copy the MATLAB files
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

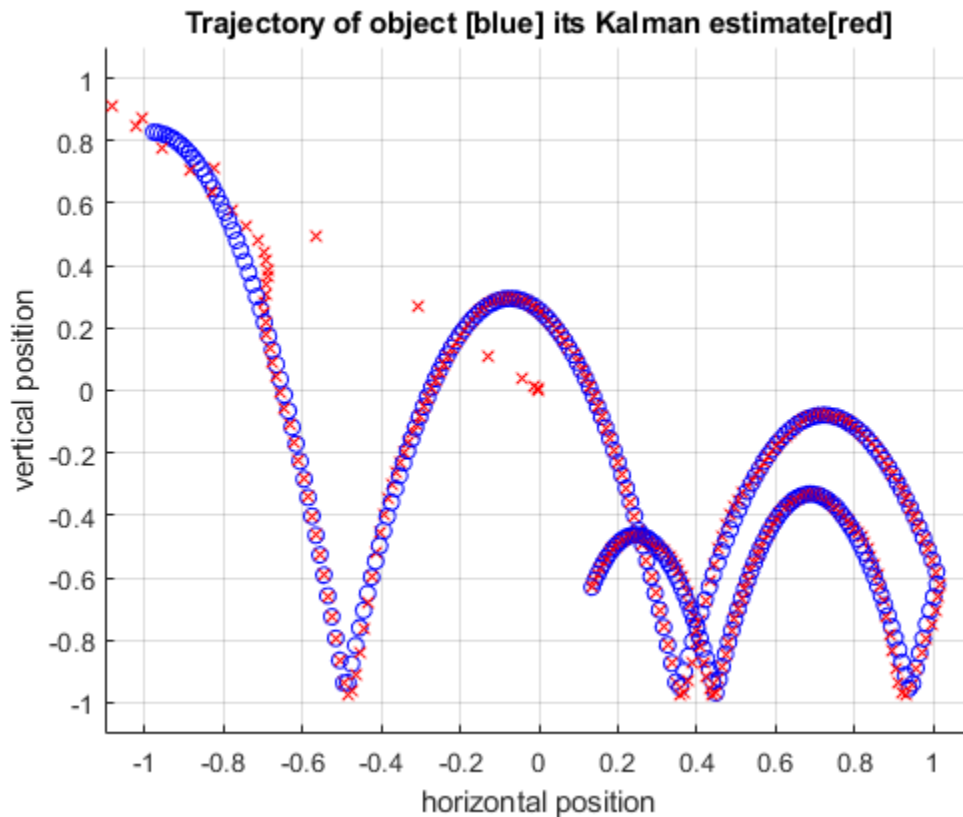
Simulate the Design

Simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_kalman_hdl_tb

Running -----> mlhdlc_kalman_hdl_tb

Current plot held
Current plot released
```



Create a New HDL Coder Project

To create a new project, enter the following command:

```
coder -hdlcoder -new flt2fix_project
```

Next, add the file 'mlhdlc_kalman_hdl.m' to the project as the MATLAB Function and 'mlhdlc_kalman_hdl_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Fixed-Point Code Generation Workflow

Perform the following tasks before moving on to the fixed-point type proposal step:

- 1 Click the 'Workflow Advisor' button to launch the HDL Workflow Advisor.
- 2 Choose 'Convert to fixed-point at build time' for the 'Fixed-point conversion' option.
- 3 Click 'Run' button to define input types for the design from the testbench.
- 4 Select the 'Fixed-Point Conversion' workflow step.
- 5 Click 'Analyze' to execute the instrumented floating-point simulation.

Refer to “Floating-Point to Fixed-Point Conversion” on page 4-49 for a more complete tutorial on these steps.

Determine the Initial Fixed Point Types

After instrumented floating-point simulation completes, you will see 'Fixed-Point Types are proposed' based on the simulation results.

At this stage of the conversion proposes fixed-point types for each variable in the design based on the recorded min/max values of the floating point variables and user input.

At this point, for all variables, you can (re)compute and propose:

- Fraction lengths for a given fixed word length setting, or
- Word lengths for a given fixed fraction length setting.

Choose the Word Length Setting

When you are starting with a floating-point design and going through the floating-point to fixed-point conversion for the first time, it is a good practice to start by specifying a 'Default Word Length' setting based on the largest dynamic range of all the variables in the design.

In this example, we start with a default word length of 22 and run the 'Propose Fixed-Point Types' step.

The screenshot shows the HDL Workflow Advisor interface for a project named 'flt2fix_project.prj'. The 'Fixed-Point Conversion' step is selected in the task list. The main window displays the MATLAB code for the 'mldlc_kalman_hdl' function. A red box highlights the 'Propose Fixed-Point Types' settings, showing 'Propose word lengths' selected and a 'Default word length' of 14. Below the code editor is a table of proposed fixed-point types for various variables.

| Variable | Type | Sim Min | Sim Max | Whole... | Proposed Type | Log | Error (%) |
|-------------------|--------------|---------|---------|----------|------------------------|-----|-----------|
| Input | | | | | | | |
| z | 2 x 1 double | -0.98 | 1.01 | No | numerictype(1, 14, 12) | ✓ | |
| Output | | | | | | | |
| y1 | double | -1.14 | 1.01 | No | numerictype(1, 14, 12) | ✓ | |
| y2 | double | -0.98 | 0.98 | No | numerictype(1, 14, 13) | ✓ | |
| dv_out_q | double | 0 | 1 | Yes | numerictype(0, 1, 0) | ✓ | |
| Persistent | | | | | | | |
| state | double | 1 | 5 | Yes | numerictype(0, 3, 0) | | |

Explore the Proposed Fixed-Point Type Table

The type table contains the following information for each variable, organized by function, existing in the floating-point MATLAB design:

- Sim Min: The minimum value assigned to the variable during simulation.
- Sim Max: The maximum value assigned to the variable during simulation.
- Whole Number: Whether all values assigned during simulation are integer.

The type proposal step uses the above information and combines it with the user-specified word length settings to propose a fixed-point type for each variable.

You can also use 'Compute Derived Range Analysis' to compute derived ranges and that is covered in detail in this tutorial "Fixed-Point Type Conversion and Derived Ranges" on page 4-72.

Interpret the Proposed Numeric Types for Variables

Based on the simulation range (min & max) values and the default word length setting, a numeric type is proposed for each variable.

The following table shows numeric type proposals for a 'Default word length' of 22 bits.

| Variable | Type | Sim Min | Sim Max | Whole... | Proposed Type | Log | Error (%) |
|-------------------|--------------|---------|---------|----------|------------------------|-----|-----------|
| Input | | | | | | | |
| z | 2 x 1 double | -0.98 | 1.01 | No | numerictype(1, 14, 12) | ✓ | |
| Output | | | | | | | |
| y1 | double | -1.14 | 1.01 | No | numerictype(1, 14, 12) | ✓ | |
| y2 | double | -0.98 | 0.98 | No | numerictype(1, 14, 13) | ✓ | |
| dv_out_q | double | 0 | 1 | Yes | numerictype(0, 1, 0) | ✓ | |
| Persistent | | | | | | | |
| state | double | 1 | 5 | Yes | numerictype(0, 3, 0) | | |
| x_est | 6 x 1 double | -1.14 | 1.01 | No | numerictype(1, 14, 12) | | |
| p_est | 6 x 6 double | 0 | 472.78 | No | numerictype(0, 14, 5) | | |
| y | 2 x 1 double | -1.14 | 1.01 | No | numerictype(1, 14, 12) | | |
| x_prd | 6 x 1 double | -1.35 | 1.17 | No | numerictype(1, 14, 12) | | |
| p_prd | 6 x 6 double | 0 | 896.74 | No | numerictype(0, 14, 4) | | |
| z_prd | 2 x 1 double | -1.35 | 1.17 | No | numerictype(1, 14, 12) | | |
| S | 2 x 2 double | 0 | 1896.74 | No | numerictype(0, 14, 3) | | |
| B | 2 x 6 double | 0 | 896.74 | No | numerictype(0, 14, 4) | | |
| klm_gain | 6 x 2 double | 0 | 0.47 | No | numerictype(0, 14, 15) | | |
| dv_out | double | 0 | 1 | Yes | numerictype(0, 1, 0) | | |
| backslash_dv_out | double | 0 | 1 | Yes | numerictype(0, 1, 0) | | |
| Local | | | | | | | |
| dt | double | 1 | 1 | Yes | numerictype(0, 1, 0) | | |
| A | 6 x 6 double | 0 | 1 | Yes | numerictype(0, 1, 0) | | |
| H | 2 x 6 double | 0 | 1 | Yes | numerictype(0, 1, 0) | | |
| Q | 6 x 6 double | 0 | 1 | Yes | numerictype(0, 1, 0) | | |
| R | 2 x 2 double | 0 | 1000 | Yes | numerictype(0, 10, 0) | | |

Examine the types proposed in the above table for variables instrumented in the top-level design.

Floating-Point Range for variable 'B':

- Simulation Info: SimMin: 0, SimMax: 896.74., Whole Number: No
- Type Proposed: numerictype(0,22,12) (Signedness: Unsigned, WordLength: 22, FractionLength: 12)

The floating-point range:

- Has the same number of bits as the 'Default word length'.
- Uses the minimum number of bits to completely represent the range.
- Uses the rest of the bits to represent the precision.

Integer Range for variable 'A':

- Simulation Info: SimMin: 0, SimMax: 1, Whole Number: Yes
- Type Proposed: numerictype(0,1,0) (Signedness: Unsigned, WordLength: 1, FractionLength: 0)

The integer range:

- Has the minimum number of bits to represent the whole integer range.
- Has no fractional bits.

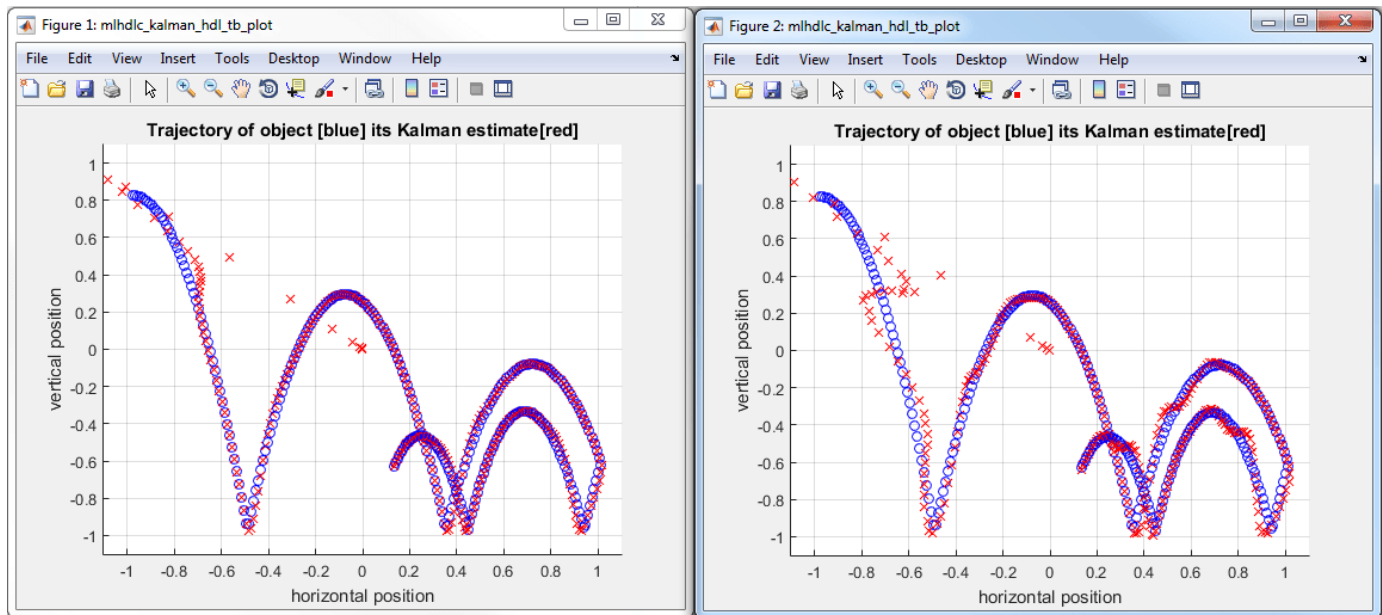
All the information in the table is editable, persists across iterations, and is saved with your code generation project.

Generate Fixed-Point Code and Verify the Generated Code

Based on the numeric types proposed for a default word length of 22, continue with fixed-point code generation and verification steps and observe the plots.

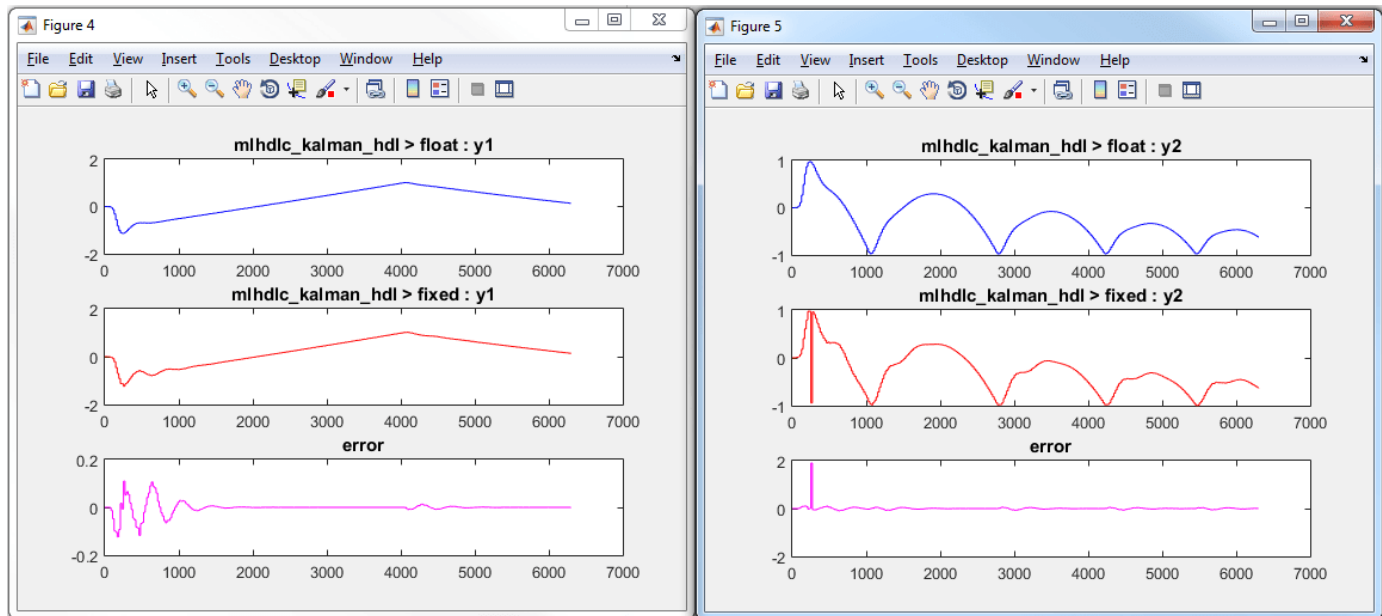
- 1 Click on 'Validate Types' to apply computed fixed-point types.
- 2 Next choose the option 'Log inputs and outputs for comparison plots' and then click on the 'Test Numerics' to rerun the testbench on the fixed-point code.

The plot on the left is generated from testbench during the simulation of floating-point code, the one on the right is generated from the simulation of the generated fixed-point code. Notice, the plots do not match.



Having chosen comparison plots option you will see additional plots that compare the floating and fixed point simulation results for each output variable.

Examine the error graph for each output variable. It is very high for this particular design.



Iterate on the Results

One way to reduce the error is to increase 'Default word length' and repeat the fixed-point conversion.

In this example design, when a word length of 22 bits is chosen there is a lot of truncation error when representing the precision. More bits are required to the right of the binary point to reduce the truncation errors.

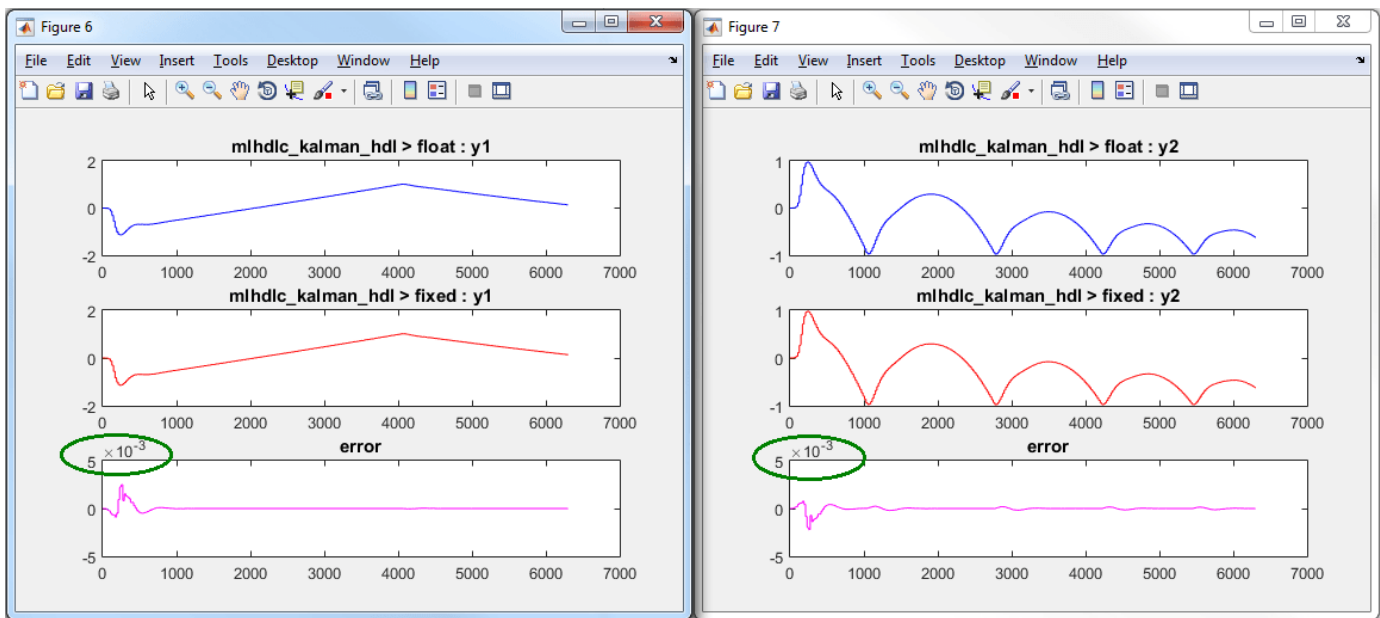
Let us now increase the default word length to 28 bits and repeat the type proposal and validation steps.

- 1 Select a 'Default word length' of 28.

Changing default word length automatically triggers the type proposal step and new fixed-point types are proposed based on the new word length setting. Also notice that type validation needs to be rerun and numerics need to be verified again.

- 1 Click on 'Validate Types'.
- 2 Click on 'Test Numerics' to rerun the testbench on the fixed-point code.

Once these steps are complete, re-examine the comparison plots and notice that the error is now roughly three orders of magnitude smaller.



Clean up the Generated Files

Run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoder');
mlhdlc_temp_dir = [tempdir 'mlhdlcflt2fix'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

Working with Generated Fixed-Point Files

This example shows how to work with the files generated during floating-point to fixed-point conversion.

Introduction

This tutorial uses a simple filter implemented in floating-point and an associated testbench to illustrate the file structure of the generated fixed-point code.

```
design_name = 'mlhdlc_filter';  
testbench_name = 'mlhdlc_filter_tb';
```

MATLAB® Code

- 1 MATLAB Design: mlhdlc_filter
- 2 MATLAB testbench: mlhdlc_filter_tb

Create a New Folder and Copy Relevant Files

Executing the following lines of code copies the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');  
mlhdlc_temp_dir = [tempdir 'mlhdlcflt2fix'];
```

```
% create a temporary folder and copy the MATLAB files
```

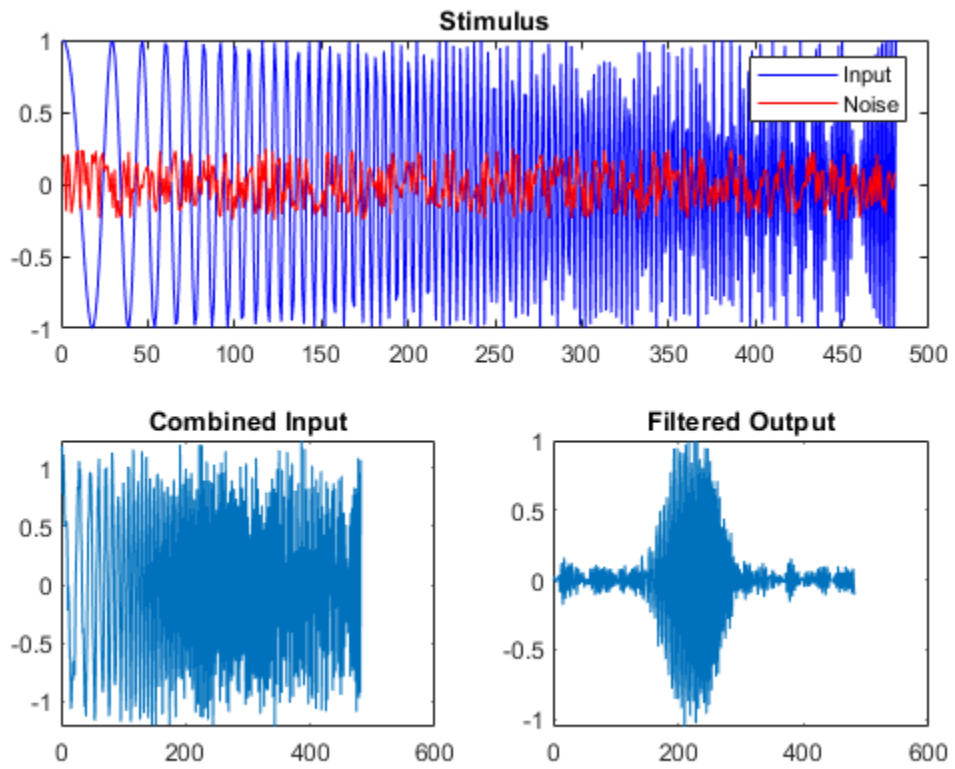
```
cd(tempdir);  
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');  
mkdir(mlhdlc_temp_dir);  
cd(mlhdlc_temp_dir);
```

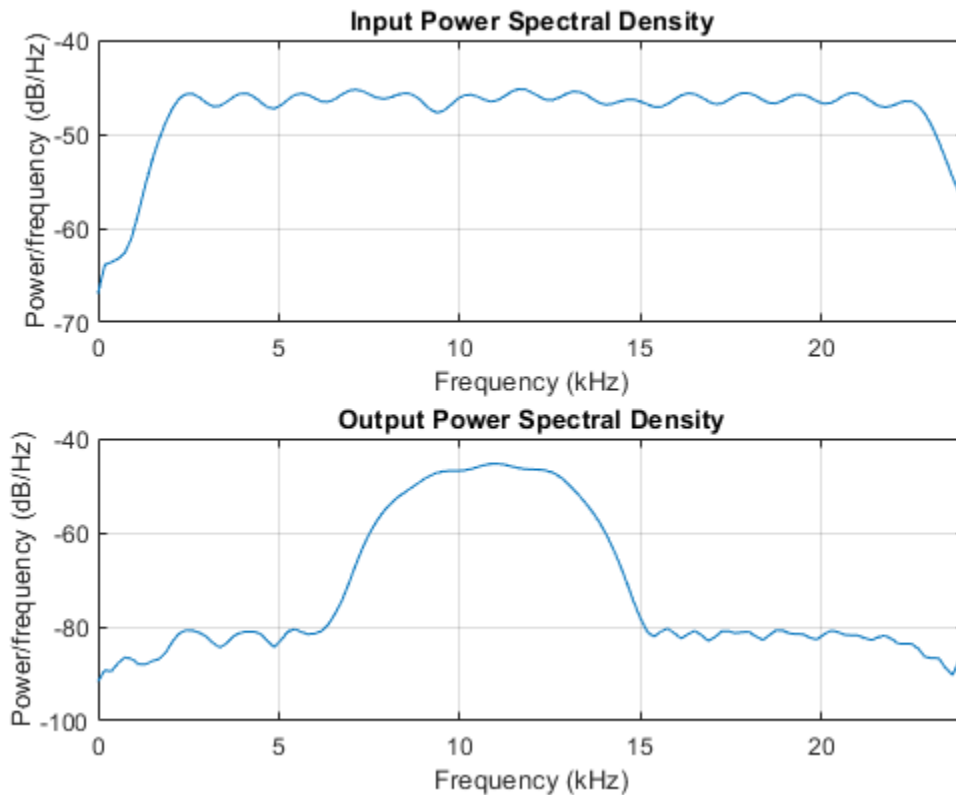
```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);  
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Simulate the Design

Simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_filter_tb
```





Create a New HDL Coder™ Project

To create a new project, enter the following command:

```
coder -hdlcoder -new flt2fix_project
```

Next, add the file 'mlhdlc_filter' to the project as the MATLAB Function and 'mlhdlc_filter_tb' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Fixed-Point Code Generation Workflow

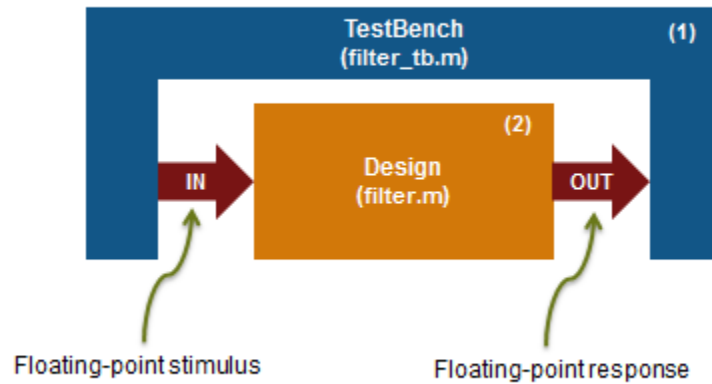
Perform the following tasks in preparation for the fixed-point code generation step:

- 1 Click the **Workflow Advisor** button to launch the Workflow Advisor.
- 2 Choose Convert to fixed-point at build time for the option **Fixed-point conversion**.
- 3 Right-click the **Fixed-Point Conversion** step and select **Run to Selected Task** to execute the instrumented floating-point simulation.

Refer to “Floating-Point to Fixed-Point Conversion” on page 4-49 for a more complete tutorial on these steps.

Floating-Point Design Structure

The original floating-point design and testbench have the following relationship.



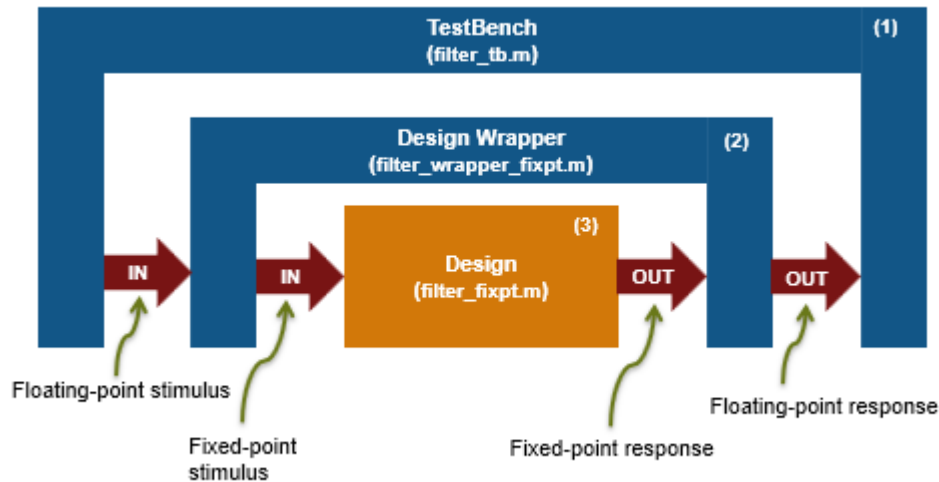
For floating-point to fixed-point conversion, the following requirements apply to the original design and the testbench:

- The testbench 'mlhdlc_filter_tb.m' (1) must be a script or a function with no inputs.
- The design 'mlhdlc_filter.m' (2) must be a function.
- There must be at least one call to the design from the testbench. All call sites contribute when determining the proposed fixed-point types.
- Both the design and testbench can call other sub-functions within the file or other functions on the MATLAB path. Functions that exist within matlab/toolbox are not converted to fixed-point.

In the current example, the MATLAB testbench 'mlhdlc_filter_tb' has a single call to the design function 'mlhdlc_filter'. The testbench calls the design with floating-point inputs and accumulates the floating-point results for plotting.

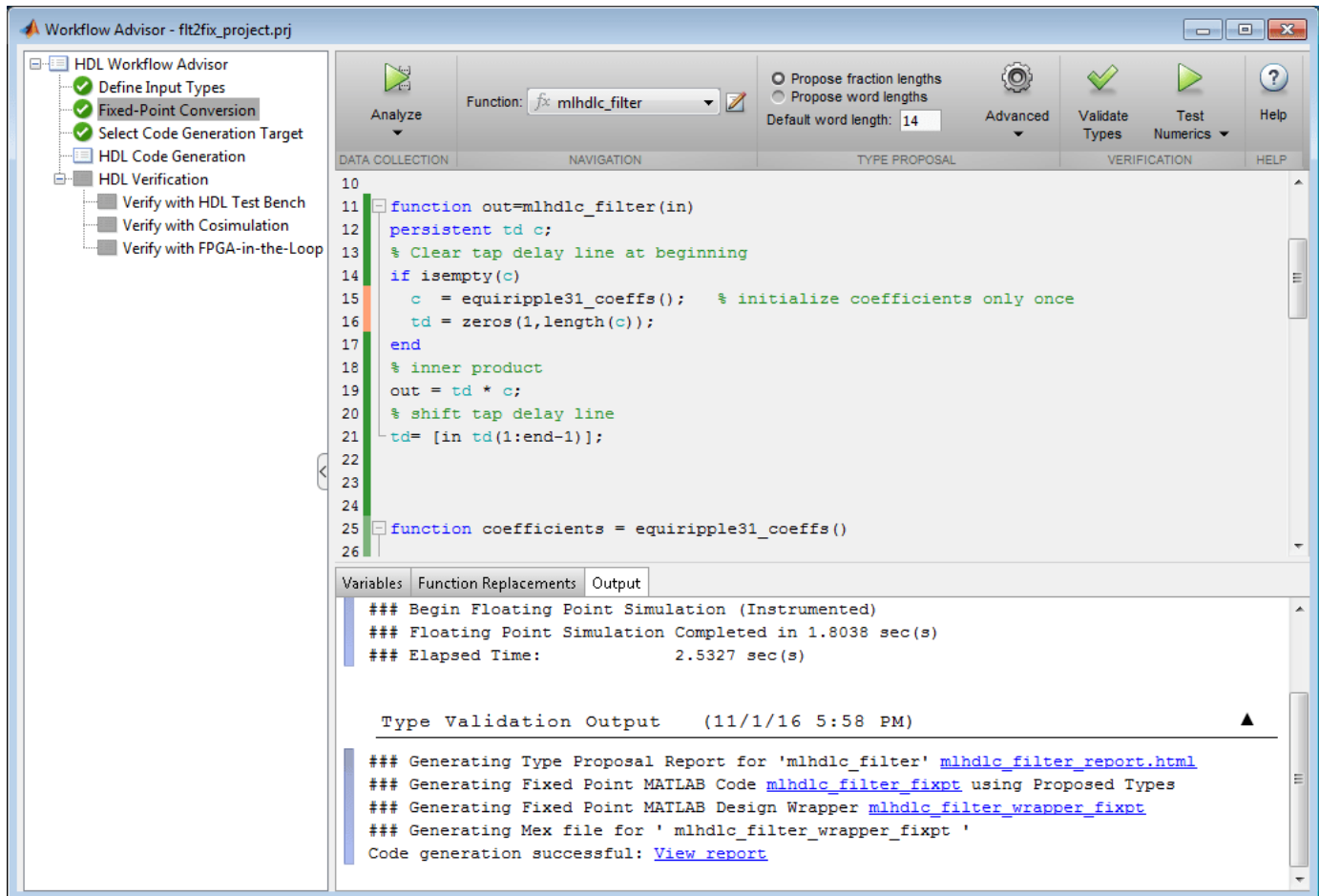
Validate Types

During the type validation step, fixed-point code is generated for this design and compiled to verify that there are no errors when applying the types. The output files will have the following structure.



The following steps are performed during fixed-point type validation process:

- 1 The design file 'mlhdlc_filter.m' is converted to fixed-point to generate fixed-point MATLAB code, 'mlhdlc_filter_fixpt.m' (3).
- 2 All user-written functions called in the floating-point design are converted to fixed point and included in the generated design file.
- 3 A new design wrapper file is created, called 'mlhdlc_filter_wrapper_fixpt.m' (2). This file converts the floating-point data values supplied by the testbench to the fixed-point types determined for the design inputs during the conversion step. These fixed point values are fed into the converted fixed-point design, 'mlhdlc_filter_fixpt.m'.
- 4 'mlhdlc_filter_fixpt.m' will be used for HDL code generation.
- 5 All the generated fixed-point files are stored in the output directory 'codegen/mlhdlc_filter/fixpt'.



Click the links to the generated code in the Workflow Advisor log Window to examine the generated fixed-point design and wrapper.

Clean up the Generated Files

Run the following commands to clean up the temporary project folder.

```

mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlcflt2fix'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');

```

Fixed-Point Type Conversion and Derived Ranges

This example shows how to achieve your desired numerical accuracy when converting fixed-point MATLAB® code to floating-point code using static range analysis which helps to compute derived ranges of the variables from design ranges.

Introduction

The floating-point to fixed-point conversion workflow in HDL Coder™ includes the following steps:

- 1 Verify the floating-point design is compatible for code generation.
- 2 Compute fixed-point types based on the simulation of the testbench.
- 3 Generate readable and traceable fixed-point MATLAB® code.
- 4 Verify the generated fixed-point design.

However, the fixed-point types proposed from the simulation depends on the quality of the testbench. Sometimes it is hard to write testbenches which completely cover paths of the design representing full design ranges of all the variables. Static analysis based workflow can be used in such cases to compute derived ranges from design ranges.

This tutorial uses a symmetric FIR filter whose output signal is integrated over time.

MATLAB Design

The MATLAB code used in this example implements a simple Kalman filter. This example also contains a MATLAB testbench that exercises the filter.

```
design_name = 'mlhdlc_dti';
testbench_name = 'mlhdlc_dti_tb';
```

- 1 MATLAB Design: mlhdlc_dti
- 2 MATLAB testbench: mlhdlc_dti_tb

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlcflt2fixdmm'];

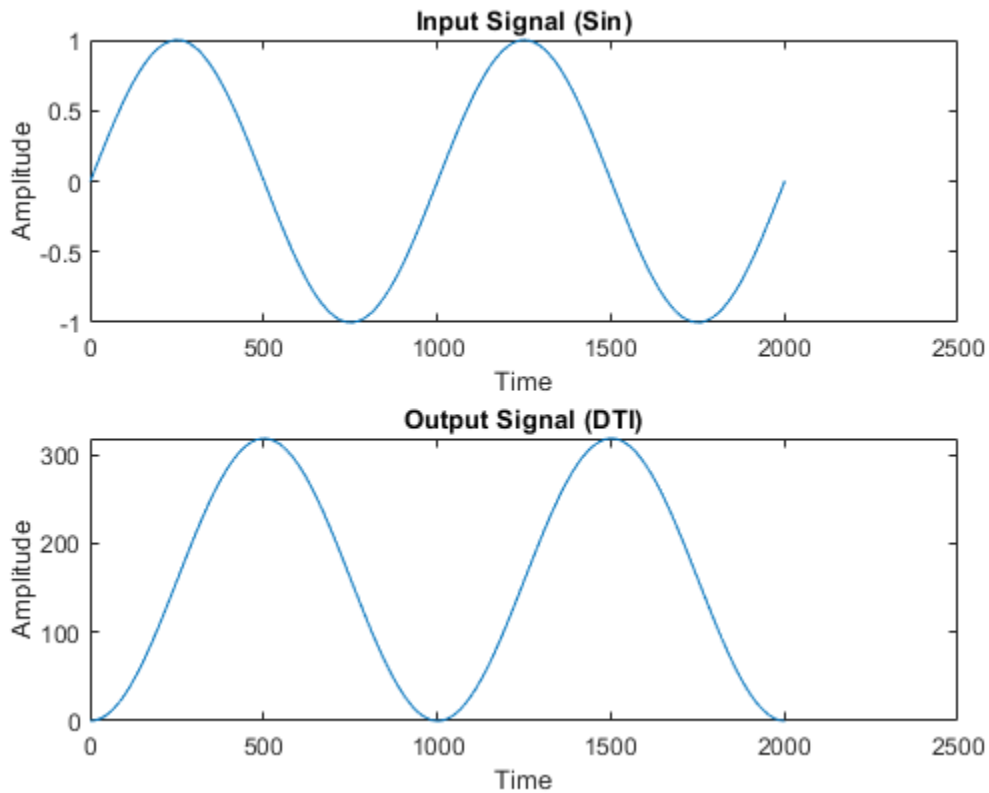
% create a temporary folder and copy the MATLAB files
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Simulate the Design

Simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_dti_tb
```



Create a New HDL Coder Project

To create a new project, enter the following command:

```
coder -hdlcoder -new flt2fix_project_dmm
```

Next, add the file 'mlhdlc_dti.m' to the project as the MATLAB Function and 'mlhdlc_dti_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Fixed-Point Code Generation Workflow

Perform the following tasks before moving on to the fixed-point type proposal step:

- 1 Click the 'Workflow Advisor' button to launch the HDL Workflow Advisor.
- 2 Choose 'Convert to fixed-point at build time' for the 'Fixed-point conversion' option.
- 3 Click 'Run' button to define input types for the design from the testbench.
- 4 Select the 'Fixed-Point Conversion' workflow step.
- 5 Click 'Analyze' to execute the instrumented floating-point simulation.

Refer to “Floating-Point to Fixed-Point Conversion” on page 4-49 for a more complete tutorial on these steps.

Determine the Initial Fixed Point Types

After instrumented floating-point simulation completes, you will see 'Fixed-Point Types are proposed' based on the simulation results.

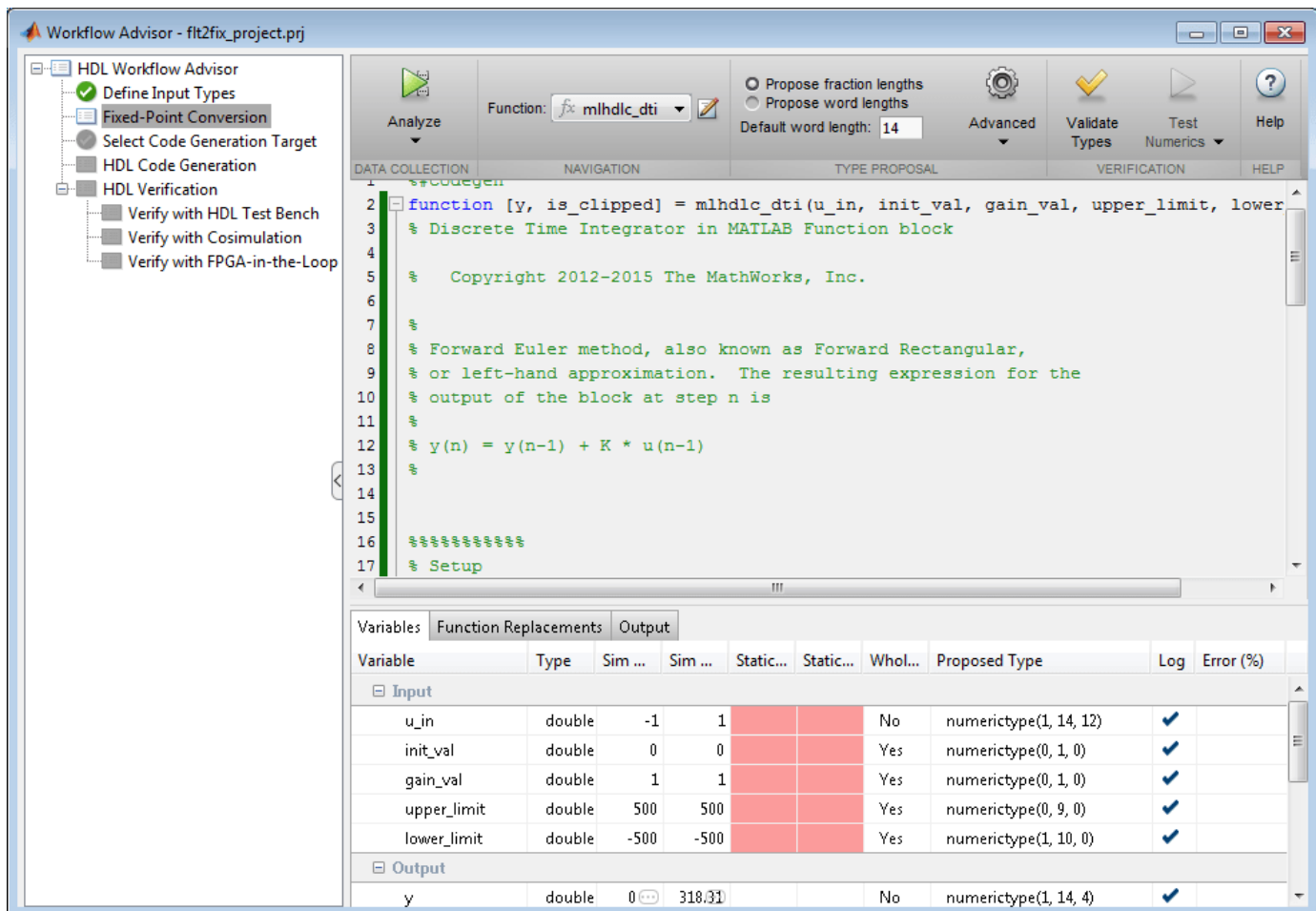
At this step fixed-point types for each variable in the design based on the recorded min/max values of the floating point variables and user input.

Observe the simulation range of the variable 'is_clipped' in the function 'mlhdlc_dti'. You will notice that the simulation range of this variable is a constant value 0. However, if you can observe the code to see that the variable can take values from -1 to -1.

The ranges for the variable can be fixed by updating the testbench. However, it may be desirable to compute program ranges through static analysis.

Entering Design Ranges and Computing Derived Ranges

In this step you can specify design ranges and compute derived ranges through static analysis. Enable derived range analysis by clicking the 'analyze ranges using derived range analysis' checkbox in the 'Analyze' button's menu. The tool will then prompt you to specify design ranges for the inputs variables in the Static Min and Static Max columns.



The screenshot shows the HDL Workflow Advisor interface for a project named 'fit2fix_project.prj'. The 'Fixed-Point Conversion' step is active. The main window displays the MATLAB code for the 'mlhdlc_dti' function. Below the code is a table showing the proposed fixed-point types for various variables.

| Variable | Type | Sim ... | Sim ... | Static... | Static... | Whol... | Proposed Type | Log | Error (%) |
|---------------|--------|---------|---------|-----------|-----------|---------|------------------------|-----|-----------|
| Input | | | | | | | | | |
| u_in | double | -1 | 1 | | | No | numerictype(1, 14, 12) | ✓ | |
| init_val | double | 0 | 0 | | | Yes | numerictype(0, 1, 0) | ✓ | |
| gain_val | double | 1 | 1 | | | Yes | numerictype(0, 1, 0) | ✓ | |
| upper_limit | double | 500 | 500 | | | Yes | numerictype(0, 9, 0) | ✓ | |
| lower_limit | double | -500 | -500 | | | Yes | numerictype(1, 10, 0) | ✓ | |
| Output | | | | | | | | | |
| y | double | 0 | 318.31 | | | No | numerictype(1, 14, 4) | ✓ | |

There are multiple ways you can enter design ranges.

- 1 You can manually edit the 'Static Min' and 'Static Max' entries in the table and specify design ranges.
- 2 You can copy the Sim Min and Sim Max for a variable via right-clicking on the table cell (or)
- 3 You can Lock or Specify the Output type to be used as the design range

The screenshot shows the 'Output' tab of a software interface. A table lists variables under 'Input' and 'Output' categories. A context menu is open over the 'Static Min' column of the 'u_in' row, offering options like 'Copy sim range', 'Copy sim ranges for all top-level inputs', 'Copy sim ranges for all persistent variables', 'Copy sim ranges for all global variables', 'Clear this static range', 'Clear all manually entered static ranges', and 'Reset entire table'.

| Variable | Type | Sim ... | Sim ... | Static... | Static... | Whol... | Proposed Type | Log | Error (%) |
|---------------|--------|---------|---------|-----------|-----------|---------|---------------|-----|-----------|
| Input | | | | | | | | | |
| u_in | double | -1 | 1 | | | | | ✓ | |
| init_val | double | 0 | 0 | | | | | ✓ | |
| gain_val | double | 1 | 1 | | | | | ✓ | |
| upper_limit | double | 500 | 500 | | | | | ✓ | |
| lower_limit | double | -500 | -500 | | | | | ✓ | |
| Output | | | | | | | | | |
| y | double | 0 | 318.31 | | | | | ✓ | |
| is_clipped | double | 0 | 0 | | | | | ✓ | |

Once all the necessary design ranges are specified you can click on the 'Analyze' button to use derived range analysis.

The screenshot shows the 'Output' tab after derived range analysis. The table now includes 'Static Min' and 'Static Max' columns. A red box highlights the updated static ranges for the 'y' variable, which are -500 and 500.

| Variable | Type | Sim ... | Sim Max | Static Min | Static Max | Whole N... | Proposed Type | Log | Error (...) |
|-------------------|--------|---------|---------|------------|------------|------------|------------------------|-----|-------------|
| Input | | | | | | | | | |
| u_in | double | -1 | 1 | -1 | 1 | No | numerictype(1, 14, 12) | ✓ | |
| init_val | double | 0 | 0 | 0 | 0 | Yes | numerictype(0, 1, 0) | ✓ | |
| gain_val | double | 1 | 1 | 1 | 1 | Yes | numerictype(0, 1, 0) | ✓ | |
| upper_limit | double | 500 | 500 | 500 | 500 | Yes | numerictype(0, 9, 0) | ✓ | |
| lower_limit | double | -500 | -500 | -500 | -500 | Yes | numerictype(1, 10, 0) | ✓ | |
| Output | | | | | | | | | |
| y | double | 0 | 318.31 | -500 | 500 | No | numerictype(1, 14, 4) | ✓ | |
| is_clipped | double | 0 | 0 | -1 | 1 | Yes | numerictype(1, 2, 0) | ✓ | |
| Persistent | | | | | | | | | |

Notice that the derived range of the variable now includes values taken in all paths of the control flow.

Insufficient design ranges

Sometimes specifying ranges for input variables alone may not be sufficient for certain designs. For example in a MATLAB design implementing a counter using a persistent variable, the range of the variable depends on number of times the design is called. In such situations you will see computed derived static ranges for the variable reported as $-\text{Inf}$ or $+\text{Inf}$. When these imprecise ranges appear please consider specifying ranges for such persistent variables.

Clean up the Generated Files

Run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlcflt2fix'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```


Generate HDL-compatible lookup table function replacements using 'coder.approximate'

This example shows MATLAB code generation from a floating-point MATLAB® design that is not ready for code generation. We use 'coder.approximate' function to generate a lookup table based MATLAB function. This newly generated function is ready for HDL code generation (not shown in this demo).

Introduction

The MATLAB code used in the example is sigmoid function, which is used for threshold detection and decision making problems. For example neural networks use sigmoid functions with appropriate thresholds to 'train' systems for learning patterns.

MATLAB Design

```
design_name = 'mlhdlc_approximate_sigmoid';  
testbench_name = 'mlhdlc_approximate_sigmoid_tb';
```

Lets look at the Sqrt Design

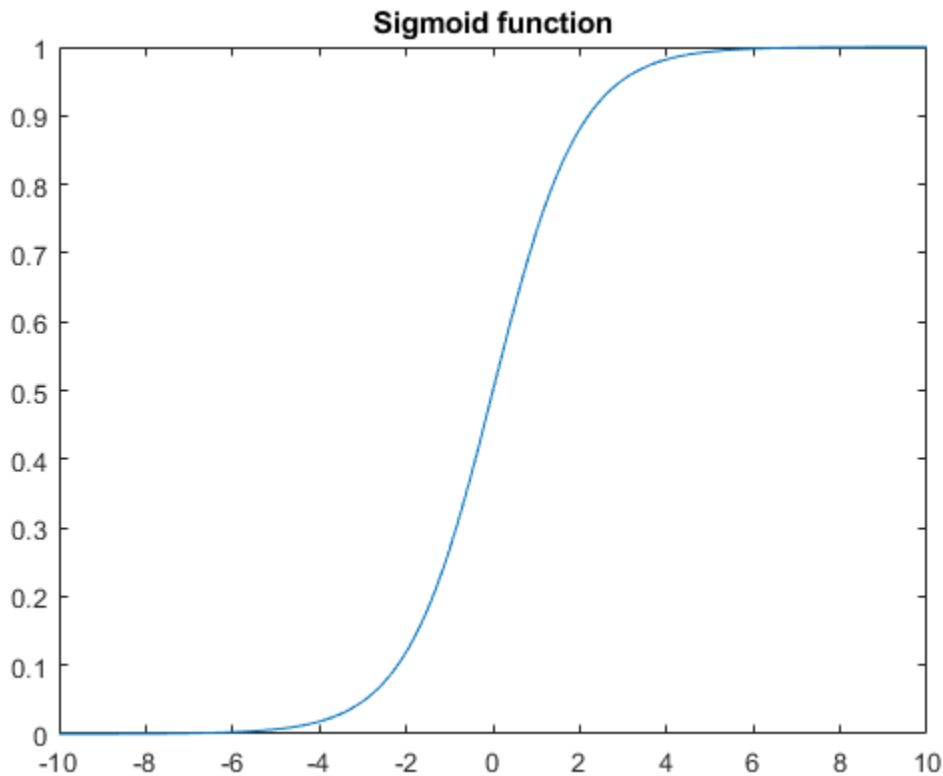
```
dbtype(design_name)
```

```
1     function y = mlhdlc_approximate_sigmoid( x )  
2     %  
3  
4     %   Copyright 2014-2015 The MathWorks, Inc.  
5  
6         y = 1./(1+exp(-x));  
7     end
```

Simulate the Design

It is always a good practice to simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_approximate_sigmoid_tb
```



- 1 MATLAB Design: mlhdlc_approximate_sigmoid
- 2 MATLAB testbench: mlhdlc_approximate_sigmoid_tb

We can use `coder.approximate` to generate a lookup-table based replacement function for 'mlhdlc_approximate_sigmoid'

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_fixpt_approximate'];
```

```
% create a temporary folder and copy the MATLAB files
```

```
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);
```

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '_design.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Generate fixed-point lookup-table replacements

```
repCfg = coder.approximation('Function', 'mlhdlc_approximate_sigmoid', 'CandidateFunction', @mlhdlc_approximate_sigmoid, 'NumberOfPoints', 50, 'InputRange', [-10, 10], 'FunctionNamePrefix', 'repsig');
coder.approximate(repCfg);
```

First the fixed-point conversion completes with appropriate function replacements, and following console message,

```
### Generating approximation for 'sigmoid' : repsiglookuptable.m  
### Generating testbench for 'sigmoid' : repsiglookuptable_tb.m  
### LookupTable replacement for function 'sigmoid' used 50 data points
```

This should generate the MATLAB files 'repsig_lookuptable_tb', and 'repsig_lookuptable' containing the testbench and design respectively.

Test the replacement functions

To visually see the degree of match between lookup-table based replacement function and the original function use the testbench,

```
repsig_lookuptable_tb();
```

Clean up the Generated Files

You can run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');  
mlhdlc_temp_dir = [tempdir 'mlhdlc_fixpt_approximate'];  
clear mex;  
cd (mlhdlc_demo_dir);  
rmdir(mlhdlc_temp_dir, 's');
```


Code Generation

- “Create and Set Up Your Project” on page 5-2
- “Specify Properties of Entry-Point Function Inputs” on page 5-4
- “Code Generation Reports” on page 5-7
- “Generate Instantiable Code for Functions” on page 5-11
- “Integrate Custom HDL Code Into MATLAB Design” on page 5-12
- “Enable MATLAB Function Block Generation” on page 5-17
- “System Design with HDL Code Generation from MATLAB and Simulink” on page 5-18
- “Specify the Clock Enable Rate” on page 5-21
- “Specify Test Bench Clock Enable Toggle Rate” on page 5-23
- “Generate an HDL Coding Standard Report from MATLAB” on page 5-25
- “Generate an HDL Lint Tool Script” on page 5-28
- “Generate HDL code from MATLAB functions using automated lookup table generation” on page 5-30
- “Generate Board-Independent IP Core from MATLAB Algorithm” on page 5-35
- “Minimize Clock Enables” on page 5-37

Create and Set Up Your Project

In this section...

“Create a New Project” on page 5-2

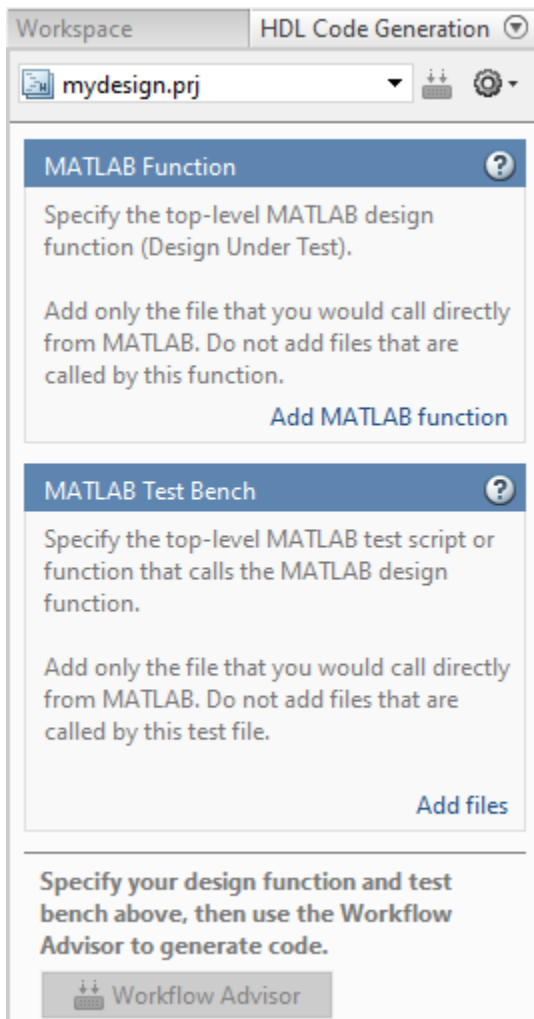
“Open an Existing Project” on page 5-3

“Add Files to the Project” on page 5-3

Create a New Project

- 1 At the MATLAB command line, enter:
`hdlcoder`
- 2 Enter a project name in the project dialog box and click **OK**.

HDL Coder creates the project in the local working folder, and, by default, opens the project in the right side of the MATLAB workspace.



Alternatively, you can create a new HDL Coder project from the apps gallery:

- 1 On the **Apps** tab, on the far right of the **Apps** section, click the arrow ▾.
- 2 Under **Code Generation**, click **HDL Coder**.
- 3 Enter a project name in the project dialog box and click **OK**.

Open an Existing Project

At the MATLAB command line, enter:

```
open project_name
```

where *project_name* specifies the full path to the project file.

Alternatively, navigate to the folder that contains your project and double-click the `.prj` file.

Add Files to the Project

Add the MATLAB Function (Design Under Test)

First, you must add the MATLAB file from which you want to generate code to the project. Add only the top-level function that you call from MATLAB (the Design Under Test). Do not add files that are called by this file. Do not add files that have spaces in their names. The path must not contain spaces, as spaces can lead to code generation failures in certain operating system configurations.

To add a file, do one of the following:

- In the project pane, under **MATLAB Function**, click the **Add MATLAB function** link and browse to the file.
- Drag a file from the current folder and drop it in the project pane under **MATLAB Function**.

If the functions that you added have inputs, and you do not specify a test bench, you must define these inputs. See “Specify Properties of Entry-Point Function Inputs” on page 5-4.

Add a MATLAB Test Bench

You must add a MATLAB test bench unless your design does not need fixed-point conversion and you do not want to generate an RTL test bench. If you do not add a test bench, you must define the inputs to your top-level MATLAB function. For more information, see “Specify Properties of Entry-Point Function Inputs” on page 5-4.

To add a test bench, do one of the following:

- In the project panel, under **MATLAB Test Bench**, click the **Add MATLAB test bench** link and browse to the file.
- Drag a file from the current folder and drop it in the project pane under **MATLAB Test Bench**.

Specify Properties of Entry-Point Function Inputs

In this section...

“When to Specify Input Properties” on page 5-4

“Why You Must Specify Input Properties” on page 5-4

“Properties to Specify” on page 5-4

“Rules for Specifying Properties of Primary Inputs” on page 5-5

“Methods for Defining Properties of Primary Inputs” on page 5-5

When to Specify Input Properties

If you supply a test bench for your MATLAB algorithm, you do not need to specify the primary function inputs manually. The HDL Coder software uses the test bench to infer the data types.

Why You Must Specify Input Properties

HDL Coder must determine the properties of all variables in the MATLAB files at compile time. To infer variable properties in MATLAB files, HDL Coder must be able to identify the properties of the inputs to the *primary* function, also known as the *top-level* or *entry-point* function. Therefore, if your primary function has inputs, you must specify the properties of these inputs, to HDL Coder. If your primary function has no input parameters, HDL Coder can compile your MATLAB file without modification. You do not need to specify properties of inputs to local functions or external functions called by the primary function.

If you use the tilde (~) character to specify unused function inputs in an HDL Coder project, and you want a different type to appear in the generated code, specify the type. Otherwise, the inputs default to real, scalar doubles.

Properties to Specify

If your primary function has inputs, you must specify the following properties for each input.

| For | Specify properties | | | | |
|--------------------|--------------------|------|------------|-------------|--------|
| | Class | Size | Complexity | numerictype | fimath |
| Fixed-point inputs | ✓ | ✓ | ✓ | ✓ | ✓ |
| Other inputs | ✓ | ✓ | ✓ | | |

The following data types are not supported for primary function inputs, although you can use them within the primary function:

- structure
- matrix

Variable-size data is not supported in the test bench or the primary function.

Default Property Values

HDL Coder assigns the following default values for properties of primary function inputs.

| Property | Default |
|-------------|------------|
| class | double |
| size | scalar |
| complexity | real |
| numerictype | No default |
| fimath | hdlfimath |

Supported Classes

The following table presents the class names supported by HDL Coder.

| Class Name | Description |
|-------------|---|
| logical | Logical array of true and false values |
| char | Character array |
| int8 | 8-bit signed integer array |
| uint8 | 8-bit unsigned integer array |
| int16 | 16-bit signed integer array |
| uint16 | 16-bit unsigned integer array |
| int32 | 32-bit signed integer array |
| uint32 | 32-bit unsigned integer array |
| single | Single-precision floating-point or fixed-point number array |
| double | Double-precision floating-point or fixed-point number array |
| embedded.fi | Fixed-point number array |

Rules for Specifying Properties of Primary Inputs

When specifying the properties of primary inputs, follow these rules:

- You must specify the class of all primary inputs. If you do not specify the size or complexity of primary inputs, they default to real scalars.
- For each primary function input whose class is fixed point (fi), you must specify the input numerictype and fimath properties.

Methods for Defining Properties of Primary Inputs

| Method | Advantages | Disadvantages |
|--------|------------|---------------|
| | | |

| Method | Advantages | Disadvantages |
|---|---|---|
| <p>“Define Input Properties by Example at the Command Line”</p> <hr/> <p>Note If you define input properties programmatically in the MATLAB file, you cannot use this method</p> | <ul style="list-style-type: none"> • Easy to use • Does not alter original MATLAB code • Designed for prototyping a function that has a few primary inputs | <ul style="list-style-type: none"> • Must be specified at the command line every time you invoke (unless you use a script) • Not efficient for specifying memory-intensive inputs such as large structures and arrays |
| <p>“Define Input Properties Programmatically in the MATLAB File”</p> | <ul style="list-style-type: none"> • Integrated with MATLAB code; no need to redefine properties each time you invoke HDL Coder • Provides documentation of property specifications in the MATLAB code • Efficient for specifying memory-intensive inputs such as large structures | <ul style="list-style-type: none"> • Uses complex syntax • HDL Coder project files do not currently recognize properties defined programmatically. If you are using a project, you must reenter the input types in the project. |

See Also

Code Generation Reports

In this section...

“Report Generation” on page 5-7
“Report Location” on page 5-7
“Errors and Warnings” on page 5-8
“Files and Functions” on page 5-8
“MATLAB Source” on page 5-8
“MATLAB Variables” on page 5-9
“Additional Reports” on page 5-10
“Report Limitations” on page 5-10

HDL Coder produces a code generation report that helps you to:

- Debug code generation issues and verify that your MATLAB code is suitable for code generation.
- View generated HDL code.
- See how the code generator determines and propagates type information for variables and expressions in your MATLAB code.
- Access additional reports.

Report Generation

When you enable report generation, the code generator produces a code generation report. To control generation and opening of a code generation report, use app settings, codegen options, or configuration object properties.

In the HDL Coder app:

- 1 Open the HDL Coder Workflow Advisor.
- 2 In the HDL Code Generation step options, on the **Coding Style** tab, under **Generated Code Comments**, select the **Generate report** check box.

At the command line, use codegen options:

- To generate a report, use the `-report` option.
- To generate and open a report, use the `-launchreport` option.

Alternatively, use configuration object properties:

- To generate a report, set `GenerateReport` to `true`.
- If you want codegen to open the report for you, set `LaunchReport` to `true`.

Report Location

The code generation report is named `report.mldatx`. It is located in the `html` subfolder of the code generation output folder. If you have MATLAB R2018a or later, you can open the `report.mldatx` file by double-clicking it.

Errors and Warnings

View code generation error, warning, and information messages on the **All Messages** tab. To highlight the source code for an error or warning, click the message. It is a best practice to address the first message because subsequent errors and warnings can be related to the first message.

Files and Functions

The report lists MATLAB source functions and generated files. In the **MATLAB Source** pane, the **Function List** view organizes functions according to the containing file. To visualize functions according to the call structure, use the **Call Tree** view.

To view a function in the code pane of the report, click the function in the list. Clicking a function opens the file that contains the function. To edit the selected file in the MATLAB Editor, click **Edit in MATLAB** or click a line number in the code pane.

Specialized Functions or Classes

When a function is called with different types of inputs or a class uses different types for its properties, the code generator produces specializations. In the **MATLAB Source** pane, numbered functions (or classes) indicate specializations. For example:

```
fx fcn > 1
fx fcn > 2
```

MATLAB Source

To view a MATLAB function in the code pane, click the name of the function in the **MATLAB Source** pane. In the code pane, when you pause on a variable or expression, a tooltip displays information about its size, type, and complexity. Additionally, syntax highlighting helps you to identify MATLAB syntax elements and certain code generation attributes, such as whether a function is extrinsic or whether an argument is constant.

Extrinsic Functions

The report identifies an extrinsic function with purple text. The tooltip indicates that the function is extrinsic.

```
Function: callMyExtrinsic
1 function z = callMyExtrinsic(a,b)
2 %#codegen
3 coder.extrinsic('myExtrinsic');
4 z = 0;
5 z = myExtrinsic(a,b);
6 disp(z);
7 end
8
```

EXPRESSION INFO

myExtrinsic(a,b)

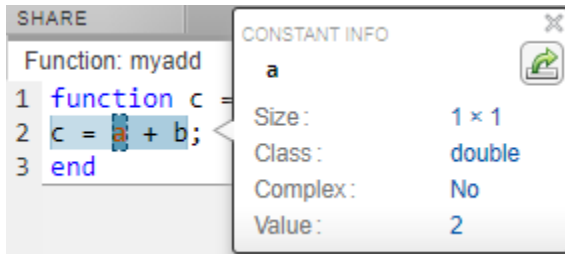
Size: 1 x 1

Class: mxArray


myExtrinsic is an extrinsic function.

Constant Arguments

Orange text indicates a compile-time constant argument to an entry-point function or a specialized function. The tooltip includes the constant value.



Knowing the value of a constant argument helps you to understand the generated function signatures. It also helps you to see when code generation creates function specializations for different constant argument values.

To export the value to a variable in the workspace, click the Export icon .

MATLAB Variables

The **Variables** tab provides information about the variables for the selected MATLAB function. To select a function, click the function in the **MATLAB Source** pane.

The variables table shows:


- Class, size, and complexity
- Properties of fixed-point types

This information helps you to understand type propagation and identify type mismatch errors.

Visual Indicators on the Variables Tab

This table describes the symbols, badges, and other indicators in the variables table.

| Column in the Variables Table | Indicator | Description |
|-------------------------------|-----------|--|
| Name | expander | Variable has elements or properties that you can see by clicking the expander. |
| Name | {:} | Heterogeneous cell array (all elements have the same properties) |
| Name | {n} | nth element of a heterogeneous cell array |

| Column in the Variables Table | Indicator | Description |
|-------------------------------|---|--|
| Class | $v > n$ | v is reused with a different class, size, and complexity. The number n identifies each unique reuse (a reuse with a unique set of properties). When you pause over a renamed variable, the report highlights only the instances of this variable that share the class, size, and complexity. |
| Class | complex prefix | Complex number |
| Class |  | Fixed-point type To see the fixed-point properties, click the badge. |

Additional Reports

The **Summary** tab can have links to these additional reports:

- Conformance report
- Resource report
- “HDL Coding Standard Report” on page 26-2

Report Limitations

- The entry-point summary shows the individual elements of `varargin` and `varargout`, but the variables table does not show them.
- The report does not show full information for unrolled loops. It displays data types of one arbitrary iteration.
- The report does not show information about dead code.

See Also

More About

- “Basic HDL Code Generation and FPGA Synthesis from MATLAB”
- “Generate HDL Code from MATLAB Code Using the Command Line Interface”

Generate Instantiable Code for Functions

In this section...

“How to Generate Instantiable Code for Functions” on page 5-11

“Generate Code Inline for Specific Functions” on page 5-11

“Limitations for Instantiable Code Generation for Functions” on page 5-11

You can use the **Generate instantiable code for functions** option to generate a VHDL entity or Verilog module for each function. The software generates code for each entity or module in a separate file.

How to Generate Instantiable Code for Functions

To enable instantiable code generation for functions in the UI:

- 1 In the HDL Workflow Advisor, select the **HDL Code Generation** task.
- 2 In the **Advanced** tab, select **Generate instantiable code for functions**.

To enable instantiable code generation for functions programmatically, in your `coder.HdlConfig` object, set the `InstantiateFunctions` property to true. For example, to create a `coder.HdlConfig` object and enable instantiable code generation for functions:

```
hdlcfg = coder.config('hdl');
hdlcfg.InstantiateFunctions = true;
```

Generate Code Inline for Specific Functions

If you want to generate instantiable code for some functions but not others, enable the option to generate instantiable code for functions, and use `coder.inline`. See `coder.inline` for details.

Limitations for Instantiable Code Generation for Functions

The software generates code inline when:

- Function calls are within conditional code or `for` loops.
- Any function is called with a nonconstant `struct` input.
- The function has state, such as a persistent variable, and is called multiple times.
- There is an enumeration anywhere in the design function.

See Also

`coder.HdlConfig` | `coder.FixPtConfig`

Related Examples

- “Generating Modular HDL Code for Functions”

Integrate Custom HDL Code Into MATLAB Design

`hdl.BlackBox` provides a way to include custom HDL code, such as legacy or handwritten HDL code, in a MATLAB design intended for HDL code generation.

When you create a user-defined System object that inherits from `hdl.BlackBox`, you specify a port interface and simulation behavior that matches your custom HDL code.

HDL Coder simulates the design in MATLAB using the behavior you define in the System object. During code generation, instead of generating code for the simulation behavior, the coder instantiates a module with the port interface you specify in the System object.

To use the generated HDL code in a larger system, you include the custom HDL source files with the rest of the generated code.

In this section...

“Define the `hdl.BlackBox` System object” on page 5-12

“Use System object In MATLAB Design Function” on page 5-13

“Generate HDL Code” on page 5-14

“Limitations for `hdl.BlackBox`” on page 5-16

Define the `hdl.BlackBox` System object

- 1 Create a user-defined System object that inherits from `hdl.BlackBox`.
- 2 Configure the black box interface to match the port interface for your custom HDL code by setting `hdl.BlackBox` properties in the System object.
- 3 Define the `step` method such that its simulation behavior matches the custom HDL code.

Alternatively, the System object you define can inherit from both `hdl.BlackBox` and the `matlab.system.mixin.Nondirect` class, and you can define `output` and `update` methods to match the custom HDL code simulation behavior.

Example Code

For example, the following code defines a System object, `CounterBbox`, that inherits from `hdl.BlackBox` and represents custom HDL code for a counter that increments until it reaches a threshold. The `CounterBbox` `reset` and `step` methods model the custom HDL code behavior.

```
classdef CounterBbox < hdl.BlackBox % derive from hdl.BlackBox class
    %Counter: Count up to a threshold.
    %
    % This is an example of a discrete-time System object with state
    % variables.
    %
    properties (Nontunable)
        Threshold = 1
    end

    properties (DiscreteState)
        % Define discrete-time states.
        Count
    end
end
```



```

methods
    function obj = CounterBbox(varargin)
        % Support name-value pair arguments
        setProperties(obj,nargin,varargin{:});
        obj.NumInputs = 1; % define number of inputs
        obj.NumOutputs = 1; % define number of inputs
    end
end

methods (Access=protected)
    % Define simulation behavior.
    % For code generation, the coder uses your custom HDL code instead.
    function resetImpl(obj)
        % Specify initial values for DiscreteState properties
        obj.Count = 0;
    end

    function myout = stepImpl(obj, myin)
        % Implement algorithm. Calculate y as a function of
        % input u and state.
        if (myin > obj.Threshold)
            obj.Count = obj.Count + 1;
        end
        myout = obj.Count;
    end
end
end
end

```

Use System object In MATLAB Design Function

After you define your System object, use it in the MATLAB design function by creating an instance and calling its `step` method.

To generate code, you also need to create a test bench function that exercises the top-level design function.

Example Code

The following example code shows a top-level design function that creates an instance of the `CounterBbox` and calls its `step` method.

```

function [y1, y2] = topLevelDesign(u)

persistent mybboxObj myramObj
if isempty(mybboxObj)
    mybboxObj = CounterBbox; % instantiate the black box
    myramObj = hdl.RAM('RAMType', 'Dual port');
end

y1 = step(mybboxObj, u); % call the system object step method
[~, y2] = step(myramObj, uint8(10), uint8(0), true, uint8(20));

```

The following example code shows a test bench function for the `topLevelDesign` function.

```

clear topLevelDesign
y1 = zeros(1,200);

```

```

y2 = zeros(1,200);
for ii=1:200
    [y1(ii), y2(ii)] = topLevelDesign(ii);
end
plot([1:200], y2)

```

Generate HDL Code

Generate HDL code using the design function and test bench code.

When you use the generated HDL code, include your custom HDL code with the generated HDL files.

Example Code

In the following generated VHDL code for the CounterBbox example, you can see that the CounterBbox instance in the MATLAB code maps to an HDL component definition and instantiation, but HDL code is not generated for the step method.

```

LIBRARY IEEE;
USE IEEE.std_logic_1164.ALL;
USE IEEE.numeric_std.ALL;

ENTITY foo IS
    PORT( clk           : IN    std_logic;
          reset        : IN    std_logic;
          clk_enable   : IN    std_logic;
          u            : IN    std_logic_vector(7 DOWNTO 0); -- uint8
          ce_out       : OUT   std_logic;
          y1           : OUT   real; -- double
          y2           : OUT   std_logic_vector(7 DOWNTO 0) -- uint8
        );
END foo;

ARCHITECTURE rtl OF foo IS

    -- Component Declarations
    COMPONENT CounterBbox
        PORT( clk           : IN    std_logic;
              clk_enable   : IN    std_logic;
              reset        : IN    std_logic;
              myin         : IN    std_logic_vector(7 DOWNTO 0); -- uint8
              myout        : OUT   real -- double
            );
    END COMPONENT;

    COMPONENT DualPortRAM_Inst0
        PORT( clk           : IN    std_logic;
              enb           : IN    std_logic;
              wr_din        : IN    std_logic_vector(7 DOWNTO 0); -- uint8
              wr_addr       : IN    std_logic_vector(7 DOWNTO 0); -- uint8
              wr_en         : IN    std_logic;
              rd_addr       : IN    std_logic_vector(7 DOWNTO 0); -- uint8
              wr_dout       : OUT   std_logic_vector(7 DOWNTO 0); -- uint8
              rd_dout       : OUT   std_logic_vector(7 DOWNTO 0) -- uint8
            );
    END COMPONENT;

```

```

-- Component Configuration Statements
FOR ALL : CounterBbox
  USE ENTITY work.CounterBbox(rtl);

FOR ALL : DualPortRAM_Inst0
  USE ENTITY work.DualPortRAM_Inst0(rtl);

-- Signals
SIGNAL enb          : std_logic;
SIGNAL varargout_1  : real := 0.0; -- double
SIGNAL tmp          : unsigned(7 DOWNT0 0); -- uint8
SIGNAL tmp_1        : unsigned(7 DOWNT0 0); -- uint8
SIGNAL tmp_2        : std_logic;
SIGNAL tmp_3        : unsigned(7 DOWNT0 0); -- uint8
SIGNAL varargout_1_1 : std_logic_vector(7 DOWNT0 0); -- ufix8
SIGNAL varargout_2  : std_logic_vector(7 DOWNT0 0); -- ufix8

BEGIN
  u_CounterBbox : CounterBbox
    PORT MAP( clk => clk,
              clk_enable => enb,
              reset => reset,
              myin => u, -- uint8
              myout => varargout_1 -- double
            );

  u_DualPortRAM_Inst0 : DualPortRAM_Inst0
    PORT MAP( clk => clk,
              enb => enb,
              wr_din => std_logic_vector(tmp), -- uint8
              wr_addr => std_logic_vector(tmp_1), -- uint8
              wr_en => tmp_2,
              rd_addr => std_logic_vector(tmp_3), -- uint8
              wr_dout => varargout_1_1, -- uint8
              rd_dout => varargout_2 -- uint8
            );

  enb <= clk_enable;

  y1 <= varargout_1;

  --y2 = u;
  tmp <= to_unsigned(2#00001010#, 8);

  tmp_1 <= to_unsigned(2#000000000#, 8);

  tmp_2 <= '1';

  tmp_3 <= to_unsigned(2#00010100#, 8);

  ce_out <= clk_enable;

  y2 <= varargout_2;

END rtl;

```

Limitations for hdl.BlackBox

You cannot use `hdl.BlackBox` to assign values to a VHDL generic or Verilog parameter in your custom HDL code.

See Also

`hdl.BlackBox`

Related Examples

- “Generate Board-Independent IP Core from MATLAB Algorithm” on page 5-35

Enable MATLAB Function Block Generation

In this section...

“Requirements for MATLAB Function Block Generation” on page 5-17

“Enable MATLAB Function Block Generation” on page 5-17

“Restrictions for MATLAB Function Block Generation” on page 5-17

“Results of MATLAB Function Block Generation” on page 5-17

Requirements for MATLAB Function Block Generation

During HDL code generation, your MATLAB algorithm must go through the floating-point to fixed-point conversion process, even if it is already a fixed-point algorithm.

Enable MATLAB Function Block Generation

Using the GUI

To enable MATLAB Function block generation using the HDL Workflow Advisor:

- 1 In the HDL Workflow Advisor, on the left, click **Code Generation**.
- 2 In the **Advanced** tab, select the **Generate MATLAB Function Black Box** option.

Using the Command Line

To enable MATLAB Function block generation, at the command line, enter:

```
hdlcfg = coder.config('hdl');  
hdlcfg.GenerateMLFcnBlock = true;
```

Restrictions for MATLAB Function Block Generation

The top-level MATLAB design function cannot have input or output arguments with the `struct` data type.

Results of MATLAB Function Block Generation

After you generate HDL code, an untitled model opens containing a MATLAB Function block.

You can use the MATLAB Function block as part of a larger model in Simulink for simulation and further HDL code generation.

To learn more about generating a MATLAB Function block from a MATLAB algorithm, see “System Design with HDL Code Generation from MATLAB and Simulink” on page 5-18.

System Design with HDL Code Generation from MATLAB and Simulink

This example shows how to generate a MATLAB Function block from a MATLAB® design for system simulation, code generation, and FPGA programming in Simulink®.

Introduction

HDL Coder can generate HDL code from both MATLAB® and Simulink®. The coder can also generate a Simulink® component, the MATLAB Function block, from your MATLAB code.

This capability enables you to:

- 1 Design an algorithm in MATLAB;
- 2 Generate a MATLAB Function block from your MATLAB design;
- 3 Use the MATLAB component in a Simulink model of the system;
- 4 Simulate and optimize the system model;
- 5 Generate HDL code; and
- 6 Program an FPGA with the entire system design.

In this example, you will generate a MATLAB Function block from MATLAB code that implements a FIR filter.

MATLAB Design

The MATLAB code used in the example is a simple FIR filter. The example also shows a MATLAB testbench that exercises the filter.

```
design_name = 'mlhdlc_fir';
testbench_name = 'mlhdlc_fir_tb';
```

- 1 Design: mlhdlc_fir
- 2 Test Bench: mlhdlc_fir_tb

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_fir'];
```

```
% Create a temporary folder and copy the MATLAB files
```

```
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);
```

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Simulate the Design

To simulate the design with the test bench prior to code generation to make sure there are no runtime errors, enter the following command:

```
mlhdlc_fir_tb
```

Create a New Project

To create a new HDL Coder project, enter the following command:

```
coder -hdlcoder -new fir_project
```

Next, add the file 'mlhdlc_fir.m' to the project as the MATLAB Function and 'mlhdlc_fir_tb.m' as the MATLAB Test Bench.

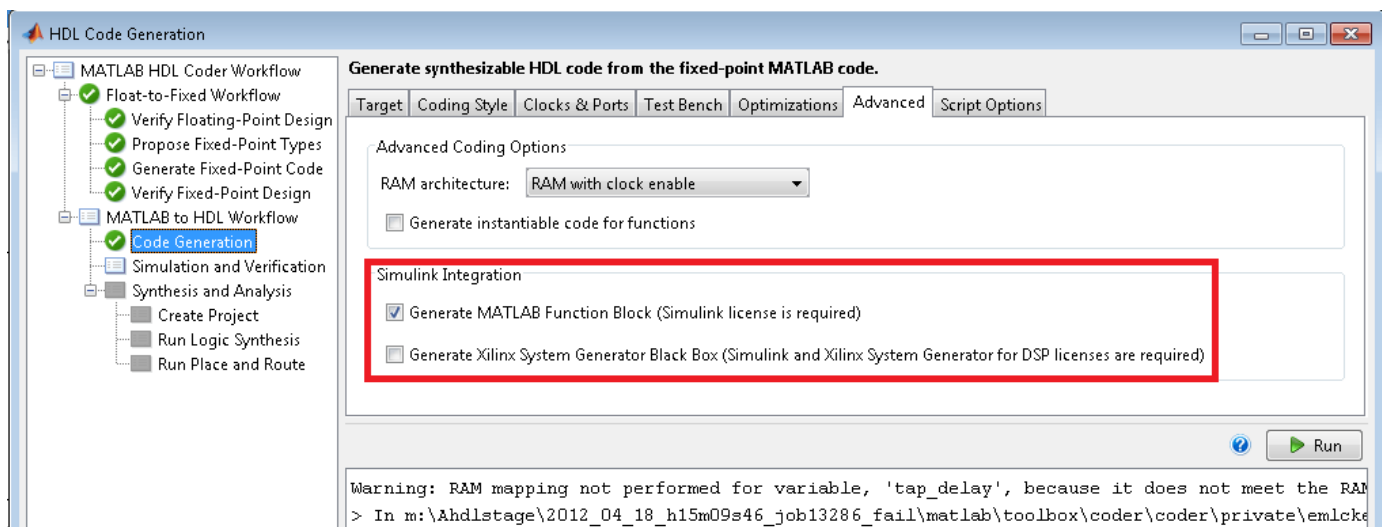
Click the Workflow Advisor button to launch the HDL Workflow Advisor.

Enable the MATLAB Function Block Option

To generate a MATLAB Function block from a MATLAB HDL design, you must have a Simulink license. If the following command returns '1', Simulink is available:

```
license('test', 'Simulink')
```

In the HDL Workflow Advisor Advanced tab, enable the Generate MATLAB Function Block option.



Run Floating-Point to Fixed-Point Conversion and Generate Code

To generate a MATLAB Function block, you must also convert your design from floating-point to fixed-point.

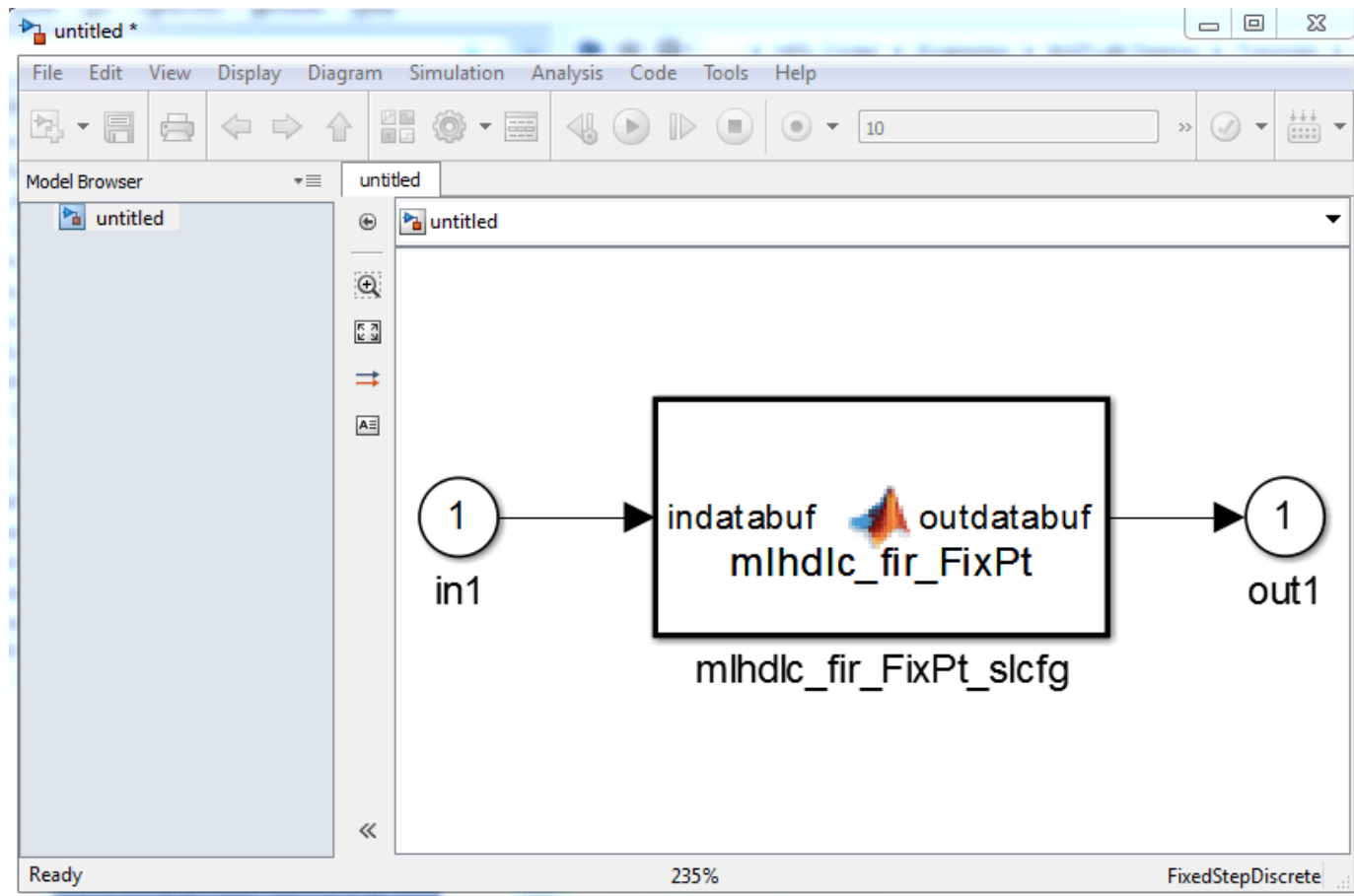
Right-click the 'Code Generation' step and choose the option 'Run to selected task' to run all the steps from the beginning through HDL code generation.

Examine the Generated MATLAB Function Block

An untitled model opens after HDL code generation. It has a MATLAB Function block containing the fixed-point MATLAB code from your MATLAB HDL design. HDL Coder automatically applies settings to the model and MATLAB Function block so that they can simulate in Simulink and generate HDL code.

To generate HDL code from the MATLAB Function block, enter the following command:

```
makehdl('untitled');
```



You can rename and save the new block to use in a larger Simulink design.

Clean Up the Generated Files

You can run the following commands to clean up the temporary project folder:

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_fir'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```


Specify the Clock Enable Rate

In this section...

“Why Specify the Clock Enable Rate?” on page 5-21

“How to Specify the Clock Enable Rate” on page 5-21

Why Specify the Clock Enable Rate?

When HDL Coder performs area optimizations, it might upsample parts of your design (DUT), and thereby introduce an increase in your required DUT clock frequency.

If the coder upsamples your design, it generates a message indicating the ratio between the new clock frequency and your original clock frequency. For example, the following message indicates that your design’s new required clock frequency is 4 times higher than the original frequency:

```
The design requires 4 times faster clock with respect to the base rate = 1
```

This frequency increase introduces a rate mismatch between your input clock enable and output clock enable, because the output clock enable runs at the slower original clock frequency.

With the **Drive clock enable at** option, you can choose whether to drive the input clock enable at the faster rate (**DUT base rate**) or at a rate that is less than or equal to the original clock enable rate (**Input data rate**).

How to Specify the Clock Enable Rate

- 1 In the HDL Workflow Advisor, select **MATLAB to HDL Workflow > Code Generation**. Click the **Clocks & Ports** tab.
- 2 For the **Drive clock enable at** option, select **Input data rate** or **DUT base rate**.

| Drive clock enable at Option | Clock Enable Behavior |
|----------------------------------|--|
| Input data rate (default) | <p>Each assertion of the input clock enable produces an output clock enable assertion.</p> <p>You can assert the input clock enable at a maximum rate of once every N clocks. N = the upsampled clock rate / original clock rate.</p> <p>For example, if you see the message, “The design requires 4 times faster clock with respect to the base rate = 1”, your maximum input clock enable rate is once every 4 clocks.</p> |

| Drive clock enable at Option | Clock Enable Behavior |
|-------------------------------------|--|
| DUT base rate | <p>Input clock enable rate does not match the output clock enable rate. You must assert the input clock enable with your input data N times to get 1 output clock enable assertion. N = the upsampled clock rate / original clock rate.</p> <p>For example, if you see the message, "The design requires 4 times faster clock with respect to the base rate = 1", you must assert the input clock enable 4 times to get 1 output clock enable assertion.</p> |

Specify Test Bench Clock Enable Toggle Rate

In this section...

“When to Specify Test Bench Clock Enable Toggle Rate” on page 5-23

“How to Specify Test Bench Clock Enable Toggle Rate” on page 5-23

When to Specify Test Bench Clock Enable Toggle Rate

When you want the test bench to drive your input data at a slower rate than the maximum input clock enable rate, specify the test bench clock enable toggle rate.

This specification can help you to achieve better test coverage, and to simulate the real world input data rate.

Note The maximum input clock enable rate is once every N clock cycles. N = the upsampled clock rate / original clock rate. Refer to the clock enable behavior for **Input data rate**, in “Specify the Clock Enable Rate” on page 5-21.

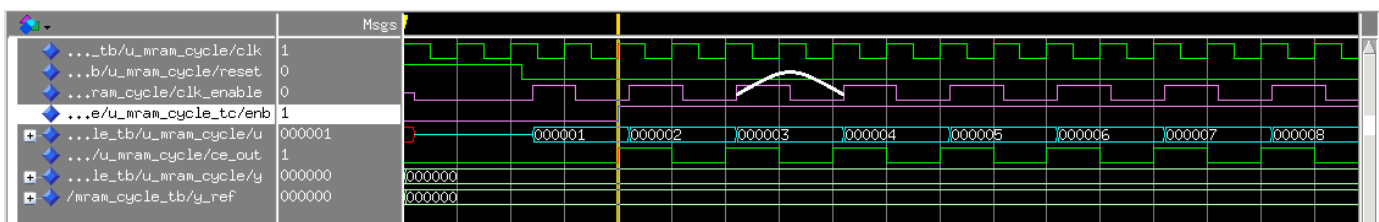
How to Specify Test Bench Clock Enable Toggle Rate

To set your test bench clock enable toggle rate:

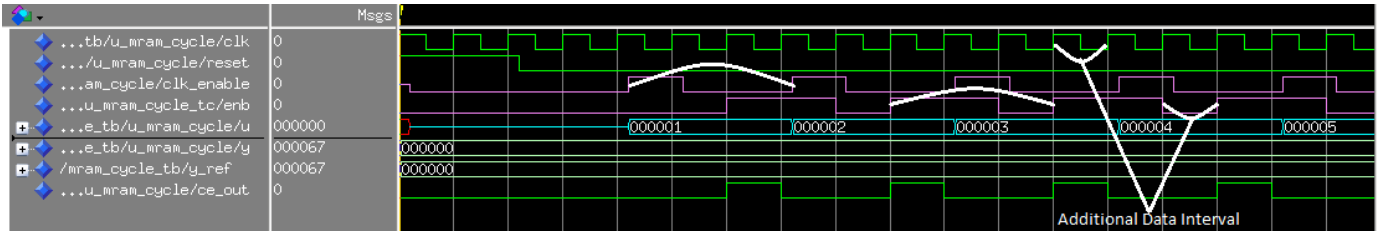
- 1 In the HDL Workflow Advisor, select **MATLAB to HDL Workflow > Code Generation**.
- 2 In the **Clocks & Ports** tab, for the **Drive clock enable at** option, select **Input data rate**.
- 3 In the **Test Bench** tab, for **Input data interval**, enter 0 or an integer greater than the maximum input clock enable interval.

| Input data interval, I | Test Bench Clock Enable Behavior |
|------------------------|---|
| I = 0 (default) | Asserts at the maximum input clock enable rate, or once every N cycles. N = the upsampled clock rate / original clock rate. |
| I < N | Not valid; generates an error. |
| I = N | Same as I = 0. |
| I > N | Asserts every I clock cycles. |

For example, this timing diagram shows clock enable behavior with **Input data interval** = 0. Here, the maximum input clock enable rate is once every 2 cycles.



The following timing diagram shows the same test bench and DUT with **Input data interval** = 3.



Generate an HDL Coding Standard Report from MATLAB

| In this section... |
|---|
| “Using the HDL Workflow Advisor” on page 5-25 |
| “Using the Command Line” on page 5-27 |

You can generate an HDL coding standard report that shows how well your generated code follows industry standards. You can optionally customize the coding standard report and the coding standard rules.

Using the HDL Workflow Advisor

To generate an HDL coding standard report using the HDL Workflow Advisor:

- 1 In the **HDL Code Generation** task, select the **Coding Standards** tab.
- 2 For **HDL coding standard**, select **Industry**.

| Target | Coding Style | Coding Standards | Clocks & Ports | Optimizations | Advanced | Script Options |
|--|--------------|------------------|----------------|---------------|----------|----------------|
| Choose coding standard | | | | | | |
| HDL coding standard: | | Industry | | | | |
| Report options | | | | | | |
| <input type="checkbox"/> Do not show passing rules in coding standard report | | | | | | |
| Basic coding rules | | | | | | |
| <input checked="" type="checkbox"/> Check for duplicate names | | | | | | |
| <input checked="" type="checkbox"/> Check for HDL keywords in design names | | | | | | |
| <input checked="" type="checkbox"/> Check module, instance, entity name length | | | | | | |
| Minimum: | | | 2 | | | |
| Maximum: | | | 32 | | | |
| <input checked="" type="checkbox"/> Check signal, port, parameter name length | | | | | | |
| Minimum: | | | 2 | | | |
| Maximum: | | | 40 | | | |
| RTL description rules | | | | | | |
| <input type="checkbox"/> Check for clock enable signals | | | | | | |
| <input type="checkbox"/> Check for reset signals | | | | | | |
| <input checked="" type="checkbox"/> Check for asynchronous reset signals | | | | | | |
| <input type="checkbox"/> Minimize use of variables | | | | | | |
| <input checked="" type="checkbox"/> Check for initial statements that set RAM initial values | | | | | | |
| <input checked="" type="checkbox"/> Check number of conditional regions | | | | | | |
| Length: | | | 1 | | | |
| <input checked="" type="checkbox"/> Check if-else statement chain length | | | | | | |
| Length: | | | 7 | | | |
| <input checked="" type="checkbox"/> Check if-else statement nesting depth | | | | | | |
| Depth: | | | 3 | | | |
| <input checked="" type="checkbox"/> Check multiplier width | | | | | | |
| Maximum: | | | 16 | | | |
| RTL design rules | | | | | | |
| <input checked="" type="checkbox"/> Check for non-integer constants | | | | | | |
| <input checked="" type="checkbox"/> Check line wrap length | | | | | | |

- 3 Optionally, using the other options in the **Coding Standards** tab, customize the coding standard rules.
- 4 Click **Run** to generate code.

After you generate code, the message window shows a link to the HTML compliance report.

Using the Command Line

To generate an HDL coding standard report using the command line interface, set the `HDLCodingStandard` property to `Industry` in the `coder.HdlConfig` object.

For example, to generate HDL code and an HDL coding standard report for a design, `mlhdlc_sfir`, with a testbench, `mlhdlc_sfir_tb`, enter the following commands:

```
hdlcfg = coder.config('hdl');
hdlcfg.TestBenchName = 'mlhdlc_sfir_tb';
hdlcfg.HDLCodingStandard='Industry';
codegen -config hdlcfg mlhdlc_sfir

### Generating Resource Utilization Report resource_report.html
### Generating default Industry script file mlhdlc_sfir_mlhdlc_sfir_default.prj
### Industry Compliance report with 0 errors, 8 warnings, 4 messages.
### Generating Industry Compliance Report mlhdlc_sfir_Industry_report.html
```

To open the report, click the report link.

You can customize the coding standard report and coding standard rule checks by specifying an HDL coding standard customization object. For example, suppose you have a design, `mlhdlc_sfir`, and testbench, `mlhdlc_sfir_tb`. You can create an HDL coding standard customization object, `cso`, set the maximum if-else statement chain length to 5 by using the `IfElseChain` property, and generate code:

```
hdlcfg = coder.config('hdl');
hdlcfg.TestBenchName = 'mlhdlc_sfir_tb';
hdlcfg.HDLCodingStandard='Industry';
cso = hdlcoder.CodingStandard('Industry');
cso.IfElseChain.length = 5;
hdlcfg.HDLCodingStandardCustomizations = cso;
codegen -config hdlcfg mlhdlc_sfir
```

See Also

Properties

HDL Coding Standard Customization

More About

- “HDL Coding Standard Report” on page 26-2
- “Basic Coding Practices” on page 26-9
- “RTL Description Rules and Checks” on page 26-18
- “RTL Design Methodology Guidelines” on page 26-42

Generate an HDL Lint Tool Script

You can generate a lint tool script to use with a third-party lint tool to check your generated HDL code.

HDL Coder can generate Tcl scripts for the following lint tools:

- Ascent Lint
- HDL Designer
- Leda
- SpyGlass
- Custom

If you specify one of the supported third-party lint tools, you can either generate a default tool-specific script, or customize the script by specifying the initialization, command, and termination names as a character vector. If you want to generate a script for a custom lint tool, you must specify the initialization, command, and termination names.

HDL Coder writes the initialization, command, and termination names to a Tcl script that you can use to run the third-party tool.

How To Generate an HDL Lint Tool Script

Using the HDL Workflow Advisor

- 1 In the HDL Workflow Advisor, select the **HDL Code Generation** task.
- 2 In the **Script Options** tab, select **Lint**.
- 3 For **Choose lint tool**, select **Ascent Lint**, **HDL Designer**, **Leda**, **SpyGlass**, or **Custom**.
- 4 Optionally, enter text to customize the **Lint script initialization**, **Lint script command**, and **Lint script termination** fields. For a custom tool, you must specify these fields.

After you generate code, the command window shows a link to the lint tool script.

Using the Command Line

To generate an HDL lint tool script from the command line, set the `HDLLintTool` property to `AscentLint`, `HDLDesigner`, `Leda`, `SpyGlass` or `Custom` in your `coder.HdlConfig` object.

To disable HDL lint tool script generation, set the `HDLLintTool` property to `None`.

For example, to generate a default SpyGlass lint script using a `coder.HdlConfig` object, *hdlcfg*, enter:

```
hdlcfg.HDLLintTool = 'SpyGlass';
```

After you generate code, the command window shows a link to the lint tool script.

To generate an HDL lint tool script with custom initialization, command, and termination strings, use the `HDLLintTool`, `HDLLintInit`, `HDLLintCmd`, and `HDLLintTerm` properties.

For example, you can use the following command to generate a custom Leda lint script for a DUT subsystem, `sfir_fixed\symmetric_fir`, with custom initialization, termination, and command strings:

```
hdlcfg.HDLLintTool = 'Leda';  
hdlcfg.HDLLintInit = 'myInitialization';  
hdlcfg.HDLLintCmd = 'myCommand %s';  
hdlcfg.HDLLintTerm = 'myTermination';
```

After you generate code, the command window shows a link to the lint tool script.

Custom Lint Tool Command Specification

If you want to generate a lint tool script for a custom lint tool, you must use `%s` as a placeholder for the HDL file name in the generated Tcl script.

For **Lint script command** or `HDLLintCmd`, specify the lint command in the following format:

```
custom_lint_tool_command -option1 -option2 %s
```

For example, to set the `HDLLintCmd` for a `coder.HdlConfig` object, `hdlcfg`, where the lint command is `custom_lint_tool_command -option1 -option2`, enter:

```
hdlcfg.HDLLintCmd = 'custom_lint_tool_command -option1 -option2 %s';
```

Generate HDL code from MATLAB functions using automated lookup table generation

This example shows HDL code generation from a floating-point MATLAB® design that is not ready for code generation in two steps. First we use float2fixed conversion process to generate a lookup table based MATLAB function replacements. Next this new MATLAB replacement function is used to generate the HDL code. However these two steps are opaque to the user due to the way float2fixed and MATLAB HDL Coder are invoked.

Introduction

The MATLAB code used in the example is an implementation of a variable exponent function.

MATLAB Design

```
design_name = 'mlhdlc_replacement_exp';  
testbench_name = 'mlhdlc_replacement_exp_tb';
```

Lets look at the gamma correction Design

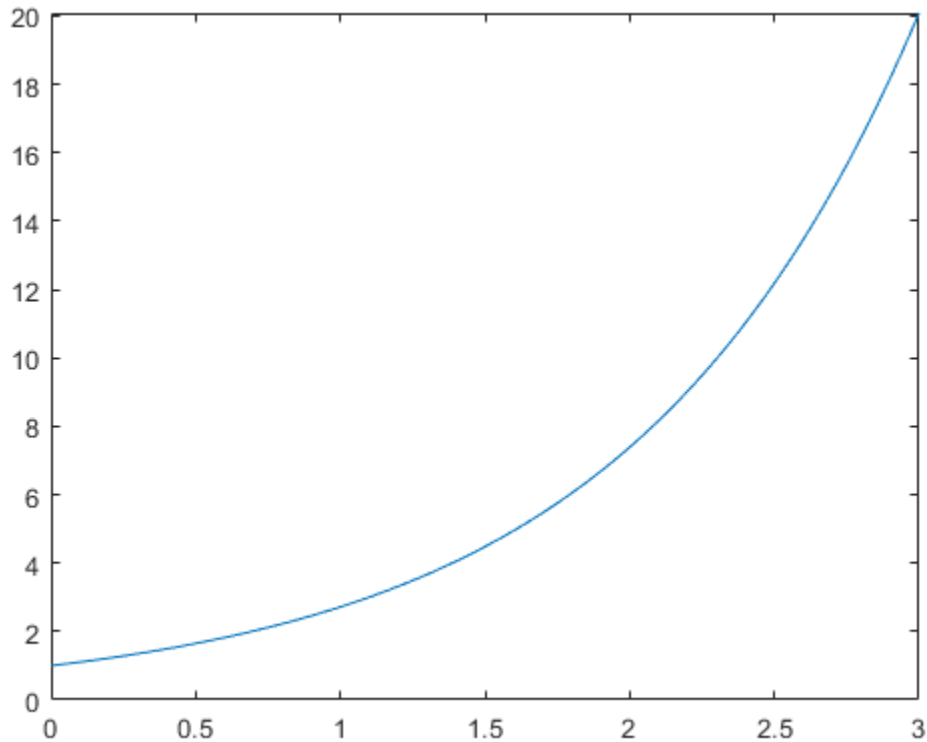
```
dbtype(design_name)
```

```
1     function y = mlhdlc_replacement_exp(u)  
2     %  
3  
4     % Copyright 2014-2015 The MathWorks, Inc.  
5  
6     y = exp(u);  
7  
8     end
```

Simulate the Design

It is always a good practice to simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_replacement_exp_tb
```



- 1 MATLAB Design: [mlhdlc_replacement_exp](#)
- 2 MATLAB testbench: [mlhdlc_replacement_exp_tb](#)

Open the design function `mlhdlc_european_call` by clicking on the above link to notice the use of unsupported fixed-point functions like 'log', and 'exp'.

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = fullfile(tempdir(), 'mlhdlc_replacement_exp');
```

```
% create a temporary folder and copy the MATLAB files
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);
```

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Notes of design and testbench

The design is in the file 'mlhdlc_replacement_exp.m'. The MATLAB Test Bench is in the file 'mlhdlc_replacement_exp_tb.m' which can be run separately. We have illustrated a replacement for exp function as the purpose of this demo. You may alter the testbench for your desired responses.

Generate HDL Code using implicit fixed-point conversion

Your design is in the file 'mlhdlc_replacement_exp.m' where the exponent function is calculated. The MATLAB Test Bench is in the file 'mlhdlc_replacement_exp_tb.m' which can be run separately.

You will note that currently we do not have out-of-the-box fixed-point support for 'exp' functions, at this moment, in the design; this is where we use the "coder.approximation" object to enable a dynamic lookup-table replacement for these 'unsupported functions'. Run the following code as 'runme.m' file to execute the codegeneration steps.

```

Set up the path to your installed synthesis tool. This example uses Vivado(R).
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2019.1\bin\vivado.

clear design_name testbench_name fxpCfg hdlcfg interp_degree
design_name = 'mlhdlc_replacement_exp';
testbench_name = 'mlhdlc_replacement_exp_tb';

interp_degree = 0;

%%    fixed point converter config
fxpCfg = coder.config('fixpt');
fxpCfg.TestBenchName = 'mlhdlc_replacement_exp_tb';
fxpCfg.TestNumerics = true;

%    specify this - for optimized HDL
fxpCfg.DefaultWordLength = 10;

%%    exp - replacement config
mathFcnGenCfg = coder.approximation('exp');
%    generally use to increase accuracy; specify this as power of 2 for optimized HDL
mathFcnGenCfg.NumberOfPoints = 1024;
mathFcnGenCfg.InterpolationDegree = interp_degree; %           can be 0,1,2, or 3
fxpCfg.addApproximation(mathFcnGenCfg);

%%    HDL config object
hdlcfg = coder.config('hdl');

hdlcfg.TargetLanguage = 'Verilog';

hdlcfg.DesignFunctionName = design_name;
hdlcfg.TestBenchName = testbench_name;
hdlcfg.GenerateHDLTestBench=true;

hdlcfg.SimulateGeneratedCode=true;

%If you choose VHDL set the ModelSim compile options as well
%    hdlcfg.TargetLanguage = 'Verilog';
%    hdlcfg.HDLCompileVHDLCmd = 'vcom %s %s -noindexcheck \n';

hdlcfg.ConstantMultiplierOptimization = 'auto'; %optimize out any multipliers from interpolation
hdlcfg.PipelineVariables = 'y u idx_bot x x_idx';%

hdlcfg.InputPipeline = 2;
hdlcfg.OutputPipeline = 2;
hdlcfg.RegisterInputs = true;
hdlcfg.RegisterOutputs = true;

hdlcfg.SynthesizeGeneratedCode = true;
hdlcfg.SynthesisTool = 'Xilinx ISE';
hdlcfg.SynthesisToolChipFamily = 'Virtex7';

```

```

hdlcfg.SynthesisToolDeviceName = 'xc7vh580t';
hdlcfg.SynthesisToolPackageName = 'hcg1155';
hdlcfg.SynthesisToolSpeedValue = '-2G';

%codegen('-config',hdlcfg)

codegen('-float2fixed',fxpCfg,'-config',hdlcfg,'mlhdlc_replacement_exp')

%If you only want to do fixed point conversion and stop/examine the
%intermediate results you can use,

%only F2F conversion
codegen('-float2fixed',fxpCfg,'mlhdlc_replacement_exp')

```

Once you run the 'runme' script, you will see the following output from fixpt converter and HDL Coder. But before we jump ahead, let us see a few notable topics in the config objects to get the fixpt conversion, HDL generation to yield high performance hardware.

Generating high-clockrate circuits Using the number of point for replacement functions as power of 2 is recommended for HDL targets. We also supply the ConstantMultiplierOptimization = 'AUTO' to use best of FCSO or CSD approaches in generated HDL code. Note our use of pipelined variables in HDL Code generation to minimize the clock delays, and improve circuit frequency.

Output and iterative improvements

First the fixed-point conversion completes with appropriate function replacements as,

```

===== Step1: Analyze floating-point code =====
Input types not specified, inferring types by simulating the test bench.
===== Step1a: Verify Floating Point =====
### Analyzing the design 'mlhdlc_replacement_exp'
### Analyzing the test bench(es) 'mlhdlc_replacement_exp_tb'
### Begin Floating Point Simulation (Instrumented)
### Floating Point Simulation Completed in 1.8946 sec(s)
### Elapsed Time: 2.8361 sec(s)

===== Step2: Propose Types based on Range Information =====
===== Step3: Generate Fixed Point Code =====
### Generating Fixed Point MATLAB Code <a href="matlab:edit('codegen/mlhdlc_replacement_exp/fixpt_codegen.m')">
### Generating Fixed Point MATLAB Design Wrapper <a href="matlab:edit('codegen/mlhdlc_replacement_exp/fixpt_codegen_wrapper.m')">
### Generating Mex file for 'mlhdlc_replacement_exp_wrapper_fixpt'
Code generation successful: To view the report, open('codegen/mlhdlc_replacement_exp/fixpt_codegen_report.m')
### Generating Type Proposal Report for 'mlhdlc_replacement_exp' <a href="matlab:web('codegen/mlhdlc_replacement_exp/fixpt_codegen_report.m')">

===== Step4: Verify Fixed Point Code =====

### Begin Fixed Point Simulation : mlhdlc_replacement_exp_tb
### Fixed Point Simulation Completed in 1.9497 sec(s)
### Generating Type Proposal Report for 'mlhdlc_replacement_exp_fixpt' <a href="matlab:web('codegen/mlhdlc_replacement_exp_fixpt_codegen_report.m')">
### Elapsed Time: 2.6488 sec(s)

```

As this is a small design with only one replacement functions you can try different number of points in approximation function generation. Re-examine the generated HDL code and compare it with the previous step.

```

### Begin VHDL Code Generation
### Generating HDL Conformance Report <a href="matlab:web('codegen/mlhdlc_replacement_exp/hdls
### HDL Conformance check complete with 0 errors, 2 warnings, and 0 messages.
### Working on mlhdlc_replacement_exp_fixpt as <a href="matlab:edit('codegen/mlhdlc_replacement
### Generating package file <a href="matlab:edit('codegen/mlhdlc_replacement_exp/hdlsrc/mlhdlc
### The DUT requires an initial pipeline setup latency. Each output port experiences these add
### Output port 0: 12 cycles.
### Output port 1: 12 cycles.

### Generating Resource Utilization Report '<a href="matlab:web('codegen/mlhdlc_replacement_exp

### Begin TestBench generation.
### Accounting for output port latency: 12 cycles.'
### Collecting data...
### Begin HDL test bench file generation with logged samples
### Generating test bench: codegen/mlhdlc_replacement_exp/hdlsrc/mlhdlc_replacement_exp_fixpt_
### Creating stimulus vectors ...

### Simulating the design 'mlhdlc_replacement_exp_fixpt' using 'ModelSim'.
### Generating Compilation Report codegen/mlhdlc_replacement_exp/hdlsrc/mlhdlc_replacement_exp_
### Generating Simulation Report codegen/mlhdlc_replacement_exp/hdlsrc/mlhdlc_replacement_exp_
### Simulation successful.

### Creating Synthesis Project for 'mlhdlc_replacement_exp_fixpt'.
### Synthesis project creation successful.

### Synthesizing the design 'mlhdlc_replacement_exp_fixpt'.
### Generating synthesis report codegen/mlhdlc_replacement_exp/hdlsrc/ise_prj/mlhdlc_replacemen
### Synthesis successful.

```

Examine the Synthesis Results Run the logic synthesis step with the following default options if you have ISE installed on your machine. In the synthesis report, note the clock frequency reported by the synthesis tool without any optimization options enabled. Typically timing performance of this design using Xilinx ISE synthesis tool for the **Virtex7** chip family, device **xc7vh580t**, package **hcg1155**, speed grade -2G, with a high clock speed in order of 300 MHz.

Clean up the Generated Files

You can run the following commands to clean up the temporary project folder.

```

mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_replacement_exp'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');

```

Generate Board-Independent IP Core from MATLAB Algorithm

In this section...

“Requirements and Limitations for IP Core Generation” on page 5-35

“Generate Board-Independent IP Core” on page 5-35

When you open the HDL Workflow Advisor and run the IP Core Generation workflow for your Simulink model, you can specify a generic Xilinx® platform or a generic Intel® platform. The workflow then generates a generic IP core that you can integrate into any target platform of your choice. For IP core integration, define and register a custom reference design for your target board.

Requirements and Limitations for IP Core Generation

You cannot generate an HDL IP core without any AXI4 slave interface. At least one DUT port must map to an AXI4 or AXI4-Lite interface. To generate an HDL IP core without any AXI4 slave interfaces, use the Simulink IP core generation workflow. For more information, see “Generate Board-Independent HDL IP Core from Simulink Model” on page 40-20.

In the same IP core, you cannot map to both an AXI4 interface and AXI4-Lite interface.

AXI4-Lite Interface Restrictions

- The inputs and outputs must have a bit width less than or equal to 32 bits.
- The input and outputs must be scalar.

AXI4-Stream Video Interface Restrictions

- Ports must have a 32-bit width.
- Ports must be scalar.
- You can have a maximum of one input video port and one output video port.
- The AXI4-Stream Video interface is not supported in **Coprocessing - blocking Processor/FPGA synchronization** must be set to Free running mode. Coprocessing – blocking mode is not supported.

Generate Board-Independent IP Core

To generate a board-independent IP core to use in an embedded system integration environment, such as Intel Qsys, Xilinx EDK, or Xilinx IP Integrator:

- 1 Create an HDL Coder project containing your MATLAB design and test bench, or open an existing project.
- 2 In the HDL Workflow Advisor, define input types and perform fixed-point conversion.

To learn how to convert your design to fixed-point, see “Basic HDL Code Generation and FPGA Synthesis from MATLAB”.

- 3 In the HDL Workflow Advisor, in the **Select Code Generation Target** task:
 - **Workflow:** Select IP Core Generation.
 - **Platform:** Select Generic Xilinx Platform or Generic Altera Platform.

Depending on your selection, the code generator automatically sets the **Synthesis tool**. For example, if you select Generic Xilinx Platform, **Synthesis tool** automatically changes to Xilinx Vivado.

- **Additional source files:** If you are using an `hdl.BlackBox` System object to include existing Verilog or VHDL code, enter the file names. Enter each file name manually, separated with a semicolon (;), or by using the ... button. The source file language must match your target language.
- 4 In the **Set Target Interface** step, for each port, select an option from the **Target Platform Interfaces** drop-down list.

| Port Name | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|-------------------|----------------------|----------------------------|--------------------------------|
| Inport | | | |
| Blink_frequency_1 | numerictype(0, 4, 0) | AXI4 | x"100" |
| Blink_direction | numerictype(0, 1, 0) | AXI4 | x"104" |
| Outport | | | |
| LED | numerictype(0, 8, 0) | External Port | |
| Read_back | numerictype(0, 8, 0) | AXI4 | x"108" |

- 5 In the **HDL Code Generation** step, optionally specify code generation options, then click **Run**.

In the HDL Workflow Advisor message pane, click the IP core report link to view detailed documentation for your generated IP core.

See Also

Classes

`hdlcoder.Board` | `hdlcoder.ReferenceDesign`

Related Examples

- “Generate Custom HDL IP Core for Blinking LED on FPGA Board” on page 40-153

More About

- “Custom IP Core Generation” on page 40-10
- “Board and Reference Design Registration System” on page 41-55

Minimize Clock Enables

In this section...

“Using the GUI” on page 5-37

“Using the Command Line” on page 5-37

“Limitations” on page 5-38

By default, HDL Coder generates code in a style that is intended to map to registers with clock enables, and the DUT has a top-level clock enable port.

If you do not want to generate registers with clock enables, you can minimize the clock enable logic. For example, if your target hardware contains registers without clock enables, you can save hardware resources by minimizing the clock enable logic.

The following VHDL code shows the default style of generated code, which uses clock enables. The `enb` signal is the clock enable:

```
Unit_Delay_process : PROCESS (clk, reset)
BEGIN
  IF reset = '1' THEN
    Unit_Delay_out1 <= to_signed(0, 32);
  ELSIF clk'EVENT AND clk = '1' THEN
    IF enb = '1' THEN
      Unit_Delay_out1 <= In1_signed;
    END IF;
  END IF;
END PROCESS Unit_Delay_process;
```

The following VHDL code shows the style of code you generate if you minimize clock enables:

```
Unit_Delay_process : PROCESS (clk, reset)
BEGIN
  IF reset = '1' THEN
    Unit_Delay_out1 <= to_signed(0, 32);
  ELSIF clk'EVENT AND clk = '1' THEN
    Unit_Delay_out1 <= In1_signed;
  END IF;
END PROCESS Unit_Delay_process;
```

Using the GUI

To minimize clock enables, in the HDL Workflow Advisor, on the **HDL Code Generation > Set Code Generation Options > Set Optimization Options > General** tab, select **Minimize clock enables**.

Using the Command Line

To minimize clock enables, in the `coder.HdlConfig` configuration object, set the `MinimizeClockEnables` property to `true`. For example:

```
hdlCfg = coder.config('hdl')
hdlCfg.MinimizeClockEnables = true;
```

Limitations

If you specify area optimizations that the coder implements by increasing the clock rate in certain regions of the design, you cannot minimize clock enables. The following optimizations prevent clock enable minimization:

- Resource sharing
- RAM mapping
- Loop streaming

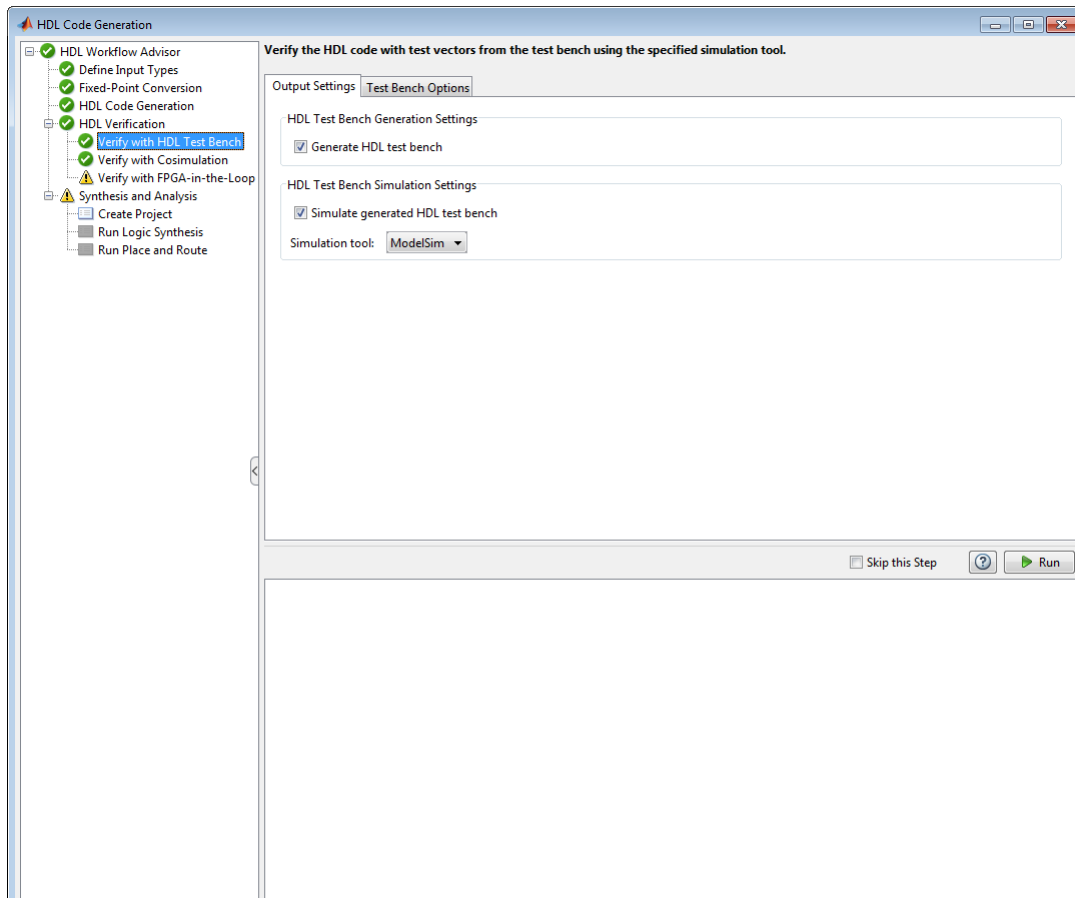
Verification

- “Verify Code with HDL Test Bench” on page 6-2
- “Test Bench Generation” on page 6-5

Verify Code with HDL Test Bench

Simulate the generated HDL design under test (DUT) with test vectors from the test bench using the specified simulation tool.

- 1 Start the MATLAB to HDL Workflow Advisor.



- 2 At step **HDL Verification**, click **Verify with HDL Test Bench**.
- 3 Select **Generate HDL test bench**.

This option enables HDL Coder to generate HDL test bench code from your MATLAB test script.

- 4 Optionally, select **Simulate generated HDL test bench**. This option enables MATLAB to simulate the HDL test bench with the HDL DUT.

If you select this option, you must also select the **Simulation tool**.

- 5 For **Test Bench Options**, select and set the optional parameters according to the descriptions in the following table.

| HDL Test Bench Parameter | Description |
|--------------------------------|--|
| Test bench name postfix | Specify the postfix for the test bench name. |

| HDL Test Bench Parameter | Description |
|---|--|
| Force clock | Enable for test bench to force clock input signals. |
| Clock high time (ns) | Specify the number of nanoseconds the clock is high. |
| Clock low time (ns) | Specify the number of nanoseconds the clock is low. |
| Hold time (ns) | Specify the hold time for input signals and forced reset signals. |
| Force clock enable | Enable to force clock enable. |
| Clock enable delay (in clock cycles) | Specify time (in clock cycles) between deassertion of reset and assertion of clock enable. |
| Force reset | Enable for test bench to force reset input signals. |
| Reset length (in clock cycles) | Specify time (in clock cycles) between assertion and deassertion of reset. |
| Hold input data between samples | Enable to hold substrate signals between clock samples. |
| Input data interval | Specifies the number of clock cycles between assertions of clock enable. For more information, see “Specify Test Bench Clock Enable Toggle Rate” on page 5-23. |
| Initialize test bench inputs | Enable to initialize values on inputs to test bench before test bench drives data to DUT. |
| Multi file test bench | Enable to divide generated test bench into helper functions, data, and HDL test bench code. |
| Test bench data file name postfix | Specify the character vector to append to name of test bench data file when generating multi-file test bench. |
| Test bench reference postfix | Specify the character vector to append to names of reference signals in test bench code. |
| Ignore data checking (number of samples) | Specify the number of samples at the beginning of simulation during which output data checking is suppressed. |
| Simulation iteration limit | Specify the maximum number of test samples to use during simulation of generated HDL code. |

- 6 Optionally, select **Skip this step** if you don't want to use the HDL test bench to verify the HDL DUT.
- 7 Click **Run**.

If the test bench and simulation is successful, you should see messages similar to these in the message pane:

```
### Begin TestBench generation.  
### Collecting data...  
### Begin HDL test bench file generation with logged samples  
### Generating test bench: mlhdlc_sfir_fixpt_tb.vhd  
### Creating stimulus vectors...  
### Simulating the design 'mlhdlc_sfir_fixpt' using 'ModelSim'.  
### Generating Compilation Report mlhdlc_sfir_fixpt_vsim_log_compile.txt  
### Generating Simulation Report mlhdlc_sfir_fixpt_vsim_log_sim.txt  
### Simulation successful.  
### Elapsed Time: 113.0315 sec(s)
```

If there are errors, those messages appear in the message pane. Fix errors and click **Run**.

Test Bench Generation

In this section...

“How Test Bench Generation Works” on page 6-5

“Test Bench Data Files” on page 6-5

“Test Bench Data Type Limitations” on page 6-5

“Use Constants Instead of File I/O” on page 6-5

How Test Bench Generation Works

HDL Coder writes the DUT stimulus and reference data from your MATLAB or Simulink simulation to data files (.dat).

During HDL simulation, the HDL test bench reads the saved stimulus from the .dat files. The test bench compares the actual DUT output with the expected output, which is also saved in .dat files. After you generate code, the message window displays links to the test bench data files.

Reference data is delayed by one clock cycle in the waveform viewer compared to default test bench generation due to the delay in reading data from files.

Test Bench Data Files

The coder saves stimulus and reference data for each DUT input and output in a separate test bench data file (.dat), with the following exceptions:

- Two files are generated for the real and imaginary parts of complex data.
- Constant DUT input data is written to the test bench as constants.

Vector input or output data is saved as a single file.

Test Bench Data Type Limitations

If you have double, single, or enumeration data types at the DUT inputs and outputs, the simulation data is generated as constants in the test bench code, instead of writing the simulation data to files.

Use Constants Instead of File I/O

You can generate test bench stimulus and reference data as constants in the test bench code instead of using file I/O. However, simulating a long running test bench that uses constants requires more memory than a test bench that uses file I/O.

Test bench generation automatically generates data as constants if your DUT inputs or outputs use data types that are not supported for file I/O. For details, see “Test Bench Data Type Limitations” on page 6-5.

To generate a test bench that uses constants instead of file I/O:

- 1 In the HDL Workflow Advisor, select the **HDL Verification > Verify with HDL Test Bench** task.
- 2 In the **Test bench Options** tab, disable the **Use file I/O for test bench** option.

Deployment

Generate Synthesis Scripts

You can generate customized synthesis scripts for the following tools:

- Xilinx Vivado®
- Xilinx ISE
- Microsemi Libero
- Mentor Graphics® Precision
- Altera® Quartus II
- Synopsys® Synplify Pro®
- Intel Quartus® Pro

You can also generate a synthesis script for a custom tool by specifying the fields manually.

To generate a synthesis script:

- 1** In the HDL Workflow Advisor, select the **HDL Code Generation** task.
- 2** In the **Script Options** tab, select **Synthesis**.
- 3** For **Choose synthesis tool**, select a tool option.
- 4** If you want to customize your script, use the **Synthesis file postfix**, **Synthesis initialization**, **Synthesis command**, and **Synthesis termination** text fields to do so.

After you generate code, your synthesis Tcl script (.tcl) is in the same folder as your generated HDL code.

Optimization

- “RAM Mapping for MATLAB Code” on page 8-2
- “Map Matrices to Block RAMs to Reduce Area” on page 8-3
- “Map Persistent Arrays and dsp.Delay to RAM” on page 8-8
- “RAM Mapping Comparison for MATLAB Code” on page 8-11
- “Pipelining MATLAB Code” on page 8-12
- “Pipeline MATLAB Expressions” on page 8-13
- “Distributed Pipelining” on page 8-15
- “Distributed Pipelining for Clock Speed Optimization” on page 8-16
- “Optimize MATLAB Loops” on page 8-20
- “Constant Multiplier Optimization” on page 8-22
- “Resource Sharing of Multipliers to Reduce Area” on page 8-24
- “Loop Streaming to Reduce Area” on page 8-31
- “Constant Multiplier Optimization to Reduce Area” on page 8-36

RAM Mapping for MATLAB Code

RAM mapping is an area optimization that maps storage and delay elements in your MATLAB code to RAM. Without this optimization, storage and delay elements are mapped to registers. RAM mapping can therefore reduce the area of your design in the target hardware.

You can map the following MATLAB code elements to RAM:

- persistent array variable
- `dsp.Delay System` object
- `hdl.RAM System` object

Map Matrices to Block RAMs to Reduce Area

This example shows how to use the RAM mapping optimization in HDL Coder™ to map persistent matrix variables to block RAMs in hardware.

Introduction

One of the attractive features of writing MATLAB code is the ease of creating, accessing, modifying and manipulating matrices in MATLAB.

When processing such MATLAB code, HDL Coder maps these matrices to wires or registers in HDL. For example, local temporary matrix variables are mapped to wires, whereas persistent matrix variables are mapped to registers.

The latter tends to be an inefficient mapping when the matrix size is large, since the number of register resources available is limited. It also complicates synthesis, placement and routing.

Modern FPGAs feature block RAMs that are designed to have large matrices. HDL Coder takes advantage of this feature and automatically maps matrices to block RAMs to improve area efficiency. For certain designs, mapping these persistent matrices to RAMs is mandatory if the design is to be realized. State-of-the-art synthesis tools may not be able to synthesize designs when large matrices are mapped to registers, whereas the problem size is more manageable when the same matrices are mapped to RAMs.

MATLAB Design

```
design_name = 'mlhdlc_sobel';
testbench_name = 'mlhdlc_sobel_tb';
```

- MATLAB Design: mlhdlc_sobel
- MATLAB Testbench: mlhdlc_sobel_tb
- Input Image: stop_sign

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_sobel'];
```

```
% create a temporary folder and copy the MATLAB files
```

```
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);
```

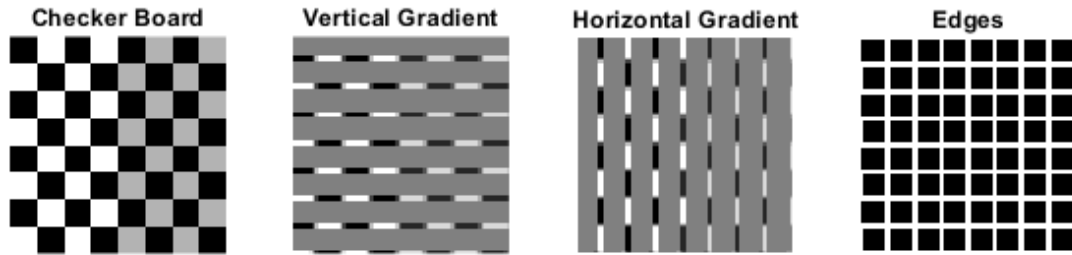
```
% copy the design files to the temporary directory
```

```
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Simulate the Design

Simulate the design with the test bench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_sobel_tb
```



Create a New HDL Coder™ Project

Run the following command to create a new project.

```
coder -hdlcoder -new mlhdlc_ram
```

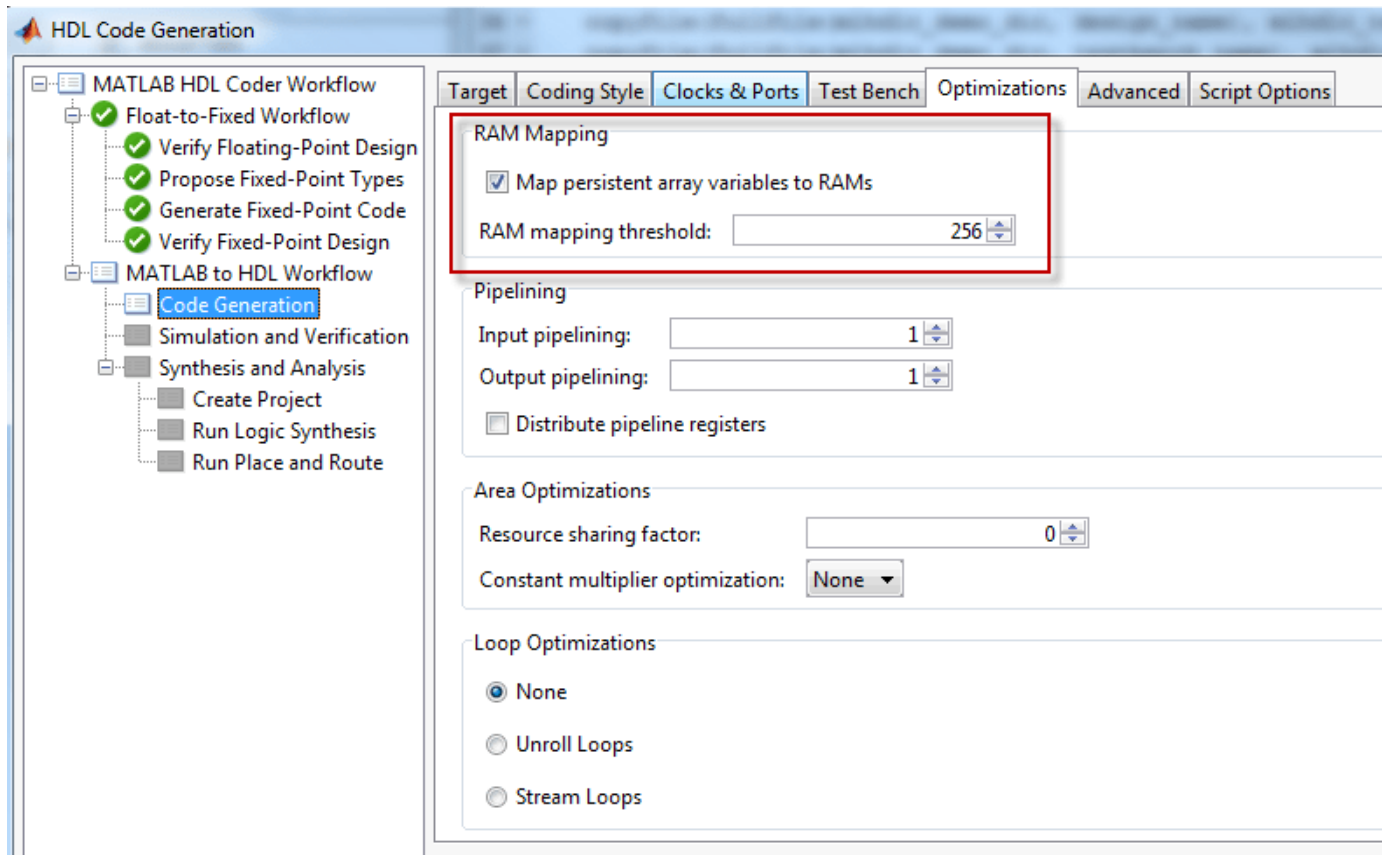
Next, add the file 'mlhdlc_sobel.m' to the project as the MATLAB function, and 'mlhdlc_sobel_tb.m' as the MATLAB test bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Turn On the RAM Mapping Optimization

Launch the Workflow Advisor.

The checkbox 'Map persistent array variables to RAMs' needs to be turned on to map persistent variables to block RAMs in the generated code.



Run Fixed-Point Conversion and HDL Code Generation

In the Workflow Advisor, right-click the 'Code Generation' step. Choose the option 'Run to selected task' to run all the steps from the beginning through HDL code generation.

Examine the Generated Code

Examine the messages in the log window to see the RAM files generated along with the design.

```

### Begin VHDL Code Generation
### Working on mlhdlc_sobel_FixPt/u_d_ram/DualPortRAM_128x9b as DualPortRAM\_128x9b.vhd
### Working on mlhdlc_sobel_FixPt/u_d_ram as u\_d\_ram.vhd
### Working on mlhdlc_sobel_FixPt/u_d_ram/DualPortRAM_128x9b as DualPortRAM\_128x9b\_block.vhd
### Working on mlhdlc_sobel_FixPt/u_d_ram as u\_d\_ram\_block.vhd
### Working on mlhdlc_sobel_FixPt as mlhdlc\_sobel\_FixPt.vhd
### Generating package file mlhdlc\_sobel\_FixPt\_pkg.vhd
### The DUT requires an initial pipeline setup latency. Each output port experiences these
additional delays
### Output port 0: 4 cycles
### Output port 1: 4 cycles
### Generating Resource Utilization Report resource\_report.html
### Elapsed Time: 33.1382 sec(s)

```

A warning message appears for each persistent matrix variable not mapped to RAM.

Examine the Resource Report

Take a look at the generated resource report, which shows the number of RAMs inferred, by following the 'Resource Utilization report...' link in the generated code window.

| | |
|--------------------|----|
| Multipliers | 0 |
| Adders/Subtractors | 19 |
| Registers | 29 |
| RAMs | 2 |
| Multiplexers | 5 |

Additional Notes on RAM Mapping

- Persistent matrix variable accesses must be in unconditional regions, i.e., outside any if-else, switch case, or for-loop code.
- MATLAB functions can have any number of RAM matrices.
- All matrix variables in MATLAB that are declared persistent and meet the threshold criteria get mapped to RAMs.
- A warning is shown when a persistent matrix does not get mapped to RAM.
- Read-dependent write data cycles are not allowed: you cannot compute the write data as a function of the data read from the matrix.

- Persistent matrices cannot be copied as a whole or accessed as a sub matrix: matrix access (read/write) is allowed only on single elements of the matrix.
- Mapping persistent matrices with non-zero initial values to RAMs is not supported.

Clean up the Generated Files

Run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_sobel'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

Map Persistent Arrays and dsp.Delay to RAM

In this section...

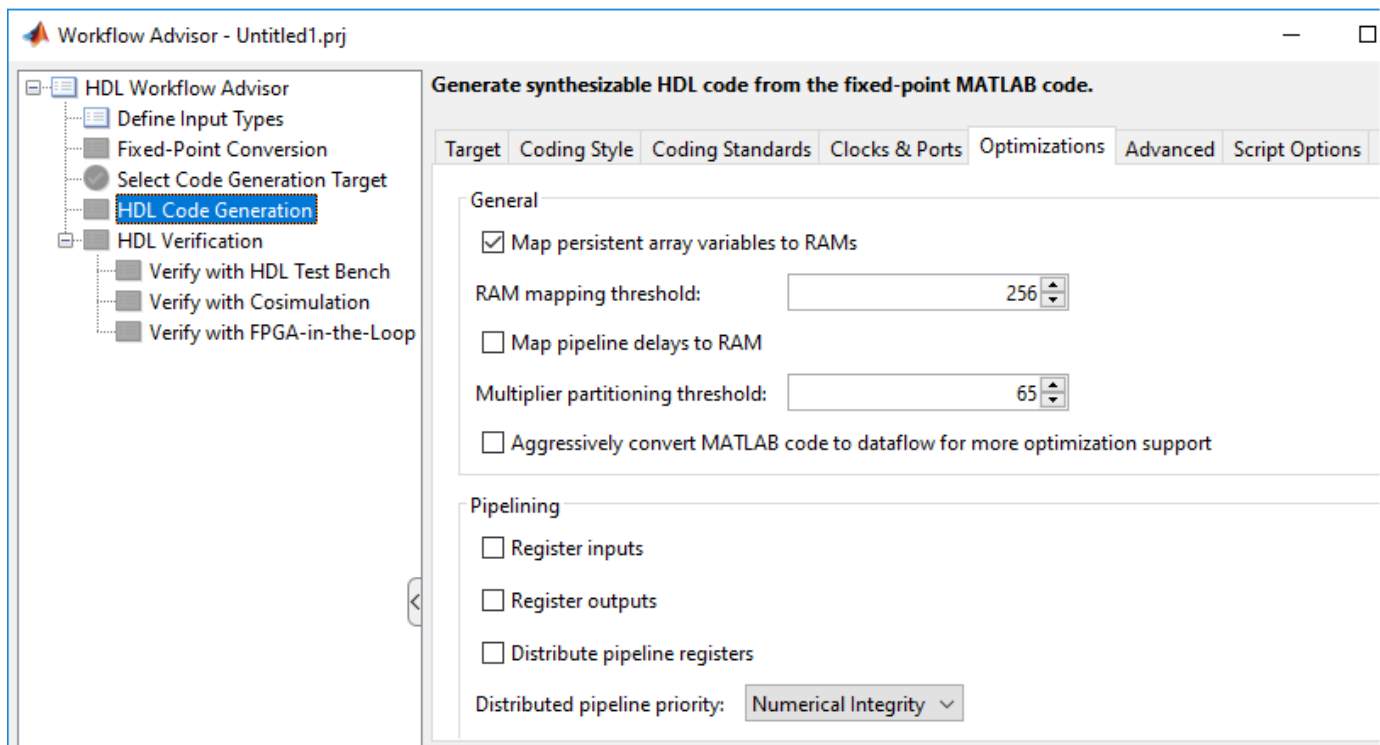
“How To Enable RAM Mapping” on page 8-8

“RAM Mapping Requirements for Persistent Arrays and System object Properties” on page 8-8

“RAM Mapping Requirements for dsp.Delay System Objects” on page 8-10

How To Enable RAM Mapping

- 1 In the HDL Workflow Advisor, select **MATLAB to HDL Workflow > Code Generation > Optimizations** tab.
- 2 Select the **Map persistent array variables to RAMs** option.
- 3 Set the **RAM mapping threshold** to the size (in bits) of the smallest persistent array, user-defined System object private property, or dsp.Delay that you want to map to RAM.



RAM Mapping Requirements for Persistent Arrays and System object Properties

The following table shows a summary of the RAM mapping behavior for persistent arrays and private properties of a user-defined System object.

| Map Persistent Array Variables to RAMs Setting | Mapping Behavior |
|--|---|
| on | Map to RAM. For restrictions, see “RAM Mapping Restrictions” on page 8-9. |
| off | Map to registers in the generated HDL code. |

RAM Mapping Restrictions

When you enable RAM mapping, a persistent array or user-defined System object private property maps to a block RAM when all of the following conditions are true:

- Each read or write access is for a single element only. For example, submatrix access and array copies are not allowed.
- Address computation logic is not read-dependent. For example, computation of a read or write address using the data read from the array is not allowed.
- Persistent variables or user-defined System object private properties are initialized to 0 if they have a cyclic dependency. For example, if you have two persistent variables, A and B, you have a cyclic dependency if A depends on B, and B depends on A.
- If an access is within a conditional statement, the conditional statement uses only simple logic expressions (&&, ||, ~) or relational operators. For example, in the following code, r1 does not map to RAM:

```
if (mod(i,2) > 0)
    a = r1(u);
else
    r1(i) = u;
end
```

Rewrite complex conditions, such as conditions that call functions, by assigning them to temporary variables, and using the temporary variables in the conditional statement. For example, to map r1 to RAM, rewrite the previous code as follows:

```
temp = mod(i,2);
if (temp > 0)
    a = r1(u);
else
    r1(i) = u;
end
```

- The persistent array or user-defined System object private property value depends on external inputs.

For example, in the following code, bigarray does not map to RAM because it does not depend on u:

```
function z = foo(u)

persistent cnt bigarray
if isempty(cnt)
    cnt = fi(0,1,16,10,hdlfimath);
    bigarray = uint8(zeros(1024,1));
end
z = u + cnt;
idx = uint8(cnt);
```

```
temp = bigarray(idx+1);
cnt(:) = cnt + fi(1,1,16,0,hdlfimath) + temp;
bigarray(idx+1) = idx;
```

- `RAMSize` is greater than or equal to the `RAMMappingThreshold` value. `RAMSize` is the product `NumElements * WordLength * Complexity`.
 - `NumElements` is the number of elements in the array.
 - `WordLength` is the number of bits that represent the data type of the array.
 - `Complexity` is 2 for arrays with a complex base type; 1 otherwise.

If any of the above conditions is false, the persistent array or user-defined System object private property maps to a register in the HDL code.

RAM Mapping Requirements for `dsp.Delay` System Objects

A summary of the mapping behavior for a `dsp.Delay` System object is in the following table.

| Map Persistent Array Variables to RAMs Option | Mapping Behavior |
|---|---|
| on | <p>A <code>dsp.Delay</code> System object maps to a block RAM when all of the following conditions are true:</p> <ul style="list-style-type: none"> • <code>Length</code> property is greater than 4. • <code>InitialConditions</code> property is 0. • Delay input data type is one of the following: <ul style="list-style-type: none"> • Real scalar with a non-floating-point data type. • Complex scalar with real and imaginary parts that are non-floating-point. • Vector where each element is either a non-floating-point real scalar or complex scalar. • <code>RAMSize</code> is greater than or equal to the RAM Mapping Threshold value. <ul style="list-style-type: none"> • <code>RAMSize</code> is the product <code>Length * InputWordLength</code>. • <code>InputWordLength</code> is the number of bits that represent the input data type. <p>If any of the conditions are false, the <code>dsp.Delay</code> System object maps to registers in the HDL code.</p> |
| off | <p>A <code>dsp.Delay</code> System object maps to registers in the generated HDL code.</p> |

RAM Mapping Comparison for MATLAB Code

hdl.RAM, dsp.Delay, persistent array variables, and user-definedSystem object private properties can map to RAM, but have different attributes. The following table summarizes the differences.

| Attribute | hdl.RAM | dsp.Delay | Persistent Arrays and User-Defined System object Properties |
|---|-----------------------------|--|---|
| RAM mapping criteria | Unconditionally maps to RAM | Maps to RAM in HDL code under specific conditions. See "RAM Mapping Requirements for dsp.Delay System Objects" on page 8-10. | Maps to RAM in HDL code under specific conditions. See "RAM Mapping Requirements for Persistent Arrays and System object Properties" on page 8-8. |
| Address generation and port mapping | User specified | Automatic | Automatic |
| Access scheduling | User specified | Automatically inferred | Automatically inferred |
| Overclocking | None | None | Local multirate if access schedule requires it. |
| Latency with respect to simulation in MATLAB. | 0 | 0 | 2 cycles if local multirate; 1 cycle otherwise. |
| RAM type | User specified | Dual port | Dual port |

Pipelining MATLAB Code

Pipelining helps achieve a higher maximum clock rate by inserting registers at strategic points in the hardware to break the critical path. However, the higher clock rate comes at the expense of increased chip area and increased initial latency.

Port Registers

Input and output port registers for modules help partition a larger design so the critical path does not extend across module boundaries. Having a port register at each input and output port is a good design practice for synchronous interfaces. Distributed pipelining does not affect port registers. To insert input or output port registers:

- 1 In the HDL Workflow Advisor, select the **HDL Code Generation** task and select the **Optimizations** tab.
- 2 Enable **Register inputs**, **Register outputs**, or both.

Input and Output Pipeline Registers

You can insert multiple input and output pipeline stages. Distributed pipelining can move these input and output pipeline registers to help reduce your critical path within the module. If you insert input and output pipeline stages without applying distributed pipelining, the registers stay at the DUT inputs and outputs.

To insert input or output pipeline register stages:

- 1 In the HDL Workflow Advisor, select the **HDL Code Generation** task and select the **Optimizations** tab.
- 2 For **Input pipelining**, **Output pipelining**, or both, enter the number of pipeline register stages.

Operation Pipelining

Operation pipelining inserts one or more registers at the output of a specific expression in your MATLAB code. If you know a specific expression is part of the critical path, you can add a pipeline register at its output to reduce your critical path.

To learn how to insert a pipeline register at the output of a MATLAB expression, see “Pipeline MATLAB Expressions” on page 8-13.

Pipeline MATLAB Expressions

In this section...

“How To Pipeline a MATLAB Expression” on page 8-13

“Limitations of Pipelining for MATLAB Expressions” on page 8-13

With the `coder.hdl.pipeline` pragma, you can specify the placement and number of pipeline registers in the HDL code generated for a MATLAB expression.

If you insert pipeline registers and enable distributed pipelining, HDL Coder automatically moves the pipeline registers to break the critical path.

How To Pipeline a MATLAB Expression

To insert pipeline registers at the output of an expression in MATLAB code, place the expression in the `coder.hdl.pipeline` pragma. Specify the number of registers.

You can insert pipeline registers in the generated HDL code:

- At the output of the entire right side of an assignment statement.

The following code inserts three pipeline registers at the output of a MATLAB expression, $a + b * c$:

```
y = coder.hdl.pipeline(a + b * c, 3);
```

- At an intermediate stage within a longer MATLAB expression.

The following code inserts five pipeline registers after the computation of $b * c$ within a longer expression, $a + b * c$:

```
y = a + coder.hdl.pipeline(b * c, 5);
```

- By nesting multiple instances of the pragma.

The following code inserts five pipeline registers after the computation of $b * c$, and two pipeline registers at the output of the whole expression, $a + b * c$:

```
y = coder.hdl.pipeline(a + coder.hdl.pipeline(b * c, 5), 2);
```

Alternatively, to insert one pipeline register instead of multiple pipeline registers, you can omit the second argument in the pragma:

```
y = coder.hdl.pipeline(a + b * c);
```

```
y = a + coder.hdl.pipeline(b * c);
```

```
y = coder.hdl.pipeline(a + coder.hdl.pipeline(b * c));
```

Limitations of Pipelining for MATLAB Expressions

Note When you use the MATLAB code inside a MATLAB Function block and select the MATLAB Datapath architecture, these limitations do not apply.

HDL Coder cannot insert a pipeline register at the output of a MATLAB expression if any of the variables in the expression are:

- In a loop.
- A persistent variable that maps to a state element, like a state register or RAM.
- An output of a function. For example, in the following code, you cannot add a pipeline register for an expression containing `y`:

```
function [y] = myfun(x)
y = x + 5;
end
```

- In a data feedback loop. For example, in the following code, you cannot pipeline an expression containing the `t` or `pvar` variables:

```
persistent pvar;
t = u + pvar;
pvar = t + v;
```

You cannot use `coder.hdl.pipeline` to insert a pipeline register for a single variable or other no-op expression. To learn how to insert a pipeline register for a function input variable, see “Port Registers” on page 8-12.

See Also

`coder.hdl.pipeline`

More About

- “Pipelining MATLAB Code” on page 8-12

Distributed Pipelining

| In this section... |
|---|
| “What is Distributed Pipelining?” on page 8-15 |
| “Benefits and Costs of Distributed Pipelining” on page 8-15 |
| “Selected Bibliography” on page 8-15 |

What is Distributed Pipelining?

Distributed pipelining, or register retiming, is a speed optimization that moves existing delays in a design to reduce the critical path while preserving functional behavior.

The HDL Coder software uses an adaptation of the Leiserson-Saxe retiming algorithm.

Benefits and Costs of Distributed Pipelining

Distributed pipelining can reduce your design’s critical path, enabling you to use a higher clock rate and increase throughput.

However, distributed pipelining requires your design to contain a number of delays. If you need to insert additional delays in your design to enable distributed pipelining, this increases the area and the initial latency of your design.

Selected Bibliography

Leiserson, C.E, and James B. Saxe. “Retiming Synchronous Circuitry.” *Algorithmica*. Vol. 6, Number 1, 1991, pp. 5-35.

Distributed Pipelining for Clock Speed Optimization

This example shows how to use the distributed pipelining and loop unrolling optimizations in HDL Coder to optimize clock speed.

Introduction

Distributed pipelining is a design-wide optimization supported by HDL Coder for improving clock frequency. When you turn on the 'Distribute Pipeline Registers' option in HDL Coder, the coder redistributes the input and output pipeline registers of the top level function along with other registers in the design in order to minimize the combinatorial logic between registers and thus maximize the clock speed of the chip synthesized from the generated HDL code.

Consider the following example design of a FIR filter. The combinatorial logic from an input or a register to an output or another register contains a sum of products. Loop unrolling and distributed pipelining moves the output registers at the design level to reduce the amount of combinatorial logic, thus increasing clock speed.

MATLAB® Design

The MATLAB code used in the example is a simple FIR filter. The example also shows a MATLAB test bench that exercises the filter.

```
design_name = 'mlhdlc_fir';
testbench_name = 'mlhdlc_fir_tb';
```

- 1 Design: mlhdlc_fir
- 2 Test Bench: mlhdlc_fir_tb

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_fir'];

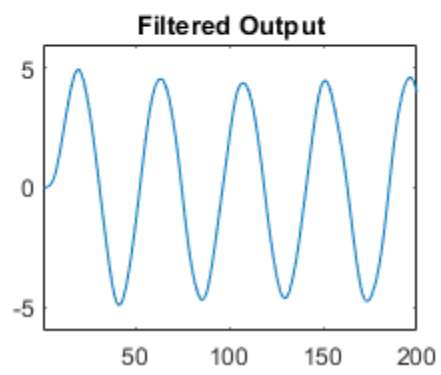
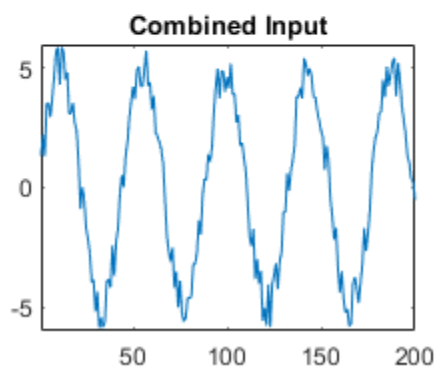
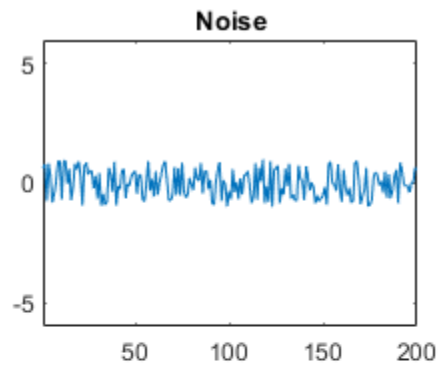
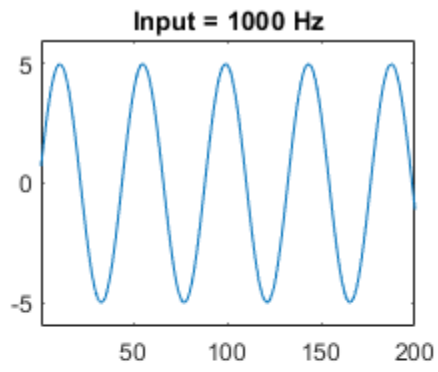
% create a temporary folder and copy the MATLAB files
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

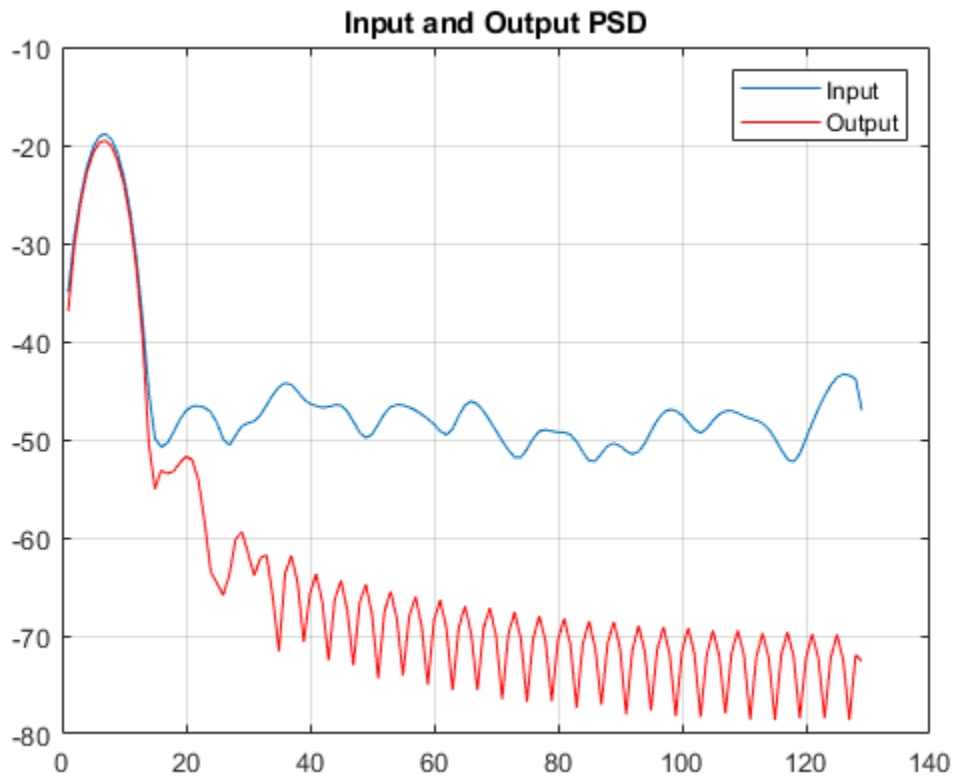
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Simulate the Design

Simulate the design with the testbench prior to code generation to make sure there are no run-time errors.

```
mlhdlc_fir_tb
```





Create a Fixed-Point Conversion Config Object

To perform fixed-point conversion, you need a 'fixpt' config object.

Create a 'fixpt' config object and specify your test bench name:

```
close all;
fixptcfg = coder.config('fixpt');
fixptcfg.TestBenchName = 'mlhdlc_fir_tb';
```

Create an HDL Code Generation Config Object

To generate code, you must create an 'hdl' config object and set your test bench name:

```
hdlcfg = coder.config('hdl');
hdlcfg.TestBenchName = 'mlhdlc_fir_tb';
```

Distributed Pipelining

To increase the clock speed, the user can set a number of input and output pipeline stages for any design. In this particular example Input pipelining option is set to '1' and Output pipelining option is set to '20'. Without any additional options turned on these settings will add one input pipeline register at all input ports of the top level design and 20 output pipeline registers at each of the output ports.

If the option 'Distribute pipeline registers' is enabled, HDL Coder tries to reposition the registers to achieve the best clock frequency.

In addition to moving the input and output pipeline registers, HDL Coder also tries to move the registers modeled internally in the design using persistent variables or with system objects like `dsp.Delay`.

Additional opportunities for improvements become available if you unroll loops. The 'Unroll Loops' option unrolls explicit for-loops in MATLAB code in addition to implicit for-loops that are inferred for vector and matrix operations. 'Unroll Loops' is necessary for this example to do distributed pipelining.

```
hdlcfg.InputPipeline = 1;  
hdlcfg.OutputPipeline = 20;  
hdlcfg.DistributedPipelining = true;  
hdlcfg.LoopOptimization = 'UnrollLoops';
```

Examine the Synthesis Results

If you have ISE installed on your machine, run the logic synthesis step

```
hdlcfg.SynthesizeGeneratedCode = true;  
codegen -float2fixed fixptcfg -config hdlcfg mlhdlc_fir
```

View the result report

```
edit codegen/mlhdlc_fir/hdlsrc/ise_prj/mlhdlc_fir_fixpt_syn_results.txt
```

In the synthesis report, note the clock frequency reported by the synthesis tool. When you synthesize the design with the loop unrolling and distributed pipelining options enabled, you see a significant clock frequency increase with pipelining options turned on.

Clean Up the Generated Files

Run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');  
mlhdlc_temp_dir = [tempdir 'mlhdlc_fir'];  
clear mex;  
cd (mlhdlc_demo_dir);  
rmdir(mlhdlc_temp_dir, 's');
```

Optimize MATLAB Loops

In this section...

“Loop Streaming” on page 8-20

“Loop Unrolling” on page 8-20

“How to Optimize MATLAB Loops” on page 8-20

“Limitations for MATLAB Loop Optimization” on page 8-21

With loop optimization, you can stream or unroll loops in generated code. Loop streaming is an area optimization, and loop unrolling is a speed optimization. To optimize loops for MATLAB code that is inside a MATLAB Function block, use the MATLAB Function architecture. When you use the MATLAB Datapath architecture, the code generator unrolls loops irrespective of the loop optimization setting.

Loop Streaming

HDL Coder streams a loop by instantiating the loop body once and using that instance for each loop iteration. The code generator oversamples the loop body instance to keep the generated loop functionally equivalent to the original loop.

If you stream a loop, the advantage is decreased hardware resource usage because the loop body is instantiated fewer times. The disadvantage is the hardware implementation runs at a lower speed.

You can partially stream a loop. A partially streamed loop instantiates the loop body more than once, so it uses more area than a fully streamed loop. However, a partially streamed loop also uses less oversampling than a fully streamed loop.

Loop Unrolling

HDL Coder unrolls a loop by instantiating multiple instances of the loop body in the generated code. You can also partially unroll a loop. The generated code uses a loop statement that contains multiple instances of the original loop body and fewer iterations than the original loop.

The distributed pipelining and resource sharing can optimize the unrolled code. Distributed pipelining can increase speed. Resource sharing can decrease area.

When loop unrolling creates multiple instances, these instances are likely to increase area. Loop unrolling also makes the code harder to read.

How to Optimize MATLAB Loops

You can specify a global loop optimization by using the HDL Workflow Advisor, or at the command line.

You can also specify a local loop optimization for a specific loop by using the `coder.hdl.loopspec` pragma in the MATLAB code. If you specify both a global and local loop optimization, the local loop optimization overrides the global setting.

Global Loop Optimization

To specify a loop optimization in the Workflow Advisor:

- 1 In the HDL Workflow Advisor left pane, select **HDL Workflow Advisor > HDL Code Generation**.
- 2 In the **Optimizations** tab, for **Loop Optimizations**, select **None**, **Unroll Loops**, or **Stream Loops**.

To specify a loop optimization at the command line in the MATLAB to HDL workflow, specify the `LoopOptimization` property of the `coder.HdlConfig` object. For example, for a `coder.HdlConfig` object, `hdlcfg`, enter one of the following commands:

```
hdlcfg.LoopOptimization = 'UnrollLoops'; % unroll loops
hdlcfg.LoopOptimization = 'StreamLoops'; % stream loops
hdlcfg.LoopOptimization = 'LoopNone'; % no loop optimization
```

Local Loop Optimization

To learn how to optimize a specific MATLAB loop, see `coder.hdl.loopspec`.

Note If you specify the `coder.unroll` pragma, this pragma takes precedence over `coder.hdl.loopspec`. `coder.hdl.loopspec` has no effect.

Limitations for MATLAB Loop Optimization

HDL Coder cannot stream a loop if:

- The loop index counts down. The loop index must increase by 1 on each iteration.
- There are two or more nested loops at the same level of hierarchy within another loop.
- Any particular persistent variable is updated both inside and outside a loop.
- A persistent variable that is initialized to a nonzero value is updated inside the loop.

HDL Coder can stream a loop when the persistent variable is:

- Updated inside the loop and read outside the loop.
- Read within the loop and updated outside the loop.

You cannot use the `coder.hdl.loopspec('stream')` pragma:

- In a subfunction. You must specify it in the top-level MATLAB design function.
- For a loop that is nested within another loop.
- For a loop containing a nested loop, unless the streaming factor is equal to the number of iterations.

See Also

`coder.hdl.loopspec`

Constant Multiplier Optimization

| |
|--|
| In this section... |
| “What is Constant Multiplier Optimization?” on page 8-22 |
| “Specify Constant Multiplier Optimization” on page 8-22 |

What is Constant Multiplier Optimization?

The **Constant multiplier optimization** option enables you to specify use of canonical signed digit (CSD) or factored CSD (FCSD) optimizations for processing coefficient multiplier operations.

The following table shows the **Constant multiplier optimization** values.

| Constant Multiplier Optimization Value | Description |
|--|---|
| None (default) | By default, HDL Coder does not perform CSD or FCSD optimizations. Code generated for the Gain block retains multiplier operations. |
| CSD | When you specify this option, the generated code decreases the area used by the model while maintaining or increasing clock speed, using canonical signed digit (CSD) techniques. CSD replaces multiplier operations with add and subtract operations. CSD minimizes the number of addition operations required for constant multiplication by representing binary numbers with a minimum count of nonzero digits. |
| FCSD | This option uses factored CSD (FCSD) techniques, which replace multiplier operations with shift and add/subtract operations on certain factors of the operands. These factors are generally prime but can also be a number close to a power of 2, which favors area reduction. This option lets you achieve a greater area reduction than CSD, at the cost of decreasing clock speed. |
| Auto | When you specify this option, HDL Coder chooses between the CSD or FCSD optimizations. The coder chooses the optimization that yields the most area-efficient implementation, based on the number of adders required. HDL Coder does not use multipliers, unless conditions are such that CSD or FCSD optimizations are not possible (for example, if the design uses floating-point arithmetic). |

Specify Constant Multiplier Optimization

To specify constant multiplier optimization:

- 1 In the HDL Workflow Advisor, select the **HDL Code Generation** task and select the **Optimizations** tab.

- 2** For **Constant multiplier optimization**, select **CSD**, **FCSD**, or **Auto**.

Resource Sharing of Multipliers to Reduce Area

This example shows how to use the resource sharing optimization in HDL Coder™. This optimization identifies functionally equivalent multiplier operations in MATLAB® code and shares them in order to optimize design area. You have control over the number of multipliers to be shared in the design.

Introduction

Resource sharing is a design-wide optimization supported by HDL Coder™ for implementing area-efficient hardware.

This optimization enables users to share hardware resources by mapping 'N' functionally-equivalent MATLAB operators, in this case multipliers, to a single operator.

The user specifies 'N' using the 'Resource Sharing Factor' option in the optimization panel.

Consider the following example model of a symmetric FIR filter. It contains 4 product blocks that are functionally equivalent and which are mapped to 4 multipliers in hardware. The Resource Utilization Report shows the number of multipliers inferred from the design.

In this example you will run fixed-point conversion on the MATLAB design 'mlhdlc_sharing' followed by HDL Coder. This prerequisite step normalizes all the multipliers used in the fixed-point code. You will input a 'proposed-type settings' during this fixed-point conversion phase.

MATLAB Design

The MATLAB code used in the example is a simple symmetric FIR filter written in MATLAB and also has a testbench that exercises the filter.

```
design_name = 'mlhdlc_sharing';
testbench_name = 'mlhdlc_sharing_tb';
```

Let us take a look at the MATLAB design.

```
type(design_name);

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% MATLAB design: Symmetric FIR Filter
%
% Key Design pattern covered in this example:
% (1) Filter states represented using the persistent variables
% (2) Filter coefficients passed in as parameters
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

% Copyright 2011-2015 The MathWorks, Inc.

%#codegen
function [y_out, x_out] = mlhdlc_sharing(x_in, h)
% Symmetric FIR Filter

persistent ud1 ud2 ud3 ud4 ud5 ud6 ud7 ud8;
if isempty(ud1)
    ud1 = 0; ud2 = 0; ud3 = 0; ud4 = 0; ud5 = 0; ud6 = 0; ud7 = 0; ud8 = 0;
end

x_out = ud8;
```

```

a1 = ud1 + ud8;
a2 = ud2 + ud7;
a3 = ud3 + ud6;
a4 = ud4 + ud5;

% filtered output
y_out = (h(1) * a1 + h(2) * a2) + (h(3) * a3 + h(4) * a4);

% update the delay line
ud8 = ud7;
ud7 = ud6;
ud6 = ud5;
ud5 = ud4;
ud4 = ud3;
ud3 = ud2;
ud2 = ud1;
ud1 = x_in;

end

type(testbench_name);

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% MATLAB test bench for the FIR filter
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

% Copyright 2011-2015 The MathWorks, Inc.

clear mlhdlc_sharing;

% input signal with noise
x_in = cos(3.*pi.*(0:0.001:2).*(1+(0:0.001:2).*75)).';

len = length(x_in);
y_out = zeros(1,len);
x_out = zeros(1,len);

% Define a regular MATLAB constant array:
%
% filter coefficients
h = [-0.1339 -0.0838 0.2026 0.4064];

for ii=1:len
    data = x_in(ii);
    % call to the design 'mlhdlc_sfir' that is targeted for hardware
    [y_out(ii), x_out(ii)] = mlhdlc_sharing(data, h);
end

figure('Name', [mfilename, '_plot']);
plot(1:len,y_out);

```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_sfir_sharing'];

% create a temporary folder and copy the MATLAB files
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Create a New HDL Coder Project

Run the following command to create a new project:

```
coder -hdlcoder -new mlhdlc_sfir_sharing
```

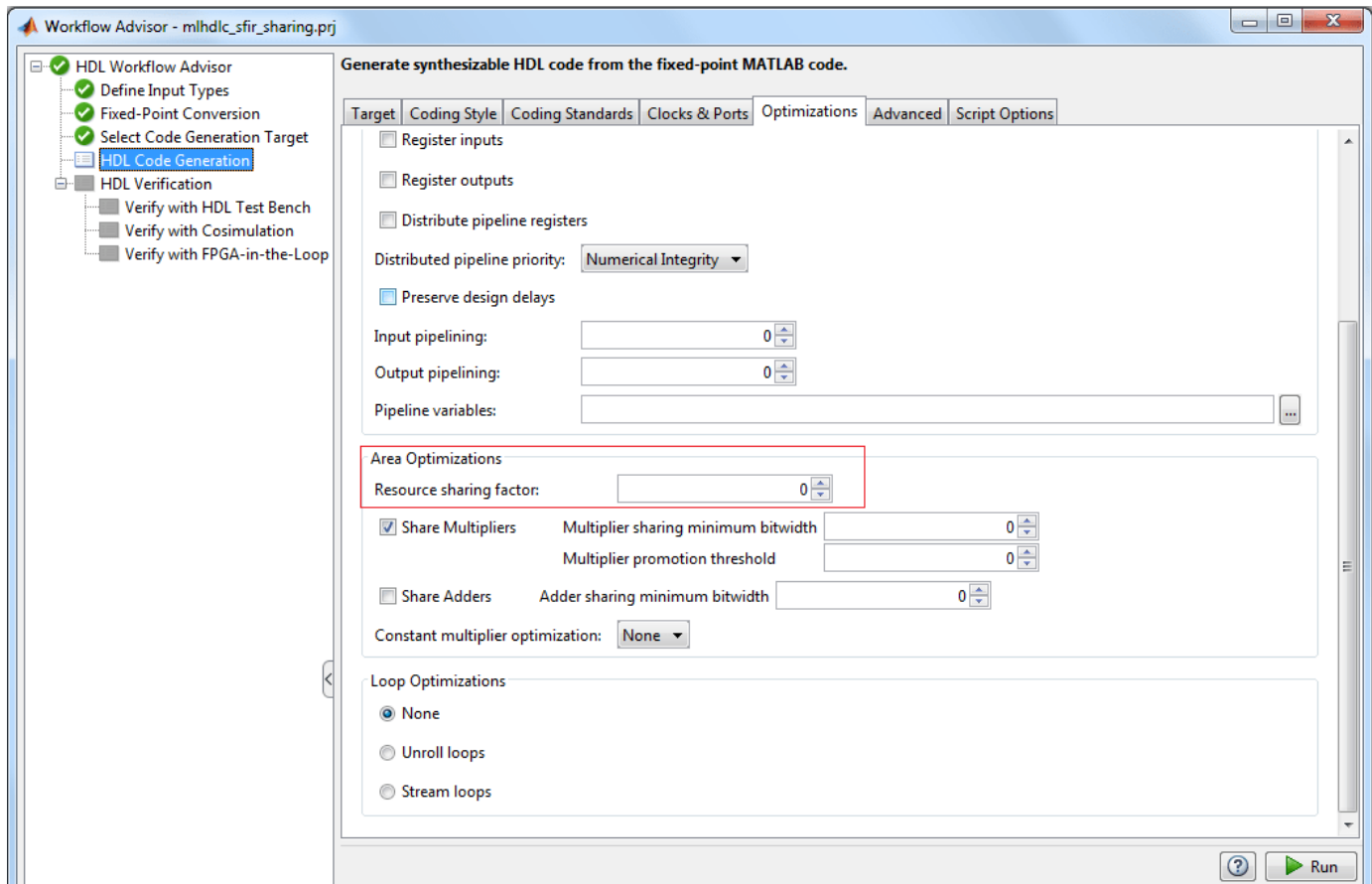
Next, add the file 'mlhdlc_sharing.m' to the project as the MATLAB Function and 'mlhdlc_sharing_tb.m' as the MATLAB Test Bench.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Realize an N-to-1 Mapping of Multipliers

Turn on the resource sharing optimization by setting the 'Resource Sharing Factor' to a positive integer value.

This parameter specifies 'N' in the N-to-1 hardware mapping. Choose a value of $N > 1$.



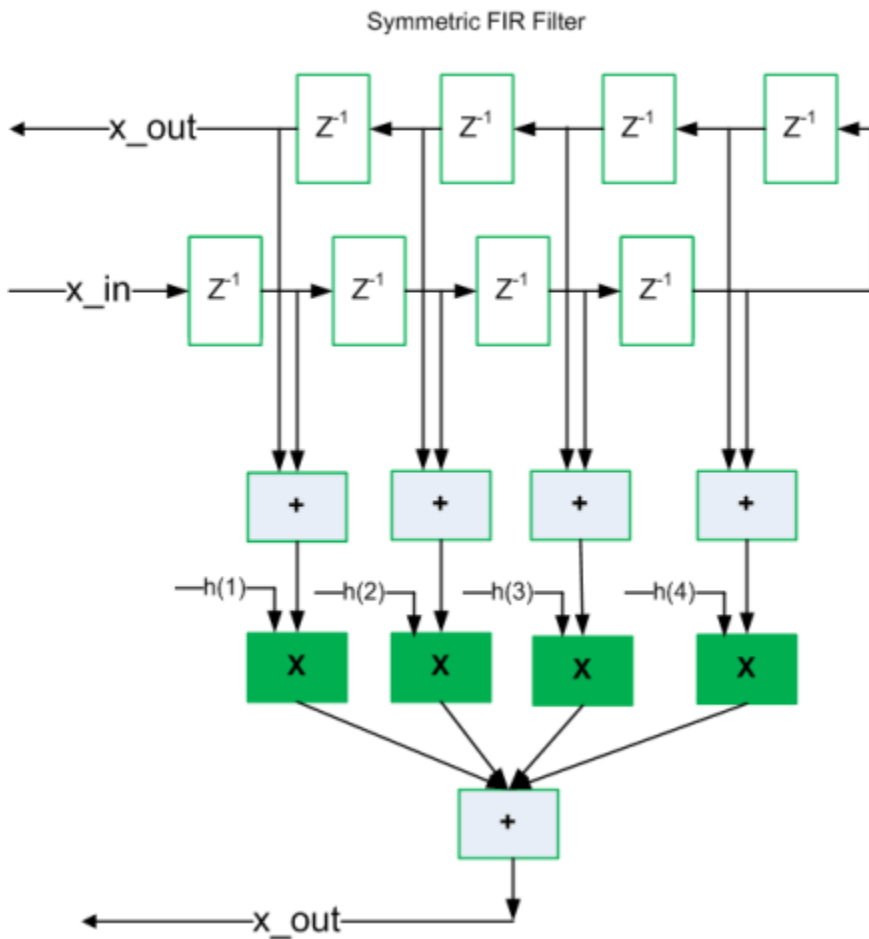
Examine the Resource Report

There are 4 multiplication operators in this example design. Generating HDL with a 'SharingFactor' of 4 will result in only one multiplier in the generated code.

| | |
|--------------------|----|
| Multipliers | 1 |
| Adders/Subtractors | 7 |
| Registers | 29 |
| RAMs | 0 |
| Multiplexers | 12 |

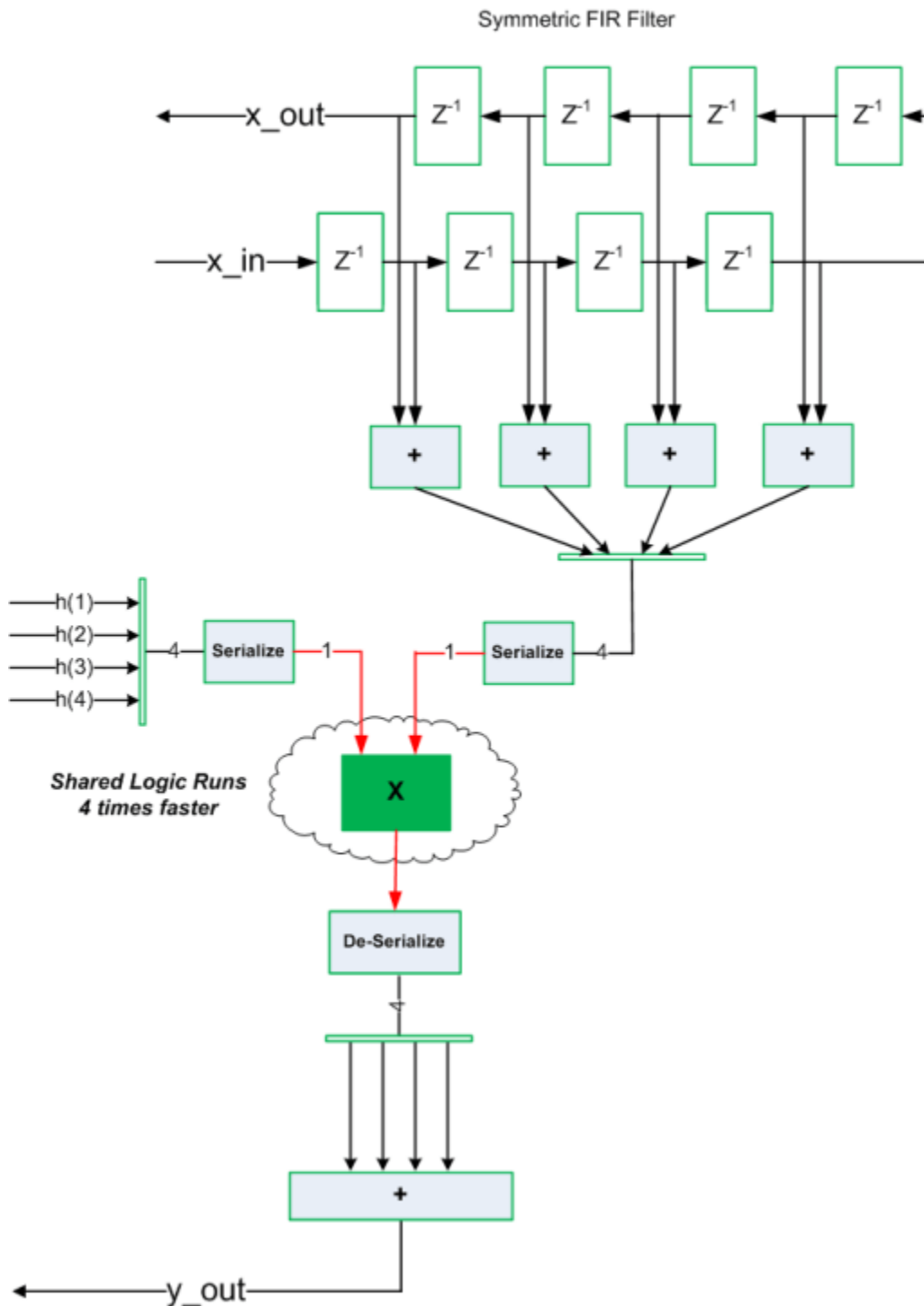
Sharing Architecture

The following figure shows how the algorithm is implemented in hardware when we synthesize the generated code without turning on the sharing optimization.



The following figure shows the sharing architecture automatically implemented by HDL Coder when the sharing optimization option is turned on.

The inputs to the shared multiplier are time-multiplexed at a faster rate (in this case 4x faster and denoted in red). The outputs are then routed to the respective consumers at a slower rate (in green).



Run Fixed-Point Conversion and HDL Code Generation

Launch the Workflow Advisor and right-click the 'Code Generation' step. Choose the option 'Run to selected task' to run all the steps from the beginning through the HDL code generation.

The detailed example “Fixed-Point Type Conversion and Derived Ranges” on page 4-72 provides a tutorial for updating the type proposal settings during fixed-point conversion.

Note that to share multipliers of different word-length, in the Optimization -> Resource Sharing tab of HDL Configuration Parameters, specify the 'Multiplier promotion threshold'. For more information, see the Resource Sharing Documentation.

Run Synthesis and Examine Synthesis Results

Synthesize the generated code from the design with this optimization turned off, then with it turned on, and examine the area numbers in the resource report.

Clean up the Generated Files

Run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_sfir_sharing'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```


Loop Streaming to Reduce Area

This example shows how to use the design-level loop streaming optimization in HDL Coder™ to optimize area.

Introduction

A MATLAB® for loop generates a FOR_GENERATE loop in VHDL. Such loops are always spatially unrolled for execution in hardware. In other words, the body of the software loop is replicated as many times in hardware as the number of loop iterations. This results in inefficient area usage.

The loop streaming optimization creates an alternative implementation of a software loop, where the body of the loop is shared in hardware. Instead of spatially replicating copies of the loop body, HDL Coder™ creates a single hardware instance of the loop body that is time-multiplexed across loop iterations.

MATLAB Design

The MATLAB code used in this example implements a simple FIR filter. This example also shows a MATLAB testbench that exercises the filter.

```
design_name = 'mlhdlc_fir';
testbench_name = 'mlhdlc_fir_tb';
```

- 1 Design: mlhdlc_fir
- 2 Test Bench: mlhdlc_fir_tb

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_fir'];

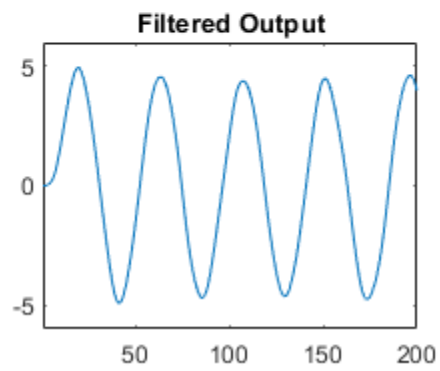
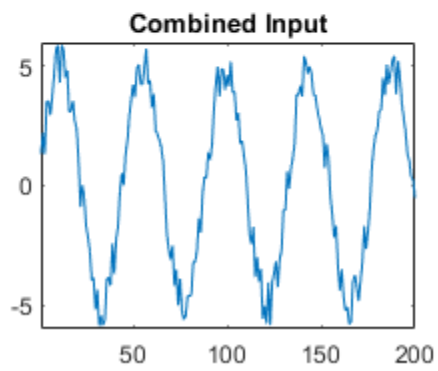
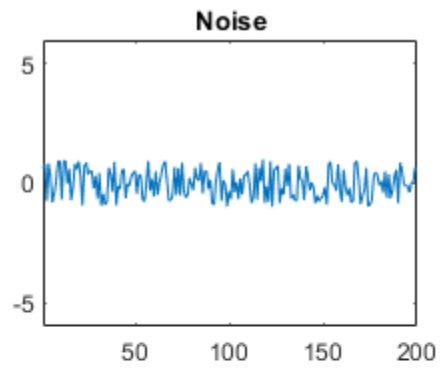
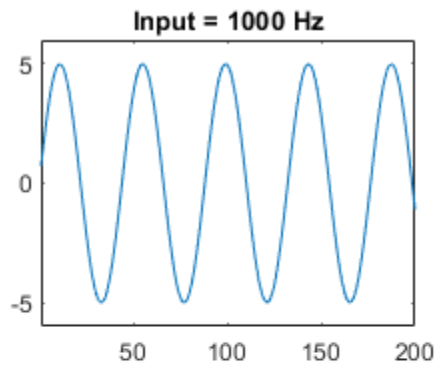
% create a temporary folder and copy the MATLAB files
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

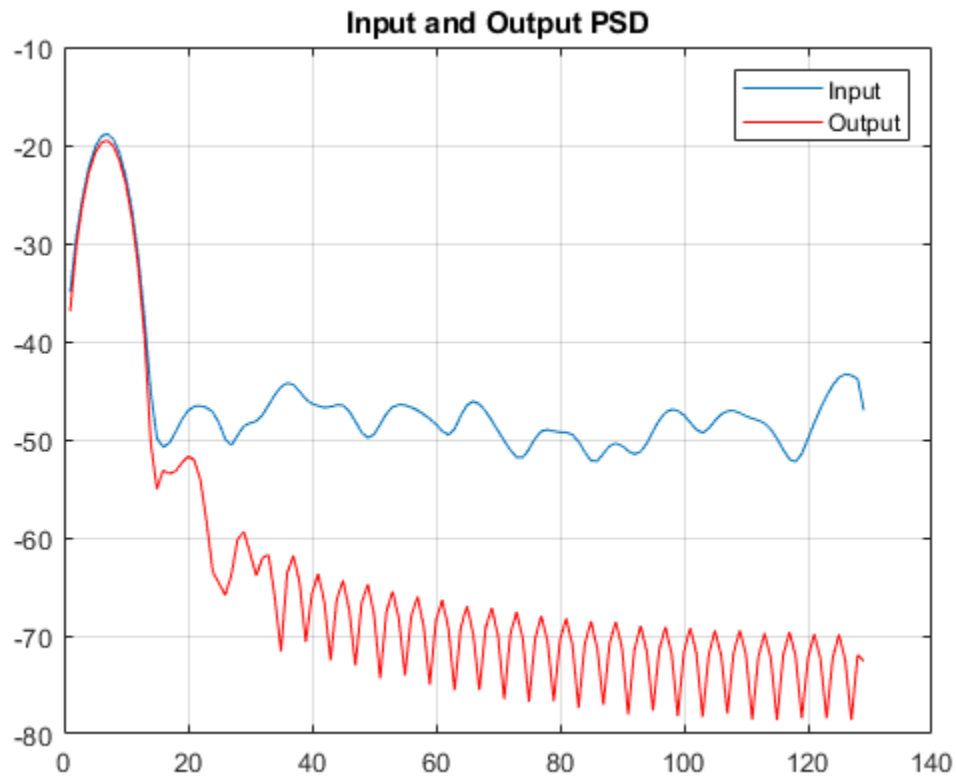
copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Simulate the Design

Simulate the design with the testbench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_fir_tb
```





Creating a New Project From the Command Line

To create a new project, enter the following command:

```
coder -hdlcoder -new fir_project
```

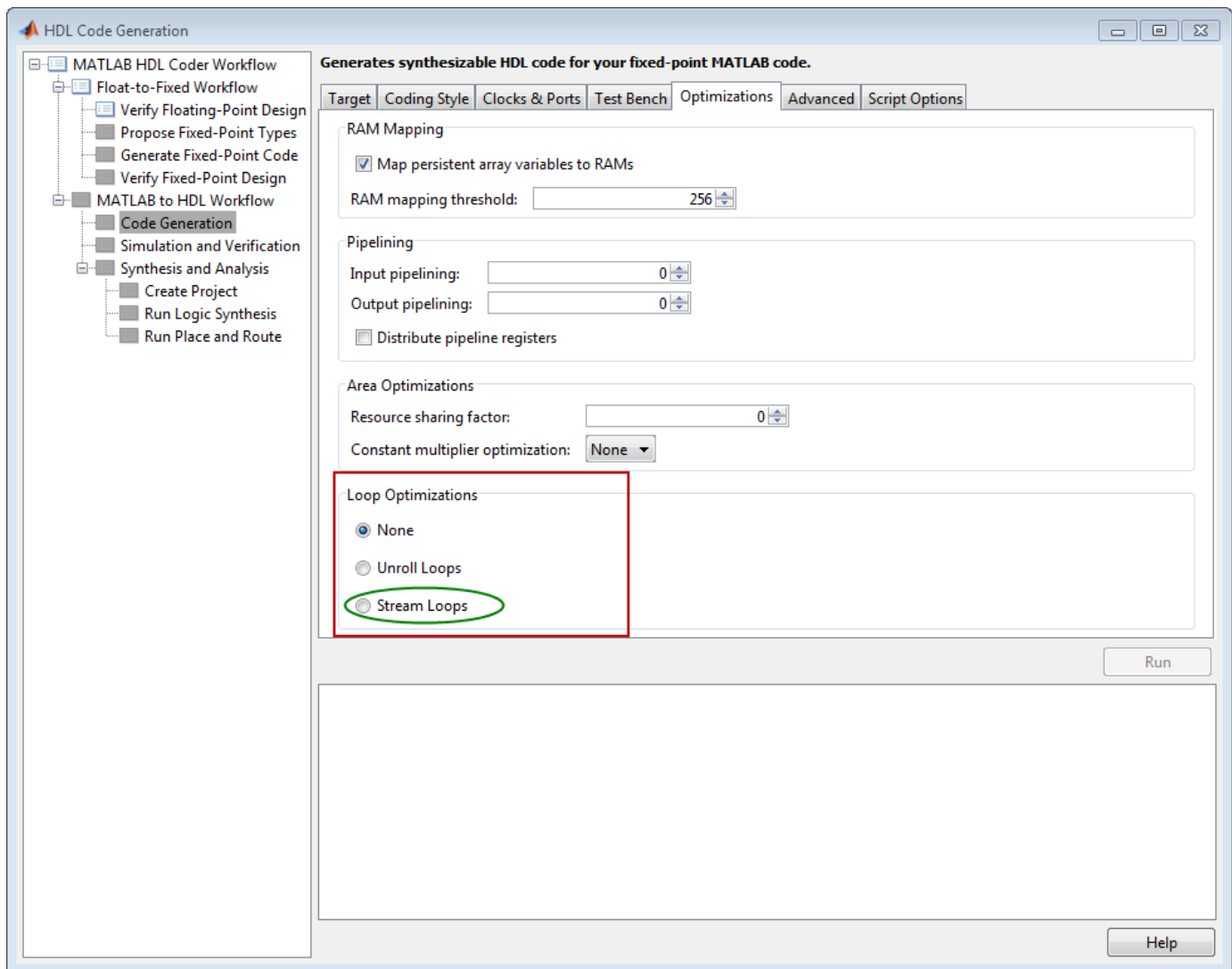
Next, add the file 'mlhdlc_fir.m' to the project as the MATLAB Function and 'mlhdlc_fir_tb.m' as the MATLAB Test Bench.

Launch the Workflow Advisor.

Refer to “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Turn On Loop Streaming

The loop streaming optimization in HDL Coder converts software loops (either written explicitly using a for-loop statement, or inferred loops from matrix/vector operators) to area-friendly hardware loops.



Run Fixed-Point Conversion and HDL Code Generation

Right-click the 'Code Generation' step. Choose the option 'Run to selected task' to run all the steps from the beginning through HDL code generation.

Examine the Generated Code

When you synthesize the design with the loop streaming optimization, you see a reduction in area resources in the resource report. Try generating HDL code with and without the optimization.

The resource report without the loop streaming optimization:

| | |
|--------------------|-----|
| Multipliers | 16 |
| Adders/Subtractors | 31 |
| Registers | 106 |
| RAMs | 0 |
| Multiplexers | 0 |

The resource report with the loop streaming optimization enabled:

| | |
|--------------------|-----|
| Multipliers | 1 |
| Adders/Subtractors | 17 |
| Registers | 448 |
| RAMs | 0 |
| Multiplexers | 5 |

Known Limitations

Loops will be streamed only if they are regular nested loops. A regular nested loop structure is defined as one where:

- None of the loops in any level of nesting appear in a conditional flow region, i.e. no loop can be embedded within if-else or switch-else regions.
- Loop index variables are monotonically increasing.
- Total number of iterations of the loop structure is non-zero.
- There are no back-to-back loops at the same level of the nesting hierarchy.

Clean up the Generated Files

Run the following commands to clean up the temporary project folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_fir'];
clear mex;
cd (mlhdlc_demo_dir);
rmdir(mlhdlc_temp_dir, 's');
```

Constant Multiplier Optimization to Reduce Area

This example shows how to perform a design-level area optimization in HDL Coder™ by converting constant multipliers into shifts and adds using canonical signed digit (CSD) techniques. The CSD representation of multiplier constants for example, in gain coefficients or filter coefficients) significantly reduces the area of the hardware implementation.

Canonical Signed Digit (CSD) Representation

A signed digit (SD) representation is an augmented binary representation with weights 0,1 and -1. -1 is represented in HDL Coder generated code as 1'.

$$X_{10} = \sum_{r=0}^{B-1} x_r \cdot 2^r$$

where

$$x_r = 0, 1, -1(\bar{1})$$

For example, here are a couple of signed digit representations for 93:

$$X_{10} = 64 + 16 + 13 = 01011101$$

$$X_{10} = 128 - 32 - 2 - 1 = 10\bar{1}000\bar{1}\bar{1}$$

Note that the signed digit representation is non-unique. A canonical signed digit (CSD) representation is an SD representation with the minimum number of nonzero elements.

Here are some properties of CSD numbers:

- 1 No two consecutive bits in a CSD number are nonzero
- 2 CSD representation uses minimum number of nonzero digits
- 3 CSD representation of a number is unique

CSD Multiplier

Let us see how a CSD representation can yield an implementation requiring a minimum number of adders.

Let us look at CSD example:

```

y = 231 * x
  = (11100111) * x           % 231 in binary form
  = (1001'01001') * x       % 231 in signed digit form
  = (256 - 32 + 8 - 1) * x   %
  = (x << 8) - (x << 5) + (x << 3) - x % cost of CSD: 3 Adders

```

HDL Coder CSD Implementation

HDL Coder uses a CSD implementation that differs from the traditional CSD implementation. This implementation preferentially chooses adders over subtractors when using the signed digit representation. In this representation, sometimes two consecutive bits in a CSD number can be nonzero. However, similar to the CSD implementation, the HDL Coder implementation uses the minimum number of nonzero digits. For example:

In the traditional CSD implementation, the number 1373 is represented as:

$$1373 = 0101'01'01'001'01$$

This implementation does not have two consecutive nonzero digits in the representation. The cost of this implementation is 1 adder and 4 subtractors.

In the HDL Coder CSD implementation, the number 1373 is represented as:

$$1373 = 00101011001'01$$

This implementation has two consecutive nonzero digits in the representation but uses the same number of nonzero digits as the previous CSD implementation. The cost of this implementation is 4 adders and 1 subtractor which shows that adders are preferred to subtractors.

FCSD Multiplier

A combination of factorization and CSD representation of a constant multiplier can lead to further reduction in hardware cost (number of adders).

FCSD can further reduce the number of adders in the above constant multiplier:

```

y = 231 * x
y = (7 * 33) * x
y_tmp = (x << 5) + x
y = (y_tmp << 3) - y_tmp           % cost of FCSD: 2 Adders

```

CSD/FCSD Costs

This table shows the costs (C) of all 8-bit multipliers.

| C | Coefficient |
|-------------------------------------|--|
| 0 | 1, 2, 4, 8, 16, 32, 64, 128, 256 |
| 1 | 3, 5, 6, 7, 9, 10, 12, 14, 15, 17, 18, 20, 24, 28, 30, 31, 33, 34, 36, 40, 48, 56, 60, 62, 63, 65, 66, 68, 72, 80, 96, 112, 120, 124, 126, 127, 129, 130, 132, 136, 144, 160, 192, 224, 240, 248, 252, 254, 255 |
| 2 | 11, 13, 19, 21, 22, 23, 25, 26, 27, 29, 35, 37, 38, 39, 41, 42, 44, 46, 47, 49, 50, 52, 54, 55, 57, 58, 59, 61, 67, 69, 70, 71, 73, 74, 76, 78, 79, 81, 82, 84, 88, 92, 94, 95, 97, 98, 100, 104, 108, 110, 111, 113, 114, 116, 118, 119, 121, 122, 123, 125, 131, 133, 134, 135, 137, 138, 140, 142, 143, 145, 146, 148, 152, 156, 158, 159, 161, 162, 164, 168, 176, 184, 188, 190, 191, 193, 194, 196, 200, 208, 216, 220, 222, 223, 225, 226, 228, 232, 236, 238, 239, 241, 242, 244, 246, 247, 249, 250, 251, 253 |
| 3 | 43, 45, 51, 53, 75, 77, 83, 85, 86, 87, 89, 90, 91, 93, 99, 101, 102, 103, 105, 106, 107, 109, 115, 117, 139, 141, 147, 149, 150, 151, 153, 154, 155, 157, 163, 165, 166, 167, 169, 170, 172, 174, 175, 177, 178, 180, 182, 183, 185, 186, 187, 189, 195, 197, 198, 199, 201, 202, 204, 206, 207, 209, 210, 212, 214, 215, 217, 218, 219, 221, 227, 229, 230, 231, 233, 234, 235, 237, 243, 245 |
| 4 | 171, 173, 179, 181, 203, 205, 211, 213 |
| Minimum costs through factorization | |
| 2 | 45 = 5 × 9, 51 = 3 × 17, 75 = 5 × 15, 85 = 5 × 17, 90 = 2 × 9 × 5, 93 = 3 × 31, 99 = 3 × 33, 102 = 2 × 3 × 17, 105 = 7 × 15, 150 = 2 × 5 × 15, 153 = 9 × 17, 155 = 5 × 31, 165 = 5 × 33, 170 = 2 × 5 × 17, 180 = 4 × 5 × 9, 186 = 2 × 3 × 31, 189 = 7 × 9, 195 = 3 × 65, 198 = 2 × 3 × 33, 204 = 4 × 3 × 17, 210 = 2 × 7 × 15, 217 = 7 × 31, 231 = 7 × 33 |
| 3 | 171 = 3 × 57, 173 = 8 + 165, 179 = 51 + 128, 181 = 1 + 180, 211 = 1 + 210, 213 = 3 × 71, 205 = 5 × 41, 203 = 7 × 29 |

Reference: Digital Signal Processing with FPGAs by Uwe Meyer-Baese

MATLAB® Design

The MATLAB code used in this example implements a simple FIR filter. The example also shows a MATLAB test bench that exercises the filter.

```
design_name = 'mlhdlc_csd';
testbench_name = 'mlhdlc_csd_tb';
```

- 1 Design: mlhdlc_csd
- 2 Test Bench: mlhdlc_csd_tb

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_csd'];
```



```
% create a temporary folder and copy the MATLAB files
cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
```

Simulate the Design

Simulate the design with the test bench prior to code generation to make sure there are no runtime errors.

```
mlhdlc_csd_tb
```

Create a Fixed-Point Conversion Config Object

To perform fixed-point conversion, you need a 'fixpt' config object.

Create a 'fixpt' config object and specify your test bench name:

```
close all;
fixptcfg = coder.config('fixpt');
fixptcfg.TestBenchName = 'mlhdlc_csd_tb';
```

Create an HDL Code Generation Config Object

To generate code, you must create an 'hdl' config object and set your test bench name:

```
hdlcfg = coder.config('hdl');
hdlcfg.TestBenchName = 'mlhdlc_csd_tb';
```

Generate Code without Constant Multiplier Optimization

```
hdlcfg.ConstantMultiplierOptimization = 'None';
```

Enable the 'Unroll Loops' option to inline multiplier constants.

```
hdlcfg.LoopOptimization = 'UnrollLoops';
codegen -float2fixed fixptcfg -config hdlcfg mlhdlc_csd
```

Examine the generated code.

```
329 -- filtered output
330 --'mlhdlc_csd_FixPt:40' y_out = fi((h( 1 )*a1 + h( 2 )*a2) + (h( 3 )*a3 + h( 4 )*a4), 1, 14, 12, fm);
331 p22y_out_mul_temp <= (-2194) * a1;
332 p22y_out_add_cast <= resize(p22y_out_mul_temp, 29);
333 p22y_out_mul_temp_1 <= (-1373) * a2;
334 p22y_out_add_cast_1 <= resize(p22y_out_mul_temp_1, 29);
335 p22y_out_add_temp <= p22y_out_add_cast + p22y_out_add_cast_1;
336 p22y_out_add_cast_2 <= resize(p22y_out_add_temp, 30);
337 p22y_out_mul_temp_2 <= 3319 * a3;
338 p22y_out_add_cast_3 <= resize(p22y_out_mul_temp_2, 29);
339 p22y_out_mul_temp_3 <= 6658 * a4;
340 p22y_out_add_cast_4 <= resize(p22y_out_mul_temp_3, 29);
341 p22y_out_add_temp_1 <= p22y_out_add_cast_3 + p22y_out_add_cast_4;
342 p22y_out_add_cast_5 <= resize(p22y_out_add_temp_1, 30);
343 p22y_out_add_temp_2 <= p22y_out_add_cast_2 + p22y_out_add_cast_5;
344 y_out_1 <= p22y_out_add_temp_2(26 DOWNT0 13);
345
```


HDL Workflow Advisor Reference

- “HDL Workflow Advisor” on page 9-2
- “MATLAB to HDL Code and Synthesis” on page 9-6

HDL Workflow Advisor

The screenshot shows the HDL Workflow Advisor interface. The main window displays MATLAB code for a function named `mlhdlc_sfir`. The code includes comments and logic for a symmetric FIR filter with delay registers. Below the code, there is a table summarizing the variables used in the function.

| Variable | Type | Sim Min | Sim Max | Whol... | Proposed Type | Lo... | Max Diff |
|---------------------------|--------|---------|---------|---------|---------------|-------|----------|
| Input | | | | | | | |
| <code>x_in</code> | double | | | No | | | |
| <code>h_in1</code> | double | | | No | | | |
| <code>h_in2</code> | double | | | No | | | |
| <code>h_in3</code> | double | | | No | | | |
| <code>h_in4</code> | double | | | No | | | |
| Output | | | | | | | |
| <code>y_out</code> | double | | | No | | | |
| <code>delayed_xout</code> | double | | | No | | | |
| Persistent | | | | | | | |
| <code>ud1</code> | double | | | No | | | |
| <code>ud2</code> | double | | | No | | | |

Overview

The HDL Workflow Advisor is a tool that supports a suite of tasks covering the stages of the ASIC and FPGA design process, including converting floating-point MATLAB algorithms to fixed-point algorithms. Some tasks perform code validation or checking; others run the HDL code generator or third-party tools. Each folder at the top level of the HDL Workflow Advisor contains a group of related tasks that you can select and run.

Use the HDL Workflow Advisor to:

- Convert floating-point MATLAB algorithms to fixed-point algorithms.

If you already have a fixed-point MATLAB algorithm, set **Design needs conversion to Fixed Point?** to No to skip this step.

- Generate HDL code from fixed-point MATLAB algorithms.
- Simulate the HDL code using a third-party simulation tool.
- Synthesize the HDL code and run a mapping process that maps the synthesized logic design to the target FPGA.
- Run a Place and Route process that takes the circuit description produced by the previous mapping process, and emits a circuit description suitable for programming an FPGA.

Procedures

Automatically Run Tasks

To automatically run the tasks within a folder:

- 1 Click the **Run** button. The tasks run in order until a task fails.

Alternatively, right-click the folder to open the context menu. From the context menu, select Run to run the tasks within the folder.

- 2 If a task in the folder fails:
 - a Fix the failure using the information in the results pane.
 - b Continue the run by clicking the **Run** button.

Run Individual Tasks

To run an individual task:

- 1 Click the **Run** button.

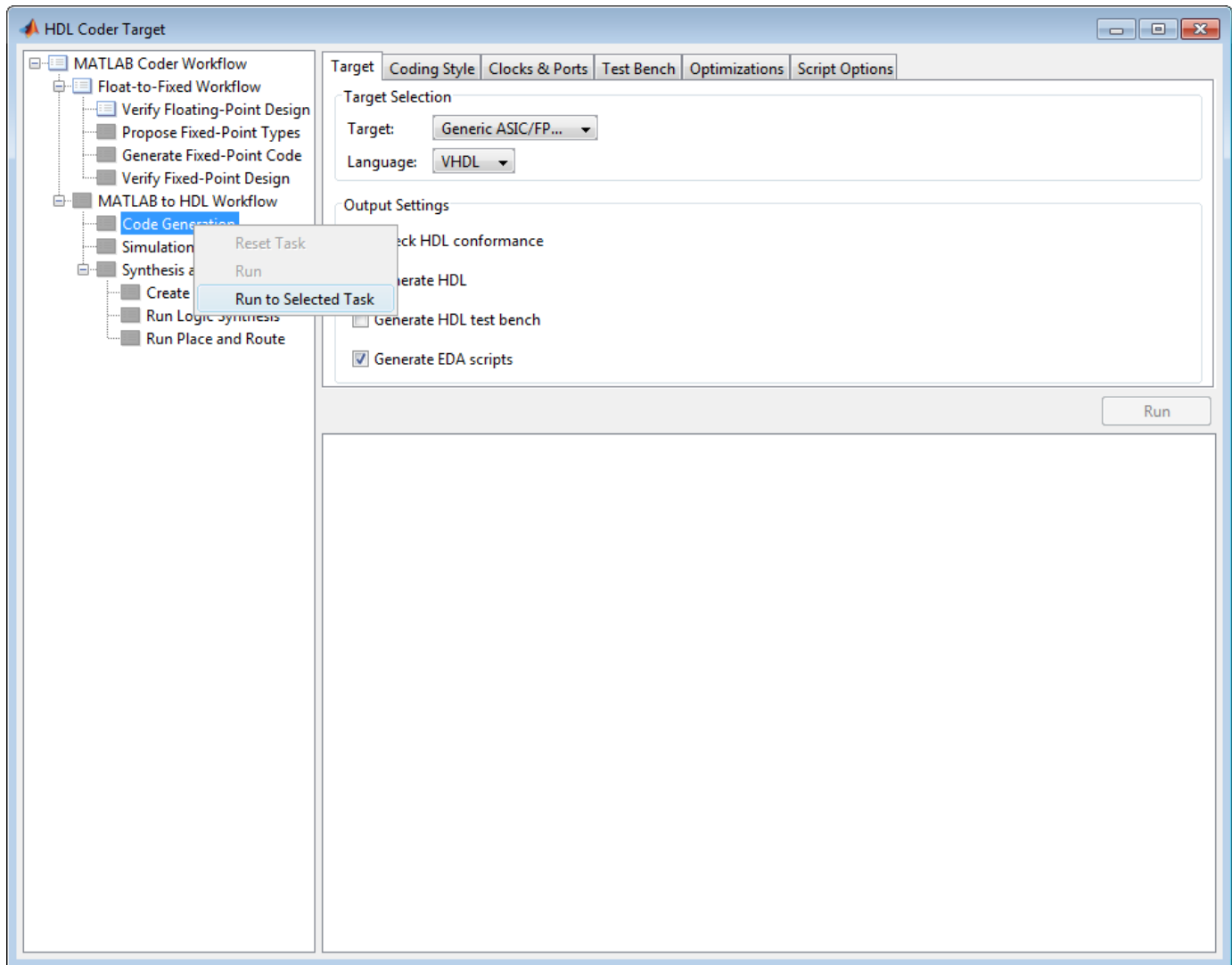
Alternatively, right-click the task to open the context menu. From the context menu, select Run to run the selected task.

- 2 Review Results. The possible results are:
 - Pass:** Move on to the next task.
 - Warning:** Review results, decide whether to move on or fix.
 - Fail:** Review results, do not move on without fixing.
- 3 If required, fix the issue using the information in the results pane.
- 4 Once you have fixed a **Warning** or **Failed** task, rerun the task by clicking **Run**.

Run to Selected Task

To run the tasks up to and including the currently selected task:

- 1 Select the last task that you want to run.
- 2 Right-click this task to open the context menu.
- 3 From the context menu, select Run to Selected Task.



Note If a task before the selected task fails, the Workflow Advisor stops at the failed task.

Reset a Task

To reset a task:

- 1 Select the task that you want to reset.
- 2 Right-click this task to open the context menu.
- 3 From the context menu, select **Reset Task** to reset this and subsequent tasks.

Reset All Tasks in a Folder

To reset a task:

- 1 Select the folder that you want to reset.
- 2 Right-click this folder to open the context menu.

-
-
- 3** From the context menu, select **Reset Task** to reset the tasks this folder and subsequent folders.

MATLAB to HDL Code and Synthesis

In this section...

“MATLAB to HDL Code Conversion” on page 9-6
“Code Generation: Target Tab” on page 9-6
“Code Generation: Coding Style Tab” on page 9-7
“Code Generation: Clocks and Ports Tab” on page 9-8
“Code Generation: Test Bench Tab” on page 9-10
“Code Generation: Optimizations Tab” on page 9-11
“Simulation and Verification” on page 9-12
“Synthesis and Analysis” on page 9-13

MATLAB to HDL Code Conversion

The **MATLAB to HDL Workflow** task in the HDL Workflow Advisor generates HDL code from fixed-point MATLAB code, and simulates and verifies the HDL against the fixed-point algorithm. HDL Coder then runs synthesis, and optionally runs place and route to generate a circuit description suitable for programming an ASIC or FPGA.

Code Generation: Target Tab

Select target hardware and language and required outputs.

Input Parameters

Target

Target hardware. Select from the list:

- Generic ASIC/FPGA
- Xilinx
- Altera
- Simulation

Language

Select the language (VHDL or Verilog) in which code is generated. The selected language is referred to as the target language.

Default: VHDL

Check HDL Conformance

Enable HDL conformance checking.

Default: Off

Generate HDL

Enable generation of HDL code for the fixed-point MATLAB algorithm.

Default: On

Generate HDL Test Bench

Enable generation of HDL code for the fixed-point test bench.

Default: Off

Generate EDA Scripts

Enable generation of script files for third-party electronic design automation (EDA) tools. These scripts let you compile and simulate generated HDL code and synthesize generated HDL code.

Default: On

Code Generation: Coding Style Tab

Parameters that affect the style of the generated code.

Input Parameters

Preserve MATLAB code comments

Include MATLAB code comments in generated code.

Default: On

Include MATLAB source code as comments

Include MATLAB source code as comments in the generated code. The comments precede the associated generated code. Includes the function signature in the function banner.

Default: On

Generate Report

Enable a code generation report.

Default: Off

VHDL File Extension

Specify the file name extension for generated VHDL files.

Default: .vhd

Verilog File Extension

Specify the file name extension for generated Verilog files.

Default: .v

Comment in header

Specify comment lines in header of generated HDL and test bench files.

Default: None

Text entered in this field as a character vector generates a comment line in the header of the generated code. The code generator adds leading comment characters for the target language. When newlines or linefeeds are included in the text, the code generator emits single-line comments for each newline.

Package postfix

HDL Coder applies this option only if a package file is required for the design.

Default: _pkg

Entity conflict postfix

Specify the character vector to resolve duplicate VHDL entity or Verilog module names in generated code.

Default: `_block`

Reserved word postfix

Specify a character vector to append to value names, postfix values, or labels that are VHDL or Verilog reserved words.

Default: `_rsvd`

Clocked process postfix

Specify a character vector to append to HDL clock process names.

Default: `_process`

Complex real part postfix

Specify a character vector to append to real part of complex signal names.

Default: `'_re'`

Complex imaginary part postfix

Specify a character vector to append to imaginary part of complex signal names.

Default: `'_im'`

Pipeline postfix

Specify a character vector to append to names of input or output pipeline registers.

Default: `'_pipe'`

Enable prefix

Specify the base name as a character vector for internal clock enables and other flow control signals in generated code.

Default: `'enb'`

Code Generation: Clocks and Ports Tab

Clock and port settings

Input Parameters**Reset type**

Specify whether to use asynchronous or synchronous reset logic when generating HDL code for registers.

Default: Asynchronous

Reset Asserted level

Specify whether the asserted (active) level of reset input signal is active-high or active-low.

Default: Active-high

Reset input port

Enter the name for the reset input port in generated HDL code.

Default: reset

Clock input port

Specify the name for the clock input port in generated HDL code.

Default: clk

Clock enable input port

Specify the name for the clock enable input port in generated HDL code.

Default: clk

Oversampling factor

Specify frequency of global oversampling clock as a multiple of the design under test (DUT) base rate (1).

Default: 1

Input data type

Specify the HDL data type for input ports.

For VHDL, the options are:

- std_logic_vector
Specifies VHDL type STD_LOGIC_VECTOR
- signed/unsigned
Specifies VHDL type SIGNED or UNSIGNED

Default: std_logic_vector

For Verilog, the options are:

- In generated Verilog code, the data type for all ports is 'wire'. Therefore, **Input data type** is disabled when the target language is Verilog.

Default: wire

Output data type

Specify the HDL data type for output data types.

For VHDL, the options are:

- Same as input data type
Specifies that output ports have the same type specified by Input data type.
- std_logic_vector
Specifies VHDL type STD_LOGIC_VECTOR
- signed/unsigned
Specifies VHDL type SIGNED or UNSIGNED

Default: Same as input data type

For Verilog, the options are:

- In generated Verilog code, the data type for all ports is 'wire'. Therefore, Output data type is disabled when the target language is Verilog.

Default: wire

Clock enable output port

Specify the name for the clock enable input port in generated HDL code.

Default: clk_enable

Code Generation: Test Bench Tab

Test bench settings.

Input Parameters

Test bench name postfix

Specify a character vector appended to names of reference signals generated in test bench code.

Default: '_tb'

Force clock

Specify whether the test bench forces clock enable input signals.

Default: On

Clock High time (ns)

Specify the period, in nanoseconds, during which the test bench drives clock input signals high (1).

Default: 5

Clock low time (ns)

Specify the period, in nanoseconds, during which the test bench drives clock input signals low (0).

Default: 5

Hold time (ns)

Specify a hold time, in nanoseconds, for input signals and forced reset input signals.

Default: 2 (given the default clock period of 10 ns)

Setup time (ns)

Display setup time for data input signals.

Default: 0

Force clock enable

Specify whether the test bench forces clock enable input signals.

Default: On

Clock enable delay (in clock cycles)

Define elapsed time (in clock cycles) between deassertion of reset and assertion of clock enable.

Default: 1

Force reset

Specify whether the test bench forces reset input signals.

Default: On

Reset length (in clock cycles)

Define length of time (in clock cycles) during which reset is asserted.

Default: 2

Hold input data between samples

Specify how long substrate signal values are held in valid state.

Default: On

Initialize testbench inputs

Specify initial value driven on test bench inputs before data is asserted to device under test (DUT).

Default: Off

Multi file testbench

Divide generated test bench into helper functions, data, and HDL test bench code files.

Default: Off

Test bench data file name postfix

Specify suffix added to test bench data file name when generating multi-file test bench.

Default: '_data'

Test bench reference post fix

Specify a character vector to append to names of reference signals generated in test bench code.

Default: '_ref'

Ignore data checking (number of samples)

Specify number of samples during which output data checking is suppressed.

Default: 0

Use fiaccel to accelerate test bench logging

To generate a test bench, HDL Coder simulates the original MATLAB code. Use the Fixed-Point Designer `fiaccel` function to accelerate this simulation and accelerate test bench logging.

Default: On

Code Generation: Optimizations Tab

Optimization settings

Input Parameters

Map persistent array variables to RAMs

Select to map persistent array variables to RAMs instead of mapping to shift registers.

Default: Off

Dependencies:

- **RAM Mapping Threshold**
- **Persistent variable names for RAM Mapping**

RAM Mapping Threshold

Specify the minimum RAM size required for mapping persistent array variables to RAMs.

Default: 256

Persistent variable names for RAM Mapping

Provide the names of the persistent variables to map to RAMs.

Default: None

Input Pipelining

Specify number of pipeline registers to insert at top level input ports. Can improve performance and help to meet timing constraints.

Default: 0

Output Pipelining

Specify number of pipeline registers to insert at top level output ports. Can improve performance and help to meet timing constraints.

Default: 0

Distribute Pipeline Registers

Reduces critical path by changing placement of registers in design. Operates on all registers, including those inserted using the **Input Pipelining** and **Output Pipelining** parameters, and internal design registers.

Default: Off

Sharing Factor

Number of additional sources that can share a single resource, such as a multiplier. To share resources, set **Sharing Factor** to 2 or higher; a value of 0 or 1 turns off sharing.

In a design that performs identical multiplication operations, HDL Coder can reduce the number of multipliers by the sharing factor. This can significantly reduce area.

Default: 0

Simulation and Verification

Simulates the generated HDL code using the selected simulation tool.

Input Parameters

Simulation tool

Lists the available simulation tools.

Default: None

Skip this step

Default: Off

Results and Recommended Actions

| Conditions | Recommended Action |
|--|--|
| No simulation tool available on system path. | Add your simulation tool path to the MATLAB system path, then restart MATLAB. For more information, see “Synthesis Tool Path Setup”. |

Synthesis and Analysis

This folder contains tasks to create a synthesis project for the HDL code. The task then runs the synthesis and, optionally, runs place and route to generate a circuit description suitable for programming an ASIC or FPGA.

Input Parameters**Skip this step**

Default: Off

Skip this step if you are interested only in simulation or you do not have a synthesis tool.

Create Project

Create synthesis project for supported synthesis tool.

Description

This task creates a synthesis project for the selected synthesis tool and loads the project with the HDL code generated for your MATLAB algorithm.

You can select the family, device, package, and speed that you want.

When the project creation is complete, the HDL Workflow Advisor displays a link to the project in the right pane. Click this link to view the project in the synthesis tool's project window.

Input Parameters**Synthesis Tool**

Select from the list:

- Altera Quartus II

Generate a synthesis project for Altera Quartus II. When you select this option, HDL Coder sets:

- **Chip Family** to Stratix II
- **Device Name** to EP2S60F1020C4

You can manually change these settings.

- Xilinx ISE

Generate a synthesis project for Xilinx ISE. When you select this option, HDL Coder:

- Sets **Chip Family** to Virtex4
- Sets **Device Name** to xc4vsx35
- Sets **Package Name** to ff6...
- Sets **Speed Value** to -...

You can manually change these settings.

Default: No Synthesis Tool Specified

When you select **No Synthesis Tool Specified**, HDL Coder does not generate a synthesis project. It clears and disables the fields in the **Synthesis Tool Selection** pane.

Chip Family

Target device family.

Default: None

Device Name

Specific target device, within selected family.

Default: None

Package Name

Available package choices. The family and device determine these choices.

Default: None

Speed Value

Available speed choices. The family, device, and package determine these choices.

Default: None

Results and Recommended Actions

| Conditions | Recommended Action |
|--|--|
| Synthesis tool fails to create project. | Read the error message returned by synthesis tool, then check the synthesis tool version, and check that you have write permission for the project folder. |
| Synthesis tool does not appear in dropdown list. | Add your synthesis tool path to the MATLAB system path, then restart MATLAB. For more information, see "Synthesis Tool Path Setup". |

Run Logic Synthesis

Launch selected synthesis tool and synthesize the generated HDL code.

Description

This task:

- Launches the synthesis tool in the background.
- Opens the previously generated synthesis project, compiles HDL code, synthesizes the design, and emits netlists and related files.
- Displays a synthesis log in the **Result** subpane.

Results and Recommended Actions

| Conditions | Recommended Action |
|--|---|
| Synthesis tool fails when running place and route. | Read the error message returned by the synthesis tool, modify the MATLAB code, then rerun from the beginning of the HDL Coder workflow. |

Run Place and Route

Launches the synthesis tool in the background and runs a Place and Route process.

Description

This task:

- Launches the synthesis tool in the background.
- Runs a Place and Route process that takes the circuit description produced by the previous mapping process, and emits a circuit description suitable for programming an FPGA.
- Displays a log in the Result subpane.

Input Parameters**Skip this step**

If you select **Skip this step**, the HDL Workflow Advisor executes the workflow, but omits the Perform Place and Route, marking it Passed. You might want to select **Skip this step** if you prefer to do place and route work manually.

Default: Off

Results and Recommended Actions

| Conditions | Recommended Action |
|--|---|
| Synthesis tool fails when running place and route. | Read the error message returned by the synthesis tool, modify the MATLAB code, then rerun from the beginning of the HDL Coder workflow. |

HDL Code Generation from Simulink

Model Design for HDL Code Generation

- “Signal and Data Type Support” on page 10-2
- “Use Simulink Templates for HDL Code Generation” on page 10-7
- “Generate DUT Ports for Tunable Parameters” on page 10-17
- “Generate Parameterized Code for Referenced Models” on page 10-20
- “Generating HDL Code for Subsystems with Array of Buses” on page 10-21
- “Implement Control Signals Based Mathematical Functions using HDL Coder” on page 10-24
- “Using ForEach Subsystems in HDL Coder” on page 10-47
- “Generate HDL Code for Blocks Inside For Each Subsystem” on page 10-51
- “Field-Oriented Control of a Permanent Magnet Synchronous Machine” on page 10-56
- “Model and Debug Test Point Signals with HDL Coder” on page 10-60
- “Allocate Sufficient Delays for Floating-Point Operations” on page 10-68
- “Optimize Generated HDL Code for Multirate Designs with Large Rate Differentials” on page 10-73
- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81
- “Numeric Considerations with Native Floating-Point” on page 10-85
- “ULP Considerations of Native Floating-Point Operators” on page 10-89
- “Latency Values of Floating-Point Operators” on page 10-92
- “Latency Considerations with Native Floating Point” on page 10-97
- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105
- “Floating Point Support: Field-Oriented Control Algorithm” on page 10-111
- “Verify the Generated Code from Native Floating-Point” on page 10-118
- “Simulink Blocks Supported with Native Floating-Point” on page 10-122
- “Supported Data Types and Scope” on page 10-127
- “Import Verilog Code and Generate Simulink Model” on page 10-129
- “Supported Verilog Constructs for HDL Import” on page 10-132
- “Verilog Dataflow Modeling with HDL Import” on page 10-137
- “Simulate and Generate HDL Code for the Float Typecast Block” on page 10-148
- “Generate Simulink® Model From CORDIC Atan2 Verilog® Code” on page 10-150

Signal and Data Type Support

In this section...

“Buses” on page 10-2

“Enumerations” on page 10-3

“Matrices” on page 10-3

“Unsupported Signal and Data Types” on page 10-6

HDL Coder supports code generation for Simulink signal types and data types with a few special cases.

Buses

If your DUT or other blocks in your model have many input or output signals, you can create bus signals to improve the readability of your model. A bus signal or bus is a composite signal that consists of other signals that are called elements.

You can generate HDL code for designs that use virtual and nonvirtual buses. For example, you can generate code for designs that contain:

- DUT subsystem ports connected to buses.
- Simulink and Stateflow® blocks that support buses and HDL code generation.

Supported Blocks with Buses

Bus-capable blocks are blocks that can accept bus signals as input and produce bus signals as outputs. For a list of bus-capable blocks that Simulink supports, see “Bus-Capable Blocks”. HDL Coder supports code generation for bus-capable blocks in the **HDL Coder** block library. For more details, see the “HDL Code Generation” section of each block page. The supported blocks include:

- Bus Assignment
- Bus Creator
- Bus Selector
- Constant
- Delay
- Multipoint Switch
- Rate Transition
- Signal Conversion
- Signal Specification
- Switch
- Unit Delay
- Vector Concatenate, Matrix Concatenate
- Zero-Order Hold

In addition, subsystems, models, and these user-defined functions support buses for simulation and HDL code generation:

- Subsystem, Atomic Subsystem, CodeReuse Subsystem
- Model references, see “Model Referencing for HDL Code Generation” on page 27-2.
- Stateflow Chart
- MATLAB Function blocks
- MATLAB System blocks
- Vision HDL Toolbox blocks that accept a pixelcontrol bus for control input

Bus Support Limitations

Buses are not supported in the IP Core Generation workflow. In addition, you cannot generate code for designs that use:

- A Black box model reference connected to a bus.
- A bus input to a Delay block with nonzero **Initial condition**.

Enumerations

You can generate code for Simulink, MATLAB, or Stateflow enumerations within your design.

Requirements

- The enumeration values must be monotonically increasing.
- The enumeration strings must have unique names and must not use a reserved keyword in the Verilog or VHDL language.
- If your target language is Verilog, all enumeration member names must be unique within the design.

Restrictions

Enumerations at the top-level DUT ports are not supported with the following workflows or verification methods:

- IP Core Generation workflow
- FPGA Turnkey workflow
- Simulink Real-Time FPGA I/O workflow
- Customization for the USRP Device workflow
- FPGA-in-the-loop
- HDL Cosimulation

Matrices

You can use matrix types with these blocks in your design. For more details, see the "HDL Code Generation" section of each block page.

| HDL Coder Block Library | Supported blocks |
|--------------------------------|--|
| Discontinuities | These blocks are supported: <ul style="list-style-type: none"> • Dead Zone • Relay • Saturation |
| Discrete | These blocks are supported: <ul style="list-style-type: none"> • Delay • Discrete-Time Integrator • Memory • Tapped Delay • Unit Delay • Unit Delay Enabled Synchronous • Unit Delay Enabled Resettable Synchronous • Unit Delay Resettable Synchronous • Zero-Order Hold |
| HDL Floating Point Operations | The Rounding Function block is supported. |
| HDL Operations | All blocks in this library are supported. |
| HDL RAMs | Blocks in this library are not supported. |
| HDL Subsystems | Blocks in this library are not supported. |
| Logic and Bit Operations | These blocks are supported: <ul style="list-style-type: none"> • Bit Clear • Bit Concat • Bit Reduce • Bit Rotate • Bit Set • Bit Shift • Bit Slice • Extract Bits • Logical Operator • Relational Operator • Shift Arithmetic |
| Lookup Tables | Blocks in this library are not supported. |

| HDL Coder Block Library | Supported blocks |
|--------------------------------|--|
| Math Operations | <p>These blocks are supported:</p> <ul style="list-style-type: none"> • Abs • Add • Assignment • Bias • Complex to Real-Imag • Gain • Product, including matrix multiplication. • Matrix Concatenate • Math Function • Real-Imag to Complex • Reshape • Sign • Sum • Unary Minus • Increment Stored Integer • Increment Real World • Decrement Stored Integer • Decrement Real World • Sum of Elements • Product of Elements |
| Model Verification | All blocks in this library are supported. |
| Model-Wide Utilities | The DocBlock is supported. The Model Info block does not support matrix data types. |
| Ports & Subsystems | The Subsystem, Atomic Subsystem, CodeReuse Subsystem block is supported. |
| Signal Attributes | <p>These blocks are supported:</p> <ul style="list-style-type: none"> • Data Type Conversion • Data Type Duplicate • Probe • Rate Transition • Signal Conversion • Signal Specification |

| HDL Coder Block Library | Supported blocks |
|-------------------------|--|
| Signal Routing | These blocks are supported: <ul style="list-style-type: none"> • Mux • Multiport Switch • Selector • Switch |
| Sources | These blocks are supported: <ul style="list-style-type: none"> • Constant • Enumerated Constant • Inport |
| Sinks | These blocks are supported: <ul style="list-style-type: none"> • Display • Outport • Scope • To Workspace • To File |
| User-Defined Functions | The MATLAB Function block is supported. |

The code generator does not support matrix types at the interfaces of the Subsystem that you generate HDL code for. Use a Reshape block to convert the matrix input to a 1-D array at the interface. Inside the Subsystem, use another Reshape block that converts the 1-D array back to the matrix type with the dimensionality that you specified.

Unsupported Signal and Data Types

- Arrays stored in row-major layout are not supported for HDL code generation
- Variable-size signals are not supported for code generation.

See Also

Related Examples

- “Generating HDL Code for Subsystems with Array of Buses” on page 10-21

More About

- “Signal Types”
- “About Data Types in Simulink”
- “Composite Signals”
- “Use Enumerated Data in Simulink Models”
- “Enumerated Data” (Stateflow)

Use Simulink Templates for HDL Code Generation

In this section...

“Create Model Using HDL Coder Model Template” on page 10-7

“HDL Coder Model Templates” on page 10-7

HDL Coder model templates in Simulink provide you with design patterns and best practices for models intended for HDL code generation. Models you create from one of the HDL Coder model templates have their configuration parameters and solver settings set up for HDL code generation. To configure an existing model for HDL code generation, use `hdlsetup`.

Create Model Using HDL Coder Model Template

To model hardware for efficient HDL code generation, create a model using an HDL Coder model template.

- 1 Open the Simulink Start Page. In the MATLAB Home tab, select the **Simulink** button. Alternatively, at the command line, enter:


```
simulink
```
- 2 In the **HDL Coder** section, you see templates that are preconfigured for HDL code generation. Selecting the template opens a blank model in the Simulink Editor. To save the model, select **File > Save As**.
- 3 To open the Simulink Library Browser and then open the **HDL Coder** Block Library, select the **Library Browser** button in the Simulink Editor. Alternatively, at the command line, enter

```
sLibraryBrowser
```

To filter the Simulink Library Browser to show the block libraries that support HDL code generation, use the `hdlLib` function:

```
hdlLib
```

HDL Coder Model Templates

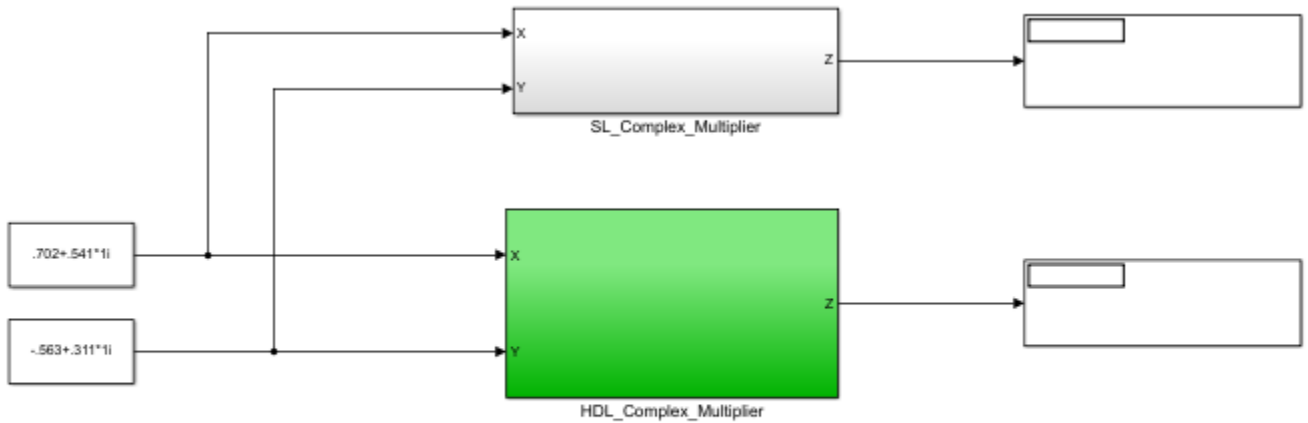
Complex Multiplier

The Complex Multiplier template shows how to model a complex multiplier-accumulator and manually pipeline the intermediate stages. The hardware implementation of complex multiplication uses four multipliers and two adders.

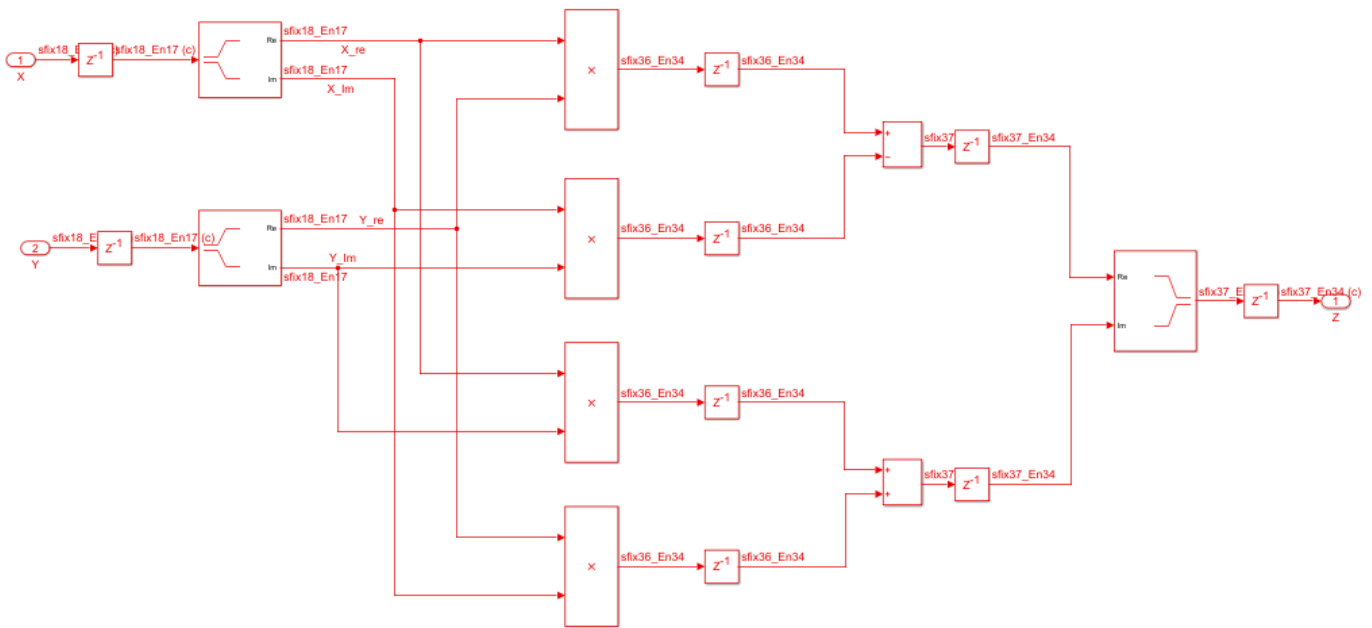
The template applies the following best practices:

- In the Configuration Parameters dialog box, in **HDL Code Generation > Global Settings**, **Reset type** is set to **Synchronous**.
- To improve speed, Delay blocks, which map to registers in hardware, are at the inputs and outputs of the multipliers and adders.
- To support the output data of a full-precision complex multiplier, the output data word length is manually specified to be $(operand_word_length * 2) + 1$.

For example, in the template, the operand word length is 18, and the output word length is 37.

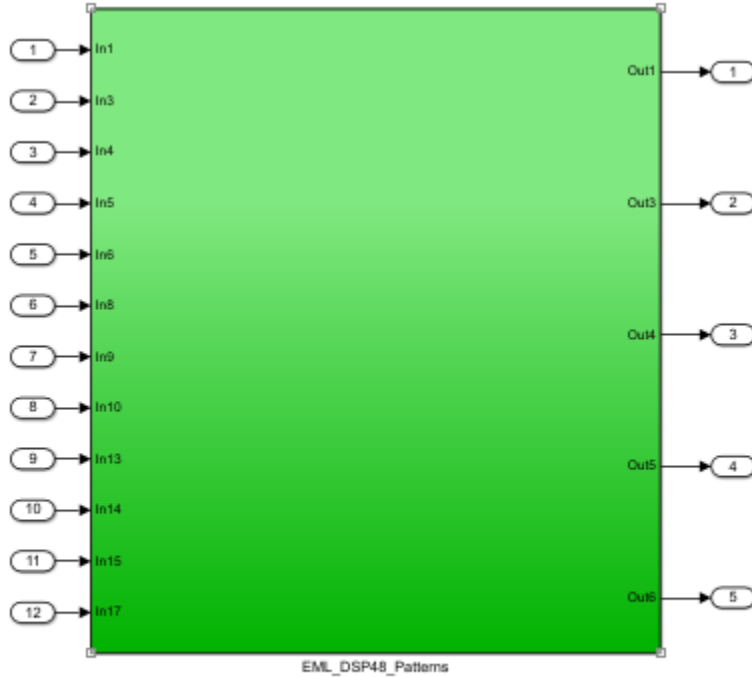


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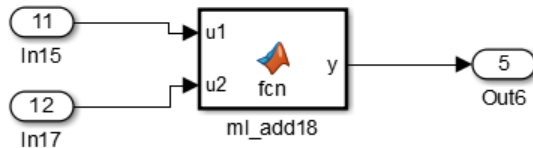
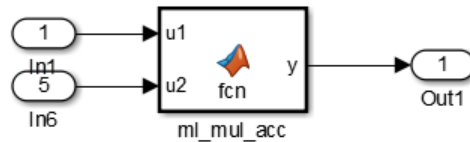
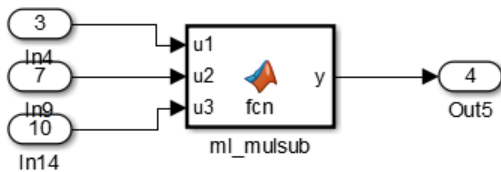
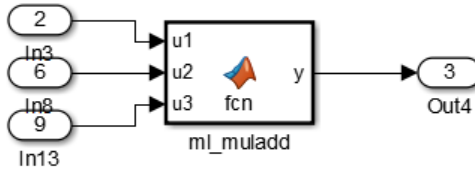
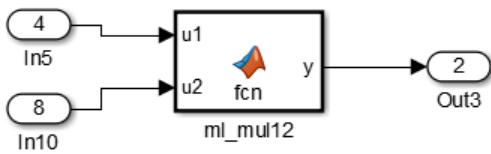
MATLAB Arithmetic

The MATLAB Arithmetic template contains MATLAB arithmetic operations that infer DSP48s in hardware.



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untitled ▶ EML_DSP48_Patterns



For example, the `ml_mul_acc` MATLAB Function block shows how to write a multiply-accumulate operation in MATLAB. `hdlfimath` on page 29-29 applies fixed-point math settings for HDL code generation.

```

function y = fcn(u1, u2)

% design of a 6x6 multiplier
% same reset on inputs and outputs
% followed by an adder

nt = numerictype(0,6,0);
nt2 = numerictype(0,12,0);
fm = hdlfimath;

persistent u1_reg u2_reg mul_reg add_reg;
if isempty(u1_reg)
    u1_reg = fi(0, nt, fm);
    u2_reg = fi(0, nt, fm);
    mul_reg = fi(0, nt2, fm);
    add_reg = fi(0, nt2, fm);
end

mul = mul_reg;
mul_reg = u1_reg * u2_reg;
add = add_reg;
add_reg(:) = mul+add;
u1_reg = u1;
u2_reg = u2;

y = add;

```

ROM

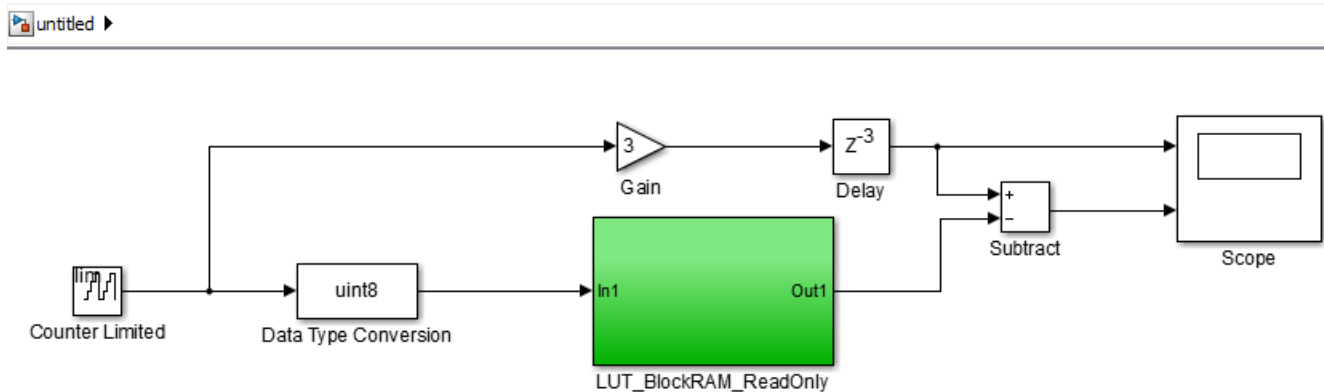
The ROM template is a design pattern that maps to a ROM in hardware.

The template applies the following best practices:

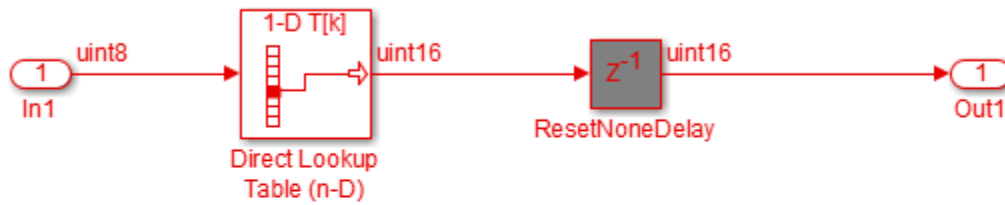
- At the output of the lookup table, there is a Delay block with `ResetType = none`.
- The lookup table is structured such that the spacing between breakpoints is a power of two.

Using table dimensions that are a power of two enables HDL Coder to generate shift operations instead of division operations. If necessary, pad the table with zeros.

- The number of lookup table entries is a power of two. For some synthesis tools, a lookup table that has a power-of-two number of entries maps better to ROM. If necessary, pad the table with zeros.



untitled ▶ LUT_BlockRAM_ReadOnly ▶ HDL ROM



```
x=(0:99);
Scale_by_3_LUT=3*x;
pad=2^nextpow2(length(Scale_by_3_LUT))-length(Scale_by_3_LUT);
Scale_by_3_LUT_pad=[Scale_by_3_LUT,zeros(pad,1)];
```

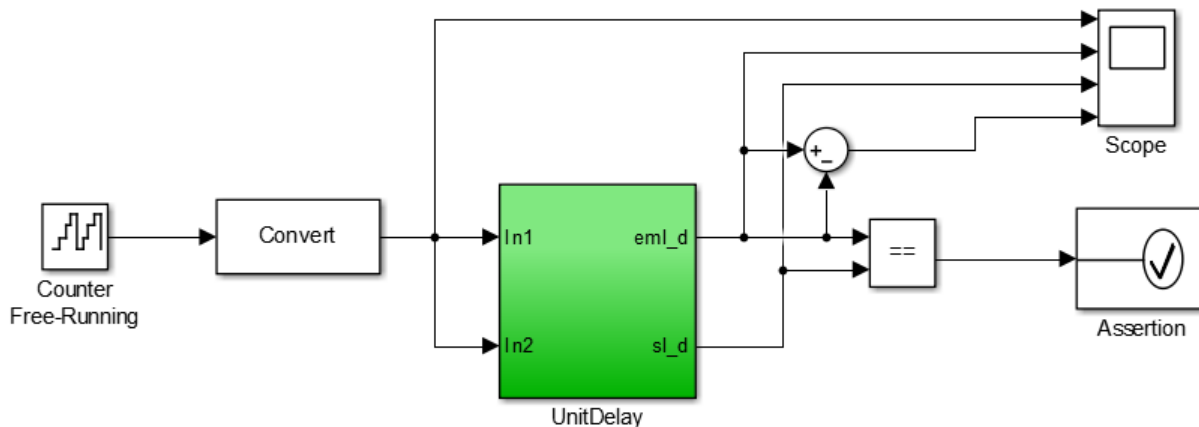
Register

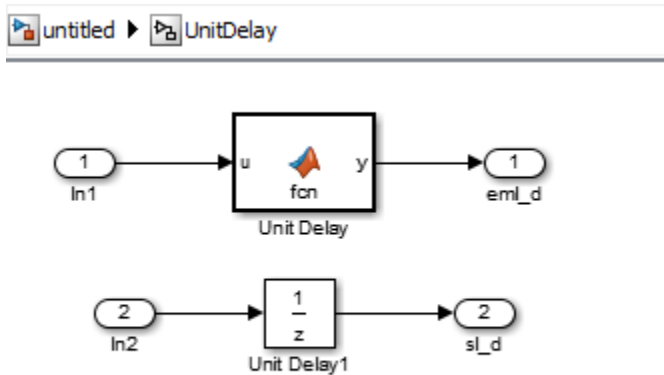
The Register template shows how to model hardware registers:

- In Simulink, using the Delay block.
- In MATLAB, using persistent variables.

This design pattern also shows how to use `cast` to propagate data types automatically.

untitled ▶





The MATLAB code in the MATLAB Function block uses a persistent variable to model the register.

```
function y = fcn(u)
% Unit delay implementation that maps to a register in hardware

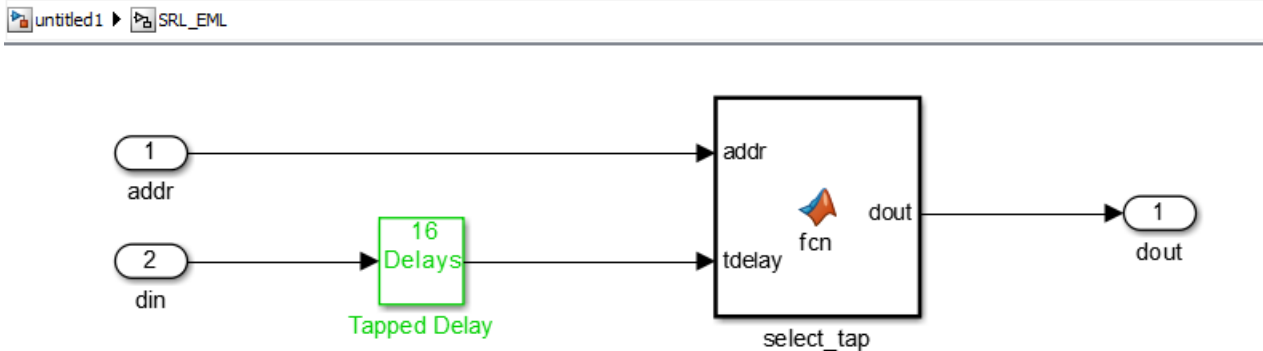
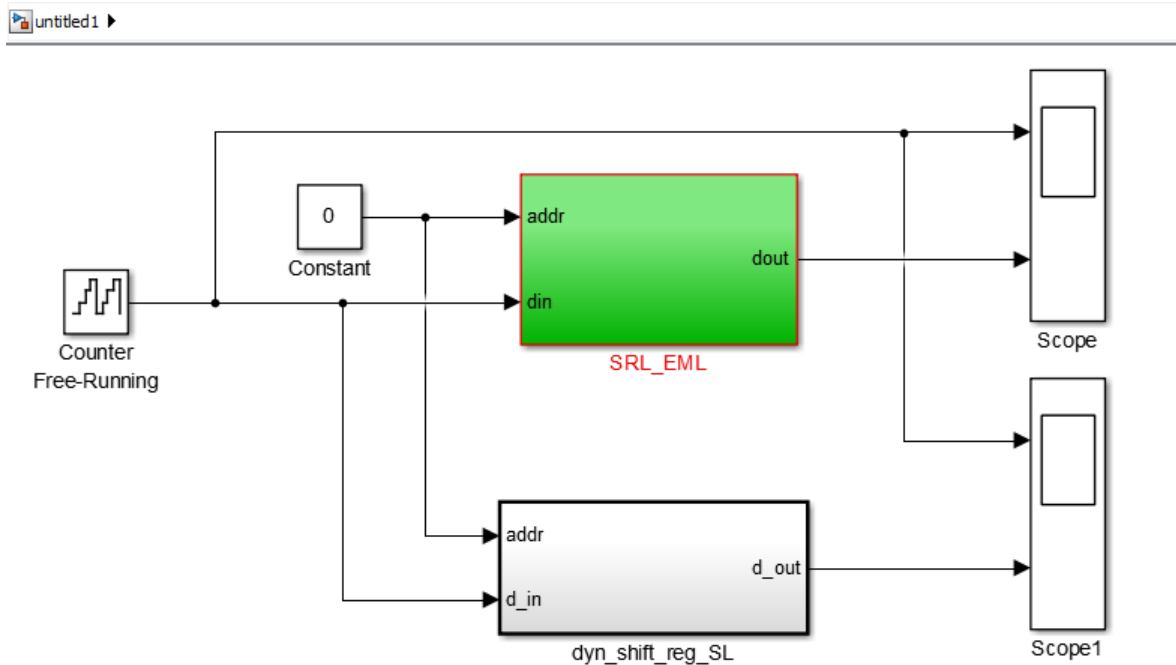
persistent u_d;
if isempty(u_d)
    % defines initial value driven by unit delay at time step 0
    u_d = cast(0, 'like', u);
end

% return delayed input from last sample time hit
y = u_d;

% store the current input
u_d = u;
```

SRL

The SRL template shows how to implement a shift register that maps to an SRL16 in hardware. You can use a similar pattern to map to an SRL32.



To map to SRL16/32:

- Set ResetType = none for the tapped delay
- Use ML fcn block to create mux logic
- Flatten hierarchy for the subsystem to inline the ML code
- Do not use "include current input in output vector" option for the tapped delay

In the shift register subsystem, the Tapped Delay implements the shift operation, and the MATLAB Function, `select_tap`, implements the output mux.

In `select_tap`, the zero-based address, `addr` increments by 1 because MATLAB indices are one-based.

```
function dout = fcn(addr, tdelay)
%#codegen
```

```
addr1 = fi(addr+1,0,5,0);
dout = tdelay(addr1);
```

In the generated code, HDL Coder automatically omits the increment because Verilog and VHDL are zero-based.

The template also applies the following best practices for mapping to an SRL16 in hardware:

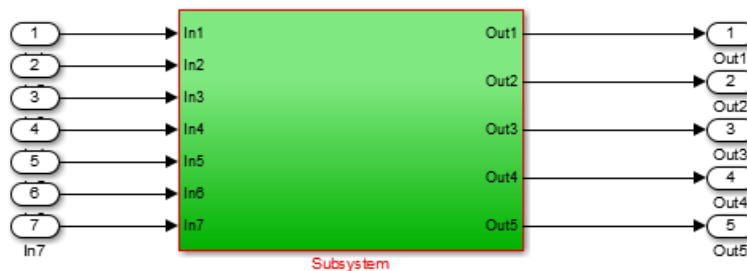
- For the Tapped Delay block:
 - In the Block Parameters dialog box, **Include current input in output vector** is not enabled.
 - In the HDL Block Properties dialog box, **ResetType** is set to none.
- For the Subsystem block, in the HDL Block Properties dialog box, **FlattenHierarchy** is set to on.

Simulink Hardware Patterns

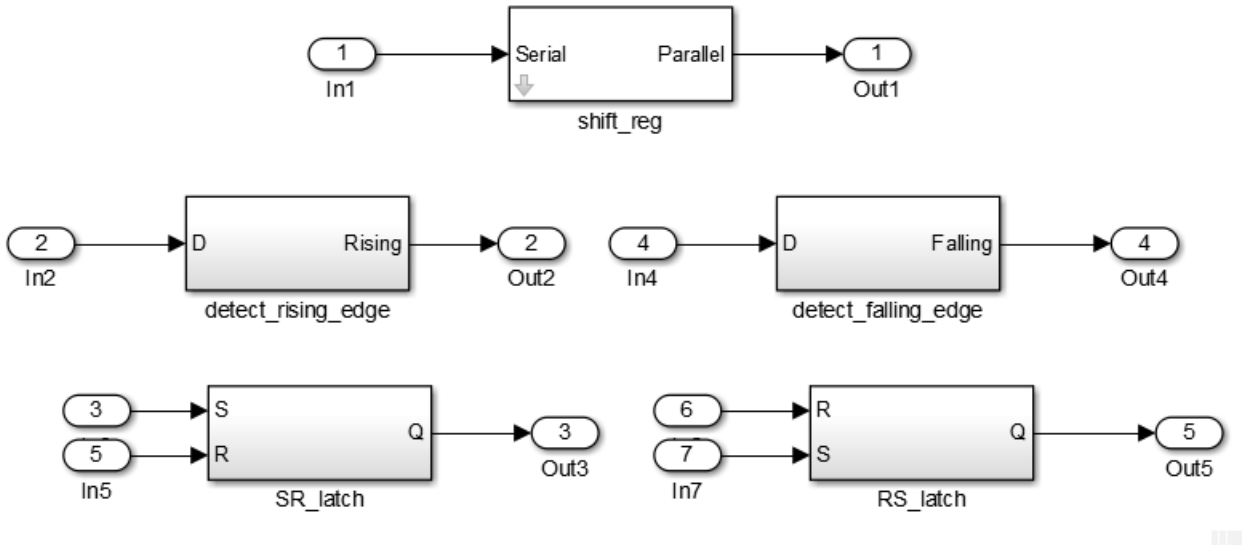
The Simulink Hardware Patterns template contains design patterns for common hardware operations:

- Serial-to-parallel shift register
- Detect rising edge
- Detect falling edge
- SR latch
- RS latch

untitled2 ▶

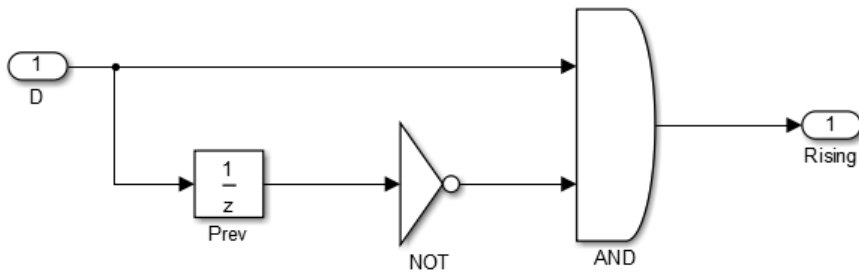


untitled ▶ Subsystem ▶

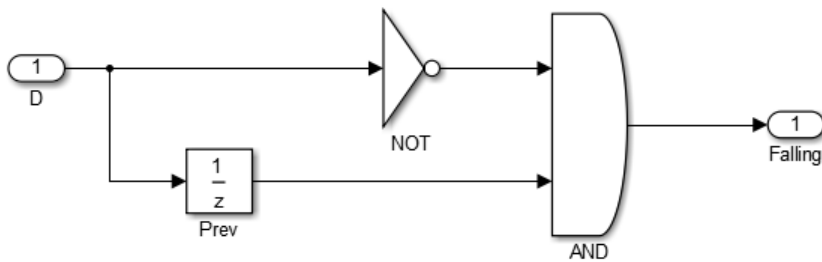


For example, the design patterns for rising edge detection and falling edge detection:

untitled ▶ Subsystem ▶ detect_rising_edge

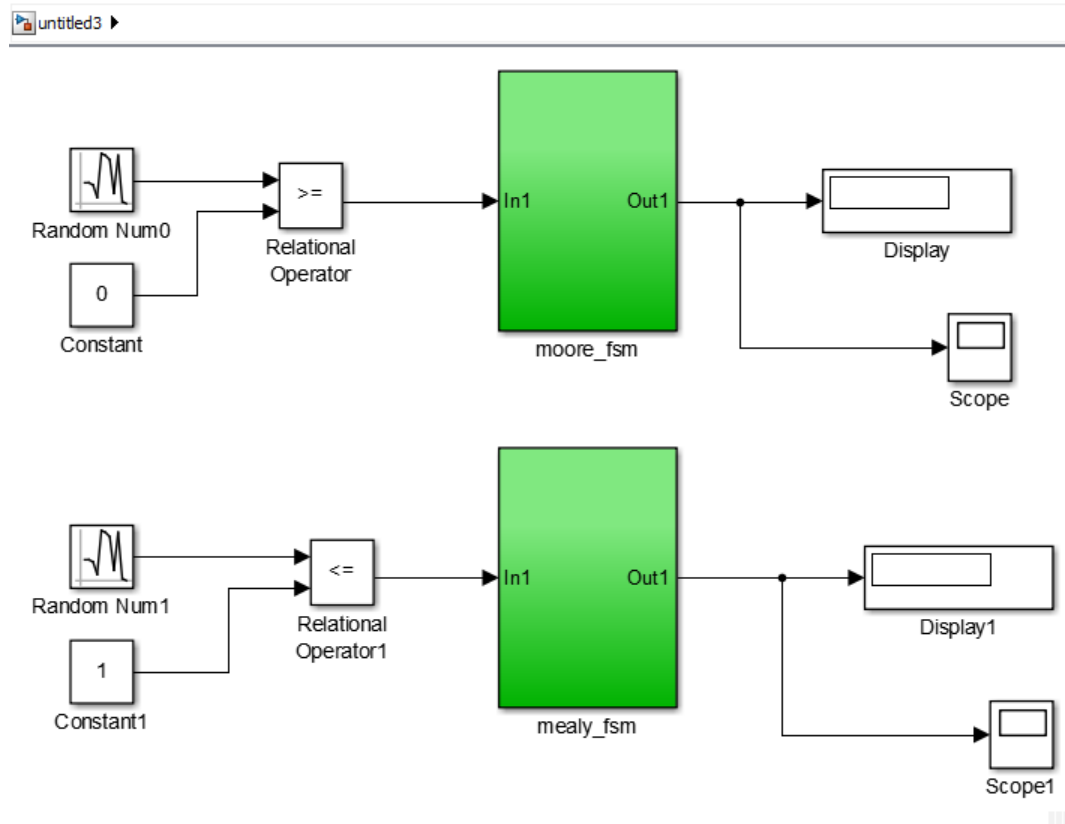


untitled ▶ Subsystem ▶ detect_falling_edge



State Machine in MATLAB

The State Machine in MATLAB template shows how to implement Mealy and Moore state machines using the MATLAB Function block.



To learn more about best practices for modeling state machines, see “Model a State Machine for HDL Code Generation” on page 3-4.

See Also

hdlsetup | makehdl

More About

- “Create HDL-Compatible Simulink Model”
- “Design Guidelines for the MATLAB Function Block” on page 29-29
- “Hardware Modeling with MATLAB Code”

Generate DUT Ports for Tunable Parameters

In this section...

“Prerequisites” on page 10-17

“Create and Add Tunable Parameter That Maps to DUT Ports” on page 10-17

“Generated Code” on page 10-18

“Limitations” on page 10-18

“Use Tunable Parameter in Other Blocks” on page 10-18

Tunable parameters that you use to adjust your model behavior during simulation can map to top-level DUT ports in your generated HDL code. HDL Coder generates one DUT port per tunable parameter.

You can generate a DUT port for a tunable parameter by using it in one of these blocks:

- Gain
- Constant
- MATLAB Function
- MATLAB System
- Chart
- Truth Table
- State Transition Table

These blocks with the tunable parameter can be at any level of the DUT hierarchy, including within a model reference.

You cannot use HDL cosimulation with a DUT that uses tunable parameters in any of these blocks. If you use a tunable parameter in a block other than these blocks, code is generated inline and does not map to DUT ports. To use the value of a tunable parameter in a Chart or Truth Table block, see “Use Tunable Parameter in Other Blocks” on page 10-18.

You can define and store the tunable parameters in the base workspace or a Simulink data dictionary. However, a Simulink data dictionary provides more capabilities. For details, see “What Is a Data Dictionary?”.

Prerequisites

- The Simulink compiled data type for all instances of a tunable parameter must be the same.
- Simulink blocks that use tunable parameters with the same name must operate at the same data rate.

To learn more about Simulink compiled data types, see “Control Block Parameter Data Types”.

Create and Add Tunable Parameter That Maps to DUT Ports

To generate a DUT port for a tunable parameter:

- 1 Create a tunable parameter with `StorageClass` set to `ExportedGlobal`.

For example, to create a tunable parameter, *myParam*, and initialize it to 5, at the command line, enter:

```
myParam = Simulink.Parameter;
myParam.Value = 5;
myParam.CoderInfo.StorageClass = 'ExportedGlobal';
```

Alternatively, using the Model Explorer, create a tunable parameter and:

- In the **Storage Class** column of the **Contents** pane, click the **configure** link.
- In the **Dialog** pane, click **Configure in Coder App**. Set **Storage Class** to `ExportedGlobal`.

See “Create Data Objects from Built-In Data Class Package Simulink”.

2 In your Simulink design, use the tunable parameter as the:

- **Constant value** in a Constant block.
- **Gain** parameter in a Gain block.
- MATLAB function argument in a MATLAB Function block.

Generated Code

The following VHDL code is an example of code that HDL Coder generates for a Gain block with its **Gain** field set to a tunable parameter, *myParam*. You see that the code generator creates a DUT port and adds a comment to indicate that the port corresponds to a tunable parameter.

```
ENTITY s IS
  PORT( In1      : IN    std_logic_vector(15 DOWNTO 0); -- sfix16_En5
        myParam  : IN    std_logic_vector(15 DOWNTO 0); -- sfix16_En5 Tunable port
        Out1     : OUT   std_logic_vector(31 DOWNTO 0) -- sfix32_En10
        );
END s;

ARCHITECTURE rtl OF s IS

  -- Signals
  SIGNAL myParam_signed : signed(15 DOWNTO 0); -- sfix16_En5
  SIGNAL In1_signed     : signed(15 DOWNTO 0); -- sfix16_En5
  SIGNAL Gain_out1      : signed(31 DOWNTO 0); -- sfix32_En10

BEGIN
  myParam_signed <= signed(myParam);

  In1_signed <= signed(In1);

  Gain_out1 <= myParam_signed * In1_signed;

  Out1 <= std_logic_vector(Gain_out1);

END rtl;
```

Limitations

Make sure that the “Use trigger signal as clock” on page 17-41 check box is left cleared by default.

Use Tunable Parameter in Other Blocks

To use the value of a tunable parameter in a Chart or Truth Table block:

- 1 Create the tunable parameter and use it in a Constant block. on page 10-17
- 2 Add an input port to the block where you want to use the tunable parameter.
- 3 Connect the output of the Constant block to the new input port.

See Also

Related Examples

- “Generate Parameterized Code for Referenced Models” on page 10-20

Generate Parameterized Code for Referenced Models

In this section...

“Parameterize Referenced Model for HDL Code Generation” on page 10-20

“Restrictions” on page 10-20

To generate parameterized code for referenced models, use model arguments. You can use model arguments in a masked or unmasked Model block.

HDL Coder generates a single VHDL entity or Verilog module for the referenced model, even if the DUT has multiple instances of the referenced model. In the generated code, each model argument is a VHDL generic or a Verilog parameter.

Parameterize Referenced Model for HDL Code Generation

- 1 In the referenced model, create one or more model arguments.

To learn how to create a model argument, see “Specify a Different Value for Each Instance of a Reusable Model”.

- 2 In the referenced model, use each model argument parameter in a Gain or Constant block.
- 3 In the DUT, for each model reference, in the **Model arguments** table, enter values for each model argument.

Alternatively, create a model mask for the referenced model. In the DUT, for each model reference, enter values for each model argument.

- 4 Generate code for the DUT.

Restrictions

Model argument values:

- Must be scalar.
- Cannot be complex.
- Cannot be enumerated data.

See Also

Related Examples

- “Generate Reusable Code for Subsystems” on page 27-17
- “Generate DUT Ports for Tunable Parameters” on page 10-17

More About

- “Specify a Different Value for Each Instance of a Reusable Model”
- “Model Referencing for HDL Code Generation” on page 27-2

Generating HDL Code for Subsystems with Array of Buses

In this section...

“How HDL Coder Generates Code for Array of Buses” on page 10-21

“Array of Buses Limitations” on page 10-23

An array of buses is an array whose elements are buses. Each element in an array of buses must be nonvirtual and must have the same data type.

The array of buses represents structured data compactly. The array:

- Reduces the model complexity
- Reduces maintenance by organizing and routing signals in your Simulink model for vectorized algorithms

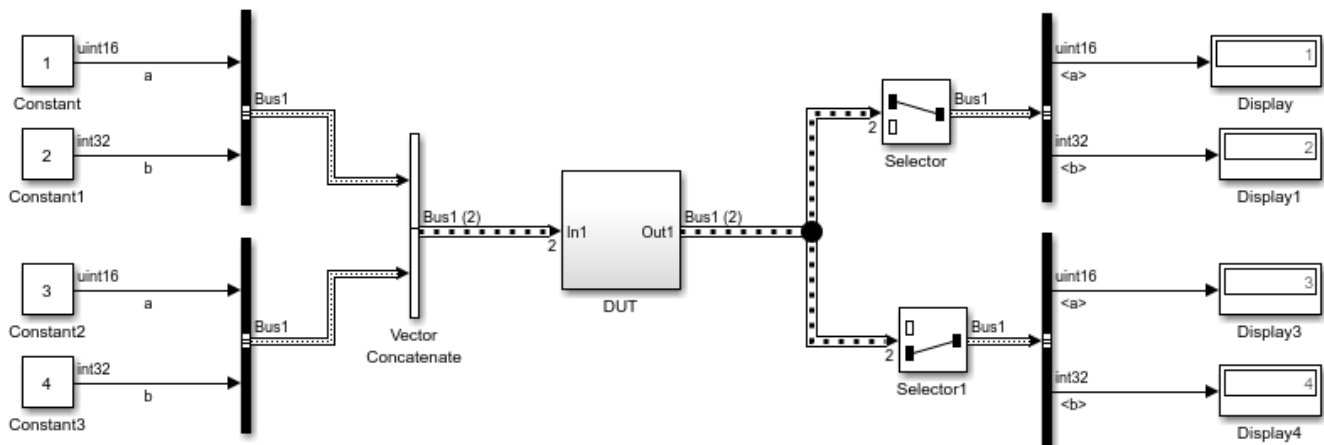
For more information, see “Group Nonvirtual Buses in Arrays of Buses”.

You can generate HDL code for virtual and nonvirtual blocks that Simulink supports with an array of buses. For more information, see “Bus-Capable Blocks”.

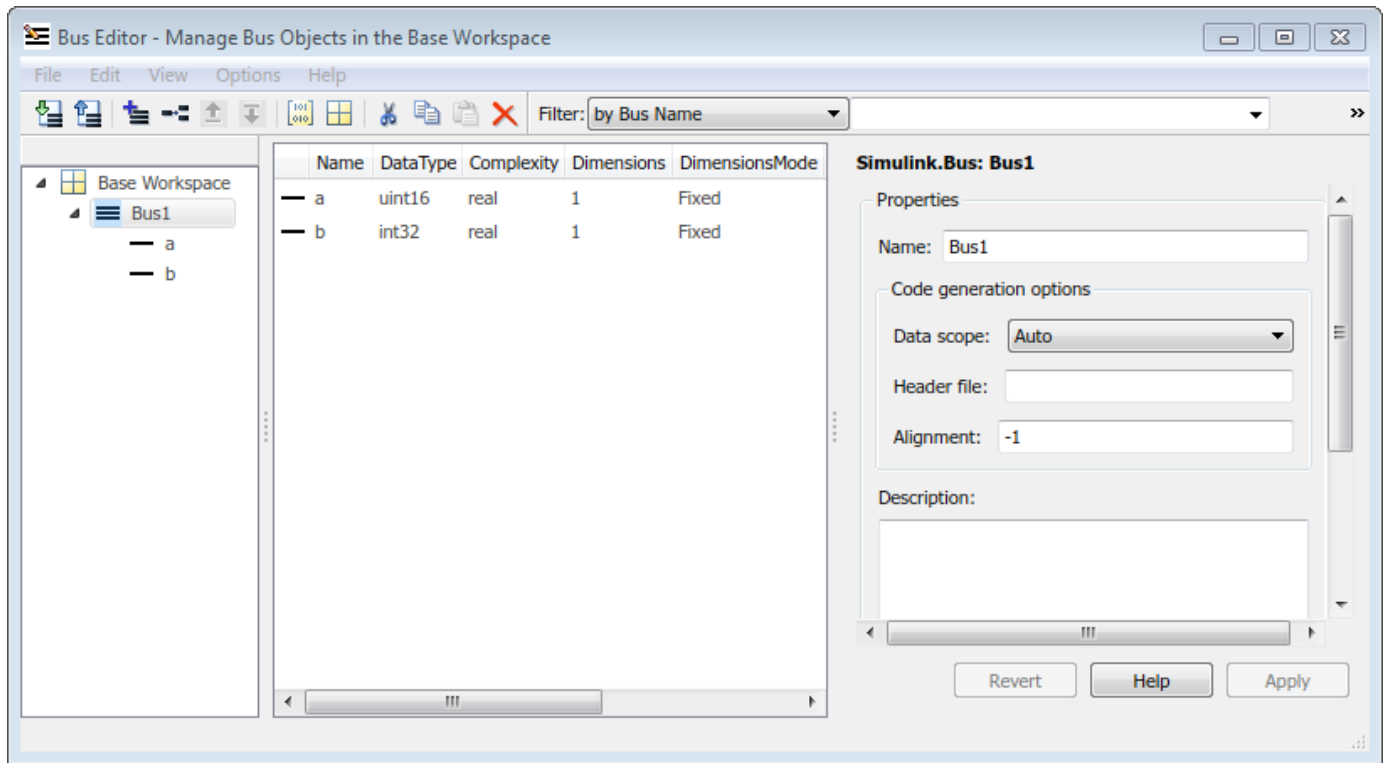
How HDL Coder Generates Code for Array of Buses

HDL Coder expands the array of buses in your Simulink model into the corresponding scalar signals in the generated code.

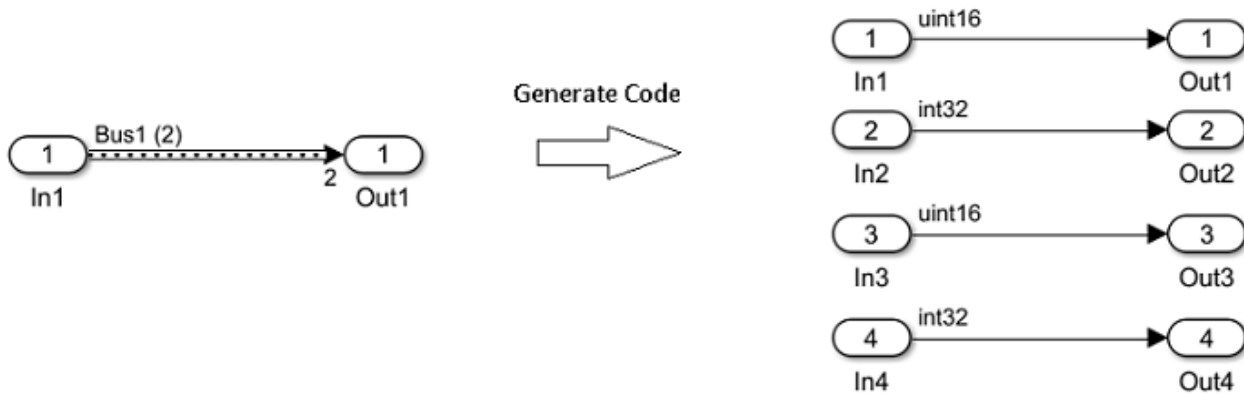
This Simulink model has an array of buses signal at the DUT interface.



The array of buses combines two nonvirtual bus elements, each having scalars a and b of types uint16 and int32 respectively.



The resulting HDL code expands the array of buses into scalars, and contains four scalar input and output ports.



In the generated code, the array of bus expansion results in four scalar signals at the input and output ports. For the first bus object, the input ports are In_1_a and In_1_b. For the second bus object, they are In_2_a and In_2_b. At the output, for the first bus object, they are Out_1_a and Out_1_b. For the second bus object, they are Out_2_a and Out_2_b.

```

ENTITY DUT IS
  PORT( In1_1_a : IN    std_logic_vector(15 DOWNTO 0); -- uint16
        In1_1_b : IN    std_logic_vector(31 DOWNTO 0); -- int32
        In1_2_a : IN    std_logic_vector(15 DOWNTO 0); -- uint16
        In1_2_b : IN    std_logic_vector(31 DOWNTO 0); -- int32
  );

```

```
    Out1_1_a : OUT  std_logic_vector(15 DOWNT0 0); -- uint16
    Out1_1_b : OUT  std_logic_vector(31 DOWNT0 0); -- int32
    Out1_2_a : OUT  std_logic_vector(15 DOWNT0 0); -- uint16
    Out1_2_b : OUT  std_logic_vector(31 DOWNT0 0)  -- int32
);
END DUT;
```

HDL Coder generates code in accordance with the order in which you specify the bus elements and the array elements in your Simulink model. If you specify the VHDL target language for your Simulink model that contains a bus object with arrays, HDL Coder preserves the arrays in the generated code, and does not expand into scalars.

Array of Buses Limitations

- Do not use the array of buses inside other data types. You cannot use a bus signal that contains an array of buses.
- MATLAB System and MATLAB Function blocks that contain System objects are not supported with an array of buses.

See Also

More About

- “Signal and Data Type Support” on page 10-2
- “Signal Types”
- “About Data Types in Simulink”
- “Composite Signals”
- “Use Enumerated Data in Simulink Models”
- “Enumerated Data” (Stateflow)

Implement Control Signals Based Mathematical Functions using HDL Coder

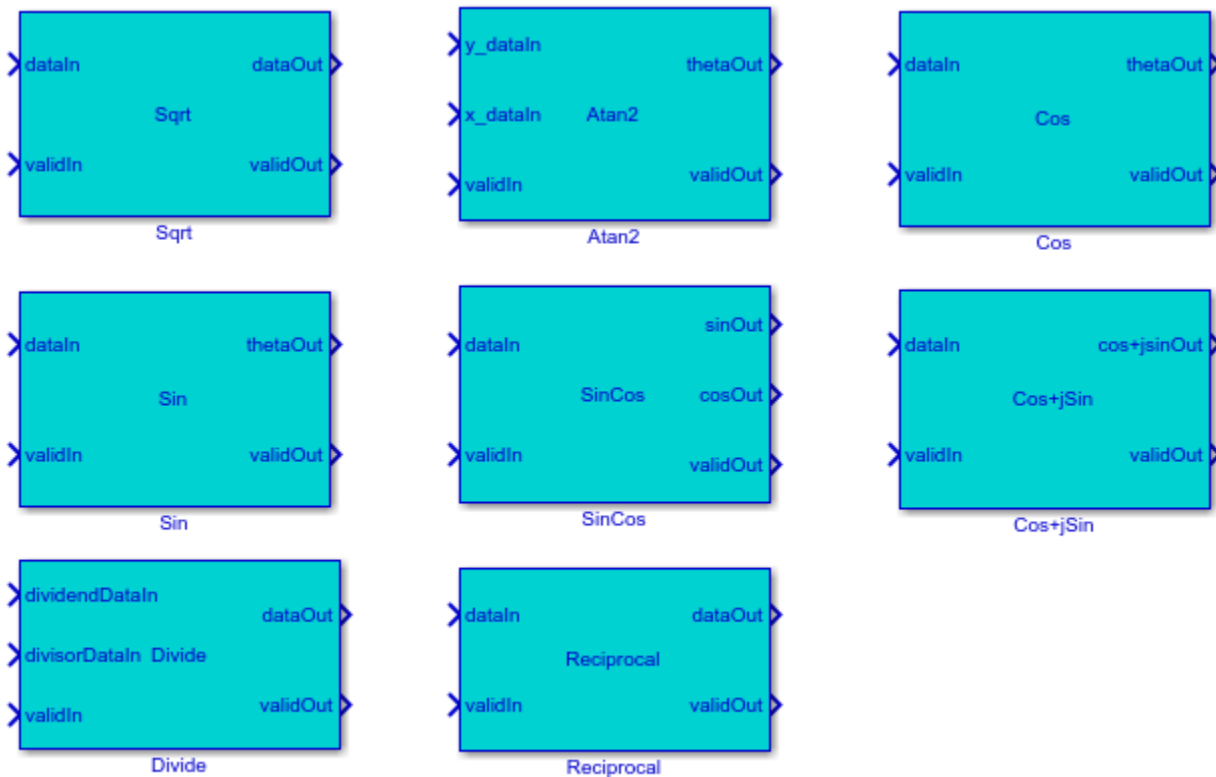
This document gives the overview of the control signal based fixed point mathematical functions in HDLMathLib and examples associated with all the blocks present in the HDLMathLib by using HDL Coder™. HDLMathLib includes following blocks with control ports.

- 1 Sqrt
- 2 Atan2
- 3 Sin
- 4 Cos
- 5 SinCos
- 6 Cos+jSin
- 7 Reciprocal
- 8 Divide

HDLMathLib Library With Control Ports for Mathematical Functions

To see all the mathematical function blocks in the HDLMathLib library, open the library using following command.

```
open_system('HDLMathLib')
```



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You can see various mathematical function blocks with control ports. Sqrt, Atan2, SinCos, Reciprocal and Divide blocks are described with example in the following sections. You can use sin, cos, Cos+jsin blocks in your model same way by referring below sections.

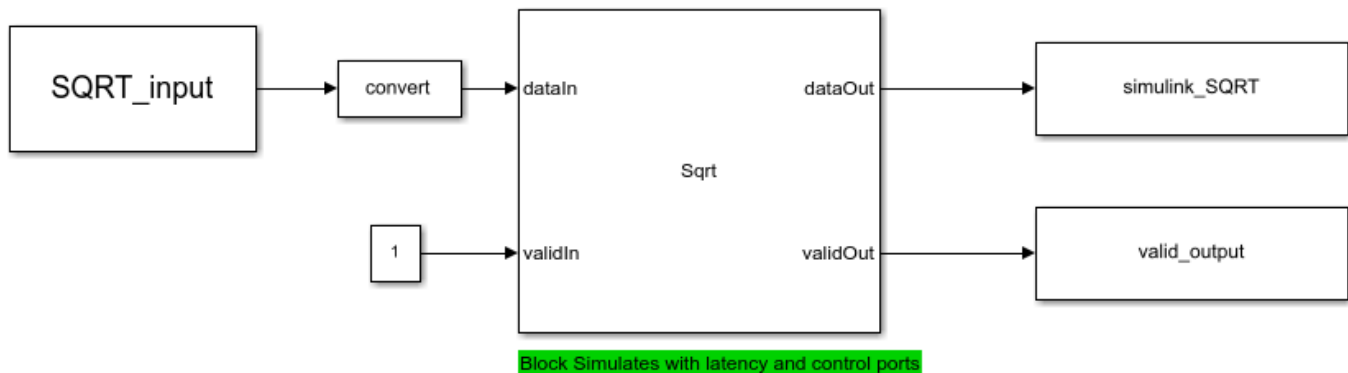
Sqrt Block with Control Signals

Each port of the Sqrt block is as explained below.

| Input Ports | | Output Ports | |
|-------------|-------------------------------|--------------|-------------------------------|
| dataIn | Input data port for the block | dataOut | Square root output data port |
| validIn | Input data valid control port | validOut | Control port for valid output |

When you open the Sqrt block, it uses MATLAB Function blocks for the data and valid lines. This is as shown below.

```
open_system('hdlcoder_sqrt_bitset_control')
open_system('hdlcoder_sqrt_bitset_control/Sqrt')
```



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Example using Control Signals based Sqrt Block

This section shows how to implement an example using control signal based Square root block and generate HDL code by using HDL Coder™.

Open and Run Simulink Model

Before opening the model, set the input as follows. You can choose to set different input as per your requirement. This example uses following inputs which is linear.

```
SQRT_input = fi(1/2^17:1/2^17:1,0,18,17)';
```

Specify the wordlength for fixed-point datatypes and the pipeline latency for the model. Go through the documentation for latency calculation.

```
WL = 18; latency = 20;
```

Open the model `hdlcoder_sqrt_bitset_control` and specify sufficient stop time that required to process all the input combinations.

```
stoptime = length(SQRT_input)-1+latency;
open_system('hdlcoder_sqrt_bitset_control')
sim('hdlcoder_sqrt_bitset_control')
```

You can see the below waveform when you simulate the above model. You can see that `dataOut` is valid when `validOut` is high.



Validate Simulink Output by Using Reference Output

To validate the output obtained by simulating the Simulink model, you can compare the Simulink output with a reference output. To obtain the reference output, use the `sqrt` function.

Compute the reference output by using the `sqrt` function.

```
ref_SQRT = sqrt(double(SQRT_input));
```

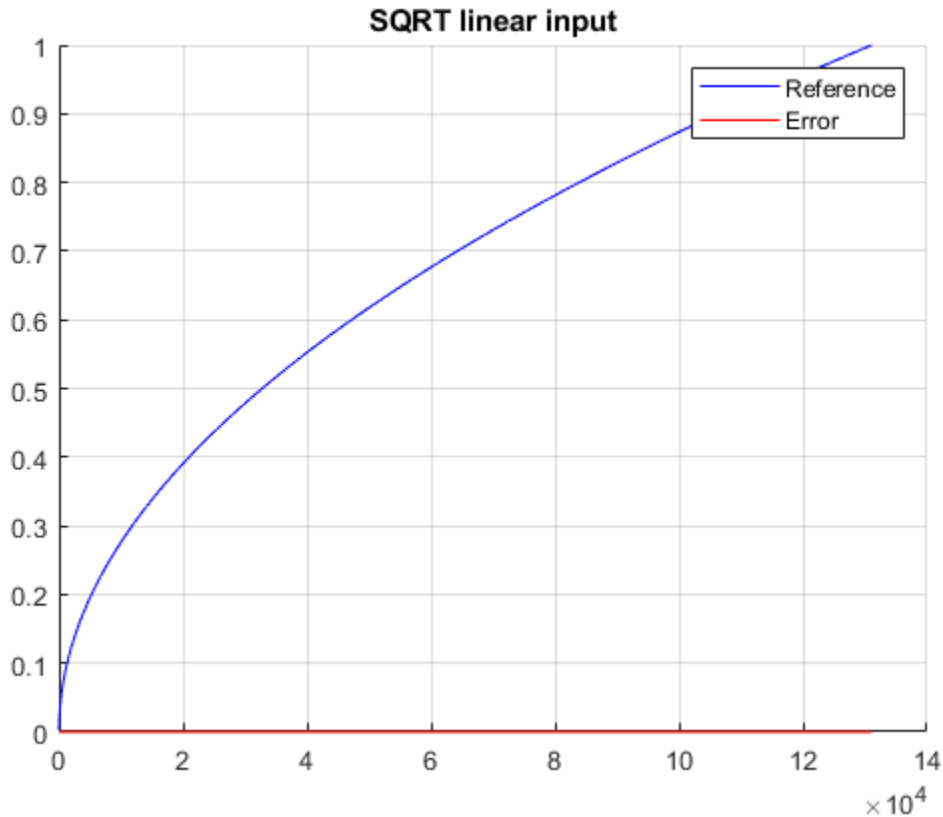
Use logical indexing to extract valid output.

```
implementation_SQRT = simulink_SQRT(valid_output);
```

To validate the output, plot the comparison results by using the `comparison_plot` function in this example. You can see that the maximum error observed from the comparison results is quite small.

```
comparison_plot_sqrt(ref_SQRT,implementation_SQRT,1,'SQRT linear input');
```

```
Maximum Error SQRT linear input 3.814697e-06
Maximum PctError SQRT linear input 3.803159e-02
```

Generate HDL Code for Square Root Implementation

Before you generate code, you can see the HDL settings saved on the model by using the `hdlsaveparams` function.

```
hdlsaveparams('hdlcoder_sqrt_bitset_control')
```

```
%% Set Model 'hdlcoder_sqrt_bitset_control' HDL parameters
hdlset_param('hdlcoder_sqrt_bitset_control', 'Backannotation', 'on');
hdlset_param('hdlcoder_sqrt_bitset_control', 'HDLSubsystem', 'hdlcoder_sqrt_bitset_control/Sqrt');
hdlset_param('hdlcoder_sqrt_bitset_control', 'ResetType', 'Synchronous');
hdlset_param('hdlcoder_sqrt_bitset_control', 'ResourceReport', 'on');
hdlset_param('hdlcoder_sqrt_bitset_control', 'SynthesisTool', 'Xilinx Vivado');
hdlset_param('hdlcoder_sqrt_bitset_control', 'SynthesisToolChipFamily', 'Virtex7');
hdlset_param('hdlcoder_sqrt_bitset_control', 'SynthesisToolDeviceName', 'xc7v2000t');
hdlset_param('hdlcoder_sqrt_bitset_control', 'SynthesisToolPackageName', 'fhg1761');
hdlset_param('hdlcoder_sqrt_bitset_control', 'SynthesisToolSpeedValue', '-2');
hdlset_param('hdlcoder_sqrt_bitset_control', 'TargetDirectory', 'hdl_prj\hdlsrc');
hdlset_param('hdlcoder_sqrt_bitset_control', 'TargetFrequency', 500);
hdlset_param('hdlcoder_sqrt_bitset_control', 'Traceability', 'on');

% Set SubSystem HDL parameters
hdlset_param('hdlcoder_sqrt_bitset_control/Sqrt', 'FlattenHierarchy', 'on');

hdlset_param('hdlcoder_sqrt_bitset_control/Sqrt/LumpLatency', 'Architecture', 'MATLAB Datapath')
% Set SubSystem HDL parameters
hdlset_param('hdlcoder_sqrt_bitset_control/Sqrt/LumpLatency', 'FlattenHierarchy', 'on');
```

```
hdlset_param('hdlcoder_sqrt_bitset_control/Sqrt/ValidLine', 'Architecture', 'MATLAB Datapath');
% Set SubSystem HDL parameters
hdlset_param('hdlcoder_sqrt_bitset_control/Sqrt/ValidLine', 'FlattenHierarchy', 'on');
```

To generate HDL code for the Sqrt block in the model, use the `makehdl` function.

```
makehdl('hdlcoder_sqrt_bitset_control/Sqrt')
close_system('hdlcoder_sqrt_bitset_control')
close all;

### Generating HDL for 'hdlcoder_sqrt_bitset_control/Sqrt'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_sqrt_b...
### Running HDL checks on the model 'hdlcoder_sqrt_bitset_control'.
### Begin compilation of the model 'hdlcoder_sqrt_bitset_control'...
### Applying HDL optimizations on the model 'hdlcoder_sqrt_bitset_control'...
### <a href="matlab:configset.internal.open('hdlcoder_sqrt_bitset_control','AdaptivePipelining')">AdaptivePipelining
### <a href="matlab:configset.internal.open('hdlcoder_sqrt_bitset_control','LUTMapToRAM')">LUTMapToRAM
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_sqrt_bitset_control'.
### Working on hdlcoder_sqrt_bitset_control/Sqrt/Sqrt as hdl_prj\hdlsrc\hdlcoder_sqrt_bitset_control\Sqrt
### Working on hdlcoder_sqrt_bitset_control/Sqrt as hdl_prj\hdlsrc\hdlcoder_sqrt_bitset_control\Sqrt
### Generating package file hdl_prj\hdlsrc\hdlcoder_sqrt_bitset_control\Sqrt_pkg.vhd.
### Code Generation for 'hdlcoder_sqrt_bitset_control' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...
### HDL check for 'hdlcoder_sqrt_bitset_control' complete with 0 errors, 0 warnings, and 2 messages.
### HDL code generation complete.
```

Sqrt Block Synthesis Performance

Following digrams shows the Sqrt block synthesis performance on the Xilinx Virtex 7 and intel Stratix V devices.

Xilinx Vivado 7v2000t-fhg1761 (Speed Grade: -2)

| Fmax (MHz) | Slices | LUTs | Registers |
|------------|--------|------|-----------|
| 234 | 499 | 1167 | 954 |

Intel Quartus Stratix V (5SEE9F45C2)

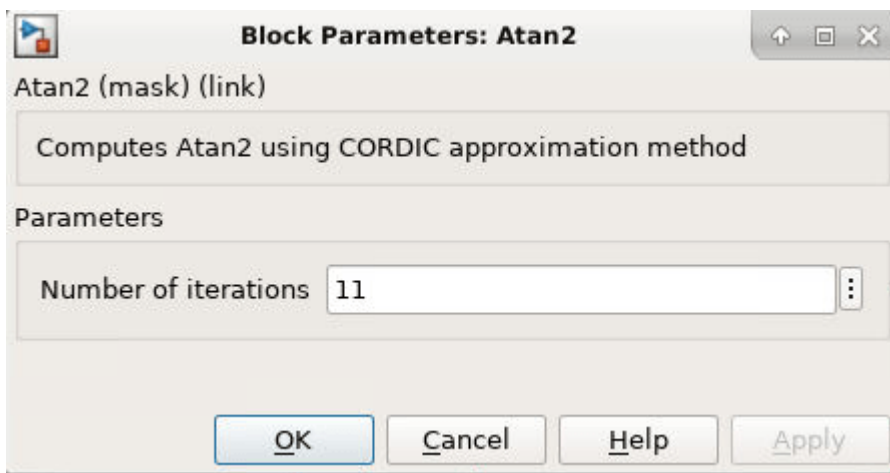
| Fmax (MHz) | LABs | ALMs | Registers |
|------------|------|------|-----------|
| 185 | 110 | 823 | 848 |

Atan2 Block with Control Signals

Each port of the Atan2 block is as explained below.

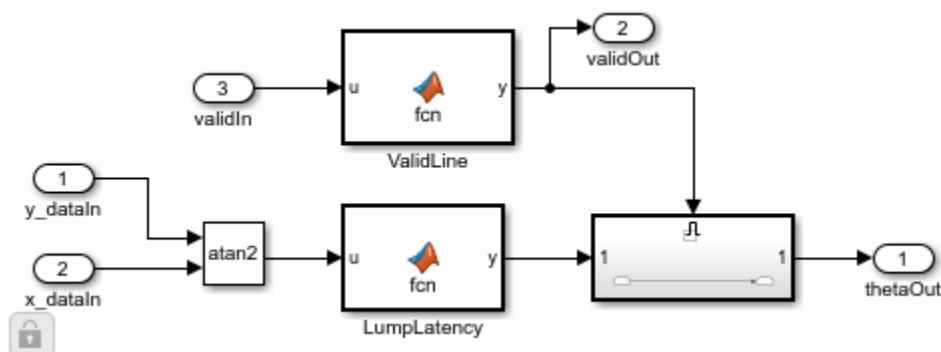
| Input Ports | | Output Ports | |
|-------------|---------------------------------|--------------|-------------------------------|
| y_dataIn | Input y data port for the block | thetaOut | Angle output port |
| x_dataIn | Input x data port for the block | validOut | Control port for valid output |
| validIn | Input data valid control port | | |

The Atan2 block has number of iterations as mask parameter. The default value is 11 and latency depends on this masked parameter.



When you open the Atan2 block, it uses MATLAB Function blocks for the data and valid lines. This is as shown below.

```
open_system('hdlcoder_atan2_control')
open_system('hdlcoder_atan2_control/Atan2')
open_system('hdlcoder_atan2_control/Atan2', 'force')
```



Example using Control Signal based Atan2 Block

This section shows how to implement an example using control signal based Atan2 block and generate HDL code by using HDL Coder™.

Open and Run Simulink Model

Before opening the model, set the input as follows. You can chose to set different input as per your requirement. This example uses following inputs which is linear and sweep through input values $-\pi$ to π .

```
input_values = (-pi:.01/(2*pi):pi)';
RADIUS = 10.^(-2.5:.25:0);
```

Specify the wordlength for fixed-point datatypes and the pipeline latency for the model. Go through the documentation for latency calculation. The latency depends up on the number of iterations.

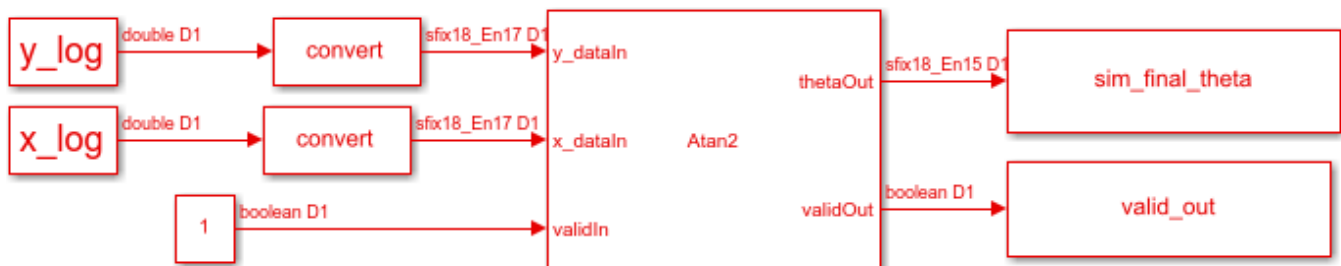
```
WL_atan2 = 18; latency_atan2 = 14;
```

Setup variables for logging input x and y values.

```
x_log = zeros(length(input_values)*length(RADIUS),1);
y_log = zeros(length(input_values)*length(RADIUS),1);
for outerindex = 0:length(RADIUS)-1
    for index = 1:length(input_values)
        input = input_values(index); % access current value
        y = RADIUS(outerindex+1)*sin(input); % compute y
        x = RADIUS(outerindex+1)*cos(input); % compute x
        addr = outerindex*length(input_values)+index;
        y_log(addr) = y;
        x_log(addr) = x;
    end
end
```

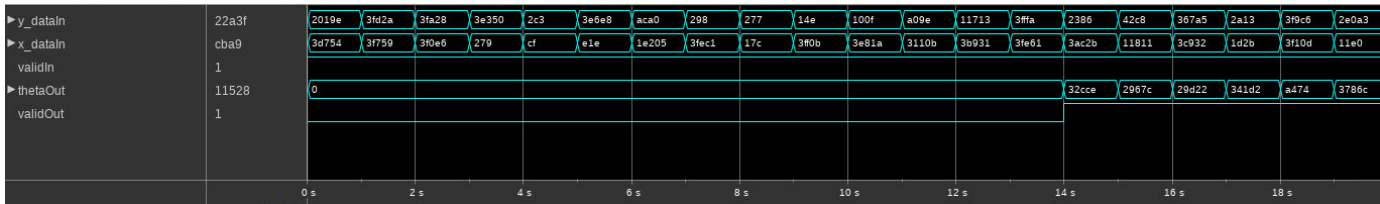
Open the model `hdlcoder_atan2_control` and specify sufficient stop time that required to process all the input combinations. The model has Atan2 block that implements the Atan2 using CORDIC algorithm for a `validIn` control signal.

```
stoptime_atan2 = length(x_log)-1+latency_atan2;
close all
open_system('hdlcoder_atan2_control')
sim('hdlcoder_atan2_control')
```



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You can see the below waveform when you simulate the above model. You can see that dataOut is valid when validOut is high.



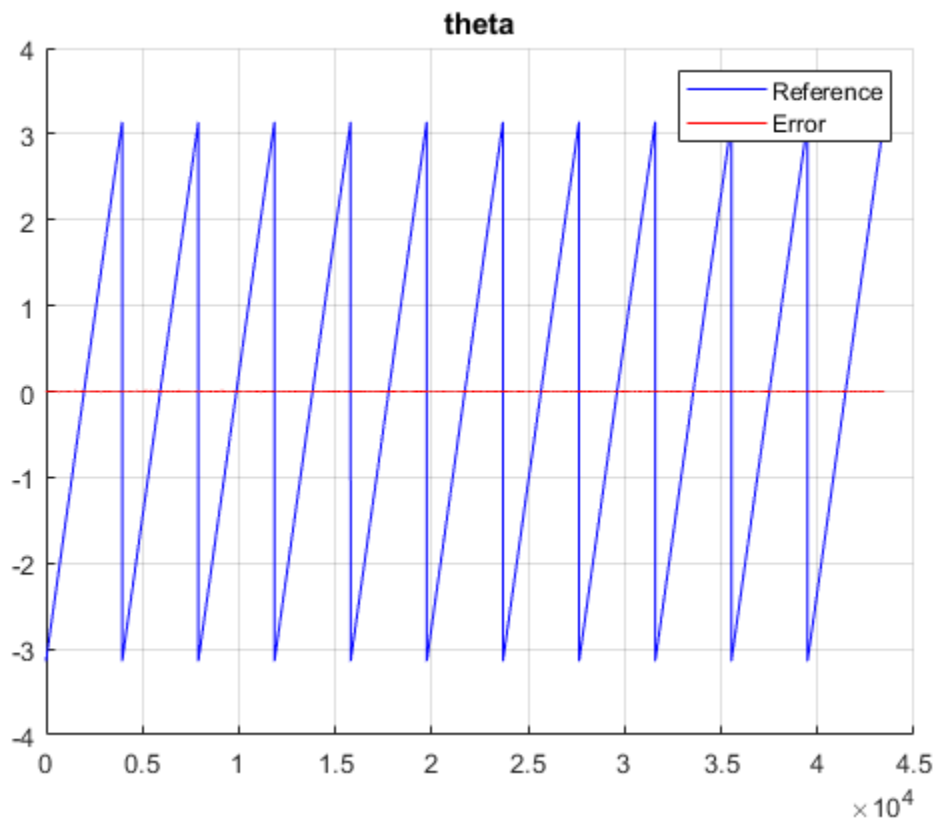
Validate Simulink Output By Using Reference Output

To validate the output obtained by simulating the Simulink model, you can compare the Simulink output with a reference output. To obtain the reference output, use the `atan2` MATLAB function.

Compute the reference output by using the `atan2` function. You can see that the maximum error observed from the comparison results is quite small.

```
comparison_plot_atan2(atan2(y_log,x_log),sim_final_theta(valid_out),3,'theta');
```

Maximum Error theta 7.233221e-03



Generate HDL Code for Atan2 Implementation

Before you generate code, you can see the HDL settings saved on the model by using the `hdlsaveparams` function.

```
hdlsaveparams('hdlcoder_atan2_control')

%% Set Model 'hdlcoder_atan2_control' HDL parameters
hdlset_param('hdlcoder_atan2_control', 'HDLSubsystem', 'hdlcoder_atan2_control/Atan2');
hdlset_param('hdlcoder_atan2_control', 'ResetType', 'Synchronous');
hdlset_param('hdlcoder_atan2_control', 'SynthesisTool', 'Xilinx Vivado');
hdlset_param('hdlcoder_atan2_control', 'SynthesisToolChipFamily', 'Virtex7');
hdlset_param('hdlcoder_atan2_control', 'SynthesisToolDeviceName', 'xc7v2000t');
hdlset_param('hdlcoder_atan2_control', 'SynthesisToolPackageName', 'fhg1761');
hdlset_param('hdlcoder_atan2_control', 'SynthesisToolSpeedValue', '-2');
hdlset_param('hdlcoder_atan2_control', 'TargetDirectory', 'hdl_prj\hdlsrc');
hdlset_param('hdlcoder_atan2_control', 'TargetFrequency', 500);

hdlset_param('hdlcoder_atan2_control/Atan2/LumpLatency', 'Architecture', 'MATLAB Datapath');
% Set SubSystem HDL parameters
hdlset_param('hdlcoder_atan2_control/Atan2/LumpLatency', 'FlattenHierarchy', 'on');

hdlset_param('hdlcoder_atan2_control/Atan2/ValidLine', 'Architecture', 'MATLAB Datapath');
% Set SubSystem HDL parameters
hdlset_param('hdlcoder_atan2_control/Atan2/ValidLine', 'FlattenHierarchy', 'on');
```

To generate HDL code for the Atan2 block in the model, use the `makehdl` function.

```
makehdl('hdlcoder_atan2_control/Atan2')
close_system('hdlcoder_atan2_control')
close all;

### Generating HDL for 'hdlcoder_atan2_control/Atan2'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_atan2_control/Atan2')">hdlcoder_atan2_control/Atan2</a>.
### Running HDL checks on the model 'hdlcoder_atan2_control'.
### Begin compilation of the model 'hdlcoder_atan2_control'...
### Applying HDL optimizations on the model 'hdlcoder_atan2_control'...
### <a href="matlab:configset.internal.open('hdlcoder_atan2_control','AdaptivePipelining')">'AdaptivePipelining'</a>.
### <a href="matlab:configset.internal.open('hdlcoder_atan2_control','LUTMapToRAM')">'LUTMapToRAM'</a>.
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_atan2_control'.
### Working on hdlcoder_atan2_control/Atan2/Enabled Subsystem as hdl_prj\hdlsrc\hdlcoder_atan2_control\Atan2.vhd.
### Working on hdlcoder_atan2_control/Atan2/Atan2 as hdl_prj\hdlsrc\hdlcoder_atan2_control\Atan2.vhd.
### Working on hdlcoder_atan2_control/Atan2 as hdl_prj\hdlsrc\hdlcoder_atan2_control\Atan2.vhd.
### Code Generation for 'hdlcoder_atan2_control' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb\hdlcoder_atan2_control\hdlcoder_atan2_control\Atan2.vhd.
### HDL check for 'hdlcoder_atan2_control' complete with 0 errors, 0 warnings, and 2 messages.
### HDL code generation complete.
```

Atan2 Block Synthesis Performance

Following digrams shows the Atan2 block synthesis performance on the Xilinx Virtex 7 and intel Stratix V devices.

Xilinx Vivado 7v2000t-fhg1761 (Speed Grade: -2)

| Fmax (MHz) | Slices | LUTs | Registers |
|------------|--------|------|-----------|
| 544 | 231 | 725 | 620 |

Intel Quartus Stratix V (5SEE9F45C2)

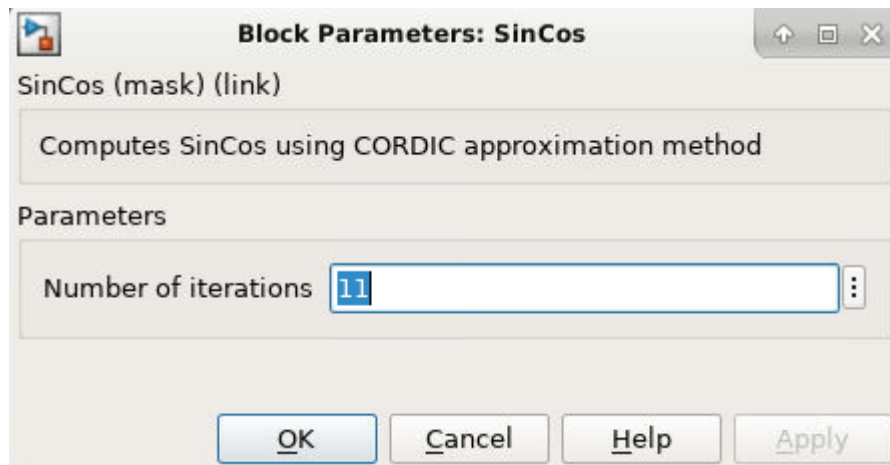
| Fmax (MHz) | LABs | ALMs | Registers |
|------------|------|------|-----------|
| 565 | 61 | 342 | 674 |

SinCos Block with Control Signals

Each port of the SinCos block is as explained below.

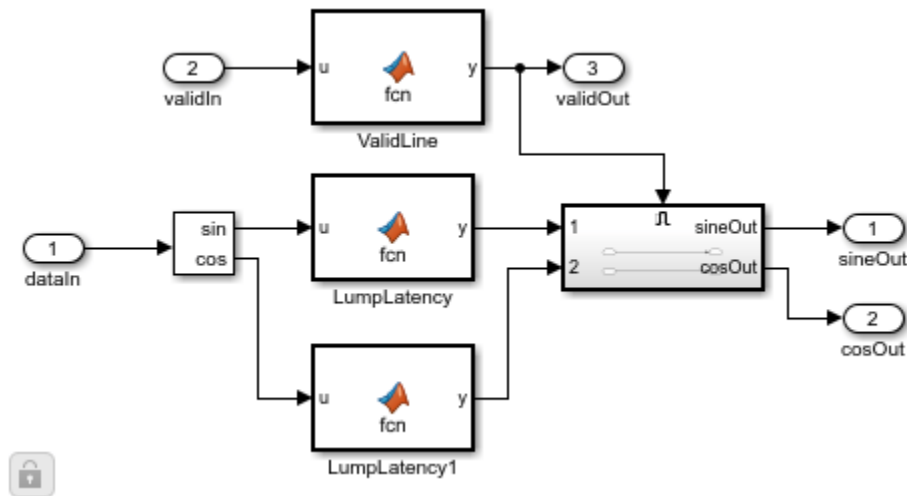
| Input Ports | | Output Ports | |
|-------------|-------------------------------|--------------|-------------------------------|
| dataIn | Input data port for the block | sinOut | Sin output port |
| validIn | Input data valid control port | cosOut | Cos output port |
| | | validOut | Control port for valid output |

The SinCos block has number of iterations as the mask parameter. The default value is 11 and latency depends on this masked parameter.



When you open the SinCos block, it uses MATLAB Function blocks for the data and valid lines. This is as shown below.

```
open_system('hdlcoder_sincos_control')
open_system('hdlcoder_sincos_control/SinCos')
open_system('hdlcoder_sincos_control/SinCos', 'force')
```



Example using Control Signal based SinCos Block

This section shows how to implement an example using control signal based SinCos block and generate HDL code by using HDL Coder™.

Open and Run Simulink Model

Before opening the model, set the input as follows. You can choose to set different input as per your requirement. This example uses following inputs which is linear and sweep through input values $-\pi$ to π .

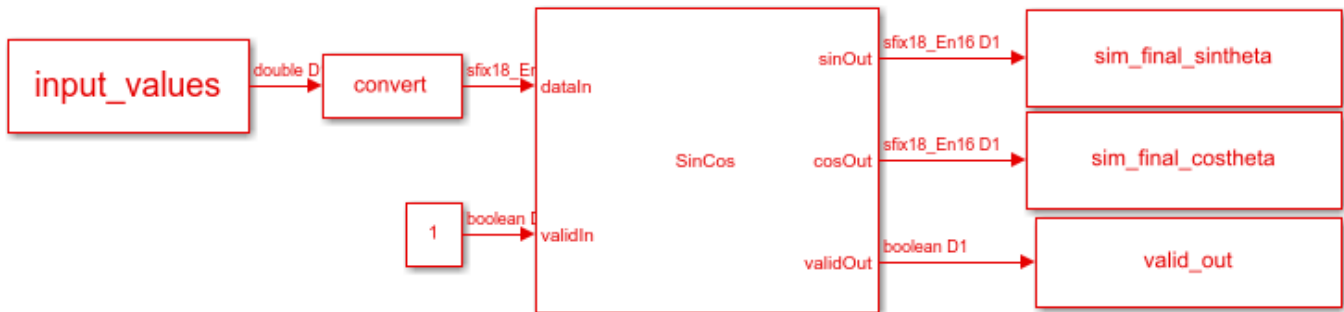
```
input_values = (-pi:.01/(2*pi):pi)';
```

Specify the wordlength for fixed-point datatypes and the pipeline latency for the model. Go through the documentation for latency calculation. The latency depends up on the number of iterations

```
WL_SinCos = 18; latency_SinCos = 12;
```

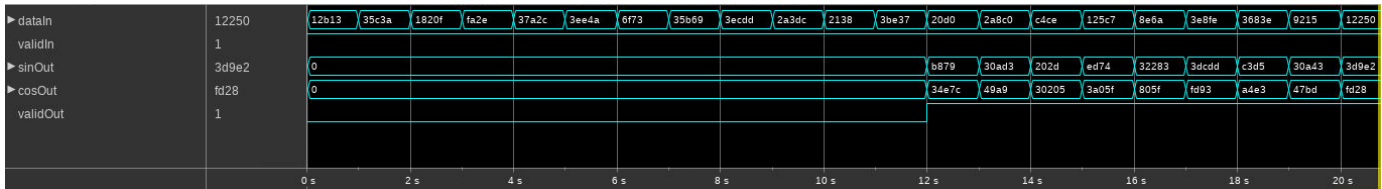
Open the model `hdlcoder_sincos_control` and specify sufficient stop time that required to process all the input combinations. The model has SinCos block that implements the SinCos using CORDIC algorithm for a `validIn` control signal. The remaining trigonometric function blocks (Sin, Cos and Cos + jSin) use the same CORDIC approximation method and the interface ports differs respectively.

```
stoptime_sincos = length(input_values)-1+latency_SinCos;
open_system('hdlcoder_sincos_control')
sim('hdlcoder_sincos_control')
```

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You can see the below waveform when you simulate the above model. You can see that dataOut is valid when validOut is high.



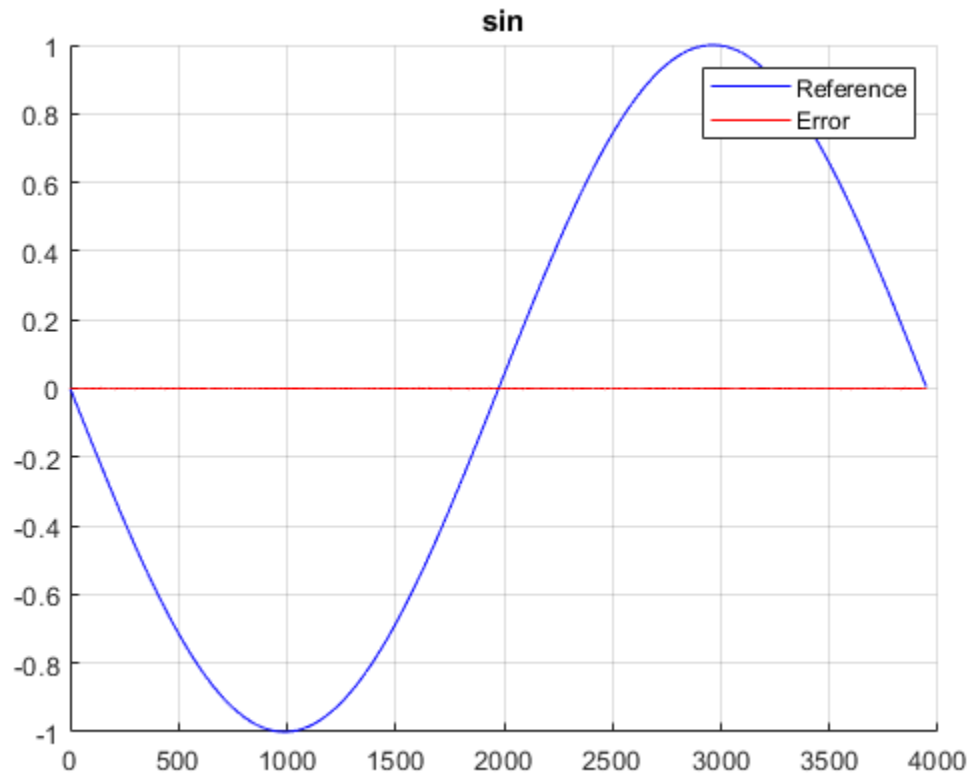
Validate Simulink Output By Using Reference Output

To validate the output obtained by simulating the Simulink model, you can compare the Simulink output with a reference output. To obtain the reference output, use the sin and cos MATLAB function.

Compute the reference output by using the sin function. You can see that the maximum error observed from the comparison results is quite small.

```
comparison_plot_sincos(sin(input_values),sim_final_sintheta(valid_out),5,'sin');
```

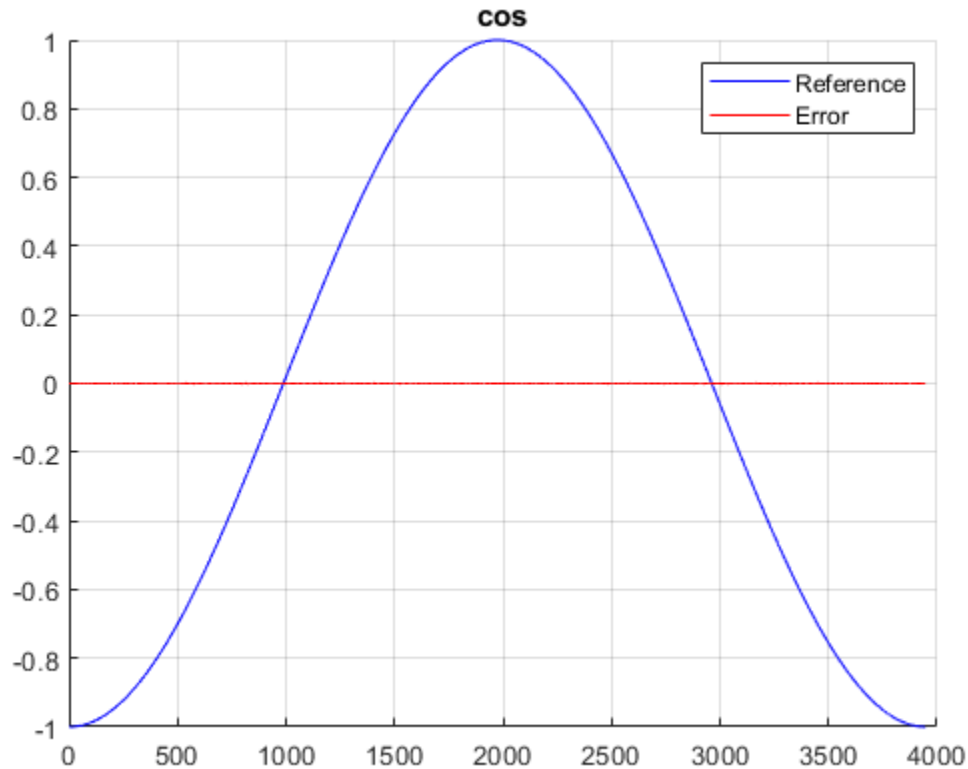
Maximum Error sin 1.005291e-03



Compute the reference output by using the Cos function. You can see that the maximum error observed from the comparison results is quite small.

```
comparison_plot_sincos(cos(input_values),sim_final_cstheta(valid_out),6,'cos');
```

```
Maximum Error cos 1.008159e-03
```



Generate HDL Code for SinCos Implementation

Before you generate code, you can see the HDL settings saved on the model by using the `hdlsaveparams` function.

```
hdlsaveparams('hdlcoder_sincos_control')
```

```
%% Set Model 'hdlcoder_sincos_control' HDL parameters
hdlset_param('hdlcoder_sincos_control', 'HDLSubsystem', 'hdlcoder_sincos_control/SinCos');
hdlset_param('hdlcoder_sincos_control', 'ResetType', 'Synchronous');
hdlset_param('hdlcoder_sincos_control', 'SynthesisTool', 'Xilinx Vivado');
hdlset_param('hdlcoder_sincos_control', 'SynthesisToolChipFamily', 'Virtex7');
hdlset_param('hdlcoder_sincos_control', 'SynthesisToolDeviceName', 'xc7v2000t');
hdlset_param('hdlcoder_sincos_control', 'SynthesisToolPackageName', 'fhg1761');
hdlset_param('hdlcoder_sincos_control', 'SynthesisToolSpeedValue', '-2');
hdlset_param('hdlcoder_sincos_control', 'TargetDirectory', 'hdl_prj\hdlsrc');
hdlset_param('hdlcoder_sincos_control', 'TargetFrequency', 500);

hdlset_param('hdlcoder_sincos_control/SinCos/LumpLatency', 'Architecture', 'MATLAB Datapath');
% Set SubSystem HDL parameters
hdlset_param('hdlcoder_sincos_control/SinCos/LumpLatency', 'FlattenHierarchy', 'on');

hdlset_param('hdlcoder_sincos_control/SinCos/LumpLatency1', 'Architecture', 'MATLAB Datapath');
% Set SubSystem HDL parameters
hdlset_param('hdlcoder_sincos_control/SinCos/LumpLatency1', 'FlattenHierarchy', 'on');

hdlset_param('hdlcoder_sincos_control/SinCos/ValidLine', 'Architecture', 'MATLAB Datapath');
% Set SubSystem HDL parameters
```

```
hdlset_param('hdlcoder_sincos_control/SinCos/ValidLine', 'FlattenHierarchy', 'on');
```

To generate HDL code for the SinCos block in the model, use the `makehdl` function.

```
makehdl('hdlcoder_sincos_control/SinCos')
close_system('hdlcoder_sincos_control')
close all;

### Generating HDL for 'hdlcoder_sincos_control/SinCos'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_sincos_
### Running HDL checks on the model 'hdlcoder_sincos_control'.
### Begin compilation of the model 'hdlcoder_sincos_control'...
### Applying HDL optimizations on the model 'hdlcoder_sincos_control'...
### <a href="matlab:configset.internal.open('hdlcoder_sincos_control','AdaptivePipelining')">'Ad
### <a href="matlab:configset.internal.open('hdlcoder_sincos_control','LUTMapToRAM')">'LUTMapToR
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_sincos_control'.
### Working on hdlcoder_sincos_control/SinCos/Enabled Subsystem as hdl_prj\hdlsrc\hdlcoder_sincos_
### Working on hdlcoder_sincos_control/SinCos/SinCos as hdl_prj\hdlsrc\hdlcoder_sincos_control\S
### Working on hdlcoder_sincos_control/SinCos as hdl_prj\hdlsrc\hdlcoder_sincos_control\SinCos.v
### Generating package file hdl_prj\hdlsrc\hdlcoder_sincos_control\SinCos_pkg.vhd.
### Code Generation for 'hdlcoder_sincos_control' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdlcoder_sincos_control' complete with 0 errors, 0 warnings, and 3 messages.
### HDL code generation complete.
```

SinCos Block Synthesis Performance

Following digrams shows the SinCos block synthesis performance on the Xilinx Virtex 7 and intel Stratix V devices.

Xilinx Vivado 7v2000t-fhg1761 (Speed Grade: -2)

| Fmax (MHz) | Slices | LUTs | Registers |
|------------|--------|------|-----------|
| 573 | 226 | 680 | 606 |

Intel Quartus Stratix V (5SEE9F45C2)

| Fmax (MHz) | LABs | ALMs | Registers |
|------------|------|------|-----------|
| 568 | 61 | 352 | 610 |

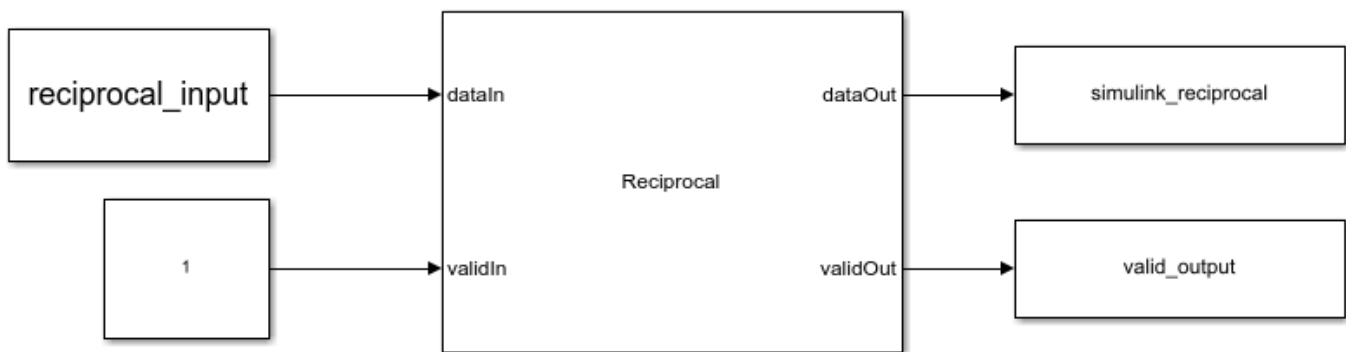
Reciprocal Block with Control Signals

Each port of the Reciprocal block is as explained below.

| Input Ports | | Output Ports | |
|-------------|-------------------------------|--------------|-------------------------------|
| dataIn | Input data port for the block | dataOut | data output port |
| validIn | Input data valid control port | validOut | Control port for valid output |

When you open the Reciprocal block, it uses MATLAB Function blocks for the data and valid lines. This is as shown below.

```
open_system('hdlcoder_reciprocal_shiftadd_control')
open_system('hdlcoder_reciprocal_shiftadd_control/Reciprocal')
```



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Example using Control Signal based Reciprocal Block

This section shows how to implement an example using control signal based Reciprocal block and generate HDL code by using HDL Coder™.

Open and Run Simulink Model

Before opening the model, set the input as follows. You can chose to set different input as per your requirement. This example uses following inputs which is linear.

```
reciprocal_input = fi(1/2^17:1/2^17:1,0,18,17)';
```

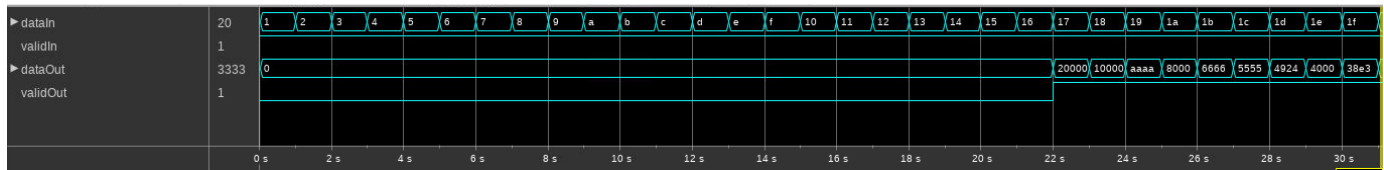
Specify the wordlength for fixed-point datatypes and the pipeline latency for the model. Go through the documentation for latency calculation.

```
WL_recip = 18; recip_latency = 22;
```

Open the model `hdlcoder_reciprocal_shiftadd_control` and specify sufficient stop time that required to process all the input combinations.

```
stoptime_recip = length(reciprocal_input)-1+recip_latency;
open_system('hdlcoder_reciprocal_shiftadd_control')
sim('hdlcoder_reciprocal_shiftadd_control')
```

You can see the below waveform when you simulate the above model. You can see that dataOut is valid when validOut is high.



Validate Simulink Output By Using Reference Output

To validate the output obtained by simulating the Simulink model, you can compare the Simulink output with a reference output. To obtain the reference output, use the sqrt function.

Compute the reference output by using the reciprocal operation.

```
ref_reciprocal = 1./double(reciprocal_input);
```

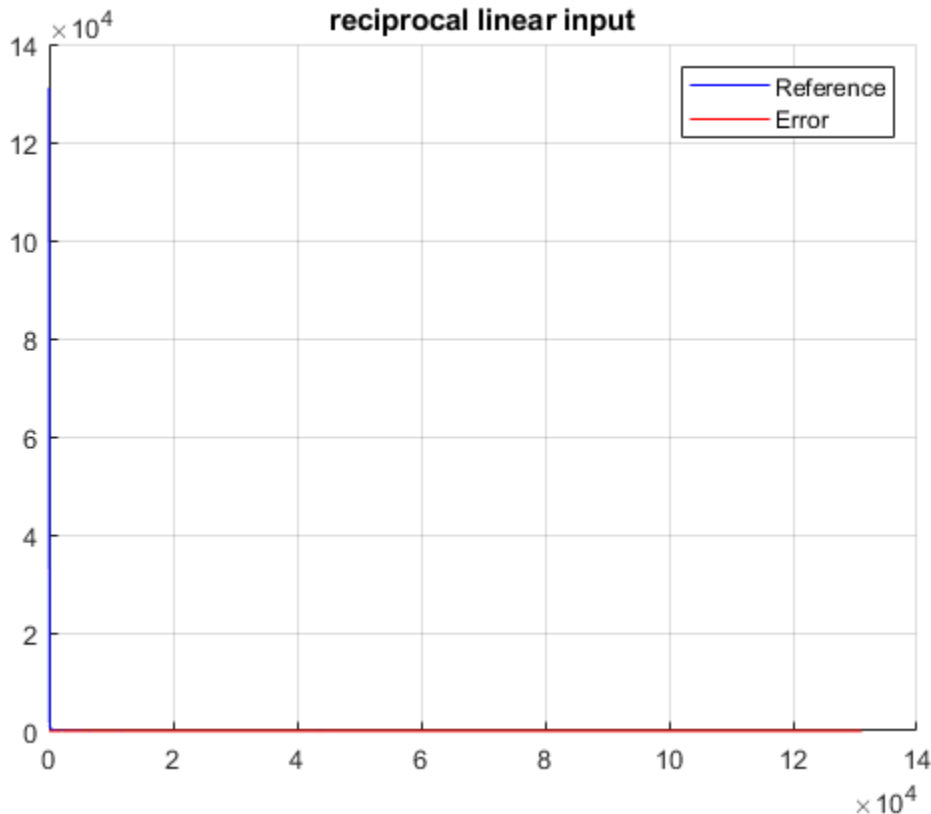
Use logical indexing to extract valid output.

```
implementation_reciprocal = simulink_reciprocal(valid_output);
```

To validate the output, plot the comparison results by using the comparison_plot_reciprocal function in this example. You can see that the maximum error observed from the comparison results is quite small.

```
comparison_plot_reciprocal(ref_reciprocal,implementation_reciprocal,9,'reciprocal linear input')
```

Maximum Error reciprocal linear input 9.999771e-01
 Maximum PctError reciprocal linear input 4.999924e+01



Reciprocal Block Synthesis Performance

Following digrams shows the Reciprocal block synthesis performance on the Xilinx Virtex 7 and intel Stratix V devices.

Xilinx Vivado 7v2000t-fhg1761 (Speed Grade: -2)

| Fmax (MHz) | Slices | LUTs | Registers |
|------------|--------|------|-----------|
| 464 | 184 | 431 | 766 |

Intel Quartus Stratix V (5SEE9F45C2)

| Fmax (MHz) | LABs | ALMs | Registers |
|------------|------|------|-----------|
| 339 | 68 | 380 | 918 |

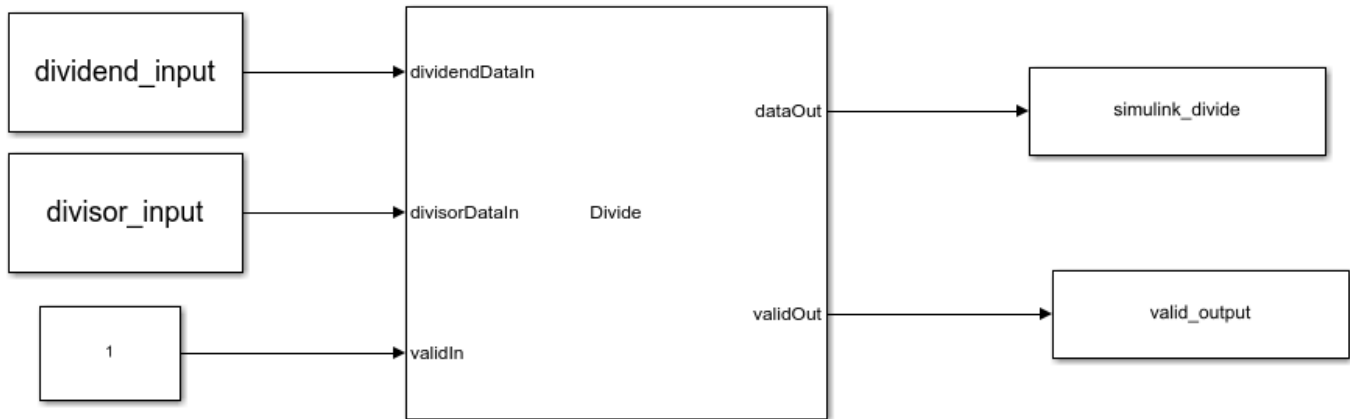
Divide Block with Control Signals

Each port of the Divide block is as explained below.

| Input Ports | | Output Ports | |
|----------------|--|--------------|-------------------------------|
| dividendDataIn | Input dividend data port for the block | dataOut | Output data port |
| divisorDataIn | Input divisor data port for the block | validOut | Control port for valid output |
| validIn | Input data valid control port | | |

When you open the Divide block, it uses MATLAB Function blocks for the data and valid lines. This is as shown below.

```
open_system('hdlcoder_divide_shiftadd_control')
open_system('hdlcoder_divide_shiftadd_control/Divide')
```

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Example using Control Signal based Divide Block

This section shows how to implement an example using control signal based Divide block and generate HDL code by using HDL Coder™.

Open and Run Simulink Model

Before opening the model, set the input as follows. You can chose to set different input as per your requirement. This example uses following inputs which is linear.

```
dividend_input = fi(1/2^17:1/2^17:1,0,18,17)';
divisor_input = fi(1/2^17:1/2^17:1,0,18,13)';
```

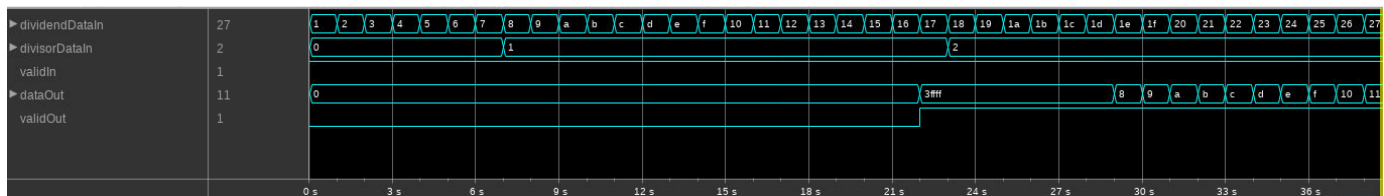
Specify the wordlength for fixed-point datatypes and the pipeline latency for the model. Go through the documentation for latency calculation.

```
WL_divide = 18; divide_latency = 22;
```

Open the model `hdlcoder_divide_shiftadd_control` and specify sufficient stop time that required to process all the input combinations.

```
stoptime_divide = length(dividend_input)-1+divide_latency;
open_system('hdlcoder_divide_shiftadd_control')
sim('hdlcoder_divide_shiftadd_control')
```

You can see the below waveform when you simulate the above model. You can see that `dataOut` is valid when `validOut` is high.



Validate Simulink Output By Using Reference Output

To validate the output obtained by simulating the Simulink model, you can compare the Simulink output with a reference output. To obtain the reference output, use the `sqrt` function.

Compute the reference output by using the `divide` function.

```
ref_divide = double(dividend_input)./double(divisor_input);
```

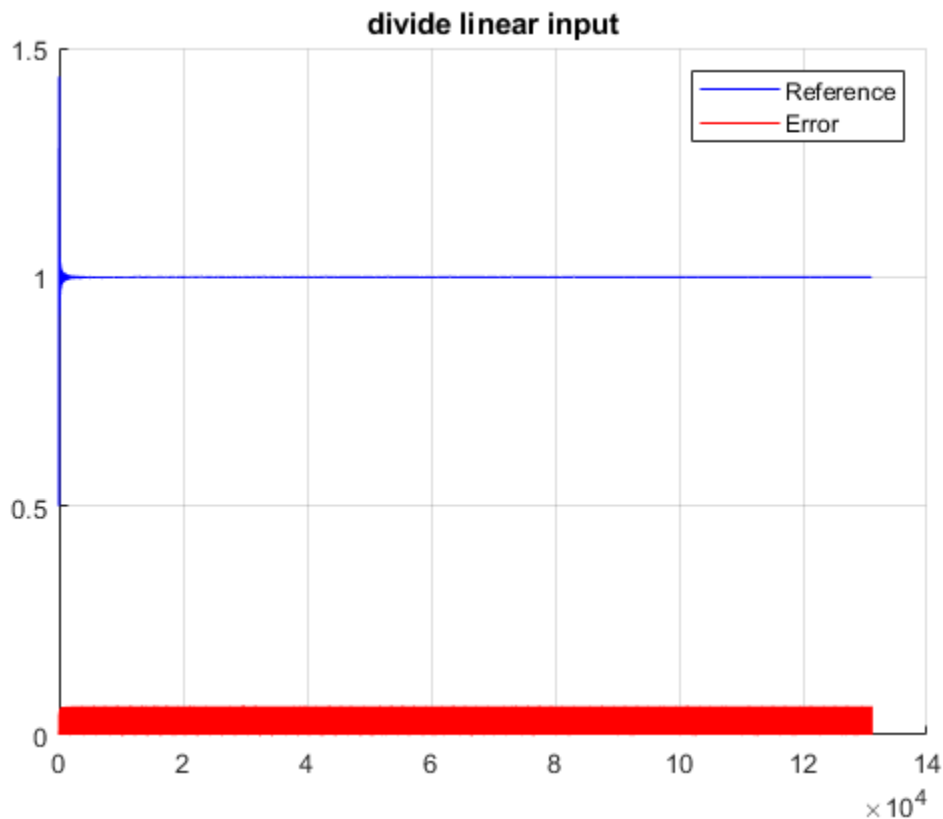
Use logical indexing to extract valid output.

```
implementation_divide = simulink_divide(valid_output);
```

To validate the output, plot the comparison results by using the `comparison_plot_divide` function in this example. You can see that the maximum error observed from the comparison results is quite small.

```
comparison_plot_divide(ref_divide,implementation_divide,11,'divide linear input');
```

```
Maximum Error divide linear input Inf
Maximum PctError divide linear input 6.249285e+00
```



Generate HDL Code for Divide Implementation

Before you generate code, you can see the HDL settings saved on the model by using the `hdlsaveparams` function.

```
hdlsaveparams('hdlcoder_divide_shiftadd_control')
```


Xilinx Vivado 7v2000t-fhg1761 (Speed Grade: -2)

| Fmax (MHz) | Slices | LUTs | Registers |
|------------|--------|------|-----------|
| 486 | 203 | 462 | 802 |

Intel Quartus Stratix V (5SEE9F45C2)

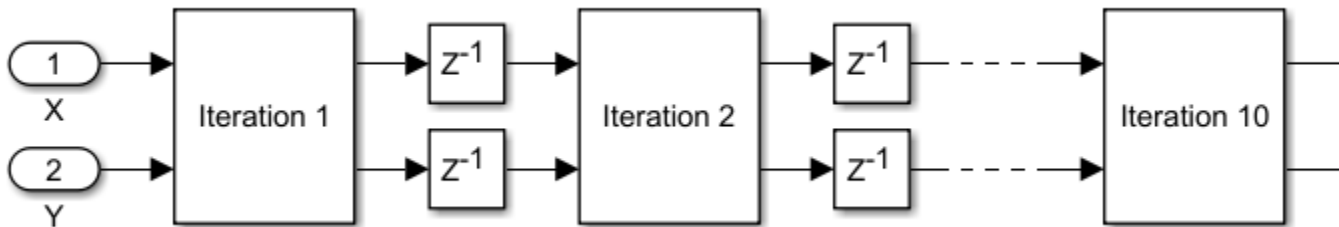
| Fmax (MHz) | LABs | ALMs | Registers |
|------------|------|------|-----------|
| 460 | 70 | 292 | 1087 |

Using ForEach Subsystems in HDL Coder

This example shows how you can use a For Each Subsystem to implement a streaming square root algorithm by cascading identical CORDIC iterations. You can then generate code for the algorithm by using HDL Coder™.

Using CORDIC Algorithm for Hardware Functions

CORDIC is an iterative algorithm that can be used to approximate fixed-point mathematics such as trigonometric functions, square root, and divide. The iterative core is composed of simple shift and add operations, allowing the algorithm to be implemented efficiently on FPGA or ASIC hardware. For low data rate applications, a single core can be reused to perform all iterations and achieve a very small area footprint. For applications requiring a new data sample to be processed at each clock cycle, a separate core can be used to calculate each iteration in a cascaded chain, as shown in the following diagram.



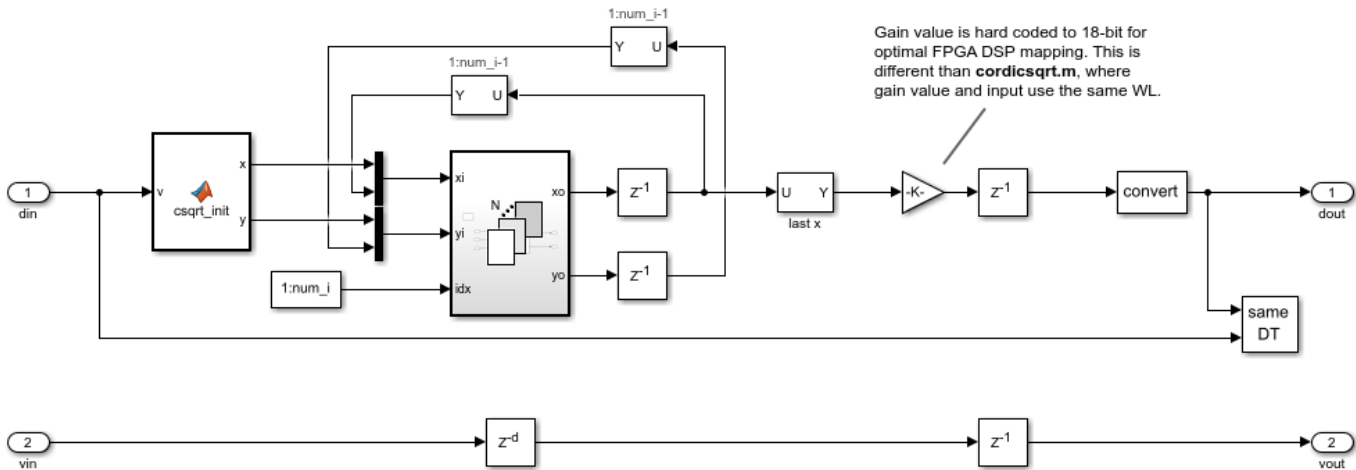
While it is straightforward to manually cascade the cores in Simulink®, the ability to automatically adjust the number of cores based on a parameter value would be highly desirable. You can do exactly that using a For Each Subsystem.

Cascade CORDIC Iterations Using For Each Subsystem

In this model, the iterative core is placed into a For Each Subsystem to be repeated N times, where N is the number of iterations defined in the upper-level block mask. The N core outputs form a vector at the For Each Subsystem output, where they are pipelined, and then fed back into the For Each Subsystem inputs. Outputs from core (1: N -1) are connected to inputs of core (2: N), exactly the same as in the manually cascaded model.

A valid signal path is included to handle intermittent input data, and tested by inserting random gaps between valid data samples.

```
open_system('hdlcoder_foreach_cordic')
open_system('hdlcoder_foreach_cordic/For Each Cordic Sqrt','force')
```



Compare Output to CORDIC Square Root Reference

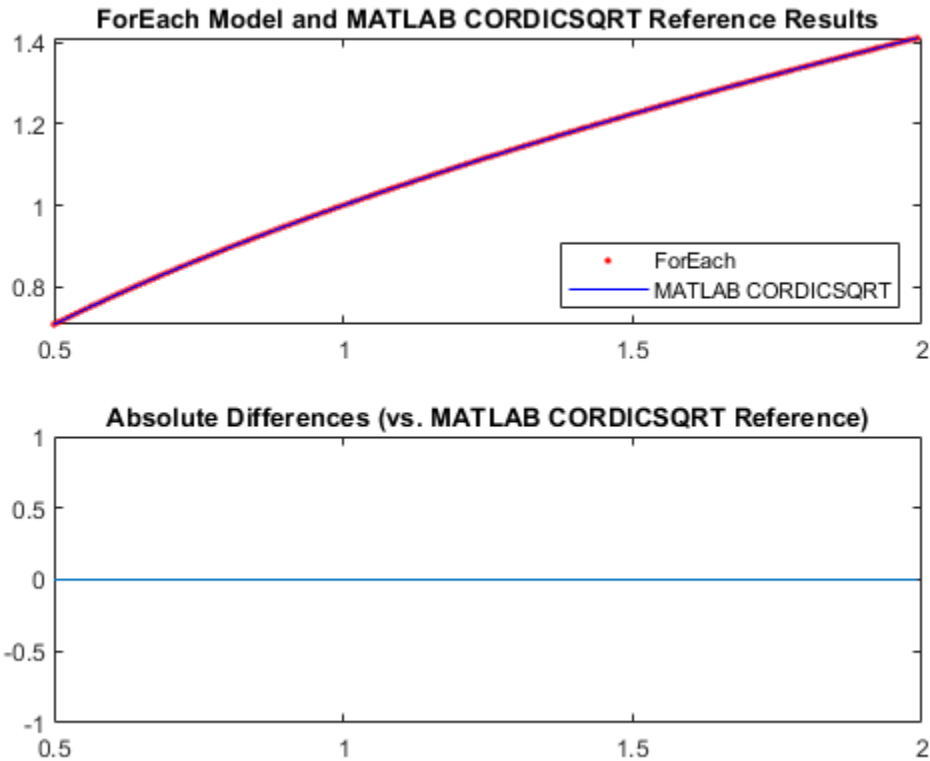
Using a 14-bit signed input in the range of $[0.5, 2)$, the output of the Simulink model matches the `cordicsqrt` reference function exactly. Input range outside of $[0.5, 2)$ is not expected to work because the example lacks a normalizer stage.

In addition, the final gain adjustment in the model uses an 18-bit gain parameter for optimal FPGA DSP mapping; while the `cordicsqrt` function matches the gain parameter word length to that of the gain input. This results in slight differences between the Simulink model output and the `cordicsqrt` function when other input data types are used.

```
slout = sim('hdlcoder_foreach_cordic');
data_out = slout.logout.getElement('data out').Values.Data;
valid_out = slout.logout.getElement('valid out').Values.Data;
data_out = data_out(valid_out);

ref_cordic = double(cordicsqrt(v_fix, niter));
data_in = double(v_fix);
data_out = double(data_out');

figure;
subplot(211);
plot(data_in, data_out, 'r.', data_in, ref_cordic, 'b-');
legend('ForEach', 'MATLAB CORDICSQRT', 'Location', 'SouthEast');
title('ForEach Model and MATLAB CORDICSQRT Reference Results');
subplot(212);
absErr = abs(ref_cordic - data_out);
plot(data_in, absErr);
title('Absolute Differences (vs. MATLAB CORDICSQRT Reference)');
```



Generate HDL Code

```
makehdl('hdlcoder_foreach_cordic/For Each Cordic Sqrt');
```

```
### Generating HDL for 'hdlcoder_foreach_cordic/For Each Cordic Sqrt'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_foreach_cordic')">matlab:configset.showParameterGroup('hdlcoder_foreach_cordic')</a>.
### Running HDL checks on the model 'hdlcoder_foreach_cordic'.
### Begin compilation of the model 'hdlcoder_foreach_cordic'...
### Applying HDL optimizations on the model 'hdlcoder_foreach_cordic'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_foreach_cordic'.
### Working on hdlcoder_foreach_cordic/For Each Cordic Sqrt/MATLAB Function2 as hdlsrc\hdlcoder_foreach_cordic\For Each Cordic Sqrt\MATLAB Function2.vhd.
### Working on hdlcoder_foreach_cordic/For Each Cordic Sqrt/For Each Subsystem/MATLAB Function1 as hdlsrc\hdlcoder_foreach_cordic\For Each Cordic Sqrt\For Each Subsystem\MATLAB Function1.vhd.
### Working on hdlcoder_foreach_cordic/For Each Cordic Sqrt/For Each Subsystem as hdlsrc\hdlcoder_foreach_cordic\For Each Cordic Sqrt\For Each Subsystem.vhd.
### Working on hdlcoder_foreach_cordic/For Each Cordic Sqrt as hdlsrc\hdlcoder_foreach_cordic\For Each Cordic Sqrt.vhd.
### Generating package file hdlsrc\hdlcoder_foreach_cordic\For_Each_Cordic_Sqrt_pkg.vhd.
### Code Generation for 'hdlcoder_foreach_cordic' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb\hdlcoder_foreach_cordic\hdlcoder_foreach_cordic_codegen_check_report.html.
### HDL check for 'hdlcoder_foreach_cordic' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.
```

Additional Modeling Guidelines

Observe the following guidelines when cascading blocks in your algorithm using For Each Subsystem:

- Since For Each Subsystem is atomic, the connection between output of block X and input of block X+1 creates an artificial algebraic loop. To break this loop, place pipeline registers between cascading blocks outside of the For Each Subsystem, as demonstrated in this example.
- A mux block is used to concatenate external input and outputs of block (1:N-1) to form the inputs of the For Each Subsystem. This requires the cascading blocks to use the same input and output data types.

Related Topics

- “Generate HDL Code for Blocks Inside For Each Subsystem” on page 10-51
- “Compute Square Root Using CORDIC”

Generate HDL Code for Blocks Inside For Each Subsystem

This example shows how to use blocks inside a For Each Subsystem in your Simulink™ model, and then generate HDL code.

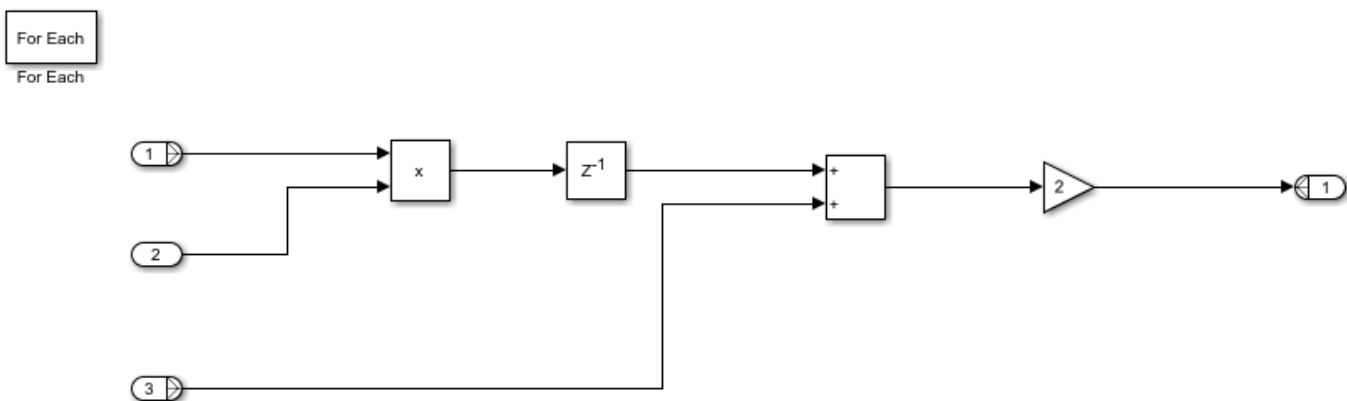
Why Use a For Each Subsystem?

To repeatedly perform the same algorithm on individual elements or subarrays of the input signals, use the For Each Subsystem block. The set of blocks within the Subsystem replicate the algorithm that is applied to individual elements or equally divided subarrays of the input signals. Using the For Each Subsystem block, you do not have to create and connect replicas of a Subsystem block to model the same algorithm. The For Each Subsystem:

- Supports vector or 2-D matrix processing, which reduces the simulation time of your model. You can process individual elements or subarrays of an input signal simultaneously.
- Improves code readability by using a for-generate loop in the generated HDL code. The for-generate loop reduces the number of lines of code, which can otherwise result in hundreds of lines of code for large vector signals.
- Supports HDL code generation for all data types, Simulink™ blocks, and predefined and user-defined system objects.
- Supports optimizations on and inside the block, such as resource sharing and pipelining. The parallel processing capability of the For Each Subsystem block combined with the optimizations that you specify produces high performance on the target FPGA device.

Modeling With the For Each Subsystem

Open the `foreach_subsystem_example1` model. You see this simple algorithm modeled inside a For Each Subsystem block.

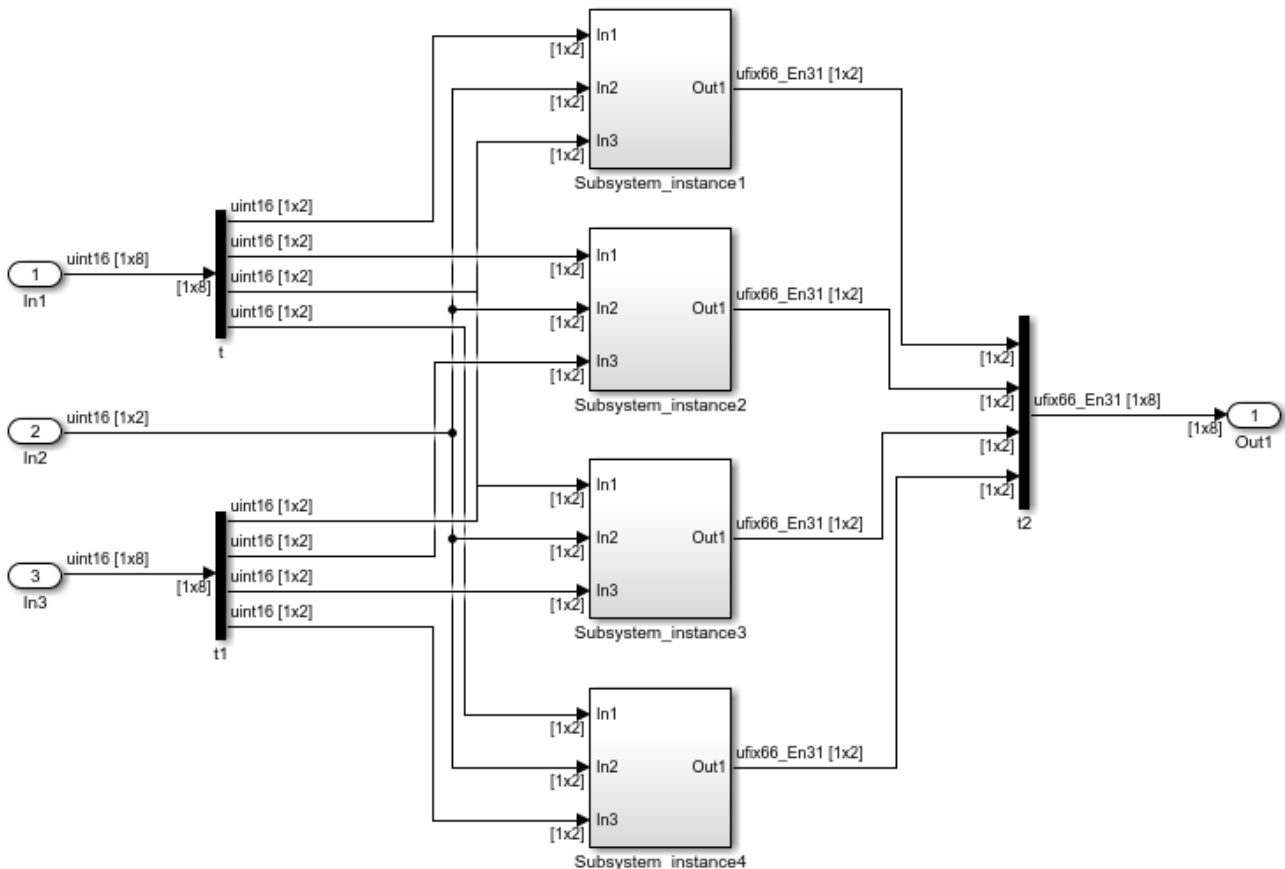


When you simulate the model, you see that the input signals In1 and In3 are partitioned into subarrays. To see this partitioning, double-click the For Each block. The block parameters **Partition Dimension** and **Partition Width** specify the dimension through which the input signal is partitioned and the width of each partition slice respectively. Based on the input signal sizes and the partitioning that you specify, the For Each Subsystem determines the number of iterations that it requires to compute the algorithm.

In this example, the input signals In1 and In3 of size 8 are partitioned into four subarrays, each of size 2. The input signal In2 of size 2 is not partitioned. To compute the algorithm, the For Each

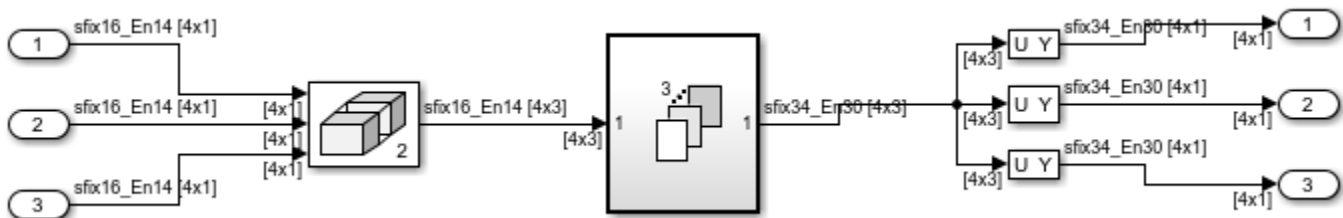
Subsystem requires four iterations, with each iteration repeating the algorithm on each of the four subarrays of In1 and In3.

The For Each Subsystem simplifies modeling of vectorized algorithms. This figure shows how you can model the same algorithm by creating multiple subsystem instances. This model can become graphically complex and difficult to maintain.

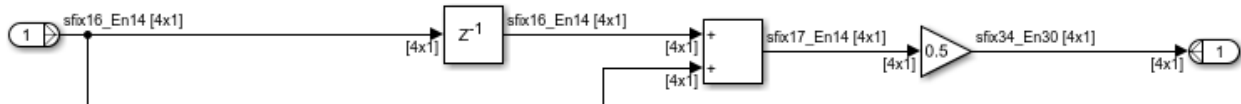
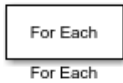


Using Matrix Input Signals

The For Each Subsystem supports 2-D matrix input for HDL code generation. For example, the `foreach_subsystem_example2` model shows a simple multi-channel filter operation. HDL code generation is not supported for matrices at the input and output ports of the HDL DUT, so the model separates the channels at the DUT subsystem boundary.



The For Each subsystem averages the samples on each channel. The generated HDL code will contain three copies of the logic inside the For Each Subsystem, and each operates on a 4x1 vector.



Using Complex Data Signals

The block does not support complex data types as inputs for HDL code generation. To input a complex signal, you can convert this signal to an array of signals, and then input to the block.

To perform the same algorithm on both real and imaginary parts of the signal:

- 1 Separate the signal into real and imaginary parts by using a Complex to Real-Imag block.
- 2 Create a vector signal that consists of the real and imaginary parts by using a Mux block.

You can then input this vector to the For Each Subsystem block and replicate the same computation on both the real and imaginary parts. At the output of the For Each Subsystem, you can convert the vector output back to a complex signal. Use a Demux block to separate the real and imaginary scalar parts, and then input the scalars to the Real-Imag to Complex block.

Generate HDL Code

To generate HDL code, in the `foreach_subsystem_example1` model, right-click the `Subsystem_Foreach` block and select **HDL Code > Generate HDL for Subsystem**.

To see the generated HDL code for the `Subsystem_Foreach` block, in the MATLAB™ Command Window, click the `Subsystem_Foreach.vhd` file. In the VHDL code snippet, you see this for-generate loop in the HDL code. This loop creates four subsystem instances, with each instance performing the algorithm on size 2 subarrays of inputs `In1` and `In3`.

```

BEGIN
  -- <S2>/For Each Subsystem
  GEN_LABEL: FOR k IN 0 TO 3 GENERATE
    u_For_Each_Subsystem : For_Each_Subsystem
      PORT MAP( clk => clk,
                reset => reset,
                enb => clk_enable,
                In1 => In1(2*k TO 2*(k+1) - 1), -- uint16 [2]
                In2 => In2, -- uint16 [2]
                In3 => In3(2*k TO 2*(k+1) - 1), -- uint16 [2]
                Out1 => For_Each_Subsystem_out1(2*k TO 2*(k+1) - 1)
              );
  END GENERATE;

```

You can specify optimizations that change the contents of the subsystems that the For Each Subsystem instantiates. In such cases, the code generator does not use for-generate loops in the HDL code. The HDL code does not contain for-generate loops if you have:

- Bus or complex input signals.
- Resource sharing and streaming optimizations on the subsystem.
- Vector inputs that get partitioned into nonscalar signals in the Verilog code. To obtain for-generate loops in the Verilog code, partition the vector signal to scalars.

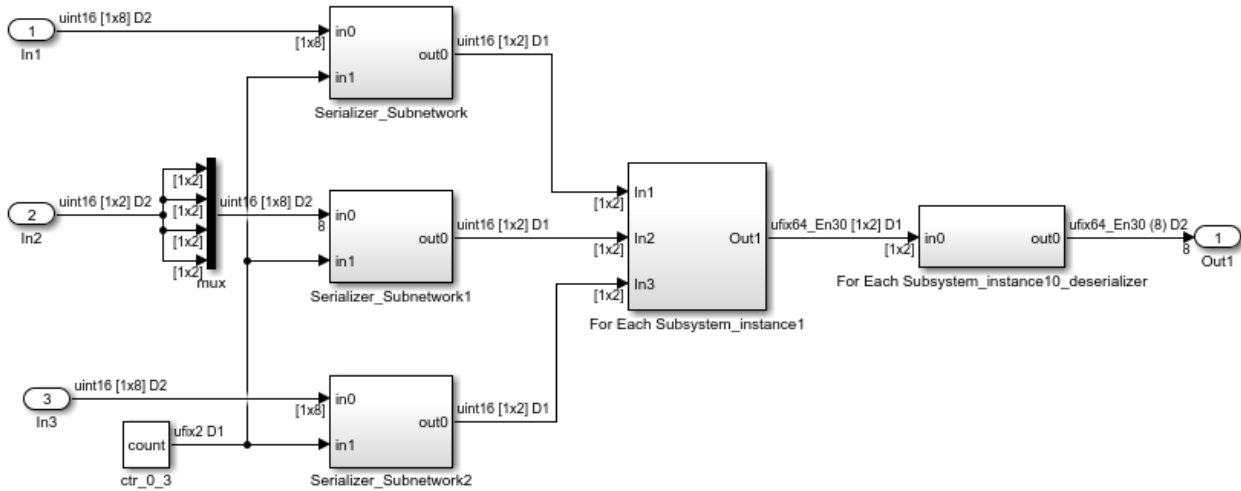
Optimize the For Each Subsystem Algorithm

To optimize the algorithm contained within the For Each Subsystem, you can enable optimizations such as resource sharing and streaming on the DUT that contains the For Each Subsystem. For example, by using the resource sharing optimization, you can share multiple Subsystem instances that are created by the For Each Subsystem. This optimization reuses the algorithm modeled by the Subsystem across multiple instances and reduces the area usage on the target device.

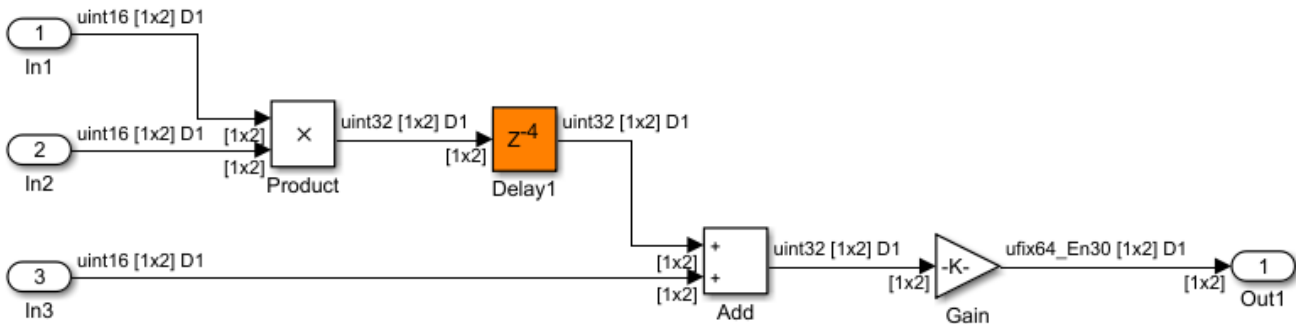
Note: When you enable optimizations on the For Each Subsystem, the generated HDL code does not contain for-generate loops.

This example shows how to use the resource sharing optimization on the For Each Subsystem. To share resources, select the Subsystem block that contains the For Each Subsystem and then specify the **Sharing Factor**. In this example, right-click the Subsystem_Foreach block and select **HDL Code > HDL Block Properties**. Set the **Sharing Factor** to 4, because the For Each Subsystem generates four Subsystem instances. Then, generate HDL code for the Subsystem_Foreach block.

To see the effect of the resource sharing optimization, at the command-line, enter `gm_foreach_subsystem_example1` to open the generated model. In the generated model, you see that the optimization shared the four subsystem instances generated by the For Each Subsystem into one Subsystem For Each Subsystem_Instance1.



If you double-click the For Each Subsystem_Instance1 block, you see the algorithm computed for the size 2 subarrays of inputs In1 and In3.



To learn more about the resource sharing optimization, see “Resource Sharing” on page 24-34.

See Also

For Each Subsystem

Field-Oriented Control of a Permanent Magnet Synchronous Machine

In this example you will review a Field-Oriented Control (FOC) algorithm for a Permanent Magnet Synchronous Machine (PMSM). You will test the control algorithm with closed loop system simulation then generate HDL code for the control algorithm. You will also see how tunable parameter data is specified and how corresponding HDL port entities are generated.

Introduction

The example is partitioned such that you can generate code for the control algorithm as well as verify the behavior of the control algorithm using a simulation test bench. Simscape (TM) Electrical (TM) is required to run the system simulation test bench model `hdlcoderFocCurrentTestBench.slx` but is not required to generate code from the control algorithm model `hdlcoderFocCurrentFixptHdl.slx`.

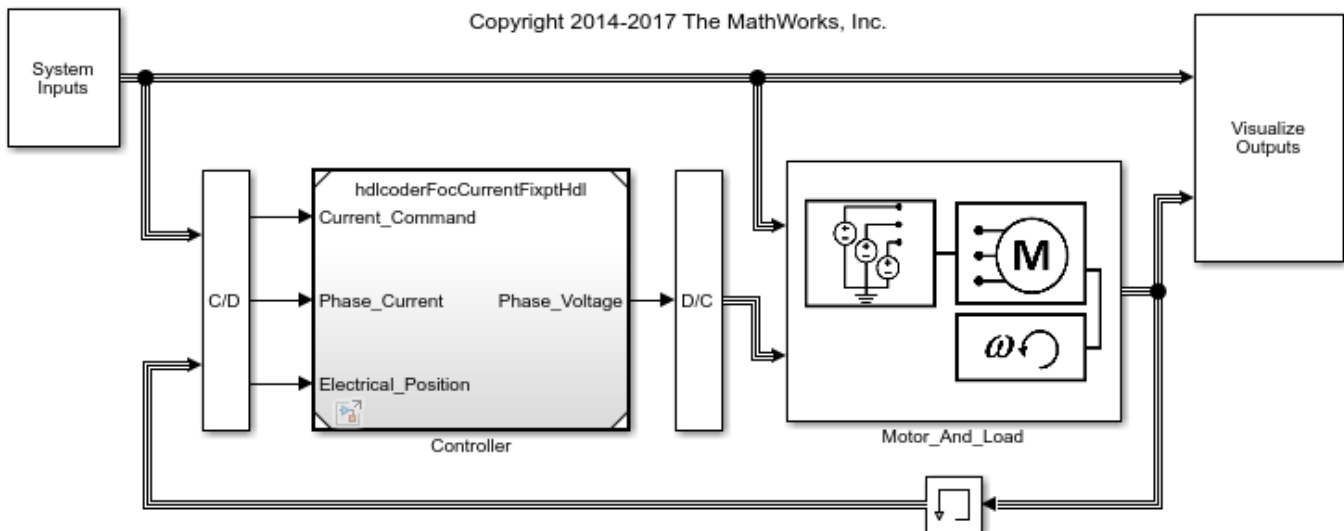
Verify Behavior through Simulation

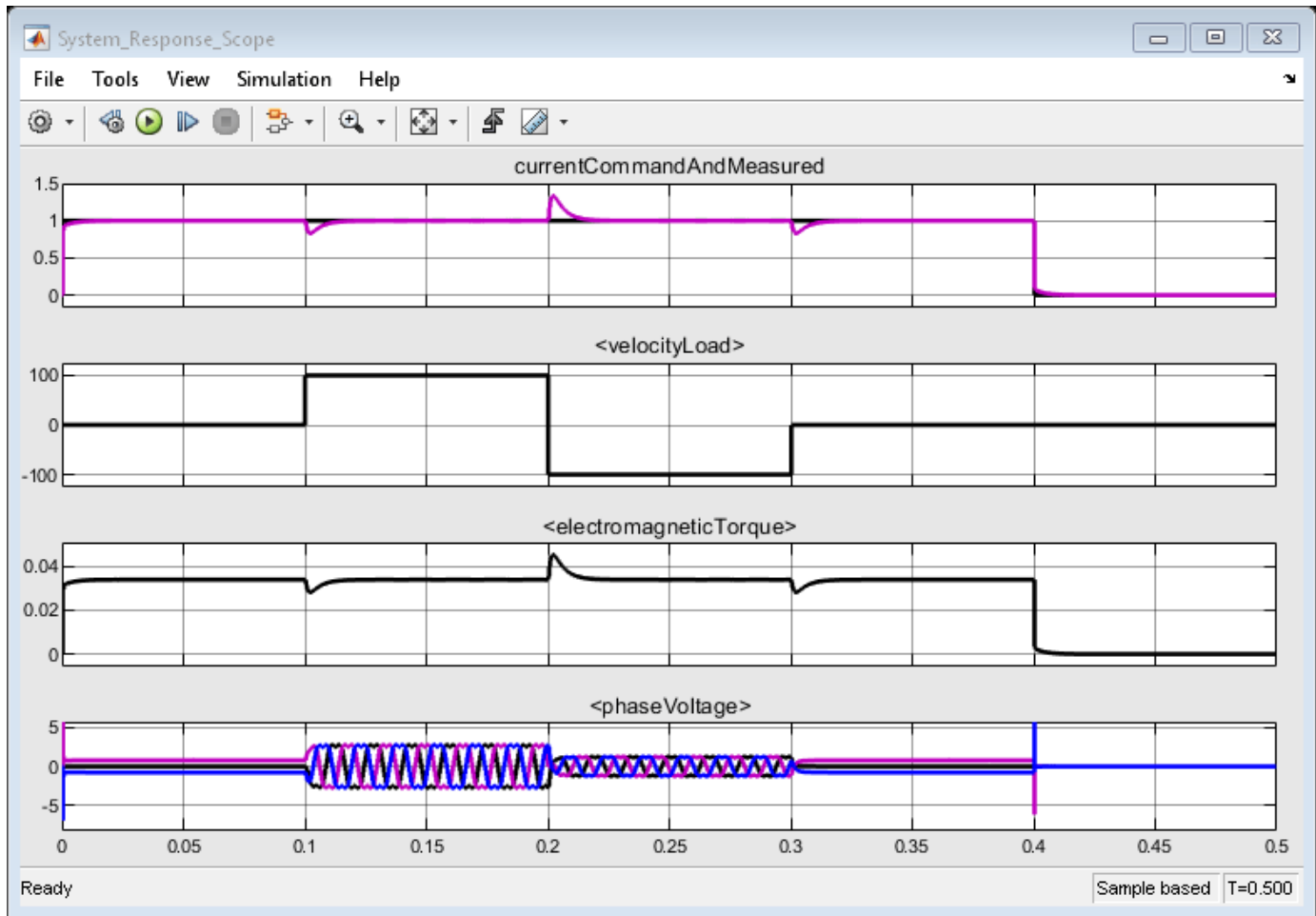
In this example FOC is used to regulate phase current to control torque of an electric machine. You can simulate a test bench to explore the behavior of the system. During the simulation, the solver may generate warnings related to zero crossing when the velocity load changes abruptly. You can disable these warnings during the simulation.

```
hasSimPowerSystems = license ('test', 'Power_System_Blocks');
if hasSimPowerSystems
    open_system('hdlcoderFocCurrentTestBench')
    set_param('hdlcoderFocCurrentTestBench','IgnoredZcDiagnostic','none');
    sim('hdlcoderFocCurrentTestBench')
    set_param('hdlcoderFocCurrentTestBench','IgnoredZcDiagnostic','warn');
end
```

Field-Oriented Control Current Control Test Bench

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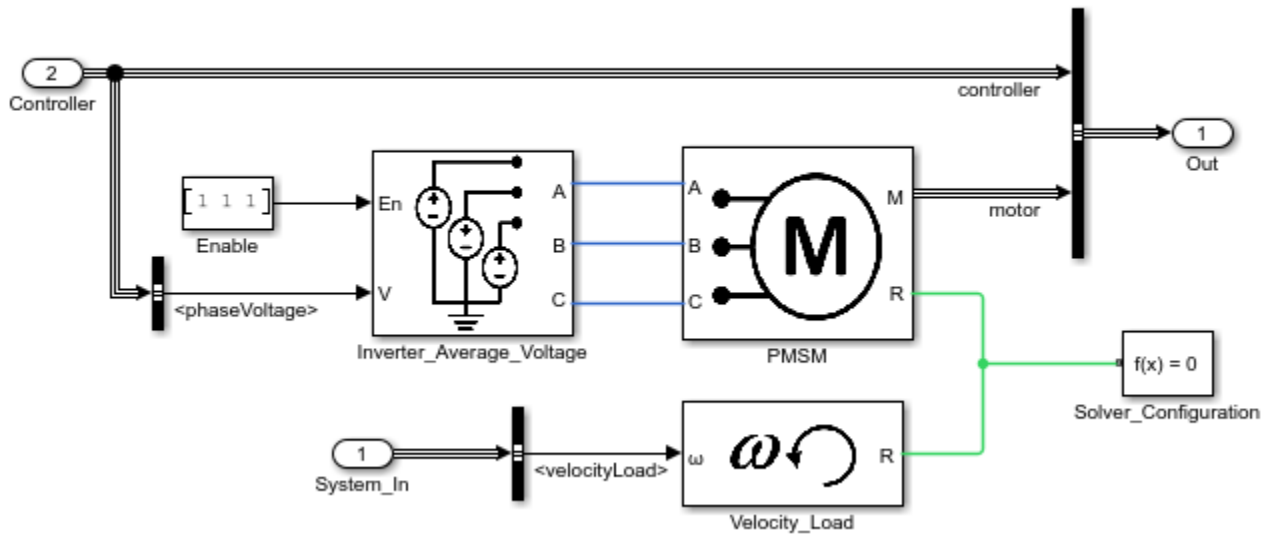
The scope shows that a 1 Amp step current command is requested and the load velocity changes between locked rotor (zero), +100 rad/sec, and -100 rad/sec. The current command represents a quadrature current command to a non-salient PMSM. (The controller regulates the direct current to zero.) Note that for this motor and controller, the electromagnetic torque closely follows the measured quadrature current of the motor.

Explore Plant Specification

In the Motor_And_Load subsystem you will see a mathematical model of the components being controlled. An average model of the inverter is used to drive a constant parameter dq voltage equation model of a PMSM which is connected to a velocity load.

```
if hasSimPowerSystems
    open_system('hdlcoderFocCurrentTestBench/Motor_And_Load')
end
```

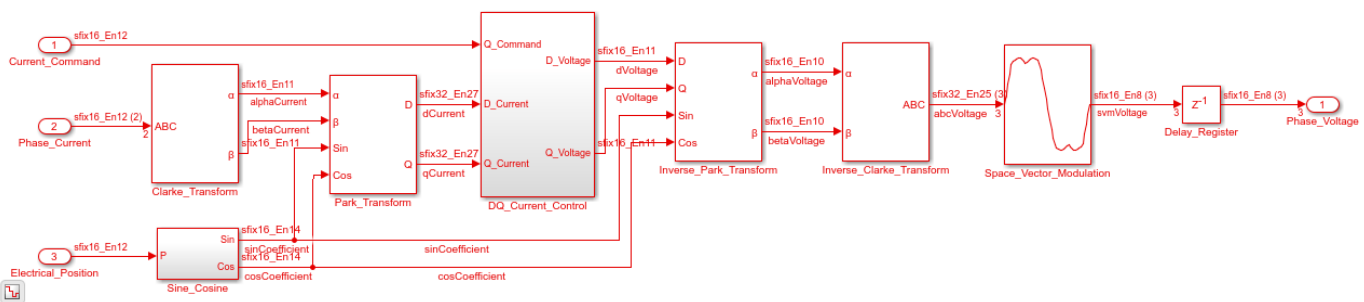
Motor And Load



Explore Control Algorithm Specification

The FOC current control algorithm is specified in a separate model. In the control algorithm, the electrical equations of the machine are projected from the three-phase stationary reference frame onto a two phase rotating reference frame using Clarke and Park transforms. This simplifies the control by removing time and position dependencies. Space Vector Modulation enables the controller to achieve greater voltage across the phases than if just the sinusoidal outputs of the inverse Clarke transform were used.

```
load_system('hdlcoderFocCurrentFixptHdl');
open_system('hdlcoderFocCurrentFixptHdl/FOC_Current_Control')
```



Explore Data Specification

Both the controller and the plant (i.e. motor and load) reference data from the MATLAB ® workspace. A data definition file creates this data and is automatically run within the PreLoadFcn callback of the system test bench model.

```
edit('hdlcoderFocCurrentFixptHdlData.m')
```

When you review this file, notice that the parameters paramCurrentControlP and paramCurrentControlI are specified as Simulink.Parameters whose storage class is set to

'ExportedGlobal'. This tells HDL Coder to generate entity ports for these parameters instead of constant values.

Generate HDL Code for Control Algorithm

Before generating HDL code, it is important to ensure that the model adheres to certain important settings for HDL code generation. Below are some of the main steps:

- Create a DUT subsystem: For HDL code generation it is always better to create a DUT (Design Under Test) subsystem from which HDL code is generated. This subsystem serves several purposes including being a place-holder for HDL optimization settings.
- Setup for HDL: In order to get ready for HDL code generation, certain solver settings and model settings must be in place. The `hdlsetup` command takes care of all these settings and should be run before HDL code-generation.
- Checking sample times: Applying HDL optimizations requires all block sample times to be inferred as discrete. The main block-type to be cautious of are constants, which derive an 'inf' sample time, by default. We can find these blocks and explicitly set their sample-times to '-1' so they get the correct back-propagated sample times.

`% You can generate and review the HDL code for the controller.`

```
makehdl('hdlcoderFocCurrentFixptHdl/FOC_Current_Control');
```

```
### Generating HDL for 'hdlcoderFocCurrentFixptHdl/FOC_Current_Control'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoderFocCurr
### Running HDL checks on the model 'hdlcoderFocCurrentFixptHdl'.
### Begin compilation of the model 'hdlcoderFocCurrentFixptHdl'...
### Applying HDL optimizations on the model 'hdlcoderFocCurrentFixptHdl'...
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoderFocCurrentFixptHdl_v
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoderFocCurrentFixptHdl'.
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control/Clarke_Transform as hdlsrc\hdlcode
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control/DQ_Current_Control/D_Current_Contr
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control/DQ_Current_Control/D_Current_Contr
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control/DQ_Current_Control as hdlsrc\hdlco
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control/Inverse_Clarke_Transform as hdlsrc\
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control/Inverse_Park_Transform as hdlsrc\h
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control/Park_Transform as hdlsrc\hdlcode
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control/Sine_Cosine/Sine_Cosine_LUT as hdl
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control/Sine_Cosine as hdlsrc\hdlcoderFocC
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control/Space_Vector_Modulation/Max/Max as
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control/Space_Vector_Modulation/Min/Min as
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control/Space_Vector_Modulation as hdlsrc\
### Working on hdlcoderFocCurrentFixptHdl/FOC_Current_Control as hdlsrc\hdlcoderFocCurrentFixptH
### Generating package file hdlsrc\hdlcoderFocCurrentFixptHdl\FOC_Current_Control_pkg.vhd.
### Code Generation for 'hdlcoderFocCurrentFixptHdl' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdlcoderFocCurrentFixptHdl' complete with 0 errors, 1 warnings, and 0 messages
### HDL code generation complete.
```

Notice in the generated **hdlcoderFocCurrentFixptHdl.vhd** file that the entity has ports for `paramCurrentControlP` and `paramCurrentControlI`.

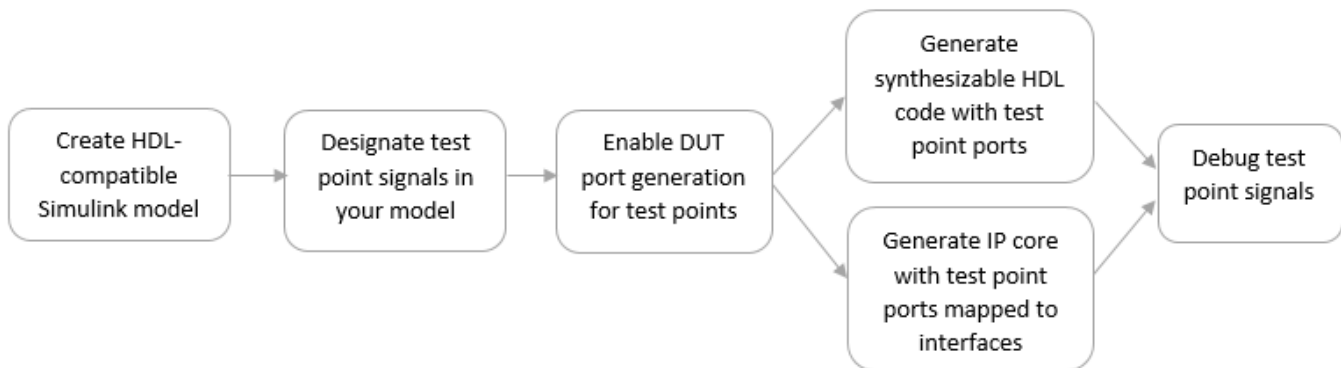
Model and Debug Test Point Signals with HDL Coder

This example shows how you can mark signals as test points in your Simulink™ model and, after HDL code generation, debug the signals at the top level using the generated model or a test bench.

Why Use Test Points?

Test points are signals that you can use to easily debug and observe the simulation results at various points in your Simulink™ model. You can observe signals designated as test points with a Floating Scope block in a model. In Simulink™, you can designate any signal in a model as a test point.

After code generation, you can observe test point signals at the DUT output ports and further debug the generated code in downstream workflows. This capability makes debugging your design easier because the code generator can propagate test point signals deep within the subsystem hierarchy to the DUT output ports.

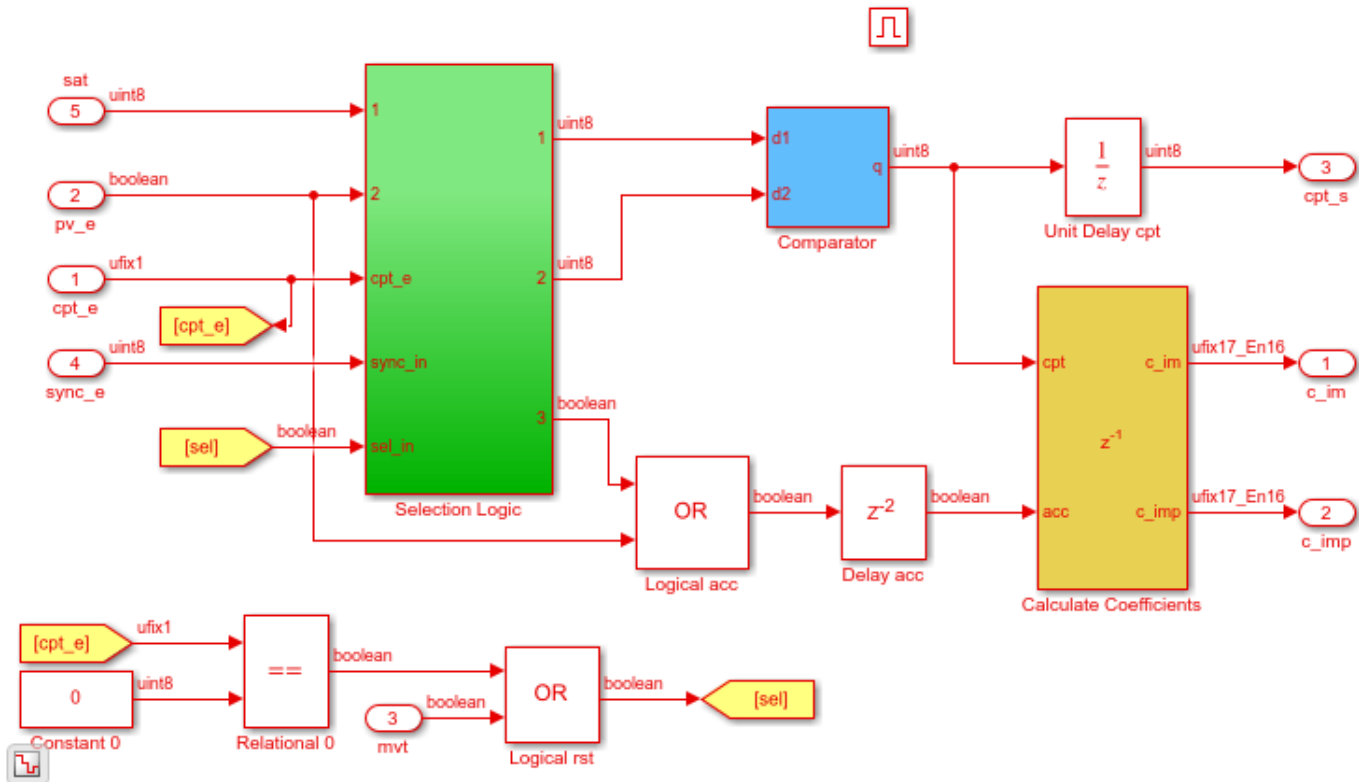


Create HDL-Compatible Model

Before you designate signals as test points and generate HDL code, make sure that the model you create is compatible for HDL code generation. See “Create HDL-Compatible Simulink Model”.

For this example, open the `hdlcoder_simulink_test_points` model that has been prepared for HDL code generation. The DUT is an Enabled Subsystem that calculates two coefficients based on inputs from a Selection Logic and a Comparator.

```
load_system('hdlcoder_test_points')
open_system('hdlcoder_test_points/DUT/MaJ Counter')
set_param('hdlcoder_test_points', 'SimulationCommand', 'update');
```



Designate Signals as Test Points

To debug internal signals in this model, mark them as test points in either of these ways:

- In the Simulink Editor, to open the Signal Properties dialog box, right-click the signal, and select **Properties**. Then, select **Test Point**.
- At the command line, get the handle to the output port of a block, and then set the port parameter `TestPoint` to 'on'.

For example, enter these commands to designate the output signal from the Logical acc block that performs the OR operation as a test point.

```
portHandles = get_param('hdlcoder_test_points/DUT/MaJ Counter/Logical acc', 'portHandles');
outputHandle = portHandles.Outputport;
set_param(outputHandle, 'TestPoint', 'on');
```

If a block has more than one output port, specify the output handle that you want to designate as testpoint. For example, to designate the second output of a Demux block as a test point, enter this command:

```
set_param(outputHandle(2), 'TestPoint', 'on');
```

Simulink™ displays an indicator on each signal for which you enable the **Test point** setting. If you navigate the model, you see three additional test points. These test points are inside the Selection Logic subsystem, the Comparator Subsystem, and the Calculate Coefficients Subsystem blocks.

To learn more, see “Configure Signals as Test Points”.

Enable DUT Output Port Generation for Test Points

Before you generate HDL code, to debug signals that are designated as test points, enable HDL DUT port generation for the signals. When you generate code for the model, HDL Coder™ propagates these signals to the DUT as an additional output port.

To enable DUT output port generation for the `hdlcoder_simulink_test_points` model:

- In the Configuration Parameters dialog box, on the **HDL Code Generation > Global Settings > Ports** tab, select **Enable HDL DUT port generation for test points**.
- At the command line, use the `EnableTestpoints` property.

```
hdlset_param('hdlcoder_test_points','EnableTestpoints','on')
```

To learn more about this parameter, see “Enable HDL DUT port generation for test points” on page 17-42.

After you enable DUT port generation, you can run either of these workflows:

- Generate HDL code. To deploy the code onto a target FPGA, use the **Generic ASIC/FPGA** workflow in the HDL Workflow Advisor.
- Map test point ports to target platform interfaces, and generate an HDL IP core by using the **IP Core Generation** or **Simulink Real-Time FPGA I/O** workflows that use Xilinx Vivado or Altera Quartus II as the synthesis tools.

HDL Code Generation and FPGA Targeting

If you want to see the mapping between test point ports in the HDL code and the test point signals in your model, enable generation of the code generation report. The report displays the test point ports with links to the corresponding test point signals in your Simulink™ model.

For example, to enable report generation for the `hdlcoder_simulink_test_points` model:

- In the Configuration Parameters dialog box, on the **HDL Code Generation** pane, select **Generate resource utilization report**.
- To specify this setting at the command line, use the `ResourceReport` property.

```
hdlset_param('hdlcoder_test_points','ResourceReport','on')
```

To learn more about report generation, see “Create and Use Code Generation Reports” on page 25-2.

To generate HDL code:

- Right-click the DUT Subsystem and select **HDL Code > Generate HDL for Subsystem**.
- At the command line, run `makehdl` on the DUT Subsystem.

To deploy the code onto a target platform, use the **Generic ASIC/FPGA** workflow. In the HDL Workflow Advisor, on the **Set Target Device and Synthesis Tool** task, for **Target workflow**, select **Generic ASIC/FPGA**, specify the **Synthesis tool**, and then run the workflow.

When generating code, HDL Coder opens the Code Generation report. The Code Interface Report section contains links to the test point ports in the **Output Ports** section.

Output ports

| Port Name | Datatype | Bits |
|--------------------------------------|-------------|------|
| ce_out | boolean | 1 |
| c_imp | ufix17_En16 | 17 |
| c_imp | ufix17_En16 | 17 |
| cpt_s | uint8 | 8 |
| tp_Sum_C_out1 | ufix17_En16 | 17 |
| tp_Relational_out1 | boolean | 1 |
| tp_Sum_out1 | uint8 | 8 |
| tp_Logical_acc_out1 | boolean | 1 |
| tp_Relational_0_out1 | boolean | 1 |

When you click the links in the test point ports, the code generator highlights the corresponding signals that you designated as test points in your Simulink™ model. Therefore, you can use the report to trace back from the test point port in the generated code to the test point signals in your Simulink™ model.

To see the test point ports in the generated HDL code, open the DUT.v file.

```
output [16:0] c_imp; // ufix17_En16
output [7:0] cpt_s; // uint8
output [16:0] tp_Sum_C_out1; // ufix17_En16 Testpoint port
output tp_Relational_out1; // Testpoint port
output [7:0] tp_Sum_out1; // uint8 Testpoint port
output tp_Logical_acc_out1; // Testpoint port
output tp_Relational_0_out1; // Testpoint port
```

You can see the test point ports at the top level module declaration. These ports have the prefix `tp_` and a comment to indicate that they correspond to test point ports. If you specify VHDL as the target language, you can see the test point ports in the entity declaration.

IP Core Generation and SoC Targeting

To generate an HDL IP core, open the HDL Workflow Advisor. In the Advisor:

- 1 On the **Set Target Device and Synthesis Tool** task, for **Target workflow**, select IP Core Generation, and specify a **Target platform** that uses Xilinx Vivado or Altera Quartus II as the **Synthesis tool**. If you use the Simulink Real-Time FPGA I/O workflow, specify a **Target platform** that uses Xilinx Vivado as the **Synthesis tool**.
- 2 On the **Set Target Reference Design** task, you can specify the HDL Coder default reference designs, or a custom reference design that you want to integrate the HDL IP core into. If you do not specify unique names for test point signals, running this task can fail. To fix this error, in the **Result** subpane, select the link to generate unique names for test point signals. To verify that the task passes, rerun the task.
- 3 On the **Set Target Interface** task, you see the test point ports in the **Target platform interface table**. You can map the ports to AXI4, AXI4-Lite, or External Port interfaces. After you run this

task, the code generator stores this testpoint interface mapping information on the DUT. To see this information, in the HDL Block Properties for the DUT Subsystem, on the **Target Specification** tab, look for the **TestPointMapping** block property. You can reload this information for the DUT across subsequent runs of the workflow.

- 4 On the **Generate RTL Code and IP Core** task, right-click and select **Run to Selected Task** to generate the IP core. The code generator opens an IP Core Generation report that displays the mapping of test point ports to interfaces.

Target platform interface table:

| Port Name | Port Type | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|-----------------------------|------------|-------------|----------------------------|--------------------------------|
| cpt_e | Inport | ufix1 | AXI4-Lite | x"100" |
| pv_e | Inport | boolean | AXI4-Lite | x"104" |
| mvt | Inport | boolean | AXI4-Lite | x"108" |
| sync_e | Inport | uint8 | AXI4-Lite | x"110" |
| sat | Inport | uint8 | DIP Switches [0:7] | [0:7] |
| Enable_In | Inport | boolean | AXI4-Lite | x"11C" |
| c_im | Outport | ufix17_En16 | External Port | |
| c_imp | Outport | ufix17_En16 | External Port | |
| cpt_s | Outport | uint8 | AXI4-Lite | x"10C" |
| TestPoint_3 | Test point | boolean | AXI4-Lite | x"114" |
| TestPoint | Test point | ufix17_En16 | External Port | |
| TestPoint_1 | Test point | boolean | AXI4-Lite | x"118" |
| TestPoint_2 | Test point | uint8 | LEDs General Purpose [0:7] | [0:7] |

When you click the links in the test point ports, the code generator highlights the corresponding signals that you designated as test points in your Simulink™ model.

If you open the generated HDL source file, you see the test point signals connected to the IP core wrapper.

```

MaJCounte_ip_axi_lite u_MaJCounte_ip_axi_lite_inst (...
    ...
    .read_TestPoint_3(tp_TestPoint_3_sig), // ufix1
    .read_TestPoint_1(tp_TestPoint_1_sig), // ufix1
    ...
    ...
);

MaJCounte_ip_dut u_MaJCounte_ip_dut_inst (...
    ...
    .tp_TestPoint(tp_TestPoint_sig), // ufix17_En16
    .tp_TestPoint_1(tp_TestPoint_1_sig), // ufix1
    .tp_TestPoint_2(tp_TestPoint_2_sig), // ufix8
    .tp_TestPoint_3(tp_TestPoint_3_sig) // ufix1
);

```

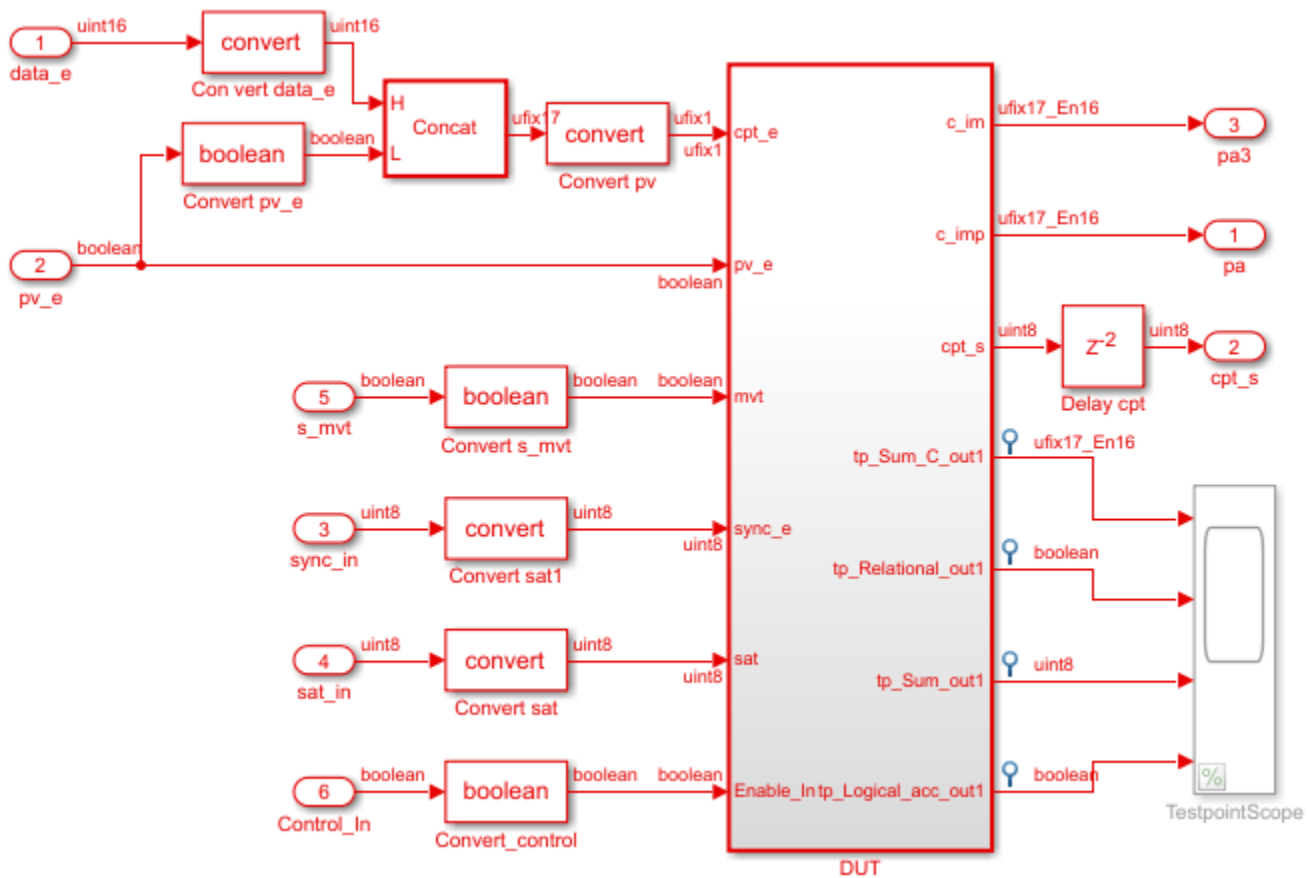
Run the workflow to generate the Software Interface model and integrate the IP core into the target reference design that you specified in the **Set Target Reference Design** task.

To learn more about the IP Core Generation workflow, see “Custom IP Core Generation” on page 40-10 and “Custom IP Core Report” on page 40-13.

Debug Test Point Signals

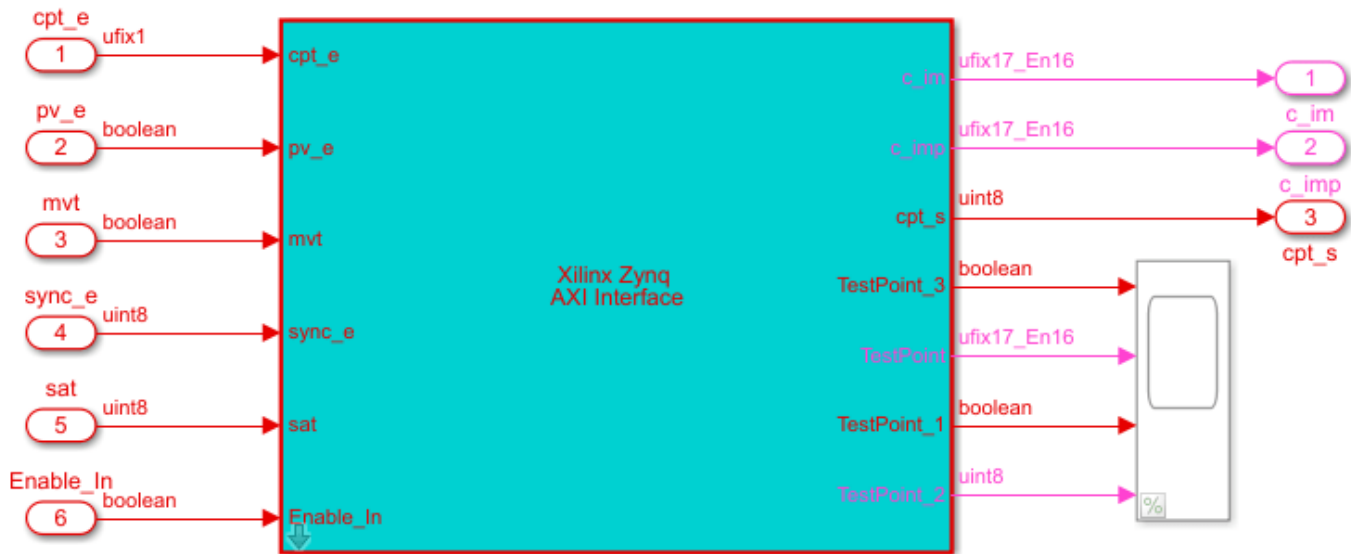
After you generate HDL code or generate an IP core, you can debug the test point signals.

If you generated HDL code for your model or ran the Generic ASIC/FPGA workflow, to debug the test point signals, generate a HDL test bench, or use the generated model. To open the generated model, at the command line, enter `gm_hdlcoder_test_points`.



In the generated model, you see the test points at the DUT output ports connected to a Scope block that is commented out. To observe the simulation results for these signals, uncomment the Scope block, and then run the simulation. If you navigate the generated model, you can see that the code generator creates an output port at the point where you designated the signal as a test point. HDL Coder then propagates these ports to the DUT as additional output ports.

If you run the IP Core Generation workflow to the **Generate Software Interface Model** task, the code generator opens the Software Interface model.



To observe the data on test point signals from the ARM processor, uncomment the Scope block, and then run the Software Interface model.

Considerations

- Test point ports are considered similar to other output ports in the code generation process. Test point port generation works with all optimizations such as resource sharing, streaming, and distributed pipelining. To learn about various optimizations, see “Speed and Area Optimization”.
- If you generate a validation model, you see that the code generator does not compare the test point signals with the test point ports at the output. You can still observe the test point signals by uncommenting the Scope block and by running the simulation. To learn more about generated model and validation model, see “Generated Model and Validation Model” on page 24-11.
- If you generate a cosimulation model, you see the test point ports connected to a Terminator block. To observe the test points, remove the Terminator blocks, and connect the output ports to a Scope block, and then run cosimulation. You can also observe the waveforms in the HDL simulator that you run cosimulation with. To learn more about cosimulation, see “Generate a Cosimulation Model” on page 27-43.
- If you open the generated model, you see the Scope block commented out for performance considerations.
- You cannot specify the port ordering for the DUT test point ports. HDL Coder™ determines the port ordering when you generate code.
- **Target workflow** must be Generic ASIC/FPGA, IP Core Generation, or Simulink Real-Time FPGA I/O.
- If you use IP Core Generation or Simulink Real-Time FPGA I/O workflows, the **Synthesis tool** must be Xilinx Vivado or Altera Quartus II. Xilinx ISE is not supported.

- If you use IP Core Generation or Simulink Real-Time FPGA I/O workflows, you map the test point ports to AXI4, AXI4-Lite, or External Port interfaces. You cannot map the ports to AXI4-Stream or AXI4-Stream Video interfaces.

See Also

More About

- “Configure Signals as Test Points”
- “Enable HDL DUT port generation for test points” on page 17-42
- “Generated Model and Validation Model” on page 24-11

Allocate Sufficient Delays for Floating-Point Operations

In this section...

“Problem” on page 10-68

“Cause” on page 10-68

“Solution” on page 10-69

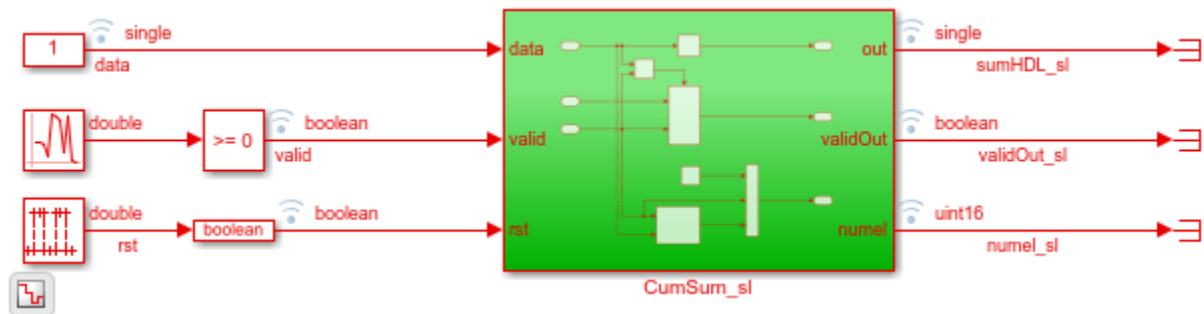
Problem

Sometimes, when generating code from your floating-point algorithm in Simulink, HDL Coder generates an error that it is unable to allocate sufficient number of delays.

Cause

This error message generally occurs when you have Simulink™ blocks performing floating-point operations inside a feedback loop. These blocks have a latency. HDL Coder™ is unable to allocate delays to compensate for the latency, because the code generator needs to add delays and balance them to maintain numerical accuracy.

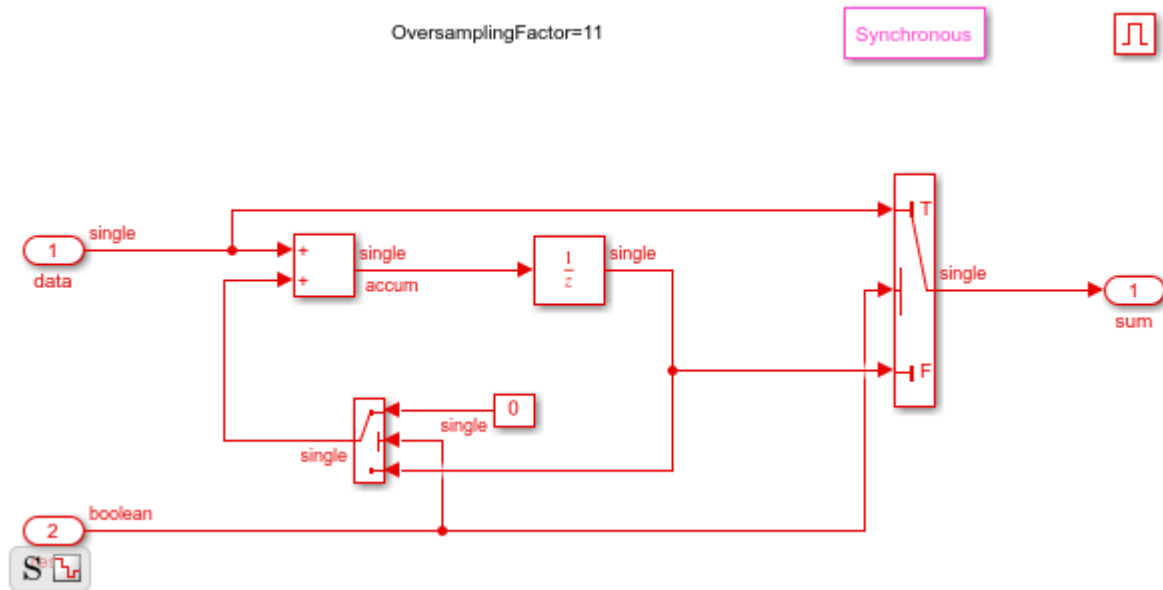
If you open this example model `RunningSum.slx`, you see a Simulink™ model that uses single data types.



To generate HDL code for the `CumSum_Sl` Subsystem, right-click the subsystem and select **HDL Code > Generate HDL for Subsystem**. During code generation, HDL Coder™ generates an error:

Unable to allocate delays to compensate for the 11 delays introduced by Add in native floating-point mode. Consider either increasing the oversampling factor, setting the 'Latency Strategy' to 'Zero', or adding the necessary output pipelines via HDL block properties for other blocks in the model to accommodate for the latency introduced by this block.

By using the path to the block mentioned in the error message, navigate to the Add block in the model. This block is inside a feedback loop.



The Add block has a latency of 11. When generating code, HDL Coder™ cannot allocate 11 delays for the block, because it cannot add matching delays to other paths.

This model serves as an example to illustrate the various strategies to solve this problem.

Solution

Strategy 1: Global Oversampling

This modeling paradigm uses the clock-rate pipelining optimization to oversample your design to a clock-rate much faster than the DUT sample rate. To enable this optimization, specify a global oversampling factor for your Simulink model. The floating-point delays then operate at the faster clock-rate and can be allocated successfully. For more information, see “Clock-Rate Pipelining” on page 24-119.

- 1 Specify an oversampling factor that is equal to or greater than the latency of the floating-point operators that are unable to allocate delays. For the RunningSum model, specify an oversampling factor at least equal to 12. To learn about the latency values of the floating-point operators, see “Simulink Blocks Supported with Native Floating-Point” on page 10-122.

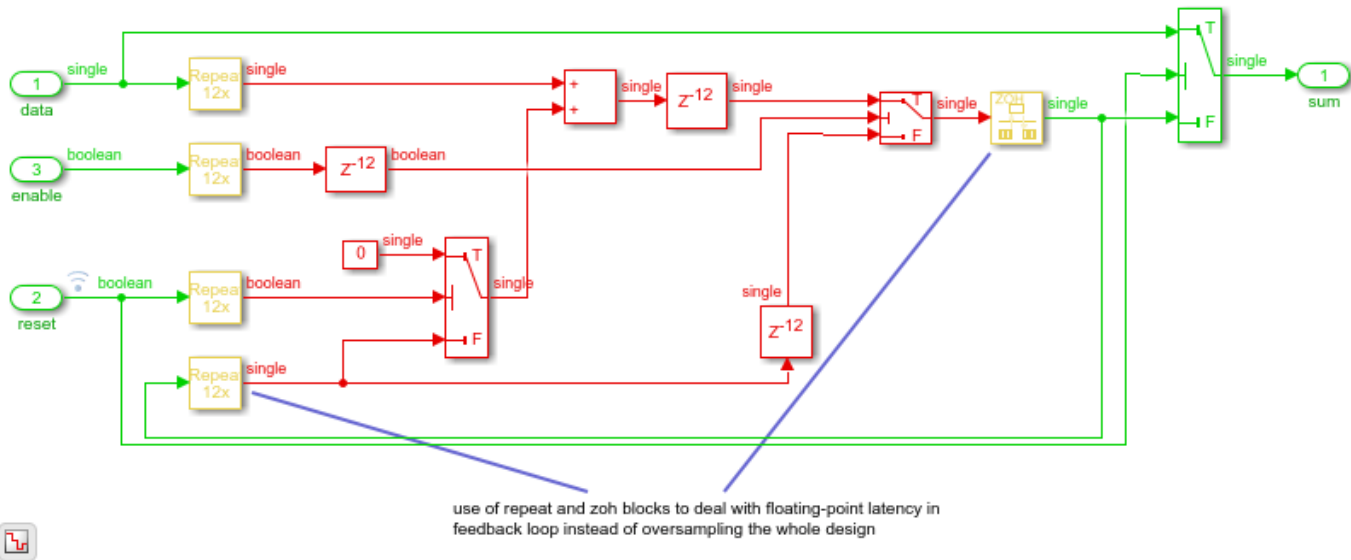
To specify the oversampling factor:

- a In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears.
 - b Click **Settings**. In the **HDL Code Generation > Global Settings** tab, set **Oversampling factor** to 12.
- 2 Enable hierarchy flattening on the DUT and make sure that subsystems inside the DUT inherit this setting. For the RunningSum model, select the CumSum_sl subsystem and click **HDL Block Properties** on the **HDL Code** tab, and then set **FlattenHierarchy** to on.

Strategy 2: Local Oversampling

To model your design at the data rate and selectively increase the sample rate of blocks for which HDL Coder™ is unable to allocate delays, use local oversampling. These blocks then operate at the faster clock rate and can accommodate the required number of delays.

If you open the `RunningSum_OSmanual` model and navigate to the Add block, it shows how you can increase the sample rate of the Add block and allocate delays.



- The blocks that are within the boundary of the Repeat and Zero Order Hold blocks operate at the clock rate that is 12 times faster than the sample rate of the model.
- The subsystem has a Delay block of length 12 at the output of the Add block. When generating code, the Add block absorbs this Delay block, which compensates for the latency of the operator. To balance delays, the subsystem contains Delay blocks of length 12 in other paths.

You can now generate HDL code for the `CumSum_sl` subsystem. To generate HDL code for the `CumSum_sl` Subsystem, right-click the subsystem and select **HDL Code > Generate HDL for Subsystem**.

Strategy 3: Delay Blocks

Use this modeling paradigm to model your entire design at the Simulink data rate. For blocks that are unable to accommodate the required number of delays, add a Delay block with a sufficient **Delay length** at the output of the blocks. Specify a **Delay length** that is equal to the latency of the floating-point operator. Make sure that you add matching delays in other paths.

For the `RunningSum` model, you can add a Delay block of length 12 at the output of the Add block. When generating code, the Add block absorbs this delay, because the block has a latency of 12.

For more information, see “Latency Considerations with Native Floating Point” on page 10-97.

Strategy 4: Use Custom Latency

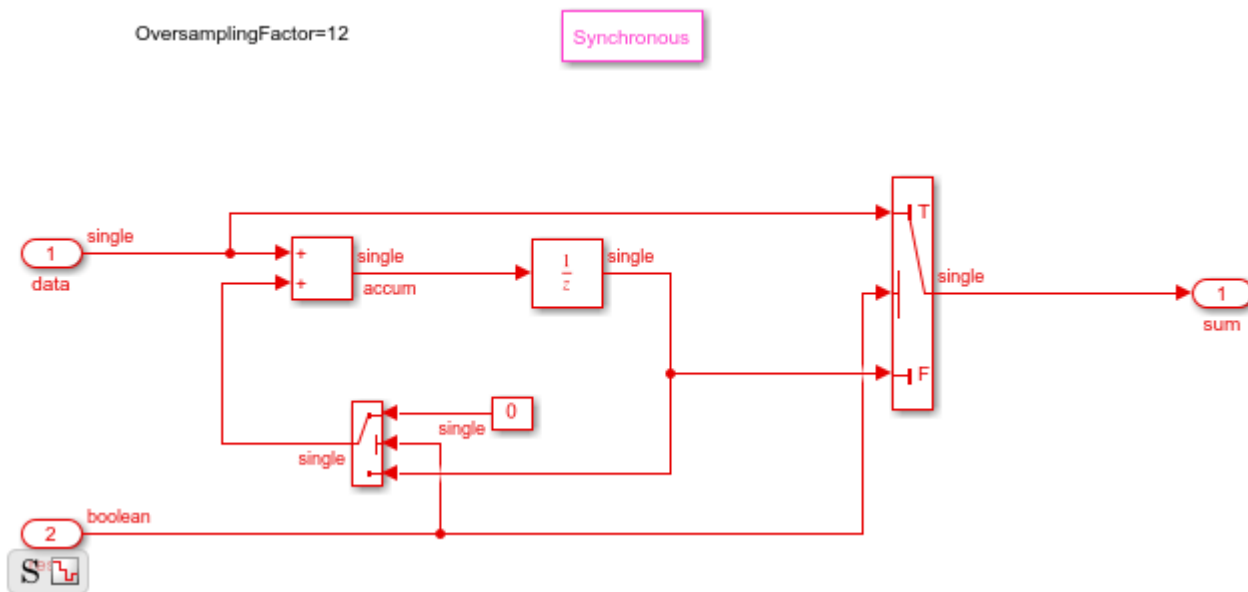
You can use the **Latency Strategy** for various blocks to specify a custom latency value and absorb the additional delays. Using this strategy can optimize your design for trade-offs between:

- Clock frequency and power consumption.
- Oversampling factor and sampling frequency.

To learn more about the trade-offs and blocks for which you can specify a custom latency, see “LatencyStrategy” on page 22-32.

Note: When you use the custom latency strategy, make sure that the Subsystem that contains the block for which native floating-point is unable to allocate delays is not a conditional subsystem. That is, the Subsystem must not contain trigger, reset, or enable ports.

To see how using a custom latency can resolve the delay allocation issue, open the model RunningSum_Custom.slx.



The model is similar to the original RunningSum model but does not have the Enable block. Using the Enable block can prevent the custom latency strategy from absorbing delays. Specify a custom latency of one for the Add block. The Add block can then absorb the Unit Delay adjacent to the Add block.

You can now generate HDL code for the CumSum_sl subsystem.

Strategy 5: Zero Latency

You can use the zero latency strategy setting for blocks in your design for which native floating point is unable to allocate delays. By default, blocks in your design inherit the native floating-point settings that you specify in the Configuration Parameters dialog box. To specify a zero latency strategy setting for a block, in the HDL Block Properties dialog box for that block, on the **Native Floating Point** tab, set **LatencyStrategy** to Zero.

For the RunningSum example, set the **LatencyStrategy** of the Add block to Zero. To choose the native floating point library and specify zero latency strategy, at the command line, enter:

```
fc = hdlcoder.createFloatingPointTargetConfig('NativeFloatingPoint');  
hdlset_param('RunningSum/CumSum_sl/Subsystem/Add', ...  
            'LatencyStrategy', 'Zero');
```

Note To obtain good performance on the target FPGA device, it is not recommended to set **Latency Strategy** to Zero from the Configuration Parameters dialog box.

See Also

createFloatingPointTargetConfig

Related Examples

- “Floating Point Support: Field-Oriented Control Algorithm” on page 10-111

More About

- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81
- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105

Optimize Generated HDL Code for Multirate Designs with Large Rate Differentials

In this section...

“Issue” on page 10-73

“Description” on page 10-73

“Recommendations” on page 10-75

Issue

When generating HDL code from your multirate algorithm in Simulink, HDL Coder might generate a large number of pipeline registers that can prevent the HDL design from fitting into an FPGA. This issue occurs due to modeling patterns that might result in large rate differentials. You can address this issue by using modeling techniques to manage sample time ratios.

Description

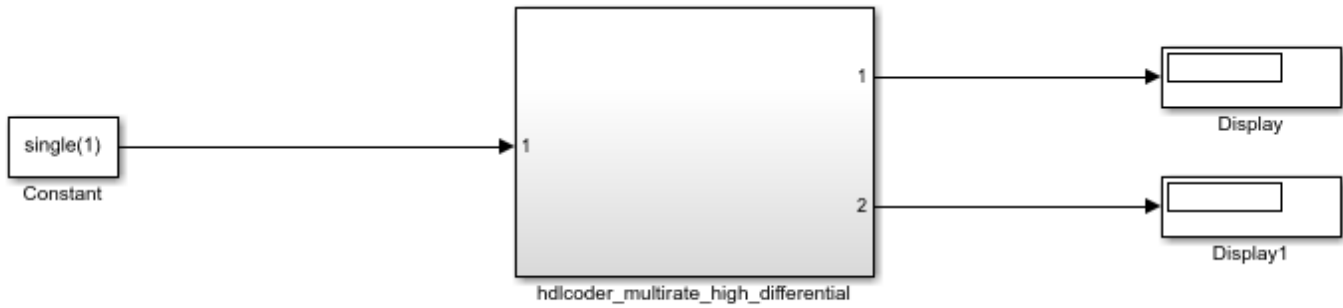
This issue occurs when your Simulink™ model has a significantly large difference in sample rates or uses certain block implementations or optimizations that result in different clock-rate paths, such as:

- Multicycle block implementations
- Input and output pipelining
- Distributed pipelining
- Floating-point library mapping
- Native floating-point HDL code generation
- Fixed-point math functions such as reciprocal, sqrt, or divide
- Resource sharing
- Streaming

The additional pipelines result in a latency overhead that requires the insertion of matching delays across multiple signal paths operating at different rates. If the ratio of the fastest to the slowest clock rate is quite large, the code generator can potentially introduce a large number of registers in the resulting HDL code. The large number of pipeline registers can increase the size of the generated HDL files, and can prevent the design from fitting into an FPGA.

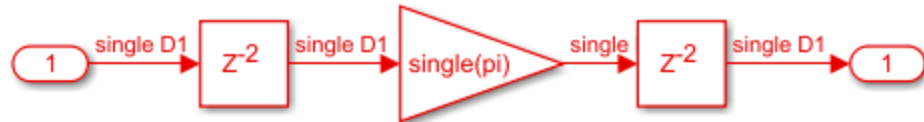
To see an example of how this issue occurs, open this Simulink™ model.

```
open_system('hdlcoder_multirate_high_differential')
```



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When you compile the model and double-click the `hdlcoder_multirate_high_differential` Subsystem, you can see that the model has a floating-point Gain block, a multicycle operator, in the fast clock-rate region.



Sample Time Legend ✕

hdlcoder_multirate_high_differential

Sample Times for 'hdlcoder_multirate_high_differential'

| Color | Annotation | Description | Value |
|-------|------------|-------------|-----------------------|
| | D1 | Discrete 1 | 10.0000e-006 (period) |
| | D2 | Discrete 2 | 1 (period) |
| | H | Hybrid | N/A |

Show discrete value as 1/Period. Print

Help



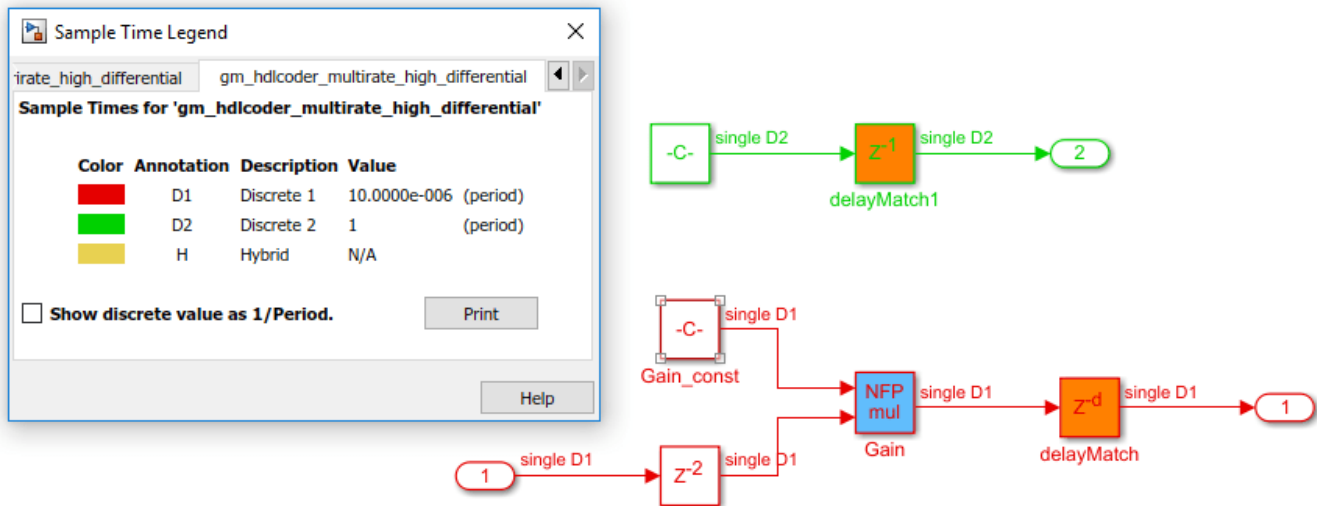
Generate HDL code for the `hdlcoder_multirate_high_differential` Subsystem and check the output log.


```

### Generating HDL for 'hdlcoder_multirate_high_differential/hdlcoder_multirate_high_differential'.
### Using the config set for model hdlcoder_multirate_high_differential for HDL code generation parameters.
### Starting HDL check.
### The code generation and optimization options you have chosen have introduced additional pipeline delays.
### The delay balancing feature has automatically inserted matching delays for compensation.
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional delays.
### Output port 0: 100000 cycles.
### Output port 1: 1 cycles.
### Begin VHDL Code Generation for 'hdlcoder_multirate_high_differential'.
### Working on hdlcoder_multirate_high_differential/hdlcoder_multirate_high_differential/nfp_mul_comp as hdlsrc\hdlcoder_multirate_high_differential\nfp_mul_comp.vhd.
### Working on hdlcoder_multirate_high_differential_tc as hdlsrc\hdlcoder_multirate_high_differential\hdlcoder_multirate_high_differential_tc.vhd.
### Working on hdlcoder_multirate_high_differential/hdlcoder_multirate_high_differential as hdlsrc\hdlcoder_multirate_high_differential\hdlcoder_multirate_high_differential.vhd.
### Generating package file hdlsrc\hdlcoder_multirate_high_differential\hdlcoder_multirate_high_differential_pkg.vhd.
### Creating HDL Code Generation Check Report hdlcoder_multirate_high_differential_report.html
### HDL check for 'hdlcoder_multirate_high_differential' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.

```

Open the generated model. At the command line, enter `gm_hdlcoder_multirate_high_differential`. When you compile the model and double-click the `hdlcoder_multirate_high_differential` Subsystem, the model looks as displayed by the sample time legend.



The large output latency on the fast clock rate region of the design is introduced by the code generator to balance delays across multiple output paths of the system. This large latency increases the size of the generated HDL files and reduces the efficiency of the generated code.

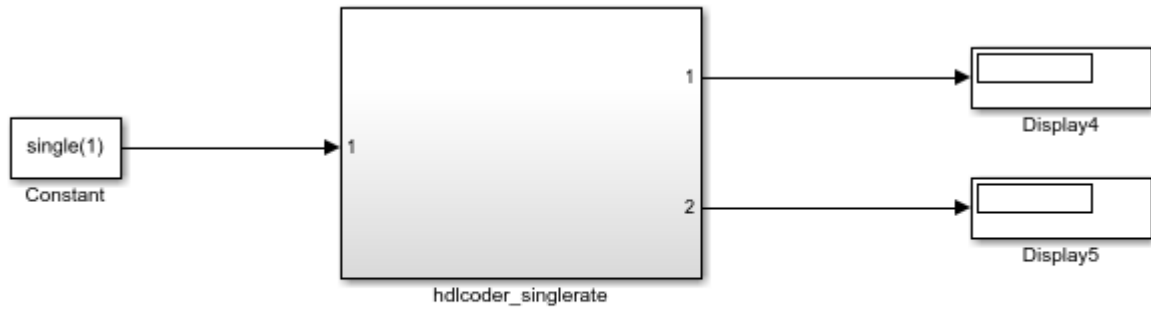
Recommendations

Recommendation 1: Use a Single-Rate Model

Most applications that you target the HDL code for might not require such a large rate differential. In that case, it is recommended that you use a single-rate model. In this example, you can change the sample rate of the Constant block inside the `hdlcoder_multirate_high_differential` Subsystem to be the same as that of the base model.

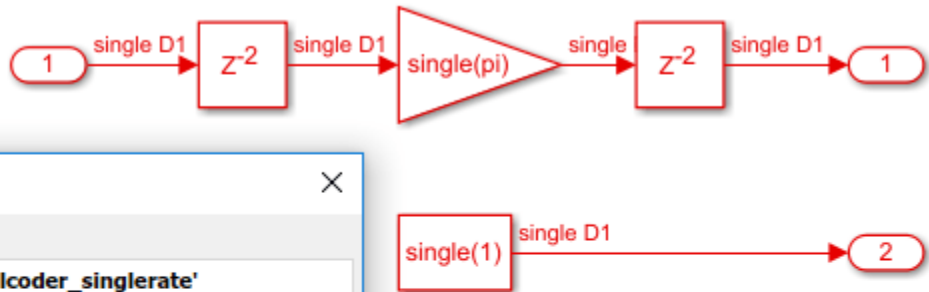
Open this model that has the sample time of the Constant block changed to `10E-06`, which is the same sample time as the base sample time of the model.

```
open_system('hdlcoder_singlerate')
```



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When you compile the model and double-click the `hdlcoder_singlerate` Subsystem, you see that the signal paths in the model operate at the same sample time of $10\text{E}-06$.



Sample Time Legend

hdlcoder_singlerate

Sample Times for 'hdlcoder_singlerate'

| Color | Annotation | Description | Value |
|-------|------------|---------------------|-----------------------|
| | FiM | Fixed in Minor Step | [0,1] |
| | D1 | Discrete 1 | 10.0000e-006 (period) |

Show discrete value as 1/Period.

Print

Help

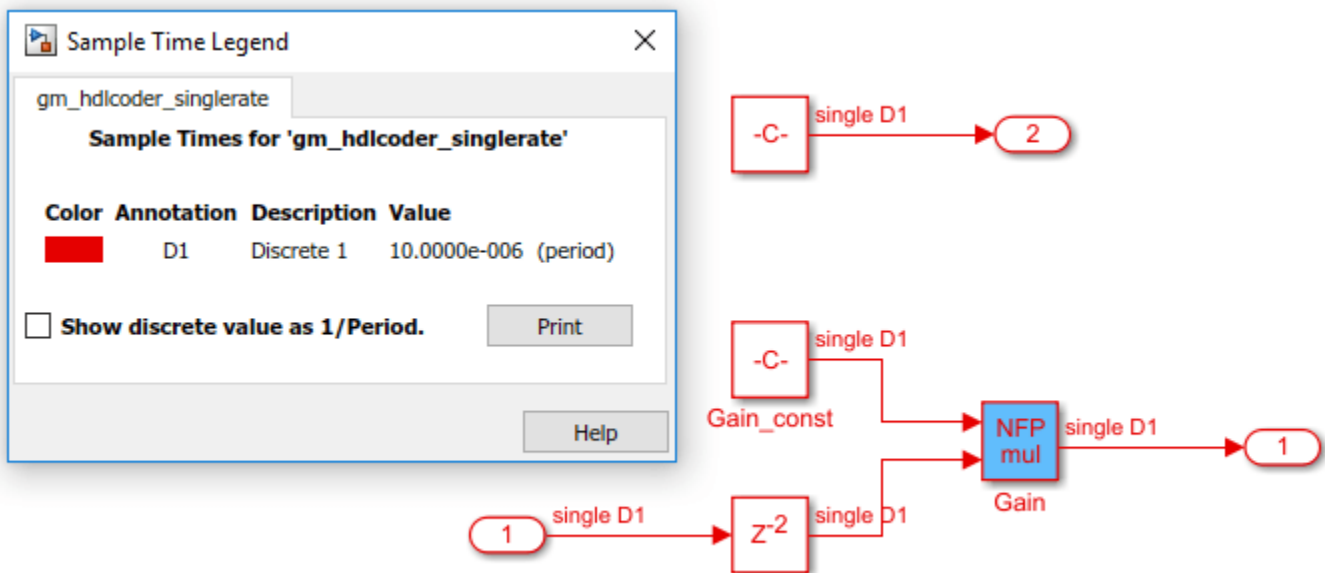
Generate HDL code for the `hdlcoder_singlerate` Subsystem and check the output log.

```

### Generating HDL for 'hdlcoder_singlerate/hdlcoder_singlerate'.
### Using the config set for model hdlcoder\_singlerate for HDL code generation parameters.
### Starting HDL check.
### The code generation and optimization options you have chosen have introduced additional pipeline delays.
### The delay balancing feature has automatically inserted matching delays for compensation.
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional delays.
### Output port 0: 6 cycles.
### Output port 1: 6 cycles.
### Begin VHDL Code Generation for 'hdlcoder_singlerate'.
### Working on hdlcoder_singlerate/hdlcoder_singlerate/nfp_mul_comp as hdlsrc\hdlcoder\_singlerate\nfp\_mul\_comp.vhd.
### Working on hdlcoder_singlerate/hdlcoder_singlerate as hdlsrc\hdlcoder\_singlerate\hdlcoder\_singlerate.vhd.
### Generating package file hdlsrc\hdlcoder\_singlerate\hdlcoder\_singlerate\_pkg.vhd.
### Creating HDL Code Generation Check Report hdlcoder\_singlerate\_report.html
### HDL check for 'hdlcoder_singlerate' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.

```

You see that the output latency has decreased significantly. Now open the generated model. At the MATLAB™ command line, enter `gm_hdlcoder_singlerate`. When you compile the model and double-click the `hdlcoder_singlerate` Subsystem, the model looks as displayed by the sample time legend.



The generated HDL code is now optimal and uses few registers. Therefore, you can deploy the design to target FPGA platforms.

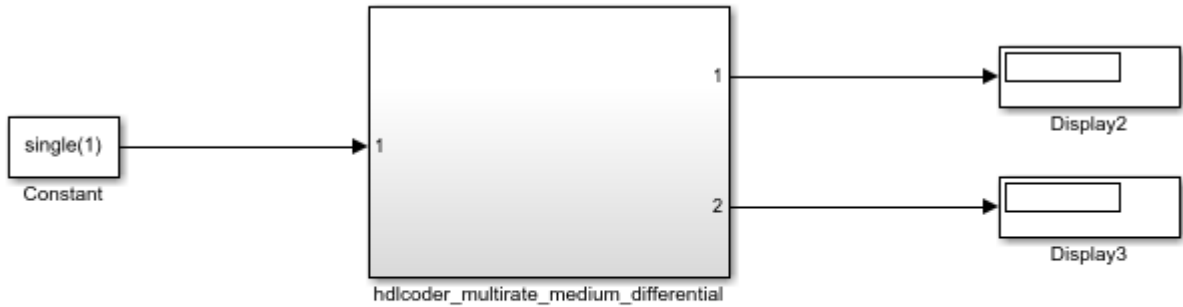
Recommendation 2: Reduce the Rate Differential

If you want to use a multirate model, it is recommended that you reduce the rate differential. Rate differential corresponds to the ratio of the fastest to the slowest clock rate in your design. If your target application requires two signal paths such that one signal path runs in time units of nanoseconds (ns) and the other signal path runs in time units of microseconds (us), you can choose to retain the multirate paths in your model. Be aware that delay balancing can introduce a significantly large number of registers to balance the signal paths.

In this example, you can change the sample rate of the Constant block inside the `hdlcoder_multirate_high_differential` Subsystem to reduce the rate differential.

Open this model that has the sample time of the Constant block changed to 0.01.

```
open_system ('hdlcoder_multirate_medium_differential')
```



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When you compile the model and double-click the `hdlcoder_multirate_medium_differential` Subsystem, you see that the rate differential between the two signal paths is equal to 1000.



Sample Time Legend

hdlcoder_multirate_medium_differential

Sample Times for 'hdlcoder_multirate_medium_differential'

| Color | Annotation | Description | Value |
|-------|------------|---------------------|-----------------------|
| | FIM | Fixed in Minor Step | [0,1] |
| | D1 | Discrete 1 | 10.0000e-006 (period) |
| | D2 | Discrete 2 | 0.01 (period) |
| | H | Hybrid | N/A |

Show discrete value as 1/Period. Print

Help



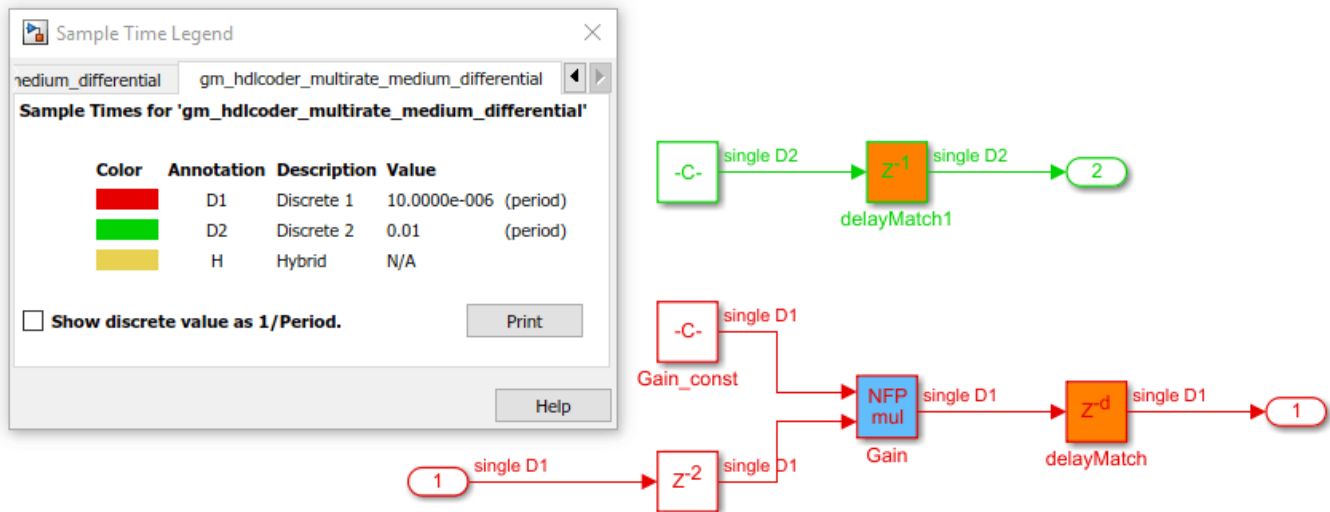
Generate HDL code for the `hdlcoder_multirate_medium_differential` Subsystem and check the output log.

```

### Generating HDL for 'hdlcoder_multirate_medium_differential/hdlcoder_multirate_medium_differential'.
### Using the config set for model hdlcoder_multirate_medium_differential for HDL code generation parameters.
### Starting HDL check.
### The code generation and optimization options you have chosen have introduced additional pipeline delays.
### The delay balancing feature has automatically inserted matching delays for compensation.
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional delays.
### Output port 0: 1000 cycles.
### Output port 1: 1 cycles.
### Begin VHDL Code Generation for 'hdlcoder_multirate_medium_differential'.
### Working on hdlcoder_multirate_medium_differential/hdlcoder_multirate_medium_differential/nfp_mul_comp as hdlsrc\hdlcoder_multirate_medium_differential\nfp_mul_comp.vhd.
### Working on hdlcoder_multirate_medium_differential_cc as hdlsrc\hdlcoder_multirate_medium_differential\hdlcoder_multirate_medium_differential_cc.vhd.
### Working on hdlcoder_multirate_medium_differential/hdlcoder_multirate_medium_differential as hdlsrc\hdlcoder_multirate_medium_differential\hdlcoder_multirate_medium_differential.vhd.
### Generating package file hdlsrc\hdlcoder_multirate_medium_differential\hdlcoder_multirate_medium_differential_pkg.vhd.
### Creating HDL Code Generation Check Report hdlcoder_multirate_medium_differential_report.html
### HDL check for 'hdlcoder_multirate_medium_differential' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.

```

Open the generated model. At the MATLAB™ command line, enter `gm_hdlcoder_multirate_medium_differential`. When you compile the generated model and double-click the `hdlcoder_multirate_medium_differential` Subsystem, the model is as displayed by the sample time legend.



The model has a large number of registers, approximately 1000, in the fast clock rate path. The additional cost of registers is expected when you have a control logic that runs at a sample rate that is 1000 times faster than the sample rate of the system. When you deploy the generated code to a target platform, be aware of the constraints in hardware resources on the target platform. This recommendation offers a trade-off between generating optimal HDL code and targeting practical FPGA applications that might require an extremely large rate differential.

Recommendation 3: Map Pipeline Delays to RAM

To optimize the number of registers that your design uses on the target FPGA device, you can use the **Map Pipeline Delays to RAM** setting. This setting is a trade-off of the pipeline registers that are inserted in the HDL code with RAM resources to save area footprint on the target FPGA device. You can enable this setting in the **HDL Code Generation > Optimizations > General** tab of the Configuration Parameters dialog box.

You can also specify this setting at the command line by using the `MapPipelineDelaysToRAM` property with `hdlset_param` or `makehdl`. You can view the property value by using `hdlget_param`. Use either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('hdlcoder_multirate_high_differential/hdlcoder_multirate_high_differential', ...  
        'MapPipelineDelaysToRAM','on')
```

- When you use `hdlset_param`, you can set the parameter on the model, and then generate HDL code by using `makehdl`.

```
hdlset_param('hdlcoder_multirate_high_differential', ...  
            'MapPipelineDelaysToRAM','on')  
makehdl('hdlcoder_multirate_high_differential/hdlcoder_multirate_high_differential')
```

Use this setting in combination with the previous recommendations to further improve the efficiency of the generated HDL code and for deploying the code to the target platform.

See Also

`createFloatingPointTargetConfig`

Related Examples

- “Floating Point Support: Field-Oriented Control Algorithm” on page 10-111

More About

- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81
- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105

Getting Started with HDL Coder Native Floating-Point Support

In this section...

“Key Features” on page 10-81

“Numeric Considerations and IEEE-754 Standard Compliance” on page 10-81

“Floating Point Types” on page 10-82

“Data Type Considerations” on page 10-83

Native floating-point support in HDL Coder enables you to generate code from your floating-point design. If your design has complex math and trigonometric operations or has data with a large dynamic range, use native floating-point.

Key Features

In your Simulink model:

- You can have half-precision, single-precision, and double-precision floating-point data types and operations.
- You can have a combination of integer, fixed-point, and floating-point operations. By using Data Type Conversion blocks, you can perform conversions between floating-point and fixed-point data types.

The generated code:

- Complies with the IEEE-754 standard of floating-point arithmetic.
- Is target-independent. You can deploy the code on any generic FPGA or an ASIC.
- Does not require floating-point processing units or hard floating-point DSP blocks on the target ASIC or FPGA.

HDL Coder supports:

- Math and trigonometric functions
- Large subset of Simulink blocks
- Denormal numbers
- Customizing the latency of the floating-point operator

Numeric Considerations and IEEE-754 Standard Compliance

Native floating point technology in HDL Coder adheres to IEEE standard of floating-point arithmetic. For basic arithmetic operations such as addition, subtraction, multiplication, division, and reciprocal, when you generate HDL code in native floating-point mode, the numeric results obtained match the original Simulink model.

Certain advanced math operations such as exponential, logarithm, and trigonometric operators have machine-specific implementation behaviors because these operators use recurring Taylor series and Remez expression based implementations. When you use these operators in native floating-point mode, the generated HDL code can have relatively small numeric differences from the Simulink model. These numeric differences are within a tolerance range and therefore indicate compliance with the IEEE-754 standard.

To generate code that complies with the IEEE-754 standard, HDL Coder supports:

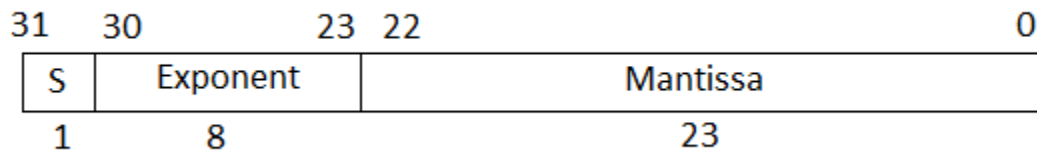
- Round to nearest rounding mode
- Denormal numbers
- Exceptions such as NaN (Not a Number), Inf, and Zero
- Customization of ULP (Units in the Last Place) and relative accuracy

For more information, see “Numeric Considerations with Native Floating-Point” on page 10-85.

Floating Point Types

Single Precision

In the IEEE 754-2008 standard, the single-precision floating-point number is 32-bits. The 32-bit number encodes a 1-bit sign, an 8-bit exponent, and a 23-bit mantissa.



This graph is the normalized representation for floating-point numbers. You can compute the actual value of a normal number as:

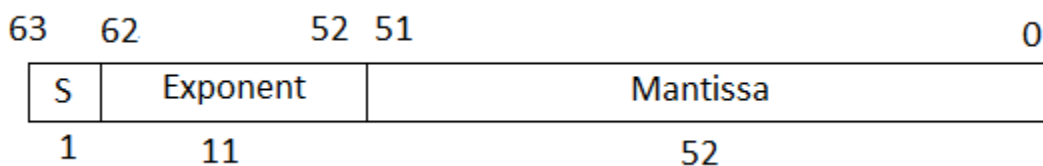
$$value = (-1)^{sign} * (1 + \sum_{i=1}^{23} b_{23-i} 2^{-i}) * 2^{(e-127)}$$

The exponent field represents the exponent plus a bias of 127. The size of the mantissa is 24 bits. The leading bit is a 1, so the representation encodes the lower 23 bits.

Use single-precision types for applications that require larger dynamic range than half-precision types. Single-precision operations consume less memory and has lower latency than double-precision types.

Double Precision

In the IEEE 754-2008 standard, the single-precision floating-point number is 64-bits. The 64-bit number encodes a 1-bit sign, an 11-bit exponent, and a 52-bit mantissa.

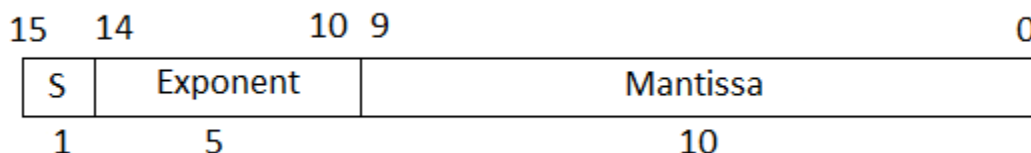


The exponent field represents the exponent plus a bias of 1023. The size of the mantissa is 53 bits. The leading bit is a 1, so the representation encodes the lower 52 bits.

Use double-precision types for applications that require larger dynamic range, accuracy, and precision. These operations consume larger area on the FPGA and lower target frequency.

Half Precision

In the IEEE 754-2008 standard, the half-precision floating-point number is 16-bits. The 16-bit number encodes a 1-bit sign, a 5-bit exponent, and a 10-bit mantissa.



The exponent field represents the exponent plus a bias of 15. The size of the mantissa is 11 bits. The leading bit is a 1, so the representation encodes the lower 10 bits.

Use half-precision types for applications that require smaller dynamic range, consumes much less memory, has lower latency, and saves FPGA resources.

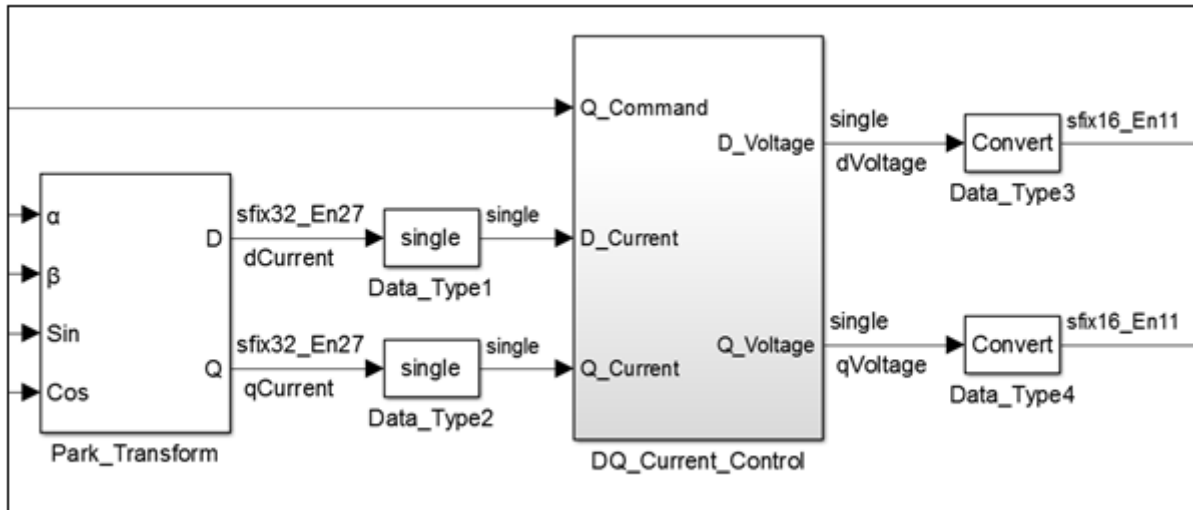
When using `half` types, you might want to explicitly set the **Output data type** of the blocks to `half` instead of the default setting `Inherit: Inherit via internal rule`. To learn how to change the parameters programmatically, see “Set HDL Block Parameters for Multiple Blocks Programmatically” on page 22-51.

Data Type Considerations

With native floating-point support, HDL Coder supports code generation from Simulink models that contain floating-point signals and fixed-point signals. You might want to model your design with floating-point types to:

- Implement algorithms that have a large or unknown dynamic range that can fall outside the range of representable fixed-point types.
- Implement complex math and trigonometric operations that are difficult to design in fixed point.
- Obtain a higher precision and better accuracy.

Floating-point designs can potentially occupy more area on the target hardware. In your Simulink model, it is recommended to use floating-point data types in the algorithm data path and fixed-point data types in the algorithm control logic. This figure shows a section of a Simulink model that uses `Single` and fixed-point types. By using Data Type Conversion blocks, you can perform conversions between the single and fixed-point types.



See Also

Modeling Guidelines

“Modeling with Native Floating Point” on page 21-63

Functions

createFloatingPointTargetConfig

Related Examples

- “Floating Point Support: Field-Oriented Control Algorithm” on page 10-111

More About

- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105
- “Floating-Point Tolerance Parameters” on page 19-26
- “Simulink Blocks Supported with Native Floating-Point” on page 10-122

Numeric Considerations with Native Floating-Point

| In this section... |
|--|
| “Round to Nearest Rounding Mode” on page 10-85 |
| “Denormal Numbers” on page 10-85 |
| “Exception Handling” on page 10-86 |
| “Relative Accuracy and ULP Considerations” on page 10-86 |

Native floating-point technology can generate HDL code from your floating-point design. Floating-point designs have better precision, higher dynamic range, and a shorter development cycle than fixed-point designs. If your design has complex math and trigonometric operations, use native floating-point technology.

HDL Coder generates code that complies with the IEEE-754 standard of floating-point arithmetic. HDL Coder native floating-point supports:

- Round to nearest rounding mode
- Denormal numbers
- Exceptions such as NaN (Not a Number), Inf, and Zero
- Customization of ULP (Units in the Last Place) and relative accuracy

Round to Nearest Rounding Mode

HDL Coder native floating-point uses the round to nearest even rounding mode. This mode resolves all ties by rounding to the nearest even digit.

This rounding method requires at least three trailing bits after the 23 bits of the mantissa. The MSB is called Guard bit, the middle bit is called the Round bit, and the LSB is called the Sticky bit. The table shows the rounding action that HDL Coder performs based on different values of the three trailing bits. x denotes a *don't care* value and can take either a 0 or a 1.

| Rounding bits | Rounding Action |
|---------------|--|
| 0xx | No action performed. |
| 100 | A tie. If the mantissa bit that precedes the Guard bit is a 1, round up, otherwise no action is performed. |
| 101 | Round up. |
| 11x | Round up. |

Denormal Numbers

Denormal numbers are numbers that have an exponent field equal to zero and a nonzero mantissa field. The leading bit of the mantissa is zero.

$$value = (-1)^{sign} * (0 + \sum_{i=1}^{23} b_{23-i} 2^{-i}) * 2^{-126}$$

Denormal numbers have magnitudes less than the smallest floating-point number that can be represented without leading zeros in the mantissa. The presence of denormal numbers indicates loss

of significant digits that can accumulate over subsequent operations and eventually result in unexpected values.

The logic to handle denormal numbers involves counting the number of leading zeros and performing a left shift operation to obtain the normalized representation. Addition of this logic increases the area footprint on the target device and can affect the timing of your design.

When using native floating-point support, you can specify whether you want HDL Coder to handle denormal numbers in your design.

Exception Handling

If you perform operations such as division by zero or compute the logarithm of a negative number, HDL Coder detects and reports exceptions. The table summarizes the mapping from the encoding of a floating-point number to the value of the number for various kinds of exceptions. x denotes a *don't care* value and can take either a 0 or a 1.

| Sign | Exponent | Significand | Value | Description |
|------|-----------------|-----------------|---|--------------|
| x | 0xFF | 0x00000000 | $value = (-1)^{S_{\infty}}$ | Infinity |
| x | 0xFF | A nonzero value | $value = NaN$ | Not a Number |
| x | 0x00 | 0x00000000 | $value = 0$ | Zero |
| x | 0x00 | A nonzero value | $value = (-1)^{sign} * (0 + \sum_{i=1}^{23} b_{23-i} 2^{-i}) * 2^{-126}$ | Denormal |
| x | 0x00 < E < 0xFF | x | $value = (-1)^{sign} * (1 + \sum_{i=1}^{23} b_{23-i} 2^{-i}) * 2^{(e-127)}$ | Normal |

Relative Accuracy and ULP Considerations

The representation of infinitely real numbers with a finite number of bits requires an approximation. This approximation can result in rounding errors in floating-point computation. To measure the rounding errors, the floating-point standard uses relative error and ULP (Units in the Last Place) error.

ULP

If the exponent range is not upper-bounded, Units in Last Place (ULP) of a floating-point number x is the distance between two closest straddling floating-point numbers a and b nearest to x. The IEEE-754 standard requires that the result of an elementary arithmetic operation such as addition, multiplication, and division is correctly round. A correctly rounded result means that the rounded result is within 0.5 ULP of the exact result.

An ULP of one means adding a 1 to the decimal value of the number. The table shows the approximation of pi to nine decimal digits and how the ULP of one changes the approximate value.

| Floating-point number | Value in decimal | IEEE-754 representation for Single Types | ULP |
|-----------------------|------------------|--|-----|
| 3.141592741 | 1078530011 | 0 10000000 10010010000111111011011 | 0 |
| 3.141592979 | 1078530012 | 0 10000000 10010010000111111011100 | 1 |

The gap between two consecutively representable floating-point numbers varies according to magnitude.

| Floating-point number | Value in decimal | IEEE-754 representation for Single Types | ULP |
|-----------------------|------------------|--|-----|
| 1234567 | 1234613304 | 0 10010011 00101101011010000111000 | 0 |
| 1234567.125 | 1234613305 | 0 10010011 00101101011010000111001 | 1 |

Relative Error

Relative error measures the difference between a floating-point number and the approximation of the real number. Relative error returns the distance from 1.0 to the next larger number. This table shows how the real value of a number changes with the relative accuracy.

| Floating-point number | Value in decimal | IEEE-754 representation for Single Types | ULP | Relative error |
|-----------------------|------------------|--|-----|----------------|
| 8388608 | 1258291200 | 0 10010110 000000000000000000000000 | 0 | 1 |
| 8388607 | 1258291198 | 0 10010101 111111111111111111111110 | 1 | 2.3841858e-07 |
| 1 | 1065353216 | 0 01111111 000000000000000000000000 | 0 | 1.1920929e-07 |
| 2 | 1073741824 | 0 10000000 000000000000000000000000 | 1 | 2.3841858e-07 |

The magnitude of the relative error depends on the real value of the floating-point number.

In MATLAB, the `eps` function measures the relative accuracy of the floating-point number. For more information, see `eps`.

See Also

Modeling Guidelines

“Modeling with Native Floating Point” on page 21-63

Functions

`createFloatingPointTargetConfig`

Related Examples

- “Floating Point Support: Field-Oriented Control Algorithm” on page 10-111

More About

- “ULP Considerations of Native Floating-Point Operators” on page 10-89
- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81
- “Floating-Point Tolerance Parameters” on page 19-26
- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105

ULP Considerations of Native Floating-Point Operators

In this section...

“Adherence of Native Floating Point Operators to IEEE-754 Standard” on page 10-89

“ULP Values of Floating Point Operators” on page 10-89

“Considerations” on page 10-90

The representation of infinitely real numbers with a finite number of bits requires an approximation. This approximation can result in rounding errors in floating-point computation. To measure the rounding errors, the floating-point standard uses relative error and ULP (Units in the Last Place) error. To learn about relative error, see “Relative Accuracy and ULP Considerations” on page 10-86.

If the exponent range is not upper-bounded, Units in Last Place (ULP) of a floating-point number x is the distance between two closest straddling floating-point numbers a and b nearest to x . The IEEE-754 standard requires that the result of an elementary arithmetic operation such as addition, multiplication, and division is correctly round. A correctly rounded result means that the rounded result is within 0.5 ULP of the exact result.

Adherence of Native Floating Point Operators to IEEE-754 Standard

Native floating point technology in HDL Coder follows IEEE standard of floating-point arithmetic. Basic arithmetic operations such as addition, subtraction, multiplication, division, and reciprocal are mandated by IEEE to have zero ULP error. When you perform these operations in native floating-point mode, the numerical results obtained from the generated HDL code match the original Simulink model.

Certain advanced math operations such as exponential, logarithm, and trigonometric operators have machine-specific implementation behaviors because these operators use recurring Taylor series and Remez expression based implementations. When you use these operators in native floating-point mode, there can be relatively small differences in numerical results between the Simulink model and the generated HDL code.

You can measure the difference in numerical results as a relative error or ULP. A nonzero ULP for these operators does not mean noncompliance with the IEEE standard. A ULP of one is equivalent to a relative error of 10^{-7} . You can ignore such relatively small errors by specifying a custom tolerance value for the ULP when generating a HDL test bench. For example, you can specify a custom floating-point tolerance of one ULP to ignore the error when verifying the generated code. For more information, see “Floating-Point Tolerance Parameters” on page 19-26.

ULP Values of Floating Point Operators

The table enumerates the ULP of floating-point operators that have a nonzero ULP. In addition to these operators, the HDL Reciprocal block has a ULP of five.

Math Functions

| Simulink Blocks | Units in the Last Place (ULP) error |
|-----------------|-------------------------------------|
| exp | 1 |
| log | 1 |
| log10 | 2 |
| 10 ^u | 1 |
| pow | 1 |
| hypot | 1 |

Trigonometric Functions

| Simulink Blocks | Units in the Last Place (ULP) error |
|-----------------|-------------------------------------|
| sin | 2 |
| cos | 2 |
| tan | 3 |
| asin | 2 |
| acos | 2 |
| atan | 2 |
| atan2 | 5 |
| sinh | 2 |
| cosh | 1 |
| tanh | 2 |
| asinh | 2 |
| acosh | 2 |
| atanh | 3 |
| sincos | 2 |

Considerations

For certain floating-point input values, some blocks can produce simulation results that vary from the MATLAB simulation results. To see the difference in results, before you generate code, enable generation of the validation model. In the Configuration Parameters dialog box, on the **HDL Code Generation** pane, select the **Generate validation model** check box.

- If you perform computations that involve complex numbers and an exception such as `Inf` or `NaN`, the HDL simulation result with native floating point can potentially vary from the Simulink simulation result. For example, if you multiply a complex input with `Inf`, the Simulink simulation result is `Inf i` whereas the HDL simulation result is `NaN+Inf i`.
- If you compute the square root or logarithm of a negative number, the HDL simulation result with native floating point is `0`. This result matches the simulation result when you verify the design with a SystemVerilog DPI test bench. In Simulink, the result obtained is `NaN`. According to the IEEE-754 standard, if you compute the square root or logarithm of a negative number, the result is that number itself.

- If the input to the Direct Lookup Table (n-D) is of floating-point data type, but the elements of the table use a smaller data type, the generated HDL code can be potentially incorrect. For example, the input is of `single` type and the elements use `uint8` type. To obtain accurate HDL simulation results, use the same data type for the input signal and the elements of the lookup table.
- If you use the Cosine block with the inputs `-7.729179E28` or `7.729179E28`, the generated HDL code has a ULP of 4. For all other inputs, the ULP is 2.
- When you use a Math Function block to compute `mod(a,b)` or `rem(a,b)`, where `a` is the dividend and `b` is the divisor, the simulation result in native floating-point mode varies from the MATLAB simulation result in these cases:
 - If `b` is integer and $\frac{a}{b} > 2^{32}$, the simulation result in native floating-point mode is zero. For such significant difference in magnitude between the numbers `a` and `b`, this implementation saves area on the target FPGA device.
 - If $\frac{a}{b}$ is close to 2^{23} , the simulation result in native floating-point mode can potentially vary from the MATLAB simulation results.

See Also

Modeling Guidelines

“Modeling with Native Floating Point” on page 21-63

Functions

`createFloatingPointTargetConfig`

Related Examples

- “Floating Point Support: Field-Oriented Control Algorithm” on page 10-111

More About

- “Numeric Considerations with Native Floating-Point” on page 10-85
- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81
- “Floating-Point Tolerance Parameters” on page 19-26
- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105

Latency Values of Floating-Point Operators

| In this section... |
|--|
| “Math Operations” on page 10-92 |
| “Trigonometric and Exponential Operations” on page 10-94 |
| “Comparisons and Conversions” on page 10-95 |

HDL Coder native floating-point support can generate HDL code from your floating-point design. HDL Coder supports several Simulink blocks and math and trigonometric functions in native floating-point mode. These tables show the default latency values of these floating-point operations.

You can customize the latency settings for most blocks and design for trade-offs between latency and Fmax by specifying custom latency values. You can also set the global custom latency of native floating-point IPs. Use the keywords listed in the tables to customize latency of the floating-point IPs. For more information, see “Latency Considerations with Native Floating Point” on page 10-97.

You can see the latency of these floating-point operators in MATLAB by entering these commands.

```
nfpconfig = hdlcoder.createFloatingPointTargetConfig('NativeFloatingPoint');  
nfpconfig.IPConfig
```

Math Operations

This table shows the list of basic math operations that are supported with native floating-point in HDL Coder and their latency information. The basic math operations include addition, subtraction, multiplication, and so on. You can use most of these blocks with both `single` and `double` data types. If you do not see an entry of `double` data type corresponding to a block, it means that the block does not support `double` types.

Basic Math Operators

| Simulink Blocks | Keywords | Data Type | Minimum Output Latency | Maximum Output Latency |
|-------------------|----------|-----------|------------------------|------------------------|
| Add | ADDSUB | Double | 6 | 11 |
| | | Single | 6 | 11 |
| | | Half | 4 | 8 |
| Subtract | ADDSUB | Double | 6 | 11 |
| | | Single | 6 | 11 |
| | | Half | 4 | 8 |
| Product | MUL | Double | 6 | 9 |
| | | Single | 6 | 8 |
| | | Half | 4 | 6 |
| Divide | DIV | Double | 31 | 61 |
| | | Single | 17 | 32 |
| | | Half | 10 | 19 |
| Math Function | - | Double | 30 | 60 |
| | | Single | 16 | 31 |
| Multiply-Add | MULTADD | Single | 8 | 14 |
| Rounding Function | ROUNDING | Double | 3 | 5 |
| | | Single | 3 | 5 |
| Unary Minus | UMINUS | Double | - | - |
| | | Single | - | - |
| | | Half | - | - |
| Sign | SIGNUM | Double | - | - |
| | | Single | - | - |
| Abs | ABS | Double | - | - |
| | | Single | - | - |

This table shows the math functions that are supported with native floating-point in HDL Coder and their latency information. You can select the function using the **Function** setting of the Math Function block. You can use these blocks with `single` data types. `Double` types are unsupported for the blocks.

Math Functions

| Simulink Blocks | Keywords | Minimum Output Latency | Maximum Output Latency |
|-----------------|----------|------------------------|------------------------|
| HDL Reciprocal | HDLRECIP | 14 | 21 |
| Rem | REM | 15 | 24 |
| Mod | MOD | 16 | 26 |
| Sqrt | SQRT | 16 | 28 |
| Reciprocal Sqrt | RSQRT | 16 | 30 |
| Hypot | HYPOT | 17 | 33 |

Trigonometric and Exponential Operations

This table shows the trigonometric operations that are supported with native floating-point in HDL Coder and their latency information. You can select the function using the **Function** setting of the Trigonometric Function block. You can use these blocks with `single` data types. `Double` types are unsupported for the blocks. The Sin block has a minimum latency of 8 and a maximum latency of 14.

Trigonometric Functions

| Simulink Blocks | Keywords | Minimum Output Latency | Maximum Output Latency |
|-----------------|----------|------------------------|------------------------|
| Sin | SIN | 27 | 27 |
| Cos | COS | 27 | 27 |
| Tan | TAN | 33 | 33 |
| Sincos | SINCOS | 27 | 27 |
| Asin | ASIN | 17 | 23 |
| Acos | ACOS | 17 | 23 |
| Atan | ATAN | 36 | 36 |
| Atan2 | ATAN2 | 42 | 42 |
| Sinh | SINH | 18 | 30 |
| Cosh | COSH | 17 | 27 |
| Tanh | TANH | 25 | 43 |
| Asinh | ASINH | 94 | 94 |
| Acosh | ACOSH | 93 | 93 |
| Atanh | ATANH | 67 | 67 |

This table shows the exponential operations that are supported with native floating-point in HDL Coder and their latency information. You can select the function using the **Function** setting of the Math Function block. You can use these blocks with `single` data types. `Double` types are unsupported for the blocks except Log.

Exponent/Logarithm/Power

| Simulink Blocks | Keywords | Data Type | Minimum Output Latency | Maximum Output Latency |
|-----------------|----------|-----------|------------------------|------------------------|
| Exp | EXP | Single | 16 | 26 |
| Pow | POW | Single | 33 | 54 |
| Pow10 | POW10 | Single | 16 | 26 |
| Log | LOG | Single | 20 | 27 |
| Log10 | LOG10 | Single | 17 | 27 |

Comparisons and Conversions

This table shows operations related to comparing of numbers and data type conversions that are supported with native floating-point in HDL Coder and their latency information. You can use these blocks with both `single` and `double` data types except for the `MinMax` block. This block does not support `double` data types. For the `Data Type Conversion` block, you can convert between `double`, `half`, and `single` data types, and between floating-point and other fixed-point data types.

Comparisons and Conversions

| Simulink Blocks | Keywords | Data Type | Minimum Output Latency | Maximum Output Latency |
|----------------------|----------|-----------------------|------------------------|------------------------|
| Data Type Conversion | CONVERT | DOUBLE_TO_NUMERICTYPE | 3 | 6 |
| | | DOUBLE_TO_SINGLE | 3 | 6 |
| | | HALF_TO_NUMERICTYPE | 2 | 3 |
| | | HALF_TO_SINGLE | 1 | 2 |
| | | NUMERICTYPE_TO_DOUBLE | 3 | 6 |
| | | NUMERICTYPE_TO_HALF | 2 | 4 |
| | | NUMERICTYPE_TO_SINGLE | 6 | 6 |
| | | SINGLE_TO_DOUBLE | 3 | 5 |
| | | SINGLE_TO_HALF | 2 | 3 |
| | | SINGLE_TO_NUMERICTYPE | 6 | 6 |
| Relational Operator | RELOP | Double | 1 | 3 |
| | | Single | 1 | 3 |
| | | Half | 1 | 2 |
| MinMax | MINMAX | Single | 3 | 3 |

See Also

Modeling Guidelines

“Modeling with Native Floating Point” on page 21-63

Functions

`createFloatingPointTargetConfig`

Related Examples

- “Floating Point Support: Field-Oriented Control Algorithm” on page 10-111

More About

- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81
- “Floating-Point Tolerance Parameters” on page 19-26
- “Simulink Blocks Supported with Native Floating-Point” on page 10-122

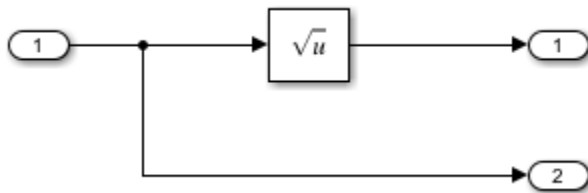
Latency Considerations with Native Floating Point

HDL Coder™ native floating-point technology can generate HDL code from your floating-point design. Native floating-point operators have a latency. When you generate HDL code, the code generator figures out this latency and adds matching delays to balance parallel paths.

View Latency of a Floating-Point Operator

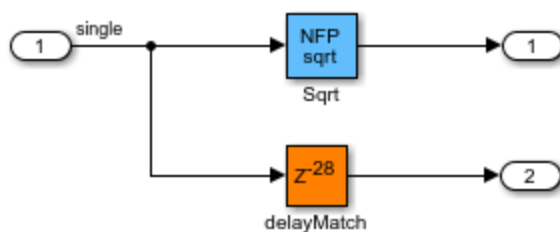
Open the `hdlcoder_nfp_delay_allocation` Simulink™ model. The model uses `single` data types and computes the square root. The model has a parallel path to illustrate how the code generator balances delays.

```
load_system('hdlcoder_nfp_delay_allocation')
open_system('hdlcoder_nfp_delay_allocation/DUT')
```

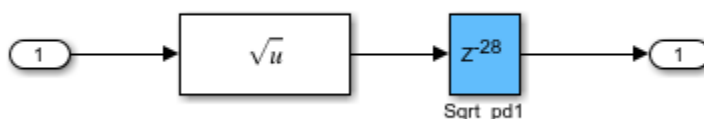


To generate HDL code:

- 1 Right-click the DUT Subsystem and select **HDL Code > Generate HDL for Subsystem**.
- 2 To see the generated model after HDL code generation, at the command line, enter `gm_hdlcoder_nfp_delay_allocation`.



The NFP `Sqrt` block is the floating-point operator corresponding to the `Sqrt` block in your model, and has a latency of 28. The code generator determines this latency and adds a matching delay of length 28 in the parallel path. To see the latency of the square root operation, double-click the NFP `Sqrt` block. The **Delay length** of the `Sqrt_pd1` block corresponds to the operator latency.



You can customize the latency of your design. Use custom latency settings to design for trade-offs between latency and throughput. You can then optimize your design implementation on the target FPGA device for area and speed. Customize the latency by using:

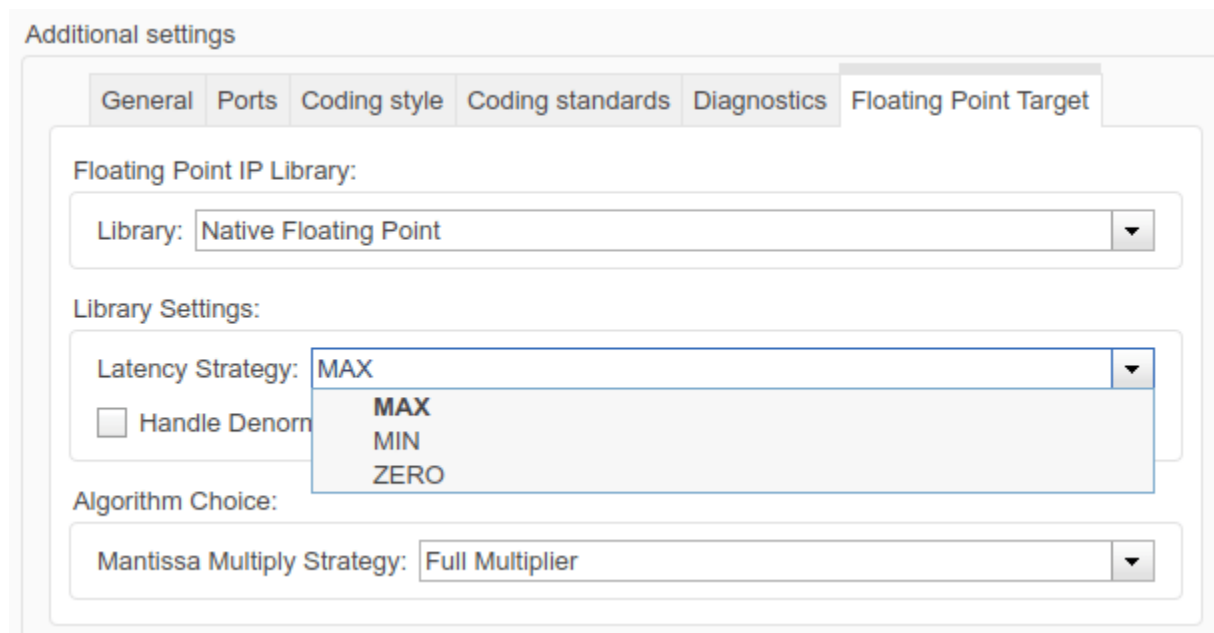
- Latency Strategy setting: Specify whether to map your entire Simulink™ model or individual blocks in your model to maximum, minimum, or zero latency of the floating-point operator.
- Custom Latency: You can specify a custom latency for certain blocks that you use in your Simulink™ model. The custom latency setting can take values from zero to the maximum latency of the floating-point operator.
- Oversampling factor: Increasing the **Oversampling factor** operates the design at a faster clock rate and absorbs the clock-rate pipelines with the latency of the floating-point operator.
- Delay blocks in the model: If your Simulink model has a latency, HDL Coder™ can absorb some or all of the latency with the native floating-point implementation.

Latency Strategy Setting for Model

You can specify the latency strategy setting for an entire model or for individual blocks in your model.

To specify this setting for a model:

- 1 In the `hdlcoder_nfp_delay_allocation` model, right-click the DUT Subsystem and select **HDL Code > HDL Coder Properties**.
- 2 On the **HDL Code Generation > Global Settings > Floating Point Target** tab, for **Library**, select **Native Floating Point**, and then for **Latency Strategy**, select **MAX**, **MIN**, or **ZERO**.



To specify this setting from the command line:

- Create a `hdlcoder.FloatingPointTargetConfig` object for native floating point by using the `hdlcoder.createFloatingPointTargetConfig` function.

```
nfpconfig = hdlcoder.createFloatingPointTargetConfig('NATIVEFLOATINGPOINT');
hdlset_param('hdlcoder_nfp_delay_allocation', 'FloatingPointTargetConfiguration', nfpconfig);
```


- Specify the latency strategy by using the `LatencyStrategy` property of the `nfpconfig` object.

```
nfpconfig.LibrarySettings.LatencyStrategy = 'MAX'
```

```
nfpconfig =
```

```
  FloatingPointTargetConfig with properties:
```

```
    Library: 'NativeFloatingPoint'
  LibrarySettings: [1x1 fpcconfig.NFPLatencyDrivenMode]
    IPConfig: [1x1 hdlcoder.FloatingPointTargetConfig.IPConfig]
```

To see the latency information, generate HDL code and then open the generated model. To open the generated model, enter the command `gm_hdlcoder_nfp_delay_allocation`.

Custom Latency Strategy for Blocks

For blocks in your Simulink™ model, you can selectively customize the latency strategy. By default, the blocks inherit the latency strategy setting you specify for the model. For certain blocks, you can specify a custom latency value that is between zero and the maximum latency of the floating-point operator.

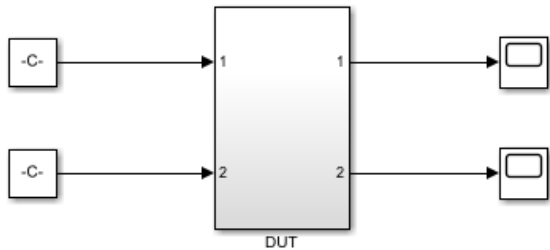
By specifying a custom latency, you can customize your design for trade-offs between:

- Clock frequency and power consumption: A higher latency value increases the maximum clock frequency (Fmax) that you can achieve, which increases the dynamic power consumption.
- Oversampling factor and sampling frequency: A combination of higher latency value and higher oversampling factor increases the Fmax that you can achieve but reduces the sampling frequency.

To learn more about this setting and how to specify the latency strategy for a block, see “`LatencyStrategy`” on page 22-32.

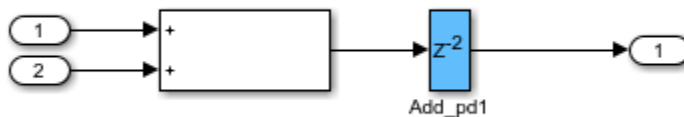
For example, if you have an Add block in the parallel path in your model, you can specify a custom latency value of 2 for the Add block by entering these commands.

```
load_system('hdlcoder_nfp_delay_allocation_custom')
open_system('hdlcoder_nfp_delay_allocation_custom')
hdlset_param('hdlcoder_nfp_delay_allocation_custom/DUT/Add','LatencyStrategy','Custom')
hdlset_param('hdlcoder_nfp_delay_allocation_custom/DUT/Add','NFPCustomLatency',2)
```



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To see the latency information, generate HDL code and then open the generated model. To open the generated model, enter the command `gm_hdlcoder_nfp_delay_allocation_custom`. In the generated model, you see that the NFP Add block has a latency of 2.

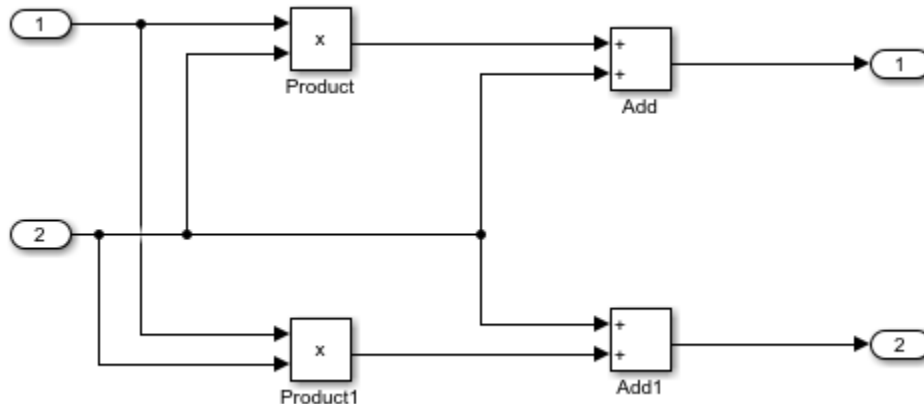


Custom Latency Settings for Native Floating-Point IPs

For a model that has a large number of floating-point operators, you can customize the latency for native floating-point IPs by setting the global custom latency for NFP operators. The customization applies to all operators in the model.

For example, if you have a model that has multiple add and product blocks, by default, the block inherits the latency strategy settings specified for the model. By using these commands, you can customize the latency of all the NFP add blocks to 4 and all the NFP mul blocks to 3.

```
load_system('hdlcoder_nfp_delay_allocation_global_custom')
open_system('hdlcoder_nfp_delay_allocation_global_custom/Sample_DUT');
hdlset_param('hdlcoder_nfp_delay_allocation_global_custom', 'FloatingPointTargetConfiguration',
hdlcoder.createFloatingPointTargetConfig('NativeFloatingPoint', 'IPConfig', ...
{{ 'ADDSUB', 'SINGLE', 'CustomLatency', 4} ...
, { 'ADDSUB', 'DOUBLE', 'CustomLatency', 4} ...
, { 'MUL', 'SINGLE', 'CustomLatency', 3} ...
, { 'MUL', 'DOUBLE', 'CustomLatency', 3}}))
```



To see the latency information, generate HDL code and then open the generated model. To open the generated model, enter the command `gm_hdlcoder_nfp_delay_allocation_global_custom`. In the generated model, you see that all the NFP Add block has a latency of 4 and all the NFP mul blocks has latency of 3.

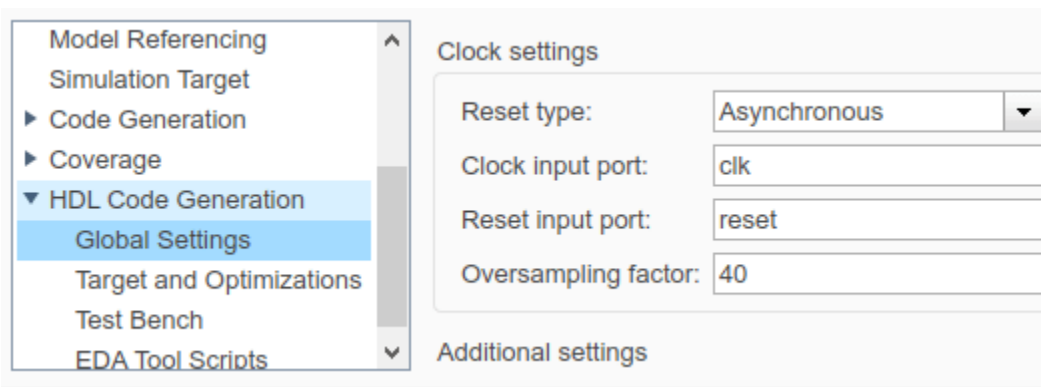
For the list of keywords to use for native floating-point IPs in the API in the command, refer to the table in “Latency Values of Floating-Point Operators” on page 10-92.

Oversampling Factor

When you design the blocks in your Simulink™ model at the data rate, specify an **Oversampling factor** greater than one. The **Oversampling factor** inserts pipeline registers at a faster clock rate, which improves clock frequency and reduces area usage. To learn more about clock-rate pipelining, see “Clock-Rate Pipelining” on page 24-119.

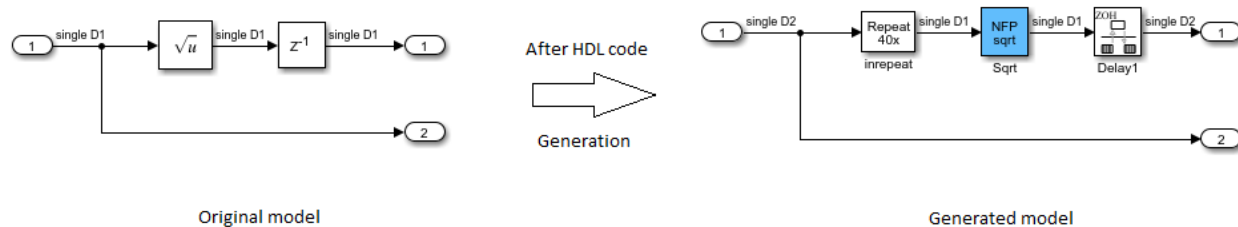
To see the effect of **Oversampling factor** on the model, in the `hdlcoder_nfp_delay_allocation` model:

- 1 Add a Delay block with **Delay length** 1 at the output of the Sqrt block.
- 2 Right-click the DUT and select **HDL Code > HDL Coder Properties**.
- 3 On the **HDL Code Generation > Global Settings** pane, enter a value of 40 for **Oversampling factor**.



After HDL code generation, the generated model shows the NFP Sqrt block operating at a clock rate that is 40 times faster than the Sqrt block in your model. The NFP Sqrt block absorbed the Delay

block in your Simulink™ model. The Delay block now operates at the clock rate. This implementation saves area by absorbing the additional latency, and improves timing by operating at the faster clock rate.



Delay Absorption in the Model

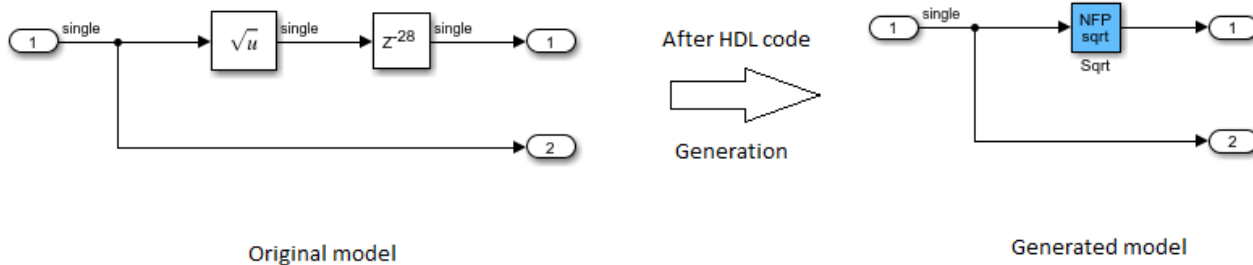
If your Simulink™ model has a Delay block with sufficient **Delay length** adjacent to an operator, HDL Coder™ absorbs the delays as part of the operator latency.

Note: To absorb delays, make sure that you group the delays adjacent to the block.

If the **Delay length** is equal to the latency of the floating-point operator, HDL Coder™ absorbs the delays and does not introduce any additional latency.

In the `hdlcoder_nfp_delay_allocation` model:

- 1 Double-click the Delay block at the output of the Sqrt block and change the **Delay length** to 28.
- 2 Generate HDL code for the DUT Subsystem.
- 3 After HDL code generation, at the command line, enter `gm_hdlcoder_nfp_delay_allocation` to open the generated model.

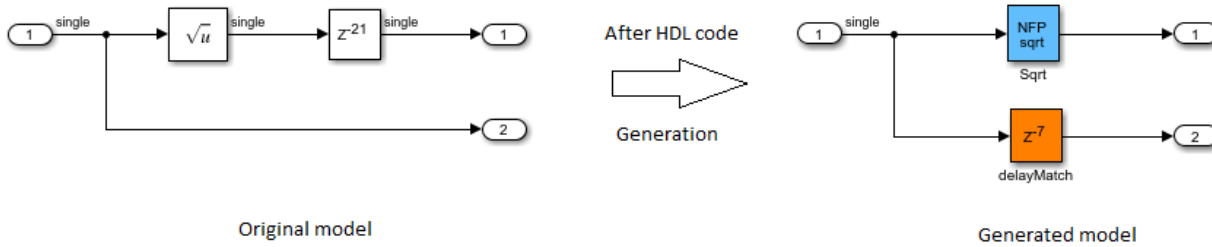


In the generated model, you see that the NFP Sqrt block absorbs the Delay block adjacent to the Sqrt block in your original model. This delay absorption occurs because the operator latency is equal to the **Delay length**. The code generator therefore avoids the additional latency in your model.

If the **Delay length** is less than the operator latency, HDL Coder™ absorbs the available delays and balances parallel paths by adding matching delays.

In the `hdlcoder_nfp_delay_allocation` model:

- 1 Double-click the Delay block at the output of the Sqrt block and change the **Delay length** to 21.
- 2 Generate HDL code for the DUT Subsystem.
- 3 After HDL code generation, at the command line, enter `gm_hdlcoder_nfp_delay_allocation` to open the generated model.

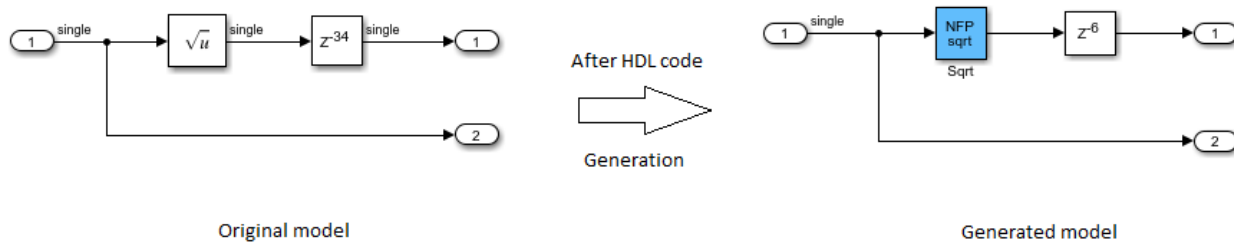


You see that the NFP Sqrt block absorbed a Delay of length 21 and added a matching delay of length 7 in the parallel path because the square root operation requires 28 delays.

If the delay length is greater than the operator latency, the code generator absorbs a certain number of delays equal to the latency and the excess delays appear outside the operator.

In the `hdlcoder_nfp_delay_allocation` model:

- 1 Double-click the Delay block at the output of the Sqrt block and change the **Delay length** to 34.
- 2 Generate HDL code for the DUT Subsystem.
- 3 After HDL code generation, at the command-line, enter `gm_hdlcoder_nfp_delay_allocation` to open the generated model.



The NFP Sqrt block absorbed 28 delays because the square root operation has a latency of 28. The excess latency of 6 is outside the operator.

See Also

Modeling Guidelines

“Modeling with Native Floating Point” on page 21-63

Functions

`createFloatingPointTargetConfig`

Related Examples

- “Floating Point Support: Field-Oriented Control Algorithm” on page 10-111

More About

- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81
- “Latency Values of Floating-Point Operators” on page 10-92
- “Floating-Point Tolerance Parameters” on page 19-26
- “Simulink Blocks Supported with Native Floating-Point” on page 10-122

Generate Target-Independent HDL Code with Native Floating-Point

In this section...

“How HDL Coder Generates Target-Independent HDL Code” on page 10-105

“Enable Native Floating Point and Generate Code” on page 10-106

“View Code Generation Report” on page 10-107

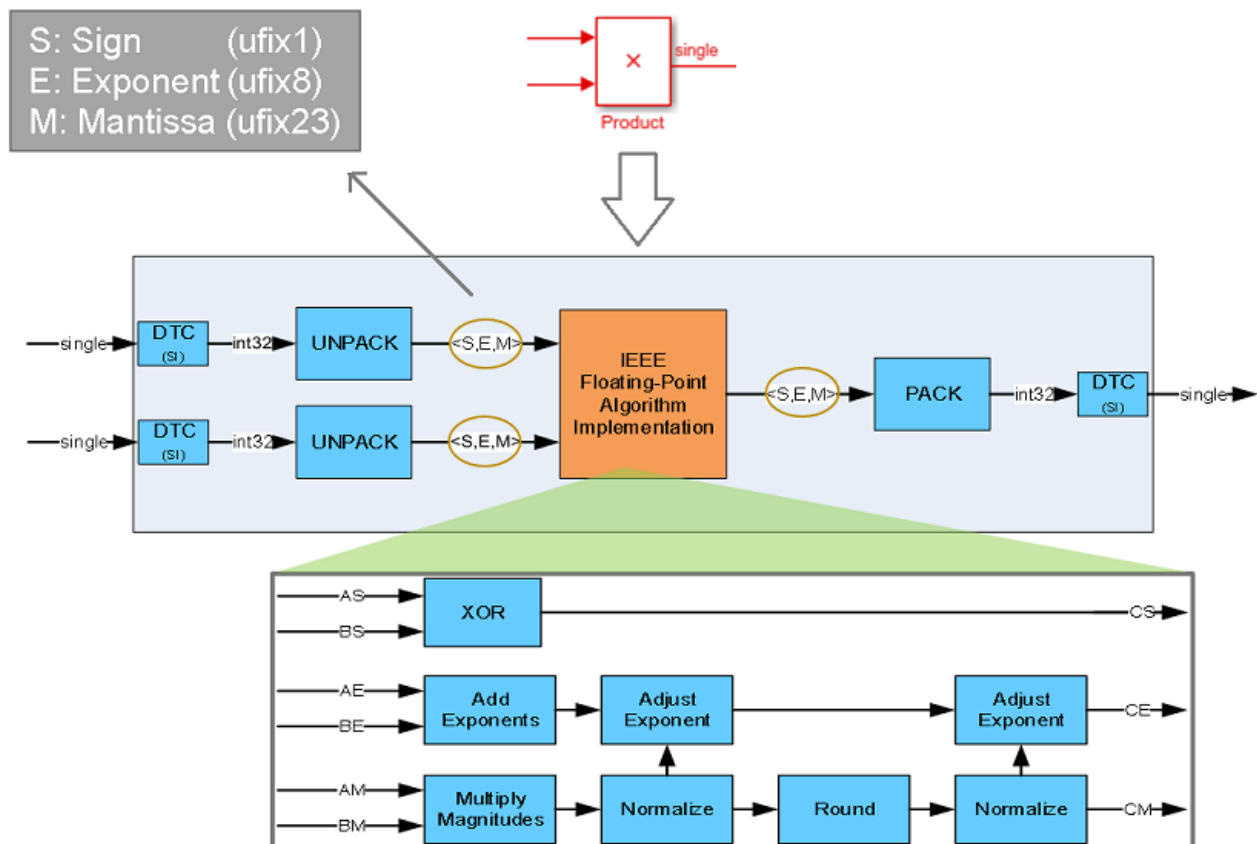
“Analyze Results” on page 10-108

“Limitation” on page 10-110

HDL Coder native floating-point technology can generate target-independent HDL code from your floating-point design. You can synthesize your floating-point design on any generic FPGA or ASIC. Floating-point designs have better precision, higher dynamic range, and a shorter development cycle than fixed-point designs. If your design has complex math and trigonometric operations, use native floating-point technology.

How HDL Coder Generates Target-Independent HDL Code

This figure shows how HDL Coder generates code with the native floating-point technology.



The Unpack and Pack blocks convert the floating-point types to the sign, exponent, and mantissa. In the figure, S , E , and M represent the sign, exponent, and mantissa respectively. This interpretation is based on the IEEE-754 standard of floating-point arithmetic.

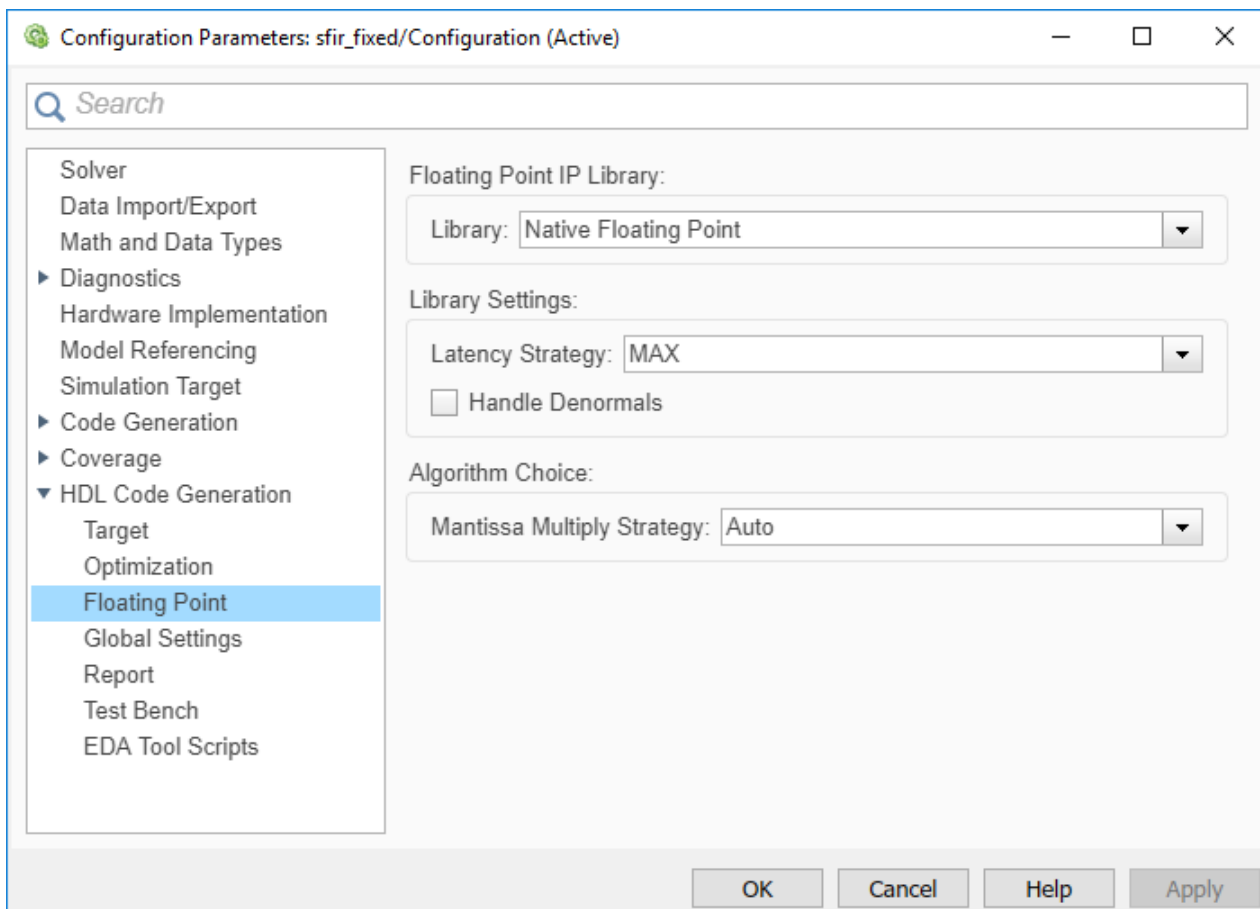
The **Floating-Point Algorithm Implementation** block performs computations on the S , E , and M . With this conversion, the generated HDL code is target-independent. You can deploy the design on any generic FPGA or an ASIC.

Enable Native Floating Point and Generate Code

You can generate code in the Configuration Parameters dialog box or at the command line.

To specify the native floating-point settings and generate HDL code in the Configuration Parameters dialog box:

- 1 In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears.
- 2 Click **Settings**. In the **HDL Code Generation > Floating Point** pane, for **Library**, select **Native Floating Point**.



- 3 Specify the **Latency Strategy** to map your design to maximum or minimum latency or no latency.
- 4 If you have denormal numbers in your design, select **Handle Denormals**. Denormal numbers are numbers that have an exponent field equal to zero and a nonzero mantissa field. See "Handle Denormals" on page 16-5.

- 5 If your design has multipliers, to specify how you want HDL Coder to implement the multiplication operation, use the **Mantissa Multiplier Strategy**. See “Mantissa Multiplier Strategy” on page 16-6.
- 6 To share floating-point resources, on the **HDL Code Generation > Optimizations > Resource Sharing** tab, make sure that you select **Floating-point IPs**. The number of blocks that get shared depends on the **SharingFactor** that you specify for the subsystem.
- 7 Click **Apply**. In the **HDL Code** tab, click **Generate HDL Code**.

To generate HDL code at the command line, use the `hdlcoder.createFloatingPointTargetConfig` function. You can use this function to create an `hdlcoder.FloatingPointTargetConfig` object for the native floating-point library.

```
nfpconfig = hdlcoder.createFloatingPointTargetConfig('NATIVEFLOATINGPOINT');
hdlset_param('sfir_single', 'FloatingPointTargetConfiguration', nfpconfig);
```

Optionally, you can specify the latency strategy and whether you want HDL Coder to handle denormal numbers in your design:

```
nfpconfig.LibrarySettings.HandleDenormals = 'on';
nfpconfig.LibrarySettings.LatencyStrategy = 'MAX';
```

To learn how you can verify the generated code, see “Verify the Generated Code from Native Floating-Point” on page 10-118.

View Code Generation Report

To view the code generation reports of floating-point library mapping, before you begin code generation, enable generation of the Resource Utilization Report and Optimization Report. To enable the reports, on the **HDL Code** tab, click **Settings > Report Options** in the Configuration Parameters dialog box, on the **HDL Code Generation** pane, enable **Generate resource utilization report** and **Generate optimization report**. See also “Create and Use Code Generation Reports” on page 25-2.

To see the list of native floating-point operators that HDL Coder supports and the floating-point operators to which your Simulink blocks mapped to, in the Code Generation Report, select **Native Floating-Point Resource Report**.

Native Floating-Point Resource Report for sfir_single

Summary of single precision native floating-point operators

| | |
|-------------|---|
| adders | 7 |
| multipliers | 4 |

A detailed report shows the various resources that the floating-point blocks use on the target device that you specify. See also “Create and Use Code Generation Reports” on page 25-2.

Detailed Report

Module nfp_add_comp

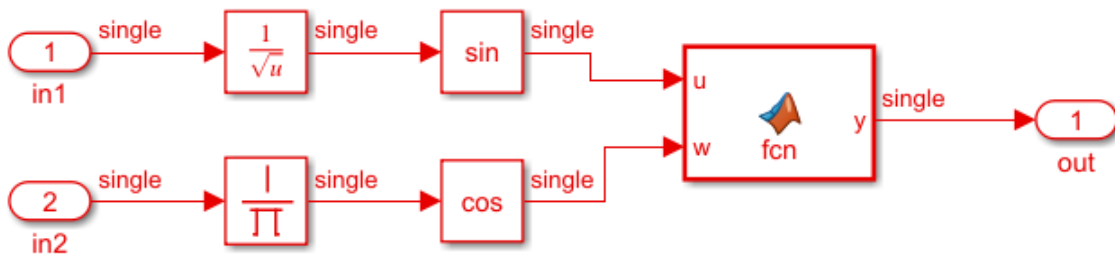
(Latency = "Max")

| | |
|-------------------------|-----|
| Multipliers | 0 |
| Adders/Subtractors | 8 |
| Registers | 91 |
| Total 1-Bit Registers | 839 |
| RAMs | 0 |
| Multiplexers | 109 |
| Static Shift operators | 0 |
| Dynamic Shift operators | 2 |

To see the native floating-point settings that you applied to the model and whether HDL Coder successfully generated HDL code, in the Code Generation Report, select **Target Code Generation**.

Analyze Results

Floating point operators have a latency. If your Simulink model does not have delays, when you generate HDL code, the code generator figures out the operator latency and delay balances parallel paths. Consider this Simulink model that has two `single` inputs and gives a `single` output.

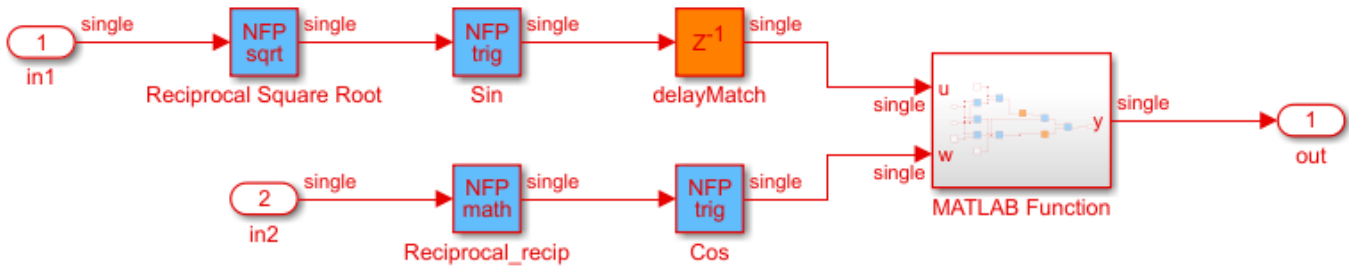


The MATLAB Function block in the Simulink model contains this code.

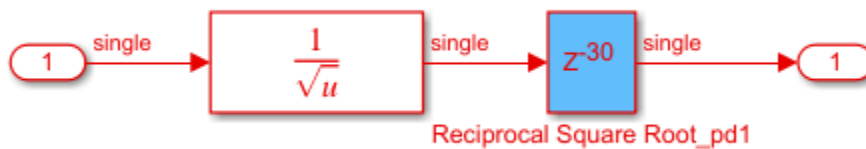
```
function y = fcn(u, w)
%#codegen

y1 = (u+w) * 20;
y2 = w^16;
y3 = (u-w) / 10;
y = y1 + y2 - y3;
```

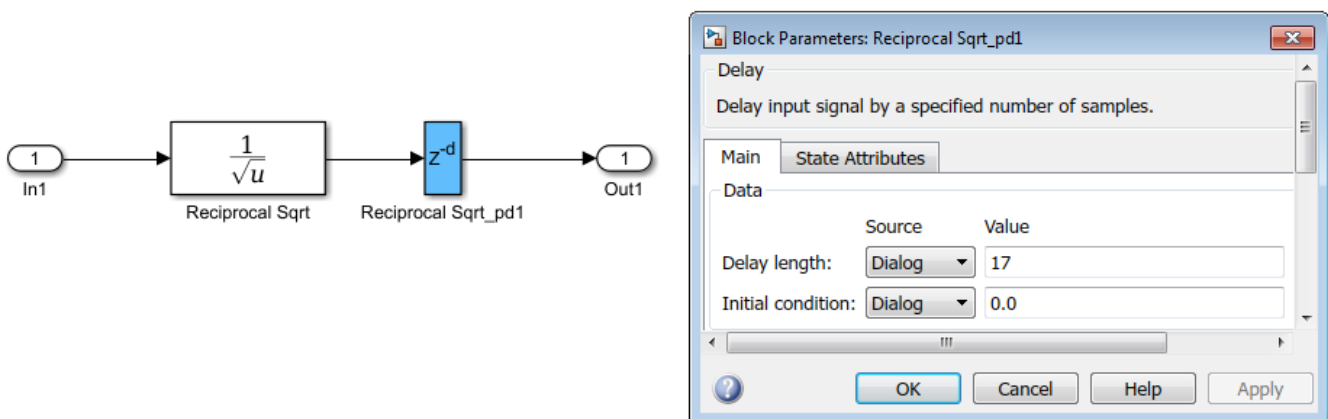
When you generate HDL code, the code generator maps the blocks in your Simulink model to synthesizable native floating-point operators. To see how the code generator implemented the floating-point operations, open the generated model. The blocks **NFP math**, **NFP Sqrt**, and **NFP trig** correspond to the floating-point implementation of the Reciprocal Sqrt, Reciprocal, sin, and cos blocks respectively in your original model.



Every floating-point operator has a latency. The code generator inserted an additional matching delay because the latency of the Reciprocal Sqrt is 30 and latency of Reciprocal is 31. The operator latency is equal to the **Delay length** of the Delay block inside that NFP block. For example, if you double-click the **NFP sqrt** block, you can get the latency by looking at the **Delay length** of the Delay block. See “Latency Values of Floating-Point Operators” on page 10-92.



When you use MATLAB Function blocks with floating-point data types, HDL Coder uses the MATLAB Datapath architecture. This architecture treats the MATLAB Function block like a regular Subsystem block. When you generate code, the code generator maps the basic operations such as addition and multiplication to the corresponding native floating-point operators. Open the MATLAB Function subsystem to see how the code generator implemented the MATLAB Function block.



To learn more about the generated model, see “Generated Model and Validation Model” on page 24-11.

Limitation

To generate HDL code in native floating-point mode, use discrete sample times. Blocks operating at a continuous sample time are not supported.

See Also

Modeling Guidelines

“Modeling with Native Floating Point” on page 21-63

Functions

`createFloatingPointTargetConfig`

Related Examples

- “Floating Point Support: Field-Oriented Control Algorithm” on page 10-111

More About

- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81
- “Simulink Blocks Supported with Native Floating-Point” on page 10-122

Floating Point Support: Field-Oriented Control Algorithm

In this example you review a Field-Oriented Control (FOC) algorithm for a Permanent Magnet Synchronous Machine (PMSM) implemented using single-precision and half-precision floating-point types.

Introduction

You have seen the fixed-point version of this design in “Field-Oriented Control of a Permanent Magnet Synchronous Machine” on page 10-56 that takes a deep dive into how to implement current control algorithm using fixed-point types. The model was converted to fixed-point before generating HDL code.

You can use floating-point single-precision types in your design and generate HDL code natively without converting to fixed-point types. This example shows design considerations when generating code from floating-point single-precision and half-precision variants* of the fixed point model `hdlcoderFocCurrentFixptHdl`.

The testbench model `'hdlcoderFocCurrentTestBench'` has reference block pointing to the DUT implemented in fixed-point or floating-point.

Salient features of Native Floating Point support.

- Vendor independent and target agnostic RTL for FPGA and/or ASIC design
- Full range of IEEE-754 features including support for rounding modes, inf and nan data types, and optional support for denormal numbers.
- Extensive math block (add,mul,div,recip,log,exp,sqrt, rsqrt) and trigonometric block (sin, cos, sincos, atan, atan2) support.

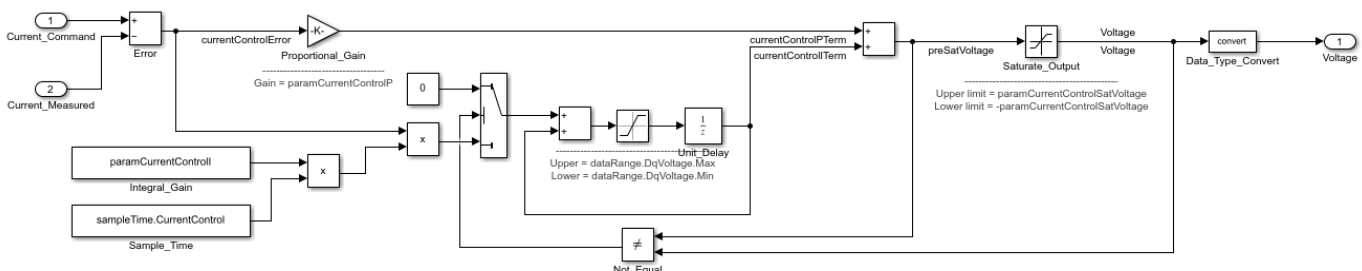
Why Use Floating-Point Types

Sometimes you may want to start and stay in floating-point to target HDL for the following reasons:

- Your algorithms have large or unknown dynamic ranges (for example integrators in feedback loops)
- Your algorithm uses operations that are difficult to design in fixed-point (ex: atan2)

In the fixed-point version of the example `hdlcoderFocCurrentFloatHDL.slx` you notice that several fixed-point rounding and saturation decisions are made to preserve the numerical behavior of the algorithm. For example the block `'hdlcoderFocCurrentFixptHdl/FOC_Current_Control/DQ_Current_Control/D_Current_Control/Saturate'` which is a saturation block has been placed in the integrator loop so that results do not overflow due to accumulation in the loop.

```
open_system('hdlcoderFocCurrentFixptHdl');
open_system('hdlcoderFocCurrentFixptHdl/FOC_Current_Control/DQ_Current_Control/D_Current_Control/
```



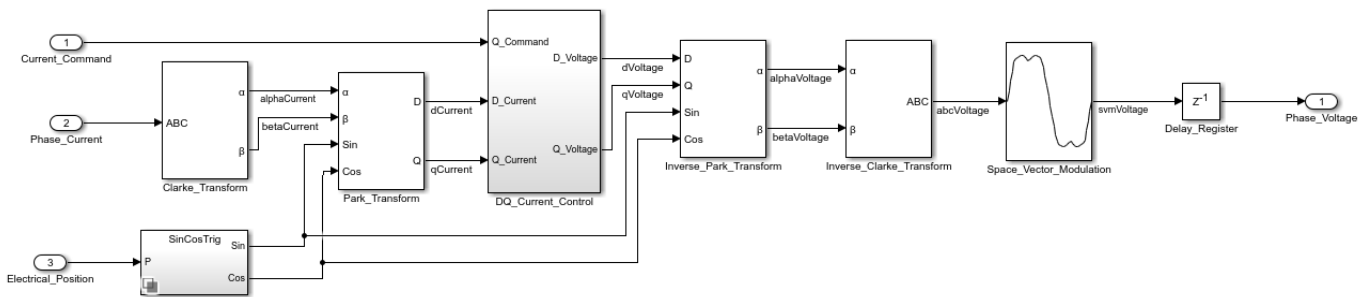
Sometimes, the task of fixed-point conversion could take several weeks to months with multiple levels of algorithm re-validation. It may also lead to undesirable loss of precision which might not be acceptable for some mission critical applications requiring very high accuracy.

In these situations, you can choose to use native floating point synthesis features available in HDL Coder.

Single-Precision FOC Model

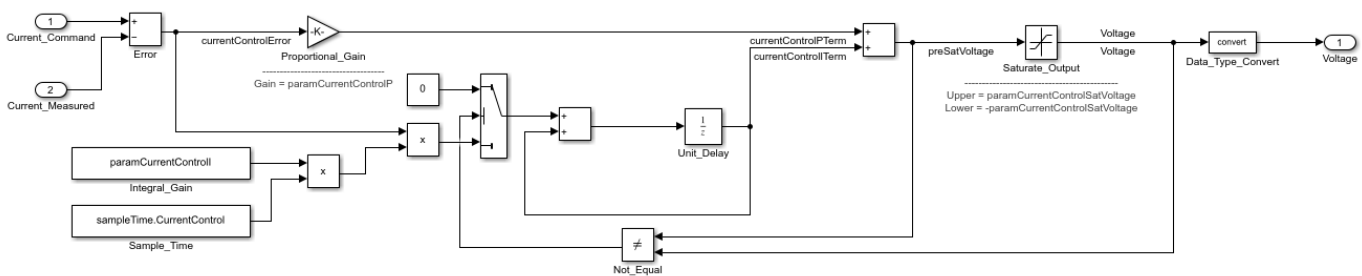
To open the single-precision version of the algorithm, run these commands:

```
load_system('hdlcoderFocCurrentFloatHdl');
open_system('hdlcoderFocCurrentFloatHdl/FOC_Current_Control')
```



In comparison to the fixed-point algorithm, the single-precision model does not require additional rounding and saturation blocks and settings as can be seen in the floating-point version of the model 'hdlcoderFocCurrentFloatHdl/FOC_Current_Control/DQ_Current_Control/D_Current_Control'

```
open_system('hdlcoderFocCurrentFloatHdl/FOC_Current_Control/DQ_Current_Control/D_Current_Control')
```



To verify the behavior through simulation, run these commands:

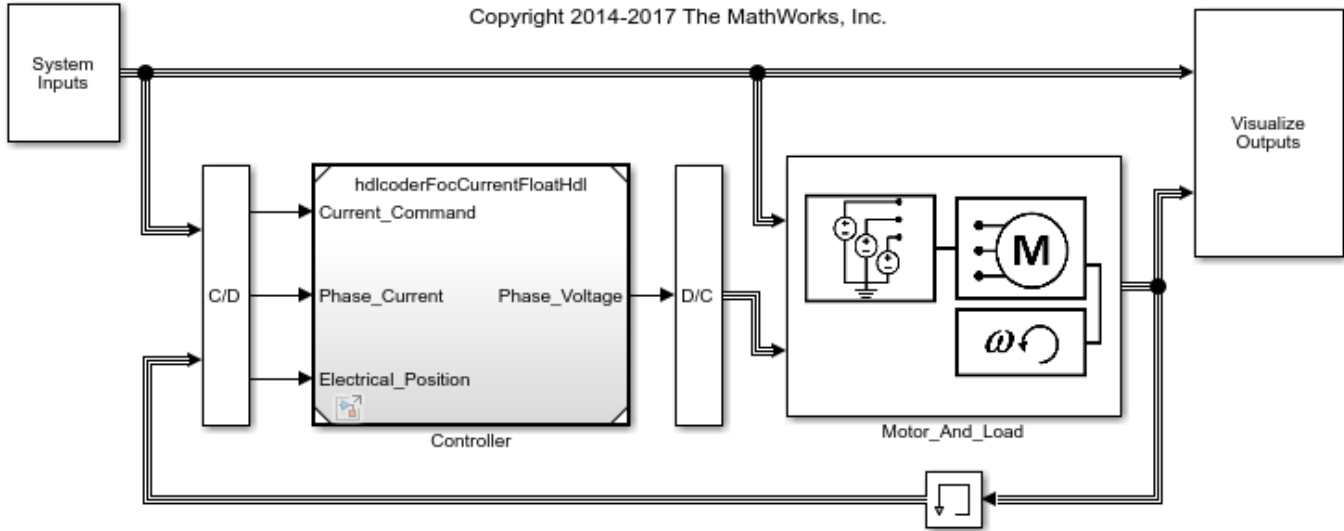
```
hasSimPowerSystems = license ('test', 'Power_System_Blocks');
if hasSimPowerSystems
    open_system('hdlcoderFocCurrentTestBench')

    % set single-precision floating-point model in the testbench
    set_param('hdlcoderFocCurrentTestBench/Controller', 'ModelName', 'hdlcoderFocCurrentFloatHdl')

    set_param('hdlcoderFocCurrentTestBench', 'IgnoredZcDiagnostic', 'none');
    sim('hdlcoderFocCurrentTestBench')
    set_param('hdlcoderFocCurrentTestBench', 'IgnoredZcDiagnostic', 'warn');
end
```

Field-Oriented Control Current Control Test Bench

Copyright 2014-2017 The MathWorks, Inc.




```

### Working on hdlcoderFocCurrentFloatHdl/FOC_Current_Control/nfp_gain_pow2_single as hdlsrc\hdl
### Working on hdlcoderFocCurrentFloatHdl/FOC_Current_Control/nfp_sub_single as hdlsrc\hdlcoderF
### Working on hdlcoderFocCurrentFloatHdl/FOC_Current_Control/nfp_add2_single as hdlsrc\hdlcoderF
### Working on hdlcoderFocCurrentFloatHdl/FOC_Current_Control/nfp_mul_single as hdlsrc\hdlcoderF
### Working on hdlcoderFocCurrentFloatHdl/FOC_Current_Control/nfp_uminus_single as hdlsrc\hdlcode
### Working on hdlcoderFocCurrentFloatHdl/FOC_Current_Control/nfp_relop_single as hdlsrc\hdlcode
### Working on FOC_Current_Control_tc as hdlsrc\hdlcoderFocCurrentFloatHdl\FOC_Current_Control_tc
### Working on hdlcoderFocCurrentFloatHdl/FOC_Current_Control as hdlsrc\hdlcoderFocCurrentFloatH
### Generating package file hdlsrc\hdlcoderFocCurrentFloatHdl\FOC_Current_Control_pkg.vhd.
### Code Generation for 'hdlcoderFocCurrentFloatHdl' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdlcoderFocCurrentFloatHdl' complete with 0 errors, 0 warnings, and 2 messages
### HDL code generation complete.

```

Half-Precision FOC Model

For applications that require smaller dynamic range, you can use `half` types without having to convert your design to use fixed-point types. Using `half` types consumes much less memory, has lower latency, and saves FPGA resources.

Advantages of half-precision floating point types in hardware perspective:

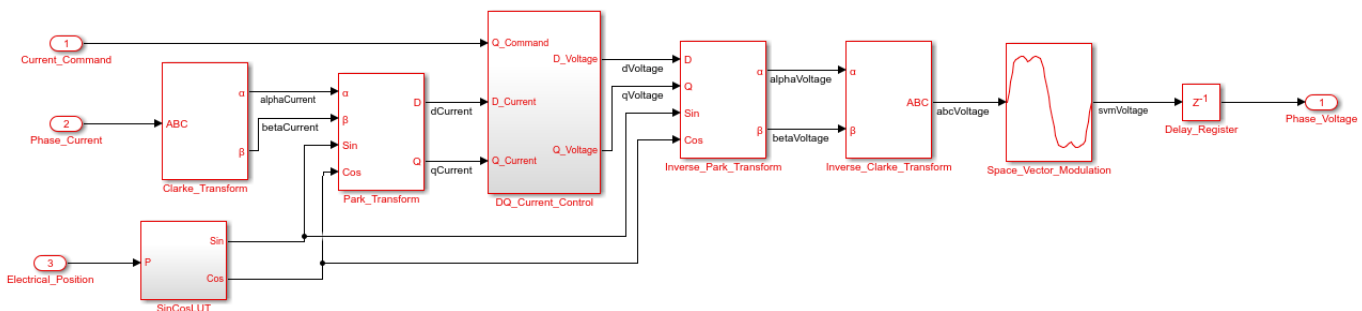
- Low latency
- Low Area
- High speed
- 16-bit floating point behavior which will be useful for optimal storage
- Wider dynamic range compared to integer or fixed point data types of same size

Half-precision types have same features as single- and double-precision floating-point types. Supported operators include basic arithmetic operators (EX: Add/Sub, Mul, Div/Recip) and Gain, Relational operators, Data type conversions.

```

load_system('hdlcoderFocCurrentFloatHalfHdl');
open_system('hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control')

```



To verify the behavior through simulation, run these commands:

```

hasSimPowerSystems = license('test', 'Power_System_Blocks');
if hasSimPowerSystems
    open_system('hdlcoderFocCurrentTestBench')

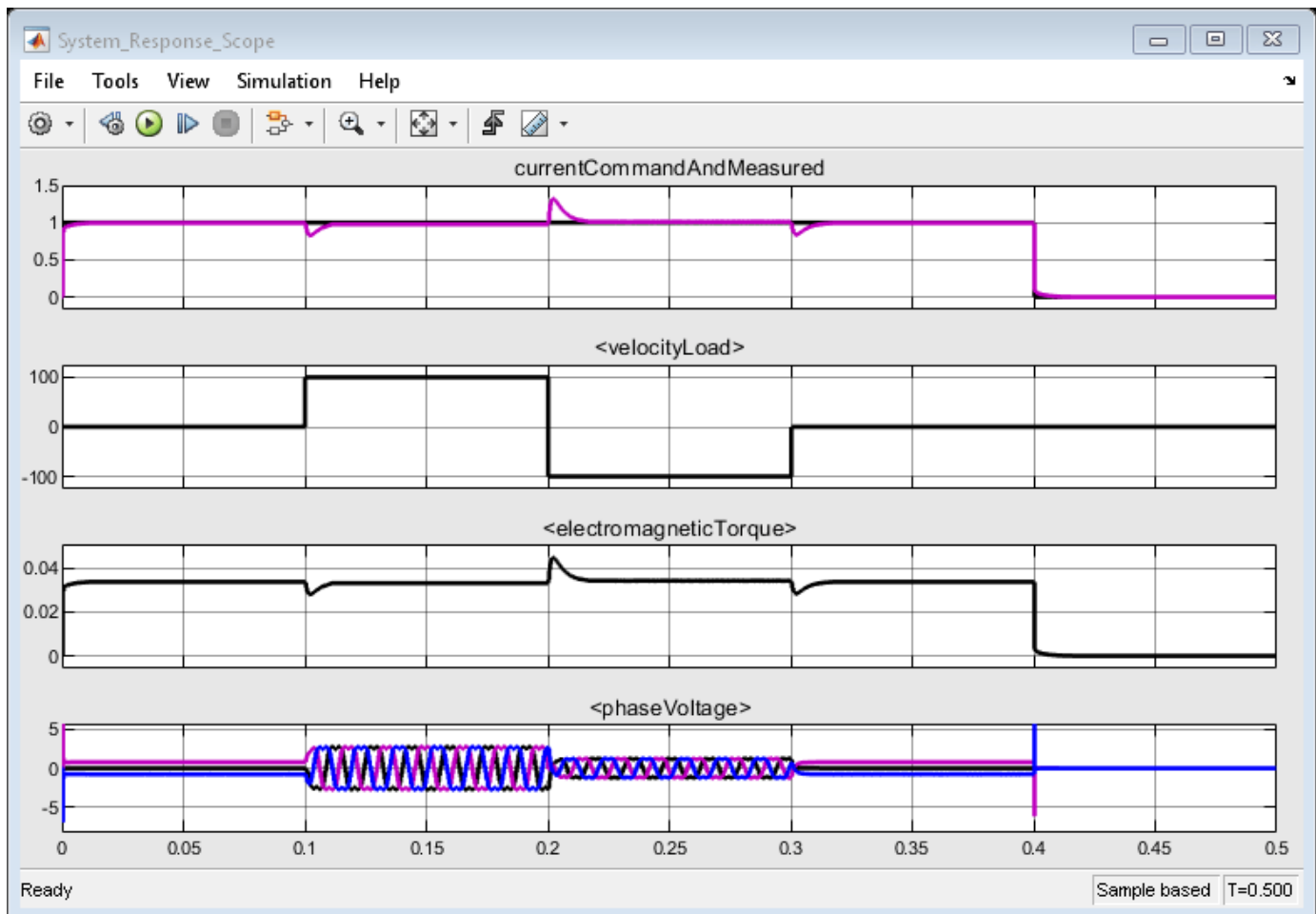
    % set half-precision floating-point model in the testbench

```

```

set_param('hdlcoderFocCurrentTestBench/Controller', 'ModelName', 'hdlcoderFocCurrentFloatHalfHdl');
set_param('hdlcoderFocCurrentTestBench', 'IgnoredZcDiagnostic', 'none');
sim('hdlcoderFocCurrentTestBench')
set_param('hdlcoderFocCurrentTestBench', 'IgnoredZcDiagnostic', 'warn');
end

```



You can generate HDL code and view the generated code for the controller.

```

hdlset_param('hdlcoderFocCurrentFloatHalfHdl', 'FloatingPointTargetConfiguration', hdlcoder.createFloatingPointTargetConfiguration);
makehdl('hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control');

```

```

### Generating HDL for 'hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoderFocCurrentFloatHalfHdl')">hdlcoderFocCurrentFloatHalfHdl</a>.
### Running HDL checks on the model 'hdlcoderFocCurrentFloatHalfHdl'.
### Begin compilation of the model 'hdlcoderFocCurrentFloatHalfHdl'...
### Applying HDL optimizations on the model 'hdlcoderFocCurrentFloatHalfHdl'...
### Begin model generation.
### Model generation complete.
### To highlight blocks that obstruct distributed pipelining, click the following MATLAB script:
### To clear highlighting, click the following MATLAB script: <a href="matlab:run('hdlsrc\hdlcode\highlight_blocks_off.m')">matlab:run('hdlsrc\hdlcode\highlight_blocks_off.m')</a>.
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoderFocCurrentFloatHalfHdl')">matlab:open_system('gm_hdlcoderFocCurrentFloatHalfHdl')</a>.
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoderFocCurrentFloatHalfHdl'.

```

```
### MESSAGE: The design requires 800 times faster clock with respect to the base rate = 2e-05.
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_relop_half as hdlsrc\hdlco
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_relop_half as hdlsrc\hdlco
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_relop_half as hdlsrc\hdlco
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_relop_half as hdlsrc\hdlco
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_add_half as hdlsrc\hdlcode
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_gain_pow2_half as hdlsrc\h
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_sub_half as hdlsrc\hdlcode
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_add2_half as hdlsrc\hdlcode
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_mul_half as hdlsrc\hdlcode
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_uminus_half as hdlsrc\hdlc
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_relop_half as hdlsrc\hdlco
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_convert_sf16_En14_to_ha
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control/nfp_convert_half_to_sf16_En1
### Working on FOC_Current_Control_tc as hdlsrc\hdlcoderFocCurrentFloatHalfHdl\FOC_Current_Contr
### Working on hdlcoderFocCurrentFloatHalfHdl/FOC_Current_Control as hdlsrc\hdlcoderFocCurrentFl
### Generating package file hdlsrc\hdlcoderFocCurrentFloatHalfHdl\FOC_Current_Control_pkg.vhd.
### Code Generation for 'hdlcoderFocCurrentFloatHalfHdl' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb2
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb2
### HDL check for 'hdlcoderFocCurrentFloatHalfHdl' complete with 0 errors, 1 warnings, and 2 mess
### HDL code generation complete.
```

You can refer to documentation for full native floating-point capabilities available in HDL Coder. See link in the “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81.

Verify the Generated Code from Native Floating-Point

In this section...

- “Specify the Tolerance Strategy” on page 10-118
- “Verify the Generated Code with HDL Test Bench” on page 10-119
- “Verify the Generated Code with Cosimulation” on page 10-119
- “Limitation” on page 10-121

HDL Coder native floating-point technology can generate target-independent HDL code from your floating-point design. You can synthesize your floating-point design on any generic FPGA or ASIC. Floating-point designs have better precision, higher dynamic range, and a shorter development cycle than fixed-point designs. If your design has complex math and trigonometric operations, use native floating-point technology.

When representing infinitely real numbers with a finite number of bits, there can be rounding errors with the correct rounding range of values that the IEEE-754 standard specifies. To measure the rounding errors, you can specify the floating-point tolerance check based on `relative error` or `ulp error`. For more information about these rounding errors, see “Relative Accuracy and ULP Considerations” on page 10-86.

Specify the Tolerance Strategy

Before generating the testbench, specify the floating-point tolerance check for verifying the generated code.

To specify the tolerance check in the Configuration Parameters dialog box:

- 1 In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears.
- 2 Click **Settings**. In the **HDL Code Generation > Testbench** pane, for **Floating point tolerance check based on**, specify `relative error` or `ulp error`.

Test bench data file name postfix:

Test bench reference postfix:

Use file I/O to read/write test bench data:

Ignore output data checking (number of samples):

Floating point tolerance check based on: ulp error ▼

Tolerance Value:

Simulation library path:

- 3 Enter the **Tolerance Value** and click **Apply**. If you choose **relative error**, the default is a tolerance value of $1e-07$. If you choose **ulp error**, the default tolerance value is zero. To learn more, see “Numeric Considerations with Native Floating-Point” on page 10-85.

To specify the tolerance strategy at the command-line, use:

- 1 Specify the floating point tolerance check setting by using `FPToleranceStrategy`.

```
% check for floating-point tolerance based on relative error
hdlset_param('sfir_single', 'FPToleranceStrategy', 'Relative');
```

```
% check for floating-point tolerance based on the ULP error
hdlset_param('sfir_single', 'FPToleranceStrategy', 'ULP');
```

- 2 Based on the `FPToleranceStrategy` setting, enter the tolerance value by using `FPToleranceValue`.

```
% if using relative error, enter custom tolerance value
hdlset_param('FP_test_16a', 'FPToleranceValue', 1e-06);
```

```
% if using ULP error, enter tolerance value greater
% than or equal to 1
hdlset_param('FP_test_16a', 'FPToleranceValue', 1);
```

Verify the Generated Code with HDL Test Bench

To generate an HDL test bench for verifying the generated code:

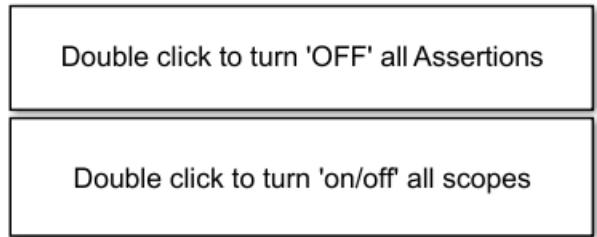
- 1 In the Configuration Parameters dialog box, on the **HDL Code Generation > Test Bench** pane, in the Test Bench Generation Output section, select **HDL test bench**.
- 2 In the Configuration section, make sure that **Use file I/O to read/write test bench data** is enabled. To generate a test bench that uses constants instead of file I/O, clear **Use file I/O to read/write test bench data**.
- 3 Click **Apply**, and then click **Generate Test Bench**.

To learn more about how HDL test bench generation works, see “Test Bench Generation” on page 6-5.

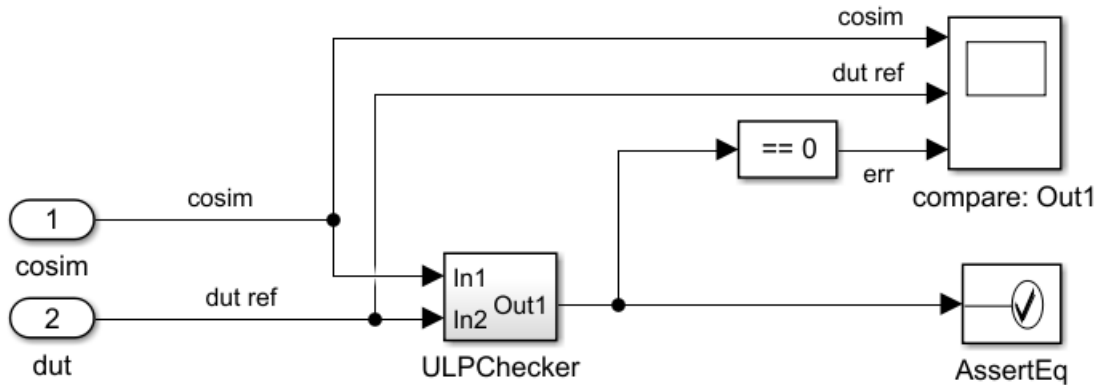
Verify the Generated Code with Cosimulation

To generate a cosimulation model for verifying the generated code:

- 1 In the Configuration Parameters dialog box, on the **HDL Code Generation > Test Bench** pane, for **Cosimulation model for use with**, select the cosimulation tool.
- 2 Click **Apply**, and then click **Generate Test Bench**.
- 3 After test bench generation, save the cosimulation model. In the model, double-click the Compare subsystem.

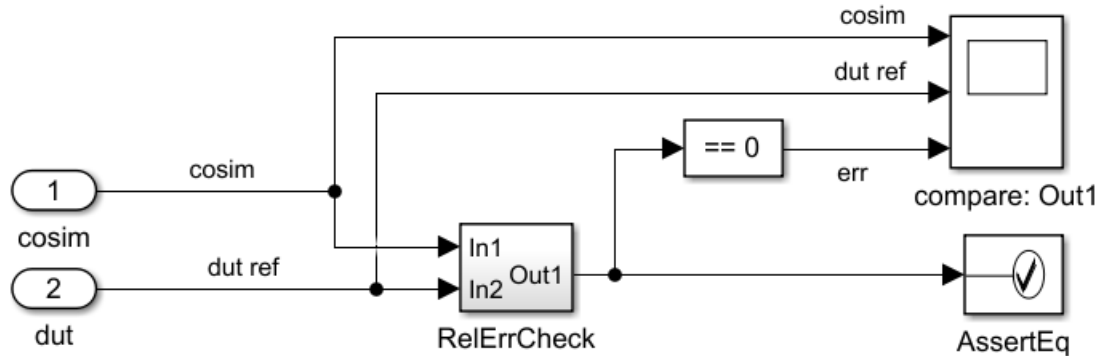


- 4 If you double-click the Assert_Out1 block, the block parameters show the **ToleranceValue** that you specify.
- 5 To look inside the Assert_Out1 block, click the mask. If you specify the floating-point tolerance check based on `ulp` error, the model shows a ULPChecker block.



The ULPChecker has a MATLAB Function block that shows how HDL Coder accounts for the ULP error when checking for numerical accuracy.

If you specify the floating-point tolerance check based on `relative` error, the model shows a `RelErrCheck` block.



RelerrCheck has a MATLAB Function block that shows how HDL Coder accounts for the relative error when checking for numerical accuracy.

- 6 In the Simulink Editor for the model, start simulation. At the end of cosimulation, check the compare: Out1 scope.

The scope compares the difference between the result signal from the cosimulation block and the reference signal from the DUT.

See also “Generate a Cosimulation Model” on page 27-43.

Limitation

When verifying the generated code, constructs that use IEEE standards prior to VHDL-2008 are not supported with native floating-point.

See Also

Modeling Guidelines

“Modeling with Native Floating Point” on page 21-63

Functions

createFloatingPointTargetConfig

Related Examples

- “Floating Point Support: Field-Oriented Control Algorithm” on page 10-111

More About

- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81
- “Numeric Considerations with Native Floating-Point” on page 10-85
- “Floating-Point Tolerance Parameters” on page 19-26
- “Simulink Blocks Supported with Native Floating-Point” on page 10-122

Simulink Blocks Supported with Native Floating-Point

In this section...

“HDL Floating Point Operations Library” on page 10-122

“Supported Simulink Blocks in Math Operations Library” on page 10-122

“Supported Simulink Blocks in Other Libraries” on page 10-123

“Simulink Block Restrictions” on page 10-125

HDL Coder native floating-point can generate target-independent HDL code from your floating-point design. You can synthesize your floating-point design on any generic FPGA or ASIC. Floating-point designs have better precision, higher dynamic range, and a shorter development cycle than fixed-point designs. If your design has complex math and trigonometric operations, use native floating-point technology.

HDL Coder supports several Simulink blocks including math and trigonometric blocks with native floating-point technology.

HDL Floating Point Operations Library

In the **HDL Floating Point Operations** library, HDL Coder supports all blocks that have single and double data types in the `Native Floating Point` mode. For certain blocks such as Discrete-Time Integrator and Discrete PID Controller, use zero latency strategy. These blocks contain inherent feedback loops and using a non-value for the latency strategy can result in the code generator being unable to allocate delays. For more information, see “Allocate Sufficient Delays for Floating-Point Operations” on page 10-68.

When you use `half` types, these blocks are supported in `Native Floating Point` mode.

- Add
- Divide
- Float Typecast
- Gain
- Product
- Product of Elements
- Reciprocal
- Relational Operator
- Subtract
- Sum of Elements
- Transpose
- Unary Minus

Supported Simulink Blocks in Math Operations Library

In the `Math Operations` library, these blocks are supported for HDL code generation:

| Block Name | Supported with half data types | Supported with single data types | Supported with double data types | Remarks |
|--|--------------------------------|----------------------------------|----------------------------------|---|
| Abs | No | Yes | Yes | - |
| Add | Yes | Yes | Yes | - |
| Assignment | No | Yes | Yes | - |
| Bias | No | Yes | Yes | - |
| Complex to Real-Imag | No | Yes | Yes | - |
| Divide | Yes | Yes | Yes | - |
| Dot Product | No | Yes | Yes | - |
| Gain | Yes | Yes | Yes | - |
| Math Function | No | Yes | No | - |
| MinMax | No | Yes | Yes | - |
| Product | Yes | Yes | Yes | If you configure the block to perform matrix multiplication by setting the Multiplication block parameter to Matrix(*) , the DotProductStrategy must be set to Fully Parallel. |
| Product of Elements | Yes | Yes | Yes | - |
| Real-Imag to Complex | No | Yes | Yes | - |
| Reciprocal Sqrt | No | Yes | Yes | - |
| Reshape | Yes | Yes | Yes | - |
| Sqrt | No | Yes | Yes | - |
| Subtract | Yes | Yes | Yes | - |
| Sum | Yes | Yes | Yes | - |
| Sum of Elements | Yes | Yes | Yes | - |
| Trigonometric Function | No | Yes | No | - |
| Unary Minus | Yes | Yes | Yes | - |
| Vector Concatenate, Matrix Concatenate | Yes | Yes | Yes | - |

Supported Simulink Blocks in Other Libraries

The table shows the list of supported blocks for HDL code generation in other **HDL Coder** block libraries.

| Block Library | Supported with half data types | Supported with single data types | Supported with double data types |
|--------------------------|---|---|---|
| Discrete | The supported blocks include the set of delay blocks including the synchronous blocks, and Integer Delay, and Tapped Delay. | The supported blocks include: <ul style="list-style-type: none"> • Zero Order Hold • Set of delay blocks including the synchronous blocks, and Integer Delay, and Tapped Delay. | The supported blocks include: <ul style="list-style-type: none"> • Zero Order Hold • Set of delay blocks including the synchronous blocks, and Integer Delay, and Tapped Delay. |
| HDL Operations | Blocks in this library are not supported. | All blocks are supported. | All blocks are supported. |
| HDL RAMs | Blocks in this library are not supported. | All blocks are supported. | All blocks are supported. |
| HDL Subsystems | All blocks are supported. | All blocks are supported. | All blocks are supported. |
| Logic and Bit Operations | Supported blocks include: <ul style="list-style-type: none"> • Compare to Constant • Relational Operator • Detect Change • Detect Increase • Detect Decrease | All blocks are supported. | All blocks are supported. |
| Lookup Tables | Blocks in this library are not supported. | All blocks are supported. | All blocks are supported. |
| Model Verification | Blocks in this library are not supported. | All blocks are supported. | All blocks are supported. |
| Model-Wide Utilities | Blocks in this library are not supported. | All blocks are supported. | All blocks are supported. |
| Ports & Subsystems | Enable, reset, input, and output ports, model references, and subsystem blocks are supported. | Enable, reset, input, and output ports, model references, and subsystem blocks are supported. | Enable, reset, input, and output ports, model references, and subsystem blocks are supported. |
| Signal Attributes | Supported blocks include: <ul style="list-style-type: none"> • Data Type Conversion • Data Type Duplicate • Rate Transition • Signal Specification | All blocks are supported. | All blocks are supported. |

| Block Library | Supported with half data types | Supported with single data types | Supported with double data types |
|------------------------|---|---|---|
| Signal Routing | All blocks are supported. | All blocks are supported. | All blocks are supported. |
| Sources | The supported blocks include Inport, Constant, and Ground blocks. | The supported blocks include Inport, Constant, and Ground blocks. | The supported blocks include Inport, Constant, and Ground blocks. |
| Sinks | All blocks are supported. | All blocks are supported. | All blocks are supported. |
| User-Defined Functions | MATLAB Function blocks are supported. | MATLAB Function blocks are supported. | MATLAB Function blocks are supported. |

Simulink Block Restrictions

In native floating-point mode, the code generator does not support these blocks or block architectures:

- Biquad Filter.
- Switch block with input to the control port as a floating-point type.
- Sum of Elements with complex input types.
- MATLAB System blocks.
- Dot Product in complex mode with **Architecture** as Tree or Linear.
- Discrete FIR Filter with **Architecture** other than Fully Parallel.
- Dead Zone and Dead Zone Dynamic.
- Polar to Cartesian.
- For the Data Type Conversion block:
 - Stored Integer (SI) mode for **Input and output to have equal** setting is not supported.
 - The **Saturate on integer overflow** check box must be left cleared.

See Also

Modeling Guidelines

“Modeling with Native Floating Point” on page 21-63

Functions

`createFloatingPointTargetConfig`

Related Examples

- “Floating Point Support: Field-Oriented Control Algorithm” on page 10-111

More About

- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81

- “Numeric Considerations with Native Floating-Point” on page 10-85
- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105

Supported Data Types and Scope

| In this section... |
|---|
| “Supported Data Types” on page 10-127 |
| “Unsupported Data Types” on page 10-128 |
| “Scope for Variables” on page 10-128 |

Supported Data Types

HDL Coder supports the following subset of MATLAB data types.

| Types | Supported Data Types | Restrictions |
|-------------|---|---|
| Integer | <ul style="list-style-type: none"> uint8, uint16, uint32, uint64 int8, int16, int32, int64 | In Simulink, MATLAB Function block ports must use numeric types <code>sfix64</code> or <code>ufix64</code> for 64-bit data. |
| Real | <ul style="list-style-type: none"> double single | <p>HDL code generated with <code>double</code> or <code>single</code> data types can be used for simulation, but is not synthesizable.</p> <p>When you have floating-point data types, to generate synthesizable HDL code, use:</p> <ul style="list-style-type: none"> HDL Coder native floating-point when you want to deploy the generated code on any generic ASIC or FPGA. To learn more, see “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81. FPGA floating-point target libraries when you want to map the Simulink model to an Intel or Xilinx FPGA. To learn more, see “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20. |
| Character | <code>char</code> | |
| Logical | <code>logical</code> | |
| Fixed point | <ul style="list-style-type: none"> Scaled (binary point only) fixed-point numbers Custom integers (zero binary point) | <p>Fixed-point numbers with slope (not equal to 1.0) and bias (not equal to 0.0) are not supported.</p> <p>Maximum word size for fixed-point numbers is 128 bits.</p> |
| Vectors | <ul style="list-style-type: none"> unordered {N} row {1, N} column {N, 1} | <p>The maximum number of vector elements allowed is 2^{32}.</p> <p>Before a variable is subscripted, it must be fully defined.</p> |

| Types | Supported Data Types | Restrictions |
|--------------|----------------------|--|
| Matrices | {N, M} | Matrices are supported in the body of the design algorithm, but are not supported as inputs to the top-level design function. Do not use matrices in the testbench. |
| Structures | struct | Arrays of structures are not supported. For the FPGA Turnkey and IP Core Generation workflows, structures are supported in the body of the design algorithm, but are not supported as inputs to the top-level design function. |
| Enumerations | enumeration | Enumeration values must be monotonically increasing. If your target language is Verilog, all enumeration member names must be unique within the design. Enumerations at the top-level DUT ports are not supported with the following workflows or verification methods: <ul style="list-style-type: none"> • IP Core Generation workflow • FPGA Turnkey workflow • FPGA-in-the-Loop • HDL Cosimulation |

Unsupported Data Types

The following data types are not supported:

- Cell array
- Inf

Scope for Variables

Global variables are not supported for HDL code generation.

Import Verilog Code and Generate Simulink Model

In this section...

“HDL Import” on page 10-129
“HDL Import Requirements” on page 10-129
“How to Import HDL Code” on page 10-129
“Model Location” on page 10-130
“Errors and Warnings” on page 10-130
“Limitations of Verilog HDL Import” on page 10-130

Use HDL import to import synthesizable HDL code into the Simulink modeling environment. HDL import parses the input HDL file and generates a Simulink model. The model is a block diagram environment that visually represents the HDL code in terms of functionality and behavior. By importing the HDL code into Simulink, you can verify the functionality of the HDL code by compiling and running simulation on the model in a model-based simulation environment. You can also debug internal signals by logging the signals as test points.

HDL Import

Round-trip code generation with HDL import is not recommended. Do not use HDL import to import the HDL code that was previously generated from a Simulink model by using the HDL Coder software. The Simulink model that you create is typically at a higher abstraction level. The model generated by HDL import might be at a lower abstraction level. The HDL code you generate from this model might not be usable for production code.

To generate production HDL code, develop your algorithm by using Simulink blocks, MATLAB code, or Stateflow charts. Then, use HDL Coder to generate code.

HDL Import Requirements

To generate a Simulink model, make sure that the HDL file you import:

- Is free of syntax errors.
- Is synthesizable.
- Uses supported Verilog constructs for the import.

How to Import HDL Code

To import the HDL code, at the MATLAB Command Window, run the `importhdl` function. For example, to import a Verilog file `example.v`, at the command line, enter:

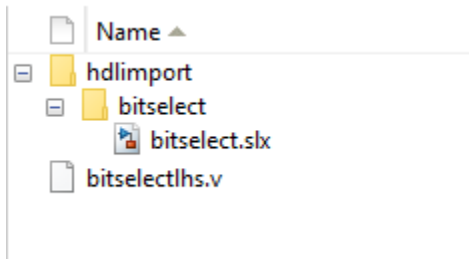
```
importhdl('example.v')
```

The function parses the HDL input file that you specified and generates the corresponding Simulink model, and provides a link to open the model.

The constructs that you use in the HDL code can infer simple Simulink blocks such as Add and Product to RAM blocks such as Dual Rate Dual Port RAM. For examples that illustrate various Simulink models that are inferred, see `importhdl`.

Model Location

The generated Simulink model is named after the top module in the input HDL file that you specify. The model is saved in the `hdlimport/TopModule` path relative to the current working folder. For example, if you input a file named `bitselectlhs.v` to the `importhdl` function that has `bitselect` as the top module name, the generated Simulink model has the name `bitselect.slx`, and is saved in the `hdlimport/bitselect` path relative to the current folder.



Errors and Warnings

When you run the `importhdl` function, HDL import verifies the syntax and semantics of the input HDL code. Semantic verification checks for module instantiation constructs, unused ports in the module definition, the sensitivity list of an `always` block, and so on. If HDL import fails, `importhdl` provides an error message and a link to the file name and line number.

For example, consider this Verilog code for a `bitselect` module:

```
module bitselect(a,c);

input [1:0] a;
output [1:0] c;

c[0] = 0;
assign c[1] = a[2];

endmodule
```

When you run the `importhdl` function, HDL import generates an error message:

```
Parser Error: bitselectlhs.v:6:2: error: Syntax Error near '['..
```

The error message indicates that there is a syntax error in line 6. To fix this error, change the syntax to an assignment statement.

```
assign c[0] = 0;
```

Limitations of Verilog HDL Import

HDL import does not support:

- Importing of VHDL files.
- Importing of Verilog files from a read-only folder.
- Generation of the preprocessing files in a read-only file system that parse the HDL code you input to the `importhdl` function.
- Attribute instances and comments, which are ignored.
- (`#`)delay values, such as `#25`, which are ignored.
- Enumeration data types.
- More than one clock signal.
- Modules that are multirate.
- Recursive module instantiation.
- Multiport Switch inference with more than 1024 inputs. If you specify more than 1024 inputs to a Multiport Switch block that gets inferred from the Verilog code, Verilog import generates an error. The error is generated because the Simulink modeling environment does not support more than 1024 inputs for the block.
- ROM detection from the Verilog code.
- Importing of HDL files that use unsupported Verilog constructs. See “Supported Verilog Constructs for HDL Import” on page 10-132.
- Importing of HDL files that use unsupported dataflow modeling patterns. See “Unsupported Verilog Dataflow Patterns” on page 10-139.

See Also

Functions

`checkhdl` | `makehdl`

Related Examples

- “Generate Simulink® Model From CORDIC Atan2 Verilog® Code” on page 10-150

More About

- “Supported Verilog Constructs for HDL Import” on page 10-132
- “Verilog Dataflow Modeling with HDL Import” on page 10-137

Supported Verilog Constructs for HDL Import

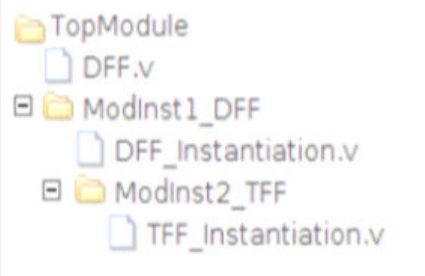
| In this section... |
|---|
| "Module Definition and Instantiations" on page 10-132 |
| "Data Types and Vectors" on page 10-133 |
| "Identifiers and Comments" on page 10-133 |
| "Assignments" on page 10-134 |
| "Operators" on page 10-134 |
| "Conditional and Looping Statements" on page 10-135 |
| "Procedural Blocks and Events" on page 10-135 |
| "Other Constructs" on page 10-135 |

Use HDL import to import synthesizable HDL code into the Simulink modeling environment. To import the HDL code, use the `importhdl` function. Make sure that the constructs used in the HDL code are supported by HDL import.

These tables list the supported Verilog constructs that you can use when you import your HDL code. If you use an unsupported construct, HDL import generates an error when parsing the input HDL file. Verilog HDL import can sometimes ignore the presence of certain constructs in the HDL code. To learn more, see the **Comments** section of the table.

Module Definition and Instantiations

| Verilog Constructs | Supported? | Comments |
|-----------------------------|------------|--|
| Library declaration | No | - |
| Configuration declaration | No | - |
| Module declaration | Yes | Multiple sample rates and multiple clock inputs are not supported. |
| Module parameter port list | Yes | - |
| Port declarations | Yes | INOUT ports are not supported. |
| Module without ports | No | - |
| Local parameter declaration | Yes | - |
| Parameter declaration | Yes | You can use parameters and constants that have a maximum size of 64 bits. By default, the parameter size is 32 bits. |

| Verilog Constructs | Supported? | Comments |
|----------------------|------------|--|
| Module instantiation | Yes | <ul style="list-style-type: none"> Unconnected ports in the instantiated modules are removed when importing the Verilog code. Recursive module instantiation is not supported. <p>Instead, if your top module instantiates modules that are defined in recursive subfolders, <code>importhdl</code> parses all Verilog files. For example, in this figure, <code>importhdl</code> can parse both <code>DFF_Instantiation.v</code> and <code>TFF_Instantiation.v</code> that are instantiated in <code>DFF.v</code>.</p>  |

Data Types and Vectors

| Verilog Constructs | Supported? | Comments |
|--|------------|----------|
| Net declaration (Wire, Supply0, Supply1) | Yes | - |
| Real declaration | No | - |
| String declaration | No | - |
| Vector declaration | Yes | - |
| Array support and array indexing | Yes | - |
| Reg declaration | Yes | - |
| Integer declaration | Yes | - |

Identifiers and Comments

| Verilog Constructs | Supported? | Comments |
|--|------------|----------|
| Lexical tokens (Whitespace, operator, comment) | Yes | - |
| Identifiers (Simple, Escaped) | Yes | - |
| System Functions (\$signed, \$unsigned) | Yes | - |

| Verilog Constructs | Supported? | Comments |
|--|------------|--------------------------------------|
| Attribute instances | No | HDL import ignores these constructs. |
| Comments | No | HDL import ignores these constructs. |
| Numbers (Decimal, Binary, Hexadecimal, and Octal) | Yes | - |
| Compiler directives (`define, `undef, `ifndef, `else if) | Yes | - |

Assignments

| Verilog Constructs | Supported? | Comments |
|--------------------------------------|------------|----------|
| Continuous assignment | Yes | - |
| Blocking assignment | Yes | -- |
| Nonblocking assignment | Yes | - |
| Procedural assignment (Always block) | Yes | - |

Operators

| Verilog Constructs | Supported? | Comments |
|--|------------|-------------------------------------|
| Arithmetic operators (+, -, *, **, /, <<<, >>>) | Yes | - |
| Logical operators (<<, >>, !, &&, , ==, !=) | Yes | - |
| Relational operators (>, <, >=, <=, ==, !=) | Yes | - |
| Bitwise operators (~, &, , ^, ~^, ^~) | Yes | - |
| Unary operators (+, -) | Yes | Supported for restricted data types |
| Power operators | Yes | Supported for restricted data types |
| Conditional operators (?:) | Yes | - |
| Concatenation | Yes | - |
| Bit Select | Yes | - |
| Reduction operators (&, ~&, , ~ , ^, ~^, or ^~) | Yes | - |

For an example that illustrates how to use different operators, see “Generate Simulink Model from Verilog Code for Various Operators”.

Conditional and Looping Statements

| Verilog Constructs | Supported? | Comments |
|--------------------------------|------------|--|
| If-else statement | Yes | - |
| Conditional operators (?:) | Yes | - |
| For loop | Yes | - |
| Loop Generate construct | Yes | Supports loop generate constructs such as for-generate, case-generate, and if-generate constructs. |
| Conditional Generate construct | No | - |
| Generate region | No | - |
| Genvar declaration | No | - |
| Case statement | Yes | casex and casez statements are also supported. |

Procedural Blocks and Events

| Verilog Constructs | Supported? | Comments |
|----------------------------------|------------|---|
| Task declaration | No | - |
| Initial construct (ROM modeling) | No | - |
| Sequential blocks | Yes | - |
| Block declarations | Yes | - |
| Event control statements | Yes | - |
| Function calls | Yes | HDL import does not support recursive function calls. |
| Task enable | No | - |
| Always construct | Yes | - |
| Function declaration | Yes | - |

Other Constructs

| Verilog Constructs | Supported? | Comments |
|--|------------|----------|
| Gate instantiation | No | - |
| Specparams | No | - |
| Specify block | No | - |
| Semantic verification (unused ports, correct module instantiation) | Yes | - |

| Verilog Constructs | Supported? | Comments |
|-------------------------------------|-------------------|---|
| Clock bundle identification | Yes | Multiple sample rates and multiple clock signals are not supported. |
| Register inference | Yes | - |
| Compare to Constant block inference | Yes | - |
| Gain block inference | Yes | - |
| RAM inference | Yes | - |
| ROM inference | No | - |
| Counter inference | No | - |
| Drive strength | No | - |

See Also

Functions

checkhdl | makehdl

Related Examples

- “Generate Simulink® Model From CORDIC Atan2 Verilog® Code” on page 10-150

More About

- “Import Verilog Code and Generate Simulink Model” on page 10-129
- “Verilog Dataflow Modeling with HDL Import” on page 10-137

Verilog Dataflow Modeling with HDL Import

In this section...

“Supported Verilog Dataflow Patterns” on page 10-137

“Unsupported Verilog Dataflow Patterns” on page 10-139

Use HDL import to import synthesizable HDL code into the Simulink modeling environment. To import the HDL code, use the `importhdl` function. Make sure that the constructs used in the HDL code are supported by HDL import.

These tables list the supported Verilog HDL dataflow patterns that you can use when importing the HDL code. If your code uses an unsupported dataflow model such as code that infers a latch, `importhdl` generates an error message with a link to the file name and line number. You can then update the code as illustrated in the preceding examples.

Supported Verilog Dataflow Patterns

| Verilog Dataflow Model | Example Verilog Code |
|--|---|
| Blocking assignments in sequential always blocks and nonblocking assignments in combinational always blocks. | <p>For example, this Verilog code uses a sequential assignment for the variable <code>temp</code> in a combinational always block.</p> <pre> module dataconv(clk,a,b,c); input clk; integer i; input wire [7:0] a, b; output wire [7:0] c; reg [1:0] temp [0:7]; always @(*) begin for (i=0;i<=7;i=i+1) begin temp[i] <= a[i] + b[i]; end end assign c = temp; endmodule </pre> |

| Verilog Dataflow Model | Example Verilog Code |
|--|---|
| <p>Multiple assignments to the same signal. You can use partial and complete assignments to that signal.</p> | <p>This example shows the Verilog code that performs both partial assignment and complete assignment to the variable out1_reg.</p> <pre> module testPartialAndCompleteAssign (input [2:0] in1, in2, input cond, clk, output [2:0] out1); reg [2:0] out1_reg; always@(posedge clk) begin if(cond) begin out1_reg[0] = 1'b0; out1_reg[1] = 1'b0; out1_reg[2] = 1'b0; end else begin out_reg = in1 & in2; end end assign out1 = out1_reg; endmodule </pre> |
| <p>Multiple assignments to the same variable in the true or false path of a Switch block that gets inferred.</p> | <p>For example, this Verilog code performs multiple assignments to the variable out1 inside both the if and else conditions of the always block.</p> <pre> module testSwitchMuxing (input [2:0] in1, input cond, output reg [2:0] out1); always@(*) begin if (cond) begin out1 = in1; end else begin out1 = 3'd2; out1 = 3'd1; end end endmodule </pre> |

| Verilog Dataflow Model | Example Verilog Code |
|--|---|
| <p>Bit select, part select, and array indexing operations with signals. A Multiplex Switch is inferred when array indexing is performed at the RHS. An array indexing operation on the LHS is inferred as an Assign block.</p> | <p>For example, this Verilog code uses multiple assignments to the variable out1 in the false branch, which is not supported.</p> <pre> module ArrayIndexing (In1, In2, In3, In4, Sel1, Sel2, Out1, Out2, Out3); parameter w = 7; input [w:0] In1, In2, In3, In4; input [1:0] Sel1, Sel2; output [w:0] Out1; output [1:0] Out2; output Out3; wire [w:0] v[3:0]; assign v[0] = In1; assign v[1] = In2; assign v[2] = In3; assign v[3] = In4; //Array indexing with signal Sel1 assign Out1 = v[Sel1]; //Part select on array index with signal Sel2 assign Out2 = v[Sel2][7:2]; //Bit select on array index with signal Sel assign Out3 = v[Sel2][4]; endmodule </pre> |

Unsupported Verilog Dataflow Patterns

These dataflow constructs are unsupported when you import the Verilog code. The *Description and Example Scenarios* column describes each scenario with an example and illustrates how you can avoid this scenario.

| Verilog Dataflow Model | Description and Example Scenarios |
|---|---|
| <p>Latch detection from the Verilog code.</p> | <p>Presence of latches in the HDL code can result in algebraic loops in the generated Simulink model and result in model compilation failures. To avoid latch inference, specify all branches in if-else conditions and in case statements.</p> <p>For example, when you import this Verilog code, the if-condition is inferred as a Switch block. The block has a true path that is specified in the code. The output of the Switch block is fed back directly as input to the false path which results in an algebraic loop.</p> <pre> module testAlgebraicLoop(input cond, input [2:0] in1, output reg [2:0] out1); // causes latch inference - unsupported always@(*) begin if (cond) begin out1 = in1; end end // Specify else branch to avoid latch inference // always@(*) begin // if (cond) begin // out1 = in1; // end // else begin // out1 = in1 + 1; // end // end endmodule </pre> |

| Verilog Dataflow Model | Description and Example Scenarios |
|--|--|
| <p>Performing operations on clock, reset, or clock enable signals in the Verilog code.</p> | <p>When you define signals using names such as <code>clk</code>, <code>rst</code>, and <code>enb</code>, HDL import infers these signals to be the clock, global reset, and clock enable signals.</p> <p>For example, this Verilog code uses an explicit assignment with the clock signal <code>clk</code>. This construct is not supported.</p> <pre> module testOperationOnClkBundLe (input [2:0] in1, input clk, output reg [2:0] out1, output out2); reg [2:0] out1_reg; always@(posedge clk) begin out1_reg <= in1; end assign out2 = clk && 1'b1; endmodule </pre> <p>Make sure that your Verilog code does not perform operations on any of the signals in the clock bundle. In addition, for signals that you use for performing computations in your code, make sure that the signal names do not match any of the names that are inferred as clock, reset, or enable signals. See the <code>clockBundle</code> name-value pair of the <code>importhdl</code> function for possible signal names that are inferred as signals in the clock bundle.</p> |

| Verilog Dataflow Model | Description and Example Scenarios |
|---|---|
| <p>Sensitivity of clock or reset signal to different clock edges or different reset edges inside the same module.</p> | <p>You cannot have one <code>always</code> block with the clock signal sensitive to the positive edge and the other <code>always</code> block with the clock signal sensitive to the negative edge inside the same module.</p> <p>For example, this Verilog code uses the positive and negative edges of the same clock, which is not supported.</p> <pre> module testMultipleClockEdges (input [2:0] in1, in2, input clk, output [2:0] out1, out2); reg [2:0] out1_reg, out2_reg; /* clk sensitivity to posedge */ always@(posedge clk) begin out1_reg <= in1 && in2; end /* clk sensitivity to negedge */ always@(negedge clk) begin out2_reg <= in1 in2; end assign out1 = out1_reg; assign out2 = out2_reg; endmodule </pre> <p>Make sure that your Verilog code does not use both edges of the clock or reset signal in the same module. Use either <code>posedge</code> or <code>negedge</code> of the clock.</p> |

| Verilog Dataflow Model | Description and Example Scenarios |
|--|--|
| Realization of synchronous and asynchronous circuits inside the same module. | <p>You cannot use Verilog code realizes both circuits in the same module as shown in the code below. Use different modules for realization of asynchronous and synchronous circuits.</p> <pre>module testSynchronousAsynchronous (input [2:0] in1, in2, input clk, reset, output [2:0] out1, out2); reg [2:0] out1_reg, out2_reg; /* synchronous always block */ always@(posedge clk) begin out1_reg <= in1 && in2; end /* asynchronous always block */ always@(posedge clk or posedge reset) begin out2_reg <= in1 in2; end assign out1 = out1_reg; assign out2 = out2_reg; endmodule</pre> |

| Verilog Dataflow Model | Description and Example Scenarios |
|---|--|
| Initialization of multiple RAMs that are inferred in the same module. | <p>For example, this Verilog code infers <code>sample_store0</code> and <code>sample_store1</code> as RAMs. This construct is not supported. Separate each RAM inference into a single module.</p> <pre>module testMultipleRAMs (input [2:0] in1, in2, input clk, reset, output reg [2:0] read_data0, read_data1); reg [2:0] out1_reg, out2_reg; /* Inference of RAM sample_store0 */ always@(posedge clk) begin if (write_enable) begin sample_store0[write_address] <= write_data; end read_data0 = sample_store0[read_address0] end /* Inference of RAM sample_store1 */ always@(posedge clk) begin if (write_enable) begin sample_store1[write_address] <= write_data; end read_data1 = sample_store0[read_address1] end endmodule</pre> |

| Verilog Dataflow Model | Description and Example Scenarios |
|--|---|
| <p>Usage of certain constructs when reading initial values from an <code>initial</code> block.</p> | <p>An <code>initial</code> block does not support constructs other than assignment statements or for loops with assignments. The RHS of the assignment statement must use only</p> <p>For example, this Verilog code uses an if-else condition to assign a value to the variable <code>dout_a</code> and assigns a variable <code>write_data</code> to <code>dout_c</code>, which are not supported.</p> <pre> module testInitial (input cond, input [3:0] write_data output reg [3:0] dout_a, dout_b, doutc); parameter AddrWidth = 3; integer i; reg [3:0] ram [7:0]; initial begin for (i=0; i<=2**AddrWidth - 1; i=i+1) begin ram[i] = 0; end dout_b = 0; // if-else condition - not supported if (cond) begin dout_a = 0; end else begin dout_a = 4; end end // Variable assignment to RHS - not supported dout_a = write_data; // Use assignment statements instead for // dout_a and dout_c // dout_a = 4; // dout_c = 32; // end // end endmodule </pre> |

| Verilog Dataflow Model | Description and Example Scenarios |
|---|--|
| <p>All dimensions of signals not referenced at time of usage.</p> | <p>Use all dimensions of a signal in the input Verilog code. If you specify an additional dimension, it creates an indexed bit select.</p> <p>For example, this Verilog code creates an 8-bit variable temp. The assignment inside the always block generates an error because it does not use both dimensions of the variable.</p> <pre> module dataconv(clk,a,b,c); input clk; input wire [1:0] a, b; output wire [1:0] c; reg [7:0] temp_reg [1:0][1:0]; // temp_reg is not indexed // with both dimensions - not supported always @(posedge clk) begin temp_reg [0] <= a[0] + b[0]; temp_reg [1] <= a[1] + b[1]; end // Use both dimensions when indexing a variable // always @(posedge clk) begin // temp_reg [0][0] <= a[0] + b[0]; // temp_reg [0][1] <= a[0] + b[1]; // temp_reg [1][0] <= a[1] + b[0]; // temp_reg [1][1] <= a[1] + b[1]; // You can also perform indexed bit select // temp_reg [1][0][1] = 1'b0; // end assign c = temp_reg; endmodule </pre> |

See Also

Functions

checkhdl | makehdl

Related Examples

- “Generate Simulink® Model From CORDIC Atan2 Verilog® Code” on page 10-150

More About

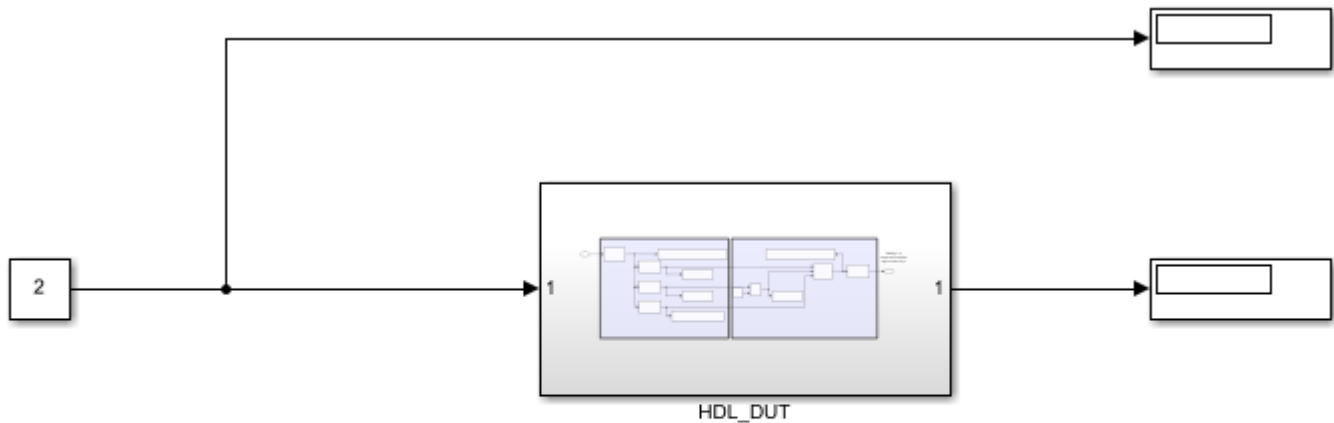
- “Import Verilog Code and Generate Simulink Model” on page 10-129
- “Supported Verilog Constructs for HDL Import” on page 10-132

Simulate and Generate HDL Code for the Float Typecast Block

This example shows how you can use the Float Typecast block to extract the sign, exponent, and mantissa bits from a floating-point input, and then convert the bits back to a floating-point output after performing any computations.

Open the `hdlcoder_float_typecast_example` model.

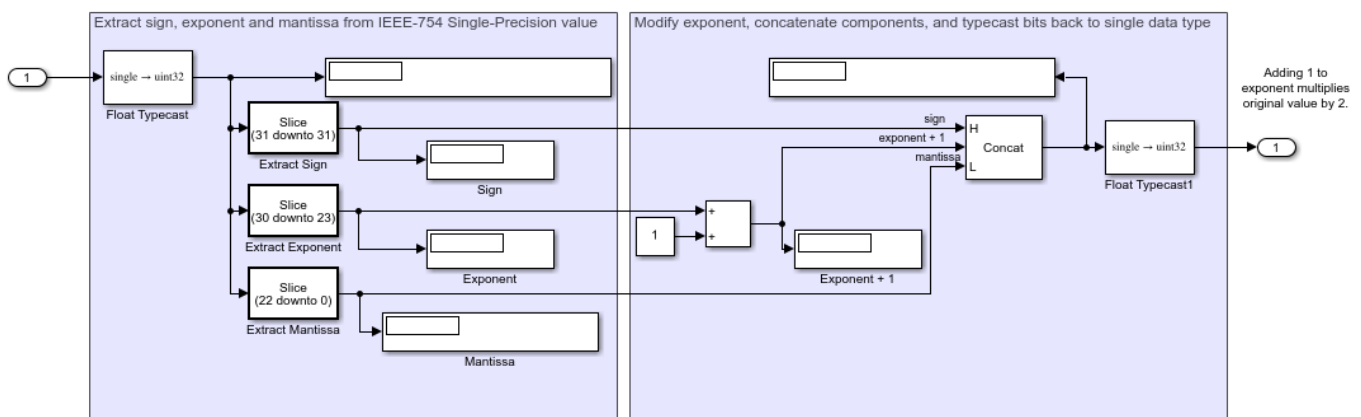
```
open_system('hdlcoder_float_typecast_example')
```



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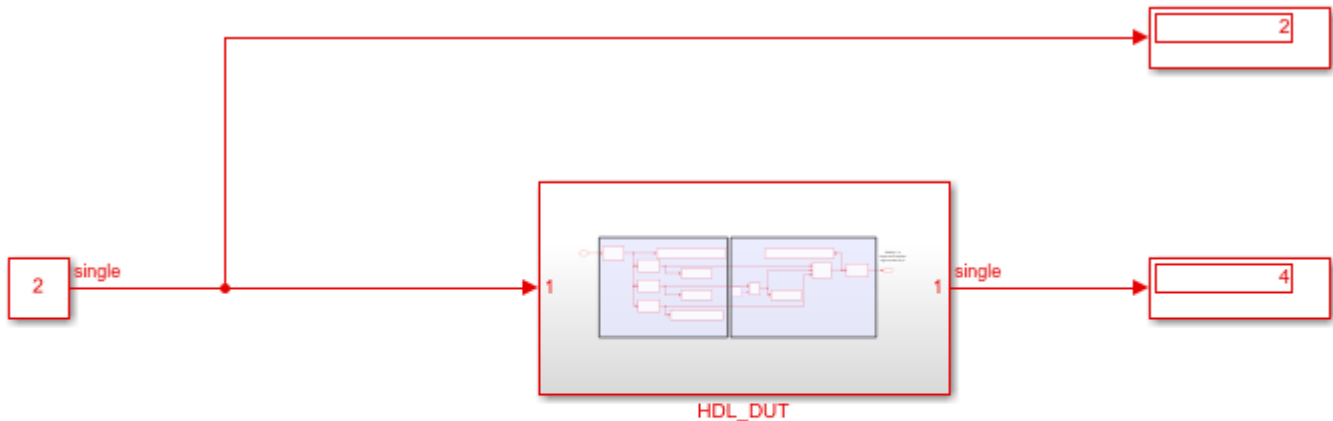
The model multiplies the floating-point input by two to produce the floating-point output. To multiply the input, the algorithm increments the exponent by one. Open the HDL_DUT subsystem.

```
open_system('hdlcoder_float_typecast_example/HDL_DUT')
```



The model is already configured for HDL compatibility by using the `hdlsetup` function. Simulate the model.

```
sim('hdlcoder_float_typecast_example')
open_system('hdlcoder_float_typecast_example')
```



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Before you generate HDL code, enable the Native Floating Point mode.

```
nfpcfg = hdlcoder.createFloatingPointTargetConfig('NATIVEFLOATINGPOINT');
hdlset_param('hdlcoder_float_typecast_example', ...
    'FloatingPointTargetConfiguration', nfpcfg);
```

Generate HDL code for the HDL_DUT subsystem.

```
makehdl('hdlcoder_float_typecast_example')
```

Generate Simulink® Model From CORDIC Atan2 Verilog® Code

This example shows how you can import a file containing Verilog code and generate the corresponding Simulink model by using the `importhdl` function. `importhdl` imports and parses the specified Verilog files to generate the corresponding Simulink model. The Verilog code in this example contains a CORDIC atan2 algorithm.

CORDIC 2-Argument Arctangent (atan2) Verilog Design

This Verilog input file implements a CORDIC atan2 algorithm.

```
cordic_atan2_verilog_file = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'cordic_
type(cordic_atan2_verilog_file);
```

```
`timescale 1ns / 1ps

module cordic_atan2(
    input clk,                // clock
    input reset,              // reset to the system
    input enable,             // enable
    input signed [15:0] x_in, // Input x value
    input signed [15:0] y_in, // Input Y value
    output reg signed [15:0] theta // Input theta value
);

// Pipeline the input values
reg signed [17:0]x_in_d; reg signed [17:0]y_in_d;
always @(posedge clk)
begin
    if(reset)    begin
        x_in_d <={18{1'b0}};
        y_in_d <={18{1'b0}};
    end else if(enable) begin
        // extend the input values for intermediate calculations
        x_in_d <= {{2{x_in[15]}},x_in};
        y_in_d <= {{2{y_in[15]}},y_in};
    end
end
// pre quad correction logic
reg x_qaud_adjust; reg y_qaud_adjust;
reg y_non_zero; reg signed [17:0]x_pre_quad_out;
reg signed [17:0]y_pre_quad_out;

always @(posedge clk)begin
    if(reset)begin
        x_pre_quad_out <= {18{1'b0}};
        y_pre_quad_out <= {18{1'b0}};
        x_qaud_adjust <= 1'b0;
        y_qaud_adjust <= 1'b0;
        y_non_zero <=1'b0;
    end
    else if(enable)begin
        if(x_in_d[17] == 1'b1)begin
            x_pre_quad_out <= -x_in_d;
            x_qaud_adjust <= 1'b1;
        end
    end
end
```

```

else begin
    x_pre_quad_out <= x_in_d;
    x_qaud_adjust <= 1'b0;
end
if(y_in_d[17] == 1'b1)begin
    y_pre_quad_out <= -y_in_d;
    y_qaud_adjust <= 1'b1;
    y_non_zero <=1'b1;
end
else begin
    y_pre_quad_out <= y_in_d;
    y_qaud_adjust <= 1'b0;
    y_non_zero <= |y_in_d; // reduction or for test non zero or not
end
end
end
end

```

```
//LOOKUP TABLE FOR THE ANGLES
```

```

wire signed [15:0]LUT[0:14];
wire signed [17:0]x_k[0:15];
wire signed [17:0]y_k[0:15];
wire signed [17:0]z_k[0:15];
wire signed [15:0]theta_temp;
parameter PI = 16'sh6488;

```

```

assign LUT[0] = 16'h1922;
assign LUT[1] = 16'h0Ed6;
assign LUT[2] = 16'h07D7;
assign LUT[3] = 16'h03FB;
assign LUT[4] = 16'h01FF;
assign LUT[5] = 16'h0100;
assign LUT[6] = 16'h0080;
assign LUT[7] = 16'h0040;
assign LUT[8] = 16'h0020;
assign LUT[9] = 16'h0010;
assign LUT[10] = 16'h0008;
assign LUT[11] = 16'h0004;
assign LUT[12] = 16'h0002;
assign LUT[13] = 16'h0001;
assign LUT[14] = 16'h0000;

```

```

assign x_k[0] = x_pre_quad_out;
assign y_k[0] = y_pre_quad_out;

```

```

wire signed [17:0]theta_temp0;
assign theta_temp0 = z_k[15];
assign theta_temp = theta_temp0[15:0];
assign z_k[0] = 18'd0;

```

```
//cordic iterator
```

```

genvar i;
generate
for (i = 0; i<15; i =i+1)
begin
    Kernel cordic_iterator (.clk (clk),
        .reset(reset),
        .enable (enable ),
        .itr_num(i),

```

```

        .x_in(x_k[i]),
        .y_in(y_k[i]),
        .z_in(z_k[i]),
        .lut_constant(LUT[i]),
        .x_out(x_k[i+1]),
        .y_out(y_k[i+1]),
        .z_out(z_k[i+1])
    );
end
endgenerate

// matching delays for the control signals of the pre quadrant correction logic
reg x_qaud_adjust_match_delay[0:14];
reg y_qaud_adjust_match_delay[0:14];
reg y_non_zero_match_delay[0:14];
integer k;
always @(posedge clk)begin
    if(reset)begin
        x_qaud_adjust_match_delay[0] <= 1'b0; y_qaud_adjust_match_delay[0] <= 1'b0;
        y_non_zero_match_delay [0] <= 1'b0; x_qaud_adjust_match_delay[1] <= 1'b0;
        y_qaud_adjust_match_delay[1] <= 1'b0; y_non_zero_match_delay [1] <= 1'b0;
        x_qaud_adjust_match_delay[2] <= 1'b0; y_qaud_adjust_match_delay[2] <= 1'b0;
        y_non_zero_match_delay [2] <= 1'b0; x_qaud_adjust_match_delay[3] <= 1'b0;
        y_qaud_adjust_match_delay[3] <= 1'b0; y_non_zero_match_delay [3] <= 1'b0;
        x_qaud_adjust_match_delay[4] <= 1'b0; y_qaud_adjust_match_delay[4] <= 1'b0;
        y_non_zero_match_delay [4] <= 1'b0; x_qaud_adjust_match_delay[5] <= 1'b0;
        y_qaud_adjust_match_delay[5] <= 1'b0; y_non_zero_match_delay [5] <= 1'b0;
        x_qaud_adjust_match_delay[6] <= 1'b0; y_qaud_adjust_match_delay[6] <= 1'b0;
        y_non_zero_match_delay [6] <= 1'b0; x_qaud_adjust_match_delay[7] <= 1'b0;
        y_qaud_adjust_match_delay[7] <= 1'b0; y_non_zero_match_delay [7] <= 1'b0;
        x_qaud_adjust_match_delay[8] <= 1'b0; y_qaud_adjust_match_delay[8] <= 1'b0;
        y_non_zero_match_delay [8] <= 1'b0; x_qaud_adjust_match_delay[9] <= 1'b0;
        y_qaud_adjust_match_delay[9] <= 1'b0; y_non_zero_match_delay [9] <= 1'b0;
        x_qaud_adjust_match_delay[10] <= 1'b0; y_qaud_adjust_match_delay[10] <= 1'b0;
        y_non_zero_match_delay [10] <= 1'b0; x_qaud_adjust_match_delay[11] <= 1'b0;
        y_qaud_adjust_match_delay[11] <= 1'b0; y_non_zero_match_delay [11] <= 1'b0;
        x_qaud_adjust_match_delay[12] <= 1'b0; y_qaud_adjust_match_delay[12] <= 1'b0;
        y_non_zero_match_delay [12] <= 1'b0; x_qaud_adjust_match_delay[13] <= 1'b0;
        y_qaud_adjust_match_delay[13] <= 1'b0; y_non_zero_match_delay [13] <= 1'b0;
        x_qaud_adjust_match_delay[14] <= 1'b0; y_qaud_adjust_match_delay[14] <= 1'b0;
        y_non_zero_match_delay [14] <= 1'b0;
    end
    else if(enable) begin
        x_qaud_adjust_match_delay[0] <=x_qaud_adjust;
        y_qaud_adjust_match_delay[0] <=y_qaud_adjust;
        y_non_zero_match_delay[0] <=y_non_zero;
        for(k=0; k <14 ;k = k+1)begin
            x_qaud_adjust_match_delay[k+1] <= x_qaud_adjust_match_delay[k];
            y_qaud_adjust_match_delay[k+1] <= y_qaud_adjust_match_delay[k];
            y_non_zero_match_delay[k+1] <= y_non_zero_match_delay[k];
        end
    end
end
end
// post quadrant correction logic

always @(posedge clk) begin
    if(reset)
        theta<=16'd0;

```

```

else if(enable)begin
  if(y_non_zero_match_delay[14])begin
    if(x_gaud_adjust_match_delay[14])begin
      if(y_gaud_adjust_match_delay[14])
        theta <=theta_temp -PI;
      else
        theta <=PI -theta_temp;
    end
    else begin
      if(y_gaud_adjust_match_delay[14])
        theta <= -theta_temp;
      else
        theta <= theta_temp;
    end
  end
  else if(x_gaud_adjust_match_delay[14])begin
    theta <= PI;
  end
  else begin
    theta <= 16'd0;
  end
end
end
endmodule

module Kernel(
  input clk,
  input reset,
  input enable,
  input signed [17:0]x_in,
  input signed [17:0]y_in,
  input signed [17:0]z_in,
  input [4:0]itr_num,
  input signed [15:0]lut_constant,
  output reg signed [17:0]x_out,
  output reg signed [17:0]y_out,
  output reg signed [17:0]z_out);

wire signed [17:0] lut_constant_signExtension = {{2{lut_constant[15]}},lut_constant};

always @(posedge clk)begin
  if(reset)begin
    x_out <={18{1'b0}};
    y_out <={18{1'b0}};
    z_out <= {18{1'b0}};
  end
  else if(enable)begin
    if(y_in[17])begin
      x_out <= x_in -(y_in>>>itr_num);
      y_out <= y_in +(x_in>>>itr_num);
      z_out <= z_in - lut_constant_signExtension;
    end
    else begin
      x_out <= x_in +(y_in>>>itr_num);
      y_out <= y_in -(x_in>>>itr_num);
      z_out <= z_in + lut_constant_signExtension;
    end
  end
end

```

```

        end
    end

endmodule

```

This Verilog design contains various commonly used Verilog constructs such as:

- Continuous assignments
- Always blocks
- Conditional Statements
- Module instantiation
- Generate Constructs
- For Loop

Import HDL File Containing CORDIC atan2 Algorithm

To import the Verilog file, specify the file name as an argument to the `importhdl` function.

```

importhdl(cordic_atan2_verilog_file);

### Parsing <a href="matlab:edit('B:\matlab\toolbox\hdlcoder\hdlcoderdemos\cordic_atan2.v')">cordic_atan2.v
### Top Module name: 'cordic_atan2'.
### Identified ClkName::clk.
### Identified RstName::reset.
### Identified ClkEnbName::enable.
Warning: Unused signals detected in the Demux block created for vector index signal 'x_k'. A Demux block is used to
Warning: Unused signals detected in the Demux block created for vector index signal 'y_k'. A Demux block is used to
### HdL Import parsing done.
### Removing unconnected components.
### Unconnected components detected when importing the HDL code. These components are removed from the model.
### Begin model generation.
### Creating Target model cordic_atan2
### Start Layout...
### Working on hierarchy at ---> 'cordic_atan2'.
### Laying out components.
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2'.
### Laying out components.
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator1'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator10'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator11'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator12'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator13'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator14'.

```



```

### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator2'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator3'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator4'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator5'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator6'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator7'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator8'.
### Laying out components.
### Drawing block edges...
### Working on hierarchy at ---> 'cordic_atan2/cordic_atan2/cordic_iterator9'.
### Laying out components.
### Drawing block edges...
### Drawing block edges...
### Drawing block edges...
### Model generation complete.
### Setting model parameters.
### Generated model file C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb332c87f\hdlimport\cordic_atan2.slx
### Importhdl completed.

```

`importhdl` parses the input file and displays messages of the import process in the MATLAB™ Command Window. The import provides a link to the generated Simulink model `cordic_atan2.slx`. The generated model uses the same name as the top module in the input Verilog file.

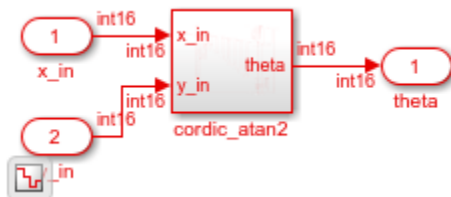
Examine Generated Simulink Model

To open the generated Simulink model, click the link in the Command Window. The model is saved in the `hdlimport/cordic_atan2` path relative to the current folder. You can simulate the model and observe the simulation results.

```

open_system('hdlimport/cordic_atan2/cordic_atan2')
Simulink.BlockDiagram.arrangeSystem('cordic_atan2')
set_param('cordic_atan2', 'UnconnectedOutputMsg', 'None');
sim('hdlimport/cordic_atan2/cordic_atan2.slx');

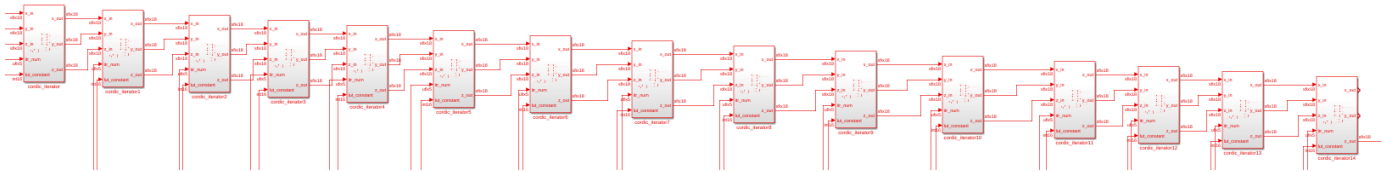
```



Generated Module instances

The Verilog code instantiates 15 kernel modules by using the generate construct. In the generated Simulink model, 15 kernel modules are seen.

```
generate
  for (i = 0; i<15; i =i+1)
    begin
      Kernel cordic_iterator (.clk(clk),
                            .reset(reset),
                            .enable(enable),
                            .itr_num(i),
                            .x_in(x_k[i]),
                            .y_in(y_k[i]),
                            .z_in(z_k[i]),
                            .lut_constant(LUT[i]),
                            .x_out(x_k[i+1]),
                            .y_out(y_k[i+1]),
                            .z_out(z_k[i+1]));
    end
endgenerate
```



Simulink model for the Kernel Module

```
module Kernel(
  input clk,
  input reset,
  input enable,
  input signed [17:0]x_in,
  input signed [17:0]y_in,
  input signed [17:0]z_in,
  input [4:0]itr_num,
  input signed [15:0]lut_constant,
  output reg signed [17:0]x_out,
  output reg signed [17:0]y_out,
  output reg signed [17:0]z_out);

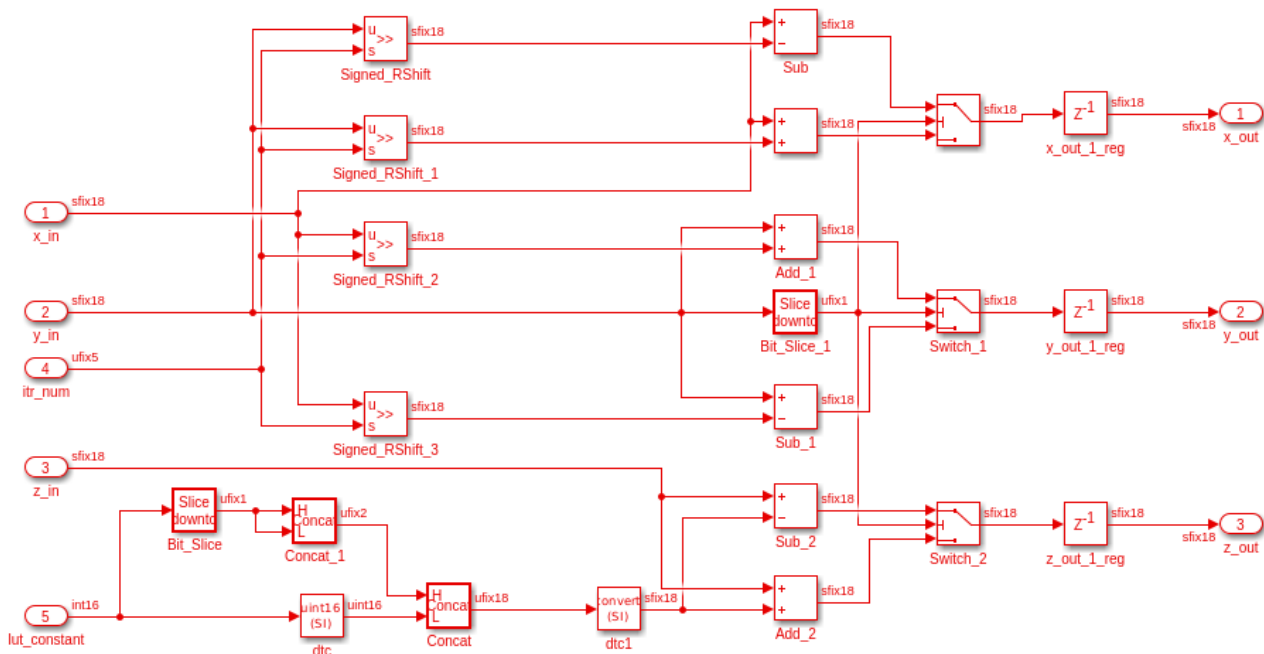
  wire signed [17:0] lut_constant_signExtension = {{2{lut_constant[15]}},lut_constant};

  always @(posedge clk)begin
    if(reset)begin
      x_out <={18{1'b0}};
      y_out <={18{1'b0}};
      z_out <= {18{1'b0}};
    end
    else if(enable)begin
      if(y_in[17])begin
        x_out <= x_in -(y_in>>>itr_num);
        y_out <= y_in + (x_in>>>itr_num);
        z_out <= z_in - lut_constant_signExtension;
      end
    end
  end
```

```

else begin
    x_out <= x_in +(y_in>>>itr_num);
    y_out <= y_in - (x_in>>>itr_num);
    z_out <= z_in + lut_constant_signExtension;
end
end
end
endmodule

```



References

- `importhdl`
- “Import Verilog Code and Generate Simulink Model” on page 10-129

Simulink to HDL Examples for Communication and Signal Processing Applications

- “Programmable FIR Filter for FPGA” on page 11-2
- “Multichannel FIR Filter for FPGA” on page 11-8
- “Implement FFT for FPGA Using FFT HDL Optimized Block” on page 11-11
- “High Throughput Channelizer for FPGA” on page 11-15
- “HDL Implementation of a Digital Down-Converter for LTE” on page 11-23
- “HDL Implementation of a Digital Up-Converter for LTE” on page 11-42
- “HDL QAM Transmitter and Receiver” on page 11-60
- “Airplane Tracking with ADS-B Captured Data” on page 11-79
- “HDL Code Generation for Viterbi Decoder” on page 11-86
- “Design Video Processing Algorithms for HDL in Simulink” on page 11-92
- “Edge Detection and Image Overlay” on page 11-99
- “Lane Detection” on page 11-104
- “HDL QPSK Transmitter and Receiver” on page 11-121

Programmable FIR Filter for FPGA

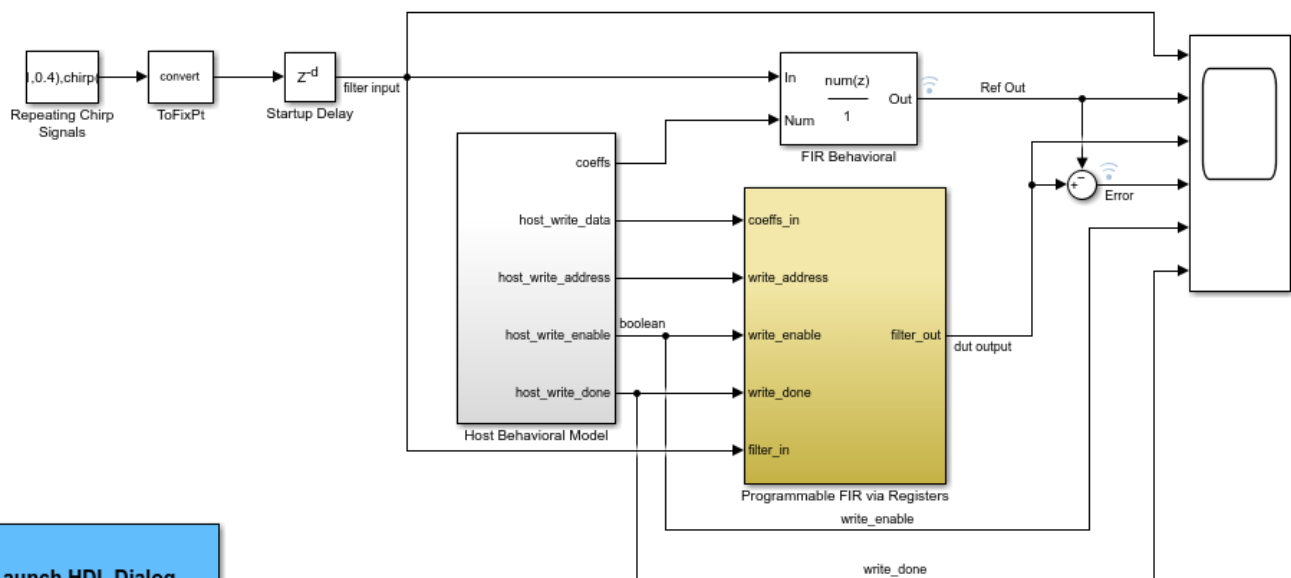
This example shows how to implement a programmable FIR filter for hardware. You can program the filter to a desired response by loading the coefficients into internal registers using the host interface.

In this example, we will implement a bank of filters, each having different responses, on a chip. If all of the filters have a direct-form FIR structure, and the same length, then we can use a host interface to load the coefficients for each response to a register file when needed.

This design adds latency of a few cycles before the input samples can be processed with the loaded coefficients. However, it has the advantage that the same filter hardware can be programmed with new coefficients to obtain a different filter response. This saves chip area, as otherwise each filter would be implemented separately on the chip.

Model Programmable FIR Filter

Consider two FIR filters, one with a lowpass response and the other with a highpass response. The coefficients are specified by using the Model Properties>Callbacks>InitFcn function.

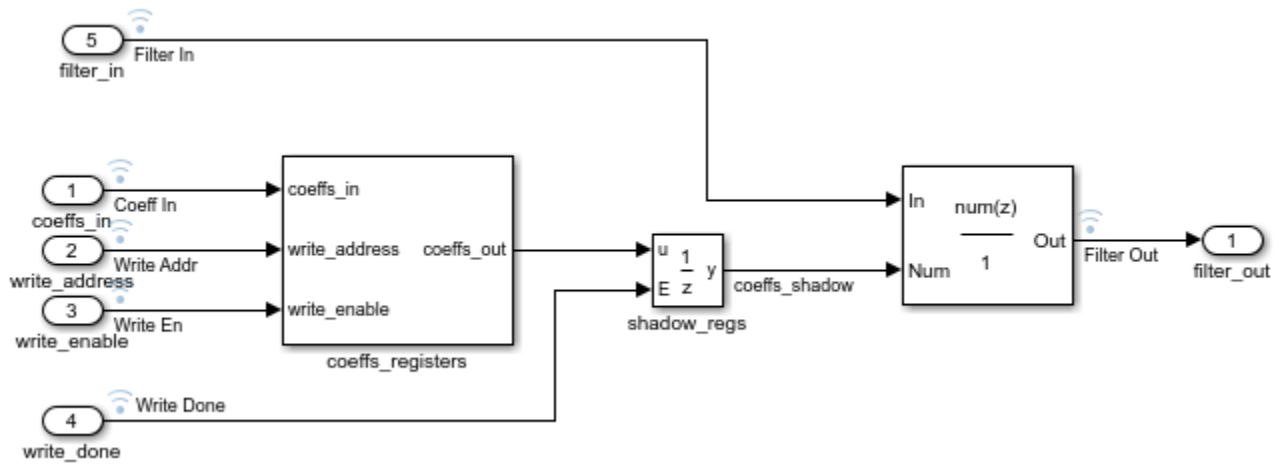


Launch HDL Dialog

Run Demo

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The *Programmable FIR via Registers* block loads the lowpass coefficients from the *Host Behavioral Model*, and processes the input chirp samples first. Then the block loads the highpass coefficients and processes the same chirp samples again.

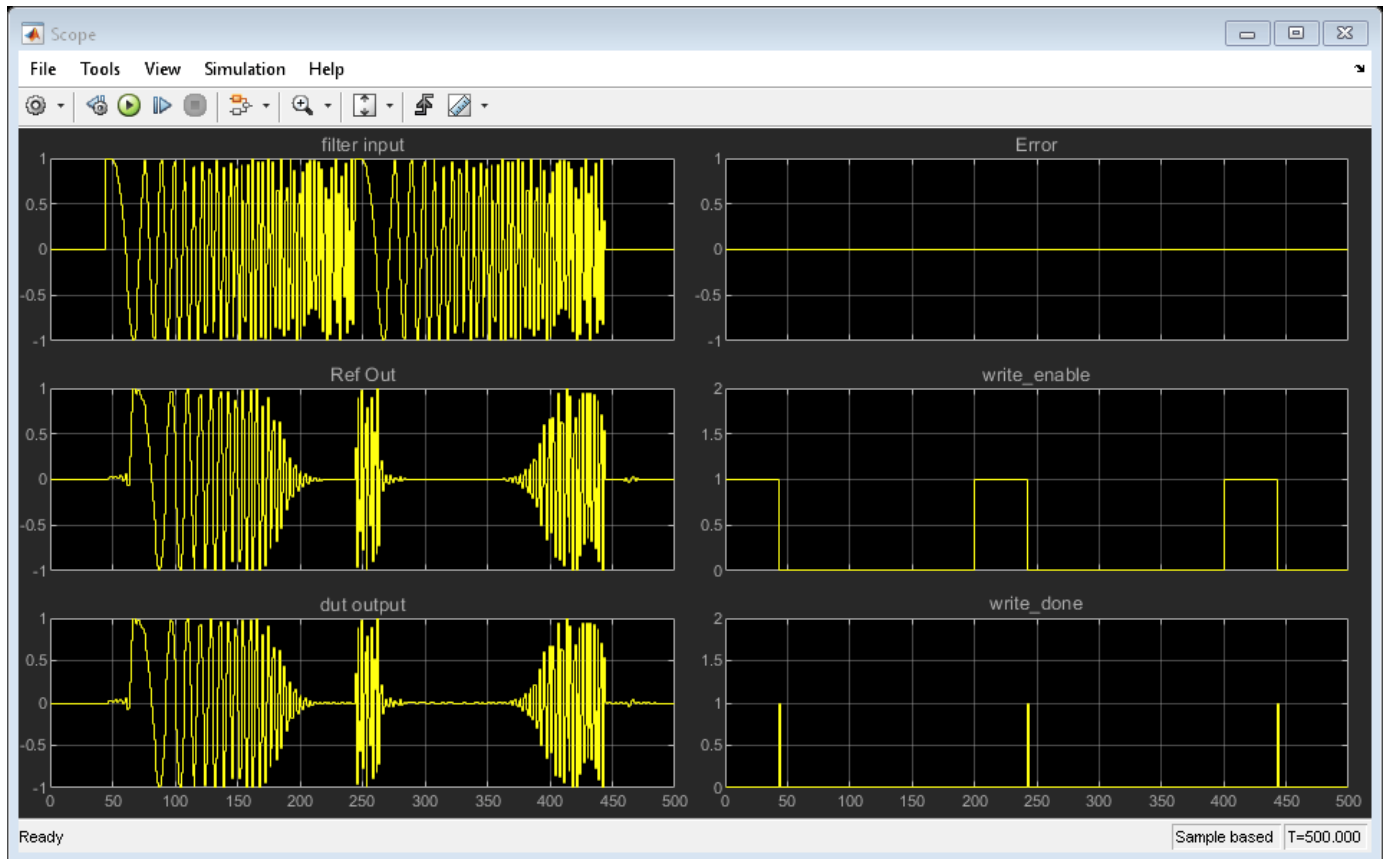


The *coeffs_registers* block loads the coefficients into internal registers when the *write_enable* signal is high. The shadow registers are updated from the coefficients registers when the *write_done* signal is high. The shadow registers enable simultaneous loading and processing of data by the filter entity. The blocks load the second set of coefficients at the same time as processing the last few input samples.

This model is configured to use a fully parallel architecture for the Discrete FIR Filter block. You can also choose serial architectures from the **HDL Block Properties** menu.

Simulink® Simulation Results

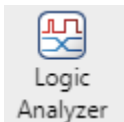
To compare the Design Under Test (DUT) with the reference filter, open the Scope and run the example model.



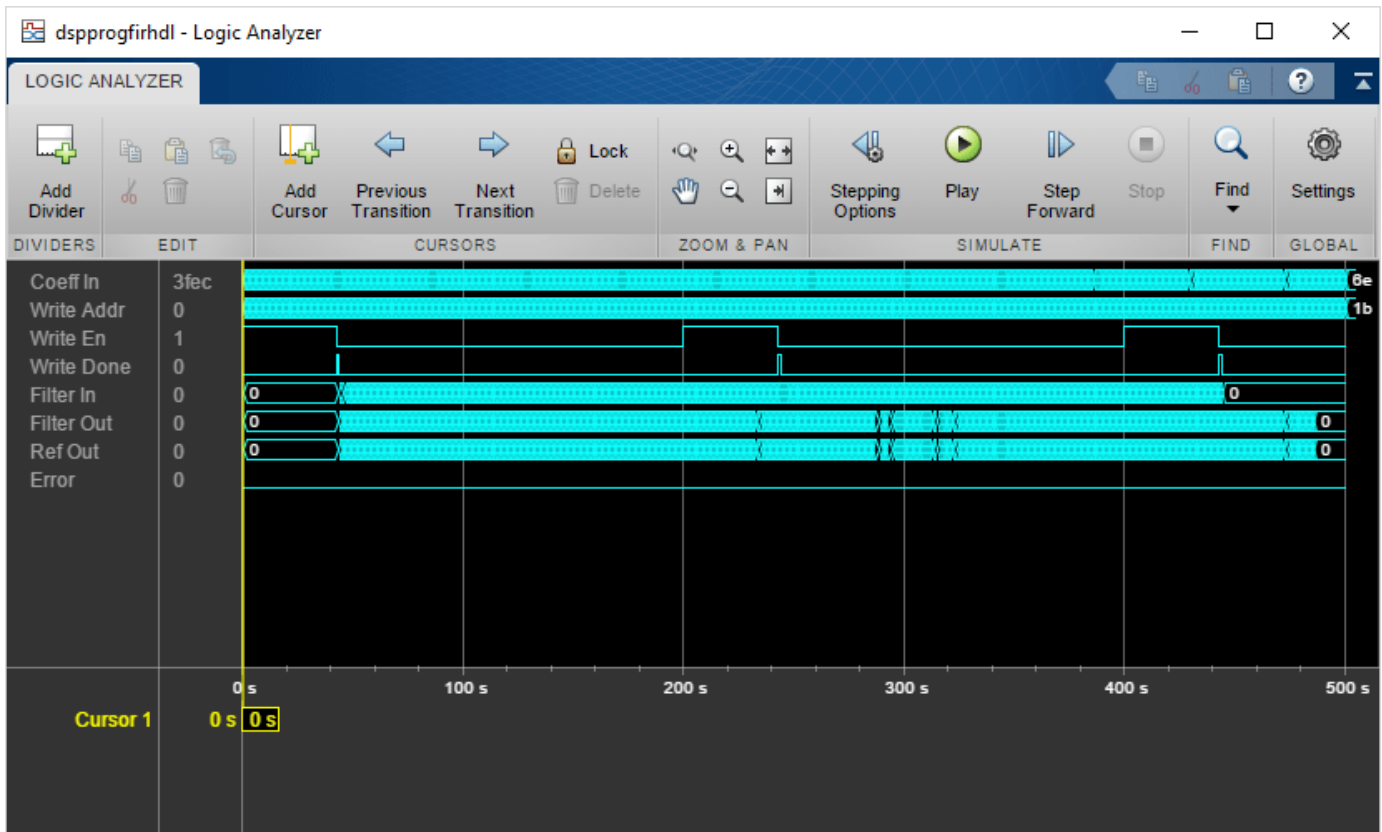
Using the Logic Analyzer

You can also view the signals in the Logic Analyzer. The Logic Analyzer enables you to view multiple signals in one window. It also makes it easy to spot the transitions in the signals.

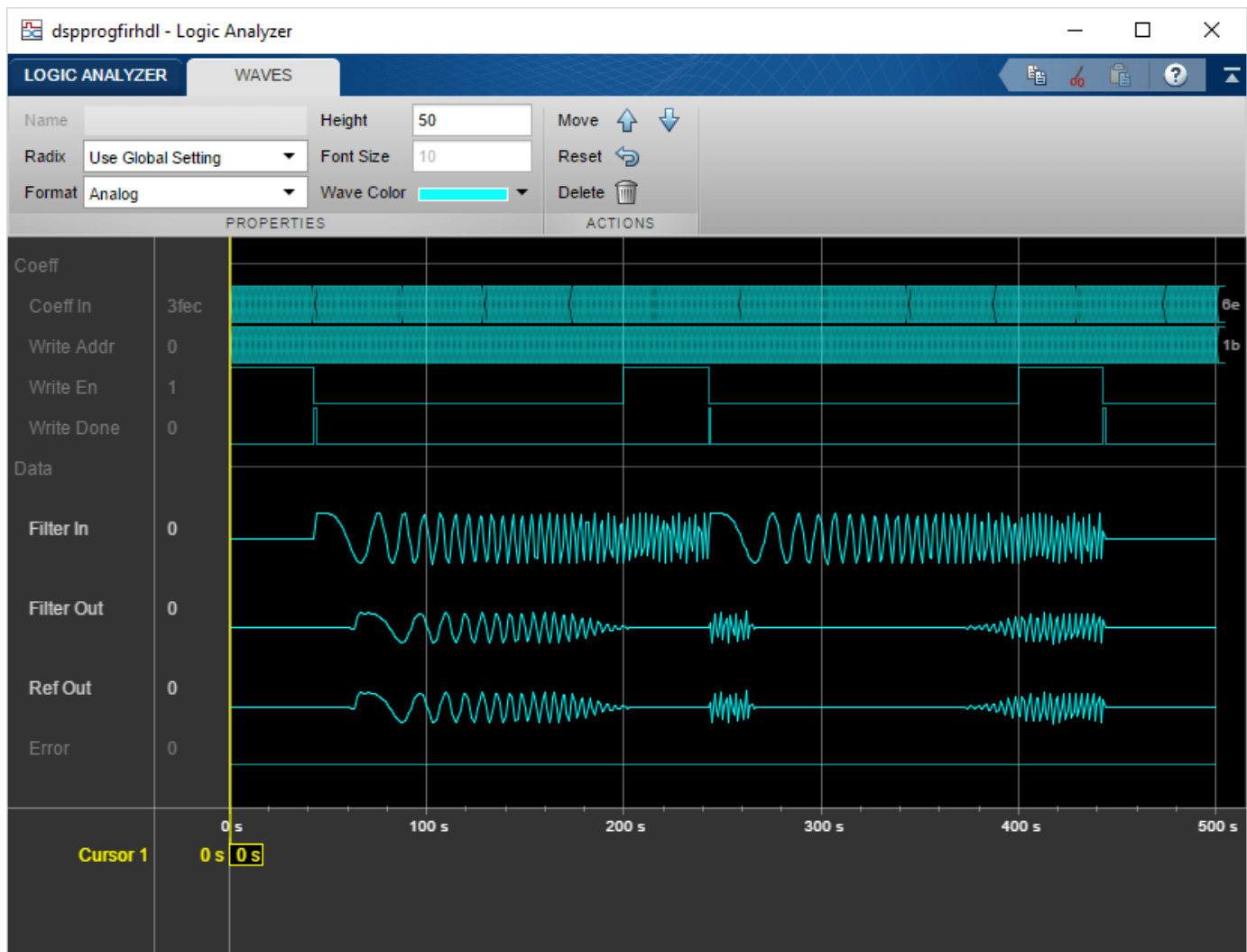
Launch the Logic Analyzer from the model's toolstrip.



The signals of interest -- input coefficients, write address, write enable, write done, filter in, filter out, reference out, and error have been added to the Logic Analyzer for observation.



The Logic Analyzer display can also be controlled on a per-wave or per-divider basis. To modify an individual wave or divider, select a wave or divider and then click on the "Wave" tab. A useful mode of visualization in the Logic Analyzer is the Analog format.



For further information on the Logic Analyzer, refer to the Logic Analyzer (DSP System Toolbox) documentation.

Generate HDL Code and Test Bench

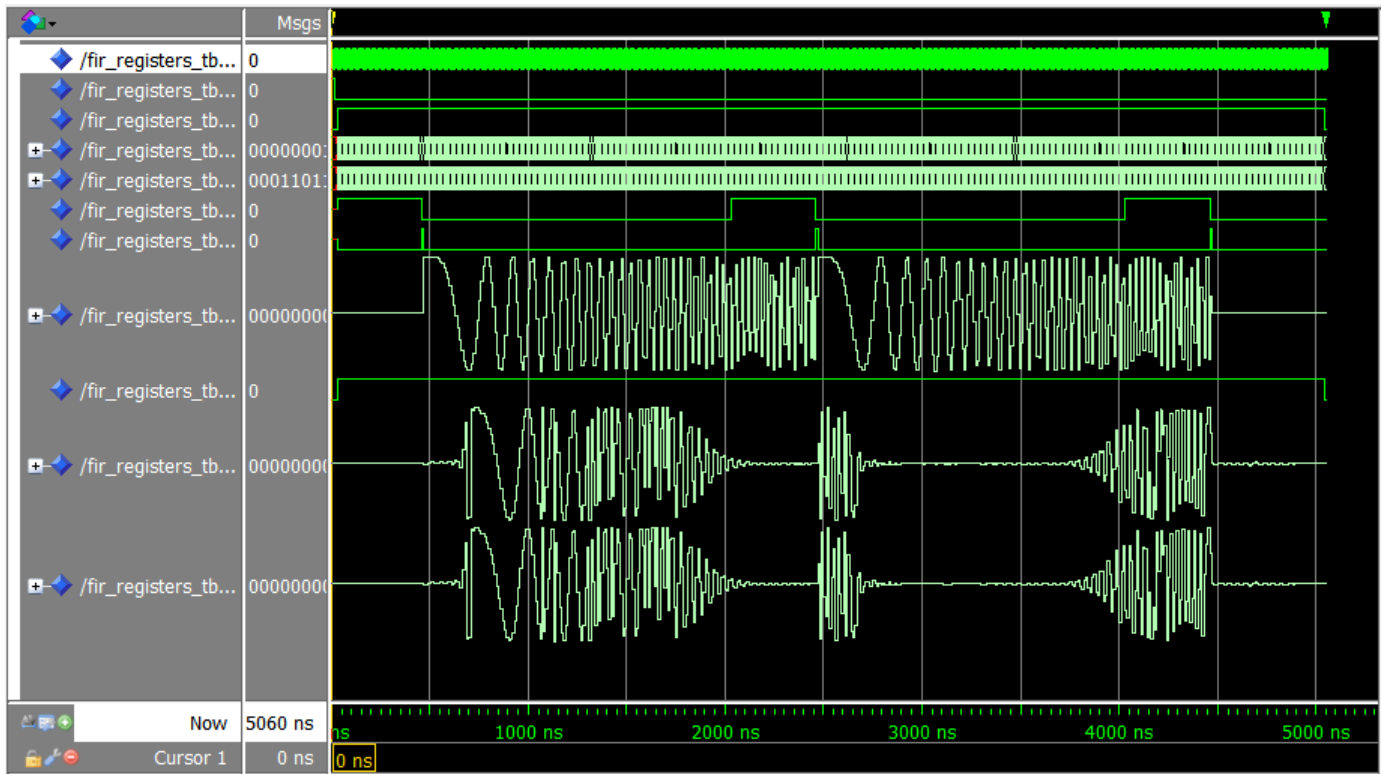
You must have an HDL Coder™ license to generate HDL code for this example model. Use this command to generate HDL code.

```
systemname = [modelName '/Programmable FIR via Registers'];
makehdl(systemname);
```

Use this command to generate a test bench that compares the results of an HDL simulation against the Simulink simulation behavior. `makehdltb(systemname)`;

ModelSim™ Simulation Results

The following figure shows the ModelSim HDL simulator after running the generated .do file scripts for the test bench. Compare the ModelSim result with the Simulink result as plotted before.



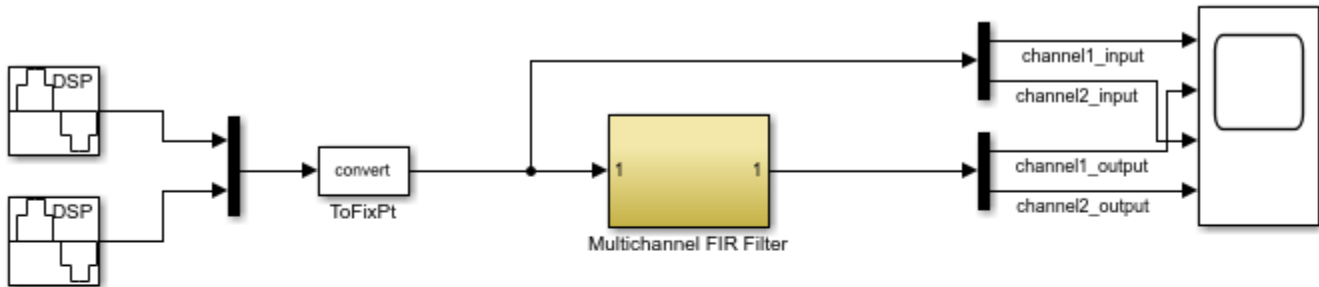
Multichannel FIR Filter for FPGA

This example shows how to implement a discrete FIR filter with multiple input data streams for hardware.

In many DSP applications, multiple data streams are filtered by the same filter. The straightforward solution is to implement a separate filter for each channel. You can create a more area-efficient structure by sharing one filter implementation across multiple channels. The resulting hardware requires a faster clock rate compared to the clock rate used for a single channel filter.

Model Multichannel FIR Filter

```
modelname = 'dspmultichannelhdl';
open_system(modelname);
```



Launch HDL Dialog

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The model contains a two-channel FIR filter. The input data vector includes two streams of sinusoidal signal with different frequencies. The input data streams are processed by a lowpass filter whose coefficients are specified by the Model Properties InitFcn Callback function.

Select a fully parallel architecture for the Discrete FIR Filter block, and enable resource sharing across multiple channels.

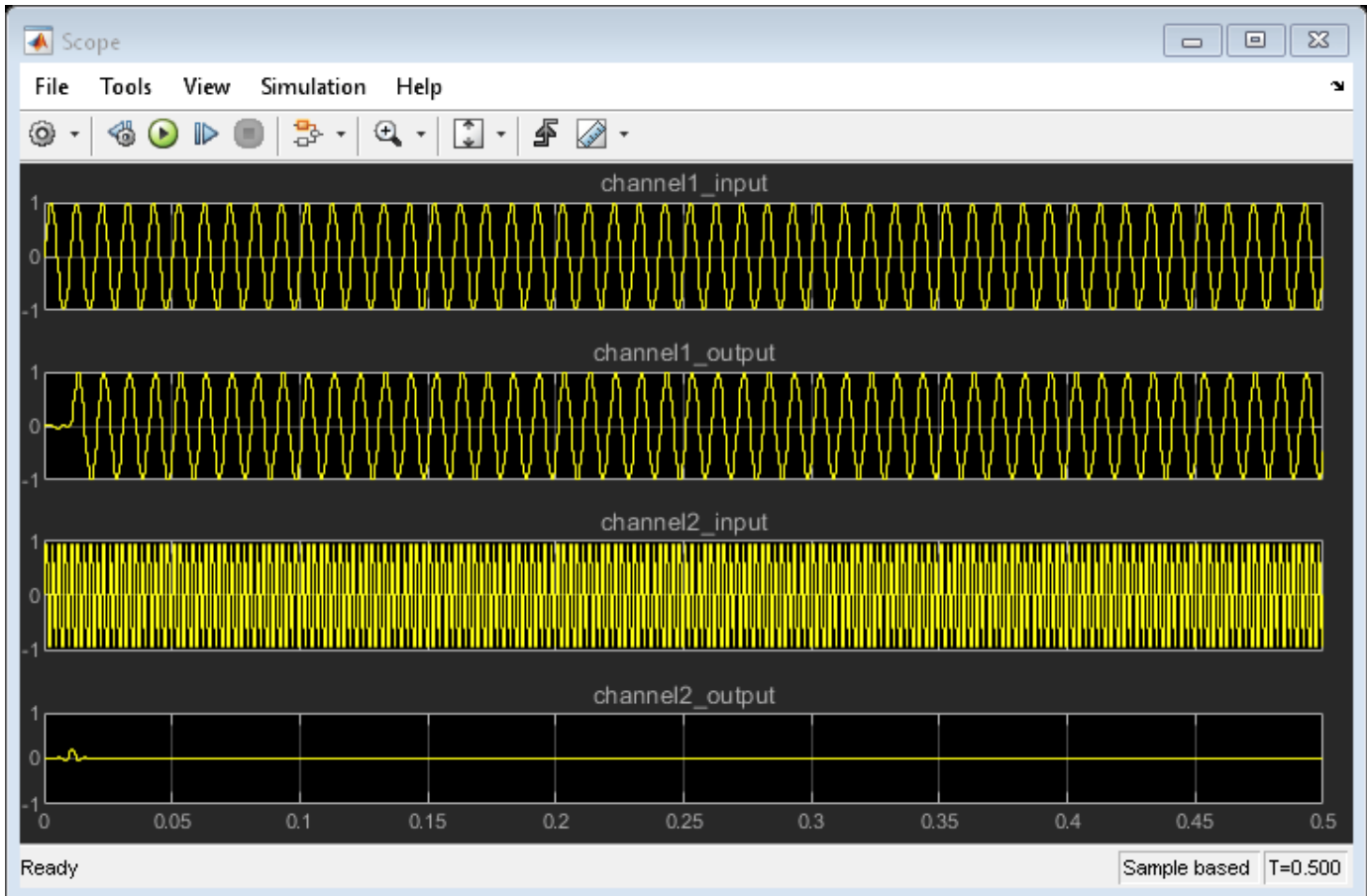
```
systemname = [modelname '/Multichannel FIR Filter'];
blockname = [systemname '/Discrete FIR Filter'];
set_param(blockname, 'FilterStructure', 'Direct form symmetric');
hdlset_param(blockname, 'Architecture', 'Fully Parallel');
hdlset_param(blockname, 'ChannelSharing', 'On');
```

You can alternatively specify these settings on the **HDL Block Properties** menu, which you access by right-clicking a block and selecting **HDL Code > HDL Block Properties**.

Simulation Results

Run the example model and open the scope to compare the two data streams.

```
sim(modelname);
open_system([modelname '/Scope']);
```



Generate HDL Code and Test Bench

You must have an HDL Coder™ license to generate HDL code for this example model. Use this command to generate HDL code for the Multichannel FIR Filter subsystem. Enable the resource use report.

```
makehdl(systemname, 'resource', 'on');
```

Use this command to generate a test bench that compares the HDL simulation results with the Simulink model results.

```
makehdltb(systemname);
```

Compare Resource Utilization

To compare resource use with and without sharing, you can disable sharing resources across channels and generate HDL code again, then compare the resource use reports.

```
hdlset_param(blockname, 'ChannelSharing', 'Off');  
makehdl(systemname, 'resource', 'on');
```

Summary

| | |
|--------------------|----|
| Multipliers | 44 |
| Adders/Subtractors | 86 |
| Registers | 86 |
| RAMs | 0 |
| Multiplexers | 0 |

Channels are not shared

Summary

| | |
|--------------------|----|
| Multipliers | 22 |
| Adders/Subtractors | 43 |
| Registers | 91 |
| RAMs | 0 |
| Multiplexers | 1 |

Channels are shared

Implement FFT for FPGA Using FFT HDL Optimized Block

This example shows how to use the FFT HDL Optimized block to implement a FFT for hardware.

The FFT and IFFT HDL Optimized blocks and system objects support simulation and HDL code generation for many applications. They provide two architectures optimized for different use cases:

- **Streaming Radix 2²** - For high throughput applications. Achieves gigasamples per second (GSPS) when you use vector input.
- **Burst Radix 2** - For low area applications. Uses only one complex butterfly.

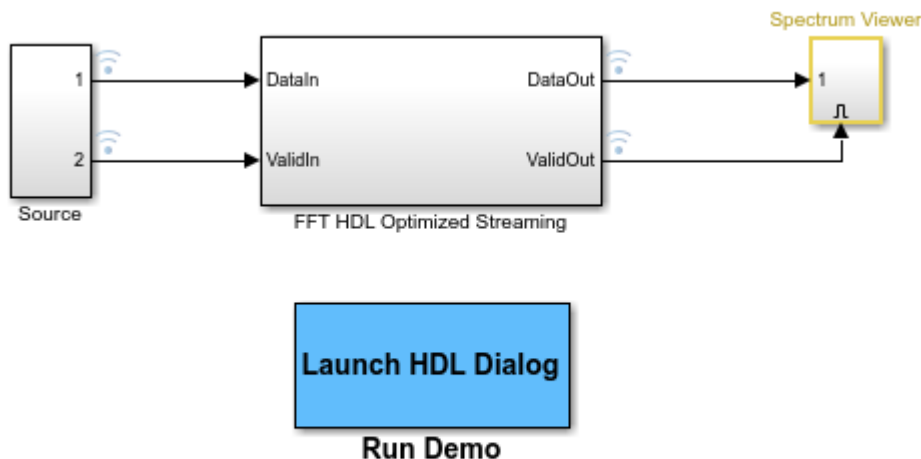
This example includes two models that show how to use the streaming and burst architectures of the FFT HDL Optimized block, respectively.

Streaming Radix 2² Architecture

Modern ADCs are capable of sampling signals at sample rates up to several gigasamples per second. However, clock speeds for the fastest FPGA fall short of this sample rate. FPGAs typically run at hundreds of MHz. One way to perform GSPS processing on an FPGA is to process multiple samples at the same time at a much lower clock rate. Many modern FPGAs support the JESD204B standard interface that accepts scalar input at GHz clock rate and produces a vector of samples at a lower clock rate. Therefore modern signal processing requires vector processing.

The Streaming Radix 2² architecture is designed to support the high throughput use case. This example model uses an input vector size of 8, and calculates the FFT using the Streaming Radix 2² architecture. For timing diagram, supported features, and FPGA resource usage, see the FFT HDL Optimized (DSP System Toolbox) block reference page.

```
modelName = 'FFTHDLOptimizedExample_Streaming';
open_system(modelname);
```



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The InitFcn callback (Model Properties > Callbacks > InitFcn) sets parameters for the model. In this example, the parameters control the size of the FFT and the input data characteristics.

```
FFTLength = 512;
```

The input data is two sine waves, 200 KHz and 250 KHz, each sampled at 1*2e6 Hz. The input vector size is 8 samples.

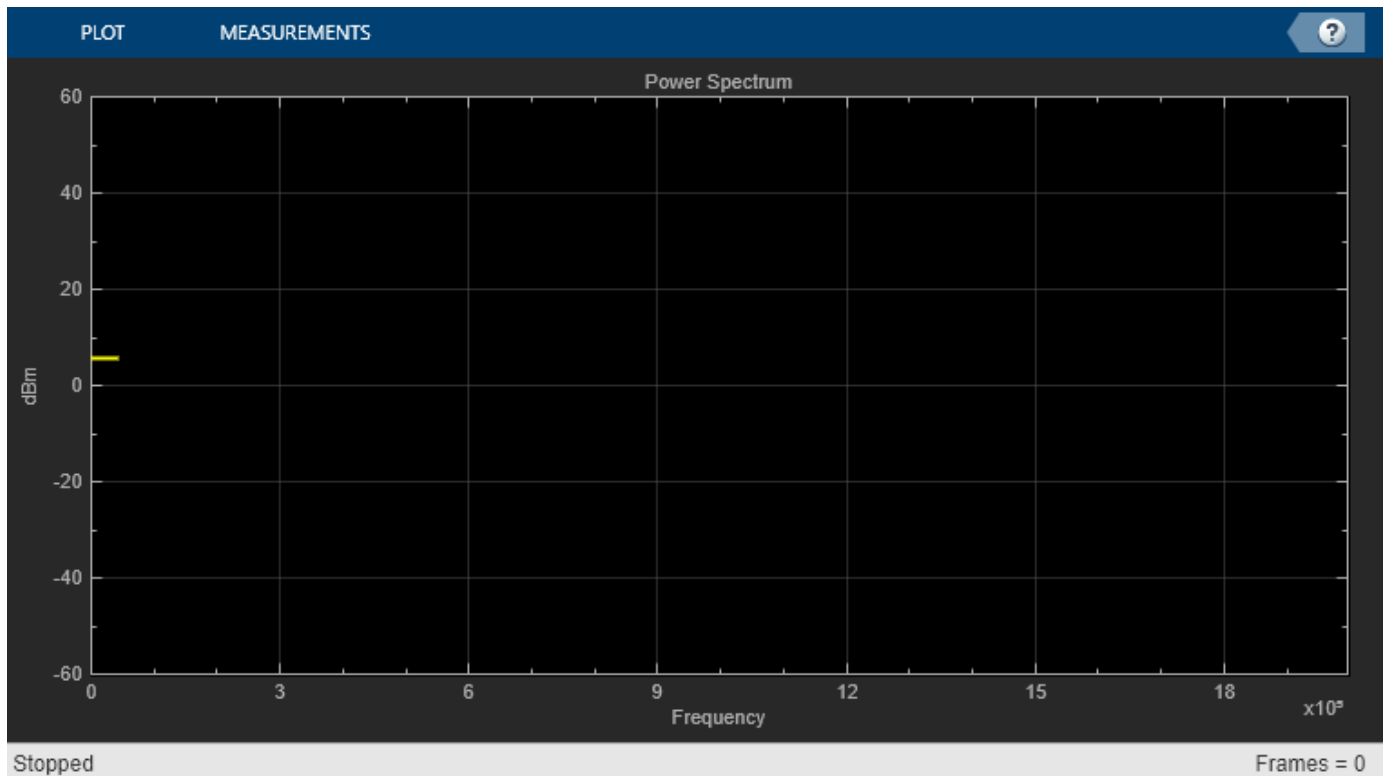
```
FrameSize = 8;
Fs = 1*2e6;
```

To demonstrate that data does not need to come continuously, this example applies valid input every other cycle.

```
ValidPattern = [1,0];
```

Open the Spectrum Viewer and run the example model.

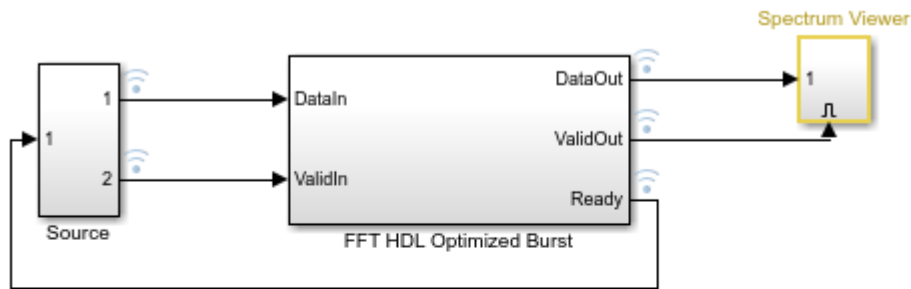
```
open_system('FFTHDLOptimizedExample_Streaming/Spectrum Viewer/Power Spectrum viewer');
sim(modelname);
```



Burst Radix 2 (Minimum Resource) Architecture

Use the Burst Radix 2 architecture for applications with limited FPGA resources, especially when the FFT length is big. This architecture uses only one complex butterfly to calculate the FFT. The design accepts data while `ready` is asserted, and starts processing once the whole FFT frame is saved into the memory. While processing, the design cannot accept data, so `ready` is de-asserted. For timing diagram, supported features, and FPGA resource usage, see the FFT HDL Optimized (DSP System Toolbox) block reference page.

```
modelname = 'FFTHDLOptimizedExample_Burst';
open_system(modelname);
```

Launch HDL Dialog

Run Demo

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The InitFcn callback (Model Properties > Callbacks > InitFcn) sets parameters for the model. In this example, the parameters control the size of the FFT and the input data characteristics.

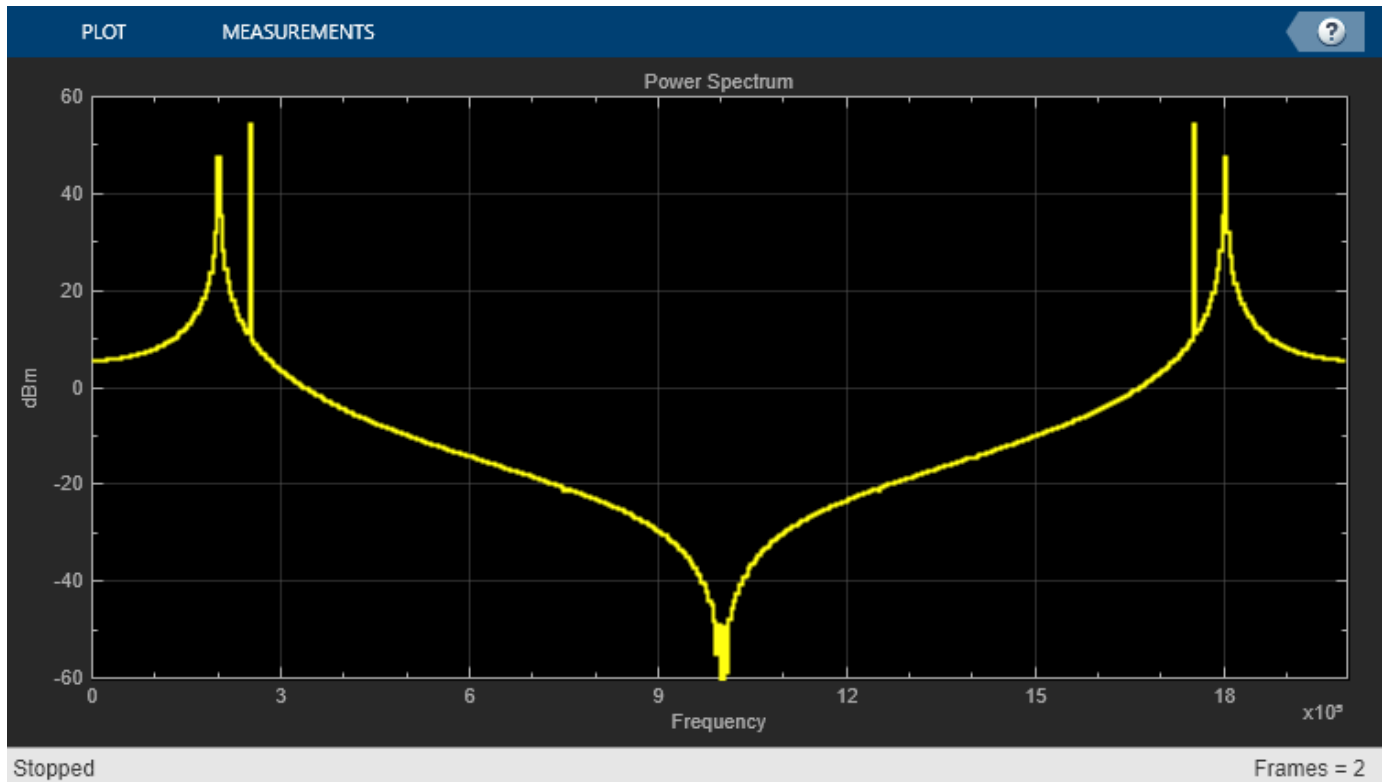
```
FFTLength = 512;
```

The input data is two sine waves, 200 KHz and 250 KHz, each sampled at 1×10^6 Hz. Data is valid every cycle.

```
Fs = 1*2e6;
ValidPattern = 1;
```

Open the Spectrum Viewer and run the example model.

```
open_system('FFTHDLOptimizedExample_Burst/Spectrum Viewer/Power Spectrum viewer');
sim(modelname);
```



Generate HDL Code and Test Bench

An HDL Coder™ license is required to generate HDL for this example.

Choose one of the models to generate HDL code and test bench:

```
systemname = 'FFTHDLOptimizedExample_Burst/FFT HDL Optimized Burst';
```

or

```
systemname = 'FFTHDLOptimizedExample_Streaming/FFT HDL Optimized Streaming';
```

Use this command to generate HDL code for either FFT mode. The generated can be used for any FPGA or ASIC target.

```
makehdl(systemname);
```

Use this command to generate a test bench that compares the results of an HDL simulation against the Simulink simulation behavior.

```
makehdltb(systemname);
```

High Throughput Channelizer for FPGA

This example shows how to implement a high throughput (Gigasamples per second, GSPS) channelizer for hardware by using a polyphase filter bank.

High speed signal processing is a requirement for applications such as radar, broadband wireless and backhaul.

Modern ADCs are capable of sampling signals at sample rates up to several Gigasamples per second. But the clock speeds for the fastest FPGA fall short of this sample rate. FPGAs typically run at hundreds of MHz. An approach to perform GSPS processing on an FPGA is to move from scalar processing to vector processing and process multiple samples at the same time at a much lower clock rate. Many modern FPGAs support the JESD204B standard interface that accepts scalar input at GHz clock rate and produces a vector of samples at a lower clock rate.

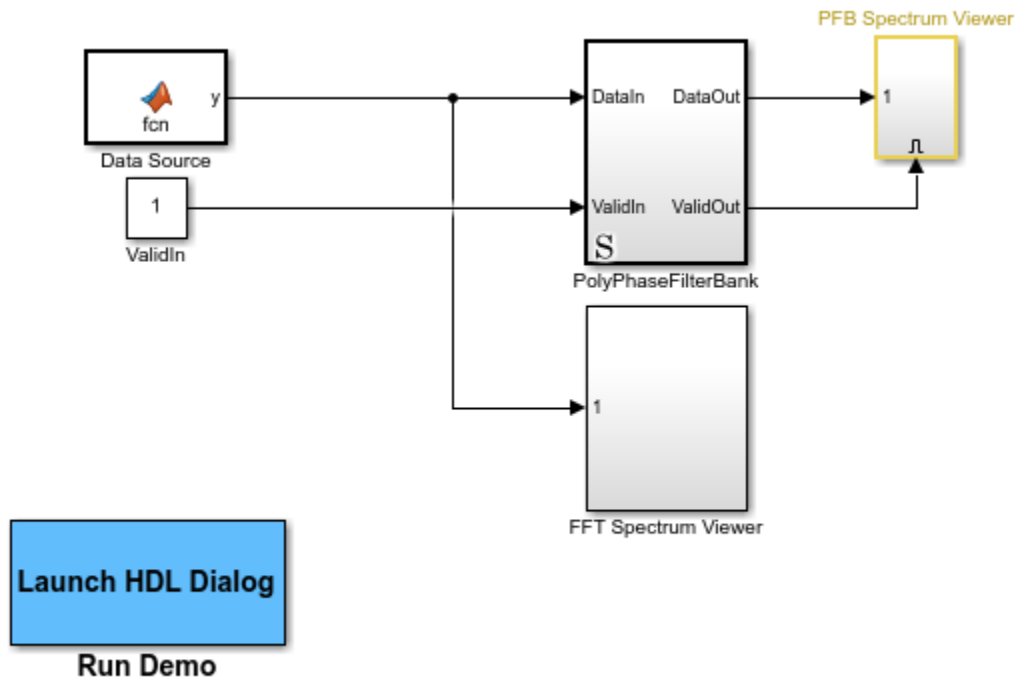
In this example we show how to design a signal processing application for GSPS throughput in Simulink. Input data is vectorized through a JESD204B interface and available at a lower clock rate in the FPGA. The model is a polyphase filter bank which consists of a filter and an FFT that processes 16 samples at a time. The polyphase filter bank technique is used to minimize the FFT's inaccuracy due to leakage and scalloping loss. See "High Resolution Spectral Analysis in MATLAB" (DSP System Toolbox) for more information about the polyphase filter bank.

The first part of the example implements a polyphase filter bank with a 4-tap filter.

The second part of the example uses the Channelizer HDL Optimized block configured for a 12-tap filter. The Channelizer HDL Optimized block uses the polyphase filter bank technique.

Polyphase Filter Bank

```
modelName = 'PolyphaseFilterBankHDLExample_4tap';  
open_system(modelName);
```



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The `InitFcn` callback (Model Properties > Callbacks > `InitFcn`) sets up the model. This model uses a 512-point FFT with a four tap filter for each band. Use the `dsp.Channelizer` (DSP System Toolbox) System object™ to generate the coefficients. The `polyphase` method of the `Channelizer` object generates a 512-by-4 matrix. Each row represents the coefficients for each band. The coefficients are cast into fixed-point with the same word length as the input signal.

```

FFTLength = 512;
h = dsp.Channelizer;
h.NumTapsPerBand = 4;
h.NumFrequencyBands = FFTLength;
h.StopbandAttenuation = 60;
coef =fi(polyphase(h),1,15,14, 'RoundingMethod', 'Convergent');
    
```

The algorithm requires 512 filters (one filter for each band). For a vector input of 16 samples we can reuse 16 filters, 32 times.

```

InVect      = 16;
ReuseFactor = FFTLength/InVect;
    
```

To synthesize the filter to a higher clock rate, we pipeline the multiplier and the coefficient bank. These values are explained in the "Optimized Hardware Considerations" section.

```

Multiplication_PipeLine = 2;
CoefBank_PipeLine      = 1;
    
```

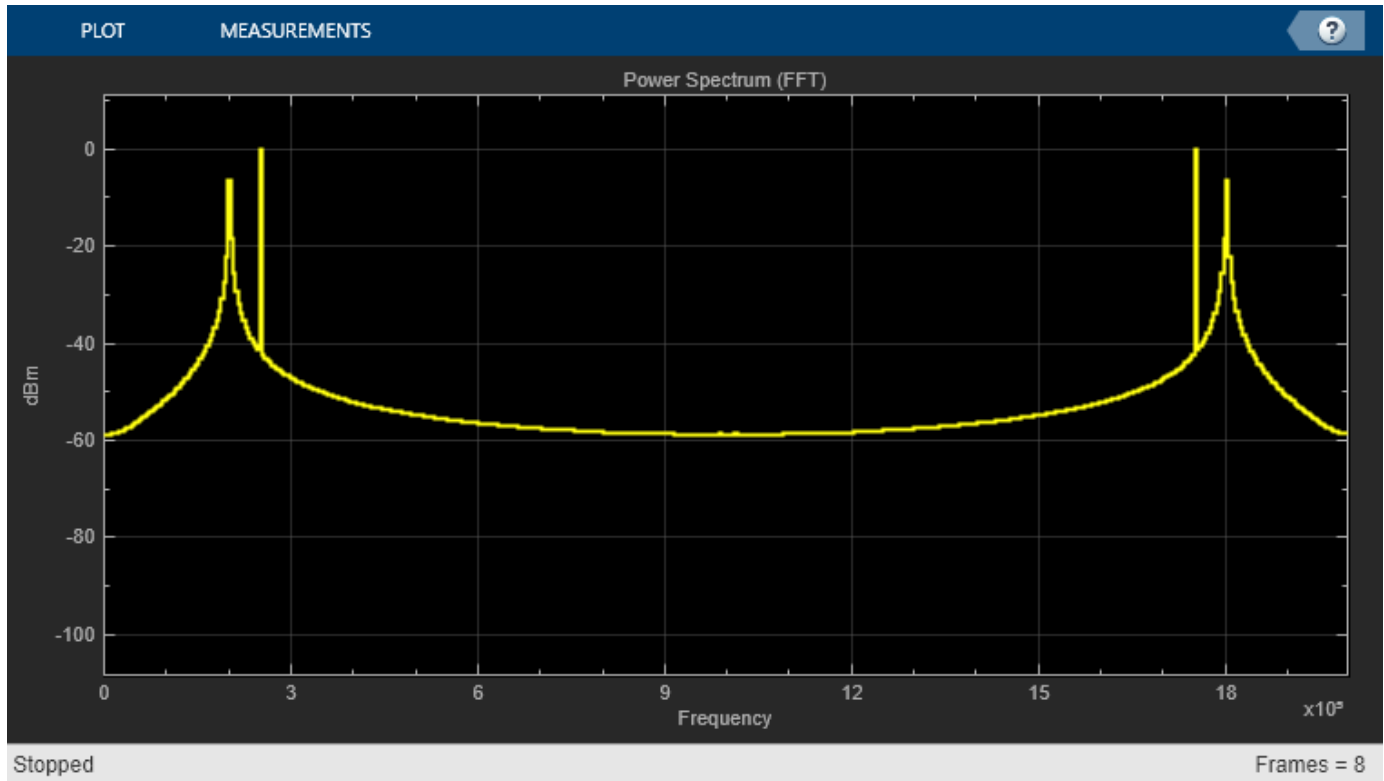
Data Source

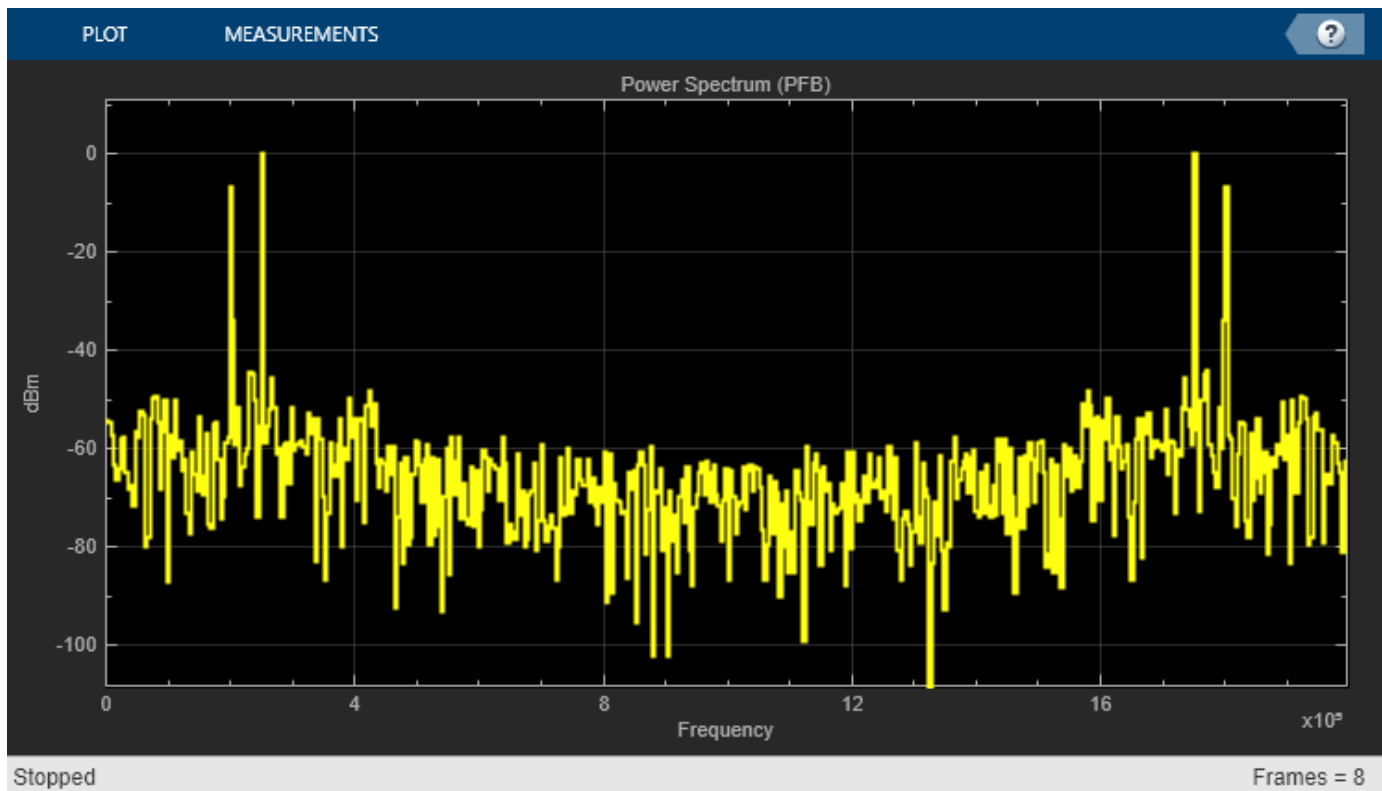
The input data consists of two sine waves, 200 KHz and 250 KHz.

Simulation Results

To visualize the spectrum result, open the spectrum viewers and run the model.

```
open_system('PolyphaseFilterBankHDLExample_4tap/FFT Spectrum Viewer/Power Spectrum viewer (FFT)')
open_system('PolyphaseFilterBankHDLExample_4tap/PFB Spectrum Viewer/Power Spectrum viewer (PFB)')
sim(modelname);
```





The polyphase filter bank Power Spectrum Viewer shows the improvement in the power spectrum and minimization of frequency leakage and scalloping compared with using only an FFT. By comparing the two spectrums, and zooming in between 100 KHz and 300 KHz, observe that the polyphase filter bank has fewer peaks over -40 dB than the classic FFT.

Optimized Hardware Considerations

- **Data type** : The data word length affects both the accuracy of the result and the resources used in the hardware. For this example we design the filter at full precision. With an input data type of `fixdt(1, 15, 13)`, the output is `fixdt(1, 18, 17)`. The absolute values of the filter coefficients are all smaller than 1 so the data doesn't grow after each multiplication, and we need to add one bit for each addition. To keep the accuracy in the FFT, we need to grow one bit for each stage. This makes the twiddle factor multiplication bigger at each stage. For many FPGAs it is desirable to keep multiplication size smaller than 18x18. Since a 512 point FFT has 9 stages, the input of the FFT cannot be more than 11 bits. By exploring the filter coefficients, we observe that the first 8 binary digits of the maximum coefficient are zero, and therefore we can cast the coefficients to `fixdt(1, 7, 14)` instead of `fixdt(1, 15, 14)`. Also we observe that the maximum value of the Datatype block output inside the polyphase filter bank has 7 leading zeros after the binary point, and therefore we cast the filter output to `fixdt(1, 11, 17)` instead. This keeps the multiplier size inside the FFT smaller than 18-by-18 and saves hardware resources.
- **Design for speed:**
 - 1 *State control block*: The State Control block is used in Synchronous mode to generate hardware friendly code for the delay block with enable port.
 - 2 *Minimize clock enable* : The model is set to generate HDL code with the Minimize Clock Enable option turned on (In Configuration Parameters choose > HDL Code Generation > Global settings)

> Ports > Minimize clock enables). This option is supported when the model is single rate. Clock enable is a global signal which is not recommended for high speed designs.

- 3 *Usage of the DSP block in FPGA:* In order to map multipliers into a DSP block in the FPGA, the multipliers should be pipelined. In this example we pipeline the multipliers (2 delays before and 2 delays after) by setting `Multiplication_PipeLine = 2`; These pipeline registers should not have a reset. Set the reset type to none for each pipeline (right-click the Delay block and select HDL Code > HDL Block Properties > Reset Type = None).
- 4 *Usage of ROM in FPGA:* The Coefficient block inside the Coefficient Bank is a combinatorial block. In order to map this block into a ROM, add a register after the block. The delay length is set by `CoefBank_PipeLine`. Set the reset type for these delays to none (right-click the Delay block and select HDL Code > HDL Block Properties > Reset Type = None).

Generate HDL Code and Test Bench

You must have an HDL Coder™ license to generate HDL code for this example model. Use this command to generate HDL code. `systemname = 'PolyphaseFilterBankHDLExample_4tap/PolyPhaseFilterBank'`; `makehdl(systemname)`;

Use this command to generate a test bench that compares the results of an HDL simulation against the Simulink simulation behavior. `makehdltb(systemname)`;

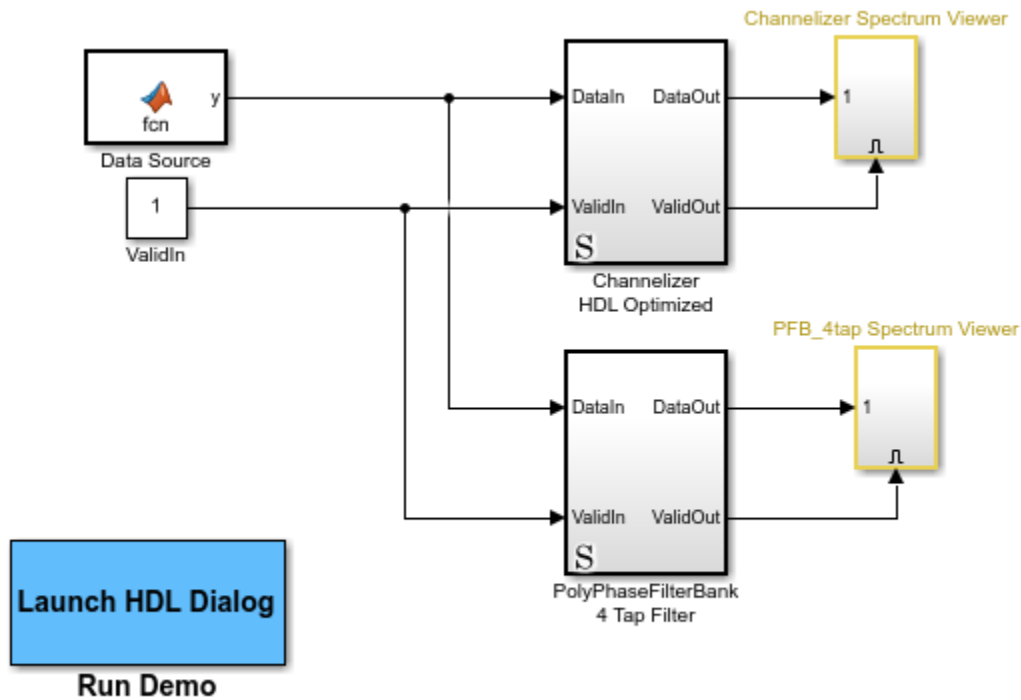
Synthesis Results

The design was synthesized for Xilinx Virtex 7 (xc7vx550t-ffg1158, speed grade 3) using ISE. The design achieves a clock frequency of 499.525 MHz (before place and route). At 16 samples per clock, this translates to 8 GSPS throughput. Note that this subsystem has a high number of I/O ports and it is not suitable as a standalone design targeted to the FPGA.

HDL Optimized Channelizer

To improve the frequency response, use a filter with more taps. The following model uses the Channelizer HDL Optimized block, configured with a 12-tap filter to improve the spectrum. Using a built-in Channelizer HDL Optimized block makes it easier to change design parameters.

```
modelName = 'PolyphaseFilterBankHDLExample_HDLChannelizer';
open_system(modelName);
```



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The model uses workspace variables to configure the FFT and filter. In this case, the model uses a 512-point FFT and a 12-tap filter for each band. The number of coefficients for the channelizer is 512 frequency bands times 12 tap per frequency band. The `tf(h)` method generates all the coefficients.

```
InVect      = 16;
FFTLenght  = 512;
h = dsp.Channelizer;
h.NumTapsPerBand = 12;
h.NumFrequencyBands = FFTLength;
h.StopbandAttenuation = 60;
coef12Tap = tf(h);
```

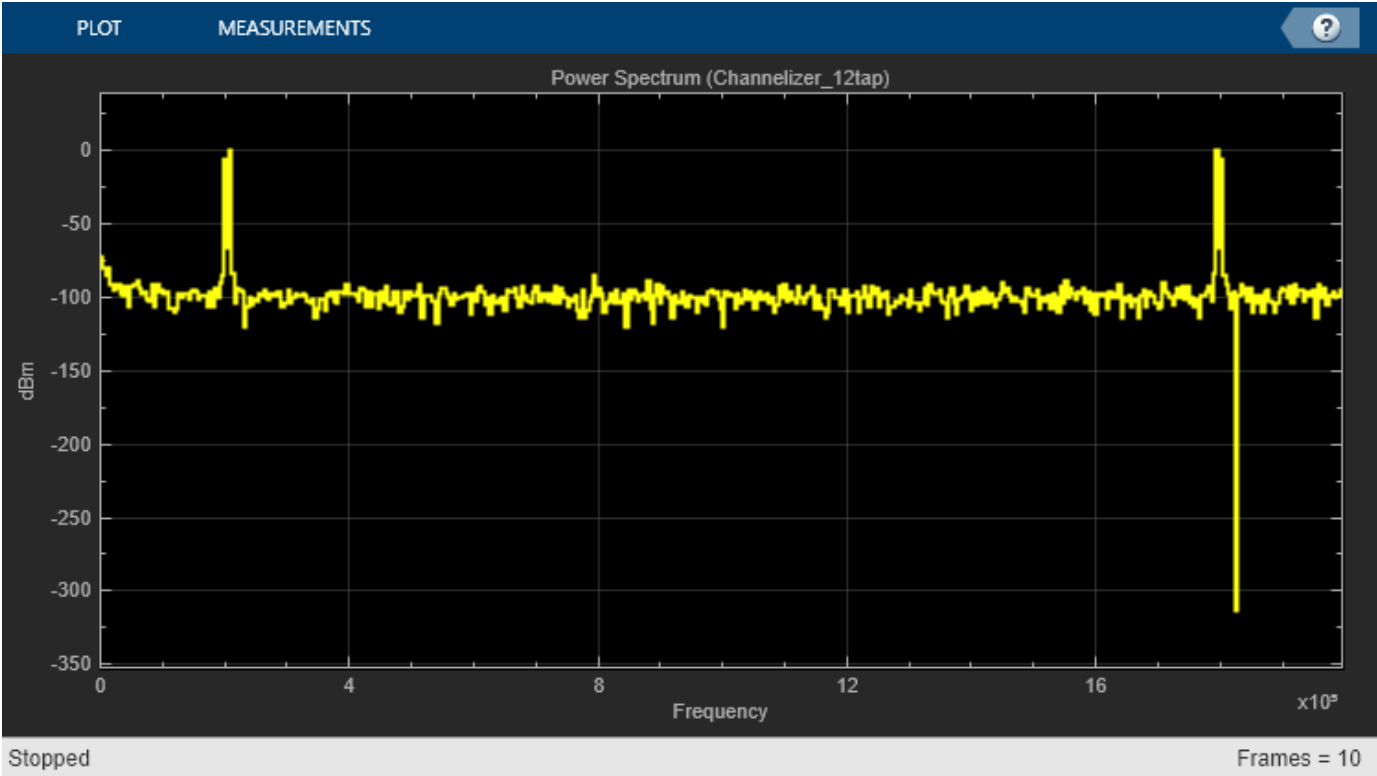
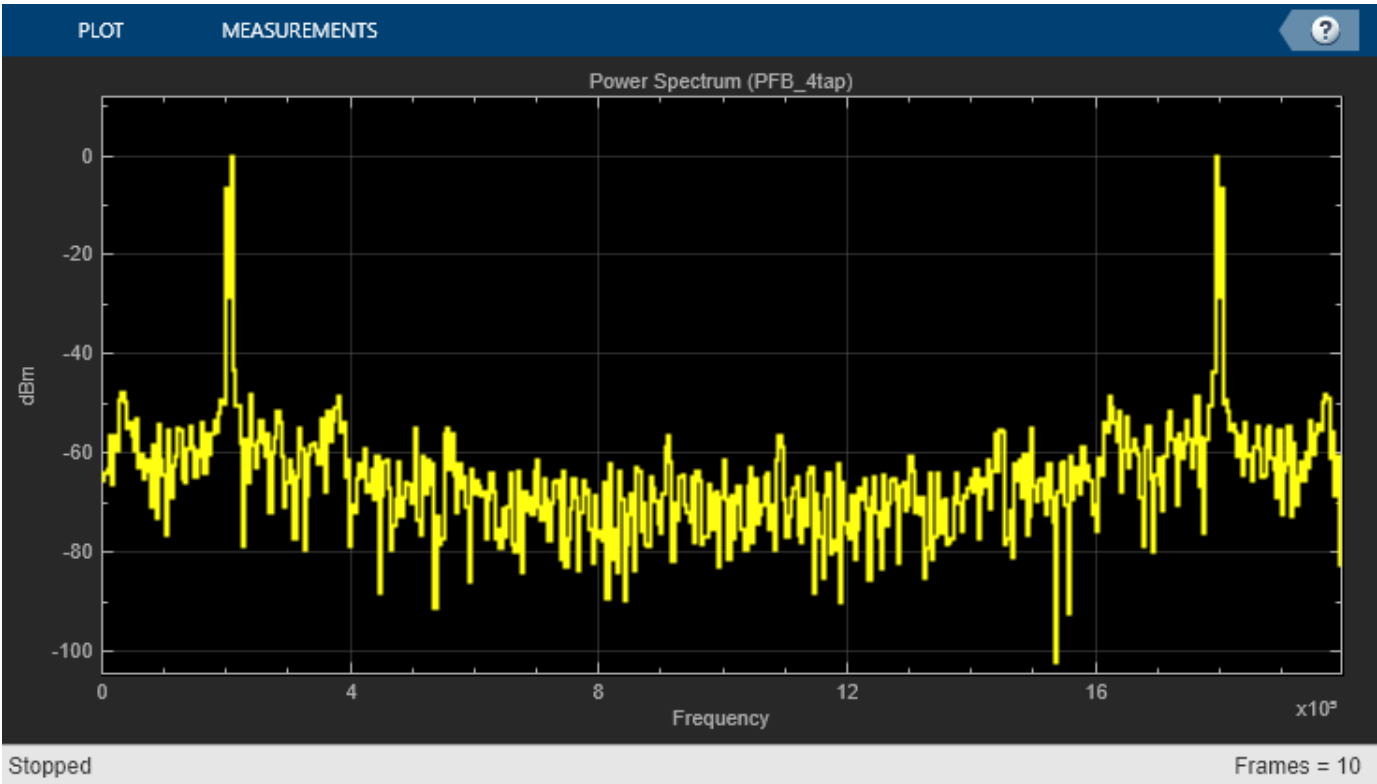
Data Source

The input data consists of two sine waves, 200 KHz and 206.5 KHz. The frequencies are closer to each other than the first example to illustrate the difference between a channelizer and a 4-tap filter in spectrum resolution.

Simulation Results

To visualize the spectrum result, open the spectrum viewers and run the model.

```
open_system('PolyphaseFilterBankHDLExample_HDLChannelizer/PFB_4tap Spectrum Viewer/Power Spectrum Viewer');
open_system('PolyphaseFilterBankHDLExample_HDLChannelizer/Channelizer Spectrum Viewer/Power Spectrum Viewer');
sim(modelname);
```

The Power Spectrum Viewer for the Channelizer_12tap model shows the improvement in the power spectrum of the polyphase filter bank with 12-tap filter compared to the 4-tap filter in the previous model. Compare the spectrum results for the channelizer and 4-tap polyphase filter banks. Zoom in between 100 KHz and 300 KHz to observe that the channelizer detects only two peaks while the 4-tap polyphase filter bank detects more than 2 peaks. Two peaks is the expected result since the input signal has only two frequency components.

HDL Implementation of a Digital Down-Converter for LTE

This example shows how to design a digital down-converter (DDC) for radio communication applications such as LTE, and generate HDL code.

Introduction

DDCs are widely used in digital communication receivers to convert radio frequency (RF) or intermediate frequency (IF) signals to baseband. The DDC operation shifts the signal to a lower frequency and reduces its sampling rate to facilitate subsequent processing stages. The DDC in this example performs complex frequency translation followed by sample rate conversion using a four-stage filter chain. The example starts by designing the DDC with DSP System Toolbox™ functions in floating point. Then, each stage is converted to fixed point, and used in a Simulink® model that generates synthesizable HDL code. The example uses these two test signals to demonstrate and verify the DDC operation:

- A sinusoid that is modulated onto a 32 MHz IF carrier.
- An LTE downlink signal with a bandwidth of 1.4 MHz that is modulated onto a 32 MHz IF carrier.

The example compares the signal quality at the output of the floating-point DDC with the signal quality at the output of the fixed-point DDC.

Finally, the example presents an implementation of the filter chain for FPGAs, and synthesis results.

This example uses `DDCTestUtils`, a helper class that contains functions for generating stimulus and analyzing the DDC output. For more information, see the `DDCTestUtils.m` file.

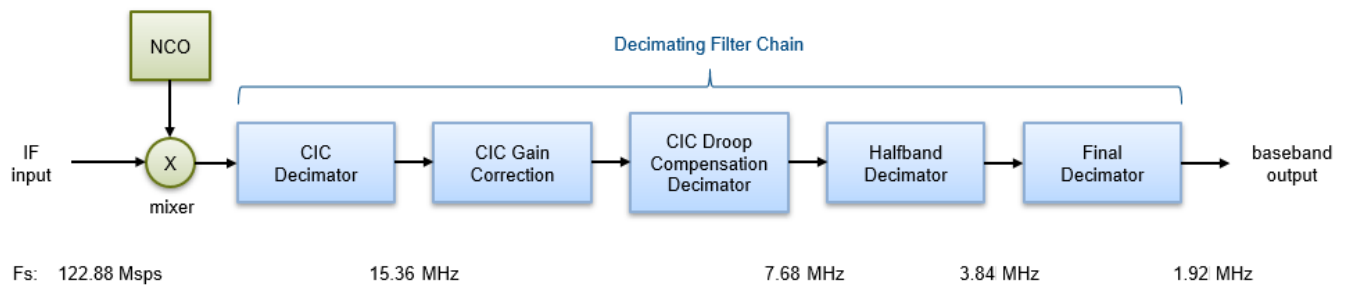
DDC Structure

The DDC consists of a numerically controlled oscillator (NCO), mixer, and decimating filter chain. The filter chain consists of a CIC decimator, CIC gain correction, a CIC compensation decimator (FIR), a halfband FIR decimator, and a final FIR decimator.

The overall response of the filter chain is equivalent to that of a single decimation filter with the same specification. However, splitting the filter into multiple decimation stages results in a more efficient design that uses fewer hardware resources.

The cascade integrator-comb (CIC) decimator provides a large initial decimation factor, which enables subsequent filters to work at lower rates. The CIC compensation decimator improves the spectral response by compensating for the CIC droop while decimating by two. The halfband is an intermediate decimator, and the final decimator implements the precise `Fpass` and `Fstop` characteristics of the DDC. The lower sampling rates near the end of the chain mean the later filters can optimize resource use by sharing multipliers.

This figure shows a block diagram of the DDC.



The sample rate of the input to the DDC is 122.88 Msps, and the output sample rate is 1.92 Msps. These rates give an overall decimation factor of 64. LTE receivers use 1.92 Msps as the typical sampling rate for cell search and master information block (MIB) recovery. The DDC filters are designed to suit this application. The DDC is optimized to run at a clock rate of 122.88 MHz.

DDC Design

This section explains how to design the DDC using floating-point operations and filter-design functions in MATLAB®.

DDC Parameters

This example designs the DDC filter characteristics to meet these desired response values for the given input sampling rate and carrier frequency.

```
FsIn = 122.88e6;    % Sampling rate of DDC input
FsOut = 1.92e6;    % Sampling rate of DDC output
Fc = 32e6;         % Carrier frequency
Fpass = 540e3;     % Passband frequency, equivalent to 36x15kHz LTE subcarriers
Fstop = 700e3;     % Stopband frequency
Ap = 0.1;         % Passband ripple
Ast = 60;         % Stopband attenuation
```

CIC Decimator

The first filter stage is a CIC decimator because of its ability to efficiently implement a large decimation factor. The response of a CIC filter is similar to a cascade of moving average filters, but a CIC filter uses no multiplication or division. As a result, the CIC filter has a large DC gain.

```
cicParams.DecimationFactor = 8;
cicParams.DifferentialDelay = 1;
cicParams.NumSections = 3;
cicParams.FsOut = FsIn/cicParams.DecimationFactor;

cicFilt = dsp.CICDecimator(cicParams.DecimationFactor, ...
    cicParams.DifferentialDelay, cicParams.NumSections) %#ok<*NOPTS>
cicGain = gain(cicFilt)

cicFilt =
```

```
dsp.CICDecimator with properties:
```

```
    DecimationFactor: 8
    DifferentialDelay: 1
        NumSections: 3
    FixedPointDataType: 'Full precision'
```

```
cicGain =
```

```
    512
```

Because the CIC gain is a power of two, a hardware implementation can easily correct for the gain factor by using a shift operation. For analysis purposes, the example represents the gain correction in MATLAB with a one-tap `dsp.FIRFilter` System object™.

```
cicGainCorr = dsp.FIRFilter('Numerator',1/cicGain)
```

```
cicGainCorr =
```

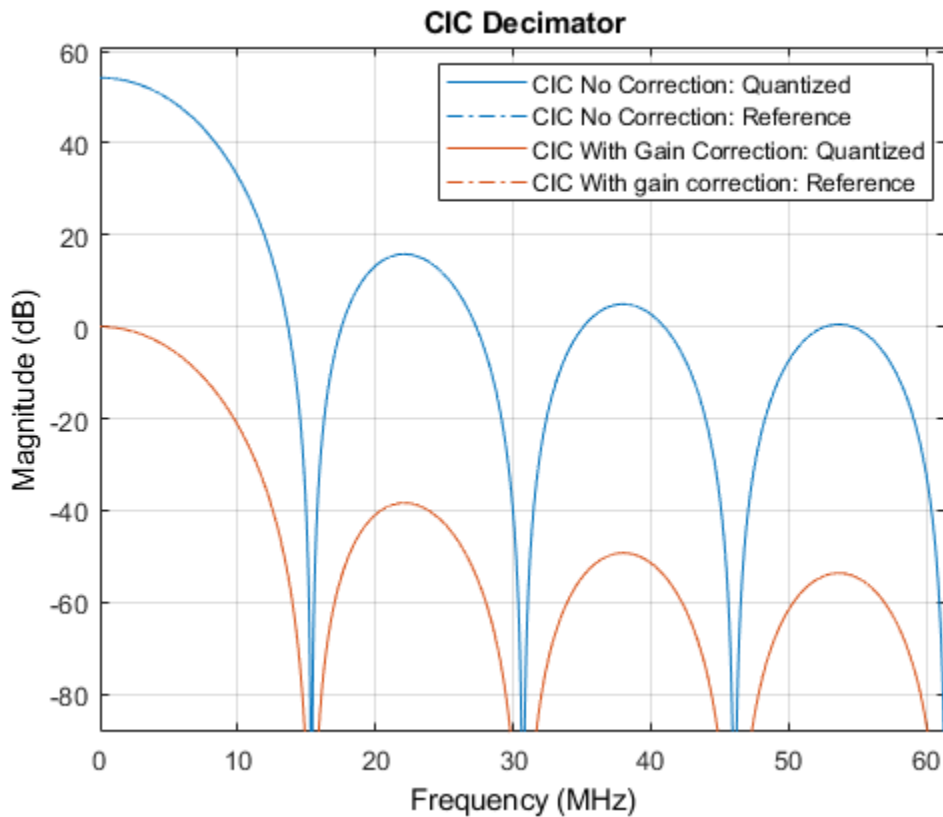
```
    dsp.FIRFilter with properties:
```

```
        Structure: 'Direct form'
    NumeratorSource: 'Property'
        Numerator: 0.0020
    InitialConditions: 0
```

```
Use get to show all properties
```

Display the magnitude response of the CIC filter with and without gain correction by using `fvtool`. For analysis, combine the CIC filter and the gain correction filter into a `dsp.FilterCascade` System object. CIC filters use fixed-point arithmetic internally, so `fvtool` plots both the quantized and unquantized responses.

```
ddcPlots.cicDecim = fvtool(...
    cicFilt, ...
    dsp.FilterCascade(cicFilt,cicGainCorr), ...
    'Fs',[FsIn,FsIn]);
DDCTestUtils.setPlotNameAndTitle('CIC Decimator');
legend(...
    'CIC No Correction: Quantized', ...
    'CIC No Correction: Reference', ...
    'CIC With Gain Correction: Quantized', ...
    'CIC With gain correction: Reference');
```



CIC Droop Compensation Filter

Because the magnitude response of the CIC filter has a significant *droop* within the passband region, the example uses a FIR-based droop compensation filter to flatten the passband response. The droop compensator has the same properties as the CIC decimator. This filter implements decimation by a factor of two, so you must also specify bandlimiting characteristics for the filter. Use the `design` function to return a filter System object with the specified characteristics.

```

compParams.R = 2; % CIC compensation decimation factor
compParams.Fpass = Fstop; % CIC compensation passband frequency
compParams.FsOut = cicParams.FsOut/compParams.R; % New sampling rate
compParams.Fstop = compParams.FsOut - Fstop; % CIC compensation stopband frequency
compParams.Ap = Ap; % Same passband ripple as overall filter
compParams.Ast = Ast; % Same stopband attenuation as overall filter

compSpec = fdesign.decimator(compParams.R,'ciccomp', ...
    cicParams.DifferentialDelay, ...
    cicParams.NumSections, ...
    cicParams.DecimationFactor, ...
    'Fp,Fst,Ap,Ast', ...
    compParams.Fpass,compParams.Fstop,compParams.Ap,compParams.Ast, ...
    cicParams.FsOut);
compFilt = design(compSpec,'SystemObject',true)

compFilt =

```

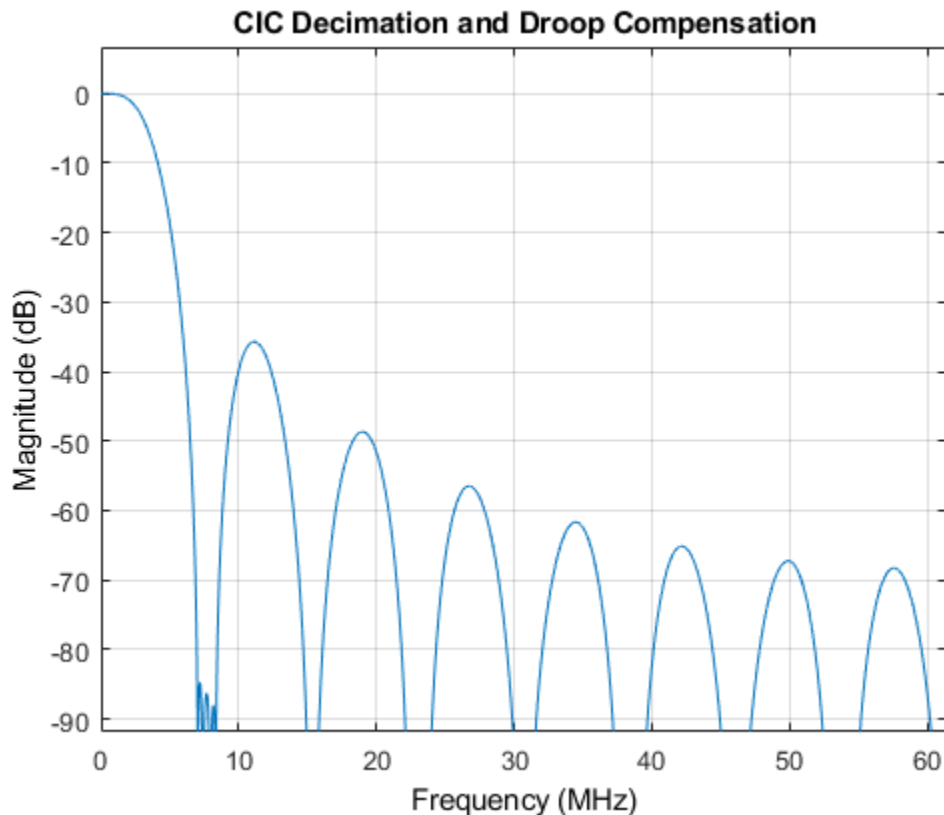
`dsp.FIRDecimator` with properties:

```
DecimationFactor: 2
NumeratorSource: 'Property'
    Numerator: [-0.0398 -0.0126 0.2901 0.5258 0.2901 -0.0126 -0.0398]
    Structure: 'Direct form'
```

Use `get` to show all properties

Plot the combined response of the CIC filter (with gain correction) and droop compensation.

```
ddcPlots.cicComp = fvtool(...
    dsp.FilterCascade(cicFilt,cicGainCorr,compFilt), ...
    'Fs',FsIn,'Legend','off');
DDCTestUtils.setPlotNameAndTitle('CIC Decimation and Droop Compensation');
```



Halfband Decimator

The halfband filter provides efficient decimation by two. Halfband filters are efficient because approximately half of their coefficients are equal to zero, and those multipliers are excluded from the hardware implementation.

```
hbParams.FsOut = compParams.FsOut/2;
hbParams.TransitionWidth = hbParams.FsOut - 2*Fstop;
hbParams.StopbandAttenuation = Ast;
```

```
hbSpec = fdesign.decimator(2,'halfband',...
```

```

    'Tw,Ast', ...
    hbParams.TransitionWidth, ...
    hbParams.StopbandAttenuation, ...
    compParams.FsOut);
hbFilt = design(hbSpec,'SystemObject',true)

hbFilt =

dsp.FIRDecimator with properties:

    DecimationFactor: 2
    NumeratorSource: 'Property'
        Numerator: [0.0089 0 -0.0565 0 0.2977 0.5000 0.2977 0 -0.0565 ... ]
        Structure: 'Direct form'

Use get to show all properties

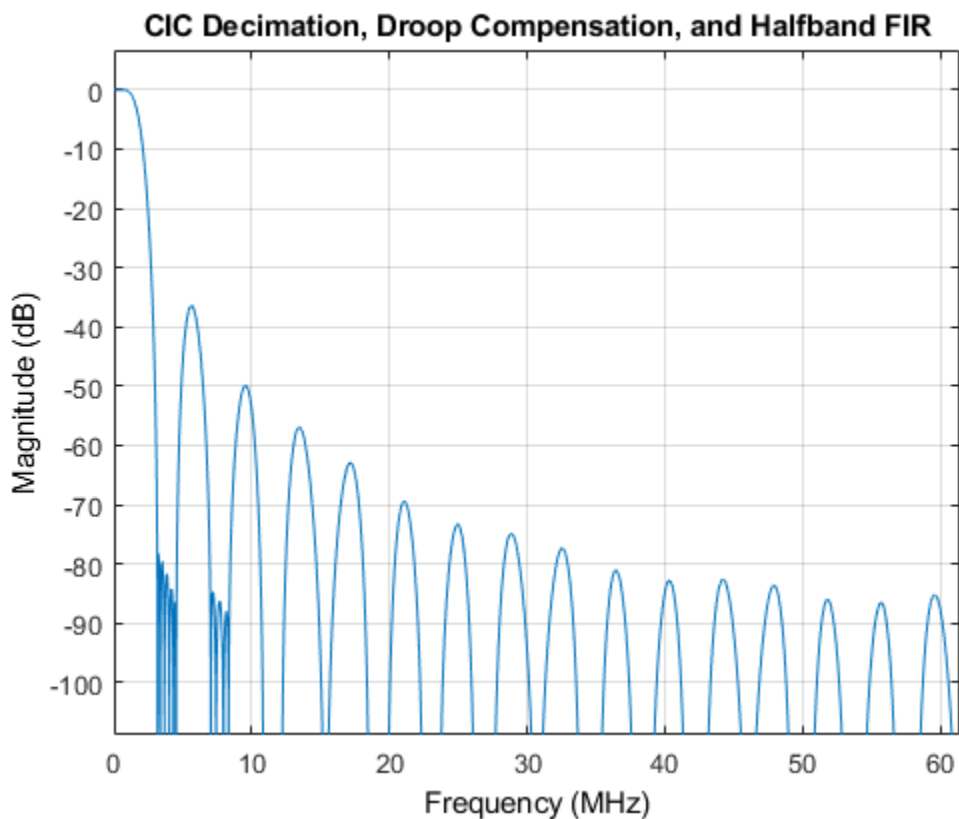
```

Plot the response of the DDC up to the halfband filter output.

```

ddcPlots.halfbandFIR = fvtool(...
    dsp.FilterCascade(cicFilt,cicGainCorr,compFilt,hbFilt), ...
    'Fs',FsIn,'Legend','off');
DDCTestUtils.setPlotNameAndTitle('CIC Decimation, Droop Compensation, and Halfband FIR');

```



Final FIR Decimator

The final FIR implements the detailed passband and stopband characteristics of the DDC. This filter has more coefficients than the earlier FIR filters, but because it operates at a lower sampling rate it can use resource sharing for an efficient hardware implementation.

Add 3 dB of headroom to the stopband attenuation so that the DDC still meets the specification after fixed-point quantization. This value was found empirically by using `fvtool`.

```
finalSpec = fdesign.decimator(2,'lowpass', ...
    'Fp,Fst,Ap,Ast',Fpass,Fstop,Ap,Ast+3,hbParams.FsOut);
finalFilt = design(finalSpec,'equiripple','SystemObject',true)
```

```
finalFilt =
```

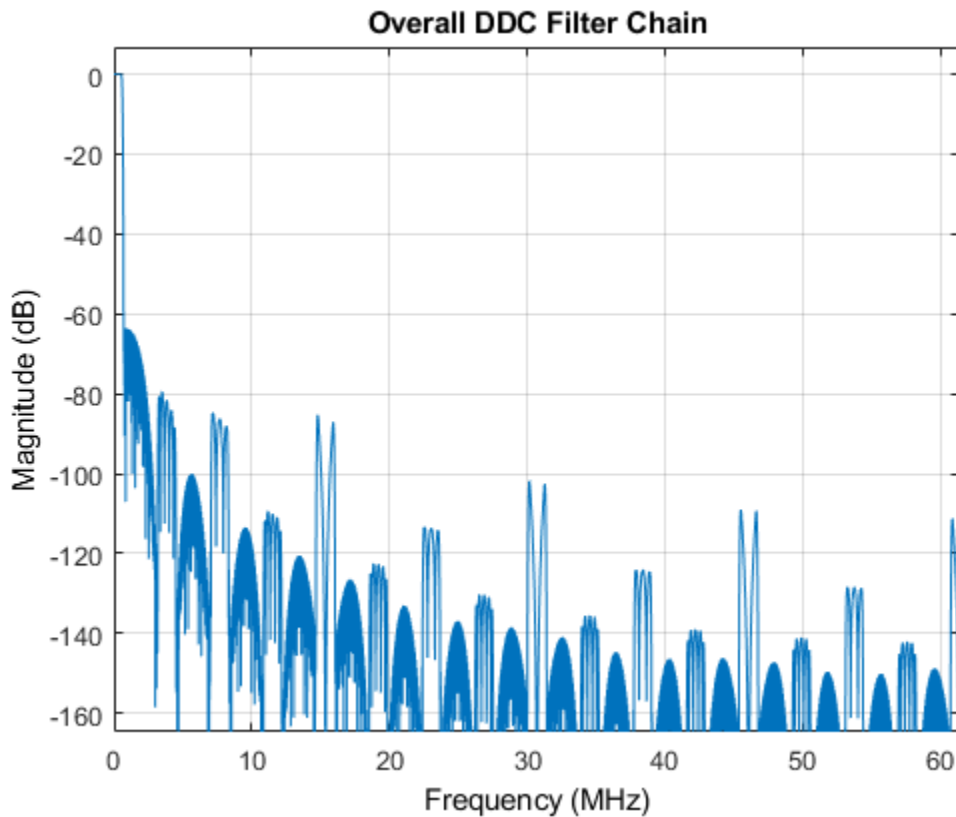
```
    dsp.FIRDecimator with properties:
```

```
    DecimationFactor: 2
    NumeratorSource: 'Property'
        Numerator: [9.3365e-04 0.0013 9.3466e-04 -5.3189e-04 -0.0022 ... ]
        Structure: 'Direct form'
```

```
Use get to show all properties
```

Visualize the overall magnitude response of the DDC.

```
ddcFilterChain = dsp.FilterCascade(cicFilt,cicGainCorr, ...
    compFilt,hbFilt,finalFilt);
ddcPlots.overallResponse = fvtool(ddcFilterChain, ...
    'Fs',FsIn,'Legend','off');
DDCTestUtils.setPlotNameAndTitle('Overall DDC Filter Chain');
```



Fixed-Point Conversion

The frequency response of the floating-point DDC filter chain now meets the specification. Next, quantize each filter stage to use fixed-point types and analyze them to confirm that the filter chain still meets the specification.

Filter Quantization

This example uses 16-bit coefficients, which are sufficient to meet the specification. Using fewer than 18 bits for the coefficients minimizes the number of DSP blocks that are required for an FPGA implementation. The input to the DDC filter chain is 16-bit data with 15 fractional bits. The filter outputs are 18-bit values, which provide extra headroom and precision in the intermediate signals.

For the CIC decimator, choosing the 'Minimum section word lengths' fixed-point data type option automatically optimizes the internal wordlengths based on the output wordlength and other CIC parameters.

```
cicFilt.FixedPointDataType = 'Minimum section word lengths';
cicFilt.OutputWordLength = 18;
```

Configure the fixed-point properties of the gain correction and FIR-based System objects. The object uses the default RoundingMethod and OverflowAction property values ('Floor' and 'Wrap' respectively).

```
% CIC Gain Correction
cicGainCorr.FullPrecisionOverride = false;
cicGainCorr.CoefficientsDataType = 'Custom';
```

```

cicGainCorr.CustomCoefficientsDataType = numerictype(fi(cicGainCorr.Numerator,1,16));
cicGainCorr.OutputDataType = 'Custom';
cicGainCorr.CustomOutputDataType = numerictype(1,18,16);

% CIC Droop Compensation
compFilt.FullPrecisionOverride = false;
compFilt.CoefficientsDataType = 'Custom';
compFilt.CustomCoefficientsDataType = numerictype([],16,15);
compFilt.ProductDataType = 'Full precision';
compFilt.AccumulatorDataType = 'Full precision';
compFilt.OutputDataType = 'Custom';
compFilt.CustomOutputDataType = numerictype([],18,16);

% Halfband
hbFilt.FullPrecisionOverride = false;
hbFilt.CoefficientsDataType = 'Custom';
hbFilt.CustomCoefficientsDataType = numerictype([],16,15);
hbFilt.ProductDataType = 'Full precision';
hbFilt.AccumulatorDataType = 'Full precision';
hbFilt.OutputDataType = 'Custom';
hbFilt.CustomOutputDataType = numerictype([],18,16);

% FIR
finalFilt.FullPrecisionOverride = false;
finalFilt.CoefficientsDataType = 'Custom';
finalFilt.CustomCoefficientsDataType = numerictype([],16,15);
finalFilt.ProductDataType = 'Full precision';
finalFilt.AccumulatorDataType = 'Full precision';
finalFilt.OutputDataType = 'Custom';
finalFilt.CustomOutputDataType = numerictype([],18,16);

```

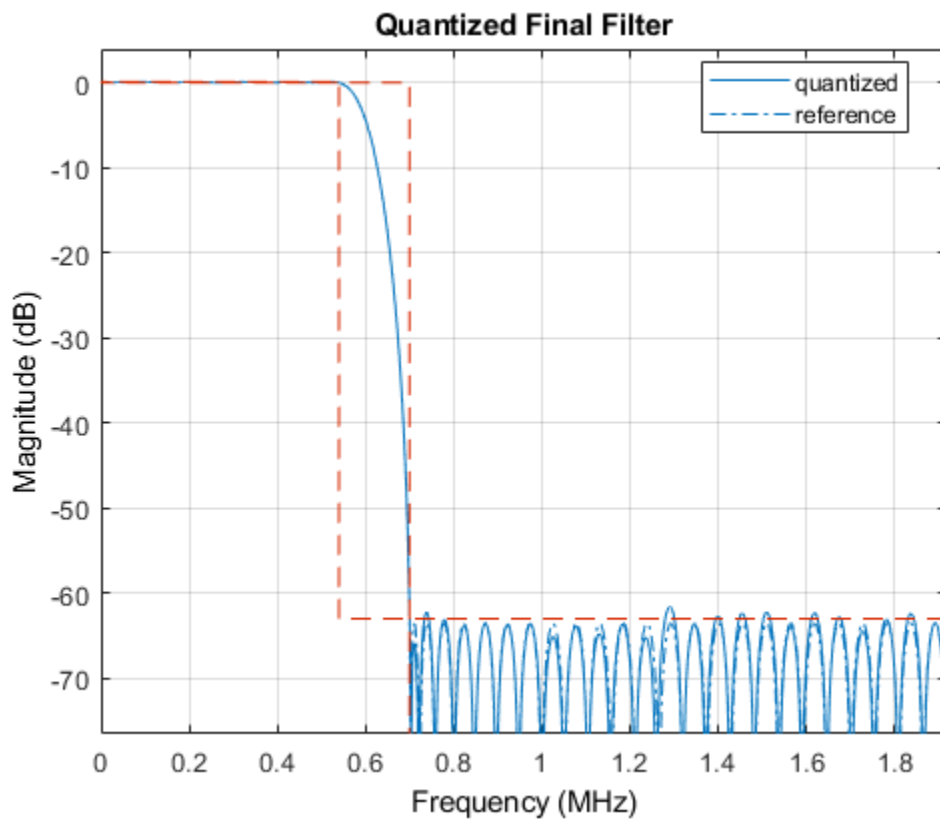
Fixed-Point Analysis

Inspect the quantization effects with `fvtool`. You can analyze the filters individually or in a cascade. `fvtool` shows the quantized and unquantized (reference) responses overlaid. For example, this figure shows the effect of quantizing the final FIR filter stage.

```

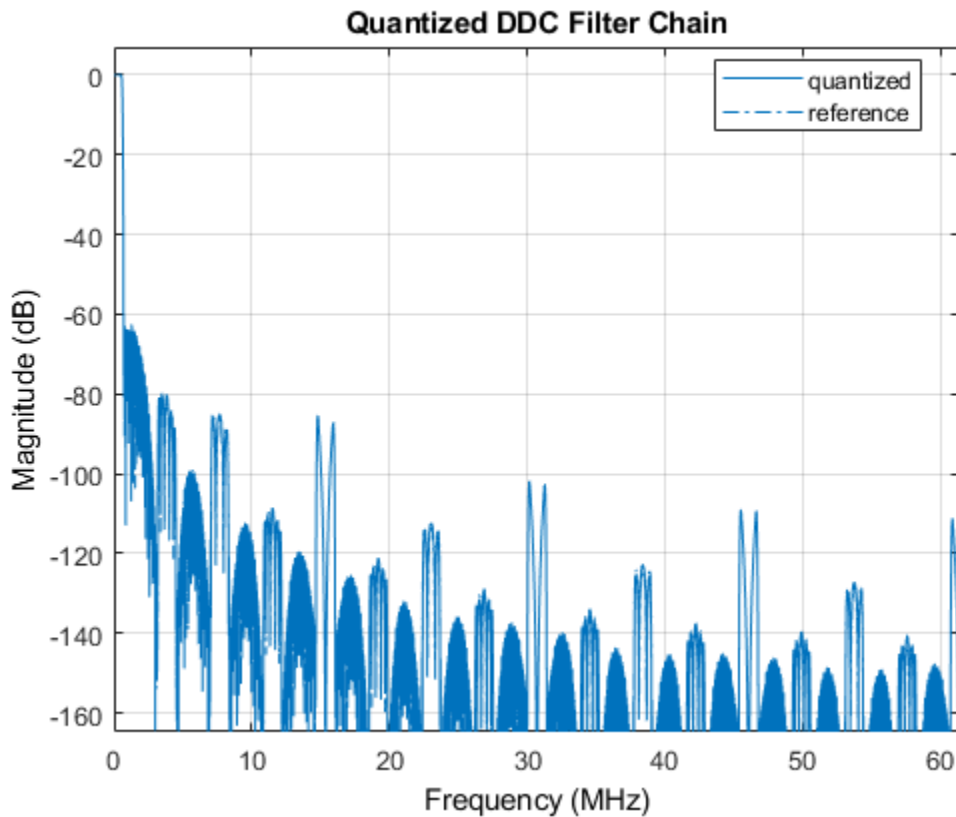
ddcPlots.quantizedFIR = fvtool(finalFilt, ...
    'Fs',hbParams.FsOut,'arithmetic','fixed');
DDCTestUtils.setPlotNameAndTitle('Quantized Final Filter');
legend('quantized','reference');

```



Redefine the `ddcFilterChain` cascade object to include the fixed-point properties of the individual filters. Then, use `fvtool` to analyze the entire filter chain and confirm that the quantized DDC still meets the specification.

```
ddcFilterChain = dsp.FilterCascade(cicFilt, ...
    cicGainCorr, compFilt, hbFilt, finalFilt);
ddcPlots.quantizedDDCResponse = fvtool(ddcFilterChain, ...
    'Fs', FsIn, 'Arithmetic', 'fixed');
DDCTestUtils.setPlotNameAndTitle('Quantized DDC Filter Chain');
legend('quantized', 'reference');
```



HDL-Optimized Simulink Model

The next step in the design flow is to implement the DDC in Simulink using blocks that support HDL code generation.

Model Configuration

The model relies on variables in the MATLAB workspace to configure the blocks and settings. It uses the same filter chain variables defined earlier in the example. Next, define the NCO characteristics and the input signal. The example uses these characteristics to configure the NCO block.

Specify the desired frequency resolution. Calculate the number of accumulator bits that are required to achieve the desired resolution, and then define the number of quantized accumulator bits. The NCO uses the quantized output of the accumulator to address the sine lookup table. Also compute the phase increment the NCO must use to generate the specified carrier frequency. The NCO applies phase dither to those accumulator bits that are removed during quantization.

```
nco.Fd = 1;
nco.AccWL = nextpow2(FsIn/nco.Fd)+1;
nco.QuantAccWL = 12;
nco.PhaseInc = round((-Fc*2^nco.AccWL)/FsIn);
nco.NumDitherBits = nco.AccWL - nco.QuantAccWL;
```

The input to the DDC comes from the `ddcIn` variable. For now, assign a dummy value for `ddcIn` so that the model can compute its data types. During testing, `ddcIn` provides input data to the model.

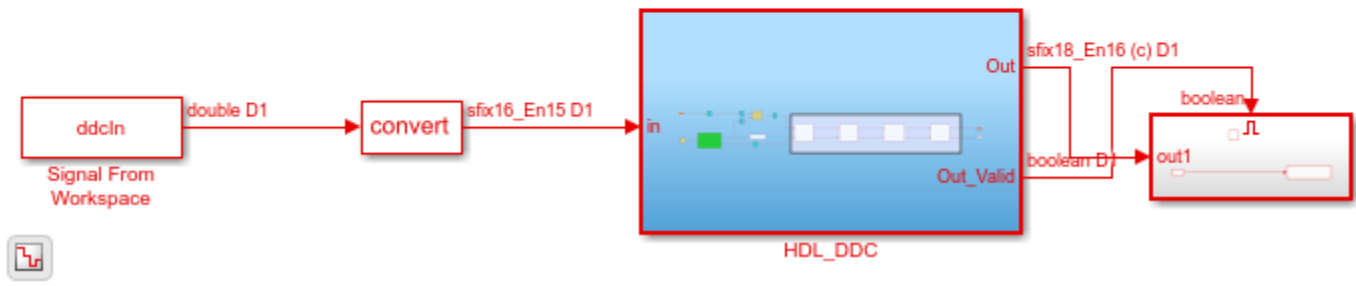
```
ddcIn = 0; %#ok<NASGU>
```

Model Structure

This figure shows the top level of the DDC Simulink model. The model imports the `ddcIn` variable from the MATLAB workspace by using a Signal From Workspace block, converts the input signal to 16-bit values, and applies the signal to the DDC. You can generate HDL code from the `HDL_DDC` subsystem.

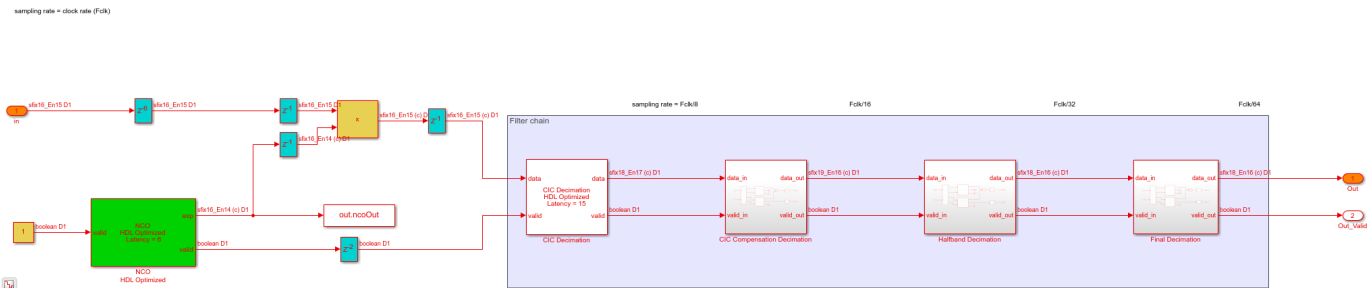
```
modelName = 'DDCHDLImplementation';
open_system(modelName);
set_param(modelName, 'SimulationCommand', 'Update');
set_param(modelName, 'Open', 'on');
```

Implementation of a Digital Down-Converter for LTE in HDL



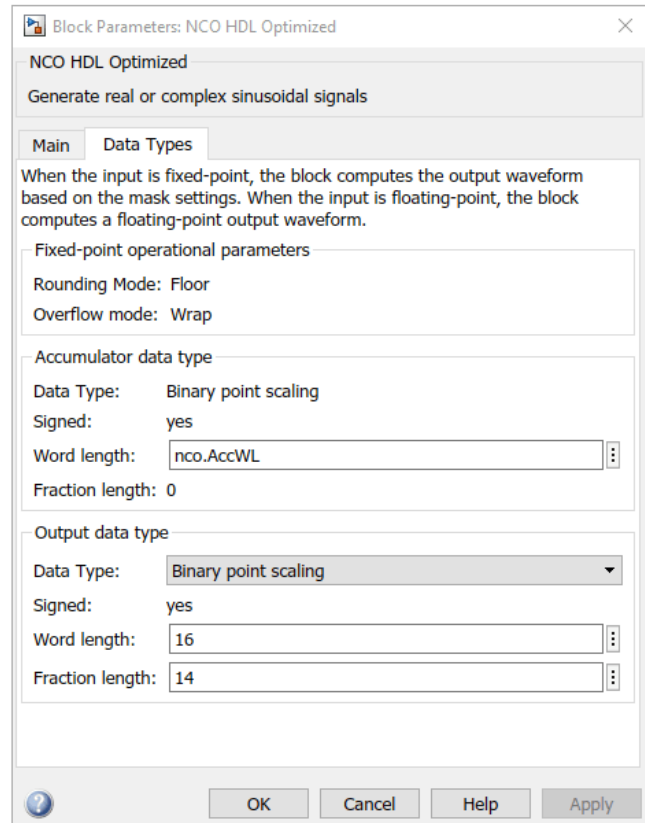
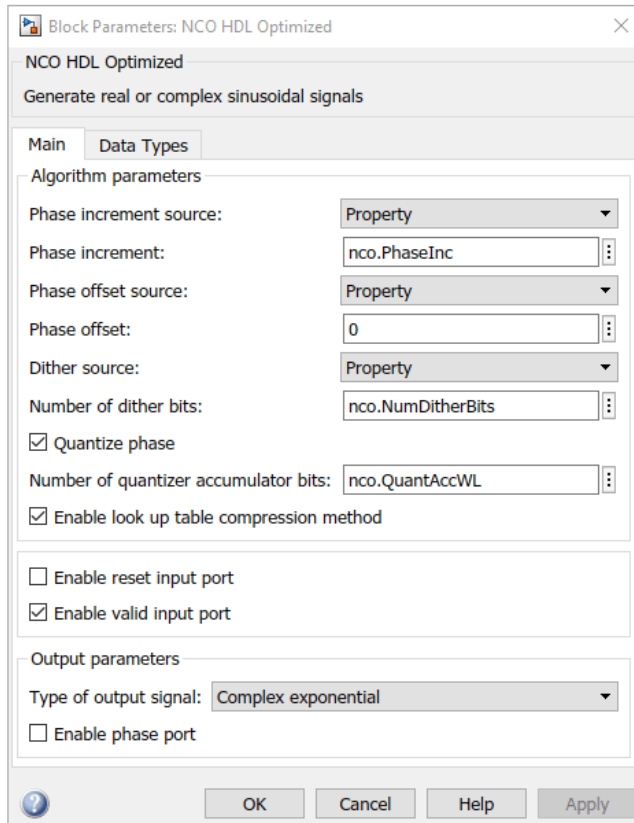
The DDC implementation is inside the `HDL_DDC` subsystem. The NCO HDL Optimized block generates a complex phasor at the carrier frequency. This signal goes to a mixer that multiplies the phasor with the input signal. Then, the output of the mixer is passed to the filter chain and decimated to 1.92 Msps.

```
set_param([modelName '/HDL_DDC'], 'Open', 'on');
```



NCO Block Parameters

The NCO block in the model is configured with the parameters defined in the `nco` structure. This figure shows both tabs of the NCO HDL Optimized block parameters dialog.



CIC Decimation and Gain Correction

The first filter stage is a CIC Decimator that is implemented with a CIC Decimation HDL Optimized block. The block parameters are set to the `cicParams` structure values. To implement the gain correction, the model selects the **Gain correction** parameter.

The model configures the filters by using the properties of the corresponding System objects. The CIC compensation, halfband decimation, and final decimation filters operate at effective sample rates that are lower than the clock rate by factors of 8, 16, and 32, respectively. The model implements these sample rates by using the **valid** input signal to indicate which samples are valid at each rate. The signals in the filter chain all have the same Simulink sample time.

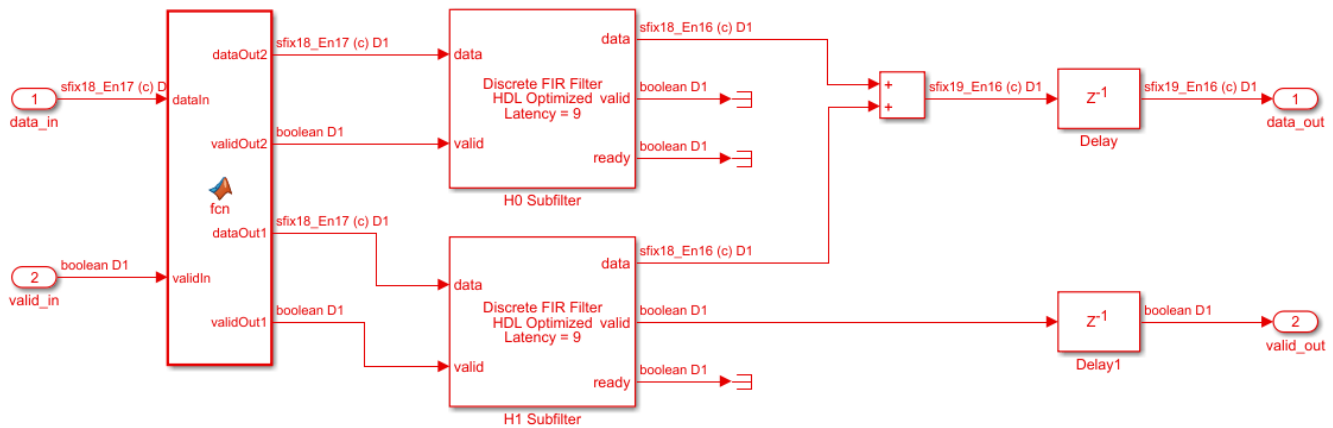
The CIC compensation, halfband decimation, and final decimation filters are each implemented by a MATLAB Function block and two Discrete FIR Filter HDL Optimized blocks in a polyphase decomposition. Polyphase decomposition implements the transform function

$$H(z) = H_0(z) + z^{-1}H_1(z), \text{ where } H(z) = a_0 + a_1z^{-1} + a_2z^{-2} + a_3z^{-3} + \dots,$$

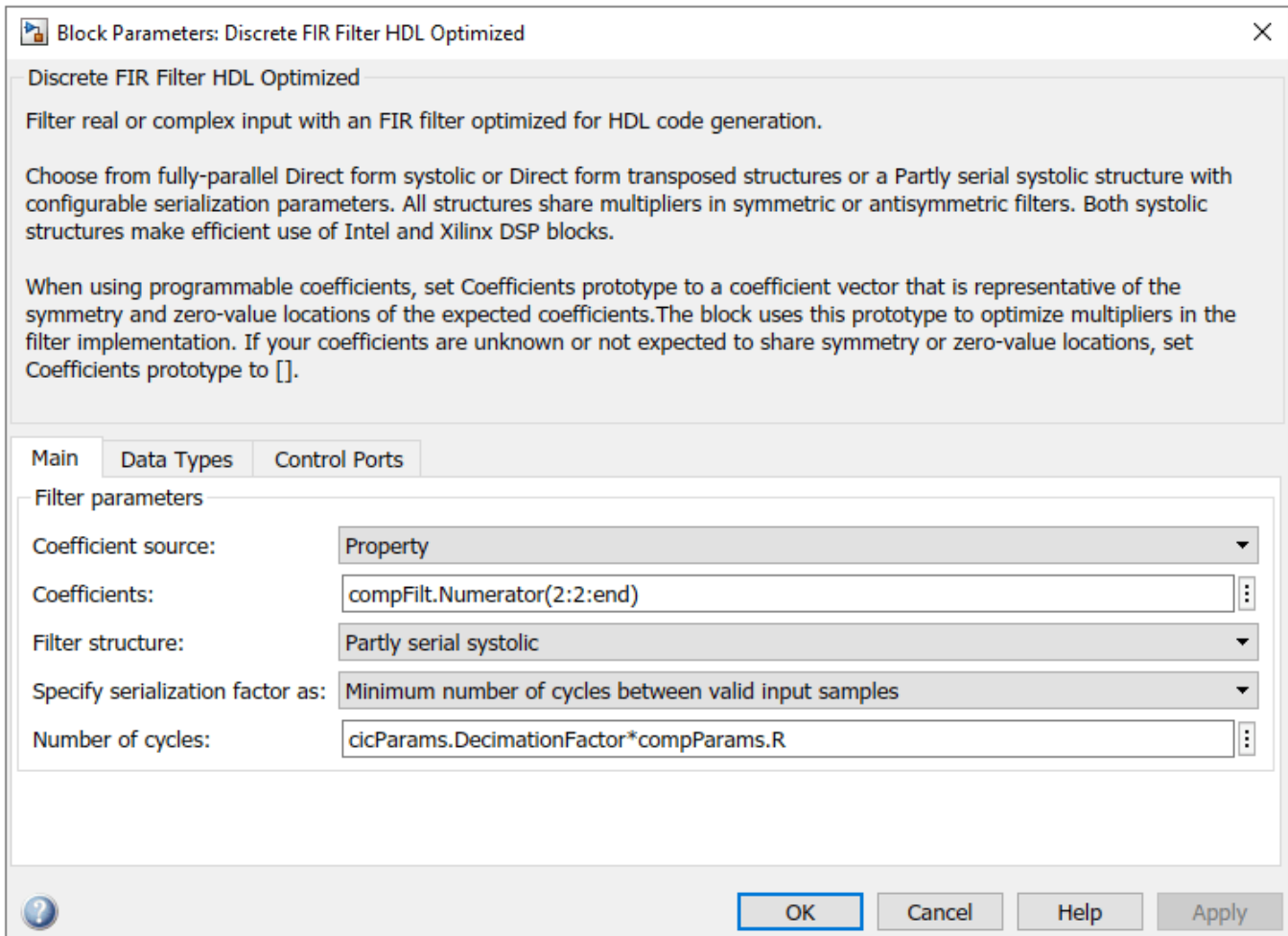
$H_0(z) = a_0 + a_2z^{-2} + \dots$, and $H_1(z) = a_1 + a_3z^{-3} + \dots$. Polyphase decomposition is a resource-efficient way to implement decimation filters. The MATLAB Function block holds two input samples every two cycles and passes them at the same time to the parallel pair of Discrete FIR Filter HDL Optimized blocks, $H_0(z)$ and $H_1(z)$. The lower subfilter, $H_1(z)$, and the upper subfilter, $H_0(z)$, each contain half of the filter coefficients and process half of the input data.

For example, the CIC Compensation Decimation subsystem implements a seven-coefficient filter. The upper subfilter, $H_0(z)$, has four coefficients and the lower subfilter, $H_1(z)$, has three coefficients. Each filter receives a sample and generates an output every 16 cycles. Because each filter processes one sample every 16 cycles, the subfilter blocks can share hardware resources in time. To optimize hardware resources in this way, both of the subfilters have the **Filter structure** parameter set to **Partly serial systolic**.

This figure shows the CIC Compensation Decimation subsystem. The Halfband Decimation and Final Decimation subsystems use the same structure.



The model configures all the filter blocks by using the parameters defined in their corresponding structures. For example, this figure shows the block parameters for the CIC Compensation Decimation block. The **Number of cycles** parameter is the minimum number of cycles between input samples. The sample rate of the input to the CIC Compensation Decimation block is `cicParams.DecimationFactor*compParams.R`, which is one sample every 16 cycles for each subfilter.



The serial filter implementation reuses the multipliers in time over the number of clock cycles you specify. Without this optimization, the CIC Compensation Decimation subsystem with complex input data uses 14 multipliers. After the optimization, $H_0(z)$ and $H_1(z)$ each use two multipliers for a total of four. Similarly, the Halfband Decimation and Final Decimation subsystems use four multipliers each.

Sinusoid on Carrier Test and Verification

To test the DDC, modulate a 40 kHz sinusoid onto the carrier frequency and pass the modulated sine wave through the DDC. Then, measure the spurious free dynamic range (SFDR) of the resulting tone and the SFDR of the NCO output. Plot the SFDR of the NCO and the fixed-point DDC output.

```
% Initialize random seed before executing any simulations.
rng(0);

% Generate a 40 kHz test tone, modulated onto the carrier.
ddcIn = DDCTestUtils.GenerateTestTone(40e3, Fc);

% Demodulate the test signal with the floating-point DDC.
ddcOut = DDCTestUtils.DownConvert(ddcIn, FsIn, Fc, ddcFilterChain);
release(ddcFilterChain);
```

```
% Demodulate the test signal by running the Simulink model.
out = sim(modelName);

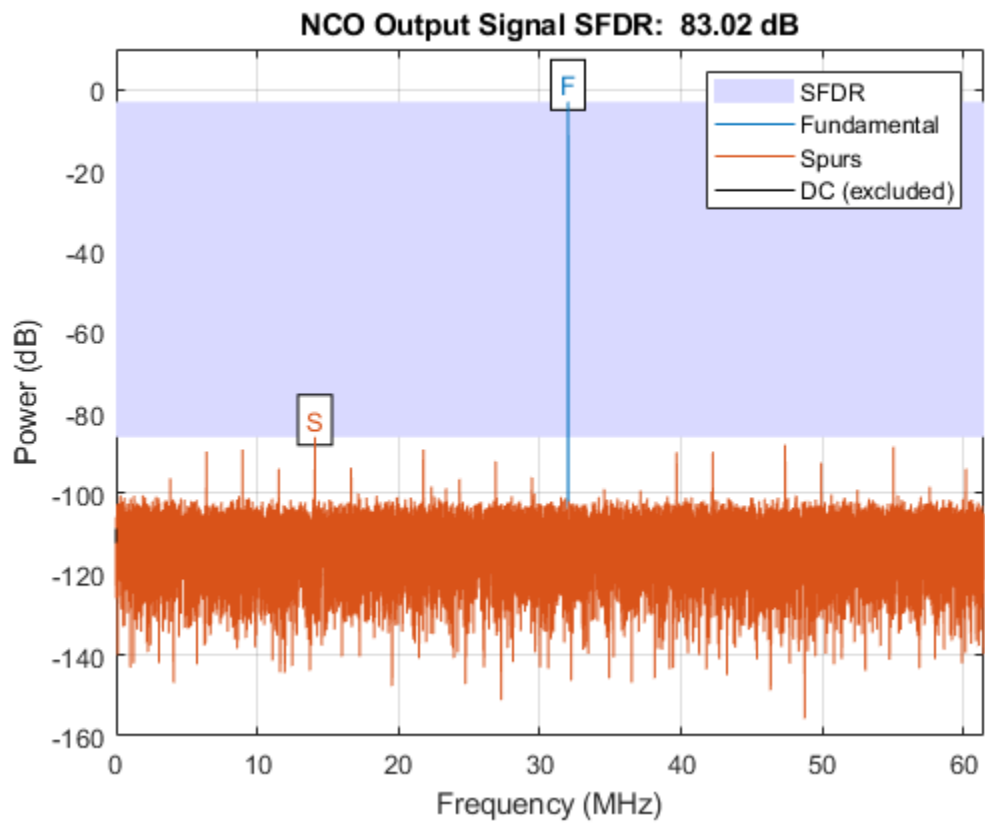
% Measure the SFDR of the NCO, floating-point DDC outputs, and fixed-point
% DDC outputs.
results.sfdrNCO = sfdr(real(out.ncoOut),FsIn);
results.sfdrFloatDDC = sfdr(real(ddcOut),FsOut);
results.sfdrFixedDDC = sfdr(real(out.ddcOut),FsOut);

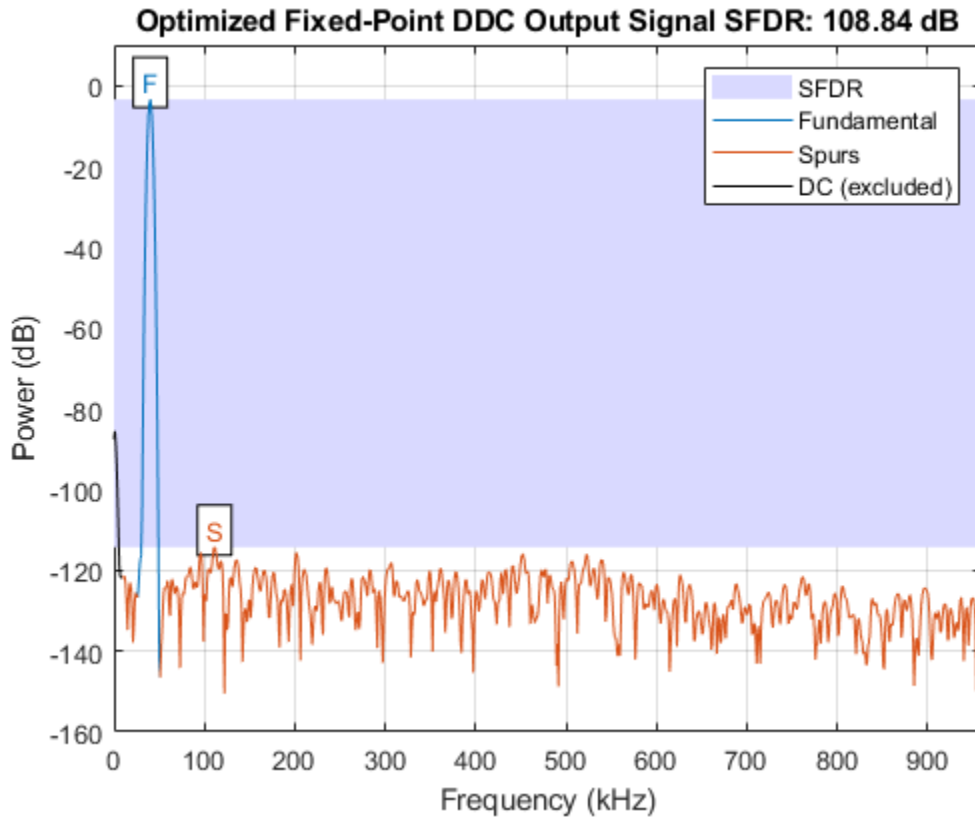
disp('SFDR Measurements');
disp([' Floating-point DDC SFDR: ',num2str(results.sfdrFloatDDC) ' dB']);
disp([' Fixed-point NCO SFDR: ',num2str(results.sfdrNCO) ' dB']);
disp([' Optimized fixed-point DDC SFDR: ',num2str(results.sfdrFixedDDC) ' dB']);
fprintf(newline);

% Plot the SFDR of the NCO and fixed-point DDC outputs.
ddcPlots.ncoOutSFDR = figure;
sfdr(real(out.ncoOut),FsIn);
DDCTestUtils.setPlotNameAndTitle(['NCO Output Signal ' get(gca,'Title').String]);

ddcPlots.OptddcOutSFDR = figure;
sfdr(real(out.ddcOut),FsOut);
DDCTestUtils.setPlotNameAndTitle(['Optimized Fixed-Point DDC Output Signal ' get(gca,'Title').String]);

SFDR Measurements
Floating-point DDC SFDR: 291.3779 dB
Fixed-point NCO SFDR: 83.0249 dB
Optimized fixed-point DDC SFDR: 108.8419 dB
```





LTE Signal Test

You can use an LTE test signal to perform more rigorous testing of the DDC. Generate a standard compliant LTE waveform by using LTE Toolbox™ functions. Then, downconvert the waveform with the DDC model. Use LTE Toolbox functions to measure the error vector magnitude (EVM) of the resulting signals.

```

rng(0);
% Execute this test only if you have the LTE Toolbox product.
if license('test','LTE_Toolbox')

    % Generate a modulated LTE test signal by using the LTE Toolbox functions.
    [ddcIn,sigInfo] = DDCTestUtils.GenerateLTETestSignal(Fc);

    % Downconvert the signal with the floating-point DDC.
    ddcOut = DDCTestUtils.DownConvert(ddcIn,FsIn,Fc,ddcFilterChain);
    release(ddcFilterChain);

    % Downconvert the signal with the Simulink model.
    % Pad the input with zeros to represent propagation latency and return the complete result.
    ddcIn = [ddcIn;zeros(320,1)];
    out = sim(modelName);

    results.evmFloat = DDCTestUtils.MeasureEVM(sigInfo,ddcOut);
    results.evmFixed = DDCTestUtils.MeasureEVM(sigInfo,out.ddcOut);

    disp('LTE Error Vector Magnitude (EVM) Measurements');

```

```

disp([' Floating-point DDC RMS EVM: ' num2str(results.evmFloat.RMS*100,3) '%']);
disp([' Floating-point DDC Peak EVM: ' num2str(results.evmFloat.Peak*100,3) '%']);
disp([' Fixed-point HDL-optimized DDC RMS EVM: ' num2str(results.evmFixed.RMS*100,3) '%']);
disp([' Fixed-point HDL-optimized DDC Peak EVM: ' num2str(results.evmFixed.Peak*100,3) '%']);
fprintf(newline);

```

end

```

LTE Error Vector Magnitude (EVM) Measurements
Floating-point DDC RMS EVM: 0.633%
Floating-point DDC Peak EVM: 2.44%
Fixed-point HDL-optimized DDC RMS EVM: 0.731%
Fixed-point HDL-optimized DDC Peak EVM: 2.69%

```

HDL Code Generation and FPGA Implementation

To generate the HDL code for this example you must have the HDL Coder™ product. Use the `makehdl` and `makehdltb` commands to generate HDL code and an HDL test bench for the HDL_DDC subsystem. The DDC was synthesized on a Xilinx® Zynq®-7000 ZC706 evaluation board. The table shows the post place-and-route resource utilization results. The design met timing with a clock frequency of 313 MHz.

```

T = table(...
    categorical({'LUT'; 'LUTRAM'; 'FF'; 'BRAM'; 'DSP'}), ...
    categorical({'2660'; '318'; '5951'; '1.0'; '18'}), ...
    'VariableNames',{'Resource','Usage'})

```

T =

5x2 table

| Resource | Usage |
|----------|-------|
| LUT | 2660 |
| LUTRAM | 318 |
| FF | 5951 |
| BRAM | 1.0 |
| DSP | 18 |

HDL Implementation of a Digital Up-Converter for LTE

This example shows how to design a digital up-converter (DUC) for radio communication applications such as LTE, and generate HDL code.

Introduction

DUCs are widely used in digital communication transmitters to convert baseband signals to radio frequency (RF) or intermediate frequency (IF) signals. The DUC operation increases the sample rate of the signal and shifts it to a higher frequency to facilitate subsequent processing stages. The DUC in this example performs sample rate conversion using a four-stage filter chain followed by complex frequency translation. The example starts by designing the DUC with DSP System Toolbox™ functions in floating point. Then, each stage is converted to fixed point, and used in a Simulink® model that generates synthesizable HDL code. The example uses these two test signals to demonstrate and verify the DUC operation:

- A sinusoid that is modulated onto a 32 MHz IF carrier.
- An LTE downlink signal with a bandwidth of 1.4 MHz, modulated onto a 32 MHz IF carrier.

The example downconverts the outputs of the floating-point and fixed-point DUCs, and compares the signal quality of the two outputs.

Finally, the example presents implementation of the filter chain for FPGAs, and synthesis results.

This example uses `DUCTestUtils`, a helper class that contains functions for generating stimulus and analyzing the DUC output. For more information, see the `DUCTestUtils.m` file.

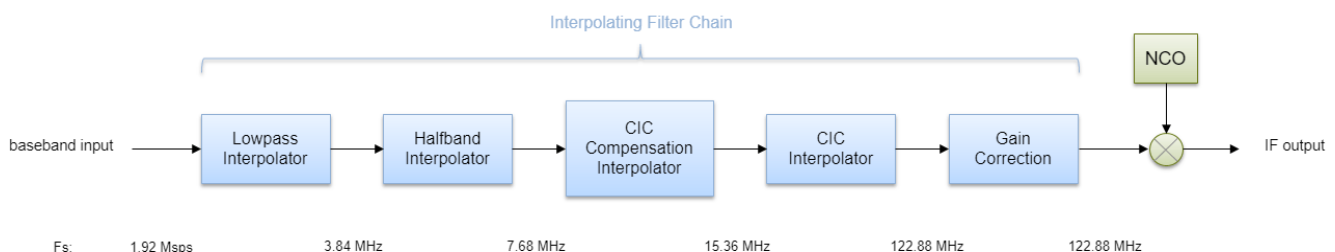
DUC Structure

The DUC consists of an interpolating filter chain, numerically controlled oscillator (NCO), and mixer. The filter chain consists of a lowpass interpolator, halfband interpolator, CIC compensation interpolator (FIR), CIC interpolator, and CIC gain correction.

The overall response of the filter chain is equivalent to that of a single interpolation filter with the same specification. However, splitting the filter into multiple interpolation stages results in a more efficient design that uses fewer hardware resources.

The first lowpass interpolator implements the precise F_{pass} and F_{stop} characteristics of the DUC. The halfband filter is an intermediate interpolator. The lower sampling rates at the beginning of the chain mean the earlier filters can optimize resource use by sharing multipliers. The CIC compensation interpolator improves the spectral response by compensating for the later CIC droop while interpolating by two. The CIC interpolator provides a large interpolation factor, which meets the filter chain upsampling requirements.

This figure shows a block diagram of the DUC.



The sample rate of the input to the DUC is 1.92 Msps, and the output sample rate is 122.88 Msps. These rates give an overall interpolation factor of 64. LTE receivers use 1.92 Msps as the typical sampling rate for cell search and master information block (MIB) recovery. The DUC filters are designed to suit this application. The DUC is optimized to run at a clock rate of 122.88 MHz.

DUC Design

This section explains how to design the DUC using floating-point operations and filter-design functions in MATLAB®. The DUC object enables you to specify several characteristics that define the response of the cascade for the four filters, including passband and stopband frequencies, passband ripple, and stopband attenuation.

DUC Parameters

This example designs the DUC filter characteristics to meet these desired response values for the given input sampling rate and carrier frequency.

```
FsIn = 1.92e6;      % Sampling rate at input to DUC
Fc = 32e6;         % Carrier frequency
Fpass = 540e3;     % Passband frequency, equivalent to 36*15kHz LTE subcarriers
Fstop = 700e3;    % Stopband frequency
Ap = 0.1;         % Passband ripple
Ast = 60;         % Stopband attenuation
```

First Lowpass Interpolator

This filter interpolates by two, and operates at the lowest sampling rate of the filter chain. The low sample rate means this filter can use resource sharing for an efficient hardware implementation.

```
lowpassParams.FsIn = FsIn;
lowpassParams.InterpolationFactor = 2;
lowpassParams.FsOut = FsIn*lowpassParams.InterpolationFactor;

lowpassSpec = fdesign.interpolator(lowpassParams.InterpolationFactor, ...
    'lowpass', 'Fp,Fst,Ap,Ast', Fpass, Fstop, Ap, Ast, lowpassParams.FsOut);
lowpassFilt = design(lowpassSpec, 'SystemObject', true)
```

```
lowpassFilt =
```

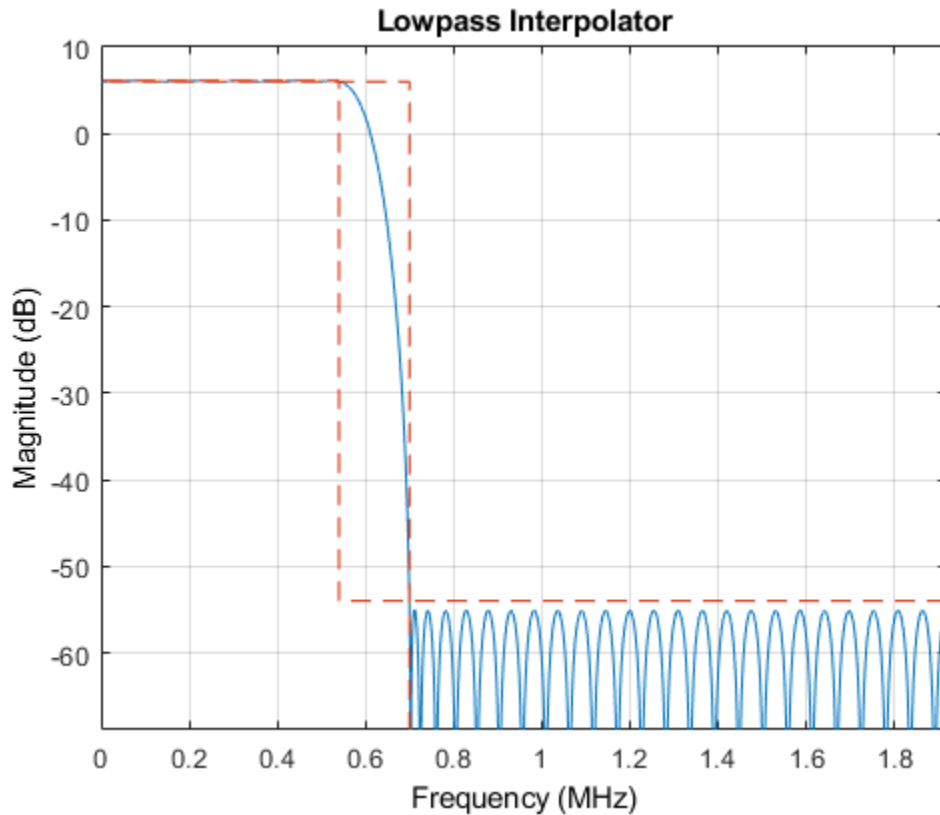
```
    dsp.FIRInterpolator with properties:
```

```
    InterpolationFactor: 2
    NumeratorSource: 'Property'
    Numerator: [0.0020 0.0021 4.9115e-04 -0.0027 -0.0050 ... ]
```

```
Use get to show all properties
```

Display the magnitude response of the lowpass filter without gain correction.

```
ducPlots.lowpass = fvtool(lowpassFilt, 'Fs', FsIn*2, 'Legend', 'off');
DUCTestUtils.setPlotNameAndTitle('Lowpass Interpolator');
```



Second Halfband Interpolator

The halfband filter provides efficient interpolation by two. Halfband filters are efficient for hardware because approximately half of their coefficients are equal to zero, and those multipliers are excluded from the hardware implementation.

```

hbParams.FsIn = lowpassParams.FsOut;
hbParams.InterpolationFactor = 2;
hbParams.FsOut = lowpassParams.FsOut*hbParams.InterpolationFactor;
hbParams.TransitionWidth = hbParams.FsIn - 2*Fstop;
hbParams.StopbandAttenuation = Ast;

hbSpec = fdesign.interpolator(hbParams.InterpolationFactor,'halfband', ...
    'TW,Ast', ...
    hbParams.TransitionWidth, ...
    hbParams.StopbandAttenuation, ...
    hbParams.FsOut);

hbFilt = design(hbSpec,'SystemObject',true)

hbFilt =

dsp.FIRInterpolator with properties:

    InterpolationFactor: 2
    NumeratorSource: 'Property'
    
```

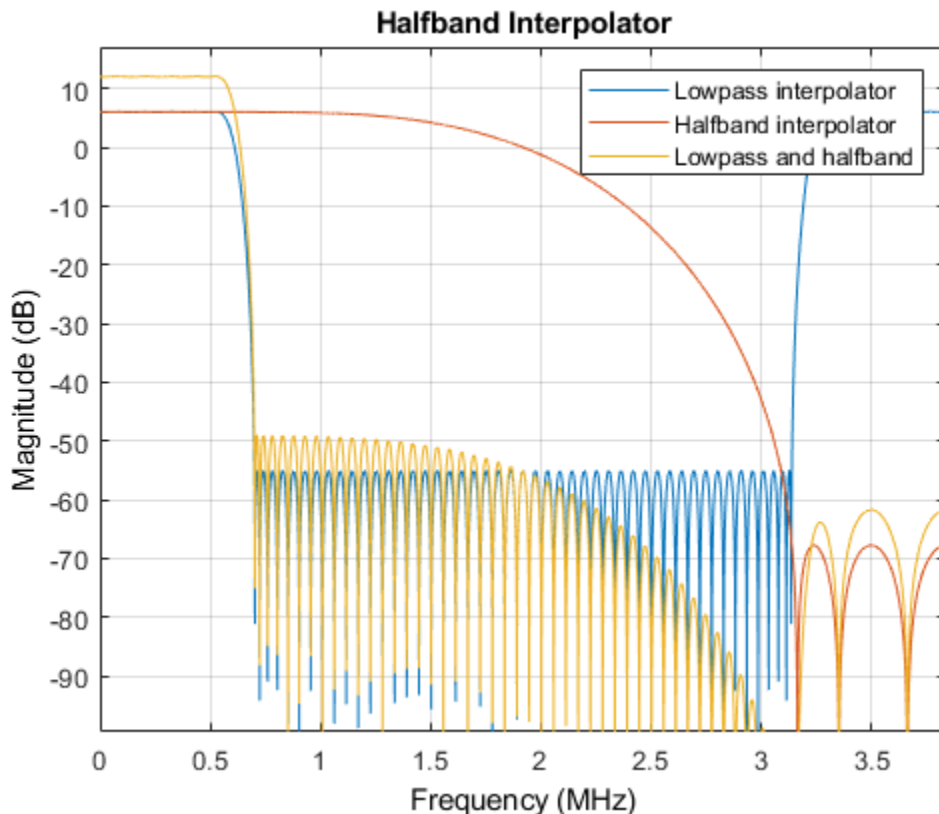


```
Numerator: [0.0178 0 -0.1129 0 0.5953 1 0.5953 0 -0.1129 0 ... ]
```

Use `get` to show all properties

Visualize the magnitude response of the halfband interpolation.

```
ducFilterChain = dsp.FilterCascade(lowpassFilt,hbFilt);
ducPlots.hbFilt = fvtool(lowpassFilt,hbFilt,ducFilterChain, ...
    'Fs',[FsIn*2,FsIn*4,FsIn*4]);
legend( ...
    'Lowpass interpolator', ...
    'Halfband interpolator', ...
    'Lowpass and halfband');
DUCTestUtils.setPlotNameAndTitle('Halfband Interpolator');
```



CIC Compensation Interpolator

Because the magnitude response of the last CIC filter has a significant *droop* within the passband region, the example uses an FIR-based droop compensation filter to flatten the passband response. The droop compensator has the same properties as the CIC interpolator. This filter implements interpolation by a factor of two, so you must also specify bandlimiting characteristics for the filter. Also, specify the CIC interpolator properties that are used for this compensation filter as well as the later CIC interpolator.

Use the `design` function to return a filter System object with the specified characteristics.

```

compParams.FsIn = hbParams.FsOut;
compParams.InterpolationFactor = 2; % CIC compensation interpolation factor
compParams.FsOut = compParams.FsIn*compParams.InterpolationFactor; % New sampling rate
compParams.Fpass = 1/2*compParams.FsIn + Fpass; % CIC compensation passband ripple
compParams.Fstop = 1/2*compParams.FsIn + 1/4*compParams.FsIn; % CIC compensation stopband attenuation
compParams.Ap = Ap; % Same passband ripple as original
compParams.Ast = Ast; % Same stopband attenuation as original

```

```

cicParams.InterpolationFactor = 8; % CIC interpolation factor
cicParams.DifferentialDelay = 1; % CIC interpolator differential delay
cicParams.NumSections = 3; % CIC interpolator number of integrator and comb sections

```

```

compSpec = fdesign.interpolator(compParams.InterpolationFactor,'ciccomp', ...
    cicParams.DifferentialDelay, ...
    cicParams.NumSections, ...
    cicParams.InterpolationFactor, ...
    'Fp,Fst,Ap,Ast', ...
    compParams.Fpass,compParams.Fstop,compParams.Ap,compParams.Ast, ...
    compParams.FsOut);
compFilt = design(compSpec,'SystemObject',true)

```

```
compFilt =
```

```
    dsp.FIRInterpolator with properties:
```

```

    InterpolationFactor: 2
    NumeratorSource: 'Property'
    Numerator: [-0.0012 0.0078 0.0030 -0.0141 0.0125 0.0118 ... ]

```

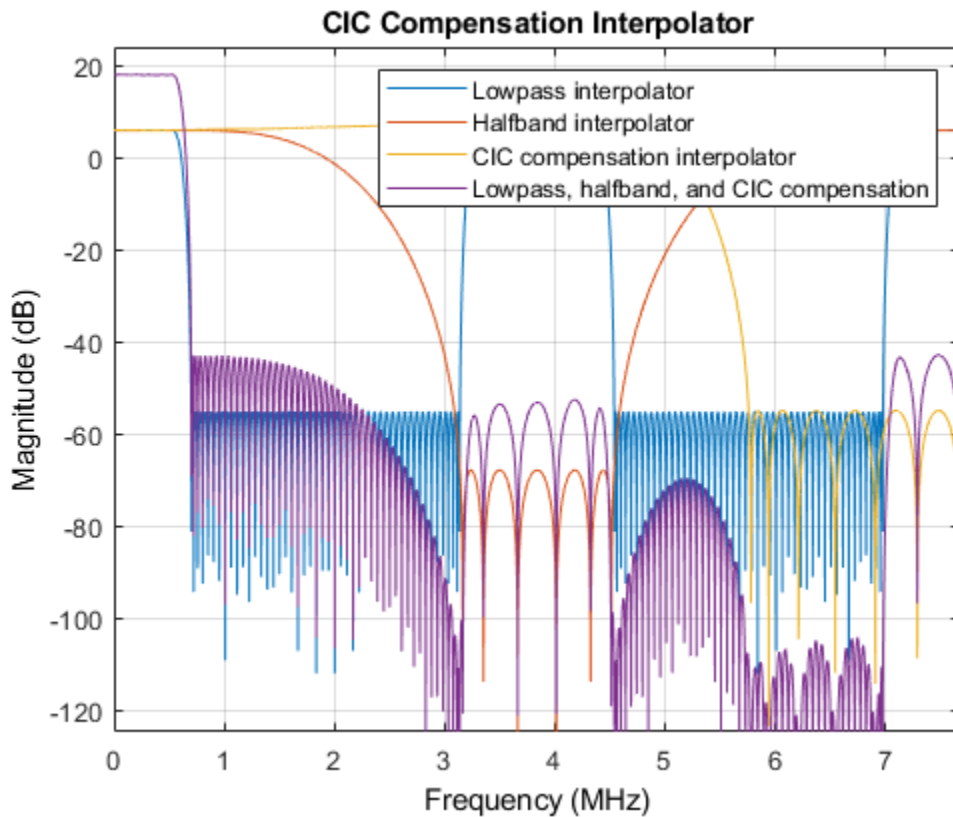
```
Use get to show all properties
```

Plot the response of the CIC compensation interpolator.

```

ducFilterChain = dsp.FilterCascade(lowpassFilt,hbFilt,compFilt);
ducPlots.cicComp = fvtool(lowpassFilt,hbFilt,compFilt,ducFilterChain, ...
    'Fs',[FsIn*2,FsIn*4,FsIn*8,FsIn*8]);
legend( ...
    'Lowpass interpolator', ...
    'Halfband interpolator', ...
    'CIC compensation interpolator', ...
    'Lowpass, halfband, and CIC compensation');
DUCTestUtils.setPlotNameAndTitle('CIC Compensation Interpolator');

```



CIC Interpolator

The last filter stage is implemented as a CIC interpolator because of this type of filter's ability to efficiently implement a large decimation factor. The response of a CIC filter is similar to a cascade of moving average filters, but a CIC filter uses no multiplication or division. As a result, the CIC filter has a large DC gain.

```
cicParams.FsIn = compParams.FsOut;
cicParams.FsOut = cicParams.FsIn*cicParams.InterpolationFactor;

cicFilt = dsp.CICInterpolator(cicParams.InterpolationFactor, ...
    cicParams.DifferentialDelay,cicParams.NumSections) %#ok<*NOPTS>
```

```
cicFilt =
```

```
    dsp.CICInterpolator with properties:
```

```
    InterpolationFactor: 8
    DifferentialDelay: 1
    NumSections: 3
    FixedPointDataType: 'Full precision'
```

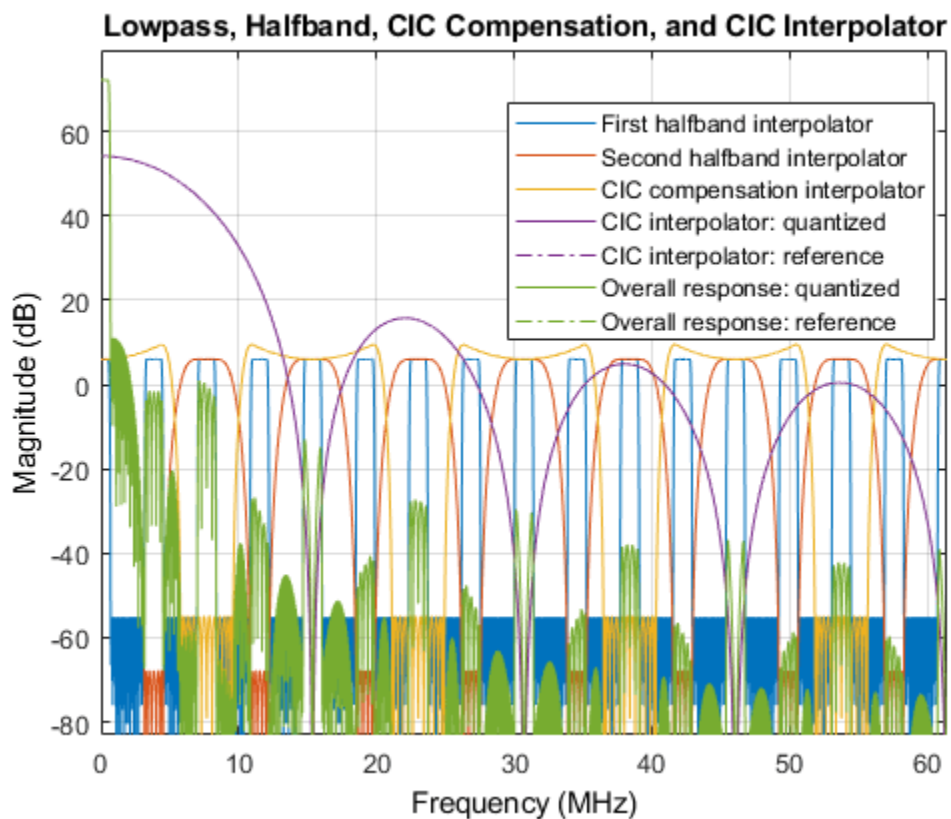
Visualize the magnitude response of the CIC interpolation. CIC filters use fixed-point arithmetic internally, so `fvtool` plots both the quantized and unquantized responses.

```

ducFilterChain = dsp.FilterCascade(lowpassFilt,hbFilt,compFilt,cicFilt);
ducPlots.cicInter = fvtool(lowpassFilt,hbFilt,compFilt,cicFilt,ducFilterChain, ...
    'Fs',[FsIn*2,FsIn*4,FsIn*8,FsIn*64,FsIn*64]);

legend( ...
    'First halfband interpolator', ...
    'Second halfband interpolator', ...
    'CIC compensation interpolator', ...
    'CIC interpolator: quantized', ...
    'CIC interpolator: reference', ...
    'Overall response: quantized', ...
    'Overall response: reference');
DUCTestUtils.setPlotNameAndTitle('Lowpass, Halfband, CIC Compensation, and CIC Interpolator');

```



Every interpolator has a DC gain that is determined by its interpolation factor. The CIC interpolator has a larger gain than other filters. Call the gain function to get the gain factor of this filter.

```

% Because the CIC gain is a power of two, a hardware implementation can easily
% correct for the gain factor by using a shift operation.
% For analysis purposes, the example represents the gain correction by using
% a one-tap |dsp.FIRFilter| System object. Combine the filter chain and the
% gain correction filter into a |dsp.FilterCascade| System object.

```

```

cicGain = gain(cicFilt)
Gain = lowpassParams.InterpolationFactor* ...
    hbParams.InterpolationFactor*compParams.InterpolationFactor* ...
    cicParams.InterpolationFactor*cicGain;
GainCorr = dsp.FIRFilter('Numerator',1/Gain)

```

```

cicGain =
    64

GainCorr =
    dsp.FIRFilter with properties:
        Structure: 'Direct form'
        NumeratorSource: 'Property'
        Numerator: 2.4414e-04
        InitialConditions: 0

Use get to show all properties

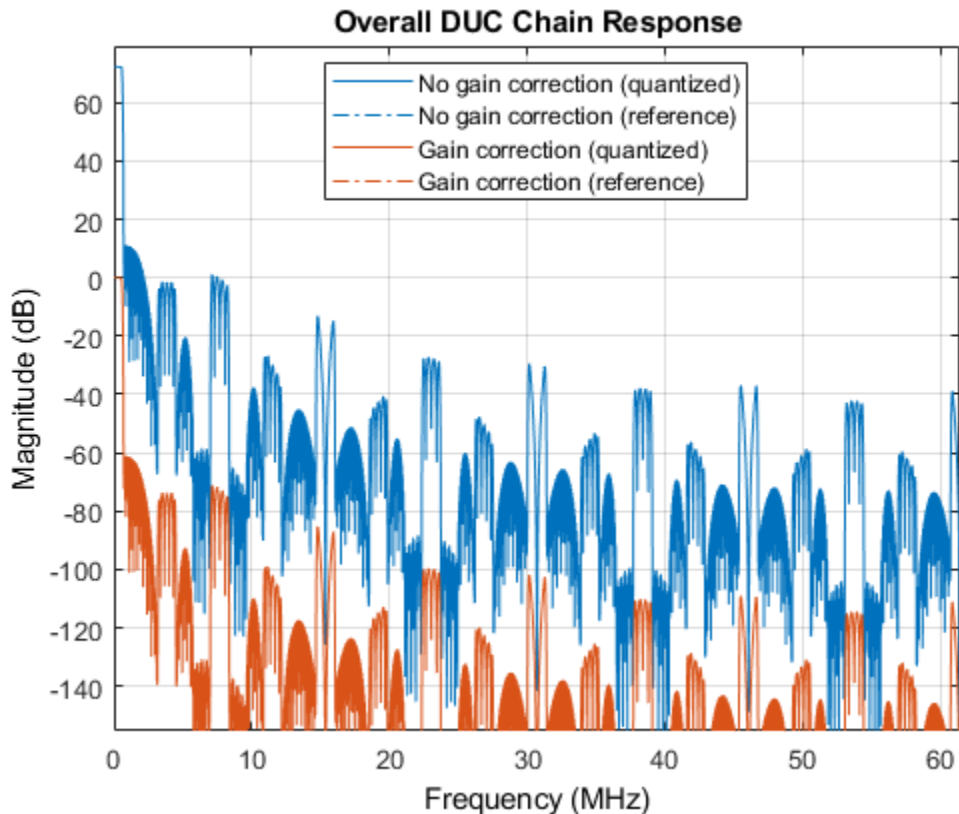
```

Plot the overall chain response with and without gain correction.

```

ducPlots.overallResponse = fvtool(ducFilterChain,dsp.FilterCascade(ducFilterChain,GainCorr), ...
    'Fs',[FsIn*64,FsIn*64]);
legend( ...
    'No gain correction (quantized)', ...
    'No gain correction (reference)', ...
    'Gain correction (quantized)', ...
    'Gain correction (reference)');
DUCTestUtils.setPlotNameAndTitle('Overall DUC Chain Response');

```



Fixed-Point Conversion

The frequency response of the floating-point DUC filter chain now meets the specification. Next, quantize each filter stage to use fixed-point types and analyze them to confirm that the filter chain still meets the specification.

Filter Quantization

This example uses 16-bit coefficients, which are sufficient to meet the specification. Using fewer than 18 bits for the coefficients minimizes the number of DSP blocks that are required for an FPGA implementation. The input to the DUC filter chain is 16-bit data with 15 fractional bits. The filter outputs are 18-bit values, which provide extra headroom and precision in the intermediate signals.

```
% First Lowpass Interpolator
lowpassFilt.FullPrecisionOverride = false;
lowpassFilt.CoefficientsDataType = 'Custom';
lowpassFilt.CustomCoefficientsDataType = numerictype([],16,15);
lowpassFilt.ProductDataType = 'Full precision';
lowpassFilt.AccumulatorDataType = 'Full precision';
lowpassFilt.OutputDataType = 'Custom';
lowpassFilt.CustomOutputDataType = numerictype([],18,14);

% Halfband
hbFilt.FullPrecisionOverride = false;
hbFilt.CoefficientsDataType = 'Custom';
hbFilt.CustomCoefficientsDataType = numerictype([],16,14);
hbFilt.ProductDataType = 'Full precision';
hbFilt.AccumulatorDataType = 'Full precision';
hbFilt.OutputDataType = 'Custom';
hbFilt.CustomOutputDataType = numerictype([],18,14);

% CIC Compensation Interpolator
compFilt.FullPrecisionOverride = false;
compFilt.CoefficientsDataType = 'Custom';
compFilt.CustomCoefficientsDataType = numerictype([],16,14);
compFilt.ProductDataType = 'Full precision';
compFilt.AccumulatorDataType = 'Full precision';
compFilt.OutputDataType = 'Custom';
compFilt.CustomOutputDataType = numerictype([],18,14);
```

For the CIC interpolator, choosing the 'Minimum section word lengths' fixed-point data type option automatically optimizes the internal wordlengths based on the output wordlength and other CIC parameters.

```
cicFilt.FixedPointDataType = 'Minimum section word lengths';
cicFilt.OutputWordLength = 18;
```

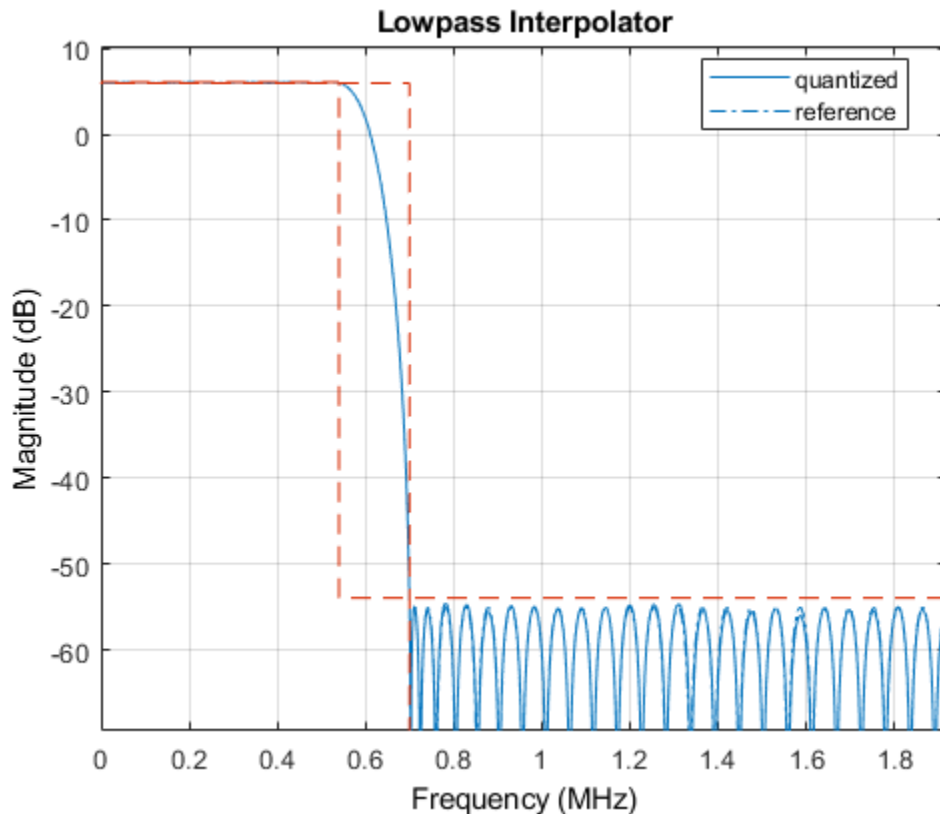
Configure the fixed-point properties of the gain correction and FIR-based System objects. The object uses the default RoundingMethod and OverflowAction property values ('Floor' and 'Wrap' respectively).

```
% CIC Gain Correction
GainCorr.FullPrecisionOverride = false;
GainCorr.CoefficientsDataType = 'Custom';
GainCorr.CustomCoefficientsDataType = numerictype(fi(GainCorr.Numerator,1,16));
GainCorr.OutputDataType = 'Custom';
GainCorr.CustomOutputDataType = numerictype(1,18,14);
```

Fixed-Point Analysis

Inspect the quantization effects with `fvtool`. You can analyze the filters individually or in a cascade. `fvtool` shows the quantized and unquantized (reference) responses overlaid. For example, this figure shows the effect of quantizing the first FIR filter stage.

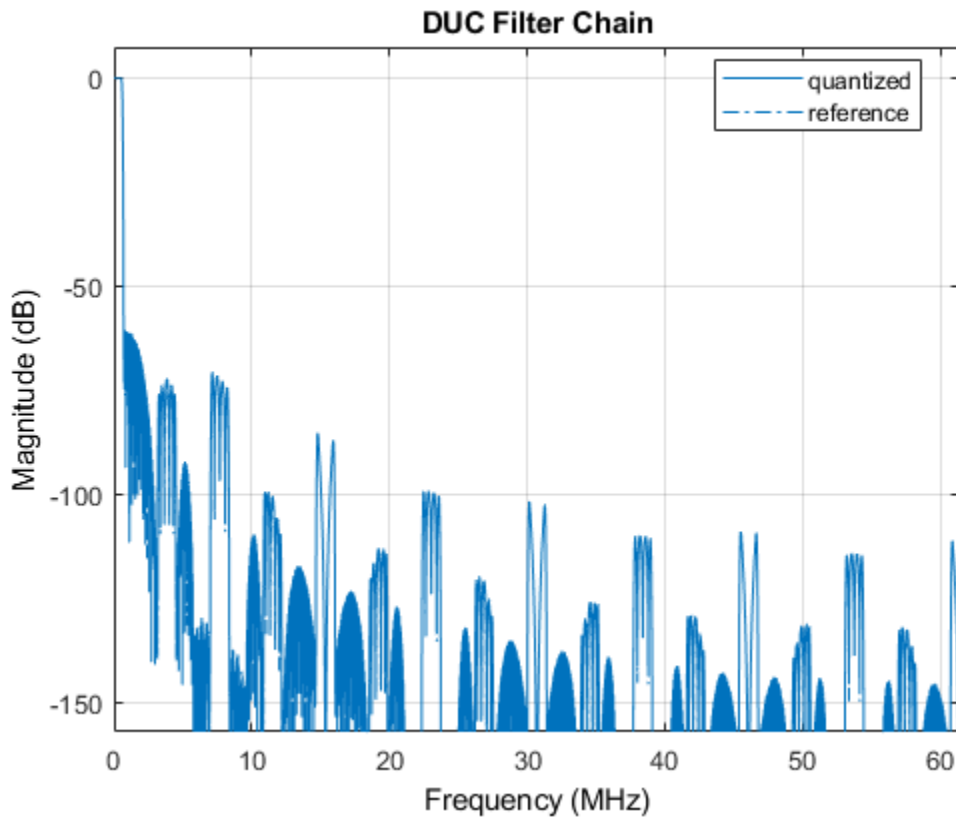
```
ducPlots.quantizedFIR = fvtool(lowpassFilt, ...
    'Fs',lowpassParams.FsIn*2,'arithmetic','fixed');
DUCTestUtils.setPlotNameAndTitle('Lowpass Interpolator');
legend('quantized', 'reference');
```



Redefine the `ducFilterChain` cascade object to include the fixed-point properties of the individual filters. Then use `fvtool` to analyze the entire filter chain and confirm that the quantized DUC still meets the specification.

```
ducFilterChain = dsp.FilterCascade(lowpassFilt,hbFilt,compFilt,cicFilt,GainCorr);
ducPlots.quantizedDUCResponse = fvtool(ducFilterChain, ...
    'Fs',FsIn*64,'Arithmetic','fixed');

DUCTestUtils.setPlotNameAndTitle('DUC Filter Chain');
legend('quantized', 'reference');
```



HDL-Optimized Simulink Model

The next step in the design flow is to implement the DUC in Simulink using blocks that support HDL code generation.

Model Configuration

The model relies on variables in the MATLAB workspace to configure the blocks and settings. It uses the same filter chain variables defined earlier in the example.

The input to the DUC comes from the `ducIn` variable. For now, assign a dummy value for `ducIn` so that the model can compute its data types. During testing, `ducIn` provides input data to the model.

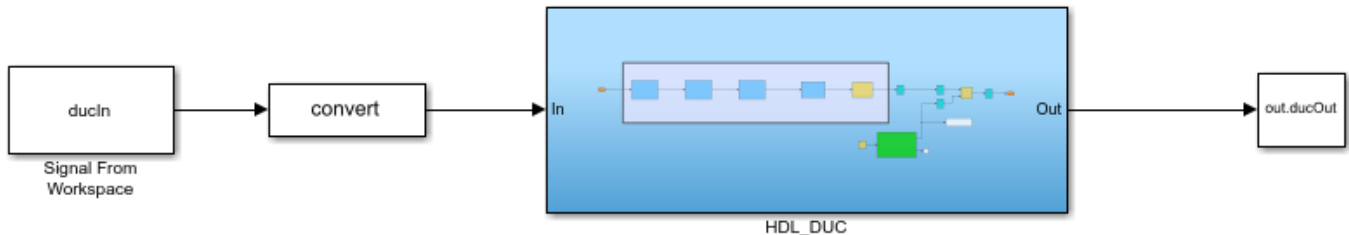
```
ducIn = 0; %#ok<NASGU>
```

Model Structure

This figure shows the top level of the DUC Simulink model. The model imports the `ducIn` variable from the MATLAB workspace by using a **Signal From Workspace** block, converts the signal to 16-bit values, and applies the signal to the DUC. You can generate HDL code from the `HDL_DUC` subsystem.

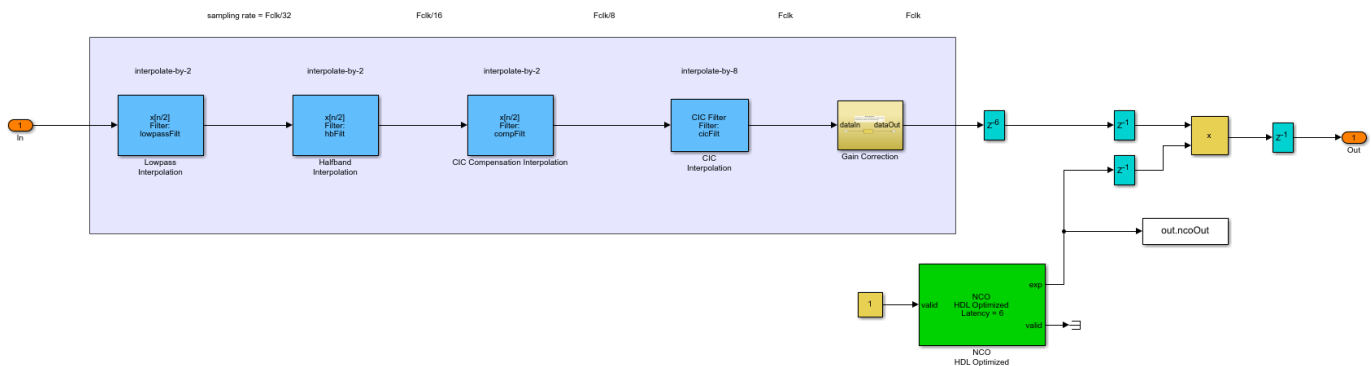
```
modelName = 'DUCforLTEHDL';
open_system(modelName);
set_param(modelName, 'Open', 'on');
```


Implementation of a Digital Up-Converter for LTE in HDL



The DUC implementation is inside the HDL_DUC subsystem.

```
set_param([modelName '/HDL_DUC'], 'Open', 'on');
```

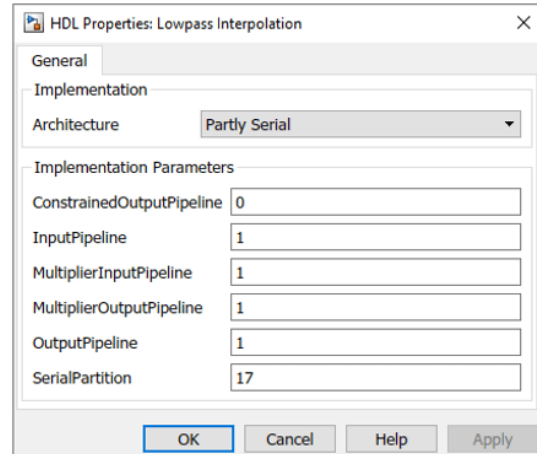
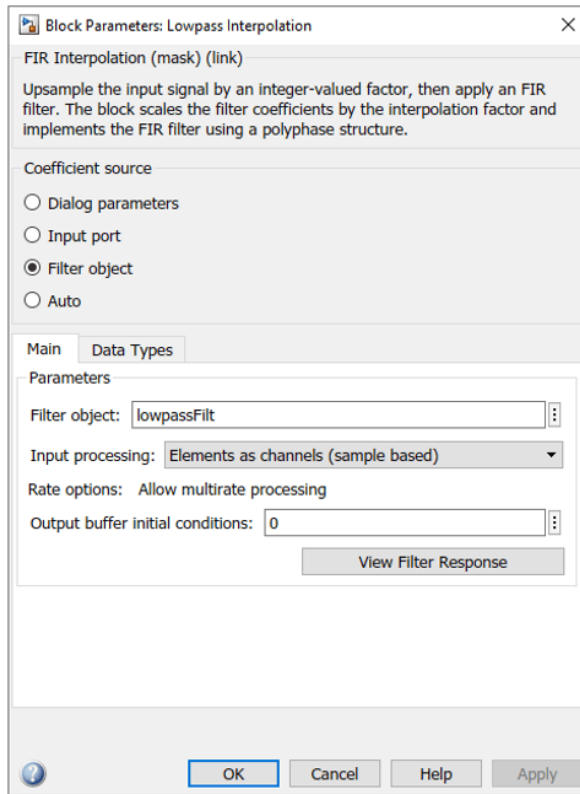


Filter Block Parameters

All of the filters are configured to inherit the properties of the corresponding System objects. Each block also has a set of HDL Properties that are used to optimize the resulting HDL code. The lowpass, halfband, and CIC compensation filters operate at sampling rates that are lower than the clock rate ($Fclk$) by factors of 32, 16, and 8, respectively. These filter blocks use serialization techniques (resource sharing) to minimize hardware resource utilization.

For example, because the sample rate of the input to the Lowpass Interpolation block is $Fclk/32$, 32 clock cycles are available to process each input sample. When you generate HDL code for the DUC, the log file lists all of the `SerialPartition` property values available for the filter blocks, based on their coefficients. These values apply when you set the **Architecture** parameter to **Partly Serial**. The largest value in each `SerialPartition` vector represents the sharing factor of the filter. The sharing factor means that the multipliers are shared in time inside the filter and the filter needs that many cycles to operate on each sample. For the Lowpass Interpolation block in this model, the minimum number of multipliers occurs when the `SerialPartition` property is 17. This setting means the filter can process one sample every 17 clock cycles. Because one sample arrives at this filter every 32 cycles, the filter has the cycles available to use a sharing factor of 17 to reduce hardware resources. The figures show the block parameters and HDL Properties settings for the Lowpass Interpolation block.

For more information, see “SerialPartition” on page 22-42 and “HDL Filter Architectures” on page 22-44.

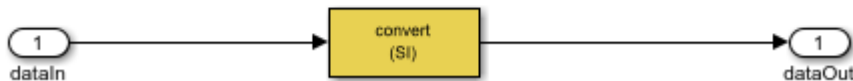


Gain Correction

The gain correction divides the output by 4096, which is equivalent to shifting right by 12 bits. Because the input and output signals of the gain correction each are expressed with 18 bits, the model implements this shift by reinterpreting the data type of the output signal. The Conversion block reinterprets the 12-bit number to have 20 fractional bits rather than 8 fractional bits.

```
set_param([modelName '/HDL_DUC/Gain Correction'], 'Open', 'on');
```

Divide by 4096
To right-shift by 12 bits, reinterpret the number to have 20 fractional bits rather than 8 fractional bits.



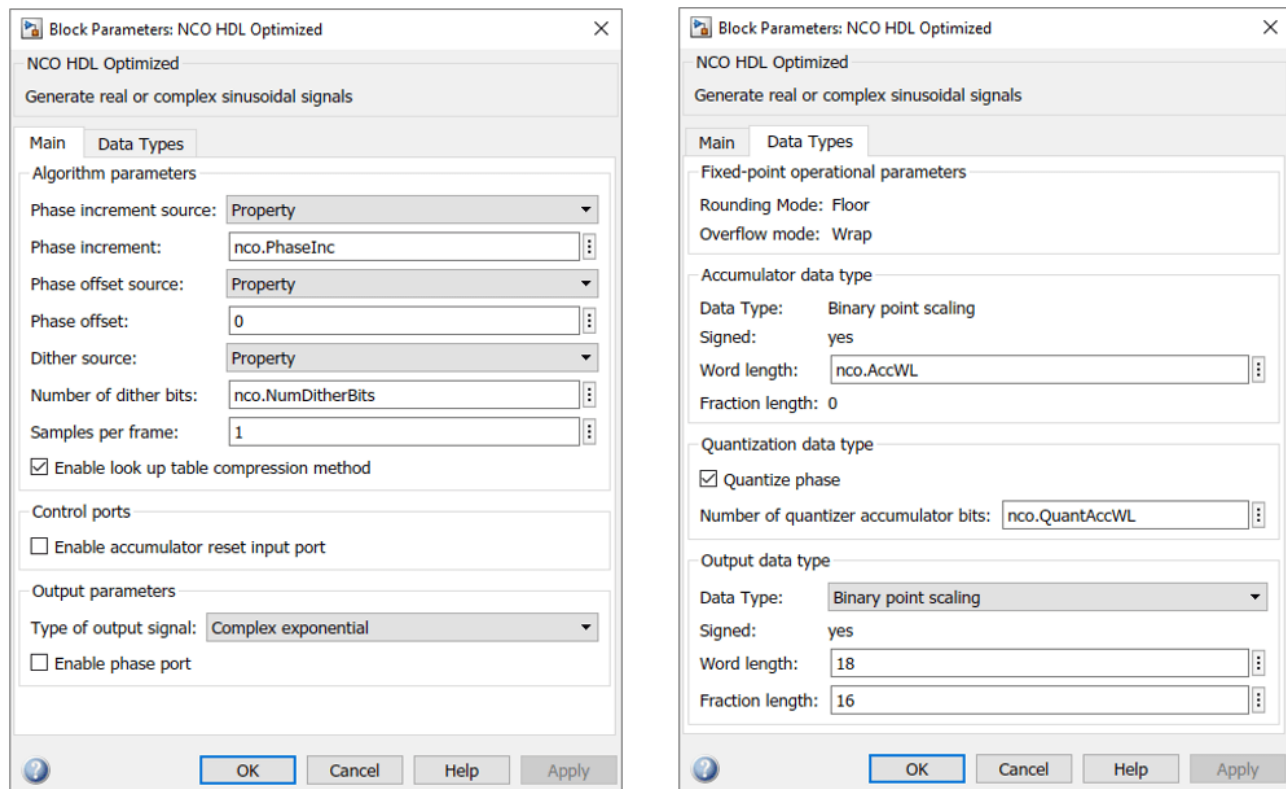
NCO Block Parameters

The NCO HDL Optimized block generates a complex phasor at the carrier frequency. This signal goes to a mixer that multiplies the phasor with the output signal. The output of the mixer is sampled at 122.88 Msps.

Specify the desired frequency resolution. Calculate the number of accumulator bits required to achieve the desired resolution, and define the number of quantized accumulator bits. The NCO uses the quantized output of the accumulator to address the sine lookup table. Also compute the phase increment the NCO must use to generate the specified carrier frequency. The NCO applies phase dither to the accumulator bits that are removed during quantization.

```
nco.Fd = 1;
nco.AccWL = nextpow2(FsIn*64/nco.Fd) + 1;
nco.QuantAccWL = 12;
nco.PhaseInc = round((Fc*2^nco.AccWL)/(FsIn*64));
nco.NumDitherBits = nco.AccWL-nco.QuantAccWL;
```

The NCO block in the model is configured with the parameters defined in the nco structure. This figure shows both tabs of the NCO HDL Optimized block parameters dialog.



Sinusoid on Carrier Test

To test the DUC, pass a 40kHz sinusoid through the DUC and modulate the output signal onto the carrier frequency. Demodulate and resample the signal. Then measure the spurious free dynamic range (SFDR) of the resulting tone and the SFDR of the NCO output.

```
% Initialize random seed before executing any simulations.
rng(0);
```

```
% Generate a 40kHz test tone.
ducIn = DUCTestUtils.GenerateTestTone(40e3);
```

```
% Upconvert the test signal with the floating-point DUC.
ducTx = DUCTestUtils.UpConvert(ducIn,FsIn*64,Fc,ducFilterChain);
release(ducFilterChain);

% Down convert the output of DUC.
ducRx = DUCTestUtils.DownConvert(ducTx,FsIn*64,Fc);

% Upconvert the test signal by running the fixed-point Simulink model.
simOut = sim(modelName);

% Downconvert the output of DUC.
simTx = simOut.ducOut;
simRx = DUCTestUtils.DownConvert(simTx,FsIn*64,Fc);

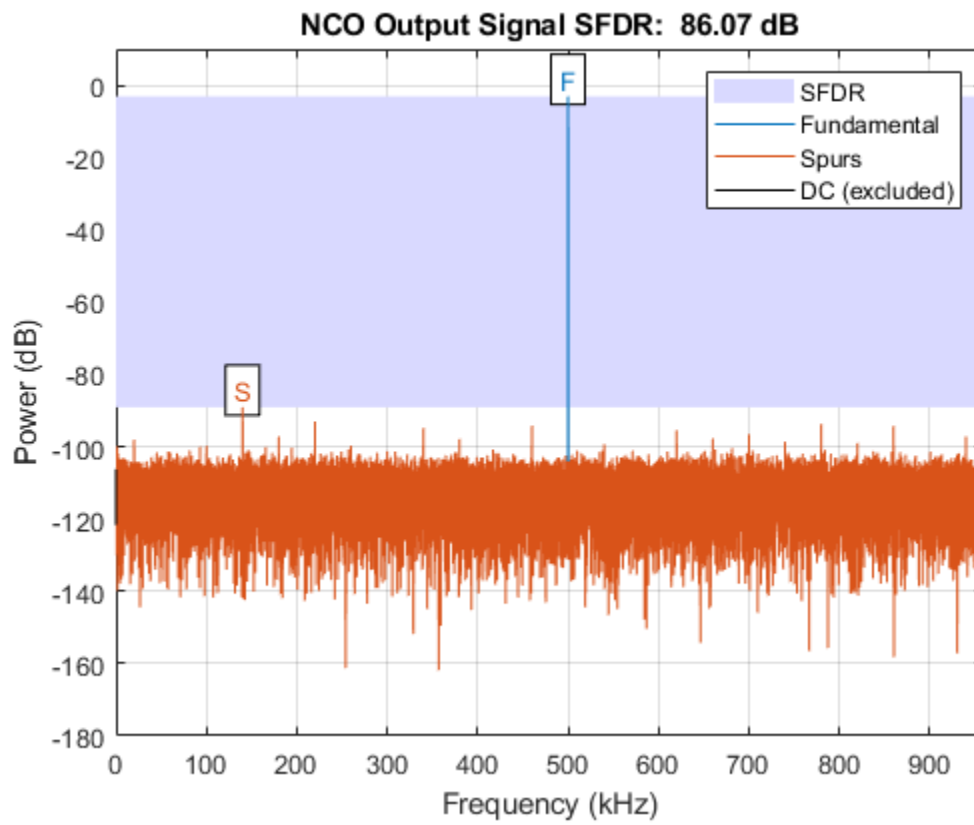
% Measure the SFDR of the NCO, floating point DUC, and fixed-point DUC outputs.
results.sfdrNCO = sfdr(real(simOut.ncoOut),FsIn);
results.sfdrFloatDUC = sfdr(real(ducRx),FsIn);
results.sfdrFixedDUC = sfdr(real(simRx),FsIn);

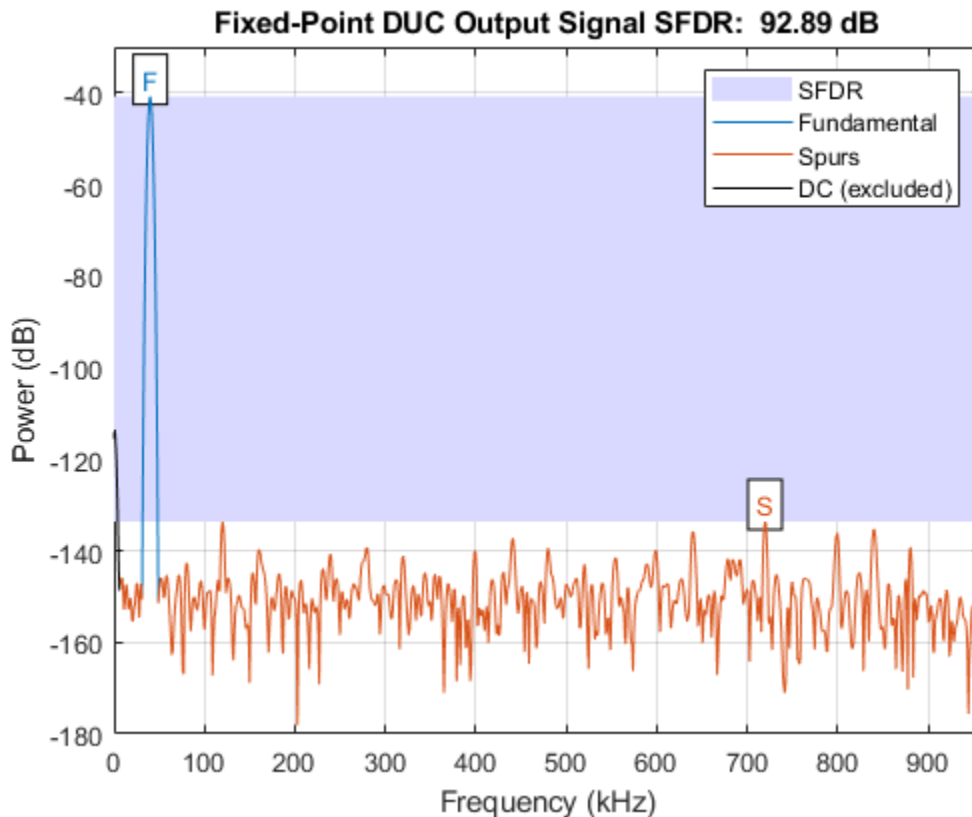
disp('SFDR Measurements');
disp([' Floating-point DUC SFDR: ',num2str(results.sfdrFloatDUC) ' dB']);
disp([' Fixed-point NCO SFDR: ',num2str(results.sfdrNCO) ' dB']);
disp([' Fixed-point DUC SFDR: ',num2str(results.sfdrFixedDUC) ' dB']);
fprintf(newline);

% Plot the SFDR of the NCO and fixed-point DUC outputs.
ducPlots.ncoOutSDFR = figure;
sfdr(real(simOut.ncoOut),FsIn);
DUCTestUtils.setPlotNameAndTitle(['NCO Output Signal ' get(gca,'Title').String]);

ducPlots.ducOutSDFR = figure;
sfdr(real(simRx),FsIn);
DUCTestUtils.setPlotNameAndTitle(['Fixed-Point DUC Output Signal ' get(gca,'Title').String]);

SFDR Measurements
Floating-point DUC SFDR: 287.7416 dB
Fixed-point NCO SFDR: 86.0718 dB
Fixed-point DUC SFDR: 92.8885 dB
```





LTE Signal Test

You can use an LTE test signal to perform more rigorous testing of the DUC. Generate a standard compliant LTE waveform by using LTE Toolbox™ functions. Then, upconvert the waveform with the DUC model. Use LTE Toolbox functions to measure the error vector magnitude (EVM) of the resulting signals.

```

rng(0);
% Execute this test only if you have the LTE Toolbox product.
if license('test','LTE_Toolbox')

    % Generate an LTE test signal by using LTE Toolbox functions.
    [ducIn, sigInfo] = DUCTestUtils.GenerateLTETestSignal();

    % Upconvert the signal with the floating-point DUC and modulate onto carrier.
    ducTx = DUCTestUtils.UpConvert(ducIn,FsIn*64,Fc,ducFilterChain);
    release(ducFilterChain);

    % Add noise to the transmit signal.
    ducTxAddNoise = DUCTestUtils.AddNoise(ducTx);

    % Downconvert the received signal.
    ducRx = DUCTestUtils.DownConvert(ducTxAddNoise,FsIn*64,Fc);

    % Upconvert the signal by using the Simulink model.
    simOut = sim(modelName);

```

```

% Add noise to the transmit signal.
simTx = simOut.ducOut;
simTxAddNoise = DUCTestUtils.AddNoise(simTx);

% Downconvert the received signal.
simRx = DUCTestUtils.DownConvert(simTxAddNoise,FsIn*64,Fc);

results.evmFloat = DUCTestUtils.MeasureEVM(sigInfo,ducRx);
results.evmFixed = DUCTestUtils.MeasureEVM(sigInfo,simRx);

disp('LTE EVM Measurements');
disp([' Floating-point DUC RMS EVM: ' num2str(results.evmFloat.RMS*100,3) '%']);
disp([' Floating-point DUC Peak EVM: ' num2str(results.evmFloat.Peak*100,3) '%']);
disp([' Fixed-point DUC RMS EVM: ' num2str(results.evmFixed.RMS*100,3) '%']);
disp([' Fixed-point DUC Peak EVM: ' num2str(results.evmFixed.Peak*100,3) '%']);
fprintf(newline);

```

```
end
```

```

LTE EVM Measurements
Floating-point DUC RMS EVM: 0.782%
Floating-point DUC Peak EVM: 2.42%
Fixed-point DUC RMS EVM: 0.755%
Fixed-point DUC Peak EVM: 2.76%

```

HDL Code Generation and FPGA Implementation

To generate the HDL code for this example you must have the HDL Coder™ product. Use the `makehdl` and `makehdltb` commands to generate HDL code and an HDL test bench for the HDL_DUC subsystem. The DUC was synthesized on a Xilinx® Zynq®-7000 ZC706 evaluation board. The table shows the post place-and-route resource utilization results. The design met timing with a clock frequency of 188 MHz.

```

T = table(...
    categorical({'LUT'; 'LUTRAM'; 'FF'; 'BRAM'; 'DSP'}),...
    categorical({'3497'; '370'; '4871'; '0.5'; '10'}),...
    'VariableNames',{'Resource','Usage'})

```

```
T =
```

```
5x2 table
```

| Resource | Usage |
|----------|-------|
| LUT | 3497 |
| LUTRAM | 370 |
| FF | 4871 |
| BRAM | 0.5 |
| DSP | 10 |

HDL QAM Transmitter and Receiver

This example shows how to implement a 64-QAM transmitter and receiver for HDL code generation and hardware implementation.

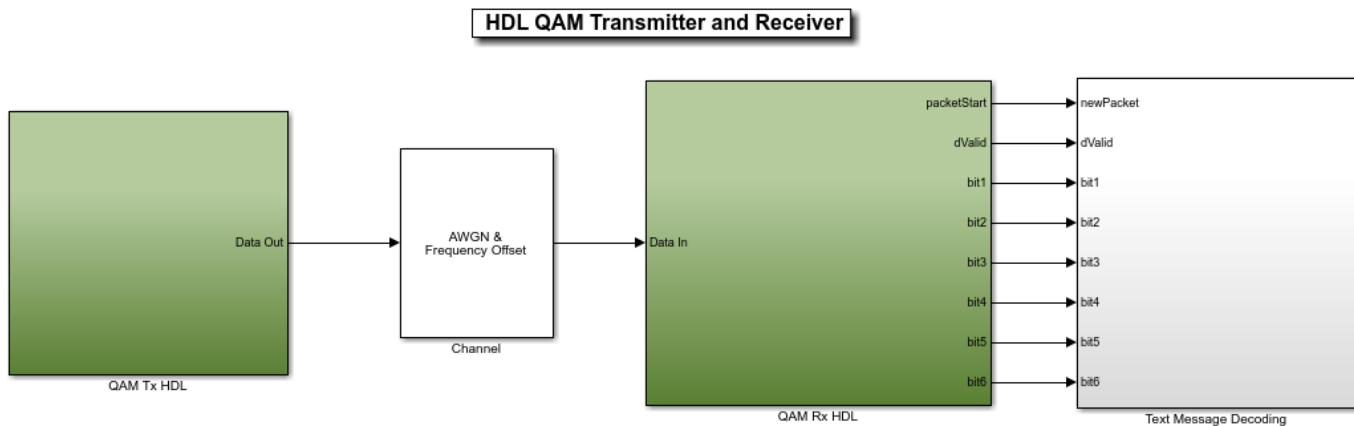
Overview

The **HDL QAM Transmitter and Receiver** example shows how to use Simulink® blocks that support HDL code generation to implement the baseband processing of a digital communications transmitter and receiver.

The **HDL QAM Tx** subsystem generates a complex valued, 64-QAM modulated constellation. A floating point channel model, **Channel**, is used to add attenuation, channel noise, carrier frequency offset and fractional delay in order to demonstrate the operation of the receiver subsystem. The **HDL QAM Rx** subsystem implements a practical digital receiver to mitigate the channel impairments using coarse frequency recovery, timing recovery, frame synchronization and magnitude and phase recovery. The received data packets are then decoded and printed to the MATLAB® Command Window by the **Text Message Decoding** subsystem.

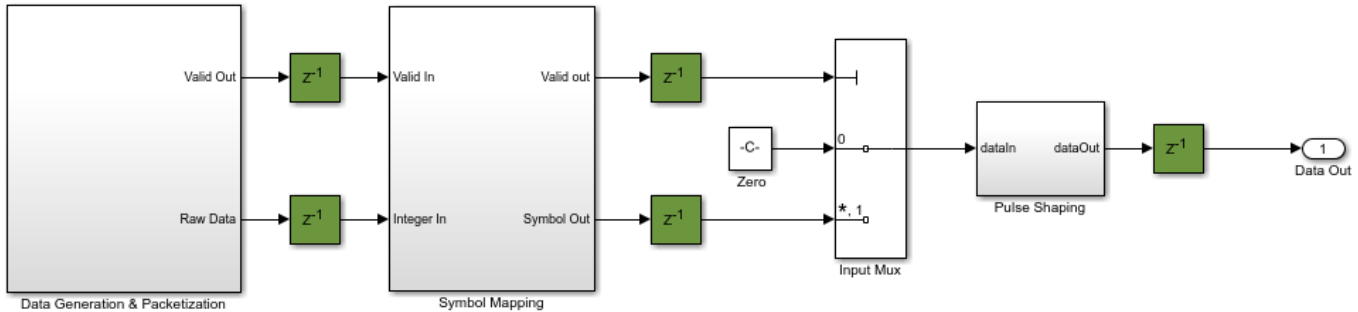
Structure of the Example

The top-level structure of the QAM receiver model is shown in the following figure. The **QAM Tx HDL** and **QAM Rx HDL** subsystems are optimized for HDL code generation.



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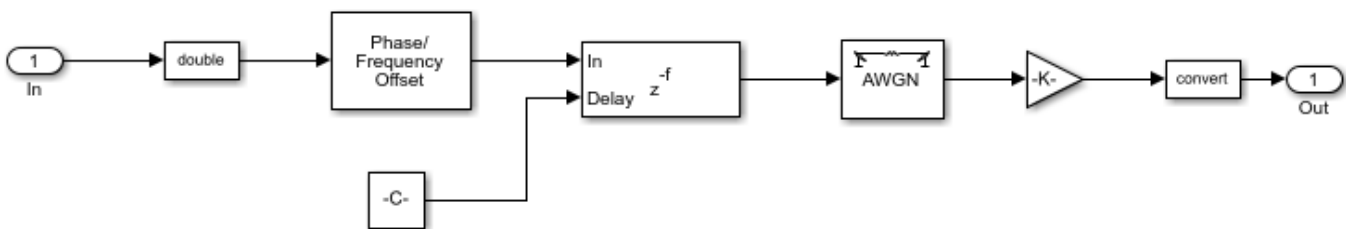
The detailed structure of the **QAM Tx HDL** subsystem can be seen in the figure below.



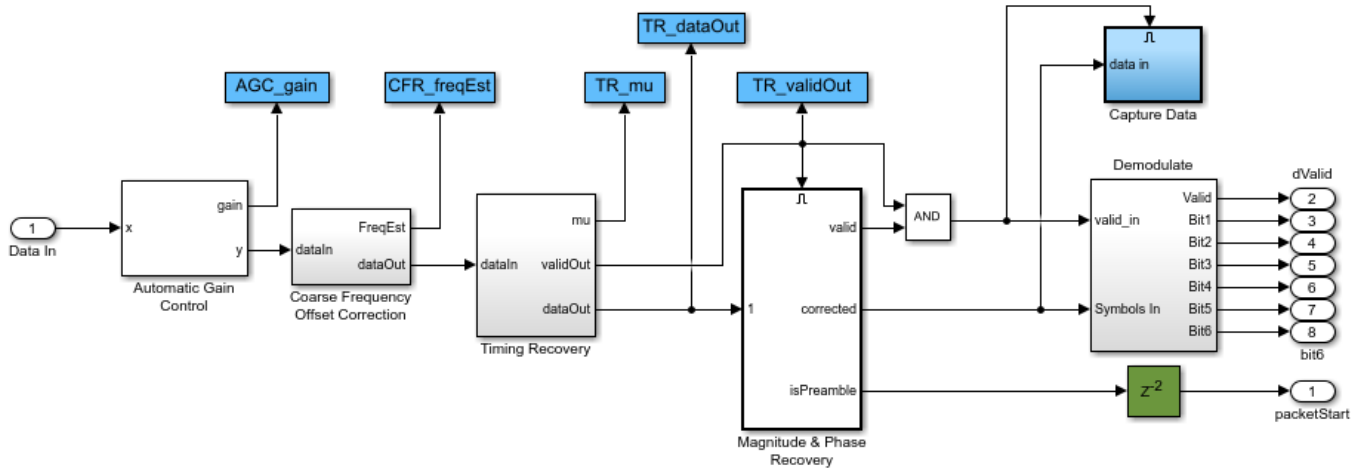
The **QAM Tx HDL** subsystem contains the following components, which are described in more detail in the **HDL QAM Transmitter** section.

- **Data Generation & Packetization** - Generates the packets to be transmitted, grouping the bits for mapping to symbols
- **Symbol Mapping** - Maps the bits output from the **Data Generation & Packetization** subsystem to QAM symbols
- **Pulse Shaping** - Performs pulse shaping and upsampling of the symbols using an interpolating RRC (Root Raised Cosine) filter prior to transmission

The structure of the **Channel** can be seen below. As the **Channel** subsystem is intended to be a rough approximation of a AWGN channel with attenuation and frequency offset it is intended to be run in software. As a result blocks which are not supported for HDL code generation can be used here, such as the **Phase/Frequency Offset** block. The **Phase/Frequency Offset** block does not support fixed point data types, hence the conversion to double at the input of the **Channel** subsystem. The signal is converted back to fixed point before being output from the **Channel** subsystem. A fractional delay and AWGN are applied to the transmitted signal and the **Gain** block attenuates the signal.



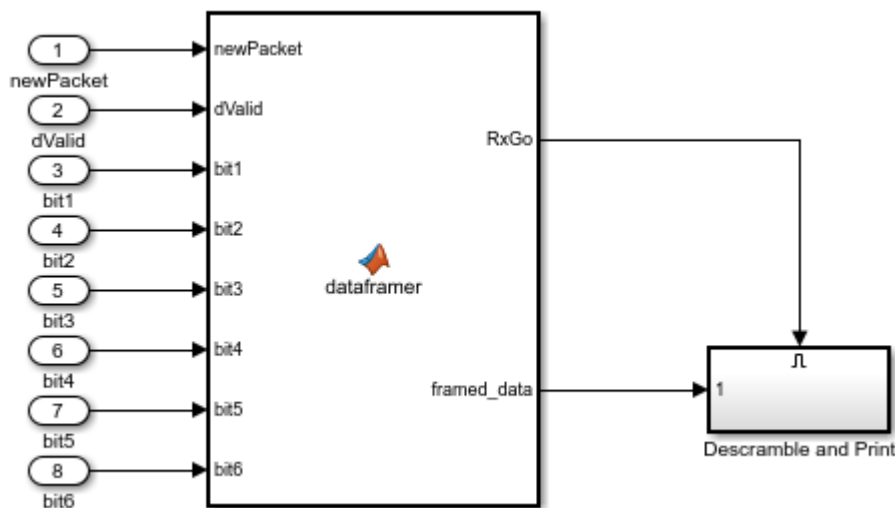
The detailed structure of the **QAM Rx HDL** subsystem can be seen in the figure below.



The **QAM Rx HDL** subsystem contains the following components which are described in more detail in the **HDL QAM Receiver** section.

- **Automatic Gain Control (AGC)** - Normalizes the received signal power
- **Coarse Frequency Offset Correction** - Estimates the approximate frequency offset and corrects. The subsystem also contains the receive RRC filter which downsamples by 2
- **Timing Recovery** - Resamples the input signal according to a recovered timing strobe so that symbol decisions are made at the optimum sampling instants
- **Magnitude & Phase Recovery** - Performs packet detection, fine grained phase and amplitude correction
- **Demodulate** - Demodulates the signal, de-mapping symbols to bits

The structure of the **Text Message Decoding** subsystem is shown below.



This subsystem is expected to be run in software, therefore, it is preferable to employ frame-based signals to speed up the computation. The **Text Message Decoding** subsystem has eight sample-based Boolean input signals: dValid, packetStart and signals bit1 to bit6. Conversion from sample-based signals to frame-based counterparts is implemented by the **dataframer** MATLAB function block. The demodulated bits are valid only when dValid is set high. The **dataframer** block uses the dValid signal to fill up a delay line with the received bits and the **newPacket** signal to forward the data stored in the delay line to the output and reset the delay line. The **Descramble and Print** subsystem processes the received data only when its enable signal goes high. This occurs when either the delay line accumulates 336 valid demodulated bits or the newPacket signal is high. This will cause the **dataframer** to set the RxGo signal high. While the simulation is running, the **Descramble and Print** subsystem outputs the string "Hello world! ~64QAM test string~ ###" to the MATLAB command window, where '###' is a repeating sequence of '000', '001', '002', ..., '099'. Every 50 packets, the bit error rate of the data in the last 50 successfully received packets is also displayed in the MATLAB Command Window.

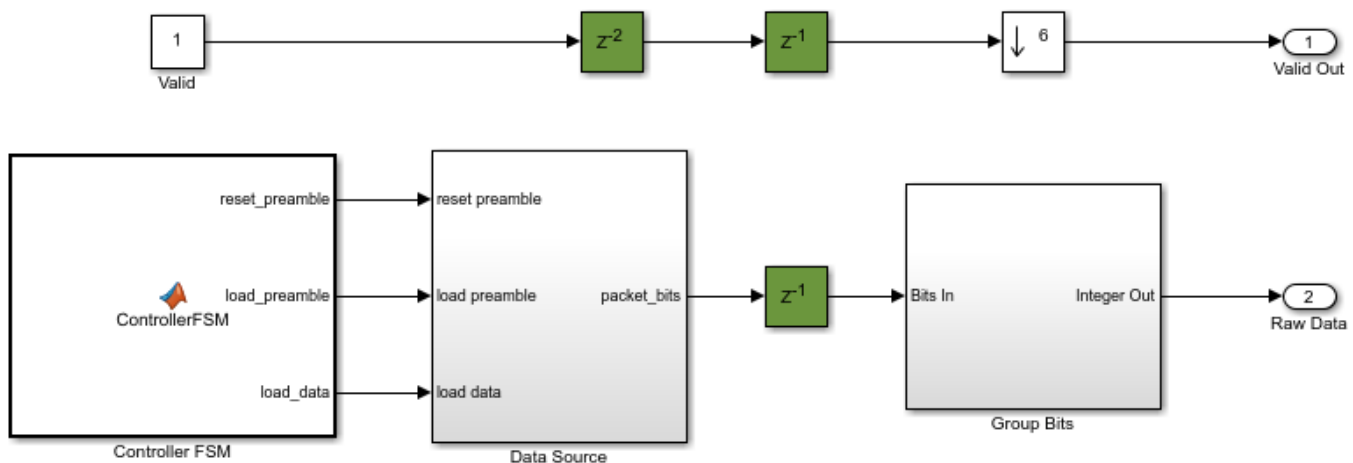
HDL QAM Transmitter (HDL QAM Tx)

The **HDL Transmitter** contains the **Data Generation & Packetization**, **Symbol Mapping**, and **Pulse Shaping** blocks which are described in detail in the following sections.

1 - Data Generation & Packetization

The **Controller FSM** (Finite State Machine) and **Data Source** generates the preamble bits, and the data bits, performs scrambling and builds the packets. Each packet consists of an 84-bit Barker code preamble and 252 bits of scrambled data. The **Group Bits** block converts the input data bit stream into a six bit integer at 1/6th of the input sampling rate, as required by the symbol mapper.

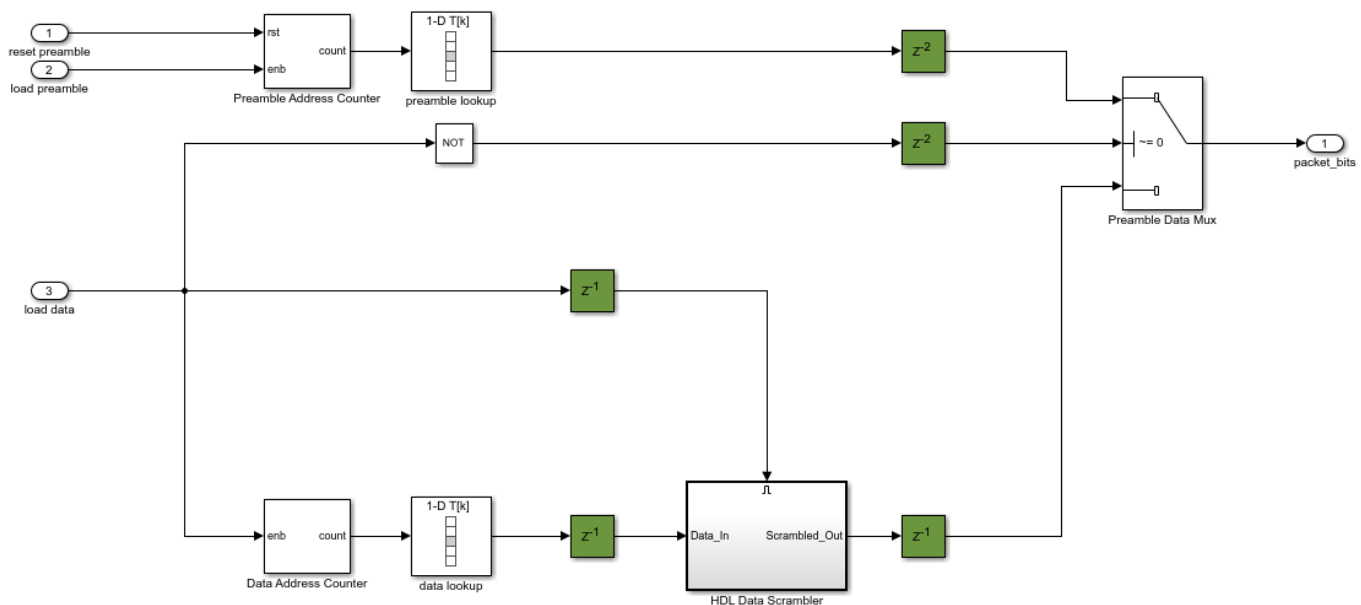
The **Data Source** subsystem has a pipeline delay of 2 samples. In addition there is a pipeline delay between the data source and the bit pairing subsystem. The valid signal is therefore delayed to match the pipeline delay of the data path. The **Group Bits** subsystem reduces the sample rate by a factor of 6. Placing a downsample by 6 in the valid control path ensures that the sample rate matches that of the signal path.



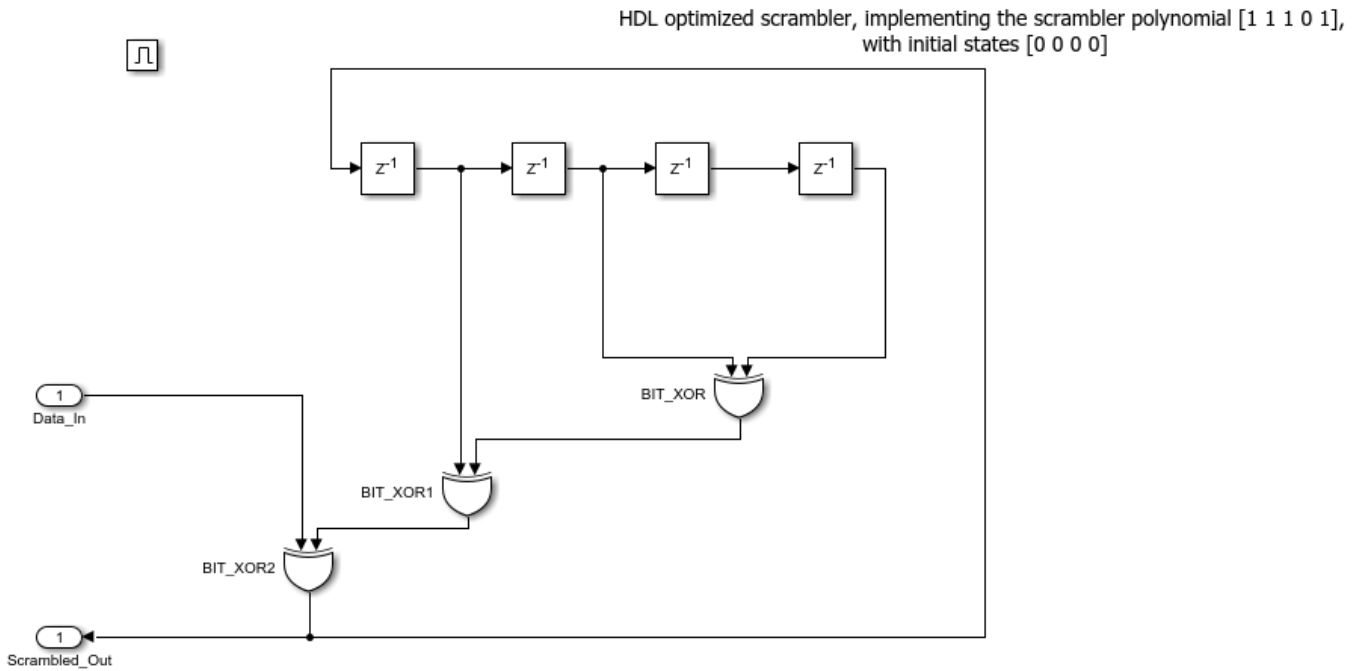
- **Controller FSM** - The **Controller FSM** implements a control state machine using a MATLAB™ function block. The FSM has two states - **Pack_Preamble** and **Append_Data**. The **Pack_Preamble** state asserts the **load_preamble** signal and de-asserts the **reset_preamble** and the **load_data** signals. The FSM will remain in this state for 84 clock cycles. Following this the

FSM moves into the **Append_Data** state, asserting the **load_data** signal and the **reset_preamble** signal while releasing the **load_preamble** signal. The FSM will remain in this state for 252 clock cycles. The **load_preamble** and **reset_preamble** are boolean and are used to control the **Preamble Address Counter** which manages the load of the preamble at the start of each packet. The **load_data** signal is boolean and is used to enable the **Data Address Counter** which controls the loading of data into the packet.

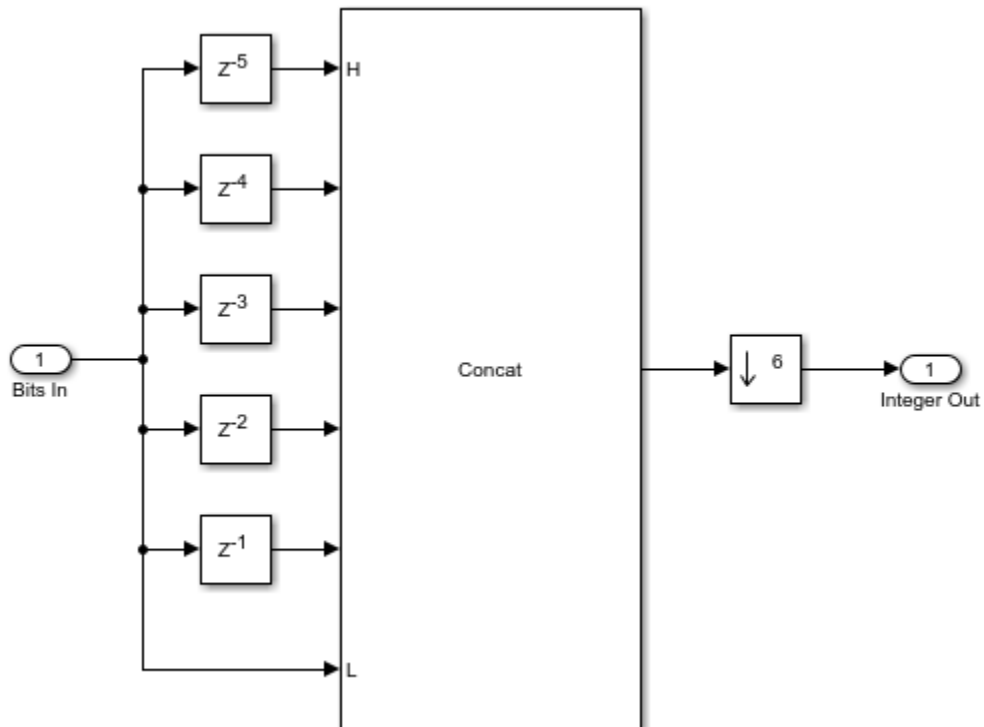
- Data Source** - The **Data Source** Subsystem contains two LUTs, storing the preamble and data bits. The **preamble lookup** LUT is addressed by the **Preamble Address Counter**, which is controlled by the **reset preamble** and **load preamble** signals generated by the **Controller FSM**. The **data lookup** LUT is addressed by the **Data Address Counter**, which is enabled by the **load_data** signal generated by the **Controller FSM**. The **Preamble Address Counter** has a reset signal, generated by the **Controller FSM**, as the same preamble is inserted at the start of each packet. The **Data Address Counter** does not have a reset signal as the data address sequence is much longer and will vary for each packet as different data bits are placed within each packet. In addition to enabling the counter for the data LUT, the **load data** input is used to control when the **HDL Data Scrambler** component should be enabled, and to control selection of preamble or data bits via the **Preamble Data Mux**.



- HDL Data Scrambler** - The **HDL Data Scrambler** is shown in the following figure. It is built from first principles using XOR gates (for modulo 2 addition) and registers. An enabled subsystem is used here to ensure that the scrambler is only enabled when there is new input data to be processed.

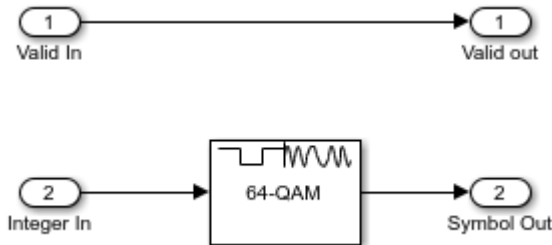


- Group Bits** - The purpose of the **Group Bits** subsystem is to group six individual bits into a six-bit unsigned integer output - the format expected by the symbol mapping component. A number of delays are used to align 6 bits at the input of the **Bit Concat** block which concatenates into a six-bit unsigned output. This output is then downsampled to select the correct grouping of bits.



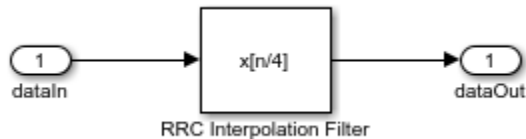
2 - Symbol Mapping

The **Symbol Mapping** subsystem uses the **Rectangular QAM Modulator Baseband** block to map the integer input value onto the appropriate 64-QAM complex valued symbol. The block uses a Gray Mapping scheme.



3 - Pulse Shaping

The Pulse Shaping subsystem uses an **RRC Interpolation Filter** block with an upsampling factor of 4. A matched filter is implemented in the receiver. The filter is pipelined (see HDL Block Properties).



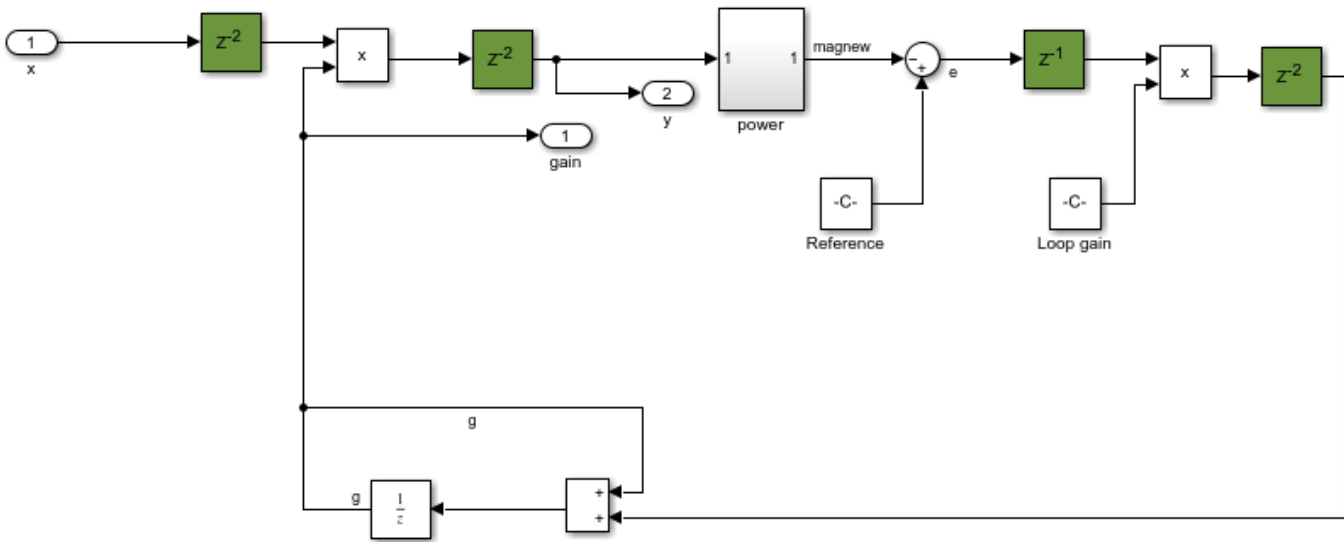
HDL QAM Receiver (HDL QAM Rx)

The **HDL Receiver** contains the **AGC**, **Coarse Frequency Offset Correction**, **Timing Recovery**, **Magnitude & Phase Recovery**, and **Demodulate** blocks, which are described in detail in the following sections.

1 - AGC

The **AGC** ensures that the amplitude of the input of the **Coarse Frequency Compensation** is normalized to the range 1 to -1.

The **AGC** structure is shown in the following diagram, with pipeline registers shown in green throughout the model.

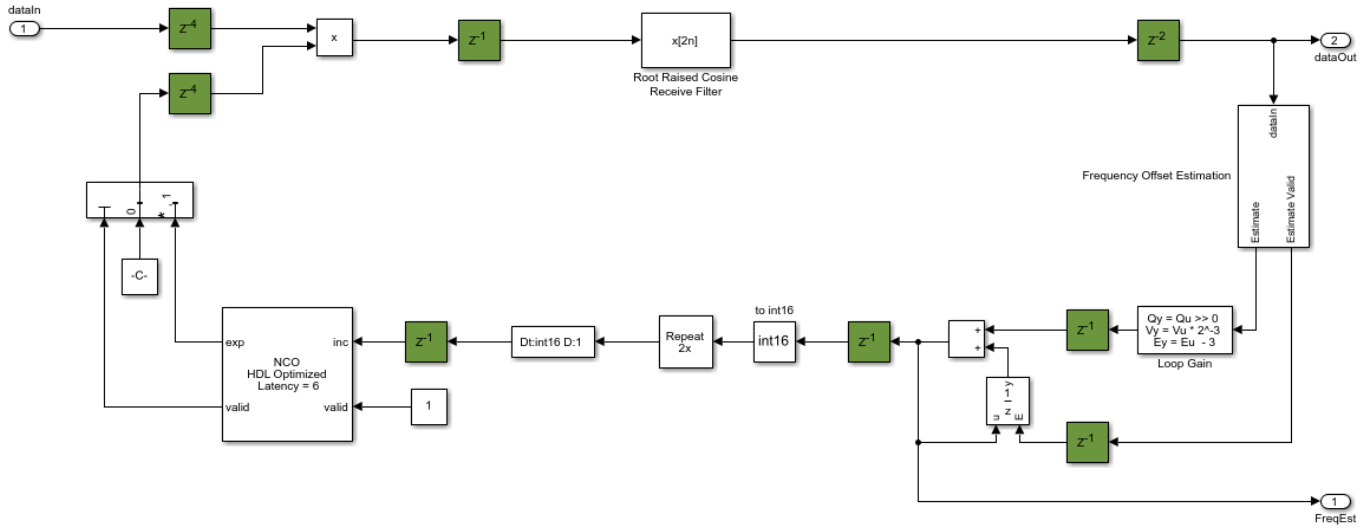


2 - Coarse Frequency Offset Correction

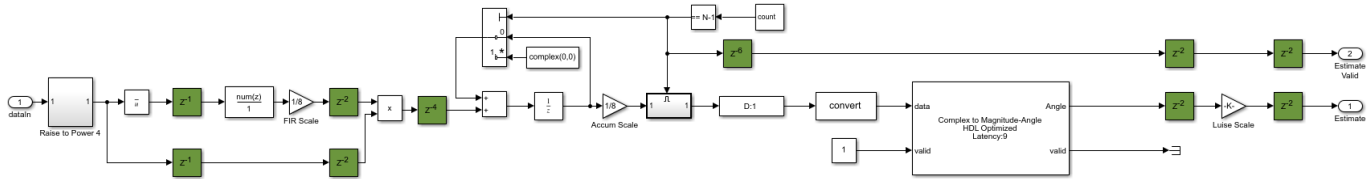
The **Coarse Frequency Offset Correction** subsystem estimates and corrects for the frequency offset using the Luise-Reggiannini algorithm [1]. The **Frequency Offset Estimation** subsystem makes an estimate based on the output of the **Root Raised Cosine Receive Filter**, then frequency offset correction based on this estimate is applied at the input to the **Root Raised Cosine Receive Filter**. This ensures that the desired portion of the received signal bandwidth is better aligned with the receiver filter frequency response, improving the SNR compared to correcting at the output of the **Root Raised Cosine Receive Filter**.

As the estimation and correction algorithm is operating in a closed loop, making iterative updates to the previous estimates of the frequency offset, the system will gradually converge towards a result. A **Loop Gain** is included to implement averaging of the estimates. This architecture is described in [1]. The **Root Raised Cosine Receive Filter** implements a downsampling operation so it is necessary to upsample the feedback signal, using the repeat block, to match the rate at the input to the filter.

Note that there is a residual frequency offset at the output of the **Coarse Frequency Offset Correction** subsystem that varies over time, even if the frequency offset at the input to the subsystem remains the same, as new estimates of the offset are made. Fine grained correction of the residual offset is performed later in the receiver by the **Magnitude and Phase Recovery** subsystem.

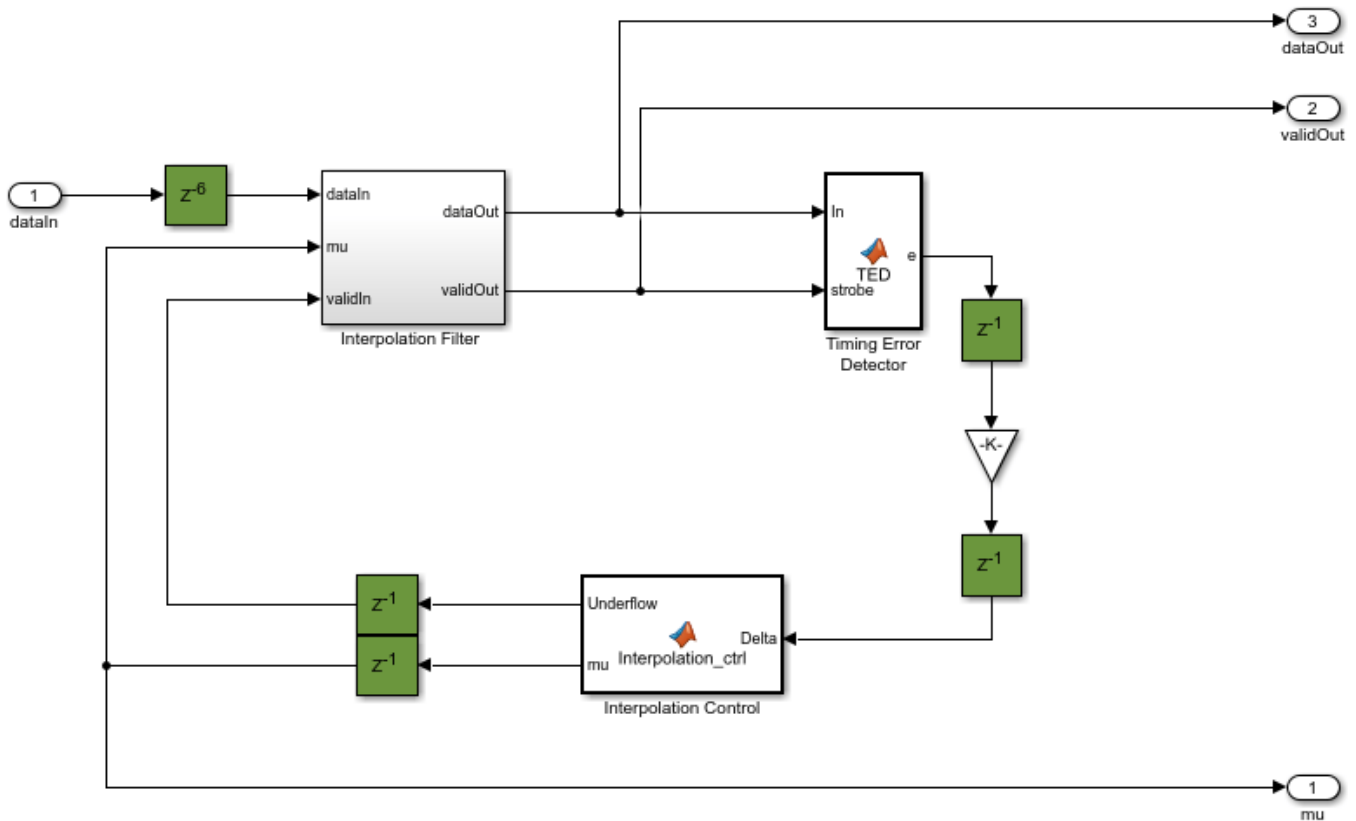


- Frequency Offset Estimation** : The **Frequency Offset Estimation** subsystem implements the Luise-Regiannini algorithm, described in [1]. The signal is first raised to the power four to implement a 4th power phase estimator as described in [2]. This is implemented by 2 cascaded product blocks, with pipelining added to improve hardware performance. The **Discrete FIR Filter** implements the filter with rectangular weights, made up of all ones, described in [1]. The **FIR Scale** scales the FIR output to account for the filter gain. The **Complex To Magnitude-Angle HDL Optimized** block is used to implement the *angle* function, as required by the Luise-Regiannini algorithm. This block computes the phase using the hardware friendly CORDIC algorithm. For more information, see the Complex to Magnitude-Angle HDL Optimized (DSP System Toolbox) block in DSP System Toolbox™. Before the **Frequency Offset Estimation** subsystem output, the signal is scaled as required by the Luise-Regiannini algorithm and, in addition, is scaled to match the word length of the NCO.



3 - Timing Recovery

The **Timing Recovery** subsystem is shown in the following diagram.



The **Timing Recovery** subsystem implements a PLL, described in Chapter 8 of [3], to correct the timing error in the received signal. On average, the **Timing Recovery** subsystem generates one output sample for every two input samples.

The **Interpolation Control** function block implements a decrementing modulo-1 counter, described in Chapter 8.4.3 of [3], to generate the control signal to facilitate the selection of the interpolants of the **Interpolation Filter**. This control signal also enables the **Timing Error Detector (TED)**, so that it calculates the timing errors at the correct timing instants. The **Interpolation Control** subsystem updates the timing difference, **mu**, for the **Interpolation Filter**, generating interpolants at optimum sampling instants.

The **Interpolation Filter** is a Farrow parabolic filter with $\alpha = 0.5$ as described in Chapter 8.4.2 of [3]. The filter uses an α of 0.5 so that all the filter coefficients become 1, $-1/2$ and $3/2$, which significantly simplifies the interpolator structure. Based on the interpolants, timing errors are generated by a zero-crossing **Timing Error Detector** as described in Chapter 8.4.1 of [3].

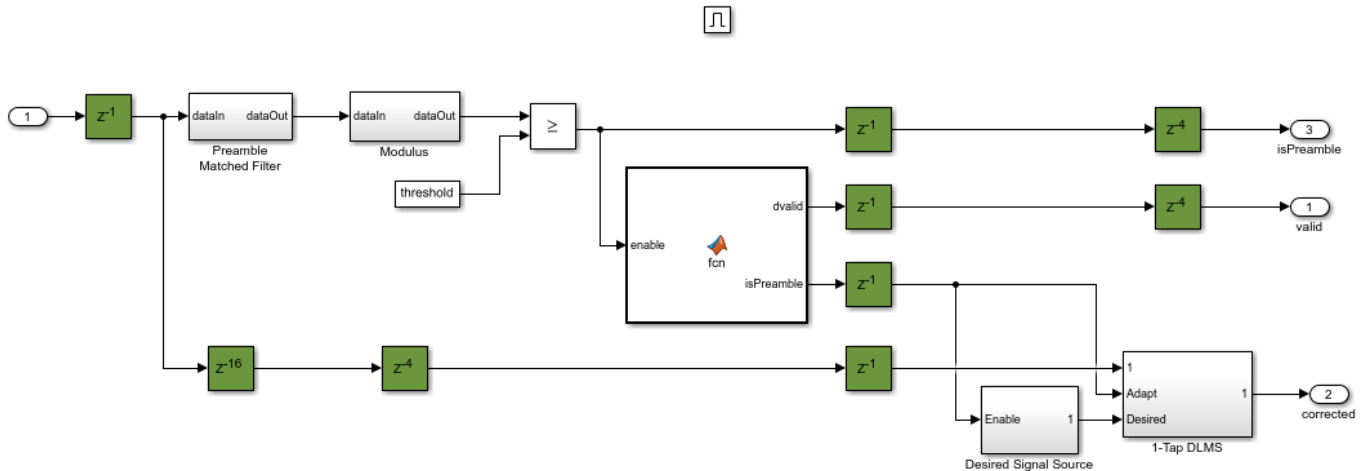
The **Interpolation Filter** introduces a fractional delay to the signal in order to compensate for the timing error. The fractional delay is controlled by the **mu** input signal. When the timing error (delay) reaches symbol boundaries, there is one extra or missing interpolant in the output. The **Timing Error Detector** implements bit stuffing or skipping to handle the extra or missing interpolants.

Refer to Chapter 8.4.4 of [3] for details of bit stuffing and skipping. The timing recovery loop normally generates one output symbol for every two input samples. It also outputs a timing strobe (**validOut** signal) that runs at the input sample rate. Under normal circumstances, the strobe value is simply a sequence of alternating ones and zeros. However, this occurs only when the relative delay

between transmitter and receiver contains some fractional part of one symbol period and the integer part of the delay (in symbols) remains constant. If the integer part of the relative delay changes, the strobe value can have two consecutive zeros or two consecutive ones.

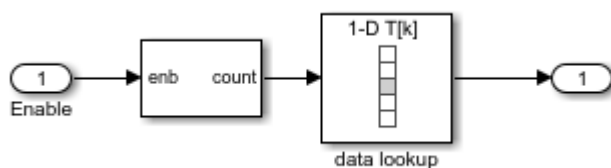
4 - Magnitude & Phase Recovery

The **Magnitude & Phase Recovery** subsystem performs packet synchronization, fine grained frequency recovery and fine grained amplitude recovery.

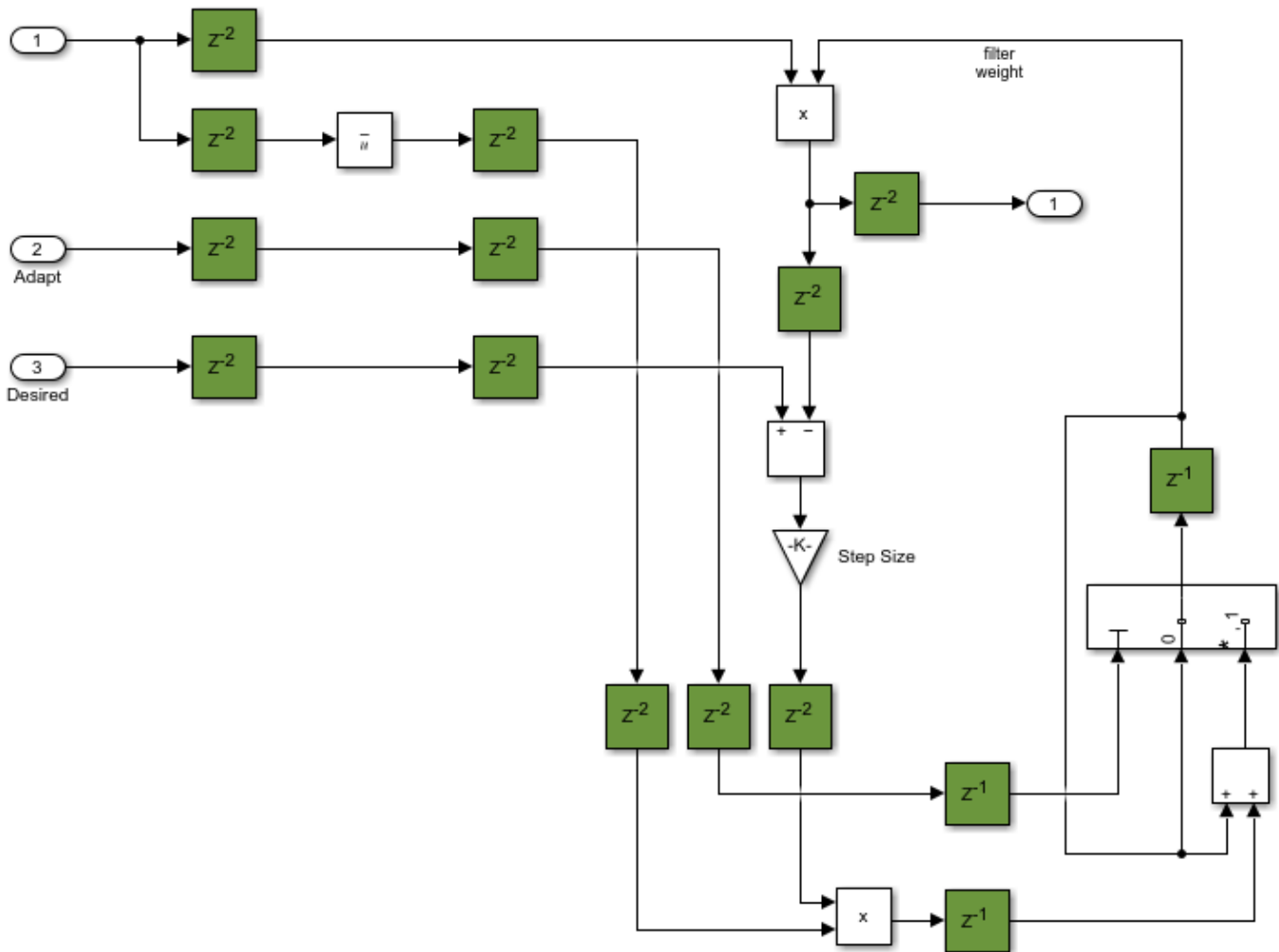


- **Packet Synchronization:** The **Preamble Matched Filter** subsystem uses the time-reversed complex conjugate of the preamble as the filter weights. The modulus of the output of the **Preamble Matched Filter** subsystem is calculated using the **Modulus** subsystem. The output of the **Modulus** subsystem is then compared to a threshold to detect the preamble at the start of a packet. The MATLAB function block generates a signal, **isPreamble**, which is held high for the duration of the preamble of each packet. The MATLAB function block also generates the **dvalid** signal which is set high for the duration of the packet when a preamble has been detected.
- **Fine Grained Magnitude and Phase Recovery :** The **1-Tap DLMS** (Delayed Least Mean Squares) filter subsystem, adapting over the preamble and using the reference signal generated by **Desired Signal Source**, corrects for both phase and magnitude errors. The **isPreamble** signal, generated by the MATLAB function block and set high for the 14 preamble symbols once a packet has been detected, is used to enable the desired signal source and to enable the **Adapt** input of the **1-Tap DLMS**. When the **isPreamble** signal is low, the weight in the **1-Tap DLMS** is held and the **Desired Signal Source** is reset. The Delayed LMS (DLMS) [4] algorithm is used here to allow for more pipelining to be introduced and, therefore, reduce the critical path in the filter and increase the maximum clock rate achievable after being implemented in hardware.

The internal structure of the **Desired Signal Source** subsystem is shown below. The **data lookup** LUT contains the preamble symbols.

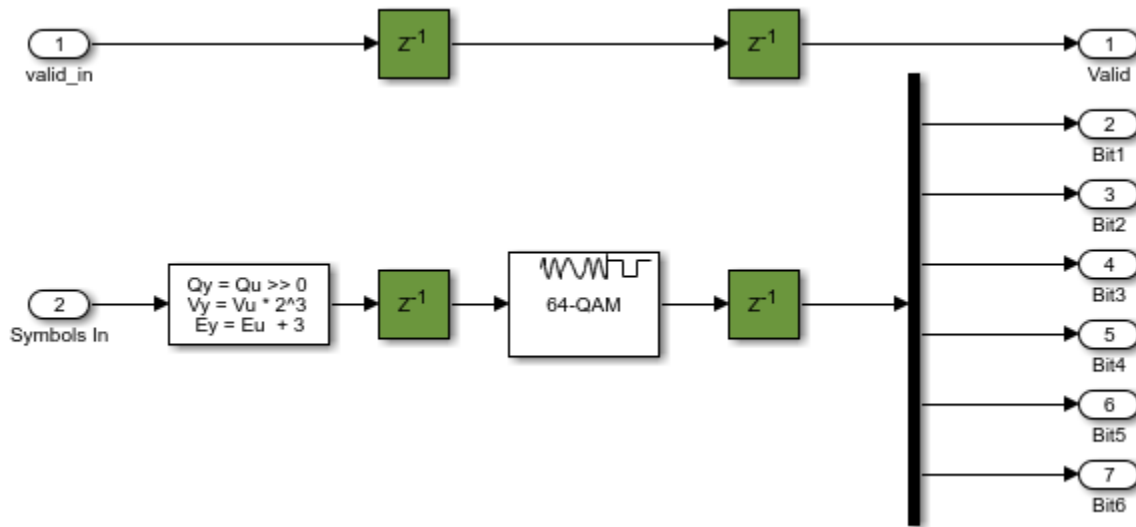


The internal structure of the **1-Tap DLMS** subsystem is shown below.



5 - Demodulate

The **Demodulate** subsystem maps each 64-QAM input symbol to bits, outputting 6 bits for each input symbol. To generate HDL for the **Rectangular QAM Demodulator Baseband** block, the minimum distance between symbols must be set to 2. This is 8 times larger than the distance between the symbols generated in the transmitter. As a result, the symbols input to the **Demodulate** subsystem must be scaled up appropriately. This is done using the **Shift Arithmetic** block which shifts the binary point left by 3 bits to achieve the required multiplication by 8.



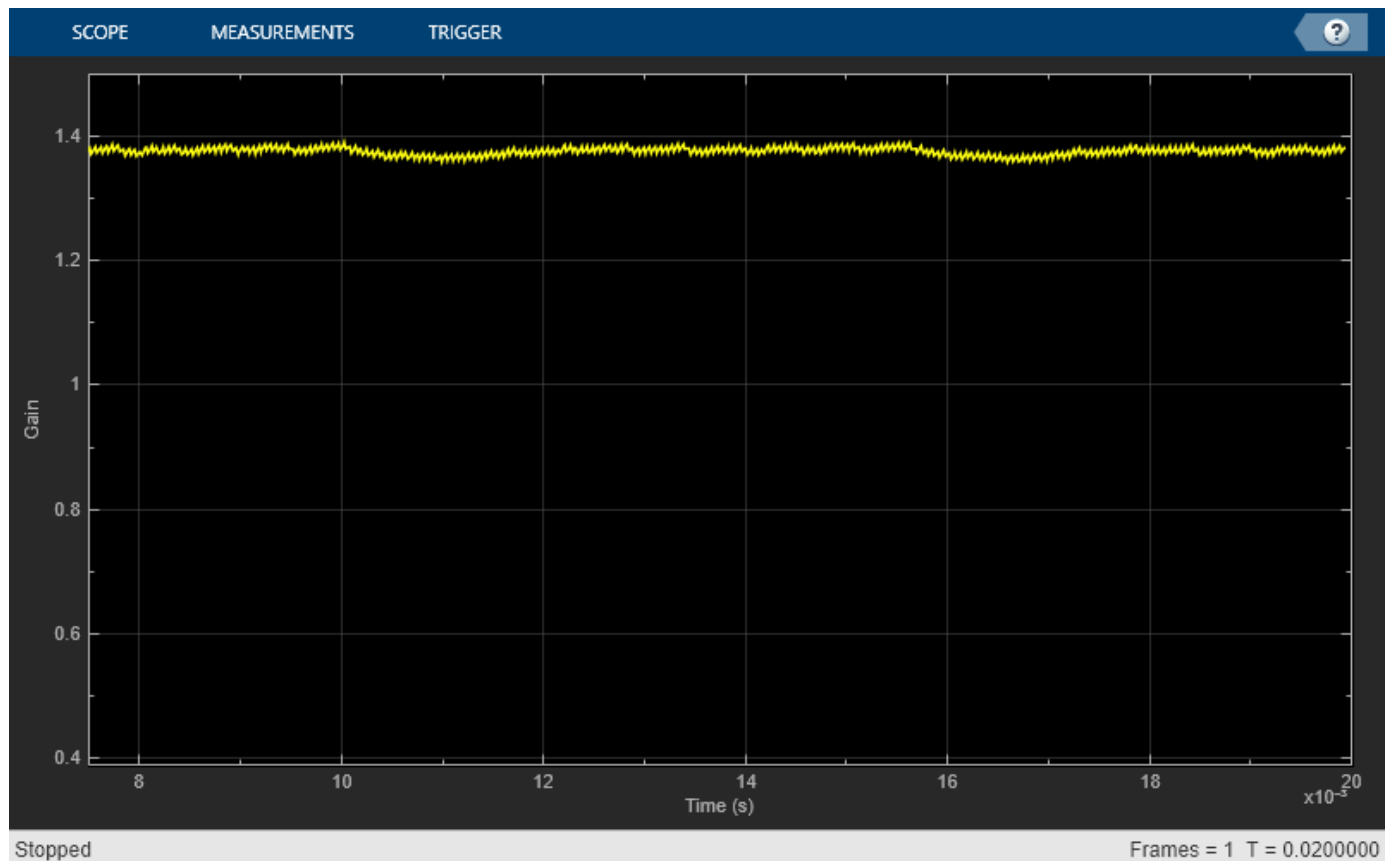
Results and Displays

During the simulation, the model displays successfully received packets in the MATLAB Command Window. At every 50 packets, the bit error rate of the data in the last 50 successfully received packets is also displayed in the MATLAB Command Window.

After running the simulation, the model displays six different figures illustrating different aspects of the receiver performance. These are shown below, along with an explanation of each plot. The first five plots show the adaption, over the simulation duration, of the **Automatic Gain Control**, the **Frequency Offset Estimation**, the **Timing Recovery** position estimate, the real part of the constellation at the output of the **Timing Recovery** subsystem, and at the output of the **Magnitude & Phase Recover** subsystem. The last plot shows the constellation diagram at the output of **Magnitude & Phase Recover** subsystem after any adaption has taken place.

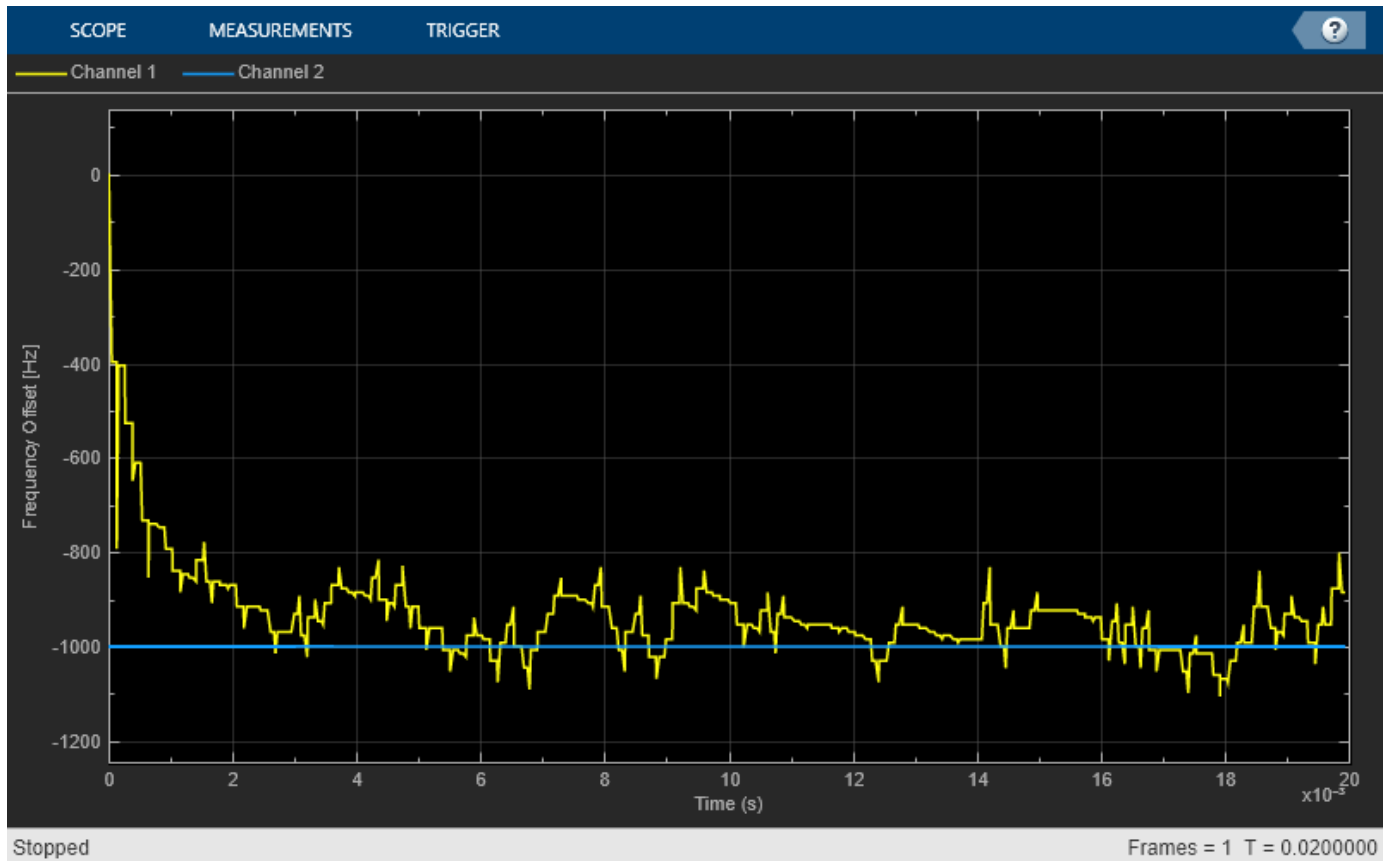
- **AGC Gain Plot**

The following plot illustrates the **Automatic Gain Control** subsystem adapting over time to normalize the output. A balance must be struck between how quickly the AGC adapts and how much ripple there is after the gain has reached a relatively constant level. Using a larger AGC loop gain adapts faster but the amplitude after adaption varies more. Using a smaller loop gain slows the adaption of the AGC, smoothing the level after adaption but taking longer to adapt.



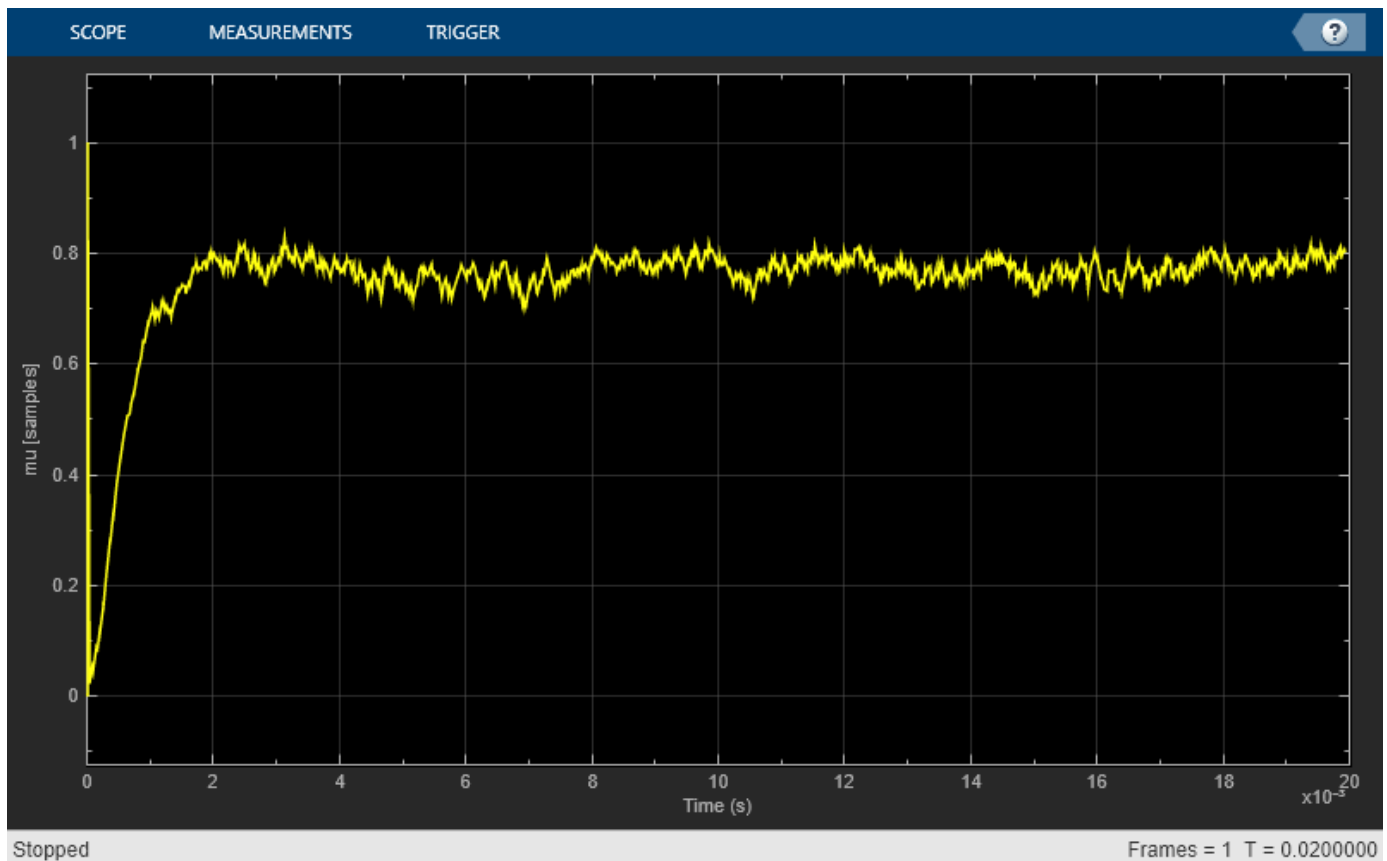
- **Frequency Offset Estimate Plot**

The following plot illustrates how the coarse frequency offset gradually adapts towards the frequency offset introduced by the system (the blue horizontal line). It shows that while the estimate comes close to the actual frequency offset, there is still a residual error that must be addressed later in the system.



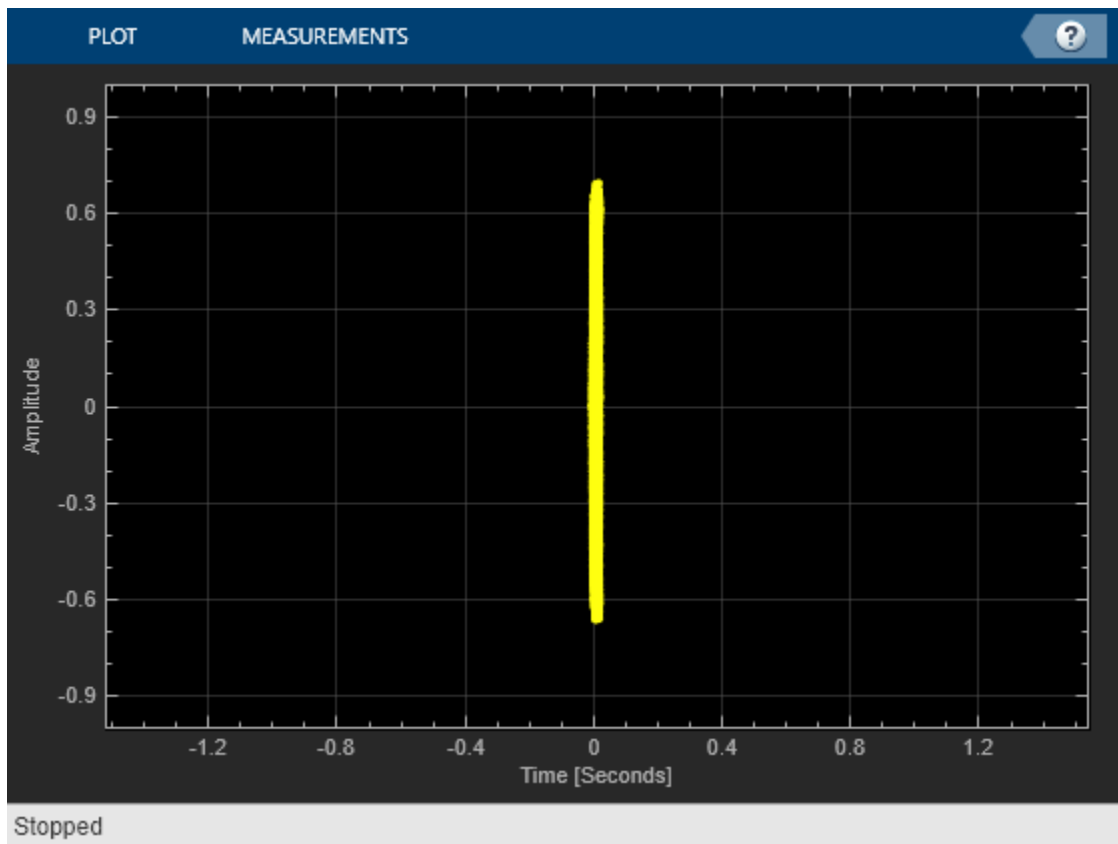
- **Timing Recovery Position Plot**

The following plot shows the **mu** input to the **Interpolation Filter**. Note that **mu** converges to a steady state (with some ripple) over time as the channel delay is not varying during the simulation.



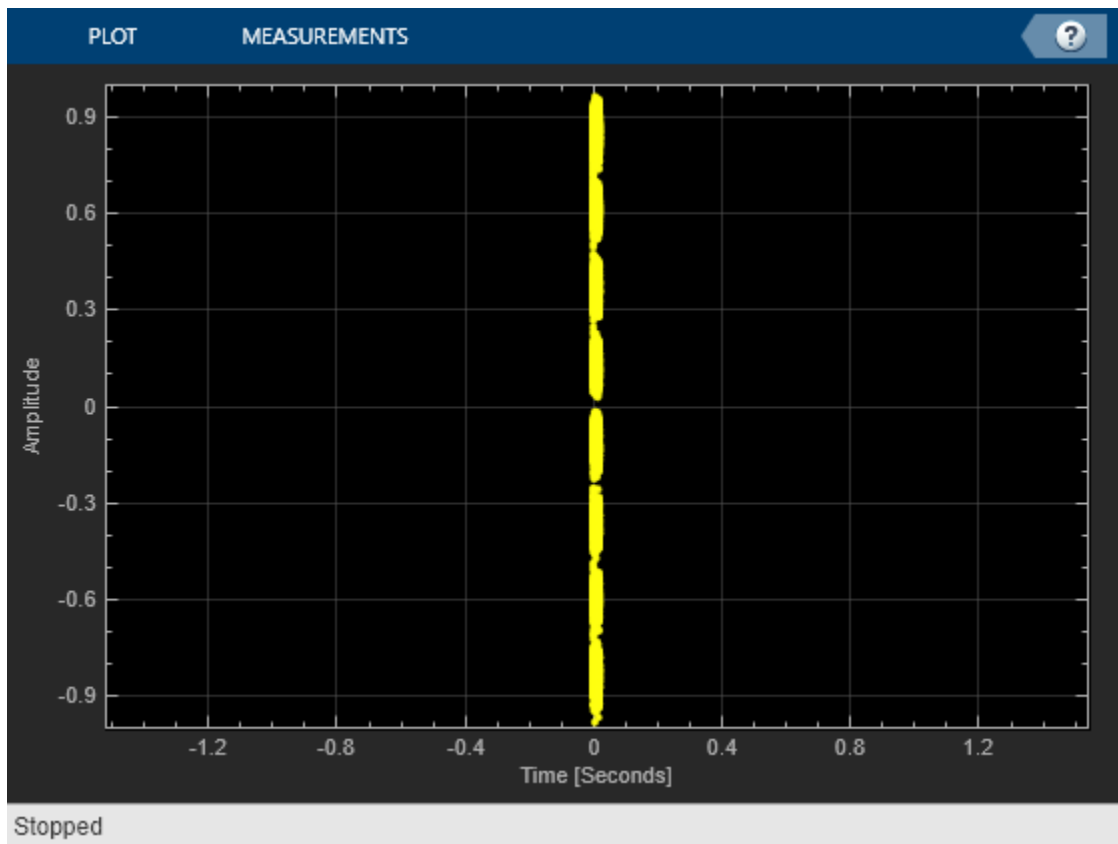
- **Real Part of Timing Recovery Output Plot**

The following plot illustrates how the real part of the **Timing Recovery** subsystem output is beginning to converge towards the eight distinct amplitude levels expected for 64QAM. However, as the residual frequency offset remaining after the coarse frequency recovery has not yet been corrected at this point in the receiver, the quality of the signal varies with the distinct amplitude levels more clearly visible at some points than at others. The constellation still has some rotation at this point in the receiver.



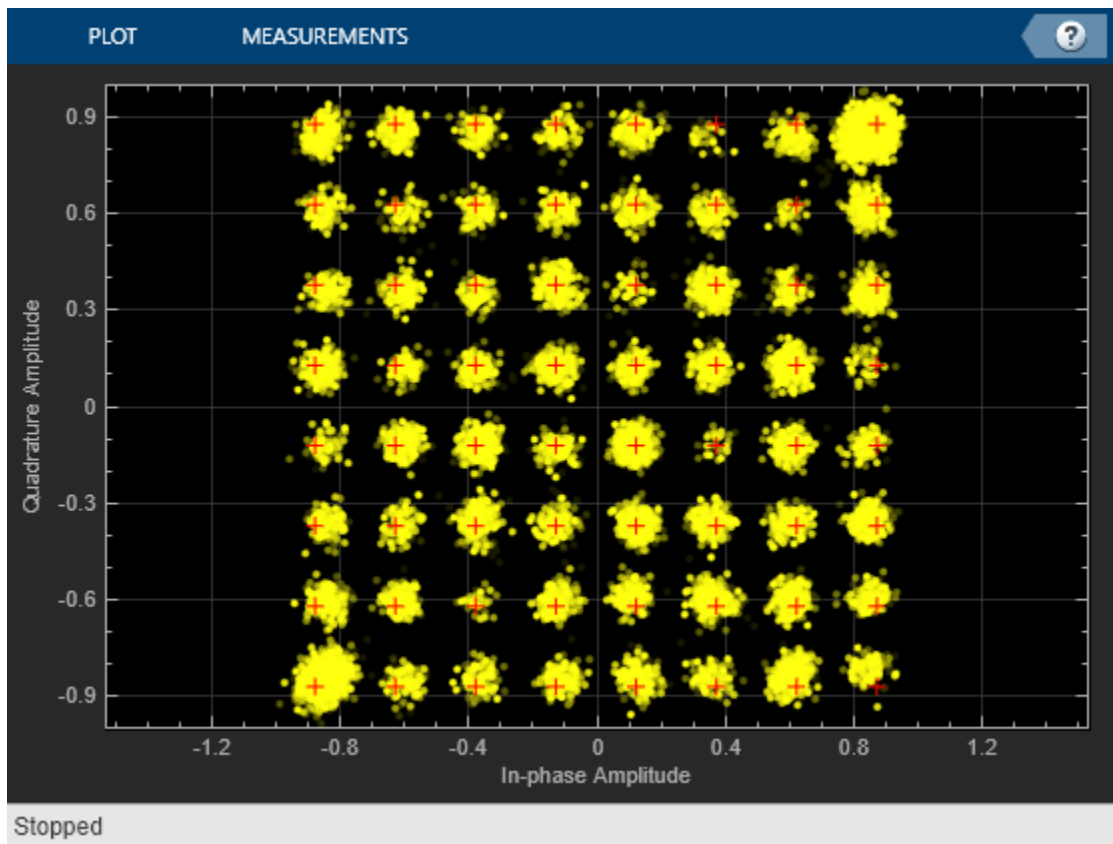
- **Real Part of Symbol Estimates Plot**

The following plot shows how the real part of output of the **Magnitude & Phase Recovery** subsystem adapts over time. Unlike the previous plot, this diagram is generated after the fine frequency recovery, therefore the constellation should not be rotating. There are no samples initially as the output from the block is not valid, and then eight clear amplitude levels should be seen - representing the eight real amplitude levels of the 64-QAM constellation.



- **Recovered Constellation Plot**

The following plot shows the constellation at the output of the **Magnitude & Phase Recovery** subsystem after the system has had time to adapt to the channel. Reducing the channel noise should reduce the size of each of the constellation points; increasing the channel noise begins to merge the distinct constellation points together. If the system has not successfully corrected for the frequency offset, then rotation of the constellation is visible here.



References

1. M. Luise and R. Reggiannini, "Carrier frequency recovery in all-digital modems for burst-mode transmissions," *IEEE Trans. Communications*, pp. 1169-1178, 1995.
2. Moeneclaey, M. and De Jonghe, G. "ML-oriented NDA carrier synchronization for general rotationally symmetric signal constellations", *IEEE Trans. Communications*, pp.2531-2533, 1994.
3. Michael Rice, "Digital Communications - A Discrete-Time Approach", Prentice Hall, April 2008.
4. G. Long , F. Ling and J. G. Proakis "The LMS algorithm with delayed coefficient adaptation", *IEEE Trans. on Acoustics, Speech and Signal Processing*, pp.1397-1405, 1989.

Airplane Tracking with ADS-B Captured Data

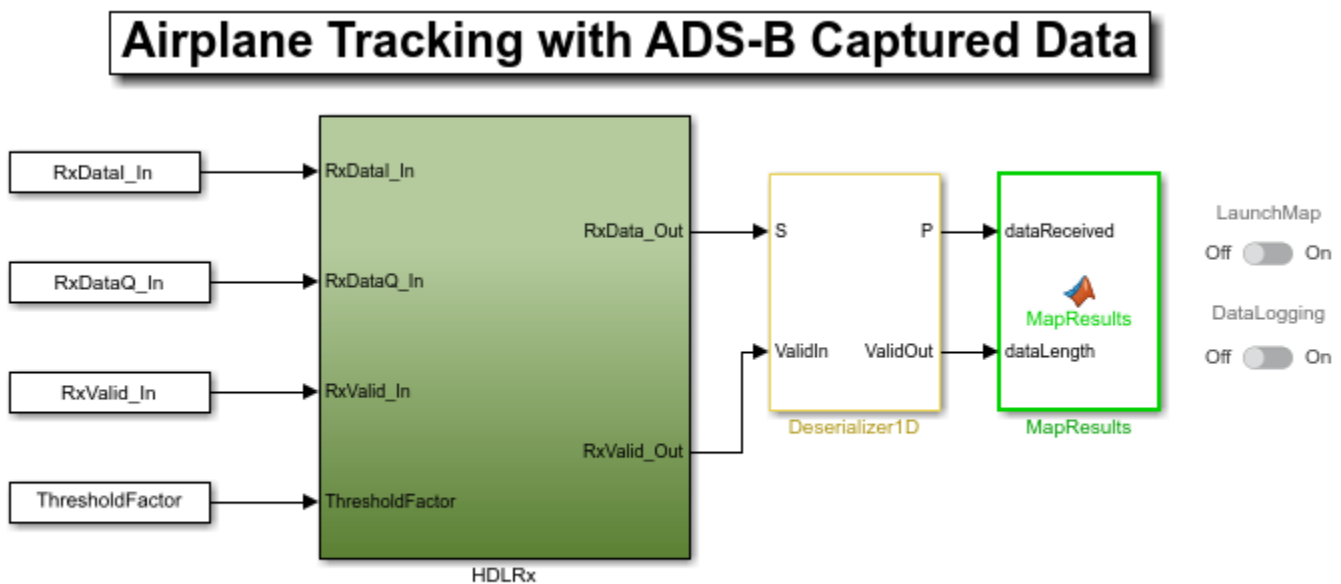
This example shows how to implement the Automatic Dependent Surveillance - Broadcast (ADS-B) receiver for HDL code generation and hardware implementation. This example decodes ADS-B extended squitter messages which can be used to track the airplane. The HDL-optimized model in this example uses Simulink® blocks that support HDL code generation to implement the ADS-B Receiver. This example model is used for real-time processing in “HW/SW Co-Design Implementation of ADS-B Receiver Using Analog Devices AD9361/AD9364” (Communications Toolbox Support Package for Xilinx Zynq-Based Radio), which requires the Communications Toolbox™ Support Package for Xilinx® Zynq®-Based Radio.

Introduction

ADS-B is an air traffic management and control surveillance system. The broadcast messages (approximately once per second) contain the flight information including position and velocity. For introduction on ADS-B technology and modes of transmission, see [1]. The **HDLRx** subsystem is optimized for HDL code generation. The captured received signal is streamed into the receiver (**HDLRx** subsystem) front end. The streaming output of the receiver is buffered and passed to the **MapResults** MATLAB® function to view the output.

Structure of the Example

The model supports both Normal and Accelerator modes. The top-level structure of the ADS-B receiver model is shown in the following figure.

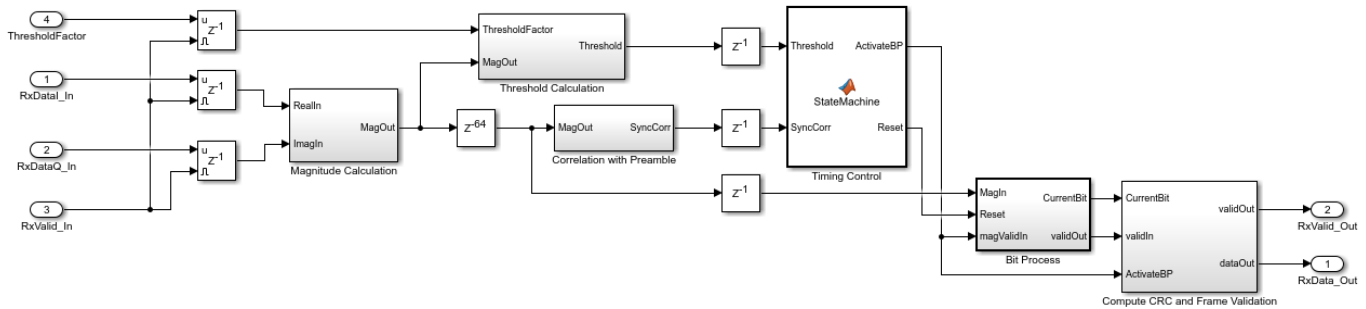


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The receiver input data is captured using “HW/SW Co-Design Implementation of ADS-B Receiver Using Analog Devices AD9361/AD9364” (Communications Toolbox Support Package for Xilinx Zynq-Based Radio) running on the Zynq® platform. The captured data represents the baseband received signal with a sampling rate of 4 MHz. The data contains 8 frames of extended squitter messages. The ADS-B transmitter modulates the 112-bit extended squitter messages using 2-bit pulse-position

modulation, and adds a 16-bit prefix. Then, to generate 4 MHz data, each 240-bit message is zero-padded and upsampled by 2.

This diagram shows the detailed structure of the **HDLRx** subsystem.



The subsystems listed here are described further in the following sections.

1. **Magnitude Calculation** - Finds the complex modulus of the received input signal
2. **Threshold Calculation** - Calculates the threshold value based on received input signal strength
3. **Correlation with Preamble** - Correlates the received signal with reference signal to detect the preamble
4. **Timing Control** - Provides timing synchronization for the receiver
5. **Bit Process** - Decodes symbols using PPM demodulation
6. **Compute CRC and Frame Validation** - Validates the frame by checking for CRC errors

HDL Optimized ADS-B Receiver

1. Magnitude Calculation

The inputs to the **Magnitude Calculation** subsystem are the in-phase (real) and quadrature (imaginary) phase samples. This subsystem outputs the modulus of the complex number. The $\sqrt{I^2 + Q^2}$ can be approximated by the " $|L| + 0.4 * |S|$ algorithm" described on page 238 of [2].

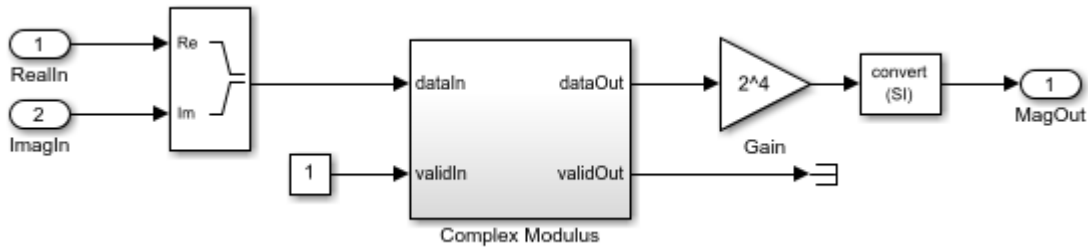
$$\sqrt{I^2 + Q^2} = |L| + 0.4 * |S|$$

where

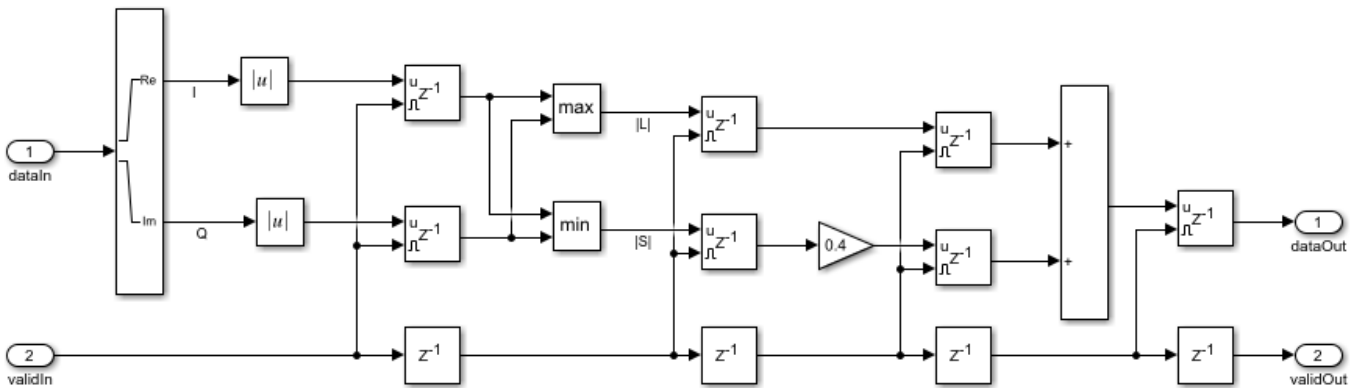
$|L|$ is the larger value of $|I|$ or $|Q|$

$|S|$ is the smaller value of $|I|$ or $|Q|$.

The Gain block converts received input from 12-bit to 16-bit word length.

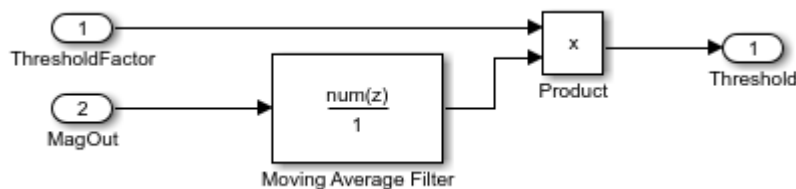


For the implementation of " $|L|+0.4|S|$ algorithm", see the following model.



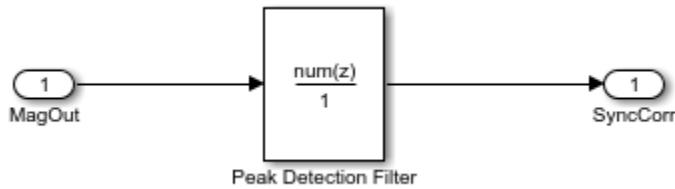
2. Threshold Calculation

The **Threshold Calculation** subsystem calculates the signal energy and applies a scaling factor to create a threshold for preamble detection. Moving Average Filter is a serial FIR filter architecture with 32 coefficients that operates on the magnitude values. The coefficients of the FIR filter are selected to find the average energy of the received signal. This example scales the signal energy by 5 to detect valid ADS-B preambles. For details on FIR filter, see Discrete FIR Filter.



3. Correlation with Preamble

The **Correlation with Preamble** subsystem correlates the received signal with the ADS-B reference/preamble sequence [1 0 1 0 0 0 1 0 1 0 0 0 0 0] using a peak detection filter. The peak detection filter is a serial FIR Filter architecture, configured with coefficients that match the preamble sequence. Preamble correlation identifies potential ADS-B transmissions and aligns our bit detection algorithm with the first message bit. The preamble is detected if the peak amplitude exceeds the scaled threshold value. Once the preamble is detected, the correlation value is passed on as input(SyncCorr) to the **Timing Control** block.

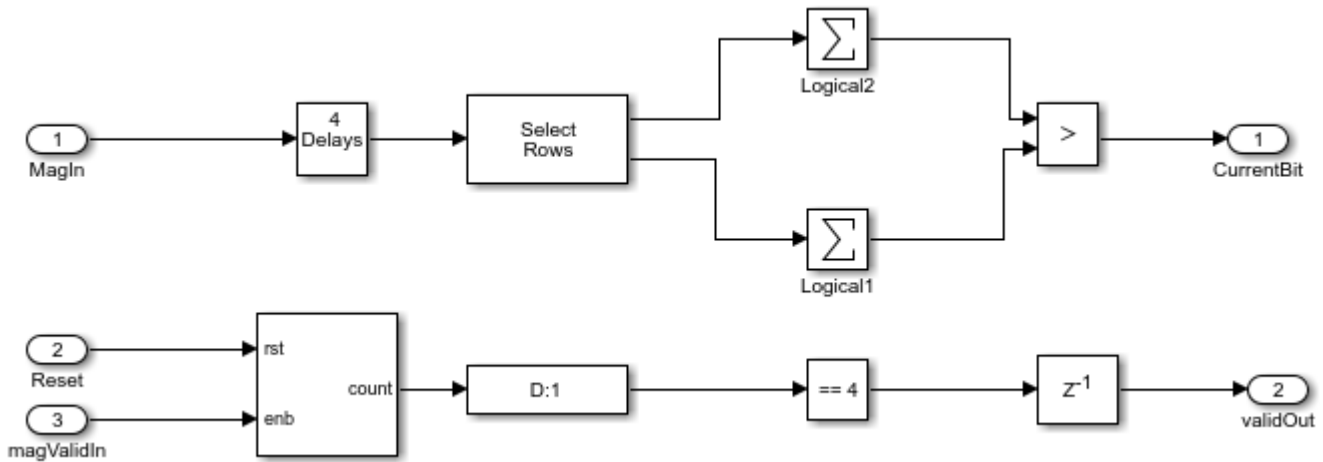


4. Timing Control

The **Timing Control** block is a state machine that detects the preamble and generates the control signals ActivateBP and Reset, that indicate the start of frame, end of frame and reset status to the **Bit Process** and **Compute CRC and Frame Validation** blocks.

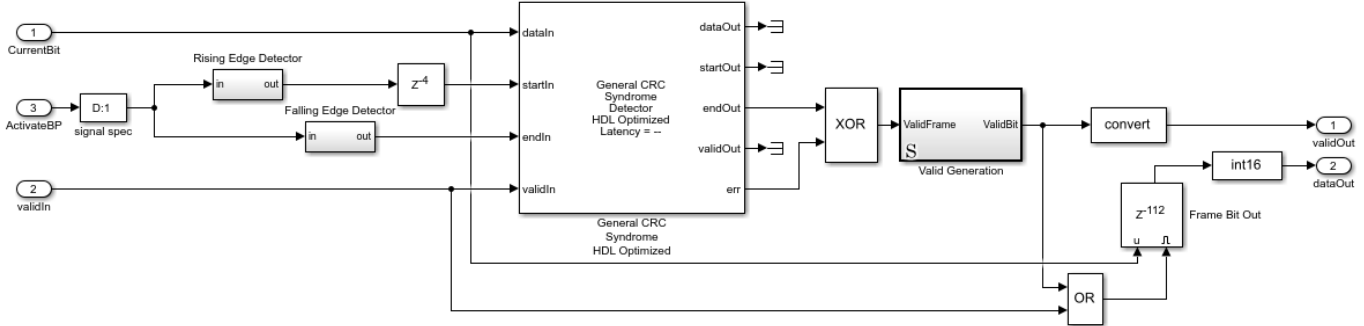
5. Bit Process

The **Bit Process** subsystem demodulates and down converts the 4 MHz received signal to a 1 MHz bit sequence. Each data bit is represented by four PPM bits. To demodulate, the block finds the sum of the first two bits and the last two bits of each quadruplet. Then, it compares the sums to determine the original bit value. The output valid signal is asserted every fourth cycle to align with 1 MHz bit sequence.



6. Compute CRC and Frame Validation

This subsystem checks for mismatches in the 24-bit checksum of each 88-bit message. The CRC block needs an indication of the frame boundaries to determine which bits are the checksum. The rising edge of the ActivateBP signal generated from the **Timing Control** block indicates the start of frame, and the falling edge indicates the end of the frame. The start signal is delayed to match the demod latency. When the block output err signal is zero, the frame is a valid ADS-B message. The subsystem buffers the message bits until the message is confirmed to have no CRC error.



Launch Map and Log Data

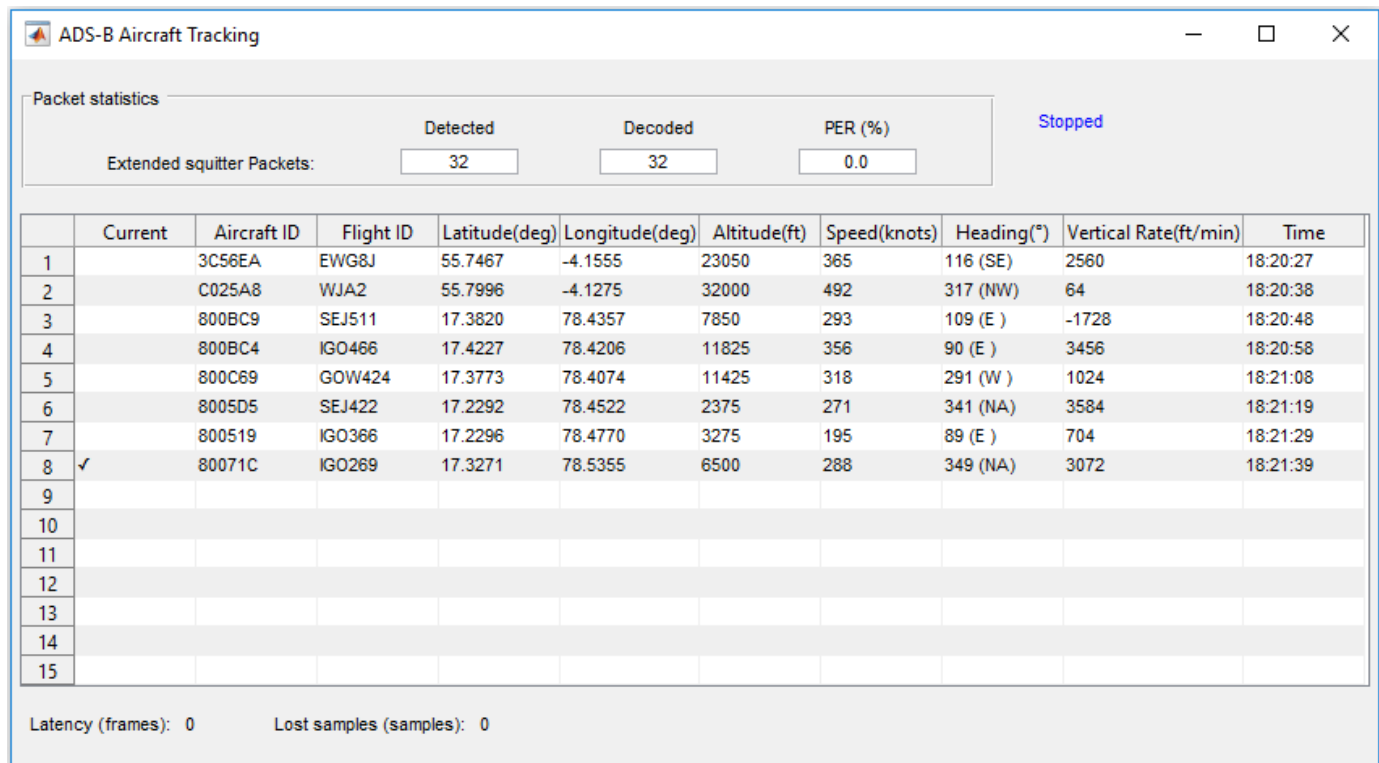
You can launch the map and start text file logging using the two slider switches (Launch Map and Data Logging).

Launch Map - Launch the map where the tracked flights can be viewed. **NOTE:** You must have a Mapping Toolbox™ license to use this feature.

Data Logging - Save the captured data in a TXT file. You can use the saved data for later for post processing.

Results and Displays

The **HDLRx** subsystem demodulates and decodes the ADS-B data and the output is streamed through **Deserializer1D** block and **MapResults** MATLAB function, which produces hexadecimal output information about the aircraft. Each extended squitter Mode S packet contains partial information (any of Aircraft ID, Flight ID, Altitude, Speed, and Location) about the aircraft and the table is built up from multiple messages. The output is obtained as shown in the following diagram. The packet statistics include the number of detected packets, the number of correctly decoded packets, and packet error rate (PER). These aircraft details match the transmitted values from the “HW/SW Co-Design Implementation of ADS-B Receiver Using Analog Devices AD9361/AD9364” (Communications Toolbox Support Package for Xilinx Zynq-Based Radio) example.



HDL Code Generation and Synthesis Results

Pipeline registers have been added to the model to make sure that **HDLRx** subsystem does not have a long critical path. The HDL code generated from the **HDLRx** subsystem was synthesized using Xilinx® Vivado® on a **Zynq** FPGA with the device 7z045ffg900-2, and the design achieves **264.2 MHz** clock frequency, which is sufficient to decode the real-time ADS-B signals. The generated HDL code is tested and verified in the real-time example “HW/SW Co-Design Implementation of ADS-B Receiver Using Analog Devices AD9361/AD9364” (Communications Toolbox Support Package for Xilinx Zynq-Based Radio). To check and generate the HDL code referenced in this example, you must have an HDL Coder™ license. The following table shows the synthesis results of this example.

| Synthesis Frequency | 264.2 MHz | |
|---------------------|-----------|------------------|
| Resources | Used | Utilization in % |
| Slice LUTs | 831 | 0.38 |
| Slice Registers | 1689 | 0.39 |
| DSP48E1 | 2 | 0.22 |
| F7 Muxes | 24 | 0.02 |
| F8 Muxes | 8 | 0.01 |

You can use the commands `makehdl` and `makehdltb` to generate HDL code and a test bench for the HDLRx subsystem. To generate the HDL code, use the following command:

```
makehdl('commdsbrxhdl/HDLRx')
```

To generate a test bench, use the following command:

```
makehdltb('commdsbrxhdl/HDLRx')
```


References

- 1 International Civil Aviation Organization, Annex 10, Volume 4. Surveillance and Collision Avoidance Systems.
- 2 Marvin E. Frerking, Digital Signal Processing in Communication Systems, Springer Science Business Media, New York, 1994.

HDL Code Generation for Viterbi Decoder

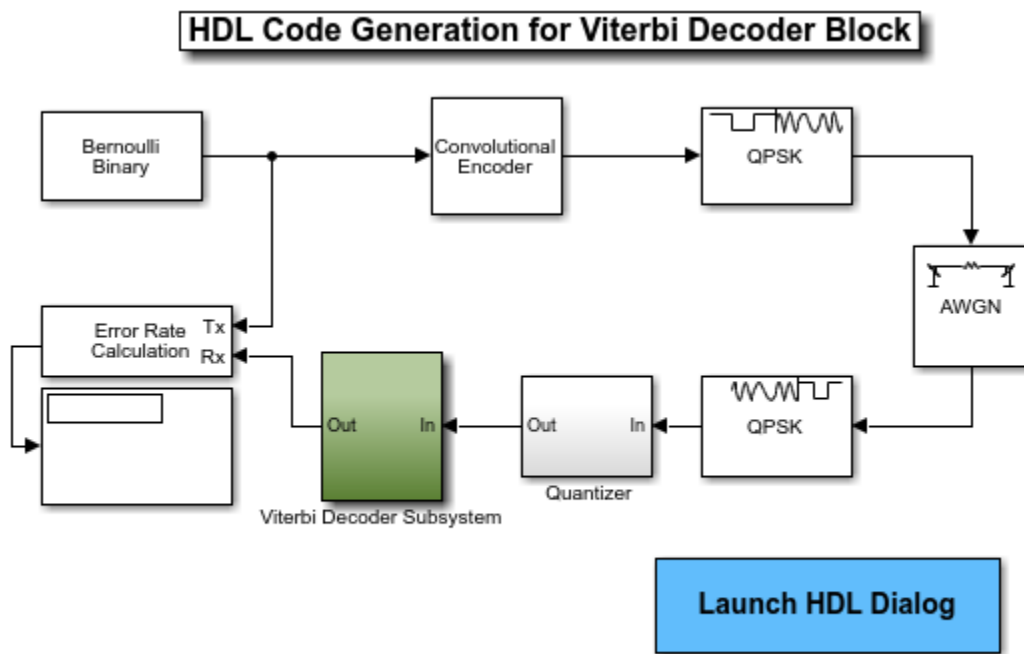
This example shows HDL code generation support for the Viterbi Decoder block. It shows how to check, generate, and verify the HDL code you generate from a fixed-point Viterbi Decoder model. This example also discusses the settings you can use to alter the HDL code you generate.

Introduction

The model shows HDL code generation for a fixed-point Viterbi Decoder block used in soft decision convolutional decoding. To learn more about HDL support for Viterbi Decoder, refer to the documentation.

To open the model, run the following commands:

```
modelname = 'hdlcoder_commviterbi';
open_system(modelname);
```



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In this model, the top-level subsystem *Viterbi Decoder Subsystem* contains the Viterbi Decoder block. To open this subsystem, run the following commands:

```
systemname = [modelname '/Viterbi Decoder Subsystem'];
open_system(systemname);
```



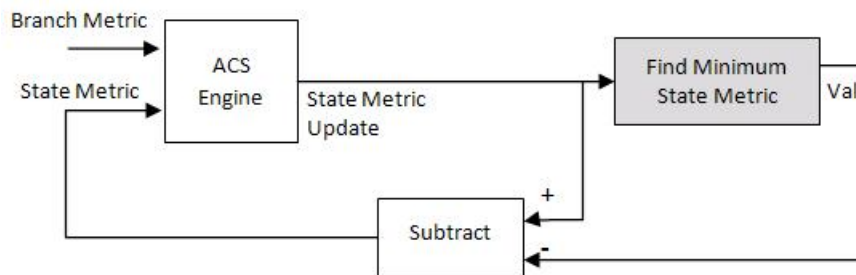
The Viterbi Decoding Algorithm

There are three main components to the Viterbi decoding algorithm. They are the branch metric computation (BMC), add-compare-select (ACS), and traceback decoding. The following diagram illustrates the three units in the Viterbi decoding algorithm:

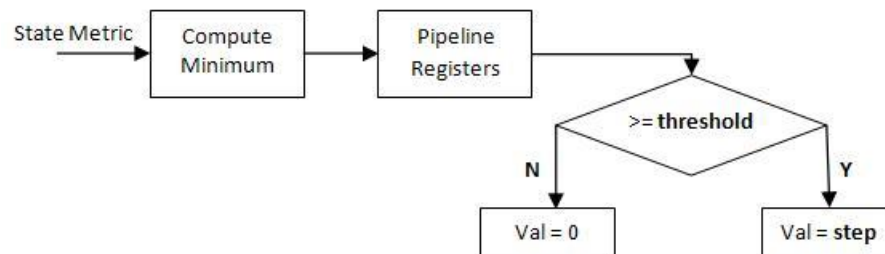


The Renormalization Method

The Viterbi Decoder prevents the overflow of the state metrics in the ACS component by subtracting the minimum value of the state metrics at each time step, as shown in the following figure:



Obtaining the minimum value of all the state metric elements in one clock cycle results in a poor clock frequency for the circuit. The performance of the circuit may be improved by adding pipeline registers. However, simply subtracting the minimum value delayed by pipeline registers from the state metrics may still lead to overflow. The hardware architecture modifies the renormalization method and avoids the state metric overflow in three steps. First, the architecture calculates values for the threshold and step parameters, based on the trellis structure and the number of soft decision bits. Second, the delayed minimum value is compared to the threshold. Last, if the minimum value is greater than or equal to the threshold value, the implementation subtracts the step value from the state metric; otherwise no adjustment is performed. The following figure illustrates the modified renormalization method:



Optimal State Metric Word Length Calculation

The hardware implementation calculates the optimal word length of the state metric and compares it with the value you specify for the block. The hardware architecture uses the optimal value if it is smaller than the one you specify. A message is displayed to show the value during HDL code

generation. If the calculated value is larger than the value you specify, an error message is reported and the optimal value is displayed.

Applying the calculated optimal state metric word length in the hardware implementation may significantly reduce the hardware resource if the value you specify is too large. For example, if you set 16 bits as the state metric word length but only 9 bits are required to achieve the same numerical results, applying the calculated optimal state metric word length in the hardware architecture saves approximately 40 percent of the register resources. The calculated optimal state metric word length for some typical trellises is displayed in the following table:

| Decoding rate | Free distance | Example Trellis | Number of soft decision bits | Optimal word length |
|---------------|---------------|---------------------|------------------------------|---------------------|
| 1/2 | 10 | 7, [171 133] | 3 | 8 |
| 1/2 | 10 | 7, [171 133] | 1 | 5 |
| 1/3 | 15 | 7, [171 133 165] | 3 | 9 |
| 1/3 | 15 | 7, [171 133 165] | 1 | 6 |
| 1/4 | 24 | 9,[463 535 733 745] | 3 | 9 |
| 1/4 | 24 | 9,[463 535 733 745] | 1 | 7 |

Check and Generate Code for a Fixed-point Viterbi Model

This model decodes a DVB rate 1/2 , constraint length 7,(171,133) convolutional code with 3 bits soft decision. The decoder runs at continuous mode with the traceback depth of 32. The state metric word length is set to 16 bits. To validate the parameter settings of the Viterbi Decoder block, you can run the following commands:

- `workingdir = tempname;`
- `checkhdl(systemname,'TargetDirectory',workingdir);`

Running `checkhdl` generates messages that report:

- the default value of **TracebackStagesPerPipeline**. More information on this parameter can be found in the section **Pipelining the register-based traceback unit**,
- the state metric word length used in the HDL code compared with the one set on the block mask,
- the total delay introduced by the pipeline registers with respect to the original Viterbi block.

To generate HDL for the subsystem containing the Viterbi Decoder block, run the following commands: `workingdir = tempname;` `makehdl(systemname,'TargetDirectory',workingdir);`

The top level VHDL file name matches the name of the block in the model. The `Viterbi_Decoder` component generated in the `Viterbi_Decoder.vhd` contains three components: `BranchMetric`, `ACS`, and `Traceback`. The `ACS` and `Traceback` components instantiate components `ACSUnit` and `TracebackUnit` multiple times respectively. Data type definitions are included in the package file `Viterbi_Decoder_Subsystem_pkg.vhd`.

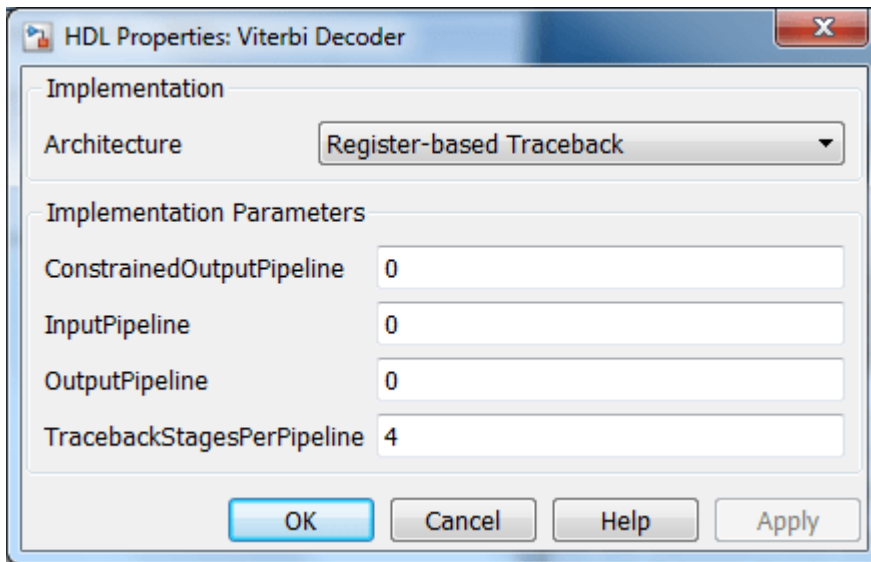
To generate a testbench for the subsystem containing the Viterbi Decoder block, run the following command: `makehdltb(systemname,'TargetDirectory',workingdir);`

Optimization of The Traceback Unit

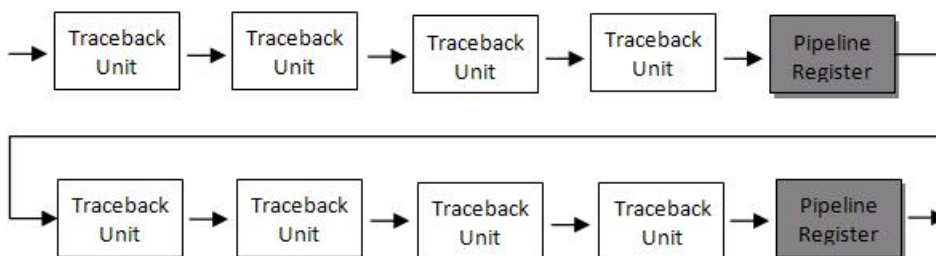
They are two methods to optimize the traceback unit: pipelining the register-based traceback or using the RAM-based traceback architecture.

- **Pipelining the register-based traceback unit**

The Viterbi Decoder block decodes every bit by tracing back through a traceback depth you define for the block. Because the block implements a complete traceback for each decision bit, registers are used to store the minimum state index and branch decision in the Traceback Decoding unit. This unit may be pipelined in order to improve the performance of the generated circuit. Pipeline registers can be added to the traceback unit by specifying the number of traceback stages per pipeline register. This can be done by setting the **TracebackStagesPerPipeline** implementation parameter for the Viterbi Decoder in the HDL block properties dialog. Right click the Viterbi Decoder block to navigate to the **HDL Block Properties** menu.



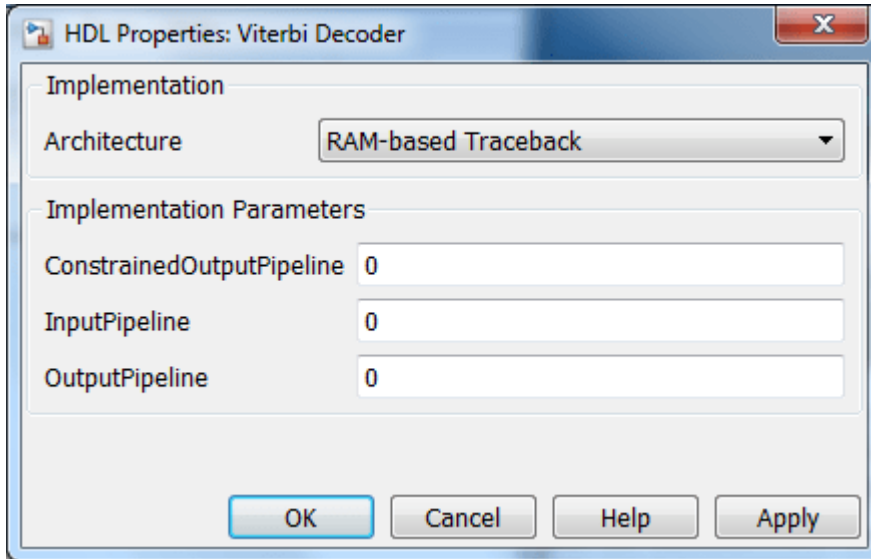
Setting the property value to 4 results in the insertion of a pipeline register for every four traceback units in the model, as illustrated in the following figure:



The **TracebackStagesPerPipeline** implementation parameter provides you a way of balancing the circuit performance based on system requirements. A smaller parameter value indicates the requirement to add more registers to increase the speed of the traceback circuit. Increasing the number results in a lower usage of registers along with a decrease in the circuit speed. In our experiment with the rate 1/2, constraint length 7, (171,133) convolutional code, adjusting the **TracebackStagesPerPipeline** parameter from 4 to 8 reduces the pipeline register usage in half, with the circuit speed changing from 173MHz to 94 MHz.

- **RAM-based traceback**

Instead of using registers, you can choose to use RAMs to save the survivor branch information. This can be done by setting the HDL Architecture property of the Viterbi Decoder block to RAM-based Traceback.



There are two major differences between the register-based and the RAM-based traceback architectures.

Firstly, the register-based implementation combines the traceback and decode operations into one step and uses the best state found from the minimum operation as the decoding initial state. The RAM-based implementation traces back through one set of data to find the initial state to decode the previous set of data.

Secondly, the register-based implementation decodes one bit after a complete traceback; while the RAM-based implementation traces back through M samples, decodes the previous M bits in reverse order, and releases one bit in order at each clock cycle.

Due to the differences in the two traceback algorithms, the RAM-based implementation produces different numerical results than the register-based traceback. A longer traceback depth, for example, 10 times of constraint length, is recommended in the RAM-based traceback to achieve a similar bit error rate (BER) as the register-based implementation.

The size of RAM required for the implementation depends on the trellis and the traceback depth. The following table summarizes the RAM usage for some typical trellis structures.

| Constraint length | Example trellis | Traceback depth | Memory size(bits) | Block RAMs |
|-------------------|------------------------|-----------------|-------------------|------------|
| 3 | 3,[5 7] | 30 | 3x30x4 | 1 |
| 4 | 4,[15 17]) | 40 | 3x40x8 | 1 |
| 5 | 5,[37 27 33 25 35] | 50 | 3x50x16 | 1 |
| 6 | 6,[73 75 55 65 47 57] | 60 | 3x60x32 | 1 |
| 7 | 7,[171 133] | 70 | 3x70x64 | 2 |
| 8 | (8,[225 331 367]) | 80 | 3x80x128 | 4 |
| 9 | 9,[463 535 733 745] | 90 | 3x90x256 | 8 |

Our experiment with the rate 1/2, constraint length 7, (171, 133) convolutional code shows that the RAM-based traceback unit uses 90% fewer registers than the register-based traceback unit (with pipelining every 4 stages)) using similar clock constraints in synthesis. The two implementations provide a register-RAM tradeoff that can be tailored to the individual design.

Selected References

- 1** Clark, G. C. Jr. and J. Bibb Cain., *Error-Correction Coding for Digital Communications*, New York, Plenum Press, 1981.
- 2** G. Feygin and P. G. Gulak, "Architectural tradeoffs for survivor sequence memory management in Viterbi decoders," *IEEE Transactions on Communications*, vol. 41, no. 3, pp. 425-429, March 1993.

Design Video Processing Algorithms for HDL in Simulink

This example shows how to design a hardware-targeted image filter using Vision HDL Toolbox™ blocks. It also uses Computer Vision Toolbox™ blocks.

The key features of a model for hardware-targeted video processing in Simulink® are:

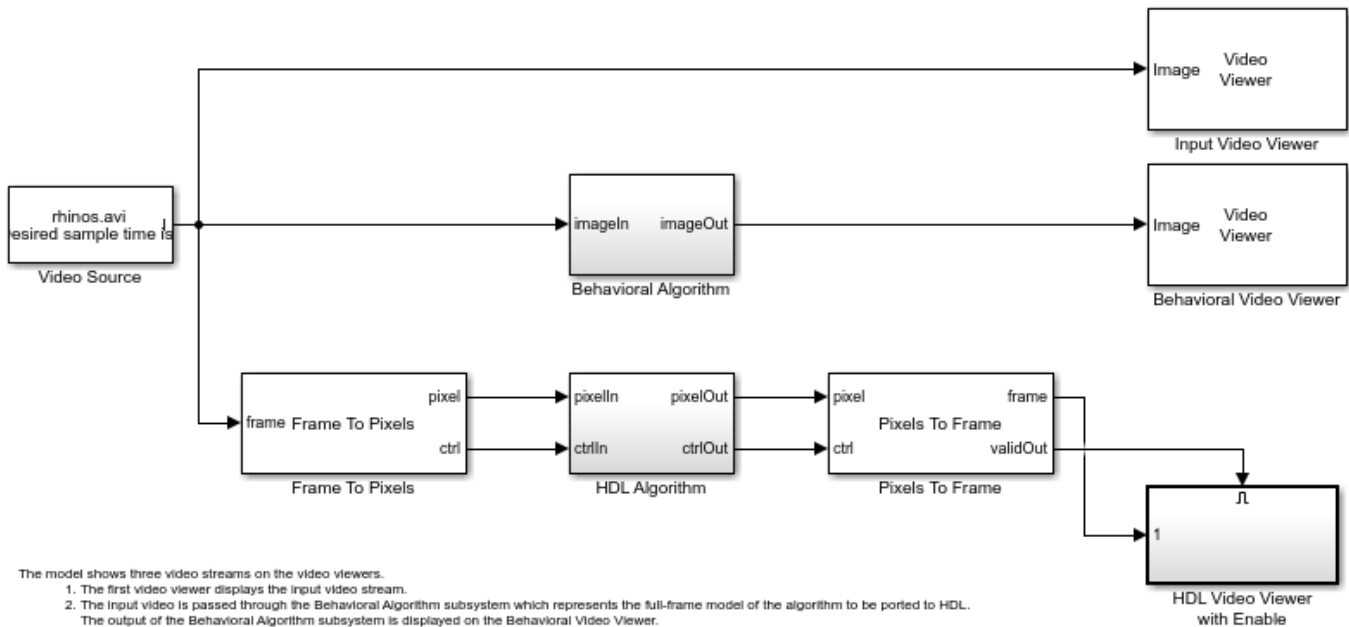
- **Streaming pixel interface:** Blocks in Vision HDL Toolbox use a streaming pixel interface. Serial processing is efficient for hardware designs, because less memory is required to store pixel data for computation. The serial interface allows the block to operate independently of image size and format and makes the design more resilient to video timing errors. For further information, see “Streaming Pixel Interface” (Vision HDL Toolbox).
- **Subsystem targeted for HDL code generation:** Design a hardware-friendly pixel-streaming video processing model by selecting blocks from the Vision HDL Toolbox libraries. The part of the design targeted for HDL code generation must be in a separate subsystem.
- **Conversion to frame-based video:** For verification, you can display frame-based video or compare the result of your hardware-compatible design with the output of a Simulink behavioral model. Vision HDL Toolbox provides a block that allows you to deserialize the output of your design.

Open Model Template

This tutorial uses a Simulink model template to get started.

Click the Simulink button, or type `simulink` at the MATLAB® command prompt. On the Simulink start page, find the Vision HDL Toolbox section, and click the Basic Model template.

The template creates a new model that you can customize. Save the model with a new name.



The model shows three video streams on the video viewers.

1. The first video viewer displays the input video stream.
2. The input video is passed through the Behavioral Algorithm subsystem which represents the full-frame model of the algorithm to be ported to HDL. The output of the Behavioral Algorithm subsystem is displayed on the Behavioral Video Viewer.
3. On the third stream, the input video is converted to a streaming pixel format using the Frame to Pixels blocks, passed through the HDL Algorithm subsystem and then converted back to a frame using the Pixels to Frame block.
4. The model is configured for HDL code generation using the `hdlsetup` function.
5. The video format is defined by Model Simulation Callback Parameters (File -> Model Properties -> Model Properties -> Callbacks -> InitFcn).
6. To run this model, you must have a license for the Computer Vision Toolbox™.

You can

1. Add blocks to the Behavioral Algorithm and HDL algorithm subsystems.
2. Change the video format by changing the settings in the Video source, Frame To Pixels and Pixels To Frame blocks.
3. Generate HDL code for the HDL Algorithm subsystem by right-clicking on the subsystem -> HDL Coder -> Generate HDL for Subsystem.

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Import Data

The template includes a Video Source block that contains a 240p video sample. Each pixel is a scalar `uint8` value representing intensity. A best practice is to design and debug your design using a small frame size for quick debug cycles, before scaling up to larger image sizes. You can use this 240p source to debug a design targeted for 1080p video.

Serialize Data

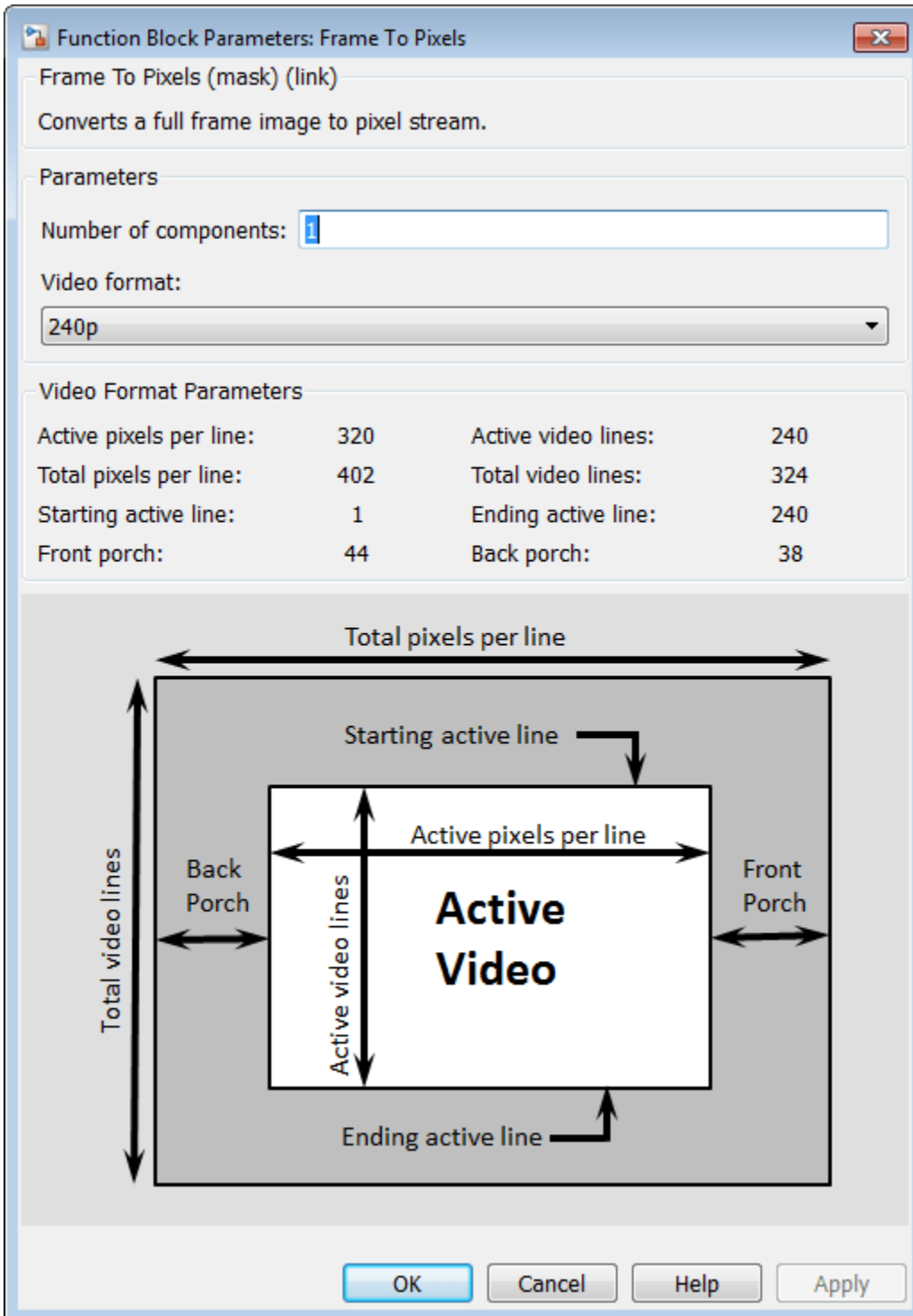
The Frame To Pixels block converts framed video to a stream of pixels and control structures. This block provides input for a subsystem targeted for HDL code generation, but it does not itself support HDL code generation.

The template includes an instance of this block. To simulate with a standard video format, choose a predefined video padding format to match your input source. To simulate with a custom-size image, choose the dimensions of the inactive regions that you want to surround the image with. This tutorial uses a standard video format.

Open the Frame To Pixels block dialog box to view the settings. The source video is in 240p grayscale format. A scalar integer represents the intensity value of each pixel. To match the input video, set **Number of components** to 1, and the **Video format** to 240p.

Note : The sample time of the video source must match the total number of pixels in the frame size you select in the Frame To Pixels block. Set the sample time to **Total pixels per line** × **Total lines**.

In the `InitFcn` callback, the template creates a workspace variable, `totalPixels`, for the sample time of a 240p frame.



Design HDL-Compatible Model

Design a subsystem targeted for HDL code generation, by modifying the HDL Algorithm subsystem. The subsystem input and output ports use the streaming pixel format described in the previous section. Open the HDL Algorithm subsystem to edit it.

In the Simulink Library Browser, click Vision HDL Toolbox. You can also open this library by typing `visionhdllib` at the MATLAB command prompt.

Select an image processing block. This example uses the Image Filter (Vision HDL Toolbox) block from the Filtering sublibrary. You can also access this library by typing `visionhdlfilter` at the MATLAB command prompt. Add the Image Filter block to the HDL Algorithm subsystem and connect the ports.



Open Image Filter block and make the following changes:

- Set **Filter coefficients** to `ones(4,4)/16` to implement a 4×4 blur operation.
- Set **Padding method** to `Symmetric`.
- Set **Line buffer size** to a power of 2 that accommodates the active line size of the largest required frame format. This parameter does not affect simulation speed, so it does not need to be reduced when simulating with a small test image. The default, 2048, accommodates 1080p video format.
- On the **Data Types** tab, under **Data Type**, set **Coefficients** to `fixdt(0,1,4)`.

Design Behavioral Model

You can visually or mathematically compare your HDL-targeted design with a behavioral model to verify the hardware design and monitor quantization error. The template includes a Behavioral Model subsystem with frame-based input and output ports for this purpose. Double-click on the Behavioral Model to edit it.

For this tutorial, add the 2-D FIR Filter (Computer Vision Toolbox) block from Computer Vision System Toolbox. This block filters the entire frame at once.

Open the 2-D FIR Filter block and make the following changes to match the configuration of the Image Filter block from Vision HDL Toolbox:

- Set **Coefficients** to `ones(4,4)/16` to implement a 4×4 blur operation.
- Set **Padding options** to `Symmetric`.
- On the **Data Types** tab, under **Data Type**, set **Coefficients** to `fixdt(0,2,4)`.

Deserialize Filtered Pixel Stream

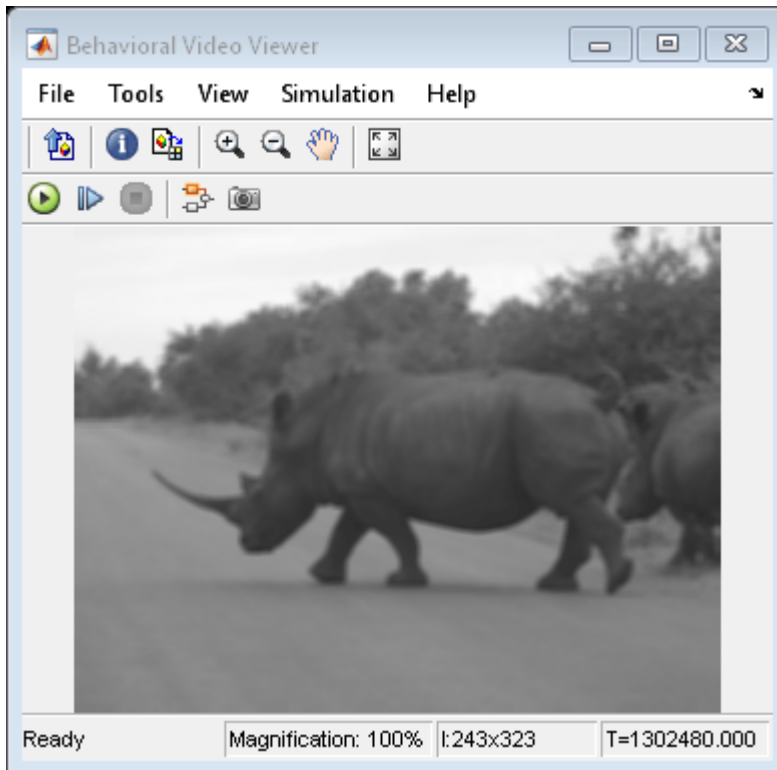
Use the Pixels To Frame block included in the template to deserialize the data for display.

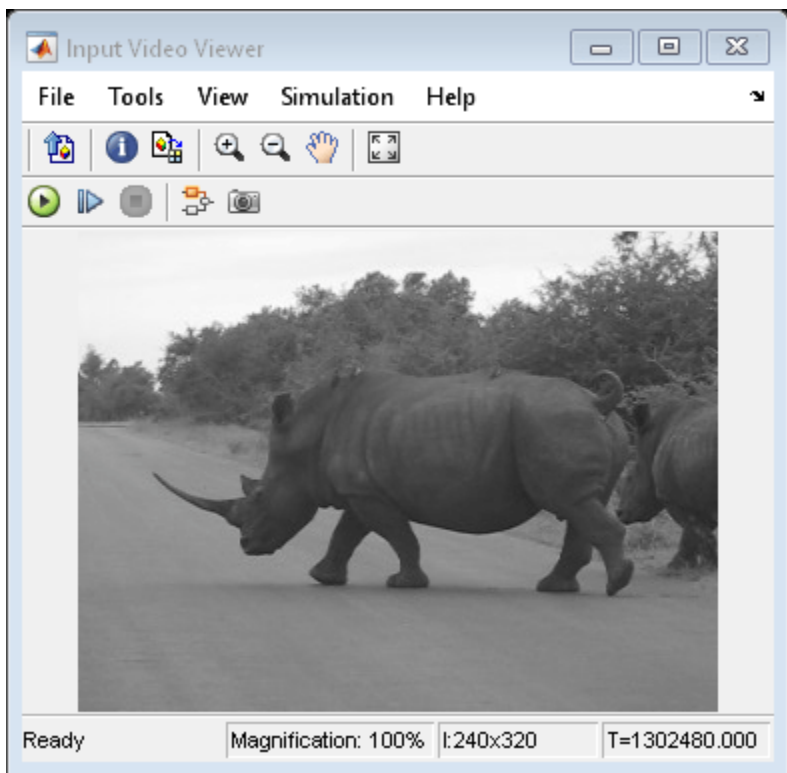
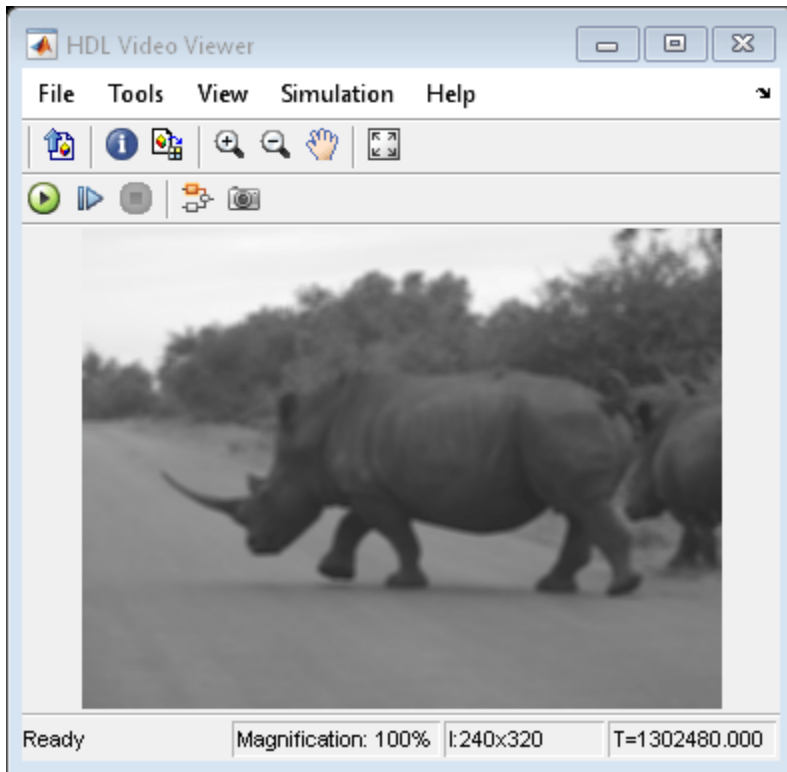
Open the Pixels To Frame block. Set the image dimension properties to match the input video and the settings you specified in the Frame To Pixels block. For this tutorial, the **Number of components** is

set to 1 and the **Video format** is set to 240p. The block converts the stream of output pixels and control signals back to a matrix representing a frame.

Display Results and Compare to Behavioral Model

Use the Video Viewer blocks included in the template to compare the output frames visually. The `validOut` signal of the Pixels To Frame block is connected to the `Enable` port of the viewer. Run the model to display the results.





Generate HDL Code

Once your design is working in simulation, you can use HDL Coder™ to generate HDL code for the HDL Algorithm subsystem. See “Generate HDL Code from Simulink” (Vision HDL Toolbox).

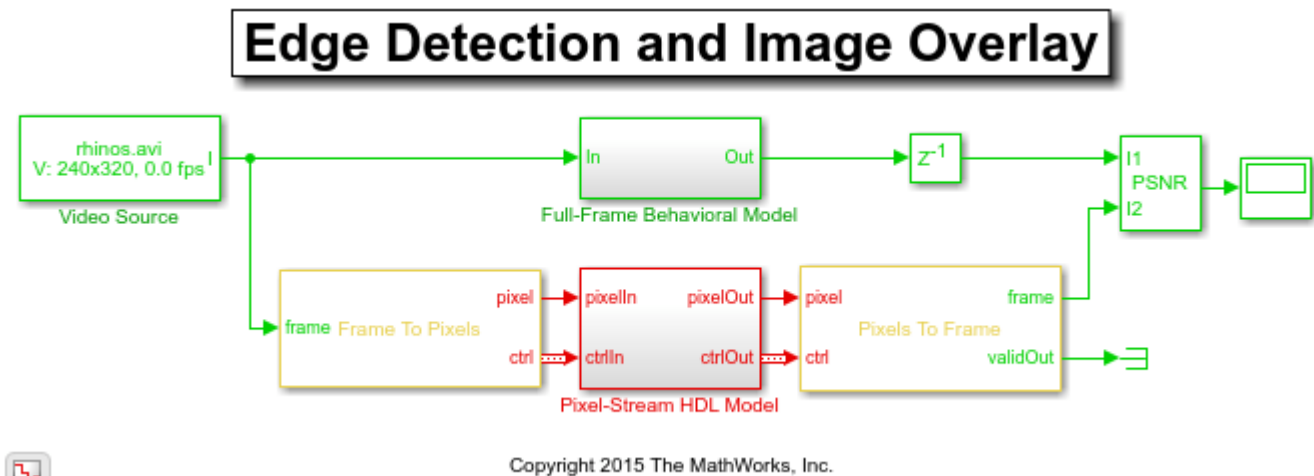
Edge Detection and Image Overlay

This example shows how to detect and highlight object edges in a video stream. The behavior of the pixel-stream Sobel Edge Detector block, video stream alignment, and overlay, is verified by comparing the results with the same algorithm calculated by the full-frame blocks from the Computer Vision Toolbox™.

This example model provides a hardware-compatible algorithm. You can implement this algorithm on a board using a Xilinx™ Zynq™ reference design. See “Developing Vision Algorithms for Zynq-Based Hardware” (Vision HDL Toolbox Support Package for Xilinx Zynq-Based Hardware).

Structure of the Example

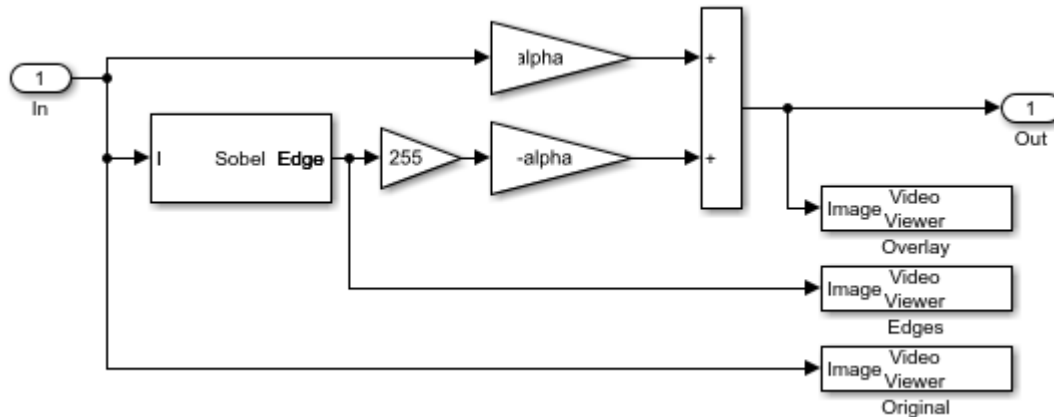
The EdgeDetectionAndOverlayHDL.slx system is shown below.



The difference in the color of the lines feeding the **Full-Frame Behavioral Model** and **Pixel-Stream HDL Model** subsystems indicates the change in the image rate on the streaming branch of the model. This rate transition is because the pixel stream is sent out in the same amount of time as the full video frames and therefore it is transmitted at a higher rate.

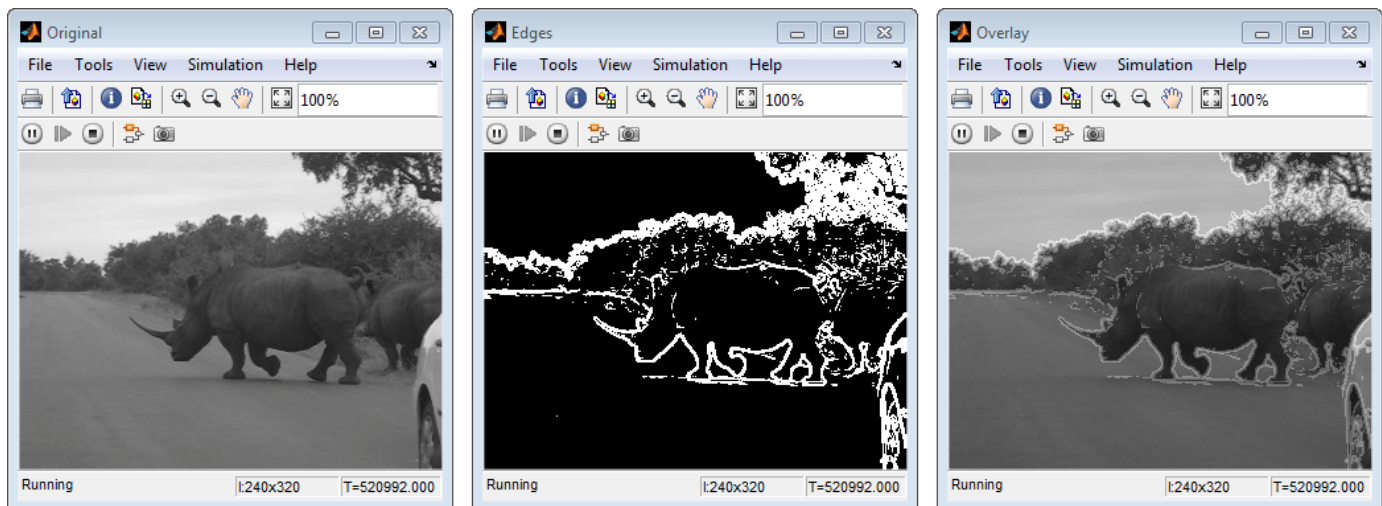
Full-Frame Behavioral Model

The following diagram shows the structure of the **Full-Frame Behavioral Model** subsystem, which employs the frame-based **Edge Detection** block.



Given that the frame-based **Edge Detection** block does not introduce latency, image overlay is performed by weighting the source image and the **Edge Detection** output image, and adding them together in a straightforward manner.

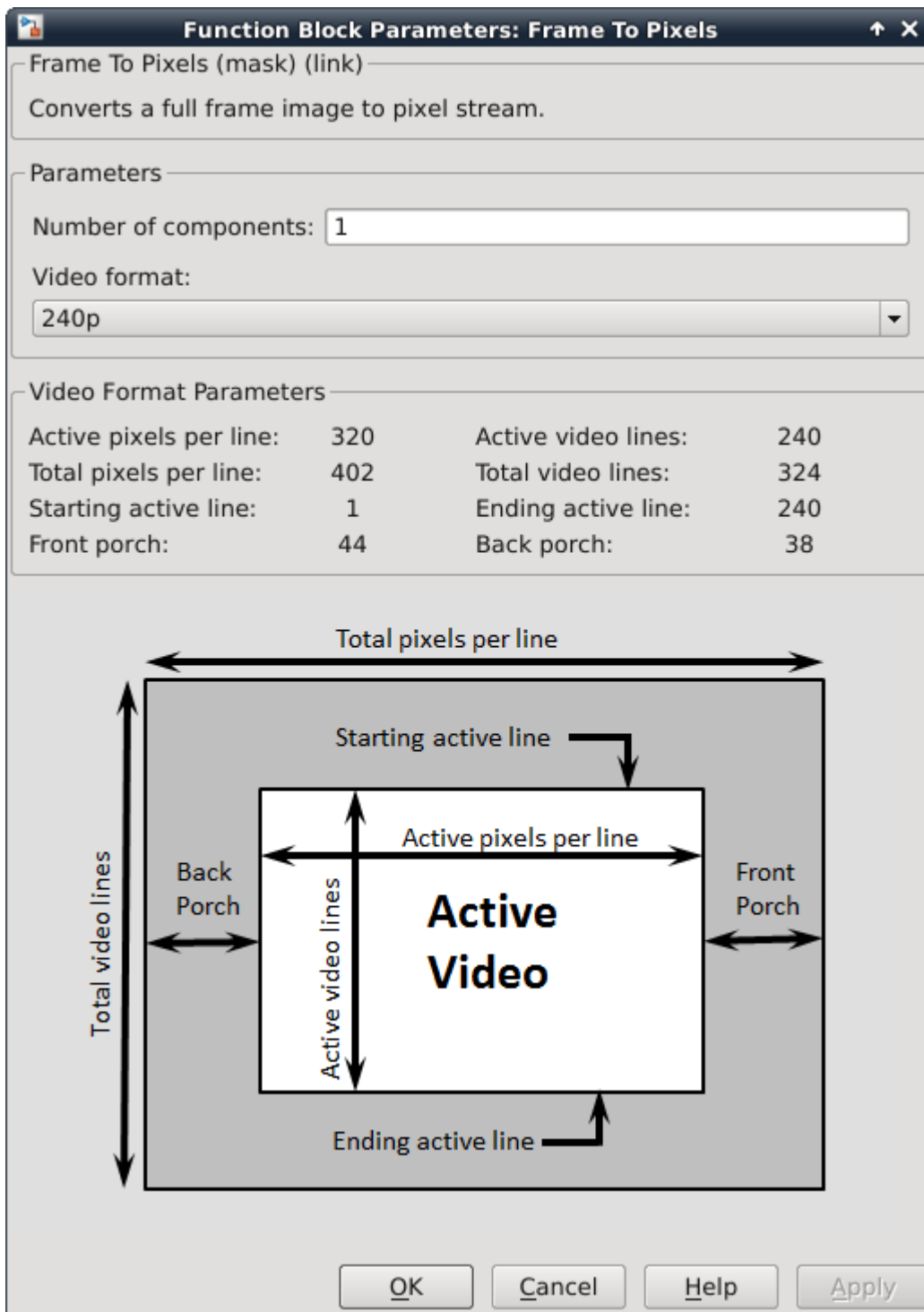
One frame of the source video, the edge detection result, and the overlaid image are shown from left to right in the diagram below.



It is a good practice to develop a behavioral system using blocks that process full image frames, the **Full-Frame Behavioral Model** subsystem in this example, before moving forward to working on an FPGA-targeting design. Such a behavioral model helps verify the video processing design. Later on, it can serve as a reference for verifying the implementation of the algorithm targeted to an FPGA. Specifically, the **PSNR** (peak signal-to-noise ratio) block at the top level of the model compares the results from full-frame processing with those from pixel-stream processing.

Frame To Pixels: Generating a Pixel Stream

The task of the **Frame To Pixels** is to convert a full frame image to pixel stream. To simulate the effect of horizontal and vertical blanking periods found in real life hardware video systems, the active image is augmented with non-image data. For more information on the streaming pixel protocol, see “Streaming Pixel Interface” (Vision HDL Toolbox). The **Frame To Pixels** block is configured as shown:



The **Number of components** field is set to 1 for grayscale image input, and the **Video format** field is 240p to match that of the video source.

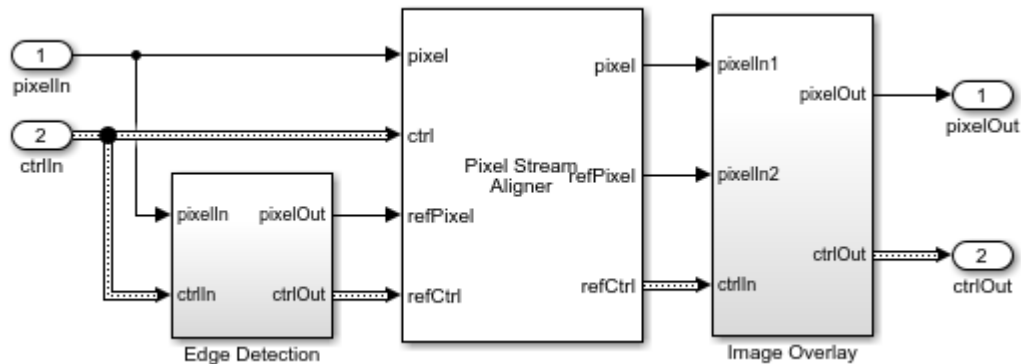
In this example, the Active Video region corresponds to the 240x320 matrix of the dark image from the upstream **Corruption** block. Six other parameters, namely, **Total pixels per line**, **Total video**

lines, **Starting active line**, **Ending active line**, **Front porch**, and **Back porch** specify how many non-image data will be augmented on the four sides of the Active Video. For more information, see the **Frame To Pixels** (Vision HDL Toolbox) block reference page.

Note that the sample time of the **Video Source** is determined by the product of **Total pixels per line** and **Total video lines**.

Pixel-Stream Edge Detection and Image Overlay

The **Pixel-Stream HDL Model** subsystem is shown in the diagram below. You can generate HDL code from this subsystem.



Due to the nature of pixel-stream processing, unlike the **Edge Detector** block in the **Full-Frame Behavioral Model**, the **Edge Detector** block from the Vision HDL Toolbox™ will introduce latency. The latency prevents us from directly weighting and adding two images to obtain the overlaid image. To address this issue, the **Pixel Stream Aligner** block is used to synchronize the two pixel streams before the sum.

To properly use this block, **refPixel** and **refCtrl** must be connected to the **pixel** and **ctrl** bus that are associated with a delayed pixel stream. In our example, due to the latency introduced by the **Edge Detector**, the pixel stream coming out of the **Edge Detector** is delayed with respect to that feeding into it. Therefore, the upstream source of **refPixel** and **refCtrl** are the **Edge** and **ctrl** output of the **Edge Detector**.

Pixels To Frame: Converting Pixel Stream Back to Full Frame

As a companion to **Frame To Pixels** that converts a full image frame to pixel stream, the **Pixels To Frame** block, reversely, converts the pixel stream back to the full frame by making use of the synchronization signals. Since the output of the **Pixels To Frame** block is a 2-D matrix of a full image, there is no need to further carry on the bus containing five synchronization signals.

The **Number of components** field and the **Video format** fields of both **Frame To Pixels** and **Pixels To Frame** are set at 1 and 240p, respectively, to match the format of the video source.

Verifying the Pixel Stream Processing Design

While building the streaming portion of the design, the **PSNR** block continuously verifies results against the original full-frame design. The **Delay** block on the top level of the model time-aligns the 2-D matrices for a fair comparison. During the course of the simulation, the **PSNR** block should give **inf** output, indicating that the output image from the **Full-Frame Behavioral Model** matches the image generated from the stream processing **Pixel-Stream HDL Model**.

Exploring the Example

The example allows you to experiment with different threshold and alpha values to examine their effect on the quality of the overlaid images. Specifically, two workspace variables *thresholdValue* and *alpha* with initial values 7 and 0.8, respectively, are created upon opening the model. You can modify their values using the MATLAB command line as follows:

```
thresholdValue=8
alpha=0.5
```

The updated *thresholdValue* will be propagated to the **Threshold** field of the **Edge Detection** block inside the **Full-Frame Behavioral Model** and the **Edge Detector** block inside **Pixel-Stream HDL Model/Edge Detection**. The *alpha* value will be propagated to the **Gain1** block in the **Full-Frame Behavioral Model** and **Pixel-Stream HDL Model/Image Overlay**, and the value of $1 - \alpha$ goes to **Gain2** blocks. Closing the model clears both variables from your workspace.

In this example, the valid range of *thresholdValue* is between 0 and 256, inclusive. Setting *thresholdValue* equal to or greater than 257 triggers a message **Parameter overflow occurred for 'threshold'**. The higher you set the *thresholdValue*, the smaller the amount of edges the example finds in the video.

The valid range of *alpha* is between 0 and 1, inclusive. It determines the weights for edge detection output image and the original source image before adding them. The overlay operation is a linear interpolation according to the following formula.

$$\text{overlaid image} = \alpha * \text{source image} + (1 - \alpha) * \text{edge image}.$$

Therefore, when *alpha* = 0, the overlaid image is the edge detection output, and when *alpha* = 1 it becomes the source image.

Generate HDL Code and Verify Its Behavior

To check and generate the HDL code referenced in this example, you must have an HDL Coder™ license.

To generate the HDL code, use the following command:

```
makehdl('EdgeDetectionAndOverlayHDL/Pixel-Stream HDL Model');
```

To generate a test bench, use the following command:

```
makehdltb('EdgeDetectionAndOverlayHDL/Pixel-Stream HDL Model');
```

Lane Detection

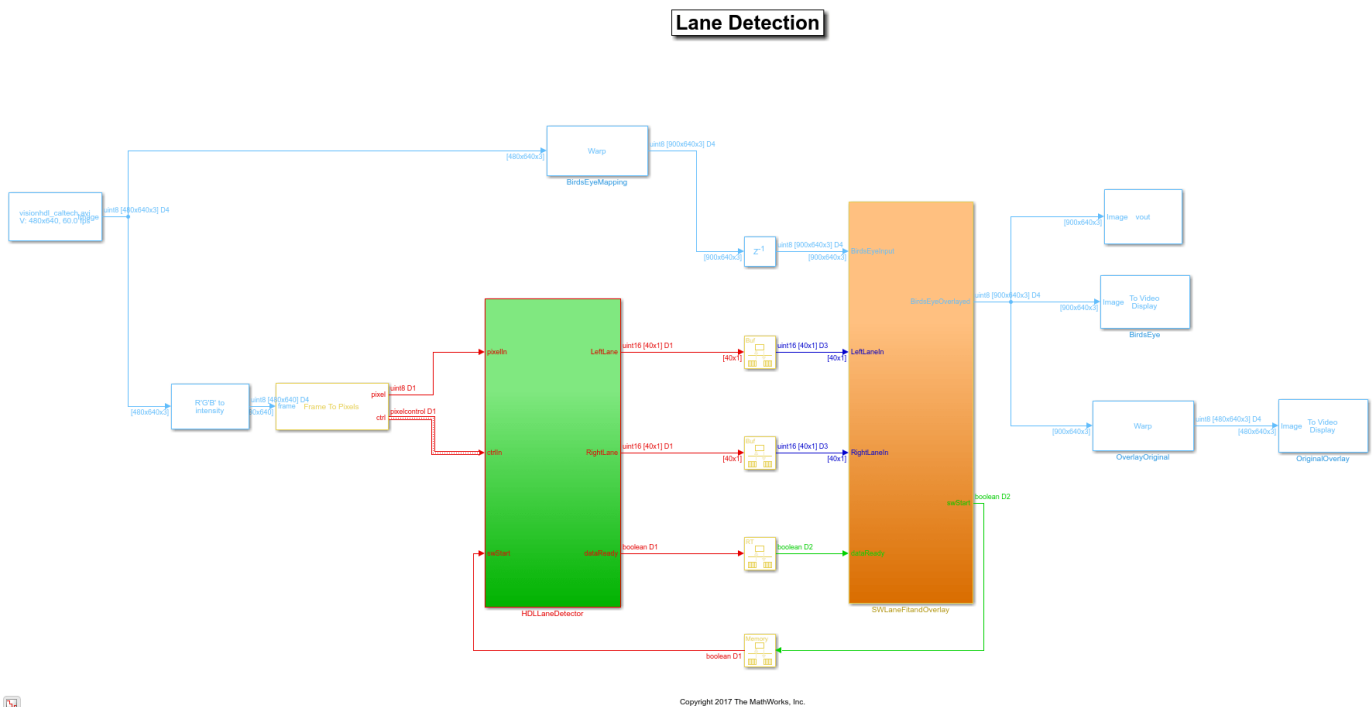
This example shows how to implement a lane-marking detection algorithm for FPGAs.

Lane detection is a critical processing stage in Advanced Driving Assistance Systems (ADAS). Automatically detecting lane boundaries from a video stream is computationally challenging and therefore hardware accelerators such as FPGAs and GPUs are often required to achieve real time performance.

In this example model, an FPGA-based lane candidate generator is coupled with a software-based polynomial fitting engine, to determine lane boundaries.

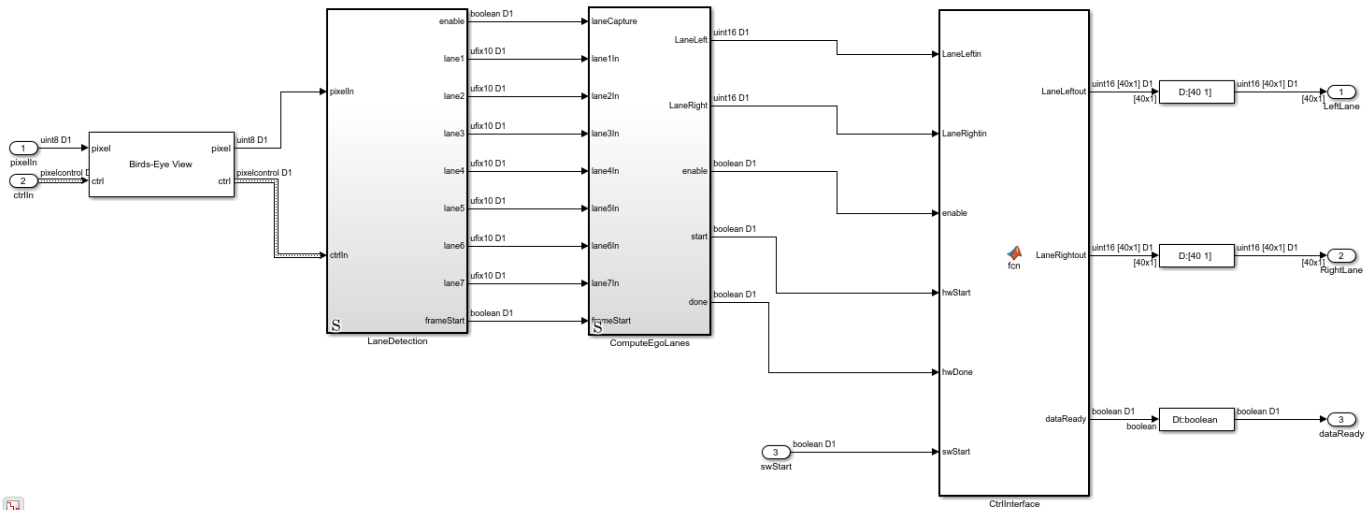
System Overview

The LaneDetectionHDL.slx system is shown below. The HDLLaneDetector subsystem represents the hardware accelerated part of the design, while the SWLaneFitandOverlay subsystem represent the software based polynomial fitting engine. Prior to the Frame to Pixels block, the RGB input is converted to intensity color space.



HDL Lane Detector

The HDL Lane Detector represents the hardware-accelerated part of the design. This subsystem receives the input pixel stream from the front-facing camera source, transforms the view to obtain the birds-eye view, locates lane marking candidates from the transformed view and then buffers them up into a vector to send to the software side for curve fitting and overlay.



Birds-Eye View

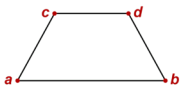
The Birds-Eye View block transforms the front-facing camera view to a birds-eye perspective. Working with the images in this view simplifies the processing requirements of the downstream lane detection algorithms. The front-facing view suffers from perspective distortion, causing the lanes to converge at the vanishing point. The perspective distortion is corrected by applying an inverse perspective transform.

The Inverse Perspective Mapping (IPM) is given by the following expression:

$$(\hat{x}, \hat{y}) = \text{round} \left(\frac{h_{11}x + h_{12}y + h_{13}}{h_{31}x + h_{32}y + h_{33}}, \frac{h_{21}x + h_{22}y + h_{23}}{h_{31}x + h_{32}y + h_{33}} \right)$$

The homography matrix, h , is derived from four intrinsic parameters of the physical camera setup, namely the focal length, pitch, height, and principle point (from a pinhole camera model). For more details, refer to the Computer Vision Toolbox™ documentation.

You can estimate the homography matrix by using the Computer Vision Toolbox™ `estimateGeometricTransform2D` function or the Image Processing Toolbox™ `fitgeotrans` function to create a `projective2d` object. These functions require a set of matched points between the source frame and birds-eye view frame. The source frame points are taken as the vertices of a trapezoidal region of interest, and can extend past the source frame limits to capture a larger region. For the trapezoid shown the point mapping is:



$$\text{sourcePoints} = [c_x, c_y; d_x, d_y; a_x, a_y; b_x, b_y]$$

$$\text{birdsEyePoints} = [1, 1; bAPPL, 1; 1, bAVL; bAPPL, bAVL]$$

Where $bAPPL$ and $bAVL$ are the birds-eye view active pixels per line and active video lines respectively.

Direct evaluation of the source (front-facing) to destination (birds-eye) mapping in real time on FPGA/ASIC hardware is challenging. The requirement for division along with the potential for non-sequential memory access from a frame buffer mean that the computational requirements of this part of the design are substantial. Therefore instead of directly evaluating the IPM calculation in real time, an offline analysis of the input to output mapping has been performed and used to pre-compute a mapping scheme. This is possible as the homography matrix is fixed after factory calibration/installation of the camera, due to the camera position, height and pitch being fixed.

In this particular example, the birds-eye output image is a frame of [700x640] dimensions, whereas the front-facing input image is of [480x640] dimensions. There is not sufficient blanking available in order to output the full birds-eye frame before the next front-facing camera input is streamed in. The Birds-Eye view block will therefore not accept any new frame data until it has finished processing the current birds-eye frame.

Line Buffering and Address Computation

A full sized projective transformation from input to output would result in a [900x640] output image. This requires that the full [480x640] input image is stored in memory, while the source pixel location is calculated using the source location and homography matrix. Ideally on-chip memory should be used for this purpose, removing the requirement for an off-chip frame buffer.

You can determine the number of lines to buffer on-chip by performing inverse row mapping using the homography matrix. The following script calculates the homography matrix from the point mapping, using it to an inverse transform to map the source frame rows to birds-eye view rows.

```
% Source & Birds-Eye Frame Parameters
% AVL: Active Video Lines, APPL: Active Pixels Per Line
sAVL = 480;
sAPPL = 640;
% Birds-Eye Frame
bAVL = 700;
bAPPL = 640;

% Determine Homography Matrix
% Point Mapping [NW; NE; SW; SE]
sourcePoints = [218,196; 421,196; -629,405; 1276,405];
birdsEyePoints = [001,001; 640,001; 001,900; 640,900];
% Estimate Transform
tf = estimateGeometricTransform2D(sourcePoints,birdsEyePoints,'projective');
% Homography Matrix
h = tf.T;

% Visualize Birds-Eye ROI on Source Frame
vidObj = VideoReader('visionhdl_caltech.avi');
vidFrame = readFrame(vidObj);
vidFrameAnnotated = insertShape(vidFrame,'Polygon',[sourcePoints(1,:) ...
    sourcePoints(2,:) sourcePoints(4,:) sourcePoints(3,:)], ...
    'LineWidth',5,'Color','red');
vidFrameAnnotated = insertShape(vidFrameAnnotated,'FilledPolygon', ...
    [sourcePoints(1,:) sourcePoints(2,:) sourcePoints(4,:) ...
    sourcePoints(3,:)],'LineWidth',5,'Color','red','Opacity',0.2);
figure(1);
subplot(2,1,1);
imshow(vidFrameAnnotated)
title('Source Video Frame');

% Determine Required Birds-Eye Line Buffer Depth
% Inverse Row Mapping at Frame Centre
```

```

x = round(sourcePoints(2,1)-((sourcePoints(2,1)-sourcePoints(1,1))/2));
Y = zeros(1,bAVL);
for ii = 1:1:bAVL
    [~,Y(ii)] = transformPointsInverse(tf,x,ii);
end
numRequiredRows = ceil(Y(0.98*bAVL) - Y(1));

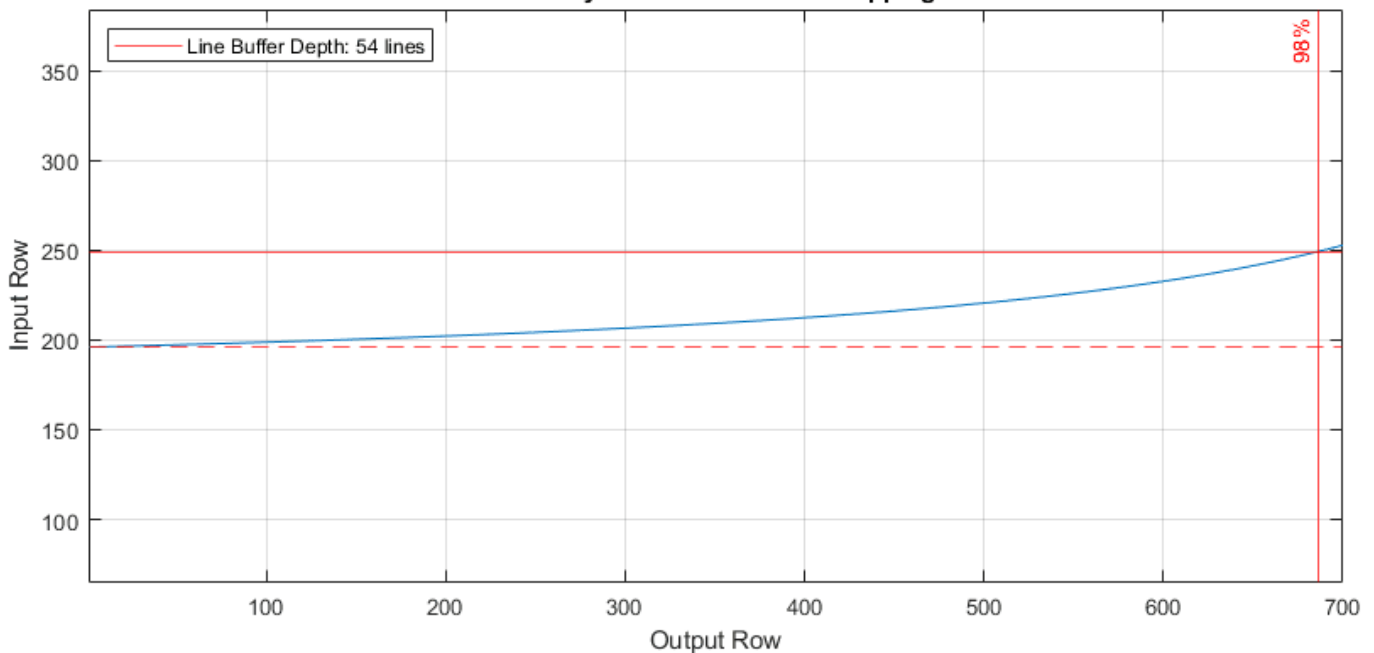
% Visualize Inverse Row Mapping
subplot(2,1,2);
plot(Y,'HandleVisibility','off'); % Inverse Row Mapping
xline(0.98*bAVL,'r','98%','LabelHorizontalAlignment','left', ...
      'HandleVisibility','off'); % Line Buffer Depth
yline(Y(1),'r--','HandleVisibility','off')
yline(Y(0.98*bAVL),'r')
title('Birds-Eye View Inverse Row Mapping');
xlabel('Output Row');
ylabel('Input Row');
legend(['Line Buffer Depth: ',num2str(numRequiredRows),' lines'], ...
      'Location','northwest');
axis equal;
grid on;

```

Source Video Frame



Birds-Eye View Inverse Row Mapping

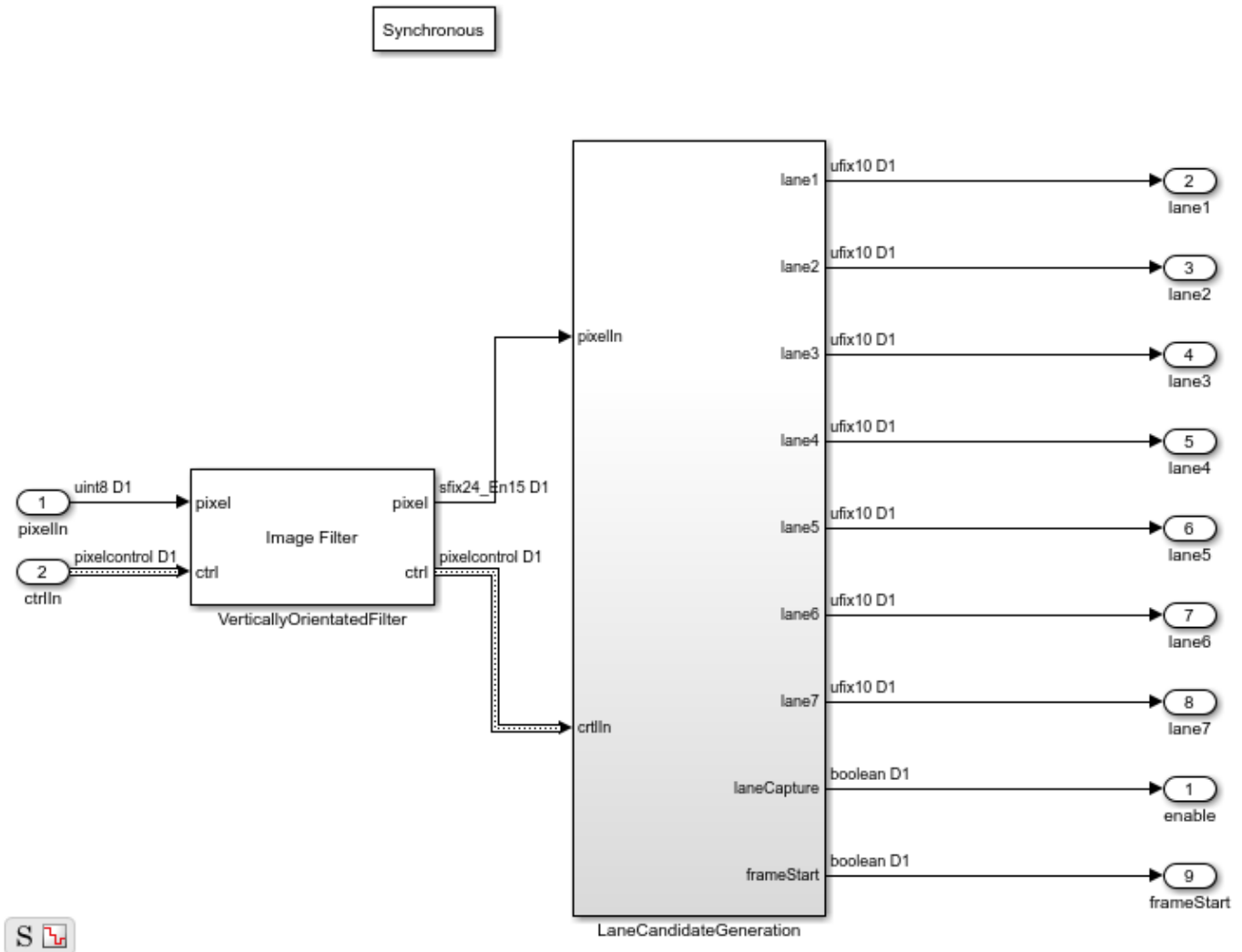


The plot shows the mapping of input line to output line revealing that in order to generate the first 700 lines of the top down birds eye output image, around 50 lines of the input image are required. This is an acceptable number of lines to store using on-chip memory.

Lane Detection

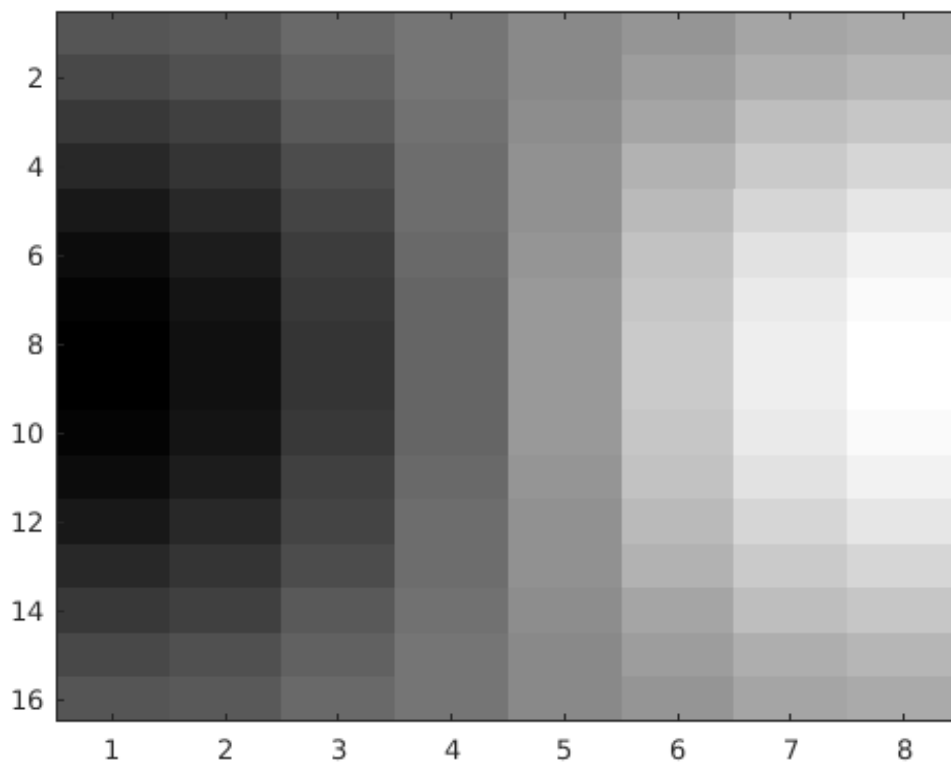
With the birds-eye view image obtained, the actual lane detection can be performed. There are many techniques which can be considered for this purpose. To achieve an implementation which is robust, works well on streaming image data and which can be implemented in FPGA/ASIC hardware at reasonable resource cost, this example uses the approach described in [1]. This algorithm performs a

full image convolution with a vertically oriented first order Gaussian derivative filter kernel, followed by sub-region processing.

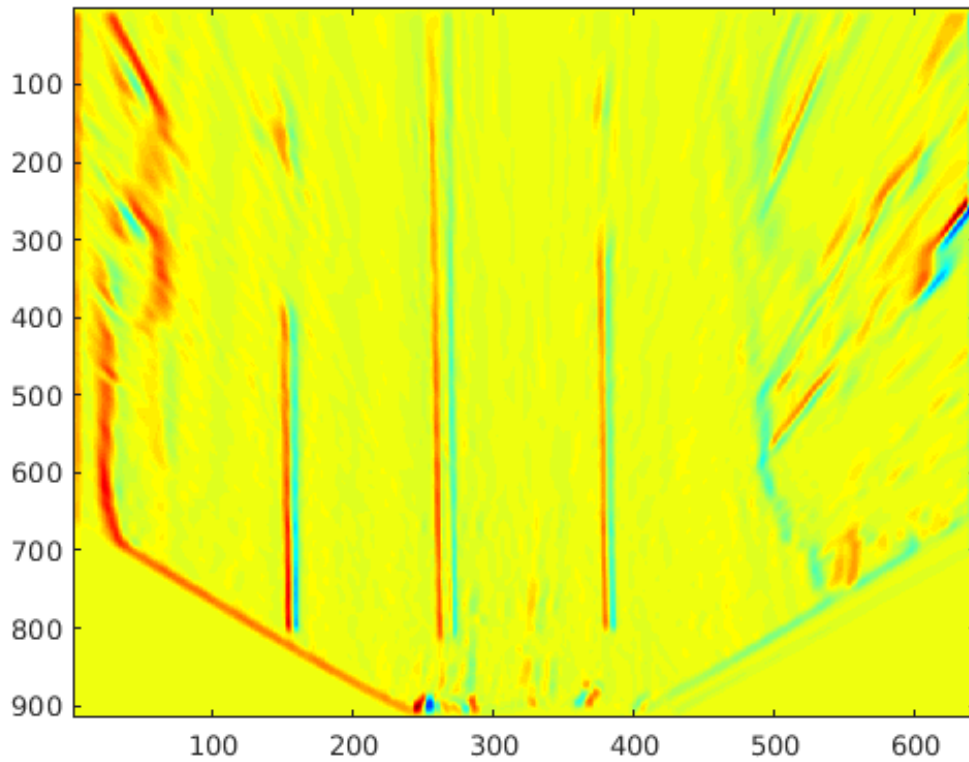


Vertically Oriented Filter Convolution

Immediately following the birds-eye mapping of the input image, the output is convolved with a filter designed to locate strips of high intensity pixels on a dark background. The width of the kernel is 8 pixels, which relates to the width of the lines that appear in the birds-eye image. The height is set to 16 which relates to the size of the dashed lane markings which appear in the image. As the birds-eye image is physically related to the height, pitch etc. of the camera, the width at which lanes appear in this image is intrinsically related to the physical measurement on the road. The width and height of the kernel may need to be updated when operating the lane detection system in different countries.

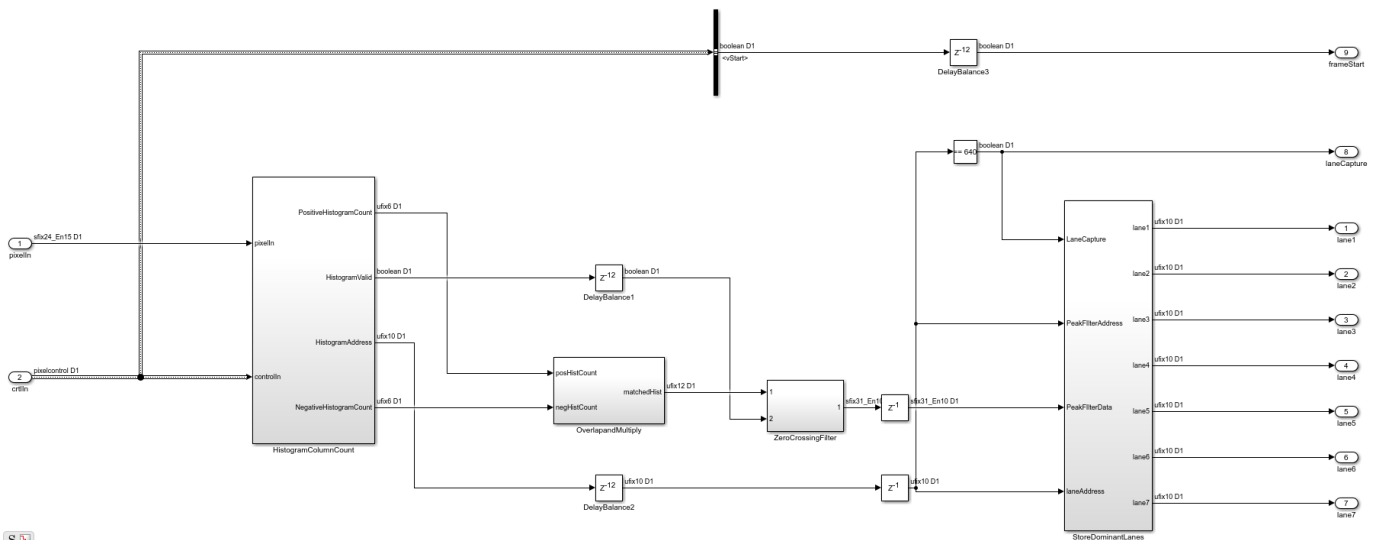


The output of the filter kernel is shown below, using jet colormap to highlight differences in intensity. Because the filter kernel is a general, vertically oriented Gaussian derivative, there is some response from many different regions. However, for the locations where a lane marking is present, there is a strong positive response located next to a strong negative response, which is consistent across columns. This characteristic of the filter output is used in the next stage of the detection algorithm to locate valid lane candidates.



Lane Candidate Generation

After convolution with the Gaussian derivative kernel, sub-region processing of the output is performed in order to find the coordinates where a lane marking is present. Each region consists of 18 lines, with a ping-pong memory scheme in place to ensure that data can be continuously streamed through the subsystem.



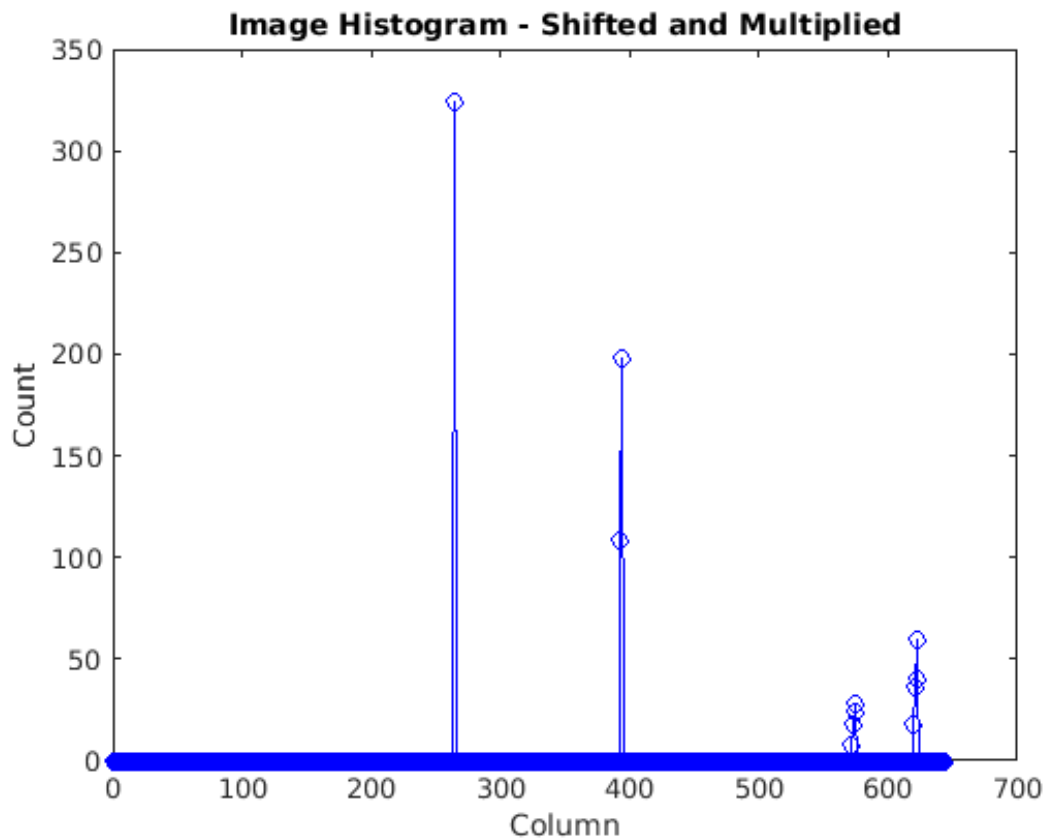
Histogram Column Count

Firstly, HistogramColumnCount counts the number of thresholded pixels in each column over the 18 line region. A high column count indicates that a lane is likely present in the region. This count is performed for both the positive and the negative thresholded images. The positive histogram counts are offset to account for the kernel width. Lane candidates occur where the positive count and negative counts are both high. This exploits the previously noted property of the convolution output where positive tracks appear next to negative tracks.

Internally, the column counting histogram generates the control signalling that selects an 18 line region, computes the column histogram, and outputs the result when ready. A ping-pong buffering scheme is in place which allows one histogram to be reading while the next is writing.

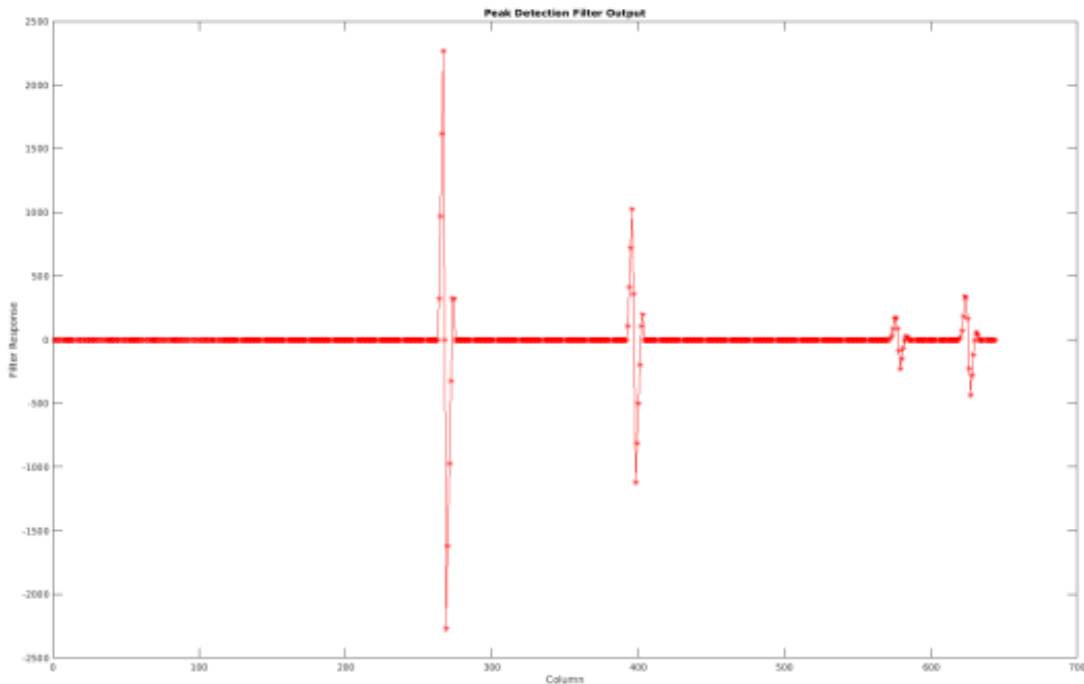
Overlap and Multiply

As noted, when a lane is present in the birds-eye image, the convolution result will produce strips of high-intensity positive output located next to strips of high-intensity negative output. The positive and negative column count histograms locate such regions. In order to amplify these locations, the positive count output is delayed by 8 clock cycles (an intrinsic parameter related to the kernel width), and the positive and negative counts are multiplied together. This amplifies columns where the positive and negative counts are in agreement, and minimizes regions where there is disagreement between the positive and negative counts. The design is pipelined in order to ensure high throughput operation.



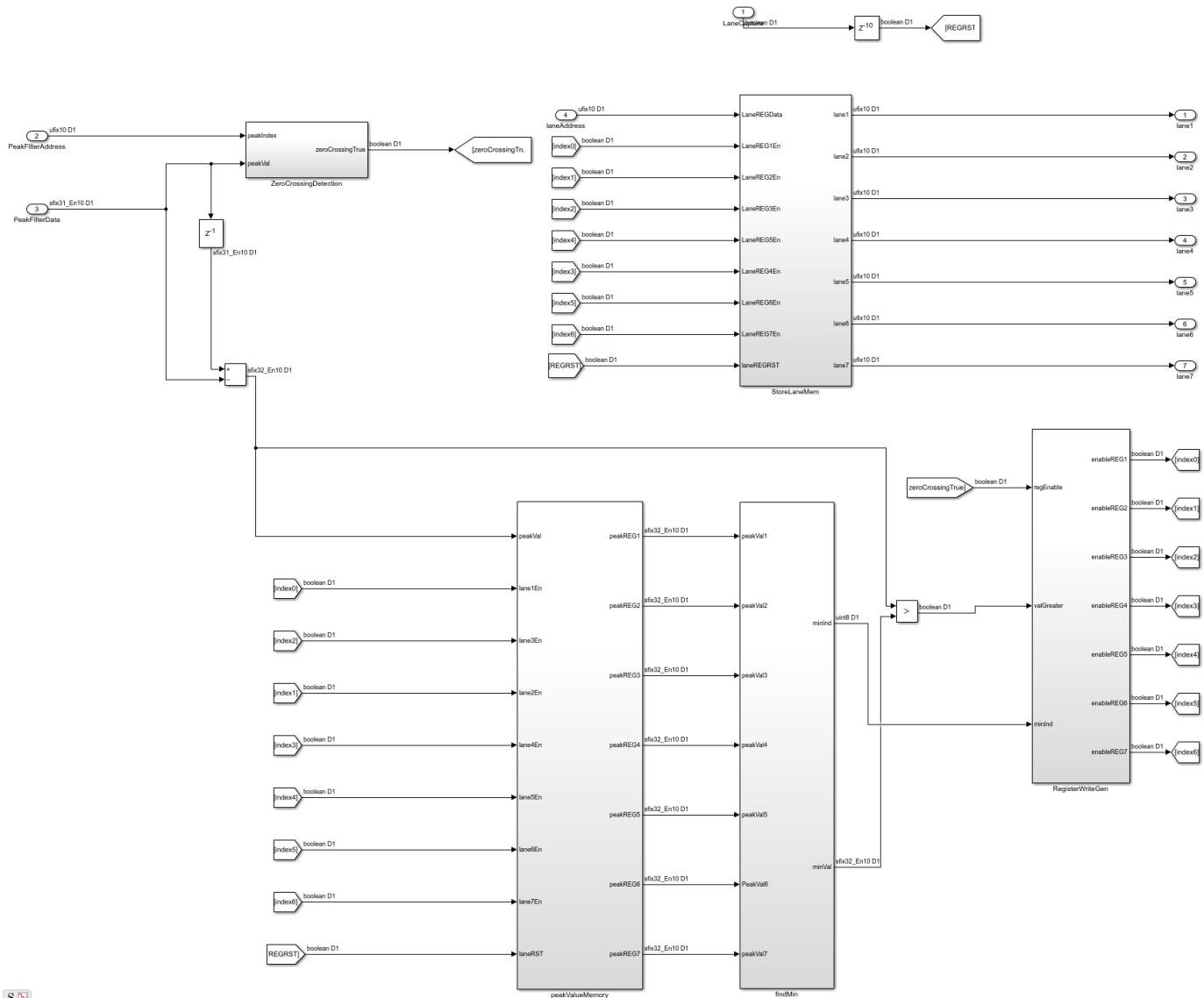
Zero Crossing Filter

At the output of the Overlap and Multiply subsystem, peaks appear where there are lane markings present. A peak detection algorithm determines the columns where lane markings are present. Because the SNR is relatively high in the data, this example uses a simple FIR filtering operation followed by zero crossing detection. The Zero Crossing Filter is implemented using the Discrete FIR Filter block from DSP System Toolbox™. It is pipelined for high-throughput operation.



Store Dominant Lanes

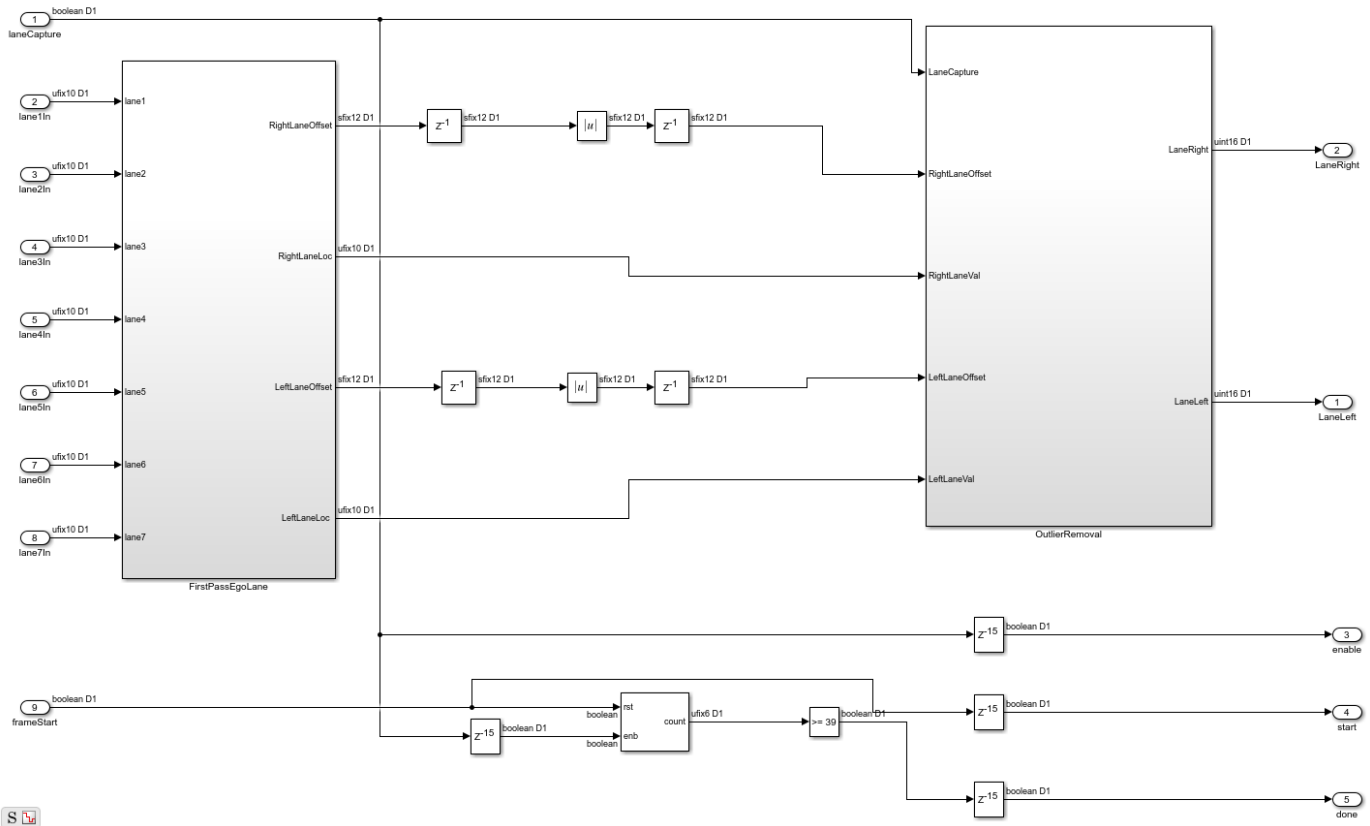
The zero crossing filter output is then passed into the Store Dominant Lanes subsystem. This subsystem has a maximum memory of 7 entries, and is reset every time a new batch of 18 lines is reached. Therefore, for each sub-region 7 potential lane candidates are generated. In this subsystem, the Zero Crossing Filter output is streamed through, and examined for potential zero crossings. If a zero crossing does occur, then the difference between the address immediately prior to zero crossing and the address after zero crossing is taken in order to get a measurement of the size of the peak. The subsystem stores the zero crossing locations with the highest magnitude.



Compute Ego Lanes

The Lane Detection subsystem outputs the 7 most viable lane markings. In many applications, we are most interested in the lane markings that contain the lane in which the vehicle is driving. By computing the so called "Ego-Lanes" on the hardware side of the design, we can reduce the memory bandwidth between hardware and software, by sending 2 lanes rather than 7 to the processor. The Ego-Lane computation is split into two subsystems. The FirstPassEgoLane subsystem assumes that the centre column of the image corresponds to the middle of the lane, when the vehicle is correctly operating within the lane boundaries. The lane candidates which are closest to the center are therefore assumed as the ego lanes. The Outlier Removal subsystem maintains an average width of the distance from lane markings to centre coordinate. Lane markers which are not within tolerance of the current width are rejected. Performing early rejection of lane markers gives better results when performing curve fitting later on in the design.

Synchronous

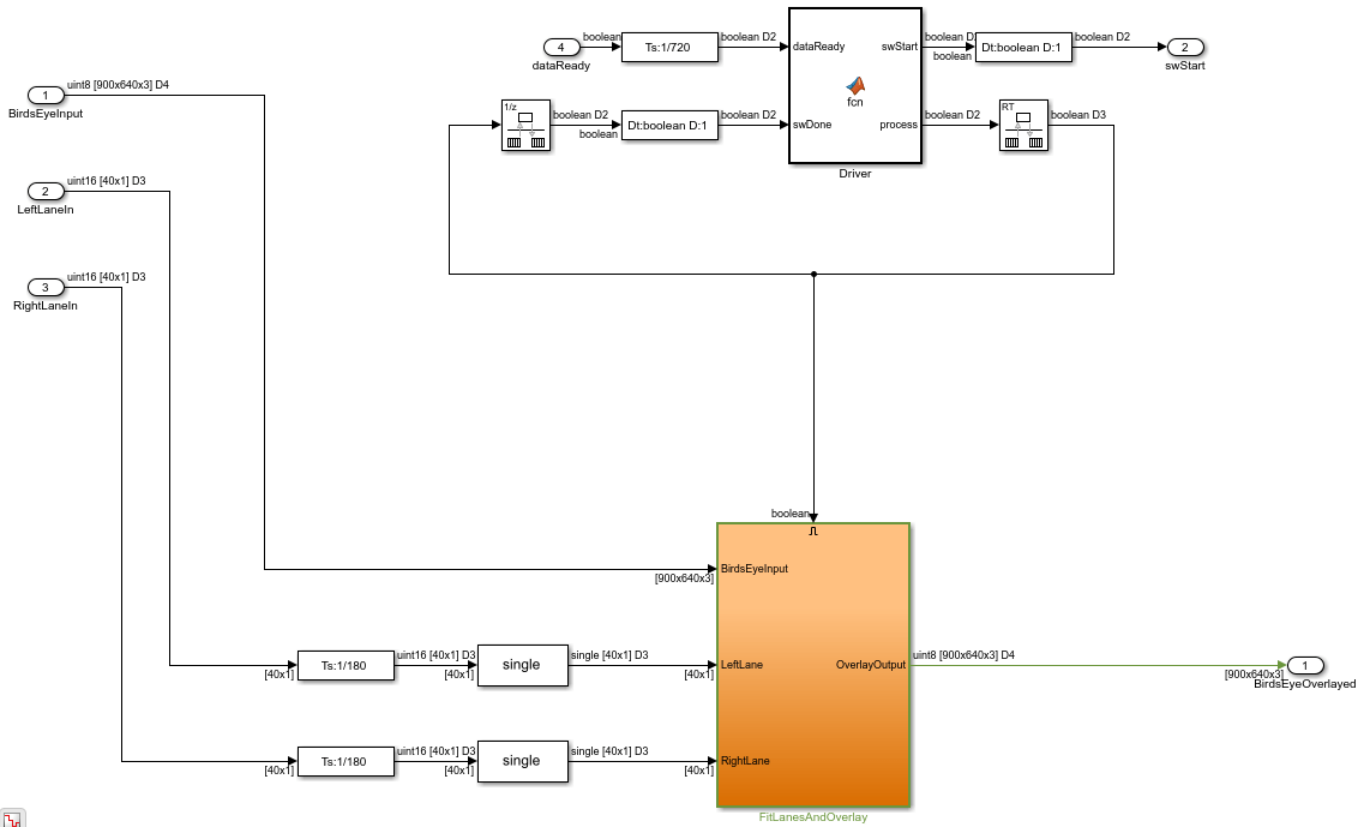


Control Interface

Finally, the computed ego lanes are sent to the CtrlInterface MATLAB function subsystem. This state machine uses the four control signal inputs - enable, hwStart, hwDone, and swStart to determine when to start buffering, accept new lane coordinate into the 40x1 buffer and finally indicate to the software that all 40 lane coordinates have been buffered and so the lane fitting and overlay can be performed. The dataReady signal ensures that software will not attempt lane fitting until all 40 coordinates have been buffered, while the swStart signal ensures that the current set of 40 coordinates will be held until lane fitting is completed.

Software Lane Fit and Overlay

The detected ego-lanes are then passed to the SW Lane Fit and Overlay subsystem, where robust curve fitting and overlay is performed. Recall that the birds-eye output is produced once every two frames or so rather than on every consecutive frame. The curve fitting and overlay is therefore placed in an enabled subsystem, which is only enabled when new ego lanes are produced.



Driver

The Driver MATLAB Function subsystem controls the synchronization between hardware and software. Initially it is in a polling state, where it samples the dataReady input at regular intervals per frame to determine when hardware has buffered a full [40x1] vector of lane coordinates. Once this occurs, it transitions into software processing state where swStart and process outputs are held high. The Driver remains in the software processing state until swDone input is high. Seeing as the process output loops back to swDone input with a rate transition block in between, there is effectively a constant time budget specified for the FitLanesandOverlay subsystem to perform the fitting and overlay. When swDone is high, the Driver will transition into a synchronization state, where swStart is held low to indicate to hardware that processing is complete. The synchronization between software and hardware is such that hardware will hold the [40x1] vector of lane coordinates until the swStart signal transitions back to low. When this occurs, dataReady output of hardware will then transition back to low.

Fit Lanes and Overlay

The Fit Lanes and Overlay subsystem is enabled by the Driver. It performs the necessary arithmetic required in order to fit a polynomial onto the lane coordinate data received at input, and then draws the fitted lane and lane coordinates onto the Birds-Eye image.

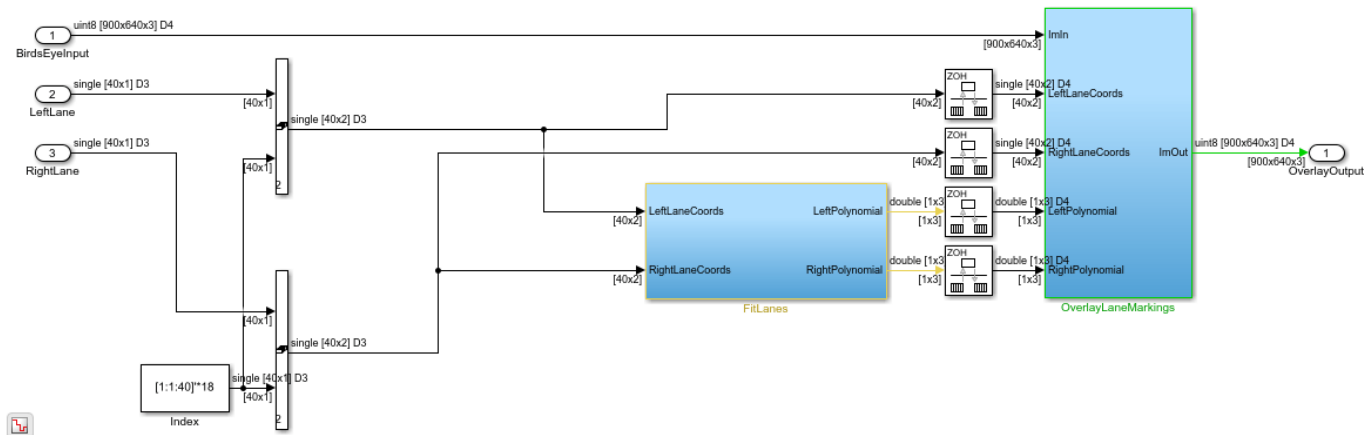
Fit Lanes

The Fit Lanes subsystem runs a RANSAC based line-fitting routine on the generated lane candidates. RANSAC is an iterative algorithm which builds up a table of inliers based on a distance measure

between the proposed curve, and the input data. At the output of this subsystem, there is a $[3 \times 1]$ vector which specifies the polynomial coefficients found by the RANSAC routine.

Overlay Lane Markings

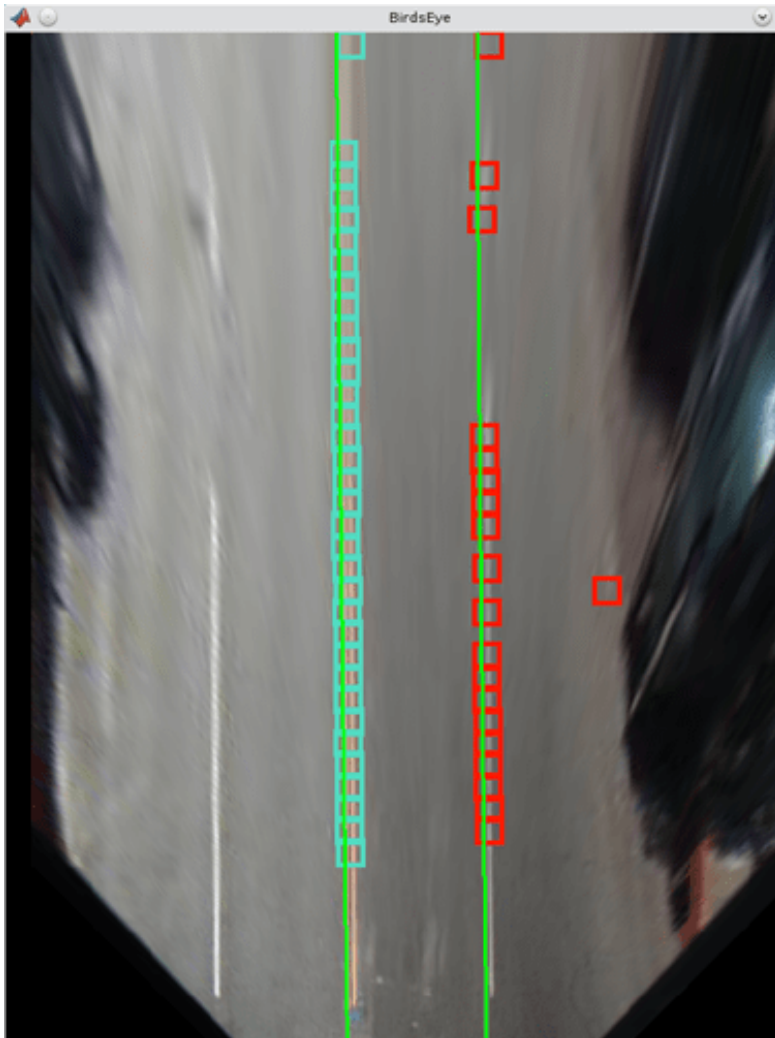
The Overlay Lane Markings subsystem performs image visualization operations. It overlays the ego lanes and curves found by the lane-fitting routine.

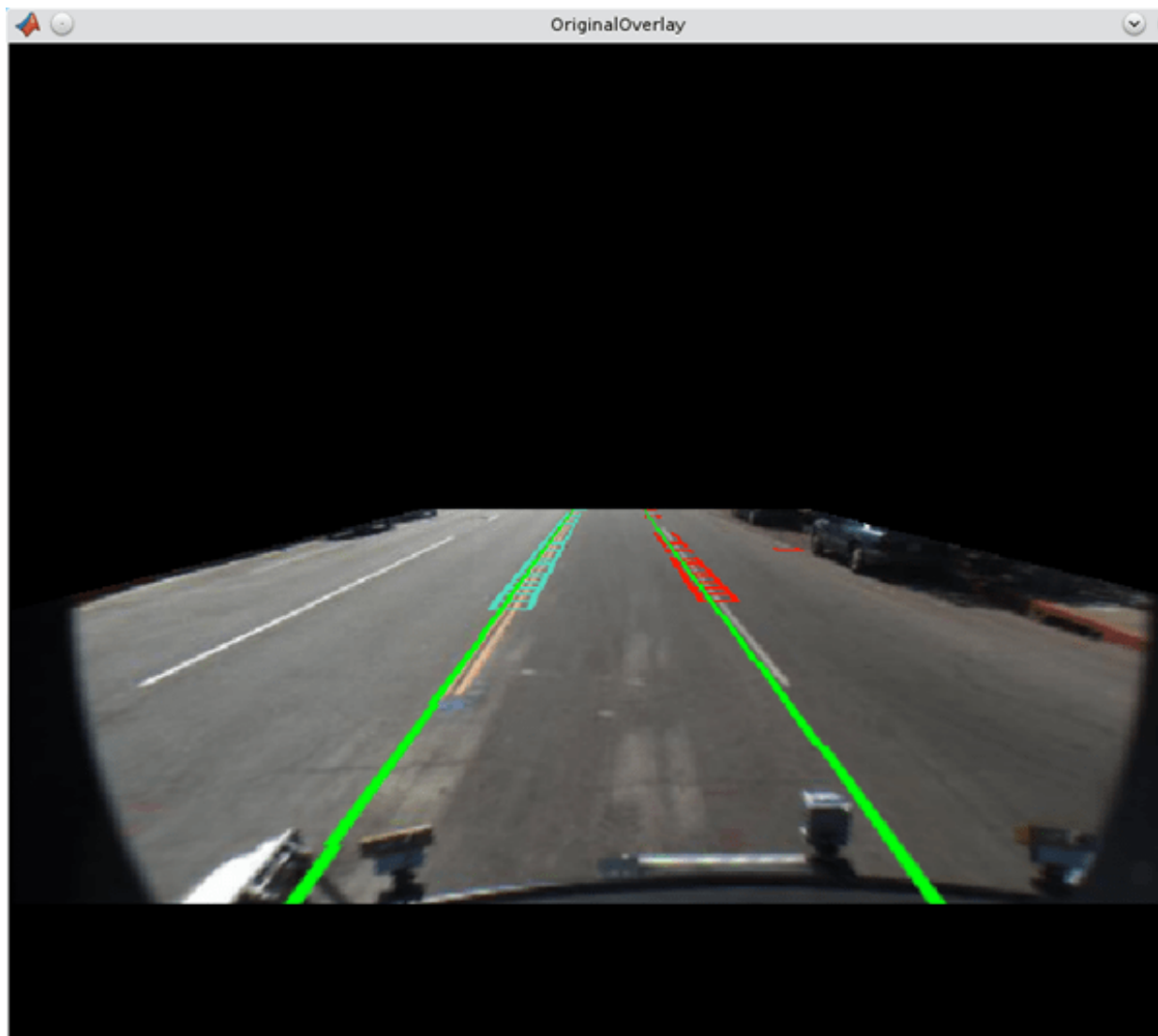


Results of the Simulation

The model includes two video displays shown at the output of the simulation results. The **BirdsEye** display shows the output in the warped perspective after lane candidates have been overlaid, polynomial fitting has been performed and the resulting polynomial overlaid onto the image. The **OriginalOverlay** display shows the **BirdsEye** output warped back into the original perspective.

Due to the large frame sizes used in this model, simulation can take a relatively long time to complete. If you have an HDL Verifier™ license, you can accelerate simulation speed by directly running the HDL Lane Detector subsystem in hardware using FPGA in the Loop (TM).





HDL Code Generation

To check and generate the HDL code referenced in this example, you must have an HDL Coder™ license.

To generate the HDL code, use the following command.

```
makehdl('LaneDetectionHDL/HDLLaneDetector')
```

To generate the test bench, use the following command. Note that test bench generation takes a long time due to the large data size. You may want to reduce the simulation time before generating the test bench.

```
makehdltb('LaneDetectionHDL/HDLLaneDetector')
```

For faster test bench simulation, you can generate a SystemVerilog DPIC test bench using the following command.

```
makehdltb('LaneDetectionHDL/HDLLaneDetector', 'GenerateSVPITestBench', 'ModelSim')
```

Conclusion

This example has provided insight into the challenges of designing ADAS systems in general, with particular emphasis paid to the acceleration of critical parts of the design in hardware.

References

[1] R. K. Satzoda and Mohan M. Trivedi, "Vision based Lane Analysis: Exploration of Issues and Approaches for Embedded Realization", 2013 IEEE Conference on Computer Vision and Pattern Recognition.

[2] Video from Caltech Lanes Dataset - Mohamed Aly, "Real time Detection of Lane Markers in Urban Streets", 2008 IEEE Intelligent Vehicles Symposium - used with permission.

HDL QPSK Transmitter and Receiver

This example shows how to implement a QPSK transmitter and receiver in Simulink® that is optimized for HDL code generation and hardware implementation.

The model shown in this example modulates data based on quadrature phase shift keying (QPSK). The goal of this example is to model an HDL QPSK communication system that can transmit and recover information for a real-time system. The receiver implements symbol timing synchronization and carrier frequency and phase synchronization, which are essential in a single-carrier communication system.

System Specifications

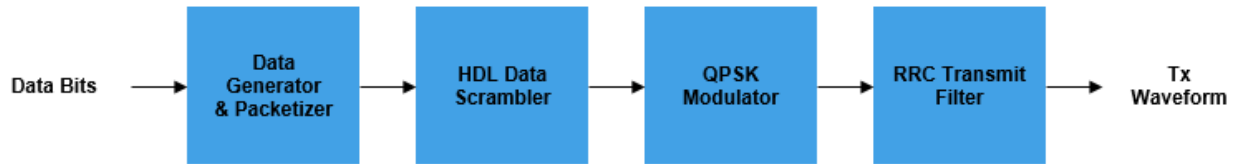
This section explains the specifications of the transmitter and receiver used in this example. The frame format is packet based. Each packet has a preamble of length 26 bits. Each bit of the 13 bit Barker sequence is repeated twice to generate a preamble sequence such that the same bit is modulated in the in phase and quadrature phase by the QPSK Modulator. The preamble sequence is followed by 2240 bits of payload data. The transmitter runs using a root raised cosine (RRC) pulse-shaping filter with a roll-off factor of 0.5, resulting in a bandwidth of 1.5 times the symbol rate and four samples per symbol (sample rate of four times the symbol rate). The RRC impulse response spans over four adjacent symbols. The bit rate is twice the symbol rate. The effective average bit rate is the bit rate times the frame efficiency. The frame efficiency is $(2240/(2240+26)) = 0.9885$.

The default symbol rate is set to 1.92 Mbaud, which results in a bandwidth of 1.5 times 1.92e6, which equals 2.88 MHz, and a sample rate of 4 times 1.92e6, which equals 7.68 Msps, bit rate of 2 times 1.92e6, which equals 3.84 Mbps. The effective average bit rate supported by this system is 0.9885 times 3.84e6, which equals 3.7959 Mbps. These specifications change with a change in the symbol rate.

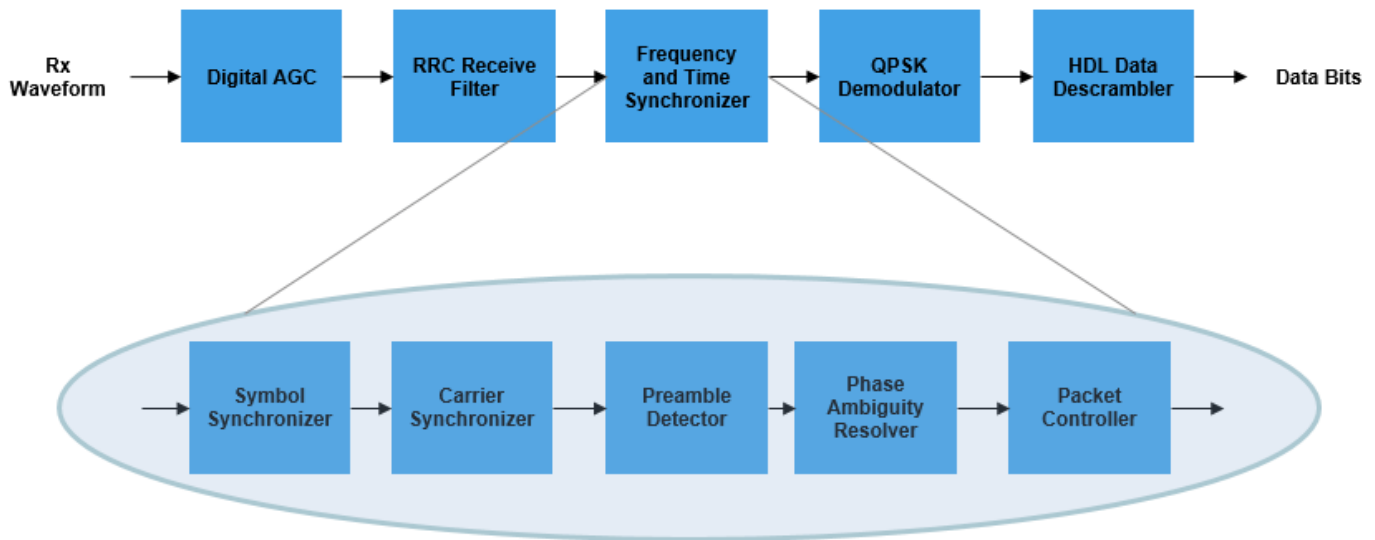
Model Architecture

This section explains the high-level architecture of the QPSK transmitter and receiver as in the block diagram. The QPSK transmitter samples the input at a bit rate of twice the symbol rate. The Data Generator & Packetizer collects the data bits, generates the preamble bits, and forms the packet bits. The HDL Data Scrambler scrambles the data bits of each packet to increase bit transitions and avoid long running sequences of the same bit. The QPSK Modulator modulates the packet bits to generate QPSK symbols. The RRC Transmit Filter upsamples and pulse-shapes the QPSK symbols to generate the Tx Waveform at a sample rate of four times that of the symbol rate. The QPSK receiver samples the input at the transmission rate. The Digital AGC performs gain control to the desired amplitude level of the received waveform. The RRC Receive Filter performs matched filtering on the AGC output. The Frequency and Time Synchronizer performs synchronization operations and generates QPSK symbols for each packet. The QPSK Demodulator demodulates the QPSK symbols to generate packet bits. The HDL Data Descrambler descrambles the packet data bits that stream out of the receiver.

QPSK Transmitter



QPSK Receiver



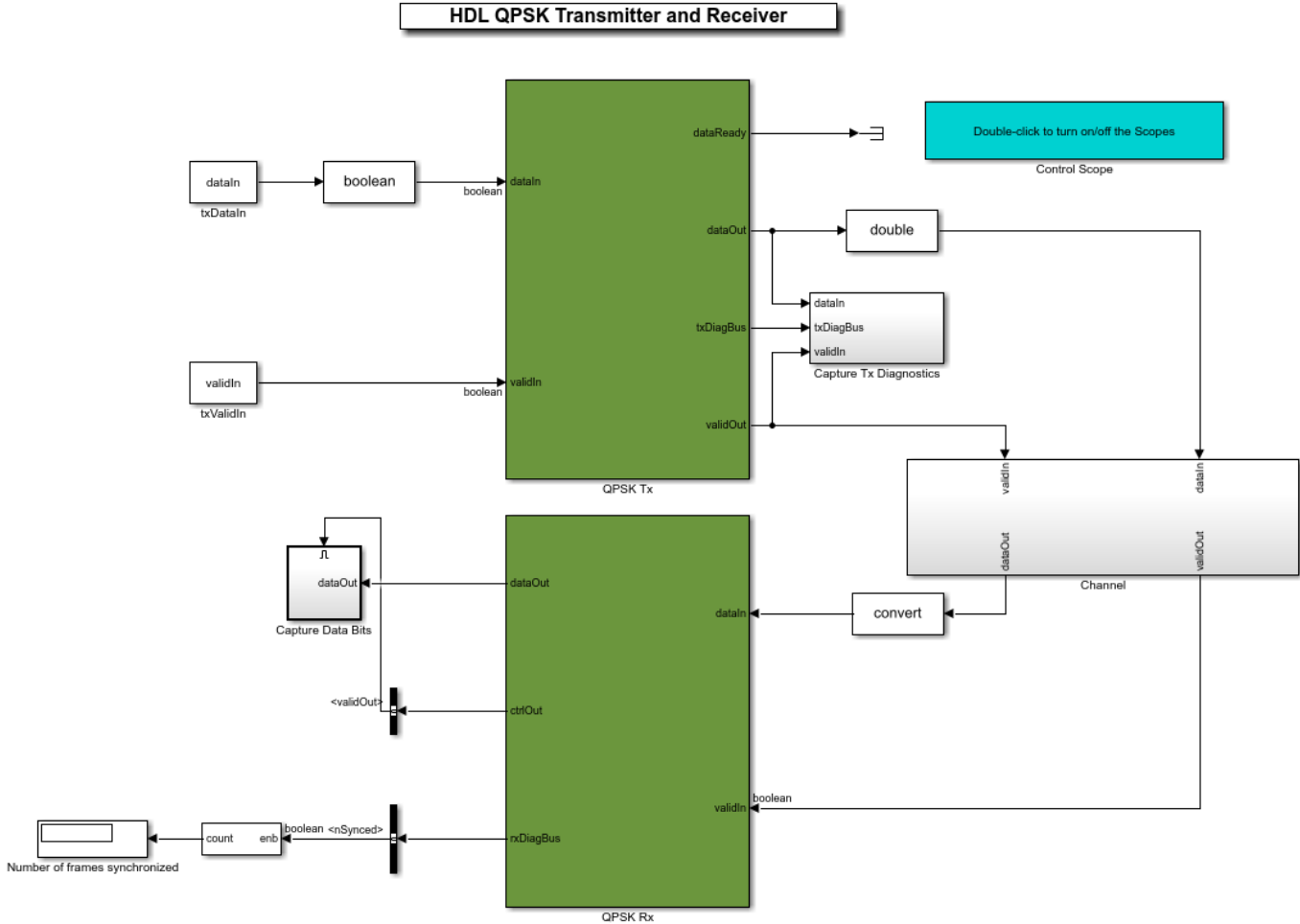
File Structure

One Simulink model and three MATLAB® files construct this example.

- `commhdlQPSKTxRx.slx` — Top-level Simulink model
- `commhdlQPSKTxRxParameters.m` — Generates parameters for QPSK Tx and QPSK Rx required for initialization
- `commhdlQPSKTxRxModelInit.m` — Initializes the model `commhdlQPSKTxRx.slx`
- `generateHelloWorldMsgBits.m` — Generates "Hello world xxx " message bits. xxx refers to any value from 000 to 100

System Interface

This figure shows the top-level model of the QPSK transmitter and receiver system.



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Transmitter Inputs

- **dataIn** — Input data, specified as a Boolean scalar.
- **validIn** — Control signal to validate the **dataIn**, specified as a Boolean scalar.

Transmitter Outputs

- **dataOut** — Output transmitted waveform, returned as 16-bit complex data at a sample rate four times that of the symbol rate.
- **validOut** — Control signal to validate the **dataOut**, returned as a Boolean scalar.
- **txDiagBus** — Status signal with diagnostic outputs, returned as a Bus signal.
- **dataReady** — Signal to indicate a ready for the input signals, returned as a Boolean scalar.

The transmitter enables the **dataReady** signal to indicate that it is ready to accept input bits. The transmitter constructs a packet after it accepts all the data bits corresponding to that packet. If all the data bits corresponding to that packet are not received, the transmitter generates dummy packets. For a dummy packet, the Barker sequence is not used for the preamble and the data bits are generated randomly internally. As long as the input bit rate is less than or equal to the effective bit

rate, the **dataReady** signal remains high so that the input does not get any back pressure from **dataReady**.

Receiver Inputs

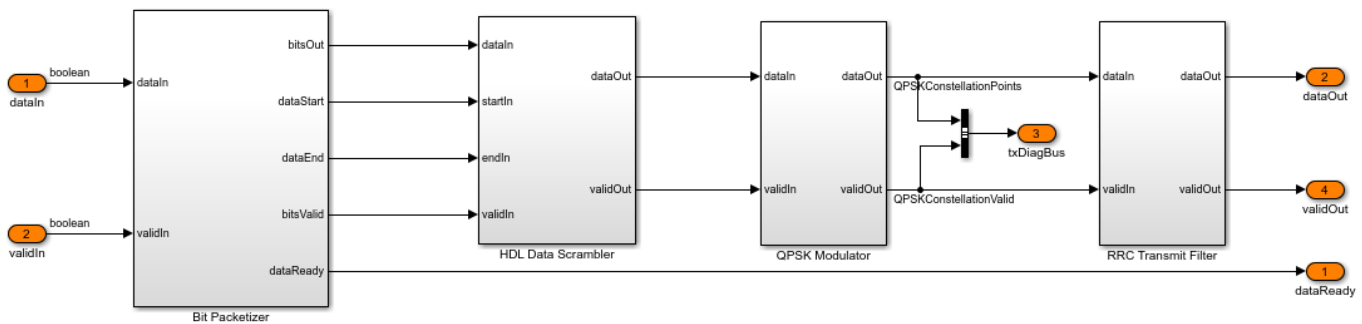
- **dataIn** — Input data, specified as a 16-bit complex data with sample rate as the transmitter output.
- **validIn** — Control signal to validate the **dataIn**, specified as a Boolean scalar.

Receiver Outputs

- **dataOut** — Decoded output data bits, returned as a Boolean scalar.
- **ctrlOut** — Bus signal with start, end, and valid signals, returned as a bus signal.
- **rxDiagBus** — Status signal with diagnostic outputs, returned as a bus signal.

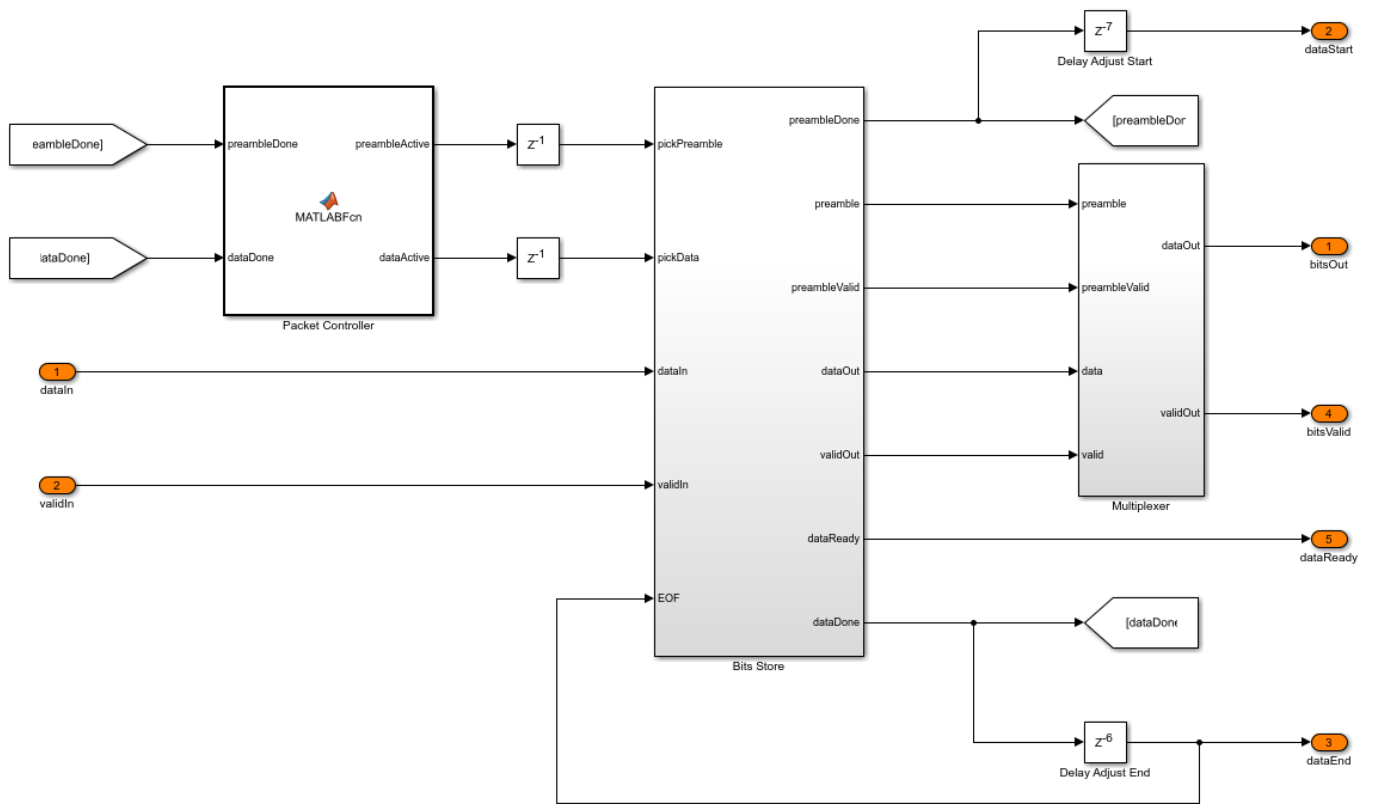
Transmitter Structure

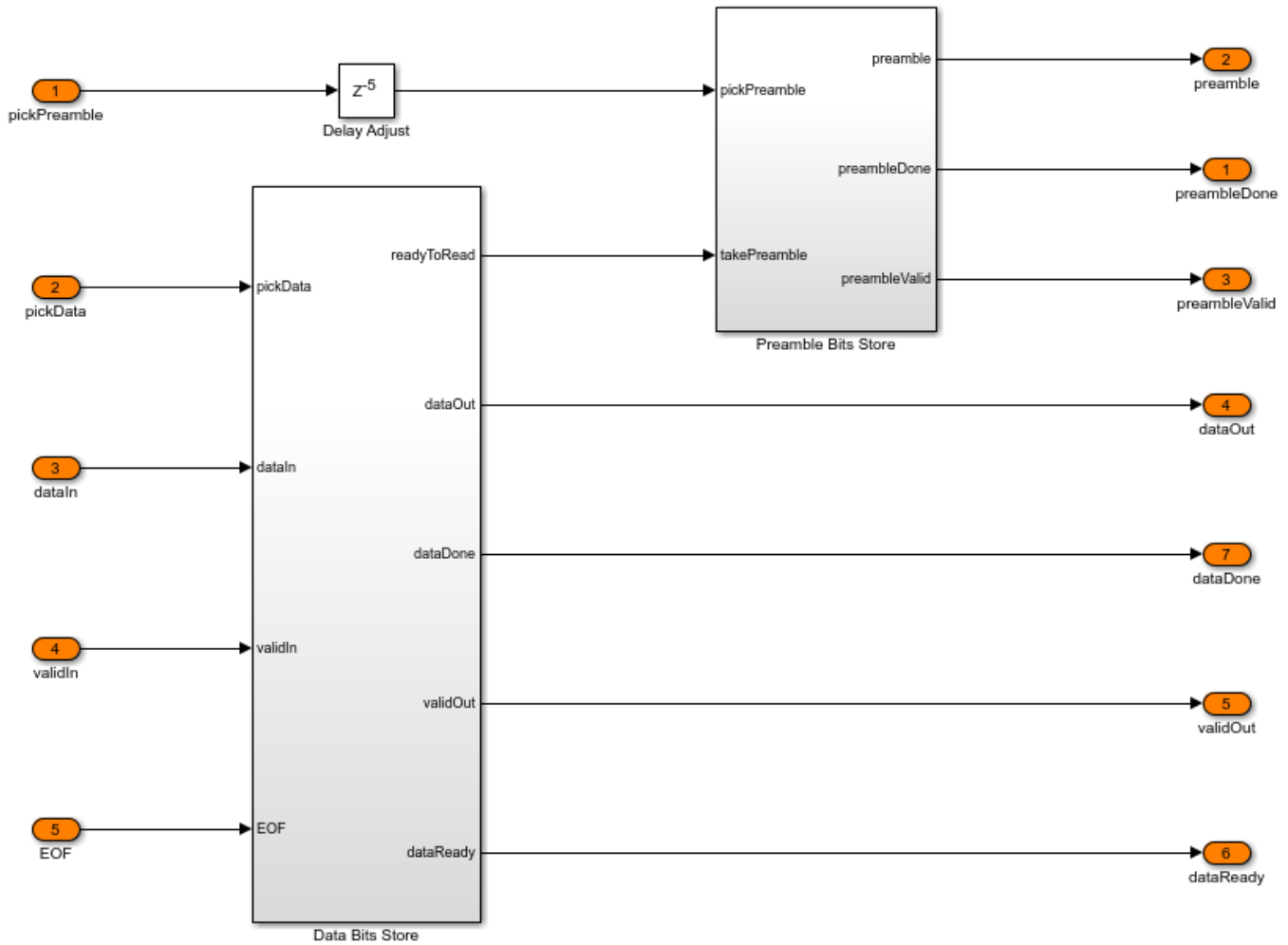
This figure shows the top-level model of the QPSK Tx subsystem.



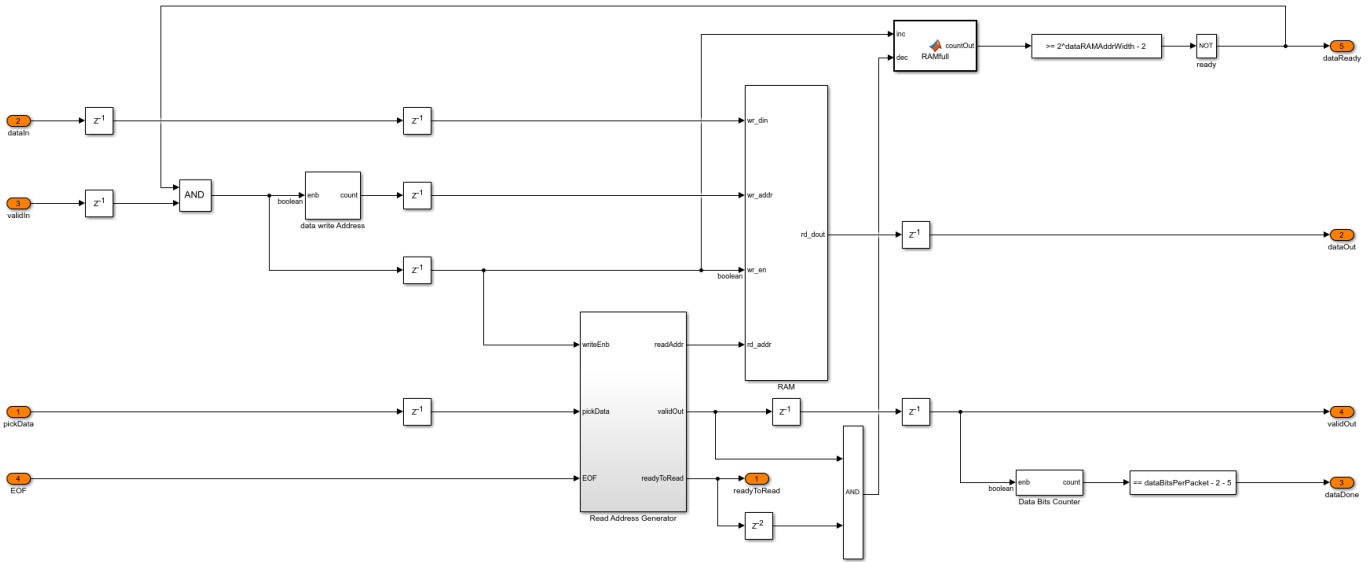
Bit Packetizer

The Bit Packetizer subsystem consists of a Packet Controller MATLAB function, a Bits Store, and a Multiplexer subsystem. The preamble sequence is stored in a look up table (LUT) inside the Preamble Bits Store subsystem. The data bits stream into the Bits Store subsystem and are stored in a RAM inside the Data Bits Store subsystem. The Packet Controller MATLAB function reads the preamble sequence followed by the data bits stored in the RAM for each packet. The Multiplexer subsystem streamlines the preamble bits and the data bits.





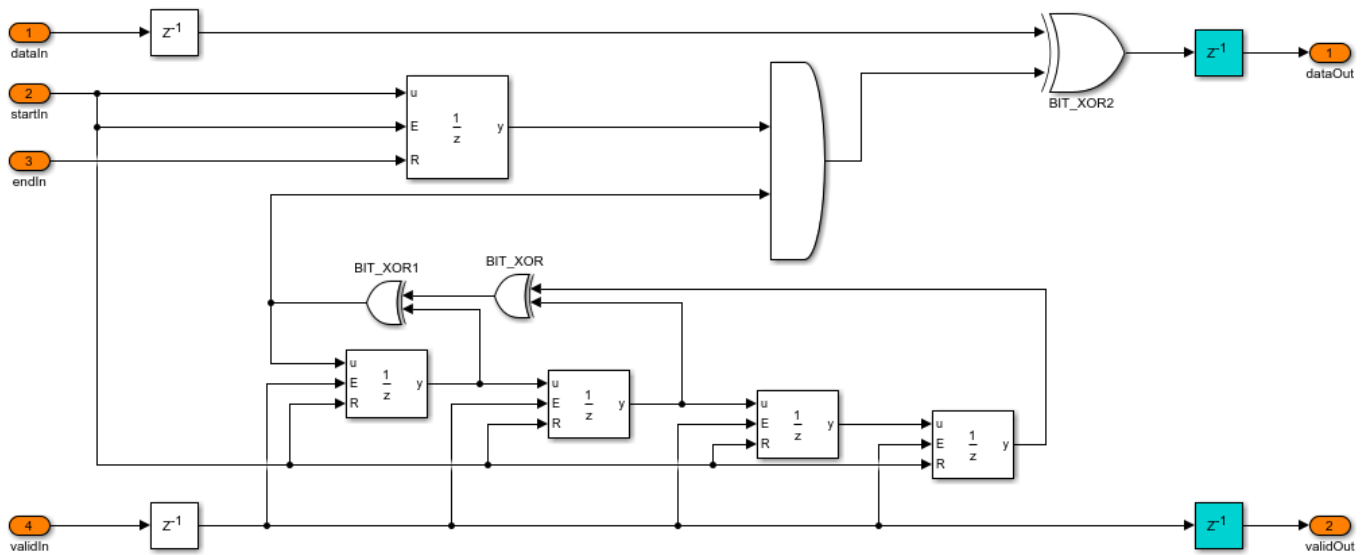
The Data Bits Store subsystem consists of a RAM that can store two packets. This RAM provides the flexibility to operate the transmitter with a discrete valid input. The Packet Controller MATLAB function reads data from the RAM only if the RAM contains a minimum of one packet of the data bits. The read and write logic is designed in such a way that the RAM does not overflow. When the RAM does not contain a minimum of one packet of the data bits, the transmitter generates a dummy packet. The Preamble does not use the Barker sequence for a dummy packet so that preamble detection does not detect it.



HDL Data Scrambler

The HDL Data Scrambler subsystem scrambles the data bits in each packet by using the control signals generated by the Bits Generator subsystem.

HDL Data Scrambler
 Polynomial: [1 1 0 1]
 Initial state: [0 1 0 1]



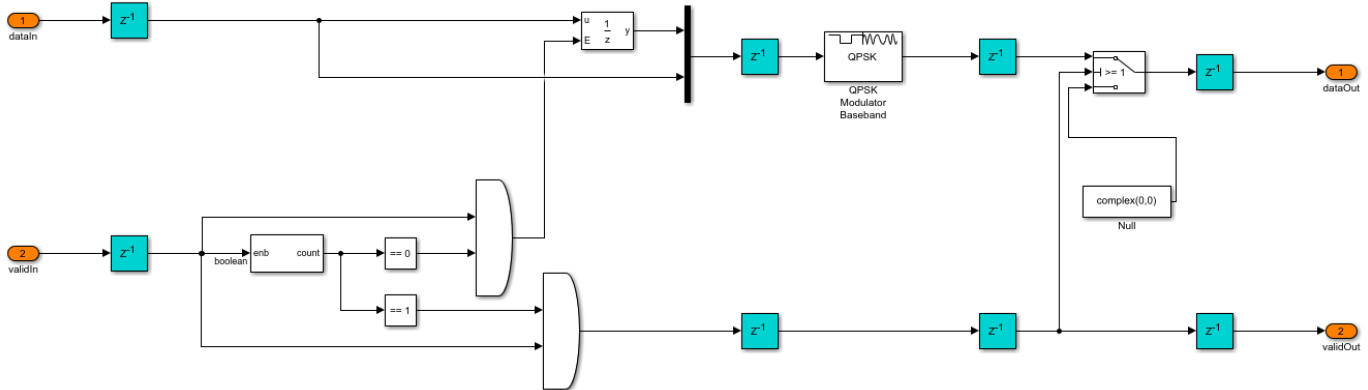
QPSK Modulator

The QPSK Modulator subsystem uses the QPSK Modulator Baseband (Communications Toolbox) block to modulate the preamble and data bits to generate QPSK symbols. It uses a gray mapping as described in this table.

| Bits | Mapping |
|------|---------|
| | |

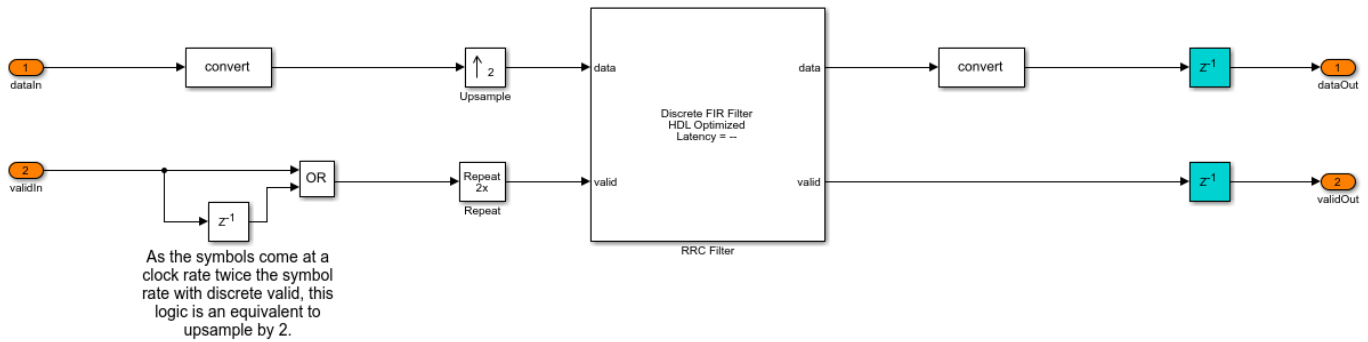
```

00  0.70711+0.70711i
01  -0.70711+0.70711i
11  -0.70711-0.70711i
10  0.70711-0.70711i
    
```



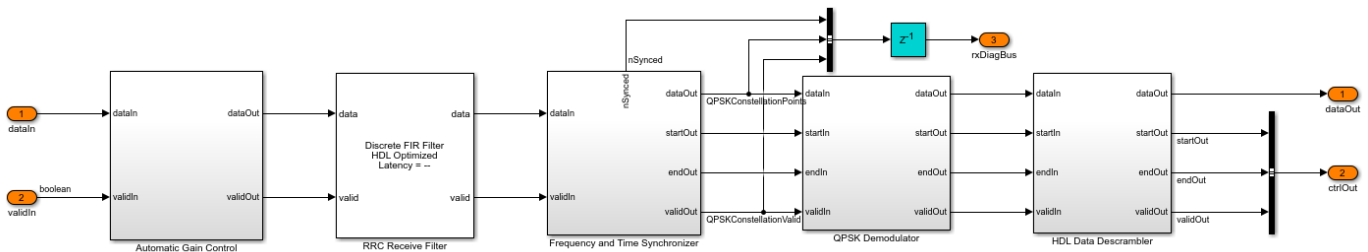
RRC Transmit Filter

The RRC Transmit Filter subsystem upsamples the input by a factor of four and uses the Discrete FIR Filter HDL Optimized (DSP System Toolbox) block with an RRC impulse response to pulse-shape the transmitter waveform. The receive filter in the QPSK Receiver forms a matched filter to this transmit filter.



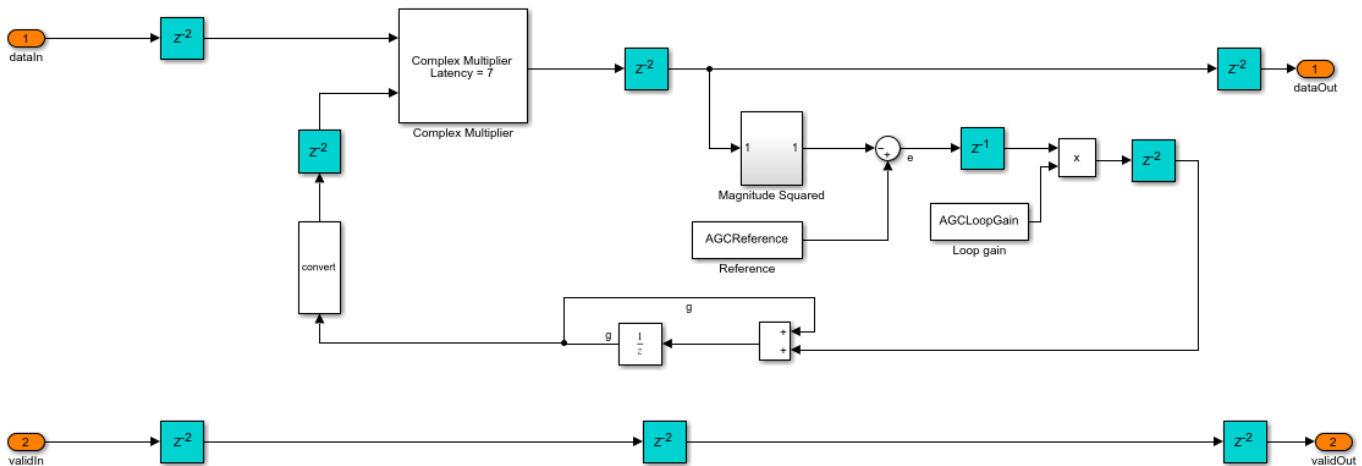
Receiver Structure

This figure shows the top-level model of the QPSK Rx subsystem.



Automatic Gain Control

As the input signal amplitude affects the symbol and carrier synchronizer PLL performance, the Automatic Gain Control subsystem is placed ahead of them. The magnitude squared output is compared with the AGC reference to generate an amplitude error. This error is multiplied with the loop gain and passed through an integrator to calculate the required gain. The resulted gain is multiplied with the AGC input to generate the AGC output. For more information, see Chapter 9.5 of [1].

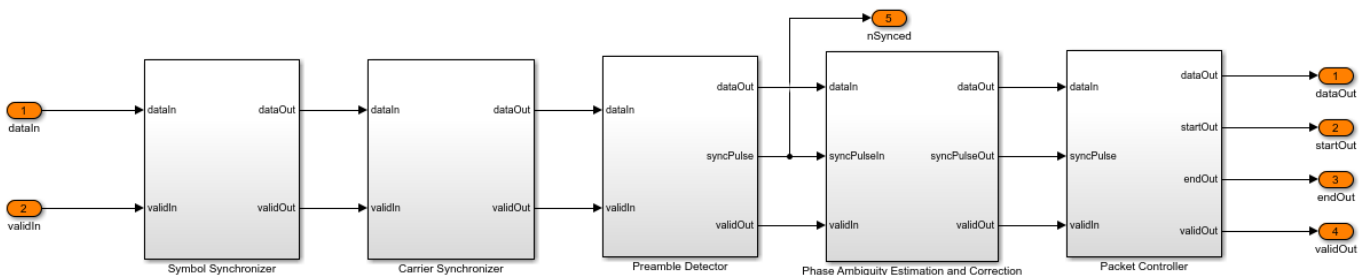


RRC Receive Filter

The RRC Receive Filter is a Discrete FIR Filter HDL Optimized (DSP System Toolbox) block with matched filter coefficients of the filter used for pulse-shaping in the transmitter. The RRC matched filtering generates an RC pulse-shaped waveform, which has zero ISI characteristics at maximum eye opening in the eye diagram of the waveform. Also, the matched filtering process maximizes the signal to noise power ratio (SNR) of the filter output.

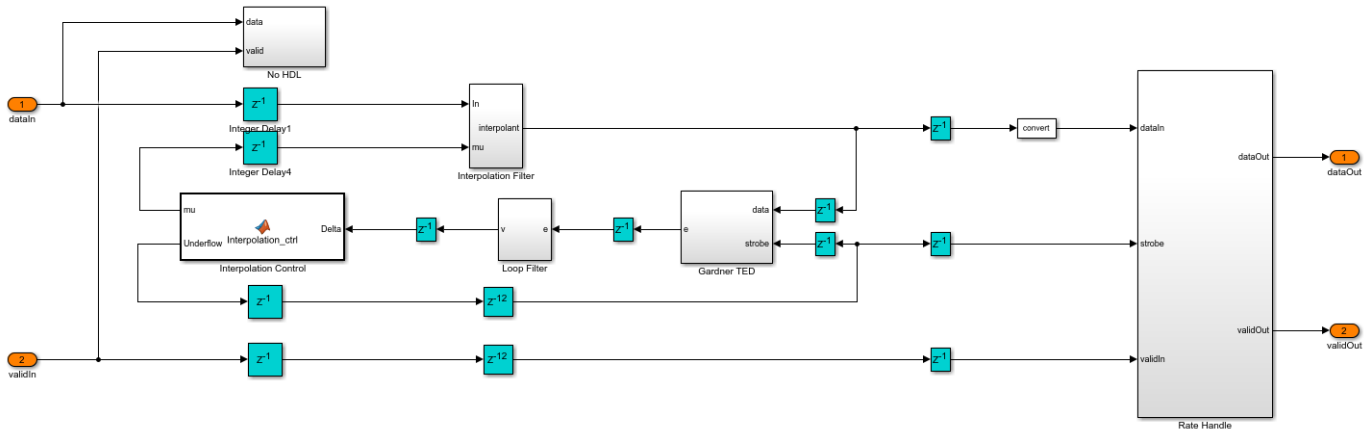
Frequency and Time Synchronizer

The Frequency and Time Synchronizer subsystem performs symbol synchronization, carrier synchronization, and preamble detection for packet synchronization. It also estimates and resolves the phase ambiguity that is left uncorrected in carrier synchronization.

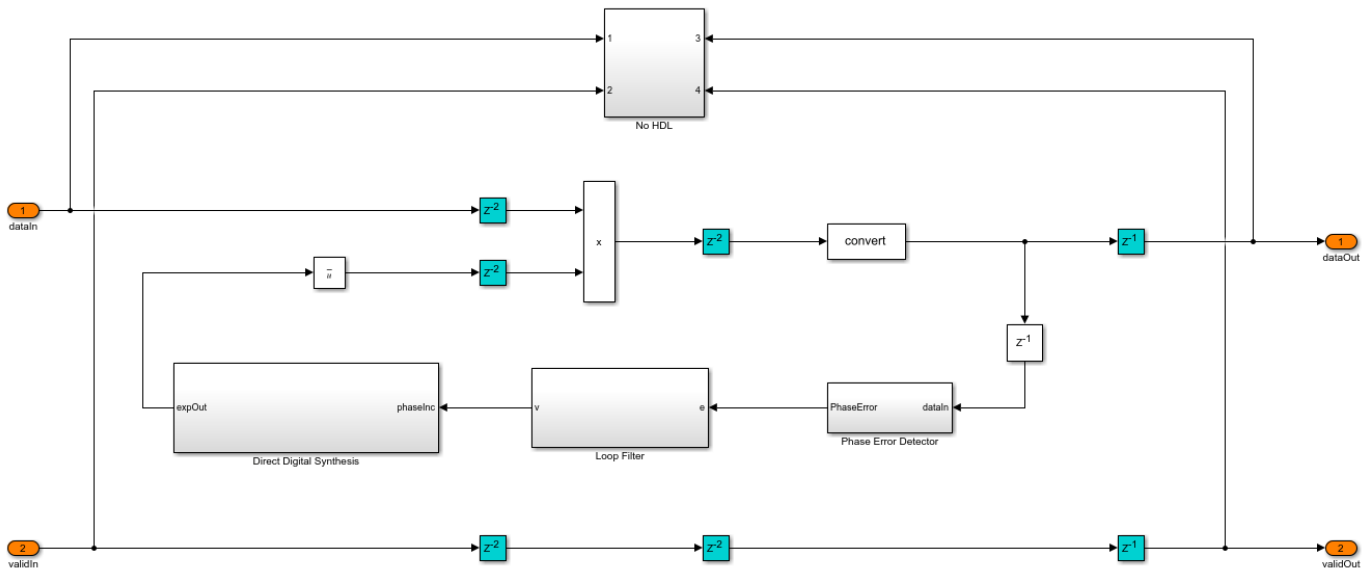


The Symbol Synchronizer subsystem is a PLL-based implementation. It generates samples at the optimum time instant (maximum eye opening instant) as described in Chapter 8.5 of [1]. The subsystem generates one output sample for every four input samples. The Interpolation Filter subsystem implements a piecewise parabolic interpolator with a hardware resource efficient farrow structure as described in Chapter 8.4.2, and the farrow coefficients are tabulated in Table 8.4.1 (the

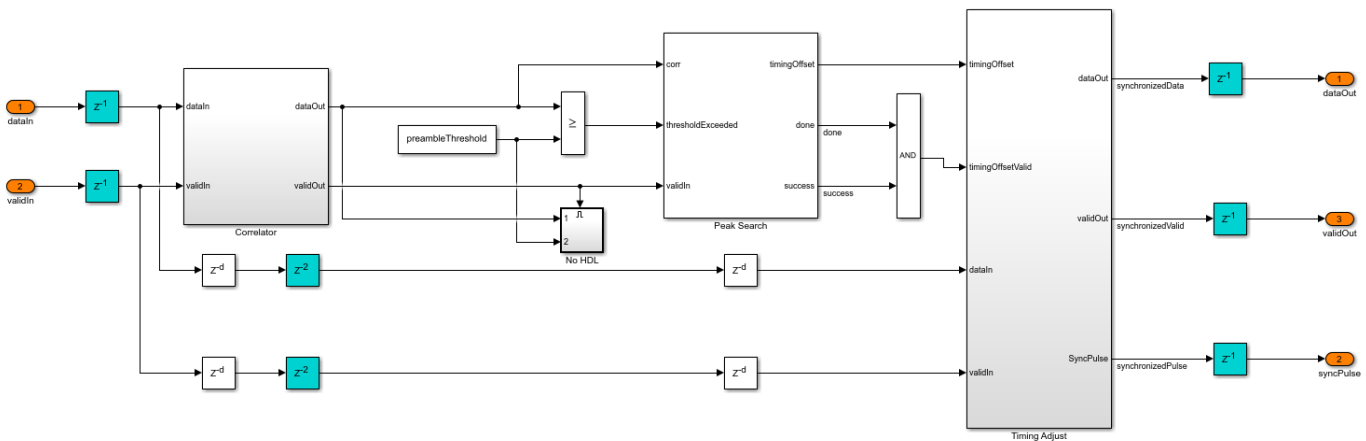
free parameter α of the coefficients is taken as 0.5) of [1]. This filter introduces fractional delays in the input waveform. The Gardner TED subsystem implements a Gardner timing error detector. The timing error detector is described in Chapter 8.4.1 of [1]. The loop filter filters the timing error and the timing error is passed on to the Interpolation Control MATLAB function block. This block implements a mod-1 decrementing counter to calculate fractional delays based on the loop filtered timing error as described in Chapter 8.4.3 of [1] to generate interpolants at optimum sampling instants. The Rate Handle subsystem selects the required interpolant indicated by the strobe. This sample corresponds to the maximum eye opening of the eye diagram before symbol synchronization.



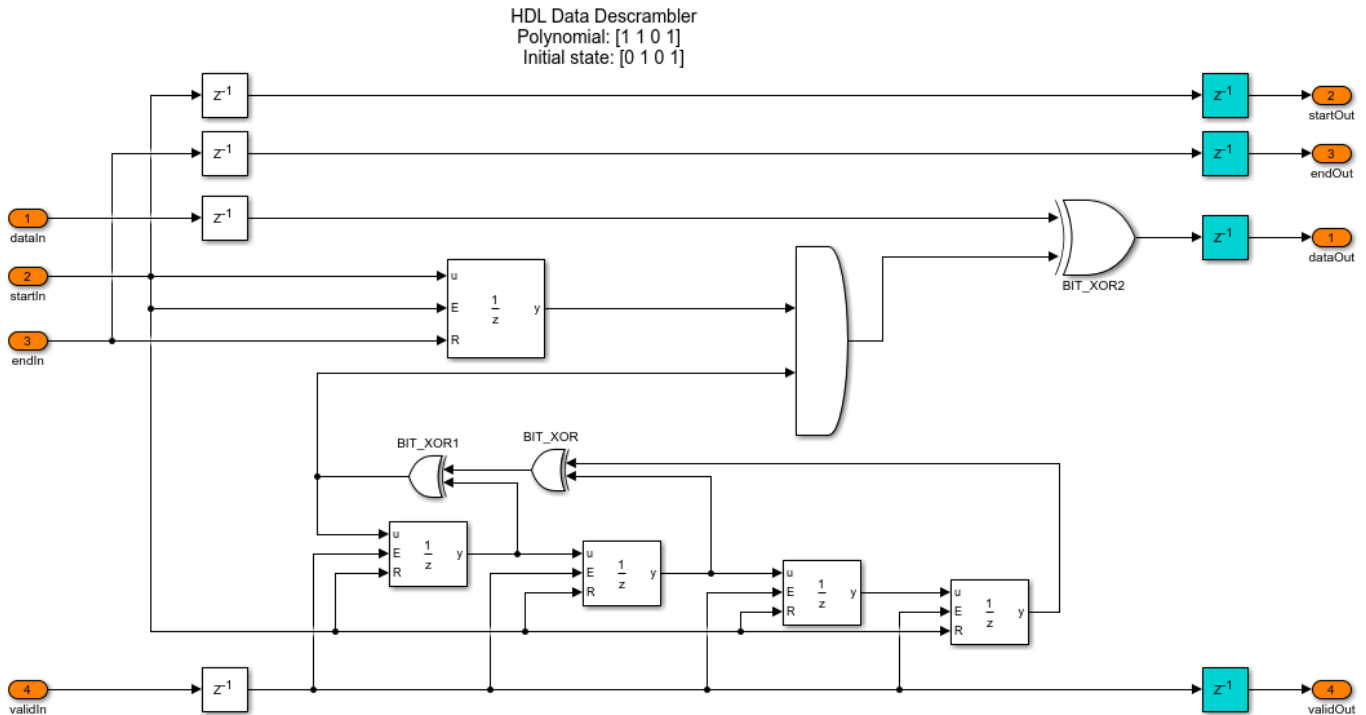
The Carrier Synchronizer subsystem is a TYPE II PLL with a sinusoidal phase error detector, which operates at a 45 degrees operating point. The phase error detector is described in Chapter 7.2.2, and the design equations are described in the Appendix C of [1]. A detailed analysis of TYPE II PLL with a zero operating point sinusoidal phase detector is described in Chapter 4 of [2]. The sign function of the phase detector in the real and imaginary parts converts all of the angles in the 4 quadrants into a first-quadrant angle (0 to 90 degrees), which creates an ambiguity of 90,180,270 degrees for second (90 to 180 degrees), third (-180 to -90 degrees) and fourth (-90 to 0 degrees) quadrant angles, respectively. The phase error is calculated as a deviation from the operating point (45 degrees) of the phase detector. The proportional plus integrator filter in the Loop Filter subsystem filters the phase error. The loop filter sets the normalized loop bandwidth (normalized by the sample rate) and the loop damping factor. The default normalized loop bandwidth is set to 0.005, and the default damping factor is set to 0.7071. The filtered error is given as a phase increment source to the Direct Digital Synthesis subsystem, which uses the NCO HDL Optimized (DSP System Toolbox) block for complex exponential phase generation. The complex exponential phase is used to correct the frequency and phase of the input. A detailed analysis of direct digital synthesis is described in Chapter 9.2.2 of [1].



The Preamble Detector subsystem performs continuous correlation for the input with the Barker sequence. The correlation is implemented as convolution with the reversed Barker sequence as coefficients for the Discrete FIR Filter HDL Optimized (DSP System Toolbox) block, and the magnitude of the correlated output is found using the Complex to Magnitude-Angle HDL Optimized (DSP System Toolbox) block inside the Correlator subsystem. The magnitude of the correlation is compared with a threshold. The Peak Search subsystem begins searching for the maximum correlation peak that exceeded the threshold for every one frame duration and records the timing offset. The Timing Adjust subsystem synchronizes packet timing based on the timing offset to generate **syncPulse** signal, which indicates a packet synchronized sample to the subsequent subsystem.



The Phase Ambiguity Estimation and Correction subsystem works based on the unique word method for phase ambiguity resolution described in Chapter 7.7.1 of [1]. This method uses the preamble sequence as the reference sequence. The reference sequence is conjugated and multiplied with the preamble sequence in the input, and the residual phase is extracted as the phase ambiguity estimate. This estimate is used to correct the ambiguity by rotating the constellation in the opposite direction of ambiguity.



Run the Model

The `QPSKTxRxVerification.m` script describes a procedure to initialize, generate inputs, run, and verify the `commhdlQPSKTxRx.slx` model by using the `commhdlQPSKTxRxModelInit.m` initialization script. You can assign custom data to the variables from the Custom Frame Configuration section in this script and run the script to run the model. This verification script generates a reference waveform within the script, compares the reference waveform with the transmitter output, and compares the transmitted bits with the decoded user bits.

Verification and Results

Run `QPSKTxRxVerification.m` to run the model.

```
>> QPSKTxRxVerification
```

Tx:

```
Maximum QPSK Tx symbol error: Real:1.4496e-05 Imaginary:1.4496e-05
```

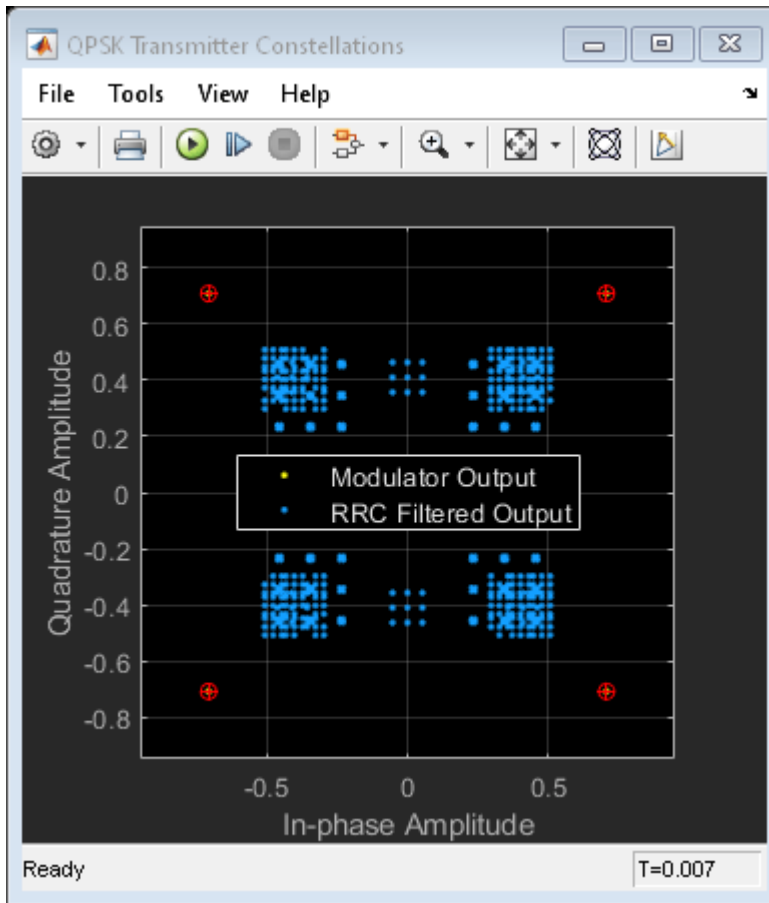
```
Maximum QPSK Tx waveform error: Real:7.8708e-05 Imaginary:7.8708e-05
```

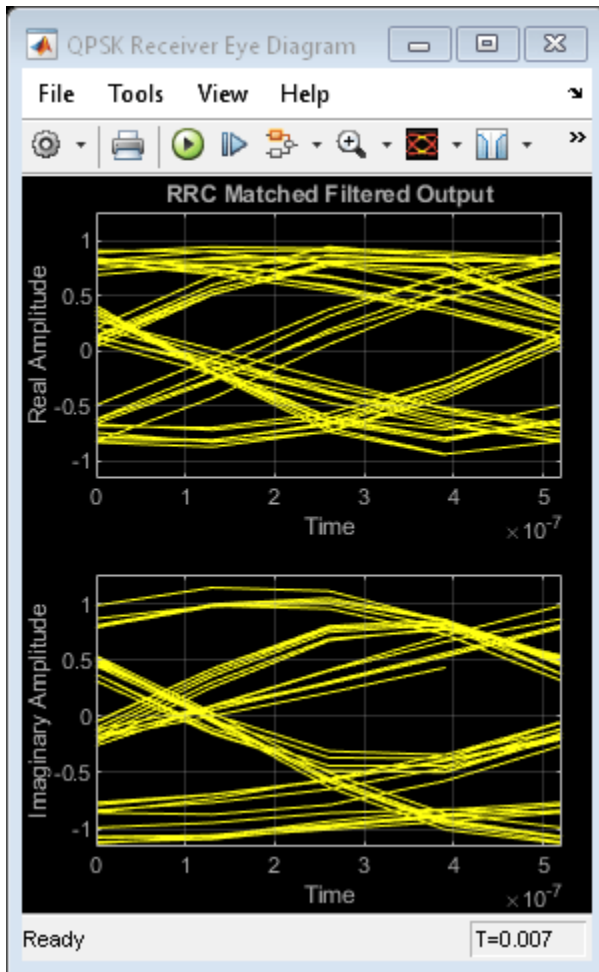
Rx:

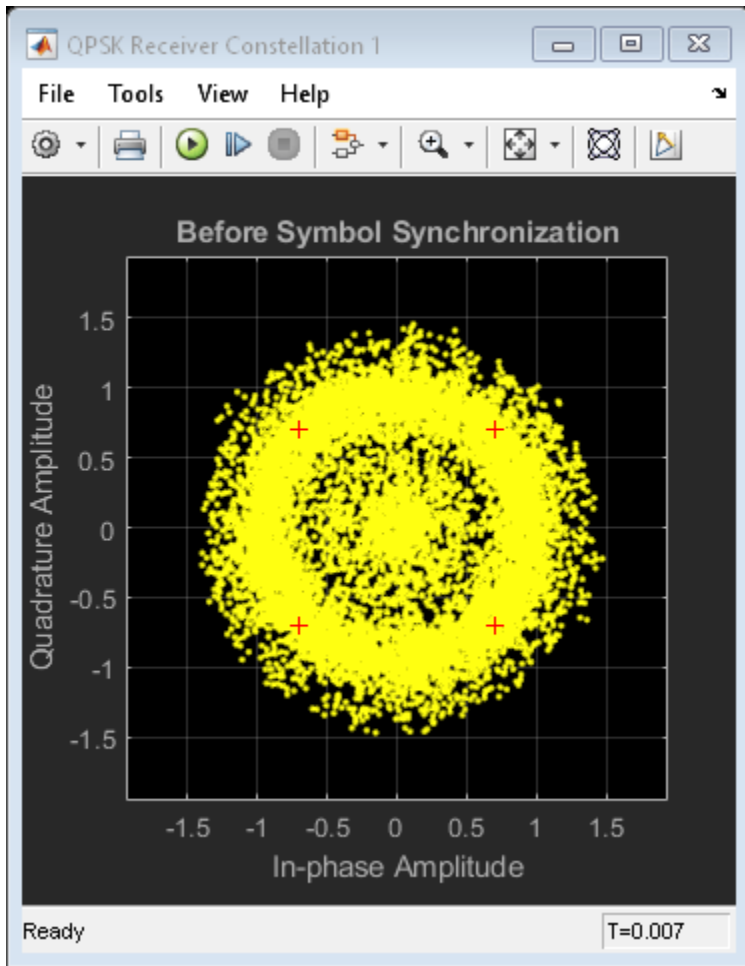
```
Number of packets missed = 0 out of 10
```

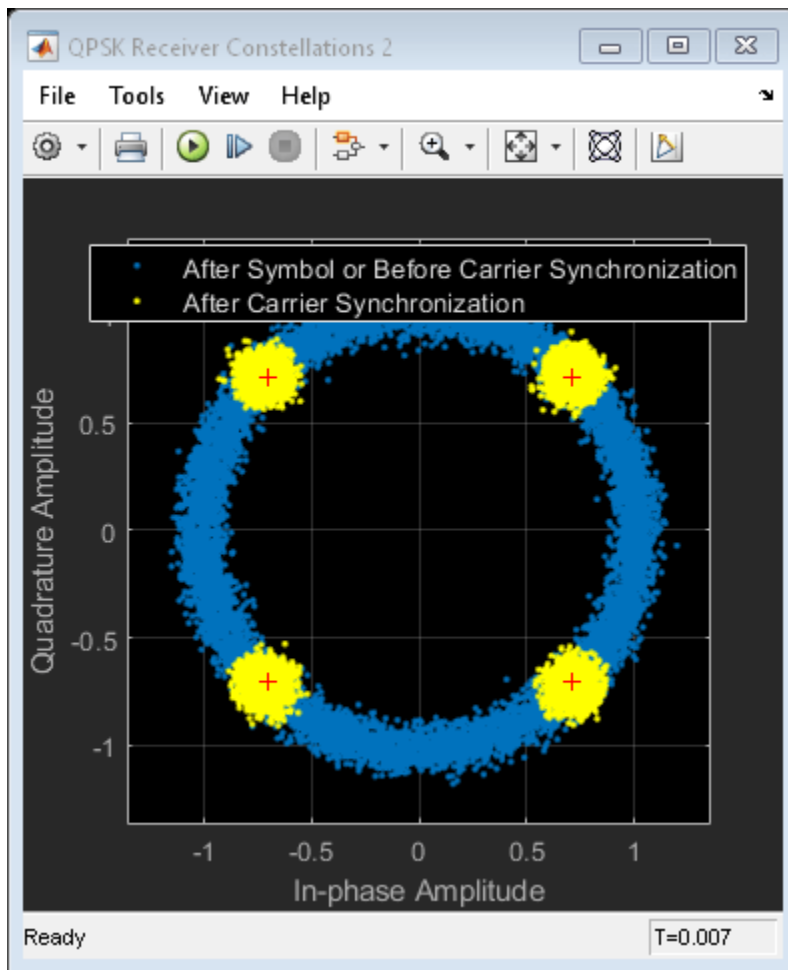
```
Number of packets false detected = 0 out of 10
```

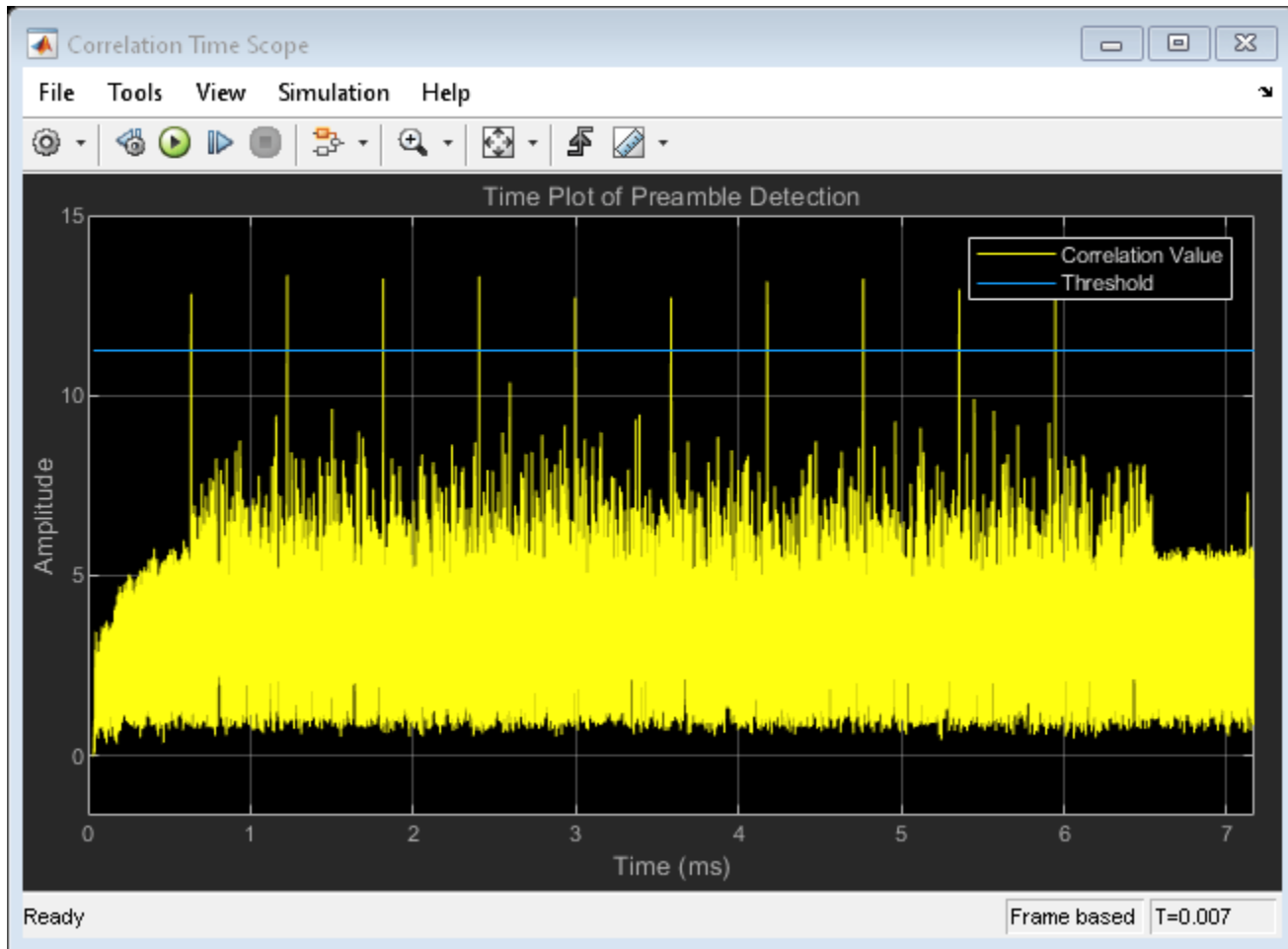
```
Number of bits errored = 0 out of 20160
```











HDL Code Generation

Pipeline registers (shown in cyan) are added throughout the model to make sure the transmitter and receiver subsystems do not have a long critical path.

To check and generate the HDL code referenced in this example, you must have the HDL Coder™ product.

To generate the HDL code for transmitter and receiver subsystems, update the models and use the following command:

```
makehdl('commhdlQPSKTxRx/QPSK Tx') and makehdl('commhdlQPSKTxRx/QPSK Rx')
```

To generate test bench, use the following command:

```
makehdltb('commhdlQPSKTxRx/QPSK Tx') and makehdltb('commhdlQPSKTxRx/QPSK Rx')
```

Test bench generation time depends on the simulation time.

The resulting HDL code is synthesized for the Xilinx® Zynq®-7000 ZC706 evaluation board. The post place and route resource utilization is shown in this table. The maximum frequency of operation is 280 MHz for the transmitter and 215 MHz for the receiver.

| Resources | Tx Usage | Rx Usage |
|-----------------|----------|----------|
| Slice Registers | 318 | 6231 |
| Slice LUT | 137 | 4506 |
| RAMB36 | 0 | 8 |
| RAMB18 | 1 | 0 |
| DSP48 | 18 | 88 |

Further Exploration

You can modify the channel conditions by tuning the variables listed in this table in the `QPSKTxRxVerification.m` script and then running the script. The script applies the channel conditions and runs the model.

| Variable Name | Description |
|-------------------------------------|--|
| <code>dataBits</code> | Data bits to the transmitter |
| <code>Rsym</code> | Symbol rate specified in symbols per second |
| <code>fractionalTimingOffset</code> | Normalized timing phase offset specified in the range ≥ 0 and < 1 |
| <code>timingFrequencyOffset</code> | Timing frequency offset specified in PPM |
| <code>EbN0dB</code> | Energy per information bit to single sided noise power spectral density |
| <code>CFO</code> | Carrier frequency offset specified in Hz |
| <code>CPO</code> | Carrier phase offset specified in degrees |

References

1. Michael Rice, *Digital Communications - A Discrete-Time Approach*, Prentice Hall, April 2008.
2. Floyd M. Gardner, *Phaselock Techniques*, Third Edition, John Wiley & Sons, Inc., 2005

See Also

Blocks

QPSK Modulator Baseband | QPSK Demodulator Baseband

Code Generation Options in the HDL Coder Dialog Boxes

- “Set HDL Code Generation Options” on page 12-2
- “HDL Code Generation Options in Configuration Parameters Dialog Box” on page 12-6
- “Generate HDL Code from Simulink Model Using Configuration Parameters” on page 12-11
- “Generate HDL Code from Simulink Model from Command Line” on page 12-15

Set HDL Code Generation Options

In this section...

“HDL Code Generation Options in the Configuration Parameters Dialog Box” on page 12-2

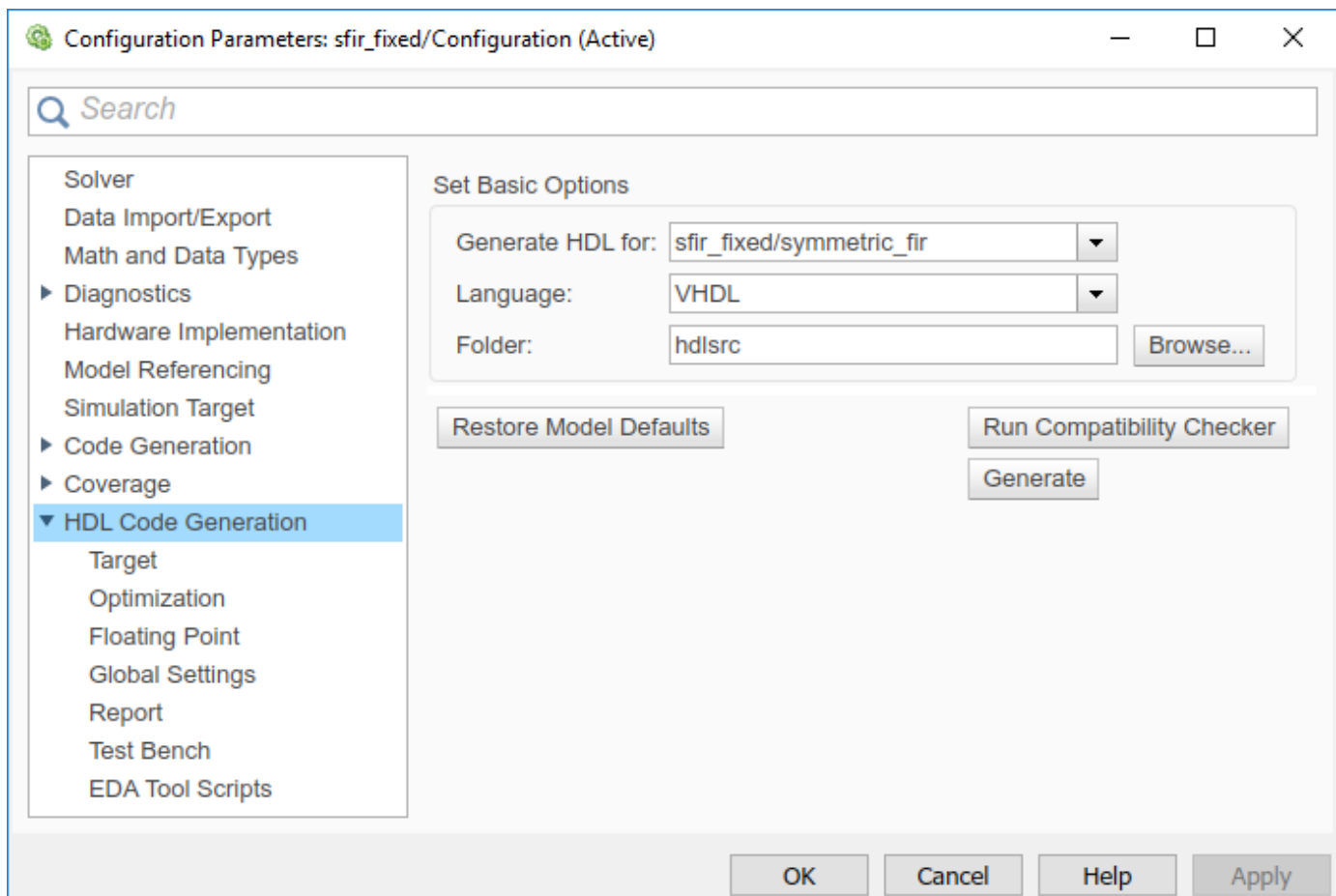
“HDL Code Tab in Simulink Toolstrip” on page 12-3

“HDL Code Options in the Block Context Menu” on page 12-4

“The HDL Block Properties Dialog Box” on page 12-5

HDL Code Generation Options in the Configuration Parameters Dialog Box

The following figure shows the top-level **HDL Code Generation** pane in the Configuration Parameters dialog box. To open this dialog box, in the Apps gallery, click **HDL Coder**. The **HDL Code** tab appears. In the **Prepare** section, click **Settings**.

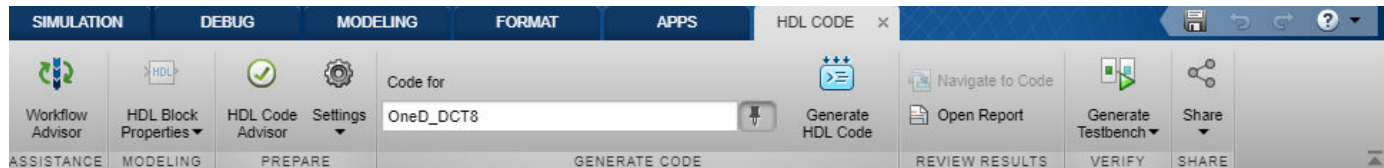


Note When the **HDL Code Generation** pane of the Configuration Parameters dialog box appears, clicking the **Help** button displays general help for the Configuration Parameters dialog box.

For more information, see “HDL Code Generation Options in Configuration Parameters Dialog Box” on page 12-6.

HDL Code Tab in Simulink Toolstrip

The Simulink Toolstrip contains contextual tabs that appear only when you need to access them. To access the **HDL Code** tab, open the **HDL Coder** app from the **Apps** tab on the Simulink Toolstrip.



The **HDL Code** tab provides shortcuts to the HDL code generation options. You can also use this tab to initiate code generation.

Options include:

- **Workflow Advisor:** Open the HDL Workflow Advisor.
- **HDL Block Properties:** Open the HDL-compatible block library in the Simulink Library Browser or open the HDL Block Properties dialog box for a block that you select in your model.

Note After you open the HDL-compatible block library, to restore the Library Browser to the default view, in the Library Browser, click the  button.

- **HDL Code Advisor:** Open the HDL Code Advisor for the model or the selected Subsystem.
- **Settings:** Open the **HDL Code Generation** pane in the Configuration Parameters dialog box.
 - **Report Options:** Open the **HDL Code Generation > Report** pane.
 - **Remove HDL Configuration from Model:** The HDL configuration component is internal data that HDL Coder creates and attaches to a model. This component lets you view the **HDL Code Generation** pane in the Configurations Parameters dialog box, and use the **HDL Code Generation** pane to set HDL code generation options. To remove the HDL Code Generation configuration component to or from a model, select this option. For more information, see “Add or Remove the HDL Configuration Component” on page 25-27.
- **Code for:** Select the top-level Subsystem or model for which you want to generate HDL code. This option corresponds to the **Generate HDL for** option in the **HDL Code Generation** pane of the Configuration Parameters dialog box.
- **Generate HDL Code:** Initiate HDL code generation; equivalent to the **Generate HDL Code** check box in the **HDL Code Generation > Global Settings > Advanced** tab of the Configuration Parameters dialog box.
- **Navigate to Code:** Select a block in your model and navigate to the HDL code generated for that block. To use this setting, you must have generated a traceability report.
- **Open Report:** Opens the Code Generation Report if this report exists on the path. Otherwise, this button opens the HDL Check Report.
- **Generate Test Bench:** Initiate test bench code generation; equivalent to the **Generate Test Bench** button in the Configuration Parameters dialog box. To use this button, you If you do not

select a subsystem in the **Generate HDL for** menu, the **Generate Test Bench** menu option is not available.

If you have HDL Verifier™ installed, you can generate a HDL cosimulation model or a SystemVerilog DPI component.

- **Share:** Generate a protected model that you can share with a third party without revealing the intellectual property of the model.

HDL Code Options in the Block Context Menu

When you right-click a block that HDL Coder supports, the context menu for the block includes an **HDL Code** submenu. The code generator enables items in the submenu according to:

- The block type: for subsystems, the menu enables some options that are specific to subsystems.
- Whether or not code and traceability information has been generated for the block or subsystem.

Note You can also access the options in the context menu from the **HDL Code** tab in the Simulink Toolstrip. To access this tab, open the **HDL Coder** app from the **Apps** tab.

The following summary describes the **HDL Code** submenu options.

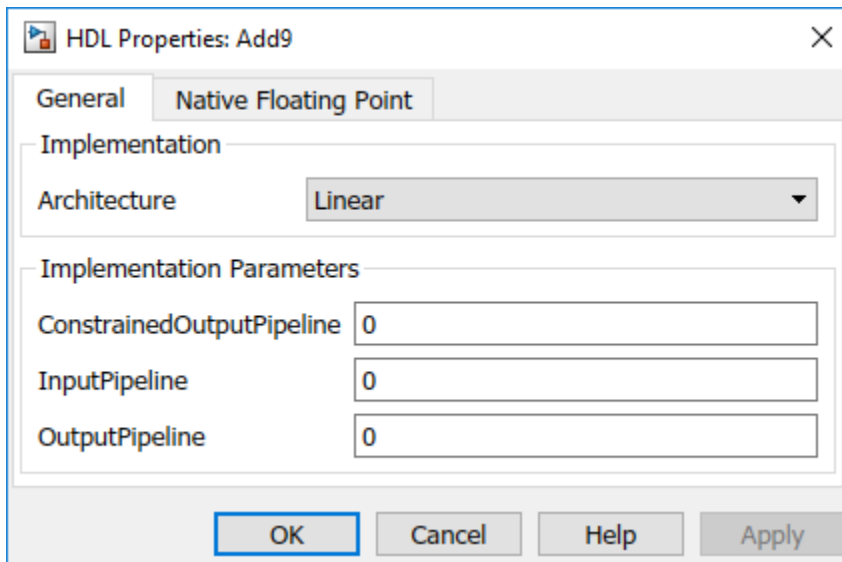
| Option | Description | Availability |
|--------------------------------------|--|--|
| Check Subsystem Compatibility | Runs the HDL compatibility checker (checkhdl) on the subsystem. | Available only for subsystems. |
| Generate HDL for Subsystem | Runs the HDL code generator (makehdl) and generates code for the subsystem. | Available only for subsystems. |
| HDL Coder Properties | Opens the Configuration Parameters dialog box, with the top-level HDL Code Generation pane selected. | Available for blocks or subsystems. |
| HDL Block Properties | Opens a block properties dialog box for the block or subsystem. See “Set and View HDL Model and Block Parameters” on page 22-51 for more information. | Available for blocks or subsystems. |
| HDL Workflow Advisor | Opens the HDL Workflow Advisor for the subsystem. | Available only for subsystems. |
| Navigate to Code | Activates the HTML code generation report window, displaying the beginning of the code generated for the selected block or subsystem. For more information, see “Navigate Between Simulink Model and HDL Code by Using Traceability” on page 25-4. | Enabled when both code and a traceability report have been generated for the block or subsystem. |

The HDL Block Properties Dialog Box

HDL Coder provides selectable alternate block implementations for many block types. Each implementation is optimized for different characteristics, such as speed or chip area. The HDL Properties dialog box lets you choose the implementation for a selected block.

Most block implementations support a number of implementation parameters that let you control further details of code generation for the block. The HDL Properties dialog box lets you set implementation parameters for a block.

The following figure shows the HDL Properties dialog box for a block.



There are a number of ways to specify implementations and implementation parameters for individual blocks or groups of blocks. See “Set and View HDL Model and Block Parameters” on page 22-51.

See Also

makehdl | makehdltb

More About

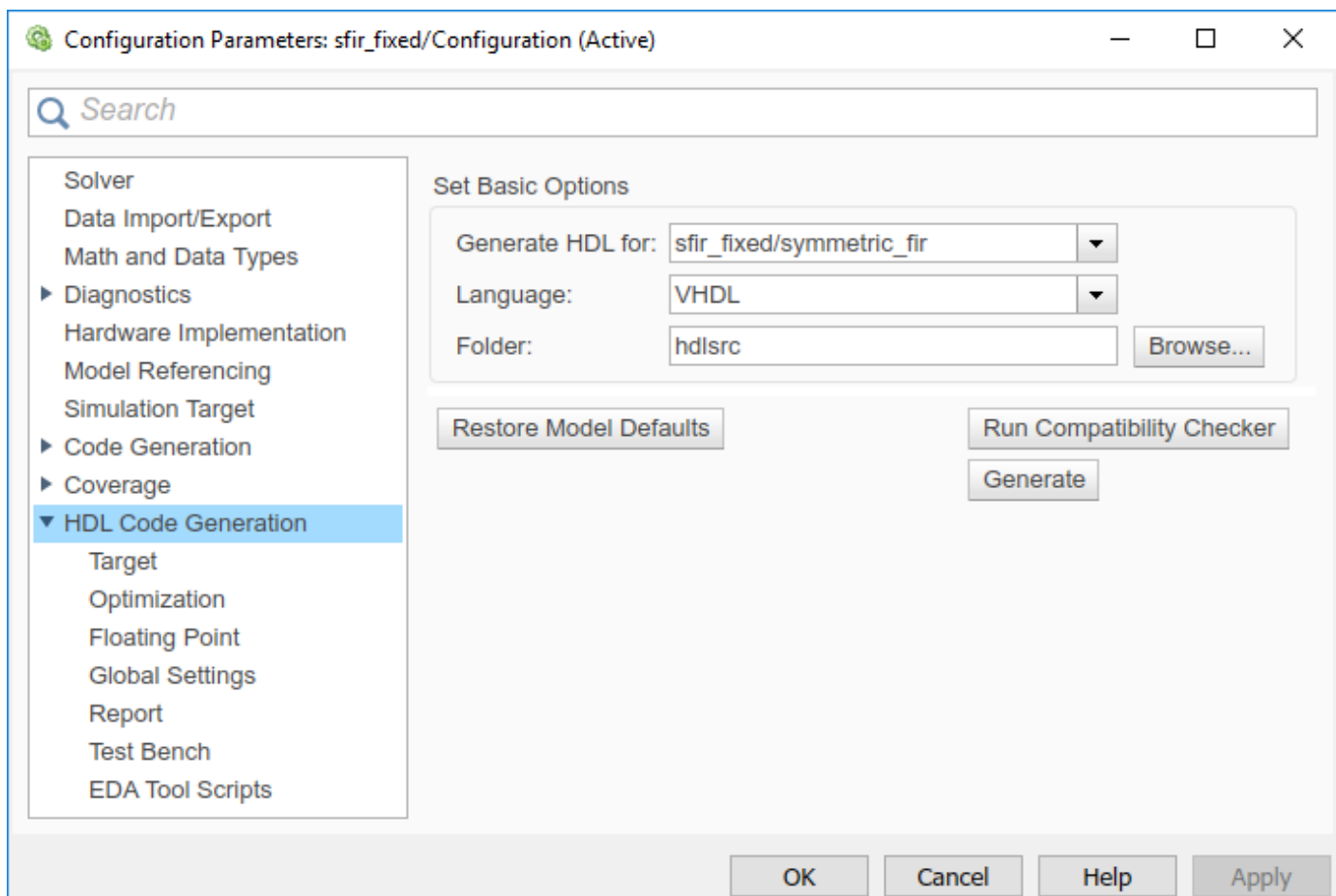
- “HDL Code Generation Options in Configuration Parameters Dialog Box” on page 12-6
- “Generate HDL Code from Simulink Model Using Configuration Parameters” on page 12-11

HDL Code Generation Options in Configuration Parameters Dialog Box

In this section...

- “HDL Code Generation Pane: Target” on page 12-7
- “HDL Code Generation Pane: Optimization” on page 12-7
- “HDL Code Generation Pane: Floating Point” on page 12-7
- “HDL Code Generation Pane: Global Settings” on page 12-7
- “HDL Code Generation Pane: Report” on page 12-9
- “HDL Code Generation Pane: Testbench” on page 12-9
- “HDL Code Generation Pane: EDA Tool Scripts” on page 12-9

The following figure shows the top-level **HDL Code Generation** pane in the Configuration Parameters dialog box. To open this dialog box, in the Apps gallery, click **HDL Coder**. The **HDL Code** tab appears. In the **Prepare** section, click **Settings**.



The **HDL Code Generation** pane consists of basic options that specify the DUT that you want to generate code for, target language, and folder settings. The **Generate HDL for** setting is synchronized with the **Code for** menu in the **HDL Code** tab. You can also use the buttons in this pane

to initiate code generation and perform compatibility checking. The **HDL Code Generation** pane consists of various subpanes.

To learn more about the parameters in this pane, see “Target Language and Folder Selection Parameters” on page 13-3.

HDL Code Generation Pane: Target

The **HDL Code Generation > Target** pane consists of parameters that you can use to specify the target device and synthesis tool. You can also specify the target frequency value in MHz.

To learn more about the parameters in this pane, see “Tool and Device Parameters” on page 14-3 and “Target Frequency Parameter” on page 14-8.

HDL Code Generation Pane: Optimization

The **HDL Code Generation > Optimization** pane consists of parameters that you can use to specify various area and speed optimizations to optimize your design. You can also specify use of multicycle path constraints as timing requirement for synthesis tools to meet.

To learn more about the parameters in this pane, see:

- “Delay Balancing and General Optimization Parameters” on page 15-3
- “RAM Mapping Parameters” on page 15-7
- “Pipelining Parameters” on page 15-9
- “Resource Sharing Settings for Various Blocks” on page 21-122
- “Resource Sharing of Subsystems and Floating-Point IPs” on page 21-126
- “Multicycle Path Constraints Parameters” on page 15-28

HDL Code Generation Pane: Floating Point

The **HDL Code Generation > Floating Point** pane consists of parameters that you can use to specify the floating-point IP library and additional options depending on whether to use native floating-point support and map to target floating-point IP libraries.

To learn more about the parameters in this pane, see:

- “Floating Point IP Library” on page 16-3
- “Native Floating-Point Parameters” on page 16-4
- “FPGA Floating-Point Library Targeting Parameters” on page 16-8

HDL Code Generation Pane: Global Settings

The **HDL Code Generation > Global Settings** pane enables you to specify detailed characteristics of the generated code, such as clock settings, HDL element naming, coding style, whether you want the HDL code to conform to coding standards, and diagnostics and additional options for model generation and HDL code generation.

To learn more about the top-level parameters in the **Clock Settings** section of this pane, see:

- “Clock Settings and Timing Controller Postfix Parameters” on page 17-4
- “Reset Settings and Parameters” on page 17-8
- “Clock Enable Settings and Parameters” on page 17-12
- “Oversampling factor” on page 17-15

The preceding sections contain links to learn more about the parameters in various tabs of this pane.

General Tab

- “Language-Specific File Extension Parameters” on page 17-19
- “Language-Specific Identifiers and Postfix Parameters” on page 17-21
- “Split entity and architecture Parameters” on page 17-25
- “Complex Signals Postfix Parameters” on page 17-28
- “VHDL Architecture and Library Name and Code for Model Reference Parameters” on page 17-30
- “Generate Statement and Vector and Component Instance Label Parameters” on page 17-32

Ports Tab

- “Input and Output Port and Clock Enable Output Type Parameters” on page 17-35
- “Minimize Clock Enables and Reset Signal Parameters” on page 17-37
- “Using Trigger Signals and Scalarization and Test Point DUT Port Generation Parameters” on page 17-41

Coding Style Tab

- “RTL Customization Parameters for Constants and MATLAB Function Blocks” on page 17-49
- “RTL Annotation Parameters” on page 17-45
- “RTL Customization Parameters for RAMs” on page 17-51
- “No-reset registers initialization” on page 17-53
- “RTL Style Parameters” on page 17-55
- “Timing Controller Settings” on page 17-61

Coding Standards Tab

- “Choose Coding Standard and Report Option Parameters” on page 17-67
- “Basic Coding Practices Parameters” on page 17-69
- “RTL Description Rules for clock enables and resets Parameters” on page 17-74
- “RTL Description Rules for Conditional Parameters” on page 17-77
- “Other RTL Description Rule Parameters” on page 17-81
- “RTL Design Rule Parameters” on page 17-84

Comments Tab

- “Comment in header” on page 17-17
- “File Comment Customization Parameters” on page 17-63

Model Generation and Advanced Tabs

- “Model Generation Parameters for HDL Code” on page 17-86
- “Naming and Layout Options for Model Generation” on page 17-89
- “Diagnostic Parameters for Optimizations” on page 17-94
- “Diagnostic Parameters for Reals and Black Box Interfaces” on page 17-98
- “Code Generation Output Parameter” on page 17-101

HDL Code Generation Pane: Report

The **HDL Code Generation > Report** pane consists of parameters that you can use to specify generation of a Code Generation Report with the HDL code. In addition to the summary and clock information, you can specify whether the Code Generation Report report should include sections that display high-level resource utilization, traceability information, effect of various optimizations, and floating-point resource consumption.

To learn more about the parameters in this pane, see “Code Generation Report Parameters” on page 18-3.

HDL Code Generation Pane: Testbench

The **HDL Code Generation > Testbench** pane consists of parameters that you can use to specify generation of a testbench to verify the HDL code. You can also specify various testbench options related to clock and reset input signals, setup and hold time, and testbench tolerance parameters.

To learn more about the parameters in this pane, see:

- “Test Bench Generation Output Parameters” on page 19-3
- “Test Bench Postfix Parameters” on page 19-8
- “Clock and Reset Input Parameters for Testbench” on page 19-10
- “Setup and Hold Time Parameters for Testbench” on page 19-16
- “Test Bench Stimulus and Output Parameters” on page 19-18
- “Multi-File Testbench and Simulation Library Path Parameters” on page 19-23
- “Floating-Point Tolerance Parameters” on page 19-26

HDL Code Generation Pane: EDA Tool Scripts

The **HDL Code Generation > EDA Tool Scripts** pane consists of parameters that you can use to specify options that control generation of script files for third-party HDL simulation and synthesis tools.

To learn more about the parameters in this pane, see:

- “Generate EDA scripts” on page 20-3
- “Compilation Script Parameters” on page 20-4
- “Simulation Script Parameters” on page 20-7
- “Synthesis Script Parameters” on page 20-11

- “Lint Script Parameters” on page 20-16

See Also

makehdl | makehdl tb

More About

- “Set HDL Code Generation Options” on page 12-2
- “Generate HDL Code from Simulink Model Using Configuration Parameters” on page 12-11

Generate HDL Code from Simulink Model Using Configuration Parameters

In this section...

“FIR Filter Model” on page 12-11

“Create a Folder and Copy Relevant Files” on page 12-12

“Open HDL Code Generation Pane of Configuration Parameters Dialog Box” on page 12-13

“Generate HDL Code” on page 12-13

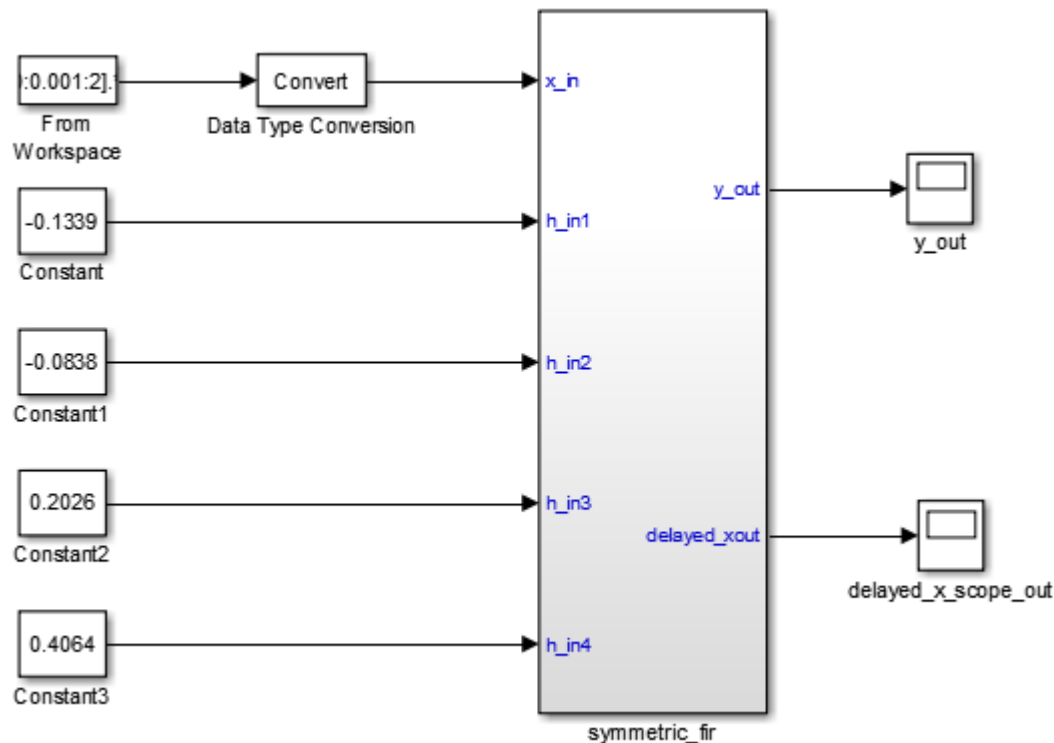
You can view and edit options and parameters that affect HDL code generation in the Configuration Parameters dialog box, or in the Model Explorer. This example illustrates how you can use the Configuration Parameters dialog box to generate HDL code for the Symmetric FIR filter model.

FIR Filter Model

Before you generate HDL code, the model must be compatible for HDL code generation. To check and update your model for HDL compatibility, see “Check HDL Compatibility of Simulink Model Using HDL Code Advisor” on page 39-2.

This example uses the Symmetric FIR filter model that is compatible for HDL code generation. To open this model at the command line, enter:

```
sfir_fixed
```



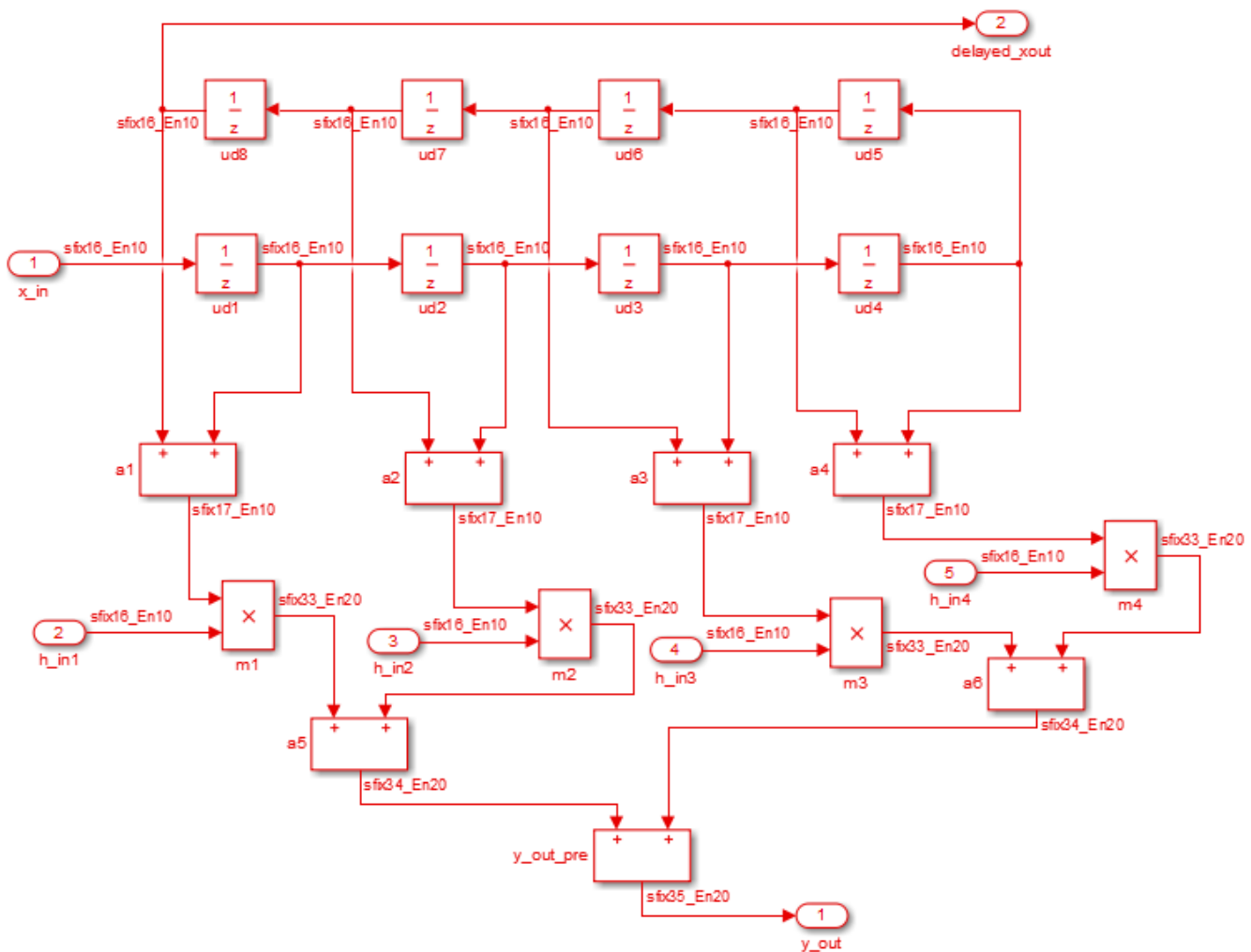
The model uses a division of labor that is suitable for HDL design.

- The `symmetric_fir` subsystem, which implements the filter algorithm, is the device under test (DUT). An HDL entity is generated from this subsystem.
- The top-level model components that drive the subsystem work as a test bench.

The top-level model generates 16-bit fixed-point input signals for the `symmetric_fir` subsystem. The Signal From Workspace block generates a test input (stimulus) signal for the filter. The four Constant blocks provide filter coefficients. The Scope blocks are used for simulation and are not used for HDL code generation.

To navigate to the `symmetric_fir` subsystem, enter:

```
open_system('sfir_fixed/symmetric_fir')
```



Create a Folder and Copy Relevant Files

In MATLAB:

- 1 Create a folder named `sl_hdlcoder_work`, for example:

```
mkdir C:\work\sl_hdlcoder_work
```

sl_hdlcoder_work stores a local copy of the example model and folders and generated HDL code. Use a folder location that is not within the MATLAB folder tree.

- 2 Make the sl_hdlcoder_work folder your working folder, for example:

```
cd C:\work\sl_hdlcoder_work
```

- 3 Save a local copy of the sfir_fixed model to your current working folder. Leave the model open.

Open HDL Code Generation Pane of Configuration Parameters Dialog Box

This figure shows the top-level **HDL Code Generation** pane of the Configuration Parameters dialog box. To open this dialog box, in the Apps gallery, click **HDL Coder**. The **HDL Code** tab appears. In the **Prepare** section, click **Settings**.

The **HDL Code Generation** pane consists of basic options that specify the DUT that you want to generate code for, target language, and folder settings. The **Generate HDL for** setting is synchronized with the **Code for** menu in the **HDL Code** tab. You can also use the buttons in this pane to initiate code generation and perform compatibility checking. The **HDL Code Generation** pane consists of various subpanes that you can use to specify various settings related to clock and reset signals to reporting and optimization settings.

In the **HDL Code Generation** pane

- The **Generate HDL for** field specifies the sfir_fixed/symmetric_fir subsystem for code generation.
- The **Language** field specifies generation of VHDL code.
- The **Folder** field specifies a target folder that stores generated code files and scripts.

To learn more about the various parameters in the **HDL Code Generation** pane, see “HDL Code Generation Options in Configuration Parameters Dialog Box” on page 12-6.

Generate HDL Code

To generate code, click the **Generate** button. By default, HDL Coder generates VHDL code in the target hdlsrc folder.

To generate Verilog code for the model:

- 1 In the **HDL Code** tab, click **Settings**.
- 2 In the **HDL Code Generation** pane, for **Language**, select Verilog. Leave other settings to the default. Click **Apply** and then click **Generate**.

HDL Coder compiles the model before generating code. Depending on model display options such as port data types, the model can change in appearance after code generation. As code generation proceeds, HDL Coder displays progress messages in the MATLAB command line with:

- Link to the Configuration Set that indicates the model for which the Configuration Parameters are applied.

- Links to the generated files. To view the files in the MATLAB Editor, click the links.
 - `symmetric_fir.vhd`: VHDL code. This file contains an entity definition and RTL architecture implementing the `symmetric_fir.vhd` filter.
 - `symmetric_fir_compile.do`: Mentor Graphics ModelSim® compilation script (vcom command) to compile the generated VHDL code.
 - `symmetric_fir_synplify.tcl`: Synplify® synthesis script.
 - `symmetric_fir_map.txt`: This report maps generated entities to the subsystems that generated them. See “Trace Code Using the Mapping File” on page 25-24

The process completes with the message:

```
### HDL Code Generation Complete.
```

See Also

`makehdl` | `makehdltb`

More About

- “Set HDL Code Generation Options” on page 12-2
- “HDL Code Generation Options in Configuration Parameters Dialog Box” on page 12-6

Generate HDL Code from Simulink Model from Command Line

In this section...

“FIR Filter Model” on page 12-15

“Create a Folder and Copy Relevant Files” on page 12-16

“Generate HDL Code” on page 12-17

You can customize and edit HDL code generation options and then generate code at the command line. This example illustrates how you can use the Configuration Parameters dialog box to generate HDL code for the Symmetric FIR filter model.

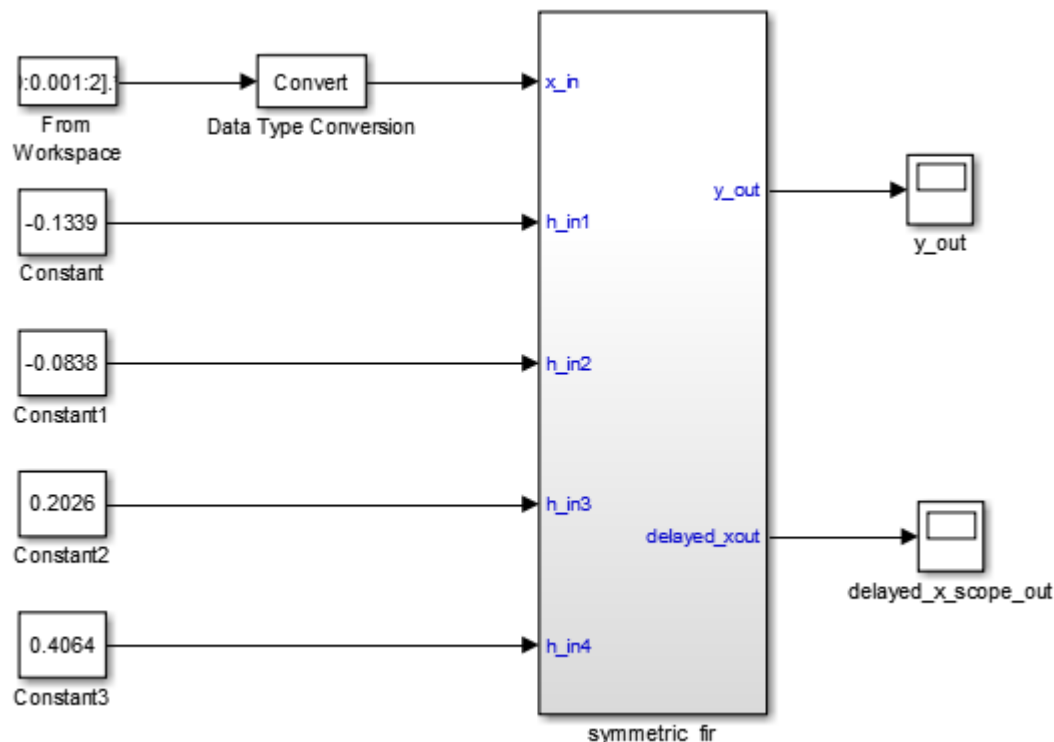
FIR Filter Model

Before you generate HDL code, the model must be compatible for HDL code generation. To check and update your model for HDL compatibility, see “Check HDL Compatibility of Simulink Model Using HDL Code Advisor” on page 39-2. You can also customize the model parameters by using the `hdlsetup` function.

```
hdlsetup(gcs)
```

This example uses the Symmetric FIR filter model that is compatible for HDL code generation. To open this model at the command line, enter:

```
sfir_fixed
```



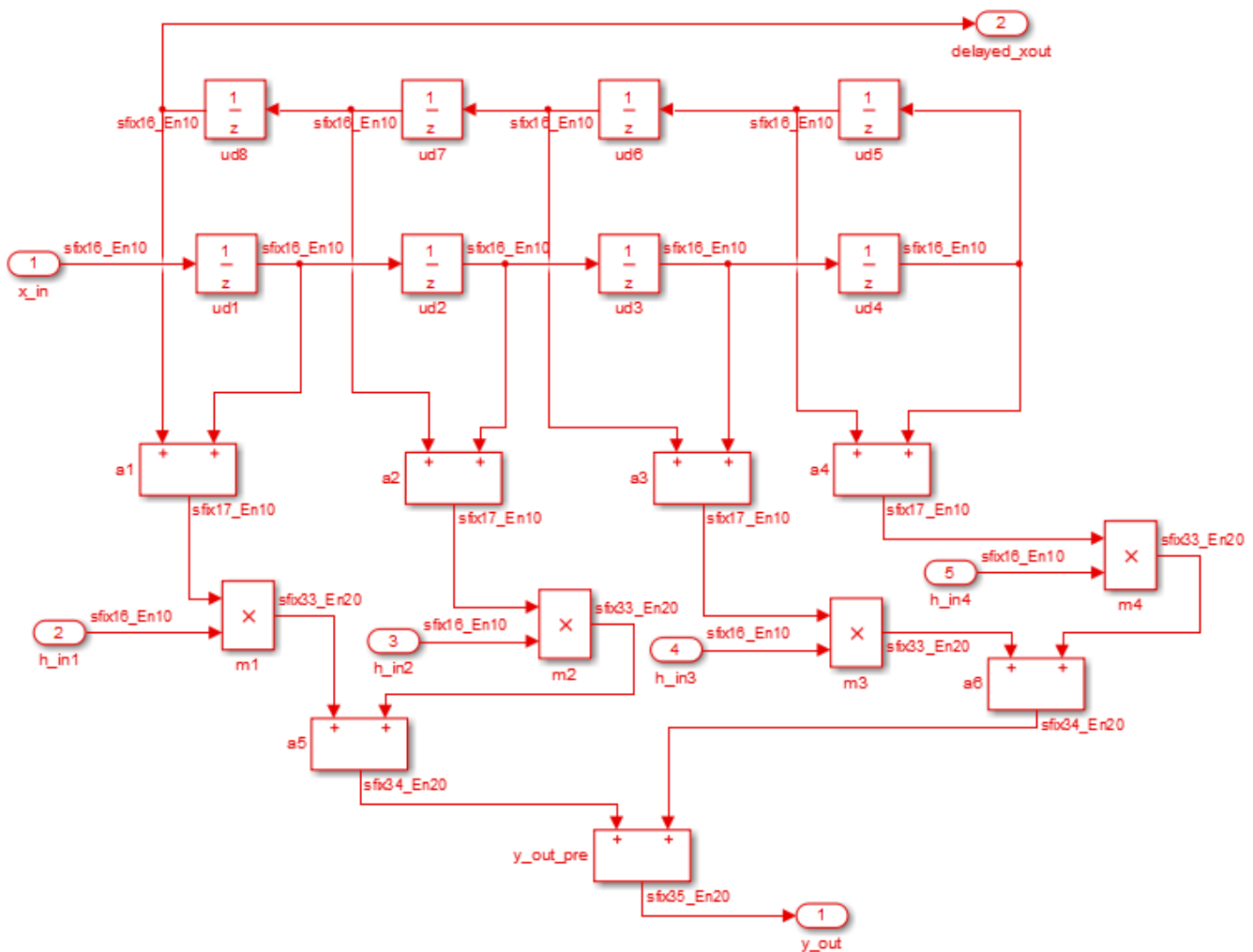
The model uses a division of labor that is suitable for HDL design.

- The `symmetric_fir` subsystem, which implements the filter algorithm, is the device under test (DUT). An HDL entity is generated from this subsystem.
- The top-level model components that drive the subsystem work as a test bench.

The top-level model generates 16-bit fixed-point input signals for the `symmetric_fir` subsystem. The Signal From Workspace block generates a test input (stimulus) signal for the filter. The four Constant blocks provide filter coefficients. The Scope blocks are used for simulation and are not used for HDL code generation.

To navigate to the `symmetric_fir` subsystem, enter:

```
open_system('sfir_fixed/symmetric_fir')
```



Create a Folder and Copy Relevant Files

In MATLAB:

- 1 Create a folder named `sl_hdlcoder_work`, for example:


```
mkdir C:\work\sl_hdlcoder_work
```

sl_hdlcoder_work stores a local copy of the example model and folders and generated HDL code. Use a folder location that is not within the MATLAB folder tree.

- 2 Make the sl_hdlcoder_work folder your working folder, for example:

```
cd C:\work\sl_hdlcoder_work
```

- 3 Save a local copy of the sfir_fixed model to your current working folder. Leave the model open.

Generate HDL Code

To generate HDL code for the DUT, you use the makehdl function. For example, to generate HDL code for the symmetric_fir subsystem, enter:

```
makehdl('sfir_fixed/symmetric_fir')
```

To specify the customizations before you generate HDL code, use the hdlset_param function. You can also specify various name-value pair arguments with the makehdl function to customize HDL code generation options while generating HDL code. For example, to generate Verilog code, use the TargetLanguage property.

```
makehdl('sfir_fixed/symmetric_fir', 'TargetLanguage', 'Verilog')
```

Alternatively, if you are using hdlset_param, set this parameter on the model and then run the makehdl function.

```
hdlset_param('sfir_fixed', 'TargetLanguage', 'Verilog')
makehdl('sfir_fixed/symmetric_fir')
```

HDL Coder compiles the model before generating code. Depending on model display options such as port data types, the model can change in appearance after code generation. As code generation proceeds, HDL Coder displays progress messages in the MATLAB command line with:

- Link to the Configuration Set that indicates the model for which the Configuration Parameters are applied.
- Links to the generated files. To view the files in the MATLAB Editor, click the links.
 - symmetric_fir.vhd: VHDL code. This file contains an entity definition and RTL architecture implementing the symmetric_fir.vhd filter.
 - symmetric_fir_compile.do: Mentor Graphics ModelSim compilation script (vcom command) to compile the generated VHDL code.
 - symmetric_fir_synplify.tcl: Synplify synthesis script.
 - symmetric_fir_map.txt: This report maps generated entities to the subsystems that generated them. See “Trace Code Using the Mapping File” on page 25-24

The process completes with the message:

```
### HDL Code Generation Complete.
```

See Also

makehdl | makehdltb

More About

- “Set HDL Code Generation Options” on page 12-2
- “HDL Code Generation Options in Configuration Parameters Dialog Box” on page 12-6

HDL Code Generation Pane: General

- “HDL Code Generation Top-Level Pane Overview” on page 13-2
- “Target Language and Folder Selection Parameters” on page 13-3

HDL Code Generation Top-Level Pane Overview

The top-level **HDL Code Generation** pane contains settings for target language and the model that you want to generate code for, and buttons that initiate code generation and compatibility checking, and sets code generation parameters.

Buttons in the HDL Code Generation Top-Level Pane

The buttons in the **HDL Code Generation** pane perform functions related to code generation. These buttons are:

Generate: Initiates code generation for the system selected in the **Generate HDL for** menu. See also `makehdl`.

Run Compatibility Checker: Invokes the compatibility checker to examine the system selected in the **Generate HDL for** menu for compatibility problems. See also `checkhdl`.

Browse: Lets you navigate to and select the target folder to which generated code and script files are written. The path to the target folder is entered into the **Folder** field.

Restore Model Defaults: Sets model parameters to their default values.

Target Language and Folder Selection Parameters

In this section...

“Generate HDL for” on page 13-3

“Language” on page 13-3

“Folder” on page 13-4

“Restore Model Defaults” on page 13-5

“Run Compatibility Checker” on page 13-5

“Generate” on page 13-6

This page describes configuration parameters in the **HDL Code Generation** pane of the Configuration Parameters dialog box. By using these parameters, you can specify the Subsystem that you want to generate HDL code for, the target HDL language, and the target folder into which code is generated.

Generate HDL for

Select the subsystem or model from which code is generated. The list includes the path to the root model and to subsystems in the model. When you specify this parameter and click the **Generate** button, HDL Coder generates code for the Subsystem that you specify. By default, the HDL code is generated in VHDL language and into the `hdlsrc` folder.

Settings

Default: The top level subsystem in the root model is selected.

Command-Line Information

Property: HDLSubsystem

Type: character vector

Value: A valid path to your subsystem

Default: Path to the top level subsystem in root model

For example, you can generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Specify the subsystem using the property `HDLSubsystem` as an argument to `makehdl`.

```
makehdl('sfir_fixed', 'HDLSubsystem', 'sfir_fixed/symmetric_fir')
```

- Pass in the path to the subsystem as a first argument to `makehdl`.

```
makehdl('sfir_fixed/symmetric_fir')
```

See also `makehdl`.

Language

Select the language (VHDL or Verilog) in which code is generated. The selected language is referred to as the target language. When you specify the **Language** and click the **Generate** button, HDL Coder generates code in that language for the Subsystem that is specified by the **Generate HDL for** parameter. By default, the HDL code is generated in VHDL language and into the `hdlsrc` folder.

The generated HDL code complies with these standards:

- VHDL-1993 (IEEE® 1076-1993)
- Verilog-2001 (IEEE 1364-2001)

Settings

Default: VHDL

VHDL

Generate VHDL code.

Verilog

Generate Verilog code.

Command-Line Information

Property: TargetLanguage

Type: character vector

Value: 'VHDL' | 'Verilog'

Default: 'VHDL'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, to generate Verilog code for the `symmetric_fir` subsystem inside the `sfir_fixed` model, use either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', 'TargetLanguage', 'Verilog')
```

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'TargetLanguage', 'Verilog')
makehdl('sfir_fixed/symmetric_fir')
```

See also `makehdl`.

Folder

Enter a path to the folder into which code is generated. Alternatively, click **Browse** to navigate to and select a folder. The selected folder is referred to as the target folder. When you specify the **Folder** and click the **Generate** button, HDL Coder generates code into that folder for the Subsystem that is specified by the **Generate HDL for** parameter. By default, the HDL code is generated in VHDL language and into the `hdlsrc` folder.

Settings

Default: The default target folder is a subfolder of your working folder, named `hdlsrc`. HDL Coder writes the generated files into this subfolder. The folder name can be a complete path name, specified as a character vector.

Command-Line Information

Property: TargetDirectory

Type: character vector

Value: A valid path to your target folder

Default: 'hdlsrc'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, to generate HDL code into a custom target folder for the `symmetric_fir` subsystem inside the `sfir_fixed` model, use either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','TargetDirectory','C:/Temp/hdlsrc')
```

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','TargetDirectory','C:/Temp/hdlsrc')
makehdl('sfir_fixed/symmetric_fir')
```

See also `makehdl`.

Restore Model Defaults

This button resets the model-level HDL settings to the default values. The block settings are not changed. To clear the block settings, use `hdlrestoreparams`.

Note If you clear the model-level settings, you cannot restore the previous settings. To restore the settings, close the model without saving and then reopen the model.

Command-Line Information

Function: `hdlrestoreparams`

Type: character vector

Value: model name

Default: ''

Run Compatibility Checker

This setting checks whether the Subsystem that you specify by using **Generate HDL for** is compatible for HDL code generation. The setting generates a HDL Check Report that displays errors, warnings, and messages. See “Check Subsystem for HDL Compatibility” on page 21-19.

Command-Line Information

Function: `checkhdl`

Type: character vector

Value: subsystem or model name

Default: ''

See Also

`checkhdl`

Generate

This setting generates HDL code for the Subsystem that you specify by using **Generate HDL for**. If the Subsystem is not HDL-compatible, the code generator displays errors in the HDL Check Report.

Command-Line Information

Function: makehdl

Type: character vector

Value: subsystem or model name

Default: ''

See Also

makehdl

HDL Code Generation Pane: Target

- “Target Overview” on page 14-2
- “Tool and Device Parameters” on page 14-3
- “Target Frequency Parameter” on page 14-8

Target Overview

The **Target** pane enables you to specify the target hardware settings. You can specify the tool and device settings and the target frequency.

Tool and Device Parameters

In this section...

“Synthesis Tool” on page 14-3

“Family” on page 14-4

“Device” on page 14-5

“Package” on page 14-6

“Speed” on page 14-6

This page describes configuration parameters in the **Tool and Device** section of the **HDL Code Generation > Target** pane of the Configuration Parameters dialog box. By using the parameters in this section, you can specify the synthesis tool, and then select the **Family**, **Device**, **Package**, and **Speed** for your synthesis target.

Synthesis Tool

Specify the synthesis tool for targeting the generated HDL code. To use HDL Coder with one of the supported third-party FPGA synthesis tools, add the tool to the system path using the `hdlsetuptoolpath` function. When you specify the **Synthesis Tool**, HDL Coder populates the **Family**, **Device**, **Package**, and **Speed** with default values for that tool.

Settings

Default: No synthesis tool specified

The options are:

No synthesis tool specified

Select this option if you do not want to perform logic synthesis. You can generate HDL code from your design.

Xilinx Vivado

Specify Xilinx Vivado as the synthesis tool.

Xilinx ISE

Specify Xilinx ISE as the synthesis tool.

Altera Quartus II

Specify Altera Quartus II as the synthesis tool.

Microsemi Libero SoC

Specify Microsemi® Libero® SoC as the synthesis tool.

Intel Quartus Pro

Specify Intel Quartus Pro as the synthesis tool.

If your synthesis tool is not one of the **Synthesis tool** options, see “Synthesis Tool Path Setup”.

Command-Line Information

Property: `SynthesisTool`

Type: character vector

Value: '' | 'Xilinx Vivado' 'Xilinx ISE' 'Altera Quartus II'
Default: ''

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify `Altera Quartus II` as the `SynthesisTool` when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'SynthesisTool', 'Altera Quartus II')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'SynthesisTool', 'Altera Quartus II')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- `hdlsetuptoolpath`
- “Tool Setup”

Family

Specify the target device chip family for your model as a character vector. When you specify the **Synthesis Tool**, HDL Coder populates the **Family**, **Device**, **Package**, and **Speed** with default values for that tool. To find the chip family for your target device, at the MATLAB command line, enter `hdlcoder.supportedDevices`. Then, open the linked report and find your target device details.

Settings

Default: ''

Specify the target device chip family for your Simulink model as a character vector.

Command-Line Information

Property: `SynthesisToolChipFamily`

Type: character vector

Value: A valid chip family for the target device

Default: ''

For example, if your `SynthesisTool` is `Xilinx Vivado`, you can specify `Virtex7` as the `SynthesisToolChipFamily` when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'SynthesisToolChipFamily', 'Virtex7')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','SynthesisToolChipFamily', 'Virtex7')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- `hdlsetuptoolpath`
- “Tool Setup”

Device

Specify the target device name for your model as a character vector. When you specify the **Synthesis Tool**, HDL Coder populates the **Family**, **Device**, **Package**, and **Speed** with default values for that tool. To find the device name for your target device, at the MATLAB command line, enter `hdlcoder.supportedDevices`. Then, open the linked report and find your target device details.

Settings

Default: ''

Specify the target device name for your Simulink model as a character vector.

Command-Line Information

Property: `SynthesisToolDevicename`

Type: character vector

Value: A valid device name for the synthesis tool

Default: ''

You can get the `SynthesisToolDeviceName` when you specify the `SynthesisTool` for your model. Consider that the `SynthesisTool` is set to Xilinx Vivado and the `SynthesisToolChipFamily` is set to `Virtex7`.

- To get the default device name, pass the property as an argument to the `hdlget_param` function.

```
hdlget_param('sfir_fixed', ...
    'SynthesisToolDeviceName')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','SynthesisToolDeviceName', 'xc7v2000t')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- `hdlsetuptoolpath`
- “Tool Setup”

Package

Specify the target device package name for your model as a character vector. When you specify the **Synthesis Tool**, HDL Coder populates the **Family**, **Device**, **Package**, and **Speed** with default values for that tool. To find the device name for your target device, at the MATLAB command line, enter `hdlcoder.supportedDevices`. Then, open the linked report and find your target device details.

Settings

Default: ''

Specify the target device package name for your Simulink model as a character vector.

Command-Line Information

Property: `SynthesisToolPackageName`

Type: character vector

Value: A valid package name for the synthesis tool

Default: ''

You can get the `SynthesisToolPackageName` when you specify the `SynthesisTool` for your model. Consider that the `SynthesisTool` is set to `Xilinx Vivado` and the `SynthesisToolChipFamily` is set to `Virtex7`.

- To get the default device name, pass the property as an argument to the `hdlget_param` function.

```
hdlget_param('sfir_fixed', ...  
            'SynthesisToolPackageName')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'SynthesisToolPackageName', 'fhg1761')  
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- `hdlsetuptoolpath`
- “Tool Setup”

Speed

Specify the target device speed value for your model as a character vector. When you specify the **Synthesis Tool**, HDL Coder populates the **Family**, **Device**, **Package**, and **Speed** with default values for that tool. To find the chip family for your target device, at the MATLAB command line, enter `hdlcoder.supportedDevices`. Then, open the linked report and find your target device details.

Settings

Default: ''

Specify the target device speed value for your Simulink model as a character vector.

Command-Line Information**Property:** SynthesisToolSpeedValue**Type:** character vector**Value:** A valid speed value for the target device**Default:** ''

You can get the SynthesisToolSpeedValue when you specify the SynthesisTool for your model. Consider that the SynthesisTool is set to Xilinx Vivado and the SynthesisToolChipFamily is set to Virtex7.

- To get the default device name, pass the property as an argument to the hdlget_param function.

```
hdlget_param('sfir_fixed', ...  
            'SynthesisToolSpeedValue')
```

- When you use hdlset_param, you can set the parameter on the model and then generate HDL code using makehdl.

```
hdlset_param('sfir_fixed', 'SynthesisToolSpeedValue', '-1')  
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- makehdl
- hdlsetuptoolpath
- “Tool Setup”

Target Frequency Parameter

This configuration parameter resides in the **Objectives Settings** section of the **HDL Code Generation > Target** pane of the Configuration Parameters dialog box. By using this parameter, you can specify the target frequency in MHz for multiple features and workflows. Before setting the target frequency, make sure that you specify the **Synthesis Tool**.

Settings

Default: 0

This setting is the target frequency in MHz for multiple features and workflows that HDL Coder supports. The supported features are:

- **FPGA floating-point target library mapping:** Specify the target frequency that you want the IP to achieve when you use ALTERA MEGAFUNCTION (ALTERA FP FUNCTIONS). If you do not specify the target frequency, HDL Coder sets the target frequency to a default value of 200 MHz. See also “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20.
- **Adaptive pipelining:** If your design uses multipliers, specify the synthesis tool and the target frequency. Based on these settings, HDL Coder estimates the number of pipelines that can be inserted to improve area and timing on the target platform. If you do not specify the target frequency, HDL Coder uses a target frequency of 0 MHz and does not insert adaptive pipelines. See also “Adaptive Pipelining” on page 24-136.

You can also set the target frequency by using the **Target Frequency (MHz)** setting in the **Set Target Frequency** task in the HDL Workflow Advisor.

Specify the target frequency for these workflows-

- **Generic ASIC/FPGA:** To specify the target frequency that you want your design to achieve. HDL Coder generates a timing constraint file for that clock frequency. It adds the constraint to the FPGA synthesis tool project that you create in the **Create Project** task. If the target frequency is not achievable, the synthesis tool generates an error. Target frequency is not supported with Microsemi Libero SoC.
- **IP Core Generation:** To specify the target frequency for HDL Coder to modify the clock module setting in the reference design to produce the clock signal with that frequency. Enter a target frequency value that is within the **Frequency Range (MHz)**. If you do not specify the target frequency, HDL Coder uses the **Default (MHz)** target frequency.
- **Simulink Real-Time FPGA I/O:** For Speedgoat I/O modules that are supported with Xilinx ISE, specify the target frequency to generate the clock module to produce the clock signal with that frequency.

The Speedgoat I/O modules that are supported with Xilinx Vivado use the IP Core Generation workflow infrastructure. Specify the target frequency for HDL Coder to modify the clock module setting in the reference design to produce the clock signal with that frequency. Enter a target frequency value that is within the **Frequency Range (MHz)**. If you do not specify the target frequency, HDL Coder uses the **Default (MHz)** target frequency.

- **FPGA Turnkey:** To generate the clock module to produce the clock signal with that frequency automatically.

Command-Line Information

Property: TargetFrequency

Type: integer

Value: integer greater than or equal to 0

Default: 0

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify the `TargetFrequency` when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...  
        'TargetFrequency', '300')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'TargetFrequency', '300')  
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “Set Target Frequency” on page 37-6
- “Customize Floating-Point IP Configuration” on page 31-40

HDL Code Generation Pane: Optimization

- “Optimization Overview” on page 15-2
- “Delay Balancing and General Optimization Parameters” on page 15-3
- “RAM Mapping Parameters” on page 15-7
- “Pipelining Parameters” on page 15-9
- “Resource Sharing Parameters for Adders and Multipliers” on page 15-16
- “Resource Sharing Parameters for Subsystems and Floating-Point IPs” on page 15-24
- “Multicycle Path Constraints Parameters” on page 15-28

Optimization Overview

The **Optimization** pane enables you to specify various optimizations such as delay balancing, resource sharing and pipelining. To improve the area and timing of your design on the target hardware, specify these settings. This pane also contains a **Multicycle Path Constraints** section. Use the settings in this section to specify the timing requirements that the Synthesis tool must meet for your design.

Delay Balancing and General Optimization Parameters

In this section...

“Balance delays” on page 15-3

“Transform non zero initial value delay” on page 15-4

“Multiplier partitioning threshold” on page 15-5

“Remove Unused Ports” on page 15-6

This page describes configuration parameters that reside in the **HDL Code Generation > Target > General** tab of the Configuration Parameters dialog box. Using the parameters in this section, you can use delay balancing to match delays introduced by optimizations, and partition multipliers based on a threshold value.

Balance delays

When you enable certain optimizations such as pipelining or resource sharing, or specify certain block implementations and generate code, HDL Coder introduces pipeline delays along certain signal paths in your model. By default, the **Balance delays** setting is enabled. The code generator detects these pipeline delays introduced along one path and then inserts matching delays on other paths.

To make sure that the generated model after HDL code generation is functionally equivalent to the original Simulink model, leave this setting enabled. If you disable this setting, HDL Coder generates a warning that numerical differences can occur in the validation model. To fix this warning, enable **Balance delays** on the model or run the model check “Check delay balancing setting” on page 38-11.

Settings

Default: On

On

Enables delay balancing on your model. If HDL Coder detects introduction of new delays along one path, matching delays are inserted on the other paths. When delay balancing is enabled, the generated model is functionally equivalent to the original model.

Off

The latency along signal paths might not be balanced, and the generated model might not be functionally equivalent to the original model.

Command-Line Information

Property: BalanceDelays

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can enable the `BalanceDelays` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'BalanceDelays','on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','BalanceDelays','on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “Delay Balancing” on page 24-68
- “BalanceDelays” on page 22-5

Transform non zero initial value delay

Settings

Default: On

On

Transform Delay blocks with nonzero **Initial condition** in your Simulink model to Delay blocks with zero **Initial condition** and some additional logic in the generated HDL code.

By using this transformation, HDL Coder can perform optimizations such as sharing, distributed pipelining, and clock-rate pipelining more effectively, and prevent an assertion from being triggered in the validation model.

Off

Do not transform Delay blocks with nonzero **Initial condition** in your Simulink model.

Command-Line Information

Property: `TransformNonZeroInitValDelay`

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can set the `TransformNonZeroInitValDelay` property to on when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'TransformNonZeroInitValDelay','on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','TransformNonZeroInitValDelay','on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

makehdl

Multiplier partitioning threshold

Settings

Default: Inf

N, where N is an integer greater than or equal to 2

Partition multipliers so that N is the maximum multiplier input bit width.

This parameter specifies the maximum input bit width for a multiplier. If at least one of the inputs to the multiplier has a bit width greater than the threshold value, the code generator splits the multiplier into smaller multipliers.

To improve hardware mapping results, set the multiplier partitioning threshold to the input bit width of the DSP or multiplier hardware on your target device.

Inf

Do not partition multipliers.

Command-Line Information

Property: MultiplierPartitioningThreshold

Type: integer

Value: integer greater than or equal to 0

Default: Inf

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can set the `MultiplierPartitioningThreshold` to 16 when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'MultiplierPartitioningThreshold','16')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','MultiplierPartitioningThreshold','16')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “Multiplier promotion threshold” on page 15-20

Remove Unused Ports

Settings

Default: On

On

Removes ports in your design that are unused from the generated HDL code. This optimization preserves unused ports at the top-level DUT subsystem. All other unused ports are removed from the HDL code.

Off

Do not remove unused ports from the HDL code.

Command-Line Information

Property: DeleteUnusedPorts

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can set the `DeleteUnusedPorts` property to `off` when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...  
        'DeleteUnusedPorts', 'off')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'DeleteUnusedPorts', 'on')  
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Remove Redundant Logic and Unused Blocks in Generated HDL Code” on page 24-175
- `makehdl`

RAM Mapping Parameters

In this section...

“Map pipeline delays to RAM” on page 15-7

“RAM mapping threshold (bits)” on page 15-8

This page describes configuration parameters that reside in the **HDL Code Generation > Optimization > General** tab of the Configuration Parameters dialog box. Using the parameters in this section, you can reduce the area usage on the target device by trading-off block RAMs for registers. The parameters specify whether you want to map pipeline registers in the generated code to RAM, and the minimum RAM size for mapping to block RAMs on the FPGA.

Map pipeline delays to RAM

Map pipeline registers in the generated HDL code to RAM. Certain speed or area optimizations such as pipelining and resource sharing, or certain block implementations that you specify can insert pipeline registers in the generated HDL code. You can save area on the target device by mapping these pipeline registers to RAM.

Settings

Default: Off

On

Map pipeline registers in the generated HDL code to RAM. To map these registers to block RAMs, the RAM size must be greater than or equal to the RAM mapping threshold in bits. RAM size is the product Delay length * Word length * Vector length * Complex length.

Off

Do not map pipeline registers in the generated HDL code to RAM.

Command-Line Information

Property: MapPipelineDelaysToRAM

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can enable the `MapPipelineDelaysToRAM` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'MapPipelineDelaysToRAM', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'MapPipelineDelaysToRAM', 'on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “UseRAM” on page 22-23
- “RAM Mapping for MATLAB Code” on page 8-2

RAM mapping threshold (bits)

Specify the minimum RAM size in bits for mapping to block RAMs. The code generator determines whether to use registers or RAM resources on the FPGA by comparing the RAM size of your design with the RAM mapping threshold that you specify.

Settings

Default: 256

The RAM mapping threshold must be an integer greater than or equal to zero. HDL Coder uses the threshold to determine whether or not to map the following elements to block RAMs instead of to registers:

- Delay blocks
- Persistent arrays in MATLAB Function blocks

Command-Line Information

Property: `RAMMappingThreshold`

Type: integer

Value: integer greater than or equal to 0

Default: 256

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can set the `RAMMappingThreshold` to 1024 when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...  
        'RAMMappingThreshold', '1024')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'RAMMappingThreshold', '1024')  
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “UseRAM” on page 22-23
- “RAM Mapping for MATLAB Code” on page 8-2

Pipelining Parameters

In this section...

“Hierarchical distributed pipelining” on page 15-9
 “Distributed pipelining priority” on page 15-10
 “Clock-rate pipelining” on page 15-11
 “Allow clock-rate pipelining of DUT output ports” on page 15-12
 “Adaptive pipelining” on page 15-13
 “Preserve design delays” on page 15-14
 “Map lookup tables to RAM” on page 15-14

This documentation page describes configuration parameters that reside in the **HDL Code Generation > Optimization > Pipelining** tab of the Configuration Parameters dialog box. Using the parameters in this section, you can improve the timing of your design on the target device. .

Hierarchical distributed pipelining

Hierarchical distributed pipelining extends the scope of distributed pipelining by distributing delays across subsystem hierarchies. This optimization moves the delays within a Subsystem while preserving the hierarchy.

Settings

Default: Off

On

Enable retiming across a subsystem hierarchy. HDL Coder applies retiming hierarchically from the top-level Subsystem. To move delays inside a Subsystem, in the HDL Block Properties for that Subsystem, set **DistributedPipelining** to on. Hierarchical distributed pipelining stops distributing delays when it reaches a Subsystem that has **DistributedPipelining** set to off.

Off

Distributes pipelines within a Subsystem, if you have **DistributedPipelining** set to on for that Subsystem.

Dependency

If you select the **Preserve design delays** check box, distributed pipelining does not move the design delays.

Command-Line Information

Property: HierarchicalDistPipelining

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can enable the `HierarchicalDistPipelining` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'HierarchicalDistPipelining', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'HierarchicalDistPipelining', 'on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “Distributed Pipelining” on page 24-106
- “DistributedPipelining” on page 22-8

Distributed pipelining priority

Specify the priority for your distributed pipelining algorithm.

Settings

Default: Numerical Integrity

Numerical Integrity

Prioritize numerical integrity when distributing pipeline registers.

This option uses a conservative retiming algorithm that does not move registers across a component if the functional equivalence to the original design is unknown.

Performance

Prioritize performance over numerical integrity.

Use this option if your design requires a higher clock frequency and the Simulink behavior does not need to strictly match the generated code behavior. This option uses a more aggressive retiming algorithm that moves registers across a component even if the modified design’s functional equivalence to the original design is unknown.

Command-Line Information

Property: DistributedPipeliningPriority

Type: character vector

Value: 'NumericalIntegrity' | 'Performance'

Default: 'NumericalIntegrity'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `DistributedPipeliningPriority` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'DistributedPipeliningPriority', 'Performance')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'DistributedPipeliningPriority', 'Performance')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “Distributed Pipelining” on page 24-106
- “DistributedPipelining” on page 22-8

Clock-rate pipelining

If your design contains multicycle paths, use clock-rate pipelining to insert pipeline registers at a clock rate that is faster than the data rate. This optimization improves the clock frequency and reduces the area usage without introducing additional latency. Clock-rate pipelining does not affect existing design delays in your model. It is an alternative to using multicycle path constraints with your synthesis tool.

Settings

Default: On

On

Insert pipeline registers at the clock rate for multi-cycle paths.

Off

Insert pipeline registers at the data rate for multi-cycle paths.

Dependency

If you specify an **Oversampling factor** greater than one, make sure that you select the **Clock-rate pipelining** check box. Clock-rate pipelining identifies regions in your model that run at the same slow data rate and are delimited by Delay blocks or blocks that introduce a rate transition. The code generator converts these regions to the faster clock rate by introducing Repeat blocks at the input of the region and Rate Transition blocks at the output of the region.

Command-Line Information

Property: ClockRatePipelining

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `ClockRatePipelining` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'ClockRatePipelining', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'ClockRatePipelining', 'on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Oversampling factor” on page 17-15
- “ClockRatePipelining” on page 22-5
- “Clock-Rate Pipelining” on page 24-119

Allow clock-rate pipelining of DUT output ports

For DUT output ports, insert pipeline registers at the clock rate instead of the data rate.

Settings

Default: Off

On

At DUT output ports, insert pipeline registers at clock rate.

Off

At DUT output ports, insert pipeline registers at data rate.

Dependency

When you specify this parameter, make sure that you select the **Clock-rate pipelining** check box.

Command-Line Information

Property: `ClockRatePipelineOutputPorts`

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `ClockRatePipelineOutputPorts` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'ClockRatePipelineOutputPorts', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','ClockRatePipelineOutputPorts','on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “ClockRatePipelining” on page 22-5
- “Clock-Rate Pipelining” on page 24-119
- “Oversampling factor” on page 17-15

Adaptive pipelining

Use this parameter to insert pipeline registers to the blocks in your design, reduce the area usage, and maximize the achievable clock frequency on the target FPGA device.

Settings

Default: Off

On

Insert adaptive pipeline registers in your design. For HDL Coder to insert adaptive pipelines, you must specify the synthesis tool.

Off

Do not insert adaptive pipeline registers.

Dependency

When you specify this parameter, in the **HDL Code Generation > Target** pane, specify the **Synthesis Tool**. If your design has multipliers, specify the **Synthesis Tool** and the **Target Frequency (MHz)** for adaptive pipeline insertion.

Command-Line Information

Property: AdaptivePipelining

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `AdaptivePipelining` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'AdaptivePipelining','on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','AdaptivePipelining','on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Adaptive Pipelining” on page 24-136
- “AdaptivePipelining” on page 22-4

Preserve design delays**Settings****Default:** Off On

Prevent distributed pipelining from moving design delays.

 Off

Do not prevent distributed pipelining from moving design delays.

Command-Line Information**Property:** PreserveDesignDelays**Type:** character vector**Value:** 'on' | 'off'**Default:** 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `PreserveDesignDelays` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'PreserveDesignDelays', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'PreserveDesignDelays', 'on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Distributed Pipelining” on page 24-106
- “DistributedPipelining” on page 22-8

Map lookup tables to RAM

Use this parameter to map lookup tables in your design to block RAM and reduce area usage on the target FPGA device.

Settings**Default:** On

On

Map lookup tables in your design to RAM.

Off

Do not map lookup tables in your design to RAM.

Command-Line Information

Property: LUTMapToRAM

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `LUTMapToRAM` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model by using either of these methods:

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'LUTMapToRAM', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model, and then generate HDL code by using `makehdl`.

```
hdlset_param('sfir_fixed', 'LUTMapToRAM', 'on')
makehdl('sfir_fixed/symmetric_fir')
```

Resource Sharing Parameters for Adders and Multipliers

In this section...

“Share Adders” on page 15-16

“Adder sharing minimum bitwidth” on page 15-17

“Share Multipliers” on page 15-18

“Multiplier sharing minimum bitwidth” on page 15-19

“Multiplier promotion threshold” on page 15-20

“Share Multiply-Add blocks” on page 15-21

“Multiply-Add block sharing minimum bitwidth” on page 15-22

This page describes configuration parameters that reside in the **HDL Code Generation > Optimization > Resource sharing** tab of the Configuration Parameters dialog box. Enable these parameters to save resources on the target device by specifying whether to share adders and multipliers in your design, and the minimum sharing bitwidth.

Share Adders

Enable this parameter to share adders with the resource sharing optimization. Resource sharing identifies Add or Sum blocks in your design that have two inputs and replaces them with a single Add or Sum block. This optimization saves area on the target FPGA device.

Settings

Default: Off

On

When resource sharing is enabled, this optimization shares adders with a bit width greater than or equal to the **Adder sharing minimum bitwidth**.

Off

Do not share adders.

Dependency

- To share adders in your design, in the HDL Block Properties for the DUT Subsystem, specify the **SharingFactor**.
- When you specify the **Adder sharing minimum bitwidth**, the code generator shares adders that have a bit width greater than or equal to the minimum bit width. The default minimum bit width for sharing adders is zero.

Command-Line Information

Property: ShareAdders

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `ShareAdders` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'ShareAdders', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'ShareAdders', 'on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “SharingFactor” on page 22-21
- “Resource Sharing” on page 24-34
- “Resource Sharing Parameters for Subsystems and Floating-Point IPs” on page 15-24

Adder sharing minimum bitwidth

Use this parameter to specify the minimum bit width that is required to share adders with the resource sharing optimization.

Settings

Default: 0

01

No minimum bit width for shared adders.

N, where N is an integer greater than 1

When resource sharing and adder sharing are enabled, share adders with a bit width greater than or equal to N.

Dependency

To share adders in your design:

- In the **Resource Sharing** tab, enable the **Adders** setting.
- In the HDL Block Properties for the DUT Subsystem, specify the **SharingFactor**.

Command-Line Information

Property: `AdderSharingMinimumBitwidth`

Type: integer

Value: integer greater than or equal to 0

Default: 0

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `AdderSharingMinimumBitwidth` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'AdderSharingMinimumBitwidth', 16)
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'AdderSharingMinimumBitwidth', 16)
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “SharingFactor” on page 22-21
- “Resource Sharing” on page 24-34

Share Multipliers

Enable this parameter to share multipliers with the resource sharing optimization. Resource sharing identifies Product or Gain blocks in your design that have two inputs and replaces them with a single Product or Gain block. This optimization saves area on the target FPGA device. Share multipliers with the resource sharing optimization.

Settings

Default: On

On

When resource sharing is enabled, share multipliers with a bit width greater than or equal to the **Multiplier sharing minimum bitwidth**. For successfully sharing multipliers, the input fixed-point data types must have the same wordlength. The fraction lengths and signs of the fixed-point data types can be different.

Off

Do not share multipliers.

Dependency

- To share multipliers in your design, in the HDL Block Properties for the DUT Subsystem, specify the **SharingFactor**.
- When you specify the **Multiplier sharing minimum bitwidth**, the code generator shares multipliers that have a bit width greater than or equal to the minimum bit width. The default minimum bit width for sharing multipliers is zero.

Command-Line Information

Property: ShareMultipliers

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `ShareMultipliers` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'ShareMultipliers', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'ShareMultipliers', 'on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “SharingFactor” on page 22-21
- “Resource Sharing” on page 24-34
- “Resource Sharing Parameters for Subsystems and Floating-Point IPs” on page 15-24

Multiplier sharing minimum bitwidth

Use this parameter to specify the minimum bit width that is required to share multipliers with the resource sharing optimization.

Settings

Default: 0

01

No minimum bit width for shared multipliers.

N, where N is an integer greater than 1

When resource sharing and multiplier sharing are enabled, share multipliers with a bit width greater than or equal to N.

Dependency

To share multipliers in your design:

- In the **Resource Sharing** tab, make sure that the **Multipliers** check box is selected.
- In the HDL Block Properties for the DUT Subsystem, specify the **SharingFactor**.

Command-Line Information

Property: MultiplierSharingMinimumBitwidth

Type: integer

Value: integer greater than or equal to 0

Default: 0

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `MultiplierSharingMinimumBitwidth` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'MultiplierSharingMinimumBitwidth', 16)
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'MultiplierSharingMinimumBitwidth', 16)
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “SharingFactor” on page 22-21
- “Resource Sharing” on page 24-34

Multiplier promotion threshold

To share smaller multipliers with other larger multipliers by using the resource sharing optimization, specify the multiplier promotion threshold. This threshold specifies the maximum word-length by which HDL Coder promotes a multiplier for sharing with other multipliers.

Settings

Default: 0

0

No difference in word-length between the multipliers. In other words, HDL Coder shares multipliers that have the same word-lengths.

N, where N is an integer greater than 0

Maximum word-length by which HDL Coder promotes a multiplier for sharing with other multipliers. HDL Coder promotes and shares multipliers with different word-lengths, if the difference in word-lengths is less than or equal to N.

Dependency

To share multipliers in your design:

- In the **Resource Sharing** tab, make sure that the **Multipliers** check box is selected.
- In the HDL Block Properties for the DUT Subsystem, specify the **SharingFactor**.

Command-Line Information

Property: MultiplierPromotionThreshold

Type: integer

Value: integer greater than or equal to 0

Default: 0

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `MultiplierPromotionThreshold` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'MultiplierPromotionThreshold',8)
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','MultiplierPromotionThreshold',8)
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “SharingFactor” on page 22-21
- “Resource Sharing” on page 24-34

Share Multiply-Add blocks

Share Multiply-Add blocks with the resource sharing optimization.

Settings

Default: On



On

When resource sharing is enabled, share Multiply-Add blocks with a bit width greater than or equal to **Multiply-Add block sharing minimum bitwidth**.



Off

Do not share Multiply-Add blocks.

Dependency

- To share Multiply-Add blocks in your design, in the HDL Block Properties for the DUT Subsystem, specify the **SharingFactor**.
- When you specify the **Multiply-Add block sharing minimum bitwidth**, the code generator shares Multiply-Add blocks that have a bit width greater than or equal to the minimum bit width. The default minimum bit width for sharing Multiply-Add blocks is zero.

Command-Line Information

Property: ShareMultiplyAdds

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `ShareMultiplyAdds` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'ShareMultiplyAdds','on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','ShareMultiplyAdds','on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Resource Sharing Parameters for Adders and Multipliers” on page 15-16
- “Resource Sharing” on page 24-34
- “Resource Sharing Parameters for Adders and Multipliers” on page 15-16

Multiply-Add block sharing minimum bitwidth

Use this parameter to specify the minimum bit width that is required to share Multiply-Add with the resource sharing optimization.

Settings

Default: 0

01

No minimum bit width for shared Multiply-Add blocks.

N, where N is an integer greater than 1

When resource sharing and Multiply-Add block sharing are enabled, share Multiply-Add blocks with a bit width greater than or equal to N.

Dependency

To share Multiply-Add blocks in your design:

- In the **Resource Sharing** tab, make sure that the **Multiply-Add blocks** check box is selected.
- In the HDL Block Properties for the DUT Subsystem, specify the **SharingFactor**.

Command-Line Information

Property: MultiplierAddSharingMinimumBitwidth

Type: integer

Value: integer greater than or equal to 0

Default: 0

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `MultiplierAddSharingMinimumBitwidth` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'MultiplierAddSharingMinimumBitwidth',16)
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed',MultiplierAddSharingMinimumBitwidth',16)
makehdl('sfir_fixed/symmetric_fir')
```


See Also

- “Resource Sharing Parameters for Adders and Multipliers” on page 15-16
- “Resource Sharing” on page 24-34

Resource Sharing Parameters for Subsystems and Floating-Point IPs

In this section...

“Share subsystems” on page 15-24

“Share MATLAB Function blocks” on page 15-25

“Share Floating-Point IPs” on page 15-26

This page describes configuration parameters that reside in the **HDL Code Generation > Optimization > Resource sharing** tab of the Configuration Parameters dialog box. Enable these parameters to save resources on the target device by specifying whether to share atomic subsystems, MATLAB Function blocks, and floating-point IPs in your design.

Share subsystems

Share subsystems with the resource sharing optimization.

Settings

Default: On

On

When you enable resource sharing, HDL Coder shares subsystems.

Off

Do not share subsystems.

Dependency

To share Atomic Subsystem and Virtual Subsystem blocks in your design, in the HDL Block Properties for the parent DUT Subsystem, specify the **SharingFactor**.

Command-Line Information

Property: ShareAtomicSubsystems

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `ShareMultiplyAdds` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'ShareAtomicSubsystems', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','ShareAtomicSubsystems','on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Resource Sharing Parameters for Adders and Multipliers” on page 15-16
- “Resource Sharing” on page 24-34
- “Resource Sharing Parameters for Adders and Multipliers” on page 15-16

Share MATLAB Function blocks

Share MATLAB Function blocks with the resource sharing optimization.

Settings

Default: On

On

When you enable resource sharing, HDL Coder shares MATLAB Function blocks.

Off

Do not share MATLAB Function blocks.

Dependency

To share MATLAB Function blocks in your design, in the HDL Block Properties for the parent DUT Subsystem, specify the **SharingFactor**.

Command-Line Information

Property: ShareMATLABBlocks

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `ShareMATLABBlocks` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'ShareMATLABBlocks','on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','ShareMATLABBlocks','on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Resource Sharing Parameters for Adders and Multipliers” on page 15-16

- “Resource Sharing” on page 24-34
- “Resource Sharing Parameters for Adders and Multipliers” on page 15-16

Share Floating-Point IPs

Settings

Default: On

On

When you enable resource sharing, HDL Coder shares floating-point IP blocks.

Off

Do not share floating-point IP blocks.

Dependency

To share floating-point IPs:

- In the HDL Block Properties for the parent DUT Subsystem, specify the **SharingFactor**. The number of floating-point IP blocks that get shared depends on the **SharingFactor** that you specify for the subsystem.
- In the **HDL Code Generation > Global Settings > Floating Point Target** tab, set the **Floating Point IP Library** to a value other than None.

Command-Line Information

Property: ShareFloatingPointIP

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can use the `ShareFloatingPointIP` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'ShareFloatingPointIP', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'ShareFloatingPointIP', 'on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Resource Sharing Parameters for Adders and Multipliers” on page 15-16
- “Resource Sharing” on page 24-34
- “Resource Sharing Parameters for Adders and Multipliers” on page 15-16

- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81

Multicycle Path Constraints Parameters

In this section...

“Enable-based constraints” on page 15-28

“Register-to-register path info” on page 15-29

Synthesis tools require that data propagates from a source register to a destination register within one clock cycle. Multicycle paths cannot complete their execution within one clock cycle and cannot meet the timing requirements. To meet the timing requirement of multicycle paths, use the multicycle path constraints parameters to generate a register-to-register path information file or to generate enable-based constraints that use the timing controller enable signals.

Enable-based constraints

To meet the timing requirement of the multicycle path in your model, use enable-based constraints. The constraints are applied to a model that has **Clock inputs** set to **Single**. This option is useful for a multirate model to create a constraint file for relaxing timing of the slow-rate regions.

Enable-based constraints relax the timing requirement by enabling multiple clock cycles for data to propagate between the registers. The constraints use the timing controller enable signals to create enable-based register groups that have registers in each group driven by the same clock enable.

Settings

Default: Off

On

When you enable this setting and generate HDL code, HDL Coder generates a constraints file with the naming convention `dutname_constraints`. The format of the file name depends on the synthesis tool that you specify. The constraints file defines the timing requirements of multicycle paths. The file contains information about the clock multiples for calculating the setup and hold time information.

Off

Do not generate a multicycle path constraints file.

Dependency

- When you select the **Enable-based constraints** check box, make sure that **Clock-rate pipelining** is **Off**. Using enable-based multicycle path constraints is an alternative to the clock-rate pipelining optimization. You can clear the clock-rate pipelining check box in the **HDL Code Generation > Optimization > Pipelining** tab.
- Set the **Clock inputs** to **Single**. You can set the clock input in the **HDL Code Generation > Global settings > Clock settings > Clock inputs**.
- To generate multicycle path constraints file, oversampling factor must be greater than 1. You can specify the Oversampling value in the **HDL Code Generation > Global settings > Clock settings > Oversampling**.

Command-Line Information

Parameter: MulticyclePathConstraints

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can enable the `MulticyclePathConstraints` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model by using either of these methods:

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'MulticyclePathConstraints','on')
```

- When you use `hdlset_param`, set the parameter on the model, and then generate HDL code by using `makehdl`.

```
hdlset_param('sfir_fixed','MulticyclePathConstraints','on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “Meet Timing Requirements Using Enable-Based Multicycle Path Constraints” on page 23-26
- “Use Multicycle Path Constraints to Meet Timing for Slow Paths” on page 23-32

Register-to-register path info

Generate a text file that reports multicycle path constraint information. The text file describes one or more multicycle path constraints that are agnostic to the synthesis tool. You must convert this information to the format required by the synthesis tool. It is recommended that you use the enable-based constraints setting instead to meet the timing requirements of multicycle paths. When you use that setting, the generated constraints are more robust for name changes in synthesis tools, and are supported on Xilinx Vivado, Xilinx ISE, and Altera Quartus II.

Settings

Default: Off

On

Generate a text file that reports multicycle path constraint information for use with synthesis tools.

The file name for the multicycle path information file is derived from the name of the DUT and the postfix `'_constraints'`,

```
DUTname_constraints.txt
```

For example, if the DUT name is `symmetric_fir`, the name of the multicycle path information file is `symmetric_fir_constraints.txt`.

Off

Do not generate a multicycle path information file.

Command-Line Information**Parameter:** MulticyclePathInfo**Type:** character vector**Value:** 'on' | 'off'**Default:** 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can enable the `MulticyclePathInfo` setting when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model by using either of these methods:

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...  
        'MulticyclePathInfo','on')
```

- When you use `hdlset_param`, set the parameter on the model, and then generate HDL code by using `makehdl`.

```
hdlset_param('sfir_fixed','MulticyclePathInfo','on')  
makehdl('sfir_fixed/symmetric_fir')
```

Compatibility Considerations

Starting in R2021b, it is not recommended to use **Register-to-register path info** for generating multicycle path information. This option is removed from the **HDL Code Generation > Optimization** tab in HDL Coder Properties. It is recommended to use Enable-based constraints for generating multicycle path information. You can still enable this option in the MATLAB command-line interface by using `hdlset_param` or `makehdl` commands.

See Also

- `makehdl`
- “Generate Multicycle Path Information Files” on page 23-19

HDL Code Generation Pane: Floating Point

- “Floating Point Overview” on page 16-2
- “Floating Point IP Library” on page 16-3
- “Native Floating-Point Parameters” on page 16-4
- “FPGA Floating-Point Library Targeting Parameters” on page 16-8

Floating Point Overview

The **Floating Point** pane enables you to specify the floating point IP library. You can specify whether to generate code the native floating point support in HDL Coder or by instantiating the third-party Intel or Xilinx floating-point libraries.

Floating Point IP Library

This parameter resides in the **HDL Code Generation > Floating Point** pane of the Configuration Parameters dialog box. Use this parameter to specify the floating-point target library.

Settings

Default: NONE

The options are:

None

Select this option if you do not want the design to map to floating-point target libraries.

Native Floating Point

Specify native floating-point as the library. You can specify the latency strategy and whether to handle denormal numbers in your design.

Altera Megafunctions (ALTERA FP FUNCTIONS)

Specify Altera Megafunctions (ALTERA FP FUNCTIONS) as the floating-point target library. You can provide the IP Target frequency.

Altera Megafunctions (ALTFP)

Specify Altera Megafunctions (ALTFP) as the floating-point target library. You can provide the objective and latency strategy for the IP.

Xilinx LogiCORE

Specify Xilinx LogiCORE® as the floating-point target library. You can provide the objective and latency strategy for the IP.

Command-Line Information

To set the floating-point library:

- 1 Create a floating-point target configuration object for the floating-point library. This example shows how to create an `hdlcoder.FloatingPointTargetConfig` object for the `Native Floating Point` library:
- 2 Set the floating-point target configuration on the model and then generate HDL code. This example shows how to set the configuration on the `sfir_single` model and generate HDL code for the `symmetric_fir` subsystem:

```
fpconfig = hdlcoder.createFloatingPointTargetConfig('NativeFloatingPoint');
```

```
hdlset_param('sfir_single','FloatingPointTargetConfig',fpconfig)
makehdl('sfir_single/symmetric_fir')
```

See Also

- `createFloatingPointTargetConfig`
- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105
- “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20

Native Floating-Point Parameters

You can access the floating-point parameters in the **HDL Code Generation > Floating Point** pane in the Configuration Parameters dialog box. Use these parameters to specify the latency strategy, whether to handle denormal numbers in your design, and how to perform mantissa multiplication. To specify these settings, **Floating Point IP Library** must be set to Native Floating Point.

Latency Strategy

Specify whether you want the design to map to minimum or maximum latency with native floating-point libraries.

Settings

Default: MAX

The options are:

MIN

Maps to minimum latency for the native floating-point libraries.

MAX

Maps to maximum latency for the native floating-point libraries.

ZERO

Does not use any latency for the native floating-point libraries.

Dependency

To specify this parameter, set the **Floating Point IP Library** to Native Floating Point.

Command-Line Information

To specify the latency strategy:

- 1 Create a floating-point target configuration object for Native Floating Point as the floating-point library.

```
fpconfig = hdlcoder.createFloatingPointTargetConfig('NativeFloatingPoint');
```

- 2 Specify the `LatencyStrategy` property of the `LibrarySettings` attribute of the floating-point target configuration object.

```
fpconfig.LibrarySettings.LatencyStrategy = 'MIN';
```

- 3 Set the floating-point target configuration on the model and then generate HDL code. This example shows how to set the configuration on the `sfir_single` model and generate HDL code for the `symmetric_fir` subsystem:

```
hdlset_param('sfir_single', 'FloatingPointTargetConfig', fpconfig)
makehdl('sfir_single/symmetric_fir')
```

See also

- “LatencyStrategy” on page 22-32
- `createFloatingPointTargetConfig`

- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105
- “Latency Considerations with Native Floating Point” on page 10-97

Handle Denormals

Specify whether you want to handle denormal numbers in your design. Denormal numbers are nonzero numbers that are smaller than the smallest normal number.

Settings

Default: Auto

Auto

Controls the insertion of additional logic to handle the denormal numbers based on a floating-point data type used in your design. This option inserts a denormal logic if your design uses the half-precision data types. While using single or double data types, denormal logic is not added in your design.

On

Inserts additional logic to handle the denormal numbers in your design.

Off

Does not add additional logic to handle the denormal numbers in your design. If the input is a denormal value, HDL Coder treats the value as zero before performing computation.

Dependency

To specify this parameter, set the **Floating Point IP Library** to Native Floating Point.

Command-Line Information

To specify the latency strategy:

- 1 Create a floating-point target configuration object for Native Floating Point as the floating-point library.

```
fpconfig = hdlcoder.createFloatingPointTargetConfig('NativeFloatingPoint');
```

- 2 Specify the `HandleDenormals` property of the `LibrarySettings` attribute of the floating-point target configuration object.

```
fpconfig.LibrarySettings.HandleDenormals = 'on';
```

- 3 Set the floating-point target configuration on the model and then generate HDL code. This example shows how to set the configuration on the `sfir_single` model and generate HDL code for the `symmetric_fir` subsystem:

```
hdlset_param('sfir_single', 'FloatingPointTargetConfig', fpconfig)
makehdl('sfir_single/symmetric_fir')
```

See also

- “HandleDenormals” on page 22-30
- `createFloatingPointTargetConfig`
- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105

- “Numeric Considerations with Native Floating-Point” on page 10-85

Mantissa Multiplier Strategy

Specify how you want HDL Coder to implement the mantissa multiplication operation when you have Product blocks in your design.

Settings

Default: Auto

The options are:

Auto

This default option automatically determines how to implement the mantissa multiplication depending on the **Synthesis tool** that you specify.

- If you do not specify a **Synthesis tool**, this setting selects the Full Multiplier implementation by default.
- If you specify Altera Quartus II as the **Synthesis tool**, this setting selects the Full Multiplier implementation.
- If you specify Xilinx Vivado or Xilinx ISE as the **Synthesis tool**, this setting selects the Part Multiplier Part AddShift implementation.

Full Multiplier

Specify this option to use only multipliers for implementing the mantissa multiplication. The multipliers can utilize DSP units on the target device.

Part Multiplier Part AddShift

Specify this option to split the implementation into two parts. One part is implemented with multipliers. The other part is implemented with a combination of adders and shifters. The multipliers can utilize the DSP units on the target device. The combination of adders and shifters does not utilize the DSP.

No Multiplier Full AddShift

Select this option to use a combination of adders and multipliers to implement the mantissa multiplication. This option does not utilize DSP units on the target device. You can also use this option if your target device does not contain DSP units.

Dependency

To specify this parameter, set the **Floating Point IP Library** to Native Floating Point.

Command-Line Information

To specify the latency strategy:

- 1 Create a floating-point target configuration object for Native Floating Point as the floating-point library.

```
fpconfig = hdlcoder.createFloatingPointTargetConfig('NativeFloatingPoint');
```
- 2 Specify the MantissaMultiplyStrategy property of the LibrarySettings attribute of the floating-point target configuration object.

```
fpconfig.LibrarySettings.MantissaMultiplyStrategy = 'PartMultiplierPartAddShift';
```

- 3 Set the floating-point target configuration on the model and then generate HDL code. This example shows how to set the configuration on the `sfir_single` model and generate HDL code for the `symmetric_fir` subsystem:

```
hdlset_param('sfir_single','FloatingPointTargetConfig',fpconfig)  
makehdl('sfir_single/symmetric_fir')
```

See also

- “MantissaMultiplyStrategy” on page 22-35
- `createFloatingPointTargetConfig`
- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105

FPGA Floating-Point Library Targeting Parameters

This section contains parameters in the **HDL Code Generation > Floating Point** pane of the Configuration Parameters dialog box. Use these parameters to specify the latency strategy, objective, and whether to initialize the pipeline registers in the floating-point target IP to zero.

Initialize IP Pipelines To Zero

Inserts additional logic during HDL code generation to initialize the values of pipeline registers in the Altera floating-point target IP to zero. If you do not select this check box, HDL Coder reports a warning during HDL code generation.

Settings

Default: On

On

Inserts additional logic to initialize pipeline registers in the floating-point target IP to zero.

Off

Does not add additional logic to initialize pipeline registers in the floating-point target IP to zero.

Dependency

To specify this parameter, set the **Floating Point IP Library** to Altera Megafunctions (ALTERA FP FUNCTIONS). Before you set the floating-point library, specify the path to your synthesis tool by using the `hdlsetuptoolpath` function.

Command-Line Information

To specify this setting:

- 1 Create a floating-point target configuration object with Altera Megafunctions (ALTERA FP FUNCTIONS) as the floating-point target library.

```
fpconfig = hdlcoder.createFloatingPointTargetConfig('AlteraFPFunctions');
```

- 2 Specify the `InitializeIPPipelinesToZero` property of the `LibrarySettings` attribute of the floating-point target configuration object.

```
fpconfig.LibrarySettings.InitializeIPPipelinesToZero = 0;
```

- 3 Set the floating-point target configuration on the model and then generate HDL code. This example shows how to set the configuration on the `sfir_single` model and generate HDL code for the `symmetric_fir` subsystem:

```
hdlset_param('sfir_single', 'FloatingPointTargetConfig', fpconfig)
makehdl('sfir_single/symmetric_fir')
```

See Also

- `createFloatingPointTargetConfig`
- “Target Frequency Parameter” on page 14-8
- “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20

Latency Strategy

Specify whether you want the design to map to minimum or maximum latency with Xilinx LogiCORE or ALTFP Altera megafunction IPs.

Settings

Default: MIN

The options are:

MIN

Maps to minimum latency for the specified floating-point target IP.

MAX

Maps to maximum latency for the specified floating-point target IP.

Dependency

To specify this parameter, set the **Floating Point IP Library** to Altera Megafunctions (ALTFP) or Xilinx LogiCORE. Before you set the floating-point library, specify the path to your synthesis tool by using the `hdlsetuptoolpath` function.

Command-Line Information

To specify this setting:

- 1 Create a floating-point target configuration object with Altera Megafunctions (ALTERA FP FUNCTIONS) as the floating-point target library.


```
fpconfig = hdlcoder.createFloatingPointTargetConfig('ALTFP');
```
- 2 Specify the `LatencyStrategy` property of the `LibrarySettings` attribute of the floating-point target configuration object.


```
fpconfig.LibrarySettings.LatencyStrategy = 'MAX';
```
- 3 Set the floating-point target configuration on the model and then generate HDL code. This example shows how to set the configuration on the `sfir_single` model and generate HDL code for the `symmetric_fir` subsystem:

```
hdlset_param('sfir_single', 'FloatingPointTargetConfig', fpconfig)
makehdl('sfir_single/symmetric_fir')
```

See also

- `createFloatingPointTargetConfig`
- “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20
- “Customize Floating-Point IP Configuration” on page 31-40

Objective

Specify whether you want to optimize the design for speed or area when mapping to floating-point target libraries.

Settings

Default: SPEED

The options are:

NONE

Select this option if you do not want to optimize the design for speed or area.

SPEED

Select this option to optimize the design for speed.

AREA

Select this option to optimize the design for area.

Dependency

To specify this parameter, set the **Floating Point IP Library** to Altera Megafunctions (ALTFP) or Xilinx LogiCORE. Before you set the floating-point library, specify the path to your synthesis tool by using the `hdlsetuptoolpath` function.

Command-Line Information

To specify this setting:

- 1 Create a floating-point target configuration object with Altera Megafunctions (ALTERA FP FUNCTIONS) as the floating-point target library.

```
fpconfig = hdlcoder.createFloatingPointTargetConfig('ALTFP');
```

- 2 Specify the `Objective` property of the `LibrarySettings` attribute of the floating-point target configuration object.

```
fpconfig.LibrarySettings.Objective = 'AREA';
```

- 3 Set the floating-point target configuration on the model and then generate HDL code. This example shows how to set the configuration on the `sfir_single` model and generate HDL code for the `symmetric_fir` subsystem:

```
hdlset_param('sfir_single','FloatingPointTargetConfig',fpconfig)  
makehdl('sfir_single/symmetric_fir')
```

See also

- `createFloatingPointTargetConfig`
- “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20
- “Customize Floating-Point IP Configuration” on page 31-40

IP Settings

The **IP Settings** section has an IP configuration table with the IP names and data types and additional options to specify a custom latency and any extra arguments.

The options in the IP configuration table depend on the library that you specify.

- If you specify the ALTERA MEGAFUNCTION (ALTERA FP FUNCTIONS) library, HDL Coder infers the latency value from the **Target Frequency (MHz)** value.

- If you specify the ALTERA MEGAFUNCTION (ALTFP) or XILINX LOGICORE libraries, HDL Coder infers the IP latency from the **Latency Strategy** setting. The IP configuration table has two additional columns, **MinLatency** and **MaxLatency**, that contain the minimum and maximum latency values for each IP in the table.

The IP configuration table has these sections:

- **Name:** Contains a list of IP names that HDL Coder map the Simulink blocks to, such as ABS, ADDSUB, and CONVERT.
- **DataType:** Contains a list of IP data types for each IP in the table. These are mostly SINGLE and DOUBLE data types. The CONVERT IP blocks can have DOUBLE_TO_NUMERICTYPE, NUMERICTYPE_TO_DOUBLE data types, and so on.
- **Latency:** The default latency value of -1 means that the IP inherits the latency value from the target frequency or the latency strategy setting depending on the library that you choose. To customize the latency of the IP that your Simulink blocks map to, enter your own custom value for the latency.
- **ExtraArgs:** Specify any additional settings that is specific to the IP.

For example, if you have an Add block with Single data types in your Simulink model, HDL Coder maps the block to the **ADDSUB** IP. If you want to specify a custom latency value, say 8, for the IP, enter the value in the **Latency** column for the IP.

IP Settings

Customize data type conversion IP for:

| Name | DataType | MinLatency | MaxLatency | Latency | ExtraArgs |
|---------|-----------------|------------|------------|---------|-----------------------|
| ADDSUB | DOUBLE | 12 | 12 | -1 | |
| ADDSUB | SINGLE | 12 | 12 | 8 | CSET c_mult_usage=... |
| CONVERT | DOUBLE_TO_N... | 6 | 6 | -1 | |
| CONVERT | NUMERICTYPE_... | 6 | 6 | -1 | |

cmultusage is a parameter that you can specify with the Xilinx LogiCORE libraries.

Dependency

To specify this parameter, set the **Floating Point IP Library** to Altera Megafunctions (ALTFP) or Xilinx LogiCORE. Before you set the floating-point library, specify the path to your synthesis tool by using the `hdlsetuptoolpath` function.

Command-Line Information

To specify this setting:

- 1 Create a floating-point target configuration object with Altera Megafunctions (ALTERA FP FUNCTIONS) as the floating-point target library.

```
fpconfig = hdlcoder.createFloatingPointTargetConfig('ALTFP');
```

- 2 To view the floating-point IP configuration, use the IPConfig object.

```
fpconfig.IPConfig
```

- 3 To customize the latency or specify additional arguments, use the `customize` method.

```
fpconfig.IPConfig.customize('ADDSUB','Single','Latency',6);
```

- 4 Set the floating-point target configuration on the model and then generate HDL code. This example shows how to set the configuration on the `sfir_single` model and generate HDL code for the `symmetric_fir` subsystem:

```
hdlset_param('sfir_single','FloatingPointTargetConfig',fpconfig)  
makehdl('sfir_single/symmetric_fir')
```

See also

- `createFloatingPointTargetConfig`
- `customize`
- “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20
- “Customize Floating-Point IP Configuration” on page 31-40

HDL Code Generation Pane: Global Settings

- “Global Settings Overview” on page 17-3
- “Clock Settings and Timing Controller Postfix Parameters” on page 17-4
- “Reset Settings and Parameters” on page 17-8
- “Clock Enable Settings and Parameters” on page 17-12
- “Oversampling factor” on page 17-15
- “Comment in header” on page 17-17
- “Language-Specific File Extension Parameters” on page 17-19
- “Language-Specific Identifiers and Postfix Parameters” on page 17-21
- “Split entity and architecture Parameters” on page 17-25
- “Complex Signals Postfix Parameters” on page 17-28
- “VHDL Architecture and Library Name and Code for Model Reference Parameters” on page 17-30
- “Generate Statement and Vector and Component Instance Label Parameters” on page 17-32
- “Input and Output Port and Clock Enable Output Type Parameters” on page 17-35
- “Minimize Clock Enables and Reset Signal Parameters” on page 17-37
- “Using Trigger Signals and Scalarization and Test Point DUT Port Generation Parameters” on page 17-41
- “RTL Annotation Parameters” on page 17-45
- “RTL Customization Parameters for Constants and MATLAB Function Blocks” on page 17-49
- “RTL Customization Parameters for RAMs” on page 17-51
- “No-reset registers initialization” on page 17-53
- “RTL Style Parameters” on page 17-55
- “Timing Controller Settings” on page 17-61
- “File Comment Customization Parameters” on page 17-63
- “Choose Coding Standard and Report Option Parameters” on page 17-67
- “Basic Coding Practices Parameters” on page 17-69
- “RTL Description Rules for clock enables and resets Parameters” on page 17-74
- “RTL Description Rules for Conditional Parameters” on page 17-77
- “Other RTL Description Rule Parameters” on page 17-81
- “RTL Design Rule Parameters” on page 17-84
- “Model Generation Parameters for HDL Code” on page 17-86
- “Naming and Layout Options for Model Generation” on page 17-89
- “Diagnostic Parameters for Optimizations” on page 17-94
- “Diagnostic Parameters for Reals and Black Box Interfaces” on page 17-98

- “Code Generation Output Parameter” on page 17-101

Global Settings Overview

The **Global Settings** pane enables you to specify detailed characteristics of the generated code, such as HDL element naming, coding style, whether you want the HDL code to conform to coding standards, and diagnostics and additional options for model generation and HDL code generation.

Clock Settings and Timing Controller Postfix Parameters

This page describes configuration parameters that reside in the **Clock settings** section of the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box. Use these parameters to specify the clock signal name, the number of clock inputs, the active clock edge, and the postfix for the clock process and the timing controller.

Clock input port

Specify the name for the clock input port in generated HDL code.

Settings

Default: clk

Enter the clock signal name in generated HDL code as a character vector.

For a generated entity `my_filter`, if you specify `'filter_clock'` as the clock signal name, the entity declaration is as shown in this code snippet:

```
ENTITY my_filter IS
  PORT( filter_clock : IN std_logic;
        clk_enable   : IN std_logic;
        reset        : IN std_logic;
        my_filter_in  : IN std_logic_vector (15 DOWNT0 0); -- sfix16_En15
        my_filter_out : OUT std_logic_vector (15 DOWNT0 0); -- sfix16_En15
  );
END my_filter;
```

If you specify a VHDL or Verilog reserved word, the code generator appends a reserved word postfix string to form a valid VHDL or Verilog identifier. For example, if you specify the reserved word `signal`, the resulting name string would be `signal_rsvd`.

Command-Line Information

Property: ClockInputPort

Type: character vector

Value: A valid identifier in the target language

Default: 'clk'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property while generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','ClockInputPort','system_clk')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','ClockInputPort','system_clk')
```


See Also

makehdl

Clock inputs

Specify generation of single or multiple clock inputs.

Settings

Default: Single

Single

Generates a single clock input for the DUT. If the DUT is multirate, the input clock is the master clock rate, and a timing controller is synthesized to generate additional clocks as required. It is recommended that you use a single clock signal in your design.

Multiple

Generates a unique clock for each Simulink rate in the DUT. The number of timing controllers generated depends on the contents of the DUT. The oversample factor must be 1 (default) to specify multiple clocks.

Command-Line Information

Property: ClockInputs

Type: character vector

Value: 'Single' | 'Multiple'

Default: 'Single'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property while generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','ClockInputs','Multiple')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','ClockInputs','Multiple')
```

See Also

- `makehdl`
- “Check clock settings” on page 38-45

Clock edge

Specify the active clock edge that triggers Verilog `always` blocks or VHDL `process` blocks in the generated HDL code.

Settings

Default: Rising.

Rising

The rising edge, or 0-to-1 transition, is the active clock edge.

Falling

The falling edge, or 1-to-0 transition, is the active clock edge.

Command-Line Information

Property: ClockEdge

Type: character vector

Value: 'Rising' | 'Falling'

Default: 'Rising'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property while generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','ClockEdge','Falling')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','ClockEdge','Falling')
```

See Also

- `makehdl`
- “Check clock settings” on page 38-45

Clocked process postfix

Specify the postfix as a character vector. The code generator appends this postfix to HDL clock process names.

Settings

Default: `_process`

HDL Coder uses process blocks for register operations. The label for each of these blocks is derived from a register name and the postfix `_process`. For example, the code generator derives the label `delay_pipeline_process` in the following block declaration from the register name `delay_pipeline` and the default postfix `_process`.

```
delay_pipeline_process : PROCESS (clk, reset)
BEGIN
    .
    .
    .
```

Command-Line Information**Property:** ClockProcessPostfix**Type:** character vector**Default:** '_process'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property while generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','ClockProcessPostfix','delay_postfix')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','ClockProcessPostfix','delay_postfix')
```

See Also`makehdl`**Timing controller postfix**

Specify the postfix as a character vector. The code generator appends this suffix to the DUT name to form the timing controller name.

Settings**Default:** '_tc'

A timing controller file is generated if the design uses multiple rates, for example:

- When code is generated for a multirate model.
- When an area or speed optimization, or block architecture, introduces local multirate.

The timing controller name is based on the name of the DUT. For example, if the name of your DUT is `my_test`, by default, HDL Coder adds the postfix `_tc` to form the timing controller name, `my_test_tc`.

Command-Line Information**Property:** TimingControllerPostfix**Type:** character vector**Default:** '_tc'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Reset Settings and Parameters

This page describes parameters in the **Clock Settings** section of the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box. Using these parameters, you can specify the reset name, whether to use a synchronous or asynchronous reset, and whether the reset is asserted active-high or active-low.

Reset type

Specify whether to use asynchronous or synchronous reset logic when generating HDL code for registers. It is recommended that you specify the **Reset type** as **Synchronous** when you use a Xilinx device and **Asynchronous** when you use an Altera device.

Settings

Default: Asynchronous

Asynchronous

Use asynchronous reset logic. This reset logic samples the reset independent of the clock signal.

The following process block, generated by a Unit Delay block, illustrates the use of asynchronous resets. When the reset signal is asserted, the process block performs a reset, without checking for a clock event.

```
Unit_Delay1_process : PROCESS (clk, reset)
BEGIN
  IF reset = '1' THEN
    Unit_Delay1_out1 <= (OTHERS => '0');
  ELSIF clk'event AND clk = '1' THEN
    IF clk_enable = '1' THEN
      Unit_Delay1_out1 <= signed(x_in);
    END IF;
  END IF;
END PROCESS Unit_Delay1_process;
```

Synchronous

Use synchronous reset logic. This reset logic samples the reset with respect to the clock signal.

The following process block, generated by a Unit Delay block, checks for a clock event, the rising edge, before performing a reset:

```
Unit_Delay1_process : PROCESS (clk)
BEGIN
  IF rising_edge(clk) THEN
    IF reset = '1' THEN
      Unit_Delay1_out1 <= (OTHERS => '0');
    ELSIF clk_enable = '1' THEN
      Unit_Delay1_out1 <= signed(x_in);
    END IF;
  END IF;
END PROCESS Unit_Delay1_process;
```

Command-Line Information

Property: ResetType

Type: character vector

Value: 'async' | 'sync'

Default: 'async'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify `sync` as the `ResetType` when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'ResetType', 'async')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'ResetType', 'async')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “Check for global reset setting for Xilinx and Altera devices” on page 38-7

Reset asserted level

Specify whether the asserted or active level of the reset input signal is active-high or active-low.

Settings

Default: Active-high

Active-high

Specify that the asserted level of reset input signal is active-high. For example, the following code fragment checks whether `reset` is active high before populating the `delay_pipeline` register:

```
Delay_Pipeline_Process : PROCESS (clk, reset)
BEGIN
  IF reset = '1' THEN
    delay_pipeline(0 TO 50) <= (OTHERS => (OTHERS => '0'));
  .
  .
  .
```

Active-low

Specify that the asserted level of reset input signal is active-low. For example, the following code fragment checks whether `reset` is active low before populating the `delay_pipeline` register:

```
Delay_Pipeline_Process : PROCESS (clk, reset)
BEGIN
  IF reset = '0' THEN
    delay_pipeline(0 TO 50) <= (OTHERS => (OTHERS => '0'));
  .
  .
  .
```

Dependency

If you input a logic high value to the **Reset input port**, to reset the registers in your design, set **Reset asserted level** to Active-high. If you input a logic low value to the **Reset input port**, to reset the registers in your design, set **Reset asserted level** to Active-low.

Command-Line Information

Property: ResetAssertedLevel

Type: character vector

Value: 'active-high' | 'active-low'

Default: 'active-high'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property while generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'ResetAssertedLevel', 'active-high')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', 'ResetAssertedLevel', 'active-high')
```

See Also

- `makehdl`
- “Reset input port” on page 17-10

Reset input port

Enter the name for the reset input port in generated HDL code.

Settings

Default: reset

Enter a character vector for the reset input port name in generated HDL code.

For example, if you override the default with 'chip_reset' for the generating system `myfilter`, the generated entity declaration might look as follows:

```
ENTITY myfilter IS
  PORT( clk           : IN  std_logic;
        clk_enable   : IN  std_logic;
        chip_reset    : IN  std_logic;
        myfilter_in   : IN  std_logic_vector (15 DOWNTO 0);
        myfilter_out  : OUT std_logic_vector (15 DOWNTO 0);
        );
END myfilter;
```

If you specify a VHDL or Verilog reserved word, the code generator appends a reserved word postfix string to form a valid VHDL or Verilog identifier. For example, if you specify the reserved word `signal`, the resulting name string would be `signal_rsvd`.

Dependency

If you specify active-high for **Reset asserted level**, the reset input signal is asserted active-high. To reset the registers in the entity, the input value to the **Reset input port** must be high. If you specify active-low for **Reset asserted level**, the reset input signal is asserted active-low. To reset the registers in the entity, the input value to the **Reset input port** must be low.

Command-Line Information

Property: ResetInputPort

Type: character vector

Value: A valid identifier in the target language

Default: 'reset'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify `sync` as the `ResetType` when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...  
       'ResetInputPort', 'rstx')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'ResetInputPort', 'rstx')  
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “Reset asserted level” on page 17-9

Clock Enable Settings and Parameters

This page describes configuration parameters in the **Clock Settings** section of the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box. Using these parameters, you can specify the name of the clock enable input port and for internal clock enable signals in the generated code.

Clock enable input port

Specify the name for the clock enable input port in generated HDL code.

Settings

Default: `clk_enable`

Enter the clock enable input port name in generated HDL code as a character vector.

For example, if you specify `'filter_clock_enable'` for the generating subsystem `filter_subsys`, the generated entity declaration might look as follows:

```
ENTITY filter_subsys IS
  PORT( clk           : IN  std_logic;
        filter_clock_enable : IN  std_logic;
        reset        : IN  std_logic;
        filter_subsys_in  : IN  std_logic_vector (15 DOWNT0 0);
        filter_subsys_out : OUT std_logic_vector (15 DOWNT0 0);
  );
END filter_subsys;
```

The clock enable input signal is asserted active-high (1). Thus, the input value must be high for the generated entity's registers to be updated.

If you specify a VHDL or Verilog reserved word, the code generator appends a reserved word postfix string to form a valid VHDL or Verilog identifier. For example, if you specify the reserved word `signal`, the resulting name string would be `signal_rsvd`.

Command-Line Information

Property: `ClockEnableInputPort`

Type: character vector

Value: A valid identifier in the target language

Default: `'clk_enable'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'ClockEnableInputPort', 'clken')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'ClockEnableInputPort', 'clken')
makehdl('sfir_fixed/symmetric_fir')
```


See Also

- `makehdl`
- “Clock Enable output port” on page 17-36
- “Clock input port” on page 17-4
- “Reset input port” on page 17-10

Enable prefix

Specify the base name as a character vector for internal clock enables and other flow control signals in generated code.

Settings

Default: 'enb'

Where only a single clock enable is generated, **Enable prefix** specifies the signal name for the internal clock enable signal.

In some cases, the code generator can generate multiple clock enable signals. For example, if you specify a cascade block implementation for certain blocks, multiple clock enable signals are generated. In such cases, **Enable prefix** specifies a base signal name for the first clock enable that is generated. For other clock enable signals, numeric tags are appended to **Enable prefix** to form unique signal names. For example, the following code fragment illustrates two clock enables that were generated when **Enable prefix** was set to 'test_clk_enable':

```
COMPONENT mysys_tc
  PORT( clk           : IN    std_logic;
        reset        : IN    std_logic;
        clk_enable    : IN    std_logic;
        test_clk_enable : OUT  std_logic;
        test_clk_enable_5_1_0 : OUT  std_logic
      );
END COMPONENT;
```

Command-Line Information

Property: EnablePrefix

Type: character vector

Default: 'enb'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'EnablePrefix', 'int_enable')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','EnablePrefix','int_enable')  
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- makehdl
- “Clock Enable output port” on page 17-36
- “Clock enable input port” on page 17-12

Oversampling factor

This configuration parameter resides in the **Clock Settings** section of the **HDL Code Generation > Global Settings** pane in the Configuration Parameters dialog box. Use this parameter to specify the frequency of the global oversampling clock as a multiple of the model base rate.

Settings

Default: 1.

Oversampling factor specifies the factor by which the global clock signal is a multiple of the base rate at which the model operates. Use the **Oversampling factor** to integrate the DUT with a larger system that supplies timing signals to other components in the system at the global oversampling clock.

By default, HDL Coder does not generate a global oversampling clock. To generate a global oversampling clock, specify an integer greater than one. If you use a multirate DUT, make sure that other rates in the DUT divide evenly into the global oversampling rate.

Generation of the global oversampling clock affects the generated HDL code. It does not affect the simulation behavior of your model.

Dependency

- if you use multiple clocks, the **Oversampling factor** must be set to one. If you want to use an **Oversampling factor** greater than one, set **ClockInputs** to Single.
- If you specify an **Oversampling factor** greater than one, make sure that the clock-rate pipelining optimization is enabled. You can specify this setting in the **HDL Code Generation > Target and Optimizations > Pipelining** tab.

Clock-rate pipelining uses the **Oversampling factor** to convert the slow regions in your model that operate at the base sample rate to the faster clock rate.

Command-Line Information

Property: Oversampling

Type: int

Value: integer greater than or equal to 1

Default: 1

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model by using either of these methods:

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'Oversampling',5)
```

- When you use `hdlset_param`, you can set the parameter on the model, and then generate HDL code by using `makehdl`.

```
hdlset_param('sfir_fixed','Oversampling',5)  
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “Generate a Global Oversampling Clock” on page 23-8
- “Pipelining Parameters” on page 15-9

Comment in header

This parameter resides in the **Comments** tab of the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box. Use this parameter to specify comment lines in header of generated HDL and test bench files.

Settings

Default: None

Text entered in this field generates a comment line in the header of generated model and test bench files. The code generator adds leading comment characters for the target language. When newlines or linefeeds are included, the code generator emits single-line comments for each newline.

For example, if you specify this comment 'This is a comment line.\nThis is a second line.' for the `symmetric_fir` subsystem inside the `sfir_fixed` model and generate HDL code, the resulting header comment block appears as follows:

```
-----
--
-- Module: symmetric_fir
-- Simulink Path: sfir_fixed/symmetric_fir
-- Created: 2006-11-20 15:55:25
-- Hierarchy Level: 0
--
-- This is a comment line.
-- This is a second line.
--
-- Simulink model description for sfir_fixed:
-- This model shows how to use HDL Coder to check, generate,
-- and verify HDL for a fixed-point symmetric FIR filter.
--
-----
```

Command-Line Information

Property: UserComment

Type: character vector

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'UserComment','This is a comment line.\nThis is a second line.')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', ...
            'UserComment','This is a comment line.\nThis is a second line.')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`

- “File Comment Customization Parameters” on page 17-63
- “Generate Code with Annotations or Comments” on page 25-16

Language-Specific File Extension Parameters

Verilog file extension

Specify the file name extension for generated Verilog files.

Settings

Default: `.v`

This field specifies the file name extension for generated Verilog files.

Dependency

To enable this option, set the target language to Verilog. You can specify the target language by using the **Language** parameter in the **HDL Code Generation** pane.

Command-Line Information

Property: `VerilogFileExtension`

Type: character vector

Default: `' .v '`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'VerilogFileExtension', '.v')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'VerilogFileExtension', '.v')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “Target Language and Folder Selection Parameters” on page 13-3

VHDL file extension

Specify the file name extension for generated VHDL files.

Settings

Default: `.vhd`

This field specifies the file name extension for generated VHDL files.

Dependency

To enable this option, set the target language to VHDL. You can specify the target language by using the **Language** parameter in the **HDL Code Generation** pane.

Command-Line Information

Property: VHDLFileExtension

Type: character vector

Default: '.vhd'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...  
        'VHDLFileExtension', '.vhd')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'VHDLFileExtension', '.vhd')  
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- `makehdl`
- “Target Language and Folder Selection Parameters” on page 13-3

Language-Specific Identifiers and Postfix Parameters

This section contains parameters in the **Clock Settings** section of the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box. Using these parameters, you can specify the entity, module, and package name postfix, and the prefix for module names.

Entity conflict postfix

Specify the text as a character vector to resolve duplicate VHDL entity or Verilog module names in generated code.

Settings

Default: `_block`

The specified postfix resolves duplicate VHDL entity or Verilog module names.

For example, if HDL Coder detects two entities with the name `MyFilter`, the coder names the first entity `MyFilter` and the second entity `MyFilter_block`.

Command-Line Information

Property: `EntityConflictPostfix`

Type: character vector

Value: A valid character vector in the target language

Default: `'_block'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'EntityConflictPostfix', '_entity')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'EntityConflictPostfix', '_entity')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

`makehdl`

Package postfix

Specify a text as a character vector to append to the model or subsystem name to form name of a package file.

Settings

Default: `_pkg`

HDL Coder applies this option only if a package file is required for the design.

Dependency

This option is enabled when:

The target language (specified by the **Language** option) is VHDL.

The target language (specified by the **Language** option) is Verilog, and the **Multi-file test bench** option is selected.

Command-Line Information

Property: PackagePostfix

Type: character vector

Value: A character vector that is legal in a VHDL package file name

Default: '_pkg'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...  
        'PackagePostfix', '_pkg')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'PackagePostfix', '_pkg')  
makehdl('sfir_fixed/symmetric_fir')
```

Reserved word postfix

Specify a text as a character vector to append to value names, postfix values, or labels that are VHDL or Verilog reserved words.

Settings

Default: `_rsvd`

The reserved word postfix is applied to identifiers (for entities, signals, constants, or other model elements) that conflict with VHDL or Verilog reserved words. For example, if your generating model contains a signal named `mod`, HDL Coder adds the postfix `_rsvd` to form the name `mod_rsvd`.

Command-Line Information

Property: ReservedWordPostfix

Type: character vector

Default: '_rsvd'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'ReservedWordPostfix', '_reserved')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed', 'ReservedWordPostfix', '_reserved')
makehdl('sfir_fixed/symmetric_fir')
```

Module name prefix

Specify a prefix for every module or entity name in the generated HDL code.

Settings

Default: ''

Specify a prefix for every module or entity name in the generated HDL code. HDL Coder also applies this prefix to generated script file names.

You can specify the module name prefix to avoid name collisions if you plan to instantiate the generated HDL code multiple times in a larger system.

Command-Line Information

Property: `ModulePrefix`

Type: character vector

Default: ''

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Suppose you have a DUT, `myDut`, containing an internal module, `myUnit`. You can prefix the modules within your design with `unit1_` by using either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('myDUT', ...
        'ModulePrefix', 'unit1_')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('myUnit/myDUT', 'ModulePrefix', 'unit1_')
makehdl('myDUT')
```

In the generated code, your HDL module names are `unit1_myDut` and `unit1_myUnit`, with corresponding HDL file names. Generated script file names also have the `unit1_` prefix.

Pipeline postfix

Specify the postfix as a character vector to append to names of input or output pipeline registers generated for pipelined block implementations.

Settings

Default: `'_pipe'`

You can specify a generation of input and/or output pipeline registers for selected blocks. The **Pipeline postfix** option defines a character vector that HDL Coder appends to names of input or output pipeline registers when generating code.

Command-Line Information

Property: PipelinePostfix

Type: character vector

Default: '_pipe'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Suppose you specify a pipelined output implementation for a Product block in a model, as in the following code:

```
hdlset_param('sfir_fixed/symmetric_fir/Product', 'OutputPipeline', 2)
```

To append a postfix 'testpipe' to the generated pipeline register names, use either of these methods:

- Pass the property as an argument to the `makehdl` function.

```
makehdl(gcb, 'PipelinePostfix', 'testpipe')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param(gcs, 'PipelinePostfix', 'testpipe')
makehdl('myDUT')
```

The following excerpt from generated VHDL code shows process the `PROCESS` code, with postfixed identifiers, that implements two pipeline stages:

```
Product_outtestpipe_process : PROCESS (clk, reset)
BEGIN
  IF reset = '1' THEN
    Product_outtestpipe_reg <= (OTHERS => to_signed(0, 33));
  ELSIF clk'EVENT AND clk = '1' THEN
    IF enb = '1' THEN
      Product_outtestpipe_reg(0) <= Product_out1;
      Product_outtestpipe_reg(1) <= Product_outtestpipe_reg(0);
    END IF;
  END IF;
END PROCESS Product_outtestpipe_process;
```

Split entity and architecture Parameters

These settings correspond to the parameters in the **HDL Code Generation > Global Settings > General** tab of the Configuration Parameters dialog box. The parameters determine whether to split the entity and architecture into separate files.

Split entity file postfix

Enter a character vector to be appended to the model name to form the name of a generated VHDL entity file.

You can specify an empty character vector for either the **Split entity file postfix** or the **Split arch file postfix**. Both VHDL entity and architecture files cannot have empty postfix values. When you specify both values, make sure that you use different values for the **Split entity file postfix** and the **Split arch file postfix**.

If you input special characters for **Split entity file postfix**, the code generator changes the entity name to a valid HDL name before generating code.

Settings

Default: `_entity`

Dependency

This parameter is enabled by selecting the **Split entity and architecture** check box. When you select this check box, HDL Coder places the VHDL entity and architecture code in separate files.

Command-Line Information

Property: `SplitEntityFilePostfix`

Type: character vector

Default: `'_entity'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example:

- Pass the property as an argument to the `makehdl` function.

```
makehdl(gcb, 'SplitEntityFilePostfix', '_ent')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param(gcs, 'SplitEntityFilePostfix', '_ent')
makehdl('myDUT')
```

Split arch file postfix

Enter a character vector to be appended to the model name to form the name of a generated VHDL architecture file.

You can specify an empty character vector for either the **Split arch file postfix** or the **Split entity file postfix**. Both VHDL entity and architecture files cannot have empty postfix values. When you

specify both values, make sure that you use different values for the **Split entity file postfix** and the **Split arch file postfix**.

If you input special characters for **Split arch file postfix**, the code generator changes the architecture name to a valid HDL name before generating code.

Settings

Default: `_arch`

Dependency

This parameter is enabled by selecting the **Split entity and architecture** check box. When you select this check box, HDL Coder places the VHDL entity and architecture code in separate files.

Command-Line Information

Property: `SplitArchFilePostfix`

Type: character vector

Default: `'_arch'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example:

- Pass the property as an argument to the `makehdl` function.

```
makehdl(gcb, 'SplitArchFilePostfix', '_arch1')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param(gcs, 'SplitArchFilePostfix', '_arch1')
makehdl('myDUT')
```

Split entity and architecture

Specify whether generated VHDL entity and architecture code is written to a single VHDL file or to separate files.

Settings

Default: Off

On

VHDL entity and architecture definitions are written to separate files.

Off

VHDL entity and architecture code is written to a single VHDL file.

Tips

The names of the entity and architecture files derive from the base file name (as specified by the generating model or subsystem name). By default, postfix strings identifying the file as an entity (`_entity`) or architecture (`_arch`) are appended to the base file name. You can override the default and specify your own postfix as a character vector.

For example, instead of all generated code residing in `MyFIR.vhd`, you can specify that the code reside in `MyFIR_entity.vhd` and `MyFIR_arch.vhd`.

Dependency

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Selecting this option enables the following parameters:

- **Split entity file postfix**
- **Split architecture file postfix**

You can specify an empty character vector for either the **Split arch file postfix** or the **Split entity file postfix**. Both VHDL entity and architecture files cannot have empty postfix values. When you specify both values, make sure that you use different values for the **Split entity file postfix** and the **Split arch file postfix**.

If you input special characters for the **Split entity file postfix** or the **Split arch file postfix**, the code generator changes the entity name or the architecture name to a valid HDL name before generating code.

Command-Line Information

Property: SplitEntityArch

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example:

- Pass the property as an argument to the `makehdl` function.

```
makehdl(gcb, 'SplitEntityArch', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param(gcs, 'SplitEntityArch', 'on')
makehdl('myDUT')
```

Complex Signals Postfix Parameters

This page describes parameters that reside in the **HDL Code Generation > Global Settings > General** tab of the Configuration Parameters dialog box.

Complex real part postfix

Specify the character vector to append to real part of complex signal names.

Settings

Default: `'_re'`

Enter a text to be appended to the names generated for the real part of complex signals.

Command-Line Information

Property: `ComplexRealPostfix`

Type: character vector

Default: `'_re'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

To append a postfix `'_repart'` to the generated pipeline register names, use either of these methods:

- Pass the property as an argument to the `makehdl` function.
- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param(gcs,'ComplexRealPostfix','_repart')
makehdl('myDUT')
```

Complex imaginary part postfix

Specify character vector to append to imaginary part of complex signal names.

Settings

Default: `'_im'`

Enter a character vector to be appended to the names generated for the imaginary part of complex signals.

Command-Line Information

Property: `ComplexImagPostfix`

Type: character vector

Default: `'_im'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

To append a postfix `'_impart'` to the generated pipeline register names, use either of these methods:

- Pass the property as an argument to the `makehdl` function.

```
makehdl(gcb, 'ComplexImagPostfix', '_impart')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param(gcs, 'ComplexImagePostfix', '_impart')  
makehdl('myDUT')
```

VHDL Architecture and Library Name and Code for Model Reference Parameters

This page describes parameters that reside in the **HDL Code Generation > Global Settings > General** tab of the Configuration Parameters dialog box.

VHDL architecture name

Specify the architecture name for your DUT in the generated HDL code.

Settings

Default: 'rtl'

Specify the VHDL architecture name for your DUT in the generated HDL code as a character vector.

Command-Line Information

Property: VHDLArchitectureName

Type: character vector

Default: 'rtl'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example:

- Pass the property as an argument to the `makehdl` function.

```
makehdl(gcb, 'VHDLArchitectureName', '_rtl2')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param(gcs, 'VHDLArchitectureName', '_rtl2')  
makehdl('myDUT')
```

VHDL library name

Specify the target library name for the generated VHDL code.

Settings

Default: 'work'

Target library name for generated VHDL code.

Command-Line Information

Property: VHDLLibraryName

Type: character vector

Default: 'work'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example:

- Pass the property as an argument to the `makehdl` function.

```
makehdl(gcb, 'VHDLLibraryName', '__work1')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param(gcs, 'VHDLLibraryName', '__work1')
makehdl('myDUT')
```

Generate VHDL code for model references into a single library

Specify whether VHDL code generated for model references is in a single library, or in separate libraries.

Settings

Default: Off

On

Generate VHDL code for model references into a single library.

Off

For each model reference, generate a separate VHDL library.

Dependency

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

Property: `UseSingleLibrary`

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example:

- Pass the property as an argument to the `makehdl` function.

```
makehdl(gcb, 'UseSingleLibrary', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param(gcs, 'UseSingleLibrary', 'on')
makehdl('myDUT')
```

Generate Statement and Vector and Component Instance Label Parameters

This page describes parameters that reside in the **HDL Code Generation > Global Settings > General** tab of the Configuration Parameters dialog box.

Block generate label

Specify postfix to block labels used for HDL GENERATE statements.

Settings

Default: '_gen'

Specify the postfix as a character vector. HDL Coder appends the postfix to block labels used for HDL GENERATE statements.

Command-Line Information

Property: BlockGenerateLabel

Type: character vector

Default: '_gen'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Output generate label

Specify postfix to output assignment block labels for VHDL GENERATE statements.

Settings

Default: 'outputgen'

Specify the postfix as a character vector. HDL Coder appends this postfix to output assignment block labels in VHDL GENERATE statements.

Command-Line Information

Property: OutputGenerateLabel

Type: character vector

Default: 'outputgen'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Instance generate label

Specify text to append to instance section labels in VHDL GENERATE statements.

Settings

Default: '_gen'

Specify the postfix as a character vector. HDL Coder appends the postfix to instance section labels in VHDL GENERATE statements.

Command-Line Information**Property:** InstanceGenerateLabel**Type:** character vector**Default:** '_gen'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Vector prefix

Specify prefix to vector names in generated code.

Settings**Default:** 'vector_of_'

Specify the prefix as a character vector. HDL Coder appends this prefix to vector names in generated code.

Command-Line Information**Property:** VectorPrefix**Type:** character vector**Default:** 'vector_of_'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Instance postfix

Specify postfix to generated component instance names.

Settings**Default:** '' (no postfix appended)

Specify the postfix as a character vector. HDL Coder appends the postfix to component instance names in generated code.

Command-Line Information**Property:** InstancePostfix**Type:** character vector**Default:** ''

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Instance prefix

Specify prefix to generated component instance names.

Settings**Default:** 'u_'

Specify the prefix as a character vector. HDL Coder appends the prefix to component instance names in generated code.

Command-Line Information**Property:** InstancePrefix**Type:** character vector**Default:** 'u_'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Map file postfix

Specify postfix appended to file name for generated mapping file.

Settings**Default:** '_map.txt'

Specify the postfix as a character vector. HDL Coder appends the postfix to file name for generated mapping file.

For example, if the name of the device under test is `my_design`, HDL Coder adds the postfix `_map.txt` to form the name `my_design_map.txt`.

Command-Line Information**Property:** HDLMapFilePostfix**Type:** character vector**Default:** '_map.txt'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Input and Output Port and Clock Enable Output Type Parameters

This page describes parameters that reside in the **HDL Code Generation > Global Settings > Ports** tab of the Configuration Parameters dialog box.

Input data type

Specify the HDL data type for the input ports of the model.

Settings

For VHDL, the options are:

Default: `std_logic_vector`

`std_logic_vector`

Specifies VHDL type `STD_LOGIC_VECTOR`.

`signed/unsigned`

Specifies VHDL type `SIGNED` or `UNSIGNED`.

For Verilog, the options are:

Default: `wire`

In generated Verilog code, the data type for all ports is `'wire'`, and cannot be modified. Therefore, **Input data type** is disabled when the target language is Verilog.

Dependency

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

Property: `InputType`

Type: character vector

Value: (for VHDL) `'std_logic_vector' | 'signed/unsigned'`
(for Verilog) `'wire'`

Default: (for VHDL) `'std_logic_vector'`
(for Verilog) `'wire'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Output data type

Specify the HDL data type for the output ports of the model.

Settings

For VHDL, the options are:

Default: Same as input data type

Same as input data type

Specifies that output ports of the model have the same type specified by **Input data type**.

`std_logic_vector`

Specifies VHDL type `STD_LOGIC_VECTOR` as the data type of the output port.

`signed/unsigned`

Specifies VHDL type `SIGNED` or `UNSIGNED` as the data type of the output port.

For Verilog, the options are:

Default: `wire`

In generated Verilog code, the data type for all ports is `'wire'`, and cannot be modified. Therefore, **Output data type** is disabled when the target language is Verilog.

Dependency

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

Property: `OutputType`

Type: character vector

Value: (for VHDL) `'std_logic_vector'` | `'signed/unsigned'`

(for Verilog) `'wire'`

Default: If the property is left unspecified, output ports have the same type specified by `InputType`.

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Clock Enable output port

Specify the name for the generated clock enable output port as a character vector.

Settings

Default: `ce_out`

A clock enable output is generated when the design requires one.

Command-Line Information

Property: `ClockEnableOutputPort`

Type: character vector

Default: `'ce_out'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

“Clock Enable Settings and Parameters” on page 17-12

Minimize Clock Enables and Reset Signal Parameters

This page describes parameters that reside in the **HDL Code Generation > Global Settings > Ports** tab of the Configuration Parameters dialog box.

Minimize clock enables

Omit generation of clock enable logic for single-rate designs.

Settings

Default: Off

On

For single-rate models, omit generation of clock enable logic wherever possible. The following VHDL code example does not define or examine a clock enable signal. When the clock signal (clk) goes high, the current signal value is output.

```
Unit_Delay_process : PROCESS (clk, reset)
BEGIN
  IF reset = '1' THEN
    Unit_Delay_out1 <= to_signed(0, 32);
  ELSIF clk'EVENT AND clk = '1' THEN
    Unit_Delay_out1 <= In1_signed;
  END IF;
END PROCESS Unit_Delay_process;
```

Off

Generate clock enable logic. The following VHDL code extract represents a register with a clock enable (enb)

```
Unit_Delay_process : PROCESS (clk, reset)
BEGIN
  IF reset = '1' THEN
    Unit_Delay_out1 <= to_signed(0, 32);
  ELSIF clk'EVENT AND clk = '1' THEN
    IF enb = '1' THEN
      Unit_Delay_out1 <= In1_signed;
    END IF;
  END IF;
END PROCESS Unit_Delay_process;
```

Exceptions

In some cases, HDL Coder emits clock enables even when **Minimize clock enables** is selected. These cases are:

- Registers inside Enabled, State-Enabled, and Triggered subsystems.
- Multirate models.
- The coder always emits clock enables for the following blocks:
 - commseqgen2/PN Sequence Generator

- dspdigops/NCO

Note HDL support for the NCO block will be removed in a future release. Use the NCO HDL Optimized block instead.

- dspsrcs4/Sine Wave
- hlddemolib/HDL FFT
- built-in/DiscreteFir
- dspmlti4/CIC Decimation
- dspmlti4/CIC Interpolation
- dspmlti4/FIR Decimation
- dspmlti4/FIR Interpolation
- dspadpt3/LMS Filter
- dsparch4/Biquad Filter

Note If your design uses a RAM block such as a Dual Rate Dual Port RAM with the **RAM Architecture** set to Generic RAM without Clock Enable, the code generator ignores the **Minimize clock enables** setting.

Command-Line Information

Property: MinimizeClockEnables

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, to minimize Clock Enable signals when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model, use either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...  
        'MinimizeClockEnables','on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','MinimizeClockEnables','on')  
makehdl('sfir_fixed/symmetric_fir')
```

Minimize global resets

Omit generation of reset logic in the HDL code.

Settings

Default: Off

On

When you enable this setting, the code generator tries to minimize or remove the global reset logic from the HDL code. This code snippet corresponds to the Verilog code generated for a Delay block in the Simulink model. The code snippet shows that HDL Coder removed the reset logic.

```
always @(posedge clk)
  begin : Delay_Synchronous_process
    if (enb) begin
      Delay_Synchronous_out1 <= DataIn;
    end
  end
```

 Off

When you disable this parameter, HDL Coder generates the global reset logic in the HDL code. This Verilog code snippet shows the reset logic generated for the Delay block.

```
always @(posedge clk or posedge reset)
  begin : Delay_Synchronous_process
    if (reset == 1'b1) begin
      Delay_Synchronous_out1 <= 1'b0;
    end
    else begin
      if (enb) begin
        Delay_Synchronous_out1 <= DataIn;
      end
    end
  end
```

Dependency

If you select **Minimize global resets**, the generated HDL code contains registers that do not have a reset port. If you do not initialize these registers, there can be potential numerical mismatches in the HDL simulation results. To avoid simulation mismatches, you can initialize the registers by using the “No-reset registers initialization” on page 17-53 setting.

By default, the **No-reset registers initialization** setting has the value `Generate initialization inside module`, which means that the code generator initializes the registers as part of the HDL code generated for the DUT. To initialize the registers with the script, set **No-reset registers initialization** to `Generate an external script`. You must use a zero initial value for the blocks in your Simulink model.

Exceptions

Sometimes, when you select **Minimize global resets**, HDL Coder generates the reset logic, if you have:

- Blocks with state that have a nonzero initial value, such as a Delay block with non-zero **Initial Condition**.
- Enumerated data types for blocks with state.
- Subsystem blocks with `BlackBox` HDL architecture where you request a reset signal.
- Multirate models with **Timing controller architecture** set to `default`.

If you set **Timing controller architecture** to `resettable`, HDL Coder generates a reset port for the timing controller. If you set **Minimize global reset signals** to `'on'`, the code generator removes this reset port.

- Truth Table
- Chart
- MATLAB Function block

Command-Line Information

Property: `MinimizeGlobalResets`

Type: character vector

Value: `'on' | 'off'`

Default: `'off'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, to minimize global reset signals when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model, use either of these methods.

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...  
        'MinimizeGlobalResets','on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','MinimizeGlobalResets','on')  
makehdl('sfir_fixed/symmetric_fir')
```

Using Trigger Signals and Scalarization and Test Point DUT Port Generation Parameters

This page describes parameters that reside in the **HDL Code Generation > Global Settings > Ports** tab of the Configuration Parameters dialog box.

Use trigger signal as clock

This setting is a parameter in the **HDL Code Generation > Global Settings > Ports** tab of the Configuration Parameters dialog box.

Settings

Default: Off

On

For triggered subsystems, use the trigger input signal as a clock in the generated HDL code. Make sure that the **Clock edge** setting in the Configuration Parameters dialog box matches the **Trigger type** of the Trigger block inside the triggered subsystem.

Off

For triggered subsystems, do not use the trigger input signal as a clock in the generated HDL code.

Command-Line Information

Property: TriggerAsClock

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, to generate HDL code that uses the trigger signal as clock for triggered subsystems within the `sfir_fixed/symmetric_fir` DUT subsystem, use either of these methods:

- Pass the property as an argument to the `makehdl` function.
- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
makehdl('sfir_fixed/symmetric_sfir','TriggerAsClock','on')
hdlset_param('sfir_fixed','TriggerAsClock','on')
makehdl('sfir_fixed/symmetric_fir')
```

Enable HDL DUT port generation for tunable parameters

Disable this setting to prevent creation of DUT input ports for tunable parameters in the generated HDL code.

Settings

Default: On

On

The code generator creates DUT input ports for the tunable parameters signals in the generated HDL code.

 Off

The code generator preserves the tunable parameters and does not create DUT input ports in the generated HDL code. Selecting `off` could speed up code generation.

Command-Line Information

Property: GenDUTPortForTunableParam

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, after you designate signals as tunable parameters for the `sfir_fixed/symmetric_fir` DUT subsystem, to generate DUT input ports in the HDL code, use either of these methods:

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_sfir','GenDUTPortForTunableParam','on')
```

- When you use `hdlset_param`, you can set the parameter on the model, and then generate HDL code by using `makehdl`.

```
hdlset_param('sfir_fixed','GenDUTPortForTunableParam','on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

“Generate DUT Ports for Tunable Parameters” on page 10-17

Enable HDL DUT port generation for test points

Enable this setting to create DUT output ports for the test point signals in the generated HDL code.

Settings

Default: Off

 On

When you enable this setting, the code generator creates DUT output ports for the test point signals in the generated HDL code. You can observe the test point signals and debug your design by connecting a Scope block to the output ports corresponding to these signals.

 Off

When you disable this setting, the code generator preserves the test point signals and does not create DUT output ports in the generated HDL code.

Note The code generator ignores this setting when you designate test points for states inside a Stateflow Chart.

Command-Line Information

Property: EnableTestpoints

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, after you designate signals as testpoints for the `sfir_fixed/symmetric_fir` DUT subsystem, to generate DUT output ports in the HDL code, use either of these methods:

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_sfir','EnableTestpoints','on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','EnableTestpoints','on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

“Model and Debug Test Point Signals with HDL Coder” on page 10-60

Scalarize ports

Flatten vector ports into a structure of scalar ports in VHDL code.

Settings

Default: Off

On

When generating code for a vector port, generate a structure of scalar ports.

Off

When generating code for a vector port, generate a type definition and port declaration for the vector port.

`dutlevel`

When generating code for a vector port, generate a structure of scalar ports for vector ports that are only at DUT level. The DUT subsystem does not have to be at the top level of your model.

Dependency

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

Property: ScalarizePorts

Type: character vector

Value: 'on' | 'off' | 'dutlevel'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

“Scalarization of Vector Ports in Generated VHDL Code” on page 27-25

RTL Annotation Parameters

This page describes parameters that reside in the **HDL Code Generation > Global Settings > Coding Style** tab of the Configuration Parameters dialog box.

Use Verilog ``timescale` directives

Specify use of compiler ``timescale` directives in generated Verilog code.

Settings

Default: On

On

Use compiler ``timescale` directives in generated Verilog code.

Off

Suppress the use of compiler ``timescale` directives in generated Verilog code.

Tip

The ``timescale` directive provides a way of specifying different delay values for multiple modules in a Verilog file. This setting does not affect the generated test bench.

Dependency

This option is enabled when the target language (specified by the **Language** option) is Verilog.

Command-Line Information

Property: UseVerilogTimescale

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Verilog timescale specification

Specify the timescale that you want to use in the generated Verilog code.

Settings

Default: ``timescale 1 ns/1 ns`

HDL Coder applies this option to the timescale directive in the generated Verilog code. You can customize the default timescale and specify a valid, compilable timescale directive. The Verilog language uses this directive to determine the time units and the precision for calculating delay values.

By default, both the time units and precision are `1ns`. For example, if you customized the timescale to ``timescale 1 ns/1 ps`, a delay unit becomes `1ns` and the value is precise to the nearest `1 ps`.

Dependency

This option is enabled when:

- The target language (specified by the **Language** option) is Verilog.
- The **Use Verilog `timescale directives** option is enabled.

Command-Line Information

Property: Timescale

Type: character vector

Value: A character vector that is a valid timescale value

Default: `timescale 1 ns/1 ns

Inline VHDL configuration

Specify whether generated VHDL code includes inline configurations.

Settings

Default: On

On

Include VHDL configurations in files that instantiate a component.

Off

Suppress the generation of configurations and require user-supplied external configurations. Use this setting if you are creating your own VHDL configuration files.

Tip

HDL configurations can be either inline with the rest of the VHDL code for an entity or external in separate VHDL source files. By default, HDL Coder includes configurations for a model within the generated VHDL code. If you are creating your own VHDL configuration files, suppress the generation of inline configurations.

Dependency

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

Property: InlineConfigurations

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Concatenate type safe zeros

Specify use of syntax for concatenated zeros in generated VHDL code.

Settings

Default: On

On

Use the type-safe syntax, '0' & '0', for concatenated zeros. Typically, this syntax is preferred.

Off

Use the syntax "000000..." for concatenated zeros. This syntax can be easier to read and more compact, but it can lead to ambiguous types.

Dependency

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

Property: SafeZeroConcat

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Generate obfuscated HDL code

Specify generation of obfuscated HDL code. By using obfuscation, you can share the HDL code with a third-party without revealing the intellectual property. Obfuscation reduces readability of the code. The generated HDL code does not have comments, newlines or spaces, and replaces identifier names with other random names.

Settings

Default: Off

On

Generate obfuscated HDL code.

Off

Do not generate obfuscated HDL code.

Dependency

To enable this parameter, the **Generate HDL Code** check box must be selected.

Command-Line Information

Property: ObfuscateGeneratedHDLCode

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

- To generate obfuscated HDL code by using `makehdl`:

```
makehdl('dutname', 'ObfuscateGeneratedHDLCode', 'on')
```

- To generate obfuscated HDL code by using `hdlset_param`:

```
hdlset_param('modelname', 'ObfuscateGeneratedHDLCode', 'on')  
makehdl('dutname')
```

RTL Customization Parameters for Constants and MATLAB Function Blocks

This page describes parameters that reside in the **HDL Code Generation > Global Settings > Coding Style** tab of the Configuration Parameters dialog box.

Inline MATLAB Function block code

Inline HDL code for MATLAB Function blocks.

Settings

Default: Off

On

Inline HDL code for MATLAB Function blocks to avoid instantiation of code for custom blocks.

Off

Instantiate HDL code for MATLAB Function blocks and do not inline.

Command-Line Information

Property: InlineMATLABBlockCode

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, to enable inlining of the code:

```
mdl = 'my_custom_block_model';
hdlset_param(mdl, 'InlineMATLABBlockCode', 'on');
```

For example, to enable instantiation of HDL code:

```
mdl = 'my_custom_block_model';
hdlset_param(mdl, 'InlineMATLABBlockCode', 'off');
```

Represent constant values by aggregates

Specify whether constants in VHDL code are represented by aggregates, including constants that are less than 32 bits. This option does not affect generated HDL code for MATLAB Function blocks.

Settings

Default: Off

On

HDL Coder represents constants as aggregates. The following VHDL constant declarations show a scalar less than 32 bits represented as an aggregate:

```
GainFactor_gainparam <= (14 => '1', OTHERS => '0');
```

Off

The coder represents constants less than 32 bits as scalars and constants greater than or equal to 32 bits as aggregates. The following VHDL code was generated by default for a value less than 32 bits:

```
GainFactor_gainparam <= to_signed(16384, 16);
```

Dependency

This option is enabled when the target language (specified by the **Language** option) is VHDL.

Command-Line Information

Property: UseAggregatesForConst

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

RTL Customization Parameters for RAMs

This page describes parameters that reside in the **HDL Code Generation > Global Settings > Coding Style** tab of the Configuration Parameters dialog box.

Initialize all RAM blocks

Enable or suppress generation of initial signal value for RAM blocks. If you specify a nonzero initial value for the RAM, this setting is ignored.

Settings

Default: On

On

For RAM blocks, generate initial values of '0' for both the RAM signal and the output temporary signal.

Off

For RAM blocks, do not generate initial values for either the RAM signal or the output temporary signal.

Tip

This parameter applies to these RAM blocks in the **HDL Coder > HDL RAMs** Block Library in the Simulink Library Browser:

- Dual Port RAM
- Simple Dual Port RAM
- Single Port RAM
- Dual Rate Dual Port RAM

Command-Line Information

Property: InitializeBlockRAM

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

RAM Architecture

Select RAM architecture with clock enable, or without clock enable, for all RAMs in DUT subsystem.

Settings

Default: RAM with clock enable

Select one of the following options from the menu:

- RAM with clock enable: Generate RAMs with clock enable.
- Generic RAM without clock enable: Generate RAMs without clock enable.

Command-Line Information**Property:** RAMArchitecture**Type:** character vector**Value:** 'WithClockEnable' | 'WithoutClockEnable'**Default:** 'WithClockEnable'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

No-reset registers initialization

Specify whether you want to initialize registers without reset and the mode of initialization.

Settings

Default: Generate initialization inside module

The options are:

Do not initialize

HDL Coder does not initialize the registers without a reset port.

Generate an external script

HDL Coder generates a script to initialize registers that do not have a reset port in the generated code.

Generate initialization inside module

HDL Coder initializes the registers that do not have a reset port as part of the HDL code generated for the DUT. In Verilog, an `initial` construct in the corresponding module definition initializes the no-reset registers. In VHDL, the initialization code is part of the signal declaration statements.

Usage Notes

If you have blocks with **ResetType** on page 22-20 set to `none` in your Simulink model or specify the adaptive pipelining optimization, the generated HDL code can contain registers without a reset port. If you do not initialize these registers, there can be potential numerical mismatches in the HDL simulation results, because the registers are insensitive to the global reset logic. To avoid simulation mismatches, use this setting to initialize these registers in the generated code. For better simulation results, if you have registers without a reset port at the boundaries of the DUT, select **Initialize test bench inputs** in the **Test Bench** pane. Setting this property provides an initial value for the data driven to the DUT, and initializes the registers with these values.

| Functionality | Script | None value | InsideModule |
|----------------------------|--|---|---|
| Generated HDL code for DUT | The script is generated externally and does not affect the HDL code for the DUT. | HDL Coder does not initialize the registers in the generated code. | The code for initializing the registers is part of the HDL code for the DUT. |
| HDL simulator support | The syntax of the script is compliant with ModelSim 10.2c or later. Other HDL simulators or older ModelSim versions do not support the syntax of the initialization script. This mode does not support enumeration types, and initializing the registers with non zero values. | There can be numerical mismatches in the HDL simulation results, because this mode does not initialize the registers that do not have a reset port. | All HDL simulators support this initialization mode, and initialize the no-reset registers with appropriate values. |

| Functionality | Script | None value | InsideModule |
|------------------------|---|--|---|
| Synthesis tool support | As the script does not affect the HDL code generated for the DUT, all synthesis tools support this initialization mode. | Synthesis tools do not initialize the no-reset registers in this mode. | Later versions of synthesis tools support the initialization constructs in the generated code. However, it is possible that older versions do not synthesize the initialization constructs. To avoid such issues, make sure that synthesis tools can synthesize the generated code. |

Command-Line Information

Property: NoResetInitializationMode

Type: character vector

Value: 'InsideModule' | 'None' | 'Script'

Default: 'InsideModule'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

“Minimize global resets” on page 17-38

RTL Style Parameters

You access the register transfer logic (RTL) style parameters in the **HDL Code Generation > Global Settings > Coding Style** tab in the Configuration Parameters dialog box.

Use “rising_edge/falling_edge” style for registers

Specify whether generated code uses the VHDL `rising_edge` function or the `falling_edge` function to detect clock transitions.

Settings

Default: Off

On

Generated code uses either the `rising_edge` function or the `falling_edge` function.

For example, this following code generated from a Unit Delay block uses the `rising_edge` function to detect positive clock transitions:

```
Unit_Delay1_process : PROCESS (clk, reset)
BEGIN
  IF reset = '1' THEN
    Unit_Delay1_out1 <= (OTHERS => '0');
  ELSIF rising_edge(clk) THEN
    IF clk_enable = '1' THEN
      Unit_Delay1_out1 <= signed(x_in);
    END IF;
  END IF;
END PROCESS Unit_Delay1_process;
```

Off

Generated code uses the `'event` syntax.

For example, this code generated from a Unit Delay block uses `clk'event AND clk = '1'` to detect positive clock transitions:

```
Unit_Delay1_process : PROCESS (clk, reset)
BEGIN
  IF reset = '1' THEN
    Unit_Delay1_out1 <= (OTHERS => '0');
  ELSIF clk'event AND clk = '1' THEN
    IF clk_enable = '1' THEN
      Unit_Delay1_out1 <= signed(x_in);
    END IF;
  END IF;
END PROCESS Unit_Delay1_process;
```

Dependency

This option is enabled when the target language is VHDL.

Command-Line Information

Property: UseRisingEdge

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Minimize intermediate signals

Specify whether to optimize HDL code for debuggability or code coverage.

Settings

Default: Off

On

Optimize the code coverage by minimizing intermediate signals. For example, with this setting as *off*, suppose that the generated code is:

```
const3 <= to_signed(24, 7);
subtractor_sub_cast <= resize(const3, 8);
subtractor_sub_cast_1 <= resize(delayout, 8);
subtractor_sub_temp <= subtractor_sub_cast - subtractor_sub_cast_1;
```

With this setting as *on*, HDL Coder optimizes the output to:

```
subtractor_sub_temp <= 24 - (resize(delayout, 8));
```

The code generator removes the intermediate signals `const3`, `subtractor_sub_cast`, and `subtractor_sub_cast_1`.

Off

Optimize the code for debuggability by preserving intermediate signals.

Command-Line Information

Property: `MinimizeIntermediateSignals`

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Unroll For-Generate Loops in VHDL code

Specify whether VHDL FOR and GENERATE loops are unrolled and omitted from generated VHDL code.

Settings

Default: Off

On

Unroll and omit FOR and GENERATE loops from the generated VHDL code. (In Verilog code, loops are always unrolled.)



Include FOR and GENERATE loops in the generated VHDL code.

Command-Line Information

Property: LoopUnrolling

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For some Simulink blocks, by default, the HDL code is generated by using a FOR-GENERATE loop construct when you set the target language to VHDL. These Simulink blocks are:

- Reshape
- Vector Concatenate, Matrix Concatenate
- For Each Subsystem

The code generated by using a FOR-GENERATE loop has better code readability, reduced lines of code, and reduced code generation time. For example, consider the VHDL code generated for reshaping a 2-D matrix into a 1-D matrix. The example shows the code generated for the Reshape block with and without a FOR-GENERATE loops.

- Reshape block without a FOR-GENERATE loop (**Unroll for Generate Loops for VHDL code** is enabled):

```
Reshape_output : PROCESS (In1_signed)
BEGIN
Reshape_out1(0) <= In1_signed(0, 0);
Reshape_out1(1) <= In1_signed(1, 0);
Reshape_out1(2) <= In1_signed(2, 0);
Reshape_out1(3) <= In1_signed(3, 0);
Reshape_out1(4) <= In1_signed(4, 0);
Reshape_out1(5) <= In1_signed(5, 0);
Reshape_out1(6) <= In1_signed(6, 0);
Reshape_out1(7) <= In1_signed(7, 0);
Reshape_out1(8) <= In1_signed(8, 0);
Reshape_out1(9) <= In1_signed(9, 0);
Reshape_out1(10) <= In1_signed(0, 1);
...
```

- Reshape block with a FOR-GENERATE loop (**Unroll for Generate Loops for VHDL code** is disabled):

```
Reshape_out1GEN_LABEL1: FOR d1 IN 0 TO 1 GENERATE
  Reshape_out1GEN_LABEL: FOR d0 IN 0 TO 9 GENERATE
    Reshape_out1(d0 + (d1*10)) <= In1_signed(d0, d1);
  END GENERATE;
END GENERATE;
```

Tips

- If you are using an electronic design automation (EDA) tool that does not support GENERATE loops, select loop unrolling option to omit loops from your generated VHDL code.

- Setting the loop unrolling option does not affect results obtained from simulation or synthesis of generated VHDL code.

Dependency

This option is enabled when the target language is VHDL.

Generate parameterized HDL code from masked subsystem

Generate reusable HDL code for subsystems that have the same tunable mask parameters, but with different values.

Settings

Default: Off

On

Generate one reusable HDL file for multiple masked subsystems that have different values for the mask parameters. HDL Coder supports scalar, vector, and matrix values as mask parameters. HDL Coder detects subsystems that have tunable mask parameters, which are sharable.

Inside the subsystem, you can use the mask parameter only in the blocks and parameters listed in the table.

| Block | Parameter | Limitation |
|----------|--|--|
| Constant | Constant value on the Main tab in the dialog box | None |
| Gain | Gain on the Main tab in the dialog box | Parameter data type must be the same for all Gain blocks. |

Off

Generate a separate HDL file for each masked subsystem.

Command-Line Information

Property: MaskParameterAsGeneric

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Restrictions for Mask Parameter Values

- Each value must be a scalar, vector, or matrix.
- Values must not be complex.
- Values must not be enumerated data.

See Also

“Generate Reusable Code for Subsystems” on page 27-17

Enumerated Type Encoding Scheme

Specify the encoding scheme to represent enumeration types in the generated HDL code.

Settings

Default: default

Use a default, onehot, twohot, or binary encoding scheme to represent enumerated types in the generated HDL code.

default

The code generator uses decimal encoding in Verilog and VHDL-native enumerated types in VHDL. This example shows the Verilog code snippet of this encoding scheme for a Stateflow Chart that has four states.

```
parameter
is_Chart_IN_s_idle = 2'd0,
is_Chart_IN_s_rx = 2'd1,
is_Chart_IN_s_wait_0 = 2'd2,
is_Chart_IN_s_wait_tb = 2'd3;
```

onehot

The code generator uses a one-hot encoding scheme where a single bit is high to represent each enumeration value. This example shows the Verilog code snippet of this encoding scheme for a Stateflow Chart that has four states.

```
parameter
is_Chart_IN_s_idle = 4'b0001,
is_Chart_IN_s_rx = 4'b0010,
is_Chart_IN_s_wait_0 = 4'b0100,
is_Chart_IN_s_wait_tb = 4'b1000;
```

This encoding scheme does not support more than 64 enumeration values or numbers of states.

twohot

The code generator uses a two-hot encoding scheme where two bits are high to represent each enumeration value. This example shows the Verilog code snippet of this encoding scheme for a Stateflow Chart that has four states.

```
parameter
is_Chart_IN_s_idle = 4'b0011,
is_Chart_IN_s_rx = 4'b0101,
is_Chart_IN_s_wait_0 = 4'b0110,
is_Chart_IN_s_wait_tb = 4'b1001;
```

binary

The code generator uses a binary encoding scheme to represent each enumeration value. This example shows the Verilog code snippet of this encoding scheme for a Stateflow Chart that has four states.

```
parameter
is_Chart_IN_s_idle = 2'b00,
is_Chart_IN_s_rx = 2'b01,
is_Chart_IN_s_wait_0 = 2'b10,
is_Chart_IN_s_wait_tb = 2'b11;
```

In VHDL, the generated code uses `CONSTANT` types to encode nondefault enumeration values in the generated code. For example, this code snippet shows the generated VHDL code when you use the two-hot state encoding for a Stateflow Chart that has four states.

```
PACKAGE s_pkg IS
-- Constants
-- Two-hot encoded enumeration values for type state_type_is_Chart
CONSTANT IN_s_idle      : std_logic_vector(3 DOWNTO 0) :=
  "0011";
CONSTANT IN_s_rx        : std_logic_vector(3 DOWNTO 0) :=
  "0101";
CONSTANT IN_s_wait_0    : std_logic_vector(3 DOWNTO 0) :=
  "0110";
CONSTANT IN_s_wait_tb   : std_logic_vector(3 DOWNTO 0) :=
  "1001";

END s_pkg;
```

Command-Line Information

Property: EnumEncodingScheme

Type: character vector

Value: 'default' | 'onehot' | 'twohot' | 'binary'

Default: 'default'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Timing Controller Settings

This page describes parameters that reside in the **HDL Code Generation > Global Settings > Coding Style** tab of the Configuration Parameters dialog box.

Optimize timing controller

Optimize timing controller entity for speed and code size by implementing separate counters per rate.

Settings

Default: On

On

HDL Coder generates multiple counters (one counter for each rate in the model) in the timing controller code. The benefit of this optimization is that it generates faster logic, and the size of the generated code is usually much smaller.

Off

The coder generates a timing controller that uses one counter to generate all rates in the model.

Tip

A timing controller code file is generated if required by the design, for example:

- When code is generated for a multirate model
- When a cascade block implementation for certain blocks is specified

This file contains a module defining timing signals (clock, reset, external clock enable inputs and clock enable output) in a separate entity or module. In a multirate model, the timing controller entity generates the required rates from a single master clock using one or more counters and multiple clock enables.

The timing controller name derives from the name of the subsystem that is selected for code generation (the DUT), and the current value of the property `TimingControllerPostfix`. For example, if the name of your DUT is `my_test`, in the default case the coder adds the `TimingControllerPostfix_tc` to form the timing controller name `my_test_tc`.

Command-Line Information

Property: `OptimizeTimingController`

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Timing controller architecture

Specify whether to generate a reset for the timing controller.

Settings

Default: default

resettable

Generate a reset for the timing controller. If you select this option, the **Clock inputs** value must be Single.

default

Do not generate a reset for the timing controller.

Command-Line Information

Property: TimingControllerArch

Type: character vector

Value: 'resettable' | 'default'

Default: 'default'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

File Comment Customization Parameters

You can access the file comment customization parameters in the Configuration Parameters dialog box. Select **Settings > HDL Code Generation > Global Settings > Comments** tab.

Enable Comments

While generating HDL code, enable or disable comments.

Settings

Default: On

On

Include requirements as comments in code or code generation reports. See “Requirements Comments and Hyperlinks” on page 25-17.

Off

Do not include requirements as comments in code or code generation reports.

Include Requirements in Block Comments

Enable or disable generation of requirements comments as comments in code or code generation reports.

Settings

Default: On

On

Include requirements as comments in code or code generation reports. See “Requirements Comments and Hyperlinks” on page 25-17.

Off

Do not include requirements as comments in code or code generation reports.

Command-Line Information

Property: RequirementComments

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Emit Time/Date Stamp in Header

Specify whether or not to include time and date information in the generated HDL file header.

Settings

Default: On

On

Include the date and time stamp in the generated HDL file header.

```
-- -----  
--  
-- File Name: hdlsrc\symmetric_fir.vhd  
-- Created: 2011-02-14 07:21:36  
--
```

Off

Omit the date and time stamp in the generated HDL file header.

```
-- -----  
--  
-- File Name: hdlsrc\symmetric_fir.vhd  
--
```

By omitting the date and time stamp in the file header, you can easily determine if two HDL files contain identical code. You can also avoid redundant revisions of the same file when checking in HDL files to a source code management (SCM) system.

Command-Line Information

Property: DateComment

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Dependency

To use this option, **Custom File Header Comment** text box must be empty. While using the custom file header comment, use date and time stamp macros for adding the date and time in the generated HDL code.

Note After clearing the **Custom File Header Comment** text box, reopen the Configuration Parameter dialog box to view the applied changes.

Custom File Header Comment

Specify a custom file header comment in the generated HDL code.

Default: '' (Empty)

With **Custom File Header Comment**, you can enter custom comments to appear as a header in the generated HDL file for your design.

For example, you can specify arguments such as title, author, modified date, and so on. To include the date, time, and timestamp in your generated HDL file, use macros such as '`__DATE__`', '`__TIME__`', and '`__TIMESTAMP__`' in the custom file header comment.

Macro Syntax: `__<Parameter>__` (two underscores in the beginning and end of the parameter)

Macro Parameter: DATE, TIME, TIMESTAMP (Case Sensitive)

```
// =====
// Project: Your_Project_Title
// Author: Author_Name
//
// Date: __DATE__
// Time: __TIME__
// Timestamp: __TIMESTAMP__
// =====
```

To view the header comment, generate HDL code, and then open the generated HDL file. The custom file header comment is added in your generated HDL code.

```
// =====
// Project: Your_Project_Title
// Author: Author_Name
//
// Date: 11-05-2021
// Time: 05:20:58
// Timestamp: 11-05-2021 05:20:58
// =====
```

Command-Line Information

Property: CustomFileHeaderComment

Type: character vector

Default: ''

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, to include the date and time in the custom file header comment using timestamp macro, set the parameter on the model using the `hdlset_param` function, and then generate HDL code.

```
hdlset_param('sfir_fixed', 'CustomFileHeaderComment', 'Created: __DATE__; __TIME__; __TIMESTAMP__');
```

Custom File Footer Comment

Specify a custom file footer comment in the generated HDL code.

Default: '' (Empty)

With **Custom File Footer Comment**, you can enter custom comments to appear as a footer in the generated HDL file for your design.

For example, you can specify arguments such as revision, generated log file, revision number, and so on.

```
//=====
// xxxxxx
//=====
// Log
// Revision 1.2 __TIMESTAMP__
// Initial revision
//
//=====
```

Use macros such as '__DATE__', '__TIME__', and '__TIMESTAMP__' in your custom file footer comment for including the date, time and timestamp in your generated HDL code. To view the footer comment, generate HDL code, and then open the generated HDL file.

```
//=====
// xxxxxx
//=====
// Log
// Revision 1.2 11-05-2021 05:20:58
// Initial revision
//
//=====
```

Command-Line Information

Property: CustomFileFooterComment

Type: character vector

Default: ''

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Choose Coding Standard and Report Option Parameters

This section contains parameters in the **Coding standards** tab of the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box. Use these parameters to generate HDL code that adheres to the guidelines recommended by Industry coding standards.

HDL coding standard

Specify whether to enable the Industry coding standard guidelines that the generated HDL code must conform to.

Settings

Default: None

None

Generate generic synthesizable HDL code. The generated code need not conform with the Industry standard guidelines.

Industry

Generate synthesizable HDL code that follows the industry standard rules supported by HDL Coder. When you specify the **Industry** setting, the code generator enables the **Report options** check box and rules that you can customize in the **Coding Standards** tab.

When you specify the **Industry** setting and generate code, HDL Coder generates a standards compliance report. The report displays errors, warnings, messages, and lists the corresponding rules. To filter the report such that the passing rules do not appear, clear the **Report options** check box.

Command-Line Information

Property: HDLCodingStandard

Type: character vector

Value: 'None' | 'Industry'

Default: 'None'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can enable the Industry standard guidelines compliance for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','HDLCodingStandard','Industry')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','HDLCodingStandard','Industry')
```

See Also

- `makehdl`
- “HDL Coding Standards” on page 26-4

- HDL Coding Standard Customization Properties

Show passing rules in coding standard report

Specify whether to filter the coding standard report such that the passing rules do not appear. By default, the report displays pass, errors, warnings, messages, and lists the corresponding rules.

Settings

Default: Off

On

Show all rules in the report including the messages and passing rules.

Off

Shows rules with errors or warnings. The code generator filters out messages and passing rules from the report.

Dependency

To clear the **Report options** check box, set the **HDL coding standard** parameter to `Industry`.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```
- 2 Set the `ShowPassingRules` property of the HDL coding standard customization object.

For example, to omit passing rules from the report, enter:

```
cso.ShowPassingRules.enable = false;
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard', 'Industry', ...  
        'HDLCodingStandardCustomizations', cso);
```

See Also

- `makehdl`
- “HDL Coding Standards” on page 26-4
- `hdlcoder.CodingStandard`
- HDL Coding Standard Customization

Basic Coding Practices Parameters

These parameters belong to the **Basic coding rules** section of the **Coding standards** tab of the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box. Use these parameters to customize basic coding rules that are specified by the Industry standard guidelines. These rules correspond to naming conventions that your design uses.

Check for duplicate names

Specify whether to check for duplicate names in the design. This check corresponds to CGSL-1.A.A.5 of the Industry standard guidelines.

Settings

Default: On

On

Check for duplicate names.

Off

Do not check for duplicate names.

Dependency

To clear the **Check for duplicate names** check box, set the **HDL coding standard** parameter to Industry.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.


```
cso = hdlcoder.CodingStandard('Industry');
```
- 2 Set the DetectDuplicateNamesCheck property of the HDL coding standard customization object.

For example, to disable the check for duplicate names, enter:

```
cso.DetectDuplicateNamesCheck.enable = false;
```

- 3 Set the HDLCodingStandardCustomizations property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard','Industry', ...
        'HDLCodingStandardCustomizations',cso);
```

See Also

- `makehdl`
- “Basic Coding Practices” on page 26-9
- `hdlcoder.CodingStandard`

- HDL Coding Standard Customization

Check for HDL keywords in design names

Specify whether to check for HDL keywords in design names. This check corresponds to CGSL-1.A.A.3 of the Industry standard guidelines.

Settings

Default: On

On

Check for HDL keywords in design names.

Off

Do not check for HDL keywords in design names.

Dependency

To clear the **Check for HDL keywords in design names** check box, set the **HDL coding standard** parameter to `Industry`.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```

- 2 Set the `HDLKeywords` property of the HDL coding standard customization object.

For example, to disable the check for HDL keywords in design names, enter:

```
cso.HDLKeywords.enable = false;
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard', 'Industry', ...  
       'HDLCodingStandardCustomizations', cso);
```

See Also

- `makehdl`
- “Basic Coding Practices” on page 26-9
- `hdlcoder.CodingStandard`
- HDL Coding Standard Customization

Check module, instance, entity name length

Specify whether to check module, instance, and entity name length. This check corresponds to CGSL-1.A.C.3 of the Industry standard guidelines.

Settings

Default: On

On

Check module, instance, and entity name length.

Minimum

Minimum name length, specified as a positive integer. The default is 2.

Maximum

Maximum name length, specified as a positive integer. The default is 32.

Off

Do not check module, instance, and entity name length.

Dependency

To clear the **Check module, instance, entity name length** check box, set the **HDL coding standard** parameter to **Industry**.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```

- 2 Set the `ModuleInstanceEntityNameLength` property of the HDL coding standard customization object.

For example, to enable the check for module, instance, and entity name length, with 5 as the minimum length and 30 as the maximum length, enter:

```
cso.ModuleInstanceEntityNameLength.enable = true;
cso.ModuleInstanceEntityNameLength.length = [5 30];
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard','Industry', ...
        'HDLCodingStandardCustomizations',cso);
```

See Also

- `makehdl`
- “Basic Coding Practices” on page 26-9
- `hdlcoder.CodingStandard`
- HDL Coding Standard Customization

Check signal, port, and parameter name length

Specify whether to check signal, port, and parameter name length. This check corresponds to CGSL-1.A.B.1 of the Industry standard guidelines.

Settings

Default: On

On

Check signal, port, and parameter name length.

Minimum

Minimum name length, specified as a positive integer. The default is 2.

Maximum

Maximum name length, specified as a positive integer. The default is 40.

Off

Do not check signal, port, and parameter name length.

Dependency

To clear the **Check signal, port, and parameter name length** check box, set the **HDL coding standard** parameter to **Industry**.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```

- 2 Set the `SignalPortParamNameLength` property of the HDL coding standard customization object.

For example, to enable the check for signal, port, and parameter name length, with 5 as the minimum length and 30 as the maximum length, enter:

```
cso.SignalPortParamNameLength.enable = true;  
cso.SignalPortParamNameLength.length = [5 30];
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard', 'Industry', ...  
        'HDLCodingStandardCustomizations', cso);
```

See Also

- `makehdl`
- “Basic Coding Practices” on page 26-9
- `hdlcoder.CodingStandard`

- HDL Coding Standard Customization

RTL Description Rules for clock enables and resets Parameters

These parameters belong to the **RTL description rules** section of the **Coding standards** tab of the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box. Use these parameters to customize RTL description rules for clock enable and reset signals that are specified by the Industry standard guidelines.

Check for clock enable signals

Specify whether to check for clock enable signals in the generated code. This check corresponds to CGSL-2.C.C.4 of the Industry standard guidelines.

Settings

Default: Off

On

Minimize clock enables during code generation, then check for clock enable signals in the generated code.

Off

Do not check for clock enable signals in the generated code.

Dependency

To select the **Check for clock enable signals** check box, set the **HDL coding standard** parameter to **Industry**.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```

- 2 Set the `MinimizeClockEnableCheck` property of the HDL coding standard customization object.

For example, to minimize clock enables and check for clock enable signals in the generated code, enter:

```
cso.MinimizeClockEnableCheck.enable = true;
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard', 'Industry', ...
        'HDLCodingStandardCustomizations', cso);
```

See Also

- `makehdl`

- “RTL Description Rules and Checks” on page 26-18
- `hdlcoder.CodingStandard`
- HDL Coding Standard Customization

Detect usage of reset signals

Specify whether to check for reset signals in the generated code. This check corresponds to CGSL-2.C.C.5 of the Industry standard guidelines.

Settings

Default: Off

On

Minimize reset signals in the generated code, then check for reset signals after code generation.

Off

Do not check for reset signals in the generated code.

Dependency

To select the **Detect usage of reset signals** check box, set the **HDL coding standard** parameter to Industry.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```

- 2 Set the `RemoveResetCheck` property of the HDL coding standard customization object.

For example, to check for reset signals, enter:

```
cso.RemoveResetCheck.enable = true;
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard','Industry', ...
        'HDLCodingStandardCustomizations',cso);
```

See Also

- `makehdl`
- “RTL Description Rules and Checks” on page 26-18
- `hdlcoder.CodingStandard`
- HDL Coding Standard Customization

Detect usage of asynchronous reset signals

Specify whether to check for asynchronous reset signals in the generated code. This check corresponds to CGSL-2.C.C.6 of the Industry standard guidelines.

Settings

Default: Off

On

Check for asynchronous reset signals in the generated code.

Off

Do not check for asynchronous reset signals in the generated code.

Dependency

To clear the **Detect usage of asynchronous reset signals** check box, set the **HDL coding standard** parameter to Industry.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```

- 2 Set the AsynchronousResetCheck property of the HDL coding standard customization object.

For example, to minimize use of variables, enter:

```
cso.AsynchronousResetCheck.enable = true;
```

- 3 Set the HDLCodingStandardCustomizations property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard','Industry', ...  
        'HDLCodingStandardCustomizations',cso);
```

See Also

- `makehdl`
- “RTL Description Rules and Checks” on page 26-18
- `hdlcoder.CodingStandard`
- HDL Coding Standard Customization

RTL Description Rules for Conditional Parameters

These parameters belong to the **RTL description rules** section of the **Coding standards** tab of the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box. Use these parameters to customize RTL description rules for conditional and if-else statements that are specified by the Industry standard guidelines.

Check for conditional statements in processes

Specify whether to check for length of conditional statements that are described separately within a process. This check corresponds to CGSL-2.F.B.1 of the Industry standard guidelines.

Settings

Default: On

On

Check for length of conditional statements in a process. The default length is 1.

Off

Do not check for length of conditional statements in a process.

Dependency

To clear the **Check for conditional statements in processes** check box, set the **HDL coding standard** parameter to Industry.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```

- 2 Set the ConditionalRegionCheck property of the HDL coding standard customization object.

For example, to check for four conditional statements in a process, enter:

```
cso.ConditionalRegionCheck.enable = true;
cso.ConditionalRegionCheck.length = 4;
```

- 3 Set the HDLCodingStandardCustomizations property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard','Industry', ...
        'HDLCodingStandardCustomizations',cso);
```

See Also

- `makehdl`
- “RTL Description Rules and Checks” on page 26-18
- `hdlcoder.CodingStandard`

- HDL Coding Standard Customization

Check for assignments to the same variable in multiple cascaded control regions

Specify whether to check if there are assignments to the same variable in multiple cascaded control regions within the same process block. This check corresponds to CGSL-2.F.B.1.a of the industry standard guidelines.

Settings

Default: Off

On

Check for assignments to the same variable in multiple cascaded control regions.

Off

Do not check for assignments to the same variable in multiple cascaded control regions.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.


```
cso = hdlcoder.CodingStandard('Industry');
```
- 2 Set the `CascadedConditionalAssignmentCheck` property of the HDL coding standard customization object.


```
cso.CascadedConditionalAssignmentCheck.enable = true;
```
- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object. Specify the coding standard and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard','Industry', ...
        'HDLCodingStandardCustomizations',cso);
```

See Also

- `makehdl`
- “RTL Description Rules and Checks” on page 26-18
- `hdlcoder.CodingStandard`
- HDL Coding Standard Customization

Check if-else statement chain length

Specify whether to check if-else statement chain length. This check corresponds to CGSL-2.G.C.1c of the Industry standard guidelines.

Settings

Default: On

On

Check if-else statement chain length.

Length

Maximum if-else statement chain length, specified as a positive integer. The default is 7.

 Off

Do not check if-else statement chain length.

Dependency

To clear the **Check if-else statement chain length** check box, set the **HDL coding standard** parameter to `Industry`.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```

- 2 Set the `IfElseChain` property of the HDL coding standard customization object.

For example, to check for if-else statement chains with length greater than 5, enter:

```
cso.IfElseChain.enable = true;
cso.IfElseChain.length = 5;
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard', 'Industry', ...
        'HDLCodingStandardCustomizations', cso);
```

See Also

- `makehdl`
- “RTL Description Rules and Checks” on page 26-18
- `hdlcoder.CodingStandard`
- HDL Coding Standard Customization

Check if-else statement nesting depth

Specify whether to check if-else statement nesting depth. This check corresponds to CGSL-2.G.C.1a of the Industry standard guidelines.

Settings

Default: On

 On

Check if-else statement nesting depth.

Depth

Maximum if-else statement nesting depth, specified as a positive integer. The default is 3.



Do not check if-else statement nesting depth.

Dependency

To clear the **Check if-else statement nesting depth** check box, set the **HDL coding standard** parameter to `Industry`.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```

- 2 Set the `IfElseNesting` property of the HDL coding standard customization object.

For example, to enable the check for if-else statement nesting depth with a maximum depth of 5, enter:

```
cso.IfElseNesting.enable = true;  
cso.IfElseNesting.depth = 5;
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard', 'Industry', ...  
       'HDLCodingStandardCustomizations', cso);
```

See Also

- `makehdl`
- “RTL Description Rules and Checks” on page 26-18
- `hdlcoder.CodingStandard`
- HDL Coding Standard Customization

Other RTL Description Rule Parameters

These parameters belong to the **RTL description rules** section of the **Coding standards** tab of the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box. Use these parameters to customize RTL description rules of the Industry standard guidelines. These rules pertain to checking the multiplier width, whether to minimize use of variables, and initial statements to provide initial value for RAMs.

Minimize use of variables

Specify whether to minimize use of variables. This check corresponds to CGSL-2.G of the Industry standard guidelines.

Settings

Default: Off

On

Minimize use of variables.

Off

Do not minimize use of variables.

Dependency

To select the **Minimize use of variables** check box, set the **HDL coding standard** parameter to Industry.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.
- 2 Set the `MinimizeVariableUsage` property of the HDL coding standard customization object.

For example, to minimize use of variables, enter:

```
cso.MinimizeVariableUsage.enable = true;
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard','Industry', ...
        'HDLCodingStandardCustomizations',cso);
```

See Also

- `makehdl`
- “RTL Description Rules and Checks” on page 26-18
- `hdlcoder.CodingStandard`

- HDL Coding Standard Customization

Check for initial statements that set RAM initial values

Specify whether to check for initial statements that set RAM initial values. This check corresponds to CGSL-2.C.D.1 of the Industry standard guidelines.

Settings

Default: On

On

Check for initial statements that set RAM initial values

Off

Do not check for initial statements that set RAM initial values.

Dependency

To clear the **Check for initial statements that set RAM initial values** check box, set the **HDL coding standard** parameter to **Industry**.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```

- 2 Set the `InitialStatements` property of the HDL coding standard customization object.

For example, to disable the check for initial statements that set RAM initial values, enter:

```
cso.InitialStatements.enable = false;
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard','Industry', ...
        'HDLCodingStandardCustomizations',cso);
```

See Also

- `makehdl`
- “RTL Description Rules and Checks” on page 26-18
- `hdlcoder.CodingStandard`
- HDL Coding Standard Customization

Check multiplier width

Specify whether to check multiplier bit width. This check corresponds to CGSL-2.J.F.5 of the Industry standard guidelines.

Settings

Default: On

On

Check multiplier width.

Maximum

Maximum multiplier bit width, specified as a positive integer. The default is 16.

Off

Do not check multiplier width.

Dependency

To clear the **Check multiplier width** check box, set the **HDL coding standard** parameter to Industry.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```

- 2 Set the `MultiplierBitWidth` property of the HDL coding standard customization object.

For example, to enable the check for multiplier width with a maximum bit width of 32, enter:

```
cso.MultiplierBitWidth.enable = true;
cso.MultiplierBitWidth.width = 32;
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard','Industry', ...
        'HDLCodingStandardCustomizations',cso);
```

See Also

- `makehdl`
- “RTL Description Rules and Checks” on page 26-18
- `hdlcoder.CodingStandard`
- HDL Coding Standard Customization

RTL Design Rule Parameters

This section contains configuration parameters in the **RTL design rules** section of the **Coding standards** tab of the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box. Use these parameters to check for presence of non-integer constants and the line wrap length in the generated HDL code.

Check for non-integer constants

Specify whether to check for non-integer constants. This check corresponds to CGSL-3.B.D.1 of the Industry standard guidelines.

Settings

Default: On

On

Check for non-integer constants.

Off

Do not check for non-integer constants.

Dependency

To clear the **Check for non-integer constants** check box, set the **HDL coding standard** parameter to **Industry**.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```
- 2 Set the `NonIntegerTypes` property of the HDL coding standard customization object.

For example, to disable the check for non-integer constants, enter:

```
cso.NonIntegerTypes.enable = false;
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard', 'Industry', ...
        'HDLCodingStandardCustomizations', cso);
```

See Also

- `makehdl`
- “RTL Design Rule Parameters” on page 17-84
- `hdlcoder.CodingStandard`

- HDL Coding Standard Customization

Check line length

Specify whether to check line lengths in the generated HDL code. This check corresponds to CGSL-3.A.D.5 of the Industry standard guidelines.

Settings

Default: On

On

Check line length.

Maximum

Maximum number of characters in a line, specified as a positive integer. The default is 110.

Off

Do not check line length.

Dependency

To clear the **Check line length** check box, set the **HDL coding standard** parameter to Industry.

Command-Line Information

To set this property:

- 1 Create an HDL coding standard customization object.

```
cso = hdlcoder.CodingStandard('Industry');
```

- 2 Set the `LineLength` property of the HDL coding standard customization object.

For example, to enable the check line length with a maximum character length of 80, enter:

```
cso.HDLKeywordsLineLength.enable = true;
cso.HDLKeywordsLineLength.length = 80;
```

- 3 Set the `HDLCodingStandardCustomizations` property to the HDL coding standard customization object, specify the coding standard, and generate code.

For example, if your DUT is `sfir_fixed/symmetric_fir`, enter:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard','Industry', ...
        'HDLCodingStandardCustomizations',cso);
```

See Also

- `makehdl`
- “RTL Design Rule Parameters” on page 17-84
- `hdlcoder.CodingStandard`
- HDL Coding Standard Customization

Model Generation Parameters for HDL Code

In the Configuration Parameter dialog box, you can select the types of the model that you want to generate. Select **HDL Code Generation > Global Settings > Model Generation**.

You can customize the name and layout of the generated model and the validation model by using “Naming and Layout Options for Model Generation” on page 17-89.

Generated model

Enable or disable generation of the generated model that shows latency and numeric differences between your Simulink DUT and the generated HDL code. Delays that the coder inserts are highlighted in the generated model.

Note When you select **Generated model**, the **Naming options** and **Layout options** become available.

Settings

Default: On

On

Select this setting to generate the generated model. By default, HDL Coder generates code and the generated model. To generate only the generated model, clear the **Generate HDL code** check box.

Off

Clear this setting when you do not want to generate the generated model. When you click the **Generate** button, HDL Coder generates code for the model.

Command-Line Information

Property: GenerateModel

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

By default, the `GenerateHDLCode` property is enabled. You can use this property in conjunction with the `GenerateModel` property to specify whether to generate the generated model and the HDL code. To generate the code and the generated model, run `makehdl`.

```
makehdl('sfir_fixed/symmetric_fir')
```

If you want to generate only the generated model, disable the `GenerateHDLCode` property and run `makehdl`.

```
hdlset_param('sfir_fixed', 'GenerateModel','on');
hdlset_param('sfir_fixed', 'GenerateHDLCode','off');
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Balance delays” on page 15-3
- “Generated Model and Validation Model” on page 24-11
- “Prefix for generated model name” on page 17-89

Validation model

Enable or disable generation of a validation model that verifies the functional equivalence of the original model with the generated model. The validation model contains the original and the generated DUT models. You can use the generated DUT model to observe the effect of block settings and optimizations such as resource sharing, streaming, and delay balancing.

If you enable generation of a validation model, make sure that delay balancing is enabled on the model. In the **HDL Code Generation > Optimization > General** tab, select the **Balance delays** check box. Delay balancing keeps the generated DUT model synchronized with the original DUT model. Validation fails when there is a mismatch between delays in the original DUT model and delays in the generated DUT model.

Settings

Default: Off

On

Select this setting to generate the validation model. By default, HDL Coder generates code and the validation model. To generate only the validation model, clear the **Generate HDL code** check box.

Off

Clear this setting when you do not want to generate the validation model. When you click the **Generate** button, HDL Coder generates code for the model.

Command-Line Information

Property: GenerateValidationModel

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

By default, the `GenerateHDLCode` property is enabled. You can use this property in conjunction with the `GenerateValidationModel` property to specify whether to generate the validation model and the HDL code. To generate the code and the validation model, enable the `GenerateValidationModel` property with `makehdl`.

```
hdlset_param('sfir_fixed', 'GenerateValidationModel','on');
makehdl('sfir_fixed/symmetric_fir')
```

If you want to generate only the validation model, disable the `GenerateHDLCode` property and enable the `GenerateValidationModel` property with `makehdl`.

```
hdlset_param('sfir_fixed', 'GenerateValidationModel','on');  
hdlset_param('sfir_fixed', 'GenerateHDLCode',off);  
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Balance delays” on page 15-3
- “Generated Model and Validation Model” on page 24-11
- “Suffix for validation model name” on page 17-89

Naming and Layout Options for Model Generation

Following are the different naming options available in **HDL Code Generation > Global Settings** pane under the **Model Generation** tab. You can control the prefix for the generated model name and the suffix for the validation model name.

Prefix for generated model name

Specify the prefix of the generated model name.

Settings

Default: 'gm_'

Specify the prefix as a character vector. HDL Coder appends the prefix to name of generated model.

Command-Line Information

Property: GeneratedModelNamePrefix

Type: character vector

Default: 'gm_'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, to indicate that you are using the generated model as a software interface model, you can use the prefix `sm_`. Specify this property when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model by using either of these methods:

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir', ...
        'GeneratedModelNamePrefix','sm_')
```

- When you use `hdlset_param`, set the parameter on the model, and then generate HDL code by using `makehdl`.

```
hdlset_param('sfir_fixed','GeneratedModelNamePrefix','sm_')
makehdl('sfir_fixed/symmetric_fir')
```

Dependency

To specify **Prefix for generated model**, select **Generated model**.

See Also

- “Generated Model” on page 24-11
- “Suffix for validation model name” on page 17-89
- “Generated Model and Validation Model” on page 24-11

Suffix for validation model name

Specify the suffix of the validation model name.

Settings

Default: '_vnl'

Specify the suffix as a character vector. HDL Coder appends the suffix to name of validation model.

Command-Line Information

Property: ValidationModelNameSuffix

Type: character vector

Default: '_vnl'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, to indicate that you are using the generated model as a software interface model, you can use the suffix `_sm` for the validation model name. Specify this property when you generate HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model by using either of these methods:

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','ValidationModelNameSuffix','_sm')
```

- When you use `hdlset_param`, set the parameter on the model, and then generate HDL code by using `makehdl`.

```
hdlset_param('sfir_fixed','ValidationModelNameSuffix','_sm');
makehdl('sfir_fixed/symmetric_fir');
```

Dependency

To specify **Suffix for validation model**, select **Generated model** and **Validation model**.

See Also

- “Validation model” on page 17-87
- “Prefix for generated model name” on page 17-89
- “Generated Model and Validation Model” on page 24-11

Layout Style

Select the layout style of the generated HDL model for better layout visualization.

| Layout Style | Description |
|--------------|---|
| None | When you set the Layout style to None , the generated model has no layout. Use this layout style when you want to test only functionality. The code generation time is significantly reduced. |

| Layout Style | Description |
|--------------|---|
| Default | <p>When you set the Layout style to Default, the model is generated using default HDL coder layout. Use this layout style when you want to verify the configured optimizations on the input model by using optimization reports.</p> <p>You can set the Auto signal routing to on or off based on the layout visualization and code generation time.</p> <p>When the design complexity is high, the layout process might not succeed. Code generation does not proceed after the '### Begin model generation' message in the command log. In such a scenario, you can switch layout option to None or change the style to AutoArrange.</p> |
| AutoArrange | <p>When you set the Layout style to AutoArrange, the model is generated by using a Simulink layout. Use this layout style when you want to verify the configured optimizations on the input model by using optimization reports.</p> |

Note For an input model that has no optimizations configured, you cannot observe the layout effect of these layout styles. The generated model appears the same as the input model.

Settings

Default: Default

Command-Line Information

Property: LayoutStyle

Type: character vector

Value: 'None' | 'Default' | 'AutoArrange'

Default: 'Default'

To set this property, use `hdlset_param`,

```
hdlset_param(gcs, 'LayoutStyle', 'Default')
```

Tips

- Consider introducing hierarchy in the model to reduce the complexity and number of blocks to be placed in a single level. Such model refactoring helps improve the layout computation process.
- The code generation time increases when you change the layout style to **Default** or **AutoArrange**.

Dependency

To select **Layout style**, first select **Generated model**.

See Also

“Model Generation Parameters for HDL Code” on page 17-86

Auto signal routing

Specify automatic routing of signals in the generated model.

Settings

Default: on

Command-Line Information

Property: autoroute

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use `hdlset_param`:

```
hdlset_param(gcs, 'autoroute', 'on')
```

Dependency

To select **Auto signal routing**, first select **Layout style** to Default.

See Also

“Model Generation Parameters for HDL Code” on page 17-86

Inter-block horizontal scaling

Scale the generated model horizontally. You can use this setting for **Inter-block vertical scaling** depending on how tightly or loosely packed you want the model to appear.

Settings

Default: 1.7

Command-Line Information

Property: InterBlkHorzScale

Type: positive integer|positive double

Default: 1.7

To set this property, use `hdlset_param`:

```
hdlset_param(gcs, 'InterBlkHorzScale', 1.7)
```

Dependency

To select **Inter-block horizontal scaling**, set **Layout style** to Default.

See Also

“Model Generation Parameters for HDL Code” on page 17-86

Inter-block vertical scaling

Scale the generated model vertically. You can use this setting for **Inter-block horizontal scaling** depending on how tightly or loosely packed you want the model to appear.

Settings

Default: 1.2

Command-Line Information

Property: InterBlkVertScale

Type: positive integer|positive double

Default: 1.2

To set this property, use `hdlset_param`:

```
hdlset_param(gcs, 'InterBlkVertScale', 1.2)
```

Dependency

To select **Inter-block horizontal scaling**, set **Layout style** to Default.

See Also

“Model Generation Parameters for HDL Code” on page 17-86

Diagnostic Parameters for Optimizations

This section contains parameters in the **Diagnostics** option under **Advanced** tab in the Configuration Parameters dialog box. Select **HDL Code Generation > Global Settings**. To highlight blocks and feedback loops that inhibit delay balancing, distributed pipelining, clock-rate pipelining, and other optimizations, use these parameters.

Highlight feedback loops inhibiting delay balancing and optimizations

Feedback loops in your Simulink model can inhibit delay balancing and optimizations such as resource sharing and streaming. Use this setting to generate a script that highlights feedback loops.

When you generate the feedback loop highlighting script, HDL Coder generates another script that clears the highlighting of feedback loops in your model. To turn off highlighting, click the link to the `clearhighlighting` script.

Settings

Default: On

On

Generate a MATLAB script that highlights feedback loops in the original model and the generated model. When you run the script, the code generator highlights the feedback loops using different colors. The highlighting script is saved in the same target folder as the generated HDL code.

It is recommended that you leave this setting enabled so that you can identify the feedback loops and further optimize your design.

Off

Do not generate a script to highlight feedback loops.

Command-Line Information

Property: HighlightFeedbackLoops

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property while generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','HighlightFeedbackLoops','off')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','HighlightFeedbackLoops','off')
```

See Also

- “Find Feedback Loops” on page 24-95
- “Delay Balancing” on page 24-68
- “Generated Model and Validation Model” on page 24-11

Highlight blocks inhibiting clock-rate pipelining

Certain blocks in your Simulink model can inhibit clock-rate pipelining and therefore delimit clock-rate pipelining regions. Use this setting to generate a script to highlight the blocks.

When you generate the clock-rate pipelining highlighting script, HDL Coder generates another script that clears the highlighting. To turn off highlighting, click the link to the `clearhighlighting` script.

Settings

Default: On



Generate a MATLAB script that highlights blocks in the original model and the generated model that are inhibiting clock-rate pipelining.

It is recommended that you leave this setting enabled so that you can identify the blocks that delimit the clock-rate pipelining regions and further optimize your design.



Do not generate a script to highlight blocks that are inhibiting clock-rate pipelining.

Command-Line Information

Property: HighlightClockRatePipeliningDiagnostic

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property while generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','HighlightClockRatePipeliningDiagnostic','off')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','HighlightClockRatePipeliningDiagnostic','off')
```

See Also

- “Pipelining Parameters” on page 15-9
- “Diagnostic Parameters for Reals and Black Box Interfaces” on page 17-98
- “Generated Model and Validation Model” on page 24-11

Highlight blocks inhibiting distributed pipelining

Certain blocks in your Simulink model can act as barriers for the distributed pipelining optimization. Use this setting to generate a script to highlight the blocks that are inhibiting distributed pipelining.

When you generate the highlighting script that displays distributed pipelining barriers, HDL Coder generates another script that clears the highlighting. To turn off highlighting, click the link to the [clearhighlighting](#) script.

Settings

Default: On

On

Generate a MATLAB script that highlights blocks that are inhibiting distributed pipelining in the original model and the generated model.

It is recommended that you leave this setting enabled so that you can identify the blocks that are barriers for distributed pipelining and further optimize your design.

Off

Do not generate a script to highlight blocks that are inhibiting distributed pipelining.

Command-Line Information

Property: DistributedPipeliningBarriers

Type: character vector

Value: 'on' | 'off'

Default: 'on'

For example, you can specify this property while generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','DistributedPipeliningBarriers','off')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','DistributedPipeliningBarriers','off')
```

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Pipelining Parameters” on page 15-9
- “Diagnostic Parameters for Reals and Black Box Interfaces” on page 17-98
- “Generated Model and Validation Model” on page 24-11

Highlight lookup tables mapped to RAM

Use this setting to generate a script to highlight the Lookup Table blocks in your model that are mapped to RAM.

When you generate the highlighting script that displays lookup tables mapped to RAM, HDL Coder generates another script that clears the highlighting. To turn off highlighting, click the link to the [clearhighlighting](#) script.

Settings

Default: On

On

Generate a MATLAB script that highlights Lookup Table blocks that are mapped to RAM.

It is recommended that you leave this setting enabled so that you can identify the Lookup Table blocks that are mapped to RAM.

Off

Do not generate a script to highlight Lookup Table blocks that are mapped to RAM.

Command-Line Information

Property: HighlightLUTPipeliningDiagnostic

Type: character vector

Value: 'on' | 'off'

Default: 'on'

For example, you can specify this property while generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model by using either of these methods:

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code by using `makehdl`.

```
hdlset_param('sfir_fixed','HighlightLUTPipeliningDiagnostic','off')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','HighlightLUTPipeliningDiagnostic','off')
```

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

Diagnostic Parameters for Reals and Black Box Interfaces

This section contains parameters in the **Diagnostics** option under **Advanced** tab in the Configuration Parameters dialog box. Select **HDL Code Generation > Global Settings**. To check for name conflicts in black box interfaces and for the presence of reals in the generated HDL code, use these parameters.

Check for name conflicts in black box interfaces

Specify whether to check for duplicate module or entity names in generated HDL code and black box interface HDL code.

Settings

Default: Warning

None

Do not check for black box subsystems that have the same HDL module name as a generated HDL module name.

Warning

Check for black box subsystems that have the same HDL module name as a generated HDL module name. Display a warning if matching names are found.

Error

Check for black box subsystems that have the same HDL module name as a generated HDL module name. Display an error if matching names are found.

Command-Line Information

Property: DetectBlackBoxNameCollision

Type: character vector

Value: 'None' | 'Warning' | 'Error'

Default: 'Warning'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property while generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','DetectBlackBoxNameCollision','None')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','DetectBlackBoxNameCollision','None')
```

See Also

- `makehdl`
- “Generate Black Box Interface for Subsystem” on page 27-4
- “Diagnostic Parameters for Optimizations” on page 17-94

Check for presence of reals in generated HDL code

Specify whether to check for reals in the generated HDL code.

Settings

Default: Error

None

Do not check for reals in the generated HDL code.

Warning

Checks and warns of presence of real data types in the generated HDL code. Real data types in the generated HDL code are not synthesizable on target FPGA devices.

Error

Checks and generates an error if the generated HDL code uses real data types. If you are generating code for simulation purposes and not for synthesizing your design, you can change this setting to Warning or None. To generate synthesizable HDL code, set the **Floating Point IP Library** to Native Floating Point.

Command-Line Information

Property: TreatRealsInGeneratedCodeAs

Type: character vector

Value: 'None' | 'Warning' | 'Error'

Default: 'Error'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property while generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','TreatRealsInGeneratedCodeAs','Warning')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','TreatRealsInGeneratedCodeAs','Warning')
```

See Also

- `makehdl`
- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81
- “Diagnostic Parameters for Optimizations” on page 17-94

Check for presence of unbalanced delays in generated HDL code

Specify whether to check for unbalanced delays in the generated HDL code.

Settings

Default: Error

None

Do not check for unbalanced delays in the generated HDL code.

Warning

Checks and warns of presence of unbalanced delays in the generated HDL code.

Error

Checks and generates an error if the generated HDL code uses unbalanced delays. If you are generating code for simulation purposes and not for synthesizing your design, you can change this setting to Warning or None.

Command-Line Information

Property: TreatBalanceDelaysOffAs

Type: character vector

Value: 'None' | 'Warning' | 'Error'

Default: 'Error'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can specify this property while generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Use `hdlset_param` to set the parameter on the model. Then generate HDL code using `makehdl`.

```
hdlset_param('sfir_fixed','TreatBalanceDelaysOffAs','Warning')
makehdl('sfir_fixed/symmetric_fir')
```

- Pass the property as an argument to the `makehdl` function.

```
makehdl('sfir_fixed/symmetric_fir','TreatBalanceDelaysOffAs','Warning')
```


Code Generation Output Parameter

You can specify whether or not to generate HDL code by using the **Generate HDL code** parameter. In the Configuration Parameters dialog box, select **HDL Code Generation > Global Settings > Advanced > Code generation output**.

Generate HDL code

Enable or disable HDL code generation for the model or Subsystem. To specify the Subsystem that you want to generate HDL code for, use the **Generate HDL for** parameter. Then, click the **Generate** button in the **HDL Code Generation** pane. By default, the HDL code is generated in VHDL language and put into the `hdlsrc` folder.

Settings

Default: On

On

Select this setting to generate HDL code.

Off

When you clear this setting, you cannot generate HDL code for the model.

Command-Line Information

Property: GenerateHDLCode

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

By default, the `GenerateHDLCode` property is selected. To generate code, use the `makehdl` function. For example, this command generates HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model.

```
makehdl('sfir_fixed/symmetric_fir')
```

Control Code Generation Output

Property: CodeGenerationOutput

Type: character vector

Value: 'GenerateHDLCode' |

'GenerateHDLCodeAndDisplayGeneratedModel' 'DisplayGeneratedModelOnly'

Default: 'GenerateHDLCode'

By default, HDL Coder creates a model called the generated model when you generate HDL code. The generated model uses HDL-specific block implementations, and it implements the area and speed optimizations that you specify in your Simulink model. The code generator creates the generated model but does not display the model by default. To control display of the generated model, use the `CodeGenerationOutput` property.

This example shows how to generate HDL code, and then display the generated model by using `makehdl`.

```
makehdl('sfir_fixed/symmetric_fir', ...  
        'CodeGenerationOutput', 'GenerateHDLCodeAndDisplayGeneratedModel')
```

If you specify `DisplayGeneratedModelOnly`, the code generator displays the generated model but does not proceed to code generation.

See Also

- `makehdl`
- “Generated Model and Validation Model” on page 24-11
- “Model Generation Parameters for HDL Code” on page 17-86

HDL Code Generation Pane: Report

- “Report Pane Overview” on page 18-2
- “Code Generation Report Parameters” on page 18-3

Report Pane Overview

When you use the parameters in the **Report** pane, HDL Coder creates a Code Generation Report when generating HDL code for your model or Subsystem. The Code Generation Report contains a **Summary**, a **Code Interface Report**, and one or more of these reports.

- A traceability report that you can use to trace from the generated HDL code to the model and from the model to HDL code.
- A resource utilization report that contains the number of hardware resources used in the HDL code.
- An optimization report that displays the result of optimizations such as streaming, sharing, distributed pipelining, and floating-point target-specific information that was implemented in the generated code.
- A web view of the model that you can use to navigate between the generate code and your Simulink model.

See Also

- “Create and Use Code Generation Reports” on page 25-2
- `makehdl`

Code Generation Report Parameters

| In this section... |
|--|
| "Generate traceability report" on page 18-3 |
| "Traceability style" on page 18-4 |
| "Generate model Web view" on page 18-5 |
| "Generate resource utilization report" on page 18-6 |
| "Generate high-level timing critical path report" on page 18-7 |
| "Generate optimization report" on page 18-8 |
| "Custom Timing Database Directory" on page 18-9 |

This page describes configuration parameters that reside in the **HDL Code Generation > Report** pane of the Configuration Parameters dialog box. Enable these parameters to see the **Summary**, **Code Interface Report**, and reports that display traceability information, resource utilization, and effect of optimizations on your design.

Generate traceability report

Enable or disable generation of an HTML code generation report with hyperlinks from code to model and model to code. The report provides line-level traceability for each block in your Simulink model. When you click the hyperlink beside a certain line of code in the report, HDL Coder highlights the corresponding block in your Simulink model. When you select a certain block in your model, the report highlights all lines of code corresponding to that block.

Settings

Default: Off

On

Create and display a traceability report section in the HTML code generation report. To generate the report, after you enable this setting, click the **Generate** button. The code generation report contains a summary section and a code interface report along with the traceability report.

Off

Do not create an HTML code generation report.

Dependency

When you select this check box, you can select the **Traceability style**. By default, the **Traceability style** is **Line Level**.

Command-Line Information

Property: Traceability

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can generate a traceability report when generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass in the `Traceability` property as an argument to `makehdl`.

```
makehdl('sfir_fixed/symmetric_fir','Traceability','on')
```

- Enable the `Traceability` property using `hdlset_param` and then use `makehdl`.

```
hdlset_param('sfir_fixed','Traceability','on')
makehdl('sfir_fixed/symmetric_fir')
```

You can use the `RequirementComments` property to generate hyperlinked requirements comments within the HTML code generation report. The requirements comments link to the corresponding requirements documents for your model.

See Also

- “Create and Use Code Generation Reports” on page 25-2
- “Navigate Between Simulink Model and HDL Code by Using Traceability” on page 25-4
- `makehdl`

Traceability style

You can use **Traceability style** to specify whether you want to generate line-level or comment-based hyperlinks in the traceability report.

Settings

Default: Line Level

The options are:

Line Level

By default, HDL Coder generates a line-level traceability report that contains hyperlinks from each line of HDL code to the corresponding block in your Simulink model. The traceability report that is generated by using this style does not contain hyperlinked comments above the HDL code corresponding to a certain block. When you select a certain block and navigate to the HDL code, the code generator highlights all lines of code corresponding to that block.

Comment Based

If you specify generation of a comment-based traceability report, the report contains hyperlinked comments above a block of HDL code. The comments contain a traceability tag that contains a searchable pattern of the format `<system>/blockname`. `<system>` is the root model or a Subsystem inside the model, and `blockname` is the name of the block inside that model or Subsystem.

For example, if you have a model, `foo`, that has a Subsystem, `outer`, and a nested Subsystem, `Inner`, then the `<System>` tag is:

- `<Root>`: `foo`
- `<S1>`: `foo/outer`
- `<S2>`: `foo/outer/inner`

Dependency

To specify this setting, select the **Generate traceability report** check box.

Command-Line Information

Property: TraceabilityStyle

Type: character vector

Value: 'Line Level' | 'Comment Based'

Default: 'Line Level'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, when you generate a traceability report for the `symmetric_fir` subsystem inside the `sfir_fixed` model, specify the `TraceabilityStyle` by using either of these methods:

- Pass in the `TraceabilityStyle` property as an argument to `makehdl`.

```
makehdl('sfir_fixed/symmetric_fir','Traceability','on',...
        'TraceabilityStyle','Comment Based')
```

- Enable the `TraceabilityStyle` property using `hdlset_param`, and then use `makehdl`.

```
hdlset_param('sfir_fixed','Traceability','on')
hdlset_param(gcs,'TraceabilityStyle','Comment Based')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Create and Use Code Generation Reports” on page 25-2
- “Navigate Between Simulink Model and HDL Code by Using Traceability” on page 25-4
- `makehdl`

Generate model Web view

Include the model Web view in the HDL Code Generation report to navigate between the code and model within the same window. With a model Web view, you can click a link in the generated code to highlight the corresponding block in the model. Using this capability, you can review, analyze, and debug the generated HDL code. You can share your model and generated code outside of the MATLAB environment.

Settings

Default: Off

On

Include model Web view in the Code Generation report. To generate the report, after you enable this setting, click the **Generate** button. The code generation report contains a summary section and a code interface report along with the model web view.

Off

Do not include model Web view in the Code Generation report.

Dependencies

To include a Web view (Simulink Report Generator) of the model in the Code Generation report, you must have Simulink Report Generator™ installed.

Command-Line Information

Parameter: HDLGenerateWebview

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use `hdlset_param` or `makehdl`. To view the property value, use `hdlget_param`.

For example, you can generate a model web view when generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass in the `HDLGenerateWebview` property as an argument to `makehdl`.

```
makehdl('sfir_fixed/symmetric_fir', 'HDLGenerateWebview', 'on')
```

- Enable the `HDLGenerateWebview` property using `hdlset_param` and then use `makehdl`.

```
hdlset_param('sfir_fixed', 'HDLGenerateWebview', 'on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Create and Use Code Generation Reports” on page 25-2
- “Web View of Model in Code Generation Report” on page 25-13
- `makehdl`

Generate resource utilization report

Enable or disable generation of an HTML resource utilization report. The report contains a summary and detailed information about the number of hardware resources, such as multipliers, adders, and registers that are used in the generated HDL code. If you have floating-point data types in your model, you can generate HDL code with native floating point support or map your design to Intel or Xilinx FPGA floating-point libraries. The resource utilization report displays a target-specific report corresponding to FPGA floating-point library mapping and a resource report corresponding to HDL code in native floating-point mode.

Settings

Default: Off

On

Create and display an HTML resource utilization report. To generate the report, after you enable this setting, click the **Generate** button. The code generation report contains a summary section and a code interface report along with the resource utilization report.

Off

Do not create an HTML resource utilization report.

Command-Line Information**Property:** ResourceReport**Type:** character vector**Value:** 'on' | 'off'**Default:** 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can generate a resource utilization report when generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass in the `ResourceReport` property as an argument to `makehdl`.

```
makehdl('sfir_fixed/symmetric_fir', 'ResourceReport', 'on')
```

- Enable the `ResourceReport` property using `hdlset_param` and then use `makehdl`.

```
hdlset_param('sfir_fixed', 'ResourceReport', 'on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Create and Use Code Generation Reports” on page 25-2
- `makehdl`

Generate high-level timing critical path report

Specify whether to generate a highlighting script that shows the estimated critical path. The report displays the critical path delay and generates a highlighting script as a link that you can click to highlight the estimated critical path in the generated model. If your design contains blocks without timing information, the report displays the link to another highlighting script that is generated to highlight those blocks.

Settings**Default:** Off On

Generate a highlighting script that shows the estimated critical path. To generate the report, after you enable this setting, click the **Generate** button. The code generation report contains a summary section and a code interface report along with the critical path estimation report.

To estimate the critical path for single-precision floating-point models, use the **Native Floating Point** mode. In the Configuration Parameters dialog box, on the **HDL Code Generation > Global Settings > Floating Point Target** tab, set **Library** to **Native Floating Point**.

 Off

Do not calculate the estimated critical path.

Command-Line Information**Property:** CriticalPathEstimation

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can generate a critical path estimation report when generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass in the `CriticalPathEstimation` property as an argument to `makehdl`.

```
makehdl('sfir_fixed/symmetric_fir','CriticalPathEstimation','on')
```

- Enable the `CriticalPathEstimation` property using `hdlset_param` and then use `makehdl`.

```
hdlset_param('sfir_fixed','CriticalPathEstimation','on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Create and Use Code Generation Reports” on page 25-2
- “Critical Path Estimation Without Running Synthesis” on page 24-148
- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81
- `makehdl`

Generate optimization report

Enable or disable generation of an HTML optimization report. The report contains information about the results of distributed pipelining, streaming, sharing, delay balancing, and adaptive pipelining optimizations that are implemented in the generated code. The report includes hyperlinks back to referenced blocks, subsystems, or validation models. If you have floating-point data types in your model, you can generate HDL code with native floating point support or map your design to Intel or Xilinx FPGA floating-point libraries. When you map to FPGA floating-point libraries, the optimization report displays a target code generation section that displays the target device summary and a link to the generated model.

Settings

Default: Off

On

Create and display an HTML optimization report. To generate the report, after you enable this setting, click the **Generate** button. The code generation report contains a summary section and a code interface report along with the optimization report.

Off

Do not create an HTML optimization report.

Command-Line Information

Property: OptimizationReport

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

For example, you can generate an optimization report when generating HDL code for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass in the `OptimizationReport` property as an argument to `makehdl`.

```
makehdl('sfir_fixed/symmetric_fir','OptimizationReport','on')
```

- Enable the `OptimizationReport` property using `hdlset_param` and then use `makehdl`.

```
hdlset_param('sfir_fixed','OptimizationReport','on')
makehdl('sfir_fixed/symmetric_fir')
```

See Also

- “Create and Use Code Generation Reports” on page 25-2
- `makehdl`

Custom Timing Database Directory

Specify the path to load your custom timing .mat files.

Settings

Default: ''

Specify the path to load your custom timing .mat files.

Dependency

This option is disabled if you do not select the **Generate high-level timing critical path report**.

Command-Line Information

Property: `TimingDatabaseDirectory`

Type: character vector

Default: ''

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, if you want to set the path to your custom timing database file, enter:

```
myDUT = gcb;
timingpath = '/timingfiles/customtimingreport.mat';

hdlset_param(myDUT, 'TimingDatabaseDirectory', timingpath);

makehdltb(myDUT)
```

See Also

- “Create and Use Code Generation Reports” on page 25-2

- “Critical Path Estimation Without Running Synthesis” on page 24-148
- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81
- `makehdl`

HDL Code Generation Pane: Test Bench

- “Test Bench Overview” on page 19-2
- “Test Bench Generation Output Parameters” on page 19-3
- “Test Bench Postfix Parameters” on page 19-8
- “Clock and Reset Input Parameters for Testbench” on page 19-10
- “Setup and Hold Time Parameters for Testbench” on page 19-16
- “Test Bench Stimulus and Output Parameters” on page 19-18
- “Multi-File Testbench and Simulation Library Path Parameters” on page 19-23
- “Floating-Point Tolerance Parameters” on page 19-26

Test Bench Overview

The **Test Bench** pane lets you set options that determine characteristics of generated test bench code.

Generate Test Bench Button

The **Generate Test Bench** button initiates test bench generation for the system selected in the **Generate HDL for** menu on the parent HDL Code Generation pane. Make sure that the system selected is the DUT. Testbench generation is disabled if you select the entire model. See also `makehdltb`.

Test Bench Generation Output Parameters

To specify the type of test bench to generate for verifying the HDL code in a simulation tool, use the Test Bench Generation Output parameters setting. You can specify the configuration parameters for the test bench generation in **HDL Code Generation > Test Bench > Test Bench Generation Output**. This setting is enabled when you select the subsystem in your model. Select the subsystem in your model from the **Generate HDL for** menu on the parent **HDL Code Generation** pane, and then initiate the test bench generation for the subsystem. This setting is unavailable if you select the entire model.

HDL test bench

Enable or disable HDL test bench generation.

Settings

Default: selected

On

Enable generation of HDL test bench code. The code generator creates a HDL test bench by running a Simulink simulation to capture input vectors and expected output data for your DUT.

This test bench is the default test bench that HDL Coder generates for your model. If you have not already generated code for your model, running HDL test bench generation also generates code for your DUT.

Specify your HDL simulator in the **Simulation tool** menu. HDL Coder generates build-and-run scripts for the simulator that you specify.

Off

Suppress generation of HDL test bench code. You can use this option when you use an alternate test bench.

Dependencies

Make sure that the system selected is the DUT. This option is disabled if you select the entire model.

This check box enables the options in the **Configuration** section of the **Test Bench** pane. Select a **Simulation tool** to generate scripts to build and run the test bench.

Command-Line Information

Property: GenerateHDLTestBench

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, to generate a HDL test bench for the `sfir_fixed/symmetric_fir` Subsystem, pass the DUT as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir')
```

Cosimulation model

Enable or disable generation of a model including a HDL Cosimulation block. This option requires an HDL Verifier license. After you select this check box, specify your **Simulation tool**. You can select Mentor Graphics ModelSim or Cadence Incisive® for cosimulation. Custom script settings are not supported with this test bench.

The code generator configures the generated HDL Cosimulation blocks to conform to the port and data type interface of the DUT selected for code generation. By connecting an HDL Cosimulation block to your model in place of the DUT, you can cosimulate your design with the desired simulator.

The coder appends the character vector that the `CosimLibPostfix` property specifies to the names of the generated HDL Cosimulation blocks.

Settings

Default: not selected

Dependencies

Make sure that the system selected is the DUT. This option is disabled if you select the entire model.

Command-Line Information

Property: `GenerateCoSimBlock`

Type: character vector

Value: 'on' | 'off'

Default: 'off'

Property: `GenerateCoSimModel`

Type: character vector

Value: 'ModelSim' | 'Incisive' | 'None'

Default: 'ModelSim'

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can enable the `GenerateCoSimModel` property when you generate a testbench for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'GenerateCoSimModel', 'ModelSim')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'GenerateCoSimModel', 'ModelSim')
makehdltb('sfir_fixed/symmetric_fir')
```

See Also

- “Simulation tool” on page 19-6
- “Generate a Cosimulation Model” on page 27-43

SystemVerilog DPI test bench

Enable or disable generation of SystemVerilog DPI test bench. Select your HDL simulator at **Simulation tool**. For SystemVerilog DPI test bench you can select Mentor Graphics ModelSim, Cadence Incisive, Synopsys VCS®, or Xilinx Vivado. Custom script settings are not supported with this test bench.

When you set this property, the code generator generates a direct programming interface (DPI) component for your entire Simulink model, including your DUT and data sources. Your entire model must support C code generation with Simulink Coder. The code generator generates a SystemVerilog test bench that compares the output of the DPI component with the output of the HDL implementation of your DUT. The coder also builds shared libraries and generates a simulation script for the simulator you select.

Consider using this option if the default HDL test bench takes a long time to generate or simulate. Generation of a DPI test bench is sometimes faster than the default version because it does not run a full Simulink simulation to create the test bench data. Simulation of a DPI test bench with a large data set is faster than the default version because it does not store the input or expected data in a separate file.

To use this capability, you must have HDL Verifier and Simulink Coder. To run the SystemVerilog test bench with generated VHDL code, you must have a mixed-language simulation license for your HDL simulator.

Settings

Default: not selected

Dependencies

Make sure that the system selected is the DUT. This option is disabled if you select the entire model.

Limitations

Your DUT subsystem must meet the following conditions:

- Input and output data types of the DUT cannot be larger than 64 bits.
- Input and output ports of the DUT cannot use enumerated data types.
- Input and output ports cannot be single-precision or double-precision data types.
- The DUT cannot have multiple clocks. You must set the **Clock inputs** code generation option to **Single**.
- **Use trigger signal as clock** must not be selected.
- If the DUT uses vector ports, you must use **Scalarize vector ports** to flatten the interface.

Command-Line Information

Property: GenerateSVDPIBench

Type: character vector

Value: 'ModelSim' | 'Incisive' | 'Custom' | 'VCS' | 'Vivado'

Default: 'ModelSim'

To set this property, use `hdlset_param` or `makehdl.tb`. To view the property value, use `hdlget_param`.

For example, you can enable the `GenerateCoSimModel` property when you generate a testbench for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'GenerateSVDPItestBench', 'ModelSim')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'GenerateSVDPItestBench', 'ModelSim')
makehdltb('sfir_fixed/symmetric_fir')
```

See Also

- “Generate a UVM or SystemVerilog DPI Component” (HDL Verifier)
- “Simulation tool” on page 19-6
- “Verify HDL Design Using SystemVerilog DPI Test Bench” on page 27-82

Simulation tool

Simulator where you run the generated test benches. The tool generates a script to build and run your HDL code and test bench.

Settings

- **Mentor Graphics ModelSim:** This option is the default. HDL Coder generates the selected types of test benches for use with Mentor Graphics ModelSim.
- **Cadence Incisive:** The coder generates the selected types of test benches for use with Cadence Incisive.
- **Custom:** Selecting this option enables the custom script options on the **EDA Tool Scripts** pane.
- **VCS:** This simulator is supported only for **SystemVerilog DPI test bench**.
- **Vivado:** This simulator is supported only for **SystemVerilog DPI test bench**.

Dependencies

Make sure that the system selected is the DUT. This option is disabled if you select the entire model.

Command-Line Information

For HDL test bench, use the `SimulationTool` property. For cosimulation, use the `GenerateCosimModel` property. For SystemVerilog DPI test bench, use the `GenerateSVDPItestbench` property.

Property: `SimulationTool`

Type: character vector

Value: 'Mentor Graphics ModelSim' | 'Cadence Incisive' | 'Custom'

Default: 'Mentor Graphics ModelSim'

Property: `GenerateCosimModel`

Type: character vector

Value: 'ModelSim' | 'Incisive' | None

Default: 'ModelSim'

Property: `GenerateSVDPItestbench`

Type: character vector

Value: 'ModelSim' | 'Incisive' | 'Custom' | 'VCS' | 'Vivado'

Default: 'ModelSim'

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

HDL code coverage

Enable or disable HDL code coverage flags in the generated simulator scripts

With this option enabled, when you run the HDL simulation, code coverage is collected for your generated test bench. Specify your HDL simulator in the `SimulationTool` property. The coder generates build-and-run scripts for the simulator you specify.

Settings

Default: not selected

Dependencies

Make sure that the system selected is the DUT. This option is disabled if you select the entire model.

Command-Line Information

Property: HDLCodeCoverage

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can enable the `HDLCodeCoverage` property when you generate a testbench for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'HDLCodeCoverage', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'HDLCodeCoverage', 'on')
makehdltb('sfir_fixed/symmetric_fir')
```

Test Bench Postfix Parameters

This page describes configuration parameters that reside in the **HDL Code Generation > Test Bench** tab of the Configuration Parameters dialog box. Using the parameters in this tab, you can customize the postfix for the test bench name, data file, and test bench reference.

Test bench name postfix

Specify a suffix appended to the test bench name.

Settings

Default: `_tb`

For example, if the name of your DUT is `my_test`, HDL Coder adds the default postfix `_tb` to form the name `my_test_tb`.

Dependencies

Make sure that the system selected is the DUT. This option is disabled if you select the entire model.

Command-Line Information

Property: `TestBenchPostFix`

Type: character vector

Default: `'_tb'`

To set this property, use `hdlset_param` or `makehdl.tb`. To view the property value, use `hdlget_param`.

Test bench reference postfix

Specify a character vector to be appended to names of reference signals generated in test bench code.

Settings

Default: `'_ref'`

Reference signal data is represented as arrays in the generated test bench code. The character vector specified by **Test bench reference postfix** is appended to the generated signal names.

Dependencies

Make sure that the system selected is the DUT. This option is disabled if you select the entire model.

Command-Line Information

Parameter: `TestBenchReferencePostFix`

Type: character vector

Default: `'_ref'`

To set this property, use `hdlset_param` or `makehdl.tb`. To view the property value, use `hdlget_param`.

Test bench data file name postfix

Specify suffix added to test bench data file name when generating multi-file test bench.

Settings

Default: '_data'

HDL Coder applies the **Test bench data file name postfix** character vector only when generating a multi-file test bench (i.e., when **Multi-file test bench** is selected).

For example, if the name of your DUT is `my_test`, and **Test bench name postfix** has the default value `_tb`, the coder adds the postfix `_data` to form the test bench data file name `my_test_tb_data`.

Dependency

This parameter is enabled by **Multi-file test bench**.

Command-Line Information

Property: TestBenchDataPostFix

Type: character vector

Default: '_data'

To set this property, use `hdlset_param` or `makehdl.tb`. To view the property value, use `hdlget_param`.

Clock and Reset Input Parameters for Testbench

This page describes configuration parameters that reside in the **HDL Code Generation > Test Bench** tab of the Configuration Parameters dialog box. Using the parameters in this tab, you can specify the clock high time, clock low time, and whether you want the test bench to force clock, reset, and clock enable input signals.

Force clock

Specify whether the test bench forces clock input signals.

Settings

Default: On

On

The test bench forces the clock input signals. When this option is selected, the clock high and low time settings control the clock waveform.

Off

A user-defined external source forces the clock input signals.

Dependencies

This property enables the **Clock high time** and **Clock high time** options. This option is disabled if you select the entire model. Select the DUT instead for **Generate HDL for** setting.

Command-Line Information

Property: ForceClock

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'ForceClock', 'off')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'ForceClock', 'off')
makehdltb('sfir_fixed/symmetric_fir')
```

Clock high time (ns)

Specify the period, in nanoseconds, during which the test bench drives clock input signals high (1).

Settings**Default:** 5

Specify a positive integer value. The **Clock high time** and **Clock low time** properties define the period and duty cycle for the clock signal. Using the defaults, the clock signal is a square wave (50% duty cycle) with a period of 10 ns.

Dependency

This parameter is enabled when **Force clock** is selected.

Command-Line Information**Property:** ClockHighTime**Type:** integer**Value:** positive integer**Default:** 5

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
         'ClockHighTime', 2)
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'ClockHighTime', 2)
makehdltb('sfir_fixed/symmetric_fir')
```

Clock low time (ns)

Specify the period, in nanoseconds, during which the test bench drives clock input signals low (0).

Settings**Default:** 5

The **Clock high time** and **Clock low time** properties define the period and duty cycle for the clock signal. Using the defaults, the clock signal is a square wave (50% duty cycle) with a period of 10 ns.

Dependency

This parameter is enabled when **Force clock** is selected.

Command-Line Information**Property:** ClockLowTime**Type:** integer**Value:** positive integer**Default:** 5

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'ClockLowTime', 2)
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'ClockLowTime', 2)
makehdltb('sfir_fixed/symmetric_fir')
```

Force clock enable

Specify whether the test bench forces clock enable input signals.

Settings

Default: On

On

The test bench forces the clock enable input signals to active-high (1) or active-low (0), depending on the setting of the clock enable input value.

Off

A user-defined external source forces the clock enable input signals.

Dependencies

This property enables the **Clock enable delay (in clock cycles)** option.

This option is disabled if you select the entire model. Select the DUT instead for **Generate HDL for setting**.

Command-Line Information

Property: ForceClockEnable

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'ForceClockEnable', 'off')
```


- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'ForceClockEnable', 'off')
makehdltb('sfir_fixed/symmetric_fir')
```

Clock enable delay (in clock cycles)

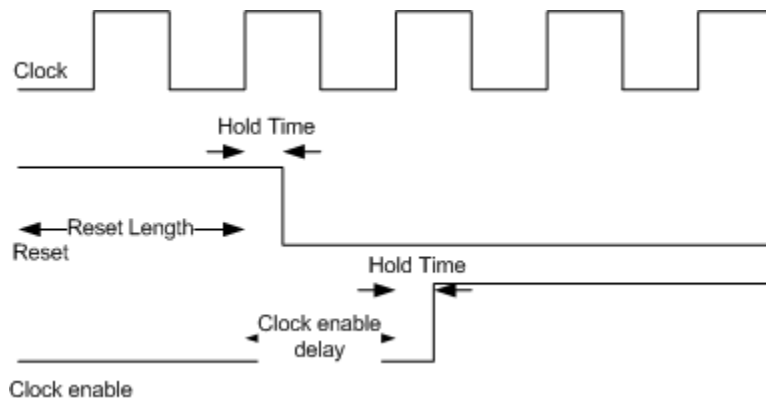
Define elapsed time (in clock cycles) between deassertion of reset and assertion of clock enable.

Settings

Default: 1

The **Clock enable delay (in clock cycles)** property defines the number of clock cycles elapsed between the time the reset signal is deasserted and the time the clock enable signal is first asserted. In the figure below, the reset signal (active-high) deasserts after 2 clock cycles and the clock enable asserts after a clock enable delay of 1 cycle (the default).

In the figure below, the reset signal (active-high) de-asserts after the interval labelled **Hold Time**. The clock enable asserts after a further interval labelled **Clock enable delay**.



Dependency

This parameter is enabled when **Force clock enable** is selected.

Command-Line Information

Property: TestBenchClockEnableDelay

Type: integer

Default: 1

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'TestBenchClockEnableDelay', 2)
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'TestBenchClockEnableDelay', 2)
makehdltb('sfir_fixed/symmetric_fir')
```

Force reset

Specify whether the test bench forces reset input signals.

Settings

Default: On

On

The test bench forces the reset input signals.

Off

A user-defined external source forces the reset input signals.

Tips

If you select this option, you can use the **Hold time** option to control the timing of a reset.

Dependency

This option is disabled if you select the entire model. Select the DUT instead for **Generate HDL for** setting.

Command-Line Information

Property: ForceReset

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'ForceReset', 'off')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'ForceReset', 'off')
makehdltb('sfir_fixed/symmetric_fir')
```

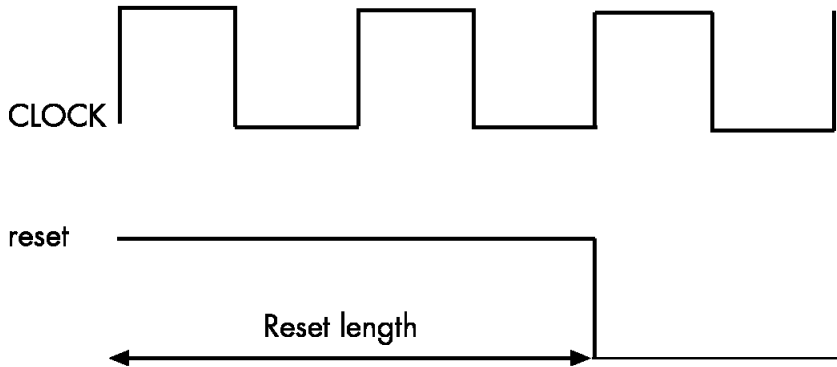
Reset length (in clock cycles)

Define length of time (in clock cycles) during which reset is asserted.

Settings

Default: 2

The **Reset length (in clock cycles)** property defines the number of clock cycles during which reset is asserted. **Reset length (in clock cycles)** must be an integer greater than or equal to 0. The following figure illustrates the default case, in which the reset signal (active-high) is asserted for 2 clock cycles.



Dependency

This parameter is enabled when **Force reset** is selected.

Command-Line Information

Property: Resetlength

Type: integer

Default: 2

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
         'Resetlength', 4)
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'Resetlength', 4)
makehdltb('sfir_fixed/symmetric_fir')
```

Setup and Hold Time Parameters for Testbench

This page describes configuration parameters that reside in the **HDL Code Generation > Test Bench** tab of the Configuration Parameters dialog box. Using the parameters in this tab, you can specify the setup time for data input and hold time for data input and forced reset signal signals.

Hold time (ns)

Specify a hold time, in nanoseconds, for input signals and forced reset input signals.

Settings

Default: 2 (given the default clock period of 10 ns)

The hold time defines the number of nanoseconds that reset input signals and input data are held past the clock rising edge. The hold time is expressed as a positive integer or double (with a maximum of 6 significant digits after the decimal point).

Tips

- The specified hold time must be less than the clock period (specified by the **Clock high time** and **Clock low time** properties).
- This option applies to reset input signals only if **Force reset** is selected.

Usage Notes

Hold Time for Reset Input Signals

The hold time is the amount of time that reset input signals and input data are held past the clock rising edge. The following figures show the application of a hold time (t_{hold}) for reset and data input signals when the signals are forced to active high and active low.

Hold Time for Data Input Signals

Note A reset signal is always asserted for two cycles plus t_{hold} .

Dependencies

This option is disabled if you select the entire model. Select the DUT instead for **Generate HDL for** setting.

Command-Line Information

Property: HoldTime

Type: integer

Value: positive integer

Default: 2

To set this property, use `hdlset_param` or `makehdl.tb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...  
          'HoldTime', 4)
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'HoldTime', 4)  
makehdltb('sfir_fixed/symmetric_fir')
```

Setup time (ns)

Display setup time for data input signals.

Settings

Default: None

This is a display-only field, showing a value computed as (clock period - `HoldTime`) in nanoseconds.

Dependency

The value displayed in this field depends on the clock rate and the values of the **Hold time** property.

This option is disabled if you select the entire model. Select the DUT instead for **Generate HDL for** setting.

Command-Line Information

Because this is a display-only field, a corresponding command-line property does not exist.

Test Bench Stimulus and Output Parameters

This page describes configuration parameters that reside in the **HDL Code Generation > Test Bench** tab of the Configuration Parameters dialog box. Using the parameters in this tab, you can specify whether to ignore data checking, and hold input data between samples.

Hold input data between samples

Specify how long subrate signal values are held in valid state.

Settings

Default: On

On

Data values for subrate signals are held in a valid state across N base-rate clock cycles, where N is the number of base-rate clock cycles that elapse per subrate sample period. (N >= 2.)

Off

Data values for subrate signals are held in a valid state for only one base-rate clock cycle. For the subsequent base-rate cycles, data is in an unknown state (expressed as 'X') until leading edge of the next subrate sample period.

Tip

In most cases, the default (On) is the best setting for **Hold input data between samples**. This setting matches the behavior of a Simulink simulation, in which subrate signals are held valid through each base-rate clock period.

In some cases (for example modeling memory or memory interfaces), it is desirable to clear **Hold input data between samples**. In this way you can obtain diagnostic information about when data is in an invalid ('X') state.

Dependency

This option is disabled if you select the entire model. Select the DUT instead for **Generate HDL for** setting.

Command-Line Information

Property: HoldInputDataBetweenSamples

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'HoldInputDataBetweenSamples', 'off')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'HoldInputDataBetweenSamples', 'off')
makehdltb('sfir_fixed/symmetric_fir')
```

Initialize test bench inputs

Specify initial value driven on test bench inputs before data is asserted to DUT.

Settings

Default: Off

On

Initial value driven on test bench inputs is '0'.

Off

Initial value driven on test bench inputs is 'X' (unknown).

Dependency

This option is disabled if you select the entire model. Select the DUT instead for **Generate HDL for** setting.

Command-Line Information

Property: InitializeTestBenchInputs

Type: character vector

Value: 'on' | 'off'

Default: 'off'

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'InitializeTestBenchInputs', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'InitializeTestBenchInputs', 'on')
makehdltb('sfir_fixed/symmetric_fir')
```

Ignore output data checking (number of samples)

Specify number of samples during which output data checking is suppressed.

Settings

Default: 0

The value must be a positive integer.

When the value of **Ignore output data checking (number of samples)**, N, is greater than zero, the test bench suppresses output data checking for the first N output samples after the clock enable output (ce_out) is asserted.

When using pipelined block implementations, output data may be in an invalid state for some number of samples. To avoid spurious test bench errors, determine this number and set **Ignore output data checking (number of samples)** accordingly.

Be careful to specify N as a number of samples, not as a number of clock cycles. For a single-rate model, these are equivalent, but they are not equivalent for a multirate model.

You should use **Ignore output data checking (number of samples)** in cases where there is a state (register) initial condition in the HDL code that does not match the Simulink state, including the following specific cases:

- When you set the `DistributedPipelining` property to 'on' for the MATLAB Function block (see “Distributed Pipeline Insertion for MATLAB Function Blocks” on page 29-37)
- When you set the `ResetType` property to 'None' for the following blocks:
 - `commcnvintrlv2/Convolutional Deinterleaver`
 - `commcnvintrlv2/Convolutional Interleaver`
 - `commcnvintrlv2/General Multiplexed Deinterleaver`
 - `commcnvintrlv2/General Multiplexed Interleaver`
 - `dspsigops/Delay`
 - `simulink/Additional Math & Discrete/Additional Discrete/Unit Delay Enabled`
 - `simulink/Commonly Used Blocks/Unit Delay`
 - `simulink/Discrete/Delay`
 - `simulink/Discrete/Memory`
 - `simulink/Discrete/Tapped Delay`
 - `simulink/User-Defined Functions/MATLAB Function`
 - `sflib/Chart`
 - `sflib/Truth Table`
- When generating a black box interface to existing manually written HDL code

Dependency

This option is disabled if you select the entire model. Select the DUT instead for **Generate HDL for** setting.

Command-Line Information

Property: IgnoreDataChecking

Type: integer

Default: 0

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'IgnoreDataChecking', 2)
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'IgnoreDataChecking', 2)
makehdltb('sfir_fixed/symmetric_fir')
```

Use file I/O to read/write test bench data

Create and use data files for reading and writing test bench input and output data.

Settings

Default: On

On

Create and use data files for reading and writing test bench input and output data.

Off

Use constants in the test bench for DUT stimulus and reference data.

Dependency

This option is disabled if you select the entire model. Select the DUT instead for **Generate HDL for** setting.

Command-Line Information

Property: UseFileIOInTestBench

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'UseFileIOInTestBench', 'off')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'UseFileIOInTestBench', 'off')  
makehdltb('sfir_fixed/symmetric_fir')
```

Multi-File Testbench and Simulation Library Path Parameters

This page describes configuration parameters that reside in the **HDL Code Generation > Test Bench** tab of the Configuration Parameters dialog box. Using the parameters in this tab, you can specify the simulation library path and whether to generate a multi-file testbench.

Multi-file test bench

Divide generated test bench into helper functions, data, and HDL test bench code files.

Description

You can use this setting to specify how you want to divide files that contain the test bench code, data, and helper functions.

The file names are derived from the name of the DUT, the **Test bench name postfix** property, and the **Test bench data file name postfix** property as:

DUTname_TestBenchPostfix_TestBenchDataPostfix

For example, if the DUT name is `symmetric_fir`, and the target language is VHDL, the default test bench file names are:

- `symmetric_fir_tb.vhd`: test bench code
- `symmetric_fir_tb_pkg.vhd`: helper functions package
- `symmetric_fir_tb_data.vhd`: data package

If the DUT name is `symmetric_fir` and the target language is Verilog, the default test bench file names are:

- `symmetric_fir_tb.v`: test bench code
- `symmetric_fir_tb_pkg.v`: helper functions package
- `symmetric_fir_tb_data.v`: test bench data

Settings

Default: Off

On

Write three separate HDL files. There is a separate file for test bench code, helper functions, and test bench data.

Off

Write two separate HDL files. One file contains the HDL test bench code. The other file contains the helper functions package and test bench data.

Dependency

When this property is selected, **Test bench data file name postfix** is enabled.

This option is disabled if you select the entire model. Select the DUT instead for **Generate HDL for** setting.

Command-Line Information**Property:** MultifileTestBench**Type:** character vector**Value:** 'on' | 'off'**Default:** 'off'

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, you can specify this parameter for the `symmetric_fir` subsystem inside the `sfir_fixed` model using either of these methods.

- Pass the property as an argument to the `makehdltb` function.

```
makehdltb('sfir_fixed/symmetric_fir', ...
          'MultifileTestBench', 'on')
```

- When you use `hdlset_param`, you can set the parameter on the model and then generate HDL code using `makehdltb`.

```
hdlset_param('sfir_fixed', 'MultifileTestBench', 'on')
makehdltb('sfir_fixed/symmetric_fir')
```

Simulation library path

Specify the path to your compiled Altera or Xilinx simulation libraries.

Settings**Default:** ''

Specify the path to the compiled Altera or Xilinx simulation libraries. Altera provides the simulation model files in `\quartus\eda\sim_lib` folder.

Dependency

This option is disabled if you select the entire model. Select the DUT instead for **Generate HDL for** setting.

Command-Line Information**Property:** SimulationLibPath**Type:** character vector**Default:** ''

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, if you want to set the path to the compiled Xilinx Simulation library, enter:

```
myDUT = gcb;
```

```
libpath = '/apps/Xilinx_ISE/XilinxISE-13.4/Linux/ISE_DS/ISE/vhdl/
          mti_se/6.6a/lin64/xilinxcorelib';
```

```
hdlset_param (myDUT, 'SimulationLibPath', libpath);
```

`makehdl tb(myDUT)`

Floating-Point Tolerance Parameters

This page describes configuration parameters that reside in the **HDL Code Generation > Test Bench** tab of the Configuration Parameters dialog box. Using the parameters in this tab, you can specify the floating-point tolerance strategy and the tolerance value.

Floating point tolerance check based on

When you map your design to the native floating-point libraries or the floating-point target libraries, specify the floating-point tolerance check option.

Settings

Default: relative error

Select one of these options from the drop-down menu:

- **relative error:** This is the default option. When you verify the generated code by using HDL Testbench, HDL Coder checks for the floating-point tolerance of the native floating-point library or the floating-point target library that your design mapped to based on the relative error.
- **ulp error:** When you verify the generated code by using HDL Testbench, HDL Coder checks for the floating-point tolerance of the native floating-point library or the floating-point target library that your design mapped to based on the ULP error.

Dependency

This option is disabled if you select the entire model. Select the DUT instead for **Generate HDL for** setting.

Command-Line Information

Property: FPToleranceStrategy

Type: character vector

Value: 'relative' | 'ULP'

Default: 'relative'

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, to specify the floating-point tolerance value for a model, use the `hdlset_param` function to specify the tolerance strategy, and then enter the tolerance value. For example, to check the floating-point tolerance based on ULP error and enter the tolerance value:

```
% Check for floating-point tolerance based on ULP
hdlset_param('sfir_single', 'FPToleranceStrategy', 'ULP');
```

```
% When using ULP, optionally enter tolerance value >= 0
hdlset_param('FP_test_16a', 'FPToleranceValue', 1);
```

```
% Generate HDL testbench with specified tolerance setting
makehdltb('sfir_single/symmetric_fir')
```

Tolerance Value

Enter the tolerance value based on the floating-point tolerance check setting that you specify.

Settings

Default: 1e-07

The value must be a positive integer or a double data type.

The default tolerance value depends on the floating-point tolerance check setting that you specify. When you set the **Floating point tolerance check based on** to:

- **relative error**, the default is a **Tolerance Value** of $1e-07$. When you use this floating-point tolerance check setting, specify the tolerance value as a double data type. You can specify a **Tolerance Value**, N, that is less than or equal to $1e-07$.
- **ulp error**, the default is a **Tolerance Value** of 0. When you use this floating-point tolerance check setting, specify the tolerance value as an integer. You can specify a **Tolerance Value**, N, that is greater than or equal to 0.

Command-Line Information

Property: FPToleranceValue

Type: double | integer

Default: 1e-07

To set this property, use `hdlset_param` or `makehdltb`. To view the property value, use `hdlget_param`.

For example, to specify the floating-point tolerance value for a model, use the `hdlset_param` function to specify the tolerance strategy, and then enter the tolerance value. For example, to check the floating-point tolerance based on ULP error and enter the tolerance value:

```
% Check for floating-point tolerance based on ULP
hdlset_param('sfir_single', 'FPToleranceStrategy', 'ULP');

% When using ULP, optionally enter tolerance value >= 0
hdlset_param('FP_test_16a', 'FPToleranceValue', 1);

% Generate HDL testbench with specified tolerance setting
makehdltb('sfir_single/symmetric_fir')
```


HDL Code Generation Pane: EDA Tool Scripts

- “EDA Tool Scripts Overview” on page 20-2
- “Generate EDA scripts” on page 20-3
- “Compilation Script Parameters” on page 20-4
- “Simulation Script Parameters” on page 20-7
- “Synthesis Script Parameters” on page 20-11
- “Lint Script Parameters” on page 20-16

EDA Tool Scripts Overview

The **EDA Tool Scripts** pane lets you set the options that control generation of script files for third-party HDL simulation and synthesis tools.

Generate EDA scripts

Enable generation of script files for third-party electronic design automation (EDA) tools. These scripts let you compile and simulate generated HDL code and/or synthesize generated HDL code.

Settings

Default: On

On

Generation of script files is enabled.

Off

Generation of script files is disabled.

Command-Line Information

Parameter: EDAScriptGeneration

Type: character vector

Value: 'on' | 'off'

Default: 'on'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Compilation Script Parameters

This page describes configuration parameters that reside in the **HDL Code Generation > EDA Tool Scripts > Compilation Script** tab of the Configuration Parameters dialog box.

Compile file postfix

Specify a postfix to append to the DUT or test bench name to form the compilation script file name.

Settings

Default: `_compile.do`

For example, if the name of the device under test or test bench is `my_design`, HDL Coder adds the postfix `_compile.do` to form the name `my_design_compile.do`.

Command-Line Information

Property: `HDLCompileFilePostfix`

Type: character vector

Default: `'_compile.do'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Compile initialization

Format name passed to `fprintf` to write the `Init` section of the compilation script.

Settings

Default: `vlib %s\n`

The `Init` phase of the script performs required setup actions, such as creating a design library or a project file.

The implicit argument, `%s`, is the contents of the `'VHDLLibraryName'` property, which defaults to `'work'`. You can override the default `Init` string (`'vlib work\n'`) by changing the value of `'VHDLLibraryName'`.

Command-Line Information

Property: `HDLCompileInit`

Type: character vector

Default: `'vlib %s\n'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Compile command for VHDL

Format name passed to `fprintf` to write the `Cmd` section of the compilation script for VHDL files.

Settings

Default: `vcom %s %s\n`

The command-per-file phase (`Cmd`) of the script is called iteratively, once per generated HDL file. On each call, a different file name is passed in.

The two implicit arguments in the compile command are the contents of the `SimulatorFlags` property and the file name of the current entity or module. To omit the flags, set `SimulatorFlags` to `' '` (the default).

Command-Line Information

Property: `HDLCompileVHDLCmd`

Type: character vector

Default: `'vcom %s %s\n'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Compile command for Verilog

Format name passed to `fprintf` to write the `Cmd` section of the compilation script for Verilog files.

Settings

Default: `vlog %s %s\n`

The command-per-file phase (`Cmd`) of the script is called iteratively, once per generated HDL file. On each call, a different file name is passed in.

The two implicit arguments in the compile command are the contents of the `SimulatorFlags` property and the file name of the current entity or module. To omit the flags, set `SimulatorFlags` property to `' '` (the default).

Command-Line Information

Property: `HDLCompileVerilogCmd`

Type: character vector

Default: `'vlog %s %s\n'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Compile termination

Format name passed to `fprintf` to write the termination portion of the compilation script.

Settings

Default: empty character vector

The termination phase (Term) is the final execution phase of the script. One application of this phase is to execute a simulation of HDL code that was compiled in the Cmd phase. The Term phase does not take arguments.

Command-Line Information

Property: HDLCompileTerm

Type: character vector

Default: ''

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Simulation Script Parameters

This page describes configuration parameters that reside in the **HDL Code Generation > EDA Tool Scripts > Simulation Script** tab of the Configuration Parameters dialog box.

Simulation file postfix

Specify a postfix to append to the DUT or test bench name to form the simulation script file name.

Settings

Default: `_sim.do`

For example, if the name of the device under test or test bench is `my_design`, HDL Coder adds the postfix `_sim.do` to form the name `my_design_sim.do`.

Command-Line Information

Property: `HDLSimFilePostfix`

Type: character vector

Default: `'_sim.do'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Simulation initialization

Format name passed to `fprintf` to write the initialization section of the simulation script.

Settings

Default: The default is

```
[ 'onbreak resume\nonerror resume\n' ]
```

The `Init` phase of the script performs required setup actions, such as creating a design library or a project file.

Command-Line Information

Property: `HDLSimInit`

Type: character vector

Default: `['onbreak resume\nonerror resume\n']`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2

- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Simulation command

Format name passed to `fprintf` to write the simulation command.

Settings

Default: `vsim -voptargs=+acc %s.%s\n`

The first implicit argument, `%s`, is the library name. The second implicit argument is the top-level module or entity name. If your target language is VHDL, the library name is the value of “VHDL library name” on page 17-30. If your target language is Verilog, the library name is 'work' and cannot be changed.

If you compile your filter design with code from other libraries, update **VHDL library name** to avoid library name conflicts.

Note Prior to R2020b, the default simulation command was `vsim -novopt %s.%s\n`. Mentor Graphics ModelSim versions prior to 10.7 support the former syntax. If you use a more recent Mentor Graphics ModelSim version, use the `vsim -voptargs=+acc %s.%s\n` syntax.

Command-Line Information

Property: HDLSimCmd

Type: character vector

Default: 'vsim -novopt %s.%s\n'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Simulation waveform viewing command

Specify the waveform viewing command written to simulation script.

Settings

Default: `add wave sim:%s\n`

The implicit argument, `%s`, adds the signal paths for the DUT top-level input, output, and output reference signals.

Command-Line Information

Property: HDLSimViewWaveCmd

Type: character vector

Default: 'add wave sim:%s\n'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Simulation termination

Format name passed to `fprintf` to write the termination portion of the simulation script.

Settings

Default: `run -all\n`

The termination phase (`Term`) is the final execution phase of the script. One application of this phase is to execute a simulation of HDL code that was compiled in the `Cmd` phase. The `Term` phase does not take arguments.

Command-Line Information

Property: `HDLSimTerm`

Type: character vector

Default: `'run -all\n'`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Simulator flags

Specify simulator flags to apply to generated compilation scripts.

Settings

Default: `''` (no simulator flags)

Specify simulator flags to apply to generated compilation scripts as a character vector. The simulator flags are specific to your application and the simulator you are using. For example, if you must use the 1076-1993 VHDL compiler, specify the flag `-93`.

The flags you specify with this option are added to the compilation command in generated compilation scripts. The simulation command is specified by the `HDLCompileVHDLCmd` or `HDLCompileVerilogCmd` properties.

Command-Line Information

Property: `SimulatorFlags`

Type: character vector

Default: `''`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Synthesis Script Parameters

This page describes configuration parameters that reside in the **HDL Code Generation > EDA Tool Scripts > Synthesis Script** tab of the Configuration Parameters dialog box.

Choose synthesis tool

Enable or disable generation of synthesis scripts, and select the synthesis tool for which HDL Coder generates scripts.

Settings

Default: None

None

When you select None, HDL Coder does not generate a synthesis script. The coder clears and disables the fields in the **Synthesis script** pane.

Xilinx ISE

Generate a synthesis script for Xilinx ISE. When you select this option, the coder:

- Enables the fields in the **Synthesis script** pane.
- Sets **Synthesis file postfix** to `_ise.tcl`
- Fills in the **Synthesis initialization**, **Synthesis command** and **Synthesis termination** fields with TCL script code for the tool.

Microsemi Libero

Generate a synthesis script for Microsemi Libero. When you select this option, the coder:

- Enables the fields in the **Synthesis script** pane.
- Sets **Synthesis file postfix** to `_libero.tcl`
- Fills in the **Synthesis initialization**, **Synthesis command** and **Synthesis termination** fields with TCL script code for the tool.

Mentor Graphics Precision

Generate a synthesis script for Mentor Graphics Precision. When you select this option, the coder:

- Enables the fields in the **Synthesis script** pane.
- Sets **Synthesis file postfix** to `_precision.tcl`
- Fills in the **Synthesis initialization**, **Synthesis command** and **Synthesis termination** fields with TCL script code for the tool.

Altera Quartus II

Generate a synthesis script for Altera Quartus II. When you select this option, the coder:

- Enables the fields in the **Synthesis script** pane.
- Sets **Synthesis file postfix** to `_quartus.tcl`
- Fills in the **Synthesis initialization**, **Synthesis command** and **Synthesis termination** fields with TCL script code for the tool.

Synopsys Synplify Pro

Generate a synthesis script for Synopsys Synplify Pro. When you select this option, the coder:

- Enables the fields in the **Synthesis script** pane.
- Sets **Synthesis file postfix** to `_synplify.tcl`
- Fills in the **Synthesis initialization**, **Synthesis command** and **Synthesis termination** fields with TCL script code for the tool.

Xilinx Vivado

Generate a synthesis script for Xilinx Vivado. When you select this option, the coder:

- Enables the fields in the **Synthesis script** pane.
- Sets **Synthesis file postfix** to `_vivado.tcl`
- Fills in the **Synthesis initialization**, **Synthesis command** and **Synthesis termination** fields with TCL script code for the tool.

Custom

Generate a custom synthesis script. When you select this option, the coder:

- Enables the fields in the **Synthesis script** pane.
- Sets **Synthesis file postfix** to `_custom.tcl`
- Fills in the **Synthesis initialization**, **Synthesis command** and **Synthesis termination** fields with example TCL script code.

Command-Line Information

Property: HDLSynthTool

Type: character vector

Value: 'None' | 'ISE' | 'Libero' | 'Precision' | 'Quartus' | 'Synplify' | 'Vivado' | 'Custom'

Default: 'None'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Synthesis file postfix

Specify a postfix to append to file name for generated synthesis scripts.

Settings

Default: None.

Your choice of synthesis tool (from the **Choose synthesis tool** pulldown menu) sets the postfix for generated synthesis file names to one of the following:

`_ise.tcl`

```

_libero.tcl
_precision.tcl
_quartus.tcl
_synplify.tcl
_vivado.tcl
_custom.tcl

```

For example, if the DUT name is `my_design` and the choice of synthesis tool is Synopsys Synplify Pro, HDL Coder adds the postfix `_synplify.tcl` to form the name `my_design_synplify.tcl`.

Dependency

To use this setting, the **Choose synthesis tool** or `HDLSynthTool` property must be set to a value other than `None`.

Command-Line Information

Property: `HDLSynthFilePostfix`

Type: character vector

Default: none

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Synthesis initialization

Format name passed to `fprintf` to write the initialization section of the synthesis script.

Settings

Default: none.

Your choice of synthesis tool (from the **Choose synthesis tool** pulldown menu) sets the **Synthesis initialization** string. The content of the string is specific to the selected synthesis tool.

The default is a synthesis project creation command passed as a format string to `fprintf` to write the `Init` section of the synthesis script. The implicit argument, `%s`, is the top-level module or entity name.

Dependency

To use this setting, the **Choose synthesis tool** or `HDLSynthTool` property must be set to a value other than `None`.

Command-Line Information

Property: `HDLSynthInit`

Type: character vector

Default: none

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Synthesis command

Format name passed to `fprintf` to write the synthesis command.

Settings

Default: none.

Your choice of synthesis tool (from the **Choose synthesis tool** menu) sets the **Synthesis command** string. The content of the string is specific to the selected synthesis tool.

The default is a format string passed to `fprintf` to write the `Cmd` section of the synthesis script. The implicit argument, `%s`, is the file name of the entity or module. The command is iterated for each generated file.

To avoid issues when generating synthesis scripts for various tools, retain both format specifiers (`%s`).

Dependency

To use this setting, the **Choose synthesis tool** or `HDLSynthTool` property must be set to a value other than `None`.

Command-Line Information

Property: `HDLSynthCmd`

Type: character vector

Default: none

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Synthesis termination

Specify a format name that is passed to `fprintf` to write the termination portion of the synthesis script.

Settings

Default: none

Your choice of synthesis tool (from the **Choose synthesis tool** pulldown menu) sets the **Synthesis termination** string. The content of the string is specific to the selected synthesis tool.

The default is a format name passed to `fprintf` to write the `Term` section of the synthesis script. The termination string does not take arguments.

Dependency

To use this setting, the **Choose synthesis tool** or `HDLSynthTool` property must be set to a value other than `None`.

Command-Line Information

Property: `HDLSynthTerm`

Type: character vector

Default: `none`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Additional files to add to synthesis project

Include additional HDL or constraint files in synthesis project.

Settings

Default: `''` (no files added)

Additional project files, such as HDL source files (`.v`, `.vhd`) or constraint files (`.ucf`), that you want to include in your synthesis project, specified as a character vector. Separate file names with a semicolon (;).

You cannot use this setting to include Tcl files. To specify synthesis project Tcl files, use the `AdditionalProjectCreationTclFiles` property of the `hdlcoder.WorkflowConfig` object.

Command-Line Information

Property: `SynthesisProjectAdditionalFiles`

Type: character vector

Default: `''`

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

To include a source file, `src_file.vhd`, and a constraint file, `constraint_file.ucf`, in the synthesis project for a DUT subsystem, `myDUT`:

```
hdlset_param (myDUT, 'SynthesisProjectAdditionalFiles', ...
              'L:\src_file.vhd;L:\constraint_file.ucf;')
```

See Also

- `hdlcoder.WorkflowConfig`
- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7

Lint Script Parameters

This page describes configuration parameters that reside in the **HDL Code Generation > EDA Tool Scripts > Lint Script** tab of the Configuration Parameters dialog box.

Choose HDL lint tool

Enable or disable generation of an HDL lint script, and select the HDL lint tool for which HDL Coder generates a script.

After you select an HDL lint tool, the **Lint initialization**, **Lint command** and **Lint termination** fields are enabled.

Dependencies

If you set the HDL lint tool to one of the supported third-party tools, you can generate a Tcl script without setting **Lint initialization**, **Lint command**, and **Lint termination** to nondefault values. If the **Lint initialization**, **Lint command**, and **Lint termination** have default values, HDL Coder automatically writes tool-specific default initialization, command, and termination strings to the Tcl script.

Settings

Default: None

None

When you select **None**, the coder does not generate a lint script. The coder clears and disables the fields in the **Lint script** pane.

Ascent Lint

Generate a lint script for Real Intent Ascent Lint.

HDL Designer

Generate a lint script for Mentor Graphics HDL Designer.

Leda

Generate a lint script for Synopsys Leda.

SpyGlass

Generate a lint script for Atrenta SpyGlass.

Custom

Generate a custom synthesis script.

Command-Line Information

Property: HDLLintTool

Type: character vector

Value: 'None' | 'AscentLint' | 'Leda' | 'SpyGlass' | 'Custom'

Default: 'None'

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

“Generate HDL Lint Tool Script” on page 26-46

Lint initialization

Enter an initialization text for your HDL lint script.

Dependencies

If **Lint initialization** is set to the default value, ' ', and you set HDLLintCmd to one of the supported third-party tools, HDL Coder automatically inserts a tool-specific default termination string in the Tcl script.

Command-Line Information

Property: HDLLintInit

Type: character vector

Default: none

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

“Generate HDL Lint Tool Script” on page 26-46

Lint command

Enter the command for your HDL lint script.

Command-Line Information

Property: HDLLintCmd

Type: character vector

Default: none

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

If you set HDLLintTool to Custom, you must use %s as a placeholder for the HDL file name in the generated Tcl script. Specify HDLLintCmd using the following format:

```
custom_lint_tool_command -option1 -option2 %s
```

See Also

“Generate HDL Lint Tool Script” on page 26-46

Lint termination

Enter a termination character vector for your HDL lint script.

Dependencies

If **Lint termination** is set to the default value, ' ', and you set HDLLintCmd to one of the supported third-party tools, HDL Coder automatically inserts a tool-specific default termination string in the Tcl script.

Command-Line Information

Property: HDLLintTerm

Type: character vector

Default: none

To set this property, use the functions `hdlset_param` or `makehdl`. To view the property value, use the function `hdlget_param`.

See Also

“Generate HDL Lint Tool Script” on page 26-46

Modeling Guidelines

- “HDL Modeling Guidelines Severity Levels” on page 21-2
- “Model Design and Compatibility Guidelines - By Numbered List” on page 21-3
- “Guidelines for Supported Blocks and Data Types - By Numbered List” on page 21-6
- “Guidelines for Speed and Area Optimizations - By Numbered List” on page 21-10
- “Basic Guidelines for Modeling HDL Algorithm in Simulink” on page 21-12
- “Guidelines for Model Setup and Checking Model Compatibility” on page 21-18
- “Modeling with Simulink, Stateflow, and MATLAB Function Blocks” on page 21-22
- “Terminate Unconnected Block Outputs and Usage of Commenting Blocks” on page 21-25
- “Identify and Programmatically Change and Display HDL Block Parameters” on page 21-29
- “DUT Subsystem Guidelines” on page 21-35
- “Hierarchical Modeling Guidelines” on page 21-39
- “Design Considerations for Matrices and Vectors” on page 21-45
- “Use Bus Signals to Improve Readability of Model and Generate HDL Code” on page 21-50
- “Guidelines for Clock and Reset Signals” on page 21-56
- “Modeling with Native Floating Point” on page 21-63
- “Design Considerations for RAM Blocks and Blocks in HDL Operations Library” on page 21-66
- “Usage of Blocks in Logic and Bit Operations Library” on page 21-70
- “Generate FPGA Block RAM from Lookup Tables” on page 21-75
- “Recommended Block Parameter Settings of Multiplex Block for Numeric and Enumerated Types” on page 21-80
- “Usage of Different Subsystem Types” on page 21-83
- “Usage of Rate Change and Constant Blocks” on page 21-89
- “Guidelines for Using Delays and Goto and From Blocks for HDL Code Generation” on page 21-92
- “Modeling Efficient Multiplication and Division Operations for FPGA Targeting” on page 21-100
- “Using Persistent Variables and fi Objects Inside MATLAB Function Blocks for HDL Code Generation” on page 21-107
- “Guidelines for HDL Code Generation Using Stateflow Charts” on page 21-113
- “Simulink Data Type Considerations” on page 21-120
- “Resource Sharing Settings for Various Blocks” on page 21-122
- “Resource Sharing of Subsystems and Floating-Point IPs” on page 21-126
- “Resource Sharing Guidelines for Vector Processing and Matrix Multiplication” on page 21-131
- “Distributed Pipelining and Clock-Rate Pipelining Guidelines” on page 21-137
- “Insert Distributed Pipeline Registers for Blocks with Vector Data Type Inputs” on page 21-140

HDL Modeling Guidelines Severity Levels

Each modeling guideline for HDL code generation has a different level of severity that indicates the levels of compliance requirements. This table illustrates what each severity level indicates.

Severity Levels

| Category | Mandatory | Strongly Recommended | Recommended | Informative |
|-------------------|--|---|--|---|
| Definition | Guidelines that are absolutely essential to follow. Models created must conform to these guidelines to 100%. | Guidelines that are agreed upon to be a good practice. Models created should conform to these guidelines to the greatest extent possible, but does not have to be 100%. | Guidelines that are recommended to improve the generated code and optimize the code on the target device, but are not critical | Guidelines that are meant to understand some modeling recommendations and best practices. |
| Impact | If you violate these guidelines, you cannot generate code and synthesize your design on the target hardware. | If you violate these guidelines, you get poor quality of results. | Violating these guidelines may impact the efficiency or ease of using the generated code with downstream synthesis tools | None |

See Also

More About

- “Model Design and Compatibility Guidelines - By Numbered List” on page 21-3
- “Guidelines for Supported Blocks and Data Types - By Numbered List” on page 21-6
- “Guidelines for Speed and Area Optimizations - By Numbered List” on page 21-10

Model Design and Compatibility Guidelines - By Numbered List

The HDL modeling guidelines are a set of recommended guidelines that you can follow when creating Simulink model for code generation with HDL Coder. The model design and compatibility guidelines consist of guidelines for basic block usage, clock and reset signals, buses and vectors, and subsystem and hierarchical designing. Each modeling guideline for HDL code generation has a different level of severity that indicates the levels of compliance requirements. To learn more about these severity levels, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

These tables list the model design and compatibility guidelines in HDL Coder. These guidelines start from 1.1 and are divided into subsections. In the table, you see that certain guidelines have an associated model check. You can follow the modeling pattern recommended for these guidelines by running that check in the HDL Code Advisor. To learn more about the HDL Code Advisor, see “Check HDL Compatibility of Simulink Model Using HDL Code Advisor” on page 39-2.

Guidelines 1.1: Basic Settings

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|---|-------------|---|
| 1.1.1 | “Use HDL-Supported Blocks” on page 21-12 | Recommended | None |
| 1.1.2 | “Partition Model into DUT and Test Bench” on page 21-13 | Recommended | None |
| 1.1.3 | “Avoid Using Double-Byte Characters” on page 21-15 | Mandatory | None |
| 1.1.4 | “Document Model Features and Attributes” on page 21-15 | Recommended | None |
| 1.1.5 | “Customize hdlsetup Function Based on Target Application” on page 21-18 | Recommended | Model Check: “Check for model parameters suited for HDL code generation” on page 38-5 |
| 1.1.6 | “Check Subsystem for HDL Compatibility” on page 21-19 | Recommended | None |
| 1.1.7 | “Run Model Checks for HDL Coder” on page 21-19 | Recommended | None |
| 1.1.8 | “Modeling with Simulink, Stateflow, and MATLAB Function Blocks” on page 21-22 | Informative | None |
| 1.1.9 | “Terminate Unconnected Block Outputs” on page 21-25 | Mandatory | None |
| 1.1.10 | “Using Comment Out and Comment Through of Blocks” on page 21-26 | Informative | None |
| 1.1.11 | “Adjust Sizes of Constant and Gain Blocks for Identifying Parameters” on page 21-29 | Recommended | None |

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|--|-------------|---|
| 1.1.12 | “Display Parameters that Affect HDL Code Generation” on page 21-29 | Recommended | None |
| 1.1.13 | “Change Block Parameters by Using find_system and set_param” on page 21-33 | Informative | None |

Guidelines 1.2: DUT Subsystem and Hierarchical Modeling

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|---|----------------------|--|
| 1.2.1 | “DUT Subsystem Considerations” on page 21-35 | Strongly Recommended | Model Check: “Check for invalid top level subsystem” on page 38-13 |
| 1.2.2 | “Convert DUT Subsystem to Model Reference for Testbenches with Continuous Blocks” on page 21-35 | Strongly Recommended | None |
| 1.2.3 | “Insert Handwritten Code into Simulink Modeling Environment” on page 21-37 | Informative | None |
| 1.2.4 | “Avoid Constant Block Connections to Subsystem Port Boundaries” on page 21-39 | Mandatory | None |
| 1.2.5 | “Generate Parameterized HDL Code for Constant and Gain Blocks” on page 21-40 | Recommended | None |
| 1.2.6 | “Place Physical Signal Lines Inside a Subsystem” on page 21-42 | Mandatory | None |

Guidelines 1.3: Guidelines for Vectors and Buses

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|---|----------------------|---|
| 1.3.1 | “Modeling Requirements for Matrices” on page 21-45 | Mandatory | None |
| 1.3.2 | “Avoid Generating Ascending Bit Order in HDL Code From Vector Signals” on page 21-47 | Strongly Recommended | None |
| 1.3.3 | “Use Bus Signals to Improve Readability of Model and Generate HDL Code” on page 21-50 | Informative | None |

Guidelines 1.4: Guidelines for Clock Bundle Signals

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|---|----------------------|---|
| 1.4.1 | “Use Global Oversampling to Create Frequency-Divided Clock” on page 21-56 | Informative | None |
| 1.4.2 | “Create Multirate Model with Integer Clock Multiples by Clock Division” on page 21-56 | Mandatory | None |
| 1.4.3 | “Use Dual Rate Dual Port RAM for Noninteger Multiple Sample Times” on page 21-58 | Mandatory | None |
| 1.4.4 | “Asynchronous Clock Modeling in HDL Coder” on page 21-59 | Recommended | None |
| 1.4.5 | “Use Global Reset Type Setting Based on Target Hardware” on page 21-61 | Strongly Recommended | Model check: “Use Global Reset Type Setting Based on Target Hardware” on page 21-61 |

Guidelines 1.5: Modeling Guidelines for Native Floating Point

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|---|-------------|---|
| 1.5.1 | “Modeling with Native Floating Point” on page 21-63 | Recommended | None |

See Also

More About

- “Guidelines for Supported Blocks and Data Types - By Numbered List” on page 21-6
- “Guidelines for Speed and Area Optimizations - By Numbered List” on page 21-10

Guidelines for Supported Blocks and Data Types - By Numbered List

The HDL modeling guidelines are a set of recommended guidelines that you can follow when creating Simulink model for code generation with HDL Coder. The guidelines for supported blocks and data types consist of guidelines for using various blocks in the HDL Coder block library, and about the supported data types. Each modeling guideline for HDL code generation has a different level of severity that indicates the levels of compliance requirements. To learn more about these severity levels, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

These tables list the guidelines for supported data types in HDL Coder and for various blocks in the HDL Coder block library. The guidelines start from 2.1 and are divided into subsections. In the table, you see that certain guidelines have an associated model check. You can follow the modeling pattern recommended for these guidelines by running that check in the HDL Code Advisor. To learn more about the HDL Code Advisor, see “Check HDL Compatibility of Simulink Model Using HDL Code Advisor” on page 39-2.

Guidelines 2.1: Blocks in HDL RAMs and HDL Operations Library

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|---|-------------|---|
| 2.1.1 | “RAM Block Access Considerations” on page 21-66 | Recommended | None |
| 2.1.2 | “Serial to Parallel Conversion” on page 21-68 | Recommended | None |

Guidelines 2.2: Blocks in Logic and Bit Operations Library

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|---|----------------------|---|
| 2.2.1 | “Logical and Arithmetic Bit Shift Operations” on page 21-70 | Informative | None |
| 2.2.2 | “Usage of Logical Operator, Bitwise Operator, and Bit Reduce Blocks” on page 21-72 | Informative | None |
| 2.2.3 | “Use Boolean Output for Compare to Constant and Relational Operator Blocks” on page 21-74 | Strongly Recommended | None |

Guidelines 2.3: Lookup Table and Signal Routing Blocks

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|--|----------------------|---|
| 2.3.1 | “Generate FPGA Block RAM from Lookup Tables” on page 21-75 | Strongly Recommended | None |

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|---|-------------|---|
| 2.3.2 | “Recommended Block Parameter Settings of Multiport Switch Block for Numeric and Enumerated Types” on page 21-80 | Recommended | None |

Guidelines 2.4: Ports and Subsystems

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|---|-------------|---|
| 2.4.1 | “Virtual Subsystem: Use as DUT” on page 21-83 | Mandatory | Model Check: “Check for invalid top level subsystem” on page 38-13 |
| 2.4.2 | “Atomic and Virtual Subsystems: Generate Reusable HDL Files” on page 21-83 | Recommended | None |
| 2.4.3 | “Variant Subsystem: Using Variant Subsystems for HDL Code Generation” on page 21-84 | Mandatory | None |
| 2.4.4 | “Model References: Build Model Design Using Smaller Partitions” on page 21-85 | Recommended | None |
| 2.4.5 | “Block Settings of Enabled and Triggered Subsystems” on page 21-87 | Mandatory | Model check: “Check initial conditions of enabled and triggered subsystems” on page 38-14 |

Guideline 2.5: Rate Change and Constant Blocks

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|--|-------------|--|
| 2.5.1 | “Usage of Rate Conversion Blocks” on page 21-89 | Recommended | None |
| 2.5.2 | “Use Discrete and Finite Sample Time for Constant Block” on page 21-90 | Mandatory | Model Check: “Check for infinite and continuous sample time sources” on page 38-16 |

Guideline 2.6: Delay Blocks

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|--|-------------|---|
| 2.6.1 | “Appropriate Usage of Delay Blocks as Registers” on page 21-92 | Recommended | “Check for obsolete Unit Delay Enabled/Resettable Blocks” on page 38-21 |
| 2.6.2 | “Absorb Delays to Avoid Timing Difference” on page 21-92 | Recommended | None |
| 2.6.3 | “Map Large Delays to Block RAM” on page 21-97 | Recommended | None |
| 2.6.4 | “Required HDL Settings for Goto and From Blocks” on page 21-98 | Mandatory | None |

Guideline 2.7: Blocks for Multiplication and Accumulation Operations

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|---|----------------------|---|
| 2.7.1 | “Designing Multipliers and Adders for Efficient Mapping to DSP Blocks on FPGA” on page 21-100 | Strongly Recommended | None |
| 2.7.2 | “Set ConstMultiplierOptimization HDL Block Property to auto for Gain Block” on page 21-104 | Recommended | None |
| 2.7.3 | “Use ShiftAdd Architecture of Divide Block for Fixed-Point Types” on page 21-106 | Recommended | None |

Guideline 2.8: MATLAB Function Blocks

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|--|----------------------|--|
| 2.8.1 | “Update Persistent Variables at End of MATLAB Function” on page 21-107 | Strongly Recommended | None |
| 2.8.2 | “Avoid Algebraic Loop Errors from Persistent Variables inside MATLAB Function Blocks” on page 21-108 | Mandatory | None |
| 2.8.3 | “Use hdlfmath Setting and Specify fi Objects inside MATLAB Function Block” on page 21-110 | Strongly Recommended | “Check for MATLAB Function block settings” on page 38-19 |

Guideline 2.9: Stateflow Charts

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|--|----------------------|--|
| 2.9.1 | “Choose State Machine Type based on HDL Implementation Requirements” on page 21-113 | Strongly Recommended | None |
| 2.9.2 | “Specify Block Configuration Settings of Stateflow Chart” on page 21-113 | Strongly Recommended | “Check for Stateflow chart settings” on page 38-20 |
| 2.9.3 | “Insert Unconditional Transition State for Else Statement in HDL Code” on page 21-114 | Recommended | None |
| 2.9.4 | “Data Type Settings and Casting in Stateflow Chart for HDL Code Generation” on page 21-117 | Informative | None |
| 2.9.5 | “Using Absolute Time Temporal Logic in Stateflow Charts” on page 21-119 | Mandatory | None |

Guidelines 2.10: Data Types

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|--|-------------|---|
| 2.10.1 | “Use Boolean for Logical Data and Ufix1 for Numerical Data” on page 21-120 | Mandatory | None |
| 2.10.2 | “Specify Data Type of Gain Blocks” on page 21-120 | Recommended | None |
| 2.10.3 | “Enumerated Data Type Restrictions” on page 21-121 | Mandatory | None |

See Also

More About

- “Model Design and Compatibility Guidelines - By Numbered List” on page 21-3
- “Guidelines for Speed and Area Optimizations - By Numbered List” on page 21-10

Guidelines for Speed and Area Optimizations - By Numbered List

The HDL modeling guidelines are a set of recommended guidelines that you can follow when creating Simulink model for code generation with HDL Coder. In addition to providing architectural guidance, because the generated code targets hardware platforms such as FPGAs, ASICs, and SoCs, you can use these guidelines to optimize your design for speed or area on the target hardware.. Each modeling guideline for HDL code generation has a different level of severity that indicates the levels of compliance requirements. To learn more about these severity levels, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

These tables list the guidelines for speed and area optimizations in HDL Coder. The guidelines start from 3.1 and are divided into subsections. These guidelines do not have an associated model check. You can follow the modeling pattern recommended for these guidelines by running that check in the HDL Code Advisor. To learn more about the HDL Code Advisor, see “Check HDL Compatibility of Simulink Model Using HDL Code Advisor” on page 39-2.

Guidelines 3.1: Resource Sharing and Streaming

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|---|-------------|---|
| 3.1.1 | “Resource Sharing of Add Blocks” on page 21-122 | Recommended | None |
| 3.1.2 | “Resource Sharing of Gain Blocks” on page 21-123 | Recommended | None |
| 3.1.3 | “Resource Sharing of Product Blocks” on page 21-124 | Recommended | None |
| 3.1.4 | “Resource Sharing of Multiply-Add Blocks” on page 21-124 | Recommended | None |
| 3.1.5 | “General Considerations for Sharing of Subsystems” on page 21-126 | Recommended | None |
| 3.1.6 | “Use MATLAB Datapath Architecture for Sharing with MATLAB Function Blocks” on page 21-127 | Recommended | None |
| 3.1.7 | “Sharing of Subsystems” on page 21-127 | Recommended | None |
| 3.1.8 | “Resource Sharing of Floating-Point IPs” on page 21-129 | Recommended | None |
| 3.1.9 | “Use StreamingFactor for Resource Sharing of Vector Signals” on page 21-131 | Informative | None |

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|--|-------------|---|
| 3.1.10 | "Use SharingFactor and HDL Block Properties for Sharing Matrix Multiplication Operations" on page 21-134 | Informative | None |

Guidelines 3.2: Clock Rate Pipelining and Distributed Pipelining

| Guideline ID | Title | Severity | Associated Model Check/ Coding Standard Rule |
|--------------|--|-------------|---|
| 3.2.1 | "Clock-Rate Pipelining Guidelines" on page 21-137 | Informative | None |
| 3.2.2 | "Recommended Distributed Pipelining Settings" on page 21-137 | Recommended | None |
| 3.2.3 | "Insert Distributed Pipeline Registers for Blocks with Vector Data Type Inputs" on page 21-140 | Informative | None |

See Also

More About

- "Model Design and Compatibility Guidelines - By Numbered List" on page 21-3
- "Guidelines for Supported Blocks and Data Types - By Numbered List" on page 21-6

Basic Guidelines for Modeling HDL Algorithm in Simulink

In this section...

“Use HDL-Supported Blocks” on page 21-12

“Partition Model into DUT and Test Bench” on page 21-13

“Avoid Using Double-Byte Characters” on page 21-15

“Document Model Features and Attributes” on page 21-15

Use these guidelines to develop your HDL algorithm in Simulink. The guidelines include using HDL-supported blocks when modeling your design and how to partition your design when developing the algorithm.

Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Use HDL-Supported Blocks

Guideline ID

1.1.1

Severity

Strongly Recommended

Description

When you create your Simulink model, use blocks from the **Simulink Library Browser > HDL Coder** library. Several blocks in this library are pre-configured for HDL code generation. Blocks in this library are available with Simulink. If you do not have HDL Coder, you can simulate the blocks in your model, but cannot generate HDL code.

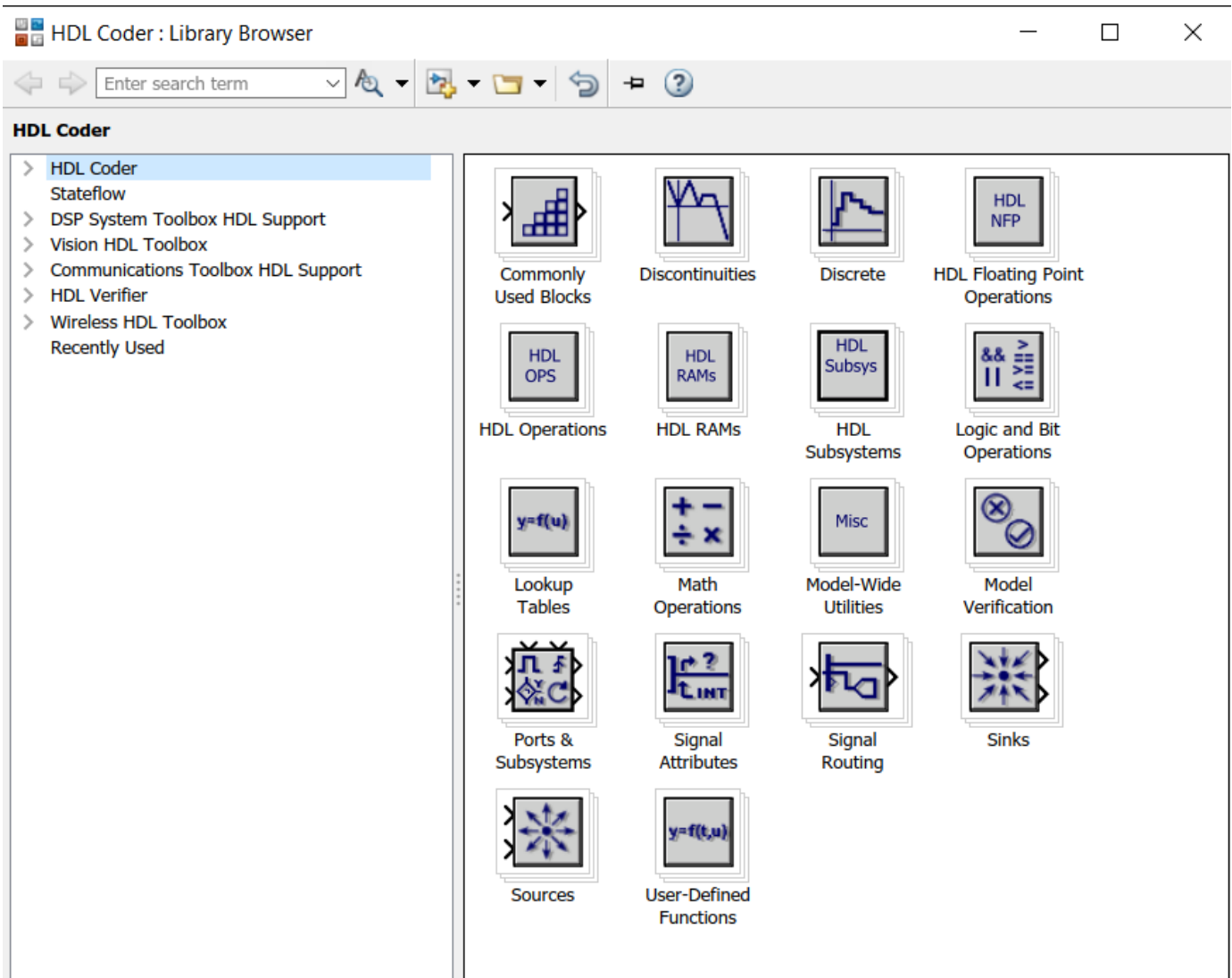
You can find additional HDL-supported blocks in these Simulink block libraries:

- **DSP System Toolbox HDL Support**
- **Communications Toolbox HDL Support**
- **Vision HDL Toolbox**
- **Wireless HDL Toolbox**

To display only HDL-supported blocks in the Library Browser:

- in the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Select **HDL Block Properties > Open HDL Block Library**.
- Alternatively, at the MATLAB Command Window, enter `hdlLib`.

```
hdlLib
```



To restore the library browser to the default view, enter this command:

```
hdllib('off')
```

Note The set of supported blocks will change in future releases, so you should rebuild your supported blocks library each time you install a new version of this product.

Partition Model into DUT and Test Bench

Guideline ID

1.1.1.2

Severity

Recommended

Description

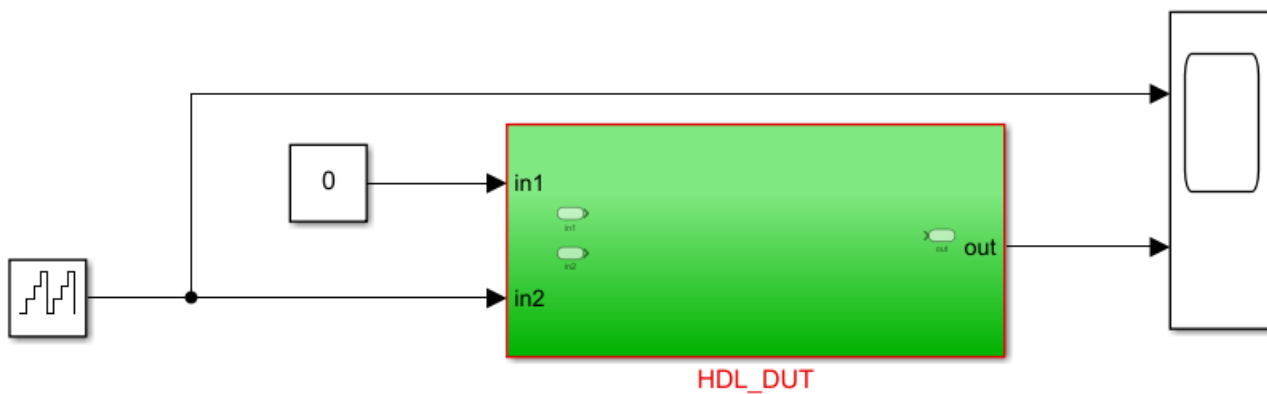
When you create your Simulink model for HDL code generation, the Subsystem that you want to generate HDL code for is the Design-Under-Test (DUT). This Subsystem contains Simulink blocks that can be implemented on your target FPGA or ASIC device. You can further partition the logic inside the DUT into smaller subsystems based on functionality, sample rates in your design, and so on. When you generate HDL code, the DUT becomes the top-level module or entity, and the Subsystems inside the DUT become submodules or smaller entities.

Blocks outside the DUT Subsystem become part of the test bench. The test bench can consist of blocks that are not supported for HDL code generation. Simulate the test bench to:

- Verify the functionality of the DUT in your Simulink model.
- Verify functional equivalence of the generated model with your original model.

For example, if you open the Simulink model template **Blank_DUT**, this model opens in the Simulink Editor.

Note: This model is configured with 'hdlsetup'



Add your design targeted for ASIC/FPGA inside HDL_DUT and then run the following command:
makehdl('HDL_DUT')

In this model, **HDL_DUT** Subsystem is the DUT and blocks outside this Subsystem form the test bench. You can develop your HDL algorithm inside the **HDL_DUT** Subsystem. This template model is preconfigured for HDL code generation.

Note You can also generate HDL code for the entire model instead of the DUT Subsystem. Replace the input signals and Constant blocks with Inport blocks. Replace the output signals and Scope blocks with Outport blocks.

Avoid Using Double-Byte Characters

Guideline ID

1.1.3

Severity

Strongly Recommended

Description

Downstream synthesis and simulation tools do not support double-byte characters such as Japanese and Chinese characters. HDL Coder does not support using:

- Double-byte characters in model and block names.
- Reserved words of your Operating System in model and block names such as CR, con, prn, aux, ptr, null, ipt1, ipt2, ipt3, and ipt4, com1, com2, com3, and com4.
- Double-byte characters in comments because the comments are propagated to the generated code. Use English comments instead.

Document Model Features and Attributes

Guideline ID

1.1.4

Severity

Recommended

Description

To make the generated HDL code easier to manage, you can document reference information as part of your model settings in these ways:

- **Custom File Headers and Footer Comments in HDL Code for Design and Testbench**

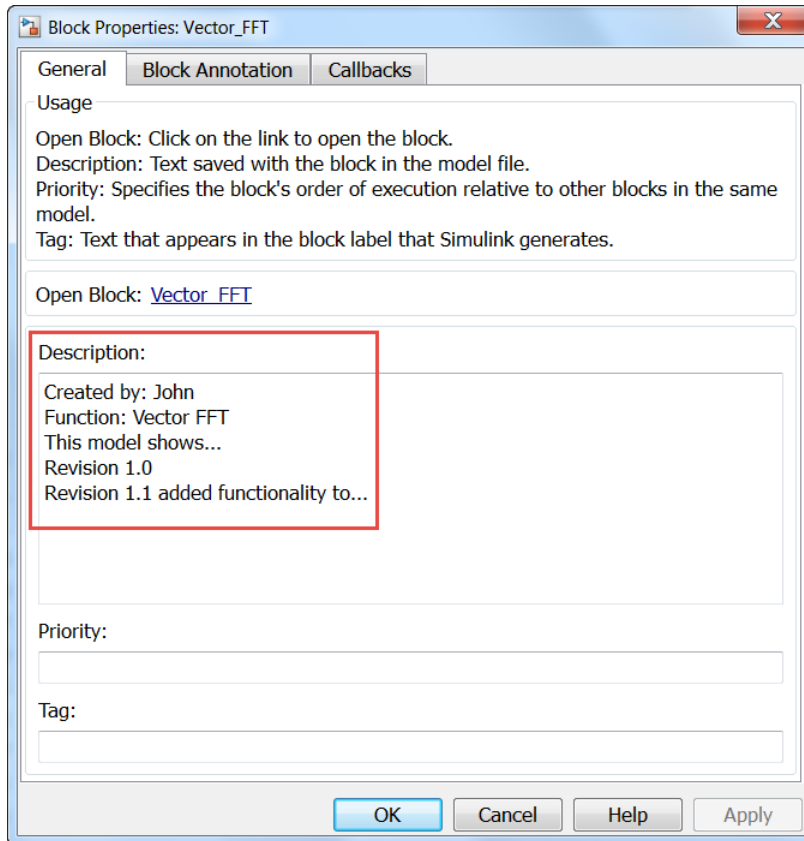
In the **HDL Code Generation > Global Settings > Coding Style** tab of the Configuration Parameters dialog box, by using the **Custom File Header Comment** and **Custom File Footer Comment** parameters, you can enter your own custom comments to appear as headers or footers in all generated HDL files. To learn more, see “File Comment Customization Parameters” on page 17-63.

- **Model and Block Annotations, Text Comments, and Requirement Comments**

You can add annotations in the form of model annotations, text comments, or requirement comments to the generated code. For example, you can enter text directly on the block diagram as Simulink annotations, or insert text comments by placing a DocBlock in your model. To relate annotations in the block diagram to blocks in your model, use lines to connect the annotations to those blocks. These annotations appear as comments beside the blocks in the generated code. To learn more, see “Generate Code with Annotations or Comments” on page 25-16.

- **Block Features and Attributes as Custom Header Comments for Each File**

In the **Description** section of the Block Properties for subsystems that you use in your design. This information appears as comment headers in the HDL code. For example, this figure illustrates block comments added for a **Vector FFT Subsystem** in your design.



The block comments appear as headers in the generated HDL code.

```
-- Simulink subsystem description for vector_fft_implementation_example/Vector_FFT:
--
-- Created by: John
-- Function: Vector FFT
-- This model shows...
-- Revision 1.0
-- Revision 1.1 added functionality to...
--
--
-----
LIBRARY IEEE;
USE IEEE.std_logic_1164.ALL;
USE IEEE.numeric_std.ALL;

ENTITY Vector_FFT IS
```

See Also

Functions

hdllib | checkhdl | hdlcodeadvisor

Modeling Guidelines

“Guidelines for Model Setup and Checking Model Compatibility” on page 21-18 | “Modeling with Simulink, Stateflow, and MATLAB Function Blocks” on page 21-22

More About

- “Use Simulink Templates for HDL Code Generation” on page 10-7
- “Create HDL-Compatible Simulink Model”
- “Display Blocks for HDL Code Generation in Library Browser” on page 25-21

Guidelines for Model Setup and Checking Model Compatibility

In this section...

“Customize hdlsetup Function Based on Target Application” on page 21-18

“Check Subsystem for HDL Compatibility” on page 21-19

“Run Model Checks for HDL Coder” on page 21-19

Use these guidelines to setup your Simulink model for HDL code generation compatibility and verify that your design is ready to generate code.

Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Customize hdlsetup Function Based on Target Application

Guideline ID

1.1.5

Severity

Strongly Recommended

Description

Before generating code, you must configure the model. To configure the model, you can use the `hdlsetup` function. The `hdlsetup` function uses the `set_param` function to set up models for HDL code generation. The settings include using a fixed-step discrete solver, specifying ASIC/FPGA as the hardware type, and so on. To see the settings that `hdlsetup` function saves on the model, run this command:

```
edit hdlsetup.m
```

Some of the settings that the `hdlsetup` function saves on the model may not be suitable for your target application. In such cases, you can customize the `hdlsetup.m` file such that it runs only those commands required for your target application. For example, you can disable some of the solver settings in the Configuration Parameters and instead enable certain model parameters such as displaying port data types, and so on.

```
% following config parameters are disabled.
%   'Solver',                'fixedstepdiscrete', ...
%   'SaveTime',             'off', ...
%   'SaveOutput',          'off', ...
%   'DataTypeOverride',    'ForceOff',...

% Following model parameters are enabled.
set_param(model, 'ShowLineDimensions', 'on')
set_param(model, 'ShowPortDataTypes', 'on')
set_param(model, 'SampleTimeColors', 'on')
set_param(model, 'WideLines', 'on')
```

To see a custom `hdlsetup` function that consists of these commands and specifies some of the HDL-specific settings required for HDL code generation, open the file `myhdlsetup.m`.

```
edit myhdlsetup.m
```

You see that this custom `myhdlsetup` file also saves some HDL-specific parameters by using `hdlset_param` on the model.

Check Subsystem for HDL Compatibility

Guideline ID

1.1.6

Severity

Strongly Recommended

Description

The compatibility checker generates a report specified system for compatibility problems, such as use of unsupported blocks, illegal data type usage, and so on.

To run the check for HDL compatibility:

- From the UI, right-click the DUT Subsystem and select **HDL Code > Check Subsystem for HDL compatibility**.
- At the command line, use the `checkhdl` function. Select the DUT Subsystem and then enter this command:

```
checkhdl(gcb)
```

See also “Check Your Model for HDL Compatibility” on page 25-19.

When you run this command, the HDL compatibility checker generates an HDL Code Generation Check Report. The report is stored in the target `hdlsrc` folder. If the report does not display any errors, it indicates that your model is compatible for HDL code generation.

```
### Starting HDL Check.
### HDL Check Complete with 0 errors, warnings and messages.
```

Note `checkhdl` does not detect all compatibility issues. Even if HDL check completes without any errors or warnings, HDL Coder can generate errors during code generation.

Run Model Checks for HDL Coder

Guideline ID

1.1.7

Severity

Strongly Recommended

Description

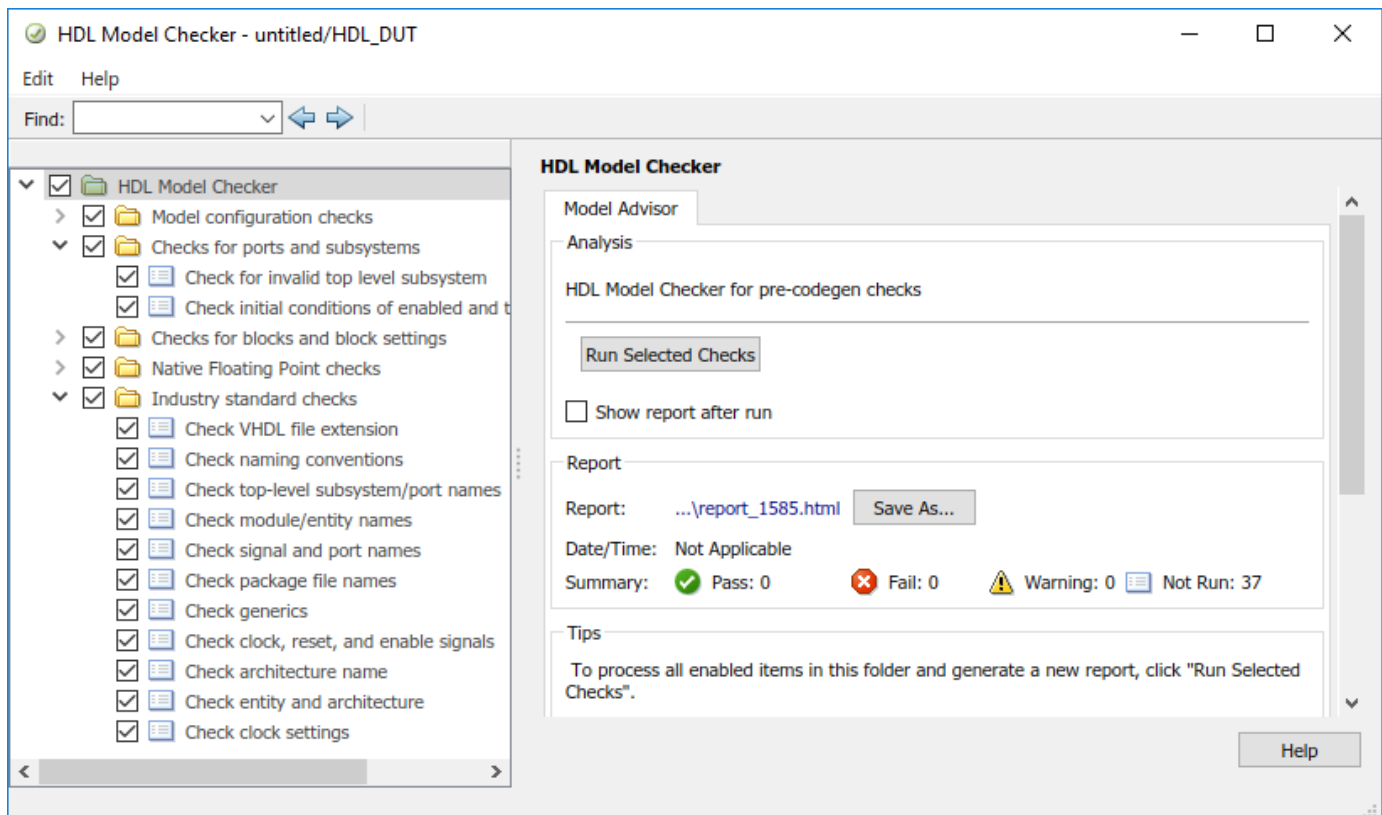
To see whether your DUT Subsystem is compatible for HDL code generation, run the checks in the HDL Code Advisor or the Simulink Model Advisor checks for **HDL Coder**.

To open the HDL Code Advisor:

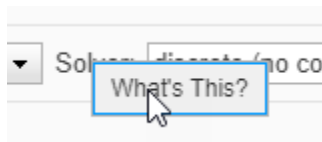
- From the UI, in the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Select the DUT Subsystem and then click **HDL Code Advisor**.
- To run the model checks for the Subsystem you want to analyze, right-click that Subsystem, and in the context menu, select **HDL Code > HDL Code Advisor**.
- At the command line, use the `hdlcodeadvisor` function:

```
hdlcodeadvisor(gcf)
```

When you run this command, the HDL Code Advisor appears.



You may not have to run all checks in the HDL Code Advisor. For example, if your model does not have single or double data types, you do not have to run the checks in the **Native Floating Point checks** folder. To learn more about each check and whether to run the check for your model, right-click that check and select **What's This?**.



See Also

Functions

hdllib | checkhdl | hdlcodeadvisor

Modeling Guidelines

“Basic Guidelines for Modeling HDL Algorithm in Simulink” on page 21-12

More About

- “Use Simulink Templates for HDL Code Generation” on page 10-7
- “Create HDL-Compatible Simulink Model”
- “Display Blocks for HDL Code Generation in Library Browser” on page 25-21

Modeling with Simulink, Stateflow, and MATLAB Function Blocks

In this section...

“Guideline ID” on page 21-22

“Severity” on page 21-22

“Description” on page 21-22

You can follow this guideline as a general practice for modeling your design with various blocks in the Simulink Library Browser.

Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Guideline ID

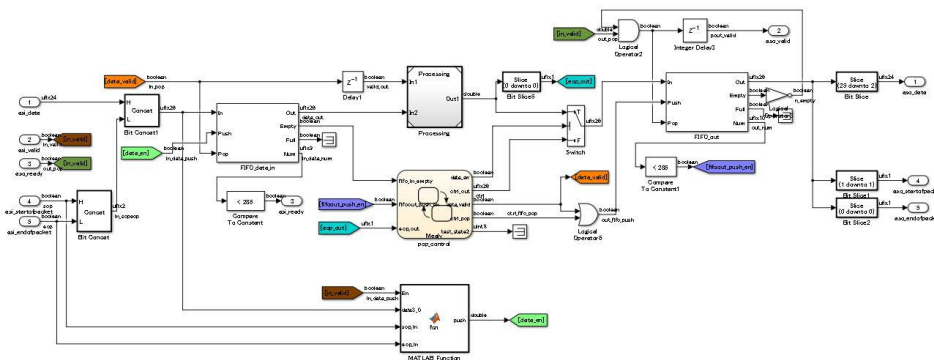
1.1.8

Severity

Informative

Description

When you create a Simulink model for HDL code generation, use Simulink blocks, MATLAB Function blocks, and Stateflow blocks based on the application. This figure shows an example of how you can use the various blocks inside your DUT.



Simulink Blocks

Use Simulink blocks to model arithmetic algorithms that perform numerical processing or contains feedback loops.

MATLAB Function Blocks

Use MATLAB Function blocks to model the control logic, conditional branches such as if-else statements, and simple state machines. You can also use MATLAB Function blocks to model an IP that is written using MATLAB code.

Stateflow Blocks

Use these Stateflow blocks to model your algorithm:

- State Transition Table: Use these blocks to model state machines that control the output using knowledge of the past and the present.
- Chart: Use these blocks to model flow charts using conditional if-else branches and state machines that control the output using knowledge of the past and the present.
- Truth Table: Use these blocks to model conditional if-else branches.

You can model combinational logic using Stateflow blocks. For more complex operations and operations that change timing such as pipeline insertion and processing, use Simulink blocks. You can then use the Stateflow logic to process the result calculated from the Simulink blocks

Model References

For significantly large algorithms that have complex computations, you can partition the design into a hierarchy of smaller designs. Use this partitioning for reuse, modular development, and accelerated simulation. You can reuse models by including them as Model blocks inside a top model. The model that reuses this block is called the top model and the block that is reused or included in the top model is called the referenced model.

Note When you generate HDL code for a Subsystem that is not at the top level of the model, HDL Coder converts the Subsystem to a model reference.

A referenced model is treated similar to an Atomic Subsystem. In some cases, an algebraic loop can potentially occur, and can prevent HDL code generation. To generate code, either remove the algebraic loop in your design, or, in the Configuration Parameters dialog box, specify the **Minimize algebraic loop occurrences** setting.

BlackBox Subsystems

For subsystems that you want to simulate in your design and to include the HDL code that you authored, use BlackBox subsystems. To create a **BlackBox** Subsystem, set the HDL Architecture of a Subsystem or Model reference to **BlackBox**. You can use this architecture to incorporate handwritten HDL code into a Simulink model. For more information, see “Verify the Combination of Hand-Written and Generated HDL Code” (HDL Verifier).

If you generate a Simulink model using the HDL code that you authored, use HDL import. To learn more, see “Import Verilog Code and Generate Simulink Model” on page 10-129.

HDL Cosimulation Blocks

If you have a HDL simulator such as Mentor Graphics ModelSim or Cadence Incisive, you can use HDL Cosimulation blocks to simulate the HDL code for the DUT and instantiate this HDL code in the generated code.

See Also

Modeling Guidelines

“Basic Guidelines for Modeling HDL Algorithm in Simulink” on page 21-12

More About

- “Verify with HDL Cosimulation” on page 37-14
- “Display Blocks for HDL Code Generation in Library Browser” on page 25-21
- “Design Guidelines for the MATLAB Function Block” on page 29-29
- “Introduction to Stateflow HDL Code Generation” on page 28-2
- “Generate Black Box Interface for Subsystem” on page 27-4
- “Generate Black Box Interface for Referenced Model” on page 27-8

Terminate Unconnected Block Outputs and Usage of Commenting Blocks

You can follow these guidelines as recommended modeling practices such as making sure that block outputs are terminated and how you can comment out blocks for HDL code generation.

Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Terminate Unconnected Block Outputs

Guideline ID

1.1.9

Severity

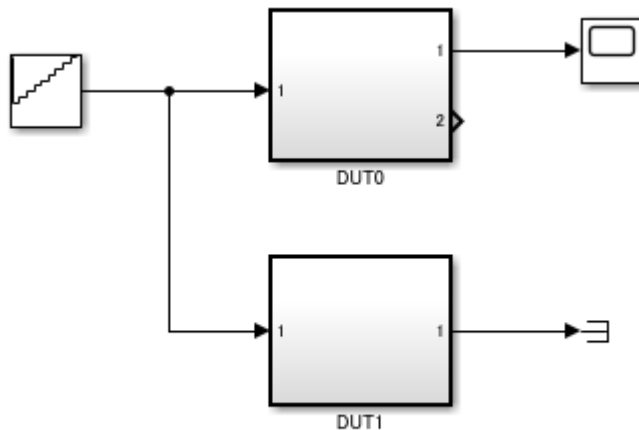
Mandatory

Description

If you generate HDL code for a Subsystem that has unconnected output ports, HDL Coder™ generates an error. For output ports that are not connected to downstream logic, connect them to a Terminator block.

This model illustrates a DUT0 Subsystem that has an unconnected output port Out2.

```
open_system('hdlcoder_terminateout')
```



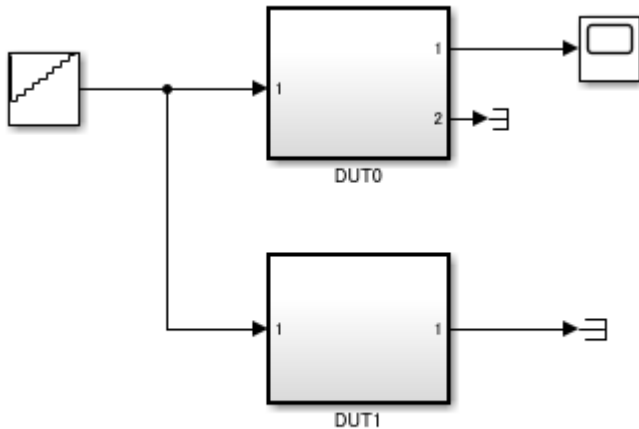
If you generate HDL code for this Subsystem, HDL Coder™ generates this error:

```
error in validation model generation: Failed to find source for output 2 on 'DUT0' Please create a fully connected subsystem when generating the cosimulation model.
```

```
close_system('hdlcoder_terminateout')
```

You can use the `addterms` function to add Terminator blocks to unconnected ports in your model.

```
load_system('hdlcoder_terminateout')
addterms('hdlcoder_terminateout')
open_system('hdlcoder_terminateout')
```



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Using Comment Out and Comment Through of Blocks

Guideline ID

1.1.10

Severity

Informative

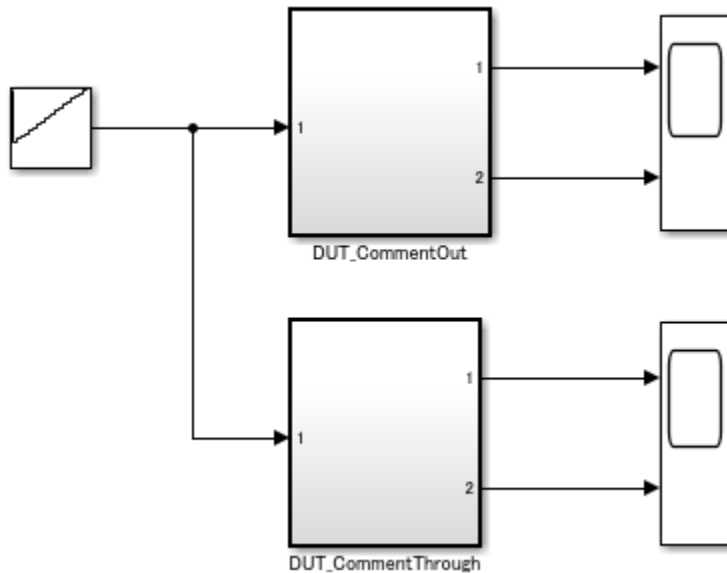
Description

To exclude blocks in your model from simulation without physically removing the blocks from your model, use **Comment Out** or **Comment Through**. When you use **Comment Out**, the signals are terminated and grounded. When you use **Comment Through**, the signals are passed through.

When you generate HDL code, you can use this capability to exclude certain blocks such as blocks that are not supported for HDL code generation.

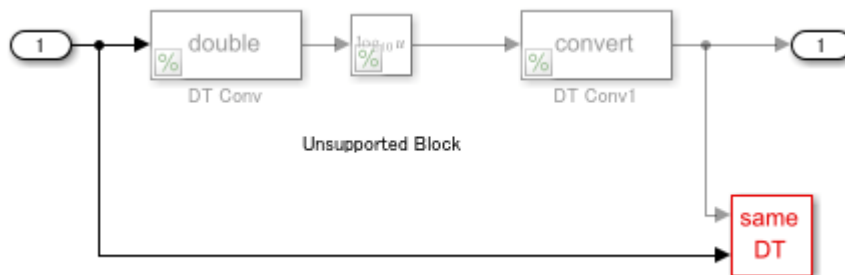
Open the model `hdlcoder_comment_through_out`.

```
open_system('hdlcoder_comment_through_out')
```



The code generator supports blocks that are comment out when the output signals are unused. The generated code assigns a constant value of 0 to the signal at the output. The `Dut_CommentOut` subsystem contains blocks that are commented out.

```
open_system('hdlcoder_comment_through_out/DUT_CommentOut/Generated_CommentOut')
```



When you generate code, this VHDL code generated for the `DUT_CommentOut` subsystem indicates a constant zero value assigned to `Out1`.

```
ARCHITECTURE rtl OF Generated IS
```

```
-- Signals
SIGNAL TmpGroundAtData_Type_DuplicateInport1_out1 : signed(15 DOWNT0 0); -- sfix16_En6

BEGIN
-- Unsupported Block

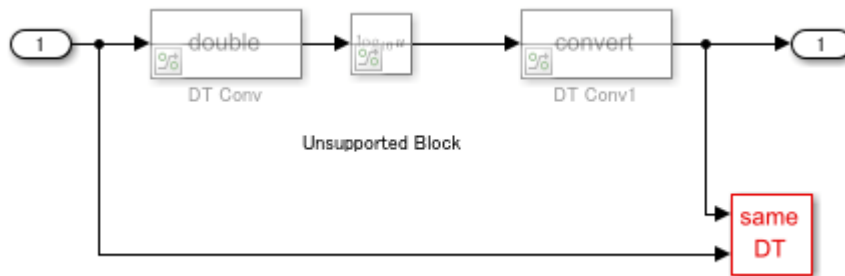
TmpGroundAtData_Type_DuplicateInport1_out1 <= to_signed(16#0000#, 16);

Out1 <= std_logic_vector(TmpGroundAtData_Type_DuplicateInport1_out1);

END rtl;
```

The code generator supports blocks that are comment through. The generated code passes the input signal through to the output. The `Dut_CommentThrough` subsystem contains blocks that are comment through.

```
open_system('hdlcoder_comment_through_out/DUT_CommentThrough/Generated_CommentThrough')
```



When you generate code for `Dut_CommentThrough` subsystem, the VHDL code shows `In1` passed through to `Out1`.

```
ARCHITECTURE rtl OF Generated_CommentThrough IS
```

```
BEGIN
```

```
-- Unsupported Block
```

```
Out1 <= In1;
```

```
END rtl;
```

See Also

Modeling Guidelines

“Basic Guidelines for Modeling HDL Algorithm in Simulink” on page 21-12

Identify and Programmatically Change and Display HDL Block Parameters

You can follow these guidelines to learn how you can identify block parameters in your design and programmatically update some of the parameters so that the model is compatible for HDL code generation. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Adjust Sizes of Constant and Gain Blocks for Identifying Parameters

Guideline ID

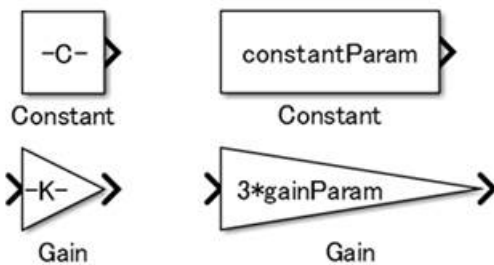
1.1.11

Severity

Recommended

Description

For Constant blocks and Gain blocks that have significantly large values or use parameter values, the **Constant** or **Gain** values may not be visible in the block mask. To increase readability, adjust the size of the block so that the parameter value can be displayed as shown in figure.



Display Parameters that Affect HDL Code Generation

Guideline ID

1.1.12

Severity

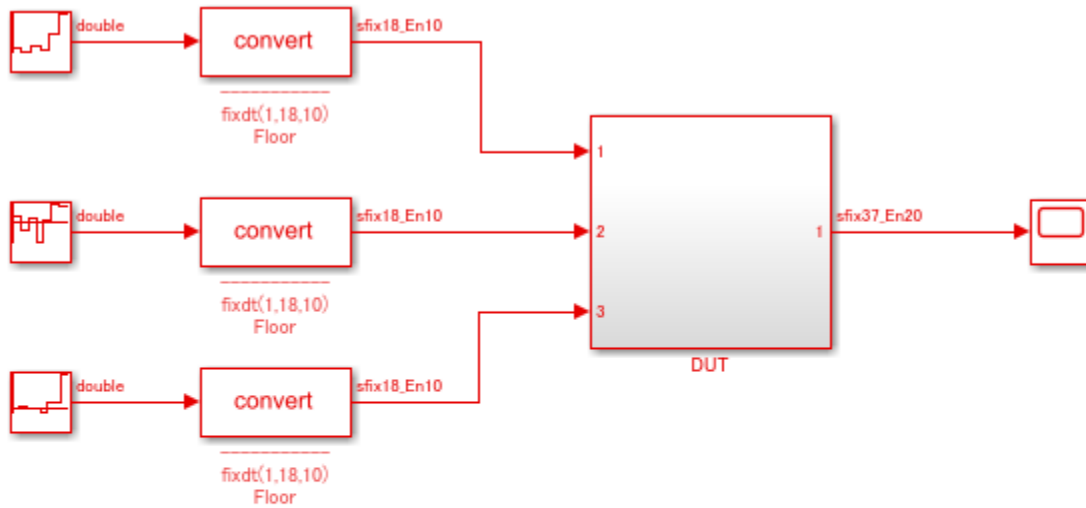
Recommended

Description

Certain HDL block properties such as `DistributedPipelining` and `SharingFactor` can significantly affect HDL code generation. If the block properties are enabled for a certain block or Subsystem, it is recommended that you annotate the block properties beside that block in the Simulink™ diagram. When you annotate the model, use delimiters such as `--HDL--` to separate the annotation from the block name.

For example, open the model `hdlcoder_block_annotation_HDL_params.slx`.

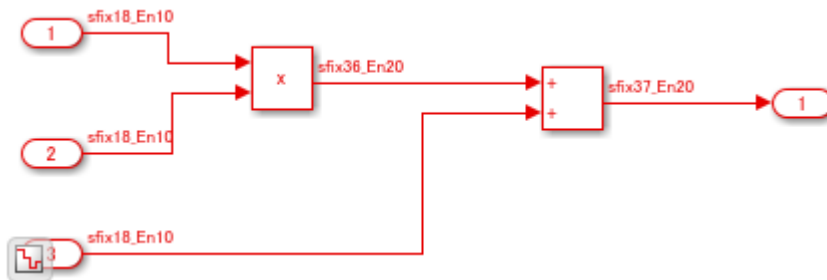
```
open_system('hdlcoder_block_annotation_HDL_params')
set_param('hdlcoder_block_annotation_HDL_params','SimulationCommand','Update')
```



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The DUT Subsystem performs a simple multiply-add operation.

```
open_system('hdlcoder_block_annotation_HDL_params/DUT')
```



There are HDL block parameters saved on the model. To see the parameters, use the `hdlsaveparams` function.

```
hdlsaveparams('hdlcoder_block_annotation_HDL_params/DUT')
```

```
%% Set Model 'hdlcoder_block_annotation_HDL_params' HDL parameters
hdlset_param('hdlcoder_block_annotation_HDL_params', 'GenerateCoSimModel', 'ModelSim');
hdlset_param('hdlcoder_block_annotation_HDL_params', 'GenerateValidationModel', 'on');
hdlset_param('hdlcoder_block_annotation_HDL_params', 'HierarchicalDistPipelining', 'on');
```



```

hdlset_param('hdlcoder_block_annotation_HDL_params', 'MaskParameterAsGeneric', 'on');
hdlset_param('hdlcoder_block_annotation_HDL_params', 'MinimizeClockEnables', 'on');
hdlset_param('hdlcoder_block_annotation_HDL_params', 'MinimizeIntermediateSignals', 'on');
hdlset_param('hdlcoder_block_annotation_HDL_params', 'OptimizationReport', 'on');
hdlset_param('hdlcoder_block_annotation_HDL_params', 'ResetType', 'Synchronous');
hdlset_param('hdlcoder_block_annotation_HDL_params', 'ResourceReport', 'on');
hdlset_param('hdlcoder_block_annotation_HDL_params', 'TargetLanguage', 'Verilog');
hdlset_param('hdlcoder_block_annotation_HDL_params', 'Traceability', 'on');

% Set SubSystem HDL parameters
hdlset_param('hdlcoder_block_annotation_HDL_params/DUT', 'DistributedPipelining', 'on');
hdlset_param('hdlcoder_block_annotation_HDL_params/DUT', 'InputPipeline', 1);
hdlset_param('hdlcoder_block_annotation_HDL_params/DUT', 'OutputPipeline', 3);

% Set Sum HDL parameters
hdlset_param('hdlcoder_block_annotation_HDL_params/DUT/Add', 'InputPipeline', 1);
hdlset_param('hdlcoder_block_annotation_HDL_params/DUT/Add', 'OutputPipeline', 1);

% Set Product HDL parameters
hdlset_param('hdlcoder_block_annotation_HDL_params/DUT/Product', 'InputPipeline', 2);
hdlset_param('hdlcoder_block_annotation_HDL_params/DUT/Product', 'OutputPipeline', 1);

```

To annotate the model with the HDL block parameters saved on the model, use the `showHdlBlockParams` script attached with the example.

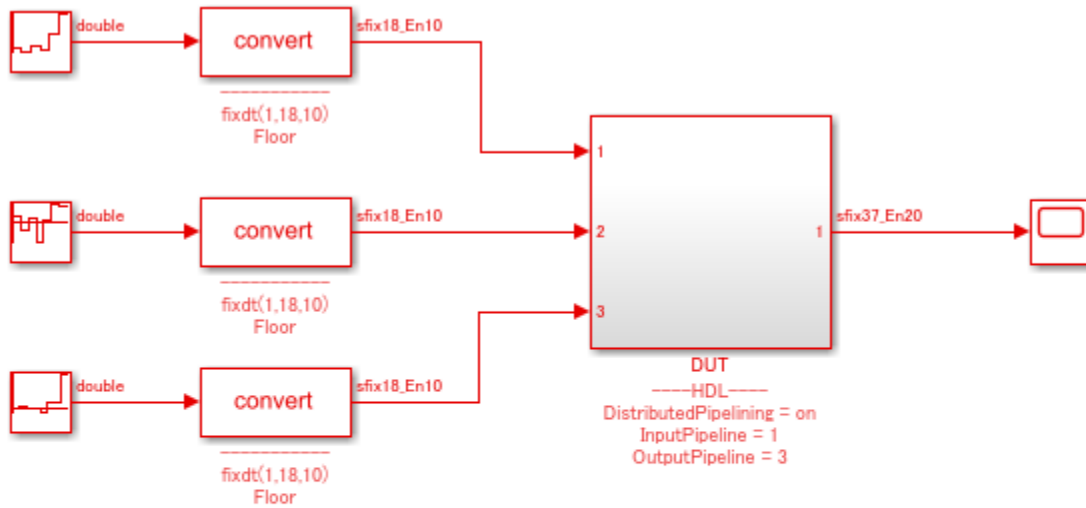
```
showHdlBlockParams('hdlcoder_block_annotation_HDL_params/DUT', 'on')
```

```
Add block annotation for hdlcoder_block_annotation_HDL_params/DUT.
----HDL----\nDistributedPipelining = on\nInputPipeline = 1\nOutputPipeline = 3
```

```
Add block annotation for hdlcoder_block_annotation_HDL_params/DUT/Add.
----HDL----\nInputPipeline = 1\nOutputPipeline = 1
```

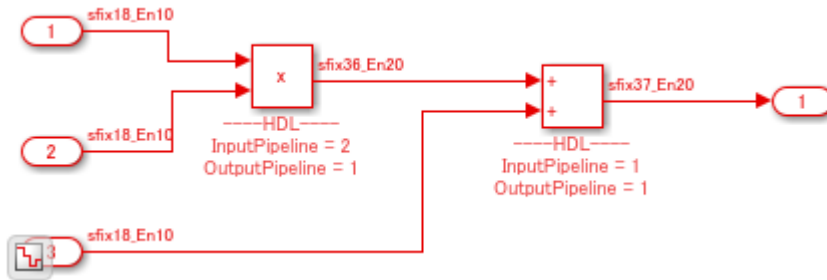
```
Add block annotation for hdlcoder_block_annotation_HDL_params/DUT/Product.
----HDL----\nInputPipeline = 2\nOutputPipeline = 1
```

```
open_system('hdlcoder_block_annotation_HDL_params')
```



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```
open_system('hdlcoder_block_annotation_HDL_params/DUT')
```

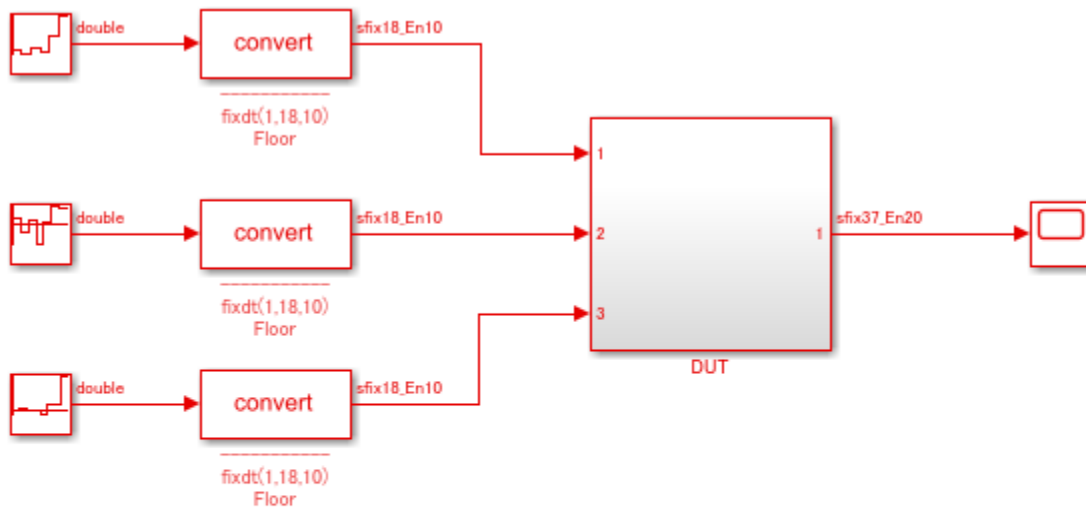


To remove the HDL block parameters annotation from the model, run the showHdlBlockParams set to off.

```
showHdlBlockParams('hdlcoder_block_annotation_HDL_params/DUT', 'off')
```

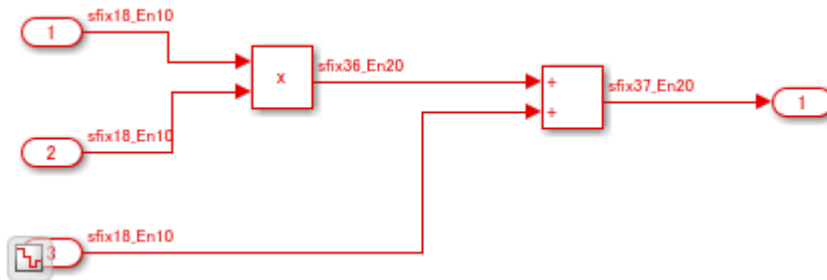
```
HDL block annotations for hdlcoder_block_annotation_HDL_params/DUT are removed
HDL block annotations for hdlcoder_block_annotation_HDL_params/DUT/In1 are removed
HDL block annotations for hdlcoder_block_annotation_HDL_params/DUT/In2 are removed
HDL block annotations for hdlcoder_block_annotation_HDL_params/DUT/In3 are removed
HDL block annotations for hdlcoder_block_annotation_HDL_params/DUT/Add are removed
HDL block annotations for hdlcoder_block_annotation_HDL_params/DUT/Product are removed
HDL block annotations for hdlcoder_block_annotation_HDL_params/DUT/Out1 are removed
```

```
open_system('hdlcoder_block_annotation_HDL_params')
```



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```
open_system('hdlcoder_block_annotation_HDL_params/DUT')
```



Change Block Parameters by Using find_system and set_param

Guideline ID

1.1.13

Severity

Informative

Description

To modify the parameters of certain blocks, you can use the function `find_system` with the function `set_param`. For example, this script that detects all Constant blocks with a **Sample time** of `inf` and modifies it to `-1`:

```
modelName = 'sfir_fixed';
open_system (modelName)

% Detect all Constant blocks in the model
blockConstant = find_system(bdroot, 'blocktype', 'Constant')

% Detect the Constant blocks with sample time [inf], and change to [-1]
for n = 1:numel(blockConstant)
    sTime = get_param(blockConstant{n}, 'SampleTime')
    if strcmp(lower(sTime), 'inf')
        set_param(blockConstant{n}, 'SampleTime', '-1')
    end
end
```

See Also

Functions

[find_system](#) | [set_param](#) | [hdlsaveparams](#)

More About

- “Specify Block Properties”

DUT Subsystem Guidelines

You can follow these guidelines to learn some best practices on how you can model the DUT for HDL code and testbench generation. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

DUT Subsystem Considerations

Guideline ID

1.2.1

Severity

Strongly Recommended

Description

The DUT is the Subsystem that contains the algorithm for which you want to generate code. Generally, you specify the top-level Subsystem as the DUT. See also “Partition Model into DUT and Test Bench” on page 21-13.

Consider using these recommended settings when you design the DUT Subsystem for HDL code generation.

- Make sure that the DUT is not a conditionally-executed subsystem, such as an Enabled Subsystem or a Triggered Subsystem. To verify that you are using a valid top-level Subsystem as the DUT, you can run this HDL model check “Check for invalid top level subsystem” on page 38-13.
- Make sure that the **HDL Architecture** of the DUT is not specified as a `BlackBox`. See “BlackBox Subsystems” on page 21-23.
- Connect output signals that are unconnected to a Terminator block. To learn more, see “Terminate Unconnected Block Outputs” on page 21-25.
- For a nontop DUT, specify the DUT as a nonvirtual Subsystem before generating HDL code to avoid numerical mismatches in the simulation results. To learn more, see “Usage of Different Subsystem Types” on page 21-83.

Convert DUT Subsystem to Model Reference for Testbenches with Continuous Blocks

Guideline ID

1.2.2

Severity

Strongly Recommended

Description

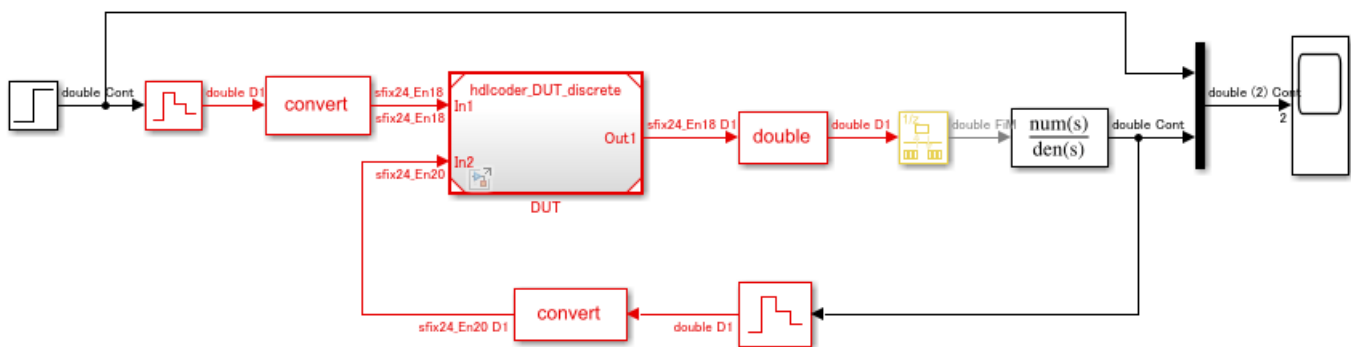
In some cases, parts of the Simulink™ testbench can contain Simscape™ blocks or other blocks from the Simulink library that operate at a continuous sample time. To simulate these blocks, you must

specify a continuous solver setting for your model. The solver settings that you specify applies to all blocks in your model. This means that the DUT Subsystem uses a continuous solver, which is not supported for HDL code generation. To generate HDL code, convert the DUT Subsystem to a model reference, and then use a fixed-step discrete solver for the referenced model. As the parent model and the referenced model use different solver settings, you must convert the sample time by inserting Zero-Order Hold and Rate Transition blocks at the DUT boundary.

For example, open the model `hdlcoder_testbench_continuous.slx`. The model uses `ode45`, which is a continuous solver setting. You see that the DUT is a Model block. Zero-Order Hold and Rate Transition blocks at the boundary convert the sample time.

```
open_system('hdlcoder_testbench_continuous')
set_param('hdlcoder_testbench_continuous', 'SimulationCommand', 'Update')
get_param('hdlcoder_testbench_continuous', 'Solver')
```

```
ans =
    'ode45'
```

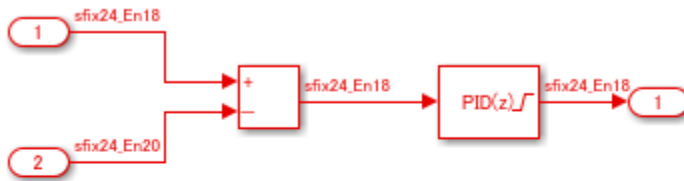


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To see the referenced model `hdlcoder_DUT_discrete`, double-click the DUT block. You see that the DUT uses a discrete solver setting.

```
open_system('hdlcoder_testbench_continuous/DUT')
get_param('hdlcoder_DUT_discrete', 'Solver')
```

```
ans =
    'FixedStepDiscrete'
```



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Insert Handwritten Code into Simulink Modeling Environment

Guideline ID

1.2.3

Severity

Informative

Description

You can reuse a pre-verified RTL IP or insert your handwritten HDL code into the Simulink modeling environment by using these methods:

- **Verilog HDL Import**

If you have handwritten Verilog code, you can import the code into the Simulink environment. The import process generates a Simulink model that is functionally equivalent to your handwritten HDL code.

HDL import supports a subset of Verilog constructs that you can use for importing your design to create the Simulink model. To learn more, see:

- “Supported Verilog Constructs for HDL Import” on page 10-132
- “Limitations of Verilog HDL Import” on page 10-130

- **BlackBox Subsystems**

You can use BlackBox subsystems to insert your handwritten HDL code for a block in your Simulink model. You can then integrate BlackBox subsystems with other blocks in your Simulink model and then generate HDL code.

To make the BlackBox Subsystem compatible with other blocks for HDL code generation and to include this block in your model, create the block in Simulink:

- Name the block by using the same name as the VHDL entity or Verilog module.
- Define the same inputs and outputs, including the same types, sizes, and names.
- Define the same clock, reset, and clock enable signals. A single block can have not more than one clock, reset, and clock enable signal.
- Use a single sample rate for the block.
- Specify the **Architecture** of the block as **BlackBox** in the HDL Block Properties.

To learn more, see “Generate Black Box Interface for Subsystem” on page 27-4 .

- **DocBlock in BlackBox Subsystems**

To keep the HDL code with your model, instead of as a separate file, use a DocBlock to integrate custom HDL code. You can use your own handwritten VHDL or Verilog code as the text in the DocBlock.

You include each DocBlock that contains custom HDL code by placing it in a black box subsystem, and including the black box subsystem in your DUT. One HDL file is generated per black box subsystem. For more information, see “Integrate Custom HDL Code Using DocBlock” on page 27-10.

- **HDL Cosimulation Blocks**

If you have a HDL simulator such as Mentor Graphics ModelSim or Cadence Incisive, you can use HDL Cosimulation blocks to simulate the HDL code for the DUT by using that HDL simulator.

You can simulate the HDL code for the DUT in Simulink and instantiate the HDL code in the generated code for the DUT.

See Also

Functions

`importhdl` | `makehdl` | `makehdltb`

More About

- “Model Referencing for HDL Code Generation” on page 27-2
- “Customize Black Box or HDL Cosimulation Interface” on page 27-12
- “Generate a Cosimulation Model” on page 27-43

Hierarchical Modeling Guidelines

Consider using these recommended settings when you build your model hierarchically and generate HDL code for your design. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Avoid Constant Block Connections to Subsystem Port Boundaries

Guideline ID

1.2.4

Severity

Mandatory

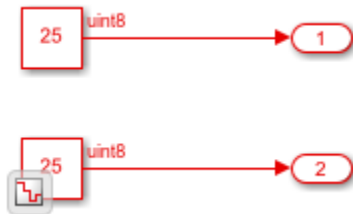
Description

It is recommended that you avoid directly connecting Constant blocks to the output ports of a Subsystem. Synthesis tools may optimize and remove the constants and create unconnected ports.

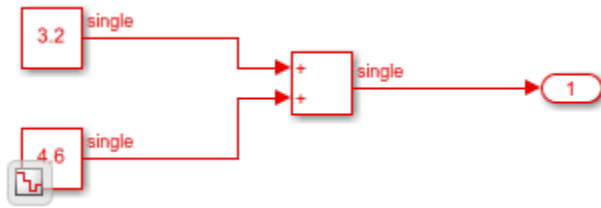
If you use floating-point data types with the **Native Floating Point** mode enabled, and input constant values to an arithmetic operator such as an Add block, HDL Coder™ replaces the Add block with a Constant block when generating code. This optimization can result in a Constant block directly connected to the output port. Therefore, it is recommended that you avoid such modeling constructs. See also “Simplify Constant Operations and Reduce Design Complexity in HDL Coder” on page 24-19.

For example, open the model `hdlcoder_constant_subsystem_boundary.slx`. The DUT contains two subsystems `Constant_subsys1` and `Constant_subsys2`, the outputs of which are inputs to a third Subsystem. `Constant_subsys1` contains Constant blocks directly connected to the output ports, and `Constant_subsys2` contains Constant blocks that have single data types as inputs to an Add block.

```
load_system('hdlcoder_constant_subsystem_boundary.slx')
set_param('hdlcoder_constant_subsystem_boundary','SimulationCommand','Update')
open_system('hdlcoder_constant_subsystem_boundary/DUT/Constant_subsys1')
```



```
open_system('hdlcoder_constant_subsystem_boundary/DUT/Constant_subsys2')
```



As `Constant_subsys2` uses single data types and the model has Native Floating Point mode enabled, when you generate HDL code for the DUT, the `Constant_subsys2` becomes a candidate for the optimization that simplifies constant operations. When you open the generated model, you see a Constant block directly connected to the output port.

```
open_system('gm_hdlcoder_constant_subsystem_boundary.slx')
set_param('gm_hdlcoder_constant_subsystem_boundary', 'SimulationCommand', 'Update')
open_system('gm_hdlcoder_constant_subsystem_boundary/DUT/Constant_subsys2')
```



Generate Parameterized HDL Code for Constant and Gain Blocks

Guideline ID

1.2.5

Severity

Recommended

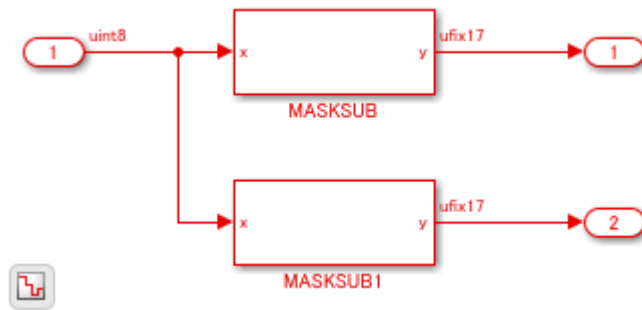
Description

To generate parameterized HDL code for Gain and Constant blocks:

- The Subsystem that contains the Gain and Constant blocks must be a masked subsystem. The Gain and Constant blocks use these mask parameter values. You define mask parameters of the Subsystem in the Mask Editor dialog box.
- The Subsystem that contains the Gain and Constant blocks must be an Atomic Subsystem. To make a Subsystem an Atomic Subsystem, right-click that Subsystem and select **Treat as atomic unit**.
- Enable the Generate parameterized HDL code from masked subsystem setting in the Configuration Parameters dialog box or set `MaskParameterAsGeneric` to on at the command line using `makehdl` or `hdlset_param`.

For an example, open the model `hdlcoder_masked_subsystems`. The Top Subsystem contains two atomic masked subsystems `MASKSUB` and `MASKSUB1` that are similar but for the masked parameter values.

```
load_system('hdlcoder_masked_subsystems')
set_param('hdlcoder_masked_subsystems', 'SimulationCommand', 'Update')
open_system('hdlcoder_masked_subsystems/TOP')
```



The model has the MaskParameterAsGeneric setting enabled. This setting corresponds to the **Generate parameterized HDL code from masked subsystem** setting that is enabled at the command line.

```
hdlsaveparams('hdlcoder_masked_subsystems')
```

```
%% Set Model 'hdlcoder_masked_subsystems' HDL parameters
hdlset_param('hdlcoder_masked_subsystems', 'HDLSubsystem', 'hdlcoder_masked_subsystems/TOP');
hdlset_param('hdlcoder_masked_subsystems', 'MaskParameterAsGeneric', 'on');
```

To generate VHDL code for the Top Subsystem, run this command:

```
makehdl('hdlcoder_masked_subsystems/TOP')
```

In the generated code, you see that HDL Coder™ generates one HDL file MaskedSub with the different masked parameters mapped to generic ports.

```
-----
--
-- File Name: hdlsrc\hdlcoder_masked_subsystems\TOP.vhd
-- Created: 2018-10-08 13:30:02
--
-- Generated by MATLAB 9.6 and HDL Coder 3.13
--
--
-----
--
--
```

```
ARCHITECTURE rtl OF TOP IS
```

```
-- Component Declarations
```

```
COMPONENT MASKSUB
```

```
  GENERIC( m          : integer;
           b          : integer
         );
```

```
  PORT( x          : IN  std_logic_vector(7 DOWNT0 0); -- uint8
        y          : OUT std_logic_vector(16 DOWNT0 0) -- ufix17
      );
```

```
END COMPONENT;
```

```
-- Component Configuration Statements
```

```
FOR ALL : MASKSUB
```

```
USE ENTITY work.MASKSUB(rtl);

-- Signals
SIGNAL MASKSUB_out1           : std_logic_vector(16 DOWNT0 0); -- ufix17
SIGNAL MASKSUB1_out1         : std_logic_vector(16 DOWNT0 0); -- ufix17

BEGIN
  u_MASKSUB : MASKSUB
    GENERIC MAP( m => 5,
                 b => 2
               )
    PORT MAP( x => In1, -- uint8
              y => MASKSUB_out1 -- ufix17
            );

  u_MASKSUB1 : MASKSUB
    GENERIC MAP( m => 6,
                 b => 4
               )
    PORT MAP( x => In1, -- uint8
              y => MASKSUB1_out1 -- ufix17
            );

  Out1 <= MASKSUB_out1;

  Out2 <= MASKSUB1_out1;

END rtl;
```

Place Physical Signal Lines Inside a Subsystem

Guideline ID

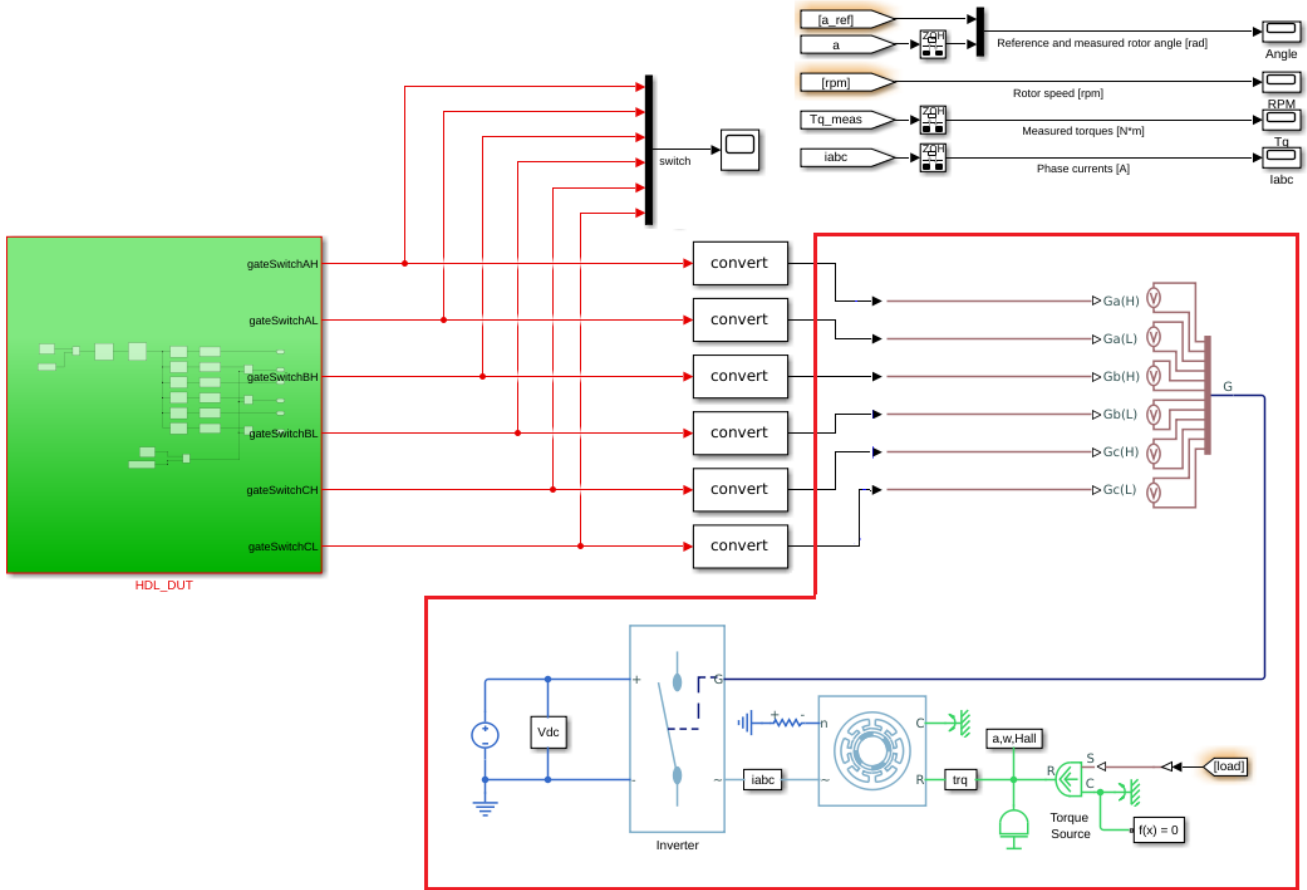
1.2.6

Severity

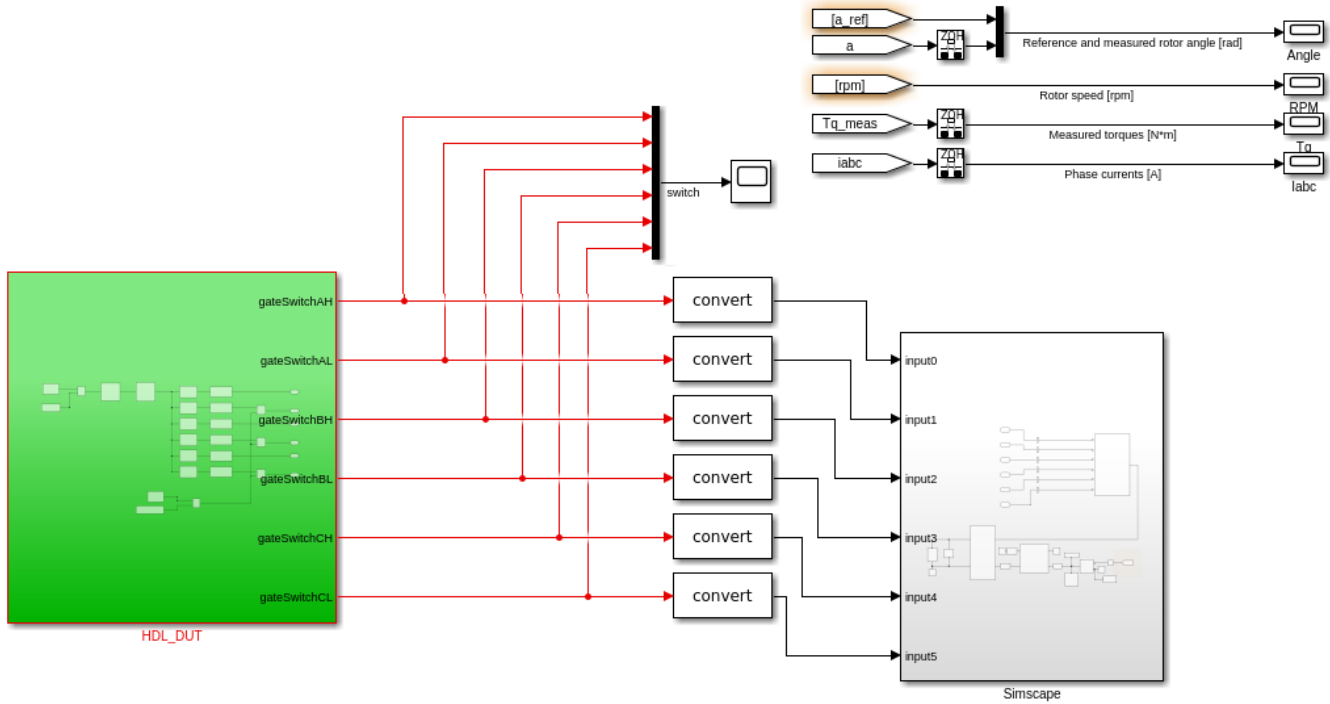
Mandatory

Description

To avoid errors when generating HDL test bench, physical signal lines that are present at the same level as the DUT subsystem must be placed inside a Subsystem block. For example, consider this Simulink model that has physical signal lines outside the DUT subsystem, HDL_DUT.



Place the physical signal lines and the blocks connected to it that are highlighted inside a Subsystem block. You can then generate HDL code and test bench for the DUT subsystem.



See Also

Functions

makehdl | makehdltb

More About

- “Generate Parameterized Code for Referenced Models” on page 10-20
- “Simplify Constant Operations and Reduce Design Complexity in HDL Coder” on page 24-19
- “Remove Redundant Logic and Unused Blocks in Generated HDL Code” on page 24-175

Design Considerations for Matrices and Vectors

These guidelines recommend how you can use matrix and vector signals when modeling your design for HDL code generation. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Modeling Requirements for Matrices

Guideline ID

1.3.1

Severity

Mandatory

Description

HDL Coder™ does not support matrix data types at the DUT interfaces. Before the 2-D matrix signals enter the DUT Subsystem, convert the signals to 1-D vectors by using a Reshape block. Inside the DUT Subsystem, you can convert the vectors back to matrices by using Reshape blocks, and then perform matrix computations. After performing computations, you must convert the matrices back to vector signals at the DUT output interface. Outside the DUT interface, you can convert the vector signals back to matrices.

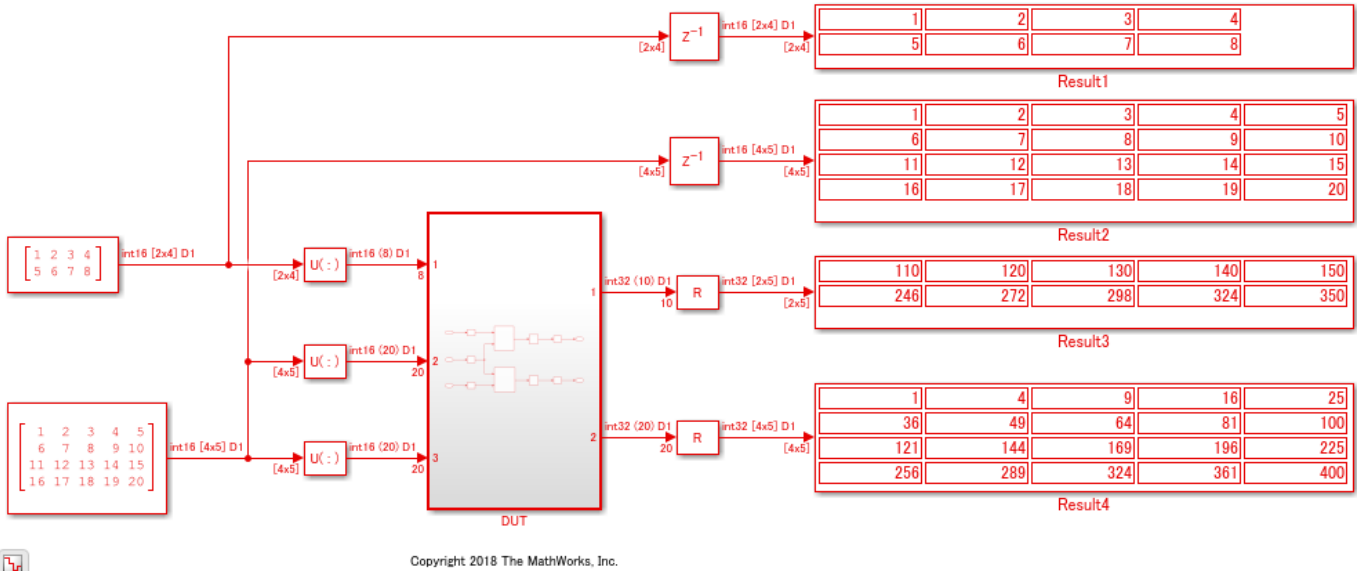
Modeling Considerations

- When you use the Reshape block to convert vectors to 2D matrices, make sure that you specify the right **Output dimensions**.
- When you use the Product block, use the right **Multiplication** mode. By using this mode, you can perform either matrix multiplication or element-wise multiplication. The multiplied output can have different dimensions depending on the **Multiplication** mode.
- When you use the Product block to perform matrix multiplication, place the Matrix Multiply block inside a Subsystem block. When you generate code and open the generated model, you see that HDL Coder expands the matrix multiplication to multiple Product and Add blocks. Placing the Matrix Multiply block inside a subsystem makes the generated model easier to understand. In addition, make sure that you do not provide more than two inputs to the Matrix Multiply block.
- When you extract matrix data, use Selector and Assignment blocks. Make sure that you do not use fixed-point data types for the index input ports for the blocks.

Example

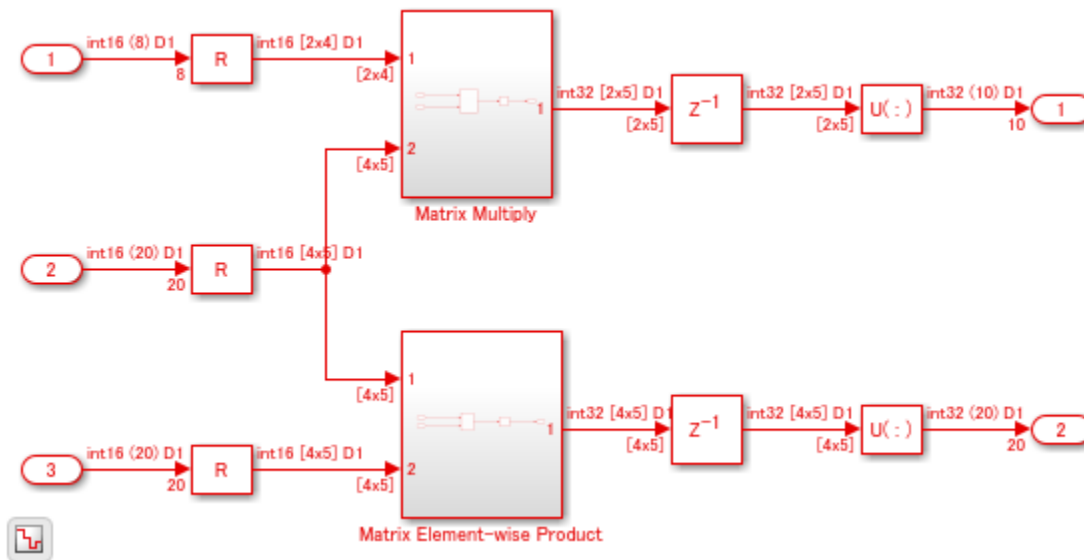
This example shows how to use matrix types in HDL Coder™. Open this model `hdlcoder_matrix_multiply`. The model contains a Reshape block that converts the matrix input to a 1-D vector at the DUT Subsystem interface.

```
open_system('hdlcoder_matrix_multiply')
set_param('hdlcoder_matrix_multiply', 'SimulationCommand', 'update')
sim('hdlcoder_matrix_multiply')
```



If you open the DUT Subsystem, you see two subsystems. The Reshape blocks convert the 1-D array back to the 2-by-2 matrices for input to the subsystems. One subsystem uses a Matrix Multiply block and the other subsystem performs element-wise multiplication. The output result is converted back to vectors.

```
open_system('hdlcoder_matrix_multiply/DUT')
```



If you generate HDL code for the DUT Subsystem and open the generated model, you see how the multiplication operation is performed.

Avoid Generating Ascending Bit Order in HDL Code From Vector Signals

Guideline ID

1.3.2

Severity

Strongly Recommended

Description

In MATLAB, the default bit ordering for arrays is ascending. The generated VHDL code in such cases uses a declaration of `std_logic_vector (0 to n)`. This signal declaration generates warnings by violating certain HDL coding standard rules. These are some scenarios:

Ascending Bit Order Scenarios

| Scenario | Problem Example | Workaround |
|---|---|--|
| <p>Delay block with a Delay length greater than 1.</p> | <p>This example illustrates the generated code for a Delay block with a Delay length of 5.</p> <pre> ENTITY Subsystem1 IS PORT(clk : IN std_logic; reset : IN std_logic; enb : IN std_logic; In1 : IN std_logic; -- ufix1 Out1 : OUT std_logic -- ufix1); END Subsystem1; ARCHITECTURE rtl OF Subsystem1 IS -- Signals SIGNAL Delay_reg : std_logic_vector(0 TO 4); SIGNAL Delay_out1 : std_logic; -- ufix1 </pre> | <p>Instead of using a Delay block with a Delay length of 5, you can connect five Delay blocks that have a Delay length of 1 in series.</p> <pre> ENTITY Subsystem1 IS PORT(clk : IN std_logic; reset : IN std_logic; enb : IN std_logic; In1 : IN std_logic; -- ufix1 Out1 : OUT std_logic -- ufix1); END Subsystem1; ARCHITECTURE rtl OF Subsystem1 IS -- Signals SIGNAL Delay_reg : std_logic_vector(0 TO 4); SIGNAL Delay_out1 : std_logic; -- ufix1 SIGNAL Delay1_out1 : std_logic; -- ufix1 SIGNAL Delay2_out1 : std_logic; -- ufix1 SIGNAL Delay3_out1 : std_logic; -- ufix1 SIGNAL Delay4_out1 : std_logic; -- ufix1 </pre> |
| <p>Combining multiple input signals to a vector signal using the Mux block.</p> | <p>This example illustrates the generated code when you use a Mux block to combine 4 input signals.</p> <pre> ENTITY Subsystem IS PORT(In1 : IN std_logic; -- ufix1 Out1 : OUT std_logic_vector(0 TO 3)); END Subsystem; ARCHITECTURE rtl OF Subsystem IS -- Signals SIGNAL Mux_out1 : std_logic_vector(0 TO 3); </pre> | <p>Use a Bit Concat block to combine the input signals. This example illustrates the generated code for this block by concatenating 4 input signals.</p> <pre> ENTITY Subsystem IS PORT(In1 : IN std_logic; -- ufix1 In2 : IN std_logic; -- ufix1 In3 : IN std_logic; -- ufix1 In4 : IN std_logic; -- ufix1 Out1 : OUT std_logic_vector(3 DOWNTO 0)); END Subsystem; ARCHITECTURE rtl OF Subsystem IS -- Signals SIGNAL Bit_Concat_out1 : unsigned(3 DOWNTO 0); -- u </pre> |

| Scenario | Problem Example | Workaround |
|--|---|--|
| Using a Constant block to generate vector signals. | <p>This example illustrates the generated code when you use a Constant block to generate a vector of 4 scalar boolean signals.</p> <pre> ENTITY Subsystem2 IS PORT(Out1 : OUT std_logic_vector(0 TO 3)); END Subsystem2; ARCHITECTURE rtl OF Subsystem2 IS -- Signals SIGNAL Constant_out1 : std_logic_vector(0 TO 3); </pre> | <p>Use a Demux block followed by a Bit Concat block after the Constant block. This example illustrates the generated code when you apply this modeling technique to the vector of 4 Constant block.</p> <pre> ENTITY Subsystem2 IS PORT(Out1 : OUT std_logic_vector(3 DOWNTO 0)); END Subsystem2; ARCHITECTURE rtl OF Subsystem2 IS -- Signals SIGNAL Constant_out1 : std_logic_vector(0 TO 3); SIGNAL Constant_out1_0 : std_logic; SIGNAL Constant_out1_1 : std_logic; SIGNAL Constant_out1_2 : std_logic; SIGNAL Constant_out1_3 : std_logic; SIGNAL Bit_Concat_out1 : unsigned(3 DOWNTO 0); -- </pre> |

See Also

Functions

makehdl | makehdltb

More About

- “Signal and Data Type Support” on page 10-2
- “RTL Description Rules and Checks” on page 26-18

Use Bus Signals to Improve Readability of Model and Generate HDL Code

You can follow these guidelines to learn about bus signals, how to model your design by using these signals, and generate HDL code. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Guideline ID

1.3.3

Severity

Informative

Description

When to Use Buses?

If your DUT or other blocks in your model have many input or output signals, you can create bus signals to improve the readability of your model. A bus signal or bus is a composite signal that consists of other signals that are called elements. The bus signal can have a structure of different data types or a vector signal with the same data types. If all signals have the same data type, you generally use a Mux block. The constituent signals or elements of a bus can be:

- Mixed data type signals such as double, integer, and fixed-point
- Mixed scalar and vector elements
- Mixed real and complex signals
- Other buses nested to any level
- Multidimensional signals

HDL Coder™ Support for Buses

You can generate HDL code for designs that have:

- DUT subsystem ports connected to buses.
- Simulink® and Stateflow® blocks supported for HDL code generation.

HDL Coder supports code generation for bus-capable blocks in the **HDL Coder** block library. Bus-capable blocks are blocks that can accept bus signals as input and produce bus signals as outputs. For a list of bus-capable blocks that Simulink supports, see “Bus-Capable Blocks”.

See “Signal and Data Type Support” on page 10-2 for blocks that support HDL code generation with buses.

Create Bus Signals

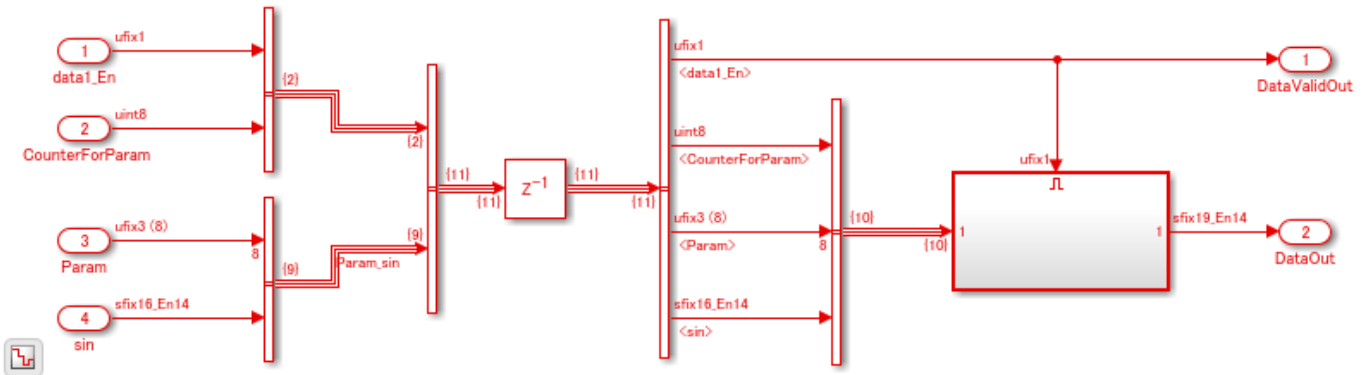
You can create bus signals by using Bus Creator blocks. A Bus Creator block assigns a name to each signal that it creates. You can then refer to signals by name when you search for their sources.

For an example that illustrates how to model with buses, open `hdlcoder_bus_nested.slx`. Double-click the HDL_DUT Subsystem.

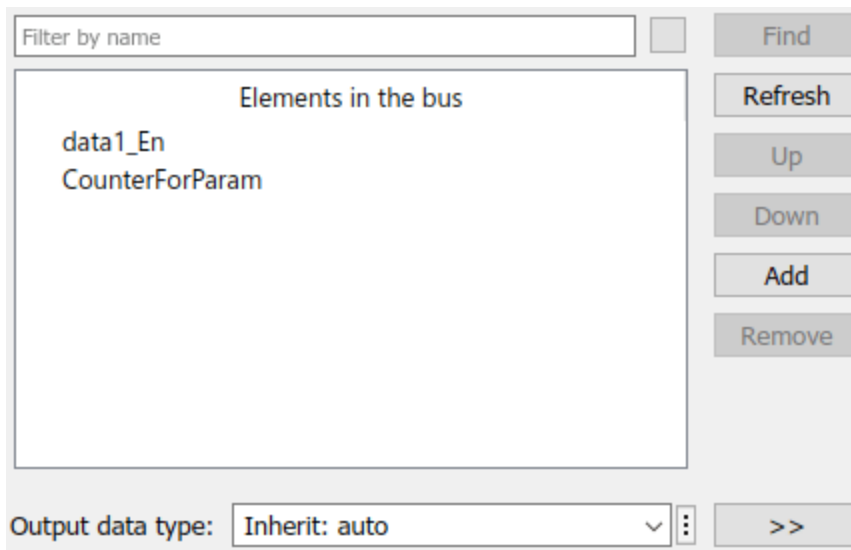
```

open_system('hdlcoder_bus_nested')
set_param('hdlcoder_bus_nested', 'SimulationCommand', 'Update')
open_system('hdlcoder_bus_nested/HDL_DUT')

```



In this model, the Bus Creator blocks create two bus signals. One bus signal contains `data1_En` and `CounterForParam` signals. The other bus signal contains `Param` and `sin` signals. By default, each signal on the bus inherits the name of the signal connected to the bus. This figure shows the **Elements in the bus** block parameter for the Bus Creator block that takes inputs `data1_En` and `CounterForParam`.



Nest Buses

You see another Bus Creator block that combines these two bus signals. When one or more inputs to a Bus Creator block is a bus, the output is a nested bus.

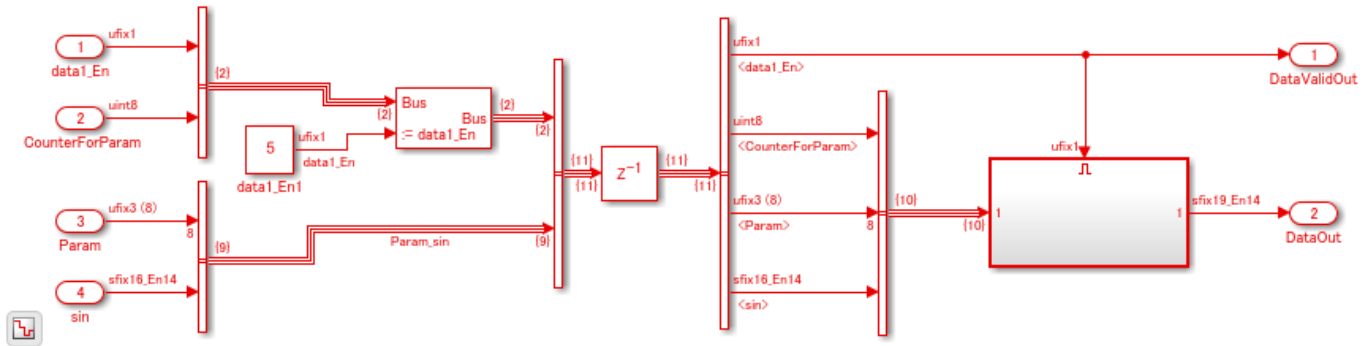
The Bus Creator block generates names for bus signals whose corresponding inputs do not have names. The names are in the form `signaln`, where `n` is the number of the port the input signal connects to. For example, if you open the Block Parameters dialog box for the second Bus Creator block, you see **Elements in the bus** as `signal1` and `Param_sin`.

Assign Signal Values to Bus

To change bus element values, use a Bus Assignment block. Use a Bus Assignment block to change bus element values without adding Bus Selector and Bus Creator blocks that select bus elements and reassemble them into a bus.

For example, open the model `hdlcoder_bus_nested_assignment`.

```
open_system('hdlcoder_bus_nested_assignment')
set_param('hdlcoder_bus_nested_assignment','SimulationCommand','Update')
open_system('hdlcoder_bus_nested_assignment/HDL_DUT')
```



In the model, you see a Bus Assignment block that assigns the value 5 to the `data1_En` signal in the bus.

Select Bus Outputs

To extract the signals from a bus that includes nested buses, use Bus Selector blocks. By default, the block outputs the specified bus elements as separate signals. You can also output the signals as another bus. You can use the `OutputSignals` block property to see the **Elements in the bus** that the block outputs. By using this property, you can track which signals are entering a Bus Selector block deep within your model hierarchy.

```
get_param('hdlcoder_bus_nested/HDL_DUT/Bus Selector5', 'OutputSignals')
```

ans =

```
'signal1.data1_En,signal1.CounterForParam,Param_sin.Param,Param_sin.sin'
```

Generate HDL Code

To generate HDL code for this model, run this command:

```
makehdl('hdlcoder_bus_nested/HDL_DUT')
```

You see that the code generator expands the bus signals to scalar signals in the generated code. For example, if you open the generated Verilog file for the `HDL_DUT` Subsystem, for the Delay block that takes the two nested bus signals `signal1` and `Param_sin`, you see four always blocks created for each signal in the bus. For example, you see an always block for the `data1_En` signal that is part of `signal1`. This figure displays the scalar signals created for each bus signal in the module definition.

```

`timescale 1 ns / 1 ns

module HDL_DUT
    (clk, reset, clk_enable,
     data1_En, alphaCounterForParam,
     Param_0, Param_1, Param_2, Param_3,
     Param_4, Param_5, Param_6, Param_7,
     sin, ce_out, DataValidOut, DataOut);

    .....

    assign ce_out = clk_enable;

endmodule // HDL_DUT

```

Simplify Subsystem Bus Interfaces

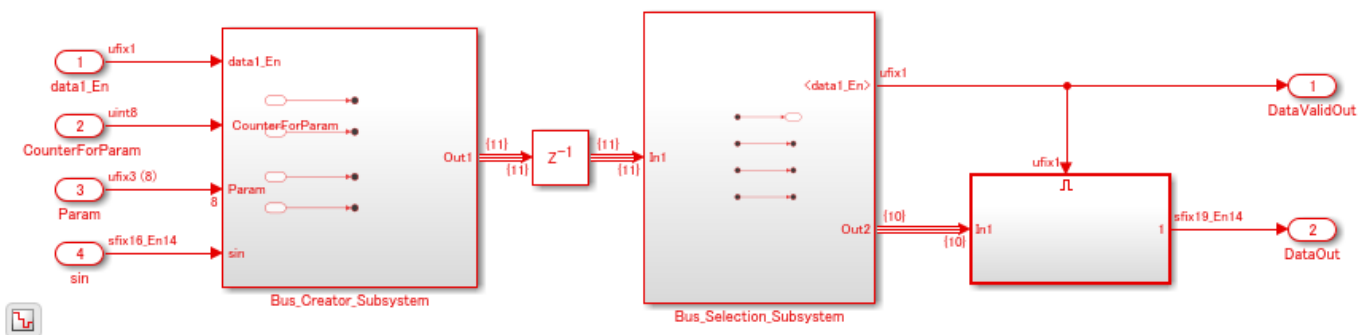
You can simplify the Subsystem bus interfaces by using Bus Element blocks. The In Bus Element and Out Bus Element blocks provide a simplified and flexible way to use bus signals as inputs and outputs to subsystems. The In Bus Element block is equivalent to an Inport block combined with a Bus Selector block. The Out Bus Element block is equivalent to an Outport block combined with a Bus Creator block. To refactor an existing model that uses Inport, Bus Selector, Bus Creator, and Outport blocks to use In Bus Element and Out Bus Element blocks, you can use Simulink® Editor action bars.

For example, open the model `hdlcoder_bus_nested_simplified`. This model is functionally equivalent to the `hdlcoder_bus_nested` model but is a more simplified version.

```

open_system('hdlcoder_bus_nested_simplified')
set_param('hdlcoder_bus_nested_simplified','SimulationCommand','Update')
open_system('hdlcoder_bus_nested_simplified/HDL_DUT')

```

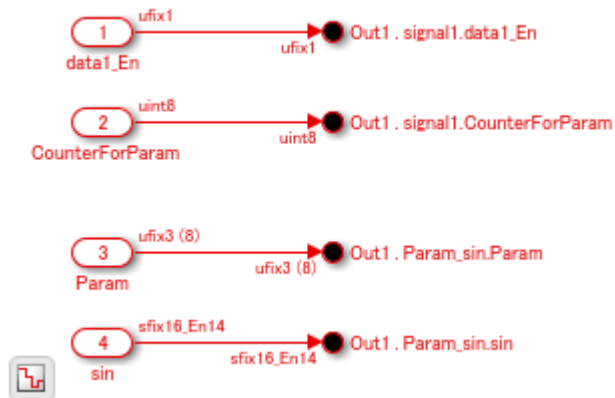


The model has two Subsystems that perform bus creation and bus selection by using Bus Element blocks. The `Bus_Creator_Subsystem` combines the Outport blocks with the Bus Creator blocks to create Out Bus Element blocks.

```

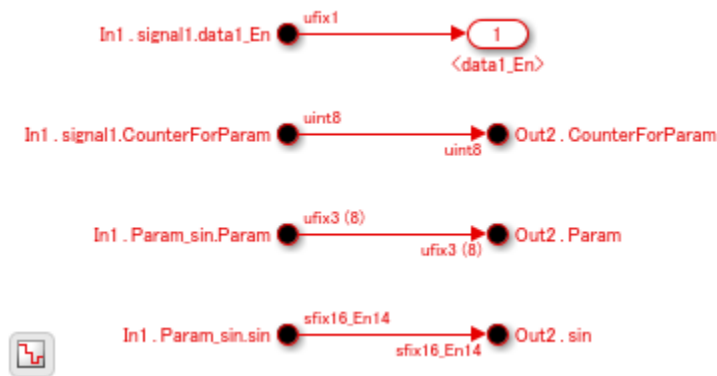
open_system('hdlcoder_bus_nested_simplified/HDL_DUT/Bus_Creator_Subsystem')

```



The `Bus_Selection_Subsystem` combines the Inport blocks with the Bus Selector blocks to create In Bus Element blocks.

```
open_system('hdlcoder_bus_nested_simplified/HDL_DUT/Bus_Selection_Subsystem')
```



To learn more, see “Simplify Subsystem and Model Interfaces with Buses”.

Virtual and Nonvirtual Buses

The bus signals in the model `hdlcoder_bus_nested` created earlier by using Bus Creator and Bus Selector blocks are virtual buses. Each bus element signal is stored in memory, but the bus signal is not stored. The bus simplifies the graph but has no functional effect. In the generated HDL code, you see the constituent signals but not the bus signal.

To more easily track the correspondence between a bus signal in the model and the generated HDL code, use nonvirtual buses. Nonvirtual buses generate clean HDL code because it uses a structure to hold the bus signals. To convert a virtual bus to a nonvirtual bus, in the Block Parameters of the Bus Creator blocks, you specify the **Output data type** as `Bus: object_name` by replacing `object_name` with the name of the bus object and then select **Output as nonvirtual bus**.

See “Convert Virtual Bus to a Nonvirtual Bus”.

Array of Buses

An array of buses is an array whose elements are buses. Each element in an array of buses must be nonvirtual and must have the same data type.

To learn more about modeling with array of buses, see “Generating HDL Code for Subsystems with Array of Buses” on page 10-21.

See Also

Functions

makehdl | makehdl tb

More About

- “Signal and Data Type Support” on page 10-2
- “Group Nonvirtual Buses in Arrays of Buses”
- “Convert Models to Use Arrays of Buses”

Guidelines for Clock and Reset Signals

In the Simulink modeling environment, You do not create global signals such as clock, reset, and clock enable. These signals are created when you generate HDL code for your model. You can specify the clock cycle by using the sample time in Simulink.

If your model is single rate, it means all blocks operate at the same sample time. The synthesis tools infer that the registers or Delay blocks you add to your model run at the clock rate. For the synthesis tools, data propagates from the source register to the destination register in one clock cycle.

You can follow these guidelines to learn about generating clock signals in the HDL code. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Use Global Oversampling to Create Frequency-Divided Clock

Guideline ID

1.4.1

Severity

Informative

Description

You can assign a frequency-divided clock rate for HDL code generation to be a multiple of the Simulink base sample rate. For example, if the Simulink base rate is 1 MHz and you want the clock frequency of your target hardware to run at 50 MHz, you can assign an **Oversampling factor** of 50. You specify the “Oversampling factor” on page 17-15 in the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box. To learn more, see “Generate a Global Oversampling Clock” on page 23-8.

Create Multirate Model with Integer Clock Multiples by Clock Division

Guideline ID

1.4.2

Severity

Mandatory

Description

You can generate a multirate model by using clock-rate division or by using clock multiples. For a multirate model, the fastest sample time in your Simulink™ model corresponds to the master clock rate. A timing controller entity is created to control the clocking for blocks operating at slower sample rates. Clock enable signals that have the necessary rate and phase information control the clocking for these blocks in your design.

Multirate models are created when you use certain blocks in your Simulink™ model, specify certain block architectures, or use operations such as resource sharing. For example, these block-architecture combinations generate a multirate model:

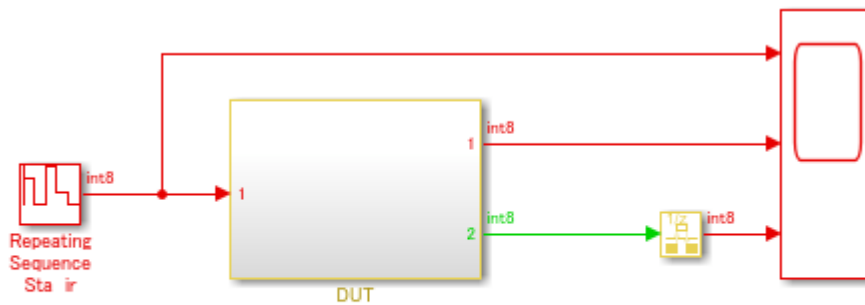
- Divide block with Newton-Raphson implementation.
- Reciprocal block with ReciprocalSqrtBasedNewton implementation.
- Sum of Elements and Product of Elements blocks with Cascade architecture.
- Sqrt with SqrtBasedNewton and Reciprocal Sqrt with ReciprocalSqrtBasedNewton implementation.

In addition, to model multirate designs in Simulink™, use these blocks:

- In the **Simulink** > **Signal Attributes** Library, use the Rate Transition block.
- In the **DSP System Toolbox** > **Signal Operations** Library, you can use Upsample, Downsample, and Repeat blocks.
- In the **HDL Coder** > **HDL RAMs** Library, use the HDL FIFO block.

This model illustrates how to create a multirate design by using a Rate Transition block.

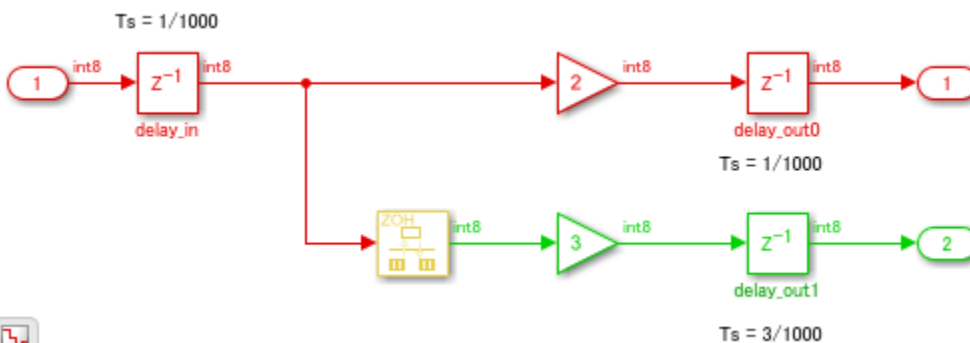
```
load_system('hdlcoder_multiclock')
set_param('hdlcoder_multiclock', 'SimulationCommand', 'Update')
open_system('hdlcoder_multiclock')
```



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The different colors in the model indicate that the model is multirate and has a faster rate D1 and a slower rate D2. To see the Rate Transition block that produces the different sample rates, double-click the DUT Subsystem.

```
open_system('hdlcoder_multiclock/DUT')
```



To see the sample times in your model, run this command:

```
ts = Simulink.BlockDiagram.getSampleTimes('hdlcoder_multiclock');
sampletime_D1 = ts(1)
sampletime_D2 = ts(2)
```

```
sampletime_D1 =
```

```
SampleTime with properties:
```

```
Value: [1.0000e-03 0]
Description: 'Discrete 1'
ColorRGBValue: [0.9000 0 0]
Annotation: 'D1'
OwnerBlock: []
ComponentSampleTimes: [0x0 Simulink.SampleTime]
```

```
sampletime_D2 =
```

```
SampleTime with properties:
```

```
Value: [0.0030 0]
Description: 'Discrete 2'
ColorRGBValue: [0 0.8200 0]
Annotation: 'D2'
OwnerBlock: []
ComponentSampleTimes: [0x0 Simulink.SampleTime]
```

When you use a Rate Transition block in your model for multirate design, select the block parameters **Ensure data integrity during data transfer** and **Ensure deterministic data transfer (maximum delay)**. Make sure the output sample rate is an integer multiple of the input sample rate.

For a multirate design, you can generate a single clock signal or multiple clock signals to control the clocking to blocks that operate at various sample rates. To specify this setting, in the Configuration Parameters dialog box, on the **HDL Code Generation > Global Settings** pane, specify the **Clock inputs** setting.

By default, **Clock inputs** is specified as **single**. A single clock is generated to control the clocking for all registers or Delay blocks in your model. The timing controller enable signals control the clocking to various blocks in your design. This mode can increase the power dissipation as a single, fastest clock is connected to all registers in your design.

If you specify **Clock inputs** as **multiple**, a clock signal is generated for each sample rate in your design. However, this mode requires you to connect each of the clock, clock enable, and reset ports externally. This mode reduces power as the HDL design contains registers connected to slower clock signals. For more information, see “Using Multiple Clocks in HDL Coder” on page 23-12.

Use Dual Rate Dual Port RAM for Noninteger Multiple Sample Times

Guideline ID

1.4.3

Severity

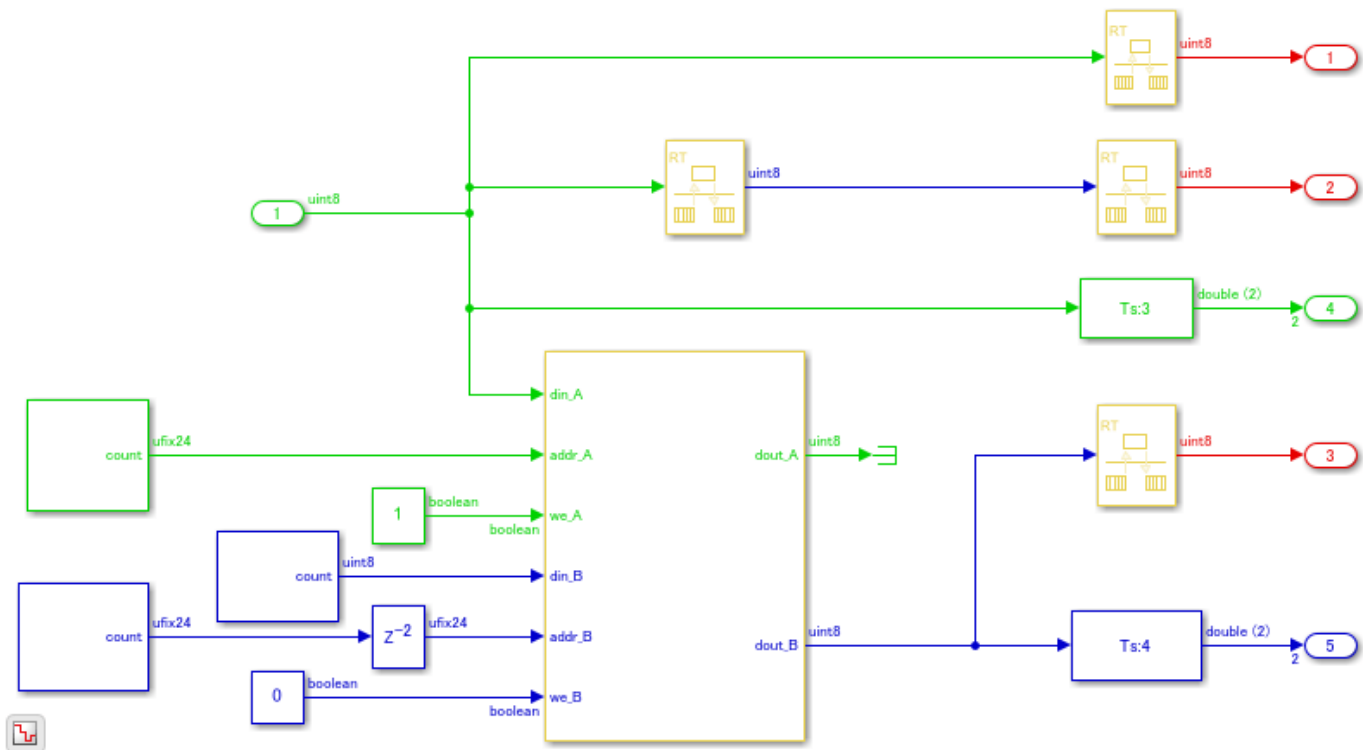
Mandatory

Description

When you use Rate Transition, Upsample, or Downsample blocks to create multirate models, the clock rates must be integer multiples of the base rate. To create a multirate model with clocks that are noninteger multiples, use a Dual Rate Dual Port RAM block. For integer clock multiplies, you can use the HDL FIFO or the Dual Rate Dual Port RAM block.

This model illustrates how you can create noninteger multiples of sample rates.

```
load_system('hdlcoder_dual_rate_dual_port_RAM')
set_param('hdlcoder_dual_rate_dual_port_RAM','SimulationCommand','Update')
open_system('hdlcoder_dual_rate_dual_port_RAM/DUT')
```



You cannot generate HDL code for this model because the Rate Transition blocks have the block parameter **Ensure data integrity during data transfer** cleared. To learn how you can manage address control when you use the RAM block, see Design considerations for RAM block access.

Asynchronous Clock Modeling in HDL Coder

Guideline ID

1.4.4

Severity

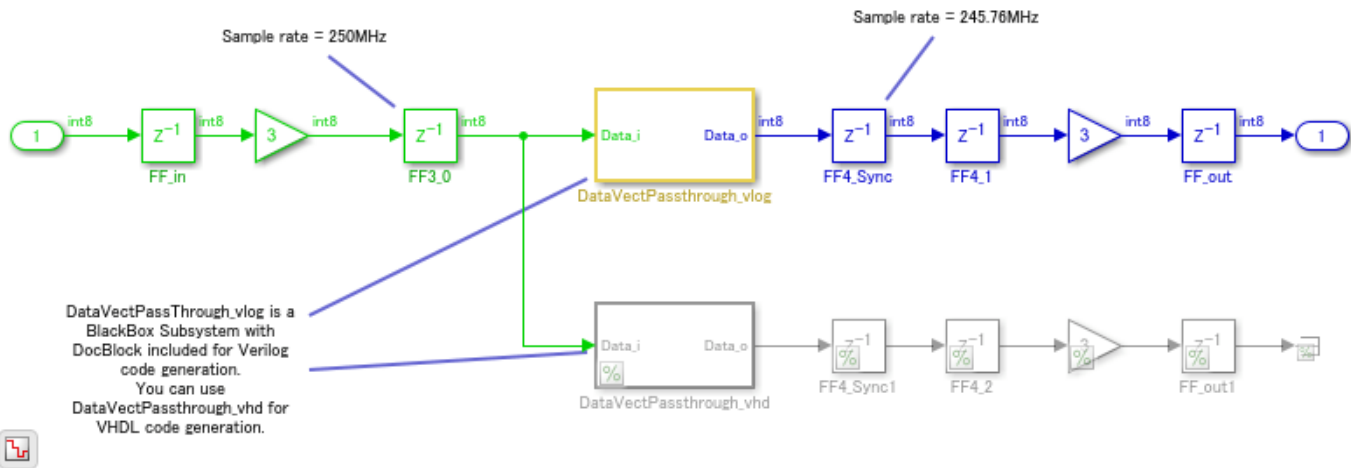
Recommended

Description

Most FPGA designs must have more than one clock domain with multiple parts of the design operating at various frequencies. You can model the various clock domains in Simulink™ by using a pass-through implementation for transitioning between different sample rates. These sample rates correspond to the clock rates on the FPGA device.

For an example, open the model `hdlcoder_multi_clock_domain` and then open the DUT Subsystem.

```
load_system('hdlcoder_multi_clock_domain')
set_param('hdlcoder_multi_clock_domain', 'SimulationCommand', 'Update')
open_system('hdlcoder_multi_clock_domain/DUT')
```



You see a BlackBox Subsystem that contains a DocBlock, which is a text file that corresponds to the Verilog code for a passthrough implementation. You can open the DocBlock to see the Verilog code. You see that the output of this Subsystem operates at a different sample rate or is in a clock domain that is different from the sample rate at the input of the Subsystem. The Subsystem also contains a commented out path that contains the VHDL equivalent of the passthrough implementation. To generate VHDL code, uncomment this path and comment out the path that contains the Verilog BlackBox implementation.

To generate Verilog code for this model, run this command:

```
makehdl('hdlcoder_multi_clock_domain/DUT')
```

In the generated Verilog header file, you see the different clock domains in the model.

```
// -----
//
// File Name: hdlsrc\hdlcoder_multi_clock_domain\DUT.v
// Created: 2018-10-05 11:30:21
//
// Generated by MATLAB 9.6 and HDL Coder 3.13
```

```

//
//
// -----
// -- Rate and Clocking Details
// -----
// Model base rate: 1.30208e-12
// Target subsystem base rate: 2.65428e-12
//
//
// Clock      Domain  Description
// -----
// clk_1_3072 1        3072x slower than base rate clock
// clk_1_3125 2        3125x slower than base rate clock
// -----
//
// Output Signal          Clock      Domain  Sample Time
// -----
// Output1                (no clock) 0          4.06901e-09
// -----
//
// -----

```

Use Global Reset Type Setting Based on Target Hardware

Guideline ID

1.4.5

Severity

Recommended

Description

Matching the reset type to the FPGA architecture can improve resource utilization and the speed at which your design runs on the target hardware. To control this setting, in the Configuration Parameters dialog box, on the **HDL Code Generation > Global Settings** settings, specify the **Reset type**.

When you target Xilinx devices, set **Reset type** to Synchronous. For Intel or Altera devices, set **Reset type** to Asynchronous.

To make sure that you use the correct reset type for the hardware that you are targeting, in the HDL Code Advisor, run the model check “Check for global reset setting for Xilinx and Altera devices” on page 38-7.

Note Some Intel devices recommend using synchronous reset. For recommended reset settings, see the Intel or Xilinx documentation for that device.

See Also

Functions

makehdl | makehdltb

Simulink Configuration Parameters

“Timing Controller Settings” on page 17-61 | “Clock Settings and Timing Controller Postfix Parameters” on page 17-4

More About

- “Multirate Model Requirements for HDL Code Generation” on page 23-6
- “Code Generation from Multirate Models” on page 23-2
- “Check HDL Compatibility of Simulink Model Using HDL Code Advisor” on page 39-2

Modeling with Native Floating Point

HDL Coder native floating-point technology can generate HDL code from your floating-point design. These are some of the key features:

- Generation of target-independent HDL code that you can deploy on any FPGA or ASIC.
- Support for the full range of IEEE-754 features including denormal numbers, exceptions, and rounding modes.
- Extensive support for math and trigonometric blocks.

You can follow these guidelines as best practices when modeling your design for native floating-point code generation.

Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Guideline ID

1.5.1

Severity

Recommended

Description

Native floating-point support in HDL Coder generates code from your floating-point design. If your design has complex math and trigonometric operations or has data with a large dynamic range, use native floating-point. The generated HDL code is target-independent and complies with the IEEE-754 standard of floating-point arithmetic. To learn more, see “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81.

You can use these modeling guidelines when using the native floating-point support in HDL Coder.

Use Blocks from HDL Floating Point Operations Library

The **HDL Floating Point Operations** block library consists of math and trigonometric functions and certain Simulink blocks that are configured for HDL code generation in native floating-point mode. For example, Discrete FIR Filter with **Architecture** set to Fully Parallel.

Use Floating-Point Types Based on Accuracy and Hardware Resource Usage Requirements

You can generate HDL code for models that contain floating-point and fixed-point data types in native floating-point mode. Floating point types have higher dynamic range but can potentially occupy more area on the target hardware. To design for these trade-offs, in your Simulink model, it is recommended to use floating-point data types to model the algorithm data path and fixed-point types to model the control logic. To switch between floating-point and fixed-point data types, use Data Type Conversion blocks.

See also “Data Type Considerations” on page 10-83.

Enable Optimizations such as Resource Sharing on Model

By enabling optimizations on the model, you can improve area and timing of your design on the target FPGA device. For example, to save area on the target FPGA device, use the resource sharing optimization. To share:

- Floating-point adders, set “Share Adders” on page 15-16 to on.
- Floating-point multipliers, make sure “Share Multipliers” on page 15-18 is set to on.
- Other floating-point resources, set “Share Floating-Point IPs” on page 15-26 to on.

See also “Resource Sharing” on page 24-34.

Simulate Latency of Blocks in Model

Floating-point designs have an inherent latency by default. This latency is added when generating HDL code for your model. It is recommended that you simulate latency in your model by adding this latency information to your original Simulink model. The code generator absorbs this latency during HDL code generation. To learn more, see “Latency Values of Floating-Point Operators” on page 10-92.

Customize Latency of Model or Blocks

You can customize the latency of an entire model, or selectively for certain blocks in your design. Using custom settings, you can specify a custom latency and design for trade-offs between latency and throughput.

To learn more, see “Latency Considerations with Native Floating Point” on page 10-97.

Use sincos Block Instead of Separate sin and cos Blocks

Certain modeling patterns that you use can optimize your model when you generate code with native floating-point technology. For example, if you are computing the trigonometric sine and cosine of the same input, in the HDL Floating Point Operations block library, use the Sincos block instead of separate Sin and Cos blocks. The Sincos block shares some of the logic that is used for computing the sine and cosine of the input. This implementation reduces the area footprint on the target FPGA device.

See also Trigonometric Function.

Use Tree as the HDL Architecture

To obtain a lower latency implementation, use Tree as the **HDL Architecture** for blocks such as the Sum of Elements and Product of Elements.

See also Sum of Elements and Product of Elements.

See Also

Functions

makehdl | makehdltb

Simulink Configuration Parameters

“Floating Point IP Library” on page 16-3 | “Native Floating-Point Parameters” on page 16-4

More About

- “Numeric Considerations with Native Floating-Point” on page 10-85
- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105
- “Verify the Generated Code from Native Floating-Point” on page 10-118

Design Considerations for RAM Blocks and Blocks in HDL Operations Library

Follow these guidelines to learn how you can use RAM blocks and blocks in the **HDL Operations** library when modeling your design.

Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

RAM Block Access Considerations

Guideline ID

2.1.1

Severity

Recommended

Description

In the **HDL RAMs** block library, there are seven different RAM blocks and a HDL FIFO block. If you see a RAM block that has the term **System** as part of the block name, such as Single Port RAM System, it is recommended that you use this block instead of the equivalent block that does not have **System** as part of the name, such as Single Port RAM. These blocks have **System** as part of the name because the block implementation is based on the `hdl.RAM System` object. The system blocks support vector inputs and yield much faster simulation results when used in your Simulink model.

When you use these blocks, make sure that the input sample time and output sample time are the same. This table illustrates the various RAM blocks that you can use and their purpose. Each row in the table describes a RAM block that is larger in circuit size than the RAM block in the previous row. The generated HDL code for these blocks maps to RAM in most FPGAs.

| Block Name | Recommended Usage |
|------------------------|---|
| Single Port RAM System | <p>Use this block to replace the Single Port RAM block in your model. You obtain faster simulation results when using this block in your model.</p> <p>The block implementation uses a MATLAB System block that uses the <code>hdl.RAM System</code> object. Use this block to perform sequential read and write operations. In the Block Parameters dialog box of the block, you can specify an initial value for the RAM. To perform simultaneous read and write operations to different addresses, use the Simple Dual Port RAM System or the Dual Port RAM System block instead.</p> <p>The block does not support boolean inputs. Cast boolean types to <code>ufix1</code> for input to the block.</p> |

| Block Name | Recommended Usage |
|-----------------------------|--|
| Simple Dual Port RAM System | <p>Use this block to replace the Simple Dual Port RAM block in your model. You obtain faster simulation results when using this block in your model.</p> <p>The block implementation uses a MATLAB System block that uses the <code>hdl.RAM System</code> object. Use this block to perform simultaneous read and write operations. It has a single output port to read data. In the Block Parameters dialog box of the block, you can specify an initial value for the RAM.</p> <p>The block does not support boolean inputs. Cast <code>boolean</code> types to <code>ufix1</code> for input to the block.</p> |
| Dual Port RAM System | <p>Use this block to replace the Dual Port RAM block in your model. You obtain faster simulation results when using this block in your model.</p> <p>The block implementation uses a MATLAB System block that uses the <code>hdl.RAM System</code> object. Use this block to perform simultaneous read and write operations. It has a read data output port and a write data output port. In the Block Parameters dialog box of the block, you can specify an initial value for the RAM. If you do not want to use the write data output port, to achieve better RAM inference, use the Simple Dual Port RAM System block instead.</p> <p>The block does not support boolean inputs. Cast <code>boolean</code> types to <code>ufix1</code> for input to the block.</p> |
| Dual Rate Dual Port RAM | <p>This block does not have an equivalent System object-based implementation.</p> <p>Use this block to perform simultaneous read and write operations to two different addresses that operate at different clock rates. You cannot perform concurrent access to the same address of the RAM.</p> <p>To run the RAM ports at multiple clock rates, set Clock Inputs to Multiple. You can access this RAM twice in one clock cycle.</p> |

| Block Name | Recommended Usage |
|------------|---|
| HDL FIFO | <p>The HDL FIFO block stores a sequence of samples in a first in, first out (FIFO) register.</p> <p>The inputs, <code>In</code> and <code>Push</code>, and the outputs, <code>Out</code> and <code>Pop</code> can run at different sample times. Specify the ratio of output to input sample time as a positive integer or $1/N$ such that N is a positive integer. For example:</p> <ul style="list-style-type: none"> • If you specify the ratio as 2, the output sample time is twice the input sample time. The outputs run slower than the input. • If you specify the ratio as $1/2$, the output sample time is half the input sample time. The outputs run faster than the input. <p>The signals <code>Full</code>, <code>Empty</code>, and <code>Num</code> run at the fastest rate in your model. When you use the control output of the FIFO in an input, you may have to perform a rate transition.</p> <p>The input and output rates of the FIFO block are synchronous to each other. For an example of asynchronous FIFO modeling by using the HDL FIFO block, open the model <code>hdlcoder_asynchronous_fifo</code>.</p> <pre>open_system('hdlcoder_asynchronous_fifo')</pre> |

Serial to Parallel Conversion

Guideline ID

2.1.2

Severity

Informative

Description

You can use the `Serializer1D` and `Deserializer1D` blocks to perform serial to parallel and parallel to serial conversion.

See Also

Functions

`makehdl`

Related Examples

- “Getting Started with RAM and ROM in Simulink®” on page 22-57

More About

- “HDL Code Generation from `hdl.RAM` System Object” on page 1-37

- “Map Matrices to Block RAMs to Reduce Area” on page 8-3

Usage of Blocks in Logic and Bit Operations Library

These guidelines illustrate how to model your design for generating HDL-ready code from blocks in the **Logic and Bit Operations** Library. The Library contains blocks that perform logical and bitwise operations, bit reduction, and concatenation. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Logical and Arithmetic Bit Shift Operations

Guideline ID

2.2.1

Severity

Informative

Description

You can use Simulink blocks to perform bit shifting operations. The blocks can perform logical and arithmetic bit shift. Left logical and arithmetic bit shift produce the same results but right logical shift and arithmetic shift operate differently as illustrated in this table.

| Block/Function Name | Parameter/Operation | Verilog Code Equivalent | VHDL code equivalent | Comments |
|--|---------------------------------------|-------------------------|--|--|
| Bit Shift | Shift Left Logical | <<< | sll (sll and SHIFT_LEFT are the same in VHDL). | This mode is the default mode for the block. The left shift operation does not preserve the sign bit. If the input uses a signed data type and has a positive value, the left shift operation shifts a 0 into the empty bit on the LSB (Least Significant Bit) side. |
| | Shift Right Logical | >> | srl | This mode does not preserve the sign bit. If the input uses a signed data type and has a positive value, the right shift operation shifts a 0 into the empty bit on the MSB (Most Significant Bit) side. |
| | Shift Right Arithmetic | >>> | SHIFT_RIGHT | When the input is a signed data type, the sign bit is preserved, and other bits shift to the right. |
| Shift Arithmetic block bitshift function | Positive value/shift right arithmetic | >>> | SHIFT_RIGHT | When the input is a signed data type, the sign bit is preserved, and other bits shift to the right. |

| Block/Function Name | Parameter/Operation | Verilog Code Equivalent | VHDL code equivalent | Comments |
|---------------------|--|-------------------------|----------------------|---|
| | Negative value/ shift left arithmetic | <<< | sll | This mode does not preserve the sign bit. If the input uses a signed data type and has a positive value, the left shift operation shifts a 0 into the empty bit on the LSB side. This mode does not check underflows and overflows. |
| bitsll function | None/logical left shift | <<< | sll | This mode does not preserve the sign bit. The generated HDL code is the same as that of the Shift Left Logical mode of the Bit Shift block. |
| bitsrl function | None/logical right shift | >> | srl | This mode does not preserve the sign bit. The generated HDL code is the same as that of the Shift Right Logical mode of the Bit Shift block. |
| bitsra function | None/arithmetic right shift | >>> | SHIFT_RIGHT | When the input is a signed data type, the sign bit is preserved, and other bits shift to the right. The generated HDL code is the same as that of the Shift Right Arithmetic mode of the Bit Shift block. |

The difference between a logical shift and an arithmetic shift is whether the sign bit is preserved. For signed data types, this bit is the MSB. In a logical right shift, the sign bit is shifted to the right and zero goes into the MSB side. In an arithmetic right shift, the MSB (sign bit) is preserved during the shift operation. For example, this code illustrates the difference between the functions.

```
A = fi([], 1, 4, 0, 'bin', '1011');
B = bitsrl(A, 2)
```

```
B =
```

```
  2
```

```
      DataTypeMode: Fixed-point: binary point scaling
      Signedness: Signed
      WordLength: 4
      FractionLength: 0
```

```
B.bin
```

```
ans =
```

```
  '0010'
```

```

C = bitsra(A, 2)
C =
    -2
    DataTypeMode: Fixed-point: binary point scaling
    Signedness: Signed
    WordLength: 4
    FractionLength: 0
C.bin
ans =
    '1110'
    
```

Usage of Logical Operator, Bitwise Operator, and Bit Reduce Blocks

Guideline ID

2.2.2

Severity

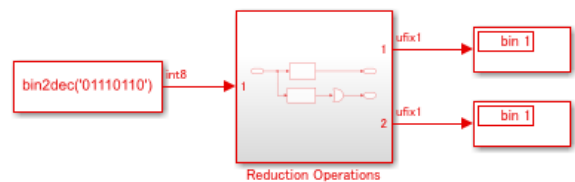
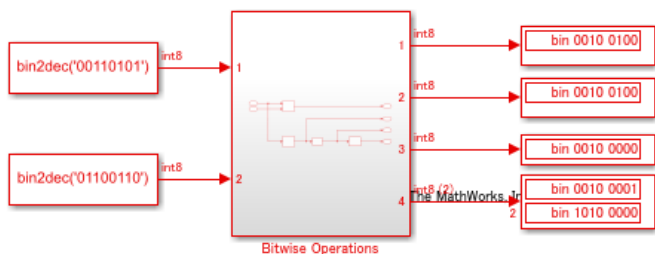
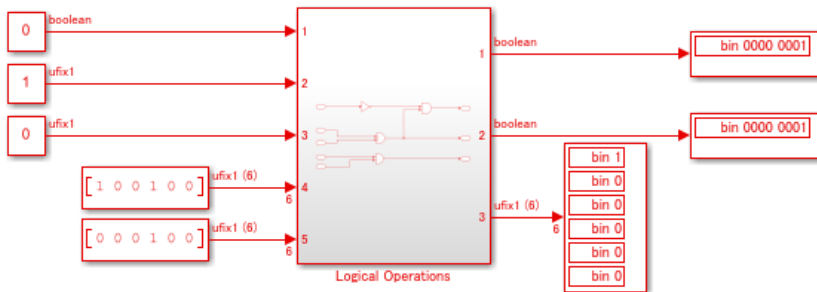
Informative

Description

For an example of logical and bitwise operations, open the model `hdlcoder_logical_bitwise_operations.slx`.

```

load_system('hdlcoder_logical_bitwise_operations')
sim('hdlcoder_logical_bitwise_operations')
open_system('hdlcoder_logical_bitwise_operations')
    
```

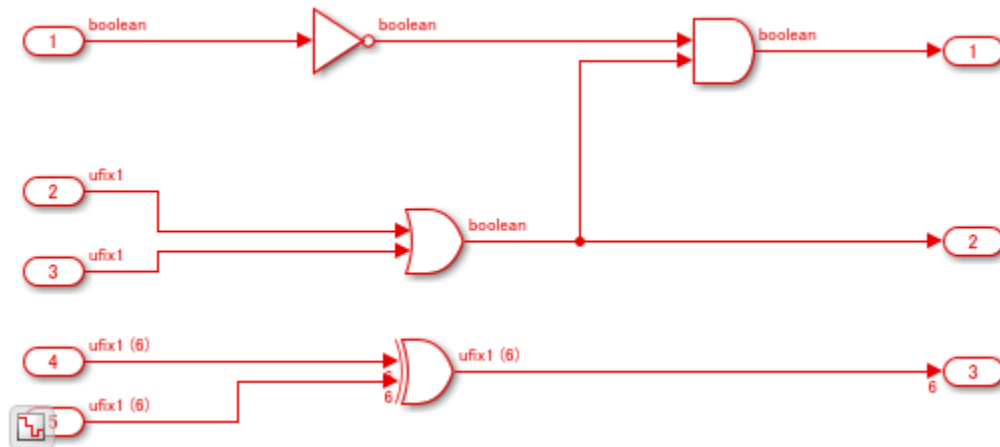


For single-bit operations that use Boolean or `ufix1` data types, use a Logical Operator block. To view the operation as a logical circuit symbol, in the Block Parameters dialog box of the block, specify the **Icon shape** as Distinctive. You can also input vectors that have Boolean or `ufix1` data types to the block.

Boolean and `ufix1` are different data types. Avoid using both data types within the same model, or using them interchangeably. See “Simulink Data Type Considerations” on page 21-120.

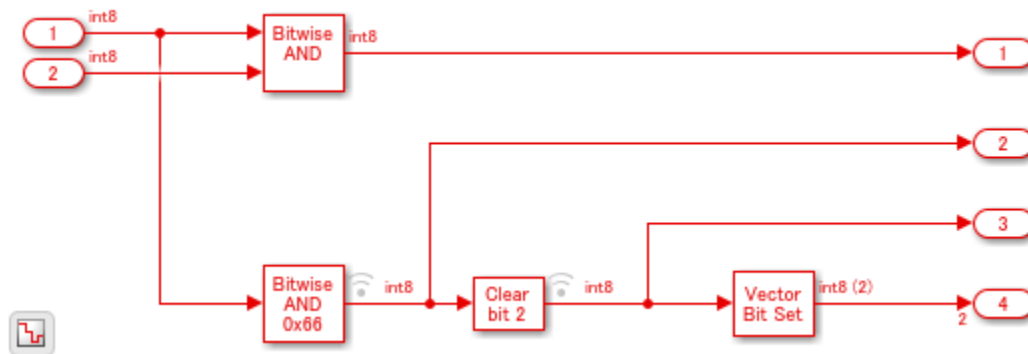
For an example of using the block, open the Logical Operations Subsystem.

```
open_system('hdlcoder_logical_bitwise_operations/Logical Operations')
```



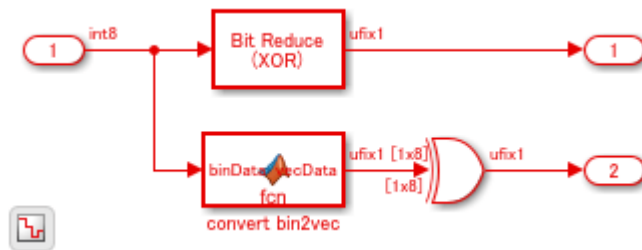
For bitwise operations on two or more bits that use integer or fixed-point data types, use the Bitwise Operator block. For an example, double-click the Bitwise Operations Subsystem.

```
open_system('hdlcoder_logical_bitwise_operations/Bitwise Operations')
```



To perform a bit-by-bit reduction operation on a vector that uses Boolean or `ufix1` and return a 1-bit value, use the Bit Reduce block. For an example, double-click the Reduction Operations Subsystem.

```
open_system('hdlcoder_logical_bitwise_operations/Reduction Operations')
```



The MATLAB Function block inside the Subsystem converts the 8-bit vector to a vector of 8 1-bit `ufix1` elements.

```
open_system('hdlcoder_logical_bitwise_operations/Reduction Operations/convert_bin2vec')
```

Use Boolean Output for Compare to Constant and Relational Operator Blocks

Guideline ID

2.2.3

Severity

Strongly Recommended

Description

For Compare To Constant, Compare To Zero, and Relational Operator blocks, you can specify `uint8` or `boolean` as the **Output data type**. To generate efficient HDL code for models that contain these blocks, specify `boolean` as the **Output data type**, because the HDL code has to connect only the LSB.

For a Relational Operator block, make sure that both inputs are of the same data type. Using different data types for the inputs can result in unintended truncation of bits such as the sign bit, which can lead to simulation mismatches after HDL code generation.

To verify whether Relational Operator blocks in your model use the same input data type, and use `boolean` as the output data type, run the HDL model check “Check for Relational Operator block usage” on page 38-31.

See Also

Functions

`makehdl`

Blocks

Bitwise Operator | Extract Bits

More About

- “Bitwise Operations in MATLAB for HDL Code Generation” on page 1-59

Generate FPGA Block RAM from Lookup Tables

To map the lookup table blocks to random-access memory (RAM) to save area on your target Field Programmable Gate Array (FPGA) device, follow these guidelines.

Each guideline has a severity level that indicates the level of compliance requirements. For more information, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Guideline ID

2.3.1

Severity

Strongly Recommended

Description

To map lookup tables to a block RAM, you can use the **Map lookup tables to RAM** parameter located in the **HDL Code Generation** tab > **Optimization** > **Pipelining** tab in the Model Configuration Parameters dialog box. This parameter is selected on by default. The optimization inserts a Delay block that has a **Delay length** of 1 and **ResetType** set to none immediately following the Lookup Table block. This modeling pattern efficiently maps your design to a Block RAM on the FPGA. To use the map lookup tables to RAM option, you must:

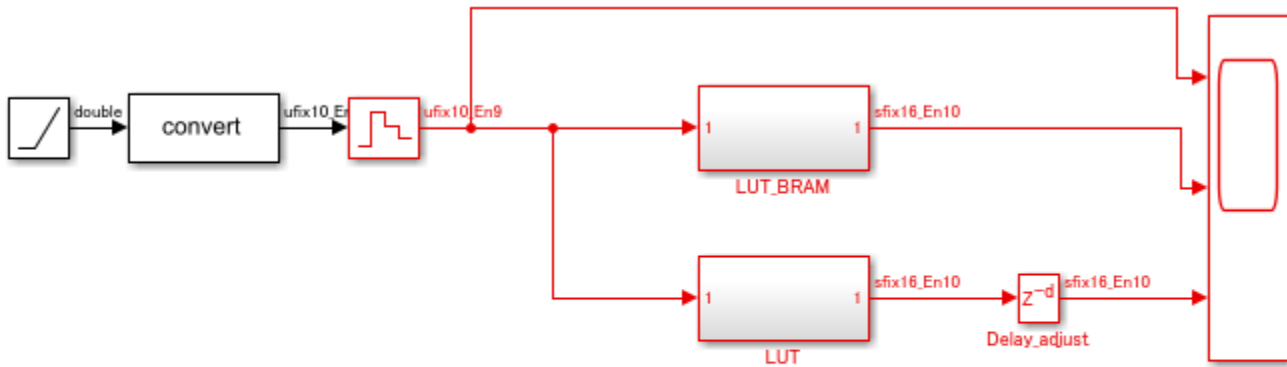
- Make sure that the **Map lookup tables to RAM** option is selected on for the model.
- Specify the synthesis tool.

See “Map lookup tables to RAM” on page 15-14.

Alternatively, you can selectively enable this optimization for certain subsystems in your design by using the MapToRAM HDL Block Property and disabling the **Map lookup tables to RAM** option for the model or create the modeling pattern in your design that is the same as the pattern otherwise generated by the optimization.

For an example, open the model `hdlcoder_LUT_BRAM_mapping.slx`.

```
open_system('hdlcoder_LUT_BRAM_mapping')
set_param('hdlcoder_LUT_BRAM_mapping','SimulationCommand','Update')
```



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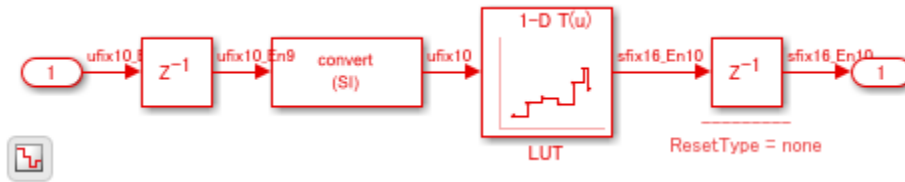
The **Map lookup tables to RAM** option is enabled on this model.

```
hdlget_param('hdlcoder_LUT_BRAM_mapping', 'LUTMapToRAM')
```

```
ans =  
'on'
```

The LUT_BRAM Subsystem contains a 1-D Lookup Table block followed by a Delay block that has a **Delay length** of 1 and **ResetType** set to none.

```
open_system('hdlcoder_LUT_BRAM_mapping/LUT_BRAM')
```



When you generate HDL code and synthesize the design on an FPGA, this modeling pattern efficiently maps to Block RAM. This figure displays the synthesis results for the LUT_BRAM Subsystem.

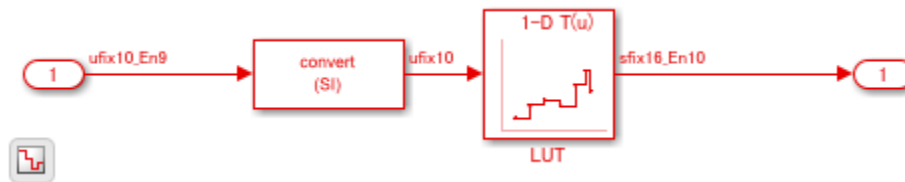
Parsed resource report file: [LUT_OK_utilization_synth.rpt.](#)

| Resource summary | |
|------------------|-------|
| Resource | Usage |
| Slice LUTs | 0 |
| Slice Registers | 0 |
| DSPs | 0 |
| Block RAM Tile | 0.5 |

Parsed timing report file: [timing_post_map.rpt.](#)

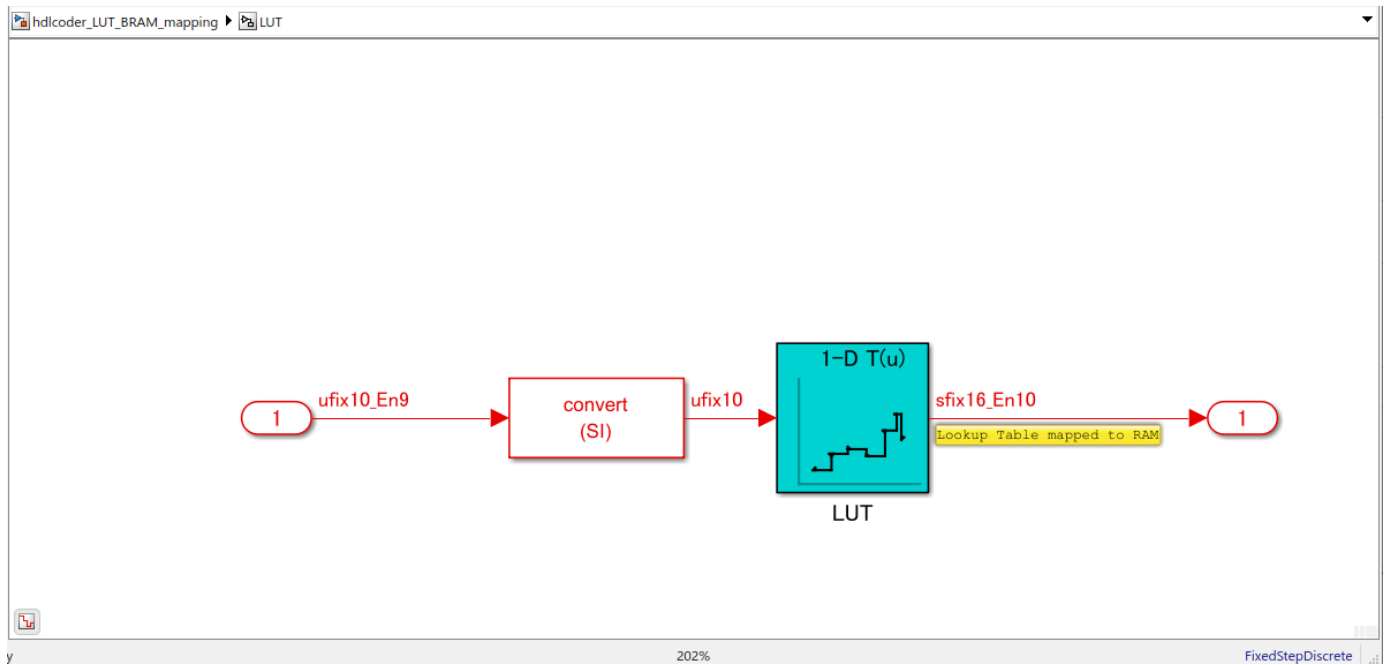
The LUT Subsystem in this model does not use this modeling pattern.

```
open_system('hdlcoder_LUT_BRAM_mapping/LUT')
```

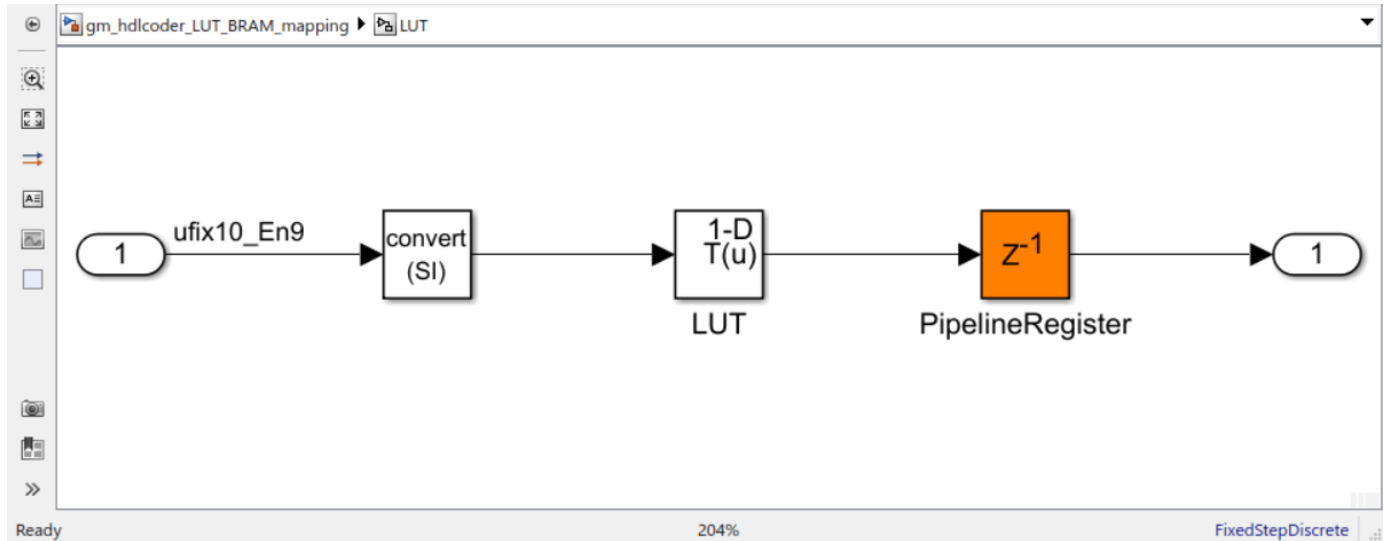


Because the **Map lookup tables to RAM** option is enabled for this model, this subsystem still maps the logic to Block RAM. Click the MATLAB script linked in the MATLAB command window to highlight lookup tables mapped to RAM in your model. You can generate this script by enabling the Diagnostic Parameter **Highlight lookup tables mapped to RAM** located in the **HDL Code Generation** tab > **Global Settings** > **Advanced** tab in the Model Configuration Parameters dialog box.

```
### Generating HDL for 'hdlcoder_LUT_BRAM_mapping/LUT'.
### Using the config set for model hdlcoder\_LUT\_BRAM\_mapping for HDL code generation parameters.
### Running HDL checks on the model 'hdlcoder_LUT_BRAM_mapping'.
### Begin compilation of the model 'hdlcoder_LUT_BRAM_mapping'...
### Applying HDL optimizations on the model 'hdlcoder_LUT_BRAM_mapping'...
### LUTMapToRAM is set to 'On' for the model. This option is used to map lookup tables to a block RAM in hardware. To disable pipeline insertion for mapping
### The code generation and optimization options you have chosen have introduced additional pipeline delays.
### The delay balancing feature has automatically inserted matching delays for compensation.
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional delays.
### Output port 1: 1 cycles.
### Begin model generation.
### Model generation complete.
### To highlight look up tables mapped to RAM, click the following MATLAB script: hdl\_prj\hdlsrc\hdlcoder\_LUT\_BRAM\_mapping\highlightLUTPipeliningDiagnostic.m
### To clear highlighting, click the following MATLAB script: hdl\_prj\hdlsrc\hdlcoder\_LUT\_BRAM\_mapping\clearhighlighting.m
```



In order to map the lookup table to Block RAM, the generated model for the LUT Subsystem inserts a Delay block that has a **Delay length** of 1 and **ResetType** set to none immediately following the Lookup Table block.



See Also

Functions

makehdl

Simulink Configuration Parameters

“Map lookup tables to RAM” on page 15-14 | “MapToRAM” on page 22-17 | “Highlight lookup tables mapped to RAM” on page 17-96 | “RAM Mapping Parameters” on page 15-7 | “MapPersistentVarsToRAM” on page 22-16

More About

- “RAM Mapping for Simulink Models” on page 24-100
- “RAM Mapping With the MATLAB Function Block” on page 24-101
- “Adaptive Pipelining” on page 24-136

Recommended Block Parameter Settings of Multiport Switch Block for Numeric and Enumerated Types

Guideline ID

2.3.2

Severity

Recommended

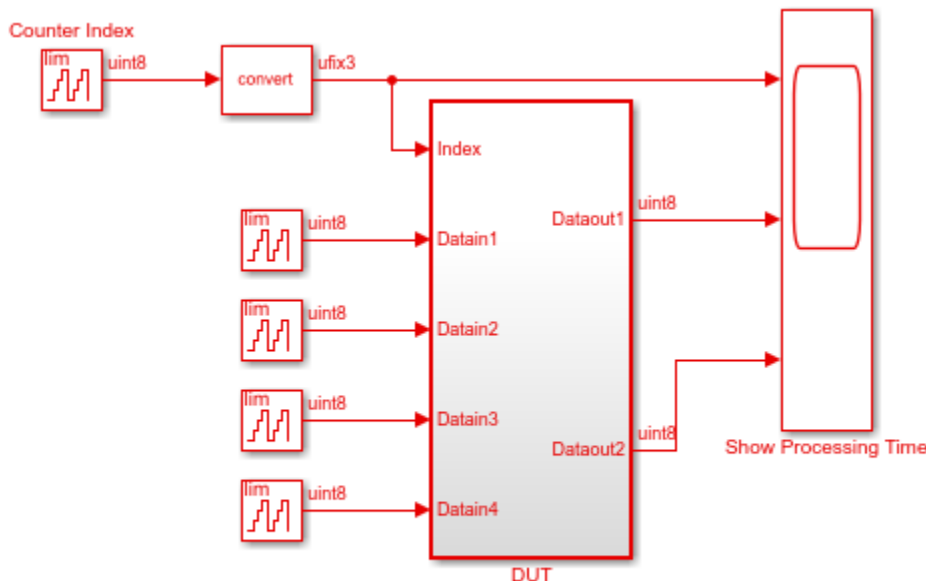
Description

To switch multiple input signals in your model for HDL code generation, you can use Switch, Multiport Switch, and Index Vector blocks. The Index Vector block is equivalent to the Multiport Switch block that has **Number of data terminals** set to 1.

You can use numeric and enumerated data types for the Multiport Switch block. When using numeric data types, in the Block Parameters dialog box of the Multiport Switch block, set **Data Port Order** to Zero-based contiguous and **Data port for default case** to Last data port. When number of input signals is a power of two, the Zero-based contiguous mode minimizes the number of bits of the control port.

For an example that uses Multiport Switch block with numeric types, open the model `hdlcoder_multiport_switch_numeric`.

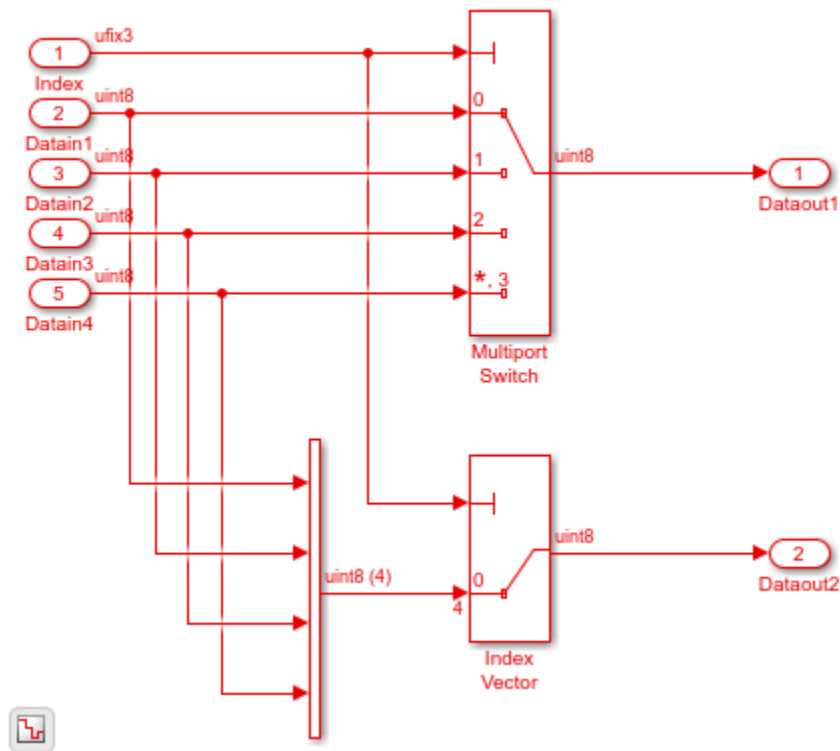
```
open_system('hdlcoder_multiport_switch_numeric')
set_param('hdlcoder_multiport_switch_numeric', 'SimulationCommand', 'Update')
```



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The DUT subsystem contains a Multiport Switch block and an Index Vector block.

```
open_system('hdlcoder_multiport_switch_numeric/DUT')
```



To generate HDL code for the DUT, run the `makehdl` function.

```
makehdl('open_system('hdlcoder_multiport_switch_numeric/DUT')
```

When you use enumerated types as input to the Multiport Switch, set **Data Port Order** to Specify Indices. You define the enumeration class in a MATLAB® file. When you use the default case, set the **Default case diagnostic** to Warning or None.

For an example that uses Multiport Switch block with enumerated types, open the model `hdlcoder_multiport_switch_enum`. This code shows the enumerated class defined in MATLAB.

```
classdef BasicColors < Simulink.IntEnumType
```

```
    enumeration
```

```
        Red(0)
```

```
        Yellow(1)
```

```
        Blue(2)
```

```
    end
```

```
    methods (Static)
```

```
        function retVal = getDefaultValue()
```

```
            retVal = BasicColors.Blue;
```

```
        end
```

```
    end
```

```
end
```


Usage of Different Subsystem Types

To learn how to use different types of subsystems in your design and model your algorithm hierarchically, use these guidelines. Each guideline has a severity level that indicates the level of compliance requirements. For more information, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Virtual Subsystem: Use as DUT

Guideline ID

2.4.1

Severity

Strongly Recommended

Description

A virtual subsystem is a subsystem that is not a conditionally-executed subsystem or an Atomic Subsystem. By default, a regular Subsystem block that you add to your Simulink model is a virtual subsystem. Non-virtual subsystem types include Atomic Subsystem, model reference, Variant Subsystem, and a variant model.

To determine whether a subsystem is virtual, use the `get_param` function with the parameter `IsSubsystemVirtual`. For example:

```
get_param('sfir_fixed/symmetric_fir', 'IsSubsystemVirtual')
```

Atomic and Virtual Subsystems: Generate Reusable HDL Files

Guideline ID

2.4.2

Severity

Recommended

Description

You can specify a Design under Test (DUT) as an Atomic Subsystem. To specify a Subsystem as an Atomic Subsystem, in the Block Parameters dialog box of that Subsystem, select **Treat as atomic unit** option.

To generate a single HDL file for identical instances of the subsystems that you use at lower levels of a hierarchy, use atomic and virtual subsystems. See “Generate Reusable Code for Subsystems” on page 27-17.

To enable resource sharing on a subsystem unit, specify all subsystems that you want to share as subsystems. See “General Considerations for Sharing of Subsystems” on page 21-126.

You must turn off signal logging for generating reusable code from atomic and virtual subsystems. Generation of reusable code from atomic and virtual subsystem might not succeed if you log the signals inside the subsystems.

Variant Subsystem: Using Variant Subsystems for HDL Code Generation

Guideline ID

2.4.3

Severity

Mandatory

Description

The Variant Subsystem, Variant Model block is a template preconfigured to contain two Subsystem blocks to use as Variant Subsystem choices. At simulation time, a variant control decides which among the two Subsystem blocks is active. Therefore, you can use the Variant Subsystem to create two different configurations or subsystem behaviors and then specify the active configuration at simulation time.

- You cannot use a Variant Subsystem as the DUT. To generate code, place the Variant Subsystem inside the Subsystem that you want to use as the DUT. The file name and instance name of the generated code is unique to the active configuration that is chosen at code generation time.
- You cannot share multiple Variant Subsystem blocks by using the Variant Subsystem optimization.
- You must make sure that when verifying the functionality of the generated code, the active variant that you used when simulating the model is the same as the active variant that you used for generating HDL code.

For an example, open the model `hdlcoder_variant_subsystem_design.slx`. If you open the DUT Subsystem, you see a Variant Subsystem block, `Divide`. The Variant Subsystem has two different subsystems, `Recip` and `Op`. If you open the Block Parameters dialog box for the `Divide` Subsystem, you see the **Variant control expression** and the **Condition** that determines which Subsystem to enable during simulation. In this case, `Recip` is 1, and the `Recip` Subsystem becomes active during simulation.

```
load_system('hdlcoder_variant_subsystem_design')
set_param('hdlcoder_variant_subsystem_design','SimulationCommand','Update')
open_system('hdlcoder_variant_subsystem_design/DUT/Divide')
```

```
variantRecip =
```

```
Simulink.Variant
    Condition: 'Recip == 1'
```

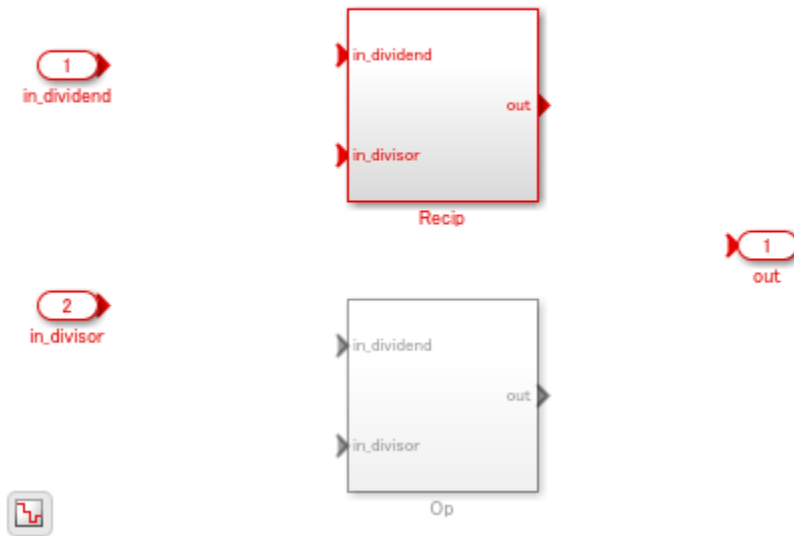
```
variantOp =
```

```
Simulink.Variant
    Condition: 'Recip == 0'
```

Recip =

1

- 1) Only subsystems can be added as variant choices at this level
- 2) Blocks cannot be connected at this level as connectivity is automatically determined at simulation, based on the active variant



To generate HDL code, run this command:

```
makehdl('hdlcoder_variant_subsystem_design/DUT')
```

A HDL file with the name `Recip.vhd` is generated because the code is generated for the `Recip` Subsystem which is active at code generation time.

Model References: Build Model Design Using Smaller Partitions

Guideline ID

2.4.4

Severity

Recommended

Description

Modeling a large design hierarchically can increase code generation time. If you specify generation of reports such as the traceability report, the code generation time can further increase significantly. To avoid such performance issues, it is recommended that you partition your design into smaller partitions. Use the Model block to unify a model that consists of smaller partitions. It also enables incremental code generation. You can generate HDL code for the parent model or the referenced model. To see the generated HDL code, in the `hdlsrc` folder, a folder is created for the parent model with a separate subfolder for the referenced model.

When generating the HDL test bench, if the test bench consists of blocks that operate with a continuous sample time, you can convert the DUT to a referenced model. This conversion enables the DUT to run at a fixed-step, discrete sample time. To learn more, see “Convert DUT Subsystem to Model Reference for Testbenches with Continuous Blocks” on page 21-35.

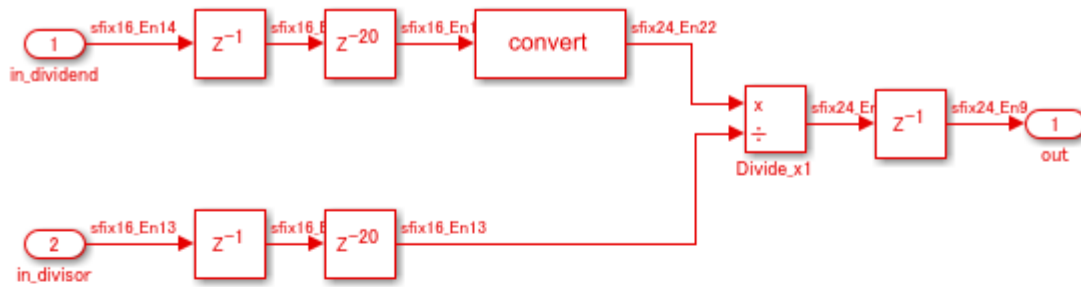
For an example, open the model `hdlcoder_divide_parentmodel.slx`. When you double-click the DUT Subsystem, you see a Model block that references the model `hdlcoder_divide_referencedmodel`.

```
load_system('hdlcoder_divide_parentmodel')
set_param('hdlcoder_divide_parentmodel', 'SimulationCommand', 'Update')
open_system('hdlcoder_divide_parentmodel/DUT')
```



To see the referenced model, double-click the Model block:

```
open_system('hdlcoder_divide_parentmodel/DUT/Model')
```

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To generate HDL code, enter this command:

```
makehdl('hdlcoder_divide_parentmodel/DUT')
```

For more information, see “Model Referencing for HDL Code Generation” on page 27-2.

Block Settings of Enabled and Triggered Subsystems

Guideline ID

2.4.5

Severity

Mandatory

Description

A Triggered Subsystem is a subsystem that receives a control signal via a Trigger block. The Triggered Subsystem executes for one cycle each time a trigger event occurs. When you generate HDL code for a triggered subsystem:

- Do not use the Triggered Subsystem block as the DUT. Place the Triggered Subsystem inside another Subsystem block, and use that Subsystem as the DUT.
- Make sure that the initial condition of the Triggered Subsystem must be zero.
- You can add unit delays to the output signals of the Triggered Subsystem. The unit delays prevent the code generator from inserting additional bypass registers in the HDL code.
- Make sure that the **Use trigger signal as clock** setting does not result in timing mismatches when you simulate the testbench to verify the generated code. To learn more, see “Using Triggered Subsystems for HDL Code Generation” on page 23-16.

For other preferences when configuring the Triggered Subsystem block for HDL code generation, see “HDL Code Generation” on the Triggered Subsystem page.

An Enabled Subsystem is a subsystem that receives a control signal via an Enable block. The Enabled Subsystem executes at each simulation step where the control signal has a positive value. When you generate HDL code for an Enabled Subsystem:

- Do not use the Enabled Subsystem block as the DUT. Place the Enabled Subsystem inside another Subsystem block, and use that Subsystem as the DUT.
- Make sure that the initial condition of the Enabled Subsystem is zero.
- You can add unit delays to the output signals of the Enabled Subsystem. The unit delays prevent the code generator from inserting additional bypass registers in the HDL code.
- You can add a State Control block in Synchronous mode inside the Enabled Subsystem. The State Control block converts the Enabled Subsystem block to an Enabled Synchronous Subsystem block. This block generates more efficient and hardware-friendly HDL code. To learn more, see “Synchronous Subsystem Behavior with the State Control Block” on page 27-88.

For other preferences when configuring the Enabled Subsystem block for HDL code generation, see “HDL Code Generation” on the Enabled Subsystem page.

See Also

Functions

makehdl

Simulink Configuration Parameters

“Use trigger signal as clock” on page 17-41

Related Examples

- “Resettable Subsystem Support in HDL Coder™” on page 27-99

More About

- “Using Enabled and Triggered Subsystems”

Usage of Rate Change and Constant Blocks

You can follow these guidelines to learn how to use blocks that can perform rate conversions in your model and blocks from the Sources library such as Constant blocks in your design. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Usage of Rate Conversion Blocks

Guideline ID

2.5.1

Severity

Recommended

Description

There are various ways in which you can model rate transitions. How you model rate transitions determine the timing and resource requirements of your design. This guideline shows various approaches for modeling rate transitions.

Increasing the Sample Rate

This table illustrates the blocks that you can use to increase the sample rate of your design. When you use these blocks, leave the block parameters to the default settings.

Rate Conversion Approach

| Block | Generates Bypass Register? | Generates Zero Padding? | Notes |
|-----------------|----------------------------|-------------------------|--|
| Repeat | No | No | To use this block, you must have DSP System Toolbox installed. |
| Rate Transition | No | No | None |
| Upsample | Yes | Yes | To use this block, you must have DSP System Toolbox installed. When you use this block, consider the impact of the bypass register and the logic that inserts zero padding on hardware resource usage. |

For the Rate Transition block, to upsample the input signal without incurring a unit delay, in the Block Parameters dialog box of the Rate Transition block:

- Clear the **Ensure data integrity during data transfer** check box.

Clearing this check box makes the **Ensure deterministic data transfer (maximum delay)** check box to disappear.

- Configure the output port sample time of the block to be an integer multiple of the input port sample time. Specify a fractional value of $1/n$ for **Sample time multiple** where n is an integer.

You can choose any value for the block parameter **Output port sample time options** as long as **Sample time multiple** uses a value 1/n.

When the input and output clocks are not synchronous to each other, to avoid insertion of a bypass register in the HDL code generated for the Repeat and Rate Transition blocks, insert one unit delay following the Repeat and Rate Transition blocks in your model.

Decreasing the Sample Rate

To reduce the sample rate, you can use a Downsample or a Rate Transition block. To use the Downsample block, you must have DSP System Toolbox installed. When you use these blocks, leave the block parameters to the default settings.

When downsampling the input signal, use the Rate Transition block because you can leave the block parameters to the default settings for HDL code generation. The **Ensure data integrity during data transfer** and **Ensure deterministic data transfer (maximum delay)** check boxes must be left selected. This mode generates an additional bypass register in the HDL code.

You use the **Initial Condition** parameter of the block when reducing the sample rate. This parameter does not have any effect when increasing the sample rate.

Use Discrete and Finite Sample Time for Constant Block

Guideline ID

2.5.2

Severity

Mandatory

Description

By default, the sample time of a Constant block is `inf`. When you connect a Constant block with sample time of `inf` to other blocks in your design, it hinders speed and area optimizations. Optimizations such as retiming, sharing, and streaming use the clock rate information to improve the speed and area of your design.

When you use the Constant block, set the sample time of the blocks to `-1`. To identify Constant blocks that have infinite sample time in your design, in the Simulink model window, in the **Debug** tab, on the **Information Overlays > Sample Time** section, select **Colors**. The Sample Time Legend then displays the Constant blocks that have `Inf` sample time.

You can identify and change the sample time of all Constant blocks to `-1` by using either of these approaches:

- Run a script that can programmatically change the sample time of the blocks to `-1`. For an example script, see “Identify and Programmatically Change and Display HDL Block Parameters” on page 21-29.
- Run the check “Check for infinite and continuous sample time sources” on page 38-16 in the HDL Code Advisor. If running the check fails, it displays sources such as Constant blocks that have infinite sample time. Select **Modify Settings** to update the sample time to `-1` or to inherit via backpropagation.

See Also

Functions

makehdl

More About

- “Multirate Model Requirements for HDL Code Generation” on page 23-6
- “Code Generation from Multirate Models” on page 23-2

Guidelines for Using Delays and Goto and From Blocks for HDL Code Generation

These guidelines illustrate the recommended settings for modeling delays in your model. You model delays by using blocks available in the **Discrete** Library. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Appropriate Usage of Delay Blocks as Registers

Guideline ID

2.6.1

Severity

Recommended

Description

For blocks in your model to be inferred as a flipflop on the target FPGA, use Delay blocks. You can specify a local reset and enable signal for each Delay block.

By default, the **Delay length** of the block is set to 2. In this case, the input to the block passes to the output after two time steps. If the **Delay length** is set to 0, the input passes to the output without any delay. The generated HDL code treats the block as a wire. To infer a flipflop or register on the target device, set the **Source** to dialog and specify a **Delay length** greater than zero.

When using a Delay block that has an external enable port or that is inside the Enabled Subsystem block, it is recommended to use the State Control block in synchronous mode. Similarly, when you use a Delay block that has an external reset port or that is inside the Resettable Subsystem block, it is recommended to use the State Control block in Synchronous mode. To learn more, see HDL Code Generation in Delay.

Do not use the Unit Delay Enabled, Unit Delay Resettable, and Unit Delay Enabled Resettable blocks for HDL code generation. These blocks have been removed. Instead, replace these blocks with the Unit Delay Enabled Synchronous, Unit Delay Resettable Synchronous, and Unit Delay Enabled Resettable Synchronous blocks. These blocks use the State Control block in synchronous hardware mode. To perform this block replacement in your model, run the model check “Check for obsolete Unit Delay Enabled/Resettable Blocks” on page 38-21.

Absorb Delays to Avoid Timing Difference

Guideline ID

2.6.2

Severity

Recommended

Description

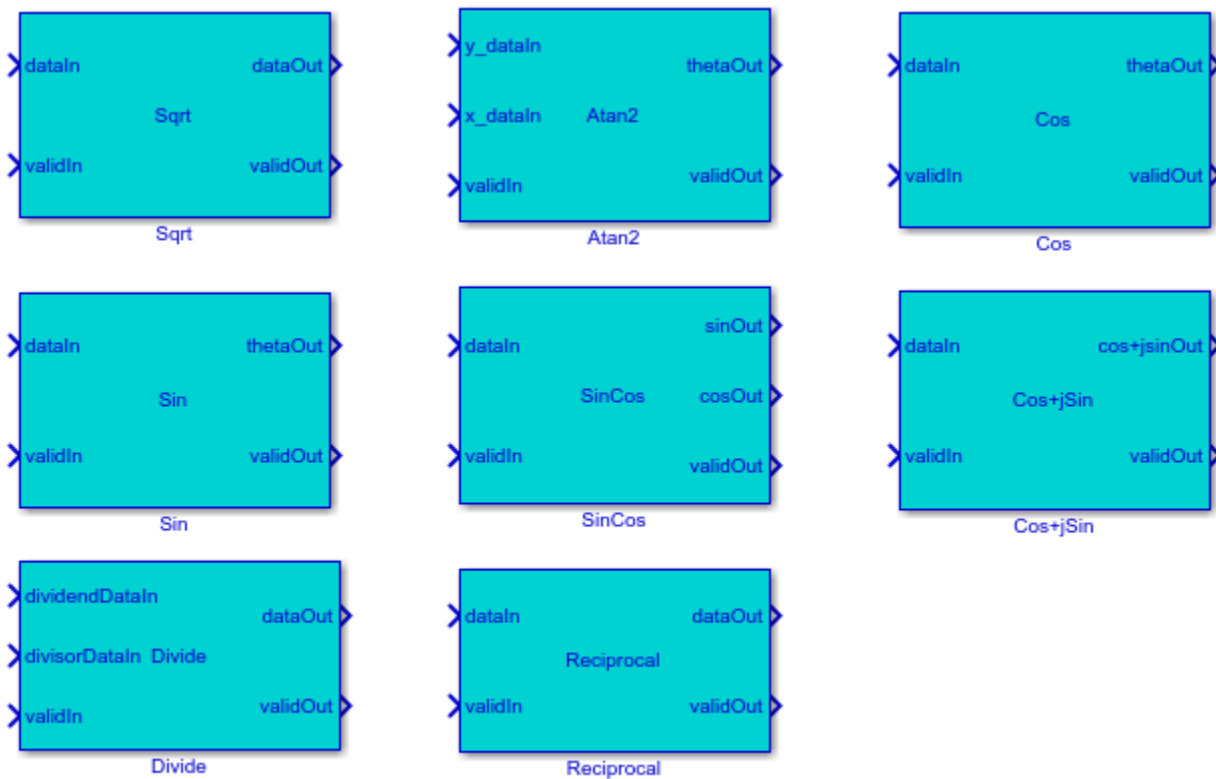
Certain block implementations, floating-point operations, and optimization settings such as distributed pipelining introduce latency in the generated HDL code and the generated model. The additional latency results in a timing difference between the original model and the generated model. To avoid this timing difference, such as when you are using a control system with feedback loop, use a modeling pattern that can absorb delays. To absorb the delays, place a Delay block after the block that is introducing latency, and set the **Delay length** value equal to the block latency. In addition, by adding the Delay block to your original model, you can simulate your original model with latency.

These blocks can introduce latency:

- Divide, Sqrt, and Reciprocal blocks that have custom latency value greater than zero.
- Trigonometric Function blocks that have **Function** set to `sin`, `cos`, `sincos`, `cos+jsin`, or `atan2` and HDL architecture set to CORDIC
- Native floating-point operators that have **LatencyStrategy** set to `Max`, `Min`, or a custom value greater than zero.

To learn about blocks that have custom latency with fixed-point types, open the HDLMathLib library. The library contains fixed-point blocks that have control signals.

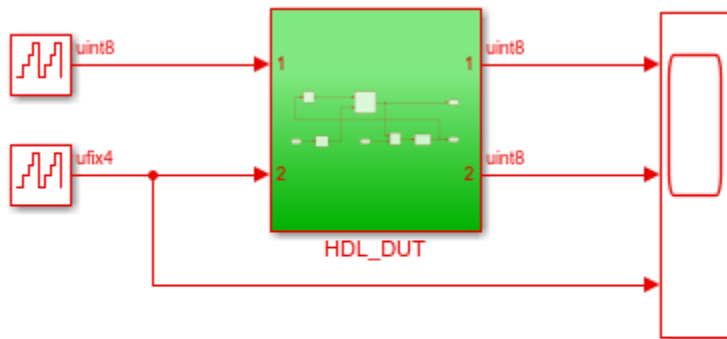
```
open_system('HDLMathLib')
```



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To learn how HDL Coder™ absorbs delays, open the model `hdlcoder_absorb_delay_timing`.

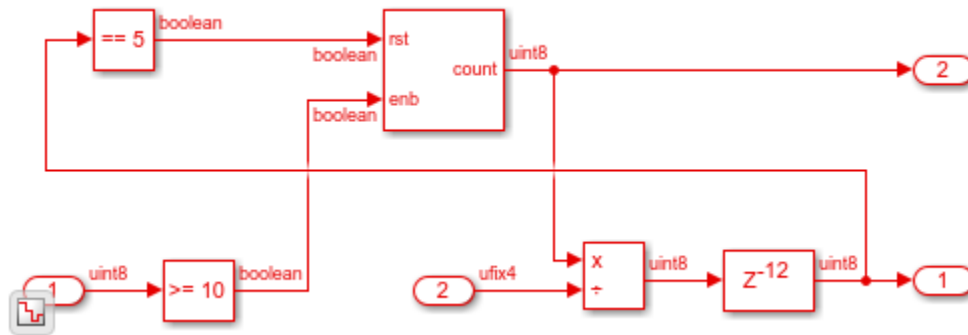
```
open_system('hdlcoder_absorb_delays')
set_param('hdlcoder_absorb_delays', 'SimulationCommand', 'Update')
```



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Inside the HDL_DUT subsystem, you see a Delay block that has **Delay length** equal to 12 beside the Divide block. This **Delay length** corresponds to the latency of the division operation for fixed-point data types. In this case, the required **Delay length** is the sum of the bitwidth, 8, and 4, which is equal to 12.

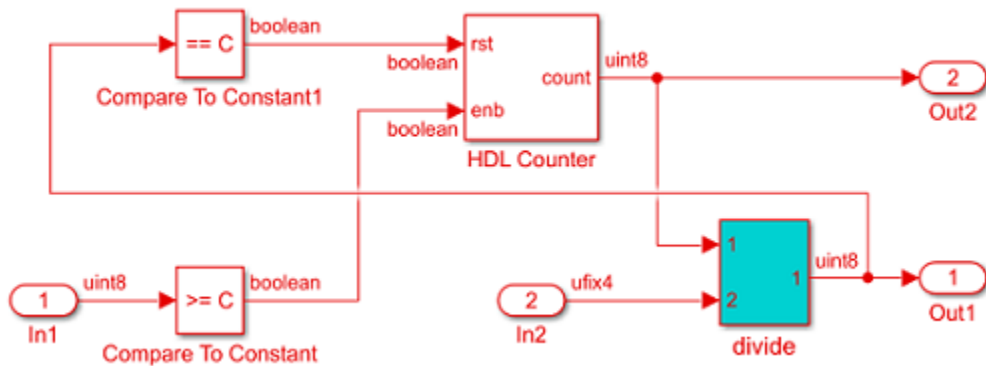
```
open_system('hdlcoder_absorb_delays/HDL_DUT')
```



To generate HDL code for the DUT subsystem, use the `makehdl` function.

```
makehdl('hdlcoder_absorb_delays/HDL_DUT')
```

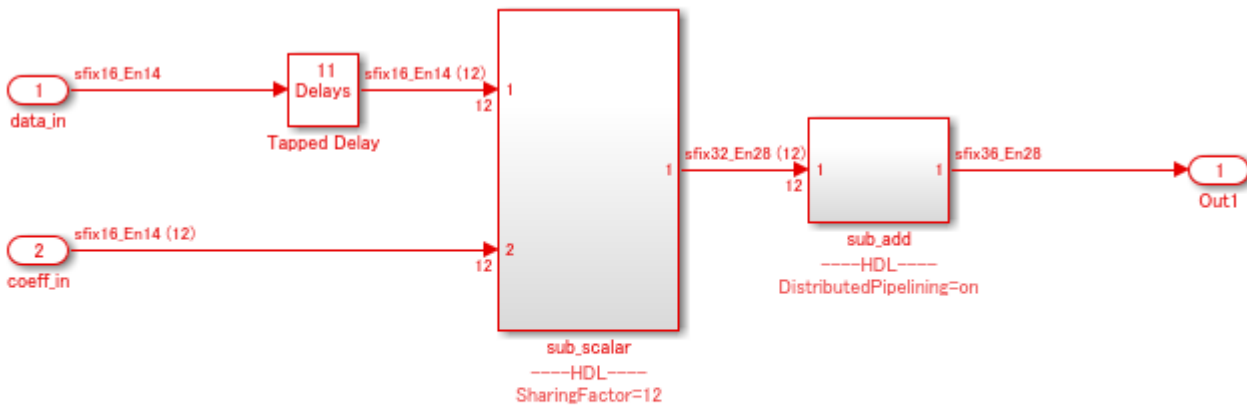
In the generated model, the delays beside the Divide block are absorbed into the block latency. When you double-click this Divide block, you see the original Divide block and the Delay block with **Delay length** of 12.



For an example that shows delay absorption for floating-point operations, see “Latency Considerations with Native Floating Point” on page 10-97.

Optimizations such as distributed pipelining can introduce latency. For example, open this model `hdlcoder_absorb_delay_sharing`. The DUT subsystem contains two subsystems `sub_scalar` and `sub_add`.

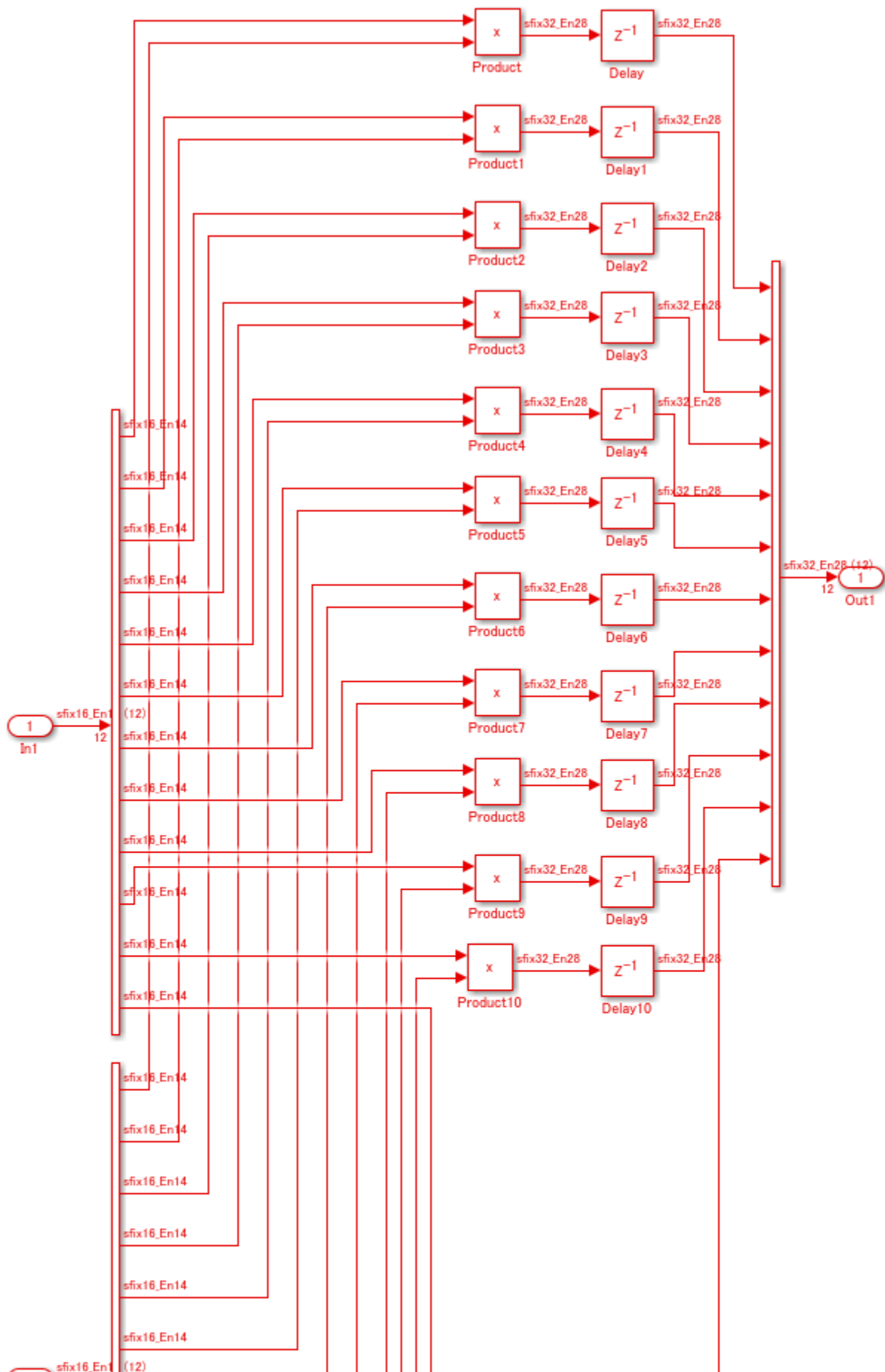
```
open_system('hdlcoder_absorb_delay_sharing')
set_param('hdlcoder_absorb_delay_sharing', 'SimulationCommand', 'Update')
```



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The `sub_scalar` subsystem consists of 12 Product blocks that have a unit delay beside them. To share these Product blocks, a **SharingFactor** of 12 is specified on the `sub_scalar` subsystem.

```
open_system('hdlcoder_absorb_delay_sharing/DUT/sub_scalar')
```

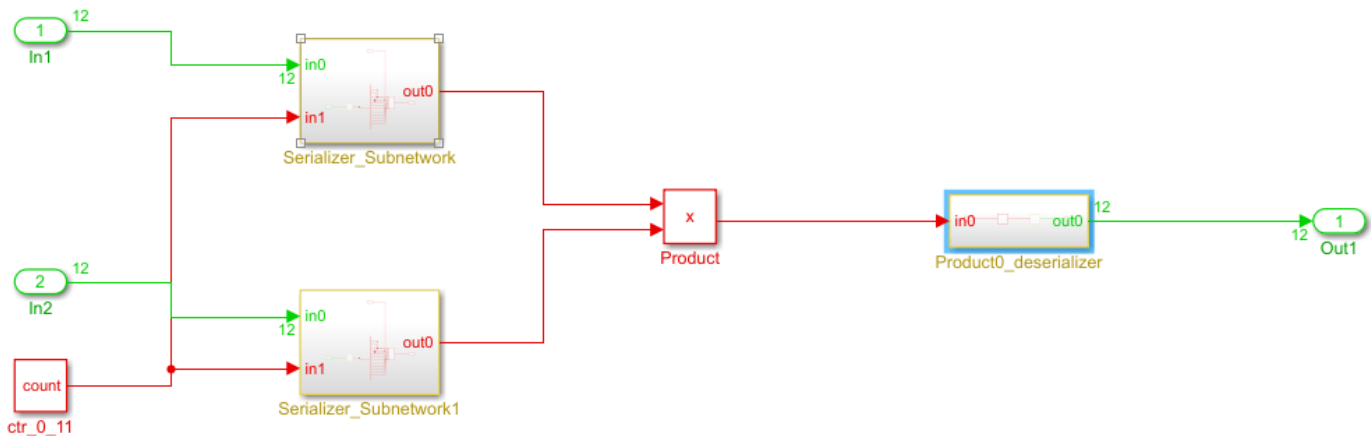


To generate HDL code for the DUT subsystem, use the `makehdl` function.

```
makehdl('hdlcoder_absorb_delay_sharing/DUT')
```

When you specify a value greater than 1 for the **SharingFactor**, Deserializer blocks that have 1 sample delay are inserted after HDL code generation. By adding the unit Delay blocks beside the Product blocks in the original model, these delays are absorbed into the Product block after you perform the sharing optimization.

In the generated model, the delays are absorbed in the Deserializer block.



Map Large Delays to Block RAM

Guideline ID

2.6.3

Severity

Recommended

Description

To save area, when your design contains large design delays and pipeline delays, you can map the delays to block RAM and UltraRAM resources on the FPGA. Design delays are delays that you manually insert in your design by using Delay blocks, or other blocks that have state including Queue, HDL FIFO, or Buffer blocks. Pipeline delays are delays that are generated by optimization settings or block implementation settings such as Newton-Raphson implementation.

To map design delays to RAM:

- In the HDL Block Properties dialog box of Delay blocks, set **UseRAM** to on. To learn how you can set this option on all Delay blocks in your design programmatically, see “Set HDL Block Parameters for Multiple Blocks Programmatically” on page 22-51.
- To map significantly large delays to UltraRAM resources, you can specify the `ram_style` attribute in the generated HDL code.

```
-- This VHDL code shows the ramstyle attribute set to ultra:

attribute ram_style: string;
attribute ram_style of ram : signal is "ultra";

// This Verilog code shows the ramstyle attribute set to ultra:

(* ram_style = "ultra" *)
```

- As described in “Effects of Streaming and Distributed Pipelining” on page 22-26, even if **UseRAM** is off, you can map large delays that exceed a threshold value by using the “RAM mapping threshold (bits)” on page 15-8 parameter. You can change this threshold value depending on how large a delay you want to map to RAM.
- When you use MATLAB Function blocks, you can map persistent variables in your MATLAB code to RAM by setting HDL architecture to MATLAB Datapath and MapPersistentVarsToRAM HDL block property to on.

For pipeline delays that are inserted by optimizations, delay balancing automatically inserts matching delays in parallel paths. If the delay length at the critical path and the number of vector elements in the parallel path take large values, the pipeline delays can also become significantly large.

To map these large delays to Block RAM:

- Enable the “Map pipeline delays to RAM” on page 15-7 parameter.
- Adjust the **RAM mapping threshold (bits)** parameter to a value that is smaller than the required RAM size.

$$RAM\ size = DelayLength * WordLength * VectorLength * ComplexLength$$

See “Generated Model and Validation Model” on page 24-11.

Required HDL Settings for Goto and From Blocks

Guideline ID

2.6.4

Severity

Mandatory

Description

When you generate HDL code for the DUT Subsystem that uses From and Goto blocks:

- Do not use From and Goto blocks across the boundary of the DUT subsystem. To connect the input and output ports of the DUT, use Inport and Outport blocks instead.
- Do not use From and Goto blocks across the boundary of an Atomic Subsystem. To connect the input and output ports of the DUT, use Inport and Outport blocks instead.

Using From and Goto blocks across a subsystem hierarchy can impact the readability of the model. Before generating HDL code, it is recommended that you use From and Goto blocks in the same subsystem and use `local` or `Scoped` visibility. When you generate HDL code, in the generated model, each Goto and From block becomes a pair of From and Goto subsystems connected back to back.

See Also

Functions

makehdl

More About

- [“Goto and From Blocks as a Signal Routing Alternative”](#)

Modeling Efficient Multiplication and Division Operations for FPGA Targeting

These guidelines illustrate the recommended settings when using Divide and Product blocks in your model for improved area and timing on the target FPGA. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Designing Multipliers and Adders for Efficient Mapping to DSP Blocks on FPGA

Guideline ID

2.7.1

Severity

Strongly Recommended

Description

Digital signal processing (DSP) algorithms use several multipliers and accumulators. FPGA devices provided by vendors such as Xilinx® and Intel® contain dedicated DSP slices. These small size, high speed, DSP slices contain several multipliers and accumulators that make FPGA devices best suited for DSP applications.

The architecture of DSP slices varies widely across the different FPGA vendors and across different families of devices provided by the same vendor. To map your Simulink® model containing adders, multipliers, and delays to DSP slices, adapt your model to the DSP slice architecture by taking into consideration:

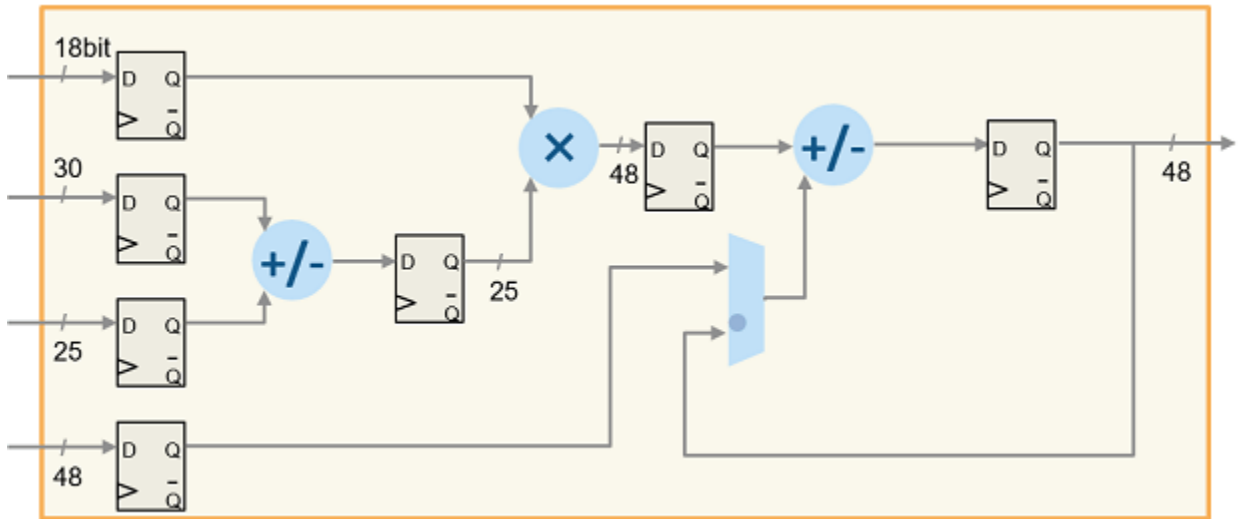
- Arrangement of flipflops, adders, and multipliers in the DSP slice.
- Rounding and saturation settings.
- Bit widths of the adders and multipliers. For efficient mapping, use bit widths in your model that are less than or equal to the bit widths of the DSP unit.

When the bit widths in your model become larger than the bit widths of the DSP, your design does not fit onto one DSP. In this case, multiple DSPs or additional logic is required.

You can map these blocks in your model to DSP blocks on an FPGA:

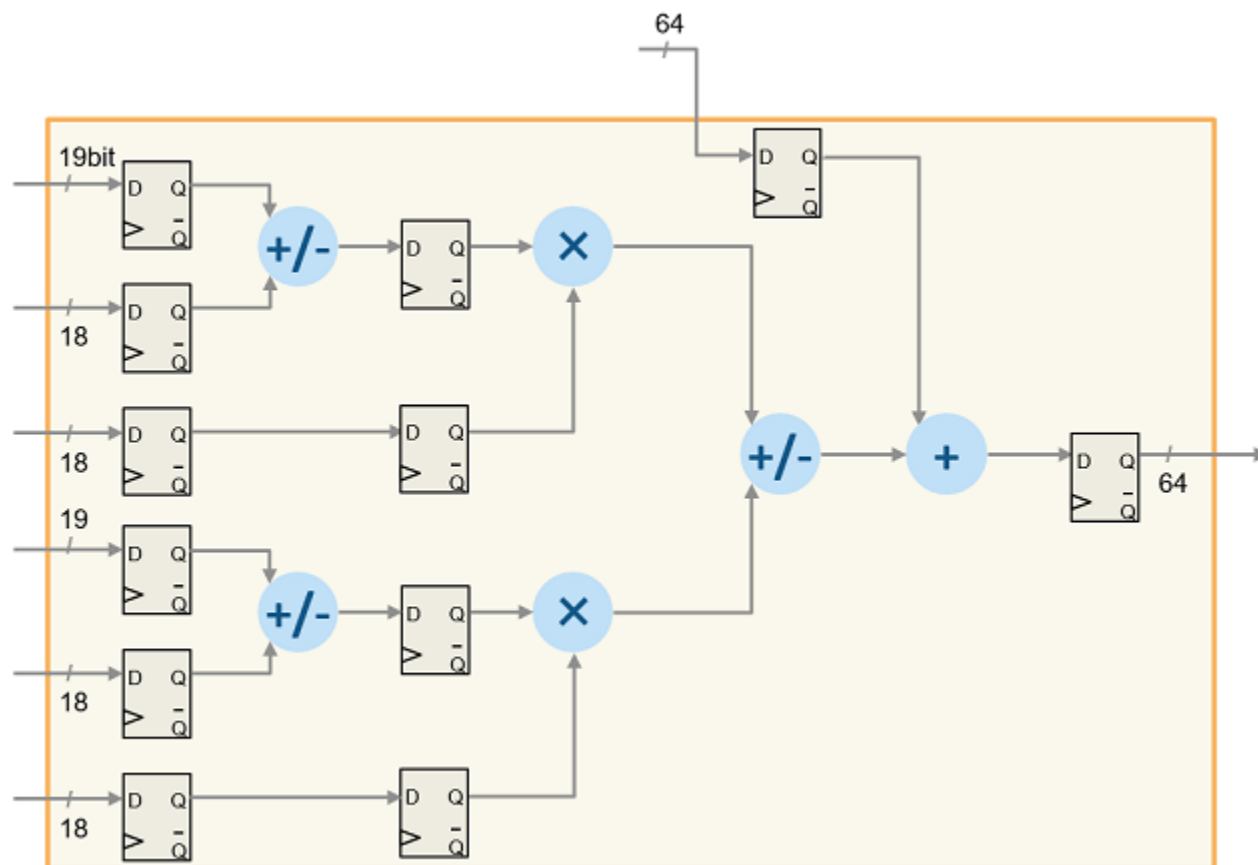
- Add and Sum
- Delay
- Product
- Multiply-Add
- Multiply-Accumulate

This figure illustrates the Xilinx DSP architecture. Xilinx 7 series FPGAs have dedicated DSP slices that use this architecture. The DSP architecture consists of input registers, pre-adder, 25x18 multiplier, intermediate registers, post-adder, and an output register.



For more information, see **DSP48E1 Slice Overview** in the Xilinx documentation.

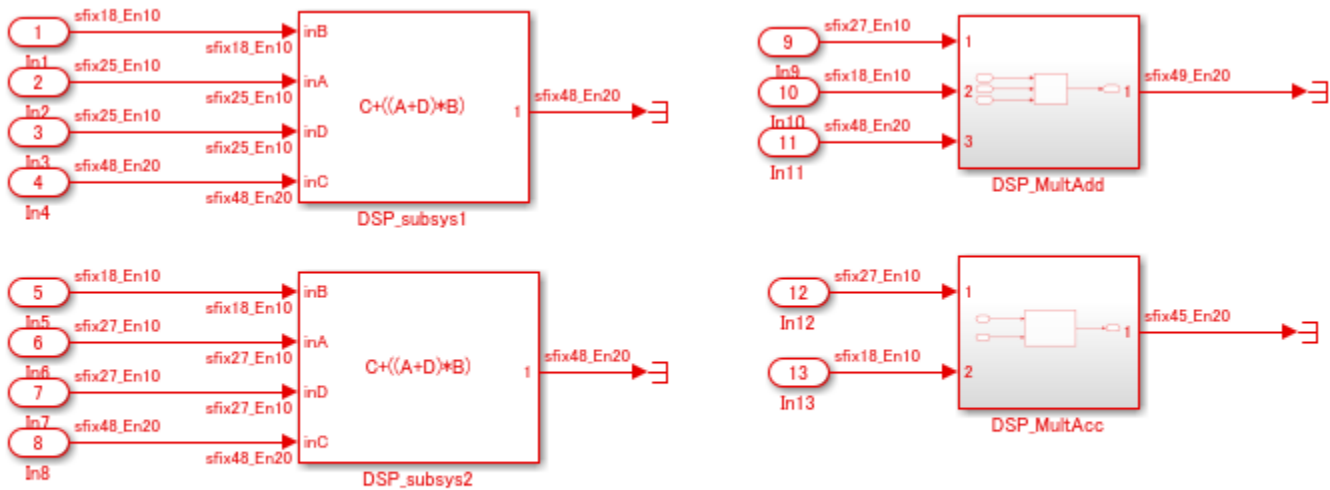
This figure illustrates the Intel DSP architecture. This DSP architecture for Stratix® V devices is a variable precision DSP architecture. The DSP blocks can have bit widths of 9, 18, 27, and 36 bits, and 18x25 complex multiplication for FFTs.



For more information, see **DSP Block Architecture** in the Intel documentation.

To learn how you can design your algorithm to map to this DSP unit, open the model `hdlcoder_multiplier_adder_dsp.slx`

```
open_system('hdlcoder_multiplier_adder_dsp')
set_param('hdlcoder_multiplier_adder_dsp', 'SimulationCommand', 'Update')
```

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The model consists of two subsystems `dsp_subsys1` and `dsp_subsys2` that implement the operation $C + ((A+D)*B)$. You can also implement this operation by using Multiply-Add or Multiply-Accumulate blocks as illustrated by subsystems `DSP_MultAdd` and `DSP_MultAcc`.

`dsp_subsys1` implements the operation $C + ((A+D)*B)$ by using bit widths that equal the DSP on a Xilinx 7 series FPGA. If you open the HDL Workflow Advisor and deploy this Subsystem onto a Xilinx Virtex® 7 FPGA, the entire design fits exactly onto one DSP slice.

Passed Synthesis

Parsed resource report file: [DSP_subsys1_utilization_synth.rpt](#).

| Resource summary | |
|------------------|-------|
| Resource | Usage |
| Slice LUTs | 0 |
| Slice Registers | 0 |
| DSPs | 1 |
| Block RAM Tile | 0 |
| URAM | 0 |

`dsp_subsys2` implements the same operation by using bit widths that are larger than the DSP on a Xilinx FPGA. If you deploy this Subsystem onto a Xilinx Virtex 7 FPGA, you see that the entire design fits onto one DSP slice and uses additional slice logic.

Passed Synthesis

Parsed resource report file: [DSP_subsys2_utilization_synth.rpt](#).

| Resource summary | |
|------------------|-------|
| Resource | Usage |
| Slice LUTs | 141 |
| Slice Registers | 210 |
| DSPs | 1 |
| Block RAM Tile | 0 |
| URAM | 0 |

Set ConstMultiplierOptimization HDL Block Property to auto for Gain Block

Guideline ID

2.7.2

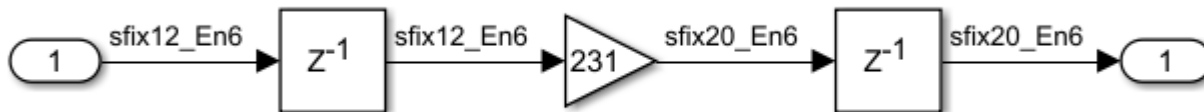
Severity

Strongly Recommended

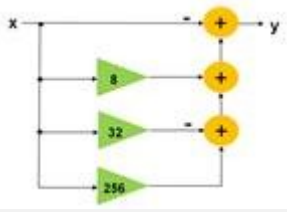

Description

When you use a Gain block in your design, to achieve the most area-efficient implementation, set the “ConstMultiplierOptimization” on page 22-7 HDL block property to `auto`. The code generator chooses between CSD and FCSD implementations that yields the smallest circuit size and generates HDL code without using the multiplication (*) operator.

You can use this setting to avoid targeting DSP resources and reduce the number of logic circuits on Intel Quartus Prime when synthesizing your design on the target FPGA. For example, this table shows the generated HDL code for the Gain block depending on the HDL block property settings for the **ConstMultiplierOptimization** block.



ConstMultiplierOptimization Settings and Impact on Generated HDL Code

| ConstMultiplierOptimization Setting | Operations | Generated HDL Code |
|-------------------------------------|---|---|
| CSD | <p>Casts input data in parallel and adds or subtract the results.</p>  | <p>This code shows the generated VHDL code.</p> <pre>-- CSD Encoding(231): 1001'01001'; Cost (Adders) = 1 DOUT_mul_temp <= ((resize(DIN & '0' & '0' & '0' & '0' & '0' & '0', 21) - resize(DIN & '0' & '0' & '0' & '0' & '0', 21)) + resize(DIN & '0' & '0' & '0' & '0', 21)) - resize(DIN, 21); DOUT <= DOUT_mul_temp(19 DOWNTO 0);</pre> <p>This code shows the generated Verilog code.</p> <pre>// CSD Encoding (231) : 1001'01001'; Cost (Adders) = 1 assign Gain_1 = {DIN[11], {DIN, 8'b00000000}}; assign Gain_2 = {{4{DIN[11]}}, {DIN, 5'b000000}}; assign Gain_3 = {{6{DIN[11]}}, {DIN, 3'b000}}; assign Gain_4 = {{9{DIN[11]}}, DIN}; assign DOUT_mul_temp = ((Gain_1 - Gain_2) + Gain_3 - Gain_4); assign DOUT = DOUT_mul_temp[19:0];</pre> |
| FCSD | <p>Adds the input data and its cast data in each cascading.</p>  | <p>This code shows the generated VHDL code.</p> <pre>-- FCSD for 231 = 33 X 7; Total Cost = 2 -- CSD Encoding (33) : 0100001; Cost (Adders) = 1 Gain_factor <= resize(DIN & '0' & '0' & '0' & '0' & '0' & '0', 21) + resize(DIN, 21); -- CSD Encoding (7) : 1001'; Cost (Adders) = 1 DOUT_mul_temp <= resize(Gain_factor & '0' & '0' & '0' & '0', 21) - Gain_factor; DOUT <= DOUT_mul_temp(19 DOWNTO 0);</pre> <p>This code shows the generated Verilog code.</p> <pre>// FCSD for 231 = 33 X 7; Total Cost = 2 // CSD Encoding (33) : 0100001; Cost (Adders) = 1 assign Gain_3 = {{4{DIN[11]}}, {DIN, 5'b000000}}; assign Gain_4 = {{9{DIN[11]}}, DIN}; assign Gain_factor = Gain_3 + Gain_4; // CSD Encoding (7) : 1001'; Cost (Adders) = 1 assign Gain_1 = {Gain_factor, 3'b000}; assign Gain_2 = Gain_1[20:0]; assign DOUT_mul_temp = Gain_2 - Gain_factor; assign DOUT = DOUT_mul_temp[19:0];</pre> |
| auto | <p>Selects CSD or FCSD implementation that uses fewer adders.</p> | <p>Generated HDL code is same as CSD or FCSD implementation.</p> |

| ConstMultiplierOptimization Setting | Operations | Generated HDL Code |
|-------------------------------------|-----------------------------------|--|
| none | Uses multiplication operator (*). | <p>This code shows the generated VHDL code.</p> <pre>DOUT_mul_temp <= to_signed(2#011100111#, 9) * DIN; DOUT <= DOUT_mul_temp(19 DOWNT0 0);</pre> <p>This code shows the generated Verilog code.</p> <pre>assign DOUT_mul_temp = 231 * DIN; assign DOUT = DOUT_mul_temp[19:0];</pre> |

Use ShiftAdd Architecture of Divide Block for Fixed-Point Types

Guideline ID

2.7.3

Severity

Recommended

Description

When you use fixed-point data types as inputs to the Divide block, specify the HDL Architecture of the block as ShiftAdd and then set the HDL block property “UsePipelines” on page 22-23 to on. In this architecture, the block computes the result by using multiple shift and add operations. The operations are pipelined to achieve higher clock frequencies on the target FPGA device.

When you use floating-point data types as inputs to the Divide block, leave the HDL Architecture to default value of Linear and set the **Floating Point IP Library** to Native Floating Point.

See Also

Functions

makehdl

Blocks

Multiply-Add | Multiply-Accumulate

More About

- “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105

Using Persistent Variables and fi Objects Inside MATLAB Function Blocks for HDL Code Generation

These guidelines illustrate the recommended settings when using persistent variables inside MATLAB Function blocks in your model. The MATLAB Function block is available in the **User-Defined Functions** block library. A persistent variable in a MATLAB Function block acts similar to a delay element in your Simulink model.

Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Update Persistent Variables at End of MATLAB Function

Guideline ID

2.8.1

Severity

Strongly Recommended

Description

To make sure that the persistent variables inside the MATLAB Function block map to a register on the target FPGA device, update the persistent variable at the end of the MATLAB code inside the MATLAB Function block. Do not update the persistent variable before its value is read or used by the function.

For example, this MATLAB code is not recommended because the function updates the persistent variable FF0 is updated before the value is read at the output.

```
function FF_out0 = fcn(FF_in)
%#codegen

persistent FF0

if isempty(FF0)
    FF0 = zeros(1, 'like', FF_in);
end

% Incorrect order of FF update
FF0 = FF_in

% Output FF0. FF_out0 is NOT delayed
FF_out0 = FF0;
```

This MATLAB code is recommended because the value is written to FF0 at the end of the code.

```
function FF_out0 = fcn(FF_in)
%#codegen

persistent FF0

if isempty(FF0)
    FF0 = zeros(1, 'like', FF_in);
```

```
end
```

```
% Output FF0
FF_out0 = FF0;
```

```
% Write FF update at the end of the code
FF0 = FF_in
```

Avoid Algebraic Loop Errors from Persistent Variables inside MATLAB Function Blocks

Guideline ID

2.8.2

Severity

Mandatory

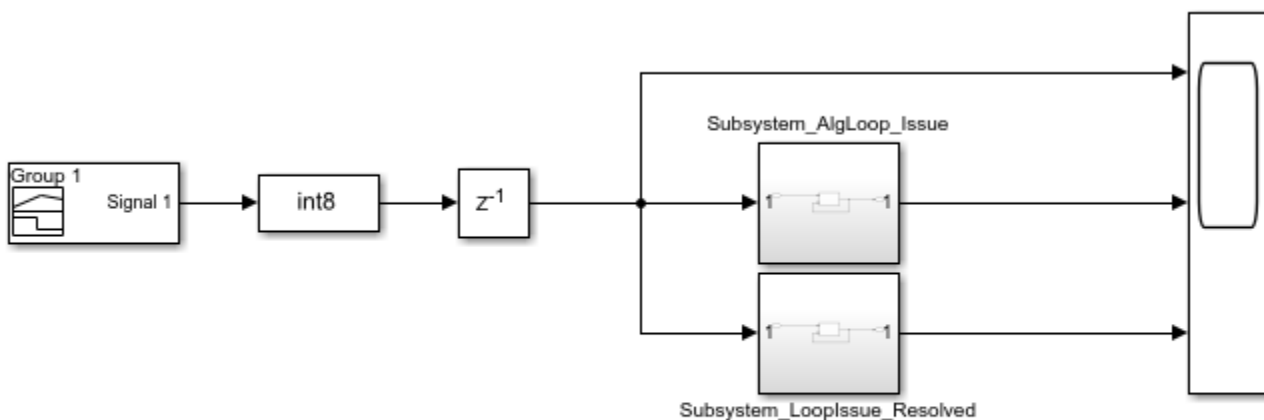
Description

When your Simulink® model contains MATLAB Function blocks inside a feedback loop and uses persistent variables, compiling or simulating the model might generate algebraic loop errors. To simulate the model and generate HDL code, use nondirect feedthrough.

In certain cases, the persistent delay in the MATLAB Function block inside a feedback loop causes an algebraic loop error. When you use direct feedthrough, the output of the block directly depends on the input. When **Allow direct feedthrough** is cleared, the output of the block depends on the internal state and properties and does not depend on the input. The nondirect feedthrough semantics prevents algebraic loops errors by making the outputs depend only on the state.

For an example, open the model `hdlcoder_MLFB_avoid_algebraic_loops`.

```
modelname = 'hdlcoder_MLFB_avoid_algebraic_loops';
blkname = 'hdlcoder_MLFB_avoid_algebraic_loops/Subsystem_AlgLoop_Issue/MATLAB Function1';
open_system(modelname)
```



When you simulate the model, the algebraic loop error message is displayed. The MATLAB Function block `hdlcoder_MLFB_avoid_algebraic_loops/Subsystem_AlgLoop_Issue/MATLAB Function` uses a persistent variable inside a MATLAB Function block.

```
open_system(blkname)
```

```
function y = fcn(u0, u1)
    %#codegen

    persistent tmp
    if isempty(tmp)
        tmp = int8(0);
    end

    % There is a delay but algebraic loop is detected
    y = tmp;

    if u0 ~= 0
        tmp = int8(u1 + u0);
    else
        tmp = int8(u1);
    end
end
```

To avoid this error, use nondirect feedthrough. To specify nondirect feedthrough at the command line, create a `MATLABFunctionConfiguration` object by using `get_param` function, and then change the property value `AllowDirectFeedthrough`:

```
MLFBConfig = get_param(blkname, 'MATLABFunctionConfiguration');
MLFBConfig.AllowDirectFeedthrough = 0;
```

See also `MATLABFunctionConfiguration`.

To specify nondirect feedthrough from the UI:

- 1 Open the MATLAB Function block `MATLAB Function1`.
- 2 Opens the Ports and Data Manager dialog box. On the MATLAB® Editor, click **Edit Data**.
- 3 On the Ports and Data Manager dialog box, clear **Allow direct feedthrough** check box.

See also “Prevent Algebraic Loop Errors in MATLAB Function and Stateflow Blocks”.

The model now simulates without algebraic errors. You can now generate HDL code for the Subsystem block `Subsystem_AlgLoop_Issue`.

```
open_system(modelname)
set_param('hdlcoder_MLFB_avoid_algebraic_loops', 'SimulationCommand', 'Update')
makehdl('hdlcoder_MLFB_avoid_algebraic_loops/Subsystem_AlgLoop_Issue')
```

```
### Generating HDL for 'hdlcoder_MLFB_avoid_algebraic_loops/Subsystem_AlgLoop_Issue'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_MLFB_avoid_algebraic_loops')">hdlcoder_MLFB_avoid_algebraic_loops</a>.
### Running HDL checks on the model 'hdlcoder_MLFB_avoid_algebraic_loops'.
### Begin compilation of the model 'hdlcoder_MLFB_avoid_algebraic_loops'...
```

```
### Applying HDL optimizations on the model 'hdlcoder_MLFB_avoid_algebraic_loops'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_MLFB_avoid_algebraic_loops'.
### Working on hdlcoder_MLFB_avoid_algebraic_loops/Subsystem_AlgLoop_Issue/MATLAB Function1 as h
### Working on hdlcoder_MLFB_avoid_algebraic_loops/Subsystem_AlgLoop_Issue as hdlsrc\hdlcoder_ML
### Code Generation for 'hdlcoder_MLFB_avoid_algebraic_loops' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\8\tpb
### HDL check for 'hdlcoder_MLFB_avoid_algebraic_loops' complete with 0 errors, 0 warnings, and 0
### HDL code generation complete.
```

Use hdlfimath Setting and Specify fi Objects inside MATLAB Function Block

Guideline ID

2.8.3

Severity

Strongly Recommended

Description

`fimath` properties define the rules for performing arithmetic operations on `fi` objects. To specify `fimath` properties that govern arithmetic operations, use a `fimath` object. To see the default `fimath` property settings, run this command:

```
F = fimath
```

```
F =
```

```
    RoundingMethod: Nearest
    OverflowAction: Saturate
    ProductMode: FullPrecision
    SumMode: FullPrecision
```

The default `fimath` settings reduce rounding errors and overflows. However, HDL code generation for a MATLAB Function block that uses these settings can incur additional resource usage on the target FPGA device. To avoid the additional logic, use `hdlfimath`. The `hdlfimath` function is a utility that defines `fimath` properties optimized for HDL code generation. To see the default `hdlfimath` settings, run this command:

```
H = hdlfimath
```

```
H =
```

```
    RoundingMethod: Floor
    OverflowAction: Wrap
    ProductMode: FullPrecision
    SumMode: FullPrecision
```

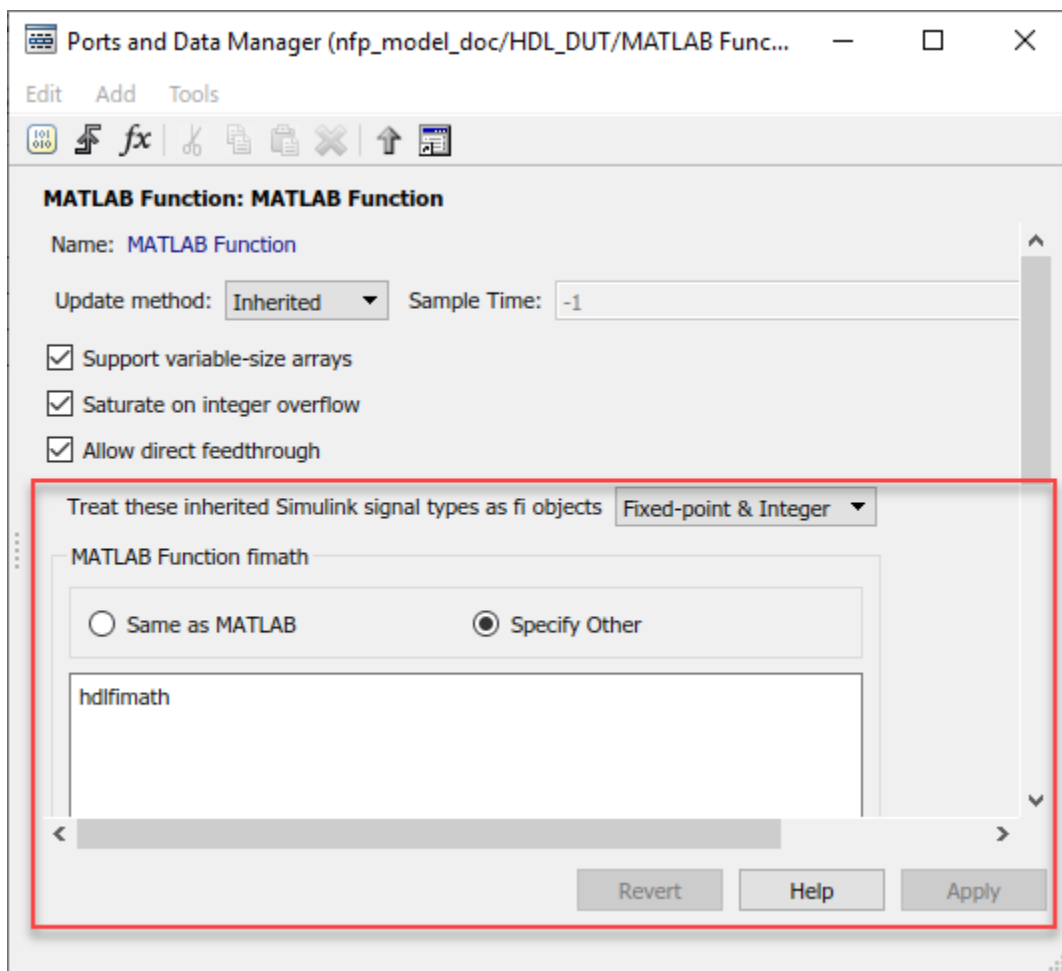
HDL code generation for a MATLAB Function block that uses these settings avoids the additional resource usage and saves area on the target FPGA device.

To specify these settings for a MATLAB Function block:

- Double click the MATLAB Function block and select **Edit Data** on the MATLAB Editor.
- In the Ports and Data Manager dialog box, for:
 - **Treat these inherited Simulink signal types as fi objects**, select Fixed-point & Integer.

If you use the default Fixed-point setting, fixed-point data types specified by using fi objects and built-in integer types such as `int8` and `int16` are treated differently. When you use built-in integer types, the output data type for integer type calculations becomes the same as the input data type. The bit width is not expanded to perform numeric calculation.

- **MATLAB Function `fimath`**, select **Specify Other** and then enter `hdlfimath`.



To perform rounding operations that are different from the default `hdlfimath` settings, specify these settings explicitly by using the fi object as illustrated below.

```
A = fi(4.9, 1, 8)
```

```
A =
```

```
4.8750
```

```
        DataTypeMode: Fixed-point: binary point scaling
        Signedness: Signed
        WordLength: 8
        FractionLength: 4
```

```
B = fi(2.3, 1, 10)
```

```
B =
```

```
2.2969
```

```
        DataTypeMode: Fixed-point: binary point scaling
        Signedness: Signed
        WordLength: 10
        FractionLength: 7
```

```
C = fi(A+B, 'RoundingMethod', 'Nearest', 'OverflowAction', 'Saturate')
```

```
C =
```

```
7.1719
```

```
        DataTypeMode: Fixed-point: binary point scaling
        Signedness: Signed
        WordLength: 12
        FractionLength: 7
```

```
        RoundingMethod: Nearest
        OverflowAction: Saturate
        ProductMode: FullPrecision
        SumMode: FullPrecision
```

To make sure that the `fimath` settings are specified according to `hdlfimath` for the MATLAB Function block, you can run the check “Check for MATLAB Function block settings” on page 38-19.

See Also

Blocks

MATLAB Function

Functions

`makehdl` | `fimath`

More About

- “Design Guidelines for the MATLAB Function Block” on page 29-29
- “Initialize Persistent Variables in MATLAB Functions” on page 28-21
- “Bitwise Operations in MATLAB for HDL Code Generation” on page 1-59

Guidelines for HDL Code Generation Using Stateflow Charts

These guidelines illustrate the recommended settings when using Stateflow charts in your model. The Stateflow Chart block is available in the **Stateflow** block library. By using Stateflow charts, you can model delays in your Simulink model.

Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Choose State Machine Type based on HDL Implementation Requirements

Guideline ID

2.9.1

Severity

Strongly Recommended

Description

HDL Coder supports code generation for Mealy and Moore Stateflow charts. Do not use MATLAB Function blocks to model either Mealy or Moore state machines.

To specify whether you want a Mealy or Moore state machine, in the Chart (Stateflow) properties, specify the **State Machine Type**. Do not use **Classic** because it affects readability of the generated HDL code. Choose the **State Machine Type** depending on how you want the Stateflow semantics to map to a hardware implementation. See “Hardware Realization of Stateflow Semantics” on page 28-6.

When you use Mealy charts, the outputs depend on the current state and inputs. By using Mealy charts, you can more easily define state transitions which makes these charts more flexible to use. The generated HDL code from Mealy charts may be less readable.

For Moore charts, the outputs depend only on the current state. The generated HDL code from Moore charts is more readable. Moore charts restrict flexibility in defining state transitions.

Specify Block Configuration Settings of Stateflow Chart

Guideline ID

2.9.2

Severity

Strongly Recommended

Description

When you use Stateflow Chart (Stateflow) blocks in your model for HDL code generation, use these recommended settings:

- For **Action Language**, use MATLAB
- For **Update method**, use Discrete or Inherited. Do not use Continuous.

Moore Chart

- If you disable **Initialize Outputs Every Time Chart Wakes Up**, the generated HDL code includes additional registers for the state machine output values.
- Disable **Support Variable-Size Arrays**

Mealy Chart

- If you disable **Initialize Outputs Every Time Chart Wakes Up**, the generated HDL code includes additional registers for the state machine output values.
- Disable **Enable Super Step Semantics**
- Disable **Support Variable-Size Arrays**

To make sure that these settings are specified for the Stateflow Chart, you can run the check “Check for Stateflow chart settings” on page 38-20.

Insert Unconditional Transition State for Else Statement in HDL Code

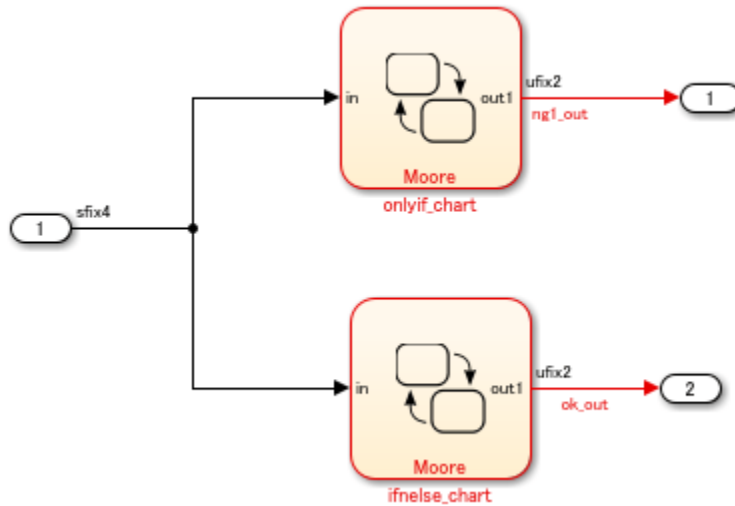
Guideline ID

2.9.3

Severity*Recommended***Description**

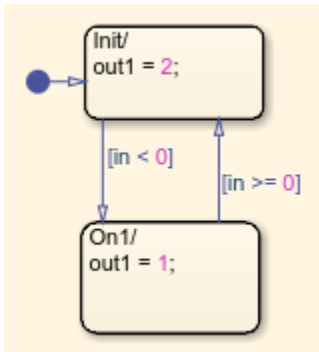
When you use Stateflow® charts for HDL code generation, insert unconditional states in the chart. The HDL code generated for such a chart contains an else branch with the if statement. The presence of an else branch prevents the third-party tool from inferring a latch when you deploy the HDL code. For example, open the model `hdlcoder_chart_ifnelsecond`.

```
open_system('hdlcoder_chart_ifnelsecond')
set_param('hdlcoder_chart_ifnelsecond', 'SimulationCommand', 'Update')
open_system('hdlcoder_chart_ifnelsecond/dut_chart')
```



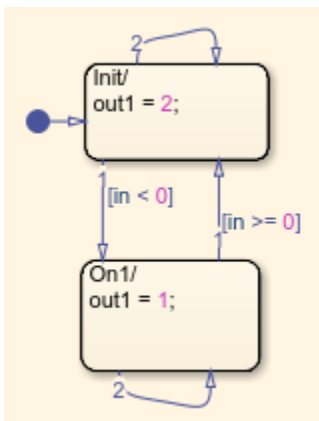
The model contains two Stateflow Moore Charts. The chart `onlyif_chart` implements a simple condition that outputs `out1` based on `in1`.

```
open_system('hdlcoder_chart_ifnelsecond/dut_chart/onlyif_chart')
```



The Chart block `ifnelse_chart` is the same as `onlyif_chart` and has an unconditional transition state.

```
open_system('hdlcoder_chart_ifnelsecond/dut_chart/ifnelse_chart')
```



To generate HDL code for the DUT, run this command:

```
makehdl('hdlcoder_chart_ifnelsecond/dut_chart')
```

The HDL code generated for the `onlyif_chart` does not contain an else condition. Do not deploy this code to a target device because synthesis tools might infer a latch.

```
case (is_onlyif_chart)
  is_onlyif_chart_IN_Init :
    begin
      if (in < 4'sb0000) begin
        is_onlyif_chart_temp = is_onlyif_chart_IN_On1;
      end
    end
  default :
    begin
      //case IN_On1:
      if (in >= 4'sb0000) begin
        is_onlyif_chart_temp = is_onlyif_chart_IN_Init;
      end
    end
endcase
is_onlyif_chart <= is_onlyif_chart_temp;
```

The HDL code generated for the `ifnelse_chart` contains an else statement for the unconditional transition state. This code is recommended for deployment to the target FPGA device.

```

case (is_ifnelse_chart)
  is_ifnelse_chart_IN_Init :
  begin
    if (in < 4'sb0000) begin
      is_ifnelse_chart_temp = is_ifnelse_chart_IN_On1;
    end
    else begin
      is_ifnelse_chart_temp = is_ifnelse_chart_IN_Init;
    end
  end
end
default :
  begin
    //case IN_On1:
    if (in >= 4'sb0000) begin
      is_ifnelse_chart_temp = is_ifnelse_chart_IN_Init;
    end
    else begin
      is_ifnelse_chart_temp = is_ifnelse_chart_IN_On1;
    end
  end
end
endcase
is_ifnelse_chart <= is_ifnelse_chart_temp;

```

Data Type Settings and Casting in Stateflow Chart for HDL Code Generation

Guideline ID

2.9.4

Severity

Informative

Description

When you do not explicitly specify the data type of state and output variables in a Stateflow Chart that has MATLAB as the **Action Language**, the data type becomes double. If variables that have different data types are assigned to these Chart variables, a data type mismatch can occur, which can lead to simulation errors.

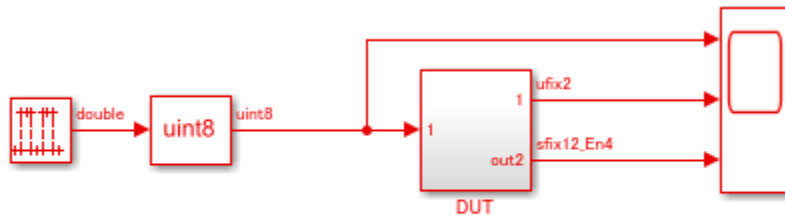
To avoid simulation errors, explicitly initialize the data type of the Chart variables by using `fi` objects, or specify their data type in Model Explorer. When performing assignments to variables of different types, you can perform data type conversion and initialization by using `fi` objects.

When you want to change the `fi` data type, you must specify the word lengths and fraction lengths for the types. For frequent data type conversions, you can instead cast the type to `fi` data types by using `subscript(:)`. In this case, you can replace data type conversions with `cast` by `subscript(:)` in the Model Explorer. The value of the substitution source is then type-converted to that of the substitution target variable.

Note: For assignments to intermediate variables, you do not have to cast the data type.

For an example that shows the different data type initialization methods, open the model `hdlcoder_chart_datatype_casting`.

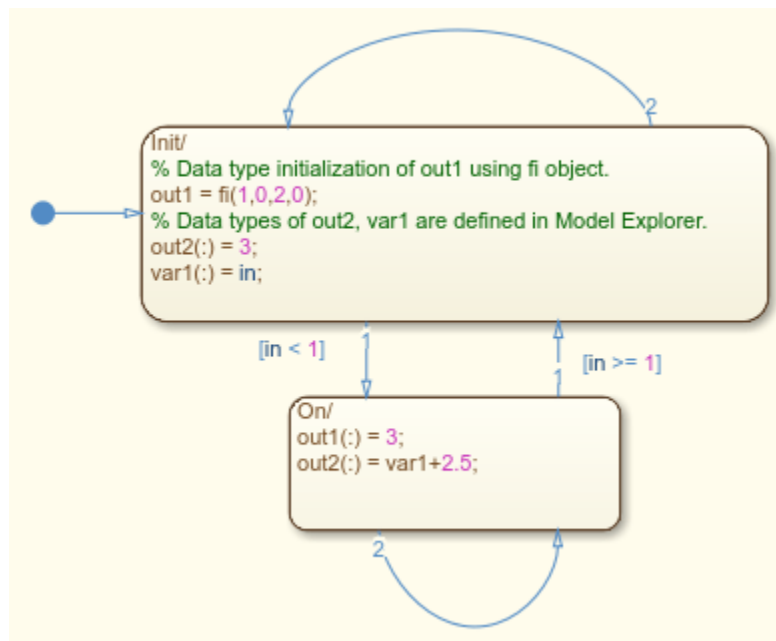
```
open_system('hdlcoder_chart_datatype_casting')
set_param('hdlcoder_chart_datatype_casting', 'SimulationCommand', 'Update')
```



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The DUT subsystem contains a Moore chart that shows how the output variables `out1` and `out2` and an internal variable `var1` are defined. `out1` type is explicitly specified by using a `fi` object, and `out2` and `var1` types are defined in the Model Explorer.

```
open_system('hdlcoder_chart_datatype_casting/DUT/Chart')
```



To generate HDL code for the DUT subsystem, run the `makehdl` function.


```
makehdl('hdlcoder_chart_datatype_casting/DUT')
```

Using Absolute Time Temporal Logic in Stateflow Charts

Guideline ID

2.9.5

Severity

Mandatory

Description

When you use absolute time temporal logic in your Stateflow Chart blocks in your model for HDL code generation, use these settings.

For the sample rate of the chart:

- If you use seconds (sec), then the sample time must be an integer 65535 or lower, or a decimal between 65.535 and 0.001 with no more than three decimal places.
- If you use milliseconds (msec), the sample time must be a decimal between 65.535 and 0.001 with no more than three decimal places, or a decimal between 0.065535 and 0.000001 with no more than six decimal places.
- If you use microseconds (usec), the sample time must be a decimal between 0.065535 and 0.000001 with no more than six decimal places, or a decimal between 0.000065535 and 0.000000001 with no more than nine decimal places.
- If the sample time is an integer below 2^{16} , then use 'sec'.
- If $1000 * \text{sample time}$ is an integer below 2^{16} , then use 'sec' or 'msec'.
- If $1000000 * \text{sample time}$ is an integer below 2^{16} , then use 'msec' or 'usec'.
- If $1000000000 * \text{sample time}$ is an integer below 2^{16} , then use 'usec'.

See Also

Functions

makehdl

More About

- “Introduction to Stateflow HDL Code Generation” on page 28-2
- “Design Patterns Using Advanced Chart Features” on page 28-13

Simulink Data Type Considerations

You can follow these guidelines to learn the recommended data type settings that you want to use in your Simulink model for HDL code generation. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Use Boolean for Logical Data and Ufix1 for Numerical Data

Guideline ID

2.10.1

Severity

Mandatory

Description

Boolean and the fixed-point type, `ufix1`, are both 1-bit data types in MATLAB and Simulink. These types are treated differently.

- Use **Boolean** for control logic signals such as enable and local reset signals. If you want to calculate a **Boolean** signal with a fixed-point data type, use a Data Type Conversion to convert the signal to a `fixdt (0,1,0)` type.
- To perform numeric calculations, use `fixdt (0,1,0)`. Sometimes, the output bit width can become larger than the bitwidth. To perform such operations, use the `Inherit: Inherit via internal rule` setting, because of the `numericType` property of `fixdt (0,1,0)`.

Specify Data Type of Gain Blocks

Guideline ID

2.10.2

Severity

Recommended

Description

Gain blocks have a **Gain** parameter and an **Output data type** setting. It is recommended that you use fixed-point data types for these settings. In the Block Parameters dialog box of the Gain block:

- Specify a `Simulink.NumericType` object, such as `fixdt (1, 16, 8)`.
- Make sure that the **Gain** parameter of the block does not use a round parameter value. To avoid rounding of the gain value, you can specify a `fi` object, such as `fi(3.44,0,8,4)`.
- Avoid using `Inherit:Inherit via internal rule`. This setting can result in an erroneous data type being assigned to the block, thereby resulting in an HDL code generation error.

Enumerated Data Type Restrictions

Guideline ID

2.10.3

Severity

Mandatory

Description

Certain optimizations such as pipelining and resource sharing do not work seamlessly in the presence of enumerated data types. It is recommended that you use enumerated types on an as needed basis. HDL code generation has certain restrictions when modeling with enumerated types.

- You cannot use an enumerated data type for the input or output port of the top-level DUT.
- You must use monotonically increasing enumeration values. For example, see this code:

```
classdef BasicColors < Simulink.IntEnumType
    enumeration
        Red(0)
        Yellow(1)
        Blue(2)
    end
    methods (Static)
        function retVal = getDefaultValue()
            retVal = BasicColors.Blue;
        end
    end
end
```

- You cannot perform arithmetic operations such as $*$, $/$, $-$, and $+$ with enumeration values.
- You cannot perform comparison operations such as $>$, $<$, $>=$, $<=$, $==$, and $\sim=$ with enumeration values. You can perform a $<>$ operation or a conditional branch such as `if` or `switch`.

See Also

Functions

`makehdl`

More About

- “Signal and Data Type Support” on page 10-2

Resource Sharing Settings for Various Blocks

Resource sharing is an area optimization in which HDL Coder identifies multiple functionally equivalent resources and replaces them with a single resource. The data is time-multiplexed over the shared resource to perform the same operations. To learn more about how resource sharing works, see “Resource Sharing” on page 24-34.

You can follow these guidelines to learn how to use the resource sharing optimization effectively with blocks such as Add and Product. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Resource Sharing of Add Blocks

Guideline ID

3.1.1

Severity

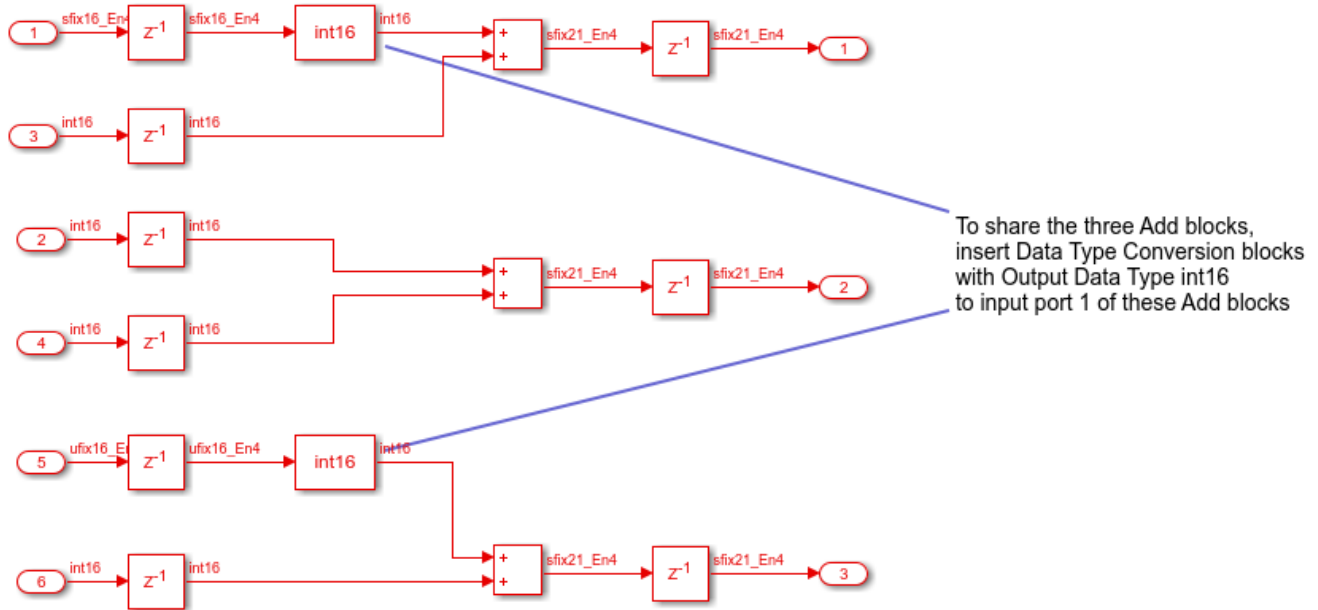
Recommended

Description

To share multiple Add blocks:

- Select the **Share Adders** setting.
- Leave the **Adder sharing minimum bitwidth** to 0.
- Determine whether to perform resource sharing at the existing clock rate or at a higher clock rate. To use a higher clock rate, specify an **Oversampling factor** greater than 1.
- Specify the “StreamingFactor” on page 22-23 for Add blocks with vector inputs or outputs.
- Specify the “SharingFactor” on page 22-21 for Add blocks with scalar inputs or outputs.
- Make sure that the input word-lengths of the Add blocks match.

For example, this figure illustrates a model containing three Add blocks placed inside a Subsystem with **SharingFactor** of 3. To share the Add blocks, you must insert Data Type Conversion blocks with **Output data type** set to `int16` so that the input word lengths match.



Resource Sharing of Gain Blocks

Guideline ID

3.1.2

Severity

Recommended

Description

When you share multiple Gain blocks in your design, the optimization inserts serialization and deserialization logic to share resources. This additional logic can become an area overhead if you are not sharing a large number of resources. Therefore, if your design does not contain a large number of Gain blocks to share, it is recommended that you disable the resource sharing optimization. To share multiple Gain blocks:

To share multiple Gain blocks:

- Determine how to implement the Gain block. HDL Coder does not share Gain blocks in either of these cases:
 - **ConstMultiplierOptimization** parameter set to `csd` or `fcscd`.
 - **Gain** parameter is a power of two.

In both these cases, the code generator uses a cast operation to replace the multiplier operations with shift and add or subtract operations, which causes sharing to be unsuccessful. In addition, if the **Gain** parameter is 0 or 1, then resource sharing requires no additional logic.

- Specify the “StreamingFactor” on page 22-23 for Gain blocks with vector inputs or outputs.

- Specify the “SharingFactor” on page 22-21 for Gain blocks with scalar inputs or outputs.
- Determine whether to perform resource sharing at the existing clock rate or at a higher clock rate. To use a higher clock rate, specify an **Oversampling factor** greater than 1.
- Use the same synthesis attribute settings if you specify the DSPStyle block property for the Gain blocks. HDL Coder does not share multipliers that have different synthesis attribute settings.

Resource Sharing of Product Blocks

Guideline ID

3.1.3

Severity

Recommended

Description

To share multiple Product blocks:

- Specify 18 as the **Multiplier partitioning threshold** when targeting Xilinx devices and 25 as the threshold when targeting Intel devices. This setting creates more resource sharing opportunities for multipliers with a wide bit width, which reduces the use of DSPs on the FPGA.
- Specify the **Multiplier promotion threshold** if you want to share Product blocks that have different word-lengths. The multiplier promotion threshold is the maximum word-length by which HDL Coder promotes a multiplier for sharing with other multipliers.
- Leave the **Share Multipliers** setting enabled and the **Multiplier sharing minimum bitwidth** to 0.
- Specify the “StreamingFactor” on page 22-23 for the subsystems that contain Product blocks with vector inputs or outputs.
- Specify the “SharingFactor” on page 22-21 for the subsystems that contain Product blocks with scalar inputs or outputs.
- Use a Gain block instead of a Product block when one of the inputs to the Product block is a constant. Use the constant value as the **Gain** parameter of the Gain block. If you use floating-point data types in the **Native Floating Point** mode, HDL Coder converts the Product block to a Gain block automatically during code generation. To learn more, see “Simplify Constant Operations and Reduce Design Complexity in HDL Coder” on page 24-19.
- Determine whether to perform resource sharing at the existing clock rate or at a higher clock rate. To use a higher clock rate, specify an **Oversampling factor** greater than 1.
- Use the same synthesis attribute settings if you specify the DSPStyle block property for the Product blocks. HDL Coder does not share multipliers that have different synthesis attribute settings.

Resource Sharing of Multiply-Add Blocks

Guideline ID

3.1.4

Severity

Recommended

Description

To share multiple Multiply-Add blocks:

- Leave the **Share Multiply-Add blocks** setting enabled and the **Multiply-Add block sharing minimum bitwidth** set to 0.
- Determine whether to perform resource sharing at the existing clock rate or at a higher clock rate. To use a higher clock rate, specify an **Oversampling factor** greater than 1.
- Specify the “SharingFactor” on page 22-21.

See Also

Simulink Configuration Parameters

Resource Sharing of Adders and Multipliers | Resource Sharing of Multiply-Add and Other Blocks

Related Examples

- “Resource Sharing of Multipliers to Reduce Area” on page 8-24
- “Resource Sharing For Area Optimization” on page 24-42
- “Single-rate Resource Sharing Architecture” on page 24-53

More About

- “Streaming” on page 24-31
- “Resource Sharing of Subsystems and Floating-Point IPs” on page 21-126

Resource Sharing of Subsystems and Floating-Point IPs

Resource sharing is an area optimization in which HDL Coder identifies multiple functionally equivalent resources and replaces them with a single resource. The data is time-multiplexed over the shared resource to perform the same operations. To learn more about how resource sharing works, see “Resource Sharing” on page 24-34.

You can follow these guidelines to learn how to use the resource sharing optimization effectively for subsystems such as atomic subsystems and MATLAB Function blocks, and with floating-point IPs. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

General Considerations for Sharing of Subsystems

Guideline ID

3.1.1.5

Severity

Recommended

Description

To share resources for identical subsystems, such as when grouping Product, Add, and Delay blocks to map to one DSP slice, the subsystems to be shared must be Atomic Subsystem blocks, Virtual Subsystem blocks, or MATLAB Function blocks.

- Determine whether you want to share resources at the existing clock rate or at a higher clock rate.
- Sharing of enabled subsystems is not supported. For sharing resources, use atomic or virtual subsystems without enable semantics.
- Specify a “SharingFactor” on page 22-21 that is greater than or equal to the number of subsystems that you want to share.

For example, if you have 10 subsystems, and you set the **SharingFactor** to 5, HDL Coder cannot implement the resource sharing to 2 instances of the subsystem. To share the subsystems, divide the subsystems, and then share the instances of the smaller subsystems.

- Check the **SharingFactor** that you specify for various subsystems. The resource sharing optimization overclocks the shared resources by the LCM (Least Common Multiple) of the **SharingFactor** of various subsystems.

For example, if you specify a **SharingFactor** of 5 for one Subsystem, and a **SharingFactor** of 7 for another Subsystem, the resource sharing optimization overclocks the shared resources by 35. In such cases, it is recommended that you use the same **SharingFactor** for both subsystems, such as 5 or 7. To learn more about this calculation, see “How Resource Sharing Works” on page 24-34.

Use MATLAB Datapath Architecture for Sharing with MATLAB Function Blocks

Guideline ID

3.1.6

Severity

Recommended

Description

HDL Coder shares MATLAB Function blocks that have:

- The same Simulink checksum. Use `Simulink.SubSystem.getChecksum` to determine the checksum.
- The same HDL block properties.

Make sure that the blocks do not use:

- Persistent variables
- Loop streaming
- Output pipelining

By using the MATLAB Datapath architecture, you can share resources inside the MATLAB Function block and across the MATLAB Function block with other blocks in your Simulink model. When you use this architecture, the code generator treats the MATLAB Function block like a regular Subsystem block. This capability enables you to more widely apply various speed and area optimizations with MATLAB Function blocks. See “HDL Optimizations Across MATLAB Function Block Boundary Using MATLAB Datapath Architecture” on page 24-157.

Sharing of Subsystems

Guideline ID

3.1.7

Severity

Recommended

Description

HDL Coder can share Subsystem blocks that have the same Simulink checksum and the same HDL block properties.

To share Subsystem blocks, the state elements that the blocks can contain are:

- Delay
- Unit Delay
- Unit Delay Enabled Synchronous

- Unit Delay Resettable Synchronous
- Unit Delay Enabled Resettable Synchronous

The state elements must have the **Initial condition** parameter set to 0.

Sharing of subsystems inside enabled subsystems with synchronous semantics is not supported. To share resources, use enabled subsystems with classic semantics.

You cannot share subsystems that contain the following blocks or block implementations:

- Detect Change
- Discrete Transfer Fcn
- HDL FFT
- HDL FIFO
- Math Function (conj, hermitian, transpose)
- MATLAB Function blocks that contain persistent variables
- Sqrt
- Cascade architecture (MinMax, Product, Sum)
- CORDIC architecture
- Reciprocal Newton architecture
- Filter blocks including Discrete FIR Filter
- Communications Toolbox blocks
- DSP System Toolbox blocks, except Discrete FIR Filter
- Stateflow blocks
- Blocks that are not supported for delay balancing. For details, see “Delay Balancing Limitations” on page 24-70.

HDL Coder can share Subsystem blocks that have the same Simulink checksum and the same HDL block properties.

If you want to share Subsystem blocks, the state elements that the blocks can contain are:

- Delay
- Unit Delay
- Unit Delay Enabled Synchronous
- Unit Delay Resettable Synchronous
- Unit Delay Enabled Resettable Synchronous

The state elements must have the **Initial condition** parameter set to 0.

You cannot share subsystems that contain the following blocks or block implementations:

- Detect Change
- Discrete Transfer Fcn
- HDL FFT
- HDL FIFO

- Math Function (conj, hermitian, transpose)
- MATLAB Function blocks that contain persistent variables
- Sqrt
- Cascade architecture (MinMax, Product, Sum)
- CORDIC architecture
- Reciprocal Newton architecture
- Filter blocks including Discrete FIR Filter
- Communications Toolbox blocks
- DSP System Toolbox blocks, except Discrete FIR Filter
- Stateflow blocks
- Blocks that are not supported for delay balancing. For details, see “Delay Balancing Limitations” on page 24-70.

Resource Sharing of Floating-Point IPs

Guideline ID

3.1.8

Severity

Recommended

Description

To share multiple:

- Floating-point adders, set ShareAdders to on.
- Floating-point multipliers, make sure ShareMultipliers is set to on.
- Other floating-point resources, set ShareFloatingPointIP to on.

See also **Modeling with Native Floating Point**.

See Also

Simulink Configuration Parameters

Resource Sharing of Adders and Multipliers | **Resource Sharing of Multiply-Add and Other Blocks**

Related Examples

- “Resource Sharing of Multipliers to Reduce Area” on page 8-24
- “Resource Sharing For Area Optimization” on page 24-42
- “Single-rate Resource Sharing Architecture” on page 24-53

More About

- “Resource Sharing” on page 24-34

- “Streaming” on page 24-31

Resource Sharing Guidelines for Vector Processing and Matrix Multiplication

Resource sharing is an area optimization in which HDL Coder identifies multiple functionally equivalent resources and replaces them with a single resource. The data is time-multiplexed over the shared resource to perform the same operations. To learn more about how resource sharing works, see “Resource Sharing” on page 24-34.

You can follow these guidelines to learn how to use the resource sharing with streaming when processing 1-D vectors and 2-D matrices. Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Use StreamingFactor for Resource Sharing of Vector Signals

Guideline ID

3.1.9

Severity

Informative

Description

To reduce circuit area of a Subsystem block that performs the same computation on each element of a 1-D vector, use the Subsystem HDL block property **StreamingFactor**. For a vector signal that has N elements, set **StreamingFactor** to N. By using time-division multiplexing to process each element, you can process the result by using smaller number of operations. The clock frequency of the operators becomes N times faster than that of the original model.

When the subsystem containing resources to be shared uses multiple vector signals with different sizes, the clock frequency is multiplied by the least common multiple of the vector sizes, which can reduce the maximum achievable target frequency. To achieve the desired frequency:

- Add logic for demultiplexing the vector signal before it enters the subsystem and for multiplexing the signal that leaves the subsystem. You can then specify a **SharingFactor** on the subsystem instead of the **StreamingFactor**.
- Pad the different vector signals to make them the same size as the vector signal that has the maximum size, and then specify the **StreamingFactor**.

Open the model `hdlcoder_vector_stream_gain`.

```
open_system('hdlcoder_vector_stream_gain')
set_param('hdlcoder_vector_stream_gain', 'SimulationCommand', 'Update')
```



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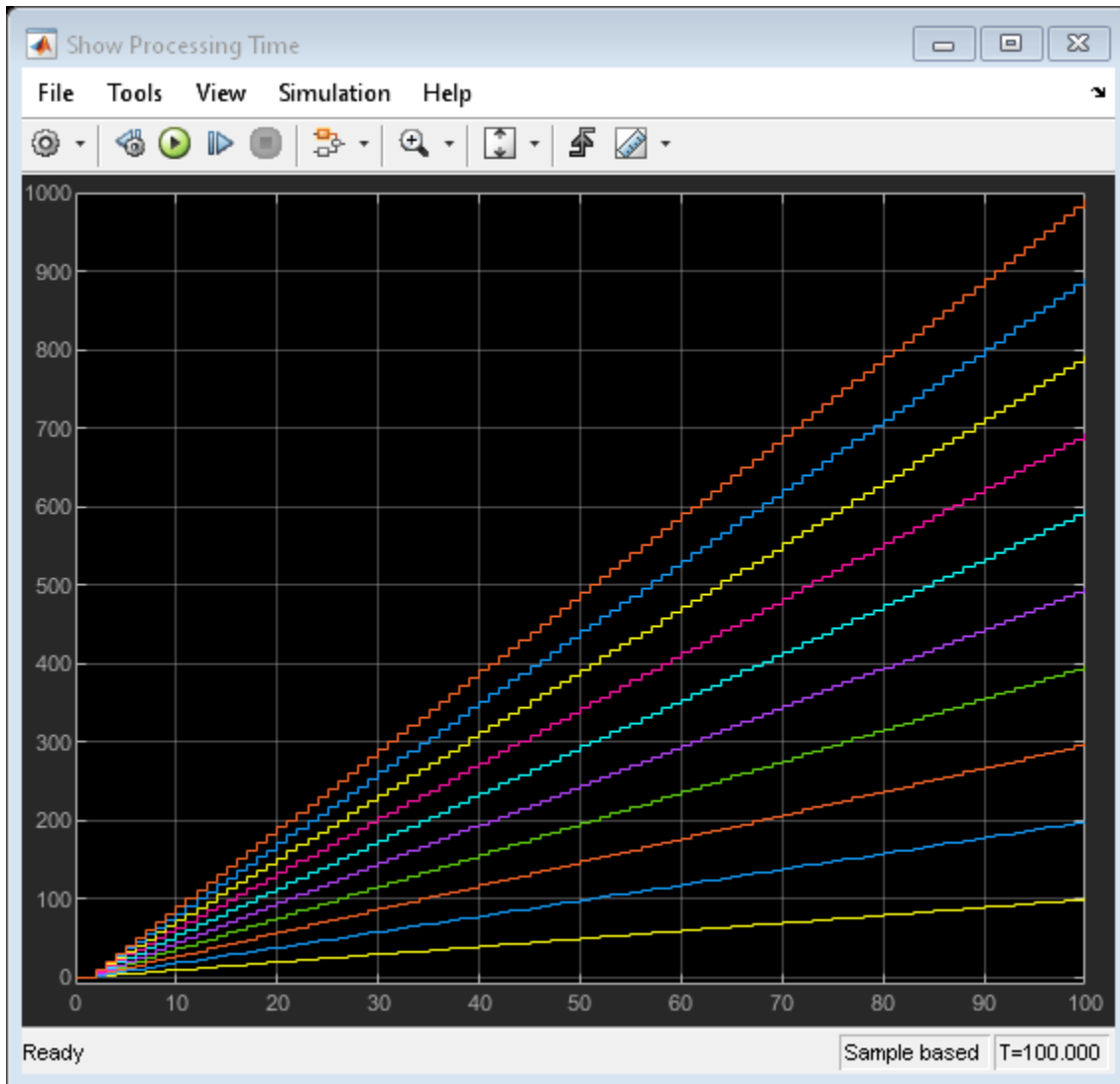
The model accepts a 10-element vector signal as input and multiplies each element by a gain value that is one more than the previous value.

```
open_system('hdlcoder_vector_stream_gain/Gain_Stream')
```



To see the simulation results, simulate the model and open the Scope block.

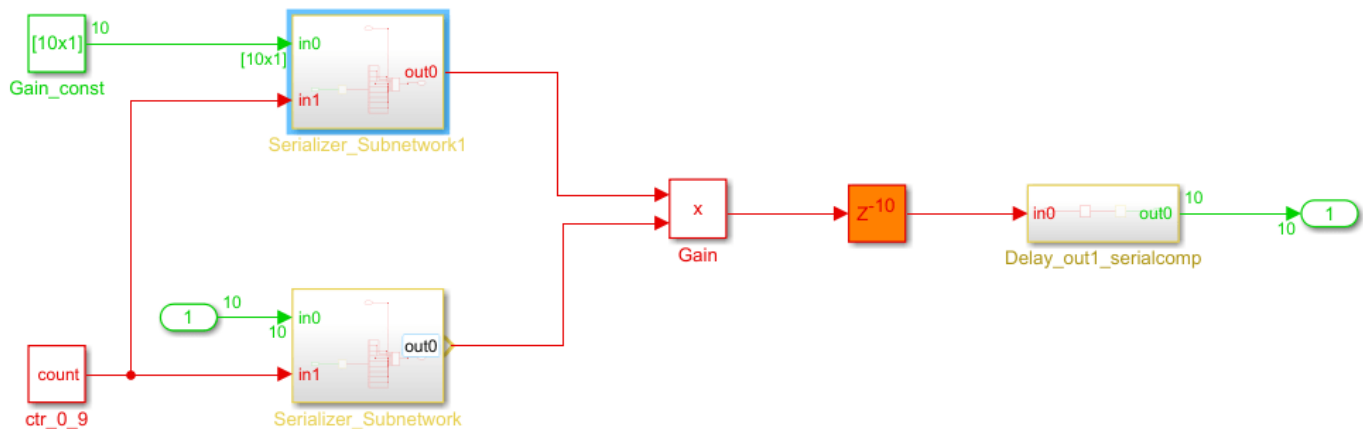
```
sim('hdlcoder_vector_stream_gain')
open_system('hdlcoder_vector_stream_gain/Show Processing Time')
```



The `Gain_Stream` subsystem has a **StreamingFactor** set to 10. To generate HDL code for this subsystem, run the `makehdl` function:

```
makehdl('hdlcoder_vector_stream_gain/Gain_Stream')
```

After generating HDL code, to see the effect of the streaming optimization, open the generated model and navigate inside the `Gain_Stream` subsystem.



The vector data is serialized on the input side and the output size parallelizes the serial data. This optimization increases the total circuit size conversely when the target circuit size to be shared is small. The Gain block inside the shared subsystem is running at a rate that is 10 times faster than the model base rate, which avoids an increase in the subsystem latency and balances the reduction in maximum achievable frequency by the increase in area savings on the target hardware.

Use SharingFactor and HDL Block Properties for Sharing Matrix Multiplication Operations

Guideline ID

3.1.10

Severity

Informative

Description

The Matrix Multiply block is a Product block that has **Multiplication** block parameter set to **Matrix(*)**. In the HDL Block Properties dialog box, the HDL architecture is set to **Matrix Multiply** and you can specify the “DotProductStrategy” on page 22-9.

DotProductStrategy Settings

| DotProductStrategy | Description |
|--------------------------------|---|
| 'Fully Parallel' (default) | Performs multiplication and addition operations in parallel. $[M \times N] * [N \times M]$ matrix multiplication requires $N * M * M$ multipliers. |
| 'Parallel Multiply-Accumulate' | Uses the Parallel architecture of the Multiply-Accumulate block to implement the matrix multiplication. This architecture performs multiple Multiply-Add blocks in parallel with accumulation. |
| 'Serial Multiply-Accumulate' | Uses the Serial architecture of the Multiply-Accumulate block to implement the matrix multiplication. This mode performs N times oversampling and number of multipliers becomes $M * M$. |

To share resources and reduce the number of multipliers further, when you have multiple Matrix Multiply blocks in the same subsystem, set **DotProductStrategy** to `Fully Parallel` and specify the **SharingFactor** on the upper subsystem.

For multiplications involving complex and real numbers, the number of multipliers become doubled.

Number of Multipliers Generated by Multiplication of $[M \times N] * [N \times M]$

| Multiplication Type | Fully Parallel/Parallel Multiply-Accumulate | Serial Multiply-Accumulate |
|----------------------------|--|-----------------------------------|
| Real x Real | $N * M * M$ | $M * M$ |
| Complex x Real | $N * M * M * 2$ | $M * M * 2$ |
| Complex x Complex | $N * M * M * 4$ | $M * M * 4$ |

For floating-point matrix multiplication, use `Native Floating Point` as the “Floating Point IP Library” on page 16-3. In this case, you must use the `Fully Parallel` **DotProductStrategy**. As this mode does not use element-wise operations and performs parallel multiplication and addition operations, use the **SharingFactor** instead of the **StreamingFactor** to share resources and save circuit area.

For an example that shows how to perform streaming matrix multiplication using floating-point types, see “HDL Code Generation for Streaming Matrix Multiply System Object” on page 1-29.

See Also

makehdl

More About

- “Resource Sharing Settings for Various Blocks” on page 21-122
- “Streaming” on page 24-31
- “Streaming: Area Optimization” on page 24-38
- “Single-rate Resource Sharing Architecture” on page 24-53

- “HDL Code Generation for Streaming Matrix Inverse System Object” on page 1-20

Distributed Pipelining and Clock-Rate Pipelining Guidelines

The code generator introduces registers when you specify certain block implementations or use certain settings. You can follow these guidelines to learn more about these registers and how you can use them to optimize the timing of your design.

Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Clock-Rate Pipelining Guidelines

Guideline ID

3.2.1

Severity

Informative

Description

In most cases, the code generator introduces the registers in regions that run slower than the clock rate. To avoid or minimize additional latency, you can run these registers at the fast clock rate by using clock-rate pipelining. You can use clock-rate pipelining with these optimizations:

- Input and output pipelining
- Multi-cycle block implementations, such as complex math operations like Sqrt and Reciprocal.
- Floating-point library mapping
- Delay balancing
- Resource sharing and streaming

In addition, for designs with multiple hierarchies, to improve opportunities for clock-rate pipelining, it is recommended that you have the HDL block property **FlattenHierarchy** enabled on the top-level Subsystem.

To learn more about clock-rate pipelining and blocks that act as barriers to this optimization, see “Clock-Rate Pipelining” on page 24-119.

Recommended Distributed Pipelining Settings

Guideline ID

3.2.2

Severity

Recommended

Description

Distributed pipelining is a speed optimization that reduces the critical path by moving existing delays in your design while preserving the functional behavior.

To use this optimization for a Subsystem, set the **DistributedPipelining** HDL block property set to on.

To more effectively use this optimization, in the Configuration Parameters dialog box, on the **HDL Code Generation > Optimization** pane, you can specify these additional settings.

- “ConstrainedOutputPipeline” on page 22-8: Make sure that the total number of delays that are inserted including any input and output pipelining that you specify is greater than or equal to the value that you specify for **ConstrainedOutputPipeline** on the Subsystem.
- “Hierarchical distributed pipelining” on page 15-9: Select this option if you want to apply the distributed pipelining optimization across multiple subsystem hierarchy. Make sure that the top-level Subsystem and each subsystem in the hierarchy has the **DistributedPipelining** HDL block property set to on.

Note If you cannot enable **DistributedPipelining** on the top-level Subsystem, you can enable **FlattenHierarchy**, which enables pipelining with other blocks at a lower model hierarchy.

- “Clock-rate pipelining” on page 15-11: Select this option if you want the code generator to insert registers at the clock rate instead of the data rate.
- “Allow clock-rate pipelining of DUT output ports” on page 15-12: Select this option if you want the code generator to insert registers at the clock rate instead of the data rate at the DUT output ports.
- “Preserve design delays” on page 15-14: Select this option if you do not want the code generator to move the delays you added to your design. The optimization only moves pipeline registers.
- “Distributed pipelining priority” on page 15-10: Specify whether you want the priority to be **Numerical Integrity** or **Performance**. If you use **Performance**, make sure that the simulation results match. In some cases, this setting moves registers into blocks that have initial values such as constants, which can affect simulation results.

The Subsystem for which you want to apply the optimization must meet these requirements:

- Make sure that the Subsystem that you apply this optimization on does not contain any feedback loops.
- Use blocks that are supported for distributed pipelining. For a list of unsupported blocks, see “Limitations of Distributed Pipelining” on page 24-108. As a workaround:
 - Place some of the unsupported blocks such as Dot Product inside another Subsystem that does not have distributed pipelining enabled.
 - Change the **Distributed pipelining priority** to **Performance** for certain blocks such as Enabled Subsystem.
- The **Sample Time** of the blocks must be discrete. If you have blocks with **Sample Time** set to **Inf**, change them to **-1**. To identify and change the sample time programmatically, see “Change Block Parameters by Using `find_system` and `set_param`” on page 21-33.
- Remove any input ports on Scope blocks to avoid generation of infinite sample time.

See Also

Simulink Configuration Parameters
 “Pipelining Parameters” on page 15-9

Related Examples

- “Distributed Pipelining: Speed Optimization” on page 24-113
- “Distributed Pipelining for Clock Speed Optimization” on page 8-16

More About

- “Distributed Pipelining” on page 24-106

Insert Distributed Pipeline Registers for Blocks with Vector Data Type Inputs

Distributed pipelining is a speed optimization that reduces the critical path by moving existing delays in your design while preserving the functional behavior. This guideline illustrates how you can use the optimization effectively for vector inputs.

Each guideline has a severity level that indicates the level of compliance requirements. To learn more, see “HDL Modeling Guidelines Severity Levels” on page 21-2.

Guideline ID

3.2.3

Severity

Informative

Description

Blocks that Participate in Distributed Pipelining with Vector Types

By specifying certain settings, you can apply the distributed pipelining optimization to insert pipeline registers for these blocks when you input vectors that are larger than 3 in size. For details, see the “HDL Code Generation” section of each block page.

- Adders: Add, Subtract, and Sum of Elements
- Multipliers: Gain, Product, and Product of Elements
- MinMax
- Dot Product

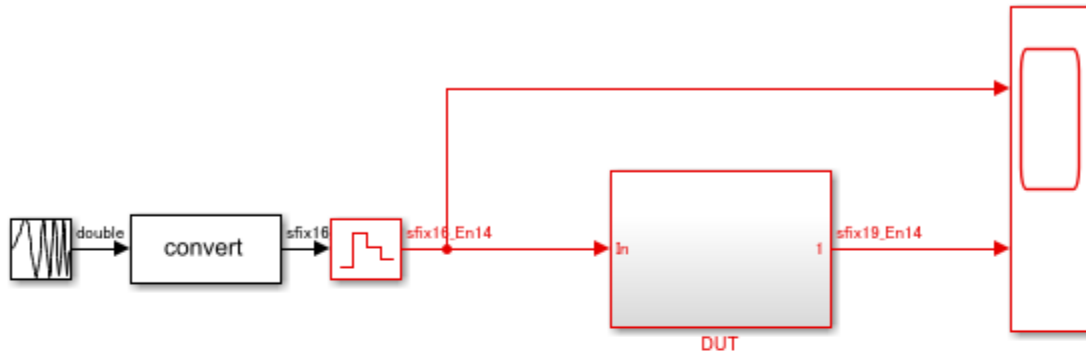
Block Settings and Requirements

- 1 In the HDL Block Properties for the blocks, set **Architecture** to :
 - **Tree** or **Linear** for adders, multipliers, and MinMax blocks. Distributed pipeline register insertion does not support **Cascade** architecture.
 - **Linear** for Dot Product. Distributed pipeline register insertion does not support **Tree** architecture for this block.
- 2 Specify the number of pipeline stages by using the **InputPipeline** and **OutputPipeline** properties in the HDL Block Properties dialog box, or by manually inserting Delay blocks.
- 3 Enable **DistributedPipelining** on the Subsystem for which you want to apply this optimization.
- 4 Open the Distributed Pipelining report.
- 5 Open and examine the generated model.

Distributed Pipelining Example for Vector Sum of Elements

This example shows how you can distribute pipeline registers at the output of a Sum of Elements block that accepts vector inputs.

```
open_system('hdlcoder_distributed_pipelining_soe')
set_param('hdlcoder_distributed_pipelining_soe','SimulationCommand','Update')
```



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If you navigate the model, you see three pipeline stages for the Sum of Elements block.

```
open_system('hdlcoder_distributed_pipelining_soe/DUT/Add')
```



You see a Delay block of three added at the output of the Sum of Elements block. You can use distributed pipelining to distribute the delays.

1. Set **Architecture** to Tree for the Sum of Elements block.

```
hdlset_param('hdlcoder_distributed_pipelining_soe/DUT/Add/Add', ...
             'Architecture','Tree')
```

2. Enable **DistributedPipelining** on the Add Subsystem

```
hdlset_param('hdlcoder_distributed_pipelining_soe/DUT/Add', ...
             'DistributedPipelining','On')
```

3. Generate HDL code for the DUT Subsystem.

```
makehdl('hdlcoder_distributed_pipelining_soe/DUT')
```

4. Open the Code Generation Report to see the effect of the distributed pipelining optimization.

Detailed Report

Subsystem: [Add](#)

Implementation Parameters: DistributedPipelining: 'on'; InputPipeline: 0; OutputPipeline: 0

Status: Distributed Pipelining successful.

Before Distributed Pipelining : 3 registers (57 flip-flops)

| Registers | Count |
|-----------|-------|
| 19-bit | 3 |

After Distributed Pipelining : 7 registers (123 flip-flops)

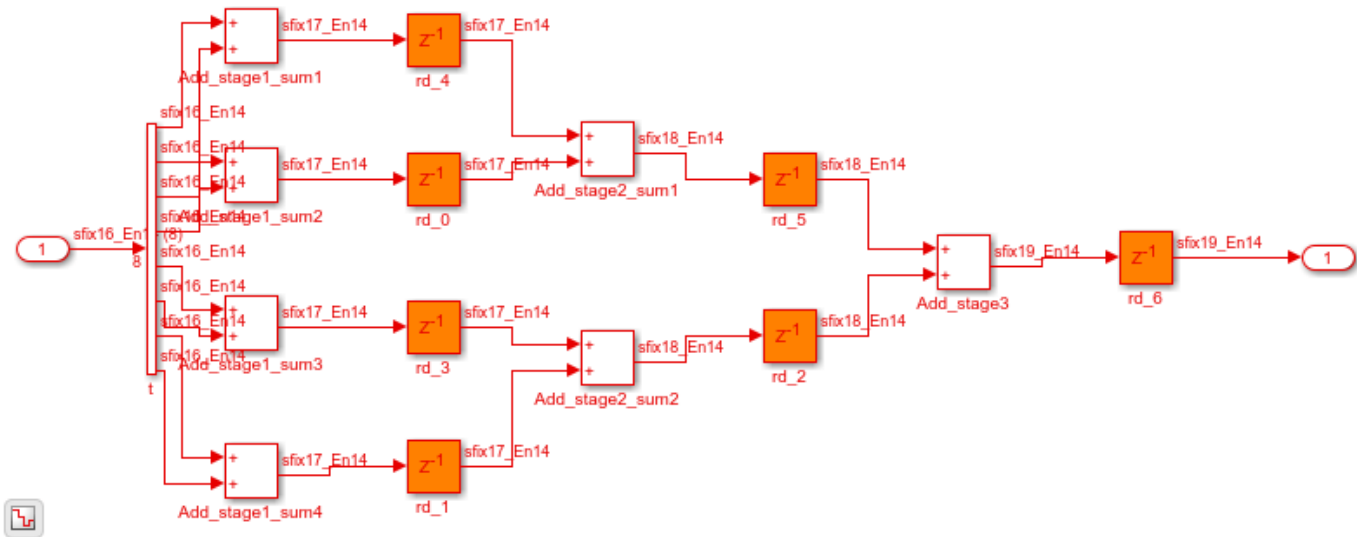
| Registers | Count |
|-----------|-------|
| 17-bit | 4 |
| 18-bit | 2 |
| 19-bit | 1 |

Generated Model

Generated model after the transformation: [gm_hdlcoder_distributed_pipelining_soe](#)

5. To see the effect of the transformation and how the pipeline registers are distributed, open the generated model and navigate to the Add Subsystem.

```
load_system('gm_hdlcoder_distributed_pipelining_soe')
set_param('gm_hdlcoder_distributed_pipelining_soe','SimulationCommand','Update')
open_system('gm_hdlcoder_distributed_pipelining_soe/DUT/Add')
```

See Also

Simulink Configuration Parameters Pipelining Parameters

Related Examples

- “Distributed Pipelining: Speed Optimization” on page 24-113
- “Distributed Pipelining for Clock Speed Optimization” on page 8-16

More About

- “Distributed Pipelining” on page 24-106

Supported Blocks Library and Block Properties

- “View HDL-Supported Blocks and HDL-Specific Block Documentation” on page 22-2
- “HDL Block Properties: General” on page 22-3
- “HDL Block Properties: Native Floating Point” on page 22-28
- “HDL Filter Block Properties” on page 22-38
- “HDL Filter Architectures” on page 22-44
- “Distributed Arithmetic for HDL Filters” on page 22-49
- “Set and View HDL Model and Block Parameters” on page 22-51
- “Pass through, No HDL, and Cascade Implementations” on page 22-55
- “Build a ROM Block with Simulink Blocks” on page 22-56
- “Getting Started with RAM and ROM in Simulink®” on page 22-57
- “Wireless Communications Design for FPGAs and ASICs” on page 22-60

View HDL-Supported Blocks and HDL-Specific Block Documentation

View HDL-Supported Blocks and Documentation

You can generate efficient HDL code for a number of blocks in Simulink and other product libraries. To see the product libraries that support HDL code generation use the `hdlLib` function. This function filters the library browser to show blocks that are supported for HDL code generation. To learn more, see “Display Blocks for HDL Code Generation in Library Browser” on page 25-21.

This table shows blocks in various product libraries supported for HDL code generation. To view usage notes and limitations, in the corresponding reference page, scroll down to the **Extended Capabilities** section at the bottom and expand the **HDL Code Generation** section.

HDL code generation support for the blocks is summarized in the following tables.

- Blocks Supported for HDL Code Generation (Category List)
- Blocks Supported for HDL Code Generation (Alphabetical List)

View HDL-Specific Block Documentation

The HDL Block Properties dialog box contains HDL-specific properties for each block and subsystem in your model. On this dialog box, you can click the **Help** button to navigate to the documentation for that block. See also “HDL Block Properties: General” on page 22-3 and “HDL Block Properties: Native Floating Point” on page 22-28.

To view HDL-specific block documentation, either:

- In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Select the block for which you want to see the help documentation and then select **HDL Block Properties**. To view the block documentation, click **Help**.
- Right-click the block and select **HDL Code > HDL Block Properties**. To view the block documentation, click **Help**.

You see the documentation in the **Extended Capabilities > HDL Code Generation** section of the block page in the product that owns the block.

See Also

`hdlLib`

Related Examples

- “Set and View HDL Model and Block Parameters” on page 22-51
- “Display Blocks for HDL Code Generation in Library Browser” on page 25-21

More About

- “HDL Block Properties: General” on page 22-3
- “HDL Filter Block Properties” on page 22-38

HDL Block Properties: General

In this section...

“Overview” on page 22-3
 “AdaptivePipelining” on page 22-4
 “BalanceDelays” on page 22-5
 “ClockRatePipelining” on page 22-5
 “CodingStyle” on page 22-6
 “ConstMultiplierOptimization” on page 22-7
 “ConstrainedOutputPipeline” on page 22-8
 “DistributedPipelining” on page 22-8
 “DotProductStrategy” on page 22-9
 “DSPStyle” on page 22-10
 “FlattenHierarchy” on page 22-12
 “InputPipeline” on page 22-13
 “InstantiateFunctions” on page 22-13
 “InstantiateStages” on page 22-14
 “LoopOptimization” on page 22-15
 “LUTRegisterResetType” on page 22-15
 “MapPersistentVarsToRAM” on page 22-16
 “MapToRAM” on page 22-17
 “OutputPipeline” on page 22-18
 “RAMDirective” on page 22-18
 “ResetType” on page 22-20
 “SerialPartition” on page 22-21
 “SharingFactor” on page 22-21
 “SoftReset” on page 22-21
 “StreamingFactor” on page 22-23
 “UsePipelines” on page 22-23
 “UseRAM” on page 22-23
 “VariablesToPipeline” on page 22-26

Overview

Block implementation parameters enable you to control details of the code generated for specific block implementations. See “Set and View HDL Model and Block Parameters” on page 22-51 to learn how to select block implementations and parameters in the GUI or the command line.

Property names are specified as character vectors. The data type of a property value is specific to the property. This section describes the syntax of each block implementation parameter and how the parameter affects generated code.

HDL Block Properties of Library Blocks

HDL block properties of library blocks are treated similar to mask parameters. When you instantiate library blocks in your model, the current HDL block properties of that library block are copied to instances of that block in your model. The HDL block properties of these instances are not synchronized with the HDL block properties of the library block. That is, if you change the HDL block property of the library block, the change does not get propagated to instances of the library block that you already added to your Simulink model. If you want the HDL block properties of a library block to be synchronized with its instances in the model, create a Subsystem and then place this block inside that Subsystem. The HDL block properties of blocks that reside inside the library block are synchronized with the corresponding instances in your model.

Suppose a library contains a Subsystem block with HDL architecture set to `Module`. When you instantiate this block in your model, the block instance uses `Module` as the HDL architecture. If you change the HDL architecture of the Subsystem block in the library to `BlackBox`, existing instances of that Subsystem block in your model still use `Module` as the HDL architecture. If you now add instances of the Subsystem block from the library in your model, the new block instances get a copy of the current HDL block properties, and therefore use `BlackBox` as the HDL architecture. If you want the HDL architecture of the Subsystem block in the library to be synchronized with its instances in the model, create a wrapper subsystem with the HDL architecture that you want inside this Subsystem.

AdaptivePipelining

The `AdaptivePipelining` subsystem parameter enables you to set adaptive pipelining on a subsystem within a model.

| Adaptive Pipelining Setting | Description |
|-----------------------------|---|
| 'inherit' (default) | Use the adaptive pipelining setting of the parent subsystem. If this subsystem is the highest-level subsystem, use the adaptive pipelining setting for the model. |
| 'on' | Insert adaptive pipelines for this subsystem. |
| 'off' | Do not insert adaptive pipelines for this subsystem, even if the parent subsystem has adaptive pipelining enabled. |

To disable adaptive pipelining for a subsystem within a model, set the adaptive pipelining parameter, `AdaptivePipelining`, to 'off' for that subsystem.

To learn how to set model-level adaptive pipelining, see “Adaptive pipelining” on page 15-13.

Set Adaptive Pipelining For a Subsystem

To set adaptive pipelining for a subsystem from the HDL Block Properties dialog box:

- 1 Right-click the subsystem and select **HDL Code > HDL Block Properties**.
- 2 For **AdaptivePipelining**, select **inherit**, **on**, or **off**.

To set adaptive pipelining for a subsystem from the command line, use `hdlset_param`. For example, to turn off adaptive pipelining for a subsystem, `my_dut`:

```
hdlset_param('my_dut', 'AdaptivePipelining', 'off')
```

See also `hdlset_param`.

BalanceDelays

The `BalanceDelays` subsystem parameter enables you to set delay balancing on a subsystem within a model.

| BalanceDelays Setting | Description |
|-----------------------|---|
| 'inherit' (default) | Use the delay balancing setting of the parent subsystem. If this subsystem is the highest-level subsystem, use the delay balancing setting for the model. |
| 'on' | Balance delays for this subsystem. |
| 'off' | Do not balance delays for this subsystem, even if the parent subsystem has delay balancing enabled. |

To disable delay balancing for any subsystem within a model, you must set the model-level delay balancing parameter, `BalanceDelays`, to 'off'. When delay balancing is enabled on the model, the delay balancing setting on individual subsystems is ignored.

To learn how to set model-level delay balancing, see “Balance delays” on page 15-3.

Set Delay Balancing For a Subsystem

To set delay balancing for a subsystem using the HDL Block Properties dialog box:

- 1 Right-click the subsystem.
- 2 Select **HDL Code > HDL Block Properties**.
- 3 For **BalanceDelays**, select **inherit**, **on**, or **off**.

To set delay balancing for a subsystem from the command line, use `hdlset_param`. For example, to turn off delay balancing for a subsystem, `my_dut`:

```
hdlset_param('my_dut', 'BalanceDelays', 'off')
```

See also `hdlset_param`.

ClockRatePipelining

The `ClockRatePipelining` subsystem parameter enables you to set clock-rate pipelining on a subsystem within a model.

| Clock-Rate Pipelining Setting | Description |
|-------------------------------|---|
| 'inherit' (default) | Use the clock-rate pipelining setting of the parent subsystem. If this subsystem is the highest-level subsystem, use the clock-rate pipelining setting for the model. |

| Clock-Rate Pipelining Setting | Description |
|-------------------------------|--|
| 'on' | Insert clock-rate pipelines for this subsystem. |
| 'off' | Do not insert clock-rate pipelines for this subsystem, even if the parent subsystem has clock-rate pipelining enabled. |

To disable clock-rate pipelining for a subsystem within a model, set the clock-rate pipelining parameter, `ClockRatePipelining`, to 'off' for that subsystem.

To learn how to set model-level clock-rate pipelining, see “Clock-rate pipelining” on page 15-11.

Set Clock-Rate Pipelining For a Subsystem

To set clock-rate pipelining for a subsystem using the HDL Block Properties dialog box:

- 1 Right-click the subsystem.
- 2 Select **HDL Code > HDL Block Properties**.
- 3 For **ClockRatePipelining**, select **inherit**, **on**, or **off**.

To set clock-rate pipelining for a subsystem from the command line, use `hdlset_param`. For example, to turn off clock-rate pipelining for a subsystem, `my_dut`:

```
hdlset_param('my_dut', 'ClockRatePipelining', 'off')
```

See also `hdlset_param`.

CodingStyle

When you use Multiport Switch blocks, use the `CodingStyle` parameter to specify whether you want to generate HDL code with if-else or case statements. By default, HDL Coder generates if-else statements. If you have several Multiport Switch blocks in your model, you can choose to specify a different `CodingStyle` for each block.

| CodingStyle Setting | Description |
|-------------------------|--|
| 'ifelse_stmt' (Default) | Generate if-else statements in the Verilog code or when-else statements in the VHDL code for a Multiport Switch block. |
| 'case_stmt' | Generate case statements in the Verilog code or case-when statements in the VHDL code for a Multiport Switch block. |

Set CodingStyle For Multiport Switch Block

To set `CodingStyle` for a Multiport Switch using the HDL Block Properties dialog box:

- 1 Right-click the Multiport Switch block.
- 2 Select **HDL Code > HDL Block Properties**.
- 3 For **CodingStyle**, select `ifelse_stmt` or `case_stmt`.

To see the `CodingStyle` specified for a subsystem from the command line, use `hdlget_param`. For example, to see the settings specified for a Multiport Switch block inside a subsystem, `my_dut`:


```
hdlget_param('my_dut/Multiport Switch', 'CodingStyle')
```

```
ans =
```

```
    'case_stmt'
```

See also `hdlset_param`.

ConstMultiplierOptimization

The `ConstMultiplierOptimization` implementation parameter lets you specify use of canonical signed digit (CSD) or factored CSD optimizations for processing coefficient multiplier operations in the generated code.

The following table shows the `ConstMultiplierOptimization` parameter values.

| ConstMultiplierOptimization Setting | Description |
|-------------------------------------|--|
| 'none' (Default) | By default, HDL Coder does not perform CSD or FCSD optimizations. Code generated for the Gain block retains multiplier operations. |
| 'CSD' | When you specify this option, the generated code decreases the area used by the model while maintaining or increasing clock speed, using canonical signed digit (CSD) techniques. CSD replaces multiplier operations with add and subtract operations. CSD minimizes the number of addition operations required for constant multiplication by representing binary numbers with a minimum count of nonzero digits. |
| 'FCSD' | This option uses factored CSD (FCSD) techniques, which replace multiplier operations with shift and add/subtract operations on certain factors of the operands. These factors are generally prime but can also be a number close to a power of 2, which favors area reduction. This option lets you achieve a greater area reduction than CSD, at the cost of decreasing clock speed. |
| 'auto' | When you specify this option, HDL Coder chooses between the CSD or FCSD optimizations. The coder chooses the optimization that yields the most area-efficient implementation, based on the number of adders required. When you specify 'auto', the coder does not use multipliers, unless conditions are such that CSD or FCSD optimizations are not possible (for example, if the design uses floating-point arithmetic). |

The `ConstMultiplierOptimization` parameter is available for the following blocks:

- Gain
- Stateflow chart
- Truth Table

- MATLAB Function
- MATLAB System

ConstrainedOutputPipeline

Use the `ConstrainedOutputPipeline` parameter to specify a nonnegative number of registers to place at the block outputs.

HDL Coder moves existing delays within your design to try to meet your constraint. New registers are not added. If there are fewer registers than the coder needs to satisfy your constraint, the coder reports the difference between the number of desired and actual output registers. You can add delays to your design using input or output pipelining.

Distributed pipelining does not redistribute registers you specify with constrained output pipelining.

How to Specify Constrained Output Pipelining

To specify constrained output pipelining for a block using the GUI:

- 1 Right-click the block and select **HDL Code > HDL Block Properties**.
- 2 For **ConstrainedOutputPipeline**, enter the number of registers you want at the output ports.

To specify constrained output pipelining, at the command line, enter:

```
hdlset_param(path_to_block,
             'ConstrainedOutputPipeline', number_of_output_registers)
```

For example, to constrain 6 registers at the output ports of a subsystem, `subsys`, in your model, `myModel`, enter:

```
hdlset_param('myModel/subsys', 'ConstrainedOutputPipeline', 6)
```

See Also

- “Constrained Output Pipelining” on page 24-117

DistributedPipelining

The `DistributedPipelining` parameter enables pipeline register distribution, a speed optimization that enables you to increase your clock speed by reducing your critical path.

The following table shows the effect of the `DistributedPipelining` and `OutputPipeline` parameters.

| DistributedPipelining | OutputPipeline, nStages | Result |
|-----------------------|---|--|
| 'off' (default) | Unspecified (<i>nStages</i> defaults to 0) | HDL Coder does not insert pipeline registers. |
| | <i>nStages</i> > 0 | The coder inserts <i>nStages</i> output registers at the output of the subsystem, MATLAB Function block, or Stateflow chart. |

| DistributedPipelining | OutputPipeline, nStages | Result |
|-----------------------|---|--|
| 'on' | Unspecified (<i>nStages</i> defaults to 0) | The coder does not insert pipeline registers. DistributedPipelining has no effect. |
| | <i>nStages</i> > 0 | The coder distributes <i>nStages</i> registers inside the subsystem, MATLAB Function block, or Stateflow chart, based on critical path analysis. |

To achieve further optimization of code generated with distributed pipelining, perform retiming during RTL synthesis, if possible.

Tip Output data might be in an invalid state initially if you insert pipeline registers. To avoid test bench errors resulting from initial invalid samples, disable output checking for those samples. For more information, see “Ignore output data checking (number of samples)” on page 19-19.

See Also

- “Distributed Pipelining” on page 24-106
- “Specify Distributed Pipelining” on page 24-108
- “Distributed Pipeline Insertion for MATLAB Function Blocks” on page 29-37

DotProductStrategy

If you use the Product block for matrix multiplication in your design, use the DotProductStrategy to specify how you want to implement the matrix multiplication.

The DotProductStrategy options are listed in the following table.

| DotProductStrategy Value | Description |
|----------------------------|--|
| 'Fully Parallel' (default) | Expands the matrix multiplication operation into multipliers and adders. For example, if you multiply two 2x2 matrices, the implementation uses four multipliers and two adders to compute the result. Note The DotProductStrategy must be set to 'Fully Parallel' when you use the Native Floating Point mode. |

| DotProductStrategy Value | Description |
|--------------------------------|--|
| 'Fully Parallel Scalarized' | Expands the matrix multiplication operation into multipliers and adders. For example, if you multiply two 2x2 matrices, the implementation uses eight multipliers and four adders to compute the result. Use this option for smaller sized matrices and when you want to enable sharing on both the multipliers and adders. |
| 'Serial Multiply-Accumulate' | Uses the Serial architecture of the Multiply-Accumulate block to implement the matrix multiplication. In this architecture, the clock rate must be faster than the clock rate that you specify with Parallel architecture. You can see the clock rate in the Clock Summary information of the Code Generation report. |
| 'Parallel Multiply-Accumulate' | Uses the Parallel architecture of the Multiply-Accumulate block to implement the matrix multiplication. |

DSPStyle

DSPStyle enables you to generate code that includes synthesis attributes for multiplier mapping in your design. You can choose whether to map a particular block's multipliers to DSPs or logic in hardware.

For Xilinx targets, the generated code uses the `use_dsp` attribute. For Altera targets, the generated code uses the `multstyle` attribute.

The DSPStyle options are listed in the following table.

| DSPStyle Value | Description |
|------------------|---|
| 'none' (default) | Do not insert a DSP mapping synthesis attribute. |
| 'on' | Insert synthesis attribute that directs the synthesis tool to map to DSPs in hardware. |
| 'off' | Insert synthesis attribute that directs the synthesis tool to map to logic in hardware. |

The DSPStyle parameter is available for the following blocks:

- Gain
- Product
- Product of Elements with Architecture set to Tree
- Subsystem
- Atomic Subsystem
- Variant Subsystem

- Enabled Subsystem
- Triggered Subsystem
- Model with Architecture set to ModelReference

Hierarchy Flattening Behavior

If you specify hierarchy flattening for a subsystem that also has a nondefault DSPStyle setting, HDL Coder propagates the DSPStyle setting to the parent subsystem.

If the flattened subsystem contains Gain, Product, or Product of Elements blocks, the coder keeps their nondefault DSPStyle settings, and replaces default DSPStyle settings with the flattened subsystem DSPStyle setting.

Synthesis Attributes in Generated Code

The generated code for synthesis attributes depends on:

- Target language
- DSPStyle value
- SynthesisTool value

The following table shows examples of synthesis attributes in generated code.

| DSPStyle Value | TargetLanguage Value | SynthesisTool Value | |
|----------------|----------------------|---|---|
| | | 'Altera Quartus II' | 'Xilinx ISE' 'Xilinx Vivado' |
| 'none' | 'Verilog' | wire signed [32:0] m4_out1; | wire signed [32:0] m4_out1; |
| | 'VHDL' | m4_out1 : signal; | m4_out1 : signal; |
| 'on' | 'Verilog' | (* multstyle = "dsp" *) wire signed [32:0] m4_out1; | (* use_dsp = "yes" *) wire signed [32:0] m4_out1; |
| | 'VHDL' | attribute multstyle : string ; attribute multstyle of m4_out1 : signal is "dsp" ; | attribute use_dsp : string ; attribute use_dsp of m4_out1 : signal is "yes" ; |
| 'off' | 'Verilog' | (* multstyle = "logic" *) wire signed [32:0] m4_out1; | (* use_dsp = "no" *) wire signed [32:0] m4_out1; |
| | 'VHDL' | attribute multstyle : string ; attribute multstyle of m4_out1 : signal is "logic" ; | attribute use_dsp : string ; attribute use_dsp of m4_out1 : signal is "no" ; |

Requirement For Synthesis Attribute Specification

You must specify a synthesis tool by using the SynthesisTool property.

How To Specify a Synthesis Attribute

To specify a synthesis attribute using the HDL Block Properties dialog box:

- 1 Right-click the block.
- 2 Select **HDL Code > HDL Block Properties** .
- 3 For **DSPStyle**, select **on**, **off**, or **none**.

To specify a synthesis attribute from the command line, use `hdlset_param`. For example, suppose you have a model, `my_model`, with a DUT subsystem, `my_dut`, that contains a Gain block, `my_multiplier`. To insert a synthesis attribute to map `my_multiplier` to a DSP, enter:

```
hdlset_param('my_model/my_dut/my_multiplier', 'DSPStyle', 'on')
```

See also `hdlset_param`.

Limitations For Synthesis Attribute Specification

- When you specify a nondefault `DSPStyle` block property, the `ConstMultiplierOptimization` property must be set to `'none'`.
- Inputs to multiplier components cannot use the `double` data type.
- Gain constant cannot be a power of 2.

FlattenHierarchy

`FlattenHierarchy` enables you to remove subsystem hierarchy from the HDL code generated from your design.

| FlattenHierarchy Setting | Description |
|--------------------------|---|
| 'inherit' (default) | Use the hierarchy flattening setting of the parent subsystem. If this subsystem is the highest-level subsystem, do not flatten. |
| 'on' | Flatten this subsystem. |
| 'off' | Do not flatten this subsystem, even if the parent subsystem is flattened. |

To flatten hierarchy, you must also have the `MaskParameterAsGeneric` global property set to `'off'`. For more information, see “Generate parameterized HDL code from masked subsystem” on page 17-58.

How To Flatten Hierarchy

To set hierarchy flattening using the HDL Block Properties dialog box:

- In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Select the Subsystem and then click **HDL Block Properties**. For **FlattenHierarchy**, select **on**, **off**, or **inherit**.
- Right-click the Subsystem and select **HDL Code > HDL Block Properties**. For **FlattenHierarchy**, select **on**, **off**, or **inherit**.

To set hierarchy flattening from the command line, use `hdlset_param`. For example, to turn on hierarchy flattening for a subsystem, `my_dut`:

```
hdlset_param('my_dut', 'FlattenHierarchy', 'on')
```

See also `hdlset_param`.

Limitations For Hierarchy Flattening

A subsystem cannot be flattened if the subsystem is:

- A Synchronous Subsystem or uses the State Control block in Synchronous mode.
- A model reference implementation.
- A Triggered Subsystem when “Use trigger signal as clock” on page 17-41 is enabled.
- A masked subsystem that contains any of the following:
 - Bus.
 - Enumerated data type.
 - Lookup table blocks: 1-D Lookup Table, 2-D Lookup Table, Cosine HDL Optimized, Direct LookupTable (n-D), Prelookup, Sine HDL Optimized, n-D Lookup Table.
 - MATLAB System block.
 - Stateflow blocks: Chart, State Transition Table, Sequence Viewer.
 - Blocks with a pass-through or no-op implementation. See “Pass through, No HDL, and Cascade Implementations” on page 22-55.

Note This option removes subsystem boundaries before code generation. It does not necessarily generate HDL code with a completely flat hierarchy.

InputPipeline

`InputPipeline` lets you specify a implementation with input pipelining for selected blocks. The parameter value specifies the number of input pipeline stages (pipeline depth) in the generated code.

The following code specifies an input pipeline depth of two stages for each Sum block in the model:

```
sblocks = find_system(gcb, 'BlockType', 'Sum');
for ii=1:length(sblocks),hdlset_param(sblocks{ii},'InputPipeline', 2), end;
```

Note The `InputPipeline` setting does not have any effect on blocks that do not have an input port.

When generating code for pipeline registers, HDL Coder appends a postfix string to names of input or output pipeline registers. The default postfix string is `_pipe`. To customize the postfix string, use the **Pipeline postfix** option in the **Global Settings / General** pane in the **HDL Code Generation** pane of the Configuration Parameters dialog box. Alternatively, you can pass the desired postfix as a character vector in the `makehdl` property `PipelinePostfix`. For an example, see “Pipeline postfix” on page 17-23.

InstantiateFunctions

For the MATLAB Function block, you can use the **InstantiateFunctions** parameter to generate a VHDL entity or Verilog module for each function. HDL Coder generates code for each entity or module in a separate file.

The **InstantiateFunctions** options for the MATLAB Function block are listed in the following table.

| InstantiateFunctions Setting | Description |
|------------------------------|--|
| 'off' (default) | Generate code for functions inline. |
| 'on' | Generate a VHDL entity or Verilog module for each function, and save each module or entity in a separate file. |

How To Generate Instantiable Code for Functions

To set the **InstantiateFunctions** parameter using the HDL Block Properties dialog box:

- 1 Right-click the MATLAB Function block.
- 2 Select **HDL Code > HDL Block Properties**.
- 3 For **InstantiateFunctions**, select **on**.

To set the **InstantiateFunctions** parameter from the command line, use `hdlset_param`. For example, to generate instantiable code for functions in a MATLAB Function block, `myMatlabFcn`, in your DUT subsystem, `myDUT`, enter:

```
hdlset_param('my_DUT/my_MATLABFcnBlk', 'InstantiateFunctions', 'on')
```

Generate Code Inline for Specific Functions

If you want to generate instantiable code for some functions but not others, enable the option to generate instantiable code for functions, and use `coder.inline`. See `coder.inline` for details.

Limitations for Instantiable Code Generation for Functions

The software generates code inline when:

- Function calls are within conditional code or `for` loops.
- Any function is called with a nonconstant `struct` input.
- The function has state, such as a persistent variable, and is called multiple times.
- There is an enumeration anywhere in the design function.

InstantiateStages

For a Cascade architecture, you can use the **InstantiateStages** parameter to generate a VHDL entity or Verilog module for each computation stage. HDL Coder generates code for each entity or module in a separate file.

| InstantiateStages Setting | Description |
|---------------------------|---|
| 'off' (default) | Generate cascade stages in a single VHDL entity or Verilog module. |
| 'on' | Generate a VHDL entity or Verilog module for each cascade stage, and save each module or entity in a separate file. |

LoopOptimization

LoopOptimization enables you to stream or unroll loops in code generated from a MATLAB Function block. Loop streaming optimizes for area; loop unrolling optimizes for speed.

Note If you specify the MATLAB Datapath architecture of the MATLAB Function block, you can only unroll loops. To stream loops, you can use the streaming optimization by specifying a **StreamingFactor**. See “HDL Optimizations Across MATLAB Function Block Boundary Using MATLAB Datapath Architecture” on page 24-157.

| LoopOptimization Setting | Description |
|--------------------------|------------------------|
| 'none' (default) | Do not optimize loops. |
| 'Unrolling' | Unroll loops. |
| 'Streaming' | Stream loops. |

How to Optimize MATLAB Function Block For Loops

To select a loop optimization using the HDL Block Properties dialog box:

- 1 Right-click the MATLAB Function block.
- 2 Select **HDL Code > HDL Block Properties**.
- 3 For **LoopOptimization**, select none, Unrolling, or Streaming.

To select a loop optimization from the command line, use `hdlset_param`. For example, to turn on loop streaming for a MATLAB Function block, `my_mlfm`:

```
hdlset_param('my_mlfm', 'LoopOptimization', 'Streaming')
```

See also `hdlset_param`.

Limitations for MATLAB Function Block Loop Optimization

HDL Coder cannot stream a loop if:

- The loop index counts down. The loop index must increase by 1 on each iteration.
- There are 2 or more nested loops at the same level of hierarchy within another loop.
- Any particular persistent variable is updated both inside and outside a loop.

HDL Coder can stream a loop when the persistent variable is:

- Updated inside the loop and read outside the loop.
- Read within the loop and updated outside the loop.

LUTRegisterResetType

Use the LUTRegisterResetType block parameter to control synthesis of a LUT into a ROM structure on an FPGA.

| LUTRegisterResetType Value | Description |
|----------------------------|---|
| default | LUT output register has default reset logic. When you generate HDL, the LUT will be synthesized as registers. |
| none | LUT output register has no reset logic. When you generate HDL, the LUT will be synthesized as a ROM. |

You can specify LUTRegisterResetType for the following blocks:

- Gamma Correction
- Lookup Table

The NCO HDL Optimized block ignores this parameter.

MapPersistentVarsToRAM

With the MapPersistentVarsToRAM implementation parameter, you can use RAM-based mapping for persistent arrays of a MATLAB Function block instead of mapping to registers.

| MapPersistentVarsToRAM Setting | Mapping Behavior |
|--------------------------------|--|
| off | Persistent arrays map to registers in the generated HDL code. |
| on | Persistent array variables map to RAM. For restrictions, see “RAM Mapping Restrictions” on page 22-16. |

RAM Mapping Restrictions

When you enable RAM mapping, a persistent array or user-defined System object private property maps to a block RAM when all of the following conditions are true:

- Each read or write access is for a single element only. For example, submatrix access and array copies are not allowed.
- Address computation logic is not read-dependent. For example, computation of a read or write address using the data read from the array is not allowed.
- Persistent variables or user-defined System object private properties are initialized to 0 if they have a cyclic dependency. For example, if you have two persistent variables, A and B, you have a cyclic dependency if A depends on B, and B depends on A.
- If an access is within a conditional statement, the conditional statement uses only simple logic expressions (&&, ||, ~) or relational operators. For example, in the following code, r1 does not map to RAM:

```
if (mod(i,2) > 0)
    a = r1(u);
else
    r1(i) = u;
end
```

Rewrite complex conditions, such as conditions that call functions, by assigning them to temporary variables, and using the temporary variables in the conditional statement. For example, to map r1 to RAM, rewrite the previous code as follows:

```
temp = mod(i,2);
if (temp > 0)
    a = r1(u);
else
    r1(i) = u;
end
```

- The persistent array or user-defined System object private property value depends on external inputs.

For example, in the following code, `bigarray` does not map to RAM because it does not depend on `u`:

```
function z = foo(u)

persistent cnt bigarray
if isempty(cnt)
    cnt = fi(0,1,16,10,hdlfimath);
    bigarray = uint8(zeros(1024,1));
end
z = u + cnt;
idx = uint8(cnt);
temp = bigarray(idx+1);
cnt(:) = cnt + fi(1,1,16,0,hdlfimath) + temp;
bigarray(idx+1) = idx;
```

- `RAMSize` is greater than or equal to the `RAMMappingThreshold` value. `RAMSize` is the product `NumElements * WordLength * Complexity`.
 - `NumElements` is the number of elements in the array.
 - `WordLength` is the number of bits that represent the data type of the array.
 - `Complexity` is 2 for arrays with a complex base type; 1 otherwise.

If any of the above conditions is false, the persistent array or user-defined System object private property maps to a register in the HDL code.

RAMMappingThreshold

The default value of `RAMMappingThreshold` is 256. To change the threshold, use `hdlset_param`. For example, the following command changes the mapping threshold for the `sfir_fixed` model to 128 bits:

```
hdlset_param('sfir_fixed', 'RAMMappingThreshold', 128);
```

You can also change the RAM mapping threshold in the Configuration Parameters dialog box. For more information, see **RAM mapping threshold (bits)** section in “RAM Mapping Parameters” on page 15-7.

Example

For an example that shows how to map persistent array variables to RAM in a MATLAB Function block, see “RAM Mapping With the MATLAB Function Block” on page 24-101.

MapToRAM

Use the `MapToRAM` to map lookup tables (LUT) to RAM.

when **Simulate RAM Delay** is enabled., the MapToRAM property is disabled for the Cosine HDL Optimized and Sine HDL Optimized blocks.

| MapToRAM Setting | Mapping Behavior |
|---------------------|---|
| 'inherit' (default) | Use the adaptive pipelining setting of the parent subsystem. If this subsystem is the highest-level subsystem, use the adaptive pipelining setting for the model. |
| off | The block lookup tables (LUTs) are mapped to logic slices on the FPGA. |
| on | The block lookup tables (LUTs) are mapped to RAM. |

OutputPipeline

OutputPipeline lets you specify a implementation with output pipelining for selected blocks. The parameter value specifies the number of output pipeline stages (pipeline depth) in the generated code.

The following code specifies an output pipeline depth of two stages for each Sum block in the model:

```
sblocks = find_system(gcb, 'BlockType', 'Sum');
for ii=1:length(sblocks),hdlset_param(sblocks{ii},'OutputPipeline', 2), end;
```

Note The OutputPipeline setting does not have any effect on blocks that do not have an output port.

When generating code for pipeline registers, HDL Coder appends a postfix string to names of input or output pipeline registers. The default postfix string is `_pipe`. To customize the postfix string, use the **Pipeline postfix** option in the Configuration Parameters dialog box, in the **HDL Code Generation > Global Settings > General** tab. Alternatively, you can use the PipelinePostfix property with `makehdl`. For an example, see “Pipeline postfix” on page 17-23.

See also “Distributed Pipeline Insertion for MATLAB Function Blocks” on page 29-37.

RAMDirective

Using RAMDirective, you can specify whether you want to map the Random Access Memory (RAM) blocks in your Simulink model to FPGA RAM memory blocks. You can map large memory blocks such as `ultra` from the Xilinx family and `M144k` from the Quartusfamily. Specify these RAMDirective values for the RAM blocks in your design based on the synthesis tool.

| Synthesis Tool | RAM Style Attribute | RAMDirective Values |
|----------------|---------------------|-------------------------------------|
| Quartus | ramstyle | logic M9K M10K M20K M144K MLAB |
| Xilinx | ram_style | block distributed register ultra |

| | | |
|-----------|--------------|--------------------------------------|
| Microsemi | syn_ramstyle | block_ram registers lsram uram |
|-----------|--------------|--------------------------------------|

When you specify a value for this setting, HDL Coder generates a `ramstyle` attribute in the HDL code. This attribute specifies the type of RAM memory unit that you want the synthesis tool to use when inferring the RAM blocks in your design.

When you do not specify any value for this setting, HDL Coder does not generate the `ramstyle` attribute in the HDL code. The synthesis tool determines the type of inferred RAM for mapping the RAM blocks in your model.

Set RAMDirective for RAM Blocks

In the **HDL RAMs** library, except for the Dual Rate Dual Port RAM, you can specify the **RAMDirective** property for all other RAM blocks.

To set **RAMDirective** for a RAM block in the HDL Block Properties dialog box:

- 1 Right-click the RAM block.
- 2 Select **HDL Code > HDL Block Properties**.
- 3 In **RAMDirective** property, specify the values as listed in the table.

You can also set the **RAMDirective** by using `hdlset_param` function.

```
hdlset_param(<ram_block_name>, 'RAMDirective', <attribute_value>);
```

To specify these attributes in the MATLAB HDL workflow, use the **RAMDirective** parameter value pair for `hdl.RAM` instantiation. Set this property by using this command:

```
hRam = hdl.RAM('RAMType', 'Single Port RAM', 'RAMDirective', 'ultra');
```

For example, generate an HDL attribute for mapping the RAM blocks in your model to **block RAM**. A **block RAM** is a dedicated memory unit on the FPGA. Sizes of block RAMs can be 4kb, 8kb, 16kb, and 32kb.

To map your RAM blocks to **block RAM**:

- Specify the synthesis tool. You must target a Xilinx device that contains **block RAM** resources. If the target device does not contain block RAMs, the synthesis tool ignores this attribute and might infer the RAM as distributed RAMs or Look-up Table (LUT) slices.
- Enter the **RAMDirective** value as **block** for your Simulink RAM blocks in HDL Block Properties.
- Generate the HDL code for your model.

This generated VHDL code shows the `ram_style` attribute is set to **block**:

```
attribute ram_style: string;
attribute ram_style of ram : signal is "block";
```

This generated Verilog code shows the `ram_style` attribute is set to **block**:

```
(* ram_style = "block" *)
```

Dependency

When using **RAMDirective** property, make sure to select the synthesis tool for your design.

ResetType

Use the `ResetType` block parameter to suppress reset logic generation.

| ResetType Value | Description |
|-----------------|--|
| default | Generate reset logic. |
| none | <p>Do not generate reset logic.</p> <p>Reset is not applied to generated registers. Therefore, mismatches between Simulink and the generated code occur for some number of samples during the initial phase, when registers are not fully loaded.</p> <p>To avoid test bench errors during the initial phase, determine the number of samples required to fully load the registers. Then, set the Ignore output data checking (number of samples) option accordingly. See also Ignore output data checking (number of samples) in “Test Bench Stimulus and Output Parameters” on page 19-18.</p> |

You can specify `ResetType` for the following blocks:

- Chart
- Convolutional Deinterleaver
- Convolutional Interleaver
- Delay
- Delay (DSP System Toolbox)
- General Multiplexed Deinterleaver
- General Multiplexed Interleaver
- MATLAB Function
- MATLAB System
- Memory
- Tapped Delay
- Truth Table
- Unit Delay Enabled
- Unit Delay

Reset Logic for Optimizations in the MATLAB Function Block

When you set `ResetType` to `none` for a MATLAB Function block, HDL Coder does not generate reset logic for persistent variables in the MATLAB code.

However, if you specify other optimizations for the block, the coder may insert registers that use reset logic. The coder does not suppress reset logic generation for these registers. Therefore, if you set `ResetType` to `none` along with other block optimizations, your generated code may have a reset port at the top level.

How to Suppress Reset Logic Generation

To suppress reset logic generation for a block using the UI:

- 1 Right-click the block and select **HDL Code > HDL Block Properties**.
- 2 For **ResetType**, select none.

To suppress reset logic generation, on the command line, enter:

```
hdlset_param(path_to_block, 'ResetType', 'none')
```

For example, to suppress reset logic generation for a Unit Delay block, `UnitDelay1`, within a subsystem, `mySubsys`, on the command line, enter:

```
hdlset_param('mySubsys/UnitDelay1', 'ResetType', 'none');
```

Specify Synchronous or Asynchronous Reset

To specify a synchronous or asynchronous reset, use the `ResetType` model-level parameter. For details, see **Reset type** in “Reset Settings and Parameters” on page 17-8.

SerialPartition

Use this parameter on Min/Max blocks to specify partitions for a serial cascade architecture. The default setting uses the minimum number of partitions.

| To Generate This Architecture... | Set SerialPartition to... |
|--|---|
| Cascade-serial with explicitly specified partitioning | [p1 p2 p3 . . . pN]: a vector of N integers, where N is the number of serial partitions. Each element of the vector specifies the length of the corresponding partition. The sum of the vector elements must be equal to the length of the input data vector. The values of the vector elements must be in descending order, except the last two elements can be equal. For example, for an input of 8 elements, partitions [5 3] or [4 2 2] are legal, but the partitions [2 2 2 2] or [3 2 3] raise an error at code generation time. |
| Cascade-serial with automatically optimized partitioning | 0 |

This property is also used for serial filter architectures. For how to configure filter blocks, see “SerialPartition” on page 22-42.

SharingFactor

Use `SharingFactor` to specify the number of functionally equivalent resources to map to a single shared resource. The default is 0. See “Resource Sharing” on page 24-34.

SoftReset

Use the `SoftReset` block parameter to specify whether to generate hardware-friendly synchronous reset logic, or local reset logic that matches the Simulink simulation behavior. This property is available for the Unit Delay Resettable block or Unit Delay Enabled Resettable block.

| SoftReset Value | Description |
|-----------------|---|
| off (default) | Generate local reset logic that matches the Simulink simulation behavior. |
| on | Generate synchronous reset logic for the block. This option generates code that is more efficient for synthesis, but does not match the Simulink simulation behavior. |

When SoftReset set to 'off', the following code is generated for a Unit Delay Resettable block :

```

always @(posedge clk or posedge reset)
  begin : Unit_Delay_Resettable_process
    if (reset == 1'b1) begin
      Unit_Delay_Resettable_zero_delay <= 1'b1;
      Unit_Delay_Resettable_switch_delay <= 2'b00;
    end
    else begin
      if (enb) begin
        Unit_Delay_Resettable_zero_delay <= 1'b0;
        if (UDR_reset == 1'b1) begin
          Unit_Delay_Resettable_switch_delay <= 2'b00;
        end
        else begin
          Unit_Delay_Resettable_switch_delay <= In1;
        end
      end
    end
  end
end

assign Unit_Delay_Resettable_1 =
  (UDR_reset ||
   Unit_Delay_Resettable_zero_delay ? 1'b1 : 1'b0);
assign out0 = (Unit_Delay_Resettable_1 == 1'b1 ? 2'b00 :
  Unit_Delay_Resettable_switch_delay);

```

When SoftReset set to 'on', the following code is generated for a Unit Delay Resettable block :

```

always @(posedge clk or posedge reset)
  begin : Unit_Delay_Resettable_process
    if (reset == 1'b1) begin
      Unit_Delay_Resettable_reg <= 2'b00;
    end
    else begin
      if (enb) begin
        if (UDR_reset != 1'b0) begin
          Unit_Delay_Resettable_reg <= 2'b00;
        end
        else begin
          Unit_Delay_Resettable_reg <= In1;
        end
      end
    end
  end
end

assign out0 = Unit_Delay_Resettable_reg;

```


StreamingFactor

Number of parallel data paths, or vectors, to transform into serial, scalar data paths by time-multiplexing serial data paths and sharing hardware resources. The default is 0, which implements fully parallel data paths. See also “Streaming” on page 24-31.

UsePipelines

You can use this mode with Product blocks in Divide and Reciprocal modes. This property becomes available when you set the HDL architecture for the blocks to `ShiftAdd`. This architecture uses a non-restoring division algorithm that performs multiple shift and add operations to compute the quotient. The `ShiftAdd` architecture provides improved accuracy compared to the Newton-Raphson approximation method.

When you use the `ShiftAdd` architecture, you can use the `UsePipelines` implementation parameter to specify whether to use a pipelined or non-pipelined implementation of the non-restoring division.

| UsePipelines Setting | Mapping Behavior |
|----------------------|--|
| on (default) | Use a pipelined implementation of the non-restoring shift and add operation for Divide and Reciprocal blocks. This setting adds more delays to your design but achieves a higher maximum clock frequency on the target FPGA device. The number of pipelines inserted matches the number of iterations that the algorithm requires to compute the quotient or reciprocal. |
| off | Use a non-pipelined implementation of the non-restoring shift and add operation for Divide and Reciprocal blocks. This setting does not add delays to your design. As division and reciprocal are resource-intensive operations, to achieve higher clock frequencies on the target FPGA, set UsePipelines to on. |

Set UsePipelines for Divide and Reciprocal Blocks

To set `UsePipelines` for a subsystem from the HDL Block Properties dialog box:

- 1 Right-click the subsystem.
- 2 Select **HDL Code > HDL Block Properties**.
- 3 For **UsePipelines**, select **on** or **off**.

To set `UsePipelines` for a block from the command line, use `hdlset_param`. For example, to turn off `UsePipelines` for a Divide block inside a subsystem, `my_dut`:

```
hdlset_param('my_dut/divide', 'UsePipelines', 'off');
```

See also `hdlset_param`.

UseRAM

The `UseRAM` implementation parameter enables using RAM-based mapping for a block instead of mapping to a shift register.

| UseRAM Setting | Mapping Behavior |
|----------------|---|
| off | The delay maps to a shift register in the generated HDL code, except in one case. For details, see “Effects of Streaming and Distributed Pipelining” on page 22-26. |
| on | <p>The delay maps to a dual-port RAM block when the following conditions are true:</p> <ul style="list-style-type: none"> • Initial value of the delay is zero. • The Delay block does not have an external reset or enable port. • Delay length > 4. • Delay has one of the following set of numeric and data type attributes: <ul style="list-style-type: none"> • (a) Real scalar with a non-floating-point data type (such as signed integer, unsigned integer, fixed point, or Boolean) • (b) Complex scalar with real and imaginary parts that use non-floating-point data type • (c) Vector where each element is either (a) or (b) • RAMSize is greater than or equal to the RAMMappingThreshold value. RAMSize is the product DelayLength * WordLength * ComplexLength. <ul style="list-style-type: none"> • DelayLength is the number of delays that the Delay block specifies. • WordLength is the number of bits that represent the data type of the delay. • ComplexLength is 2 for complex signals; 1 otherwise. <p>If any condition is false, the delay maps to a shift register in the HDL code unless it merges with other delays to map to a single RAM. For more information, see “Mapping Multiple Delays to RAM” on page 22-24.</p> |

This implementation parameter is available for the Delay block in the Simulink Discrete library and the Delay block in the DSP System Toolbox Signal Operations library.

Mapping Multiple Delays to RAM

HDL Coder can also merge several delays of equal length into one delay and then map the merged delay to a single RAM. This optimization provides the following benefits:

- Increased occupancy on a single RAM
- Sharing of address generation logic, which minimizes duplication of identical HDL code
- Mapping of delays to a RAM when the *individual* delays do not satisfy the threshold

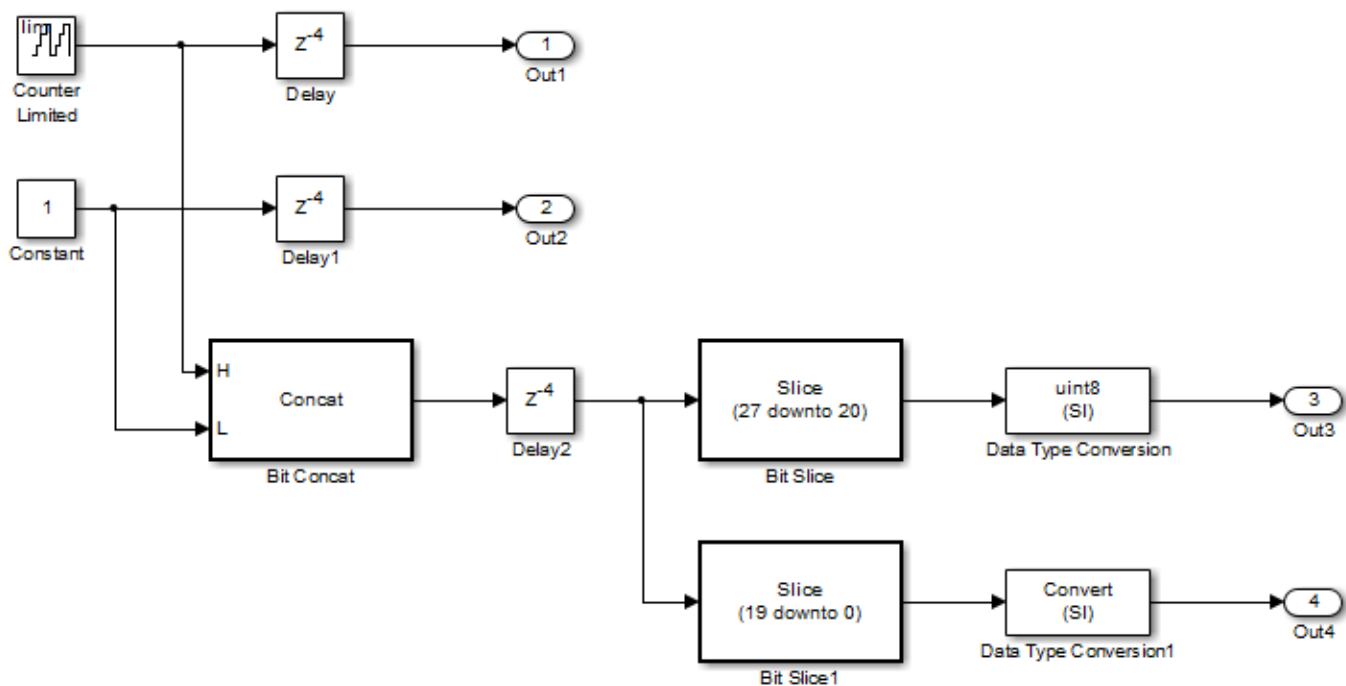
The following rules control whether or not multiple delays can merge into one delay:

- The delays must:
 - Be at the same level of the subsystem hierarchy.
 - Use the same compiled sample time.
 - Have UseRAM set to on, or be generated by streaming or resource sharing.

- Have the same **ResetType** setting, which cannot be none.
- The total word length of the merged delay cannot exceed 128 bits.
- The **RAMSize** of the merged delay is greater than or equal to the **RAMMappingThreshold** value. **RAMSize** is the product $\text{DelayLength} * \text{WordLength} * \text{VectorLength} * \text{ComplexLength}$.
 - **DelayLength** is the total number of delays.
 - **WordLength** is the number of bits that represent the data type of the merged delay.
 - **VectorLength** is the number of elements in a vector delay. **VectorLength** is 1 for a scalar delay.
 - **ComplexLength** is 2 for complex delays; 1 otherwise.

Example of Multiple Delays Mapping to a Block RAM

RAMMappingThreshold for the following model is 100 bits.



The **Delay** and **Delay1** blocks merge and map to a dual-port RAM in the generated HDL code by satisfying the following conditions:

- Both delay blocks:
 - Are at the same level of the hierarchy.
 - Use the same compiled sample time.
 - Have **UseRAM** set to on in the HDL block properties dialog box.
 - Have the same **ResetType** setting of default.
- The total word length of the merged delay is 28 bits, which is below the 128-bit limit.
- The **RAMSize** of the merged delay is 112 bits (4 delays * 28-bit word length), which is greater than the mapping threshold of 100 bits.

When you generate HDL code for this model, HDL Coder generates additional files to specify RAM mapping. The coder stores these files in the same source location as other generated HDL files, for example, the `hdlsrc` folder.

Effects of Streaming and Distributed Pipelining

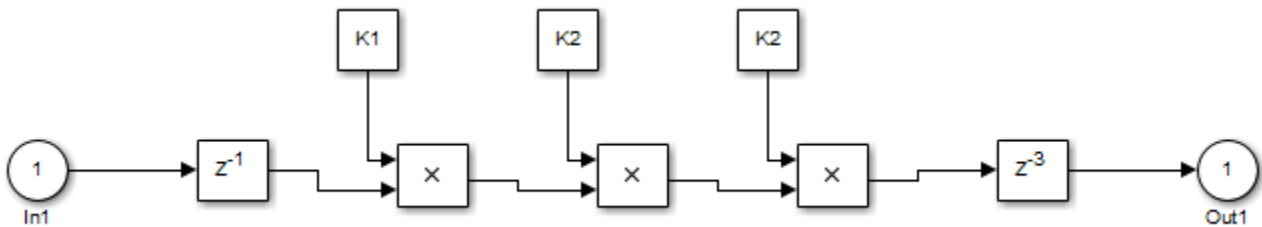
When `UseRAM` is `off` for a Delay block, HDL Coder maps the delay to a shift register by default. However, the coder changes the `UseRAM` setting to `on` and tries to map the delay to a RAM under the following conditions:

- Streaming is *enabled* for the subsystem with the Delay block.
- Distributed pipelining is *disabled* for the subsystem with the Delay block.

Suppose that distributed pipelining is *enabled* for the subsystem with the Delay block.

- When `UseRAM` is `off`, the Delay block participates in retiming.
- When `UseRAM` is `on`, the Delay block does not participate in retiming. HDL Coder does not break up a delay marked for RAM mapping.

Consider a subsystem with two Delay blocks, three Constant blocks, and three Product blocks:



When `UseRAM` is `on` for the Delay block on the right, that delay does not participate in retiming.

The following summary describes whether or not HDL Coder tries to map a delay to a RAM instead of a shift register.

| UseRAM Setting for the Delay Block | Optimizations Enabled for Subsystem with Delay Block | | |
|------------------------------------|--|---|---|
| | Distributed Pipelining Only | Streaming Only | Both Distributed Pipelining and Streaming |
| On | Yes | Yes | Yes |
| Off | No | Yes, because mapping to a RAM instead of a shift register can provide an area-efficient design. | No |

VariablesToPipeline

Warning `VariablesToPipeline` is not recommended. Use `coder.hdl.pipeline` instead.

The `VariablesToPipeline` parameter enables you to insert a pipeline register at the output of one or more MATLAB variables. Specify a list of variables as a character vector, with spaces separating the variables.

See also “Pipeline MATLAB Expressions” on page 8-13.

HDL Block Properties: Native Floating Point

In this section...

“Overview” on page 22-28
 “CheckResetToZero” on page 22-29
 “DivisionAlgorithm” on page 22-29
 “HandleDenormals” on page 22-30
 “InputRangeReduction” on page 22-31
 “LatencyStrategy” on page 22-32
 “CustomLatency” on page 22-33
 “NFPCustomLatency” on page 22-34
 “MantissaMultiplyStrategy” on page 22-35
 “MaxIterations” on page 22-36

Overview

Block implementation parameters enable you to control details of the code generated for specific block implementations. See “Set and View HDL Model and Block Parameters” on page 22-51 to learn how to select block implementations and parameters in the GUI or the command line.

Property names are specified as character vectors. The data type of a property value is specific to the property. This section describes the syntax of each block implementation parameter that you can specify in the **Native Floating Point** tab of the HDL Block Properties. You can see how specifying the parameter affects the generated code.

HDL Block Properties of Library Blocks

HDL block properties of library blocks are treated similar to mask parameters. When you instantiate library blocks in your model, the current HDL block properties of that library block are copied to instances of that block in your model. The HDL block properties of these instances are not synchronized with the HDL block properties of the library block. That is, if you change the HDL block property of the library block, the change does not get propagated to instances of the library block that you already added to your Simulink model. If you want the HDL block properties of a library block to be synchronized with its instances in the model, create a Subsystem and then place this block inside that Subsystem. The HDL block properties of blocks that reside inside the library block are synchronized with the corresponding instances in your model.

Suppose a library contains a Subsystem block with HDL architecture set to `Module`. When you instantiate this block in your model, the block instance uses `Module` as the HDL architecture. If you change the HDL architecture of the Subsystem block in the library to `BlackBox`, existing instances of that Subsystem block in your model still use `Module` as the HDL architecture. If you now add instances of the Subsystem block from the library in your model, the new block instances get a copy of the current HDL block properties, and therefore use `BlackBox` as the HDL architecture. If you want the HDL architecture of the Subsystem block in the library to be synchronized with its instances in the model, create a wrapper subsystem with the HDL architecture that you want inside this Subsystem.

CheckResetToZero

You can use the **CheckResetToZero** property for the mod and rem functions of the Math Function block in native floating-point mode. If you have numbers a and b such that the quotient a/b is close to an integer, this setting treats a as an integral multiple of b , and $\text{rem}(a,b)=0$. This result is numerically accurate and matches the Simulink simulation result. However, computing this result uses additional resources and increases the area footprint on the target FPGA device.

For example, for these sets of numbers, you get different simulation results when you enable and disable the **CheckResetToZero** setting.

| CheckResetToZero Setting | Description |
|--------------------------|---|
| 'on' (default) | When you compute mod or rem of two numbers whose quotient is closer to an integer, and has a precision greater than that of the floating point data type you use, HDL Coder adds the required logic to output the result of mod or rem as zero when the quotient of the numbers is close to an integer. |
| 'off' | HDL Coder does not insert the additional logic to calculate the quotient, which saves area on the target FPGA device. |

Set CheckResetToZero For the Math Function Block

To set **CheckResetToZero** for a block from the HDL Block Properties dialog box:

- 1 Right-click the block.
- 2 Select **HDL Code HDL Block Properties**.
- 3 For **CheckResetToZero**, select **on** or **off**.

To set **CheckResetToZero** for the Math Function block inside a subsystem, `my_dut` in your Simulink model `my_design`:

```
hdlset_param('my_design/my_dut/Math', 'CheckResetToZero', 'on')
```

See also `hdlset_param`.

DivisionAlgorithm

You can use the **DivisionAlgorithm** property when you enable **Native Floating Point** mode for the Divide block and the Math Function block in **Reciprocal** mode.

| DivisionAlgorithm Setting | Description |
|---------------------------|---|
| Radix-2 (default) | <p>The default Radix-2 mode performs repeated subtractions by computing one bit of the quotient in each iteration.</p> <p>To design for lower area usage while trading off for latency, use the Radix-2 mode.</p> |

| DivisionAlgorithm Setting | Description |
|---------------------------|---|
| Radix-4 | <p>The Radix-4 mode performs repeated subtractions by computing two bits of the quotient in each iteration. To compute the result, the Radix-4 mode uses half the number of iterations that is required by the Radix-2 mode.</p> <p>To design for lower latency while trading off for area, use the Radix-4 mode.</p> |

Single-Precision Division Resource Utilization and Maximum Clock Frequency on Xilinx Virtex-7

| DivisionAlgorithm Mode | LatencyStrategy | Latency | Fmax | LUTs | Registers |
|------------------------|-----------------|---------|----------|------|-----------|
| Radix-2 | MIN | 17 | 334.4MHz | 1248 | 1011 |
| | MAX | 32 | 454.5MHz | 1294 | 1797 |
| Radix-4 | MIN | 11 | 245.5MHz | 1956 | 865 |
| | MAX | 20 | 453.1MHz | 1854 | 1522 |

Specify DivisionAlgorithm For the Math Function or Division Block

To specify **DivisionAlgorithm** for a block from the HDL Block Properties dialog box:

- 1 Right-click the block.
- 2 Select **HDL Code > HDL Block Properties**.
- 3 In the **Native Floating Point** tab, specify the **DivisionAlgorithm**.

To specify **DivisionAlgorithm** for the block at the command line, use `hdlset_param`. For example, this command specifies Radix-4 mode for a Divide block inside a subsystem, `my_dut` in your Simulink model `my_design`:

```
hdlset_param('my_design/my_dut/Divide', 'DivisionAlgorithm', 'Radix-4')
```

HandleDenormals

You can use the `HandleDenormals` property for certain blocks that support HDL code generation in **Native Floating Point** mode. Denormal numbers are numbers that have magnitudes less than the smallest floating-point number that can be represented without leading zeros in the mantissa. With this setting, you can specify whether you want HDL Coder to insert additional logic to handle the denormal numbers in your design. For more information, see “Denormal Numbers” on page 10-85.

| HandleDenormals Setting | Description |
|-------------------------|---|
| 'inherit' (default) | Use the handle denormals setting of the parent subsystem. If this subsystem is the highest-level subsystem, use the handle denormals setting for the model. |

| HandleDenormals Setting | Description |
|-------------------------|---|
| 'on' | If you have denormal numbers at these block inputs, HDL Coder adds the logic to normalize the denormal numbers. |
| 'off' | HDL Coder does not insert additional logic to handle denormal numbers in your design. The code generator treats the denormal value as zero before performing any computation. |

To enable `HandleDenormals` for a block within a model, set the parameter, `HandleDenormals`, to 'on' for that block.

Set Handle Denormals For a Block

To set handle denormals for a block from the HDL Block Properties dialog box:

- 1 Right-click the block.
- 2 Select **HDL Code > HDL Block Properties**.
- 3 For **HandleDenormals**, select **inherit**, **on**, or **off**.

To set handle denormals for a block from the command line, use `hdlset_param`. For example, to enable adaptive pipelining for a Product block inside a subsystem, `my_dut` in your Simulink model `my_design`:

```
hdlset_param('my_design/my_dut/Product', 'HandleDenormals', 'on')
```

See also `hdlset_param`.

InputRangeReduction

You can use the **InputRangeReduction** property for the `sin`, `cos`, `tan`, `sincos`, and `cos+jsin` functions of the Trigonometric Function block in **Native Floating Point** mode. By default, this setting is enabled for the block, and it assumes that your input range is unbounded. If your input to the block is bounded in the range $[-\pi, \pi]$, your design does not require the logic to reduce the input range. In that case, you can disable this setting, and the block implementation incurs a lower latency and uses fewer resources on the target hardware. When you disable the setting, the generated model contains a block that verifies whether the inputs are bounded in the range $[-\pi, \pi]$. If you have unbounded inputs, the generated model triggers an assertion during simulation.

| InputRangeReduction Setting | Description |
|-----------------------------|---|
| 'on' (default) | Assumes that the input range is unbounded and inserts additional logic to reduce the input argument range to $[-\pi, \pi]$ before computing the algorithm. |
| 'off' | Assumes that the input argument is bounded in the range $[-\pi, \pi]$ and does not insert the additional logic to reduce the input argument range. This implementation reduces the latency and saves area on the target platform. |

Set InputRangeReduction For the Trigonometric Function Block

To set **InputRangeReduction** for a block from the HDL Block Properties dialog box:

- 1 Right-click the block.
- 2 Select **HDL Code HDL Block Properties**.
- 3 In the **Native Floating Point** tab, for **InputRangeReduction**, select **on** or **off**.

To disable **InputRangeReduction** for the Trigonometric Function block inside a subsystem, `my_trigonometric` in your Simulink model `my_design`:

```
hdlset_param('my_design/my_dut/my_trigonometric', ...
            'InputRangeReduction', 'off')
```

See also `hdlset_param`.

LatencyStrategy

You can use the `LatencyStrategy` property for certain blocks that support HDL code generation for fixed-point and floating-point types. When you use floating-point types, set “Floating Point IP Library” on page 16-3 to **Native Floating Point**. For fixed-point types, the property specifies zero, maximum, or custom latency. For floating-point types, the property specifies whether the blocks map to minimum, maximum, or a custom latency for the operator.

| LatencyStrategy Setting | Description |
|-------------------------|--|
| 'inherit' (default) | Use the latency strategy setting of the parent subsystem. If this subsystem is the highest-level subsystem, use the latency strategy setting for the model. |
| 'Max' | During code generation, HDL Coder uses the maximum latency value for the native floating point operator. |
| 'Min' | During code generation, HDL Coder uses the minimum latency value for the native floating point operator. |
| 'Zero' | During code generation, HDL Coder does not add any latency for the native floating point operator. |
| 'Custom' | During code generation, HDL Coder adds latency equal to the value that you specify for CustomLatency or NFPCustomLatency settings of the native floating point operator. You can use this setting for certain blocks in the native floating-point mode. To see the blocks for which you can specify the setting, see “NFPCustomLatency” on page 22-34. |

To specify the minimum latency option for a block within a model, set the parameter, `LatencyStrategy`, to 'MIN' for that block.

To learn how to set model-level latency strategy setting, see “Latency Considerations with Native Floating Point” on page 10-97.

Set Latency Strategy for Fixed-Point Blocks

When you use fixed-point types, you can specify the **LatencyStrategy** for these blocks.

- Divide and Reciprocal blocks that have `ShiftAdd` as the HDL architecture.
- Sqrt block that has `SqrtFunction` as the HDL architecture.
- Trigonometric Function block that has **Function** set to `sin`, `cos`, `sincos`, `cos+jsin`, or `atan2` and **Approximation method** as `CORDIC`.

To set latency strategy for a subsystem from the HDL Block Properties dialog box:

- 1 In the Simulink toolstrip, on the **Apps** tab, select **HDL Coder**.
- 2 Select the block, and on the **HDL Code** tab, click the **HDL Block Properties** button.
- 3 In the **General** tab, specify the **LatencyStrategy**. If you set **LatencyStrategy** to **Custom**, you must specify a value for the **CustomLatency**.

To specify the latency strategy for a block from the command line, use `hdlset_param`. For example, to specify the minimum latency for a Product block inside a subsystem `my_dut` in your Simulink model `my_design`:

```
hdlset_param('my_design/my_dut/Product', 'LatencyStrategy', 'MAX')
```

See also `hdlset_param`.

Set Latency Strategy for Floating-Point Block

To set latency strategy for a subsystem from the HDL Block Properties dialog box:

- 1 In the Simulink toolstrip, on the **Apps** tab, select **HDL Coder**.
- 2 Select the block, and on the **HDL Code** tab, click the **HDL Block Properties** button.
- 3 In the **Native Floating Point** tab, specify the **LatencyStrategy**. If you set **LatencyStrategy** to **Custom**, you must specify a value for the **NFPCustomLatency**.

For details, see the "HDL Code Generation" section of each block page. To learn about blocks for which you can specify a custom latency, see "NFPCustomLatency" on page 22-34.

To specify the latency strategy for a block from the command line, use `hdlset_param`. For example, to specify the minimum latency for a Product block inside a subsystem `my_dut` in your Simulink model `my_design`:

```
hdlset_param('my_design/my_dut/Product', 'LatencyStrategy', 'MIN')
```

See also `hdlset_param`.

CustomLatency

You can specify a custom latency for certain blocks for fixed-point types. By using the custom latency strategy, you can trade-off between clock frequency and power consumption. To specify a custom latency strategy, set **LatencyStrategy** to `CUSTOM` and specify a value for **CustomLatency**. For details, see the "HDL Code Generation" section of each block page.

You can specify the **CustomLatency** setting for these blocks with fixed-point types.

- Divide and Reciprocal blocks that have `ShiftAdd` as the HDL architecture.
- Sqrt block that has `SqrtFunction` as the HDL architecture.
- Trigonometric Function block that has **Function** set to `sin`, `cos`, `sincos`, `cos+jsin`, or `atan2` and **Approximation method** as `CORDIC`.

Set Custom Latency Value For a Block

To set custom latency value for a subsystem from the HDL Block Properties dialog box:

- 1 In the Simulink toolstrip, on the **Apps** tab, select **HDL Coder**.
- 2 Select the block, and on the **HDL Code** tab, click the **HDL Block Properties** button.
- 3 In the **General** tab, set **LatencyStrategy** to **Custom** and specify a value for **CustomLatency**.

To specify the latency strategy for a block from the command line, use `hdlset_param`. For example, to specify a custom latency of four for a Product block inside a subsystem `my_dut` in your Simulink model `my_design`:

```
hdlset_param('my_design/my_dut/Product', 'LatencyStrategy', 'Custom')  
hdlset_param('my_design/my_dut/Product', 'CustomLatency', 4)
```

See also `hdlset_param`.

NFPCustomLatency

You can specify a custom latency for certain blocks in the native floating-point mode. By using the custom latency strategy, you can trade-off between clock frequency and power consumption. To specify a custom latency strategy, set **LatencyStrategy** to **Custom** and specify a value for **NFPCustomLatency**. For details, see the "HDL Code Generation" section of each block page.

You can specify the **NFPCustomLatency** setting for these blocks with both `single` and `double` data types.

- Add
- Subtract
- Product
- Math Function in Reciprocal mode
- Gain
- Divide
- Relational Operator
- Data Type Conversion
- Rounding Function

You can also specify a **NFPCustomLatency** setting for these blocks with `single` data types.

- Sqrt
- Reciprocal Sqrt
- Sum of Elements
- Product of Elements

Set Custom Latency Value For a Block

To set custom latency value for a subsystem from the HDL Block Properties dialog box:

- 1 Right-click the block.
- 2 Select **HDL Code > HDL Block Properties**.
- 3 In the **Native Floating Point** tab, for **LatencyStrategy**, select **Custom**.
- 4 Specify a value for the **NFPCustomLatency**.

To specify the latency strategy for a block from the command line, use `hdlset_param`. For example, to specify a custom latency of four for a Product block inside a subsystem `my_dut` in your Simulink model `my_design`:

```
hdlset_param('my_design/my_dut/Product', 'LatencyStrategy', 'Custom')
hdlset_param('my_design/my_dut/Product', 'NFPCustomLatency', 4)
```

See also `hdlset_param`.

MantissaMultiplyStrategy

You can use the `MantissaMultiplyStrategy` property for multipliers that support HDL code generation in native floating-point mode. Blocks that have this setting include Product, Divide, Math Function (in Reciprocal mode), and so on. By using this setting, you can specify how you want HDL Coder to implement the mantissa multiplication operation for the blocks.

| MantissaMultiplyStrategy Setting | Description |
|----------------------------------|---|
| 'inherit' (default) | Use the mantissa multiply strategy setting of the parent subsystem. If this subsystem is the highest-level subsystem, use the mantissa multiply strategy setting for the model. |
| 'FullMultiplier' | HDL Coder uses multipliers to perform the mantissa multiplication operation for the native floating point operator. The multipliers can utilize DSP units on the target device. |
| 'PartMultiplierPartAddShift' | HDL Coder splits the implementation into two parts. One part is implemented with multipliers. The other part is implemented with a combination of adders and shifters. The multipliers can utilize the DSP units on the target device. The combination of adders and shifters does not utilize the DSP. |
| 'NoMultiplierFullAddShift' | HDL Coder uses adders and shifters to implement the mantissa multiplication. This option does not utilize DSP units on the target device. You can also use this option if your target device does not contain DSP units. |

To implement the mantissa multiplication with adders and shifters, set `MantissaMultiplyStrategy`, to `'NoMultiplierFullAddShift'` for that block.

Set Mantissa Multiply Strategy For a Block

To set adaptive pipelining for a subsystem from the HDL Block Properties dialog box:

- 1 Right-click the block.
- 2 Select **HDL Code > HDL Block Properties**.
- 3 In the **Native Floating Point** tab, for **MantissaMultiplyStrategy**, select **inherit**, **FullMultiplier**, **PartMultiplierPartAddShift**, or **NoMultiplierFullAddShift**.

To specify the mantissa multiply strategy for a block from the command line, use `hdlset_param`. For example, to implement the mantissa multiplication using adders and shifters for a Product block inside a subsystem `my_dut` in your Simulink model `my_design`:

```
hdlset_param('my_design/my_dut/Product', ...
            'MantissaMultiplyStrategy', 'PartMultiplierPartAddShift')
```

See also `hdlset_param`.

MaxIterations

You can use the `MaxIterations` property for the `mod` and `rem` functions of the Math Function block in **Native Floating Point** mode. If you have numbers `a` and `b` that are significantly large integers, you can increase the **MaxIterations** setting to match the Simulink simulation result. However, computing this result uses additional resources and increases the area footprint on the target FPGA device.

| MaxIterations Setting | Description |
|-----------------------|--|
| 32 (default) | The default number of iterations to compute the result of <code>mod</code> and <code>rem</code> functions in Native Floating Point mode. This implementation can potentially result in a numerical mismatch with the Simulink simulation results for large integers. |
| 64 | Specify 64 as the number of iterations to compute the result of <code>mod</code> and <code>rem</code> functions in Native Floating Point mode. In this mode, the implementation has higher probability of matching the Simulink simulation result for significantly large integers but can use more hardware resources. |
| 128 | Specify 128 as the number of iterations to compute the result of <code>mod</code> and <code>rem</code> functions in Native Floating Point mode. In this mode, the implementation matches the Simulink simulation result for large integers but uses more hardware resources. |

Set MaxIterations For the Math Function Block

To set **MaxIterations** for a block from the HDL Block Properties dialog box:

- 1 Right-click the block.
- 2 Select **HDL Code > HDL Block Properties** .
- 3 In the **Native Floating Point** tab, for **MaxIterations**, select **32**, **64**, or **128**.

To set handle denormals for a block from the command line, use `hdlset_param`. For example, to enable adaptive pipelining for a Product block inside a subsystem, `my_dut` in your Simulink model `my_design`:

```
hdlset_param('my_design/my_dut/Product', 'HandleDenormals', 'on')
```

See also `hdlset_param`.

See Also

Related Examples

- “Floating Point Support: Field-Oriented Control Algorithm” on page 10-111

More About

- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81

HDL Filter Block Properties

In this section...

“AdderTreePipeline” on page 22-38
 “AddPipelineRegisters” on page 22-38
 “ChannelSharing” on page 22-39
 “CoeffMultipliers” on page 22-39
 “DALUTPartition” on page 22-39
 “DARadix” on page 22-40
 “FoldingFactor” on page 22-41
 “MultiplierInputPipeline” on page 22-41
 “MultiplierOutputPipeline” on page 22-41
 “NumMultipliers” on page 22-42
 “ReuseAccum” on page 22-42
 “SerialPartition” on page 22-42

AdderTreePipeline

This property applies to frame-based filters. It specifies how many pipeline registers the architecture includes between levels of the adder tree. These pipeline stages increase filter throughput while adding latency. The default value is 0. To improve the speed of this architecture, the recommended setting is 2.

Pipeline stages introduce delays along the path in the model that contains the affected filter. When you enable this pipeline option, the coder automatically adds balancing delays on parallel data paths.

For more information on the frame-based filter architecture, see “Frame-Based Architecture” on page 22-46.

AddPipelineRegisters

This property applies to scalar input filters. When you enable this property, the default linear adder of the filter is implemented as a pipelined tree adder instead. This architecture increases filter throughput while adding latency. The default value is off.

The following limitations apply to AddPipelineRegisters:

- If you use AddPipelineRegisters, the code generator forces full precision in the HDL and the generated filter model. This option implements a pipelined adder tree structure in the HDL code for which only full precision is supported. If you generate a validation model, you must use full precision in the original model to avoid validation mismatches.
- Pipeline stages introduce delays along the path in the model that contains the affected filter. When you enable this pipeline option, the coder automatically adds balancing delays on parallel data paths.

Note When you use this property with the CIC Interpolation block, delays in parallel paths are not automatically balanced. Manually add delays where required by your design.

For filter architecture diagrams that indicate where the pipeline stages are added, see “HDL Filter Architectures” on page 22-44.

ChannelSharing

You can use the `ChannelSharing` implementation parameter with a multichannel filter to enable sharing a single filter implementation among channels for a more area-efficient design. This parameter is either 'on' or 'off'. The default is 'off', and a separate filter will be implemented for each channel.

See “Multichannel FIR Filter for FPGA” (DSP System Toolbox).

CoeffMultipliers

The `CoeffMultipliers` implementation parameter lets you specify use of canonical signed digit (CSD) or factored CSD optimizations for processing coefficient multiplier operations in code generated for certain filter blocks. Specify the `CoeffMultipliers` parameter using one of the following options:

- 'csd': Use CSD techniques to replace multiplier operations with shift-and-add operations. CSD techniques minimize the number of addition operations required for constant multiplication by representing binary numbers with a minimum count of nonzero digits. This representation decreases the area used by the filter while maintaining or increasing clock speed.
- 'factored-csd': Use factored CSD techniques, which replace multiplier operations with shift-and-add operations on prime factors of the coefficients. This option lets you achieve a greater filter area reduction than CSD, at the cost of decreasing clock speed.
- 'multipliers' (default): Retain multiplier operations.

HDL Coder supports `CoeffMultipliers` for fully-parallel filter implementations. It is not supported for fully-serial and partly-serial architectures.

DALUTPartition

The size of the LUT grows exponentially with the order of the filter. For a filter with N coefficients, the LUT must have 2^N values. For higher order filters, LUT size must be reduced to reasonable levels. To reduce the size, you can subdivide the LUT into a number of LUTs, called LUT partitions. Each LUT partition operates on a different set of taps. The results obtained from the partitions are summed.

For example, for a 160-tap filter, the LUT size is $(2^{160}) * W$ bits, where W is the word size of the LUT data. Dividing this into 16 LUT partitions, each taking 10 inputs (taps), the total LUT size is reduced to $16 * (2^{10}) * W$ bits.

Although LUT partitioning reduces LUT size, more adders are required to sum the LUT data.

You can use `DALUTPartition` to enable DA code generation and specify the number and size of LUT partitions.

Specify LUT partitions as a vector of integers `[p1 p2 . . . pN]` where:

- N is the number of partitions.
- Each vector element specifies the size of a partition. The maximum size for an individual partition is 12.

- The sum of all vector elements equals the filter length FL. FL is calculated differently depending on the filter type. You can find how FL is calculated for different filter types in the next section.

See “Distributed Arithmetic for HDL Filters” on page 22-49.

Specifying DALUTPartition for Single-Rate Filters

To determine the LUT partition for one of the supported single-rate filter types, calculate FL as shown in the following table. Then, specify the partition as a vector whose elements sum to FL.

| Filter Type | Filter Length (FL) Calculation |
|---|---|
| Direct-form FIR | $FL = \text{length}(\text{find}(\text{Hd.numerator} \sim= 0))$ |
| Direct-form asymmetrical FIR, direct-form symmetrical FIR | $FL = \text{ceil}(\text{length}(\text{find}(\text{Hd.numerator} \sim= 0))/2)$ |

You can also specify generation of DA code for your filter design without LUT partitioning. To do so, specify a vector of one element, whose value is equal to the filter length.

Specifying DALUTPartition for Multirate Filters

For supported multirate filters (FIR Decimation and FIR Interpolation), you can specify the LUT partition as

- A vector defining a partition for LUTs for all polyphase subfilters.
- A matrix of LUT partitions, where each row vector specifies a LUT partition for a corresponding polyphase subfilter. In this case, the FL is uniform for all subfilters. This approach provides fine control for partitioning each subfilter.

The following table shows the FL calculations for each type of LUT partition.

| LUT Partition | Filter Length (FL) Calculation |
|--|--|
| <i>Vector</i> : Determine FL as shown in the Filter Length (FL) Calculation column to the right. Specify the LUT partition as a vector of integers whose elements sum to FL. | $FL = \text{size}(\text{polyphase}(\text{Hm}), 2)$ |
| <i>Matrix</i> : Determine the subfilter length FL_i based on the polyphase decomposition of the filter, as shown in the Filter Length (FL) Calculation column to the right. Specify the LUT partition for each subfilter as a row vector whose elements sum to FL_i . | $p = \text{polyphase}(\text{Hm});$ $FL_i = \text{length}(\text{find}(p(i, :)));$ where i is the index to the i th row of the polyphase matrix of the multirate filter. The i th row of the matrix p represents the i th subfilter. |

DARadix

The inherently bit-serial nature of DA can limit throughput. To improve throughput, the basic DA algorithm can be modified to compute more than one bit sum at a time. The number of simultaneously computed bit sums is expressed as a power of two called the DA radix. For example, a DA radix of 2 (2^1) indicates that one bit sum is computed at a time. A DA radix of 4 (2^2) indicates that two bit sums are computed at a time, and so on.

To compute more than one bit sum at a time, the LUT is replicated. For example, to perform DA on 2 bits at a time (radix 4), the odd bits are fed to one LUT and the even bits are simultaneously fed to an

identical LUT. The LUT results corresponding to odd bits are left-shifted before they are added to the LUT results corresponding to even bits. This result is then fed into a scaling accumulator that shifts its feedback value by 2 places.

Processing more than one bit at a time introduces a degree of parallelism into the operation, improving speed at the expense of area.

You can use `DARadix` to specify the number of bits processed simultaneously in DA. The number of bits is expressed as `N`, which must be:

- A nonzero positive integer that is a power of two
- Such that $\text{mod}(W, \log_2(N)) = 0$, where `W` is the input word size of the filter

The default value for `N` is 2, specifying processing of one bit at a time, or fully serial DA, which is slow but low in area. The maximum value for `N` is 2^W , where `W` is the input word size of the filter. This maximum specifies fully parallel DA, which is fast but high in area. Values of `N` between these extrema specify partly serial DA.

Note When setting a `DARadix` value for symmetrical and asymmetrical filters, see “Considerations for Symmetrical and Asymmetrical Filters” on page 22-50.

See “Distributed Arithmetic for HDL Filters” on page 22-49.

FoldingFactor

`FoldingFactor` specifies the total number of clock cycles taken for the computation of filter output in an IIR SOS filter with serial architecture. It is complementary with “`NumMultipliers`” on page 22-42. You must select one property or the other; you cannot use both. If you do not specify either `FoldingFactor` or `NumMultipliers`, HDL code for the filter is generated with fully parallel architecture.

MultiplierInputPipeline

You can use this parameter to generate a specified number of pipeline stages at multiplier inputs for FIR filter structures. The default value is 0.

The following limitation applies to `MultiplierInputPipeline`:

- Pipeline stages introduce delays along the path in the model that contains the affected filter. When you enable this pipeline option, the coder automatically adds balancing delays on parallel data paths.

For diagrams of where these pipeline stages occur in the filter architecture, see “HDL Filter Architectures” on page 22-44.

MultiplierOutputPipeline

You can use this parameter to generate a specified number of pipeline stages at multiplier outputs for FIR filter structures. The default value is 0.

The following limitation applies to `MultiplierOutputPipeline`:

- Pipeline stages introduce delays along the path in the model that contains the affected filter. When you enable this pipeline option, the coder automatically adds balancing delays on parallel data paths.

For diagrams of where these pipeline stages occur in the filter architecture, see “HDL Filter Architectures” on page 22-44.

NumMultipliers

NumMultipliers specifies the total number of multipliers used for the filter implementation in an IIR SOS filter with serial architecture. It is complementary with “FoldingFactor” on page 22-41 property. You must select one property or the other; you cannot use both. If you do not specify either FoldingFactor or NumMultipliers, HDL code for the filter is generated with fully parallel architecture.

ReuseAccum

You can use this parameter to enable or disable accumulator reuse in a serial HDL architecture. The default is a fully parallel architecture.

| To Generate This Architecture... | Set ReuseAccum to... |
|--|-------------------------|
| Fully parallel | Omit this property |
| Fully serial | Not specified, or 'off' |
| Partly serial | 'off' |
| Cascade-serial with explicitly specified partitioning | 'on' |
| Cascade-serial with automatically optimized partitioning | 'on' |

For more information on parallel and serial filter architectures, see “HDL Filter Architectures” on page 22-44

SerialPartition

Use this parameter to specify partitions for a serial filter architecture. The default is a fully parallel architecture.

| To Generate This Architecture... | Set SerialPartition to... |
|----------------------------------|--|
| Fully parallel | Omit this property |
| Fully serial | N, where N is the length of the filter |

| To Generate This Architecture... | Set SerialPartition to... |
|--|--|
| Partly serial | <p>[p1 p2 p3 . . . pN]: A vector of integers having N elements, where N is the number of serial partitions. Each element of the vector specifies the length of the corresponding partition. The sum of the vector elements must be equal to the length of the filter. When you define the partitioning for a partly serial architecture, consider the following:</p> <ul style="list-style-type: none"> • The filter length should be divided as uniformly as possible into a vector equal in length to the number of multipliers intended. For example, if your design requires a filter of length 9 with 2 multipliers, the recommended partition is [5 4]. If your design requires 3 multipliers, the recommended partition is [3 3 3] rather than some less uniform division such as [1 4 4] or [3 4 2]. • If your design is constrained by the need to compute each output value (corresponding to each input value) in an exact number N of clock cycles, use N as the largest partition size and partition the other elements as uniformly as possible. For example, if the filter length is 9 and your design requires exactly 4 cycles to compute the output, define the partition as [4 3 2]. This partition executes in 4 clock cycles, at the cost of 3 multipliers. |
| Cascade-serial with explicitly specified partitioning | <p>[p1 p2 p3 . . . pN]: A vector of N integers, where N is the number of serial partitions. Each element of the vector specifies the length of the corresponding partition. The sum of the vector elements must be equal to the length of the filter. The values of the vector elements must be in descending order, except the last two elements, which can be equal. For example, for a filter length of 8, partitions [5 3] or [4 2 2] are valid, but the partitions [2 2 2 2] and [3 2 3] raise an error at code generation time.</p> |
| Cascade-serial with automatically optimized partitioning | Omit this property. |

For more information on parallel and serial filter architectures, see “HDL Filter Architectures” on page 22-44.

This property is also used for Min/Max blocks with cascade-serial architectures. For how to configure Min/Max cascades, see “SerialPartition” on page 22-21.

See Also

More About

- “Set and View HDL Model and Block Parameters” on page 22-51
- “HDL Block Properties: General” on page 22-3

HDL Filter Architectures

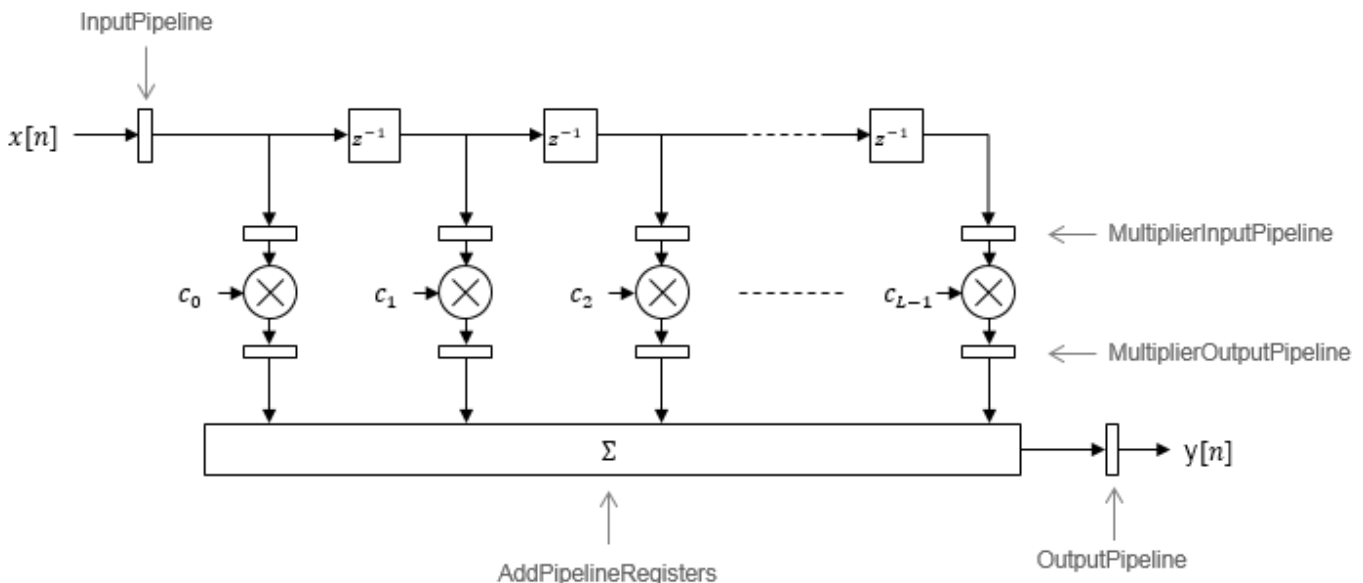
The HDL Coder software provides architecture options that extend your control over speed vs. area tradeoffs in the realization of filter designs. To achieve the desired tradeoff for generated HDL code, you can either specify a fully parallel architecture, or choose one of several serial architectures. Configure a serial architecture using the “SerialPartition” on page 22-42 and “ReuseAccum” on page 22-42 parameters. You can also choose a frame-based filter for increased throughput.

Use pipelining parameters to improve speed performance of your filter designs. Add pipelines to the adder logic of your filter using AddPipelineRegisters on page 22-38 for scalar input filters, and “AdderTreePipeline” on page 22-38 for frame-based filters. Specify pipeline stages before and after each multiplier with MultiplierInputPipeline on page 22-41 and MultiplierOutputPipeline on page 22-41. Set the number of pipeline stages before and after the filter using “InputPipeline” on page 22-13 and “OutputPipeline” on page 22-18. The architecture diagrams show the locations of the various configurable pipeline stages.

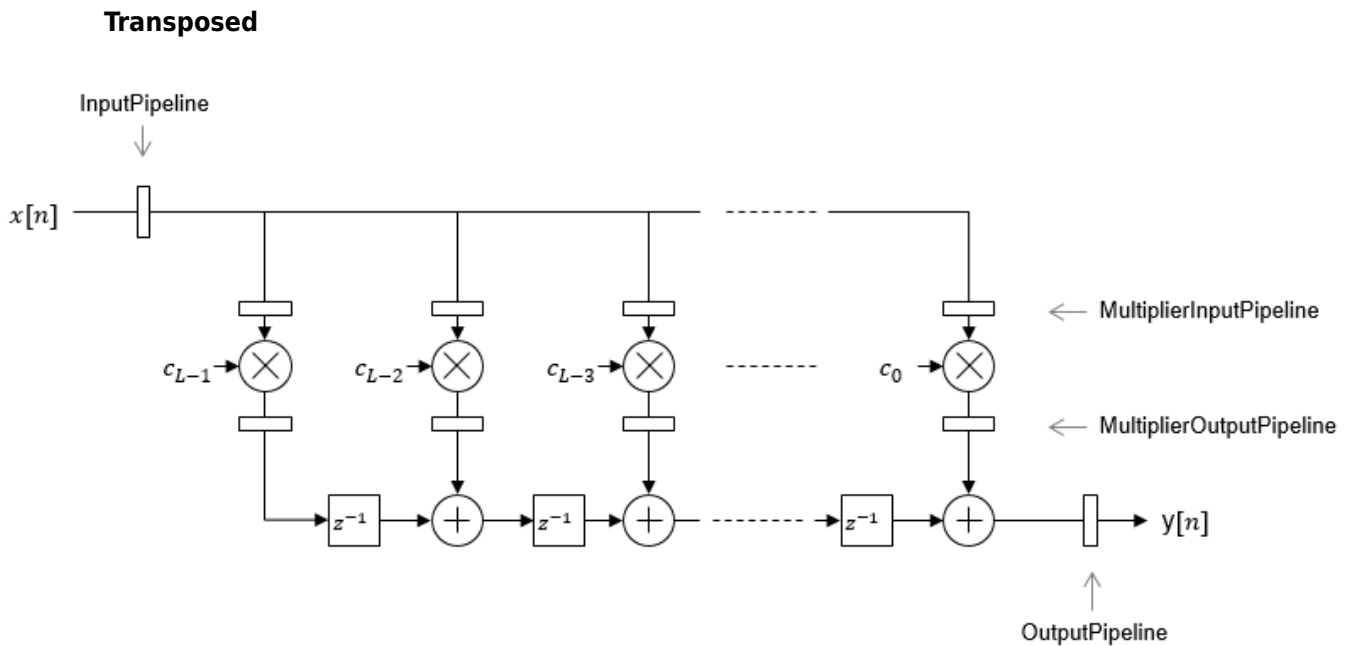
Fully Parallel Architecture

This option is the default architecture. A fully parallel architecture uses a dedicated multiplier and adder for each filter tap. The taps execute in parallel. A fully parallel architecture is optimal for speed. However, it requires more multipliers and adders than a serial architecture, and therefore consumes more chip area. The diagrams show the architectures for direct form and for transposed filter structures with fully parallel implementations, and the location of configurable pipeline stages.

Direct Form



By default, the block implements linear adder logic. When you enable AddPipelineRegisters, the adder logic is implemented as a pipelined adder tree. The adder tree uses full-precision data types. If you generate a validation model, you must use full precision in the original model to avoid validation mismatches.



The `AddPipelineRegisters` parameter has no effect on a transposed filter implementation.

Serial Architectures

Serial architectures reuse hardware resources in time, saving chip area. Configure a serial architecture using the “`SerialPartition`” on page 22-42 and “`ReuseAccum`” on page 22-42 parameters. The available serial architecture options are *fully serial*, *partly serial*, and *cascade serial*.

Fully Serial

A fully serial architecture conserves area by reusing multiplier and adder resources sequentially. For example, a four-tap filter design uses a single multiplier and adder, executing a multiply-accumulate operation once for each tap. The multiply-accumulate section of the design runs at four times the filter's input/output sample rate. This design saves area at the cost of some speed loss and higher power consumption.

In a fully serial architecture, the system clock runs at a much higher rate than the sample rate of the filter. Thus, for a given filter design, the maximum speed achievable by a fully serial architecture is less than that of a parallel architecture.

Partly Serial

Partly serial architectures cover the full range of speed vs. area tradeoffs that lie between fully parallel and fully serial architectures.

In a partly serial architecture, the filter taps are grouped into a number of serial partitions. The taps within each partition execute serially, but the partitions execute in parallel with respect to one another. The outputs of the partitions are summed at the final output.

When you select a partly serial architecture, you specify the number of partitions and the length (number of taps) of each partition. Suppose you specify a four-tap filter with two partitions, each having two taps. The system clock runs at twice the filter's sample rate.

Cascade Serial

A cascade-serial architecture closely resembles a partly serial architecture. As in a partly serial architecture, the filter taps are grouped into a number of serial partitions that execute in parallel with respect to one another. However, the accumulated output of each partition is cascaded to the accumulator of the previous partition. The output of all partitions is therefore computed at the accumulator of the first partition. This technique is termed *accumulator reuse*. A final adder is not required, which saves area.

The cascade-serial architecture requires an extra cycle of the system clock to complete the final summation to the output. Therefore, the frequency of the system clock must be increased slightly with respect to the clock used in a noncascade partly serial architecture.

To generate a cascade-serial architecture, specify a partly serial architecture with accumulator reuse enabled. If you do not specify the serial partitions, HDL Coder automatically selects an optimal partitioning.

Latency in Serial Architectures

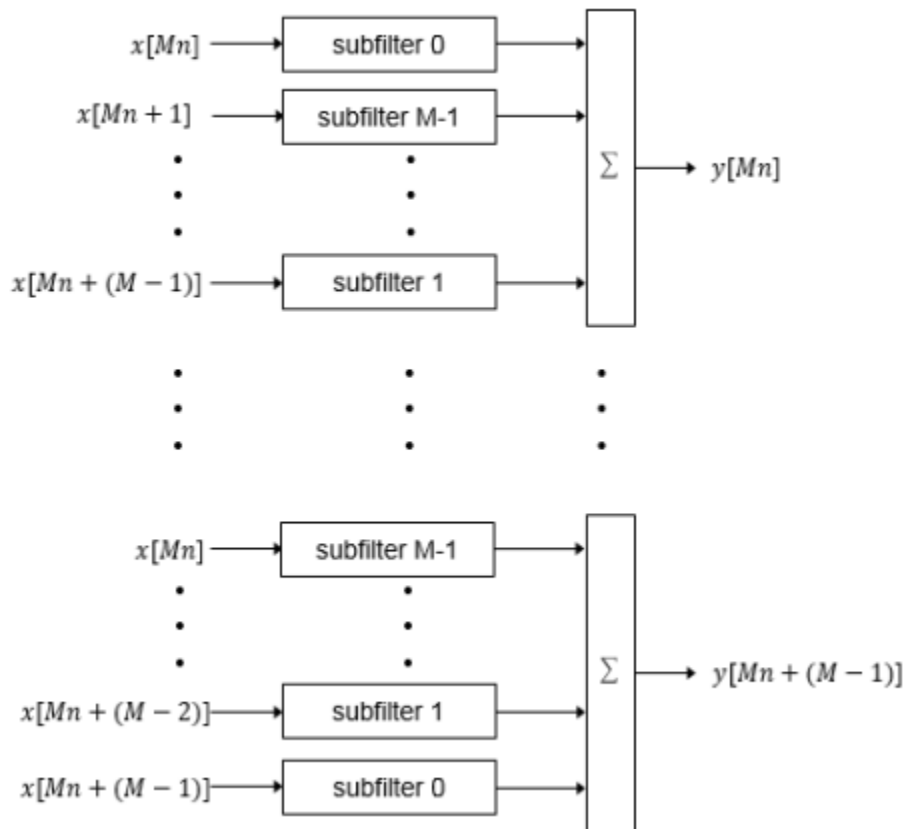
Serialization of a filter increases the total latency of the design by one clock cycle. The serial architectures use an accumulator (an adder with a register) to add the products sequentially. An additional final register is used to store the summed result of all the serial partitions, requiring an extra clock cycle for the operation. To model this latency, HDL Coder inserts a Delay block into the generated model after the filter block.

Full-Precision for Serial Architectures

When you choose a serial architecture, the code generator uses full precision in the HDL code. HDL Coder therefore forces full precision in the generated model. If you generate a validation model, you must use full precision in the original model to avoid validation mismatches.

Frame-Based Architecture

When you select a frame-based architecture and provide an M -sample input frame, the coder implements a fully parallel filter architecture. The filter includes M parallel subfilters for each input sample.



Each of the subfilters includes every M th coefficient. The subfilter results are added so that each output sample is the sum of each of the coefficients multiplied with one input sample.

subfilter 0 = c_0, c_M, \dots

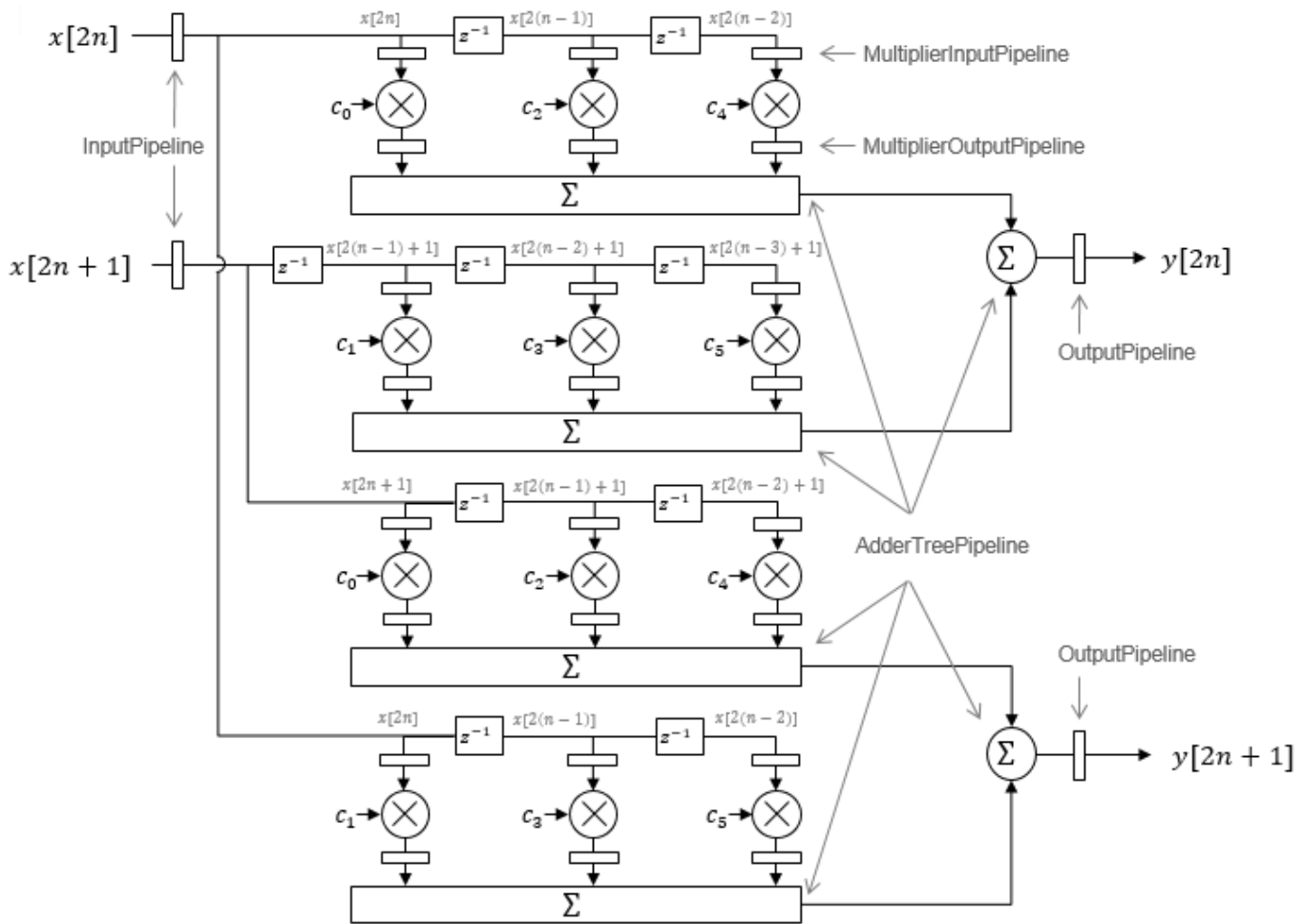
subfilter 1 = c_1, c_{M+1}, \dots

...

subfilter $M-1$ = c_{M-1}, c_{2M-1}, \dots

The diagram shows the filter architecture for a frame size of two samples ($M = 2$), and a filter length of six coefficients. The input is a vector with two values representing samples in time. The input samples, $x[2n]$ and $x[2n+1]$, represent the n th input pair. Every second sample from each stream is fed to two parallel subfilters. The four subfilter results are added together to create two output samples. In this way, each output sample is the sum of each of the coefficients multiplied with one of the input samples.

The sums are implemented as a pipelined adder tree. Set "AdderTreePipeline" on page 22-38 to specify the number of pipeline stages between levels of the adder tree. To improve clock speed, it is recommended that you set this parameter to 2. To fit the multipliers into DSP blocks on your FPGA, add pipeline stages before and after the multipliers using MultiplierInputPipeline on page 22-41 and MultiplierOutputPipeline on page 22-41.



For symmetric or antisymmetric coefficients, the filter architecture reuses the coefficient multipliers and adds design delay between the multiplier and summation stages as required.

See Also

More About

- “HDL Filter Block Properties” on page 22-38
- “Distributed Arithmetic for HDL Filters” on page 22-49

Distributed Arithmetic for HDL Filters

Distributed Arithmetic (DA) is a widely used technique for implementing sum-of-products computations without the use of multipliers. Designers frequently use DA to build efficient Multiply-Accumulate Circuitry (MAC) for filters and other DSP applications. The main advantage of DA is its high computational efficiency. DA distributes multiply and accumulate operations across shifters, lookup tables (LUTs) and adders in such a way that conventional multipliers are not required.

In a DA realization of a FIR filter structure, a sequence of input data words of width W is fed through a parallel to serial shift register, producing a serialized stream of bits. The serialized data is then fed to a bit-wise shift register. This shift register serves as a delay line, storing the bit serial data samples.

The delay line is tapped (based on the input word size W), to form a W -bit address that indexes into a lookup table (LUT). The LUT stores all possible sums of partial products over the filter coefficients space. The LUT is followed by a shift and adder (scaling accumulator) that adds the values obtained from the LUT sequentially.

A table lookup is performed sequentially for each bit (in order of significance starting from the LSB). On each clock cycle, the LUT result is added to the accumulated and shifted result from the previous cycle. For the last bit (MSB), the table lookup result is subtracted, accounting for the sign of the operand.

This basic form of DA is fully serial, operating on one bit at a time. If the input data sequence is W bits wide, then a FIR structure takes W clock cycles to compute the output. Symmetric and asymmetric FIR structures are an exception, requiring $W+1$ cycles, because one additional clock cycle is needed to process the carry bit of the preadders.

You can control how DA code is generated by using the `DALUTPartition` and `DARadix` implementation parameters. The `DALUTPartition` and `DARadix` parameters have certain requirements and restrictions that are specific to different filter types. These requirements are included in the discussions of each parameter.

- Reduce LUT Size: “`DALUTPartition`” on page 22-39
- Improve Performance with Parallelism: “`DARadix`” on page 22-40

For information on the theoretical foundations of DA, see “Further References” on page 22-50.

Requirements and Considerations for Generating Distributed Arithmetic Code

Fixed-Point Quantization Required

Generation of DA code is supported only for fixed-point filter designs.

Specifying Filter Precision

The data path in HDL code generated for the DA architecture is carefully optimized for full precision computations. The filter result is cast to the output data size only at the final stage when it is presented to the output.

Distributed arithmetic merges the product and accumulator operations and does computations at full precision. This approach ignores the **Product output** and **Accumulator** properties of the Digital Filter block and sets these properties to full precision.

Coefficients with Zero Values

DA ignores taps that have zero-valued coefficients and reduces the size of the DA LUT accordingly.

Considerations for Symmetrical and Asymmetrical Filters

For symmetrical and asymmetrical filters:

- A bit-level preadder or presubtractor is required to add tap data values that have coefficients of equal value and/or opposite sign. One extra clock cycle is required to compute the result because of the additional carry bit.
- HDL Coder takes advantage of filter symmetry where possible. This reduces the DA LUT size substantially, because the effective filter length for these filter types is halved.

Further References

Detailed discussions of the theoretical foundations of DA appear in the following publications:

- Meyer-Baese, U., *Digital Signal Processing with Field Programmable Gate Arrays*, Second Edition, Springer, pp 88-94, 128-143
- White, S.A., *Applications of Distributed Arithmetic to Digital Signal Processing: A Tutorial Review*. IEEE ASSP Magazine, Vol. 6, No. 3

Set and View HDL Model and Block Parameters

In this section...

“Set HDL Block Parameters” on page 22-51

“Set HDL Block Parameters for Multiple Blocks Programmatically” on page 22-51

“View All HDL Block Parameters” on page 22-53

“View Non-Default HDL Block Parameters” on page 22-53

“View HDL Model Parameters” on page 22-53

You can view and set HDL-related block properties, such as implementation and implementation parameters, at the model level and at the individual block level.

Set HDL Block Parameters

To set the HDL Block parameters from the UI, open the HDL Block Properties dialog box, and modify the block properties as needed. To open the HDL Properties dialog box, either:

- In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Select the block for which you want to see the HDL parameters and then select **HDL Block Properties**.
- Right-click the block and select **HDL Code > HDL Block Properties**.

To set the HDL-related parameters at the command line, use `hdlset_param`.

`hdlset_param(path, Name, Value)` sets HDL-related parameters in the block or model referenced by *path*. One or more *Name, Value* pair arguments specify the parameters to be set, and their values. You can specify several name and value pair arguments in any order as *Name1, Value1, ..., NameN, ValueN*.

For example, to set the sharing factor to 2 and the architecture to Tree for a block in your model:

- 1 Open the model and select the block.
- 2 Enter the following at the command line:

```
hdlset_param(gcb, 'SharingFactor', 2, 'Architecture', 'Tree')
```

To view the HDL parameters specified for a block, use `hdlget_param`. For example, to see the HDL architecture setting for a block, at the command line, enter:

```
hdlget_param(gcb, 'Architecture')
```

You can also assign the returned HDL block parameters to a cell array. In the following example, `hdlget_param` returns all HDL block parameters and values to the cell array `p`.

```
p = hdlget_param(gcb, 'all')
```

```
p =
```

```
'Architecture' 'Linear' 'InputPipeline' [0] 'OutputPipeline' [0]
```

Set HDL Block Parameters for Multiple Blocks Programmatically

For models that contain a large number of blocks, using the **HDL Block Properties** dialog box to select block implementations or set implementation parameters for individual blocks may not be

practical. It is more efficient to set HDL-related model or block parameters for multiple blocks programmatically. You can use the `find_system` function to locate the blocks of interest. Then, use a loop to call `hdlset_param` to set the desired parameters for each block.

The following example uses the `sfir_fixed` model to demonstrate how to locate a group of blocks in a subsystem and specify the same output pipeline depth for all the blocks.

```
open_system('sfir_fixed')

% Find all Product blocks in the model
prodblocks = find_system('sfir_fixed/symmetric_fir', ...
                        'BlockType', 'Product')

% Set the output pipeline to 2 for the blocks
for ii=1:length(prodblocks)
    hdlset_param(prodblocks{ii}, 'OutputPipeline', 2)
end

prodblocks =

    4x1 cell array

    {'sfir_fixed/symmetric_fir/m1'}
    {'sfir_fixed/symmetric_fir/m2'}
    {'sfir_fixed/symmetric_fir/m3'}
    {'sfir_fixed/symmetric_fir/m4'}
```

To verify the settings, use `hdlget_param` to display the value of the `OutputPipeline` parameter for the blocks .

```
% Get the output pipeline to 2 for the blocks
for ii=1:length(prodblocks)
    hdlget_param(prodblocks{ii}, 'OutputPipeline')
end

ans =

    2

ans =

    2

ans =

    2

ans =

    2
```

View All HDL Block Parameters

`hdldispblkparams` displays the HDL block parameters available for a specified block.

The following example displays HDL block parameters and values for the currently selected block.

```
hdldispblkparams(gcb, 'all')
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
HDL Block Parameters ('simplevectorsum/vsum/Sum of
Elements')
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
Implementation
```

```
    Architecture : Linear
```

```
Implementation Parameters
```

```
    InputPipeline : 0
    OutputPipeline : 0
```

See also `hdldispblkparams`.

View Non-Default HDL Block Parameters

The following example displays only HDL block parameters that have non-default values for the currently selected block.

```
hdldispblkparams(gcb)
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
HDL Block Parameters ('simplevectorsum/vsum/Sum of
Elements')
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```
Implementation
```

```
    Architecture : Linear
```

```
Implementation Parameters
```

```
    OutputPipeline : 3
```

View HDL Model Parameters

To display the names and values of HDL-related properties in a model, use the `hdldispmdlparams` function.

The following example displays HDL-related properties and values of the current model, in alphabetical order by property name.

```
hdldispmdlparams(bdroot, 'all')
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

HDL CodeGen Parameters

%%%

```
AddPipelineRegisters      : 'off'
Backannotation            : 'on'
BlockGenerateLabel        : '_gen'
CheckHDL                  : 'off'
ClockEnableInputPort      : 'clk_enable'
.
.
.
VerilogFileExtension      : '.v'
```

The following example displays only HDL-related properties that have non-default values.

```
hdldispmdlparams(bdroot)
```

%%%

HDL CodeGen Parameters (non-default)

%%%

```
CodeGenerationOutput      : 'GenerateHDLCodeAndDisplayGeneratedModel'
HDLSubsystem              : 'simplevectorsum/vsum'
ResetAssertedLevel        : 'Active-low'
Traceability              : 'on'
```

See Also

Functions

`hdlset_param` | `hdlget_param` | `hdldispblkparams` | `hdldispmdlparams`

More About

- “HDL Block Properties: General” on page 22-3
- “HDL Block Properties: Native Floating Point” on page 22-28

Pass through, No HDL, and Cascade Implementations

Pass-through and No HDL Implementations

| Implementation | Description |
|------------------------------|--|
| Pass-through implementations | <p>Provides a pass-through implementation in which the block's inputs are passed directly to its outputs. HDL Coder supports the following blocks with a pass-through implementation:</p> <ul style="list-style-type: none"> • Convert 1-D to 2-D • Reshape • Signal Conversion • Signal Specification |
| No HDL | <p>The NoHDL implementation completely removes the block from the generated code. Thus, you can use the block in simulation but treat it as a “no-op” in the HDL code. This implementation is used for many blocks (such as Scopes and Assertions) that are significant in simulation but would be meaningless in HDL code.</p> <p>You can also use this implementation as an alternative implementation for subsystems.</p> |

For more information related to special-purpose implementations, see “External Component Interfaces”.

Cascade Architecture Best Practices

HDL Coder supports cascade implementations for the Sum of Elements, Product of Elements, and MinMax blocks. These implementations require multiple clock cycles to process their inputs; therefore, their inputs must be kept unchanged for their entire sample-time period. Generated test benches accomplish this by using a register to drive the inputs.

A recommended design practice, when integrating generated HDL code with other HDL code, is to provide registers at the inputs. While not strictly required, adding registers to the inputs improves timing and avoids problems with data stability for blocks that require multiple clock cycles to process their inputs.

Build a ROM Block with Simulink Blocks

HDL Coder does not provide a ROM block, but you can easily build one using basic Simulink blocks. The Getting Started with RAM and ROM example includes a ROM built using a 1-D Lookup Table block and a Unit Delay block. To open the example, type the following command at the MATLAB prompt:

```
hdlcoderramrom
```

Getting Started with RAM and ROM in Simulink®

This example shows how to utilize RAM resources in your FPGA design using HDL Coder™.

Introduction

Dedicated RAM blocks in FPGA are valuable resources for digital designs. It is easy to design with RAM and ROM in Simulink®, and utilize the dedicated RAM blocks available in your FPGA using HDL Coder.

RAM Blocks in the HDL Example Library

HDL Coder provides following types of RAM blocks in the HDL RAMs block library. Use `hdllib` to display blocks that are compatible with HDL Coder™, and then select the HDL RAMs library under HDL Coder:

- Single Port RAM
- Single Port RAM System
- Simple Dual Port RAM
- Simple Dual Port RAM System
- Dual Port RAM
- Dual Port RAM System
- Dual Rate Dual Port RAM

```
% Run this command navigate to RAM blocks in HDL library
% hdllib
```

The RAM blocks are masked subsystems built using Simulink blocks for behavioral simulation. For code generation, HDL Coder generates predefined templates that describe RAM structures in HDL. Most synthesis tools recognize the RAM structures in the templates, and map them to RAM resources on the FPGA. For more information, see HDL Coder Block Library - RAM Blocks in the documentation.

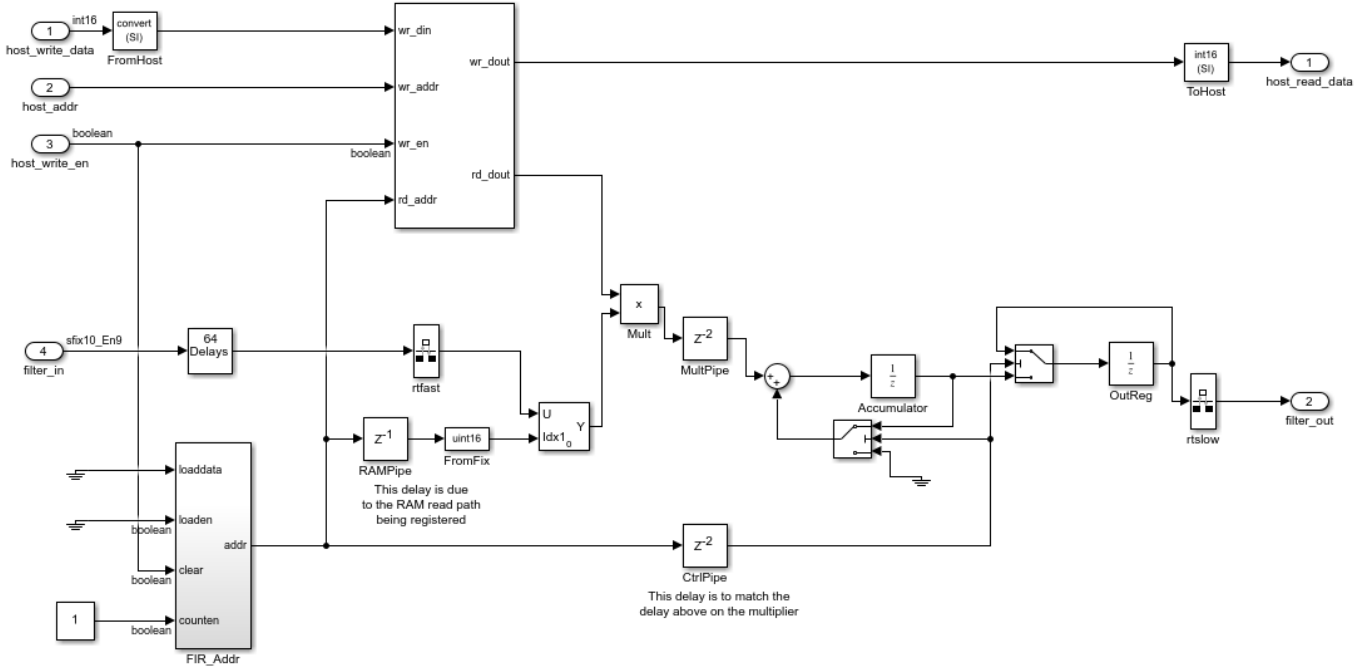
Using Generic RAM Coding Style for RAM Blocks

By default, HDL Coder provides RAM template that uses clock enable for the RAM structures. As an alternative, HDL Coder also provides a style of generic template that does not use clock enable. The generic RAM style template implements clock enable with logic in a wrapper around the RAM. You can control this using 'RAM Architecture' option in the HDL Coder global settings panel.

You may want to use the generic RAM style if your synthesis tool does not support RAM structures with a clock enable, and cannot map the HDL to FPGA RAM resources as a result.

The example `hdlcoderfirram` is an example of how to use the generic RAM style for your design.

```
open_system('hdlcoderfirram');
open_system('hdlcoderfirram/FIR_RAM');
```



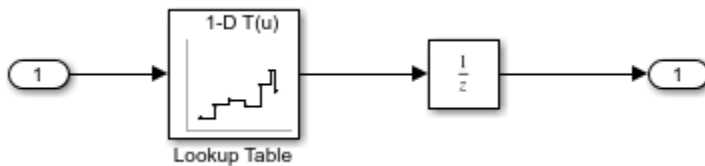
Selecting RAM Coding Style

The RAM Coding Style is selected by choosing the desired RAM Architecture on the "Coding Style" tab of the HDL Code Generation Global Settings configuration page.

Building a ROM Using Simulink Blocks

HDL Coder does not provide a ROM block, but you can easily build one using a Lookup Table block and a Unit Delay block from Simulink, as shown in the following example.

```
open_system('hdlcoderrrom');
open_system('hdlcoderrrom/ROM');
```



Follow these modeling guidelines when building a ROM from Simulink:

- For an n-bit address, specify all 2^n entries of the Lookup Table data. Otherwise, your synthesis tool may not map the generated code to RAM, and the code may not match your Simulink model.
- Place the Lookup Table and Unit Delay blocks in the same model hierarchy.
- Support of RAM reset logic varies among FPGA devices and synthesis tools. For best synthesis result, suppress the generation of reset logic for the Unit Delay block by setting its 'ResetType' property to 'none', in the HDL Block Properties dialog box. Also set the 'IgnoreDataChecking' property to 1 in the HDL Test Bench configuration parameters to ignore the initial simulation mismatch caused by suppressing the reset logic.

If you follow the preceding guidelines, most synthesis tools will implement the ROM using dedicated RAM blocks in an FPGA.

Minimum RAM Size Requirement

If the size of the RAM or ROM in your design is small, your synthesis tools may map the generated code to registers instead of dedicated RAM blocks for better speed performance. Check your synthesis tool for any minimum RAM size requirement, and if desired, how you may override that requirement.

Wireless Communications Design for FPGAs and ASICs

In this section...

“From Mathematical Algorithm to Hardware Implementation” on page 22-60

“HDL-Optimized Blocks” on page 22-62

“Reference Applications” on page 22-62

“Generate HDL Code and Prototype on FPGA” on page 22-63

Deploying algorithmic models to FPGA hardware makes it possible to do over-the-air testing and verification. However, designing wireless communications systems for hardware requires design tradeoffs between hardware resources and throughput. You can speed up hardware design and deployment by using HDL-optimized blocks that have hardware-suitable interfaces and architectures, reference applications that implement portions of the LTE and 5G NR physical layer, and automatic HDL code generation. You can also use hardware support packages to assist with deploying and verifying your design on real hardware.

MathWorks® HDL products, such as Wireless HDL Toolbox, allow you to start with a mathematical model, such as MATLAB code from LTE Toolbox™ or 5G Toolbox™, and design a hardware implementation of that algorithm that is suitable for FPGAs and ASICs.

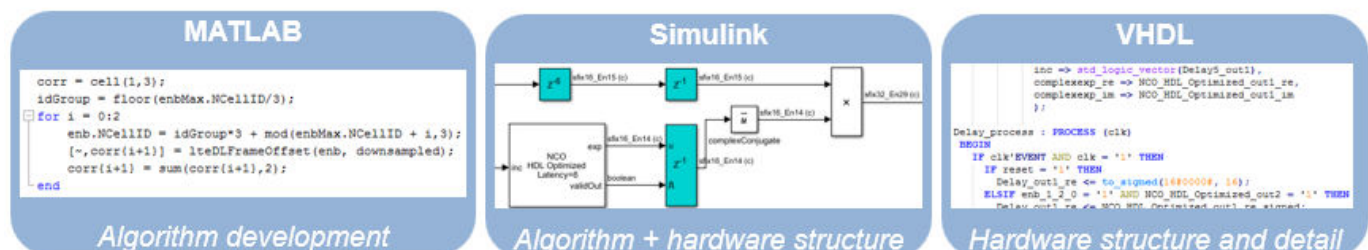
From Mathematical Algorithm to Hardware Implementation

Wireless communications design often starts with algorithm development and testing using MATLAB functions. MATLAB code, which usually operates on matrices of floating-point data, is good for developing mathematical algorithms, manipulating large data sets, and visualizing data.

Hardware engineers typically receive a mathematical specification from an algorithm team, and reimplement the algorithm for hardware. Hardware designs require tradeoffs of resource usage for clock speed and overall throughput. Usually this tradeoff means operating on streaming data, and using some logic to control the storage and flow of data. Hardware engineers usually work in hardware description languages (HDLs), like VHDL and Verilog, that provide cycle-based modeling and parallelism.

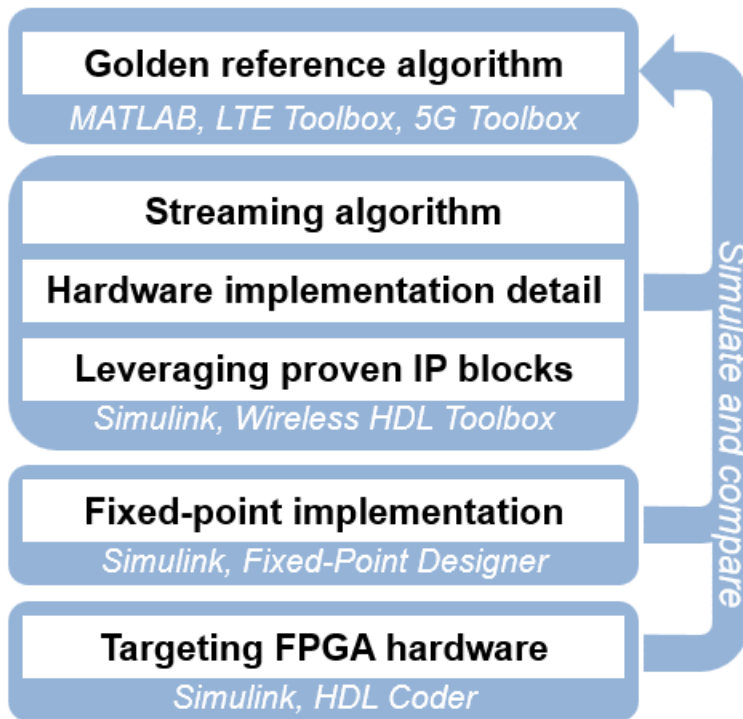
To bridge this gap between mathematical algorithm and hardware implementation, use the MATLAB algorithm model as a starting point for hardware implementation. Make incremental changes to the design to make it suitable for hardware, and progress towards a Simulink model that you can use to automatically generate HDL code by using HDL Coder.

This diagram shows the design progression from mathematical algorithm in MATLAB, to hardware-compatible implementation in Simulink, and then the generated VHDL code.

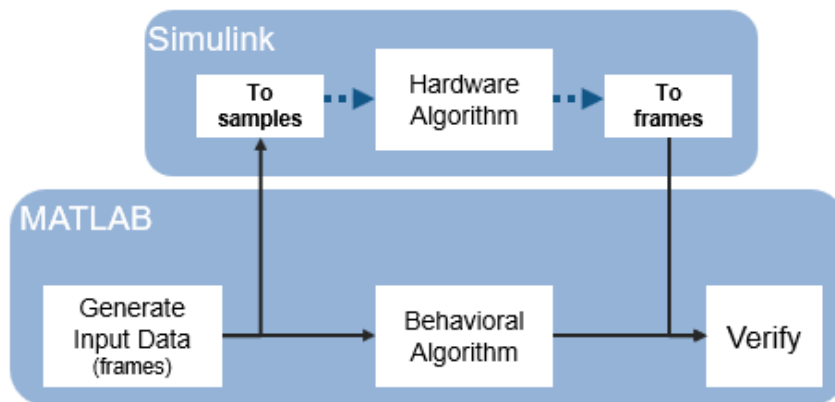


While both MATLAB and Simulink support automatic generation of HDL code, you must construct your design with hardware requirements in mind, and Simulink is better-suited for cycle-based modeling for hardware. It can represent parallel data paths and streaming data with control signals to manage the timing of the data stream. To aid in fixed-point type choices, it clearly visualizes data type propagation in the design. It also allows for easy pipelining of mathematical operations to improve maximum clock frequency in hardware.

While you create your hardware-ready design, use the MATLAB algorithm as a "golden reference" to verify that each version of the design still meets the mathematical requirements. The workflow shown in the diagram uses MATLAB and Simulink as collaboration and communication tools between the algorithm and hardware design teams.



For instance, when designing for LTE or 5G wireless standards, you can use LTE Toolbox and 5G Toolbox functions to create a golden reference in MATLAB. Then transition to Simulink and create a hardware-compatible implementation by using library blocks from Wireless HDL Toolbox and blocks from Communications Toolbox and DSP System Toolbox that support HDL code generation. You can reuse test and data generation infrastructure from MATLAB by importing data from MATLAB to your Simulink model and returning the output of the model to MATLAB to verify it against the "golden reference".



HDL-Optimized Blocks

Library blocks from Wireless HDL Toolbox implement encoders, decoders, modulators, demodulators, and sequence generators for use in an LTE, 5G, or general wireless communications system. These blocks use a standard streaming data interface for hardware. This interface makes it easy to connect parts of the algorithm together, and includes control signals that manage the flow of data and mark frame boundaries. These blocks support automatic HDL code generation with HDL Coder. You can also use blocks from Communications Toolbox and DSP System Toolbox that support HDL code generation.

The blocks provide hardware-suitable architectures that optimize resource use, such as including adder and multiplier pipelining to fit well into FPGA DSP slices. They also support automatic and configurable fixed-point data types. Using predefined blocks also allows you to try different parameter configurations without changing the rest of the design.

For lists of blocks that support HDL code generation, see [Wireless HDL Toolbox Block List \(HDL Code Generation\)](#), [Communications Toolbox Block List \(HDL Code Generation\)](#), and [DSP System Toolbox Block List \(HDL Code Generation\)](#).

Reference Applications

Wireless HDL Toolbox provides reference applications that contain hardware-ready implementations of large parts of the LTE and 5G NR physical layer. These designs are verified against the "golden reference" functions provided by LTE Toolbox and 5G Toolbox. They have also been tested on FPGA boards to confirm that they encode and decode over-the-air waveforms and use a reasonable amount of hardware resources. They are designed to be modular, scalable, and extensible so you can insert additional physical channels. The receiver design was tested using waveforms captured off-the-air.

The suite of reference applications includes:

- LTE and 5G NR primary and secondary synchronization signal (PSS/SSS) generation and detection
- LTE downlink shared control channel detector and master information block (MIB) generation and recovery
- LTE first system information block (SIB1) decoder
- Hardware-software interface models for MIB and SIB1 bit parsing and channel estimation data indexing

- LTE waveform generation for multiple-antenna transmission
- Support for FDD and TDD for LTE transmitter and receiver applications

These reference applications can be used as-is to deliver packet information to your unique application and to generate synthesizable VHDL or Verilog with HDL Coder. They also serve as examples to illustrate recommended practices for implementing communications algorithms on FPGA or ASIC hardware.

Generate HDL Code and Prototype on FPGA

Wireless HDL Toolbox provides blocks that support HDL code generation. To generate HDL code from designs that use these blocks, you must have an HDL Coder license. HDL Coder produces device-independent code with signal names that correspond to the Simulink model. HDL Coder also provides a tool to drive the FPGA synthesis and targeting process, and enables you to generate scripts and test benches for use with third-party HDL simulators.

To assist with the setup and targeting of programmable logic on a prototype board, and to verify your wireless communications system design on hardware, download a hardware support package such as Communications Toolbox Support Package for Xilinx Zynq®-Based Radio.

See Also

External Websites

- [Wireless HDL Toolbox](#)
- [HDL Coder](#)

Generating HDL Code for Multirate Models

- “Code Generation from Multirate Models” on page 23-2
- “Timing Controller for Multirate Models” on page 23-4
- “Generate Reset for Timing Controller” on page 23-5
- “Multirate Model Requirements for HDL Code Generation” on page 23-6
- “Generate a Global Oversampling Clock” on page 23-8
- “Using Multiple Clocks in HDL Coder” on page 23-12
- “Using Triggered Subsystems for HDL Code Generation” on page 23-16
- “Generate Multicycle Path Information Files” on page 23-19
- “Meet Timing Requirements Using Enable-Based Multicycle Path Constraints” on page 23-26
- “Use Multicycle Path Constraints to Meet Timing for Slow Paths” on page 23-32

Code Generation from Multirate Models

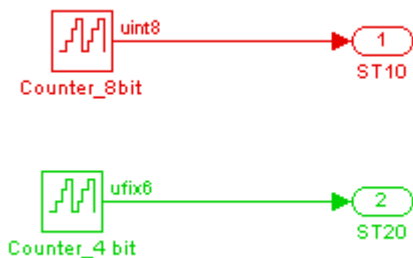
HDL Coder supports HDL code generation for single-clock and multiple clock multirate models. Your model can include blocks running at multiple sample rates:

- Within the device under test (DUT).
- In the test bench driving the DUT. In this case, the DUT inherits multiple sample rates from its inputs or outputs.
- In both the test bench and the DUT.

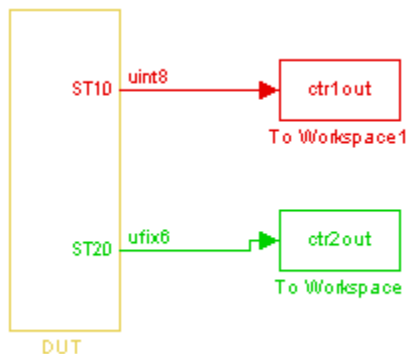
In general, generating HDL code for a multirate model does not differ greatly from generating HDL code for a single-rate model. However, there are a few requirements and restrictions on the configuration of the model and the use of specialized blocks (such as Rate Transitions) that apply to multirate models. For details, see “Multirate Model Requirements for HDL Code Generation” on page 23-6.

Clock Enable Generation for a Multirate DUT

The following block diagram shows the interior of a subsystem containing blocks that are explicitly configured with different sample times. The upper and lower Counter Free-Running blocks have sample times of 10 s and 20 s respectively. The counter output signals are routed to output ports ST10 and ST20, which inherit their sample times. The signal path terminating at ST10 runs at the base rate of the model; the signal path terminating at ST20 is a subrate signal, running at half the base rate of the model.



As shown in the next figure, the outputs of the multirate DUT drive To Workspace blocks in the test bench. These blocks inherit the sample times of the DUT outputs.



The following listing shows the VHDL entity declaration generated for the DUT.

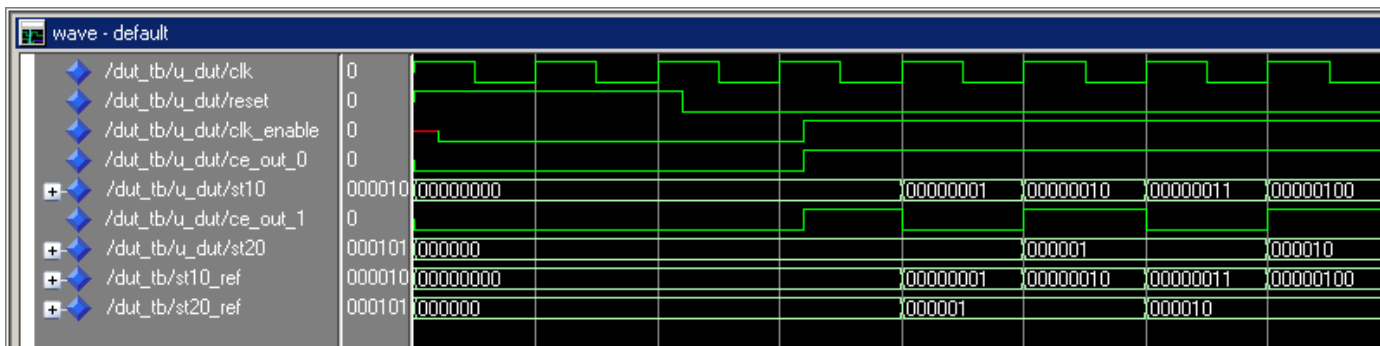
```

ENTITY DUT IS
  PORT( clk
        : IN    std_logic;
        reset
        : IN    std_logic;
        clk_enable
        : IN    std_logic;
        ce_out_0
        : OUT   std_logic;
        ce_out_1
        : OUT   std_logic;
        ST10
        : OUT   std_logic_vector(7 DOWNTO 0); -- uint8
        ST20
        : OUT   std_logic_vector(5 DOWNTO 0)  -- ufix6
        );
END DUT;

```

The entity has the standard clock, reset, and clock enable inputs and data outputs for the ST10 and ST20 signals. In addition, the entity has two clock enable outputs (ce_out_0 and ce_out_1). These clock enable outputs replicate internal clock enable signals maintained by the timing controller entity.

The following figure, showing a portion of a Mentor Graphics ModelSim simulation of the generated VHDL code, lets you observe the timing relationship of the base rate clock (clk), the clock enables, and the computed outputs of the model.



After the assertion of clk_enable (replicated by ce_out_0), a new value is computed and output to ST10 for every cycle of the base rate clock.

A new value is computed and output for subrate signal ST20 for every other cycle of the base rate clock. An internal signal, enb_1_2_1 (replicated by ce_out_1) governs the timing of this computation.

Timing Controller for Multirate Models

A timing controller entity generates the required rates from a single master clock, using one or more counters to create multiple clock enables. The master clock rate is the fastest rate in the model in single clock mode. In multiple clock mode, it can be any clock in the DUT. The outputs of the timing controller are clock enable signals running at rates an integer multiple slower than the timing controller's master clock.

When using single clock mode, HDL code generated from multirate models employs a single master clock that corresponds to the base rate of the DUT. When using multiple clock mode, HDL code generated from multirate models employs one clock input for each rate in the DUT. The number of timing controllers generated in multiple clock mode depends on the design in the DUT.

Each timing controller entity definition is written to a separate code file. The timing controller file and entity names derive from the name of the subsystem that is selected for code generation (the DUT). To form the timing controller name, HDL Coder appends the value of the `TimingControllerPostfix` property to the DUT name.

See Also

Functions

`makehdl` | `makehdltb`

Simulink Configuration Parameters

[Timing controller postfix](#) | [Timing controller architecture](#) | [Optimize timing controller](#)

Related Examples

- “Using Multiple Clocks in HDL Coder” on page 23-12

Generate Reset for Timing Controller

| In this section... |
|---|
| “Requirements for Timing Controller Reset Port Generation” on page 23-5 |
| “How To Generate Reset for Timing Controller” on page 23-5 |
| “Limitations for Timing Controller Reset Port Generation” on page 23-5 |

You can generate a reset port for the timing controller, which generates the clock, clock enable, and reset signals in a multirate DUT. In the generated code, the reset for the timing controller is a DUT input port.

Requirements for Timing Controller Reset Port Generation

Your design must use single-clock mode. That is, the `ClockInputs` property value must be `'Single'`.

How To Generate Reset for Timing Controller

To generate a reset port for the timing controller, set the `TimingControllerArch` property to `'resettable'` using `makehdl` or `hdlset_param`.

To disable reset port generation for the timing controller, set the `TimingControllerArch` property to `'default'`.

For example, for a model, `sfir_fixed`, specify a reset port for the timing controller by entering:

```
hdlset_param('sfir_fixed','TimingControllerArch','resettable')
```

Limitations for Timing Controller Reset Port Generation

The following workflows are not compatible with timing controller reset port generation:

- FPGA Turnkey
- FPGA-in-the-Loop
- Custom IP core generation

Multirate Model Requirements for HDL Code Generation

In this section...

“Model Configuration Parameters” on page 23-6

“Sample Rate” on page 23-6

“Blocks To Use For Rate Transitions” on page 23-6

Model Configuration Parameters

Before generating HDL code, configure the parameters of your model using the `hdlsetup` command. This sets up your multirate model for HDL code generation. This section summarizes settings applied to the model by `hdlsetup` that are relevant to multirate code generation. These include:

- **Solver** options that are recommended or required for HDL code generation:
 - **Type:** Fixed-step.
 - **Solver:** Discrete (no continuous states). Other fixed-step solvers could be selected, but this option is usually best for simulating discrete systems.
 - **Tasking mode:** Must be explicitly set to `SingleTasking`. Do not set **Tasking mode** to `Auto`.
- `hdlsetup` configures the following **Diagnostics / Sample time** options for all models:
 - **Multitask data transfer:** error
 - **Single task data transfer:** error

In multirate models intended for HDL code generation, Rate Transition blocks must be explicitly inserted when blocks running at different rates are connected. Set **Multitask data transfer** and **Single task data transfer** to error to detect illegal rate transitions before code is generated.

To learn more about the settings that `hdlsetup` configures, see “Check for model parameters suited for HDL code generation” on page 38-5.

Sample Rate

HDL Coder requires that at least one valid sample rate (sample time > 0) must exist in the model. If all rates are 0, -1, or -2, the code generator (`makehdl`) and compatibility checker (`checkhdl`) terminates with an error message.

Blocks To Use For Rate Transitions

Use Rate Transition blocks, rather than the following blocks, to create rate transitions in models intended for HDL code generation:

- Delay
- Tapped Delay
- Unit Delay
- Unit Delay Enabled
- Zero-Order Hold

The Delay blocks listed should be configured to have the same input and output sample rates.
Zero-Order Hold blocks must be configured with inherited (-1) sample times.

Generate a Global Oversampling Clock

In this section...

“Why Use a Global Oversampling Clock?” on page 23-8
 “Requirements for the Oversampling Factor” on page 23-8
 “Specifying the Oversampling Factor From the GUI” on page 23-8
 “Specifying the Oversampling Factor From the Command Line” on page 23-9
 “Resolving Oversampling Rate Conflicts” on page 23-9

Why Use a Global Oversampling Clock?

In many designs, the DUT is not self-contained. For example, consider a DUT that is part of a larger system that supplies timing signals to its components under control of a global clock. The global clock typically runs at a higher rate than some of the components under its control. By specifying such a global oversampling clock, you can integrate your DUT into a larger system without using Upsample or Downsample blocks.

To generate global clock logic, you specify an oversampling factor. The oversampling factor expresses the desired rate of the global oversampling clock as a multiple of the base rate of your model.

When you specify an oversampling factor, HDL Coder generates the global oversampling clock and derives the required timing signals from clock signal. Generation of the global oversampling clock affects only generated HDL code. The clock does not affect the simulation behavior of your model.

Requirements for the Oversampling Factor

When you specify the oversampling factor for a global oversampling clock, note these requirements:

- The oversampling factor must be an integer greater than or equal to 1.
- The default value is 1. In the default case, HDL Coder does not generate a global oversampling clock.
- Some DUTs require multiple sampling rates for their internal operations. In such cases, the other rates in the DUT must divide evenly into the global oversampling rate. For more information, see “Resolving Oversampling Rate Conflicts” on page 23-9 .

Specifying the Oversampling Factor From the GUI

You can specify the oversampling factor for a global clock from the GUI as follows:

- 1 Select the **HDL Code Generation > Global Settings** pane in the Configuration Parameters dialog box.
- 2 For **Oversampling factor** in the **Clock settings** section, enter the desired oversampling factor. In the following figure, **Oversampling factor** specifies a global oversampling clock that runs at ten times the base rate of the model.
- 3 Click **Generate** on the **HDL Code Generation** pane to initiate code generation.

HDL Coder reports the oversampling clock rate:

```
### Begin VHDL Code Generation
### MESSAGE: The design requires 10 times faster clock with respect to the base rate = 1.
```

```

### Working on symmetric_fir_tc ashdlsrc\symmetric_fir_tc.vhd
### Working on sfir_fixed/symmetric_fir ashdlsrc\symmetric_fir.vhd
### HDL Code Generation Complete.

```

Specifying the Oversampling Factor From the Command Line

You can specify the oversampling factor for a global clock from the command line by setting the `Oversampling` property with `hdlset_param` or `makehdl`. The following example specifies an oversampling factor of 7:

```
makehdl(gcb, 'Oversampling', 7)
```

```

### Generating HDL for 'sfir_fixed/symmetric_fir'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.

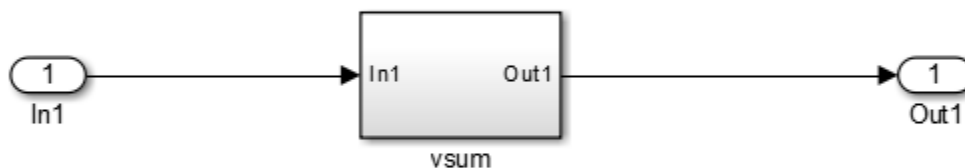
### Begin VHDL Code Generation
### MESSAGE: The design requires 7 times faster clock with respect to the base rate = 1.
### Working on symmetric_fir_tc ashdlsrc\symmetric_fir_tc.vhd
### Working on sfir_fixed/symmetric_fir ashdlsrc\symmetric_fir.vhd
### HDL Code Generation Complete.

```

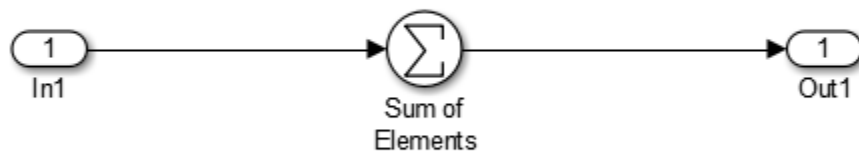
Resolving Oversampling Rate Conflicts

The HDL realization of some designs is inherently multirate, even though the original Simulink model is single-rate. As an example, consider the `simplevectorsum_cascade` model.

This model consists of a subsystem, `vsum`, driven by a vector input of width 10, with a scalar output. The following figure shows the root level of the model.



The device under test is the `vsum` subsystem, shown in the following figure. The subsystem contains a `Sum` block, configured for vector summation.



The `simplevectorsum_cascade` model specifies a cascaded implementation (`SumCascadeHDL Emission`) for the Sum block. The generated HDL code for a cascaded vector Sum block implementation runs at two effective rates: a faster (oversampling) rate for internal computations and a slower rate for input/output. HDL Coder reports that the inherent oversampling rate for the DUT is five times the base rate:

```
dut = 'simplevectorsum_cascade/vsum';
makehdl(dut);

### Generating HDL for 'simplevectorsum_cascade/vsum'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.

### The code generation and optimization options you have chosen have introduced
    additional pipeline delays.
### The delay balancing feature has automatically inserted matching delays for
    compensation.
### The DUT requires an initial pipeline setup latency. Each output port
    experiences these additional delays
### Output port 0: 1 cycles

### Begin VHDL Code Generation
### MESSAGE: The design requires 5 times faster clock with respect to the
    base rate = 1.
...

```

In some cases, the clock requirements for such a DUT conflict with the global oversampling rate. To avoid oversampling rate conflicts, verify that subrates in the model divide evenly into the global oversampling rate.

For example, if you request a global oversampling rate of 8 for the `simplevectorsum_cascade` model, the coder displays a warning and ignores the requested oversampling factor. The coder instead respects the oversampling factor that the DUT requests:

```
dut = 'simplevectorsum_cascade/vsum';
makehdl(dut,'Oversampling',8);

### Generating HDL for 'simplevectorsum/vsum'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.

### The code generation and optimization options you have chosen have introduced
    additional pipeline delays.

```

```
### The delay balancing feature has automatically inserted matching delays for
compensation.
### The DUT requires an initial pipeline setup latency. Each output port
experiences these additional delays
### Output port 0: 1 cycles

### Begin VHDL Code Generation
### WARNING: The design requires 5 times faster clock with respect to
the base rate = 1, which is incompatible with the oversampling
value (8). Oversampling value is ignored.
...
```

An oversampling factor of 10 works in this case:

```
dut = 'simplevectorsum_cascade/vsum';
makehdl(dut, 'Oversampling', 10);
```

```
### Generating HDL for 'simplevectorsum_cascade/vsum'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.

### The code generation and optimization options you have chosen have introduced
additional pipeline delays.
### The delay balancing feature has automatically inserted matching delays for
compensation.
### The DUT requires an initial pipeline setup latency. Each output port
experiences these additional delays
### Output port 0: 1 cycles

### Begin VHDL Code Generation
### MESSAGE: The design requires 10 times faster clock with respect to
the base rate = 1.
...
```

Using Multiple Clocks in HDL Coder

This example shows how to instantiate multiple top-level synchronous clock input ports in HDL Coder™.

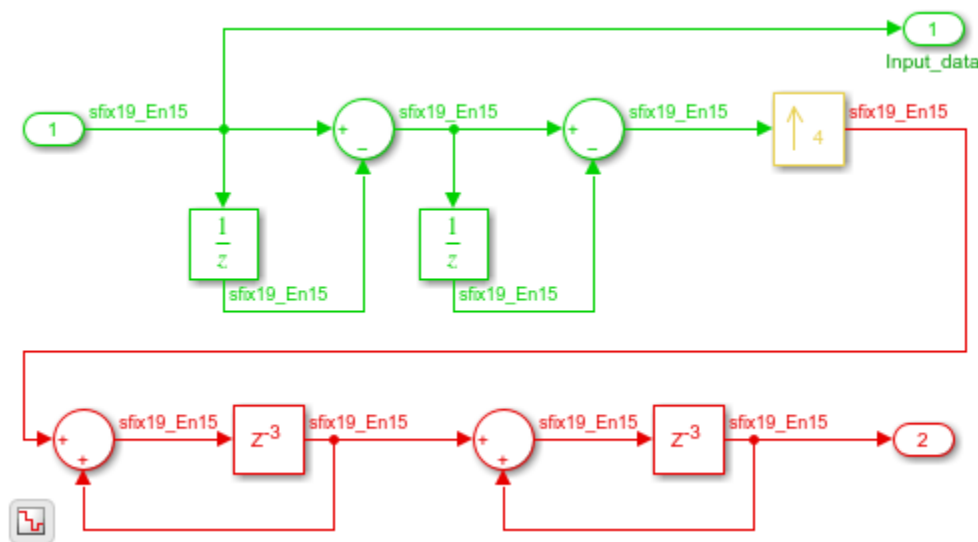
Overview of Clocking Modes

HDL Coder has two clocking modes. One mode generates a single clock input to the Device Under Test (DUT). The other mode generates a synchronous primary clock input for each Simulink® rate in the DUT. By default, HDL Coder creates an HDL design that uses a single clock port for the DUT. In single clock mode, if multiple rates exist in the Simulink model, a timing controller is created to control the clocking to the portions of the model that run at a slower rate. The timing controller generates a set of clock enables with the necessary rate and phase information to control the clocking for the design. Each generated clock enable is an integer multiple slower than the primary clock rate. Each output signal rate is associated with a clock enable output signal that indicates the correct timing to sample the output data.

In synchronous multiple clock mode, the generated code has a set of clock ports as primary inputs to the DUT. Each clock port corresponds to a separate rate in the model. Transitions between rates require clock enables at a given rate that are out of phase with that rate's clock. These out of phase signals are generated with a timing controller. A multiple clock model may require multiple timing controllers.

The first example uses a multirate CIC Interpolation filter in single clock mode. The filter's input is also presented as an output for this example to present a model with output signals running at different rates.

```
load_system('hdlcoder_clockdemo');
open_system('hdlcoder_clockdemo/DUT');
set_param('hdlcoder_clockdemo', 'SimulationCommand', 'update');
```



Single Clock Mode DUT Timing Interface

In single clock mode, the HDL code for the DUT has a set of three signals that do not appear in the Simulink diagram added to it. Collectively, these are a clock bundle that contains signals for clock,

master clock enable, and reset. These signals appear in the VHDL Entity declaration and are used throughout the generated code.

```
hdlset_param('hdlcoder_clockdemo', 'Traceability', 'on');
makehdl('hdlcoder_clockdemo/DUT');

### Generating HDL for 'hdlcoder_clockdemo/DUT'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_clockdemo')">matlab:configset.showParameterGroup('hdlcoder_clockdemo')</a>.
### Running HDL checks on the model 'hdlcoder_clockdemo'.
### Begin compilation of the model 'hdlcoder_clockdemo'...
### Applying HDL optimizations on the model 'hdlcoder_clockdemo'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_clockdemo'.
### Working on DUT_tc as hdlsrc\hdlcoder_clockdemo\DUT_tc.vhd.
### Working on hdlcoder_clockdemo/DUT as hdlsrc\hdlcoder_clockdemo\DUT.vhd.
### Generating package file hdlsrc\hdlcoder_clockdemo\DUT_pkg.vhd.
### Code Generation for 'hdlcoder_clockdemo' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb31\hdlcoder_clockdemo\report\hdlcoder_clockdemo_report.html')">matlab:web('C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb31\hdlcoder_clockdemo\report\hdlcoder_clockdemo_report.html')</a>.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb31\hdlcoder_clockdemo\report\hdlcoder_clockdemo_report.html.
### HDL check for 'hdlcoder_clockdemo' complete with 0 errors, 0 warnings, and 1 messages.
### HDL code generation complete.
```

Clock Summary Reporting in Single Clock Mode

The file comment block in the HDL DUT code contains Clock Summary information. In single clock mode, this report contains a table detailing the sample rates for each clock enable output signal. The report also contains a table listing each user output signal and its associated clock enable output signal. Any time a HTML report is generated, the Clock Summary Report is also generated.

Generating Synchronous Multiclock HDL Code

To generate multiple synchronous clocks for this design, the `ClockInputs` property must be set to `multiple`. Either change the `ClockInputs` property at the command line using `makehdl` or change the **Clock inputs** setting to `Multiple` on the **HDL Code Generation > Global Settings** tab of the Configuration Parameters dialog box.

```
makehdl('hdlcoder_clockdemo/DUT', 'ClockInputs', 'multiple');

### Generating HDL for 'hdlcoder_clockdemo/DUT'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_clockdemo')">matlab:configset.showParameterGroup('hdlcoder_clockdemo')</a>.
### Running HDL checks on the model 'hdlcoder_clockdemo'.
### Begin compilation of the model 'hdlcoder_clockdemo'...
### Applying HDL optimizations on the model 'hdlcoder_clockdemo'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_clockdemo'.
### Working on DUT_tc_d1 as hdlsrc\hdlcoder_clockdemo\DUT_tc_d1.vhd.
### Working on hdlcoder_clockdemo/DUT as hdlsrc\hdlcoder_clockdemo\DUT.vhd.
### Generating package file hdlsrc\hdlcoder_clockdemo\DUT_pkg.vhd.
### Code Generation for 'hdlcoder_clockdemo' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb31\hdlcoder_clockdemo\report\hdlcoder_clockdemo_report.html')">matlab:web('C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb31\hdlcoder_clockdemo\report\hdlcoder_clockdemo_report.html')</a>.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb31\hdlcoder_clockdemo\report\hdlcoder_clockdemo_report.html.
### HDL check for 'hdlcoder_clockdemo' complete with 0 errors, 1 warnings, and 1 messages.
### HDL code generation complete.
```

Clock Summary Information in Multiclock Mode

The contents of the Clock Summary are different in multiple clock mode. The report now contains a clock table. This table has one entry for each primary DUT clock. It describes the relative clock ratio between each clock and the fastest clock in the model. As with single clock mode, this information is presented both in the HDL DUT file comment block and the HTML report.

Multiclock Mode and HDL Coder Optimizations

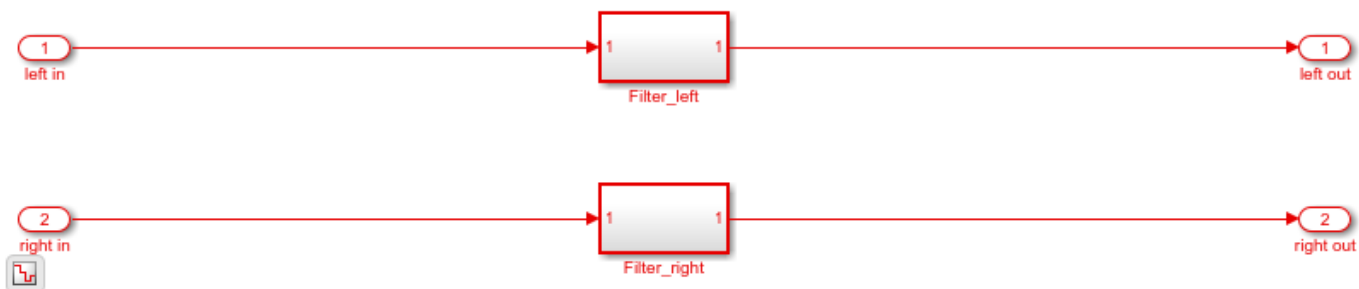
Multiple synchronous clocks can be useful even for a design with only a single Simulink rate. Various optimizations can require clock rates faster than indicated in the original model. The following example demonstrates an audio filtering model that applies the same filter on the left and right channels. By default, HDL Coder would generate two filter modules in hardware. With this configuration, multiple clock mode still only generates one clock, just as single clock mode does.

```

bdclose hdlcoder_clockdemo;
load_system('hdlcoder_audiofiltering');
open_system('hdlcoder_audiofiltering/Audio filter');
hdlset_param('hdlcoder_audiofiltering', 'ClockInputs', 'Multiple');
hdlset_param('hdlcoder_audiofiltering/Audio filter', 'SharingFactor', 0);
makehdl('hdlcoder_audiofiltering/Audio filter', 'Traceability', 'on');

### Generating HDL for 'hdlcoder_audiofiltering/Audio filter'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_audiof
### Running HDL checks on the model 'hdlcoder_audiofiltering'.
### Begin compilation of the model 'hdlcoder_audiofiltering'...
### Applying HDL optimizations on the model 'hdlcoder_audiofiltering'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_audiofiltering'.
### Working on hdlcoder_audiofiltering/Audio filter/Filter_left as hdlsrc\hdlcoder_audiofiltering
### Working on hdlcoder_audiofiltering/Audio filter as hdlsrc\hdlcoder_audiofiltering\Audio_filt
### Code Generation for 'hdlcoder_audiofiltering' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdlcoder_audiofiltering' complete with 0 errors, 1 warnings, and 0 messages.
### HDL code generation complete.

```



Using Multiple Clock Mode with Resource Sharing

With resource sharing applied to the identical left and right channel atomic subsystems, only one filter is generated. To meet the Simulink timing requirements, the single filter is run at twice the clock rate as the original Simulink model, as is shown below. Since the resource sharing optimization creates a second clock rate, the user can use synchronous multiple clock mode to provide external clocks for both rates. In this configuration, multiple clock mode still only generates one clock. You see the message:

Using Triggered Subsystems for HDL Code Generation

In this section...

“Best Practices” on page 23-16

“Using the Signal Builder Block” on page 23-16

“Using Trigger As Clock” on page 23-16

“Requirements” on page 23-17

“Specify Trigger As Clock” on page 23-17

“Limitations” on page 23-17

The Triggered Subsystem block is a Subsystem block that executes each time the control signal has a trigger value. To learn more about the block, see Triggered Subsystem.

Best Practices

When using triggered subsystems in models targeted for HDL code generation, consider the following:

- For synthesis results to match Simulink results, drive the trigger port with registered logic (with a synchronous clock) on the FPGA.
- It is good practice to put unit delays on Triggered Subsystem output signals. Doing so prevents the code generator from inserting extra bypass registers in the HDL code.
- The use of triggered subsystems can affect synthesis results in the following ways:
 - In some cases, the system clock speed can drop by a small percentage.
 - Generated code uses more resources, scaling with the number of triggered subsystem instances and the number of output ports per subsystem.

Using the Signal Builder Block

When you connect outputs from a Signal Builder block to a triggered subsystem, you might need to use a Rate Transition block. To run all triggered subsystem ports at the same rate:

- If the trigger source is a Signal Builder block, but the other triggered subsystem inputs come from other sources, insert a Rate Transition block into the signal path before the trigger input.
- If all inputs (including the trigger) come from a Signal Builder block, they have the same rate, so special action is not required.

Using Trigger As Clock

Using the trigger as clock in triggered subsystems enables you to partition your design into different clock regions in the generated code. Make sure that the **Clock edge** setting in the Configuration Parameters dialog box matches the **Trigger type** of the Trigger block inside the triggered subsystem.

For example, you can model:

- A design with clocks that run at the same rate, but out of phase.

- Clock regions driven by an external or internal clock divider.
- Clock regions driven by clocks whose rates are not integer multiples of each other.
- Internally generated clocks.
- Clock gating for low-power design.

Note Using the trigger as clock for triggered subsystems can result in timing mismatches of one cycle during testbench simulation.

Requirements

When you use the trigger as clock in triggered subsystems, each triggered subsystem input or output data signal must have delays immediately outside and immediately inside the subsystem. These delays act as a synchronization interface between the regions running at different rates.

Specify Trigger As Clock

- In **HDL Code Generation > Global Settings > Ports** tab, select **Use trigger signal as clock**.
- Set the `TriggerAsClock` property using `makehdl` or `hdlset_param`. For example, to generate HDL code that uses the trigger signal as clock for triggered subsystems in a DUT subsystem, `myDUT`, in a model, `myModel`, enter:

```
makehdl ('myModel/myDUT', 'TriggerAsClock', 'on')
```

Limitations

HDL Coder supports HDL code generation for triggered subsystems that meet the following conditions:

- The triggered subsystem is not the DUT.
- The subsystem is not *both* triggered *and* enabled.
- The trigger signal is a scalar.
- Outputs of the triggered subsystem have an initial value of 0.
- All inputs and outputs of the triggered subsystem (including the trigger signal) run at the same rate.
- The **Show output port** parameter of the Trigger block is set to `Off`.
- The **Latch input by delaying outside signal** check box is not selected on the Inport block inside the Triggered Subsystem.
- If the DUT contains the following blocks, `RAMArchitecture` is set to `WithClockEnable`:
 - Dual Port RAM
 - Simple Dual Port RAM
 - Single Port RAM
- The triggered subsystem does not contain the following blocks:
 - Discrete-Time Integrator

- CIC Decimation
- CIC Interpolation
- FIR Decimation
- FIR Interpolation
- Downsample
- Upsample
- HDL Cosimulation blocks for HDL Verifier
- Rate Transition
- Pixel Stream FIFO (Vision HDL Toolbox)
- PN Sequence Generator, if the **Use trigger signal as clock** option is selected.

Generate Multicycle Path Information Files

| In this section... |
|---|
| “Overview” on page 23-19 |
| “Format and Content of a Multicycle Path Information File” on page 23-20 |
| “File Naming and Location Conventions” on page 23-23 |
| “Generating Multicycle Path Information Files Using the GUI” on page 23-23 |
| “Generating Multicycle Path Information Files Using the Command Line” on page 23-23 |
| “Limitations” on page 23-24 |

Overview

HDL Coder implements multirate systems in HDL by generating a master clock running at the model's base rate, and generating subrate timing signals from the master clock (see also “Code Generation from Multirate Models” on page 23-2). The propagation time between two subrate registers can be more than one cycle of the master clock. A multicycle path is a path between two such registers.

When synthesizing HDL code, it is often useful to provide an analysis of multicycle register-to-register paths to the synthesis tool. If the synthesis tool can identify multicycle paths, you may be able to:

- Realize higher clock rates from your multirate design.
- Reduce the area of your design.
- Reduce the execution time of the synthesis tool.

Using the **Generate multicycle path information** option (or the equivalent `MulticyclePathInfo` property for `makehdl`) you can instruct the coder to analyze multicycle paths in the generated code, and generate a multicycle path information file.

A multicycle path information file is a text file that describes one or more multicycle path constraints. A multicycle path constraint is a timing exception - it relaxes the default constraints on the system timing by allowing signals on a given path to have a longer propagation time. When using multiple clock mode, the file also contains clock definitions.

Typically a synthesis tool gives every signal a time budget of exactly 1 clock cycle to propagate from a source register to a destination register. A timing exception defines a *path multiplier*, N , that informs the synthesis tool that a signal has N clock cycles ($N > 1$) to propagate from the source to destination register. The path multiplier expresses some number of cycles of a *relative clock* at either the source or destination register. Where a timing exception is defined for a path, the synthesis tool has more flexibility in meeting the timing requirements for that path and for the system as a whole.

The generated multicycle path information file does not follow the native constraint file format of a particular synthesis tool. The file contains the multicycle path information required by popular synthesis tools. You can manually convert this information to multicycle path constraints in the format required by your synthesis tool, or write a script or tool to perform the conversion. The next section describes the format of a multicycle path constraint file in detail.

Format and Content of a Multicycle Path Information File

The following listing shows a simple multicycle path information file.

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Constraints Report
%   Module: Sbs
%   Model: mSbs.mdl
%
%   File Name:hdlsrc/Sbs_constraints.txt
%   Created: 2009-04-10 09:50:10
%   Generated by MATLAB 7.9 and HDL Coder 1.6
%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Multicycle Paths
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
FROM : Sbs.boolireg; TO : Sbs.booloreg; PATH_MULT : 2; RELATIVE_CLK : source,
      Sbs.clk;
FROM : Sbs.boolireg_v<0>; TO : Sbs.booloreg_v<0>; PATH_MULT : 2;
      RELATIVE_CLK : source, Sbs.clk;
FROM : Sbs.doubireg; TO : Sbs.douboreg; PATH_MULT : 2; RELATIVE_CLK : source,
      Sbs.clk;
FROM : Sbs.doubireg_v<0>; TO : Sbs.douboreg_v<0>; PATH_MULT : 2;
      RELATIVE_CLK : source, Sbs.clk;
FROM : Sbs.intireg(7:0); TO : Sbs.intoreg(7:0); PATH_MULT : 2;
      RELATIVE_CLK : source, Sbs.clk;
FROM : Sbs.intireg_v<0>(7:0); TO : Sbs.intoreg_v<0>(7:0); PATH_MULT : 2
      RELATIVE_CLK : source, Sbs.clk;

```

The first section of the file is a header that identifies the source model and gives other information about how HDL Coder generated the file. this section terminates with the following comment lines:

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Multicycle Paths
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Note For a single-rate model or a model without multicycle paths, the coder generates only the header section of the file.

The main body of the file follows. This section contains a flat table, each row of which defines a multicycle path constraint.

Each constraint consists of four fields. The format of each field is one of the following:

- KEYWORD : field;
- KEYWORD : subfield1,... subfield_N;

The keyword identifies the type of information contained in the field. The keyword string in each field terminates with a space followed by a colon.

The delimiter between fields is the semicolon. Within a field, the delimiter between subfields is the comma.

The following table defines the fields of a multicycle path constraint, in left-to-right order.

| Keyword : field (or subfields) | Field Description |
|---|--|
| FROM : <i>src_reg_path</i> ; | The source (or FROM) register of a multicycle path in the system. The value of <i>src_reg_path</i> is the HDL path of the source register's output signal. See also "Register Path Syntax for FROM : and TO : Fields" on page 23-21 . |
| TO : <i>dst_reg_path</i> ; | The destination (or TO) register of a multicycle path in the system. The FROM register drives the TO register in the HDL code. The value of <i>dst_reg_path</i> is the HDL path of the destination register's output signal. See also "Register Path Syntax for FROM : and TO : Fields" on page 23-21. |
| PATH_MULT : <i>N</i> ; | <p>The path multiplier defines the number of clock cycles that a signal has to propagate from the source to destination register. The RELATIVE_CLK field describes the clock associated with the path multiplier (the relative clock for the path).</p> <p>The path multiplier value <i>N</i> indicates that the signal has <i>N</i> clock cycles of its relative clock to propagate from source to destination register.</p> <p>The coder does not report register-to-register paths where <i>N</i> = 1, because this is the default path multiplier.</p> |
| RELATIVE_CLK : <i>relclock</i> , <i>sysclock</i> ; | <p>The RELATIVE_CLK field contains two comma-delimited subfields. Each subfield expresses the location of the relative clock in a different form, for the use of different synthesis tools. The subfields are:</p> <ul style="list-style-type: none"> • <i>relclock</i>: Since HDL Coder currently generates only single-clock systems, this subfield takes the value <i>source</i>. In a multi-clock system, the relative clock associated with a multicycle path could be either the source or destination register of the path, and this subfield could take on either of the values <i>source</i> or <i>destination</i>. This usage is reserved for future release of the coder. • <i>sysclock</i>: This subfield is intended for use with synthesis tools that require the actual propagation time for a multicycle path. <i>sysclock</i> provides the path to the system's top-level clock (e.g., <i>Sbs.clk</i>) You can use the period of this clock and the path multiplier to calculate the propagation time for a given path. |

Register Path Syntax for FROM : and TO : Fields

The FROM : and TO : fields of a multipath constraint provide the path to a source or destination register and information about the signal data type, size, and other characteristics.

Fixed Point Signals

For fixed point signals, the register path has the form

```
reg_path<ps> (hb:lb)
```

where:

- *reg_path* is the HDL hierarchical path of the signal. The delimiter between hierarchical levels is the period, for example: *Sbs.u_H1.initreg*.
- <*ps*>: Part select (zero-origin integer index) for vector signals. Angle brackets <> delimit the part select field

- *(hb:lb)*: Bit select field, indicated from high-order bit to low-order bit. The signal width (*hb:lb*) is the same as the defined width of the signal in the HDL code. This representation does not necessarily imply that the bits of the FROM : register are connected to the corresponding bits of the TO : register. The actual bit-to-bit connections are determined during synthesis.

Boolean and Double Signals

For boolean and double signals, the register path has the form

```
reg_path<ps>
```

where:

- *reg_path* is the HDL hierarchical path of the signal. The delimiter between hierarchical levels is the period (.), for example: *Sbs.u_H1.intireg*.
- *<ps>*: Part select (zero-origin integer index) for vector signals. Angle brackets <> delimit the part select field

For boolean and double signals, no bit select field is present.

Note The format does not distinguish between boolean and double signals.

Examples

The following table gives several examples of register-to-register paths as represented in a multicyle path information file.

| Path | Description |
|--|--|
| FROM : Sbs.intireg(7:0); TO : Sbs.intoreg(7:0); | Both signals are fixed point and eight bits wide. |
| FROM : Sbs.intireg; TO : Sbs.intoreg; | Both signals are either boolean or double. |
| FROM : Sbs.intireg<0>(7:0); TO : Sbs.intoreg<1>(7:0); | The FROM signal is the first element of a vector. The TO signal is the second element of a vector. Both signals are fixed point and eight bits wide. |
| FROM : Sbs.u_H1.intireg(7:0); TO : Sbs.intoreg(7:0); | The signal <i>intireg</i> is defined in the module <i>H1</i> , and <i>H1</i> is inside the module <i>Sbs</i> . <i>u_H1</i> is the instance name of <i>H1</i> in <i>Sbs</i> . Both signals are fixed point and eight bits wide. |

Ordering of Multicycle Path Constraints

For a given model or subsystem, the ordering of multicyle path constraints within a multicyle path information file may vary depending on whether the target language is VHDL or Verilog, and on other factors. The ordering of constraints may also change in future versions of the coder. When you design scripts or other tools that process multicyle path information file, do not build in any assumptions about the ordering of multicyle path constraints within a file.

Clock Definitions

When you use multiple clock mode, the multicyle path information file also contains a "Clock Definitions" section, as shown in the following listing. This section is located after the header and before the "Multicycle Paths" section.


```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Clock Definitions
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
CLOCK: Sbs.clk PERIOD: 0.05
CLOCK: Sbs.clk_1_2 BASE_CLOCK: Sbs.clk MULTIPLIER: 2 PERIOD: 0.1

```

The following table defines the fields for the clock definitions.

| Keyword : field (or subfields) | Field Description |
|--------------------------------|--|
| CLOCK: clock_name | Each clock in the design has a CLOCK definition line. |
| PERIOD: float_value | The Simulink rate (floating point value) associated with this CLOCK. |
| BASE_CLOCK: base_clock_name | Names the master clock. This field does not appear on the master clock. |
| MULTIPLIER: int_value | Gives the ratio of the period of this clock to the master clock. This field does not appear on the master clock. |

File Naming and Location Conventions

The file name for the multicycle path information file derives from the name of the DUT and the postfix string `'_constraints'`, as follows:

```
DUTname_constraints.txt
```

For example, if the DUT name is `symmetric_fir`, the name of the multicycle path information file is `symmetric_fir_constraints.txt`.

HDL Coder writes the multicycle path information file to the target .

Generating Multicycle Path Information Files Using the GUI

To enable generation of multicycle path information files, select **Register-to-register path info** in the **Multicycle Path Constraints** section of the **HDL Code Generation > Target and Optimizations** pane of the Configuration Parameters dialog box.

When you select this check box and generate code for your model, the code generator creates a multicycle path information file.

Generating Multicycle Path Information Files Using the Command Line

To generate a multicycle path information file from the command line, pass in the property/value pair `'MulticyclePathInfo', 'on'` to `makehdl`, as in the following example.

```

>> dut = 'hdlfirtdecim_multicycle/Subsystem';
>> makehdl(dut, 'MulticyclePathInfo', 'on');
### Generating HDL for 'hdlfirtdecim_multicycle/Subsystem'
### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 1 message.

### MESSAGE: For the block 'hdlfirtdecim_multicycle/Subsystem/downsamp0'
    The initial condition may not be used when the sample offset is 0.

### Begin VHDL Code Generation
### Working on Subsystem_tc as hdlsrc\Subsystem_tc.vhd
### Working on hdlfirtdecim_multicycle/Subsystem as hdlsrc\Subsystem.vhd
### Generating package file hdlsrc\Subsystem_pkg.vhd

```

```

### Finishing multicycle path connectivity analysis.
### Writing multicycle path information inhdlsrc\Subsystem_constraints.txt
### HDL Code Generation Complete.

```

Limitations

Unsupported Blocks and Implementations

The following table lists block implementations (and associated Simulink blocks) that will not contribute to multicycle path constraints information.

| Implementation | Block(s) |
|-----------------------------------|-------------------------------------|
| SumCascadeHDLEmission | Add, Subtract, Sum, Sum of Elements |
| ProductCascadeHDLEmission | Product, Product of Elements |
| MinMaxCascadeHDLEmission | MinMax, Maximum, Minimum |
| ModelReferenceHDLInstantiation | Model |
| SubsystemBlackBoxHDLInstantiation | Subsystem |
| RamBlockDualHDLInstantiation | Dual Port RAM |
| RamBlockSimpDualHDLInstantiation | Simple Dual Port RAM |
| RamBlockSingleHDLInstantiation | Single Port RAM |

Limitations on MATLAB Function Blocks and Stateflow Charts

Loop-Carried Dependencies

HDL Coder does not generate constraints for MATLAB Function blocks or Stateflow charts that contain a for loop with a loop-carried dependency.

Indexing Vector or Matrix Variables

In order to generate constraints for a vector or matrix index expression, the index expression must be one of the following:

- A constant
- A for loop induction variable

For example, in the following example of code for a MATLAB Function block, the index expression `reg(i)` does not generate constraints.

```

function y = fcn(u)
%#codegen

N=length(u);
persistent reg;
if isempty(reg)
    reg = zeros(1,N);
end

y = reg;

for i = 1:N-1
    reg(i) = u(i) + reg(i+1);
end
reg(N) = u(N);

```

File Generation Time

Tip Generation of constraint files for large models can be slow.

Meet Timing Requirements Using Enable-Based Multicycle Path Constraints

In this section...

“How Enable-Based Multicycle Path Constraints Work” on page 23-26

“Specify Enable-Based Constraints” on page 23-27

“Benefits of Using Enable-Based Constraints” on page 23-28

“Modeling Guidelines” on page 23-29

“Multicycle Path Constraints for Various Synthesis Tools” on page 23-29

“Preserve Enable Signals in Timing Control Logic” on page 23-30

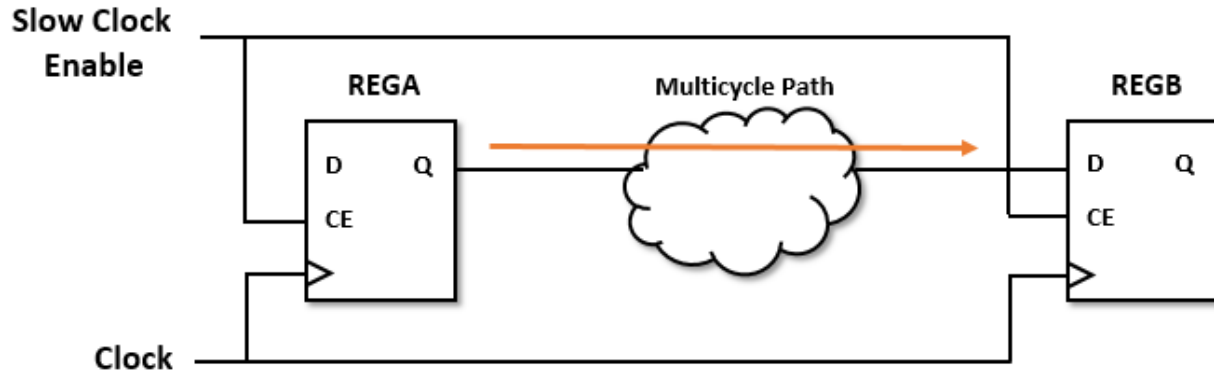
“Limitations” on page 23-31

If your Simulink model contains multiple sample rates or uses speed and area optimizations that insert pipeline registers, your design can have multicycle paths. Multicycle paths are data paths between two registers that operate at a sample rate slower than the FPGA clock rate and therefore take multiple clock cycles to complete their execution. To synchronize the clock rate to the sample rates of various paths in your design, you can use a single clock mode or a multiple clock mode. By default, HDL Coder uses a single clock mode that generates a single master clock at the fastest sample rate and creates a timing controller entity to control the clock rate to the multicycle paths. The timing controller generates a set of clock enables with the required rate and phase information to control the sequential elements such as Delay blocks that operate at different sample rates.

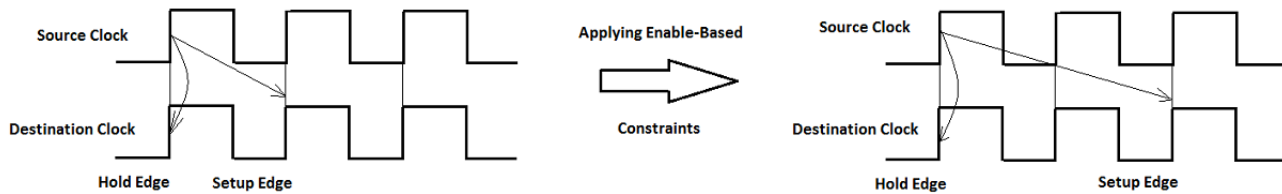
When you synthesize the generated HDL code, synthesis tools can fail to meet the timing requirements of multicycle paths. The timing failure occurs because synthesis tools cannot infer the various sample rates in your design from the generated HDL code. The synthesis tools assume that the registers in your design run at the master clock rate and requires data to travel between the registers within one clock cycle. However, the multicycle paths are not required to complete their execution within one clock cycle and therefore cannot meet the timing requirements. To meet the timing requirements, specify generation of enable-based multicycle path constraints.

How Enable-Based Multicycle Path Constraints Work

Synthesis tools require that data propagates from a source register to a destination register within one clock cycle. Multicycle path constraints relax this timing requirement by allowing multiple clock cycles for data to propagate between the registers. The code generator uses the timing controller enable signals to create enable-based register groups, with registers in each group driven by the same clock enable. When you apply the enable-based constraints and generate HDL code, the code generator outputs a constraints file with the naming convention `dutname_constraints`. The file defines the timing requirements of multicycle paths and contains information about the setup and hold constraints that needs to be met.



This figure shows a multicycle path that takes a certain number of clock cycles, say N , for the data to propagate from REGA to REGB. By default, the synthesis tools define the setup edge at the next active clock edge and the hold edge at the same active clock edge with respect to the destination clock signal. For a multicycle path that takes N clock cycles, the constraints redefine the setup and hold edge to allow for the longer data propagation time.



For example, consider a multicycle path takes two clock cycles for data to propagate from the source to the destination register. This waveform shows how applying enable-based constraints redefines the setup and hold edges. This code snippet shows this setup and hold requirement in the constraints file that gets generated when you enable multicycle path constraints.

```
set_multicycle_path 2 -setup -from $REGA -to $REGB
set_multicycle_path 1 -hold -from $REGA -to $REGB
```

Specify Enable-Based Constraints

Before you generate the enable-based constraints, you must:

- Preserve the multicycle paths in your design. Before you enable generation of multicycle path constraints, make sure that you disable optimizations such as clock rate pipelining and adaptive pipelining in those regions where you want to apply multicycle path constraints.

- Make sure that the region that operates at a slower clock rate is bounded by timing controller based clock enable signals operating at zero phase.
- Specify the **Synthesis tool**. The format of the multicycle path constraints file that gets generated depends on the **Synthesis tool** that you specify. If you do not specify the synthesis tool and the **Generate EDA Scripts** check box is selected, HDL Coder does not generate multicycle path constraints.
- Use the single clock mode. In the **HDL Code Generation > Global Settings** pane, set **Clock Inputs** to **Single**.

You can specify generation of multicycle constraints in the Configuration Parameters dialog box, or in the HDL Workflow Advisor UI, or at the command line.

- In the Configuration Parameters dialog box, on the **HDL Code Generation > Target and Optimizations** pane, select the **Enable based constraints** check box.
- In the HDL Workflow Advisor, on the **HDL Code Generation > Set Code Generation Options > Set Optimization Options** task, select the **Enable based constraints** check box.
- At the command line, use the `MulticyclePathConstraints` property with `hdlset_param` or `makehdl`.

Benefits of Using Enable-Based Constraints

If the synthesis tools identify the multicycle path constraints, you can:

- Realize higher clock rates and improve the timing of your design.
- Reduce the area footprint on the target FPGA device because multicycle path constraints do not introduce any pipeline registers.
- Reduce HDL code generation time because the code generator does not have to run many optimization settings.
- Reduce synthesis time since multicycle path constraints relax the timing requirements on the synthesis tool.
- Skip verification of your design after generating HDL code as the generated model with the constraints is identical to the original model.

When you specify the multicycle path information to the synthesis tool, it is not recommended to use the **Register-to-register path info** setting in the **Target and Optimizations** pane. If you use this setting, the code generator outputs a text file that describes the multicycle path information in a format that is not native to a particular synthesis tool. You must convert this information to the multicycle path constraints format required by your synthesis tool.

When you use the enable-based constraints setting:

- The generated constraints are more robust to name changes in synthesis tools.
- HDL code generation becomes faster.
- The **Target workflow** can be Generic ASIC/FPGA, FPGA Turnkey, IP Core Generation, and Simulink Real-Time FPGA I/O.
- The constraint file format is supported with Xilinx ISE, Xilinx Vivado, and Altera QUARTUS II.


```

...
ATTRIBUTE mcp_info: string

ATTRIBUTE mcp_info OF phase_0 : SIGNAL IS "DUT_tc.u1_d4_o0";
...

```

The constraints file that is generated for Xilinx Vivado is more robust than pattern matching on module or signal names.

Xilinx ISE

HDL Coder generates the constraints in the form of a UCF file. This code snippet shows the UCF file generated for a model that has one slow-rate region controlled by a clock enable signal and has a target frequency of 300MHz. The multicycle path constraints depend on the **Target Frequency** that you specify.

```

# Multicycle constraints for clock enable: DUT_tc.u1_d4_o0
NET "*u_DUT_tc/phase_0" TNM_NET = FFS "TN_u_DUT_tc_phase_0";
TIMESPEC "TS_u_DUT_tc_phase_0" = FROM "TN_u_DUT_tc_phase_0" TO "TN_u_DUT_tc_phase_0" TS_FPGA_CLK;

```

The clock constraints that are generated when you run the Generic ASIC/FPGA, FPGA Turnkey, or the Simulink Real-Time FPGA I/O workflow with Xilinx ISE are shown in this code.

```

# Timing Specification Constraints

NET "clk" TNM_NET = "TN_clk";
TIMESPEC "TS_FPGA_CLK" = PERIOD "TN_clk" 300 MHz;

```

To use the multicycle path constraints when you generate HDL code by using the `makehdl` function, make sure that you add a `TS_FPGA_CLK` constraint to the UCF file.

Preserve Enable Signals in Timing Control Logic

When you apply enable-based multicycle path (MCP) constraints to relax the timing constraints on multicycle data paths, HDL Coder generates MCP with timing controller logic. If you source enable-based constraints to the synthesis tool, the synthesis tool optimizes this timing controller logic to convert it to the single clock domain design. The MCP constraints are not applied in the generated HDL code. To preserve this timing control logic in the synthesis tool, HDL Coder adds an attribute `direct_enable` to all the enable signals in your generated timing controller HDL code.

This generated VHDL code shows the `direct_enable` attribute is added to the enable signal in timing controller logic:

```

...
ATTRIBUTE direct_enable OF enb_1_1_1: SIGNAL IS "yes";
...

```

This generated Verilog code shows the `direct_enable` attribute is added to the enable signal in timing controller logic:

```

...
(* direct_enable = "yes" *) output enb_1_1_1;
...

```

Due to the `direct_enable` attribute, the MCP constraints are applied to your design when you source MCP constraints in the synthesis tool.

Limitations

- The multicycle path constraints file is not supported with the FPGA-in-the-Loop workflow.
- If the slow-rate region is not bounded by registers, multicycle path constraints require that you add two Delay blocks at the slow rate, which increases the latency of your design.
- The code generator does not add constraints on paths between registers that have a nonzero phase value for the timing controller-based enable signals. For the code generator to add constraints, use registers that derive from phase 0 clock enable signals, such as Delay blocks.
- The generated multicycle constraints can be less effective if you apply the constraints to regions that have optimizations such as clock-rate pipelining and adaptive pipelining enabled. With clock-rate pipelining, the registers operate at the faster clock rate and might not retain the slow-rate registers in your design.
- HDL Coder does not generate multicycle path constraints for single-rate models.
- If you use the multiple clock mode, the code generator does not output the multicycle path constraints file.

See Also

Related Examples

- “Use Multicycle Path Constraints to Meet Timing for Slow Paths” on page 23-32

More About

- “Multicycle Path Constraints Parameters” on page 15-28
- “Clock-Rate Pipelining” on page 24-119
- “Adaptive Pipelining” on page 24-136
- “Generate Multicycle Path Information Files” on page 23-19

Use Multicycle Path Constraints to Meet Timing for Slow Paths

This example shows how to apply multicycle path constraints in your design to meet timing requirements. Using multicycle path constraints can save area and reduce synthesis run times. For more information, see the enable-based multicycle path constraints documentation.

Introduction

Algorithms modeled in Simulink for HDL code generation can have multiple sample rates. These multiple rates can be part of the Simulink model, or can be introduced with HDL Coder options such as oversampling. With oversampling specified, the generated HDL code will run on the FPGA at a faster clock rate. This faster rate allows additional optimizations to take effect.

When HDL Coder is configured to use a single clock, it generates a timing controller to control clocked elements, such as delays, at different sample rates with clock enables. These clock enables are synchronous to the single clock and toggle at rates that are multiple times slower than the base clock. The data paths between slow clocked element pairs are called multicycle paths, because they allow data to take multiple clock cycles to travel. However, synthesis tools cannot infer this acceptable delay directly from the HDL code. The tools assume that data changes every cycle and must travel from one register to the next within one clock cycle. Synthesis tools have to take more effort to meet the excessive timing requirement and therefore can fail timing. By declaring a set of data paths as multicycle paths and providing the actual timing of these paths to the downstream synthesis tool, HDL Coder can simplify and accelerate the process of meeting the desired timing constraints for a design.

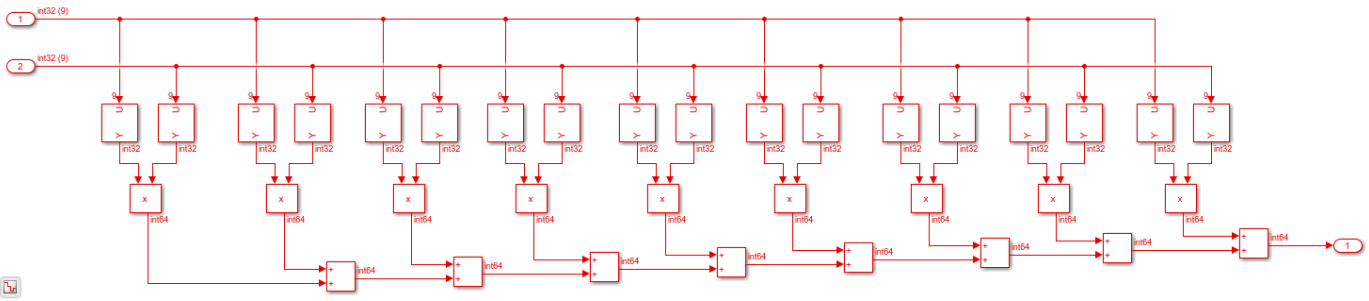
This example demonstrates how to generate multicycle path constraints in HDL Coder so that timing requirements may be specified, allowing efficient timing analysis in the synthesis tool.

Applying multicycle constraints using HDL Coder

In this example, we use Xilinx Vivado 2016.4 post place and routing static timing analysis results for a Virtex7 device (xc7v2000t, fhg1761, -1) to show the impact of enabled based multicycle path constraints. Other synthesis tools and devices have similar behavior. HDL Coder generates constraint files of XDC format for Xilinx Vivado, UCF format for Xilinx ISE, and SDC format for Altera Quartus II.

Consider the example, `hdlcoder_multi_cycle_path_constraints.slx`. The model contains a direct form FIR filter with an adder chain in the critical path. While the input data rate of this filter is specified to be 2MHz, we want this design to run as fast as possible so that it can be integrated with other IPs requiring high frequency. We start by choosing a 130MHz clock frequency without any timing optimization by setting 'Oversampling factor' to 65 and 'TargetFrequency' to 130.

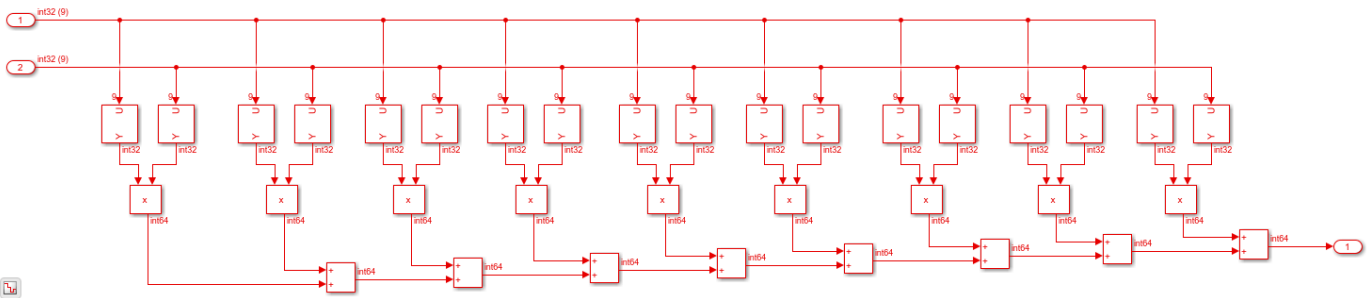
```
bdclose('all');
load_system('hdlcoder_multi_cycle_path_constraints');
open_system('hdlcoder_multi_cycle_path_constraints/Subsystem/Dot Product');
hdlset_param('hdlcoder_multi_cycle_path_constraints', 'Oversampling', 65);
hdlset_param('hdlcoder_multi_cycle_path_constraints', 'TargetFrequency', 130);
set_param('hdlcoder_multi_cycle_path_constraints', 'SimulationCommand', 'update');
```



Generate HDL with these settings and inspect the generated model. Notice that the generated model is actually identical to the original model.

```
makehdl('hdlcoder_multi_cycle_path_constraints/Subsystem');
load_system('gm_hdlcoder_multi_cycle_path_constraints');
set_param('gm_hdlcoder_multi_cycle_path_constraints', 'SimulationCommand', 'update');
open_system('gm_hdlcoder_multi_cycle_path_constraints/Subsystem/Dot Product');
```

```
### Generating HDL for 'hdlcoder_multi_cycle_path_constraints/Subsystem'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_multi_
### Running HDL checks on the model 'hdlcoder_multi_cycle_path_constraints'.
### Begin compilation of the model 'hdlcoder_multi_cycle_path_constraints'...
### Applying HDL optimizations on the model 'hdlcoder_multi_cycle_path_constraints'...
### <a href="matlab:configset.internal.open('hdlcoder_multi_cycle_path_constraints', 'AdaptivePipe
### <a href="matlab:configset.internal.open('hdlcoder_multi_cycle_path_constraints', 'LUTMapToRAM
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_multi_cycle_path_constraints'.
### MESSAGE: The design requires 65 times faster clock with respect to the base rate = 2.
### Working on hdlcoder_multi_cycle_path_constraints/Subsystem/Dot Product as hdl_prj\hdlsrc\hdlc
### Working on Subsystem_tc as hdl_prj\hdlsrc\hdlcoder_multi_cycle_path_constraints\Subsystem_tc
### Working on hdlcoder_multi_cycle_path_constraints/Subsystem as hdl_prj\hdlsrc\hdlcoder_multi_
### Generating package file hdl_prj\hdlsrc\hdlcoder_multi_cycle_path_constraints\Subsystem_pkg.V
### Code Generation for 'hdlcoder_multi_cycle_path_constraints' completed.
### Writing Vivado multicyle constraints XDC file <a href="matlab:edit('hdl_prj\hdlsrc\hdlcoder_
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb3
### HDL check for 'hdlcoder_multi_cycle_path_constraints' complete with 0 errors, 0 warnings, and
### HDL code generation complete.
```



The generated HDL fails to meet the timing requirement for the clock at 130MHz. As shown in the timing report snippet below, the timing requirement is 7.692 ns (1/130MHz) and a negative slack indicates a timing violation of this requirement. Other synthesis tools' timing reports may look different, although the critical path from this example design will remain the same.

Max Delay Paths

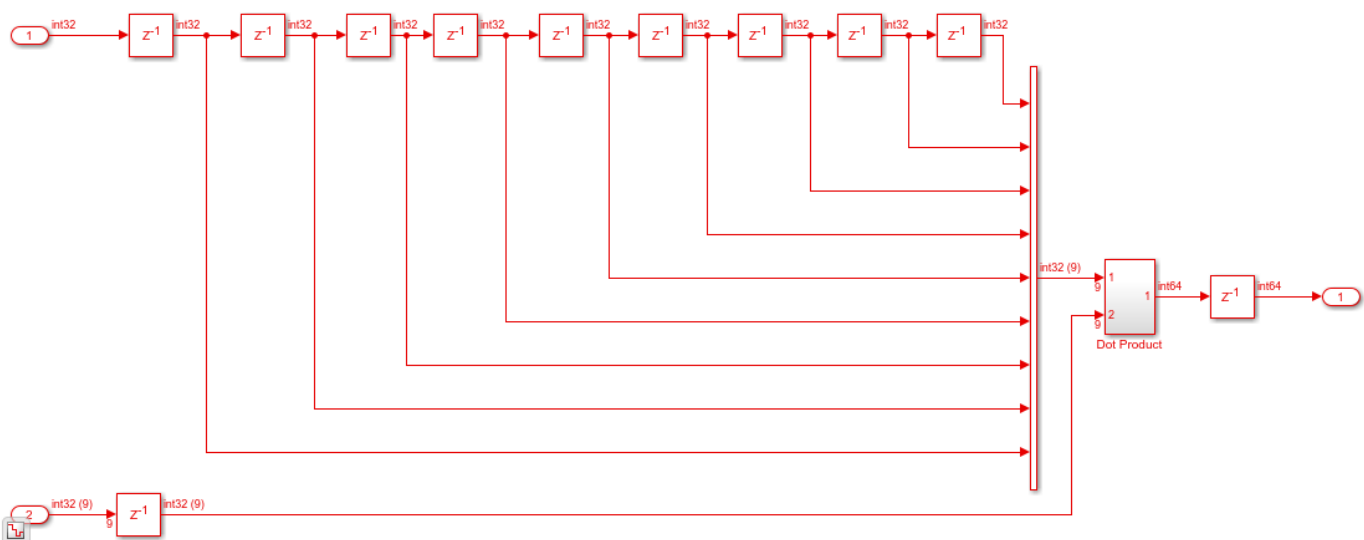
```

Slack (VIOLATED) : -1.979ns (required time - arrival time)
Source: Delay6_out1_reg[8]/C
(rising edge-triggered cell FDCE clocked by MWCLK {rise@0.000ns fall@3.846ns period=7.692ns});
Destination: Delay1_out1_reg[61]/D
(rising edge-triggered cell FDCE clocked by MWCLK {rise@0.000ns fall@3.846ns period=7.692ns});
Path Group: MWCLK
Path Type: Setup (Max at Slow Process Corner)
Requirement: 7.692ns (MWCLK rise@7.692ns - MWCLK rise@0.000ns)
Data Path Delay: 9.686ns (logic 7.297ns (75.333%) route 2.389ns (24.667%))

```

We are going to use multicycle path constraints to meet timing requirements. Check the original model.

```
open_system('hdlcoder_multi_cycle_path_constraints/Subsystem');
```



Notice that the Dot Product subsystem is surrounded by delays running at the desired 2MHz data rate. Due to the specified 65x oversampling, the design can tolerate multiple clock cycles for the data to propagate through it. HDL Coder requires multicycle regions to be surrounded by slow clocked elements, such as these delays, so that the constraints can define the paths among them as multicycle paths. Turn MulticyclePathConstraints on and HDL Coder will generate an additional file.

```
hdlset_param('hdlcoder_multi_cycle_path_constraints', 'MulticyclePathConstraints', 'on');
```

We can even increase the target frequency to 300MHz.

```
hdlset_param('hdlcoder_multi_cycle_path_constraints', 'Oversampling', 150);
hdlset_param('hdlcoder_multi_cycle_path_constraints', 'TargetFrequency', 300);
```

Generate HDL and multicycle path constraints.

```
makehdl('hdlcoder_multi_cycle_path_constraints/Subsystem');
```

```

### Generating HDL for 'hdlcoder_multi_cycle_path_constraints/Subsystem'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_multi_
### Running HDL checks on the model 'hdlcoder_multi_cycle_path_constraints'.
### Begin compilation of the model 'hdlcoder_multi_cycle_path_constraints'...
### Applying HDL optimizations on the model 'hdlcoder_multi_cycle_path_constraints'...
### <a href="matlab:configset.internal.open('hdlcoder_multi_cycle_path_constraints', 'AdaptivePipe

```

```

### <a href="matlab:configset.internal.open('hdlcoder_multi_cycle_path_constraints','LUTMapToRAM
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_multi_cycle_path_constraints'.
### MESSAGE: The design requires 150 times faster clock with respect to the base rate = 2.
### Working on hdlcoder_multi_cycle_path_constraints/Subsystem/Dot Product as hdl_prj\hdlsrc\hdl
### Working on Subsystem_tc as hdl_prj\hdlsrc\hdlcoder_multi_cycle_path_constraints\Subsystem_tc
### Working on hdlcoder_multi_cycle_path_constraints/Subsystem as hdl_prj\hdlsrc\hdlcoder_multi_c
### Generating package file hdl_prj\hdlsrc\hdlcoder_multi_cycle_path_constraints\Subsystem_pkg.vl
### Code Generation for 'hdlcoder_multi_cycle_path_constraints' completed.
### Writing Vivado multicycle constraints XDC file <a href="matlab:edit('hdl_prj\hdlsrc\hdlcoder
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdlcoder_multi_cycle_path_constraints' complete with 0 errors, 0 warnings, and
### HDL code generation complete.

```

Inspect the generated constraint XDC file.

```
dbtype('hdl_prj/hdlsrc/hdlcoder_multi_cycle_path_constraints/Subsystem_constraints.xdc');
```

```

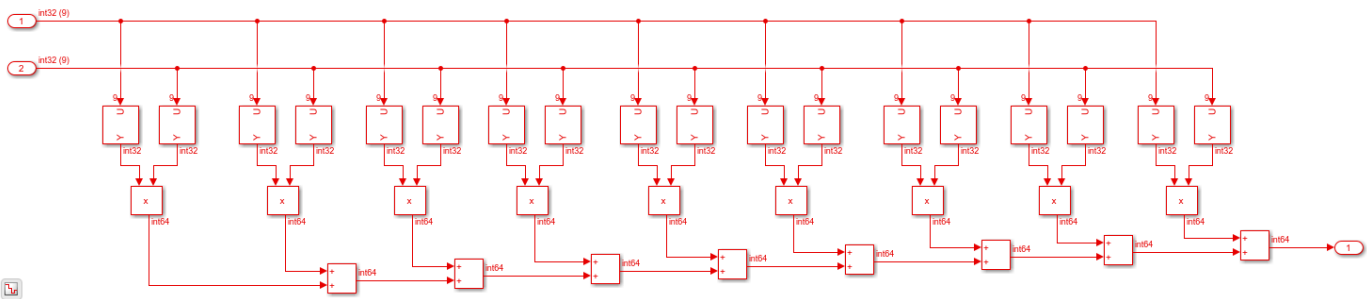
1  # Multicycle constraints for clock enable: Subsystem_tc.u1_d150_o0
2  set enbregcell [get_cells -hier -filter {mcp_info=="Subsystem_tc.u1_d150_o0"}]
3  set enbregnet [get_nets -of_objects [get_pins -of_objects $enbregcell -filter {DIRECTION ==
4  set reglist [get_cells -of [filter [all_fanout -flat -endpoints_only $enbregnet] IS_ENABLE
5  set_multicycle_path 150 -setup -from $reglist -to $reglist -quiet
6  set_multicycle_path 149 -hold -from $reglist -to $reglist -quiet
7

```

These constraints first find flip flops that are driven by the 2MHz clock enable signal. Then, they define the paths among these flip flops multicycle paths to allow up to 150 cycles for data to propagate.

Inspect the generated model.

```
open_system('gm_hdlcoder_multi_cycle_path_constraints/Subsystem/Dot Product');
set_param('gm_hdlcoder_multi_cycle_path_constraints', 'SimulationCommand', 'update');
```



The generated model and HDL code are identical to the previous results, because generating enabled based multicycle path constraints does not alter the HDL architecture. The design was previously unable to meet the desired timing at 130MHz. However, when you specify multicycle path constraints, this design can run at 300MHz on the FPGA.

```

Max Delay Paths
-----
Slack (MET) :          0.612ns (required time - arrival time)
  Source:            u_Subsystem_tc/phase_0_reg/C
                    (rising edge-triggered cell FDCE clocked by MWCLK {rise@0.000ns fall@1.666ns period=3.333ns});
  Destination:      Delay6_out1_reg[4]/CE
                    (rising edge-triggered cell FDCE clocked by MWCLK {rise@0.000ns fall@1.666ns period=3.333ns});
  Path Group:        MWCLK
  Path Type:         Setup (Max at Slow Process Corner)
  Requirement:       3.333ns (MWCLK rise@3.333ns - MWCLK rise@0.000ns)
  Data Path Delay:   2.408ns (logic 0.399ns (16.570%)  route 2.009ns (83.430%))

```

Additional information about multicycle path constraints:

Multicycle path constraints are required for synthesis tools to understand timing requirements. This information is extracted from the Simulink model since it cannot be inferred from the generated HDL code. Multicycle path constraints identify paths between clocked elements driven by the same clock enable. It can fail to meet timing requirements in certain cases. For example, a data path is not recognized as a multicycle path, if it is not gated with both input and output delays or is between two delays of different rates. Therefore, if you want to use multicycle path constraints for certain parts in your design, it is important to retain the multicycle paths in that region from being altered by optimizations introducing pipelines, such as input and output pipelining, clock rate pipelining, adaptive pipelining resource sharing, streaming, pipelined math operations, e.g. Newton-Raphson method for sqrt or recip, Cordic algorithm for trigonometric functions, and floating-point IP mapping.

Optimization

- “Speed and Area Optimizations in HDL Coder” on page 24-3
- “Automatic Iterative Optimization” on page 24-8
- “Generated Model and Validation Model” on page 24-11
- “Locate Numeric Differences After Speed Optimization” on page 24-14
- “Simplify Constant Operations and Reduce Design Complexity in HDL Coder” on page 24-19
- “Optimization with Constrained Overclocking” on page 24-24
- “Resolve Numeric Mismatch with Delay Balancing” on page 24-26
- “Streaming” on page 24-31
- “Resource Sharing” on page 24-34
- “Streaming: Area Optimization” on page 24-38
- “Resource Sharing For Area Optimization” on page 24-42
- “Single-rate Resource Sharing Architecture” on page 24-53
- “Improve Resource Sharing with Design Modifications” on page 24-57
- “Improve Resource Sharing with Clone Detection and Replacement” on page 24-62
- “Delay Balancing” on page 24-68
- “Delay Balancing and Validation Model Workflow In HDL Coder™” on page 24-73
- “Control the Scope of Delay Balancing” on page 24-80
- “Delay Balancing on Multi-Rate designs” on page 24-87
- “Find Feedback Loops” on page 24-95
- “Hierarchy Flattening” on page 24-97
- “RAM Mapping for Simulink Models” on page 24-100
- “RAM Mapping With the MATLAB Function Block” on page 24-101
- “Distributed Pipelining” on page 24-106
- “Hierarchical Distributed Pipelining” on page 24-110
- “Distributed Pipelining: Speed Optimization” on page 24-113
- “Constrained Output Pipelining” on page 24-117
- “Clock-Rate Pipelining” on page 24-119
- “Clock Rate Pipelining” on page 24-123
- “Adaptive Pipelining” on page 24-136
- “Design Patterns That Require Adaptive Pipelining” on page 24-143
- “Critical Path Estimation Without Running Synthesis” on page 24-148
- “HDL Optimizations Across MATLAB Function Block Boundary Using MATLAB Datapath Architecture” on page 24-157
- “Subsystem Optimizations for Filters” on page 24-165
- “Remove Redundant Logic and Unused Blocks in Generated HDL Code” on page 24-175

- “Optimize Unconnected Ports in HDL Code for Simulink Models” on page 24-197

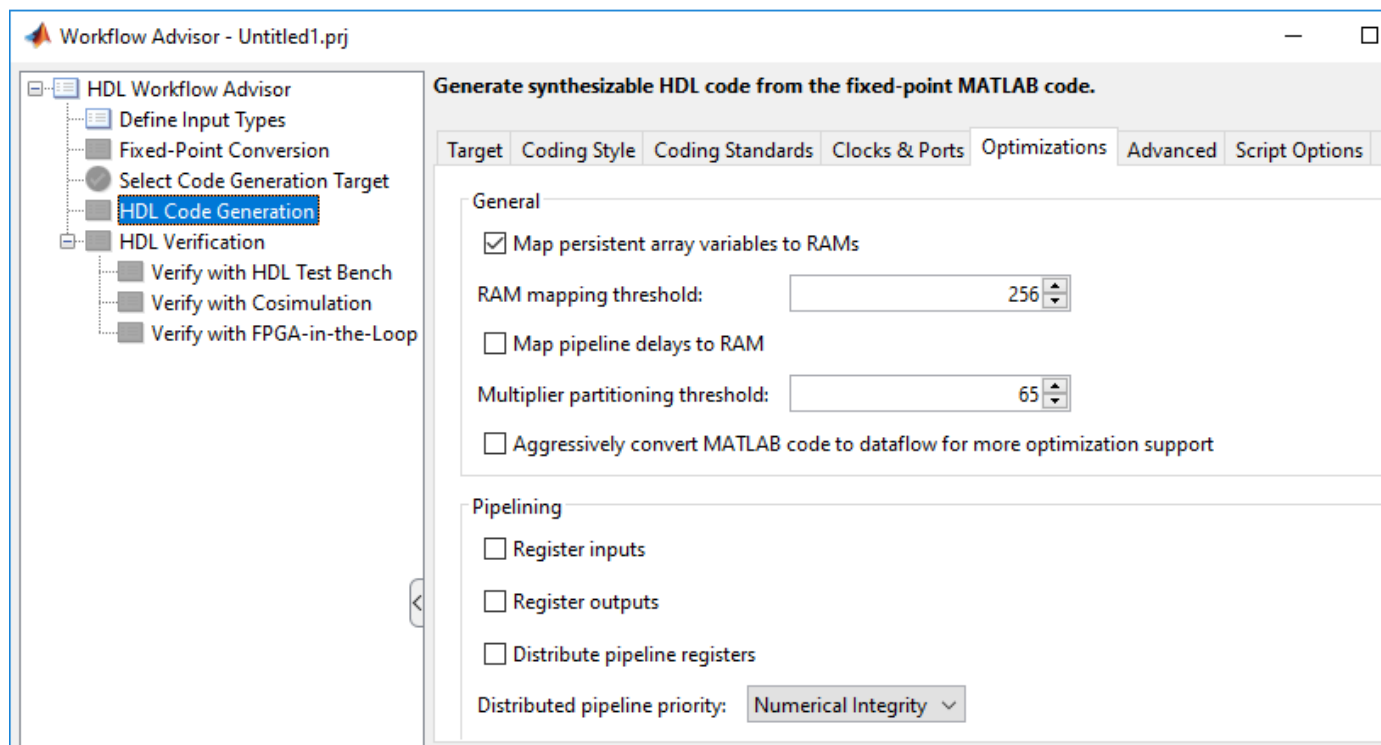
Speed and Area Optimizations in HDL Coder

Use area and speed optimizations in HDL Coder to save resources and improve the timing of your design on the target FPGA device. The optimizations do not change the functional behavior of your algorithm but can optimize certain resources in your design, introduce latency, or cause difference in sample rates.

You can initially generate HDL code and synthesize your design on your FPGA platform without enabling optimizations. If the design does not meet the timing requirements, you can enable the optimizations and rerun the workflow until your design meets the area and speed requirements. See “Basic HDL Code Generation Workflow”.

Optimizations in MATLAB HDL Code Generation

To enable optimizations on your MATLAB code, open the Workflow Advisor from MATLAB. In the Advisor, on the **HDL Code Generation** task, enable the settings in the **Optimization** tab.

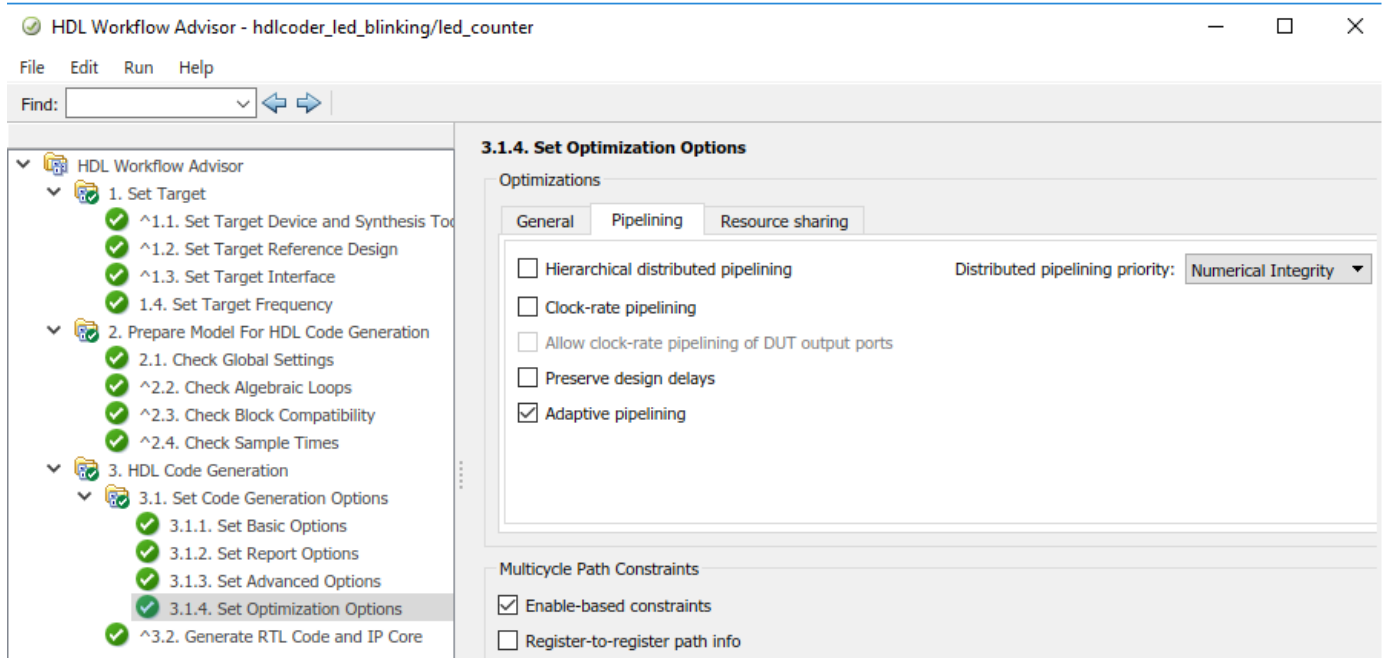


Optimizations in Simulink HDL Code Generation

You can enable optimizations at the model level and at the block level. Specify model-level optimizations:

- In the Configuration Parameters dialog box, on the **HDL Code Generation > Optimization** pane. See “HDL Code Generation Pane: Optimization” on page 12-7.

- At the command line by using the `makehdl` or `hdlset_param` function to set the property value.
- In the Simulink HDL Workflow Advisor, on the **Set Code Generation Options > Set Optimization Options** task.



Subsystems in your model inherit the model-level optimization settings. You can change the subsystem level settings in the HDL Block Properties dialog box for the subsystems or by using the `hdlset_param` function. You can also specify certain additional settings for certain blocks in your model such as adding pipelines at the input and output. This table illustrates various optimizations that are available at the block level and model level.

| Optimization | Model Level? | Subsystem Level? | Comments |
|------------------------|--------------|------------------|---|
| Delay balancing | Yes | Yes | – |
| RAM mapping | Yes | No | – |
| Adaptive pipelining | Yes | Yes | – |
| Clock rate pipelining | Yes | Yes | – |
| Distributed pipelining | Yes | Yes | At the model level, you use hierarchical distributed pipelining. To apply the optimization across subsystem hierarchies, enable distributed pipelining at each subsystem level. |

| Optimization | Model Level? | Subsystem Level? | Comments |
|------------------|--------------|------------------|--|
| Resource sharing | Yes | Yes | At the model level, you specify the type of resources you want to share such as adders and multipliers. At the block level, you specify the SharingFactor . |
| Streaming | No | Yes | - |

To see the effect of the optimizations:

- You can generate an optimization report with the HDL code. To learn how to enable this report, see “Create and Use Code Generation Reports” on page 25-2.
- Open the generated model or generate the validation model. The generated model is a behavioral model of the HDL code that shows the effect of block implementations and optimizations that you enabled. To verify the numerics of the generated model with the original model, you can generate a validation model. See “Generated Model and Validation Model” on page 24-11.

Tip To effectively use optimizations, change the sample time setting for Constant blocks from Inf to -1.

General Optimizations

Your model can have design delays and pipeline delays. Design delays are delays that you manually add to your model. Pipeline delays are delays that are introduced by pipelining settings specified on the blocks, block implementations such as Newton-Raphson method, native floating-point operators, or speed optimizations. You see these delays in the generated HDL code, generated model, and validation model.

General optimization parameters includes:

- RAM mapping: use RAM mapping parameters to map large delays, persistent variables in MATLAB code, and pipeline delays to RAM based on a threshold bit width. See also “RAM Mapping for MATLAB Code” on page 8-2 and “RAM Mapping Parameters” on page 15-7.
- Delay balancing: Enabled by default, this optimization balances pipeline delays by inserting matching delays in parallel paths. The optimization matches numerics of the generated model with the original model. You see the effect of this optimization in the **Delay Balancing** section of the optimization report. See “Delay Balancing” on page 24-68.

Speed Optimizations

Speed optimizations improve the timing of your design on the target FPGA by optimizing the critical path. To identify the critical path, you can run the Generic ASIC/FPGA workflow for your FPGA device and then annotate the critical path or use the timing reports.

To identify the critical path more quickly and speed up the iterative process of finding and optimizing the critical path, use critical path estimation. You do not have to run synthesis or generate HDL code. Critical path estimation uses static timing analysis with timing data from target-specific timing databases. You see the effect of this optimization in the **Critical Path Estimation** section of the optimization report. See “Critical Path Estimation Without Running Synthesis” on page 24-148.

Speed optimizations include:

- Clock rate pipelining: A Simulink optimization that is enabled by default, and runs pipeline registers at a faster clock rate when you specify an **Oversampling factor** greater than one. Use clock-rate pipelining with hierarchy flattening to remove hierarchical boundaries in a subsystem, thereby improving retiming. See “Clock-Rate Pipelining” on page 24-119.
- Distributed pipelining: An optimization that retimes registers that are existing delays, or specified by using **InputPipeline** and **OutputPipeline** block settings. To preserve existing delays, enable the “Preserve design delays” on page 15-14 setting. Enable hierarchical distributed pipelining on the model and distributed pipelining on the subsystems for retiming registers across hierarchies. You see the effect of this optimization in the **Distributed Pipelining** section of the optimization report. See “Distributed Pipelining” on page 24-106 and “Hierarchical Distributed Pipelining” on page 24-110.
- Adaptive pipelining: A Simulink optimization that inserts pipeline registers at input or output or both ports of certain blocks to create patterns that efficiently map blocks to DSP units on the target FPGA device. The optimization considers the target device, target frequency, multiplier word lengths, and the HDL Block Property settings. You see the effect of this optimization in the **Adaptive Pipelining** section of the optimization report. See “Adaptive Pipelining” on page 24-136.
- Loop Unrolling: A MATLAB optimization that unrolls a loop by instantiating multiple instances of the loop body in the generated code. You can also partially unroll a loop. See “Optimize MATLAB Loops” on page 8-20

Area Optimizations

Area optimizations reduce resource usage of your design. Optimizing your design for area can reduce the speed at which your design runs on the FPGA.

Area optimizations include:

- Resource Sharing: An optimization that identifies multiple functionally equivalent resources and replaces them with a single resource. At the model level, you specify resources you want to share such as adders and multipliers. At the subsystem level, you specify a **SharingFactor** depending on the number of shareable resources in your design. By using the optimization with clock-rate pipelining, you can specify how to overclock the shared resources. See “Resource Sharing” on page 24-34
- Streaming: A Simulink optimization that splits a vector data path into multiple smaller vector data paths based on the **StreamingFactor** that you specify on the subsystems, thereby reducing hardware resource consumption. See “Streaming” on page 24-31.
- Loop Streaming: A MATLAB optimization that streams a loop by instantiating the loop body once and using that instance for each loop iteration. The code generator oversamples the loop body instance to keep the generated loop functionally equivalent to the original loop. See “Optimize MATLAB Loops” on page 8-20

See Also

makehdl

More About

- “Clock Rate Pipelining” on page 24-123

- “Distributed Pipelining: Speed Optimization” on page 24-113
- “Resource Sharing For Area Optimization” on page 24-42
- “Streaming: Area Optimization” on page 24-38

Automatic Iterative Optimization

In this section...

“How Automatic Iterative Optimization Works” on page 24-8

“Automatic Iterative Optimization Output” on page 24-8

“Automatic Iterative Optimization Report” on page 24-9

“Requirements for Automatic Iterative Optimization” on page 24-9

“Limitations of Automatic Iterative Optimization” on page 24-9

Automatic iterative optimization enables you to optimize your clock frequency without specifying individual optimization options, such as input or output pipelining, distributed pipelining, or loop unrolling.

There are two ways to use `hdlcoder.optimizeDesign` to optimize your clock frequency:

- **Best clock frequency:** You specify the maximum number of iterations you want HDL Coder to perform, and the coder iterates to minimize the critical path in your design.
- **Target clock frequency:** You specify a clock frequency target for your design and the maximum number of iterations you want HDL Coder to perform. The coder iterates until it meets your target clock frequency or reaches the maximum number of iterations.

HDL Coder can also determine that your target clock frequency is not achievable because your target clock period is less than the latency of the largest atomic combinational group of logic in your design.

How Automatic Iterative Optimization Works

You specify your clock frequency goal and the maximum number of iterations. HDL Coder performs the following steps for each iteration:

- 1 Analyzes the logic in your design.
- 2 Generates code.
- 3 Uses the synthesis tool to analyze the generated code, and obtains post-map timing analysis data.
- 4 Back annotates the design with the timing analysis data.
- 5 Inserts pipeline registers to break the critical path.
- 6 Balances delays.
- 7 Saves iteration data in a new folder.

When HDL Coder has met your clock frequency goal or it has reached the maximum number of iterations, it saves the generated code and iteration data in a new folder and generates a report that describes the final critical path.

Automatic Iterative Optimization Output

When HDL Coder exits the optimization loop, it saves the results of the final iteration in a folder, `hdlsrc/your_model_name/hdlexpl/Final-timestamp`.

The final iteration folder contains:

- The generated HDL code, in `hdlsrc/your_model_name`
- A data file, `cpGuidance.mat`, that you can use with your original model to regenerate code without rerunning the iterative optimization.
- The optimization report, `summary.html`.

HDL Coder also saves

Automatic Iterative Optimization Report

HDL Coder generates a report for the final optimization iteration and saves it in the final iteration folder, `hdlsrc/your_model_name/hdlexpl/Final-timestamp`.

The final optimization report, `summary.html`, contains the following:

- Summary Section, with:
 - Final critical path latency.
 - Critical path latency and elapsed time for each iteration.
- Diagnostic Section, with:
 - Reason for stopping at the final iteration.
 - Model or block settings that can reduce the accuracy of the critical path analysis.

If your model has these settings, remove them where possible, and rerun `hdlcoder.optimizeDesign`. Some optimizations, such as distributed pipelining and constrained output pipeline, change the placement of pipeline registers after the coder analyzes the critical path.

- Critical path description, which shows signals and components in both the original model and generated model that are part of the critical path.

You may see a message that says a signal or component on the critical path cannot be traced back to the original model. HDL Coder may not be able to map its internal representation of your design back to the original design. Each optimization iteration changes the internal representation, so the final representation can have a structure that is different from your original design.

Requirements for Automatic Iterative Optimization

Your synthesis tool must be Xilinx ISE or Xilinx Vivado, and your target device must be a Xilinx FPGA.

Limitations of Automatic Iterative Optimization

- In the current release, automatic iterative optimization does not support Altera hardware.
- Running automatic iterative optimization can take a long time, depending on the complexity of your design. To help mitigate the time cost, `hdlcoder.optimizeDesign` can regenerate code from a previous run, or resume from an interrupted run.
- Automatic iterative optimization is available from the command line only.
- HDL Coder uses post-map timing information, which the synthesis tool generates before performing place and route. Post-map timing information is less accurate than timing information the synthesis tool generates after place and route, but is faster to obtain.

See Also

`hdlcoder.optimizeDesign`

Generated Model and Validation Model

| In this section... |
|----------------------------------|
| “Generated Model” on page 24-11 |
| “Validation Model” on page 24-12 |

HDL Coder enables you to view the effect of HDL optimizations and block settings in the generated model.

Generated Model

Before generating code, HDL Coder creates a behavioral model of the HDL code called the generated model. The generated model is an intermediate model that captures cycle-accurate and bit-true behavior of the generated code in area and timing optimizations during code generation. It shows latency and numeric differences between your Simulink DUT and the generated HDL code. Delays that the code generator inserts are highlighted in the generated model in various colors. See the table below for different delays in code generation, the corresponding highlight color, and how the delays are named in the generated model.

| Delays | Highlight Color | Naming Convention |
|--|-----------------|---|
| <ul style="list-style-type: none"> Block implementation RAM mapping | Cyan | The block is highlighted in cyan. Delay blocks inside this block use the default name <code>Delay</code> and are not highlighted. |
| “Constrained Output Pipelining” on page 24-117 | Green | Constrained output pipelining: <code>rd_n</code> |
| <ul style="list-style-type: none"> “Distributed Pipelining” on page 24-106 “InputPipeline” on page 22-13 and “OutputPipeline” on page 22-18 “Delay Balancing” on page 24-68 “Clock-Rate Pipelining” on page 24-119 “Adaptive Pipelining” on page 24-136 | Orange | <ul style="list-style-type: none"> Distributed pipelining: <code>rd_n</code> Input pipelining: <code>in_n_pipe_in_pipe</code> and output pipelining: <code>out_n_pipe_in_pipe</code> Delay balancing: <code>delayMatch</code> Clock-rate pipelining: <code>rd_n</code> Adaptive pipelining: <code>HwModeRegister</code> at block inputs and <code>PipelineRegister</code> at the block output. |

With timing and area optimizations, the generated model is substantially different from the original model. For example, you can see additional integer delays next to blocks if you request optimizations and additional balanced delays wherever necessary to maintain the accuracy of the algorithm. You see additional rates in the model if you request resource sharing or streaming optimization where the same operator is time multiplexed across multiple operations.

The generated model is used in RTL testbench generation. The input stimulus and output response are captured from the generated model instead of the original model because the generated model reflects the algorithms timing changes required for optimizations. If you disable model generation, you cannot generate a test bench in HDL Coder.

After code generation, the generated model is saved in the target folder. By default, the generated model prefix is `gm_`. For example, if your model name is *myModel*, your generated model name is *gm_myModel*.

Customize the Generated Model

To customize the prefix of the generated model name, use the `GeneratedModelNamePrefix` property with `makehdl` or `hdlset_param`. See “Prefix for generated model name” on page 17-89.

You can also specify various options for the naming and layout of the generated model. See “Naming and Layout Options for Model Generation” on page 17-89.

Validation Model

Because the generated model is often substantially different from the original model, the coder can also create a validation model to compare the original model to the generated model. The validation model inserts delays at the outputs of the original model to compensate for latency differences and compares the outputs of the two models. When you simulate the validation model, numeric differences in the output data trigger an assertion.

Using the validation model, you can verify that the output of the optimized DUT is bit-true to the results produced by the original DUT.

A validation model contains:

- A generated model.
- An original model that has compensating delays inserted.
- Original inputs, routed to the original model and the generated model.
- Scopes for comparing and viewing the outputs of the original model and generated model.

Latency Differences

Some block architectures and optimizations introduce latency. For example, for the Reciprocal block, you can specify HDL block architectures that implement the Newton-Raphson method. The Newton-Raphson method is iterative, so block architectures that use it are multicycle and introduce latency at the block rate.

Similarly, the resource sharing area optimization time-multiplexes data over a shared hardware resource, which introduces local multirate and latency at the upsampled rate.

Numeric Differences

HDL block architectures can introduce numeric differences. For example:

- HDL block property such as “InputPipeline” on page 22-13 specified on the block, or certain HDL architectures or optimizations such as distributed pipelining that moves delays to the input of the block.
- The Newton-Raphson method is an approximation. If you select a Newton-Raphson block implementation, the generated model shows a change in numerics.
- HDL implementations for signal processing blocks, such as filters, can change numerics.

See also “Locate Numeric Differences After Speed Optimization” on page 24-14.

Generate A Validation Model

- In the Configuration Parameters dialog box, in the **HDL Code Generation > Global Settings > Model Generation** pane, select **Validation Model**.
- In the HDL Workflow Advisor, in the **HDL Code Generation > Generate RTL Code and Testbench** pane, enable **Generate validation model**.
- Use the `GenerateValidationModel` property with `makehdl` or `hdlset_param`.

Customize the Validation Model

To customize the suffix of the generated validation name, use the `ValidationModelNameSuffix` property with `makehdl` or `hdlset_param`. See “Suffix for validation model name” on page 17-89.

Restrictions

- To generate a validation model, you must generate HDL code for the DUT Subsystem. Model generation is not supported for generating code for the entire model instead of the DUT Subsystem.
- Make sure the DUT subsystem has no unconnected output ports. See “Terminate Unconnected Block Outputs and Usage of Commenting Blocks” on page 21-25.

See Also

More About

- “Delay Balancing” on page 24-68

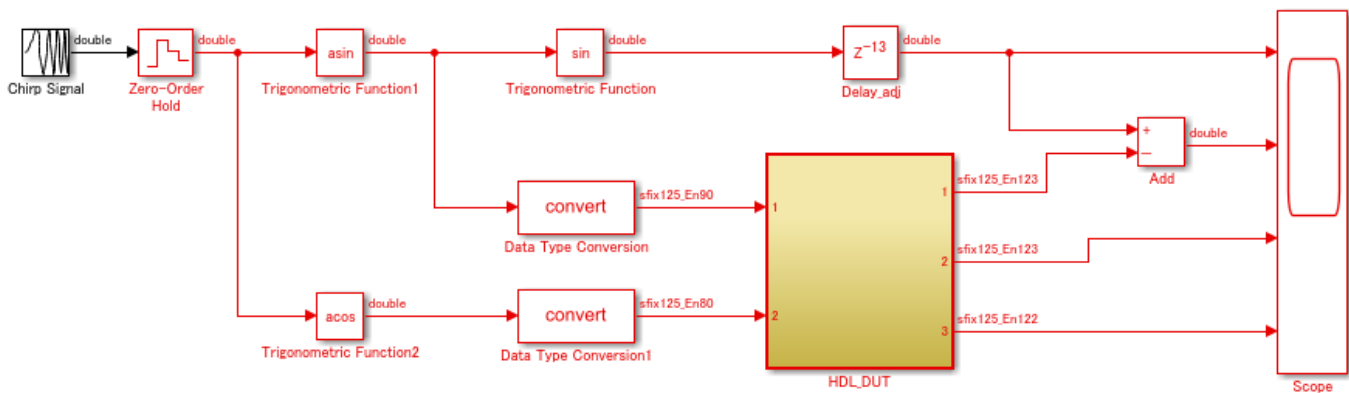
Locate Numeric Differences After Speed Optimization

This example shows how a model that contains Trigonometric Function blocks might have differences in numeric results after HDL code generation. You can observe these numeric differences in the generated validation model. The validation model compares the original model with the generated model that shows the effect of block implementations and speed and area optimizations.

Trigonometric Function Model

Open the model `hdlcoder_sincos_cordic_optimization`.

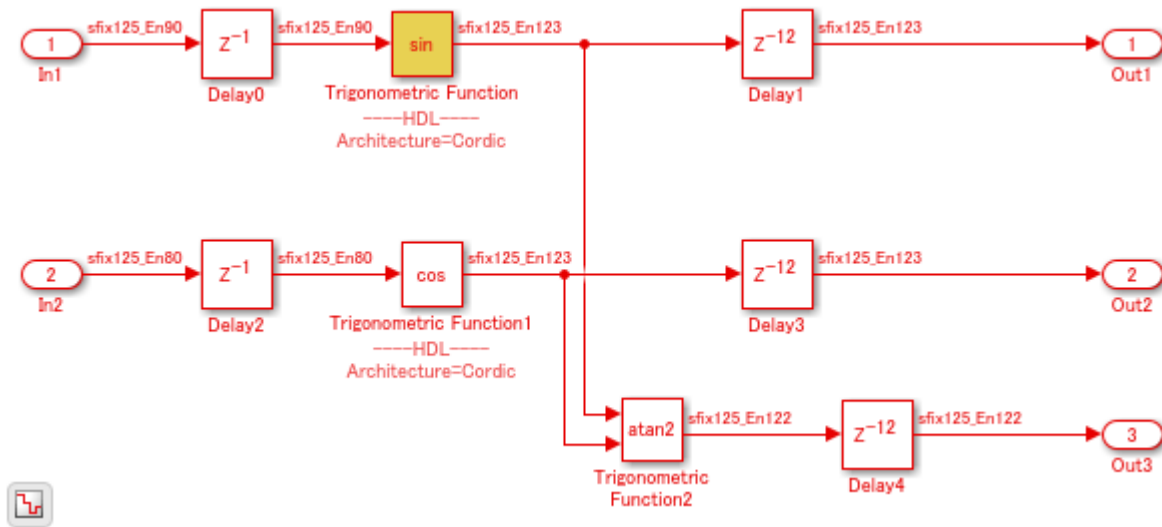
```
open_system('hdlcoder_sincos_cordic_optimization')
set_param('hdlcoder_sincos_cordic_optimization', 'SimulationCommand', 'Update')
```



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Inside the `HDL_DUT` subsystem, this model uses Trigonometric Function blocks that have HDL architecture set to `CORDIC` and **LatencyStrategy** set to `MAX`. The block settings introduce pipelines at the input of the Trigonometric Function blocks.

```
open_system('hdlcoder_sincos_cordic_optimization/HDL_DUT')
```



The model has optimizations such as hierarchical distributed pipelining enabled on the model. To see the HDL parameters saved on the model, use the `hdlsaveparams` function.

```
hdlsaveparams('hdlcoder_sincos_cordic_optimization')
```

```
%% Set Model 'hdlcoder_sincos_cordic_optimization' HDL parameters
hdlset_param('hdlcoder_sincos_cordic_optimization', 'ClockRatePipelining', 'off');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'EDAScriptGeneration', 'off');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'EnableTestpoints', 'on');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'GenerateCoSimModel', 'ModelSim');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'GenerateValidationModel', 'on');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'HDLGenerateWebview', 'on');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'HDLSubsystem', 'hdlcoder_sincos_cordic_optimization');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'HDLSynthCmd', 'set_global_assignment -name VerilogSourceFilePostfix');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'HDLSynthFilePostfix', '_quartus.tcl');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'HDLSynthInit', 'load_package flow\nset top_');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'HDLSynthTerm', 'execute_flow -compile\nproj');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'HDLSynthTool', 'Quartus');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'HierarchicalDistPipelining', 'on');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'MaskParameterAsGeneric', 'on');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'MinimizeClockEnables', 'on');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'MinimizeIntermediateSignals', 'on');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'OptimizationReport', 'on');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'ResetType', 'Synchronous');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'ResourceReport', 'on');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'ShareAdders', 'on');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'TargetLanguage', 'Verilog');
hdlset_param('hdlcoder_sincos_cordic_optimization', 'Traceability', 'on');

hdlset_param('hdlcoder_sincos_cordic_optimization/HDL_DUT/Trigonometric Function', 'Architecture', 'Cordic');
hdlset_param('hdlcoder_sincos_cordic_optimization/HDL_DUT/Trigonometric Function1', 'Architecture', 'Cordic');
```

Generate HDL Code and Validation Model

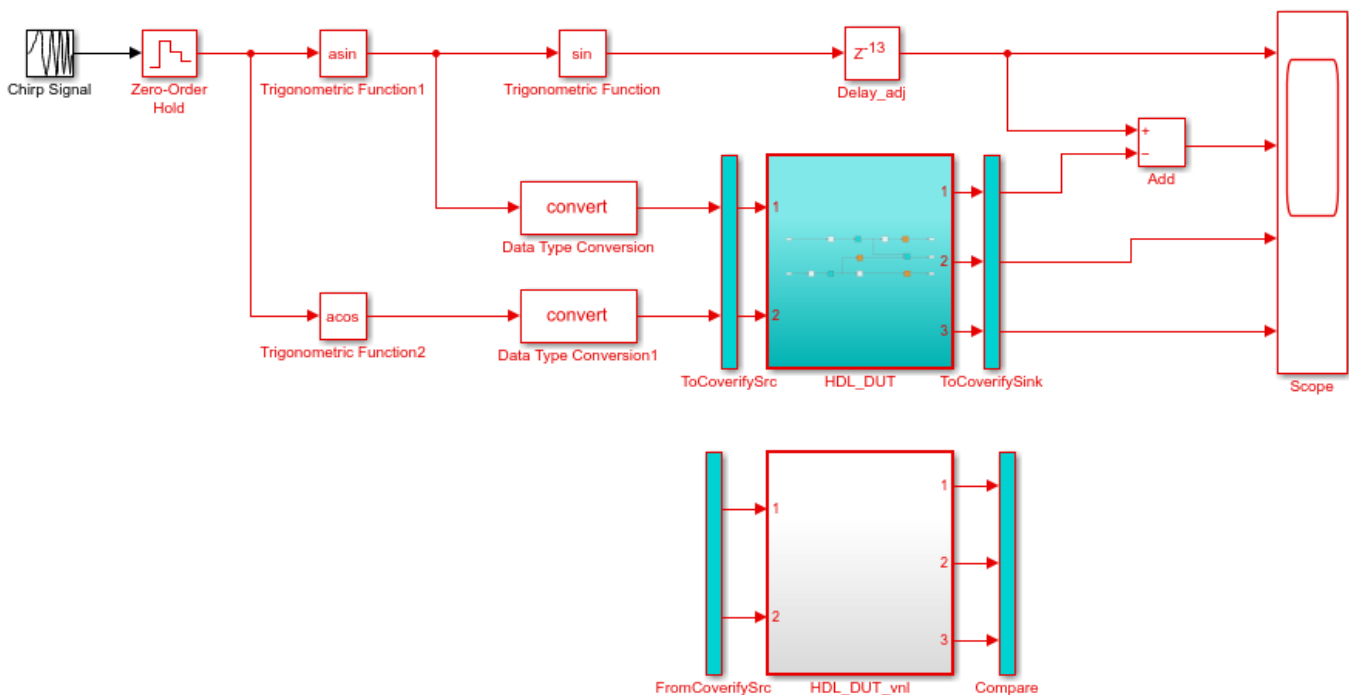
To see the effect of the optimization, generate HDL code and validation model for the HDL_DUT subsystem by using the `makehdl` function.

```
makehdl('hdlcoder_sincos_cordic_optimization')
```

When you open the HDL Check Report, you see a warning message displayed that indicates delays introduced at the inputs of the blocks, which might cause a numeric mismatch in the initial cycles when simulating the validation model.

After code generation, you see the model `gm_hdlcoder_sincos_cordic_optimization_vnl`. In this example, the model has been saved with the name `hdlcoder_sincos_cordic_optimization_validation`.

```
open_system('hdlcoder_sincos_cordic_optimization_validation')
set_param('hdlcoder_sincos_cordic_optimization_validation', 'SimulationCommand', 'Update')
```



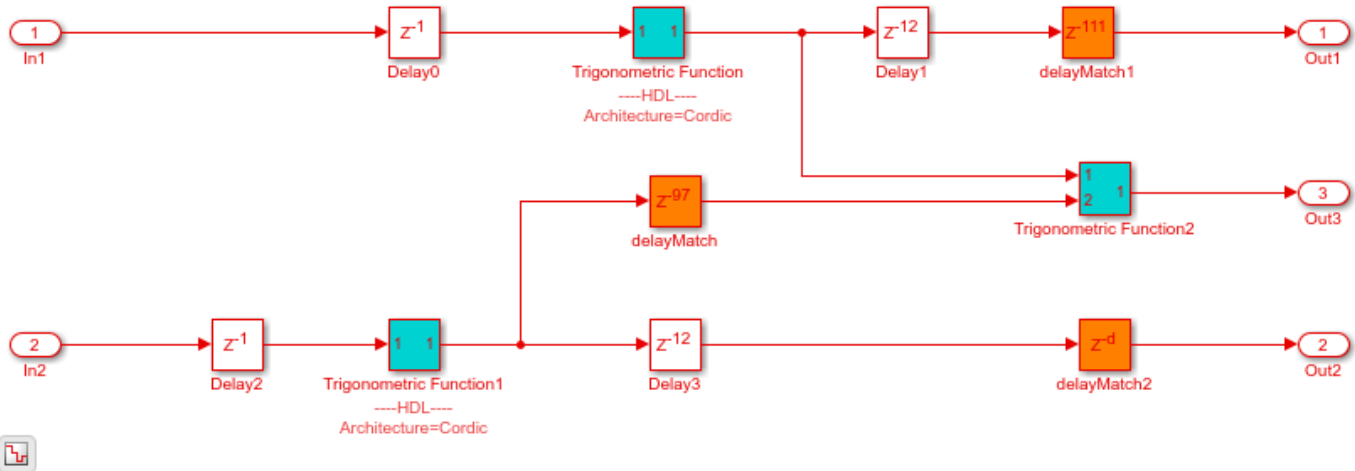
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Observe Numeric Differences

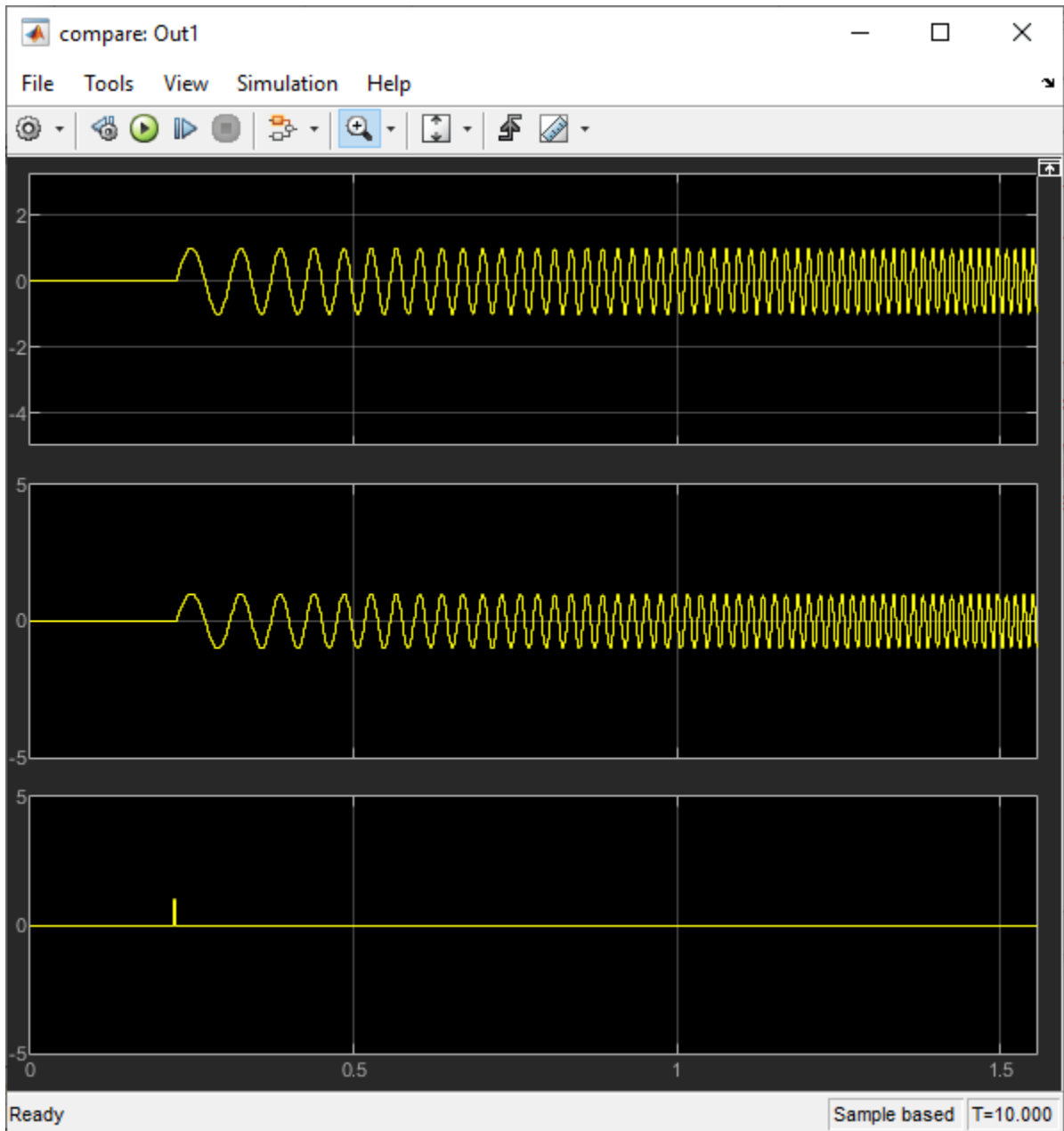
The HDL_DUT subsystem highlighted in cyan indicates that this subsystem is different from the subsystem in the original model HDL_DUT_vnl. The HDL_DUT subsystem is part of the generated

model after HDL code generation, and shows the effect of optimizations. You also see the pipelines introduced by the Trigonometric Function blocks.

```
open_system('hdlcoder_sincos_cordic_optimization_validation/HDL_DUT')
```



When you simulate the model, you see assertions detected in the initial cycles of simulation, which indicates a numeric mismatch. The mismatch is caused by pipelines introduced at the input of the block. To fix the mismatch, avoid using block implementations, or HDL block properties such as **InputPipeline**, or optimizations that introduce pipelines at the input of the blocks.



See Also

More About

- "Generated Model and Validation Model" on page 24-11
- "Resolve Numeric Mismatch with Delay Balancing" on page 24-26

Simplify Constant Operations and Reduce Design Complexity in HDL Coder

HDL Coder™ performs certain optimization techniques that improve the quality of the generated HDL code. When you use floating-point data types in **Native Floating Point** mode and generate code from your model, at compile-time, HDL Coder searches for a subset of blocks that fit a certain pattern. When the code generator recognizes the pattern, it automatically performs certain optimization techniques to replace the blocks in the subset with other, simpler blocks.

The optimization techniques:

- Remove redundant run-time computations
- Simplify your design
- Improve quality and efficiency of generated HDL code
- Reduce latency and area footprint
- Improve timing of your design on target hardware

Simplification of Constant operations

HDL Coder removes redundant operations in your design by evaluating constant subexpressions in advance. This optimization technique identifies Simulink® blocks in your model that have constant values at all input ports, and then replaces the blocks with Constant blocks. The code generator propagates the input constants inside the blocks to compute the resulting Constant value.

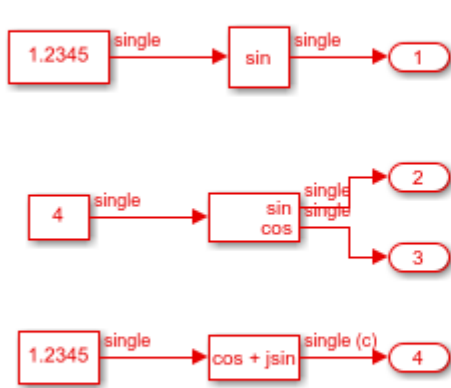
For example, $c = 3 * 5$ becomes $c = 15$.

This optimization works with any Simulink block that supports HDL code generation. For example:

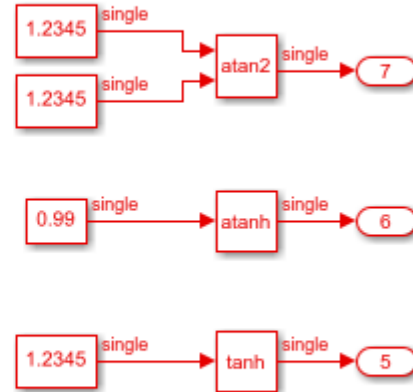
- Open the model `hdlcoder_constant_simplification`. Double-click the **Trigonometric Functions Subsystem**.

```
open_system('hdlcoder_constant_simplification')
open_system('hdlcoder_constant_simplification/Trigonometric Functions')
set_param('hdlcoder_constant_simplification', 'SimulationCommand', 'update');
```

Basic sin and cos functions



Arctangent and Hyperbolic functions

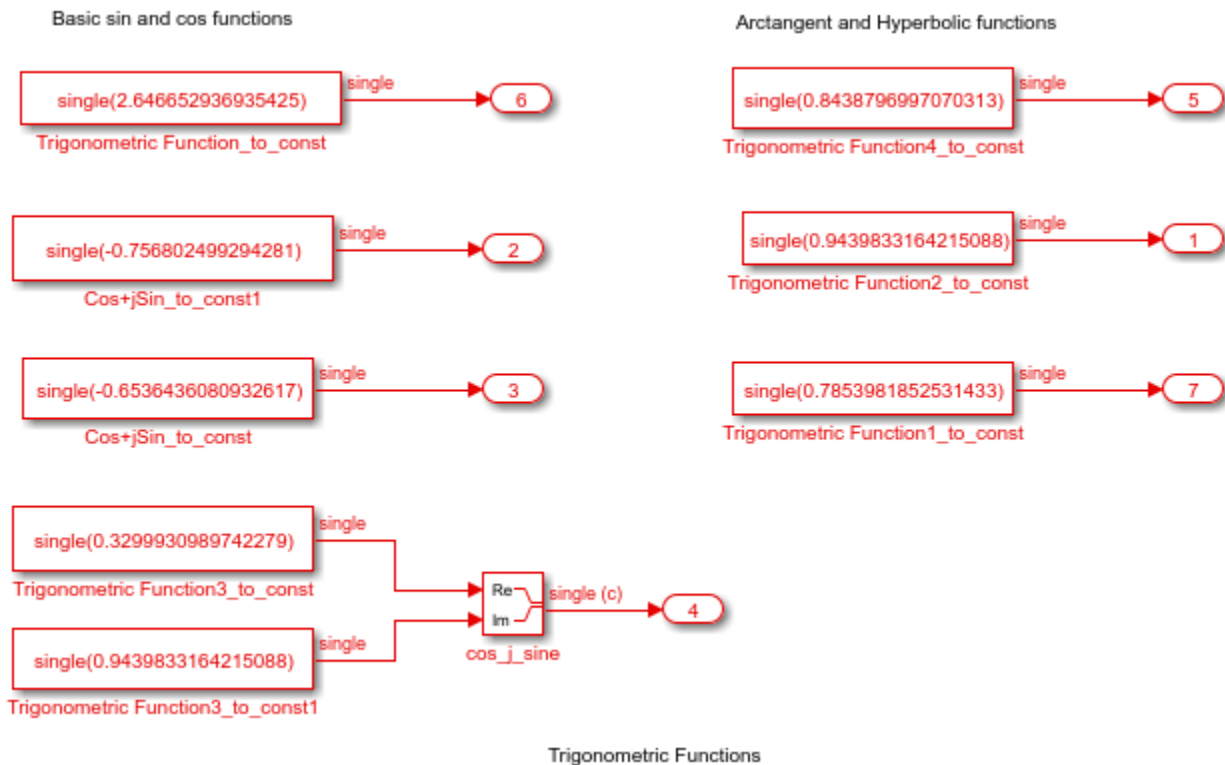


Trigonometric Functions

- To generate HDL code for the `hdlcoder_constant_simplification` model, enter this command.

```
makehdl('hdlcoder_constant_simplification')
```

- Open the generated model, and double-click the Trigonometric Functions subsystem.



HDL Coder™ recognized the modeling pattern and replaced the constant single-precision trigonometric operations with constants. This optimization results in significant area reduction and improvements to timing when you deploy the code onto the target platform.

Replacement of Slower Operations with Faster Equivalents

This optimization automatically replaces slower operations with faster equivalents.

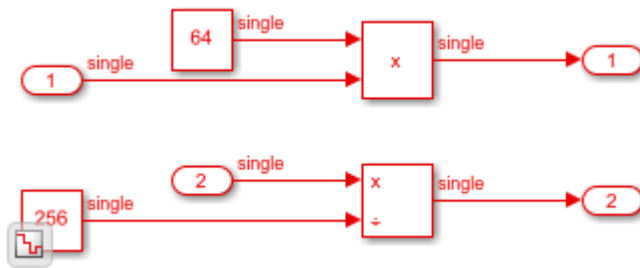
For example, $r1 = r2 / 2$ becomes $r1 = r2 \gg 1$.

Examples of this optimization technique include replacement of a Product block or a Divide block by a Gain block. If one of the inputs to a Product block or a Divide block is a constant and a power of two, the code generator replaces that block by a Gain block. The code generator propagates the **Constant value** inside the Product block or the Divide block to compute the **Gain** parameter. This optimization works with single data types in the Native Floating Point mode.

For example:

- Open the model `hdlcoder_slow_operation_replacement`. Double-click the DUT Subsystem.

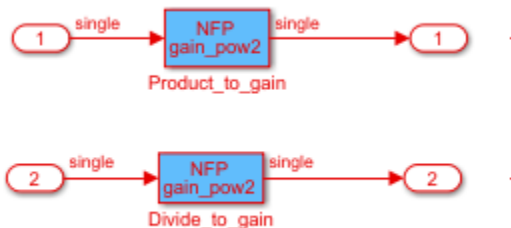
```
open_system('hdlcoder_slow_operation_replacement')
open_system('hdlcoder_slow_operation_replacement/DUT')
set_param('hdlcoder_slow_operation_replacement', 'SimulationCommand', 'update');
```



- To generate HDL code for the DUT Subsystem, enter this command:

```
makehdl('hdlcoder_slow_operation_replacement/DUT')
```

- Open the generated model, and double-click the DUT subsystem.



HDL Coder™ recognized the modeling pattern and replaced the Product block and the Divide block by a Gain block. This optimization significantly reduces the latency of your design, and improves area and timing on the target FPGA.

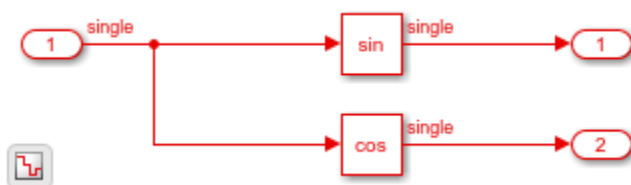
Combination of Multiple Operations

This optimization replaces several operations with one equivalent operation. Examples of this optimization technique include replacement of a Sin block and a Cos block by a Sincos block. If you provide the same input signal to a Sin block and a Cos block in your model, and when the HDL Block Properties of the Sin and Cos blocks match, the code generator replaces the blocks with a Sincos block. This optimization works with single data types in the Native Floating Point mode.

For example:

- Open the model `hdlcoder_combine_operations`. Double-click the DUT Subsystem.

```
open_system('hdlcoder_combine_operations')
open_system('hdlcoder_combine_operations/DUT')
set_param('hdlcoder_combine_operations', 'SimulationCommand', 'update');
```



- To generate HDL code for the DUT Subsystem, enter this command:

```
makehdl('hdlcoder_combine_operations/DUT')
```

- Open the generated model, and double-click the DUT Subsystem. The generated model appears as below.



HDL Coder™ recognized the modeling pattern and replaced the Sin block and the Cos block by a Sincos block. This optimization technique significantly improves the performance of your design on the target platform.

Considerations

- The optimizations work with floating-point data types. Fixed-point designs are not affected by this optimization. When you use single data types, enable the Native Floating Point mode. In the Configuration Parameters dialog box, on the **HDL Code Generation > Floating Point** pane, set **Floating-Point IP Library** to Native Floating Point. To learn about native floating-point support in HDL Coder, see “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105.
- The optimizations preserve all comments from the blocks in the generated code. To learn about specifying comments to blocks, see “Generate Code with Annotations or Comments” on page 25-16.
- The optimizations do not optimize blocks that use tunable parameters or generic inputs because the tunable parameters are not treated as constant values. To make these blocks participate in the optimization, in the Mask Editor for the blocks, clear the Tunable check box. To learn about tunable parameters, see “Generate DUT Ports for Tunable Parameters” on page 10-17.
- The optimizations treat enumeration values and constants from the Workspace browser as constant values. The code generator therefore propagates these values inside various components and simplifies the constant operations.

See Also

More About

- “Generated Model and Validation Model” on page 24-11
- “Remove Redundant Logic and Unused Blocks in Generated HDL Code” on page 24-175
- “Optimize Unconnected Ports in HDL Code for Simulink Models” on page 24-197

Optimization with Constrained Overclocking

In this section...

“Why Constrain Overclocking?” on page 24-24

“Optimizations that Overclock Resources” on page 24-24

“How to Use Constrained Overclocking” on page 24-24

“Constrained Overclocking Limitations” on page 24-25

Why Constrain Overclocking?

Area and timing optimizations that you specify can result in upsampled rates in your design. For example, when you use the resource sharing optimization, the code generator overclocks the shared resources by an overclocking factor (OCF). The OCF depends on the number of shareable resources, N , and the **SharingFactor**, SF , that you specify. If your clock rate is high, overclocking can cause your design clock rate to exceed the maximum clock rate of your target hardware. To constrain overclocking, use the **Oversampling factor** in conjunction with clock-rate pipelining to constrain the overclocking of your design.

Optimizations that Overclock Resources

Area and speed optimizations, and certain block implementations that you specify result in overclocking the resources in your design. For example, the following optimizations and implementations can result in upsampled rates in your design:

- RAM mapping
- Streaming
- Resource sharing
- Loop streaming
- Specific block implementations, such as cascade architectures, Newton-Raphson architectures, and some filter implementations

How to Use Constrained Overclocking

When using area and speed optimizations, you can specify constraints on overclocking using the **oversampling** parameter. If you want a single-rate design, you can use these parameters to prevent overclocking, or limit overclocking within a range.

Suppose that you have a design that does not currently fit in the target hardware, but is already running at the target device maximum clock frequency, and you know that the inputs to your design can change at most every N cycles. You can enable area optimizations, such as resource sharing, and specify a single-rate implementation using the **Oversampling factor**. You can specify the **Oversampling factor** in the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box.

By default, the clock-rate pipelining optimization is enabled, and it works in conjunction with the **Oversampling factor** to make the DUT sample time slower than the actual clock rate. You can design your model at the base sample time and then set the **Oversampling factor** to N . This setting gives HDL Coder a latency budget of N cycles to perform the computation. In this situation, HDL

Coder can reuse the shared resource at the original clock rate over N cycles, instead of implementing the sharing optimization by overclocking the shared resource.

Constrained Overclocking Limitations

When you constrain overclocking by specifying an **Oversampling factor** greater than 1, **ClockInputs** must be set to `Single`.

See Also

More About

- “Oversampling factor” on page 17-15
- “Clock-Rate Pipelining” on page 24-119

Resolve Numeric Mismatch with Delay Balancing

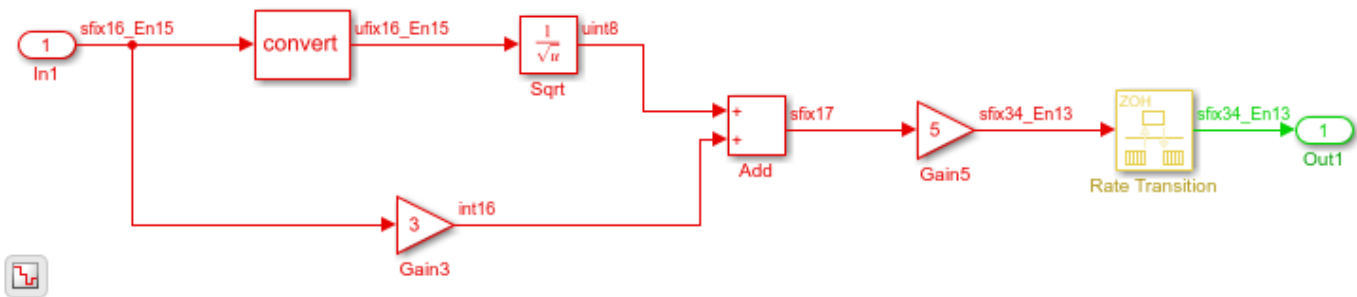
This example shows how to use delay balancing to resolve a numeric mismatch between the generated model and original model after HDL code generation.

Problem

The issue is that simulating the validation model results in a numeric mismatch between the original model and the generated model after HDL code generation. To illustrate this issue:

1. Open the `hdlcoder_resolve_delaybalancing` model. The DUT is a simple multirate design.

```
modelname = 'hdlcoder_resolve_delaybalancing';
dutname = 'hdlcoder_resolve_delaybalancing/Subsystem';
load_system(modelname)
open_system(dutname)
set_param(modelname, 'SimulationCommand', 'update');
```



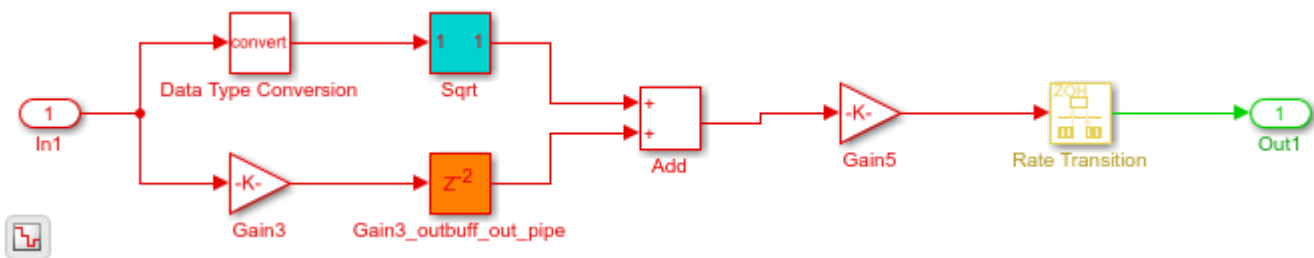
2. Generate HDL code and validation model for the DUT.

```
makehdl(dutname, 'TreatBalanceDelaysOffAs', 'None', 'GenerateValidationModel', 'on', ...
        'TargetDirectory', 'C:/Temp/hdlsrc')
```

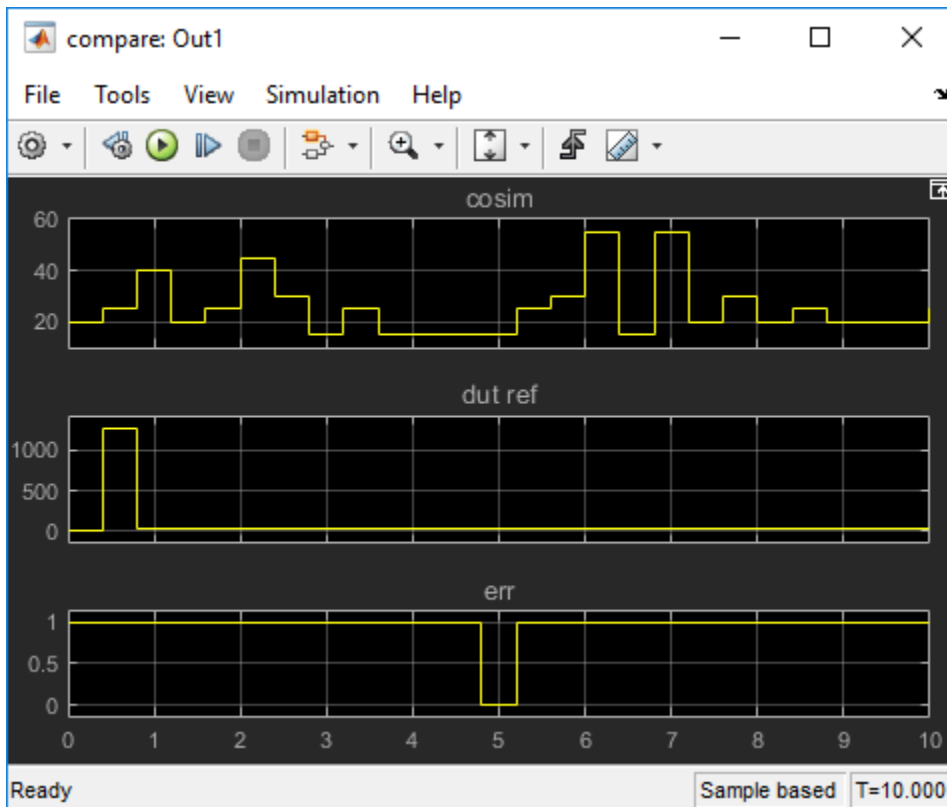
```
### Generating HDL for 'hdlcoder_resolve_delaybalancing/Subsystem'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_resolve
### Running HDL checks on the model 'hdlcoder_resolve_delaybalancing'.
### Begin compilation of the model 'hdlcoder_resolve_delaybalancing'...
### Applying HDL optimizations on the model 'hdlcoder_resolve_delaybalancing'...
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoder_resolve_delaybalanc
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_resolve_delaybalancing'.
### MESSAGE: The design requires 3 times faster clock with respect to the base rate = 0.1.
### Working on hdlcoder_resolve_delaybalancing/Subsystem/Sqrt/Sqrt_iv as C:\Temp\hdlsrc\hdlcoder_
### Working on hdlcoder_resolve_delaybalancing/Subsystem/Sqrt/Sqrt_core as C:\Temp\hdlsrc\hdlcode
### Working on hdlcoder_resolve_delaybalancing/Subsystem/Sqrt as C:\Temp\hdlsrc\hdlcoder_resolve
### Working on Subsystem_tc as C:\Temp\hdlsrc\hdlcoder_resolve_delaybalancing\Subsystem_tc.vhd.
### Working on hdlcoder_resolve_delaybalancing/Subsystem as C:\Temp\hdlsrc\hdlcoder_resolve_delay
### Generating package file C:\Temp\hdlsrc\hdlcoder_resolve_delaybalancing\Subsystem_pkg.vhd.
### Code Generation for 'hdlcoder_resolve_delaybalancing' completed.
### Creating HDL Code Generation Check Report file://C:\Temp\hdlsrc\hdlcoder_resolve_delaybalanc
### HDL check for 'hdlcoder_resolve_delaybalancing' complete with 0 errors, 0 warnings, and 4 mes
### HDL code generation complete.
```


3. View the validation model. The validation model compares the generated model with the original model. The generated model displays the effect of optimizations and block-specific architectures that you specify. Use the validation model to verify that the DUT in the generated model is bit-true to the numeric results produced by the original DUT.

```
valmodelname = 'gm_hdlcoder_resolve_delaybalancing_vnl';
valmodelsys = 'gm_hdlcoder_resolve_delaybalancing_vnl/Subsystem';
load_system(valmodelname)
open_system(valmodelsys)
set_param(valmodelname, 'SimulationCommand', 'update');
```



4. Simulate the validation model. HDL Coder™ generates warnings that indicate an assertion detected at various time stamps. If you navigate through the validation model by double-clicking the Compare Subsystem and then the Assert_Out1 Subsystem, you see a compare: Out1 Scope block. This Scope block compares the output of the original model DUT with the generated model DUT and displays numeric differences as an error signal. When you double-click the Scope block, you see a nonzero error, which indicates a numerical mismatch.



Cause

To diagnose this issue:

1. Observe the parameters saved on the original model. You see that `BalanceDelays` is set to `off` on the model.

```
hdlsaveparams(modelname)
```

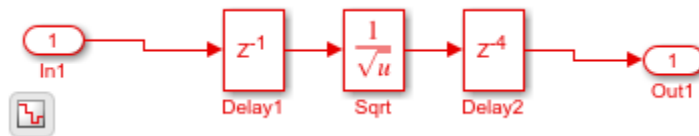
```
%% Set Model 'hdlcoder_resolve_delaybalancing' HDL parameters
hdlset_param('hdlcoder_resolve_delaybalancing', 'BalanceDelays', 'off');
hdlset_param('hdlcoder_resolve_delaybalancing', 'GenerateHDLTestBench', 'off');
hdlset_param('hdlcoder_resolve_delaybalancing', 'GenerateValidationModel', 'on');
hdlset_param('hdlcoder_resolve_delaybalancing', 'HDLSubsystem', 'hdlcoder_resolve_delaybalancing');

% Set Gain HDL parameters
hdlset_param('hdlcoder_resolve_delaybalancing/Subsystem/Gain3', 'OutputPipeline', 2);

hdlset_param('hdlcoder_resolve_delaybalancing/Subsystem/Sqrt', 'Architecture', 'RecipSqrtNewton');
```

2. Inspect the validation model. Inside the DUT Subsystem, you see that the code generator implemented the reciprocal square root operation as a Subsystem. If you double-click the `Sqrt` Subsystem, you see that the implementation has a latency. This latency arises due to the Newton-Raphson implementation of reciprocal square root.

```
open_system('gm_hdlcoder_resolve_delaybalancing_vnl/Subsystem/Sqrt')
```



The simulation mismatch occurred because the Newton-Raphson choice for implementing the Reciprocal Sqrt block results in a latency difference between the original model and the generated model. In addition, the downsampling introduced by the Rate Transition block drops samples. As delay balancing is disabled on the model, the code generator did not add matching delays to account for this latency.

Solution

To fix this issue, enable delay balancing on the model. In the original model, set `BalanceDelays` to `on`. When you enable delay balancing, the code generator detects introduction of delays along one path and adds matching delays on other, parallel signal paths.

1. Enable `BalanceDelays` on the model and generate HDL code and validation model.

```
load_system(modelname)
makehdl(dutname, 'TreatBalanceDelaysOffAs', 'Error', 'BalanceDelays', 'on', ...
        'GenerateValidationModel', 'on', ...
        'TargetDirectory', 'C:/Temp/hdlsrc')

### Generating HDL for 'hdlcoder_resolve_delaybalancing/Subsystem'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_resolve...
### Running HDL checks on the model 'hdlcoder_resolve_delaybalancing'.
### Begin compilation of the model 'hdlcoder_resolve_delaybalancing'...
```

```

### Applying HDL optimizations on the model 'hdlcoder_resolve_delaybalancing'...
### The code generation and optimization options you have chosen have introduced additional pipeline
### The delay balancing feature has automatically inserted matching delays for compensation.
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional
### Output port 1: 2 cycles.
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoder_resolve_delaybalancing_validation_model')">matlab:open_system('gm_hdlcoder_resolve_delaybalancing_validation_model')</a>
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_resolve_delaybalancing'.
### MESSAGE: The design requires 3 times faster clock with respect to the base rate = 0.1.
### Working on hdlcoder_resolve_delaybalancing/Subsystem/Sqrt/Sqrt_iv as C:\Temp\hdlsrc\hdlcoder_resolve_delaybalancing\Subsystem_Sqrt_Sqrt_iv.vhd.
### Working on hdlcoder_resolve_delaybalancing/Subsystem/Sqrt/Sqrt_core as C:\Temp\hdlsrc\hdlcoder_resolve_delaybalancing\Subsystem_Sqrt_Sqrt_core.vhd.
### Working on hdlcoder_resolve_delaybalancing/Subsystem/Sqrt as C:\Temp\hdlsrc\hdlcoder_resolve_delaybalancing\Subsystem_Sqrt.vhd.
### Working on Subsystem_tc as C:\Temp\hdlsrc\hdlcoder_resolve_delaybalancing\Subsystem_tc.vhd.
### Working on hdlcoder_resolve_delaybalancing/Subsystem as C:\Temp\hdlsrc\hdlcoder_resolve_delaybalancing\Subsystem.vhd.
### Generating package file C:\Temp\hdlsrc\hdlcoder_resolve_delaybalancing\Subsystem_pkg.vhd.
### Code Generation for 'hdlcoder_resolve_delaybalancing' completed.
### Creating HDL Code Generation Check Report file://C:\Temp\hdlsrc\hdlcoder_resolve_delaybalancing\hdlcoder_resolve_delaybalancing_codegen_check_report.html
### HDL check for 'hdlcoder_resolve_delaybalancing' complete with 0 errors, 0 warnings, and 4 messages.
### HDL code generation complete.

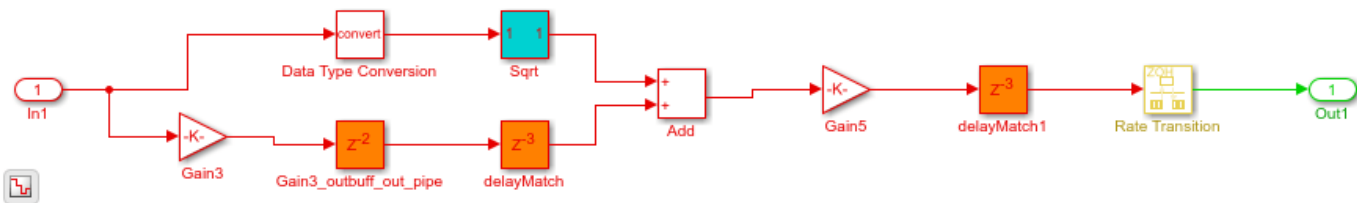
```

2. Open the validation model. You see that the code generator introduced matching delays to balance the latency introduced by the Sqrt block and to offset the effect of downsampling. The additional delays account for the latency difference.

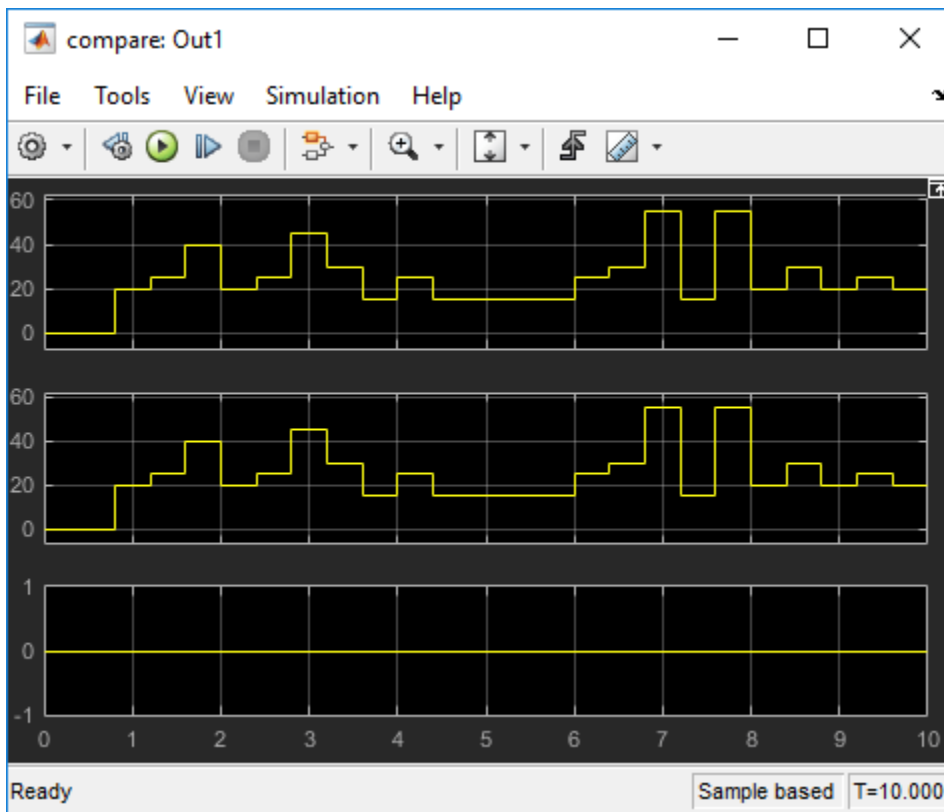
```

load_system(valmodelName)
open_system(valmodelsys)
set_param(valmodelName, 'SimulationCommand', 'update');

```



3. Simulate the validation model and open the compare: Out1 Scope block. You see that the numerical mismatch has been resolved.



See Also

Related Examples

- "Delay Balancing and Validation Model Workflow In HDL Coder™" on page 24-73

More About

- "Delay Balancing" on page 24-68
- "Generated Model and Validation Model" on page 24-11
- "Check delay balancing setting" on page 38-11

Streaming

In this section...

“What Is Streaming?” on page 24-31

“Specify Streaming” on page 24-31

“How to Determine Streaming Factor and Sample Time” on page 24-32

“Determine Blocks That Support Streaming” on page 24-32

“Requirements for Streaming Subsystems” on page 24-32

“Streaming Report” on page 24-33

What Is Streaming?

Streaming is an area optimization in which HDL Coder transforms a vector data path to a scalar data path (or to several smaller-sized vector data paths). By default, HDL Coder generates fully parallel implementations for vector computations. For example, the code generator realizes a vector sum as several adders, executing in parallel during a single clock cycle. This technique can consume many hardware resources. With streaming, the generated code saves chip area by multiplexing the data over a smaller number of shared hardware resources.

By specifying a streaming factor for a subsystem, you can control the degree to which such resources are shared within that subsystem. When the ratio of streaming factor (N_{st}) to subsystem data path width (V_{dim}) is 1:1, HDL Coder implements an entirely scalar data path. A streaming factor of 0 (the default) produces a fully parallel implementation (that is, without sharing) for vector computations.

If you know the maximal vector dimensions and the sample rate for a subsystem, you can compute the possible streaming factors and resulting sample rates for the subsystem. However, even if the requested streaming factor is mathematically possible, the subsystem must meet other criteria for streaming.

By default, when you apply the streaming optimization, HDL Coder oversamples the shared hardware resource to generate an area-optimized implementation with the original latency. If the streamed data path is operating at a rate slower than the base rate, the code generator implements the data path at the base rate. You can also limit the oversampling ratio to meet target hardware clock constraints. To learn more, see “Clock-Rate Pipelining” on page 24-119.

You can generate and use the validation model to verify that the output of the optimized DUT is bit-true to the results produced by the original DUT. To learn more about the validation model, see “Generated Model and Validation Model” on page 24-11.

Specify Streaming

To specify streaming from the UI:

- In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Select the subsystem, model reference, or MATLAB Function block and then click **HDL Block Properties**. In the **StreamingFactor** field, enter the number of resources that you want to stream.

Note For MATLAB Function blocks, to specify the **StreamingFactor**, in the HDL Block Properties dialog box, you must set the HDL architecture of the block to MATLAB Datapath.

- Right-click the subsystem, model reference, or MATLAB Function block and select **HDL Code > HDL Block Properties**. In the **StreamingFactor** field, enter the number of resources that you want to stream.

At the command-line, you can set `StreamingFactor` using the `hdlset_param` function, as in the following example.

```
modelName = 'sfir_fixed'
dut = 'sfir_fixed/symmetric_fir';
open_system(modelName)
hdlset_param(dut, 'StreamingFactor', 4);
```

How to Determine Streaming Factor and Sample Time

In a given subsystem, if N_{st} is the streaming factor, and V_{dim} is the maximum vector dimension, then the data path of the resultant streamed subsystem is one of the following:

- Of width $V_{stream} = (V_{dim}/N_{st})$, if $V_{dim} > N_{st}$.
- Of width $V_{stream} = (N_{st}/V_{dim})$, if $N_{st} > V_{dim}$.
- Scalar.

If the original data path operated with a sample time, S , that is equal to the base sample time, then the streamed subsystem operates with a sample time of:

- S / N_{st} , if $V_{dim} > N_{st}$.
- S / V_{dim} , if $N_{st} > V_{dim}$.

If the original data path operated with a sample time, S , that is greater than the base sample time, S_{base} , then the streamed subsystem operates with a sample time of $S_{base} / \text{Oversampling}$. Notice that the streamed sample time is independent of the original sample time, S .

Determine Blocks That Support Streaming

HDL Coder supports many blocks for streaming. As a best practice, run the `checkhdl` function before generating streaming code for a subsystem. `checkhdl` reports blocks in your subsystem that are incompatible with streaming. If you initiate streaming code generation for a subsystem that contains incompatible blocks, the coder works around those blocks and generates non-streaming code for them.

HDL Coder cannot apply the streaming optimization to a model reference.

Requirements for Streaming Subsystems

Before applying streaming, HDL Coder performs a series of checks on the subsystems to be streamed. You can stream a subsystem if:

- The streaming factor N_{st} is a perfect divisor of the vector width V_{dim} , or the vector width must be a perfect divisor of the streaming factor.
- All inputs to the subsystem have the same vector size. If the inputs have different vector sizes, you can stream the subsystem by flattening the subsystem hierarchy. When you flatten the hierarchy, the streaming optimization identifies regions with different vector sizes and creates streaming

groups for these regions. These groups have different streaming factors that are inferred from the vector sizes.

Streaming Report

To see the streaming information in the report, before you generate code for each subsystem or model reference, enable the optimization report. To enable this report, in the **HDL Code** tab, select **Report Options**, and then select **Generate optimization report**.

When you generate an optimization report, in the **Streaming and Sharing** section, you see the effect of the streaming optimization. If streaming is unsuccessful, the report shows diagnostic messages and offending blocks that caused streaming to fail. When the requested streaming factor cannot be implemented, HDL Coder generates non-streaming code.

If streaming is successful, the report displays the **StreamingFactor** that was inferred, and a table that specifies:

- **Group:** A unique group ID for a group of Simulink blocks that belong to a streaming group.
- **Inferred Streaming Factor:** Streaming factor inferred by HDL Coder with the **Streaming Factor** that you specify in the HDL Block Properties.

To see groups of blocks that belong to a streaming group in your Simulink model and in the generated model, click the **Highlight streaming groups and diagnostics** link in the report.

See Also

More About

- “Resource Sharing” on page 24-34
- “Clock-Rate Pipelining” on page 24-119

Resource Sharing

In this section...

“How Resource Sharing Works” on page 24-34

“Benefits and Costs of Resource Sharing” on page 24-34

“Shareable Resources in Different Blocks” on page 24-35

“Specify Resource Sharing” on page 24-35

“Limitations for Resource Sharing” on page 24-35

“Block Requirements for Resource Sharing” on page 24-36

“Resource Sharing Report” on page 24-36

Resource sharing is an area optimization in which HDL Coder identifies multiple functionally equivalent resources and replaces them with a single resource. The data is time-multiplexed over the shared resource to perform the same operations.

How Resource Sharing Works

You can specify a sharing factor `SF` for a subsystem or a MATLAB Function block. HDL Coder tries to identify a certain number of identical, shareable resources `N` up to `SF`. How the code generator shares these resources depends on `N`, `SF`, and the `Oversampling` factor.

By default, the `Oversampling` factor is 1, and resource sharing overclocks the shared resources by an overclocking factor (OCF) that depends on the remainder of `SF` and `N`.

```
if rem(SF,N) == 0
    OCF = N;
else
    OCF = SF;
end
```

If you specify an `Oversampling` factor greater than 1, your design operates a faster clock rate on the target hardware because clock-rate pipelining is enabled by default. When you specify a **SharingFactor**, the resource sharing optimization tries to share up to `N` resources, and overclocks the shared resources by a factor given by:

$$\text{Overclocking factor} = (\text{block_rate} \div \text{DUT_base_rate}) \times \text{Oversampling}$$

You can use the validation model to verify that the output of the optimized DUT is bit-true to the results produced by the original DUT. To learn more about the validation model, see “Generated Model and Validation Model” on page 24-11.

Benefits and Costs of Resource Sharing

Resource sharing can substantially reduce your chip area. For example, the generated code can use one multiplier to perform the operations of several identically configured multipliers from the original model. However, resource sharing has the following costs:

- Uses more multiplexers and can use more registers.

- Reduces opportunities for distributed pipelining or retiming, because HDL Coder does not pipeline across clock rate boundaries.
- Multiplies the clock rate of the target hardware by the sharing factor.

Shareable Resources in Different Blocks

If you specify a nonzero sharing factor for a MATLAB Function block, HDL Coder identifies and shares functionally equivalent multipliers.

If you specify a nonzero sharing factor for a Subsystem, HDL Coder identifies and shares functionally equivalent instances of the following types of blocks:

- Gain
- Product
- Multiply-Add
- Add or Sum with two inputs
- Atomic Subsystem
- MATLAB Function

The code generator shares functionally equivalent MATLAB Function blocks with fixed-point types. When you use floating-point types or use the MATLAB Datapath architecture for MATLAB Function blocks with fixed-point types, HDL Coder treats the MATLAB Function block as a regular Subsystem. You can then share functionally equivalent resources inside the MATLAB Function block. To learn more, see “Use MATLAB Datapath Architecture for Sharing with MATLAB Function Blocks” on page 21-127.

Specify Resource Sharing

To specify resource sharing from the UI:

- In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Select the subsystem, model reference, or MATLAB Function block and then click **HDL Block Properties**. In the **SharingFactor** field, enter the number of shareable resources.
- Right-click the subsystem, model reference, or MATLAB Function block and select **HDL Code > HDL Block Properties**. In the **SharingFactor** field, enter the number of shareable resources.

At the command-line, set the `SharingFactor` using `hdlset_param`, as in the following example.

```
modelName = 'sfir_fixed'
dut = 'sfir_fixed/symmetric_fir';
open_system(modelname)
hdlset_param(dut, 'SharingFactor', 4);
```

Limitations for Resource Sharing

- Multirate sharing cannot share resources that have different number of pipelines inserted from adaptive pipelining.
- Model references are not supported for resource sharing.

Block Requirements for Resource Sharing

Blocks to be shared must have the following requirements:

- Single-rate.
- No infinite sample rate. The DUT must not contain blocks with **Sample time** set to Inf. For example, Constant blocks must have **Sample time** set to -1. To set the sample time to -1 for all Constant blocks in your DUT, use the following MATLAB code:

```
blks = find_system(dut, 'BlockType', 'Constant');
for i = 1:length(blks)
    set_param(blks{i}, 'SampleTime', '-1');
end
```

- No bus inputs or outputs.
- No tunable mask parameters. To share these blocks, in the Mask Editor, clear the **Tunable** check box.
- If the block is within a feedback loop, at least one Unit Delay or Delay block must be connected to each output port.

To learn about block-specific settings and requirements for resource sharing, see:

- “Resource Sharing Settings for Various Blocks” on page 21-122
- “Resource Sharing of Subsystems and Floating-Point IPs” on page 21-126

Resource Sharing Report

To see the resource sharing information in the report, before you generate code for each subsystem or model reference, enable the optimization report. To enable this report, in the **HDL Code** tab, select **Report Options**, and then select **Generate optimization report**.

When you generate the optimization report, in the **Streaming and Sharing** section, you see the effect of the resource sharing optimization. If resource sharing is unsuccessful, the report shows diagnostic messages and offending blocks that cause resource sharing to fail.

If resource sharing is successful, the report displays the **SharingFactor**, and a table that contains groups of blocks that shared resources. The table contains:

- **Group Id:** A unique ID for a group of similar Simulink blocks, such as add or product blocks, that share resources.
- **Resource Type:** The type of Simulink block in a sharing group.
- **I/O Wordlengths:** Word lengths of inputs to and output from the block in a sharing group.
- **Group size:** Number of blocks of the same type in a sharing group.
- **Block name:** Name of a block that belongs to a sharing group.
- **Color Legend:** Color that highlights all the blocks in a sharing group.

To see the shared resources in your Simulink model and in the generated model, click the **Highlight shared resources and diagnostics** link.

See Also

Related Examples

- Resource Sharing For Area Optimization on page 24-42
- “Single-rate Resource Sharing Architecture” on page 24-53

More About

- “Clock-Rate Pipelining” on page 24-119
- “Streaming” on page 24-31

Streaming: Area Optimization

This example shows how to use the subsystem level streaming optimization in HDL Coder.

Introduction

Streaming is a subsystem-wide optimization supported by HDL Coder for implementing area-efficient hardware. By default, the coder implements hardware that is bit-accurate and cycle-accurate to the Simulink model. This implies that vector datapaths in Simulink map inefficiently to hardware. Consider a product block in Simulink that operates on two 64-element vector inputs and generates a 64-element vector output. This block executes 64 multiplications in a single Simulink time step. To remain cycle-accurate, HDL Coder maps this block to 64 parallel multipliers in the generated HDL code. Given that multipliers are expensive on FPGAs, this is an inefficient hardware implementation.

Streaming is an optimization that flattens a vector datapath to either a scalar or a smaller sized vector datapath. The idea is to serialize the execution of parallel hardware, so that resources can be shared and the vector data can be time-multiplexed over the shared resources.

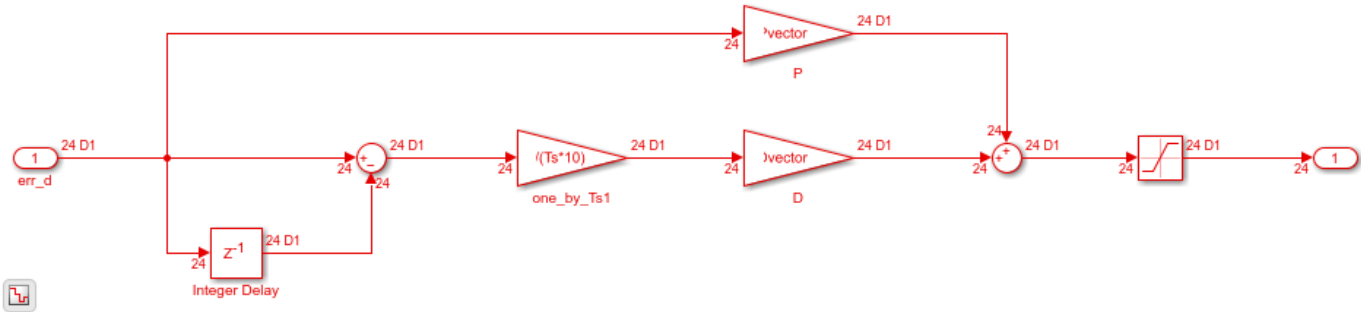
Consider the following example model that operates on a 24-element vector datapath. This model contains 3 vector gains and 2 vector adds, resulting in a hardware implementation containing 72 multipliers and 24 adders. This can be confirmed by generating the resource utilization report when generating HDL code.

```

bdclose all;
load_system('hdl_areaopt1');
open_system('hdl_areaopt1/Controller');
hdlset_param('hdl_areaopt1/Controller', 'StreamingFactor', 0);
hdlset_param('hdl_areaopt1', 'ResourceReport', 'on');
makehdl('hdl_areaopt1/Controller');

### Generating HDL for 'hdl_areaopt1/Controller'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdl_areaopt1',
### Running HDL checks on the model 'hdl_areaopt1'.
### Begin compilation of the model 'hdl_areaopt1'...
### Applying HDL optimizations on the model 'hdl_areaopt1'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdl_areaopt1'.
### Working on hdl_areaopt1/Controller as hdlsrc\hdl_areaopt1\Controller.vhd.
### Generating package file hdlsrc\hdl_areaopt1\Controller_pkg.vhd.
### Code Generation for 'hdl_areaopt1' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdl_areaopt1' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.

```



Streaming to Scalarize the Datapath

An efficient area implementation of the same model can be realized by setting a positive integer value to the 'StreamingFactor' implementation parameter on the subsystem. This parameter specifies the extent to which the datapath is scalarized - the higher the value, the greater the area savings. In this example, we have a 24-element vector datapath; to fully scalarize it, specify a 'StreamingFactor' value of 24. This can be done either through the HDL block properties dialog (opened by right-clicking on the 'Controller' subsystem) or through the command 'hdlset_param'.

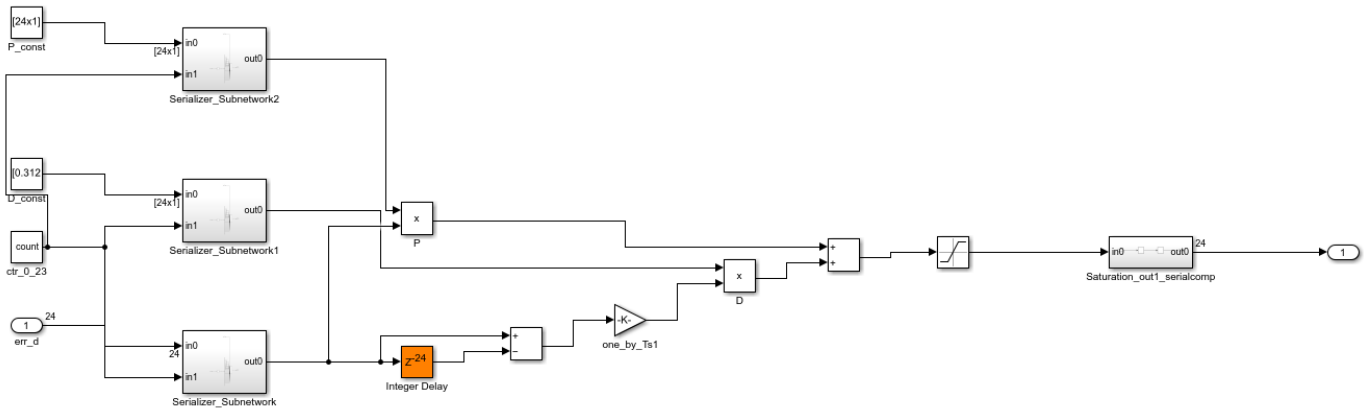
Generating HDL code with 'StreamingFactor' set to 24, generates HDL that uses only 3 multipliers and 2 adders (see the resource report after HDL code generation). The streamed architecture is implemented as local multi-rate or in single-rate mode depending on the context of the subsystem being streamed. If the subsystem logic is operating at a slower sample rate or if the "Oversampling factor" on page 17-15 is set to a value greater than one, then clock-rate pipelining kicks in and a streamed subsystem is implemented as a multi-cycle, single-rate architecture. See "Single-rate Resource Sharing Architecture" on page 24-53 for more details. In all other cases, a local multi-rate implementation is created, as described in this example. The elements of the vector datapath is streamed at a faster rate (in this case 24 times faster and denoted in red) and all computations operate on a scalar datapath. At the outputs, the vector is reconstructed using a tapped delay and the output is sampled back at the slower rate (in green).

```
hdlset_param('hdl_areaopt1/Controller', 'StreamingFactor', 24);
hdlset_param('hdl_areaopt1', 'GenerateValidationModel', 'on');
makehdl('hdl_areaopt1/Controller');
open_system('gm_hdl_areaopt1/Controller');
%set_param('gm_hdl_areaopt1', 'SimulationCommand', 'update');
```

```
### Generating HDL for 'hdl_areaopt1/Controller'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdl_areaopt1', ...
### Running HDL checks on the model 'hdl_areaopt1'.
### Begin compilation of the model 'hdl_areaopt1'...
### Applying HDL optimizations on the model 'hdl_areaopt1'...
### The DUT requires an initial pipeline setup latency. Each output port experiences these addit
### Output port 1: 1 cycles.
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdl_areaopt1_vnl')">gm_hdl_a
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdl_areaopt1'.
### MESSAGE: The design requires 24 times faster clock with respect to the base rate = 2.
### Working on Controller_tc as hdlsrc\hdl_areaopt1\Controller_tc.vhd.
### Working on hdl_areaopt1/Controller as hdlsrc\hdl_areaopt1\Controller.vhd.
### Generating package file hdlsrc\hdl_areaopt1\Controller_pkg.vhd.
### Code Generation for 'hdl_areaopt1' completed.
```

```

### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...
### HDL check for 'hdl_areaopt1' complete with 0 errors, 0 warnings, and 1 messages.
### HDL code generation complete.
    
```

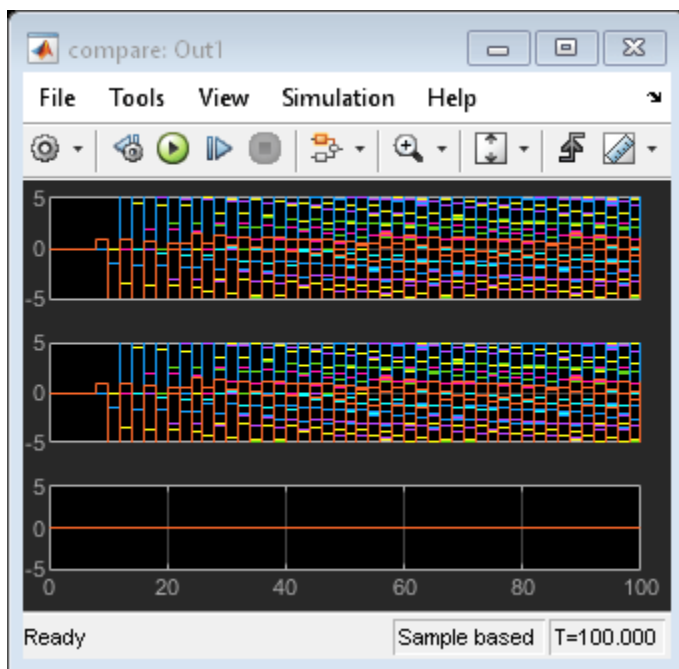


Delay Balancing and Functional Equivalence

The rate transitions that implement time-multiplexing in the streaming architecture introduce a cycle of additional latency. To maintain functional fidelity, this delay must be balanced across all cut-sets that this path is a member of. When the streaming option is turned on, the coder automatically also turns on the delay balancing option ('BalanceDelays') to automatically balance this additional delay. The coder also automatically turns on the validation model generation option so the user can verify that functional equivalence is maintained with respect to the original model.

```

sim('gm_hdl_areaopt1_vnl');
open_system('gm_hdl_areaopt1_vnl/Compare/Assert_Out1/compare: Out1')
    
```



Parameterizability for More Flexibility

By tuning the 'StreamingFactor' parameter, one can explore the design space along the datapath size dimension. A value of 1 implies no streaming (or fully parallel implementation), and a value of 24 (or the full vector length) implies maximal streaming (or fully serial implementation). By picking values between these two extremes, one can explore the design space from fully parallel to fully serial implementations.

If we set 'StreamingFactor' to 6 in this example model, we get a 4-element vector datapath in the generated HDL. This results in the use of 12 multipliers and 8 adders as shown in the resource report.

```
hdlset_param('hdl_areaopt1/Controller', 'StreamingFactor', 6);
makehdl('hdl_areaopt1/Controller');
open_system('gm_hdl_areaopt1/Controller');
%set_param('gm_hdl_areaopt1', 'SimulationCommand', 'update');

### Generating HDL for 'hdl_areaopt1/Controller'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdl_areaopt1', 'hdl_areaopt1')">hdl_areaopt1</a>.
### Running HDL checks on the model 'hdl_areaopt1'.
### Begin compilation of the model 'hdl_areaopt1'...
### Applying HDL optimizations on the model 'hdl_areaopt1'...
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional cycles.
### Output port 1: 1 cycles.
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdl_areaopt1_vnl')">gm_hdl_areaopt1_vnl</a>.
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdl_areaopt1'.
### MESSAGE: The design requires 6 times faster clock with respect to the base rate = 2.
### Working on Controller_tc as hdlsrc\hdl_areaopt1\Controller_tc.vhd.
### Working on hdl_areaopt1/Controller as hdlsrc\hdl_areaopt1\Controller.vhd.
### Generating package file hdlsrc\hdl_areaopt1\Controller_pkg.vhd.
### Code Generation for 'hdl_areaopt1' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...')">C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...</a>.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...
### HDL check for 'hdl_areaopt1' complete with 0 errors, 0 warnings, and 1 messages.
### HDL code generation complete.
```

Resource Sharing For Area Optimization

This example shows how to use the subsystem level sharing optimization in HDL Coder.

Introduction

Sharing is a subsystem-level optimization supported by HDL Coder for implementing area-efficient hardware.

By default, the coder implements hardware that is a 1-to-1 mapping of Simulink blocks to hardware module implementations. The resource sharing optimization enables users to share hardware resources by enabling an N-to-1 mapping of 'N' functionally-equivalent Simulink blocks to a single hardware module. The user specifies 'N' using the 'SharingFactor' implementation parameter.

Since a time-multiplexed architecture incurs a longer latency to complete the operation, HDL Coder™ automatically manages the timing discrepancy depending on what resources are being shared. Suppose that the shared resources are operating at the base sample rate, then resource sharing is implemented as a local multi-rate architecture, which is described in this example. If the shared resources are operating at a slower sample rate than the base sample rate, then HDL Coder™ invokes clock-rate pipelining to synthesize an implementation that utilizes the latency budget defined in the rate differential. In this case, the resource shared architecture is a single rate implementation and takes multiple time steps to complete all the shared operations. The “Single-rate Resource Sharing Architecture” on page 24-53 describes the details of this implementation.

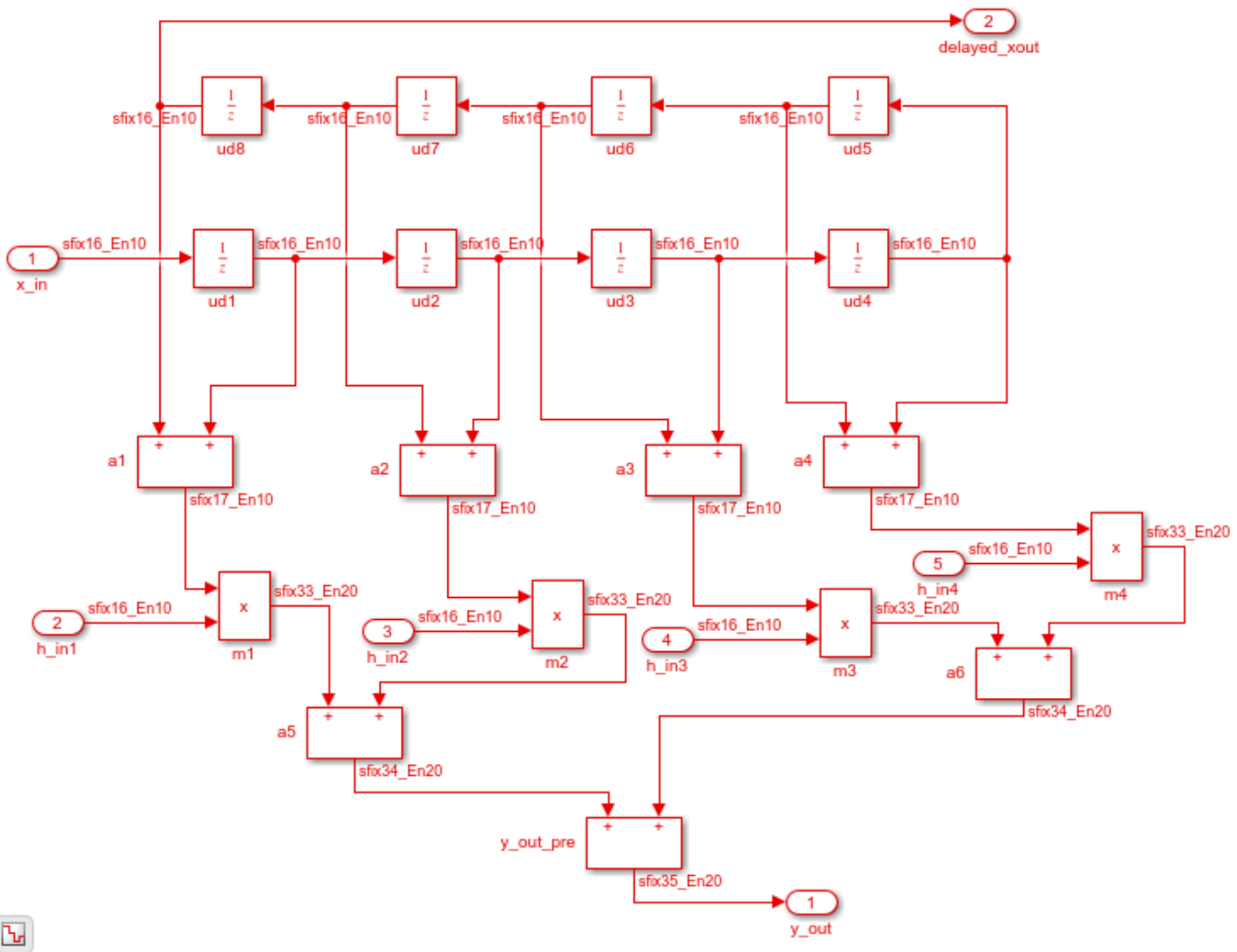
The rest of this example illustrates the local multi-rate architecture of resource sharing. Consider the following symmetric FIR filter model. It contains 4 product blocks that are functionally equivalent and which map to 4 multipliers in hardware. The Resource Utilization Report lists the hardware resources used.

```

bdclose all;
load_system('sfir_fixed');
open_system('sfir_fixed/symmetric_fir');
hdlset_param('sfir_fixed', 'ResourceReport', 'on');
makehdl('sfir_fixed/symmetric_fir');

### Generating HDL for 'sfir_fixed/symmetric_fir'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('sfir_fixed', {
### Running HDL checks on the model 'sfir_fixed'.
### Begin compilation of the model 'sfir_fixed'...
### Applying HDL optimizations on the model 'sfir_fixed'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'sfir_fixed'.
### Working on sfir_fixed/symmetric_fir as hdlsrc\sfir_fixed\symmetric_fir.vhd.
### Code Generation for 'sfir_fixed' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'sfir_fixed' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.

```

Sharing to Realize an N-to-1 Mapping

To reduce area resources, you can invoke the sharing optimization by setting the 'SharingFactor' parameter on the subsystem to a positive integer value. This parameter specifies 'N' in the N-to-1 hardware mapping. In this example, there are 4 product blocks, so generating HDL with 'SharingFactor' set to 4 generates HDL with 1 multiplier.

The code generation model reflects the sharing architecture. The inputs to the shared blocks are time-multiplexed over the shared resource at a faster rate (in this case 4x faster, shown in red). The outputs are then routed to the respective consumers at a slower rate (shown in green).

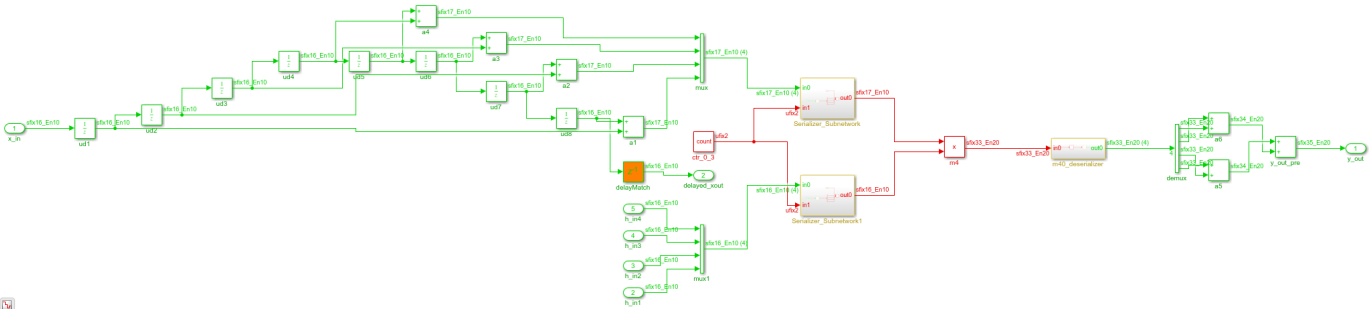
```
hdlset_param('sfir_fixed/symmetric_fir', 'SharingFactor', 4);
hdlset_param('sfir_fixed', 'GenerateValidationModel', 'on');
makehdl('sfir_fixed/symmetric_fir');
open_system('gm_sfir_fixed/symmetric_fir');
set_param('gm_sfir_fixed', 'SimulationCommand', 'update');
```

```
### Generating HDL for 'sfir_fixed/symmetric_fir'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('sfir_fixed', {
### Running HDL checks on the model 'sfir_fixed'.
```

```

### Begin compilation of the model 'sfir_fixed'...
### Applying HDL optimizations on the model 'sfir_fixed'...
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional cycles.
### Output port 1: 1 cycles.
### Output port 2: 1 cycles.
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_sfir_fixed_vnl')">gm_sfir_fixed_vnl
### Validation model generation complete.
### Begin VHDL Code Generation for 'sfir_fixed'.
### MESSAGE: The design requires 4 times faster clock with respect to the base rate = 1.
### Working on symmetric_fir_tc ashdlsrc\sfir_fixed\symmetric_fir_tc.vhd.
### Working on sfir_fixed\symmetric_fir ashdlsrc\sfir_fixed\symmetric_fir.vhd.
### Generating package filehdlsrc\sfir_fixed\symmetric_fir_pkg.vhd.
### Code Generation for 'sfir_fixed' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...')">C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...
### HDL check for 'sfir_fixed' complete with 0 errors, 0 warnings, and 1 messages.
### HDL code generation complete.

```



The sharing optimization is implemented using time-division multiplexing. Simulink requires the outputs of the shared resource to be sampled at the predefined sample rate, so HDL Coder overclocks the shared resource at a faster rate than the data rate. In the above example, the shared architecture, which includes the shared resource, multiplexer-serializer at the inputs and demultiplexer-deserializer at the outputs, operates at 4 times the rate of the input data, because 'Sharingfactor' = 4.

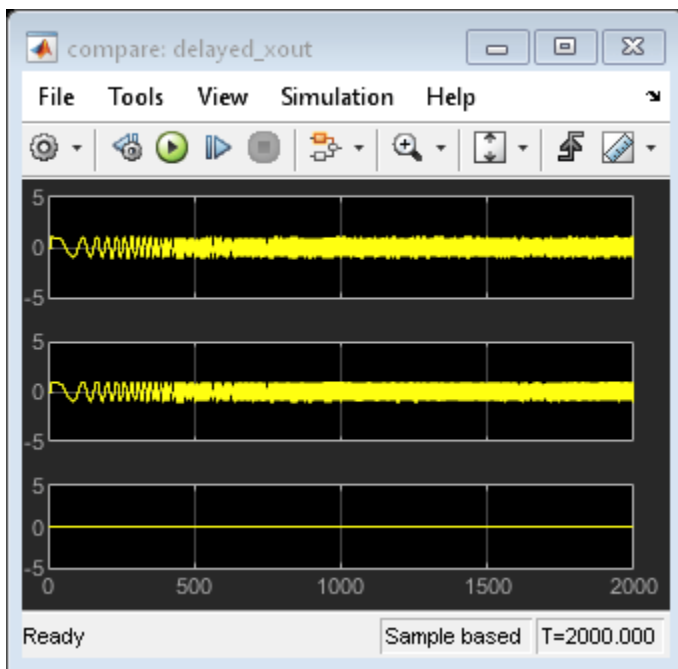
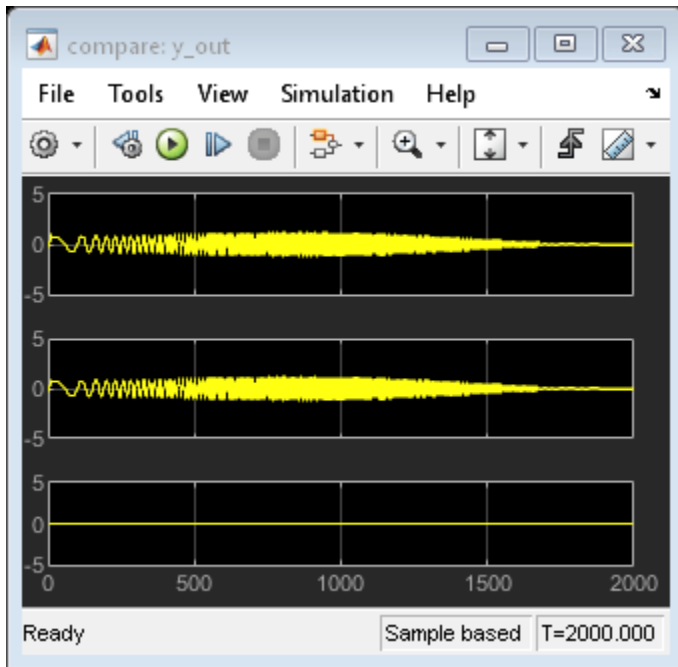
Delay Balancing and Functional Equivalence

The rate transitions that implement time-multiplexing in the resource sharing architecture introduce additional latency. To maintain functional equivalence, delay balancing automatically inserts matching delays in parallel merging paths. The generated validation model allows the user to verify functional equivalence by comparing the operation of the shared hardware architecture with the original model.

```

sim('gm_sfir_fixed_vnl');
open_system('gm_sfir_fixed_vnl/Compare/Assert_y_out/compare: y_out');
open_system('gm_sfir_fixed_vnl/Compare/Assert_delayed_xout/compare: delayed_xout');

```



Control Multiplicative Oversampling through SharingFactor

The net oversampling for the whole design is equivalent to the LCM of all 'SharingFactor' values set on the model. Consider the example, `hdlcoder_uniform_oversampling.slx`. It has two subsystems: subsystem 'Share3' has 3 gain blocks that can be shared and 'Share4' has 4 gain blocks that can be shared.

```
saved_warning_state = warning('off', 'hdlcoder:makehdl:DeprecateMaxOverSampling');
warning('off', 'hdlcoder:makehdl:DeprecateMaxComputationLatency');
```

```

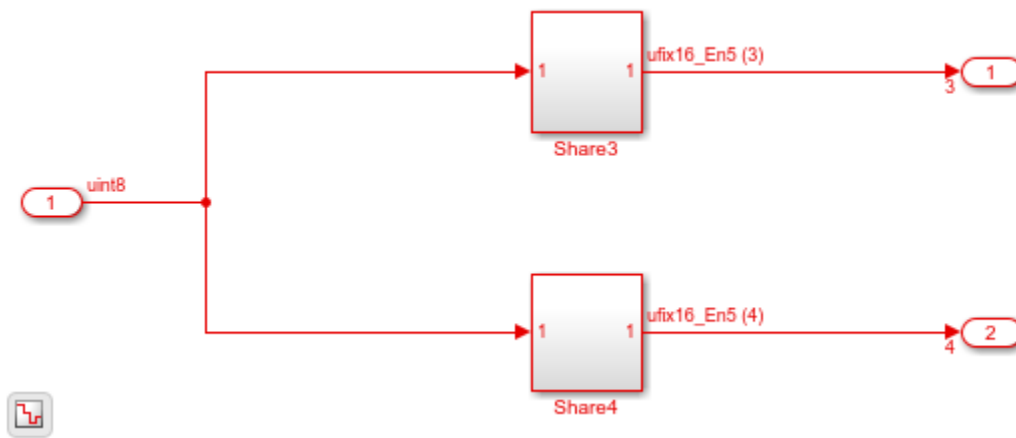
bdclose('all');
load_system('hdlcoder_uniform_oversampling');
open_system('hdlcoder_uniform_oversampling/Subsystem');
set_param('hdlcoder_uniform_oversampling', 'SimulationCommand', 'update');
hdlsaveparams('hdlcoder_uniform_oversampling/Subsystem');

%% Set Model 'hdlcoder_uniform_oversampling' HDL parameters
hdlset_param('hdlcoder_uniform_oversampling', 'GenerateValidationModel', 'on');
hdlset_param('hdlcoder_uniform_oversampling', 'HDLSubsystem', 'hdlcoder_uniform_oversampling');

% Set SubSystem HDL parameters
hdlset_param('hdlcoder_uniform_oversampling/Subsystem/Share3', 'SharingFactor', 3);

% Set SubSystem HDL parameters
hdlset_param('hdlcoder_uniform_oversampling/Subsystem/Share4', 'SharingFactor', 4);

```



Notice that 'Share3' sets its 'SharingFactor' to 3 and 'Share4' sets its 'SharingFactor' to 4. HDL Coder™ applies local resource sharing to each subsystem and as a result, the HDL implementation requires $LCM(3, 4) = 12x$ oversampling. This is reported in the message during HDL code generation.

```

makehdl('hdlcoder_uniform_oversampling/Subsystem');

### Generating HDL for 'hdlcoder_uniform_oversampling/Subsystem'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_uniform_oversampling')">hdlcoder_uniform_oversampling</a>.
### Running HDL checks on the model 'hdlcoder_uniform_oversampling'.
### Begin compilation of the model 'hdlcoder_uniform_oversampling'...
### Applying HDL optimizations on the model 'hdlcoder_uniform_oversampling'...
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional cycles:
### Output port 1: 1 cycles.
### Output port 2: 1 cycles.
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoder_uniform_oversampling')">gm_hdlcoder_uniform_oversampling</a>.
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_uniform_oversampling'.
### MESSAGE: The design requires 12 times faster clock with respect to the base rate = 0.1.
### Working on hdlcoder_uniform_oversampling/Subsystem/Share3 as hdlsrc\hdlcoder_uniform_oversampling\hdlcoder_uniform_oversampling\hdlcoder_uniform_oversampling\Share3.vhd.
### Working on hdlcoder_uniform_oversampling/Subsystem/Share4 as hdlsrc\hdlcoder_uniform_oversampling\hdlcoder_uniform_oversampling\Share4.vhd.
### Working on Subsystem_tc as hdlsrc\hdlcoder_uniform_oversampling\Subsystem_tc.vhd.
### Working on hdlcoder_uniform_oversampling/Subsystem as hdlsrc\hdlcoder_uniform_oversampling\Subsystem.vhd.

```

```

### Generating package file hdlsrc\hdlcoder_uniform_oversampling\Subsystem_pkg.vhd.
### Code Generation for 'hdlcoder_uniform_oversampling' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb3
### HDL check for 'hdlcoder_uniform_oversampling' complete with 0 errors, 0 warnings, and 1 messa
### HDL code generation complete.

```

One way to circumvent this multiplicative effect of oversampling is to set the 'SharingFactor' of all subsystems to the available oversampling budget. In the above example, if the oversampling budget is only 4x, then set 'SharingFactor' = 4 for both 'Share3' and 'Share4'. In this case, HDL Coder can share fewer resources than the SharingFactor and stay idle for the remaining cycles.

```

hdlset_param('hdlcoder_uniform_oversampling/Subsystem/Share3', 'SharingFactor', 4);
makehdl('hdlcoder_uniform_oversampling/Subsystem');

```

```

### Generating HDL for 'hdlcoder_uniform_oversampling/Subsystem'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_uniform_oversampling')
### Running HDL checks on the model 'hdlcoder_uniform_oversampling'.
### Begin compilation of the model 'hdlcoder_uniform_oversampling'...
### Applying HDL optimizations on the model 'hdlcoder_uniform_oversampling'...
### The DUT requires an initial pipeline setup latency. Each output port experiences these addit
### Output port 1: 1 cycles.
### Output port 2: 1 cycles.
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoder_uniform_oversampling')
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_uniform_oversampling'.
### MESSAGE: The design requires 4 times faster clock with respect to the base rate = 0.1.
### Working on hdlcoder_uniform_oversampling/Subsystem/Share3 as hdlsrc\hdlcoder_uniform_oversamp
### Working on hdlcoder_uniform_oversampling/Subsystem/Share4 as hdlsrc\hdlcoder_uniform_oversamp
### Working on Subsystem_tc as hdlsrc\hdlcoder_uniform_oversampling\Subsystem_tc.vhd.
### Working on hdlcoder_uniform_oversampling/Subsystem as hdlsrc\hdlcoder_uniform_oversampling\Sub
### Generating package file hdlsrc\hdlcoder_uniform_oversampling\Subsystem_pkg.vhd.
### Code Generation for 'hdlcoder_uniform_oversampling' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb3
### HDL check for 'hdlcoder_uniform_oversampling' complete with 0 errors, 0 warnings, and 1 messa
### HDL code generation complete.

```

Notice that the oversampling factor is now $\text{LCM}(4,4) = 4$, and that this is the value reported during code generation. In general, it is a good idea to set the 'SharingFactor' values to the available oversampling budget. If your design contains fewer shareable resources than the 'SharingFactor' value you specify, HDL Coder shares the shareable resources available, and overclocks them by the 'SharingFactor' value. However, if you want to apply both resource sharing and other optimizations that uses overclocking, such as streaming, or apply resource sharing in multiple nested subsystems, this general guideline may result in a higher oversampling factor.

Block Support, Atomic Subsystems, and Extensions

HDL Coder supports resource sharing of 4 block types: Product, Gain, Atomic Subsystem, and MATLAB Function. For MATLAB Function blocks, use the MATLAB Datapath architecture with fixed-point types. This architecture is the default setting for floating-point types. You can specify the **HDL Architecture** in the HDL Block Properties dialog box of the MATLAB Function block.

Sharing functionally equivalent Product and Gain blocks means that the multipliers in the HDL implementation will be shared. Two Product blocks are functionally equivalent if: a) the data types of their inputs and outputs are identical, b) their block parameter settings are identical, and c) their HDL block properties are identical. For a Gain block, functional equivalence additionally requires that

the constant value and data types are also identical. However, if the gain constant data types are identical for two Gain blocks with different gain constant values, HDL Coder can share them. Similarly, if a Gain block can be implemented as a Product block with constant input, and it has the same data types as another Product block in the design, the coder can share them.

The third block type, Atomic Subsystem, is useful for sharing functionally equivalent islands of logic encapsulated inside atomic subsystems. Two atomic subsystems are functionally equivalent and can be shared if:

- Their Simulink checksums are identical
- Their HDL block properties are identical.

Sharing Atomic Subsystems

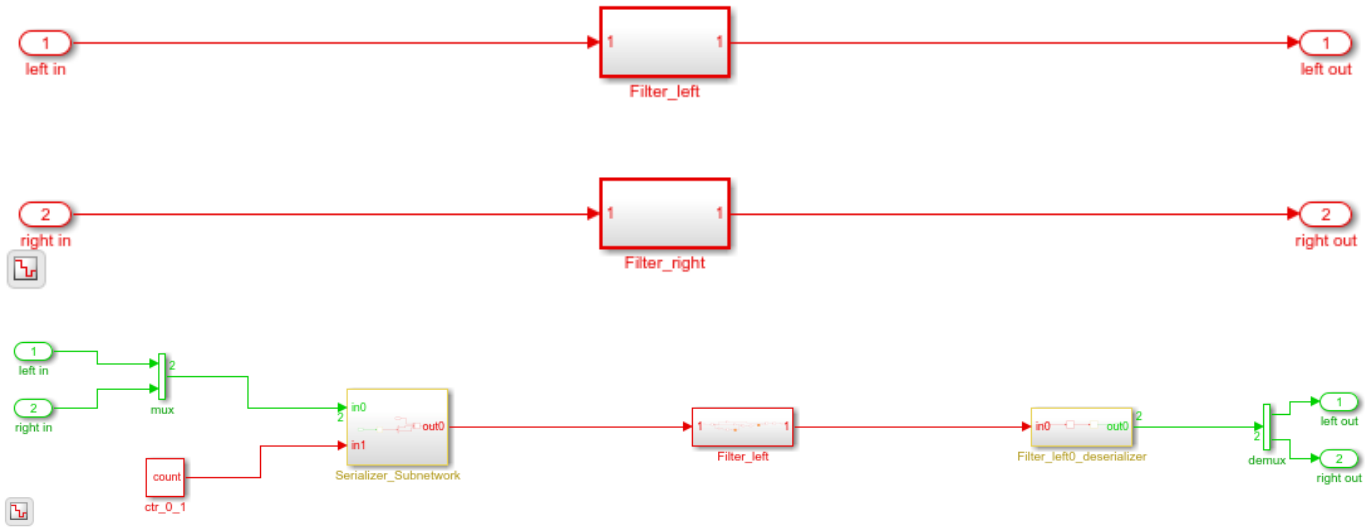
```
% The following example demonstrates an audio filtering model that applies
% the same filter on the left and right channels. By default, HDL Coder
% generates two filter modules in hardware.
```

```
bdclose all;
load_system('hdlcoder_audiofiltering');
open_system('hdlcoder_audiofiltering/Audio filter');
```

```
% The filters on the two audio channels can be shared by specifying a
% 'SharingFactor' value of 2 on the encompassing subsystem. This generates
% an architecture that uses only one filter, as shown below.
```

```
hdlset_param('hdlcoder_audiofiltering/Audio filter', 'SharingFactor', 2);
makehdl('hdlcoder_audiofiltering/Audio filter');
open_system('gm_hdlcoder_audiofiltering/Audio filter');
set_param('gm_hdlcoder_audiofiltering', 'SimulationCommand', 'update');
```

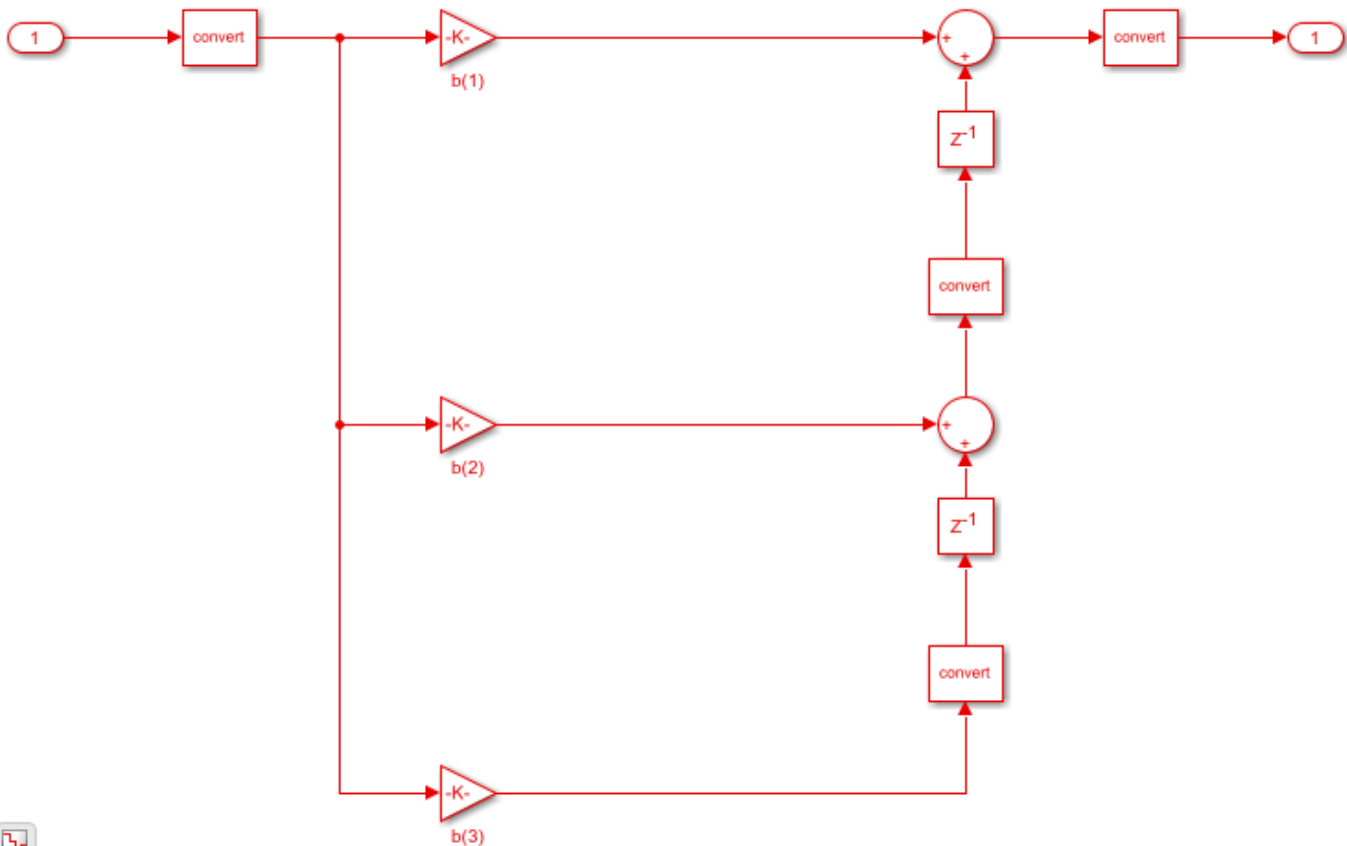
```
### Generating HDL for 'hdlcoder_audiofiltering/Audio filter'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_audiofiltering')">matlab:configset.showParameterGroup('hdlcoder_audiofiltering')</a>.
### Running HDL checks on the model 'hdlcoder_audiofiltering'.
### Begin compilation of the model 'hdlcoder_audiofiltering'...
### Applying HDL optimizations on the model 'hdlcoder_audiofiltering'...
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional cycles.
### Output port 1: 1 cycles.
### Output port 2: 1 cycles.
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_audiofiltering'.
### MESSAGE: The design requires 2 times faster clock with respect to the base rate = 0.00012207.
### Working on hdlcoder_audiofiltering/Audio filter/Filter_left as hdlsrc\hdlcoder_audiofiltering\Audio_filter_left.vhd.
### Working on Audio_filter_tc as hdlsrc\hdlcoder_audiofiltering\Audio_filter_tc.vhd.
### Working on hdlcoder_audiofiltering/Audio filter as hdlsrc\hdlcoder_audiofiltering\Audio_filter.vhd.
### Generating package file hdlsrc\hdlcoder_audiofiltering\Audio_filter_pkg.vhd.
### Code Generation for 'hdlcoder_audiofiltering' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb3...
### HDL check for 'hdlcoder_audiofiltering' complete with 0 errors, 0 warnings, and 1 messages.
### HDL code generation complete.
```



Opportunities Across Hierarchies

Since 'SharingFactor' is a subsystem-level parameter, different subsystems at different levels of the hierarchy can specify different sharing values. In the audio filter example, the filters on each channel use 3 gain blocks respectively.

```
open_system('hdlcoder_audiofiltering/Audio filter/Filter_left');
```



Sharing at Higher Level of Hierarchy

We can specify a 'SharingFactor' value of 2 at the top-level of the DUT to share the filters on the two channels. Additionally, we can specify a 'SharingFactor' value of 3 on each of the filter subsystems to enable sharing of the 3 gain blocks in each channel. When HDL code is now generated, notice first that the left and right filters have been shared and we have only one filter at the top-level of the hierarchy.

```
hdlset_param('hdlcoder_audiofiltering/Audio filter', 'SharingFactor', 2);
hdlset_param('hdlcoder_audiofiltering/Audio filter/Filter_left', 'SharingFactor', 3);
hdlset_param('hdlcoder_audiofiltering/Audio filter/Filter_right', 'SharingFactor', 3);
makehdl('hdlcoder_audiofiltering/Audio filter');
open_system('gm_hdlcoder_audiofiltering/Audio filter');
set_param('gm_hdlcoder_audiofiltering', 'SimulationCommand', 'update');

### Generating HDL for 'hdlcoder_audiofiltering/Audio filter'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_audiof
### Running HDL checks on the model 'hdlcoder_audiofiltering'.
### Begin compilation of the model 'hdlcoder_audiofiltering'...
### Applying HDL optimizations on the model 'hdlcoder_audiofiltering'...
### The DUT requires an initial pipeline setup latency. Each output port experiences these addit
### Output port 1: 2 cycles.
### Output port 2: 2 cycles.
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_audiofiltering'.
```



```

### MESSAGE: The design requires 6 times faster clock with respect to the base rate = 0.00012207
### Working on hdlcoder_audiofiltering/Audio filter/Filter_left as hdlsrc\hdlcoder_audiofiltering
### Working on Audio filter_tc as hdlsrc\hdlcoder_audiofiltering\Audio_filter_tc.vhd.
### Working on hdlcoder_audiofiltering/Audio filter as hdlsrc\hdlcoder_audiofiltering\Audio_filt
### Generating package file hdlsrc\hdlcoder_audiofiltering\Audio_filter_pkg.vhd.
### Code Generation for 'hdlcoder_audiofiltering' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdlcoder_audiofiltering' complete with 0 errors, 0 warnings, and 1 messages.
### HDL code generation complete.

```

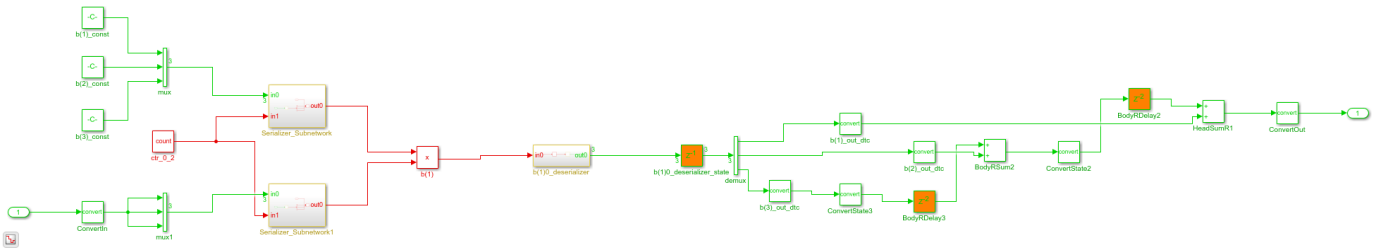
Sharing at Lower Level of Hierarchy

Additionally, the 3 gain blocks in the lower of the hierarchy (within the filter subsystem) have also been shared. The net result is that we have reduced the resource usage from 6 multipliers to just one.

```

open_system('gm_hdlcoder_audiofiltering/Audio filter/Filter_left');
set_param('gm_hdlcoder_audiofiltering', 'SimulationCommand', 'update');

```



Combining Optimizations and Sharing

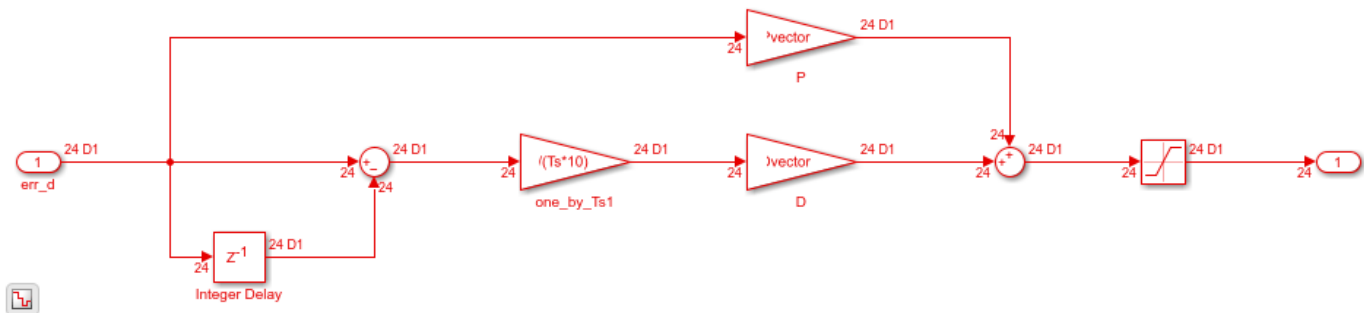
Resource sharing can also be combined with other optimizations such as the streaming optimization.

Consider the model below: it contains a 24-element vector datapath and 3 vector gain blocks, which will map to 72 multipliers, by default. Streaming can scalarize the vector datapath while sharing can share the 3 Gain blocks.

```

bdclose all;
load_system('hdl_areaopt1');
open_system('hdl_areaopt1/Controller');
set_param('hdl_areaopt1', 'SimulationCommand', 'update');

```



Streaming and Sharing Reduce the Design to Use One Multiplier

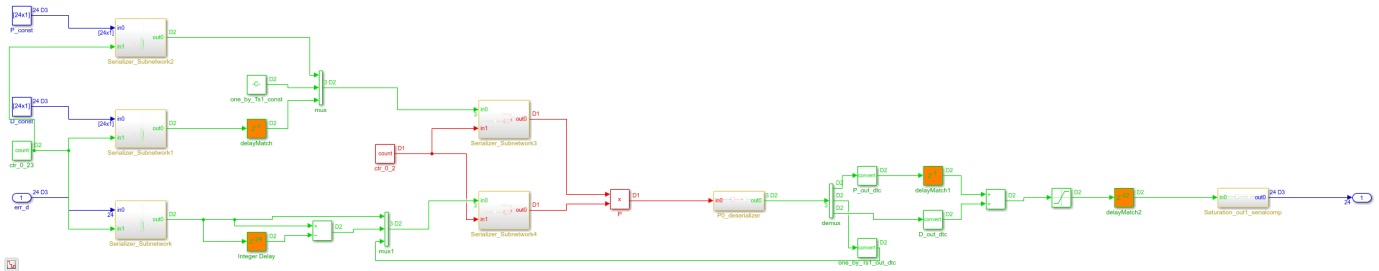
To invoke both optimizations, we set 'StreamingFactor' to 24 and 'SharingFactor' to 3. The former will reduce the number of multipliers from 72 to 3, and the latter reduces the 3 scalar multipliers to 1.

```

hdlset_param('hdl_areaopt1/Controller', 'StreamingFactor', 24);
hdlset_param('hdl_areaopt1/Controller', 'SharingFactor', 3);
makehdl('hdl_areaopt1/Controller');
open_system('gm_hdl_areaopt1/Controller');
set_param('gm_hdl_areaopt1', 'SimulationCommand', 'update');

### Generating HDL for 'hdl_areaopt1/Controller'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdl_areaopt1', ...
### Running HDL checks on the model 'hdl_areaopt1'.
### Begin compilation of the model 'hdl_areaopt1'...
### Applying HDL optimizations on the model 'hdl_areaopt1'...
### The DUT requires an initial pipeline setup latency. Each output port experiences these addit...
### Output port 1: 2 cycles.
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdl_areaopt1'.
### MESSAGE: The design requires 72 times faster clock with respect to the base rate = 2.
### Working on Controller_tc as hdlsrc\hdl_areaopt1\Controller_tc.vhd.
### Working on hdl_areaopt1/Controller as hdlsrc\hdl_areaopt1\Controller.vhd.
### Generating package file hdlsrc\hdl_areaopt1\Controller_pkg.vhd.
### Code Generation for 'hdl_areaopt1' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175...
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...
### HDL check for 'hdl_areaopt1' complete with 0 errors, 0 warnings, and 1 messages.
### HDL code generation complete.

```

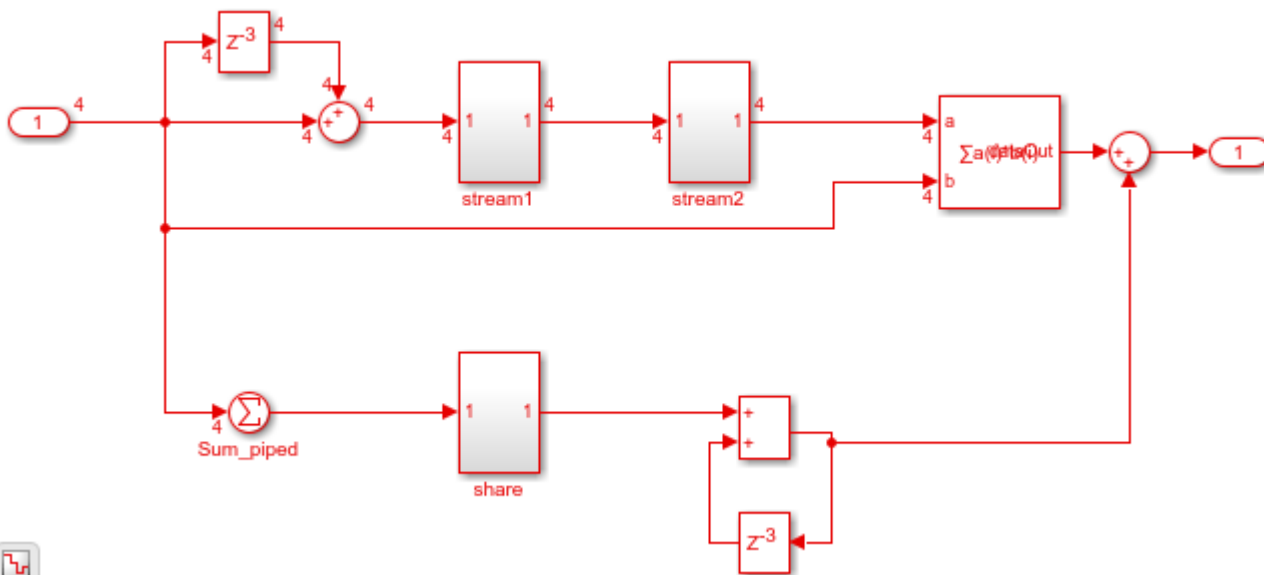


Single-rate Resource Sharing Architecture

This example shows how HDL Coder™ manages the execution of operations in the context of clock rate pipelining. By default, if resource sharing is applied in a region of the design operating at the fastest base sample rate, then a local multi-rate architecture is synthesized, as described in “Resource Sharing For Area Optimization” on page 24-42. If the shared resources are operating at a slower sample rate and clock rate pipelining is enabled, then the code generator synthesizes a single-rate architecture, which is described in this example.

Clock rate pipelining is an optimization that finds islands of logic in the Simulink design that operates on data at a slower sample rate and inserts pipelining and resource sharing logic at the (faster) clock rate. In these cases, resource sharing is implemented as a time multiplexed architecture that operates at a single rate and incurs a latency. In order to orchestrate execution of dependent operations and manage the additional latency introduced, HDL Coder (TM) synthesizes appropriate scheduling logic. Consider the model, `hdlcoder_singlerate_sharing.slx`.

```
bdclose('all');
load_system('hdlcoder_singlerate_sharing');
open_system('hdlcoder_singlerate_sharing/Subsystem');
set_param('hdlcoder_singlerate_sharing', 'SimulationCommand', 'update');
```



This model has an oversampling constraint set through the “Oversampling factor” on page 17-15, which specifies how much faster the FPGA clock rate runs with respect to the Simulink base sample time. This model sets Oversampling = 30, which essentially means that the clock-rate pipelined region can consume 30 clock cycles to complete execution.

The optimization options for individual blocks and subsystems are listed below. Let's generate code and inspect the validation model to understand the single-rate sharing architecture.

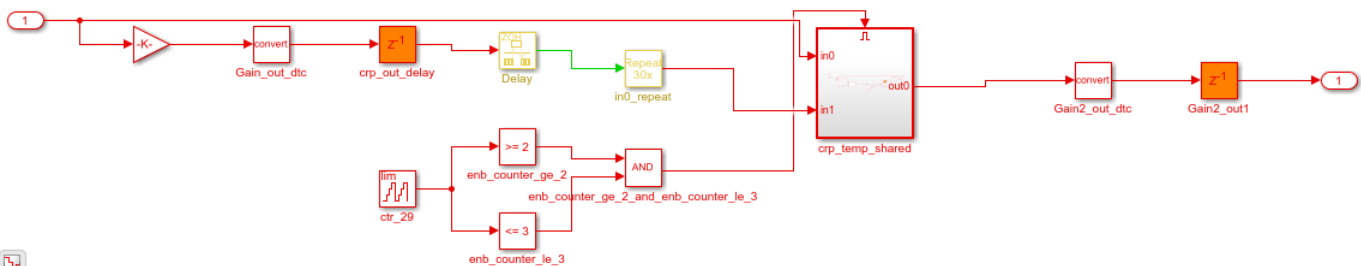
```
hdlsaveparams('hdlcoder_singlerate_sharing/Subsystem');
makehdl('hdlcoder_singlerate_sharing/Subsystem');

% Set Model 'hdlcoder_singlerate_sharing' HDL parameters
hdlset_param('hdlcoder_singlerate_sharing', 'GenerateValidationModel', 'on');
```


At the global level, the coder schedules each of these locally shared and streamed subsystems according to their latency. The unit of scheduling is a clock-rate pipelined region that has been automatically identified by the coder. For each such region, a simple counter block is used as a sequencer for the scheduling logic. The counter counts from zero to (clock-rate budget - 1), where the budget is defined as the ratio of the shared resource sample rate to the FPGA clock rate. In this example, the budget is 30 because we set Oversampling = 30. The code generator assigns a time interval within which each streamed and shared subsystem executes: specifically, the subsystem itself is encapsulated within an enabled subsystem so that it is only active during that time interval. The counter or sequencer value specifies the current time step, and logic that computes the time interval drives the enable inputs to these subsystems.

For each subsystem that specifies resource sharing or streaming, a single-rate resource-shared architecture implements the time division multiplexing. For example, see 'gm_hdlcoder_singlerate_sharing_vnl/Subsystem/share'. If SharingFactor = N, it takes (N-1) cycles to execute the shared architecture per cycle of the original computation.

```
open_system('gm_hdlcoder_singlerate_sharing_vnl/Subsystem/share');
set_param('gm_hdlcoder_singlerate_sharing_vnl', 'SimulationCommand', 'update');
```



Notice that 'gm_hdlcoder_singlerate_sharing_vnl/Subsystem/share' is assigned the time interval [2, 3]. This is because the sum-of-elements block, 'hdlcoder_singlerate_sharing/Subsystem/Sum_piped', with OutputPipeline = 2, is on the path between the DUT inputs and the inputs to this subsystem. The shared subsystem starts execution in time step 2, and, since SharingFactor=3, takes (3-1 = 2) cycles to complete. The enable input to 'gm_hdlcoder_singlerate_sharing_vnl/Subsystem/share/crp_temp_shared' is asserted only when the global counter is greater than or equal to 2 or lesser than or equal to 3.

In addition to streamed and shared subsystems, the code generator also schedules any blocks or subsystems containing state or implement multi-cycle operations. For example, the design uses a multiply-accumulate block, which computes the dot-product on two 4-element vectors (see 'gm_hdlcoder_singlerate_sharing_vnl/Subsystem/crp_temp_MAC'). This takes 4 cycles to execute and is scheduled in the time interval [4, 7]. This is because there are two streaming regions on the path from the inputs to this multiply-accumulate block. The first streaming region, 'gm_hdlcoder_singlerate_sharing_vnl/Subsystem/stream1' is scheduled in time interval [0, 1] due to a streaming factor of 2 and the second streaming region, 'gm_hdlcoder_singlerate_sharing_vnl/Subsystem/stream2', is scheduled in time interval [1, 4] due to a streaming factor of 4.

The generated validation model has non-trivial changes but precisely captures the essence of the single-rate sharing architecture that has been synthesized. This model also compares the numerics of this synthesized architecture with the original model modulo added latency. For more details, see "Delay Balancing and Validation Model Workflow In HDL Coder™" on page 24-73. Running the

validation model, by pressing the play button, will compare the numerics between the synthesized and the original model in each time steps and will throw an assertion on mismatches.

Improve Resource Sharing with Design Modifications

This example shows how to improve opportunities for resource sharing to optimize your model design by making certain modifications to your design. Resource sharing is an HDL Coder optimization that improves area utilization in the design on the target FPGA device. The optimization identifies multiple functionally equivalent resources and replaces them with a single resource. For more information, see “Resource Sharing” on page 24-34.

Analyze the Current Model

Execute the following lines of code to copy the necessary example files into a temporary folder.

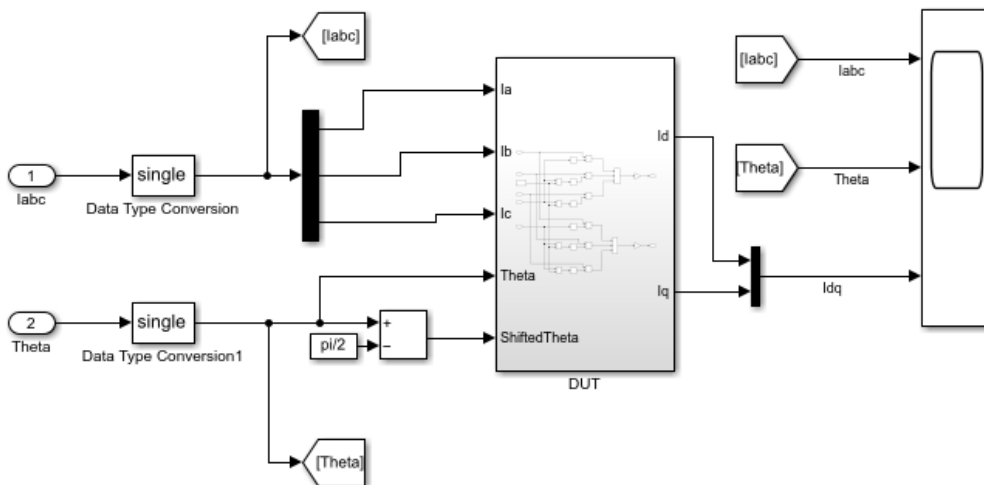
```
design_name = 'hdlcoderParkTransform';
design_new_name = 'hdlcoderParkTransformCopy';

hdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos');
hdlc_temp_dir = [tempdir 'hdlcoderParkTransformDir'];

% Create a temporary folder and copy the Simulink model.
cd(tempdir);
[~, ~, ~] = rmdir(hdlc_temp_dir, 's');
mkdir(hdlc_temp_dir);
cd(hdlc_temp_dir);

copyfile(fullfile(hdlc_demo_dir, [design_name, '.slx']), fullfile(hdlc_temp_dir, [design_new_name

% Open the model.
open_system(design_new_name);
```



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```
% Set a SharingFactor of 6 on the subsystem of interest and generate
% HDL along with the corresponding reports from the model.
subsystem = [design_new_name '/DUT'];
hdlset_param(subsystem, 'SharingFactor', 6);
makehdl(subsystem);
```

```

### Generating HDL for 'hdlcoderParkTransformCopy/DUT'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoderParkTran
### Running HDL checks on the model 'hdlcoderParkTransformCopy'.
### Begin compilation of the model 'hdlcoderParkTransformCopy'...
### Applying HDL optimizations on the model 'hdlcoderParkTransformCopy'...
### <a href="matlab:configset.internal.open('hdlcoderParkTransformCopy','LUTMapToRAM')">'LUTMapTo
### The DUT requires an initial pipeline setup latency. Each output port experiences these addit
### Output port 1: 43 cycles.
### Output port 2: 43 cycles.
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoderParkTransformCopy'.
### MESSAGE: The design requires 6 times faster clock with respect to the base rate = 1e-05.
### Working on hdlcoderParkTransformCopy/DUT/nfp_sin_single as hdl_prj\hdlsrc\hdlcoderParkTransf
### Working on hdlcoderParkTransformCopy/DUT/nfp_add_single as hdl_prj\hdlsrc\hdlcoderParkTransf
### Working on hdlcoderParkTransformCopy/DUT/nfp_sub_single as hdl_prj\hdlsrc\hdlcoderParkTransf
### Working on hdlcoderParkTransformCopy/DUT/nfp_mul_single as hdl_prj\hdlsrc\hdlcoderParkTransf
### Working on hdlcoderParkTransformCopy/DUT/nfp_mul_single as hdl_prj\hdlsrc\hdlcoderParkTransf
### Working on hdlcoderParkTransformCopy/DUT/nfp_add_single as hdl_prj\hdlsrc\hdlcoderParkTransf
### Working on hdlcoderParkTransformCopy/DUT/nfp_add2_single as hdl_prj\hdlsrc\hdlcoderParkTransf
### Working on hdlcoderParkTransformCopy/DUT/nfp_sub_single as hdl_prj\hdlsrc\hdlcoderParkTransf
### Working on DUT_tc as hdl_prj\hdlsrc\hdlcoderParkTransformCopy\DUT_tc.vhd.
### Working on hdlcoderParkTransformCopy/DUT as hdl_prj\hdlsrc\hdlcoderParkTransformCopy\DUT.vhd
### Generating package file hdl_prj\hdlsrc\hdlcoderParkTransformCopy\DUT_pkg.vhd.
### Code Generation for 'hdlcoderParkTransformCopy' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\hdl
### HDL check for 'hdlcoderParkTransformCopy' complete with 0 errors, 1 warnings, and 2 messages
### HDL code generation complete.

```

In the generated Streaming and Sharing report, notice that there are specific groups that were identified to be eligible for sharing:

| Resource Type | Group Size | Block Name |
|---------------|------------|------------|
| Trigonometry | 6 | sine |
| Sum | 2 | AddSub2 |
| Sum | 2 | AddSub1 |
| Product | 6 | Product |
| Product | 2 | Gain |

The Native Floating-Point Resource Report shows the operators needed:

| Resource | Usage |
|-------------|-------|
| Adders | 4 |
| Multipliers | 2 |
| Sin | 1 |
| Subtractors | 2 |

The High-level Resource Report shows that the resource utilization for the design was estimated to be:

| Resource | Usage |
|--------------------|-------|
| Multipliers | 9 |
| Adders/Subtractors | 152 |
| Registers | 1121 |

| | |
|-------------------------|-------|
| Total 1-Bit Registers | 15896 |
| RAMs | 0 |
| Multiplexers | 857 |
| I/O Bits | 228 |
| Static Shift operators | 5 |
| Dynamic Shift operators | 13 |

You can also run synthesis workflow on the model. The synthesis results for this model are:

| Resource | Usage |
|-----------------|-------|
| Slice LUTs | 29381 |
| Slice Registers | 24140 |
| DSPs | 50 |
| Block Ram Tile | 0 |
| URAM | 0 |

For more details regarding synthesis workflow, see “HDL Code Generation and FPGA Synthesis from Simulink Model”.

Detect Patterns in Model

Upon further analysis of the model, you can see that there are a few patterns that can be modified to improve resource sharing.

The first such pattern is with the Add and Subtract blocks whose names start with "AddSub" and whose output goes to Sin blocks.

The second pattern corresponds to a Sum (as an addition or subtraction) block followed by a Gain block.

In both of these patterns, there are some dissimilarities in the highlighted blocks that prevent resource sharing from happening optimally. The dissimilarities are as follows:

First, the signs of the Sum blocks in the region near the Gain blocks are different. Going from top to bottom, the signs are +++ and - - -.

You can fix this inconsistency with the following changes:

- 1 Switch the signs of the bottom Sum block from - - - to +++
- 2 Make the three bottom Sin blocks to Cos blocks.
- 3 Change the input to the Cos block and the two bottom Sum blocks from Inport 5 "ShiftedTheta" to Inport 4 "Theta".

Second, the signs of the Sum blocks in the different regions are different. Going from the top to bottom, the signs are +-, ++, +- and ++.

Right now, the blocks with both positive signs are being shared separately from the blocks with alternating signs, requiring more resources. You can simplify your model further to reduce the number of Sum blocks in your model while improving resource sharing. The input to the Sum blocks are the same, and you can reduce the number of Sum blocks you need to two. Then, the inconsistency between between the signs is easily fixed by introducing a Unary Minus block.

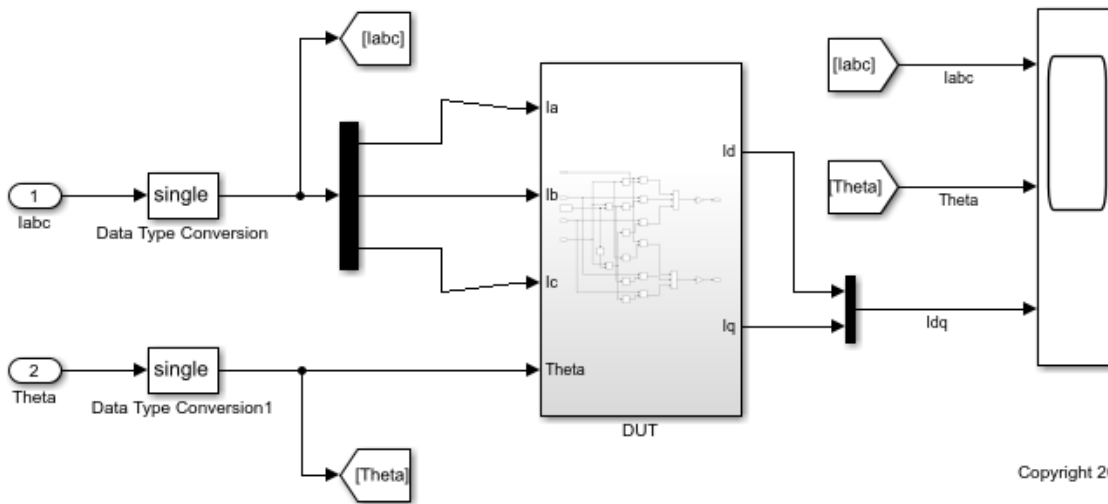
The discrepancy is then resolved, and this model now shares more resources than the original.

This edited model is saved as `hdlcoderParkTransformShare.slx`. Copy this version of the model into the temporary directory using the following commands:

```
design_name = 'hdlcoderParkTransformShare';
design_new_name = 'hdlcoderParkTransformShareCopy';

copyfile(fullfile(hdlc_demo_dir, [design_name, '.slx']), fullfile(hdlc_temp_dir, [design_new_name

% Open the model.
open_system(design_new_name);
```



Compare Results from Optimized Model

Since this model has been improved for resource sharing, more blocks are shared and results in an improvement in resource utilization. Set a **SharingFactor** of 3 on the subsystem of interest and generate HDL along with the corresponding reports from the optimized model

```
subsystem = [design_new_name ' /DUT'];

hdlset_param(subsystem, 'SharingFactor', 6);
makehdl(subsystem);

### Generating HDL for 'hdlcoderParkTransformShareCopy/DUT'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoderParkTran
### Running HDL checks on the model 'hdlcoderParkTransformShareCopy'.
### Begin compilation of the model 'hdlcoderParkTransformShareCopy'...
### Applying HDL optimizations on the model 'hdlcoderParkTransformShareCopy'...
### <a href="matlab:configset.internal.open('hdlcoderParkTransformShareCopy','LUTMapToRAM')">'LU
### The DUT requires an initial pipeline setup latency. Each output port experiences these addit
### Output port 1: 39 cycles.
### Output port 2: 39 cycles.
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoderParkTransformShareC
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoderParkTransformShareCopy'.
### MESSAGE: The design requires 6 times faster clock with respect to the base rate = 6.
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_sincos_single as hdl_prj\hdlsrc\hdlcoderPa
```

```

### Working on hdlcoderParkTransformShareCopy/DUT/nfp_sub_single as hdl_prj\hdlsrc\hdlcoderParkT
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_mul_single as hdl_prj\hdlsrc\hdlcoderParkT
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_add_single as hdl_prj\hdlsrc\hdlcoderParkT
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_mul_single as hdl_prj\hdlsrc\hdlcoderParkT
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_uminus_single as hdl_prj\hdlsrc\hdlcoderPa
### Working on DUT_tc as hdl_prj\hdlsrc\hdlcoderParkTransformShareCopy\DUT_tc.vhd.
### Working on hdlcoderParkTransformShareCopy/DUT as hdl_prj\hdlsrc\hdlcoderParkTransformShareCop
### Generating package file hdl_prj\hdlsrc\hdlcoderParkTransformShareCopy\DUT_pkg.vhd.
### Code Generation for 'hdlcoderParkTransformShareCopy' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\hdl
### HDL check for 'hdlcoderParkTransformShareCopy' complete with 0 errors, 1 warnings, and 2 mes
### HDL code generation complete.

```

After making those design modifications, the Native Floating-Point Resource Report shows the updated operators needed:

| Resource | Usage |
|-------------|-------|
| Adders | 2 |
| Multipliers | 2 |
| SinCos | 1 |
| Subtractors | 1 |
| Unary Minus | 1 |

Notice that the **Adders**, **Multipliers**, and **Subtractors** count have reduced after sharing.

After sharing, the High-level Resource Report shows that the resource utilization for the design was estimated to be:

| Resource | Usage |
|-------------------------|-------|
| Multipliers | 13 |
| Adders/Subtractors | 178 |
| Registers | 1012 |
| Total 1-Bit Registers | 16888 |
| RAMs | 0 |
| Multiplexers | 610 |
| I/O Bits | 196 |
| Static Shift operators | 8 |
| Dynamic Shift operators | 8 |

After running synthesis on the model, you can see the following results:

| Resource | Usage |
|-----------------|-------|
| Slice LUTs | 8792 |
| Slice Registers | 8419 |
| DSPs | 13 |
| Block Ram Tile | 0 |
| URAM | 0 |

Notice that the **Slice LUTs**, **Slice Registers**, and **DSPs** counts have reduced after sharing.

To learn how you can further improve resource sharing with automatically replacement of recurring patterns using the Clone Detection application, see “Improve Resource Sharing with Clone Detection and Replacement” on page 24-62.

Improve Resource Sharing with Clone Detection and Replacement

This example shows how you can automatically identify and replace recurring patterns by using the Clone Detector App. Consequently, it also improves opportunities for optimizing the model by using resource sharing. The Clone Detector App refactors models by identifying clones in a design and replacing clones with links to subsystem blocks in a library. This example uses a model that has already been modified for optimal resource sharing by using the Clone Detector App. To learn more about these modifications, see "Improve Resource Sharing with Design Modifications."

Clone Detection

Clone Detection is a tool that can be used to identify modeling patterns in a design that are similar to a few sample patterns provided as inputs through a custom library file. Once the Clone Detector App identifies these patterns, it replaces the patterns with atomic subsystems. This enables the generation of optimal code through code reuse and results in better resource utilization through sharing of resources among the atomic subsystems. For more information regarding Clone Detection, please refer to "Enable Component Reuse by Using Clone Detection" (Simulink Check).

Set Up Model for Resource Sharing

This edited model is saved as `hdlcoderParkTransformShare.slx`. Copy this version of the model into the temporary directory using the following commands:

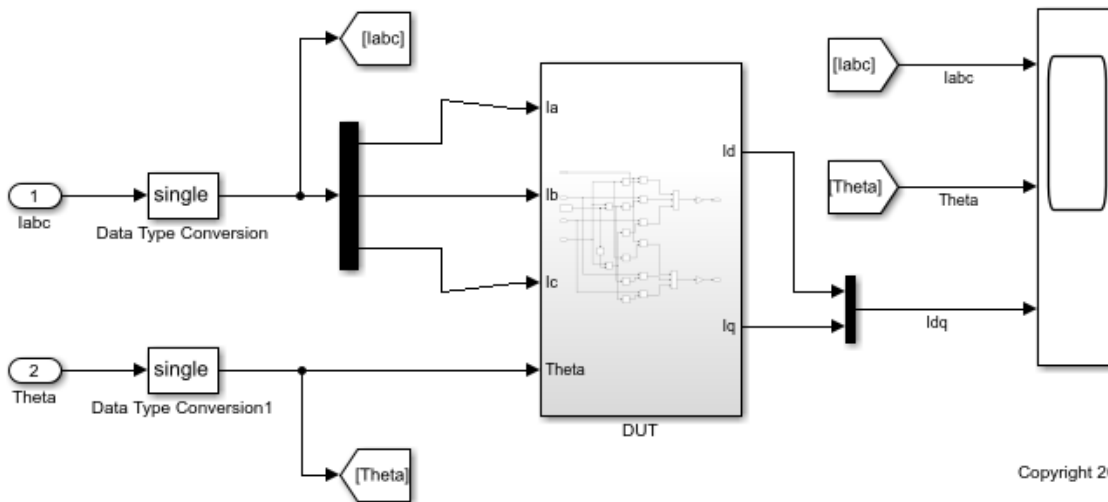
```
design_name = 'hdlcoderParkTransformShare';
design_new_name = 'hdlcoderParkTransformShareCopy';

hdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos');
hdlc_temp_dir = [tempdir 'hdlcoderParkTransformDir'];

% Create a temporary folder and copy the Simulink model.
cd(tempdir);
[~, ~, ~] = rmdir(hdlc_temp_dir, 's');
mkdir(hdlc_temp_dir);
cd(hdlc_temp_dir);

copyfile(fullfile(hdlc_demo_dir, [design_name, '.slx']), fullfile(hdlc_temp_dir, [design_new_name

% Open the model.
open_system(design_new_name);
```



Set a **SharingFactor** of 6 on the subsystem of interest and generate HDL along with the corresponding reports from the model.

```
subsystem = [design_new_name '/DUT'];
hdlset_param(subsystem, 'SharingFactor', 6);
makehdl(subsystem);
```

```
### Generating HDL for 'hdlcoderParkTransformShareCopy/DUT'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoderParkTran
### Running HDL checks on the model 'hdlcoderParkTransformShareCopy'.
### Begin compilation of the model 'hdlcoderParkTransformShareCopy'...
### Applying HDL optimizations on the model 'hdlcoderParkTransformShareCopy'...
### <a href="matlab:configset.internal.open('hdlcoderParkTransformShareCopy','LUTMapToRAM')">'LU
### The DUT requires an initial pipeline setup latency. Each output port experiences these addit
### Output port 1: 39 cycles.
### Output port 2: 39 cycles.
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoderParkTransformShareC
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoderParkTransformShareCopy'.
### MESSAGE: The design requires 6 times faster clock with respect to the base rate = 6.
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_sincos_single as hdl_prj\hdlsrc\hdlcoderPa
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_sub_single as hdl_prj\hdlsrc\hdlcoderParkT
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_mul_single as hdl_prj\hdlsrc\hdlcoderParkT
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_add_single as hdl_prj\hdlsrc\hdlcoderParkT
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_mul_single as hdl_prj\hdlsrc\hdlcoderParkT
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_uminus_single as hdl_prj\hdlsrc\hdlcoderPa
### Working on DUT_tc as hdl_prj\hdlsrc\hdlcoderParkTransformShareCopy\DUT_tc.vhd.
### Working on hdlcoderParkTransformShareCopy/DUT as hdl_prj\hdlsrc\hdlcoderParkTransformShareCop
### Generating package file hdl_prj\hdlsrc\hdlcoderParkTransformShareCopy\DUT_pkg.vhd.
### Code Generation for 'hdlcoderParkTransformShareCopy' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\hdl
### HDL check for 'hdlcoderParkTransformShareCopy' complete with 0 errors, 1 warnings, and 2 mes
### HDL code generation complete.
```

The High-level Resource Report shows that the resource utilization for the design was estimated to be:

| Resource | Usage |
|-------------------------|-------|
| Multipliers | 13 |
| Adders/Subtractors | 178 |
| Registers | 1012 |
| Total 1-Bit Registers | 16888 |
| RAMs | 0 |
| Multiplexers | 610 |
| I/O Bits | 196 |
| Static Shift operators | 8 |
| Dynamic Shift operators | 8 |

You can also run synthesis workflow on the model. The synthesis results for this model are:

| Resource | Usage |
|-----------------|-------|
| Slice LUTs | 8792 |
| Slice Registers | 8419 |
| DSPs | 13 |
| Block Ram Tile | 0 |
| URAM | 0 |

For more details regarding synthesis workflow, see “HDL Code Generation and FPGA Synthesis from Simulink Model”.

Use Clone Detection to Optimize the Model for Resource Sharing

Before you use the Clone Detector App, create a customer library that contains each repeating pattern in the model as an Atomic Subsystem. For this example, you are given a custom library called `hdlcoderParkTransformShareLib.slx`.

```
% Copy the library into the temporary directory
lib_name = 'hdlcoderParkTransformShareLib';
lib_new_name = 'hdlcoderParkTransformShareLibCopy';

copyfile(fullfile(hdlc_demo_dir, [lib_name, '.slx']), fullfile(hdlc_temp_dir, [lib_new_name, '.slx']));

% Open the custom library
open_system('hdlcoderParkTransformShareLibCopy');
```

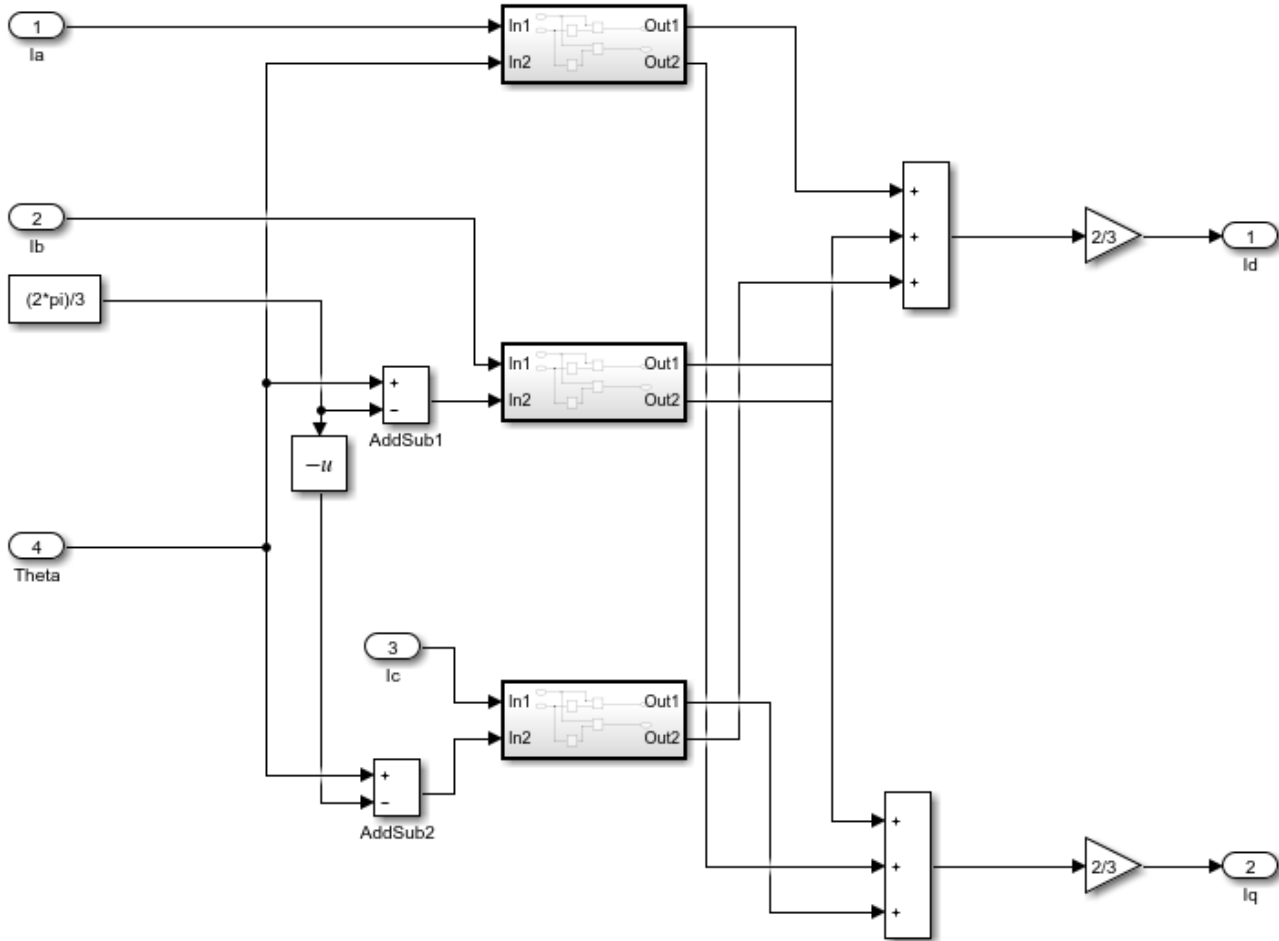
Copyright 2020-2021 The MathWorks, Inc.



Replace patterns of the model with the library containing the Atomic Subsystem. To configure the Clone Detector App and replace the clones, refer to “Enable Component Reuse by Using Clone Detection” (Simulink Check). Specifically, follow the instructions in the *Set the Parameters for Clone Detection* section to link the library for clone detection, and set the **Maximum number of different parameters** value to 0.

Then, follow the *Replace Clones* section to apply this library to the model for exact clone replacement.

Notice that all the patterns in the original model has been replaced with atomic subsystems from the library as shown below:



Save the changes made to this system. In the Simulink Editor, on the **Simulation** tab, click **Save**.

Compare Results from Optimized Model

Since this model contains the Sin, Cos, and Product blocks inside atomic subsystems, they can now be shared and results in an improvement in resource utilization.

```
subsystem = [design_new_name '/DUT'];
hdlset_param(subsystem, 'SharingFactor', 3);
% Generate HDL code and the corresponding reports for the optimized model
makehdl(subsystem);
```

```
### Generating HDL for 'hdlcoderParkTransformShareCopy/DUT'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoderParkTran
### Running HDL checks on the model 'hdlcoderParkTransformShareCopy'.
### Begin compilation of the model 'hdlcoderParkTransformShareCopy'...
### Applying HDL optimizations on the model 'hdlcoderParkTransformShareCopy'...
### <a href="matlab:configset.internal.open('hdlcoderParkTransformShareCopy','LUTMapToRAM')">'LU
### The DUT requires an initial pipeline setup latency. Each output port experiences these addit
### Output port 1: 33 cycles.
### Output port 2: 33 cycles.
```



```

### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoderParkTransformShareC
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoderParkTransformShareCopy'.
### MESSAGE: The design requires 3 times faster clock with respect to the base rate = 6.
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_sincos_single as hdl_prj\hdlsrc\hdlcoderPa
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_sub_single as hdl_prj\hdlsrc\hdlcoderParkT
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_mul_single as hdl_prj\hdlsrc\hdlcoderParkT
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_add_single as hdl_prj\hdlsrc\hdlcoderParkT
### Working on hdlcoderParkTransformShareCopy/DUT/nfp_uminus_single as hdl_prj\hdlsrc\hdlcoderPa
### Working on DUT_tc as hdl_prj\hdlsrc\hdlcoderParkTransformShareCopy\DUT_tc.vhd.
### Working on hdlcoderParkTransformShareCopy/DUT as hdl_prj\hdlsrc\hdlcoderParkTransformShareCop
### Generating package file hdl_prj\hdlsrc\hdlcoderParkTransformShareCopy\DUT_pkg.vhd.
### Code Generation for 'hdlcoderParkTransformShareCopy' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\hdl
### HDL check for 'hdlcoderParkTransformShareCopy' complete with 0 errors, 1 warnings, and 2 mes
### HDL code generation complete.

```

After sharing, the High-level Resource Report shows that the resource utilization for the design was estimated to be:

| Resource | Usage |
|-------------------------|-------|
| Multipliers | 13 |
| Adders/Subtractors | 177 |
| Registers | 1004 |
| Total 1-Bit Registers | 16657 |
| RAMs | 0 |
| Multiplexers | 610 |
| I/O Bits | 196 |
| Static Shift operators | 8 |
| Dynamic Shift operators | 8 |

Notice that the **Adders/Subtractors**, **Registers**, and **Total 1-Bit Registers** counts have reduced after the atomic subsystems are shared.

You can also run synthesis workflow on the model. The synthesis results for this model are:

| Resource | Usage |
|-----------------|-------|
| Slice LUTs | 8848 |
| Slice Registers | 8308 |
| DSPs | 13 |
| Block Ram Tile | 0 |
| URAM | 0 |

Notice that the **Slice Registers** count has reduced after sharing.

Delay Balancing

In this section...

“Why Use Delay Balancing?” on page 24-68

“Specify Delay Balancing” on page 24-68

“Delay Balancing Considerations” on page 24-69

“Delay Balancing Limitations” on page 24-70

“Delay Balancing Report” on page 24-72

Why Use Delay Balancing?

HDL Coder supports several optimizations, block implementations, and options that introduce discrete delays into your model, with the goal of more efficient hardware usage or achieving higher clock rates. Optimizations such as output pipelining, streaming, or resource sharing can introduce delays. Some block implementations, such as the Newton-Raphson and CORDIC architecture, inherently introduce delays in the generated code.

When optimizations or block implementation options introduce delays along the critical path in a model, the numerics of the original model and generated model or HDL code can differ because equivalent delays are not introduced on other, parallel signal paths. Manual insertion of compensating delays along other paths is possible, but is prone to error and does not scale well to large models that have many signal paths or multiple sample rates.

To avoid this issue, HDL Coder supports delay balancing. By default, delay balancing is enabled on the model. The code generator detects introduction of new delays along one path, and then inserts matching delays on the other paths. When you enable delay balancing, the generated model is functionally equivalent to the original model. It is not recommended that you disable delay balancing on the model. If you disable this setting, HDL Coder generates a warning that numeric differences can occur in the validation model. To fix this warning, enable **Balance delays** on the model or run the model check “Check delay balancing setting” on page 38-11.

Specify Delay Balancing

You can set delay balancing for an entire model. For finer control, you can also set delay balancing for subsystems within the top-level DUT subsystem.

Set Delay Balancing for a Model

To set delay balancing for a model, use these `makehdl` options:

- **BalanceDelays**: By default, model-level delay balancing is enabled, and subsystems within the model inherit the model-level setting. To learn how to set delay balancing for a model, see “Balance delays” on page 15-3.
- **GenerateValidationModel**: By default, validation model generation is disabled. When you enable delay balancing, generate a validation model to view delays and other differences between your original model and the generated model. To learn how to enable validation model generation, see the **Generate validation model** section in “Model Generation Parameters for HDL Code” on page 17-86.

For example, these commands generate HDL code that has delay balancing and generate a validation model.

```
dut = 'ex_rsqrt_delaybalancing/Subsystem';
makehdl(dut, 'BalanceDelays', 'on', 'GenerateValidationModel', 'on');
```

Disable Delay Balancing for a Subsystem

You can disable delay balancing for an entire model or disable it for a subsystem within the top-level DUT subsystem. For example, if you do not want to balance delays for a control path, you can put the control path in a subsystem, and then disable delay balancing for that subsystem.

To disable delay balancing for a subsystem within the top-level DUT subsystem, disable delay balancing at the model level. When you disable delay balancing for the model, the validation model does not compensate for latency inserted in the generated model due to optimizations or block implementations. The validation model can therefore show mismatches between the original model and generated model.

To disable delay balancing for a subsystem within the top-level DUT subsystem:

- 1 Disable delay balancing for the model.
- 2 Enable delay balancing for the top-level DUT subsystem.
- 3 Disable delay balancing for a subsystem within the DUT subsystem.

When delay balancing is enabled on the model, the delay balancing setting on individual subsystems is ignored. To learn how to set delay balancing for a subsystem, see “Set Delay Balancing For a Subsystem” on page 22-5.

Delay Balancing Considerations

When you generate HDL code, delay balancing is an essential part of code optimizations. If any optimizations are enabled, you must balance pipelines introduced as a part of those optimizations. Failure to balance automatically inserted pipeline delays causes issues in generated code deployed in hardware. The recommended way to balance these delays is to keep `BalanceDelays` on for the model (its default).

When you disable delay balancing for the model, or at some specific subsystems, HDL Coder does not compensate for latency inserted due to optimizations or block implementations. Unbalanced delays can lead to a mismatch in simulation results between HDL code and your Simulink model and unexpected and untested behavior of hardware implementation. It is recommended that you generate the validation model and observe effects of such unbalanced delays. For examples of delay balancing and the validation model, see “Delay Balancing and Validation Model Workflow In HDL Coder™” on page 24-73 and “Resolve Numeric Mismatch with Delay Balancing” on page 24-26.

For some multirate models, HDL Coder might generate a large number of pipeline registers that can prevent the HDL design from fitting into an FPGA. Before you disable delay balancing for the model to try to solve this issue, see “Delay Balancing on Multi-Rate designs” on page 24-87 and “Optimize Generated HDL Code for Multirate Designs with Large Rate Differentials” on page 10-73.

Best Practices for Disabling Global Delay Balancing

If delay balancing is disabled for your model:

- When turning off `BalanceDelays`, also turn off any features that generate pipelines or add latency, such as optimizations like resource sharing, streaming, pipelining, or enabling the

MapToRAM HDL block property of a lookup table (LUT) block. Manually balance the delays instead. For more information, see “Resource Sharing For Area Optimization” on page 24-42, “Streaming: Area Optimization” on page 24-38, “Distributed Pipelining: Speed Optimization” on page 24-113, and “MapToRAM” on page 22-17.

- Use local delay balancing where possible in your model to save time on manually balancing delays for your entire DUT. For more information on how to apply local delay balancing to specific parts of your model, see “Control the Scope of Delay Balancing” on page 24-80 and “Set Delay Balancing For a Subsystem” on page 22-5.
- Check for the command-line messages about additional latency, such as The code generation and optimization options you have chosen have introduced additional pipeline delays, and remove optimization settings that insert latency. For an example, see “Delay Balancing and Validation Model Workflow In HDL Coder™” on page 24-73.
- Run the Check for blocks that have nonzero output latency Model Advisor check. For more information, see “Check for blocks that have nonzero output latency” on page 38-22.

Generate HDL Code with Global Delay Balancing Off

There might be some use cases where you must turn off global delay balancing. To disable delay balancing for the model:

- Disable the `BalanceDelays` option for your model at the command line. See “Command-Line Information” on page 15-3. Starting in R2021b, the `BalanceDelays` option is no longer a global option in the model configuration parameters.
- Change the diagnostic option `TreatBalanceDelaysOffAs` to `Warning` or `None`. This option highlights when `BalanceDelays` is set to off and there are unbalanced delays in the model as a result. For more information, see “Check for presence of unbalanced delays in generated HDL code” on page 17-99.

Delay Balancing Limitations

If delay balancing is unsuccessful, `hdlcoder.optimizeDesign` cannot optimize the generated HDL code.

Unsupported Blocks

The following blocks and subsystems do not support delay balancing:

- Triggered Subsystem
- HDL Cosimulation
- Data Type Duplicate
- Decrement To Zero
- Frame Conversion
- Ground
- FFT HDL Optimized
- LMS Filter
- Model Reference
- To VCD File
- Magnitude-Angle to Complex

Block Mode Restrictions

Blocks that have NoHDL architecture do not support delay balancing.

Subsystem-Level Restrictions

HDL Coder does not support delay balancing, if:

- The “BalanceDelays” on page 22-5 block property for all instances of an Atomic Subsystem or Model Reference resolves to a different value.

To fix this error, disable `BalanceDelays` for all instances of the Atomic Subsystem or Model Reference.

- The block is inside a conditional subsystem and has pipeline delays.
- A subsystem with `BlackBox Architecture` has the `ImplementationLatency` block property set to a negative value.

To fix this error, for `ImplementationLatency`, enter a nonnegative integer.

Other Restrictions

HDL Coder does not support delay balancing, if:

- Delays are introduced in a feedback loop and HDL Coder cannot balance the path delays. For example, if you apply clock-rate pipelining inside a feedback loop, HDL Coder introduces a delay at the clock-rate, and can cause delay balancing to fail.

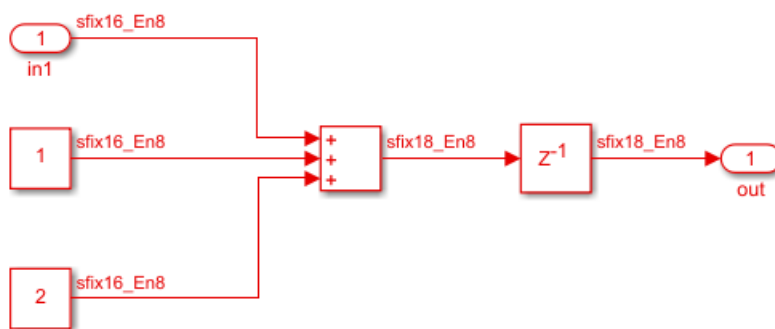
To reduce the number of clock-rate delays, increase the “Oversampling factor” on page 17-15.

- The sample time is not discrete or the ratio of sample times of the fastest to the slowest rate is too large.

Delay Balancing with Constant Blocks

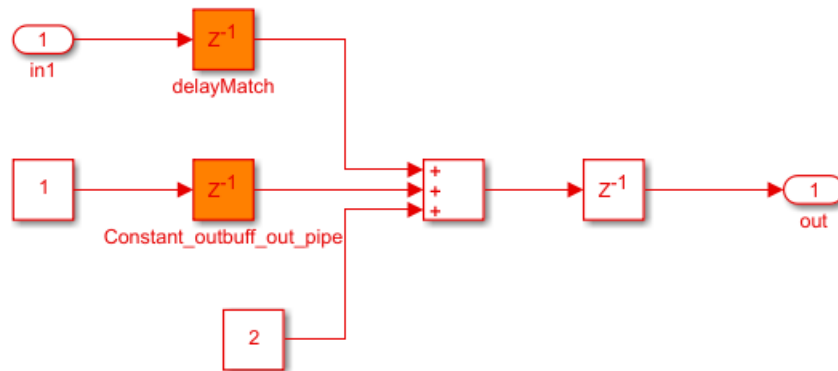
When you have Constant blocks as inputs inside the DUT Subsystem for which delay balancing is enabled, you see an initial simulation mismatch in the validation model. Consider this model inside a DUT Subsystem. The Constant block that outputs a value of 1 has the HDL block property `OutputPipeline` set to 1.

`OutputPipeline` set to 1.



This figure displays the generated validation model. You see that delay balancing added a matching delay to the input port to balance the pipeline register inserted for the Delay block. The code

generator does not insert a matching delay on the parallel path containing the Constant block with the value 2 because the output value of the block is a constant. This delay not inserted results in an initial simulation mismatch.



To resolve the simulation mismatch, in the validation model, manually add a matching delay at the output of the Constant block with the value 2.

Delay Balancing Report

To see the delay balancing information in the report, before you generate code for each subsystem or model reference, enable the optimization report. In the **HDL Code Generation** tab, select **Report**, and then select **Generate optimization report**.

When you generate code for each subsystem, model reference, or MATLAB Function block, HDL Coder produces the optimization report. Select the **Delay Balancing** section of the report.

The Delay Balancing Report shows latency changes, pipeline and phase delay at the output ports, and the number of pipelines added at the output ports to match the delays. If delay balancing fails, the report displays the criteria that was violated and the link to any block or subsystem that caused delay balancing to fail.

See Also

Related Examples

- “Delay Balancing and Validation Model Workflow In HDL Coder™” on page 24-73

More About

- “Resolve Numeric Mismatch with Delay Balancing” on page 24-26
- “Create and Use Code Generation Reports” on page 25-2
- “Validation Model” on page 24-12

Delay Balancing and Validation Model Workflow In HDL Coder™

This example shows how HDL Coder can automatically balance delays within a model. HDL Coder may introduce additional delays in the HDL implementation for a given model. These delays may be introduced by either certain block implementations or by optimizations for the purpose of improving the efficiency of the hardware implementations. However, introducing delays on only certain paths can result functional behavior that is different from the original intent of the user model, thereby violating functional equivalence between the original user model and the HDL implementation.

Delay Balancing is a feature supported by HDL Coder for automatically balancing such newly introduced delays across all cut-sets, ensuring that functional integrity is preserved with reference to the original model. This equivalence relationship can be confirmed by invoking the validation model workflow that enables the user to visualize the HDL Code-generation model, the delays introduced by implementations and those introduced by delay balancing and verify the equivalence relationship with the original model.

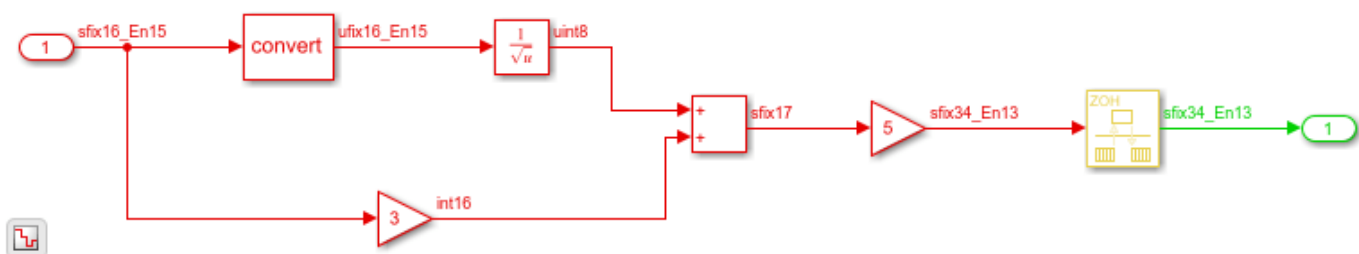
Implementations and Optimizations introduce Latency

Some of the arithmetic blocks in Simulink require complex hardware algorithms. Consider, for example, the reciprocal square root block. This block computes its answer in a single time step in Simulink. If the corresponding hardware implementation should stay cycle-accurate with Simulink, the hardware algorithm for this block must compute in a single clock cycle. However, this results in a long critical path that degrades the clock frequency and efficiency of hardware. Thus, HDL Coder implements this block with a 5-cycle latency, which means that every path containing this block will introduce a 5-cycle delay.

Certain optimizations supported by HDL Coder may also introduce additional delays. For example, specifying 'InputPipeline' or 'OutputPipeline' as an implementation parameter on a block introduces additional pipeline delays in the generated HDL. This is again unmatched across cut-sets and will result in functional differences with the original model.

Consider an example model that contains a square root block implementing the 'rSqrt' function and the 'Gain3' block along the parallel path has the 'OutputPipeline' implementation parameter set to 2.

```
bdclose all;
load_system('hdl_delaybalancing');
open_system('hdl_delaybalancing/Subsystem');
set_param('hdl_delaybalancing', 'SimulationCommand', 'update');
```



Validation Model Generation

Due to changes in latency, the HDL Coder always generates a Code Generation model that captures the added delays during implementation. The RTL verification and automatic co-simulation model generation features validate that the RTL simulation of the generated HDL code is bit-accurate and

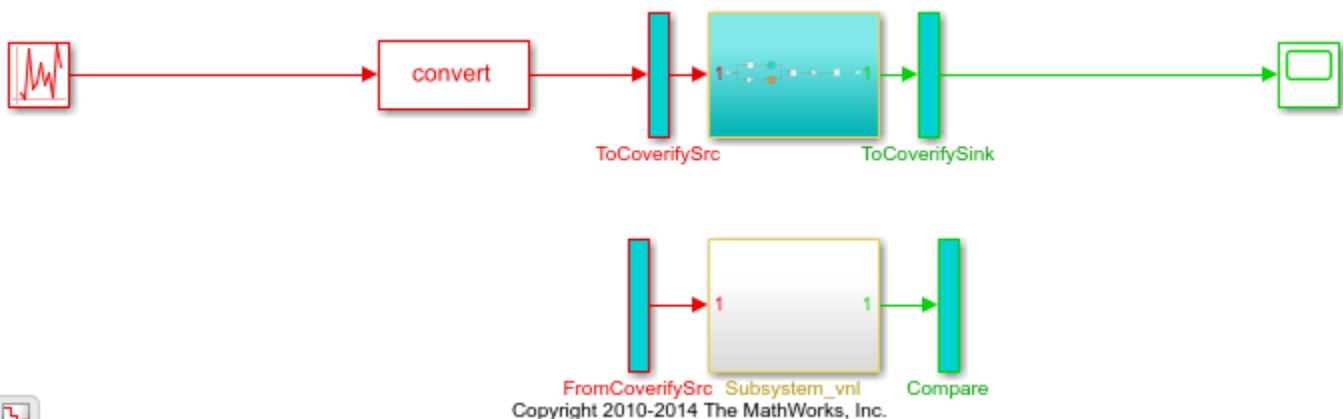
cycle-accurate with the Simulink simulation of the Code-generation model. However, this does not say anything about the functional relationship with the original, user model.

The Validation model enables the user to verify that the functional equivalence of the original, user model with the Code-generation model. This feature is turned on by the model-level parameter, 'GenerateValidationModel'. This parameter can be set by either the `hdlset_param` command or can be supplied as a `makehdl` argument. Then, during code generation, notice a message that says that validation model has been generated.

The Validation Model consists of two parts: the DUT from the original model (called 'gm_hdl_delaybalancing_vnl/Subsystem_vnl') and the DUT from the Code-generation model ('gm_hdl_delaybalancing_vnl/Subsystem').

```
hdlset_param('hdl_delaybalancing', 'GenerateValidationModel', 'on');
hdlset_param('hdl_delaybalancing', 'BalanceDelays', 'off');
makehdl('hdl_delaybalancing/Subsystem');
open_system('gm_hdl_delaybalancing_vnl');
set_param('gm_hdl_delaybalancing_vnl', 'SimulationCommand', 'update');
```

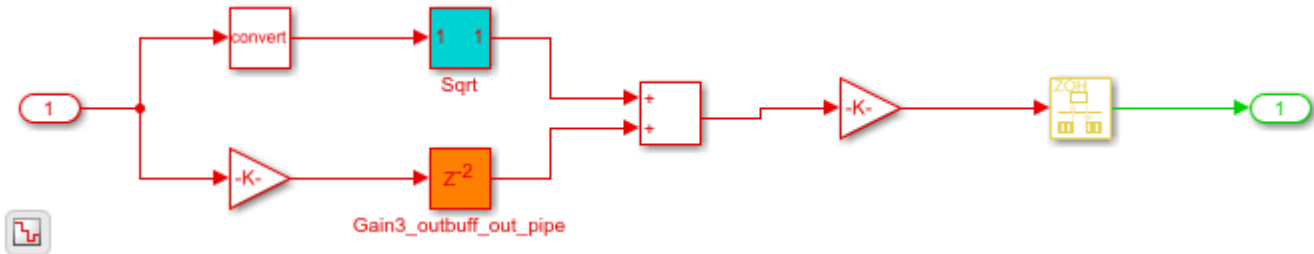
```
### Generating HDL for 'hdl_delaybalancing/Subsystem'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdl_delaybalancing')">matlab:configset.showParameterGroup('hdl_delaybalancing')</a>
### Running HDL checks on the model 'hdl_delaybalancing'.
### Begin compilation of the model 'hdl_delaybalancing'...
### Applying HDL optimizations on the model 'hdl_delaybalancing'...
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdl_delaybalancing_vnl')">matlab:open_system('gm_hdl_delaybalancing_vnl')</a>
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdl_delaybalancing'.
### MESSAGE: The design requires 3 times faster clock with respect to the base rate = 0.1.
### Working on hdl_delaybalancing/Subsystem/Sqrt/Sqrt_iv as hdlsrc\hdl_delaybalancing\Sqrt_iv.vhd
### Working on hdl_delaybalancing/Subsystem/Sqrt/Sqrt_core as hdlsrc\hdl_delaybalancing\Sqrt_core.vhd
### Working on hdl_delaybalancing/Subsystem/Sqrt as hdlsrc\hdl_delaybalancing\Sqrt.vhd
### Working on Subsystem_tc as hdlsrc\hdl_delaybalancing\Subsystem_tc.vhd
### Working on hdl_delaybalancing/Subsystem as hdlsrc\hdl_delaybalancing\Subsystem.vhd
### Generating package file hdlsrc\hdl_delaybalancing\Subsystem_pkg.vhd.
### Code Generation for 'hdl_delaybalancing' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...
### HDL check for 'hdl_delaybalancing' complete with 0 errors, 0 warnings, and 4 messages.
### HDL code generation complete.
```



Code Generation DUT: Output Pipeline Insertion

The top subsystem ('gm_hdl_delaybalancing_vnl/Subsystem') in the Validation model is the DUT as implemented for HDL code generation and this is reference DUT when performing RTL testbench verification and Cosimulation block based verification. Notice that 'OutputPipeline' parameter on the 'Gain3' block is implemented by an integer delay of length 2.

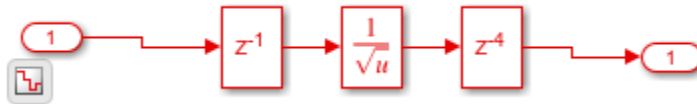
```
open_system('gm_hdl_delaybalancing_vnl/Subsystem');
```



Code Generation DUT: Sqrt Block Implementation

Implementing the square root function in one clock cycle is not efficient for hardware. The coder implements a pipelined architecture and this is reflected in the Code-Generation DUT model (under the square root subsystem) by the 5 additional delays.

```
open_system('gm_hdl_delaybalancing_vnl/Subsystem/Sqrt');
```



Equivalence Checking with the Validation Model

Validation model performs equivalence checking by routing the same inputs to both (the original and code-generation) DUTs using 'From' and 'Goto' blocks. This is encapsulated in the 'ToCoverifySrc' and 'FromCoverifySrc' subsystems. Both DUTs now respond to the same stimuli in each time step. The outputs from both DUTs are then sampled in each time step and their equivalence is checked. This is done by comparing the outputs from each output port, computing their difference, which should always be zero for functional equivalence.

In the current example, however, notice that functional equivalence is violated. The difference between the two outputs is non-zero in several time steps. This results in mismatch assertions and is also reflected in the last panel of the comparison scope.

```
open_system('gm_hdl_delaybalancing_vnl/Compare/Assert_Out1');
sim('gm_hdl_delaybalancing_vnl');
open_system('gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/compare: Out1');
```

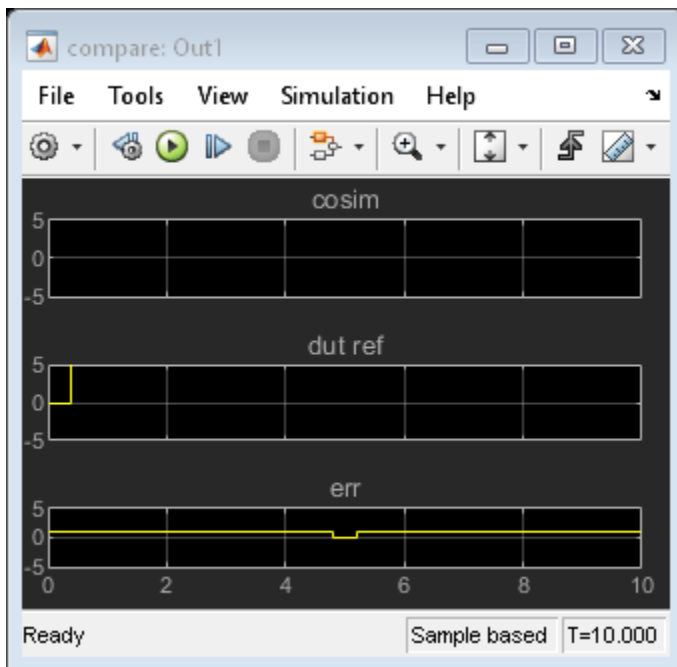
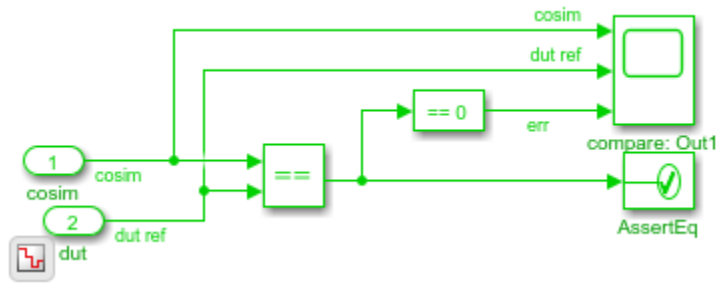
```
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 0
Warning: Division by zero occurred. Quotient was saturated. This originated from
'gm_hdl_delaybalancing_vnl/Subsystem/Sqrt/Sqrt'
Suggested Actions:
  • - Suppress
```

Warning: Saturate on overflow detected. This originated from
'gm_hdl_delaybalancing_vnl/Subsystem/Sqrt/Sqrt'

Suggested Actions:

- - Suppress

Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 0.4
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 0.8
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 1.2
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 1.6
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 2
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 2.4
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 2.8
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 3.2
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 3.6
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 4
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 4.4
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 5.2
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 5.6
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 6
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 6.4
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 6.8
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 7.2
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 7.6
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 8
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 8.4
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 8.8
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 9.2
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 9.6
Warning: Assertion detected in
'gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/AssertEq' at time 10



Automatic Delay Balancing

To solve the functional equivalence problem, the user can turn on the delay balancing feature by setting the model-level 'BalanceDelays' option to 'on'. This can be done through either the `hdlset_param` command or as a `makehdl` argument.

With this option turned on, HDL Coder will automatically identify the locations where matching delays need to be added to guarantee functional equivalence. This will cover regular cut-sets, multi-rate boundaries and subsystem boundaries, after taking in to account, all the implementation- and optimization-induced delays.

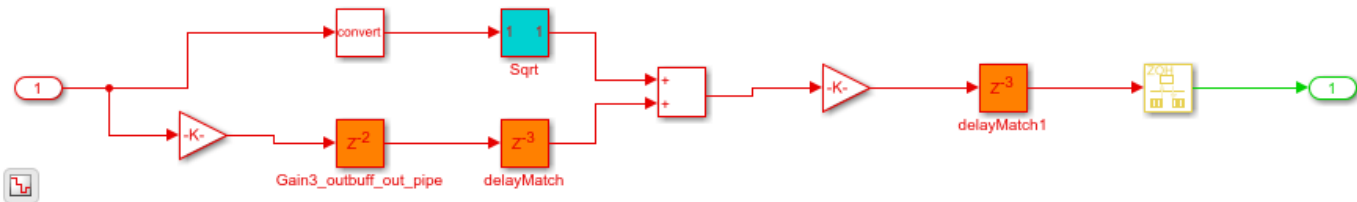
Now when we observe the Code-generation DUT from the validation model notice that several additional delays have been added for matching delays introduced by the `Sqrt` block and `OutputPipeline` option. The names of these delays are typically prefixed with 'delayMatch'. Notice that the coder also automatically computes the appropriate delays needed when crossing rate boundaries.

```
hdlset_param('hdl_delaybalancing', 'BalanceDelays', 'on');
makehdl('hdl_delaybalancing/Subsystem');
open_system('gm_hdl_delaybalancing_vnl/Subsystem')
set_param('gm_hdl_delaybalancing_vnl', 'SimulationCommand', 'update');
```

```

### Generating HDL for 'hdl_delaybalancing/Subsystem'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdl_delaybalancing')">matlab:configset.showParameterGroup('hdl_delaybalancing')</a>.
### Running HDL checks on the model 'hdl_delaybalancing'.
### Begin compilation of the model 'hdl_delaybalancing'...
### Applying HDL optimizations on the model 'hdl_delaybalancing'...
### The code generation and optimization options you have chosen have introduced additional pipeline delays.
### The delay balancing feature has automatically inserted matching delays for compensation.
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional delays.
### Output port 1: 2 cycles.
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdl_delaybalancing_vnl')">gm_hdl_delaybalancing_vnl</a>.
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdl_delaybalancing'.
### MESSAGE: The design requires 3 times faster clock with respect to the base rate = 0.1.
### Working on hdl_delaybalancing/Subsystem/Sqrt/Sqrt_iv as hdlsrc\hdl_delaybalancing\Sqrt_iv.vhdl.
### Working on hdl_delaybalancing/Subsystem/Sqrt/Sqrt_core as hdlsrc\hdl_delaybalancing\Sqrt_core.vhdl.
### Working on hdl_delaybalancing/Subsystem/Sqrt as hdlsrc\hdl_delaybalancing\Sqrt.vhd.
### Working on Subsystem_tc as hdlsrc\hdl_delaybalancing\Subsystem_tc.vhd.
### Working on hdl_delaybalancing/Subsystem as hdlsrc\hdl_delaybalancing\Subsystem.vhd.
### Generating package file hdlsrc\hdl_delaybalancing\Subsystem_pkg.vhd.
### Code Generation for 'hdl_delaybalancing' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...
### HDL check for 'hdl_delaybalancing' complete with 0 errors, 0 warnings, and 4 messages.
### HDL code generation complete.

```



Initial Latency and Functional Validation

The delays introduced by implementations essentially construct a pipelined hardware architecture to improve clock frequency and hardware efficiency. The pipeline however introduces an initial latency and the first output sample is generated after this initial latency. While these pipeline delays are automatically balanced inside the DUT, it is the user's responsibility to balance delays outside the DUT in the rest of the model. The amount of delay (or initial latency) is communicated to the user during code generation as follows:

```

### Some latency changes occurred in the DuT. Each output port experiences these additional de
### Output port 0: 2 cycles

```

The equivalence checking in the Validation model uses this initial latency information for delaying the output from the original DUT. This is an example of balancing the delay outside DUT, since the balancing occurs at the inputs of the equivalence checking subsystem. Now, when we simulate the Validation model, note that there are no assertions and thus functional equivalence is preserved. While the pipeline delays are automatically balanced inside the DUT, it is the user's responsibility to balance delays outside the DUT in the rest of the model.

```

close_system('gm_hdl_delaybalancing_vnl/Subsystem')
sim('gm_hdl_delaybalancing_vnl');
open_system('gm_hdl_delaybalancing_vnl/Compare/Assert_Out1/compare: Out1')

```

Warning: Division by zero occurred. Quotient was saturated. This originated from 'gm_hdl_delaybalancing_vnl/Subsystem/Sqrt/Sqrt'

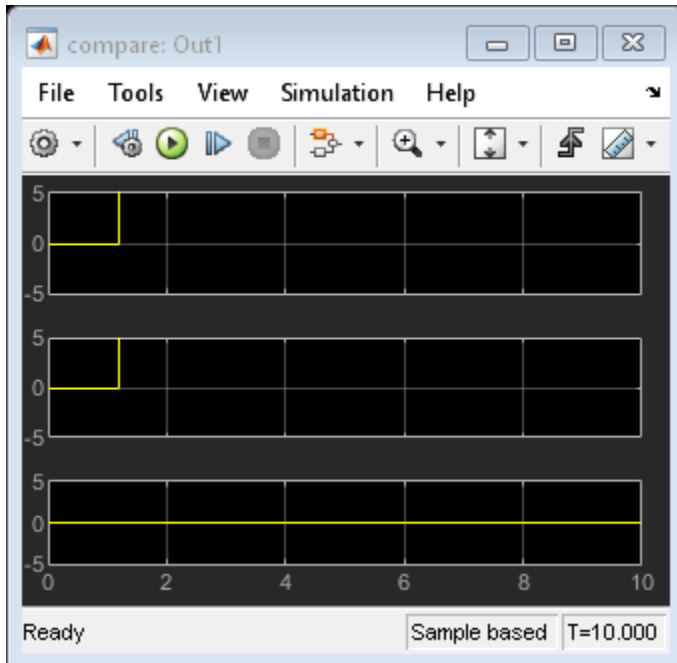
Suggested Actions:

- - Suppress

Warning: Saturate on overflow detected. This originated from 'gm_hdl_delaybalancing_vnl/Subsystem/Sqrt/Sqrt'

Suggested Actions:

- - Suppress



Control the scope of delay balancing

The examples above describe the delay balancing feature as applied to the whole DuT. Sometimes, the design may explicitly model control and data paths, and you may not want to insert matching delays on the control path during delay balancing. The examples in “Control the Scope of Delay Balancing” on page 24-80 show how this option can be applied locally to individual subsystems instead of the entire DuT.

Control the Scope of Delay Balancing

This example shows how to balance delays in specific parts of a design, without balancing delays on the entire design.

Introduction

You can use the 'BalanceDelays' option to balance the additional delays introduced by HDL Coder™ for certain block implementations and optimizations. This model-level option controls delay balancing for the entire model. However, for certain designs, you may want to balance delays in only some parts of the design. For example, in a design containing a data path and a control path, delay balancing should be applied only on the data path of the design, i.e., the paths requiring data synchronization. This example shows how to use a subsystem-level 'BalanceDelays' option provides fine-grained control on how HDL Coder balances delays in individual subsystems.

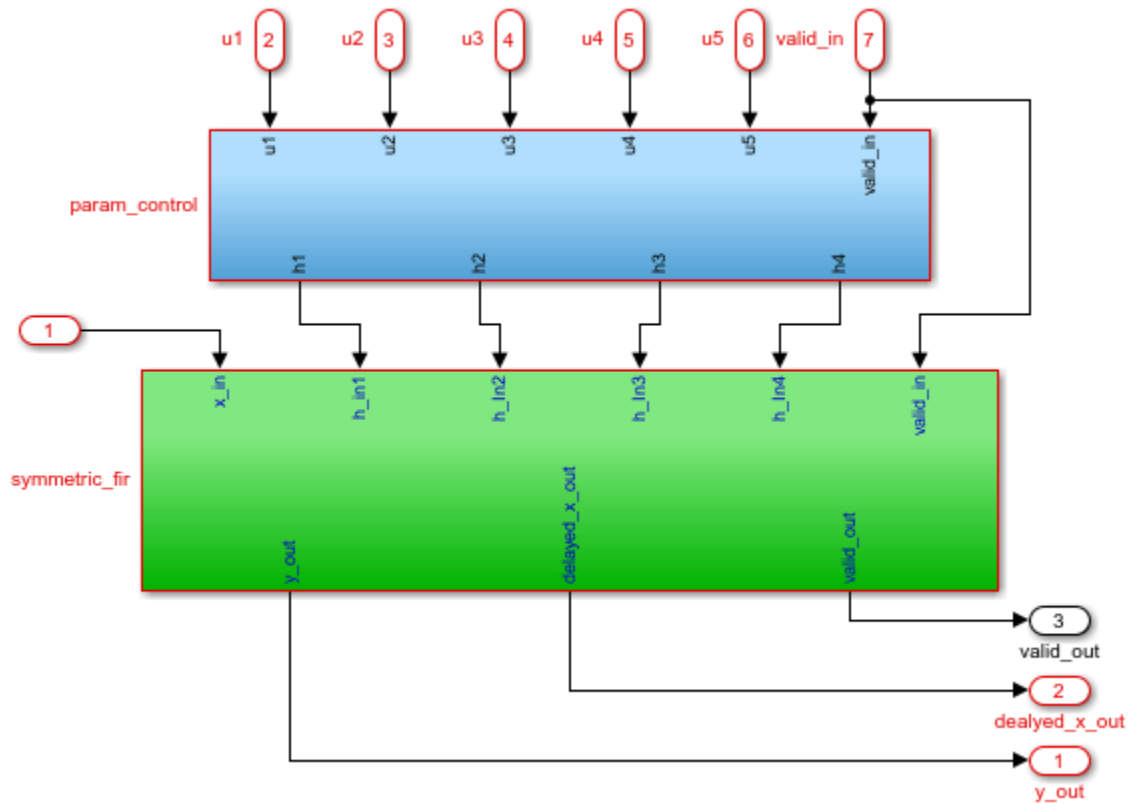
We use two examples to demonstrate the use of this subsystem-level feature:

- 1 hdlcoder_localdelaybalancing.slx shows how to disable delay balancing on user-defined control paths.
- 2 hdlcoder_localdelaybalancing_sharing.slx shows how the user can apply HDL optimizations like resource sharing in the presence of complicated control paths that require carefully constrained delay balancing.

Example 1: Constraining Delay Balancing to the data path

The example model, "hdlcoder_localdelaybalancing.slx", has two subsystems under hdlcoder_localdelaybalancing/Subsystem: param_control and symmetric_fir, containing the control logic and the data path, respectively.

```
bdclose('all');  
open_system('hdlcoder_localdelaybalancing');  
open_system('hdlcoder_localdelaybalancing/Subsystem');
```



Each subsystem has one block that has one output pipeline register to achieve good timing results.

```
hdlispblkparams('hdlcoder_localdelaybalancing/Subsystem/param_control/And');
hdlispblkparams('hdlcoder_localdelaybalancing/Subsystem/symmetric_fir/Add');
```

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
HDL Block Parameters ('hdlcoder_localdelaybalancing/Subsystem/param_control/And')
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Implementation

Architecture : default

Implementation Parameters

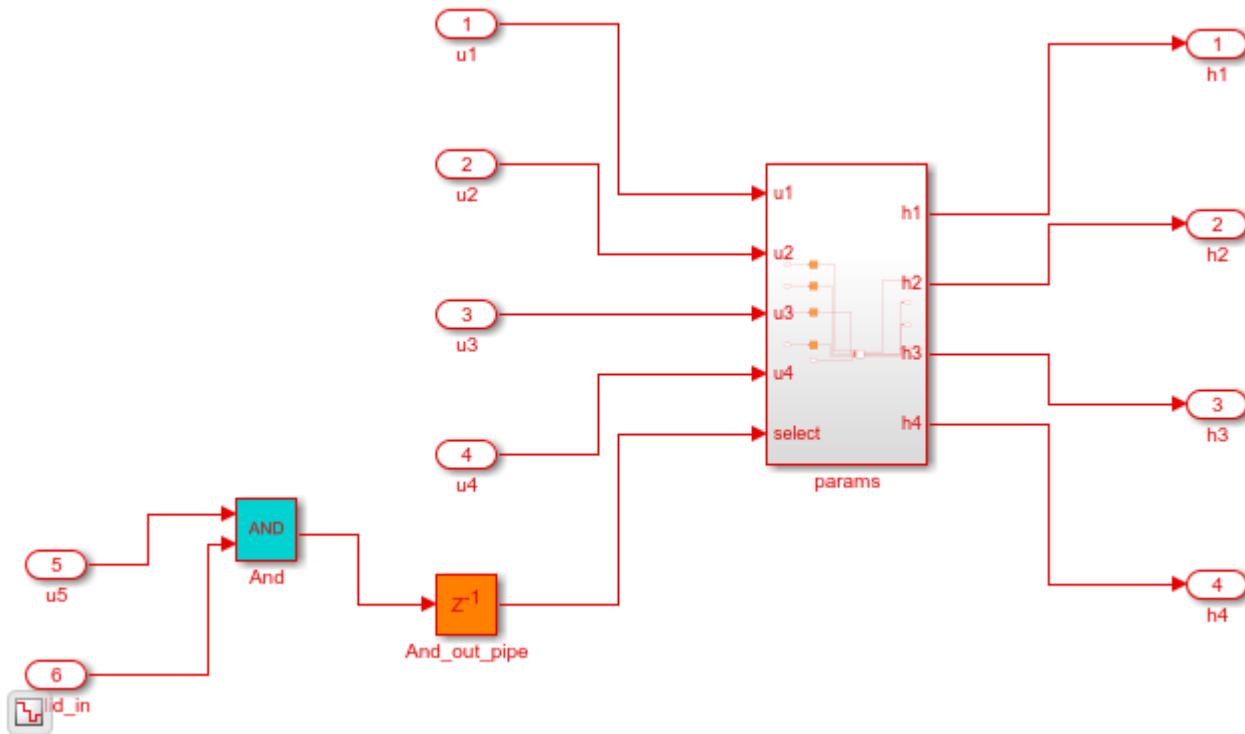
OutputPipeline : 1

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
HDL Block Parameters ('hdlcoder_localdelaybalancing/Subsystem/symmetric_fir/Add')
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Implementation

Architecture : Linear

Implementation Parameters



In this example design, only the data path, `symmetric_fir`, requires data synchronization. The outputs from `param_control` are coefficients to the FIR filter and do not have to synchronize with each other or with the processed data. Turning off delay balancing on the control logic therefore saves resources. In order to achieve this, the model-level `'BalanceDelays'` option must be `'off'`, and the subsystem-level `'BalanceDelays'` options must be set appropriately on the data path and control path.

```
hdlset_param('hdlcoder_localdelaybalancing', 'BalanceDelays', 'off');
hdlset_param('hdlcoder_localdelaybalancing/Subsystem/param_control', 'BalanceDelays', 'off');
hdlset_param('hdlcoder_localdelaybalancing/Subsystem/symmetric_fir', 'BalanceDelays', 'on');
```

Now when HDL code is generated, delay balancing is only active in the data path subsystem and does not insert any delays in the control path subsystem.

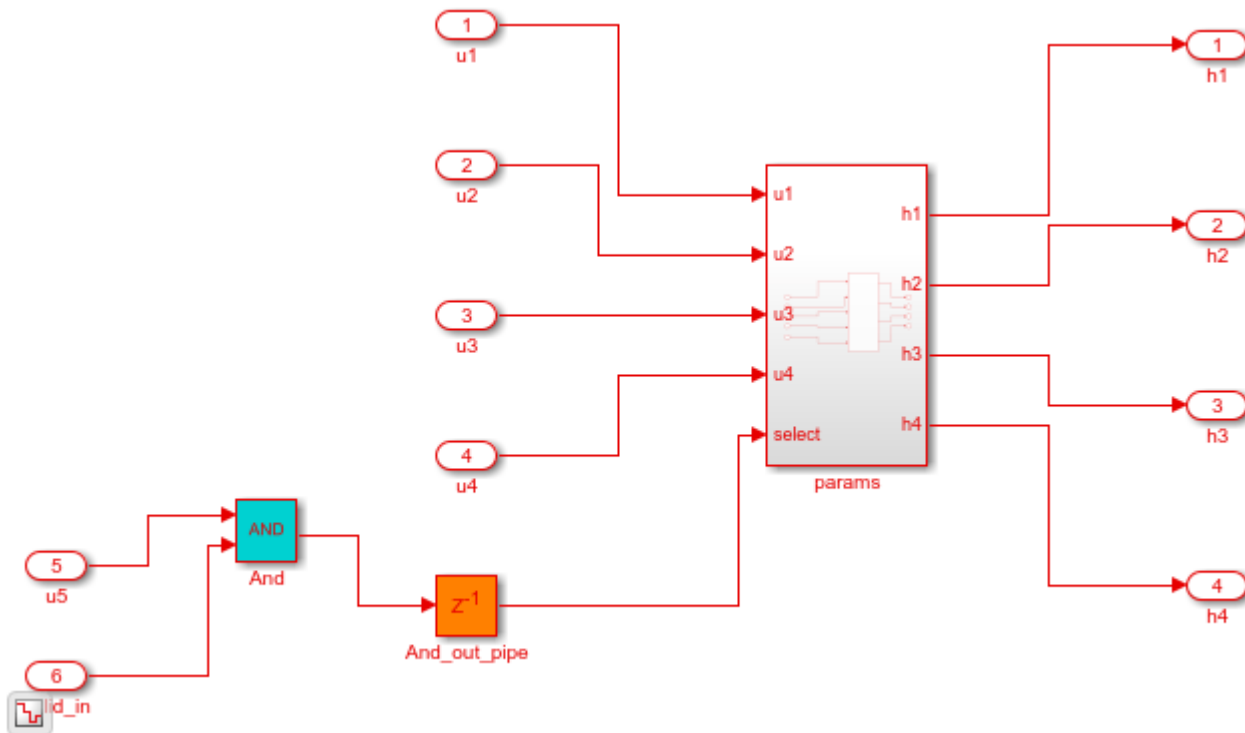
```
bdclose('gm_hdlcoder_localdelaybalancing_vnl');
makehdl('hdlcoder_localdelaybalancing/Subsystem');
load_system('gm_hdlcoder_localdelaybalancing_vnl');
set_param('gm_hdlcoder_localdelaybalancing_vnl', 'SimulationCommand', 'update');
open_system('gm_hdlcoder_localdelaybalancing_vnl/Subsystem/param_control');
```

```
### Generating HDL for 'hdlcoder_localdelaybalancing/Subsystem'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_localdelaybalancing')">matlab:configset.showParameterGroup('hdlcoder_localdelaybalancing')</a>.
### Running HDL checks on the model 'hdlcoder_localdelaybalancing'.
### Begin compilation of the model 'hdlcoder_localdelaybalancing'...
### Applying HDL optimizations on the model 'hdlcoder_localdelaybalancing'...
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoder_localdelaybalancing_vnl')">matlab:open_system('gm_hdlcoder_localdelaybalancing_vnl')</a>.
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_localdelaybalancing'.
### Working on hdlcoder_localdelaybalancing/Subsystem/param_control/params as hdlsrc\hdlcoder_lo
```

```

### Working on hdlcoder_localdelaybalancing/Subsystem/param_control as hdlsrc\hdlcoder_localdelay
### Working on hdlcoder_localdelaybalancing/Subsystem/symmetric_fir as hdlsrc\hdlcoder_localdelay
### Working on hdlcoder_localdelaybalancing/Subsystem as hdlsrc\hdlcoder_localdelaybalancing\Sub
### Code Generation for 'hdlcoder_localdelaybalancing' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdlcoder_localdelaybalancing' complete with 0 errors, 0 warnings, and 0 messa
### HDL code generation complete.

```



Notice that simulating the validation model now shows mismatches, because the validation model does not compensate for latency inserted by optimizations or block implementations.

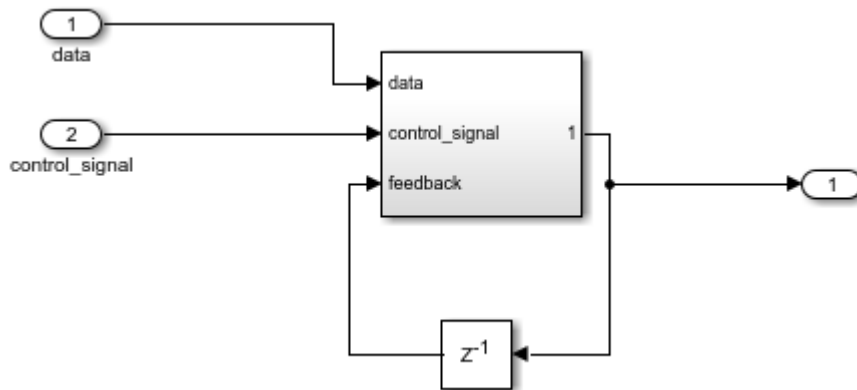
Example 2: Localized Delay Balancing and Resource Sharing

The resource sharing optimization saves area usage in the final HDL implementation, at the cost of introducing a cycle of latency for each sharing group. This additional latency is usually balanced during delay balancing so that the numerics and functionality of the algorithm are preserved. One of the restrictions of resource sharing is that it cannot be applied on a subsystem within a feedback loop. Thus, if resource sharing is specified for a subsystem within a loop, then the optimization will fail. You can observe this in `hdlcoder_localdelaybalancing_sharing.slx`, where `hdlcoder_localdelaybalancing_sharing/Subsystem/Subsystem` is within a feedback loop.

```

bdclose('all');
load_system('hdlcoder_localdelaybalancing_sharing');
open_system('hdlcoder_localdelaybalancing_sharing/Subsystem');

```



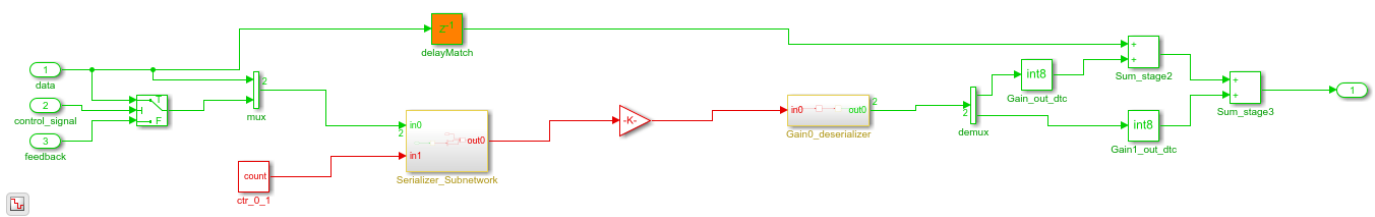
However, in this design, you may know that the feedback loop is rarely used since the control signal causes the switch block, 'hdlcoder_localdelaybalancing_sharing/Subsystem/Subsystem/Switch', to choose the top input, the feed-forward path, most of the time. This user insight implies that it is fine to go ahead with resource sharing in this subsystem and disregard the feedback loop in the parent subsystem. In such cases, if you wish to ignore feedback loops during delay balancing, you must turn off delay balancing in the subsystem containing the feedback loop. This enables HDL Coder (TM) to ignore the feedback loop and proceed with resource sharing.

```
hdlset_param('hdlcoder_localdelaybalancing_sharing', 'BalanceDelays', 'off');
hdlset_param('hdlcoder_localdelaybalancing_sharing/Subsystem', 'BalanceDelays', 'off');
hdlset_param('hdlcoder_localdelaybalancing_sharing/Subsystem/Subsystem', 'BalanceDelays', 'on');
makehdl('hdlcoder_localdelaybalancing_sharing/Subsystem');
load_system('gm_hdlcoder_localdelaybalancing_sharing');
set_param('gm_hdlcoder_localdelaybalancing_sharing_vnl', 'SimulationCommand', 'update');
```

```
### Generating HDL for 'hdlcoder_localdelaybalancing_sharing/Subsystem'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_localdelaybalancing_sharing')">matlab:configset.showParameterGroup('hdlcoder_localdelaybalancing_sharing')</a>.
### Running HDL checks on the model 'hdlcoder_localdelaybalancing_sharing'.
### Begin compilation of the model 'hdlcoder_localdelaybalancing_sharing'...
### Applying HDL optimizations on the model 'hdlcoder_localdelaybalancing_sharing'...
### Begin model generation.
### Model generation complete.
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoder_localdelaybalancing_sharing_vnl')">matlab:open_system('gm_hdlcoder_localdelaybalancing_sharing_vnl')</a>.
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_localdelaybalancing_sharing'.
### MESSAGE: The design requires 2 times faster clock with respect to the base rate = 0.1.
### Working on hdlcoder_localdelaybalancing_sharing/Subsystem/Subsystem as hdlsrc\hdlcoder_localdelaybalancing_sharing\Subsystem.vhd.
### Working on Subsystem_tc as hdlsrc\hdlcoder_localdelaybalancing_sharing\Subsystem_tc.vhd.
### Working on hdlcoder_localdelaybalancing_sharing/Subsystem as hdlsrc\hdlcoder_localdelaybalancing_sharing\Subsystem.vhd.
### Generating package file hdlsrc\hdlcoder_localdelaybalancing_sharing\Subsystem_pkg.vhd.
### Code Generation for 'hdlcoder_localdelaybalancing_sharing' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb3...
### HDL check for 'hdlcoder_localdelaybalancing_sharing' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.
```

Notice that not only does sharing succeed in the inner subsystem, but local delay balancing also succeeds within this subsystem by inserting matching delays on the inputs to the adder.

```
open_system('gm_hdlcoder_localdelaybalancing_sharing_vnl/Subsystem/Subsystem');
```



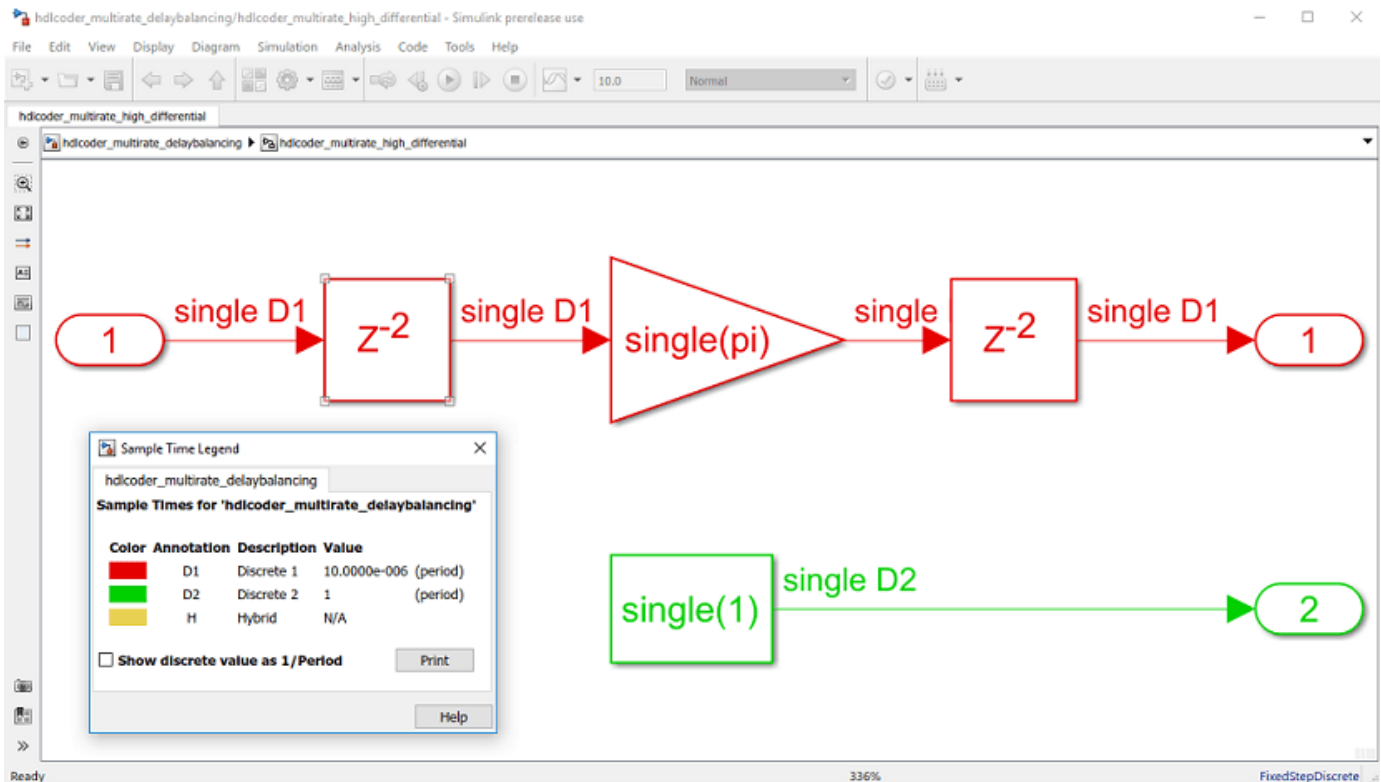
Delay Balancing on Multi-Rate designs

This example shows how an indiscrete usage of simulate rates on a multi-rate design can generate an undesirable HDL code, and provides few recommendations for optimal code generation.

Introduction

This example model contains 3 subsystems, the first one demonstrates the issue and the others provide practical ways of resolving the issue.

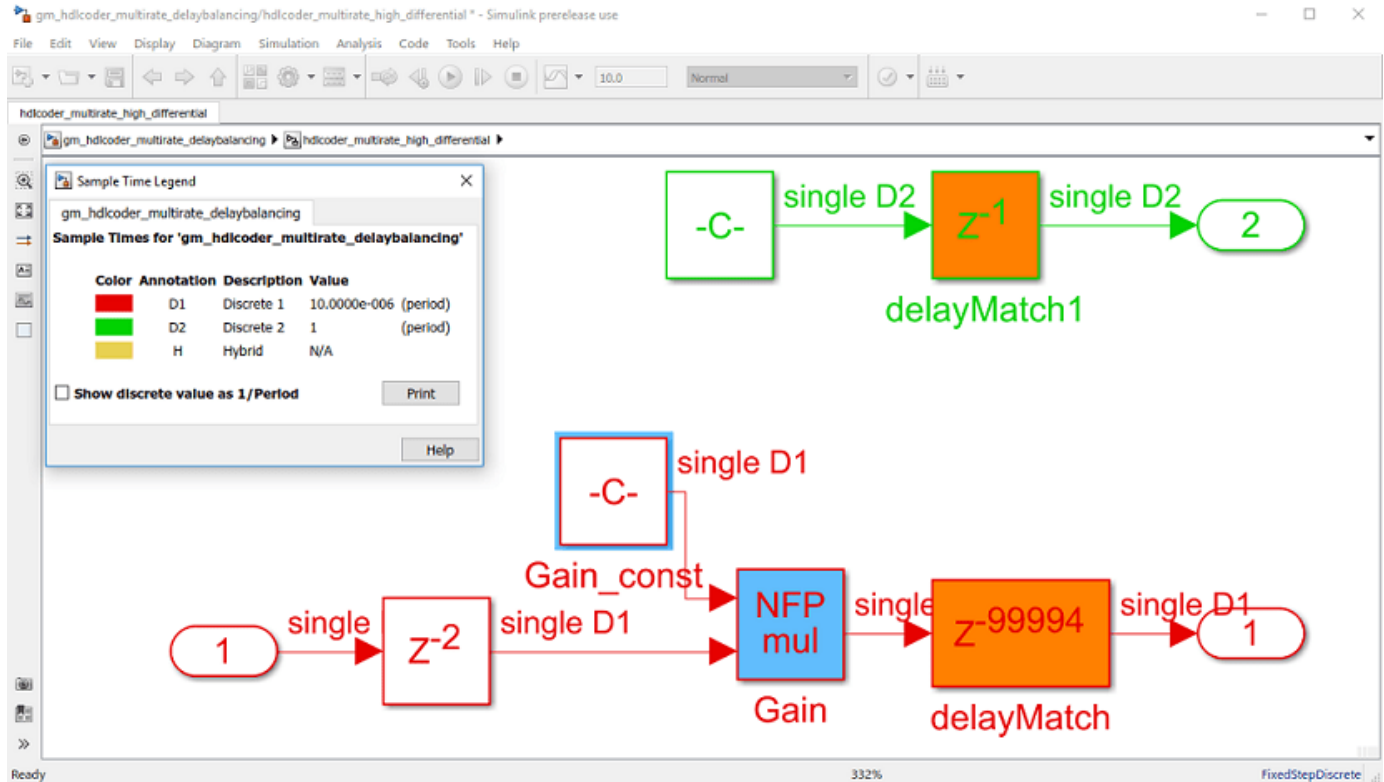
Please note in the below design there are two islands of logics, both running at different rates. The rate differential between the two rates is $10E-06$, which is a very high number and possibly unrealistic for practical FPGA design. This model has a floating-point Gain block, a multi-cycle operator, in the fast-clock region.



Running code generation on this model, we get:

```
>> makehdl (gcb)
### Generating HDL for 'hdlicoder_multirate_delaybalancing/hdlicoder_multirate_high_differential'.
### Using the config set for model hdlicoder_multirate_delaybalancing for HDL code generation parameters.
### Starting HDL check.
### The code generation and optimization options you have chosen have introduced additional pipeline delays.
### The delay balancing feature has automatically inserted matching delays for compensation.
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional delays.
### Output port 0: 100000 cycles.
### Output port 1: 1 cycles.
### Begin VHDL Code Generation for 'hdlicoder_multirate_delaybalancing'.
### Working on hdlicoder_multirate_delaybalancing/hdlicoder_multirate_high_differential/nfp_mul_comp as hdlicoder_multirate_delaybalancing/nfp_mul_comp.vhd.
### Working on hdlicoder_multirate_high_differential_tc as hdlicoder_multirate_delaybalancing/hdlicoder_multirate_high_differential_tc.vhd.
### Working on hdlicoder_multirate_delaybalancing/hdlicoder_multirate_high_differential as hdlicoder_multirate_delaybalancing/hdlicoder_multirate_high_differential.vhd.
### Generating package file hdlicoder_multirate_delaybalancing/hdlicoder_multirate_high_differential_pkg.vhd.
### Creating HDL Code Generation Check Report hdlicoder_multirate_high_differential_report.html
### HDL check for 'hdlicoder_multirate_delaybalancing' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.
```

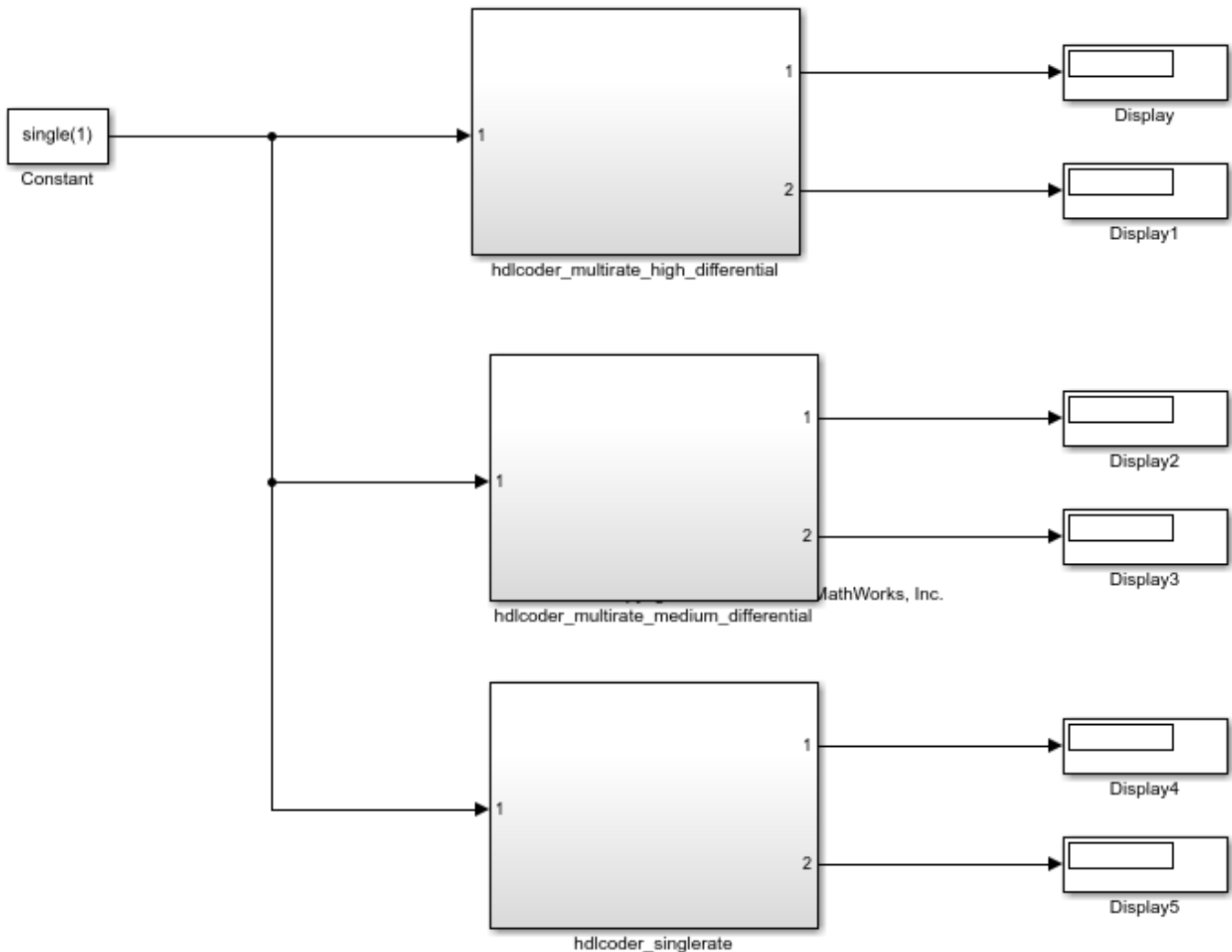
The compiled generated model looks as below. Please note that the high output latency on the fast clock rate region of the design are added to balance delays across multiple output paths of the system.



The high number of registers in the fast clock rate region has an undesired effect post HDL-code generation: # Generated HDL files are by itself very large. # The large number of pipeline registers will make fitting the design into an FPGA improbable.

The following sections of this document create a general awareness of the resource constraint that multi-rate models can create when used in the presence of multi-cycle operations, and provides few recommendations for optimum resource usage.

```
open_system('hdlcoder_multirate_delaybalancing');
```



Guidelines for the users

User Simulink models may have different clock-rate paths due to different modeling reasons. In the presence of optimizations, like I/O pipelining, distributed pipelining, streaming and/or sharing, or multi-cycle operations, like floating-point IPs, fixed-point math functions like sqrt or divide, pipelines are introduced which are applied at the same rate at which the signal path operates.

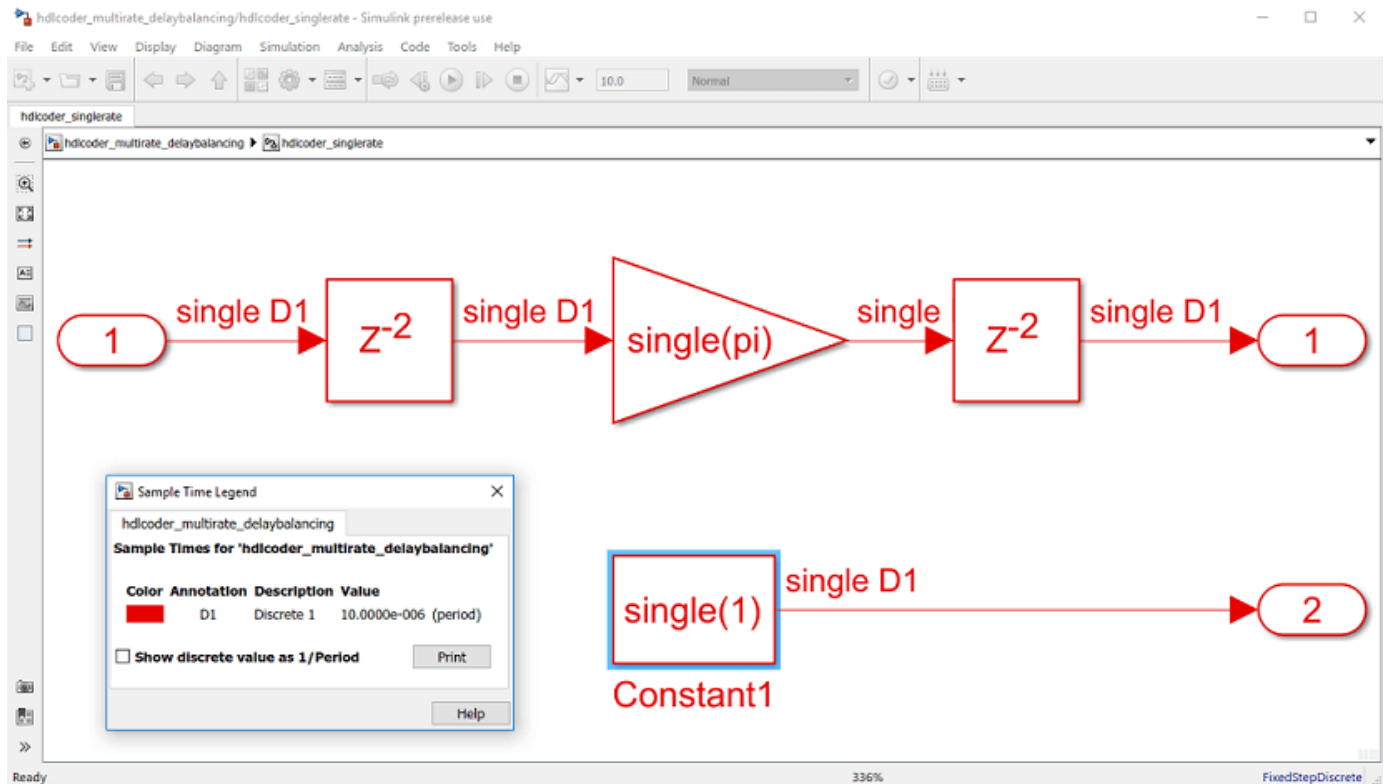
Introducing any additional pipelining introduces undesirable latency overhead that needs to be balanced across multiple output paths, operating at different rates. If the ratio difference between the fastest and slowest clock rate in the Simulink model is very large, it causes a large number of registers to be generated in the final HDL code. The HDL files become large and the design may not even fit into an FPGA.

Recommendation #1: Remove unintentional multi-rates

The user may be unaware of the undesirable effect that the rate differential of his model has on HDL code. For instance, in the above model, the sample rate specified on the constant block was not given

due consideration and set it to value that caused a rate differential of 10E06 with the base model rate. Such a high 'rate differential' seemed **unintentional**.

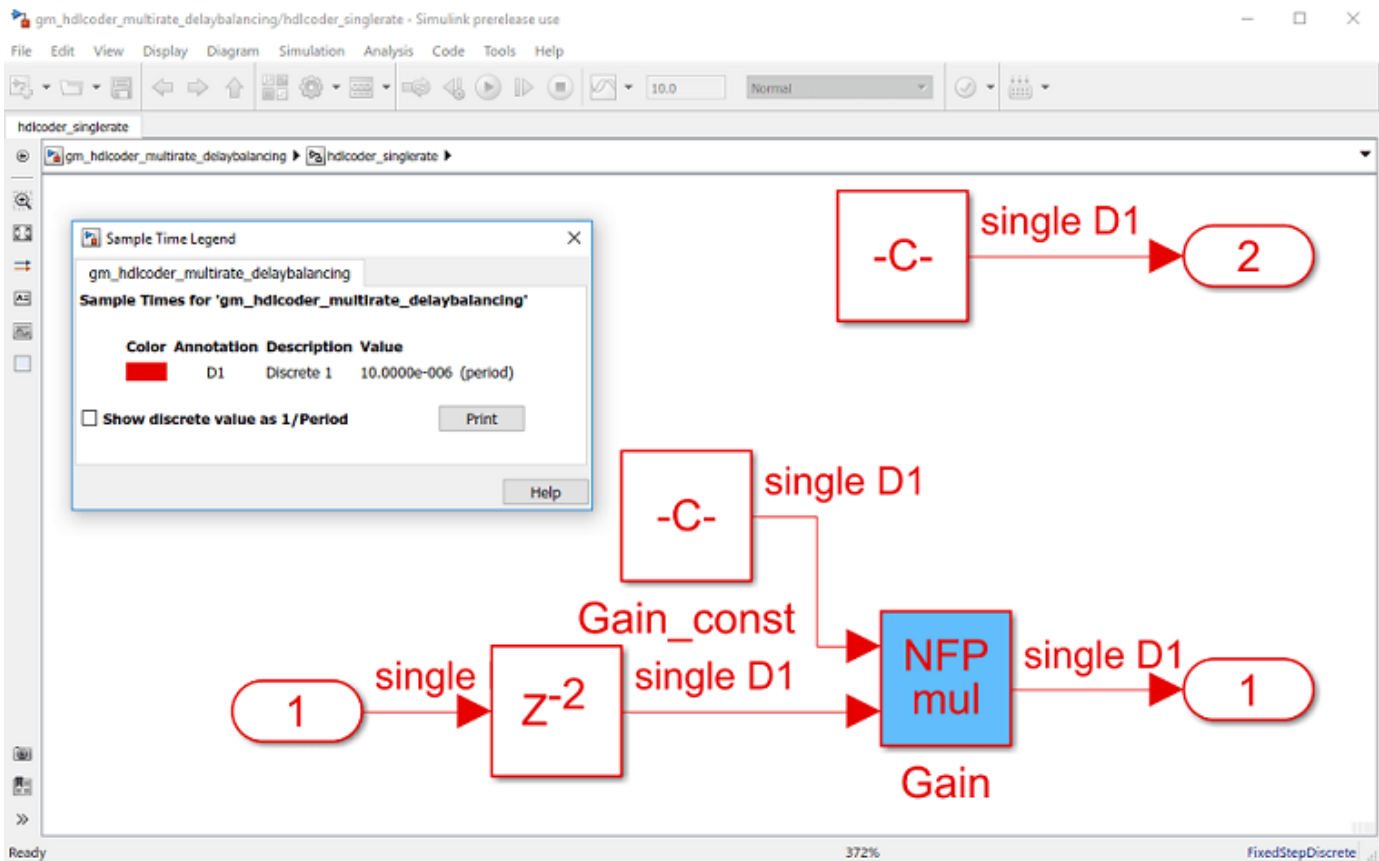
Our **suggestion** would be to change the sample rate of the constant block to run at the **same rate as the base model**, for such a situation.



Running code generation on this model, we get:

```
>> makehdl(gcb)
### Generating HDL for 'hdlcoder_multirate_delaybalancing/hdlcoder_singlerate'.
### Using the config set for model hdlcoder_multirate_delaybalancing for HDL code generation parameters.
### Starting HDL check.
### The code generation and optimization options you have chosen have introduced additional pipeline delays.
### The delay balancing feature has automatically inserted matching delays for compensation.
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional delays.
### Output port 0: 6 cycles.
### Output port 1: 6 cycles.
### Begin VHDL Code Generation for 'hdlcoder_multirate_delaybalancing'.
### Working on hdlcoder_multirate_delaybalancing/hdlcoder_singlerate/nfp_mul_comp as hdlsrc/hdlcoder_multirate_delaybalancing/nfp_mul_comp.vhd.
### Working on hdlcoder_multirate_delaybalancing/hdlcoder_singlerate as hdlsrc/hdlcoder_multirate_delaybalancing/hdlcoder_singlerate.vhd.
### Generating package file hdlsrc/hdlcoder_multirate_delaybalancing/hdlcoder_singlerate_pkg.vhd.
### Creating HDL Code Generation Check Report hdlcoder_singlerate_report.html
### HDL check for 'hdlcoder_multirate_delaybalancing' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.
```

Please note that the output latency numbers have decreased significantly. The compiled generated model looks as below.

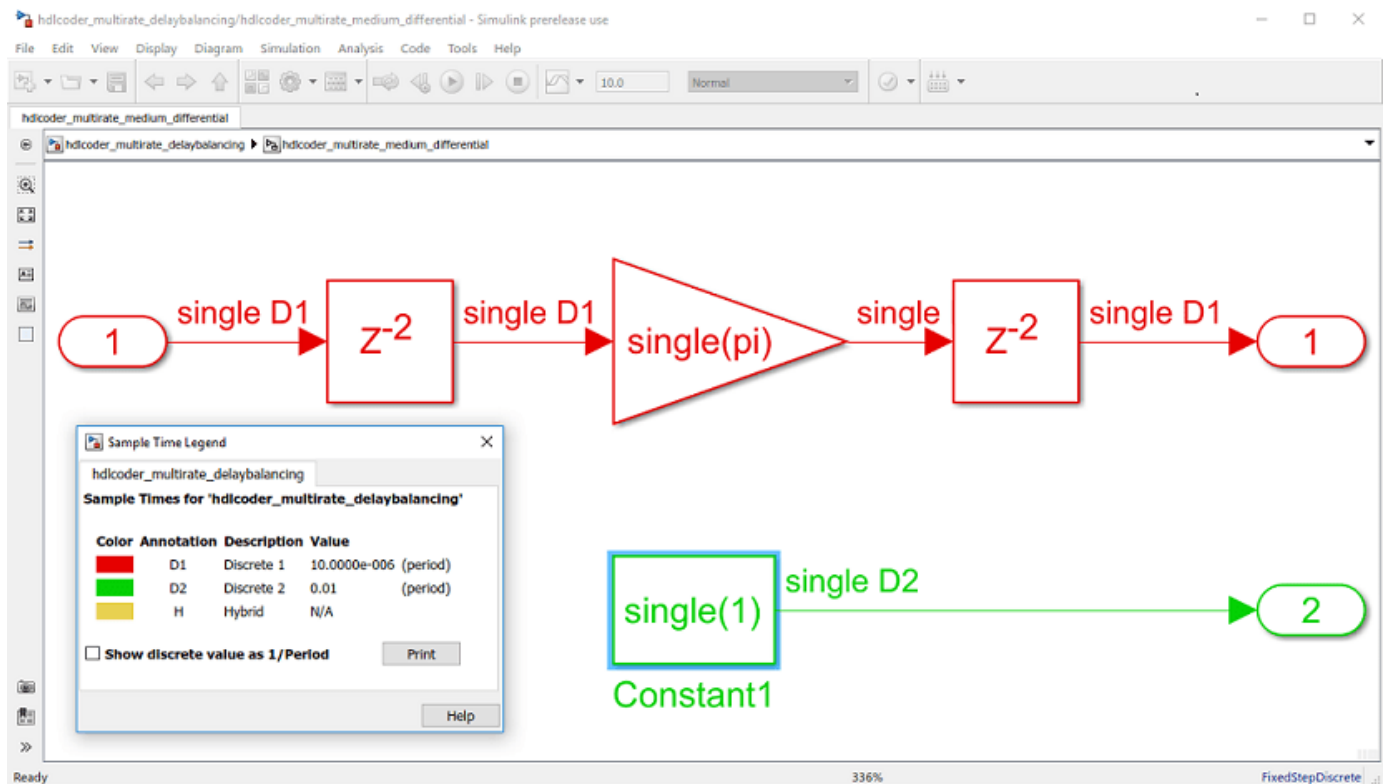


There is no undesirable high number of registers.

Recommendation #2: Keep rate differential practical

If **multi-rate is a desirable property** that user needs, the user needs to consider making the rate differential as **practical** as possible.

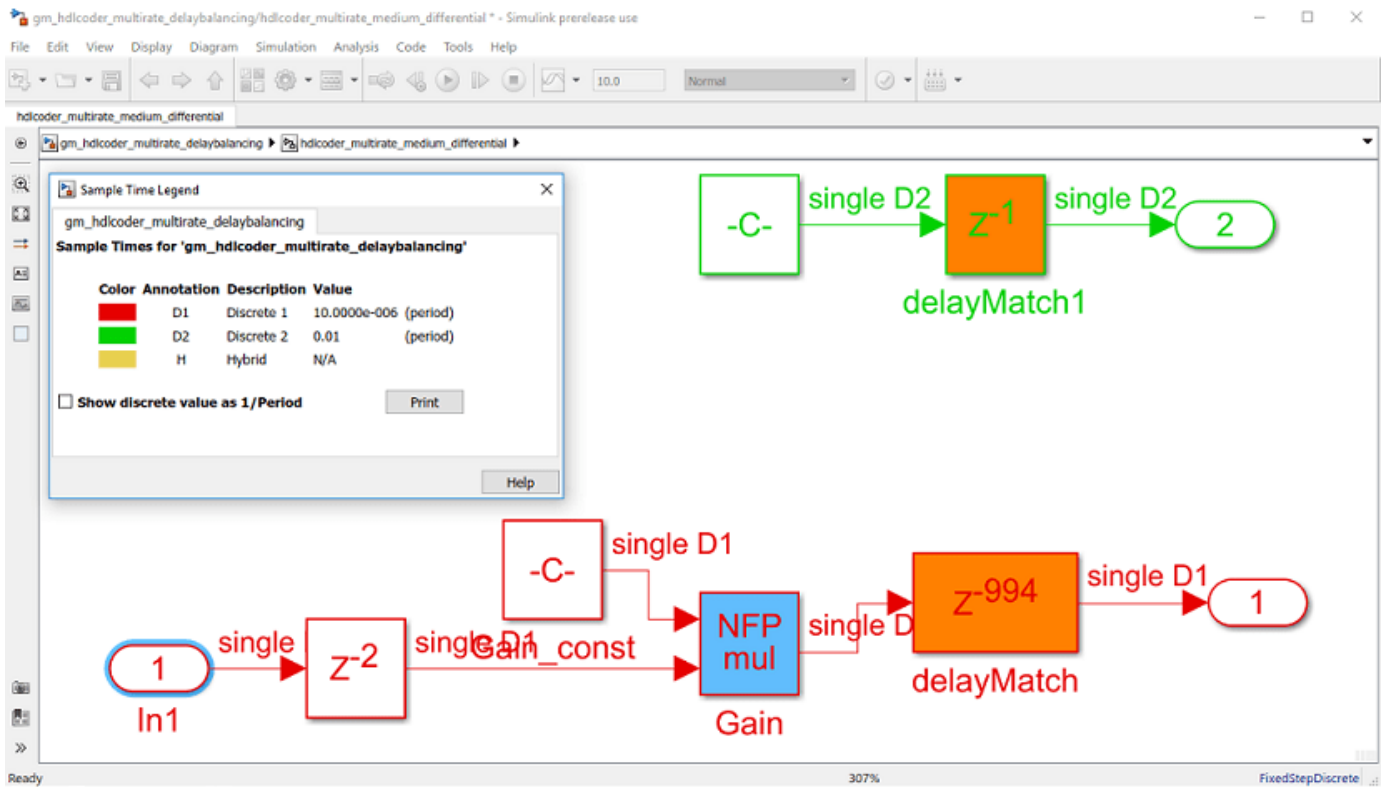
For instance, if one path of the design running at 'ns' and other path of his design is at 'us' is a desirable feature of the design, the user can still choose to have multi-rate paths in his model with the awareness that delay balancing may cause high number of registers.



Running code generation on this model, we get:

```
>> makehdl(gcb)
### Generating HDL for 'hdlcoder_multirate_delaybalancing/hdlcoder_multirate_medium_differential'.
### Using the config set for model hdlcoder_multirate_delaybalancing for HDL code generation parameters.
### Starting HDL check.
### The code generation and optimization options you have chosen have introduced additional pipeline delays.
### The delay balancing feature has automatically inserted matching delays for compensation.
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional delays.
### Output port 0: 1000 cycles.
### Output port 1: 1 cycles.
### Begin VHDL Code Generation for 'hdlcoder_multirate_delaybalancing'.
### Working on hdlcoder_multirate_delaybalancing/hdlcoder_multirate_medium_differential/nfp_mul_comp as hdlsrc\hdlcoder_multirate_delaybalancing\nfp_mul_comp.vhd.
### Working on hdlcoder_multirate_medium_differential_tc as hdlsrc\hdlcoder_multirate_delaybalancing\hdlcoder_multirate_medium_differential_tc.vhd.
### Working on hdlcoder_multirate_delaybalancing/hdlcoder_multirate_medium_differential as hdlsrc\hdlcoder_multirate_delaybalancing\hdlcoder_multirate_medium_differential.vhd.
### Generating package file hdlsrc\hdlcoder_multirate_delaybalancing\hdlcoder_multirate_medium_differential_pkg.vhd.
### Creating HDL Code Generation Check Report hdlcoder_multirate_medium_differential_report.html
### HDL check for 'hdlcoder_multirate_delaybalancing' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.
```

The compiled generated model looks like the figure below. In the generated model and HDL code, we will have close to 1000 registers in the fast clock rate output path. The additional cost of registers is **not unusual** for control logics that are running 1000x faster than the system. The user just needs to be aware of the hardware resource constraints for such a model.



To optimize on the total number of registers in FPGA, the user can also use the HDLCoder "Mapping pipeline delays to RAM" feature. Doing this will tradeoff RAM resource to save on logic area.

```
>> hdlset_param(gcs, 'MapPipelineDelaysToRAM', 'on');
```

Configuration Parameters: hdlcoder_nfp_multirate/Configuration (Active)

Search

- Solver
- Data Import/Export
- ▶ Optimization
- ▶ Diagnostics
- Hardware Implementation
- Model Referencing
- Simulation Target
- ▶ Code Generation
- ▶ Coverage
- ▼ HDL Code Generation
 - Global Settings
 - Target and Optimizations**
 - Test Bench
 - EDA Tool Scripts

Tool and Device

Synthesis Tool: No synthesis tool specified

Family: <empty> Device: <empty>

Package: <empty> Speed: <empty>

Objectives Settings

Target Frequency (MHz): 0

Optimizations

General Pipelining Resource sharing

Balance delays Multiplier partitioning threshold: Inf

Map pipeline delays to RAM RAM mapping threshold (bits): 256

Transform non zero initial value delay

Multicycle Path Constraints

Enable-based constraints

Register-to-register path info

OK Cancel Help Apply

Find Feedback Loops

In this section...

“Specify Highlighting of Feedback Loops” on page 24-95

“Remove Highlighting” on page 24-95

“Limitations” on page 24-96

Feedback loops in your Simulink design can inhibit delay balancing and optimizations such as resource sharing and streaming.

To find feedback loops in your design that are inhibiting optimizations, you can generate and run a MATLAB script that highlights one or more feedback loops in your original model and the generated model. When you run the script, different feedback loops are highlighted in different colors. The feedback loop highlighting script is saved in the same target folder as the HDL code.

After you generate code, if feedback loops are inhibiting optimizations, the command window shows a link that you can click to highlight feedback loops. If you generate an Optimization Report, the report also contains a link you can click to highlight feedback loops.

The script can highlight feedback loops that are inhibiting the following optimizations:

- Resource sharing
- Streaming
- MATLAB variable pipelining
- Delay balancing

Specify Highlighting of Feedback Loops

By default, highlighting of feedback loops is enabled. This setting is available:

- In the Configuration Parameters dialog box, on the **HDL Code Generation > Global Settings > Advanced** tab, select **Highlight feedback loops inhibiting delay balancing and optimizations**.
- To generate a feedback loop highlighting script programmatically, use the `HighlightFeedbackLoops` property with `makehdl` or `hdlset_param`. For example, to generate a feedback loop highlight script for a model, `myModel`, enter:

```
hdlset_param ('myModel', 'HighlightFeedbackLoops', 'on');
```

Remove Highlighting

By default, HDL Coder generates a script to highlight feedback loops and a script to clear the highlighting of feedback loops in your model. You can turn off highlighting using either of these ways:

- Click the `clearhighlighting` script in the MATLAB Command Window
- In the Simulink Toolstrip, select **Debug > Trace Signal**.

Limitations

- Feedback loop highlighting cannot highlight blocks that have names that contain a single quote (').
- In some cases, feedback loop highlighting might highlight a subsystem or one block instead of the lowest-level block.

See Also

More About

- “Diagnostic Parameters for Optimizations” on page 17-94
- “Create and Use Code Generation Reports” on page 25-2
- “Generated Model and Validation Model” on page 24-11

Hierarchy Flattening

In this section...

“What Is Hierarchy Flattening?” on page 24-97

“When to Flatten Hierarchy” on page 24-97

“Considerations” on page 24-97

“How to Flatten Hierarchy” on page 24-98

“Limitations for Hierarchy Flattening” on page 24-98

“Hierarchy Flattening Report” on page 24-99

What Is Hierarchy Flattening?

Hierarchy flattening enables you to remove subsystem hierarchy from the HDL code generated from your design.

HDL Coder considers blocks within a flattened subsystem to be at the same level of hierarchy, and no longer grouped into separate subsystems. This consideration allows the coder to reorganize blocks for optimization across the original hierarchical boundaries, while preserving functionality.

When to Flatten Hierarchy

To preserve the modularity of the design and have a one-to-one mapping from subsystem name to corresponding HDL module or entity name, do not flatten the hierarchy. The generated HDL code is more readable when you don't flatten the hierarchy.

Flatten hierarchy to:

- Enable more extensive area and speed optimization.
- Reduce the number of HDL output files. For every subsystem that you flatten, HDL Coder generates one less HDL output file.

Considerations

- Before you flatten the hierarchy, you must have the `MaskParameterAsGeneric` property set to `off`. For more information, see “Generate parameterized HDL code from masked subsystem” on page 17-58.
- When you use optimizations such as resource sharing or streaming with hierarchy flattening, in certain cases, HDL Coder might retain the subsystem hierarchy in the generated model. However, the HDL code generated for the flattened subsystems is inlined, which reduces the number of HDL files.
- When you use floating-point data types in `Native Floating Point` mode, HDL Coder might not flatten the hierarchy. This is because floating-point designs generate hundreds of lines of code and inlining the HDL files makes the generated code less readable.

How to Flatten Hierarchy

By default, a subsystem inherits its hierarchy flattening setting from the parent subsystem. However, you can enable or disable flattening for individual subsystems. This table lists options you can specify for hierarchy flattening options for a subsystem are listed in the following table.

| Hierarchy Flattening Setting | Description |
|------------------------------|---|
| inherit (default) | Use the hierarchy flattening setting of the parent subsystem. If this subsystem is the highest-level subsystem, do not flatten. |
| on | Flatten this subsystem. |
| off | Do not flatten this subsystem, even if the parent subsystem is flattened. |

To set hierarchy flattening using the HDL Block Properties dialog box:

- In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Select the Subsystem and then click **HDL Block Properties**. For **FlattenHierarchy**, select **on**, **off**, or **inherit**.
- Right-click the Subsystem and select **HDL Code > HDL Block Properties**. For **FlattenHierarchy**, select **on**, **off**, or **inherit**.

To set hierarchy flattening from the command line, use `hdlset_param`. For example, to turn on hierarchy flattening for a subsystem, `my_dut`:

```
hdlset_param('my_dut', 'FlattenHierarchy', 'on')
```

See also `hdlset_param`.

Limitations for Hierarchy Flattening

A subsystem cannot be flattened if the subsystem is:

- A Synchronous Subsystem or uses the State Control block in Synchronous mode.
- A model reference implementation.
- A Triggered Subsystem when “Use trigger signal as clock” on page 17-41 is enabled.
- A masked subsystem that contains any of the following:
 - Bus.
 - Enumerated data type.
 - Lookup table blocks: 1-D Lookup Table, 2-D Lookup Table, Cosine HDL Optimized, Direct LookupTable (n-D), Prelookup, Sine HDL Optimized, n-D Lookup Table.
 - MATLAB System block.
 - Stateflow blocks: Chart, State Transition Table, Sequence Viewer.
 - Blocks with a pass-through or no-op implementation. See “Pass through, No HDL, and Cascade Implementations” on page 22-55.

Note This option removes subsystem boundaries before code generation. It does not necessarily generate HDL code with a completely flat hierarchy.

Hierarchy Flattening Report

To see the hierarchy flattening information in the report, before you generate code for each subsystem or model reference, enable the optimization report. To enable this report, in the **HDL Code** tab, select **Report Options**, and then select **Generate optimization report**.

The report displays subsystems in your model that have **FlattenHierarchy** set to **on** and **off**, hierarchy flattening status, and the HDL files that are inlined. You can use the report to more effectively flatten the subsystem hierarchy and improve opportunities for optimizations such as clock-rate pipelining on the model.

If hierarchy flattening is unsuccessful, the report shows a table that contains subsystems that are not flattened, and reasons for not flattening the subsystem. Subsystems that have a * highlighted beside it indicates whether the HDL files are inlined though hierarchy flattening failed.

See Also

makehdl

More About

- “Clock-Rate Pipelining” on page 24-119
- “Resource Sharing” on page 24-34
- “Streaming” on page 24-31

RAM Mapping for Simulink Models

RAM mapping is an area optimization. You can map to RAMs in HDL code by using:

- UseRAM to map delays to RAM. For details, see “UseRAM” on page 22-23.
- MapPersistentVarsToRAM to map persistent arrays in a MATLAB Function block to RAM. For details, see “MapPersistentVarsToRAM” on page 22-16.
- RAM blocks from the HDL Operations library:
 - Single Port RAM
 - Single Port RAM System
 - Dual Port RAM
 - Dual Port RAM System
 - Simple Dual Port RAM
 - Simple Dual Port RAM System
 - Dual Rate Dual Port RAM
- Blocks with a RAM implementation.

See Also

Simulink Configuration Parameters

“RAM Mapping Parameters” on page 15-7

More About

- “UseRAM” on page 22-23
- “MATLAB Function Block Design Patterns for HDL” on page 29-19
- “MapPersistentVarsToRAM” on page 22-16
- “RAM Mapping With the MATLAB Function Block” on page 24-101

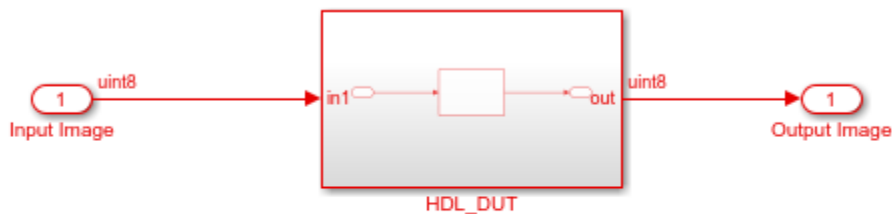
RAM Mapping With the MATLAB Function Block

This example shows how to map persistent arrays to RAM by using the `MapPersistentVarsToRAM` block-level parameter. The RAM size must be greater than or equal to the `RAMMappingThreshold`. The resource report shows the difference in area improvements resulting from RAM mapping.

Line Buffer Model

Open the model `hdlcoder_ram_mapping_matlab_function`.

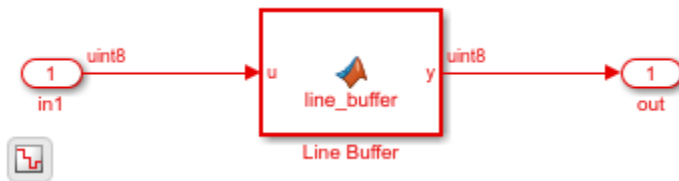
```
open_system('hdlcoder_ram_mapping_matlab_function')
set_param('hdlcoder_ram_mapping_matlab_function', 'SimulationCommand', 'Update')
```



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The DUT Subsystem in the model drives a Line Buffer MATLAB Function block.

```
open_system('hdlcoder_ram_mapping_matlab_function/HDL_DUT')
```



To see the MATLAB® code implementation of the line buffer, open the MATLAB Function block.

```
open_system('hdlcoder_ram_mapping_matlab_function/HDL_DUT/Line Buffer')
```

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Line buffer: Uses a presistent array to store the image
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

function y = line_buffer(u)
%3codegen

persistent u_d ctr;

if isempty(u_d)
    u_d = uint8(zeros(1,80)); % You can map this to RAM
    ctr = uint8(1);
end

y = u_d(ctr);
u_d(ctr) = u;

if ctr == uint8(80)
    ctr = uint8(1);
else
    ctr = ctr + 1;
end

end

```

Generate HDL Code

1. Enable generation of the resource utilization report. The report displays the number of adders, subtractors, multipliers, registers, and RAMs that the design consumes.

```
hdlset_param('hdlcoder_ram_mapping_matlab_function', 'resourcereport', 'on')
```

2. Generate HDL code for the HDL_DUT Subsystem.

```
makehdl('hdlcoder_ram_mapping_matlab_function/HDL_DUT')
```

HDL Coder™ displays the Code Generation Report. In the report, select the **High-Level Resource Report** section. The design consumes 81 registers and 648 1-bit registers. By default, the MapPersistentVarsToRAM property is disabled and the code generator does not infer or consume RAM resources.

| | |
|-------------------------|-----|
| Multipliers | 0 |
| Adders/Subtractors | 3 |
| Registers | 81 |
| Total 1-Bit Registers | 648 |
| RAMs | 0 |
| Multiplexers | 1 |
| I/O Bits | 20 |
| Static Shift operators | 0 |
| Dynamic Shift operators | 0 |

Enable RAM Mapping and Generate HDL Code

1. Enable the MapPersistentVarsToRAM HDL parameter on the MATLAB Function block.

```
ml_subsys = 'hdlcoder_ram_mapping_matlab_function/HDL_DUT/Line Buffer';
hdlset_param(ml_subsys, 'MapPersistentVarsToRAM', 'on')
```

2. Generate HDL code for the HDL_DUT Subsystem.

```
makehdl('hdlcoder_ram_mapping_matlab_function/HDL_DUT')
```

In the Code Generation Report, select the **High-Level Resource Report** section. The design consumes one register, eight 1-bit registers, and one RAM. The number of RAMs inferred depends on the RAMMappingThreshold that you specify. See “RAM Mapping Parameters” on page 15-7.

| | |
|-------------------------|----|
| Multipliers | 0 |
| Adders/Subtractors | 3 |
| Registers | 1 |
| Total 1-Bit Registers | 8 |
| RAMs | 1 |
| Multiplexers | 3 |
| I/O Bits | 20 |
| Static Shift operators | 0 |
| Dynamic Shift operators | 0 |

RAM Mapping with MATLAB Datapath Architecture

The MATLAB Datapath architecture treats the MATLAB Function block like a regular Subsystem. The architecture converts the MATLAB code that you wrote to a dataflow representation in

Simulink®. HDL Coder can then more widely use optimizations across the MATLAB Function block with other Simulink blocks in your model.

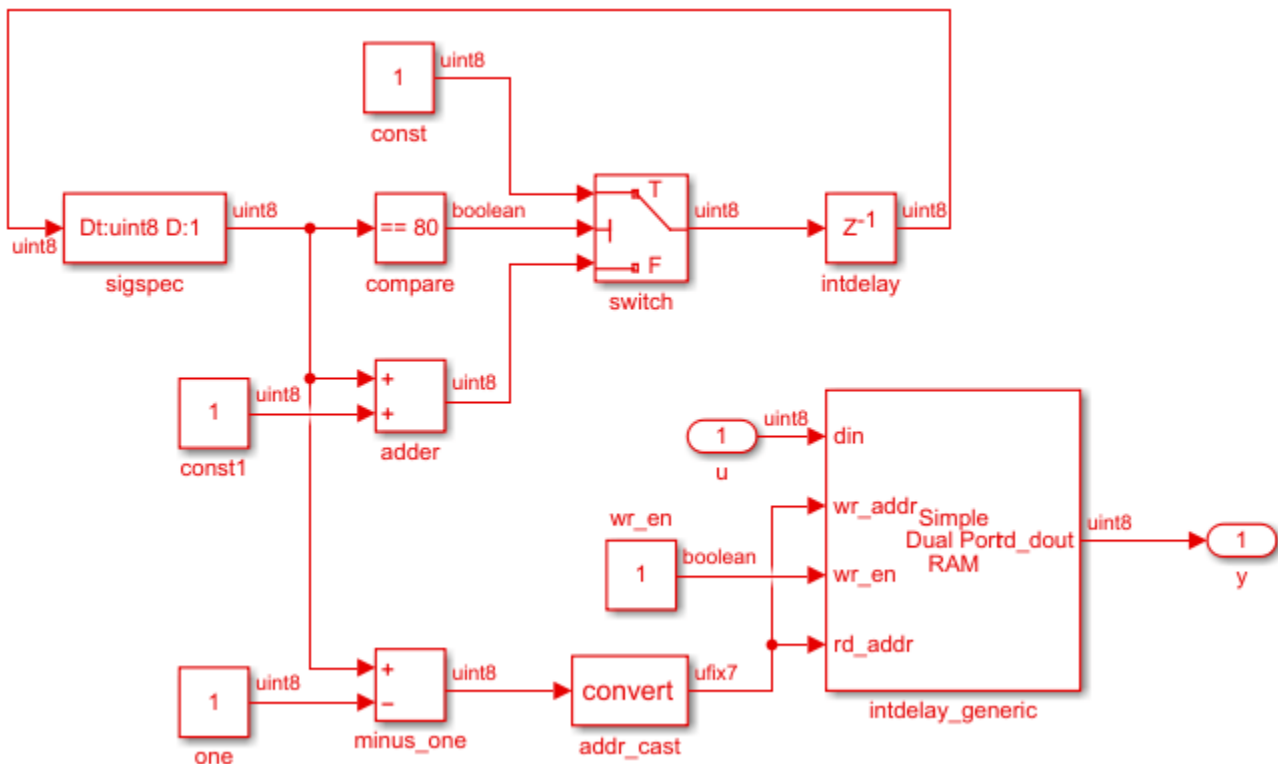
1. Enable the MATLAB Datapath HDL architecture and then set the MapPersistentVarsToRAM parameter on the MATLAB Function block.

```
hdlset_param(m_l_subsys, 'Architecture', 'MATLAB Datapath')
hdlset_param(m_l_subsys, 'MapPersistentVarsToRAM', 'on')
```

2. Generate HDL code for the HDL_DUT Subsystem.

```
makehdl('hdlcoder_ram_mapping_matlab_function/HDL_DUT')
```

The **High-Level Resource Report** indicates that the design consumes the same number of resources as the design that used the default architecture of the MATLAB Function block. To see how MATLAB Datapath architecture modifies the MATLAB code to a Simulink dataflow representation, open the generated model `gm_hdlcoder_ram_mapping_matlab_function` and navigate to the HDL_DUT Subsystem. There is a Line Buffer Subsystem in place of the MATLAB Function block. Inside the Subsystem block is the dataflow representation that displays a RAM block inferred.



To learn about design patterns that enable efficient RAM mapping of persistent arrays in MATLAB Function blocks, see the `eml_hdl_design_patterns/RAMs` library.

See Also

More About

- “RAM Mapping Parameters” on page 15-7
- “MATLAB Function Block Design Patterns for HDL” on page 29-19
- “MapPersistentVarsToRAM” on page 22-16

Distributed Pipelining

In this section...

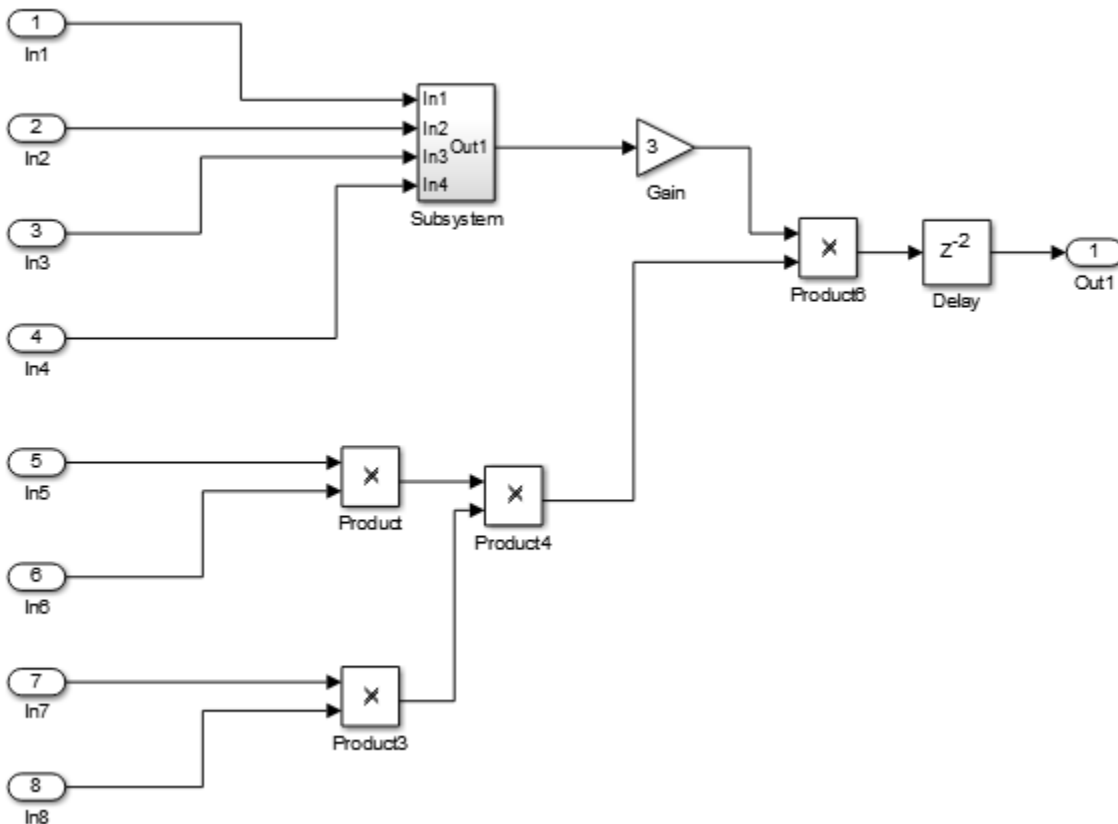
“What Is Distributed Pipelining?” on page 24-106
 “Benefits and Costs of Distributed Pipelining” on page 24-107
 “Requirements for Distributed Pipelining” on page 24-107
 “Specify Distributed Pipelining” on page 24-108
 “Limitations of Distributed Pipelining” on page 24-108
 “Distributed Pipelining Report” on page 24-109
 “Selected Bibliography” on page 24-109

What Is Distributed Pipelining?

Distributed pipelining, or register retiming, is a speed optimization that moves existing delays in a design to reduce the critical path while preserving functional behavior.

The HDL Coder software uses an adaptation of the Leiserson-Saxe retiming algorithm.

For example, in the following model, there is a delay of 2 at the output.



Specify Distributed Pipelining

You can specify distributed pipelining for a subsystem, and Stateflow charts and MATLAB Function blocks within a subsystem. See “Distributed Pipeline Insertion for MATLAB Function Blocks” on page 29-37.

To specify distributed pipelining using the UI:

- In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Select the Subsystem and then click **HDL Block Properties**. Set **DistributedPipelining** to **on** and click **OK**.
- Right-click the Subsystem and select **HDL Code > HDL Block Properties**. Set **DistributedPipelining** to **on** and click **OK**.

To enable distributed pipelining, on the command line, enter:

```
hdlset_param('path/to/block', 'DistributedPipelining', 'on')
```

Tip Output data could be in an invalid state initially if you insert pipeline registers. To avoid test bench errors resulting from initial invalid samples, disable output checking for those samples. For more information, see “Ignore output data checking (number of samples)” on page 19-19.

Limitations of Distributed Pipelining

The distributed pipelining optimization has the following limitations:

- Your pipelining results might not be optimal in hardware because the operator latencies in your target hardware may differ from the estimated operator latencies used by the distributed pipelining algorithm.
- The HDL Coder software generates pipeline registers at the outputs in the following situations instead of distributing the registers to reduce critical path:
 - Stateflow chart containing a state, local variable, or a matrix with statically unresolvable index.
- HDL Coder distributes pipeline registers around the following blocks instead of within them:
 - Model
 - Sum (Cascade implementation)
 - Product (Cascade implementation)
 - MinMax
 - Upsample
 - Downsample
 - Rate Transition
 - Zero-Order Hold
 - Reciprocal Sqrt (RecipSqrtNewton implementation)
 - Trigonometric Function (CORDIC Approximation)
 - Single Port RAM
 - Dual Port RAM
 - Simple Dual Port RAM

- If you enable distributed pipelining for a subsystem that contains these blocks, HDL Coder generates a message during code generation. To fix this message, place these blocks inside one or more subsystems within the original subsystem, and disable hierarchical distributed pipelining. HDL Coder distributes pipeline registers around nested subsystems.
 - M-PSK Demodulator Baseband
 - M-PSK Modulator Baseband
 - QPSK Demodulator Baseband
 - QPSK Modulator Baseband
 - BPSK Demodulator Baseband
 - BPSK Modulator Baseband
 - PN Sequence Generator
 - Repeat
 - HDL Counter
 - LMS Filter
 - Sine Wave
 - Viterbi Decoder
 - Triggered Subsystem
 - Counter Limited
 - Counter Free-Running
 - Frame Conversion

Distributed Pipelining Report

To see the distributed pipelining information in the report, before you generate code for each subsystem or model reference, enable the optimization report. To enable this report, in the **HDL Code** tab, select **Report Options**, and then select **Generate optimization report**.

When you generate the optimization report, in the **Distributed Pipelining** section, you see the effect of the distributed pipelining optimization. If distributed pipelining is unsuccessful, the report shows diagnostic messages and offending blocks that caused distributed pipelining to fail.

If distributed pipelining is successful, the report displays comparative listings of registers before and after you apply the distributed pipelining transform.

Selected Bibliography

Leiserson, C.E, and James B. Saxe. "Retiming Synchronous Circuitry." *Algorithmica*. Vol. 6, Number 1, 1991, pp. 5-35.

See Also

More About

- "Pipelining Parameters" on page 15-9
- "Diagnostic Parameters for Optimizations" on page 17-94

Hierarchical Distributed Pipelining

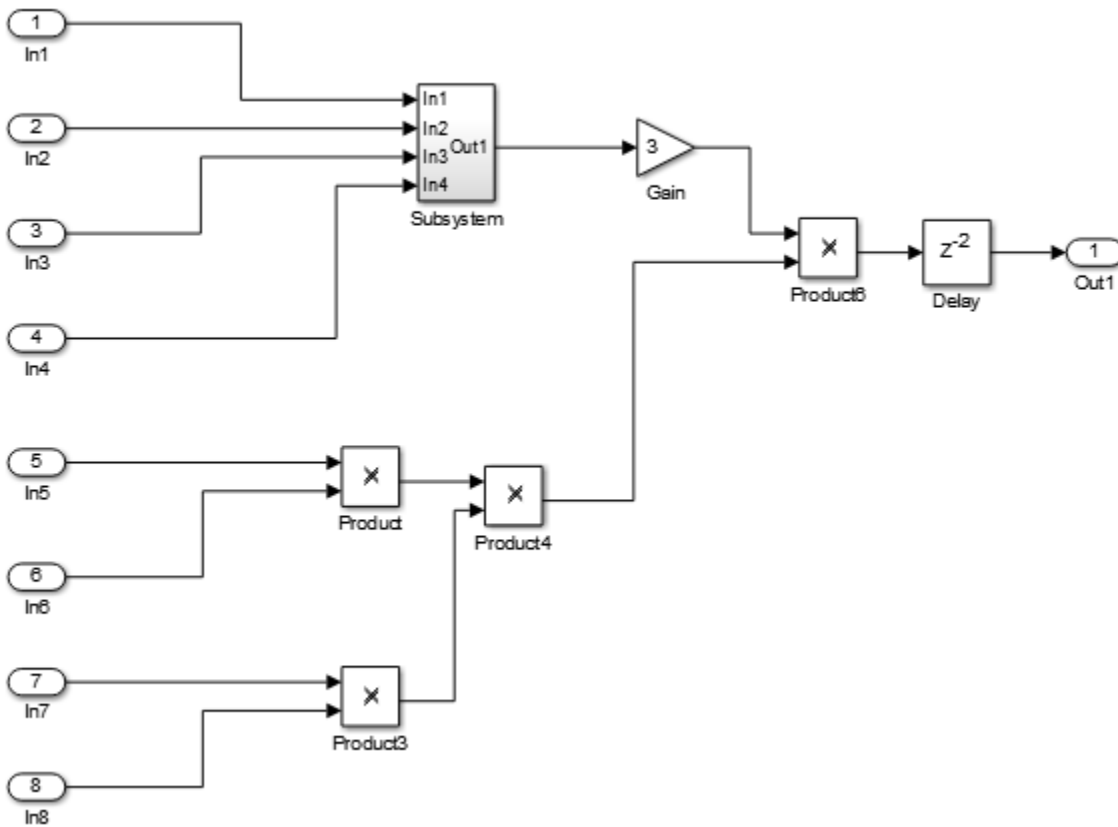
What Is Hierarchical Distributed Pipelining?

Hierarchical distributed pipelining extends the scope of distributed pipelining by moving delays across hierarchical boundaries within a subsystem while preserving subsystem hierarchy.

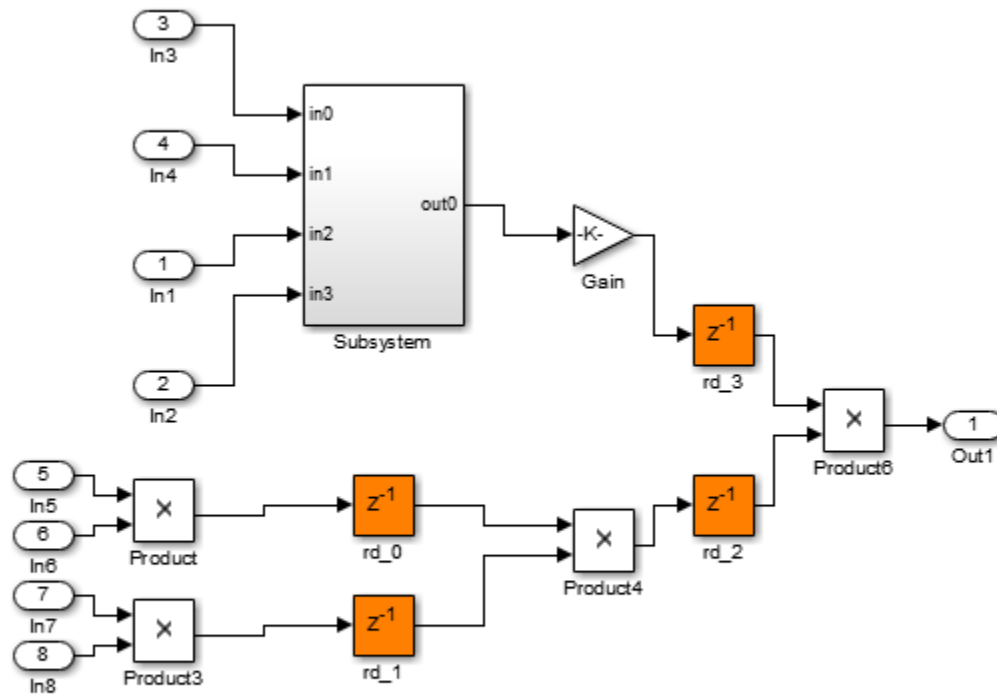
If a subsystem in the hierarchy does not have distributed pipelining enabled, HDL Coder does not move delays across that subsystem.

How Hierarchical Distributed Pipelining Works

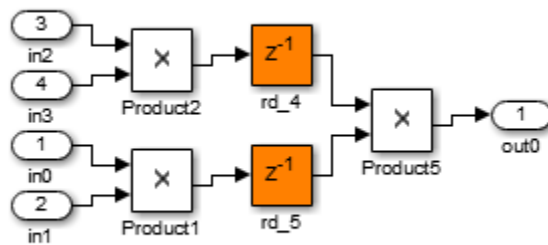
For example, the following model has one level of subsystem hierarchy:



The following diagram shows the model after applying hierarchical distributed pipelining:



The subsystem now contains pipeline registers:



Benefits of Hierarchical Distributed Pipelining

Hierarchical distributed pipelining enables distributed pipelining to operate on a larger part of your design, which increases the chance that distributed pipelining can further reduce your critical path.

Hierarchical distributed pipelining preserves the original subsystem hierarchy, which enables you to trace the changes that occur during pipelining for nested Subsystem blocks.

Specify Hierarchical Distributed Pipelining

You can specify hierarchical distributed pipelining for your model. To specify hierarchical distributed pipelining using the UI, in the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Click the Subsystem and then click **HDL Block Properties**. Set **DistributedPipelining** to **on**

- 1 In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears.
- 2 Click **Settings**. In the **HDL Code Generation > Optimization > Pipelining** tab, select **Hierarchical distributed pipelining** and click **OK**.

To enable hierarchical distributed pipelining, on the command line, enter:

```
hdlset_param('modelName', 'HierarchicalDistPipelining', 'on')
```

Limitations of Hierarchical Distributed Pipelining

Hierarchical distributed pipelining must be disabled if your DUT subsystem contains a model reference.

Hierarchical Distributed Pipelining Report

To see the hierarchical distributed pipelining information in the report, before you generate code for each subsystem or model reference, enable the optimization report. To enable this report, in the **HDL Code** tab, select **Report Options**, and then select **Generate optimization report**.

When you generate the optimization report, in the **Distributed Pipelining** section, you see the effect of the hierarchical distributed pipelining optimization. If hierarchical distributed pipelining is unsuccessful, the report shows diagnostic messages and offending blocks that caused hierarchical distributed pipelining to fail.

If hierarchical distributed pipelining is successful, the report displays colored sections to distinguish between different regions where HDL Coder applied hierarchical distributed pipelining.

Selected Bibliography

Leiserson, C.E, and James B. Saxe. "Retiming Synchronous Circuitry." *Algorithmica*. Vol. 6, Number 1, 1991, pp. 5-35.

Distributed Pipelining: Speed Optimization

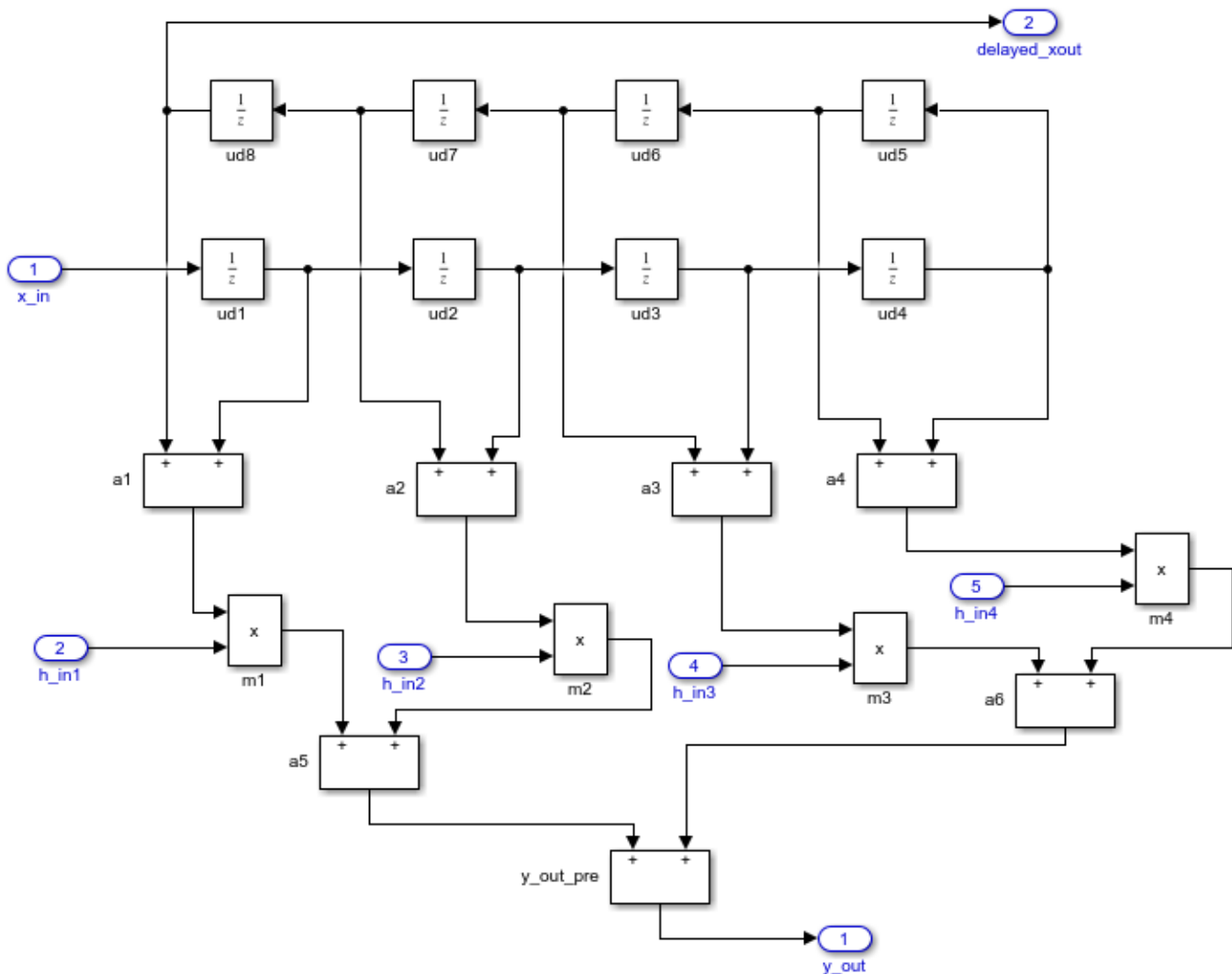
This example shows how to use distributed pipelining to optimize a design for speed in HDL Coder.

Introduction

Distributed pipelining is a subsystem-wide optimization supported by HDL Coder for achieving high clock speed hardware. By turning on 'Distributed Pipelining', the coder redistributes the input pipeline registers, output pipeline register of the subsystem and the registers in the subsystem to appropriate positions to minimize the combinatorial logic between registers and maximize the clock speed of the chip synthesized from the generated HDL code.

Consider the following example model of a symmetric FIR filter. The combinatorial logic from an input or a register to an output or another register contains a product block and an adder tree. Distributed pipelining will move the output registers set at the subsystem level to reduce the levels of the combinatorial logic.

```
bdclose all;  
load_system('sfir_fixed');  
open_system('sfir_fixed/symmetric_fir');
```



Setting Output Pipeline Stage

To increase the clock speed, the user can set a number of pipeline stages for any subsystem. Without turning on distributed pipelining, the specified number of registers will be added to each of the output ports of the subsystem. Some synthesis tools support features like retiming that optimize the position of the registers during synthesis.

In this example, the subsystem output pipeline register is set to 5.

The code-generation model explicitly reflects the inserted register at output ports of the subsystem (highlighted in orange).

```
hdlset_param('sfir_fixed/symmetric_fir', 'OutputPipeline', 5);
makehdl('sfir_fixed/symmetric_fir');
open_system('gm_sfir_fixed/symmetric_fir');
set_param('gm_sfir_fixed', 'SimulationCommand', 'update');
```

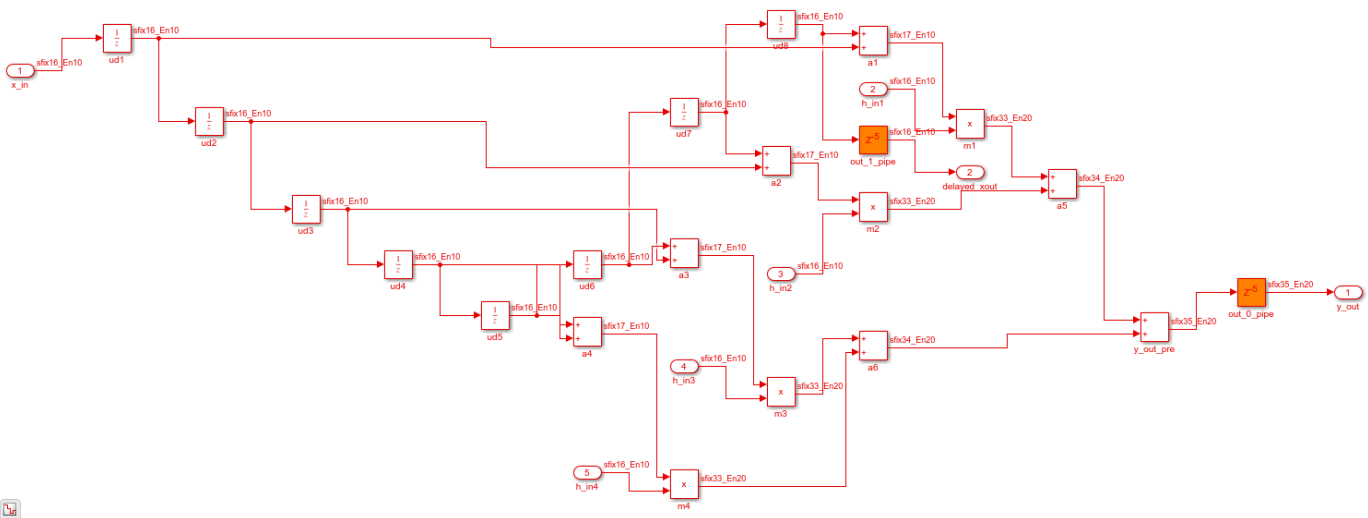
```
### Generating HDL for 'sfir_fixed/symmetric_fir'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('sfir_fixed', {
```



```

### Running HDL checks on the model 'sfir_fixed'.
### Begin compilation of the model 'sfir_fixed'...
### Applying HDL optimizations on the model 'sfir_fixed'...
### The code generation and optimization options you have chosen have introduced additional pipe
### The delay balancing feature has automatically inserted matching delays for compensation.
### The DUT requires an initial pipeline setup latency. Each output port experiences these addit
### Output port 1: 5 cycles.
### Output port 2: 5 cycles.
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'sfir_fixed'.
### Working on sfir_fixed/symmetric_fir as hdlsrc\sfir_fixed\symmetric_fir.vhd.
### Generating package file hdlsrc\sfir_fixed\symmetric_fir_pkg.vhd.
### Code Generation for 'sfir_fixed' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'sfir_fixed' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.

```



Setting Distributed Pipelining

Distributed pipelining is one of the subsystem block options. Once turned on, the registers in the subsystem, including output pipeline registers and input pipeline registers, will be repositioned to achieve best clock speed. It is equivalent to retiming at subsystem level.

The code-generation model explicitly reflects the distributed registers in the subsystem (highlighted in orange).

```

hdlset_param('sfir_fixed/symmetric_fir', 'DistributedPipelining', 'on');
makehdl('sfir_fixed/symmetric_fir');
open_system('gm_sfir_fixed/symmetric_fir');
set_param('gm_sfir_fixed', 'SimulationCommand', 'update');

```

```

### Generating HDL for 'sfir_fixed/symmetric_fir'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('sfir_fixed', {
### Running HDL checks on the model 'sfir_fixed'...
### Begin compilation of the model 'sfir_fixed'...
### Applying HDL optimizations on the model 'sfir_fixed'...
### The code generation and optimization options you have chosen have introduced additional pipe
### The delay balancing feature has automatically inserted matching delays for compensation.

```

```
### The DUT requires an initial pipeline setup latency. Each output port experiences these addit
### Output port 1: 5 cycles.
### Output port 2: 5 cycles.
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'sfir_fixed'.
### Working on sfir_fixed/symmetric_fir as hdlsrc\sfir_fixed\symmetric_fir.vhd.
### Generating package file hdlsrc\sfir_fixed\symmetric_fir_pkg.vhd.
### Code Generation for 'sfir_fixed' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'sfir_fixed' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.
```

Opportunities for Distributed Pipelining Across Subsystem Hierarchies

Since 'Distributed Pipelining' is a subsystem-level parameter, different subsystems at different levels of the hierarchy can specify different pipeline stage values and different 'Distributed Pipelining' settings. By default, the coder distributes only registers of the specified subsystem in this subsystem, not through the lower level subsystems. If cross hierarchy distribution is desired, users can set the 'Distributed Pipelining' for lower subsystems to 'On', then turn on the global option 'Hierarchical Distributed Pipelining'. When the local and global options are on, the entire subsystem, including the lower level subsystems, will be considered as a single subsystem when registers are distributed.

```
bdclose all;
```

Constrained Output Pipelining

In this section...

“What Is Constrained Output Pipelining?” on page 24-117
 “When to Use Constrained Output Pipelining” on page 24-117
 “Requirements for Constrained Output Pipelining” on page 24-117
 “Specify Constrained Output Pipelining” on page 24-117
 “Limitations of Constrained Output Pipelining” on page 24-118

What Is Constrained Output Pipelining?

With constrained output pipelining, you can specify a nonnegative number of registers at the outputs of a block.

Constrained output pipelining does not add registers, but instead redistributes existing delays within your design to try to meet the constraint. If HDL Coder cannot meet the constraint with existing delays, it reports the difference between the number of desired and actual output registers in the timing report.

Distributed pipelining does not move registers you specify with constrained output pipelining.

When to Use Constrained Output Pipelining

Use constrained output pipelining when you want to place registers at specific locations in your design. This can enable you to optimize the speed of your design.

For example, if you know where the critical path is in your design and want to reduce it, you can use constrained output pipelining to place registers at specific locations along the critical path.

Requirements for Constrained Output Pipelining

Your design must contain existing delays or registers. When there are fewer registers than HDL Coder needs to satisfy your constraint, the coder reports the difference between the number of desired and actual output registers.

You can add registers to your design using input or output pipelining.

Specify Constrained Output Pipelining

To specify constrained output pipelining for a block using the UI:

- In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Select the Subsystem and then click **HDL Block Properties**. For **ConstrainedOutputPipeline**, enter the number of registers you want at the output ports.
- Right-click the block and select **HDL Code > HDL Block Properties**. For **ConstrainedOutputPipeline**, enter the number of registers you want at the output ports.

To specify constrained output pipelining, on the command line, enter:

```
hdlset_param(path_to_block,...  
             'ConstrainedOutputPipeline',number_of_output_registers)
```

For example, to constrain six registers at the output ports of a subsystem, *subsys*, in your model, *myModel*, enter:

```
hdlset_param('myModel/subsys','ConstrainedOutputPipeline', 6)
```

Limitations of Constrained Output Pipelining

HDL Coder does not constrain output pipeline register placement:

- Within a DUT subsystem, if the DUT contains a subsystem, model reference, or model reference with black box implementation.
- At the outputs of any type of delay block or the top-level DUT subsystem.

Clock-Rate Pipelining

In this section...

“Rationale for Clock-Rate Pipelining” on page 24-119
 “How Clock-Rate Pipelining Works” on page 24-119
 “Clock-Rate Pipelining and Hierarchy Flattening” on page 24-120
 “Clock-Rate Pipelining for DUT Output Ports” on page 24-120
 “Best Practices for Clock-Rate Pipelining” on page 24-121
 “Specify Clock-Rate Pipelining” on page 24-121
 “Limitations for Clock-Rate Pipelining” on page 24-121

When you enable speed and area optimizations that insert pipeline registers, use the clock-rate pipelining optimization to identify multicycle paths in your design. Clock-rate pipelining inserts pipeline registers at the faster clock rate, which improves clock frequency without introducing additional latency or by adding minimal latency.

Rationale for Clock-Rate Pipelining

The code generator introduces pipelines when you specify certain block implementations or enable some optimizations on the model, such as:

- Multi-cycle block implementations
- Input and output pipelining
- Distributed pipelining
- Floating-point library mapping
- Native floating-point HDL code generation
- Resource sharing
- Streaming

By default, in slow paths, these pipeline registers operate at the slow data rate. When you enable clock-rate pipelining, the pipeline registers operate at the faster clock rate. Clock-rate pipelining does not affect existing design delays in your model. It is an alternative to using multicycle path constraints with your synthesis tool.

How Clock-Rate Pipelining Works

The clock-rate pipelining optimization identifies slow paths or regions in the model by analyzing the block sample times. Blocks that have a sample time greater than the DUT base sample time are part of the slow path, and are potential candidates for clock-rate pipelining. In these slow paths, the code generator enables optimizations to introduce pipeline delays at the clock rate.

If you specify an “Oversampling factor” on page 17-15 greater than one, the DUT sample time becomes slower than the actual clock rate. The code generator determines the maximum number of clock-rate pipelines that it can insert based on the DUT-to-block sample time ratio and the oversampling factor.

Maximum number of clock-rate delays = $(block_rate \div DUT_base_rate) \times Oversampling$

Clock-rate pipelining identifies regions in the model that have the same slow data rate, and are delimited by either Delay blocks or blocks that introduce a rate transition. The code generator converts these regions to the faster clock rate by introducing Repeat blocks at the input of the region and Rate Transition blocks at the output of the region. If the output of a clock-rate region is a Delay block at the data rate, HDL Coder absorbs that Delay block. To accommodate the delay, the code generator introduces several clock-rate pipelines corresponding to the ratio of the data rate to the clock rate.

HDL Coder generates a script that highlights blocks in your model that are obstacles to clock-rate pipelining and a script to clear the highlighting. Sometimes, if the code generator is unable to implement resource sharing or streaming at the clock rate, it displays a code generation error with a recommendation for changing the `Oversampling` value. To clear highlighting, click the `clearhighlighting` script in the MATLAB Command Window.

Clock-Rate Pipelining and Hierarchy Flattening

You can use the clock-rate pipelining optimization with or without flattening the subsystem hierarchy. Flatten the subsystem hierarchy when you want to maximize opportunities for sharing resources in your design. To flatten the subsystem hierarchy, enable **FlattenHierarchy** on the top-level Subsystem. By default, all Subsystem blocks inside the top-level subsystem inherit this **FlattenHierarchy** setting. Hierarchy flattening brings several clock-rate regions to the same level in the hierarchy and combines them, which increases opportunities for clock-rate pipelining. However, it breaks the modularity of your design and affects the readability of the generated HDL code. See also “Hierarchy Flattening” on page 24-97.

To apply clock-rate pipelining without flattening the hierarchy, on the top-level subsystem in your model, disable **FlattenHierarchy**. If your design uses fixed-point data types, enable some optimizations on the underlying subsystems. In this case, the code generator introduces clock-rate pipelines in your design while preserving the subsystem hierarchy, which:

- Improves the modularity of your design and makes navigation through the generated model easier especially in large designs with complex hierarchies.
- Improves readability of the generated HDL code by creating multiple Verilog or VHDL files for the various Subsystem blocks in your design.

Clock-Rate Pipelining for DUT Output Ports

To insert DUT output port pipeline registers at the clock rate instead of the data rate, select the **Allow clock-rate pipelining of DUT output ports** option or use the `ClockRatePipelineOutputPorts` property. This option changes the timing of your DUT interface because it changes the sample time of your DUT output ports from a slow rate to the clock rate. To adjust for the difference in timing, HDL Coder generates messages that provides the phase offset of each output port. For example, this message means that the output data from *portname* is valid after 31 clock cycles: `Phase of output port portname: 31 clock cycles.`

The validation model adjusts for the timing difference by inserting a Rate Transition block at the DUT output and comparing the output of the Rate Transition with the original output. The RTL test bench logs the output data at the input of the Rate Transition and compares it with the DUT output in the RTL simulation.

Best Practices for Clock-Rate Pipelining

- If your design uses a Rate Transition block, switch the Rate Transition block with a Downsample block that has nonzero **Sample offset**. Clock-rate pipelining optimizes the Downsample block by avoiding the additional latency that the Rate Transition block can introduce, which saves area and timing.
- Design your DUT at one rate and specify the **Oversampling factor**. Avoid using Rate Transition, Upsample, Downsample, or other rate-changing blocks.

Specify Clock-Rate Pipelining

You can set clock-rate pipelining on a model or, for finer control, on subsystems within the top-level DUT subsystem. By default, clock-rate pipelining is enabled on the model. To disable clock-rate pipelining from the UI:

- 1 In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears.
- 2 Click **Settings**. In the **HDL Code Generation > Optimization > Pipelining** tab, clear **Clock-rate pipelining** and click **OK**.

At the command line, use the `makehdl` or `hdlset_param` function to set the `ClockRatePipelining` property to `off`.

You can use clock-rate pipelining for a subsystem within the top-level DUT subsystem. To model a control path in your design at the data rate instead of the clock rate, put the control path in a subsystem, and disable clock-rate pipelining for that subsystem. To disable clock-rate pipelining for a subsystem within the top-level DUT subsystem, set **ClockRatePipelining** to `off` for that subsystem. See also “Set Clock-Rate Pipelining For a Subsystem” on page 22-6.

Limitations for Clock-Rate Pipelining

These blocks inhibit clock-rate pipelining, and therefore delimit clock-rate pipelining regions:

- Counter Free-Running
- Counter Limited
- Deserializer1D
- Discrete PID Controller
- Dual Port RAM
- Dual Rate Dual Port RAM
- FFT HDL Optimized
- HDL Cosimulation
- HDL FIFO
- HDL Counter
- Hit Crossing
- HDL Minimum Resource FFT
- HDL Streaming FFT
- MATLAB System, if it uses persistent variables

- Rate Transition
- Serializer1D
- Simple Dual Port RAM
- Single Port RAM
- Subsystem, if FlattenHierarchy is not enabled

The code generator does not support clock-rate pipelining for:

- Black box subsystem or black box model reference blocks.
- Subsystems that contain blocks not supported for clock-rate pipelining.
- Altera DSP Builder subsystems.
- Xilinx System Generator subsystems
- Communications Toolbox blocks.
- DSP System Toolbox blocks, except for Delay and Discrete FIR Filter.
- Stateflow blocks.

The code generator does not support applying both the streaming and sharing optimizations on the same resource when you use the clock-rate pipelining optimization. Either disable clock-rate pipelining or use either the streaming optimization or the sharing optimization on the same resource when clock-rate pipelining is enabled.

See Also

Simulink Configuration Parameters

“[Pipelining Parameters](#)” on page 15-9 | “[Diagnostic Parameters for Optimizations](#)” on page 17-94

Related Examples

- “[Clock Rate Pipelining](#)” on page 24-123

More About

- “[ClockRatePipelining](#)” on page 22-5
- “[Delay Balancing](#)” on page 24-68
- “[Hierarchy Flattening](#)” on page 24-97

Clock Rate Pipelining

This example shows how to apply clock rate pipelining to optimize slow paths in your design and thereby reduce latency, increase clock frequency and decrease area usage. For more information on how to use clock-rate pipelining, see “Clock-Rate Pipelining” on page 24-119.

Introduction

Algorithmic design with Simulink may introduce many slow-rate datapaths in the generated HDL design. These slow paths correspond to slower Simulink sample time operations or even due to the algorithmic data-rate operating at a slower rate than the HDL clock rate.

Clock-rate pipelining identifies the maximal subregions in the model operating at the same data rate, and are delimited either by rate-change blocks or delay blocks. These subregions are called clock-rate regions because they make good candidates for clock-rate pipelining. If the output of a clock-rate region is a Delay block at the data rate, then HDL Coder absorbs that Delay block. This allows a budget of several clock-rate pipelines corresponding to the ratio of data rate to clock rate.

Consider the Field-Oriented control example “Field-Oriented Control of a Permanent Magnet Synchronous Machine” on page 10-56. It describes a motor-control design to be mapped to an FPGA. The input samples in this design are arriving every 20 μs or 50 KHz. In a closed control loop, it is essential that the controller's latency is within the desired response time. In this model, there is a delay on the output port resulting in a latency of 20 μs .

To meet design constraints like timing and area, we may want to apply several optimizations like input/output pipelining, distributed pipelining, streaming and/or sharing. Further, non-trivial math functions like sqrt or divide may have to be implemented as multi-cycle pipelined operations. Pipelines introduced by any of the above features and optimizations are applied at the same rate at which the signal path operates, which is 20 μs . Thus, introducing any additional pipelining introduces undesirable latency overhead and may violate the closed loop latency budget.

However, the FPGA can implement this controller in the order of MHz, which means that the introduced pipelines can then operate at the MHz rate thereby minimizing the impact on latency. Clock-rate pipelining is a technique to leverage this rate differential, pipeline the controller and thereby improve its area and timing characteristics on the FPGA. This example walks through the steps for taking this design and incrementally applying timing and area optimizations using clock-rate pipelining.

Preparing the model

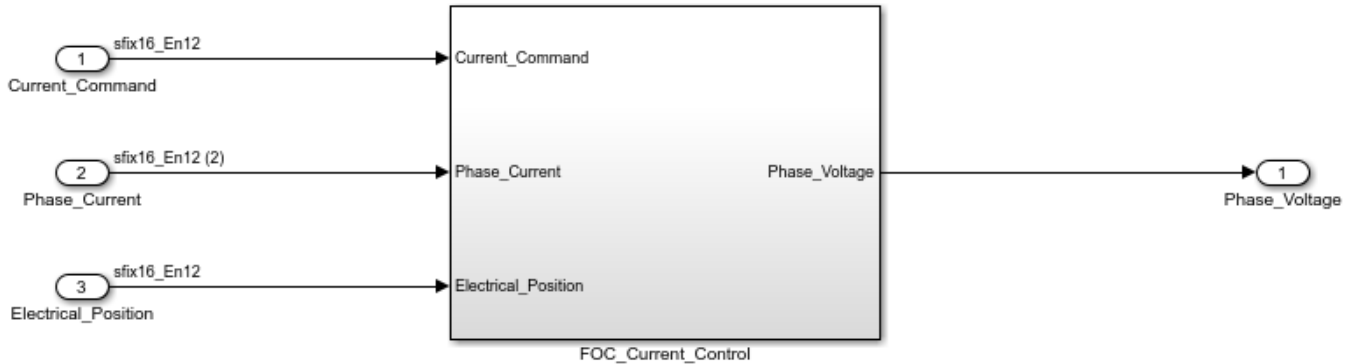
An important first step in applying clock-rate pipelining is to prepare the model so that it is amenable to clock-rate pipelining. Below are some of the main steps:

- Defining the rate differential: Signal paths in Simulink end up on slow paths in HDL because of two primary reasons. First, the signal path is operating at a sample time that is slower than the base sample time of the model. Second, the Simulink base sample time may correspond to the data-rate instead of the clock-rate. For example, the base sample time in the `hdlcoderFocCurrentFixptHdl` model is 20 μ secs. The final FPGA implementation of the controller may target 40 MHz (or 25 ns).

```
open_system('hdlcoderFocCurrentFixptHdl')
```

FOC Current Control

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The trouble with setting the model's sample time to 25 ns is that it drastically slows down Simulink simulation performance. To get around this, HDL Coder provides a setting, called “Oversampling factor” on page 17-15 which specifies how much faster the FPGA clock rate runs with respect to the Simulink base sample time. Thus, in this case, we require a 800x oversampling.

- Set optimizations on subsystems: For fixed-point designs, clock-rate pipelining is applied on a Subsystem only when the coder needs to insert pipelining. HDL Coder options that result in introduction of pipelining are distributed pipelining, sharing, streaming, input/output pipelining, constrained output pipeline, adaptive pipelining and any block implementations that introduce multi-cycle implementations including floating point implementations (for more details, refer to the documentation on individual blocks to understand the impact of their HDL properties on latency. Optimizations can be applied either locally, by maintaining the subsystem hierarchies or globally if the underlying subsystems are all flattened. In the former case, apply pipelining and optimization settings on individual subsystems and in the global case, these settings should be on the top-level subsystem. See “Hierarchy Flattening” on page 24-97 for more information on prerequisites for Hierarchy Flattening.

Applying Clock-rate Pipelining

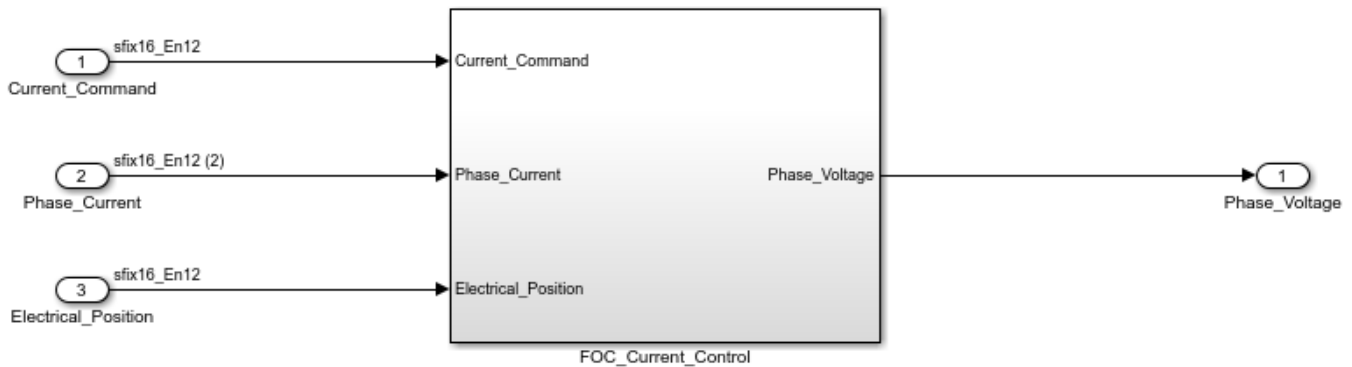
Now, we are ready to apply clock-rate pipelining. The feature option is on by default and will automatically find clock-rate regions. See “Clock-Rate Pipelining” on page 24-119 to understand how the pipeline budget is determined and how clock-rate regions are formed.

```
srcHdlModel = 'hdlcoderFocCurrentFixptHdl';
dstHdlModel = 'hdlcoderFocClockRatePipelining';
dstHdlDut   = [dstHdlModel '/FOC_Current_Control'];
gmHdlModel  = ['gm_' dstHdlModel];
gmHdlDut    = ['gm_' dstHdlDut];
```

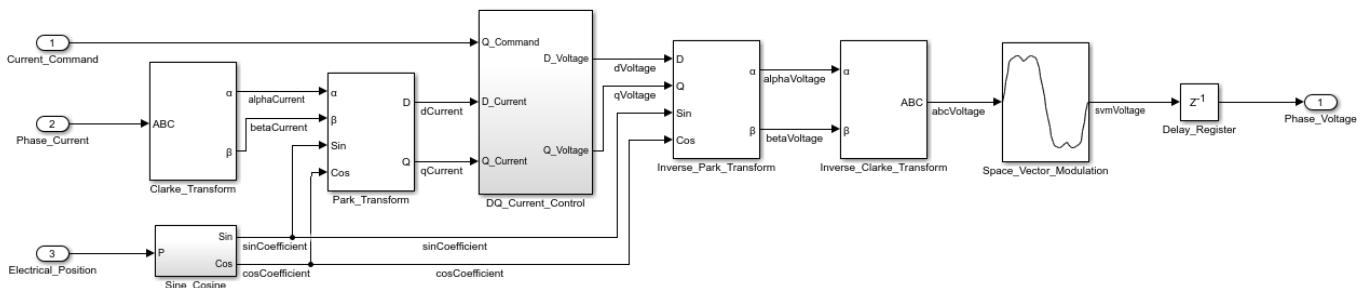
```
open_system(srcHdlModel);
save_system(srcHdlModel,dstHdlModel);
```

FOC Current Control

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The subsystem FOC_Current_Control contains the algorithm from which we will generate HDL code
`open_system(dstHdlDut);`



We can now configure the model to use clock-rate pipelining.

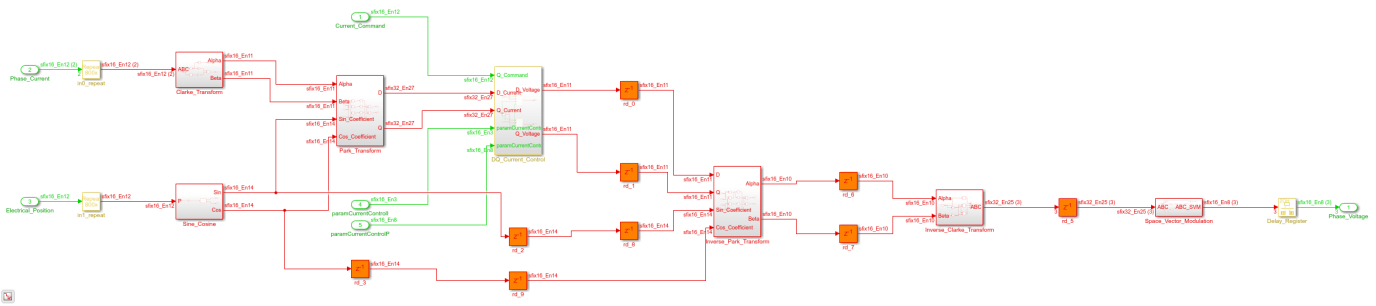
```
hdlset_param(dstHdlModel, 'ClockRatePipelining', 'on');
hdlset_param(dstHdlModel, 'Oversampling', 800);
hdlset_param(dstHdlDut, 'DistributedPipelining', 'on');
set_param([dstHdlDut '/DQ_Current_Control/D_Current_Control'], 'TreatAsAtomicUnit', 'off');
set_param([dstHdlDut '/DQ_Current_Control/Q_Current_Control'], 'TreatAsAtomicUnit', 'off');

hdlset_param([dstHdlDut '/DQ_Current_Control/D_Current_Control'], 'DistributedPipelining', 'on')
hdlset_param([dstHdlDut '/DQ_Current_Control/Q_Current_Control'], 'DistributedPipelining', 'on')

hdlset_param([dstHdlDut '/Clarke_Transform'], 'DistributedPipelining', 'on');
hdlset_param([dstHdlDut '/Park_Transform'], 'DistributedPipelining', 'on');
hdlset_param([dstHdlDut '/Sine_Cosine'], 'DistributedPipelining', 'on');
hdlset_param([dstHdlDut '/Inverse_Park_Transform'], 'DistributedPipelining', 'on');
hdlset_param([dstHdlDut '/Inverse_Clarke_Transform'], 'DistributedPipelining', 'on');
hdlset_param([dstHdlDut '/Space_Vector_Modulation'], 'DistributedPipelining', 'on');

save_system(dstHdlModel);
```

To see the impact of clock-rate pipelining, generate HDL code and look inside the top-level subsystem of the generated model.



As with all optimizations, it is recommended that the validation model and co-simulation model are generated and the user verifies that the functional behavior of the design is unchanged. The “Verification” describe these concepts in more depth.

Local optimization with subsystem options

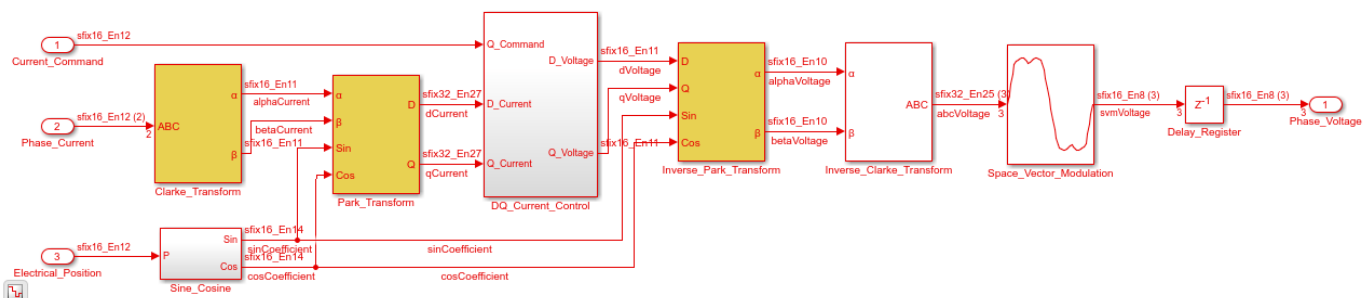
The rate differential on slow path implies that computation along this path can take several clock cycles. Specifically, the allowed latency is defined by the clock-rate budget (see “Clock-Rate Pipelining” on page 24-119). Apart from adding pipelines to improve clock frequency, we could reuse hardware resources by leveraging the latency budget. Setting resource sharing options like StreamingFactor and SharingFactor in a slow-path region does exactly that. This section demonstrates how resource sharing is applied within clock-rate regions.

When resource sharing is applied to a clock-rate path, HDL Coder oversamples the shared resource architecture for time-multiplexing as illustrated in the “Resource Sharing For Area Optimization” on page 24-42. However, if sharing or streaming is requested in a slow datapath, then HDL Coder implements resource sharing without oversampling. To trigger such sharing, set either sharing or streaming on the subsystem on which you want to apply resource sharing or streaming.

```
srcHdlModel = 'hdlcoderFocClockRatePipelining';
dstHdlModel = 'hdlcoderFocSharing';
dstHdlDut = [dstHdlModel '/FOC_Current_Control'];
gmHdlModel = ['gm_' dstHdlModel];
gmHdlDut = ['gm_' dstHdlDut];

open_system(srcHdlModel);
save_system(srcHdlModel,dstHdlModel);

open_system(dstHdlDut);
hilite_system([dstHdlDut '/Park_Transform']);
hilite_system([dstHdlDut '/Inverse_Park_Transform']);
hilite_system([dstHdlDut '/Clarke_Transform']);
```



The Park_Transform subsystem and the Inverse_Park_Transform subsystem each use 4 multipliers within them that can be potentially shared. Additionally, the Clarke_Transform subsystem and the Inverse_Clarke_Transform subsystem each use 2 gains, which may be potentially shared, unless they are simply power-of-2 gains, which results in shifts instead of multiplications. Hence, the gain in Inverse_Clarke_Transform cannot be shared. Now, we can set the appropriate sharing factors on each of the subsystem on which we want to apply resource sharing.

```
hdlset_param([dstHdlDut '/Park_Transform'], 'SharingFactor', 4);
hdlset_param([dstHdlDut '/Inverse_Park_Transform'], 'SharingFactor', 4);
hdlset_param([dstHdlDut '/Clarke_Transform'], 'SharingFactor', 2);
```

```
save_system(dstHdlModel);
```

```
makehdl(dstHdlDut);
```

```
### Generating HDL for 'hdlcoderFocSharing/FOC_Current_Control'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoderFocShar
### Running HDL checks on the model 'hdlcoderFocSharing'.
### Begin compilation of the model 'hdlcoderFocSharing'...
### Applying HDL optimizations on the model 'hdlcoderFocSharing'...
### Begin model generation.
### Model generation complete.
### To highlight blocks that obstruct distributed pipelining, click the following MATLAB script:
### To clear highlighting, click the following MATLAB script: <a href="matlab:run('hdlsrc\hdlcode
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoderFocSharing_vnl')">gr
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoderFocSharing'.
### MESSAGE: The design requires 800 times faster clock with respect to the base rate = 2e-05.
### Working on hdlcoderFocSharing/FOC_Current_Control/DQ_Current_Control/D_Current_Control/Satura
### Working on hdlcoderFocSharing/FOC_Current_Control/DQ_Current_Control/D_Current_Control as hd
### Working on hdlcoderFocSharing/FOC_Current_Control/DQ_Current_Control/Q_Current_Control/Satura
### Working on hdlcoderFocSharing/FOC_Current_Control/DQ_Current_Control/Q_Current_Control as hd
### Working on hdlcoderFocSharing/FOC_Current_Control/DQ_Current_Control as hdlsrc\hdlcoderFocSha
### Working on Clarke_Transform_shared as hdlsrc\hdlcoderFocSharing\Clarke_Transform_shared.vhd.
### Working on hdlcoderFocSharing/FOC_Current_Control/Clarke_Transform as hdlsrc\hdlcoderFocShar
### Working on hdlcoderFocSharing/FOC_Current_Control/Sine_Cosine/Sine_Cosine_LUT as hdlsrc\hdlc
### Working on hdlcoderFocSharing/FOC_Current_Control/Sine_Cosine as hdlsrc\hdlcoderFocSharing\S
### Working on Park_Transform_shared as hdlsrc\hdlcoderFocSharing\Park_Transform_shared.vhd.
### Working on hdlcoderFocSharing/FOC_Current_Control/Park_Transform as hdlsrc\hdlcoderFocShar
### Working on Inverse_Park_Transform_shared as hdlsrc\hdlcoderFocSharing\Inverse_Park_Transform
### Working on hdlcoderFocSharing/FOC_Current_Control/Inverse_Park_Transform as hdlsrc\hdlcoderF
### Working on hdlcoderFocSharing/FOC_Current_Control/Inverse_Clarke_Transform as hdlsrc\hdlcode
### Working on hdlcoderFocSharing/FOC_Current_Control/Space_Vector_Modulation as hdlsrc\hdlcode
### Working on FOC_Current_Control_tc as hdlsrc\hdlcoderFocSharing\FOC_Current_Control_tc.vhd.
### Working on hdlcoderFocSharing/FOC_Current_Control as hdlsrc\hdlcoderFocSharing\FOC_Current_C
### Generating package file hdlsrc\hdlcoderFocSharing\FOC_Current_Control_pkg.vhd.
### Code Generation for 'hdlcoderFocSharing' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdlcoderFocSharing' complete with 0 errors, 1 warnings, and 2 messages.
### HDL code generation complete.
```

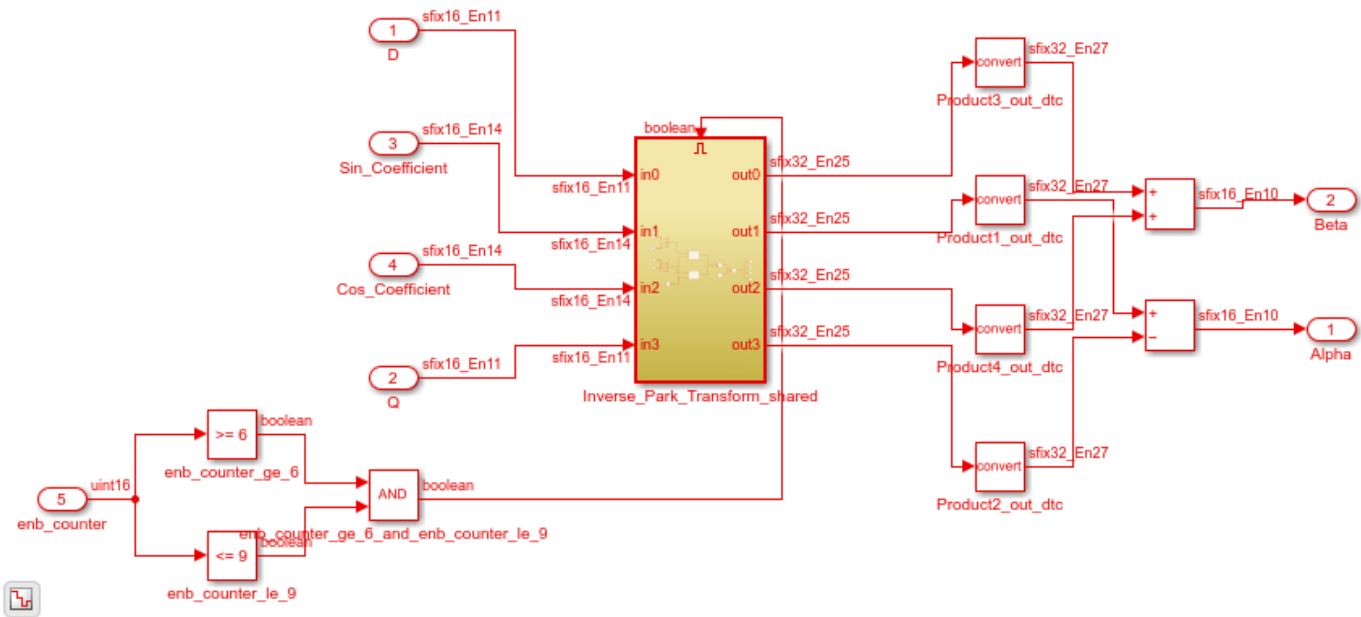
We can review the generated model and observe that HDL Coder implements time-multiplexing in the clock-rate using knowledge of the available latency budget due to the slow datapath.

```
open_system(gmHdlDut);
set_param(gmHdlModel, 'SimulationCommand', 'update');
set_param(gmHdlDut, 'ZoomFactor', 'FitSystem');
```

```

hilite_system([gmHdlDut '/ctr_799']);
hilite_system([gmHdlDut '/ctr_7991']);
hilite_system([gmHdlDut '/Clarke_Transform/Clarke_Transform_shared']);
hilite_system([gmHdlDut '/Park_Transform/Park_Transform_shared']);
hilite_system([gmHdlDut '/Inverse_Park_Transform/Inverse_Park_Transform_shared']);

```



The time-multiplexing architecture, also known as the single-rate sharing architecture is described in “Single-rate Resource Sharing Architecture” on page 24-53. A global scheduler is created to enable and disable different regions of the design using enabled subsystems. The enable/disable control is implemented using a limited counter `ctr_799` and `ctr_7991` that counts to the latency budget (0 to 799). The shared regions are implemented as enabled subsystems that are enabled according to an automatically determined schedule order. In this design, we found 2 groups of multipliers that was shared by 4-ways and 1 group of multipliers that was shared by 2-ways. The multiplier count for the design has reduced from 20 to 13 without any latency penalties.

Global optimization with flattening

Global cross-subsystem optimizations can be applied by leveraging the subsystem-flattening feature. With flattening, there are more number of resources that can be shared at the same level of hierarchy. To trigger such sharing, set either sharing or streaming on the top-level subsystem. The sharing factor value chosen must be an upper bound. To determine a good value, the resource usage of the design must be analyzed.

```

srcHdlModel = 'hdlcoderFocCurrentFixptHdl';
dstHdlModel = 'hdlcoderFocSharingWithFlattening';
dstHdlDut = [dstHdlModel '/FOC_Current_Control'];
gmHdlModel = ['gm_' dstHdlModel];
gmHdlDut = ['gm_' dstHdlDut];

```

```

open_system(srcHdlModel);
save_system(srcHdlModel,dstHdlModel);

```

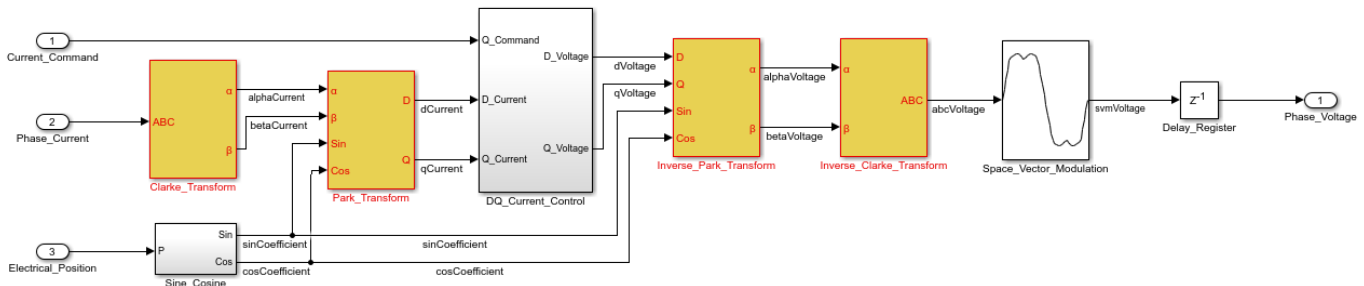
```

open_system(dstHdlDut);

```

```
hdlset_param(dstHdlModel, 'ClockRatePipelining', 'on');
hdlset_param(dstHdlModel, 'Oversampling', 800);
hdlset_param(dstHdlDut, 'FlattenHierarchy', 'on');
hdlset_param(dstHdlDut, 'DistributedPipelining', 'on');
```

```
hilite_system([dstHdlDut '/Park_Transform']);
hilite_system([dstHdlDut '/Inverse_Park_Transform']);
hilite_system([dstHdlDut '/Clarke_Transform']);
hilite_system([dstHdlDut '/Inverse_Clarke_Transform']);
```



The Park_Transform subsystem and the Inverse_Park_Transform subsystem each use 4 multipliers within them that can be potentially shared. Additionally, the Clarke_Transform subsystem and the Inverse_Clarke_Transform subsystem each use 2 gains, which may be potentially shared, unless they are simply power-of-2 gains, which results in shifts instead of multiplications. Therefore, we can choose the upper-bound value of 4 for SharingFactor and generate code.

```
hdlset_param(dstHdlDut, 'SharingFactor', 4);
save_system(dstHdlModel);
```

```
makehdl(dstHdlDut);
```

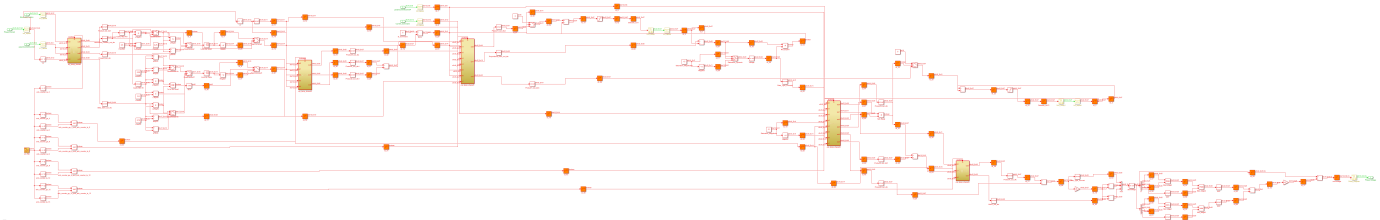
```
### Generating HDL for 'hdlcoderFocSharingWithFlattening/FOC_Current_Control'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoderFocShar
### Running HDL checks on the model 'hdlcoderFocSharingWithFlattening'.
### Begin compilation of the model 'hdlcoderFocSharingWithFlattening'...
### Applying HDL optimizations on the model 'hdlcoderFocSharingWithFlattening'...
### Begin model generation.
### Model generation complete.
### To highlight blocks that obstruct distributed pipelining, click the following MATLAB script:
### To clear highlighting, click the following MATLAB script: <a href="matlab:run('hdlsrc\hdlcod
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoderFocSharingWithFlatte
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoderFocSharingWithFlattening'.
### MESSAGE: The design requires 800 times faster clock with respect to the base rate = 2e-05.
### Working on crp_temp_shared as hdlsrc\hdlcoderFocSharingWithFlattening\crp_temp_shared.vhd.
### Working on crp_temp_shared_block as hdlsrc\hdlcoderFocSharingWithFlattening\crp_temp_shared_
### Working on crp_temp_shared_block1 as hdlsrc\hdlcoderFocSharingWithFlattening\crp_temp_shared_
### Working on crp_temp_shared_block2 as hdlsrc\hdlcoderFocSharingWithFlattening\crp_temp_shared_
### Working on crp_temp_shared_block3 as hdlsrc\hdlcoderFocSharingWithFlattening\crp_temp_shared_
### Working on FOC_Current_Control_tc as hdlsrc\hdlcoderFocSharingWithFlattening\FOC_Current_Con
### Working on hdlcoderFocSharingWithFlattening/FOC_Current_Control as hdlsrc\hdlcoderFocSharing
### Generating package file hdlsrc\hdlcoderFocSharingWithFlattening\FOC_Current_Control_pkg.vhd.
### Code Generation for 'hdlcoderFocSharingWithFlattening' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
```



```
### HDL check for 'hdlcoderFocSharingWithFlattening' complete with 0 errors, 1 warnings, and 2 m
### HDL code generation complete.
```

We can review the generated model and observe that HDL Coder implements time-multiplexing in the clock-rate using knowledge of the available latency budget due to the slow datapath.

```
open_system(gmHdlDut);
set_param(gmHdlModel, 'SimulationCommand', 'update');
set_param(gmHdlDut, 'ZoomFactor', 'FitSystem');
hilite_system([gmHdlDut '/ctr_799']);
hilite_system([gmHdlDut '/crp_temp_shared']);
hilite_system([gmHdlDut '/crp_temp_shared1']);
hilite_system([gmHdlDut '/crp_temp_shared2']);
hilite_system([gmHdlDut '/crp_temp_shared3']);
hilite_system([gmHdlDut '/crp_temp_shared4']);
```



In this design, we found five groups of multipliers that were shared by 4-ways or less. These 5 subsystems have `crp_temp_shared` as part of their names.

In summary, the multiplier count for the design has reduced from 20 to 7 without any latency penalties as opposed to 13 when the design was not flattened.

Minimizing latency

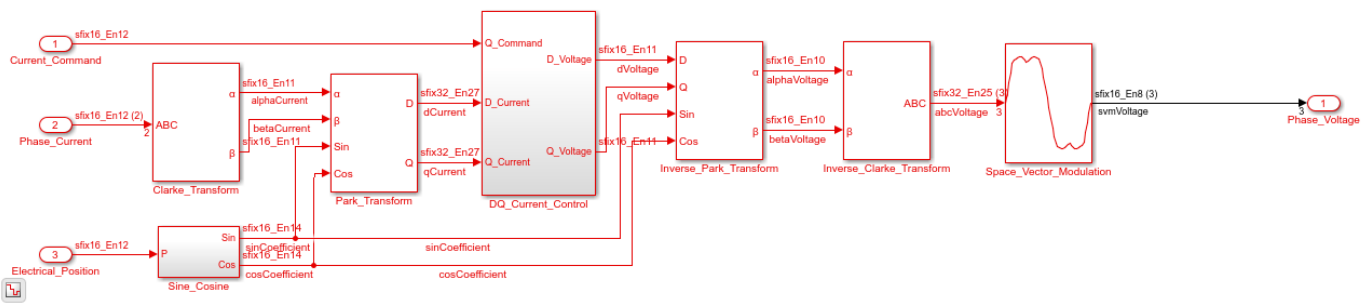
As an advanced maneuver, it is possible to reduce the output latency by removing the output Delay_Register and instead using the option to allow clock-rate pipelining of DUT output ports.

```
srcHdlModel = 'hdlcoderFocSharing';
dstHdlModel = 'hdlcoderFocMinLatency';
dstHdlDut = [dstHdlModel '/FOC_Current_Control'];
gmHdlModel = ['gm_' dstHdlModel];
gmHdlDut = ['gm_' dstHdlDut];

open_system(srcHdlModel);
save_system(srcHdlModel, dstHdlModel);

delete_line(dstHdlDut, 'Space_Vector_Modulation/1', 'Delay_Register/1');
delete_line(dstHdlDut, 'Delay_Register/1', 'Phase_Voltage/1');
delete_block([dstHdlDut, '/Delay_Register'])
add_line(dstHdlDut, 'Space_Vector_Modulation/1', 'Phase_Voltage/1');

open_system(dstHdlDut);
```



The clock-rate pipelining for output ports option is available in the configuration parameters dialog under the 'HDL Code Generation' -> 'Optimization' -> 'Pipelining' tab: check the 'Allow clock-rate pipelining of DUT output ports' option. This command-line property name for this option is 'ClockRatePipelineOutputPorts'. When the 'ClockRatePipelineOutputPorts' option is turned on and the output register removed, the generated HDL code does not wait for the full sample step to generate the output. Rather, it will generate the output within a few clock cycles as soon as the data is ready. The generated HDL code will generate the output at the clock-rate without waiting for the next sample step.

```
hdlset_param(dstHdlModel, 'ClockRatePipelineOutputPorts', 'on');
save_system(dstHdlModel);
```

```
makehdl(dstHdlDut);
```

```
### Generating HDL for 'hdlcoderFocMinLatency/FOC_Current_Control'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoderFocMinLatency')">matlab:configset.showParameterGroup('hdlcoderFocMinLatency')</a>.
### Running HDL checks on the model 'hdlcoderFocMinLatency'.
### Begin compilation of the model 'hdlcoderFocMinLatency'...
### Applying HDL optimizations on the model 'hdlcoderFocMinLatency'...
### Clock-rate pipelining was applied on signals connected to the DUT's output ports. The DUT output is pipelined by 12 clock cycles.
### Phase of output port 1: 12 clock cycles.
### Begin model generation.
### Model generation complete.
### To highlight blocks that obstruct distributed pipelining, click the following MATLAB script:
### To clear highlighting, click the following MATLAB script: <a href="matlab:run('hdlsrc\hdlcoderFocMinLatency\highlight_blocks.m')">matlab:run('hdlsrc\hdlcoderFocMinLatency\highlight_blocks.m')</a>.
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoderFocMinLatency_vnl')">matlab:open_system('gm_hdlcoderFocMinLatency_vnl')</a>.
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoderFocMinLatency'.
### MESSAGE: The design requires 800 times faster clock with respect to the base rate = 2e-05.
### Working on Clarke_Transform_shared as hdlsrc\hdlcoderFocMinLatency\Clarke_Transform_shared.vhd.
### Working on hdlcoderFocMinLatency/FOC_Current_Control/Clarke_Transform as hdlsrc\hdlcoderFocMinLatency\hdlcoderFocMinLatency\FOC_Current_Control\Clarke_Transform.vhd.
### Working on hdlcoderFocMinLatency/FOC_Current_Control/DQ_Current_Control/D_Current_Control/Sine_Cosine as hdlsrc\hdlcoderFocMinLatency\hdlcoderFocMinLatency\FOC_Current_Control\DQ_Current_Control\D_Current_Control\Sine_Cosine.vhd.
### Working on hdlcoderFocMinLatency/FOC_Current_Control/DQ_Current_Control/D_Current_Control/Sine_Cosine as hdlsrc\hdlcoderFocMinLatency\hdlcoderFocMinLatency\FOC_Current_Control\DQ_Current_Control\D_Current_Control\Sine_Cosine.vhd.
### Working on hdlcoderFocMinLatency/FOC_Current_Control/DQ_Current_Control/Q_Current_Control/Sine_Cosine as hdlsrc\hdlcoderFocMinLatency\hdlcoderFocMinLatency\FOC_Current_Control\DQ_Current_Control\Q_Current_Control\Sine_Cosine.vhd.
### Working on hdlcoderFocMinLatency/FOC_Current_Control/DQ_Current_Control/Q_Current_Control/Sine_Cosine as hdlsrc\hdlcoderFocMinLatency\hdlcoderFocMinLatency\FOC_Current_Control\DQ_Current_Control\Q_Current_Control\Sine_Cosine.vhd.
### Working on hdlcoderFocMinLatency/FOC_Current_Control/DQ_Current_Control as hdlsrc\hdlcoderFocMinLatency\hdlcoderFocMinLatency\FOC_Current_Control\DQ_Current_Control.vhd.
### Working on Inverse_Park_Transform_shared as hdlsrc\hdlcoderFocMinLatency\Inverse_Park_Transform_shared.vhd.
### Working on hdlcoderFocMinLatency/FOC_Current_Control/Inverse_Park_Transform as hdlsrc\hdlcoderFocMinLatency\hdlcoderFocMinLatency\FOC_Current_Control\Inverse_Park_Transform.vhd.
### Working on Park_Transform_shared as hdlsrc\hdlcoderFocMinLatency\Park_Transform_shared.vhd.
### Working on hdlcoderFocMinLatency/FOC_Current_Control/Park_Transform as hdlsrc\hdlcoderFocMinLatency\hdlcoderFocMinLatency\FOC_Current_Control\Park_Transform.vhd.
### Working on hdlcoderFocMinLatency/FOC_Current_Control/Sine_Cosine/Sine_Cosine_LUT as hdlsrc\hdlcoderFocMinLatency\hdlcoderFocMinLatency\FOC_Current_Control\Sine_Cosine\Sine_Cosine_LUT.vhd.
### Working on hdlcoderFocMinLatency/FOC_Current_Control/Sine_Cosine as hdlsrc\hdlcoderFocMinLatency\hdlcoderFocMinLatency\FOC_Current_Control\Sine_Cosine.vhd.
### Working on hdlcoderFocMinLatency/FOC_Current_Control/Space_Vector_Modulation as hdlsrc\hdlcoderFocMinLatency\hdlcoderFocMinLatency\FOC_Current_Control\Space_Vector_Modulation.vhd.
### Working on FOC_Current_Control_tc as hdlsrc\hdlcoderFocMinLatency\FOC_Current_Control_tc.vhd.
```


Fine-tuning for performance

While this example illustrates the basic workflow to use clock-rate pipelining to minimize design latency, there are many other options available for fine-tuning HDL performance. The following are tips to leverage the feature's full potential. Note that these guidelines may not correspond to good modeling practices, but rather they are good practices for preparing your implementation model for HDL code generation and optimization.

- Multi-rate designs: In this example, the source model is operating at a single rate, which is the data-rate. The **Oversampling factor** option specifies its relationship to the clock-rate. This setup works best for minimizing design latency. Clock-rate pipelining also works well in multi-rate designs by optimizing the slow-paths, but may introduce sample delays at the rate-transition boundaries. Thus, for minimizing latency, use a single-rate (the data-rate) for the whole design.
- Clock frequency: You will notice in this design that distributed pipelining did not pipeline the whole datapath. This is because the optimization is cognizant of the consequences of retiming across certain blocks that may cause a numerical mismatch; see the distributed pipelining documentation for more details. Often, these numerical integrity issues occur at boundary conditions. If your design does not hit these boundary conditions, you can enable the **Distributed pipelining priority** parameter. In this case, the you must go through validation to confirm that design is working properly and is robust to all operating conditions.
- Flatten hierarchy : You can turn on hierarchy flattening to either maximize global cross-subsystem optimizations and/or to improve the effectiveness of clock rate pipelining in the presence of feedback loops. In particular, when there are feedback loops that cross subsystem boundaries, it is recommended to turn on hierarchy flattening in the highest-level subsystem that contains the feedback loop. However, to be effective, please check that all the requirements for “Hierarchy Flattening” on page 24-97 are satisfied for the lower level subsystems.
- Provide sufficient budget: When the total number of clock-rate pipelines applied is equal to or more than the available oversampling budget, then understanding the timing impact can be hard. Therefore, provide sufficient budget, or value of **Oversampling factor**, for clock-rate pipelining. The only drawback of too big of an oversampling value is that the counters used by the timing controller and scheduler may be larger. The area overhead is, therefore, quite small.

Summary

Clock-rate pipelining is a technique to optimize and pipeline slow paths in your design. Clock-rate pipelining ensures that pipelines are introduced at the clock-rate for the following HDL Coder constructs and features:

- Pipelined math operations: Several math blocks implement a multi-cycle, pipelined HDL implementation, e.g., Newton-Rhapson method for sqrt or recip, Cordic algorithm for trigonometric functions. These pipelines are introduced at clock-rate if the block operates on a slow path.
- Floating point mapping: As described above, floating point library mapping utilizes clock-rate pipelines when implementing floating point math.
- Pipelining optimizations: All pipelining optimizations including input/output pipelining, adaptive pipelining and distributed pipelining use clock-rate registers on slow paths.
- Resource sharing and streaming: Time-multiplexing of resource-shared architectures are implemented at the clock-rate.

Slow paths are identified as paths using a slower Simulink sample time or when **Oversampling factor** is set in the HDL Coder settings. Using clock-rate pipelining, the design's speed and area properties can be improved without compromising the design's total latency.

Adaptive Pipelining

In this section...

- “Requirements” on page 24-136
- “Specify Adaptive Pipelining” on page 24-137
- “Supported Blocks” on page 24-137
- “Pipeline Insertion for Rate Transition and Downsample Blocks” on page 24-137
- “Pipeline Insertion for Product and Gain Blocks” on page 24-138
- “Pipeline Insertion for Multiply-Add and Multiply-Accumulate Blocks” on page 24-139
- “Pipeline Insertion for MATLAB Function Blocks” on page 24-141
- “Adaptive Pipelining Report” on page 24-141

Certain patterns or combination of blocks with registers can improve the achievable clock frequency and reduce the area usage on the FPGA boards. The adaptive pipelining optimization creates these patterns by inserting pipeline registers to the blocks in your design. To determine the optimal number of pipeline registers to insert in your design, the optimization considers the target device, target frequency, multiplier word lengths, and the settings in the HDL Block Properties. Use adaptive pipelining with:

- Clock-rate pipelining to insert pipeline registers at a faster clock-rate instead of the slower data-rate. With clock-rate pipelining, you can design your DUT at one rate, and then specify the **Oversampling factor**.
- Resource sharing which saves area and timing because the code generator shares resources and inserts adaptive pipeline registers.

By default, the adaptive pipelining optimization is disabled on the model. In certain situations, you must enable this optimization before generating HDL code. See “Design Patterns That Require Adaptive Pipelining” on page 24-143.

Requirements

- For HDL Coder to insert adaptive pipelines, specify the target device. When your design has multipliers, specify the target device and the target frequency.

Note If you use a target device that is not characterized for adaptive pipelining, the optimization uses Xilinx Virtex[®]-7 when Xilinx Vivado is specified as the **Synthesis Tool**, and uses Intel Stratix[®] V when the **Synthesis Tool** is Altera Quartus II or Intel Quartus Pro.

- Make sure that delay balancing is enabled for the subsystem that you want HDL Coder to insert adaptive pipelines for. If you disable delay balancing, the code generator does not insert adaptive pipelines.
- Make sure that your design does not have floating-point data types or operations.

Note In some cases, when you have blocks inside a feedback loop, adaptive pipelining is unable to insert the required number of pipeline registers at the output. Delay balancing can then fail.

Specify Adaptive Pipelining

You can set adaptive pipelining for an entire model or, for finer control, you can set adaptive pipelining for subsystems within the top-level DUT subsystem.

Enable Adaptive Pipelining for a Model

By default, adaptive pipelining is disabled at the model level. You can enable adaptive pipelining in one of the following ways:

- In the HDL Workflow Advisor, on the **HDL Code Generation > Set Code Generation Options > Set Optimization Options > Pipelining** tab, select **Adaptive pipelining**.
- In the Configuration Parameters dialog box, on the **HDL Code Generation > Optimization > Pipelining** tab, select **Adaptive pipelining** and click **OK**.
- At the command line, use the `makehdl` or `hdlset_param` function to set “Adaptive pipelining” on page 15-13 to on.

```
hdlset_param(gcs, 'AdaptivePipelining', 'on')
```

Enable Adaptive Pipelining for a Subsystem

By default, subsystems in your model inherit the model-level adaptive pipelining setting. If you want HDL Coder to selectively enable adaptive pipelines for a subsystem in your model, set **AdaptivePipelining** to on for that subsystem.

To learn how to set adaptive pipelining for a subsystem, see “Set Adaptive Pipelining For a Subsystem” on page 22-4.

Supported Blocks

Adaptive pipelining supports these lookup tables, multipliers, multiply accumulate, and rate transition blocks for automatic pipeline insertion.

- n-D Lookup Table
- Direct Lookup Table (n-D)
- Sine HDL Optimized
- Cosine HDL Optimized
- Downsample
- Rate Transition
- Product
- Gain
- Multiply-Add
- Multiply-Accumulate
- MATLAB Function

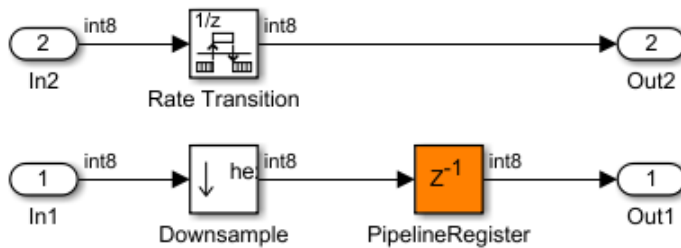
Pipeline Insertion for Rate Transition and Downsample Blocks

To insert adaptive pipelines for the Rate Transition and Downsample blocks:

- 1 Specify the target device.
- 2 Make sure that Downsample blocks have a **Downsample factor** greater than two.

When generating code, HDL Coder inserts a pipeline register at the output port of the Downsample block. Addition of the pipeline register can avoid the bypass register logic, which saves area on the target FPGA.

This figure is the generated model for the blocks with Xilinx Virtex7 as the target FPGA device.



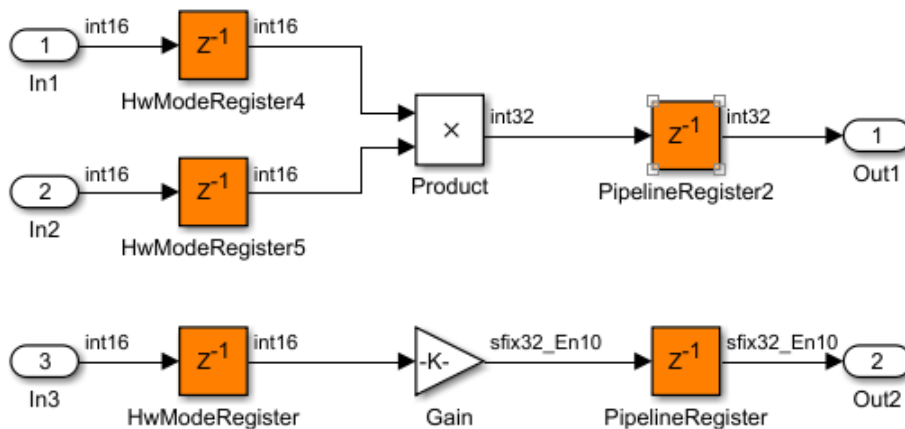
Pipeline Insertion for Product and Gain Blocks

To insert adaptive pipelines for these blocks:

- 1 Specify the target device.
- 2 Specify a target frequency greater than zero.

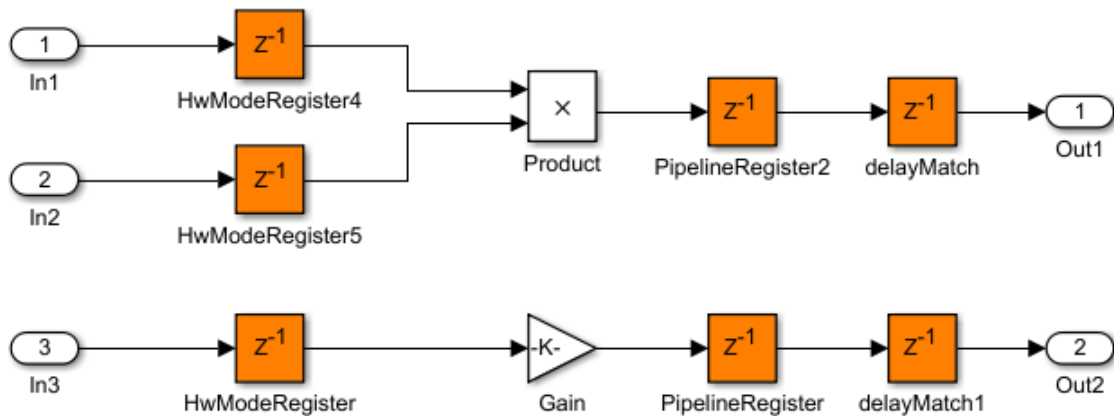
When generating code, HDL Coder inserts registers at the input and output ports of the blocks. The combination of multipliers with the registers can potentially map to DSP units on the target device.

This figure is the generated model for the Product, Gain, and Multiply-Add blocks with Intel Arria10 as the target FPGA device and a target frequency of 500 MHz. The inputs to the blocks are of type `int16`.



The pattern and number of pipeline registers that HDL Coder inserts can vary depending on the target device, target frequency, and the multiplier word lengths.

This figure is the generated model for the blocks with Xilinx Virtex7 as the target FPGA device and a target frequency of 1500 MHz. The inputs are of type `int8`.



The blocks have a different number of pipeline registers at the output ports. To match the delays, HDL Coder adds a delay at the output of the Product and Gain blocks.

Pipeline Insertion for Multiply-Add and Multiply-Accumulate Blocks

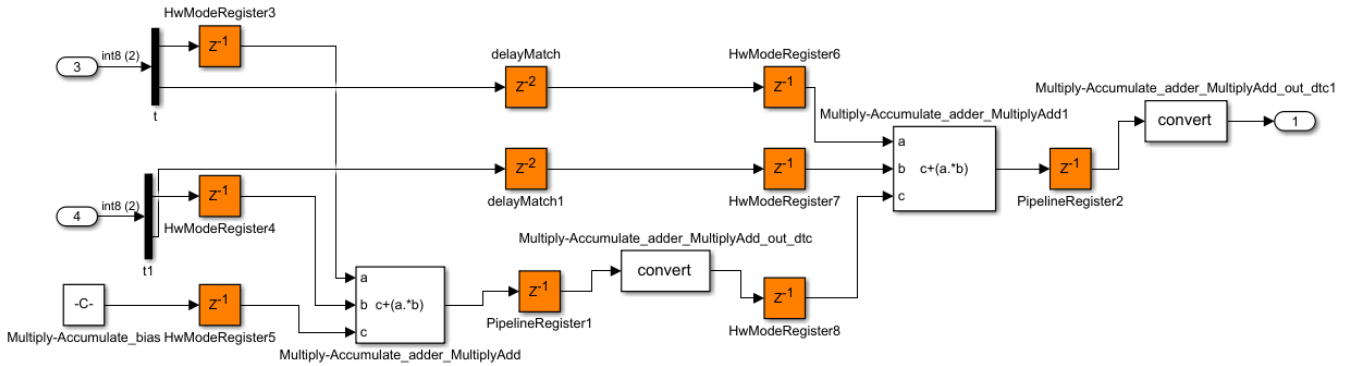
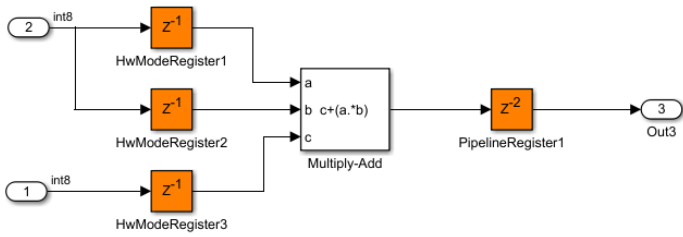
To insert adaptive pipelines for these blocks:

- 1 Specify the target device.
- 2 Specify a target frequency greater than zero.
- 3 Use the `Parallel` HDL architecture for the Multiply-Accumulate block. For an input vector of size `N`, this architecture uses `N` Multiply-Add blocks in series to compute the result.

Caution The Multiply-Add block with `PipelineDepth` set to `auto` or a value greater than zero and the Multiply-Accumulate block with HDL architecture specified as `Parallel` ignore the adaptive pipelining setting. If you specify the target FPGA device and a target frequency greater than zero, the code generator inserts pipeline registers at the inputs and outputs of the block even when adaptive pipelining is disabled.

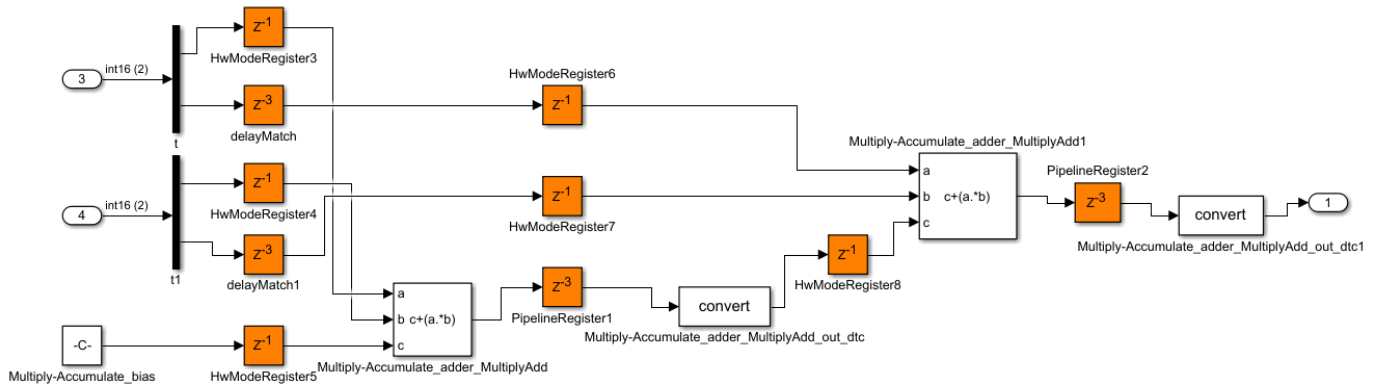
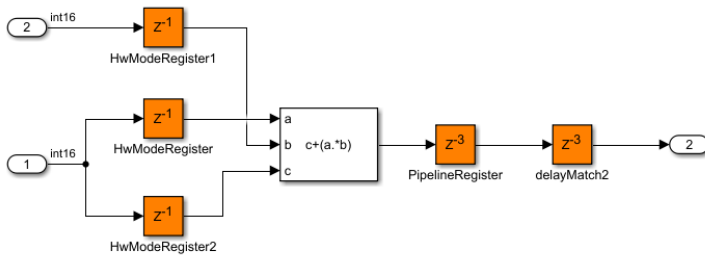
When generating code, HDL Coder inserts registers at the input and output ports of the blocks. The combination of the blocks with the registers can potentially map to DSP units on the target device.

This figure is the generated model for the Multiply-Add and Multiply-Accumulate with Intel Arria10 as the target FPGA device and a target frequency of 500 MHz. The inputs to the blocks are of type `int8`.



The pattern and number of pipeline registers that HDL Coder inserts can vary depending on the target device, target frequency, and the multiplier word lengths.

This figure is the generated model for the blocks with Xilinx Virtex7 as the target FPGA device and a target frequency of 1500 MHz. The inputs are of type int16.



Pipeline Insertion for MATLAB Function Blocks

To insert adaptive pipelines for MATLAB Function blocks:

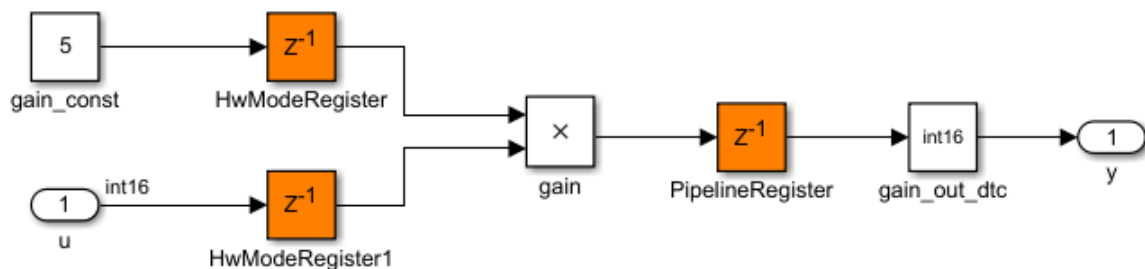
- 1 Specify the target device.
- 2 Specify a target frequency greater than zero.
- 3 Set the HDL architecture for the MATLAB Function blocks to `MATLAB Datapath`.

HDL Coder treats MATLAB Function blocks with architecture set to `MATLAB Datapath` like regular Subsystems. The code generator converts the MATLAB algorithm to a Simulink block diagram. If the Simulink diagram uses blocks that are supported by adaptive pipelining such as `Product` or `Add`, the code generator inserts pipeline registers at the input and output ports of the blocks. The combination of multipliers with the registers can potentially map to DSP units on the target device.

Consider a MATLAB Function block that uses the `MATLAB Datapath` architecture. This code is the algorithm inside the MATLAB Function block.

```
function y = fcn(u)
y = u*5;
```

This figure is the generated model for the MATLAB Function block with Intel Arria10 as the target FPGA device and a target frequency of 500 MHz. The inputs to the blocks are of type `int16`. The code generator inferred the algorithm as a multiplication by a constant and inserted adaptive pipelines at the input and output.



See “HDL Applications for the MATLAB Function Block” on page 29-2.

Adaptive Pipelining Report

To see the adaptive pipelining information in the report, before you generate code for each Subsystem or model reference, enable the Code Generation report. To enable the Code Generation report, in the Configuration Parameters dialog box, on the **HDL Code Generation** pane, select **Generate optimization report**.

When you generate code, HDL Coder produces the Code Generation report. Select the **Adaptive Pipelining** section of the Optimization report.

The Adaptive Pipelining report displays the status of the adaptive pipelining optimization and whether HDL Coder inserted adaptive pipelines in your design.

If adaptive pipelining is successful, the report displays the blocks for which HDL Coder inserted pipeline registers, the number of pipeline registers inserted, and any additional notes. Click the link to the block to see the pipeline registers inserted to the blocks in your design.

If adaptive pipelining fails, the report displays the criteria that caused adaptive pipelining to fail.

See Also

More About

- “Balance delays” on page 15-3
- “AdaptivePipelining” on page 22-4
- “Clock-Rate Pipelining” on page 24-119
- “Design Patterns That Require Adaptive Pipelining” on page 24-143

Design Patterns That Require Adaptive Pipelining

Certain patterns or combination of blocks with registers can improve the achievable clock frequency and reduce the area usage on the FPGA boards. The adaptive pipelining optimization creates these patterns by inserting pipeline registers to the blocks in your design. To determine the optimal number of pipeline registers to insert in your design, the optimization considers the target device, target frequency, multiplier word lengths, and the settings in the HDL Block Properties. See “Adaptive Pipelining” on page 24-136.

By default, the adaptive pipelining optimization is disabled on a model. If you decide to use this optimization, you must enable it.

In many situations, you can selectively insert pipelines in your model and generate efficient HDL code without enabling the adaptive pipelining optimization. For example, you can selectively add pipelines next to a multiplier.

For certain design patterns, you must enable the adaptive pipelining optimization before generating code. For example, you might not be able to selectively add pipelines to the internal logic of a Discrete-Time Integrator block.

Guidelines on whether to enable adaptive pipelining:

- For releases previous to R2021a, the adaptive pipelining report for your model showed that the code generator inserted adaptive pipelines. Enable adaptive pipelining when you generate code for that model.
- If your model uses the blocks that are supported by the adaptive pipelining optimization and you do not selectively insert pipeline registers for these blocks, enable adaptive pipelining.
- If your model uses the blocks that are supported by the adaptive pipelining optimization and you enable any of the following optimizations, also enable adaptive pipelining:
 - Resource sharing
 - Streaming
 - Clock-rate pipelining.

See “Adaptive Pipelining Report” on page 24-141 and “Supported Blocks” on page 24-137.

The examples “Audio System That Uses Low Pass, Band Pass, and High Pass Filters” on page 24-143 and “Discrete FIR Filter That Uses Resource Sharing” on page 24-143 illustrate some situations in which you must enable adaptive pipelining before generating code.

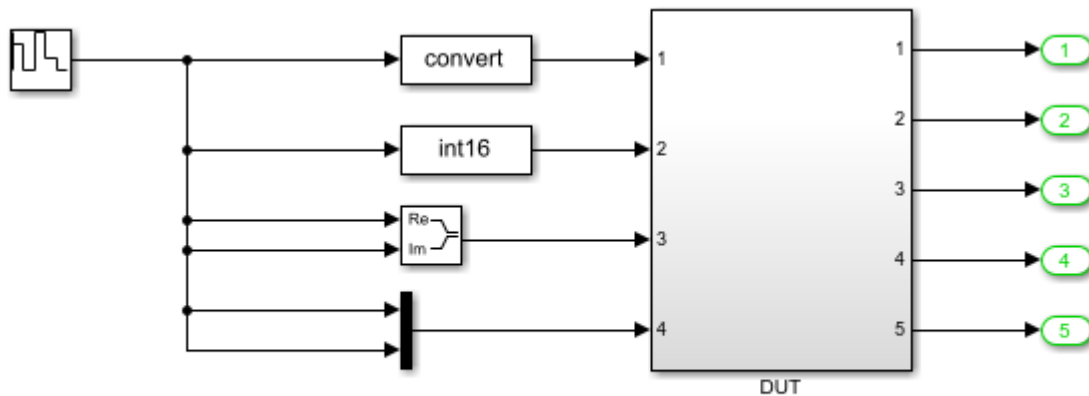
Audio System That Uses Low Pass, Band Pass, and High Pass Filters

See “Running an Audio Filter on Live Audio Input Using a Zynq Board” on page 41-141.

The model in this example has adaptive pipelining enabled. If you disable adaptive pipelining, the generated HDL code does not meet the timing constraints.

Discrete FIR Filter That Uses Resource Sharing

Open and explore this model for a Discrete FIR filter.



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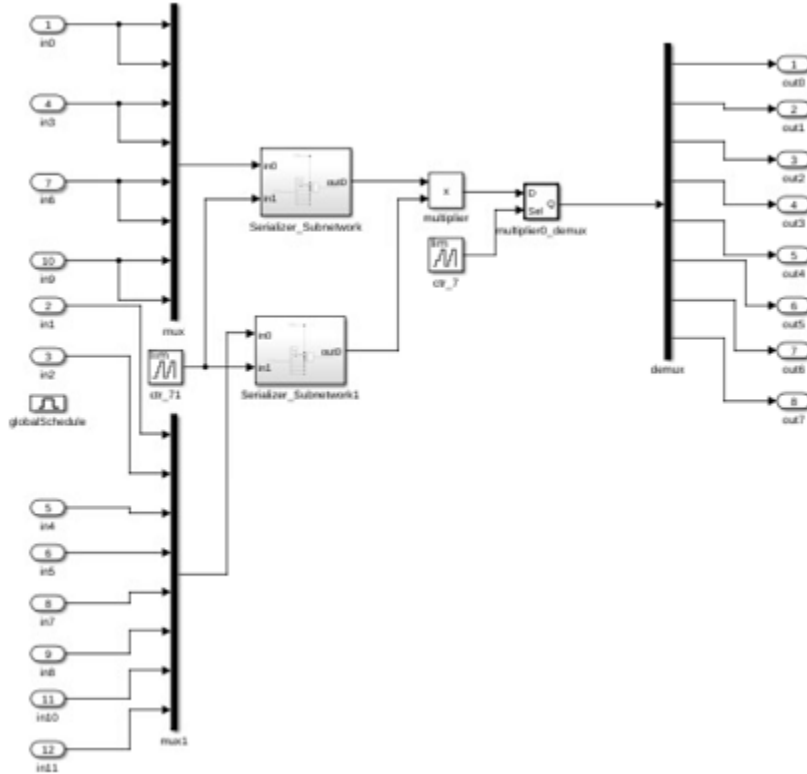
For the DUT Subsystem block, the HDL block property **SharingFactor** is set to 8. So, this subsystem uses the resource sharing optimization.

Generate Code With Adaptive Pipelining Disabled

In the Configuration Parameters dialog box, on the **HDL Code Generation > Optimization > Pipelining** tab, clear **Adaptive pipelining**.

In the HDL Workflow Advisor, set **Target Frequency (MHz)** to 200 and **Synthesis tool** to Xilinx Vivado. Generate HDL code and perform FPGA synthesis. For more information on the code generation and synthesis steps, see “HDL Code Generation and FPGA Synthesis from Simulink Model”.

In the generated model, no adaptive pipelines are inserted.



The synthesis result shows a negative slack, indicating that timing constraints are not met.

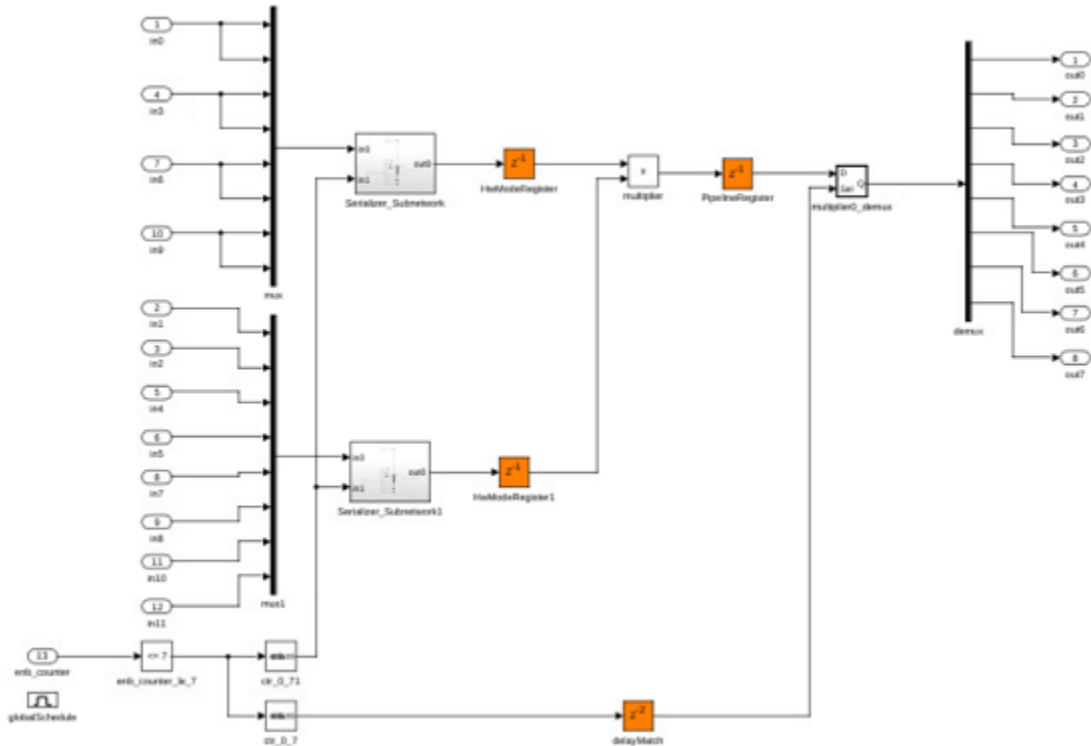
| Resource summary | |
|------------------|-------|
| Resource | Usage |
| Slice LUTs | 5241 |
| Slice Registers | 4550 |
| DSPs | 7 |
| Block RAM Tile | 0 |
| URAM | 0 |

| Timing summary | |
|-----------------|------------|
| | Value (ns) |
| Requirement | 5 |
| Data Path Delay | 8.841 |
| Slack | -3.855 |

Generate Code With Adaptive Pipelining Enabled

In the Configuration Parameters dialog box, on the **HDL Code Generation > Optimization > Pipelining** tab, select **Adaptive pipelining**. Generate HDL code and perform FPGA synthesis as before.

In the generated model, you can see that the code generator has inserted adaptive pipelines for the multiplier blocks.



The synthesis result shows a positive slack, indicating that timing constraints are satisfied.

| Resource summary | |
|------------------|-------|
| Resource | Usage |
| Slice LUTs | 5062 |
| Slice Registers | 4951 |
| DSPs | 7 |
| Block RAM Tile | 0 |
| URAM | 0 |

| Timing summary | |
|-----------------|------------|
| | Value (ns) |
| Requirement | 5 |
| Data Path Delay | 4.528 |
| Slack | 0.41 |

See Also

More About

- “Adaptive Pipelining” on page 24-136
- “Resource Sharing” on page 24-34

- “Streaming” on page 24-31

See Also

Related Examples

- “Running an Audio Filter on Live Audio Input Using a Zynq Board” on page 41-141

Critical Path Estimation Without Running Synthesis

In this section...

“Critical Path Estimation Process” on page 24-148

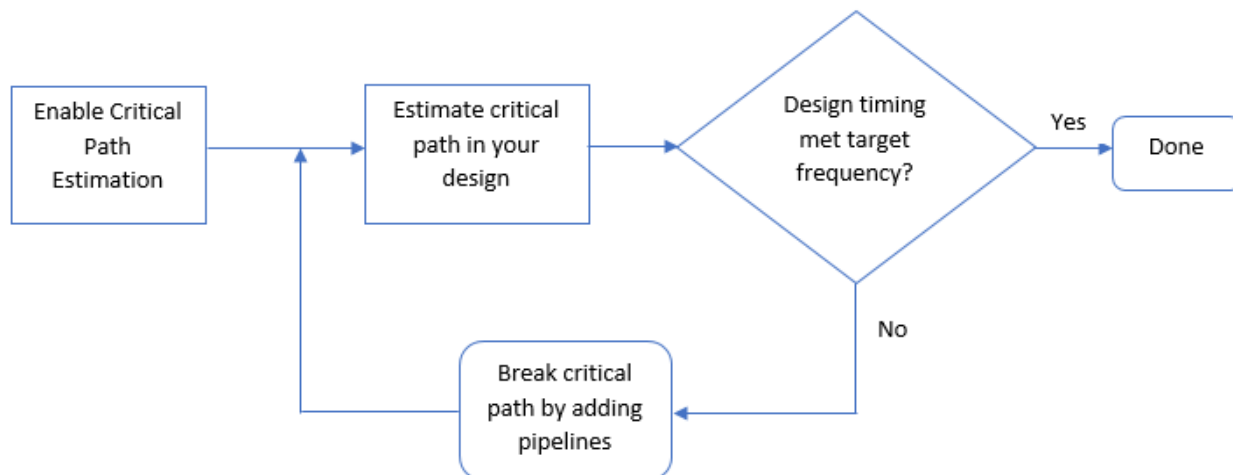
“How to Use Critical Path Estimation” on page 24-150

“Characterized Blocks” on page 24-151

“Caveats” on page 24-155

Critical path is a combinational path between an input and output that has the maximum delay. Use the HDL Coder software to find the critical path in your design. To make the critical path timing meet the target frequency that you want your design to achieve, break the critical path by adding delays. The additional delays do increase the latency and register usage on the target FPGA.

To quickly identify the most likely critical path in your design, use critical path estimation. With critical path estimation, you do not have to run synthesis or generate HDL code. Critical path estimation speeds up this iterative process of finding the critical path, and then optimizing the critical path until your design timing meets the target frequency that you want.



Estimating the critical path without using synthesis tools can lead to inaccurate timing results. Critical path estimation is intended to speed up the design iteration process. Critical path estimation is an alternative to annotating the critical path by performing **FPGA Synthesis and Analysis** with the HDL Workflow Advisor.

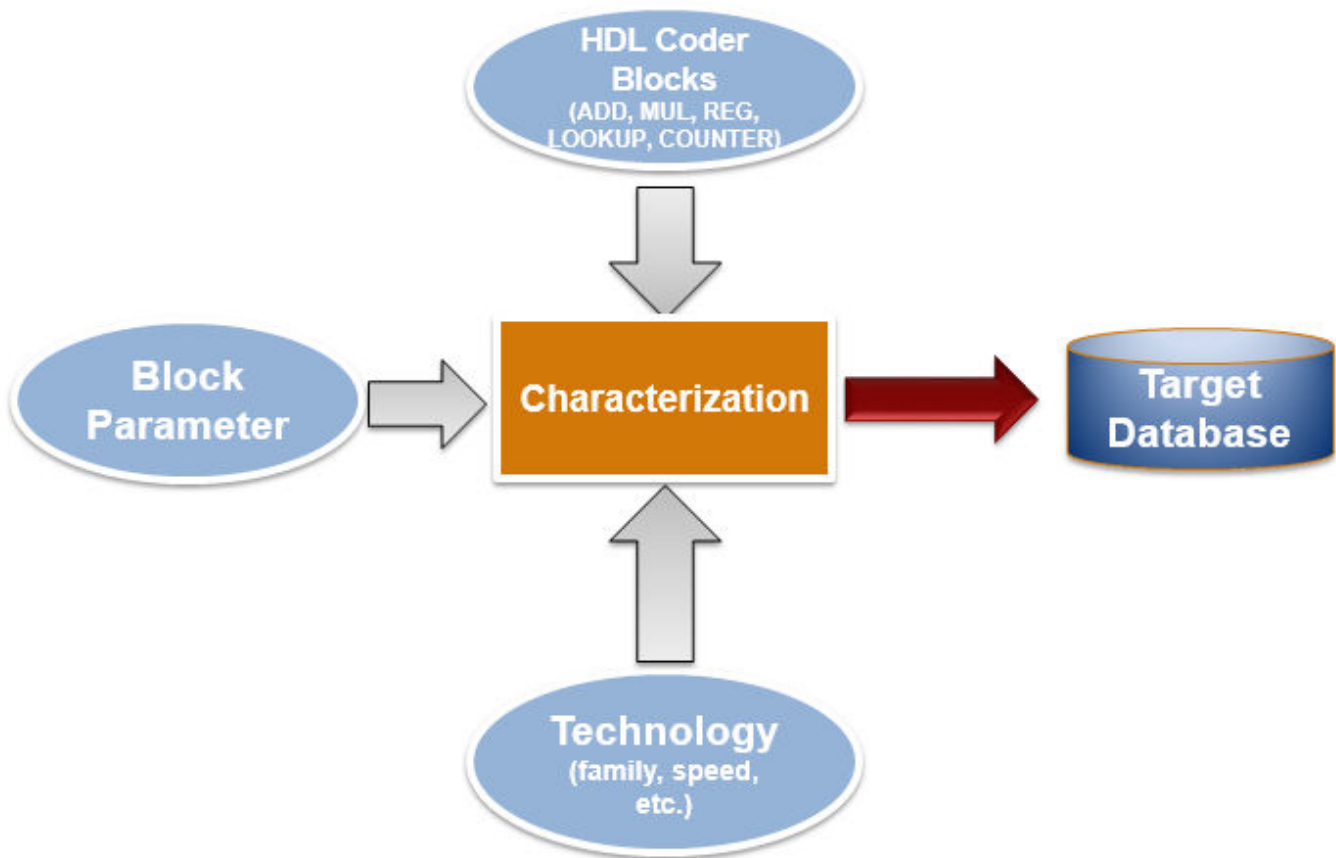
Critical Path Estimation Process

HDL Coder finds the estimated critical path by performing static timing analysis with timing data from target-specific timing databases. Generate timing databases for a specified target device family, target device speed grade, and target tool by using the `genhdltdb` function. By default, HDL Coder has timing databases for these target devices:

- Altera Cyclone V
- Intel Stratix V

- Xilinx Artix[®]-7, speed grade -1
- Xilinx Kintex[®]-7, speed grade -1
- Xilinx Kintex UltraScale[™], speed grade -1
- Xilinx Virtex-4, speed grade -10
- Xilinx Virtex-7, speed grade -1
- Xilinx Zynq, speed grade -1
- Xilinx Zynq UltraScale+[™], speed grade -1

To create timing databases, HDL Coder characterizes basic design components, such as Simulink blocks, block architectures, and subcomponents of those blocks, for specific target devices.



The code generator analyzes your model design to decompose it into the blocks and subcomponents in the timing databases. If your design consists of blocks or subcomponents in the timing databases, the code generator can estimate the timing critical path more accurately. If your design uses components that are not in the timing databases, a separate highlighting script is generated to show the uncharacterized blocks. If the timing data is incomplete for parts of your design, it is possible that the estimated critical path does not match your actual critical path.

If your target hardware is one of the target devices supported for critical path estimation, the timing numbers and estimated critical path are more accurate. If your target hardware is not a supported

device, or is not in the same device family, you can estimate the critical path, but it is possible that the timing numbers are not accurate.

How to Use Critical Path Estimation

You can estimate the critical path for your design either in the Configuration Parameters dialog box or at the command line. To estimate the critical path in the Configuration Parameters dialog box:

- 1 Enable generation of critical path estimation report.
 - a In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears.
 - b Select **Settings > Report Options**, and then select **Generate high-level timing critical path report**.
- 2 Disable HDL code generation for your model. In the **HDL Code Generation > Global Settings > Advanced** tab, clear the **Generate HDL Code** check box.

To estimate the critical path in your design, you do not have to run the complete code generation process. When you disable HDL code generation, you run the process until HDL Coder creates the generated model and displays the critical path estimation script. You avoid running a larger portion of the code generation process, which saves time in estimating the critical path, especially for large models.

- 3 If your design contains floating-point data types, enable the Native Floating Point mode. In the Configuration Parameters dialog box, on the **HDL Code Generation > Floating Point** pane, set **Floating Point IP Library** to Native Floating Point.
- 4 Set the path of the generated timing databases for your target device. In the Configuration Parameters dialog box, on the **HDL Code Generation > Report** pane, select the **Generate high-level timing critical path report** parameter, and then set the path of your generated timing databases by clicking **Browse** and selecting the target folder.

By default, the target folder shows some of the saved timing database directories based on your target configuration. If the **Custom Timing Database Directory** box is empty or the target configuration has no timing databases, by default, HDL Coder uses timing databases for the Xilinx Artix-7, speed grade -1 device to generate the critical path estimation report.

- 5 Generate a critical path estimation report. In the **HDL Code Generation** pane, click **Apply**, and then click **Generate**.

HDL Coder generates a critical path estimation report and displays messages in the MATLAB Command Window that include a link to a highlighting script and a script that clears the highlighting.

To script this workflow or generate the report at the command line, use this code. Specify the `modelName` and `dutname` variables based on the design for which you want to estimate the critical path. Set the path of the generated timing databases for your target device by using the `hdlset_param` function. When you enable the generation of the critical path estimation report and do not set the timing database path for a target device, HDL Coder searches for the default timing databases for the specified target device family and target device speed grade. If timing databases for the specified target device are not available, by default, HDL Coder uses timing databases for the Xilinx Artix-7, speed grade -1 device to generate the critical path estimation report. This example uses the `sfir_single` model.

```
% Specify model and subsystem names
modelName = 'sfir_single';
dutname = 'sfir_single/symmetric_fir';
open_system(modelName)
```

```

% Disable HDL code generation for faster generation
% of critical path estimation report
hdlset_param(modelname,'CriticalPathEstimation','on');
hdlset_param(modelname,'GenerateHDLCode','off');

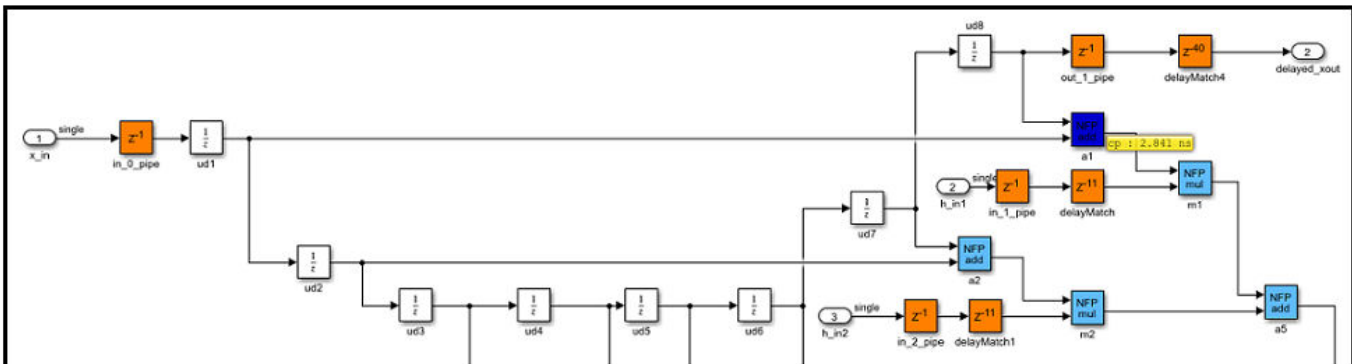
% If design contains single data types,
% enable native floating-point support
fpconfig = hdlcoder.createFloatingPointTargetConfig('NativeFloatingPoint');
hdlset_param(modelname,'FloatingPointTargetConfig',fpconfig);

% Set path of generated timing databases for target device
hdlset_param(modelname,'TimingDatabaseDirectory','C:\Work\Database');

% Generate report
makehdl(dutname)

```

When you click the link to the `criticalpathestimated` script, the code generator highlights the critical path in the generated model. In the generated model, you see the critical path timing information and blocks that are on this path. This figure shows a section of a Simulink model that has the critical path annotated. The native floating-point operators are highlighted in light blue and the delays are highlighted in orange. The block that is part of the critical path is highlighted in dark blue with the critical path value annotated beside the block. To learn more about the different colors, see “Generated Model and Validation Model” on page 24-11.



You can clear the highlighting by clicking the link to the `clearhighlighting` script.

To optimize the critical path, break the critical path by adding pipeline registers. If you are using Native Floating Point, set the **LatencyStrategy** to Max to improve timing. Regenerate the critical path estimation report and the script that highlights the critical path in your design. You can repeat this process until your design timing meets the target frequency that you want.

Characterized Blocks

This table shows blocks that are characterized with fixed-point and single-precision native floating-point types. These blocks are part of the timing database for each supported target device.

Math Operations

| Simulink Blocks | Fixed Point | Single (Native Floating Point) |
|------------------------|--|---------------------------------------|
| Abs | ✓ | ✓ |
| Add | ✓ (The block cannot have more than two inputs) | ✓ |
| Subtract | ✓ | ✓ |
| Product | ✓ | ✓ |
| Gain | ✓ | ✓ |
| Divide | ✓ | ✓ |
| HDL Reciprocal | ✓ | ✓ |
| Rounding Function | ✓ | ✓ |
| Unary Minus | ✓ | ✓ |
| Sign | ✓ | ✓ |
| Reshape | ✓ | ✓ |
| Complex to Real-Imag | ✓ | ✓ |

Math Functions

| Simulink Blocks | Fixed Point | Single (Native Floating Point) |
|------------------------|--------------------|---------------------------------------|
| Reciprocal | ✓ | ✓ |
| Hypot | - | ✓ |
| Rem | - | ✓ |
| Mod | - | ✓ |
| Sqrt | ✓ | ✓ |
| Reciprocal Sqrt | ✓ | ✓ |

Trigonometric Functions

| Simulink Blocks | Fixed Point | Single (Native Floating Point) |
|------------------------|--------------------|---------------------------------------|
| Sin | - | ✓ |
| Cos | - | ✓ |
| Tan | - | ✓ |
| Sincos | - | ✓ |
| Asin | - | ✓ |
| Acos | - | ✓ |
| Atan | - | ✓ |
| Atan2 | - | ✓ |
| Sinh | - | ✓ |
| Cosh | - | ✓ |
| Tanh | - | ✓ |
| Atanh | - | ✓ |

Exponent/Logarithm/Power

| Simulink Blocks | Fixed Point | Single (Native Floating Point) |
|------------------------|--------------------|---------------------------------------|
| Exp | - | ✓ |
| Gain to power of two | - | ✓ |
| Pow10 | - | ✓ |
| Log | - | ✓ |
| Log10 | - | ✓ |

Conversions and Comparisons

| Simulink Blocks | Fixed Point | Single (Native Floating Point) |
|------------------------|--------------------|---------------------------------------|
| Data Type Conversion | ✓ | ✓ |
| Float Typecast | - | ✓ |
| Relational Operator | ✓ | ✓ |
| Compare To Constant | ✓ | ✓ |
| MinMax | ✓ | ✓ |

Logic and Bit Operations

| Simulink Blocks | Fixed Point | Single (Native Floating Point) |
|------------------------|--------------------|---------------------------------------|
| Bit Concat | ✓ | - |
| Extract Bits | ✓ | - |
| Bit Shift | ✓ | - |
| Bit Slice | ✓ | - |
| Bitwise Operator | ✓ | - |
| Logical Operator | ✓ | ✓ |

Delays and Signal Routing

| Simulink Blocks | Fixed Point | Single (Native Floating Point) |
|------------------------|--------------------|---------------------------------------|
| Unit Delay | ✓ | ✓ |
| Delay | ✓ | ✓ |
| Bus Creator | ✓ | ✓ |
| Bus Selector | ✓ | ✓ |
| Demux | ✓ | ✓ |
| Multiport Switch | ✓ | ✓ |
| Selector | ✓ | ✓ |
| Switch | ✓ | ✓ |

HDL Operations and HDL RAMs

| Simulink Blocks | Fixed Point | Single (Native Floating Point) |
|-------------------------|--------------------|---------------------------------------|
| Counter Free-Running | ✓ | ✓ |
| Counter Limited | ✓ | ✓ |
| HDL Counter | ✓ | ✓ |
| Dual Port RAM | ✓ | ✓ |
| Dual Rate Dual Port RAM | ✓ | ✓ |
| Simple Dual Port RAM | ✓ | ✓ |
| Single Port RAM | ✓ | ✓ |
| Deserializer1D | ✓ | ✓ |
| Serializer1D | ✓ | ✓ |

Signal Attributes and Lookup Tables

| Simulink Blocks | Fixed Point | Single (Native Floating Point) |
|----------------------|-------------|--------------------------------|
| Constant | ✓ | ✓ |
| 1-D Lookup Table | ✓ | ✓ |
| 2-D Lookup Table | ✓ | ✓ |
| n-D Lookup Table | ✓ | ✓ |
| Rate Transition | ✓ | ✓ |
| Signal Conversion | ✓ | ✓ |
| Signal Specification | ✓ | ✓ |

User-Defined Functions

| Simulink Blocks | Fixed Point | Single (Native Floating Point) |
|-----------------|-------------|--------------------------------|
| MATLAB Function | - | ✓ |

When you use MATLAB Function blocks and generate code by using the MATLAB Datapath architecture, HDL Coder converts the MATLAB algorithm to a Simulink block diagram. In the generated model, critical path estimation can annotate the critical path inside the MATLAB Function block and across the MATLAB Function block boundary with other Simulink blocks. See also “HDL Optimizations Across MATLAB Function Block Boundary Using MATLAB Datapath Architecture” on page 24-157.

Caveats

Critical Path Estimation for Multirate Models

Critical path estimation does not consider the clock gating information to different sequential elements in your design.

If your model contains multiple sample rates or uses speed and area optimizations that insert pipeline registers, your design becomes multirate and can have multicycle paths. For multirate models, critical path estimation treats the slow and fast data paths to be running at the same rate. A data path that has a faster clock rate might be highlighted as the critical path when the design has another data path at a slower rate. This might cause critical path estimation to report inaccurate timing results.

To verify the estimated critical path information, open the HDL Workflow Advisor and run the Generic ASIC/FPGA workflow for your target device to the **Annotate model with synthesis result** task.

Critical Path Estimation with Native Floating Point

If you have single data types in your design and you use the Native Floating Point mode, the critical path estimation script sometimes highlights a single floating-point operator in the generated model. The code generator highlights a single block because floating-point algorithms are computation-intensive, and the critical path can be an internal register-to-register path within the floating-point operator.

In this case, to optimize the critical path timing, set the **LatencyStrategy** to **Max** for the Simulink block corresponding to that operator.

In addition, critical path estimation with native floating-point does is not supported for blocks with **LatencyStrategy** set to **Custom**.

HDL Code Generation Behavior

When you enable critical path estimation, it is possible that the generated HDL code is different from the report for a Delay block that has an external reset or an enable port. In addition, for blocks such as MinMax, the number of generated HDL files might differ when you enable critical path estimation. This change occurs due to certain optimizations performed by the code generator when you enable this optimization. The optimization only changes how the code appears and does not affect the functionality.

Following are the Simulink blocks for which the generated HDL code can potentially be different.

- Delay block that has external reset or enable port
- MinMax
- Unit Delay Enabled Synchronous
- Unit Delay Resettable Synchronous
- Unit Delay Enabled Resettable Synchronous
- Enabled Delay
- Resettable Delay
- Tapped Delay
- Discrete FIR Filter
- Biquad Filter
- MATLAB Function

Inaccuracy in Critical Path Estimation

- Critical path estimation tries to account for routing delay by using an estimation factor. Without running place and route, it is difficult to accurately account for routing delay.
- HDL Coder infers uncharacterized blocks that are combinational in nature as zero-delay combinational blocks. The code generator treats other blocks as registers.
- If your target device does not have timing characteristics that are similar to one of the supported target devices, critical path estimation cannot accurately compute your critical path.

See Also

`hdlcoder.FloatingPointTargetConfig` | `makehdl` | `genhdltdb`

More About

- “Create and Use Code Generation Reports” on page 25-2
- “Generated Model and Validation Model” on page 24-11
- “Distributed Pipelining” on page 8-15
- “Getting Started with HDL Coder Native Floating-Point Support” on page 10-81

HDL Optimizations Across MATLAB Function Block Boundary Using MATLAB Datapath Architecture

This example shows how to use various optimizations inside the MATLAB Function block and across the MATLAB Function block boundary with other blocks in your Simulink® model. The example also illustrates the difference in area and timing when you use different HDL architecture settings of the MATLAB Function block.

Why Use MATLAB Datapath Architecture?

HDL code generation for a MATLAB Function block supports two HDL architectures: MATLAB Function and MATLAB Datapath. Specify the **HDL Architecture** in the HDL Block Properties dialog box of the MATLAB Function block.

Use the MATLAB Datapath architecture to;

- Model complex fixed-point and floating-point MATLAB algorithms inside MATLAB Function blocks and interface this algorithm with other Simulink blocks in your model.
- Improve area and timing of your design significantly by optimizing the algorithm inside the MATLAB Function block and across the MATLAB Function block boundary with other Simulink blocks in your model.

This architecture is the default setting for MATLAB Function blocks with floating-point types. By enabling the MATLAB Datapath architecture for fixed-point operations, you can use various optimizations that include:

- Hierarchy flattening
- Resource sharing and streaming
- Clock-rate pipelining
- Adaptive pipelining
- Distributed pipelining and hierarchical distributed pipelining
- Critical path estimation

How MATLAB Datapath Architecture Works

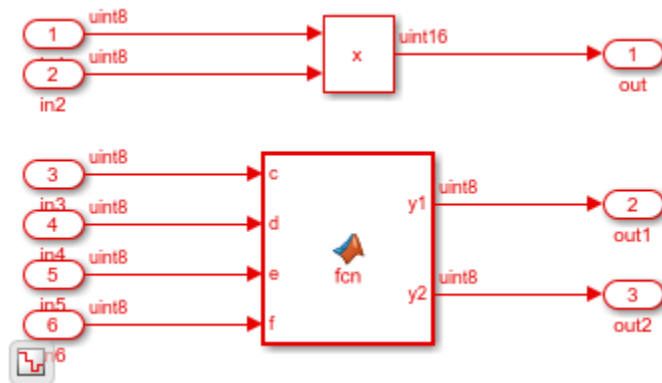
Fixed-point Simulink® models use the MATLAB Function architecture by default. Certain HDL optimizations such as resource sharing and distributed pipelining that you enable with this architecture optimize the blocks surrounding the MATLAB Function block and the algorithm inside the MATLAB Function block. To see the effect of the optimizations inside the MATLAB Function block, examine the generated HDL code for the block. This architecture does not apply the optimizations across the MATLAB Function block boundary with other Simulink blocks.

Floating-point Simulink models use the MATLAB Datapath architecture even if you specify MATLAB Function as the architecture setting for the block. When you use floating-point types, specify the native floating-point mode. With this architecture, the code generator treats the block like a regular Subsystem block. HDL Coder transforms the control flow algorithm of the MATLAB code inside the MATLAB Function block to a dataflow representation that uses Simulink blocks. The MATLAB Datapath architecture unrolls loops in your code due to this transformation. If you want to stream loops, either use the loop streaming optimization with the MATLAB Function architecture or use the streaming optimization with MATLAB Datapath as the HDL architecture.

By using the MATLAB Datapath architecture, You can more effectively perform various HDL Coder™ optimizations with the MATLAB Function block that you would otherwise perform with a Subsystem block. The MATLAB Datapath architecture applies the optimization settings that you specify on the algorithm inside the MATLAB Function block and across the MATLAB Function block boundary with other blocks in your Simulink model.

For example, consider this model with a DUT Subsystem that consists of a Product block and a MATLAB Function block.

```
open_system('hdlcoder_MLFB_simple_datapath')
set_param('hdlcoder_MLFB_simple_datapath', 'SimulationCommand', 'Update')
open_system('hdlcoder_MLFB_simple_datapath/HDL_DUT')
```



The MATLAB Function block implements two multiplications.

```
open_system('hdlcoder_MLFB_simple_datapath/HDL_DUT/MATLAB Function')
```

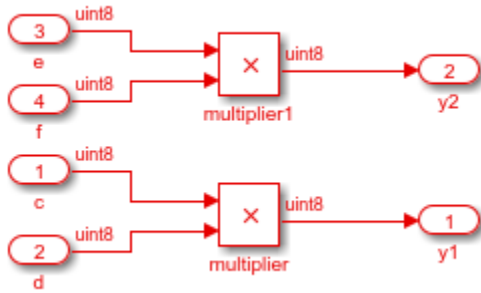
```
function [y1, y2] = fcn(c, d, e, f)
%#codegen

y1 = c * d;
y2 = e * f;
```

The HDL architecture of the MATLAB Function block is set to MATLAB Datapath. To generate HDL code for the HDL_DUT Subsystem, run this command:

```
makehdl('hdlcoder_MLFB_simple_datapath/HDL_DUT')
```

When you generate HDL code, the code generator replaces the MATLAB Function block with a subsystem that performs the multiplications $c * d$ and $e * f$.



With the MATLAB Datapath architecture, you can perform optimizations inside the MATLAB Function block and across the MATLAB Function block with other Simulink blocks. In this example, you can share the two multipliers inside the MATLAB Function block. To optimize the blocks, set the **SharingFactor** to 2 on the MATLAB Function block.

```
mldsubsys = 'hdlcoder_MLFB_simple_datapath/HDL_DUT/MATLAB Function';
hdlset_param(mldsubsys, 'SharingFactor', 2)
```

When you generate HDL code, the code generator shares the multiplications inside the MATLAB Function block. The sharing group is displayed in the Optimization Report. When you click the links in the sharing group, HDL Coder displays the shared multipliers inside the MATLAB Function block in the generated model and the original model.

Sharing Report

Subsystem: [MATLAB Function](#)

SharingFactor: 2

[Highlight shared resources and diagnostics](#)

| Group Id | Resource Type | I/O Wordlengths | Group Size | Block Name | Color Legend |
|----------|---------------|-----------------|------------|----------------------------|--------------|
| 1 | Product | 8x8 -> 16 | 2 | multiplier | |

You can apply the optimization across the MATLAB Function block with other Simulink blocks. In this example, you can share the Product block outside the MATLAB Function block with the multipliers inside the MATLAB Function block. To share these resources, remove the **SharingFactor** on the MATLAB Function block, and on the parent subsystem, HDL_DUT, enable **FlattenHierarchy** and set **SharingFactor** to 3.

```
hdlset_param(mldsubsys, 'SharingFactor', 0)
hdlset_param('hdlcoder_MLFB_simple_datapath/HDL_DUT', ...
             'FlattenHierarchy', 'on', 'SharingFactor', 3)
```

Note: Do not use the InlineMATLABCode property with the MATLAB Datapath architecture of the block. Use FlattenHierarchy instead.

When you generate HDL code, the code generator shares the multiplications inside the MATLAB Function block with the Product block outside. You see the sharing group of three multipliers in the

Optimization Report. When you click the links in the sharing group, the shared multipliers are highlighted in the generated model and the original model.

Sharing Report

Subsystem: [HDL_DUT](#)

SharingFactor: 3

[Highlight shared resources and diagnostics](#)

| Group Id | Resource Type | I/O Wordlengths | Group Size | Block Name | Color Legend |
|----------|---------------|-----------------|------------|-------------------------|---|
| 1 | Product | 8x8 -> 16 | 3 | Product |  |

MATLAB Function Block Model With Default MATLAB Function Architecture

For an example model that illustrates the MATLAB Datapath architecture and how it differs from the MATLAB Function architecture, open the model `hdlcoder_MLFB_share_pipeline`. The model uses integer types. For an example that illustrates how you use the MATLAB Datapath architecture with floating-point types, see “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105.

```
open_system('hdlcoder_MLFB_share_pipeline')
set_param('hdlcoder_MLFB_share_pipeline','SimulationCommand','Update')
```

The model contains two DUT subsystems at the top level `HDL_DUT_sharing` and `HDL_DUT_distpipe`. The subsystems illustrate how you can use resource sharing and distributed pipelining optimizations across the MATLAB Function block boundary with other blocks. Both subsystems perform basic additions and multiplications inside and outside the MATLAB Function block.

```
open_system('hdlcoder_MLFB_share_pipeline/HDL_DUT_sharing')
open_system('hdlcoder_MLFB_share_pipeline/HDL_DUT_sharing/Subsystem')
open_system('hdlcoder_MLFB_share_pipeline/HDL_DUT_distpipe')
```

To see the HDL parameters that are saved on the model, run the `hdlsaveparams` function.

```
hdlsaveparams('hdlcoder_MLFB_share_pipeline')
```

You see that the default MATLAB Function HDL architecture is saved on the model.

Generate HDL Code using MATLAB Function Architecture

To generate HDL code for the sharing DUT, run this command:

```
makehdl('hdlcoder_MLFB_share_pipeline/HDL_DUT_sharing')
```



When you open the Streaming and Sharing Report, the report displays four multipliers and three adders as shared resources.

Sharing Report

Subsystem: [HDL_DUT_sharing](#)

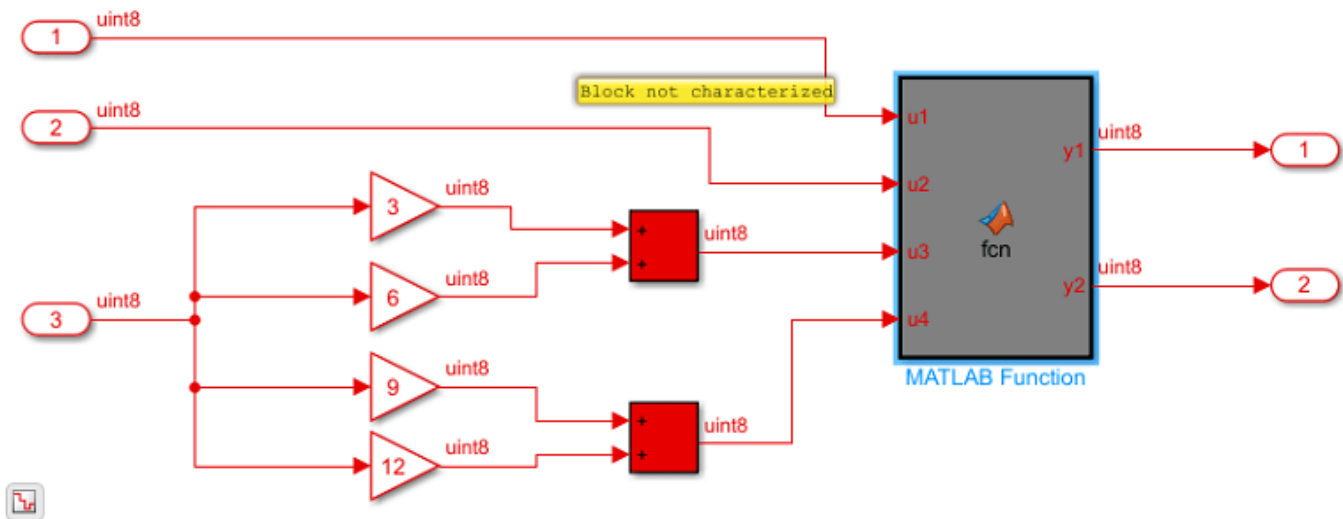
SharingFactor: 8

[Highlight shared resources and diagnostics](#)

| Group Id | Resource Type | I/O Wordlengths | Group Size | Block Name | Color Legend |
|----------|---------------|-----------------|------------|-----------------------|---|
| 1 | Product | 9x9 -> 17 | 4 | Gain2 |  |
| 2 | Sum | 8+8 -> 8 | 3 | Add1 |  |

When you click the second sharing group, the code generator highlights three adders surrounding the MATLAB Function block. The sharing group includes the two adders inside the Subsystem and the Add block outside. The code generator did not share the multipliers and adders that are inside the MATLAB Function block.

Critical path estimation is enabled on the model. When you annotate the critical path, the MATLAB Function block acts as a barrier to this optimization. If the critical path is inside the MATLAB Function block and if you want to highlight the critical path, use the MATLAB Datapath architecture.



To generate HDL code for HDL_DUT_distpipe, run this command:

```
makehdl('hdlcoder_MLFB_share_pipeline/HDL_DUT_distpipe')
```

When you open the Distributed Pipelining Report, you see that the code generator moved pipelines inside the HDL_DUT_distpipe subsystem but did not distribute pipelines inside the MATLAB Function block.

Detailed Report

Subsystem: [MATLAB Function](#)

Implementation Parameters: DistributedPipelining: 'on'; InputPipeline: 0; OutputPipeline: 0

Status: Distributed Pipelining unsuccessful.

Subsystem: [HDL_DUT_distpipe](#)

Implementation Parameters: DistributedPipelining: 'on'; InputPipeline: 0; OutputPipeline: 0

Status: Distributed Pipelining successful.

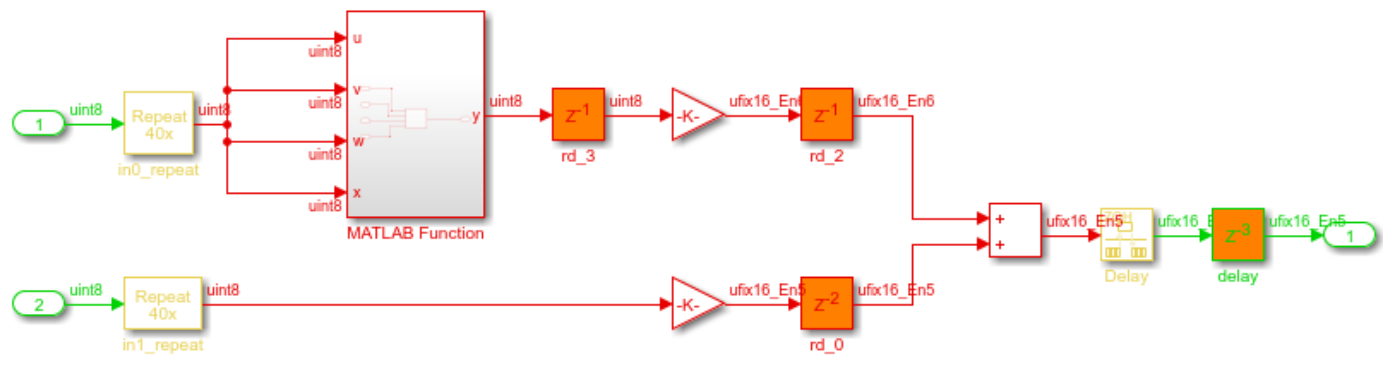
Before Distributed Pipelining : 7 registers (104 flip-flops)

| Registers | Count |
|-----------|-------|
| 16-bit | 6 |
| 8-bit | 1 |

After Distributed Pipelining : 7 registers (104 flip-flops)

| Registers | Count |
|-----------|-------|
| 8-bit | 1 |
| 16-bit | 6 |

This figure displays how distributed pipelining moved pipeline registers inside the subsystem.



Apply Optimizations Across MATLAB Function Block and Other Simulink Blocks

To improve area and timing of your design, use the MATLAB Datapath architecture. For the HDL_DUT_sharing subsystem, you can combine resource sharing with clock-rate pipelining and share the resources inside the MATLAB Function block and across the MATLAB Function block with other blocks.

To share resources:

1. Enable **FlattenHierarchy** and specify a **SharingFactor** on the parent subsystem HDL_DUT_sharing. Set the **SharingFactor** to 8.

```
share_subsys = 'hdlcoder_MLFB_share_pipeline/HDL_DUT_sharing';
hdlset_param(share_subsys, 'FlattenHierarchy', 'on', 'SharingFactor', 8);
```

2. Specify the MATLAB Datapath architecture for the MATLAB Function blocks inside the HDL_DUT_sharing subsystem.

```
share_mlfcn1 = 'hdlcoder_MLFB_share_pipeline/HDL_DUT_sharing/MATLAB Function';
share_mlfcn2 = 'hdlcoder_MLFB_share_pipeline/HDL_DUT_sharing/Subsystem/MATLAB Function';
hdlset_param(share_mlfcn1, 'architecture', 'MATLAB Datapath');
hdlset_param(share_mlfcn2, 'architecture', 'MATLAB Datapath');
```




When you open the Streaming and Sharing report, the report displays a sharing group of eight multipliers and two sharing groups of adders.

Sharing Report

Subsystem: [HDL_DUT_sharing](#)

SharingFactor: 8

[Highlight shared resources and diagnostics](#)

| Group Id | Resource Type | I/O Wordlengths | Group Size | Block Name | Color Legend |
|----------|---------------|-----------------|------------|----------------------------|---|
| 1 | Product | 9x9 -> 17 | 8 | multiplier |  |
| 2 | Sum | 8+8 -> 8 | 4 | adder |  |
| 3 | Sum | 8+8 -> 8 | 2 | Add1 |  |

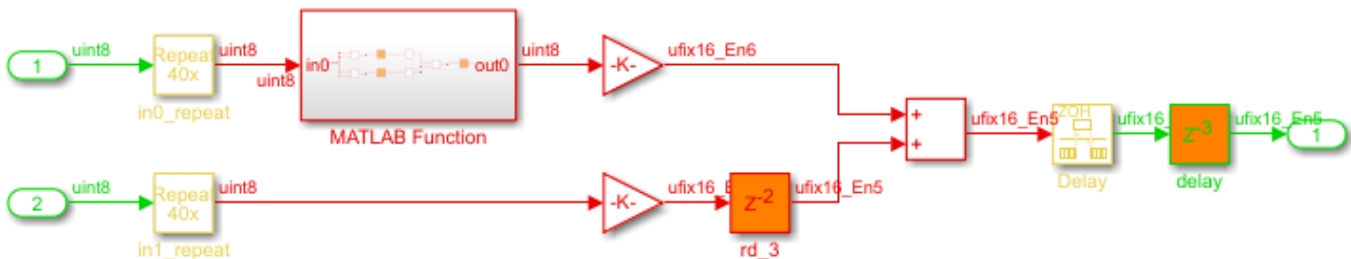
When you select the first sharing group, you see that the optimization shared the multipliers inside the MATLAB Function with the four Gain blocks outside. The second sharing group consists of adders inside each of the two MATLAB Function blocks.

You can use the distributed pipelining optimization with the Distributedpipe_MLFB subsystem. Enable hierarchical distributed pipelining at the top level and set the HDL architecture of the MATLAB Function to MATLAB Datapath with **DistributedPipelining** set to on.

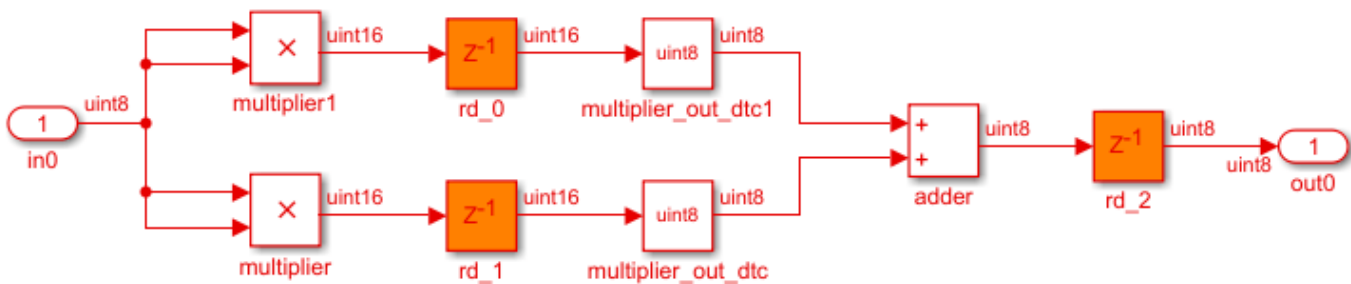
```
hdlset_param('hdlcoder_MLFB_share_pipeline', 'HierarchicalDistPipelining', 'on');
dist_subsys = 'hdlcoder_MLFB_share_pipeline/HDL_DUT_distpipe/MATLAB Function';
```

```
hdlset_param(dist_subsys, 'architecture', 'MATLAB Datapath');
hdlset_param(dist_subsys, 'DistributedPipelining', 'on');
```

After you generate HDL code, open the generated model. The code generator uses hierarchical distributed pipelining and distributed pipelining to move the pipeline registers across the blocks and inside the MATLAB Function Subsystem.



This figure displays how distributed pipelining moved pipeline registers inside the MATLAB Function Subsystem.



See Also

Blocks

MATLAB Function

Functions

makehdl | hdlsaveparams

More About

- “Design Guidelines for the MATLAB Function Block” on page 29-29
- “Distributed Pipeline Insertion for MATLAB Function Blocks” on page 29-37
- “RAM Mapping With the MATLAB Function Block” on page 24-101
- Functions Supported for HDL Code Generation (Category List)
- Functions Supported for HDL Code Generation (Alphabetical List)

Subsystem Optimizations for Filters

The Discrete FIR Filter (when used with scalar or multichannel input data) and Biquad Filter blocks participate in subsystem-level optimizations. To set optimization properties, right-click on the subsystem and open the **HDL Properties** dialog box.

For these blocks to participate in subsystem-level optimizations, you must leave the block-level **Architecture** set to the default, **Fully parallel**.

You cannot use these subsystem optimizations when using the Discrete FIR Filter in frame-based input mode.

Sharing

These filter blocks support sharing resources within the filter and across multiple blocks in the subsystem. When you specify a **SharingFactor**, the optimization tools generate a filter implementation in HDL that shares resources using time-multiplexing. To generate an HDL implementation that uses the minimum number of multipliers, set the **SharingFactor** to a number greater than or equal to the total number of multipliers. The sharing algorithm shares multipliers that have the same input and output data types. To enable sharing between blocks, you may need to customize the internal data types of the filters. Alternatively, you can target a particular system clock rate with your choice of **SharingFactor**.

Resource sharing applies to multipliers by default. To share adders, select the check box under **Resource sharing** on the **Configuration Parameters > HDL Code Generation > Global Settings > Optimizations** dialog box.

For more information, see “Resource Sharing” on page 24-34 and the “Area Reduction of Multichannel Filter Subsystem” on page 24-166 example.

You can also use a **SharingFactor** with multichannel filters. See “Area Reduction of Filter Subsystem” on page 24-171.

Streaming

Streaming refers to sharing an atomic part of the design across multiple channels. To generate a streaming HDL implementation of a multichannel subsystem, set **StreamingFactor** to the number of channels in your design.

If the subsystem contains a single filter block, the block-level **ChannelSharing** option and the subsystem-level **StreamingFactor** option result in similar HDL implementations. Use **StreamingFactor** when your subsystem contains either more than one filter block or additional multichannel logic that can participate in the optimization. You must set block-level **ChannelSharing** to off to use **StreamingFactor** at the subsystem level.

See “Streaming” on page 24-31 and the “Area Reduction of Filter Subsystem” on page 24-171 example.

Pipelining

You can enable **DistributedPipelining** at the subsystem level to allow the filter to participate in pipeline optimizations. The optimization tools operate on the **InputPipeline** and **OutputPipeline**

pipeline stages specified at subsystem level. The optimization tools also operate on these block-level pipeline stages:

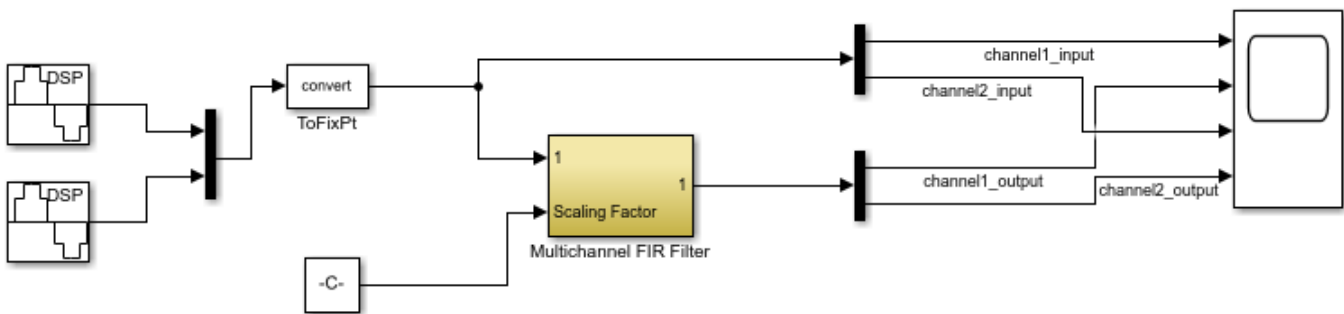
- **InputPipeline** and **OutputPipeline**
- **MultiplierInputPipeline** and **MultiplierOutputPipeline**
- **AddPipelineRegisters**

The optimization tools do not move design delays within the filter architecture. See “Distributed Pipelining” on page 8-15.

The filter block also participates in clock-rate pipelining, if enabled in **Configuration Parameters**. This feature is enabled by default. See “Clock-Rate Pipelining” on page 24-119.

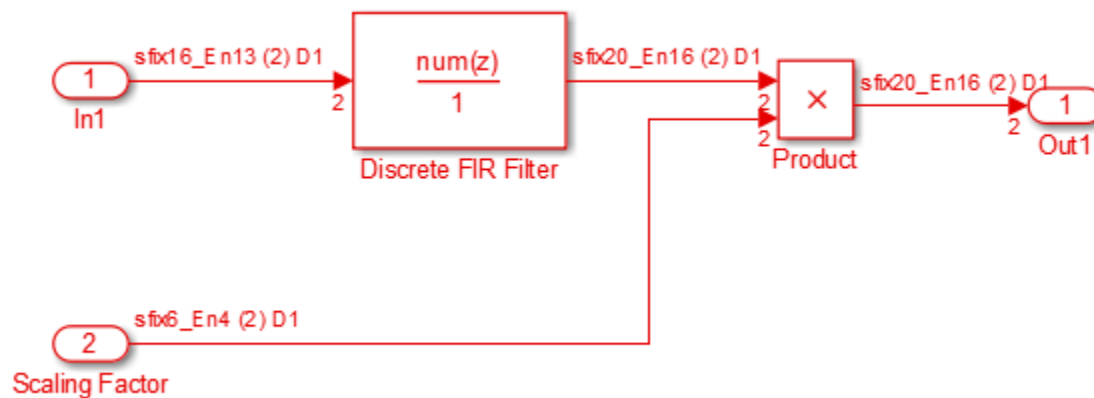
Area Reduction of Multichannel Filter Subsystem

To reduce the number of multipliers in the HDL implementation of a multichannel filter and surrounding logic, use the **StreamingFactor** HDL Coder™ optimization.



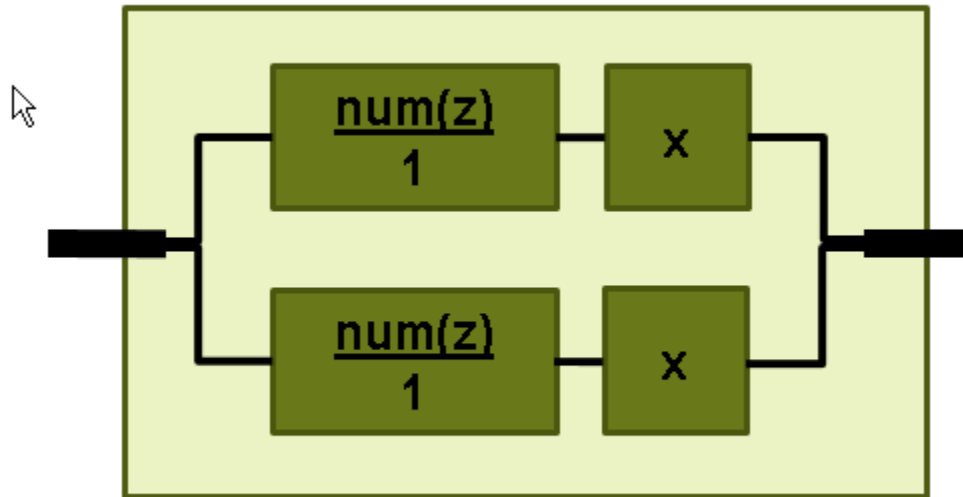
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The model includes a two-channel sinusoidal signal source feeding a filter subsystem targeted for HDL code generation.

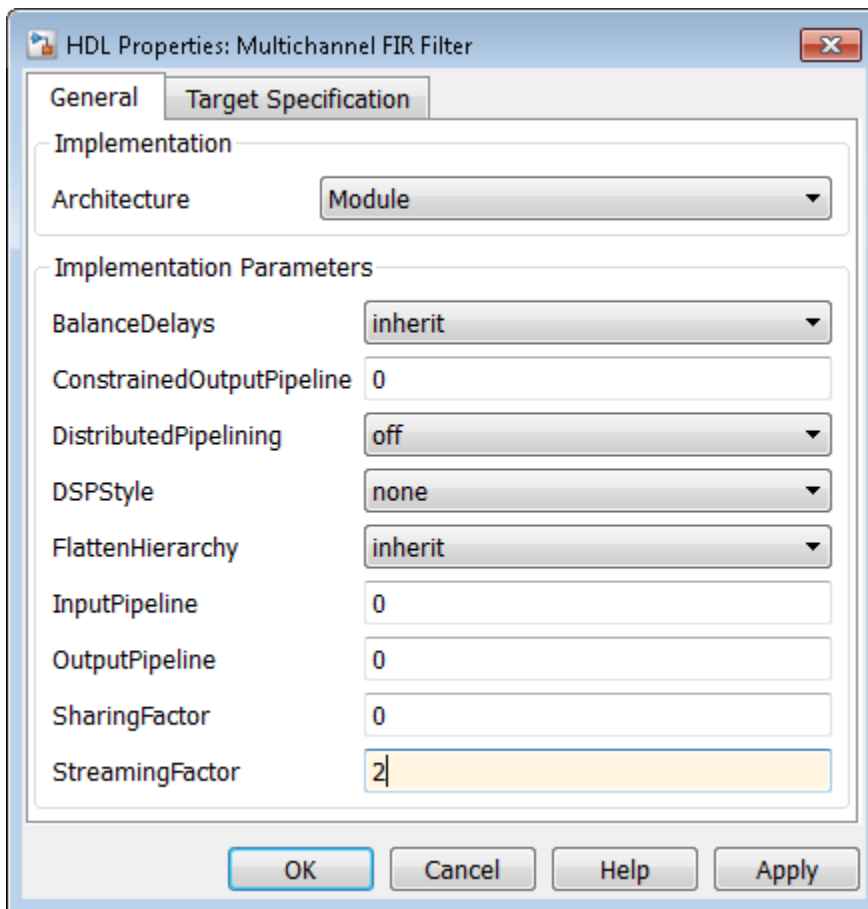


The subsystem contains a Discrete FIR Filter block and a constant multiplier. The multiplier is included to show the optimizations operating over all eligible logic in a subsystem.

The filter has 44 symmetric coefficients. With no optimizations enabled, the generated HDL code takes advantage of symmetry. The nonoptimized HDL implementation uses 46 multipliers: 22 for each channel of the filter and 1 for each channel of the Product block.



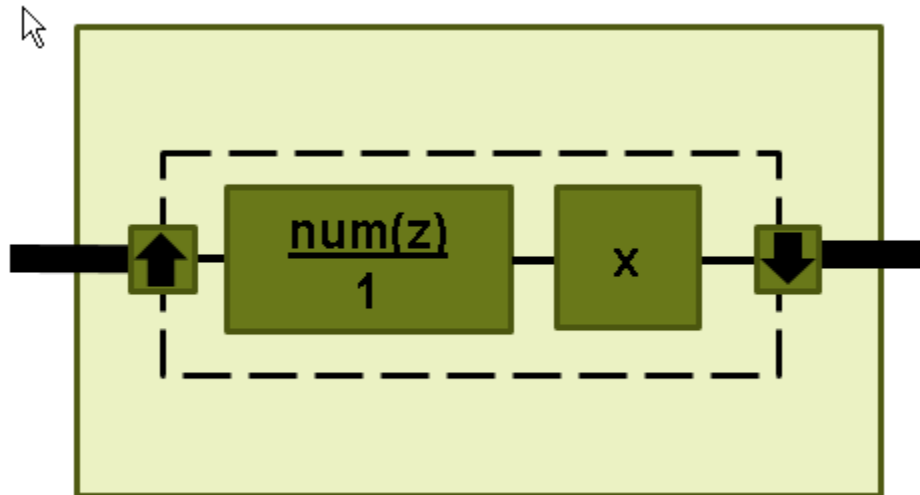
To enable streaming optimization for the Multichannel FIR Filter Subsystem, right-click the subsystem and select **HDL Code > HDL Block Properties**.



Set the **StreamingFactor** to 2, because this design is a two-channel system.

To observe the effect of the optimization, under **Configuration Parameters > HDL Code Generation**, select **Generate resource utilization report** and **Generate optimization report**. Then, to generate HDL code, right-click the Multichannel FIR Filter Subsystem and select **HDL Code > Generate HDL for Subsystem**.

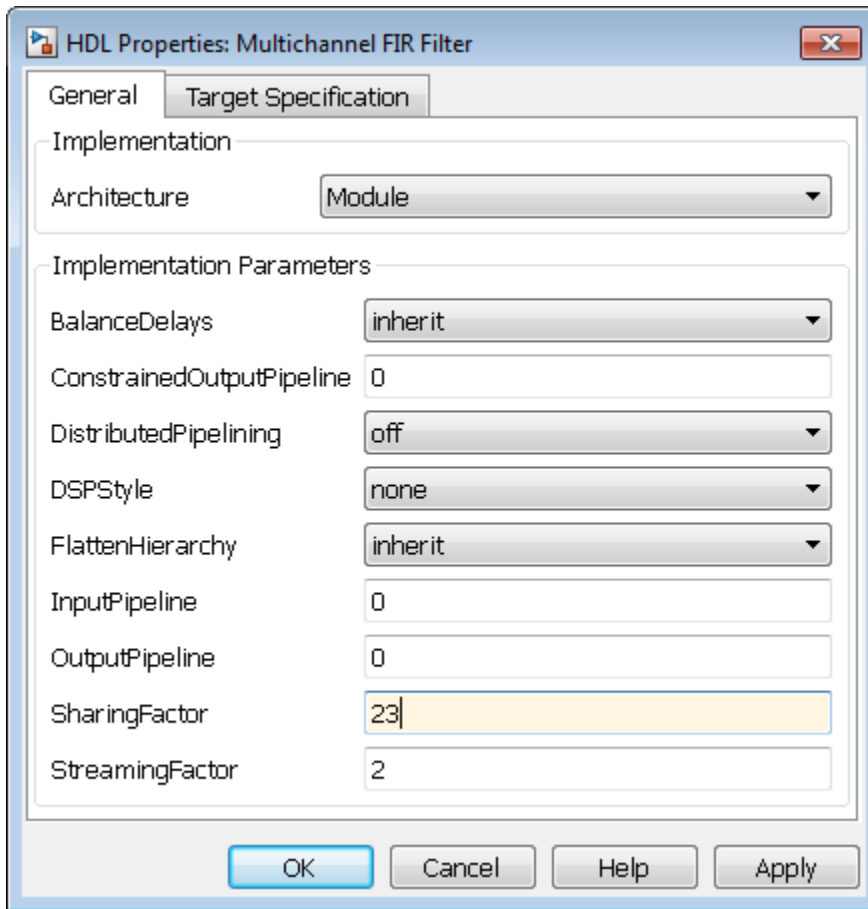
With the streaming factor applied, the logic for one channel is instantiated once and run at twice the rate of the original model.



In the **Code Generation Report** window, click **High-level Resource Report**. The generated HDL code now uses 23 multipliers, compared to 46 in the nonoptimized code. The multipliers in the filter kernel and subsequent scaling are shared between the channels.

| | |
|--------------------|----|
| Multipliers | 23 |
| Adders/Subtractors | 44 |
| Registers | 92 |
| RAMs | 0 |
| Multiplexers | 28 |

To apply **SharingFactor** to multichannel filters, set the **SharingFactor** to 23.



The optimized HDL now uses only 2 multipliers. The optimization tools do not share multipliers of different sizes.

Summary

| | |
|-----------------------|------|
| Multipliers | 2 |
| Adders/Subtractors | 47 |
| Registers | 166 |
| Total 1-Bit Registers | 3566 |
| RAMs | 0 |
| Multiplexers | 37 |
| I/O Bits | 80 |

Detailed Report

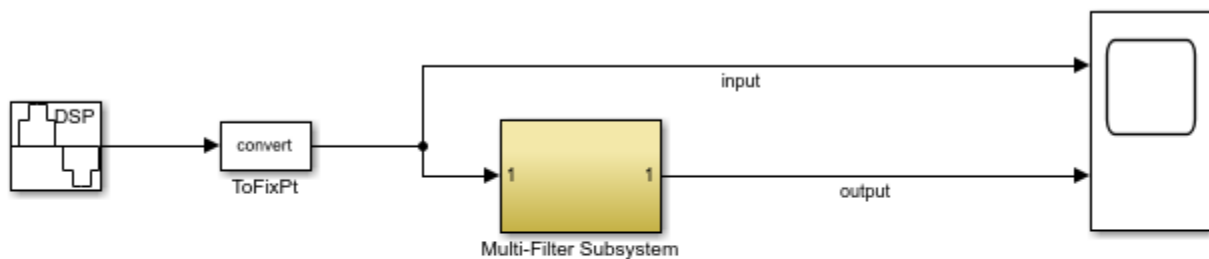
Report for Subsystem: [Multichannel FIR Filter](#)

Multipliers (2)

```
16x16-bit Multiply : 1
[+] 16x6-bit Multiply : 1
```

Area Reduction of Filter Subsystem

To reduce the number of multipliers in the HDL implementation of a multifilter design, use the **SharingFactor** HDL Coder™ optimization.



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The model includes a sinusoidal signal source feeding a filter subsystem targeted for HDL code generation.

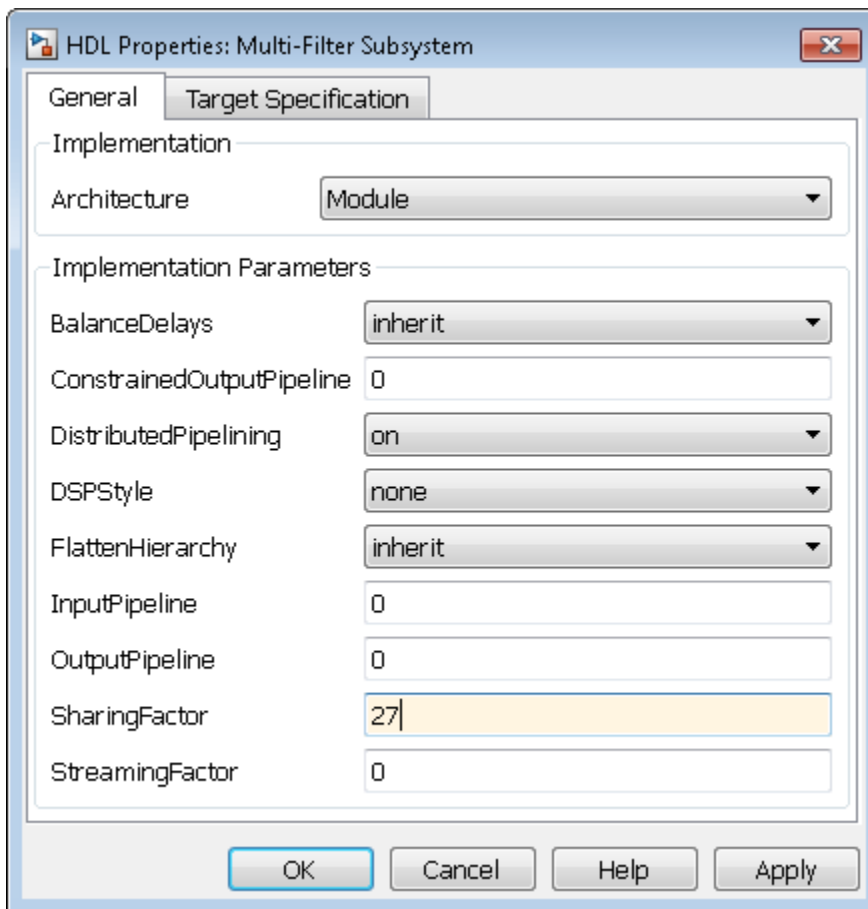


The subsystem contains a Discrete FIR Filter block and a Biquad Filter block. This design demonstrates how the optimization tools share resources between multiple filter blocks.

The Discrete FIR Filter block has 43 symmetric coefficients. The Biquad Filter block has 6 coefficients, two of which are unity. With no optimizations enabled, the generated HDL code takes advantage of symmetry and unity coefficients. The nonoptimized HDL implementation of the subsystem uses 27 multipliers.

| | |
|-----------------------|-----|
| Multipliers | 27 |
| Adders/Subtractors | 46 |
| Registers | 49 |
| Total 1-Bit Registers | 800 |
| RAMs | 0 |
| Multiplexers | 0 |
| I/O Bits | 52 |

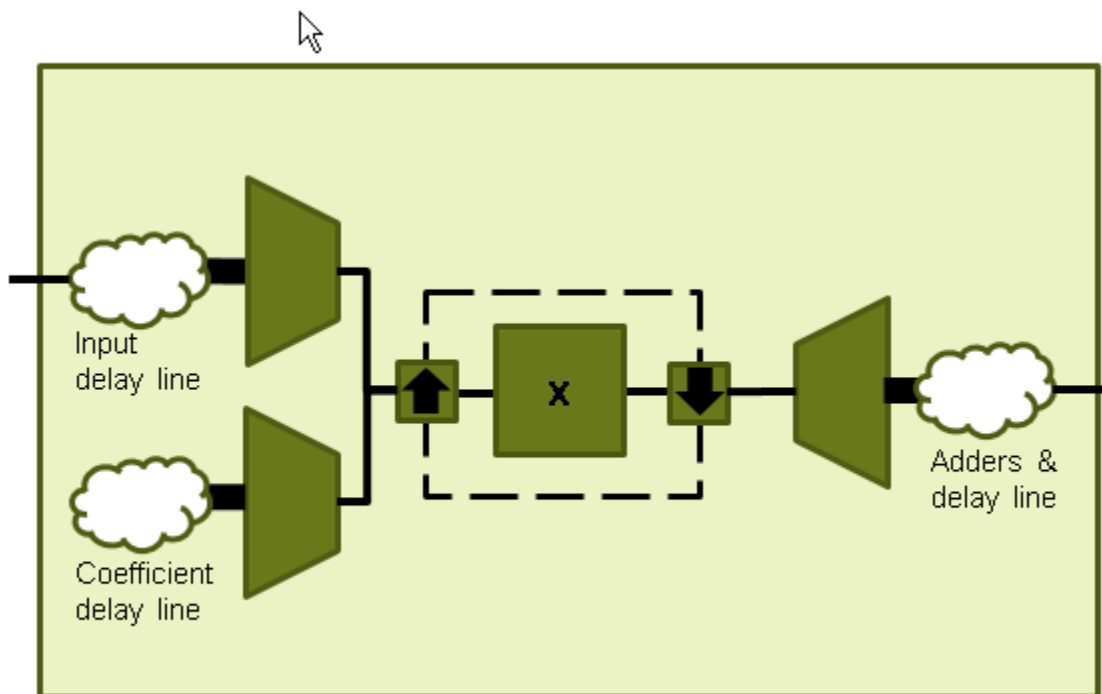
To enable streaming optimization for the **Multi-Filter Subsystem**, right-click the subsystem and select **HDL Code > HDL Block Properties**.



Set the **SharingFactor** to 27 to reduce the design to a single multiplier. The optimization tools attempt to share multipliers with matching data types. To reduce to a single multiplier, you must set the internal data types of the filter blocks to match each other.

To observe the effect of the optimization, under **Configuration Parameters > HDL Code Generation**, select **Generate resource utilization report** and **Generate optimization report**. Then, to generate HDL code, right-click the Multi-Filter Subsystem and select **HDL Code > Generate HDL for Subsystem**.

With the **SharingFactor** applied, the subsystem upsamples the rate by 27 to share a single multiplier for all the coefficients.



In the **Code Generation Report** window, click **High-level Resource Report**. The generated HDL code now uses one multiplier.

| | |
|-----------------------|------|
| Multipliers | 1 |
| Adders/Subtractors | 48 |
| Registers | 102 |
| Total 1-Bit Registers | 2457 |
| RAMs | 0 |
| Multiplexers | 7 |
| I/O Bits | 52 |

See Also

More About

- “Resource Sharing” on page 24-34
- “Streaming” on page 24-31
- “Clock-Rate Pipelining” on page 24-119

Remove Redundant Logic and Unused Blocks in Generated HDL Code

If your design contains redundant logic or unused blocks, HDL Coder™ removes the blocks, components, or part of the HDL code that does not contribute to the output.

Redundant Logic Considerations

Components that do not contribute to the output in the design are removed during HDL code generation. Removing redundant logic reduces code size and avoids potential synthesis failures with downstream tools when deploying your code onto a target platform. If a component or logic is preserved during HDL code generation, that component or logic is considered *active*. This optimization improves the performance of your design on the target hardware. The optimization does not affect the traceability support.

Redundant logic in your design is removed in conjunction with unused port deletion optimization. To learn about this optimization, see “Optimize Unconnected Ports in HDL Code for Simulink Models” on page 24-197.

HDL Coder does not treat a component or logic as redundant in these cases:

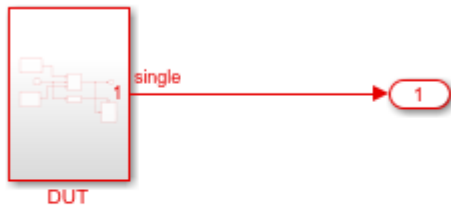
- The component has at least one output port that contributes to the evaluation of the DUT output.
- The component has at least one output port that contributes to the evaluation of the control port of a Subsystem block that is active.
- The component has at least one output port that contributes to the evaluation of input of a component that is preserved during HDL code generation.
- The component is an active black box subsystem, or contains an active black box subsystem, or is connected to an active black box subsystem, as described below.
- The component is an FPGA Data Capture block.

In other cases, the code generator treats the logic as redundant and removes the associated blocks or components during code generation. In addition, blocks that have HDL architecture set to **No HDL**, such as Scope, Assertion, Terminator, and To Workspace blocks are considered redundant, and are removed during code generation.

How Redundant Logic Removal Works

During code generation, HDL Coder removes the redundant logic or blocks that do not contribute to the DUT output. Open the model `hdlcoder_remove_redundant_logic`.

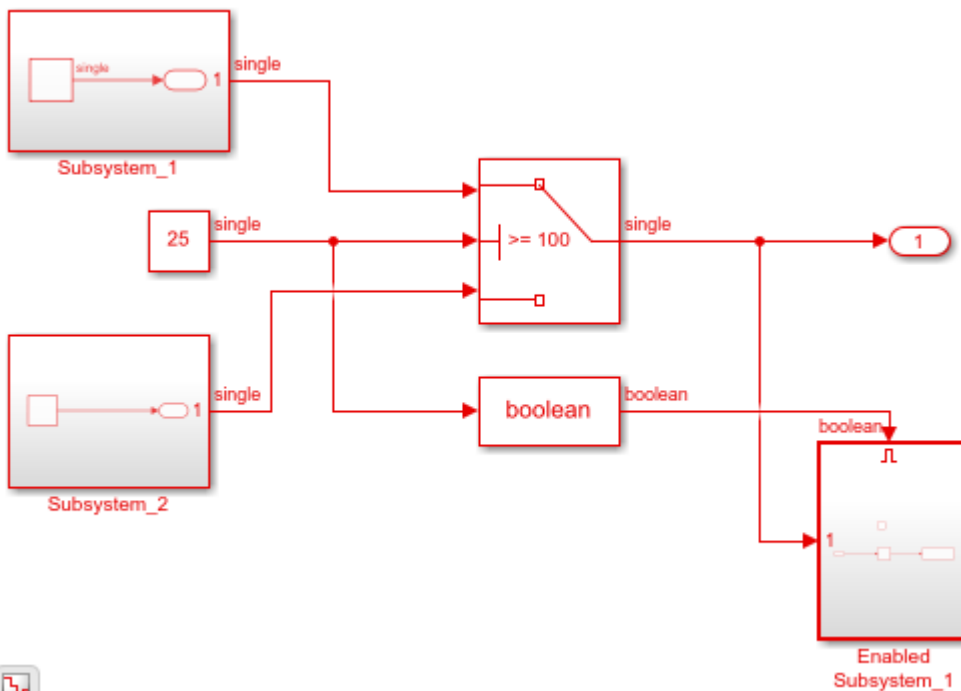
```
open_system('hdlcoder_remove_redundant_logic')
set_param('hdlcoder_remove_redundant_logic', 'SimulationCommand', 'update');
```



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The DUT subsystem block contains a Switch block and an Enabled Subsystem block. Based on the control input to the Switch block, the false path from `Subsystem_2` is passed to the output. The `EnabledSubsystem_1` block output is terminated by a Display block and does not actively contribute to the output.

```
open_system('hdlcoder_remove_redundant_logic/DUT')
```



To generate HDL code for the design, at the MATLAB® command prompt, enter:

```
makehdl('hdlcoder_remove_redundant_logic/DUT')
```

The generated VHDL code shows that HDL Coder evaluated the Switch block condition at compile time to pass the input from `Subsystem_2` to the output, and eliminated `Subsystem_1` input branch. The `EnabledSubsystem_1` block is removed during HDL code generation since it does not have an active output.

ARCHITECTURE rtl OF DUT IS

```

-- Component Declarations
COMPONENT Subsystem_2
  PORT( Out1      : OUT  std_logic_vector(31 DOWNT0 0)  -- single
        );
END COMPONENT;

-- Component Configuration Statements
FOR ALL : Subsystem_2
  USE ENTITY work.Subsystem_2(rtl);

-- Signals
SIGNAL Subsystem_2_out1  : std_logic_vector(31 DOWNT0 0); -- ufix32

BEGIN
  u_Subsystem_2 : Subsystem_2
    PORT MAP( Out1 => Subsystem_2_out1  -- single
              );

  Out1 <= Subsystem_2_out1;

END rtl;

```

Redundant Logic in Black Box Subsystems

Black box subsystems are subsystem blocks that have HDL architecture set to `BlackBox`. A black box interface for a subsystem is the generated VHDL component or Verilog module that includes only the HDL input and output port definitions for the subsystem. Use the generated interface to integrate existing manually written HDL code, third-party IP, or other code generated by HDL Coder. See “Generate Black Box Interface for Subsystem” on page 27-4.

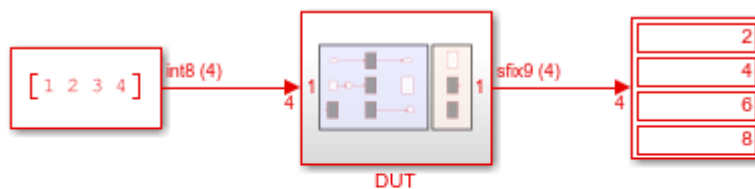
Black box subsystems that have at least one input port are considered valid and preserved during HDL code generation. The input port can be unconnected. In this case, Simulink® inserts a virtual signal that has a constant zero value as input to the block. In the case of output ports, the black box subsystems must have at least one output port that is connected to a downstream block. When the output port is connected, the code generator identifies the black box subsystem as a source that contributes to the output value computation, and preserves it during code generation.

Open the model `hdlcoder_blackbox_redundant_logic`.

```

open_system('hdlcoder_blackbox_redundant_logic')
sim('hdlcoder_blackbox_redundant_logic');

```

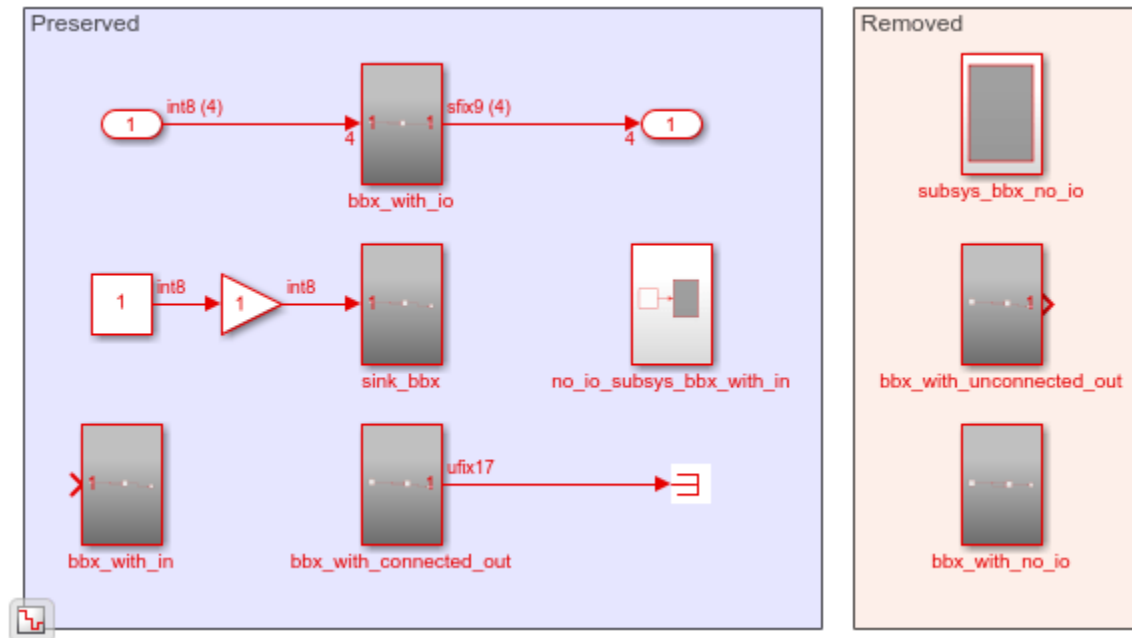


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The DUT subsystem contains black box subsystems inside boxes labelled `Preserved` and `Removed`. Black box subsystems inside `Preserved` are not removed during code generation because they have

at least one input port. The other black box subsystems that do not have an input port or have an unconnected output port are removed during code generation.

```
open_system('hdlcoder_blackbox_redundant_logic/DUT')
```



To generate HDL code for the DUT subsystem, run this command:

```
makehdl('hdlcoder_remove_redundant_logic/DUT')
```

The generated HDL code shows the subsystems in the Preserved section. The unconnected input port is automatically connected to a constant zero.

```
ARCHITECTURE rtl OF DUT IS
```

```
-- Component Declarations
```

```
COMPONENT bbx_with_io
```

```
  PORT( clk      : IN    std_logic;
        clk_enable : IN    std_logic;
        reset    : IN    std_logic;
        In1     : IN    vector_of_std_logic_vector8(0 TO 3); -- int8 [4]
        Out1    : OUT   vector_of_std_logic_vector9(0 TO 3) -- sfix9 [4]
      );
```

```
END COMPONENT;
```

```
COMPONENT no_io_subsys_bbx_with_in
```

```
  PORT( clk      : IN    std_logic;
        reset    : IN    std_logic;
        enb     : IN    std_logic
      );
```

```
END COMPONENT;
```

```
COMPONENT bbx_with_in
```

```
  PORT( clk      : IN    std_logic;
        clk_enable : IN    std_logic;
```



```

        reset      : IN    std_logic;
        In1       : IN    std_logic_vector(15 DOWNT0 0) -- int16
    );
END COMPONENT;

COMPONENT sink_bbx
    PORT( clk      : IN    std_logic;
          clk_enable : IN    std_logic;
          reset    : IN    std_logic;
          In1     : IN    std_logic_vector(7 DOWNT0 0) -- int8
    );
END COMPONENT;

COMPONENT bbx_with_connected_out
    PORT( clk      : IN    std_logic;
          clk_enable : IN    std_logic;
          reset    : IN    std_logic;
          Output   : OUT   std_logic_vector(16 DOWNT0 0) -- ufix17
    );
END COMPONENT;

...

END rtl;

```

Redundant Logic in Subsystem Blocks

Subsystem blocks are preserved in the generated HDL code if the blocks have at least one output port that contributes to the evaluation of a DUT output. The Subsystem blocks are also preserved if they contain a black box subsystem that is valid. A black box subsystem is valid if it contains an input port, or an output port that is connected, as described above.

The different kinds of subsystem blocks follow this convention.

- Subsystem
- Atomic Subsystem
- Model References
- Variant Subsystem
- ForEach Subsystem
- Triggered Subsystem
- Enabled Subsystem
- Synchronous subsystems
- Masked subsystems

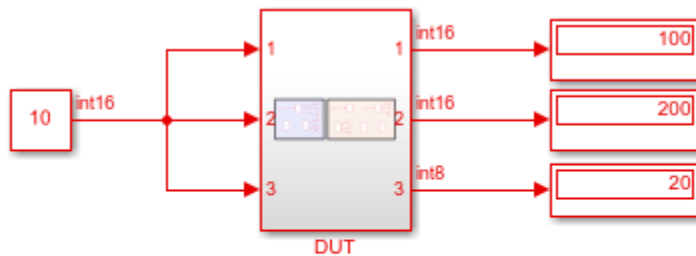
For individual subsystem ports, the removal of redundant logic also varies depending on whether you specify the **Remove Unused Ports** setting in the Configuration Parameters dialog box. See “Remove Unused Ports” on page 15-6.

Open the model `hdlcoder_subsys_redundant_logic`.

```

open_system('hdlcoder_subsys_redundant_logic')
sim('hdlcoder_subsys_redundant_logic');

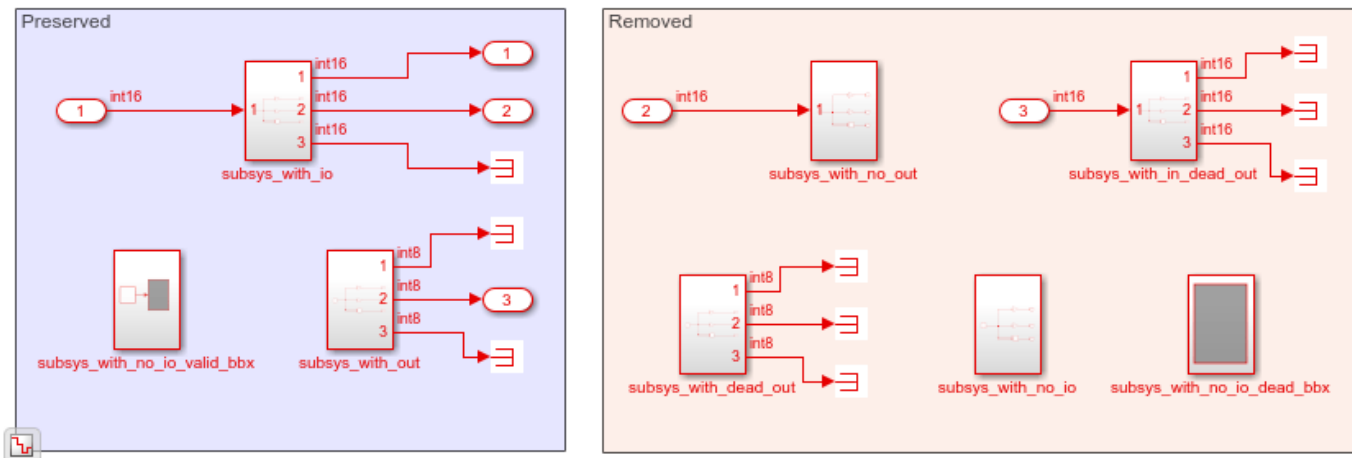
```



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The DUT subsystem contains subsystem blocks inside boxes labelled Preserved and Removed. Subsystem blocks inside Preserved are not removed during code generation because they have at least one output port that contribute to the evaluation of the DUT output, or have a valid black box subsystem. The other black box subsystems that do not have an active output port are removed during code generation.

```
open_system('hdlcoder_subsys_redundant_logic/DUT')
```



To generate HDL code for the DUT subsystem, run this command:

```
makehdl('hdlcoder_subsys_redundant_logic/DUT')
```

The generated HDL code shows the subsystems in the Preserved section.

```
ARCHITECTURE rtl OF DUT IS
```

```
-- Component Declarations
```

```
COMPONENT subsys_with_io
```

```
  PORT( In1      : IN   std_logic_vector(15 DOWNT0 0); -- int16
        Out1     : OUT  std_logic_vector(15 DOWNT0 0); -- int16
        Out2     : OUT  std_logic_vector(15 DOWNT0 0) -- int16
      );
```

```
END COMPONENT;
```

```

COMPONENT subsys_with_out
  PORT( Out2      : OUT  std_logic_vector(7 DOWNTO 0)  -- int8
        );
END COMPONENT;

COMPONENT subsys_with_no_io_valid_bbx
  PORT( clk      : IN   std_logic;
        reset    : IN   std_logic;
        enb      : IN   std_logic
        );
END COMPONENT;

...

END rtl;

```

Redundant Logic in Subsystem Ports

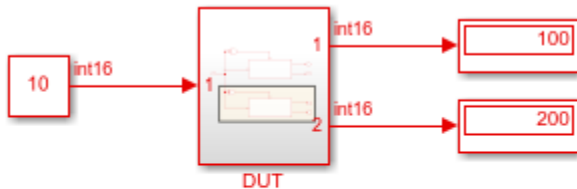
For subsystem data ports, the removal of redundant logic also depends on whether you specify the **Remove Unused Ports** setting. See “Optimize Unconnected Ports in HDL Code for Simulink Models” on page 24-197.

Control ports are not affected by the **Remove Unused Ports** setting. The control ports and components that contribute to evaluation of the control ports are preserved in the generated HDL code only if the entire subsystem instance is considered active.

```

open_system('hdlcoder_control_redundant_logic')
sim('hdlcoder_control_redundant_logic');

```



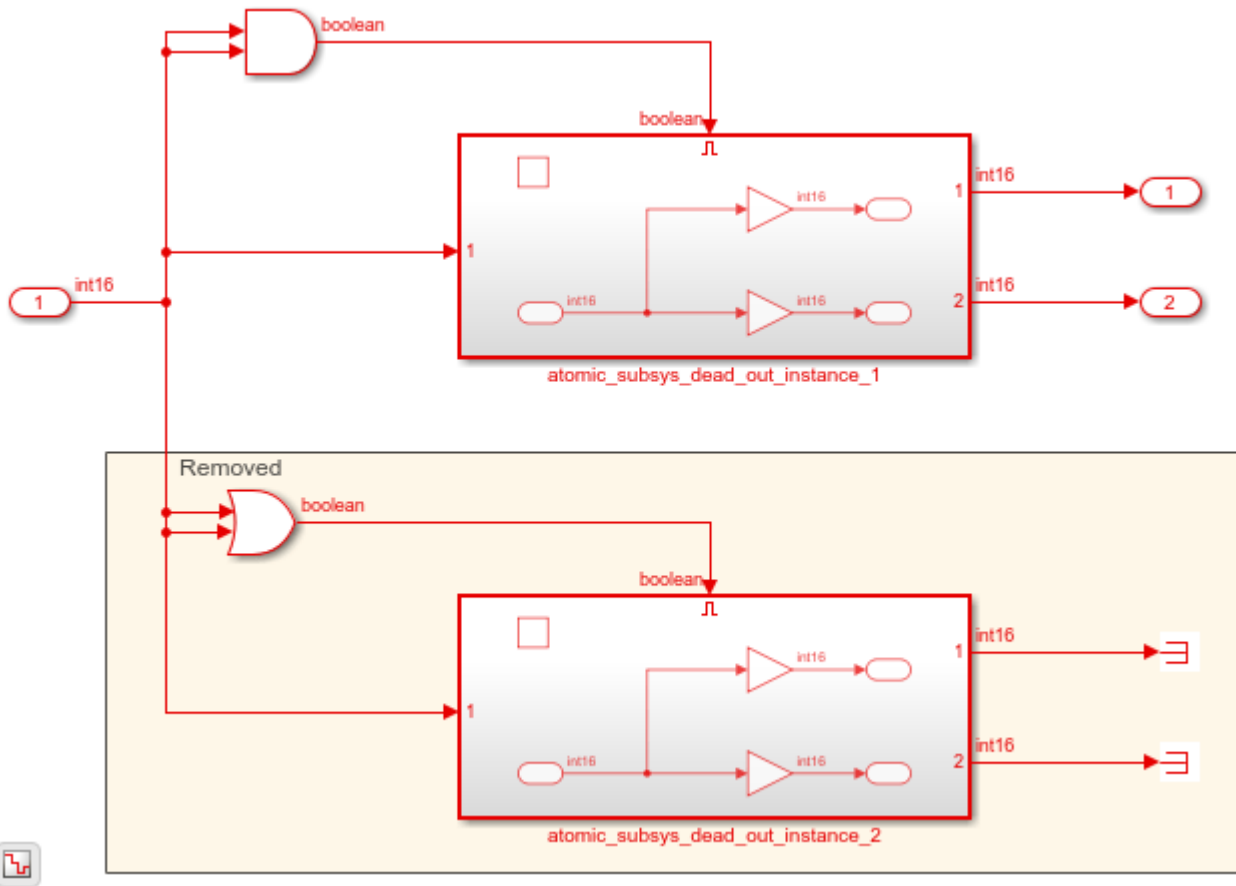
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The DUT subsystem contains two atomic subsystems with an input that drives the Enable port. The subsystem `atomic_subsys_dead_out_instance_2` is not active as the outputs are terminated.

```

open_system('hdlcoder_control_redundant_logic/DUT')

```



To generate HDL code for the DUT subsystem, run this command:

```
makehdl('hdlcoder_control_redundant_logic/DUT')
```

The `atomic_subsys_dead_out_instance_2` including the control port and input signal is removed in the generated HDL code.

```
ENTITY DUT IS
  PORT( clk      : IN    std_logic;
        reset    : IN    std_logic;
        clk_enable : IN    std_logic;
        In1      : IN    std_logic_vector(15 DOWNT0 0); -- int16
        ce_out   : OUT   std_logic;
        Out1     : OUT   std_logic_vector(15 DOWNT0 0); -- int16
        Out2     : OUT   std_logic_vector(15 DOWNT0 0); -- int16
  );
END DUT;
```

```
ARCHITECTURE rtl OF DUT IS
```

```
-- Component Declarations
```

```
COMPONENT atomic_subsys_dead_out_instance_1
  PORT( clk      : IN    std_logic;
        reset    : IN    std_logic;
        enb      : IN    std_logic;
        In1      : IN    std_logic_vector(15 DOWNT0 0); -- int16
```

```

    Enable      : IN    std_logic;
    Out1        : OUT   std_logic_vector(15 DOWNTO 0); -- int16
    Out2        : OUT   std_logic_vector(15 DOWNTO 0)  -- int16
  );
END COMPONENT;

...

END rtl;

```

Redundant Logic in Atomic Subsystems and Model References

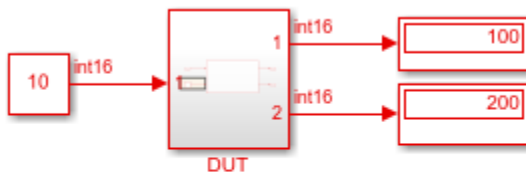
Redundant logic in atomic subsystems, model references, and ForEach subsystem blocks are treated in the same manner during HDL code generation. Redundant logic at the boundary of atomic subsystems are removed during HDL code generation.

Open the model `hdlcoder_atomic_subsys2_redundant`.

```

open_system('hdlcoder_atomic_subsys2_redundant')
sim('hdlcoder_atomic_subsys2_redundant');

```



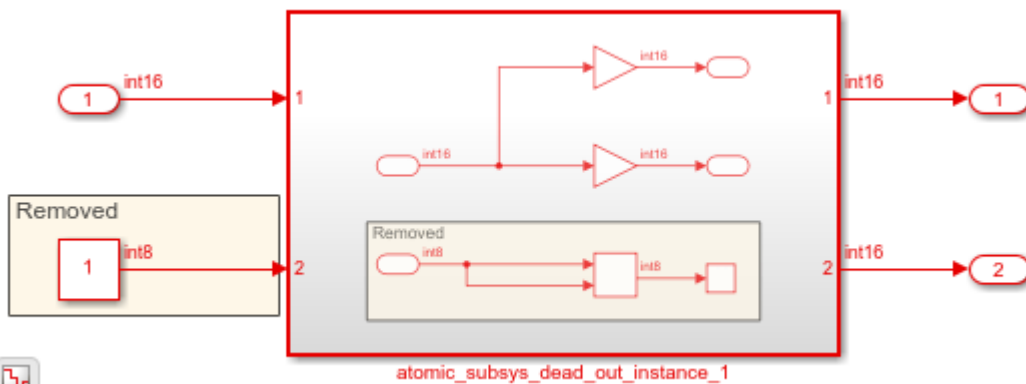
Copyright 2020 The MathWorks, Inc.

The DUT subsystem contains a single Atomic Subsystem block. The Constant block is input to the subsystem that has an Add block connected to a Terminator block.

```

open_system('hdlcoder_atomic_subsys2_redundant/DUT')

```



To generate HDL code for the DUT subsystem, run this command:

```

makehdl('hdlcoder_atomic_subsys2_redundant/DUT')

```

When you generate HDL code, the Add block and the input port are removed because the blocks do not contribute to the evaluation of a DUT output.

```
ENTITY atomic_subsys_dead_out_instance_1 IS
  PORT( In1      : IN    std_logic_vector(15 DOWNTO 0); -- int16
        Out1     : OUT   std_logic_vector(15 DOWNTO 0); -- int16
        Out2     : OUT   std_logic_vector(15 DOWNTO 0)  -- int16
      );
END atomic_subsys_dead_out_instance_1;

ARCHITECTURE rtl OF atomic_subsys_dead_out_instance_1 IS
  ...

  In1_signed <= signed(In1);

  Gain_mul_temp <= to_signed(16#000A#, 16) * In1_signed;
  Gain_out1 <= Gain_mul_temp(15 DOWNTO 0);

  Out1 <= std_logic_vector(Gain_out1);

  Gain1_mul_temp <= to_signed(16#0014#, 16) * In1_signed;
  Gain1_out1 <= Gain1_mul_temp(15 DOWNTO 0);

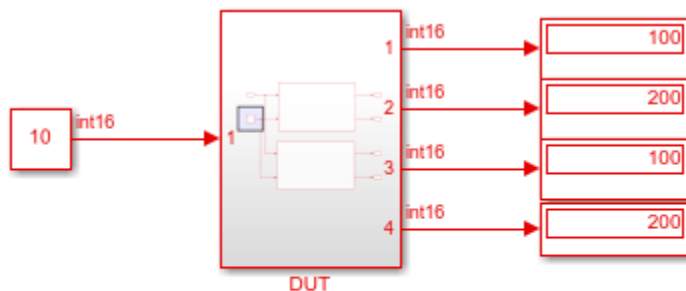
  Out2 <= std_logic_vector(Gain1_out1);

END rtl;
```

If there are more than one active instances of the Atomic Subsystem blocks, the redundant logic computation does not cross the subsystem boundary, and the blocks are preserved in the generated HDL code.

Open the model `hdlcoder_atomic_subsys1_redundant`.

```
open_system('hdlcoder_atomic_subsys1_redundant')
sim('hdlcoder_atomic_subsys1_redundant');
```



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The DUT subsystem contains two atomic subsystems. Inside these subsystems, an Add block is connected to a Terminator block.

```
open_system('hdlcoder_atomic_subsys1_redundant/DUT')
```



```

SIGNAL Gain1_mul_temp    : signed(31 DOWNTO 0); -- sfix32
SIGNAL Gain1_out1       : signed(15 DOWNTO 0);  -- int16
...
END rtl;

```

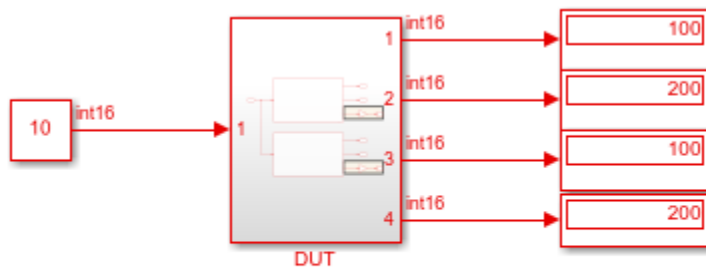
When you have multiple instances of Atomic Subsystem blocks that are active, these instances are preserved in the generated code.

Open the model `hdlcoder_atomic_subsys1_ports_redundant`.

```

open_system('hdlcoder_atomic_subsys1_ports_redundant')
sim('hdlcoder_atomic_subsys1_ports_redundant');

```



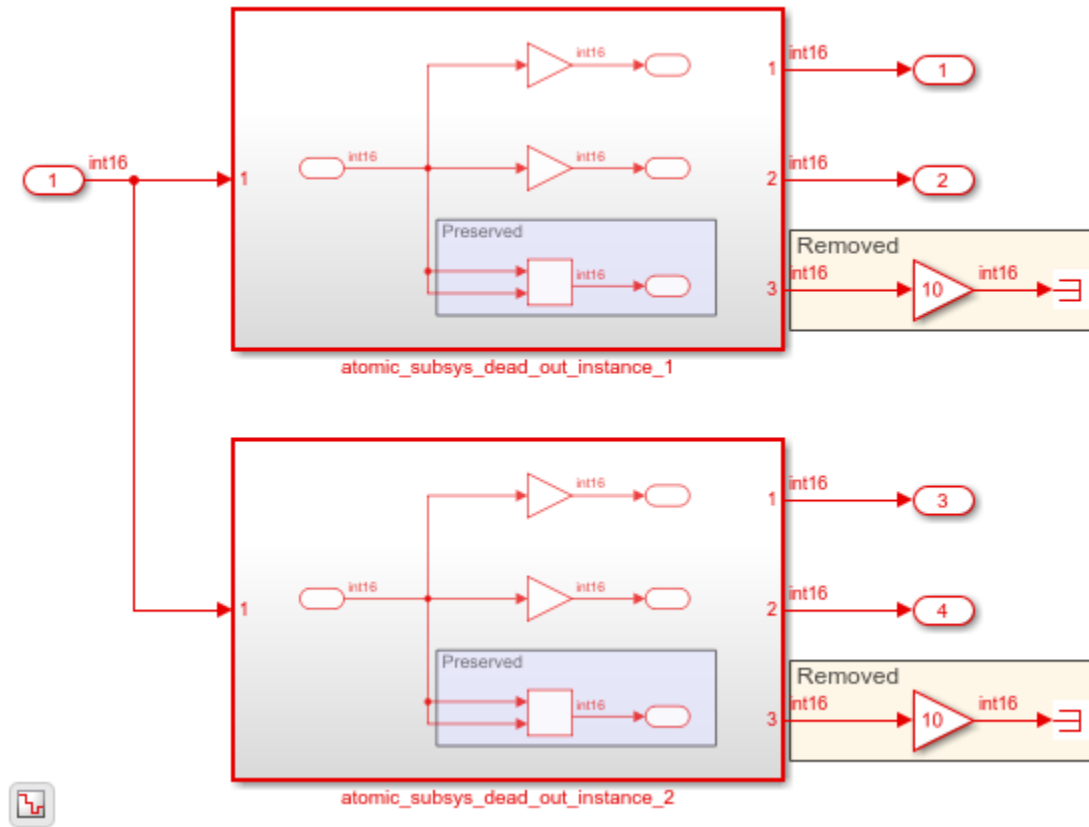
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The DUT subsystem contains two atomic subsystems that are active.

```

open_system('hdlcoder_atomic_subsys1_ports_redundant/DUT')

```

To generate HDL code for the DUT subsystem, run this command:

```
makehdl('hdlcoder_atomic_subsys1_ports_redundant/DUT')
```

The atomic subsystems are preserved in the generated HDL code but the Gain block calculation is removed from the code. In this case, the multiple atomic subsystem instances are active and thus the redundant logic is not removed across the port boundary.

```
ENTITY DUT IS
  PORT( In1      : IN    std_logic_vector(15 DOWNTO 0); -- int16
        Out1     : OUT   std_logic_vector(15 DOWNTO 0); -- int16
        Out2     : OUT   std_logic_vector(15 DOWNTO 0); -- int16
        Out3     : OUT   std_logic_vector(15 DOWNTO 0); -- int16
        Out4     : OUT   std_logic_vector(15 DOWNTO 0); -- int16
  );
END DUT;

ARCHITECTURE rtl OF DUT IS

  -- Component Declarations
  COMPONENT atomic_subsys_dead_out_instance_1
    PORT( In1      : IN    std_logic_vector(15 DOWNTO 0); -- int16
          Out1     : OUT   std_logic_vector(15 DOWNTO 0); -- int16
          Out2     : OUT   std_logic_vector(15 DOWNTO 0); -- int16
          Out3     : OUT   std_logic_vector(15 DOWNTO 0); -- int16
    );
  END COMPONENT;
END COMPONENT;
```

```

...
Out1 <= atomic_subsys_dead_out_instance_1_out1;
Out2 <= atomic_subsys_dead_out_instance_1_out2;
Out3 <= atomic_subsys_dead_out_instance_2_out1;
Out4 <= atomic_subsys_dead_out_instance_2_out2;
END rtl;

```

When at least one instance of Atomic Subsystem block is not active and when there are unused output ports outside the Atomic Subsystem blocks, the generated HDL code varies depending on the **Remove Unused Port** setting. See “Optimize Unconnected Ports in HDL Code for Simulink Models” on page 24-197.

Redundant Logic in Masked Subsystems

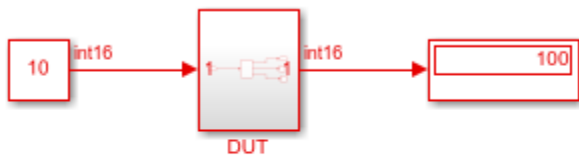
Redundant logic in masked subsystems are removed in the same manner as for regular Subsystem blocks. When generating mask parameters as generics in the HDL code by setting `MaskParameterAsGeneric` to on, the generic ports are preserved in the code.

Open the model `hdlcoder_masked_subsys_redundant`.

```

open_system('hdlcoder_masked_subsys_redundant')
sim('hdlcoder_masked_subsys_redundant');

```



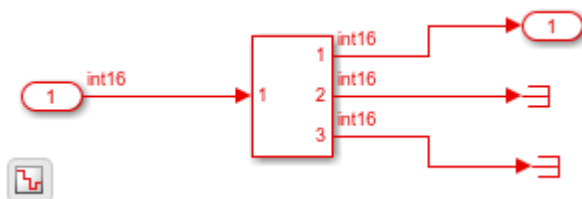
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The model contains a masked subsystem that has two mask parameters `Gain` and `Gain1`. `Gain` has the value 10 and `Gain1` has the value 20.

```

open_system('hdlcoder_masked_subsys_redundant/DUT')

```



To generate HDL code for the DUT subsystem, run this command:

```

makehdl('hdlcoder_masked_subsys_redundant/DUT')

```

The generated code shows that generic ports `Gain` and `Gain1` are preserved but the output port `Out2` is removed.

```

ENTITY Subsystem IS
  GENERIC( Gain      : integer := 10;
           Gain1     : integer := 20
         );
  PORT( In1         : IN   std_logic_vector(15 DOWNTO 0); -- int16
        Out1        : OUT  std_logic_vector(15 DOWNTO 0) -- int16
      );
END Subsystem;

ARCHITECTURE rtl OF Subsystem IS
  ...

  kconst <= to_signed(Gain, 16);

  In1_signed <= signed(In1);

  Gain_mul_temp <= kconst * In1_signed;
  Gain_out1 <= Gain_mul_temp(15 DOWNTO 0);

  Out1 <= std_logic_vector(Gain_out1);

END rtl;

```

Redundant Logic in DocBlock and Annotations

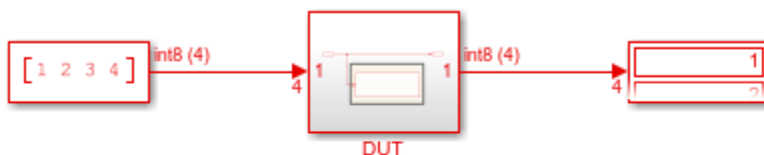
Annotations or DocBlock blocks that are inside active subsystems are preserved in the generated HDL code. A subsystem is active if it contains at least one output port that leads to the evaluation of the DUT output, or has an active black box subsystem, as described above. If HDL Coder determines that a subsystem containing an annotation or DocBlock is redundant, then that annotation or DocBlock is also removed from the generated code.

Open the model `hdlcoder_annotations_redundant_logic`.

```

open_system('hdlcoder_annotation_redundant_logic')
sim('hdlcoder_annotation_redundant_logic');

```



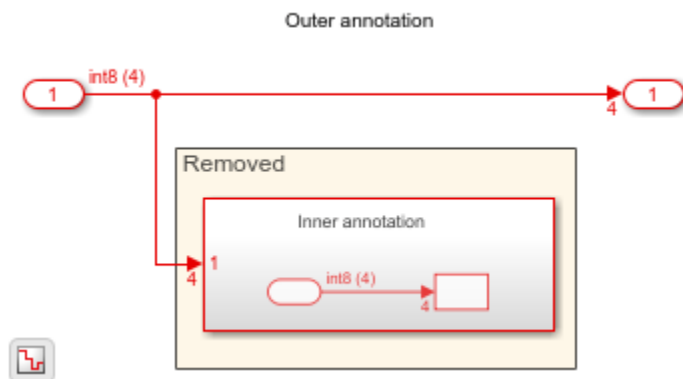
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The DUT subsystem contains an Inner annotation subsystem. This subsystem is redundant because it does not have an active output port.

```

open_system('hdlcoder_annotation_redundant_logic/DUT')

```



To generate HDL code for the DUT subsystem, run this command:

```
makehdl('hdlcoder_annotation_redundant_logic/DUT')
```

The generated HDL code shows the Inner annotation subsystem including the annotation Inner annotation removed from the generated HDL code.

```
ENTITY DUT IS
  PORT( In1   :   IN    vector_of_std_logic_vector8(0 TO 3); -- int8 [4]
        Out2  :   OUT   vector_of_std_logic_vector8(0 TO 3) -- int8 [4]
        );
END DUT;

ARCHITECTURE rtl OF DUT IS

BEGIN
  -- Removed
  --
  -- Outer annotation

  Out2 <= In1;

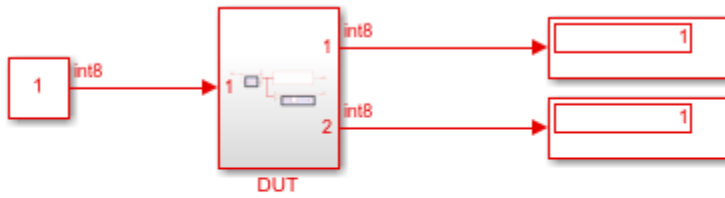
END rtl;
```

Redundant Logic in Bus Signals and Bus Element Ports

Redundant logic and unused blocks are removed from the model when it contains buses. The redundant logic optimization applies in the same manner to virtual buses, nonvirtual buses, and bus element ports.

Open the model `hdlcoder_virtual_bus_redundant`.

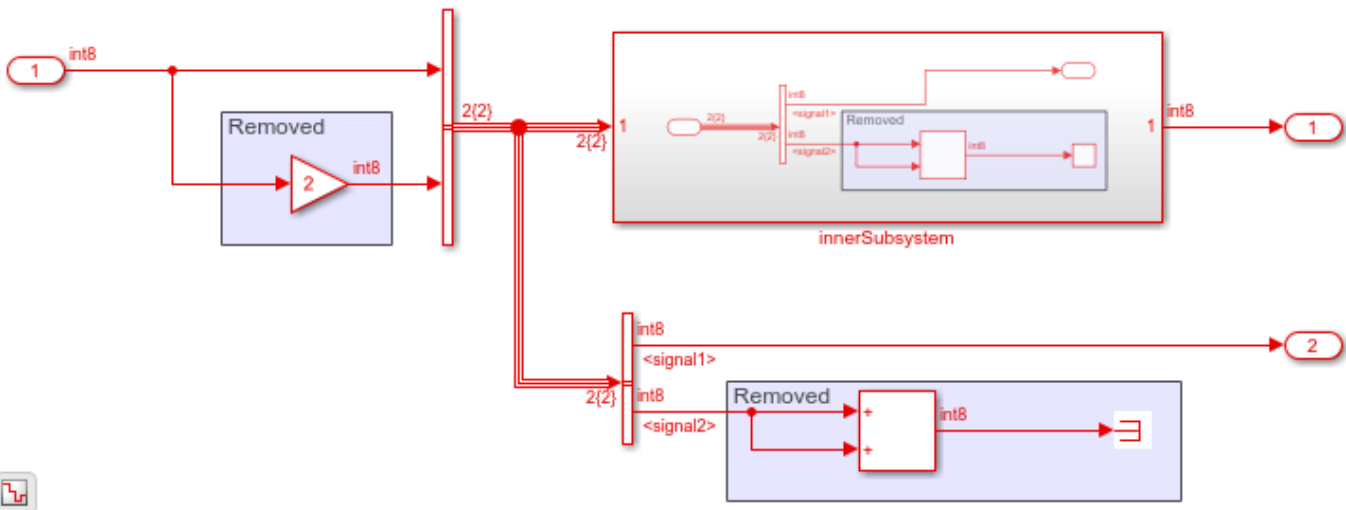
```
open_system('hdlcoder_virtual_bus_redundant')
sim('hdlcoder_virtual_bus_redundant');
```



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The DUT subsystem contains a virtual bus that drives an innerSubsystem block and an Add block. One of the bus signals is connected to Terminator blocks at the output.

```
open_system('hdlcoder_virtual_bus_redundant/DUT')
```



To generate HDL code for the DUT subsystem, run this command:

```
makehdl('hdlcoder_virtual_bus_redundant/DUT')
```

The generated HDL code shows that the redundant logic is removed in the design and the input port and output ports that are active are preserved.

```
ENTITY DUT IS
  PORT( In1          : IN   std_logic_vector(7 DOWNT0 0); -- int8
        Out1         : OUT  std_logic_vector(7 DOWNT0 0); -- int8
        Out2         : OUT  std_logic_vector(7 DOWNT0 0); -- int8
        );
END DUT;

ARCHITECTURE rtl OF DUT IS
  -- Component Declarations
  COMPONENT innerS
    PORT( In1_signal1 : IN   std_logic_vector(7 DOWNT0 0); -- int8
          Out1        : OUT  std_logic_vector(7 DOWNT0 0); -- int8
        );
  END COMPONENT;

```

```
    );  
END COMPONENT;  
  
...  
END rtl;
```

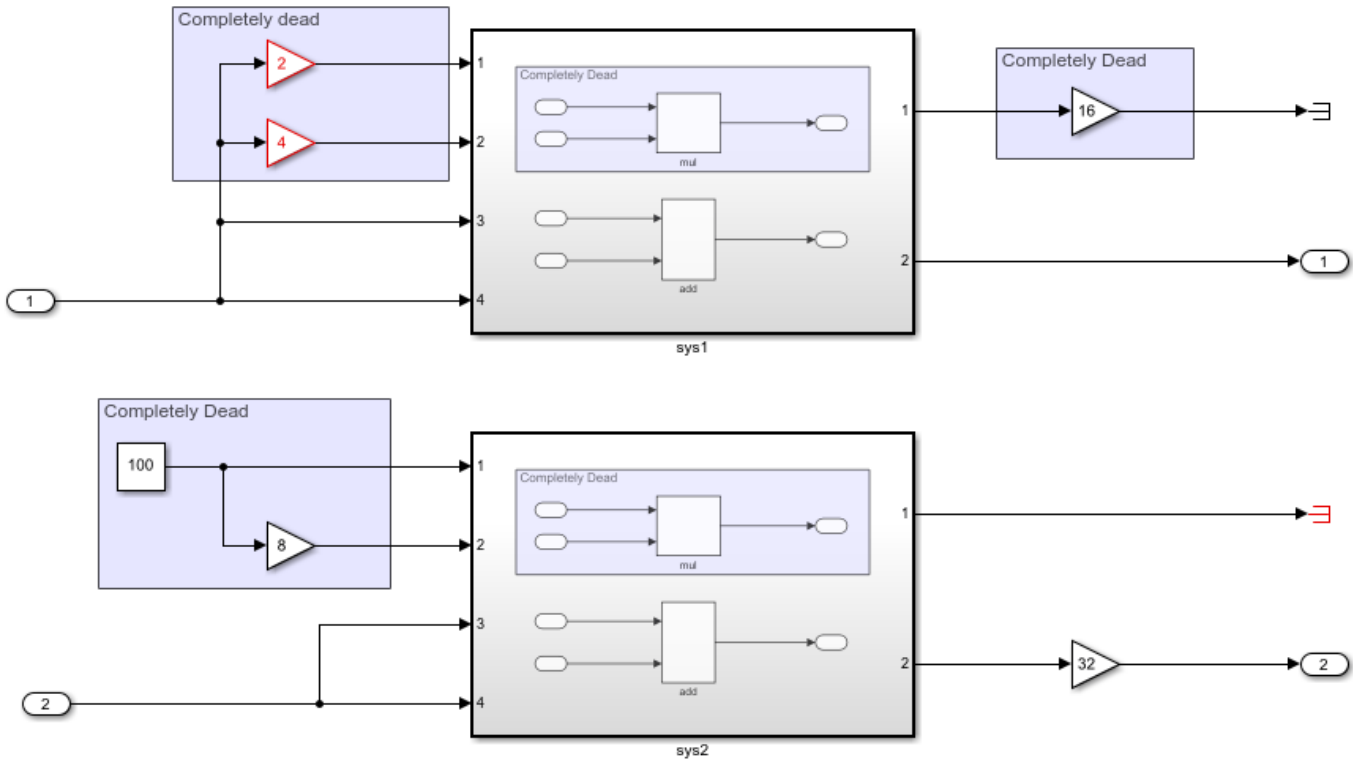
Inside the innerSubsystem block, the Add block connected to the Terminator block is removed.

```
ENTITY innerSubsystem IS  
  PORT( In1_signal1      : IN    std_logic_vector(7 DOWNTO 0); -- int8  
        Out1            : OUT   std_logic_vector(7 DOWNTO 0) -- int8  
        );  
END innerSubsystem;  
  
ARCHITECTURE rtl OF innerSubsystem IS  
  
  -- Signals  
  SIGNAL signal1      : signed(7 DOWNTO 0); -- int8  
  
  BEGIN  
    -- Removed  
  
    signal1 <= signed(In1_signal1);  
    Out1 <= std_logic_vector(signal1);  
  
  END rtl;
```

Block Connectivity Definition

HDL Coder classifies block connectivity as completely unconnected or partially connected to detect and removed unused logic. Completely unconnected: For modules generated from identical atomic subsystems, model blocks, or ForEach subsystem blocks that are reused across multiple instances, the internal module logic and logic for blocks connected to the module are classified as completely unconnected only if all instances of the module do not use the logic. For example, open the model `atomic_complete_unconnected.slx`.

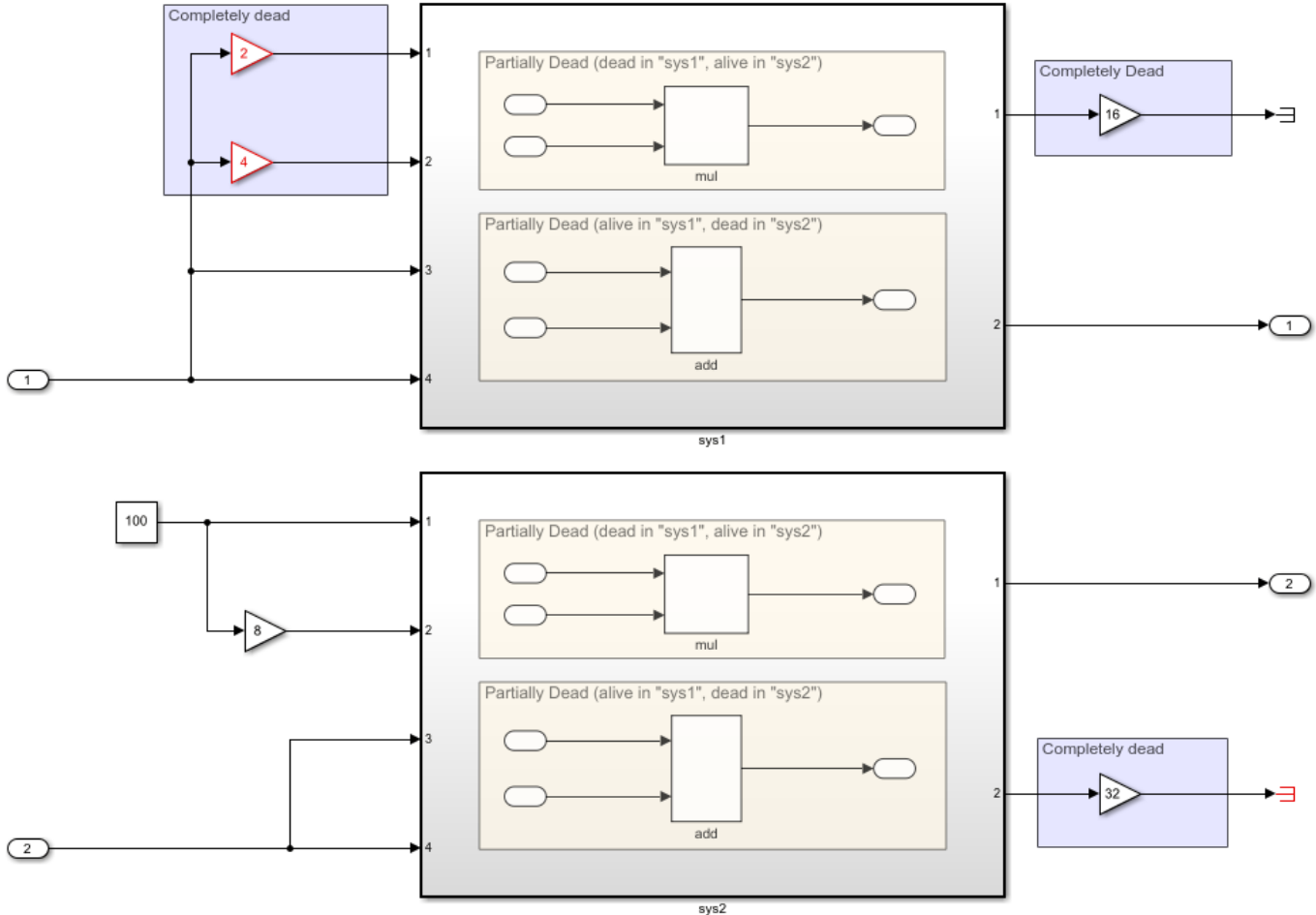
```
open_system('atomic_complete_unconnected')  
open_system('atomic_complete_unconnected/DUT')
```



The `mul` block is unused in both `sys1` and `sys2` subsystems and is eliminated from the generated code. Inputs to the `mul` block are completely unconnected as well and are eliminated from the generated code.

Partially connected: For modules generated from identical atomic subsystems, model blocks, or `ForEach` subsystem blocks that are reused across multiple instances, the internal module logic and logic for blocks connected to the module are classified as partially connected even if one instance of the module uses the repeated logic. For example, open the model `atomic_partial_connected.slx`.

```
open_system('atomic_partial_connected')
```



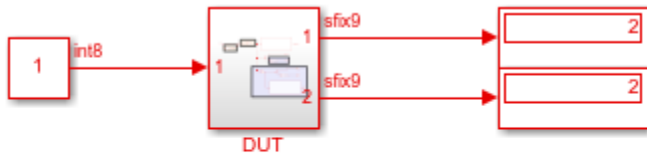
The `mul` block is used in `sys2`, classifying the block as partially connected and the block logic is retained in the generated code. The inputs to the `mul` block are completely unused and eliminated from the generated code.

Limitations

1. When your model contains multiple instances of atomic subsystems, model references, or ForEach subsystem blocks, if these blocks are determined to be partially connected during HDL code generation, then all ports are preserved in the generated code.
2. For models that have vector signals, Demux blocks act as boundaries for the redundant logic optimization. Redundant logic and components that are downstream of the Demux block are removed during HDL code generation. The optimization does not cross the Demux block boundary and therefore preserves components that are upstream of the Demux block. This limitation when using vectors also applies when you convert buses to vectors.

Open the model `hdlcoder_vector_redundant_logic`.

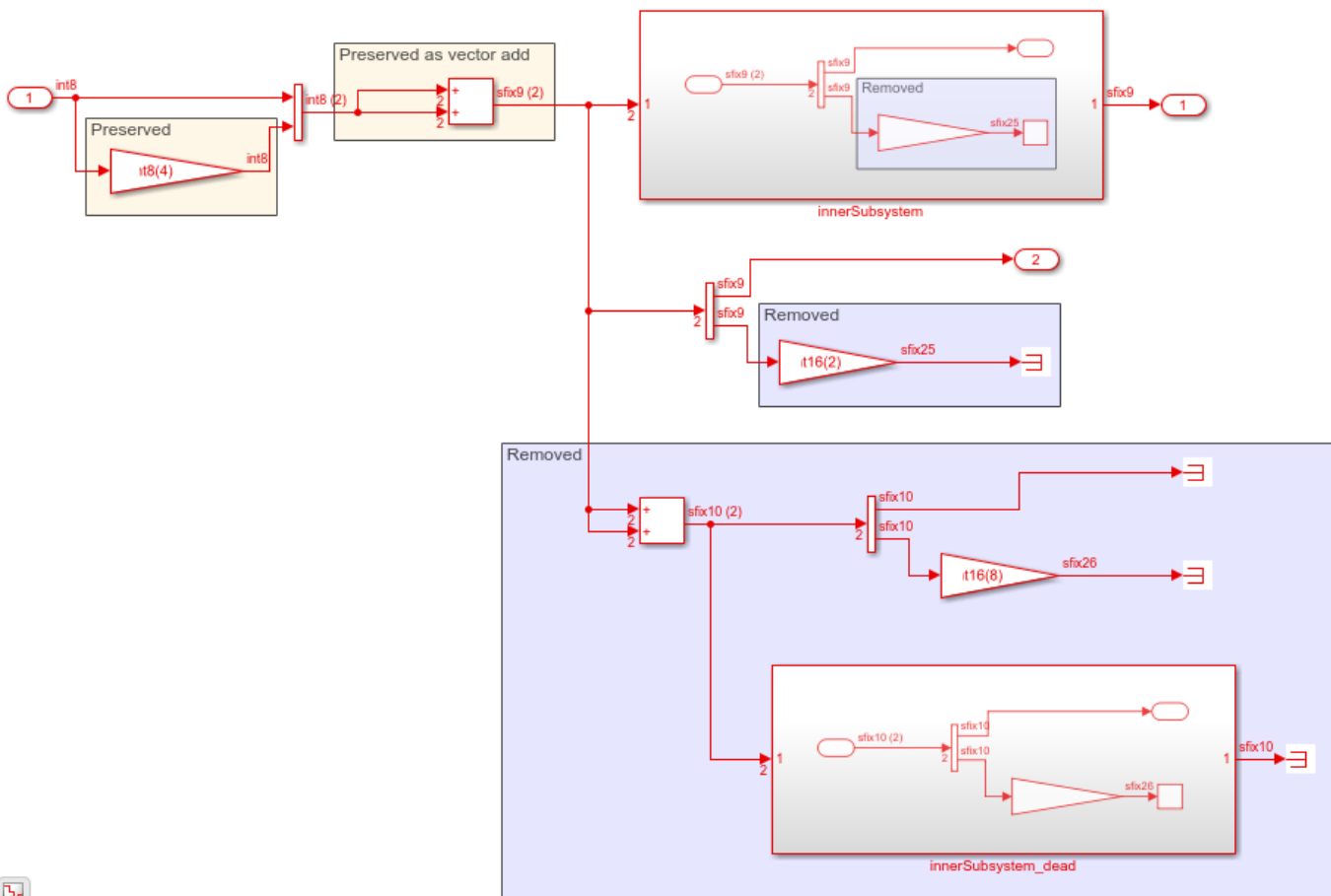
```
open_system('hdlcoder_vector_redundant_logic')
sim('hdlcoder_vector_redundant_logic');
```

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The DUT subsystem contains an innerSubsystem block. This subsystem has one active output port and the other port is terminated.

```
open_system('hdlcoder_vector_redundant_logic/DUT')
```



To generate HDL code for the DUT subsystem, run this command:

```
makehdl('hdlcoder_vector_redundant_logic/DUT')
```

The generated HDL code shows that the Add block performs a vector Add calculation. Both the Gain block and Add block are preserved in the generated HDL code as the redundant logic optimization does not cross the Demux block boundary.

```

ENTITY DUT IS
  PORT( In1      : IN    std_logic_vector(7 DOWNTO 0); -- int8
        Out1     : OUT   std_logic_vector(8 DOWNTO 0); -- sfix9
        Out2     : OUT   std_logic_vector(8 DOWNTO 0) -- sfix9
        );
END DUT;

ARCHITECTURE rtl OF DUT IS

  -- Component Declarations
  COMPONENT innerSubsystem
    PORT( In1      : IN    vector_of_std_logic_vector9(0 TO 1); -- sfix9 [2]
          Out1     : OUT   std_logic_vector(8 DOWNTO 0) -- sfix9
          );
  END COMPONENT;

  ...

  In1_signed <= signed(In1);

  Gain1_cast <= resize(In1_signed & '0' & '0', 16);
  Gain1_out1 <= Gain1_cast(7 DOWNTO 0);

  Mux_out1(0) <= signed(In1);
  Mux_out1(1) <= Gain1_out1;

  Add_out1_gen: FOR t_0 IN 0 TO 1 GENERATE
    Add_out1(t_0) <= resize(Mux_out1(t_0), 9) + resize(Mux_out1(t_0), 9);
  END GENERATE Add_out1_gen;

  outputgen: FOR k IN 0 TO 1 GENERATE
    Add_out1_1(k) <= std_logic_vector(Add_out1(k));
  END GENERATE;

  Out2 <= std_logic_vector(Add_out1(0));

  ...

END rtl;

```

See Also

More About

- “Generated Model and Validation Model” on page 24-11
- “Optimize Unconnected Ports in HDL Code for Simulink Models” on page 24-197
- “Simplify Constant Operations and Reduce Design Complexity in HDL Coder” on page 24-19

Optimize Unconnected Ports in HDL Code for Simulink Models

HDL code generation improves code readability, reduces code size, and reduces area usage by removing unconnected ports from the generated code. This includes removing unconnected vector and scalar ports, bus element ports, and bus ports. Unconnected port removal can help avoid synthesis failure caused by unused ports in the generated code.

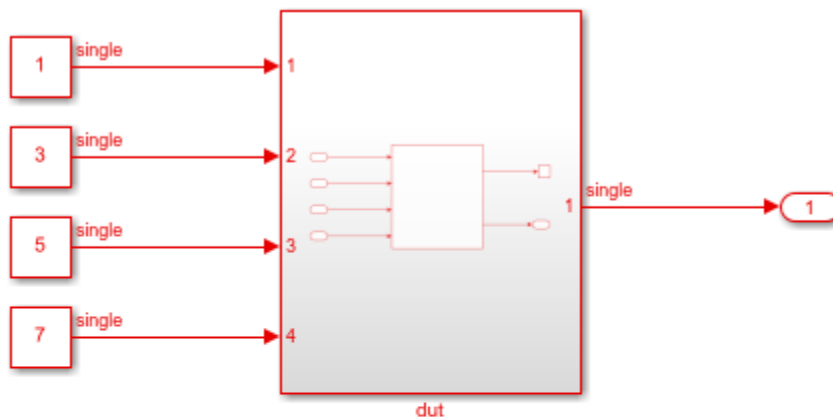
How Unused Port Removal Works

Unused port removal works in conjunction with removal of unused blocks in your design. See “Remove Redundant Logic and Unused Blocks in Generated HDL Code” on page 24-175.

You can see the effect of unused port removal in the generated HDL code. Ports are not removed from top-level DUT models or subsystems, implementation models, or validation models.

Open the model `hdlcoder_RemoveUnconnectedPorts` containing Bus Element ports and a port connected to an inactive output.

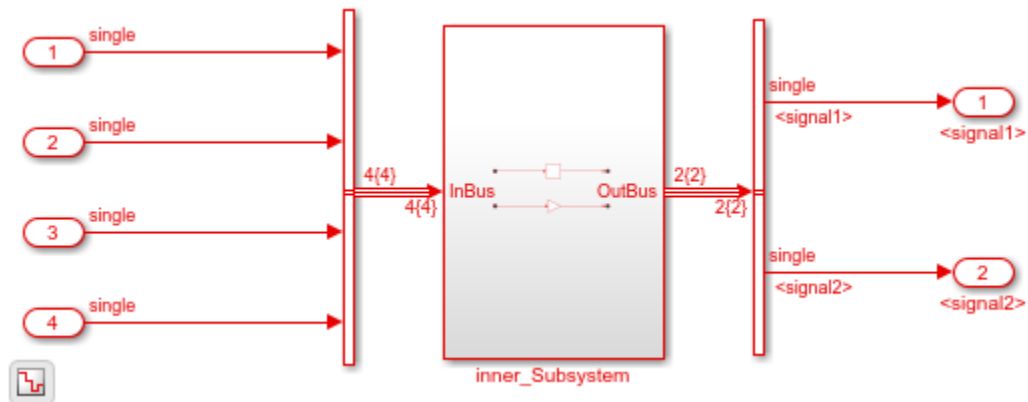
```
open_system('hdlcoder_RemoveUnconnectedPorts')
set_param('hdlcoder_RemoveUnconnectedPorts', 'SimulationCommand', 'update');
```



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Open the `dut` Subsystem block, and then open the `mid_Subsystem` block. The `mid_Subsystem` contains the Bus Element ports. One of the output signals is connected to a Terminator block.

```
open_system('hdlcoder_RemoveUnconnectedPorts/dut/mid_Subsystem')
```



To generate HDL code for the design, at the MATLAB® command prompt, enter:

```
makehdl('hdlcoder_RemoveUnconnectedPorts/dut')
```

The generated code `mid_Subsystem.vhd` shows that unconnected ports are removed during HDL code generation. The input `InBus_signal3` at the DUT input port is multiplied by a Gain block and then connected to the output port `OutBus_signal2`, which is then passed to the DUT output port. Since the other input and output ports are unused at the DUT level, these ports are removed from the generated HDL code.

```
ARCHITECTURE rtl OF mid_Subsystem IS
```

```
-- Component Declarations
```

```
COMPONENT inner_Subsystem
```

```
  PORT( clk          : IN    std_logic;
        reset       : IN    std_logic;
        enb         : IN    std_logic;
        InBus_signal3 : IN    std_logic_vector(31 DOWNTO 0); -- single
        OutBus_signal2 : OUT  std_logic_vector(31 DOWNTO 0) -- single
        );
```

```
END COMPONENT;
```

```
...
```

```
END rtl;
```

Disable Unused Port Deletion Optimization

By default, the optimization is enabled and unused ports are removed in the generated HDL code.

If you do not want unconnected ports to be removed from the design:

- In the Configuration Parameters dialog box, clear the “Remove Unused Ports” on page 15-6 check box.
- When you run the HDL Workflow Advisor, in the **Set Code Generation Options > Set Optimization Options** task, clear the **Remove Unused Ports** check box.
- At the command line, set `DeleteUnusedPorts` to `off` with `hdlset_param` or `makehdl`. For example, to specify that you want to preserve the unused ports in the `hdlcoder_RemoveUnconnectedPorts` model, run this command:

```
makehdl('hdlcoder_RemoveUnconnectedPorts/dut', 'DeleteUnusedPorts', 'off')
```

The generated HDL code preserves the unused Bus Elements ports.

```

ARCHITECTURE rtl OF mid_Subsystem IS
-- Component Declarations
COMPONENT inner_Subsystem
  PORT( clk          : IN    std_logic;
        reset       : IN    std_logic;
        enb         : IN    std_logic;
        InBus_signal1 : IN    std_logic_vector(31 DOWNTO 0); -- single
        InBus_signal2 : IN    std_logic_vector(31 DOWNTO 0); -- single
        InBus_signal3 : IN    std_logic_vector(31 DOWNTO 0); -- single
        InBus_signal4 : IN    std_logic_vector(31 DOWNTO 0); -- single
        OutBus_signal1 : OUT   std_logic_vector(31 DOWNTO 0); -- single
        OutBus_signal2 : OUT   std_logic_vector(31 DOWNTO 0) -- single
      );
END COMPONENT;

...

END rtl;

```

Unused Port Deletion for Subsystem Ports

This optimization can remove unused subsystem data ports. Control ports and ports of a referenced model are not removed.

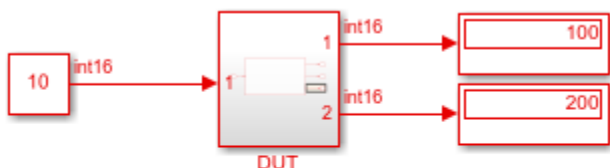
A subsystem data port is considered to be active when it contributes to a DUT output port downstream, or is connected to an active black box subsystem, or a component that is preserved during HDL code generation.

Open the model `hdlcoder_subsys_ports_unused`.

```

open_system('hdlcoder_subsys_ports_unused')
sim('hdlcoder_subsys_ports_unused');

```



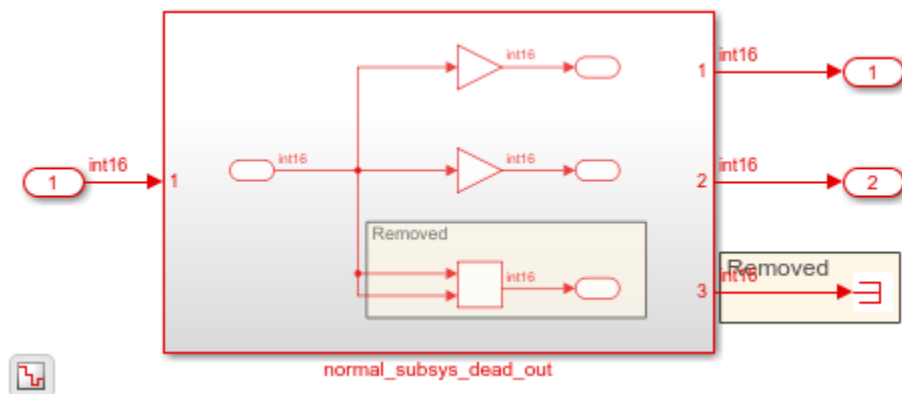
Copyright 2020 The MathWorks, Inc.

The model contains a `normal_subsys_dead_out` subsystem that contains an output port `out3` that is terminated and does not contribute to the DUT output.

```

open_system('hdlcoder_subsys_ports_unused/DUT')

```



To generate HDL code for the DUT subsystem, run this command:

```
makehdl('hdlcoder_subsys_ports_unused/DUT')
```

By default, when `DeleteUnusedPorts` is on, the Add block calculation and output port, `Out3`, are removed in the generated HDL code.

```
ENTITY normal_subsys_dead_out IS
  PORT( In1      : IN   std_logic_vector(15 DOWNTO 0); -- int16
        Out1     : OUT  std_logic_vector(15 DOWNTO 0); -- int16
        Out2     : OUT  std_logic_vector(15 DOWNTO 0) -- int16
        );
END normal_subsys_dead_out;

ARCHITECTURE rtl OF normal_subsys_dead_out IS
...
  Out1 <= std_logic_vector(Gain_out1);
...
  Out2 <= std_logic_vector(Gain1_out1);
END rtl;
```

To disable `DeleteUnusedPorts` optimization, run this command:

```
makehdl('hdlcoder_subsys_ports_unused/DUT', 'DeleteUnusedPorts', 'off')
```

When you set `DeleteUnusedPorts` to off, this port and the Add block calculation is preserved in the generated HDL code.

```
ENTITY normal_subsys_dead_out IS
  PORT( In1      : IN   std_logic_vector(15 DOWNTO 0); -- int16
        Out1     : OUT  std_logic_vector(15 DOWNTO 0); -- int16
        Out2     : OUT  std_logic_vector(15 DOWNTO 0); -- int16
        Out3     : OUT  std_logic_vector(15 DOWNTO 0) -- int16
        );
END normal_subsys_dead_out;

ARCHITECTURE rtl OF normal_subsys_dead_out IS
...

```

```

    Out1 <= std_logic_vector(Gain_out1);
...
    Out2 <= std_logic_vector(Gain1_out1
    Add_out1 <= to_signed(16#0000#, 16);
    Out3 <= std_logic_vector(Add_out1);
END rtl;

```

Unused Port Deletion for Atomic Subsystems

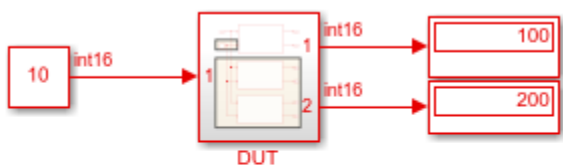
For unused ports outside atomic subsystems, atomic subsystem instances are removed from the generated HDL code.

Open the model `hdlcoder_atomic_subsys3_redundant`

```

open_system('hdlcoder_atomic_subsys3_redundant')
sim('hdlcoder_atomic_subsys3_redundant');

```



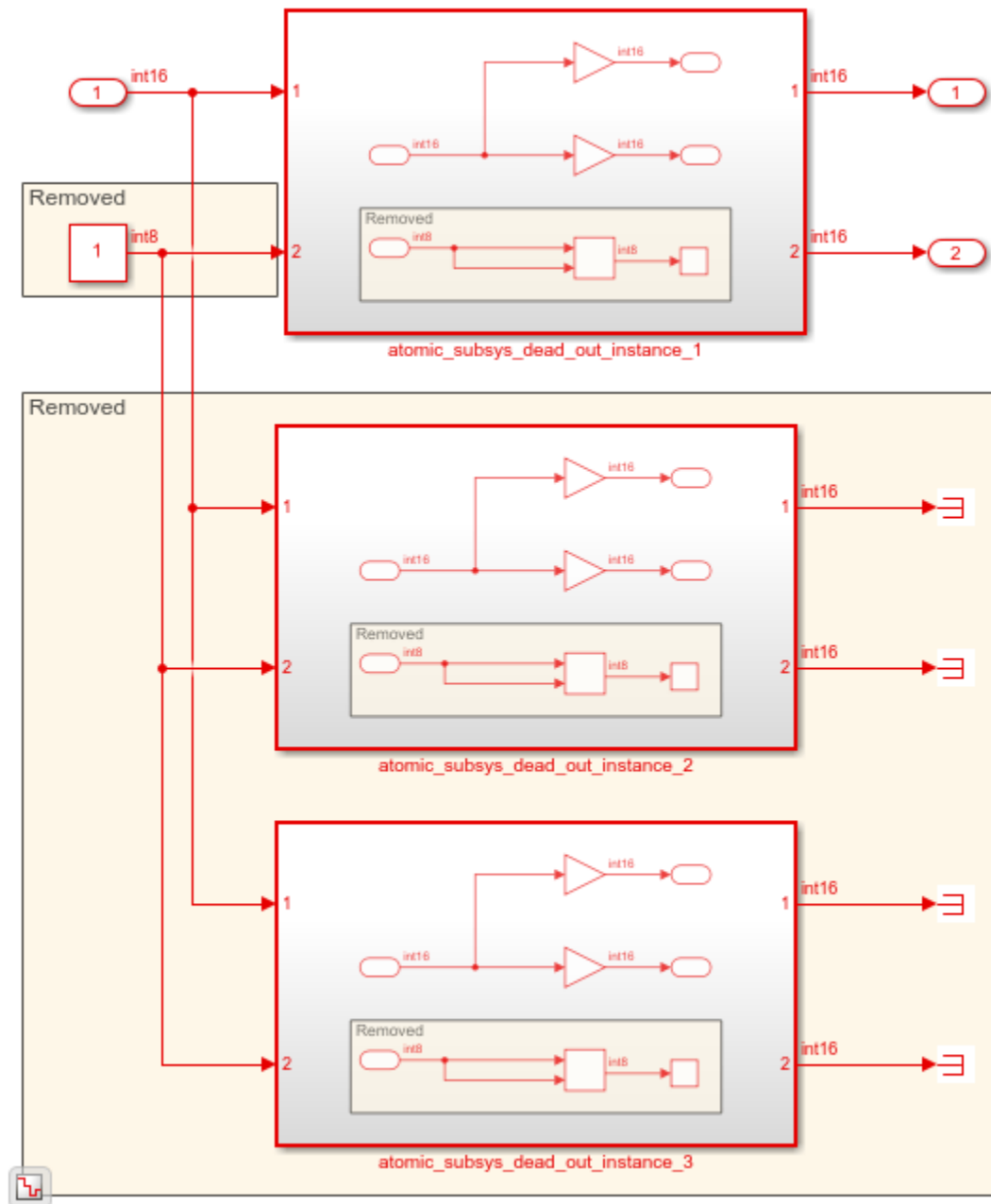
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The DUT subsystem contains three atomic subsystem instances. The outputs of two of the atomic subsystem instances are connected to Terminator blocks.

```

open_system('hdlcoder_atomic_subsys3_redundant/DUT')

```



To generate HDL code for the DUT subsystem, run this command:

```
makehdl('hdlcoder_atomic_subsys3_redundant/DUT')
```

```
ENTITY DUT IS
  PORT(
    In1      : IN    std_logic_vector(15 DOWNTO 0); -- int16
    Out1     : OUT   std_logic_vector(15 DOWNTO 0); -- int16
    Out2     : OUT   std_logic_vector(15 DOWNTO 0); -- int16
  );
END DUT;
```

```
ARCHITECTURE rtl OF DUT IS
```



```

-- Component Declarations
COMPONENT atomic_subsys_dead_out_instance_1
  PORT( In1      : IN      std_logic_vector(15 DOWNT0 0); -- int16
        Out1     : OUT     std_logic_vector(15 DOWNT0 0); -- int16
        Out2     : OUT     std_logic_vector(15 DOWNT0 0) -- int16
      );
END COMPONENT;

...

END rtl;

```

To set DeleteUnusedPorts to off, run this command:

```
makehdl('hdlcoder_atomic_subsys3_redundant/DUT', 'DeleteUnusedPorts', 'off')
```

If you set DeleteUnusedPorts to off, the input port In2 is preserved in the generated HDL code but it is feeding into an input port that is driving an unused component.

```

ENTITY DUT IS
  PORT( In1      : IN      std_logic_vector(15 DOWNT0 0); -- int16
        Out1     : OUT     std_logic_vector(15 DOWNT0 0); -- int16
        Out2     : OUT     std_logic_vector(15 DOWNT0 0) -- int16
      );
END DUT;

ARCHITECTURE rtl OF DUT IS

-- Component Declarations
COMPONENT atomic_subsys_dead_out_instance_1
  PORT( In1      : IN      std_logic_vector(15 DOWNT0 0); -- int16
        In2      : IN      std_logic_vector(7 DOWNT0 0);  -- int8
        Out1     : OUT     std_logic_vector(15 DOWNT0 0); -- int16
        Out2     : OUT     std_logic_vector(15 DOWNT0 0) -- int16
      );
END COMPONENT;

...

END rtl;

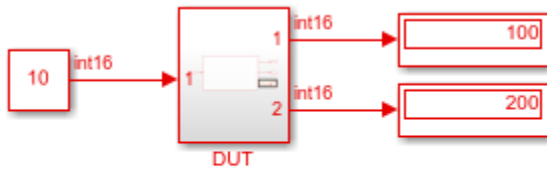
```

Unused Port Deletion for Output Ports of Atomic Subsystems

When you have multiple active atomic subsystem instances, the redundant logic across the boundary including any ports are preserved in the HDL code independent of the DeleteUnusedPorts setting. When you have only one Atomic Subsystem instance, by default, when DeleteUnusedPorts is on, any redundant logic and ports across the subsystem boundary are removed. However, if you set DeleteUnusedPorts to off, any unused port is preserved though the logic is redundant.

Open the model hdlcoder_atomic_subsys2_ports_redundant.

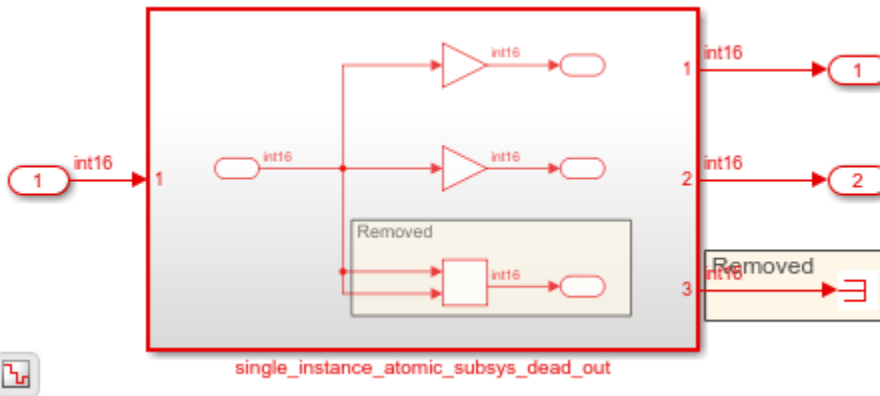
```
open_system('hdlcoder_atomic_subsys2_ports_redundant')
sim('hdlcoder_atomic_subsys2_ports_redundant');
```



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The DUT subsystem contains an Atomic Subsystem block that contains an Add block connected to an output port terminated outside the subsystem.

```
open_system('hdlcoder_atomic_subsys2_ports_redundant/DUT')
```



To generate HDL code for the DUT subsystem, run this command:

```
makehdl('hdlcoder_atomic_subsys2_ports_redundant/DUT')
```

In the generated HDL code, the Add block and corresponding output port Out3 is removed because it does not contribute to an active output.

```
ENTITY DUT IS
  PORT( In1   : IN    std_logic_vector(15 DOWNTO 0); -- int16
        Out1  : OUT   std_logic_vector(15 DOWNTO 0); -- int16
        Out2  : OUT   std_logic_vector(15 DOWNTO 0); -- int16
  );
END DUT;

ARCHITECTURE rtl OF DUT IS
  -- Component Declarations
  COMPONENT single_instance_atomic_subsys_dead_out
    PORT( In1   : IN    std_logic_vector(15 DOWNTO 0); -- int16
          Out1  : OUT   std_logic_vector(15 DOWNTO 0); -- int16
          Out2  : OUT   std_logic_vector(15 DOWNTO 0); -- int16
    );
  END COMPONENT;

  ...

END rtl;
```

To set DeleteUnusedPorts to off, run this command:

```
makehdl('hdlcoder_atomic_subsys2_ports_redundant/DUT', 'DeleteUnusedPorts', 'off')
```

If you set DeleteUnusedPorts to off, the output port Out3 is preserved in the generated HDL code.

```
ENTITY DUT IS
  PORT( In1   :   IN    std_logic_vector(15 DOWNT0 0); -- int16
        Out1  :   OUT   std_logic_vector(15 DOWNT0 0); -- int16
        Out2  :   OUT   std_logic_vector(15 DOWNT0 0) -- int16
        );
END DUT;

ARCHITECTURE rtl OF DUT IS

-- Component Declarations
COMPONENT single_instance_atomic_subsys_dead_out
  PORT( In1   :   IN    std_logic_vector(15 DOWNT0 0); -- int16
        Out1  :   OUT   std_logic_vector(15 DOWNT0 0); -- int16
        Out2  :   OUT   std_logic_vector(15 DOWNT0 0) -- int16
        Out3  :   OUT   std_logic_vector(15 DOWNT0 0) -- int16
        );
END COMPONENT;

...

END rtl;

ENTITY single_instance_atomic_subsys_dead_out IS
  PORT( In1   :   IN    std_logic_vector(15 DOWNT0 0); -- int16
        Out1  :   OUT   std_logic_vector(15 DOWNT0 0); -- int16
        Out2  :   OUT   std_logic_vector(15 DOWNT0 0); -- int16
        Out3  :   OUT   std_logic_vector(15 DOWNT0 0) -- int16
        );
END single_instance_atomic_subsys_dead_out;

ARCHITECTURE rtl OF single_instance_atomic_subsys_dead_out IS

...

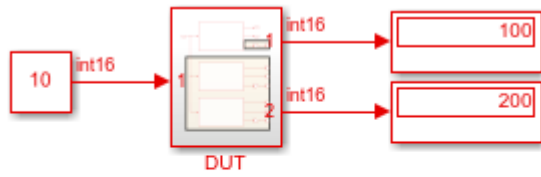
Add_out1 <= to_signed(16#0000#, 16);
Out3 <= std_logic_vector(Add_out1);

END rtl;
```

If there are multiple atomic subsystem instances that are not active, the unused port and logic are removed or preserved depending on the DeleteUnusedPorts setting.

Open the model hdlcoder_atomic_subsys3_ports_redundant.

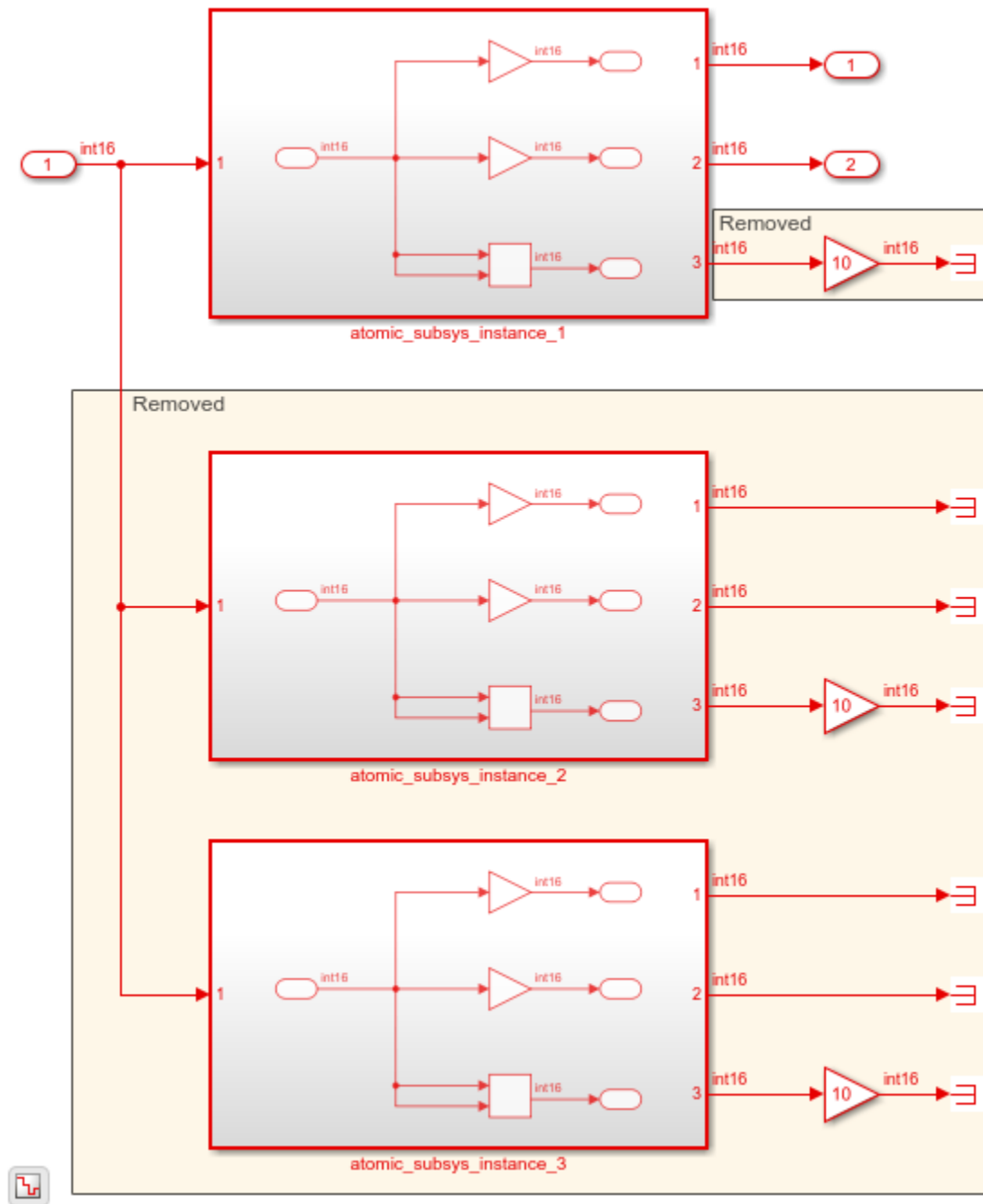
```
open_system('hdlcoder_atomic_subsys3_ports_redundant')
sim('hdlcoder_atomic_subsys3_ports_redundant');
```



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The DUT subsystem contains an Atomic Subsystem block that contains an Add block connected to an output port terminated outside the subsystem.

```
open_system('hdlcoder_atomic_subsys3_ports_redundant/DUT')
```



The two atomic subsystem instances that have the output ports terminated are removed in the generated HDL code. In the other Atomic Subsystem block, the Add block calculation and its output is removed.

```
ENTITY DUT IS
  PORT( In1      : IN   std_logic_vector(15 DOWNTO 0); -- int16
        Out1     : OUT  std_logic_vector(15 DOWNTO 0); -- int16
        Out2     : OUT  std_logic_vector(15 DOWNTO 0)  -- int16
```

```

    );
END DUT;

ARCHITECTURE rtl OF DUT IS

-- Component Declarations
COMPONENT atomic_subsys_instance_1
  PORT( In1      : IN    std_logic_vector(15 DOWNT0 0); -- int16
        Out1     : OUT   std_logic_vector(15 DOWNT0 0); -- int16
        Out2     : OUT   std_logic_vector(15 DOWNT0 0) -- int16
      );
END COMPONENT;

...

-- Removed
--
-- Removed

u_atomic_subsys_instance_1 : atomic_subsys_instance_1
  PORT MAP( In1 => In1, -- int16
           Out1 => atomic_subsys_instance_1_out1, -- int16
           Out2 => atomic_subsys_instance_1_out2 -- int16
         );

Out1 <= atomic_subsys_instance_1_out1;
Out2 <= atomic_subsys_instance_1_out2;

END rtl;

```

To set DeleteUnusedPorts to off, run this command:

```
makehdl('hdlcoder_atomic_subsys3_ports_redundant/DUT', 'DeleteUnusedPorts', 'off')
```

If you set DeleteUnusedPorts to off, the output port Out3 is preserved in the generated HDL code.

```

ENTITY DUT IS
  PORT( In1      : IN    std_logic_vector(15 DOWNT0 0); -- int16
        Out1     : OUT   std_logic_vector(15 DOWNT0 0); -- int16
        Out2     : OUT   std_logic_vector(15 DOWNT0 0) -- int16
      );
END DUT;

ARCHITECTURE rtl OF DUT IS

-- Component Declarations
COMPONENT atomic_subsys_instance_1
  PORT( In1      : IN    std_logic_vector(15 DOWNT0 0); -- int16
        Out1     : OUT   std_logic_vector(15 DOWNT0 0); -- int16
        Out2     : OUT   std_logic_vector(15 DOWNT0 0); -- int16
        Out3     : OUT   std_logic_vector(15 DOWNT0 0) -- int16
      );
END COMPONENT;

```

If you see the generated HDL code for the Atomic Subsystem instance, it shows that the Add block computation and Out3 is preserved in the generated HDL code.

```

ENTITY atomic_subsys_instance_1 IS
  PORT( In1      : IN    std_logic_vector(15 DOWNT0 0); -- int16

```

```
    Out1      :   OUT   std_logic_vector(15 DOWNT0 0); -- int16
    Out2      :   OUT   std_logic_vector(15 DOWNT0 0); -- int16
    Out3      :   OUT   std_logic_vector(15 DOWNT0 0)  -- int16
  );
END atomic_subsys_instance_1;

ARCHITECTURE rtl OF atomic_subsys_instance_1 IS

...

Add_out1 <= In1_signed + In1_signed;
Out3 <= std_logic_vector(Add_out1);

END rtl;
```

Limitations

If your model contains multiple instances of atomic subsystems, model references, or Foreach Subsystem blocks, and these blocks are active during HDL code generation, then ports are preserved in the generated code. Components connected upstream to these ports are also considered active. The ports are preserved independently of whether you enable or disable the `DeleteUnusedPorts` setting.

This limitation also applies to bus signals. In this case, the entire bus is preserved in the generated HDL code. For an example, see “Remove Redundant Logic and Unused Blocks in Generated HDL Code” on page 24-175.

See Also

More About

- “Generated Model and Validation Model” on page 24-11
- “Remove Redundant Logic and Unused Blocks in Generated HDL Code” on page 24-175
- “Simplify Constant Operations and Reduce Design Complexity in HDL Coder” on page 24-19

Code Generation Reports, HDL Compatibility Checker, Block Support Library, and Code Annotation

- “Create and Use Code Generation Reports” on page 25-2
- “Navigate Between Simulink Model and HDL Code by Using Traceability” on page 25-4
- “Web View of Model in Code Generation Report” on page 25-13
- “Generate Code with Annotations or Comments” on page 25-16
- “Check Your Model for HDL Compatibility” on page 25-19
- “Display Blocks for HDL Code Generation in Library Browser” on page 25-21
- “Trace Code Using the Mapping File” on page 25-24
- “Add or Remove the HDL Configuration Component” on page 25-27

Create and Use Code Generation Reports

Report Generation

The HDL Coder software creates and displays an HTML code generation report when you select one or more options listed in the table. In the Configuration Parameters dialog box, you can specify the UI options in the **HDL Code Generation > Report** pane.

| GUI option | makehdl Property | Dependency |
|--|------------------------|---|
| Generate traceability report | Traceability | "Generate HDL code" on page 17-101 must be enabled. |
| Generate resource utilization report | ResourceReport | "Generate HDL code" on page 17-101 and "Generated model" on page 17-86 must be enabled. |
| Generate high-level timing critical path report | CriticalPathEstimation | "Generate HDL code" on page 17-101 and "Generated model" on page 17-86 must be enabled. |
| Generate optimization report | OptimizationReport | "Generate HDL code" on page 17-101 and "Generated model" on page 17-86 must be enabled. |
| Generate model Web view | HDLGenerateWebview | "Generate HDL code" on page 17-101 must be enabled. |

When you generate code, the Code Generation Report appears in a separate window.

Code Generation Report

The Code Generation Report is an HTML file that includes a **Summary**, a **Clock Summary**, a **Code Interface Report**, and one or more of these optional sections:

- Traceability report
- Resource utilization report
- High-level timing critical path report
- Optimization report
- Model web view

The **Summary** lists information about the model, the DUT, the date of code generation, and top-level coder settings. The **Summary** also lists model properties that have nondefault values.

The **Code Interface Report** shows the DUT input and output port names, data types, and bit widths. The report displays links corresponding to each input port and output port in your Simulink model.

Timing and Area Report

When you select **Generate resource utilization report**, HDL Coder adds a **Timing and Area Report** section to the Code Generation Report. This section of the report contains these subsections:

- **High-level Resource Report:** The **Summary** section summarizes multipliers, adders and subtractors, and registers consumed by the device under test (DUT).

The **Detailed Report** section contains more information on the resources that each subsystem uses. Wherever possible, the detailed report links back to corresponding blocks in your model. The **Detailed Report** section also contains a **Registers** section. This section displays the total 1-bit register that is calculated as the sum of products over the bit widths of the registers and their frequency of occurrence.

- **Target-Specific Report:** When you request target-specific code generation on the model, this subsection shows the resource utilization report.

Optimization Report

When you select **Generate optimization report**, HDL Coder adds an Optimization Report section, that contains these subsections:

- **Distributed Pipelining:** If a subsystem has the `DistributedPipelining` option enabled, this subsection displays comparative listings of registers before and after you apply the distributed pipelining transform.
- **Streaming and Sharing:** Summary and detailed information about the subsystems for which you specify sharing or streaming optimizations and the delay balancing summary.
- **Target Code Generation:** Displays target device summary and target mapping status for the subsystem that has floating-point data types.
- **Delay Balancing:** Provides detailed information on pipeline latency and phase delays added at the output ports to match delays along the parallel paths.
- **Adaptive Pipelining:** Displays status of the adaptive pipelining optimization, blocks for which pipeline registers are inserted, and the number of pipeline registers.
- **Hierarchy Flattening:** Displays hierarchy flattening status, subsystems that have `FlattenHierarchy` set to on or off, and the inline HDL files.

See Also

More About

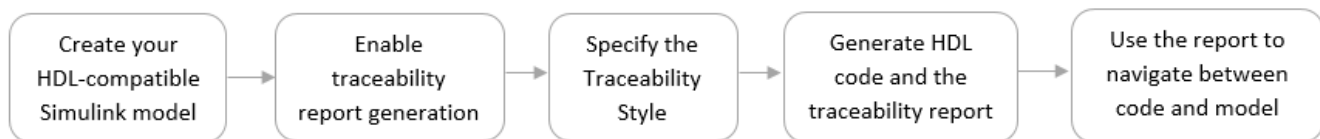
- “Navigate Between Simulink Model and HDL Code by Using Traceability” on page 25-4
- “Critical Path Estimation Without Running Synthesis” on page 24-148
- “Web View of Model in Code Generation Report” on page 25-13

Navigate Between Simulink Model and HDL Code by Using Traceability

In this section...

“How Traceability Works” on page 25-4
 “Generate Traceability Report” on page 25-5
 “Report Location” on page 25-5
 “View the Traceability Report” on page 25-6
 “Traceability by Using Code View” on page 25-6
 “Code-to-Model Navigation” on page 25-7
 “Model-to-Code Navigation” on page 25-10
 “Traceability Report Limitations” on page 25-12

Even a relatively small model can generate hundreds of lines of HDL code. To identify the mapping between your source model and the generated HDL code more easily, use the traceability support in HDL Coder.



How Traceability Works

When you enable traceability support and generate HDL code for your model, the code generator creates and displays an HTML code generation report.

By default, the code generator uses the line-level style to generate a traceability report. The report generated by using this style contains hyperlinks for each line of HDL code to navigate between code and model. You can customize the traceability style to generate a comment-based report. This style contains hyperlinked comments above a block of code that correspond to a searchable tag for a certain block in your model. To learn more about the two traceability styles, see “Traceability style” on page 18-4.

You can generate reports for the root-level model or for subsystems, blocks, Stateflow charts, or MATLAB Function blocks. By default, HDL Coder generates a report for the top-level model.

After you generate the report, you can navigate from:

- Model to code: Select a certain block in your model and navigate to corresponding lines of HDL code in the report.
- Code to model: Select a line of code in the report and navigate to Simulink blocks corresponding to that line of code.

HDL Coder provides this two-way navigation or bidirectional traceability. With traceability support, you can:

- Verify that the generated code is as you expect. You can identify which model elements correspond to a line of code, and track code from different model elements that you have or have not reviewed.
- Verify whether the generated code meets the design requirements. You can assign the requirements to model elements and include the requirements as hyperlinks in the traceability report.

Generate Traceability Report

You can generate the report in the Configuration Parameters dialog box or at the command-line.

- 1 Enable generation of the traceability report.
 - In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Select **Settings > Report Options**, and then select **Generate traceability report**.
 - At the command line, use `hdlset_param` to set the `Traceability` property on the model.

To learn more about this parameter, see “Generate traceability report” on page 18-3.
- 2 Specify the traceability style. To generate a line-level traceability report, leave this setting as the default. To generate a comment-based traceability report:
 - On the **HDL Code Generation > Report** pane, specify the **Traceability style**.
 - At the command line, use `hdlset_param` to specify the `TraceabilityStyle` property on the model.

To learn more about this parameter, see “Traceability style” on page 18-4.
- 3 Generate HDL code and the traceability report. Either select the DUT Subsystem and click **Generate HDL Code** on the Simulink Toolstrip, or run `makehdl` on the DUT Subsystem at the command line.

When HDL code generation is complete, the HTML code generation report appears in a new window.

Report Location

By default, HDL Coder writes the code generation report files to a folder in the `hdlsrc\html\` folder of the build folder. If you close the report, you can navigate to this folder to reopen the report.

Before generating code, you can customize the target folder that stores the HDL code and the report files.

- In the Configuration Parameters dialog box, specify the target folder by using the **Target** setting.
- At the command line, use the `TargetDirectory` property.

To learn how to specify this parameter, see “Folder” on page 13-4.

To keep your traceability report up to date, regenerate the HDL code and report after modifying the source model.

View the Traceability Report

In the HTML code generation report window, select the **Traceability Report** section. In the left pane of the report, click the names of **Generated Source Files** to view their contents in a MATLAB web browser window.

This figure shows a typical traceability report.

Eliminated / Virtual Blocks

| Block Name | Comment |
|---|---------|
| <S2>/x_in | Inport |
| <S2>/h_in1 | Inport |
| <S2>/h_in2 | Inport |
| <S2>/h_in3 | Inport |
| <S2>/h_in4 | Inport |
| <S2>/y_out | Outport |
| <S2>/delayed_xout | Outport |

Traceable Simulink Blocks / Stateflow Objects / MATLAB Functions

Subsystem: [sfir_fixed/symmetric_fir](#)

| Object Name | Code Location |
|-------------------------------|---|
| <S2>/a1 | symmetric_fir.vhd:208, 209, 210 |
| <S2>/a2 | symmetric_fir.vhd:212, 213, 214 |

The traceability report has several subsections that indicate the blocks or subsystems from which the code was generated:

- The **Eliminated / Virtual Blocks** section accounts for blocks that are untraceable because they are not included in the generated HDL code.
- The **Traceable Simulink Blocks / Stateflow Objects / MATLAB Functions** section provides a complete mapping between model elements and code.

If you assigned block requirements, you can see the requirements as hyperlinked comments in the traceability report. For more information, see “Include Requirements in Block Comments” on page 17-63.

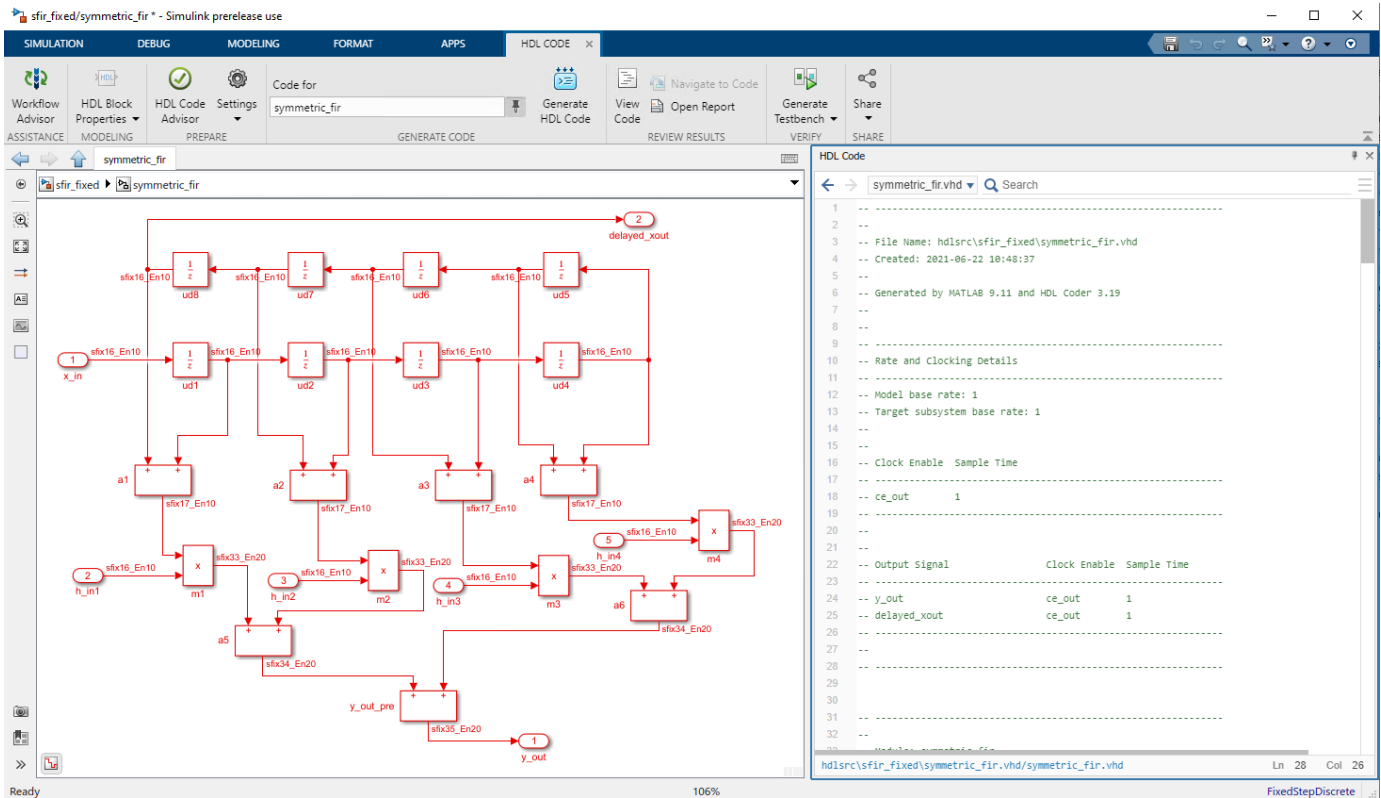
Traceability by Using Code View

By default, after you enable generation of the traceability report and generate HDL code for your model, the Code view displays the generated code to the right of your model. You can use the Code view to trace generated HDL code to your model and your model to the generated HDL code.

To manually open the Code view, open the **HDL Coder** app. On the Simulink toolstrip, click the **View Code** button. Select the file that you want to display by using the drop-down list at the top of the

Code view. You can dock or undock the Code view from the editor and minimize or expand the Code view using the pin icon in the upper right corner of the Code view. You can also use rich text capabilities, such as code folding and hiding comments.

This figure shows the Code view opened from the **View Code** button on the Simulink toolstrip in **HDL Coder** app.



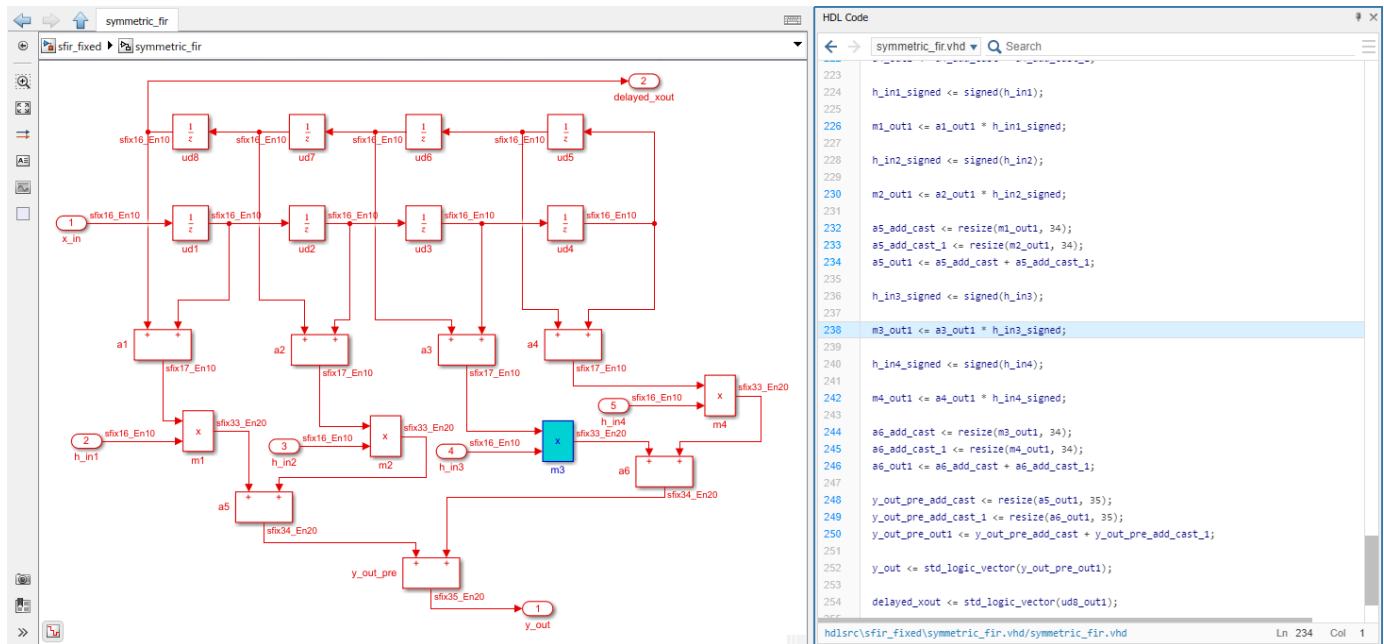
Code-to-Model Navigation

To navigate from the HDL code to the model, follow either of these workflows:

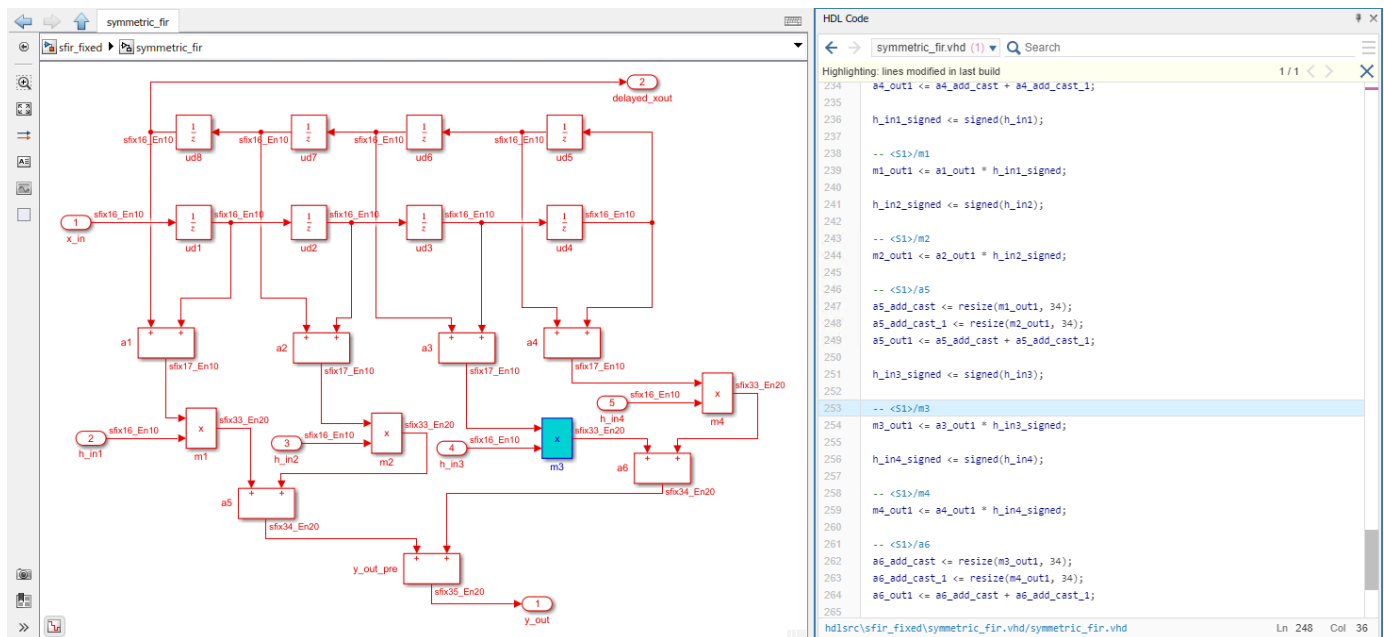
Use the Code view:

- 1 Navigate to the Code view by clicking the automatically generated Code view panel on the right or by clicking the **View Code** button on the Simulink toolstrip in the **HDL Coder** app.
- 2 In the Code view, click the line number hyperlink or code comment link to highlight the block that the code line traces to. You can trace lines of code to the model elements from which they were generated.

This figure shows how the generated HDL code on line 238 in `symmetric_fir.vhd` in the Code view maps to the block highlighted in blue in the model when the **Traceability style** is specified as **Line Level**.



This figure shows how the comment <S1>/m3 generated in HDL code on line 253 in symmetric_fir.vhd in the Code view maps to the block highlighted in blue in the model when the **Traceability style** is specified as Comment Based.



Use the Code Generation Report:

- 1 In the traceability report, on the **Code Location** column, click any hyperlink.
The code generator highlights that line of HDL code in the generated source file.
- 2 Select the link corresponding to that line of code in the source file.

The code generator opens a separate window that displays the highlighted Simulink block corresponding to that line of code.

This figure shows how to navigate from the HDL code to the model by using the traceability report when you specify Line Level as the **Traceability style**.

Traceable Simulink Blocks / Stateflow Objects / MATLAB Functions

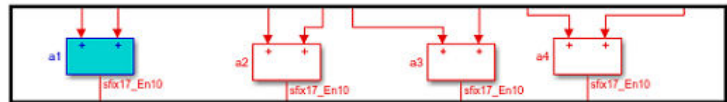
Subsystem: [sfir_fixed/symmetric_fir](#)

| Object Name | Code Location |
|-------------------------------|---|
| <S2>/a1 | symmetric_fir.vhd:208, 209, 210 |
| <S2>/a2 | symmetric_fir.vhd:212, 213, 214 |
| <S2>/a3 | symmetric_fir.vhd:216, 217, 218 |



```

206
207
208 a1_add_cast <= resize(ud8_out1, 17);
209 a1_add_cast_1 <= resize(ud1_out1, 17);
210 a1_out1 <= a1_add_cast + a1_add_cast_1;
211
212 a2_add_cast <= resize(ud7_out1, 17);
213 a2_add_cast_1 <= resize(ud2_out1, 17);
214 a2_out1 <= a2_add_cast + a2_add_cast_1;
215
    
```



In the traceability report, you see that HDL Coder generates line-level hyperlinks to the HDL code in the **Code Location** column. Click the link to highlight that line of code in the HDL source file, and then click the hyperlink for that line of code in the source file to highlight the corresponding block in your model.

This figure shows how to navigate from the HDL code to the model using the traceability report when you specify Comment Based as the **Traceability style**.

Traceable Simulink Blocks / Stateflow Objects / MATLAB Functions

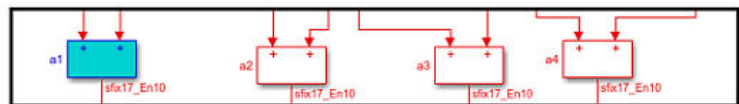
Subsystem: [sfir_fixed/symmetric_fir](#)

| Object Name | Code Location |
|-------------------------------|---------------------------------------|
| <S2>/a1 | symmetric_fir.vhd:216 |
| <S2>/a2 | symmetric_fir.vhd:221 |
| <S2>/a3 | symmetric_fir.vhd:226 |



```

214
215
216 -- <S2>/a1
217 a1_add_cast <= resize(ud8_out1, 17);
218 a1_add_cast_1 <= resize(ud1_out1, 17);
219 a1_out1 <= a1_add_cast + a1_add_cast_1;
220
221 -- <S2>/a2
222 a2_add_cast <= resize(ud7_out1, 17);
223 a2_add_cast_1 <= resize(ud2_out1, 17);
224 a2_out1 <= a2_add_cast + a2_add_cast_1;
225
    
```



In the traceability report, when you select a hyperlink in the **Code Location** column, you see that HDL Coder highlights a hyperlinked comment [<S2>/a1](#) in the HDL code. When you click the hyperlinked comment in the HDL source file, the code generator highlights the corresponding block [a1](#) in your model.

Model-to-Code Navigation

Use model-to-code traceability to select a component at any level of the model and view the code references to that component in the traceability report. For tracing, you can select these objects:

- Subsystem
- Simulink block
- MATLAB Function block
- Stateflow chart, or these elements of a Stateflow chart:
 - State
 - Transition
 - Truth table
 - MATLAB function inside a chart

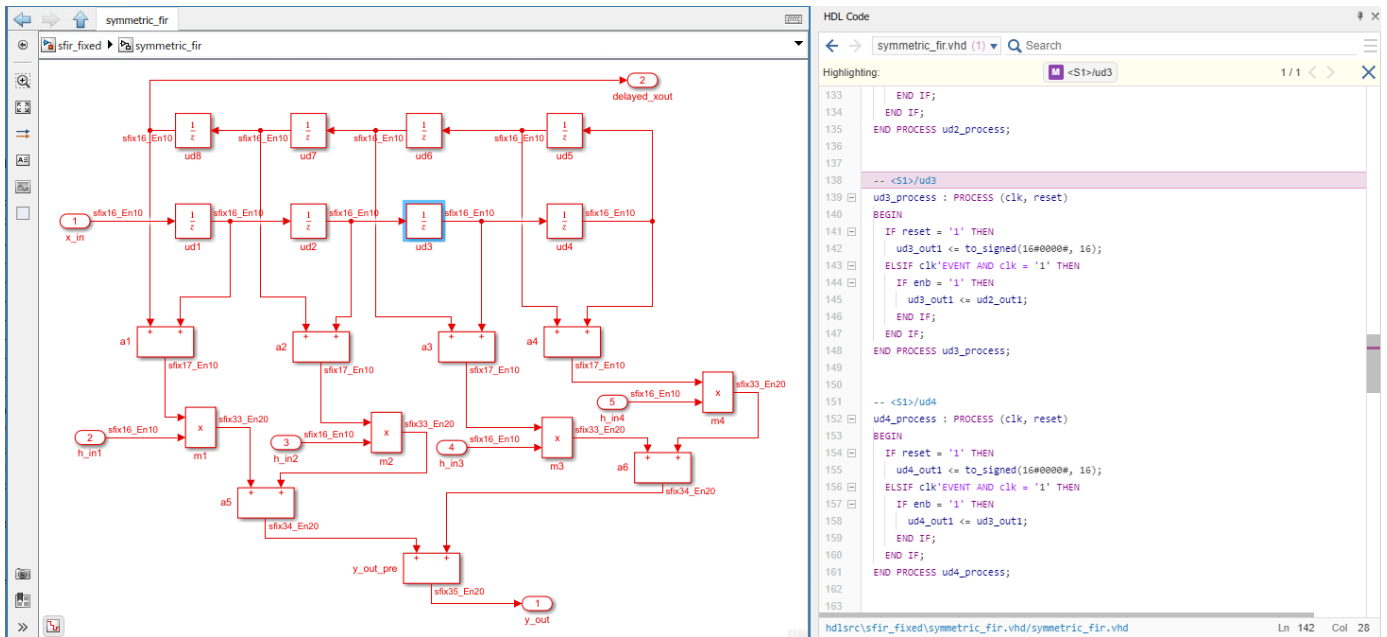
You can navigate from a certain block in the model to the HDL code generated for that block by using any of these approaches.

- Click that block in the model. The Code view highlights the code for the block and scrolls to the highlighted code lines.

This figure shows an example of how a block highlighted in the model maps to the corresponding highlighted HDL code in the script `symmetric_fir.vhd` when the **Traceability style** is specified as **Line Level**.

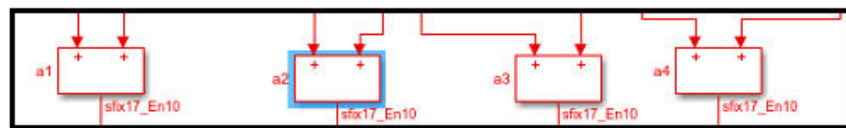
The screenshot displays a Simulink model window titled 'symmetric_fir' on the left and an HDL Code window titled 'symmetric_fir.vhd (10)' on the right. The Simulink model shows a complex signal flow graph with blocks labeled 'sfix16_En10', 'ud8', 'ud7', 'ud6', 'ud5', 'ud4', 'a1', 'a2', 'a3', 'a4', 'a5', 'a6', 'm1', 'm2', 'm3', 'm4', 'm3', 'a6', 'y_out_pre', and 'y_out'. A block labeled 'ud3' is highlighted with a blue border. The HDL Code window shows the corresponding Verilog code for the 'ud3' process, with lines 136 through 145 highlighted in purple. The code includes a process definition for 'ud3' with a 'BEGIN' block containing several assignment and conditional statements.

This figure shows an example of how a block highlighted in the model maps to the corresponding highlighted comment in the HDL code in the script `symmetric_fir.vhd` when the **Traceability style** is specified as **Comment Based**.



- Select that block and click **Navigate to Code** on the **HDL Code** tab.
- Right-click that block in your Simulink model and select **HDL Code > Navigate to Code**.

This figure shows the model-to-code navigation for both line-level and comment-based traceability style.



```

207
208 a1_add_cast <= resize(ud8_out1, 17);
209 a1_add_cast_1 <= resize(ud1_out1, 17);
210 a1_out1 <= a1_add_cast + a1_add_cast_1;
211
212 a2_add_cast <= resize(ud7_out1, 17);
213 a2_add_cast_1 <= resize(ud2_out1, 17);
214 a2_out1 <= a2_add_cast + a2_add_cast_1;
215

```

**HDL Source Code
(Line-Level Traceability)**

```

214
215
216 -- <S2>/a1
217 a1_add_cast <= resize(ud8_out1, 17);
218 a1_add_cast_1 <= resize(ud1_out1, 17);
219 a1_out1 <= a1_add_cast + a1_add_cast_1;
220
221 -- <S2>/a2
222 a2_add_cast <= resize(ud7_out1, 17);
223 a2_add_cast_1 <= resize(ud2_out1, 17);
224 a2_out1 <= a2_add_cast + a2_add_cast_1;
225

```

**HDL Source Code
(Comment-Based Traceability)**

If you use **Line Level** as the **Traceability style** and navigate from the model to the HDL code, the traceability report highlights all lines of HDL code corresponding to that block.

If you use Comment Based as the **Traceability style** and navigate from the model to the HDL code, the traceability report highlights the traceable block comment in the HDL code.

Traceability Report Limitations

- If a block name in your model contains a single quote ('), code-to-model and model-to-code traceability are disabled for that block.
- If an asterisk (*) in a block name in your model causes a name-mangling ambiguity relative to other names in the model, code-to-model highlighting and model-to-code highlighting are disabled for that block. This is most likely to occur if an asterisk precedes or follows a slash (/) in a block name or appears at the end of a block name.
- If a block name in your model contains the character `ÿ` (`char(255)`), code-to-model highlighting and model-to-code highlighting are disabled for that block.
- If you use certain subsystem types, the Subsystem block is not traceable from the model to the HDL code at the subsystem level. It is possible that you can trace individual blocks within the Subsystem block. You cannot trace from the model to the code for these subsystem types:
 - Virtual
 - Masked
 - Nonvirtual for which code has been optimized away
- Traceability does not support Model Reference as the top-level Subsystem block.

See Also

More About

- “Create and Use Code Generation Reports” on page 25-2

Web View of Model in Code Generation Report

In this section...

“About Model Web View” on page 25-13

“Generate HTML Code Generation Report with Model Web View” on page 25-13

“Model Web View Limitations” on page 25-14

About Model Web View

To review and analyze the generated code, it is helpful to navigate between the code and model. You can include a Web view of the model within the HTML code generation report. You can then share your model and generated code outside of the MATLAB environment. When you generate the report, the Web view includes the block diagram attributes displayed in the Simulink Editor, such as, block sorted execution order, signal properties, and port data types.

A Simulink Report Generator license is required to include a Web view (Simulink Report Generator) of the model in the code generation report.

Browser Requirements for Web View

Web view requires a Web browser that supports Scalable Vector Graphics (SVG). Web view uses SVG to render and navigate models.

You can use the following Web browsers:

- Mozilla Firefox Version 1.5 or later, which has native support for SVG. To download the Firefox browser, go to www.mozilla.com/.
- The Microsoft® Internet Explorer® Web browser with the Adobe® SVG Viewer plug-in. To download the Adobe SVG Viewer plug-in, go to www.adobe.com/svg/.
- Apple Safari Web browser

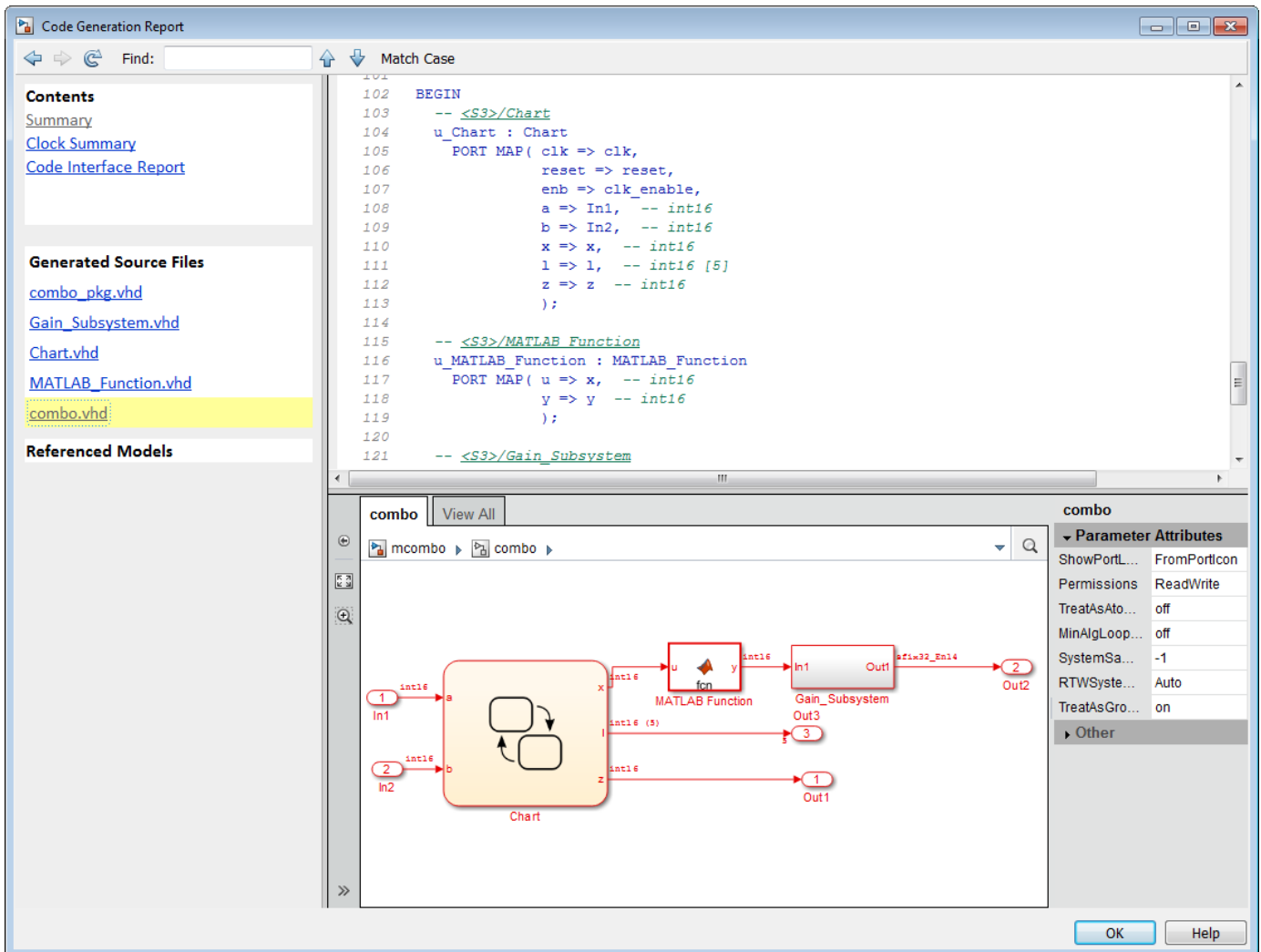
Generate HTML Code Generation Report with Model Web View

This example shows how to create an HTML code generation report which includes a Web view of the model diagram.

- 1 Open the mcombo model.
- 2 Open the **Configuration Parameters** dialog box or **Model Explorer** and navigate to the **HDL Code Generation** pane.
- 3 Under **Code generation report**, select **Generate model Web view**.
- 4 Click the **Generate** button.

After building the model and generating code, the code generation report opens in a MATLAB Web browser.

- 5 In the left navigation pane, select a source code file. The corresponding source code is displayed in the right pane and includes hyperlinks.



- 6 Click a link in the code. The model Web view displays and highlights the corresponding block in the model.
- 7 To highlight the generated code for a block in your model, click the block. The corresponding code is highlighted in the source code pane.
- 8 To go back to the code generation report for the top model, at the top of the left navigation pane, click the **Back** button until the top model's report is displayed.

For more information about exploring a model in a Web view, see “Navigate a Web View” (Simulink Report Generator).

Model Web View Limitations

The HTML code generation report includes the following limitations when using the model Web view:

- Code is not generated for virtual blocks. In the model Web view of the code generation report, when tracing between the model and the code, when you click a virtual block, it is highlighted yellow.

- In the model Web view, you cannot open a referenced model diagram by double-clicking the Model block in the top model. Instead, open the code generation report for the referenced model by using the drop-down menu at the top of the report.
- Stateflow truth tables, events, and links to library charts are not supported in the model Web view.
- Searching in the code generation report does not find or highlight text in the model Web view.
- If you navigate from the actual model diagram (not the model Web view in the report), to the source code in the HTML code generation report, the model Web view is disabled and not visible. To enable the model Web view, open the report again, see “Open Code Generation Report”.
- For a subsystem build, the traceability hyperlinks of the root level inport and outport blocks are disabled.
- “Traceability Limitations” (Embedded Coder) that apply to tracing between the code and the actual model diagram.

Generate Code with Annotations or Comments

In this section...

“Simulink Annotations” on page 25-16

“Signal Descriptions” on page 25-16

“Text Comments” on page 25-16

“Requirements Comments and Hyperlinks” on page 25-17

The following sections describe how to use the HDL Coder software to add text annotations to generated code, in the form of model annotations, text comments or requirements comments.

Simulink Annotations

You can enter text directly on the block diagram as Simulink annotations. HDL Coder renders text from Simulink annotations as plain text comments in generated code. The comments are generated at the same level in the model hierarchy as the subsystem(s) that contain the annotations, as if they were Simulink blocks.

For Constant blocks, to reflect the annotations as comments in the HDL code, clear the “Minimize intermediate signals” on page 17-56 check box and set “Traceability style” on page 18-4 to Comment Based.

See “Describe Models Using Notes and Annotations” for general information on annotations.

Signal Descriptions

You can provide a description for the signals in your Simulink model. The generated HDL code displays these descriptions as comments above the signal declaration statements. To specify a description for the signal, right-click the signal, and select **Properties** to open the Signal Properties dialog box. Then, select the **Documentation** tab, and in the **Description** section, enter a description for the signal. For the signal description, use ASCII characters because non-ASCII characters in the generated code can potentially interfere with downstream synthesis and lint tools. In some cases, due to certain optimizations that act on the signals, the generated code may not translate all signal descriptions to HDL comments or may create replicas of HDL comments for certain signal descriptions.

Text Comments

You can enter text comments at any level of the model by placing a DocBlock at the desired level and entering text comments. HDL Coder renders text from the DocBlock in generated code as plain text comments. The comments are generated at the same level in the model hierarchy as the subsystem that contains the DocBlock.

Set the **Document type** parameter of the DocBlock to Text. HDL Coder does not support the HTML or RTF options.

See DocBlock for general information on the DocBlock.

Requirements Comments and Hyperlinks

You can assign requirement comments to blocks.

If your model includes requirements comments, you can choose to render the comments in one of the following formats:

- *Text comments in generated code:* To include requirements as text comments in code, use the defaults for **Include requirements in block comments** (on) and **Generate traceability report** (off) in the Configuration Parameters dialog box.

If you generate code from the command line, set the `Traceability` and `RequirementComments` properties. This code shows the text requirements comments generated for a Gain block from the `mcombo` model:

```
open_system('mcombo')
makehdl(gcb, 'Traceability', 'off', 'RequirementComments', 'on');

BEGIN
    In1_signed <= signed(In1);

    --
    -- Block requirements for <S10>/Gain
    -- 1. Gain Requirements Sect 1
    -- 2. Gain Requirements Sect 2
    Gain_gainparam <= to_signed(16384, 16);

    Gain_out1 <= resize(In1_signed(15 DOWNT0 0) & '0'

    Out1 <= std_logic_vector(Gain_out1);

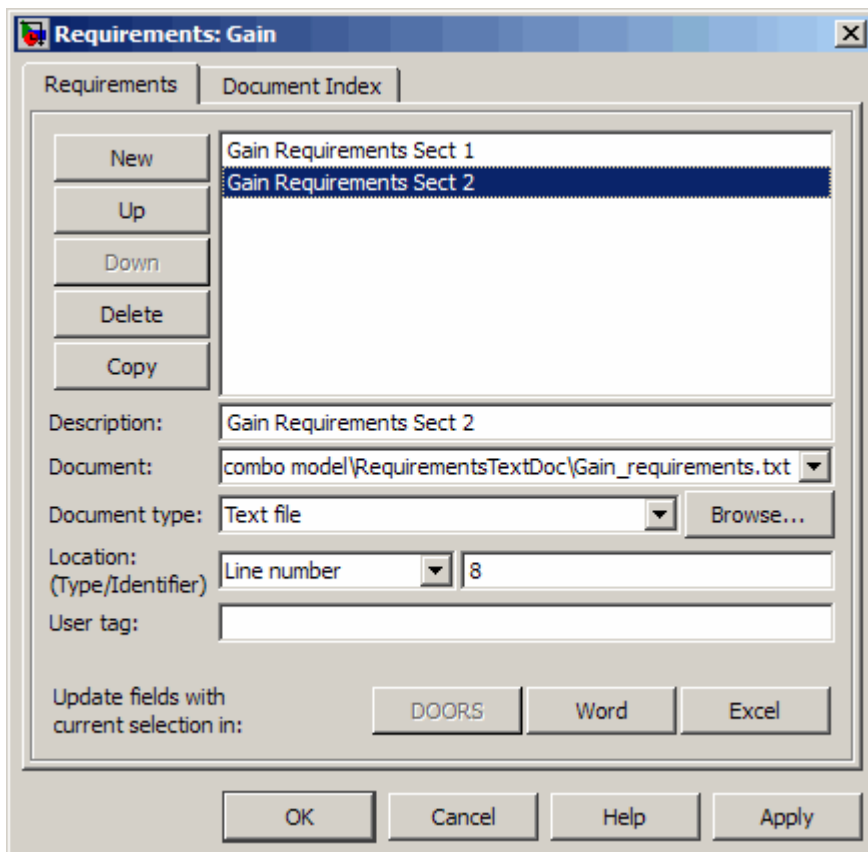
END rtl;
```

- *Hyperlinked comments:* To include requirements comments as hyperlinked comments in an HTML code generation report, select both **Generate traceability report** and **Include requirements in block comments** in the Configuration Parameters dialog box.

If you generate code from the command line, set the `Traceability` and `RequirementComments` properties:

```
makehdl(gcb, 'Traceability', 'on', 'RequirementComments', 'on');
```

The comments include links back to a requirements document associated with the block and to the block within the original model. For example, the following figure shows two requirements links assigned to a Gain block. The links point to sections of a text requirements file.



The following code shows hyperlinked requirements comments generated for the Gain block.

```

BEGIN
  In1_signed <= signed(In1);

  -- <S10>/Gain
  --
  --
  -- Block requirements for <S10>/Gain
  -- 1. Gain Requirements Sect 1
  -- 2. Gain Requirements Sect 2
  Gain_gainparam <= to_signed(16384, 16);

  Gain_out1 <= resize(In1_signed(15 DOWNT0 0) & '0'
  Out1 <= std_logic_vector(Gain_out1);

END rtl;

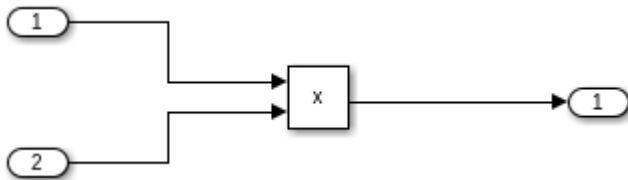
```

Check Your Model for HDL Compatibility

This example shows how to check whether a subsystem or model is compatible for HDL code generation by using the HDL compatibility checker. The HDL compatibility checker examines the specified system for compatibility problems, such as use of unsupported blocks, illegal data type usage, and so on. The HDL compatibility checker generates an HDL Code Generation Check Report. The report is stored in the target `hdlsrc` folder. The report file naming convention is `system_report.html`, where `system` is the name of the subsystem or model that is passed to the HDL compatibility checker. The HDL Code Generation Check Report is displayed in a MATLAB™ web browser window. Each entry in the HDL Code Generation Check Report has hyperlinks to the block or subsystem that is not compatible for HDL code generation.

Open this Simulink™ model that has a Product block inside a DUT Subsystem. The inputs to the block are a mix of double and integer data types.

```
load_system('hdlcoder_product_mixed_types')
open_system('hdlcoder_product_mixed_types/DUT')
```



To check whether the DUT Subsystem is compatible for HDL code generation, run the compatibility checker. To run the checker from the command line, use the `checkhdl` function. To learn more about the `checkhdl` function, see `checkhdl`.

```
checkhdl('hdlcoder_product_mixed_types/DUT', ...
         'TargetDirectory','C:/HDL_Checks/hdlsrc')
```

```
### Running HDL checks on the model 'hdlcoder_product_mixed_types'.
### Begin compilation of the model 'hdlcoder_product_mixed_types'...
### Creating HDL Code Generation Check Report file:///home/jdirner/Documents/MATLAB/Examples/hdl
### HDL check for 'hdlcoder_product_mixed_types' complete with 2 errors, 0 warnings, and 0 messa
```

HDL check for 'hdlcoder_product_mixed_types' complete with 1 errors, 1 warnings, and 0 messages.

The following table describes blocks for which errors, warnings or messages were reported.

| Simulink Blocks and resources | Level | Description |
|--|---------|---|
| hdlcoder_product_mixed_types/DUT/Product | Error | Unhandled mixed double, single, and non-real datatypes at ports of block. |
| hdlcoder_product_mixed_types/DUT | Warning | Signals of type 'Double' will not generate synthesizable HDL. Consider enabling native floating-point mode and retyping all 'Double' typed signals to 'Single' to generate synthesizable code. More information |

Click the [hdlcoder_product_mixed_types/DUT/Product](#) link to highlight the Product block inside the DUT Subsystem.

To run the compatibility checker from the UI:

- 1 Open the Configuration Parameters dialog box or the Model Explorer. Select the **HDL Code Generation** pane.
- 2 From the **Generate HDL for** dropdown, select the DUT Subsystem you want to check.
- 3 Click the **Run Compatibility Checker** button.

For a Subsystem that passes the HDL compatibility check, the HDL Code Generation Check Report contains a hyperlink to that subsystem.

Display Blocks for HDL Code Generation in Library Browser

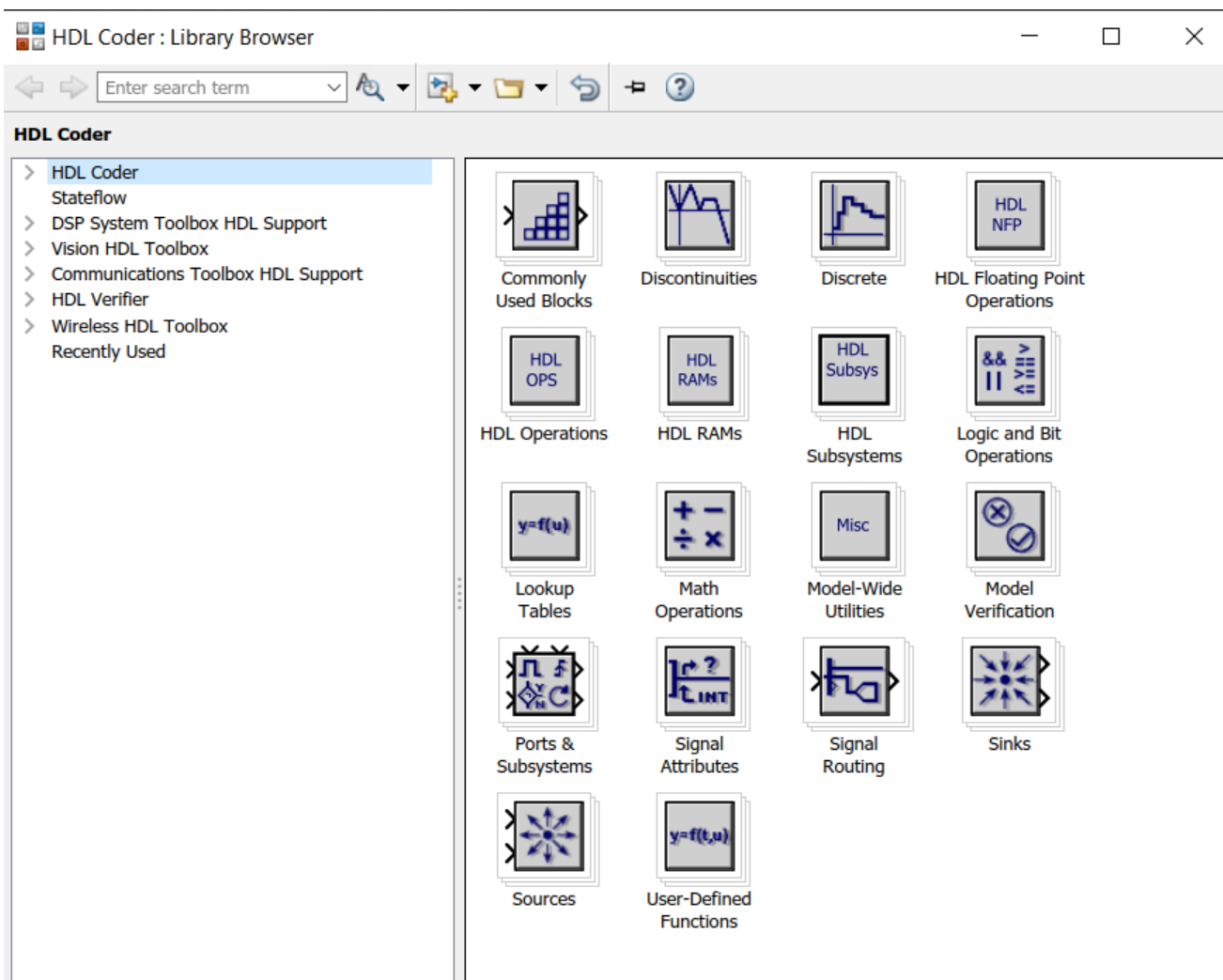
The `hdlLib` function displays the blocks that are compatible with HDL code generation in the Library Browser. If you construct models by using blocks from this Library Browser, your models are compatible with HDL code generation.

In the Library Browser, parameter settings for blocks are compatible with HDL code generation, and therefore can differ from the default settings.

To display the blocks that are compatible with HDL code generation:


- In the **Apps** tab, select **HDL Coder**. In the **HDL Code** tab, select **HDL Block Properties > Open HDL Block Library**.
- Alternatively, at the command prompt, enter:

```
hdlLib
```



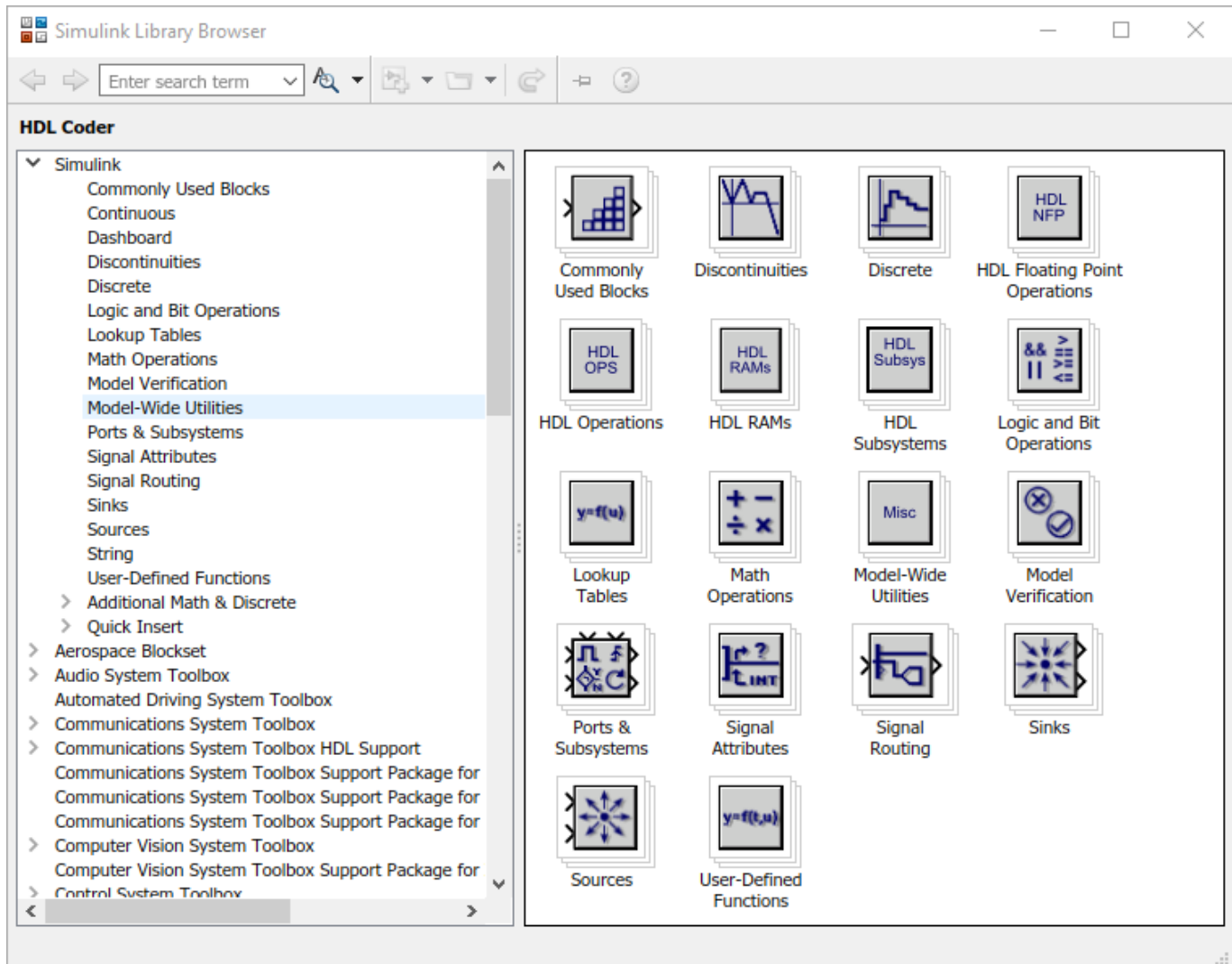
You can drag the blocks from the Library Browser into your model.


If you close and reopen the Library Browser in the same MATLAB session, you continue to see only the blocks that are compatible with HDL code generation.

To reset the Library Browser to display all blocks, regardless of HDL code generation compatibility, click the  button.

Alternatively, at the command prompt, enter:

```
hdlLib('off')
```



To change the Library Browser to display only those blocks that are compatible with HDL code generation, click the  button.

Generate Table of Supported Blocks

To generate an HTML table that lists the blocks that are compatible with HDL Code generation:

- 1 At the command prompt, enter:

```
hdllib('html')
```

`hdllib` creates the `hdlsupported` library and these HTML reports:

```
### HDL supported block list hdlblklist.html  
### HDL implementation list hdlsupported.html
```

- 2 To see the generated list of blocks, click the `hdlblklist.html` link.

See Also

`hdllib`

More About

- “Create HDL-Compatible Simulink Model”
- “View HDL-Supported Blocks and HDL-Specific Block Documentation” on page 22-2

Trace Code Using the Mapping File

Note This section refers to generated VHDL entities or Verilog modules generically as “entities.”

A mapping file is a text report file generated by `makehdl`. Mapping files are generated as an aid in tracing generated HDL entities back to the corresponding systems in the model.

A mapping file shows the relationship between systems in the model and the VHDL entities or Verilog modules that were generated from them. A mapping file entry has the form

```
path --> HDL_name
```

where *path* is the full path to a system in the model and *HDL_name* is the name of the VHDL entity or Verilog module that was generated from that system. The mapping file contains one entry per line.

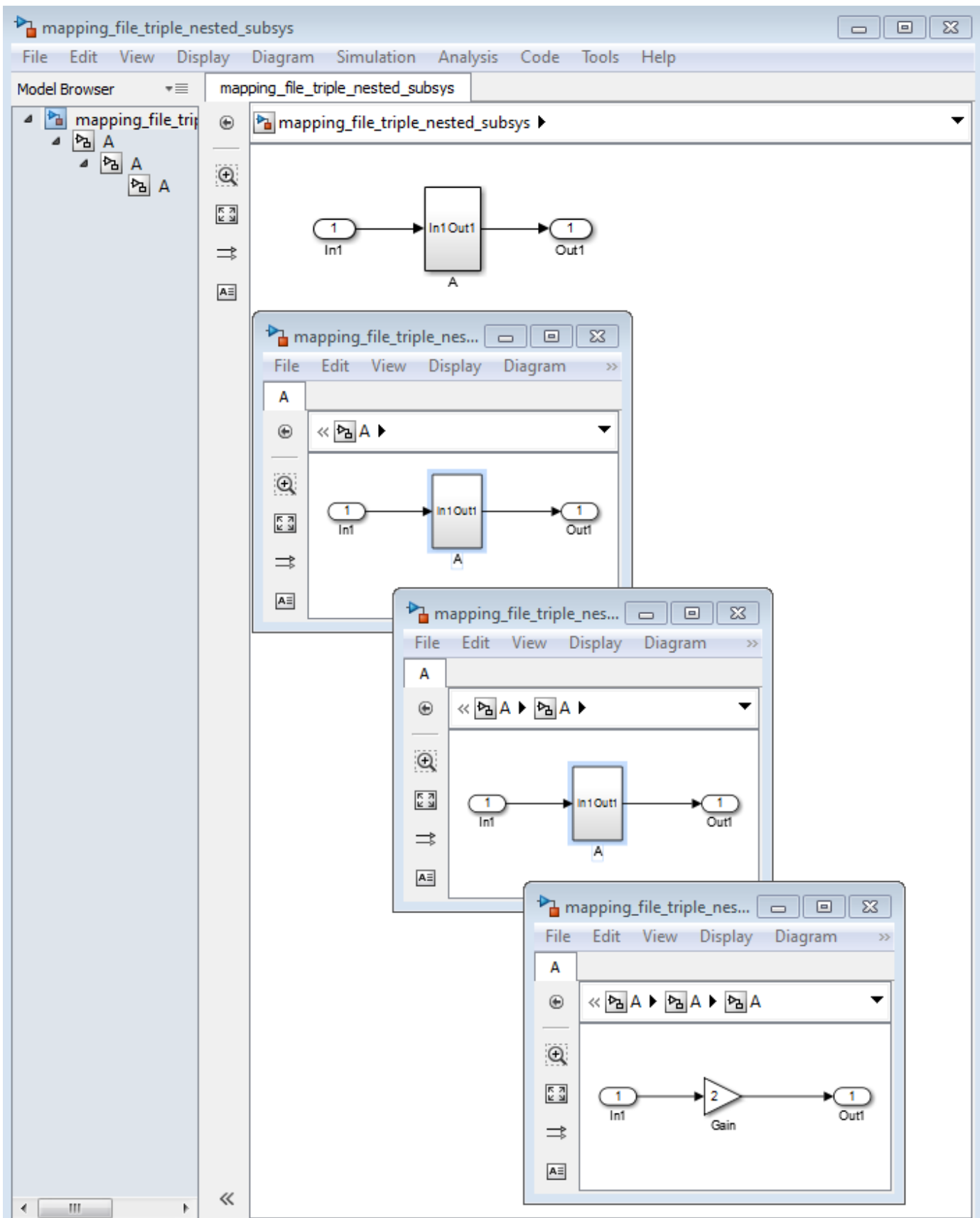
In simple cases, the mapping file may contain only one entry. For example, the `symmetric_fir` subsystem of the `sfir_fixed` model generates the following mapping file:

```
sfir_fixed/symmetric_fir --> symmetric_fir
```

Mapping files are more useful when HDL code is generated from complex models where multiple subsystems generate many entities, and in cases where conflicts between identically named subsystems are resolved by HDL Coder.

If a subsystem name is unique within the model, HDL Coder simply uses the subsystem name as the generated entity name. Where identically named subsystems are encountered, the coder attempts to resolve the conflict by appending a postfix string (by default, `'_entity'`) to the conflicting subsystem. If subsequently generated entity names conflict in turn with this name, incremental numerals (`1, 2, 3, . . . n`) are appended.

As an example, consider the model shown in the following figure. The top-level model contains subsystems named A nested to three levels.



When code is generated for the top-level subsystem A, `makehdl` works its way up from the deepest level of the model hierarchy, generating unique entity names for each subsystem.

```
makehdl('mapping_file_triple_nested_subsys/A')
### Working on mapping_file_triple_nested_subsys/A/A/A as A_entity1.vhd
### Working on mapping_file_triple_nested_subsys/A/A as A_entity2.vhd
### Working on mapping_file_triple_nested_subsys/A as A.vhd

### HDL Code Generation Complete.
```

The following example lists the contents of the resultant mapping file.

```
mapping_file_triple_nested_subsys/A/A/A --> A_entity1
mapping_file_triple_nested_subsys/A/A --> A_entity2
mapping_file_triple_nested_subsys/A --> A
```

Given this information, you can trace a generated entity back to its corresponding subsystem by using the `open_system` command, for example:

```
open_system('mapping_file_triple_nested_subsys/A/A')
```

Each generated entity file also contains the path for its corresponding subsystem in the header comments at the top of the file, as in the following code excerpt.

```
-- Module: A_entity2
-- Simulink Path: mapping_file_triple_nested_subsys/A
-- Hierarchy Level: 0
```

Add or Remove the HDL Configuration Component

| In this section... |
|---|
| “What Is the HDL Configuration Component?” on page 25-27 |
| “Adding the HDL Coder Configuration Component To a Model” on page 25-27 |
| “Removing the HDL Coder Configuration Component From a Model” on page 25-27 |

What Is the HDL Configuration Component?

The HDL configuration component is an internal data structure that HDL Coder creates and attaches to a model. This component lets you view the **HDL Code Generation** pane in the Configurations Parameters dialog box and set HDL code generation options. Normally, you do not need to interact with the HDL configuration component. However, there are situations where you might want to add or remove the HDL configuration component:

- A model that was created on a system that did not have HDL Coder installed does not have the HDL configuration component attached. In this case, you might want to add the HDL configuration component to the model.
- If a previous user removed the HDL configuration component, you might want to add the component back to the model.
- If a model will be running on some systems that have HDL Coder installed, and on other systems that do not, you might want to keep the model consistent between both environments. If so, you might want to remove the HDL configuration component from the model.

Adding the HDL Coder Configuration Component To a Model

To add the HDL Coder configuration component to a model, In the Simulink Toolstrip, on the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. On the **HDL Code** tab, select **Settings > Add HDL Coder Configuration to Model**.

Removing the HDL Coder Configuration Component From a Model

To remove the HDL Coder configuration component from a model, on the **HDL Code** tab, select **Settings > Remove HDL Configuration from Model**.

HDL Coding Standards

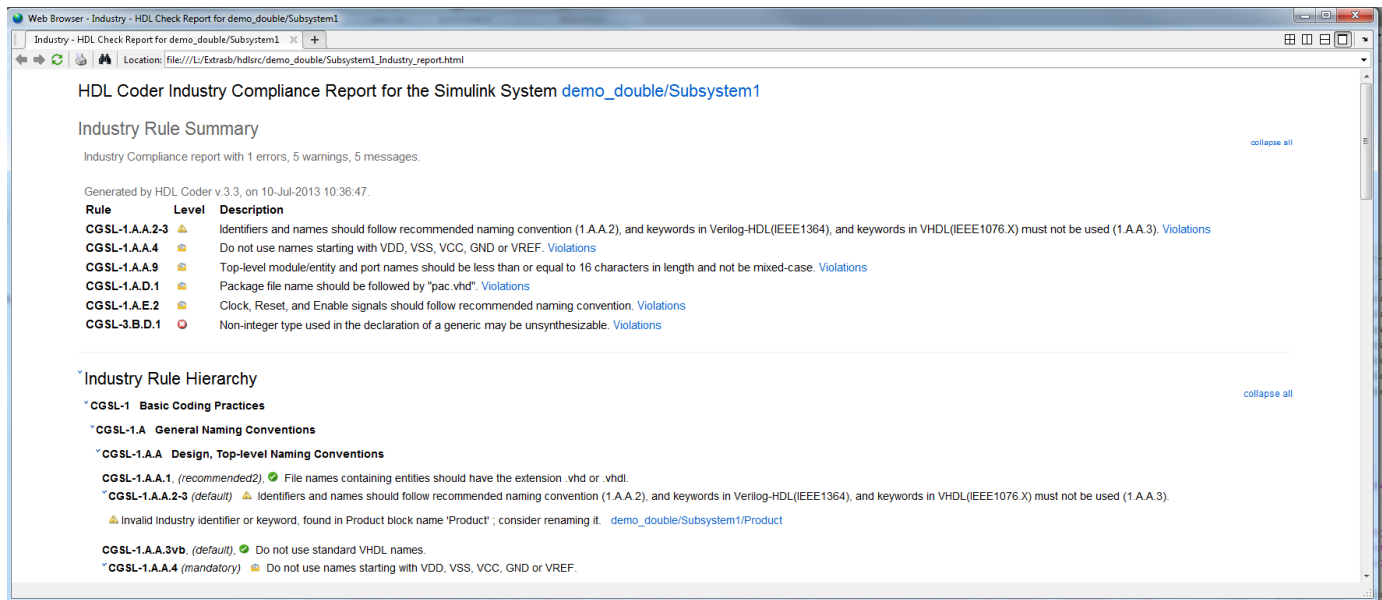
- “HDL Coding Standard Report” on page 26-2
- “HDL Coding Standards” on page 26-4
- “Generate HDL Coding Standard Report from Simulink” on page 26-5
- “Basic Coding Practices” on page 26-9
- “RTL Description Rules and Checks” on page 26-18
- “RTL Design Methodology Guidelines” on page 26-42
- “Generate HDL Lint Tool Script” on page 26-46
- “Cascaded Conditional Region Variable Assignments” on page 26-48

HDL Coding Standard Report

The HDL coding standard report shows how your generated HDL code conforms to an industry coding standard you select when generating code.

The report can contain errors, warnings, and messages. Errors and warnings in the report link to elements in your original design so you can fix problems, then regenerate code. Messages show where HDL Coder automatically corrected the code to conform to the coding standard.

The report also lists the rules in the coding standard with which the generated code complies. You can inspect the report to see which coding standard rules the coder checks.



To learn more about HDL coding standards, see "HDL Coding Standards" on page 26-4.

Rule Summary

The rule summary section shows the total numbers of errors, warnings, and messages, and lists the corresponding rules. Each rule shown in the summary links to the rule in the detailed rule hierarchy section.

Rule Hierarchy

The rule hierarchy section lists every rule HDL Coder checks, within three categories:

- Basic coding practices, including rules for names, clocks, and reset.
- RTL description techniques, including rules for combinatorial and synchronous logic, operators, and finite state machines.
- RTL design methodology guidelines, including rules for ports, function libraries, files, and comments.

If your HDL code does not conform to a specific rule, the rule shows either the automated correction, or a link to the original design element causing the error or warning. When you click a link, the

design opens with the design element highlighted. You can fix the problem in your design, then regenerate code.

Rule and Report Customization

You can configure the report so that it does not display passing rules by using the `ShowPassingRules` property of the HDL coding standard customization object. You can also disable or customize coding standard rules. See HDL Coding Standard Customization.

How to Fix Warnings and Errors

To learn more about warnings and errors you can fix by modifying your design, see:

- “Basic Coding Practices” on page 26-9
- “RTL Description Rules and Checks” on page 26-18
- “RTL Design Methodology Guidelines” on page 26-42

See Also

Related Examples

- “Generate an HDL Coding Standard Report from MATLAB” on page 5-25
- “Generate HDL Coding Standard Report from Simulink” on page 26-5

HDL Coding Standards

Industry coding standards recommend using certain HDL coding guidelines. HDL Coder generates code that follows industry standard rules and generates a report that shows how well your generated HDL code conforms to industry coding standards. See “HDL Coding Standard Report” on page 26-2.

HDL Coder checks for conformance of your Simulink model or MATLAB algorithm to the HDL coding standard rules.

The coder can also generate third-party lint tool scripts to use to check your generated HDL code. The industry standard rules fall under the following three sections:

- Section 1: “Basic Coding Practices” on page 26-9.
- Section 2: “RTL Description Rules and Checks” on page 26-18.
- Section 3: “RTL Design Methodology Guidelines” on page 26-42.

When generating a coding standard report, HDL Coder adds a prefix to the rules. The rule prefix depends on whether you generate the report from MATLAB or Simulink. The rule prefix for MATLAB is CGML and for Simulink is CGSL.

To fix errors or warnings related to these rules, update your model design. You can customize some of the coding standard rules. See HDL Coding Standard Customization.

HDL coding standards provide language-specific code usage rules to help you generate more efficient, portable, and synthesizable HDL code, such as coding guidelines for:

- Names
- Ports, reset, and clocks
- Combinatorial and synchronous logic
- Finite state machines
- Conditional statements and operators

See Also

Related Examples

- “Generate an HDL Coding Standard Report from MATLAB” on page 5-25
- “Generate HDL Coding Standard Report from Simulink” on page 26-5

Generate HDL Coding Standard Report from Simulink

| In this section... |
|---|
| “Using the HDL Workflow Advisor” on page 26-5 |
| “Using the Command Line” on page 26-7 |

You can generate an HDL coding standard report that shows how well your generated code follows industry standards. You can optionally customize the coding standard report and the coding standard rules.

Using the HDL Workflow Advisor

To generate an HDL coding standard report with the HDL Workflow Advisor:

- 1 In the **HDL Code Generation** task, in **Set Code Generation Options > Set Advanced Options**, select the **Coding standards** tab.
- 2 For **HDL coding standard**, select **Industry** and click **Apply**.

Additional settings

| General | Ports | Optimization | Coding style | Coding standards | Diagnostics | Floating Point Target |
|---|-------|--------------|--------------|------------------|-------------|-----------------------|
| <p>Choose coding standard</p> <p>HDL coding standard: Industry ▼</p> | | | | | | |
| <p>Report options</p> <p><input type="checkbox"/> Do not show passing rules in coding standard report</p> | | | | | | |
| <p>Basic coding rules</p> <p><input checked="" type="checkbox"/> Check for duplicate names</p> <p><input checked="" type="checkbox"/> Check for HDL keywords in design names</p> <p><input checked="" type="checkbox"/> Check module, instance, entity name length</p> <p>Minimum <input type="text" value="2"/></p> <p>Maximum <input type="text" value="32"/></p> <p><input checked="" type="checkbox"/> Check signal, port, parameter name length</p> <p>Minimum <input type="text" value="2"/></p> <p>Maximum <input type="text" value="40"/></p> | | | | | | |
| <p>RTL description rules</p> <p><input type="checkbox"/> Check for clock enable signals</p> <p><input type="checkbox"/> Detect usage of reset signals</p> <p><input type="checkbox"/> Detect usage of asynchronous reset signals</p> <p><input type="checkbox"/> Minimize use of variables</p> <p><input checked="" type="checkbox"/> Check for initial statements that set RAM initial values</p> <p><input checked="" type="checkbox"/> Check for conditional statements in processes</p> <p>Length <input type="text" value="1"/></p> <p><input checked="" type="checkbox"/> Check if-else statement chain length</p> <p>Length <input type="text" value="7"/></p> <p><input checked="" type="checkbox"/> Check if-else statement nesting depth</p> <p>Depth <input type="text" value="3"/></p> <p><input checked="" type="checkbox"/> Check multiplier width</p> <p>Maximum <input type="text" value="16"/></p> | | | | | | |
| <p>RTL design rules</p> <p><input checked="" type="checkbox"/> Check for non-integer constants</p> <p><input checked="" type="checkbox"/> Check line wrap length</p> <p><input type="text" value=""/></p> | | | | | | |

- Optionally, using the other options in the **Coding standards** tab, customize the coding standard rules and click **Apply**.

After you generate code, the message window shows a link to the HTML compliance report. To open the report, click the report link.

Using the Command Line

To generate an HDL coding standard report using the command-line interface, set the `HDLCodingStandard` property to `Industry` by using `makehdl` or `hdlset_param`.

For example, to generate HDL code and an HDL coding standard report for a subsystem, `sfir_fixed/symmetric_sfir`, enter the following command:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard', 'Industry')

### Generating HDL for 'sfir_fixed/symmetric_fir'.
### Starting HDL check.
### HDL check for 'sfir_fixed' complete with 0 errors, 0 warnings, and 0 messages.
### Begin VHDL Code Generation for 'sfir_fixed'.
### Working on sfir_fixed/symmetric_fir as hdlsrc\sfir_fixed\symmetric_fir.vhd
### Industry Compliance report with 4 errors, 18 warnings, 5 messages.
### Generating Industry Compliance Report symmetric_fir_Industry_report.html
### Generating SpyGlass script file sfir_fixed_symmetric_fir_spyglass.prj
### HDL code generation complete.
```

To open the report, click the report link.

You can customize the coding standard report and coding standard rule checks by specifying an HDL coding standard customization object. For example, for a subsystem, `sfir_fixed/symmetric_sfir`, you can create an HDL coding standard customization object, `cso`, set the maximum if-else statement chain length to 5 by using the `IfElseChain` property, and generate code:

```
cso = hdlcoder.CodingStandard('Industry');
cso.IfElseChain.length = 5;
makehdl('sfir_fixed/symmetric_fir', 'HDLCodingStandard', 'Industry', ...
        'HDLCodingStandardCustomizations', cso)
```

See Also

Properties

HDL Coding Standard Customization

Related Examples

- “Generate an HDL Coding Standard Report from MATLAB” on page 5-25
- “Generate HDL Coding Standard Report from Simulink” on page 26-5

More About

- “HDL Coding Standard Report” on page 26-2
- “Basic Coding Practices” on page 26-9
- “RTL Description Rules and Checks” on page 26-18

- “RTL Design Methodology Guidelines” on page 26-42

Basic Coding Practices

| In this section... |
|--|
| "1.A General Naming Conventions" on page 26-10 |
| "1.B General Guidelines for Clocks and Resets" on page 26-15 |
| "1.C Guidelines for Initial Reset" on page 26-15 |
| "1.D Guidelines for Clocks" on page 26-16 |
| "1.F Guidelines for Hierarchical Design" on page 26-17 |

HDL Coder conforms to the following naming conventions and basic coding guidelines and checks for modeling constructs that violate these rules. HDL Coder reports potential rule violations in the HDL coding standard report. To avoid these violations, see the rule recommendations.

1.A General Naming Conventions

1.A.A Design and Top-Level Naming Conventions

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|---|---|--|
| 1.A.A.1 Warning | Verilog: Source file name should be same as the name of the module in the file. | By default, HDL Coder generates code that has the same module and file name. If you use BlackBox architecture for your subsystem and generate code, the source names and file names can be different. | If you use BlackBox architecture for your subsystem, make sure that the source file name and module name are the same. |
| | VHDL: File names containing entities should have the extension .vhd or .vhdl. | Source file name has to use certain recommended naming conventions and file extensions. | Use the VHDL file extension option in the HDL Workflow Advisor, or the VHDLFileExtension property from the command line. |
| 1.A.A.2 Message | Verilog/VHDL: Identifiers and names should follow recommended naming convention. | A name in the design does not start with a letter or contains a character other than a number, letter, or underscore. | Update the names in your design so that they start with a letter of the alphabet (a - z, A - Z), and contain only alphanumeric characters (a - z, A - Z, 0 - 9) and underscores (_). |
| 1.A.A.3 Message | Verilog/VHDL: Keywords in Verilog-HDL (IEEE1364), SystemVerilog(v3.1a), and keywords in VHDL (IEEE1076.X) must not be used. | There are Verilog, SystemVerilog, or VHDL keywords within the names in your design. | Update the names in your design so that they do not contain Verilog, SystemVerilog, or VHDL keywords. You can disable this rule checking by using the HDLKeywords property of the HDL coding standard customization object. |
| 1.A.A.3vb Message | VHDL: Do not use standard VHDL names. | HDL Coder does not use standard VHDL names. | No action required. |
| 1.A.A.4 Error | Verilog/VHDL: Do not use names starting with VDD, VSS, VCC, GND or VREF. | A name or names in the design are not using the standard naming convention. | Update the names in your design so that they start with a letter of the alphabet (a - z, A - Z), and contain only alphanumeric characters (a - z, A - Z, 0 - 9) and underscores (_). |

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|--|--|
| 1.A.A.5 Error | Verilog/VHDL: Do not use case variants of name in the same scope. | Two or more names in your design, within the same scope, are identical except for case. For example, the names <code>foo</code> and <code>Foo</code> cannot be in the same scope. | Update the names in your design so that no two names within the same scope differ only in case. You can disable this rule checking by using the <code>DetectDuplicateNames</code> Check property of the HDL coding standard customization object. |
| 1.A.A.6 Warning | Verilog: Primary port names or module names must follow recommended naming convention. VHDL: Component name should be same as its corresponding entity name. | HDL Coder generates code that complies with this rule for Verilog and VHDL. | No action required. |
| 1.A.A.9 Warning | Verilog/VHDL: Top-level module/entity and port names should be less than or equal to 16 characters in length and not be mixed-case. | A top-level module, entity, or port name in the generated code is longer than 16 characters, or uses letters with mixed case. | Update the indicated name in your design so that it is less than or equal to 16 characters long, and all letters are lowercase. all letters must be either all uppercase or all lowercase. You can customize this rule by using the <code>ModuleInstanceEntity</code> <code>NameLength</code> property of the HDL coding standard customization object. |

1.A.B Module Naming Conventions

| Rule / Severity | Message | Problem | Recommendations |
|-----------------------------|---|---|---|
| 1.A.B.1-1b Error | Verilog: Module and Instance names should be between 2 and 32 characters in length. The instance names including hierarchy should be less than or equal to 128 characters in length. | A module, instance, or entity name in the generated code is fewer than 2 characters or more than 32 characters in length. | Update the indicated name in your design so that it is from 2 through 32 characters in length. You can customize this rule by using the <code>ModuleInstanceEntity NameLength</code> property of the HDL coding standard customization object. |
| | VHDL: Entity names and instance names should be between 2 and 32 characters in length. The instance names including hierarchy should be less than or equal to 128 characters in length. | | |

1.A.C Signal Naming Conventions

| Rule / Severity | Message | Problem | Recommendations |
|--------------------------|--|---|--|
| 1.A.C.3 Error | Verilog: Signal names, port names, parameter names, define names and function names should be between 2 and 40 characters in length. | A signal, port, parameter, define, or function name in the generated code is fewer than 2 characters, or more than 40 characters in length. | Update function names or subsystem names in your design to be from 2 through 40 characters in length. You can customize this rule by using the <code>SignalPortParamNameLength</code> property of the HDL coding standard customization object. |
| | VHDL: Signal names, variable names, type names, label names, and function names should be between 2 and 40 characters in length. | | |

1.A.D File, Package, and Parameter Naming Conventions

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|--|---|---|
| 1.A.D.1 Warning | Verilog: Include files must have extensions that match ".h", ".vh", ".inc", and ".h", ".inc", ".ht", ".tsk" for testbench. | The generated include files match these extensions for the testbench. | No action required. |
| | VHDL: Package file name should be followed by "pac.vhd". | By default, the generated package file postfix is _pkg. | In the Configuration Parameters dialog box, on the HDL Code Generation > Global Settings > General pane, specify the Package postfix to _pac. |
| 1.A.D.4 Warning | Verilog: Macros defined outside a module must not be used in the module. | HDL Coder does not generate macros in the Verilog code, or redefine constants in the VHDL code. | No action required. |
| | VHDL: Constants should not be redefined. | | |
| 1.A.D.9 Warning | Verilog: Bit-width must be specified for parameters with more than 32 bits. | HDL Coder does not specify a bit-width greater than 32 bits in the generated code. | No action required. |
| | VHDL: Generic must not be used at top-level module. | If you use generics at top-level module or if you have mask parameters in your design and set the MaskParameterAsGeneric property, HDL Coder reports this violation. | If you have mask parameters in your design, set the MaskParameterAsGeneric to off. |

1.A.E Register and Clock Naming Conventions

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|---|--|
| 1.A.E.2 Warning | Verilog/VHDL: Clock, Reset, and Enable signals should follow recommended naming convention. | The clock, reset, and enable signals are not using the recommended naming convention. | In the Configuration Parameters dialog box, on the HDL Code Generation > Global Settings pane, using the clock input port , reset input port , and clock enable input port options, update the names for the clock, reset, and enable signals respectively. Clock signal names must contain <code>clk</code> or <code>ck</code> , reset signal names must contain <code>rstx</code> , <code>resetx</code> , <code>rst_x</code> , or <code>reset_x</code> , and clock enable signal names must contain <code>en</code> . |

1.A.F Architecture Naming Conventions

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|--|--|--|
| 1.A.F.1 Warning | VHDL: Architecture name must contain RTL. | In the generated VHDL code, the architecture name does not contain RTL. | In HDL Code Generation > Global Settings > General tab, update the VHDL architecture name to use an architecture name that contains RTL. |
| 1.A.F.4 Warning | VHDL: An entity and its architecture must be described in the same file. | By default, HDL Coder describes the entity and architecture of the VHDL code in the same file. If you set the SplitEntityArch property to on, the generated VHDL code describes the entity and architecture in separate files, so HDL Coder reports a warning. | Set SplitEntityArch to off so that HDL Coder describes the entity and architecture of the VHDL code in the same file. |

1.B General Guidelines for Clocks and Resets

1.B.A Clock Constraints

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|---|--|
| 1.B.A.1 Message | VHDL: Design should have only a single clock and use only one edge of the clock. | Your design uses multiple edges of the clock or contains more than one clock signals. If you set the ClockInputs property to multiple or use TriggerAsClock to use the trigger signal for a triggered subsystem as clock, HDL Coder generates this message. | Update your design to use a single clock signal. In the HDL Code Generation > Global Settings panel, set Clock inputs to Single , and Clock edge to Rising or Falling . |
| 1.B.A.2 Error | Verilog/VHDL: Do not create an RS latch or flip-flop using primitive cells such as AND, OR. | HDL Coder does not create latches, and complies with this rule. | No action required. |
| 1.B.A.3 Error | Verilog/VHDL: Remove combinational loops. | HDL Coder does not create combinational loops. | No action required. |

1.C Guidelines for Initial Reset

1.C.A Flip-Flop Clock Constraints

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|--|---|---------------------|
| 1.C.A.3 Warning | Verilog/VHDL: Do not use asynchronous set/reset signals other than initial reset. | HDL Coder does not use asynchronous reset signals as non-reset or synchronous reset signals. | No action required. |
| 1.C.A.6 Error | Verilog/VHDL: Signals must not be used as both asynchronous reset and synchronous reset. | HDL Coder adds the reset control logic outside the DUT and does not generate both asynchronous reset and synchronous reset signals. | No action required. |
| 1.C.A.7 Warning | Verilog/VHDL: A flip-flop must not have both asynchronous set and asynchronous reset. | HDL Coder does not generate code with both asynchronous set and reset signals. | No action required. |

1.C.B Reset Conventions

| Rule / Severity | Message | Problem | Recommendations |
|-----------------------------|--|---|---------------------|
| 1.C.B.1a Message | Verilog/VHDL: Asynchronous resets or sets must not be gated. | HDL Coder does not gate asynchronous set or reset signals. | No action required. |
| 1.C.B.1b Message | Verilog/VHDL: Reset must be generated in separate module instantiated at top-level. | The generated code complies with this rule, because the DUT does not contain reset instantiation. | No action required. |
| 1.C.B.2 Warning | Verilog/VHDL: Do not use signals other than initial reset for asynchronous reset input of flip-flop. | HDL Coder uses only initial reset signals for asynchronous reset input of flip-flop. | No action required. |

1.D Guidelines for Clocks

1.D.A Clock Packaging Constraints

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|--|---------------------|
| 1.D.A.1 Warning | Verilog/VHDL: Clock should be generated in separate module or entity instantiated at top-level. | HDL Coder generates code that complies with this rule, because the DUT does not contain clock instantiation. | No action required. |

1.D.C Clock Gating Constraints

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|--|--|---|
| 1.D.C.2-4 Message | Verilog/VHDL: Do not use flip-flop outputs as clocks of other flip-flops and flip-flop clock signals as non-clock signals. | HDL Coder does not use the output of flip-flops as clocks of other flip-flops, or flip-flop clock signals as nonclock signals. | No action required. |
| 1.D.C.6 Message | Verilog/VHDL: Do not use flip-flops with inverted edges. | If your Simulink model uses a Triggered Subsystem block with rising and falling triggers and has TriggerAsClock enabled, HDL Coder violates this rule. | Disable TriggerAsClock or do not use Triggered Subsystem blocks with both rising and falling triggers in your Simulink model. |

1.D.D Clock Hierarchy Constraints

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|--|--|---|
| 1.D.D.2 Message | Verilog: One hierarchical level should have a single clock only. | Your Simulink model uses multiple clock signals. | Update your design to use a single clock signal. In the HDL Code Generation > Global Settings panel, set Clock inputs to Single. |

1.F Guidelines for Hierarchical Design

1.F.A Basic Block Size Guidelines

| Rule / Severity | Message | Problem | Recommendations |
|--------------------------|--|---|---------------------|
| 1.F.A.4 Error | Verilog/VHDL: Clock generation, reset generation, RAM, Setup/Hold ensure buffers, and I/O cells must be a module at top-level. | HDL Coder generates separate modules for the DUT, RAM, timing controller, so that it complies with this rule. | No action required. |

See Also

Properties

HDL Coding Standard Customization

Related Examples

- “Generate an HDL Coding Standard Report from MATLAB” on page 5-25
- “Generate HDL Coding Standard Report from Simulink” on page 26-5

More About

- “HDL Coding Standard Report” on page 26-2
- “RTL Description Rules and Checks” on page 26-18
- “RTL Design Methodology Guidelines” on page 26-42

RTL Description Rules and Checks

| In this section... |
|---|
| "2.A Guidelines for Combinational Logic" on page 26-18 |
| "2.B Guidelines for "Always" Constructs of Combinational Logic" on page 26-23 |
| "2.C Guidelines for Flip-Flop Inference" on page 26-25 |
| "2.D Guidelines for Latch Description" on page 26-28 |
| "2.E Guidelines for Tristate Buffer" on page 26-29 |
| "2.F Guidelines for Always/Process Construct with Circuit Structure into Account" on page 26-30 |
| "2.G Guidelines for "IF" Statement Description" on page 26-31 |
| "2.H Guidelines for "CASE" Statement Description" on page 26-33 |
| "2.I Guidelines for "FOR" Statement Description" on page 26-36 |
| "2.J Guidelines for Operator Description" on page 26-37 |
| "2.K Guidelines for Finite State Machine Description" on page 26-40 |

HDL Coder conforms to the following RTL description rules and checks for modeling constructs that violate these rules. HDL Coder reports potential rule violations in the HDL coding standard report. To avoid these violations, see the rule recommendations.

2.A Guidelines for Combinational Logic

2.A.A Combinatorial Logic Conventions

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|---|--|---------------------|
| 2.A.A.1 Reference | VHDL: Package IEEE.std_logic_1164 must be included in each entity. | HDL Coder includes the package in each entity in the generated VHDL code. | No action required. |
| 2.A.A.2 Warning | Verilog: A function description must assign return values to all possible states of the function. | HDL Coder does not generate functions for DUT. | No action required. |
| 2.A.A.3 Warning | Verilog: Check using RTL parsing tool for error prevention. | HDL Coder generates VHDL and Verilog code with the correct syntax and complies with this rule. | No action required. |

2.A.B Function Conventions

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|---|------------------------|
| 2.A.B.1 Error | Verilog: Function statement should not be used for asynchronous reset line logic in an always construct for FF inference. | HDL Coder does not generate functions for DUT. | No action required. |
| | VHDL: Use <code>std_logic</code> or <code>std_logic_vector</code> data types to describe ports of an entity. | At the inputs and outputs, HDL Coder uses <code>std_logic</code> or <code>std_logic_vector</code> to describe the ports. | No action required. |
| 2.A.B.2-3 Error | Verilog: Do not use nonblocking assignment, or input argument as input in function description. | The generated HDL code complies with this rule for Verilog. | No action required. |
| | VHDL: Use range specification for integer types. | By default, HDL Coder specifies the range for integer types in the generated code. | No action required. |
| 2.A.B.4 Error | Verilog: Task constructs should not be used in the design. | HDL Coder does not use tasks or fork-join constructs in the Verilog code. | No action required. |
| | VHDL: Do not use bit and bit vector data types in the design. | HDL Coder does not use bit or bit vector data types in the generated code. | No action required. |
| 2.A.B.5 Error | Verilog: Clock edges should not be used in a task description. | When generating Verilog code, HDL Coder does not use clock edges in a task description. | No action required. |
| 2.A.B.6 Error | VHDL: Specify range for <code>std_logic_vector</code> . | HDL Coder complies with this rule, because the generated VHDL code specifies the range that <code>std_logic_vector</code> uses. | No action required. |

2.A.C Bit Width Matching Conventions

| Rule / Severity | Message | Problem | Recommendations |
|--------------------|---|---|---------------------|
| 2.A.C.1-2 Error | Verilog: Ensure that bitwidth of function arguments matches that of corresponding function inputs, and bitwidth of function return value matches that of assignment destination signal. | At module instantiation, HDL Coder enforces type matching, so that it complies with this rule. | No action required. |
| | VHDL: Use only 'in', 'out', and 'inout' ports. Do not use buffer and linkage. | When generating VHDL code, HDL Coder specifies 'IN', 'OUT', or 'INOUT' ports, and does not use buffer or linkage. | No action required. |
| 2.A.C.3 Error | Verilog: Use concatenation when assigning to multiple signals. | HDL Coder complies with this rule. | No action required. |
| | VHDL: Port mode must be explicitly specified. | When generating VHDL code, HDL Coder specifies 'IN', 'OUT', or 'INOUT' ports and does not use buffer or linkage. | No action required. |
| 2.A.C.4-5 Error | Verilog: In function description, do not assign global signals, and return value assignment must be the last statement. | HDL Coder generates Verilog code that complies with this rule. | No action required. |
| | VHDL: Input port must not be described with initial value. | In the generated VHDL code, HDL Coder does not specify an initial value to the input port. | No action required. |

2.A.D Operators Conventions

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|--|---|--|
| 2.A.D.5 Message | Verilog: Bit-wise operators must be used instead of logical operators in multi-bit operations. | In the generated Verilog code, HDL Coder complies with this rule for multibit operators. | No action required. |
| 2.A.D.6 Message | Verilog: Reduction of a single-bit or large expression should not be performed. | By default, HDL Coder does not reduce a single-bit or a large expression. If your design performs bit-reduction operations, the resulting HDL code can perform reduction of a large expression. | Update your design so that there are no calls to bit reduction operations. |

2.A.E Conditional Statement Conventions

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|--|------------------------------------|---------------------|
| 2.A.E.3 Message | Verilog: Ensure that conditional expressions evaluate to a scalar. | HDL Coder complies with this rule. | No action required. |

2.A.F Array, Vector, Matrix Conventions

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|--|---|
| 2.A.F.2 Warning | Verilog/VHDL: LSB of vectors/memory should be zero. | Your design contains vectors whose LSB has a nonzero value. | Update your design so that the generated code contains vectors or memory whose LSB value is zero. |
| 2.A.F.4 Warning | Verilog/VHDL: Index variable width should not be too short. | HDL Coder enforces type matching and ensures that the index variable width is not too short. | No action required. |
| 2.A.F.5 Error | Verilog/VHDL: Do not use x and z for an array index. | In the generated code, HDL Coder does not use x or z for an array index. | No action required. |

2.A.G Assignment Conventions

| Rule / Severity | Message | Problem | Recommendations |
|--------------------------|--|--|---------------------|
| 2.A.G.1 Error | VHDL: Direct assignment must be used for aggregates. | HDL Coder directly assigns aggregates in the generated code without performing any intervening operations. | No action required. |

2.A.H Function Return Value Conventions

| Rule / Severity | Message | Problem | Recommendations |
|---------------------------|--|--|---------------------|
| 2.A.H.1 Reference | VHDL: Constrained arrays should not be used as sub-program description. | In the generated code, HDL Coder does not use constrained arrays in subprogram description. | No action required. |
| 2.A.H.2 Reference | VHDL: Specify range for return values in function description when return type is array. | In function description, when the return type is array, HDL Coder specifies the range for return values in function in the generated code. | No action required. |
| 2.A.H.4-6 Error | VHDL: In a sub-program description, use only OTHERS clause when specifying aggregates, not use or call a nested subprogram description, and not read Global signals. | HDL Coder complies with this rule. | No action required. |
| 2.A.H.9-10 Warning | VHDL: A function must have a return statement, return a valid value in all possible states, and not have any other statement following the return statement. | HDL Coder complies with this rule. | No action required. |

2.A.I Built-in Attribute Conventions

| Rule / Severity | Message | Problem | Recommendations |
|------------------------|--|--|---|
| 2.A.I.4-5 Error | VHDL: Do not use user-defined attributes, or built-in attributes except range, length, left, right, high, low, reverse_range, and event. | By default, HDL Coder does not use user-defined attributes in the generated code. If you set HDL block properties, such as DSPStyle in your design, the generated code uses synthesis directives. | To fix this error, in your design, clear the HDL block property that you have set for using synthesis directives in the generated code. |

2.A.J VHDL Specific Conventions

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|--|--|--|
| 2.A.J.1-6 Warning | VHDL: In a design, do not use block statements, objects of type record, shared variables, while-loop statements, procedures, or selected signal assignments. | If your design uses loop statements, HDL Coder generates this warning. | To avoid this warning, update your design so that there are no looping statements. |
| 2.A.J.8-13 Error | VHDL: In a design, do not use access types, alias declarations, bus and register signals, disconnect specifications, waveforms, and attributes that are defined in Synopsys library. | HDL Coder complies with this rule. | No action required. |

2.B Guidelines for “Always” Constructs of Combinational Logic**2.B.A Latch Constraints**

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|---|------------------------------------|------------------------|
| 2.B.A.2 Reference | Verilog/VHDL: Check latch creation from RTL lint checker and synthesis tools; Design should not have latches. | HDL Coder does not create latches. | No action required. |

2.B.B Signal Constraints - I

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|---|---|------------------------|
| 2.B.B.2-3 Message | Verilog/VHDL: In the sensitivity list of a process or always block, do not define constants, use wait statements, or include a signal that is not read inside that block. | HDL Coder generates code that complies with the use of these constructs inside a process block (VHDL) or an always block (Verilog). | No action required. |
| | Verilog: Do not describe multiple event expressions with always constructs. | HDL Coder does not describe more than one event expression in an always construct. | No action required. |

2.B.C Signal Constraints - II

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|---|--|
| 2.B.C.1-2 Error | Verilog: Do not use nonblocking assignments in combinational always blocks, or when assigning initial values in always constructs of sequential blocks. | Your design uses constructs that generate Verilog code with nonblocking assignments in combinational always blocks or assigns initial values in always constructs of sequential blocks. | Update your MATLAB algorithm or Stateflow design so that the generated Verilog code does not use these constructs. |
| 2.B.C.3 Message | Verilog/VHDL: Do not assign a signal more than once in an always construct for sequential circuits. | In an always construct for sequential circuits, HDL Coder does not perform multiple assignments to a signal. | No action required. |

2.C Guidelines for Flip-Flop Inference

2.C.A Assignment Constraints

| Rule / Severity | Message | Problem | Recommendations |
|-------------------------------|--|--|--|
| 2.C.A.1-2c Error | Verilog/VHDL: In flip-flop description, do not use quasi-continuous assignments, deassign statements, blocking assignments, variable assignment statements, or stable attribute. | HDL Coder does not introduce any additional data or add these constructs when generating flip-flops in process blocks (VHDL) or always blocks. (Verilog) | No action required. |
| 2.C.A.4-5b Warning | Verilog/VHDL: Only flip-flop data paths can have delays. The delay values must be integral and non-negative. | HDL Coder does not generate code that uses DELAY attributes for the DUT. The generated testbench can contain DELAY attributes. | No action required. |
| 2.C.A.6 Error | Verilog/VHDL: Check the logic level of the reset signal as specified in the sensitivity list of the always block. | HDL Coder uses <code>posedge</code> or <code>negedge</code> to denote transitions at clock edges in the generated code. | No action required. |
| 2.C.A.7 Message | Verilog/VHDL: A flip-flop should not have two asynchronous resets. Do not use functions in the asynchronous reset description. | HDL Coder does not generate multiple asynchronous resets. The generated code can contain multiple synchronous resets. | No action required. |
| 2.C.A.8 Error | VHDL: Do not use wait constructs. | HDL Coder does not use wait constructs. | No action required. |
| 2.C.A.9 Error | VHDL: Functions <code>'rising_edge'</code> or <code>'falling_edge'</code> should not be used in the design. | By default, HDL Coder uses the event syntax for clock events. By using the <code>UseRisingEdge</code> property, you can specify whether to use the <code>rising_edge</code> or <code>falling_edge</code> to detect clock transitions. | To fix this error, you can control the <code>UseRisingEdge</code> property such that the generated code uses the event syntax. |

2.C.B Blocking Statement Constraints

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|--|--|------------------------|
| 2.C.B.1-2 Warning | Verilog/VHDL: Use blocking assignment in flip-flop description. Do not use blocking and nonblocking assignments together in the same always block. | HDL Coder complies with this rule. | No action required. |
| 2.C.B.4 Error | VHDL: Variables, if used, must be assigned to a signal before the end of the process. | The generated HDL code does not contain dead code, so HDL Coder complies with this rule. | No action required. |

2.C.C Clock Constraints

| Rule / Severity | Message | Problem | Recommendations |
|-----------------------------|--|--|---|
| 2.C.C.1-2b Error | Verilog/VHDL: Do not use edges of multiple clocks or both edges of the same clock in an always block. Do not describe multiple clock edges in a single process/always block for same edge of a single clock. | HDL Coder uses the rising edge or falling edge of the clock, but does not use both edges of the clock. | No action required. |
| 2.C.C.4-5 Error | Verilog/VHDL: Minimize, and if possible, remove clock enable signals and reset signal on networks. | If your design generates code that uses clock enables and reset signals on networks, HDL Coder generates an error. | To minimize clock enables in the generated HDL code, in the HDL coding standard customization properties, enable the MinimizeClockEnableCheck property. To remove reset signals on the networks, in the HDL coding standard customization properties, enable the RemoveResetCheck setting. |
| 2.C.C.6 Warning | Verilog/VHDL: Do not use asynchronous reset signals. | Your Simulink model design or MATLAB code uses asynchronous reset signals. | To avoid this violation, use synchronous reset signals for your design. In the Configuration Parameters dialog box, set Reset type to Synchronous. |

2.C.D Initial Value Constraints

| Rule / Severity | Message | Problem | Recommendations |
|--------------------------|--|---|---|
| 2.C.D.1 Error | Verilog/VHDL: Do not specify flip-flop or RAM initial value using initial construct. | The generated HDL code for your design contains an unsynthesizable initial statement. | Disable the Initialize block RAM or Initialize all RAM blocks option in the HDL Workflow Advisor. You can disable this rule checking by using the <code>InitialStatements</code> property of the HDL coding standard customization object. |

2.C.F Mixed Timing Constraints

| Rule / Severity | Message | Problem | Recommendations |
|-------------------------------|--|------------------------------------|---------------------|
| 2.C.F.1-2a Warning | Verilog/VHDL: Do not use multiple resets or mix descriptions of flip-flops with and without asynchronous reset in the same process/always block. | HDL Coder complies with this rule. | No action required. |

2.D Guidelines for Latch Description

2.D.A Module Constraints

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|--|---|--|
| 2.D.A.2-3 Warning | Verilog/VHDL: Latch descriptions should not have asynchronous set or asynchronous reset, or be mixed with other descriptions in the same module. | HDL Coder does not create latches in the generated code. | No action required. |
| 2.D.A.4-5 Error | Verilog/VHDL: Do not use combinational loops that contain latches or level two latches in the same phase clock. | By default, HDL Coder does not create combinational loops. If your MATLAB algorithm contains combinational loops, the generated HDL code can use combinational loops. | Update your MATLAB code so that the generated HDL code does not contain any combinational loops. |

2.E Guidelines for Tristate Buffer

2.E.A Module Constraints

| Rule / Severity | Message | Problem | Recommendations |
|---------------------------------|---|---|--|
| 2.E.A.1-2 Warning | Verilog/VHDL: Tristate descriptions must not be mixed with other descriptions in the same module and should not contain logic in tristate enable conditions. | HDL Coder does not create latches or tristate buffers in the generated code. | No action required. |
| 2.E.A.4-5b Reference | Verilog/VHDL: Tristate bus must not be driven by more than specified number of drivers. A net that is not tristated or a signal without a resolution function must not have multiple drivers. | HDL Coder does not create latches or tristate buffers in the generated code. | No action required. |
| 2.E.A.6-9 Error | Verilog/VHDL: Inout port should not be directly connected to input/output. Do not use tristate output in an if conditional expression or in the selection expression of a case statement that assigns a fixed value in others choice. | By default, HDL Coder does not connect input or output ports directly to bidirectional ports. In your Simulink model, on the HDL block properties for the input or output port, if you set BidirectionalPort to on, the generated HDL code can directly connect inout to input or output ports. | In your Simulink model, on the HDL block properties for the input or output port, set BidirectionalPort to off. |

2.E.B Connectivity Constraints

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|--|--|---------------------|
| 2.E.B.1 Warning | Verilog/VHDL: Logic directly driven by tristate nets should be in a separate module. | HDL Coder does not have tristate nets in the generated HDL code. | No action required. |

2.F Guidelines for Always/Process Construct with Circuit Structure into Account

2.F.B Constraints on Number of Conditional Statements

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|--|---|
| 2.F.B.1 Error | Verilog/VHDL: Do not describe more than one statement (if/case/while/for/loop) separately within a single always or process block. | The generated HDL code for your design contains more than one conditional statement (if-else, case, and loops) that is described separately within a process block for VHDL code or an always block for Verilog code. | Update your design so that there is not more than one conditional statement that is described separately in a process block. You can customize this rule by using the <code>ConditionalRegionCheck</code> property of the HDL coding standard customization object. |
| 2.F.B.1.a Error | Verilog/VHDL: Do not write to same signal for VHDL or register for Verilog in multiple cascaded conditional (if/case) regions within the same process block for VHDL code or always construct for Verilog code. | The generated HDL code for your design contains the same signal for VHDL code or register for Verilog code written to in multiple cascaded conditional regions (such as if/case regions) in the same process block for VHDL code or always construct for Verilog code. | Update your design so that the signal or register is not written to more than once in cascaded conditional regions in the same process block or always construct. For more information, see “Cascaded Conditional Region Variable Assignments” on page 26-48. You can customize this rule by using the <code>CascadedConditionalAssignmentCheck</code> property of the HDL coding standard customization object. |
| 2.F.B.2 Error | Verilog/VHDL: A variable in the sensitivity list is modified inside the same process or always block. | HDL Coder does not modify the variables in the sensitivity list, including clock, reset, and enable signals. | No action required. |

2.G Guidelines for “IF” Statement Description

2.G.B Common Sub-Expression Constraints

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|--|---|---------------------|
| 2.G.B.2 Warning | Verilog/VHDL: Avoid describing conditions that will not be executed. | The generated HDL code does not contain dead code, or result in conditions that are not executed. | No action required. |

2.G.C Nesting Depth Constraints

| Rule / Severity | Message | Problem | Recommendations |
|-------------------------------------|--|---|--|
| 2.G.C.1a-b Message | Verilog/VHDL: Nesting in if-else constructs should not be deeper than N levels. Where feasible case statements should be used, rather than if-else statements, if performance is important. | The MATLAB code contains an if-elseif statement with more than N levels of nesting. By default, N is 3. | <p>Modify if-elseif statements in your MATLAB code so there are N or fewer levels of nesting.</p> <p>For example, the following if-elseif pseudocode contains three levels of nesting:</p> <pre>if ... if ... if ... else else else else</pre> <p>You can customize this rule by using the IfElseNesting property of the HDL coding standard customization object.</p> |
| 2.G.C.1c Message | Verilog/VHDL: Chain of if...else if constructs must not be exceed default number of levels. | The generated HDL code contains an if-elseif statement with more than seven branches. | <p>Modify if-elseif statements in your MATLAB code so that the number of branches is seven or fewer.</p> <p>For example, the following if-elseif pseudocode contains three branches:</p> <pre>if ... elseif ... elseif ... else</pre> <p>You can customize this rule by using the IfElseChain property of the HDL coding standard customization object.</p> |

2.G.D Begin-End Decorator Constraints

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|--|---|---------------------|
| 2.G.D.2-3 Message | Verilog/VHDL: Attach begin-end to "if" statements. | The generated HDL code complies with these code constructs. | No action required. |
| | Verilog: Do not use fork-join constructs. | | |

2.H Guidelines for "CASE" Statement Description**2.H.A CASE Structure Constraints**

| Rule / Severity | Message | Problem | Recommendations |
|--------------------------------|--|---|---------------------|
| 2.H.A.3-5 Reference | Verilog/VHDL: case constructs should not have overlapping clause conditions. Do not use full_case directive. | The generated HDL code complies with these constructs for case statements and does not use the full_case directive. | No action required. |

2.H.C Default Value Constraints

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|---|---|---------------------|
| 2.H.C.3 Warning | Verilog: Do not use //synposys full_case pragma when all conditions are not described as case clause or the default clause is missing. | HDL Coder describes all possible cases in a case statement so that the synthesis tool does not infer a latch. | No action required. |
| 2.H.C.4 Message | Verilog/VHDL: A signal that is assigned don't care value in a case default clause should not be used in if conditions, ternary and case constructs. | HDL Coder does not use a signal that is assigned a <i>don't care</i> value in the default clause. | No action required. |
| 2.H.C.5 Warning | Verilog/VHDL: Default clause in case construct must be the last clause. | To avoid latch inference, HDL Coder describes all possible cases, including the default clause. | No action required. |
| 2.H.C.6-7 Message | Verilog/VHDL: Do not use a signal to which don't care is assigned for selection expression of casex statements or case statements that do not assign 'X' in default clause. | HDL Coder does not use <i>don't care</i> values, and explores the entire space of an n-bit select signal. | No action required. |

2.H.D Don't Care Constraints

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|--|--|------------------------|
| 2.H.D.1-4 Message | Verilog: Design should not use casex or casez constructs. casex or casez constructs must contain a dont-care condition, and not have complex clause conditions. The don't care condition in casex or casez branches must follow proper coding style. | HDL Coder does not generate casex or casez constructs, so that it complies with this rule. | No action required. |

2.H.E Additional CASE Constraints

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|--|--|------------------------|
| 2.H.E.1-4 Message | Verilog: Do not use parallel_case directive. In a case clause condition, do not use fixed values, variables, expressions, and logical, arithmetic, bitwise, or reduction operations. | HDL Coder does not use the parallel_case directive and generates code that complies with these constructs. | No action required. |

2.1 Guidelines for “FOR” Statement Description

2.1.A Loop Body Constraints

| Rule / Severity | Message | Problem | Recommendations |
|-------------------------------|---|---|---------------------|
| 2.1.A.2a-b Message | Verilog: Loop variable and terminating condition of "for" construct must have constant initial value. | HDL Coder does not generate casex or casez constructs so that it complies with this rule. | No action required. |
| 2.1.A.2c-e Message | Verilog: Loop variable of "for" construct must have a constant value inside the construct and must not be used outside the construct. | HDL Coder generates the right loop constructs and complies with this rule. | No action required. |
| | Verilog: The loop termination condition must not be a constant. | | |

2.1.B Non-Constant Operation Constraints

| Rule / Severity | Message | Problem | Recommendations |
|--------------------------|---|---|---------------------|
| 2.1.B.4 Error | Verilog/VHDL: Separate for loops must be used in reset and logic parts of flip-flop descriptions. | HDL Coder uses separate for loops in the reset and logic parts of flip-flop descriptions. | No action required. |

2.1.C Exit Constraints

| Rule / Severity | Message | Problem | Recommendations |
|--------------------------|--|--|---------------------|
| 2.1.C.1 Error | VHDL: Exit or next statement must not be used in a for loop. | The generated code contains for loops only when HDL Coder knows the number of iterations. When the loop is executing, HDL Coder does not exit from the for loop, | No action required. |

2.J Guidelines for Operator Description

2.J.A Comparison and Precedence Constraints

| Rule / Severity | Message | Problem | Recommendations |
|-------------------------------|---|---|--|
| 2.J.A.4a-c Message | Verilog: Signals must not be compared with X or Z, or values containing X or Z. | By default, HDL Coder does not generate code that contains these constructs. If your Simulink model design uses Constant blocks with Architecture set to Logic Value and uses these constructs, the coder displays this message. | Update your Simulink model design so that the Constant blocks do not use these constructs when Architecture is set to Logic Value . Alternatively, change the Architecture to Constant . |
| 2.J.A.4v Error | Verilog/VHDL: Do not assign X except for the others clause of case statements. | By default, HDL Coder does not use X in the others clause of case statements. In certain cases, if the generated code does not comply with 2.J.A.4a-c , HDL Coder can assign X in the others clause. | Update your Simulink model design so that the generated HDL code does not use constructs that rule 2.J.A.4a-c specifies. |
| 2.J.A.5-6 Warning | Verilog: Do not use values containing 'X' or 'Z'. VHDL: Do not use values including 'X', 'Z', 'U'-'', 'W', 'H', 'L', or constants that contain the values 'X', 'Z', 'U'-'', 'W', 'H', 'L'. | If your design uses unknown or high-impedance constants, HDL Coder displays a warning. | Update your Simulink model or MATLAB algorithm so that there are no high-impedance constants. |
| 2.J.A.7-8 Message | Verilog: Do not use RAM output signals for a conditional expression of if statements, or selection expression of case statements that assign 'x' in the default clause. | By default, HDL Coder complies with this rule. If your Simulink model uses RAM output signals with a Switch or Multiport switch block, the generated HDL code can use these constructs. | Update your Simulink model so that there are no RAM output signals to Switch or Multiport switch blocks. |

2.J.B Vector Operator Constraints

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|---|---------------------|
| 2.J.B.3 Message | Verilog/VHDL: Do not perform logical negation on vectors. | HDL Coder does not perform logical negation on vectors. | No action required. |

2.J.C Relational Operator Constraints

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|--|---------------------|
| 2.J.C.1-6 Error | Verilog/VHDL: Bitwidths of operands of a relational or logical operator must match. | HDL Coder ensures that the data types of the operands match in a relational or logical expression. | No action required. |
| | Verilog/VHDL: Bitwidths should be specified for conditional expression. | | |

2.J.D Signed Signal, Data Type Constraints

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|---|---|---------------------|
| 2.J.D.3-5 Warning | Verilog/VHDL: Take care when assigning integer to reg or wire, and when comparing negative value reg and integer variables. Integer objects must not be assigned negative values. | HDL Coder complies with this rule. | No action required. |
| 2.J.D.6 Warning | VHDL: Signed data type must be used in signed operation and <code>std_logic_vector</code> calling <code>std_logic_unsigned</code> package must be used in unsigned operation. | HDL Coder complies with this rule. | No action required. |
| 2.J.D.8 Warning | VHDL: Function <code>To_stdlogicvector</code> should not be used in the design. | HDL Coder does not use the function <code>To_stdlogicvector</code> in the code. | No action required. |

2.J.E Number of Operator Repetition Constraints

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|--|------------------------------------|---------------------|
| 2.J.E.5 Warning | Verilog: Do not describe arithmetic operators with conditional operators(?) in assign statement. | HDL Coder complies with this rule. | No action required. |

2.J.F Precision Constraints

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|---|--|
| 2.J.F.5 Warning | Verilog/VHDL: Large multipliers must not be described using the multiplication operator with RTL. | The generated HDL code contains a multiplication operator (*) where the output of the multiplication has a bitwidth of 16 or greater. | In your design, implement multiplications by using a shift-and-add algorithm, or ensure that the data size of the output of a multiplication does not require a bitwidth of 16 or greater. You can customize this rule by using the <code>MultiplierBitWidth</code> property of the HDL coding standard customization object. |

2.J.G Common Sub-Expression Constraints

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|--|--|---------------------|
| 2.J.G.2 Warning | Verilog/VHDL: common operational expressions should be described separately. | HDL Coder identifies the common operational expressions and describes them separately. | No action required. |

2.J.H Division Operator Constraints

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|--|--|---|
| 2.J.H.1 Message | Verilog/VHDL: Do not use arithmetic and logical expressions in the right and left sides of the division or modulus operator. | HDL Coder homogenizes the division operator into a separate statement and complies with this rule. | No action required. |
| 2.J.H.2-3 Message | Verilog/VHDL: Keep the left side of the division or modulus operator within 12 bits. If right side of the division or modulus operator is not a power of two, keep it within 8 bits. | In your design, the left side of the modulus or division operation is greater than 12 bits, or the right side is not a power of two and greater than eight bits. | Update your design so that the number of bits in the operands of the division or modulus operation are within the bounds that the rule specifies. |

2.K Guidelines for Finite State Machine Description**2.K.A State Transition Constraints**

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|---|---|
| 2.K.A.4 Warning | Verilog/VHDL: Number of states of an FSM should be within 40. | Your model design contains a Stateflow Chart or State Transition Table that uses more than 40 states. | Update your model design so that there are not more than 40 states. |

2.K.C Logic Separation Constraints

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|--|--|---------------------|
| 2.K.C.1 Reference | Verilog/VHDL: Ensure that sequential and combinational parts of an FSM are in separate always block. | By default, HDL Coder puts the sequential and combinational parts of a Finite State Machine (FSM) in separate always blocks. | No action required. |

2.K.E Encoding Constraints

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|--|------------------------|
| 2.K.E.2 Warning | VHDL: Do not assign state encoding by attaching attributes to the state variable which is declared as a type. | HDL Coder does not attach attributes to state variables in the generated code. | No action required. |

See Also**Properties**

HDL Coding Standard Customization

Related Examples

- “Generate an HDL Coding Standard Report from MATLAB” on page 5-25
- “Generate HDL Coding Standard Report from Simulink” on page 26-5

More About

- “HDL Coding Standard Report” on page 26-2
- “Basic Coding Practices” on page 26-9
- “RTL Design Methodology Guidelines” on page 26-42

RTL Design Methodology Guidelines

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|--|
| In this section... |
| “3.A Guidelines for Creating Function Libraries” on page 26-42 |
| “3.B Guidelines for Using Function Libraries” on page 26-43 |
| “3.C Guidelines for Test Facilitation Design” on page 26-44 |

HDL Coder conforms to the following RTL design methodology guidelines, and checks for modeling constructs that violate these rules. HDL Coder reports potential rule violations in the HDL coding standard report. To avoid these violations, see the rule recommendations.

3.A Guidelines for Creating Function Libraries

3.A.C Signal, Port Constraints - I

| Rule / Severity | Message | Problem | Recommendations |
|-----------------------------|--|--|---------------------|
| 3.A.C.1 Warning | Verilog: The order of module port declarations and instance port connections lists should be same as the order in the module port map. | HDL Coder preserves the order of module port declarations and instance port connections as they appear in the original Simulink DUT. | No action required. |
| 3.A.C.4a Message | Verilog/VHDL: Define only one port or signal per line in I/O, reg, and wire declaration. | HDL Coder complies with this rule. | No action required. |

3.A.D Signal, Port Constraints - II

| Rule / Severity | Message | Problem | Recommendations |
|------------------------------|---|--|---|
| 3.A.D.4-5 Warning | Verilog/VHDL: Multiple assignments should not be made in one line. | The generated HDL code contains multiple assignments in one line or lines greater than N characters. You have a name or identifier in your original design that contains more than N characters. | Shorten names in your design that are longer than N characters. You can also customize N by using the LineLength property of the HDL coding standard customization object. HDL Coder folds the long lines in the design only so far as the HDL code syntax is not broken. |
| | Verilog/VHDL: The maximum number of characters in one line should not be more than N. | | |

3.A.F Generic Usage Constraints

| Rule / Severity | Message | Problem | Recommendations |
|--------------------------|---|---|---------------------|
| 3.A.F.1 Reference | Verilog: Generic should be used in conditional expression of if generate statement. | HDL Coder does not generate if-generate statements, but can generate for-generate statements in the generated HDL code. | No action required. |

3.B Guidelines for Using Function Libraries**3.B.B Parameters, Constant Constraints**

| Rule / Severity | Message | Problem | Recommendations |
|---------------------------|---|---|---------------------|
| 3.B.B.2b-4 Message | Verilog: Define macros should be read using include files. Include files must be specified with more than 1 level higher relative path. | HDL Coder does not generate macros in the HDL code. | No action required. |
| 3.B.B.5-7 Message | Verilog: Text macros should not be nested, and constants should be defined using parameters only. | HDL Coder does not generate macros in the HDL code. | No action required. |

3.B.C Port Constraints

| Rule / Severity | Message | Problem | Recommendations |
|------------------------|--|--|---------------------|
| 3.B.C.1 Message | Verilog/VHDL: Port/Generic connections in instantiations must be made by named association rather than position association. | HDL Coder preserves the association of ports, so that it complies with this rule. | No action required. |
| 3.B.C.2 Message | Verilog: Bit-width of the component port and its connected net must match. | HDL Coder enforces type and bit-width matching, so that it complies with this rule. | No action required. |
| 3.B.C.3 Message | VHDL: Do not use entity instantiation in the design. | HDL Coder does not use entity instantiation in the design. The generated HDL code is generic and reusable. | No action required. |

3.B.D Generic Constraints

| Rule / Severity | Message | Problem | Recommendations |
|--------------------------|---|---|---|
| 3.B.D.1 Error | Verilog/VHDL: Non-integer type used in the declaration of a generic may be unsynthesizable. | The generated HDL code contains a noninteger data type. | <p>If you have floating-point data types in your design, you can map them to HDL Coder native floating-point libraries so that the generated code does not use floating-point data types.</p> <p>Alternatively, modify your design so that it does not use floating-point data types.</p> <p>You can disable this rule checking by using the <code>NonIntegerTypes</code> property of the HDL coding standard customization object.</p> |
| 3.B.D.3 Error | Verilog: Do not use <code>defparam</code> statements. | HDL Coder complies with this rule. | No action required. |

3.C Guidelines for Test Facilitation Design

3.C.A Clock Constraints - I

| Rule / Severity | Message | Problem | Recommendations |
|----------------------------|---|---|---|
| 3.C.A.1-4 Error | Verilog/VHDL: Internal clocks and asynchronous sets/resets must be controllable from external pins. | <p>In the generated HDL code, you can control clocks from external pins. If you have a triggered subsystem and enable <code>TriggerAsClock</code>, then the trigger signal becomes a clock signal that you can control from external pins.</p> <p>For reset signals that you model in Simulink, the generated VHDL code can have a load port, which is a primary input in the generated code.</p> | To avoid this rule violation, disable the <code>TriggerAsClock</code> . |

3.C.B Black Box Constraints

| Rule / Severity | Message | Problem | Recommendations |
|--------------------------|---|--|---------------------|
| 3.C.B.3 Error | Verilog/VHDL: Do not connect the outputs of a black box to clock, reset, or tristate enable pins. | HDL Coder connects the clock bundle to the entity or blackbox and does not modify it, so the generated code complies with this rule. | No action required. |

3.C.C Clock Constraints - II

| Rule / Severity | Message | Problem | Recommendations |
|--------------------------|--|---------------------------------------|---------------------|
| 3.C.C.1 Error | Verilog/VHDL: A clock must not be connected to the D input of a flip-flop. | HDL Coder does not use clock as data. | No action required. |

3.C.F Clock Constraints - III

| Rule / Severity | Message | Problem | Recommendations |
|--------------------------|---|--|---------------------|
| 3.C.F.2 Error | Verilog/VHDL: Do not mix clock and reset lines. | HDL Coder connects the clock bundle to the entity or blackbox and does not modify it, so the generated code complies with this rule. | No action required. |

See Also**Properties**

HDL Coding Standard Customization

Related Examples

- “Generate an HDL Coding Standard Report from MATLAB” on page 5-25
- “Generate HDL Coding Standard Report from Simulink” on page 26-5

More About

- “HDL Coding Standard Report” on page 26-2
- “Basic Coding Practices” on page 26-9
- “RTL Description Rules and Checks” on page 26-18

Generate HDL Lint Tool Script

You can generate a lint tool script to use with a third-party lint tool to check your generated HDL code.

HDL Coder can generate Tcl scripts for the following lint tools:

- Ascent Lint
- HDL Designer
- Leda
- SpyGlass
- Custom

If you specify one of the supported third-party lint tools, you can either generate a default tool-specific script, or customize the script by specifying the initialization, command, and termination names as a character vector. If you want to generate a script for a custom lint tool, you must specify the initialization, command, and termination names.

HDL Coder writes the initialization, command, and termination names to a Tcl script that you can use to run the third-party tool.

How to Generate an HDL Lint Tool Script

Using the Configuration Parameters Dialog Box

- 1 In the Configuration Parameters dialog box, select **HDL Code Generation > EDA Tool Scripts**.
- 2 Select the **Lint script** option.
- 3 For **Choose lint tool**, select **Ascent Lint**, **HDL Designer**, **Leda**, **SpyGlass**, or **Custom**.
- 4 Optionally, enter text to customize the **Lint initialization**, **Lint command**, and **Lint termination** strings. For a custom tool, specify these fields.

After you generate code, the message window shows a link to the lint tool script.

Using the Command Line

To generate an HDL lint tool script from the command line, set the `HDLLintTool` parameter to `AscentLint`, `HDLDesigner`, `Leda`, `SpyGlass`, or `Custom` using `makehdl` or `hdlset_param`.

To disable HDL lint tool script generation, set the `HDLLintTool` parameter to `None`.

For example, to generate HDL code and a default SpyGlass lint script for a DUT subsystem, `sfir_fixed\symmetric_fir`, enter the following:

```
makehdl('sfir_fixed/symmetric_fir', 'HDLLintTool', 'SpyGlass')
```

After you generate code, the message window shows a link to the lint tool script.

To generate an HDL lint tool script with custom initialization, command, and termination names, use the `HDLLintTool`, `HDLLintInit`, `HDLLintTerm`, and `HDLLintCmd` parameters.

For example, you can use the following command to generate a custom Leda lint script for a DUT subsystem, `sfir_fixed\symmetric_fir`, with custom initialization, command, and termination names:

```
makehdl('sfir_fixed/symmetric_fir','HDLLintTool','Leda',...
        'HDLLintInit','myInitialization','HDLLintCmd','myCommand %s',...
        'HDLLintTerm','myTermination')
```

Custom Lint Tool Command Specification

If you want to generate a lint tool script for a custom lint tool, you must use `%s` as a placeholder for the HDL file name in the generated Tcl script.

Specify the **Lint command** or `HDLLintCmd` using the following format:

```
hdlset_param ('HDLLintCmd', 'custom_lint_tool_command -option1 -option2 %s')
```

For example, to set `HDLLintCmd`, where the lint command is `custom_lint_tool_command -option1 -option2`, at the command line, enter:

```
hdlset_param ('HDLLintCmd', 'custom_lint_tool_command -option1 -option2 %s')
```

Cascaded Conditional Region Variable Assignments

In R2021b, HDL Coder provides a coding standard (Guideline 2.F.B.1.a in “RTL Description Rules and Checks” on page 26-18) to check for assignments to the same variable in multiple cascaded control regions within the same process block. HDL Coder points to the blocks that generate such a coding style. If the style is not recommended for use in your production workflow, consider an alternative coding style or replace the block pointed to by the rule. The check displays an error if the generated HDL code for your design contains the same variable/signal for VHDL or register/wire for Verilog written to in multiple cascaded conditional regions, such as `switch case` or `if/else` cascaded regions, within the same process block. To turn on this check for your model, see “Check for assignments to the same variable in multiple cascaded control regions” on page 17-78.

Example Patterns that Fail the Check for Guideline 2.F.B.1.a

These examples show HDL Code patterns that fail the check for the presence of assignments to the same variable in multiple cascaded conditional regions.

Parallel Cascaded 'if' Regions

```
always @(u) begin
    if(u < 8'sd4) begin
        y = -8'sd1;
    end
    if(u == 8'sd1) begin
        y = 8'sd10;
    end
    else
        y =8'sd2;
    end
end
```

Parallel Cascaded 'if' Regions with Nesting

```
always @(u, k) begin
    if (u < 8'sd4) begin
        if(k == 8'sd1) begin
            y = 8'sd10;
        end
    end
    if (u < 8'sd2) begin
        y = 8'sd1;
    end
    else
        y = 8'sd2;
    end
end
```

Parallel Cascaded 'if' and 'switch' Regions

```
always @(u) begin
    if (u < 8'sd4) begin
        y = 8'sd10;
    end
    case (u)
        8'sd1:
            y = 8'sd11;
        default:
            y = 8'sd4;
    end
end
```

```

    endcase
end

```

Parallel Cascaded 'switch' Regions

```

always @(u) begin
    case (u)
        8'sd2:
            y = 8'sd15;
        default:
            y = 8'sd4;
    endcase
    case (u)
        8'sd1:
            y = 8'sd11;
        default:
            y = 8'sd4;
    endcase
end

```

Parallel Cascaded Region Inside Nested Region

```

always @(u) begin
    case (u)
        8'sd2:
            y = 8'sd15;
        default:
            if (u < 8'sd4) begin
                y = 8'sd10;
            end
            if (u == 8'sd1) begin
                y = 8'sd10;
            end
            else
                y = 8'sd2;
            end
    endcase
end

```

Example Patterns that Pass the Check for Guideline 2.F.B.1.a

These examples show HDL Code patterns that pass the check for the presence of assignments to the same variable in multiple cascaded conditional regions if you enable the check.

Default Value and Conditional Assignment

```

always @(u) begin
    y = 8'sd1;
    if (u < 8'sd4) begin
        y = 8'sd10;
    end
end

```

Parallel cascaded "if" Regions Writing to Different Outputs

```

always @(u) begin
    if (u < 8'sd4) begin
        y1 = -8'sd1;
    end
end

```

```
    else
        y1 = 8'sd3;
    end
    if (u == 8'sd1) begin
        y2 = 8'sd10;
    else
        y2 = 8'sd2;
    end
end
```

Assignment in All Paths of Condition Regions

```
always @(u) begin
    if (u == 8'sd1) begin
        y = 8'sd10;
    else
        y = 8'sd2;
    end
end
```

Simulink Blocks and Modeling Patterns that Fail the Check for Guideline 2.F.B.1.a

Some Simulink blocks and modeling patterns can fail this check (guideline 2.F.B.1.a) and cause an error during HDL code generation. If a block or modeling pattern you use in your code fails this check, consider disabling the check if it is not needed in your production workflow or changing the block or modeling pattern producing the code failure.

MATLAB Function Block

In some cases, MATLAB code written inside MATLAB Function blocks might generate HDL Code that fails this check.

Conditional Initialization of Persistent Variables

If the persistent variables in a MATLAB Function block are conditionally initialized and then overwritten in a conditional region elsewhere in the code, the generated code might fail this check.

For example, if you have a MATLAB Function block in your DUT with the MATLAB code:

```
function y = fcn(u)

persistent loc;

if(isempty(loc) || u == int8(2))
    loc = int8(-1);
end

% persistent variable overwritten in conditional code region
if(u<int8(4))
    loc = int8(10);
end

y = loc;
```

This Verilog code snippet demonstrates the violation of a value assignment to the variable *loc_temp* in two parallel conditional if statements.

```

always @(loc, loc_not_empty, u) begin
    loc_temp = loc;
    loc_not_empty_next = loc_not_empty;
    if ( ! loc_not_empty || (u == 8'sd2)) begin
        loc_temp = -8'sd1;
        loc_not_empty_next = 1'b1;
    end
    // persistent variable overwritten in conditional code region
    if (u < 8'sd4) begin
        loc_temp = 8'sd10;
    end
    ...
end

```

Explicit modeling in the MATLAB Function block

If you set the **HDL Architecture** in the HDL Block Properties dialog box of the MATLAB Function block as MATLAB Function and design your MATLAB code in a coding style that assigns multiple values to the same variable in cascading conditional regions, an error might occur from the resulting violating patterns in the generated HDL code.

For example, if you have a MATLAB Function block in your DUT with the MATLAB code:

```

function y = fcn(u)

% if region 1
if(u<4)

    % if region 1-1
    if(u==1)
        y = int8(0);
    else
        y = int8(4);
    end

    % if region 1-2
    if(u==2)
        y = int8(5);
    end
else
    y = int8(6);
end

...

end

```

Region 1 in the preceding code contains two `if` statements that assign different values to the same output variable `y`. This pattern causes a violation in the generated Verilog code.

```

module mlfb
    (u,
     y);
    ...
    always @(u) begin

```

```

    // if region 1
    if (u < 8'sd4) begin
        // if region 1-1
        if (u == 8'sd1) begin
            y_1 = 8'sd0;
        end
        else begin
            y_1 = 8'sd4;
        end
        // if region 1-2
        if (u == 8'sd2) begin
            y_1 = 8'sd5;
        end
    end
    else begin
        y_1 = 8'sd6;
    end

    ...

end

assign y = y_1;

endmodule // mlfb

```

Conditional Assignments of Matrix Variables

If you assign different indices of a single matrix in multiple cascading conditional regions in a MATLAB Function block, a violation can occur.

For example, if you have a MATLAB Function block in your DUT with the MATLAB code:

```

function y = fcn(u)

y = int8(zeros(1,2));

% if region 1
if(u==1)
    y(1) = int8(2);
end

% if region 2
if(u==2)
    y(2) = int8(5);
end

```

Although two different indices of the matrix *y* are being assigned values in cascading *if* statements, this code generates Verilog code that causes a violation.

```

ARCHITECTURE rtl OF mlfb IS
    -- Signals
    SIGNAL u_signed : signed(7 DOWNT0 0); -- int8
    SIGNAL y_tmp : vector_of_signed8(0 TO 1); -- int8 [2]

BEGIN
    u_signed <= signed(u);

```



```

mlfb_1_output : PROCESS (u_signed)
BEGIN
  FOR t_0 IN 0 TO 1 LOOP
    y_tmp(t_0) <= to_signed(16#00#, 8);
  END LOOP;

  -- if region 1
  IF u_signed = to_signed(16#00000001#, 8) THEN
    y_tmp(0) <= to_signed(16#02#, 8);
  END IF;
  -- if region 2
  IF u_signed = to_signed(16#00000002#, 8) THEN
    y_tmp(1) <= to_signed(16#05#, 8);
  END IF;
END PROCESS mlfb_1_output;

outputgen: FOR k IN 0 TO 1 GENERATE
  y(k) <= std_logic_vector(y_tmp(k));
END GENERATE;

END rtl;

```

Workarounds

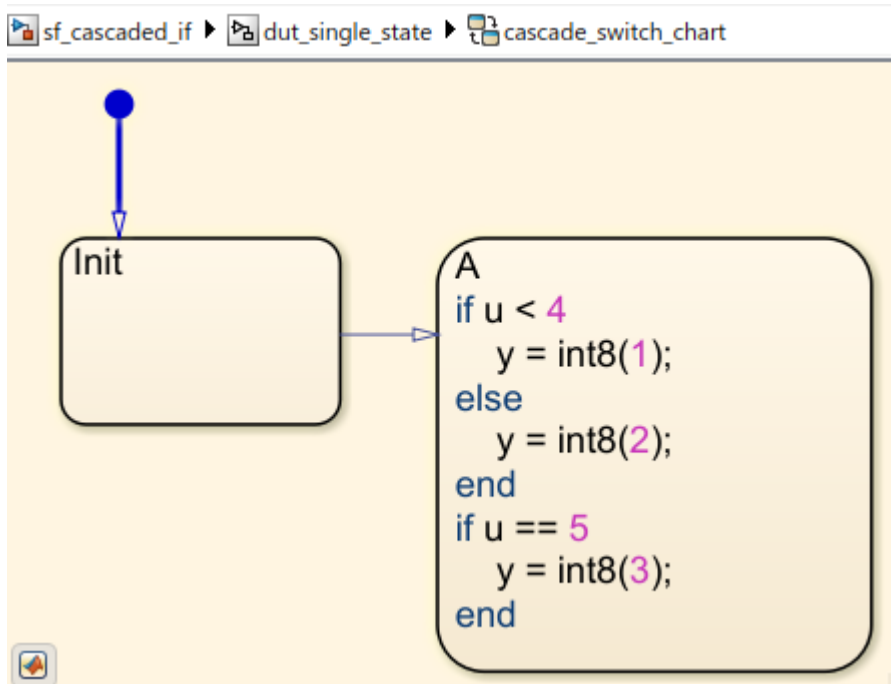
- Design MATLAB code in your MATLAB Function block in a way that avoids patterns that assign multiple values to the same variable in multiple cascaded conditional regions.
- Consider specifying the HDL Block property of the MATLAB Function block **HDL Architecture** to be MATLAB Datapath.

Stateflow Charts

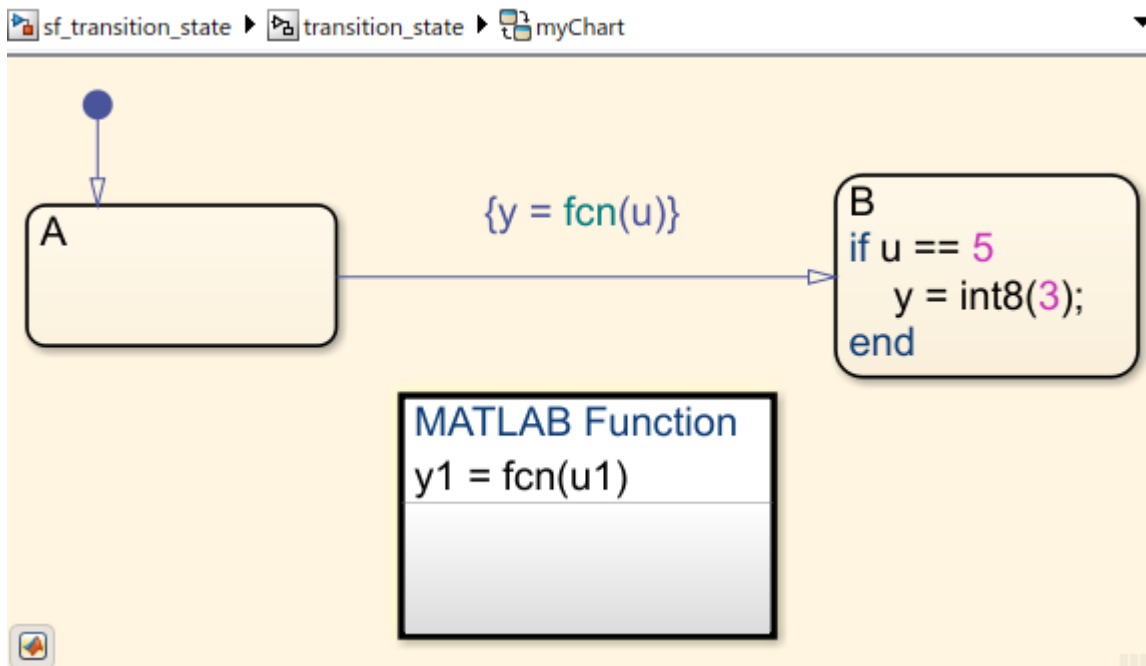
In some cases, MATLAB code written in Stateflow chart can generate HDL code that violates this check.

Explicit Chart Patterns

Cascaded if regions containing assignments to the same variable in a Stateflow chart can produce the equivalent pattern in the generated HDL code.



One `if` region in a transition followed by another `if` region in a destination state can cause a violation in the generated HDL code. This pattern is seen in this Stateflow Chart:



With the MATLAB Function block in the transition containing the code:

```

function y1 = fcn(u1)
    if(u1<4)
        y1 = int8(5);
    end
end
      
```

```

else
    y1 = int8(6);
end
end

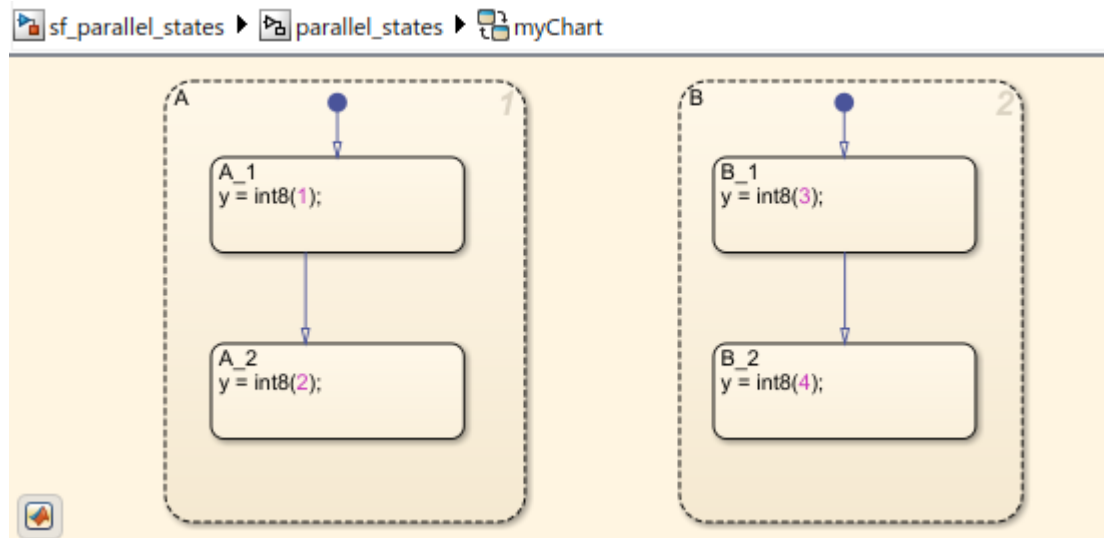
```

The workaround for both of these explicit chart pattern violations is to change the design pattern used in creating the Stateflow charts. Avoid using explicit `if/else` or `switch/case` regions in your Stateflow charts. Instead, redesign the required control flows by using Stateflow chart semantics, such as transitions and states.

Parallel Decomposition

In Stateflow charts, you have an option to choose **Parallel (AND)** mode for the **Decomposition** property of the chart that changes the chart execution to parallel style. For more information, see “Execution Order for Parallel States” (Stateflow).

For example, when you specify parallel decomposition in a chart, it results in the generation of cascaded `switch` regions in the same `always` process.



If the same output variable is assigned a value in multiple parallel states, a violation occurs in the generated HDL code. This Verilog code snippet demonstrates the violation of a value assignment to the variable `y_1` in two parallel conditional case statements in the same `always` process, generated as a result of parallel decomposition.

```

always @(is_A, is_B) begin
    is_A_next = is_A;
    is_B_next = is_B;
    case ( is_A )
        state_type_is_A_IN_A_1 :
            begin
                is_A_next = state_type_is_A_IN_A_2;
                y_1 = 8'sd2;
            end
        default :
            begin
                //case IN_A_2:
                y_1 = 8'sd2;
            end
    endcase
end

```

```

        end
    endcase
    case ( is_B)
        state_type_is_B_IN_B_1 :
            begin
                is_B_next = state_type_is_B_IN_B_2;
                y_1 = 8'sd4;
            end
        default :
            begin
                //case IN_B_2:
                y_1 = 8'sd4;
            end
    endcase
end

```

Temporal Logic

Use of temporal logic in your Stateflow chart generally results in violations. Under some conditions, generated code does not violate the coding guideline. Avoid using temporal logic to ensure that the generated code does not result in a violation.

LUT-Based Sine, Cosine Block

When using the LUT-based Sine, Cosine block in your model to generate HDL code, a violation of this check might occur in the generated HDL code. This Verilog code snippet generated from a Simulink model containing a LUT-based Sine, Cosine block demonstrates the violation of a value assignment to the variable *Look_Up_Table_k* in multiple parallel conditional *if* statements.

```

always @(QuadHandle2_out1) begin

    Look_Up_Table_t_0_0[0] = 16'sb0000000000000000;
    ...
    Look_Up_Table_t_0_0[31] = 16'sb0011111111101100;
    Look_Up_Table_t_0_0[32] = 16'sb0100000000000000;
    Look_Up_Table_in0_0 = 18'sb000000000000000000;
    Look_Up_Table_in0_0_0 = 18'sb000000000000000000;

    if (QuadHandle2_out1 <= 18'sb000000000000000000) begin
        Look_Up_Table_k = 6'b000000;
    end
    else if (QuadHandle2_out1 >= 18'sb000100000000000000) begin
        Look_Up_Table_k = 6'b100000;
    end
    else begin
        Look_Up_Table_in0_0 = QuadHandle2_out1 >>> 8'd9;
        Look_Up_Table_k = Look_Up_Table_in0_0[5:0];
    end

    ...

    Look_Up_Table_dout_low = Look_Up_Table_t_0_0[Look_Up_Table_k];
    if ( !(Look_Up_Table_k == 6'b100000) ) begin
        Look_Up_Table_k = Look_Up_Table_k + 6'b000001;
    end
    ...
end

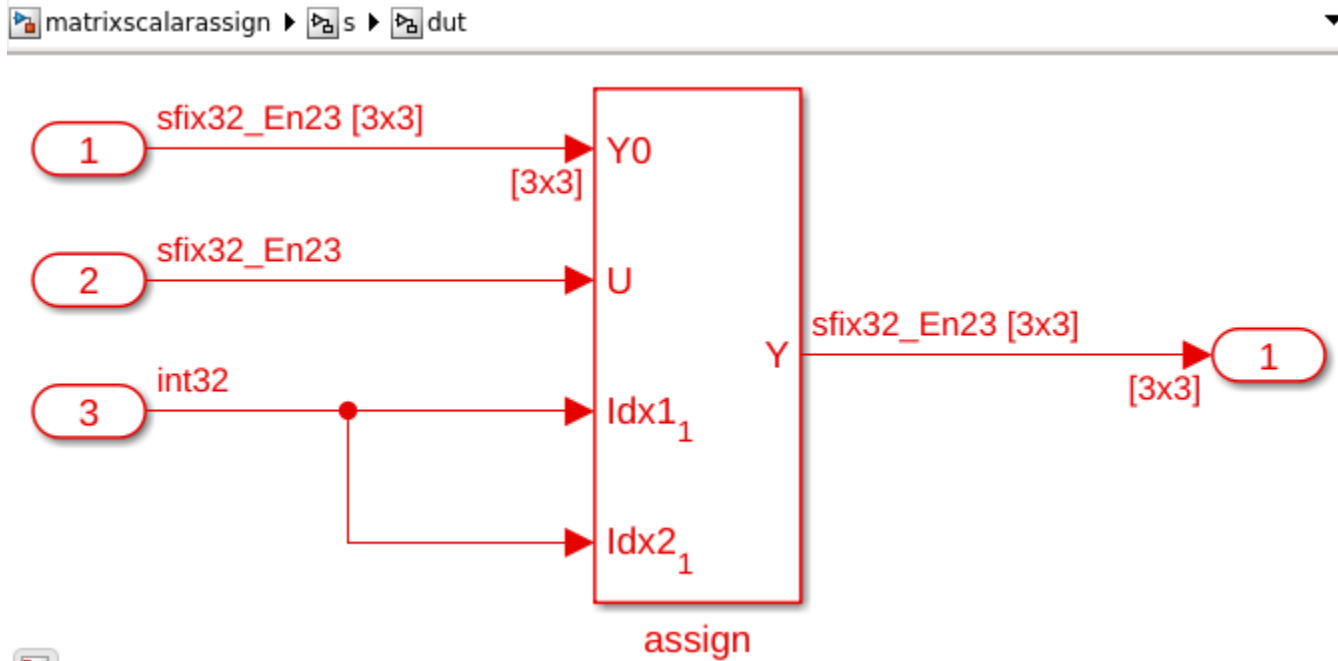
```

For more information, see Sine, Cosine.

Assignment Block

Similar to the violation caused by conditional assignments of matrix variables in MATLAB Function blocks, the Assignment block might cause a similar violation in the generated HDL code.

For example, a model containing an Assignment block in the DUT with the Assignment block property **Index Option** having more than one dimension and set to Index vector (port):



produces this Verilog code snippet:

```
always @* begin
    if ((In3 == 32'sb00000000000000000000000000000001) && (In3 == 32'sb00000000000000000000000000000000))
    begin
        assign_out1[0][0] = In2;
    end
    else begin
        assign_out1[0][0] = In1[0][0];
    end
    if ((In3 == 32'sb00000000000000000000000000000010) && (In3 == 32'sb00000000000000000000000000000000))
    begin
        assign_out1[1][0] = In2;
    end
    else begin
        assign_out1[1][0] = In1[1][0];
    end
    ...

    if ((In3 == 32'sb00000000000000000000000000000011) && (In3 == 32'sb00000000000000000000000000000000))
    begin
        assign_out1[2][2] = In2;
    end
end
```



```

        Selector_out1[1] = Bias_out1[1][0];
        Selector_out1[2] = Bias_out1[2][0];
        Selector_out1[3] = Bias_out1[3][0];
    end
end

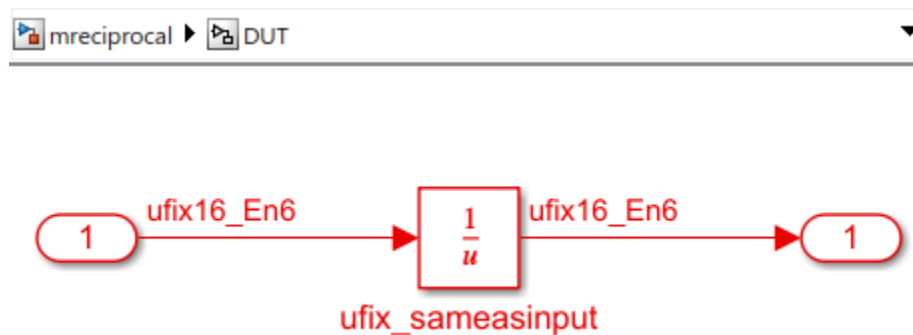
```

For more information on the Selector block, see Selector.

Math Function Block Set as Reciprocal

If a Math Function block with the **Function** set as reciprocal, the **Algorithm method** set as Exact, and the **Saturate on integer overflow** selected as on is in a DUT in a model that generates HDL code, a violation of this check might occur.

For example, a model containing the Math Function block with the preceding settings



produces this Verilog Code snippet that demonstrates the violation of a value assignment to the variable `ufix_sameasinput_out1` in two parallel conditional if statements:

```

always @(In1) begin
    ufix_sameasinput_div_temp = 16'b0000000000000000;
    if (In1 == 16'b0000000000000000) begin
        ufix_sameasinput_out1 = 16'b1111111111111111;
    end
    else begin
        ufix_sameasinput_div_temp = 13'b10000000000000 / In1;
        ufix_sameasinput_out1 = ufix_sameasinput_div_temp;
    end
    if (In1 == 16'b0000000000000000) begin
        ufix_sameasinput_out1 = 16'b1111111111111111;
    end
end
end

```

For more information on the Math Function block, see Math Function.

See Also

More About

- “RTL Description Rules and Checks” on page 26-18
- HDL Coding Standard Customization Properties

- “RTL Description Rules for Conditional Parameters” on page 17-77

Interfacing Subsystems and Models to HDL Code

- “Model Referencing for HDL Code Generation” on page 27-2
- “Generate Black Box Interface for Subsystem” on page 27-4
- “Generate Black Box Interface for Referenced Model” on page 27-8
- “Integrate Custom HDL Code Using DocBlock” on page 27-10
- “Customize Black Box or HDL Cosimulation Interface” on page 27-12
- “Specify Bidirectional Ports” on page 27-15
- “Generate Reusable Code for Subsystems” on page 27-17
- “Scalarization of Vector Ports in Generated VHDL Code” on page 27-25
- “Create a Xilinx System Generator Subsystem” on page 27-29
- “Create an Altera DSP Builder Subsystem” on page 27-31
- “Using Altera DSP Builder Advanced Blockset with HDL Coder” on page 27-33
- “Using Xilinx® System Generator for DSP with HDL Coder™” on page 27-38
- “Choose a Test Bench for Generated HDL Code” on page 27-41
- “Generate a Cosimulation Model” on page 27-43
- “HDL Verifier Cosimulation Model Generation in HDL Coder” on page 27-59
- “Verify HDL Design Using SystemVerilog DPI Test Bench” on page 27-82
- “Pass-Through and No-Op Implementations” on page 27-87
- “Synchronous Subsystem Behavior with the State Control Block” on page 27-88
- “Using the State Control block to generate more efficient code with HDL Coder™” on page 27-93
- “Resettable Subsystem Support in HDL Coder™” on page 27-99

Model Referencing for HDL Code Generation

In this section...

“Benefits of Model Referencing for Code Generation” on page 27-2
 “How To Generate Code for a Referenced Model” on page 27-2
 “Generate Code for Model Arguments” on page 27-3
 “Generate Comments” on page 27-3
 “Limitations” on page 27-3

Benefits of Model Referencing for Code Generation

Model referencing in your DUT subsystem enables you to:

- Partition a large design into a hierarchy of smaller designs for reuse, modular development, and accelerated simulation.
- Incrementally generate and test code.

HDL Coder incrementally generates code for referenced models according to the **Configuration Parameters dialog box > Model Referencing pane > Rebuild** options.

However, HDL Coder treats `If any changes detected` and `If any changes in known dependencies detected` as the same. For example, if you set **Rebuild** to either `If any changes detected` or `If any changes in known dependencies detected`, HDL Coder regenerates code for referenced models only when the referenced models have changed.

How To Generate Code for a Referenced Model

By default, “Generate VHDL code for model references into a single library” on page 17-31 is enabled. The VHDL code is generated in a single library instead of separate libraries. In this case, set the `ScalarizePorts` property to `off` before generating HDL code.

When generating code, if you encounter typing or naming conflicts between vector ports when interfacing two or more generated VHDL code modules, use the `ScalarizePorts` property to generate non-conflicting port definitions. For more information, see “Scalarize ports” on page 17-43.

You can generate HDL code for the referenced model using the UI or the command line.

Using the UI

- 1 Right-click the Model block and select **HDL Code > HDL Block Properties**.
- 2 For **Architecture**, select **ModelReference**.
- 3 Generate HDL code from your DUT subsystem.

Using the Command Line

- 1 Set the `Architecture` property of the Model block to `ModelReference`. For example, for a DUT subsystem, `mydut`, that includes a model reference, `referenced_model`, enter this command:

```
hdlset_param ('mydut/referenced_model', ...
             'Architecture', 'ModelReference');
```

- 2 Generate HDL code for your DUT subsystem.

```
makehdl ('mydut');
```

Generate Code for Model Arguments

To generate a single Verilog module or VHDL entity for instances of a referenced model with different model argument values, see “Generate Parameterized Code for Referenced Models” on page 10-20.

Generate Comments

If you enter text in the Model Block Properties dialog box **Description** field, HDL Coder generates a comment in the HDL code.

Limitations

- Model block must have default values for the Block parameters.
- Model block cannot be a masked subsystem.
- Multiple model references that refer to the same model must have the same HDL block properties.
- Referenced models cannot be protected models.
- Hierarchical distributed pipelining must be disabled.

HDL Coder cannot move registers across a model reference. Therefore, referenced models can inhibit these optimizations:

- Distributed pipelining
- Constrained output pipelining
- Streaming

When you have model references and generate HDL code, the generated model, validation model, and cosimulation model can fail to compile or simulate. To fix compilation or simulation errors, make sure that the referenced models are loaded or are on the search path.

The coder can apply the resource sharing optimization to share referenced model instances. However, you can apply this optimization only when all model references that point to the same referenced model have the same rate after optimizations and rate propagation. The model reference final rate may differ from the original rate, but all model references that point to the same referenced model must have the same final rate.

Generate Black Box Interface for Subsystem

In this section...

“What Is a Black Box Interface?” on page 27-4

“Requirements” on page 27-4

“Generate a Black Box Interface for a Subsystem” on page 27-4

“Generate Code for a Black Box Subsystem Implementation” on page 27-6

What Is a Black Box Interface?

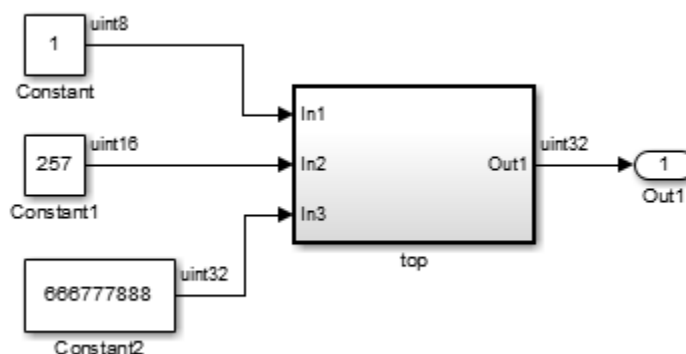
A *black box* interface for a subsystem is a generated VHDL component or Verilog module that includes only the HDL input and output port definitions for the subsystem. By generating such a component, you can use a subsystem in your model to generate an interface to existing manually written HDL code, third-party IP, or other code generated by HDL Coder.

Requirements

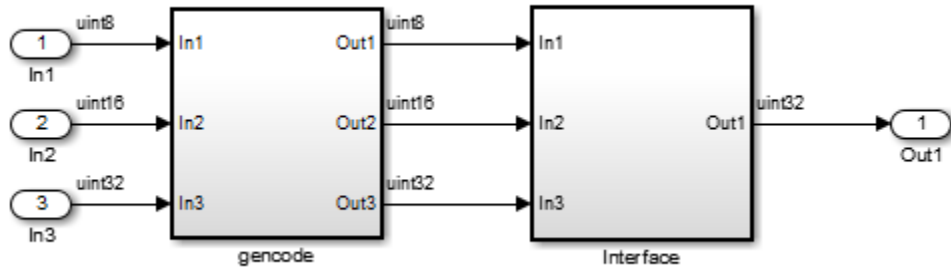
- The black box implementation is available only for subsystem blocks below the level of the DUT. Virtual and atomic subsystem blocks of custom libraries that are below the level of the DUT also work with black box implementations.
- You can generate at most one clock port and one clock enable port for a black box subsystem. Therefore, the black box subsystem must be single-rate even if it is in a multirate DUT.

Generate a Black Box Interface for a Subsystem

To generate the interface, select the `BlackBox` implementation for one or more Subsystem blocks. Consider the following model that contains a subsystem `top`, which is the device under test.



The subsystem `top` contains two lower-level subsystems:



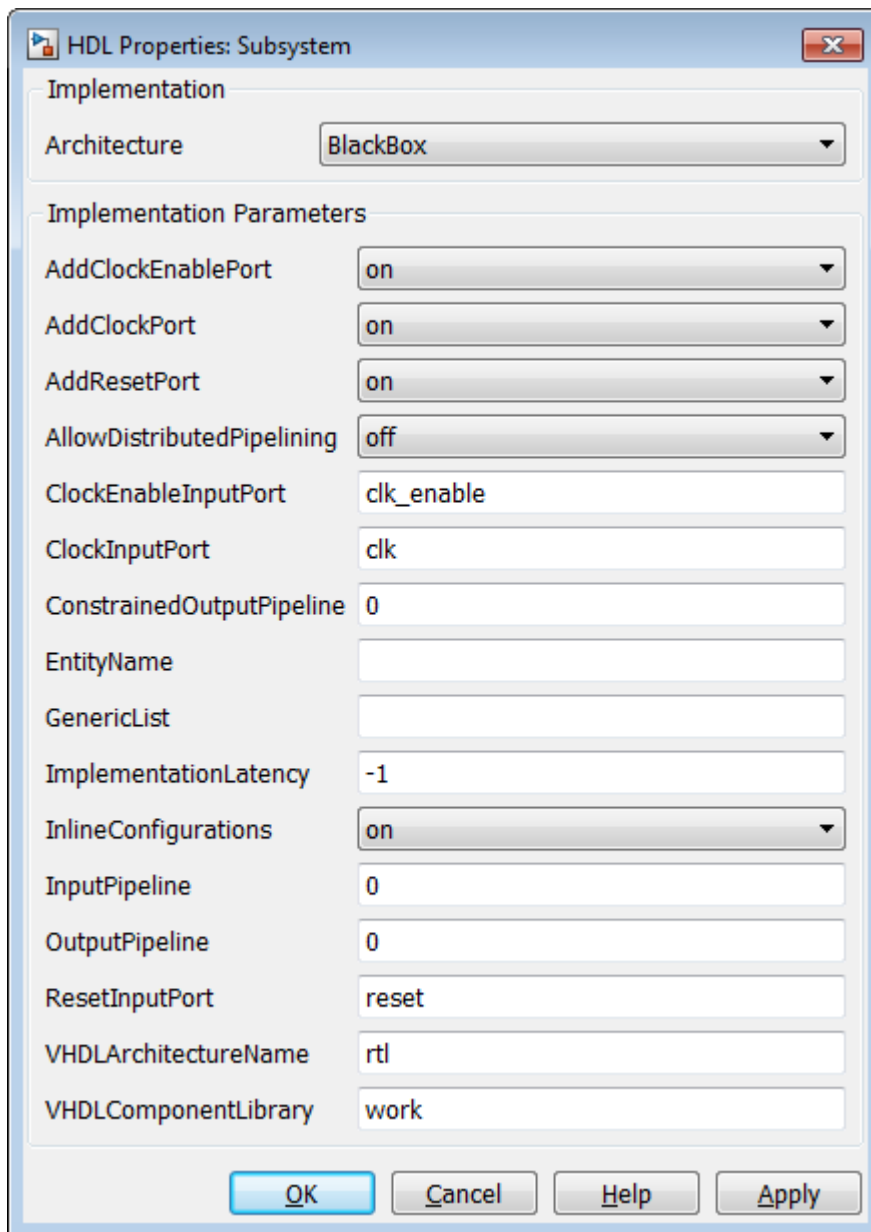
Suppose that you want to generate HDL code from **top**, with a black box interface from the **Interface** subsystem. To specify a black box interface:

- 1 Right-click the **Interface** subsystem and select **HDL Code > HDL Block Properties**.

The HDL Properties dialog box appears.

- 2 Set **Architecture** to **BlackBox**.

The following parameters are available for the black box implementation:



The HDL block parameters available for the black box implementation enable you to customize the generated interface. See “Customize Black Box or HDL Cosimulation Interface” on page 27-12 for information about these parameters.

- 3 Change parameters as desired, and click **Apply**.
- 4 Click **OK** to close the HDL Properties dialog box.

Generate Code for a Black Box Subsystem Implementation

When you generate code for the DUT in the `ex_blackbox_subsys` model, the following messages appear:

```
>> makehdl('ex_blackbox_subsys/top')
### Generating HDL for 'ex_blackbox_subsys/top'
```

```

### Starting HDL Check.
### HDL Check Complete with 0 errors, 0 warnings and 0 messages.

### Begin VHDL Code Generation
### Working on ex_blackbox_subsys/top/gencode ashdlsrc\gencode.vhd
### Working on ex_blackbox_subsys/top ashdlsrc\top.vhd
### HDL Code Generation Complete.

```

In the progress messages, observe that the `gencode` subsystem generates a separate file, `gencode.vhd`, for its VHDL entity definition. The Interface subsystem does not generate such a file. The interface code for this subsystem is in `top.vhd`, generated from `ex_blackbox_subsys/top`. The following code listing shows the component definition and instantiation generated for the Interface subsystem.

```

COMPONENT Interface
  PORT( clk      : IN    std_logic;
        clk_enable : IN    std_logic;
        reset    : IN    std_logic;
        In1      : IN    std_logic_vector(7 DOWNTO 0); -- uint8
        In2      : IN    std_logic_vector(15 DOWNTO 0); -- uint16
        In3      : IN    std_logic_vector(31 DOWNTO 0); -- uint32
        Out1     : OUT   std_logic_vector(31 DOWNTO 0) -- uint32
        );
END COMPONENT;

...
u_Interface : Interface
  PORT MAP( clk => clk,
            clk_enable => enb,
            reset => reset,
            In1 => gencode_out1, -- uint8
            In2 => gencode_out2, -- uint16
            In3 => gencode_out3, -- uint32
            Out1 => Interface_out1 -- uint32
            );

enb <= clk_enable;

ce_out <= enb;

Out1 <= Interface_out1;

```

By default, the black box interface generated for subsystems includes clock, clock enable, and reset ports. “Customize Black Box or HDL Cosimulation Interface” on page 27-12 describes how you can rename or suppress generation of these signals, and customize other aspects of the generated interface.

See Also

More About

- “Customize Black Box or HDL Cosimulation Interface” on page 27-12
- “Generate Black Box Interface for Referenced Model” on page 27-8
- “Integrate Custom HDL Code Using DocBlock” on page 27-10

Generate Black Box Interface for Referenced Model

In this section...

“When to Generate a Black Box Interface” on page 27-8

“How to Generate a Black Box Interface” on page 27-8

“Caveats and Limitations” on page 27-8

When to Generate a Black Box Interface

Specify a black box implementation for the Model block when you already have legacy or manually-written HDL code. HDL Coder generates the HDL code that is required to interface to the referenced HDL code.

Code is generated with the following assumptions:

- Every HDL entity or module requires clock, clock enable, and reset ports. Therefore, these ports are defined for each generated entity or module.
- Use of Simulink data types is assumed. For VHDL code, port data types are assumed to be `STD_LOGIC` or `STD_LOGIC_VECTOR`.

If you want to generate code for a multirate, multiclock DUT that includes a referenced model, see “Model Referencing for HDL Code Generation” on page 27-2.

How to Generate a Black Box Interface

To instantiate an HDL wrapper, or black box interface, for a referenced model:

- 1 Right-click the Model block and select **HDL Code > HDL Block Properties**.

In the HDL Block Properties dialog box:

- For **Architecture**, select **BlackBox**.
- Customize the ports and other implementation parameters. To learn more about customizing the ports, see “Customize Black Box or HDL Cosimulation Interface” on page 27-12.

- 2 Generate HDL code for your DUT subsystem.

Caveats and Limitations

- If you run the `checkhdl` function to check the compatibility of your model for HDL code generation, the function does not check the port data types within the referenced model.
- If you encounter typing or naming conflicts between vector ports when interfacing two or more generated VHDL code modules, use the `ScalarizePorts` property to generate nonconflicting port definitions. For more information, see “Scalarize ports” on page 17-43.

See Also

More About

- “Customize Black Box or HDL Cosimulation Interface” on page 27-12
- “Generate Black Box Interface for Subsystem” on page 27-4
- “Integrate Custom HDL Code Using DocBlock” on page 27-10

Integrate Custom HDL Code Using DocBlock

In this section...

“When To Use DocBlock to Integrate Custom Code” on page 27-10

“How To Use DocBlock to Integrate Custom Code” on page 27-10

“Restrictions” on page 27-10

“Example” on page 27-11

You can use one or more DocBlock blocks to integrate custom HDL code into your design.

When To Use DocBlock to Integrate Custom Code

If you want to keep the HDL code with your model, instead of as a separate file, use a DocBlock to integrate custom HDL code. The text in the DocBlock is your custom VHDL or Verilog code.

You include each DocBlock that contains custom HDL code by placing it in a black box subsystem, and including the black box subsystem in your DUT. One HDL file is generated per black box subsystem.

Alternatives for Custom Code Integration

If you want to keep your custom HDL code separate from your model, such as when the custom code is IP or a library from a third party, use a black box subsystem on page 27-4 or black box model reference on page 27-8.

How To Use DocBlock to Integrate Custom Code

- 1 In your DUT, at any level of hierarchy, add a Subsystem block.
- 2 For the Subsystem block, in the HDL Block Properties dialog box:
 - Set **Architecture** to `BlackBox`.
 - Customize the black box subsystem interface so that it matches your custom HDL code interface. To learn more about customizing the black box interface, see “Customize Black Box or HDL Cosimulation Interface” on page 27-12.
- 3 In the subsystem, add a DocBlock block.
- 4 For the DocBlock, in the HDL Block Properties dialog box:
 - Set **Architecture** to `HDLText`.
 - Set **TargetLanguage** to your target language, either `Verilog` or `VHDL`.
- 5 In the DocBlock, enter the HDL code for your custom Verilog module or VHDL entity.

The language must match the DocBlock **TargetLanguage** setting.

Restrictions

- The black box subsystem that contains the DocBlock cannot be the top-level DUT.

- You can have a maximum of two DocBlock blocks in the black box subsystem. If you have two DocBlock blocks, one must have **TargetLanguage** set to VHDL, and the other must have **TargetLanguage** set to Verilog.

When generating code, HDL Coder only integrates the code from the DocBlock that matches the target language for code generation.

Example

The `hdlcoderIncludeCustomHdlUsingDocBlockExample` model shows how to integrate custom VHDL and Verilog code into your design with the DocBlock block.

See Also

More About

- “Customize Black Box or HDL Cosimulation Interface” on page 27-12
- “Generate Black Box Interface for Subsystem” on page 27-4
- “Generate Black Box Interface for Referenced Model” on page 27-8

Customize Black Box or HDL Cosimulation Interface

You can customize port names and set attributes of the external component when you generate an interface from the following blocks:

- Model with black box implementation
- Subsystem with black box implementation
- HDL Cosimulation

Interface Parameters

Open the HDL Block Properties dialog box to see the interface generation parameters.

The following table summarizes the names, value settings, and purpose of the interface generation parameters.

Note You cannot specify clock, reset, and clock enable signals explicitly in your Simulink model by using the **AddClockEnablePort**, **AddClockPort**, and **AddResetPort** parameters. Instead, use these parameters to add a clock, reset, or clock enable port in the generated HDL code.

| Parameter Name | Values | Description |
|-----------------------------------|--------------------------|--|
| AddClockEnablePort | on off Default: on | If on, add a clock enable input port to the interface generated for the block. The name of the port is specified by ClockEnableInputPort . |
| AddClockPort | on off Default: on | If on, add a clock input port to the interface generated for the block. The name of the port is specified by ClockInputPort . |
| AddResetPort | on off Default: on | If on, add a reset input port to the interface generated for the block. The name of the port is specified by ResetInputPort . |
| AllowDistributedPipelining | on off Default: off | If on, allow HDL Coder to move registers across the block, from input to output or output to input. |
| ClockEnableInputPort | Default: clk_enable | Specifies HDL name for block's clock enable input port. |
| ClockInputPort | Default: clk | Specifies HDL name for block's clock input signal. |
| ConstrainedOutputPipeline | Default: 0 | Specifies the number of delays that you want the code generator to insert at the output of the interface by redistributing existing delays in your design. |

| Parameter Name | Values | Description |
|--|---|---|
| EntityName | Default: Entity name string is derived from the block name, and modified when necessary to generate a legal VHDL entity name. | Specifies VHDL entity or Verilog module name generated for the block. |
| GenericList | <p>Pass a cell array variable that contains cell arrays each with two or three strings, or enter a cell array of cell arrays that each contain two or three strings. The strings represent the name, value, and optional data type of a VHDL generic or Verilog parameter. The default data type is integer.</p> <p>Default: none</p> | <p>Specifies a list of VHDL generic or Verilog parameter name-value pairs, each with an optional data type specification, to pass to a subsystem with a BlackBox implementation.</p> <p>For example, in the HDL Block Properties dialog box, enter <code>{'name', 'value', 'type'}</code>, or, if the data type is integer, enter <code>{'name', 'value'}</code>.</p> <p>To set GenericList using <code>hdlset_param</code>, at the command line, enter:</p> <pre>hdlset_param (blockname, 'GenericList', {' 'na me ' ', 'value ' ', 'type ' '});</pre> <p>If the data type is integer, at the command line, enter:</p> <pre>hdlset_param (blockname, 'GenericList', {' 'na me ' ', 'value ' '});</pre> |
| ImplementationLatency | -1 0 positive integer Default: -1 | <p>Specifies the additional latency of the external component in time steps, relative to the Simulink block.</p> <p>If 0 or greater, this value is used for delay balancing. Your inputs and outputs must operate at the same rate.</p> <p>If -1, latency is unknown. This disables delay balancing.</p> |
| InlineConfigurations (VHDL only) | on off Default: If this parameter is unspecified, defaults to the value of the global <code>InlineConfigurations</code> property. | If off, suppress generation of a configuration for the block, and require a user-supplied external configuration. |

| Parameter Name | Values | Description |
|--|----------------|--|
| InputPipeline | Default: 0 | Specifies the number of input pipeline stages (pipeline depth) in the generated code. |
| OutputPipeline | Default: 0 | Specifies the number of output pipeline stages (pipeline depth) in the generated code. |
| ResetInputPort | Default: reset | Specifies HDL name for block's reset input. |
| VHDLArchitectureName (VHDL only) | Default: rtl | Specifies RTL architecture name generated for the block. The architecture name is generated only if InlineConfigurations is on. |
| VHDLComponentLibrary (VHDL only) | Default: work | Specifies the library from which to load the VHDL component. |

See Also

More About

- “Generate Black Box Interface for Subsystem” on page 27-4
- “Generate Black Box Interface for Referenced Model” on page 27-8
- “Integrate Custom HDL Code Using DocBlock” on page 27-10
- “Specify Bidirectional Ports” on page 27-15

Specify Bidirectional Ports

You can specify bidirectional ports for Subsystem blocks with black box implementation. In the generated code, the bidirectional ports have the Verilog or VHDL `inout` keyword.

In the FPGA Turnkey workflow, you can use the bidirectional ports to connect to external RAM.

In this section...

“Requirements” on page 27-15

“How To Specify a Bidirectional Port” on page 27-15

“Limitations” on page 27-15

Requirements

- The bidirectional port must be a black box subsystem port.
- There must be no logic between the bidirectional port and the corresponding top-level DUT subsystem port. Otherwise, the generated code does not compile.

How To Specify a Bidirectional Port

To specify a bidirectional port using the UI:

- 1 In the black box Subsystem, right-click the Inport or Outport block that represents the bidirectional port. Select **HDL Code > HDL Block Properties**.
- 2 For **BidirectionalPort**, select on.

To specify a bidirectional port at the command line, set the `BidirectionalPort` property to 'on' using `hdlset_param` or `makehdl`.

For example, suppose you have a model, `my_model`, that contains a DUT subsystem, `dut_subsys`, and the DUT subsystem contains a black box subsystem, `blackbox_subsys`. If `blackbox_subsys` has an Inport, `input_A`, specify `input_A` as bidirectional by entering:

```
hdlset_param('my_model/dut_subsys/blackbox_subsys/input_A','BidirectionalPort','on');
```

Limitations

- In the FPGA Turnkey workflow, in the **Target platform interfaces table**, you must map a bidirectional port to either `Specify FPGA Pin { 'LSB', ..., 'MSB' }` or one of the other interfaces where the interface bitwidth exactly matches your bidirectional port bitwidth.

For example, you can map a 32-bit bidirectional port to the `Expansion Headers J6 Pin 2-64[0:31]` interface.

- You cannot generate a Verilog test bench if there is a bidirectional port within your DUT subsystem.
- HDL Coder does not support bidirectional ports for masked subsystems that use `BlackBox` as the **HDL Architecture**.
- Simulink does not support bidirectional ports, so you cannot simulate the bidirectional behavior in Simulink.

See Also

More About

- “Generate Black Box Interface for Subsystem” on page 27-4
- “Generate Black Box Interface for Referenced Model” on page 27-8
- “Integrate Custom HDL Code Using DocBlock” on page 27-10
- “Customize Black Box or HDL Cosimulation Interface” on page 27-12

Generate Reusable Code for Subsystems

In this section...

“Requirements for Generating Reusable Code for Atomic Subsystems” on page 27-17

“Requirements for Generating Reusable Code for Virtual Subsystems” on page 27-17

“Generate Reusable Code for Atomic Subsystems” on page 27-18

“Generate Reusable Code for Atomic Subsystems with Tunable Mask Parameters” on page 27-20

HDL Coder can detect atomic subsystems that are identical, or identical except for their mask parameter values, at any level of the model hierarchy, and generate a single reusable HDL module or entity. The reusable HDL code is generated as a single file and instantiated multiple times.

Requirements for Generating Reusable Code for Atomic Subsystems

- The `DefaultParameterBehavior` Simulink Configuration Parameter must be `Inlined`. You can set this parameter at the command line by using the `set_param` or `hdlsetup` function. To specify this setting in the Configuration Parameters dialog box, you must have Simulink Coder.

Note Using `hdlsetup` sets `InlineParams` property to `on`. Enabling this parameter is the same as setting `DefaultParameterBehavior` to `Inlined`. Setting `InlineParams` to `off` changes `DefaultParameterBehavior` value to `Tunable`.

- Do not use functionality such as signal logging or using blocks like `To Workspace` or `To File`.
- The atomic subsystems must be identical, or identical except for their mask parameter values.
 - `MaskParameterAsGeneric` must be `on`. For more information, see “Generate parameterized HDL code from masked subsystem” on page 17-58.
 - Mask parameters must be nontunable. The code generator does not share atomic subsystems with mask parameters that are tunable.
 - Mask parameters must be scalar.
 - Mask parameter data types must be integer or fixed-point with a word length of less than or equal to 32.
 - The tunable parameter must be used in only `Constant`, `Gain`, or `Compare To Constant` blocks.
 - Port data types must match.

If you change the value of the tunable mask parameter, the output port data type can change. If one of the atomic subsystems has a different port data type, the code generated for that subsystem also differs.

Requirements for Generating Reusable Code for Virtual Subsystems

- The `DefaultParameterBehavior` Simulink Configuration Parameter must be `Inlined`. You can set this parameter at the command line by using the `set_param` or `hdlsetup` function. To specify this setting in the Configuration Parameters dialog box, you must have Simulink Coder.

Note Using `hdlsetup` sets `InlineParams` property to on. Enabling this parameter is the same as setting `DefaultParameterBehavior` to `Inlined`. Setting `InlineParams` to off changes `DefaultParameterBehavior` value to `Tunable`.

- Do not use logging functionality such as signal logging or blocks like `To Workspace` or `To File`.
- The virtual subsystems must be identical, or identical except for their mask parameter values.
 - `SubsystemReuse` must be set to `'Atomic and Virtual'`.
 - Setting `SubsystemReuse` to `'Atomic and Virtual'` reduces artificial algebraic errors and improves the recognition of identical subsystems, irrespective of their topology within the rest of the design. Identification of similar subsystems can help resource sharing.
 - To set these values to your required setting, in the MATLAB Command Window, enter:


```
hdlset_param('myHDLModel', 'SubsystemReuse', 'Atomic and Virtual')
```
 - Alternatively, you can set this option from the top-level **HDL Code Generation** pane in the Configuration Parameters dialog box. Under **Global Settings > Coding style**, you can change the **Code reuse** setting to the required option.
 - The previous commands set the `SubsystemReuse` option for your project. To set this option for only the current code generation session, enter:


```
makehdl(<DUT system>, 'SubsystemReuse', 'Atomic and Virtual')
```
- `MaskParameterAsGeneric` must be on. For more information, see “Generate parameterized HDL code from masked subsystem” on page 17-58.
- Mask parameters must be nontunable. The code generator does not share atomic subsystems with mask parameters that are tunable.
- Mask parameters must be scalar.
- Mask parameter data types must be `integer` or `fixed-point` with a word length of less than or equal to 32.
- The tunable parameter must be used in only `Constant`, `Gain`, or `Compare To Constant` blocks.
- Port data types must match.

If you change the value of the tunable mask parameter, the output port data type can change. If one of the atomic subsystems has a different port data type, the code generated for that subsystem also differs.

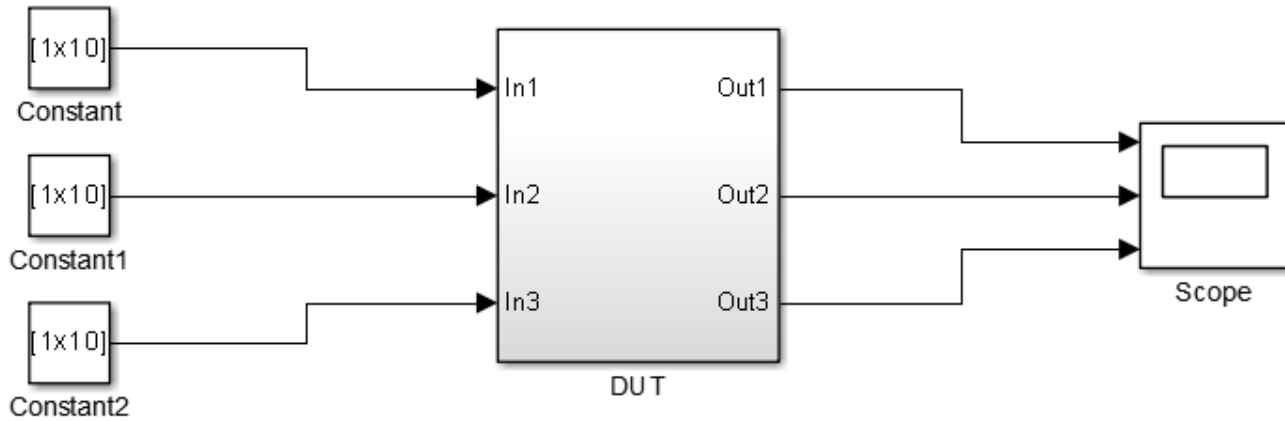
Generate Reusable Code for Atomic Subsystems

If your design contains identical atomic subsystems, the coder generates one HDL module or entity for the subsystem and instantiates it multiple times.

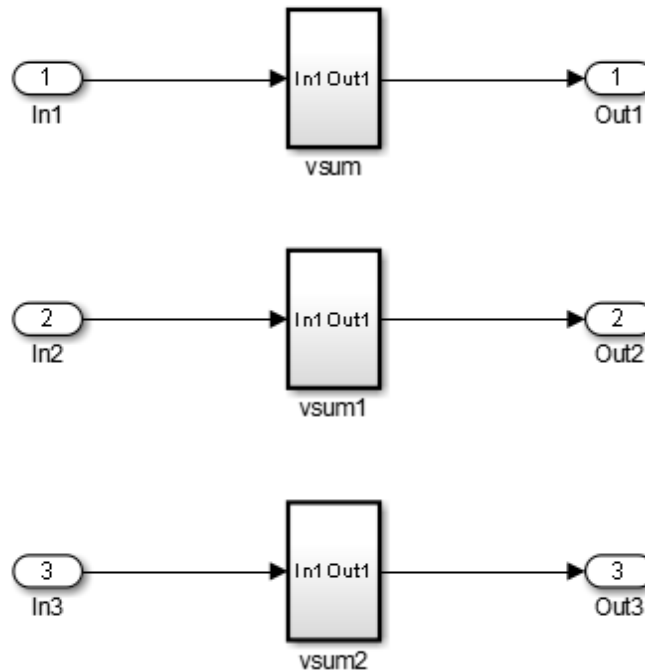
Example

Open the `hdlcoder_reusable_code_identical_subsystem` model to see an example of a DUT subsystem containing three identical atomic subsystems.

hdlcoder_reusable_code_identical_subsystem ▶



hdlcoder_reusable_code_identical_subsystem ▶ DUT ▶



HDL Coder generates a single VHDL file, `vsum.vhd`, for the three subsystems.

```
makehdl('hdlcoder_reusable_code_identical_subsystem/DUT')
```

```

### Generating HDL for 'hdlcoder_reusable_code_identical_subsystem/DUT'.
### Starting HDL check.
### Generating new validation model: gm_hdlcoder_reusable_code_identical_subsystem_vnl.
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_reusable_code_identical_subsystem'.
### Working on hdlcoder_reusable_code_identical_subsystem/DUT/vsum/Sum of Elements as
  hdl_prj\hdlsrc\hdlcoder_reusable_code_identical_subsystem\Sum_of_Elements.vhd.
### Working on hdlcoder_reusable_code_identical_subsystem/DUT/vsum as
  hdl_prj\hdlsrc\hdlcoder_reusable_code_identical_subsystem\vsum.vhd.
### Working on hdlcoder_reusable_code_identical_subsystem/DUT as
  hdl_prj\hdlsrc\hdlcoder_reusable_code_identical_subsystem\DUT.vhd.
### Generating package file hdl_prj\hdlsrc\hdlcoder_reusable_code_identical_subsystem\DUT_pkg.vhd.
### Creating HDL Code Generation Check Report DUT_report.html
### HDL check for 'hdlcoder_reusable_code_identical_subsystem' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.

```

The generated code for the DUT subsystem, `DUT.vhd`, contains three instantiations of the `vsum` component.

```

ARCHITECTURE rtl OF DUT IS
-- Component Declarations
COMPONENT vsum
  PORT( In1          : IN   vector_of_std_logic_vector16(0 TO 9); -- int16 [10]
        Out1         : OUT  std_logic_vector(19 DOWNTO 0) -- sfix20
        );
END COMPONENT;

-- Component Configuration Statements
FOR ALL : vsum
  USE ENTITY work.vsum(rtl);

-- Signals
SIGNAL vsum_out1      : std_logic_vector(19 DOWNTO 0); -- ufix20
SIGNAL vsum1_out1     : std_logic_vector(19 DOWNTO 0); -- ufix20
SIGNAL vsum2_out1     : std_logic_vector(19 DOWNTO 0); -- ufix20

BEGIN
  u_vsum : vsum
    PORT MAP( In1 => In1, -- int16 [10]
              Out1 => vsum_out1 -- sfix20
            );

  u_vsum1 : vsum
    PORT MAP( In1 => In2, -- int16 [10]
              Out1 => vsum1_out1 -- sfix20
            );

  u_vsum2 : vsum
    PORT MAP( In1 => In3, -- int16 [10]
              Out1 => vsum2_out1 -- sfix20
            );

  Out1 <= vsum_out1;

  Out2 <= vsum1_out1;

  Out3 <= vsum2_out1;

END rtl;

```

Generate Reusable Code for Atomic Subsystems with Tunable Mask Parameters

If your design contains atomic subsystems that are identical except for their tunable mask parameter values, you can generate one HDL module or entity for the subsystem. In the generated code, the module or entity is instantiated multiple times.

To generate reusable code for identical atomic subsystems, enable `MaskParameterAsGeneric` for the model. By default, `MaskParameterAsGeneric` is disabled.


For example, to enable the generation of reusable code for the atomic subsystems with tunable parameters, open the `hdlcoder_reusable_code_parameterized_subsystem` model, then enter:

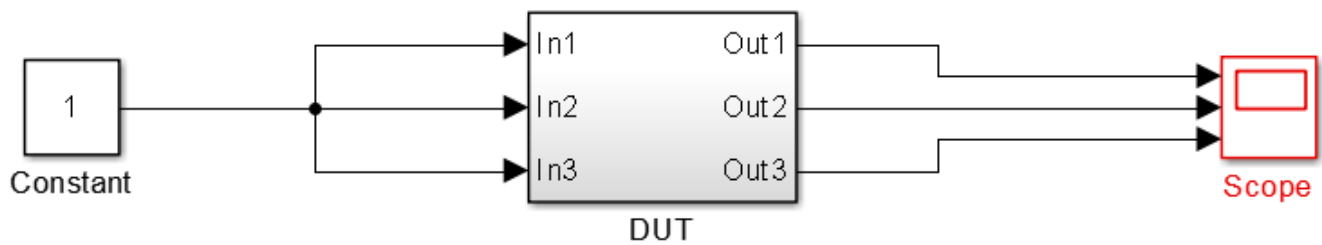
```
hdlset_param('hdlcoder_reusable_code_parameterized_subsystem','MaskParameterAsGeneric','on')
```

Alternatively, in the Configuration Parameters dialog box, in the **HDL Code Generation > Global Settings > Coding Style** tab, enable the **Generate parameterized HDL code from masked subsystem** option.

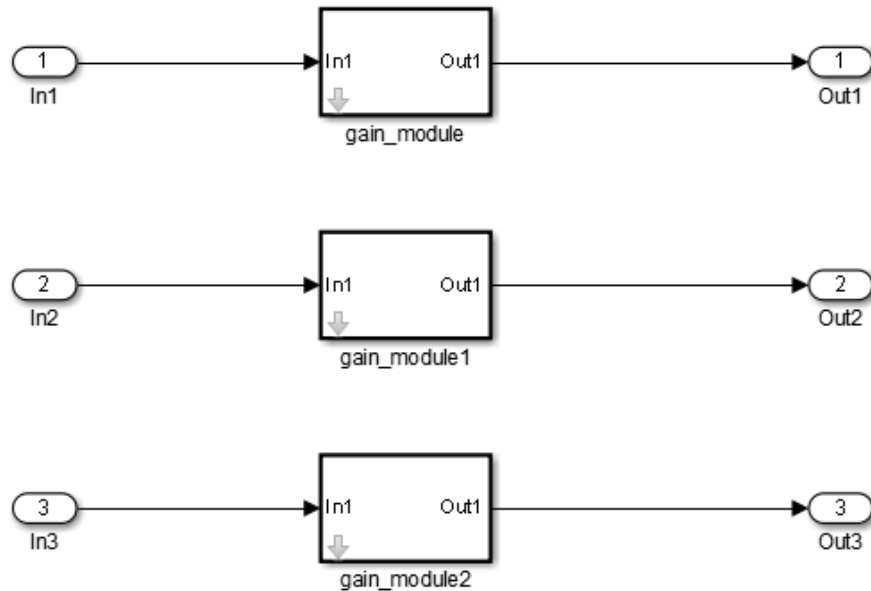
Example

The `hdlcoder_reusable_code_parameterized_subsystem` model shows an example of a DUT subsystem containing atomic subsystems that are identical except for their tunable mask parameter values.

 `hdlcoder_reusable_code_parameterized_subsystem` ▶



hdlcoder_reusable_code_parameterized_subsystem ▶ DUT



In `hdlcoder_reusable_code_parameterized_subsystem/DUT`, the gain modules are subsystems with gain values represented by tunable mask parameters. Gain values are: 4 for `gain_module`, 5 for `gain_module1`, and 7 for `gain_module2`.

With `MaskParameterAsGeneric` enabled, HDL Coder generates a single source file, `gain_module.v`, for the three gain module subsystems.

```

makehdl('hdlcoder_reusable_code_parameterized_subsystem/DUT', 'MaskParameterAsGeneric', 'on', ...
        'TargetLanguage', 'Verilog')

### Generating HDL for 'hdlcoder_reusable_code_parameterized_subsystem/DUT'.
### Starting HDL check.
### Begin Verilog Code Generation for 'hdlcoder_reusable_code_parameterized_subsystem'.
### Working on hdlcoder_reusable_code_parameterized_subsystem/DUT/gain_module as
hdlsrc\hdlcoder_reusable_code_parameterized_subsystem\gain_module.v.
### Working on hdlcoder_reusable_code_parameterized_subsystem/DUT as
hdlsrc\hdlcoder_reusable_code_parameterized_subsystem\DUT.v.
### Creating HDL Code Generation Check Report DUT_report.html
### HDL check for 'hdlcoder_reusable_code_parameterized_subsystem' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.
  
```

The generated code for the DUT subsystem, `DUT.v`, contains three instantiations of the `gain_module` component.

```

module DUT
(
    In1,
    In2,
    In3,
    Out1,
    Out2,
    Out3
);

input  [7:0] In1; // uint8
input  [7:0] In2; // uint8
input  [7:0] In3; // uint8
output [31:0] Out1; // uint32
output [31:0] Out2; // uint32
  
```

```

output [31:0] Out3; // uint32

wire [31:0] gain_module_out1; // uint32
wire [31:0] gain_module1_out1; // uint32
wire [31:0] gain_module2_out1; // uint32

gain_module # (.myGain(4)
)
  u_gain_module (.In1(In1), // uint8
                .Out1(gain_module_out1) // uint32
                );

assign Out1 = gain_module_out1;

gain_module # (.myGain(5)
)
  u_gain_module1 (.In1(In2), // uint8
                 .Out1(gain_module1_out1) // uint32
                 );

assign Out2 = gain_module1_out1;

gain_module # (.myGain(7)
)
  u_gain_module2 (.In1(In3), // uint8
                 .Out1(gain_module2_out1) // uint32
                 );

assign Out3 = gain_module2_out1;

endmodule // DUT

```

In `gain_module.v`, the `myGain` Verilog parameter is generated for the tunable mask parameter.

```

module gain_module
(
  In1,
  Out1
);

input [7:0] In1; // uint8
output [31:0] Out1; // uint32

parameter [31:0] myGain = 4; // ufix32

wire [31:0] kconst; // ufix32
wire [39:0] Gain_mul_temp; // ufix40
wire [31:0] Gain_out1; // uint32

assign kconst = myGain;

assign Gain_mul_temp = kconst * In1;
assign Gain_out1 = Gain_mul_temp[31:0];

assign Out1 = Gain_out1;

endmodule // gain_module

```

If the input model has subsystems that contains mask information such as mask variables and mask initialization code, the mask information of those subsystems is preserved in the generated model. If you do not need this information, you can remove it.

See Also

More About

- “Generate parameterized HDL code from masked subsystem” on page 17-58
- “Generate Parameterized Code for Referenced Models” on page 10-20
- “Create and Add Tunable Parameter That Maps to DUT Ports” on page 10-17

Scalarization of Vector Ports in Generated VHDL Code

This example shows how to flatten the vector signals in a Simulink® model into a structure of scalar signals in the generated VHDL® code.

Specify Scalarization of Vector Ports

When you generate Verilog code, by default, the vector signals are flattened into scalars by default. When you generate VHDL code, you can specify whether to flatten the vector signals on the entire model or at the DUT level. Flattening the vector ports only at the DUT level speeds up code generation especially for large models that have many vector inputs.

You can scalarize the vector ports into scalars when generating HDL code from MATLAB® and Simulink. For the MATLAB® to HDL workflow, in the **HDL Code Generation** task, on the **Clocks & Ports** tab, set **Scalarize ports** to `dutlevel` or `on`.

To scalarize the vector ports when generating HDL code for a Simulink model:

- In the Configuration Parameters dialog box, on the HDL Code Generation > Global Settings > Ports* tab, set **Scalarize Ports** parameter to `dutlevel` or `on`.
- In the HDL Workflow Advisor, on the **HDL Code Generation > Set Code Generation Options > Set Advanced Options > Ports** tab, set **Scalarize Ports** parameter to `dutlevel` or `on`.
- At the MATLAB command prompt, set the `ScalarizePorts` property to `on` or `dutlevel` by using `hdlset_param` or `makehdl`.

See “Scalarize ports” on page 17-43.

Vector Sum Model

To see the flattening of vector ports, open the model `hdlcoder_hdlcoder_vector_sum_nested`. The model is driven by a vector input of width 10 and has a scalar output.

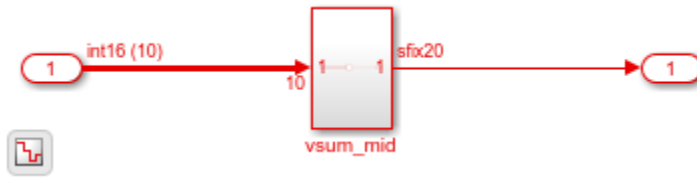
```
open_system('hdlcoder_vector_sum_nested')
set_param('hdlcoder_vector_sum_nested','SimulationCommand','update')
```



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This model is the same as the `simplevectorsum` model and consists of a Subsystem, `vsum_mid`, inside the `vsum` subsystem.

```
open_system('hdlcoder_vector_sum_nested/vsum')
```



The `vsum_mid` subsystem contains a Sum of Elements block that is configured for vector summation. The model is configured to use the Tree implementation when generating HDL code for the Sum of Elements block within the `vsum` subsystem. This implementation is optimized for minimal latency, generates a tree-shaped structure of adders for the block.

```
open_system('hdlcoder_vector_sum_nested/vsum/vsum_mid')
```



Scalarize Vector Ports

By default, the `ScalarizePorts` property is `off`. HDL Coder™ generates a type definition and port declaration for the vector port `In1` as shown in this code.

```
PACKAGE simplevectorsum_pkg IS
  TYPE vector_of_std_logic_vector16 IS ARRAY (NATURAL RANGE <>)
    OF std_logic_vector(15 DOWNTO 0);
  TYPE vector_of_signed16 IS ARRAY (NATURAL RANGE <>) OF signed(15 DOWNTO 0);
END simplevectorsum_pkg;
```

...

```
ENTITY vsum IS
  PORT( In1      : IN    vector_of_std_logic_vector16(0 TO 9); -- int16 [10]
        Out1     : OUT   std_logic_vector(19 DOWNTO 0)  -- sfix20
        );
END vsum;
```

To scalarize the vector ports when generating HDL code, either set the **Scalarize ports** parameter in the Configuration Parameters dialog box or set the `ScalarizePorts` property to `on` or `outlevel` with `hdlset_param` or `makehdl`. When you set `ScalarizePorts` to `outlevel`, only the vector signals at the DUT are flattened into scalars. The scalars are input to the `vsum_mid` subsystem as vectors.

```
makehdl('hdlcoder_vector_sum_nested/vsum', 'ScalarizePorts', 'outlevel')
```

```
ENTITY vsum IS
  PORT( In1_0      : IN    std_logic_vector(15 DOWNTO 0); -- int16
        In1_1      : IN    std_logic_vector(15 DOWNTO 0); -- int16
        In1_2      : IN    std_logic_vector(15 DOWNTO 0); -- int16
        In1_3      : IN    std_logic_vector(15 DOWNTO 0); -- int16
        In1_4      : IN    std_logic_vector(15 DOWNTO 0); -- int16
        In1_5      : IN    std_logic_vector(15 DOWNTO 0); -- int16
        In1_6      : IN    std_logic_vector(15 DOWNTO 0); -- int16
        In1_7      : IN    std_logic_vector(15 DOWNTO 0); -- int16
        In1_8      : IN    std_logic_vector(15 DOWNTO 0); -- int16
        In1_9      : IN    std_logic_vector(15 DOWNTO 0); -- int16
```

```

        Out1          :   OUT   std_logic_vector(19 DOWNT0 0) -- sfix20
    );
END vsum;

ENTITY vsum_mid IS
    PORT( In1          :   IN    vector_of_std_logic_vector16(0 TO 9); -- in
          Out1         :   OUT   std_logic_vector(19 DOWNT0 0) -- sfix20
    );
END vsum_mid;

```

To flatten the vector ports on the entire model, set `ScalarizePorts` to `on`. The vector ports at `vsum_mid` and the inputs to the Sum of Elements block are also flattened into scalars.

```
makehdl('hdlcoder_vector_sum_nested/vsum', 'ScalarizePorts', 'on')
```

```

ENTITY vsum_mid IS
    PORT( In1_0        :   IN    std_logic_vector(15 DOWNT0 0); -- int16
          In1_1        :   IN    std_logic_vector(15 DOWNT0 0); -- int16
          In1_2        :   IN    std_logic_vector(15 DOWNT0 0); -- int16
          In1_3        :   IN    std_logic_vector(15 DOWNT0 0); -- int16
          In1_4        :   IN    std_logic_vector(15 DOWNT0 0); -- int16
          In1_5        :   IN    std_logic_vector(15 DOWNT0 0); -- int16
          In1_6        :   IN    std_logic_vector(15 DOWNT0 0); -- int16
          In1_7        :   IN    std_logic_vector(15 DOWNT0 0); -- int16
          In1_8        :   IN    std_logic_vector(15 DOWNT0 0); -- int16
          In1_9        :   IN    std_logic_vector(15 DOWNT0 0); -- int16
          Out1         :   OUT   std_logic_vector(19 DOWNT0 0) -- sfix20
    );
END vsum_mid;

```

Usage Notes and Restrictions

- When you use the `ScalarizePorts` property for a protected model, you must use the same value for this property as the value specified for this parameter in the top model from which it is referenced.
- When you use the IP Core Generation and FPGA-in-the-Loop workflows, vector ports are not supported. Set `ScalarizePorts` as `on` or `dutlevel`. For faster code generation, set `ScalarizePorts` to `dutlevel`.
- Vector or matrix ports as input to a model reference interface must be scalarized before generating HDL code. Set `ScalarizePorts` to `dutlevel`.
- By default, **Generate VHDL code for model references into a single library** is enabled. The VHDL code is generated in a single library instead of separate libraries. In this case, set the `ScalarizePorts` property to `off` before generating HDL code.
- When generating code, if you encounter typing or naming conflicts between vector ports when interfacing two or more generated VHDL code modules, use the `ScalarizePorts` property to generate non-conflicting port definitions.

See Also

`makehdl`

More About

- “Model Referencing for HDL Code Generation” on page 27-2

- “Generate Black Box Interface for Referenced Model” on page 27-8

Create a Xilinx System Generator Subsystem

In this section...

“Why Use Xilinx System Generator Subsystems?” on page 27-29

“Requirements for Xilinx System Generator Subsystems” on page 27-29

“How to Create a Xilinx System Generator Subsystem” on page 27-30

“Limitations for Code Generation from Xilinx System Generator Subsystems” on page 27-30

Why Use Xilinx System Generator Subsystems?

You can generate HDL code from a model with both Simulink and Xilinx blocks using Xilinx System Generator (XSG) subsystems.

Using both Simulink and Xilinx blocks in your model provides the following benefits:

- A single platform for combined Simulink and Xilinx System Generator simulation, code generation, and synthesis.
- Targeted code generation: Xilinx System Generator for DSP generates code from Xilinx blocks; HDL Coder generates code from Simulink blocks.
- HDL Coder area and speed optimizations for Simulink components.

Requirements for Xilinx System Generator Subsystems

You must group your Xilinx blocks into one or more Xilinx System Generator (XSG) subsystems for code generation. An XSG subsystem can contain a hierarchy of subsystems.

To generate code from a Xilinx System Generator subsystem:

- Use Vivado or ISE Design Suite 13.4 or later.
- If your design uses boolean data types, select the **Use STD_LOGIC type for Boolean or 1 bit wide gateways** setting on the Xilinx System Generator window. By default, Xilinx System Generator uses `std_logic_vector` to represent boolean types whereas HDL Coder uses `std_logic`, which can result in a mismatch.

An XSG subsystem is a Subsystem block with:

- Architecture set to **Module**.
- One System Generator token, placed at the top level of the XSG subsystem hierarchy.
- Xilinx blocks.
- Simulink blocks not requiring code generation.
- Input and output ports connected directly to Gateway In or Gateway Out blocks.
- **Propagate data type to output** option enabled on Gateway Out blocks.
- Matching input and output data types on Gateway In blocks. See “Limitations for Code Generation from Xilinx System Generator Subsystems” on page 27-30.

How to Create a Xilinx System Generator Subsystem

- 1 Create a subsystem containing the Xilinx blocks and set its architecture to `Module`.
- 2 Add a System Generator token at the top level of the subsystem.

You can have subsystem hierarchy in a Xilinx System Generator subsystem, but there must be a System Generator token at the top level of the hierarchy.

- 3 Connect each subsystem input or output port directly to a Gateway In or Gateway Out block.
- 4 On each Gateway Out block, select the **Propagate data type to output** option.

Limitations for Code Generation from Xilinx System Generator Subsystems

Code generation from Xilinx System Generator (XSG) subsystems has the following limitations:

- `ConstrainedOutputPipeline`, `InputPipeline`, and `OutputPipeline` are the only valid block properties for an XSG subsystem.
- HDL Coder does not generate code for blocks within an XSG subsystem, including Simulink blocks.
- Gateway In blocks must not do nontrivial data type conversion. For example, a Gateway In block can convert between the `sfixed_en6` and `Fix_8_6` data types, but changing data sign, word length, or fraction length is not allowed.
- For Verilog code generation, Simulink block names in your design cannot be the same as Xilinx names. Similarly, Xilinx blocks in your design cannot have the same name as other Xilinx blocks. HDL Coder cannot resolve these name conflicts, and generates an error late in the code generation process.

See Also

`makehdl` | `makehdltb`

Related Examples

- “Using Xilinx® System Generator for DSP with HDL Coder™” on page 27-38

Create an Altera DSP Builder Subsystem

In this section...

“Why Use Altera DSP Builder Subsystems?” on page 27-31

“Requirements for Altera DSP Builder Subsystems” on page 27-31

“How to Create an Altera DSP Builder Subsystem” on page 27-31

“Determine Clocking Requirements for Altera DSP Builder Subsystems” on page 27-32

“Limitations for Code Generation from Altera DSP Builder Subsystems” on page 27-32

Why Use Altera DSP Builder Subsystems?

You can generate HDL code from a model with both Simulink and Altera DSP Builder Advanced blocks using Altera DSP Builder (DSPB) subsystems.

Using both Simulink and Altera blocks in your model provides the following benefits:

- A single platform for combined Simulink and Altera DSP Builder simulation, code generation, and synthesis.
- Targeted code generation: Altera DSP Builder generates code from Altera blocks; HDL Coder generates code from Simulink blocks.
- HDL Coder area and speed optimizations for Simulink components.

Requirements for Altera DSP Builder Subsystems

You must group your Altera blocks into one or more Altera DSP Builder (DSPB) subsystems for code generation. A DSPB subsystem can contain a hierarchy of subsystems.

To generate code from a Altera DSP Builder subsystem, you must use Quartus II 13.0 or later.

A DSPB subsystem is a Subsystem block with:

- Architecture set to **Module**.
- A valid DSP Builder Advanced Blockset design, including a top-level Device block and DSP Builder Advanced blocks, as defined in the Altera DSP Builder documentation.

How to Create an Altera DSP Builder Subsystem

- 1 Create an Altera DSP Builder Advanced Blockset design as defined in the Altera DSP Builder documentation.
- 2 Create a subsystem containing the Altera DSP Builder Advanced Blockset design, and set its **Architecture** to **Module**.

To see an example that shows HDL code generation for an Altera DSP Builder subsystem, see “Using Altera DSP Builder Advanced Blockset with HDL Coder” on page 27-33.

Determine Clocking Requirements for Altera DSP Builder Subsystems

DSPB subsystems must either run at the DUT subsystem base rate, or you can provide a custom clock.

Determining the DUT subsystem base rate can be an iterative process. Area optimizations, such as RAM mapping or resource sharing, may cause HDL Coder to oversample area-optimized parts of the design. Therefore, the DUT subsystem initial base rate may differ from the final base rate, and you may not know the model base rate until you generate code.

To determine the model base rate, iteratively generate code until your model converges on a base rate:

- 1 Generate code for the DUT subsystem that contains your DSPB subsystem.
- 2 If HDL Coder displays an error message that says that your DSPB subsystem rate is slower than the base rate, modify the DSPB subsystem inputs so that the DSPB subsystem runs at the base rate in the message.

For example, you can insert an Upsample block.

- 3 Repeat these steps until your DSPB subsystem rate matches the base rate.

To provide a custom clock for your DSPB subsystem:

- 1 In the HDL Workflow Advisor, for **HDL Code Generation > Set Code Generation Options > Set Advanced Options > Clock inputs**, select **Multiple**.
- 2 In the generated HDL code, connect your custom clocks to the DUT clock input ports that corresponds to your DSPB subsystems clock.

Limitations for Code Generation from Altera DSP Builder Subsystems

Code generation for Altera DSP Builder (DSPB) subsystems has the following limitations:

- The DUT subsystem cannot be a DSPB subsystem.
- DSPB subsystems must run at the Simulink model base rate. You may need to iteratively generate code to determine the base rate, because area optimizations can cause local multirate. See “Determine Clocking Requirements for Altera DSP Builder Subsystems” on page 27-32 for a workflow.
- Altera blocks with bus interfaces are not supported.
- Altera DSP Builder does not generate Verilog code.
- Test bench simulation mismatches can occur because the Simulink data comparison does not take Altera valid signals into account. For an example and workaround, see “Using Altera DSP Builder Advanced Blockset with HDL Coder” on page 27-33.

Using Altera DSP Builder Advanced Blockset with HDL Coder

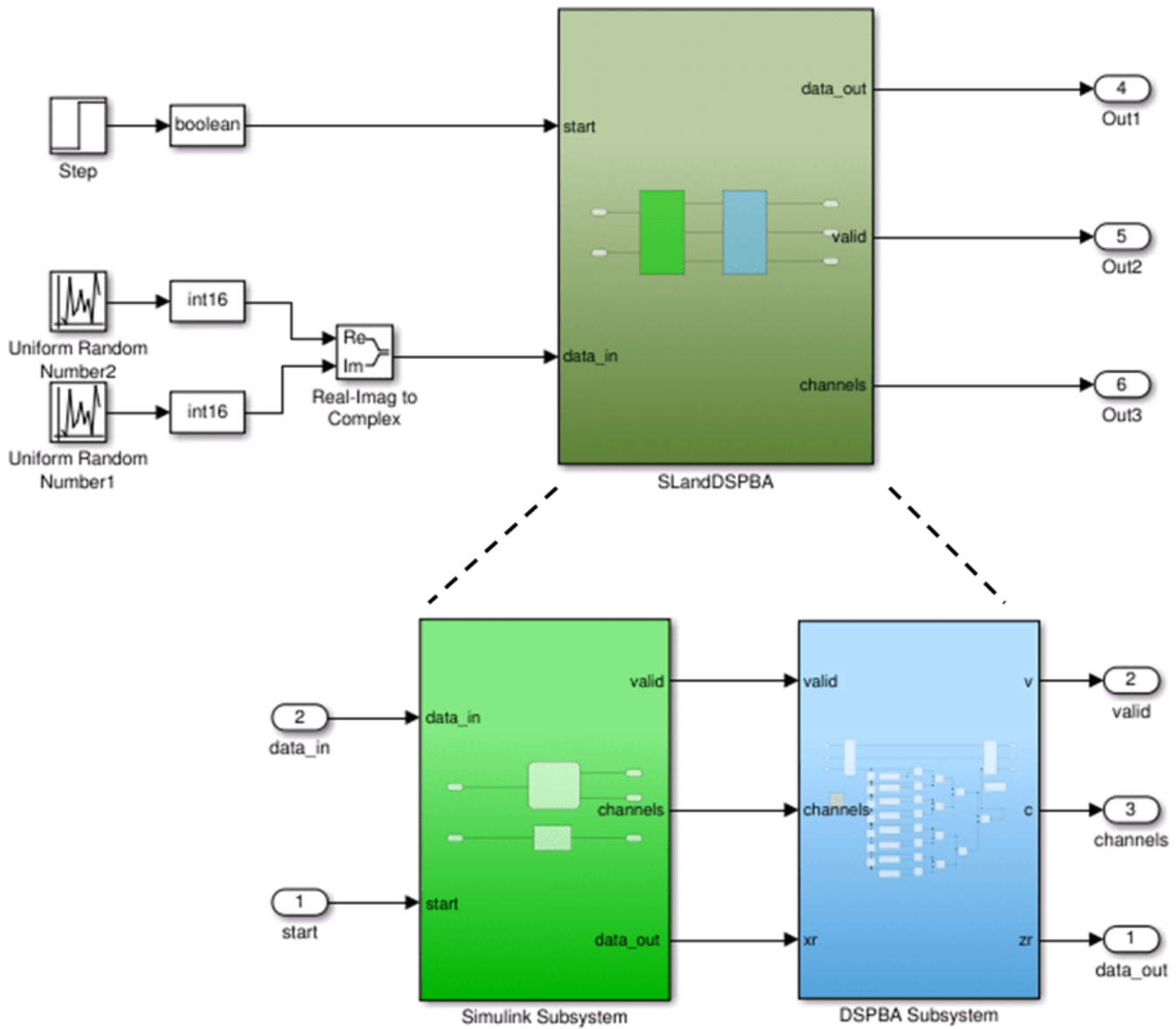
This example shows how to use the Altera® DSP Builder Advanced Blockset with HDL Coder™.

Introduction

Using the Altera® DSP Builder Advanced Blockset Subsystem block, or DSPBA Subsystem block, enables you to model designs using blocks from both Simulink® and Altera®, and to automatically generate integrated HDL code. HDL Coder™ generates HDL code from the Simulink® blocks, and uses Altera® DSP Builder to generate HDL code from the DSPBA Subsystem blocks.

In this example, the design, or code generation subsystem, contains two parts: one with Simulink® native blocks, and one with Altera® DSP Builder Advanced blocks. The Altera® blocks are grouped in a DSPBA Subsystem (hdlcoder_sldspba/SLandDSPBA/DSPBA Subsystem). Altera® DSP Builder optimizes these blocks for Altera® FPGAs. In the rest of the design, Simulink® blocks and HDL Coder™ offer many model-based design features, such as distributed pipelining and delay balancing, to perform model-level optimizations.

```
open_system('hdlcoder_sldspba');  
open_system('hdlcoder_sldspba/SLandDSPBA');
```



Setup for Altera® DSP Builder Advanced Blockset

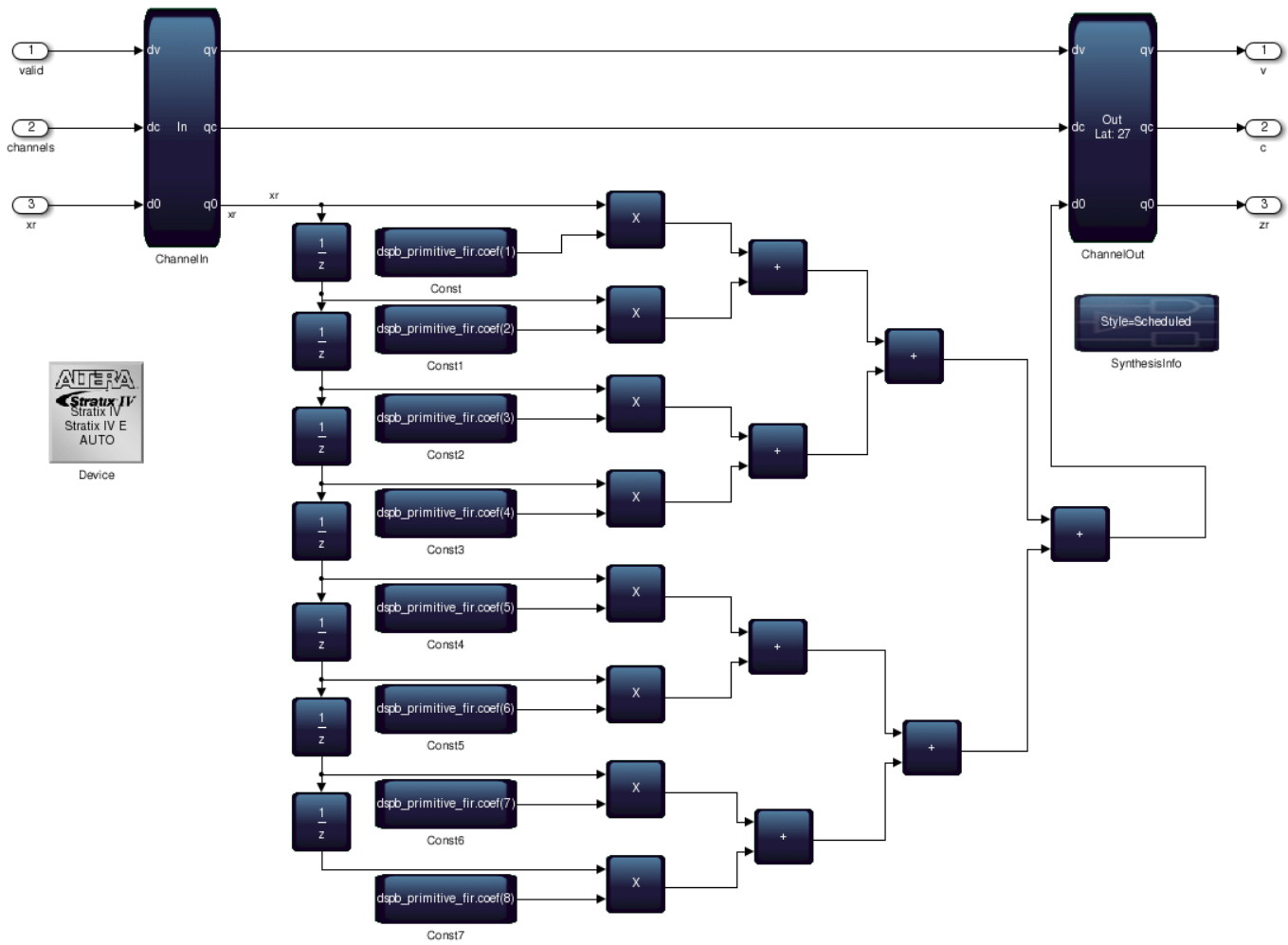
In order to use the Altera® DSP Builder Advanced Blockset Subsystem block, you must have Altera® Quartus II set up with Simulink®. For version compatibility, please refer to the HDL Coder documentation.

Create Altera® DSP Builder Advanced Blockset Subsystem

To create a DSPBA Subsystem:

- 1 Put the Altera® blocks in one subsystem and set its architecture to "Module" (the default value).
- 2 Place a Device block at the top level of the subsystem. You can have subsystem hierarchy in a DSPBA Subsystem, but there must be a Device block at the top level of the hierarchy.

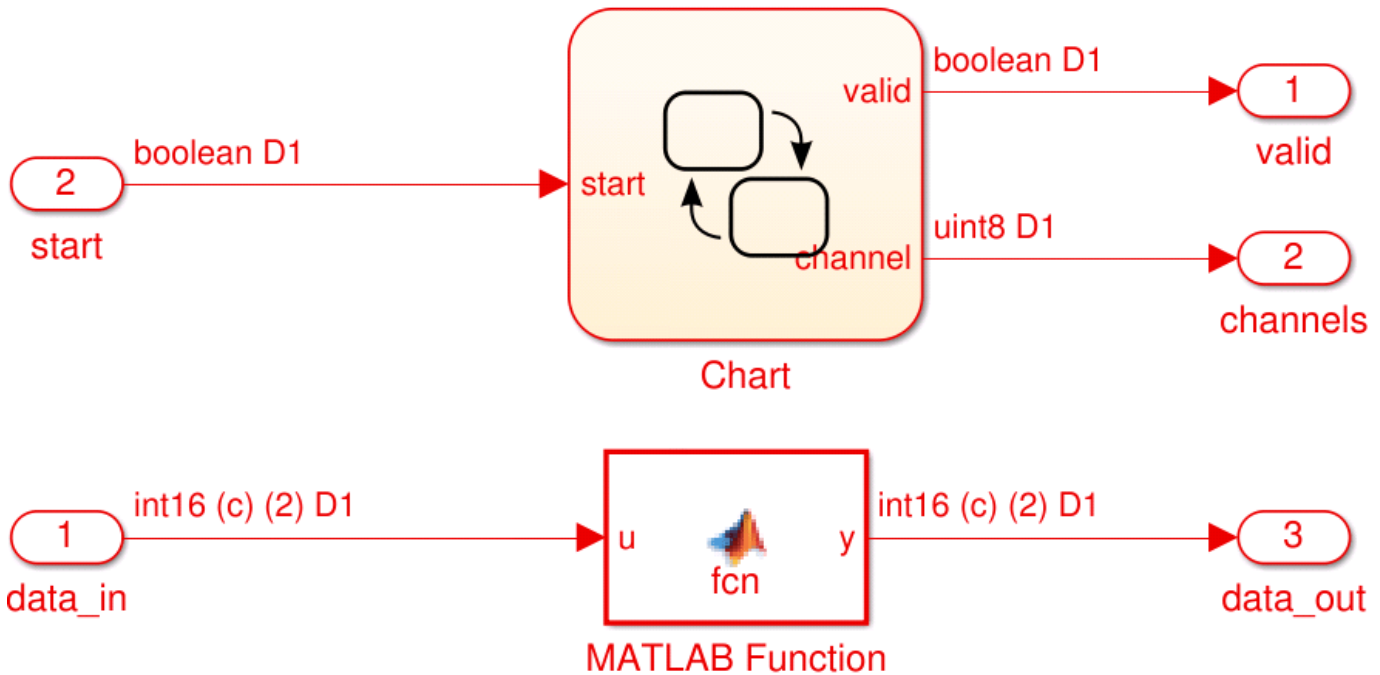
```
open_system('hdlcoder_sldspba/SLandDSPBA/DSPBA Subsystem');
```



Simulink® Components

In this example, a Stateflow chart generates the channel and valid signals to drive the DSPBA subsystem.

```
open_system('hdlcoder_sldspba/SLandDSPBA/Simulink Subsystem');
```



Generate HDL Code

You can use either `makehdl` at the command line or HDL Workflow Advisor to generate HDL code. To use `makehdl`:

```
makehdl('hdlcoder_sldspba/SLandDSPBA');
```

You can also generate a testbench, simulate, and synthesize the design as you would for any other model.

Handle Simulation Mismatch When Valid Signal Not Asserted

The DSPBA Subsystem simulation may not match its generated code's behavior when the valid signal is not asserted under certain circumstances, such as when the folding option in both `hdlcoder_sldspba/SLandDSPBA/DSPBA Subsystem/ChannelIn` and `hdlcoder_sldspba/SLandDSPBA/DSPBA Subsystem/ChannelOut` are turned on. The mismatch affects the downstream Simulink design and causes a test bench simulation failure.

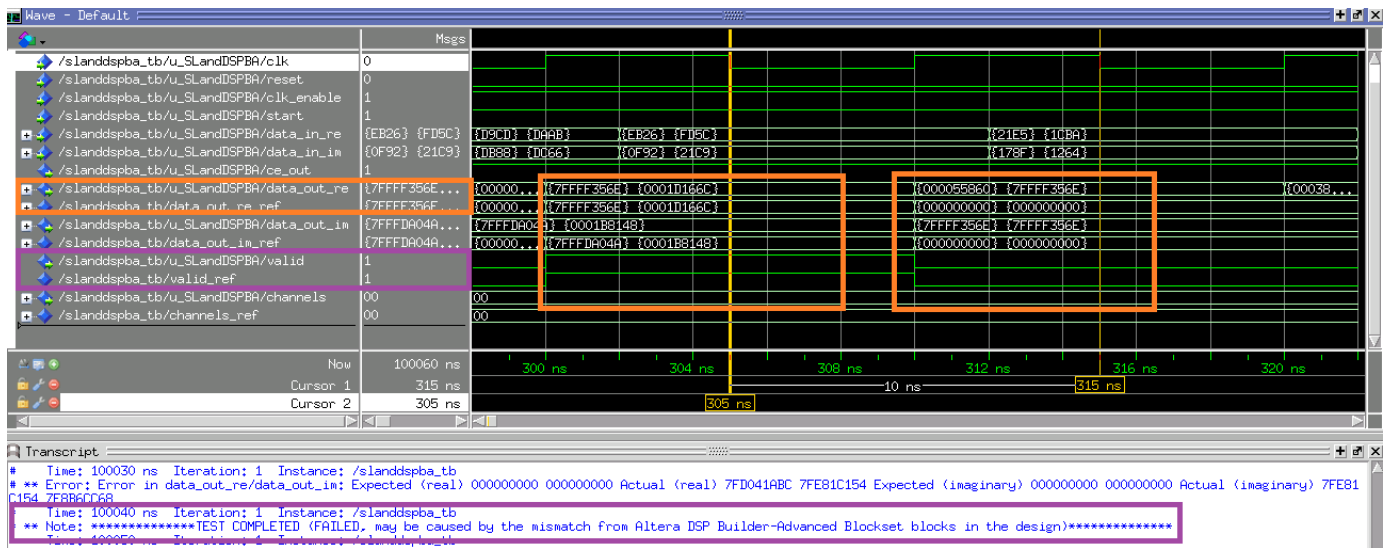
To see the mismatch, you can turn the folding setting on the ChannelIn and ChannelOut blocks:

```
set_param('hdlcoder_sldspba/SLandDSPBA/DSPBA Subsystem/ChannelIn', 'FoldingEnabled', 1);
set_param('hdlcoder_sldspba/SLandDSPBA/DSPBA Subsystem/ChannelOut', 'FoldingEnabled', 1);
```

Then, generate the HDL code and test bench again:

```
makehdl('hdlcoder_sldspba/SLandDSPBA');
makehdl('hdlcoder_sldspba/SLandDSPBA');
```

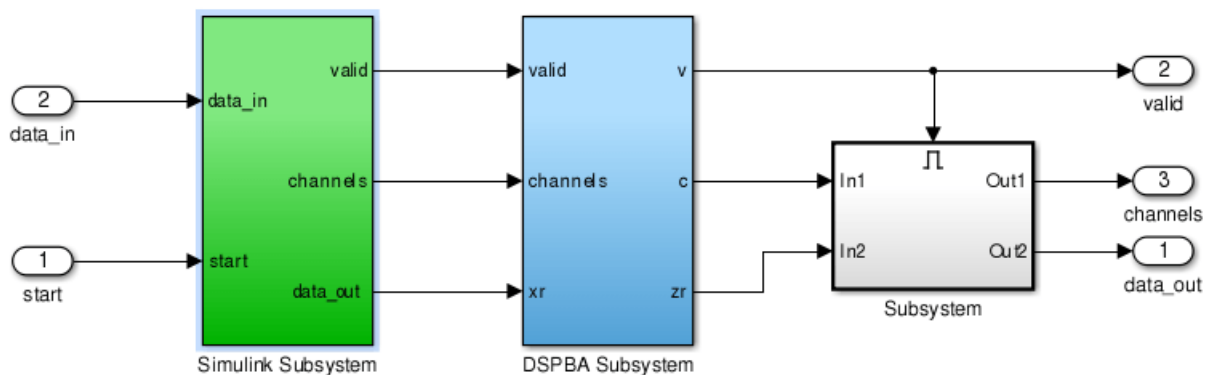
After simulating the generated code and test bench, you can see that the outputs from HDL coder match the reference data only when the valid signal is asserted.



As the message from the test bench indicates, the mismatch is expected.

To avoid this simulation mismatch, insert an enabled subsystem at the DSPBA Subsystem output signals, before they reach the Simulink part of your design or the output ports of the overall design. The following subsystem shows how to connect signals to the enabled subsystem.

```
open_system('hdlcoder_sldspba/SLandDSPBA2');
```



Using Xilinx® System Generator for DSP with HDL Coder™

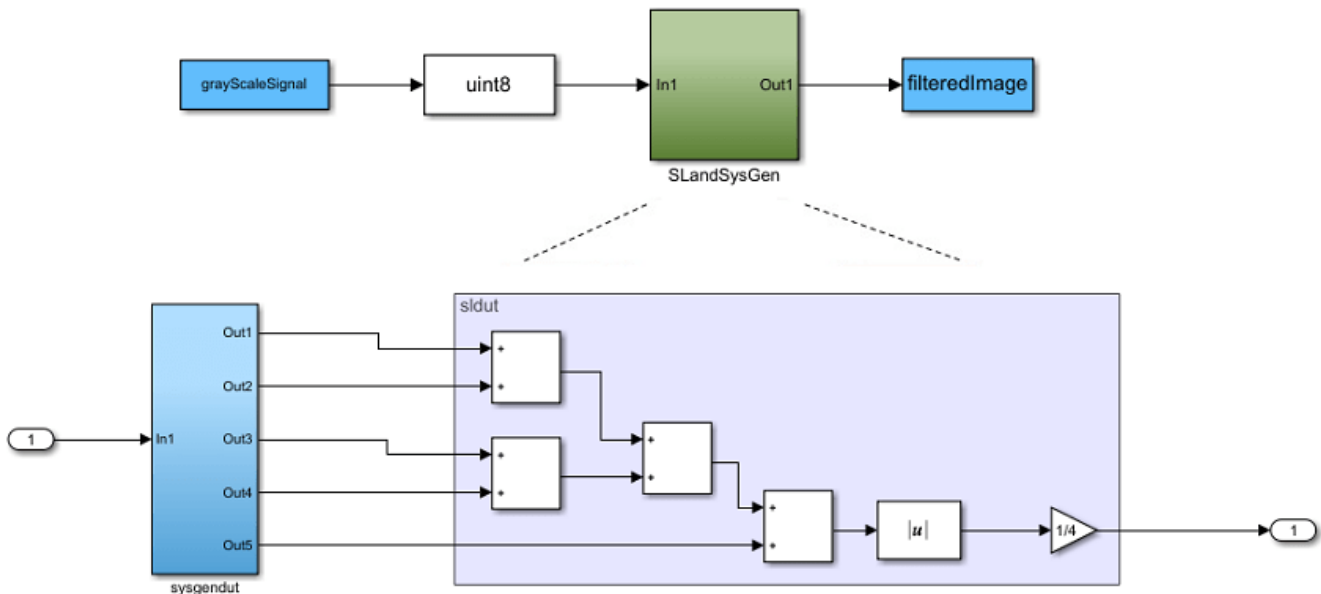
This example shows how to use Xilinx System Generator for DSP with HDL Coder.

Introduction

Using the Xilinx System Generator Subsystem block enables you to model designs using blocks from both Simulink® and Xilinx, and to automatically generate integrated HDL code. HDL Coder™ generates HDL code from the Simulink blocks, and uses Xilinx System Generator to generate HDL code from the Xilinx System Generator Subsystem blocks.

In this example, the design, or code generation subsystem, contains two parts: one with Simulink native blocks, and one with Xilinx blocks. The Xilinx blocks are grouped into a Xilinx System Generator Subsystem `sysgendut` that is inside a `SLandSysGen` Subsystem at the top level of the model `hdlcoder_slssystem`. System Generator optimizes these blocks for Xilinx FPGAs. In the rest of the design, Simulink blocks and HDL Coder offer model-based design capabilities and HDL optimizations, such as distributed pipelining and delay balancing.

```
open_system('hdlcoder_slssystem');
open_system('hdlcoder_slssystem/SLandSysGen');
```

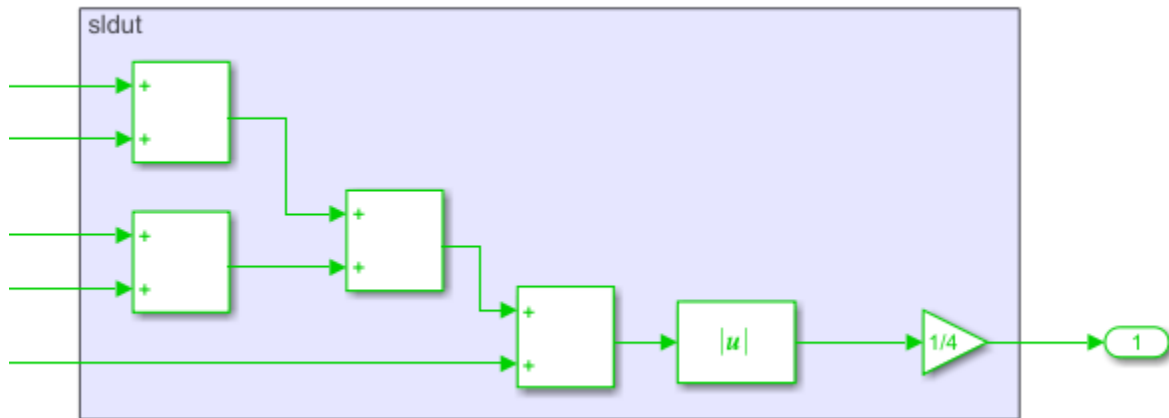


Perform Model-Level Optimizations for Simulink® Components

In this example, a sum tree indicated by the `sldut` section inside the `SLandSysGen` Subsystem is modeled with Simulink blocks. You can use distributed pipelining feature to take care of the speed optimization.

Distributed pipelining can move pipeline registers into the sum tree to reduce the critical path without changing the model function. Other optimizations, such as resource sharing, are also available, but not used in this example.

```
open_system('hdlcoder_slssystem/SLandSysGen');
```

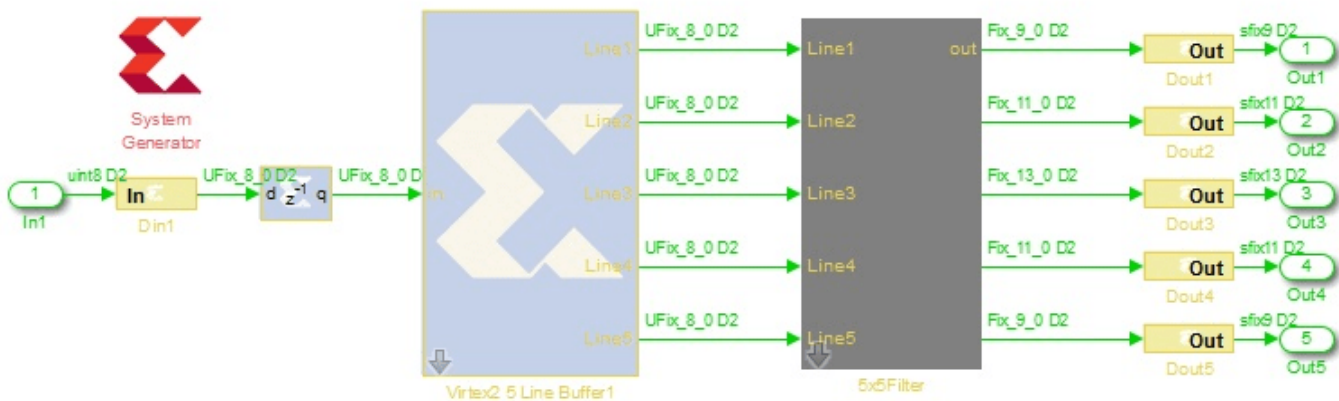


Create Xilinx System Generator Subsystem

To create a Xilinx System Generator subsystem:

- 1 Put the Xilinx blocks in one subsystem and leave the HDL architecture set to default value of Module.
- 2 Place a System Generator token at the top level of the subsystem. You can have subsystem hierarchy in a Xilinx System Generator Subsystem, but there must be a System Generator token at the top level of the hierarchy.

```
open_system('hdlcoder_slssystem/SLandSysGen/sysgendut');
```



Configure Gateway In and Gateway Out Blocks

In each Xilinx System Generator subsystem, you must connect input and output ports directly to Gateway In and Gateway Out blocks.

Gateway In blocks must not do non-trivial data type conversion. For example, a Gateway In block can convert between uint8 and UFix_8_0, but changing data sign, word length, or fraction length is not allowed.

Generate HDL Code

You can use either `makehdl` at the command line or HDL Workflow Advisor to generate HDL code. To use `makehdl`:

```
makehdl('hdlcoder_slcodegen/SLandSysGen');
```

You can also generate a testbench, simulate, and synthesize the design as you would for any other model.

Choose a Test Bench for Generated HDL Code

When you generate HDL code with HDL Coder, you can optionally generate a test bench as well. The coder also generates build-and-run scripts for the HDL simulator you specify. The test bench options are:

- **HDL test bench** — An HDL test bench that includes the generated HDL DUT and files containing input and output data vectors. This test bench verifies the generated HDL DUT against test vectors generated from your Simulink model. See “Test Bench Generation” on page 35-15.
- **Cosimulation model** — A Simulink model that includes an HDL Cosimulation block that runs your generated HDL code in an HDL simulator. The model also includes your original Simulink stimulus generation, your behavioral model, and any blocks for display or analysis of the output data. The model compares the output of the HDL Cosimulation block against the output of the source subsystem. See “Generate a Cosimulation Model” on page 27-43.
- **SystemVerilog DPI test bench** — An HDL test bench that includes the generated HDL DUT and a generated C-language component. The C component creates input stimuli and runs a behavioral model of the DUT subsystem. The test bench uses a direct programming interface (DPI) to run the C component inside an HDL simulation. This test bench verifies the generated HDL DUT against a C representation of the source Simulink model. See “Verify HDL Design Using SystemVerilog DPI Test Bench” on page 27-82.
- **FPGA-in-the-loop** — A Simulink model that includes an FPGA-in-the-Loop block that communicates with your HDL design while it runs on the FPGA board. The model also includes your original Simulink stimulus generation, your behavioral model, and any blocks for display or analysis of the output data. The model compares the output of the FPGA-in-the-Loop block against the output of the source subsystem. See “FIL Simulation with HDL Workflow Advisor for Simulink” (HDL Verifier).

Select test bench options in HDL Workflow Advisor under **HDL Code Generation > Set Testbench Options**, or in the Model Configuration Parameters dialog box, under **HDL Code Generation > Test Bench**. Alternatively, for command-line access, select your test bench using the properties of `makehdltb`.

For FPGA-in-the-loop, select the target workflow in HDL Workflow Advisor under **Set Target > Set Target Device and Synthesis Tool**. Then select your FPGA and synthesis tool. You can also generate an FPGA-in-the-loop model for existing HDL code by using **FPGA-in-the-Loop Wizard**.

| Test Bench | License Requirements | Pros | Cons |
|----------------|----------------------|--|--|
| HDL test bench | | <ul style="list-style-type: none"> • Fast compile time in HDL simulator | <ul style="list-style-type: none"> • Runs simulation to generate data files, which can take a long time for large data sets • File I/O can slow down simulation for large data sets • Run test in HDL simulator • Fixed input stimulus |

| Test Bench | License Requirements | Pros | Cons |
|------------------------------|---|---|---|
| Cosimulation model | <ul style="list-style-type: none"> HDL Verifier | <ul style="list-style-type: none"> Fast compile time in HDL simulator Run tests from Simulink, including changing parameters to affect input stimulus Automatic test bench execution from HDL Workflow Advisor | |
| SystemVerilog DPI test bench | <ul style="list-style-type: none"> HDL Verifier Simulink Coder | <ul style="list-style-type: none"> Fast generation time because the coder does not run a simulation Fast simulation time for large data sets, because the stimulus comes from generated code rather than files | <ul style="list-style-type: none"> Run test in HDL simulator No tunable parameters in stimulus generation |
| FPGA-in-the-loop | <ul style="list-style-type: none"> HDL Verifier HDL Verifier Support Package for Xilinx FPGA Boards or HDL Verifier Support Package for Intel FPGA Boards | <ul style="list-style-type: none"> Run tests from Simulink, including changing parameters to affect input stimulus Prototype hardware implementation of your DUT | <ul style="list-style-type: none"> Long generation time due to synthesis into FPGA Hardware setup |

See Also

More About

- “Set HDL Code Generation Options” on page 12-2

Generate a Cosimulation Model

In this section...

“Requirements” on page 27-43

“What Is A Cosimulation Model?” on page 27-43

“Generating a Cosimulation Model from the GUI” on page 27-44

“Structure of the Generated Model” on page 27-47

“Launching a Cosimulation” on page 27-52

“The Cosimulation Script File” on page 27-54

“Complex and Vector Signals in the Generated Cosimulation Model” on page 27-56

“Generating a Cosimulation Model from the Command Line” on page 27-57

“Naming Conventions for Generated Cosimulation Models and Scripts” on page 27-57

“Limitations for Cosimulation Model Generation” on page 27-58

Requirements

- To use this feature, your installation must include an HDL Verifier license.
- Make sure the DUT subsystem has no unconnected output ports. See “Terminate Unconnected Block Outputs and Usage of Commenting Blocks” on page 21-25.

What Is A Cosimulation Model?

A cosimulation model is an automatically generated Simulink model configured for both Simulink simulation and cosimulation of your design with an HDL simulator. HDL Coder supports automatic generation of a cosimulation model as a part of the test bench generation process.

The cosimulation model includes:

- A behavioral model of your design, realized in a Simulink subsystem.
- A corresponding HDL Cosimulation block, configured to cosimulate the design using HDL Verifier. HDL Coder configures the HDL Cosimulation block for use with either Mentor Graphics ModelSim or Cadence Incisive.
- Test input data, calculated from the test bench stimulus that you specify.
- Scope blocks, which let you observe and compare the DUT and HDL cosimulation outputs, and any error between these signals.
- Goto and From blocks that capture the stimulus and response signals from the DUT and use these signals to drive the cosimulation.
- A comparison/assertion mechanism that reports discrepancies between the original DUT output and the cosimulation output .

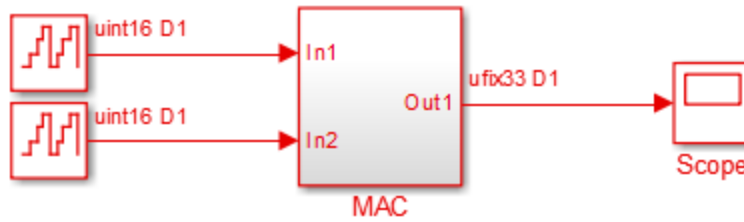
In addition to the generated model, HDL Coder generates a TCL script that launches and configures your cosimulation tool. Comments in the script file document clock, reset, and other timing signal information defined by the coder for the cosimulation tool.

Generating a Cosimulation Model from the GUI

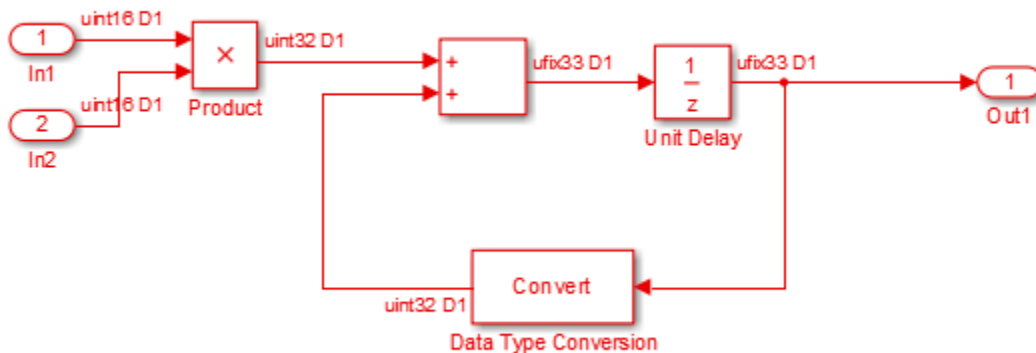
This example demonstrates the process for generating a cosimulation model. The example model, `hdl_cosim_demo1`, implements a simple multiply and accumulate (MAC) algorithm. Open the model by entering the name at the MATLAB command line:

```
hdl_cosim_demo1
```

The following figure shows the top-level model.

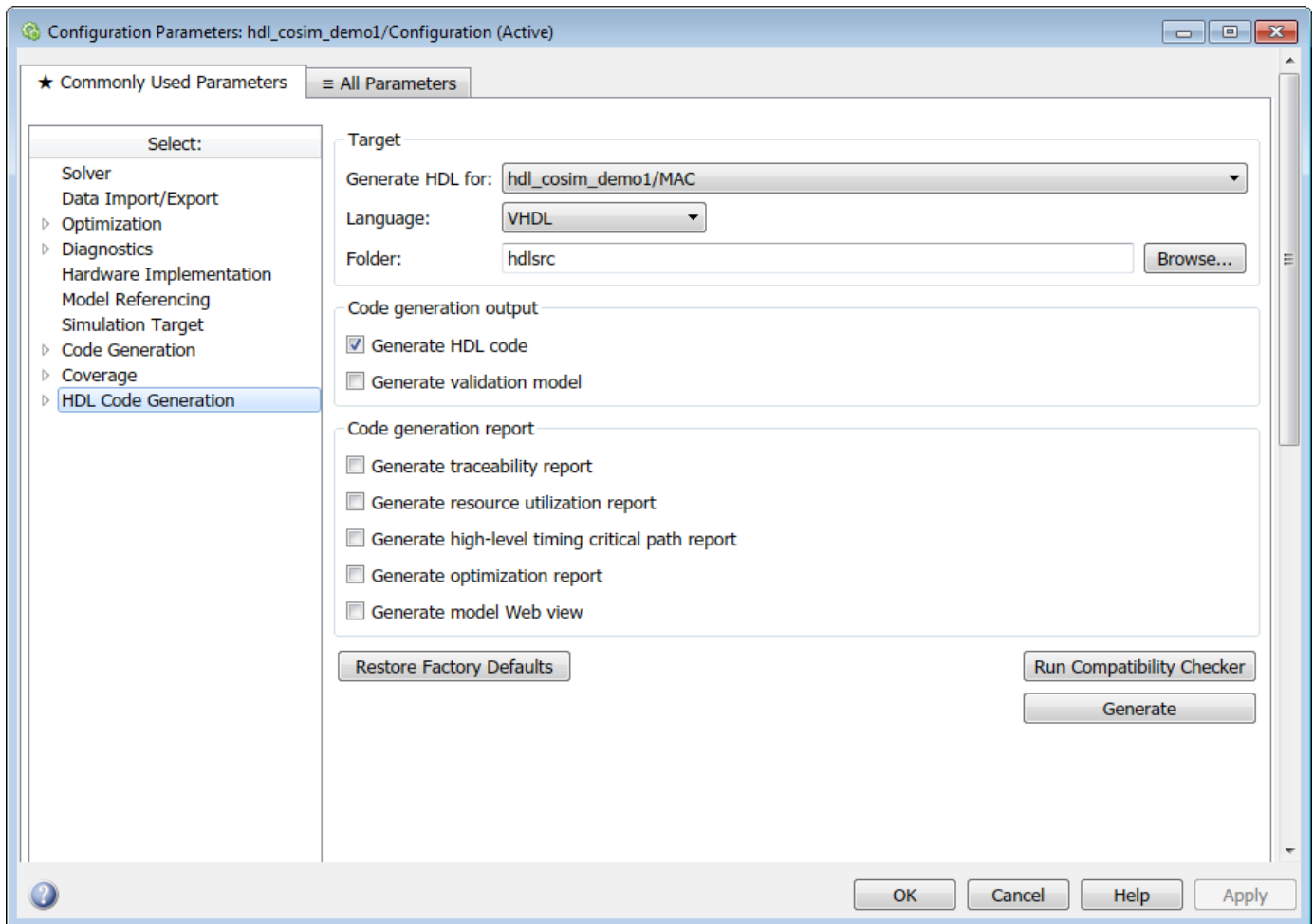


The DUT is the MAC subsystem.



Cosimulation model generation takes place during generation of the test bench. As a best practice, generate HDL code before generating a test bench, as follows:

- 1 In the **HDL Code Generation** pane of the Configuration Parameters dialog box, select the DUT for code generation. In this case, it is `hdl_cosim_demo1/MAC`.



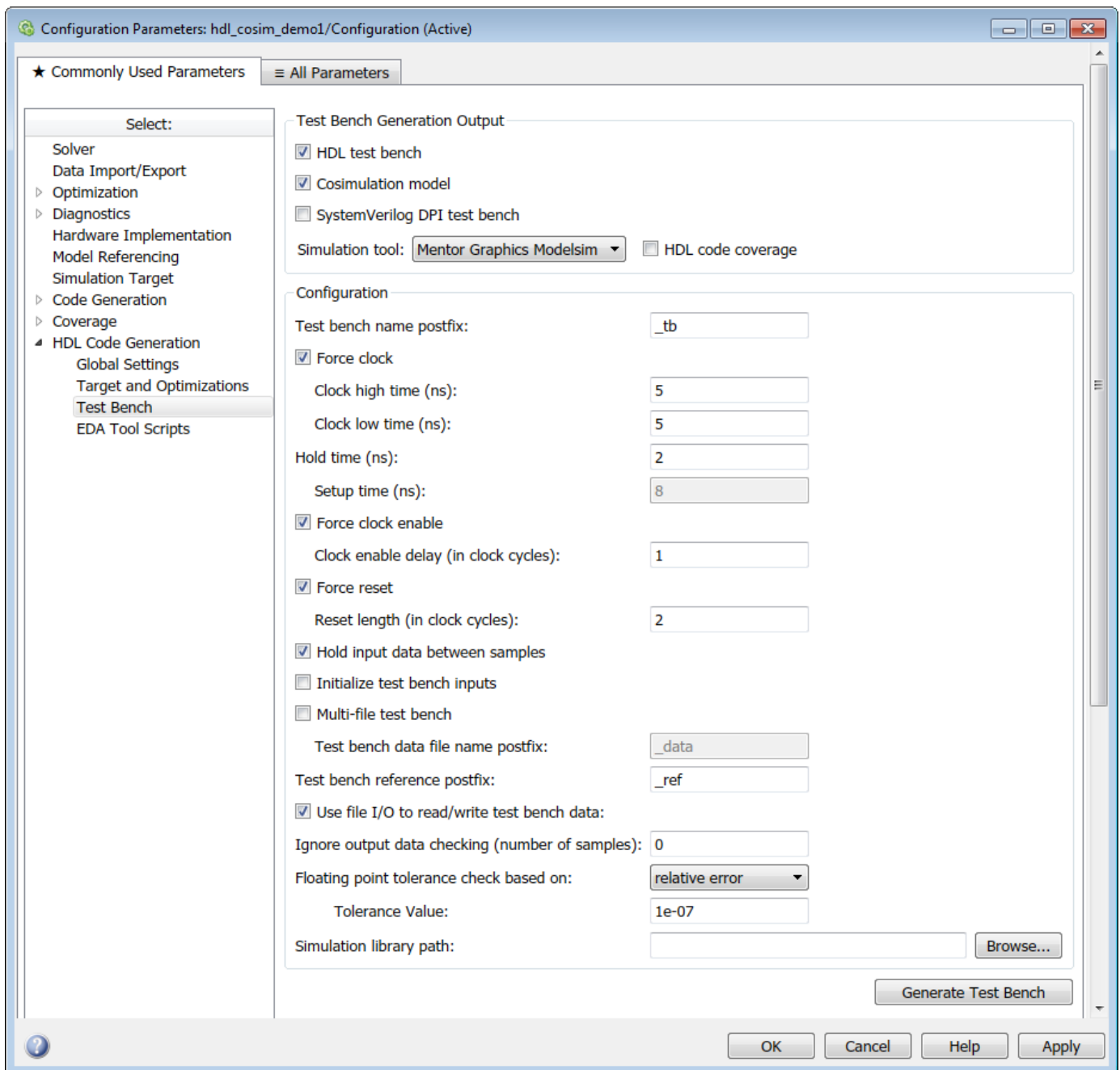
- 2 Click **Apply**.
- 3 Click **Generate**. HDL Coder displays progress messages, as shown in the following listing:

```
### Applying HDL Code Generation Control Statements
### Starting HDL Check.
### HDL Check Complete with 0 error, 0 warning and 0 message.
```

```
### Begin VHDL Code Generation
### Working on hdl_cosim_demo1/MAC as hdlsrc\MAC.vhd
### HDL Code Generation Complete.
```

Next, configure the test bench options to include generation of a cosimulation model:

- 1 Select the **HDL Code Generation > Test Bench** pane of the Configuration Parameters dialog box.
- 2 Select the **Cosimulation model** check box. Then select your **Simulation tool** in the pull-down menu.



- 3 Configure required test bench options. HDL Coder records option settings in a generated script file (see “The Cosimulation Script File” on page 27-54).
- 4 Click **Apply**.

Next, generate test bench code and the cosimulation model:

- 1 At the bottom of the **Test Bench** pane, click **Generate Test Bench**. HDL Coder displays progress messages as shown in the following listing:

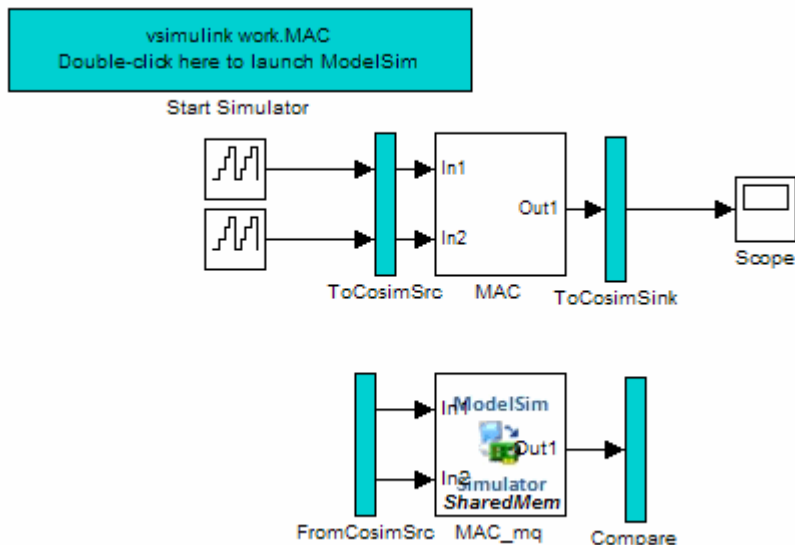
```
### Begin TestBench Generation
### Generating new cosimulation model: gm_hdl_cosim_demo1_mq0.mdl
### Generating new cosimulation tcl script: hdlsrc/gm_hdl_cosim_demo1_mq0_tcl.m
```

```

### Cosimulation Model Generation Complete.
### Generating Test bench:hdlsrc\MAC_tb.vhd
### Please wait ...
### HDL TestBench Generation Complete.

```

When test bench generation completes, HDL Coder opens the generated cosimulated model. The following figure shows the generated model.



- 2 Save the generated model. The generated model exists only in memory unless you save it.

As indicated by the code generation messages, HDL Coder generates the following files in addition to the usual HDL test bench file:

- A cosimulation model (gm_hdl_cosim_demo1_mq)
- A file that contains a TCL cosimulation script and information about settings of the cosimulation model (gm_hdl_cosim_demo1_mq_tcl.m)

Generated file names derive from the model name, as described in “Naming Conventions for Generated Cosimulation Models and Scripts” on page 27-57.

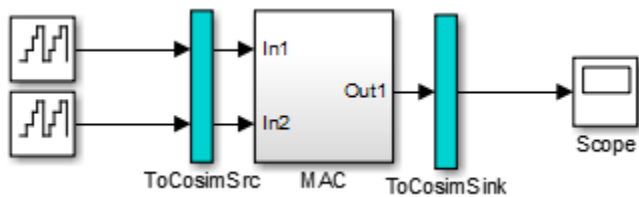
The next section, “Structure of the Generated Model” on page 27-47, describes the features of the model. Before running a cosimulation, become familiar with these features.

Structure of the Generated Model

You can set up and launch a cosimulation using controls located in the generated model. This section examines the model generated from the example MAC subsystem.

Simulation Path

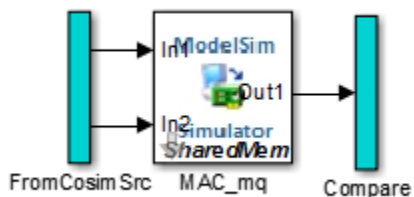
The model comprises two parallel signal paths. The simulation path, located in the upper half of the model window, is nearly identical to the original DUT. The purpose of the simulation path is to execute a normal Simulink simulation and provide a reference signal for comparison to the cosimulation results. The following figure shows the simulation path.



The two subsystems labelled `ToCosimSrc` and `ToCosimSink` do not change the performance of the simulation path. Their purpose is to capture stimulus and response signals of the DUT and route them to and from the HDL cosimulation block (see “Signal Routing Between Simulation and Cosimulation Paths” on page 27-50).

Cosimulation Path

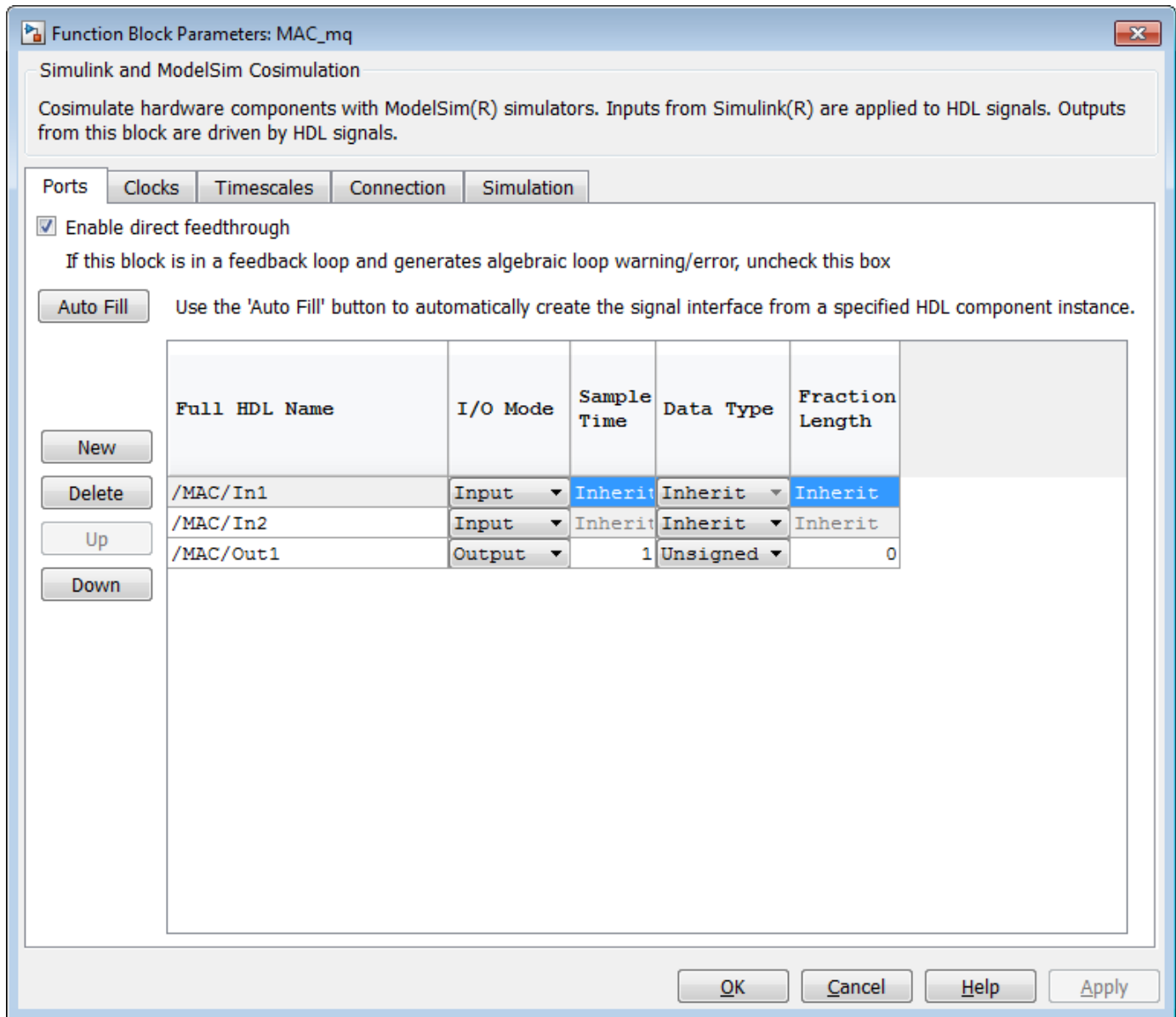
The cosimulation path, located in the lower half of the model window, contains the generated HDL Cosimulation block. The following figure shows the cosimulation path.



The `FromCosimSrc` subsystem receives the same input signals that drive the DUT. In the `gm_hdl_cosim_demo1_mq0` model, the subsystem simply passes the inputs on to the HDL Cosimulation block. Signals of some other data types require further processing at this stage (see “Signal Routing Between Simulation and Cosimulation Paths” on page 27-50).

The `Compare` subsystem at the end of the cosimulation path compares the cosimulation output to the reference output produced by the simulation path. If the comparison detects a discrepancy, an Assertion block in the `Compare` subsystem displays a warning message. If desired, you can disable assertions and control other operations of the `Compare` subsystem. See “Controlling Assertions and Scope Displays” on page 27-51 for details.

HDL Coder populates the HDL Cosimulation block with the compiled I/O interface of the DUT. The following figure shows the **Ports** pane of the `Mac_mq` HDL Cosimulation block.

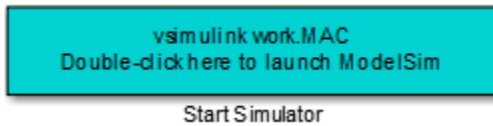


HDL Coder sets the **Full HDL Name**, **Sample Time**, **Data Type**, and other fields as required by the model. HDL Coder also configures other HDL Cosimulation block parameters under the **Timescales** and **Tcl** panes.

Tip HDL Coder configures the generated HDL Cosimulation block for the Shared Memory connection method.

Start Simulator Control

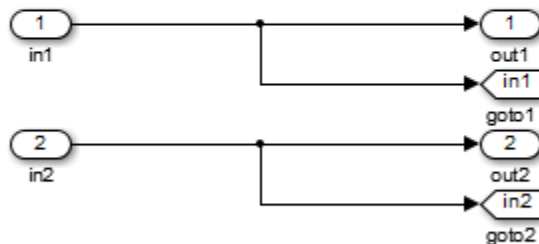
When you double-click the Start Simulator control, it launches the selected cosimulation tool and passes in a startup command to the tool. The Start Simulator icon displays the startup command, as shown in the following figure.

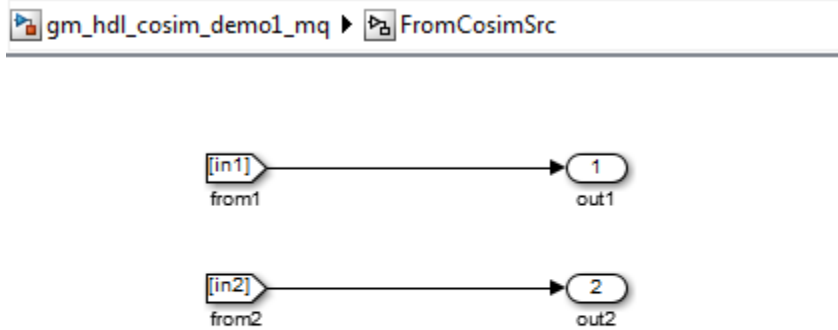


The commands executed when you double-click the Start Simulator icon launch and set up the cosimulation tool, but they do not start the actual cosimulation. “Launching a Cosimulation” on page 27-52 describes how to run a cosimulation with the generated model.

Signal Routing Between Simulation and Cosimulation Paths

The generated model routes signals between the simulation and cosimulation paths using Goto and From blocks. For example, the Goto blocks in the ToCosimSrc subsystem route each DUT input signal to a corresponding From block in the FromCosimSrc subsystem. The following figures show the Goto and From blocks in each subsystem.

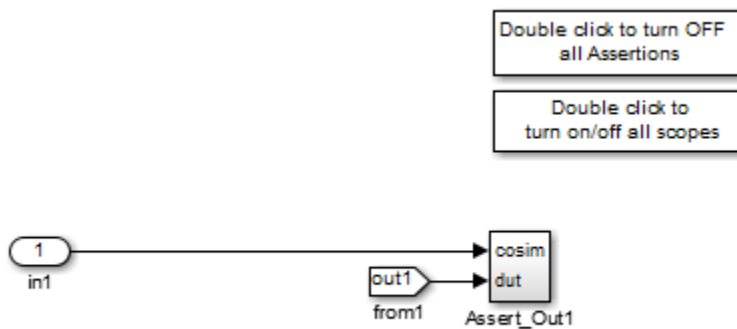




The preceding figures show simple scalar inputs. Signals of complex and vector data types require further processing. See “Complex and Vector Signals in the Generated Cosimulation Model” on page 27-56 for further information.

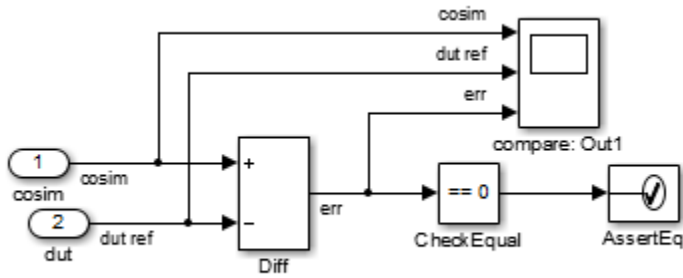
Controlling Assertions and Scope Displays

The Compare subsystem lets you control the display of signals on scopes, and warning messages from assertions. The following figure shows the Compare subsystem for the `gm_hdl_cosim_demo1_mq0` model.



For each output of the DUT, HDL Coder generates an assertion checking subsystem (`Assert_OutN`). The subsystem computes the difference (`err`) between the original DUT output (`dut_ref`) and the corresponding cosimulation output (`cosim`). The subsystem routes the comparison result to an Assertion block. If the comparison result is not zero, the Assertion block reports the discrepancy.

The following figure shows the `Assert_Out1` subsystem for the `gm_hdl_cosim_demo1_mq0` model.



This subsystem also routes the `dut ref`, `cosim`, and `err` signals to a Scope for display at the top level of the model.

By default, the generated cosimulation model enables all assertions and displays all Scopes. Use the buttons on the Compare subsystem to disable assertions or hide Scopes.

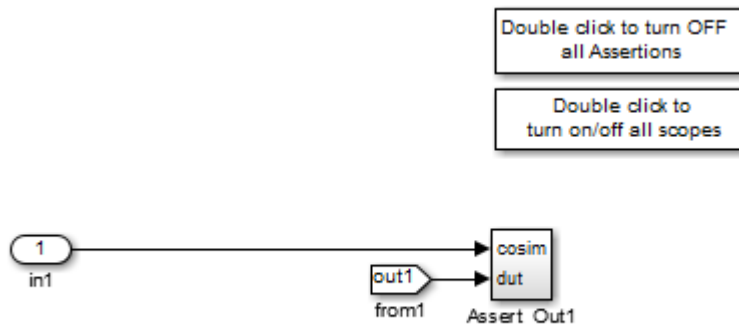
Tip Assertion messages are warnings and do not stop simulation.

Launching a Cosimulation

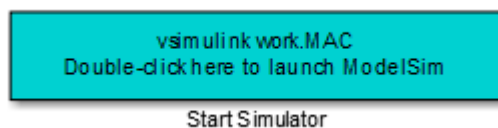
To run a cosimulation with the generated model:

- 1 Double-click the Compare subsystem to configure Scopes and assertion settings.

If you want to disable Scope displays or assertion warnings before starting your cosimulation, use the buttons on the Compare subsystem (shown in the following figure).



- 2 Double-click the Start Simulator control.



The Start Simulator control launches your HDL simulator (in this case, HDL Verifier for use with Mentor Graphics ModelSim).

The HDL simulator in turn executes a startup script. In this case the startup script consists of the TCL commands located in `gm_hdl_cosim_demo1_mq0_tcl.m`. When the HDL simulator finishes executing the startup script, it displays a message like the following.

```
# Ready for cosimulation...
```

- 3 In the Simulink Editor for the generated model, start simulation.

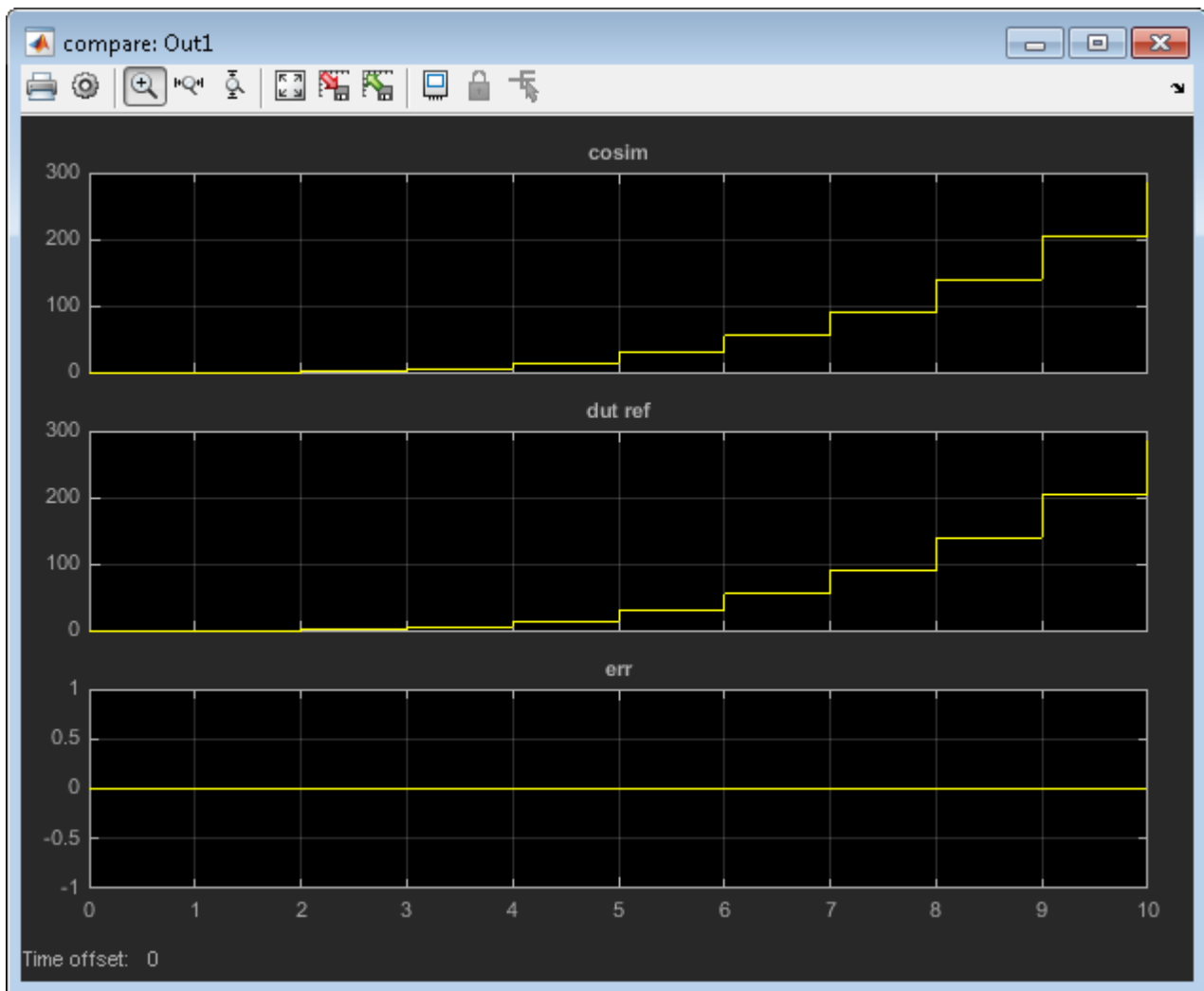
As the cosimulation runs, the HDL simulator displays messages like the following.

```
# Running Simulink Cosimulation block.  
# Chip Name: --> hdl_cosim_demo1/MAC  
# Target language: --> vhdl  
# Target directory: --> hdlsrc  
# Fri Jun 05 4:26:34 PM Eastern Daylight Time 2009  
# Simulation halt requested by foreign interface.  
# done
```

At the end of the cosimulation, if you have enabled Scope displays, the compare scope displays the following signals:

- `cosim`: The result signal output by the HDL Cosimulation block.
- `dut_ref`: The reference output signal from the DUT.
- `err`: The difference (error) between these two outputs.

The following figure shows these signals.



The Cosimulation Script File

The generated script file has two sections:

- A comment section that documents model settings that are relevant to cosimulation.
- A function that stores several lines of TCL code into a variable, `tclCmds`. The cosimulation tools execute these commands when you launch a cosimulation.

Header Comments Section

The following listing shows the comment section of a script file generated for the `hdl_cosim_demo1` model:

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Auto generated cosimulation 'tclstart' script
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Source Model      : hdl_cosim_demo1.mdl
% Generated Model   : gm_hdl_cosim_demo1.mdl
% Cosimulation Model : gm_hdl_cosim_demo1_mq.mdl
%
% Source DUT       : gm_hdl_cosim_demo1_mq/MAC
% Cosimulation DUT : gm_hdl_cosim_demo1_mq/MAC_mq

```

```

%
% File Location      : hdlsrc/gm_hdl_cosim_demo1_mq_tcl.m
% Created           : 2009-06-16 10:51:01
%
% Generated by MATLAB 7.9 and HDL Coder 1.6
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% ClockName         : clk
% ResetName         : reset
% ClockEnableName   : clk_enable
%
% ClockLowTime      : 5ns
% ClockHighTime     : 5ns
% ClockPeriod       : 10ns
%
% ResetLength       : 20ns
% ClockEnableDelay  : 10ns
% HoldTime          : 2ns
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% ModelBaseSampleTime : 1
% OverClockFactor     : 1
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Mapping of DutBaseSampleTime to ClockPeriod
%
%  $N = (\text{ClockPeriod} / \text{DutBaseSampleTime}) * \text{OverClockFactor}$ 
% 1 sec in Simulink corresponds to 10ns in the HDL
% Simulator(N = 10)
%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% ResetHighAt       : (ClockLowTime + ResetLength + HoldTime)
% ResetRiseEdge     : 27ns
% ResetType         : async
% ResetAssertedLevel : 1
%
% ClockEnableHighAt : (ClockLowTime + ResetLength + ClockEnableDelay + HoldTime)
% ClockEnableRiseEdge : 37ns
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

The comments section comprises the following subsections:

- *Header comments*: This section documents the files names for the source and generated models and the source and generated DUT.
- *Test bench settings*: This section documents the `makehdl tb` property values that affect cosimulation model generation. The generated TCL script uses these values to initialize the cosimulation tool.
- *Sample time information*: The next two sections document the base sample time and oversampling factor of the model. HDL Coder uses `ModelBaseSampleTime` and `OverClockFactor` to map the clock period of the model to the HDL cosimulation clock period.
- *Clock, clock enable, and reset waveforms*: This section documents the computations of the duty cycle of the `clk`, `clk_enable`, and `reset` signals.

TCL Commands Section

The following listing shows the TCL commands section of a script file generated for the `hdl_cosim_demo1` model:

```

function tclCmds = gm_hdl_cosim_demo1_mq_tcl
tclCmds = {
    'do MAC_compile.do',...% Compile the generated code
    'vsimulink work.MAC',...% Initiate cosimulation
    'add wave /MAC/clk',...% Add wave commands for chip input signals
    'add wave /MAC/reset',...
    'add wave /MAC/clk_enable',...
    'add wave /MAC/In1',...

```

```

'add wave /MAC/In2',...
'add wave /MAC/ce_out',...% Add wave commands for chip output signals
'add wave /MAC/Out1',...
'set UserTimeUnit ns',...% Set simulation time unit
'puts "",...
'puts "Ready for cosimulation...","",...
};
end

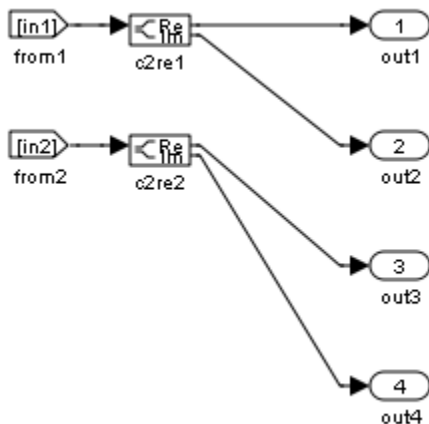
```

Complex and Vector Signals in the Generated Cosimulation Model

Input signals of complex or vector data types require insertion of additional elements into the cosimulation path. this section describes these elements.

Complex Signals

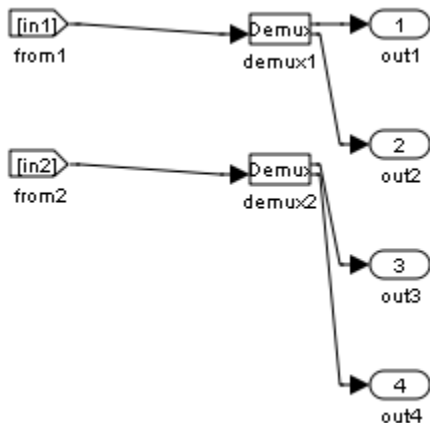
The generated cosimulation model automatically breaks complex inputs into real and imaginary parts. The following figure shows a `FromCosimSrc` subsystem that receives two complex input signals. The subsystem breaks the inputs into real and imaginary parts before passing them to the subsystem outputs.



The model maintains the separation of real and imaginary components throughout the cosimulation path. The Compare subsystem performs separate comparisons and separate scope displays for the real and imaginary signal components.

Vector Signals

The generated cosimulation model flattens vector inputs. The following figure shows a `FromCosimSrc` subsystem that receives two vector input signals of dimension 2. The subsystem flattens the inputs into scalars before passing them to the subsystem outputs.



Generating a Cosimulation Model from the Command Line

To generate a cosimulation model from the command line, pass the `GenerateCosimModel` property to the `makehdltb` function. `GenerateCosimModel` takes one of the following property values:

- `'ModelSim'`: generate a cosimulation model configured for HDL Verifier for use with Mentor Graphics ModelSim.
- `'Incisive'`: generate a cosimulation model configured for HDL Verifier for use with Cadence Incisive.

In the following command, `makehdltb` generates a cosimulation model configured for HDL Verifier for use with Mentor Graphics ModelSim.

```
makehdltb('hdl_cosim_demo1/MAC', 'GenerateCosimModel', 'ModelSim');
```

Naming Conventions for Generated Cosimulation Models and Scripts

The naming convention for generated cosimulation models is

prefix_modelname_toolid_suffix, where:

- *prefix* is the string `gm`.
- *modelname* is the name of the generating model.
- *toolid* is an identifier indicating the HDL simulator chosen by the **Cosimulation model for use with:** option. Valid *toolid* strings are `'mq'` and `'in'`.
- *suffix* is an integer that provides each generated model with a unique name. The suffix increments with each successive test bench generation for a given model. For example, if the original model name is `test`, then the sequence of generated cosimulation model names is `gm_test_toolid_0`, `gm_test_toolid_1`, and so on.

The naming convention for generated cosimulation scripts is the same as that for models, except that the file name extension is `.m`.

Limitations for Cosimulation Model Generation

When you configure a model for cosimulation model generation, observe the following limitations:

- Explicitly specify the sample times of source blocks to the DUT in the simulation path. Use of the default sample time (-1) in the source blocks may cause sample time propagation problems in the cosimulation path of the generated model.
- The HDL Coder software does not support continuous sample times for cosimulation model generation. Do not use sample times 0 or Inf in source blocks in the simulation path.
- If you set **Clock Inputs** to **Multiple**, HDL Coder does not support generation of a cosimulation model.
- Combinatorial output paths (caused by absence of registers in the generated code) have a latency of one extra cycle in cosimulation. To avoid discrepancy in the comparison between the simulation and cosimulation outputs, the **Allow direct feedthrough** option on the **Ports** pane of the HDL Cosimulation block is automatically selected.

Alternatively, you can avoid the latency by specifying output pipelining (see “OutputPipeline” on page 22-18). This will fully register outputs during code generation.

- Double data types are not supported for the HDL Cosimulation block. Avoid use of double data types in the simulation path when generating HDL code and a cosimulation model.

HDL Verifier Cosimulation Model Generation in HDL Coder

This example shows how to generate a cosimulation model in HDL Coder and integrate the generated HDL code into an HDL Verifier™ workflow. Automation of cosimulation model generation enables seamless verification of the generated hardware design.

Quick Introduction

Cosimulation is a challenging task, especially with automatically generated code; one has to keep in-sync various aspects of the source model including sample rates, feedforward/feedthrough systems, and other various parameters and settings used during code generation while setting up the HDL Verifier block and the target EDA Simulator.

The automated cosimulation model generation takes the guess-work out of the HDL cosimulation block and simulator setup by deciphering all the compiled model and code generation information; in addition all the automated settings are documented in the generated scripts. The end result is a cosimulation model ready to verify the generated code.

```
% >> docsearch('Code Generation for HDL Cosimulation Model')
```

Generating the Cosimulation Model

Let us take a simple accumulator design in Simulink and automatically generate a cosimulation model for it as a part of test bench generation.

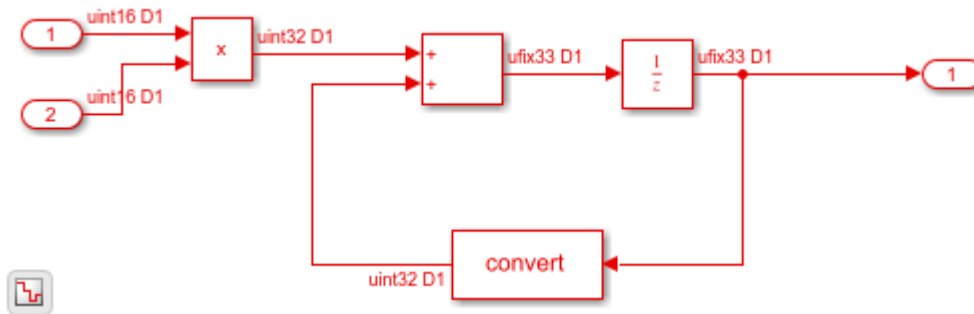
Multiply Accumulator Design in Simulink

Open the source design/model

```
bdclose all;
load_system('hdl_cosim_demo1')
open_system('hdl_cosim_demo1/MAC')
```

```
% Now generate vhdl code for the device under test 'MAC' in that
% model in the source Simulink model.
makehdl('hdl_cosim_demo1/MAC', 'targetlang', 'vh')
```

```
### Generating HDL for 'hdl_cosim_demo1/MAC'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdl_cosim_demo1
### Running HDL checks on the model 'hdl_cosim_demo1'.
### Begin compilation of the model 'hdl_cosim_demo1'...
### Applying HDL optimizations on the model 'hdl_cosim_demo1'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdl_cosim_demo1'.
### Working on hdl_cosim_demo1/MAC as hdlsrc\hdl_cosim_demo1\MAC.vhd.
### Code Generation for 'hdl_cosim_demo1' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdl_cosim_demo1' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.
```



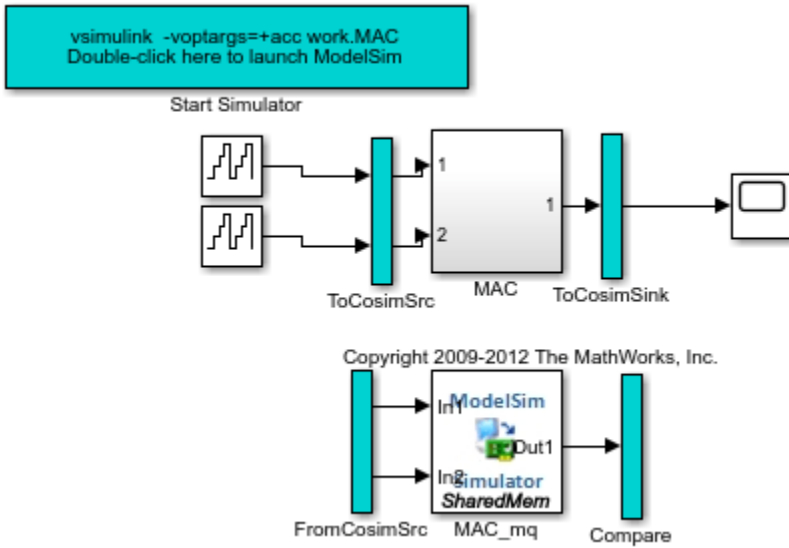
Generate HDL Test Bench with Cosimulation Model

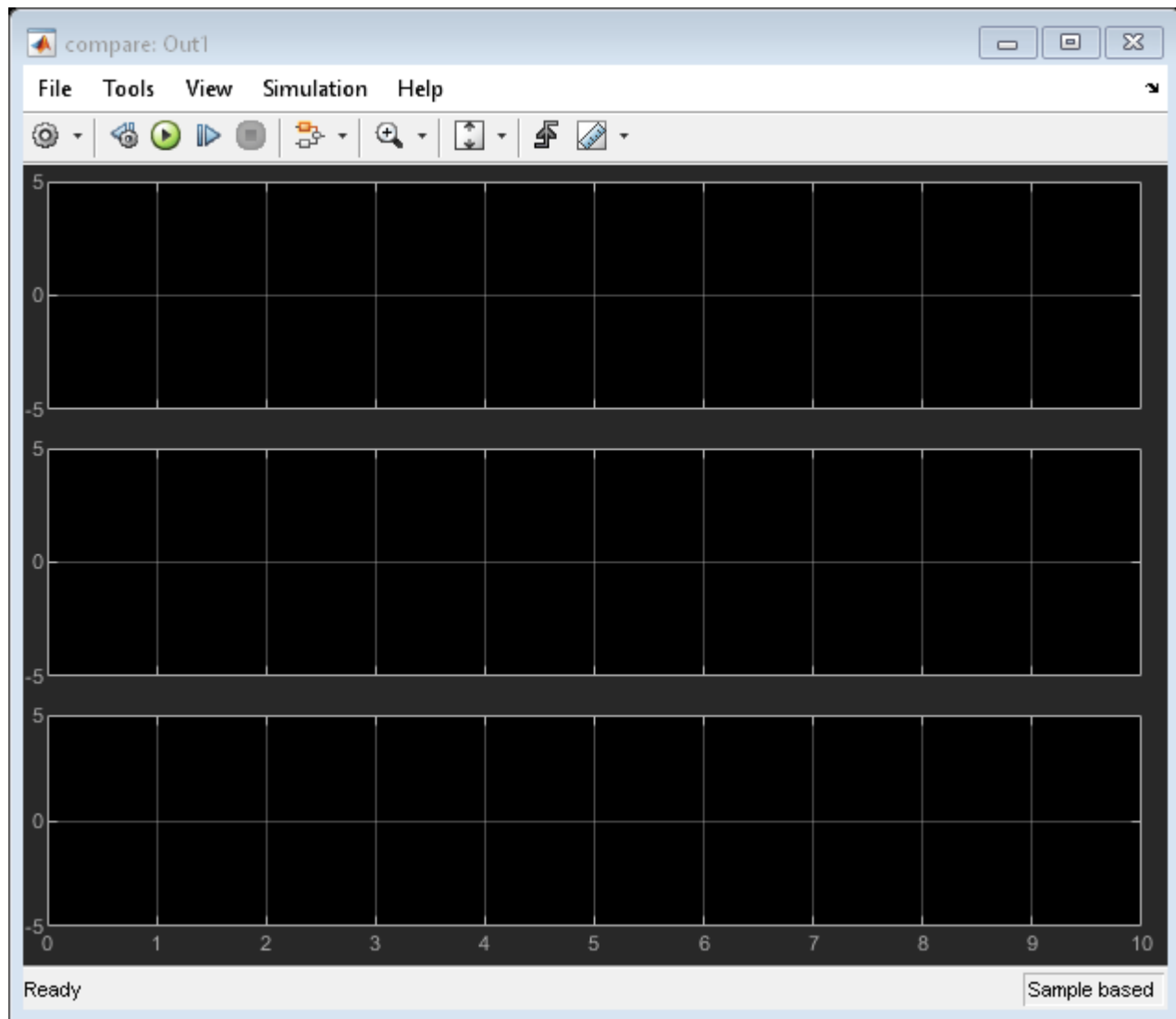
HDL Coder supports generation of cosimulation model with an HDL Verifier block for Mentor Graphics 'Modelsim' or Cadence 'Incisive'

```
% Now as a part of test bench generation specify that in addition to the
% textual based test bench a cosimulation model needs to be generated. Use
% the new makehdl parameter 'GenerateCosimModel' with value 'ModelSim' or
% 'Incisive' to choose between the two HDL Verifier blocks to generate the
% cosimulation model.
makehdltb('hdl_cosim_demo1/MAC', 'targetlang', 'vh', 'GenerateCosimModel', 'ModelSim')
```

```
### Begin TestBench generation.
### Generating HDL TestBench for 'hdl_cosim_demo1/MAC'.
### Begin compilation of the model 'hdl_cosim_demo1'...
### Begin compilation of the model 'gm_hdl_cosim_demo1'...
### Generating new cosimulation model: <a href="matlab:open_system('gm_hdl_cosim_demo1_mq')">gm_hdl_cosim_demo1_mq
### Generating new cosimulation tcl script: hdlsrc\hdl_cosim_demo1\gm_hdl_cosim_demo1_mq_tcl.m.
### Generating new cosimulation tcl script: hdlsrc\hdl_cosim_demo1\gm_hdl_cosim_demo1_mq_batch_tcl.m.
### Note: Option 'Allow Direct Feedthrough' has been set to 'on' on 'gm_hdl_cosim_demo1_mq/MAC_mq'.
### Begin simulation of the model 'gm_hdl_cosim_demo1'...

### Collecting data...
### Generating test bench data file: hdlsrc\hdl_cosim_demo1\In1.dat.
### Generating test bench data file: hdlsrc\hdl_cosim_demo1\In2.dat.
### Generating test bench data file: hdlsrc\hdl_cosim_demo1\Out1_expected.dat.
### Working on MAC_tb as hdlsrc\hdl_cosim_demo1\MAC_tb.vhd.
### Generating package file hdlsrc\hdl_cosim_demo1\MAC_tb_pkg.vhd.
### HDL TestBench generation complete.
```





(Optional) Generate HDL Code Coverage Report and Database

To instrument the HDL Simulator to generate a code coverage database, either:

a.) On the 'HDL Code Generation > Test Bench' pane, select the check box labeled 'HDL code coverage'.

b.) When you call 'makehdltb', set 'HDLCodeCoverage' to 'on'. For example:

```
makehdltb('hdl_cosim_demo1/MAC', 'targetlang', 'vh', 'GenerateCosimModel', 'ModelSim', 'HDLCodeCov
```

The HDL code coverage artifacts are generated in the source directory after the test bench is simulated.

New Code Generation Messages

As you can see from the following additional code generation messages in the command window a cosimulation model 'gm_hdl_cosim_demo1_mq' is generated; In addition to the code generated in the

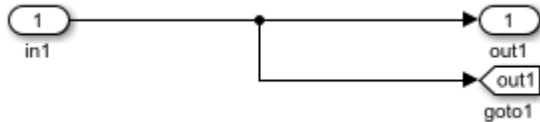
target directory 'hdlsrc' an additional cosimulation script 'gm_hdl_cosim_demo1_mq_tcl.m' is generated to prepare the target simulator for cosimulation with Simulink.

```
### Generating new cosimulation model: gm_hdl_cosim_demo1_mq
### Generating new cosimulation tcl script: hdlsrc/gm_hdl_cosim_demo1_mq_tcl.m
### Cosimulation Model Generation Complete.
```

Cosimulation Model Stimulus and Response Capture

As can be seen from the cosimulation model the original device under test (DUT) is intercepted by two subsystems 'ToCosimSrc' and 'ToCosimSink'; As shown below the purpose of these two subsystems is to capture the stimulus and the response of the DUT and use it for driving the cosimulation using 'Goto' blocks. The number of 'Goto' blocks in each of the following subsystem match the number of inputs and outputs of the DUT.

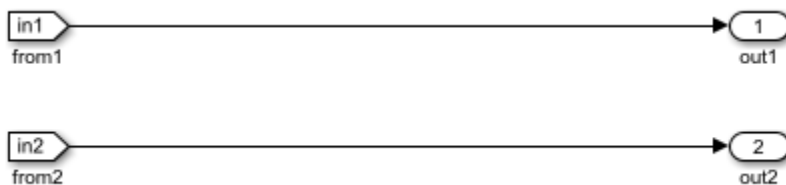
```
open_system('gm_hdl_cosim_demo1_mq/ToCosimSrc')
open_system('gm_hdl_cosim_demo1_mq/ToCosimSink')
```



Stimulus to the HDL Cosimulation Block

The stimulus that is originally driving the DUT is fed to the fully configured HDL cosimulation block using the 'From' block as shown below. In some cases input stimulus signals cannot be directly fed to the HDL Cosimulation block; for example the HDL Cosimulation block does not allow complex and vector signals and in such cases further massaging of the input stimulus signals is done automatically. In the current model the 'From' blocks directly feed the contents of corresponding 'Goto' blocks.

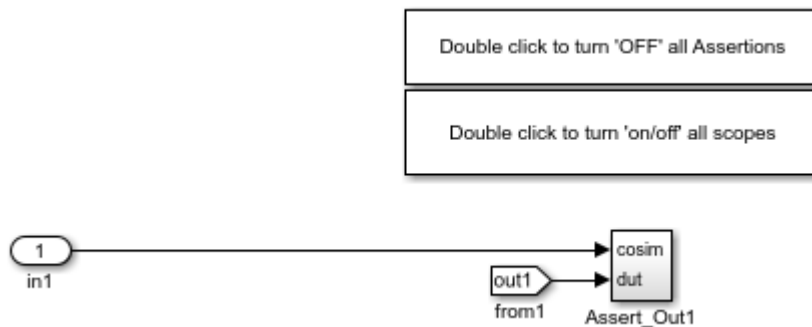
```
open_system('gm_hdl_cosim_demo1_mq/FromCosimSrc')
```



Comparison of the Results

The response from the original DUT is compared with the response from the HDL Cosimulation block in HDL Verifier using the Sink blocks provided by Simulink for visualization of the response data.

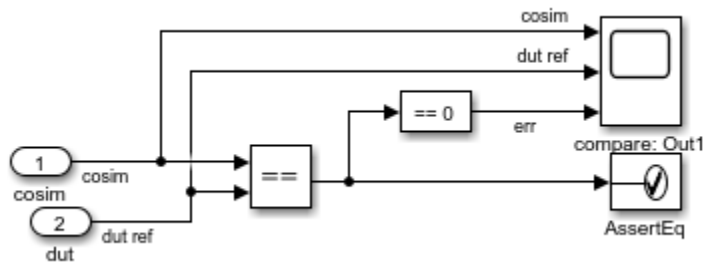
```
open_system('gm_hdl_cosim_demo1_mq/Compare')
```



Assertion Checking in the Generated Model

For each output of the device under test subsystem the following assertion-checking model is generated that checks the original output ('dut ref') with cosimulation output ('cosim') and generates assertion messages when the input to the assertion block detects a mismatch.

```
open_system('gm_hdl_cosim_demo1_mq/Compare/Assert_Out1')
```



Using Assertion Blocks

Assertions are enabled in the Assertion block but do not stop simulation. If as a part of cosimulation there are any assertions from the following block you should see a warning from the Assertion block:

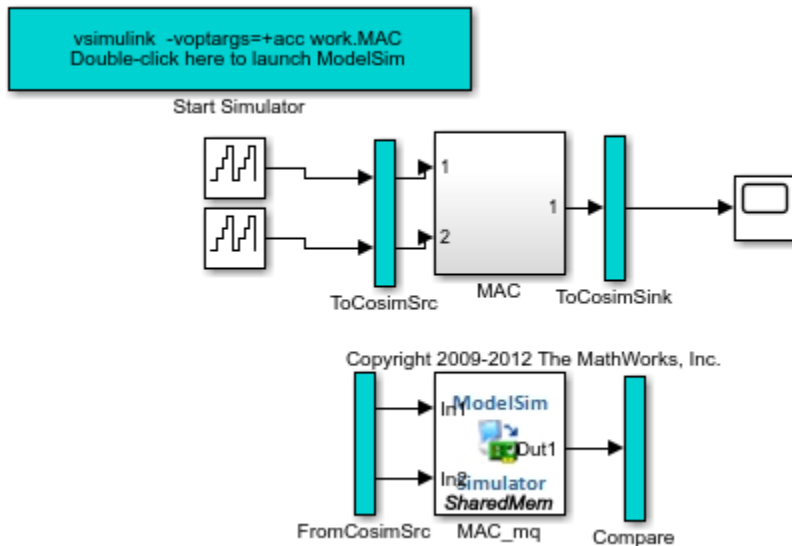
Warning: Assertion detected in 'gm_hdl_cosim_demo1_mq/Compare/Assert_Out1/AssertEq' at time 1.000

```
open_system('gm_hdl_cosim_demo1_mq/Compare/Assert_Out1/AssertEq')
```

HDL Cosimulation Block Setup

The HDL Cosimulation block is automatically populated with the compiled input output interface of the DUT. The 'Ports' panel is fully populated with 'Full HDL Name', 'Sample Time' and 'Data type' information. Similarly various HDL Cosimulation block setup parameters such as TimeScale and tcl port panes are automatically populated. Note that cosimulation model is always configured in the 'Shared Memory' connection method.

```
open_system('gm_hdl_cosim_demo1_mq/MAC_mq')
```

Target Simulator Launch and Setup

Now let's look at the automation associated with the launch and setup of the target simulator (ModelSim or Incisive). As can be seen in the top level of the generated model, a Subsystem with the name 'Start Simulator' is generated with the following callback function; this subsystem is used to launch the target simulator of choice.

```
get_param('gm_hdl_cosim_demo1_mq/Start Simulator', 'OpenFcn')
```

```
ans =
```

```
'try
    cosimDirName = pwd;
    cd 'hdlsrc\hdl_cosim_demo1';
    vsim('tclstart',gm_hdl_cosim_demo1_mq_tcl);
    cd (cosimDirName);
    clear cosimDirName;
catch me
    disp('Failed to launch cosimulator with "vsim"');
    disp (me.message);
    cd (cosimDirName);
    clear cosimDirName;
end'
```

Simulation of the Cosimulation Model

The following script is executed on launch

```
vsim('tclstart',gm_hdl_cosim_demo1_mq_tcl)
```

The MATLAB command 'vsim' for ModelSim (or 'hdlsimulink' for Incisive) launches the target simulator from within MATLAB environment with the necessary setup for cosimulation. The 'vsim' command is invoked with the 'tclstart' option that accepts a tcl string that configures the simulator on its launch. The file 'gm_hdl_cosim_demo1_mq_tcl' is also automatically generated by HDL Coder along with the cosimulation model.

Contents of the Generated tclstart Command File

The generated tclstart file contains commands for configuring the launched simulator as well as comments about how various settings of Cosimulation model are generated.

```
type hdlsrc/hdl_cosim_demo1/gm_hdl_cosim_demo1_mq_tcl
```

```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Auto generated cosimulation 'tclstart' script
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Source Model      : hdl_cosim_demo1
% Generated Model   : gm_hdl_cosim_demo1
% Cosimulation Model : gm_hdl_cosim_demo1_mq
%
% Source DUT       : gm_hdl_cosim_demo1_mq/MAC
% Cosimulation DUT : gm_hdl_cosim_demo1_mq/MAC_mq
%
% File Location    : hdlsrc\hdl_cosim_demo1\gm_hdl_cosim_demo1_mq_tcl.m
% Created          : 2021-09-02 00:23:38
%
% Generated by MATLAB 9.11 and HDL Coder 3.19
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% ClockName        : clk
% ResetName        : reset
% ClockEnableName  : clk_enable
%
% ClockLowTime     : 5ns
% ClockHighTime    : 5ns
% ClockPeriod      : 10ns
%
% ResetLength      : 20ns
% ClockEnableDelay : 10ns
% HoldTime         : 2ns
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% ModelBaseSampleTime : 1
% DutBaseSampleTime   : 1
% OverClockFactor     : 1
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Mapping of DutBaseSampleTime to ClockPeriod
%
% N = (ClockPeriod / DutBaseSampleTime) * OverClockFactor
% 1 sec in Simulink corresponds to 10ns in the HDL Simulator(N = 10)
%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% ResetHighAt      : (ClockLowTime + ResetLength + HoldTime)
% ResetRiseEdge    : 27ns
% ResetType        : async
% ResetAssertedLevel : 1
%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

```

% ClockEnableHighAt      : (ClockLowTime + ResetLength + ClockEnableDelay + HoldTime)
% ClockEnableRiseEdge    : 37ns
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

function tclCmds = gm_hdl_cosim_demo1_mq_tcl
tclCmds = {
    'do MAC_compile.do',...% Compile the generated code
    'vsimulink -voptargs=+acc work.MAC',...% Initiate cosimulation
    'add wave /MAC/clk',...% Add wave commands for chip input signals
    'add wave /MAC/reset',...
    'add wave /MAC/clk_enable',...
    'add wave /MAC/In1',...
    'add wave /MAC/In2',...
    'add wave /MAC/ce_out',...% Add wave commands for chip output signals
    'add wave /MAC/Out1',...
    'set UserTimeUnit ns',...% Set simulation time unit
    'puts ""',...
    'puts "Ready for cosimulation..."',...
};
end

```

Header Comments in the 'tclstart' File

At the top level, the comments specify the source and generated model names of the DUT portion of the model for which code is generated and being co-simulated. The cosimulation HDL Verifier DUT is placed in parallel with our generated model DUT, (which captures any modifications/changes to bit-true or cycle-accuracy of the original model DUT as a part of code generation)

Test Bench Options Affecting Cosimulation Model Generation

The next part of the tclstart script file shows all the makehdltb test bench parameters supported by HDL Coder and their initial values used in cosimulation scripts.

```

ClockName, ResetName, ClockEnableName
ClockLowTime, ClockHighTime, ClockPeriod
ResetLength, ClockEnableDelay, HoldTime

```

Model Sample Times and Mapping of DutBaseSampleTime to ClockPeriod

The next part of the comment section covers sample times in the model and how they influenced clocking of the HDL Cosimulation block in HDL Verifier.

```

N = (ClockPeriod / DutBaseSampleTime) * OverClockFactor
1 sec in Simulink corresponds to 10ns in the HDL Simulator(N = 10)

```

Generated 'tclstart' Script Output

The function in 'gm_hdl_cosim_demo1_mq_tcl' generates the necessary tcl command string (tclCmds).

If the 'EDAScriptGeneration' option is turned 'on' and compilation do files are generated for ModelSim as part of 'makehdl', then a single 'do' command is generated. If the 'EDAScriptGeneration' option is turned 'off', then explicit compilation commands are added for compiling the generated HDL code for the DUT.

Wave commands are added for all top-level interface signals.

Pre-simulation Commands

In the HDL Cosimulation block, the "Pre-simulation Tcl commands" parameter contains force commands that drive the clock bundle (clock, clock-enable, reset). The "Time to run HDL simulator before cosimulation starts" parameter initiates simulation with a run time necessary to bring the chip out of reset.

```
get_param('gm_hdl_cosim_demo1_mq/MAC_mq', 'TclPreSimCommand')
```

```
ans =
```

```
'puts "Running Simulink Cosimulation block.";
 puts "Chip Name: --> hdl_cosim_demo1/MAC";
 puts "Target language: --> vhdl";
 puts "Target directory: --> hdlsrc\hdl_cosim_demo1";
 puts [clock format [clock seconds]];
# Clock force command;
force /MAC/clk 0 0ns, 1 5ns -r 10ns;
# Clock enable force command;
force /MAC/clk_enable 0 0ns, 1 37ns;
# Reset force command;
force /MAC/reset 1 0ns, 0 27ns;
'
```

Launching the Simulator

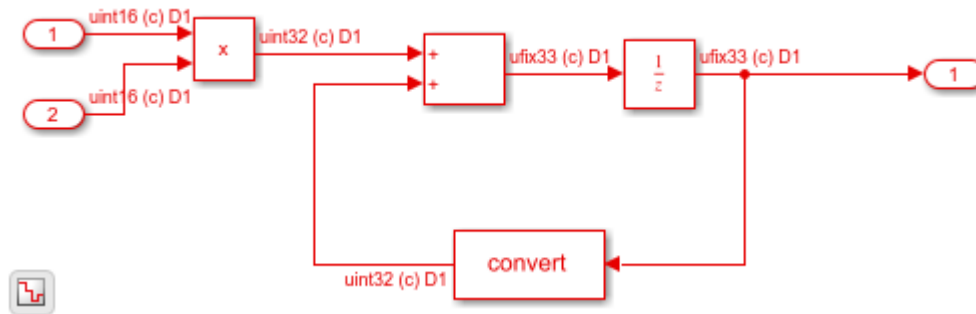
Double clicking the Start Simulator launches the simulator with the tcl commands in the generated 'tclstart' MATLAB script. Once the simulator is launched all the generated code is compiled and the HDL Cosimulation block is ready for simulation.

Support for Complex Signals

The model hdl_cosim_demo2 contains a complex MAC subsystem;

```
bdclose all;
load_system('hdl_cosim_demo2');
open_system('hdl_cosim_demo2/Complex MAC');
makehdl('hdl_cosim_demo2/Complex MAC', 'targetlang', 'vh');
```

```
### Generating HDL for 'hdl_cosim_demo2/Complex MAC'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdl_cosim_demo2
### Running HDL checks on the model 'hdl_cosim_demo2'.
### Begin compilation of the model 'hdl_cosim_demo2'...
### Applying HDL optimizations on the model 'hdl_cosim_demo2'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdl_cosim_demo2'.
### Working on hdl_cosim_demo2/Complex MAC as hdlsrc\hdl_cosim_demo2\Complex_MAC.vhd.
### Code Generation for 'hdl_cosim_demo2' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdl_cosim_demo2' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.
```



Cosimulation Model for Complex MAC

Let's generate a cosimulation model as a part of test bench generation and observe the stimulus part of cosimulation model:

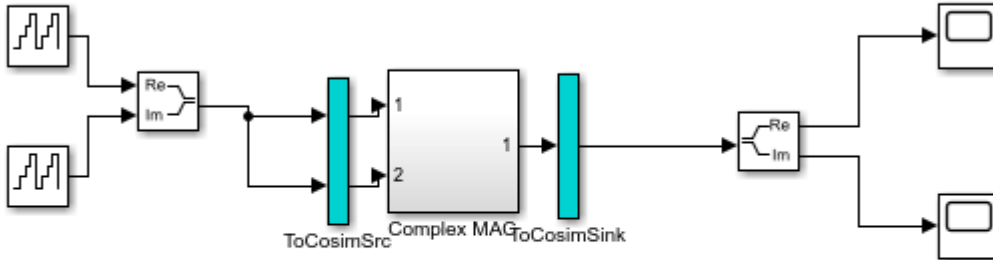
```
makehdltb('hdl_cosim_demo2/Complex MAC', 'targetlang', 'vh', 'GenerateCosimModel', 'ModelSim')

### Begin TestBench generation.
### Generating HDL TestBench for 'hdl_cosim_demo2/Complex MAC'.
### Begin compilation of the model 'hdl_cosim_demo2'...
### Begin compilation of the model 'gm_hdl_cosim_demo2'...
### Generating new cosimulation model: <a href="matlab:open_system('gm_hdl_cosim_demo2_mq')">gm_hdl_cosim_demo2_mq.vhd
### Generating new cosimulation tcl script: hdlsrc\hdl_cosim_demo2\gm_hdl_cosim_demo2_mq_tcl.m.
### Generating new cosimulation tcl script: hdlsrc\hdl_cosim_demo2\gm_hdl_cosim_demo2_mq_batch_tcl.m.
### Note: Option 'Allow Direct Feedthrough' has been set to 'on' on 'gm_hdl_cosim_demo2_mq/Complex MAC'.
### Begin simulation of the model 'gm_hdl_cosim_demo2'...

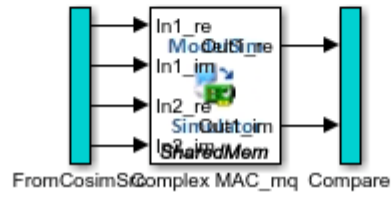
### Collecting data...
### Generating test bench data file: hdlsrc\hdl_cosim_demo2\In1_re.dat.
### Generating test bench data file: hdlsrc\hdl_cosim_demo2\In1_im.dat.
### Generating test bench data file: hdlsrc\hdl_cosim_demo2\Out1_im_expected.dat.
### Working on Complex_MAC_tb as hdlsrc\hdl_cosim_demo2\Complex_MAC_tb.vhd.
### Generating package file hdlsrc\hdl_cosim_demo2\Complex_MAC_tb_pkg.vhd.
### HDL TestBench generation complete.
```

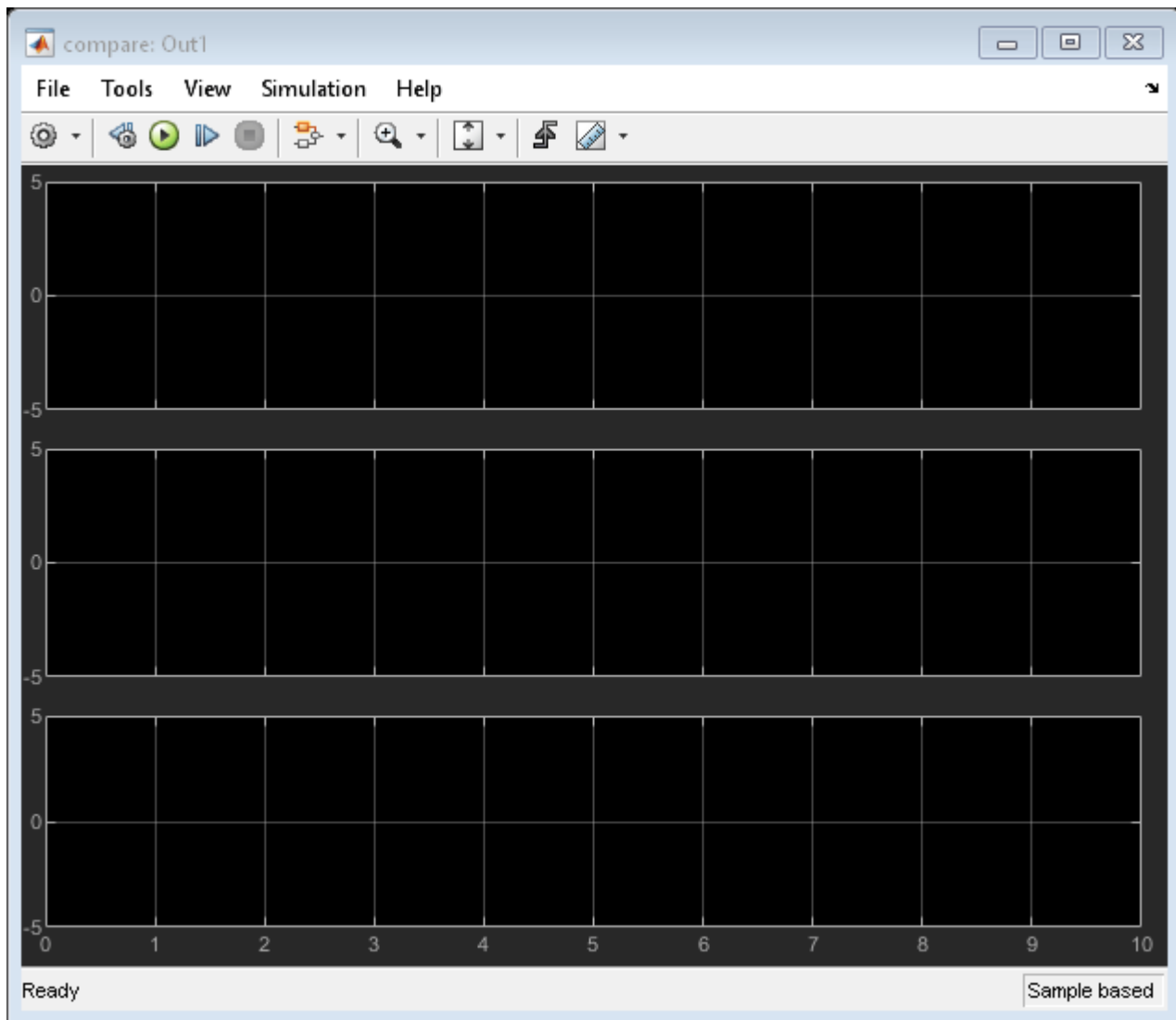
`vsimulink -voptargs=+acc work.Complex_MAC`
 Double-click here to launch ModelSim

Start Simulator



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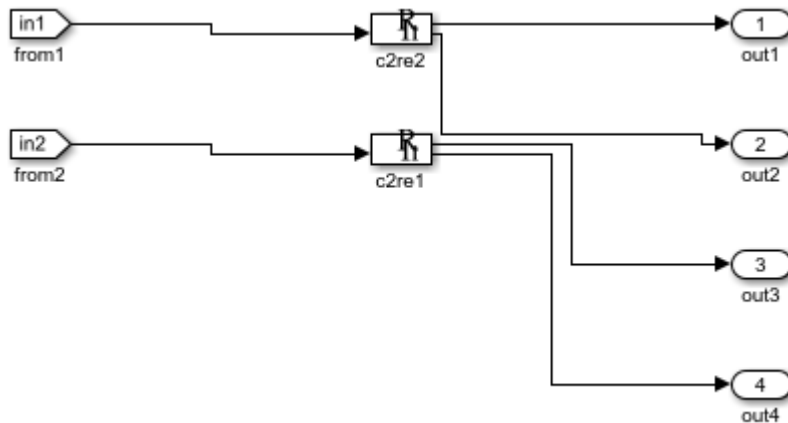




Generated Complex FromCosimSrc Subsystems

The input complex signal is automatically broken into real and imaginary pieces before driving the HDL Cosimulation block.

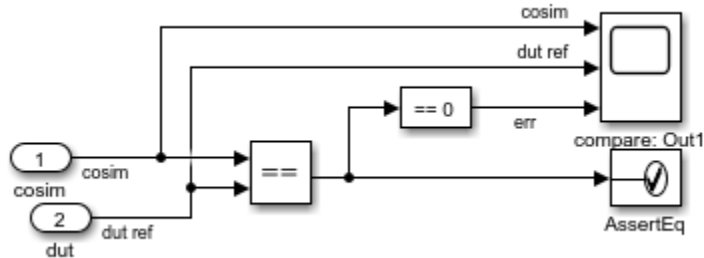
```
open_system('gm_hdl_cosim_demo2_mq/FromCosimSrc')
```



Generated Complex Compare Subsystems

The comparison section checks the results for real and imaginary parts of complex outputs separately.

```
open_system('gm_hdl_cosim_demo2_mq/Compare/Assert_Out1')
```

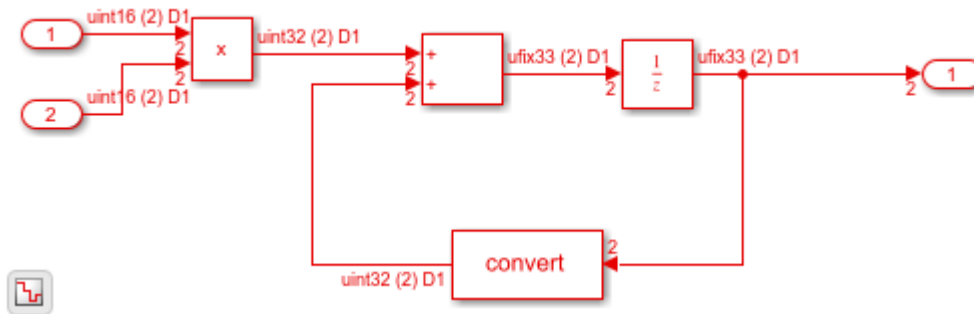


Support for Vector Signals

The model `hdl_cosim_demo3` contains a Vector MAC subsystem;

```
bdclose all;
load_system('hdl_cosim_demo3');
open_system('hdl_cosim_demo3/Vector MAC');
makehdl('hdl_cosim_demo3/Vector MAC', 'targetlang', 've');
```

```
### Generating HDL for 'hdl_cosim_demo3/Vector MAC'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdl_cosim_demo3
### Running HDL checks on the model 'hdl_cosim_demo3'.
### Begin compilation of the model 'hdl_cosim_demo3'...
### Applying HDL optimizations on the model 'hdl_cosim_demo3'...
### Begin model generation.
### Model generation complete.
### Begin Verilog Code Generation for 'hdl_cosim_demo3'.
### Working on hdl_cosim_demo3/Vector MAC as hdlsrc\hdl_cosim_demo3\Vector_MAC.v.
### Code Generation for 'hdl_cosim_demo3' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdl_cosim_demo3' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.
```

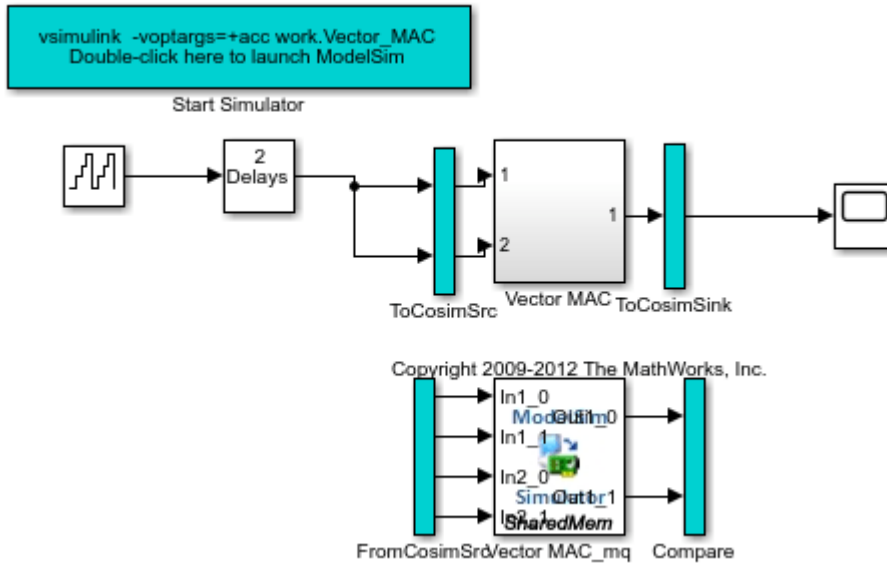
Cosimulation Model for Vector MAC

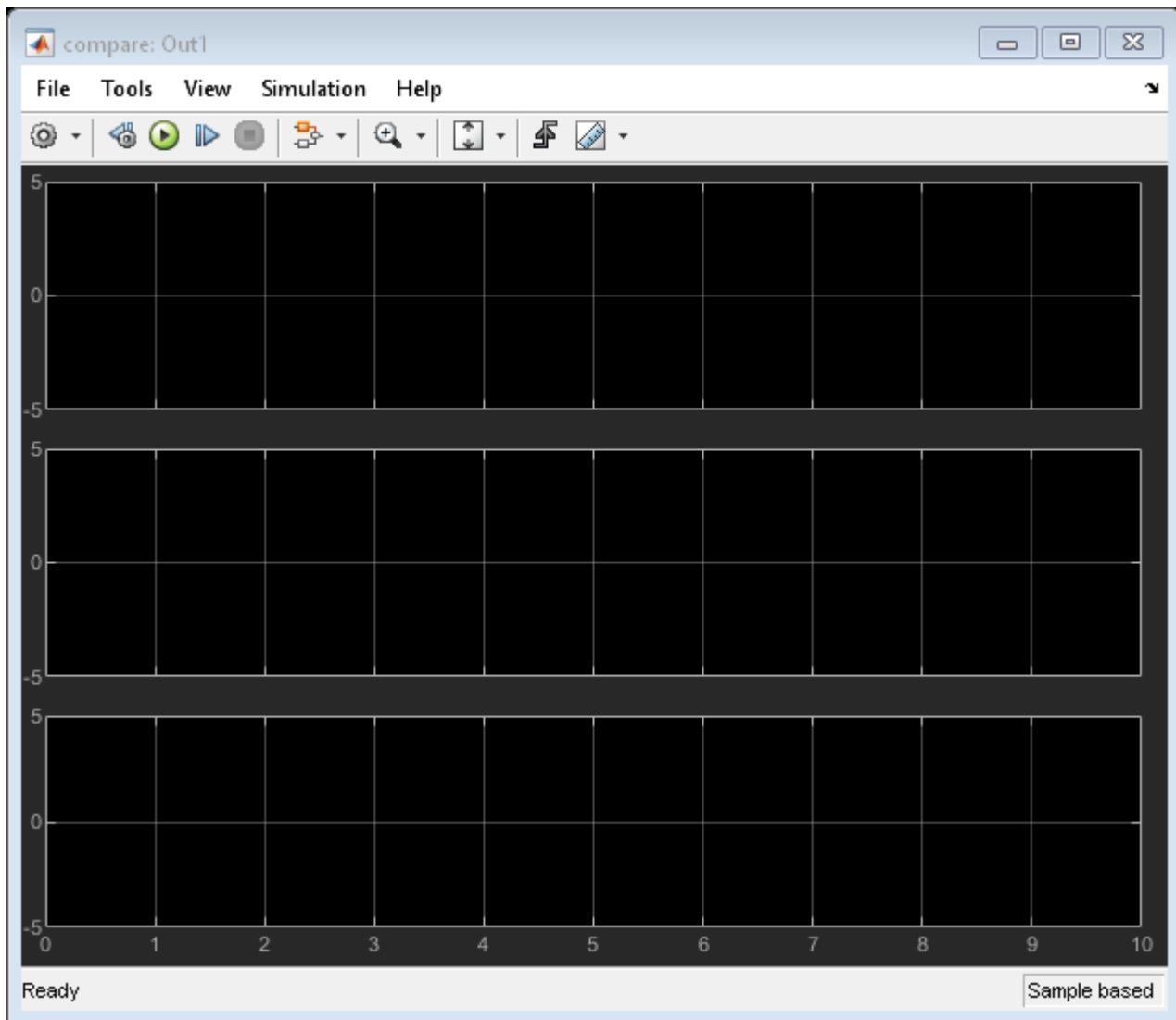
Let's generate cosimulation model as a part of test bench generation and observe the stimulus part of cosimulation model for vector signals in 'verilog' where we flatten the vector signals for code generation.

```
makehdltb('hdl_cosim_demo3/Vector MAC', 'targetlang', 've', 'GenerateCosimModel', 'ModelSim')
```

```
### Begin TestBench generation.
### Generating HDL TestBench for 'hdl_cosim_demo3/Vector MAC'.
### Begin compilation of the model 'hdl_cosim_demo3'...
### Begin compilation of the model 'gm_hdl_cosim_demo3'...
### Generating new cosimulation model: <a href="matlab:open_system('gm_hdl_cosim_demo3_mq')">gm_hdl_cosim_demo3_mq
### Generating new cosimulation tcl script: hdlsrc\hdl_cosim_demo3\gm_hdl_cosim_demo3_mq_tcl.m.
### Generating new cosimulation tcl script: hdlsrc\hdl_cosim_demo3\gm_hdl_cosim_demo3_mq_batch_tcl.m.
### Note: Option 'Allow Direct Feedthrough' has been set to 'on' on 'gm_hdl_cosim_demo3_mq/Vector MAC'.
### Begin simulation of the model 'gm_hdl_cosim_demo3'...

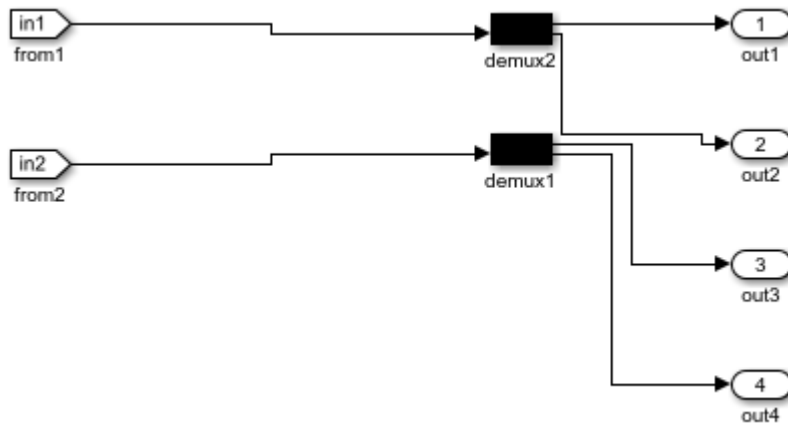
### Collecting data...
### Generating test bench data file: hdlsrc\hdl_cosim_demo3\In1_0.dat.
### Generating test bench data file: hdlsrc\hdl_cosim_demo3\In1_1.dat.
### Generating test bench data file: hdlsrc\hdl_cosim_demo3\Out1_0_0_expected.dat.
### Generating test bench data file: hdlsrc\hdl_cosim_demo3\Out1_0_1_expected.dat.
### Working on Vector_MAC_tb as hdlsrc\hdl_cosim_demo3\Vector_MAC_tb.v.
### HDL TestBench generation complete.
```





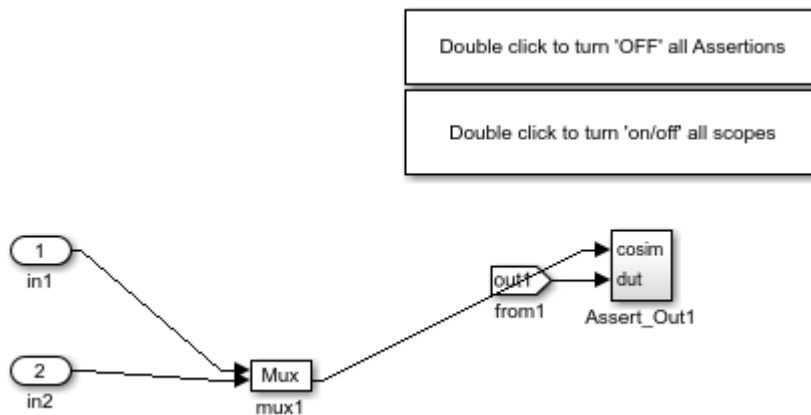
Generated Vector FromCosimSrc Subsystem

```
open_system('gm_hdl_cosim_demo3_mq/FromCosimSrc')
```



Generated Vector Compare Subsystem

```
open_system('gm_hdl_cosim_demo3_mq/Compare')
```



Support for Local Multi-Rate

The model `hdl_cosim_demo4` contains a MAC subsystem with a Sum of Elements block that is configured with a Cascade implementation and requires overclocking as can be seen in the Code generation messages.

```
bdclose all;
load_system('hdl_cosim_demo4');
open_system('hdl_cosim_demo4/LocalMR MAC');
makehdl('hdl_cosim_demo4/LocalMR MAC', 'targetlang', 'vh');
makehdltb('hdl_cosim_demo4/LocalMR MAC', 'targetlang', 'vh', 'GenerateCosimModel', 'ModelSim');

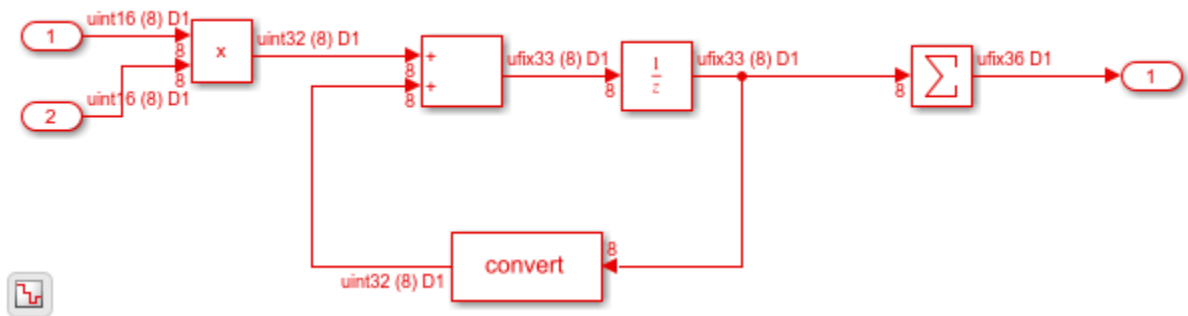
### Generating HDL for 'hdl_cosim_demo4/LocalMR MAC'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdl_cosim_demo4
### Running HDL checks on the model 'hdl_cosim_demo4'.
### Begin compilation of the model 'hdl_cosim_demo4'...
### Applying HDL optimizations on the model 'hdl_cosim_demo4'...
### The code generation and optimization options you have chosen have introduced additional pipe
### The delay balancing feature has automatically inserted matching delays for compensation.
### The DUT requires an initial pipeline setup latency. Each output port experiences these addit
```

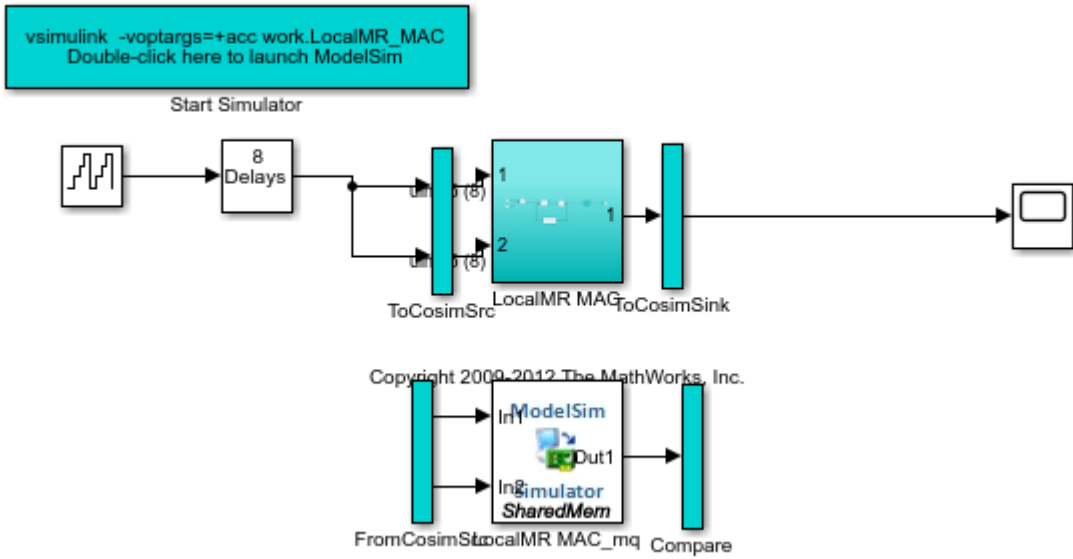
```

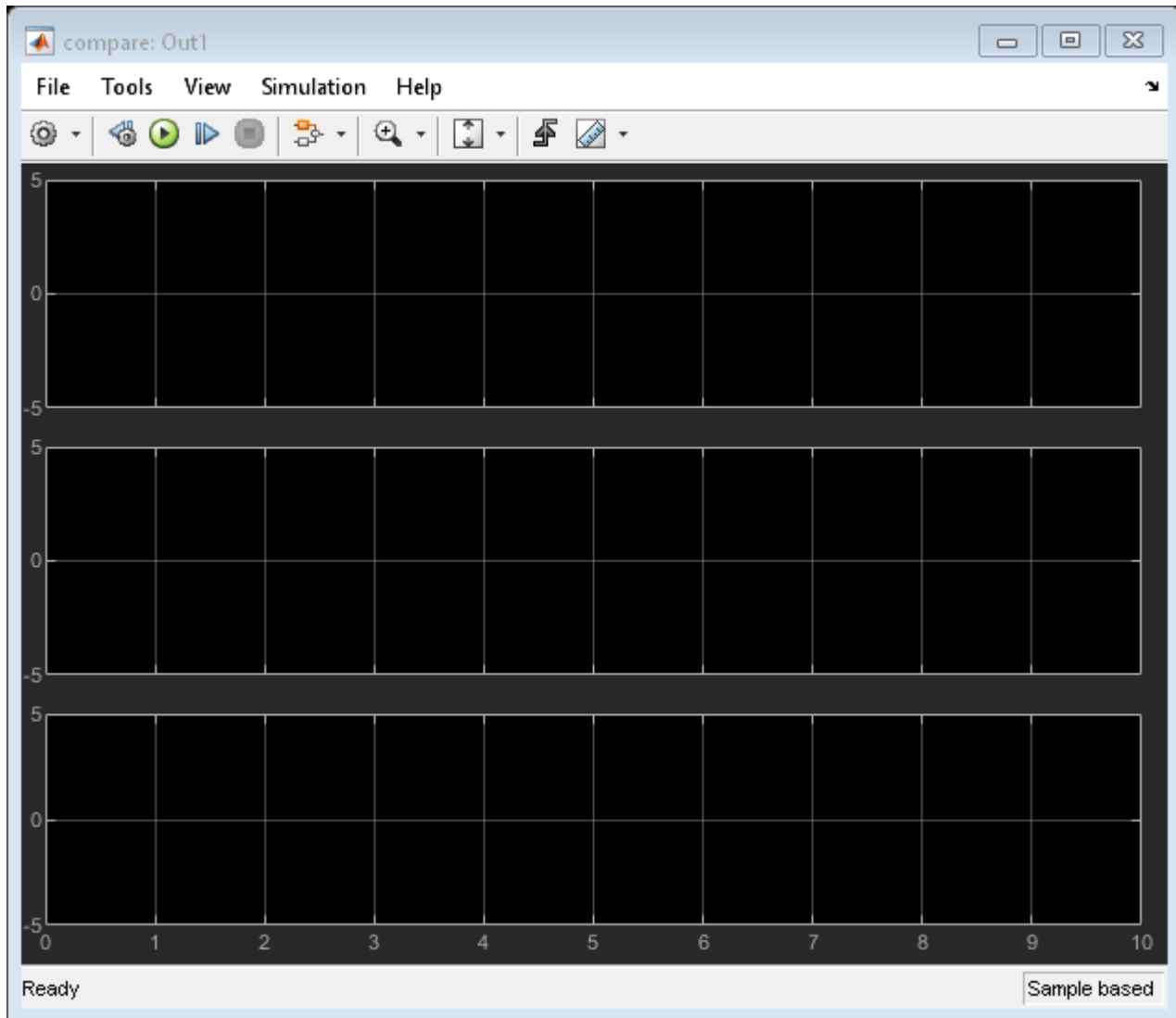
### Output port 1: 1 cycles.
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdl_cosim_demo4'.
### MESSAGE: The design requires 5 times faster clock with respect to the base rate = 1.
### Working on hdl_cosim_demo4/LocalMR MAC/Sum of Elements/serial_sum_operation as hdlsrc\hdl_cosim_demo4\serial_sum_operation.vhd.
### Working on hdl_cosim_demo4/LocalMR MAC/Sum of Elements as hdlsrc\hdl_cosim_demo4\Sum_of_Elements.vhd.
### Working on LocalMR MAC_tc as hdlsrc\hdl_cosim_demo4\LocalMR_MAC_tc.vhd.
### Working on hdl_cosim_demo4/LocalMR MAC as hdlsrc\hdl_cosim_demo4\LocalMR_MAC.vhd.
### Generating package file hdlsrc\hdl_cosim_demo4\LocalMR_MAC_pkg.vhd.
### Code Generation for 'hdl_cosim_demo4' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb\hdl_cosim_demo4\hdl_cosim_demo4_codegen_report.html.
### HDL check for 'hdl_cosim_demo4' complete with 0 errors, 0 warnings, and 3 messages.
### HDL code generation complete.
### Begin TestBench generation.
### Generating HDL TestBench for 'hdl_cosim_demo4/LocalMR MAC'.
### Begin compilation of the model 'hdl_cosim_demo4'...
### Begin compilation of the model 'gm_hdl_cosim_demo4'...
### Generating new cosimulation model: <a href="matlab:open_system('gm_hdl_cosim_demo4_mq')">gm_hdl_cosim_demo4_mq.m.
### Generating new cosimulation tcl script: hdlsrc\hdl_cosim_demo4\gm_hdl_cosim_demo4_mq_tcl.m.
### Generating new cosimulation tcl script: hdlsrc\hdl_cosim_demo4\gm_hdl_cosim_demo4_mq_batch_tcl.m.
### Note: Option 'Allow Direct Feedthrough' has been set to 'on' on 'gm_hdl_cosim_demo4_mq/LocalMR MAC'.
### Begin simulation of the model 'gm_hdl_cosim_demo4'...

### Collecting data...
### Generating test bench data file: hdlsrc\hdl_cosim_demo4\In1.dat.
### Generating test bench data file: hdlsrc\hdl_cosim_demo4\Out1_expected.dat.
### Working on LocalMR_MAC_tb as hdlsrc\hdl_cosim_demo4\LocalMR_MAC_tb.vhd.
### Generating package file hdlsrc\hdl_cosim_demo4\LocalMR_MAC_tb_pkg.vhd.
### HDL TestBench generation complete.

```







Time-Scale Setting Updates to Offset Overclocking

The code generation messages show an overclocking that require a five times faster clock with respect to base rate of the model. This info is encapsulated in the cosimulation model as a part of the time scale setting as per the following message

```
N = (ClockPeriod / DutBaseSampleTime) * OverClockFactor
1 sec in Simulink corresponds to 50ns in the HDL Simulator(N = 50)
```

Support for Incisive

```
bdclose all;
load_system('hdl_cosim_demo1')
makehdl('hdl_cosim_demo1/MAC', 'targetlang', 'vh')
makehdl('hdl_cosim_demo1/MAC', 'targetlang', 'vh', 'GenerateCosimModel', 'Incisive')
type hdlsrc/hdl_cosim_demo1/gm_hdl_cosim_demo1_in_tcl
bdclose all;
```

```

% close Modelsim
%tclHdlSim('after 1000 quit -f');

### Generating HDL for 'hdl_cosim_demo1/MAC'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdl_cosim_demo1/MAC')">hdl_cosim_demo1/MAC.
### Running HDL checks on the model 'hdl_cosim_demo1'.
### Begin compilation of the model 'hdl_cosim_demo1'...
### Applying HDL optimizations on the model 'hdl_cosim_demo1'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdl_cosim_demo1'.
### Working on hdl_cosim_demo1/MAC as hdlsrc\hdl_cosim_demo1\MAC.vhd.
### Code Generation for 'hdl_cosim_demo1' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb1757077_3096\hdl_cosim_demo1\MAC_codegen_report.html.
### HDL check for 'hdl_cosim_demo1' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.
### Begin TestBench generation.
### Generating HDL TestBench for 'hdl_cosim_demo1/MAC'.
### Begin compilation of the model 'hdl_cosim_demo1'...
### Begin compilation of the model 'gm_hdl_cosim_demo1'...
### Generating new cosimulation model: <a href="matlab:open_system('gm_hdl_cosim_demo1_in')">gm_hdl_cosim_demo1_in.
### Generating new cosimulation tcl script: hdlsrc\hdl_cosim_demo1\gm_hdl_cosim_demo1_in_tcl.m.
### Generating new cosimulation tcl script: hdlsrc\hdl_cosim_demo1\gm_hdl_cosim_demo1_in_batch_tcl.m.
### Note: Option 'Allow Direct Feedthrough' has been set to 'on' on 'gm_hdl_cosim_demo1_in/MAC_in'.
### Begin simulation of the model 'gm_hdl_cosim_demo1'...

### Collecting data...
### Generating test bench data file: hdlsrc\hdl_cosim_demo1\In1.dat.
### Generating test bench data file: hdlsrc\hdl_cosim_demo1\In2.dat.
### Generating test bench data file: hdlsrc\hdl_cosim_demo1\Out1_expected.dat.
### Working on MAC_tb as hdlsrc\hdl_cosim_demo1\MAC_tb.vhd.
### Generating package file hdlsrc\hdl_cosim_demo1\MAC_tb_pkg.vhd.
### HDL TestBench generation complete.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Auto generated cosimulation 'tclstart' script
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Source Model      : hdl_cosim_demo1
% Generated Model   : gm_hdl_cosim_demo1
% Cosimulation Model : gm_hdl_cosim_demo1_in
%
% Source DUT        : gm_hdl_cosim_demo1_in/MAC
% Cosimulation DUT  : gm_hdl_cosim_demo1_in/MAC_in
%
% File Location     : hdlsrc\hdl_cosim_demo1\gm_hdl_cosim_demo1_in_tcl.m
% Created           : 2021-09-02 00:24:37
%
% Generated by MATLAB 9.11 and HDL Coder 3.19
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% ClockName         : clk
% ResetName         : reset
% ClockEnableName   : clk_enable
%
% ClockLowTime      : 5ns
% ClockHighTime     : 5ns

```



```

% ClockPeriod      : 10ns
%
% ResetLength      : 20ns
% ClockEnableDelay : 10ns
% HoldTime        : 2ns
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% ModelBaseSampleTime : 1
% DutBaseSampleTime   : 1
% OverClockFactor     : 1
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Mapping of DutBaseSampleTime to ClockPeriod
%
% N = (ClockPeriod / DutBaseSampleTime) * OverClockFactor
% 1 sec in Simulink corresponds to 10ns in the HDL Simulator(N = 10)
%
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% ResetHighAt      : (ClockLowTime + ResetLength + HoldTime)
% ResetRiseEdge    : 27ns
% ResetType        : async
% ResetAssertedLevel : 1
%
% ClockEnableHighAt : (ClockLowTime + ResetLength + ClockEnableDelay + HoldTime)
% ClockEnableRiseEdge : 37ns
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

function tclCmds = gm_hdl_cosim_demo1_in_tcl
tclCmds = {
    'exec ncvhdl -64bit -v93 MAC.vhd',...% Compile the generated code
    'exec ncelab -64bit -access +wc MAC',...
    ['hdlsimulink -gui MAC',...%Comment: Initiate cosimulation
    ' -input "{@simvision {set w \[waveform new\]}"}",...% Add wave commands for chip input signals
    ' -input "{@simvision {waveform add -using \$w -signals :clk}}",...
    ' -input "{@probe -create -shm clk }"',...
    ' -input "{@simvision {waveform add -using \$w -signals :reset}}",...
    ' -input "{@probe -create -shm reset }"',...
    ' -input "{@simvision {waveform add -using \$w -signals :clk_enable}}",...
    ' -input "{@probe -create -shm clk_enable }"',...
    ' -input "{@simvision {waveform add -using \$w -signals :In1}}",...
    ' -input "{@probe -create -shm In1 }"',...
    ' -input "{@simvision {waveform add -using \$w -signals :In2}}",...
    ' -input "{@probe -create -shm In2 }"',...
    ' -input "{@simvision {waveform add -using \$w -signals :ce_out}}",...% Add wave commands for chip output signals
    ' -input "{@probe -create -shm ce_out }"',...
    ' -input "{@simvision {waveform add -using \$w -signals :Out1}}",...
    ' -input "{@probe -create -shm Out1 }"',...
    ' -input "{@database -open waves -into waves.shm -default}"',...
    ' -input "{@puts \"\"}"',...
    ' -input "{@puts \"Ready for cosimulation...\"}"',...
    ]
};
end

```

Verify HDL Design Using SystemVerilog DPI Test Bench

This example shows how to use SystemVerilog DPI test bench for verification of HDL code where a large data set is required.

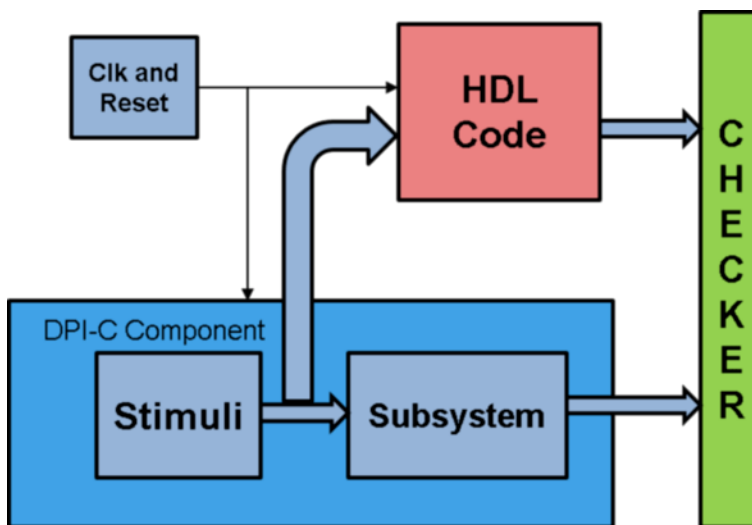
In certain applications, simulation of a large number of samples is required to verify the HDL code generated by HDL Coder™ for your algorithm. For instance, these applications require a large number of samples for algorithm verification :

- a) Calculation of radar astronomy frequency channels using a polyphase filter bank.
- b) Obtaining the Bit Error Rate (BER) from a Viterbi decoder in a communications system.
- c) Pixel-streaming video processing algorithms on high-resolution video.

Generating an HDL test bench to verify such a design is time consuming because the coder must simulate the model in Simulink to capture the test bench data.

A faster generated test bench alternative is the HDL Verifier™ SystemVerilog DPI test bench. The SystemVerilog DPI test bench does not require a Simulink simulation, so for large data sets it generates a test bench in a shorter time than the HDL test bench.

HDL Verifier™ SystemVerilog DPI test bench integrates with Simulink Coder™ to export a Simulink system as generated C code inside a SystemVerilog component with a Direct Programming Interface (DPI). Within the DPI-C component the stimuli is generated and applied to the C subsystem and also applied to the generated HDL code for the Simulink system. The test bench compares the output of the HDL simulation with the output of the DPI-C component to verify the HDL design.



Polyphase Filter Bank

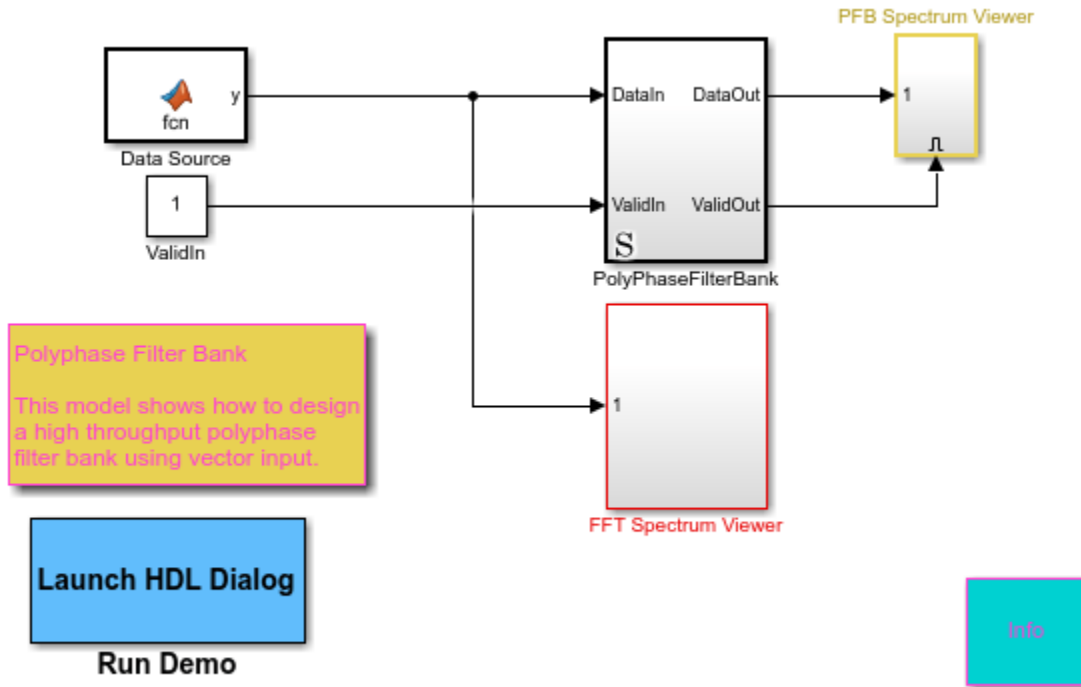
Polyphase filter bank is a widely used technique to reduce inaccuracy in FFT due to leakage and scalloping losses. Polyphase filter bank produces a flatter response as compared to a normal DFT by suppressing out-of-band signals significantly.

The model is a Polyphase Filter Bank which consists of a filter and an FFT that processes 16 samples at a time. For more information about the polyphase filter bank see “High Throughput Channelizer for FPGA” on page 11-15.

```

modelname = 'hdlcoder_DPIC_testbench';
open_system(modelname);

```



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Set up the Model

The InitFcn callback(Model Properties > Callbacks > InitFcn) sets up the model. In this example, a 512-point FFT with a four tap filter for each band is used. The dsp.Channelizer object is used to generate the coefficients.

The algorithm requires 512 filters (one filter for each band). For a vector input of 16 samples the filter implementation shares 16 filters, 32 times. The input data consists of two sine waves, 200KHz and 250 KHz.

Generate HDL Code, HDL Test Bench, and SystemVerilog DPI Test Bench

Use a temporary directory for the generated files:

```
workingdir = tempname;
```

Check the PolyPhaseFilterBank subsystem for HDL code generation compatibility:

```
checkhdl('hdlcoder_DPIC_testbench/PolyPhaseFilterBank', 'TargetDirectory', workingdir);
```

Run the following command to generate HDL code:

```
makehdl('hdlcoder_DPIC_testbench/PolyPhaseFilterBank', 'TargetDirectory', workingdir);
```

Run the following command to generate the test bench:

```
makehdltb('hdlcoder_DPIC_testbench/PolyPhaseFilterBank', 'TargetDirectory', workingdir);
```

This will generate an HDL test bench by simulating the model in Simulink and then capturing the test bench data.

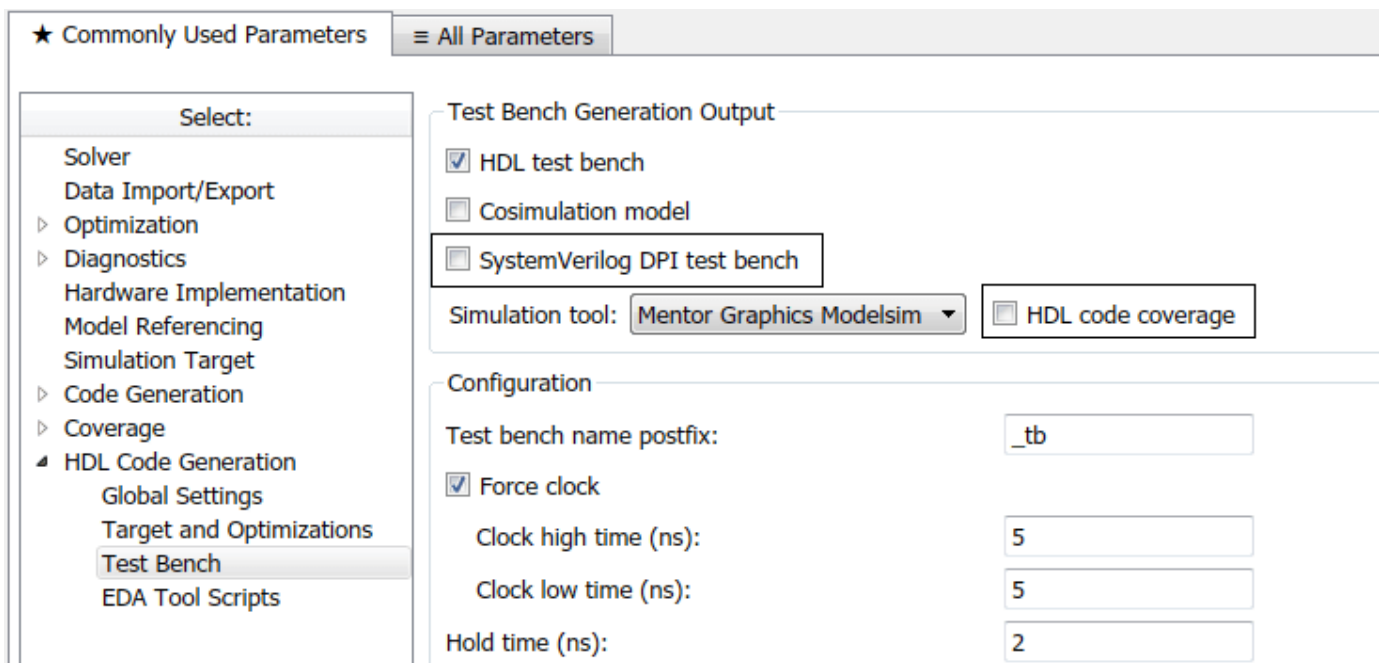
Run the following command to generate SystemVerilog DPI test bench:

```
HDL Simulator = 'ModelSim'; % Supported Simulator Options = 'ModelSim', 'Incisive', 'VCS', 'Vivado'
makehdltb('hdlcoder_DPIC_testbench/PolyPhaseFilterBank', 'TargetDirectory', workingdir, 'GenerateS
```

This command generates a SystemVerilog test bench without running a Simulink simulation. Instead of a simulation, the code exports the Simulink system as generated C code inside a SystemVerilog component. The test bench verifies the output data by comparing it with the output of the HDL design. The makehdltb function also generates simulator-specific scripts for compilation and simulation.

SystemVerilog DPI test bench can be used to verify HDL designs of both target languages - VHDL and Verilog.

Alternatively, you can set SystemVerilog DPI test bench options on the 'HDL Code Generation > Test Bench' pane in Configuration Parameters.



Generated SystemVerilog DPI Test Bench Artifacts

When you request a SystemVerilog DPI test bench, the coder generates the following artifacts:

- PolyPhaseFilterBank_dpi_tb.sv - This is the SystemVerilog test bench that verifies the HDL code.
- PolyPhaseFilterBank_dpi_tb.do - This is the macro file that Mentor Graphics ModelSim® uses to compile the HDL code and run the test bench simulation.

Based on the selected simulator, the coder generates a different file for compilation and test bench simulation. For instance, if you select 'Incisive', the coder generates 'PolyPhaseFilterBank_dpi_tb.sh' for compilation and simulation on Cadence Incisive®.

(Optional) Generate HDL Code Coverage Report and Database

To instrument the HDL Simulator to generate a HDL code coverage report and database, either:

a.) On the 'HDL Code Generation > Test Bench' pane, select the check box labeled 'HDL code coverage'.

b.) When you call 'makehdltb', set 'HDLCodeCoverage' to 'on'. For example:

```
makehdltb('hdlcoder_DPIC_testbench/PolyPhaseFilterBank', 'TargetDirectory', workingdir, 'GenerateS
```

The HDL code coverage artifacts are generated in the source directory after the test bench is simulated.

Generation Time Comparison of HDL Test Bench and SystemVerilog DPI Test Bench

The simulation time of the model is set in the pre-load callback (Model Properties > Callbacks > PreLoadFcn)

```
simTime = 1000;
```

The sampling frequency is $2e+6$ Hz, which means that the simulation to generate the HDL testbench collects $2e+9$ samples.

For certain applications, it takes more samples to obtain the right frequency from the polyphase filter. An increase in required simTime would also increase the time required to generate an HDL test bench.

A solution for such applications is to use the SystemVerilog DPI test bench. The generation time for the test bench remains the same no matter how many samples your test scenario requires.

You can increase the Simulation Time by changing the 'simTime' variable. For instance to generate an HDL test bench for $2e+12$ samples, set:

```
simTime = 1000000;
```

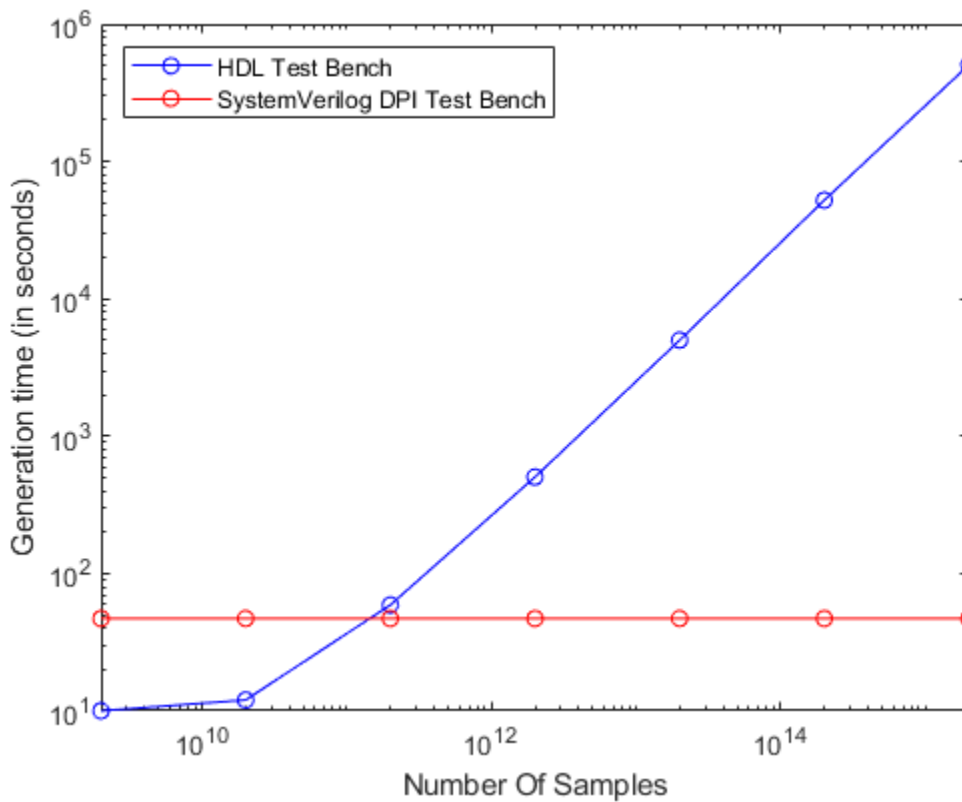
The table shows a comparison of time taken (in seconds) for generation of HDL test bench and SystemVerilog DPI test bench for increasing numbers of samples (from $2e+9$ to $2e+15$):

```
columns = {'NumberOfSamples'; 'GenerationTimeHDLTestBench'; 'GenerationTimeSystemVerilogDPITestbench'};
numSamples = [2e9; 2e10; 2e11; 2e12; 2e13; 2e14; 2e15];
HDLTBtime= [10; 12; 59; 504; 4994; 52200; 505506];
DPICBtime=[47; 47; 47; 47; 47; 47; 47];
CompareTestBenchTimes = table(numSamples, HDLTBtime, DPICBtime, 'VariableNames', columns);
disp(CompareTestBenchTimes);
```

| NumberOfSamples | GenerationTimeHDLTestBench | GenerationTimeSystemVerilogDPITestbench |
|-----------------|----------------------------|---|
| 2e+09 | 10 | 47 |
| 2e+10 | 12 | 47 |
| 2e+11 | 59 | 47 |
| 2e+12 | 504 | 47 |
| 2e+13 | 4994 | 47 |
| 2e+14 | 52200 | 47 |
| 2e+15 | 5.0551e+05 | 47 |

A log plot of generation time for both these test bench types with respect to the Number of samples, shows that while HDL test bench requires more generation time with an increase in the number of samples, generation time for the SystemVerilog DPI test bench remains constant irrespective of the number of samples.

```
loglog(numSamples,HDLTBtime,'b-o', numSamples,DPICTBtime, 'r-o' );
xlim([2e09 2e15]);
legend('HDL Test Bench','SystemVerilog DPI Test Bench','Location','northwest');
xlabel('Number Of Samples');
ylabel('Generation time (in seconds)');
close_system(modelname,0);
```



Conclusion

While HDL test bench is very efficient for a small number of samples, if your test scenario requires a large number of samples, HDL Verifier™ SystemVerilog DPI test bench provides faster test bench generation.

Pass-Through and No-Op Implementations

HDL Coder provides a pass-through or no-op implementation for some blocks. A pass-through implementation generates a wire in the HDL; a no-op implementation omits code generation for the block or subsystem. These implementations are useful in cases where you need a block for simulation, but do not need the block or subsystem in your generated HDL code.

The pass-through and no-op implementations are summarized in the following table.

| Implementation | Description |
|------------------------------|---|
| Pass-through implementations | Provides a pass-through implementation in which the block's inputs are passed directly to its outputs. HDL Coder supports the following blocks with a pass-through implementation: <ul style="list-style-type: none"> • Convert 1-D to 2-D • Reshape • Signal Conversion • Signal Specification |
| No HDL | This implementation completely removes the block from the generated code. This enables you to use the block in simulation but treat it as a “no-op” in the HDL code. This implementation is used for many blocks (such as Scopes and Assertions) that are significant in simulation but are meaningless in HDL code. |

Synchronous Subsystem Behavior with the State Control Block

| In this section... |
|--|
| “What Is a State Control Block?” on page 27-88 |
| “State Control Block Modes” on page 27-88 |
| “Synchronous Badge for Subsystems by Using Synchronous Mode” on page 27-89 |
| “Generate HDL Code with the State Control Block” on page 27-90 |
| “Enable and Reset Hardware Simulation Behavior” on page 27-92 |

What Is a State Control Block?

When you have blocks with state, and have enable or reset ports inside a subsystem, use the Synchronous mode of the State Control block to:

- Provide efficient enable and reset simulation behavior on hardware.
- Generate cleaner HDL code and use fewer resources on hardware.

You can add the State Control block to your Simulink model at any level in the model hierarchy. How you set the State Control block affects the simulation behavior of other blocks inside the subsystem that have state.

- For synchronous hardware simulation behavior, set **State control** to Synchronous.
- For default Simulink simulation behavior, set **State control** to Classic.

State Control Block Modes

| Functionality | Synchronous mode | Classic mode |
|---|--|--|
| State Control block setting | Default block setting when you add the block from the HDL Subsystems block library. | The simulation behavior is the same as a subsystem that does not use the State Control block. |
| Simulink simulation behavior <ul style="list-style-type: none"> • Initialize method: Initializes states. • Update method: Updates states. • Output method: Computes output values. | The update method only updates states. The output method computes the output values at each time step. For example, when you have enabled subsystems, the output value changes when the enable signal is low as it processes new input values. The output value matches the output from Classic mode when enable signal becomes high. | The update method updates states and computes the output values. For example, when you have enabled subsystems, the output value is held steady when the enable signal is low and changes only when the enable signal becomes high. |
| HDL simulation behavior | More efficient on hardware. | Less efficient on hardware. |

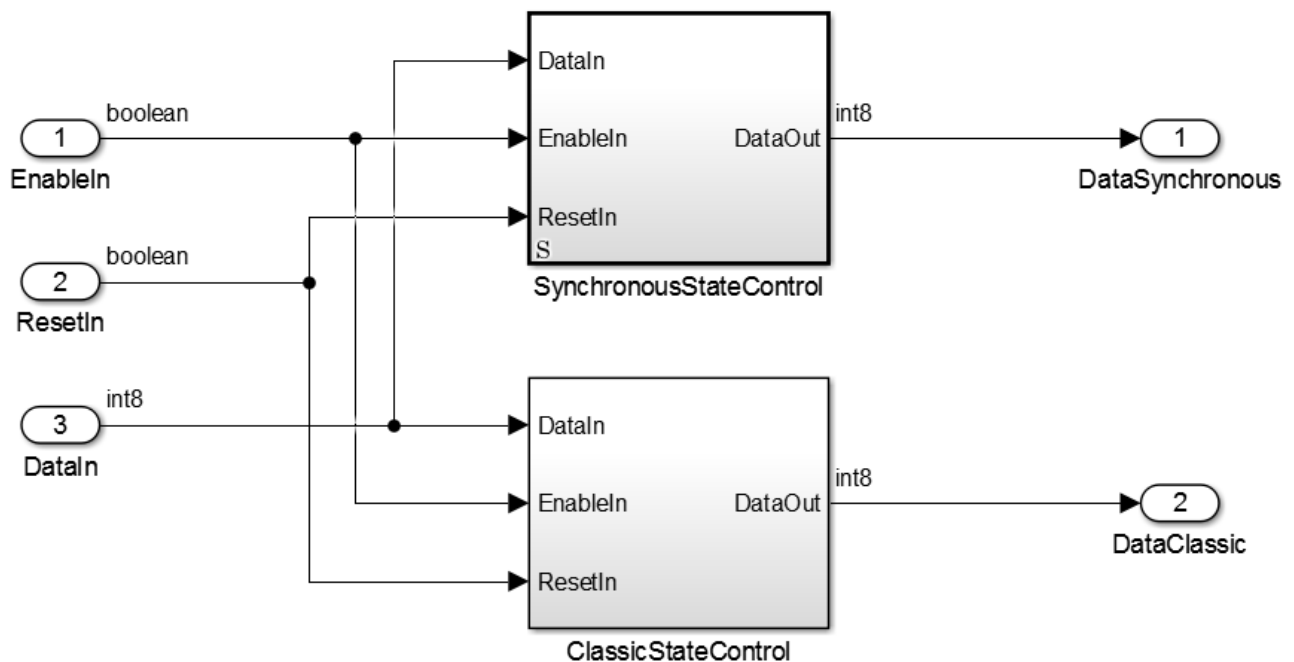
| Functionality | Synchronous mode | Classic mode |
|------------------------------|---|--|
| HDL code generation behavior | Generated HDL code is cleaner and uses fewer resources on hardware. For example, when you have enabled subsystems, HDL Coder does not generate bypass registers for each state update and uses fewer hardware resources. | Generated HDL code is not as clean and uses more hardware resources. For example, when you have enabled subsystems, HDL Coder generates bypass registers for each state update and uses more resources. |

To learn more about when you can use the State Control block, see [State Control](#).

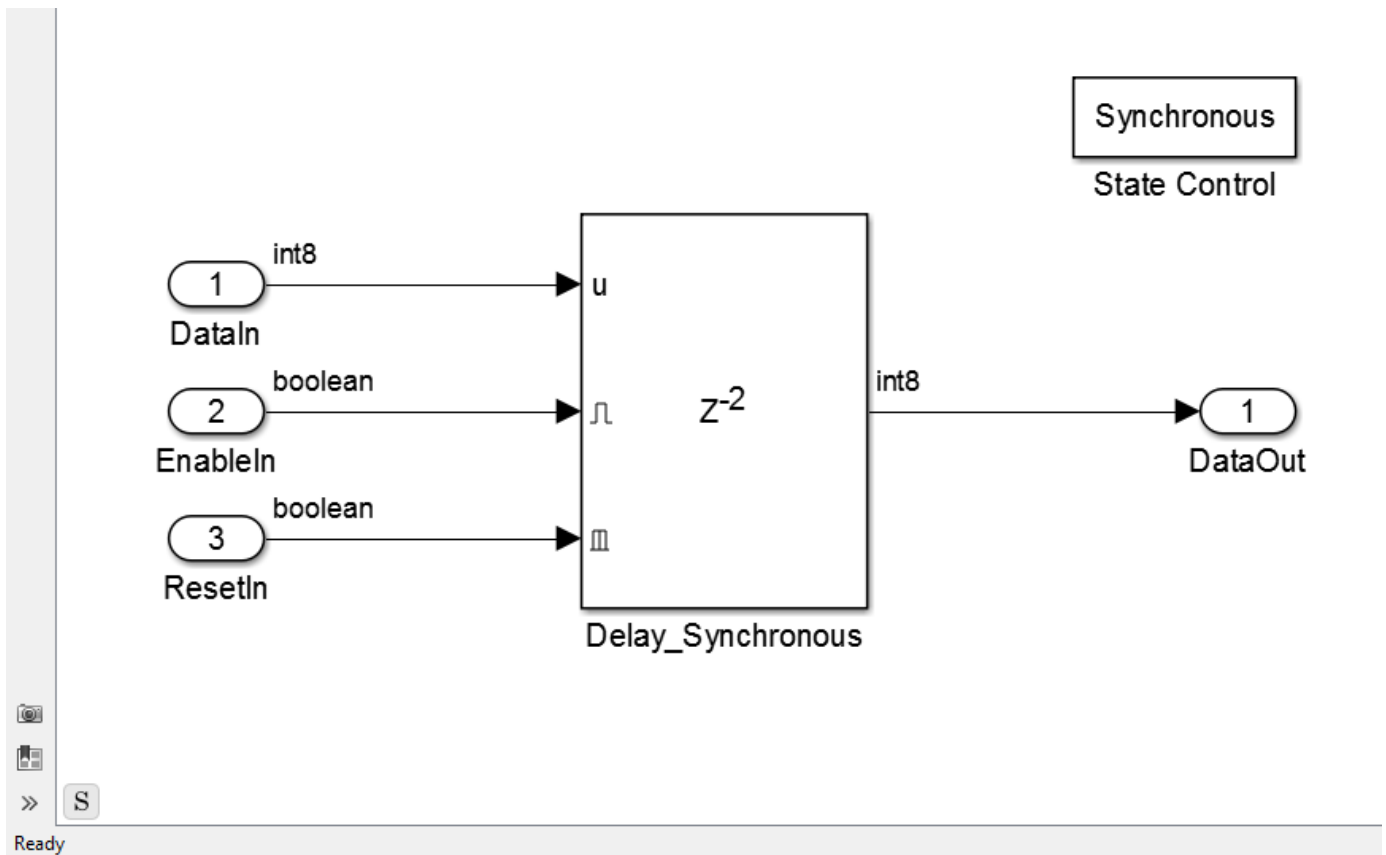
Synchronous Badge for Subsystems by Using Synchronous Mode

To see if a subsystem in your Simulink model uses synchronous semantics:

- A symbol **S** is displayed on the subsystem to indicate synchronous behavior.



- If you double-click the **SynchronousStateControl** subsystem, a badge **S** is displayed in the Simulink editor to indicate that blocks inside the subsystem are using synchronous hardware semantics.



The **SynchronousStateControl** and **ClassicStateControl** subsystems use a Delay block with an external reset and an enable port in Synchronous and Classic modes respectively.

Generate HDL Code with the State Control Block

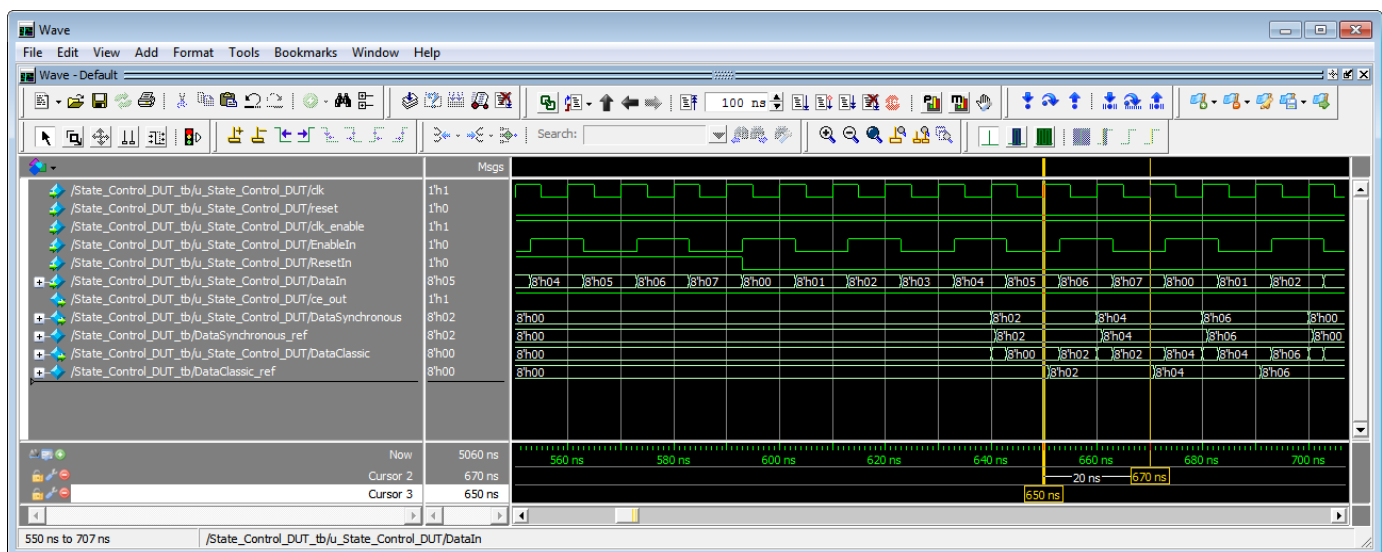
The following table shows a comparison of the HDL code generated from the Delay block for Classic and Synchronous modes of the State Control block.

| Functionality | Synchronous mode | Classic mode |
|--|---|---|
| <p>HDL code generation. Settings applied:</p> <ul style="list-style-type: none"> • Language: Verilog • Reset type: Synchronous | <pre> `timescale 1 ns / 1 ns module SynchronousStateControl (clk, reset, enb, DataIn, EnableIn, ResetIn, DataOut); input clk; input reset; input enb; input signed [7:0] DataIn; // int8 input EnableIn; input ResetIn; output signed [7:0] DataOut; // int8 reg signed [7:0] Delay_Synchronous_reg [0:1]; wire signed [7:0] Delay_Synchronous_reg_next [0:1]; wire signed [7:0] Delay_Synchronous_out1; always @(posedge clk) begin : Delay_Synchronous_process if (reset == 1'b1 ResetIn == 1'b1) begin Delay_Synchronous_reg[0] <= 8'sb00000000; Delay_Synchronous_reg[1] <= 8'sb00000000; end else begin if (enb && EnableIn) begin Delay_Synchronous_reg[0] <= Delay_Synchronous_reg_next[0]; Delay_Synchronous_reg[1] <= Delay_Synchronous_reg_next[1]; end end end assign Delay_Synchronous_out1 = Delay_Synchronous_reg[1]; assign Delay_Synchronous_reg_next[0] = DataIn; end assign Delay_Synchronous_reg_next[1] = Delay_Synchronous_reg[0]; assign DataOut = Delay_Synchronous_out1; endmodule // SynchronousStateControl </pre> <ul style="list-style-type: none"> • Generated HDL code is cleaner and requires fewer hardware resources as HDL Coder does not generate bypass registers. • The update method only updates the states. | <pre> `timescale 1 ns / 1 ns module ClassicStateControl (clk, reset, enb, DataIn, EnableIn, ResetIn, DataOut); input clk; input reset; input enb; input signed [7:0] DataIn; // int8 input EnableIn; input ResetIn; output signed [7:0] DataOut; // int8 reg signed [7:0] Delay_Synchronous_reg [0:1]; reg signed [7:0] Delay_Synchronous_bypass; // sfix8 wire signed [7:0] Delay_Synchronous_reg_next [0:1]; wire signed [7:0] Delay_Synchronous_bypass_next; // sfix8 wire signed [7:0] Delay_Synchronous_reg_next [0:1]; wire signed [7:0] Delay_Synchronous_delay_out; // sfix8 wire signed [7:0] Delay_Synchronous_out1; // int8 always @(posedge clk) begin : Delay_Synchronous_process if (reset == 1'b1 ResetIn == 1'b1) begin Delay_Synchronous_bypass <= 8'sb00000000; Delay_Synchronous_reg[0] <= 8'sb00000000; Delay_Synchronous_reg[1] <= 8'sb00000000; end else begin if (enb && EnableIn) begin Delay_Synchronous_bypass <= Delay_Synchronous_bypass_next; Delay_Synchronous_reg[0] <= Delay_Synchronous_reg_next[0]; Delay_Synchronous_reg[1] <= Delay_Synchronous_reg_next[1]; end end assign Delay_Synchronous_delay_out = (ResetIn == 1'b1 ? Delay_Synchronous_bypass : Delay_Synchronous_reg[1]); assign Delay_Synchronous_out1 = (EnableIn == 1'b1 ? Delay_Synchronous_bypass : Delay_Synchronous_reg[1]); assign Delay_Synchronous_bypass_next = Delay_Synchronous_bypass; assign Delay_Synchronous_reg_next[0] = DataIn; assign Delay_Synchronous_reg_next[1] = Delay_Synchronous_reg[0]; assign DataOut = Delay_Synchronous_out1; endmodule // ClassicStateControl </pre> <ul style="list-style-type: none"> • Generated HDL code is less cleaner and requires more hardware |

| Functionality | Synchronous mode | Classic mode |
|---------------|------------------|---|
| | | resources as HDL Coder generates bypass registers. <ul style="list-style-type: none"> The update method updates states and computes the output values. |

Enable and Reset Hardware Simulation Behavior

Refer to the above Simulink model that shows a Delay block that uses Classic and Synchronous modes of the State Control block. The following diagram shows the ModelSim simulation behavior for the Delay block.



- When **ResetIn** signal is high, the **DataClassic** and **DataSynchronous** signals produce the same output.
- When both **ResetIn** and **EnableIn** signals are low, the **DataSynchronous** signal holds its value and changes only when the **EnableIn** signal becomes high at the next active clock edge. The **DataClassic** signal values change when the **EnableIn** signal is low as it processes new input values. The **DataClassic** signal values match the **DataSynchronous** signal values when the **EnableIn** becomes high.

For information about how to generate HDL code and simulate your design in ModelSim, see “Generate HDL Code from Simulink Model”.

See Also

State Control

Using the State Control block to generate more efficient code with HDL Coder™

This example shows how to use the State Control block to generate hardware-friendly HDL code using HDL Coder.

Introduction to the State Control block

The State Control block is a block that modifies the Simulink simulation behavior for its containing subsystem and all subsystems nested beneath it. Its purpose is to more closely model the synchronous behavior of clocked digital hardware, particularly with respect to blocks that have state and use explicit enable and reset signals.

When a State Control block is placed in a subsystem and has its parameter set to "Synchronous", the generated HDL code will be more hardware friendly. When a subsystem is in Synchronous mode it is marked with a graphic "S" in its lower left corner. A State Control block with its parameter set to "Classic" behaves identically to when there is no State Control block in the subsystem.

The simulation behavior difference between the two modes is small, but significant to generating efficient HDL code. The differences focus around the simulation behavior involving explicit reset and enable signals. For example, in Synchronous mode, the explicit block reset input has priority over the block enable input signal.

Classic mode behavior for Delay with explicit enable input port

HDL code generated by HDL Coder simulates identically to the model that it is generated from. In Classic State Control mode, the generated code for certain constructs implements sub-optimal hardware due to this requirement. For example, a Delay block with explicit enable input will generate a bypass register, comprised of a register and a multiplexer, in addition to the modeled register, to capture the Simulink Classic mode behavior.

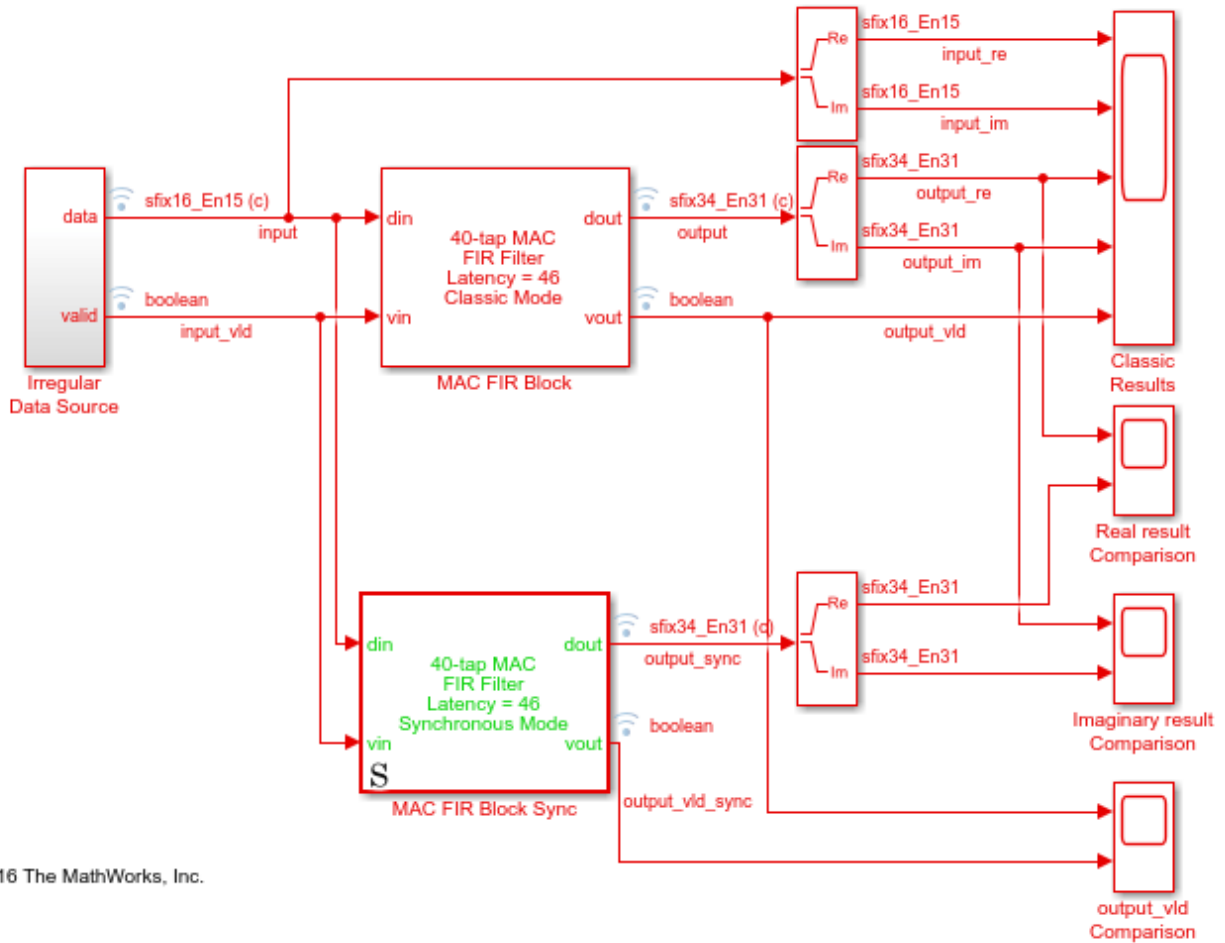
Examine the contents of Enabled_Delay.vhd to observe the additional register signals and the bypass register.

```
load_system('hdlcoder_statecontrol_model');
open_system('hdlcoder_statecontrol_model');
set_param('hdlcoder_statecontrol_model', 'SimulationCommand', 'update');
makehdl('hdlcoder_statecontrol_model/MAC FIR Block', 'TargetDirectory', 'hdlsrc_classic');

### Generating HDL for 'hdlcoder_statecontrol_model/MAC FIR Block'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_statecontrol_model')">matlab:configset.showParameterGroup('hdlcoder_statecontrol_model')</a>.
### Running HDL checks on the model 'hdlcoder_statecontrol_model'.
### Begin compilation of the model 'hdlcoder_statecontrol_model'...
### Applying HDL optimizations on the model 'hdlcoder_statecontrol_model'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_statecontrol_model'.
### Working on hdlcoder_statecontrol_model/MAC FIR Block/Coeff ROM as hdlsrc_classic\hdlcoder_statecontrol_model\MAC FIR Block\Coeff ROM.vhd
### Working on hdlcoder_statecontrol_model/MAC FIR Block/Enabled_Delay as hdlsrc_classic\hdlcoder_statecontrol_model\MAC FIR Block\Enabled_Delay.vhd
### Working on hdlcoder_statecontrol_model/MAC FIR Block/RAM delay line/circular buffer logic as hdlsrc_classic\hdlcoder_statecontrol_model\MAC FIR Block\RAM delay line\circular buffer logic.vhd
### Working on hdlcoder_statecontrol_model/MAC FIR Block/RAM delay line/SimpleDualPortRAM_generator as hdlsrc_classic\hdlcoder_statecontrol_model\MAC FIR Block\RAM delay line\SimpleDualPortRAM_generator.vhd
### Working on hdlcoder_statecontrol_model/MAC FIR Block/RAM delay line as hdlsrc_classic\hdlcoder_statecontrol_model\MAC FIR Block\RAM delay line.vhd
### Working on hdlcoder_statecontrol_model/MAC FIR Block as hdlsrc_classic\hdlcoder_statecontrol_model\MAC FIR Block.vhd
### Generating package file hdlsrc_classic\hdlcoder_statecontrol_model\MAC_FIR_Block_pkg.vhd.
### Code Generation for 'hdlcoder_statecontrol_model' completed.
```

```

### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdlcoder_statecontrol_model' complete with 0 errors, 0 warnings, and 0 message
### HDL code generation complete.
    
```



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```

type hdlsrc_classic/hdlcoder_statecontrol_model/Enabled_Delay.vhd
    
```

```

-----
--
-- File Name: hdlsrc_classic\hdlcoder_statecontrol_model\Enabled_Delay.vhd
-- Created: 2021-09-02 00:39:52
--
-- Generated by MATLAB 9.11 and HDL Coder 3.19
--
-----
--
-- Module: Enabled_Delay
-- Source Path: hdlcoder_statecontrol_model/MAC FIR Block/Enabled_Delay
-- Hierarchy Level: 1
--
    
```

```

-----
LIBRARY IEEE;
USE IEEE.std_logic_1164.ALL;
USE IEEE.numeric_std.ALL;

ENTITY Enabled_Delay IS
  PORT( clk
        : IN    std_logic;
        reset
        : IN    std_logic;
        enb
        : IN    std_logic;
        din_re
        : IN    std_logic_vector(33 DOWNTO 0); -- sfix34_En3
        din_im
        : IN    std_logic_vector(33 DOWNTO 0); -- sfix34_En3
        LocalEnable
        : IN    std_logic;
        Out1_re
        : OUT   std_logic_vector(33 DOWNTO 0); -- sfix34_En3
        Out1_im
        : OUT   std_logic_vector(33 DOWNTO 0) -- sfix34_En3
        );
END Enabled_Delay;

ARCHITECTURE rtl OF Enabled_Delay IS

  -- Signals
  SIGNAL din_re_signed
    : signed(33 DOWNTO 0); -- sfix34_En31
  SIGNAL din_im_signed
    : signed(33 DOWNTO 0); -- sfix34_En31
  SIGNAL Enabled_Delay_bypass_delay_re
    : signed(33 DOWNTO 0); -- sfix34_En31
  SIGNAL Enabled_Delay_bypass_delay_im
    : signed(33 DOWNTO 0); -- sfix34_En31
  SIGNAL Enabled_Delay_reg_re
    : signed(33 DOWNTO 0); -- sfix34_En31
  SIGNAL Enabled_Delay_reg_im
    : signed(33 DOWNTO 0); -- sfix34_En31
  SIGNAL dout_re
    : signed(33 DOWNTO 0); -- sfix34_En31
  SIGNAL dout_im
    : signed(33 DOWNTO 0); -- sfix34_En31

BEGIN
  din_re_signed <= signed(din_re);

  din_im_signed <= signed(din_im);

  Enabled_Delay_1_process : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
      Enabled_Delay_bypass_delay_re <= to_signed(0, 34);
      Enabled_Delay_bypass_delay_im <= to_signed(0, 34);
      Enabled_Delay_reg_re <= to_signed(0, 34);
      Enabled_Delay_reg_im <= to_signed(0, 34);
    ELSIF clk'EVENT AND clk = '1' THEN
      IF enb = '1' AND LocalEnable = '1' THEN
        Enabled_Delay_bypass_delay_im <= Enabled_Delay_reg_im;
        Enabled_Delay_reg_im <= din_im_signed;
        Enabled_Delay_bypass_delay_re <= Enabled_Delay_reg_re;
        Enabled_Delay_reg_re <= din_re_signed;
      END IF;
    END IF;
  END PROCESS Enabled_Delay_1_process;

  dout_re <= Enabled_Delay_reg_re WHEN LocalEnable = '1' ELSE
    Enabled_Delay_bypass_delay_re;

  dout_im <= Enabled_Delay_reg_im WHEN LocalEnable = '1' ELSE
    Enabled_Delay_bypass_delay_im;

```

```

    Out1_re <= std_logic_vector(dout_re);

    Out1_im <= std_logic_vector(dout_im);

END rtl;

```

Synchronous mode behavior for Delay with explicit enable input port

A Delay block with explicit enable in Synchronous State Control mode will generate HDL code that creates more efficient hardware. The implementation does not contain a bypass register.

Examine Enabled_Delay_Sync.vhd and note the improvement in the generated code as compared to the Classic mode output.

```
makehdl('hdlcoder_statecontrol_model/MAC FIR Block Sync', 'TargetDirectory', 'hdlsrc_sync');
```

```

### Generating HDL for 'hdlcoder_statecontrol_model/MAC FIR Block Sync'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_statecontrol_model')">matlab:configset.showParameterGroup('hdlcoder_statecontrol_model')</a>.
### Running HDL checks on the model 'hdlcoder_statecontrol_model'.
### Begin compilation of the model 'hdlcoder_statecontrol_model'...
### Applying HDL optimizations on the model 'hdlcoder_statecontrol_model'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_statecontrol_model'.
### Working on hdlcoder_statecontrol_model/MAC FIR Block Sync/Coeff ROM as hdlsrc_sync\hdlcoder_statecontrol_model\MAC_FIR_Block_Sync\Coeff_ROM.vhd.
### Working on hdlcoder_statecontrol_model/MAC FIR Block Sync/Enabled Delay Sync as hdlsrc_sync\hdlcoder_statecontrol_model\MAC_FIR_Block_Sync\Enabled_Delay_Sync.vhd.
### Working on hdlcoder_statecontrol_model/MAC FIR Block Sync/RAM delay line/circular buffer logic as hdlsrc_sync\hdlcoder_statecontrol_model\MAC_FIR_Block_Sync\RAM_Delay_Line\Circular_Buffer_Logic.vhd.
### Working on hdlcoder_statecontrol_model/MAC FIR Block Sync/RAM delay line/SimpleDualPortRAM_generator as hdlsrc_sync\hdlcoder_statecontrol_model\MAC_FIR_Block_Sync\RAM_Delay_Line\SimpleDualPortRAM_Generator.vhd.
### Working on hdlcoder_statecontrol_model/MAC FIR Block Sync/RAM delay line as hdlsrc_sync\hdlcoder_statecontrol_model\MAC_FIR_Block_Sync\RAM_Delay_Line.vhd.
### Working on hdlcoder_statecontrol_model/MAC FIR Block Sync as hdlsrc_sync\hdlcoder_statecontrol_model\MAC_FIR_Block_Sync.vhd.
### Generating package file hdlsrc_sync\hdlcoder_statecontrol_model\MAC_FIR_Block_Sync_pkg.vhd.
### Code Generation for 'hdlcoder_statecontrol_model' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb1757077_3096\hdlcoder_statecontrol_model\MAC_FIR_Block_Sync\hdlcoder_statecontrol_model_codegen_check_report.txt.
### HDL check for 'hdlcoder_statecontrol_model' complete with 0 errors, 0 warnings, and 0 messages.
### HDL code generation complete.

```

```
type hdlsrc_sync/hdlcoder_statecontrol_model/Enabled_Delay_Sync.vhd
```

```

-----
--
-- File Name: hdlsrc_sync\hdlcoder_statecontrol_model\Enabled_Delay_Sync.vhd
-- Created: 2021-09-02 00:40:01
--
-- Generated by MATLAB 9.11 and HDL Coder 3.19
--
-----
--
-- Module: Enabled_Delay_Sync
-- Source Path: hdlcoder_statecontrol_model/MAC FIR Block Sync/Enabled Delay Sync
-- Hierarchy Level: 1
--
-----

```



```

LIBRARY IEEE;
USE IEEE.std_logic_1164.ALL;
USE IEEE.numeric_std.ALL;

ENTITY Enabled_Delay_Sync IS
  PORT( clk
        : IN      std_logic;
        reset
        : IN      std_logic;
        enb
        : IN      std_logic;
        din_re
        : IN      std_logic_vector(33 DOWNTO 0); -- sfix34_En3
        din_im
        : IN      std_logic_vector(33 DOWNTO 0); -- sfix34_En3
        LocalEnable
        : IN      std_logic;
        Out1_re
        : OUT     std_logic_vector(33 DOWNTO 0); -- sfix34_En3
        Out1_im
        : OUT     std_logic_vector(33 DOWNTO 0) -- sfix34_En3
        );
END Enabled_Delay_Sync;

ARCHITECTURE rtl OF Enabled_Delay_Sync IS

  -- Signals
  SIGNAL din_re_signed
    : signed(33 DOWNTO 0); -- sfix34_En31
  SIGNAL din_im_signed
    : signed(33 DOWNTO 0); -- sfix34_En31
  SIGNAL dout_re
    : signed(33 DOWNTO 0); -- sfix34_En31
  SIGNAL dout_im
    : signed(33 DOWNTO 0); -- sfix34_En31

BEGIN
  din_re_signed <= signed(din_re);

  din_im_signed <= signed(din_im);

  Enabled_Delay_process : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
      dout_re <= to_signed(0, 34);
      dout_im <= to_signed(0, 34);
    ELSIF clk'EVENT AND clk = '1' THEN
      IF enb = '1' AND LocalEnable = '1' THEN
        dout_re <= din_re_signed;
        dout_im <= din_im_signed;
      END IF;
    END IF;
  END PROCESS Enabled_Delay_process;

  Out1_re <= std_logic_vector(dout_re);

  Out1_im <= std_logic_vector(dout_im);

END rtl;

```

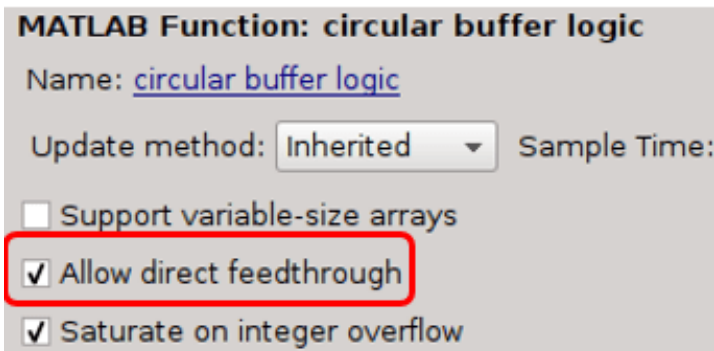
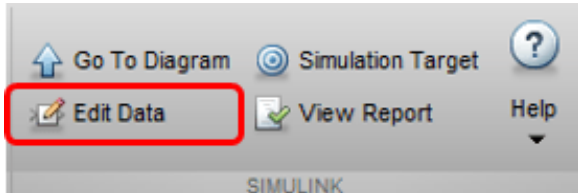
Enabled Subsystems

When a model has an Enabled subsystem in Synchronous mode, the code generated for it will also be improved. A Synchronous mode Enabled subsystem will no longer generate bypass registers on the subsystem outputs. In addition, any registers inside the Enabled subsystem that have explicit enable inputs will also show the same improvements as discussed previously.

MATLAB Function Blocks and Synchronous Mode

MATLAB Function Blocks require more precise configuration in order to be used in Synchronous mode. If the block contains a direct combinatorial path from block input to output, an additional setting must be enabled on the block.

The Edit data menu pick on the MATLAB toolstrip opens the MATLAB Function block Ports and Data Manager. Each block containing a combinatorial output path must be marked as allowing direct feedthrough.



This setting allows code to be generated in Synchronous mode from a MATLAB Function block, when that block has both combinatorial and sequential paths in its code.

```
open_system('hdlcoder_statecontrol_model/MAC FIR Block Sync/RAM delay line')
open_system('hdlcoder_statecontrol_model/MAC FIR Block Sync/RAM delay line/circular buffer logic')
```

For additional information

To learn more about the State Control block, please refer to the block documentation.

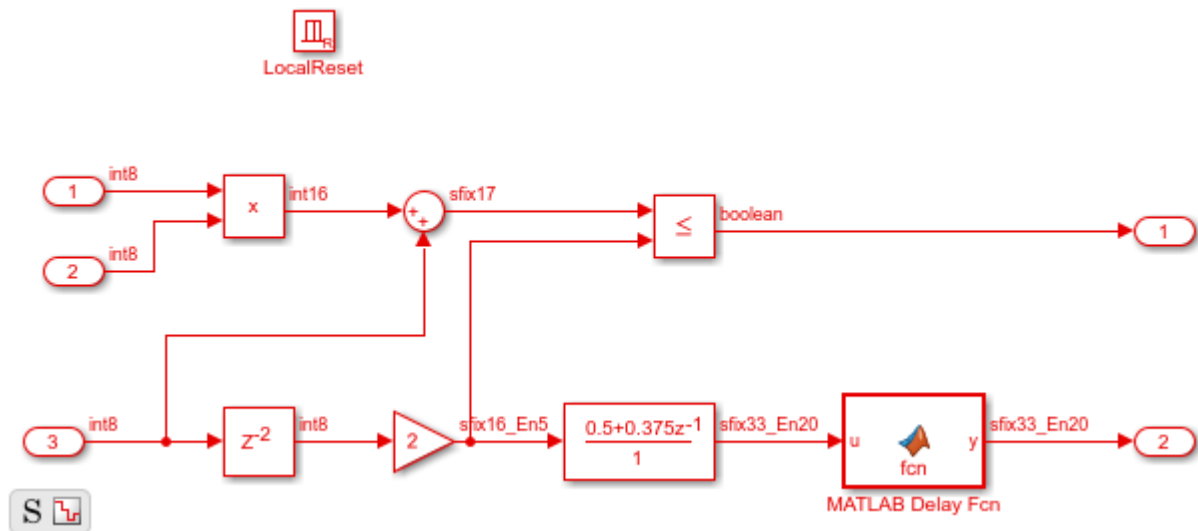
Resettable Subsystem Support in HDL Coder™

This example shows how to use Resettable Subsystems in HDL Coder.

Introduction to Resettable Subsystems

A Resettable Subsystem is a subsystem that will reset all states within the subsystem hierarchy based on a boolean control signal. It does this without requiring wiring the reset signal to each stateful block in Simulink. This feature allows resetting blocks such as the MATLAB Function Block, which does not have an available reset port. For support in HDL Coder, a Resettable Subsystem is supported only within a Synchronous **StateControl** region.

```
load_system('hdlcoder_resettable_subsystem');
open_system('hdlcoder_resettable_subsystem/DUT/Resettable Subsystem');
set_param('hdlcoder_resettable_subsystem', 'SimulationCommand', 'update');
```



The Reset Block

A Resettable Subsystem looks similar to an Enabled Subsystem or any other Simulink conditionally executed subsystem in that it has a specialized Reset Port block inside it. This control port block has several trigger types available. HDL Coder supports the "level hold" trigger type.

```
open_system('hdlcoder_resettable_subsystem/DUT/Resettable Subsystem/LocalReset');
```

Resettable Subsystem Effects on Generated HDL code

Resettable Subsystems allow resetting the state of all blocks with state inside the subsystem to their initial value. In the generated HDL code, each design delay--a delay modeled explicitly in Simulink--will have a reset added. Hardware implementation delays such as pipeline delays are not reset. The reset signal is a synchronous signal and is entirely independent from the global reset signal.

```
close_system('hdlcoder_resettable_subsystem/DUT/Resettable Subsystem/LocalReset');
makehdl('hdlcoder_resettable_subsystem/DUT');
type hdlsrc/hdlcoder_resettable_subsystem/DUT.vhd
```

```
### Generating HDL for 'hdlcoder_resettable_subsystem/DUT'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoder_resettable_subsystem/DUT')">hdlcoder_resettable_subsystem/DUT</a>
```

```

### Running HDL checks on the model 'hdlcoder_resetable_subsystem'.
### Begin compilation of the model 'hdlcoder_resetable_subsystem'...
### Applying HDL optimizations on the model 'hdlcoder_resetable_subsystem'...
### Begin model generation.
### Model generation complete.
### Begin VHDL Code Generation for 'hdlcoder_resetable_subsystem'.
### Working on hdlcoder_resetable_subsystem/DUT/Resetable Subsystem/Discrete FIR Filter as hdl...
### Working on hdlcoder_resetable_subsystem/DUT/Resetable Subsystem/MATLAB Delay Fcn as hdlsrc\
### Working on hdlcoder_resetable_subsystem/DUT/Resetable Subsystem as hdlsrc\hdlcoder_resettabl
### Working on hdlcoder_resetable_subsystem/DUT as hdlsrc\hdlcoder_resetable_subsystem\DUT.vhd
### Generating package file hdlsrc\hdlcoder_resetable_subsystem\DUT_pkg.vhd.
### Code Generation for 'hdlcoder_resetable_subsystem' completed.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...
### HDL check for 'hdlcoder_resetable_subsystem' complete with 0 errors, 0 warnings, and 0 messa
### HDL code generation complete.

```

```

-- -----
--
-- File Name: hdlsrc\hdlcoder_resetable_subsystem\DUT.vhd
-- Created: 2021-09-02 00:32:33
--
-- Generated by MATLAB 9.11 and HDL Coder 3.19
--
--
-- -----
-- Rate and Clocking Details
-- -----
-- Model base rate: 1
-- Target subsystem base rate: 1
--
--
-- Clock Enable Sample Time
-- -----
-- ce_out      1
-- -----
--
-- Output Signal          Clock Enable Sample Time
-- -----
-- Out1                  ce_out      1
-- Out2                  ce_out      1
-- -----
--
-- -----
--
-- Module: DUT
-- Source Path: hdlcoder_resetable_subsystem/DUT
-- Hierarchy Level: 0
--
-- -----
LIBRARY IEEE;
USE IEEE.std_logic_1164.ALL;
USE IEEE.numeric_std.ALL;

ENTITY DUT IS

```

```

PORT( clk                : IN    std_logic;
      reset              : IN    std_logic;
      clk_enable         : IN    std_logic;
      LocalReset         : IN    std_logic;
      In2                : IN    std_logic_vector(7 DOWNTO 0); -- int8
      In3                : IN    std_logic_vector(7 DOWNTO 0); -- int8
      In4                : IN    std_logic_vector(7 DOWNTO 0); -- int8
      ce_out             : OUT   std_logic;
      Out1               : OUT   std_logic;
      Out2               : OUT   std_logic_vector(32 DOWNTO 0) -- sfix33_En20
    );
END DUT;

ARCHITECTURE rtl OF DUT IS

  -- Component Declarations
  COMPONENT Resettable_Subsystem
    PORT( clk                : IN    std_logic;
          reset              : IN    std_logic;
          enb                : IN    std_logic;
          In1                : IN    std_logic_vector(7 DOWNTO 0); -- int8
          In2                : IN    std_logic_vector(7 DOWNTO 0); -- int8
          In3                : IN    std_logic_vector(7 DOWNTO 0); -- int8
          LocalReset         : IN    std_logic;
          Out1               : OUT   std_logic;
          Out2               : OUT   std_logic_vector(32 DOWNTO 0) -- sfix33_En20
        );
  END COMPONENT;

  -- Component Configuration Statements
  FOR ALL : Resettable_Subsystem
    USE ENTITY work.Resettable_Subsystem(rtl);

  -- Signals
  SIGNAL Resettable_Subsystem_out1 : std_logic;
  SIGNAL Resettable_Subsystem_out2 : std_logic_vector(32 DOWNTO 0); -- ufix33

BEGIN
  u_Resettable_Subsystem : Resettable_Subsystem
    PORT MAP( clk => clk,
              reset => reset,
              enb => clk_enable,
              In1 => In2, -- int8
              In2 => In3, -- int8
              In3 => In4, -- int8
              LocalReset => LocalReset,
              Out1 => Resettable_Subsystem_out1,
              Out2 => Resettable_Subsystem_out2 -- sfix33_En20
            );

  ce_out <= clk_enable;

  Out1 <= Resettable_Subsystem_out1;

  Out2 <= Resettable_Subsystem_out2;

```

```
END rtl;
```

The MATLAB Function Block does not have support for an explicit reset port. When placed in a Resettable Subsystem, HDL Coder will generate a synchronous external reset signal to control the resetting of persistent variables inside the function.

```
function y = fcn(u)
persistent state;
if isempty(state)
    state = fi(0, 1, 33, 20);
end
y = state;
state = u;
end
```

type `hdlsrc/hdlcoder_resetable_subsystem/MATLAB_Delay_Fcn.vhd`

```
-----
--
-- File Name: hdlsrc\hdlcoder_resetable_subsystem\MATLAB_Delay_Fcn.vhd
-- Created: 2021-09-02 00:32:33
--
-- Generated by MATLAB 9.11 and HDL Coder 3.19
--
-----

--
-- Module: MATLAB_Delay_Fcn
-- Source Path: hdlcoder_resetable_subsystem/DUT/Resettable Subsystem/MATLAB Delay Fcn
-- Hierarchy Level: 2
--
-----
LIBRARY IEEE;
USE IEEE.std_logic_1164.ALL;
USE IEEE.numeric_std.ALL;

ENTITY MATLAB_Delay_Fcn IS
    PORT( clk           : IN    std_logic;
          reset         : IN    std_logic;
          enb           : IN    std_logic;
          u              : IN    std_logic_vector(32 DOWNTO 0); -- sfix33_En20
          LocalReset    : IN    std_logic;
          y              : OUT   std_logic_vector(32 DOWNTO 0) -- sfix33_En20
        );
END MATLAB_Delay_Fcn;

ARCHITECTURE rtl OF MATLAB_Delay_Fcn IS

    -- Signals
    SIGNAL u_signed      : signed(32 DOWNTO 0); -- sfix33_En20
    SIGNAL y_tmp         : signed(32 DOWNTO 0); -- sfix33_En20
```

```
BEGIN
  u_signed <= signed(u);

  MATLAB_Delay_Fcn_1_process : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
      y_tmp <= to_signed(0, 33);
    ELSIF clk'EVENT AND clk = '1' THEN
      IF enb = '1' THEN
        IF LocalReset = '1' THEN
          y_tmp <= to_signed(0, 33);
        ELSE
          y_tmp <= u_signed;
        END IF;
      END IF;
    END IF;
  END PROCESS MATLAB_Delay_Fcn_1_process;

  y <= std_logic_vector(y_tmp);
END rtl;
```

A synchronous delay signal named "LocalDelay" has been added to the VHDL code generated for the delay implemented in the MATLAB Function block.

Stateflow HDL Code Generation Support

- “Introduction to Stateflow HDL Code Generation” on page 28-2
- “Hardware Realization of Stateflow Semantics” on page 28-6
- “Generate HDL for Mealy and Moore Finite State Machines” on page 28-7
- “Design Patterns Using Advanced Chart Features” on page 28-13
- “Initialize Persistent Variables in MATLAB Functions” on page 28-21

Introduction to Stateflow HDL Code Generation

In this section...

“Example” on page 28-2

“Chart Initialization” on page 28-2

“Tunable Parameters” on page 28-3

“Comments in Stateflow Charts” on page 28-3

“Restrictions” on page 28-3

Stateflow charts provide concise descriptions of complex system behavior by using hierarchical finite state machine (FSM) theory, flow diagram notation, and state-transition diagrams.

You use a chart to model a finite state machine or a complex control algorithm intended for realization as an ASIC or FPGA. When the model meets design requirements, you then generate HDL code (VHDL or Verilog) that implements the design embodied in the model. You can simulate and synthesize generated HDL code by using industry standard tools, and then map your system designs into FPGAs and ASICs. For more information on how to generate HDL code for finite state machines, see “Generate HDL for Mealy and Moore Finite State Machines” on page 28-7.

Generation of VHDL or Verilog code from a model containing a chart does not differ greatly from HDL code generation from other models. The HDL code generator is designed to:

- Support the largest possible subset of chart semantics consistent with HDL code. This broad subset means that you can generate HDL code from existing models without significant remodeling.
- Generate bit-true, cycle-accurate HDL code that is fully compatible with Stateflow simulation semantics.

Example

Using the `hdlcodercfir` model, the example shows how to generate HDL code for a subsystem that includes Stateflow charts.

To open the model, at the command line, enter:

```
hdlcodercfir
```

Chart Initialization

Enabling the **Execute (enter) Chart at Initialization** property executes the update chart function immediately following chart initialization. You can keep the chart property **Execute (enter) Chart at Initialization** disabled. This property can significantly alter the Stateflow Chart behavior and the generated HDL Code. “Execution of a Chart at Initialization” (Stateflow) describes the effect of this property on a Stateflow Chart.

You cannot perform arithmetic in initialization actions because reset actions cannot handle the delay of combinatorial logic.

You can select or clear **Initialize Outputs Every Time Chart Wakes Up**. If you clear it, the generated HDL code includes an additional register for the state machine output values.

Tunable Parameters

You can use a tunable parameter in a Stateflow Chart intended for HDL code generation.

For more information, see “Generate DUT Ports for Tunable Parameters” on page 10-17.

Comments in Stateflow Charts

When your Simulink model contains a Stateflow Chart that uses comments, HDL Coder generates the comments in the HDL code.

When you generate Verilog code from the model, HDL Coder displays the comments in the Stateflow Chart inline beside the corresponding Stateflow object.

Restrictions

HDL Coder does not support Stateflow blocks that contain messages for HDL code generation.

Location of Charts in the Model

A chart intended for HDL code generation must be part of a Simulink subsystem. If the chart for which you want to generate code is at the root level of your model, embed the chart in a subsystem. Connect the relevant signals to the subsystem inputs and outputs.

Data Types

The code generator supports a subset of MATLAB data types in charts that include:

- Signed and unsigned integer
- Fixed point
- Boolean
- Enumeration

Note Except for data types assigned to ports, multidimensional arrays of these types are supported. Port data types must be either scalar or vector.

If you use single and double data types, HDL Coder generates real data types in the HDL code. You can simulate and verify the code by using third-party simulators such as ModelSim.

Real types are not synthesizable on the target FPGA device. The code generator does not support generation of HDL code for the Stateflow Chart in **Native Floating Point** mode. To generate synthesizable HDL code when you use floating-point data types, develop an algorithm by using MATLAB Function on page 10-108 blocks or other “Simulink Blocks Supported with Native Floating-Point” on page 10-122.

Imported Code

A chart intended for HDL code generation must be entirely self-contained. These restrictions apply:

- Do not call MATLAB functions other than `min` or `max`.

- Do not use MATLAB System objects in a Chart block.
- Do not use MATLAB workspace data.
- Do not call C math functions. HDL does not have a counterpart to the C math library.
- If the **Enable C-bit operations** property is disabled, do not use the exponentiation operator (^). The exponentiation operator is implemented with the C Math Library function `pow`.
- Do not include custom code. Information entered on the **Simulation Target > Custom Code** pane in the Configuration Parameters dialog box is ignored.
- Do not share data (through Data Store Memory blocks) between charts. HDL Coder does not map such global data to HDL because HDL does not support global data.

Vector of Tunable Parameters

Vector of Tunable Parameters as data types for Chart blocks is not supported.

Input and Output Events

HDL Coder supports the use of input and output events with Stateflow charts, subject to these constraints:

- You can define and use only one input event per Stateflow chart. There is no restriction on the number of output events that you can use.
- The coder does not support HDL code generation for charts that have a single input event, and which also have nonzero initial values on the chart's output ports.
- All input and output events must be edge-triggered.

For detailed information on input and output events, see “Activate a Stateflow Chart by Sending Input Events” (Stateflow) and “Activate a Simulink Block by Sending Output Events” (Stateflow).

Messages

Stateflow messages are not supported for HDL code generation.

Loops

Other than `for` loops, do not explicitly use loops in a chart intended for HDL code generation. Observe the following restrictions on `for` loops:

- The data type of the loop counter variable must be `int32`.
- HDL Coder supports only constant-bounded loops.

The `for` loop example, `sf_for`, shows a design pattern for a `for` loop that uses a graphical function.

Additional Restrictions

HDL Coder imposes additional restrictions on the use of classic chart features. These limitations exist because HDL does not support some features of general-purpose sequential programming languages.

- Do not define local events in a chart from which HDL code is generated.

Do not use these implicit events:

- `enter`

- `exit`
- `change`

You can use these implicit events:

- `wakeup`
- `tick`

If the base events are limited to these types of implicit events, you can use temporal logic.

- Do not use recursion through graphical functions. HDL Coder does not support recursion.
- Avoid unstructured code. Although charts allow unstructured code through transition flow diagrams and graphical functions, this usage results in `goto` statements and multiple function return statements. HDL does not support either `goto` statements or multiple function return statements. Therefore, do not use unstructured flow diagrams.
- If you have not selected the **Initialize Outputs Every Time Chart Wakes Up** chart option, do not read from output ports.
- Do not use Data Store Memory objects.
- Do not use pointer (&) or indirection (*) operators. See “Pointer and Address Operations” (Stateflow).
- If a chart gets a run-time overflow error during simulation, it is possible to disable data range error checking and generate HDL code for the chart. In such cases, some results obtained from the generated HDL code might not be bit-true to results from the simulation. The recommended practice is to enable overflow checking and eliminate overflow conditions from the model during simulation.

See Also

State Transition Table | Truth Table | Sequence Viewer

Related Examples

- “Generate HDL for Mealy and Moore Finite State Machines” on page 28-7
- “Design Patterns Using Advanced Chart Features” on page 28-13

More About

- “Hardware Realization of Stateflow Semantics” on page 28-6

Hardware Realization of Stateflow Semantics

A mapping from Stateflow semantics to an HDL implementation has the following requirements:

- **Requirement 1:** Hardware designs require separability of output and state update functions.
- **Requirement 2:** HDL is a concurrent language. To achieve the goal of bit-true simulation, execution must be in order.

To meet Requirement 1, an FSM is coded in HDL as two concurrent blocks that execute under different conditions. One block evaluates the transition conditions, computes outputs and computes the next state variables. The other block updates the current state variables from the available next state and performs the actual state transitions. This second block is activated only on the trigger edge of the clock signal, or an asynchronous reset signal.

Stateflow sequential semantics map to HDL sequential statements, and local chart variables in function scope map to VHDL variables in process scope. In VHDL, variable assignment is sequential. Therefore, statements in a Stateflow function that uses local variables can map to statements in a VHDL process that uses corresponding variables. The VHDL assignments execute in the same order as the assignments in the Stateflow function.

See Also

[State Transition Table](#) | [Truth Table](#) | [Sequence Viewer](#)

Related Examples

- “Generate HDL for Mealy and Moore Finite State Machines” on page 28-7
- “Design Patterns Using Advanced Chart Features” on page 28-13

More About

- “Introduction to Stateflow HDL Code Generation” on page 28-2

Generate HDL for Mealy and Moore Finite State Machines

In this section...

“Generate HDL Code for Moore Finite State Machine” on page 28-7

“Generate HDL for Mealy Finite State Machine” on page 28-8

“Initialize Outputs Every Time Chart Wakes Up” on page 28-10

Stateflow charts support modeling of three types of state machines:

- Classic (default)
- Mealy
- Moore

For HDL code generation, use Mealy or Moore type state machines. Mealy and Moore state machines differ in these ways.

- The output of a Mealy state machine is a function of the current state and inputs.
- The output of a Moore state machine is a function of the current state only.

The principal advantages of using Mealy or Moore charts as an alternative to Classic charts are:

- Moore charts can generate more efficient code than Classic charts.
- At compile time, Mealy and Moore charts are validated for conformance to their formal definitions and semantic rules, and violations are reported.

To learn more about HDL code generation guidelines for charts, see the Chart block.

Open the `hdlcoder_fsm_mealy_moore` model for an example that shows how to model Mealy and Moore charts.

Generate HDL Code for Moore Finite State Machine

When generating HDL code for a chart that models a Moore state machine, these conditions apply.

- The chart must meet the general code generation requirements as described in the Chart block.
- Actions must occur in states only. These actions must be unlabeled.

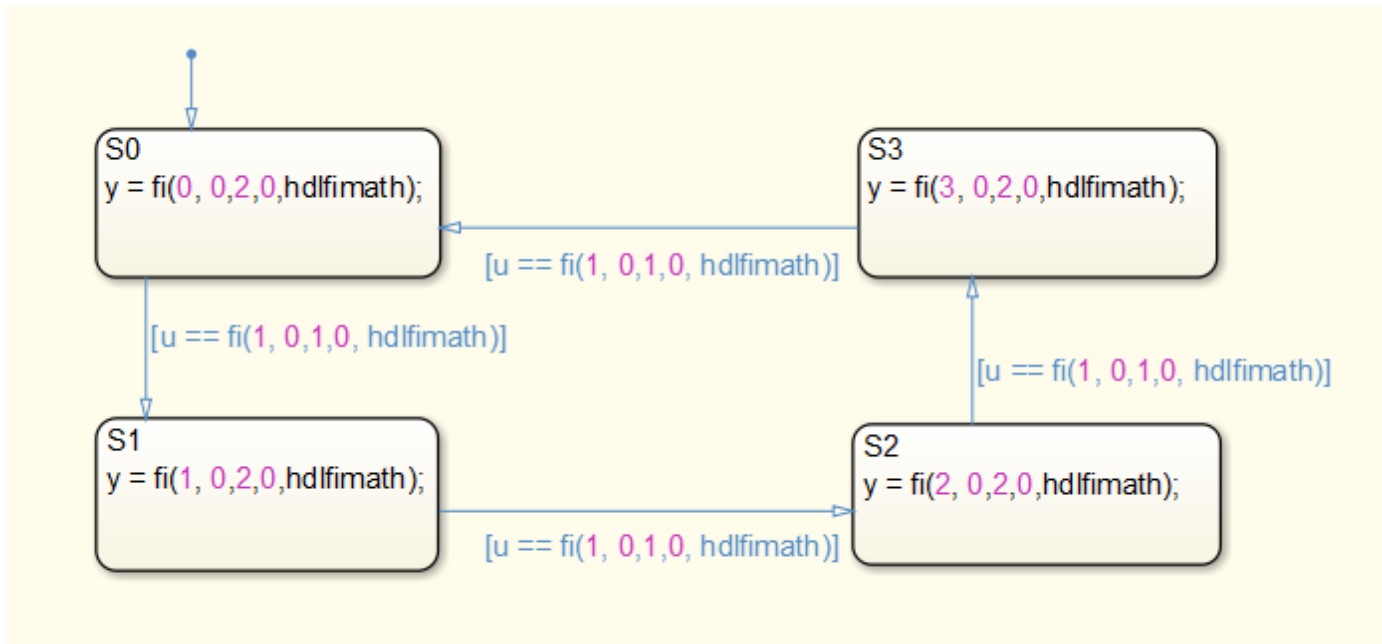
Moore actions must be associated with states, because the output computation is dependent only on states, not input. The configuration of active states at time step t determines the output. If state S is active when a chart wakes up at time t , then state S contributes to the output whether or not the state remains active into time $t+1$.

- Do not call Simulink functions.

This restriction prevents the output from depending on the input in ways that are difficult for the HDL code generator to verify.

- If you disable the **Initialize Outputs Every Time Chart Wakes Up** parameter, the generated HDL code includes additional registers of the state machine output values.

This figure shows a Stateflow chart of a Moore state machine that uses MATLAB as the action language.



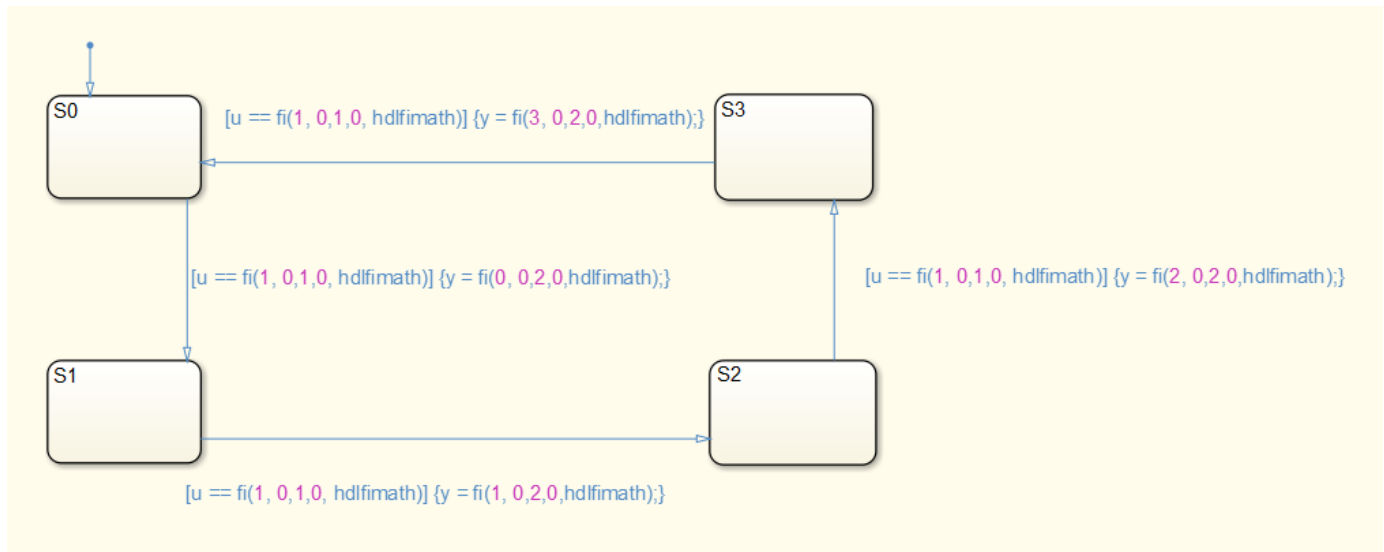
Generate HDL for Mealy Finite State Machine

When generating HDL code for a chart that models a Mealy state machine, these conditions apply.

- The chart must meet the general code generation requirements as described in the Chart block.
- Actions must be associated with inner and outer transitions only.
- If you disable the **Initialize Outputs Every Time Chart Wakes Up** parameter, the generated HDL code includes additional registers of the state machine output values.

Mealy actions are associated with transitions. In Mealy machines, the output computation is driven by a change of input values. The dependence of the output on the input is the fundamental distinguishing factor between the formal definitions of Mealy and Moore machines. The requirement that actions result from transitions is to some degree stylistic, rather than required, to enforce Mealy semantics. Because transition conditions are primarily input conditions in any machine type, the output computation ultimately follows input conditions in either type.

This figure shows an example of a chart that models a Mealy state machine using MATLAB as the action language.



This code is the Verilog code generated for the Mealy chart.

```

always @(posedge clk or posedge reset)
begin : Mealy_Chart_1_process
  if (reset == 1'b1) begin
    is_Mealy_Chart <= is_Mealy_Chart_IN_S0;
  end
  else begin
    if (enb) begin
      is_Mealy_Chart <= is_Mealy_Chart_next;
    end
  end
end

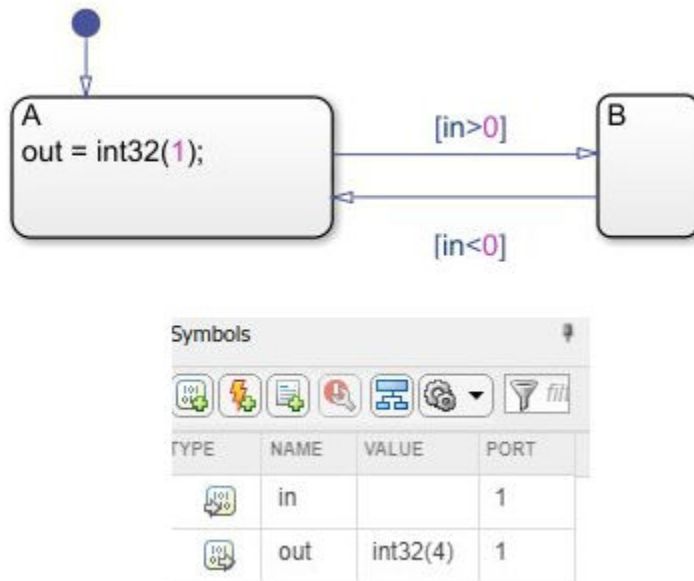
always @(is_Mealy_Chart, u) begin
  is_Mealy_Chart_next = is_Mealy_Chart;
  y_1 = 2'b00;
  case ( is_Mealy_Chart)
  is_Mealy_Chart_IN_S0 :
    begin
      if (u == 8'sb00000001) begin
        y_1 = 2'b00;
        is_Mealy_Chart_next = is_Mealy_Chart_IN_S1;
      end
    end
  is_Mealy_Chart_IN_S1 :
    begin
      if (u == 8'sb00000001) begin
        y_1 = 2'b01;
        is_Mealy_Chart_next = is_Mealy_Chart_IN_S2;
      end
    end
  is_Mealy_Chart_IN_S2 :
    begin
      if (u == 8'sb00000001) begin
        y_1 = 2'b10;
        is_Mealy_Chart_next = is_Mealy_Chart_IN_S3;
      end
    end
  default :
    begin
      if (u == 8'sb00000001) begin
        y_1 = 2'b11;
        is_Mealy_Chart_next = is_Mealy_Chart_IN_S0;
      end
    end
  endcase
end
assign y = y_1;

```

Initialize Outputs Every Time Chart Wakes Up

Mealy and Moore charts have an option to return the output signals to their initial values when the signals are not driven by a state or transition. Select the **Initialize Outputs Every Time Chart Wakes Up** parameter to enable this behavior. If you clear this parameter, the generated HDL code includes additional registers to store the state machine output values.

This figure shows a simple Moore chart with two states and one output. The output is set to 1 in state A, and the initial value of the output is 4.



When you select the **Initialize Outputs Every Time Chart Wakes Up** parameter, the output value returns to 4 unless the state machine is in state A. State A sets the output to 1. When you clear the **Initialize Outputs Every Time Chart Wakes Up** parameter, the output value remains at 1 after the machine passes through state A, and does not return to 4.

This figure shows the Verilog code generated for this Moore chart, with **Initialize Outputs Every Time Chart Wakes Up** selected and then with it cleared.

Initialize outputs every time chart wakes up

```

always @(posedge clk or posedge reset)
begin : MooreChart_1_process
  if (reset == 1'b1) begin
    is_MooreChart <= is_MooreChart_IN_A;
  end
  else begin
    if (enb) begin
      is_MooreChart <= is_MooreChart_next;
    end
  end
end

always @(in, is_MooreChart) begin
  is_MooreChart_next = is_MooreChart;
  case ( is_MooreChart)
  is_MooreChart_IN_A :
    begin
      if (in > 32'sb00000000000000000000000000000000) begin
        is_MooreChart_next = is_MooreChart_IN_B;
      end
    end
  default :
    begin
      //case IN_B:
      if (in < 32'sb00000000000000000000000000000000) begin
        is_MooreChart_next = is_MooreChart_IN_A;
      end
    end
  endcase
end

always @(is_MooreChart) begin
  out_l = 32'sd4;
  case ( is_MooreChart)
  is_MooreChart_IN_A :
    begin
      out_l = 32'sd1;
    end
  default :
    begin
      //case IN_B:
    end
  endcase
end

```

Initialize outputs every time chart wakes up

```

always @(posedge clk or posedge reset)
begin : MooreChart_1_process
  if (reset == 1'b1) begin
    out_reg <= 32'sd4;
    is_MooreChart <= is_MooreChart_IN_A;
  end
  else begin
    if (enb) begin
      is_MooreChart <= is_MooreChart_next;
      out_reg <= out_reg_next;
    end
  end
end

always @(in, is_MooreChart) begin
  is_MooreChart_next = is_MooreChart;
  case ( is_MooreChart)
  is_MooreChart_IN_A :
    begin
      if (in > 32'sb00000000000000000000000000000000) begin
        is_MooreChart_next = is_MooreChart_IN_B;
      end
    end
  default :
    begin
      //case IN_B:
      if (in < 32'sb00000000000000000000000000000000) begin
        is_MooreChart_next = is_MooreChart_IN_A;
      end
    end
  endcase
end

always @(is_MooreChart, out_reg) begin
  out_reg_next = out_reg;
  case ( is_MooreChart)
  is_MooreChart_IN_A :
    begin
      out_reg_next = 32'sd1;
    end
  default :
    begin
      //case IN_B:
    end
  endcase
end

assign out = out_reg_next;

```

This table shows the resource usage of these two Moore machines synthesized for a Xilinx Vivado Virtex 7 device. When you clear **Initialize Outputs Every Time Chart Wakes Up**, the generated HDL code includes additional registers for the output state.

| Resource | Initialize Outputs Every Time Chart Wakes UpSelected | Initialize Outputs Every Time Chart Wakes UpCleared |
|-----------|--|---|
| LUTs | 18 | 20 |
| Registers | 1 | 3 |
| DSPs | 0 | 0 |
| Block RAM | 0 | 0 |

See Also
Chart

More About

- “Design Patterns Using Advanced Chart Features” on page 28-13
- “Introduction to Stateflow HDL Code Generation” on page 28-2
- “Hardware Realization of Stateflow Semantics” on page 28-6

Design Patterns Using Advanced Chart Features

In this section...

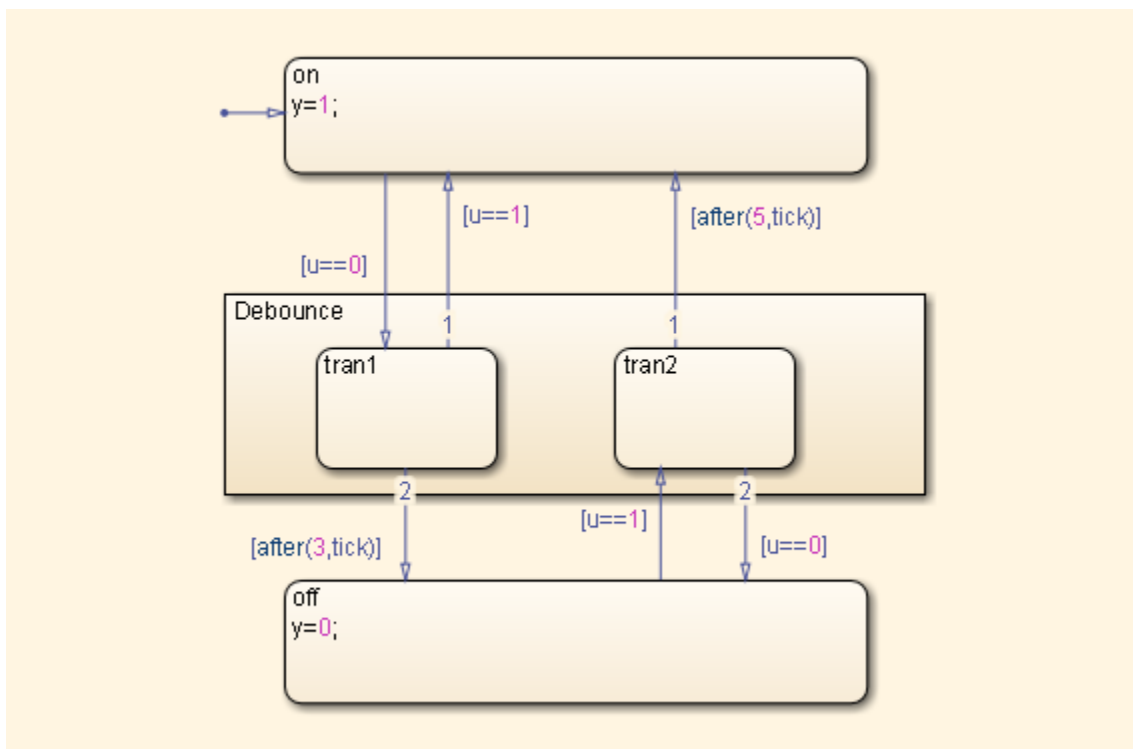
“Temporal Logic” on page 28-13
 “Graphical Function” on page 28-14
 “Hierarchy and Parallelism” on page 28-15
 “Stateless Charts” on page 28-16
 “Truth Tables” on page 28-17

Temporal Logic

Stateflow temporal logic operators (such as `after`, `before`, or `every`) are Boolean operators that operate on recurrence counts of Stateflow events. Temporal logic operators can appear only in conditions on transitions that originate from states, and in state actions. Although temporal logic does not introduce new events into a Stateflow model, it is useful to think of the change of value of a temporal logic condition as an event. You can use temporal logic operators in many cases where a counter is required. A common use case would be to use temporal logic to implement a time-out counter.

For detailed information, see “Control Chart Execution by Using Temporal Logic” (Stateflow).

The chart shown in the following figure uses temporal logic in a design for a debouncer. Instead of instantaneously switching between on and off states, the chart uses two intermediate states and temporal logic to ignore transients. The transition is committed based on a time-out.



By default, states in a Stateflow Chart are ordered alphabetically. The ordering of states in the HDL code can potentially vary if you enable active state output port generation in the HDL code. To enable this setting, open the Chart properties and select the **Create output port for monitoring** check box. See also “Simplify Stateflow Charts by Incorporating Active State Output” (Stateflow).

When you generate VHDL code, the recently added state is selected as the OTHERS state in the HDL code. The following code excerpt shows VHDL code generated from this Chart.

```
Chart_1_output : PROCESS (is_Chart, u, temporalCounter_i1, y_reg)
  VARIABLE temporalCounter_i1_temp : unsigned(7 DOWNTO 0);
  BEGIN
    temporalCounter_i1_temp := temporalCounter_i1;
    is_Chart_next <= is_Chart;
    y_reg_next <= y_reg;
    IF temporalCounter_i1 < 7 THEN
      temporalCounter_i1_temp := temporalCounter_i1 + 1;
    END IF;

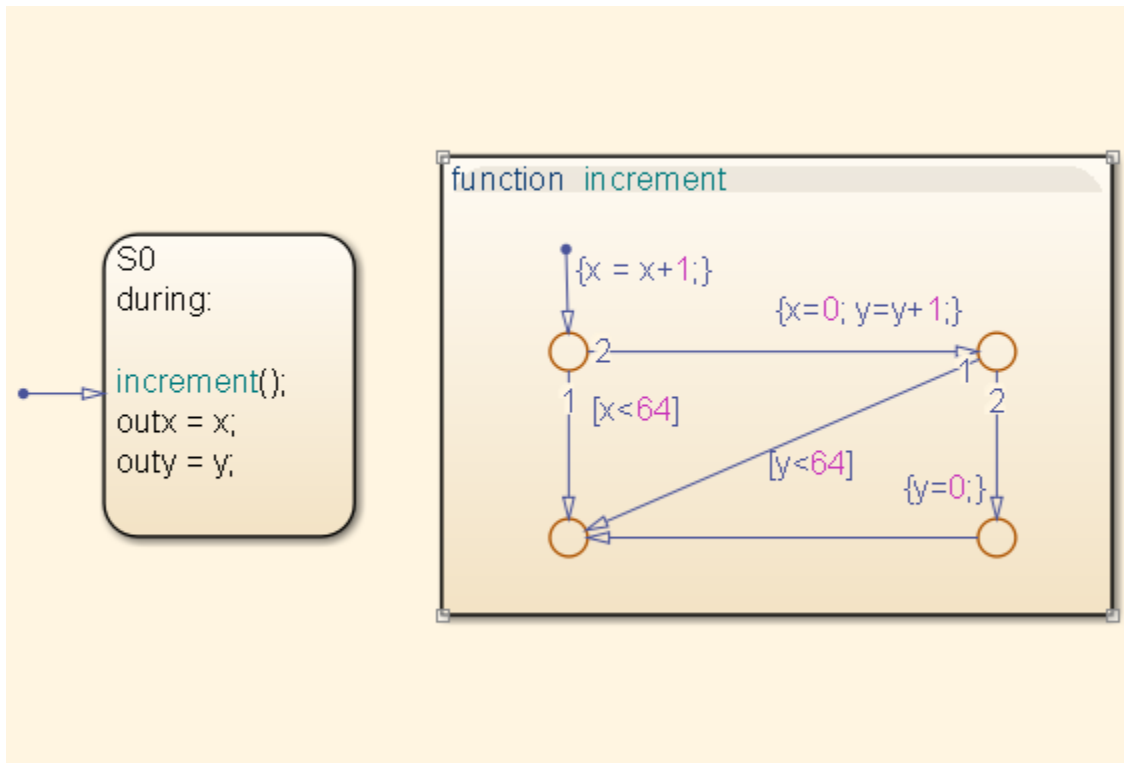
    CASE is_Chart IS
      WHEN IN_tran1 =>
        IF u = 1.0 THEN
          is_Chart_next <= IN_on;
          y_reg_next <= 1.0;
        ELSIF temporalCounter_i1_temp >= 3 THEN
          is_Chart_next <= IN_off;
          y_reg_next <= 0.0;
        END IF;
      WHEN IN_tran2 =>
        IF temporalCounter_i1_temp >= 5 THEN
          is_Chart_next <= IN_on;
          y_reg_next <= 1.0;
        ELSIF u = 0.0 THEN
          is_Chart_next <= IN_off;
          y_reg_next <= 0.0;
        END IF;
      WHEN IN_off =>
        IF u = 1.0 THEN
          is_Chart_next <= IN_tran2;
          temporalCounter_i1_temp := to_unsigned(0, 8);
        END IF;
      WHEN OTHERS =>
        IF u = 0.0 THEN
          is_Chart_next <= IN_tran1;
          temporalCounter_i1_temp := to_unsigned(0, 8);
        END IF;
    END CASE;

    temporalCounter_i1_next <= temporalCounter_i1_temp;
  END PROCESS Chart_1_output;
```

Graphical Function

A graphical function is a function defined graphically by a flow diagram. Graphical functions reside in a chart along with the diagrams that invoke them. Like MATLAB functions and C functions, graphical functions can accept arguments and return results. Graphical functions can be invoked in transition and state actions.

The following figure shows a graphical function that implements a 64-by-64 counter.



The following code excerpt shows VHDL code generated for this graphical function.

```
x64_counter_sf : PROCESS (x, y, outx_reg, outy_reg)
-- local variables
VARIABLE x_temp : unsigned(7 DOWNTO 0);
VARIABLE y_temp : unsigned(7 DOWNTO 0);
BEGIN
outx_reg_next <= outx_reg;
outy_reg_next <= outy_reg;
x_temp := x;
y_temp := y;
x_temp := tmw_to_unsigned(tmw_to_unsigned(tmw_to_unsigned(x_temp, 9), 10)
+ tmw_to_unsigned(to_unsigned(1, 9), 10), 8);

IF x_temp < to_unsigned(64, 8) THEN
NULL;
ELSE
x_temp := to_unsigned(0, 8);
y_temp := tmw_to_unsigned(tmw_to_unsigned(tmw_to_unsigned(y_temp, 9), 10)
+ tmw_to_unsigned(to_unsigned(1, 9), 10), 8);

IF y_temp < to_unsigned(64, 8) THEN
NULL;
ELSE
y_temp := to_unsigned(0, 8);
END IF;

END IF;

outx_reg_next <= x_temp;
outy_reg_next <= y_temp;
x_next <= x_temp;
y_next <= y_temp;
END PROCESS x64_counter_sf;
```

Hierarchy and Parallelism

Stateflow charts support both hierarchy (states containing other states) and parallelism (multiple states that can be active simultaneously).

In Stateflow semantics, parallelism is not synonymous with concurrency. Parallel states can be active simultaneously, but they are executed sequentially according to their execution order. (Execution order is displayed on the upper right corner of a parallel state).

For detailed information on hierarchy and parallelism, see “Hierarchy of Stateflow Objects” (Stateflow) and “Execution Order for Parallel States” (Stateflow).

For HDL code generation, an entire chart maps to a single output computation process. Within the output computation process:

- The execution of parallel states proceeds sequentially.
- Nested hierarchical states map to nested CASE statements in the generated HDL code.

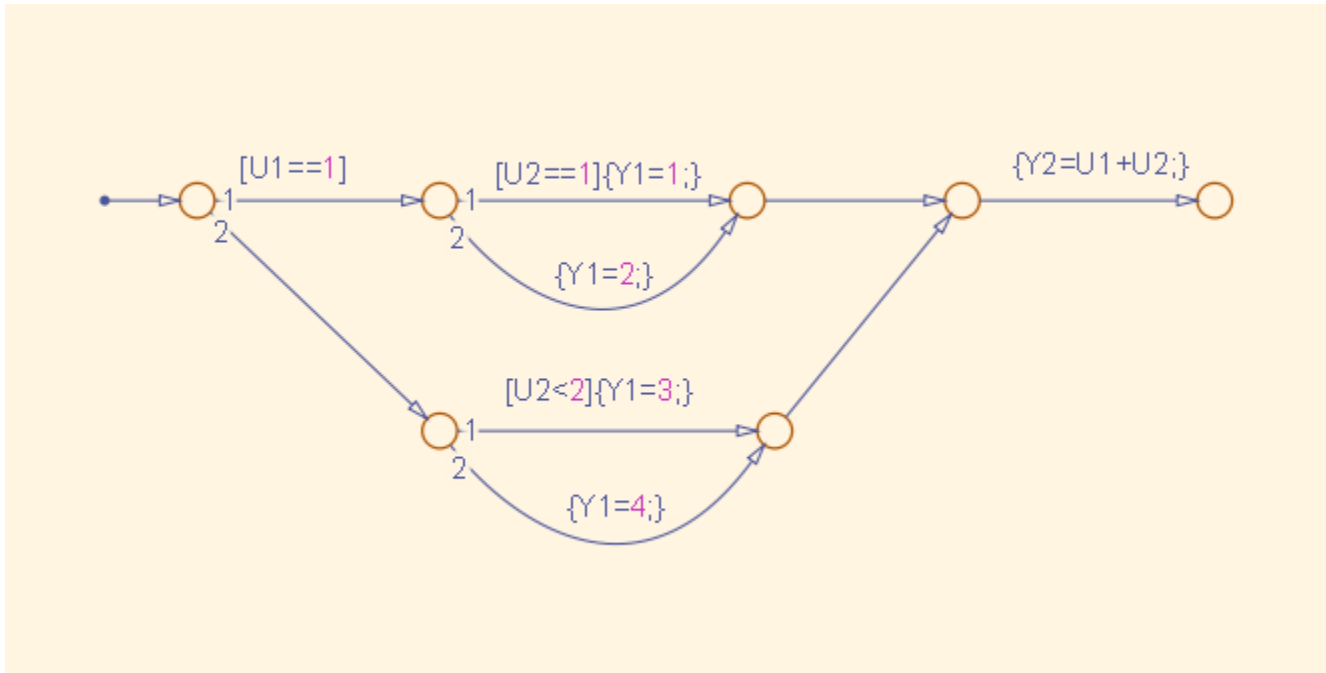
Stateless Charts

Charts consisting of pure flow diagrams (i.e., charts without states) are useful in capturing `if-then-else` constructs used in procedural languages like C.

As an example, consider the following logic, expressed in C-like pseudocode.

```
if(U1==1) {
    if(U2==1) {
        Y = 1;
    }else{
        Y = 2;
    }
}else{
    if(U2<2) {
        Y = 3;
    }else{
        Y = 4;
    }
}
```

The following figure shows the flow diagram that implements the `if-then-else` logic.



The following generated VHDL code excerpt shows the nested IF-ELSE statements obtained from the flow diagram.

```

Chart : PROCESS (Y1_reg, Y2_reg, U1, U2)
  -- local variables
  BEGIN
    Y1_reg_next <= Y1_reg;
    Y2_reg_next <= Y2_reg;

    IF unsigned(U1) = to_unsigned(1, 8) THEN
      IF unsigned(U2) = to_unsigned(1, 8) THEN
        Y1_reg_next <= to_unsigned(1, 8);
      ELSE
        Y1_reg_next <= to_unsigned(2, 8);
      END IF;

      ELSIF unsigned(U2) < to_unsigned(2, 8) THEN
        Y1_reg_next <= to_unsigned(3, 8);
      ELSE
        Y1_reg_next <= to_unsigned(4, 8);
      END IF;

      Y2_reg_next <= tmw_to_unsigned(tmw_to_unsigned(tmw_to_unsigned(unsigned(U1), 9), 10)
        + tmw_to_unsigned(tmw_to_unsigned(unsigned(U2), 9), 10), 8);
    END PROCESS Chart;

```

Truth Tables

HDL Coder supports HDL code generation for:

- Truth Table functions within a Stateflow chart
- Truth Table blocks in Simulink models

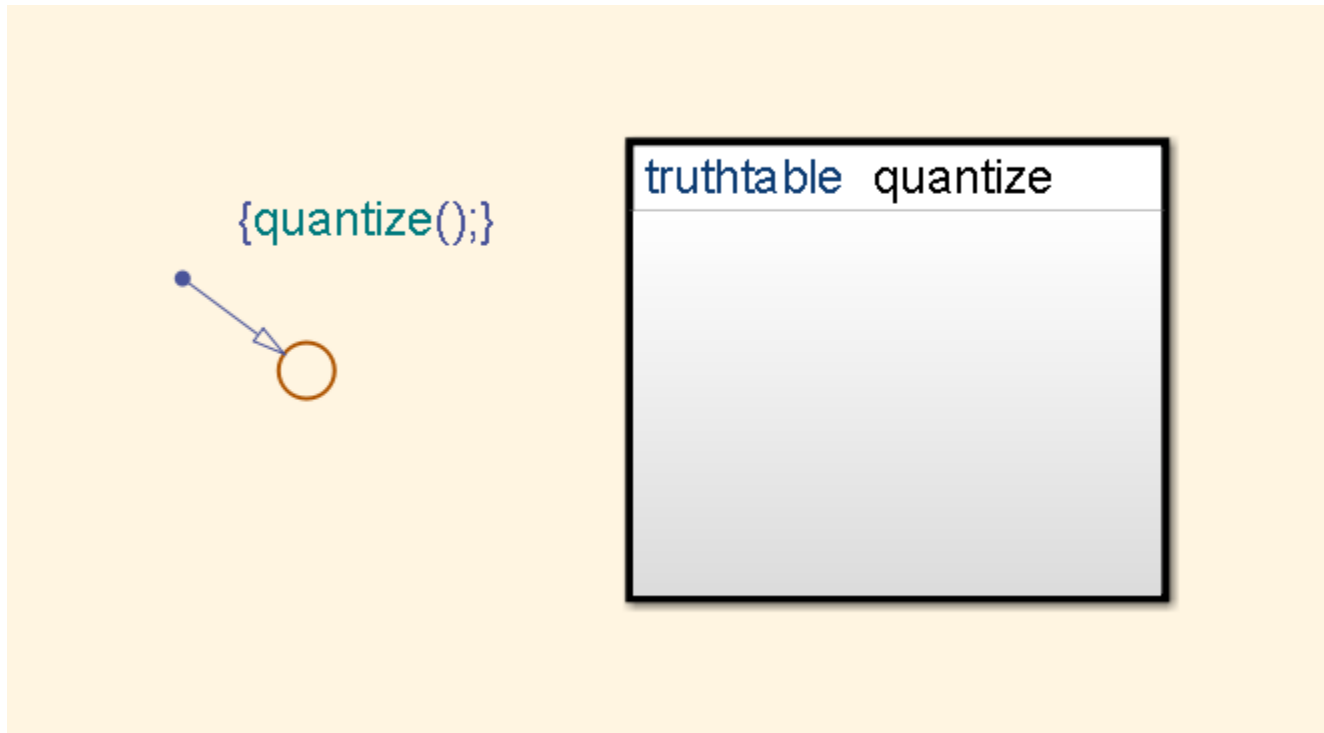
This section examines a Truth Table function in a chart, and the VHDL code generated for the chart.

Truth Tables are well-suited for implementing compact combinatorial logic. A typical application for Truth Tables is to implement nonlinear quantization or threshold logic. Consider the following logic:

Y = 1 when 0 <= U <= 10
Y = 2 when 10 < U <= 17
Y = 3 when 17 < U <= 45
Y = 4 when 45 < U <= 52
Y = 5 when 52 < U

A stateless chart with a single call to a Truth Table function can represent this logic succinctly.

The following figure shows the quantizer chart, containing the Truth Table.



The following figure shows the threshold logic, as displayed in the Truth Table Editor.

The screenshot shows the Stateflow software interface with a window titled "Stateflow (truth table) sf_truth_table/quantizer/quantizer.quantize". The interface includes a menu bar (File, Edit, Settings, Add, Help) and a toolbar with various icons. The main content area is divided into two sections: "Condition Table" and "Action Table".

Condition Table

| | Description | Condition | D1 | D2 | D3 | D4 | D5 |
|---|-------------|--|----|----|----|----|----|
| 1 | | U <= 10 | T | - | - | - | - |
| 2 | | U <= 17 | - | T | - | - | - |
| 3 | | U <= 45 | - | - | T | - | - |
| 4 | | U <= 52 | - | - | - | T | - |
| | | Actions: Specify a row from the Action Table | 1 | 2 | 3 | 4 | 5 |

Action Table

| # | Description | Action |
|---|-------------|--------|
| 1 | | Y = 1 |
| 2 | | Y = 2 |
| 3 | | Y = 3 |
| 4 | | Y = 4 |
| 5 | | Y = 5 |

The following code excerpt shows VHDL code generated for the quantizer chart.

```

quantizer : PROCESS (Y_reg, U)
-- local variables
VARIABLE aVarTruthTableCondition_1 : std_logic;
VARIABLE aVarTruthTableCondition_2 : std_logic;

```

```

VARIABLE aVarTruthTableCondition_3 : std_logic;
VARIABLE aVarTruthTableCondition_4 : std_logic;
BEGIN
  Y_reg_next <= Y_reg;
  -- Condition #1
  aVarTruthTableCondition_1 := tmw_to_stdlogic(unsigned(U) <= to_unsigned(10, 8));
  -- Condition #2
  aVarTruthTableCondition_2 := tmw_to_stdlogic(unsigned(U) <= to_unsigned(17, 8));
  -- Condition #3
  aVarTruthTableCondition_3 := tmw_to_stdlogic(unsigned(U) <= to_unsigned(45, 8));
  -- Condition #4
  aVarTruthTableCondition_4 := tmw_to_stdlogic(unsigned(U) <= to_unsigned(52, 8));

  IF tmw_to_boolean(aVarTruthTableCondition_1) THEN
    -- D1
    -- Action 1
    Y_reg_next <= to_unsigned(1, 8);
  ELSIF tmw_to_boolean(aVarTruthTableCondition_2) THEN
    -- D2
    -- Action 2
    Y_reg_next <= to_unsigned(2, 8);
  ELSIF tmw_to_boolean(aVarTruthTableCondition_3) THEN
    -- D3
    -- Action 3
    Y_reg_next <= to_unsigned(3, 8);
  ELSIF tmw_to_boolean(aVarTruthTableCondition_4) THEN
    -- D4
    -- Action 4
    Y_reg_next <= to_unsigned(4, 8);
  ELSE
    -- Default
    -- Action 5
    Y_reg_next <= to_unsigned(5, 8);
  END IF;
END PROCESS quantizer;

```

Note When generating code for a Truth Table block in a Simulink model, HDL Coder writes a separate entity/architecture file for the Truth Table code. The file is named `Truth_Table.vhd` (for VHDL) or `Truth_Table.v` (for Verilog).

See Also

State Transition Table | Truth Table | Sequence Viewer

Related Examples

- “Generate HDL for Mealy and Moore Finite State Machines” on page 28-7

More About

- “Hardware Realization of Stateflow Semantics” on page 28-6
- “Introduction to Stateflow HDL Code Generation” on page 28-2

Initialize Persistent Variables in MATLAB Functions

A persistent variable is a local variable in a MATLAB function that retains its value in memory between calls to the function. If you generate code from your model, you must initialize a persistent variable for your MATLAB functions. For more information, see `persistent`.

When using MATLAB functions that contain persistent variables in Simulink models, you should follow these guidelines:

- Initialize the persistent variables in functions only by accessing constants.
- Ensure the control flow of the function does not depend on whether the initialization occurs.

If you do not follow these guidelines, several conditions produce an initialization error:

- MATLAB Function blocks with persistent variables where the **Allow direct feedthrough** property is cleared
- MATLAB Function blocks with persistent variables in models with State Control blocks where **State control** is set to Synchronous
- Stateflow charts that implement Moore machine semantics and that use MATLAB functions with persistent variables

For example, the function `fcn` below uses a persistent variable, `n`. `fcn` violates both guidelines. The initial value of `n` depends on the input `u` and the `return` statement interrupts the normal control flow of the function. Consequently, this code produces an error when used in a model that has one of the conditions described above.

```
function y = fcn(u)
    persistent n

    if isempty(n)
        n = u;
        y = 1;
        return
    end

    y = n;
    n = n + u;
end
```

To prevent the error, initialize the persistent variable by setting it to a constant value and removing the `return` statement. This modified version of `fcn` initializes the persistent variable without producing an error:

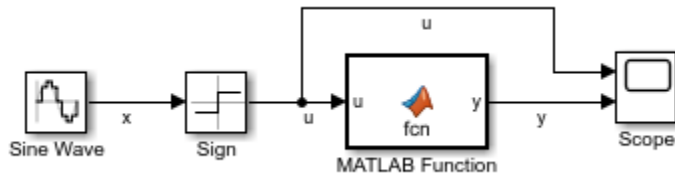
```
function y = fcn(u)
    persistent n

    if isempty(n)
        n = 1;
    end

    y = n;
    n = n + u;
end
```

MATLAB Function Block with No Direct Feedthrough

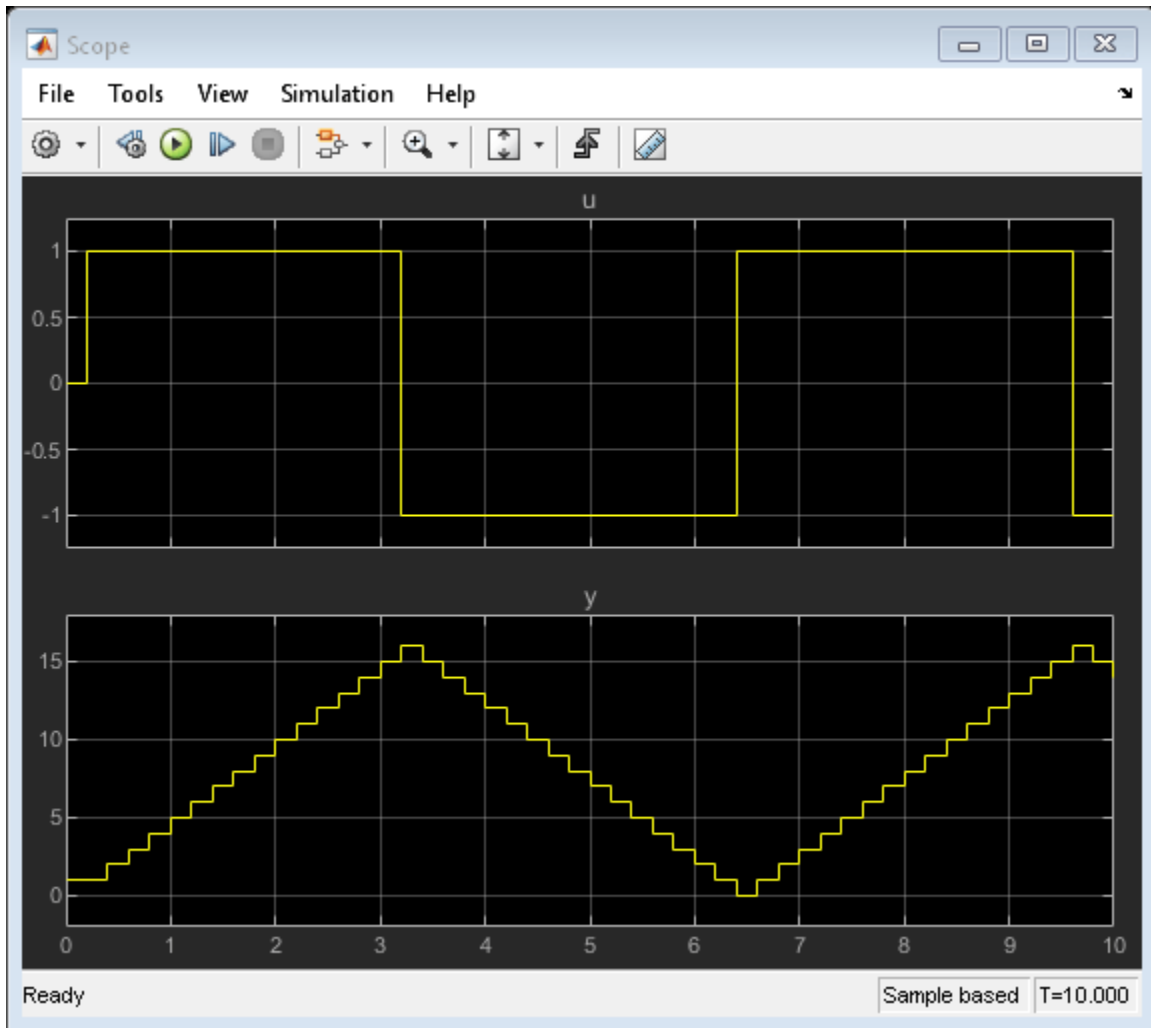
This model contains a MATLAB Function block that uses the first version of `fcn`, described previously. The MATLAB Function block input is a square wave, which is provided by a Sign and Sine Wave block. The MATLAB Function block adds the value of `u` to the persistent variable `n` at each time step.



Simulate the model. The simulation returns an error because:

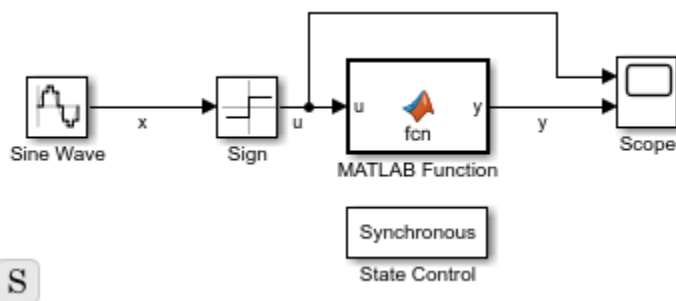
- The initial value of the persistent variable `n` depends on the input `u`.
- The `return` statement interrupts the normal control flow of the function.
- The **Allow direct feedthrough** property of the MATLAB Function block is cleared.

Modify the MATLAB Function block code, as shown in the corrected version of `fcn`. Simulate the model again.



State Control Block in Synchronous Mode

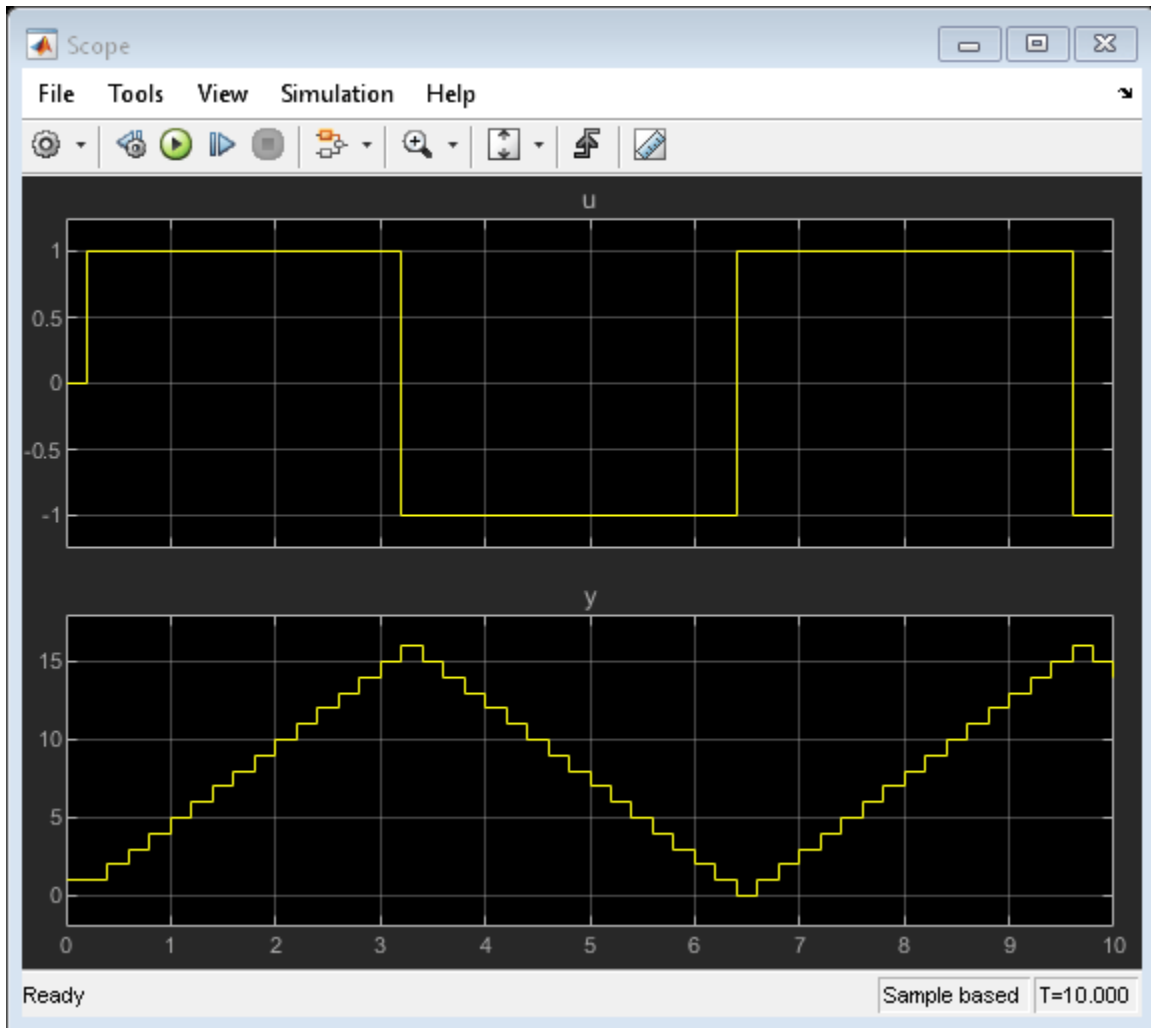
This model contains a MATLAB Function block that uses the first version of fcn, described previously. The MATLAB Function block input is a square wave, which is provided by a Sign and Sine Wave block. The MATLAB Function block adds the value of u to the persistent variable n at each time step. The model contains a State Control block where **State control** is set to Synchronous.



Simulate the model. The simulation returns an error because:

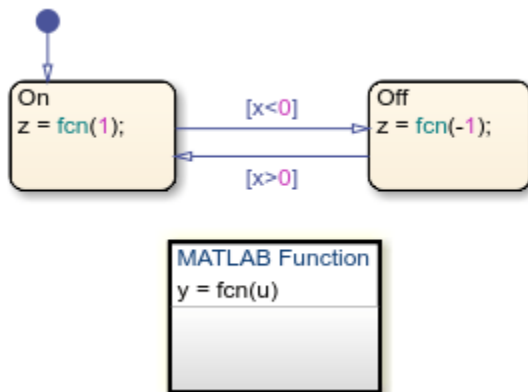
- The initial value of the persistent variable n depends on the input u .
- The `return` statement interrupts the normal control flow of the function.
- the model contains a State Control block where **State control** is set to Synchronous.

Modify the MATLAB Function block code, as shown in the corrected version of `fcn`. Simulate the model again.



Stateflow Chart Implementing Moore Semantics

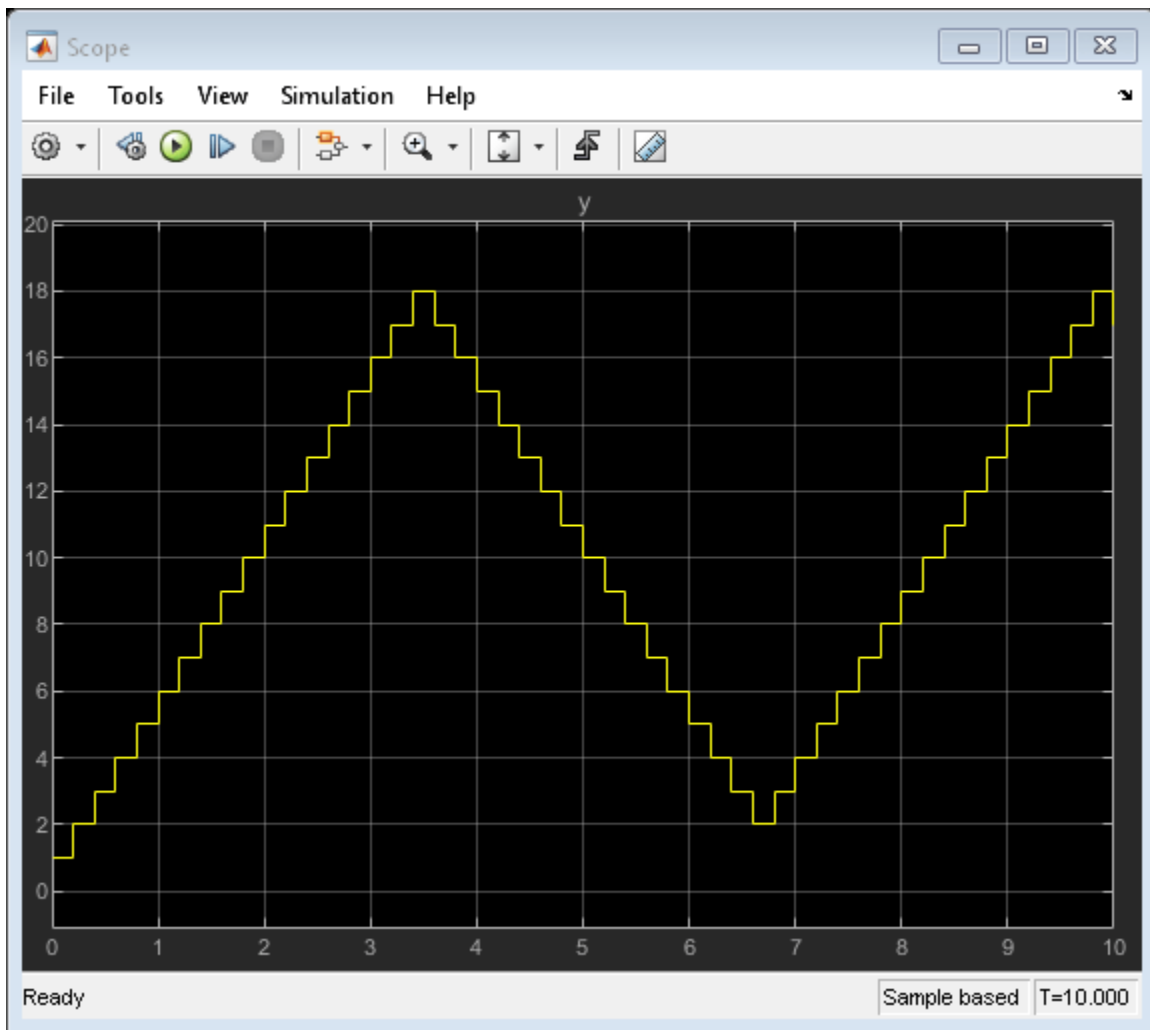
This model contains a Stateflow Chart with a MATLAB function that uses the first version of `fcn`, described previously. The MATLAB function adds the value (1 or -1) determined by the active state to the persistent variable n at each time step.



Simulate the model. The simulation returns an error because:

- The initial value of the persistent variable `n` depends on the input `u`.
- The return statement interrupts the normal control flow of the function.
- The chart implements Moore semantics.

Modify the MATLAB function code, as shown in the corrected version of `fcn`. Simulate the model again.



See Also

[persistent](#) | [MATLAB Function](#) | [State Control](#) | [Chart](#)

More About

- “Use Nondirect Feedthrough in a MATLAB Function Block”
- “Synchronous Subsystem Behavior with the State Control Block” on page 27-88
- “Design Considerations for Moore Charts” (Stateflow)

Generating HDL Code with the MATLAB Function Block

- “HDL Applications for the MATLAB Function Block” on page 29-2
- “Viterbi Decoder with the MATLAB Function Block” on page 29-4
- “Code Generation from a MATLAB Function Block” on page 29-5
- “Generate Instantiable Code for Functions” on page 29-17
- “MATLAB Function Block Design Patterns for HDL” on page 29-19
- “Design Guidelines for the MATLAB Function Block” on page 29-29
- “CORDIC Algorithm Using the MATLAB® Function Block” on page 29-32
- “Hardware Design Patterns Using the MATLAB Function Block” on page 29-33
- “Distributed Pipeline Insertion for MATLAB Function Blocks” on page 29-37

HDL Applications for the MATLAB Function Block

In this section...

“Structure of Generated HDL Code” on page 29-2

“HDL Applications” on page 29-2

Structure of Generated HDL Code

The MATLAB Function block contains a MATLAB function in a model. The inputs and outputs of the function are represented by the ports on the block, which allow you to interface your model to the function code. When you generate HDL code for a MATLAB Function block, HDL Coder generates two HDL files:

- A file containing entity and architecture code that implement the actual algorithm or computations generated for the MATLAB Function block.
- A file containing an entity definition and RTL architecture that provide a black box interface to the algorithmic code generated for the MATLAB Function block.

The structure of these code files is analogous to the structure of the model, in which a subsystem provides an interface between the root model and the function in the MATLAB Function block.

HDL Applications

The MATLAB Function block supports a subset of the MATLAB language that is well-suited to HDL implementation of various DSP and telecommunications algorithms, such as:

- Sequence and pattern generators
- Encoders and decoders
- Interleavers and de-interleavers
- Modulators and demodulators
- Multipath channel models; impairment models
- Timing recovery algorithms
- Viterbi algorithm; Maximum Likelihood Sequence Estimation (MLSE)
- Adaptive equalizer algorithms

You can also use the MATLAB Function block in a wide variety of floating-point applications. Both `single` and `double` types are supported. To learn more, see “HDL Optimizations Across MATLAB Function Block Boundary Using MATLAB Datapath Architecture” on page 24-157.

See Also

“Check for MATLAB Function block settings” on page 38-19

More About

- “Design Guidelines for the MATLAB Function Block” on page 29-29
- “Code Generation from a MATLAB Function Block” on page 29-5

- “MATLAB Function Block Design Patterns for HDL” on page 29-19
- “Generate DUT Ports for Tunable Parameters” on page 10-17

Viterbi Decoder with the MATLAB Function Block

hdlcoderviterbi2 models a Viterbi decoder, incorporating a MATLAB Function block for use in simulation and HDL code generation. To open the model, type the following at the MATLAB command prompt:

```
hdlcoderviterbi2
```

See Also

“Check for MATLAB Function block settings” on page 38-19

More About

- “Design Guidelines for the MATLAB Function Block” on page 29-29
- “Code Generation from a MATLAB Function Block” on page 29-5
- “MATLAB Function Block Design Patterns for HDL” on page 29-19
- “Generate DUT Ports for Tunable Parameters” on page 10-17

Code Generation from a MATLAB Function Block

In this section...

“Counter Model Using the MATLAB Function block” on page 29-5

“Setting Up” on page 29-7

“Creating the Model and Configuring General Model Settings” on page 29-7

“Adding a MATLAB Function Block to the Model” on page 29-8

“Set Fixed-Point Options for the MATLAB Function Block” on page 29-8

“Programming the MATLAB Function Block” on page 29-10

“Constructing and Connecting the DUT_eML_Block Subsystem” on page 29-11

“Compiling the Model and Displaying Port Data Types” on page 29-13

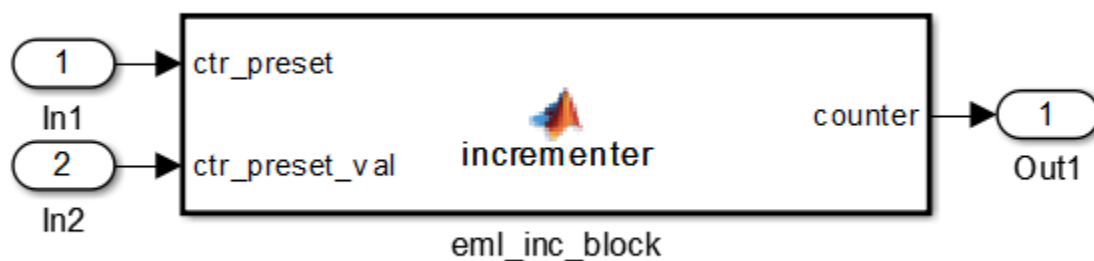
“Simulating the eml_hdl_incrementer_tut Model” on page 29-13

“Generating HDL Code” on page 29-14

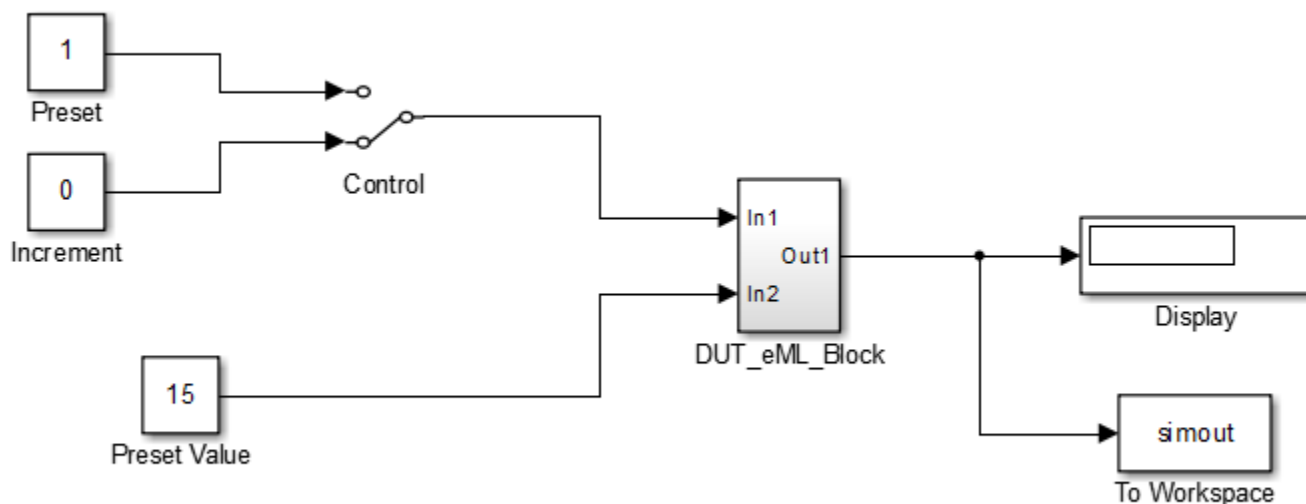
Counter Model Using the MATLAB Function block

In this tutorial, you construct and configure a simple model, `eml_hdl_incrementer_tut`, and then generate VHDL code from the model. `eml_hdl_incrementer_tut` includes a MATLAB Function block that implements a simple fixed-point counter function, `incrementer`. The `incrementer` function is invoked once during each sample period of the model. The function maintains a persistent variable `count`, which is either incremented or reinitialized to a preset value (`ctr_preset_val`), depending on the value passed in to the `ctr_preset` input of the MATLAB Function block. The function returns the counter value (`counter`) at the output of the MATLAB Function block.

The MATLAB Function block resides in a subsystem, `DUT_eML_Block`. The subsystem functions as the device under test (DUT) from which you generate HDL code.



The root-level model drives the subsystem and includes Display and To Workspace blocks for use in simulation. (The Display and To Workspace blocks do not generate HDL code.)



Tip If you do not want to construct the model step by step, or do not have time, you can open the completed model by entering the name at the command prompt:

```
eml_hdl_incrementer
```

After you open the model, save a copy of it to your local folder as `eml_hdl_incrementer_tut`.

The Incrementer Function Code

The following code listing gives the complete incrementer function definition:

```
function counter = incrementer(ctr_preset, ctr_preset_val)
% The function incrementer implements a preset counter that counts
% how many times this block is called.
%
% This example function shows how to model memory with persistent variables,
% using fimath settings suitable for HDL. It also demonstrates MATLAB
% operators and other language features that HDL Coder supports
% for code generation from Embedded MATLAB Function block.
%
% On the first call, the result 'counter' is initialized to zero.
% The result 'counter' saturates if called more than 2^14-1 times.
% If the input ctr_preset receives a nonzero value, the counter is
% set to a preset value passed in to the ctr_preset_val input.

persistent current_count;
if isempty(current_count)
    % zero the counter on first call only
    current_count = uint32(0);
end

counter = getfi(current_count);

if ctr_preset
    % set counter to preset value if input preset signal is nonzero
    counter = ctr_preset_val;
else
    % otherwise count up
    inc = counter + getfi(1);
```



```

    counter = getfi(inc);
end

% store counter value for next iteration
current_count = uint32(counter);

function hdl_fi = getfi(val)
nt = numerictype(0,14,0);
fm = hdlfimath;
hdl_fi = fi(val, nt, fm);

```

Setting Up

Before you begin building the example model, set up a working folder for your model and generated code.

Setting Up a folder

- 1 Start MATLAB.
- 2 Create a folder named `eml_tut`, for example:

```
mkdir D:\work\eml_tut
```

The `eml_tut` folder stores the model you create, and also contains sub-folders and generated code. The location of the folder does not matter, except that it should not be within the MATLAB tree.

- 3 Make the `eml_tut` folder your working folder, for example:

```
cd D:\work\eml_tut
```

Creating the Model and Configuring General Model Settings

In this section, you create a model and set some parameters to values recommended for HDL code generation `hdlsetup` command. The `hdlsetup` command uses the `set_param` function to set up models for HDL code generation quickly and consistently. See “Customize `hdlsetup` Function Based on Target Application” on page 21-18 for further information about `hdlsetup`.

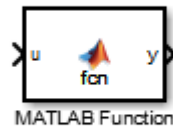
To set the model parameters:

- 1 Create a new model.
- 2 Save the model as `eml_hdl_incrementer_tut`.
- 3 At the MATLAB command prompt, type:

```
hdlsetup('eml_hdl_incrementer_tut');
```
- 4 Open the Configuration Parameters dialog box.
- 5 Set the following **Solver** options, which are useful in simulating this model:
 - **Fixed step size:** 1
 - **Stop time:** 5
- 6 Click **OK** to save your changes and close the Configuration Parameters dialog box.
- 7 Save your model.

Adding a MATLAB Function Block to the Model

- 1 Open the Simulink Library Browser. Then, select the Simulink/User-Defined Functions library.
- 2 Select the MATLAB Function block from the library window and add it to the model.



- 3 Change the block label from MATLAB Function to eml_inc_block.



- 4 Save the model.
- 5 Close the Simulink Library Browser.

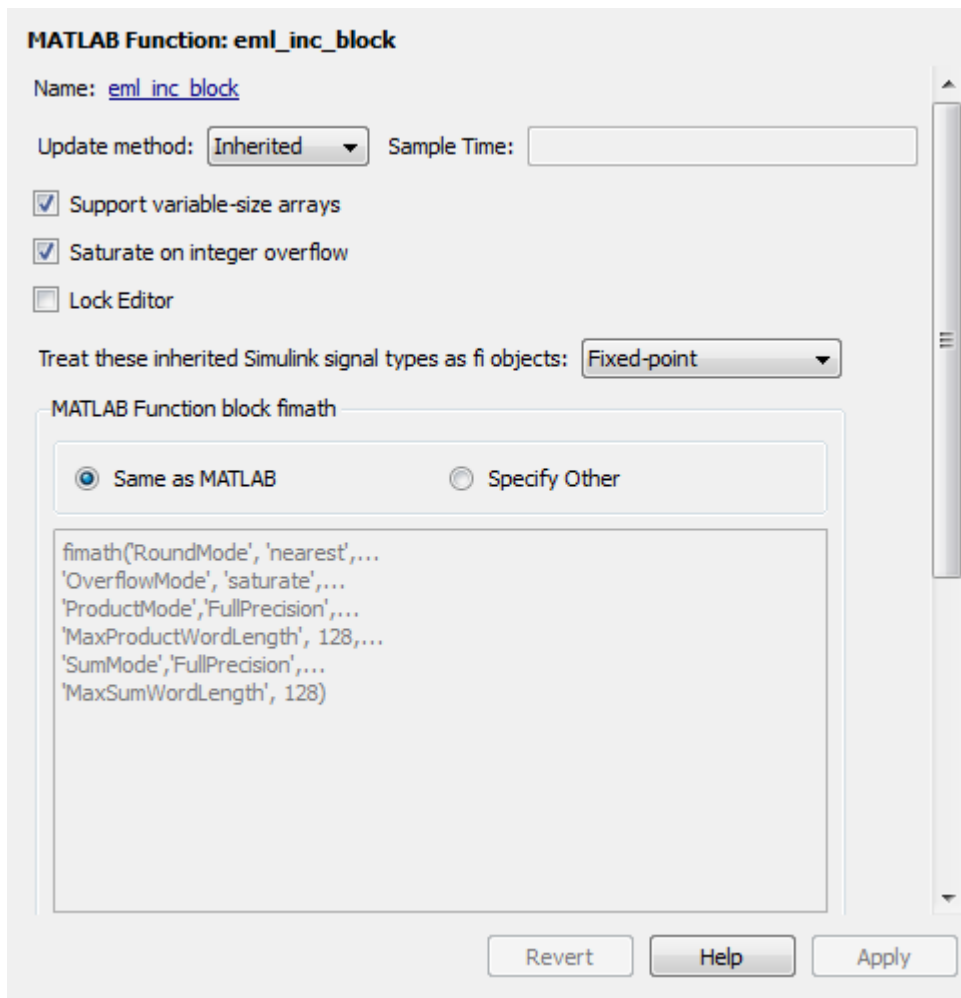
Set Fixed-Point Options for the MATLAB Function Block

This section describes how to set up the `fimath` specification and other fixed-point options that are recommended for efficient HDL code generation from the MATLAB Function block. The recommended settings are:

- ProductMode property of the `fimath` specification: 'FullPrecision'
- SumMode property of the `fimath` specification: 'FullPrecision'
- **Treat these inherited signal types as fi objects** option: Fixed-point (This is the default setting.)

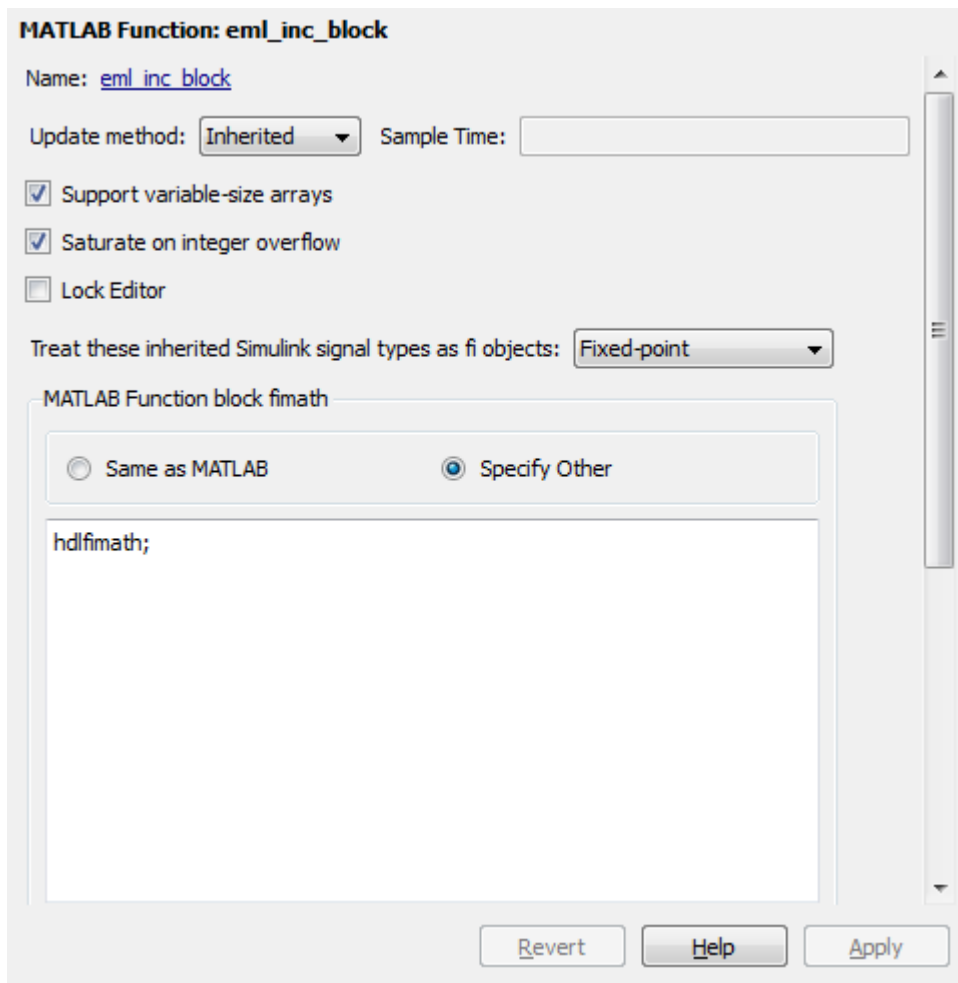
Configure the options as follows:

- 1 Open the `eml_hdl_incrementer_tut` model that you created in “Adding a MATLAB Function Block to the Model” on page 29-8.
- 2 Double-click the MATLAB Function block to open it for editing. The MATLAB Function Block Editor appears.
- 3 Click **Edit Data**. The Ports and Data Manager dialog box opens, displaying the default `fimath` specification and other properties for the MATLAB Function block.



- 4 Select **Specify Other**. Selecting this option enables the **MATLAB Function block fimath** text entry field.
- 5 The `hdlfimath` function is a utility that defines a FIMATH specification that is optimized for HDL code generation. Replace the default **MATLAB Function block fimath** specification with a call to `hdlfimath` as follows:


```
hdlfimath;
```
- 6 Click **Apply**. The MATLAB Function block properties should now appear as shown in the following figure.



- 7 Close the Ports and Data Manager.
- 8 Save the model.

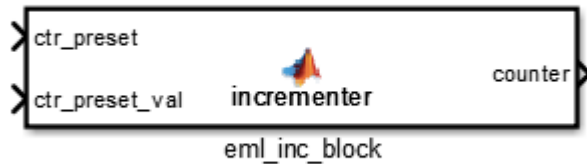
Programming the MATLAB Function Block

The next step is add code to the MATLAB Function block to define the `incrementer` function, and then use diagnostics to check for errors.

- 1 Open the `eml_hdl_incrementer_tut` model that you created in “Adding a MATLAB Function Block to the Model” on page 29-8.
- 2 Double-click the MATLAB Function block to open it for editing.
- 3 In the MATLAB Function Block Editor, delete the default code.
- 4 Copy the complete `incrementer` function definition from the listing given in “The Incrementer Function Code” on page 29-6, and paste it into the editor.
- 5 Save the model. Doing so updates the model window, redrawing the MATLAB Function block.

Changing the function header of the MATLAB Function block makes the following changes to the block icon:

- The function name in the middle of the block changes to `incrementer`.
 - The arguments `ctr_preset` and `ctr_preset_val` appear as input ports to the block.
 - The return value `counter` appears as an output port from the block.
- 6 Resize the block to make the port labels more legible.



- 7 Save the model again.

Constructing and Connecting the DUT_eML_Block Subsystem

This section assumes that you have completed “Programming the MATLAB Function Block” on page 29-10 without encountering an error. In this section, you construct a subsystem containing the `incrementer` function block, to be used as the device under test (DUT) from which to generate HDL code. You then set the port data types and connect the subsystem ports to the model.

Constructing the DUT_eML_Block Subsystem

Construct a subsystem containing the `incrementer` function block as follows:

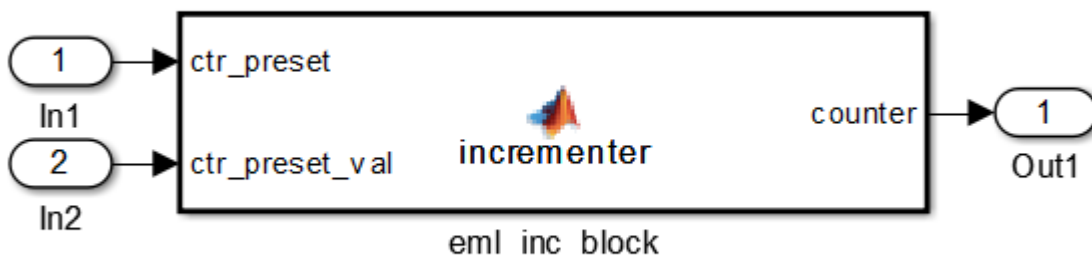
- 1 Click the `incrementer` function block.
- 2 On the **Modeling** tab of the Simulink Toolstrip, select **Create Subsystem**.

A subsystem, labeled `Subsystem`, is created in the model window.

- 3 Change the `Subsystem` label to `DUT_eML_Block`.

Setting Port Data Types for the MATLAB Function Block

- 1 Double-click the subsystem to view its interior. As shown in the following figure, the subsystem contains the `incrementer` function block, with input and output ports connected.



- 2 Double-click the `incrementer` function block to open the MATLAB Function Block Editor.
- 3 In the editor, click **Edit Data** to open the Ports and Data Manager.
- 4 Select the `ctr_preset` entry in the port list on the left. Click the button labeled `>>` to display the Data Type Assistant. Set **Mode** for this port to `Built in`. Set **Data type** to `boolean`. Click the button labeled `<<` to close the Data Type Assistant. Click **Apply**.
- 5 Select the `ctr_preset_val` entry in the port list on the left. Click the button labeled `>>` to display the Data Type Assistant. Set **Mode** for this port to `Fixed point`. Set **Signedness** to `Unsigned`. Set **Word length** to 14. Click the button labeled `<<` to close the Data Type Assistant. Click **Apply**.
- 6 Select the `counter` entry in the port list on the left. Click the button labeled `>>` to display the Data Type Assistant. Verify that **Mode** for this port is set to `Inherit: Same as Simulink`. Click the button labeled `<<` to close the Data Type Assistant. Click **Apply**.
- 7 Close the Ports and Data Manager dialog box and the MATLAB Function Block Editor.
- 8 Save the model and close the `DUT_eML_Block` subsystem.

Connecting Subsystem Ports to the Model

Next, connect the ports of the `DUT_eML_Block` subsystem to the model as follows:

- 1 From the Sources library, add a Constant block to the model. Set the value of the Constant block to 1, and the **Output data type** to `boolean`. Change the block label to `Preset`.
- 2 Make a copy of the `Preset` Constant block. Set its value to 0, and change its block label to `Increment`.
- 3 From the Signal Routing library, add a Manual Switch block to the model. Change its label to `Control`. Connect its output to the `In1` port of the `DUT_eML_Block` subsystem.
- 4 Connect the `Preset` Constant block to the upper input of the `Control` switch block. Connect the `Increment` Constant block to the lower input of the `Control` switch block.
- 5 Add a third Constant block to the model. Set the value of the Constant to 15, and the **Output data type** to `Inherit via back propagation`. Change the block label to `Preset Value`.
- 6 Connect the `Preset Value` Constant block to the `In2` port of the `DUT_eML_Block` subsystem.
- 7 From the Sinks library, add a Display block to the model. Connect it to the `Out1` port of the `DUT_eML_Block` subsystem.
- 8 From the Sinks library, add a To Workspace block to the model. Route the output signal from the `DUT_eML_Block` subsystem to the To Workspace block.
- 9 Save the model.

Checking the Function for Errors

Use the built-in diagnostics of MATLAB Function blocks to test for syntax errors:

- 1 Open the `eML_hdl_incrementer_tut` model.
- 2 Double-click the MATLAB Function block `incrementer` to open it for editing.
- 3 In the MATLAB Function Block Editor, select **Build Model > Build** to compile and build the MATLAB Function block code.

The build process displays some progress messages. These messages include some warnings, because the ports of the MATLAB Function block are not yet connected to signals. You can ignore these warnings.

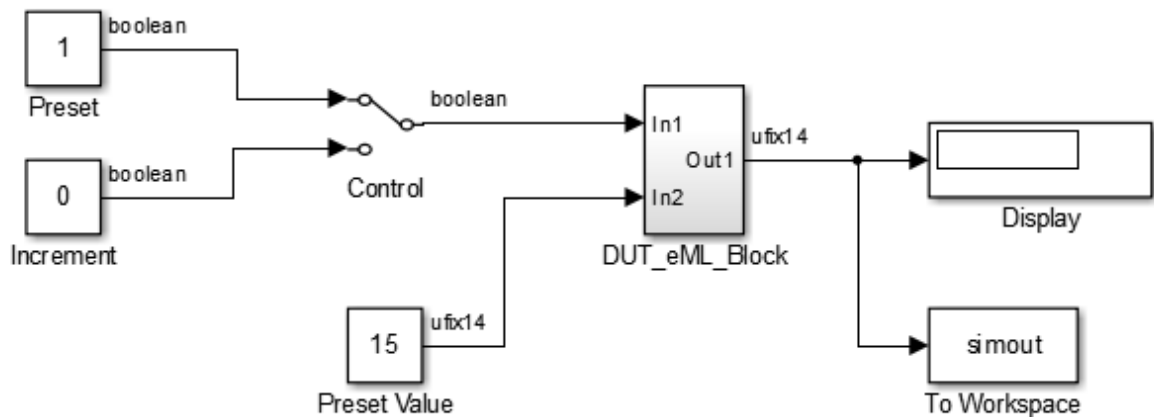
The build process builds an S-function for use in simulation. The build process includes generation of C code for the S-function. The code generation messages you see during the build process refer to generation of C code, not HDL code generation.

When the build concludes without encountering an error, a message window appears indicating that parsing was successful. If errors are found, the Diagnostics Manager lists them. See the MATLAB Function block documentation for information on debugging MATLAB Function block build errors.

Compiling the Model and Displaying Port Data Types

In this section you enable the display of port data types and then compile the model. Model compilation verifies the model structure and settings, and updates the model display.

- 1 In the **Debug** tab of the Simulink Toolstrip, on the **Information Overlays > Ports** section, select **Base data types**.
- 2 Press **Ctrl+D** to compile and update the model. This triggers a rebuild of the code. After the model compiles, the block diagram updates to show the port data types.

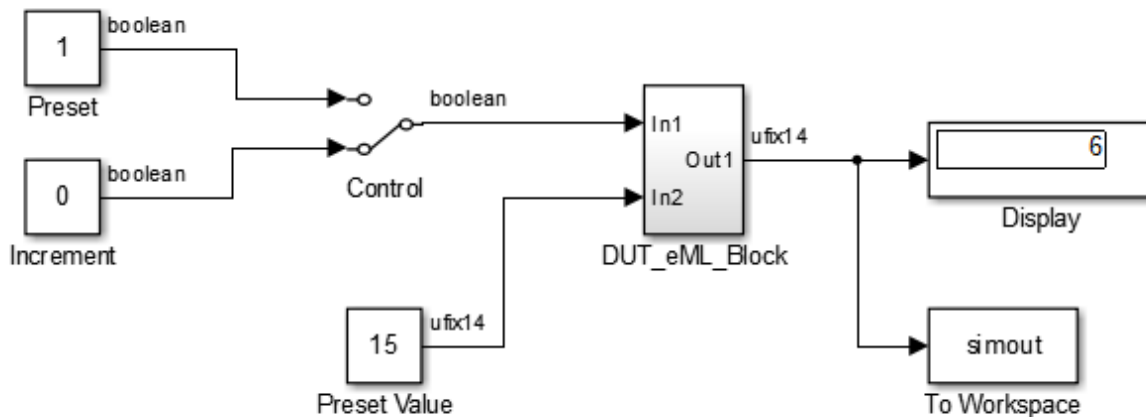


- 3 Save the model.

Simulating the eml_hdl_incrementer_tut Model

Start simulation. If required, the code rebuilds before the simulation starts.

After the simulation completes, the Display block shows the final output value returned by the `incrementer` function block. For example, given a **Start time** of 0, a **Stop time** of 5, and a zero value at the `ctr_preset` port, the simulation returns a value of 6:



You might want to experiment with the results of toggling the **Control** switch, changing the **Preset Value** constant, and changing the total simulation time. You might also want to examine the workspace variable `simout`, which is bound to the **To Workspace** block.

Generating HDL Code

In this section, you select the `DUT_eML_Block` subsystem for HDL code generation, set basic code generation options, and then generate VHDL code for the subsystem.

Selecting the Subsystem for Code Generation

Select the `DUT_eML_Block` subsystem for code generation:

- 1 Open the Configuration Parameters dialog box and click the **HDL Code Generation** pane.
- 2 Select `eml_hdl_incrementer_tut/DUT_eML_Block` from the **Generate HDL for** list.
- 3 Click **Apply**.

Generating VHDL Code

In the Configuration Parameters dialog box, the top-level **HDL Code Generation** options should now be set as follows:

- The **Generate HDL for** field specifies the `eml_hdl_incrementer_tut/DUT_eML_Block` subsystem for code generation.
- The **Language** field specifies (by default) generation of VHDL code.
- The **Folder** field specifies (by default) that the code generation target folder is a subfolder of your working folder, named `hdlsrc`.

Before generating code, select **Current Folder** from the **Layout** menu in the MATLAB Command Window. This displays the Current Folder browser, which lets you easily access your working folder and the files that are generated within it.

To generate code:

- 1 Click the **Generate** button.

HDL Coder compiles the model before generating code. Depending on model display options (such as port data types), the appearance of the model might change after code generation.

- 2 As code generation proceeds, the coder displays progress messages. The process should complete with a message like the following:

```
### HDL Code Generation Complete.
```

The names of generated VHDL files in the progress messages are hyperlinked. After code generation completes, you can click these hyperlinks to view the files in the MATLAB Editor.

- 3 A folder icon for the `hdlsrc` folder is now visible in the Current Folder browser. To view generated code and script files, double-click the `hdlsrc` folder icon.
- 4 Observe that two VHDL files were generated. The structure of HDL code generated for MATLAB Function blocks is similar to the structure of code generated for Stateflow charts and Digital Filter blocks. The VHDL files that were generated in the `hdlsrc` folder are:
 - `eml_inc_blk.vhd`: VHDL code. This file contains entity and architecture code implementing the actual computations generated for the MATLAB Function block.
 - `DUT_eML_Block.vhd`: VHDL code. This file contains an entity definition and RTL architecture that provide a black box interface to the code generated in `eml_inc_blk.vhd`.

The structure of these code files is analogous to the structure of the model, in which the `DUT_eML_Block` subsystem provides an interface between the root model and the `incrementer` function in the MATLAB Function block.

The other files generated in the `hdlsrc` folder are:

- `DUT_eML_Block_compile.do`: Mentor Graphics ModelSim compilation script (`vcom` command) to compile the VHDL code in the two `.vhd` files.
 - `DUT_eML_Block_synplify.tcl`: Synplify synthesis script.
 - `DUT_eML_Block_map.txt`: Mapping file. This report file maps generated entities (or modules) to the subsystems that generated them (see “Trace Code Using the Mapping File” on page 25-24).
- 5 To view the generated VHDL code in the MATLAB Editor, double-click the `DUT_eML_Block.vhd` or `eml_inc_blk.vhd` file icons in the Current Folder browser.

See Also

“Check for MATLAB Function block settings” on page 38-19

More About

- “Design Guidelines for the MATLAB Function Block” on page 29-29
- “HDL Applications for the MATLAB Function Block” on page 29-2

- “MATLAB Function Block Design Patterns for HDL” on page 29-19
- “Generate DUT Ports for Tunable Parameters” on page 10-17

Generate Instantiable Code for Functions

In this section...

“How To Generate Instantiable Code for Functions” on page 29-17

“Generate Code Inline for Specific Functions” on page 29-17

“Limitations for Instantiable Code Generation for Functions” on page 29-17

For the MATLAB Function block, you can use the **InstantiateFunctions** parameter to generate a VHDL entity or Verilog module for each function. HDL Coder generates code for each entity or module in a separate file.

The **InstantiateFunctions** options for the MATLAB Function block are listed in the following table.

| InstantiateFunctions Setting | Description |
|------------------------------|--|
| 'off' (default) | Generate code for functions inline. |
| 'on' | Generate a VHDL entity or Verilog module for each function, and save each module or entity in a separate file. |

How To Generate Instantiable Code for Functions

To set the **InstantiateFunctions** parameter using the HDL Block Properties dialog box:

- 1 Right-click the MATLAB Function block.
- 2 Select **HDL Code > HDL Block Properties**.
- 3 For **InstantiateFunctions**, select **on**.

To set the **InstantiateFunctions** parameter from the command line, use `hdlset_param`. For example, to generate instantiable code for functions in a MATLAB Function block, `myMatlabFcn`, in your DUT subsystem, `myDUT`, enter:

```
hdlset_param('my_DUT/my_MATLABFcnBlk', 'InstantiateFunctions', 'on')
```

Generate Code Inline for Specific Functions

If you want to generate instantiable code for some functions but not others, enable the option to generate instantiable code for functions, and use `coder.inline`. See `coder.inline` for details.

Limitations for Instantiable Code Generation for Functions

The software generates code inline when:

- Function calls are within conditional code or `for` loops.
- Any function is called with a nonconstant `struct` input.
- The function has state, such as a persistent variable, and is called multiple times.
- There is an enumeration anywhere in the design function.

See Also

“Check for MATLAB Function block settings” on page 38-19

More About

- “Design Guidelines for the MATLAB Function Block” on page 29-29
- “Code Generation from a MATLAB Function Block” on page 29-5
- “MATLAB Function Block Design Patterns for HDL” on page 29-19
- “Generate DUT Ports for Tunable Parameters” on page 10-17

MATLAB Function Block Design Patterns for HDL

In this section...

“The eml_hdl_design_patterns Library” on page 29-19

“Efficient Fixed-Point Algorithms” on page 29-21

“Model State Using Persistent Variables” on page 29-23

“Creating Intellectual Property with the MATLAB Function Block” on page 29-24

“Nontunable Parameter Arguments” on page 29-24

“Modeling Control Logic and Simple Finite State Machines” on page 29-24

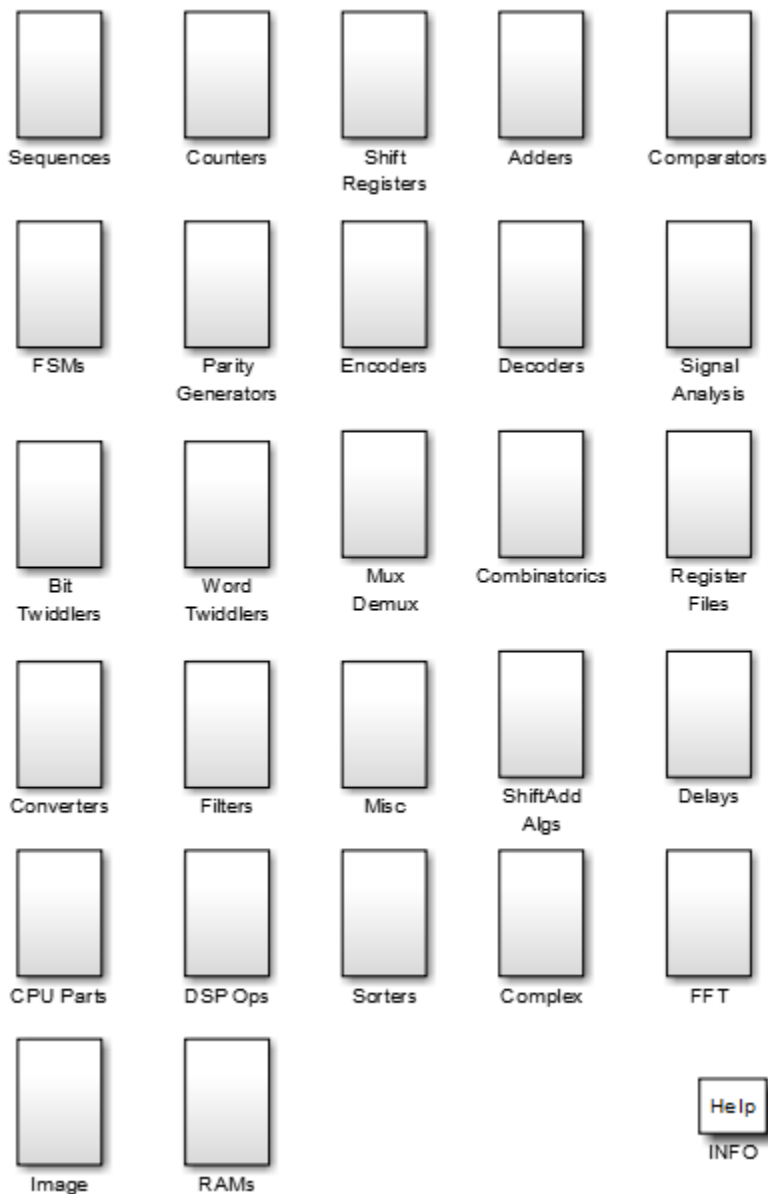
“Modeling Counters” on page 29-26

“Modeling Hardware Elements” on page 29-26

“Decimal to Binary Conversion” on page 29-27

The eml_hdl_design_patterns Library

The eml_hdl_design_patterns library is an extensive collection of examples demonstrating useful applications of the MATLAB Function block in HDL code generation.



To open the library, type the following command at the MATLAB prompt:

```
eml_hdl_design_patterns
```

You can use many blocks in the library as cookbook examples of various hardware elements, as follows:

- Copy a block from the library to your model and use it as a computational unit.
- Copy the code from the block and use it as a local function in an existing MATLAB Function block.

When you create custom blocks, you can control whether to inline or instantiate the HDL code generated from MATLAB Function blocks. Use the **Inline MATLAB Function block code** check box

in the **HDL Code Generation > Global Settings > Coding style** section of the Configuration Parameters dialog box. For more information, see “Inline MATLAB Function block code” on page 17-49.

Note Do not use the **Inline MATLAB Function block code** setting with the MATLAB Datapath architecture of the MATLAB Function block. Use **FlattenHierarchy** instead. For more information, see “HDL Optimizations Across MATLAB Function Block Boundary Using MATLAB Datapath Architecture” on page 24-157.

Efficient Fixed-Point Algorithms

The MATLAB Function block supports floating-point arithmetic and also fixed point arithmetic by using the Fixed-Point Designer `fi` function. This function supports rounding and saturation modes that are useful for coding algorithms that manipulate arbitrary word and fraction lengths. HDL Coder supports all `fi` rounding and overflow modes. HDL code generated from the MATLAB Function block is bit-true to MATLAB semantics. Generated code uses bit manipulation and bit access operators (for example, `Slice`, `Extend`, `Reduce`, `Concat`, etc.) that are native to VHDL and Verilog.

The following discussion shows how HDL code generated from the MATLAB Function block follows cast-before-sum semantics, in which addition and subtraction operands are cast to the result type before the addition or subtraction is performed.

Open the `eml_hdl_design_patterns` library and select the `Combinatorics/eml_expr` block. `eml_expr` implements a simple expression containing addition, subtraction, and multiplication operators with differing fixed point data types. The generated HDL code shows the conversion of this expression with fixed point operands. The MATLAB Function block uses the following code:

```
% fixpt arithmetic expression
expr = (a*b) - (a+b);

% cast the result to (sfix7_En4) output type
y = fi(expr, 1, 7, 4);
```

The default `fimath` specification for the block determines the behavior of arithmetic expressions using fixed point operands inside the MATLAB Function block:

```
fimath(...
    'RoundMode', 'ceil',...
    'OverflowMode', 'saturate',...
    'ProductMode', 'FullPrecision', 'ProductWordLength', 32,...
    'SumMode', 'FullPrecision', 'SumWordLength', 32,...
    'CastBeforeSum', true)
```

The data types of operands and output are as follows:

- `a`: (`sfix5_En2`)
- `b`: (`sfix5_En3`)
- `y`: (`sfix7_En4`)

Before HDL code generation, this expression is broken down internally into many steps.

```
expr = (a*b) - (a+b);
```

The steps include:

```

1  tmul = a * b;
2  tadd = a + b;
3  tsub = tmul - tadd;
4  y = tsub;

```

Based on the `fimath` settings as described in “Design Guidelines for the MATLAB Function Block” on page 29-29, this expression is further broken down internally as follows:

- Based on the specified `ProductMode`, 'FullPrecision', the output type of `tmul` is computed as `(sfix10_En5)`.
- Since the `CastBeforeSum` property is set to 'true', step 2 is broken down as follows:

```

t1 = (sfix7_En3) a;
t2 = (sfix7_En3) b;
tadd = t1 + t2;

```

`sfix7_En3` is the result sum type after aligning binary points and accounting for an extra bit to account for possible overflow.

- Based on intermediate types of `tmul` (`sfix10_En5`) and `tadd` (`sfix7_En3`) the result type of the subtraction in step 3 is computed as `sfix11_En5`. Accordingly, step 3 is broken down as follows:

```

t3 = (sfix11_En5) tmul;
t4 = (sfix11_En5) tadd;
tsub = t3 - t4;

```

- Finally, the result is cast to a smaller type (`sfix7_En4`) leading to the following final expression statements:

```

tmul = a * b;
t1 = (sfix7_En3) a;
t2 = (sfix7_En3) b;
tadd = t1 + t2;
t3 = (sfix11_En5) tmul;
t4 = (sfix11_En5) tadd;
tsub = t3 - t4;
y = (sfix7_En4) tsub;

```

The following listings show the generated VHDL and Verilog code from the `eml_expr` block.

This is the VHDL code:

```

BEGIN
  --MATLAB Function 'Subsystem/eml_expr': '<S2>:1'
  -- fixpt arithmetic expression
  --'<S2>:1:4'
  mul_temp <= signed(a) * signed(b);
  sub_cast <= resize(mul_temp, 11);
  add_cast <= resize(signed(a & '0'), 7);
  add_cast_0 <= resize(signed(b), 7);
  add_temp <= add_cast + add_cast_0;
  sub_cast_0 <= resize(add_temp & '0' & '0', 11);
  expr <= sub_cast - sub_cast_0;
  -- cast the result to correct output type
  --'<S2>:1:7'

  y <= "0111111" WHEN ((expr(10) = '0') AND (expr(9 DOWNT0 7) /= "000"))
    OR ((expr(10) = '0') AND (expr(7 DOWNT0 1) = "0111111"))
    ELSE
    "1000000" WHEN (expr(10) = '1') AND (expr(9 DOWNT0 7) /= "111")
    ELSE
    std_logic_vector(expr(7 DOWNT0 1) + ("0" & expr(0)));

```



```
END fsm_SFHDL;
```

This is the Verilog code:

```
//MATLAB Function 'Subsystem/eml_expr': '<S2>:1'
// fixpt arithmetic expression
//'<S2>:1:4'
assign mul_temp = a * b;
assign sub_cast = mul_temp;
assign add_cast = {a[4], {a, 1'b0}};
assign add_cast_0 = b;
assign add_temp = add_cast + add_cast_0;
assign sub_cast_0 = {{2{add_temp[6]}}, {add_temp, 2'b00}};
assign expr = sub_cast - sub_cast_0;
// cast the result to correct output type
//'<S2>:1:7'
assign y = (((expr[10] == 0) && (expr[9:7] != 0))
|| ((expr[10] == 0) && (expr[7:1] == 63)) ? 7'sb01111111 :
((expr[10] == 1) && (expr[9:7] != 7) ? 7'sb10000000 :
expr[7:1] + $signed({1'b0, expr[0]})));
```

These code excerpts show that the generated HDL code from the MATLAB Function block represents the bit-true behavior of fixed point arithmetic expressions using high-level HDL operators. The HDL code is generated using HDL coding rules like high level `bitselect` and `partselect` replication operators and explicit sign extension and resize operators.

Model State Using Persistent Variables

In the MATLAB Function block programming model, state-holding elements are represented as persistent variables. A variable that is declared `persistent` retains its value across function calls in software, and across sample time steps during simulation.

Please note that your MATLAB code *must* read the persistent variable before it is written if you want HDL Coder to infer a register in the HDL code. The code generator displays a warning message if your code does not follow this rule.

The following example shows the `unit_delay` block, which delays the input sample, `u`, by one simulation time step. `u` is a fixed-point operand of type `sfixed`. `u_d` is a persistent variable that holds the input sample.

```
function y = fcn(u)

persistent u_d;
if isempty(u_d)
    u_d = fi(-1, numerictype(u), fimath(u));
end

% return delayed input from last sample time hit
y = u_d;

% store the current input to be used later
u_d = u;
```

Because this code intends for `u_d` to infer a register during HDL code generation, `u_d` is read in the assignment statement, `y = u_d`, before it is written in `u_d = u`.

HDL Coder generates the following HDL code for the `unit_delay` block.

```
ENTITY Unit_Delay IS
    PORT (
        clk : IN std_logic;
        clk_enable : IN std_logic;
        reset : IN std_logic;
        u : IN std_logic_vector(15 DOWNTO 0);
        y : OUT std_logic_vector(15 DOWNTO 0));
END Unit_Delay;
```

```

ARCHITECTURE fsm_SFHDL OF Unit_Delay IS

BEGIN
  initialize_Unit_Delay : PROCESS (clk, reset)
  BEGIN
    IF reset = '1' THEN
      y <= std_logic_vector(to_signed(0, 16));
    ELSIF clk'EVENT AND clk = '1' THEN
      IF clk_enable = '1' THEN
        y <= u;
      END IF;
    END IF;
  END PROCESS initialize_Unit_Delay;

```

Initialization of persistent variables is moved into the master reset region in the initialization process.

Refer to the `Delays` subsystem in the `eml_hdl_design_patterns` library to see how vectors of persistent variables can be used to model integer delay, tap delay, and tap delay vector blocks. These design patterns are useful in implementing sequential algorithms that carry state between executions of the MATLAB Function block in a model.

Creating Intellectual Property with the MATLAB Function Block

The MATLAB Function block helps you author intellectual property and create alternate implementations of part of an algorithm. By using MATLAB Function blocks in this way, you can guide the detailed operation of the HDL code generator even while writing high-level algorithms.

For example, the subsystem `Comparators` in the `eml_hdl_design_patterns` library includes several alternate algorithms for finding the minimum value of a vector. The `Comparators/eml_linear_min` block finds the minimum of the vector in a linear mode serially. The `Comparators/eml_tree_min` block compares the elements in a tree structure. The tree implementation can achieve a higher clock frequency by adding pipeline registers between the $\log_2(N)$ stages. (See `eml_hdl_design_patterns/Filters` for an example.)

Now consider replacing the simple comparison operation in the `Comparators` blocks with an arithmetic operation (for example, addition, subtraction, or multiplication) where intermediate results must be quantized. Using `fimath` rounding settings, you can fine tune intermediate value computations before intermediate values feed into the next stage. You can use this technique for tuning the generated hardware or customizing your algorithm.

Nontunable Parameter Arguments

You can declare a nontunable parameter for a MATLAB Function block by setting its **Scope** to **Parameter** in the Ports and Data Manager GUI, and clearing the **Tunable** option.

A nontunable parameter does not appear as a signal port on the block. Parameter arguments for MATLAB Function blocks take their values from parameters defined in a parent Simulink masked subsystem or from variables defined in the MATLAB base workspace, not from signals in the Simulink model.

Modeling Control Logic and Simple Finite State Machines

MATLAB Function block control constructs such as `switch/case` and `if-elseif-else`, coupled with fixed point arithmetic operations let you model control logic quickly.

The FSMs/mealy_fsm_blk and FSMs/moore_fsm_blk blocks in the eml_hdl_design_patterns library provide example implementations of Mealy and Moore finite state machines in the MATLAB Function block.

The following listing implements a Moore state machine.

```
function Z = moore_fsm(A)

persistent moore_state_reg;
if isempty(moore_state_reg)
    moore_state_reg = fi(0, 0, 2, 0);
end

S1 = 0;
S2 = 1;
S3 = 2;
S4 = 3;

switch uint8(moore_state_reg)

    case S1,
        Z = true;
        if (~A)
            moore_state_reg(1) = S1;
        else
            moore_state_reg(1) = S2;
        end
    case S2,
        Z = false;
        if (~A)
            moore_state_reg(1) = S1;
        else
            moore_state_reg(1) = S2;
        end
    case S3,
        Z = false;
        if (~A)
            moore_state_reg(1) = S2;
        else
            moore_state_reg(1) = S3;
        end
    case S4,
        Z = true;
        if (~A)
            moore_state_reg(1) = S1;
        else
            moore_state_reg(1) = S3;
        end
    otherwise,
        Z = false;
end
```

In this example, a persistent variable (`moore_state_reg`) models state variables. The output depends only on the state variables, thus modeling a Moore machine.

The FSMs/mealy_fsm_blk block in the eml_hdl_design_patterns library implements a Mealy state machine. A Mealy state machine differs from a Moore state machine in that the outputs depend on inputs as well as state variables.

The MATLAB Function block can quickly model simple state machines and other control-based hardware algorithms (such as pattern matchers or synchronization-related controllers) using control statements and persistent variables.

For modeling more complex and hierarchical state machines with complicated temporal logic, use a Stateflow chart to model the state machine.

Modeling Counters

To implement arithmetic and control logic algorithms in MATLAB Function blocks intended for HDL code generation, there are some simple HDL related coding requirements:

- The top level MATLAB Function block must be called once per time step.
- It must be possible to fully unroll program loops.
- Persistent variables with reset values and update logic must be used to hold values across simulation time steps.
- Quantized data variables must be used inside loops.

The following script shows how to model a synchronous up/down counter with preset values and control inputs. The example provides both master reset control of persistent state variables and local reset control using block inputs (e.g. `presetClear`). The `isempty` condition enters the initialization process under the control of a synchronous reset. The `presetClear` section is implemented in the output section in the generated HDL code.

Both the up and down case statements implementing the count loop require that the values of the counter are quantized after addition or subtraction. By default, the MATLAB Function block automatically propagates fixed-point settings specified for the block. In this script, however, fixed-point settings for intermediate quantities and constants are explicitly specified.

```
function [Q, QN] = up_down_ctr(upDown, presetClear, loadData, presetData)

% up down result
% 'result' synthesizes into sequential element

result_nt = numerictype(0,4,0);
result_fm = fimath('OverflowMode', 'saturate', 'RoundMode', 'floor');

initVal = fi(0, result_nt, result_fm);

persistent count;
if isempty(count)
    count = initVal;
end

if presetClear
    count = initVal;
elseif loadData
    count = presetData;
elseif upDown
    inc = count + fi(1, result_nt, result_fm);
    -- quantization of output
    count = fi(inc, result_nt, result_fm);
else
    dec = count - fi(1, result_nt, result_fm);
    -- quantization of output
    count = fi(dec, result_nt, result_fm);
end

Q = count;
QN = bitcmp(count);
```

Modeling Hardware Elements

The following code example shows how to model shift registers in MATLAB Function block code by using the `bitsliceget` and `bitconcat` functions. This function implements a serial input and output shifters with a 32-bit fixed-point operand input. See the `Shift Registers/shift_reg_1by32` block in the `eml_hdl_design_patterns` library for more details.

```
function sr_out = fcn(shift, sr_in)
%shift register 1 by 32
```

```

persistent sr;
if isempty(sr)
    sr = fi(0, 0, 32, 0, 'fimath', fimath(sr_in));
end

% return sr[31]
sr_out = getmsb(sr);

if (shift)
    % sr_new[32:1] = sr[31:1] & sr_in
    sr = bitconcat(bitsliceget(sr, 31, 1), sr_in);
end

```

The following code example shows VHDL process code generated for the `shift_reg_1by32` block.

```

shift_reg_1by32 : PROCESS (shift, sr_in, sr)
    BEGIN
        sr_next <= sr;
        -- MATLAB Function Function 'Subsystem/shift_reg_1by32': '<S2>:1'
        --shift register 1 by 32
        --'<S2>:1:1
        -- return sr[31]
        --'<S2>:1:10'
        sr_out <= sr(31);

        IF shift /= '0' THEN
            --'<S2>:1:12'
            -- sr_new[32:1] = sr[31:1] & sr_in
            --'<S2>:1:14'
            sr_next <= sr(30 DOWNT0 0) & sr_in;
        END IF;
    END PROCESS shift_reg_1by32;

```

The `Shift Registers/shift_reg_1by64` block shows a 64 bit shifter. In this case, the shifter uses two fixed point words, to represent the operand, overcoming the 32-bit word length limitation for fixed-point integers.

Browse the `eml_hdl_design_patterns` model for other useful hardware elements that can be easily implemented using the MATLAB Function block.

Decimal to Binary Conversion

You can perform conversions from an integer type to generate a bit vector output and vice-versa. For an example model that shows how to perform this conversion, open the model `hdlcoder_int2bits_bits2int`.

```
open_system('hdlcoder_int2bits_bits2int')
```

The model uses the MATLAB Function blocks that are implemented in the `eml_hdl_design_patterns` library under the `Word Twiddlers` library.

See Also

“Check for MATLAB Function block settings” on page 38-19

More About

- “Design Guidelines for the MATLAB Function Block” on page 29-29
- “Code Generation from a MATLAB Function Block” on page 29-5
- “Distributed Pipeline Insertion for MATLAB Function Blocks” on page 29-37

- “Generate DUT Ports for Tunable Parameters” on page 10-17

Design Guidelines for the MATLAB Function Block

In this section...

“Use Compiled External Functions With MATLAB Function Blocks” on page 29-29

“Build the MATLAB Function Block Code First” on page 29-29

“Use the hdlfimath Utility for Optimized FIMATH Settings” on page 29-29

“Use Optimal Fixed-Point Option Settings” on page 29-30

“Set the Output Data Type of MATLAB Function Blocks Explicitly” on page 29-30

“Using Tunable Parameters” on page 29-30

“Run HDL Model Check for MATLAB Function Blocks” on page 29-30

“Use MATLAB Datapath Architecture for Enhanced HDL Optimizations” on page 29-30

Use Compiled External Functions With MATLAB Function Blocks

The HDL Coder software supports HDL code generation from MATLAB Function blocks that include compiled external functions. This feature enables you to write reusable MATLAB code and call it from multiple MATLAB Function blocks.

Such functions must be defined in files that are on the MATLAB Function block path. Use the `%#codegen` compilation directive to indicate that the MATLAB code is suitable for code generation. See “Function Definition” for information on how to create, compile, and invoke external functions.

Build the MATLAB Function Block Code First

Before generating HDL code for a subsystem containing a MATLAB Function block, build the MATLAB Function block code to check for errors. To build the code, click the **Build Model** button in the function editor.

Use the hdlfimath Utility for Optimized FIMATH Settings

The `hdlfimath` function is a utility that defines a FIMATH specification that is optimized for HDL code generation.

The following listing shows the `fimath` setting defined by `hdlfimath`.

```
hdlfm = fimath(...
    'RoundMode', 'floor',...
    'OverflowMode', 'wrap',...
    'ProductMode', 'FullPrecision', 'ProductWordLength', 32,...
    'SumMode', 'FullPrecision', 'SumWordLength', 32,...
    'CastBeforeSum', true);
```

The HDL division operator does not support 'floor' rounding mode. Use 'round' mode or change the signed integer division operations to unsigned integer division.

When the `fimath OverflowMode` property of the `fimath` specification is set to 'Saturate', HDL code generation is disallowed for the following cases:

- `SumMode` is set to 'SpecifyPrecision'
- `ProductMode` is set to 'SpecifyPrecision'

Use Optimal Fixed-Point Option Settings

Use the default (Fixed-point) setting for the **Treat these inherited signal types as fi objects** option.

Clear the **Saturate on integer overflow** setting for the MATLAB Function block.

Set the Output Data Type of MATLAB Function Blocks Explicitly

By setting the output data type of a MATLAB Function block explicitly, you enable optimizations for RAM mapping and pipelining. Avoid inheriting the output data type for a MATLAB Function block for which you want to enable optimizations.

Using Tunable Parameters

HDL Coder supports both tunable and non-tunable parameters with the following data types:

- Scalar
- Vector
- Complex
- Structure
- Enumeration

When using tunable parameters with the MATLAB Function block:

- The tunable parameter should be a Simulink.Parameter object with the `StorageClass` set to `ExportedGlobal`.

```
x = Simulink.Parameter
x.Value = 1
x.CoderInfo.StorageClass = 'ExportedGlobal'
```

- In the Ports and Data Manager dialog box, select the **tunable** check box.

For details, see “Generate DUT Ports for Tunable Parameters” on page 10-17.

Run HDL Model Check for MATLAB Function Blocks

When your design contains MATLAB Function blocks, before you generate HDL code, you can run the check “Check for MATLAB Function block settings” on page 38-19 in the HDL Code Advisor. This check verifies whether you use the recommended MATLAB Function blocks for HDL code generation. The settings include whether `fimath` settings are defined as per `hdlfimath` and **Saturate on integer overflow** check box is cleared.

See also “Check HDL Compatibility of Simulink Model Using HDL Code Advisor” on page 39-2.

Use MATLAB Datapath Architecture for Enhanced HDL Optimizations

In the HDL Block Properties dialog box for the MATLAB Function blocks, you can specify whether to use MATLAB Function or MATLAB Datapath as the HDL architecture. Floating-point models use the MATLAB Datapath architecture even if you specify the HDL architecture as MATLAB Function on the block. Fixed-point models use the MATLAB Function architecture by default.

To perform various speed and area optimizations such as sharing and distributed pipelining inside the MATLAB Function block and across the MATLAB Function block boundary with other Simulink blocks, use the MATLAB Datapath architecture. When you use this architecture, the code generator treats the MATLAB Function block like a regular Subsystem block. This capability enables you to optimize the algorithm inside the MATLAB Function block and across the MATLAB Function block with other blocks in your model.

See “HDL Optimizations Across MATLAB Function Block Boundary Using MATLAB Datapath Architecture” on page 24-157.

See Also

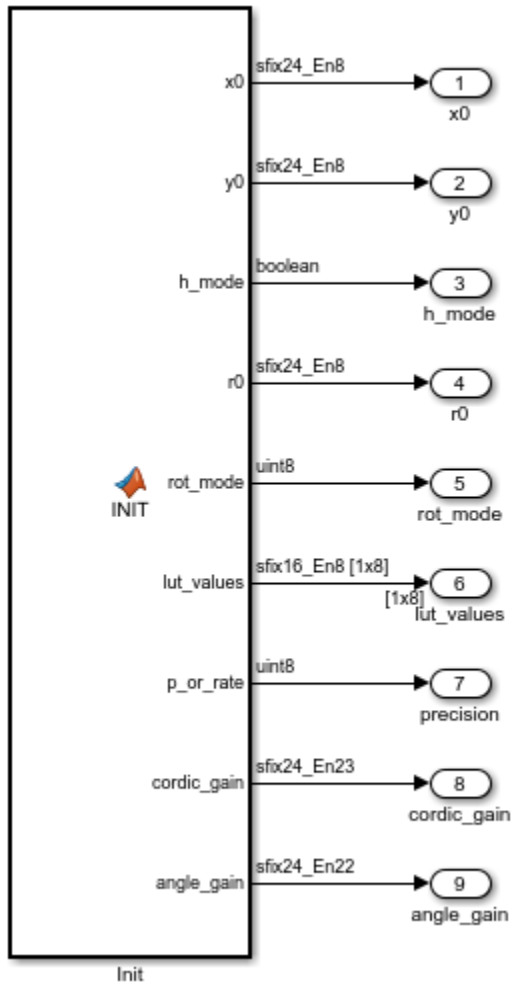
“Check for MATLAB Function block settings” on page 38-19

More About

- “Code Generation from a MATLAB Function Block” on page 29-5
- “MATLAB Function Block Design Patterns for HDL” on page 29-19
- “Distributed Pipeline Insertion for MATLAB Function Blocks” on page 29-37
- “Generate DUT Ports for Tunable Parameters” on page 10-17

CORDIC Algorithm Using the MATLAB® Function Block

This example shows how to use HDL Coder™ to check, generate and verify HDL for a fixed-point CORDIC model implementing sin and cos trigonometric functions using the MATLAB Function Block.



Hardware Design Patterns Using the MATLAB Function Block

This example shows how to effectively use the MATLAB Function block to model commonly used hardware algorithms using HDL Coder™. An HDL design patterns library is used to show the features of MATLAB Coder supported by HDL Coder.

Quick Introduction

The MATLAB Function block supports simulation and code generation for a restricted subset of MATLAB® language. It provides a mechanism for algorithm implementation in Simulink® and Stateflow®. To get more information on how to use this block in Simulink type:

```
>> docsearch('About Code Generation from MATLAB Algorithms')
```

Subset of Features Supported by HDL Coder

HDL Coder supports a powerful subset of MATLAB Function block features well suited for HDL implementations of various DSP and telecommunication applications such as sequence detectors, pattern generators, encoders, decoders etc., The following list briefly shows the features supported by MATLAB Function block in HDL Coder:

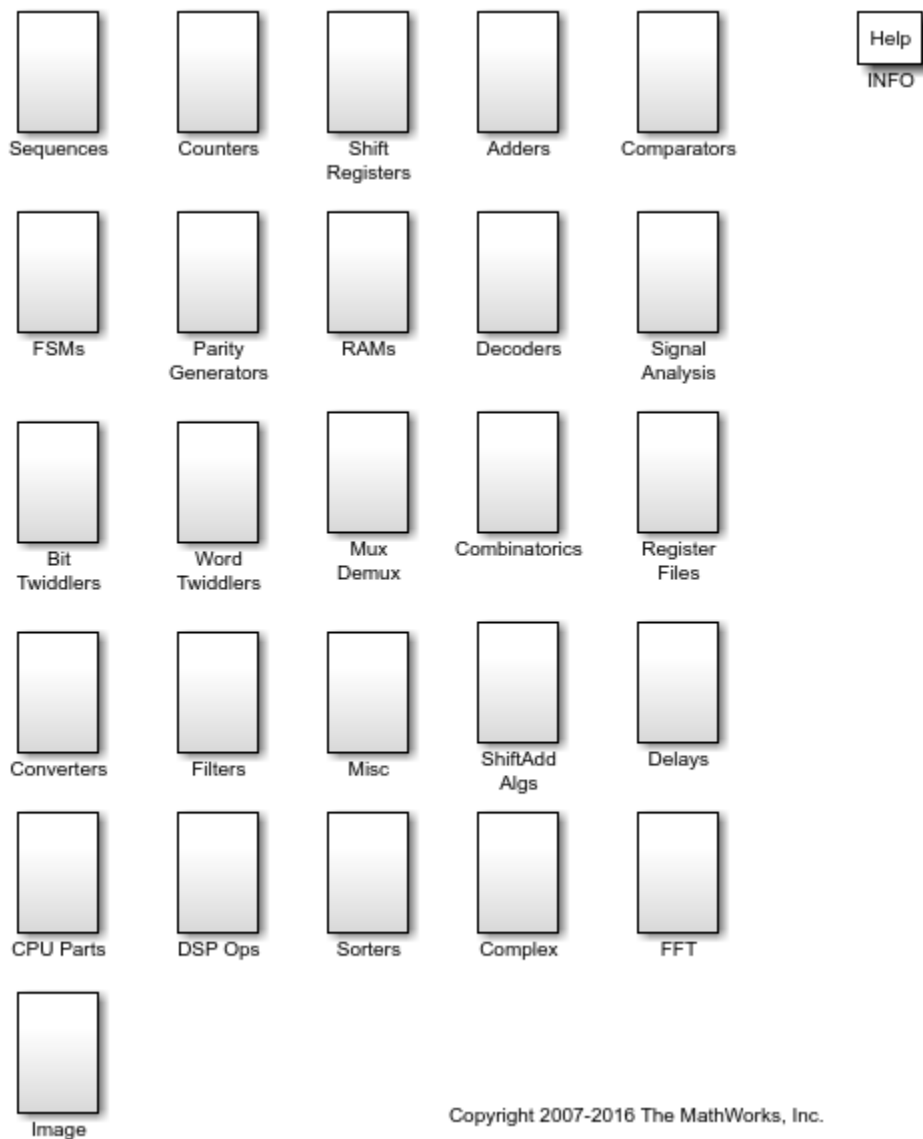
- Various Numeric Classes (int,uint,logical,single,double)
- Fixed-point arithmetic using 'fi' object
- Arithmetic, Logical, Relational and Bitwise operator support
- Full MATLAB expression support using above operators
- 1-D and 2-D Matrix Operations
- Matrix Subscripting
- Control flow using if, switch, for statements
- Sub functions
- Persistent variables to model state
- Fixed point and integer MATLAB library functions

Modeling Hardware Algorithms

The MATLAB Function block provides a mechanism to model at a high level of abstraction with a concise and textual way of expressing behavior of a hardware algorithm. HDL Coder provides an easy path to implementation from such an algorithmic level representation. The following sections show how to use this block effectively in HDL Coder.

```
% To illustrate the use of the above features in hardware modeling a
% sample patterns library is created that shows how to model common
% HDL problems. To open this sample library model please type
% at the command prompt
```

```
open_system('eml_hdl_design_patterns')
```



Using Blocks in this Library

To build some sample models using blocks in this model and observe the generated code please follow these steps:

- Create a new model.
- Copy the block of interest from the `eml_hdl_design_patterns` library to this model.
- Place it in a subsystem or a device under test.
- Run `'hdlsetup'` command.
- Run `'makehdl'` to generate code for the block
- Build valid test bench around it using Simulink sources and sinks.
- Run `'makehdltb'` command to generate testbench.

- Use the Modelsim '.do' script file to simulate the generated code.

see tutorial example model 'eml_hdl_incrementer' for more details or type

```
>> docsearch('Tutorial Example: Incrementer')
```

Modeling Arithmetic

This section talks about some of the design considerations that help generate efficient HDL from the MATLAB Function block. Please note that for modeling arbitrary length arithmetic operations using signed and unsigned logic vectors use of fi object is recommended. The fi objects provide a powerful mechanism to model fixed point arithmetic. Here are a couple of things to note when using fi objects in the MATLAB Function block.

The fi function helps you to define a fixed-point object with customized 'numericType' (that defines sign, wordlength, fractionlength) and 'fimath' (that defines rounding and saturation modes)

For HDL code generation, we recommend the fimath shown below. (with 'Floor', 'Wrap' and 'FullPrecision' modes) as shown below.

However when modeling algorithms requiring more complicated rounding and saturation logic you may use other fimath modes for rounding (floor,ceil,fix,nearest) and overflow (wrap,saturate)

```
fimath(...
'RoundMode', 'floor',...
'OverflowMode', 'wrap',...
'ProductMode', 'FullPrecision', 'ProductWordLength', 32,...
'SumMode', 'FullPrecision', 'SumWordLength', 32);
```

Examples: The following examples show the affect of fimath properties on the generated code.

```
open_system('eml_hdl_design_patterns/Adders/add_with_carry')
open_system('eml_hdl_design_patterns/Misc/eml_expr')
```

Modeling State Using Persistent Variables

To model a complex control logic, the ability to model registers is a basic requirement. In the MATLAB Coder programming model, the state-holding elements are represented as persistent variables. A variable declared persistent retains its value across function calls in software, and across steps of Simulink sample times. State holding elements in hardware like registers and flip-flops also exhibit similar behavior. The following examples how the values of persistent variables can be changed using global and local reset conditions.

```
Examples: open_system('eml_hdl_design_patterns/Delays') open_system('eml_hdl_design_patterns/
Delays/unit delay') open_system('eml_hdl_design_patterns/Delays/integer delay')
open_system('eml_hdl_design_patterns/Delays/tap delay') open_system('eml_hdl_design_patterns/
Delays/tap delay vector')
```

Modeling Counters and FSMs

The MATLAB Coder control-constructs such as switch/case and if-elseif-else, coupled with delay elements and fixed point arithmetic operations, let you model control logic. The examples in FSMs show how to use the switch-case and the if-elseif-end control statements. The counter show to model state and how to quantize data elements within loops.

```
Examples: open_system('eml_hdl_design_patterns/FSMs') open_system('eml_hdl_design_patterns/
Counters')
```

Modeling Bitwise Operations

The MATLAB Function block supports a variety of bitwise operations useful for hardware bit manipulation operations like bit concatenation, bit packing and unpacking, conversions between integer and bits, and pn-sequence generation and bit-scramblers.

Here is a quick list of bitwise functions that are supported by HDL Coder:

- `bitget`, `bitsliceget`, `bitconcat`, `bitset`, `bitcmp`
- `bitand`, `bitor`, `bitxor`
- `bitandreduce`, `bitorreduce`, `bitxorreduce`
- `bitshift`, `bitsll`, `bitsrl`, `bitsra`, `bitrol`, `bitror`

When modeling pure logic and no math operations in the MATLAB Function block the following settings on input operands are recommended.

- Prefer unsigned to signed input operands
- Use non saturating fimath options to generate less hardware.
- Prefer 'OverflowMode' to be 'wrap' and 'RoundMode' to be 'floor'

Examples: `open_system('eml_hdl_design_patterns/Bit Twiddlers/hdl_bit_ops')`
`open_system('eml_hdl_design_patterns/Bit Twiddlers/signal_distance')`
`open_system('eml_hdl_design_patterns/Word Twiddlers/nibble_swap_with_slice_concat')`

For an example that shows how to perform a conversion between integer and bits, open the model `hdlcoder_int2bits_bits2int`.

```
open_system('hdlcoder_int2bits_bits2int')
```

This model uses a MATLAB Function block that is implemented in the `Word Twiddlers` library.

```
open_system('eml_hdl_design_patterns/Word Twiddlers/Bits2Int')
open_system('eml_hdl_design_patterns/Word Twiddlers/Int2Bits')
open_system('eml_hdl_design_patterns/Word Twiddlers/Integer to Bits')
open_system('eml_hdl_design_patterns/Word Twiddlers/Bits to Integer')
```

Modeling Hardware Elements

The MATLAB Function block can be used to model various hardware elements like barrel shifters, rotators, carry save adders using simple and concise MATLAB scripts.

Examples: `open_system('eml_hdl_design_patterns/Shift Registers/shift_reg_universal')`

Conclusion

This example illustrates various opportunities that open up for hardware modeling through the use of the MATLAB Function block. A set of patterns to solve common hardware modeling problems using the MATLAB Function block are discussed. Please read the doc for more information on this library .

```
>> docsearch('The eml_hdl_design_patterns Library')
```

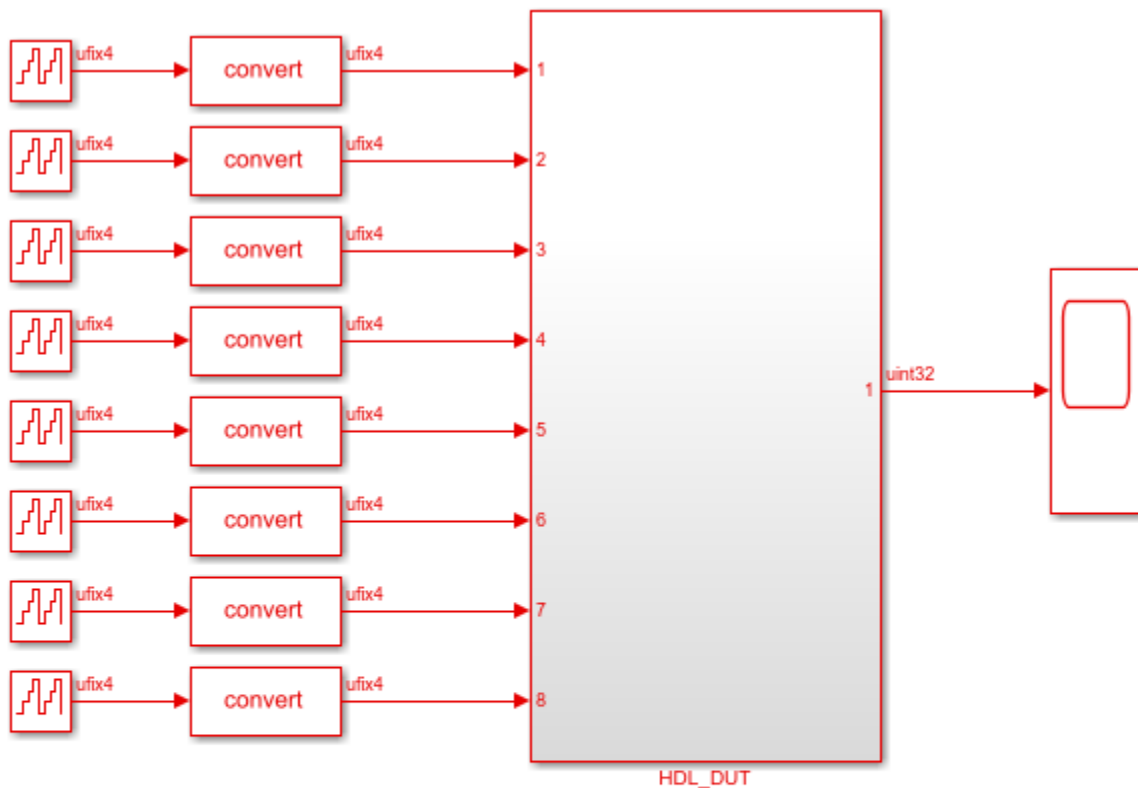
Distributed Pipeline Insertion for MATLAB Function Blocks

This example shows how to optimize the generated HDL code for MATLAB Function blocks by using the distributed pipelining optimization. Distributed pipelining is an HDL Coder™ optimization that improves the generated HDL code from MATLAB Function blocks, Simulink® models, or Stateflow® charts. By using distributed pipelining, your design achieves higher clock rates on the FPGA device.

Multiplier Chain Model

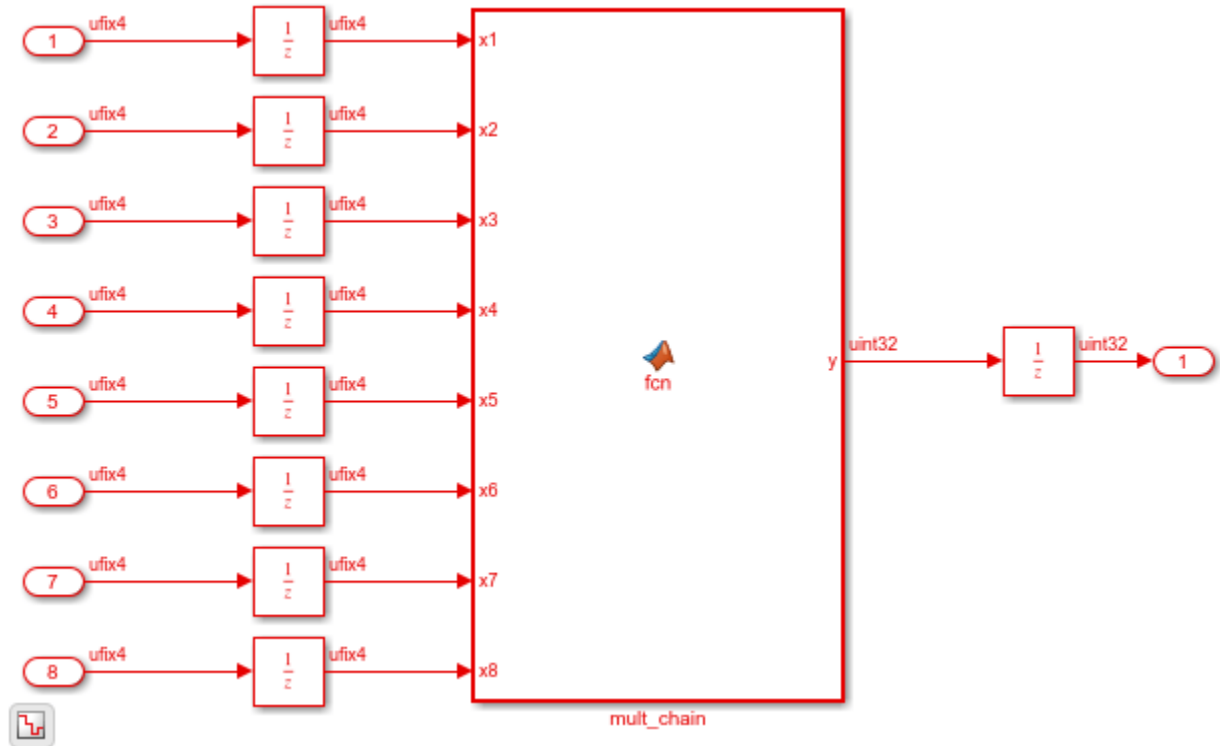
This example shows how to distribute pipeline registers in a simple model that chains five multiplications.

```
open_system('hdlcoder_distpipe_multiplier_chain')  
set_param('hdlcoder_distpipe_multiplier_chain','SimulationCommand','Update')
```



The HDL_DUT Subsystem is the DUT for which you want to generate HDL code. The subsystem drives a MATLAB Function block `mult_chain`.

```
open_system('hdlcoder_distpipe_multiplier_chain/HDL_DUT')
```



To see the chain of multiplications, open the MATLAB Function block.

```
open_system('hdlcoder_distpipe_multiplier_chain/HDL_DUT/mult_chain')
```

```
function y = fcn(x1,x2,x3,x4,x5,x6,x7,x8)
% A chained multiplication:
% y = (x1*x2)*(x3*x4)*(x5*x6)*(x7*x8)

y1 = x1 * x2;
y2 = x3 * x4;
y3 = x5 * x6;
y4 = x7 * x8;

y5 = y1 * y2;
y6 = y3 * y4;

y = y5 * y6;
```


Apply Distributed Pipelining Optimization

1. Specify generation of two pipeline stages for the MATLAB Function block.

```
m1_subsys = 'hdlcoder_distpipe_multiplier_chain/HDL_DUT/mult_chain';
hdlset_param(m1_subsys, 'OutputPipeline', 2)
```

2. Specify the MATLAB Datapath architecture. This architecture treats the MATLAB Function block like a regular Subsystem. You can then apply various optimizations across the MATLAB Function blocks with other blocks in your Simulink® model.

```
hdlset_param(m1_subsys, 'architecture', 'MATLAB Datapath');
```

3. Enable the distributed pipelining optimization on the block. To see the results of the optimization, enable generation of the Optimization Report. To apply the optimization across hierarchies in your model, enable hierarchical distributed pipelining on the model and distributed pipelining on all subsystems.

```
hdlset_param('hdlcoder_distpipe_multiplier_chain', ...
    'HierarchicalDistPipe', 'on', 'OptimizationReport', 'on')
hdlset_param('hdlcoder_distpipe_multiplier_chain/HDL_DUT', 'DistributedPipelining', 'on');
hdlset_param(m1_subsys, 'DistributedPipelining', 'on');
```

4. Generate HDL Code for the HDL_DUT subsystem.

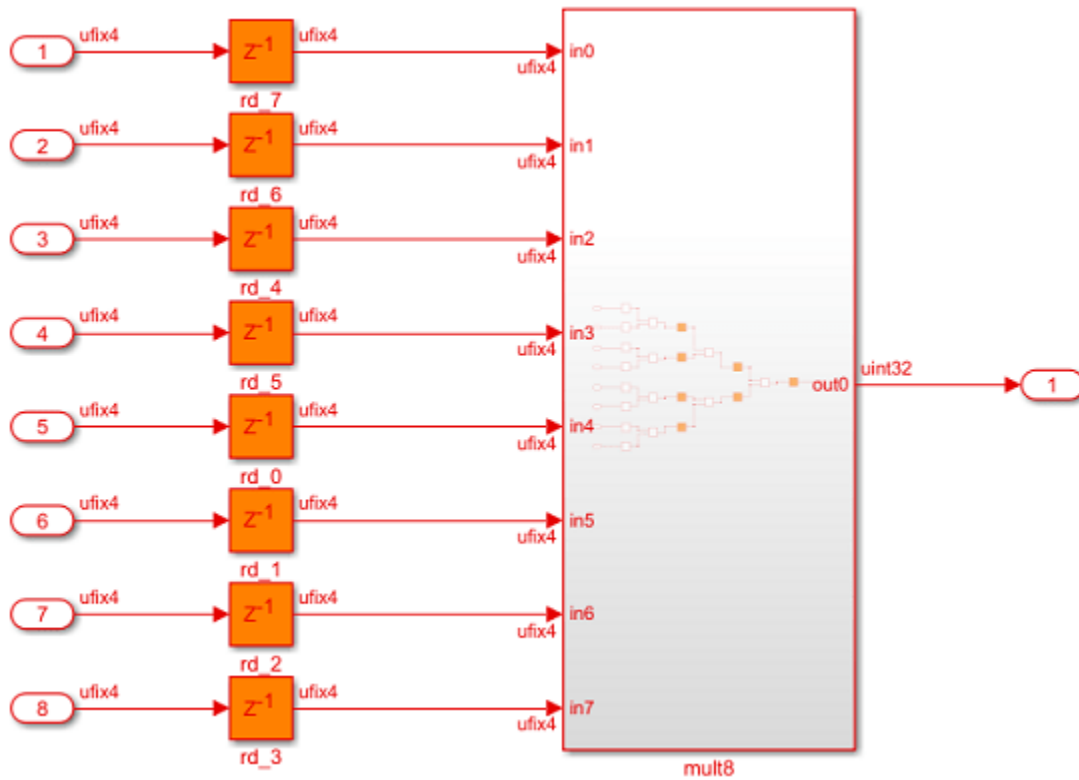
```
makehdl('hdlcoder_distpipe_multiplier_chain/HDL_DUT/mult_chain')
```

By default, HDL Coder generates VHDL code in the hdlsrc folder.

Analyze Results of Optimization

In the Distributed Pipelining report, you see that the code generator moved the pipeline registers. To see the effects of the optimization, open the generated model

gm_hdlcoder_distpipe_multiplier_chain and navigate to the HDL_DUT Subsystem.



The MATLAB Datapath architecture creates a Subsystem in place of the MATLAB Function block. The optimization can then distribute the pipeline registers and the unit delay that you added inside the Subsystem to optimize the multiplier chain and improve timing. Open the `mult_chain` Subsystem.

Generating Scripts for HDL Simulators and Synthesis Tools

- “Generate Scripts for Compilation, Simulation, and Synthesis” on page 30-2
- “Structure of Generated Script Files” on page 30-3
- “Properties for Controlling Script Generation” on page 30-4
- “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7
- “Add Synthesis Attributes” on page 30-14
- “Configure Synthesis Project Using Tcl Script” on page 30-15

Generate Scripts for Compilation, Simulation, and Synthesis

You can enable or disable script generation and customize the names and content of generated script files using either of the following methods:

- Use the `makehdl` or `makehdl tb` functions, and pass in property name/property value arguments, as described in “Properties for Controlling Script Generation” on page 30-4.
- Set script generation options in the **HDL Code Generation > EDA Tool Scripts** pane of the Configuration Parameters dialog box, as described in “Configure Compilation, Simulation, Synthesis, and Lint Scripts” on page 30-7.

Structure of Generated Script Files

A generated EDA script consists of three sections, generated and executed in the following order:

- 1** An initialization (`Init`) phase. The `Init` phase performs the required setup actions, such as creating a design library or a project file. Some arguments to the `Init` phase are implicit, for example, the top-level entity or module name.
- 2** A command-per-file phase (`Cmd`). This phase of the script is called iteratively, once per generated HDL file or once per signal. On each call, a different file or signal name is passed in.
- 3** A termination phase (`Term`). This is the final execution phase of the script. One application of this phase is to execute a simulation of HDL code that was compiled in the `Cmd` phase. The `Term` phase does not take arguments.

The HDL Coder software generates scripts by passing format strings to the `fprintf` function. Using the GUI options (or `makehdl` and `makehdltb` properties) summarized in the following sections, you can pass in customized format names to the script generator. Some of these format names take arguments, such as the top-level entity or module name, or the names of the VHDL or Verilog files in the design.

You can use valid `fprintf` formatting characters. For example, `'\n'` inserts a newline into the script file.

Properties for Controlling Script Generation

This section describes how to set properties in the `makehdl` or `makehdl tb` functions to enable or disable script generation and customize the names and content of generated script files.

Enabling and Disabling Script Generation

The `EDAScriptGeneration` property controls the generation of script files. By default, `EDAScriptGeneration` is set on. To disable script generation, set `EDAScriptGeneration` to `off`, as in the following example.

```
makehdl('sfir_fixed/symmetric_fir','EDAScriptGeneration','off')
```

Customizing Script Names

When you generate HDL code, HDL Coder appends a postfix string to the model or subsystem name *system* in the generated script name.

When you generate test bench code, HDL Coder appends a postfix string to the test bench name *testbench_tb*.

The postfix string depends on the type of script (compilation, simulation, or synthesis) being generated. The default postfix strings are shown in the following table. For each type of script, you can define your own postfix using the associated property.

| Script Type | Property | Default Value |
|-------------|------------------------------------|--|
| Compilation | <code>HDLCompileFilePostfix</code> | <code>_compile.do</code> |
| Simulation | <code>HDLSimFilePostfix</code> | <code>_sim.do</code> |
| Synthesis | <code>HDLSynthFilePostfix</code> | Depends on the selected synthesis tool. See “Choose synthesis tool” on page 20-11. |

The following command generates VHDL code for the subsystem `system`, specifying a custom postfix for the compilation script. The name of the generated compilation script will be `system_test_compilation.do`.

```
makehdl('mymodel/system', 'HDLCompileFilePostfix', '_test_compilation.do')
```

Customizing Script Code

Using the property name/property value pairs summarized in the following table, you can pass in customized format names as character vectors to `makehdl` or `makehdl tb`. The properties are named according to the following conventions:

- Properties that apply to the initialization (`Init`) phase are identified by the `Init` character vector in the property name.
- Properties that apply to the command-per-file phase (`Cmd`) are identified by the `Cmd` character vector in the property name.
- Properties that apply to the termination (`Term`) phase are identified by the `Term` character vector in the property name.

| Property Name and Default | Description |
|--|---|
| Name: HDLCompileInit Default: 'vlib %s\n' | Format name passed to <code>fprintf</code> to write the Init section of the compilation script. The implicit argument is the contents of the <code>VHDLLibraryName</code> property, which defaults to 'work'. You can override the default Init string ('vlib work\n') by changing the value of <code>VHDLLibraryName</code> . |
| Name: HDLCompileVHDLCmd Default: 'vcom %s %s\n' | Format name passed to <code>fprintf</code> to write the Cmd section of the compilation script for VHDL files. The two implicit arguments are the contents of the <code>SimulatorFlags</code> property and the file name of the current entity or module. To omit the flags, set <code>SimulatorFlags</code> to '' (the default). |
| Name: HDLCompileVerilogCmd Default: 'vlog %s %s\n' | Format name passed to <code>fprintf</code> to write the Cmd section of the compilation script for Verilog files. The two implicit arguments are the contents of the <code>SimulatorFlags</code> property and the file name of the current entity or module. To omit the flags, set <code>SimulatorFlags</code> to '' (the default). |
| Name: HDLCompileTerm Default: '' | Format name passed to <code>fprintf</code> to write the termination portion of the compilation script. |
| Name: HDLSimInit Default: ['onbreak resume\n',... 'onerror resume\n'] | Format name passed to <code>fprintf</code> to write the initialization section of the simulation script. |
| Name: HDLSimCmd Default: 'vsim -voptargs==+acc %s.%s\n' | Format name passed to <code>fprintf</code> to write the simulation command. If your target language is VHDL, the first implicit argument is the value of the <code>VHDLLibraryName</code> property. If your target language is Verilog, the first implicit argument is 'work'. The second implicit argument is the top-level module or entity name. |
| Name: HDLSimViewWaveCmd Default: 'add wave sim:%s\n' | Format name passed to <code>fprintf</code> to write the simulation script waveform viewing command. The implicit argument adds the signal paths for the DUT top-level input, output, and output reference signals. |
| Name: HDLSimTerm Default: 'run -all\n' | Format name passed to <code>fprintf</code> to write the Term portion of the simulation script. The string is a synthesis project creation command. The content of the string is specific to the selected synthesis tool. See "Choose synthesis tool" on page 20-11. |
| Name: HDLSynthInit | Format name passed to <code>fprintf</code> to write the Init section of the synthesis script. The content of the format name is specific to the selected synthesis tool. See "Choose synthesis tool" on page 20-11. |

| Property Name and Default | Description |
|---------------------------|--|
| Name: HDLSynthCmd | Format name passed to <code>fprintf</code> to write the <code>Cmd</code> section of the synthesis script. The content of the format name is specific to the selected synthesis tool. See “Choose synthesis tool” on page 20-11. |
| Name: HDLSynthTerm | Format name passed to <code>fprintf</code> to write the <code>Term</code> section of the synthesis script. The content of the format name is specific to the selected synthesis tool. See “Choose synthesis tool” on page 20-11. |

Examples

The following example specifies a custom VHDL library name for the Mentor Graphics ModelSim compilation script for code generated from the subsystem, `system`.

```
makehdl(system, 'VHDLLibraryName', 'mydesignlib')
```

The resultant script, `system_compile.do`, is:

```
vlib mydesignlib
vcom system.vhd
```

The following example specifies that HDL Coder generate a Xilinx ISE synthesis file for the subsystem `sfir_fixed/symmetric_fir`.

```
makehdl('sfir_fixed/symmetric_fir','HDLSynthTool', 'ISE')
```

The following listing shows the resultant script, `symmetric_fir_ise.tcl`.

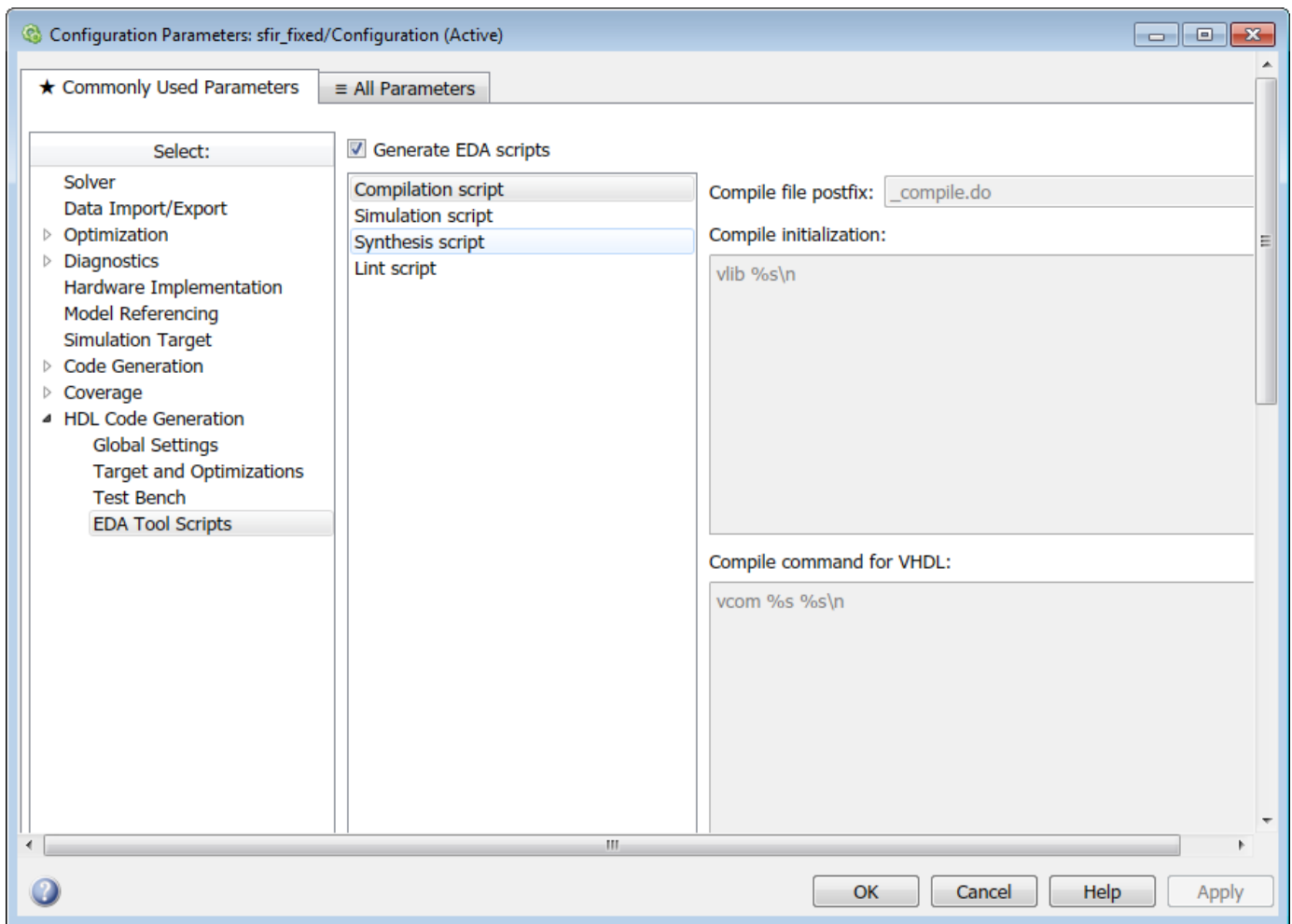
```
set src_dir "./hdlsrc"
set prj_dir "synprj"
file mkdir ../$prj_dir
cd ../$prj_dir
project new symmetric_fir.ise
xfile add ../$src_dir/symmetric_fir.vhd
project set family Virtex4
project set device xc4vsx35
project set package ff668
project set speed -10
process run "Synthesize - XST"
```

Configure Compilation, Simulation, Synthesis, and Lint Scripts

You set options that configure script file generation on the **EDA Tool Scripts** pane. These options correspond to the properties described in “Properties for Controlling Script Generation” on page 30-4.

To view and set **EDA Tool Scripts** options:

- 1 Open the Configuration Parameters dialog box.
- 2 Select the **HDL Code Generation > EDA Tool Scripts** pane.



- 3 The **Generate EDA scripts** option controls the generation of script files. By default, this option is selected.

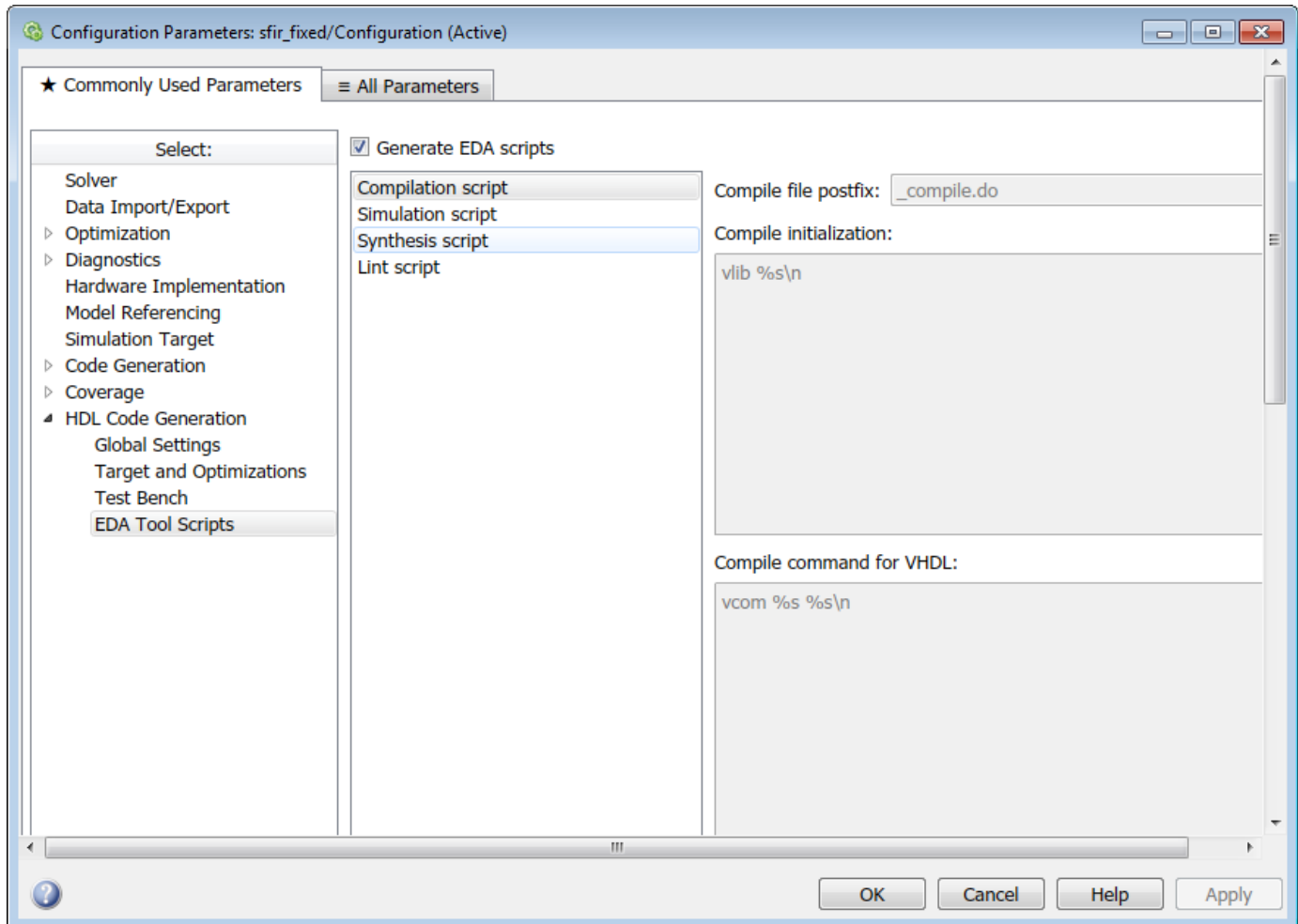
If you want to disable script generation, clear this check box and click **Apply**.

- 4 The list on the left of the **EDA Tool Scripts** pane lets you select from several categories of options. Select a category and set the options as desired. The categories are:
 - **Compilation script:** Options related to customizing scripts for compilation of generated VHDL or Verilog code. See “Compilation Script Options” on page 30-8 for further information.

- **Simulation script:** Options related to customizing scripts for HDL simulators. See “Simulation Script Options” on page 30-9 for further information.
- **Synthesis script:** Options related to customizing scripts for synthesis tools. See “Synthesis Script Options” on page 30-11 for further information.

Compilation Script Options

The following figure shows the **Compilation script** pane, with options set to their default values.



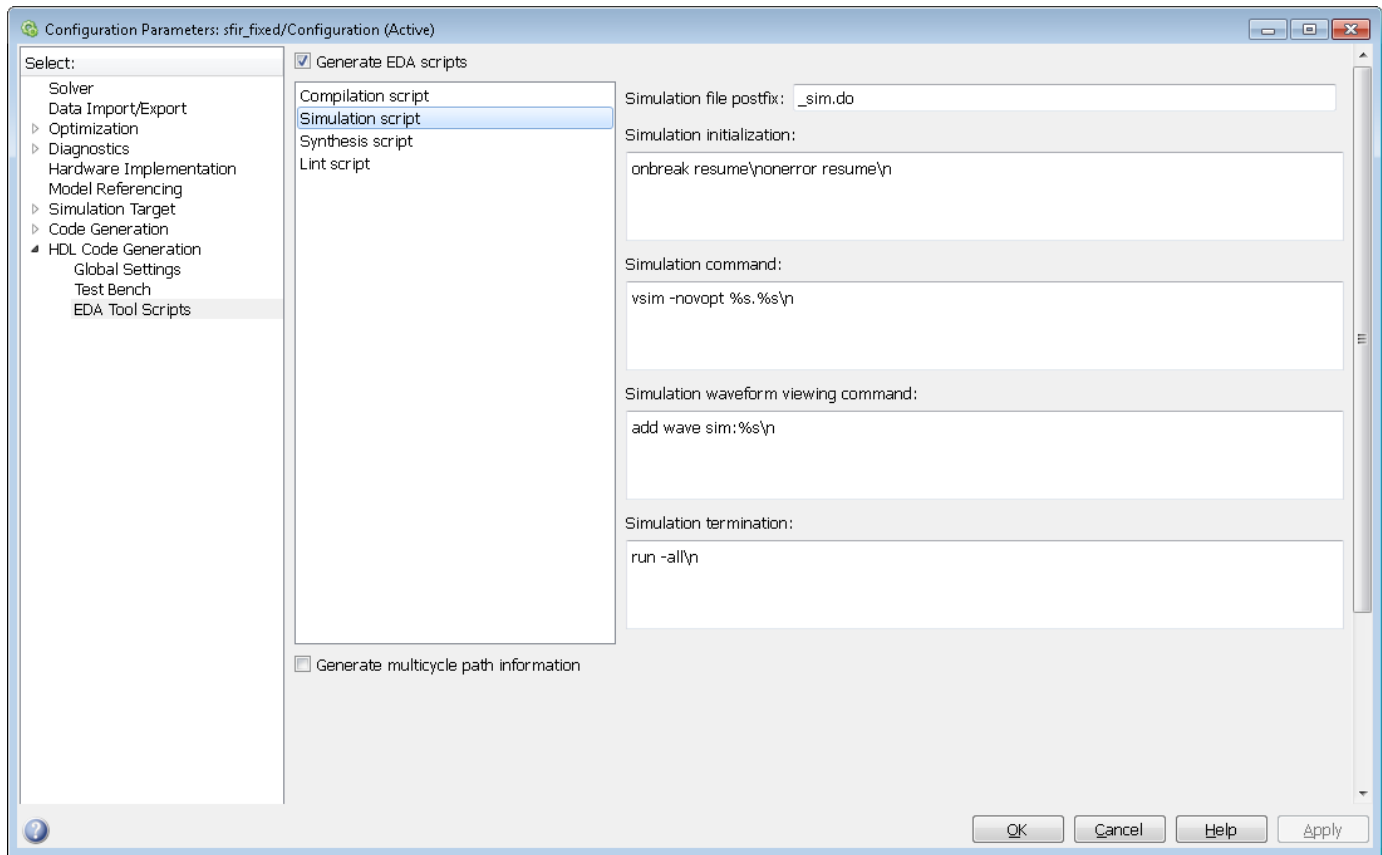
The following table summarizes the **Compilation script** options.

| Option and Default | Description |
|---|---|
| Compile file postfix' '_compile.do' | Postfix appended to the DUT name or test bench name to form the script file name. |

| Option and Default | Description |
|---|--|
| Name: Compile initialization Default: 'vlib %s\n' | Format name passed to <code>fprintf</code> to write the <code>Init</code> section of the compilation script. The argument is the contents of the <code>VHDLLibraryName</code> property, which defaults to 'work'. You can override the default <code>Init</code> 'vlib work\n' by changing the value of <code>VHDLLibraryName</code> . |
| Name: Compile command for VHDL Default: 'vcom %s %s\n' | Format name passed to <code>fprintf</code> to write the <code>Cmd</code> section of the compilation script for VHDL files. The two arguments are the contents of the <code>SimulatorFlags</code> property option and the filename of the current entity or module. To omit the flags, set <code>SimulatorFlags</code> to '' (the default). |
| Name: Compile command for Verilog Default: 'vlog %s %s\n' | Format name passed to <code>fprintf</code> to write the <code>Cmd</code> section of the compilation script for Verilog files. The two arguments are the contents of the <code>SimulatorFlags</code> property and the filename of the current entity or module. To omit the flags, set <code>SimulatorFlags</code> to '' (the default). |
| Name: Compile termination Default: '' | Format name passed to <code>fprintf</code> to write the termination portion of the compilation script. |

Simulation Script Options

The following figure shows the **Simulation script** pane, with options set to their default values.



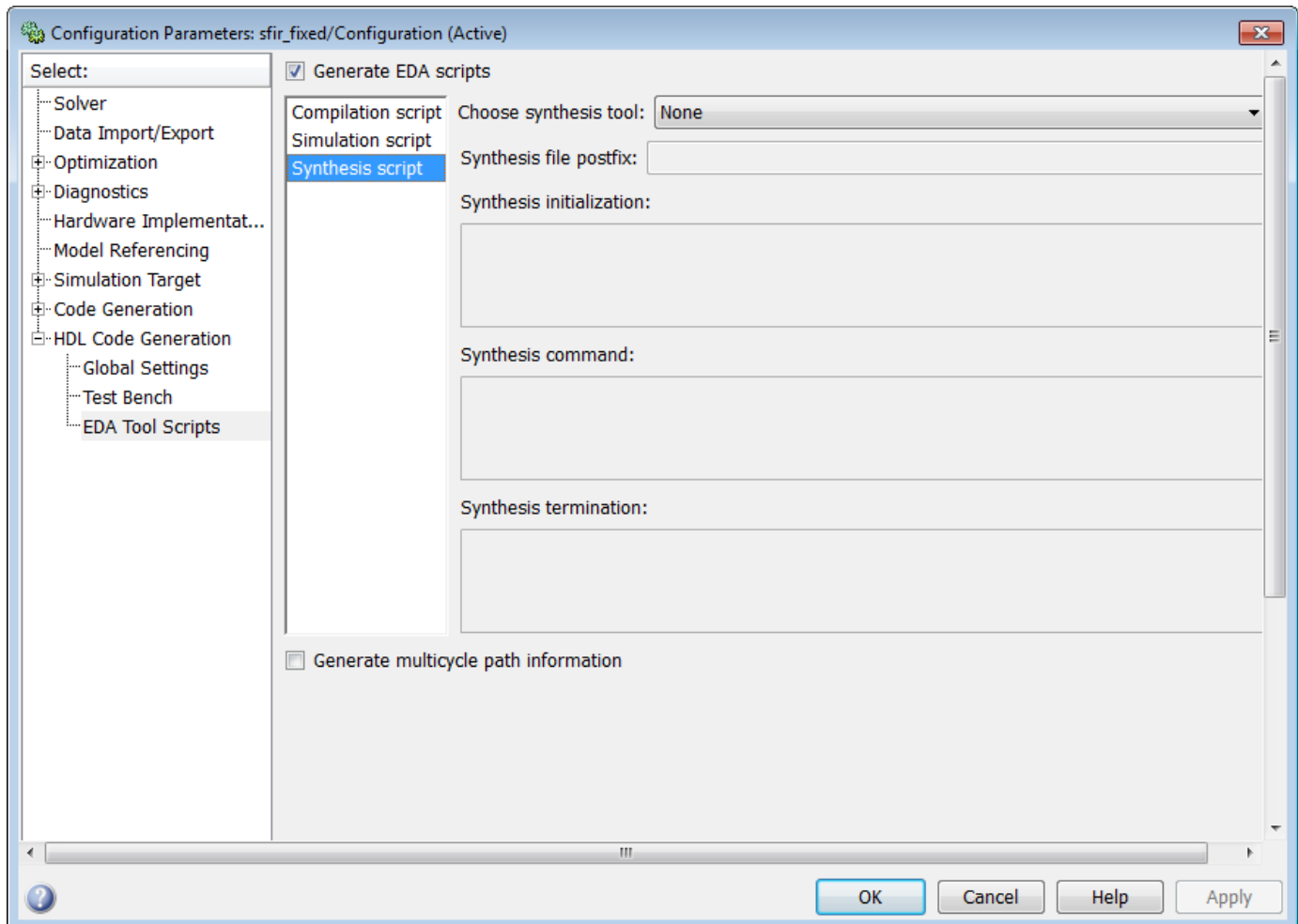
The following table summarizes the **Simulation script** options.

| Option and Default | Description |
|---|---|
| Simulation file postfix Default: <code>'_sim.do'</code> | Postfix appended to the model name or test bench name to form the simulation script file name. |
| Simulation initialization Default: <code>['onbreak resume\nonerror resume\n']</code> | Format name passed to <code>fprintf</code> to write the initialization section of the simulation script. |
| Simulation command Default: <code>'vsim -voptargs=+acc %s.%s\n'</code> | Format name passed to <code>fprintf</code> to write the simulation command. If your <code>TargetLanguage</code> is 'VHDL', the first implicit argument is the value of <code>VHDLLibraryName</code> . If your <code>TargetLanguage</code> is 'Verilog', the first implicit argument is 'work'. The second implicit argument is the top-level module or entity name. |
| Simulation waveform viewing command Default: <code>'add wave sim:%s\n'</code> | Format name passed to <code>fprintf</code> to write the simulation script waveform viewing command. The top-level module or entity signal names are implicit arguments. |

| Option and Default | Description |
|--|--|
| Simulation termination Default: 'run -all\n' | Format name passed to <code>fprintf</code> to write the Term portion of the simulation script. |

Synthesis Script Options

The following figure shows the **Synthesis script** pane, with options set to their default values. The **Choose synthesis tool** property defaults to **None**, which disables generation of a synthesis script.

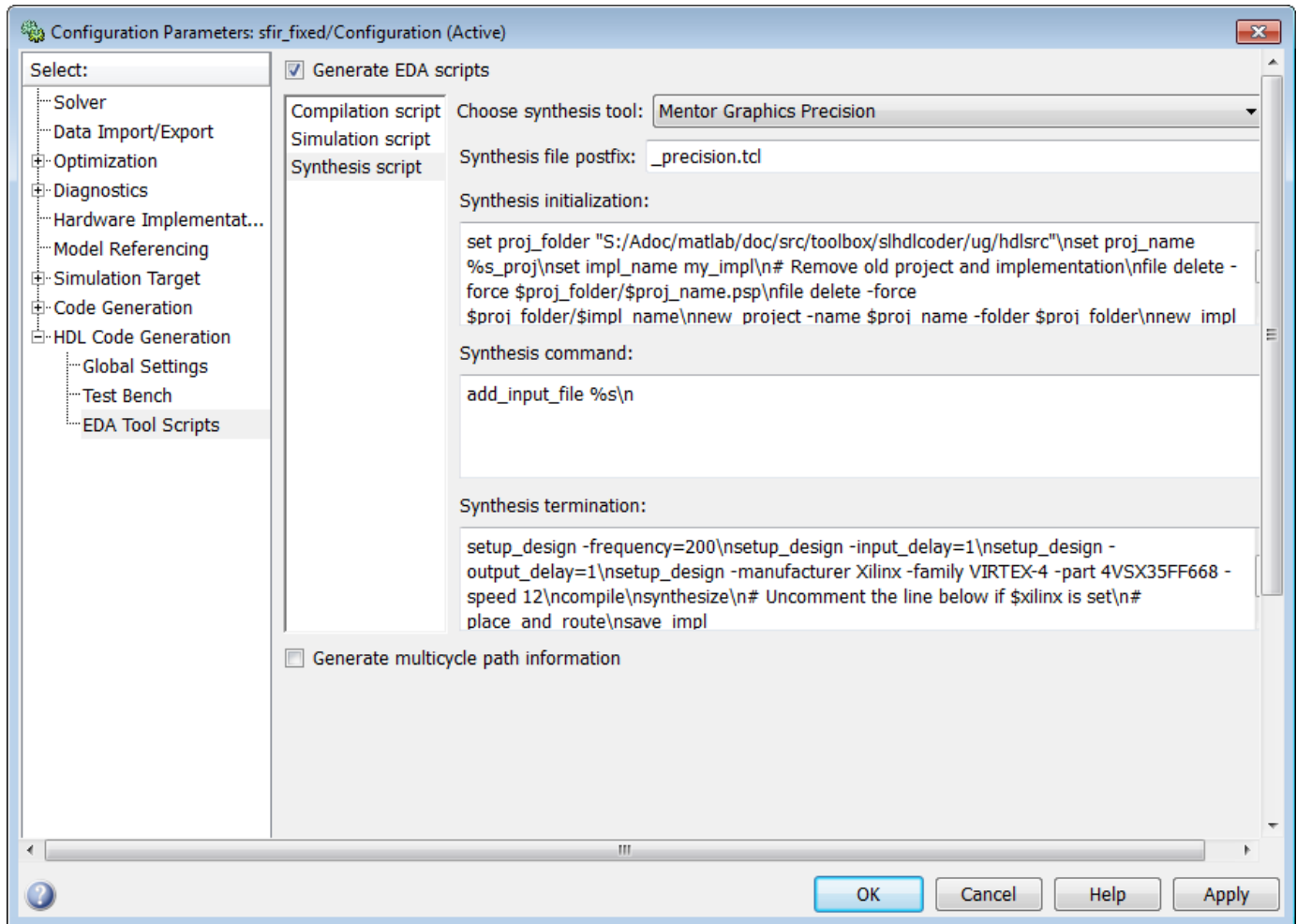


To enable synthesis script generation, select a synthesis tool from the **Choose synthesis tool** menu.

When you select a synthesis tool, HDL Coder:

- Enables synthesis script generation.
- Enters a file name postfix (specific to the chosen synthesis tool) into the **Synthesis file postfix** field.
- Enters strings (specific to the chosen synthesis tool) into the initialization, command, and termination fields.

The following figure shows the default option values entered for the Mentor Graphics Precision tool.



The following table summarizes the **Synthesis script** options.

| Option Name | Description |
|------------------------------|--|
| Choose synthesis tool | None (default): do not generate a synthesis script Xilinx ISE: generate a synthesis script for Xilinx ISE Microsemi Libero: generate a synthesis script for Microsemi Libero Mentor Graphics Precision: generate a synthesis script for Mentor Graphics Precision Altera Quartus II: generate a synthesis script for Altera Quartus II Synopsys Synplify Pro: generate a synthesis script for Synopsys Synplify Pro Xilinx Vivado: generate a synthesis script for Xilinx Vivado Custom: generate a custom synthesis script |

| Option Name | Description |
|---------------------------------|--|
| Synthesis file postfix | <p>Your choice of synthesis tool sets the postfix for generated synthesis file names to one of the following:</p> <pre>_ise.tcl _libero.tcl _precision.tcl _quartus.tcl _synplify.tcl _vivado.tcl _custom.tcl</pre> |
| Synthesis initialization | <p>Format name passed to <code>fprintf</code> to write the <code>Init</code> section of the synthesis script. The default string is a synthesis project creation command. The implicit argument is the top-level module or entity name.</p> <p>The content of the string is specific to the selected synthesis tool.</p> |
| Synthesis command | <p>Format name passed to <code>fprintf</code> to write the <code>Cmd</code> section of the synthesis script. The implicit argument is the file name of the entity or module.</p> <p>The content of the string is specific to the selected synthesis tool.</p> |
| Synthesis termination | <p>Format name passed to <code>fprintf</code> to write the <code>Term</code> section of the synthesis script.</p> <p>The content of the string is specific to the selected synthesis tool.</p> |

Add Synthesis Attributes

To learn how to add synthesis attributes in the generated HDL code for multiplier mapping, see “DSPStyle” on page 22-10.

Configure Synthesis Project Using Tcl Script

You can add a Tcl script that configures your synthesis project.

To configure your synthesis project using a Tcl script:

- 1 Create a Tcl script that contains commands to customize your synthesis project.

For example, to specify the finite state machine style:

- For Xilinx ISE, create a Tcl script that contains the following line:

```
project set "FSM Encoding Algorithm" "Gray" -process "Synthesize - XST"
```

- For Xilinx Vivado, create a Tcl script that contains the following line:

```
set_property STEPS.SYNTH_DESIGN.ARGS.FSM_EXTRACTION gray [get_runs synth_1]
```

- 2 In the HDL Workflow Advisor, in the **FPGA Synthesis and Analysis > Create Project** task, in the **Additional source files** field, enter the full path to the Tcl file manually, or by using the **Add** button.

When HDL Coder creates the project, the Tcl script is executed to apply the synthesis project settings.

Using the HDL Workflow Advisor

- “Workflows in HDL Workflow Advisor” on page 31-2
- “Getting Started with the HDL Workflow Advisor” on page 31-6
- “Generate Code and Synthesize on FPGA Using HDL Workflow Advisor” on page 31-12
- “Generate Test Bench and Enable Code Coverage Using the HDL Workflow Advisor” on page 31-17
- “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20
- “FPGA Floating-Point Library IP Mapping” on page 31-27
- “Customize Floating-Point IP Configuration” on page 31-40
- “HDL Coder Support for FPGA Floating-Point Library Mapping” on page 31-48
- “Synthesis Objective to Tcl Command Mapping” on page 31-52
- “Run HDL Workflow with a Script” on page 31-54
- “Getting Started with the HDL Workflow Command-Line Interface” on page 31-65
- “Getting Started with FPGA Turnkey Workflow” on page 31-78

Workflows in HDL Workflow Advisor

The HDL Workflow Advisor offers various workflows to check your algorithm for HDL compatibility, generate HDL code, verify the code, and then deploy the code to your target platform.

You can run the Workflow Advisor for your MATLAB algorithm or Simulink model. Before you deploy the code to a target hardware platform, install the synthesis tool and specify the path to that synthesis tool by using the `hdlsetuptoolpath` function. See “Tool Setup”.

Set Up HDL Workflow Advisor in MATLAB

Before you specify the target workflow, when you run the Workflow Advisor from MATLAB, specify the design and test bench files, define the input types, and run fixed-point conversion.

To specify the target workflow:

- 1 On the MATLAB toolstrip, from the **Apps** tab, select the **HDL Coder** app.
- 2 Select the MATLAB design and test bench files and click the **Workflow Advisor** button.
- 3 In the Workflow Advisor, on the **Select Code Generation Target** task, select the **Workflow**.

The steps after code generation target selection change depending on your target workflow.

Set Up HDL Workflow Advisor in Simulink

When you run the Workflow Advisor from your Simulink model, irrespective of the target workflow, you run the steps to prepare the model for HDL code generation, and then generate code.

Open the Simulink model for which you want to run the workflow.

- 1 On the Simulink toolstrip, from the **Apps** tab, select the **HDL Coder** app.
- 2 On the **HDL Code** tab, click the **Workflow Advisor** button.
- 3 In the HDL Workflow Advisor, on the **Set Target Device and Synthesis Tool** task, select the **Target workflow**.

The steps in the Workflow Advisor change depending on the **Target workflow**, **Target platform**, and **Synthesis tool**.

Generic ASIC/FPGA

Generate HDL code from your Simulink model or MATLAB algorithm, verify the HDL code, and deploy the code to a generic ASIC or FPGA device. You can select from a family of devices that belong to these synthesis tools, as listed in “Generic ASIC/FPGA Hardware”.

By using this workflow, you can:

- Generate HDL code for your fixed-point MATLAB algorithm or your HDL-compatible Simulink model.
- Generate an HDL test bench and cosimulation test bench (requires HDL Verifier), and scripts to build and run the code and test bench. You can also generate a SystemVerilog DPI test benches and code coverage when running the Simulink HDL Workflow Advisor (requires HDL Verifier).

- Perform FPGA synthesis and timing analysis and rapidly prototype your design on generic FPGA platforms through integration with third-party synthesis tools.
- Back-annotate the model with critical path information and other information obtained during synthesis, and then optimize your design for area and speed.

Note If you select Intel Quartus Pro or Microsemi Libero SoC as the **Synthesis tool**, the **Annotate Model with Synthesis Result** task is not available. To see the critical path, run the workflow to synthesis, and then open the timing reports.

To learn more, see:

- “HDL Code Generation and FPGA Synthesis from Simulink Model”
- “Basic HDL Code Generation and FPGA Synthesis from MATLAB”

FPGA Turnkey

Deploy your Simulink model or MATLAB algorithm onto standalone FPGA boards and SoC platforms. To use this workflow, you must select VHDL as the **Language**. You can select from one of these synthesis tools, as listed in “FPGA Turnkey Hardware”.

Use this workflow to:

- Choose boards from the FPGA Board Manager that are **Turnkey Enabled** or create your own custom boards for deployment.
- Generate HDL code for the entire FPGA design, the DUT algorithm, and the FPGA wrapper top-level HDL code. You can also specify the pin mapping constraints.
- Perform FPGA synthesis and timing analysis. Rapidly prototype your design on FPGA and SoC platforms through integration with third-party synthesis tools.

For an example, see “Getting Started with FPGA Turnkey Workflow” on page 31-78.

IP Core Generation

Generate RTL code and a custom HDL IP core from your Simulink model or MATLAB algorithm. Before you run the workflow, partition your design into components that run on software and components that run on hardware. See “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2.

The IP core is a shareable and reusable HDL component that consists of IP core definition files, HDL code generated for your algorithm, C header file with the register address map, and the IP core report. See:

- “Custom IP Core Report” on page 40-13
- “Custom IP Core Generation” on page 40-10

You can select from one of these synthesis tools, as listed in “IP Core Generation Hardware”.

Use this workflow to:

- Generate a generic board-independent Xilinx or Intel HDL IP core.

- Integrate the IP core into a reference design to target standalone FPGA boards or SoC platforms with Xilinx Vivado IP integrator or Intel Qsys.
- Communicate with the generated HDL IP core by using embedded ARM processor or, from MATLAB, by using the HDL Verifier MATLAB as AXI Master. See “Set Up for MATLAB AXI Master” (HDL Verifier).

You can integrate the HDL IP core into HDL Coder provided reference designs such as the `default system reference design` or into a reference design that you created. To learn more, see:

- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230

Simulink Real-Time FPGA I/O

Generate HDL code from your Simulink model and deploy the code onto Speedgoat® FPGA I/O modules. This workflow requires Xilinx Vivado and uses the `IP Core Generation` workflow infrastructure, as mentioned in “Simulink Real-Time FPGA I/O: Speedgoat Target Computer”.

To run the `Simulink Real-Time FPGA I/O` workflow, install the Speedgoat I/O Blockset and the Speedgoat HDL Coder Integration Packages. After you install the integration packages, you can choose the **Target platform**, and then run the workflow to:

- Generate a reusable and shareable IP core.
- Integrate the IP core into the Speedgoat reference design.
- Generate an FPGA bitstream and download the bitstream to the target hardware.
- Generate a Simulink Real-Time™ model. The model is an interface subsystem model that contains the blocks to program the FPGA and communicate with the board during real-time execution.

For more information, see “IP Core Generation Workflow for Speedgoat Simulink-Programmable I/O Modules” on page 41-108.

FPGA-in-the-Loop

Test your Simulink model or MATLAB algorithm on a target FPGA. This workflow requires HDL Verifier. You can select from one of these synthesis tools, as listed in “FPGA-in-the-Loop Hardware”.

Use this workflow to:

- Choose boards from the FPGA Board Manager that are **FIL Enabled** or create your own custom boards for verification. See “FPGA Board Customization” on page 36-2.
- Generate HDL code for your fixed-point MATLAB algorithm or your HDL-compatible Simulink model.
- Perform FPGA implementation and connect to the target FPGA board by using Ethernet, JTAG, or PCI Express for FIL simulation.

To learn more, see:

- “FIL Simulation with HDL Workflow Advisor for Simulink” (HDL Verifier)
- “FIL Simulation with HDL Workflow Advisor for MATLAB” (HDL Verifier)

See Also

hdladvisor | makehdl

More About

- “Getting Started with the HDL Workflow Advisor” on page 31-6
- “HDL Workflow Advisor Tasks” on page 37-2
- “Run HDL Workflow with a Script” on page 31-54
- “Getting Started with the HDL Workflow Command-Line Interface” on page 31-65

Getting Started with the HDL Workflow Advisor

In this section...

- “Open the HDL Workflow Advisor” on page 31-6
- “Run Tasks in the HDL Workflow Advisor” on page 31-7
- “Fix HDL Workflow Advisor Warnings or Failures” on page 31-8
- “Save and Restore the HDL Workflow Advisor State” on page 31-8
- “View and Save HDL Workflow Advisor Reports” on page 31-9

The HDL Workflow Advisor guides you through the stages of generating HDL code for a Simulink subsystem and the FPGA design process, such as:

- Checking the model for HDL code generation compatibility and automatically fixing incompatible settings.
- Generation of HDL code, a test bench, and scripts to build and run the code and test bench.
- Generation of cosimulation or SystemVerilog DPI test benches and code coverage (requires HDL Verifier).
- Synthesis and timing analysis through integration with third-party synthesis tools.
- Back-annotation of the model with critical path information and other information obtained during synthesis.
- Complete automated workflows for selected FPGA development target devices, including FPGA-in-the-loop simulation (requires HDL Verifier), and the Simulink Real-Time FPGA I/O workflow.

Open the HDL Workflow Advisor

To start the HDL Workflow Advisor from a Simulink model:

- 1 In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears.
- 2 Select the DUT Subsystem in your model, and make sure that this Subsystem name appears in the **Code for** option. To remember the selection, you can pin this option. Click **Workflow Advisor**.

To start the HDL Workflow Advisor for a model from the command line, enter `hdladvisor(system)`. *system* is a handle or name of the model or subsystem that you want to check. For more information, see the `hdladvisor` function reference page.

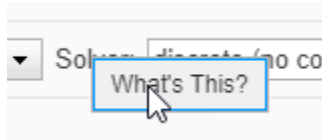
For how to use the HDL Workflow Advisor to generate HDL code from a MATLAB script, see “Basic HDL Code Generation and FPGA Synthesis from MATLAB”.

In the HDL Workflow Advisor, the left pane lists the folders in the hierarchy. Each folder represents a group or category of related tasks. Expanding the folders shows available tasks in each folder. From the left pane, you can select a folder or an individual task. The HDL Workflow Advisor displays information about the selected folder or task in the right pane. The contents of the right pane depends on the selected folder or task. For some tasks, the right pane contains simple controls for running the task and a display area for status messages and other task results. For other tasks that involve setting code or test bench generation parameters, the right pane displays several parameter and option settings.

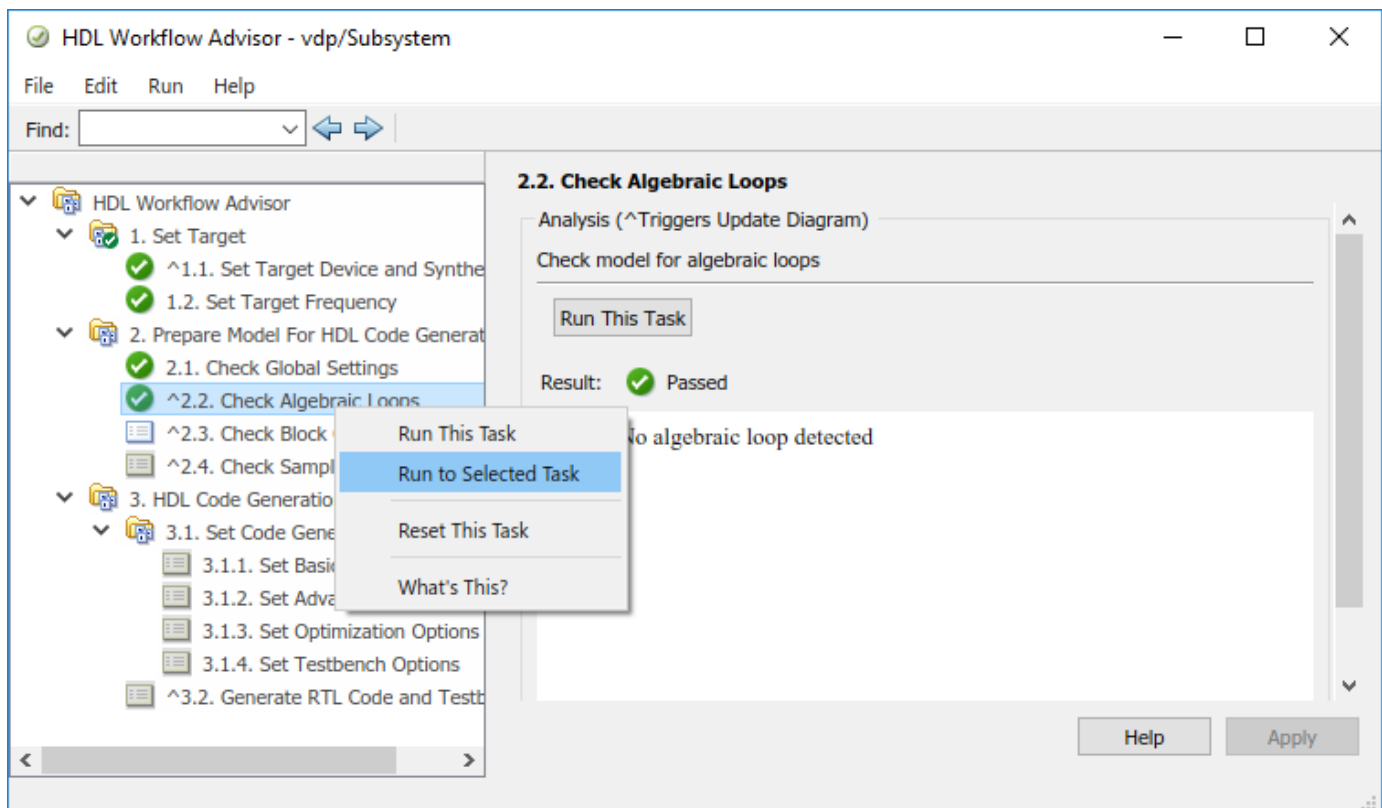
Run Tasks in the HDL Workflow Advisor

In the HDL Workflow Advisor window, you can run individual tasks, a group of tasks, or all the tasks in the workflow. For example, before you generate HDL code, prepare the Simulink model for HDL code generation. In the **Set Target** folder, for each individual task, you can specify the target device settings and the target frequency. Then, select the task that you want to run and click **Run This Task**. To run a task, all tasks before it must have run successfully.

To learn more about each individual task, right-click that task, and select **What's This?**.



To generate HDL code, run the workflow to the **Generate RTL Code and Testbench** task. To run the workflow to a specific task inside a subfolder, expand that folder, and then right-click the task and select **Run To Selected Task**.



To rerun a task that you have already run, click **Reset This Task**. HDL Coder then resets the task and all tasks that follow it. For example, to customize the basic options for generating HDL code after running the **Generate RTL Code and Testbench** task, right-click the **Set Basic Options** task and select **Reset This Task**. You can then set the basic options on the model and click **Run This Task** to rerun the task.

To run all the tasks in the HDL Workflow Advisor with the default settings, in the HDL Workflow Advisor window, select **Run > Run All**. To run a group of tasks in a specific folder, select that folder and click **Run All**.

Fix HDL Workflow Advisor Warnings or Failures

In the HDL Workflow Advisor, if a task terminates due to a warning or failure condition, the right pane shows the warning or failure information in a **Result** subpane. The **Result** subpane displays model settings that you can use to fix the warnings. For some tasks, use the **Action** subpane to apply those recommended actions.

The screenshot shows the HDL Workflow Advisor window for a project named 'vdp/Subsystem'. The left pane shows a tree view of tasks, with '2.1. Check Global Settings' selected and marked as failed. The right pane displays the result for this task, which is 'Failed'. Below the result is a table titled 'Model Settings for HDL Code Generation' with the following data:

| Block | Settings | Current | Recommended | Severity |
|-------|--|-------------------|--------------------------|----------|
| vdp | Algebraic Loop | warning | error | warning |
| vdp | Default parameter behavior | Tunable | Inlined | warning |
| vdp | Conditional input branch execution | on | off | warning |
| vdp | Device type | 32-bit Generic | ASIC/FPGA- >ASIC/FPGA | warning |

Below the table, there is an 'Action' subpane with the text 'Configure model for recommended simulation settings' and a 'Modify All' button. At the bottom right of the window, there are 'Help' and 'Apply' buttons.

For example, to apply the model configuration settings that the code generator reported in the **Result** subpane, click the **Modify All** button. After you click **Modify All**, the **Result** subpane reports the changes that were applied, and resets the task. You can now run this task.

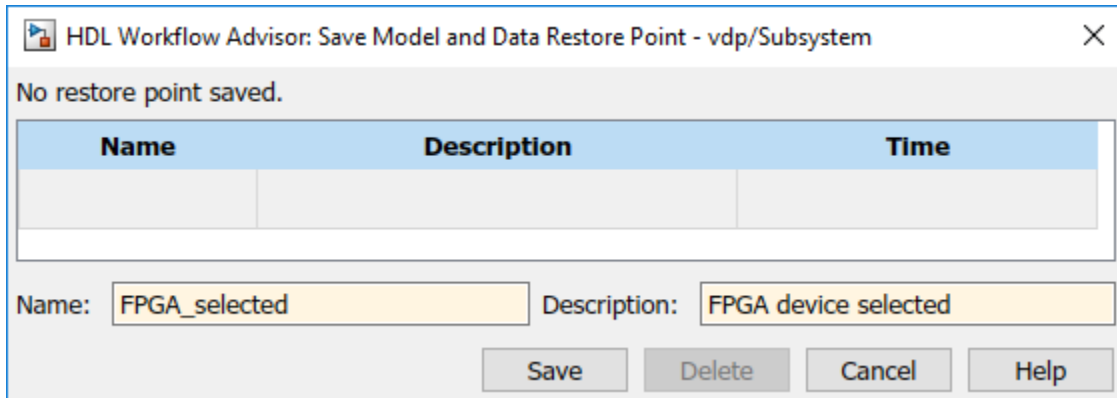
Save and Restore the HDL Workflow Advisor State

By default, the HDL Coder software saves the state of the most recent HDL Workflow Advisor session. The next time that you activate the HDL Workflow Advisor, it returns to that state. You can also save the current settings of the HDL Workflow Advisor to a named restore point. Later, you can restore the same settings by loading the restore point data into the HDL Workflow Advisor.

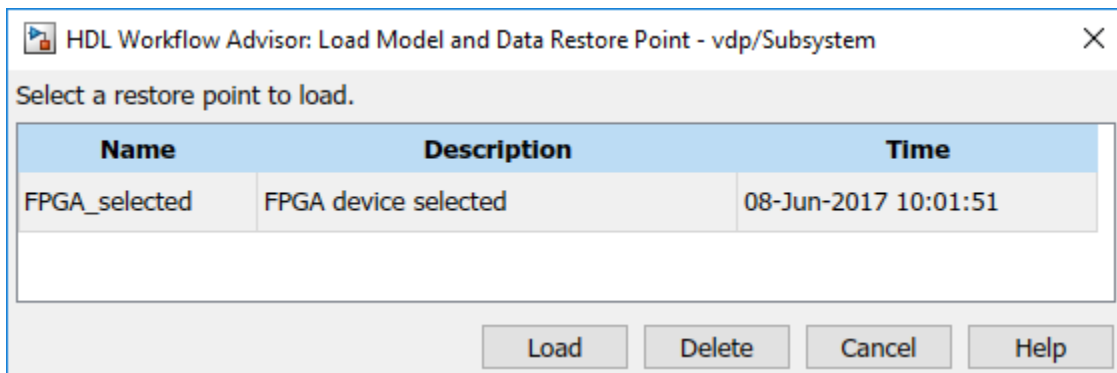
The save and restore process does not:

- Include operations that you perform outside the HDL Workflow Advisor.
- Save or restore the state of HDL Workflow Advisor tasks involving third-party tools.

To save the Workflow Advisor state, in the HDL Workflow Advisor Window, select **File > Save Restore Point As**. Enter a **Name** and **Description**, and then click **Save**. You can save more than one restore point.

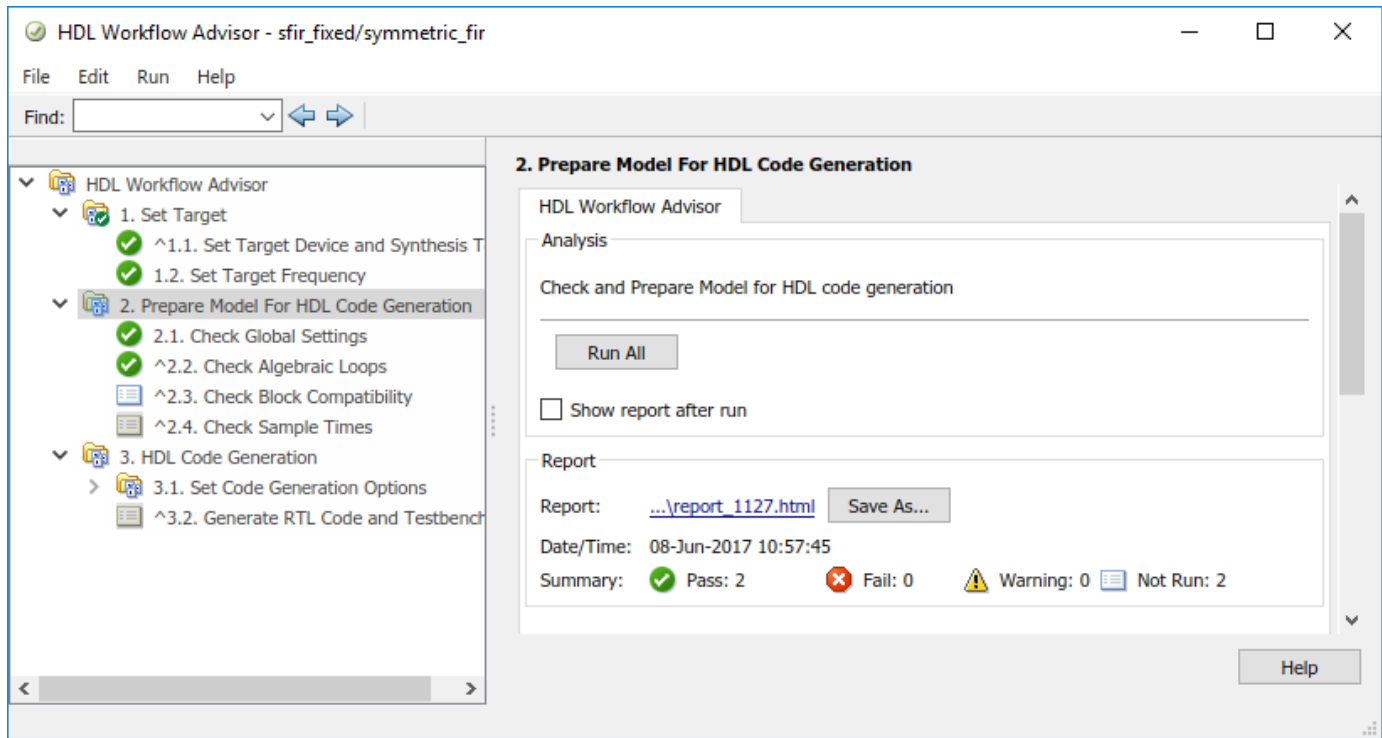


To restore a Workflow Advisor state, in the HDL Workflow Advisor, select **File > Load Restore Point**. Select the restore point that you want to load and click **Load**. When you load a restore point, the HDL Workflow Advisor warns that the restoration overwrites the current settings.



View and Save HDL Workflow Advisor Reports

When you run tasks in the HDL Workflow Advisor, HDL Coder generates an HTML report of the task results. Each folder in the HDL Workflow Advisor contains a report for the checks within that folder and its subfolders. To access reports, select a folder, such as **Prepare Model for HDL Code Generation**, and in the **Report** subpane, click **Save As**. If you rerun the HDL Workflow Advisor, the report is updated in the working folder.



This report shows typical results after running the **Prepare Model For HDL Code Generation** tasks.

Filter checks

- ✔ Passed
- ✘ Failed
- ⚠ Warning
- 📄 Not Run

Keywords

Navigation

[2. Prepare Model For HDL Code Generation](#)

Model Advisor Report - sfir_fixed.mdl

Simulink version: 9.0 **Model version: 1.70**

System: sfir_fixed/symmetric_fir **Current run: 08-Jun-2017 10:57:45**

i 1 item with a timestamp different than 08-Jun-2017 10:57:45

Treat as Referenced Model: off

Run Summary

| Pass | Fail | Warning | Not Run | Total |
|--|--------------------------------------|---|---------------------------------------|-------|
| ✔ 2 | ✘ 0 | ⚠ 0 | 📄 2 | 4 |

☐ **2. Prepare Model For HDL Code Generation**

✔ **2.1. Check Global Settings** (08-Jun-2017 10:54:13)

Passed Correct Simulation settings for HDL code generation

Input Parameters Selection

| Name | Value |
|-----------------|-------|
| Ignore warnings | false |

As you run checks, the HDL Workflow Advisor updates the reports with the latest information for each check in the folder. When you run the checks at different times, timestamps appear at the top right of the report to indicate when checks have been run. Checks that occurred during previous runs have a timestamp following the check name. You can filter checks in the report. For example, you can filter out tasks that are **Not Run** from the report, or you can filter the report to show tasks that **Passed**, and so on. To view the report for a folder each time the tasks in a folder are run, select **Show report after run**.

See Also

Functions

`hdlcoder.runWorkflow` | `setAllTasks` | `clearAllTasks`

Classes

`hdlcoder.WorkflowConfig`

Related Examples

- “HDL Workflow Advisor Tasks” on page 37-2
- “HDL Code Generation and FPGA Synthesis from Simulink Model”

Generate Code and Synthesize on FPGA Using HDL Workflow Advisor

The HDL Workflow Advisor guides you through the stages of generating HDL code for a Simulink subsystem and the FPGA design process, such as:

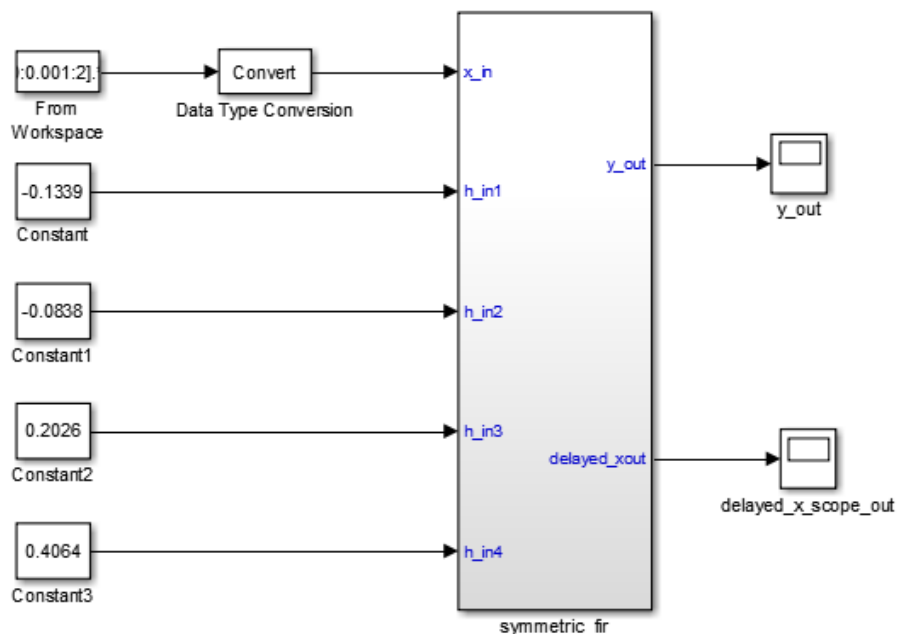
- Checking the model for HDL code generation compatibility and automatically fixing incompatible settings.
- Generation of HDL code, a test bench, and scripts to build and run the code and test bench.
- Generation of cosimulation or SystemVerilog DPI test benches and code coverage (requires HDL Verifier).
- Synthesis and timing analysis through integration with third-party synthesis tools.
- Back-annotation of the model with critical path information and other information obtained during synthesis.
- Complete automated workflows for selected FPGA development target devices, including FPGA-in-the-loop simulation (requires HDL Verifier), and the Simulink Real-Time FPGA I/O workflow.

FIR Filter Model

This example illustrates how you can generate HDL code for the FIR filter model and synthesize the design on an FPGA device. Before you generate HDL code, the model must be compatible for HDL code generation. To check and update your model for HDL compatibility, see “Check HDL Compatibility of Simulink Model Using HDL Code Advisor” on page 39-2.

This example uses the Symmetric FIR filter model that is compatible for HDL code generation. To open this model at the command line, enter:

```
sfir_fixed
```




```
mkdir C:\work\sl_hdlcoder_work
```

sl_hdlcoder_work stores a local copy of the example model and folders and generated HDL code. Use a folder location that is not within the MATLAB folder tree.

- 2 Make the sl_hdlcoder_work folder your working folder, for example:

```
cd C:\work\sl_hdlcoder_work
```

- 3 Save a local copy of the sfir_fixed model to your current working folder. Leave the model open.

Set Up Tool Path

If you do not want to synthesize your design, but want to generate HDL code, you do not have to set the tool path. In the HDL Workflow Advisor, on the **Set Target > Set Target Device and Synthesis Tool** step, leave the **Synthesis tool** setting to the default `No Synthesis Tool Specified`, and then run the workflow.

If you want to synthesize your design on a target platform, before you open the HDL Workflow Advisor and run the workflow, set up the path to your synthesis tool. This example uses Xilinx Vivado, so you must have already installed Xilinx Vivado. To set the tool path, use the `hdlsetuptoolpath` function to point to an installed Xilinx Vivado 2019.2 executable. Optionally, you can use a different synthesis tool of your choice and follow this example. To set the path to that synthesis tool, use `hdlsetuptoolpath`. To learn about the latest supported tools, see “HDL Language Support and Supported Third-Party Tools and Hardware”.

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', ...
    'C:\Xilinx\Vivado\2019.1\bin\vivado.bat');
```

Open the HDL Workflow Advisor

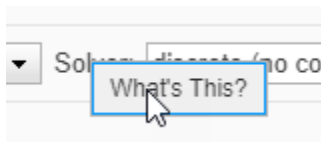
To start the HDL Workflow Advisor from a Simulink model,

- 1 In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears.
- 2 Select the DUT Subsystem in your model, and make sure that this Subsystem name appears in the **Code for** option. To remember the selection, you can pin this option. Click **Workflow Advisor**.

When you open the HDL Workflow Advisor, the code generator might warn that the project folder is incompatible. To open the Advisor, select **Remove slprj and continue**.

In the HDL Workflow Advisor, the left pane lists the folders in the hierarchy. Each folder represents a group or category of related tasks. From the left pane, you can select a folder or an individual task. The HDL Workflow Advisor displays information about the selected folder or task in the right pane.

To learn more about each individual task, right-click that task, and select **What's This?**.



The script is a MATLAB file that you can run from the command line. You can modify the script directly or, import the script into the HDL Workflow Advisor, modify the tasks, and export the updated script. To learn more, see “Run HDL Workflow with a Script” on page 31-54.

See Also

`makehdl` | `hdladvisor`

More About

- “Generate Test Bench and Enable Code Coverage Using the HDL Workflow Advisor” on page 31-17
- “Generate HDL Code from Simulink Model Using Configuration Parameters” on page 12-11
- “Generate HDL Code from Simulink Model from Command Line” on page 12-15

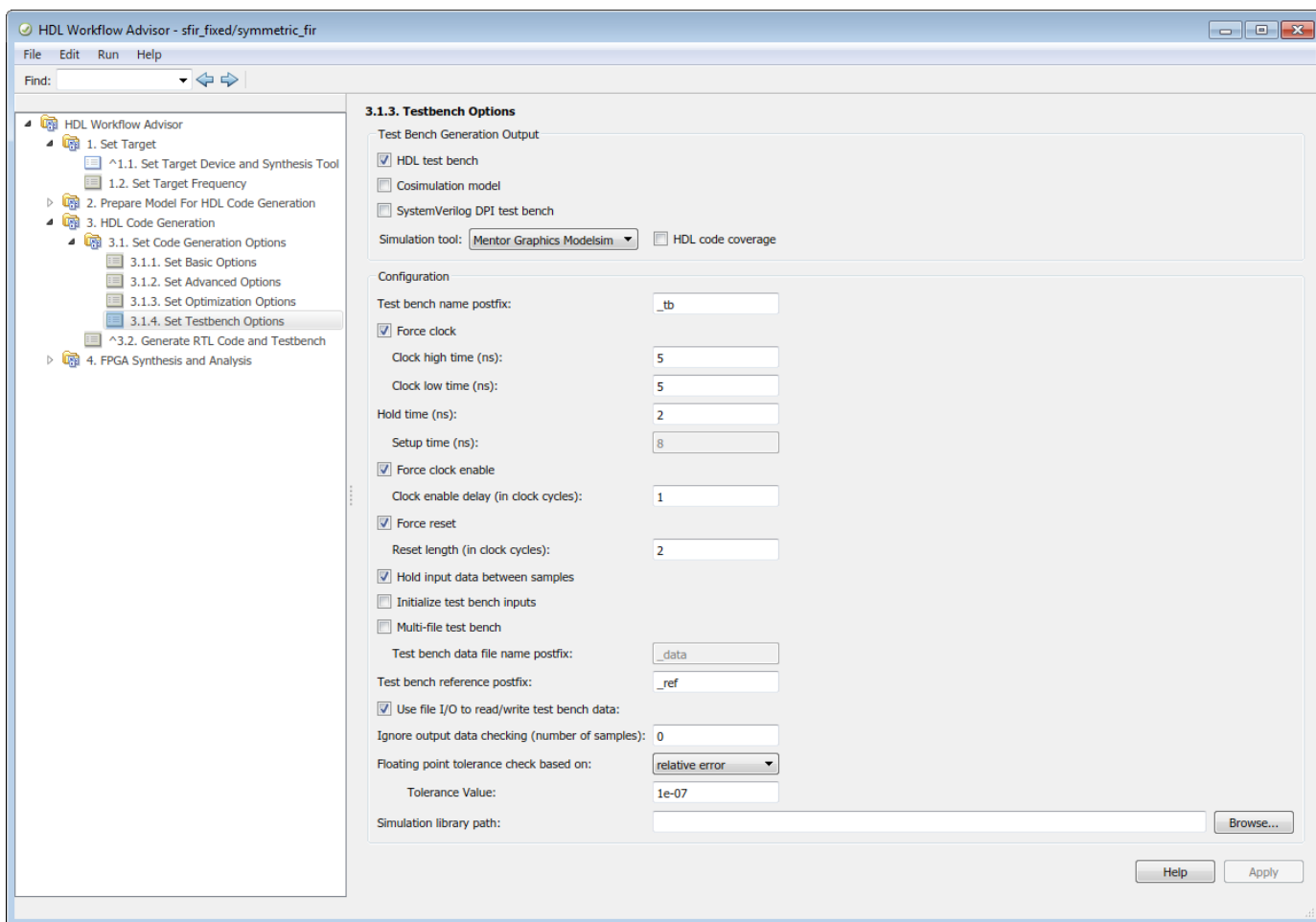
Generate Test Bench and Enable Code Coverage Using the HDL Workflow Advisor

The HDL Workflow Advisor guides you through the stages of generating HDL code for a Simulink subsystem and the FPGA design process, such as:

- Checking the model for HDL code generation compatibility and automatically fixing incompatible settings.
- Generation of HDL code, a test bench, and scripts to build and run the code and test bench.
- Generation of cosimulation or SystemVerilog DPI test benches and code coverage (requires HDL Verifier).
- Synthesis and timing analysis through integration with third-party synthesis tools.
- Back-annotation of the model with critical path information and other information obtained during synthesis.
- Complete automated workflows for selected FPGA development target devices, including FPGA-in-the-loop simulation (requires HDL Verifier), and the Simulink Real-Time FPGA I/O workflow.

To select test bench and code coverage options for generating HDL code from a Simulink model using the HDL Workflow Advisor:

- 1 Perform the setup steps in “HDL Code Generation and FPGA Synthesis from Simulink Model”.
- 2 In Step 3.1.4 of the HDL Workflow Advisor, **Set Testbench Options**, select test bench and code coverage options from the **Test Bench Generation Output** section. The coder generates a build-and-run script for your test bench and the **Simulation tool** you specify. If you select multiple test bench options, the coder generates one test bench and script for each type of test bench selected. If you select **HDL code coverage**, the test bench scripts turn on code coverage for your generated HDL code. For more information about the different kinds of test benches, see “Choose a Test Bench for Generated HDL Code” on page 27-41. After you select your test bench options, click **Apply**.



3 In Step 3.2, **Generate RTL Code and Testbench**, select **Generate test bench**. Click **Apply**, and then click **Run This Task**. The coder generates HDL code for your subsystem, and the test benches and scripts you selected in step 3.1.3.

- If you selected **Cosimulation model**, then step 3.3, **Verify with HDL Cosimulation**, appears in the HDL Workflow Advisor. This step automatically runs the generated cosimulation model. The model compares the result of the HDL code running in your HDL simulator with the output of your Simulink subsystem.
- If you selected **HDL test bench**, the coder generates a compile script, *subsystemname_tb_compile*, and a run script, *subsystemname_tb_sim*. The script file extension depends on your selected simulator. For example, at the command line in the Mentor Graphics ModelSim simulator, change to the `hdl_prj/hdlsrc/modelname` folder and run these commands:

```
do symmetric_fir_compile.do
do symmetric_fir_tb_compile.do
do symmetric_fir_tb_sim.do
```

- If you selected **SystemVerilog DPI test bench**, the coder generates a script file, *subsystemname_dpi_tb*, that compiles the HDL code and runs the test bench simulation. The script file extension depends on your selected simulator. For example, at the command line in the Mentor Graphics ModelSim simulator, change to the `hdl_prj/hdlsrc/modelname` folder and run this command:

```
do symmetric_fir_dpi_tb.do
```

- If you selected **HDL code coverage**, the code coverage report from running any test bench, including the cosimulation model, is saved in `hdl_prj\hdlsrc\modelname\covhtmlreport`.

The screenshot shows a web browser window titled "Questa Coverage Report". The address bar shows the file path: `file:///C:/MATLAB/tb_ex_vfa/hdl_prj/hdlsrc/sfir_fixed/covhtmlreport/pages/_frametop.htm`. The browser has tabs for "Questa Coverage Report" and a "+" button. The page content includes a navigation menu with "Testplan", "Design", and "DesUnits". Below the menu, there are expandable sections for "symmetric_fir_tb" and "symmetric_fir_tb_pkg".

The main content area displays the following information:

Number of tests run: 1

Passed: 0
Warning: 1
Error: 0
Fatal: 0

[List of tests included in report...](#)

[List of global attributes included in report...](#)

Coverage Summary by Structure:

| Design Scope | Coverage |
|--------------------------------------|----------|
| symmetric_fir_tb | 59.91% |
| u_symmetric_fir | 97.03% |
| symmetric_fir_tb_pkg | 0.00% |
| to_hex | 0.00% |
| to_hex_1 | 0.00% |
| to_hex_2 | 0.00% |
| to_hex_3 | 0.00% |
| to_hex_4 | 0.00% |

Coverage Summary by Type:

| Total Coverage: | | | | | | | 73.69% | 53.71% |
|-----------------|------|------|--------|--------|--------|----------|--------|--------|
| Coverage Type | Bins | Hits | Misses | Weight | % Hit | Coverage | | |
| Statements | 200 | 154 | 46 | 1 | 77.00% | 77.00% | | |
| Branches | 131 | 103 | 28 | 1 | 78.62% | 78.62% | | |
| FEC Expressions | 19 | 12 | 7 | 1 | 63.15% | 63.15% | | |
| FEC Conditions | 10 | 3 | 7 | 1 | 30.00% | 30.00% | | |
| Toggles | 3076 | 2261 | 815 | 1 | 73.50% | 73.50% | | |
| Assertions | 1 | 0 | 1 | 1 | 0.00% | 0.00% | | |

See Also

More About

- "Choose a Test Bench for Generated HDL Code" on page 27-41

Generate HDL Code for FPGA Floating-Point Target Libraries

In this section...

“Setup for FPGA Floating-Point Library Mapping” on page 31-20

“Map to an FPGA Floating-Point Library” on page 31-20

“View Code Generation Reports of Floating-Point Library Mapping” on page 31-22

“Analyze Results of Floating-Point Library Mapping” on page 31-24

Mapping to a floating-point library enables you to synthesize your floating-point design without having to do floating-point to fixed-point conversion. Eliminating the floating-point to fixed-point conversion step reduces the loss of data precision, and enables you to model a wider dynamic range.

An FPGA floating-point library is a set of floating-point IP blocks that are optimized for synthesis on specific target hardware. Altera Megafunctions and Xilinx LogiCORE IP are examples of such libraries.

In the HDL Coder block library, a subset of Simulink blocks support floating-point library mapping. See “HDL Coder Support for FPGA Floating-Point Library Mapping” on page 31-48.

Setup for FPGA Floating-Point Library Mapping

To map your floating-point design to an Altera or Xilinx FPGA floating-point library:

- Set the target device options for your Altera or Xilinx FPGA synthesis tool using `hdlset_param`. For example, to set the synthesis tool as Altera Quartus II and chip family as Arria10:

```
hdlset_param(model, 'SynthesisToolChipFamily', 'Arria10', ...
                  'SynthesisToolDeviceName', '10AS066H2F34E1SG', ...
                  'SynthesisToolPackageName', '', ...
                  'SynthesisToolSpeedValue', '')
```

- To set up the path to your synthesis tool executable file, use `hdlsetuptoolpath`. For example, to set the path to the Altera Quartus II synthesis tool:

```
hdlsetuptoolpath('ToolName', 'Altera Quartus II', 'ToolPath', ...
                 'C:\altera\14.0\quartus\bin\quartus.exe');
```

See “Synthesis Tool Path Setup”.

- Set up your Altera or Xilinx FPGA floating-point simulation libraries. See “FPGA Simulation Library Setup”.

Map to an FPGA Floating-Point Library

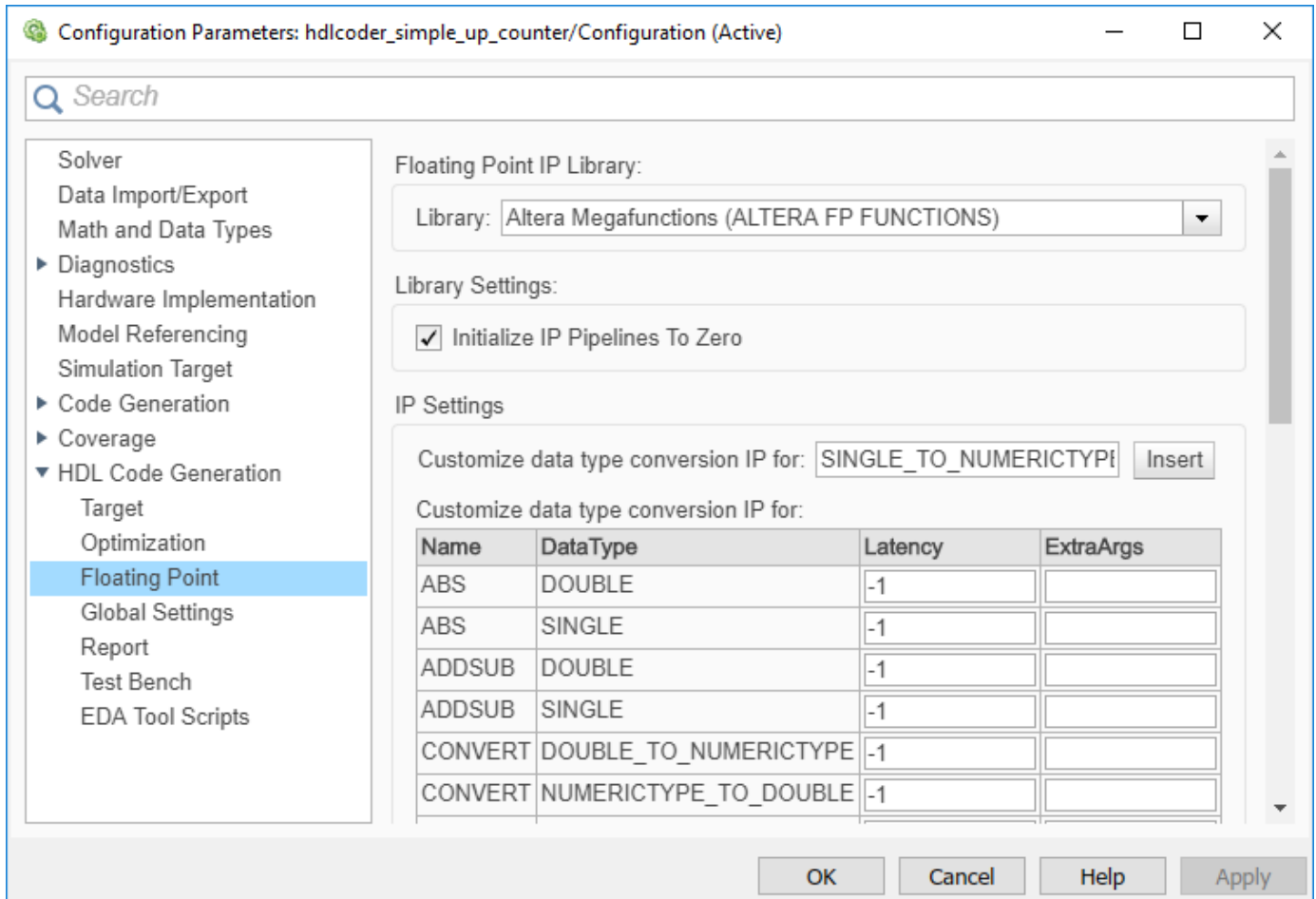
You can map your Simulink model to floating-point target libraries from the Configuration Parameters dialog box or from the command line.

From the Configuration Parameters Dialog Box

To map to an FPGA floating-point library:

- 1 In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Click **Settings**.

- 2 In the **HDL Code Generation > Floating Point Target** pane, select the floating-point IP library.



- 3 For Xilinx LogiCORE IP, select **XILINX LOGICORE** as the library. For Altera megafunction IP, you can select **ALTERA MEGAFUNCTION (ALTFP)** or **ALTERA MEGAFUNCTION (ALTERA FP FUNCTIONS)** as the library.
- 4 If you choose **ALTERA MEGAFUNCTION (ALTERA FP FUNCTIONS)** as the library, the **Initialize IP Pipelines to Zero** option becomes available. Select the **Initialize IP Pipelines to Zero** option to initialize pipeline registers in the IP to zero. In the **Target and Optimizations** pane, enter the target frequency that you want the floating-point IP to map to.

Note When mapping to ALTERA FP FUNCTIONS, the target language must be set to VHDL.

When you choose the ALTERA FP FUNCTIONS library, an IP Configuration table appears. By using the data type table, you can customize the IP settings of the floating-point target library. For more information, see “Customize the IP Latency with Target Frequency” on page 31-41.

- 5 If you choose **XILINX LOGICORE** or **ALTERA MEGAFUNCTION (ALTFP)** as the library, select the **Latency Strategy** and **Objective** for the IP.

When you choose these libraries, an IP Configuration table appears. By using the data type table, you can customize the latency of the floating-point target IP. For more information, see “Customize the IP Latency with Latency Strategy” on page 31-44.

- 6 To share floating-point IP resources, on the **HDL Code Generation > Target and Optimizations > Resource Sharing** tab, make sure that **Floating-point IPs** is enabled. The number of floating-point IP blocks that get shared depends on the **SharingFactor** that you specify on the subsystem.
- 7 Click **Apply**. On the Simulink Toolstrip, click **Generate HDL Code**.

From the Command-Line

To generate HDL code from the command line, you can use the `hdlcoder.createFloatingPointTargetConfig` function to create a floating-point IP configuration.

- 1 By using the `hdlcoder.createFloatingPointTargetConfig` function, create a `hdlcoder.FloatingPointTargetConfig` object for the floating-point library. Then, use `hdlset_param` to save the configuration on the model.

For example, to create a floating-point target configuration for the ALTERA FP FUNCTIONS library with the default settings:

```
fpconfig = hdlcoder.createFloatingPointTargetConfig('ALTERAFPFUNCTIONS');
hdlset_param('sfir_single', 'FloatingPointTargetConfiguration', fpconfig);
```

- 2 You can customize the IP settings based on the floating-point library that you specify. For more information, see “Customize Floating-Point IP Configuration” on page 31-40.
- 3 Use `makehdl` to generate HDL code from the subsystem.

View Code Generation Reports of Floating-Point Library Mapping

To view the code generation reports of floating-point library mapping, before you begin code generation, enable generation of the Resource Utilization Report and Optimization Report. To learn how to generate these reports, see “Create and Use Code Generation Reports” on page 25-2.

Target-specific Report

To see the target floating-point block your design mapped to, the latency, and number of target-specific hardware resources, in the Code Generation Report, select **Target-specific Report**.

The screenshot shows a window titled "Code Generation Report" with a navigation pane on the left and a main content area. The navigation pane includes sections for "Contents" and "Referenced Models". Under "Contents", the following items are listed: Summary, Clock Summary, Code Interface Report, Timing And Area Report, High-level Resource Report, and Target-specific Report (which is highlighted in yellow). The main content area displays the "Device-specific Resource Report for FP_test".

Target Summary

| Platform | Family | Device | Package | Speed |
|----------|------------|-----------------|---------|-------|
| Altera | Stratix IV | EP4SGX230KF40C2 | | |

Altera Megafunction Resource Usage

| Megafunction block | Megafunction module | Resource Usage per block | Frequency (MHz) | Latency (Cycles) | Number of blocks | Total Resource Usage |
|----------------------|----------------------|---|-----------------|------------------|------------------|--|
| alterafpf_add_double | alterafpf_add_double | 1297 luts;0 mbits;0 mblocks;0 multipliers | 200 | 7 | 1 | 1297 luts;0 mbits;0 mblocks;0 multipliers; |

At the bottom right of the window, there are "OK" and "Help" buttons.

Target Code Generation Report

In the Code Generation Report, the **Target Code Generation** section in the Optimization Report shows the status of optimization settings applied to the model. The report shows whether HDL Coder successfully generated floating-point target code.

Code Generation Report

Find: Match Case

Contents

- Summary
- Clock Summary
- Code Interface Report
- Timing And Area Report
 - High-level Resource Report
- Optimization Report
 - Distributed Pipelining
 - Streaming and Sharing
 - Delay Balancing
 - Adaptive Pipelining
 - Target Code Generation**

Referenced Models

Target Code Generation Report for FP_Test

Target Summary

| Platform | Family | Device | Package | Speed |
|----------|----------|------------------|---------|-------|
| Altera | Arria 10 | 10AS016C3U19E2LG | | |

Target Mapping Status

Successful.

Path Delay Summary

| Port | Path Delay |
|------------------|------------|
| Subsystem/ce_out | 6 |
| Subsystem/Out1 | 6 |

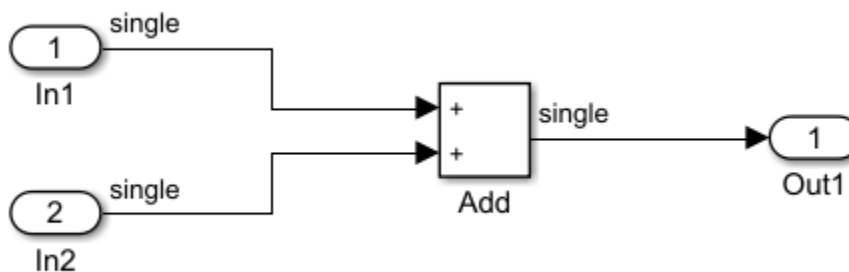
Generated Model

Generated model after the transformation: [gm_FP_Test](#)

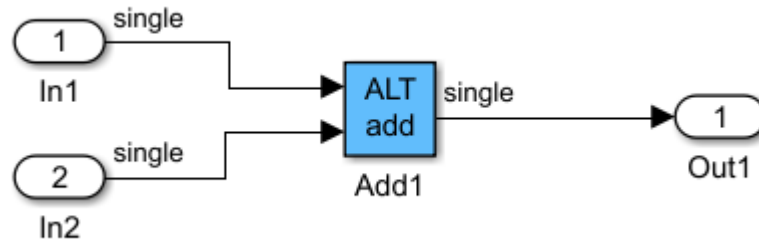
OK Help

Analyze Results of Floating-Point Library Mapping

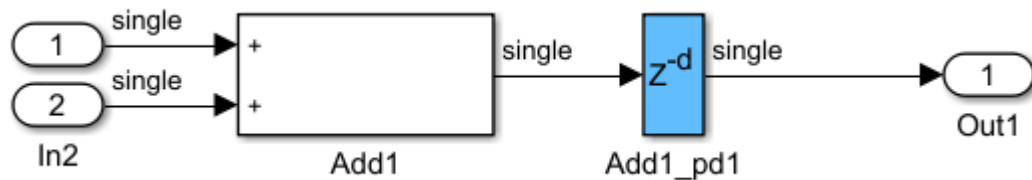
You can get the latency information of the floating-point target IP from the generated model after HDL code generation. For example, consider this add block in Simulink with inputs of double data type.



- 1 After HDL code generation, the optimization report for target code generation displays a link to a generated model. To see the floating-point target library that your Simulink block mapped to, double-click the subsystem in the generated model.

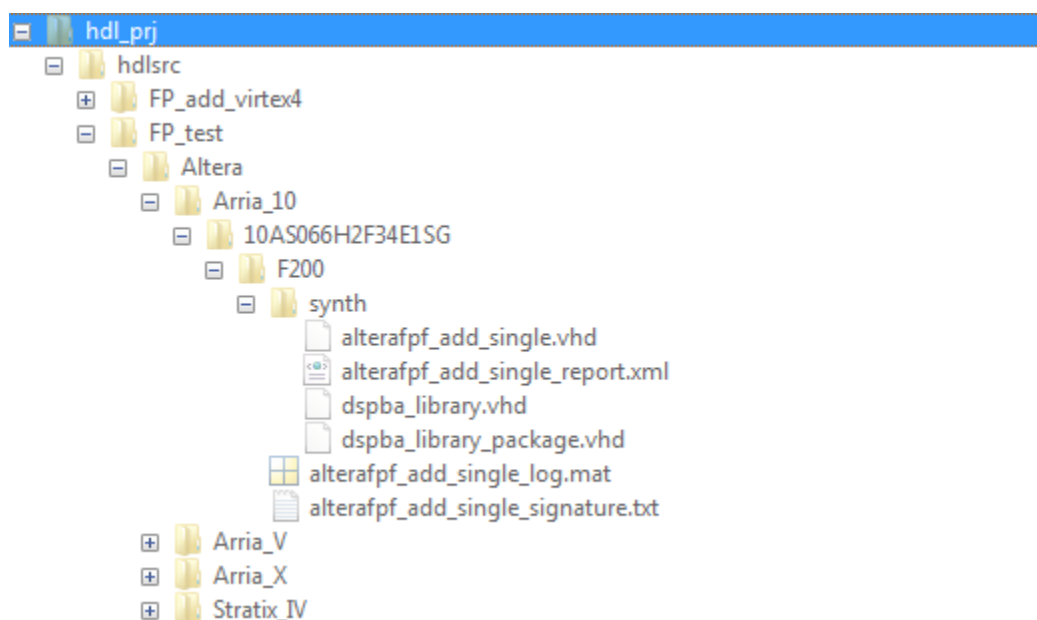


- 2 Double-click the **ALT add** block. The length of the delay block is the latency of the floating-point target IP.



To learn more about the generated model, see “Generated Model and Validation Model” on page 24-11.

To see your FPGA floating-point library mapping results, you can view the IP core files generated after HDL code generation.



HDL Coder checks and reuses existing generated IP core files, taking less time when successively generating code for the same floating-point target IP.

See Also

Related Examples

- “FPGA Floating-Point Library IP Mapping” on page 31-27

More About

- “Customize Floating-Point IP Configuration” on page 31-40
- “HDL Coder Support for FPGA Floating-Point Library Mapping” on page 31-48

FPGA Floating-Point Library IP Mapping

This example illustrates the floating-point workflow that integrates IP libraries provided by vendors, such as Altera and Xilinx. For more information on how to map designs to floating-point libraries, see “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20.

Introduction

Implementing designs with floating-point arithmetic enable you to model with higher precision and wider dynamic range and saves time by skipping floating-point to fixed-point conversion. This is particularly beneficial for model-based design, where high-level algorithms are modeled with floating-point and does not have implementation timing details, such as pipelining and timing constraints. However, they are necessary to map operations to floating-point IP modules. HDL Coder automatically optimizes and implements your designs with these timing details and provides interfaces for you to adjust them. Floating-point math is finally implemented by integrating with floating-point IP modules from vendor libraries.

Mapping designs to floating-point IP libraries

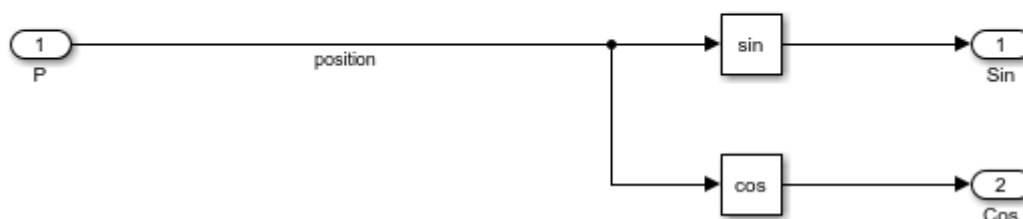
This Field-Oriented Control (FOC) algorithm example demonstrates the basic steps in this workflow to map designs to floating-point libraries. See the example “Field-Oriented Control of a Permanent Magnet Synchronous Machine” on page 10-56 for details about this application.

This model uses single-precision and contains blocks that perform basic math operators, such as adders, multipliers, comparators, and complex sin and cos functions.

Signal rates in this model are modeled at 20 μs or 50 KHz only. Notice that this model contains only the numerical implementation, and doesn't have any FPGA implementation timing details, such as operation latencies. All numerical operations, including sin and cos functions, compute in a single sample time-step.

```
open_system('hdlcoderFocCurrentSingleTargetHdl');
open_system('hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/Sine_Cosine');
```

Sine Cosine Coefficients



Choosing an IP library

In order to map to a vendor floating-point library, set the FPGA device.


```

### Running HDL checks on the model 'hdlcoderFocCurrentSingleTargetHdl'.
### Begin compilation of the model 'hdlcoderFocCurrentSingleTargetHdl'...
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb...
### HDL check for 'hdlcoderFocCurrentSingleTargetHdl' complete with 1 errors, 0 warnings, and 0 errors.

```

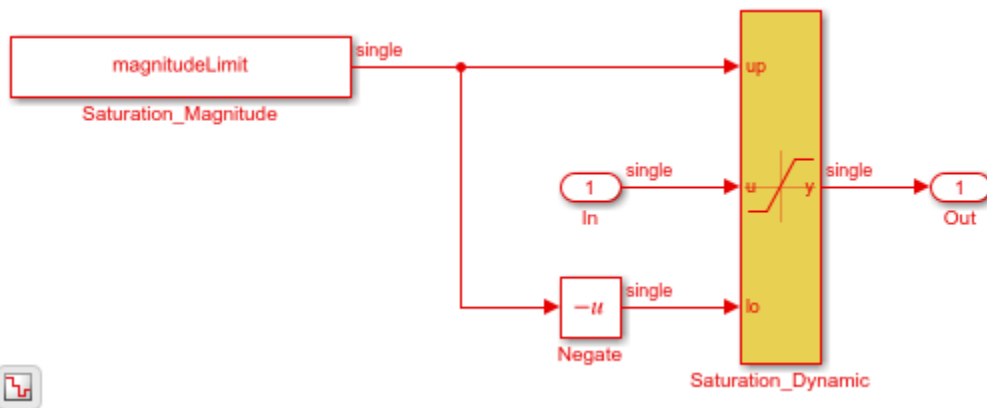
For the block 'hdlcoderFocCurrentSingleTargetHdl/F0C_Current_Control/DQ_Current_Control/D_Current_Control' This block is not supported for Altera Megafunction mapping.

The error message indicates that the Dynamic Saturation block cannot map to floating-point library.

```

hilite_system('hdlcoderFocCurrentSingleTargetHdl/F0C_Current_Control/DQ_Current_Control/D_Current_Control')

```



The blocks supported for floating-point library mapping is a subset of all HDL Coder supported blocks. Saturation dynamic is an example of a block that is supported for fixed-point, but not floating-point mapping. In these cases, the block may be described as a sub-graph of the supported subset. For a complete list of blocks and modes that can map to floating-point libraries, check “HDL Coder Support for FPGA Floating-Point Library Mapping” on page 31-48.

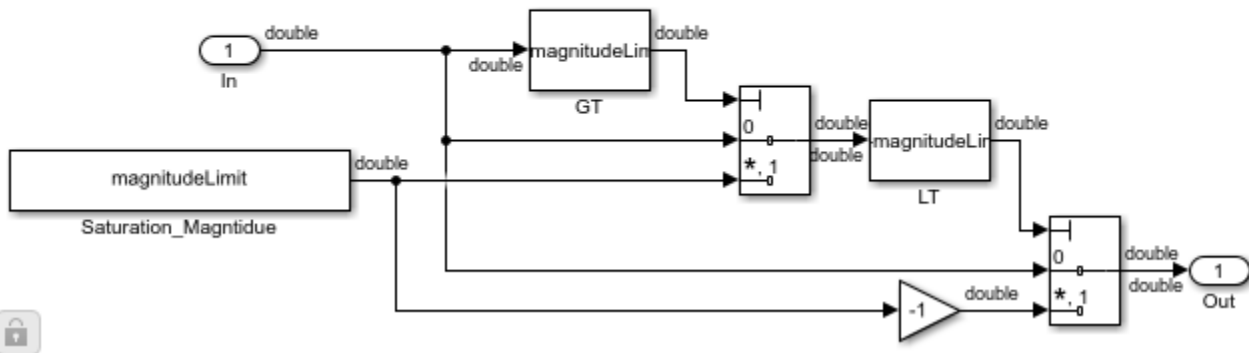
In this example, we will replace the Saturate_Output subsystems that contains Dynamic Saturation blocks with an alternative implementation.

```

open_system('floatFocUtils');
blocksToReplace = {'hdlcoderFocCurrentSingleTargetHdl/F0C_Current_Control/DQ_Current_Control/D_Current_Control',
                  'hdlcoderFocCurrentSingleTargetHdl/F0C_Current_Control/DQ_Current_Control/Q_Current_Control'};
};
position1 = get_param(blocksToReplace{1}, 'Position');
delete_block(blocksToReplace{1});
add_block('floatFocUtils/Saturate_Output_Detailed', ...
         blocksToReplace{1}, 'Position', position1);
position2 = get_param(blocksToReplace{2}, 'Position');
delete_block(blocksToReplace{2});
add_block('floatFocUtils/Saturate_Output_Detailed', ...
         blocksToReplace{2}, 'Position', position2);
bdclose('floatFocUtils');
open_system(blocksToReplace{1}, 'force');

```

Saturate Magnitude Library



Applying clock rate pipelining to resolve IP latencies

Try to generate code again

try

```
makehdl('hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control');
```

catch me

```
disp(me.message);
```

end

```
### Generating HDL for 'hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoderFocCurrentSingleTargetHdl')">hdlcoderFocCurrentSingleTargetHdl</a>.
### Running HDL checks on the model 'hdlcoderFocCurrentSingleTargetHdl'.
### Begin compilation of the model 'hdlcoderFocCurrentSingleTargetHdl'...
### Applying HDL optimizations on the model 'hdlcoderFocCurrentSingleTargetHdl'...
### <a href="matlab:configset.internal.open('hdlcoderFocCurrentSingleTargetHdl','AdaptivePipelining')">AdaptivePipelining</a>
### <a href="matlab:configset.internal.open('hdlcoderFocCurrentSingleTargetHdl','LUTMapToRAM')">LUTMapToRAM</a>
### Using F:\hub\hub_share\share\apps\HDLTools\Altera\18.1-mw-0\Windows\quartus\bin64\..\sopc_bu...
### Generating Altera(R) megafunction: alterafpf_add_single for target frequency of 250 MHz.
### alterafpf_add_single takes 3 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_mul_single for target frequency of 250 MHz.
### alterafpf_mul_single takes 3 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_sub_single for target frequency of 250 MHz.
### alterafpf_sub_single takes 3 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_neq_single_NEQ for target frequency of 250 MHz.
### alterafpf_neq_single_NEQ takes 0 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_le_single_LE for target frequency of 250 MHz.
### alterafpf_le_single_LE takes 1 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_ge_single_GE for target frequency of 250 MHz.
### alterafpf_ge_single_GE takes 1 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_gt_single_GT for target frequency of 250 MHz.
### alterafpf_gt_single_GT takes 1 cycles.
### Done.
```

```

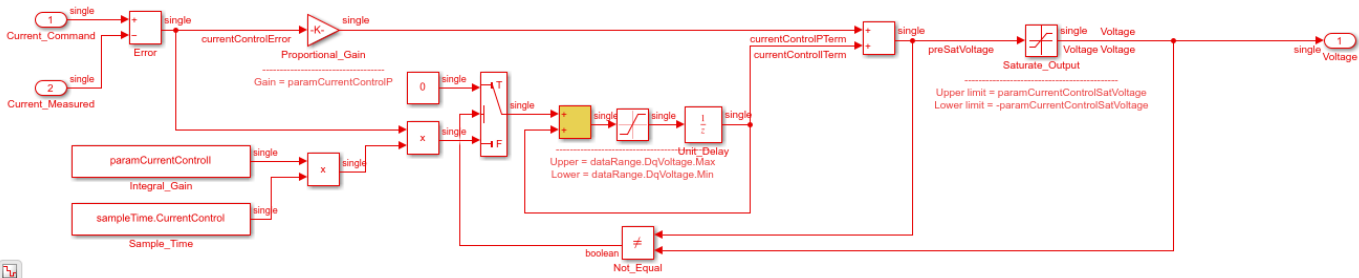
### Generating Altera(R) megafunction: alterafpf_lt_single_LT for target frequency of 250 MHz.
### alterafpf_lt_single_LT takes 1 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_trig_single_SIN for target frequency of 250 MHz.
### alterafpf_trig_single_SIN takes 26 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_trig_single_COS for target frequency of 250 MHz.
### alterafpf_trig_single_COS takes 25 cycles.
### Done.
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb3
### HDL check for 'hdlcoderFocCurrentSingleTargetHdl' complete with 5 errors, 0 warnings, and 2 r
### HDL check for 'hdlcoderFocCurrentSingleTargetHdl' complete with 5 errors, 0 warnings, and 2 r
Target-specific code generation cannot complete for the following reason(s): 'Cannot allocate 1 c

```

These error messages indicate that HDL Coder cannot replace operations in feedback loops with floating-point IP modules, because those loops are modeled with fewer delays than the latency of the equivalent floating-point IP modules to be replaced with. Floating-point IP modules are implemented as pipelined blocks. For some modules, there are minimum latency requirements. As changing the latency of the feedback loop generates an incorrect implementation, HDL Coder prevents the addition of such latency inside feedback loop.

The error indicates that the adder inside the feedback loop requires multiple cycles but the loop has only one delay.

`hilite_system('hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/DQ_Current_Control/D_Current')`



There are a few options available in this situation:

- Reduce the target frequency may lower the pipelining depth requirement. But, this may also slow down all other IP modules in the design.
- Configure the IP modules used in the loop with a smaller latency. This also slows down the IP modules' operating frequency, but only for specified IP modules.
- Apply clock rate pipelining. When the data rate is slower than the FPGA clock rate, FPGA has multiple cycles at clock rate to finish operations and still retains the numerical consistency. For more information about clock rate pipelining, see "Clock-Rate Pipelining" on page 24-119.

Let us apply the clock-rate pipelining option to solve the feedback loop problem, since the sample time of $20 \mu\text{s}$ and the FPGA target frequency of 250 MHz (or 4 ns). Thus, we define the Oversampling factor as the ratio of the two values, i.e. 5000, meaning that one unit delay, such as the one shown in the loop, with sample time of $20 \mu\text{s}$ in the original model, is equivalent to 5000 clock rate cycles at sample time of 4 ns on the FPGA. They are sufficient for floating-point IP modules in the loops. Clock rate pipelining is an ideal option for this design.

Set oversampling to 5000.

```
hdlset_param('hdlcoderFocCurrentSingleTargetHdl', 'Oversampling', 5000);
```

Generate code

```
makehdl('hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control');
```

```
### Generating HDL for 'hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoderFocCurrentSingleTargetHdl')">
### Running HDL checks on the model 'hdlcoderFocCurrentSingleTargetHdl'.
### Begin compilation of the model 'hdlcoderFocCurrentSingleTargetHdl'...
### Applying HDL optimizations on the model 'hdlcoderFocCurrentSingleTargetHdl'...
### <a href="matlab:configset.internal.open('hdlcoderFocCurrentSingleTargetHdl','AdaptivePipelining')">
### <a href="matlab:configset.internal.open('hdlcoderFocCurrentSingleTargetHdl','LUTMapToRAM')">
### Using F:\hub\hub_share\share\apps\HDLTools\Altera\18.1-mw-0\Windows\quartus\bin64\..\sopc_bus\bin64\bin\makehdl.exe
### Generating Altera(R) megafunction: alterafpf_add_single for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3\ib2EDA3\bin64\bin\makehdl.exe)
### alterafpf_add_single takes 3 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_mul_single for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3\ib2EDA3\bin64\bin\makehdl.exe)
### alterafpf_mul_single takes 3 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_gt_single_GT for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3\ib2EDA3\bin64\bin\makehdl.exe)
### alterafpf_gt_single_GT takes 1 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_lt_single_LT for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3\ib2EDA3\bin64\bin\makehdl.exe)
### alterafpf_lt_single_LT takes 1 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_sub_single for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3\ib2EDA3\bin64\bin\makehdl.exe)
### alterafpf_sub_single takes 3 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_trig_single_SIN for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3\ib2EDA3\bin64\bin\makehdl.exe)
### alterafpf_trig_single_SIN takes 26 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_trig_single_COS for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3\ib2EDA3\bin64\bin\makehdl.exe)
### alterafpf_trig_single_COS takes 25 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_le_single_LE for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3\ib2EDA3\bin64\bin\makehdl.exe)
### alterafpf_le_single_LE takes 1 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_ge_single_GE for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3\ib2EDA3\bin64\bin\makehdl.exe)
### alterafpf_ge_single_GE takes 1 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_neq_single_NEQ for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3\ib2EDA3\bin64\bin\makehdl.exe)
### alterafpf_neq_single_NEQ takes 0 cycles.
### Done.
### The code generation and optimization options you have chosen have introduced additional pipeline delays.
### The delay balancing feature has automatically inserted matching delays for compensation.
### The DUT requires an initial pipeline setup latency. Each output port experiences these additional delays.
### Output port 1: 2 cycles.
```

```

### Begin model generation.
### Model generation complete.
### Clock-rate pipelining results can be diagnosed by running this script: <a href="matlab:run('
### To clear highlighting, click the following MATLAB script: <a href="matlab:run('hdlsrc\hdlcod
### Generating new validation model: <a href="matlab:open_system('gm_hdlcoderFocCurrentSingleTarg
### Validation model generation complete.
### Begin VHDL Code Generation for 'hdlcoderFocCurrentSingleTargetHdl'.
### MESSAGE: The design requires 5000 times faster clock with respect to the base rate = 2e-05.
### Working on hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/DQ_Current_Control/D_Current
### Working on hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/DQ_Current_Control/D_Current
### Working on hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/DQ_Current_Control as hdlsrc\
### Working on hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/Clarke_Transform as hdlsrc\
### Working on hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/Sine_Cosine as hdlsrc\hdlcod
### Working on hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/Park_Transform as hdlsrc\hd
### Working on hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/Inverse_Park_Transform as h
### Working on hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/Inverse_Clarke_Transform as
### Working on hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/Space_Vector_Modulation as
### Working on FOC_Current_Control_tc as hdlsrc\hdlcoderFocCurrentSingleTargetHdl\FOC_Current_Co
### Working on hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control as hdlsrc\hdlcoderFocCurren
### Generating package file hdlsrc\hdlcoderFocCurrentSingleTargetHdl\FOC_Current_Control_pkg.vhd
### Code Generation for 'hdlcoderFocCurrentSingleTargetHdl' completed.
### Generating HTML files for code generation report at <a href="matlab:web('C:\TEMP\Bdoc21b_175
### Creating HDL Code Generation Check Report file://C:\TEMP\Bdoc21b_1757077_3096\ib2EDA31\0\tpb
### HDL check for 'hdlcoderFocCurrentSingleTargetHdl' complete with 0 errors, 0 warnings, and 4 r
### HDL code generation complete.

```

Now, the entire design is mapped to floating-point IP modules. The target code generation report summarizes the floating IP module usage.

Inspect the generated model for implementation details. For example, subsystem `gm_hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/DQ_Current_Control/D_Current_Control/Add` corresponding to `hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/DQ_Current_Control/D_Current_Control/Add` in the original model shows that this operation takes 3 cycles.

```

hilite_system('gm_hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/DQ_Current_Control/D_Cur
get_param('gm_hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control/DQ_Current_Control/D_Current
'DelayLength')

```

ans =

'3'



Since floating-point IP modules introduce latencies across the design, HDL Coder automatically adds necessary matching delays to maintain data synchronization. See “Delay Balancing” on page 24-68 for more details.

Share Floating-point IPs

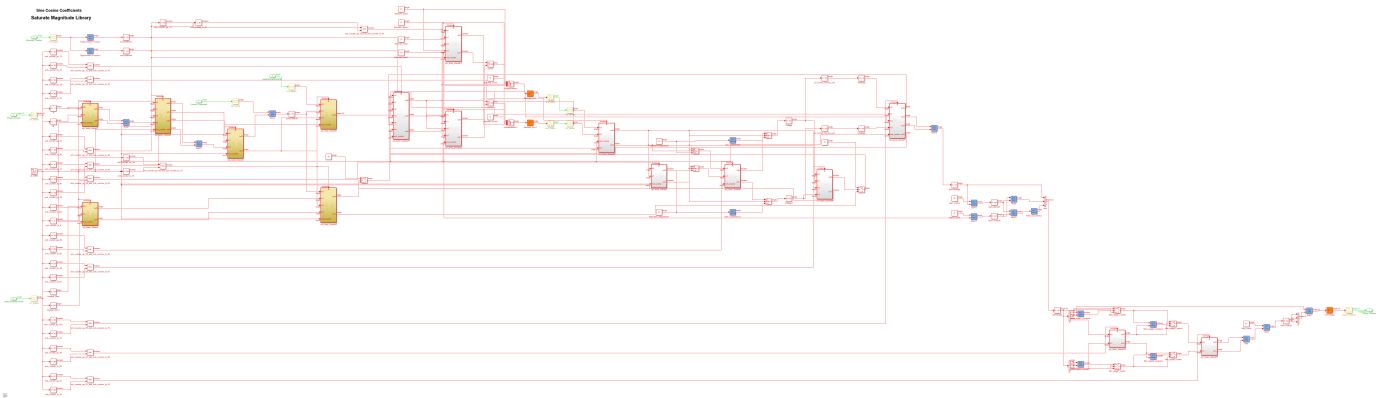
Floating-point IP modules are suitable to share, because they are usually identical for the same kind. Floating point IPs are typically expensive operations and it is desirable to share these resources, if possible, to reduce the area footprint. HDL Coder shares resources in the same subsystem. In order to allow more resources to share, we flatten the subsystem hierarchy and set resource sharing factor on the top network.

```
hdlset_param('hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control', 'FlattenHierarchy', 'on');
hdlset_param('hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control', 'SharingFactor', 4);
```

Generate code

```
makehdl('hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control');
```

```
### Generating HDL for 'hdlcoderFocCurrentSingleTargetHdl/FOC_Current_Control'.
### Using the config set for model <a href="matlab:configset.showParameterGroup('hdlcoderFocCurr
### Running HDL checks on the model 'hdlcoderFocCurrentSingleTargetHdl'.
### Begin compilation of the model 'hdlcoderFocCurrentSingleTargetHdl'...
### Applying HDL optimizations on the model 'hdlcoderFocCurrentSingleTargetHdl'...
### <a href="matlab:configset.internal.open('hdlcoderFocCurrentSingleTargetHdl','AdaptivePipelin
### <a href="matlab:configset.internal.open('hdlcoderFocCurrentSingleTargetHdl','LUTMapToRAM')">
### Generating Altera(R) megafunction: alterafpf_trig_single_COS for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3
### alterafpf_trig_single_COS takes 25 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_trig_single_SIN for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3
### alterafpf_trig_single_SIN takes 26 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_mul_single for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3
### alterafpf_mul_single takes 3 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_add_single for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3
### alterafpf_add_single takes 3 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_sub_single for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3
### alterafpf_sub_single takes 3 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_gt_single_GT for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3
### alterafpf_gt_single_GT takes 1 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_lt_single_LT for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3
### alterafpf_lt_single_LT takes 1 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_neq_single_NEQ for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3
### alterafpf_neq_single_NEQ takes 0 cycles.
### Done.
### Generating Altera(R) megafunction: alterafpf_ge_single_GE for target frequency of 250 MHz.
### Found an existing generated file in a previous session: (C:\TEMP\Bdoc21b_1757077_3096\ib2EDA3
### alterafpf_ge_single_GE takes 1 cycles.
### Done.
```

IP Library Configuration

Floating point IP libraries provide some customization options for their IP modules. In this section, we illustrate how to control this configuration in the HDL Coder workflow.

We will use XILINX LOGICORE and a simple model containing one add block for this section.

Create a floating-point target configuration object for XILINX LOGICORE.

```
fc = hdlcoder.createFloatingPointTargetConfig('XILINXLOGICORE');
```

In addition to library name, the configuration object has two other fields for library settings and individual IP module settings, respectively.

```
fc
```

```
fc =
```

```
  FloatingPointTargetConfig with properties:
```

```
    Library: 'XILINXLOGICORE'
  LibrarySettings: [1x1 fpconfig.LatencyDrivenMode]
    IPConfig: [1x1 hdlcoder.FloatingPointTargetConfig.IPConfig]
```

LibrarySettings contains library-wide settings. Check the setting for XILINX LOGICORE library.

```
fc.LibrarySettings
```

```
ans =
```

```
  LatencyDrivenMode with properties:
```

```
    LatencyStrategy: 'MIN'
    Objective: 'SPEED'
```

These are the settings applicable to all IP modules from this library. For example Objective specifies the `c_optimization` parameter to XILINX LOGICORE. We can switch it to 'AREA'.

```
fc.LibrarySettings.Objective = 'AREA';
fc.LibrarySettings
```



```
ans =
```

```
LatencyDrivenMode with properties:
```

```
LatencyStrategy: 'MIN'
Objective: 'AREA'
```

Library settings are library specific. See “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20 for all settings for specific libraries.

IPConfig provides settings, such as Latency and ExtraArgs, for individual IP modules.

As shown in the previous section, latency is a critical property for IP mapping. HDL Coder infers latency based on library settings and target frequency, if applicable. We can also specify latency for individual IP module with the configuration object and HDL Coder uses them for code generation and optimizations.

```
fc.IPConfig.customize('ADDSUB', 'SINGLE', 'Latency', 11);
fc.IPConfig
```

```
ans =
```

| Name | DataType | MinLatency | MaxLatency | Latency | ExtraArgs |
|--------------|----------------------------|------------|------------|---------|------------|
| {'ADDSUB' } | {'DOUBLE' } | 12 | 12 | -1 | {0x0 char} |
| {'ADDSUB' } | {'SINGLE' } | 12 | 12 | 11 | {0x0 char} |
| {'CONVERT' } | {'DOUBLE_TO_NUMERICTYPE' } | 6 | 6 | -1 | {0x0 char} |
| {'CONVERT' } | {'NUMERICTYPE_TO_DOUBLE' } | 6 | 6 | -1 | {0x0 char} |
| {'CONVERT' } | {'NUMERICTYPE_TO_SINGLE' } | 6 | 6 | -1 | {0x0 char} |
| {'CONVERT' } | {'SINGLE_TO_NUMERICTYPE' } | 6 | 6 | -1 | {0x0 char} |
| {'DIV' } | {'DOUBLE' } | 57 | 57 | -1 | {0x0 char} |
| {'DIV' } | {'SINGLE' } | 28 | 28 | -1 | {0x0 char} |
| {'MUL' } | {'DOUBLE' } | 9 | 9 | -1 | {0x0 char} |
| {'MUL' } | {'SINGLE' } | 8 | 8 | -1 | {0x0 char} |
| {'RELOP' } | {'DOUBLE' } | 2 | 2 | -1 | {0x0 char} |
| {'RELOP' } | {'SINGLE' } | 2 | 2 | -1 | {0x0 char} |
| {'SQRT' } | {'DOUBLE' } | 57 | 57 | -1 | {0x0 char} |
| {'SQRT' } | {'SINGLE' } | 28 | 28 | -1 | {0x0 char} |

The latency for the ADDSUB IP becomes 11 instead of the default value 12.

Other IP specific settings are specified with ExtraArgs. For example, HDL Coder calls XILINX LOGICORE to generate floating-point IP modules without using any DSP blocks by default. XILINX LOGICORE provides a parameter `c_mult_usage` to control DSP usage. In order to use DSP blocks, we can pass a different setting with ExtraArgs to override the default behavior. Because the ExtraArgs string is appended to the default IP module generation parameters, it must comply with library setting syntax. Check IP library documents for parameter usage and syntax.

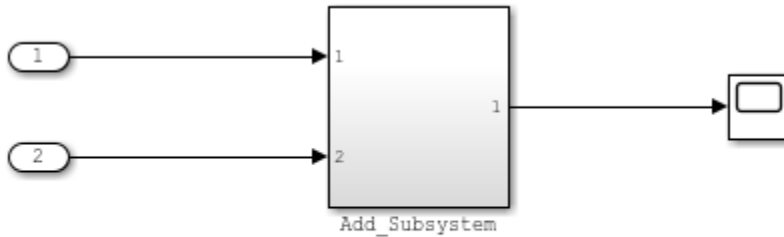
```
fc.IPConfig.customize('ADDSUB', 'SINGLE', 'ExtraArgs', 'CSET c_mult_usage=Full_Usage');
fc.IPConfig
```

```
ans =
```

| Name | DataType | MinLatency | MaxLatency | Latency | |
|--------------|----------------------------|------------|------------|---------|------------|
| {'ADDSUB' } | {'DOUBLE' } | 12 | 12 | -1 | {0x0 char |
| {'ADDSUB' } | {'SINGLE' } | 12 | 12 | 11 | {'CSET c_r |
| {'CONVERT' } | {'DOUBLE_TO_NUMERICTYPE' } | 6 | 6 | -1 | {0x0 char |
| {'CONVERT' } | {'NUMERICTYPE_TO_DOUBLE' } | 6 | 6 | -1 | {0x0 char |
| {'CONVERT' } | {'NUMERICTYPE_TO_SINGLE' } | 6 | 6 | -1 | {0x0 char |
| {'CONVERT' } | {'SINGLE_TO_NUMERICTYPE' } | 6 | 6 | -1 | {0x0 char |
| {'DIV' } | {'DOUBLE' } | 57 | 57 | -1 | {0x0 char |
| {'DIV' } | {'SINGLE' } | 28 | 28 | -1 | {0x0 char |
| {'MUL' } | {'DOUBLE' } | 9 | 9 | -1 | {0x0 char |
| {'MUL' } | {'SINGLE' } | 8 | 8 | -1 | {0x0 char |
| {'RELOP' } | {'DOUBLE' } | 2 | 2 | -1 | {0x0 char |
| {'RELOP' } | {'SINGLE' } | 2 | 2 | -1 | {0x0 char |
| {'SQRT' } | {'DOUBLE' } | 57 | 57 | -1 | {0x0 char |
| {'SQRT' } | {'SINGLE' } | 28 | 28 | -1 | {0x0 char |

Open the model and set the configuration object on it.

```
open_system('hdlcoder_targetIP_configuration');
hdlset_param('hdlcoder_targetIP_configuration', 'FloatingPointTargetConfiguration', fc);
```



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Run synthesis and mapping to confirm the DSP block usage.

```
hWC = hdlcoder.WorkflowConfig('SynthesisTool','Xilinx ISE', ...
    'TargetWorkflow','Generic ASIC/FPGA');
hWC.SkipPreRouteTimingAnalysis = true;
hWC.RunTaskAnnotateModelWithSynthesisResult = false;
hWC.GenerateRTLCode = true;
hWC.validate;
hdlcoder.runWorkflow('hdlcoder_targetIP_configuration/Add_Subsystem', hWC);
```

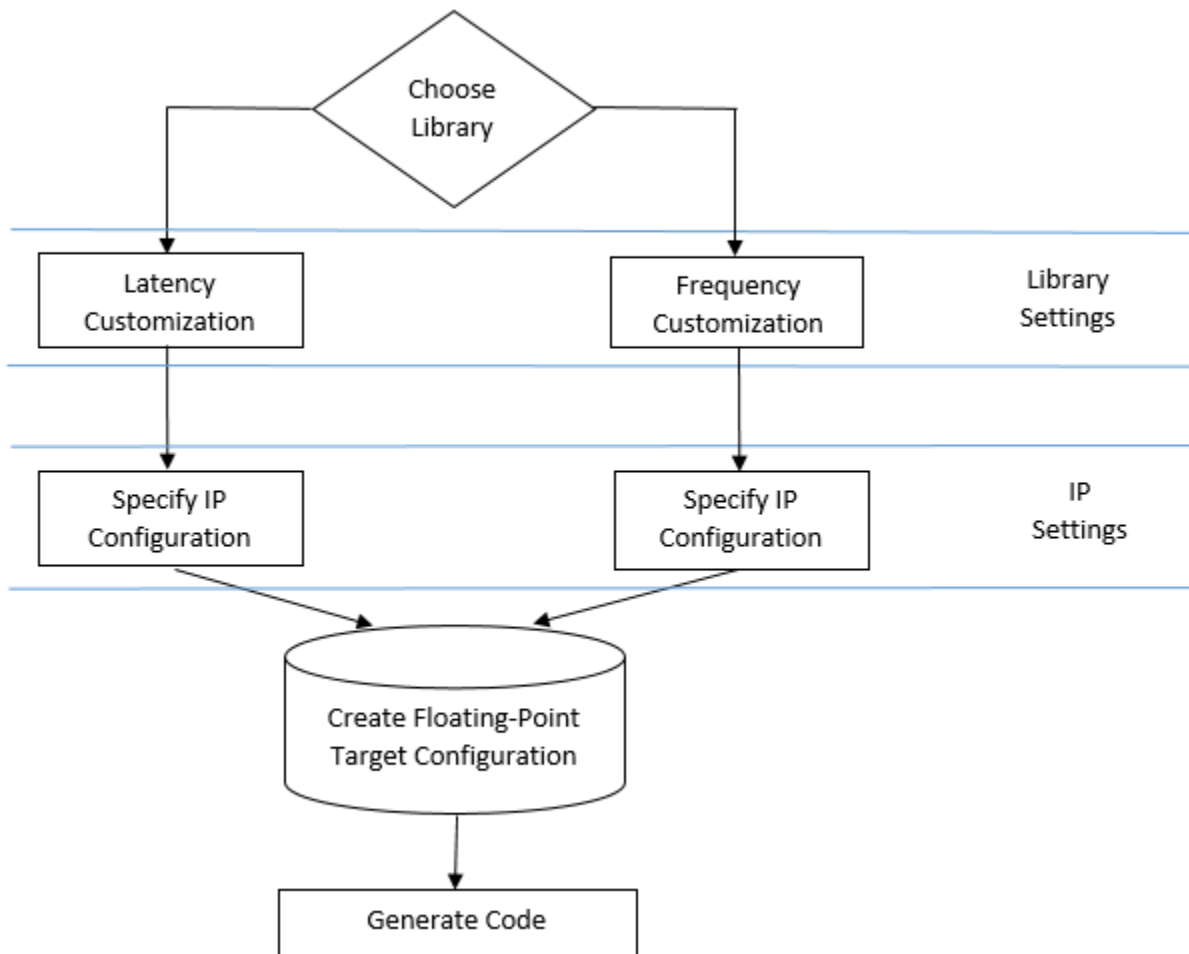
Summary

HDL Coder bridges the gap between high level algorithms modeled with floating-point and low level FPGA implementation details. It not only automates the process for fast prototyping, but also allows you to explore high level algorithm design choices efficiently. This example demonstrates the necessary steps to generate synthesizable floating-point HDL code. The command-line APIs used in this example helps to automate your entire code generation process and design space exploration. All

the APIs have corresponding GUI settings for ease of usage. For more information about the APIs and GUI options, check “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20.

Customize Floating-Point IP Configuration

When mapping your Simulink model to floating-point target libraries, you can create a floating-point target configuration with your own custom IP settings. To customize the IP settings, you can use an IP configuration table to choose from different combinations of IP names and data types. The table contains a list of IP types and additional columns that you can use to specify your own custom latency value and other IP settings.



The IP configuration depends on the library settings. The library settings are specific to the floating-point library that you choose. You can customize the IP latency by using the target frequency or the latency strategy setting.

In this section...

“Customize the IP Latency with Target Frequency” on page 31-41

“Customize the IP Latency with Latency Strategy” on page 31-44

Customize the IP Latency with Target Frequency

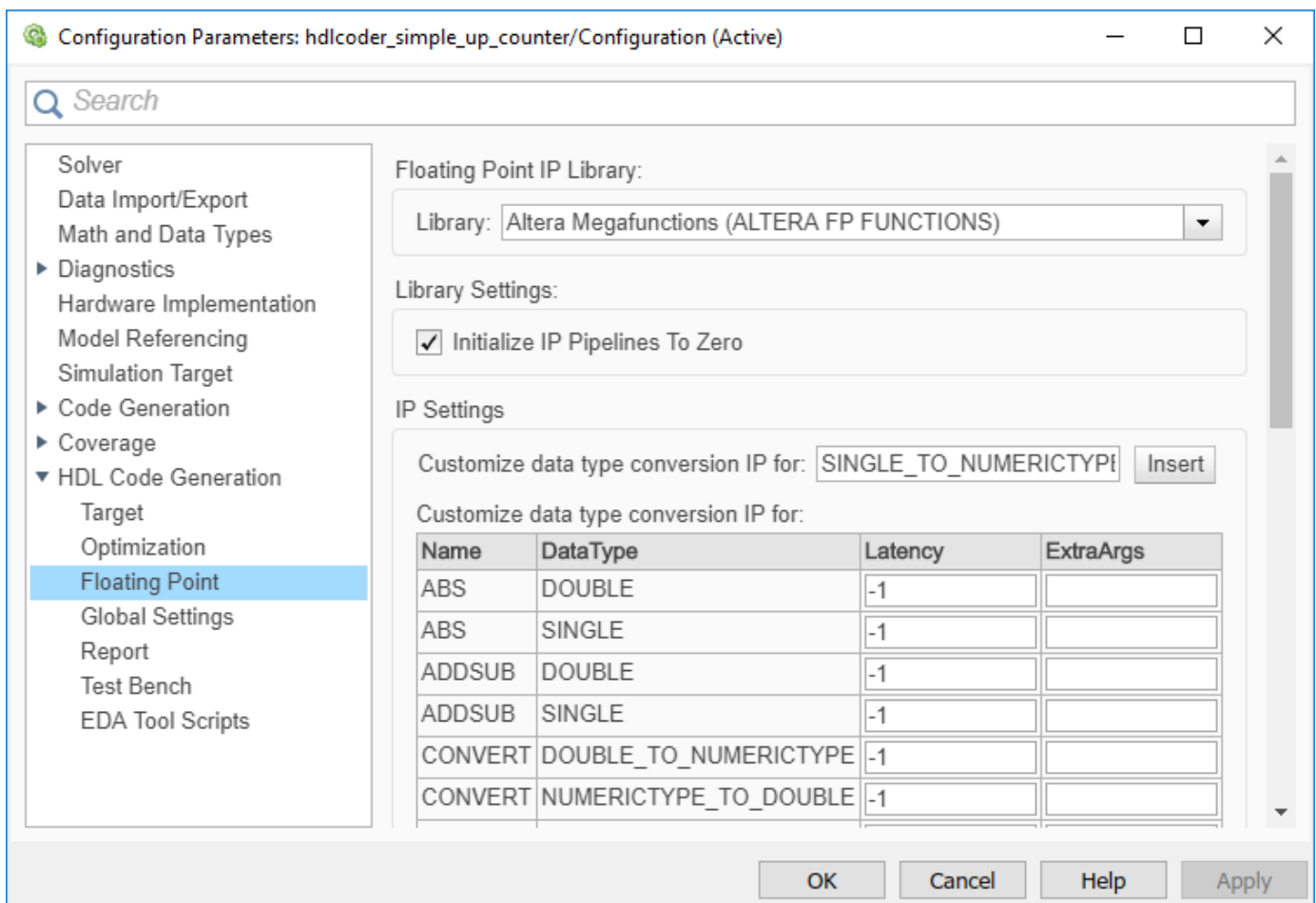
To specify the target frequency that you want the IP to achieve, use the Altera Megafunctions (ALTERA FP Functions) library. HDL Coder infers the latency of the IP based on the target frequency value. If you do not specify the target frequency, HDL Coder sets the target frequency to a default value of 200 MHz.

You can customize the IP latency by using the **Target Frequency** setting in the Configuration Parameters dialog box or the TargetFrequency property from the command line.

From the UI

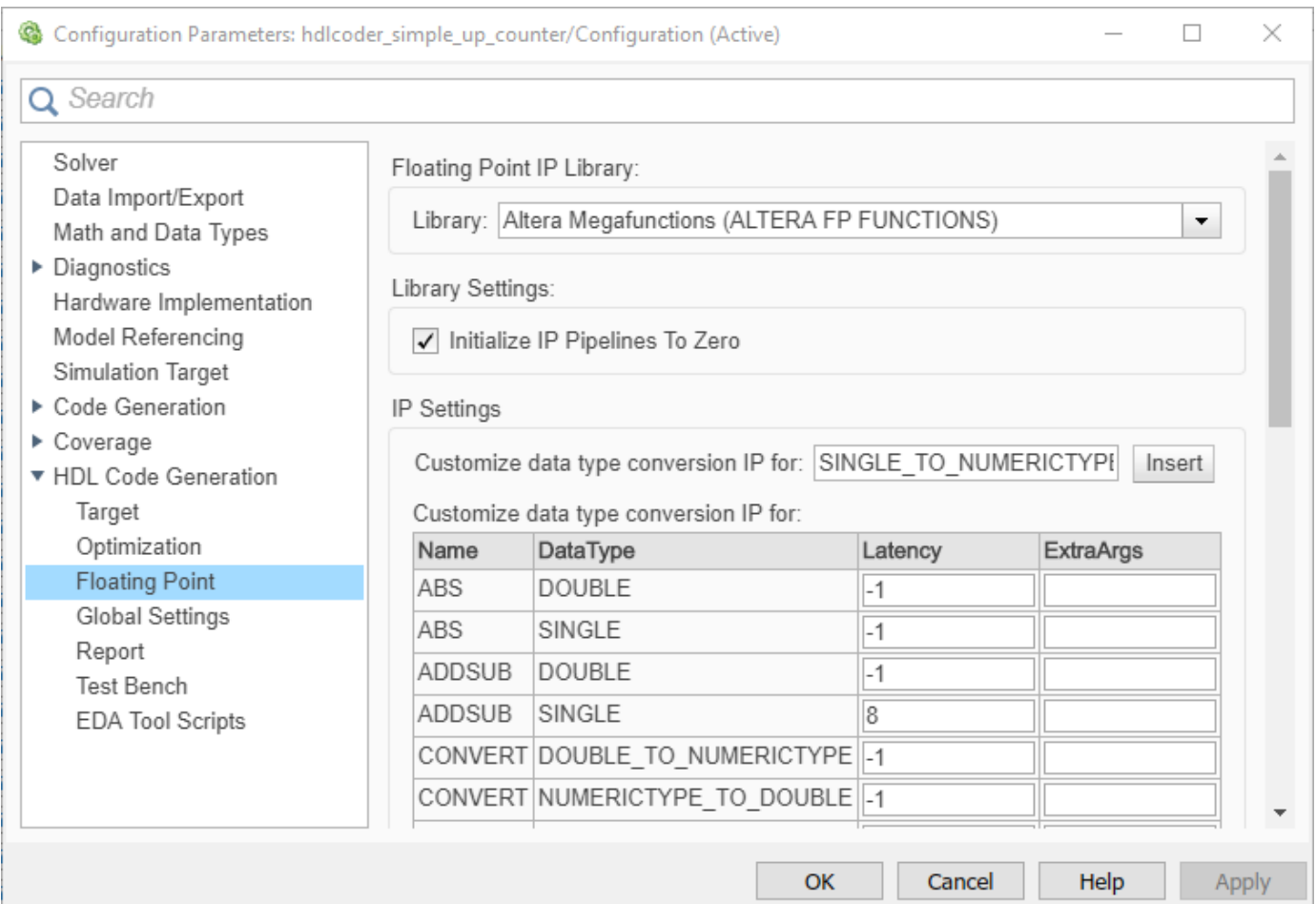
To customize the IP latency by using the target frequency setting:

- 1 Specify the library:
 - a In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Click **Settings**.
 - b On the **HDL Code Generation > Floating Point Target** pane, for **Library**, select Altera Megafunctions (ALTERA FP Functions).



- 2 Specify the target frequency: In the **Target** pane, for **Target Frequency (MHz)**, enter the target frequency that you want the floating-point IP to achieve. If you do not specify a target frequency, HDL Coder sets the target frequency to a default value of 200 MHz.

- 3 Specify the library settings: By using the **Initialize IP Pipelines to Zero** option, you can specify whether to initialize pipeline registers in the IP to zero. To avoid potential numerical mismatches in the HDL simulation, it is recommended to leave the **Initialize IP Pipelines to Zero** option set to `true`.
- 4 Specify the IP settings: In the IP configuration table, you can optionally specify a custom latency and any additional settings specific to the IP.
 - In the **Latency** column of the table, the default latency value of `-1` means that the IP inherits the latency value from the target frequency. If you specify a latency value, HDL Coder tries to map your Simulink model to the IP at a target frequency corresponding to that latency value.
 - In the **ExtraArgs** column of the table, you can specify additional settings specific to the IP.



- 5 Generate code: Click **Apply**. On the Simulink Toolstrip, click **Generate HDL Code**.

At the Command Line

To customize the IP latency from the command line:

- 1 Specify the library: Create a `hdlcoder.FloatingPointTargetConfig` object for the floating-point library by using the `hdlcoder.createFloatingPointTargetConfig` function. Then, use `hdlset_param` to save the configuration on the model.

For example, for an `sfir_single` model, to create a floating-point target configuration for the Altera Megafunctions (ALTERA FP FUNCTIONS) library with the default settings, enter:

```
fpconfig = hdlcoder.createFloatingPointTargetConfig('ALTERAFPFUNCTIONS');
hdlset_param('sfir_single', 'FloatingPointTargetConfiguration', fpconfig);
```

To see the default settings for the floating-point IP, enter `fpconfig`.

```
fpconfig =
```

```
  FloatingPointTargetConfig with properties:
```

```
      Library: 'ALTERAFPFUNCTIONS'
LibrarySettings: [1x1 fpconfig.FrequencyDrivenMode]
      IPConfig: [1x1 hdlcoder.FloatingPointTargetConfig.IPConfig]
```

- 2 Specify the target frequency: If you choose ALTERA MEGAFUNCTION (ALTERA FP FUNCTIONS) as the library, you can create a floating-point configuration with a custom target frequency. To specify the target frequency for the IP to achieve, use the `TargetFrequency` property. For example:

```
hdlset_param('sfir_single', 'TargetFrequency', 300);
```

- 3 Specify the library settings: Specify whether you want to initialize the pipeline registers in the IP to zero. Use the `InitializeIPPipelinesToZero` property of the `fpconfig.LibrarySettings` function.

For example, to set the `InitializeIPPipelinesToZero` property to false, enter:

```
fpconfig.LibrarySettings.InitializeIPPipelinesToZero = false;
```

To see the library settings that you have applied, enter `fpconfig.LibrarySettings`.

```
ans =
```

```
  FrequencyDrivenMode with properties:
```

```
  InitializeIPPipelinesToZero: 0
```

To avoid potential numerical mismatches in the HDL simulation, it is recommended to leave `InitializeIPPipelinesToZero` set to true.

- 4 Specify the IP settings: With the `IPConfig` method, use the `Latency` and `ExtraArgs` to customize the latency of the IP and specify any additional settings specific to the IP.

For example, when mapping to the **ADDSUB** IP with Xilinx LogiCORE libraries, to specify a custom latency of 8:

```
fpconfig.IPConfig.customize('ADDSUB', 'SINGLE', 'Latency', 8);
```

To see the IP settings that you have applied, enter `fpconfig.IPConfig`.

ans =

| Name | DataType | Latency | ExtraArgs |
|-----------|-------------------------|---------|-----------|
| 'ABS' | 'DOUBLE' | -1 | '' |
| 'ABS' | 'SINGLE' | -1 | '' |
| 'ADDSUB' | 'DOUBLE' | -1 | '' |
| 'ADDSUB' | 'SINGLE' | 8 | '' |
| 'CONVERT' | 'DOUBLE_TO_NUMERICTYPE' | -1 | '' |
| 'CONVERT' | 'NUMERICTYPE_TO_DOUBLE' | -1 | '' |
| 'CONVERT' | 'NUMERICTYPE_TO_SINGLE' | -1 | '' |
| 'CONVERT' | 'SINGLE_TO_NUMERICTYPE' | -1 | '' |

- 5 Generate HDL code: To generate code from the subsystem, use `makehdl`.

Customize the IP Latency with Latency Strategy

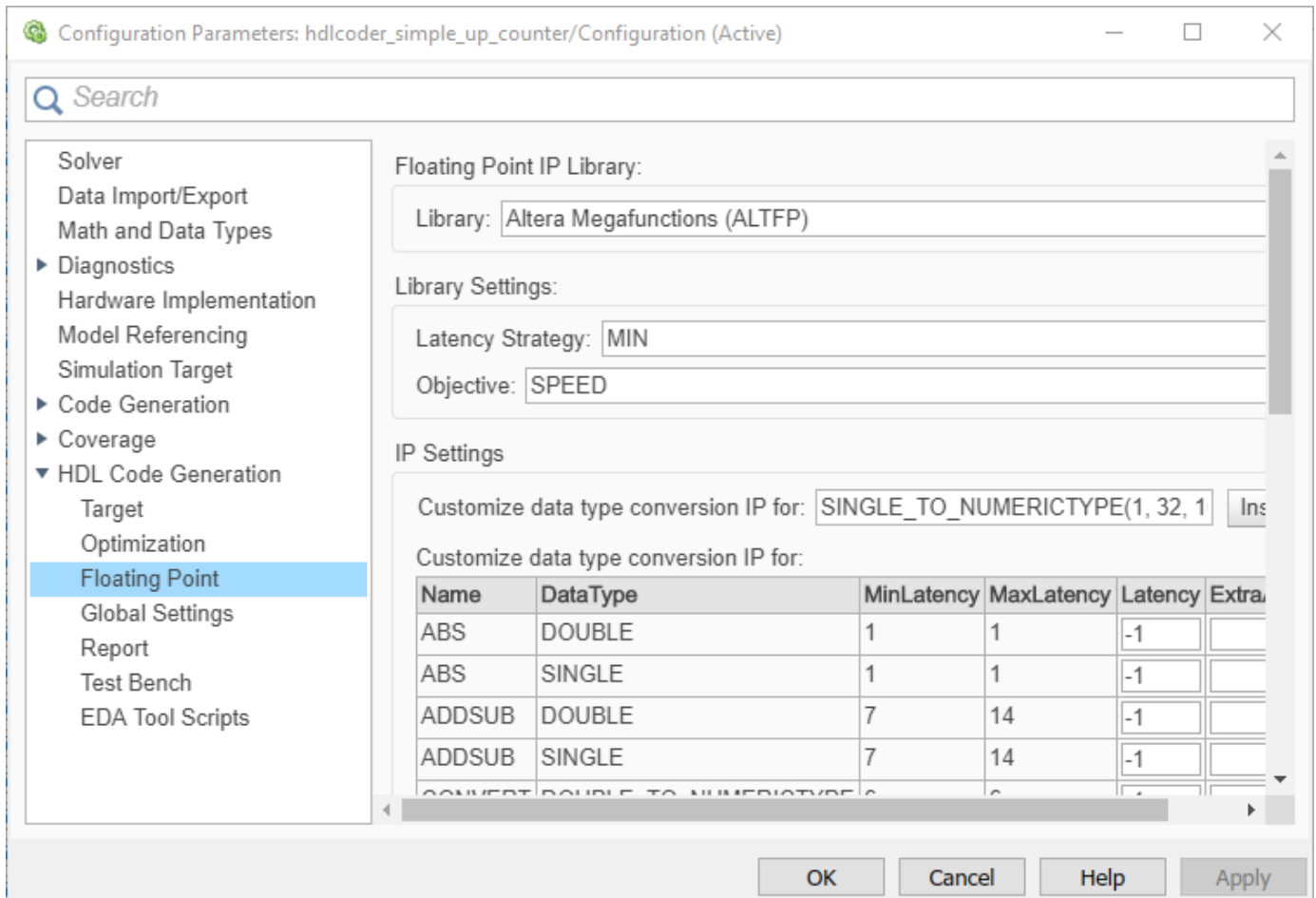
To customize the IP latency with the latency strategy setting, use the `ALTERA MEGAFUNCTION (ALTFP)` or `XILINX LOGICORE` libraries. Specify whether to map your Simulink model to maximum or minimum latency. HDL Coder infers the latency of the IP from the latency strategy setting.

You can customize the IP latency in the Configuration Parameters dialog box or from the command line.

From the UI

To customize the IP latency with the latency strategy setting:

- 1 Specify the library: In the Configuration Parameters dialog box, on the **HDL Code Generation > Floating Point Target** pane, for **Library**, select `ALTERA MEGAFUNCTION (ALTFP)` or `XILINX LOGICORE`.



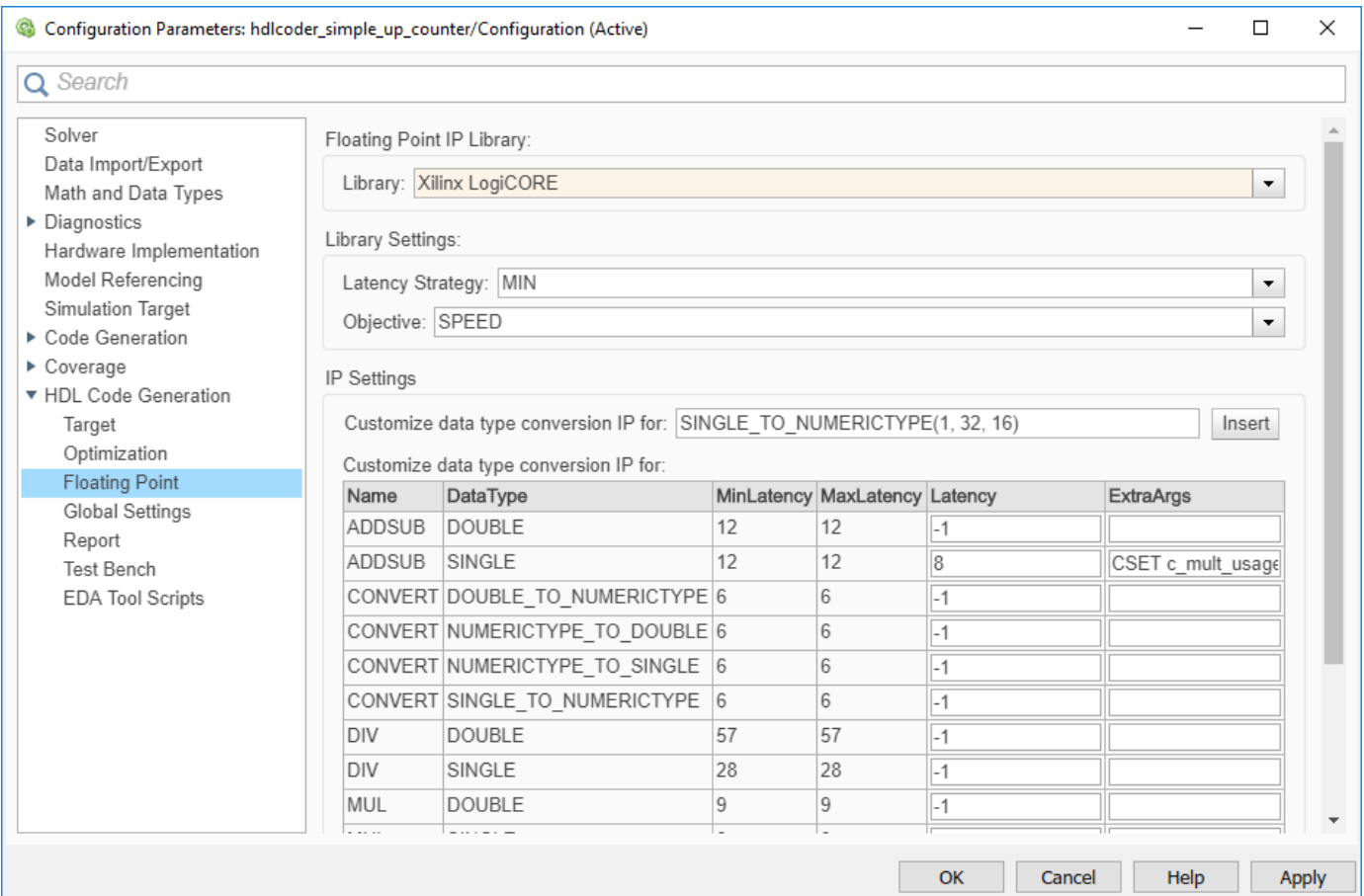
- 2 Specify the library settings: For **Latency Strategy**, specify whether to map your Simulink model to the minimum or maximum latency for the IP. For **Objective**, specify whether to optimize for speed or area.
- 3 Specify the IP settings: An IP configuration table appears that contains the IP types, and their maximum and minimum latencies. In the table, you can optionally specify a custom latency and any additional settings specific to the IP.

- In the **Latency** column of the table, the default latency value of -1 means that the IP inherits the latency value from the library settings. To customize the latency of the IP that your Simulink blocks map to, enter a value for the latency.

For example, when mapping to the **ADDSUB** IP with Xilinx LogiCORE, if you specify a latency of 8, the latency of the IP changes to 8 instead of the default value of 12.

- In the **ExtraArgs** column of the table, specify any additional settings specific to the IP.

For example, when mapping to Xilinx LogiCORE IP, for **ExtraArgs**, you can specify the parameter **c_mult_usage** to control the DSP resources that you want to use. To learn more about the parameter usage and syntax, see the IP library documentation.



- 4 Generate code: Click **Apply**. On the Simulink Toolstrip, click **Generate HDL Code**.

From the Command Line

To customize the IP latency from the command line:

- 1 Specify the library: Create a `hdlcoder.FloatingPointTargetConfig` object for the floating-point library by using the `hdlcoder.createFloatingPointTargetConfig` function. Then, use `hdlset_param` to save the configuration on the model.

For example, for an `sfir_single` model, to create a floating-point target configuration for the ALTERA MEGAFUNCTION (ALTFP) library with the default settings, enter:

```
fpconfig = hdlcoder.createFloatingPointTargetConfig('ALTFP');
hdlset_param('sfir_single', 'FloatingPointTargetConfiguration', fpconfig);
```

By default, the library uses the minimum latency and speed objective for the floating-point IP.

- 2 Specify the library settings: Customize the library settings with the `Objective` and `LatencyStrategy` of the `fpconfig.LibrarySettings` function.

For example, to customize the ALTERA MEGAFUNCTION (ALTFP) library to use the maximum latency and objective as area, enter:

```
fpconfig.LibrarySettings.Objective = 'AREA';
fpconfig.LibrarySettings.LatencyStrategy = 'MAX';
```

To see the library settings that you have applied, enter `fpconfig.LibrarySettings`.

ans =

LatencyDrivenMode with properties:

```
LatencyStrategy: 'MAX'
Objective: 'AREA'
```

`fpconfig` is a variable of type `hdlcoder.FloatingPointTargetConfig`.

- 3 Specify the IP settings: With the `IPConfig` method, use the `Latency` and `ExtraArgs` to customize the latency of the IP and specify any additional settings specific to the IP.

For example, when mapping to the **ADDSUB** IP with Xilinx LogiCORE libraries, to use a custom latency of 8 and to specify the DSP resource usage with the `cmultusage` parameter:

```
fpconfig.IPConfig.customize('ADDSUB', 'SINGLE', 'Latency', 8, 'ExtraArgs', 'CSET c_mult_usage')
```

To see the IP settings that you have applied, enter `fpconfig.IPConfig`.

ans =

| Name | DataType | MinLatency | MaxLatency | Latency | |
|-----------|-------------------------|------------|------------|---------|------------|
| 'ADDSUB' | 'DOUBLE' | 7 | 14 | -1 | '' |
| 'ADDSUB' | 'SINGLE' | 7 | 14 | 8 | 'CSET c_mu |
| 'CONVERT' | 'DOUBLE_TO_NUMERICTYPE' | 6 | 6 | -1 | '' |
| 'CONVERT' | 'NUMERICTYPE_TO_DOUBLE' | 6 | 6 | -1 | '' |
| 'CONVERT' | 'NUMERICTYPE_TO_SINGLE' | 6 | 6 | -1 | '' |

- 4 Generate HDL code: To generate code from the subsystem, use `makehdl`.

See Also

Related Examples

- “FPGA Floating-Point Library IP Mapping” on page 31-27

More About

- “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20
- “HDL Coder Support for FPGA Floating-Point Library Mapping” on page 31-48

HDL Coder Support for FPGA Floating-Point Library Mapping

In this section...

“Supported Blocks That Map to FPGA Floating-Point Target IP” on page 31-48

“Supported Blocks That Do Not Need to Map to FPGA Floating-Point Target IP” on page 31-50

“Limitations for FPGA Floating-Point Library Mapping” on page 31-51

In the HDL Coder block library, a subset of Simulink blocks support floating-point library mapping. The subset includes:

- Blocks that perform basic math operations such as addition, multiplication, and complex trigonometric sine and cosine functions. These blocks map to one or more floating-point IP units on the target FPGA device.
- Discrete blocks, blocks that perform signal routing, and blocks that perform math operations such as matrix concatenation. These blocks need not map to a floating-point IP unit on the target FPGA device.

Supported Blocks That Map to FPGA Floating-Point Target IP

The following table summarizes the Simulink blocks that can map to FPGA floating-point IP cores.

When mapping to floating-point IP cores, some blocks have mode restrictions.

Note Some blocks do not map to a floating-point IP core in the third-party hardware. For example, the Abs block maps to an Altera target IP core but not to a Xilinx target IP core.

| Block | Altera Megafunction IP (ALTFP and ALTERA FP Functions) | Xilinx LogiCORE IP | Remarks and Limitations |
|---------------------|--|-----------------------|-------------------------|
| Abs | ✓ | | — |
| Add | ✓ | ✓ | — |
| Bias | ✓ | ✓ | — |
| Compare To Constant | ✓ | ✓ | — |
| Compare To Zero | ✓ | ✓ | — |

| Block | Altera Megafunction IP (ALTFP and ALTERA FP Functions) | Xilinx LogiCORE IP | Remarks and Limitations |
|--------------------------|--|--------------------|---|
| Data Type Conversion | ✓ | ✓ | <ul style="list-style-type: none"> Conversions between single and double data types are not supported. Integer rounding mode attribute in the Block Parameters dialog box must be set to Nearest. If you use Altera Megafunction IP for conversion between floating-point and fixed-point data types, the input bitwidth must be between 16 and 128 bits. |
| Decrement Real World | ✓ | ✓ | — |
| Discrete FIR Filter | ✓ | ✓ | — |
| Discrete Transfer Fcn | ✓ | ✓ | — |
| Discrete-Time Integrator | ✓ | ✓ | — |
| Divide | ✓ | ✓ | — |
| Dot Product | ✓ | ✓ | |
| Gain | ✓ | ✓ | — |
| Math Function | ✓ | | <ul style="list-style-type: none"> Set the Function attribute in Block Parameters dialog box to either reciprocal, log or exp. |
| MinMax | ✓ | ✓ | — |
| Multiply-Add | ✓ | ✓ | — |
| Product | ✓ | ✓ | <ul style="list-style-type: none"> Product block with more than two inputs is not supported. |
| Product of Elements | ✓ | ✓ | <ul style="list-style-type: none"> The Architecture in HDL Block Properties must be set to Tree. |
| Reciprocal Sqrt | ✓ | | — |
| Relational Operator | ✓ | ✓ | — |
| Sqrt | ✓ | ✓ | — |
| Subtract | ✓ | ✓ | — |
| Sum | ✓ | ✓ | <ul style="list-style-type: none"> Sum block with - ports is not supported. The block cannot have more than two inputs. |
| Sum of Elements | ✓ | ✓ | <ul style="list-style-type: none"> The Architecture in HDL Block Properties must be set to Tree. |

| Block | Altera Megafunction IP (ALTFP and ALTERA FP Functions) | Xilinx LogiCORE IP | Remarks and Limitations |
|------------------------|--|--------------------|--|
| Trigonometric Function | ✓ | | <ul style="list-style-type: none"> • Only single data types are supported for floating-point library mapping. • In the Block Parameters dialog box, Function must be set to either sin or cos and Approximation method must be set to None. • If you are using Altera Quartus 10.1 or 11.0, turn on the AlteraBackward Incompatible SinCosPipeline global property using <code>hdlset_param</code>. |
| Unary Minus | ✓ | ✓ | — |

Supported Blocks That Do Not Need to Map to FPGA Floating-Point Target IP

Following are the Simulink blocks that generate HDL code but need not map to an FPGA floating-point IP core.

- Bus Assignment
- Bus Creator
- Bus Selector
- Constant
- Delay
- Demux
- Deserializer1D
- Downsample
- From
- Goto
- Index Vector
- Vector Concatenate, Matrix Concatenate
- Memory
- Model Info
- Multiport Switch
- Mux
- Rate Transition
- Reshape

- Serializer1D
- Subsystem, Atomic Subsystem, CodeReuse Subsystem
- Switch block with control input other than $u2 \neq 0$.
- Unit Delay
- Upsample
- Zero-Order Hold

Limitations for FPGA Floating-Point Library Mapping

- If your synthesis tool is Xilinx Vivado, you cannot use FPGA floating-point library mapping.
- Complex data types are not supported.
- The streaming optimization is not supported with floating-point library mapping.
- The resource sharing optimization is not supported with Unary Minus and Abs blocks.
- For IP Core Generation, FPGA Turnkey, and Simulink Real-Time FPGA I/O workflows, your DUT ports cannot use floating-point data types.

See Also

Related Examples

- “FPGA Floating-Point Library IP Mapping” on page 31-27

More About

- “Generate HDL Code for FPGA Floating-Point Target Libraries” on page 31-20
- “Customize Floating-Point IP Configuration” on page 31-40

Synthesis Objective to Tcl Command Mapping

In this section...

"Altera Quartus II" on page 31-52

"Xilinx Vivado 2014.4" on page 31-52

"Xilinx ISE 14.7 with PlanAhead" on page 31-53

The HDL Workflow Advisor guides you through the stages of generating HDL code for a Simulink subsystem and the FPGA design process, such as:

- Checking the model for HDL code generation compatibility and automatically fixing incompatible settings.
- Generation of HDL code, a test bench, and scripts to build and run the code and test bench.
- Generation of cosimulation or SystemVerilog DPI test benches and code coverage (requires HDL Verifier).
- Synthesis and timing analysis through integration with third-party synthesis tools.
- Back-annotation of the model with critical path information and other information obtained during synthesis.
- Complete automated workflows for selected FPGA development target devices, including FPGA-in-the-loop simulation (requires HDL Verifier), and the Simulink Real-Time FPGA I/O workflow.

When you specify a synthesis objective in the HDL Workflow Advisor **Synthesis objective** field, or in the HDL Workflow CLI workflow `hdlcoder.Objective`, the HDL Coder software generates Tcl commands that are specific to your synthesis tool.

Altera Quartus II

| Synthesis objective | Tcl Commands |
|---------------------|--|
| Area Optimized | <code>set_global_assignment -name OPTIMIZATION_TECHNIQUE "Area"</code> <code>set_global_assignment -name FITTER_EFFORT "Standard Fit"</code> |
| Compile Optimized | <code>set_global_assignment -name OPTIMIZATION_TECHNIQUE "Balanced"</code> <code>set_global_assignment -name FITTER_EFFORT "Fast Fit"</code> |
| Speed Optimized | <code>set_global_assignment -name OPTIMIZATION_TECHNIQUE "Speed"</code> <code>set_global_assignment -name FITTER_EFFORT "Standard Fit"</code> |

Xilinx Vivado 2014.4

If your tool version is different, the Tcl commands are slightly different.

| Synthesis objective | Tcl Commands |
|---------------------|--|
| Area Optimized | <code>set_property strategy {Vivado Synthesis Defaults} [get_runs synth_1]</code> <code>set_property strategy "Area_Explore" [get_runs impl_1]</code> |

| Synthesis objective | Tcl Commands |
|---------------------|---|
| Compile Optimized | set_property strategy "Flow_RuntimeOptimized" [get_runs synth1] set_property strategy "Flow_Quick" [get_runs impl_1] |
| Speed Optimized | set_property strategy {Vivado Synthesis Defaults} [get_runs synth_1] set_property strategy "Performance_Explore" [get_runs impl_1] |

Xilinx ISE 14.7 with PlanAhead

If your tool version is different, the Tcl commands are slightly different.

| Synthesis objective | Tcl Commands |
|---------------------|--|
| Area Optimized | set_property strategy "AreaReduction" [get_runs synth_1] set_property strategy "MapCoverArea" [get_runs impl_1] |
| Compile Optimized | set_property strategy "{XST Defaults}" [get_runs synth_1] set_property strategy "{ISE Defaults}" [get_runs impl_1] |
| Speed Optimized | set_property strategy "TimingWithIOBPacking" [get_runs synth_1] set_property strategy "MapTiming" [get_runs impl_1] |

See Also

Related Examples

- “Getting Started with the HDL Workflow Advisor” on page 31-6
- “HDL Workflow Advisor Tasks” on page 37-2

Run HDL Workflow with a Script

In this section...

- “Export an HDL Workflow Script” on page 31-55
- “Specify Verbosity of Workflow Script” on page 31-55
- “Enable or Disable Tasks in HDL Workflow Script” on page 31-55
- “Run a Single Workflow Task” on page 31-55
- “Import an HDL Workflow Script” on page 31-56
- “Generic ASIC/FPGA Workflow Script Example” on page 31-56
- “FPGA-in-the-Loop Script Example” on page 31-57
- “FPGA Turnkey Workflow Script Example” on page 31-58
- “IP Core Generation Workflow Script Example” on page 31-60
- “Simulink Real-Time FPGA I/O Workflow Example” on page 31-62

The HDL Workflow Advisor guides you through the stages of generating HDL code for a Simulink subsystem and the FPGA design process, such as:

- Checking the model for HDL code generation compatibility and automatically fixing incompatible settings.
- Generation of HDL code, a test bench, and scripts to build and run the code and test bench.
- Generation of cosimulation or SystemVerilog DPI test benches and code coverage (requires HDL Verifier).
- Synthesis and timing analysis through integration with third-party synthesis tools.
- Back-annotation of the model with critical path information and other information obtained during synthesis.
- Complete automated workflows for selected FPGA development target devices, including FPGA-in-the-loop simulation (requires HDL Verifier), and the Simulink Real-Time FPGA I/O workflow.

To run the HDL workflow as a command-line script, configure and run the HDL Workflow Advisor with your Simulink design, then export a script. The script uses HDL Workflow CLI commands to perform the same tasks as the HDL Workflow Advisor, including FPGA bitstream or synthesis project generation.

You can export an HDL workflow script for these target workflows:

- Generic ASIC/FPGA
- FPGA-in-the-Loop (requires HDL Verifier license)
- FPGA Turnkey
- IP Core Generation
- Simulink Real-Time FPGA I/O (requires Simulink Real-Time)

To update an existing script, import it into the HDL Workflow Advisor, modify the tasks, and export the updated script. Alternatively, you can manually edit the script.

Export an HDL Workflow Script

- 1 In the HDL Workflow Advisor, configure and run all the tasks.
- 2 Select **File > Export to Script**.
- 3 In the Export Workflow Configuration dialog box, enter a file name and save the script.

The script is a MATLAB file that you can run from the command line.

Note When you export to script, default values such as Asynchronous value for **Reset type** are not exported. When you import from the script, if the model is unchanged, you do not see the default settings in the script.

Specify Verbosity of Workflow Script

You can use the `Verbosity` property of the `hdlcoder.runWorkflow` function to specify the level of detail for progress messages generated as code generation and deployment proceeds. To generate verbose messages while running the workflow for a `hdlcoder.WorkflowConfig` workflow configuration object, `hWC` and Simulink design, `model/DUTname`, set `Verbosity` to `on`.

```
hdlcoder.runWorkflow('model/DUTname', hWC, 'Verbosity', 'on');
```

Enable or Disable Tasks in HDL Workflow Script

To disable all workflow tasks, update the workflow configuration object with the `clearAllTasks` method.

To reenable all workflow tasks, update the workflow configuration object with the `setAllTasks` method.

Run a Single Workflow Task

To run a single workflow task without rerunning other workflow tasks:

- 1 Disable all tasks in the workflow configuration object by running the `clearAllTasks` method.
- 2 In the workflow configuration object, enable the task that you want to run.

For example, if you previously ran an HDL workflow script and generated a bitstream, you can program your target hardware without rerunning the other workflow tasks. To run the target device programming task for an `hdlcoder.WorkflowConfig` workflow configuration object, `hWC` and Simulink design, `model/DUTname`:

- 1 Run the `clearAllTasks` method.


```
hWC.clearAllTasks;
```
- 2 Enable the target device programming task.


```
hWC.RunTaskProgramTargetDevice = true;
```
- 3 Run the workflow.


```
hdlcoder.runWorkflow('model/DUTname', hWC);
```

Import an HDL Workflow Script

- 1 In the HDL Workflow Advisor, select **File > Import from Script**.
- 2 In the Import Workflow Configuration dialog box, select the script file and click **Open**.

The HDL Workflow Advisor updates the tasks with the imported script settings.

Note When you import a HDL Workflow Advisor script, make sure you use the same script that was exported from the HDL Workflow Advisor UI.

Generic ASIC/FPGA Workflow Script Example

This example shows how to configure and run an exported HDL workflow script.

This script is a generic ASIC/FPGA workflow script that targets a Xilinx Virtex 7 device. It uses the Xilinx Vivado synthesis tool.

Open and view your exported HDL workflow script.

```
% Export Workflow Configuration Script
% Generated with MATLAB 9.5 (R2018b Prerelease) at 14:42:37 on 29/03/2018
% This script was generated using the following parameter values:
%   Filename   : 'S:\generic_workflow_example.m'
%   Overwrite  : true
%   Comments   : true
%   Headers    : true
%   DUT        : 'sfir_fixed/symmetric_fir'
% To view changes after modifying the workflow, run the following command:
% >> hWC.export('DUT','sfir_fixed/symmetric_fir');
%-----

%% Load the Model
load_system('sfir_fixed');

%% Restore the Model to default HDL parameters
%hdlrestoreparams('sfir_fixed/symmetric_fir');

%% Model HDL Parameters
%% Set Model 'sfir_fixed' HDL parameters
hdlset_param('sfir_fixed', 'GenerateCoSimModel', 'ModelSim');
hdlset_param('sfir_fixed', 'GenerateHDLTestBench', 'off');
hdlset_param('sfir_fixed', 'HDLSubsystem', 'sfir_fixed/symmetric_fir');
hdlset_param('sfir_fixed', 'SynthesisTool', 'Xilinx Vivado');
hdlset_param('sfir_fixed', 'SynthesisToolChipFamily', 'Virtex7');
hdlset_param('sfir_fixed', 'SynthesisToolDeviceName', 'xc7vx485t');
hdlset_param('sfir_fixed', 'SynthesisToolPackageName', 'ffgl761');
hdlset_param('sfir_fixed', 'SynthesisToolSpeedValue', '-2');
hdlset_param('sfir_fixed', 'TargetDirectory', 'hdl_prj\hdlsrc');

%% Workflow Configuration Settings
% Construct the Workflow Configuration Object with default settings
hWC = hdlcoder.WorkflowConfig('SynthesisTool', 'Xilinx Vivado', 'TargetWorkflow', 'Generic ASIC/FPGA');

% Specify the top level project directory
hWC.ProjectFolder = 'hdl_prj';

% Set Properties related to synthesis tool version
hWC.AllowUnsupportedToolVersion = true;

% Set Workflow tasks to run
hWC.RunTaskGenerateRTLCodeAndTestbench = true;
hWC.RunTaskVerifyWithHDLCosimulation = true;
hWC.RunTaskCreateProject = true;
hWC.RunTaskRunSynthesis = true;
hWC.RunTaskRunImplementation = false;
hWC.RunTaskAnnotateModelWithSynthesisResult = true;

% Set properties related to 'RunTaskGenerateRTLCodeAndTestbench' Task
```

```

hwc.GenerateRTLCode = true;
hwc.GenerateTestbench = false;
hwc.GenerateValidationModel = false;

% Set properties related to 'RunTaskCreateProject' Task
hwc.Objective = hdlcoder.Objective.None;
hwc.AdditionalProjectCreationTclFiles = '';

% Set properties related to 'RunTaskRunSynthesis' Task
hwc.SkipPreRouteTimingAnalysis = false;

% Set properties related to 'RunTaskRunImplementation' Task
hwc.IgnorePlaceAndRouteErrors = false;

% Set properties related to 'RunTaskAnnotateModelWithSynthesisResult' Task
hwc.CriticalPathSource = 'pre-route';
hwc.CriticalPathNumber = 1;
hwc.ShowAllPaths = false;
hwc.ShowDelayData = true;
hwc.ShowUniquePaths = false;
hwc.ShowEndsOnly = false;

% Validate the Workflow Configuration Object
hwc.validate;

%% Run the workflow
hdlcoder.runWorkflow('sfir_fixed/symmetric_fir', hwc);

```

Optionally, edit the script.

For example, enable or disable tasks in the `hdlcoder.WorkflowConfig` object, `hwc`.

Run the HDL workflow script.

For example, if the script file name is `generic_workflow_example.m`, at the command line, enter:

```
generic_workflow_example.m
```

FPGA-in-the-Loop Script Example

This example shows how to configure and run an exported HDL workflow script.

To generate an HDL workflow script, configure and run the HDL Workflow Advisor with your Simulink design, then export the script.

This script is an FPGA-in-the-Loop workflow script that targets a Xilinx Virtex 5 development board and uses the Xilinx ISE synthesis tool.

Open and view your exported HDL workflow script.

```

%-----
% HDL Workflow Script
% Generated with MATLAB 9.5 (R2018b Prerelease) at 15:11:23 on 04/05/2018
% This script was generated using the following parameter values:
%   Filename   : 'C:\Users\ggnanase\Desktop\R2018b\18b_models\ipcore_timing_failure\hdlworkflow_FIL.m'
%   Overwrite  : true
%   Comments   : true
%   Headers    : true
%   DUT        : 'sfir_fixed/symmetric_fir'
% To view changes after modifying the workflow, run the following command:
% >> hwc.export('DUT','sfir_fixed/symmetric_fir');
%-----

%% Load the Model
load_system('sfir_fixed');

%% Restore the Model to default HDL parameters
%hdlrestoreparams('sfir_fixed/symmetric_fir');

%% Model HDL Parameters
%% Set Model 'sfir_fixed' HDL parameters

```

```

hdlset_param('sfir_fixed', 'HDLSubsystem', 'sfir_fixed/symmetric_fir');
hdlset_param('sfir_fixed', 'SynthesisTool', 'Xilinx Vivado');
hdlset_param('sfir_fixed', 'SynthesisToolChipFamily', 'Kintex7');
hdlset_param('sfir_fixed', 'SynthesisToolDeviceName', 'xc7k325t');
hdlset_param('sfir_fixed', 'SynthesisToolPackageName', 'ffg900');
hdlset_param('sfir_fixed', 'SynthesisToolSpeedValue', '-2');
hdlset_param('sfir_fixed', 'TargetDirectory', 'hdl_prj\hdlsrc');
hdlset_param('sfir_fixed', 'TargetFrequency', 25);
hdlset_param('sfir_fixed', 'TargetPlatform', 'Xilinx Kintex-7 KC705 development board');
hdlset_param('sfir_fixed', 'Workflow', 'FPGA-in-the-Loop');

%% Workflow Configuration Settings
% Construct the Workflow Configuration Object with default settings
hwc = hdlcoder.WorkflowConfig('SynthesisTool', 'Xilinx Vivado', 'TargetWorkflow', 'FPGA-in-the-Loop');

% Specify the top level project directory
hwc.ProjectFolder = 'hdl_prj';

% Set Workflow tasks to run
hwc.RunTaskGenerateRTLCodeAndTestbench = true;
hwc.RunTaskVerifyWithHDLCosimulation = false;
hwc.RunTaskBuildFPGAInTheLoop = true;

% Set properties related to 'RunTaskGenerateRTLCodeAndTestbench' Task
hwc.GenerateRTLCode = true;
hwc.GenerateTestbench = false;
hwc.GenerateValidationModel = false;

% Set properties related to 'RunTaskBuildFPGAInTheLoop' Task
hwc.IPAddress = '192.168.0.2';
hwc.MACAddress = '00-0A-35-02-21-8A';
hwc.SourceFiles = '';
hwc.Connection = 'Ethernet';
hwc.RunExternalBuild = true;

% Validate the Workflow Configuration Object
hwc.validate;

%% Run the workflow
hdlcoder.runWorkflow('sfir_fixed/symmetric_fir', hwc);
hdlcoder.runWorkflow('hdlcoder/UARTServoControllerExample/UART_Servo_on_FPGA', hwc);

```

Optionally, edit the script.

For example, enable or disable tasks in the `hdlcoder.WorkflowConfig` object, `hwc`.

Run the HDL workflow script.

For example, if the script file name is `FIL_workflow_example.m`, at the command line, enter:

```
fil_workflow_example.m
```

FPGA Turnkey Workflow Script Example

This example shows how to configure and run an exported HDL workflow script.

This script is an FPGA Turnkey workflow script that targets a Xilinx Virtex 5 development board. It uses the Xilinx ISE synthesis tool.

Open and view your exported HDL workflow script.

```

% Export Workflow Configuration Script
% Generated with MATLAB 8.6 (R2015b) at 14:24:32 on 08/07/2015
% Parameter Values:
%   Filename   : 'S:\turnkey_workflow_example.m'
%   Overwrite  : true
%   Comments   : true
%   Headers    : true

```

```

%   DUT       : 'hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA'

%% Load the Model
load_system('hdlcoderUARTServoControllerExample');

%% Model HDL Parameters
% Set Model HDL parameters
hdlset_param('hdlcoderUARTServoControllerExample', ...
    'HDLSubsystem', 'hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA');
hdlset_param('hdlcoderUARTServoControllerExample', ...
    'SynthesisTool', 'Xilinx ISE');
hdlset_param('hdlcoderUARTServoControllerExample', ...
    'SynthesisToolChipFamily', 'Virtex5');
hdlset_param('hdlcoderUARTServoControllerExample', ...
    'SynthesisToolDeviceName', 'xc5vsx50t');
hdlset_param('hdlcoderUARTServoControllerExample', ...
    'SynthesisToolPackageName', 'ff1136');
hdlset_param('hdlcoderUARTServoControllerExample', ...
    'SynthesisToolSpeedValue', '-1');
hdlset_param('hdlcoderUARTServoControllerExample', ...
    'TargetDirectory', 'hdl_prj\hdlsrc');
hdlset_param('hdlcoderUARTServoControllerExample', ...
    'TargetPlatform', 'Xilinx Virtex-5 ML506 development board');
hdlset_param('hdlcoderUARTServoControllerExample', 'Workflow', 'FPGA Turnkey');

% Set Inport HDL parameters
hdlset_param('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA/uart_rxd', ...
    'IOInterface', 'RS-232 Serial Port Rx');
hdlset_param('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA/uart_rxd', ...
    'IOInterfaceMapping', '[0]');

% Set Outputport HDL parameters
hdlset_param('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA/uart_txd', ...
    'IOInterface', 'RS-232 Serial Port Tx');
hdlset_param('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA/uart_txd', ...
    'IOInterfaceMapping', '[0]');

% Set Outputport HDL parameters
hdlset_param('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA/version', ...
    'IOInterface', 'LEDs General Purpose [0:7]');
hdlset_param('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA/version', ...
    'IOInterfaceMapping', '[0:3]');

% Set Outputport HDL parameters
hdlset_param('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA/pwm_output', ...
    'IOInterface', 'Expansion Headers J6 Pin 2-64 [0:31]');
hdlset_param('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA/pwm_output', ...
    'IOInterfaceMapping', '[0]');

% Set Outputport HDL parameters
hdlset_param('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA/servo_debug1', ...
    'IOInterface', 'Expansion Headers J6 Pin 2-64 [0:31]');
hdlset_param('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA/servo_debug1', ...
    'IOInterfaceMapping', '[1]');

% Set Outputport HDL parameters
hdlset_param('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA/servo_debug2', ...
    'IOInterface', 'Expansion Headers J6 Pin 2-64 [0:31]');

```

```

hdlset_param('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA/servo_debug2', ...
    'IOInterfaceMapping', '[2]');

%% Workflow Configuration Settings
% Construct the Workflow Configuration Object with default settings
hWC = hdlcoder.WorkflowConfig('SynthesisTool','Xilinx ISE', ...
    'TargetWorkflow','FPGA Turnkey');

% Specify the top level project directory
hWC.ProjectFolder = 'hdl_prj';

%Set Properties related to synthesis tool version
hWC.AllowUnsupportedToolVersion = true;

% Set Workflow tasks to run
hWC.RunTaskGenerateRTLCodeAndTestbench = true;
hWC.RunTaskVerifyWithHDLCosimulation = true;
hWC.RunTaskCreateProject = true;
hWC.RunTaskPerformLogicSynthesis = true;
hWC.RunTaskPerformMapping = true;
hWC.RunTaskPerformPlaceAndRoute = true;
hWC.RunTaskGenerateProgrammingFile = true;
hWC.RunTaskProgramTargetDevice = false;

% Set Properties related to Create Project Task
hWC.Objective = hdlcoder.Objective.None;
hWC.AdditionalProjectCreationTclFiles = '';

% Set Properties related to Perform Mapping Task
hWC.SkipPreRouteTimingAnalysis = true;

% Set Properties related to Perform Place and Route Task
hWC.IgnorePlaceAndRouteErrors = false;

% Validate the Workflow Configuration Object
hWC.validate;

%% Run the workflow
hdlcoder.runWorkflow('hdlcoderUARTServoControllerExample/UART_Servo_on_FPGA', hWC);

```

Optionally, edit the script.

For example, enable or disable tasks in the `hdlcoder.WorkflowConfig` object, `hWC`.

Run the HDL workflow script.

For example, if the script file name is `turnkey_workflow_example.m`, at the command line, enter:

```
turnkey_workflow_example.m
```

IP Core Generation Workflow Script Example

This example shows how to configure and run an exported HDL workflow script.

This script is an IP core generation workflow script that targets the Altera Cyclone V SoC development kit. It uses the Altera Quartus II synthesis tool.

Open and view your exported HDL workflow script.

```
% Export Workflow Configuration Script
% Generated with MATLAB 8.6 (R2015b) at 14:42:16 on 08/07/2015
% Parameter Values:
%   Filename   : 'S:\ip_core_gen_workflow_example.m'
%   Overwrite  : true
%   Comments   : true
%   Headers    : true
%   DUT        : 'hdlcoder_led_blinking/led_counter'

%% Load the Model
load_system('hdlcoder_led_blinking');

%% Model HDL Parameters
% Set Model HDL parameters
hdlset_param('hdlcoder_led_blinking', ...
    'HDLSubsystem', 'hdlcoder_led_blinking/led_counter');
hdlset_param('hdlcoder_led_blinking', 'OptimizationReport', 'on');
hdlset_param('hdlcoder_led_blinking', ...
    'ReferenceDesign', 'Default system (Qsys 14.0)');
hdlset_param('hdlcoder_led_blinking', 'ResetType', 'Synchronous');
hdlset_param('hdlcoder_led_blinking', 'ResourceReport', 'on');
hdlset_param('hdlcoder_led_blinking', 'SynthesisTool', 'Altera QUARTUS II');
hdlset_param('hdlcoder_led_blinking', 'SynthesisToolChipFamily', 'Cyclone V');
hdlset_param('hdlcoder_led_blinking', 'SynthesisToolDeviceName', '5CSXFC6D6F31C6');
hdlset_param('hdlcoder_led_blinking', 'TargetDirectory', 'hdl_prj\hdlsrc');
hdlset_param('hdlcoder_led_blinking', ...
    'TargetPlatform', 'Altera Cyclone V SoC development kit - Rev.D');
hdlset_param('hdlcoder_led_blinking', 'Traceability', 'on');
hdlset_param('hdlcoder_led_blinking', 'Workflow', 'IP Core Generation');

% Set SubSystem HDL parameters
hdlset_param('hdlcoder_led_blinking/led_counter', ...
    'ProcessorFPGASynchronization', 'Free running');

% Set Inport HDL parameters
hdlset_param('hdlcoder_led_blinking/led_counter/Blink_frequency', ...
    'IOInterface', 'AXI4');
hdlset_param('hdlcoder_led_blinking/led_counter/Blink_frequency', ...
    'IOInterfaceMapping', 'x"100"');
hdlset_param('hdlcoder_led_blinking/led_counter/Blink_frequency', ...
    'IOInterfaceOptions', {'RegisterInitialValue', 5});

% Set Inport HDL parameters
hdlset_param('hdlcoder_led_blinking/led_counter/Blink_direction', ...
    'IOInterface', 'AXI4');
hdlset_param('hdlcoder_led_blinking/led_counter/Blink_direction', ...
    'IOInterfaceMapping', 'x"104"');
hdlset_param('hdlcoder_led_blinking/led_counter/Blink_direction', ...
    'IOInterfaceOptions', {'RegisterInitialValue', 1});

% Set Outport HDL parameters
hdlset_param('hdlcoder_led_blinking/led_counter/LED', 'IOInterface', 'External Port');

% Set Outport HDL parameters
hdlset_param('hdlcoder_led_blinking/led_counter/Read_back', 'IOInterface', 'AXI4');
hdlset_param('hdlcoder_led_blinking/led_counter/Read_back', ...
```

```

    'IOInterfaceMapping', 'x"108"');
hdlset_param('hdlcoder_led_blinking/led_counter/Read back, ...
    'IOInterfaceOptions', {'RegisterInitialValue', 3});

%% Workflow Configuration Settings
% Construct the Workflow Configuration Object with default settings
hWC = hdlcoder.WorkflowConfig('SynthesisTool','Altera QUARTUS II', ...
    'TargetWorkflow','IP Core Generation');

% Specify the top level project directory
hWC.ProjectFolder = 'hdl_prj';

%Set Properties related to synthesis tool version
hWC.AllowUnsupportedToolVersion = true;

% Set Workflow tasks to run
hWC.RunTaskGenerateRTLCodeAndIPCore = true;
hWC.RunTaskCreateProject = true;
hWC.RunTaskGenerateSoftwareInterface = false;
hWC.RunTaskBuildFPGABitstream = true;
hWC.RunTaskProgramTargetDevice = false;

% Set Properties related to Generate RTL Code And IP Core Task
hWC.IPCoreRepository = '';
hWC.GenerateIPCoreReport = true;

% Set Properties related to Create Project Task
hWC.Objective = hdlcoder.Objective.AreaOptimized;

% Set Properties related to Generate Software Interface Model Task
hWC.OperatingSystem = '';
hWC.AddLinuxDeviceDriver = false;

% Set Properties related to Build FPGA Bitstream Task
hWC.RunExternalBuild = true;
hWC.TclFileForSynthesisBuild = hdlcoder.BuildOption.Default;

% Validate the Workflow Configuration Object
hWC.validate;

%% Run the workflow
hdlcoder.runWorkflow('hdlcoder_led_blinking/led_counter', hWC);

```

Optionally, edit the script.

For example, enable or disable tasks in the `hdlcoder.WorkflowConfig` object, `hWC`.

Run the HDL workflow script.

For example, if the script file name is `ip_core_workflow_example.m`, at the command line, enter:

```
ip_core_gen_workflow_example.m
```

Simulink Real-Time FPGA I/O Workflow Example

This example shows how to configure and run an exported HDL workflow script.

To generate an HDL workflow script, configure and run the HDL Workflow Advisor with your Simulink design, then export the script.

This script is a Simulink Real-Time FPGA I/O workflow script that targets the Speedgoat I0333-325K board that uses the Xilinx Vivado synthesis tool.

Open and view your exported HDL workflow script.

```

%-----
% HDL Workflow Script
% Generated with MATLAB 9.5 (R2018b Prerelease) at 18:14:33 on 08/05/2018
% This script was generated using the following parameter values:
%   Filename   : 'C:\Users\ggnanase\Desktop\R2018b\l8b_models\ipcore_timing_failure\hdlworkflow_I0333.m'
%   Overwrite  : true
%   Comments   : true
%   Headers    : true
%   DUT        : 'sfir_fixed/symmetric_fir'
% To view changes after modifying the workflow, run the following command:
% >> hWC.export('DUT','sfir_fixed/symmetric_fir');
%-----

%% Load the Model
load_system('sfir_fixed');

%% Restore the Model to default HDL parameters
hdlrestoreparams('sfir_fixed/symmetric_fir');

%% Model HDL Parameters
% Set Model 'sfir_fixed' HDL parameters
hdlset_param('sfir_fixed', 'HDLSubsystem', 'sfir_fixed/symmetric_fir');
hdlset_param('sfir_fixed', 'SynthesisTool', 'Xilinx Vivado');
hdlset_param('sfir_fixed', 'SynthesisToolChipFamily', 'Kintex7');
hdlset_param('sfir_fixed', 'SynthesisToolDeviceName', 'xc7k325t');
hdlset_param('sfir_fixed', 'SynthesisToolPackageName', 'ffg900');
hdlset_param('sfir_fixed', 'SynthesisToolSpeedValue', '-2');
hdlset_param('sfir_fixed', 'TargetDirectory', 'hdl_prj\hdlsrc');
hdlset_param('sfir_fixed', 'TargetFrequency', 100);
hdlset_param('sfir_fixed', 'TargetPlatform', 'Speedgoat I0333-325K');
hdlset_param('sfir_fixed', 'Workflow', 'Simulink Real-Time FPGA I/O');

%% Workflow Configuration Settings
% Construct the Workflow Configuration Object with default settings
hWC = hdlcoder.WorkflowConfig('SynthesisTool','Xilinx Vivado','TargetWorkflow','Simulink Real-Time FPGA I/O');

% Specify the top level project directory
hWC.ProjectFolder = 'hdl_prj';
hWC.ReferenceDesignToolVersion = '2017.4';
hWC.IgnoreToolVersionMismatch = false;

% Set Workflow tasks to run
hWC.RunTaskGenerateRTLCodeAndIPCore = true;
hWC.RunTaskCreateProject = true;
hWC.RunTaskBuildFPGABitstream = true;
hWC.RunTaskGenerateSimulinkRealTimeInterface = true;

% Set properties related to 'RunTaskGenerateRTLCodeAndIPCore' Task
hWC.IPCoreRepository = '';
hWC.GenerateIPCoreReport = true;
hWC.GenerateIPCoreTestbench = false;
hWC.CustomIPTopHDLFile = '';
hWC.AXI4RegisterReadback = false;
hWC.IPDataCaptureBufferSize = '128';

% Set properties related to 'RunTaskCreateProject' Task
hWC.Objective = hdlcoder.Objective.None;
hWC.AdditionalProjectCreationTclFiles = '';
hWC.EnableIPCaching = true;

% Set properties related to 'RunTaskBuildFPGABitstream' Task
hWC.RunExternalBuild = false;
hWC.TclFileForSynthesisBuild = hdlcoder.BuildOption.Default;
hWC.CustomBuildTclFile = '';
hWC.ReportTimingFailure = hdlcoder.ReportTiming.Error;

% Validate the Workflow Configuration Object
hWC.validate;

```

```
%% Run the workflow
hdlcoder.runWorkflow('sfir_fixed/symmetric_fir', hWC);
```

Optionally, edit the script.

For example, enable or disable tasks in the `hdlcoder.WorkflowConfig` object, `hWC`.

Run the HDL workflow script.

For example, if the script file name is `slrt_workflow_example.m`, at the command line, enter:

```
slrt_workflow_example.m
```

See Also

Functions

`hdlcoder.runWorkflow` | `setAllTasks` | `clearAllTasks`

Classes

`hdlcoder.WorkflowConfig`

Related Examples

- “Getting Started with the HDL Workflow Advisor” on page 31-6
- “HDL Workflow Advisor Tasks” on page 37-2

Getting Started with the HDL Workflow Command-Line Interface

This example shows how to use the HDL Workflow Advisor to run HDL workflows from the command-line and the 'Export to script' functionality.

Introduction

This example is a step-by-step guide that helps introduce you to the HDL Workflow Command Line Interface.

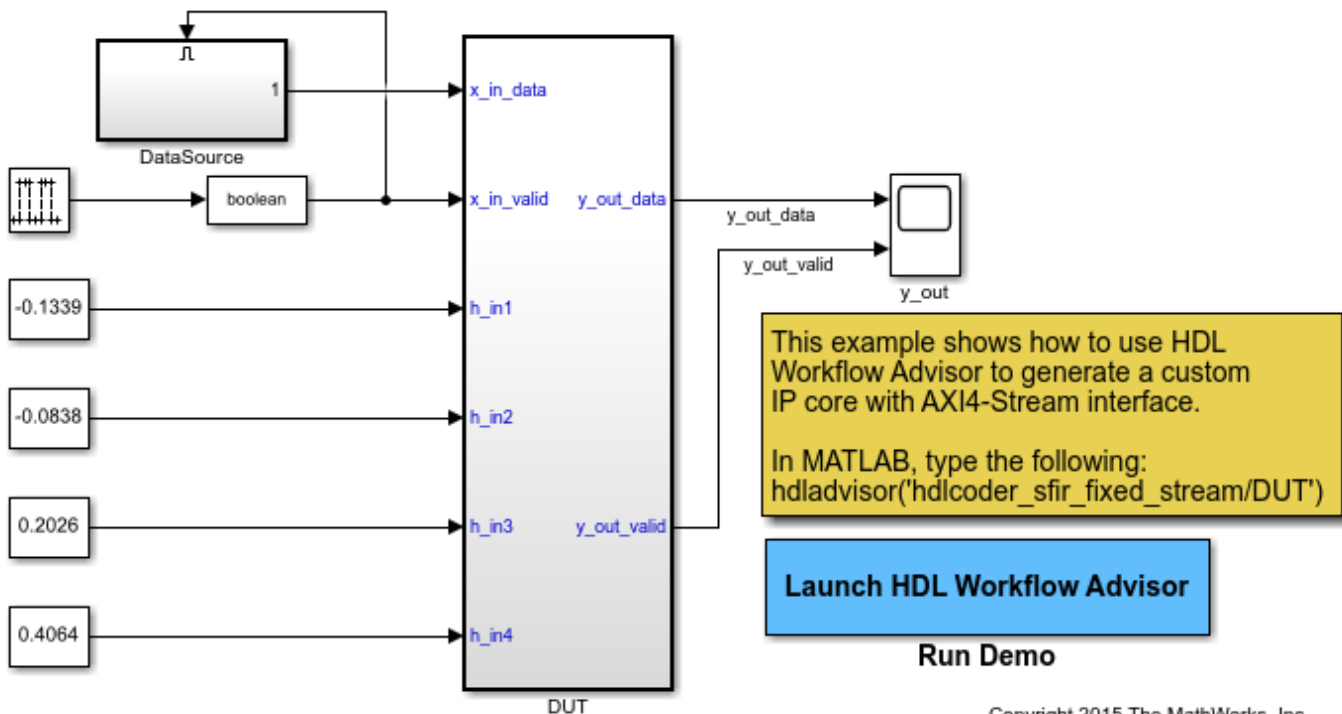
Using the HDL Workflow Command Line Interface, you can run the same sequence of steps and control the same configuration settings that are available in the HDL Workflow Advisor for the following workflows:

- 1 Generic ASIC/FPGA
- 2 FPGA Turnkey
- 3 IP Core Generation
- 4 Simulink Real-Time FPGA I/O

Open the Model

In this example we will use the **hdlcoder_sfir_fixed_stream** model, but the HDL Workflow Command Line Interface can be used with any model that works with the workflows listed above.

```
open_system('hdlcoder_sfir_fixed_stream')
```

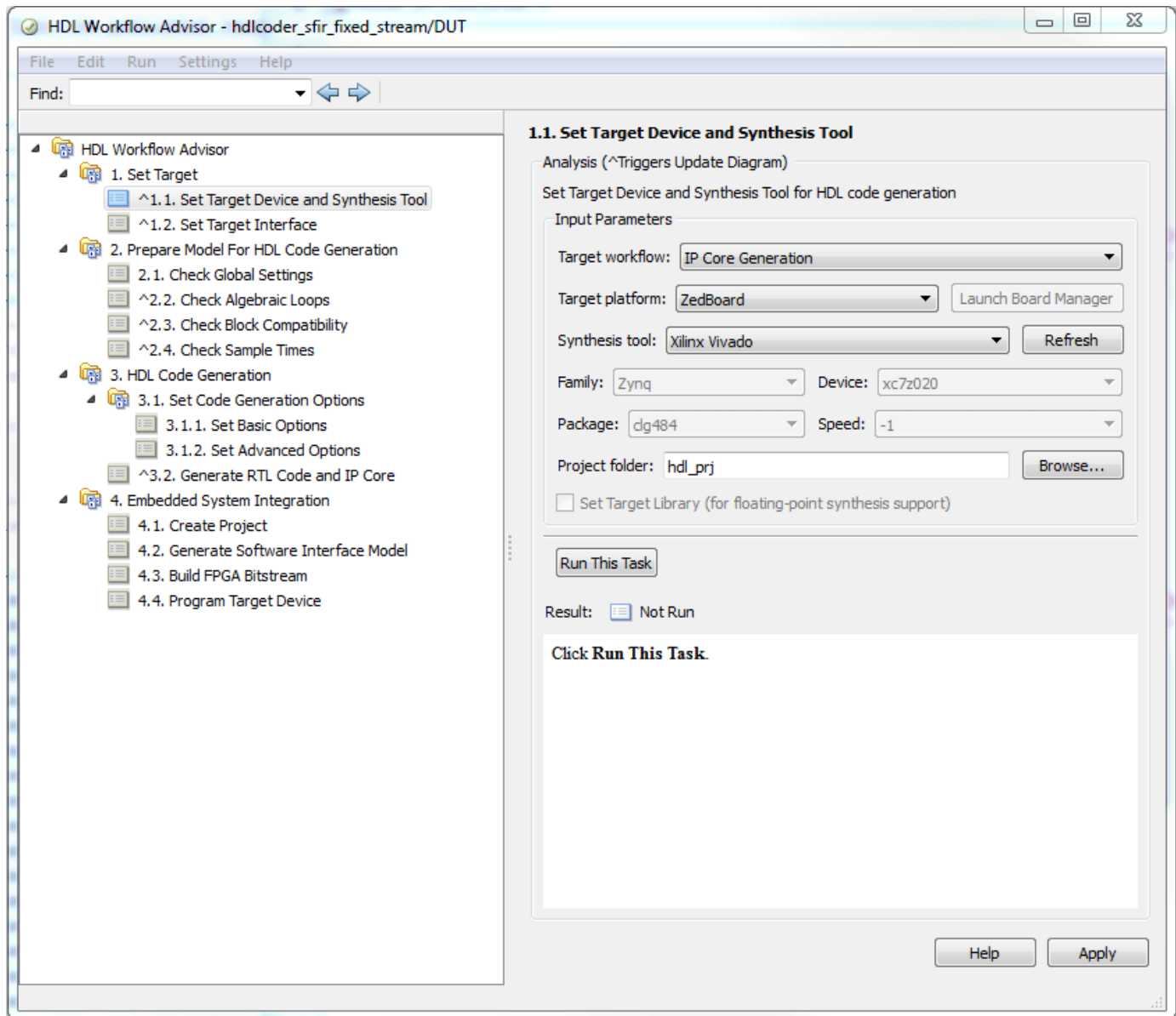


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Make sure that the desired third party tools are included on the path. For example, to include Vivado installed locally in its default windows location, use the following command:

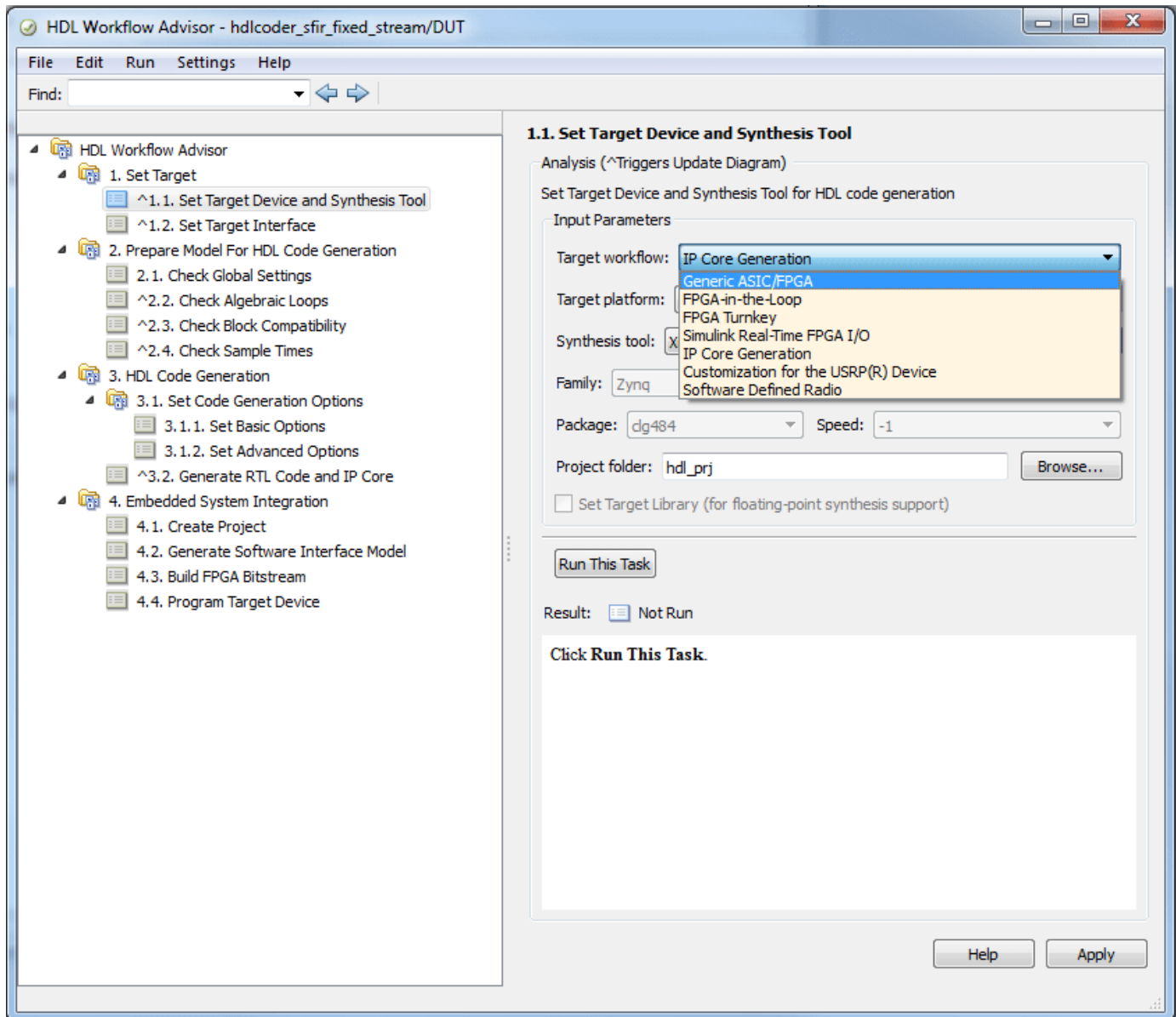
```
>> hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2017.4\bin\vivado.L
```

Next, launch the workflow advisor and select the appropriate subsystem as the DUT.

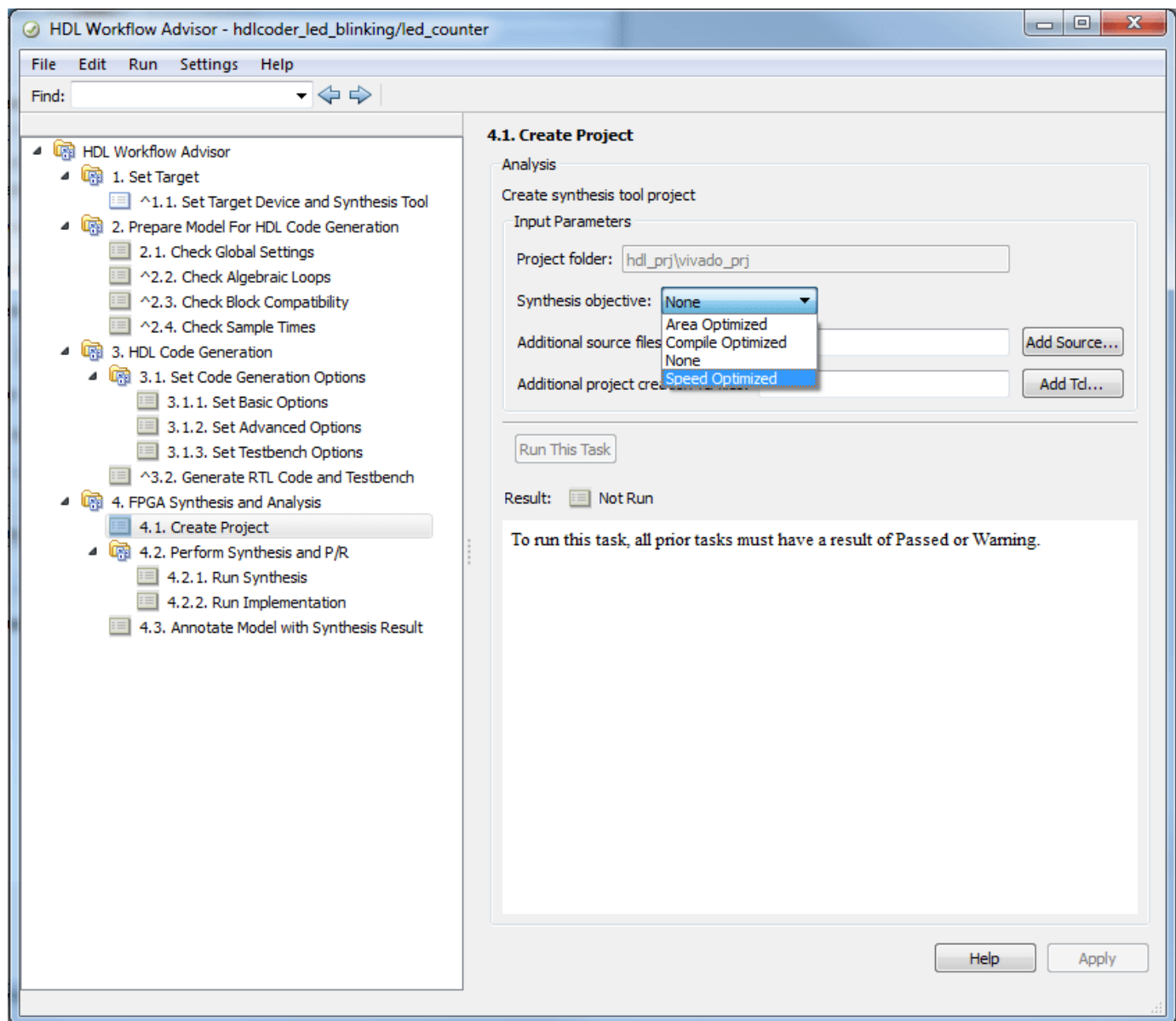


Setup the Workflow

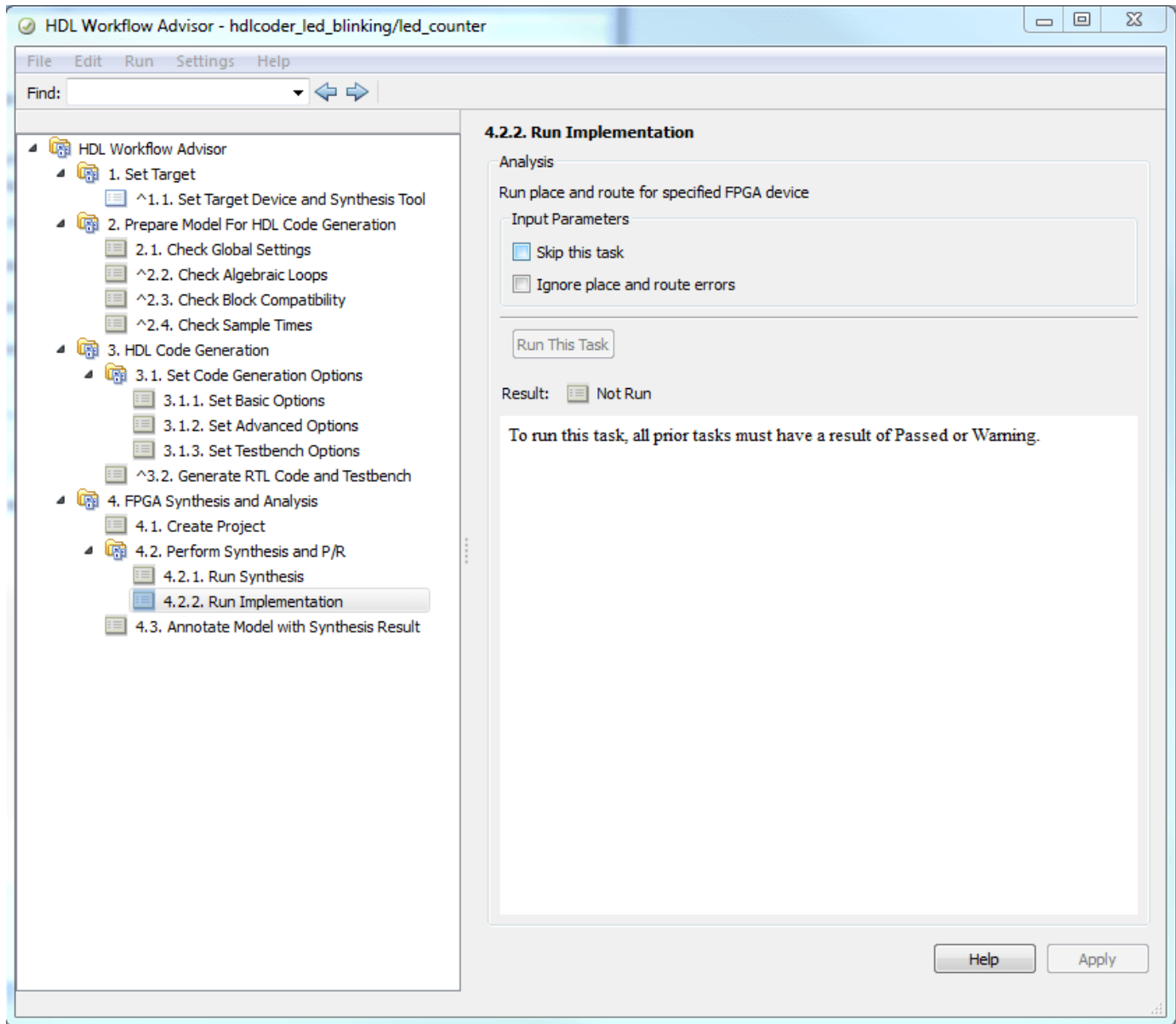
Use the HDL Workflow Advisor to setup your project with your desired settings, such as a Synthesis Tool and Device. Start by changing the workflow to "Generic ASIC/FPGA" so that we can Annotate the model with synthesis results.



You can also specify high level objectives for the synthesis tool. For example, try setting the tool to "Speed Optimized".

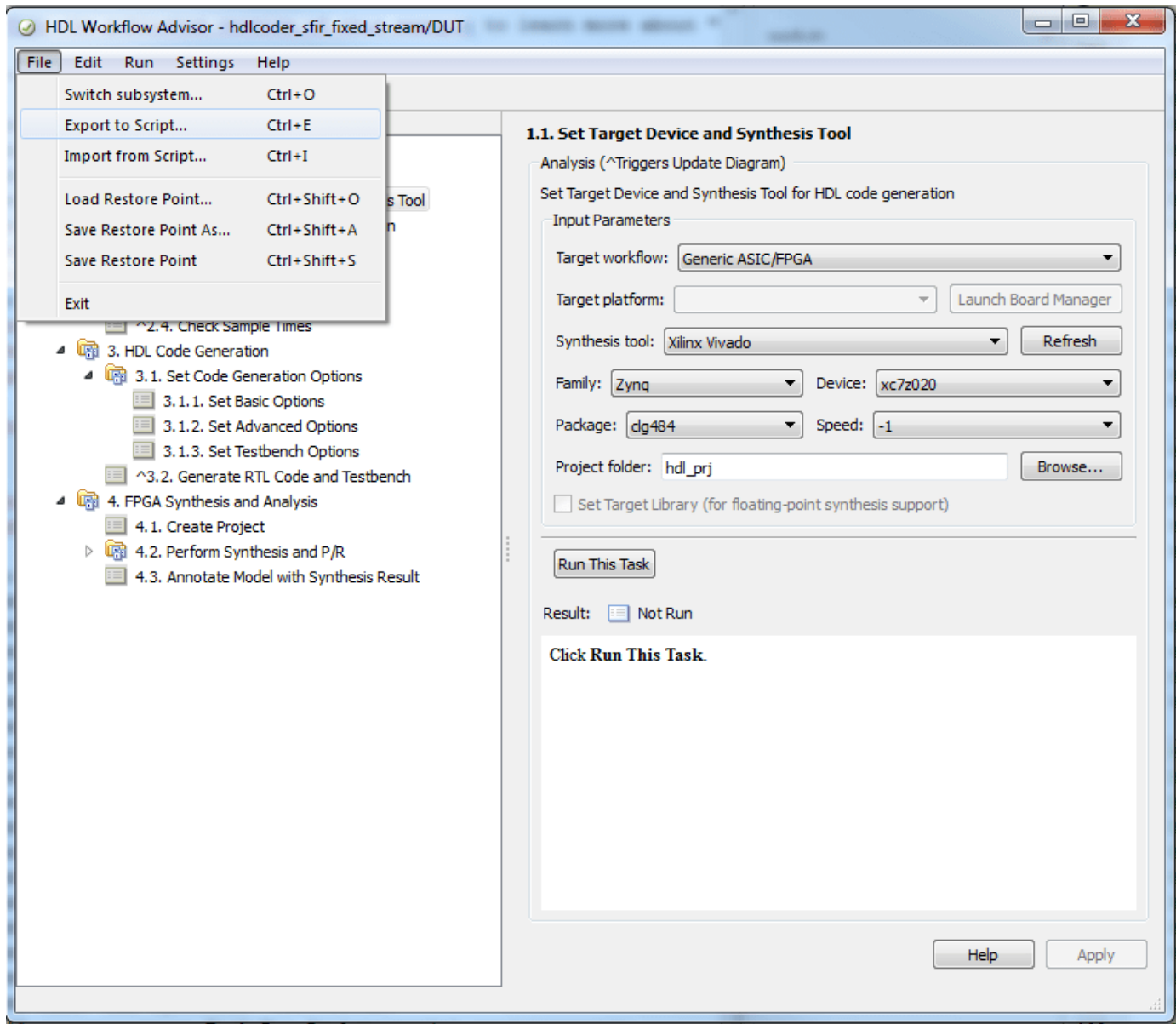


Also, change the "Skip this task" checkbox for Run Implementation so that the exported script runs this step as well



Export to Script

After all the initial settings have been entered, export your workflow to a script which can be run directly from the command-line for faster design iterations.



Save the file as any name you like. The default will be "hdlworkflow.m". The exported script is shown below:

```
%-----
% HDL Workflow Script
% Generated with MATLAB 9.0 (R2016b Prerelease) at 10:40:45 on 31/12/2015
% This script was generated using the following parameter values:
%   Filename   : '/mathworks/dev/sandbox/cherry/work/demo/hdlworkflow.m'
%   Overwrite  : true
%   Comments   : true
%   Headers    : true
%   DUT        : 'hdlcoder_sfir_fixed_stream/DUT'
% To view changes after modifying the workflow, run the following command:
% >> hWC.export('DUT','hdlcoder_sfir_fixed_stream/DUT');
```

```

%-----

% Copyright 2018 The MathWorks, Inc.

%% Load the Model
load_system('hdlcoder_sfir_fixed_stream');

%% Restore the Model to default HDL parameters
%hdlrestoreparams('hdlcoder_sfir_fixed_stream/DUT');

%% Model HDL Parameters
%% Set Model 'hdlcoder_sfir_fixed_stream' HDL parameters
hdlset_param('hdlcoder_sfir_fixed_stream', 'HDLSubsystem', 'hdlcoder_sfir_fixed_stream/DUT');
hdlset_param('hdlcoder_sfir_fixed_stream', 'ReferenceDesign', 'Default system with AXI4-Stream i
hdlset_param('hdlcoder_sfir_fixed_stream', 'ResetType', 'Synchronous');
hdlset_param('hdlcoder_sfir_fixed_stream', 'SynthesisTool', 'Xilinx Vivado');
hdlset_param('hdlcoder_sfir_fixed_stream', 'SynthesisToolChipFamily', 'Zynq');
hdlset_param('hdlcoder_sfir_fixed_stream', 'SynthesisToolDeviceName', 'xc7z020');
hdlset_param('hdlcoder_sfir_fixed_stream', 'SynthesisToolPackageName', 'clg484');
hdlset_param('hdlcoder_sfir_fixed_stream', 'SynthesisToolSpeedValue', '-1');
hdlset_param('hdlcoder_sfir_fixed_stream', 'TargetDirectory', 'hdl_prj/hdlsrc');

%% Workflow Configuration Settings
% Construct the Workflow Configuration Object with default settings
hWC = hdlcoder.WorkflowConfig('SynthesisTool', 'Xilinx Vivado', 'TargetWorkflow', 'Generic ASIC/FPGA

% Specify the top level project directory
hWC.ProjectFolder = 'hdl_prj';

% Set Workflow tasks to run
hWC.RunTaskGenerateRTLCodeAndTestbench = true;
hWC.RunTaskCreateProject = true;
hWC.RunTaskRunSynthesis = true;
hWC.RunTaskRunImplementation = false;
hWC.RunTaskAnnotateModelWithSynthesisResult = true;

% Set properties related to 'RunTaskGenerateRTLCodeAndTestbench' Task
hWC.GenerateRTLCode = true;
hWC.GenerateRTLTestbench = false;
hWC.GenerateCosimulationModel = false;
hWC.CosimulationModelForUseWith = 'Mentor Graphics ModelSim';
hWC.GenerateValidationModel = false;

% Set properties related to 'RunTaskCreateProject' Task
hWC.Objective = hdlcoder.Objective.None;
hWC.AdditionalProjectCreationTclFiles = '';

% Set properties related to 'RunTaskRunSynthesis' Task
hWC.SkipPreRouteTimingAnalysis = false;

% Set properties related to 'RunTaskRunImplementation' Task
hWC.IgnorePlaceAndRouteErrors = false;

% Set properties related to 'RunTaskAnnotateModelWithSynthesisResult' Task
hWC.CriticalPathSource = 'pre-route';
hWC.CriticalPathNumber = 1;
hWC.ShowAllPaths = false;

```

```

hWC.ShowDelayData = true;
hWC.ShowUniquePaths = false;
hWC.ShowEndsOnly = false;

% Validate the Workflow Configuration Object
hWC.validate;

%% Run the workflow
hdlcoder.runWorkflow('hdlcoder_sfir_fixed_stream/DUT', hWC);

```

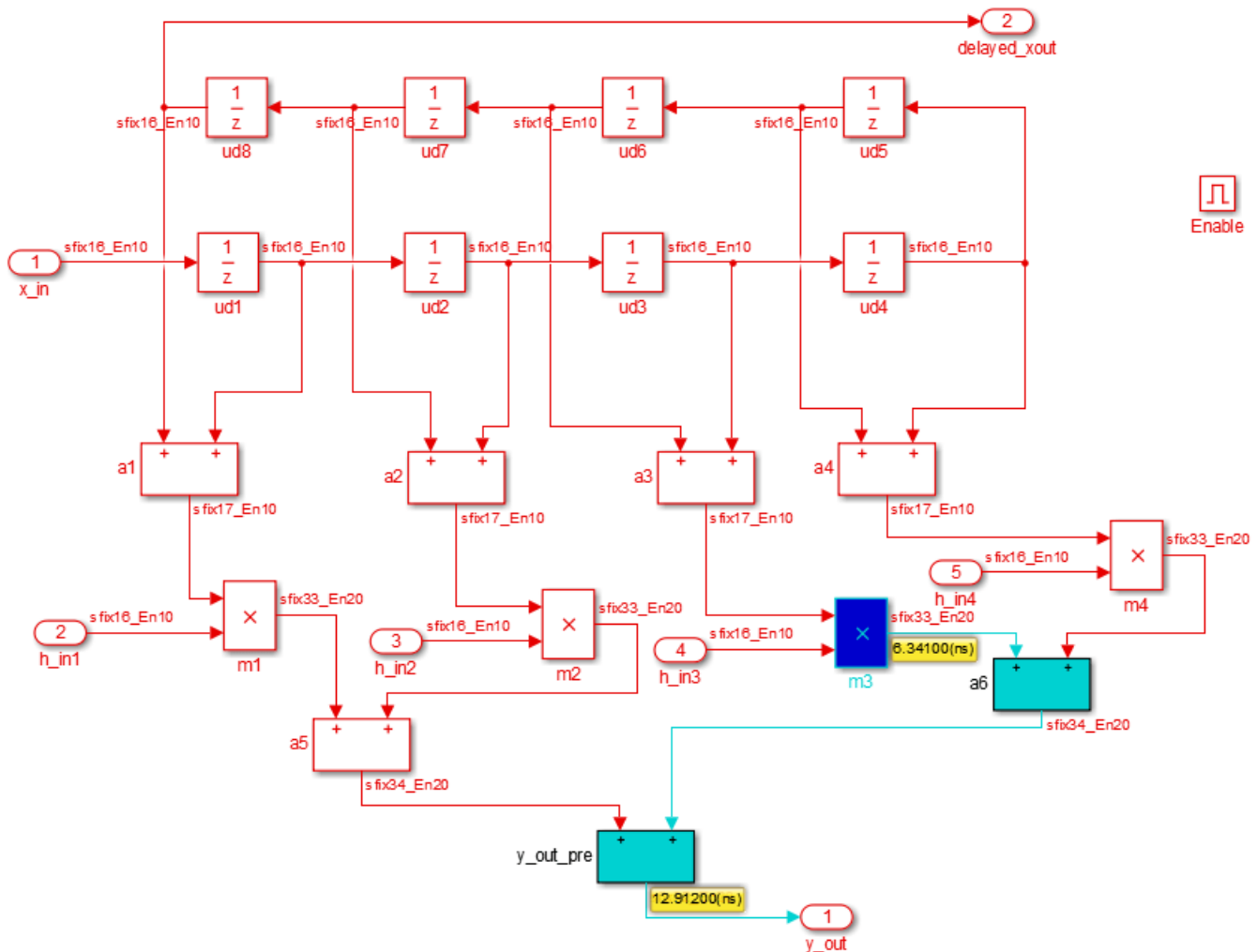
Run workflow from Script

Running the script directly will execute your workflow and output a compact set of runtime messages to the cmd window. If you would like to see detailed synthesis tool output information, click on the relevant "Synthesis tool log:" hyperlink under the desired task header to open this file in the MATLAB editor.

```

>> hdlworkflow
### Workflow begin.
### ++++++ Task Generate RTL Code and Testbench ++++++
### Generating HDL for 'hdlcoder_sfir_fixed_stream/DUT'.
### Starting HDL check.
### Begin VHDL Code Generation for 'hdlcoder_sfir_fixed_stream'.
### Working on hdlcoder_sfir_fixed_stream/DUT/symmetric_fir as hdl_prj\hdlsrc\hdlcoder_sfir_fixed_stream/DUT.vhdl
### Working on hdlcoder_sfir_fixed_stream/DUT as hdl_prj\hdlsrc\hdlcoder_sfir_fixed_stream\DUT.vhdl
### Creating HDL Code Generation Check Report DUT_report.html
### HDL check for 'hdlcoder_sfir_fixed_stream' complete with 0 errors, 0 warnings, and 0 messages
### HDL code generation complete.
### ++++++ Task Create Project ++++++
### Generating Xilinx Vivado 2014.4 project: hdl_prj\vivado_prj\DUT_vivado.xpr
### Synthesis tool log: hdl_prj\hdlsrc\hdlcoder_sfir_fixed_stream\workflow_task_CreateProject.log
### Task "Create Project" successful.
### ++++++ Task Run Synthesis ++++++
### Synthesis tool log: hdl_prj\hdlsrc\hdlcoder_sfir_fixed_stream\workflow_task_RunSynthesis.log
### Task "Run Synthesis" successful.
### ++++++ Task Run Implementation ++++++
### Synthesis tool log: hdl_prj\hdlsrc\hdlcoder_sfir_fixed_stream\workflow_task_RunImplementation.log
### Task "Run Implementation" successful.
### ++++++ Task Annotate Model with Synthesis Result ++++++
### Parsing the timing file...
### Matched Source = 'hdlcoder_sfir_fixed_stream/DUT/symmetric_fir/m3_out1'
### Matched Destination = 'hdlcoder_sfir_fixed_stream/DUT/y_out_data'
### Highlighting CP 1 from 'hdlcoder_sfir_fixed_stream/DUT/symmetric_fir/m3_out1' to 'hdlcoder_sfir_fixed_stream/DUT/y_out_data'
### Click here to reset highlighting.
### Workflow complete.

```



Run workflow interactively

The HDL Workflow Command-Line interface can also be used interactively. For example, after either running the entire script or just the section "Workflow Configuration Settings", the WorkflowConfig object, hWC, will be populated in the workspace:

```
>> hWC =
```

```
GenericTurnkeyConfig with properties:
```

```
    SynthesisTool: 'Xilinx Vivado'  
    TargetWorkflow: 'Generic ASIC/FPGA'  
    ProjectFolder: 'hdl_prj'
```

```
    RunTaskGenerateRTLCodeAndTestbench: true  
    RunTaskCreateProject: true  
    RunTaskRunSynthesis: true  
    RunTaskRunImplementation: true  
    RunTaskAnnotateModelWithSynthesisResult: true
```

```

TaskGenerateRTLCodeAndTestbench
    GenerateRTLCode: true
    GenerateRTLTestbench: false
    GenerateCosimulationModel: false
    CosimulationModelForUseWith: 'Mentor Graphics ModelSim'
    GenerateValidationModel: false

    TaskCreateProject
        Objective: hdlcoder.Objective.SpeedOptimized
AdditionalProjectCreationTclFiles: ''

    TaskRunSynthesis
SkipPreRouteTimingAnalysis: false

    TaskRunImplementation
IgnorePlaceAndRouteErrors: false

TaskAnnotateModelWithSynthesisResult
    CriticalPathSource: 'pre-route'
    CriticalPathNumber: 1
    ShowAllPaths: false
    ShowDelayData: true
    ShowUniquePaths: false
    ShowEndsOnly: false

```

You can edit this configuration object and then run the workflow with the modified settings. For example, since the task "Run Implementation" was enabled in the previous run, we can change the critical path source to "post-route" with and rerun just the Annotate model task:

```

>> hWC.clearAllTasks;
>> hWC.RunTaskAnnotateModelWithSynthesisResult = true;
>> hWC.CriticalPathSource = 'post-route';

```

Then run the modified workflow configurations directly using the `hdlcoder.runWorkflow` command:

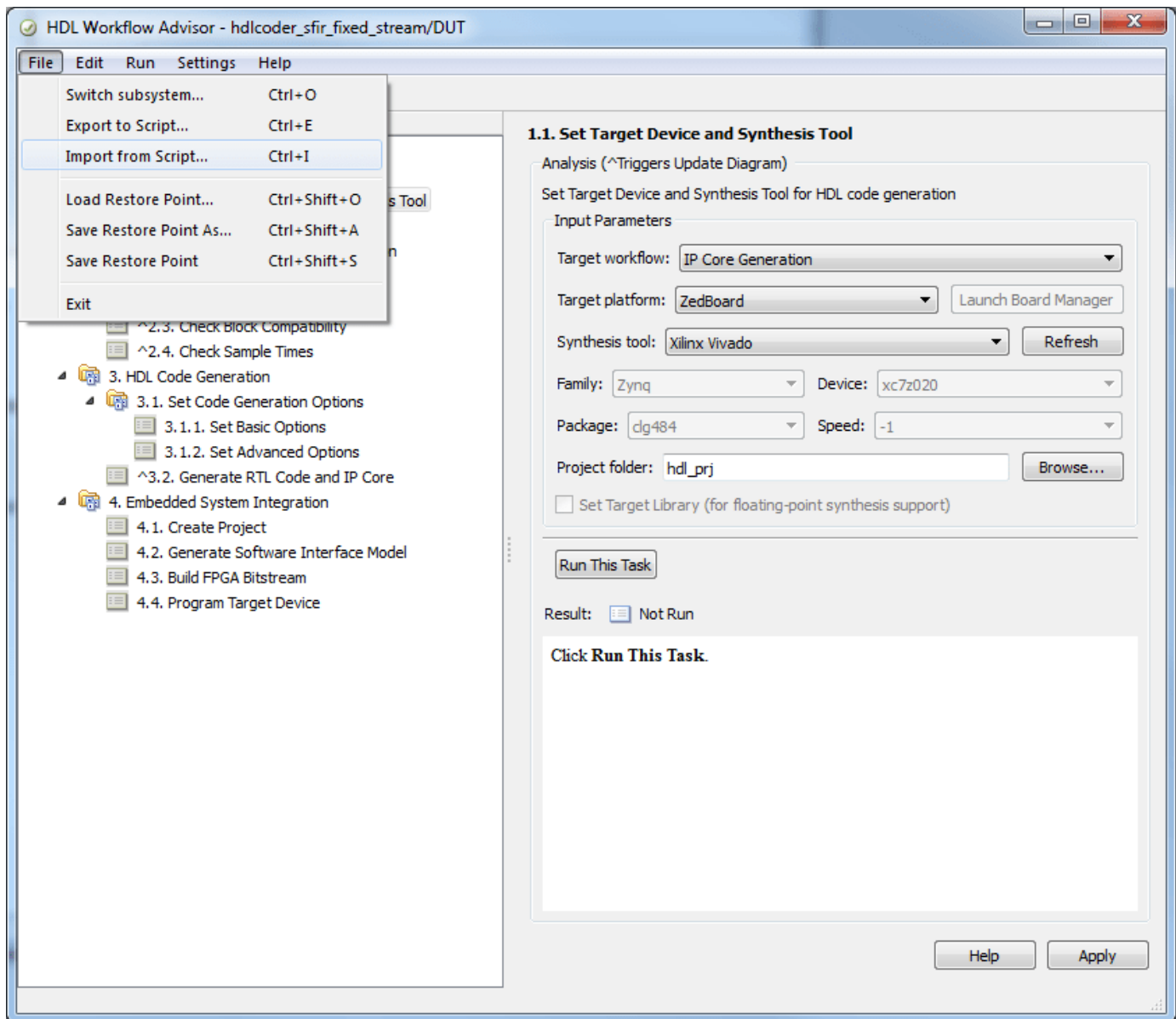
```

>> hdlcoder.runWorkflow('hdlcoder_led_blinking/led_counter', hWC)

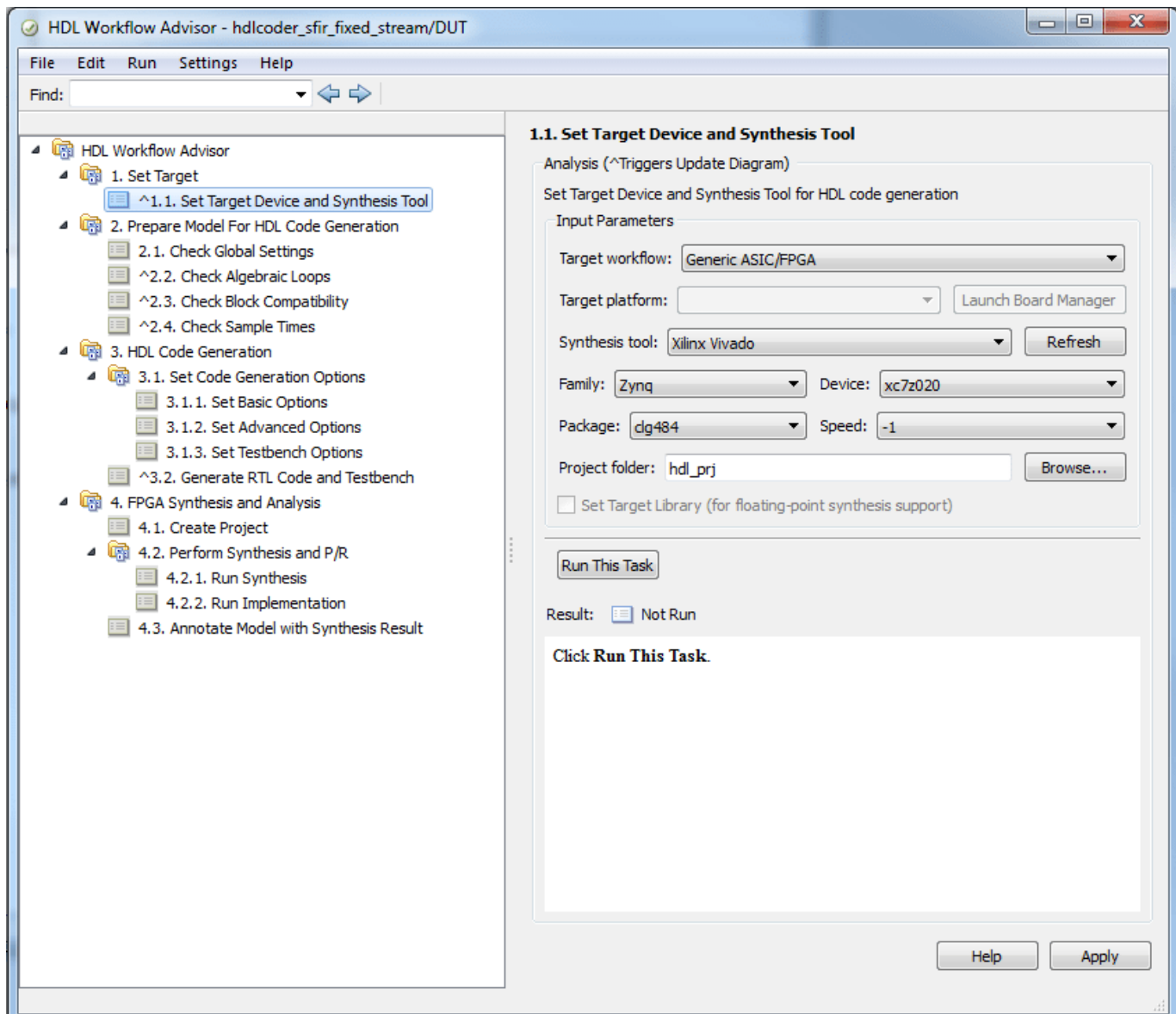
```

Import script into HDL Workflow Advisor

Any changes you make to the exported script can also be imported back into the HDL Workflow Advisor at any time. To do this, make sure the model loaded is the same as the model used in the script, and select "Import from script" from the File menu.



After importing, all of the script settings will be populated in the HDL Workflow Advisor.



1.1. Set Target Device and Synthesis Tool

Analysis (^Triggers Update Diagram)

Set Target Device and Synthesis Tool for HDL code generation

Input Parameters

Target workflow: Generic ASIC/FPGA

Target platform: Launch Board Manager

Synthesis tool: Xilinx Vivado Refresh

Family: Zynq Device: xc7z020

Package: clg484 Speed: -1

Project folder: hdl_prj Browse...

Set Target Library (for floating-point synthesis support)

Run This Task

Result: Not Run

Click Run This Task.

Help

Apply

Save the HDL Workflow Command-Line Interface programming script for later use

In certain cases, you can avoid re-running all the steps in the HDL Workflow Advisor just to perform specific tasks in the Advisor. For example, when running the IP Core Generation Workflow, after you generate the FPGA bitstream in the Build FPGA Bitstream Task, the Advisor provides a link that generates a script to run the Program Target Device Task.

Click on the link for `hdlworkflow_ProgramTargetDevice.m` in Build FPGA Bitstream Task to generate an HDL Workflow Command-Line Interface script which will execute only the Program Target Device Task from an existing `hdl_prj` directory. Therefore, you can avoid running all the steps in the workflow just to re-program the target device.

4.2. Build FPGA Bitstream


Analysis

Synthesis and generate bitstream for embedded system on FPGA

Input Parameters

Run build process externally

Tcl file for synthesis build:

Result:  Passed

Passed Build Embedded System.

Synthesis Tool Log:

```
Task "Build FPGA Bitstream" successful.
Generated logfile: hdl_prj\hdlsrc\hdlcoder_led_vector\workflow_task_BuildFPGABitstream.log

Running embedded system build outside MATLAB.
Please check external shell for system build progress.

The generated bitstream file is located at: hdl_prj\vivado_ip_prj\vivado_prj.runs\impl_1\system_top_wrapper.bit

Generate an HDL Workflow Command-Line Interface script to program the target device: hdlworkflow_ProgramTargetDevice.s.
```

The generated script is a standard HDL Workflow CLI script. When running HDL Workflow in command-line interface, the Program Target Device Task can be run independent of previous tasks, as long as the FPGA bitstream is already generated.

As a related note, if you are using the Download programming method in the Program Target Device Task, the HDL Workflow Advisor copies the generated bitstream file onto the SD card on the Zynq or Intel SoC board, so you do not need to re-run the Program Target Device Task to download the bitstream. The FPGA bitstream will be reloaded from the SD card automatically during the Linux boot up process.

Summary

The HDL Workflow Command-Line Interface provides an easily scripted alternative to the graphical HDL Workflow Advisor. Workflows can be setup initially using the HDL Workflow Advisor and then exported to script for iterative or automated use.

Getting Started with FPGA Turnkey Workflow

This example shows how to program a standalone FPGA with your MATLAB design, using the FPGA Turnkey workflow.

The target device in this example is a Xilinx ® Virtex-5 ML506 development board.

Introduction

In this example, the function `'mlhdlc_ip_core_led_blinking'` models a counter that blinks the LEDs on an FPGA board.

Two input ports, **Blink_frequency** and **Blink_direction**, are control ports that determine the LED blink frequency and direction.

You can adjust the input values of the hardware via push-buttons on Xilinx ® Virtex-5 ML506 development board. The output port of the design function, 'LED', connects to the LED hardware.

```
design_name = 'mlhdlc_turnkey_led_blinking';
testbench_name = 'mlhdlc_turnkey_led_blinking_tb';
```

Let us take a look at the MATLAB design

```
type(design_name);

function [LED, Read_back] = mlhdlc_turnkey_led_blinking(Blink_frequency, Blink_direction)
%
% Copyright 2013-2015 The MathWorks, Inc.

persistent freqCounter LEDCounter

if isempty(freqCounter)
    freqCounter = 0;
    LEDCounter = 255;
end

if Blink_frequency <= 0
    Blink_frequency = 0;
elseif Blink_frequency >= 15
    Blink_frequency = 15;
end

blinkFrequencyOut = LookupTable(Blink_frequency);
if blinkFrequencyOut == freqCounter
    freqMatch = 1;
else
    freqMatch = 0;
end

freqCounter = freqCounter + 1;

if freqMatch
    freqCounter = 0;
end
```

```

if Blink_direction
    LED = 255 - LEDCounter;
else
    LED = LEDCounter;
end

if LEDCounter == 255
    LEDCounter = 0;
elseif freqMatch
    LEDCounter = LEDCounter + 1;
end

Read_back = LED;
end

function y = LookupTable(idx)
s = 2.^(26:-1:11)';

y = s(idx+1);
end

type(testbench_name);

%

% Copyright 2013-2015 The MathWorks, Inc.

for i=1:16
    [yout, ~] = mlhdlc_turnkey_led_blinking(i-1, 0);
    [yout2, ~] = mlhdlc_turnkey_led_blinking(i-1, 1);
end

```

Create a New Folder and Copy Relevant Files

Execute the following lines of code to copy the necessary example files into a temporary folder.

```

mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_turnkey_led_blinking'];

```

```

% Create a temporary folder and copy the MATLAB files.

```

```

cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

```

```

copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);

```

Create a New HDL Coder™ Project

```

coder -hdlcoder -new mlhdlc_turnkey_led_blinking_prj

```

Next, add the file 'mlhdlc_turnkey_led_blinking.m' to the project as the MATLAB Function and 'mlhdlc_turnkey_led_blinking_tb.m' as the MATLAB Test Bench.

See “Get Started with MATLAB to HDL Workflow” for a more complete tutorial on creating and populating MATLAB HDL Coder projects.

Convert Design To Fixed-Point

1. Right-click the **Define Input Types** task and select **Run This Task**.
2. In the Fixed-Point Conversion task, click **Advanced** and set the **Safety margin for sim min/max (%)** to 0.
3. Set the proposed type of the **freqCounter** variable to unsigned 27-bit integer by entering **numerictype(0, 27, 0)** in its 'Proposed Type' column.

The screenshot shows the HDL Workflow Advisor window for a project named 'ft2fix_project2.prj'. The 'Fixed-Point Conversion' task is selected in the task list on the left. The main window displays the MATLAB code for the 'mldlc_turnkey_led_blinking' function. Below the code, a table lists the variables and their proposed types.

| Variable | Type | Sim Min | Sim Max | Whole... | Proposed Type | Log | Error (%) |
|-------------------|--------|---------|---------|----------|------------------------------|-----|-----------|
| Input | | | | | | | |
| Blink_frequency | double | | | No | | ✓ | |
| Blink_direction | double | | | No | | ✓ | |
| Output | | | | | | | |
| LED | double | | | No | | ✓ | |
| Read_back | double | | | No | | ✓ | |
| Persistent | | | | | | | |
| freqCounter | double | | | No | numerictype(0, 27, 0) | | |
| LEDCounter | double | | | No | | | |
| Local | | | | | | | |
| BlinkFrequencyOut | double | | | No | | | |

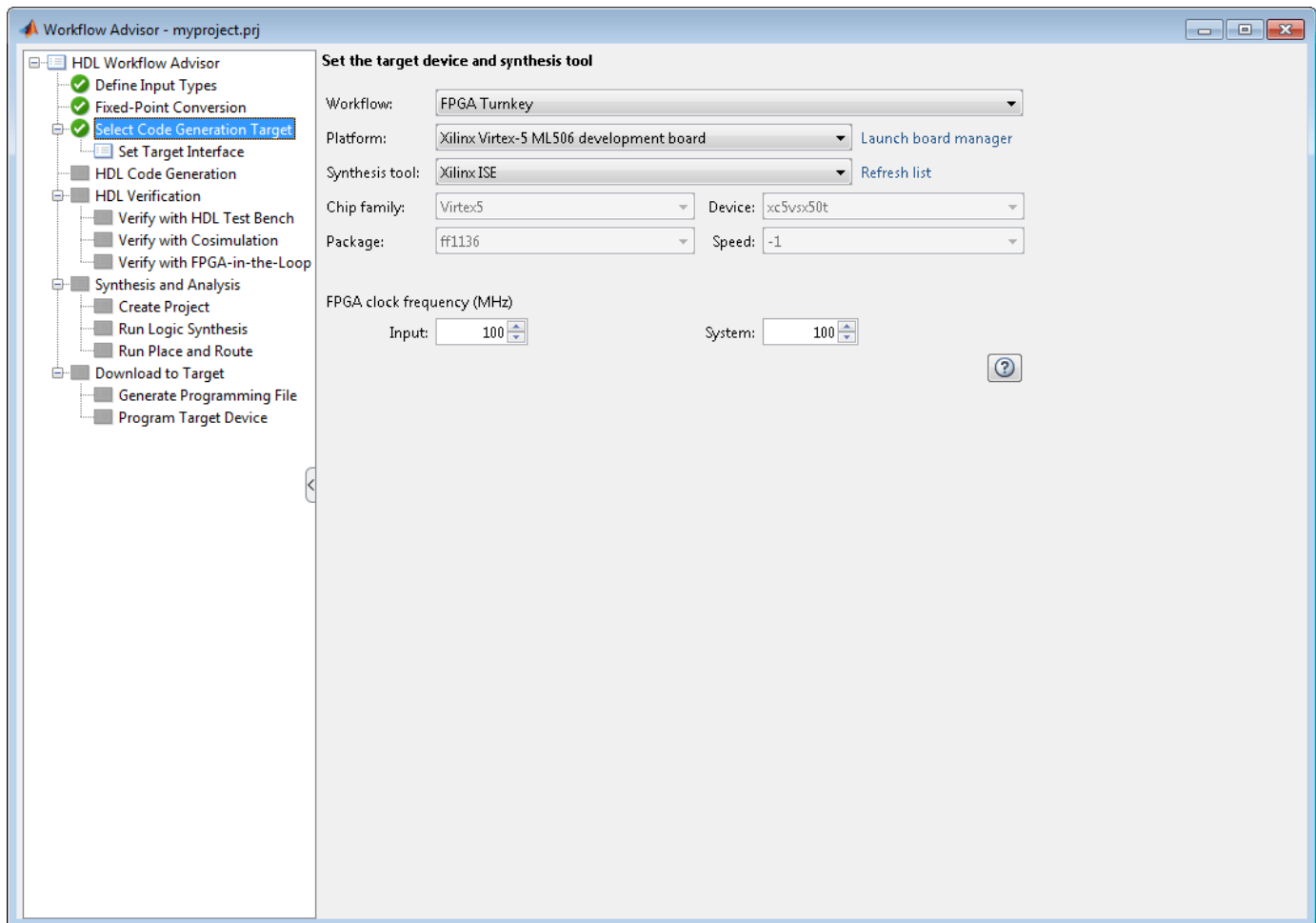
4. On the left, right-click the **Fixed-Point Conversion** task and select **Run This Task**.

Map Design Ports to Target Interface

In the **Select Code Generation Target** task, select the **FPGA Turnkey** workflow and **Xilinx Virtex-5 ML506 development board** as follows:

1. For **Workflow**, select **FPGA Turnkey**.
2. For **Platform**, select **Xilinx Virtex-5 ML506 development board**. If your target device is not in the list, select **Get more** to download the support package. The coder automatically sets **Chip family**, **Device**, **Package**, and **Speed** according to your platform selection.

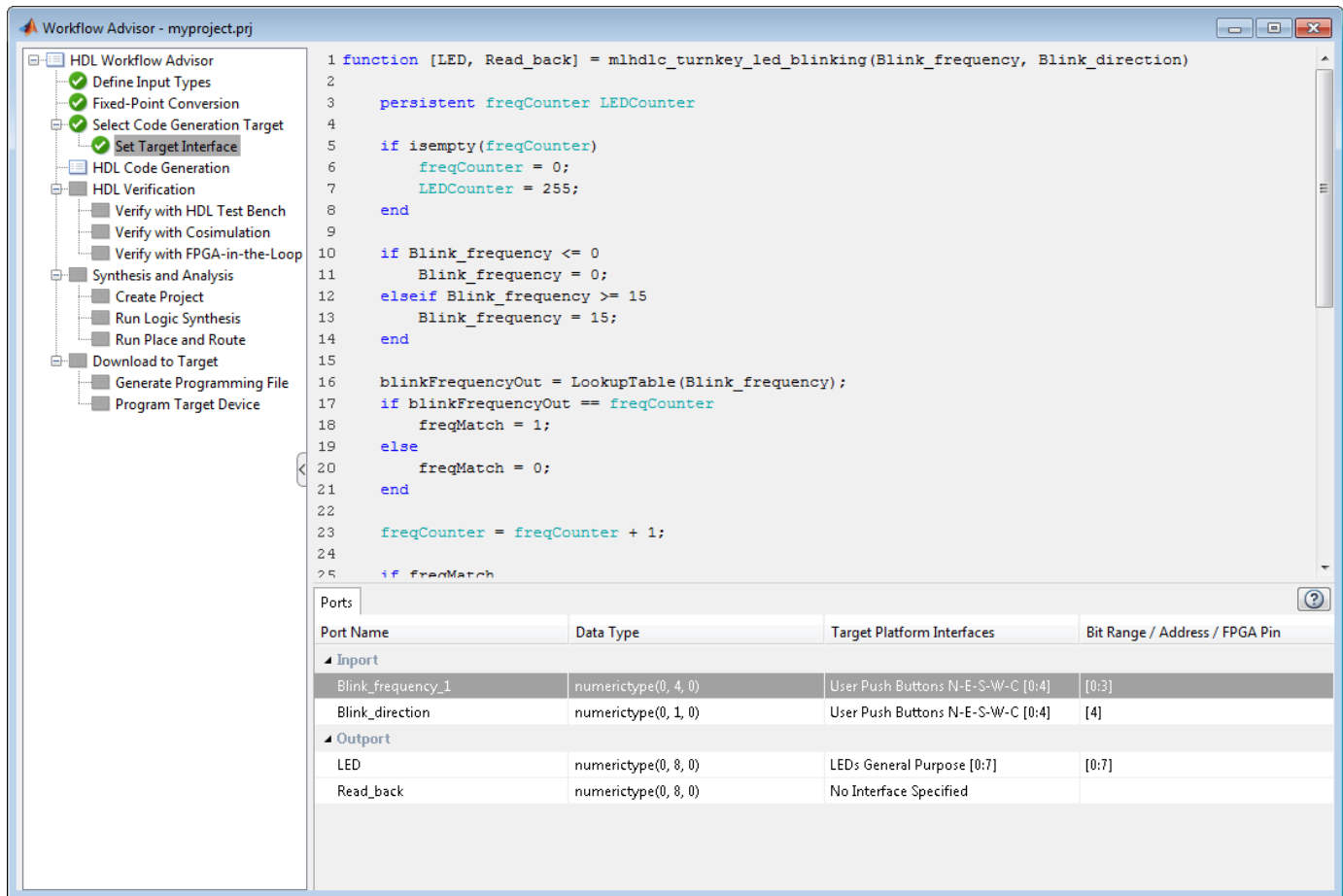
3. For FPGA clock frequency, for both **Input** and **System**, enter 100.



4. In the **Set Target Interface** task, map the design input and output ports to interfaces on the target device by setting the fields in the **Target Platform Interfaces** column as follows:

- 1 Blink_frequency_1 to **User Push Buttons N-E-S-W-C [0:4]**
- 1 Blink_direction to **User Push Buttons N-E-S-W-C [0:4]**
- 1 LED to **LEDs General Purpose [0:7]**

You can leave the 'Read_back' port unmapped.



Generate Programming File and Download To Hardware

You can generate code, perform synthesis and analysis, and download the design to the target hardware using the default settings:

1. For the **Synthesis and Analysis** task group, uncheck the **Skip this Step** option.
2. For the **Download to Target** task group, uncheck the **Skip this Step** option.
3. Right-click **Download to Target > Generate Programming File** and select **Run to Selected Task**.
4. If your target hardware is connected and ready to program, select the **Program Target Device** subtask and click **Run**.

Clean up the Generated Files

You can run the following commands to clean up the temporary project folder:

```

mhlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mhlhdlc_temp_dir = [tempdir 'mhlhdlc_turnkey_led_blinking'];
clear mex;
cd (mhlhdlc_demo_dir);
rmdir(mhlhdlc_temp_dir, 's');

```

Simscape to HDL Workflow

- “Get Started with Simscape Hardware-in-the-Loop Workflow” on page 32-2
- “Modeling Guidelines for Simscape Subsystem Replacement” on page 32-5
- “Generate HDL Code for Simscape Models” on page 32-9
- “Generate Optimized HDL Implementation Model from Simscape” on page 32-17
- “Generate Simulink Real-Time Interface Subsystem for Simscape Two-Level Converter Model” on page 32-25
- “Deploy Simscape Buck Converter Model to Speedgoat IO Module Using HDL Workflow Script” on page 32-33
- “Partition Simscape Models Containing a Large Network into Multiple Smaller Networks” on page 32-47
- “Generate HDL Code for Simscape Models with Multiple Networks” on page 32-54
- “Troubleshoot Conversion of Simscape DC Motor Control to HDL-Compatible Simulink Model” on page 32-63
- “Troubleshoot Conversion of Simscape Permanent Magnet Synchronous Motor to HDL-Compatible Simulink Model” on page 32-70
- “Replacing Piecewise-Constant Resistor” on page 32-86
- “Hardware-in-the-Loop Implementation of Simscape Model on Speedgoat FPGA I/O Modules” on page 32-90
- “Validate HDL Implementation Model to Simscape Algorithm” on page 32-97
- “Improve Sampling Rate of HDL Implementation Model Generated from Simscape Algorithm” on page 32-104

Get Started with Simscape Hardware-in-the-Loop Workflow

To perform hardware-in-the-loop (HIL) simulation with smaller timesteps and increased accuracy, deploy the Simscape plant models to the FPGAs on board the Speedgoat I/O modules.

- Generate an HDL implementation model by using the Simscape HDL Workflow Advisor. The implementation model is a Simulink model that replaces the Simscape components with HDL-compatible Simulink blocks.
- Generate HDL code for the implementation model, and then deploy the generated code to generic FPGAs, SoCs, or FPGAs on board Speedgoat FPGA I/O modules by using the HDL Workflow Advisor.

By using this capability, you can model and deploy complex physical systems in Simscape that previously took long time to model by using Simulink blocks.

Simscape Example Models for HDL Code Generation

For HDL code generation, you can design your own Simscape algorithm or choose from a list of example models that are created in Simscape. The example models include:

- Boost converter
- Bridge rectifier
- Buck converter
- Half-wave rectifier
- Three phase rectifier
- Two level converter ideal
- Two level converter IGBT
- Solar power inverter model
- Swiss rectifier
- Vienna rectifier

All examples are prefixed with `sschdlex` and postfixed with `Example`. For example, to open the boost converter model, at the MATLAB command prompt, enter:

```
load_system('sschdlexBoostConverterExample')
open_system('sschdlexBoostConverterExample/Simscape_system')
```

Guidelines for Modeling Simscape for HDL Compatibility

Follow these guidelines when designing your Simscape algorithm for compatibility with Simscape HDL Workflow Advisor. To replace the subsystem that uses Simscape blocks with the corresponding state-space algorithm, follow these additional guidelines as described in “Modeling Guidelines for Simscape Subsystem Replacement” on page 32-5.

Use Linear and Switched Linear Blocks

Create a Simscape model by using linear and switched linear blocks. Linear blocks are blocks that are defined by a linear relationship such as resistors. Switched linear blocks are blocks such as diodes and switches. These blocks are also defined by a linear relationship such as $V = IR$ where R can switch between two or more values depending on the state of the diodes or switches.

Nonlinear blocks are not supported. To verify that the Simscape model does not contain nonlinear blocks, use the `simscape.findNonlinearBlocks` function. Provide the path to your Simscape model as an argument to this function.

```
simscape.findNonlinearBlocks('current_model')
```

Alternatively, to verify that the model does not contain nonlinear blocks, run the “Check switched linear task” on page 33-3 of the Simscape HDL Workflow Advisor.

Specify Backward Euler Solver with Discrete Sample Time

Configure the solver options for HDL code generation by using a Solver Configuration block.

In the Block Parameters dialog box of this block:

- Select **Use local solver**.
- Use Backward Euler as the **Solver type**.
- Specify a discrete sample time, T_s .

To verify that the solver settings are specified correctly, run the “Check solver configuration task” on page 33-2 of the Simscape HDL Workflow Advisor.

Run `hdlsetup` function

After creating the model, configure the model for HDL code generation by running the `hdlsetup` function. `hdlsetup` configures the solver settings such as using a fixed-step solver, specifies the simulation start and stop times, and so on. To run the command for your `current_model`:

```
hdlsetup('current_model')
```

Restrictions for HDL Code Generation from Simscape Models

HDL Coder does not support code generation from Simscape networks that contain:

- Events
- Mode charts
- Delays
- Runtime parameters
- Periodic sources
- Simscape Multibody™ blocks
- Simscape Electrical™ Specialized Power Systems blocks
- Nonlinear and time-varying Simscape blocks. Time-varying blocks include blocks such as Variable Inductor and Variable Capacitor.
- Nonscalar states or inputs to the network. Split nonscalar inputs into scalar inputs and reduce the second operand of the colon operator by one for error caused by nonscalar states. For example:

```
% Suppose this code generates an error
tmp1 = u(1:4);

% Fix the error by reducing second operand by 1
tmp1 = u(1:3);
```

See Also

makehdl | sschdladvisor

More About

- “Generate HDL Code for Simscape Models” on page 32-9
- “Generate Simulink Real-Time Interface Subsystem for Simscape Two-Level Converter Model” on page 32-25

Modeling Guidelines for Simscape Subsystem Replacement

To generate HDL code for Simscape algorithms, you generate an HDL implementation model by using the Simscape HDL Workflow Advisor. If you follow certain guidelines when modeling the Simscape algorithm, the Simscape HDL Workflow Advisor replaces the Simscape subsystem with a corresponding HDL Subsystem block in the HDL implementation model. The HDL Subsystem block contains the state-space algorithm that uses HDL-compatible Simulink blocks instead of Simscape blocks. You can generate HDL code for the HDL Subsystem block and deploy the code onto FPGA target devices and FPGAs on board Speedgoat FPGA I/O modules. In this case, when you select the **Generate validation logic for the implementation model** check box in the **Generate implementation model** task of the Simscape HDL Workflow Advisor, the Advisor generates a separate state-space validation model. This model compares the outputs from the HDL Subsystem and the original Simscape subsystem to verify that they are functionally equivalent.

If you do not follow the guidelines, the Simscape HDL Workflow Advisor might not be able to perform this replacement. In that case, the HDL implementation model contains the state-space algorithm with the original Simscape subsystem beside it. Before generating code, you modify the implementation model and rearrange the blocks such that it replaces the Simscape subsystem with the state-space algorithm. In this case, when you select the **Generate validation logic for the implementation model** check box, the Advisor places a validation logic subsystem inside the implementation model to verify functional equivalence.

In addition to these guidelines, make sure that the Simscape model is configured for compatibility with Simscape HDL Workflow Advisor. See “Guidelines for Modeling Simscape for HDL Compatibility” on page 32-2.

Enclose Simscape Blocks Inside a Subsystem

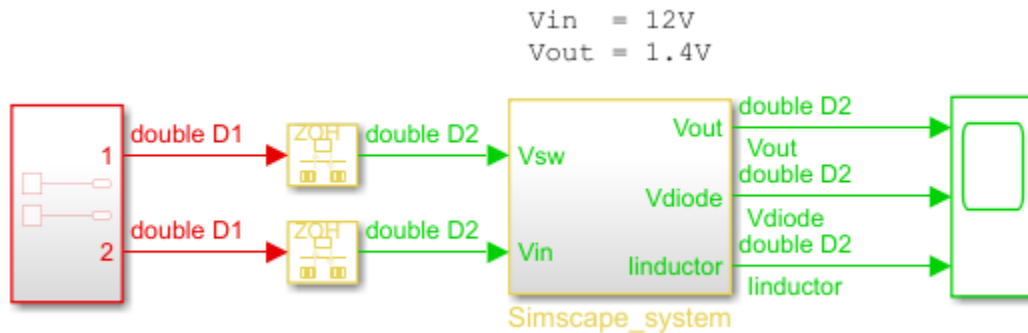
- Enclose the Simscape blocks for which you are generating an HDL implementation model inside a Subsystem block and provide the test inputs. Inside the Subsystem block, your model can have multiple hierarchies that use Simscape blocks.
- Do not use masked subsystems. The Simscape HDL Workflow Advisor cannot replace masked subsystems in the HDL implementation model. For automatic subsystem replacement, you can use masked subsystems that have cosmetic masks. Cosmetic masks are masks that only has an icon but doesn't have any parameters or initialization code.
- Inside the Subsystem block that contains Simscape blocks, at the input ports, add Simulink-PS Converter blocks. At the output ports of this subsystem, add PS-Simulink Converter blocks.
 - Use a meaningful name for the Simulink-PS Converter and PS-Simulink Converter blocks.

The Simscape HDL Workflow Advisor uses the names of the Simulink-PS Converter and PS-Simulink Converter blocks for the input and output ports of the HDL Subsystem block. Using a meaningful name makes it easier to identify what the input and output ports in the HDL implementation model correspond to.

- In the Block Parameters dialog box of the Simulink-PS Converter and PS-Simulink Converter blocks, on the **Input Handling** tab, leave **Filtering and derivatives** set to Provide signals and **Provided signals** set to Input only.

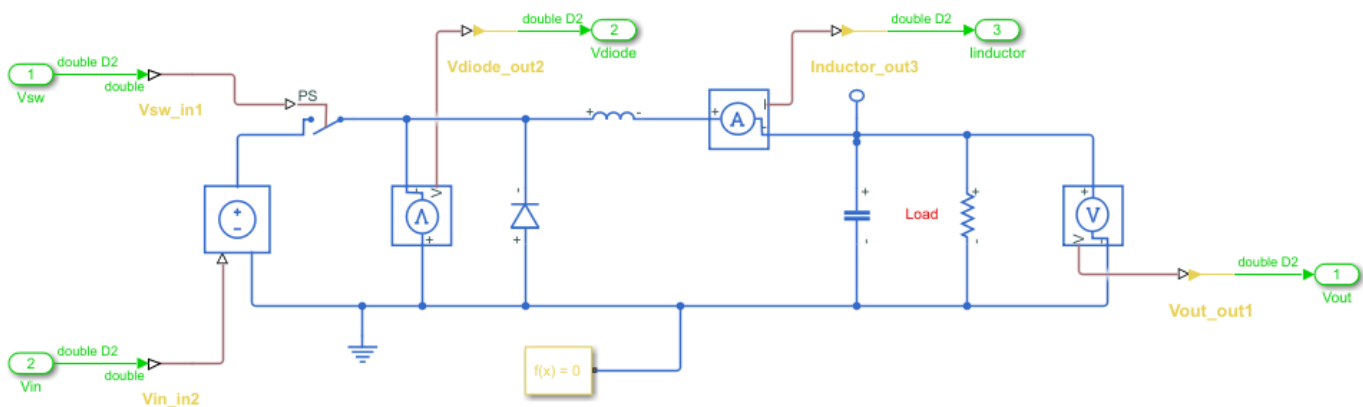
For example, open the buck converter model. The Simscape_system block contains Simscape blocks. Blocks outside this subsystem form the test environment.

```
open_system('sschdlexBuckConverterExample')
sim('sschdlexBuckConverterExample')
```



Inside the Simscape_system subsystem, the model uses Simscape blocks and physical signals. The model has Simulink-PS Converter and PS-Simulink Converter blocks at the interfaces. Provide unique names for these blocks such that they match the corresponding port names.

```
open_system('sschdlexBuckConverterExample/Simscape_system')
```

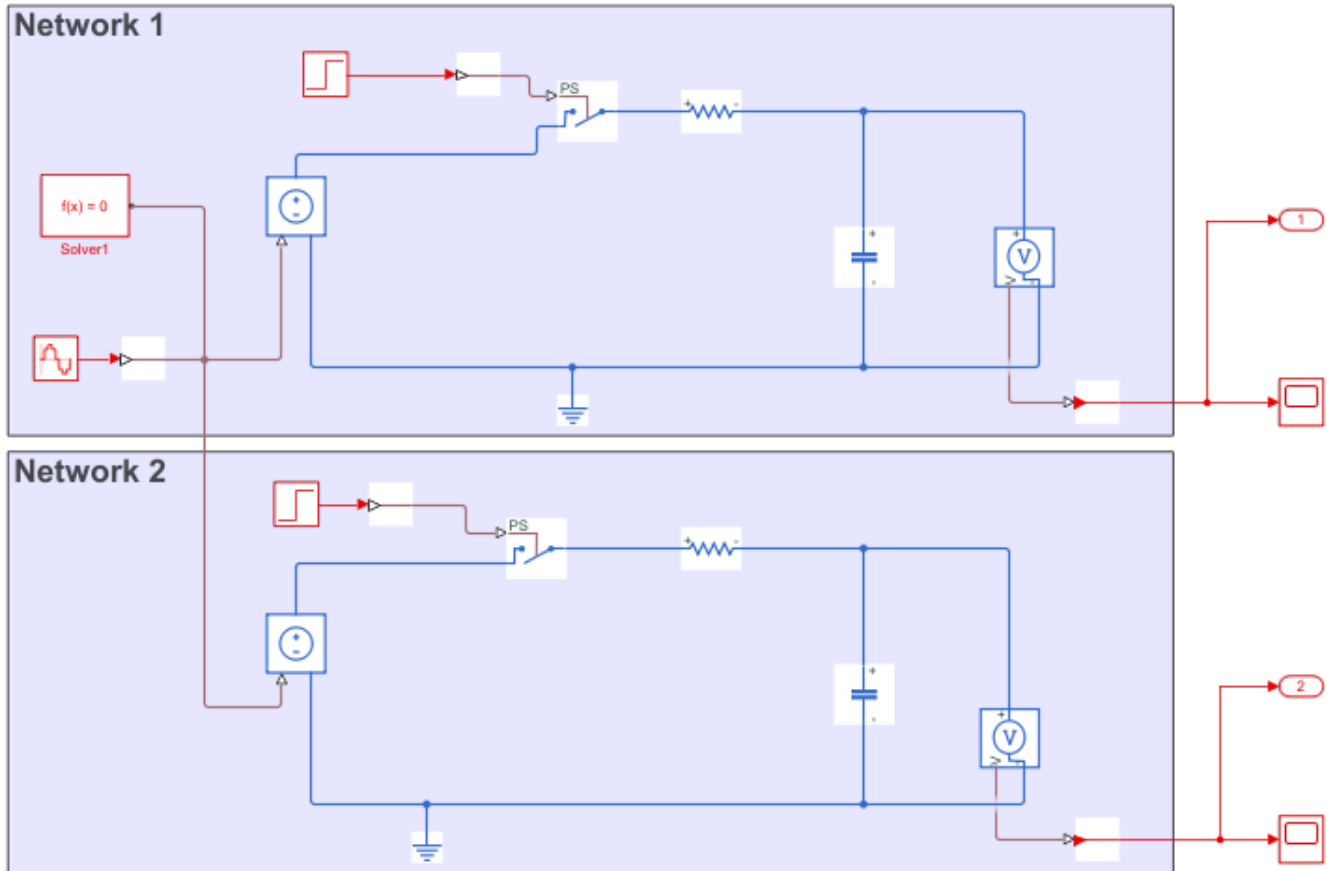


Multiple Simscape Network Considerations

If your Simscape model contains multiple networks:

- Enclose each network inside a subsystem. Add Simulink-PS Converter and PS-Simulink Converter blocks at the subsystem interface.
- Use a Solver Configuration block for each network. Use the same sample time across Solver Configuration blocks inside the different networks.

For example, this model contains more Simscape networks than Solver Configuration blocks, the Simscape network is not replaced with the HDL subsystem.



The Simscape HDL Workflow Advisor then replaces each Simscape subsystem with the corresponding HDL Subsystem.

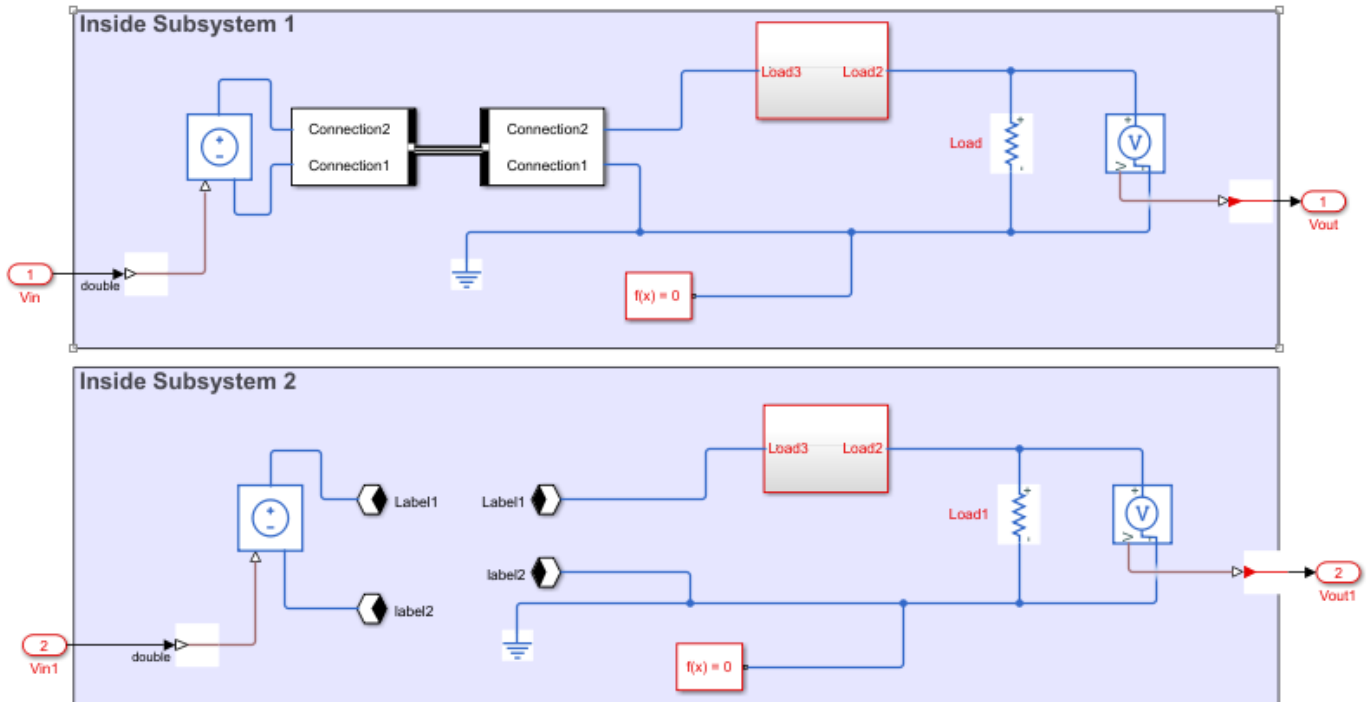
For an example that shows how to generate HDL code for a model that has multiple networks, see “Generate HDL Code for Simscape Models with Multiple Networks” on page 32-54.

Avoid Using Certain Blocks in Simscape Utilities Library

To generate an implementation model that replaces the Simscape subsystem with the state-space algorithm, in your original Simscape model, do not use these blocks from the **Simscape > Utilities** Library:

- Simscape Bus
- Connection Port
- Connection Label

For example, this model contains Connection Label and Simscape Bus blocks inside two different subsystems. The Simscape HDL Workflow Advisor cannot replace these subsystems with the state-space algorithm.



See Also

makehdl | sschdladvisor

More About

- “Get Started with Simscape Hardware-in-the-Loop Workflow” on page 32-2
- “Generate HDL Code for Simscape Models” on page 32-9
- “Generate Simulink Real-Time Interface Subsystem for Simscape Two-Level Converter Model” on page 32-25

Generate HDL Code for Simscape Models

This example shows how to generate HDL code for a halfwave rectifier model that uses Simcape™ blocks. Use the Simscape HDL Workflow Advisor to generate an HDL implementation model. You can then generate HDL code for the implementation model. See “Get Started with Simscape Hardware-in-the-Loop Workflow” on page 32-2.

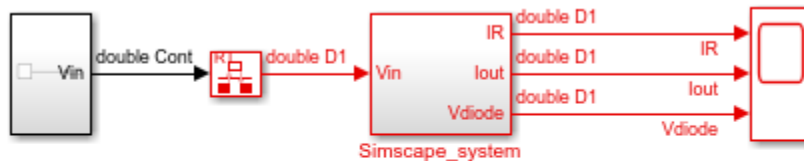
The Halfwave Rectifier Model

To open the half-wave rectifier model, at the MATLAB command prompt, enter:

```
open_system('sschdlexHalfWaveRectifierExample')
```

Save this model locally as `HalfWaveRectifier_HDL` to run the workflow.

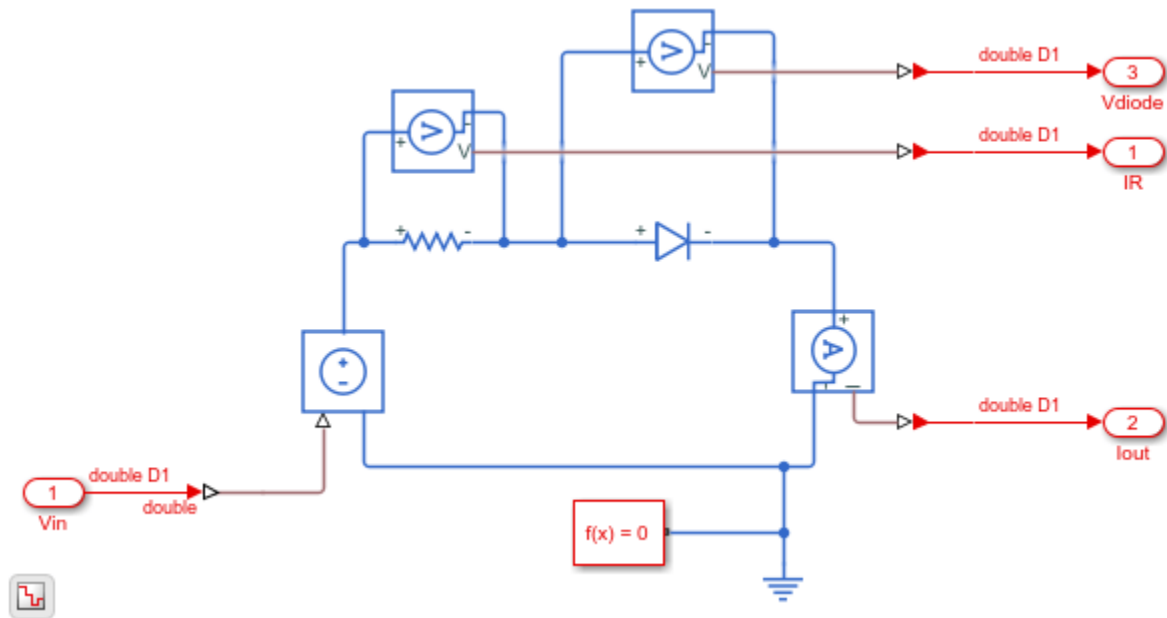
```
open_system('HalfWaveRectifier_HDL')
set_param('HalfWaveRectifier_HDL', 'SimulationCommand', 'Update')
```



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At the top level of the model, a `Simscape_system` block models the half-wave rectifier algorithm. The model accepts a Sine Wave input, uses a Rate Transition block to discretize the continuous time input, and has a Scope block that calculates the output. To see the half-wave rectifier algorithm, double-click the `Simscape_system` subsystem.

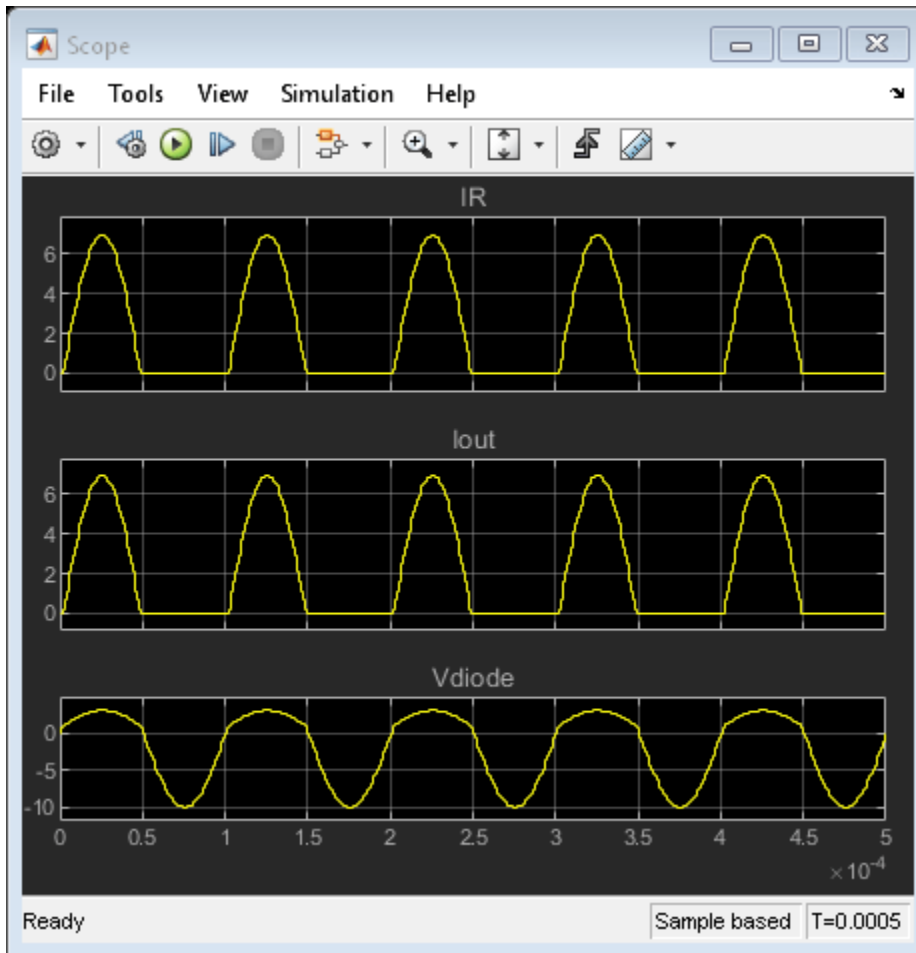
```
open_system('HalfWaveRectifier_HDL/Simscape_system')
```



The half-wave rectifier consists of a resistor, which is a linear block, and a diode, which is a switched linear block. The Simscape model is preconfigured for HDL compatibility. At the input and output port interfaces, the model has Simulink-PS Converter and PS-Simulink Converter blocks. The solver settings are configured for compatibility with Simscape HDL Workflow Advisor. If you open the Block Parameters dialog box for the Solver Configuration block, **Use local solver** is selected and **Backward Euler** is specified as the **Solver type**. See “Get Started with Simscape Hardware-in-the-Loop Workflow” on page 32-2.

To see the functionality, simulate the model and then open the Scope block.

```
sim('HalfWaveRectifier_HDL')
open_system('HalfWaveRectifier_HDL/Scope')
```

Run Simscape HDL Workflow Advisor

To generate an HDL implementation model from which you generate code, use the Simscape HDL Workflow Advisor. To open the Advisor, run this command:

```
sschdladvisor('HalfWaveRectifier_HDL')
```

```
### Running Simscape HDL Workflow Advisor for <a href="matlab:(HalfWaveRectifier_HDL)">HalfWaveR
```

This command updates the model advisor cache and opens the Simscape HDL Workflow Advisor. To learn more about the Simscape HDL Workflow Advisor and the various tasks, right-click that folder or task, and select **What's This?**. See also “Simscape HDL Workflow Advisor Tasks” on page 33-2.

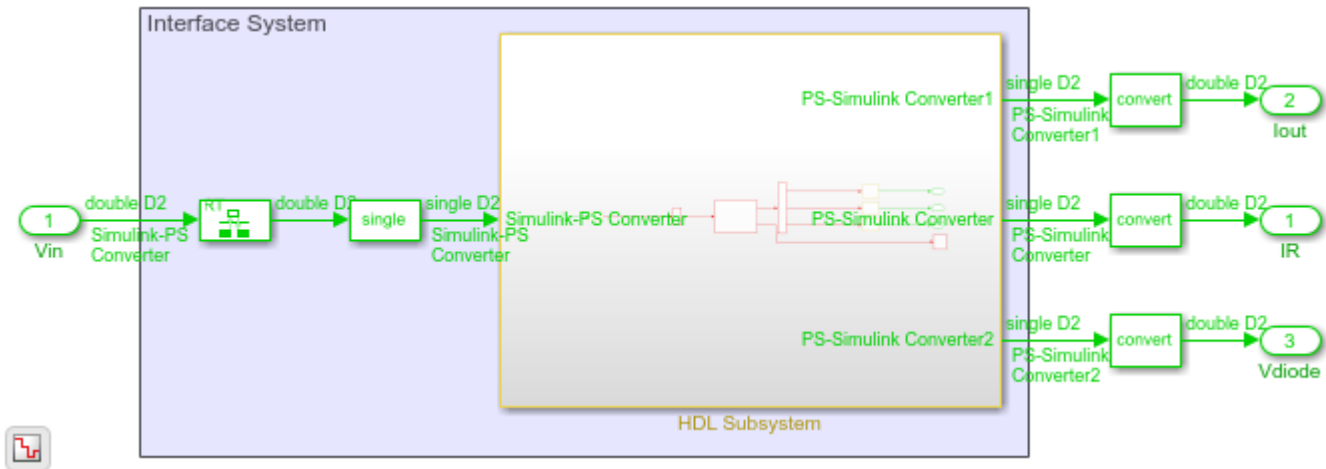
To run the workflow and compare functionality of the HDL implementation model with the original Simscape algorithm, select the **Generate implementation model** step, and then select the **Generate validation logic for the implementation model** check box. Use a **Validation logic tolerance** of 0.001. Right-click the **Generate implementation model** step and select **Run to Selected Task**.

The Advisor generates an HDL implementation model and a state-space validation model. The implementation model has the same name as the original Simscape model and uses the prefix `gmStateSpaceHDL_`. The state-space validation model has the same name as the implementation model and uses the postfix `_vnl`.

Open and Examine HDL Implementation Model

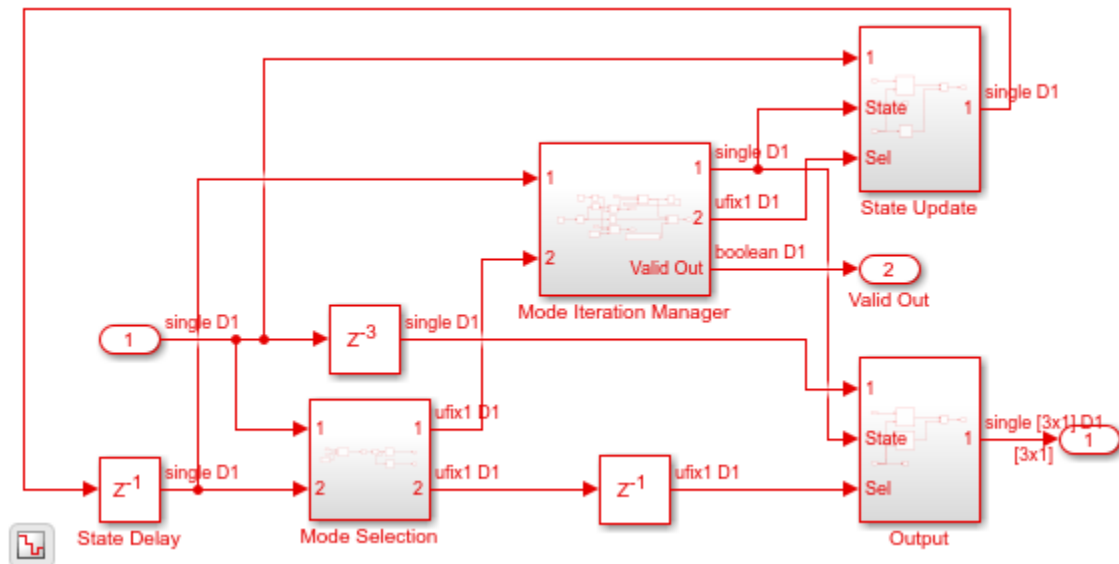
In the **Generate implementation model task**, click the link to open the implementation model. The model contains a `Simscape_system` subsystem that contains a `HDL Subsystem` block. The `HDL Subsystem` models the state-space representation that you generated from the Simscape model.

```
open_system('gmStateSpaceHDL_HalfWaveRectifier_HDL')
open_system('gmStateSpaceHDL_HalfWaveRectifier_HDL/Simscape_system')
set_param('gmStateSpaceHDL_HalfWaveRectifier_HDL', 'SimulationCommand', 'Update')
```



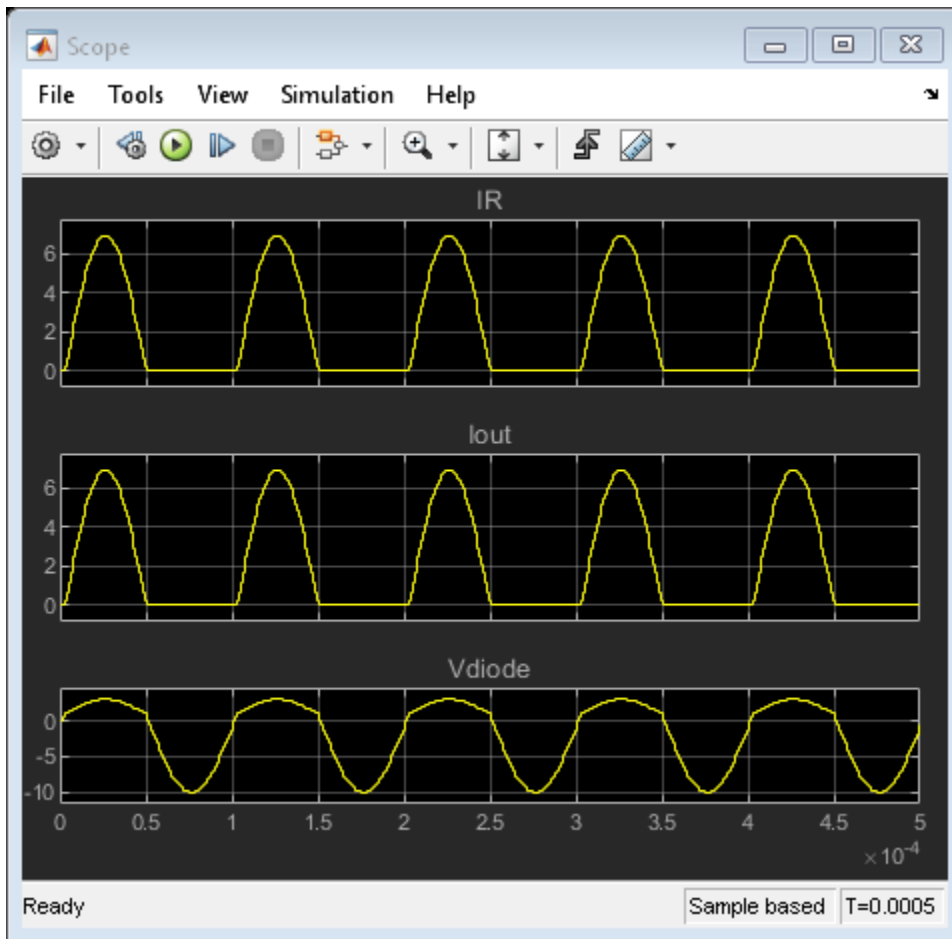
The ports of this subsystem use the same name as the Simulink-PS Converter and PS-Simulink Converter blocks in your original Simscape model. If you navigate inside this subsystem, you see several delays, adders, and Matrix Multiply blocks that model the state-space equations.

```
open_system('gmStateSpaceHDL_HalfWaveRectifier_HDL/Simscape_system/HDL Subsystem/HDL Algorithm')
```



To simulate the HDL Implementation model, enter these commands. Open the Scope block to view results.

```
sim('gmStateSpaceHDL_HalfWaveRectifier_HDL')
open_system('gmStateSpaceHDL_HalfWaveRectifier_HDL/Scope')
```

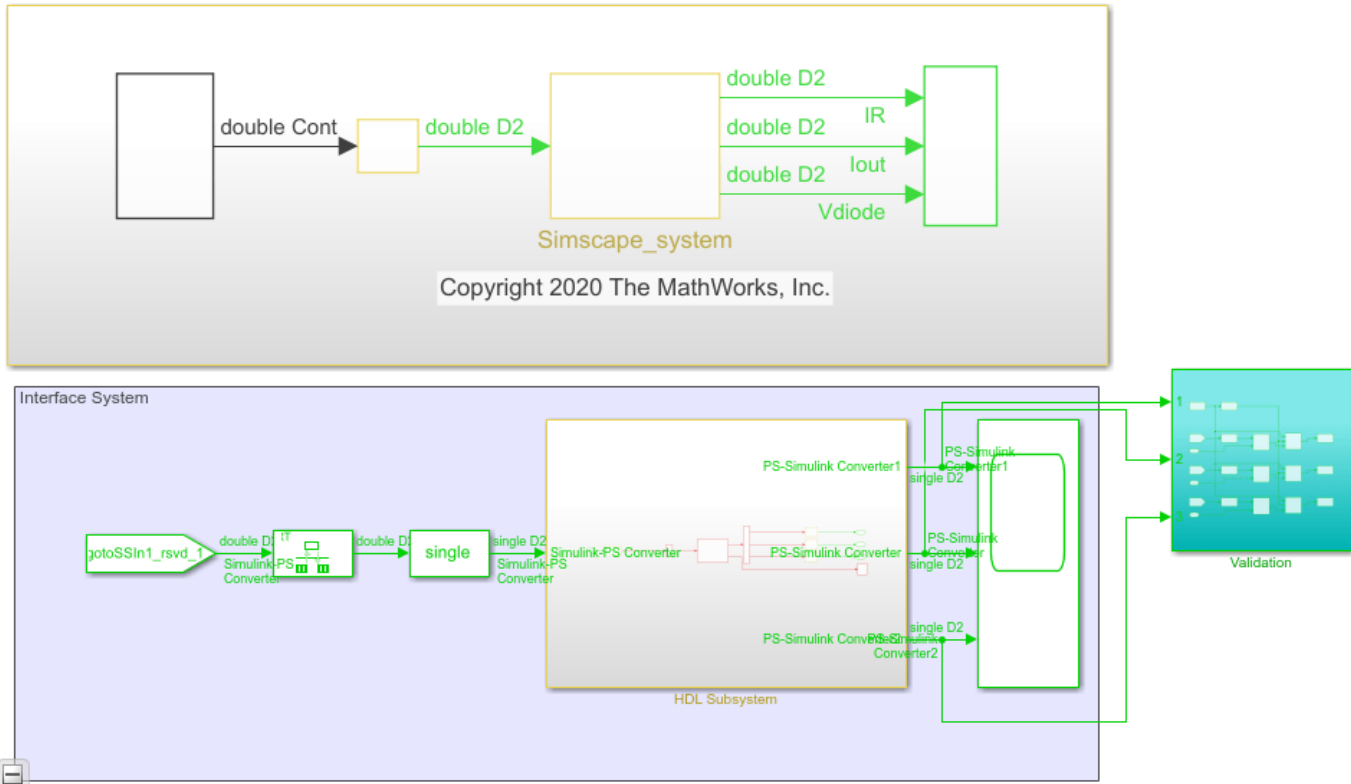


HDL code is generated for the HDL Subsystem block inside this model.

Validate HDL Algorithm

To compare functionality of the HDL implementation model with the original Simscape algorithm, open and simulate the state-space validation model.

```
open_system('gmStateSpaceHDL_HalfWaveRectifier_HDL_vnl')
sim('gmStateSpaceHDL_HalfWaveRectifier_HDL_vnl')
```



The output of this model matches the original Simscape model. The simulation does not generate assertions, which indicates that the outputs match. For a more systemic verification, see “Validate HDL Implementation Model to Simscape Algorithm” on page 32-97.

In some cases, your Simscape algorithm might not be compatible for generating an implementation model by using the Simscape HDL Workflow Advisor. In such cases, running certain tasks in the Advisor can result in the task to fail. To learn how you can make it HDL compatible, see:

- “Troubleshoot Conversion of Simscape DC Motor Control to HDL-Compatible Simulink Model” on page 32-63
- “Troubleshoot Conversion of Simscape Permanent Magnet Synchronous Motor to HDL-Compatible Simulink Model” on page 32-70

Generate HDL Code and Validation Model

The HDL model and subsystem parameter settings are saved using this command:

```
hdlsaveparams('gmStateSpaceHDL_HalfWaveRectifier_HDL');

%% Set Model 'gmStateSpaceHDL_HalfWaveRectifier_HDL' HDL parameters
hdlset_param('gmStateSpaceHDL_HalfWaveRectifier_HDL', 'FloatingPointTargetConfiguration', hdlcode
, 'LatencyStrategy', 'Min', 'HandleDenormals', 'Off') ...
);
hdlset_param('gmStateSpaceHDL_HalfWaveRectifier_HDL', 'HDLSubsystem', 'gmStateSpaceHDL_HalfWaveR
hdlset_param('gmStateSpaceHDL_HalfWaveRectifier_HDL', 'MaskParameterAsGeneric', 'on');
hdlset_param('gmStateSpaceHDL_HalfWaveRectifier_HDL', 'Oversampling', 60);

% Set SubSystem HDL parameters
```

```
hdlset_param('gmStateSpaceHDL_HalfWaveRectifier_HDL/Simscape_system/HDL Subsystem', 'FlattenHierarch
hdlset_param('gmStateSpaceHDL_HalfWaveRectifier_HDL/Simscape_system/HDL Subsystem/HDL Algorithm/
```

The model uses single data types and generates HDL code in **Native Floating Point** mode. Floating-point operators can introduce delays. Because the design contains feedback loops, to allocate sufficient delays for the operators inside the feedback loops, the model uses clock-rate pipelining in conjunction with a large value for the **Oversampling factor**. An **Oversampling factor** of 60 and the clock-rate pipelining optimization is saved on this model.

For more information, see:

- “Clock-Rate Pipelining” on page 24-119
- “Oversampling factor” on page 17-15
- “Allocate Sufficient Delays for Floating-Point Operations” on page 10-68

Before you generate HDL code, enable generation of the validation model. The validation model compares the output of the generated model after code generation and the original model. To learn more, see “Generated Model and Validation Model” on page 24-11.

Run these commands to save validation model generation settings on your Simulink model:

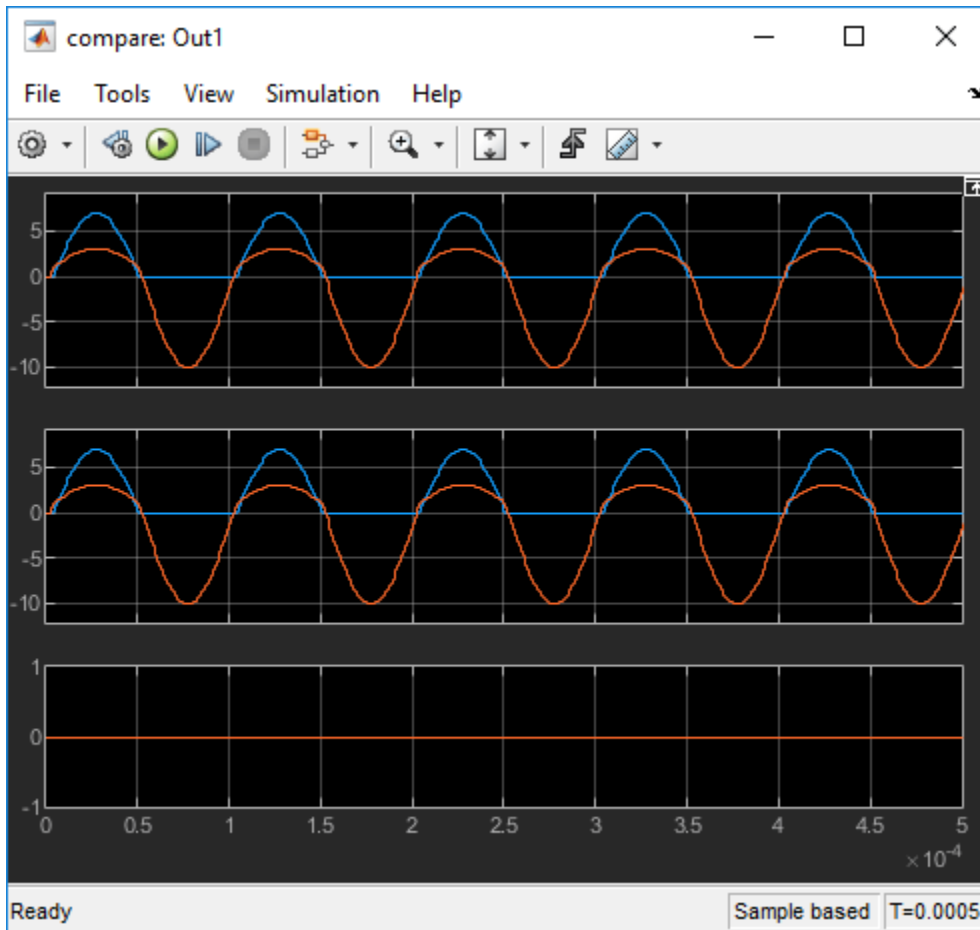
```
HDLmodelName = 'gmStateSpaceHDL_HalfWaveRectifier_HDL';
hdlset_param(HDLmodelName, 'TargetDirectory', 'C:/Temp/hdlsrc');
hdlset_param(HDLmodelName, 'GenerateValidationModel', 'on');
```

To generate HDL code, run this command:

```
makehdl('gmStateSpaceHDL_HalfWaveRectifier_HDL/HDL Subsystem');
```

The generated HDL code and validation model are saved in C:/Temp/hdlsrc directory. The generated code is saved as HDL_Subsystem_tc.vhd. To open the validation model, click the link to gm_gmStateSpaceHDL_HalfWaveRectifier_HDL_vnl.slx in the code generation logs in the Command Window.

Open the Compare block at the output of HDL_Subsystem_vnl subsystem of the validation model. Then, open the Assert_Out1 block. To see the simulation results after HDL code generation, open the Compare: Out1 Scope block. The top graph represents the output of the generated model, and the middle graph represents the output of the implementation model. The bottom graph calculates the difference between outputs of both models. As the outputs match, the error is zero.



See Also

Functions

checkhdl | makehdl

More About

- “Get Started with Simscape Electrical” (Simscape Electrical)
- “Get Started with Simscape Hardware-in-the-Loop Workflow” on page 32-2
- “Validate HDL Implementation Model to Simscape Algorithm” on page 32-97

Generate Optimized HDL Implementation Model from Simscape

This example shows how you can generate an optimized HDL implementation model for a Simscape™ vienna rectifier model by using optimizations such as resource sharing and RAM mapping.

Why Optimize the HDL Implementation Model

For Simscape models that have many switching elements, the state-space representation contains a large number of configurations. The Simscape HDL Workflow Advisor simulates the Simscape model to calculate the number of relevant configurations. Certain Simscape models can have a large number of configurations that are relevant. The generated HDL implementation model for such a large design can consume a significantly large number of resources. Synthesizing the generated code can cause the design to occupy a large amount of resources on the FPGA device. In some cases, the design might not fit on the target FPGA device. To save resources and make the design fit on the FPGA, the Simscape HDL Workflow Advisor uses HDL Coder™ optimizations such as clock-rate pipelining, resource sharing, and RAM mapping.

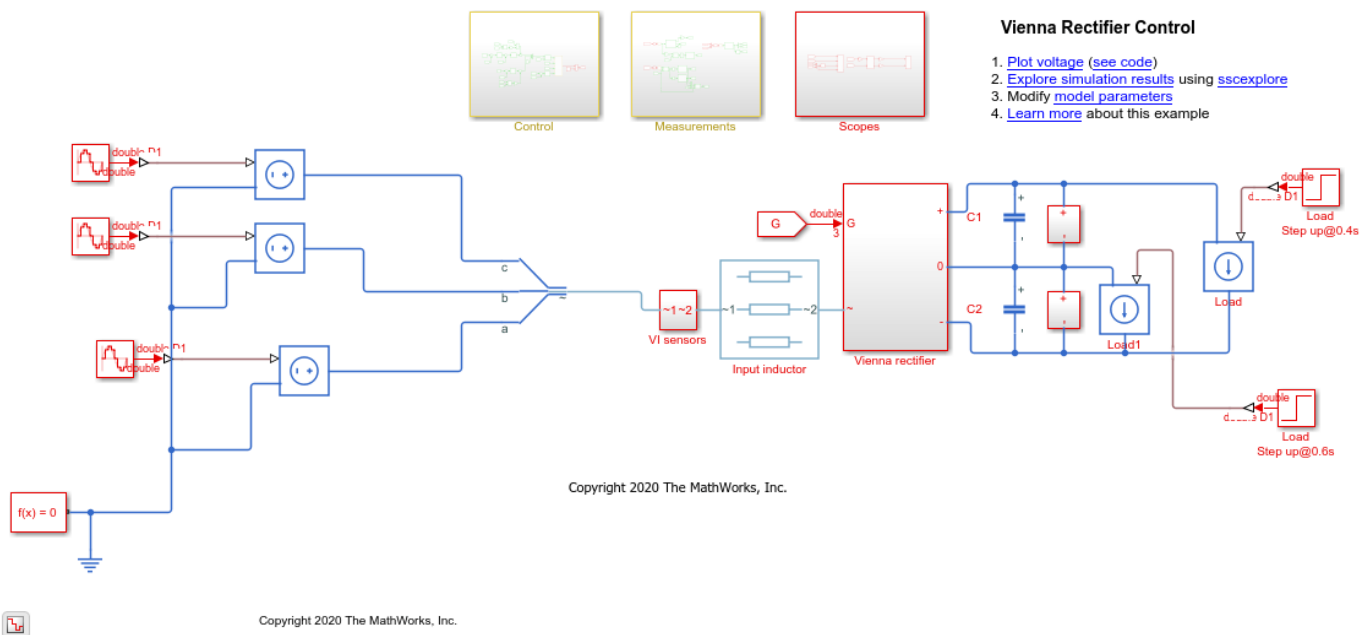
Vienna Rectifier Model

To open the model, at the MATLAB® command prompt, enter:

```
open_system('sschdlexViennaRectifierExample')
```

Save this model as ViennaRectifier_HDL to run the workflow.

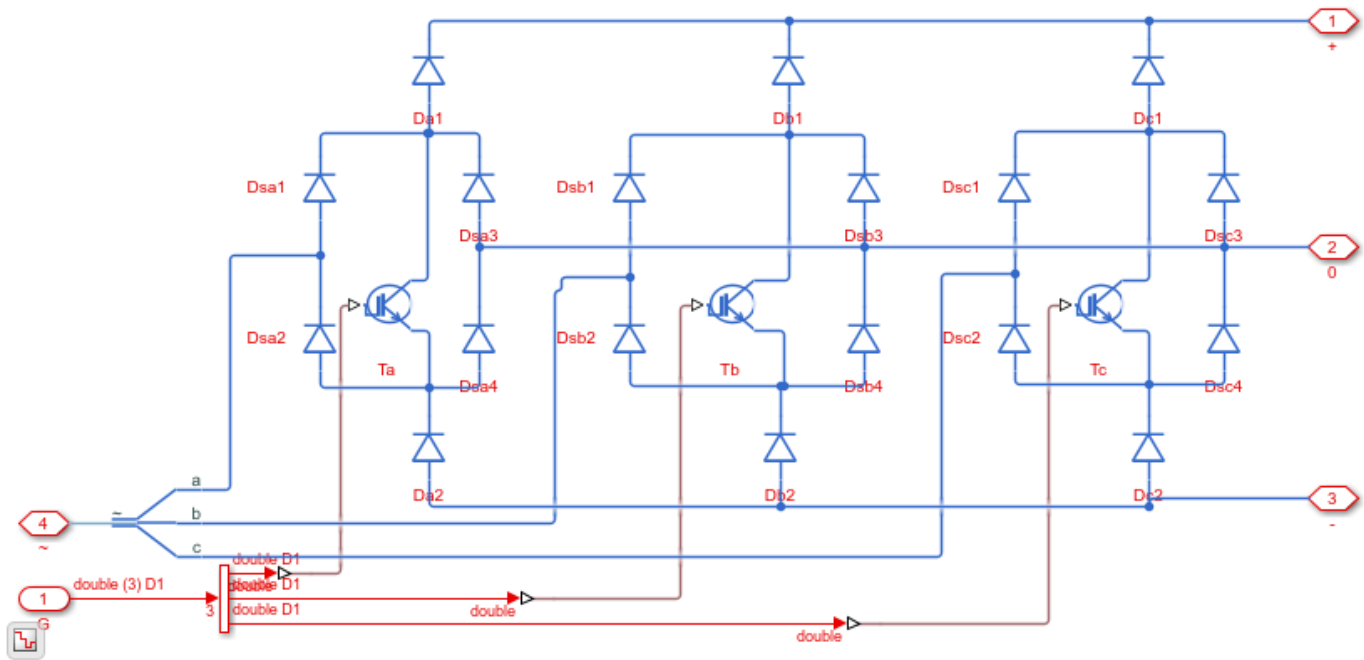
```
open_system('ViennaRectifier_HDL')
set_param('ViennaRectifier_HDL', 'SimulationCommand', 'Update')
```



The Control subsystem implements a closed-loop control strategy for the Vienna rectifier subsystem by using space-vector modulation. At simulation time 0.1s, the vienna rectifier is engaged. At times 0.4s and 0.6s, the load steps up on the DC side.

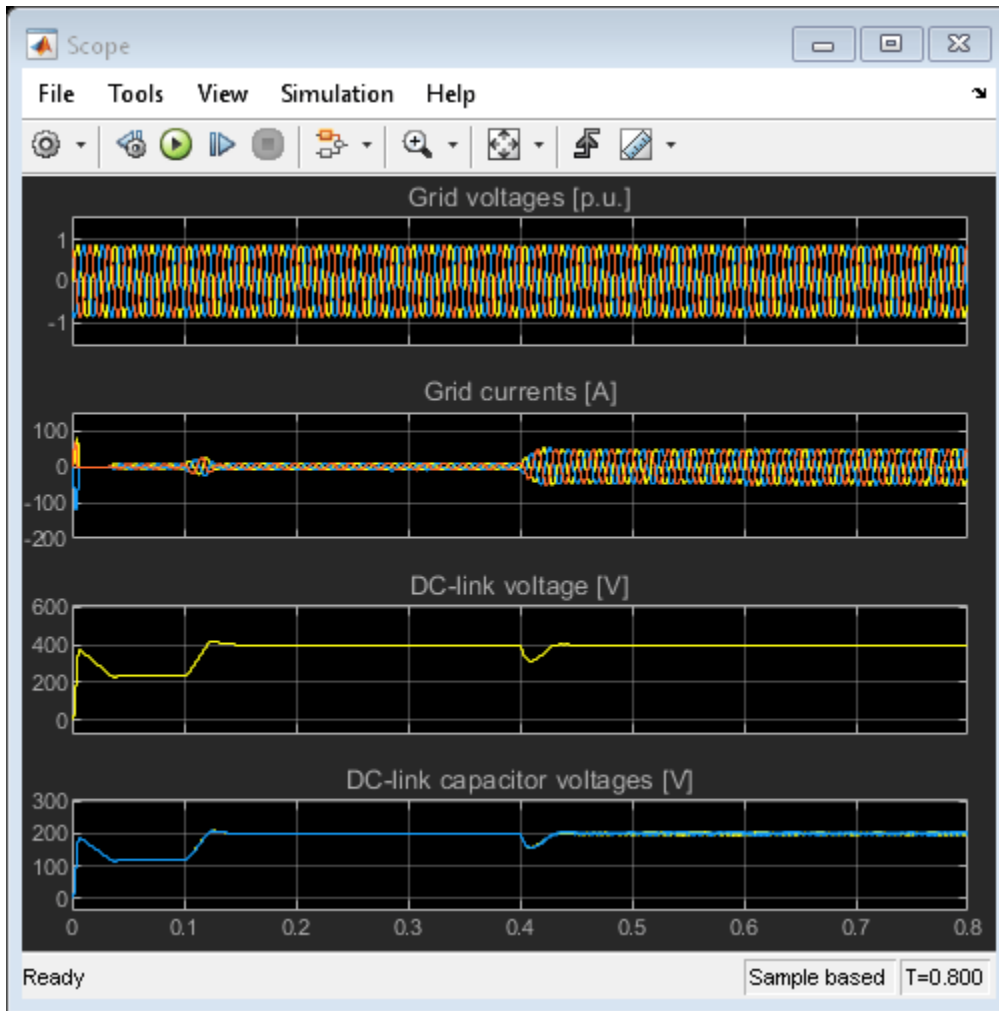
The Vienna rectifier subsystem consists of three-phase legs. Each leg has one power switch and six power diodes. See "Vienna Rectifier Control" (Simscape Electrical).

```
open_system('ViennaRectifier_HDL/Vienna_rectifier')
```



Simulate the model. View the simulation results by double-clicking the Scope blocks inside the Scopes subsystem.

```
sim('ViennaRectifier_HDL')
open_system('ViennaRectifier_HDL/Scopes/Scope')
```

Generate HDL Implementation Model and Validate HDL Algorithm

To generate an HDL implementation model, use the Simscape HDL Workflow Advisor. You can generate HDL code for the implementation model. To open the Advisor, run this command:

```
sschladvisor('ViennaRectifier_HDL')
```

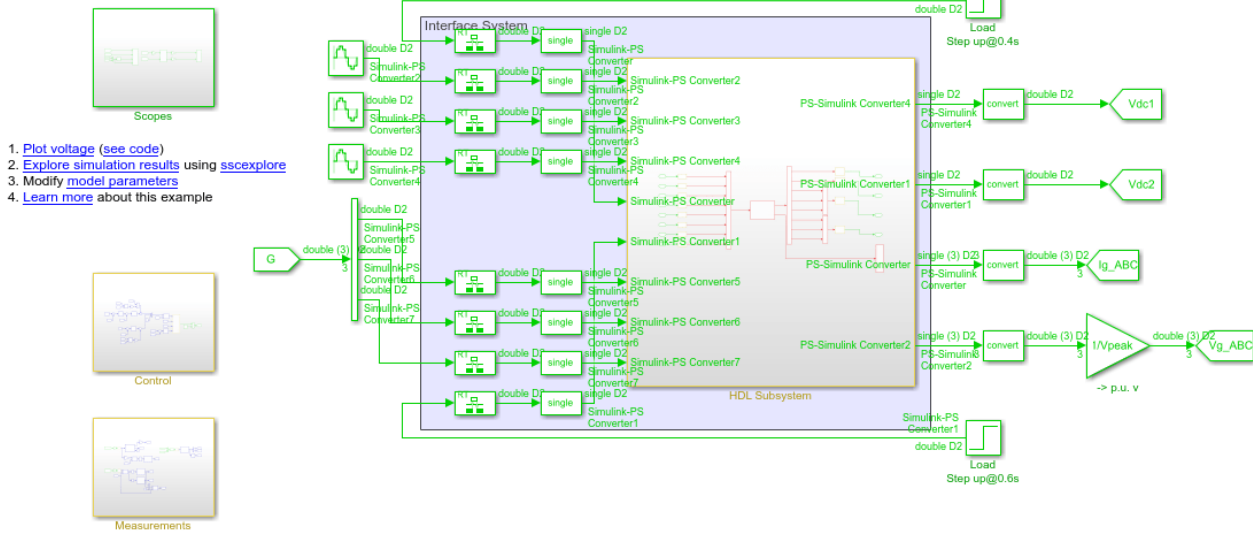
```
### Running Simscape HDL Workflow Advisor for <a href="matlab:(ViennaRectifier_HDL)">ViennaRectifier_HDL
```

To run the workflow, right-click the **Generate implementation model** task and select **Run to Selected Task**. After the task passes, you see a link to the HDL implementation model. To see the number of configurations, select the **Extract Equations** task. On the task, you see that simulating the model reaches 558 modes. Such a large number of modes can increase resource consumption of the design on the FPGA.

To open the HDL implementation model, enter these commands:

```
open_system('gmStateSpaceHDL_ViennaRectifier_HDL')
set_param('gmStateSpaceHDL_ViennaRectifier_HDL', 'SimulationCommand', 'Update')
```

Vienna Rectifier Control



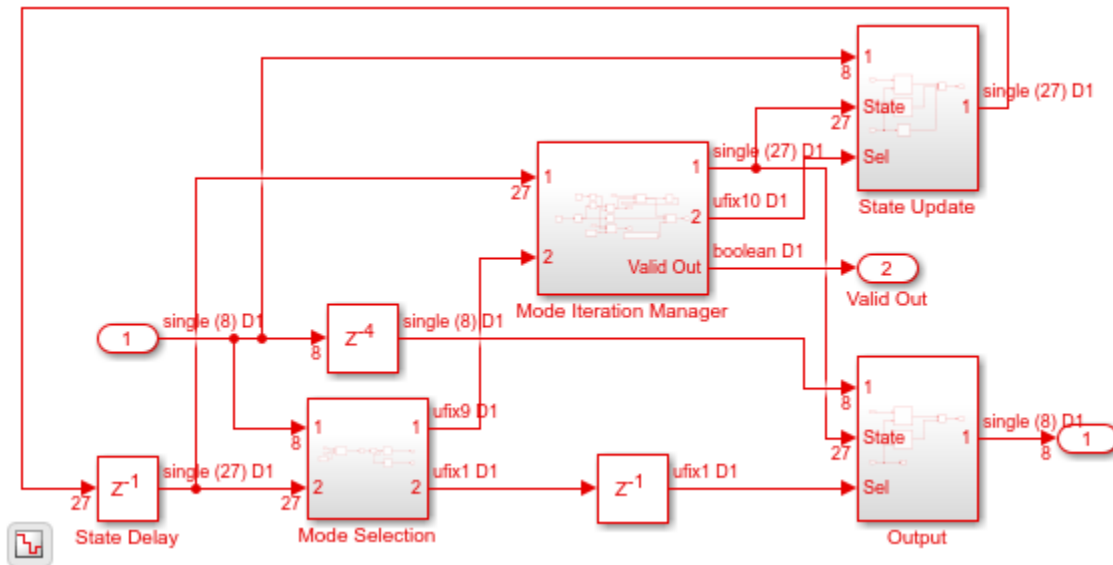
1. Plot voltage (see code)
2. Explore simulation results using sscxplorer
3. Modify model parameters
4. Learn more about this example

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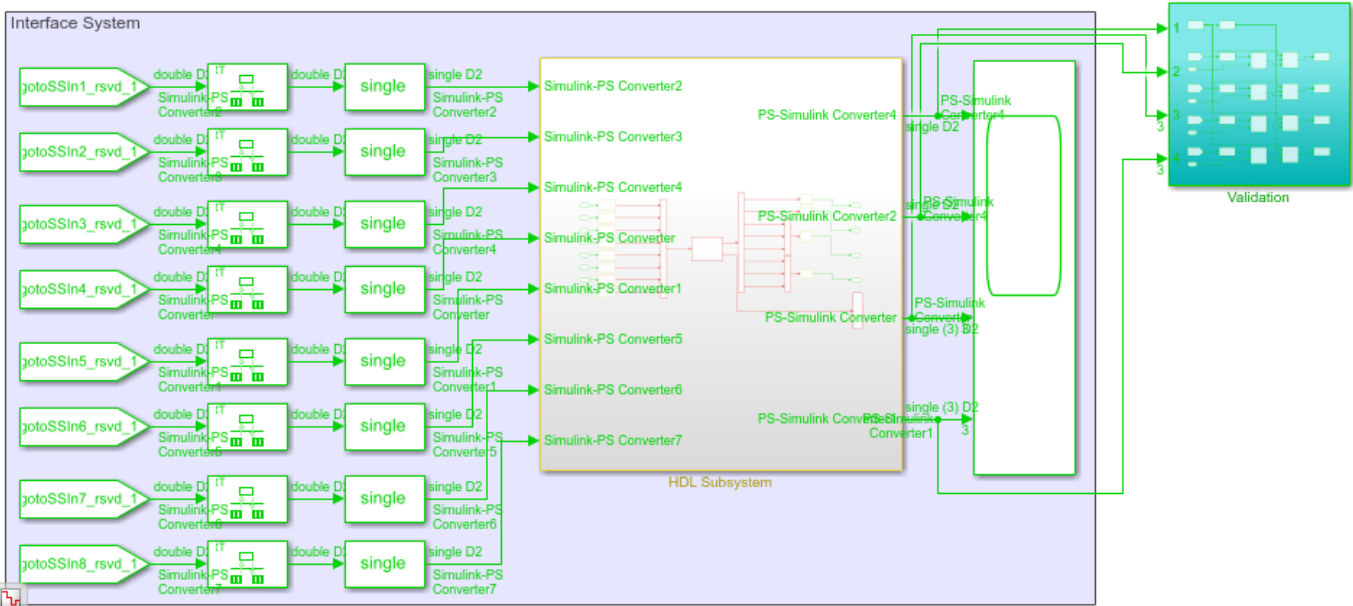
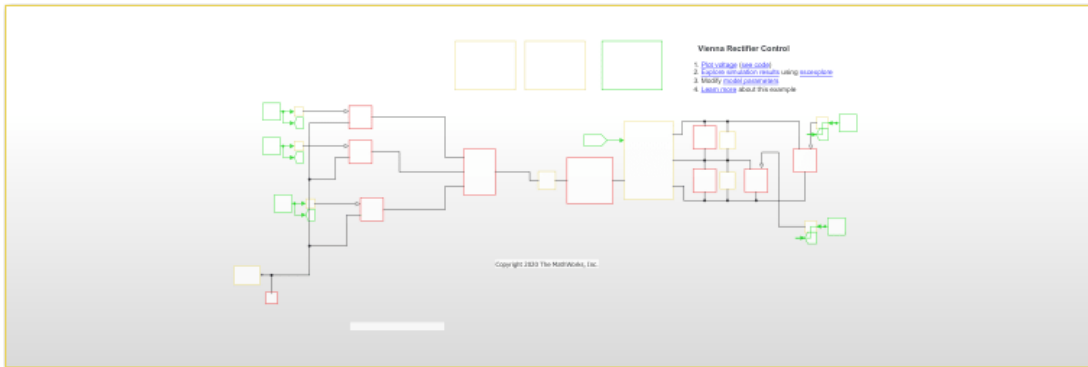
The ports of this subsystem use the same name as the Simulink-PS Converter and PS-Simulink Converter blocks in your original Simscape model. If you navigate inside this subsystem, you see several delays, adders, and Matrix Multiply blocks that model the state-space equations.

```
open_system('gmStateSpaceHDL_ViennaRectifier_HDL/HDL Subsystem/HDL Algorithm')
```



To validate the HDL algorithm, in the **Generate implementation model** task, select the **Generate validation logic for the implementation model** check box, set the **Validation logic tolerance** to 0.001, and rerun this task. The task generates a state-space validation model that compares the implementation model and the original Simscape model.

```
open_system('gmStateSpaceHDL_ViennaRectifier_HDL_vnl')
set_param('gmStateSpaceHDL_ViennaRectifier_HDL_vnl', 'SimulationCommand', 'Update')
```



Simulating the model does not display assertions, which indicates that the HDL algorithm matches the original model.

```
sim('gmStateSpaceHDL_ViennaRectifier_HDL_vnl')
```

Map State-Space Parameters in Implementation Model to RAM

The HDL implementation model uses `single` data types and contains large Delay blocks that are inside a feedback loop in the HDL Algorithm subsystem. To accommodate the large delays and make the design run at a faster clock rate on the target FPGA, the model uses clock-rate pipelining in conjunction with a large value of **Oversampling factor**.

```
hdlsaveparams('gmStateSpaceHDL_ViennaRectifier_HDL')
```

For more information, see:

- “Clock-Rate Pipelining” on page 24-119
- “Oversampling factor” on page 17-15

- “Allocate Sufficient Delays for Floating-Point Operations” on page 10-68

In the **Generate implementation model** task, the **Map state space parameters to RAMs** setting uses the default value of **Auto**. This setting maps large state-space parameters in the HDL implementation model to RAMs when the number of modes exceed a threshold value of 200. As the vienna rectifier model uses a large number of modes, the state-space parameters are mapped to RAMs. By mapping to RAMs, you save lookup table resources on the FPGA. To enable the RAM mapping, the “UseRAM” on page 22-23 parameter is enabled on the masked subsystem blocks that perform the state update and compute the output.

To map the parameters to RAMs irrespective of the threshold, set **Map state space parameters to RAMs** to on.

To see the effect of RAM mapping on the vienna rectifier model:

1. Verify the **UseRAM** parameter setting by running the `hdlget_param` function on the **Multiply Input** and **Multiply State** blocks.

```
Multiplysubsys1 = 'gmStateSpaceHDL_ViennaRectifier_HDL/HDL Subsystem/HDL Algorithm/State Update'
Multiplysubsys2 = 'gmStateSpaceHDL_ViennaRectifier_HDL/HDL Subsystem/HDL Algorithm/Output';
UseRAM1 = hdlget_param([Multiplysubsys1 '/Multiply Input'], 'UseRAM')
UseRAM2 = hdlget_param([Multiplysubsys1 '/Multiply State'], 'UseRAM')
```

```
UseRAM1 =
```

```
    'on'
```

```
UseRAM2 =
```

```
    'on'
```

2. Enable generation of the resource utilization report.

```
hdlset_param('gmStateSpaceHDL_ViennaRectifier_HDL', 'ResourceReport', 'on')
```

3. Generate HDL code for the implementation model.

```
makehdl('gmStateSpaceHDL_ViennaRectifier_HDL/HDL Subsystem');
```

When you generate code, HDL Coder opens a Code Generation report. The **High-level Resource Report** shows 136 RAMs utilized.

Summary

| | |
|-------------------------|--------|
| Multipliers | 294 |
| Adders/Subtractors | 4960 |
| Registers | 29079 |
| Total 1-Bit Registers | 278646 |
| RAMs | 136 |
| Multiplexers | 45795 |
| I/O Bits | 516 |
| Static Shift operators | 0 |
| Dynamic Shift operators | 644 |

Resource Sharing of State Update and Output Computation Blocks

Before you generate HDL code for the HDL Subsystem, you can optimize the algorithm by using the resource sharing optimization in HDL Coder. Resource sharing is an area optimization that identifies multiple functionally equivalent resources and replaces them with a single, equivalent resource. The data is time-multiplexed over the shared resource to perform the same operations. See “Resource Sharing” on page 24-34.

In the HDL implementation model, you can share the masked subsystem blocks that perform state updates and compute the output.

To share these subsystems for the vienna rectifier and generate HDL code:

1. Specify a **SharingFactor** of 2 on the Multiply Input and Multiply State subsystems.

```
hdlset_param([Multipliesys1 '/Multiply Input'], 'SharingFactor', 2)
hdlset_param([Multipliesys1 '/Multiply State'], 'SharingFactor', 2)
hdlset_param([Multipliesys2 '/Multiply Input'], 'SharingFactor', 2)
hdlset_param([Multipliesys2 '/Multiply State'], 'SharingFactor', 2)
```

2. Enable generation of the optimization report

```
hdlset_param('gmStateSpaceHDL_ViennaRectifier_HDL', 'OptimizationReport', 'on')
```

3. Generate HDL code for the HDL Subsystem block in the implementation model.














```
makehdl('gmStateSpaceHDL_ViennaRectifier_HDL/HDL Subsystem');
```

When you generate code, HDL Coder opens a Code Generation report. To see the status of the resource sharing optimization, click the **Streaming and Sharing** section of the report. This sharing group shows the dot products that the optimization shared. When you click the **High-level Resource Report**, you see that the consumption of adders, multipliers, and registers have decreased.

Subsystem: Multiply Input

SharingFactor: 2

[Highlight shared resources and diagnostics](#)

| Group Id | Resource Type | I/O Wordlengths | Group Size | Block Name | Color Legend |
|----------|---------------|-----------------|------------|-------------------------------|---|
| 1 | | | 2 | dot_product_5 |  |
| 2 | | | 2 | dot_product_5 |  |
| 3 | | | 2 | dot_product_5 |  |
| 4 | | | 2 | dot_product_5 |  |
| 5 | | | 2 | dot_product_5 |  |
| 6 | | | 2 | dot_product_5 |  |
| 7 | | | 2 | dot_product_5 |  |
| 8 | | | 2 | dot_product_5 |  |
| 9 | | | 2 | dot_product_5 |  |
| 10 | | | 2 | dot_product_5 |  |
| 11 | | | 2 | dot_product_5 |  |
| 12 | | | 2 | dot_product_5 |  |
| 13 | | | 2 | dot_product_5 |  |

See Also**Functions**

checkhdl | makehdl

More About

- “Get Started with Simscape Hardware-in-the-Loop Workflow” on page 32-2
- “Speed and Area Optimizations in HDL Coder” on page 24-3
- “Generate HDL Code for Simscape Models” on page 32-9

Generate Simulink Real-Time Interface Subsystem for Simscape Two-Level Converter Model

This example shows how to generate a Simulink® Real-Time Interface subsystem for a Simscape™ two-level converter plant model. You can then deploy the interface model on the Speedgoat FPGA I/O module. This example uses the Speedgoat IO334-325k module.

Real-Time Simulation

Simulating the plant model on the FPGA provides:

- **Real-time Simulation:** Hardware-in-the-loop provides real-time simulation of your Simscape plant model on the target hardware.



- **Hardware Acceleration:** Accelerated simulation of complex physical systems on hardware while reconfigurable FPGAs provide rapid prototyping.

To use the workflow:

1. Develop the Simscape model and convert it into an implementation model by using the Simscape HDL Workflow Advisor.
2. Generate HDL code and deploy the code to the Speedgoat I/O module by using the HDL Workflow Advisor.

Setup and Configuration

Before deploying your algorithm on the Speedgoat I/O module:

1. Install the latest version of Xilinx® Vivado® as listed in “HDL Language Support and Supported Third-Party Tools and Hardware”.

Then, set the tool path to the installed Xilinx Vivado executable by using the `hdlsetuptoolpath` function.

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2019.2\bin\vivado.bat')
```

2. For real-time simulation, set up the development environment and target computer settings. See “Get Started with Simulink Real-Time” (Simulink Real-Time).
3. Install the Speedgoat I/O Blockset and the Speedgoat HDL Coder Integration packages. See Install Speedgoat HDL Coder Integration Packages.

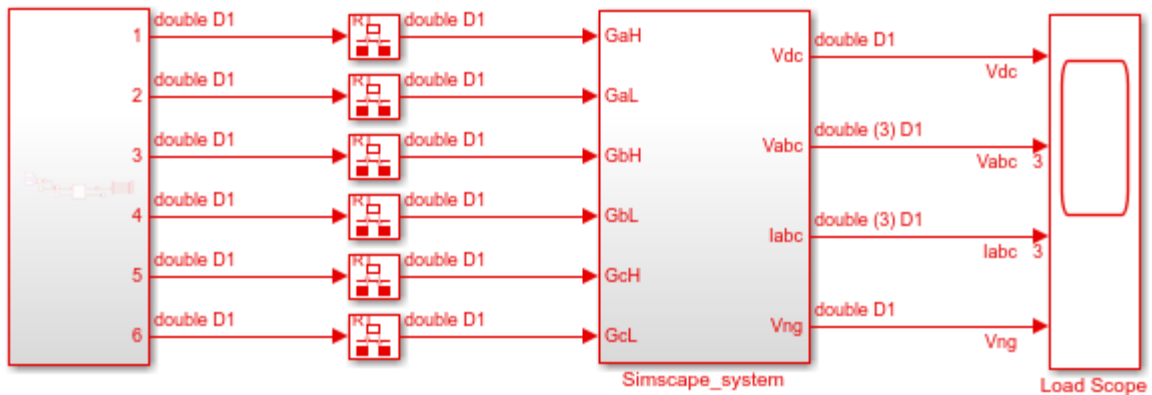
Two-Level Converter Ideal Model

To open this model, enter:

```
open_system('sschdlexTwoLevelConverterIdealExample')
```

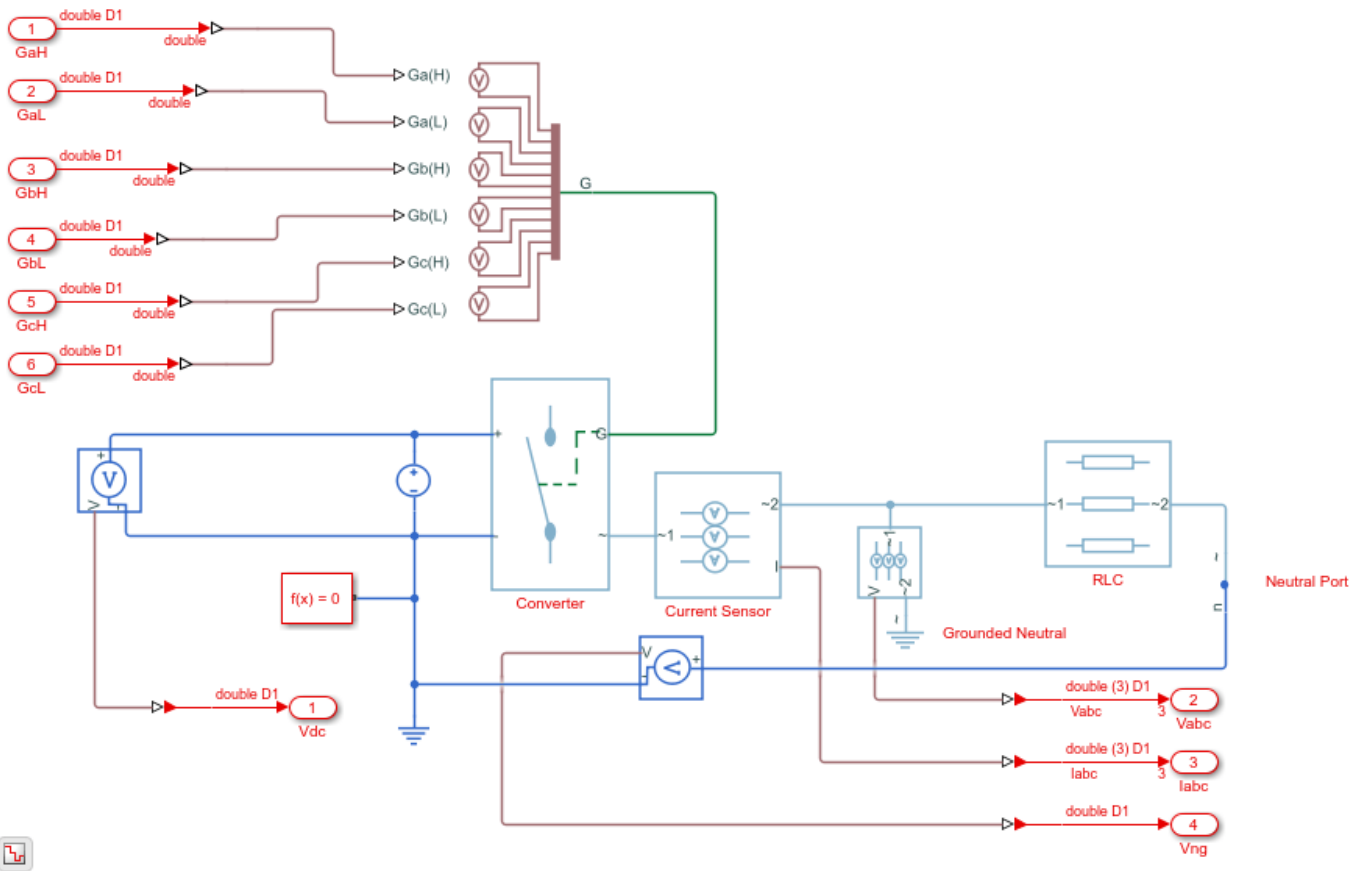
Save this model locally as `TwoLevelConverter_HDL.slx` to run this workflow.

```
open_system('TwoLevelConverter_HDL')
set_param('TwoLevelConverter_HDL', 'SimulationCommand', 'update')
```



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```
open_system('TwoLevelConverter_HDL/Simscape_system')
```

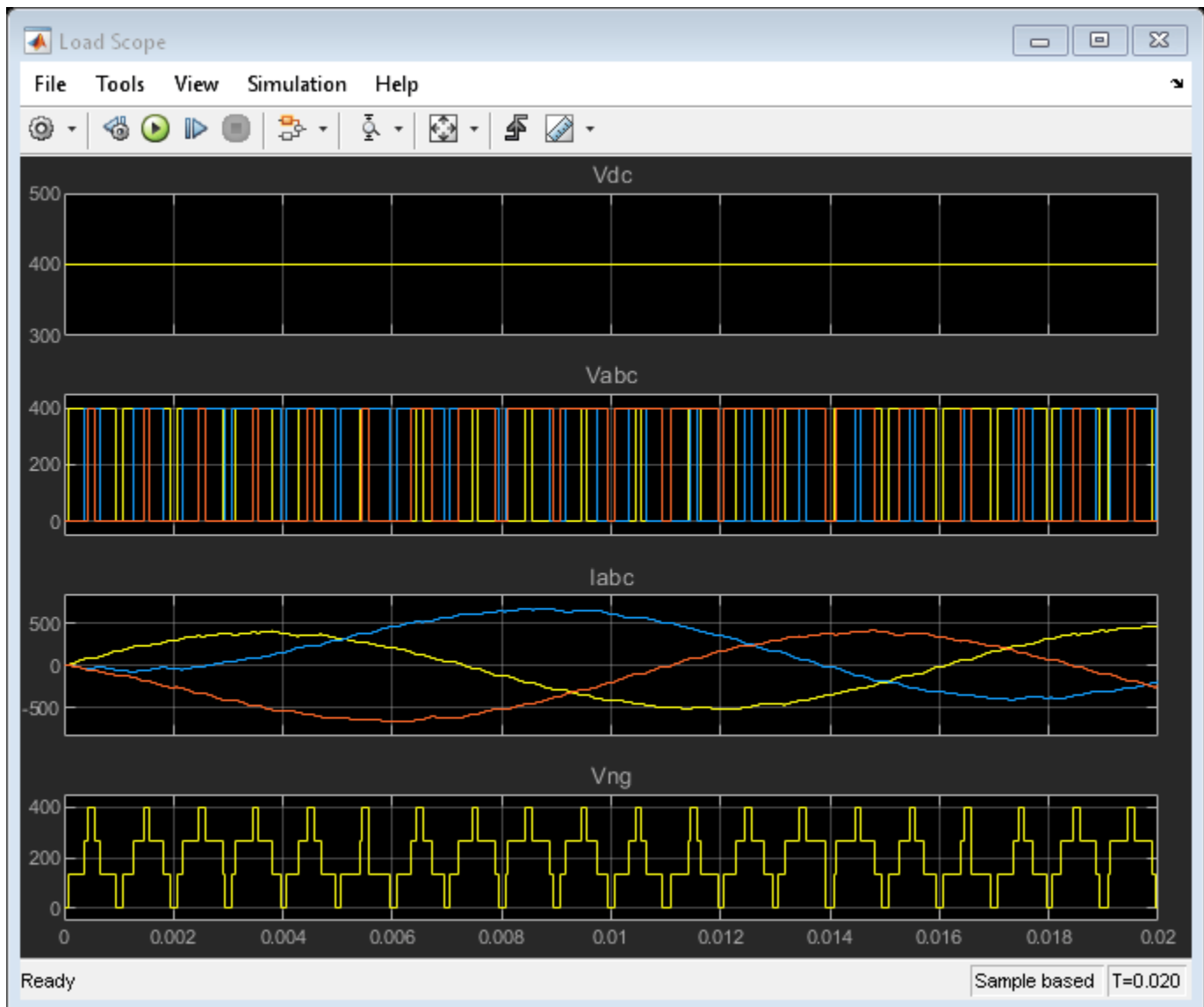



The Simscape subsystem receives six-switch controlling pulses as input. The Simscape subsystem acts as a generator that uses a two-level, carrier-based PWM method to:

- 1 Sample a reference wave.
- 2 Compare the sample to a triangular carrier wave.
- 3 Generate a switch-on pulse if a sample is higher than the carrier signal or a switch-off pulse if a sample is lower than the carrier wave.

Simulate the model.

```
sim('TwoLevelConverter_HDL')
open_system('TwoLevelConverter_HDL/Load Scope')
```



Generate HDL Implementation Model

To generate an implementation model, use the Simscape HDL Workflow Advisor. Run the `sschdladvisor` function for your model:

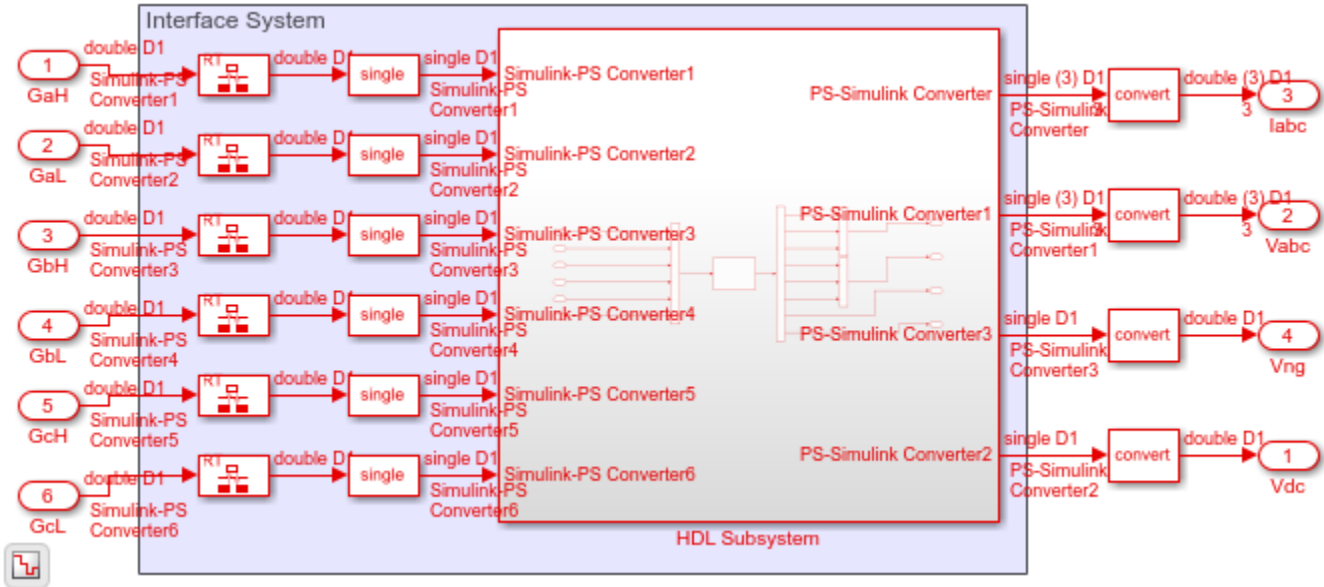
```
sschdladvisor('TwoLevelConverter_HDL')
```

```
### Running Simscape HDL Workflow Advisor for <a href="matlab:(TwoLevelConverter_HDL)">TwoLevelC
```

To generate the implementation model, in the Simscape HDL Workflow Advisor, keep the default settings for the tasks, and then run the tasks. You see a link to the model in the **Generate implementation model** task. This model has the same name as the original model prefixed with `gmStateSpaceHDL`.

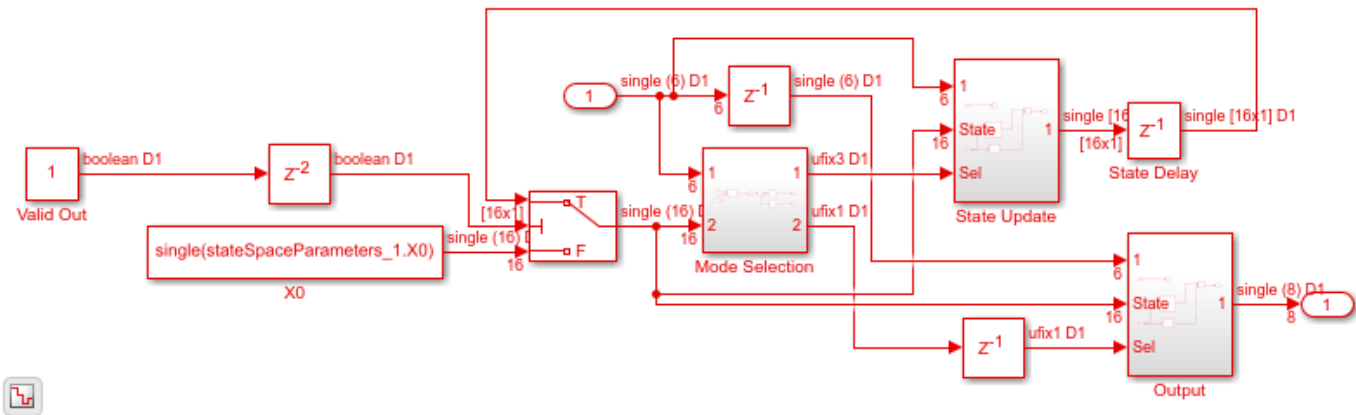
To open the implementation model, enter:

```
load_system('gmStateSpaceHDL_TwoLevelConverter_HDL')
open_system('gmStateSpaceHDL_TwoLevelConverter_HDL/Simscape_system')
set_param('gmStateSpaceHDL_TwoLevelConverter_HDL','SimulationCommand','update')
```



The implementation model replaces the Simscape subsystem with the HDL algorithm that performs the state-space computations. When you navigate inside this subsystem, you see several delays, adders, and Matrix Multiply blocks that model the state-space equations. From and Goto blocks inside this subsystem provide the same input as that of the original model to the HDL Subsystem.

```
open_system('gmStateSpaceHDL_TwoLevelConverter_HDL/Simscape_system/HDL Subsystem/HDL Algorithm')
```



HDL Workflow Advisor

The HDL Workflow Advisor guides you through HDL code generation and the FPGA design process. Use the Advisor to:

- Check the model for HDL code generation compatibility and fix incompatible settings.
- Generate HDL code, test bench, and scripts to build and run the code and test bench.

- Perform synthesis and timing analysis.
- Deploy the generated code on SoCs, FPGAs, and Speedgoat I/O modules.

To open the HDL Workflow Advisor for a subsystem inside the model, use the `hdladvisor` function.

```
load_system('sschdlexTwoLevelConverterIgbtExample')
hdladvisor('sschdlexTwoLevelConverterIgbtExample/Simscape_system')
```

The left pane contains folders that represent a group of related tasks. Expanding the folders and selecting a task displays information about that task in the right pane. The right pane contains simple controls for running the task to advanced parameters and option settings that control code and test bench generation. To learn more about each task, right-click that task, and select **What's This?**. See “Getting Started with the HDL Workflow Advisor” on page 31-6.

Deploy Two Level Ideal Converter Model to Speedgoat IO334-325K Module

1. Open the HDL Workflow Advisor for the implementation model.

```
hdladvisor('gmStateSpaceHDL_TwoLevelConverter_HDL/Simscape_system/HDL Subsystem')
```

2. In **Set Target Device and Synthesis Tool** task, specify **Target workflow** as Simulink Real-Time FPGA I/O and **Target platform** as Speedgoat IO334-325K

1.1. Set Target Device and Synthesis Tool

Analysis (^Triggers Update Diagram)

Set Target Device and Synthesis Tool for HDL code generation

Input Parameters

Target workflow: Simulink Real-Time FPGA I/O

Target platform: Speedgoat IO334-325k Launch Board Manager

Synthesis tool: Xilinx Vivado Tool version: 2019.2.1 Refresh

Family: Kintex7 Device: xc7k325t

Package: fbg676 Speed: -2

Project folder: hdl_prj Browse...

3. Run the **Set Target Reference Design** task, select a value of x4 for the parameter PCIe lanes, and select **Run This Task**.

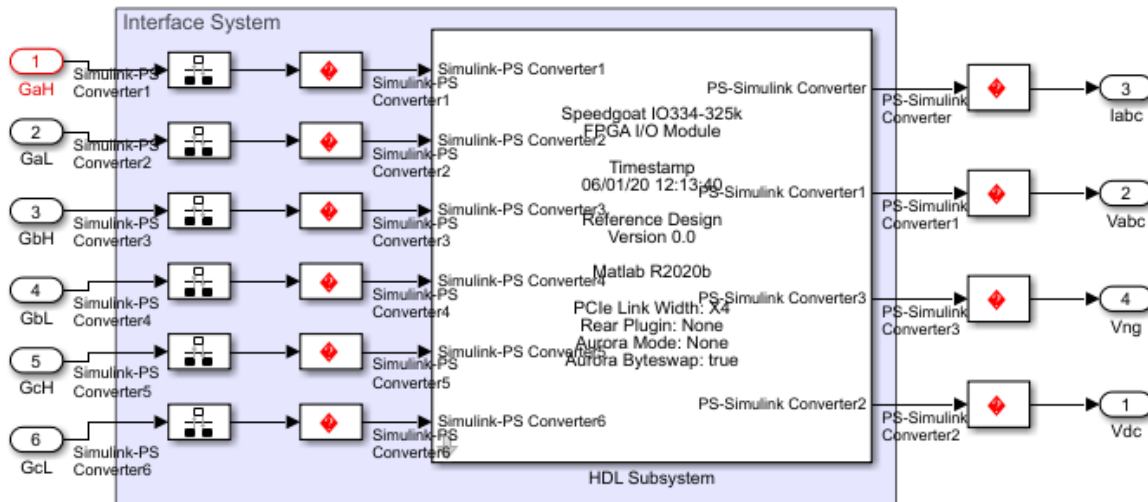
4. In **Set Target Interface** task, map the input and output single data type ports to PCIe Interface and select **Run This Task**.

Target platform interface table

| Port Name | Port Type | Data Type | Target Platform Interfaces | Interface Mapping | Interface Options |
|------------------------|-----------|------------|----------------------------|-------------------|-------------------|
| Simulink-PS Convert... | Inport | single | PCIe Interface | x"100" | Options... |
| Simulink-PS Convert... | Inport | single | PCIe Interface | x"104" | Options... |
| Simulink-PS Convert... | Inport | single | PCIe Interface | x"108" | Options... |
| Simulink-PS Convert... | Inport | single | PCIe Interface | x"10C" | Options... |
| Simulink-PS Convert... | Inport | single | PCIe Interface | x"110" | Options... |
| Simulink-PS Convert... | Inport | single | PCIe Interface | x"114" | Options... |
| PS-Simulink Converter | Output | single (3) | PCIe Interface | x"120" | |
| PS-Simulink Convert... | Output | single (3) | PCIe Interface | x"140" | |
| PS-Simulink Convert... | Output | single | PCIe Interface | x"118" | |
| PS-Simulink Convert... | Output | single | PCIe Interface | x"11C" | |

5. Right-click **Generate RTL Code and IP Core** task and select **Run to Selected Task**. As the model uses vector data types, the **Generate RTL Code and IP Core** fails because the **ScalarizePorts** property must be set to **outlevel**. Click the link to change this setting and rerun the task.

6. Run the workflow to the **Generate Simulink Real-Time interface** task. In **Create Project** task, you can open the Vivado project and see the implemented design. After the **Generate Simulink Real-Time interface** task passes, click the link to open the Simulink Real-Time Interface Model.



Export HDL Workflow to Script

For rapid prototyping, you can export the HDL Workflow Advisor settings to a script. The script is a MATLAB® file that you can run from the command line. You can then modify and run the script, or import the settings into the HDL Workflow Advisor User Interface.

To export an HDL Workflow script, after you run the tasks in the Advisor, select **File > Export to Script**. For this example, when you export to script, this file shows the settings you saved.

```
edit('hdlworkflow_slrt.m')
```

To import an HDL Workflow script, in the HDL Workflow Advisor, select **File > Import from Script**. Select the script file and click **Open**. The HDL Workflow Advisor updates the tasks with the imported script settings.

For an example that shows how to run the real-time application by deploying the FPGA bitstream, see “Hardware-in-the-Loop Implementation of Simscape Model on Speedgoat FPGA I/O Modules” on page 32-90.

See Also

Functions

checkhdl | makehdl

More About

- “Run HDL Workflow with a Script” on page 31-54
- “IP Core Generation Workflow for Speedgoat Simulink-Programmable I/O Modules” on page 41-108
- “FPGA Programming and Configuration on Speedgoat Simulink-Programmable I/O Modules” on page 41-79
- “Simscape HDL Workflow Advisor Tasks” on page 33-2
- Speedgoat I/O Examples

Deploy Simscape Buck Converter Model to Speedgoat IO Module Using HDL Workflow Script

This example shows how to deploy a Simscape™ buck converter model to a Speedgoat IO334 Simulink®-programmable I/O module and then run the model in real-time at a sample step size as small as 1 microsecond. The example uses a DCDC converter topology to show how to prepare your power electronic converter model for hardware in the loop (HIL) simulation on a Speedgoat real-time target machine.

To use this workflow:

- 1 Convert your model into an HDL-compatible implementation model by using the Simscape HDL Workflow Advisor
- 2 Generate HDL code and FPGA bitstream for the IO334 module by using the HDL Workflow Advisor.
- 3 Deploy the real-time model to the Speedgoat real-time target machine by using Simulink Real-Time.

The model runs at a sample time of 1us till HDL code generation and then runs at 50us on the CPU in real time. To generate HDL code and FPGA bitstream, the example shows how to run the HDL workflow script from the command line. For an example that shows how you can use the Workflow Advisor User Interface to run this workflow, see “Hardware-in-the-Loop Implementation of Simscape Model on Speedgoat FPGA I/O Modules” on page 32-90.

Setup and Configuration

Before deploying your algorithm on the Speedgoat IO module:

1. Install the latest version of Xilinx® Vivado® as listed in “HDL Language Support and Supported Third-Party Tools and Hardware”.

Then, set the tool path to the installed Xilinx Vivado executable by using the `hdlsetuptoolpath` function.

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2019.2\bin\vivado.bat')
```

2. For real-time simulation, set up the development environment and target computer settings. See “Get Started with Simulink Real-Time” (Simulink Real-Time).

3. Install the Speedgoat Library and the Speedgoat HDL Coder Integration packages. See Install Speedgoat HDL Coder Integration Packages.

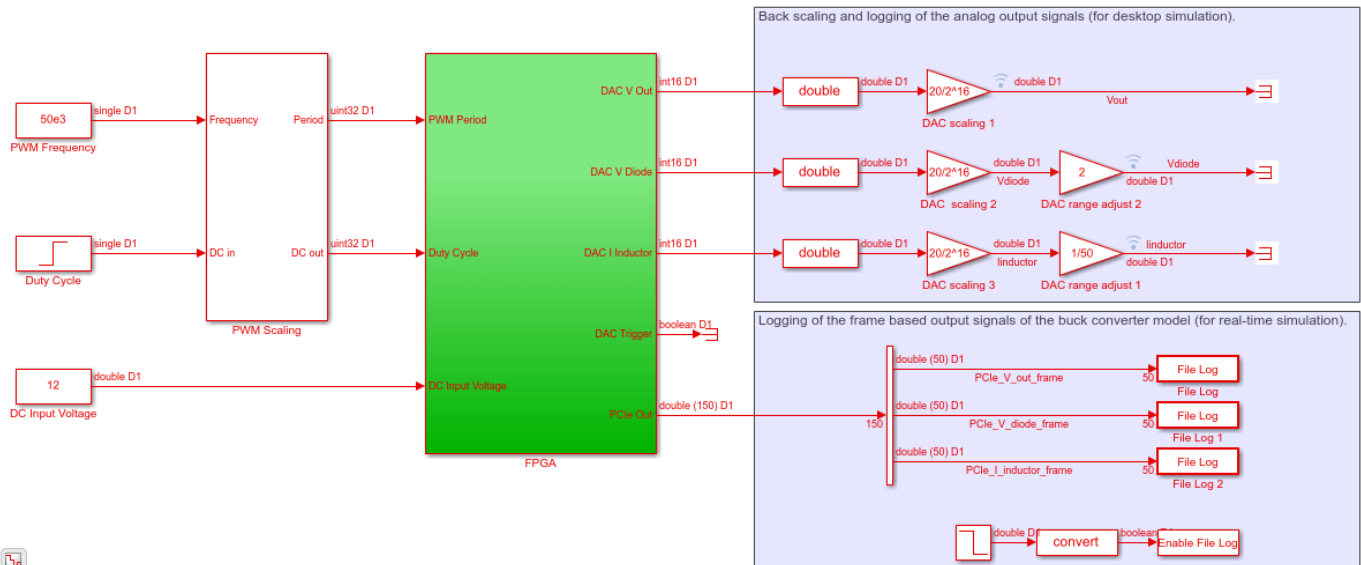
Buck Converter Model

To see the buck converter model, run this command:

```
open_system('sschdlexBuckConverterExample')
```

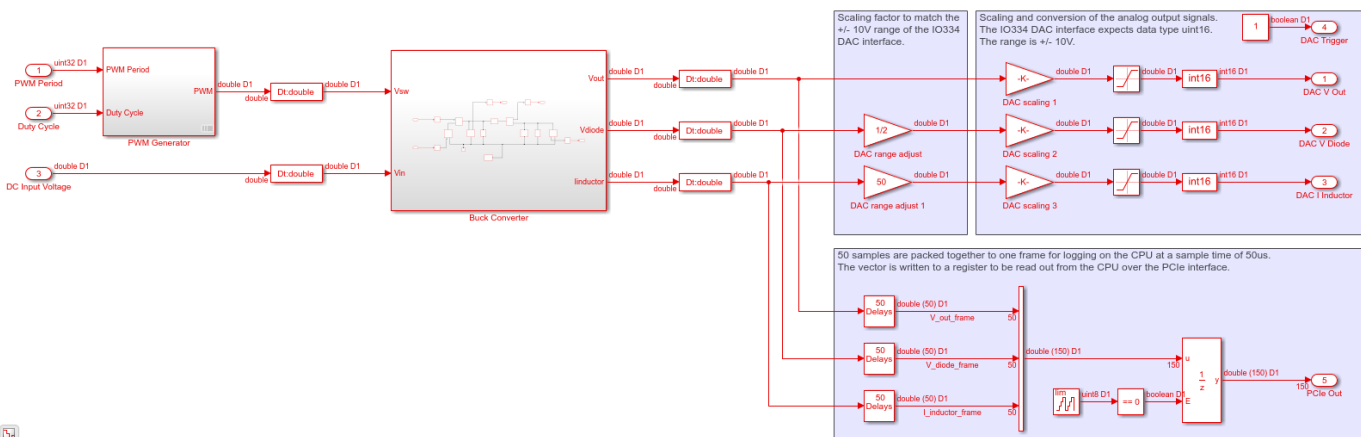
This model is modified for real-time deployment and saved as `sschdlex_I0334_BuckConverter`. The model has been partitioned into parts that run on the FPGA and parts that run on CPU. Parts inside the green FPGA subsystem run on the FPGA. Parts outside this subsystem run on the CPU in real time.

```
open_system('sschdlex_I0334_BuckConverter')
set_param('sschdlex_I0334_BuckConverter', 'SimulationCommand', 'Update')
```



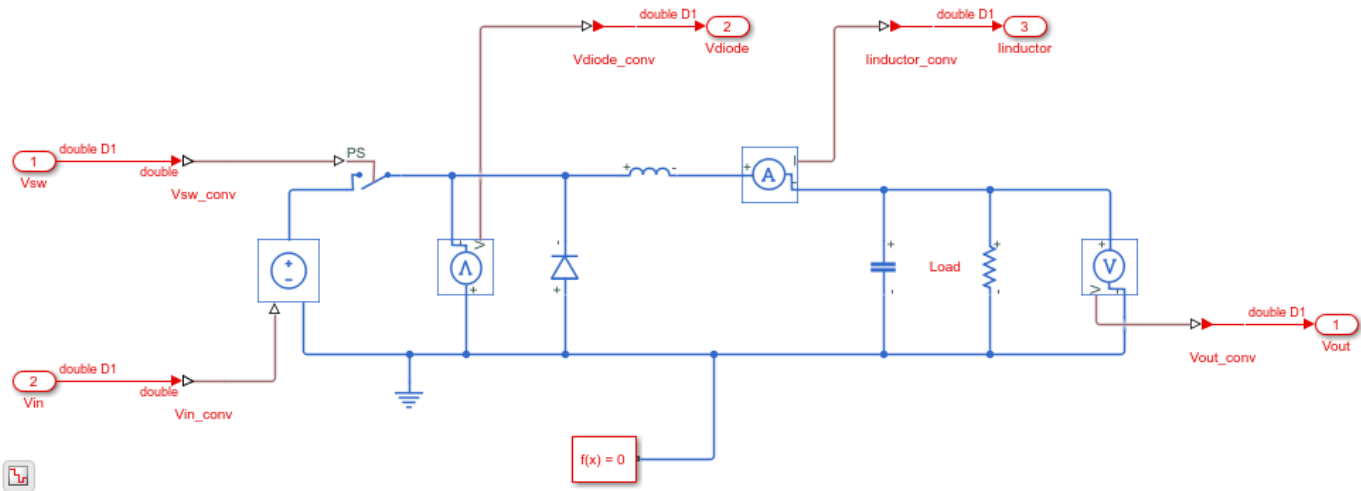
You generate VHDL code for blocks that are inside the green FPGA subsystem that contains the PWM generator and buck converter. The code is then deployed to the FPGA on board the IO334 module. The outputs of the subsystem are mapped to DAC interfaces. The output signals from the Buck Converter subsystem are scaled within a 10V range and converted to use uint16 data types. 50 samples are packed together to one frame to log the output signals on the CPU.

```
open_system('sschdlex_I0334_BuckConverter/FPGA')
```



To see the buck converter model, double-click the Buck Converter subsystem. The buck converter is a power converter model that steps down the input voltage at the output. The voltage at the output is stepped down by the duty cycle, D. The output voltage, Vout, is calculated as V_{in}/D

```
open_system('sschdlex_I0334_BuckConverter/FPGA/Buck Converter')
```

Run Desktop Simulation of Simscape model

The Simulation input is a duty cycle step wave from 0.2 to 0.8. The input signals that include the DC input voltage, PWM frequency, and duty cycle are generated on the top level of the model. The sample time for the Simscape model is set to 1 μ s. Signal logging is enabled on the top level of the model.

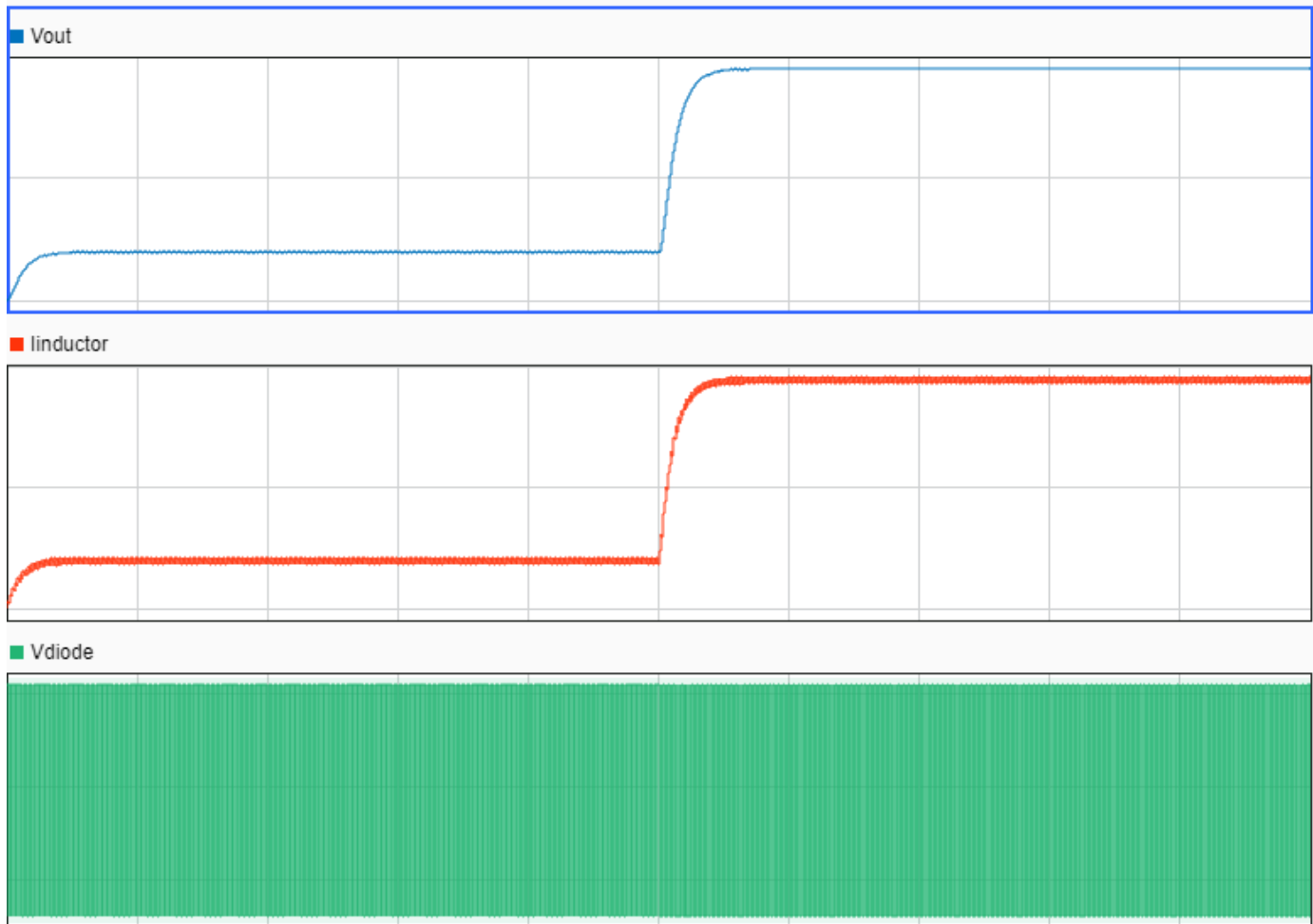
```
sim('sschdlex_I0334_BuckConverter')

% Display the buck converter output signals in SDI
Simulink.sdi.clearAllSubPlots
Simulink.sdi.setSubPlotLayout(3,1);

allIDs2 = Simulink.sdi.getAllRunIDs;
runID2 = allIDs2(end);
run2 = Simulink.sdi.getRun(runID2);
run2.name = 'Simscape Desktop Simulation';

run2.getAllSignals;
plotOnSubPlot(run2.getSignalsByName('Vout'),1,1,true);
plotOnSubPlot(run2.getSignalsByName('Iinductor'),2,1,true);
plotOnSubPlot(run2.getSignalsByName('Vdiode'),3,1,true);

Simulink.sdi.view;
```



Generate HDL Implementation Model

For HDL code generation compatibility, you run the Simscape HDL Workflow Advisor to generate an HDL implementation model.

The Simscape solver is set to run for two iterations at each sample step. The Simscape HDL Workflow Advisor uses the solver settings in the next step for deterministic real-time behaviour.

```
set_param('sschdlex_I0334_BuckConverter/FPGA/Buck Converter/Solver Configuration','DoFixedCost',
set_param('sschdlex_I0334_BuckConverter/FPGA/Buck Converter/Solver Configuration','MaxNonlinIter
```

To open the Advisor, run the `sschdladvisor` function for your model:

```
sschdladvisor('sschdlex_I0334_BuckConverter')
```

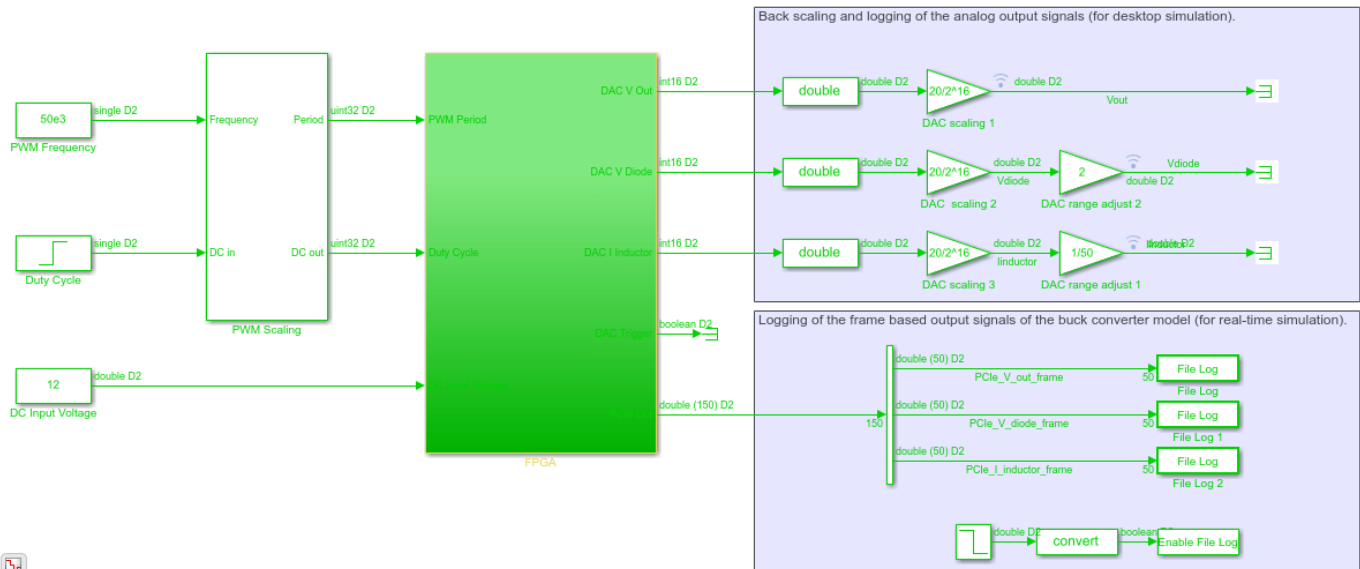
```
### Running Simscape HDL Workflow Advisor for <a href="matlab:(sschdlex_I0334_BuckConverter)">ss
```

To generate the implementation model, in the Simscape HDL Workflow Advisor, keep the default settings for the tasks, and then run the tasks. Run the tasks in the Advisor by clicking the **Run all** button. You see a link to the model in the **Generate implementation model** task. This model has the same name as your original model with the prefix `gmStateSpaceHDL_`.

Prepare Implementation Model for HDL Code Generation

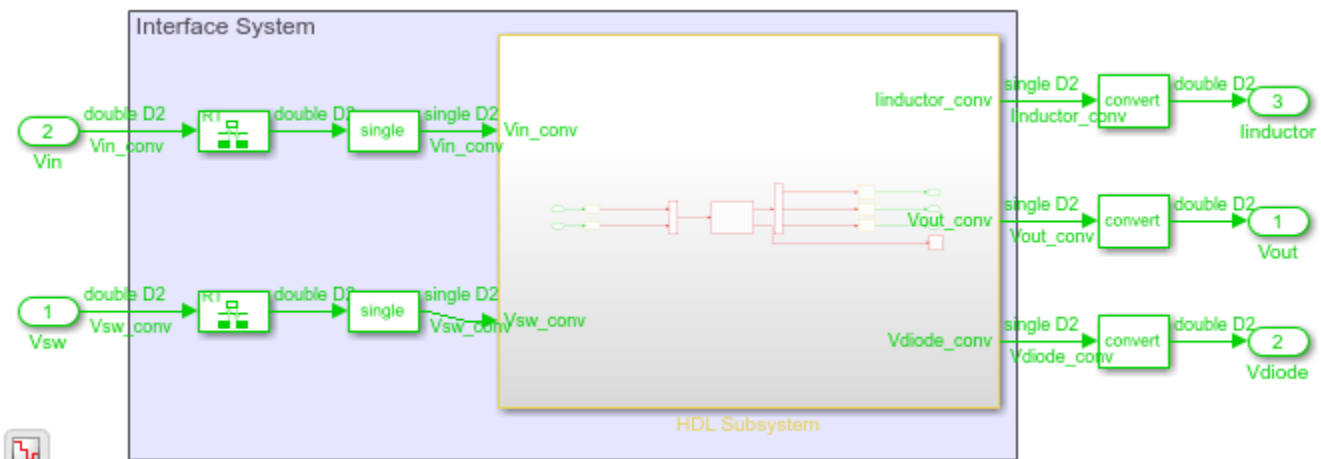
To open the implementation model, click the link in the **Generate implementation model** task.

```
open_system('gmStateSpaceHDL_sschedlex_I0334_BuckConverte');
set_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte', 'SimulationCommand', 'Update')
```



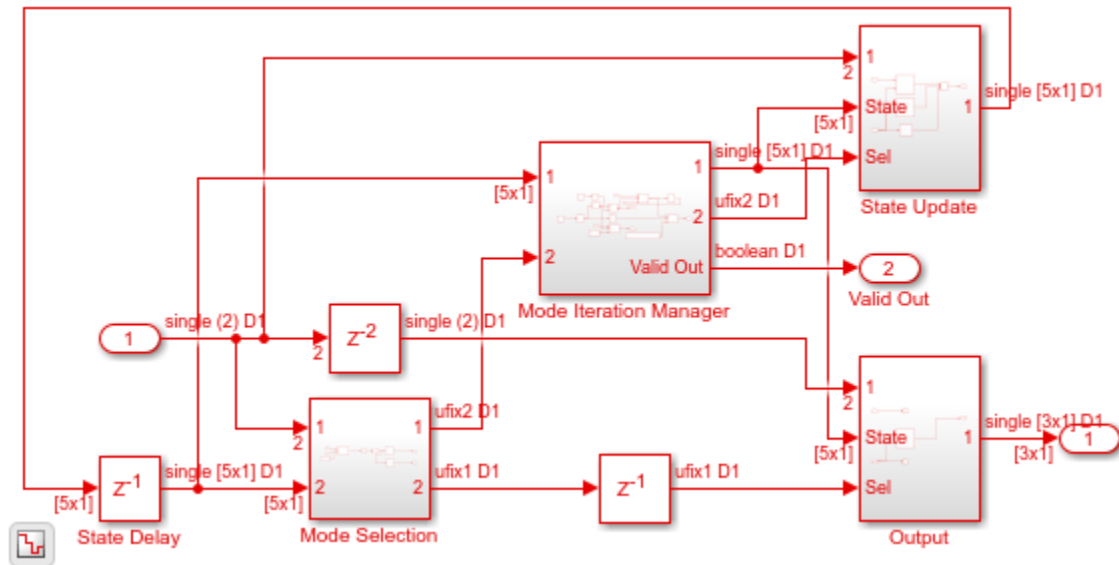
The model contains a switched linear Simulink replacement of the original buck converter model. You see that the Simscape model was replaced.

```
open_system('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/Buck Converter');
```



The implementation model replaces the Simscape subsystem with the HDL-compatible algorithm that performs the state-space computations. When you navigate inside this subsystem, you see several delays, adders, and Matrix Multiply blocks that model the state-space equations. From and Goto blocks inside this subsystem provide the same input as that of the original model to the HDL Subsystem.

```
open_system('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/Buck Converter/HDL Subsystem/HDL A
```



The data type of the buck converter output signals is set to single precision floating point for HDL code generation.

```
set_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/Signal Specification','OutDataTypeSt
set_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/Signal Specification1','OutDataTypeS
set_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/Signal Specification2','OutDataTypeS
set_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/Signal Specification3','OutDataTypeS
set_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/Signal Specification4','OutDataTypeS
```

Run Desktop Simulation of HDL Implementation Model and Validate HDL Algorithm

You can simulate the switched linear state-space model of the buck converter in Simulink and display the signals in Simulation Data Inspector. The comparison of the runs show that the numeric results match.

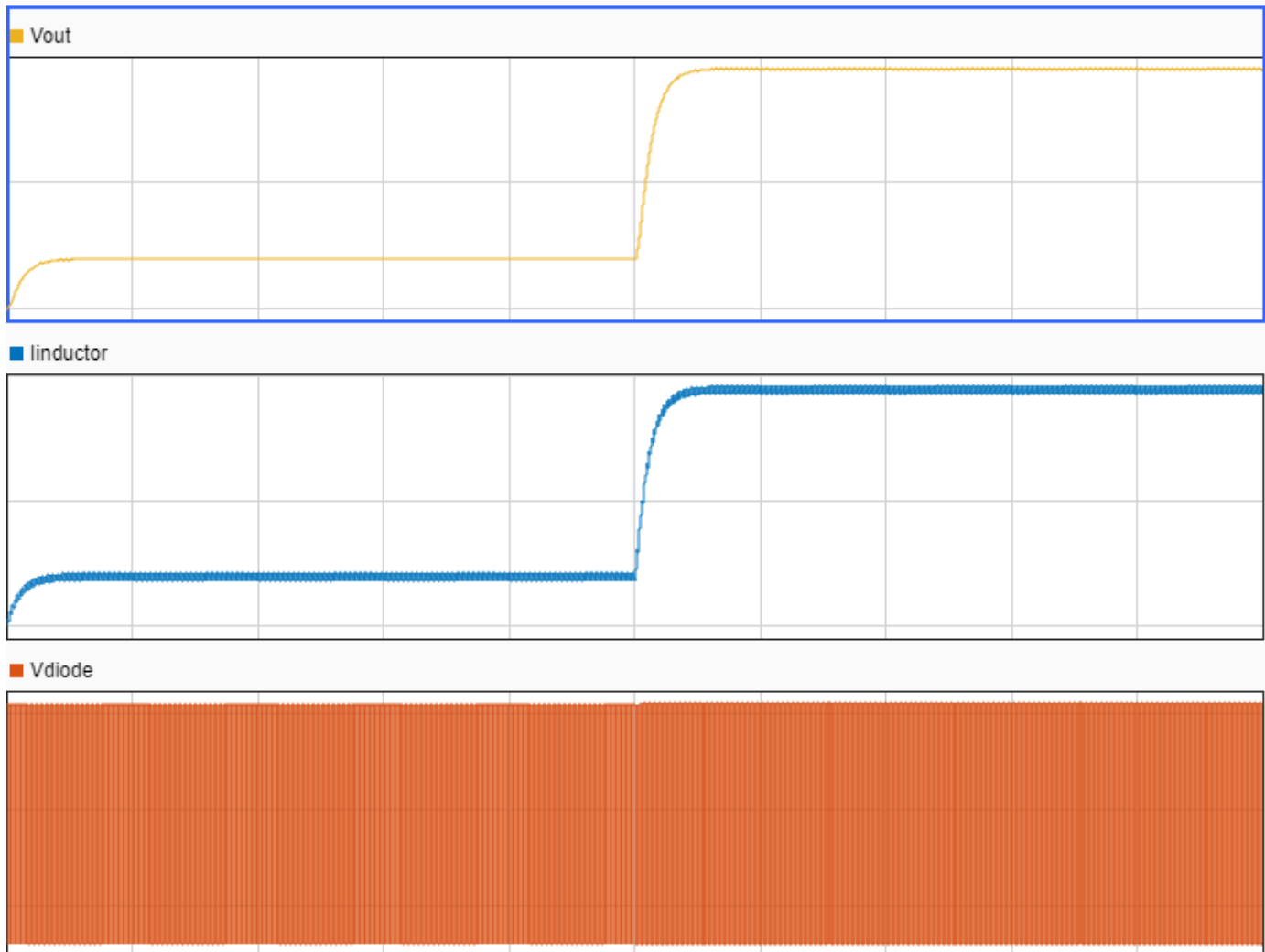
Simulate the HDL implementation model.

```
sim('gmStateSpaceHDL_sschedlex_I0334_BuckConverte')
%
% Display output signals of buck converter Simscape model in Simulation
% Data Inspector.
Simulink.sdi.clearAllSubPlots
Simulink.sdi.setSubPlotLayout(3,1);

allIDs2 = Simulink.sdi.getAllRunIDs;
runID2 = allIDs2(end);
run2 = Simulink.sdi.getRun(runID2);
run2.name = 'HDL Desktop Simulation';

run2.getAllSignals;
plotOnSubPlot(run2.getSignalsByName('Vout'),1,1,true);
plotOnSubPlot(run2.getSignalsByName('Iinductor'),2,1,true);
plotOnSubPlot(run2.getSignalsByName('Vdiode'),3,1,true);

Simulink.sdi.view;
```



To verify that the HDL implementation model matches the original Simscape model, generate a state-space validation model. In the **Generate implementation model** task, select the **Generate validation logic for the implementation model** check box and then run this task. Simulating the model does not display assertions, which indicates that the numeric results match. See “Validate HDL Implementation Model to Simscape Algorithm” on page 32-97.

HDL Workflow Advisor

The HDL Workflow Advisor guides you through HDL code generation and the FPGA design process. Use the Advisor to:

- Check the model for HDL code generation compatibility and fix incompatible settings.
- Generate HDL code, test bench, and scripts to build and run the code and test bench.
- Perform synthesis, timing analysis, and deploy the generated code on SoCs, FPGAs, and Speedgoat I/O modules.

You run the Advisor for the FPGA subsystem in your model. To open the HDL Workflow Advisor for the subsystem inside the model, use the `hdladvisor` function. For example:

```
hdladvisor('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA')
```

To learn about the tasks in the Advisor, right-click that task, and select **What's This?**. See “Getting Started with the HDL Workflow Advisor” on page 31-6.

Run Workflow Script to Generate Simulink Real-Time Interface Model

For rapid prototyping, export the HDL Workflow Advisor settings to a script. The script is a MATLAB® file that you run from the command line. You can modify and run the script, or import the settings into the HDL Workflow Advisor User Interface. See “Run HDL Workflow with a Script” on page 31-54.

This example shows how to run the HDL Workflow script. To generate a Simulink Real-Time Interface model, open and run this MATLAB script.

```
edit('hdlworkflow_buck_I0334')
```

```
%% -----
% This script contains the model, target settings, interface mapping, and
% the Workflow Configuration settings for generating HDL code for the HDL
% implementation model generated for the buck converter model, and for
% deploying the code to the FPGA on board the Speedgoat I0334-325K module.
%% -----

%% Set Parameters for HDL Code Generation

% Model HDL parameters
% -----
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte', 'FloatingPointTargetConfiguration', 'I0334');
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte', 'HDLSubsystem', 'gmStateSpaceHDL_sschedlex_I0334_BuckConverte');
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte', 'Oversampling', 100);
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte', 'ScalarizePorts', 'DUTLevel');
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte', 'TargetFrequency', 200);
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte', 'Workflow', 'Simulink Real-Time FPGA');
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte', 'TargetPlatform', 'Speedgoat I0334-325K');
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte', 'AdaptivePipelining', 'off');

%% Map DUT Ports to Target Interfaces

% Input port mapping
% -----
% All input signals to the "FPGA" subsystem are mapped to the PCIe
% interface. I.e. these signals will be transferred from the CPU of the
% real-time target machine to the I0334 FPGA over the PCIe bus.

hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/PWM Period', 'IOInterface', 'PCIe');
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/Duty Cycle', 'IOInterface', 'PCIe');
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/DC Input Voltage', 'IOInterface', 'PCIe');

% Output port mapping
% -----
% The scaled output signals of the converter are mapped to the analog
% output interface of the I0334.
```

```

hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/DAC V Out', 'IOInterface', 'I0334_V_Out');
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/DAC V Out', 'IOInterfaceMapping', 'I0334_V_Out');

hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/DAC V Diode', 'IOInterface', 'I0334_V_Diode');
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/DAC V Diode', 'IOInterfaceMapping', 'I0334_V_Diode');

hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/DAC I Inductor', 'IOInterface', 'I0334_I_Inductor');
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/DAC I Inductor', 'IOInterfaceMapping', 'I0334_I_Inductor');

hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/DAC Trigger', 'IOInterface', 'I0334_Trigger');
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/DAC Trigger', 'IOInterfaceMapping', 'I0334_Trigger');

% The signal frames are mapped to PCIe registers. They are read by the CPU for data logging.
hdlset_param('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA/PCIE Out', 'IOInterface', 'PCIE_Out');

%% Workflow Configuration Settings

% HDL Workflow Advisor is opened with the following settings.
hWC = hdlcoder.WorkflowConfig('SynthesisTool','Xilinx Vivado','TargetWorkflow','Simulink Real-Time');

% Specify the top level project directory.
hWC.ProjectFolder = 'hdl_prj';
hWC.ReferenceDesignToolVersion = '2019.2';

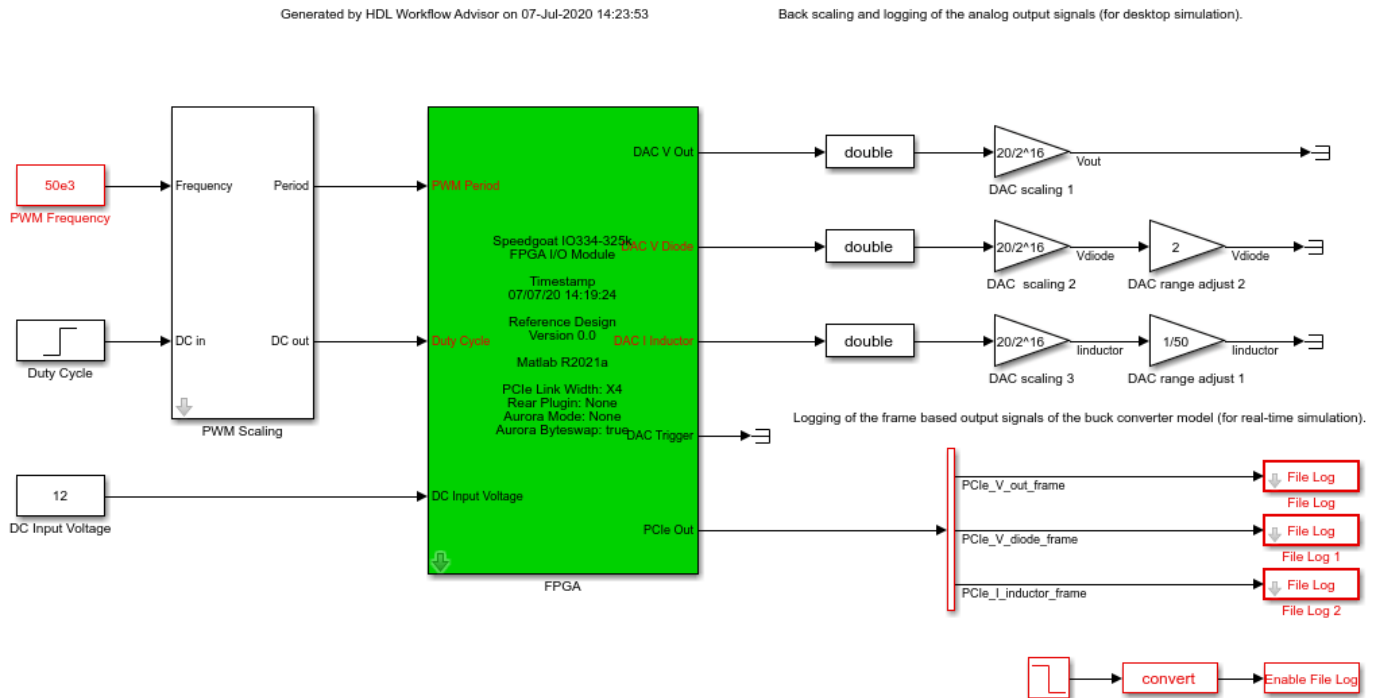
% Set Workflow tasks to run.
hWC.RunTaskGenerateRTLCodeAndIPCore = true;
hWC.RunTaskCreateProject = true;
hWC.RunTaskBuildFPGABitstream = true;
hWC.RunTaskGenerateSimulinkRealTimeInterface = true;

%% Run the Workflow
hdlcoder.runWorkflow('gmStateSpaceHDL_sschedlex_I0334_BuckConverte/FPGA', hWC);

```

Prepare Simulink Real-Time Interface Model for Real-Time Simulation

Running the workflow script generates RTL code and IP core, creates a Vivado project, builds the FPGA bitstream, and then generates the Simulink Real-Time Interface model.



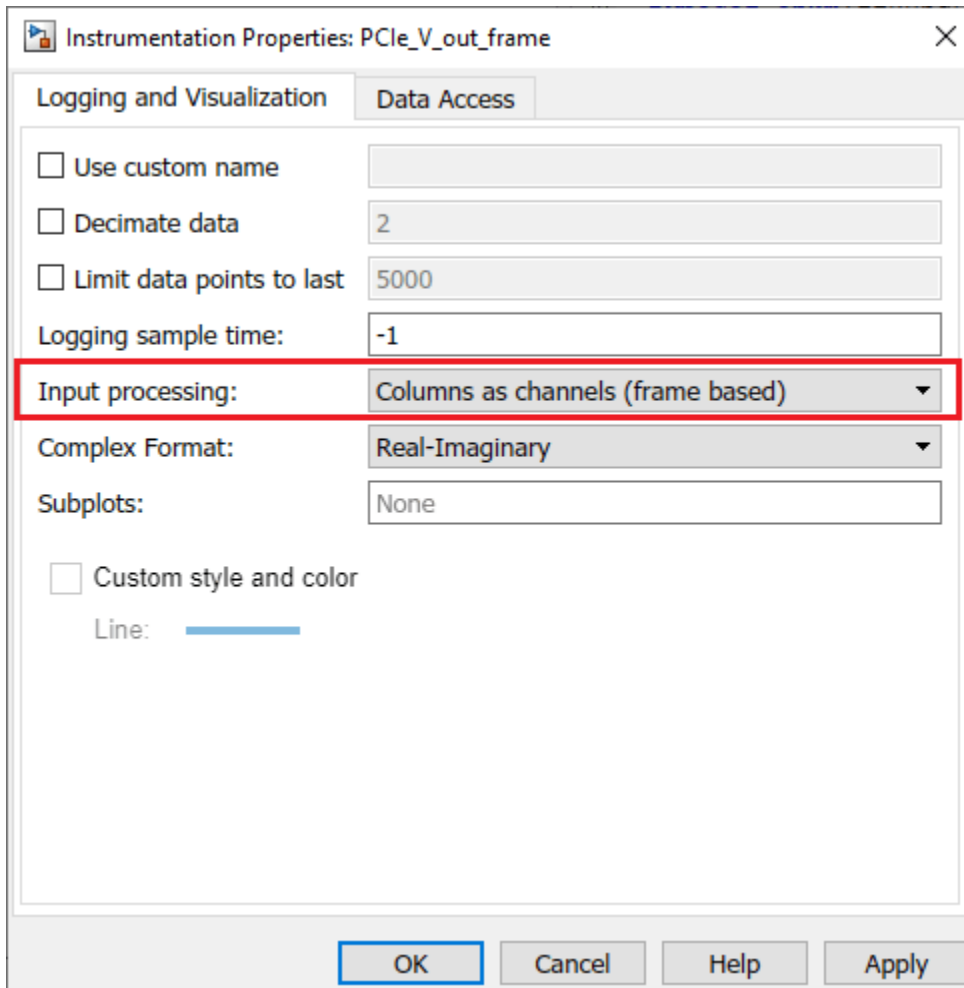
Before deploying the model to the Speedgoat real-time target machine:

1. Set the sample time for all blocks running on the CPU of the Speedgoat real-time target machine to 50us (including driver blocks for the FPGA).

```
generated_model = gcs;
Ts = 50e-6;
set_param([generated_model, '/FPGA'], 'ts', 'Ts');
```

2. Set the Simulation Data Inspector setting **Input processing** to Columns as channels (frame based) for the signals PCIe_V_out_frame, PCIe_V_diode_frame and PCIe_I_inductor_frame. Inside the mask of the File Log blocks, right-click the logging symbol and navigate to the Instrumentation Properties dialog box. To make the logging signal appear, you might have to update the model.

```
set_param(generated_model, 'SimulationCommand', 'update');
```

Alternatively, you can set signal logging to frame based mode by using these commands.

```
Simulink.sdi.setSignalInputProcessingMode([generated_model, '/File Log/Demux'], 1, 'frame');
Simulink.sdi.setSignalInputProcessingMode([generated_model, '/File Log 1/Demux'], 1, 'frame');
Simulink.sdi.setSignalInputProcessingMode([generated_model, '/File Log 2/Demux'], 1, 'frame');
```

Connect to Target Machine and Run Real-Time Simulation

The model can now be deployed to the Speedgoat real-time target machine. The buck converter model is automatically loaded to the FPGA on the IO334.

Connect to the Speedgoat real-time target machine.

```
tg = slrealtime;
tg.connect;
```

Build and download the model to the target machine.

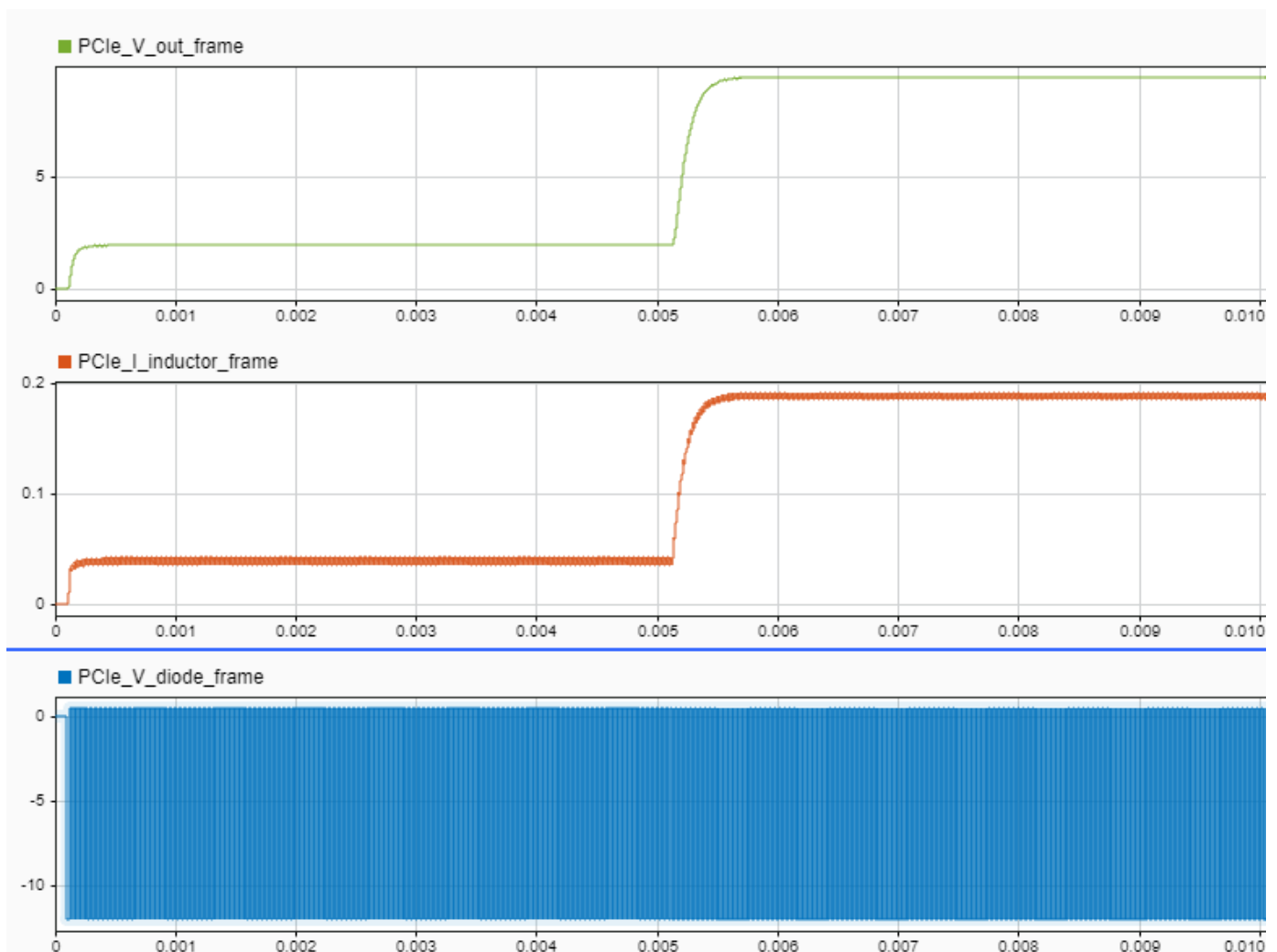
```
rtwbuild(generated_model);
tg.load(generated_model);
```

Start the model execution.

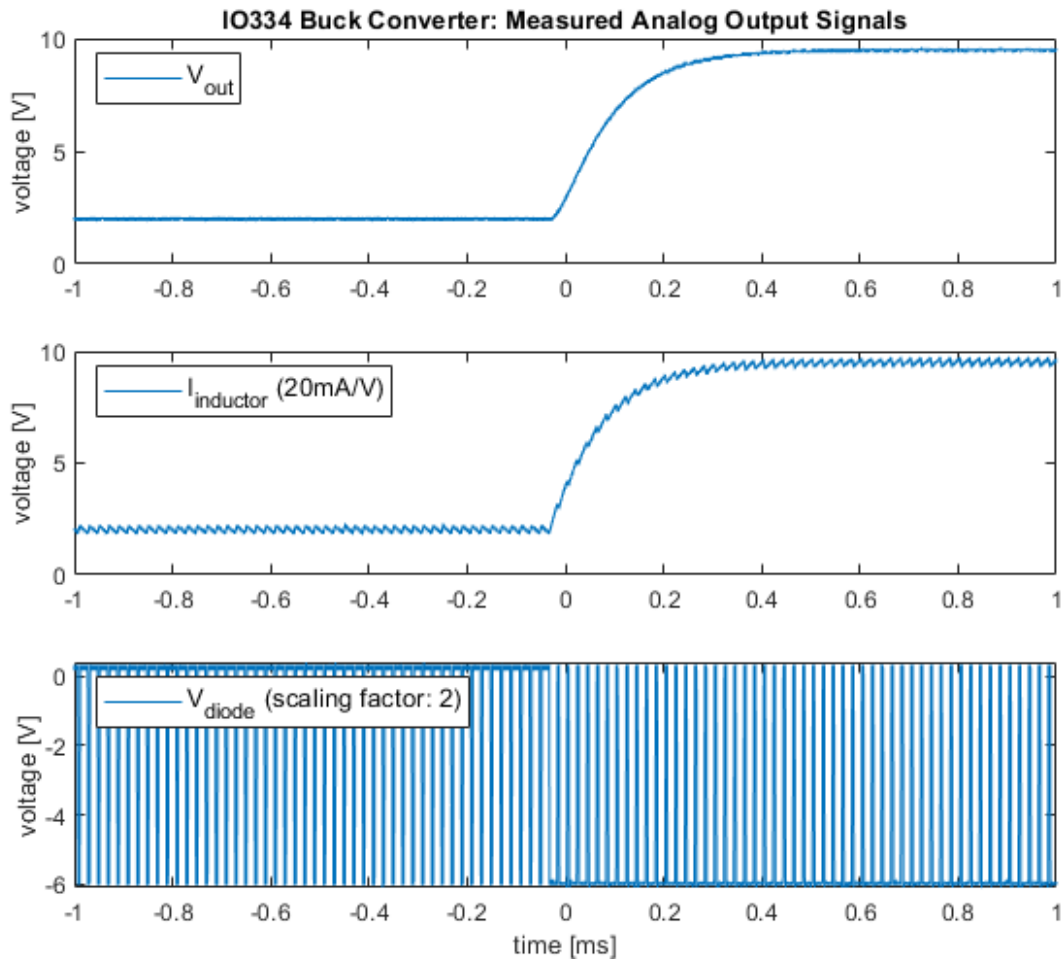
```
tg.start;  
pause(10);
```

The file logging blocks store the signals on the SSD of the target-machine. The data is automatically uploaded to the host computer once the model is stopped. The data is visualized in Simulation Data Inspector. You can verify that the results of the real-time simulation matches the original Simscape model.

```
Simulink.sdi.setSubPlotLayout(3,1);  
  
allIDs = Simulink.sdi.getAllRunIDs;  
runID = allIDs(end);  
run = Simulink.sdi.getRun(runID);  
run.name = 'Real Time Simulation on I0334';  
  
run.getAllSignals  
plotOnSubPlot(run.getSignalsByName('PCle_V_out_frame'),1,1,true);  
plotOnSubPlot(run.getSignalsByName('PCle_I_inductor_frame'),2,1,true);  
plotOnSubPlot(run.getSignalsByName('PCle_V_diode_frame'),3,1,true);  
  
Simulink.sdi.view
```



Alternatively, you can measure the signals at the analog output of the IO334. This figure shows a plot of the signals in MATLAB.



See Also

Functions

checkhdl | makehdl

More About

- "Run HDL Workflow with a Script" on page 31-54
- "IP Core Generation Workflow for Speedgoat Simulink-Programmable I/O Modules" on page 41-108
- "FPGA Programming and Configuration on Speedgoat Simulink-Programmable I/O Modules" on page 41-79

- “Simscape HDL Workflow Advisor Tasks” on page 33-2
- Speedgoat I/O Examples

Partition Simscape Models Containing a Large Network into Multiple Smaller Networks

This example shows how to partition a solar power inverter model that contains a single, large Simscape™ network into multiple networks. After you partition the network, you can run the Simscape HDL Workflow Advisor to generate the HDL implementation model. To learn how you run the Advisor for the model, see “Generate HDL Code for Simscape Models with Multiple Networks” on page 32-54.

Why Partition a Simscape Network

When your Simscape model contains many switching elements, the state-space representation can contain a large number of modes. The Simscape HDL Workflow Advisor simulates the Simscape model to calculate the number of modes that are relevant. Certain Simscape models can have a large number of modes that are relevant. The generated HDL implementation model for such a large design can consume a significantly large number of resources, and the generated HDL implementation md may even fail to synthesize on the target FPGA device. To reduce the number of modes, you can partition the Simscape network in your model into multiple networks, and then run the Simscape HDL Workflow Advisor.

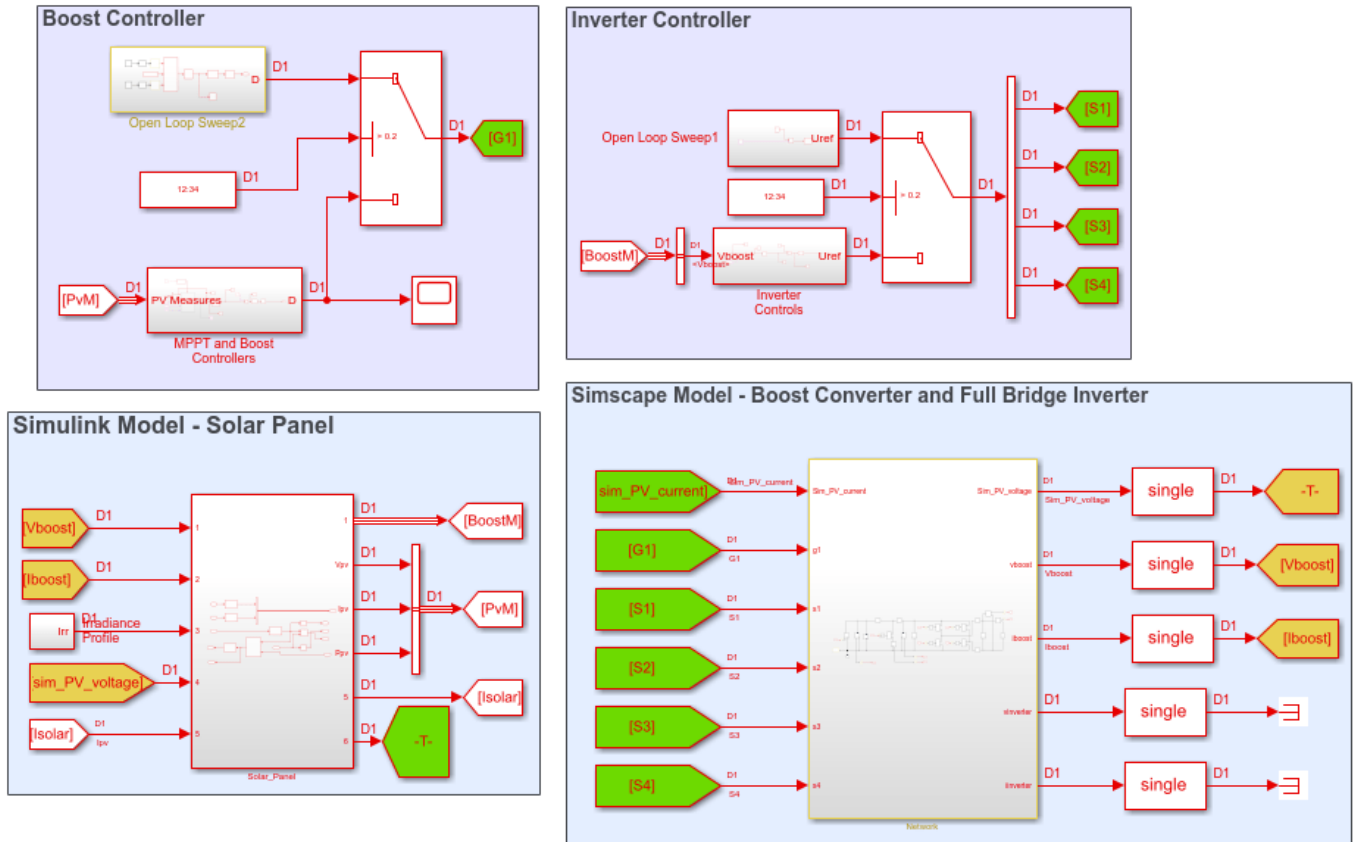
Solar Power Inverter Model with Single Network

To open the solar power inverter example model, run:

```
open_system('sschdlexSolarInverterSingleNetworkExample')
```

For this example, the model is saved as `Solar_Power_Inverter_Single_Network_HDL`. This model is the same as `sschdlexSolarInverterSingleNetworkExample` but has the subsystems rearranged and the logic for the solar panel placed inside a `Solar_Panel` subsystem.

```
open_system('Solar_Power_Inverter_Single_Network_HDL')
set_param('Solar_Power_Inverter_Single_Network_HDL', 'SimulationCommand', 'Update')
```

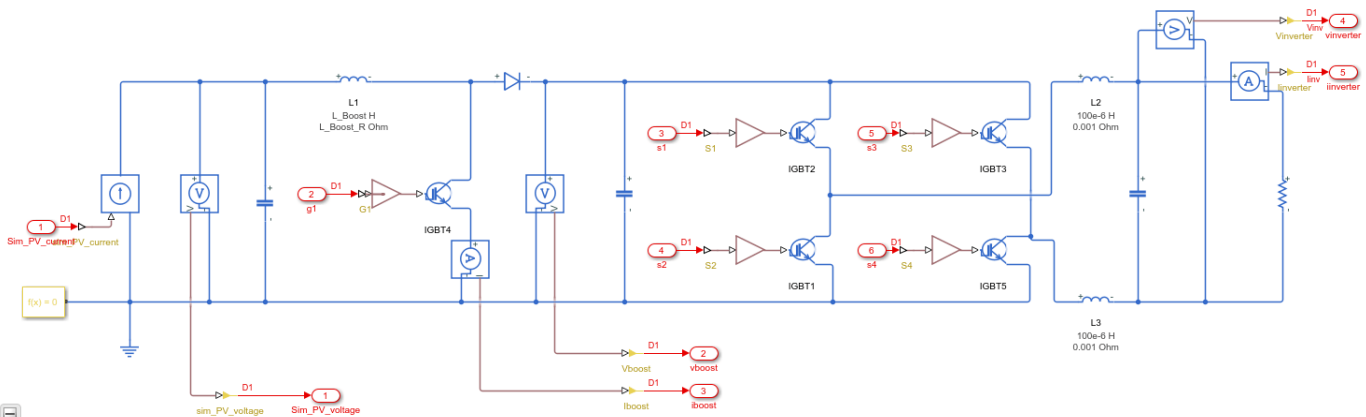


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The model consists of four parts: solar panel, boost controller, inverter controller, and a boost converter and full bridge inverter. The solar panel is modeled in Simulink® by using lookup tables. The boost controller and inverter controller provide the control signals for the boost converter and the full bridge inverter which is an H-bridge.

To see the boost converter and inverter, open the Network subsystem.

```
open_system('Solar_Power_Inverter_Single_Network_HDL/Network')
```



Run Simscape HDL Workflow Advisor

1. To open the Simscape HDL Workflow Advisor for the model, enter:

```
sschdladvisor('Solar_Power_Inverter_Single_Network_HDL')
```

```
### Running Simscape HDL Workflow Advisor for <a href="matlab:(Solar_Power_Inverter_Single_Network_HDL)">Solar_Power_Inverter_Single_Network_HDL</a>
```

2. Run the workflow to the **Discretize Equations** task. You see that the state-space representation uses around 173 modes, which is a large number of modes.

Summary of the state-space representation:

Details related to the Simscape network [Solar_Power_Inverter_Single_Network_HDL/Network/Solver Configuration](#)

| Parameter | Parameter size |
|-----------|----------------|
| A | 18 x 18 x 173 |
| B | 18 x 6 x 173 |
| F0 | 18 x 1 x 173 |
| C | 5 x 18 x 173 |
| D | 5 x 6 x 173 |
| Y0 | 5 x 1 x 173 |

Such a large number of modes can consume a significantly large number of hardware resources, and may even cause the DUT subsystem in the HDL implementation model to fail to synthesize on the target FPGA device.

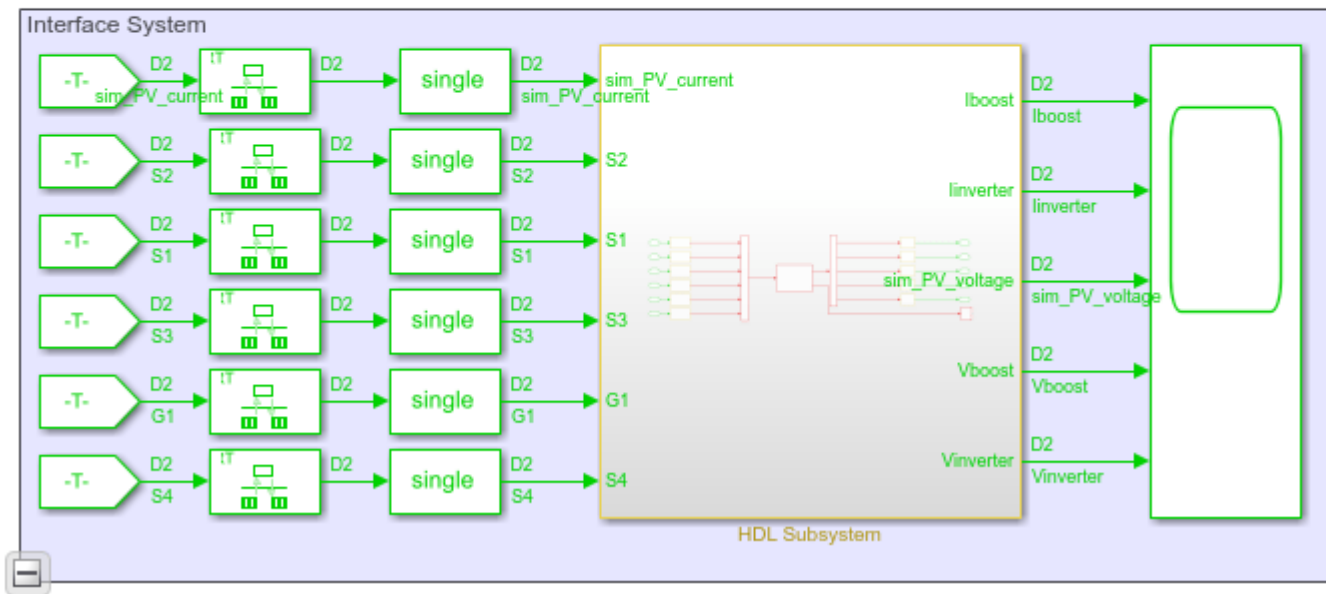
Generate HDL Implementation Model and View Resource Consumption

To see the resource consumption:

1. Run the **Generate implementation model** task. Click the link to open the HDL implementation model.

The model contains a HDL Subsystem block that models the state-space equations for the Simscape network. Save the model as `Solar_Power_Inverter_Single_Network_StateSpace.slx`.

```
open_system('Solar_Power_Inverter_Single_Network_StateSpace')
set_param('Solar_Power_Inverter_Single_Network_StateSpace', 'SimulationCommand', 'Update')
```



2. Enable generation of the resource utilization report.

```
hdlset_param('Solar_Power_Inverter_Single_Network_StateSpace', 'ResourceReport', 'on')
```

3. Run the makehdl function to generate code for the HDL Subsystem block.

```
makehdl('Solar_Power_Inverter_Single_Network_StateSpace/HDL Subsystem')
```

If HDL Coder™ generates an error that it is unable to allocate delays, increase the **Oversampling factor**. Start by increasing the **Oversampling factor** to 100, and then generate HDL code. If HDL Coder is still unable to allocate delays, then further increase the **Oversampling factor**.

```
hdlset_param('Solar_Power_Inverter_Single_Network_StateSpace', 'Oversampling', 100)
```

4. As you generate HDL code, open the Code Generation Report. The resource utilization report indicates a large amount of multipliers, adders, and registers that might be consumed on the target FPGA device.

Summary

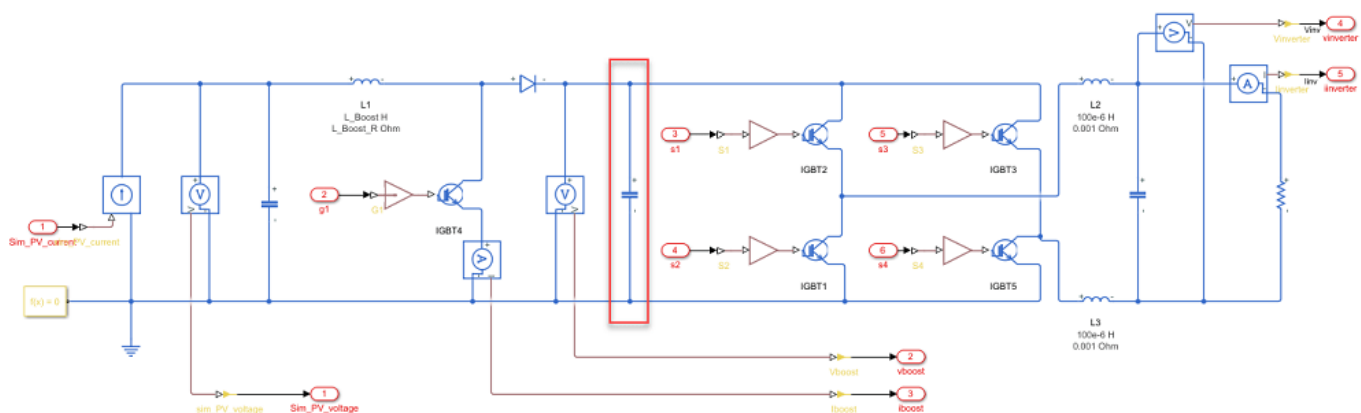
| | |
|-------------------------|--------|
| Multipliers | 173 |
| Adders/Subtractors | 2959 |
| Registers | 16218 |
| Total 1-Bit Registers | 161776 |
| RAMs | 0 |
| Multiplexers | 25511 |
| I/O Bits | 356 |
| Static Shift operators | 0 |
| Dynamic Shift operators | 352 |

Partition Solar Inverter Network into Multiple Simscape Networks

To reduce the number of modes, you can partition the Simscape network inside the Network subsystem into two Simscape networks. To partition the network into multiple networks:

1. Identify the boundary for partitioning the network into multiple networks. An energy storage element such as a capacitor or an inductor makes a good candidate for partitioning the network. To produce a Simscape model that contains multiple networks and effectively reduces the number of modes in the state-space representation, choose a boundary that produces identical or near identical partitions. That is, the number of switching elements on either side of the boundary are identical or nearly identical.

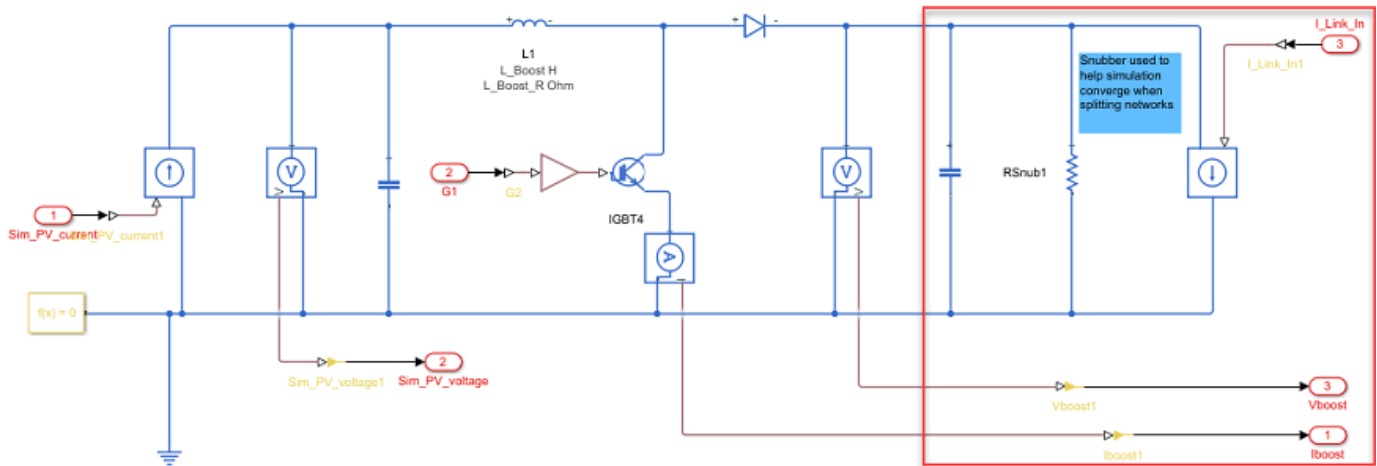
For the solar power inverter, you can choose the DC link capacitor between the H-bridge inverter and the boost converter as the boundary for partitioning the network.



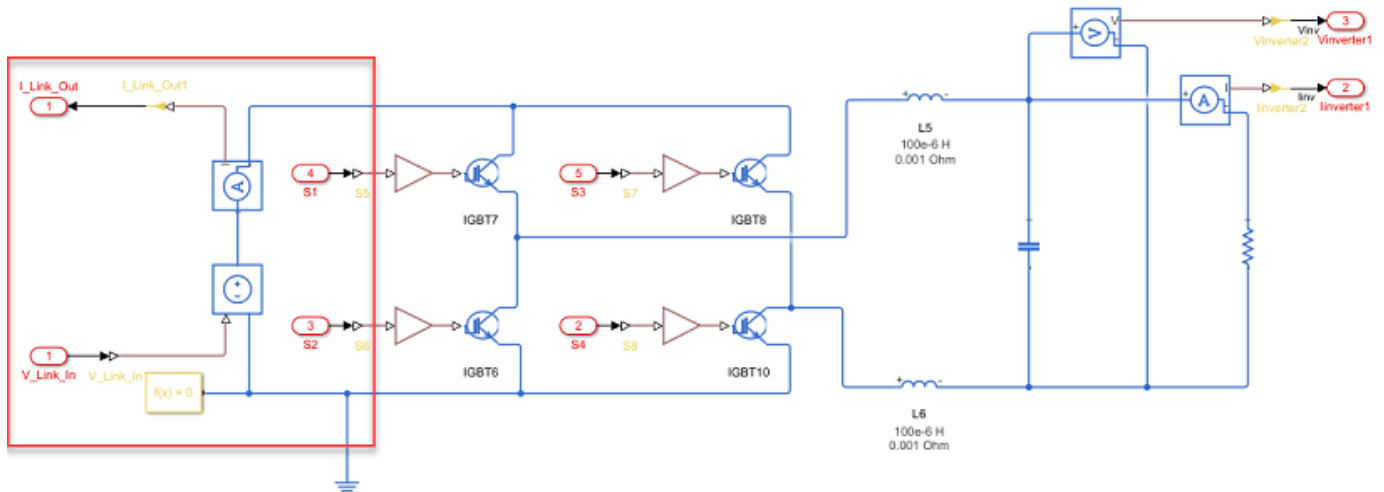
2. After you partition the network, prepare the modified Simscape model for compatibility with the Simscape HDL Workflow Advisor. Place each partitioned network inside a subsystem and use a Solver Configuration block for each network.

The Simscape HDL Workflow Advisor uses the Solver Configuration block to identify each unique network in your Simscape model.

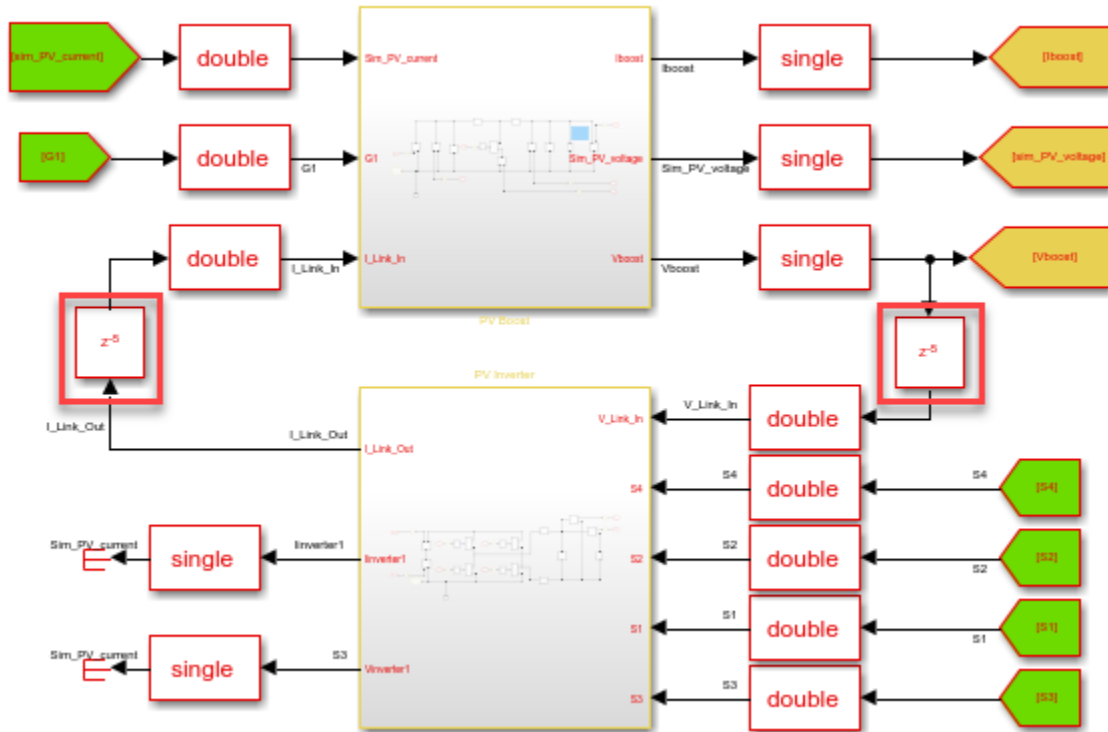
3. For the simulation to converge when using multiple networks, in the network containing the boost converter, add a snubber resistance and a controlled current source in parallel to the capacitor for the current output to the inverter network.



4. In the inverter network, add a controlled voltage source to the voltage input to the network.



5. To break the algebraic loops in the system, add Delay blocks between the signal lines that connect the output of one subsystem to the input of the other subsystem. For higher accuracy, add Data Type Conversion blocks to provide double data types as inputs to the networks.



Solar Power Inverter Model with Multiple Networks

The single network model is now partitioned into multiple networks. To open the model containing multiple networks, enter:

```
open_system('sschdlexSolarInverterPartitionedNetworkExample')
```

To learn how you run the Simscape HDL Workflow Advisor and generate HDL code for this model, see “Generate HDL Code for Simscape Models with Multiple Networks” on page 32-54.

See Also

Functions

checkhdl | makehdl | sschdladvisor

More About

- “Generate HDL Code for Simscape Models” on page 32-9
- “Simscape HDL Workflow Advisor Tasks” on page 33-2
- “Simscape HDL Workflow Advisor Tips and Guidelines” on page 33-6
- “Validate HDL Implementation Model to Simscape Algorithm” on page 32-97

Generate HDL Code for Simscape Models with Multiple Networks

This example shows how you can run the Simscape HDL Workflow Advisor to generate the HDL implementation model for a Simscape™ model that contains multiple networks. You can also generate a validation logic that numerically compares each Simscape network with the corresponding state-space implementation in the HDL implementation model. The Simscape model in this example is a solar power inverter partitioned into two networks. To learn how this network is partitioned, see “Partition Simscape Models Containing a Large Network into Multiple Smaller Networks” on page 32-47.

Why Use a Simscape Model with Multiple Networks

When your Simscape model contains many switching elements, the state-space representation can contain a large number of modes. The generated HDL implementation model for such a large design can consume a significantly large number of resources, and may even fail to synthesize on the target FPGA device. To reduce the number of modes, you can partition the Simscape network in your model into multiple networks, and then run the Simscape HDL Workflow Advisor.

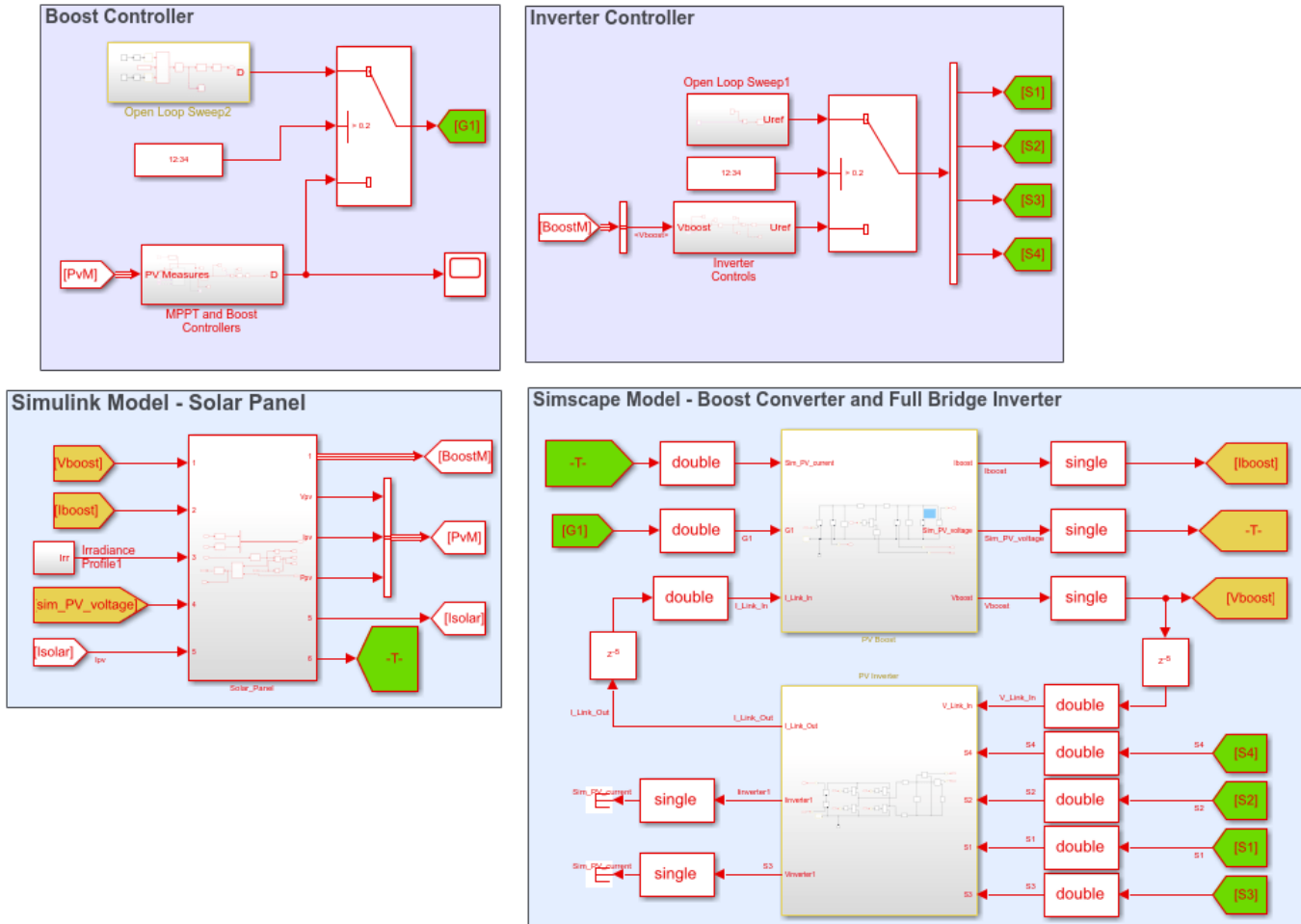
Solar Power Inverter Model with Multiple Networks

To open the model that contains multiple networks, run:

```
open_system('sschdlexSolarInverterPartitionedNetworkExample')
```

For this example, the model is saved as `Solar_Power_Inverter_Multiple_Network_HDL`. This model is the same as `sschdlexSolarInverterPartitionedNetworkExample` but has the subsystems rearranged and the logic for the solar panel placed inside a `Solar_Panel` subsystem.

```
open_system('Solar_Power_Inverter_Multiple_Network_HDL')
set_param('Solar_Power_Inverter_Multiple_Network_HDL', 'SimulationCommand', 'Update')
```



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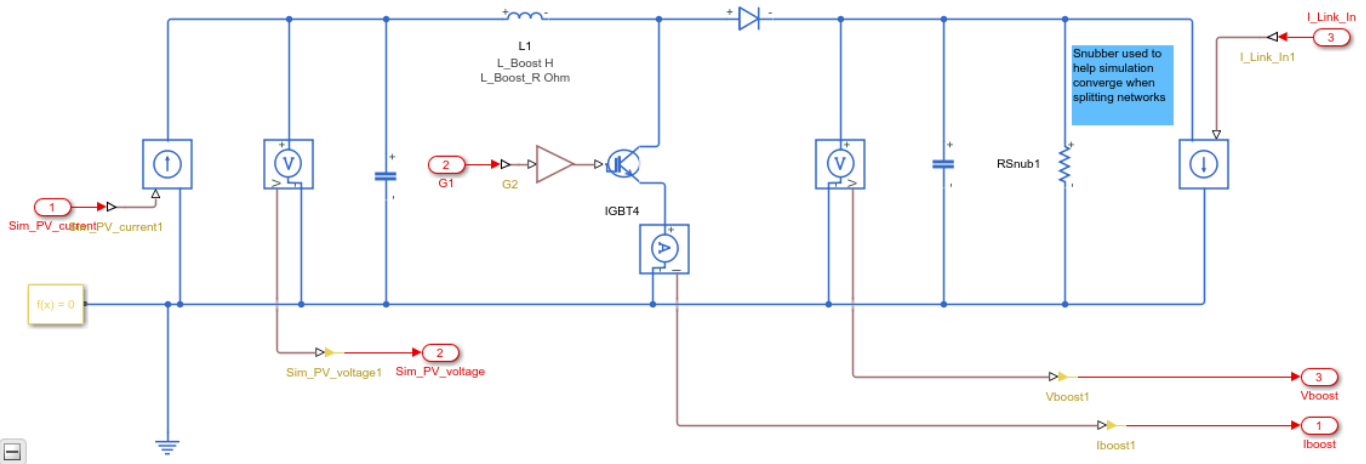
The model consists of four parts: solar panel, boost controller, inverter controller, and a boost converter and full bridge inverter. The solar panel is modeled in Simulink® by using lookup tables. The boost controller and inverter controller provide the control signals for the boost converter and the full bridge inverter which is an H-bridge.

The original model contains the boost converter and full bridge inverter as a single network inside one subsystem. To see this model, enter:

```
open_system('sschdlexSolarInverterSingleNetworkExample')
```

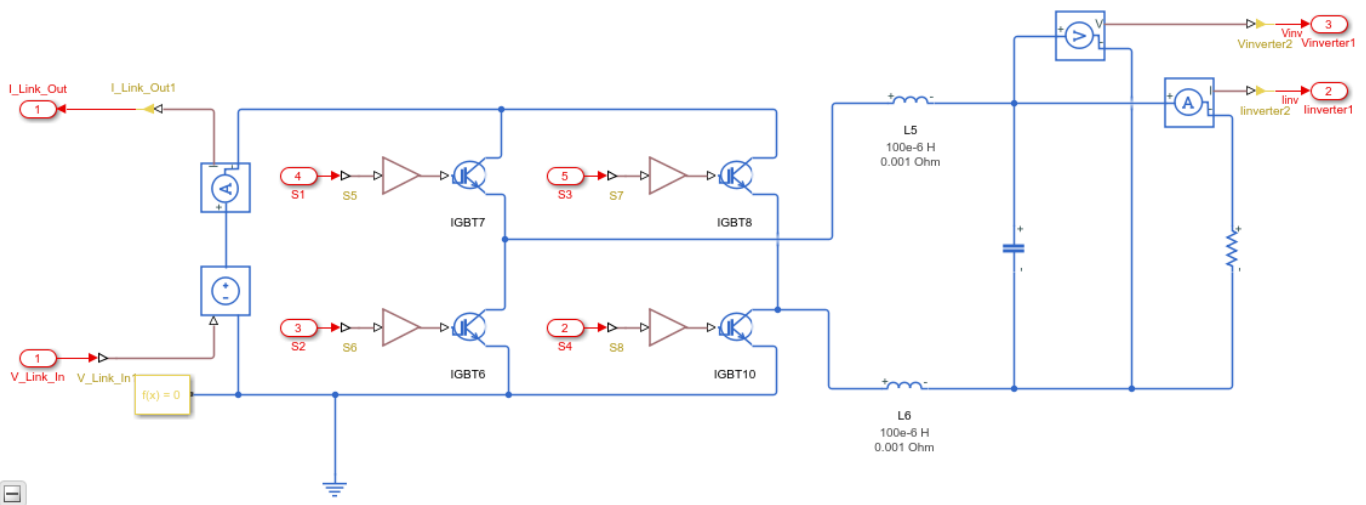
The partitioned model contains the two networks inside separate subsystems. To see the boost converter, open the PV Boost subsystem.

```
open_system('Solar_Power_Inverter_Multiple_Network_HDL/PV Boost')
```



To see the full bridge inverter, open the PV Inverter subsystem.

```
open_system('Solar_Power_Inverter_Multiple_Network_HDL/PV Inverter')
```



Run Simscape HDL Workflow Advisor for Model with Multiple Networks

1. To open the Simscape HDL Workflow Advisor for the model, enter:

```
sschdladvisor('Solar_Power_Inverter_Multiple_Network_HDL')
```

```
### Running Simscape HDL Workflow Advisor for <a href="matlab:(Solar_Power_Inverter_Multiple_Net
```

2. Run the workflow to the **Check switched linear** task.

The Simscape HDL Workflow Advisor lists the number of networks present in the model and the number of algebraic and differential variables for each network. The Advisor uses the Solver Configuration block to identify each unique network in your model.

Number of Simscape networks present in the model: 2

Details related to the Simscape network [Solar Power Inverter Multiple Network HDL/PV Inverter/Solver Configuration1](#)

Details

Number of Discrete Variables: 12

Number of Differential Variables: 3

| Source | Value |
|---|-------------------|
| PV_Inverter.Capacitor4.vc | Capacitor voltage |
| PV_Inverter.L5.i_L | Inductor current |
| PV_Inverter.L6.i_L | Inductor current |

Number of Algebraic Variables: 9

| Source | Value |
|---|---------|
| PV_Inverter.IGBT10.C.v | Voltage |
| PV_Inverter.IGBT10.ideal_switch.i | i |
| PV_Inverter.IGBT6.C.v | Voltage |
| PV_Inverter.IGBT6.ideal_switch.i | i |
| PV_Inverter.IGBT7.diode.i | Current |
| PV_Inverter.IGBT7.ideal_switch.i | i |
| PV_Inverter.IGBT8.diode.i | Current |
| PV_Inverter.IGBT8.ideal_switch.i | i |
| PV_Inverter.L6.v | Voltage |

Details related to the Simscape network [Solar Power Inverter Multiple Network HDL/PV Boost/Solver Configuration](#)

Details

Number of Discrete Variables: 6

Number of Differential Variables: 3

| Source | Value |
|--|-------------------|
| PV_Boost.Capacitor.vc | Capacitor voltage |
| PV_Boost.Capacitor2.vc | Capacitor voltage |
| PV_Boost.L1.i_L | Inductor current |

3. Run the **Extract equations** task.

The task displays the number of modes, states, inputs, outputs, and differential variables for each Simscape network.

Passed**Details related to the Simscape network [Solar Power Inverter Multiple Network HDL/PV Inverter/Solver Configuration1](#)**

- Number of states: 12
- Number of inputs: 5
- Number of outputs: 3
- Number of modes: 58
- Number of differential variables: 3

Details related to the Simscape network [Solar Power Inverter Multiple Network HDL/PV Boost/Solver Configuration](#)

- Number of states: 6
- Number of inputs: 3
- Number of outputs: 3
- Number of modes: 9
- Number of differential variables: 3

4. Run the **Discretize equations** task.

The state-space representation now uses fewer modes. The number of modes is 58 for the boost converter and 9 for the full bridge inverter, which results in a total number of 67 modes. The reduction in the number of modes saves area of the HDL implementation model on the target device.

Details related to the Simscape network [Solar Power Inverter Multiple Network HDL/PV Boost/Solver Configuration](#)

| Parameter | Parameter size |
|-----------|----------------|
| A | 12 x 12 x 58 |
| B | 12 x 5 x 58 |
| F0 | 12 x 1 x 58 |
| C | 3 x 12 x 58 |
| D | 3 x 5 x 58 |
| Y0 | 3 x 1 x 58 |

Details related to the Simscape network [Solar Power Inverter Multiple Network HDL/PV Inverter/Solver Configuration1](#)

| Parameter | Parameter size |
|-----------|----------------|
| A | 6 x 6 x 9 |
| B | 6 x 3 x 9 |
| F0 | 6 x 1 x 9 |
| C | 3 x 6 x 9 |
| D | 3 x 3 x 9 |
| Y0 | 3 x 1 x 9 |

5. Change the **Validation logic tolerance** to $1e-4$ and select the **Generate validation logic for the implementation model** check box. Run the **Generate implementation model** task.

Generate implementation model

Solver Settings

Solver method: Iterative Number of solver iterations: [How to Change This?](#)

Implementation Model Settings

Floating-point precision


Single Map state space parameters to RAMs: ▼

Double

Single coefficient, double computation [What's This?](#)

Verification Settings

Generate validation logic for the implementation model Validation logic tolerance:

Result:  Passed

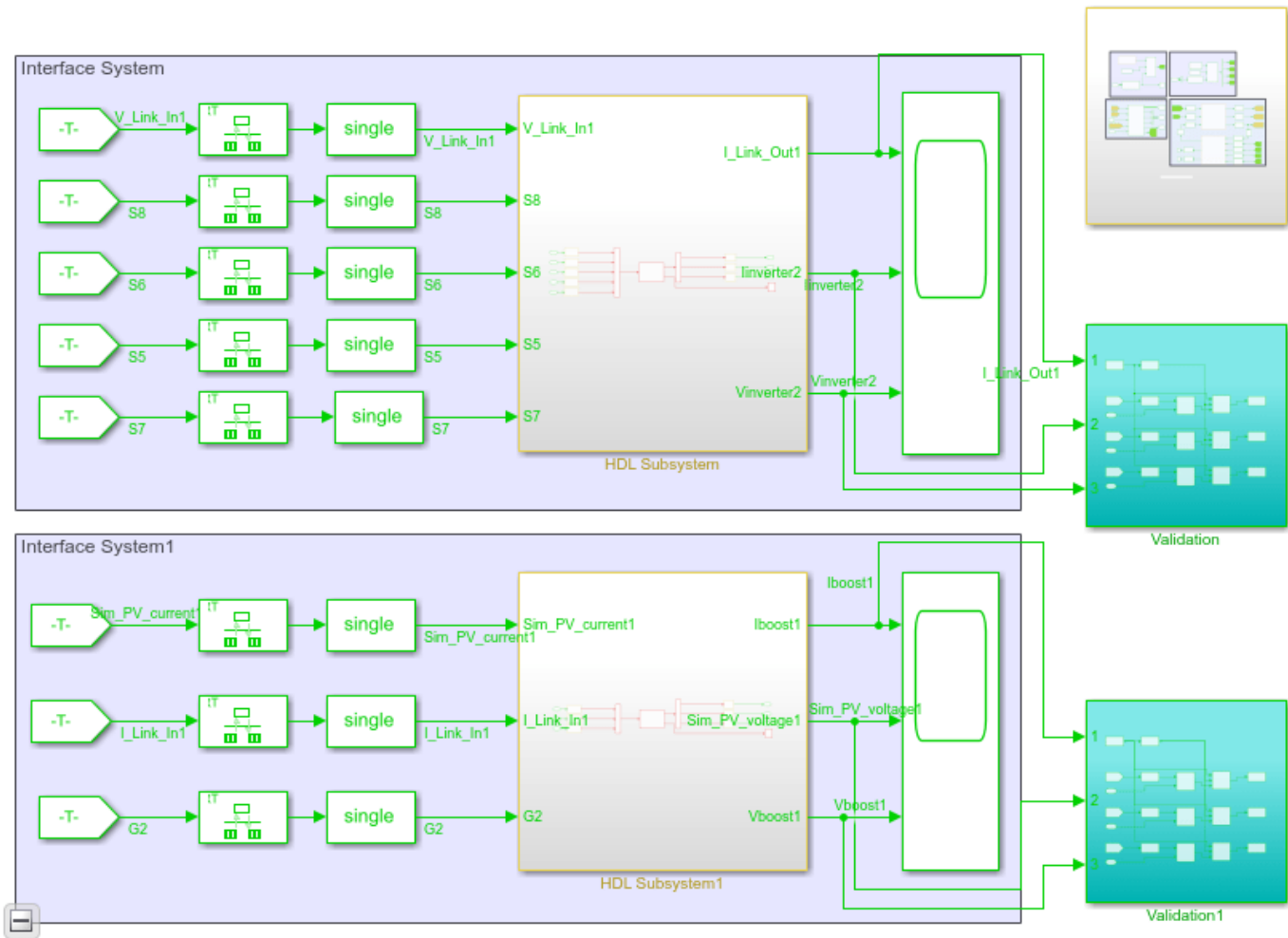
Passed

Generated implementation model '[gmStateSpaceHDL_Solar_Power_Inverter_Multip](#)'.

Open HDL Implementation Model and Validate HDL Algorithm

To open the implementation model, click the link in the **Generate implementation model** task log. Rename the model as `Solar_Power_Inverter_Multiple_Network_StateSpace`.

```
open_system('Solar_Power_Inverter_Multiple_Network_StateSpace')
set_param('Solar_Power_Inverter_Multiple_Network_StateSpace', 'SimulationCommand', 'Update')
```



The model contains two HDL Subsystems. The HDL Subsystem block models the state-space equations for the boost converter. The HDL Subsystem1 block models the state-space equations for the full bridge inverter. The Validation and Validation1 subsystems compare functional equivalence of the state space representation of the boost converter and full bridge inverter with the corresponding Simscape network in the original model.

The state-space parameters are saved in a MAT file `Solar_multiple_network_stateSpaceParameters.mat`. The file contains a cell array of two structures. One structure contains the parameters for the boost converter. The other structure contains the parameters for the full bridge inverter.

To compare the functional equivalence, simulate the model. If simulating the model produces assertions, you can resolve the validation mismatch by modifying a combination of various settings in the **Generate implementation model** task until the HDL implementation model matches the Simscape algorithm. The settings include increasing the validation logic tolerance, increasing the number of solver iterations, and changing the floating-point precision. For more information, see “Validate HDL Implementation Model to Simscape Algorithm” on page 32-97.

Generate HDL Code and Validation Model

1. Enable generation of the resource utilization report.

```
hdlset_param('Solar_Power_Inverter_Multiple_Network_StateSpace', 'ResourceReport', 'on')
```

2. Before you generate HDL code, it is recommended that you enable generation of the validation model. The validation model compares the output of the generated model after code generation to the output of the original model. To learn more, see “Generated Model and Validation Model” on page 24-11.

```
HDLmodelName = 'Solar_Power_Inverter_Multiple_Network_StateSpace';
hdlset_param(HDLmodelName, 'TargetDirectory', 'C:/Temp/hdlsrc');
hdlset_param(HDLmodelName, 'GenerateValidationModel', 'on');
```

3. Run the `makehdl` function to generate code. To generate HDL code for both HDL Subsystem blocks, you can place the blocks inside another top level subsystem and then generate HDL code. Name this subsystem as `HDL_DUT`.

```
makehdl('Solar_Power_Inverter_Single_Network_StateSpace/HDL_DUT')
```

The generated HDL code and validation model are saved in `C:/Temp/hdlsrc` directory. The generated code is saved as `HDL_DUT_tc.vhd`. To open the validation model, click the link to `gm_Solar_Power_Inverter_Multiple_Network_StateSpace_vnl.slx` in the code generation logs in the Command Window.

4. As you generate HDL code, open the Code Generation Report. The resource utilization report indicates a large amount of adders, multipliers, and registers that might be consumed on the target FPGA device.

Summary

| | |
|-------------------------|--------|
| Multipliers | 103 |
| Adders/Subtractors | 1751 |
| Registers | 9957 |
| Total 1-Bit Registers | 100465 |
| RAMs | 0 |
| Multiplexers | 15562 |
| I/O Bits | 452 |
| Static Shift operators | 0 |
| Dynamic Shift operators | 214 |

The overall resource consumption of the two networks is significantly less than the resource consumption of a single, large network. To learn about the resource consumption of the single solar power inverter network, see “Partition Simscape Models Containing a Large Network into Multiple Smaller Networks” on page 32-47.

See Also

Functions

`checkhdl` | `makehdl` | `sschdladvisor`

More About

- “Generate HDL Code for Simscape Models” on page 32-9
- “Simscape HDL Workflow Advisor Tasks” on page 33-2
- “Simscape HDL Workflow Advisor Tips and Guidelines” on page 33-6
- “Validate HDL Implementation Model to Simscape Algorithm” on page 32-97

Troubleshoot Conversion of Simscape DC Motor Control to HDL-Compatible Simulink Model

This example shows how to modify a Simscape™ plant model to generate an HDL-compatible Simulink® model with HDL Coder™. HDL code is then generated from this Simulink model.

Introduction

The Simscape plant model is converted to an HDL-compatible Simulink model by using the Simscape HDL Workflow Advisor. To run the Advisor, you run the `sschdladvisor` function for the model.

The Simscape HDL Workflow Advisor generates an HDL implementation model from which you generate HDL code. Before you generate the implementation model, configure the Simscape plant model for generation of the implementation model using the Simscape HDL Workflow Advisor. For more information, see “Generate HDL Code for Simscape Models” on page 32-9.

In some cases, the Simscape plant model may not be compatible for generation of the implementation model using the Simscape HDL Workflow Advisor. For HDL compatibility, you modify the Simscape plant model and then run the Simscape HDL Workflow Advisor. This example illustrates the DC Motor Control plant model. The model contains a nonlinear Friction block. You can use the approach in this example to convert Simscape models with few nonlinear blocks to a HDL-compatible Simulink model.

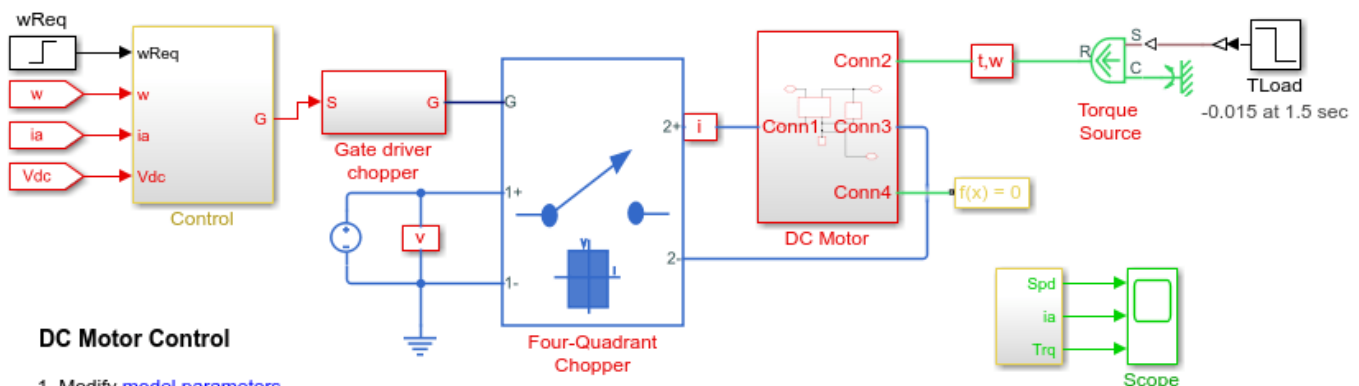
DC Motor Control Model

The DC Motor Control model is a physical model developed in Simscape. The model contains nonlinear elements and must be modified for implementation model generation.

```
open_system('ee_dc_motor_control')
```

Enclose the DC Motor and Friction block inside a Subsystem and save the model as `ee_dc_motor_control_original`.

```
open_system('ee_dc_motor_control_original')
set_param('ee_dc_motor_control_original','SimulationCommand','Update')
```



DC Motor Control

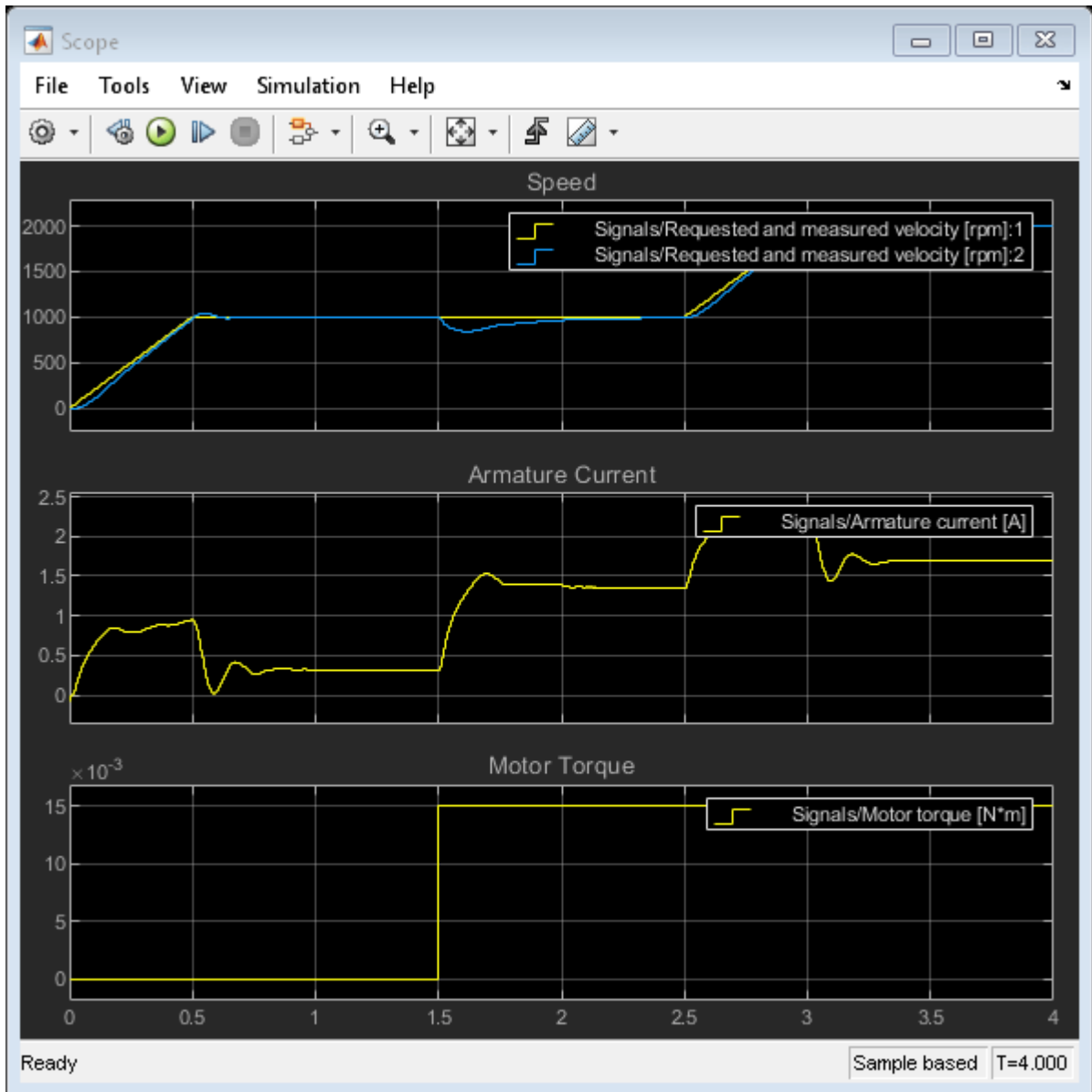
1. Modify [model parameters](#)
2. [Explore simulation results](#) using `sscexplore`
3. [Learn more](#) about this example



DC motor control is used as a speed control structure. A PWM controlled four-quadrant Chopper is used to feed the DC motor. The DC motor consists of Rotational Electromechanical Converter,

Resistor, Inductance, Friction block and an Inertia block. The control subsystem includes the outer speed-control loop, the inner current-control loop and the PWM generation.

```
sim('ee_dc_motor_control_original')
open_system('ee_dc_motor_control_original/Scope')
```



Make DC Motor Model HDL-Compatible

To convert the model to a model that is compatible for conversion with Simscape HDL Workflow Advisor:

1. Detect presence of nonlinear components or blocks in the model. To verify the presence of nonlinear blocks in Simscape plant model, enter:

```
simscape.findNonlinearBlocks('ee_dc_motor_control_original')
```

```
Found network that contains nonlinear equations in the following blocks:
    {'ee_dc_motor_control_original/DC Motor/Friction'}
```

```
The number of linear or switched linear networks in the model is 0.
The number of nonlinear networks in the model is 1.
```

```
ans =
```

```
1x1 cell array
```

```
    {'ee_dc_motor_control_original/DC Motor/Friction'}
```

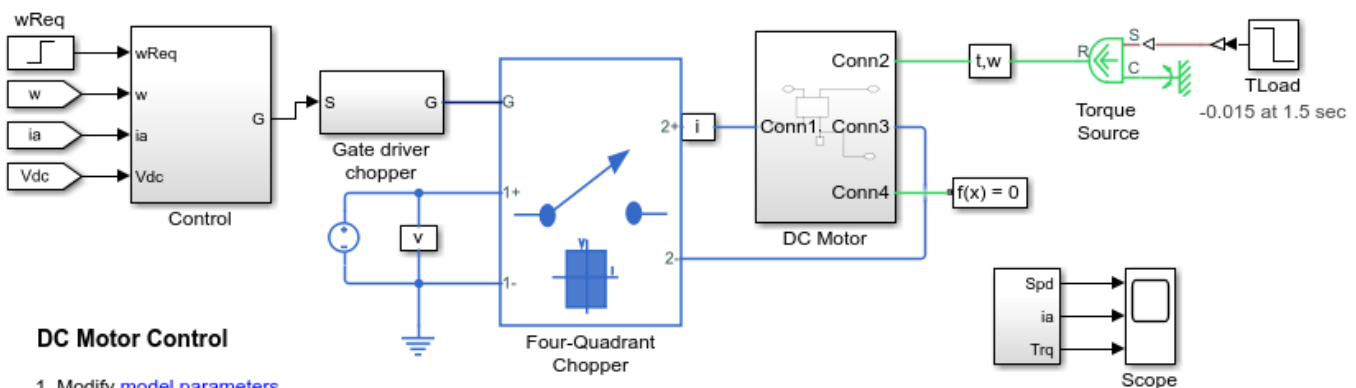
The Simscape plant model has a nonlinear block, which is the Friction block.

2. For HDL compatibility, the model must not contain nonlinear elements. Remove the Friction block from the model.

3. To simulate the model faster and to reduce the time that the Simscape HDL Workflow Advisor takes to extract the state-space equations, reduce the stop time of this model. In the Simulink Toolstrip, on the Simulation tab, change **Stop Time** to 1.

Save the changes into a new model as ee_dc_motor_control_modified.

```
open_system('ee_dc_motor_control_modified')
set_param('ee_dc_motor_control_original','SimulationCommand','Update')
```

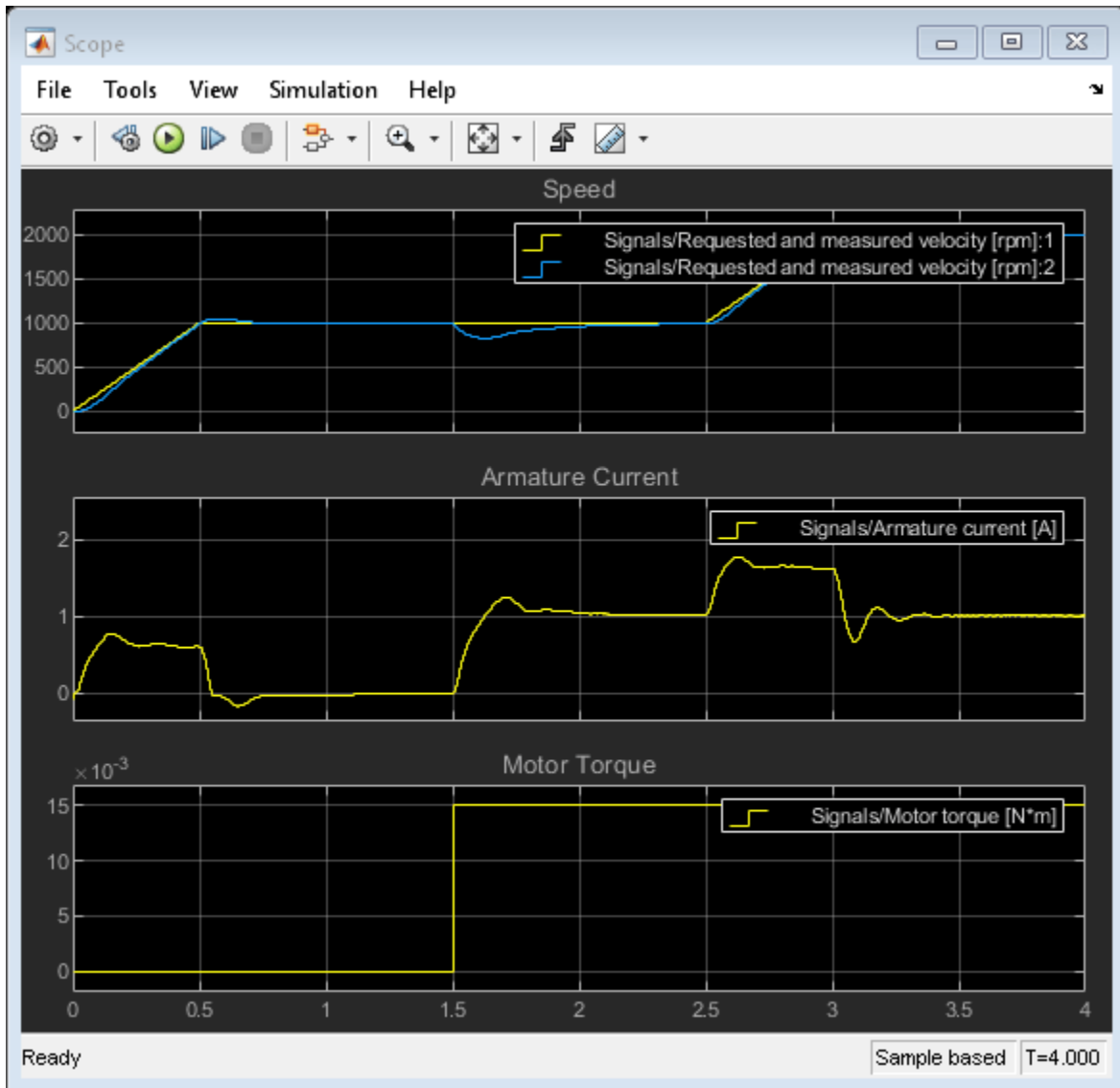


DC Motor Control

1. [Modify model parameters](#)
2. [Explore simulation results](#) using [sscexplore](#)
3. [Learn more](#) about this example

To see the simulation results of the modified model, run these commands:

```
sim('ee_dc_motor_control_modified')
open_system('ee_dc_motor_control_modified/Scope')
```



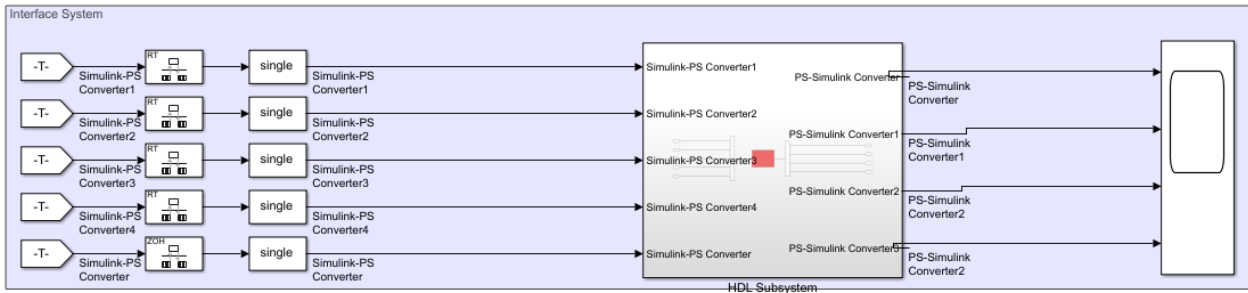
Run Simscape HDL Workflow Advisor and Verify Simulation Results

To open the Simscape HDL Workflow Advisor, run the `sschdladvisor` for your model.

```
sschdladvisor('ee_dc_motor_control_modified')
```

```
### Running Simscape HDL Workflow Advisor for <a href="matlab:(ee_dc_motor_control_modified)">ee_
Updating Model Advisor cache...
Model Advisor cache updated. For new customizations, to update the cache, use the Advisor.Manager
```

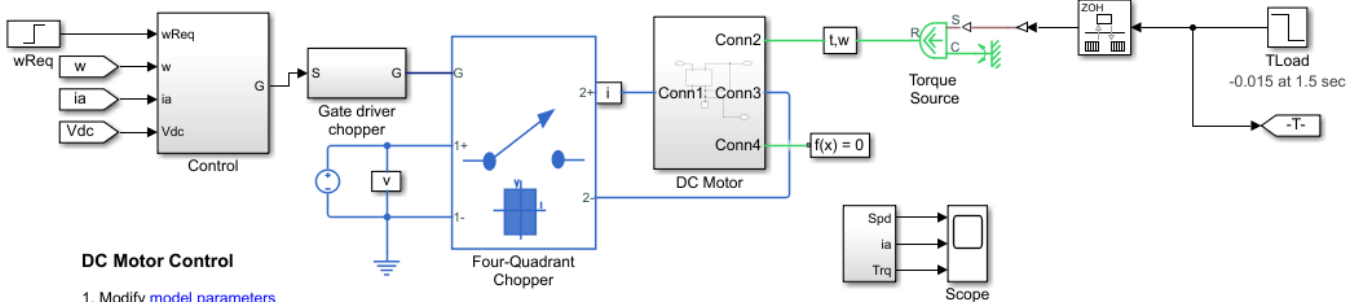
To generate the implementation model, in the Simscape HDL Workflow Advisor, leave all tasks to the default settings and then run the tasks. Click the link in the **Generate implementation model** task to open the model.



Simulate Implementation model and Generate HDL code

Before you can generate HDL code from the model, you must change the sample time and specify certain settings that make the model compatible for HDL code generation. The sample time of modified plant model is T_s and the number of solver iterations to compute the modes is 3. Therefore, you must change the sample time of the model. To specify the HDL-compatible settings:

- 1 In the Configuration Parameters dialog box:
 - On the **Solver** pane, set **Fixed-step size (fundamental sample time)** to $T_s/3$ and select **Treat each discrete rate as a separate task**.
 - On the **Diagnostics > Sample Time** pane, set **Multitask rate transition** and **Single task rate transition** to error.
- 1 Add a Rate Transition block in your Simscape model that is placed inside the Subsystem block in your implementation model as illustrated in figure below.

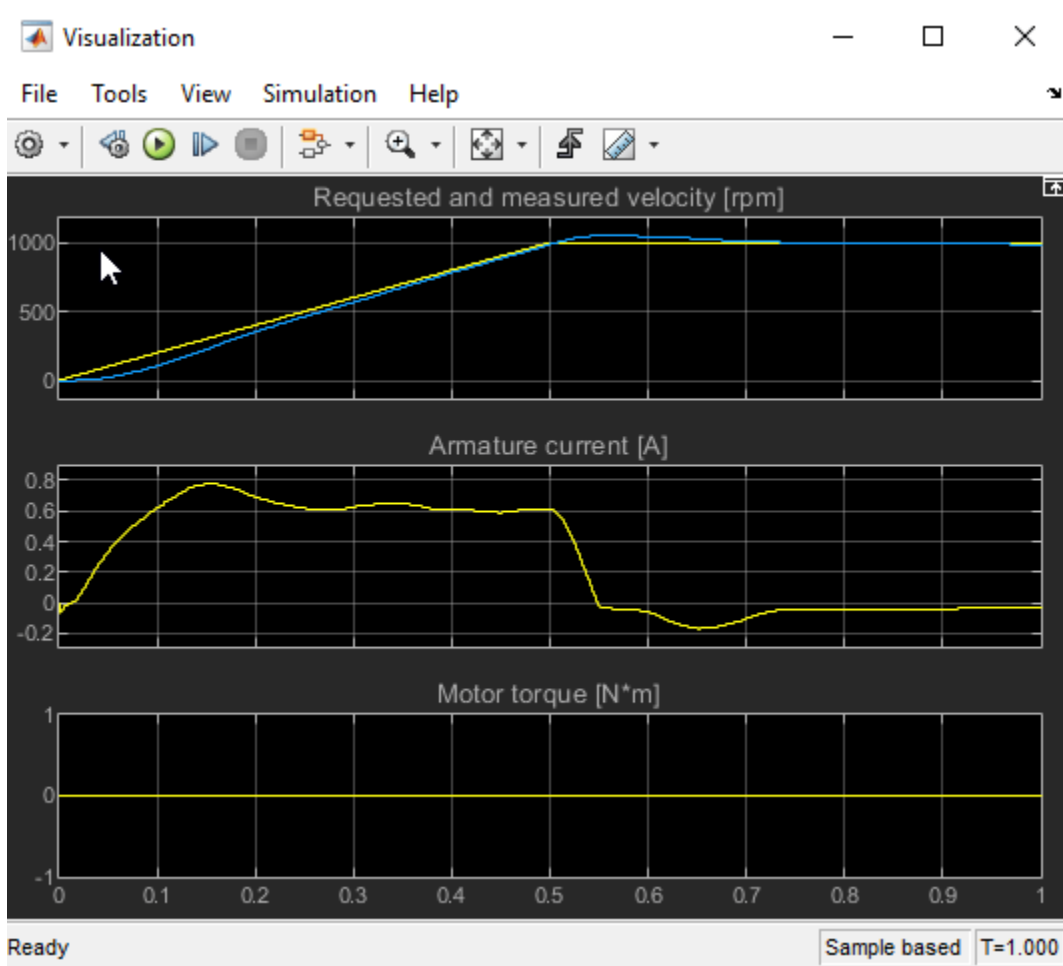


DC Motor Control

1. Modify [model parameters](#)
2. [Explore simulation results](#) using [sscexplore](#)
3. [Learn more](#) about this example

To simulate the model, run this command and then open the Scope block to see the results:

```
sim('gmStateSpaceHDL_ee_dc_motor_control_modifie')
```



You see that the output generated by the modified Simscape plant model matches the output generated by the implementation model.

Generate HDL Code and Validation Model

Before you generate HDL code, it is recommended that you enable generation of the validation model. The validation model compares the output of the generated model after code generation and the modified Simscape plant model. To learn more, see “Generated Model and Validation Model” on page 24-11.

To save validation model generation settings on your Simulink model, run this command:

```
hdlset_param('gmStateSpaceHDL_ee_dc_motor_control_modifie', 'GenerateValidationModel', 'on');
```

To generate HDL code, run this command:

```
makehdl('gmStateSpaceHDL_ee_dc_motor_control_modified/HDL Subsystem')
```

By default, HDL Coder generates VHDL code. To generate Verilog code, run this command:

```
makehdl('gmStateSpaceHDL_ee_dc_motor_control_modifie/HDL Subsystem', 'TargetLanguage', 'Verilog');
```

The generated HDL code and the validation model is saved in the `hdlsrc` directory. The generated code is saved as `HDL_Subsystem_tc.vhd`. You can also verify the simulation results by running the validation model `gm_gmStateSpaceHDL_ee_dc_motor_control_modifie_vnl.slx`.

See Also

Functions

`checkhdl` | `makehdl`

More About

- “Generate HDL Code for Simscape Models” on page 32-9
- “Get Started with Simscape Electrical” (Simscape Electrical)
- “Simscape HDL Workflow Advisor Tasks” on page 33-2
- “Validate HDL Implementation Model to Simscape Algorithm” on page 32-97

Troubleshoot Conversion of Simscape Permanent Magnet Synchronous Motor to HDL-Compatible Simulink Model

This example shows how to modify a Simscape™ plant model that is continuous time and contains nonlinear elements to generate an HDL-compatible Simulink® model. You can then generate HDL code for this Simulink model.

Introduction

The Simscape HDL Workflow Advisor converts the Simscape plant model to an HDL-compatible implementation model from which you generate HDL code. In some cases, the Simscape plant model might not be compatible for implementation model generation. In such cases, you first modify the Simscape plant model and then run the Advisor.

This example illustrates how to modify a permanent magnet synchronous motor model for compatibility with Simscape HDL Workflow Advisor. The model is continuous time and contains many nonlinear components. You modify this model to a discrete-time switched linear model and then run the Simscape HDL Workflow Advisor.

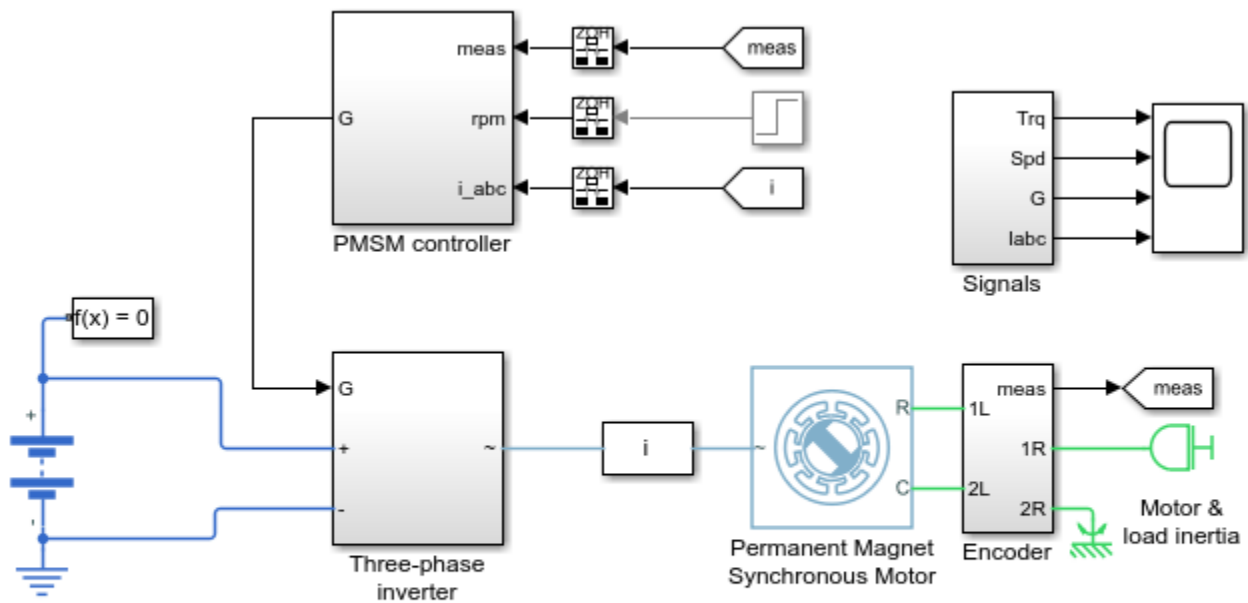
Permanent Magnet Synchronous Motor Model

The permanent magnet synchronous motor model is a physical system in Simscape. To open the model, run this command:

```
open_system('ee_pmsm_drive')
```

Save this model as ee_pmsm_drive_original.slx.

```
open_system('ee_pmsm_drive_original')  
set_param('ee_pmsm_drive_original','SimulationCommand','Update')
```

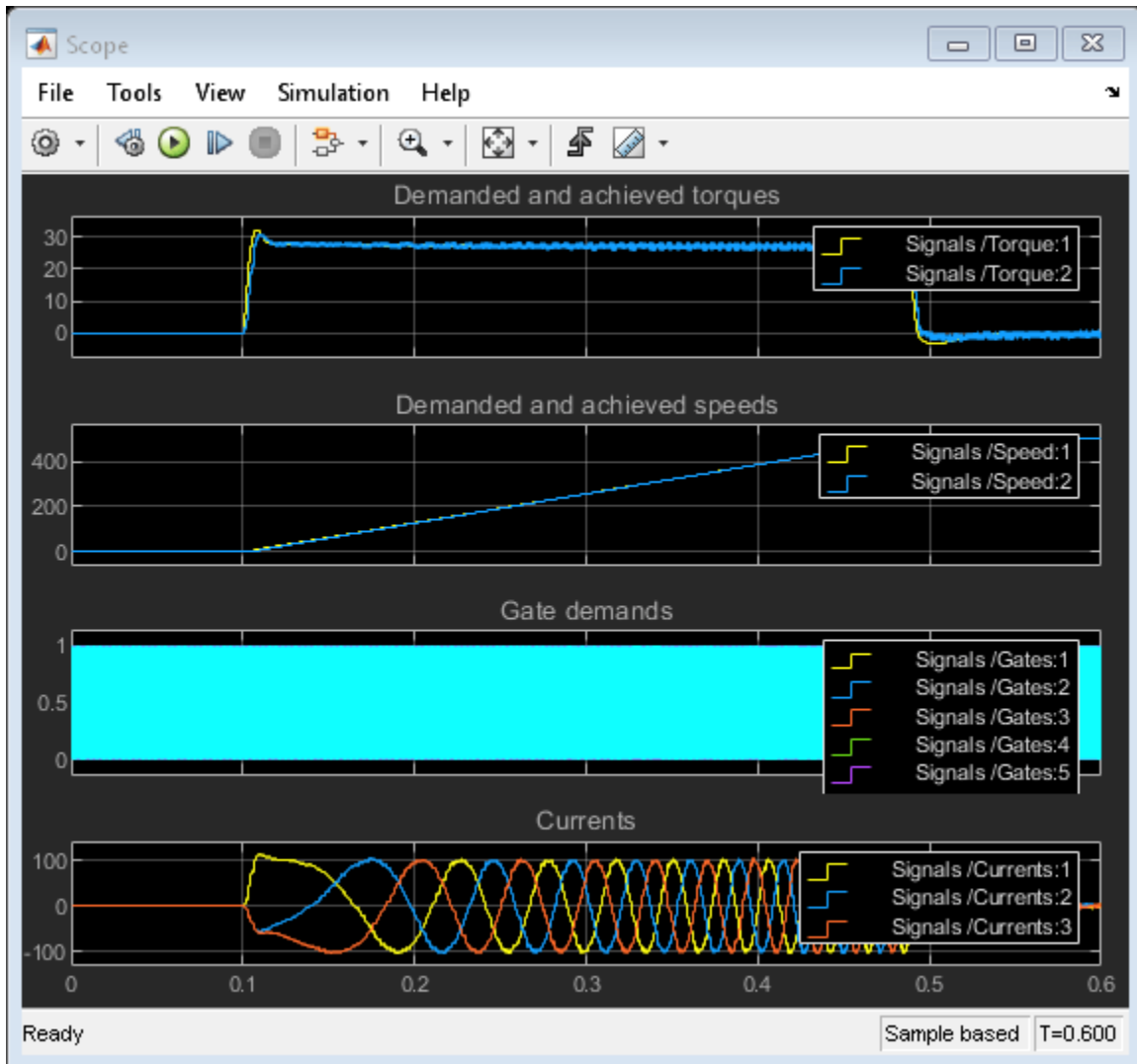


Three-Phase PMSM Drive

1. [Explore simulation results](#) using [sscexplore](#)
2. Motor winding: [Wye-wound](#), [Delta-wound](#) (see code)
3. [Learn more](#) about this example

The model contains a Permanent Magnet Synchronous Machine (PMSM) and inverter sized that you can use in a typical hybrid vehicle. The inverter is connected to the vehicle battery. To see how the model works, simulate the model.

```
sim('ee_pmsm_drive_original')
open_system('ee_pmsm_drive_original/Scope')
```



This model is a continuous time system. To use this model with Simscape HDL Workflow Advisor, convert the model into a discrete system. You then modify the model to use blocks that are compatible for the Simscape to HDL workflow.

Convert Continuous-Time Model to Fixed-Step Discrete Model

1. Configure the solver options for HDL code generation by using a Solver Configuration (Simscape) block. In the block parameters:

- Select **Use local solver**.
- Use Backward Euler as the **Solver type**.
- Specify a discrete **Sample time, Ts**.

2. Modify the Solver settings of the model. On the **Modeling** tab, click **Model Settings**. On the **Solver** pane:

- Set **Solver selection type** to Fixed-Step.

- Set **Solver** to discrete (no continuous states).
- Set **Fixed-step size (fundamental sample time)** to T_s .
- In the section **Tasking and sample time options**, clear **Treat each discrete rate as a separate task**.

3. Modify the display settings of your model. On the **Debug** tab, select **Information Overlays > Sample Time > Colors**. Review the Sample Time Legend for blocks that have a sample time other than T_s , or run at a continuous time scale. Double-click the Step block and set the **Sample time** to T_s .

The model is now a fixed-step discrete system. Simulate the model and compare the **Torque Demand** and **Motor Torque** signals in the Simulation Data Inspector. The signals differ by more than the tolerance levels toward the end of simulation but are within acceptable limits.



You use a two-step process to convert the Simscape plant model to a HDL-compatible implementation model:

- 1 Implement a Simulink model that replaces the nonlinear part of the Simscape algorithm by using equivalent Simulink blocks.
- 2 Modify this model to use blocks that are compatible for Simscape to HDL workflow.

Replace Nonlinear Simscape Blocks with Equivalent Simulink Implementation

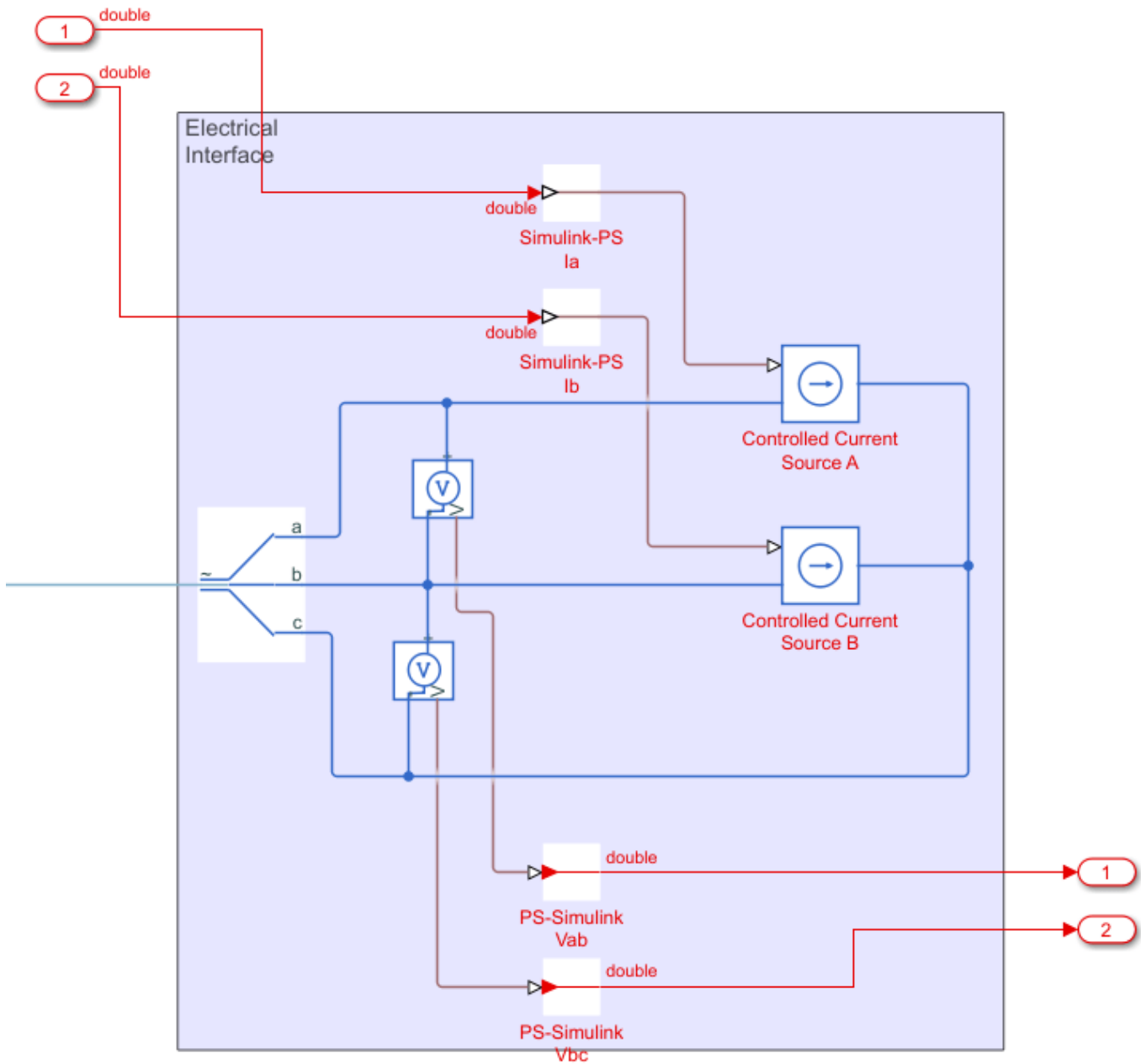
1. To make the Simscape plant model HDL-Compatible, identify the presence of any nonlinear components or blocks in the model:

```
simscape.findNonlinearBlocks('ee_pmsm_drive_original')  
Found network that contains nonlinear equations in the following blocks:  
    {'ee_pmsm_drive_original/Permanent Magnet Synchronous Motor'}  
  
The number of linear or switched linear networks in the model is 0.  
The number of nonlinear networks in the model is 1.  
  
ans =  
  
    1x1 cell array  
  
    {'ee_pmsm_drive_original/Permanent Magnet Synchronous Motor'}
```

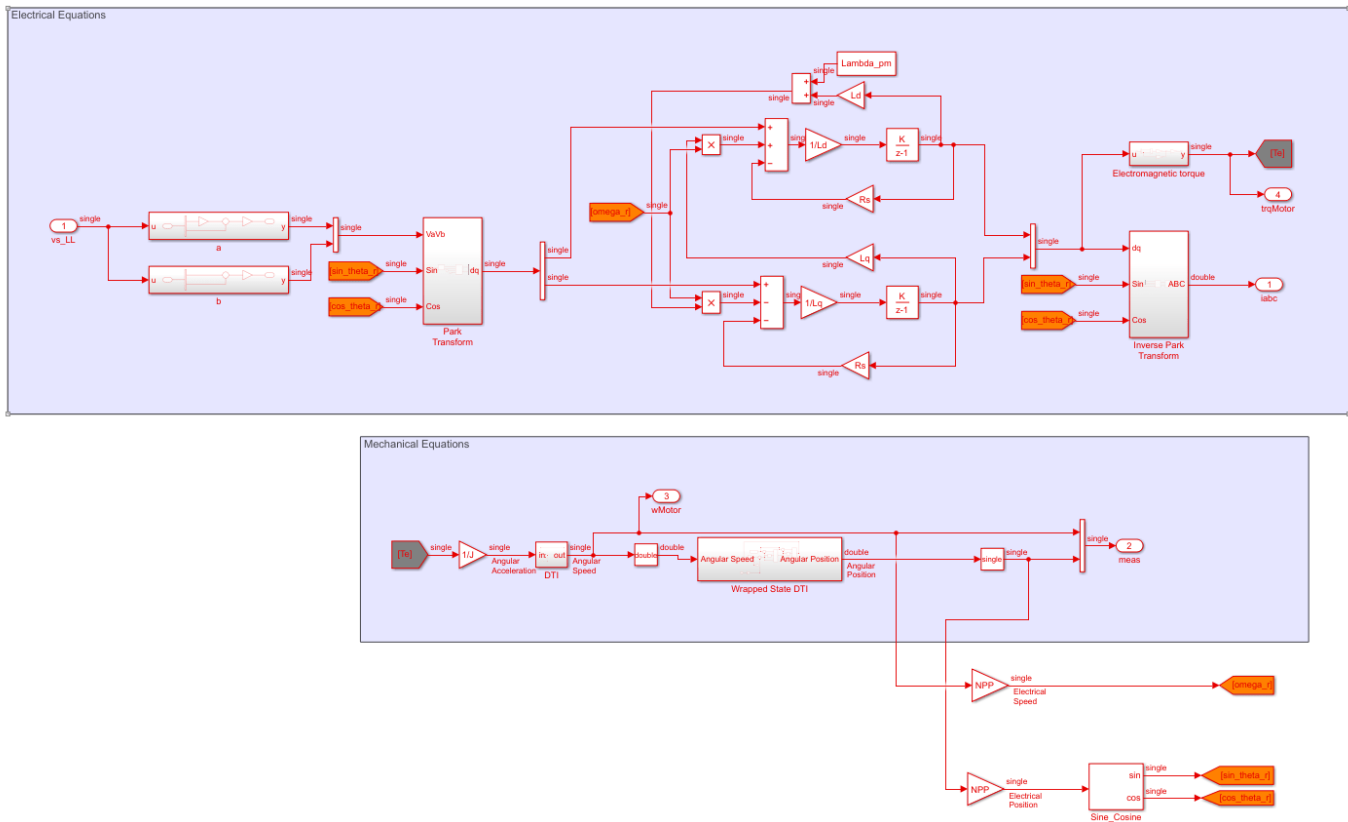
The Simscape plant model has a nonlinear block, which is the PMSM block.

2. The PMSM block, Encoder block, Gmin resistor, and Motor & Load Inertia block are replaced with Simulink blocks that perform the equivalent algorithm.

To implement the Electrical Interface block, you use Controlled Current Sources.



The interface to the PMSM is isolated from the implementation. To implement the PMSM by using Simulink blocks, you use Electrical Equations and Mechanical Equations. Inside the Park Transform and Inverse Park Transform blocks, eliminate the Sine and Cosine blocks.



Identify Simscape Blocks that Run on FPGA and Restructure Simscape Model

The ee_pmsm_drive_singleSL model illustrates how you modify the original model ee_pmsm_drive_original and prepare the model for readiness with Simscape HDL Workflow Advisor.

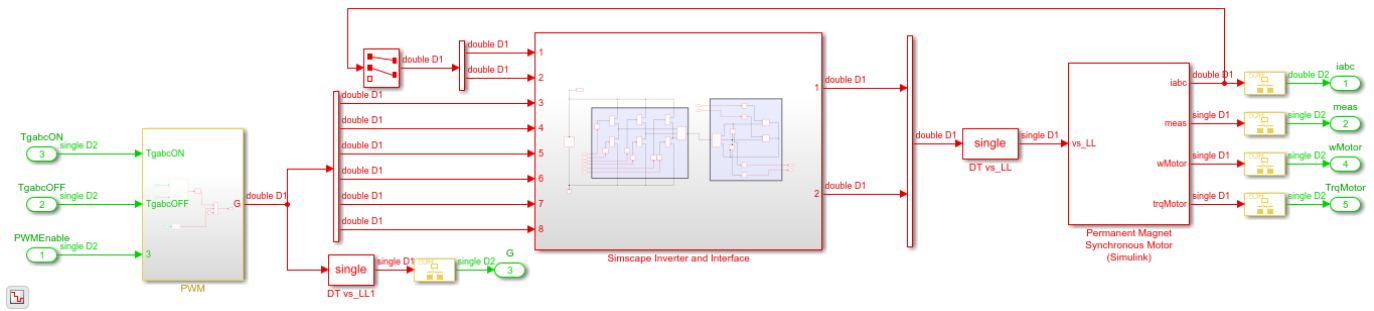
1. To modify the Simscape model for compatibility with HDL implementation model generation, identify the part of the Simscape algorithm that you want to run on the FPGA. In this example, you can run the three-phase inverter, electrical interface, PWM, and the Permanent Magnet Synchronous Motor (Simulink) on the FPGA.

2. After blocks to run on the FPGA have been identified, the blocks are placed inside a top-level subsystem. This subsystem is the DUT (Design Under Test) and contains blocks you run on the FPGA after generating the HDL implementation model. After running the Simscape HDL Workflow Advisor, this subsystem is replaced with the HDL algorithm. This part of the Simscape model must run at the fastest sample rate. Rate Transition blocks are added to upsample the design.

3. To save resource usage on the target hardware, Data Type Conversion blocks are added to convert the model to use single data types.

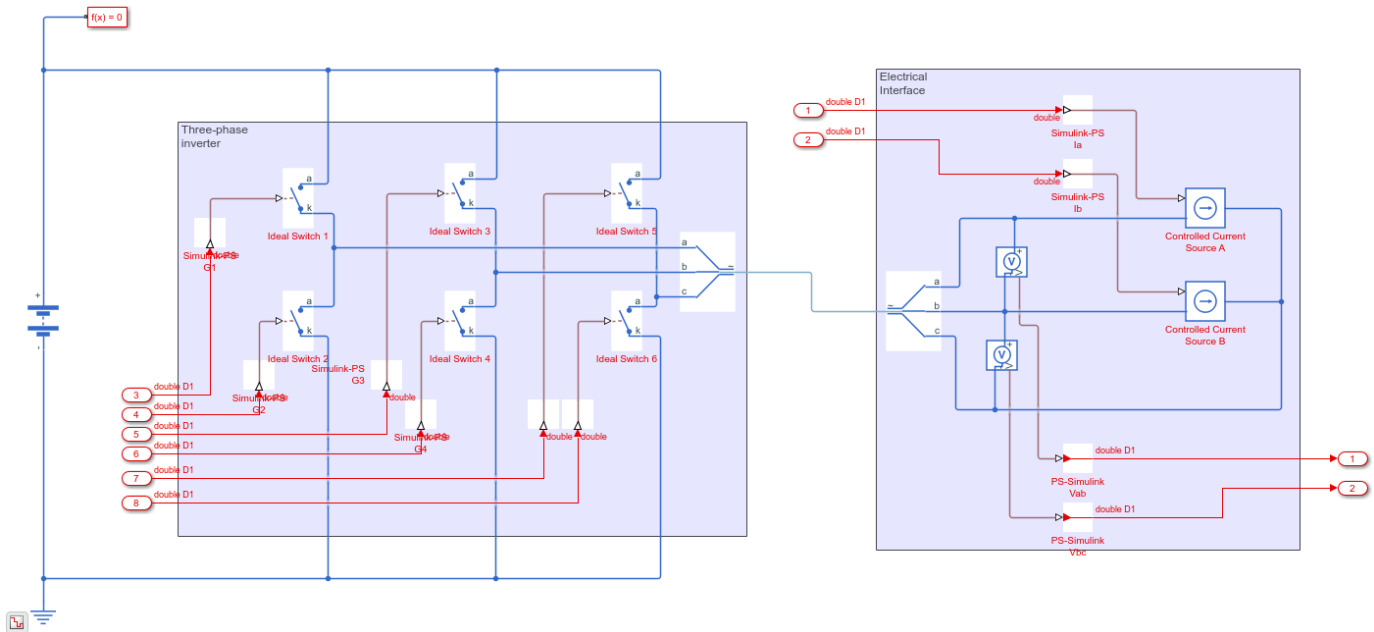
The ee_pmsm_drive_singleSL model shows how these blocks are placed inside a top-level subsystem Subsystem1, which is the DUT. The blocks inside the subsystem are running at a faster rate.

```
load_system('ee_pmsm_drive_singleSL')
set_param('ee_pmsm_drive_singleSL','SimulationCommand','update')
open_system('ee_pmsm_drive_singleSL/Subsystem1')
```



In the ee_pmsm_drive_singleSL model, the three-phase inverter and electrical interface are placed inside the Simscape Inverter and Interface subsystem.

```
open_system('ee_pmsm_drive_singleSL/Subsystem1/Simscape Inverter and Interface')
```

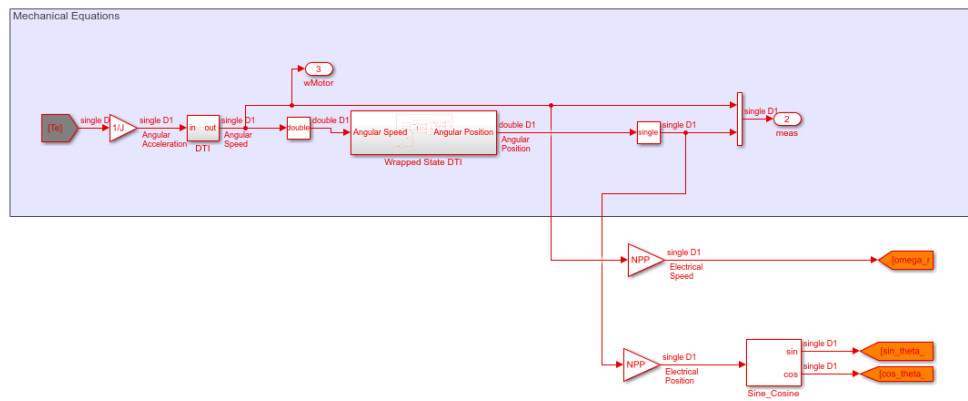
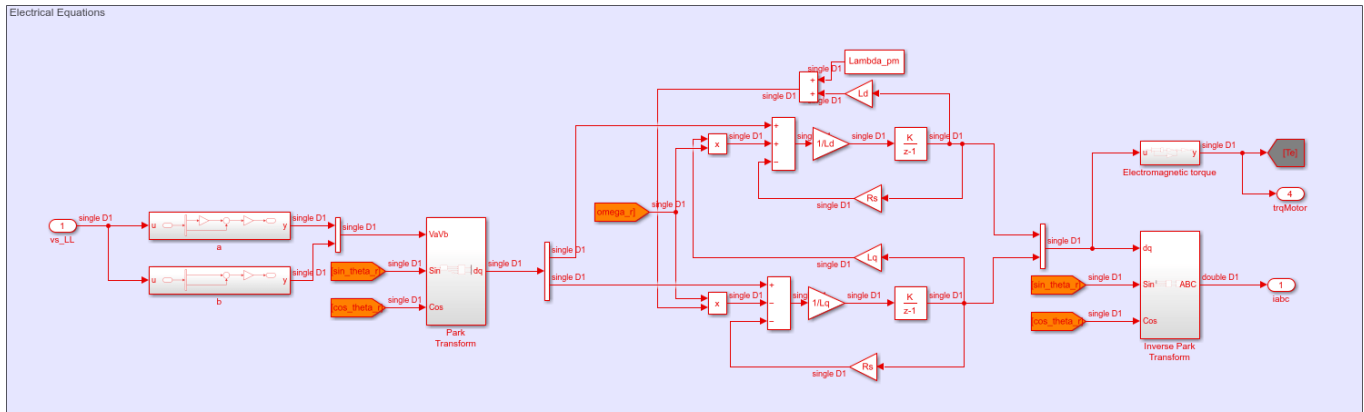


Modify Permanent Magnet Synchronous Motor Subsystem for HDL Compatibility

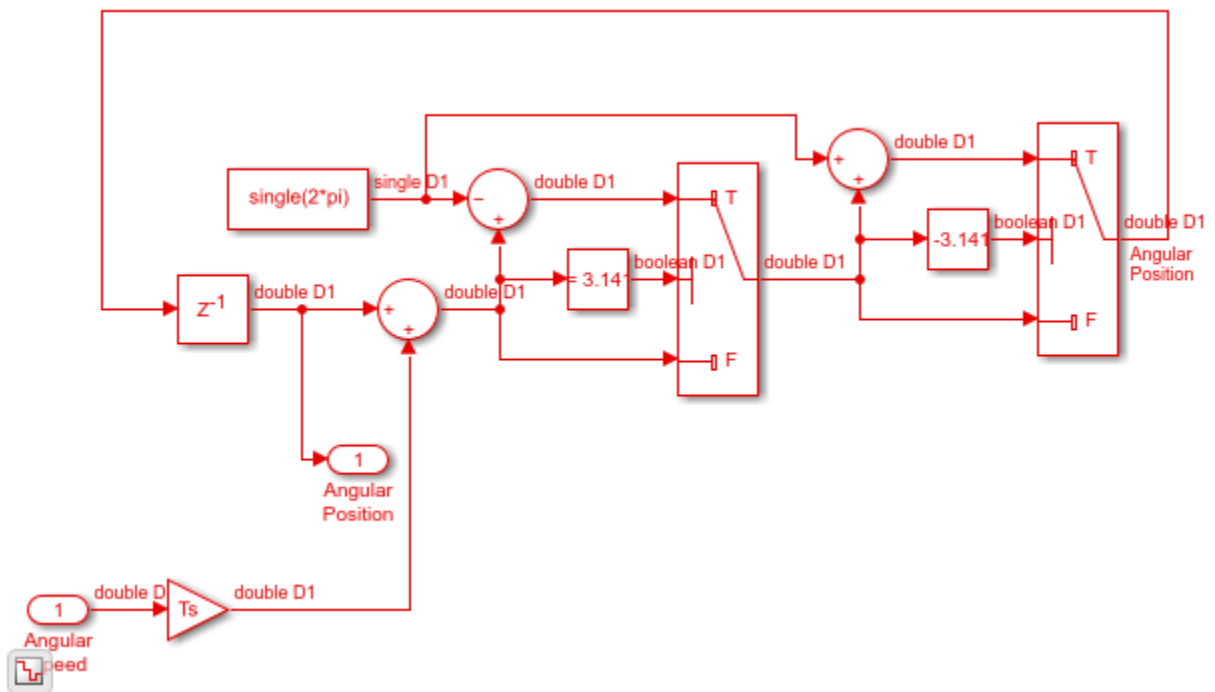
The preceding section describes the changes that have been applied to the masked subsystem, Permanent Magnet Synchronous Motor (Simulink).

1. The Integrator with Wrapped State (Discrete or Continuous) block is not compatible for HDL code generation. This block has been replaced with a Wrapped State DTI subsystem.

```
PMSMSubsystem = 'ee_pmsm_drive_singleSL/Subsystem1/Permanent Magnet Synchronous Motor (Simulink)';
open_system(PMSMSubsystem, 'force')
```



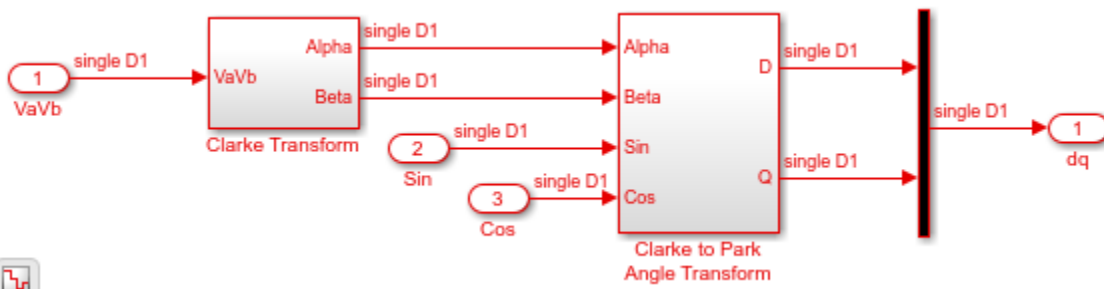
```
open_system([PMSMSubsystem, '/Wrapped State DTI'])
```



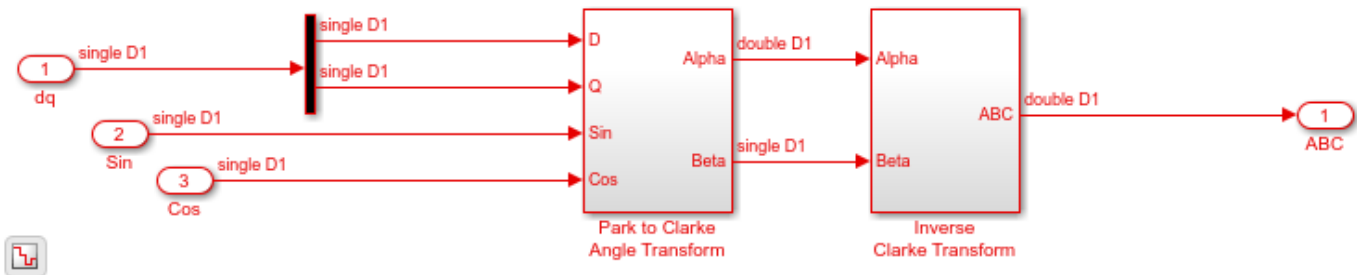
2. To reduce the FPGA area footprint for the:

- Park Transform block, Clarke Transform and Clarke to Park Angle Transform blocks are added.
- Inverse Park Transform block, Inverse Park to Clarke Angle Transform and Inverse Clarke Transform blocks are added.

```
open_system([PMSMSubsystem, '/Park Transform'])
```



```
open_system([PMSMSubsystem, '/Inverse Park Transform'])
```



3. For the Discrete-Time Integrator blocks inside this subsystem, the **Sample time** is set to -1, **Gain value** to Ts, and **Integrator method** to Accumulation:Forward Euler. You can view these block parameters programmatically by running these commands.

```
blockDTI = find_system(PMSMSubsystem, 'LookUnderMasks', 'on', ...
    'blocktype', 'DiscreteIntegrator');
for n = 1:numel(blockDTI)
    Integpath = blockDTI(n);
    Integname = get_param(Integpath, 'Name');
    stime = num2str(get_param(blockDTI{n}, 'SampleTime'));
    gval = num2str(get_param(blockDTI{n}, 'gainval'));
    integmethod = num2str(get_param(blockDTI{n}, 'IntegratorMethod'));
    disp('-----')
    disp(Integpath)
    disp(['Sample time: ', stime, ' Gain: ', gval, ...
        ' Integration method: ', integmethod])
end
disp('-----')
{ 'ee_pmsm_drive_singleSL/Subsystem1/Permanent Magnet...' }
Sample time: -1 Gain: Ts Integration method: Accumulation: Forward Euler
-----
```

```
{'ee_pmsm_drive_singleSL/Subsystem1/Permanent Magnet...'}

```

Sample time: -1 Gain: Ts Integration method: Accumulation: Forward Euler

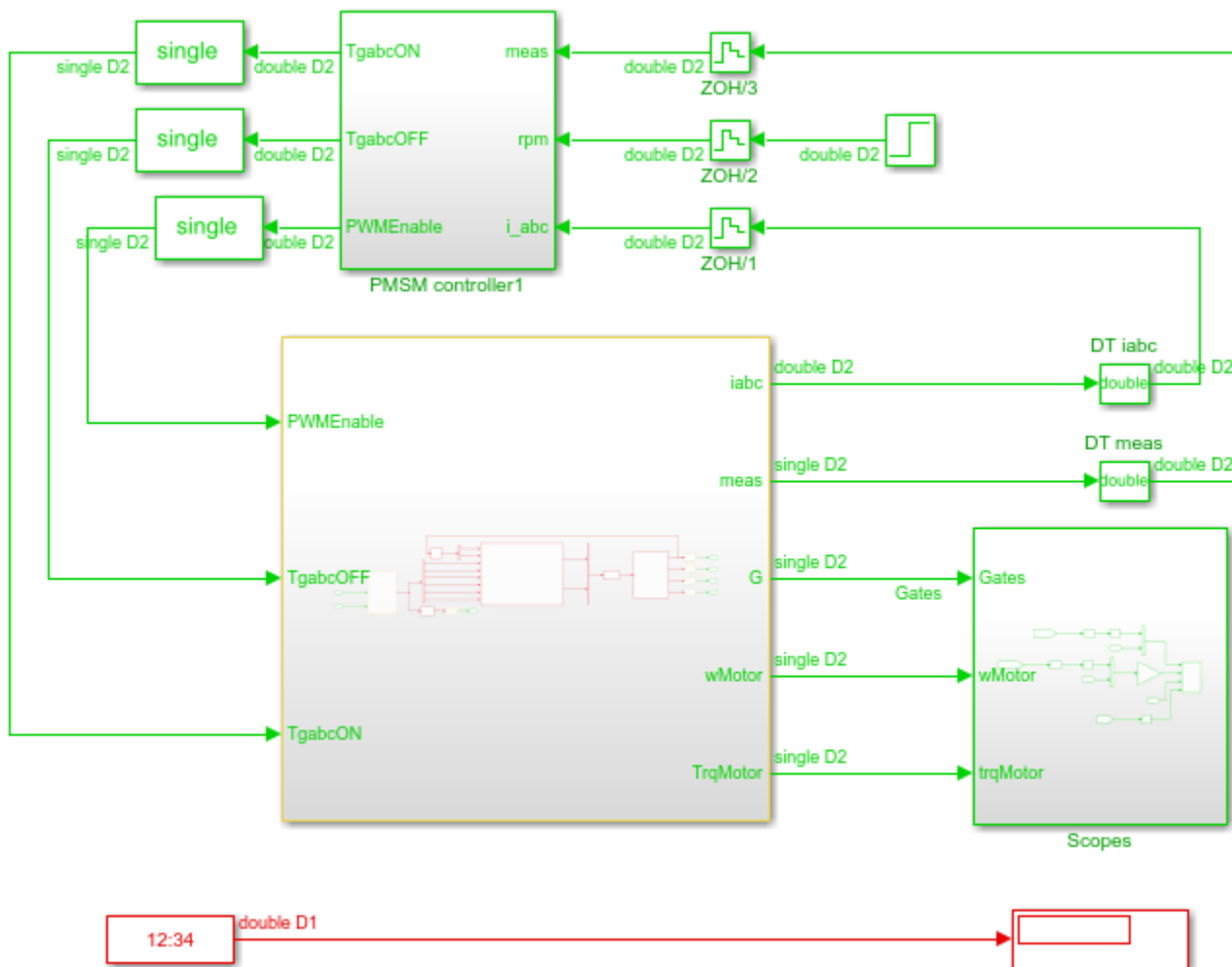
Prepare Model and Run Simscape HDL Workflow Advisor

To the top level of the model:

- 1 A Digital Clock that has **Sample time** Ts has been added and connected to a Display block.
- 2 The Three-Phase Current Sensor Simscape block is replaced by feeding the controller with three-phase currents coming from the PMSM model.

This figure illustrates the top level of the model with the above changes.

```
open_system('ee_pmsm_drive_singleSL')
```



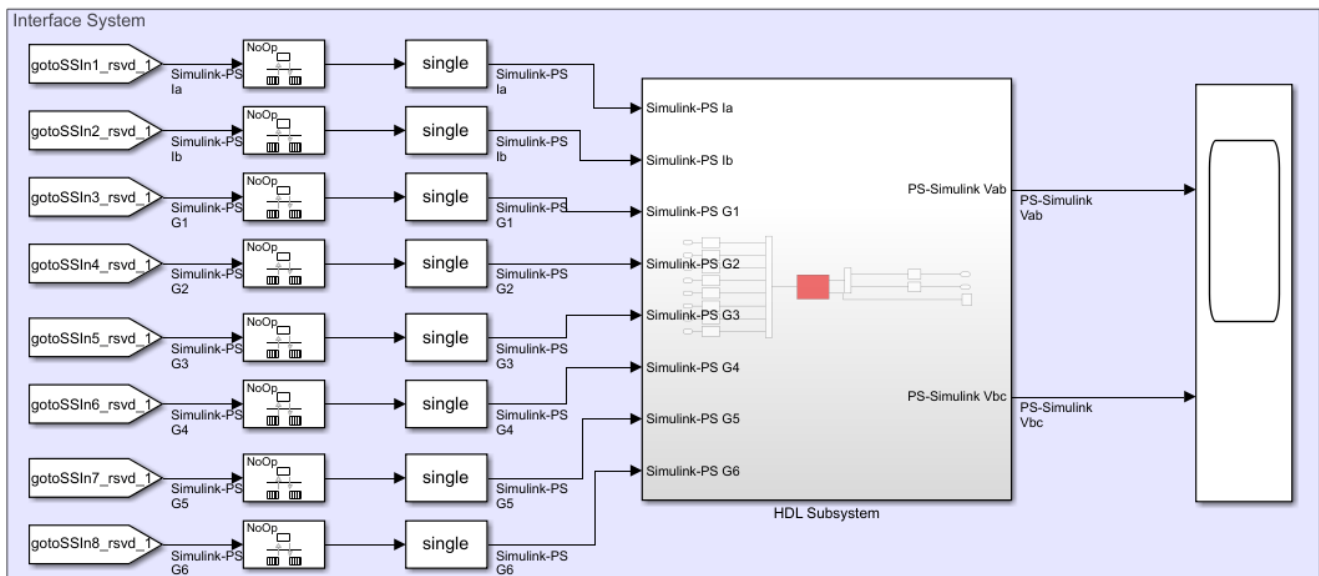
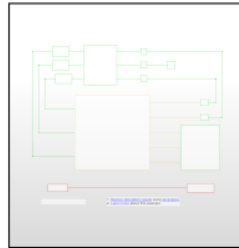
Three-Phase PMSM Drive

1. [Explore simulation results](#) using [sscexplore](#)
2. [Learn more](#) about this example

To open the Simscape HDL Workflow Advisor, run the `sschdladvisor` function for your model:

```
sschdladvisor('ee_pmsm_drive_singleSL')
```

To generate the implementation model, in the Simscape HDL Workflow Advisor, leave the default settings and then run the tasks. To open the implementation model, in the **Generate implementation model** task, click the link.



Reconfigure Implementation Model for HDL Code Generation

In this example, the implementation model has been modified for deployment to Speedgoat FPGA I/O modules. The model is resaved as gmStateSpaceHDL_ee_pmsm_drive_GenerateHDL.

To reconfigure the single-precision implementation model for HDL code generation:

1. Run the hdlsetup function on the model.

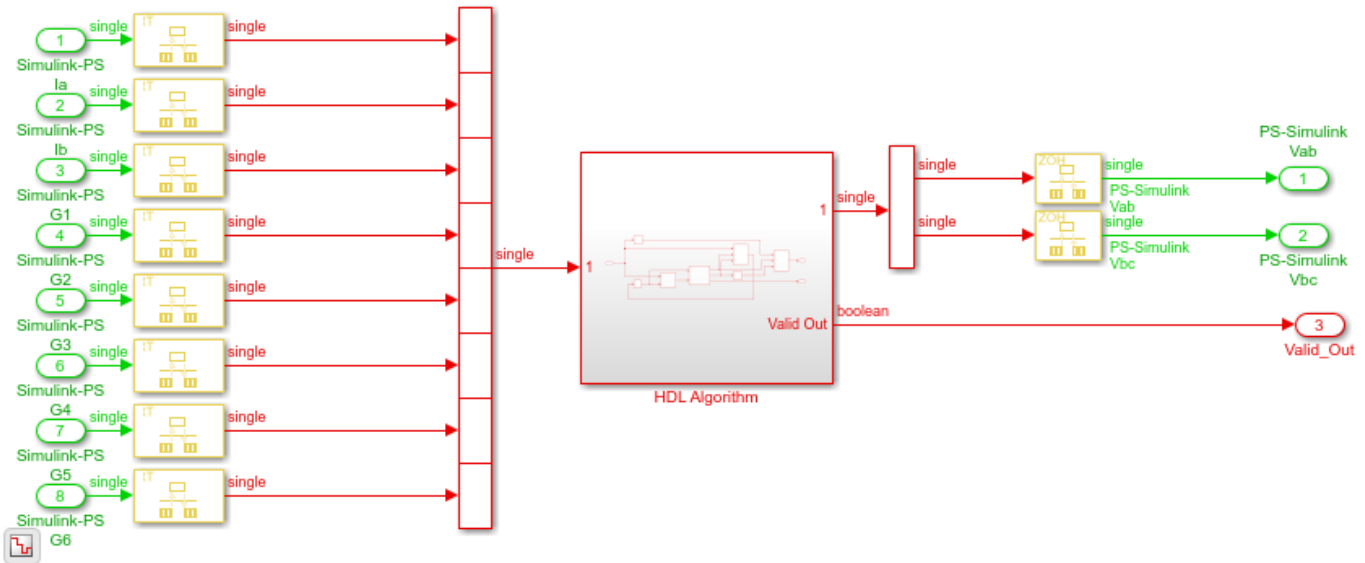
```
hdlsetup('gmStateSpaceHDL_ee_pmsm_drive_GenerateHDL')
```

2. The model solver setting, **Fixed-step size**, is modified to Ts/5 because the default **Number of solver iterations** is 5.

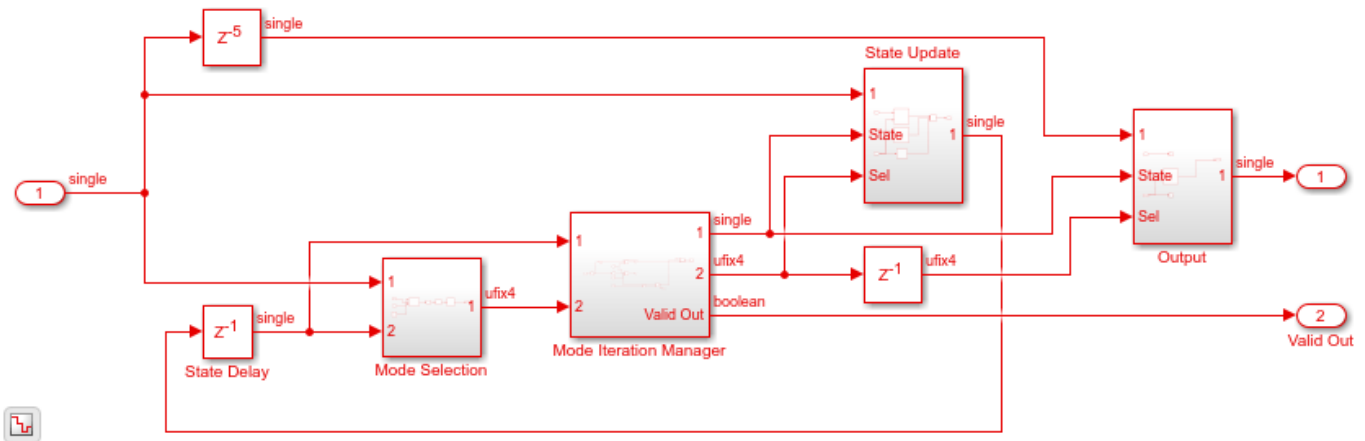
3. The Subsystem1 block contains blocks that you run on the FPGA. The Simscape Inverter and Interface subsystem is replaced with the HDL Subsystem block. The HDL Subsystem block contains the HDL Algorithm that contains the HDL implementation of the Simscape algorithm. To see the HDL algorithm implementation, open this block.

```
model_name = 'gmStateSpaceHDL_ee_pmsm_drive_GenerateHDL';
dut_name = 'gmStateSpaceHDL_ee_pmsm_drive_GenerateHDL/Subsystem1';
```

```
load_system(model_name)
set_param(model_name, 'SimulationCommand', 'Update')
open_system([dut_name, '/HDL Subsystem'])
```

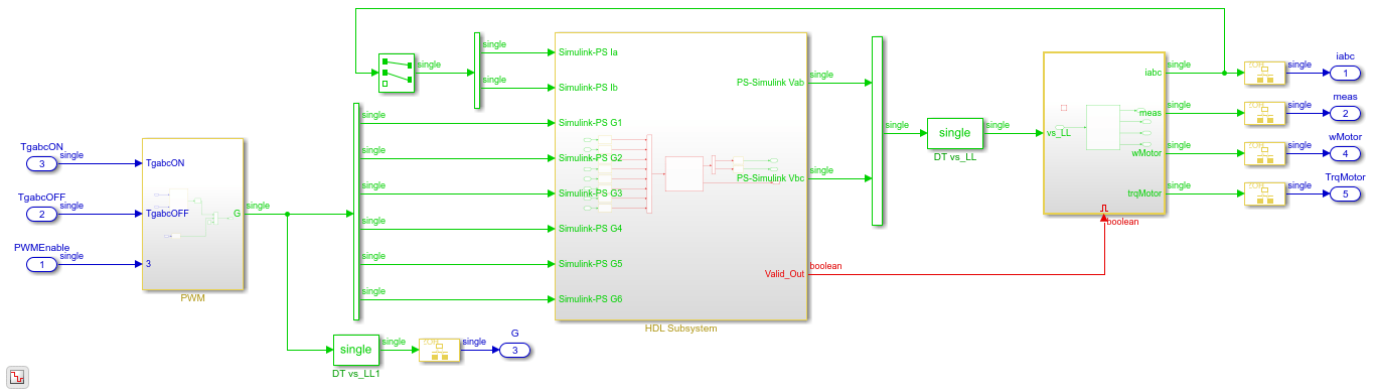


```
open_system([dut_name, '/HDL Subsystem/HDL Algorithm'])
```



4. The HDL Algorithm Subsystem has a Valid Out signal. The Permanent Magnet Synchronous Motor (Simulink) subsystem is placed inside an Enabled Subsystem and the vs_LL input port is connected to the Valid Out signal.

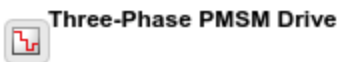
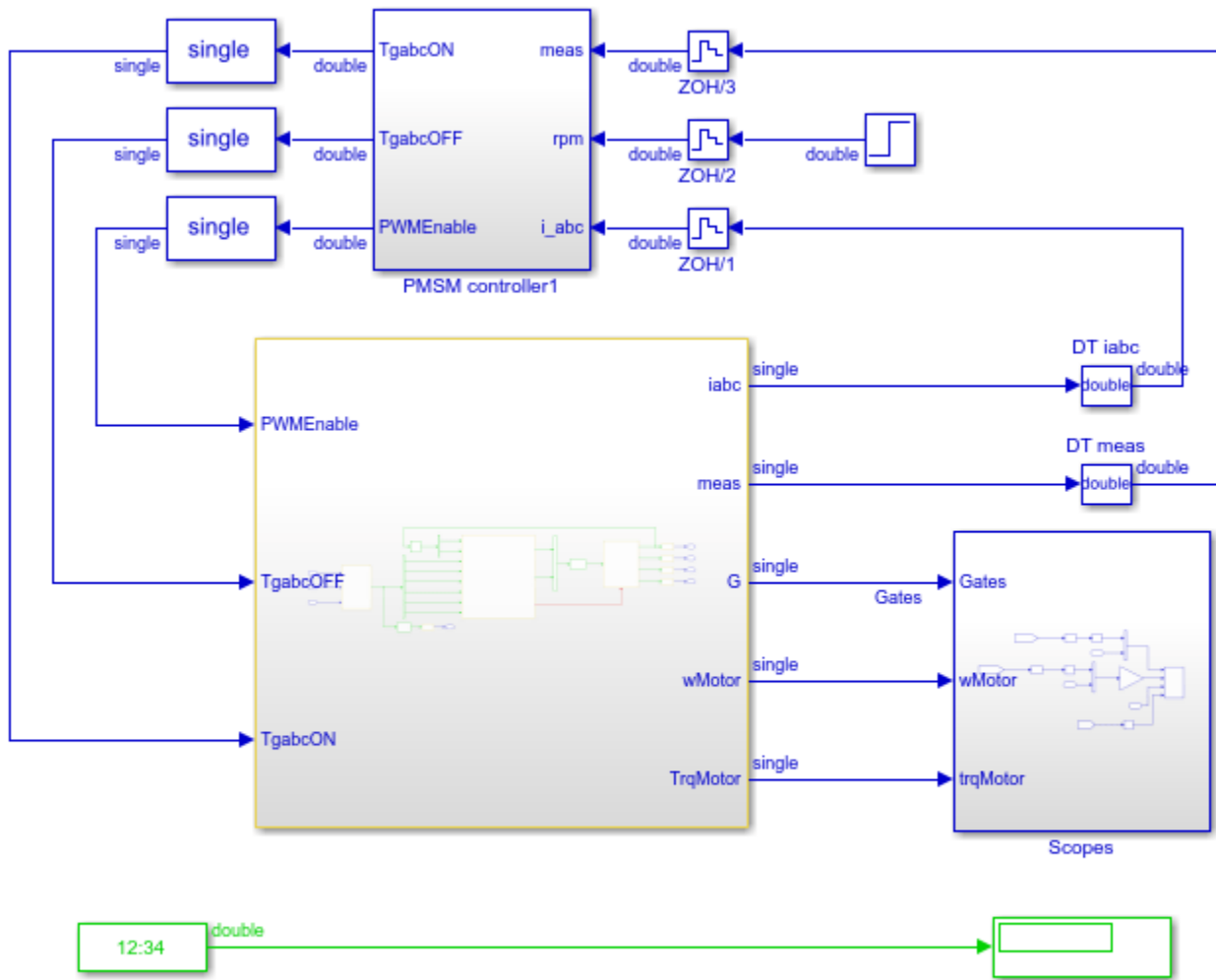
```
open_system(dut_name)
```

5. Move the block inside the subsystem that originally contained the Simscape algorithm to the top level of the model.

This figure illustrates the top level of the model with the above changes.

`open_system(model_name)`



Three-Phase PMSM Drive

1. [Explore simulation results](#) using [sscexplore](#)
2. [Learn more](#) about this example

Generate HDL Code

Before you generate HDL code, to compare the output of the generated model after code generation with the modified Simscape plant model, specify validation model generation.

```
hdlset_param(model_name, 'GenerateValidationModel', 'on');
```

To learn more, see “Generated Model and Validation Model” on page 24-11.

To generate HDL code, run this command:

```
makehdl('gmStateSpaceHDL_ee_pmsm_drive_GenerateHDL/HDL Subsystem')
```

By default, HDL Coder generates VHDL code. To generate Verilog code, run this command:

```
makehdl('gmStateSpaceHDL_ee_pmsm_drive_GenerateHDL/HDL Subsystem', 'TargetLanguage', 'Verilog')
```

The code generator saves the generated HDL code and the validation model in the `hdlsrc` folder. The generated code is saved as `HDL_Subsystem_tc.vhd`. To see the resource usage information of your design, view the Code Generation Report.

To open the validation model, after you generate HDL code, open the `gm_gmStateSpaceHDL_ee_pmsm_drive_GenerateHDL_vnl.slx` model.

Deploy Permanent Magnet Synchronous Motor to Speedgoat FPGA I/O Modules

In the HDL implementation model, `Subsystem1` contains blocks you run on the FPGA. You can run the HDL Workflow Advisor on this Subsystem to deploy the HDL algorithm onto FPGA boards in Speedgoat target computers. For an example, see “Hardware-in-the-Loop Implementation of Simscape Model on Speedgoat FPGA I/O Modules” on page 32-90.

See Also

Functions

`checkhdl` | `makehdl`

More About

- “Generate HDL Code for Simscape Models” on page 32-9
- “Generate Simulink Real-Time Interface Subsystem for Simscape Two-Level Converter Model” on page 32-25
- “Validate HDL Implementation Model to Simscape Algorithm” on page 32-97
- “Simscape HDL Workflow Advisor Tips and Guidelines” on page 33-6
- “Get Started with Simscape Electrical” (Simscape Electrical)

Replacing Piecewise-Constant Resistor

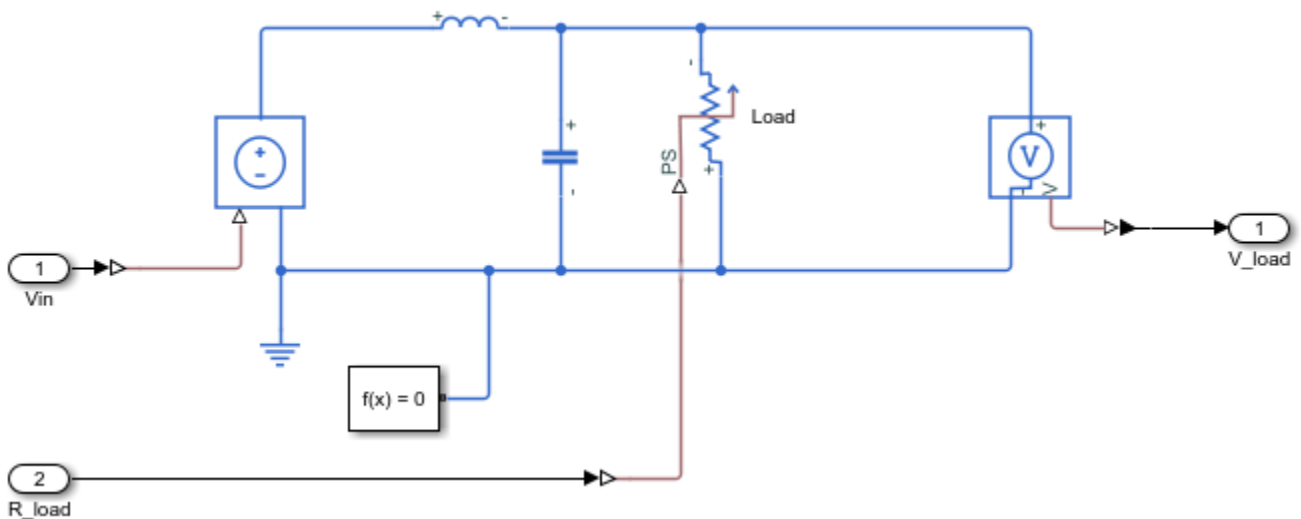
This example shows how to convert a model that is nonlinear due to a Piecewise-Constant Resistor into a switched linear model making it compatible with Simscape to HDL Workflow.

Introduction

Simscape to HDL Workflow supports conversion of Simscape switched linear models to functionally-equivalent Simulink models that are compatible for HDL code generation. This example uses Piecewise-Constant Resistor which is event based and must be replaced with equivalent switched linear components. Specifically the Piecewise-Constant Resistor contains events that are not supported by the Simscape HDL Workflow Advisor.

Open The Simscape™ Model. In the MATLAB® command prompt, enter:

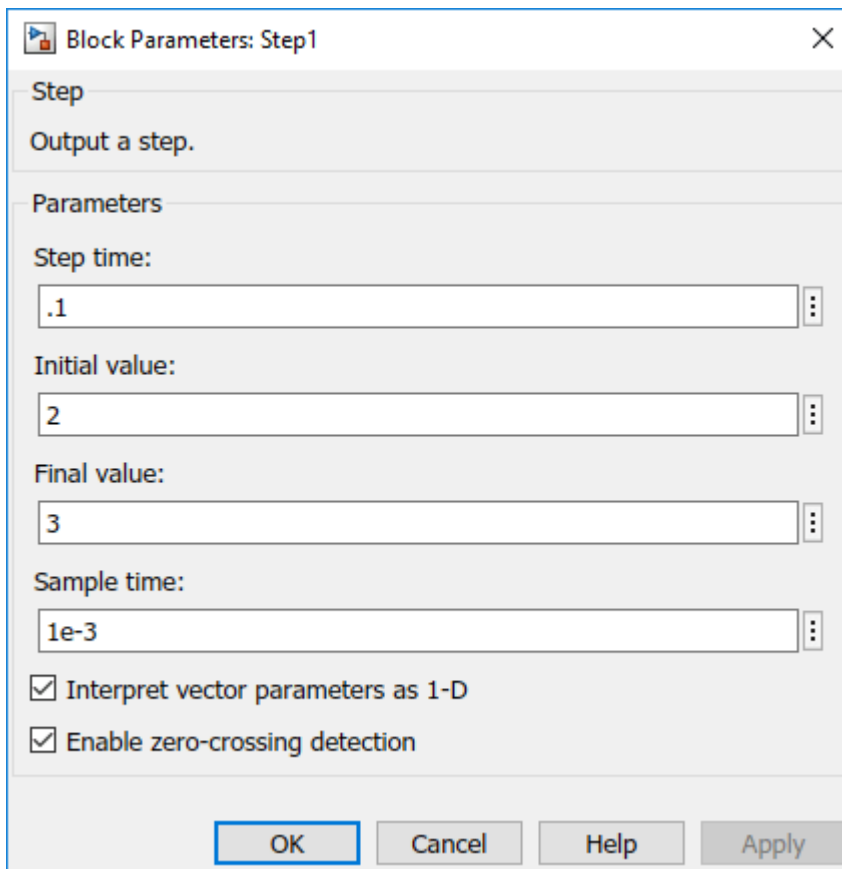
```
nonlinearModel = 'sschdlexVariableResistorExample';
load_system(nonlinearModel)
open_system([nonlinearModel, '/Simscape Subsystem'])
```



This model is an RLC circuit with a Piecewise-Constant Resistor acting as the resistor or 'load'. For the Piecewise-Constant Resistor, the relationship between voltage V and current I is $V=I*R$ where R is the numerical value presented at the physical signal port R .

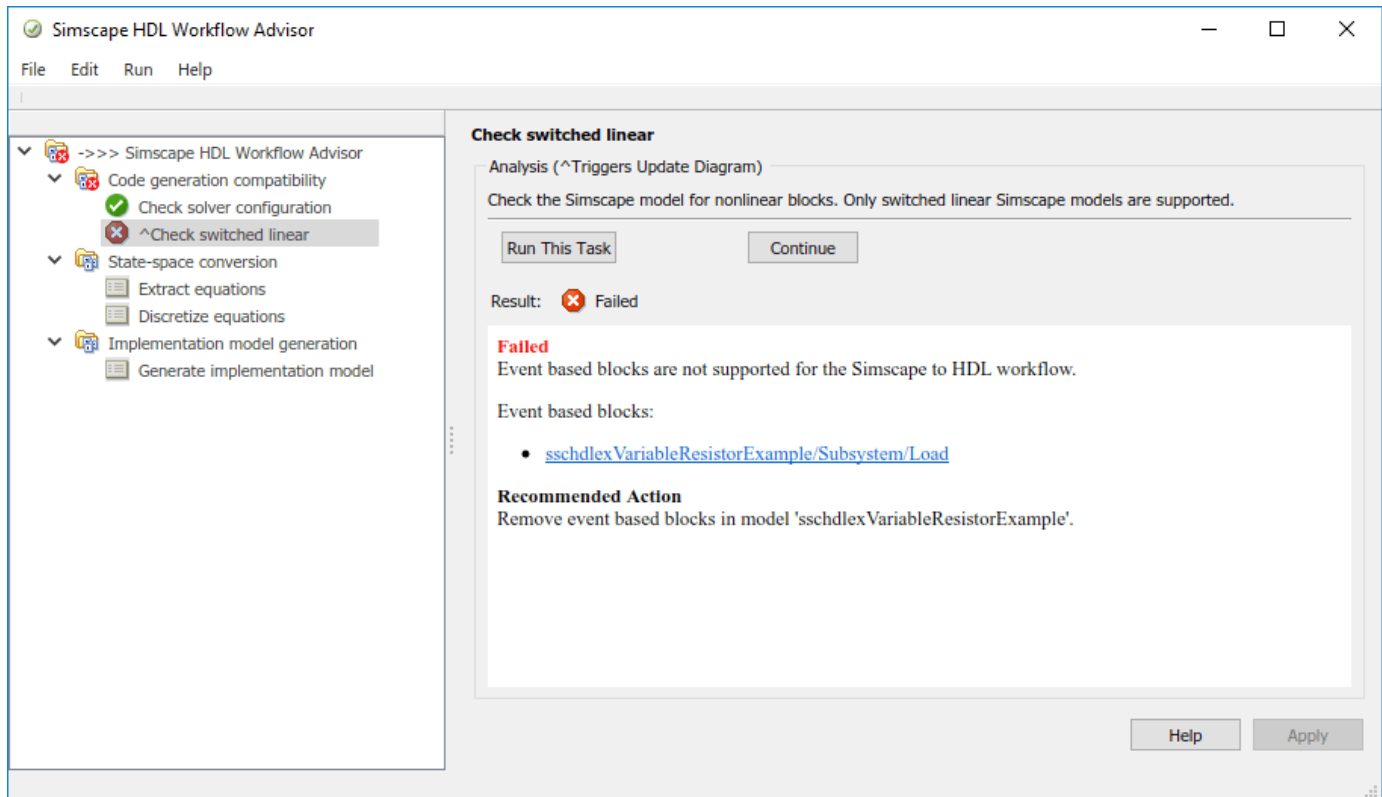
To ensure a positive value for the resistance, any value below $1e-6$ is replaced by $1e-6$. This resistor is Piecewise-Constant because the resistance only changes when the input value differs from the current resistance by more than a set tolerance. Thus, a continuously changing input would be converted to a discrete set of resistances.

In this model the signal going into the Piecewise-Constant Resistor is a step function that changes from 2 to 3 at $t=0.1$ thus changing the load resistance from $2\ \Omega$ to $3\ \Omega$.



To open the Simscape HDL Workflow Advisor at the command-line, enter:
`sschldadvisor(nonlinearModel)`

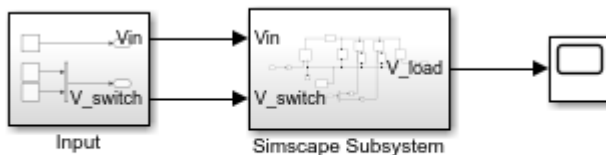
Run the workflow to the Get state-space parameters task. This task fails because of the presence of the Piecewise-Constant Resistor.



Replace Piecewise-Constant Resistor with switches and constant resistors.

To convert this model to an equivalent switched linear model, replace the Piecewise-Constant Resistor with a set of switches and resistors for each desired value. To open the switched linear version in the MATLAB® command prompt, enter:

```
switchedLinearModel = 'sschdlexVariableResistorSwitchedLinearExample';
load_system(switchedLinearModel)
open_system(switchedLinearModel)
```



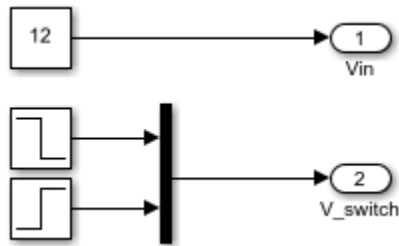
Copyright 2019 The MathWorks, Inc.

The Piecewise-Constant Resistor has been replaced by a resistor and switch for each desired resistance. To recreate the behavior of a load resistance that changes from $2\ \Omega$ to $3\ \Omega$ at $t=0.1$ two resistors are used, one with a resistance of $2\ \Omega$ and the other with a resistance of $3\ \Omega$. By closing and opening the switches the load resistance switches from $2\ \Omega$ to $3\ \Omega$.

Controlling the Switches

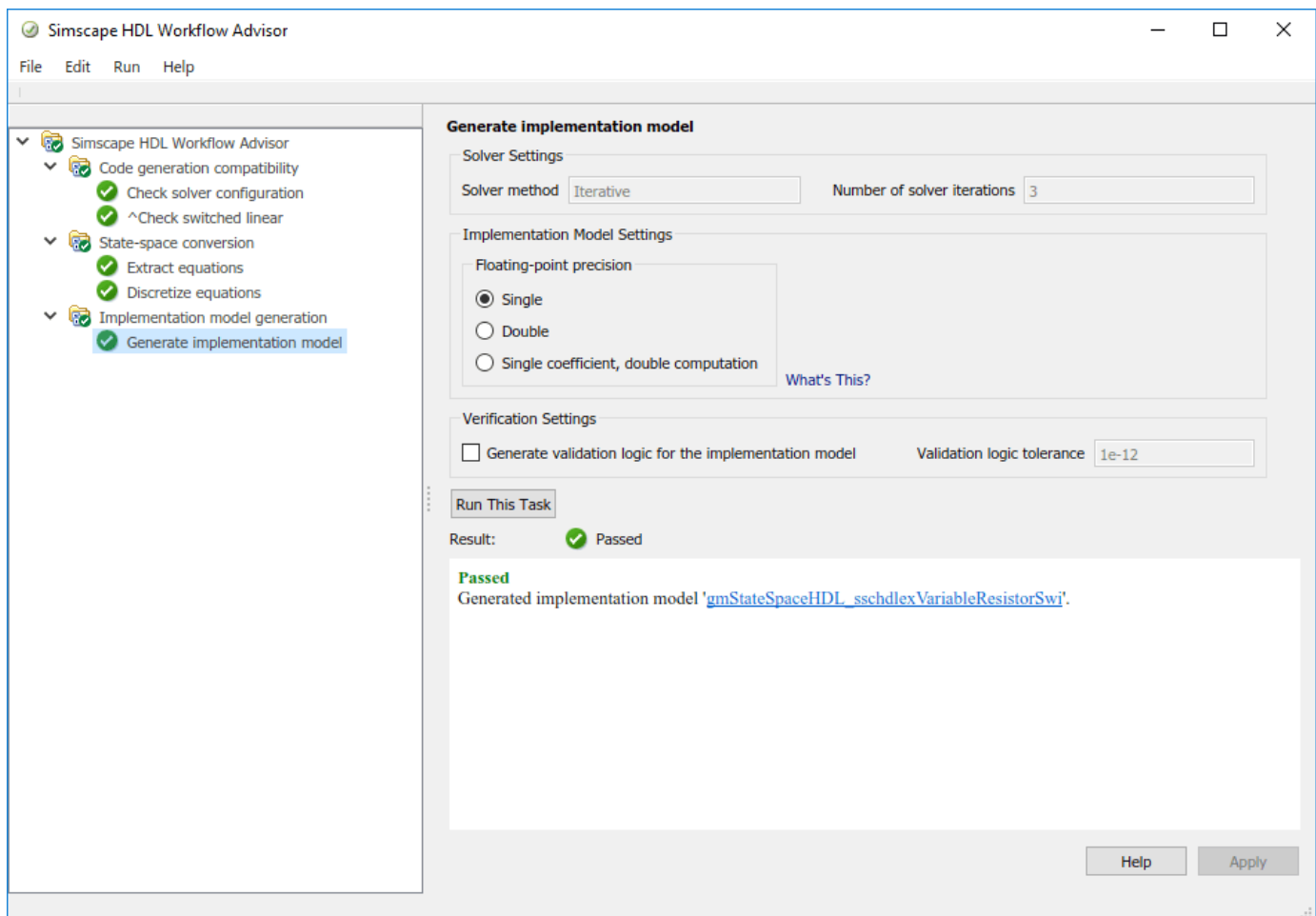
The switches must be turned on and off to provide the correct load resistance. To view the control signals for the switches in the MATLAB® command prompt, enter:

```
open_system([switchedLinearModel, '/Input'])
```

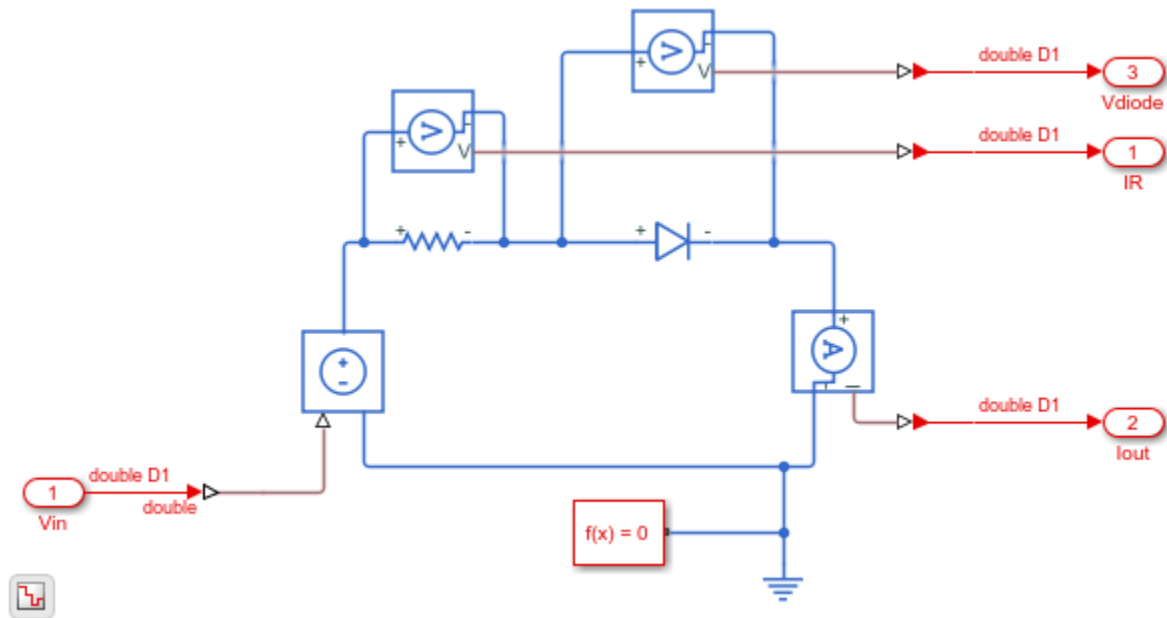


To achieve the correct resistance, create two step functions. One to open the switch in series with the 2 Ω resistor at $t=0.1$ and another to close the switch in series with the 3 Ω resistor at the same time.

Now that the Piecewise-Constant Resistor has been replaced with switched linear components run the Simscape HDL Workflow Advisor and see that all the tasks run to completion.



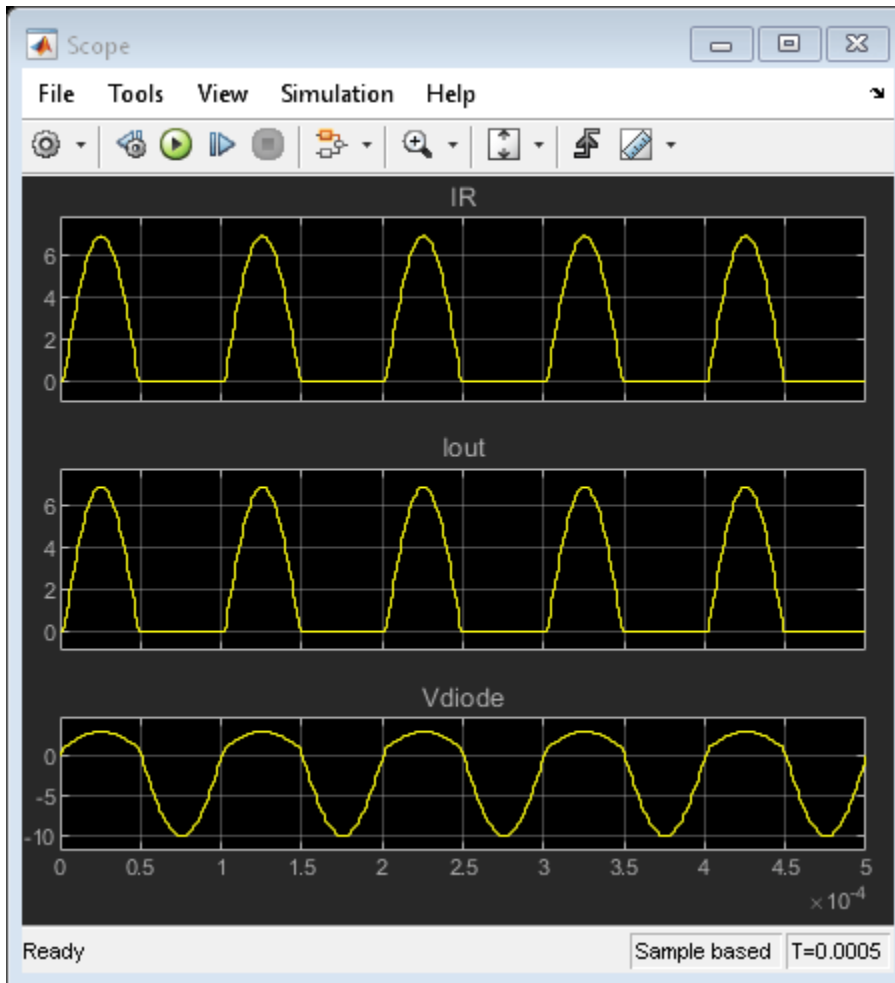
By changing the Piecewise-Constant Resistor to a number of specified resistors that switch on and off the model has been changed to a form that is compatible with the Simscape to HDL workflow.



The half-wave rectifier consists of a Resistor, which is a linear block, and a Diode, which is a switched linear block. At the input and output port interfaces, the model has Simulink-PS Converter and PS-Simulink Converter blocks. The solver settings are configured for compatibility with Simscape HDL Workflow Advisor. If you open the Block Parameters dialog box for the Solver Configuration block, **Use local solver** is selected and **Backward Euler** is specified as the **Solver type**. See “Get Started with Simscape Hardware-in-the-Loop Workflow” on page 32-2.

To see the algorithm functionality, simulate the model.

```
sim(ModelName)
open_system([ModelName, '/Scope'])
```



2. Configure the Simscape Model for HDL compatibility by using the `hdlsetup` function:

```
hdlsetup('sschdlexHalfWaveRectifierExample')
```

Generate HDL Implementation Model

To generate the HDL implementation model:

1. Open the Simscape HDL Workflow Advisor:

```
sschdladvisor('sschdlexHalfWaveRectifierExample')
```

2. To compare functionality of the HDL implementation model with the original Simscape algorithm, select the **Generate implementation model** step, and then select the **Generate validation logic for the implementation model** check box. Use a **Validation logic tolerance** of 0.001. Right-click the **Generate implementation model** step and select **Run to Selected Task**.

The Advisor generates an HDL implementation model and a state-space validation model. To compare functionality of the HDL implementation model with the original Simscape algorithm, open and simulate the state-space validation model. The output of this model matches the original Simscape model. For a more systemic verification, see “Validate HDL Implementation Model to Simscape Algorithm” on page 32-97.

See also “Simscape HDL Workflow Advisor Tasks” on page 33-2.

Setup and Configuration

The Speedgoat IO334-325K FPGA module uses Xilinx® Vivado® and *IP Core Generation* workflow infrastructure. Before you deploy the HDL implementation model on the Speedgoat I/O module:

1. Install Xilinx Vivado and Setup Tool Path

Install the latest version of Xilinx® Vivado® as listed in “HDL Language Support and Supported Third-Party Tools and Hardware”. Then, set the tool path to the installed Xilinx Vivado executable by using the `hdlsetuptoolpath` function.

```
hdlsetuptoolpath('ToolName','Xilinx Vivado','ToolPath','C:\Xilinx\Vivado\2019.2\bin\vivado.bat')
```

2. Install Speedgoat I/O Blockset and Speedgoat - HDL Coder Integration Packages

Install the Speedgoat I/O Blockset and the Speedgoat - HDL Coder Integration packages. See Install Speedgoat HCIP.

3. Setup I/O Module

For real-time simulation, set up the I/O module. See Xilinx HDL Software for Speedgoat I/O Modules.

HDL Workflow Advisor

The HDL Workflow Advisor guides you through HDL code generation and the FPGA design process. Use the Advisor to:

- Check the model for HDL code generation compatibility and fix incompatible settings.
- Generate HDL code, test bench, and scripts to build and run the code and test bench.
- Perform synthesis and timing analysis.
- Deploy the generated code on SoCs, FPGAs, and Speedgoat I/O modules.

To open the HDL Workflow Advisor, use the `hdladvisor` function.

```
hdladvisor('gmStateSpaceHDL_sschedlexHalfWaveRectifierEx/Simscape_system/HDL Subsystem')
```

The left pane contains folders that represent a group of related tasks. Expanding the folders and selecting a task displays information about that task in the right pane. The right pane can contain simple controls for running the task to advanced parameters and option settings that control code and test bench generation. To learn more about each task, right-click that task, and select **What's This?**. See “Getting Started with the HDL Workflow Advisor” on page 31-6.

Generate FPGA Bitstream for Speedgoat Target Computer

1. Open the HDL implementation model, and then open the HDL Workflow Advisor for the implementation model.

```
open_system('gmStateSpaceHDL_sschedlexHalfWaveRectifierEx')
hdladvisor('gmStateSpaceHDL_sschedlexHalfWaveRectifierEx/HDL Subsystem')
```

2. In **Set Target Device and Synthesis Tool** task, specify **Target workflow** as Simulink Real-Time FPGA I/O and **Target platform** as Speedgoat IO334-325K.

1.1. Set Target Device and Synthesis Tool

Analysis (^Triggers Update Diagram)

Set Target Device and Synthesis Tool for HDL code generation

Input Parameters

Target workflow: Simulink Real-Time FPGA I/O

Target platform: Speedgoat IO334-325k Launch Board Manager

Synthesis tool: Xilinx Vivado Tool version: 2019.2.1 Refresh

Family: Kintex7 Device: xc7k325t

Package: fbg676 Speed: -2

Project folder: hdl_prj Browse...

3. In the **Set Target Reference Design** task, select a value of x4 for the parameter PCIe lanes, and select **Run This Task**.

4. In **Set Target Interface** task, map the input and output single data type ports to PCIe Interface and select **Run This Task**.

1.3. Set Target Interface

Analysis (^Triggers Update Diagram)

Set target interface for HDL code generation

Input Parameters

Processor/FPGA synchronization: Free running

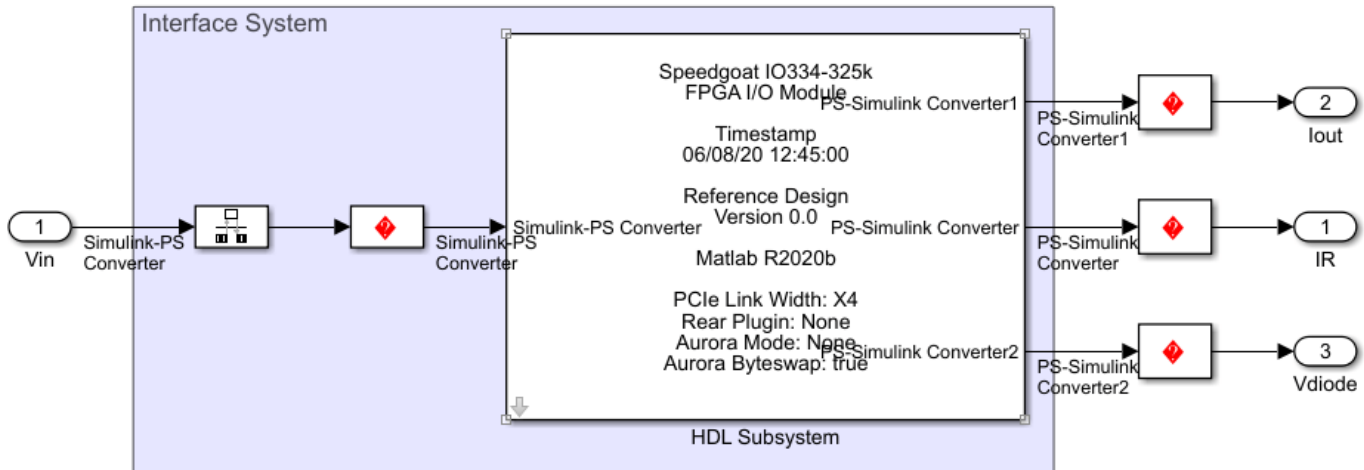
Target platform interface table

| Port Name | Port Type | Data Type | Target Platform Interfaces | Interface Mapping | Interface Options |
|-------------------------|-----------|-----------|----------------------------|-------------------|-------------------|
| Simulink-PS Converter | Inport | single | PCIe Interface | x"100" | Options... |
| PS-Simulink Converte... | Outport | single | PCIe Interface | x"104" | |
| PS-Simulink Converter | Outport | single | PCIe Interface | x"108" | |
| PS-Simulink Converte... | Outport | single | PCIe Interface | x"10C" | |

5. In the **Set Target Frequency** task, set the **Target Frequency (MHz)** as 100.

6. Right-click the **Generate Simulink Real-Time Interface** task and select **Run to Selected Task** to generate the HDL IP core, FPGA bitstream, and download the bitstream onto the Speedgoat IO334 target.

A Simulink Real-Time Interface model is generated, and named as **gm_gmStateSpaceHDL_sschdexHalfWaveRectifierEx_slrt**.



For rapid prototyping, you can export the Workflow Advisor settings to a script. The script is a MATLAB file that you run from the command line. You can modify and run the script, or import the settings into the HDL Workflow Advisor User Interface. To save the workflow, in the HDL Workflow Advisor User Interface, select **File > Export to Script**. Save the file as `hdlworkflow_slrt_IO334.m`.

To import this file, in the HDL Workflow Advisor User Interface, select **File > Import from Script**. In the Import Workflow Configuration dialog box, select the `hdlworkflow_slrt_IO334.m` file. The HDL Workflow Advisor updates the tasks according to the imported script. See “Run HDL Workflow with a Script” on page 31-54.

Deploy Bitstream to Speedgoat IO334-325k Target

1. Connect Development Computer to Target

Connect the development computer to the target by using a cross-over network cable. The Speedgoat target computer IP address is `10.10.10.15`. Set the IP address of the communication link between the development computer and target computer to a value `10.10.10.12` because the communication link must be in the same network.

2. Setup and Configure Simulink Real-Time Explorer

You download the bitstream by using the Simulink Real-Time Explorer. To open the Simulink Real-Time Explorer, enter the command `slrtExplorer`. Alternatively, you can open the Explorer from the **REAL-TIME** tab of the Simulink Toolstrip.

```
slrtExplorer
```

a. In the **TARGET** pane click the **Add Target** button, and then click the **Properties** button on the toolbar. In the **Target Properties** Workspace, click **Host-to-Target Communication**.

- Set **IP Address** as `10.10.10.15`, **Port** as `22222`, **Subnet mask** as `255.255.255.0`, and **Gateway** as `10.10.10.10`.
- Set **Target driver** as **Auto** and **Bus type** as **PCI**.

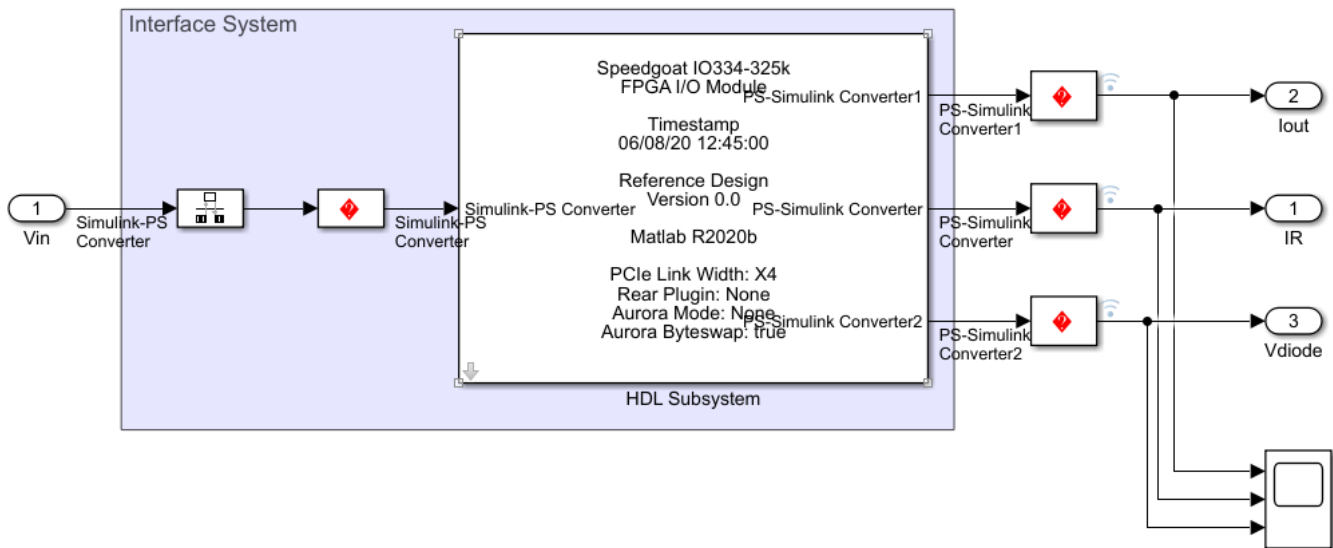
b. In the **Target Properties** Workplace, click *Target Settings.

- Select **USB Support** and **Graphics mode**.
- Click **Boot Configuration** in **Target Properties** workspace.
- Select **Boot mode** as Network and click on **Create boot disk**. The Target MAC address appears in the **MAC address** field.

Save the configuration by clicking the **save** button.

3. Create Real-Time Application

Open the Simulink Real-Time Interface model. Add a Scope block to the model and connect it to the outputs. Log the output signals to view the simulation results on the Simulation Data Inspector.



4. Build and Run Real-Time Application

Click the **Run on Target** button on the **REAL_TIME** tab to compile and download the model onto Speedgoat IO334-325k target.

A target object name `tg` is created in the MATLAB workspace and the model is run on the target. Observe the output simulation results on the Simulation Data Inspector. The simulation results of the downloaded model match the original Simscape model simulation.

Validate HDL Implementation Model to Simscape Algorithm

If you design your algorithm by using Simscape switched linear blocks, you can run the Simscape HDL Workflow Advisor to generate an HDL implementation model. The HDL implementation model represents the Simscape algorithm by using Simulink blocks that are compatible for HDL code generation.

Before you prototype the implementation model on an FPGA or target Speedgoat FPGA I/O modules, you can verify the functionality of your design in the Simulink modeling environment. To verify the functionality, specify insertion of validation logic in the HDL implementation model when you run the Simscape HDL Workflow Advisor. This logic verifies whether the numeric results of the HDL implementation model match the original Simscape algorithm.

In some cases, there can be a mismatch in simulation results between the Simscape algorithm and the corresponding HDL implementation. Such mismatches generate warnings or assertions when you simulate the implementation model. To resolve the warnings, use a combination of various settings in the **Generate implementation model** task as illustrated below.

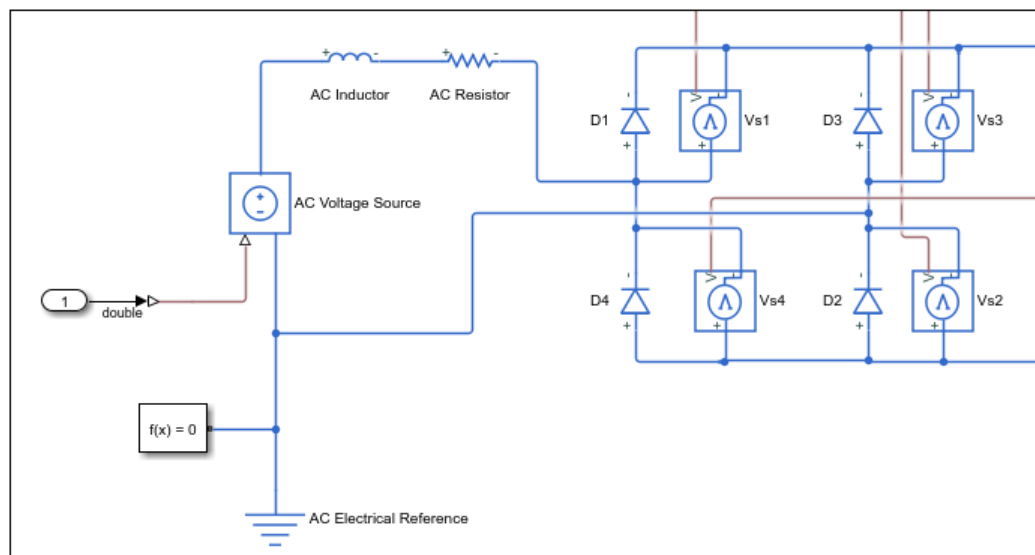
Bridge Rectifier Model

This example uses the bridge rectifier model to illustrate how to generate an implementation model with validation logic inserted in the model, and how you can resolve any assertions that may be generated when you simulate the implementation model.

- 1 Open the bridge rectifier model. In the MATLAB Command Window, enter:

```
open_system('sschdlexBridgeRectifierExample')
open_system('sschdlexBridgeRectifierExample/Simscape_system')
```

Inside the `Simscape_system`, you see four diodes arranged in a bridge configuration. For both positive and negative input values, this configuration provides a positive, rectified output.



- 2 Open the Simscape HDL Workflow Advisor for your model:

```
sschdladvisor('sschdlexBridgeRectifierExample')
```

- 3 Right-click the **Get state-space parameters** task and select **Run to Selected Task** to run all tasks in the Advisor except for the **Generate implementation model** task.
- 4 In the **Generate implementation model** task, select the **Generate validation logic for the implementation model** check box. Leave the other options with their default values and select **Run This Task**.

Generate implementation model

Solver Settings

Solver method: Iterative Number of solver iterations: 3 [How to Change This?](#)

Implementation Model Settings

Floating-point precision

Single Map state space parameters to RAMs: Auto

Double

Single coefficient, double computation [What's This?](#)

Verification Settings

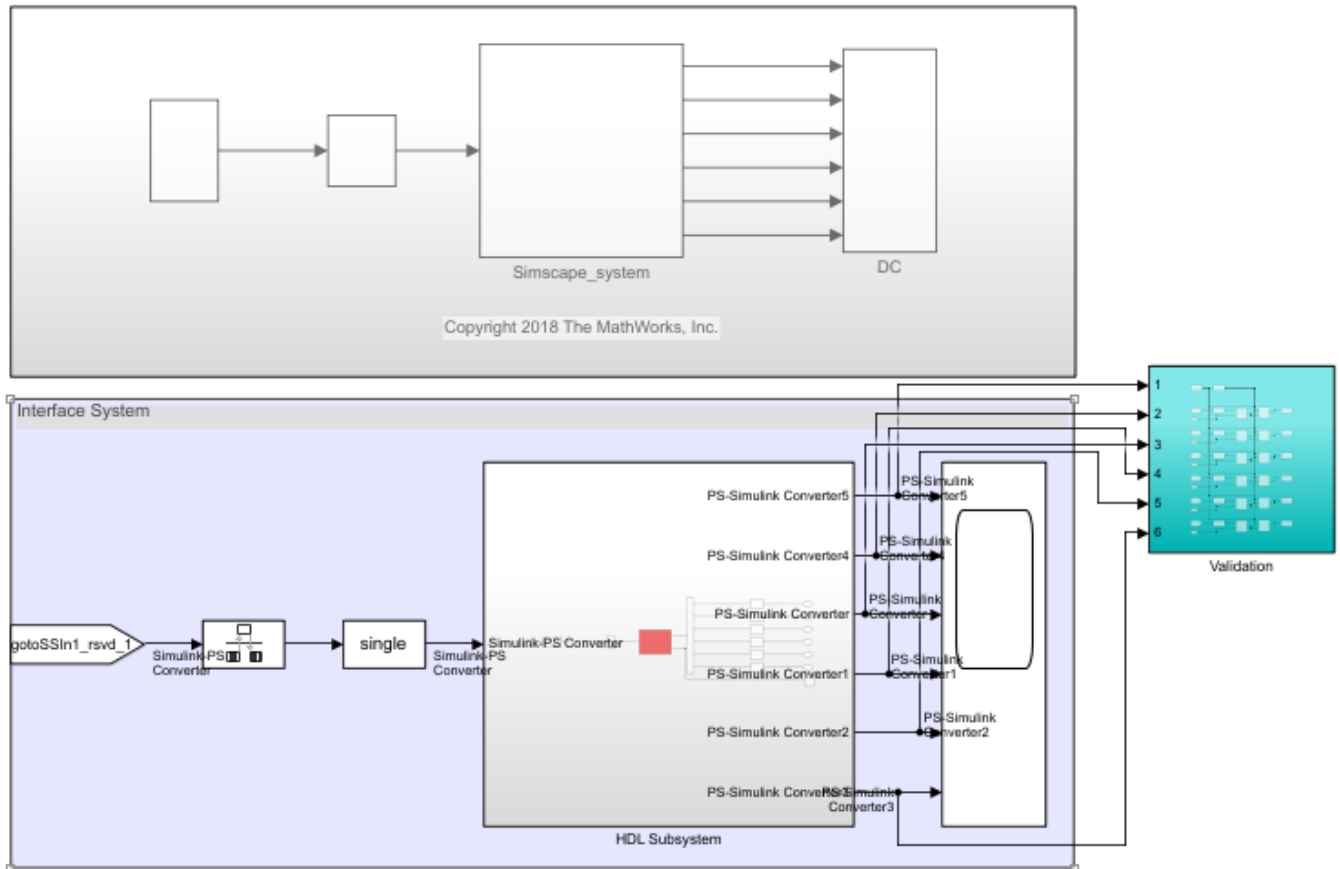
Generate validation logic for the implementation model Validation logic tolerance: 1e-12

[Run This Task](#)

Result: Passed

After running this task, keep the UI window for this task open. If simulating the HDL implementation model generates warnings, you modify the settings in the **Generate implementation model** task and then rerun this task. You do not have to modify or rerun other tasks.

- 5 Click the link to open the HDL implementation model. You see a **Validation Subsystem** that compares the simulation results of the Simscape model to the HDL implementation model. Simulate the implementation model.



You see that simulating the model generates multiple assertions indicating a mismatch in the simulation results. If you open the Diagnostic Viewer, you see this message:

```
Assertion detected in 'gmStateSpaceHDL_BridgeRectifier_HDL_SimMismatch/
Validation/Check Static Range1' at time 0.04186 [4982 similar]
```

The message indicates that the Simscape™ algorithm does not match the equivalent HDL implementation. To resolve the validation mismatch, you can modify various settings in the **Generate implementation model** task until the HDL implementation model matches the Simscape algorithm. In most cases, to resolve the numeric mismatch, you may want to use a combination of these settings.

Increase Validation Logic Tolerance

Conversion of a Simscape algorithm to an equivalent HDL implementation leads to rounding errors. The default tolerance value is relatively small and can be difficult to achieve especially with single-precision data types in the HDL implementation model. To resolve the mismatch:

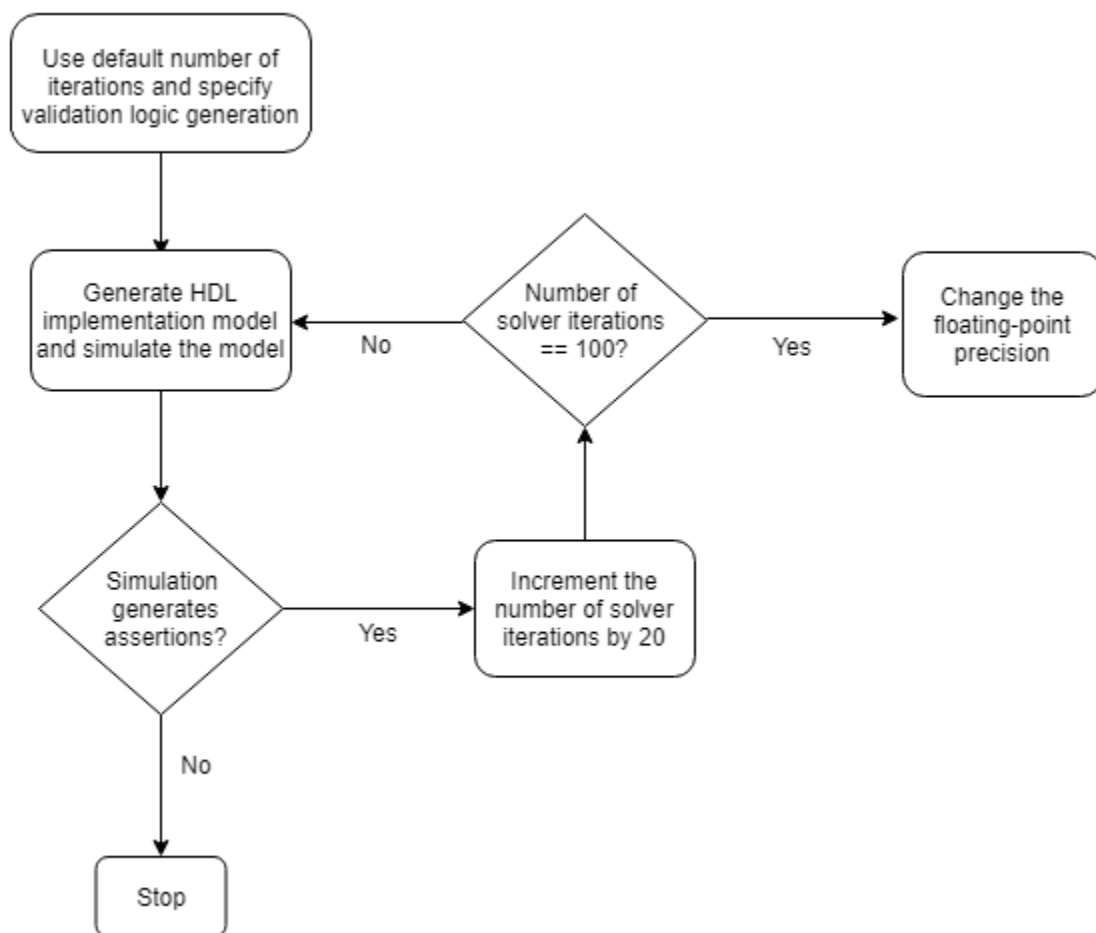
- 1 Start by increasing the **Validation logic tolerance** to an initial value such as $1e-4$.
- 2 Select **Generate validation logic for the implementation model** and run the task to generate the HDL implementation model that includes validation logic.
- 3 Simulate the model and check whether the simulation displays assertions in the Diagnostic Viewer. If the simulation results produce warnings, proceed to the next step to increase the number of solver iterations.

Increase Number of Solver Iterations

For each mode in the physical system, the switched linear workflow arrives at a state-space representation. The solver method is iterative and performs multiple computations to determine the correct mode for the next time step. After a certain number of iterations, the output value from the next time step becomes the same as the value from the previous time step. This consistency in the output value indicates the correct number of solver iterations.

The Advisor by default chooses an optimal value for the number of solver iterations. See “Using Number of Solver Iterations” on page 33-9. If increasing the tolerance value does not improve accuracy of the HDL implementation model, you can resolve the numeric mismatch by increasing the number of solver iterations.

When you increase the number of solver iterations, the code generator changes the sample time of the generated HDL implementation model. A large number of iterations can increase the simulation time significantly. See “Reducing Number of Solver Iterations” on page 32-106. This flowchart illustrates how to change the **Number of solver iterations**.

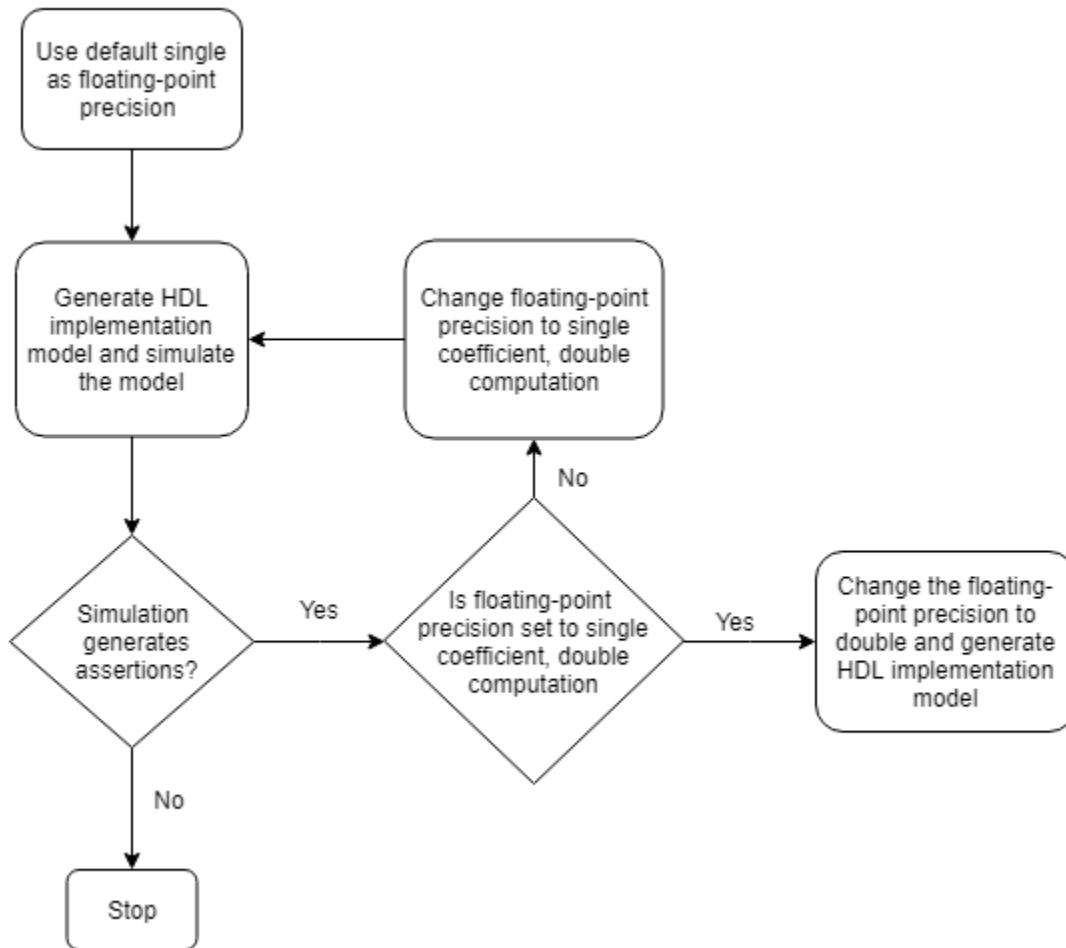


Use Larger Floating-Point Precision

You can use the **Floating-point precision** setting in the **Generate implementation model** task to specify the floating-point data type you want to use for the algorithm inside the HDL Subsystem. Specify whether you want to store the matrix coefficients in **single** or **double** data types and whether to use **single** or **double** when performing the computations.

| Floating-Point Precision | Description |
|--|---|
| Double | Using double floating-point precision increases the numerical accuracy of the generated model and the maximum achievable target frequency. However, the area consumption and pipeline latency are also increased. |
| Single | This is the default setting for floating-point precision. |
| Single coefficient, double computation | This mode offers a tradeoff between Single and Double modes of floating-point precision. To save memory usage, the coefficients that are stored in single . The matrix computations are then performed in double for improved accuracy. |

This flowchart illustrates how to change the **Floating Point Precision** and improve the numeric accuracy of the generated HDL implementation model.



Note Double-precision operations have large latencies and require a large **Oversampling factor** to allocate sufficient delays for the floating-point operations, which reduces the sampling frequency. For a tradeoff between accuracy and precision, use **Single coefficient, double computation** as the **Floating Point Precision**.

After specifying double data types, if the simulation results still produce warnings:

- 1 Proceed to the first step to further increase the validation logic tolerance. Use a tolerance value of $1e-03$ and then simulate the model to see if the numeric accuracy requirements are met.
- 2 Increase the number of solver iterations if you still see warnings in the Diagnostic Viewer. Continue iterating between these steps till the HDL implementation model numerically matches the Simscape algorithm.

For the bridge rectifier model, to resolve the warnings, set the **Validation logic tolerance** to $1e-4$ and specify the **Floating Point Precision** as **double**. After you generate the implementation model with the validation logic, you see that simulating the model does not display warnings in the Diagnostic Viewer.

See Also

Functions

sschdladvisor | `simscape.findNonlinearBlocks`

More About

- “Generate HDL Code for Simscape Models” on page 32-9
- “Simscape HDL Workflow Advisor Tasks” on page 33-2
- “Simscape HDL Workflow Advisor Tips and Guidelines” on page 33-6
- “Generate Simulink Real-Time Interface Subsystem for Simscape Two-Level Converter Model” on page 32-25

Improve Sampling Rate of HDL Implementation Model Generated from Simscape Algorithm

If you design your algorithm by using Simscape switched linear blocks, you can run the Simscape HDL Workflow Advisor to generate an HDL implementation model. When you open the HDL implementation model, you see the HDL algorithm that models the state-space representation by using Simulink blocks that are compatible for HDL code generation. To learn more about the Simscape HDL Workflow Advisor, see “Simscape HDL Workflow Advisor Tasks” on page 33-2.

Sampling Frequency

When you generate HDL code and deploy the plant model onto an FPGA, you may want to improve the sampling frequency. The sampling frequency depends on these parameters:

- FPGA clock frequency
- Oversampling factor
- Number of solver iterations

$$\text{Sampling Frequency} = \text{FPGA clock frequency} / (\text{Oversampling factor} * \text{Number of solver iterations})$$

To improve the sampling rate, you want to maximize the FPGA clock frequency, and minimize the oversampling factor and number of solver iterations. As you improve the sampling rate, make sure that the updated sampling frequency is equivalent to the fixed sample time that you specify for your original Simscape model by using the Solver Configuration block. To learn more about how this block is used in your model before running the Simscape HDL Workflow Advisor, see “Generate HDL Code for Simscape Models” on page 32-9.

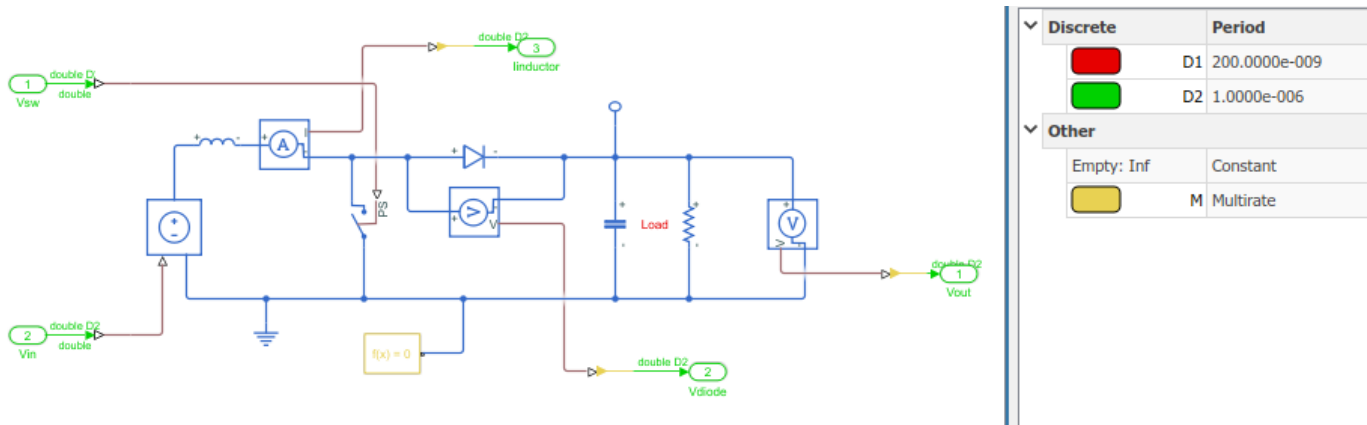
The preceding section uses the boost converter model as an example to illustrate how you can modify the oversampling factor and the number of solver iterations to improve the sampling rate.

Boost Converter Model

This example uses the boost converter model to illustrate the change in sample time in the generated HDL implementation model and the oversampling factor that is saved on the model.

- 1 Open the boost converter model. To learn how the boost converter is implemented, open the `Simscape_system` Subsystem. To open the boost converter model, in the MATLAB Command Window, enter:

```
open_system('sschdlexBoostConverterExample')
open_system('sschdlexBoostConverterExample/Simscape_system')
```



You see that the model runs at a sample time $1e-6$. The sample time of $200e-9$ corresponds to the sample time of the sources that drive the Simscape algorithm.

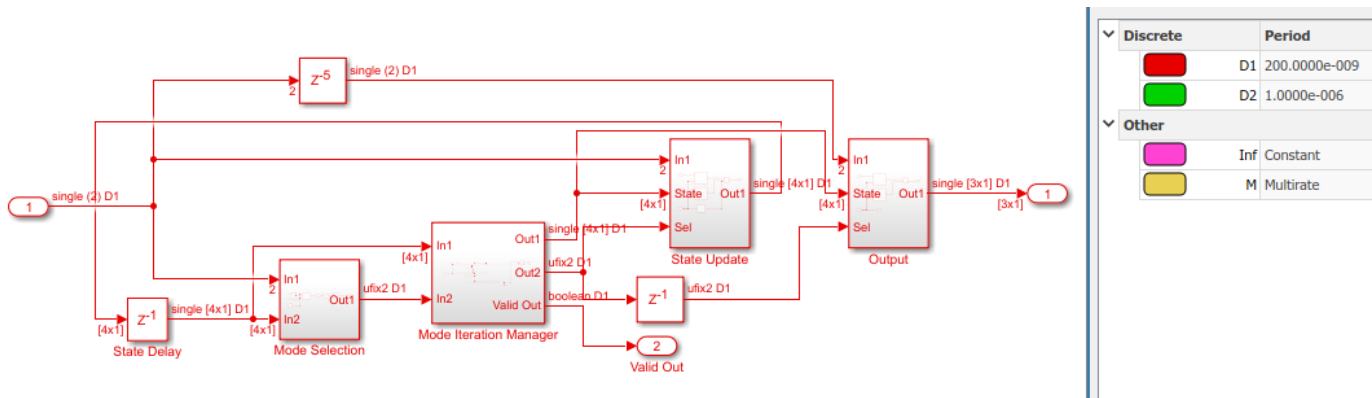
- 2 Open the Simscape HDL Workflow Advisor for your model:

```
sschdladvisor('sschdlexBoostConverterExample')
```

- 3 Run the workflow to the **Generate implementation model** task.

After running this task, you see a link to the generated HDL implementation model. Click the link to open the HDL implementation model.

- 4 Simulate the HDL implementation model. When you navigate the model to the HDL Algorithm Subsystem, you see that the model uses `single` data types and runs at a sample time $200e-9$, which is 5 times faster than the original Simscape model.



- 5 Run this command to see the HDL parameter settings that are saved on the model:

```
hdlsaveparams('gmStateSpaceHDL_sschdlexBoostConverterExamp')
```

```

%% Set Model 'gmStateSpaceHDL_BoostConverter_HDL' HDL parameters
hdlset_param('gmStateSpaceHDL_BoostConverter_HDL', 'FloatingPointTargetConfiguration', ...
    hdlcoder.createFloatingPointTargetConfig('NativeFloatingPoint' ...
        , 'LatencyStrategy', 'MIN') ...
);
hdlset_param('gmStateSpaceHDL_BoostConverter_HDL', 'HDLSubsystem', ...
    'gmStateSpaceHDL_BoostConverter_HDL');
hdlset_param('gmStateSpaceHDL_BoostConverter_HDL', 'MaskParameterAsGeneric', 'on');
hdlset_param('gmStateSpaceHDL_BoostConverter_HDL', 'Oversampling', 60);

% Set SubSystem HDL parameters
hdlset_param('gmStateSpaceHDL_BoostConverter_HDL/HDL Subsystem', 'FlattenHierarchy', 'on');
    
```

```
% Set SubSystem HDL parameters
hdlset_param('gmStateSpaceHDL_BoostConverter_HDL/HDL Subsystem/HDL Algorithm/State Update/Multiply State', ...
'SharingFactor', 1);
```

The HDL parameters that are saved indicate that the model has the native floating-point mode enabled and uses an **Oversampling factor** of 60 and has **Latency Strategy** set to MIN. This default values chosen for number of solver iterations and combination of HDL parameters offers an optimal trade-off between oversampling factor and the target FPGA clock frequency and improves the sampling frequency. To further improve the sampling frequency, reduce the number of iterations and the oversampling factor.

Reducing Number of Solver Iterations

For each mode in the physical system, the switched linear workflow arrives at a state-space representation. The solver method is iterative and performs multiple computations to determine the correct mode for the next time step. After a certain number of iterations, the output value from the next time step becomes the same as the value from the previous time step. This consistency in the output value indicates the correct number of solver iterations.

The Advisor by default chooses an optimal value for the number of solver iterations. See “Using Number of Solver Iterations” on page 33-9. To improve the sampling rate, reduce the number of solver iterations. The number of solver iterations depends on various factors such as the complexity of your design, the number of modes in the design that the workflow calculates, and so on.

In the **Generate implementation model** task of the Simscape HDL Workflow Advisor:

- 1 Start by reducing the **Number of solver iterations** to a value such as 3
- 2 Select **Generate validation logic for the implementation model**, and then generate the HDL implementation model.
- 3 Simulate the HDL implementation model and open the Diagnostic Viewer to verify that the model does not display warnings or assertions.

If you see warnings or assertions, it indicates a simulation mismatch because the number of solver iterations that you specified is not adequate to compute the required number of modes in the state-space design. Resolve the mismatch by increasing the validation logic tolerance value or the number of solver iterations. Changing **Floating-point precision** to double is not recommended. Double-precision operations have large latencies and require a large **Oversampling factor** to allocate sufficient delays, which reduces the sampling frequency. See “Validate HDL Implementation Model to Simscape Algorithm” on page 32-97.

Using Oversampling Factor and Latency Strategy

The **Oversampling factor** specifies the factor by which the FPGA clock rate is a multiple of the HDL implementation model base sample rate. The HDL implementation model contains feedback loops and performs multiplication of large matrices that have floating-point data types inside the feedback loops. To accommodate the large latency introduced by these floating-point operations inside the feedback loops, the code generator uses a large value of oversampling factor in conjunction with the clock-rate pipelining optimization on the model. For more information, see “Strategy 1: Global Oversampling” on page 10-69.

You vary the oversampling factor and latency strategy of the floating-point operator in conjunction. The default oversampling factor of 60 and minimum latency strategy gives an optimal sampling

frequency. To achieve the maximum FPGA clock frequency, use the maximum latency strategy. When you specify this latency strategy, the floating-point operations introduce the maximum number of delays. To allocate these delays, increase the oversampling factor. If the increase in FPGA clock frequency outweighs the increase in oversampling factor, you achieve a higher sampling frequency.

To change the latency strategy and oversampling factor in conjunction from the Configuration parameters dialog box:

- 1 On the **HDL Code Generation > Floating Point** pane, change the **Latency Strategy** to Max .
- 2 On the **HDL Code Generation > Global Settings** pane, increase the **Oversampling factor** to a value such as 100 depending on the complexity of your HDL design.

For the boost converter model, the default settings of **Number of solver iterations** set to 5, **Oversampling factor** set to 60, and **Latency Strategy** set to Min provides the optimal sampling frequency.

See Also

Functions

`sschdladvisor` | `simscape.findNonlinearBlocks`

More About

- “Solvers for Real-Time Simulation” (Simscape)
- “Simscape HDL Workflow Advisor Tips and Guidelines” on page 33-6
- “Latency Considerations with Native Floating Point” on page 10-97
- “Generate Simulink Real-Time Interface Subsystem for Simscape Two-Level Converter Model” on page 32-25

Simscape HDL Workflow Advisor Tasks

- “Simscape HDL Workflow Advisor Tasks” on page 33-2
- “Simscape HDL Workflow Advisor Tips and Guidelines” on page 33-6

Simscape HDL Workflow Advisor Tasks

By using the Simscape HDL Workflow Advisor, you can generate an HDL implementation model. You can then generate HDL code for the implementation model and deploy the code onto FPGA platforms. To open the Advisor, run the `sschdladvisor` function. For example:

```
sschdladvisor('sschdlexHalfWaveRectifierExample')
```

In the Simscape HDL Workflow Advisor, for summary information on each Simscape HDL Workflow Advisor folder or task, right-click that folder or task and select **What's This?**.

Simscape HDL Workflow Advisor folder

The Simscape HDL Workflow Advisor consists of various tasks that you can use to convert your Simscape model to an HDL implementation model. You can generate code for the HDL Subsystem in this model. The Simscape HDL Workflow Advisor consists of folders that perform these tasks:

- The **Code generation compatibility** folder consists of tasks that check whether the model is a switched linear system and uses the correct solver configuration settings.
- The **State-space conversion** folder consists of tasks that derive the state-space parameters from your model for generating the implementation model.
- The **Implementation model generation** folder consists of a task that generates the HDL implementation model from the state-space parameters.

To learn more about each folder or task, right-click that folder or task, and select **What's This?**.

Code generation compatibility folder

The tasks in the **Code generation compatibility** folder check whether:

- You have correctly specified the solver configuration settings and the settings are consistent across Solver Configuration blocks inside each network into your Simscape model.
- Your model uses switched linear blocks.

Check solver configuration task

The **Check solver configuration** task checks whether you have specified the correct settings and the settings are consistent across Solver Configuration blocks inside each network in your Simscape model.

The Advisor checks whether you specified these settings for all Solver Configuration blocks:

- **Use local solver** is selected
- **Solver type** is set to Backward Euler
- A discrete sample time, T_s is specified
- **Use fixed-cost runtime consistency iterations** is either selected or cleared
- **Nonlinear iterations** value is the same when **Use fixed-cost runtime consistency iterations** is selected

If you did not specify these settings, the task provides a link to the Solver Configuration block in your model and the settings to modify.

Check switched linear task

The **Check switched linear** task checks whether you use switched linear blocks in your Simscape model.

For this task to pass, the model that you use must contain linear or switched linear blocks. Nonlinear blocks and time-varying blocks (such as Variable Inductor and Variable Capacitor blocks) are not supported.

Linear blocks are blocks that are defined by a linear relationship. For example, a resistor is a linear block since it is defined by the equation $V = IR$. Similarly, an inductor is linear because it is defined by $V = d/dt \ I \ L$. Switched linear blocks are blocks such as diodes or switches. These blocks are defined by a linear relationship such as $V = IR$ where R can switch between two or more values depending on the state of the diodes or switches.

This task runs `simscape.findNonlinearBlocks` on your model to check for the presence of nonlinear blocks. For example:

```
sschdladvisor('sschdlexHalfWaveRectifierExample')
```

If your model contains nonlinear blocks, running this task fails. In the **Result** log, you see links provided to the nonlinear blocks in your model. To continue the workflow, replace the nonlinear blocks with switched linear blocks, and rerun the task.

When this task passes, it displays:

- A message indicating that the model is switched linear.
- Number of Simscape networks present in the model.
- The number of algebraic and differential variables for each Simscape network with links to the blocks in your Simscape model that are related to these variables.

Differential variables consume a quadratic amount of multiplier resources on the target FPGA device. Algebraic variables consume a linear amount of multiplier resources. You can use this information to determine how many multiplier resources your Simscape design consumes on the FPGA device.

- A message with links to the Simulink-PS Converter and PS-Simulink Converter blocks in your model if you use the default names for these blocks.

The input and output ports of the HDL `Subsystem` in the implementation model use the names that you specify for the Simulink-PS Converter and PS-Simulink Converter blocks. To avoid this message, use a meaningful name for these blocks.

State-space conversion folder

Before you can generate the HDL implementation model, run the task in this folder to derive the state-space parameters from your model. The tasks in this model:

- Simulate the Simscape model to extract the differential algebraic equations.
- Discretize the differential algebraic equations to generate an abstract state space representation that represents the model in the form of linear modes.

Extract Equations

The **Extract Equations** task simulates your Simscape model to extract the differential algebraic equations. This task derives the **Simulation stop time** value from the original Simscape model.

If this task passes, it displays the number of states, inputs, outputs, modes, and differential variables for each Simscape network present in the model. The task also displays a message if the model is purely linear and does not contain any nonlinear elements.

The number of modes is limited by the number of switches present in your Simscape model. The maximum number of modes possible are $2^{(\text{number of switches})}$. All the modes that the Advisor generates are executed as per the input parameters by using a switching logic. A valid number of modes are selected depending on the design of your Simscape model.

Discretize Equations

This task discretizes the differential algebraic equations and generates an abstract discrete state-space representation. This task represents the model in the form of linear modes. Each mode is represented by a set of state-space matrices. This task derives the **Discrete sample time** value from the original Simscape model.

If this task passes, it displays the **Discrete sample time** and number of parameters and modes for each Simscape network present in the model.

Passed

Summary of the state-space representation:

- Discrete sample time: 1e-05

| Parameter | Parameter size |
|-----------|----------------|
| A | 7 x 7 x 3 |
| B | 7 x 1 x 3 |
| F0 | 7 x 1 x 3 |
| C | 6 x 7 x 3 |
| D | 6 x 1 x 3 |
| Y0 | 6 x 1 x 3 |

Implementation model generation folder

The task in the **Implementation model generation** folder generates an HDL implementation model from the discrete state-space representation. The implementation model represents the Simscape algorithm by using Simulink blocks that are compatible for HDL code generation. If the task **Generate implementation model** in this folder passes, it provides a link to the implementation model.

Generate implementation model task

To generate an HDL implementation model from the discrete state-space representation, run this task. The HDL implementation model contains a HDL `Subsystem` that models the state-space equations by using the state-space parameters derived by running the **Get state-space parameters** task. The HDL `Subsystem` block represents the DUT for which you can generate HDL code.

Before you run this task, you can:

- Specify a custom value for the **Number of Solver iterations** setting. To learn more, see “Using Number of Solver Iterations” on page 33-9.
- Use the **Floating-point precision** setting to specify whether the HDL `Subsystem` in the generated implementation model stores matrix types in `single` or `double` and computes the results in `single` or `double` data types. To learn more, see “Floating-Point Precision and Numerical Accuracy” on page 33-10.
- Use the **Generate validation logic for the implementation model** to generate the logic that verifies whether the generated HDL implementation model is functionally equivalent to the original Simscape model. The logic is generated for each Simscape network present in the model. You can specify a tolerance for the numerical correctness by using the **Validation logic tolerance**. The **Validation logic tolerance** is an absolute value. For example, you can specify a tolerance value of $1e-12$.

If the task passes, you see a link to the implementation model.

See Also

More About

- “Simscape HDL Workflow Advisor Tips and Guidelines” on page 33-6
- “Generate HDL Code for Simscape Models” on page 32-9
- “Generate Simulink Real-Time Interface Subsystem for Simscape Two-Level Converter Model” on page 32-25

Simscape HDL Workflow Advisor Tips and Guidelines

By using the Simscape HDL Workflow Advisor, you can generate an HDL implementation model. You can generate HDL code for the implementation model and deploy the generated code onto FPGA platforms. To open the Advisor, run the `sschdladvisor` function. For example:

```
sschdladvisor('sschdlexBoostConverterExample')
```

The Simscape HDL Workflow Advisor consists of various tasks that convert your Simscape model to the HDL implementation model. When running various tasks in the Simscape HDL Workflow Advisor, you can follow certain tips and guidelines. You see these tips in the UI window of a particular task. For example, in the task that discretizes the equations to state-space parameters, the UI has a tip that suggests how to change the sample time. This section contains more information about each tip in the Simscape HDL Workflow Advisor UI.

Estimating Resource Consumption Using Algebraic and Differential Variables

After you run the **Check Switched Linear** task, the task reports the number of differential and algebraic variables for each Simscape network present in the model. For example, this figure illustrates that there are two differential and two algebraic variables in the boost converter example model `sschdlexBoostConverterExample`.

```
sschdladvisor('sschdlexBoostConverterExample')
```

Run the workflow to the **Check Switched Linear** task.

Details

Number of Discrete Variables: 4

Number of Differential Variables: 2

| Source | Value |
|--|-------------------|
| Simscape_system.Capacitor.vc | Capacitor voltage |
| Simscape_system.Inductor.i_L | Inductor current |

Number of Algebraic Variables: 2

| Source | Value |
|---|---------|
| Simscape_system.Capacitor.i | Current |
| Simscape_system.Inductor.v | Voltage |

By viewing the number of algebraic and differential variables, you can determine how the design consumes resources on the FPGA device. If N_d is the number of differential variables and N_a is the number of algebraic variables, the resource usage on the target hardware varies according to the

relation $N_d * (N_d + N_a)$. Differential variables consume a quadratic amount of multiplier resources on the target FPGA device. Algebraic variables consume a linear amount of multiplier resources. You can use this information to determine how many multiplier resources your Simscape design consumes on the FPGA device and whether your design is ready for conversion to state-space representation.

Setting Simulation Stop Time for Extracting Equations

Change Simulation Stop Time

When you run the **Extract Equations** task, the Simscape HDL Workflow Advisor reports the simulation stop time. The simulation stop time corresponds to the amount of time that the Advisor takes to run simulation on your Simscape model. The stop time must not be significantly large such that the Advisor takes a long time to run this task. Use a stop time that is sufficient to reach the required number of modes for your model. To change the stop time, navigate to the Simscape model, and then specify the **Stop Time**.

Simulation Stop Time and Number of Modes

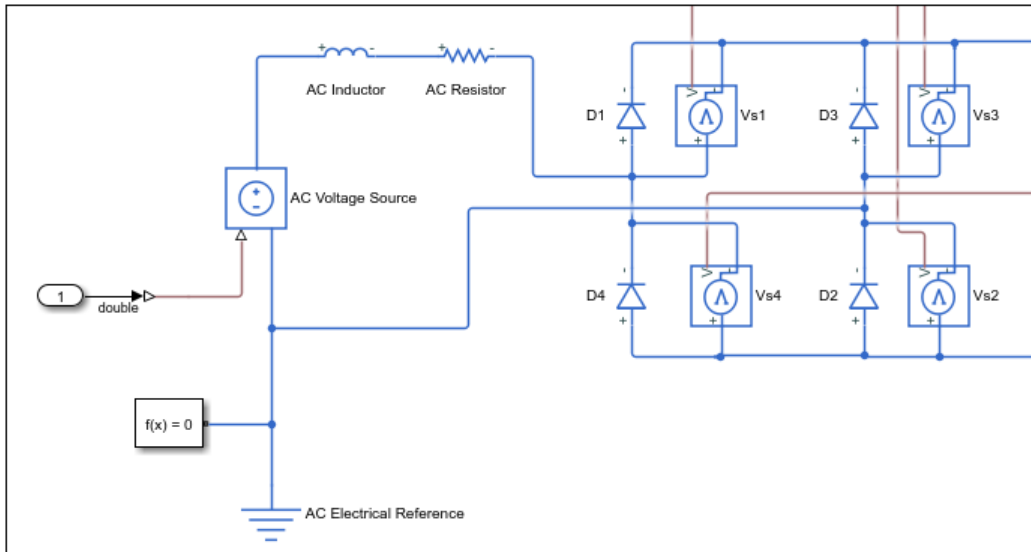
In the **Extract Equations** task, when you extract the differential algebraic equations, the Simscape HDL Workflow Advisor simulates the model to cover the nonlinear range of Simscape blocks. This task can take a long time depending on the number of switching elements in the Simscape model.

For a switched linear model, each switching element in the design has two modes. A switched linear model with n switching elements has 2^n possible modes. For Simscape models with large number of switching elements, the number of modes can become significantly large. For example, the Vienna rectifier has 21 switching elements, which translates to 2^{21} possible modes. The Simscape HDL Workflow Advisor can take a long time to simulate such a large model and cover such a large number of modes. In addition, the HDL implementation model that you generate for such a design can consume a large amount of resources or may not even fit on the target FPGA device.

In most cases, while simulating the model, the Advisor does not have to reach the entire 2^n modes. For example, consider this bridge rectifier model. To open this model, enter:

```
open_system('sschdlexBridgeRectifierExample')
```

Inside the `Simscape_system` Subsystem, you see the four diodes arranged in a bridge configuration.



As each diode has two states, the Simscape design can have $2^4 = 16$ possible states. In contrast, the bridge rectifier has only three modes. The modes are:

- Diodes D1 and D2 are ON, D3 and D4 are OFF
- Diodes D1 and D2 are OFF, D3 and D4 are ON
- Diodes D1, D2, D3, and D4 are OFF

This example shows that, based on the Simscape algorithm and the input to the design, you can set the simulation stop time to a minimum value that covers the number of modes to be reached.

Changing Sample Time for Discretizing Equations

Change Sample Time

When you run the **Discretize Equations** task, the Simscape HDL Workflow Advisor reports the discrete sample time. The discrete sample time corresponds to the sample time that the Advisor uses to discretize the differential algebraic equations to state-space parameters. To change the sample time, in your Simscape model, open the Block Parameters dialog box for the Solver Configuration block, and then specify the **Sample time**.

Sample Time and Discretizing Equations

In the **Discretize Equations** task, the Simscape HDL Workflow Advisor discretizes the differential algebraic equations into state-space parameters. You extract the differential algebraic equations by simulating the Simscape model in the previous task, **Extract Equations**. The **Discretize Equations** task runs much faster than the **Extract Equations** task because the Advisor only has to discretize the differential algebraic equations to state-space parameters.

The **Discretize Equations** task obtains the sample time information from the sample time that you specify for the Solver Configuration block in your model. The Advisor then discretizes the equations to state-space parameters based on this sample time information.

Using Number of Solver Iterations

What is Number of Solver Iterations?

In the **Generate implementation model** task, you can specify the **Number of solver iterations**. The number of solver iterations refer to the number of times the state-space model is executed per mode. The Simscape HDL Workflow Advisor generates the number of iterations that are required for executing the state-space model, automatically.

For each mode in the physical system, the switched linear workflow arrives at a state-space representation. The solver method is iterative and performs multiple computations to determine the correct mode for the next time step. After a certain number of iterations, the output value from the next time step becomes the same as the value from the previous time step. This consistency in the output value indicates the correct number of solver iterations.

By default, the **Number of Solver iterations** is 1 for linear models. For switched linear models, the **Number of solver iterations** depends on the number of mode iterations that Simscape uses during model simulation. This chosen value is optimal such that it causes the model to converge and avoids exceeding the threshold value for real-time deployment.

Using Fixed-Cost Runtime Consistency Iterations

On the Solver Configuration block, the **Use fixed-cost runtime consistency iterations** check box is cleared by default. If you select this check box, the **Nonlinear iterations** setting on the Solver Configuration block becomes the same as the **Number of solver iterations** setting in the **Generate implementation model** task.

By default, **Nonlinear iterations** is set to 2. When you run the **Generate implementation model** task, the Advisor sets the **Number of solver iterations** to 2 and this setting cannot be modified. To modify the **Number of solver iterations**, either:

- Change **Nonlinear iterations**.
- Clear **Use fixed-cost runtime consistency iterations** and then change the **Number of solver iterations**.

To learn more about the **Use fixed-cost runtime consistency iterations** setting, see Solver Configuration. See also “Solvers for Real-Time Simulation” (Simscape).

Change Number of Solver Iterations

By default, you can change the number of solver iterations on this task. Increasing the number of solver iterations improves the numerical accuracy of generated HDL implementation model. To achieve higher sampling frequencies, reduce the number of solver iterations. Choose a value for number of solver iterations that trades off numerical accuracy and sampling frequency.

On the Solver Configuration block, if you specify the **Use fixed-cost runtime consistency iterations** setting, you cannot change the **Number of solver iterations** setting on this task. To change the number of solver iterations, on the Solver Configuration block, change the **Nonlinear iterations** parameter and rerun the **Generate implementation model** task.

Trading off Numerical Accuracy and Sampling Frequency

To verify whether the numeric results of the HDL implementation model matches the original Simscape model, select **Generate validation logic for the implementation model**. If the numeric

results from the HDL implementation model do not match, you can increase the number of solver iterations. To learn more, see “Increase Number of Solver Iterations” on page 32-100.

Changing the number of solver iterations trades off numerical accuracy for sampling frequency. Increasing the number of solver iterations increases the sample time of the HDL implementation model which can reduce the sampling frequency. See “Reducing Number of Solver Iterations” on page 32-106.

Floating-Point Precision and Numerical Accuracy

Use the **Floating-point precision** setting to specify whether you want the algorithm inside the HDL Subsystem in the generated implementation model to use `single` or `double` data types when performing the matrix computations.

| Floating-Point Precision | Description |
|--|---|
| Double | Using <code>double</code> floating-point precision increases the numerical accuracy of the generated model and the maximum achievable target frequency. However, the area consumption and pipeline latency are also increased. |
| Single | This is the default setting for floating-point precision. |
| Single coefficient, double computation | This mode offers a tradeoff between <code>Single</code> and <code>Double</code> modes of floating-point precision. To save memory usage, the coefficients that are stored in <code>single</code> . The matrix computations are then performed in <code>double</code> for improved accuracy. |

To learn more about the floating-point precision settings and tradeoffs, see “Use Larger Floating-Point Precision” on page 32-101.

Map State Space Parameters to RAMs

The **Map state space parameters to RAMs** setting enables you to map the state space parameters onto the hardware resources such as RAMs or lookup tables (LUTs).

| Map State Space Parameters to RAMs | Description |
|------------------------------------|--|
| Auto (default) | Maps the state space parameters to RAMs when the number of modes exceeds a set threshold value. Otherwise, it maps them to LUTs. |
| On | Maps state space parameters to RAMs. |
| Off | Maps state space parameters to LUTs. |

See Also

More About

- “Generate HDL Code for Simscape Models” on page 32-9

- “Generate Simulink Real-Time Interface Subsystem for Simscape Two-Level Converter Model” on page 32-25

Model Protection in HDL Coder

- “Create Protected Models to Conceal Contents and Generate HDL Code” on page 34-2
- “Test Protected Models” on page 34-10
- “Package and Share Protected Models” on page 34-12
- “Obfuscate Generated HDL Code from Simulink Models” on page 34-15

Create Protected Models to Conceal Contents and Generate HDL Code

When you want to share a model with a third-party without revealing intellectual property, protect the model. When you create a protected model, you conceal the implementation details of the original model by compiling it into a referenced model. The protected model includes derived files to support the optional functionalities that you specify, such as support for C code generation or HDL code generation.

If you have a HDL Coder license, you can create a protected model with simulation and HDL code generation support. The protected model user can then generate HDL code for models that reference the protected model that you created. To enable C code generation support or specify additional options such as code interface, you must have a Simulink Coder or Embedded Coder® license. To learn more about that workflow, see “Protect Models to Conceal Contents”.

How Model Protection Works

When you protect a model, you can allow the user of the protected model to:

- Open a read-only web view of the model, including model contents and block parameters.
- Simulate the model in accelerator (default), rapid accelerator, and normal modes.
- Generate HDL code for a model that includes the protected model.
- Generate C code for a model that includes the protected model, if you have Simulink Coder.
- Generate code for the protected model through the standalone interface, if you have Embedded Coder and specify an ERT-based system target file for the model.

You can optionally password-protect each option. If you choose password protection for one of these options, the software protects the supporting files by using AES-256 encryption.

How to Create a Protected Model

Create a protected model by using one of these options:

- To create a protected model from a referenced model, select the Model block and on the Simulink Toolstrip **Model Block** tab, click the **Protect** button.
- To create a protected model from the current model:
 - On the Simulink Toolstrip **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears.
 - Select the Model block and on the **HDL Code > Share** tab, select **Generate Protected Model**.
- To programmatically create a protected model, use the `Simulink.ModelReference.protect` function.

When you create a protected model:

- Simulink creates and stores a protected version of the model in a file that has the same name as the source model, with an `.slxp` extension.
- The original model file, with the `.slx` extension, does not change. If you protect the model through a Model block, that Model block does not change.

- Optionally, Simulink creates a project archive (.mlproj) that contains the protected model, a harness model for the protected model, and additional supporting files.

If your protected model requires additional supporting files, such as base workspace definitions or a data dictionary, include these files with the model when you share the protected model. For more information, see “Package and Share Protected Models” on page 34-12.

General Protected Model Requirements and Limitations

When you create a protected model, consider these requirements:

- You must have a HDL Coder or Simulink Coder license to create a protected model.
- The model must be available on the MATLAB path.
- The model cannot have unsaved changes.
- The model uses the configuration that is active during protection. You cannot change the configuration of a protected model.
- If the model contains variants, the protected model includes only the variant that is active during protection.
- The protected model name must not be modified. Renaming the model or changing the suffix makes the model unusable until you restore its original name and suffix.

The model must also meet all requirements listed in “Model Reference Requirements and Limitations”.

Protected Model Restrictions for HDL Code Generation

When you create a protected model that has HDL code generation support, these restrictions apply:

- The protected model must use the same configuration parameters as the top level that it is referenced from.

In R2021b, HDL Coder enables a difference in the values of these parameters between the protected model and the top model so that you can simulate and generate HDL code for top model and protected models while retaining top model synthesis parameters settings.

- Family
- Device Name
- Package Name
- Speed value
- Target frequency
- The solver settings that you specify in the **Solver** pane of the Configuration Parameters dialog box must be **Fixed-step** and **auto**.
- You must not enable these settings in the Configuration Parameters dialog box:
 - **Generate parameterized HDL code from masked subsystem**
 - **Module name prefix**
 - **Use trigger signal as clock**
 - **Minimize clock enables**

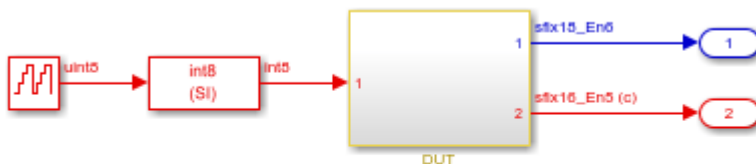
- **Scalarize vector ports**
- **Allow clock-rate pipelining at DUT output ports**
- Models with multiple clock signals or the **Clock inputs** set to multiple in the Configuration Parameters dialog box are not supported.
- Models that contain model arguments are not supported.
- HDL source code of the protected model cannot be obfuscated.
- Nested protected models are not supported.
- The protected model cannot have callbacks.

To learn more about limitations for C code generation, see “Code Generation Requirements and Limitations”.

Prepare the Parent Model

This example shows how you can protect a model that is referenced by a Model block in the parent model. Open the parent model `hdlcoder_protected_model_parent_harness`.

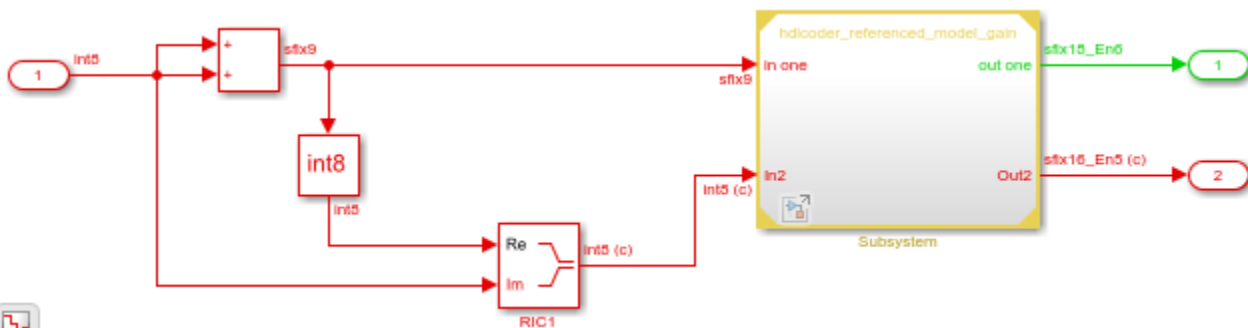
```
open_system('hdlcoder_protected_model_parent_harness')
set_param('hdlcoder_protected_model_parent_harness','SimulationCommand','Update')
```



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Navigate to the Model block in your parent model. If you double-click the DUT Subsystem, and then open the `mynested` Subsystem, you see a Model block that references the model `hdlcoder_referenced_model_gain`.

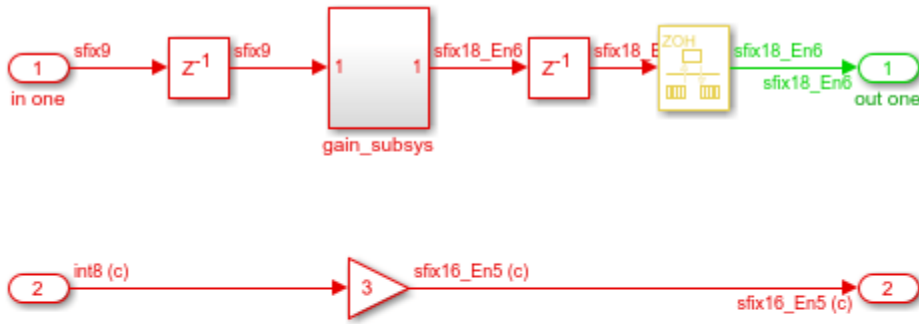
```
open_system('hdlcoder_protected_model_parent_harness/DUT/mynested')
```



Open the Model block and make sure that a *modelName* with the extension `.slx` is specified in the **Model name** field. When both the referenced model and the protected model exist in the same folder, the parent model references the protected model unless the extension is specified.

In this case, the Model block is referencing the model `hdlcoder_referenced_model_gain.slx`, the model that you want to protect. Double-click the Model block or open the model `hdlcoder_referenced_model_gain` in a separate window.

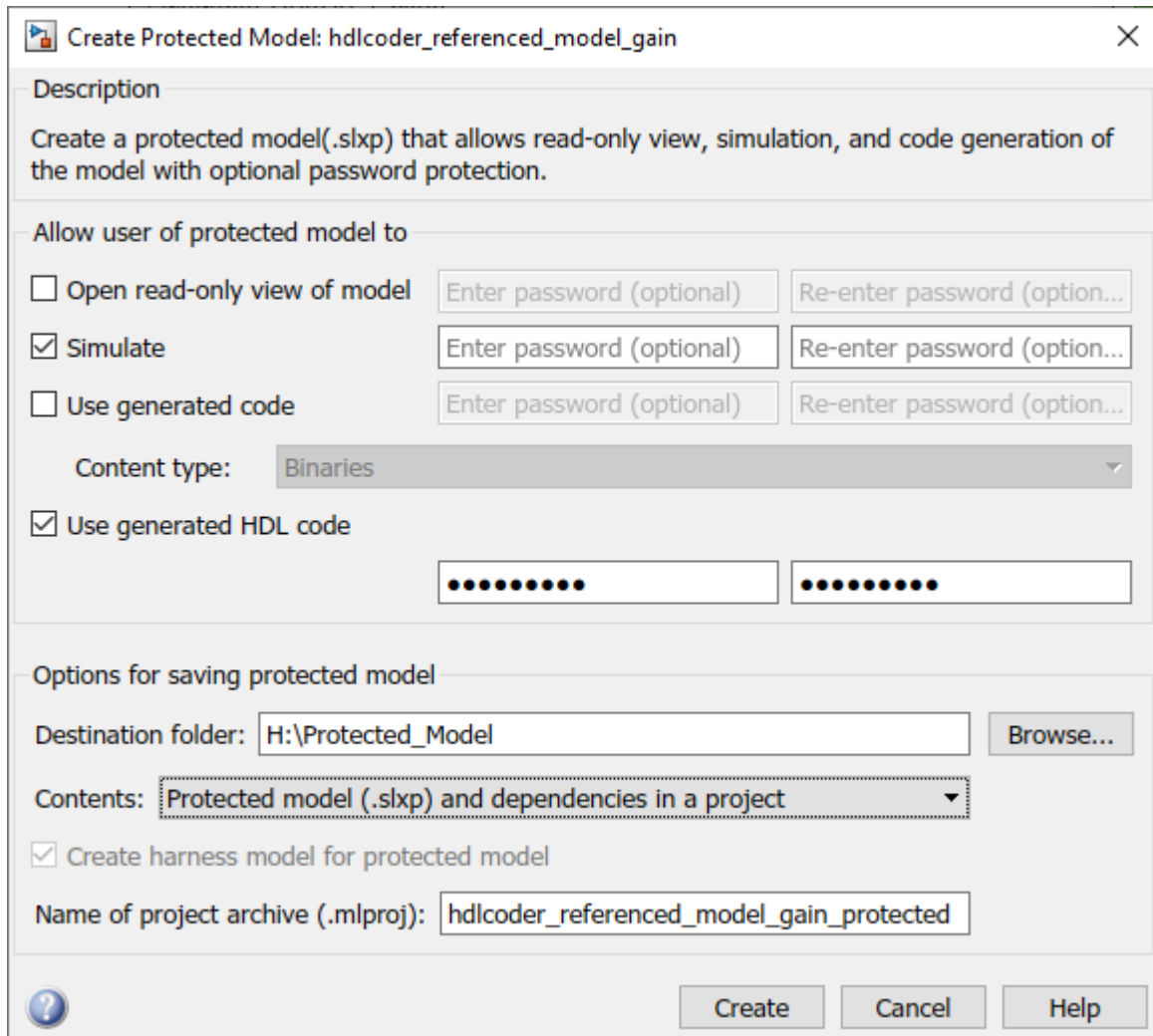
```
open_system('hdlcoder_referenced_model_gain')
set_param('hdlcoder_referenced_model_gain', 'SimulationCommand', 'Update')
```



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Protect the Referenced Model

- 1 Select the Model block.
- 2 On the Simulink Toolstrip **Model Block** tab, click **Protect**.



- 3 In the Create Protected Model dialog box, select the **Simulate** dialog box. This option allows the protected model user to simulate the model that references the protected model.
- 4 If you have Simulink Coder or Embedded Coder, you can specify additional settings such as enabling code generation support with password protection by using the **Use generated code** check box or specifying a **Code interface**. To learn more about these options, see “Protect Models to Conceal Contents” (Embedded Coder).
- 5 Select the **Use generated HDL code** check box to generate HDL code for a model that references the protected model. If you want to password-protect this functionality of the protected model, you must specify a minimum of eight characters. You can specify a unique password for this option. You cannot obfuscate the HDL source code for a protected model.
- 6 In the **Destination folder** box, specify the folder path for the protected model. The default value is the current working folder.
- 7 To automatically collect, create, and package supporting files with the protected model, set **Contents** to Protected Model (.slxp) and dependencies in a project. In this example, set **Contents** to Protected Model (.slxp) only.

8 To create a harness model for the protected model, select the **Create harness model for protected model** check box. The harness model provides an isolated environment for the Model block that references the protected model. In this example, leave the check box cleared.

9 Click **Create**.

HDL Coder checks compatibility of the model for HDL code generation then generates code for the model. The generated code file contents are in the `hdlsrc` folder. To learn about the files that are generated, see “Package and Share Protected Models” on page 34-12.

10 To use the protected model in a model hierarchy, reference it through a Model block. The **Simulation mode** for Model blocks that reference a protected model is set to **Accelerator**. You cannot change the mode. For more information, see “Reference Protected Models from Third Parties”.

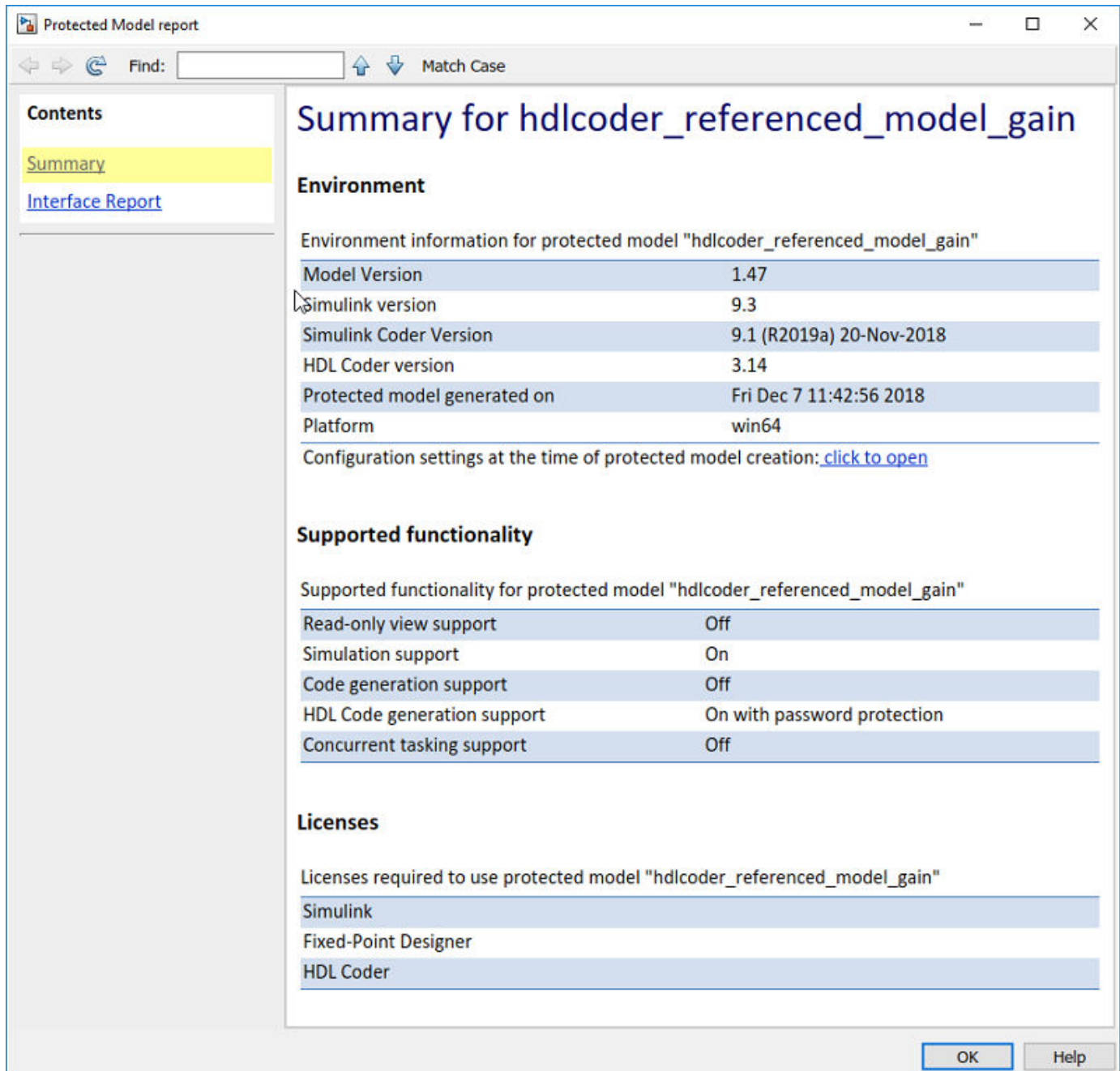
To learn more about the options, see “Create Protected Model”.

To create a protected model when using the `Simulink.ModelReference.protect` function, set the `Mode` to `HDLCodeGeneration`. For example, run this command to protect the referenced model `hdlcoder_referenced_model_gain`:

```
Simulink.ModelReference.protect('hdlcoder_referenced_model_gain', ...
                               'Mode', 'HDLCodeGeneration')
```

Protected Model Report

When you create the protected model from the Simulink Editor, a protected model report is generated and included as part of the protected model. For this example, to view the protected model report, double-click the protected model or right-click the protected-model badge icon on the block in the harness model and select **Display Report**.



The report contains:

- A **Summary**, including the following tables:
 - **Environment**, providing the Simulink version, the Simulink Coder version, the HDL Coder version, and platform used to create the protected model.
 - **Supported functionality**, reporting On, Off, or On with password protection for each possible functionality that the protected model supports. If you configure your protected model for multiple targets, this table includes a list of supported targets.

- **Licenses**, listing licenses required to run the protected model.
- An **Interface Report**, including model interface information such as input and output specifications, interface parameters, and data stores.

To generate a report when using the `Simulink.ModelReference.protect` function, set the 'Report' option to True.

Generate HDL Code for Models Referencing Protected Model

If the protected model has simulation and HDL code generation support, the protected model user can simulate and generate HDL code from a model that references the protected model. You generate HDL code for a model that references a protected model in the same manner as how you would generate code for a regular model.

If the protected model is password-protected, before you generate code, right-click the protected model badge icon and select **Authorize**. You must then enter the password for each option. If the entered password matches the password that you specified when creating the protected model, the model is authorized. You can then generate HDL code for the model.

For example, to generate HDL code for the protected model `hdlcoder_referenced_model_gain.slxp` that is referenced by the `hdlcoder_protected_model_parent_harness` model:

- 1 Authorize the protected model `hdlcoder_referenced_model_gain.slxp` if you specified a password when creating the protected model.
- 2 Generate HDL code for the DUT Subsystem from the context menu or by using the `makehdl` function.

```
makehdl('hdlcoder_protected_model_parent_harness/DUT')
```

See Also

Functions

`Simulink.ModelReference.protect` | `Simulink.ModelReference.modifyProtectedModel`

More About

- “Test Protected Models” on page 34-10
- “Package and Share Protected Models” on page 34-12

Test Protected Models

To test a protected model that you created, compare the simulation results of the protected model to the output of the original model. As you supply the protected model from the original model, both the original and the protected model might exist on the MATLAB path.

In the parent model, if the Model block **Model name** parameter names the model without providing a suffix, the protected model takes precedence over the unprotected model. To override this default when testing the output, in the Model block **Model name** parameter, specify the file name with the extension of the unprotected model, `.slx`.

To compare the unprotected and protected versions of a Model block, you can use the Simulation Data Inspector. This example uses `hdlcoder_protected_model_parent_harness` and the protected model, `hdlcoder_referenced_model_gain.slxp`, which you created in “Create Protected Models to Conceal Contents and Generate HDL Code” on page 34-2.

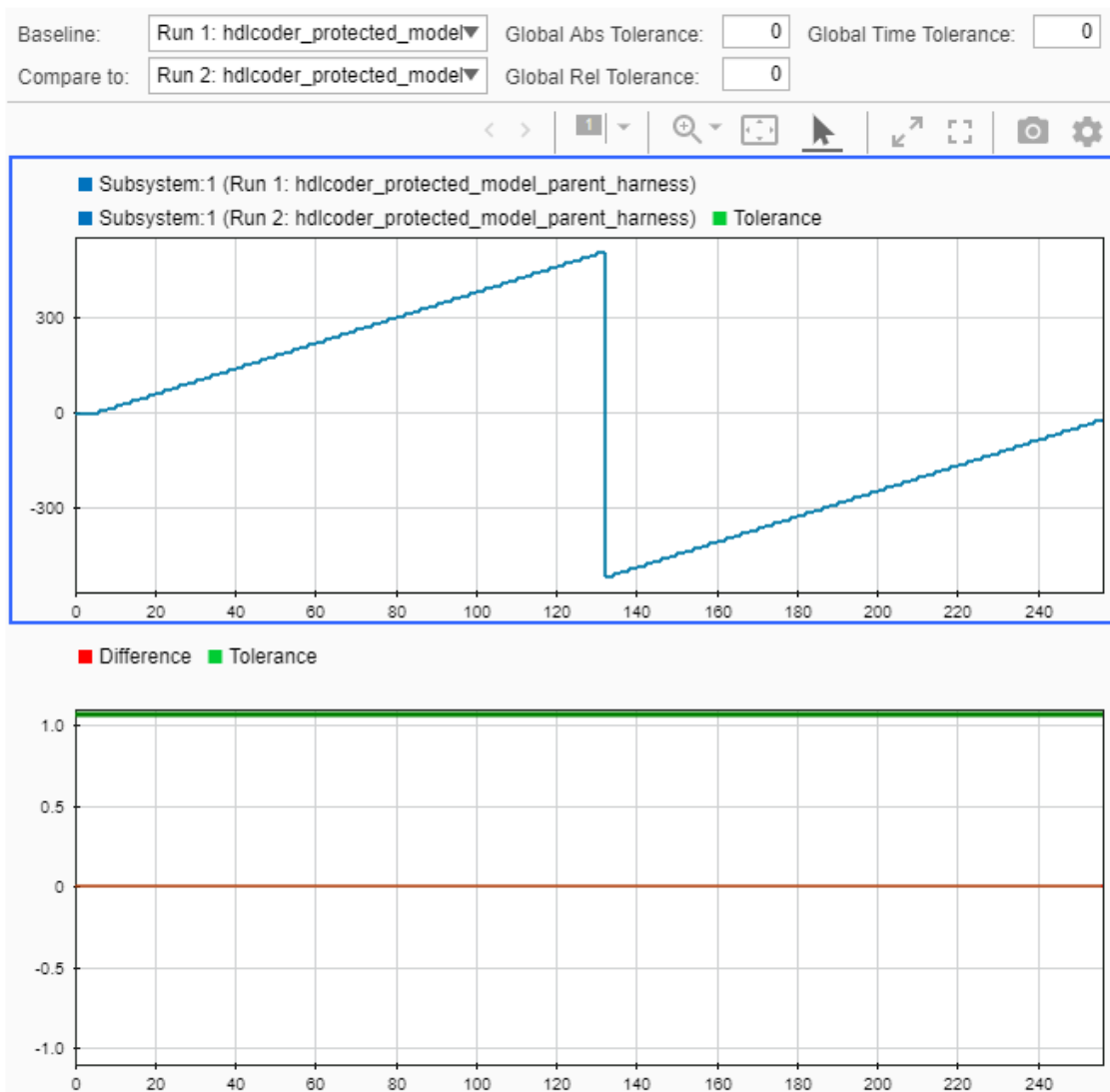
- 1 If it is not already open, open the model `hdlcoder_protected_model_parent_harness`.

```
open_system('hdlcoder_protected_model_parent_harness')
```
- 2 Make sure that the Model block in the `hdlcoder_protected_model_parent_harness/DUT/mynested` subsystem is referencing the original model `hdlcoder_referenced_model_gain.slx` and not the protected model.
- 3 Enable logging for the output signals of the Model block. Right-click the output signals and select **Log Selected Signals**.
- 4 Simulate the model and click the **Simulation Data Inspector**. In the Simulation Data Inspector, select the signals that you logged to see the simulation results. Save this simulation run with a name such as `original_model_run`.
- 5 Now, in the Block Parameters dialog box for the Model block, change the **Model name** to `hdlcoder_referenced_model_gain.slxp`.

A badge icon appears on the Model block indicating that you are referencing the protected model. If you haven't already created the protected model, follow the steps mentioned in “Create Protected Models to Conceal Contents and Generate HDL Code” on page 34-2.

- 6 Simulate the model, which now refers to the protected model. When the simulation is complete, a new run appears in the Simulation Data Inspector. Save this run as `protected_model_run`.
- 7 In the Simulation Data Inspector, click the **Compare** tab. From the **Baseline** and **Compare To** lists, select the `original_model_run` and the `protected_model_run`. To compare the runs, click **Compare Runs**.

This figure displays the comparison between the **Baseline** and **Compare To** lists. You see that the simulation results match.



See Also

Functions

`Simulink.ModelReference.protect` | `Simulink.ModelReference.modifyProtectedModel`

More About

- “Export Signal Data Using Signal Logging”
- “Compare Simulation Data”
- “Package and Share Protected Models” on page 34-12

Package and Share Protected Models

When you protect a model, you can automatically create and package the following contents in a project archive (.mlproj) for easy sharing:

- Protected model file (.slxp)
- Harness model file
- MAT-file with base workspace definitions
- Data dictionary pruned to relevant definitions
- Other supporting files

In the Create Protected Model dialog box, set **Contents** to Protected model (.slxp) and dependencies in a project.

Note Before sharing the project, check whether the project contains the required supporting files. If supporting files are missing, simulating or generating code for the related harness model can help identify them. Add the missing dependencies to the project and update the harness model if required.

Alternatively, you can use one of these options to deliver the protected model package:

- Create a project archive to share a project that contains the protected model file and supporting files. For more information, see “Create a Project from a Model” and “Share Projects”.
- Provide the protected model file and supporting files as separate files.
- Combine the files into a ZIP or other container file.
- Provide the files in some other standard or proprietary format specified by the receiver.

Whichever approach you use to deliver a protected model, include information on how to retrieve the original files.

Harness Model

You can create a harness model when you create your protected model. The harness model contains a Model block that references the protected model. A third-party can use the Model block to reference your protected model. The harness model is set up for simulation of the protected model.

MAT-File with Base Workspace Definitions

Referenced models can use object definitions or tunable parameters that are defined in the MATLAB base workspace. These variables are not saved with the model. When you protect a model, you must obtain the definitions of required base workspace entities and ship them with the model.

For example, if the model uses the following base workspace variables, they must be saved to a MAT-file:

- Global tunable parameter
- Global data store
- The following objects used by a signal that connects to a root-level model Inport or Outport:

- `Simulink.Signal`
- `Simulink.Bus`
- `Simulink.Alias`
- `Simulink.NumericType` that is an alias

To determine the required base workspace definitions and save them to a MAT-file, see “Explore Protected Model Capabilities”. Before executing the protected model as a part of a third-party model, the receiver of the protected model must load the MAT-file.

Simulink Data Dictionary

Referenced models can use data definitions from a data dictionary, which are not saved with the model. When you protect a model that uses a data dictionary, package and ship the data dictionary with the protected model.

Protected Model File Contents

A protected model file (`.slxp`) consists of the derived files that support the options that you selected when you created the protected model. The derived files are unpacked when you or a third-party use the protected model in simulation. You do not need to package these derived files with the protected model.

The derived files that are unpacked depends on the support that you enabled when creating the protected model. The `slprj/sim/model/*` files are deleted after they are used.

This table illustrates the files that are unpacked depending on the options that you specified. If you specified the **Use generated code** or **Code Interface** options when creating the protected model, additional files are unpacked in the derived folder. To learn about these files, see “Protected Model File Contents”.

Protected Model Derived Files

| Supported Functionality | Derived Files |
|--|---|
| Created a protected model for simulation only and the referencing model is in Normal mode | The <i>model.mexext</i> file is placed in the build folder. |
| Created protected model for simulation only and referencing model is in Accelerator or Rapid Accelerator mode. | <p>These files are unpacked in the <i>slprj/sim/</i> folder:</p> <ul style="list-style-type: none"> • <i>slprj/sim/model/*.h</i> • <i>slprj/sim/model/modellib.a</i> (or <i>modellib.lib</i>) • <i>slprj/sim/model/tmwinternal/*</i> • <i>slprj/sim/_sharedutils/*</i> <p>For the protected model report, these additional files are unpacked (but not in the build folder):</p> <ul style="list-style-type: none"> • <i>slprj/sim/model/html/*</i> • <i>slprj/sim/model/buildinfo.mat</i> |
| Created protected model with HDL code generation support. | <p>The files are unpacked in the <i>hdlsrc</i> folder: (Additional files depend on whether you enabled support for other options such as code generation).</p> <ul style="list-style-type: none"> • <i>hdlsrc/model/model.vhd</i> (or <i>model.v</i> if you specified Verilog as the Target language). • <i>hdlsrc/model/Subsystem.vhd</i> (or <i>Subsystem.v</i> if you specified Verilog as the Target language of the model that you protected. The additional HDL files depend on how hierarchically the referenced model was designed). • <i>hdlsrc/model/model_pkg.vhd</i> (This file is not generated if you specified Verilog as the Target language of the model that you protected). • <i>hdlsrc/model/model_report.html</i> • <i>hdlsrc/model/gm_model.slxp</i> (This is a generated protected model. If you use cosimulation, HDL Coder instantiates this generated protected model). |

See Also

Functions

`Simulink.ModelReference.protect` | `Simulink.ModelReference.modifyProtectedModel`

More About

- “Create Protected Models to Conceal Contents and Generate HDL Code” on page 34-2
- “Test Protected Models” on page 34-10

Obfuscate Generated HDL Code from Simulink Models

To share HDL code with a third party without revealing the intellectual property, you can generate obfuscated HDL code from Simulink models. Obfuscation reduces readability of the code. The generated HDL code does not have any comments, newlines, or spaces, and replaces identifier names with random names.

How to Generate Obfuscated HDL Code

By default, the generated HDL code is not obfuscated. The HDL code contains newlines, comments, and is readable.

To generate obfuscated HDL code for the DUT subsystem in your model:

- 1 In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears.
- 2 Open the **HDL Code Generation** pane of the Configuration Parameters dialog box. In the **HDL Code** tab, select **Settings > HDL Code Generation Settings**.
- 3 Specify generation of obfuscated HDL code. In the Configuration Parameters dialog box, on the **HDL Code Generation > Global Settings > Coding Style > RTL Style** section, select the **Generate obfuscated HDL code** check box.
- 4 Generate HDL code. Select the DUT subsystem as the **Code for** subsystem, and then click the **Generate HDL Code** button.

Tip By default, HDL Coder generates obfuscated VHDL code. To generate obfuscated Verilog code, in the **HDL Code Generation** pane, set **Language** to Verilog and then click the **Generate HDL Code** button.

To generate obfuscated HDL code from the command line, use the `ObfuscateGeneratedHDLCode` property with `hdlset_param` or `makehdl`. For example, to generate obfuscated HDL code for the `symmetric_fir` subsystem in the `sfir_fixed` model:

```
makehdl('sfir_fixed/symmetric_fir', 'ObfuscateGeneratedHDLCode', 'on')

% To generate obfuscated Verilog code, set 'TargetLanguage' to 'Verilog'
makehdl('sfir_fixed/symmetric_fir', 'TargetLanguage', 'Verilog', ...
        'ObfuscateGeneratedHDLCode', 'on')
```

Generated HDL Code with Obfuscation

By default, the generated HDL code is not obfuscated. For example, this code shows the generated VHDL code for the **Complex Multiplier** model template in Simulink. To learn more about this template, see “Use Simulink Templates for HDL Code Generation” on page 10-7.

```
...
-----
--
-- Module: HDL_Complex_Multiplier
-- Source Path: untitled/HDL_Complex_Multiplier
-- Hierarchy Level: 0
--
-----
LIBRARY IEEE;
USE IEEE.std_logic_1164.ALL;
```

```

USE IEEE.numeric_std.ALL;

ENTITY HDL_Complex_Multiplier IS
  PORT( ...

      X_re          : IN    std_logic_vector(17 DOWNTO 0); -- sfix18_En17

      ... );
END HDL_Complex_Multiplier;

...

```

To generate obfuscated HDL code, enable HDL code obfuscation and then generate code. For example, this code shows entity names and port names that are obfuscated in the generated VHDL code.

```

LIBRARY IEEE; ... ENTITY Q1LNc1j7NFXR IS PORT(EEY54qLw4C0j9uD:IN std_logic_vector(17 DOWNTO 0); ...

```

Code Obfuscation Report

When you specify generation of obfuscated HDL code, and then generate code, HDL Coder produces a Code Obfuscation report. The Code Obfuscation report displays the status of HDL code obfuscation. It also displays whether the model uses configuration parameters that are incompatible with code obfuscation and provides a link to disable these parameters. These parameters are ignored during the obfuscation process.

HDL Model Parameters Incompatible with Code Obfuscation

HDL code obfuscation is not compatible with certain Configuration Parameters and ignores these parameters if they are enabled on the model. The parameters include:

- These parameters in the **HDL Code Generation > Global Settings > General** pane:
 - “Enable prefix” on page 17-13, “Clocked process postfix” on page 17-6, and “Timing controller postfix” on page 17-7
 - “Split entity and architecture Parameters” on page 17-25
 - “Complex Signals Postfix Parameters” on page 17-28
 - “Pipeline postfix” on page 17-23
 - “Instance prefix” on page 17-33 and “Instance postfix” on page 17-33
 - “Language-Specific Identifiers and Postfix Parameters” on page 17-21
 - “Generate Statement and Vector and Component Instance Label Parameters” on page 17-32
- These parameters in the **HDL Code Generation > Global Settings > Coding Standards** tab:
 - “Choose Coding Standard and Report Option Parameters” on page 17-67
 - “Basic Coding Practices Parameters” on page 17-69
 - “RTL Description Rules for clock enables and resets Parameters” on page 17-74, “RTL Description Rules for Conditional Parameters” on page 17-77, and “Other RTL Description Rule Parameters” on page 17-81
- The “File Comment Customization Parameters” on page 17-63 parameters in the **HDL Code Generation > Global Settings > Coding Style** tab.

- The “Generate traceability report” on page 18-3 parameter in the **HDL Code Generation > Report** pane.

Code Obfuscation Considerations and Restrictions

- Synthesizing the obfuscated HDL code might produce different synthesis results from the synthesis results of the original HDL code. For best results, perform synthesis on the original code instead of the obfuscated code.
- HDL code obfuscation replaces only names corresponding to HDL files, signals, blocks, variable names, or ports with random names. Other identifier names are not replaced, such as names of vectors or enumerations.
- For some interfaces that you use in your Simulink model, the interface information such as the port names and interface names are preserved in the obfuscated HDL code. These names are not obfuscated. The interfaces include:
 - DUT
 - Model reference
 - Black box
 - Xilinx or Intel floating-point target
- You cannot obfuscate the HDL code generated for these blocks:
 - CIC Interpolation
 - FIR Decimation
 - FIR Interpolation

See Also

Functions

makehdl | makehdltb

Simulink Configuration Parameters

“Generate obfuscated HDL code” on page 17-47

More About

- “Create HDL-Compatible Simulink Model”
- “Generate HDL Code from Simulink Model”

HDL Test Bench

- “Verify Generated Code Using HDL Test Bench from Configuration Parameters” on page 35-2
- “Verify Generated Code Using HDL Test Bench at Command Line” on page 35-9
- “Test Bench Generation” on page 35-15
- “Test Bench Block Restrictions” on page 35-17

Verify Generated Code Using HDL Test Bench from Configuration Parameters

In this section...

“FIR Filter Model” on page 35-2

“Create a Folder and Copy Relevant Files” on page 35-4

“What is a HDL Test Bench?” on page 35-5

“How to Verify the Generated Code” on page 35-5

“Generate HDL Test Bench” on page 35-5

“View HDL Test Bench Files” on page 35-6

“Run Simulation and Verify Generated HDL Code” on page 35-7

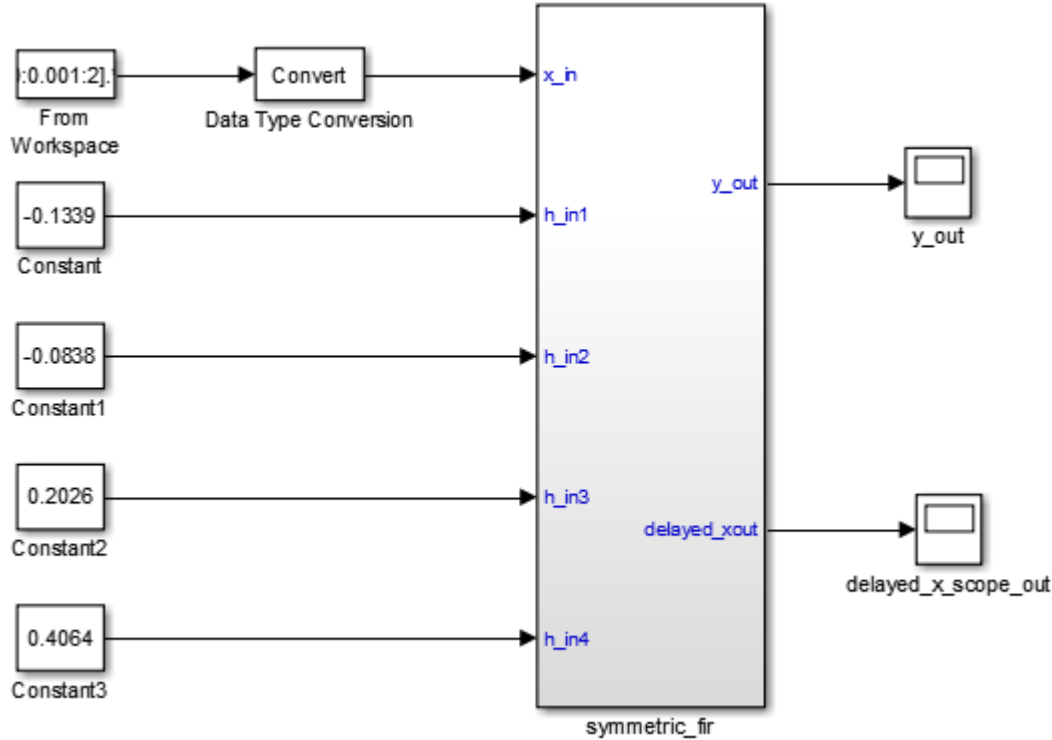
This example shows how to generate a HDL test bench and verify the generated code for your design. The example assumes that you have generated HDL code for your model. If you haven't generated HDL code, you can still open this model and generate the HDL test bench. Before generating the test bench, HDL Coder runs code generation to make sure that there is at least one successful code generation run before generating the testbench.

This example illustrates how to verify the generated code for the FIR filter model. To learn how to generate HDL code for this model, see “Generate HDL Code from Simulink Model Using Configuration Parameters” on page 12-11.

FIR Filter Model

This example uses the Symmetric FIR filter model that is compatible for HDL code generation. To open this model at the command line, enter:

```
sfir_fixed
```



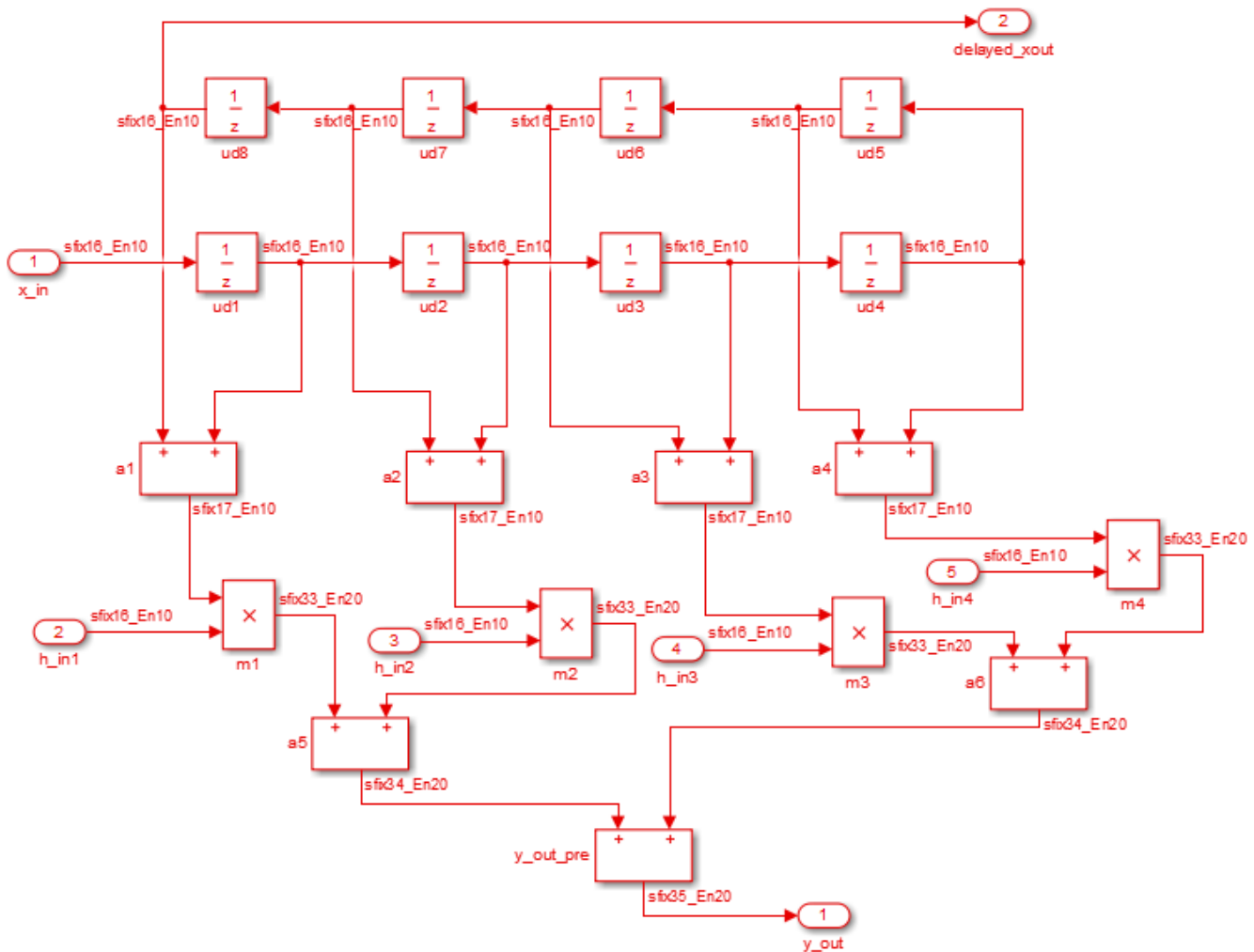
The model uses a division of labor that is suitable for HDL design.

- The `symmetric_fir` subsystem, which implements the filter algorithm, is the device under test (DUT). An HDL entity is generated from this subsystem.
- The top-level model components that drive the subsystem work as a test bench.

The top-level model generates 16-bit fixed-point input signals for the `symmetric_fir` subsystem. The Signal From Workspace block generates a test input (stimulus) signal for the filter. The four Constant blocks provide filter coefficients. The Scope blocks are used for simulation and are not used for HDL code generation.

To navigate to the `symmetric_fir` subsystem, enter:

```
open_system('sfir_fixed/symmetric_fir')
```



Create a Folder and Copy Relevant Files

In MATLAB:

- 1 Create a folder named `sl_hdlcoder_work`, for example:

```
mkdir C:\work\sl_hdlcoder_work
```

`sl_hdlcoder_work` stores a local copy of the example model and folders and generated HDL code. Use a folder location that is not within the MATLAB folder tree.

- 2 Make the `sl_hdlcoder_work` folder your working folder, for example:

```
cd C:\work\sl_hdlcoder_work
```

- 3 Save a local copy of the `sfir_fixed` model to your current working folder. Leave the model open.

What is a HDL Test Bench?

To verify the functionality of the HDL code that you generated for the DUT, generate a HDL test bench. A test bench includes:

- Stimulus data generated by signal sources connected to the entity under test.
- Output data generated by the entity under test. During a test bench run, this data is compared to the outputs of the VHDL code, for verification purposes.
- Clock, reset, and clock enable inputs to drive the entity under test.
- A component instantiation of the entity under test.
- Code to drive the entity under test and compare its outputs to the expected data.

You can simulate the generated test bench and script files with the Mentor Graphics ModelSim simulator.

How to Verify the Generated Code

This example illustrates how to generate a HDL test bench to simulate and verify the generated HDL code for your design. You can also verify the generated HDL code from your model using these methods:

| Verification Method | For More Information |
|--|--|
| Validation Model | "Generated Model and Validation Model" on page 24-11 |
| HDL Cosimulation (requires HDL Verifier) | "Cosimulation" |
| SystemVerilog DPI Test Bench (requires HDL Verifier) | "SystemVerilog DPI Test Bench" |
| FPGA-in-the-Loop (requires HDL Verifier) | "FPGA-in-the-Loop" |

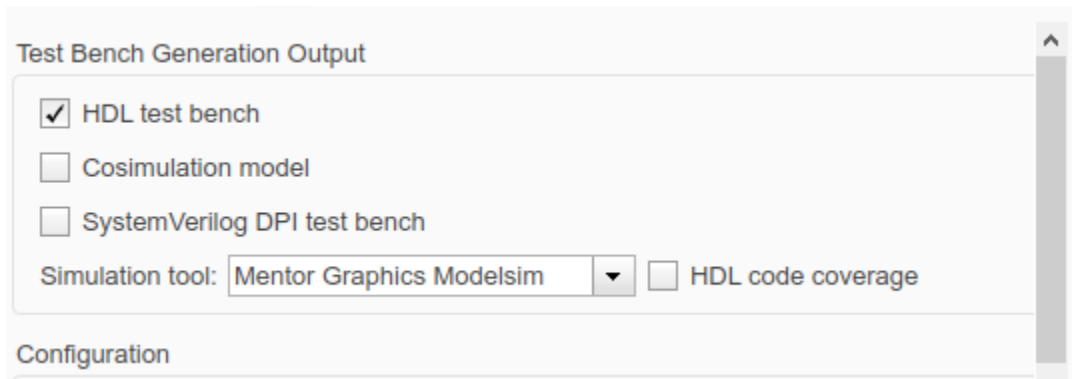
Generate HDL Test Bench

Depending on whether you generated VHDL or Verilog code, generate VHDL or Verilog test bench code. The test bench code drives the HDL code that you generated for the DUT. By default, the HDL code and the test bench code are written to the same target folder `hdlsrc` relative to the current folder.

For the FIR filter, the **symmetric_fir** subsystem is the DUT. To generate the testbench, select this subsystem. You cannot generate a HDL testbench for an entire model.

- 1 In the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears.
- 2 Select the DUT Subsystem in your model, and make sure that this Subsystem name appears in the **Code for** option. To remember the selection, you can pin this option. Click **Generate Testbench**.

By default, HDL Coder generates VHDL testbench code in the target `hdlsrc` folder.



Generate Verilog Test Bench Code

If you want to generate Verilog test bench code, you can specify this setting in the **HDL Code Generation** pane of the Configuration Parameters dialog box.

To generate Verilog testbench code for the counter model:

- 1 In the **HDL Code** tab, click **Settings**.
- 2 In the **HDL Code Generation** pane, for **Language**, select **Verilog**. Leave other settings to the default.
- 3 In the **HDL Code Generation > Test Bench** pane, click **Generate Test Bench**.

If you haven't already generated code for your model, HDL Coder compiles the model and generates HDL code before generating the test bench. Depending on model display options such as port data types, the model can change in appearance after code generation.

As test bench generation proceeds, HDL Coder displays progress messages. The process should complete with the message

```
### HDL TestBench Generation Complete.
```

After generating the test bench, you see the generated files in the `hdlsrc` folder.

View HDL Test Bench Files

- `symmetric_fir_tb.vhd`: VHDL test bench code, with generated test and output data. If you generated Verilog test bench code, the generated file is `symmetric_fir_tb.v`.
- `symmetric_fir_tb_pkg.vhd`: Package file for VHDL test bench code. This file is not generated if you specified Verilog as the target language.
- `symmetric_fir_tb_compile.vhd`: Compilation script (vcom commands). This script compiles and loads the entity to be tested (`symmetric_fir.vhd`) and the test bench code (`symmetric_fir_tb.vhd`).
- `symmetric_fir_tb_sim.do`: Mentor Graphics ModelSim script to initialize the simulator, set up **wave** window signal displays, and run a simulation.

To view the generated test bench code in the MATLAB Editor, double-click the `symmetric_fir_tb.vhd` or `symmetric_fir_tb.v` file in the current folder.

You can now view the signals and verify that the simulation results match the functionality of your original design. After verifying, close the Mentor Graphics ModelSim simulator, and then close the files that you have opened in the MATLAB Editor.

See Also

makehdl | makehdltb

More About

- “Test Bench Generation Output Parameters” on page 19-3
- “HDL Test Bench”
- “HDL Code Generation and FPGA Synthesis from Simulink Model”

Verify Generated Code Using HDL Test Bench at Command Line

In this section...

“FIR Filter Model” on page 35-9

“Create a Folder and Copy Relevant Files” on page 35-11

“What is a HDL Test Bench?” on page 35-12

“How to Verify the Generated Code” on page 35-12

“Generate HDL Test Bench” on page 35-12

“View HDL Test Bench Files” on page 35-13

“Run Simulation and Verify Generated HDL Code” on page 35-13

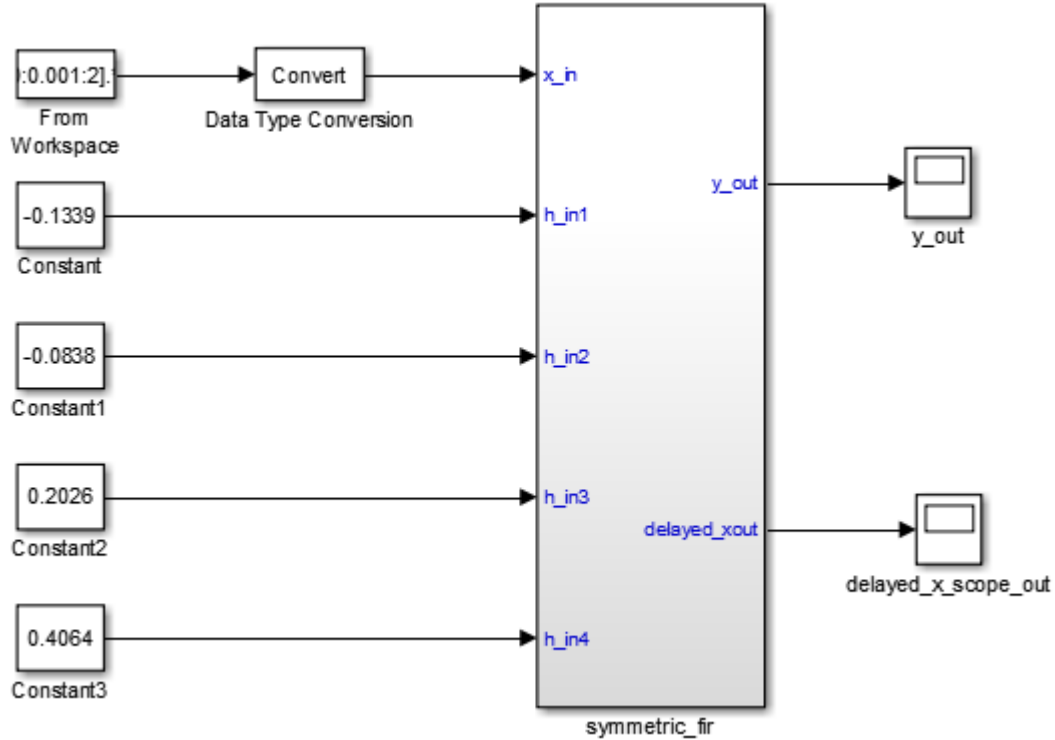
This example shows how to generate a HDL test bench and verify the generated code for your design. The example assumes that you have already generated HDL code for your model. If you haven't already generated HDL code, you can still open this model and generate the HDL test bench. Before generating the test bench, HDL Coder runs code generation to make sure that there is at least one successful code generation run before generating the testbench.

This example illustrates how to verify the generated code for the FIR filter model. To learn how to generate HDL code, see “Generate HDL Code from Simulink Model from Command Line” on page 12-15.

FIR Filter Model

This example uses the Symmetric FIR filter model that is compatible for HDL code generation. To open this model at the command line, enter:

```
sfir_fixed
```



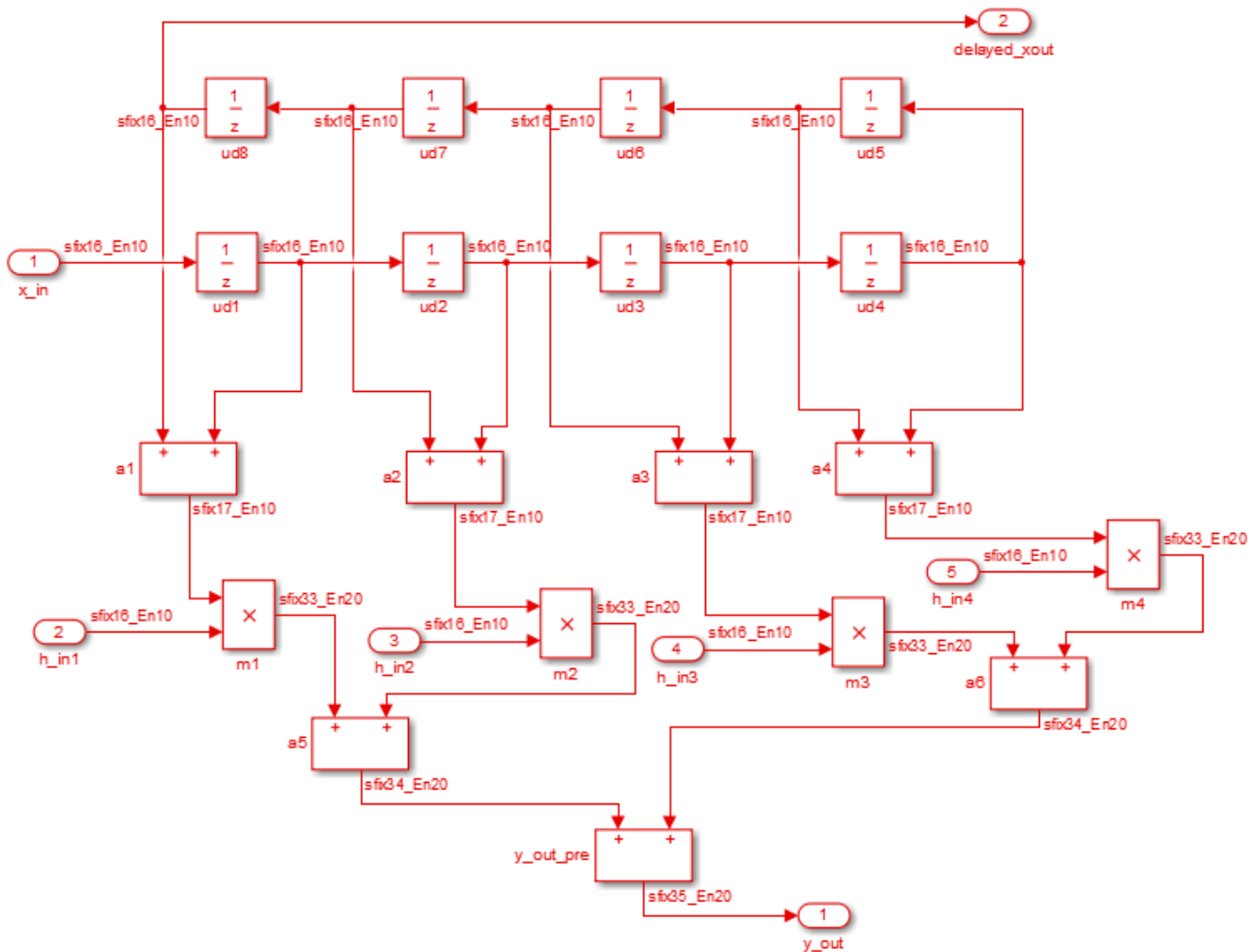
The model uses a division of labor that is suitable for HDL design.

- The `symmetric_fir` subsystem, which implements the filter algorithm, is the device under test (DUT). An HDL entity is generated from this subsystem.
- The top-level model components that drive the subsystem work as a test bench.

The top-level model generates 16-bit fixed-point input signals for the `symmetric_fir` subsystem. The Signal From Workspace block generates a test input (stimulus) signal for the filter. The four Constant blocks provide filter coefficients. The Scope blocks are used for simulation and are not used for HDL code generation.

To navigate to the `symmetric_fir` subsystem, enter:

```
open_system('sfir_fixed/symmetric_fir')
```



Create a Folder and Copy Relevant Files

In MATLAB:

- 1 Create a folder named `sl_hdlcoder_work`, for example:

```
mkdir C:\work\sl_hdlcoder_work
```

`sl_hdlcoder_work` stores a local copy of the example model and folders and generated HDL code. Use a folder location that is not within the MATLAB folder tree.

- 2 Make the `sl_hdlcoder_work` folder your working folder, for example:

```
cd C:\work\sl_hdlcoder_work
```

- 3 Save a local copy of the `sfir_fixed` model to your current working folder. Leave the model open.

What is a HDL Test Bench?

To verify the functionality of the HDL code that you generated for the DUT, generate a HDL test bench. A test bench includes:

- Stimulus data generated by signal sources connected to the entity under test.
- Output data generated by the entity under test. During a test bench run, this data is compared to the outputs of the VHDL code, for verification purposes.
- Clock, reset, and clock enable inputs to drive the entity under test.
- A component instantiation of the entity under test.
- Code to drive the entity under test and compare its outputs to the expected data.

You can simulate the generated test bench and script files with the Mentor Graphics ModelSim simulator.

How to Verify the Generated Code

This example illustrates how to generate a HDL test bench to simulate and verify the generated HDL code for your design. You can also verify the generated HDL code from your model using these methods:

| Verification Method | For More Information |
|--|--|
| Validation Model | “Generated Model and Validation Model” on page 24-11 |
| HDL Cosimulation (requires HDL Verifier) | “Cosimulation” |
| SystemVerilog DPI Test Bench (requires HDL Verifier) | “SystemVerilog DPI Test Bench” |
| FPGA-in-the-Loop (requires HDL Verifier) | “FPGA-in-the-Loop” |

Generate HDL Test Bench

Depending on whether you generated VHDL or Verilog code, generate VHDL or Verilog test bench code. The test bench code drives the HDL code that you generated for the DUT. By default, the HDL code and the test bench code are written to the same target folder `hdlsrc` relative to the current folder.

To generate test bench code and the scripts for compilation and simulation, use the `makehdltb` function. At the command line, enter:

```
makehdltb('sfir_fixed/symmetric_fir')
```

To specify the customizations before you generate testbench code, use the `hdlset_param` function. You can also specify various name-value pair arguments with the `makehdltb` function to customize HDL code generation options while generating HDL code. For example, to generate Verilog test bench code, use the `TargetLanguage` property.

```
makehdltb('sfir_fixed/symmetric_fir', 'TargetLanguage', 'Verilog')
```

Alternatively, if you are using `hdlset_param`, set this parameter on the model and then run the `makehdltb` function.

```
hdlset_param('sfir_fixed', 'TargetLanguage', 'Verilog')
makehdltb('sfir_fixed/symmetric_fir')
```

If you haven't already generated code for your model, HDL Coder compiles the model and generates HDL code before generating the test bench. Depending on model display options such as port data types, the model can change in appearance after code generation.

As test bench generation proceeds, HDL Coder displays progress messages. The process should complete with the message

```
### HDL TestBench Generation Complete.
```

After generating the test bench, you see the generated files in the `hdlsrc` folder.

View HDL Test Bench Files

- `symmetric_fir_tb.vhd`: VHDL test bench code, with generated test and output data. If you generated Verilog test bench code, the generated file is `symmetric_fir_tb.v`.
- `symmetric_fir_tb_pkg.vhd`: Package file for VHDL test bench code. This file is not generated if you specified Verilog as the target language.
- `symmetric_fir_tb_compile.vhd`: Compilation script (vcom commands). This script compiles and loads the entity to be tested (`symmetric_fir.vhd`) and the test bench code (`symmetric_fir_tb.vhd`).
- `symmetric_fir_tb_sim.do`: Mentor Graphics ModelSim script to initialize the simulator, set up **wave** window signal displays, and run a simulation.

To view the generated test bench code in the MATLAB Editor, double-click the `symmetric_fir_tb.vhd` or `symmetric_fir_tb.v` file in the current folder.

Run Simulation and Verify Generated HDL Code

To verify the simulation results, you can use the Mentor Graphics ModelSim simulator. Make sure that you have already installed Mentor Graphics ModelSim.

To launch the simulator, use the `vsim` (HDL Verifier) function. This command shows how to open the simulator by specifying the path to the executable:

```
vsim('vsimdir','C:\Program Files\ModelSim\questasim\10.6b\win64\vsim.exe')
```

To compile and run a simulation of the generated model and test bench code, use the scripts that are generated by HDL Coder. Following example illustrates the commands that compile and simulate the generated test bench for the `sfir_fixed/symmetric_fir` subsystem.

- 1 Open the Mentor Graphics ModelSim software and navigate to the folder that has the previously generated code files and the scripts.

```
QuestaSim>cd C:/work/sl_hdlcoder_work/hdlsrc
```

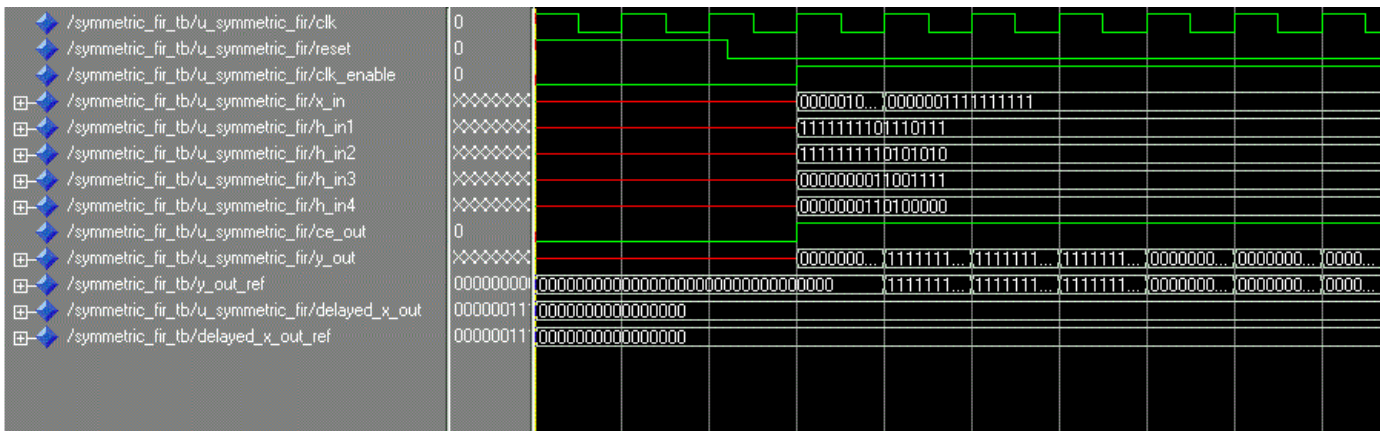
- 2 Use the generated compilation script to compile and load the generated model and text bench code. Run this command to compile the generated code.

```
QuestaSim>do symmetric_fir_tb_compile.do
```

- Use the generated simulation script to execute the simulation. The following listing shows the command and responses. You can ignore any warning messages. The test bench termination message indicates that the simulation has run to completion without comparison errors. Run this command to simulate the generated code.

```
QuestaSim>do symmetric_fir_tb_sim.do
```

The simulator optimizes your design and displays the results of simulating your HDL design in a **wave** window. If you don't see the simulation results, open the **wave** window. The simulation script displays inputs and outputs in the model including the clock, reset, and clock enable signals in the **wave** window.



You can now view the signals and verify that the simulation results match the functionality of your original design. After verifying, close the Mentor Graphics ModelSim simulator, and then close the files that you have opened in the MATLAB Editor.

See Also

makehdl | makehdl tb

More About

- “Test Bench Generation Output Parameters” on page 19-3
- “HDL Test Bench”
- “HDL Code Generation and FPGA Synthesis from Simulink Model”

Test Bench Generation

You can generate a HDL Testbench for a subsystem or model reference that you specify in your Simulink model. The coder generates an HDL test bench by running a Simulink simulation to capture input vectors and expected output data for your DUT.

In this section...

“How Test Bench Generation Works” on page 35-15

“Test Bench Data Files” on page 35-15

“Test Bench Data Type Limitations” on page 35-15

“Use Constants Instead of File I/O” on page 35-15

How Test Bench Generation Works

HDL Coder writes the DUT stimulus and reference data from your MATLAB or Simulink simulation to data files (.dat).

During HDL simulation, the HDL test bench reads the saved stimulus from the .dat files. The test bench compares the actual DUT output with the expected output, which is also saved in .dat files. After you generate code, the message window displays links to the test bench data files.

Reference data is delayed by one clock cycle in the waveform viewer compared to default test bench generation due to the delay in reading data from files.

Test Bench Data Files

The coder saves stimulus and reference data for each DUT input and output in a separate test bench data file (.dat), with the following exceptions:

- Two files are generated for the real and imaginary parts of complex data.
- Constant DUT input data is written to the test bench as constants.

Vector input or output data is saved as a single file.

Test Bench Data Type Limitations

If you have double, single, or enumeration data types at the DUT inputs and outputs, the simulation data is generated as constants in the test bench code, instead of writing the simulation data to files.

Use Constants Instead of File I/O

You can generate test bench stimulus and reference data as constants in the test bench code instead of using file I/O. Simulating a long running test bench that uses constants requires more memory than a test bench that uses file I/O.

If your DUT inputs or outputs use data types that are not supported for file I/O, test bench generation automatically generates data as constants. For details, see “Test Bench Data Type Limitations” on page 35-15.

Using the HDL Workflow Advisor

To generate a test bench that uses constants:

- 1 In the **HDL Code Generation > Set Code Generation Options > Set Testbench Options** task, clear **Use file I/O to read/write test bench data** and click **Apply**.
- 2 In the **HDL Code Generation > Generate RTL Code and Testbench** task, select **Generate RTL testbench** and click **Apply**.

Using the Command Line

To generate a test bench that uses constants, use the `UseFileIOInTestBench` parameter with `makehdltb`.

For example, to generate a Verilog test bench by using constants for a DUT subsystem, `sfir_fixed/symmetric_fir`, enter:

```
makehdltb('sfir_fixed/symmetric_fir','TargetLanguage','Verilog',...  
         'UseFileIOInTestBench','off');
```

See Also

`makehdltb`

More About

- “Test Bench Block Restrictions” on page 35-17
- “Choose a Test Bench for Generated HDL Code” on page 27-41

Test Bench Block Restrictions

Blocks that belong to the blocksets and toolboxes in the following list should not be directly connected to the DUT. Instead, place them in a subsystem, and connect the subsystem to the DUT. This restriction applies to all blocks in the following products:

- RF Blockset™
- Simscape Driveline™
- SimEvents®
- Simscape Multibody
- Simscape Electrical Power Systems
- Simscape

FPGA Board Customization

- “FPGA Board Customization” on page 36-2
- “Create Custom FPGA Board Definition” on page 36-6
- “Create Xilinx KC705 Evaluation Board Definition File” on page 36-7
- “FPGA Board Manager” on page 36-18
- “New FPGA Board Wizard” on page 36-21
- “FPGA Board Editor” on page 36-32

FPGA Board Customization

In this section...

“Feature Description” on page 36-2

“Custom Board Management” on page 36-2

“FPGA Board Requirements” on page 36-2

Feature Description

Both HDL Coder and HDL Verifier software include a set of predefined FPGA boards you can use with the Turnkey or FPGA-in-the-loop (FIL) workflows. You can view the lists of these supported boards in the HDL Workflow Advisor or in the FIL wizard. With the FPGA Board Manager, you can add additional boards to use either of these workflows. To add a board, you need the relevant information from the board specification documentation.

The FPGA Board Manager is the hub for accessing wizards and dialog boxes that take you through the steps necessary to create a custom board configuration. You can also access options for:

- Importing a custom board
- Copying a board definition file for further modification
- Verifying a new board

Custom Board Management

You manage FPGA custom boards through the following user interfaces:

- “FPGA Board Manager” on page 36-18: portal to adding, importing, deleting, and otherwise managing board definition files.
- “New FPGA Board Wizard” on page 36-21: This wizard guides you through creating a custom board definition file with information you obtain from the board specification documentation.
- “FPGA Board Editor” on page 36-32: user interface for viewing or editing board information.

To begin, review the “FPGA Board Requirements” on page 36-2 and then follow the steps described in “Create Custom FPGA Board Definition” on page 36-6.

FPGA Board Requirements

- “FPGA Device” on page 36-2
- “FPGA Design Software” on page 36-3
- “General Hardware Requirements” on page 36-3
- “Ethernet Connection Requirements for FPGA-in-the-Loop” on page 36-3
- “JTAG Connection Requirements for FPGA-in-the-Loop” on page 36-5

FPGA Device

Select one of the following links to view a current list of supported FPGA device families:

- For use with FPGA-in-the-loop (FIL), see “Supported FPGA Device Families for Board Customization” (HDL Verifier).
- For use with FPGA Turnkey, see “Supported FPGA Device Families for Board Customization”.

FPGA Design Software

Altera Quartus II or Xilinx ISE is required. See product documentation for HDL Coder or HDL Verifier for the specific software versions required.

The following MathWorks tools are required to use FIL or FPGA Turnkey.

| Workflow | Required Tools |
|------------------|---|
| FPGA-in-the-loop | <ul style="list-style-type: none"> • HDL Verifier • Fixed-Point Designer |
| FPGA Turnkey | <ul style="list-style-type: none"> • HDL Coder • Simulink • Fixed-Point Designer |

General Hardware Requirements

To use an FPGA development board, make sure that you have the following FPGA resources:

- **Clock:** An external clock connected to the FPGA is required. The clock can be differential or single-ended. The accepted clock frequency is from 5 MHz to 300 MHz. When used with FIL, there are additional requirements to the clock frequency (see “Ethernet Connection Requirements for FPGA-in-the-Loop” on page 36-3).
- **Reset:** An external reset signal connected to the FPGA is optional. When supplied, this signal functions as the global reset to the FPGA design.
- **JTAG download cable:** A JTAG download cable that connects host computer and FPGA board is required for the FPGA programming. The FPGA must be programmable using Xilinx iMPACT or Altera Quartus II.

Ethernet Connection Requirements for FPGA-in-the-Loop

- “Supported Ethernet PHY Device” on page 36-3
- “Ethernet PHY Interface” on page 36-4
- “Special Timing Considerations for RGMII” on page 36-4
- “Special Clock Frequency Requirement for GMII/RGMII/SGMII Interface” on page 36-4

Supported Ethernet PHY Device

On the FPGA board, the Ethernet MAC is implemented in FPGA. An Ethernet PHY chip is required to be on the FPGA board to connect the physical medium to the Media Access (MAC) layer in the FPGA.

Note When programming the FPGA, HDL Verifier assumes that there is only one download cable connected to the Host computer. It also assumes that the FPGA programming software automatically recognizes the cable. If not, use FPGA programming software to program your FPGA with the correct options.

The FIL feature is tested with the following Ethernet PHY chips and may not work with other Ethernet PHY devices.

| Ethernet PHY Chip | Test |
|---------------------------------|---|
| Marvell® Alaska 88E1111 | For GMII, RGMII, SGMII, and 100 Base-T MII interfaces |
| National Semiconductor DP83848C | For 100 Base-T MII interface only |

Ethernet PHY Interface

The Ethernet PHY chip must be connected to the FPGA using one of the following interfaces:

| Interface | Note |
|---|---|
| Gigabit Media Independent Interface (GMII) | Only 1000 Mb/s speed is supported using this interface. |
| Reduced Gigabit Media Independent Interface (RGMII) | Only 1000 Mb/s speed is supported using this interface. |
| Serial Gigabit Media Independent Interface (SGMII) | Only 1000 Mb/s speed is supported using this interface. |
| Media Independent Interface (MII) | Only 100 Mb/s speed is supported using this interface. |

Note For GMII, the TXCLK (clock signal for 10/100 Mb/s signal) signal is not required because only 1000 Mb/s speed is supported.

In addition to the standard GMII/RGMII/SGMII/MII interface signals, FPGA-in-the-loop also requires an Ethernet PHY chip reset signal (ETH_RESET_n). This active-low reset signal performs the PHY hardware reset by FPGA. It is active-low.

Special Timing Considerations for RGMII

When the RGMII interface is used, the MAC on the FPGA assumes that the data are aligned with the edges of reference clock as specified in the original RGMII v1.3 standard. In this case, PC board designs provide additional trace delay for clock signals.

The RGMII v2.0 standard allows the transmitter to integrate this delay so that PC board delay is not required. Marvell Alaska 88E1111 has internal registers to add internal delays to RX and TX clocks. The internal delays are not added by default, which means that you must use the MDIO module to configure Marvell 88E1111 to add internal delays. For more information on the MDIO module, see “FIL I/O” on page 36-25.

Special Clock Frequency Requirement for GMII/RGMII/SGMII Interface

When GMII/RGMII/SGMII interfaces are used, the FPGA requires an exact 125 MHz clock to drive the 1000 Mb/s communication. This clock is derived from the user supplied external clock using the clock module or PLL.

Not all external clock frequencies can derive an exact 125 MHz clock frequency. The acceptable clock frequencies vary depending on the FPGA device family. The recommended clock frequencies are 50, 100, 125, and 200 MHz.

JTAG Connection Requirements for FPGA-in-the-Loop

| Vendor | Required Hardware | Required Software |
|-----------|--|--|
| Intel | USB Blaster I or USB Blaster II download cable | <ul style="list-style-type: none"> • USB Blaster I or II driver • For Windows® operating systems: Quartus Prime executable directory must be on system path. • For Linux® operating systems: versions below Quartus II 13.1 are not supported. Quartus II 14.1 is not supported. Only 64-bit Quartus is supported. Quartus library directory must be on LD_LIBRARY_PATH before starting MATLAB. Prepend the Linux distribution library path before the Quartus library on LD_LIBRARY_PATH. For example, /lib/x86_64-linux-gnu:\$QUARTUS_PATH. |
| Xilinx | Digilent® download cable. <ul style="list-style-type: none"> • If your board has an onboard Digilent USB-JTAG module, use a USB cable. • If your board has a standard Xilinx 14 pin JTAG connector, use with HS2 or HS3 cable from Digilent. | <ul style="list-style-type: none"> • For Windows operating systems: Xilinx Vivado executable directory must be on system path. • For Linux operating systems: Digilent Adept2 |
| | FTDI USB-JTAG cable <ul style="list-style-type: none"> • Supported for boards with onboard FT4232H, FT232H, or FT2232H devices implementing USB-to JTAG | Install these D2XX drivers. <ul style="list-style-type: none"> • For Windows operating systems: 2.12.28 (64 bit) • For Linux operating systems: 1.4.22 (64 bit) For the installation guide, see D2XX Drivers from the FTDI Chip website. |
| Microsemi | JTAG connection not supported | |

Create Custom FPGA Board Definition

- 1 Be ready with the following:
 - a Board specification document. Any format you are comfortable with is fine. However, if you have it in an electronic version, you can search for the information as it is required.
 - b If you plan to validate (test) your board definition file, set up FPGA design software tools:

For validation, you must have Xilinx or Altera on your path. Use the `hdlsetuptoolpath` function to configure the tool for use with MATLAB.
- 2 Open the FPGA Board Manager by typing `fpgaBoardManager` in the MATLAB command window. Alternatively, if you are using the HDL Workflow Advisor, you can click **Launch Board Manager** at Step 1.1.
- 3 Open the New FPGA Board wizard by clicking **Create New Board**. For a description of all the tasks you can perform with the FPGA Board Manager, see “FPGA Board Manager” on page 36-18.
- 4 The wizard guides you through entering all board information. At each page, fill in the required fields. For assistance in entering board information, see “New FPGA Board Wizard” on page 36-21.
- 5 Save the board definition file. This step is the last and is automatically instigated when you click **Finish** in the New FPGA Board wizard. See “Save Board Definition File” on page 36-13.

Your custom board definition now appears in the list of available FPGA Boards in the FPGA Board Manager. If you are using HDL Workflow Advisor, it also shows in the **Target platform** list.

Follow the example “Create Xilinx KC705 Evaluation Board Definition File” on page 36-7 for a demonstration of adding a custom FPGA board with the New FPGA Board Manager.

Create Xilinx KC705 Evaluation Board Definition File

In this section...

“Overview” on page 36-7
 “What You Need to Know Before Starting” on page 36-7
 “Start New FPGA Board Wizard” on page 36-7
 “Provide Basic Board Information” on page 36-8
 “Specify FPGA Interface Information” on page 36-9
 “Enter FPGA Pin Numbers” on page 36-10
 “Run Optional Validation Tests” on page 36-12
 “Save Board Definition File” on page 36-13
 “Use New FPGA Board” on page 36-14

Overview

For FPGA-in-the-loop, you can use your own qualified FPGA board, even if it is not in the pre-registered FPGA board list supplied by MathWorks. Using the New FPGA Board wizard, you can create a board definition file that describes your custom FPGA board.

In this example, you can follow the workflow of creating a board definition file for the Xilinx KC705 evaluation board to use with FIL simulation.

What You Need to Know Before Starting

- Check the board specification so that you have the following information ready:
 - FPGA interface to the Ethernet PHY chip
 - Clock pins names and numbers
 - Reset pins names and numbers

In this example, the required information is supplied to you. In general, you can find this type of information in the board specification file. This example uses the KC705 Evaluation Board for the Kintex-7 FPGA User Guide, published by Xilinx.

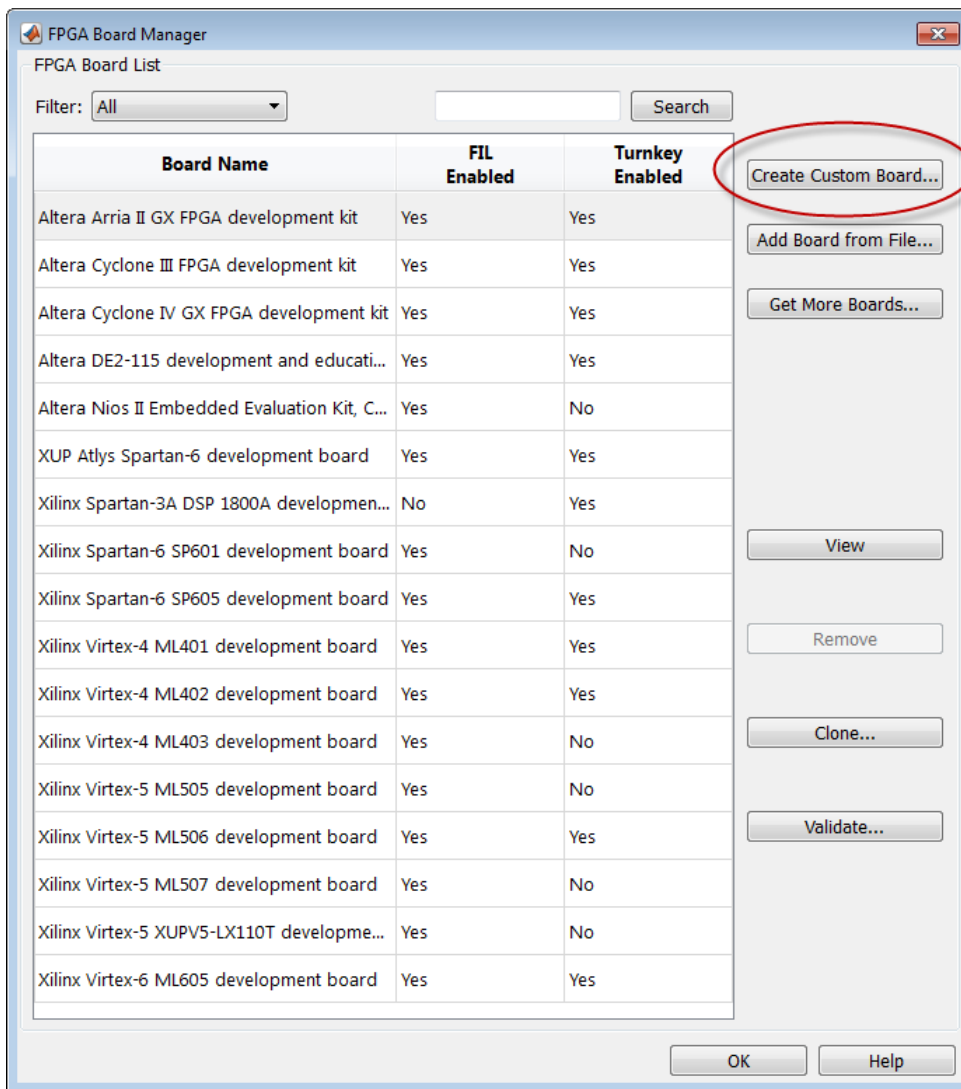
- For validation, you must have Xilinx or Altera on your path. Use the `hdlsetuptoolpath` function to configure the tool for use with MATLAB.
- To verify programming the FPGA board after you add its definition file, attach the custom board to your computer. However, having the board connected is not necessary for creating the board definition file.

Start New FPGA Board Wizard

- 1 Start the FPGA Board Manager by entering the following command at the MATLAB prompt:

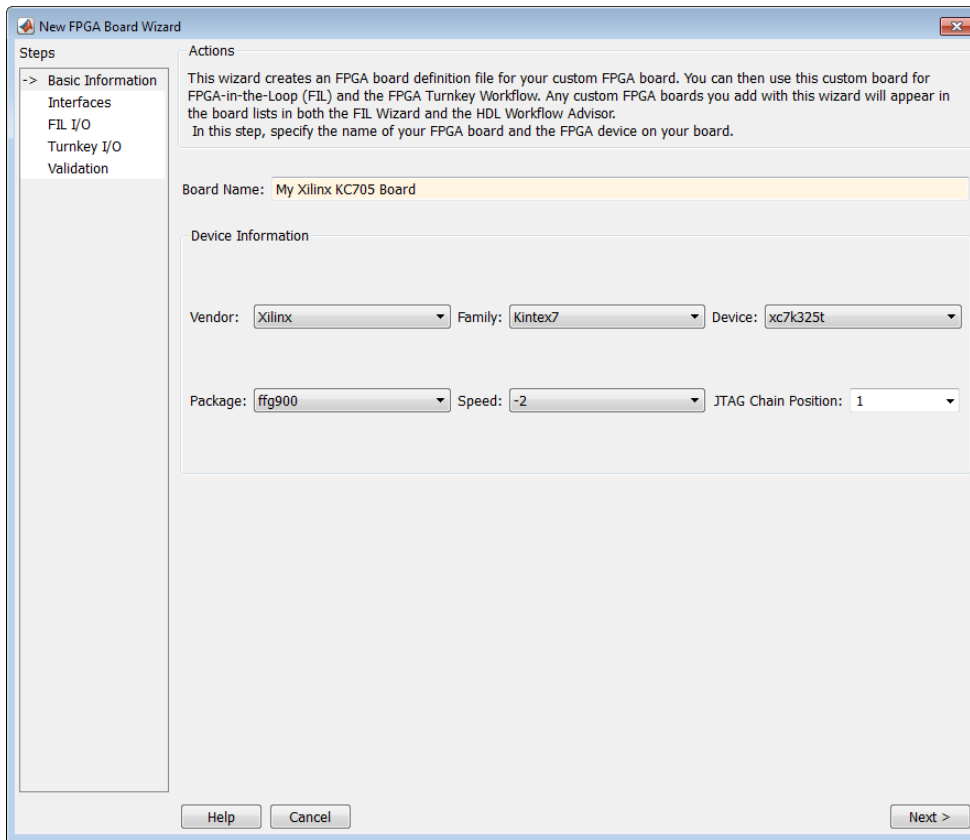
```
>>fpgaBoardManager
```

- 2 Click **Create Custom Board** to open the New FPGA Board wizard.



Provide Basic Board Information

- 1 In the Basic Information pane, enter the following information:
 - **Board Name:** Enter "My Xilinx KC705 Board"
 - **Vendor:** Select Xilinx
 - **Family:** Select Kintex7
 - **Device:** Select xc7k325t
 - **Package:** Select ffg900
 - **Speed:** Select -2
 - **JTAG Chain Position:** Select 1



The information you just entered can be found in the KC705 Evaluation Board for the Kintex-7 FPGA User Guide.

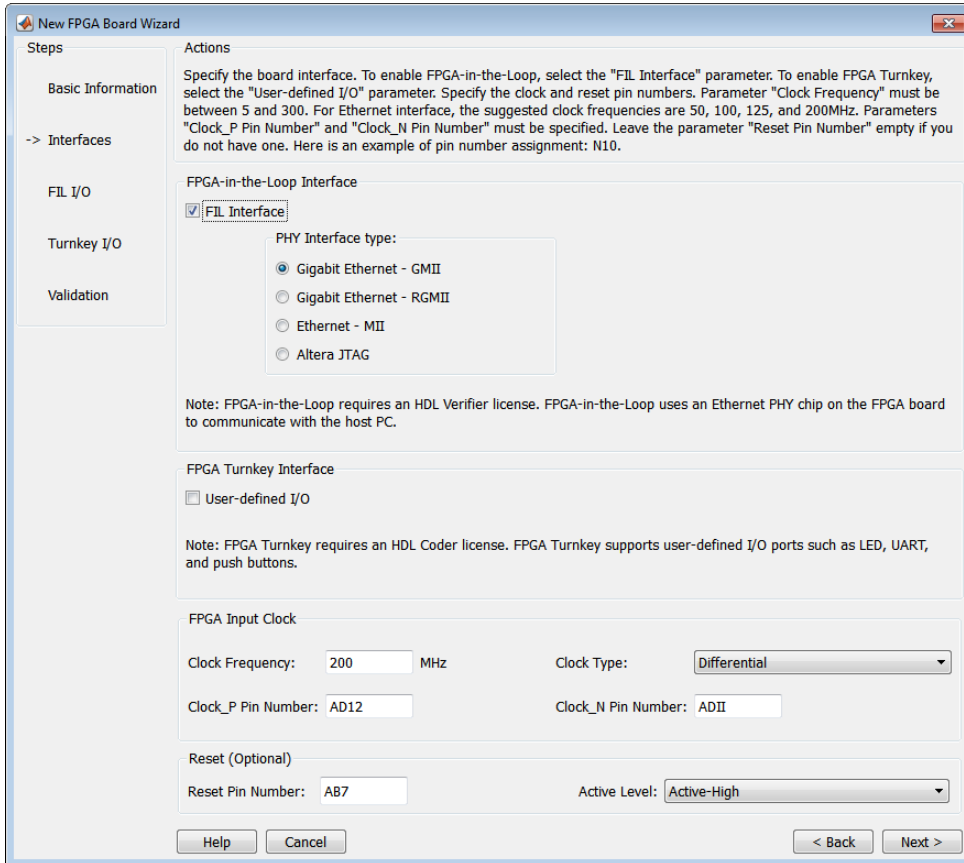
- 2 Click **Next**.

Specify FPGA Interface Information

- 1 In the Interfaces pane, perform the following tasks.
 - a Select **FIL Interface**. This option is required for using your board with FPGA-in-the-loop.
 - b Select **GMII** in the PHY Interface Type. This option indicates that the onboard FPGA is connected to the Ethernet PHY chip via a GMII interface.
 - c Leave the **User-defined I/O** option in the FPGA Turnkey Interface section cleared. FPGA Turnkey workflow is not the focus of this example.
 - d **Clock Frequency:** Enter 200. This Xilinx KC705 board has multiple clock sources. The 200 MHz clock is one of the recommended clock frequencies for use with Ethernet interface (50, 100, 125, and 200 MHz).
 - e **Clock Type:** Select **Differential**.
 - f **Clock_P Pin Number:** Enter AD12.
 - g **Clock_N Pin Number:** Enter AD11.
 - h **Clock IO Standard** — Leave blank.
 - i **Reset Pin Number:** Enter AB7. This value supplies a global reset to the FPGA.

- j **Active Level:** Select Active-High.
- k **Reset IO Standard** — Leave blank.

You can obtain all necessary information from the board design specification.



- 2 Click **Next**.

Enter FPGA Pin Numbers

- 1 In the FIL/I/O pane, enter the numbers for each FPGA pin. This information is required.

Pin numbers for RXD and TXD signals are entered from the least significant digit (LSD) to the most significant digit (MSB), separated by a comma.

| For signal name... | Enter FPGA pin number... |
|--------------------|--------------------------|
| ETH_COL | W19 |
| ETH_CRS | R30 |
| ETH_GTXCLK | K30 |
| ETH_MDC | R23 |
| ETH_MDIO | J21 |
| ETH_RESET_n | L20 |

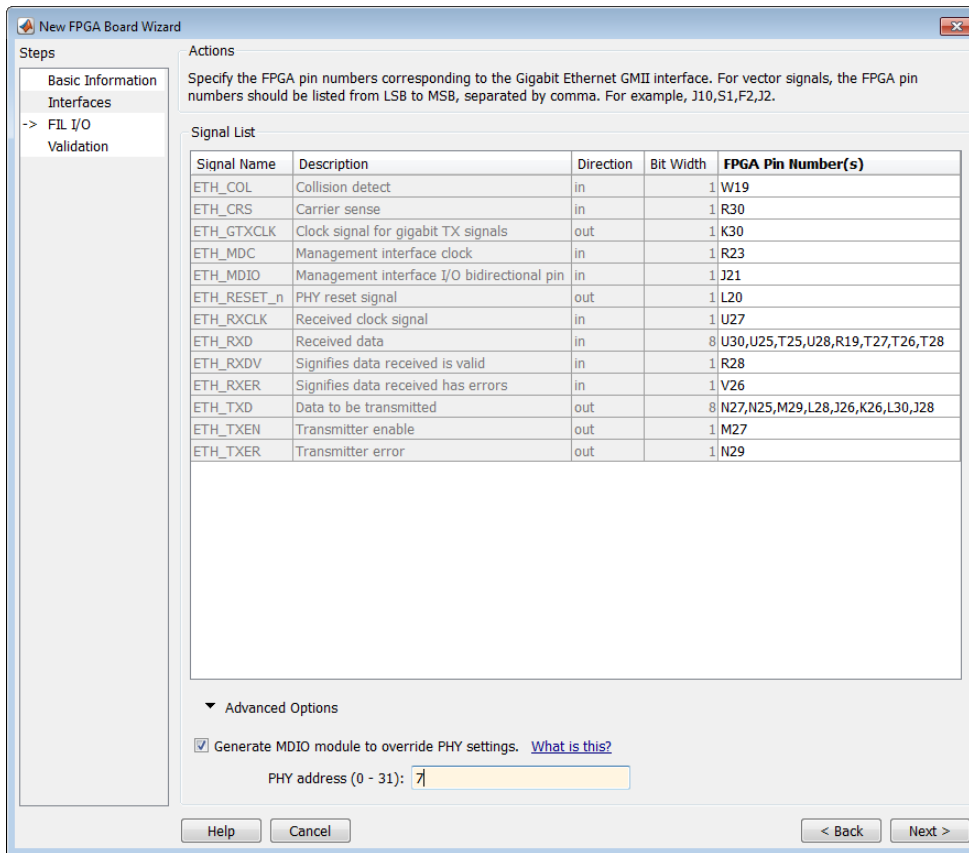
| For signal name... | Enter FPGA pin number... |
|--------------------|---------------------------------|
| ETH_RXCLK | U27 |
| ETH_RXD | U30,U25,T25,U28,R19,T27,T26,T28 |
| ETH_RXDV | R28 |
| ETH_RXER | V26 |
| ETH_TXD | N27,N25,M29,L28,J26,K26,L30,J28 |
| ETH_TXEN | M27 |
| ETH_TXER | N29 |

- 2 Click Advanced Options to expand the section.
- 3 Check the **Generate MDIO module to override PHY settings** option.

This option is selected for the following reasons:

- There are jumpers on the Xilinx KC705 board that configure the Ethernet PHY device to MII, GMII, RGMII, or SGMII mode. Since this example uses the GMII interfaces, the FPGA board does not work if the PHY devices are set to the wrong mode. When the **Generate MDIO module to override PHY settings** option is selected, the FPGA uses the Management Data Input/Output (MDIO) bus to override the jumper settings and configure the PHY chip to the correct GMII mode.
- This option currently only applies to Marvell Alaska PHY device 88E1111 and this KC705 board is using the Marvel device.

- 4 **PHY address (0 - 31):** Enter 7.



5 Click **Next**.

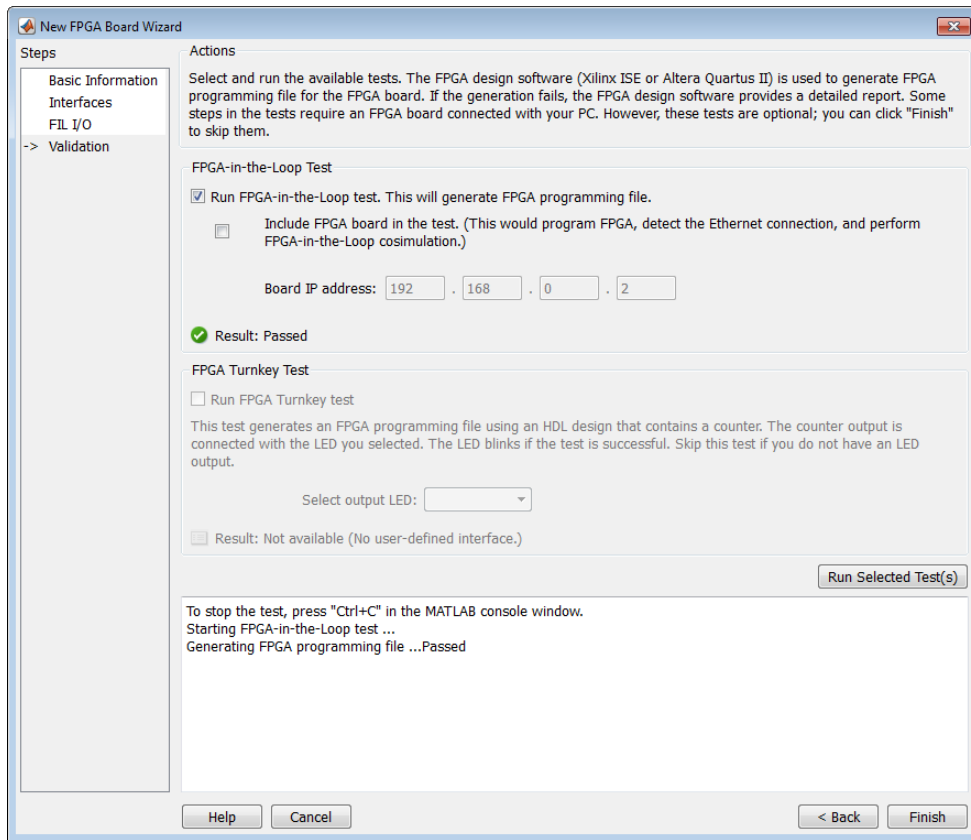
Run Optional Validation Tests

This step provides a validation test for you to verify if the entered information is correct by performing FPGA-in-the-loop cosimulation. You need Xilinx ISE 13.4 or higher versions installed on the same computer. This step is optional and you can skip it, if you prefer.

Note For validation, you must have Xilinx or Altera on your path. Use the `hdlsetuptoolpath` function to configure the tool for use with MATLAB.

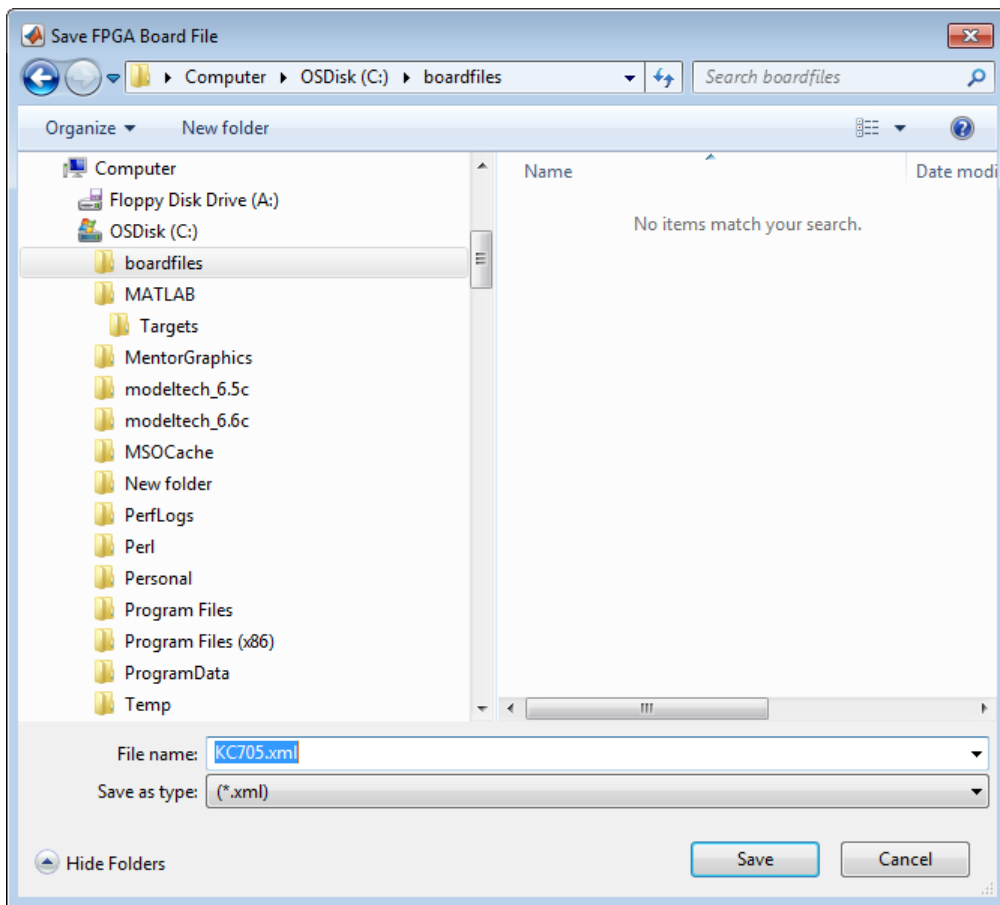
To run this test, perform the following actions.

- 1 Check the **Run FPGA-in-the-Loop test** option.
- 2 If you have the board attached, check the **Include FPGA board in the test** option. You need to supply the IP address of the FPGA Board. This example assumes that the Xilinx KC705 board is attached to your host computer and it has an IP address of 192.168.0.2.
- 3 Click **Run Selected Test(s)**. The tests take about 10 minutes to complete.



Save Board Definition File

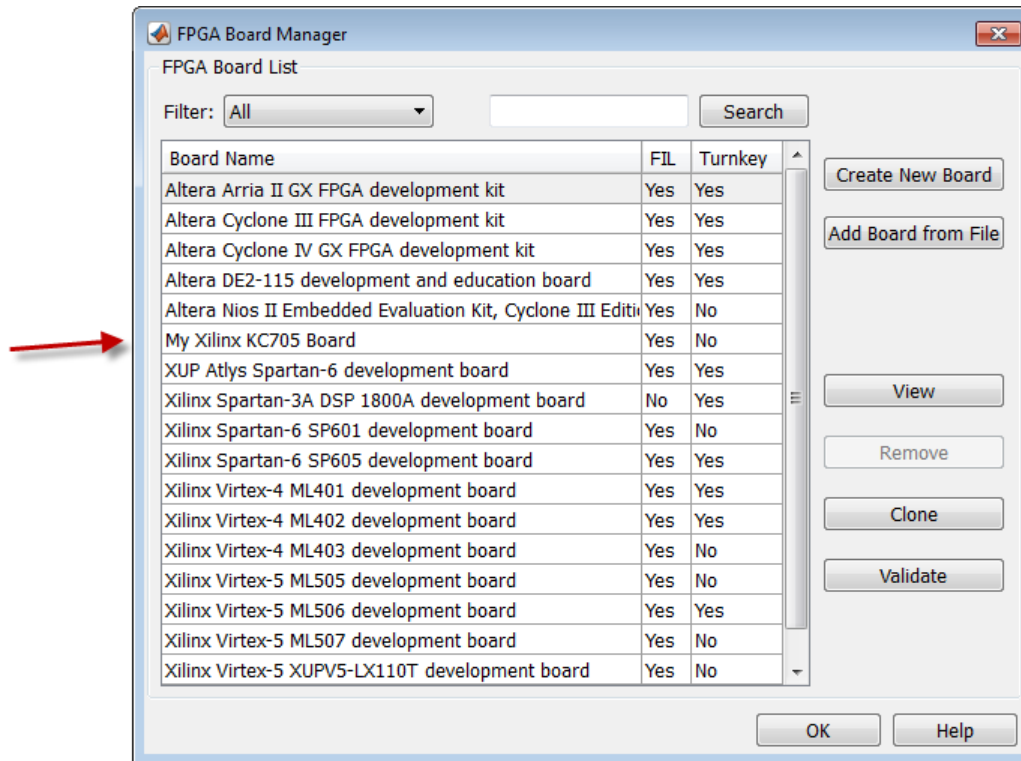
- 1 Click **Finish** to exit the New FPGA Board wizard. A **Save As** dialog box pops up and asks for the location of the FPGA board definition file. For this example, save as C:\boardfiles \KC705.xml.



- 2 Click **Save** to save the file and exit.

Use New FPGA Board

- 1 After you save the board definition file, you are returned to the FPGA Board Manager. In the FPGA Board List, you can now see the new board you defined.



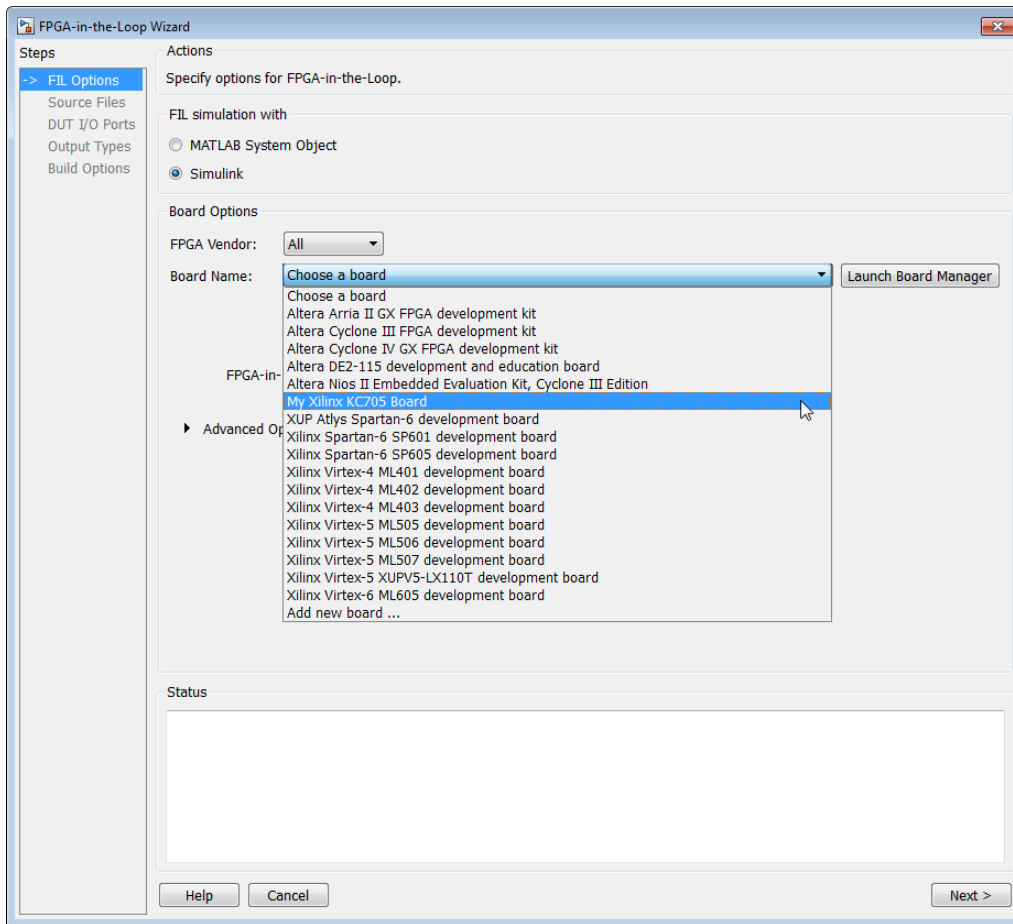
Click **OK** to close the FPGA Board Manager.

- 2 You can view the new board in the board list from either the FIL wizard or the HDL Workflow Advisor.

- a Start the FIL wizard from the MATLAB prompt.

```
>>filWizard
```

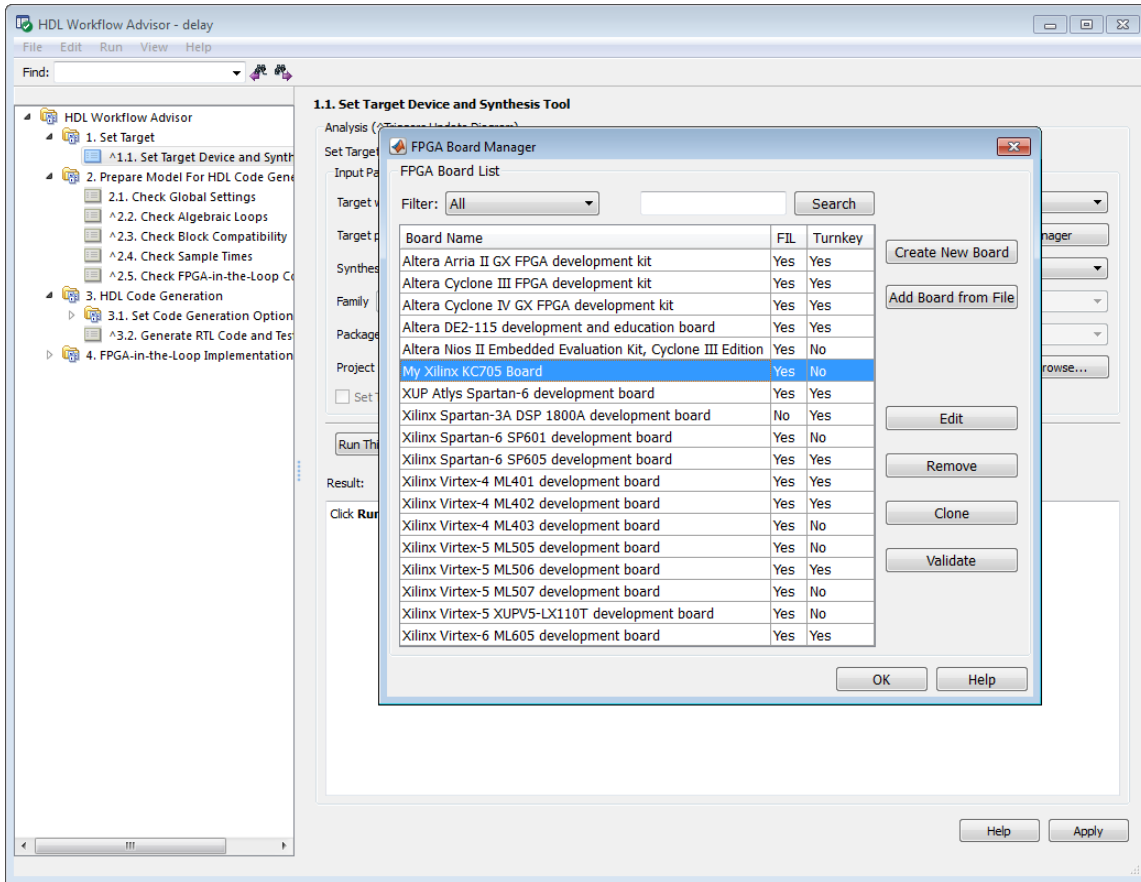
The Xilinx KC705 board appears in the board list and you can select it for FPGA-in-the-loop simulation.



b Start HDL Workflow Advisor.

In step 1.1, select **FPGA-in-the-Loop** and click **Launch Board Manager**.

The Xilinx KC705 board appears in the board list and you can select it for FPGA-in-the-loop simulation.



FPGA Board Manager

In this section...

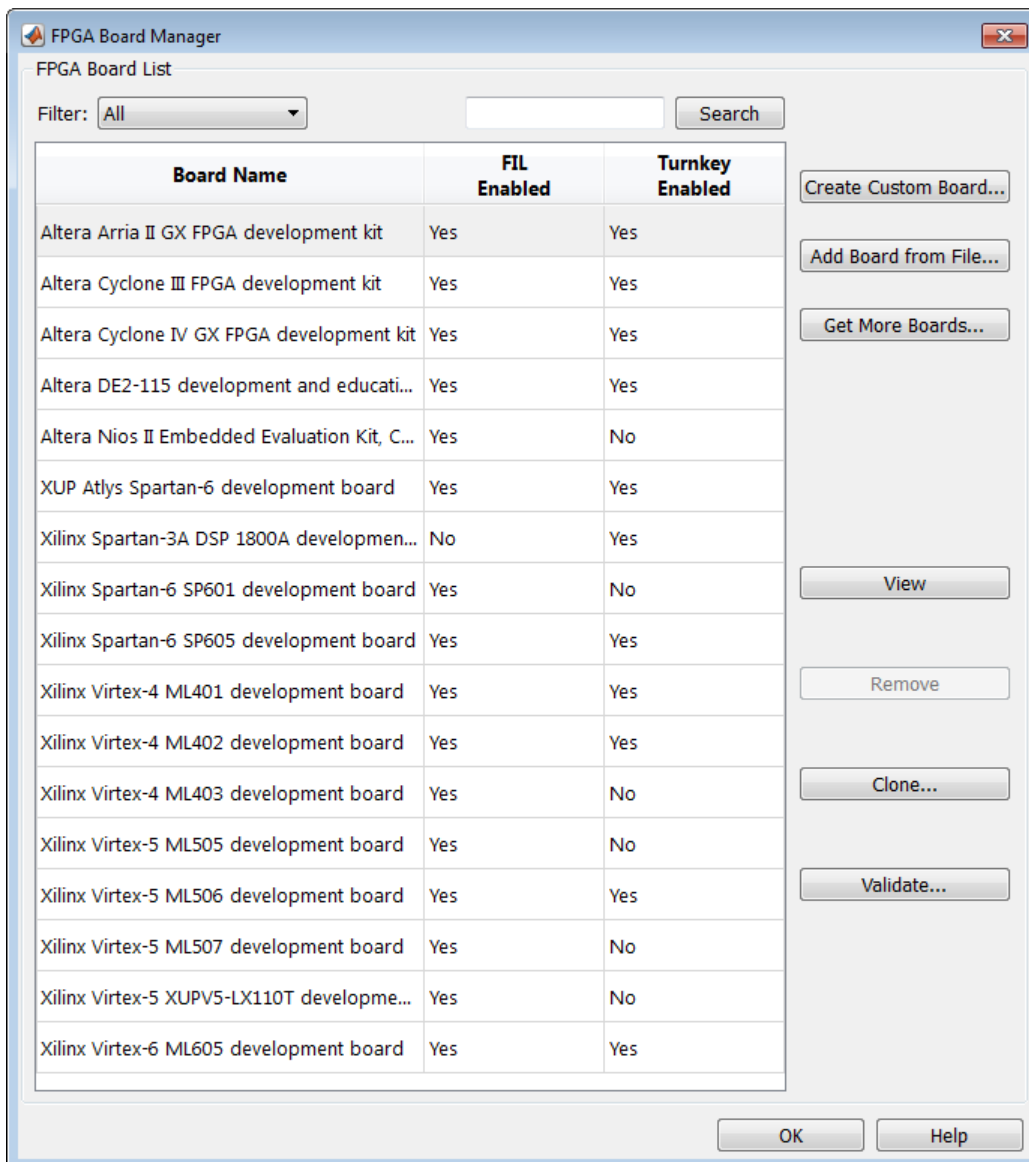
“Introduction” on page 36-18
“Filter” on page 36-19
“Search” on page 36-19
“FIL Enabled/Turnkey Enabled” on page 36-20
“Create Custom Board” on page 36-20
“Add Board from File” on page 36-20
“Get More Boards” on page 36-20
“View/Edit” on page 36-20
“Remove” on page 36-20
“Clone” on page 36-20
“Validate” on page 36-20

Introduction

The FPGA Board Manager is the portal to managing custom FPGA boards. You can create a board definition file or edit an existing one. You can even import a custom board from an existing board definition file.

You start the FPGA Board Manager by one of the following methods:

- By typing `fpgaBoardManager` in the MATLAB command window
- From the FIL wizard by clicking **Launch Board Manager** on the first page
- From the HDL Workflow Advisor (when using HDL Coder) at Step 1.1



Filter

Choose one of the following views:

- All boards
- Only those boards that were preinstalled with HDL Verifier or HDL Coder
- Only custom boards

Search

Find a specific board in the list or those boards that fully or partially match your search string.

FIL Enabled/Turnkey Enabled

These columns indicate whether the specified board is supported for FIL or Turnkey operations.

Create Custom Board

Start New FPGA Board wizard. See “New FPGA Board Wizard” on page 36-21. You can find the process for creating a board definition file in “Create Custom FPGA Board Definition” on page 36-6.

Add Board from File

Import a board definition file (.xml).

Get More Boards

Download FPGA board support packages for use with FIL

- 1 Click **Get more boards**.
- 2 Follow the prompts in the Support Package Installer to download an FPGA board support package.
- 3 When the download is complete, you can see the new boards in the board list in the FPGA Board Manager.

Offline Support Package Installation You can install an FPGA board support package without an internet connection. See “Install Support Package Offline” (HDL Verifier).

View/Edit

View board configurations and modify the information. You can view a read-only file but not edit it. See “FPGA Board Editor” on page 36-32.

Remove

Remove custom board from the list. This action does not delete the board definition XML file.

Clone

Makes a copy of an existing custom board for further modification.

Validate

Runs the validation tests for FIL See “Run Optional Validation Tests” on page 36-12.

New FPGA Board Wizard

Using the New FPGA Board wizard, you can enter all the required information to add a board to the FPGA board list. This list applies to both FIL and Turnkey workflows. Review “FPGA Board Requirements” on page 36-2 before adding an FPGA board to make sure that it is compatible with the workflow for which you want to use it.

Several buttons in the New FPGA Board wizard help with navigation:

- **Back:** Go to a previous page to review or edit data already entered.
- **Next:** Go to next page when all requirements of current page have been satisfied.
- **Help:** Open Doc Center, and display this topic.
- **Cancel:** Exit New FPGA Board wizard. You can exit with or without saving the information from your session.

Adding Boards Once for Multiple Users To add new boards globally, follow these instructions. To access a board added globally, all users must be using the same MATLAB installation.

- 1 Create the following folder:

matlabroot/toolbox/shared/eda/board/boardfiles

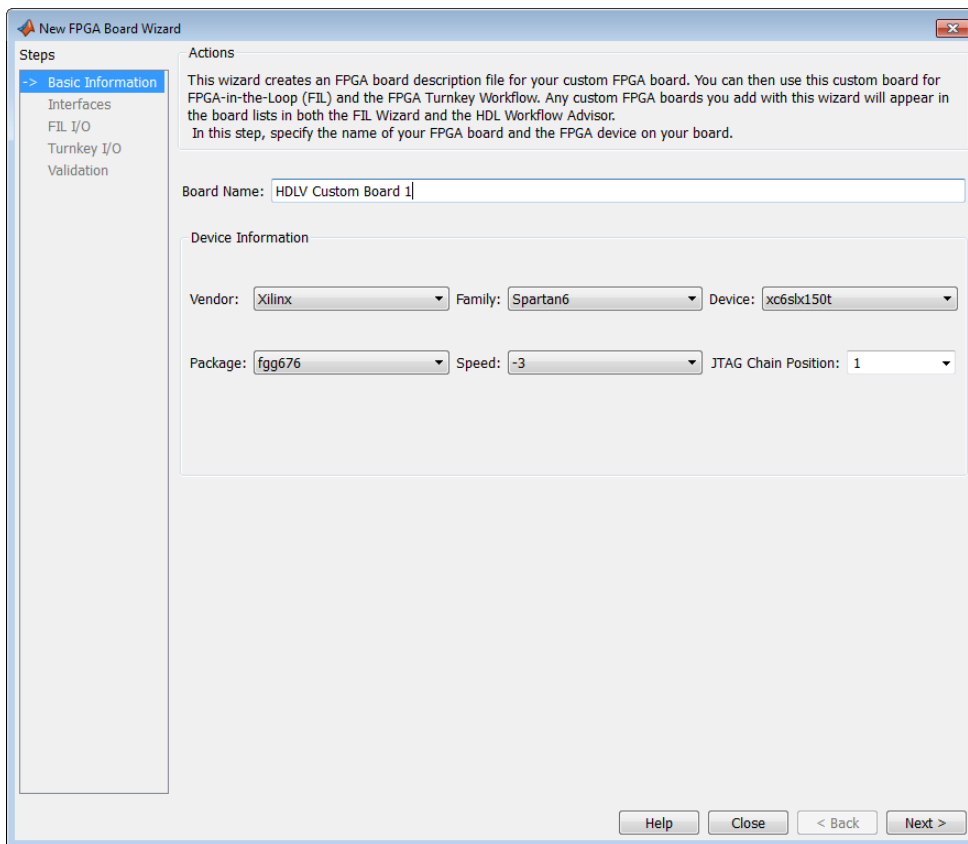
- 2 Copy the board description XML file to the *boardfiles* folder.
- 3 After copying the XML file, restart MATLAB. The new board appears in the FPGA board list for either or both the FIL and Turnkey workflows.

All boards under this folder show-up in the FPGA board list automatically for users with the same MATLAB installation. You do not need to use FPGA Board Manager to add these boards again.

The workflow for adding an FPGA board contains these steps:

| In this section... |
|-----------------------------------|
| “Basic Information” on page 36-22 |
| “Interfaces” on page 36-22 |
| “FIL I/O” on page 36-25 |
| “Turnkey I/O” on page 36-27 |
| “Validation” on page 36-30 |
| “Finish” on page 36-31 |

Basic Information



Board Name: Enter a unique board name.

Device Information:

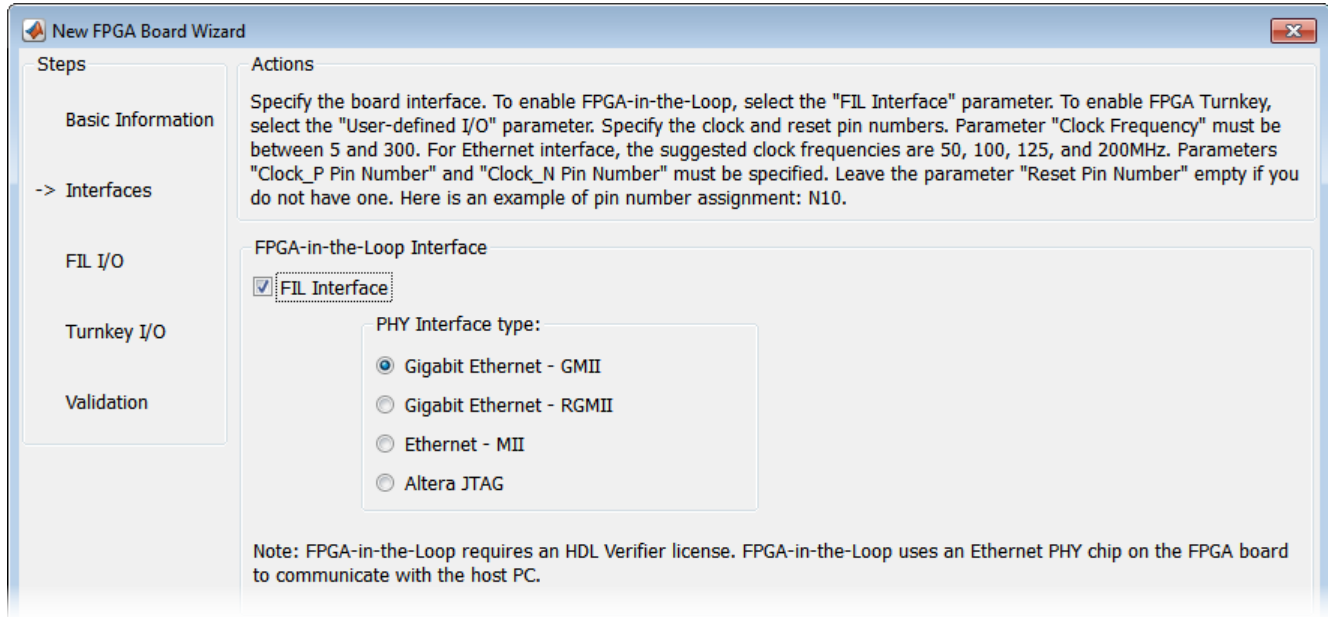
- **Vendor:** Xilinx or Altera
- **Family:** Family depends on the specified vendor. See the board specification file for applicable settings.
- **Device:** Use the board specification file to select the correct device.
- For Xilinx boards only:
 - **Package:** Use the board specification file to select the correct package.
 - **Speed:** Use the board specification file to select the correct speed.
 - **JTAG Chain Position:** Value indicates the starting position for JTAG chain. Consult the board specification file for this information.

Interfaces

- “FIL Interface for Altera Boards” on page 36-23
- “FIL Interface for Xilinx Boards” on page 36-24
- “FPGA Turnkey Interface” on page 36-24

- “FPGA Input Clock and Reset” on page 36-25

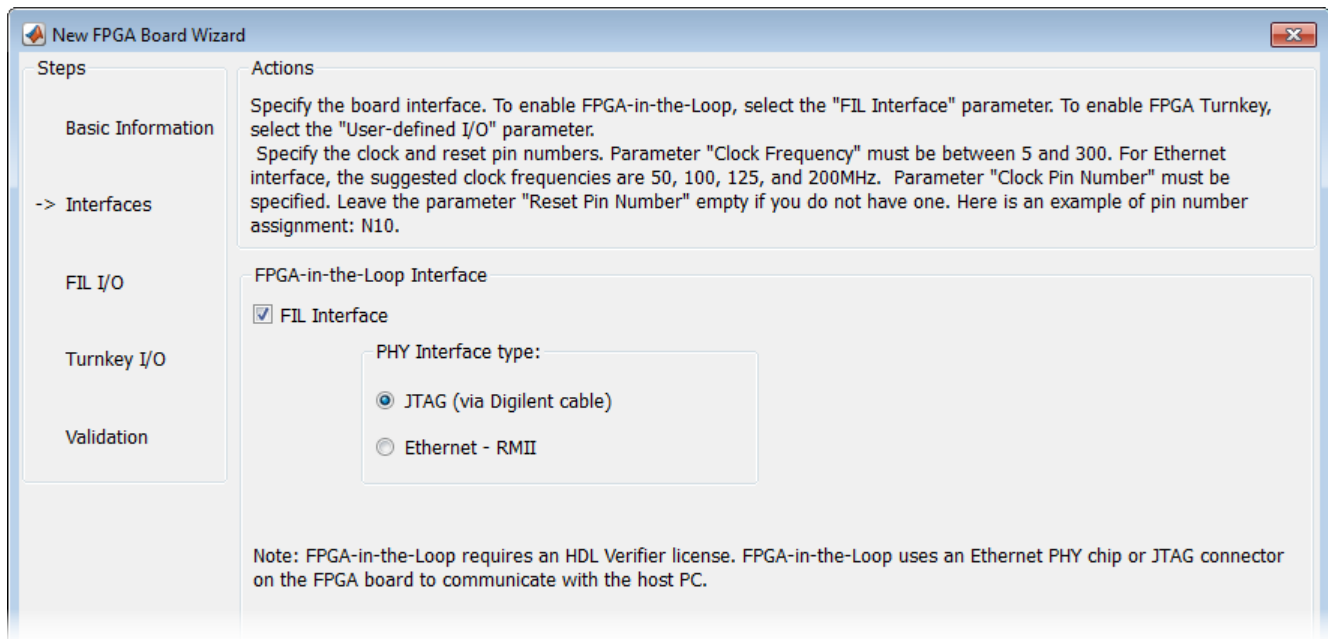
FIL Interface for Altera Boards



- 1 FPGA-in-the-Loop:** To use this board with FIL, select **FIL Interface**.
- Select one of the following **PHY Interface types**:
 - **Gigabit Ethernet – GMII**
 - **Gigabit Ethernet – RGMII**
 - **Gigabit Ethernet – SGMII** (the SGMII option appears if you select a board from the Stratix V or Stratix IV device families)
 - **Ethernet – MII**
 - **Altera JTAG** (Altera boards only)

Note Not all interfaces are available for all boards. Availability depends on the board you selected in Basic Information.

FIL Interface for Xilinx Boards



- 1 **FPGA-in-the-Loop Interface:** To use this board with FIL, select **FIL Interface**.
- 2 Select one of the following **PHY Interface types**:
 - **JTAG (via Digilent cable)** (Xilinx boards only)
 - **Ethernet – RMII**

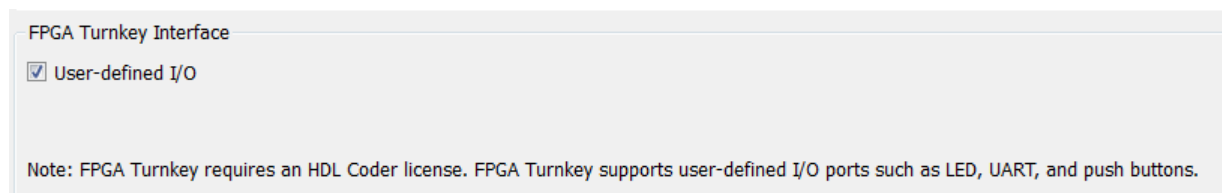
Note Not all interfaces are available for all boards. Availability depends on the board you selected in Basic Information.

For more information on how to set up the JTAG connection for Xilinx boards, see “JTAG with Digilent Cable Setup” on page 36-34.

Limitations

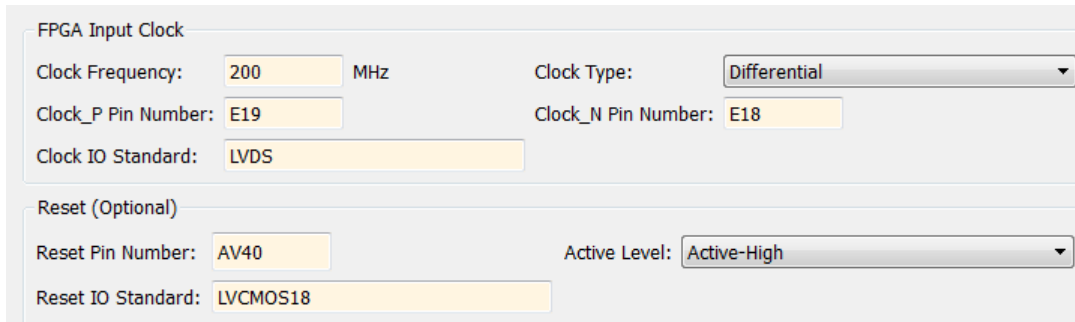
When you simulate your FPGA design through a Digilent JTAG cable, you cannot use any other debugging feature that requires access to the JTAG; for example, the Vivado Logic Analyzer.

FPGA Turnkey Interface



FPGA Turnkey Interface: If you want to use with board with the HDL Coder FPGA Turnkey workflow, select **User-defined I/O**.

FPGA Input Clock and Reset

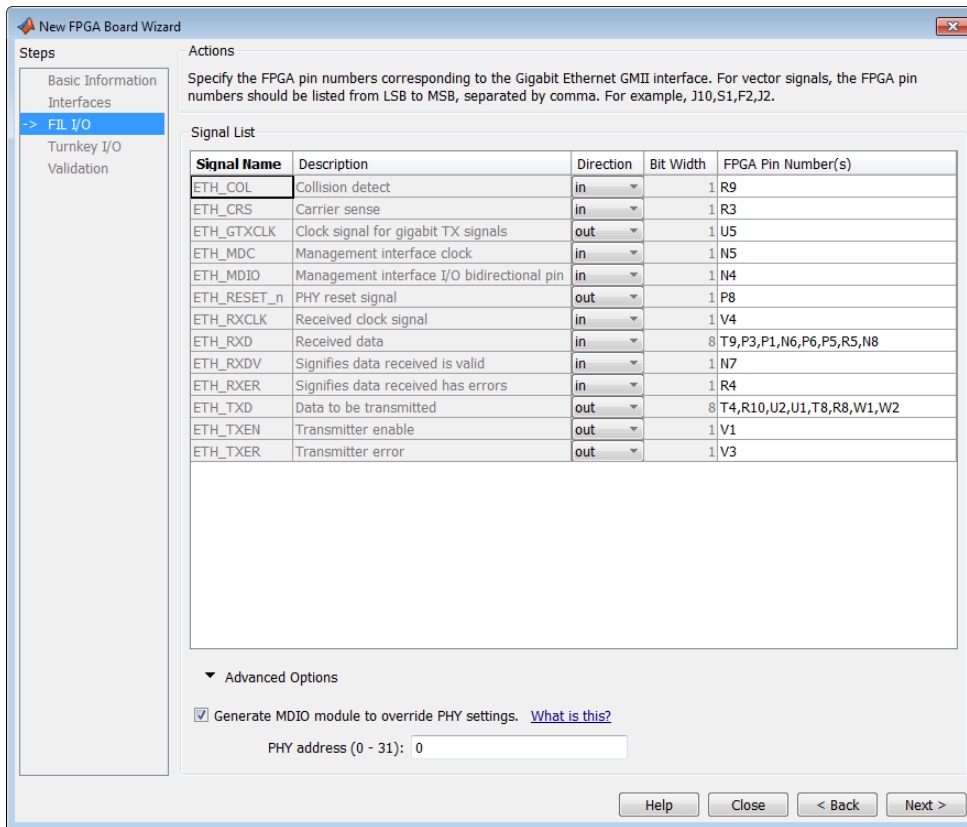


The screenshot shows a configuration window with two main sections. The first section, titled 'FPGA Input Clock', contains five fields: 'Clock Frequency' set to 200 MHz, 'Clock Type' set to Differential, 'Clock_P Pin Number' set to E19, 'Clock_N Pin Number' set to E18, and 'Clock IO Standard' set to LVDS. The second section, titled 'Reset (Optional)', contains three fields: 'Reset Pin Number' set to AV40, 'Active Level' set to Active-High, and 'Reset IO Standard' set to LVCMOS18.

- 1 **FPGA Input Clock** — Clock details are required for both workflows. You can find all necessary information in the board specification file.
 - **Clock Frequency** — Must be from 5 through 300. For an Ethernet interface, the suggested clock frequencies are 50, 100, 125, and 200 MHz.
 - **Clock Type** — Single_Ended or Differential.
 - **Clock Pin Number** (Single_Ended) — Must be specified. Example: N10.
 - **Clock_P Pin Number** (Differential) — Must be specified. Example: E19.
 - **Clock_N Pin Number** (Differential) — Must be specified. Example: E18.
 - **Clock IO Standard** — The programmable I/O Standard to use to configure input, output, or bi-directional ports. For example, LVDS.
- 2 **Reset (Optional)** — If you want to indicate a reset, find the pin number and active level in the board specification file, and enter that information.
 - **Reset Pin Number** — Leave empty if you do not have one.
 - **Active Level** — Active-Low or Active-High.
 - **Reset IO Standard** — The programmable I/O Standard to use to configure input, output, or bi-directional ports. For example, LVCMOS33.

FIL I/O

When you select an Ethernet connection to your board, you must specify pins for the Ethernet signals on the FPGA.



Signal List: Provide all the FPGA pin numbers for the specified signals. You can find this information in the board specification file. For vector signals, list all pin numbers on the same line, separated by commas.

Note If your PHY chip does not have the optional TX_ER pin, tie ETH_TXER to one of the unused pins on the FPGA.

Generate MDIO module to override PHY settings: See the next section on FPGA Board Management Data Input/Output Bus (MDIO) to determine when to use this feature. If you do select this option, enter the PHY address.

What Is the Management Data Input/Output Bus?

Management Data Input/Output (MDIO) is a serial bus, defined in the IEEE 802.3 standard, that connects MAC devices and Ethernet PHY devices. The FPGA MAC uses the MDIO bus to set control registers in the Ethernet PHY device on the board.

Currently only the Marvell 88E1111 PHY chip is supported by this MDIO module implementation. Do not select this check box if you are not using Marvell 88E1111.

The generated MDIO module is used to perform the following operations:

- **GMII mode:** The PHY device can start up using other modes, such as RGMII/SGMII. The generated MDIO module sets the PHY chip in GMII mode.

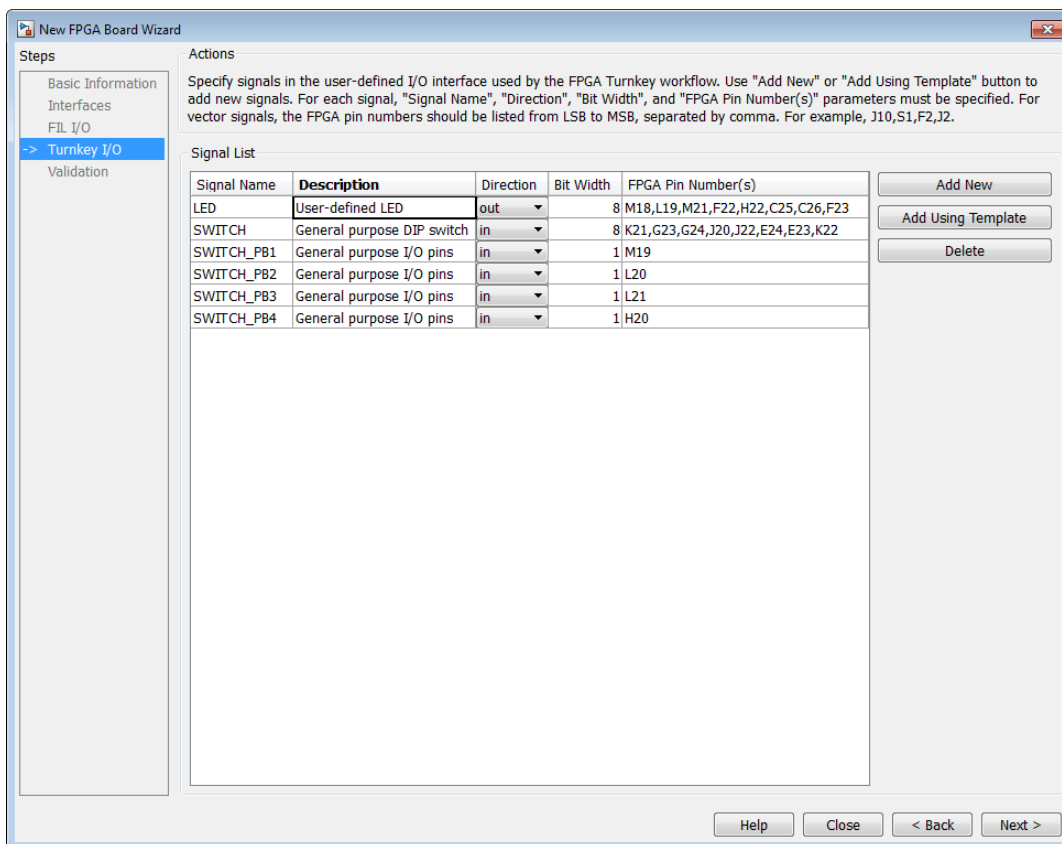
- **RGMI mode:** The PHY device can start up using other modes, such as GMII/SGMII. The generated MDIO module sets the PHY device in RGMI mode. In addition, the module sets the PHY chip to add internal delay for RX and TX clocks.
- **SGMI mode:** The PHY device can start up using other modes, such as RGMI/GMII. The generated MDIO module sets the PHY chip in SGMII mode.
- **MII mode:** The generated MDIO module sets the PHY device in GMII compatible mode. The module also sets the autonegotiation register to remove the 1000 Base-T capability advertisement. This reset ensures that the autonegotiation process does not select 1000 Mbits/s speed, which is not supported in MII mode.

When To Select MDIO: Select the **Generate MDIO module to override PHY settings** option when both the following conditions are met:

- The onboard Ethernet PHY device is Marvell 88E1111.
- The PHY device startup settings are not compatible with the FPGA MAC. The MDIO modules for different PHY modes must override these settings, as previously described.

Specifying the PHY Address: The PHY address is a 5-bit integer. The value is determined by the CONFIG[0] and CONFIG[1] pin on Marvell 88E1111 PHY device. See the board manual for this value.

Turnkey I/O



Note Provide FIL I/O for an Ethernet connection only. Define at least one output port for the Turnkey I/O interface.

Signal List: Provide all the FPGA pin numbers for the specified signals. You can find this information in the board specification file. For vector signals, list all pin numbers on the same line, separated by commas. The number of pin numbers must match the bit width of the corresponding signal.

Add New: You are prompted to enter all entries in the signal list manually.

Add Using Template: The wizard prepopulates a new signal entry for UART, LED, GPIO, or DIP Switch signals with the following:

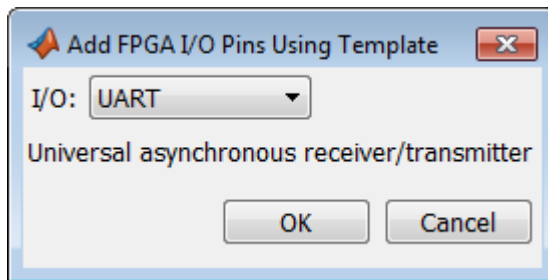
- A generic signal name
- Description
- Direction
- Bit width

You can change the values in any of these prepopulated fields.

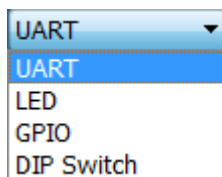
Delete: Delete the selected signal from list.

The following example demonstrates using the **Add Using Template** feature.

- 1 In the Turnkey I/O dialog box, click **Add Using Template**.
- 2 You can now view the template dialog box.



- 3 Pull down the I/O list and select from the following options:



- 4 Click **OK**.
- 5 The wizard adds the specified signal (or signals) to the I/O list.

New FPGA Board Wizard

Steps

- Basic Information
- Interfaces
- > Turnkey I/O
- Validation

Actions

Specify signals in the user-defined I/O interface used by the FPGA Turnkey workflow. Use "Add New" or "Add Using Template" button to add new signals. For each signal, "Signal Name", "Direction", "Bit Width", and "FPGA Pin Number(s)" parameters must be specified. For vector signals, the FPGA pin numbers should be listed from LSB to MSB, separated by comma. For example, J10,S1,F2,J2.

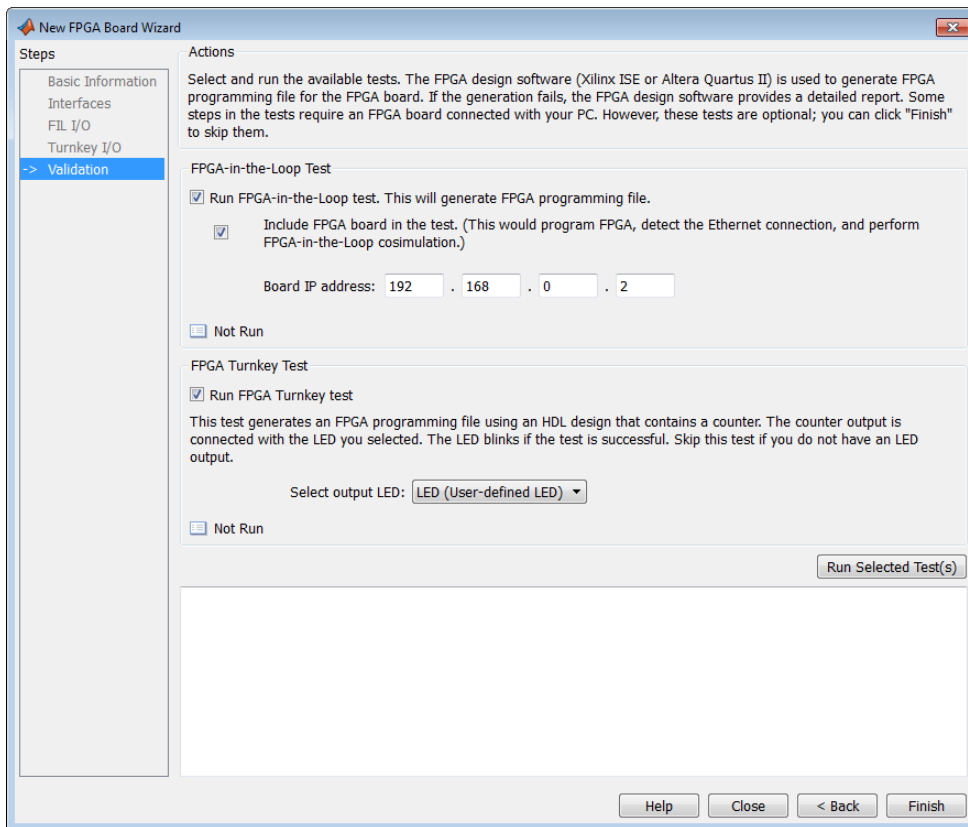
Signal List

| Signal Name | Description | Direction | Bit Width | FPGA Pin Number(s) |
|-------------|----------------------|-----------|-----------|--------------------|
| UART_Tx | UART transmit signal | out | 1 | |
| UART_Rx | UART receive signal | in | 1 | |

Buttons: Add New, Add Using Template, Delete

Buttons: Help, Cancel, < Back, Next >

Validation



FPGA-in-the-Loop Test

- **Run FPGA-in-the-Loop test:** Select to generate an FPGA programming file.
 - **Include FPGA board in the test:** (Optional) This selection program the FPGA with the generated programming file, detects the Ethernet connection (if selected), and performs FPGA-in-the-loop simulation.
 - **Board IP address:** (Ethernet connection only) Use this option for setting the board IP address if it is not the default IP address (192.168.0.2).

If necessary, change the computer IP address to a different subnet from 192.168.0.x when you set up the network adapter. If the default board IP address 192.168.0.2 is in use by another device, change the Board IP address according to the following guidelines:

- The subnet address, typically the first 3 bytes of board IP address, must be the same as the host IP address.
- The last byte of the board IP address must be different from the host IP address.
- The board IP address must not conflict with the IP addresses of other computers.

For example, if the host IP address is 192.168.8.2, then you can use 192.168.8.3, if available.

FPGA Turnkey Test

- **Run FPGA Turnkey test:** Select to generate an FPGA programming file using an HDL design that contains a counter. You must have a board attached.
- **Select output LED:** The counter's output is connected with the LED you select. Skip this test if you do not have an LED output.

Finish

When you have completed validation, click **Finish**. See "Save Board Definition File" on page 36-13.

FPGA Board Editor

In this section...

“General Tab” on page 36-32

“Interface Tab” on page 36-34

To edit a board definition XML file, first make it writeable. If the file is read-only, the FPGA Board Editor only lets you view the board configuration information. You cannot modify that information.

General Tab

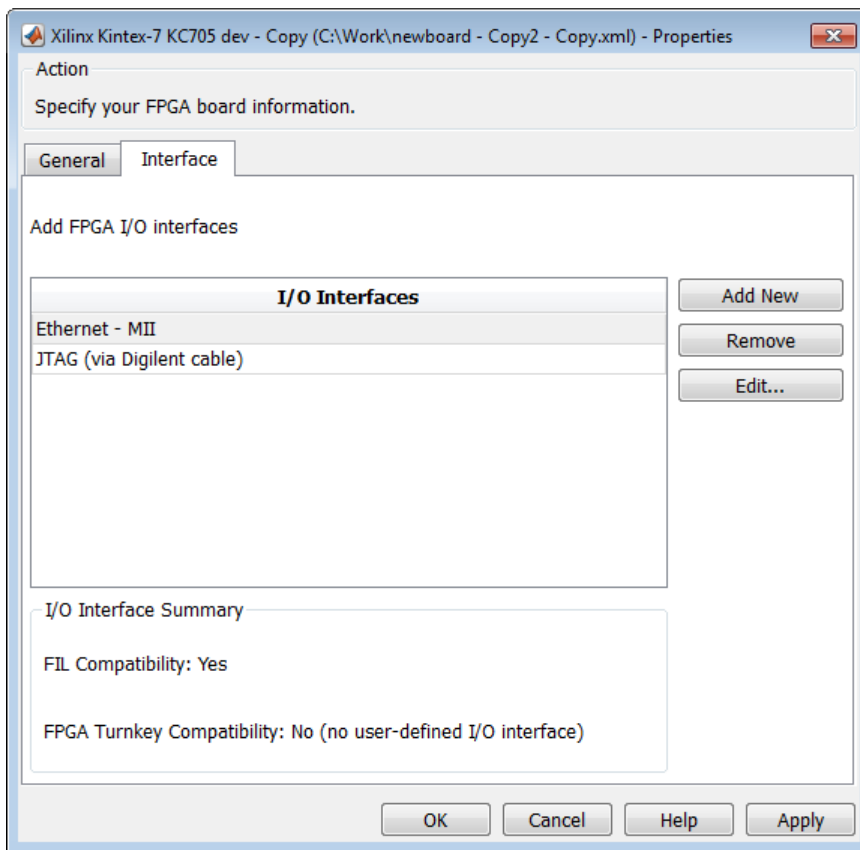
Board Name: Unique board name

Device Information:

- **Vendor:** Xilinx or Altera
- **Family:** Family depends on the specified vendor. See the board specification file for applicable settings.
- **Device:** Device depends on the specified vendor and family. See the board specification file for applicable settings.
- For Xilinx boards only:

- **Package:** Package depends on specified vendor, family, and device. See the board specification file for applicable settings.
- **Speed:** Speed depends on package. See the board specification file for applicable settings.
- **JTAG Chain Position:** Value indicates the starting position for JTAG chain. Consult the board specification file for this information.
- **FPGA Input Clock.** Clock details are required for both the FIL and Turnkey workflows. You can find all necessary information in the board specification file.
 - **Clock Frequency.** Must be from 5 through 300. For an Ethernet interface, the suggested clock frequencies are 50, 100, 125, and 200 MHz.
 - **Clock Type:** Single_Ended or Differential.
 - **Clock Pin Number** (Single_Ended) — Must be specified. Example: N10.
 - **Clock_P Pin Number** (Differential) — Must be specified. Example: E19.
 - **Clock_N Pin Number** (Differential) — Must be specified. Example: E18.
 - **Clock IO Standard** — The programmable I/O Standard to use to configure input, output, or bi-directional ports. For example, LVDS.
- **Reset (Optional).** If you want to indicate a reset, find the pin number and active level in the board specification file, and enter that information.
 - **Reset Pin Number.** Leave empty if you do not have one.
 - **Active Level** : Active-Low or Active-High.
 - **Reset IO Standard** — The programmable I/O Standard to use to configure input, output, or bi-directional ports. For example, LVCMOS33.

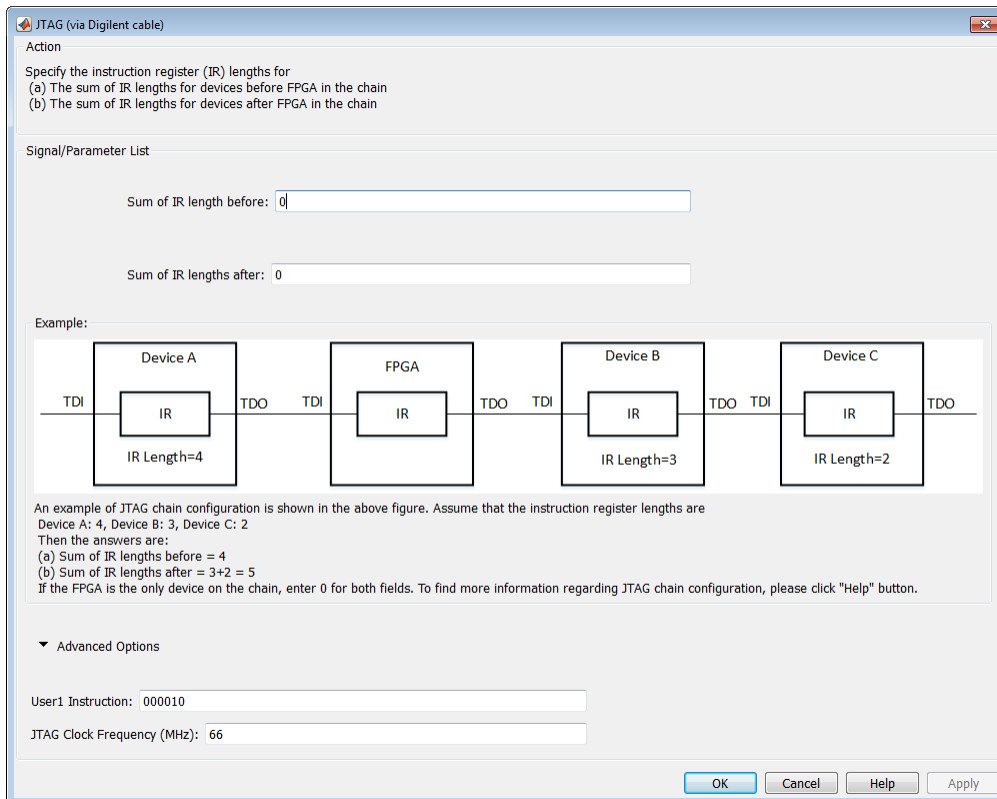
Interface Tab



The Interface page describes the supported FPGA I/O Interfaces. Select any listed interface and click **View** to see the **Signal List**. If the board definition file has write permission, you can also **Add New** interface, **Edit** the interface, or **Remove** an interface.

JTAG with Digilent Cable Setup

Note Enter information for the JTAG cable setup carefully. If the settings are incorrect, the simulation errors out and does not work. If you are still unsure about how to setup your JTAG cable after reading these instructions, contact MathWorks technical support with detailed information about your board.



- 1 **Signal/Parameter List** — Provide the sum of the lengths of the instruction registers (IR) for all devices before and after the FPGA in the chain.
 - If the FPGA is the only item in the device chain, use zeros in both **Sum of IR length before** and **Sum of IR length after**.
 - If you are using a Zynq device, and it is the only item in the device chain, enter 4 in **Sum of IR length before** and 0 in **Sum of IR length after**.

If your board does not meet either of those conditions, follow these instructions to obtain the IR lengths:

- a Connect the FPGA board to your computer using the JTAG cable. Turn on the board.
- b Make sure that you installed the cable drivers during Vivado installation.
- c Open Vivado Hardware Manager and select **Open a new hardware target**. In the dialog box is a summary of the IR lengths for all devices for that target.
- d Sum the IR lengths before the FPGA and enter the total in **Sum of IR length before**. Sum the IR lengths after the FPGA and enter the total in **Sum of IR length after**.

Vivado Hardware Manager cannot recognize the IR length of less common devices. For these devices, consult the device manual for instruction register length.

- 2 **Advanced Options** — If the default values are not the same as the most common settings for many devices, set the **User1 Instruction** and **JTAG Clock Frequency (MHz)** parameters. The most common settings are 000010 and 66, respectively.
 - **User1 Instruction** — The JTAG USER1 Instruction defined in the Xilinx Bscane2 primitive. This binary instruction number, defined by Xilinx, varies from device to device. For most of the

7-series devices, this instruction is 000010. If your device has a different value, enter it in this parameter.

To find this value, look at the `bsd` file for your specific device, found in your Vivado installation. For example, for the XA7A32T-CPG236 device, the `bsd` file is located in Vivado \2014.2\data\parts\xilinx\artix7\artix7\xa7a35t\cpg236.

Open this file. The USER1 value is 000010. Enter this value at **User1 Instruction**.

```
"USER1      (000010),"
```

- **JTAG Clock Frequency (MHz)** — Clock frequency used by the JTAG circuit. This value varies by device. You can find this value in the same `bsd` file described under **User1 Instruction**. For example, the JTAG clock frequency is 66 MHz for device XA7A32T-CPG236:

```
attribute TAP_SCAN_CLOCK of TCK : signal is (66.0e6, BOTH);
```

HDL Workflow Advisor Tasks

HDL Workflow Advisor Tasks

In this section...

"HDL Workflow Advisor Tasks Overview" on page 37-3

"Set Target Overview" on page 37-4

"Set Target Device and Synthesis Tool" on page 37-4

"Set Target Reference Design" on page 37-5

"Set Target Interface" on page 37-6

"Set Target Frequency" on page 37-6

"Set Target Interface" on page 37-7

"Set Target Interface" on page 37-7

"Prepare Model For HDL Code Generation Overview" on page 37-8

"Check Model Settings" on page 37-9

"Check Model Settings" on page 37-9

"Check Algebraic Loops" on page 37-10

"Check Block Compatibility" on page 37-10

"Check Sample Times" on page 37-10

"Check FPGA-In-The-Loop Compatibility" on page 37-11

"HDL Code Generation Overview" on page 37-11

"Set HDL Options" on page 37-11

"Set Basic Options" on page 37-12

"Set Report Options" on page 37-12

"Set Advanced Options" on page 37-13

"Set Optimization Options" on page 37-13

"Set Testbench Options" on page 37-13

"Generate RTL Code" on page 37-13

"Generate RTL Code and Testbench" on page 37-13

"Verify with HDL Cosimulation" on page 37-14

"Generate RTL Code and IP Core" on page 37-14

"FPGA Synthesis and Analysis Overview" on page 37-16

"Create Project" on page 37-16

"Perform Synthesis and P/R Overview" on page 37-17

"Perform Logic Synthesis" on page 37-17

"Perform Mapping" on page 37-18

"Perform Place and Route" on page 37-18

"Run Synthesis" on page 37-19

"Run Implementation" on page 37-19

"Annotate Model with Synthesis Result" on page 37-19

"Download to Target Overview" on page 37-20

In this section...

“Generate Programming File” on page 37-20
 “Program Target Device” on page 37-20
 “Generate Simulink Real-Time Interface” on page 37-21
 “Save and Restore HDL Workflow Advisor State” on page 37-21
 “FPGA-In-The-Loop Implementation” on page 37-21
 “Set FPGA-In-The-Loop Options” on page 37-21
 “Build FPGA-In-The-Loop” on page 37-22
 “Check USRP Compatibility” on page 37-22
 “Generate FPGA Implementation” on page 37-22
 “Check SDR Compatibility” on page 37-22
 “SDR FPGA Implementation” on page 37-22
 “Set SDR Options” on page 37-23
 “Build SDR” on page 37-24
 “Embedded System Integration” on page 37-24
 “Create Project” on page 37-24
 “Generate Software Interface” on page 37-24
 “Build FPGA Bitstream” on page 37-25
 “Program Target Device” on page 37-26

HDL Workflow Advisor Tasks Overview

The HDL Workflow Advisor is a tool that supports a suite of tasks covering the stages of the FPGA design process. Some tasks perform model validation or checking; others run the HDL code generator or third-party tools. Each folder at the top level of the HDL Workflow Advisor contains a group of related tasks that you can select and run.

For summary information on each HDL Workflow Advisor folder or task, select the folder or task icon and then click the HDL Workflow Advisor **Help** button.

- **Set Target:** The tasks in this category enable you to select the desired target device and map its I/O interface to the inputs and outputs of your model.
- **Prepare Model For HDL Code Generation:** The tasks in this category check your model for HDL code generation compatibility. The tasks also report on model settings, blocks, or other conditions (such as algebraic loops) that would impede code generation, and provide advice on how to fix such problems.
- **HDL Code Generation:** This category supports all HDL-related options of the Configuration Parameters dialog, including setting HDL code and test bench generation parameters, and generating code, test bench, or a cosimulation model.
- **FPGA Synthesis and Analysis:** The tasks in this category support:
 - Synthesis and timing analysis through integration with third-party synthesis tools
 - Back annotation of the model with critical path and other information obtained during synthesis

- **FPGA-in-the-Loop Implementation:** This category implements the phases of FIL, including providing block generation, synthesis, logical mapping, PAR (place-and-route), programming file generation, and a communications channel. These capabilities are designed for a particular board and tailored to your RTL code. An HDL Verifier license is required for FIL.
- **Download to Target:** The tasks in this category depend on the selected target device and potentially include:
 - Generation of a target-specific FPGA programming file
 - Programming the target device
 - Generation of a model that contains a Simulink Real-Time interface subsystem

See Also

“Getting Started with the HDL Workflow Advisor” on page 31-6

Set Target Overview

In the **Set Target** folder, you can select a target FPGA device and define the interface generated for the device.

- **Set Target Device and Synthesis Tool:** Select a target FPGA device and synthesis tools.
- **Set Target Reference Design:** For IP Core Generation workflow, select a reference design for your target device.
- **Set Target Interface:** For IP Core Generation, FPGA Turnkey, and Simulink Real Time FPGA I/O workflows, use the target platform interface table to assign each port on your DUT to an I/O resource on the target device. Use **Enable HDL DUT port generation for test points** to create DUT output ports for the test point signals in the generated HDL code.
- **Set Target Frequency:** Select the target clock rate for the FPGA implementation of your design.

For more information on each **Set Target** task, select the task icon and then click the HDL Workflow Advisor **Help** button.

See Also

“Getting Started with the HDL Workflow Advisor” on page 31-6

Set Target Device and Synthesis Tool

The **Set Target Device and Synthesis Tool** task enables you to select an FPGA target device and an associated synthesis tool from a pull-down menu that lists the devices that HDL Workflow Advisor currently supports.

Description

This task displays the following options:

- **Target Workflow:** A pull-down menu that lists the possible workflows that HDL Workflow Advisor supports. Choose from:
 - Generic ASIC/FPGA
 - FPGA-in-the-loop

- FPGA Turnkey
- Simulink Real-Time FPGA I/O
- IP Core Generation
- Customization for the USRP device
- Software Defined Radio
- **Target platform:** A pulldown menu that lists the devices the HDL Workflow Advisor currently supports. Not available for the Generic ASIC/FPGA workflow.
- **Synthesis tool:** Select a synthesis tool, then select the **Family, Device, Package,** and **Speed** for your synthesis target.

If your synthesis tool is not one of the **Synthesis tool** options, see “Synthesis Tool Path Setup”. After you set up your synthesis tool path, click **Refresh** to make the tool available in the HDL Workflow Advisor.

- **Project folder:** Specify the project folder name.
- **Tool version:** This box displays the current synthesis tool version.
- **Allow unsupported version:** When you are using an unsupported synthesis tool version, selecting this check box. You can continue to create a project with unsupported synthesis tool version. If you clear this check box, HDL Coder generates an error when you run this task. This option is unavailable when you are using the supported synthesis tool version.

It is not recommended to use the unsupported tool version because it can potentially cause synthesis failure. For more information on the list of supported tools, see “HDL Language Support and Supported Third-Party Tools and Hardware”

Note If you select Intel Quartus Pro or Microsemi Libero SoC as the **Synthesis tool**, you can run only the Generic ASIC/FPGA workflow. When you use these tools, the **Annotate Model with Synthesis Result** task is not available. In this case, you can run the workflow for synthesis, and then view the timing reports to see the critical path.

Set Target Reference Design

The **Set Target Reference Design** task displays the reference design input parameters and the tool version. A **Reference design parameters** section displays any custom parameters that you specify for the reference design.

Description

The task displays the following options:

- **Reference design:** A pulldown menu that lists the reference designs that HDL Coder supports and any custom reference designs that you specify. To learn more about creating a custom board and reference design, see “Board and Reference Design Registration System” on page 41-55.
- **Reference design tool version:** A text box that displays the current reference design tool version. It is recommended to use a reference design tool version that is compatible with the supported tool version. If there is a tool version mismatch, HDL Coder generates an error when you run this task. The tool version mismatch can potentially cause the **Create Project** task to fail.

If you select the **Ignore tool version mismatch** check box, HDL Coder generates a warning instead of an error. You can attempt to continue with creating the reference design project.

- **Reference design parameters:** Lists the parameters of the reference design. These can be parameters available with the default reference designs that HDL Coder supports, or parameters that you define for your custom reference design. For more information, see “Define Custom Parameters and Callback Functions for Custom Reference Design” on page 41-64.

Set Target Interface

The **Set Target Interface** task displays properties of input and output ports on your DUT, and enables you to map these ports to I/O resources on the target device.

Description

Set Target Interface displays the Target Platform Interface Table, which shows:

- The name, port type (inputs and outputs), and data type for each port on your DUT.
- A pull-down menu listing the available I/O resources for the target device.

These resources are device-specific. For detailed information on each resource, see the documentation for your FPGA development board.

Set Target Frequency

Specify the target frequency for these workflows:

- **Generic ASIC/FPGA:** To specify the target frequency that you want your design to achieve. HDL Coder generates a timing constraint file for that clock frequency and adds the constraint to the FPGA synthesis tool project that you create in the **Create Project** task. If the target frequency is not achievable, the synthesis tool generates an error. Target frequency is not supported with Microsemi Libero SoC.
- **IP Core Generation:** To specify the target frequency for HDL Coder to modify the clock module setting in the reference design to produce the clock signal with that frequency. Enter a target frequency value that is within the **Frequency Range (MHz)**. If you do not specify the target frequency, HDL Coder uses the **Default (MHz)** target frequency.
- **Simulink Real-Time FPGA I/O:** For Speedgoat boards that are supported with Xilinx ISE, specify the target frequency to generate the clock module to produce the clock signal with that frequency.

The Speedgoat boards that are supported with Xilinx Vivado use the **IP Core Generation** workflow infrastructure. Specify the target frequency for HDL Coder to modify the clock module setting in the reference design to produce the clock signal with that frequency. Enter a target frequency value that is within the **Frequency Range (MHz)**. If you do not specify the target frequency, HDL Coder uses the **Default (MHz)** target frequency.

- **FPGA Turnkey:** To generate the clock module to produce the clock signal with that frequency automatically.

See Also

“Target Frequency Parameter” on page 14-8

Set Target Interface

Select a processor-FPGA synchronization mode, and map your DUT input ports, output ports, and test points to I/O resources on the target device.

Description

Coprocessing mode is not supported for the **Simulink Real-Time FPGA I/O** workflow. For **Processor/FPGA synchronization**, select:

- **Free running** if you do not want your processor and FPGA to be automatically synchronized.
- **Coprocessing - blocking** if you want HDL Coder to generate synchronization logic for the FPGA automatically, so that the processor and FPGA run in tandem. Select this mode when FPGA execution time is short relative to the processor sample time, and you want the FPGA to complete before the processor continues.

This setting is saved with the model as the ProcessorFPGASynchronization HDL block property for the DUT block.

Selecting the **Enable HDL DUT port generation for testpoints**:

- Marks test point signals for code generation. See “Model and Debug Test Point Signals with HDL Coder” on page 10-60.
- Enables the “Enable HDL DUT port generation for test points” on page 17-42 configuration set option.
- Refreshes the target interface table to display the test point output ports in the interface table.

The Target Platform Interface Table displays:

- The name, port type (input, output, and test point), and data type for each port on your DUT.
- A context menu listing the available I/O resources for the target device.

These resources are device-specific. For detailed information on each resource, see the documentation for your FPGA development board.

See Also

- “Processor and FPGA Synchronization” on page 40-24
- “Custom IP Core Generation” on page 40-10
- “FPGA Programming and Configuration on Speedgoat Simulink-Programmable I/O Modules” on page 41-79
- “Enable HDL DUT port generation for test points” on page 17-42

Set Target Interface

Select a processor-FPGA synchronization mode, and map your DUT input and output ports to I/O resources on the target device. Optionally, specify a reference design.

Description

Reference design: Select the predefined embedded system integration project into which HDL Coder inserts your generated IP core.

Reference design path: Enter the path to your downloaded reference design components. This field is available only if the specified **Reference design** requires downloadable components.

Coprocessing mode is not supported for the **Simulink Real-Time FPGA I/O** workflow. For **Processor/FPGA synchronization**, select:

- **Free running** if you do not want your processor and FPGA to be automatically synchronized.
- **Coprocessing - blocking** if you want HDL Coder to generate synchronization logic for the FPGA automatically, so that the processor and FPGA run in tandem. Select this mode when FPGA execution time is short relative to the processor sample time, and you want the FPGA to complete before the processor continues.

This setting is saved with the model as the `ProcessorFPGASynchronization` HDL block property for the DUT block.

The Target Platform Interface Table shows:

- The name, port type (inputs and outputs), and data type for each port on your DUT.
- A drop down menu listing the available I/O resources for the target device.

These resources are device-specific. For detailed information on each resource, see the documentation for your FPGA development board.

See Also

- “Processor and FPGA Synchronization” on page 40-24
- “Custom IP Core Generation” on page 40-10
- “FPGA Programming and Configuration on Speedgoat Simulink-Programmable I/O Modules” on page 41-79

Prepare Model For HDL Code Generation Overview

The tasks in the **Prepare Model For HDL Code Generation** folder check the model for compatibility with HDL code generation. If a check encounters a condition that would raise a code generation warning or error, the right pane of the HDL Workflow Advisor displays information about the condition and how to fix it. The **Prepare Model For HDL Code Generation** folder contains these checks:

- **Check Model Settings** check expedites model checks by removing redundant checks. The check provides you the option to open the **HDL Code Advisor** checks in a separate window and run those checks.
- **Check FPGA-in-the-Loop Compatibility:** Check model compatibility with FPGA-in-the-loop, specifically:
 - Not allowed: sink/source subsystems, single/double data types, zero sample time
 - Must be present: HDL Verifier license

This option is available only if you select `FPGA-in-the-Loop` for Target workflow.

- **Check USRP Compatibility:** The model must have two input ports and two output ports of signed 16-bit signals.

This option is available only if you select Customization for the USRP Device for Target workflow.

For summary information on each **Prepare Model For HDL Code Generation** task, select the task icon and then click the HDL Workflow Advisor **Help** button.

See Also

“Getting Started with the HDL Workflow Advisor” on page 31-6

Check Model Settings

Check Model Settings checks model-wide parameter settings for HDL code generation compatibility.

Description

This check expedites model checks by removing redundant checks. The check provides a button to open the **HDL Code Advisor** checks in a separate window. The following checks have been replaced by **HDL Code Advisor** checks:

- **Check Global Settings.**
- **Check Algebraic Loops**
- **Check Block Compatibility**
- **Check Sample Times**

Limitations

Clicking **Run This Task** will not open the **HDL Code Advisor** checks.

See Also

“Model configuration checks” on page 39-12

Check Model Settings

Check Model Settings checks model-wide parameter settings for HDL code generation compatibility.

Description

This check examines the model parameters for compatibility with HDL code generation and flags conditions that would raise an error or a warning during code generation. The HDL Workflow Advisor displays a table with the following information about each condition detected:

- *Block*: Hyperlink to the model configuration dialog box page that contains the error or warning condition
- *Settings*: Name of the model parameter that caused the error or warning condition
- *Current*: Current value of the setting
- *Recommended*: Recommended value of the setting
- *Severity*: Severity level of the warning or error condition. Minimally, you should fix settings that are tagged as `error`.

The check also provides a button to open HDL Code Advisor in a separate window. HDL Code Advisor can run additional HDL code generation compatibility checks not covered in this task. For more info, see “Model configuration checks” on page 39-12.

Tip To set reported settings to their recommended values, click the **Modify All** button. You can then run the check again and proceed to the next check.

Limitations

Clicking **Run This Task** will not open the **HDL Code Advisor** checks.

Check Algebraic Loops

Detect algebraic loops in the model.

Description

The HDL Coder software does not support HDL code generation for models in which algebraic loop conditions exist. **Check Algebraic Loops** examines the model and fails the check if it detects an algebraic loop. Eliminate algebraic loops from your model before proceeding with further HDL Workflow Advisor checks or code generation.

See Also

- “Algebraic Loop Concepts”
- “Check algebraic loops” on page 38-9

Check Block Compatibility

Check the DUT for unsupported blocks.

Description

Check Block Compatibility checks blocks within the DUT for compatibility with HDL code generation. The check fails if it encounters blocks that HDL Coder does not support. The HDL Workflow Advisor reports incompatible blocks, including the full path to each block.

See Also

- “View HDL-Supported Blocks and HDL-Specific Block Documentation” on page 22-2
- “Check for unsupported blocks” on page 38-17
- “Check for unsupported blocks with Native Floating Point” on page 38-32

Check Sample Times

Check the solver, sample times, and tasking mode settings for the model.

Description

Check Sample Times checks the solver options, sample times, tasking mode, and rate transition diagnostics for HDL code generation compatibility. Solver options that the HDL Coder software requires or recommends are:

- **Type:** Fixed-step. (The coder currently supports variable-step solvers under limited conditions. See `hdlsetup` for details.)
- **Solver:** Discrete (no continuous states). Other fixed-step solvers could be selected, but this option is usually the best one for simulating discrete systems.
- **Tasking mode:** `SingleTasking`. The coder does not currently support models that execute in multitasking mode. Do not set **Tasking mode** to `Auto`.
- **Multitask rate transition** and **Single task rate transition** diagnostic options: set to `Error`.

Check FPGA-In-The-Loop Compatibility

HDL Verifier checks model for compatibility with FPGA-in-the-loop processing.

See Also

“Prepare DUT For FIL Interface Generation” (HDL Verifier).

HDL Code Generation Overview

The tasks in the **HDL Code Generation** folder enable you to:

- Set and validate HDL code and test bench generation parameters. Most parameters of the **HDL Code Generation** pane of the Configuration Parameters dialog box and the Model Explorer are supported.
- Generate any or all of:
 - RTL code
 - RTL test bench
 - Cosimulation model
 - SystemVerilog DPI test bench

To run the tasks in the **HDL Code Generation** folder automatically, select the folder and click **Run All**.

Tip After each task in this folder runs, HDL Coder updates the Configuration Parameters dialog box and the Model Explorer.

Set HDL Options

Optional task to open HDL Coder configuration parameters window.

Description

The **Set HDL Options** is an optional task. This task provides you with the option to launch the HDL Coder Configuration Parameters dialog box in a separate window. Changes to the configuration parameters are used in the next HDL Coder Workflow Advisor task.

Note Before doing this task, close the HDL Coder Configuration Parameters dialog.

Limitations

When the Workflow Advisor window is open for the current design under test (DUT), these configuration parameters are disabled for editing:

- Name of the DUT model or subsystem.
- Name and path of the target code generation folder.
- Name of the synthesis tool.
- Device family selection.
- Device selection.
- Device package selection.
- Device speed selection.
- Target frequency.

If you make any changes to these configuration parameters, rerun all the previous Workflow Advisor tasks.

Set Basic Options

Set parameters that affect overall code generation.

Description

The **Set Basic Options** task sets options that are fundamental to HDL code generation. These options include selecting the DUT and selecting the target language. The basic options are the same as those found in the top-level **HDL Code Generation** pane of the Configuration Parameters dialog box, except that the **Code generation output** group is omitted.

See Also

- “Target Language and Folder Selection Parameters” on page 13-3
- “Code Generation Output Parameter” on page 17-101

Set Report Options

Set parameters that specify the sections that you want to see in the Code Generation Report.

The options are same as those found in the **HDL Code Generation > Report** pane of the Configuration Parameters dialog box and the Model Explorer.

Set Advanced Options

Set parameters that specify detailed characteristics of the generated code.

Description

The advanced options are the same as those found in the **HDL Code Generation > Global Settings** pane of the Configuration Parameters dialog box and the Model Explorer.

Set Optimization Options

Set parameters that specify optimizations such as resource sharing and pipelining to improve area and timing.

Description

The optimization options are the same as those found in the **HDL Code Generation > Target and Optimizations** pane of the Configuration Parameters dialog box and the Model Explorer.

Set Testbench Options

Set options that determine characteristics of generated test bench code.

Description

The test bench options are the same as those found in the **HDL Code Generation > Test Bench** pane of the Configuration Parameters dialog box and the Model Explorer.

Generate RTL Code

Generate RTL code and HDL top-level wrapper.

Description

The **Generate RTL Code** task generates RTL code and an HDL top-level wrapper for the DUT subsystem. It also generates a constraint file that contains pin mapping information and clock constraints.

Generate RTL Code and Testbench

Select and initiate generation of RTL code, RTL test bench, and cosimulation model.

Description

The **Generate RTL Code and Testbench** task enables choosing what type of code or model that you want to generate. You can select any combination of the following:

- **Generate RTL code:** Generate RTL code in the target language.
- **Generate test bench:** Generate the test bench(es) selected in **Set Testbench Options**.
- **Generate validation model:** Generate a validation model that highlights generated delays and other differences between your original model and the generated cosimulation model. With a validation model, you can observe the effects of streaming, resource sharing, and delay balancing.

The validation model contains the DUT from the original model and the DUT from the generated cosimulation model. Using the validation model, you can verify that the output of the optimized DUT is bit-true to the results produced by the original DUT.

See Also

“Generating a Simulink Model for Cosimulation with an HDL Simulator” (Filter Design HDL Coder).

Verify with HDL Cosimulation

Run this step to verify the generated HDL using cosimulation between the HDL Simulator and the Simulink test bench. This step shows only if you selected **Cosimulation model**, and specified an HDL simulator, in **Set Testbench Options**.

Generate RTL Code and IP Core

Select and initiate generation of RTL code and custom IP core.

Description

In the **Generate RTL Code and IP Core** task, specify characteristics of the generated IP core:

- **IP core name:** Enter the IP core name.

This setting is saved with the model as the `IPCoreName` HDL block property for the DUT block.

- **IP core version:** Enter the IP core version number. HDL Coder appends the version number to the IP core name to generate the output folder name.

This setting is saved with the model as the `IPCoreVersion` HDL block property for the DUT block.

- **IP core folder** (not editable): HDL Coder generates the IP core files in the output folder shown, including the HTML documentation.
- **IP repository:** If you have an IP repository folder, enter its path manually or by using the **Browse** button. The coder copies the generated IP core into the IP repository folder.
- **Additional source files:** If you are using a black box interface in your design to include existing Verilog or VHDL code, enter the file names. Enter each file name manually, separated with a semicolon (;), or by using the **Add** button. The source file language must match your target language.

This setting is saved with the model as the `IPCoreAdditionalFiles` HDL block property for the DUT block.

- **FPGA Data Capture buffer size:** Specify the size of the memory in the generated IP core. The width of the memory is the total bit width of the data signals. The buffer size uses values equal to $128 \cdot (2^n)$, where n is an integer. By default, the buffer size is 128 ($n = 0$). The maximum value of n is 13, which means that the maximum value for buffer size is $128 \cdot (2^{13}) = 1048576$.

This setting is saved with the model as the `IPDataCaptureBufferSize` HDL block property for the DUT block.

- **FPGA Data Capture maximum sequence depth:** Specify the maximum sequence depth to capture data from an FPGA in one or more trigger stages. The maximum sequence depth is an integer that ranges from 1 to 10. By default, the maximum sequence depth is 1. To capture the

specified data by providing a set of trigger conditions in multiple stages, set the maximum sequence depth to a value greater than 1.

This setting is saved with the model as the `IPDataCaptureSequenceDepth` HDL block property for the DUT block.

- When you select **Insert JTAG MATLAB as AXI Master**, AXI4-Slave ID Width value is adjusted for the DUT IP core that HDL Coder generates. When you select **Insert JTAG MATLAB as AXI Master** and add custom IPs, you must specify the new adjusted slave ID width value. For example, when you select **Insert JTAG MATLAB as AXI Master** and add custom IPs, if you get this error message during the **Create Project** task:

```

2020.12.07.16:29:08 Info: Adding audio_pll_0 [altera_up_avalon_audio_pll 18.0]
2020.12.07.16:29:08 Info: Parameterizing module audio_pll_0
2020.12.07.16:29:08 Info: Adding hps_0 [altera_hps 18.1]
2020.12.07.16:29:08 Info: Parameterizing module hps_0
2020.12.07.16:29:08 Info: Adding led_count_ip_0 [led_count_ip 1.0]
2020.12.07.16:29:08 Info: Parameterizing module led_count_ip_0
2020.12.07.16:29:08 Info: Adding pll_0 [altera_pll 18.1]
2020.12.07.16:29:08 Info: Parameterizing module pll_0
2020.12.07.16:29:08 Info: Building connections
2020.12.07.16:29:08 Info: Parameterizing connections
2020.12.07.16:29:08 Info: Validating
2020.12.07.16:29:16 Info: Done reading input file
2020.12.07.16:29:20 Info: system_soc.hps_0: HPS Main PLL counter settings: n = 0 m = 47
2020.12.07.16:29:20 Info: system_soc.hps_0: HPS peripheral PLL counter settings: n = 0 m = 39
2020.12.07.16:29:20 Info: system_soc.pll_0: The legal reference clock frequency is 5.0 MHz..650.0 MHz
2020.12.07.16:29:20 Info: system_soc.pll_0: Able to implement PLL with user settings
2020.12.07.16:29:20 Error: system_soc.I2C_SSM2603_0.s_axi: Width of slave ID signals (12) must be at least 13. Increase slave ID width or reduce ID widths for any connected AXI masters.
2020.12.07.16:29:20 Error: system_soc.I2S_SSM2603_0.s_axi: Width of slave ID signals (12) must be at least 13. Increase slave ID width or reduce ID widths for any connected AXI masters.

```

Regenerate the IP cores by setting the target platform as either Generic Intel or Generic Xilinx. Then map one of the DUT ports to the AXI4 interface, calculate the new width by using $\text{New width} = \text{Base Width} + \log_2(\text{Number of AXI Masters} + 1)$, and enter the calculated width value in **AXI4 Slave ID width**. Add the regenerated IP cores with the new width values to the reference design folder. Right-click **Create Project** and select **Run to Selected Task**. In this example the two custom IPs are I2C and I2S. The new calculated width is 13.

- **Generate IP core report:** Leave this option selected to generate HTML documentation for the IP core.
- **Enable readback on AXI4 slave write registers:** Select this option if you want to read back the value that is written to the AXI4 slave registers by using the AXI4 slave interface. When you run this task, the code generator adds a mux for each AXI4 register in the address decoder logic. This mux compares the address that the data is written to when reading the values. If you are reading from multiple AXI4 slave registers, the readback logic becomes a long mux chain that can affect synthesis frequency.

This setting is saved with the model as the `AXI4RegisterReadback` HDL block property for the DUT block.

- **Generate default AXI4 slave interface:** Leave this option selected if you want to generate an HDL IP core with the AXI4 slave interface for signals such as clock, reset, ready, timestamp, and so on. If you want to generate a generic HDL IP core without any AXI4 slave interfaces, clear this check box. In addition, make sure that you do not map any of the DUT ports to AXI4 or AXI4-Lite interfaces. You can only map the ports to External or Internal IO interfaces, or AXI4-Stream interface with TLAST mapping.

This setting is saved with the model as the `GenerateDefaultAXI4Slave` HDL block property for the DUT block.

- **Expose DUT clock enable input port:** Select this option if you want to expose the DUT clock enable input port. Trigger the DUT from upstream IPs by using the clock enable input port. If your design has any ports mapped to the AXI4 Slave interface this option is disabled.

- **Expose DUT clock enable output port:** Select this option if you want to expose the clock enable output port to downstream IPs. Drive or synchronize downstream custom IPs by using the clock enable output port.

See Also

- “Custom IP Core Generation” on page 40-10
- “Generate Board-Independent HDL IP Core from Simulink Model” on page 40-20
- “Custom IP Core Report” on page 40-13

FPGA Synthesis and Analysis Overview

Create projects for supported FPGA synthesis tools, perform FPGA synthesis, mapping, and place/route tasks, and annotate critical paths in the original model

Description

The tasks in the **FPGA Synthesis and Analysis** folder enable you to:

- Create FPGA synthesis projects for supported FPGA synthesis tools.
- Launch supported FPGA synthesis tools, using the project files to perform synthesis, mapping, and place/route tasks.
- Annotate your original model with critical path information obtained from the synthesis tools.

For a list of supported third-party synthesis tools, see “Third-Party Synthesis Tools and Version Support”.

The tasks in the folder are:

- **Create Project**
- **Perform Synthesis and P/R**
- **Annotate Model with Synthesis Result**

See Also

“HDL Code Generation and FPGA Synthesis from Simulink Model”

Create Project

Create FPGA synthesis project for supported FPGA synthesis tool.

Description

This task creates a synthesis project for the selected synthesis tool and loads the project with the HDL code generated for your model.

When the project creation completes, the HDL Workflow Advisor displays a link to the project in the right pane. Click this link to view the project in the synthesis tool project window.

Synthesis objective

Select a synthesis objective to generate tool-specific optimization Tcl commands for your project. If you specify **None**, no Tcl commands are generated.

To learn how the synthesis objectives map to Tcl commands, see “Synthesis Objective to Tcl Command Mapping” on page 31-52.

Additional source files

Enter additional HDL source files you want included in your synthesis project. Enter each file name manually, separated with a semicolon (;), or by using the **Add Source** button.

For example, you can include HDL source files (.vhd or .v) or a constraint file (.ucf or .sdc).

Additional project creation Tcl files

Enter additional project creation Tcl files you want to include in your synthesis project. Enter each file name manually, separated with a semicolon (;), or by using the **Add Tcl** button.

For example, you can include a Tcl script (.tcl) to execute after creating the project.

See Also

- “Third-Party Synthesis Tools and Version Support”
- “HDL Code Generation and FPGA Synthesis from Simulink Model”
- “Synthesis Objective to Tcl Command Mapping” on page 31-52

Perform Synthesis and P/R Overview

Launch supported FPGA synthesis tools to perform synthesis, mapping, and place/route tasks.

Description

The tasks in the **Perform Synthesis and P/R** folder enable you to launch supported FPGA synthesis tool and:

- Synthesize the generated HDL code.
- Perform mapping and timing analysis.
- Perform place and route functions.

For a list of supported third-party synthesis tools, see “Third-Party Synthesis Tools and Version Support”.

See Also

“HDL Code Generation and FPGA Synthesis from Simulink Model”

Perform Logic Synthesis

Launch supported FPGA synthesis tool and synthesize the generated HDL code.

Description

The **Perform Logic Synthesis** task:

- Launches the synthesis tool in the background.
- Opens the previously generated synthesis project, compiles HDL code, synthesizes the design, and emits netlists and related files.

- Displays a synthesis log in the **Result** subpane.

See Also

“HDL Code Generation and FPGA Synthesis from Simulink Model”

Perform Mapping

Launches supported FPGA synthesis tool and maps the synthesized logic design to the target FPGA.

Description

The **Perform Mapping** task:

- Launches the synthesis tool in the background.
- Runs a mapping process that maps the synthesized logic design to the target FPGA.
- Emits a circuit description file for use in the place and route phase.
- Also emits pre-routing timing information for use in critical path analysis and back annotation of your source model.
- Displays a log in the **Result** subpane.

Enable **Skip pre-route timing analysis** if your tool does not support early timing estimation. When this option is enabled, the **Annotate Model with Synthesis Result** task sets **Critical path source** to **post-route**.

See Also

“HDL Code Generation and FPGA Synthesis from Simulink Model”

Perform Place and Route

Launches the synthesis tool in the background and runs a Place and Route process.

Description

The **Perform Place and Route** task:

- Launches the synthesis tool in the background.
- Runs a Place and Route process that takes the circuit description produced by the previous mapping process, and emits a circuit description suitable for programming an FPGA.
- Also emits post-routing timing information for use in critical path analysis and back annotation of your source model.
- Displays a log in the **Result** subpane.

Tip If you select **Skip this task**, the HDL Workflow Advisor executes the workflow, but omits the **Perform Place and Route** task, marking it Passed. You might want to select **Skip this task** if you prefer to do place and route work manually.

Tip If **Perform Place and Route** fails, but you want to use the post-mapping timing results to find critical paths in your model, you can select **Ignore place and route errors** and continue to the **Annotate Model with Synthesis Result** task.

See Also

“HDL Code Generation and FPGA Synthesis from Simulink Model”

Run Synthesis

Launches Xilinx Vivado and executes the Vivado **Synthesis** step.

Enable **Skip pre-route timing analysis** if you do not want to do early timing estimation.

Run Implementation

Launches Xilinx Vivado and executes the Vivado **Implementation** step.

If you select **Skip this task**, the HDL Workflow Advisor omits the **Run Implementation** task, marking it Passed. Select **Skip this task** if you prefer to do place and route work manually.

If **Run Implementation** fails, you can select **Ignore place and route errors** and continue to the **Annotate Model with Synthesis Result** task.

Check Timing Report

If there are timing failures during this task, the task does not fail. You must check the timing report for timing failures.

Annotate Model with Synthesis Result

Analyzes pre- or post-routing timing information and visually highlights critical paths in your model.

Description

The **Annotate Model with Synthesis Result** task helps you to identify critical paths in your model. At your option, the task analyzes pre- or post-routing timing information produced by the **Perform Synthesis and P/R** task group, and visually highlights one or more critical paths in your model.

Note If you select Intel Quartus Pro or Microsemi Libero SoC as the **Synthesis tool**, the **Annotate Model with Synthesis Result** task is not available. In this case, you can run the workflow to synthesis and then view the timing reports to see the critical path.

If **Generate FPGA top level wrapper** is selected in the **Generate RTL Code and Testbench** task, **Annotate Model with Synthesis Result** is not available. To perform back-annotation analysis, clear the check box for **Generate FPGA top level wrapper**.

Input Parameters

Critical path source

Select **pre-route** or **post-route**.

The **pre-route** option is unavailable when **Skip pre-route timing analysis** is enabled in the previous task group.

Critical path number

You can annotate up to 3 critical paths. Select the number of paths you want to annotate.

Show all paths

Show critical paths, including duplicate paths.

Show unique paths

Show only the first instance of a path that is duplicated.

Show delay data

Annotate the cumulative timing delay on each path.

Show ends only

Show the endpoints of each path, but omit the connecting signal lines.

Results and Recommended Actions

When the **Annotate Model with Synthesis Result** task runs to completion, HDL Coder displays the DUT with critical path information highlighted.

See Also

“HDL Code Generation and FPGA Synthesis from Simulink Model”

Download to Target Overview

The **Download to Target** folder supports the following tasks:

- **Generate Programming File:** Generate an FPGA programming file.
- **Program Target Device:** Download generated programming file to the target development board.
- **Generate Simulink Real-Time Interface** (for Speedgoat target devices only): Generate a model that contains a Simulink Real-Time interface subsystem.

For summary information on each **Download to Target** task, select the task icon and then click the HDL Workflow Advisor **Help** button.

See Also

“Getting Started with the HDL Workflow Advisor” on page 31-6

Generate Programming File

The **Generate Programming File** task generates an FPGA programming file that is compatible with the selected target device.

Program Target Device

The **Program Target Device** task downloads the generated FPGA programming file to the selected target device.

Before executing the **Program Target Device** task, make sure that your host PC is properly connected to the target development board via the required programming cable.

Generate Simulink Real-Time Interface

The **Generate Simulink Real-Time Interface** task generates a model containing an interface subsystem that you can plug in to a Simulink Real-Time model.

The naming convention for the generated model is:

```
gm_fpgamodelname_slrt
```

where `fpgamodelname` is the name of the original model.

Save and Restore HDL Workflow Advisor State

You can save the current settings of the HDL Workflow Advisor to a named restore point. Later, you can restore the same settings by loading the restore point data into the HDL Workflow Advisor.

See Also

“Getting Started with the HDL Workflow Advisor” on page 31-6.

FPGA-In-The-Loop Implementation

Set FIL options and run FIL processing.

Set FPGA-In-The-Loop Options

Set connection type, board IP, and MAC addresses and select additional files, if required.

Connection

Select either JTAG (Altera boards only) or Ethernet.

Board IP Address

Use this option for setting the IP address of the board if it is not the default IP address (192.168.0.2).

Board MAC Address

Under most circumstances, you do not need to change the Board MAC address. You will need to do so if you connect more than one FPGA development board to a single computer (for which you must have a separate NIC for each board). You must change the Board MAC address for additional boards so that each address is unique.

Additional Source Files

Select additional source files for the HDL design that is to be verified on the FPGA board, if required. HDL Workflow Advisor attempts to identify the file type; change the file type in the **File Type** column if it is incorrect.

Build FPGA-In-The-Loop

During the build process, the following actions occur:

- FPGA-in-the-loop generates a FIL block named after the top-level module and places it in a new model.
- After new model generation, FIL opens a command window. In this window, the FPGA design software performs synthesis, fit, place-and-route, timing analysis, and FPGA programming file generation. When the process completes, a message in the command prompts you to close the window.
- FPGA-in-the-loop builds a test bench model around the generated FIL block.

Check USRP Compatibility

The model must have two input ports and two output ports of signed 16-bit signals.

Generate FPGA Implementation

This step initiates FPGA programming file creation. For Input Parameters, enter the path to the Ettus Research USRP™ FPGA files you previously downloaded. If you have not yet downloaded these files, see the Support Package for USRP Radio documentation.

When this step completes, see the instructions for downloading the programming file to the FPGA and running the simulation in the Support Package for USRP Radio documentation for FPGA Targeting.

Check SDR Compatibility

The DUT must adhere to certain signal interface requirements. During Check SDR Compatibility, the following interface checks are performed (Inputs and Outputs go through the same checks).

- Must include single complex signal, two scalar signals, or single vectored signal of size 2
- Must have a bitwidth of 16
- Must be signed
- Must be single rate
- If have vectored ports must use Scalarize Vectors option
- If have multiple rates, must use Single clock
- Must use synchronous reset
- Must use active-high reset
- Must use a user overclocking factor of 1

All error checks are done for a given task run and reported in a table. This allows a single iteration to fix all errors.

SDR FPGA Implementation

The SDR FPGA integrates customer logic as generated in previous steps as well as SDR-specific code to provide data and control paths between an RF board and the host.

This step consists of the following tasks:

- Set SDR Options: Choose customization options.
- Build SDR: Generate FPGA programming file for an SDR target.

Set SDR Options

Choose customization options for the completion of the SDR FPGA implementation.

SDR FPGA Component Options

- **RF board for target**

Choose one of the following:

- Epic Bitshark FMC-1Rx RevB
- Epic Bitshark FMC-1Rx RevC

- **Folder with vendor HDL source code**

Specify the folder that contains the RF interface HDL downloaded from the vendor support site. Use **Browse** to navigate to the correct folder.

- **User logic synthesis frequency**

Specify the maximum frequency at which you want to run your design. This value must be greater than the sampling frequencies for ADC and DAC as specified in the ADI FMCOMMS or Epiq Bitshark™ block.

- **User logic data path**

Select either the Receiver data path or the Transmitter data path.

Radio IP Addresses

- **Board IP address**

Set the board's IP address in this field if it is not the default IP address (192.168.10.1).

- **Board MAC address**

Under most circumstances, you do not need to change the Board MAC address. However, you need to do so if you connect more than one FPGA development board to a single computer (for which you must have a separate NIC for each board). You must change the Board MAC address for additional boards so that each address is unique.

Additional Source and Project Files for the HDL Design

Specify files you want included in the ISE or Vivado project. You should include only file types supported by ISE or Vivado. If an included file does not exist, the HDL Workflow Advisor cannot create the project.

- **File:** Name of file added to design (with **Add**).
- **File Type:** File type. The software will attempt to determine the file type automatically, but you may override the selection. Options are VHDL, Verilog, EDIF netlist, VQM netlist, QSF file, Constraints, and Others.

- **Add:** Add a new file to the list.
- **Remove:** Removes the currently selected file from the list.
- **Up:** Moves the currently selected file up the list.
- **Down:** Moves the currently selected file down the list.
- **Show full paths to source files** (checkbox): Triggers a full path display. Leaving this box unchecked displays only the file name.

Build SDR

The HDL Workflow Advisor creates a new Xilinx ISE or Vivado project and adds the following:

- All the necessary files from the FPGA repository
- The generated HDL files for the selected subsystem and algorithm

If no errors are found during FPGA project generation and syntax checking, the FPGA programming file generation process starts. You can view this process in an external command shell and monitor its progress. When the process is finished, a message in the command window prompts you to close the window.

Embedded System Integration

Tasks in this folder integrate your generated HDL IP core with the embedded processor.

Create Project

Create project for embedded system tool.

In the message window, after the project is generated, you can click the project link to open the generated embedded system tool project.

Embedded system tool

Embedded design tool.

Project folder

Folder where your generated project files are saved.

Synthesis objective

Select a synthesis objective to generate tool-specific optimization Tcl commands for your project. If you specify **None**, no Tcl commands are generated.

To learn how the synthesis objectives map to Tcl commands, see “Synthesis Objective to Tcl Command Mapping” on page 31-52.

Generate Software Interface

Generate a software interface model or script or both with IP core driver blocks for embedded C code generation.

If you do not have the Embedded Coder hardware support package for the target board installed, this option will not be available. For example, if the target hardware board is a Zynq device, you should have the Embedded Coder Support Package for Xilinx Zynq Platform installed.

After you generate the software interface model, you can generate C code from it using Embedded Coder. The script contains commands that enable you to connect to the target hardware, and to write to or read from the generated IP core by using AXI driver blocks.

When you clear both the **Generate Simulink software interface model** and **Generate MATLAB software interface script** check boxes, this task is skipped.

Operating system: Select your target operating system.

Build FPGA Bitstream

Generate bitstream for embedded system.

Run build process externally

Enable this option to run the build process in parallel with MATLAB. If this option is disabled, you cannot use MATLAB until the build is finished. This option is only valid when you use the IP Core Generation workflow.

Tcl file for synthesis build

To customize your synthesis build, save your custom Tcl commands in a file and select **Custom**. Enter the file path manually or by using the **Browse** button. The contents of your custom Tcl file are inserted between the Tcl commands that open and close the project.

If you select **Custom** and want to generate a bitstream, the bitstream generation Tcl command must refer to the top file wrapper name and location either directly or implicitly. For example, the following Xilinx Vivado Tcl command generates a bitstream and implicitly refers to the top file name and location:

```
launch_runs impl_1 -to_step write_bitstream
```

Enable routed design checkpoint for build

Select this option to expedite bitstream generation time by using the design checkpoint from the previous build. This option is available only when using the Xilinx Vivado synthesis tool.

Routed design checkpoint file for build

To use this option, select **Enable routed design checkpoint for build**. To use the default routed design checkpoint file, select **Default**. The default file location is `hdl_prj\checkpoint\system_routed.dcp`. To use a custom routed design checkpoint file, select **Custom** and provide the file path to your custom file location. This option is available only when using the Xilinx Vivado synthesis tool.

Routed design checkpoint file

To use this option, select **Custom** for **Routed design checkpoint file for build**. Use this option to point to your custom routed design checkpoint file. After bitstream generation is completed the new routed checkpoint design file will be written to the location specified in **Routed design checkpoint file**. This option is available only when using the Xilinx Vivado synthesis tool.

Maximum number of cores for build

Reduce bitstream generation times by using multiple logical cores of the PC. Use this option to choose the maximum number of PC cores to use. Selecting `synthesis tool default` selects the maximum number of cores set in the synthesis tool. To manually select the maximum number of cores select between 2 and 32.

Program Target Device

Program the connected target SoC device. Specify the **Programming method** for the target device:

- **JTAG**: Uses a JTAG cable to program the target SoC device.
- **Download**: This is the default **Programming method**. Copies the generated FPGA bitstream, device tree, and system initialization scripts to the SD card on the Zynq board, and keeps the bitstream on the SD card persistently. To use this programming method, you do not require an Embedded Coder license. You can create an SSH object by specifying the **IP Address**, **SSH Username**, and **SSH Password**. HDL Coder uses the SSH object to copy the bitstream to the SD card and reprogram the board.

To define your own function to program the target device in your custom reference design, you can use the Custom **Programming method**. To use the custom programming, register the function handle of the custom programming function using the `CallbackCustomProgrammingMethod` method of the `hdlcoder.ReferenceDesign` class. For example:

```
hdlcoder.CallbackCustomProgrammingMethod = ...  
    @parameter_callback.callback_CustomProgrammingMethod;
```

For more information, see “Program Target FPGA Boards or SoC Devices” on page 40-50.

HDL Code Advisor

- “HDL Coder Checks in Model Advisor / HDL Code Advisor Overview” on page 38-3
- “Model configuration checks overview” on page 38-4
- “Check for model parameters suited for HDL code generation” on page 38-5
- “Check for global reset setting for Xilinx and Altera devices” on page 38-7
- “Check inline configurations setting” on page 38-8
- “Check algebraic loops” on page 38-9
- “Check for visualization settings” on page 38-10
- “Check delay balancing setting” on page 38-11
- “Check for ports and subsystems overview” on page 38-12
- “Check for invalid top level subsystem” on page 38-13
- “Check initial conditions of enabled and triggered subsystems” on page 38-14
- “Check for blocks and block settings overview” on page 38-15
- “Check for infinite and continuous sample time sources” on page 38-16
- “Check for unsupported blocks” on page 38-17
- “Check for large matrix operations” on page 38-18
- “Check for MATLAB Function block settings” on page 38-19
- “Check for Stateflow chart settings” on page 38-20
- “Check for obsolete Unit Delay Enabled/Resettable Blocks” on page 38-21
- “Check for blocks that have nonzero output latency” on page 38-22
- “Check for unsupported storage class for signal objects” on page 38-23
- “Check for HDL Reciprocal block usage” on page 38-24
- “Check for Trigonometric Function block for LUT-based approximation method” on page 38-25
- “Native Floating Point Checks Overview” on page 38-26
- “Check for single datatypes in the model” on page 38-27
- “Check for double datatypes in the model with Native Floating Point” on page 38-28
- “Check for Data Type Conversion blocks with incompatible settings” on page 38-29
- “Check for HDL Reciprocal block usage” on page 38-30
- “Check for Relational Operator block usage” on page 38-31
- “Check for unsupported blocks with Native Floating Point” on page 38-32
- “Check blocks with nonzero ulp error” on page 38-33
- “Industry standard checks overview” on page 38-34
- “Check file extension” on page 38-35
- “Check naming conventions” on page 38-36
- “Check top-level subsystem/port names” on page 38-37
- “Check module/entity names” on page 38-38

- “Check signal and port names” on page 38-39
- “Check package file names” on page 38-40
- “Check generics” on page 38-41
- “Check clock, reset, and enable signals” on page 38-42
- “Check architecture name” on page 38-43
- “Check entity and architecture” on page 38-44
- “Check clock settings” on page 38-45

HDL Coder Checks in Model Advisor / HDL Code Advisor Overview

The **HDL Coder** checks in the Model Advisor or the HDL Code Advisor verify and update your Simulink model or subsystem for compatibility with HDL code generation. Running the checks produces a report that lists suboptimal conditions or settings, and then proposes better model configuration settings.

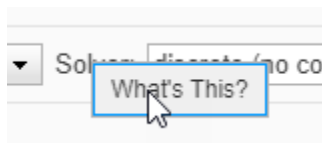
To learn about:

- HDL Code Advisor UI, see “Check HDL Compatibility of Simulink Model Using HDL Code Advisor” on page 39-2.
- Model Advisor, see “Run Model Advisor Checks for HDL Coder” on page 39-6.

The left pane displays folders that perform various checks:

- **Model configuration checks:** Prepare your model for compatibility with HDL code generation. This folder contains checks that verify whether model parameters are HDL-compatible, whether your design contains algebraic loops, and so on.
- **Checks for ports and subsystems:** Verify whether ports and subsystems in your model have settings that are compatible for HDL code generation. The checks include whether you have a valid top-level DUT Subsystem and whether you have specified an initial condition for Enabled Subsystem and Triggered Subsystem blocks.
- **Checks for blocks and block settings:** Verify whether blocks in your model are supported for HDL code generation, and whether the supported blocks have HDL-compatible settings. The checks include whether source blocks in your model have a continuous sample time and whether Stateflow Charts and MATLAB Function blocks have HDL-compatible settings, and so on.
- **Native Floating Point checks:** Verify whether the block is compatible for HDL code generation in Native Floating Point mode. The checks include whether the blocks in your Simulink model are supported for HDL code generation with Native Floating Point, and whether the model uses single data types, and so on. Native floating-point support in HDL Coder generates target-independent HDL code from your single-precision floating-point model. For more information, see “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105.
- **industry-standard checks:** Verify whether your Simulink model conforms to the industry-standard rules. Industry-standard rules recommend using certain HDL coding guidelines. When generating code, HDL Coder displays an HDL coding standard report that shows how well the generated code adheres to the industry-standard guidelines. For more information, see “HDL Coding Standards” on page 26-4.

To learn more about each individual check, right-click that check, and select **What's This?**.



See also “HDL Code Advisor Checks” on page 39-11.

Model configuration checks overview

Use the checks in this folder to prepare your model for compatibility with HDL code generation. This folder contains checks that verify whether:

- The model parameters and visualization settings are compatible with HDL code generation.
- Your model uses foreign characters that are incompatible with the current encoding.
- The global reset setting is asynchronous for Altera devices and synchronous for Xilinx devices.
- The `InlineConfigurations` setting is enabled on the model.
- The design contains algebraic loops.

Check for model parameters suited for HDL code generation

Check ID: com.mathworks.HDL.ModelChecker.runModelParamsChecks

Check ID: com.mathworks.HDL.ModelAdvisor.runModelParamsChecks

Check for model parameters set up for HDL code generation.

Description

This check verifies whether the model parameters that you specify are compatible for HDL code generation. This check ensures that you use these settings in the Configuration Parameters dialog box.

| Command-Line Parameter Setting | Configuration Parameter Setting |
|--|---|
| Set Solver to FixedStepDiscrete. | Set Type to Fixed-step and Solver to Discrete (no continuous states). |
| Set FixedStep to auto. | Set Fixed-step size (fundamental sample time) to auto. |
| Set EnableMultiTasking to off. | Disable the Treat each discrete rate as a separate task check box. |
| Set AlgebraicLoopMsg to error | Set Algebraic loop to error. |
| Set SingleTaskRateTransMsg to error. | Set Single task data transfer to error. |
| Set MultiTaskRateTransMsg to error. | Set Multitask data transfer to error. |
| Set BlockReduction to off | Disable the Block Reduction check box. |
| Set ConditionallyExecuteInputs to off. | Disable Conditional input branch execution . |
| Set DefaultParameterBehaviour to Inlined. You can set this parameter at the command line by using set_param or hdlsetup. | Set Default parameter behavior to Inlined. If you want to set this parameter in the Configuration Parameters dialog box, you must have Simulink Coder. Note Enabling this parameter is the same as setting the InlineParams property to on. Setting InlineParams to off changes DefaultParameterBehavior value to Tunable. |
| Set DataTypeOverride to off. | No dialog box prompt. |
| Set ProdHWDeviceType to ASIC/FPGA->ASIC/FPGA. | Set Device vendor to ASIC/FPGA. |
| Set ShowLineDimensions and ShowPortDataTypes to on. | In the Debug tab, on the Information Overlays > Ports section, select Base data types . |
| Set SignalLoggingSaveFormat to Dataset. | No dialog box prompt. |

If there are incompatible model parameters, HDL Coder displays a warning and lists the model parameters that have to be fixed.

Results and Recommended Actions

To fix this warning, click **Modify Settings**, and the code generator runs the `hdlsetup` command to set up the model parameters for HDL code generation. You can then rerun the check.

See Also

- `hdlsetup`
- “Create HDL-Compatible Simulink Model”

Check for global reset setting for Xilinx and Altera devices

Check ID: `com.mathworks.HDL.ModelChecker.runGlobalResetChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runGlobalResetChecks`

Check asynchronous reset setting for Altera devices and synchronous reset setting for Xilinx devices.

Description

This check verifies whether you use a global synchronous reset for a Xilinx device or a global asynchronous reset for an Altera device. You can improve the performance of your design by adhering to this recommended global reset setting depending on whether you target a Xilinx device or an Altera device.

Note If you do not specify a target device, this check passes successfully.

Results and Recommended Actions

To fix this warning, click **Modify Settings**, and the code generator updates the **Reset type** setting to Synchronous if you use a Xilinx device and Asynchronous if you use an Altera device. You can then rerun the check.

See Also

“Reset type” on page 17-8

Check inline configurations setting

Check ID: `com.mathworks.HDL.ModelChecker.runInlineConfigurationsChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runInlineConfigurationsChecks`

Check `InlineConfigurations` is enabled.

Description

This check verifies whether you have the `InlineConfigurations` property enabled. By default, this property is enabled, and HDL Coder includes VHDL configurations for the model inline with the rest of the VHDL code. If you disable this property, the code generator displays a warning.

Results and Recommended Actions

To fix this warning, click **Modify Settings**, and the code generator updates the `InlineConfigurations` setting to on.

Check algebraic loops

Check ID: `com.mathworks.HDL.ModelChecker.runAlgebraicLoopChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runAlgebraicLoopChecks`

Check model for algebraic loops.

Description

HDL Coder does not support code generation for models in which algebraic loop conditions exist. This check examines the model and fails the check if it detects an algebraic loop.

Results and Recommended Actions

To fix this warning, eliminate algebraic loops from your model and then run this check again.

See Also

“Algebraic Loop Concepts”

Check for visualization settings

Check ID: `com.mathworks.HDL.ModelChecker.runVisualizationChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runVisualizationChecks`

Check for display settings: port data types and sample time color coding.

Description

This check determines whether you have:

- Enabled the **Port Data Types** setting on the model.
- Set the **Sample Time** to **Colors** on the model.

This check displays a message if your Simulink model doesn't have either or both of these settings.

Results and Recommended Actions

Click **Modify Settings**, and the code generator:

- Enables the **Port Data Types** setting on the model.
- Sets the **Sample Time** to **Colors**.

You can then rerun the check.

See Also

- “Display Port Data Types”
- “View Sample Time Information”

Check delay balancing setting

Check ID: `com.mathworks.HDL.ModelChecker.runBalanceDelaysChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runBalanceDelaysChecks`

Check Balance Delays is enabled.

Description

This check reports a warning if the **Balance delays** setting is disabled on the model. When you generate HDL code, certain optimizations or block implementations can introduce delays along some signal paths in your model. If **Balance delays** is disabled, the code generator does not introduce equivalent delays on other parallel signal paths, which can result in a numerical mismatch between the original model and the generated model.

Results and Recommended Actions

To fix this warning, click **Modify Settings**, and the code generator enables the **Balance delays** setting on the model. You can then rerun the check.

See Also

- “Delay Balancing” on page 24-68
- “Balance delays” on page 15-3

Check for ports and subsystems overview

This folder contains checks that verify whether ports and subsystems in your model have settings that are compatible for HDL code generation. You can verify whether:

- The subsystem in your Simulink model is a valid top level subsystem.
- The initial condition of Enabled Subsystem or Triggered Subsystem blocks in your model is zero.

Check for invalid top level subsystem

Check ID: `com.mathworks.HDL.ModelChecker.runInvalidDUTChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runInvalidDUTChecks`

Check for subsystems that cannot be at the top level for HDL code generation.

Description

This check verifies whether your Subsystem is a valid DUT for generating HDL code. For example, if you use an invalid DUT such as an Enabled Subsystem or a For Each Subsystem block, this check displays a warning and provides a link to the Subsystem.

Results and Recommended Actions

To fix this warning, place this Subsystem inside another Subsystem, and then use that Subsystem as the DUT. You can then rerun the check.

Check initial conditions of enabled and triggered subsystems

Check ID: `com.mathworks.HDL.ModelChecker.runEnTrigInitConChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runEnTrigInitConChecks`

Check for initial condition of enabled and triggered subsystems.

Description

This check verifies that any Enabled Subsystem blocks or Triggered Subsystem blocks in your Simulink model have a zero initial condition. If you have output ports with a nonzero initial condition, running this check displays a warning and provides links to the output ports.

Results and Recommended Actions

To fix this warning, click **Modify Settings** to set the initial condition of the output ports of the Enabled and Triggered Subsystem blocks to zero. You can then rerun the check.

See Also

- Triggered Subsystem
- Enabled Subsystem

Check for blocks and block settings overview

These checks verify whether blocks in your model are supported for HDL code generation, and whether the supported blocks have HDL-compatible settings. You can verify whether:

- There are source blocks with infinite sample time in your model.
- The blocks in your Simulink model are compatible for HDL code generation.
- There are unconnected lines, input ports, or output ports in your model.
- There are unresolved or disabled library links.
- MATLAB Function and Stateflow Chart blocks in your model have HDL-compatible settings.
- There are Delay, Unit Delay, and Zero-Order Hold blocks in the model that perform rate transition and replace them with Rate Transition blocks.

Check for infinite and continuous sample time sources

Check ID: `com.mathworks.HDL.ModelChecker.runSampleTimeChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runSampleTimeChecks`

Check source blocks with infinite or continuous sample time.

Description

By default, the sample time of a Constant block is `inf`. When you connect a Constant block with sample time of `inf` to other blocks in your design, it hinders speed and area optimizations. Optimizations such as retiming, sharing, and streaming use the clock rate information to improve the speed and area of your design. For more details, see the “HDL Code Generation” section of the Constant page.

This check reports a warning if your design contains source blocks that have an infinite or continuous sample time.

Results and Recommended Actions

To fix this warning, click **Modify Settings** to update the **Sample time** of these source blocks to inherit through back propagation. That is, HDL Coder sets **Sample time** of these blocks to `-1`. You can then rerun the check.

See Also

- “What Is Sample Time?”
- “Usage of Rate Change and Constant Blocks” on page 21-89

Check for unsupported blocks

Check ID: `com.mathworks.HDL.ModelChecker.runBlockSupportChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runBlockSupportChecks`

Check for unsupported blocks for HDL code generation.

Description

This check displays a warning if your model uses blocks that are not supported for HDL code generation.

Results and Recommended Actions

To fix this warning, update your design to use blocks that are supported with HDL Coder. You can then rerun the check.

Check for large matrix operations

Check ID: `com.mathworks.HDL.ModelChecker.runMatrixSizesChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runMatrixSizesChecks`

Check for large matrix operations.

Description

This check displays a warning if your design contains:

- Signals with matrix types that have more than two dimensions. HDL code generation supports matrix types that have a maximum of two dimensions.
- Large matrix operations with Add, Sum, or Product blocks that result in a matrix output with more than ten elements. Synthesizing the generated HDL code from such a design can result in the utilization of large number of resources on the target FPGA. For more details, see the "HDL Code Generation" sections of the block reference pages.

Results and Recommended Actions

To fix this warning, update your design so that there are no matrix types with more than two dimensions and the result of a matrix operation does not produce an output with more than ten elements. To verify that the check passes, compile the design and rerun the check.

See Also

- Product
- "Signal and Data Type Support" on page 10-2

Check for MATLAB Function block settings

Check ID: `com.mathworks.HDL.ModelChecker.runMLFcnBlkChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runMLFcnBlkChecks`

Check HDL compatible settings for MATLAB Function blocks.

Description

This check displays a warning if your model uses MATLAB Function blocks that have settings not recommended for HDL code generation. The settings include checking whether the MATLAB Function block has:

- `fimath` settings defined as per `hdlfimath`. The `hdlfimath` function uses `fimath` settings that are compatible for HDL code generation.
- **Saturate on integer overflow** check box cleared.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator updates the MATLAB Function block settings to be compatible with HDL code generation.

See Also

“Design Guidelines for the MATLAB Function Block” on page 29-29

Check for Stateflow chart settings

Check ID: `com.mathworks.HDL.ModelChecker.runStateflowChartSettingsChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runStateflowChartSettingsChecks`

Check HDL compatible settings for Stateflow Chart blocks.

Description

This check displays a warning if your model uses Stateflow Chart blocks that have settings incompatible for HDL code generation. The settings include checking whether **Support Variable-Size Arrays** is disabled, whether the **State Machine Type** is Moore, and so on.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator updates the Stateflow Chart settings to be compatible with HDL code generation.

See Also

Chart

Check for obsolete Unit Delay Enabled/Resettable Blocks

Check ID: com.mathworks.HDL.ModelChecker.runObsoleteDelaysChecks

Check ID: com.mathworks.HDL.ModelAdvisor.runObsoleteDelaysChecks

Check if the DUT contains obsolete Unit Delay Enabled/Resettable blocks

Description

This check displays a warning if the DUT Subsystem contains any of these blocks:

- Unit Delay Enabled
- Unit Delay Resettable
- Unit Delay Enabled Resettable

These blocks have been obsoleted. The code generator does not recommend usage of these blocks in your Simulink model.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator replaces these blocks with the corresponding synchronous counterparts:

- Unit Delay Enabled is replaced by Unit Delay Enabled Synchronous.
- Unit Delay Resettable is replaced by Unit Delay Resettable Synchronous.
- Unit Delay Enabled Resettable is replaced by Unit Delay Enabled Resettable Synchronous.

These blocks are recommended because they use the State Control block for synchronous simulation behavior and generate hardware-friendly HDL code. For more information, see “Synchronous Subsystem Behavior with the State Control Block” on page 27-88.

Check for blocks that have nonzero output latency

Check ID: `com.mathworks.HDL.ModelChecker.runNFPLatencyChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runNFPLatencyChecks`

Check for blocks that introduce latency in the generated code but do not simulate with latency in original model

Description

Native floating-point operators and certain fixed-point blocks introduce latency in the generated HDL code. This check detects blocks in your Simulink model that introduce latency in the generated HDL code when you use fixed point and floating-point types. If your model uses floating-point types, set the “Floating Point IP Library” on page 16-3 to **Native Floating Point**.

When you run the check, the **Result** subpane displays hyperlinks to the blocks that have a nonzero output latency, and the latency value. When you generate code, HDL Coder figures out this latency.

Results and Recommended Actions

By using the latency information reported in the **Result** subpane, you can add the corresponding number of delays adjacent to those blocks in your original model, and therefore simulate the original model with latency. The code generator absorbs the delays you added to your model, and does not have to introduce additional latency in the generated model.

For blocks with nonzero latency that are reported by this check, consider the effect this latency has in the validation model. In the generated model and validation model, you see the additional delays that the code generator adds to account for the latency.

See Also

“Latency Considerations with Native Floating Point” on page 10-97

Check for unsupported storage class for signal objects

Check ID: `com.mathworks.HDL.ModelChecker.runSignalObjectStorageClassChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runSignalObjectStorageClassChecks`

Check whether signal object storage class is 'ExportedGlobal' or 'ImportedExtern' or 'ImportedExternPointer'

Description

This check displays a warning if your model contains signals that have the signal object storage class set to 'ExportedGlobal', 'ImportedExtern', or 'ImportedExternPointer'. The warning message also provides links to those signals that have the signal object storage class set to one of these signal object storage class specifications.

HDL code generation ignores these storage class specifications that you specify in your design, which may sometimes result in conflicting signal names. When you simulate the validation model, HDL Coder may generate errors.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator replaces those signals that have the signal object storage class specified as `ExportedGlobal`, `ImportedExtern`, or `ImportedExternPointer` to `Auto`.

See Also

`coder.storageClass`

More About

- “Choose Storage Class for Controlling Data Representation in Generated Code” (Embedded Coder)
- “Storage Classes for Code Generation from MATLAB Code” (Embedded Coder)

Check for HDL Reciprocal block usage

Check ID: `com.mathworks.HDL.ModelChecker.runHDLRecipChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runHDLRecipChecks`

Check if the model uses HDL Reciprocal blocks

Description

This check displays a warning if your Simulink model contains HDL Reciprocal blocks.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator replaces the HDL Reciprocal blocks with Math Reciprocal blocks.

See Also

HDL Reciprocal

Check for Trigonometric Function block for LUT-based approximation method

Check ID: `com.mathworks.HDL.ModelChecker.runUnsupportedLUTTrigFunChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runUnsupportedLUTTrigFunChecks`

Check Trigonometric Function blocks in a model that use the look up table (LUT) based approximation method

Description

This check displays a warning if your Simulink model contains Trigonometric Function blocks such as `sin`, `cos`, `sincos`, `atan2`, and `cos+jsin` that use the approximation method as `Lookup`.

This check requires Simulink and HDL Coder.

Results and Recommended Actions

To fix this warning for `sin`, `cos`, `sincos`, and `cos+jsin` blocks that have the LUT-based approximation method, use `Sine HDL Optimized` or `Cosine HDL Optimized` blocks instead.

Capabilities and Limitations

- Provides the list of the unsupported Trigonometric Function blocks that have the LUT-based approximation method in your Simulink model.
- HDL code generation is not supported for the `atan2` block in the LUT-based approximation method.

See Also

`Sine HDL Optimized`

`Cosine HDL Optimized`

Native Floating Point Checks Overview

These checks verify whether the model is compatible for HDL code generation in `Native Floating Point` mode. Native floating-point support in HDL Coder generates target-independent HDL code from your single-precision floating-point model. For more information, see “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105.

Use the checks in this folder to verify whether:

- You use the `Native Floating Point` mode when your design contains single data types.
- Your model uses double data types in `Native Floating Point` mode.
- Blocks in your model are supported for HDL code generation in `Native Floating Point` mode.
- Blocks in your model have a nonzero ulp error and a nonzero output latency.

Check for single datatypes in the model

Check ID: com.mathworks.HDL.ModelChecker.runNFPSuggestionChecks

Check ID: com.mathworks.HDL.ModelAdvisor.runNFPSuggestionChecks

Check for single data types in the model.

Description

This check detects whether your Simulink model uses single data types and displays a warning if the **Floating Point IP Library** is not set to Native Floating Point.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator sets Native Floating Point as the **Floating Point IP Library**. You can then rerun the check.

See Also

“Getting Started with HDL Coder Native Floating-Point Support” on page 10-81

Check for double datatypes in the model with Native Floating Point

Check ID: `com.mathworks.HDL.ModelChecker.runDoubleDatatypeChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runDoubleDatatypeChecks`

Check for double data types in the model.

Description

This check displays a warning when your Simulink model uses `double` data types with **Floating Point IP Library** set to `Native Floating Point`. The check passes when your model uses double data types but does not have the **Floating Point IP Library** set to `Native Floating Point`.

Results and Recommended Actions

To fix this warning, update your design by converting double data types to `single` and then set the **Floating Point IP Library** to `Native Floating Point`. You can then rerun the check.

Note The check passes when your model uses double data types but does not have the **Floating Point IP Library** set to `Native Floating Point`. However, double data types in your model can generate reals in the HDL code which is not synthesizable. To generate synthesizable HDL code, convert double data types to `single` and set the **Floating Point IP Library** to `Native Floating Point`.

See Also

“Getting Started with HDL Coder Native Floating-Point Support” on page 10-81

Check for Data Type Conversion blocks with incompatible settings

Check ID: com.mathworks.HDL.ModelChecker.runNFPDTCChecks

Check ID: com.mathworks.HDL.ModelAdvisor.runNFPDTCChecks

Check conversion mode of Data Type Conversion blocks.

Description

This check displays a warning when Data Type Conversion blocks in your model convert from a floating-point data type to a fixed-point data type or vice-versa, and has **Input and output to have equal** parameter set to `Stored Integer (SI)`.

HDL Coder does not support Data Type Conversion blocks that use the `Stored Integer (SI)` conversion mode and convert between floating point and fixed point data types. During this conversion, the `Stored Integer (SI)` mode does not preserve the underlying stored integer bits of the floating point input signal.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator replaces Data Type Conversion blocks in `Stored Integer (SI)` mode with Float Typecast blocks.

Using the Float Typecast block, you can access the stored integer bits of a floating point input signal when converting between floating point and fixed point data types. The block works similar to the `typecast` function.

See Also

“Getting Started with HDL Coder Native Floating-Point Support” on page 10-81

Check for HDL Reciprocal block usage

Check ID: `com.mathworks.HDL.ModelChecker.runNFPHDLRecipChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runNFPHDLRecipChecks`

Check HDL Reciprocal blocks are not using floating point types

Description

This check displays a warning if your Simulink model contains HDL Reciprocal blocks that use floating-point data types. HDL Reciprocal blocks with floating point data types can have potential numerical mismatches with the Simulink simulation results, and can use more resources on the target hardware.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator replaces the HDL Reciprocal blocks with Math Reciprocal blocks.

See Also

HDL Reciprocal

Check for Relational Operator block usage

Check ID: `com.mathworks.HDL.ModelChecker.runNFPrelopChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runNFPrelopChecks`

Check Relational Operator blocks which use floating point types have boolean outputs.

Description

This check displays a warning if your Simulink model contains Relational Operator blocks that compare floating-point data types and produce a nonboolean output. By default, the **Output data type** of the block is `boolean`. If you specify a nonboolean output, the block implementation after HDL code generation is not optimal, and can increase the resource usage on the target hardware device.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator changes the **Output data type** of the block to `boolean`.

See Also

Relational Operator

Check for unsupported blocks with Native Floating Point

Check ID: `com.mathworks.HDL.ModelChecker.runNFPSupportedBlocksChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runNFPSupportedBlocksChecks`

Check for unsupported blocks with Native Floating Point.

Description

This check displays a warning if your Simulink model contains blocks that use `single` data types, and are not supported for HDL code generation in the native floating-point mode.

Results and Recommended Actions

To fix this warning, make sure that your design uses blocks that are supported for HDL code generation with `Native Floating Point`.

See Also

“Simulink Blocks Supported with Native Floating-Point” on page 10-122

Check blocks with nonzero ulp error

Check ID: `com.mathworks.HDL.ModelChecker.runNFPULPErrorChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runNFPULPErrorChecks`

Check for blocks that have nonzero ulp error with Native Floating Point.

Description

This check detects blocks in your Simulink model that have a nonzero ULP error in native floating-point mode. When you run the check, the **Result** subpane displays hyperlinks to the blocks that have nonzero ULP error, and the ulp values.

Results and Recommended Actions

To fix this warning, look for instances of blocks that have nonzero ULP error and specify a **Tolerance Value** by setting **Floating point tolerance check based on the ulp error**. You can then rerun the check.

Note Fixing warnings that are reported by this check does not guarantee that your Simulink model has a zero ulp error. Make sure that you verify the ulp of your design by using multiple methods, such as by generating HDL code and test benches.

See Also

“Numeric Considerations with Native Floating-Point” on page 10-85

Industry standard checks overview

These checks verify whether your Simulink model conforms to the industry-standard rules. Industry-standard rules recommend using certain HDL coding guidelines. When generating code, HDL Coder displays an HDL coding standard report that shows how well the generated code adheres to the industry-standard guidelines. For more information, see “HDL Coding Standards” on page 26-4

Use the checks in this folder to verify whether:

- Names in your design adhere to the standard naming conventions.
- Subsystem names, top-level subsystem and port names, and signal and port names have the recommended number of characters in length.
- The generated VHDL code from your design follows recommended guidelines. The guidelines recommend that the file name extension is `.vhd`, the architecture name is `rtl`, the package file postfix is `_pkg`, and that the generated code does not use generics at the top level.
- Clock settings adhere to the industry-standard guidelines, and whether clock, reset, and enable signals adhere to the naming conventions.

Check file extension

Check ID: com.mathworks.HDL.ModelChecker.runFileExtensionChecks

Check ID: com.mathworks.HDL.ModelAdvisor.runFileExtensionChecks

Check file extensions based on the target language.

Description

This check detects whether the file extension is:

- .vhd when you generate code with VHDL as the target language.
- .v when you generate code with Verilog as the target language.

This check corresponds to rule 1.A.A.1 of the industry-standard rules.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator updates the file name extension to .vhd.

See Also

Rule 1.A.A.1 of “Basic Coding Practices” on page 26-9.

Check naming conventions

Check ID: `com.mathworks.HDL.ModelChecker.runNameConventionChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runNameConventionChecks`

Check standard keywords used by EDA tools.

Description

This check detects whether names in the design are adhering to the standard naming convention and not using names starting with VDD, VSS, and so on. This check corresponds to rule 1.A.A.4 of the industry-standard rules.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator updates the names by replacing the reserved keywords with `rsvd` to adhere to the industry-standard rule.

See Also

Rule 1.A.A.4 of “Basic Coding Practices” on page 26-9.

Check top-level subsystem/port names

Check ID: `com.mathworks.HDL.ModelChecker.runToplevelNameChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runToplevelNameChecks`

Check top-level module/entity and port names.

Description

This check verifies whether top-level module/entity and port names are of the same case and less than or equal to 16 characters in length. This check corresponds to rule 1.A.A.9 of the industry-standard rules.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator updates the top-level module/entity and port names to be of the same case and less than or equal to 16 characters. Names longer than 16 characters are truncated to fit within 16 characters in length.

See Also

Rule 1.A.A.9 of “Basic Coding Practices” on page 26-9.

Check module/entity names

Check ID: `com.mathworks.HDL.ModelChecker.runSubsystemNameChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runSubsystemNameChecks`

Check module/entity names.

Description

This check verifies whether subsystems in your model have names between 2 and 32 characters in length. This check corresponds to rule 1.A.B.1 of the industry-standard rules.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator updates the Subsystem names such that the module/entity and port names are between 2 and 32 characters.

See Also

Rule 1.A.B.1 of “Basic Coding Practices” on page 26-9.

Check signal and port names

Check ID: `com.mathworks.HDL.ModelChecker.runPortSignalNameChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runPortSignalNameChecks`

Check signal and port name lengths.

Description

This check verifies whether ports and signals from the blocks have names between 2 and 40 characters in length. This check corresponds to rule 1.A.C.3 of the industry-standard rules.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator updates the signal and port names to be between 2 and 40 characters in length.

See Also

Rule 1.A.C.3 of “Basic Coding Practices” on page 26-9.

Check package file names

Check ID: `com.mathworks.HDL.ModelChecker.runPackageNameChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runPackageNameChecks`

Check file name containing packages.

Description

This check verifies whether the package file postfix is `_pac` when you generate code with VHDL as the target language. By default, the generated package file postfix is `_pkg`. This check corresponds to rule 1.A.D.1 of the industry-standard rules.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator updates the package file name to `_pac`.

See Also

Rule 1.A.D.1 of “Basic Coding Practices” on page 26-9.

Check generics

Check ID: `com.mathworks.HDL.ModelChecker.runGenericChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runGenericChecks`

Check generics at top level subsystem.

Description

This check verifies whether you have generics at the top-level subsystem. If your design uses mask parameters and has the `MaskParameterAsGeneric` setting enabled, then the top-level subsystem can have generics. This check corresponds to rule 1.A.D.9 of the industry-standard rules.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator disables the `MaskParameterAsGeneric` setting so that there are no generics at the top-level subsystem.

See Also

Rule 1.A.D.9 of “Basic Coding Practices” on page 26-9.

Check clock, reset, and enable signals

Check ID: `com.mathworks.HDL.ModelChecker.runClockResetEnableChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runClockResetEnableChecks`

Check naming convention for clock, reset, and enable signals.

Description

This check verifies whether clock, reset, and clock enable signals follow the recommended naming convention. Clock signal names must contain `clk` or `ck`, reset signal names must contain `rstx`, `resetx`, `rst_x`, or `reset_x`, and clock enable signal names must contain `en`. This check corresponds to rule 1.A.E.2 of the industry-standard rules.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator updates the clock, reset, and enable signals to adhere to the naming conventions.

See Also

Rule 1.A.E.2 of “Basic Coding Practices” on page 26-9.

Check architecture name

Check ID: com.mathworks.HDL.ModelChecker.runArchitectureNameChecks

Check ID: com.mathworks.HDL.ModelAdvisor.runArchitectureNameChecks

Check VHDL architecture name in the generated HDL code.

Description

This check verifies whether the architecture name is `rtl` when you generate code with VHDL as the target language. This check corresponds to rule 1.A.F.1 of the industry-standard rules.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator updates the `VHDLArchitectureName` setting to `rtl` to adhere to the industry-standard rule.

See Also

Rule 1.A.F.1 of “Basic Coding Practices” on page 26-9.

Check entity and architecture

Check ID: `com.mathworks.HDL.ModelChecker.runSplitEntityArchitectureChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runSplitEntityArchitectureChecks`

Check whether the VHDL entity and architecture are described in the same file.

Description

This check detects when you have the entity and architecture descriptions in separate files when you generate code with VHDL as the target language. The entity and architecture descriptions can be in separate files if you enable the `SplitEntityArch` setting. This check corresponds to rule 1.A.F.4 of the industry-standard rules.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator disables the `SplitEntityArch` setting so that the entity and architecture descriptions are in the same file.

See Also

Rule 1.A.F.4 of “Basic Coding Practices” on page 26-9.

Check clock settings

Check ID: `com.mathworks.HDL.ModelChecker.runClockChecks`

Check ID: `com.mathworks.HDL.ModelAdvisor.runClockChecks`

Check constraints on clock signals.

Description

This check detects multiple constraints on clock signals that correspond to these industry-standard rules:

- Rule 1.B.A.1: Design should have only a single clock and use only one edge of the clock. This rule may be violated if you have the `ClockInputs` property set to `Multiple`.
- Rule 1.D.C.6: Do not use flip-flops with inverted edges.
- Rule 1.D.D.2: One hierarchical level should have a single clock only. This rule can be violated if you set `ClockInputs` to `Multiple`, or your design uses trigger signals and enabling `TriggerAsClock` can result in clock signals at various levels in the hierarchy.

Results and Recommended Actions

To fix this warning, click **Modify Settings** and the code generator:

- Updates the `ClockInputs` property to `Single`.
- Disables the `TriggerAsClock` setting.

See Also

Rules 1.B.A.1, 1.D.C.6, and 1.D.D.2 of “Basic Coding Practices” on page 26-9.

Using the HDL Code Advisor

- “Check HDL Compatibility of Simulink Model Using HDL Code Advisor” on page 39-2
- “Run Model Advisor Checks for HDL Coder” on page 39-6
- “HDL Code Advisor Checks” on page 39-11

Check HDL Compatibility of Simulink Model Using HDL Code Advisor

In this section...

“Open the HDL Code Advisor” on page 39-2

“Run Checks In the HDL Code Advisor” on page 39-3

“Fix HDL Code Advisor Warnings or Failures” on page 39-3

“View and Save HDL Code Advisor Reports” on page 39-4

The HDL Code Advisor verifies and updates your Simulink model or subsystem for compatibility with HDL code generation. The Model Checker checks for model configuration settings, ports and subsystem settings, block settings, support for native floating point, and conformance to the industry-standard rules. The Code Advisor produces a report that lists suboptimal conditions or settings, and then proposes better model configuration settings.

The HDL Code Advisor has these caveats:

- If you reference one model in another by using a Model block, the HDL Code Advisor checks the model configurations or settings of the parent model. To check whether the referenced model is compatible with HDL code generation, open the HDL Code Advisor for the referenced model, and then run the checks.
- If you run the checks on masked library blocks in your Simulink model, the Code Advisor cannot verify whether the blocks inside the library blocks have HDL-compatible settings.
- When you apply Model Advisor checks to your model, it increases the likelihood that your model does not violate certain modeling standards or guidelines. However, it does not guarantee that the design is ready for HDL code generation. Make sure that you verify the design by using multiple methods for HDL code generation readiness.

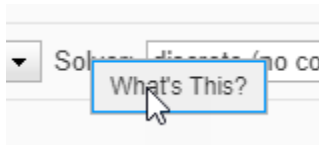
Open the HDL Code Advisor

To open the HDL Code Advisor:

- From the UI, in the **Apps** tab, select **HDL Coder**. The **HDL Code** tab appears. Select the DUT Subsystem and then click **HDL Code Advisor**.
- To run the checks for the Subsystem you want to analyze, right-click that Subsystem, and in the context menu, select **HDL Code > HDL Code Advisor**.
- At the command line, enter `hdlcodeadvisor('system')`. *system* is a handle or name of the model or subsystem that you want to check. For more information, see `hdlcodeadvisor`.

In the HDL Code Advisor, the left pane lists the folders in the hierarchy. Each folder represents a group or category of related checks. Expanding the folders shows available checks in each folder. From the left pane, you can select a folder or an individual check. The HDL Code Advisor displays information about the selected folder or check in the right pane. The content of the right pane depends on the selected folder or check. The right pane has a **Result** subpane that contains a display area for status messages and other task results.

To learn more about each individual check, right-click that check, and select **What's This?**.



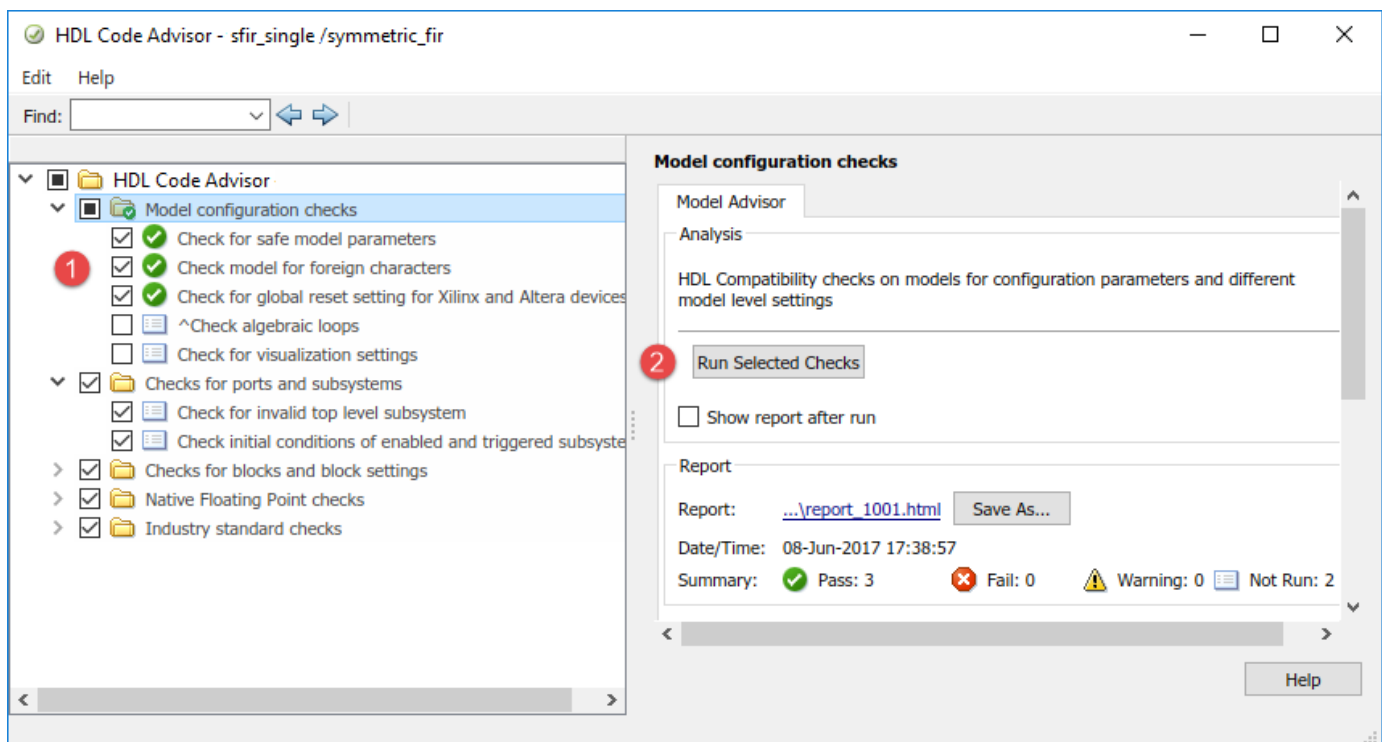
Run Checks In the HDL Code Advisor

In the HDL Code Advisor window, you can run individual checks or a group of checks. To run a check, **Select** that check and then click **Run This Check**. For example, to run the **Check for safe model parameters**, select the check box, and then click **Run This Check**.

In the HDL Code Advisor window, you can run a group of checks within a folder.

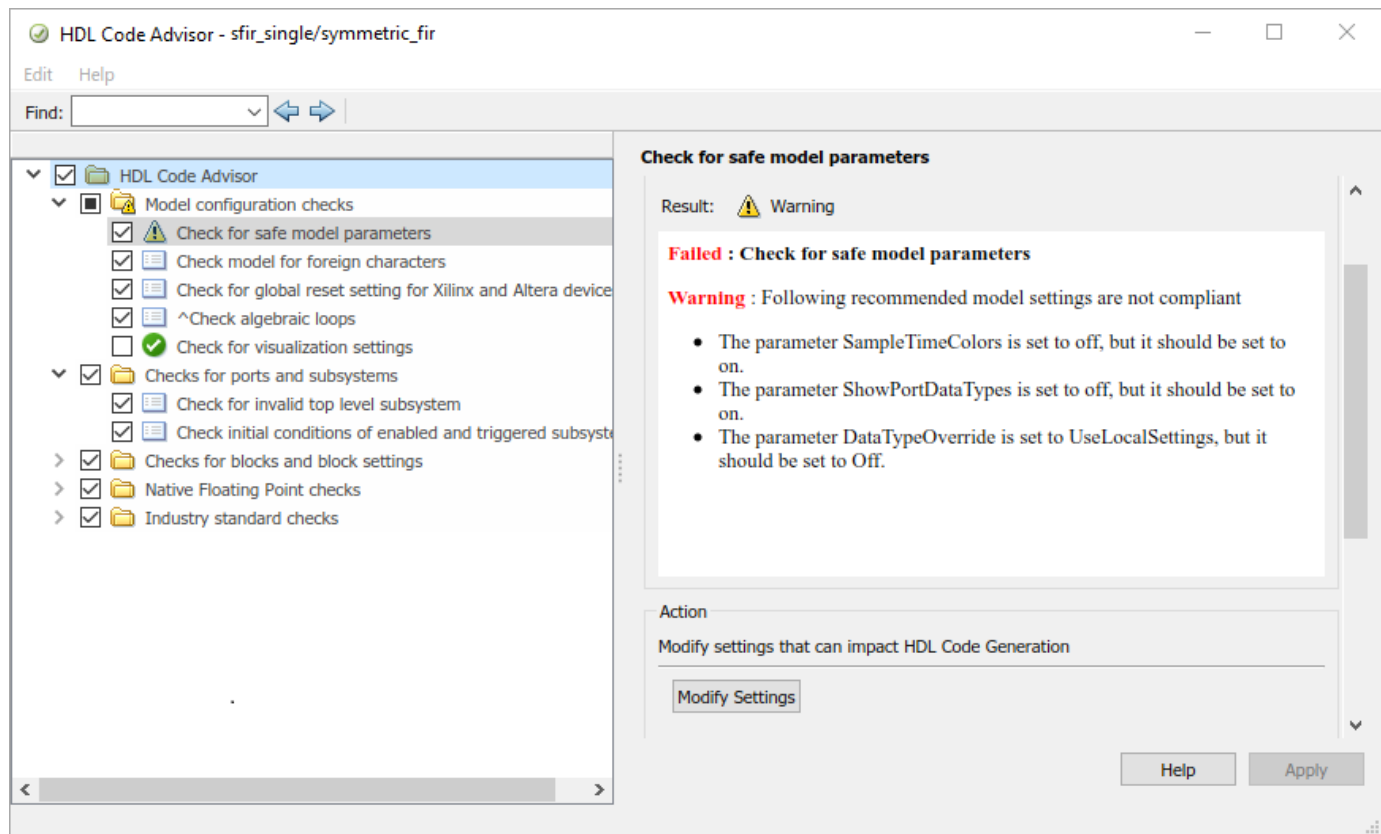
- 1 Select the checks that you want to run.
- 2 Select the folder that contains these checks and then click **Run Selected Checks**.

This example shows how to run selected checks in the **Model configuration checks** folder.



Fix HDL Code Advisor Warnings or Failures

In the HDL Code Advisor, if a check fails, the right pane shows the warning or failure information in a **Result** subpane. The **Result** subpane displays model settings that are not compliant. For some tasks, use the **Action** subpane to apply the Code Advisor recommended settings. This example displays the incorrect model settings that caused the **Check for safe model parameters** to fail.




To apply the corresponding model configuration settings that the code generator reported in the **Result** subpane, click the **Modify Settings** button. After you click **Modify Settings**, the **Result** subpane reports the changes that were applied. You can now run this check.


View and Save HDL Code Advisor Reports


When you run checks in the HDL Code Advisor, HDL Coder generates an HTML report of the check results. Each folder in the HDL Code Advisor contains a report for the checks within that folder and its subfolders. To access reports, select a folder such as **Model configuration checks**, and in the **Report** subpane, click **Save As**. If you rerun the HDL Code Advisor, the report is updated in the working folder, not in the save location.


This report shows typical results for a run of the **Model configuration checks** folder.

Filter checks

 Passed

 Failed

 Warning

 Not Run

Keywords





Model Advisor Report - sfir_single.slx

Simulink version: **9.0** Model version: **1.82**


System: **sfir_single/symmetric_fir** Current run: **08-Jun-2017 17:38:57**

Treat as Referenced Model: **off**


Run Summary

| Pass | Fail | Warning | Not Run | Total |
|---|---|---|---|-------|
|  3 |  0 |  0 |  2 | 5 |

Model configuration checks

 **Check for safe model parameters**

Passed : Check for safe model parameters

 **Check model for foreign characters**

Check that the characters in the model can be represented in the current encoding.

Passed
All the characters in the model can be represented in the current encoding.

Navigation

[Model configuration checks](#)

View

[Scroll to top](#)

[Hide check details](#)

As you run the checks, the HDL Code Advisor updates the reports with the latest information for each check in the folder. When you run the checks at different times, timestamps appear at the top right of the report to indicate when checks have been run. Checks that occurred during previous runs have a timestamp following the check name. You can filter checks in the report such that tasks that are **Not Run** do not appear or show tasks that **Passed**, and so on. To view the report for a folder each time the tasks for the folder have been run, select **Show report after run**.

See Also

More About

- “HDL Code Advisor Checks” on page 39-11

Run Model Advisor Checks for HDL Coder

The Model Advisor checks a model or subsystem for conditions and configuration settings that can result in inaccurate or inefficient simulation. The Model Advisor produces a report that lists the suboptimal conditions or settings that it finds, and proposes better model configuration settings where possible. HDL Coder integrates the checks in the HDL Code Advisor with the Model Advisor.

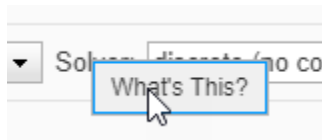
Open the Model Advisor Checks

You can open the Model Advisor in either of these ways:

- In the **Modeling** tab, select **Model Advisor**. In the System Selector dialog box, select the model or Subsystem that you want to analyze, and click **OK**.
- To run the model advisor checks for the Subsystem that you want to analyze, right-click that Subsystem, and select **Model Advisor > Open Model Advisor**.
- At the command line, enter `modeladvisor('system')`. *system* is the name of the model or Subsystem that you want to analyze. For more information, see `modeladvisor`.

When you open the Model Advisor in Simulink, you see the checks in the **HDL Coder** subfolder of the **By Product** folder. Each subfolder in the **HDL Coder** folder represents a group or category of related checks. Expanding the folders display available checks in each folder. From the left pane, you can select a folder or an individual check. The Model Advisor displays information about the selected folder or check in the right pane. The content of the right pane depends on the selected folder or check. The right pane has a **Result** subpane that contains a display area for status messages and other task results.

To learn more about each individual check, right-click that check, and select **What's This?**.




Run Checks in the Model Advisor

In the Model Advisor window, you can run individual checks or a group of checks. To run a check, **Select** that check, and then click **Run This Check**.

To run a group of checks within a folder:


- 1 Select the checks that you want to run.
- 2 Select the folder that contains these checks and then click **Run Selected Checks**


For example, to run all the checks in the **Checks for blocks and block settings** folder, select the folder, and then click **Run Selected Checks**.

You can also click the  button to run the selected checks in the Model Advisor.

Run Checks In Background

If you have Parallel Computing Toolbox™, you can run the checks in the background. You can continue working on the model during analysis. The analysis does not reflect changes that you make to your model while Model Advisor is running in the background.

To run the Model Advisor checks in background, before you select and run the checks, click the **Run checks in background** toggle, .

When you run the checks, the Model Advisor starts an analysis on a parallel processor. To stop running checks in the background, in the Model Advisor Window, click **Stop background run**, .

Display Check Results in the Model Advisor Report

To display an HTML report of the check results, before you run the checks, select **Show report after run**. You can specify this setting to generate a report for all the checks in the **HDL Coder** folder, or for all checks within a subfolder, such as the **Checks for blocks and block settings**.


If you did not select **Show report after run**, you can generate a report after you run the checks by selecting **Generate Report**. Specify the **Directory**, **Filename**, and **Format** of the HTML report that you want to generate.

This report shows typical results for a run of the **Checks for blocks and block settings** folder.

The screenshot shows the Model Advisor Report interface. On the left, there is a 'Filter checks' panel with checkboxes for 'Passed', 'Failed', 'Warning', and 'Not Run'. The 'Warning' checkbox is checked and highlighted with a red box. Below it is a 'Keywords' search box. Further down are 'Navigation' and 'View' sections with links like 'Scroll to top' and 'Hide check details'. The main report area on the right is titled 'Model Advisor Report - sfir_single.slx'. It displays 'Simulink version: 9.1' and 'Model version: 1.94'. The 'System' is 'sfir_single/symmetric_fir' and the 'Current run' is '05-Jan-2018 11:17:12'. The 'Treat as Referenced Model' is set to 'off'. A 'Run Summary' table shows 3 Pass, 0 Fail, 1 Warning, and 0 Not Run, totaling 4 runs. Below the summary, the 'Checks for blocks and block settings' folder is expanded, showing a warning for 'Check for MATLAB Function block settings'.

The report displays a run summary of the checks in the folder that you generated the report for. As you run the checks, the Model Advisor updates the reports with the latest information for each check in the folder. When you run the checks at different times, timestamps appear at the top right of the report to indicate when checks have been run. Checks that occurred during previous runs have a timestamp following the check name. You can filter checks in the report to show checks that display a **Warning**, or show checks that **Passed**, and so on.

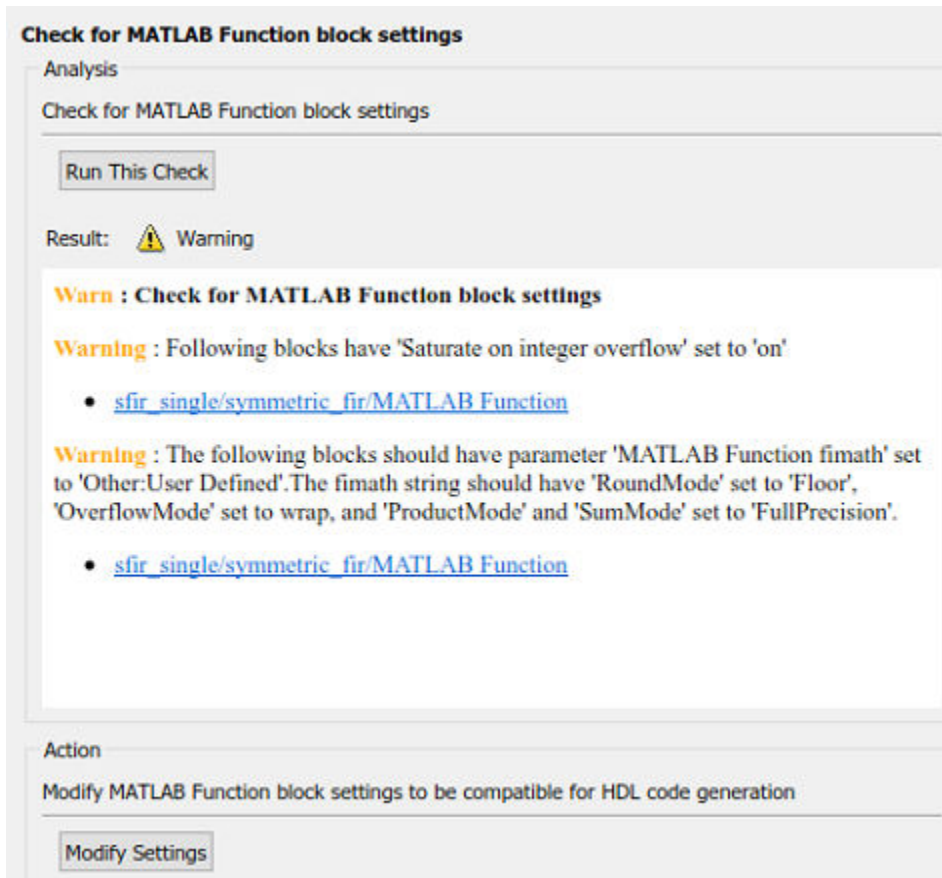
Fix Warnings or Failures

When a model or referenced model has a suboptimal condition, checks can fail. After you run a Model Advisor analysis,  indicates checks that have warnings. A warning result is informational. You can fix the reported issue or move on to the next task.

You can also use the Model Advisor highlighting capability to color-highlight Simulink blocks and Stateflow charts in your model, which indicates the analysis results. To highlight blocks, in the Model Advisor window, select **Highlighting > Enable Highlighting**.

To fix warnings or failures, in the **Result** subpane, review the recommended actions to make changes to your model. When you fix a warning or failure, to verify that the check passes, rerun the check.

Some checks have an **Action** subpane. This example displays the incorrect MATLAB Function block settings that caused the check to display a warning.



When you select **Modify Settings**, the **Result** subpane shows the changes that were applied. To verify that the check passes, rerun the check. If you use the Model Advisor dashboard, you see that the analysis is faster when you rerun the check because the Model Advisor does not reload the checks before executing them.

Save and Restore Model Advisor State

By default, the Simulink software saves the state of the most recent Model Advisor session. The next time that you activate the Model Advisor, it returns to that state. You can also save the current settings of the Model Advisor to a named restore point. A *restore point* is a snapshot in time of the model, base workspace, and Model Advisor. Later, you can restore the same settings by loading the restore point data into the Model Advisor.

You can use this data restore point to revert changes to your model in response to recommendations from the Model Advisor. For example, you can save a model and restore point to undo your changes if the Model Advisor reports a warning after running a certain check. You can also restore the default configuration of the Model Advisor. In the Model Advisor window, select **Settings > Restore Default Configuration**.

To save the Model Advisor state, in the Model Advisor Window, select **File > Save Restore Point As**. Enter a **Name** and **Description**, and then click **Save**. You can save more than one restore point.

To restore a Model Advisor state, in the Model Advisor Window, select **File > Load Restore Point**. Select the restore point and click **Load**. When you load a restore point, the Model Advisor warns that the restoration overwrites the current settings.

See Also

More About

- “HDL Code Advisor Checks” on page 39-11
- “Run Model Advisor Checks”

HDL Code Advisor Checks

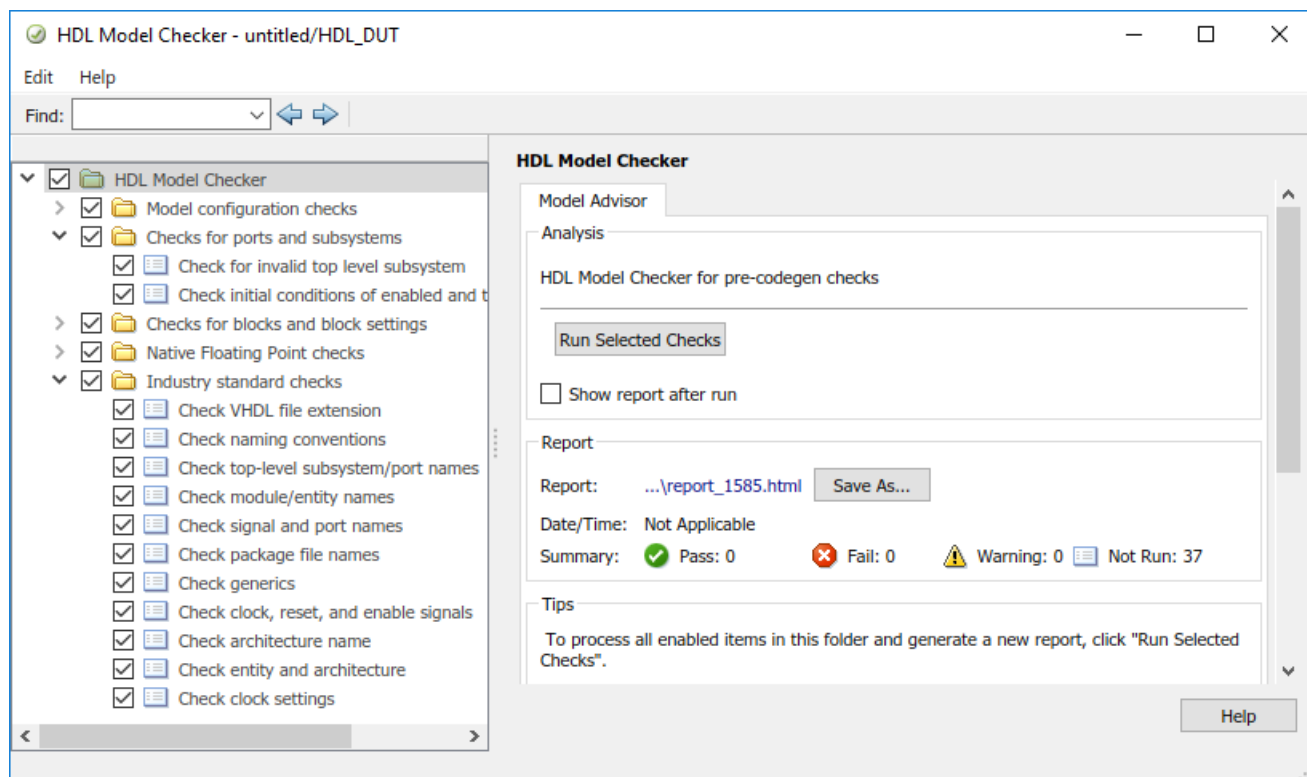
In this section...

- “Model configuration checks” on page 39-12
- “Checks for ports and subsystems” on page 39-12
- “Checks for blocks and block settings” on page 39-12
- “Native Floating Point checks” on page 39-13
- “industry standard checks” on page 39-14

The HDL Code Advisor and the Model Advisor checks in HDL Coder verify and update your Simulink model or subsystem for compatibility with HDL code generation. The Code Advisor has checks for:

- Model configuration settings
- Ports and Subsystem settings
- Blocks and block settings
- Native Floating Point support
- Industry standard guidelines

When you run a check, the Code Advisor displays the result as a pass or a failure. You can fix warnings or failures by using the Model Advisor recommended settings.



Model configuration checks

Use the checks in this folder to prepare your model for compatibility with HDL code generation. This folder contains checks that verify whether model parameters are HDL-compatible, whether your design contains algebraic loops, and so on.

| Check Name | Description |
|---|---|
| "Check for model parameters suited for HDL code generation" on page 38-5 | Check for model parameters set up for HDL code generation. |
| "Check for global reset setting for Xilinx and Altera devices" on page 38-7 | Check asynchronous reset setting for Altera devices and synchronous reset setting for Xilinx devices. |
| "Check inline configurations setting" on page 38-8 | Check whether you have <code>InlineConfigurations</code> enabled. |
| "Check algebraic loops" on page 38-9 | Check model for algebraic loops. |
| "Check for visualization settings" on page 38-10 | Check model for display settings: port data types and sample time color coding. |
| "Check delay balancing setting" on page 38-11 | Check Balance Delays is enabled. |

Checks for ports and subsystems

This folder contains checks that verify whether ports and subsystems in your model have settings that are compatible for HDL code generation. The checks include whether you have a valid top-level DUT Subsystem and whether you have specified an initial condition for Enabled Subsystem and Triggered Subsystem blocks.

| Check Name | Description |
|--|---|
| "Check for invalid top level subsystem" on page 38-13 | Check for subsystems that cannot be at the top level for HDL code generation. |
| "Check initial conditions of enabled and triggered subsystems" on page 38-14 | Check for initial condition of enabled and triggered subsystems. |

Checks for blocks and block settings

These checks verify whether blocks in your model are supported for HDL code generation, and whether the supported blocks have HDL-compatible settings. The checks include whether source blocks in your model have a continuous sample time and whether Stateflow Charts and MATLAB Function blocks have HDL-compatible settings, and so on.

| Check Name | Description |
|---|---|
| "Check for infinite and continuous sample time sources" on page 38-16 | Check source blocks with continuous sample time. |
| "Check for unsupported blocks" on page 38-17 | Check for unsupported blocks for HDL code generation. |
| "Check for large matrix operations" on page 38-18 | Check for large matrix operations. |

| Check Name | Description |
|--|---|
| “Identify unconnected lines, input ports, and output ports” | Check for unconnected lines or ports. |
| “Identify disabled library links” | Search model for disabled library links. |
| “Identify unresolved library links” | Search the model for unresolved library links, where the specified library block cannot be found. |
| “Check for MATLAB Function block settings” on page 38-19 | Check HDL compatible settings for MATLAB Function blocks. |
| “Check for Stateflow chart settings” on page 38-20 | Check HDL compatible settings for Stateflow Chart blocks. |
| “Check Delay, Unit Delay and Zero-Order Hold blocks for rate transition” | Identify Delay, Unit Delay, or Zero-Order Hold blocks that are used for rate transition. Replace these blocks with actual Rate Transition blocks. |
| “Check for blocks that have nonzero output latency” on page 38-22 | Check for blocks that have nonzero output latency with fixed point and native floating point. |
| “Check for unsupported storage class for signal objects” on page 38-23 | Check whether signal object storage class is 'ExportedGlobal' or 'ImportedExtern' or 'ImportedExternPointer' |

Note If you use the Model Advisor, you see the “Identify unconnected lines, input ports, and output ports”, “Identify disabled library links”, “Identify unresolved library links”, and “Check Delay, Unit Delay and Zero-Order Hold blocks for rate transition” in the **Simulink** folder.

Native Floating Point checks

These checks verify whether the model is compatible for HDL code generation in **Native Floating Point** mode. The checks include whether the blocks in your Simulink model are supported for HDL code generation with **Native Floating Point**, and whether the model uses single data types, and so on. Native floating-point support in HDL Coder generates target-independent HDL code from your single-precision floating-point model. For more information, see “Generate Target-Independent HDL Code with Native Floating-Point” on page 10-105.

| Check Name | Description |
|--|---|
| “Check for single datatypes in the model” on page 38-27 | Check for single data types in the model. |
| “Check for double datatypes in the model with Native Floating Point” on page 38-28 | Check for double data types in the model. |
| “Check for Data Type Conversion blocks with incompatible settings” on page 38-29 | Check conversion mode of Data Type Conversion blocks. |
| “Check for HDL Reciprocal block usage” on page 38-30 | Check HDL Reciprocal blocks are not using floating point types. |
| “Check for Relational Operator block usage” on page 38-31 | Check Relational Operator blocks which use floating point types have boolean outputs. |

| Check Name | Description |
|---|--|
| "Check for unsupported blocks with Native Floating Point" on page 38-32 | Check for unsupported blocks with native floating-point. |
| "Check blocks with nonzero ulp error" on page 38-33 | Check for blocks that have nonzero ulp error with native floating-point. |

industry standard checks

These checks verify whether your Simulink model conforms to the industry-standard rules. Industry-standard rules recommend using certain HDL coding guidelines. When generating code, HDL Coder displays an HDL coding standard report that shows how well the generated code adheres to the industry-standard guidelines.

| Check Name | Description |
|--|--|
| "Check file extension" on page 38-35 | Check file extensions of VHDL files containing entities. |
| "Check naming conventions" on page 38-36 | Check standard keywords used by EDA tools. |
| "Check top-level subsystem/port names" on page 38-37 | Check top-level module/entity and port names. |
| "Check module/entity names" on page 38-38 | Check module/entity names. |
| "Check signal and port names" on page 38-39 | Check signal and port name lengths. |
| "Check package file names" on page 38-40 | Check file name containing packages. |
| "Check generics" on page 38-41 | Check generics at top-level subsystem. |
| "Check clock, reset, and enable signals" on page 38-42 | Check naming convention for clock, reset, and enable signals. |
| "Check architecture name" on page 38-43 | Check VHDL architecture name in the generated HDL code. |
| "Check entity and architecture" on page 38-44 | Check whether the VHDL entity and architecture are described in the same file. |
| "Check clock settings" on page 38-45 | Check constraints on clock signals. |

For more information, see:

- "HDL Coding Standards" on page 26-4
- "Basic Coding Practices" on page 26-9
- "RTL Description Rules and Checks" on page 26-18
- "RTL Design Methodology Guidelines" on page 26-42

See Also

hdlcodeadvisor

More About

- "Check HDL Compatibility of Simulink Model Using HDL Code Advisor" on page 39-2

- “Run Model Advisor Checks for HDL Coder” on page 39-6

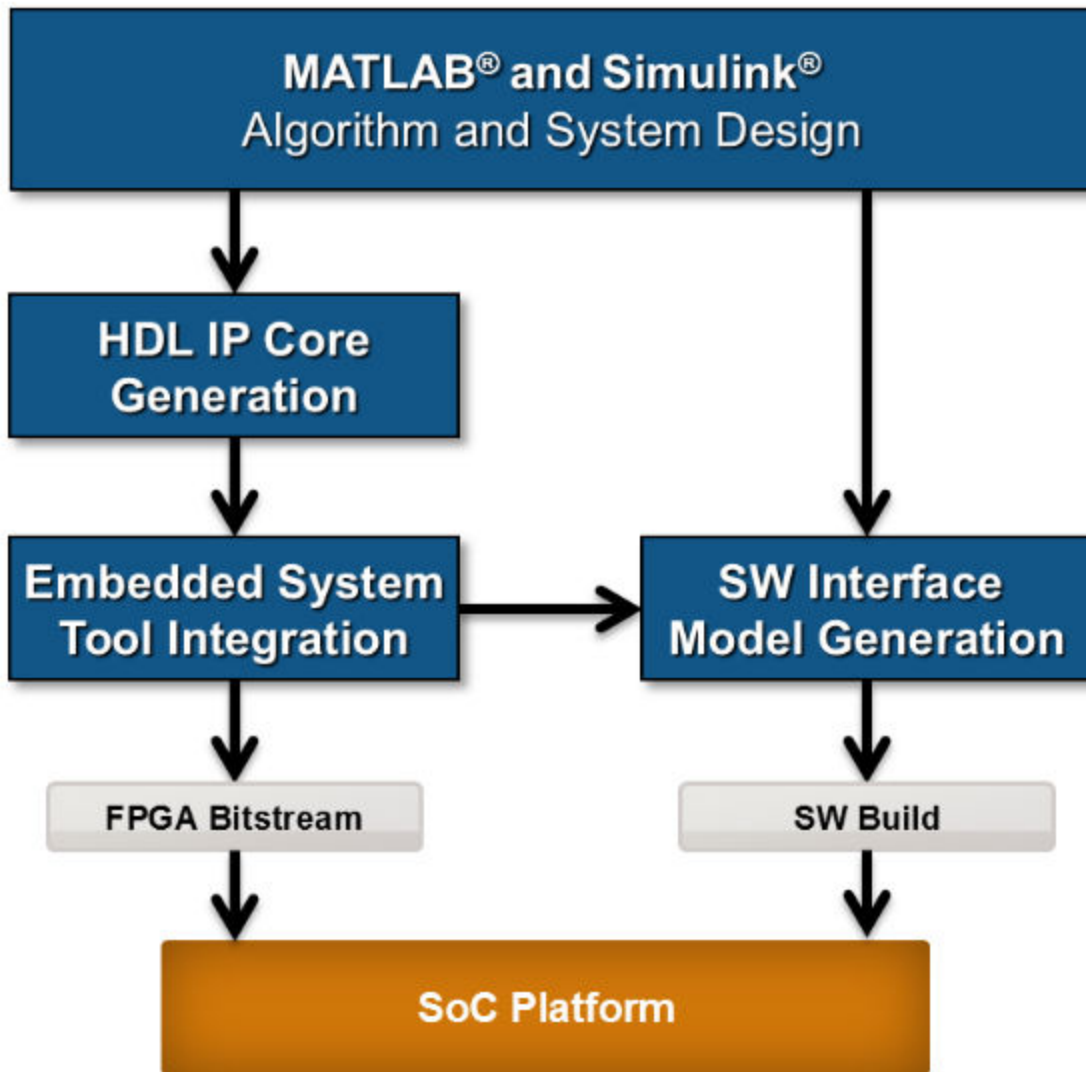
Hardware-Software Codesign

Hardware-Software Co-Design Basics

- “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2
- “Speedgoat FPGA Support with HDL Workflow Advisor” on page 40-8
- “Custom IP Core Generation” on page 40-10
- “Custom IP Core Report” on page 40-13
- “Generate Board-Independent HDL IP Core from Simulink Model” on page 40-20
- “Processor and FPGA Synchronization” on page 40-24
- “Synchronization of Global Reset Signal to IP Core Clock Domain” on page 40-26
- “IP Caching for Faster Reference Design Synthesis” on page 40-30
- “Resolve Timing Failures in IP Core Generation and Simulink Real-Time FPGA I/O Workflows” on page 40-35
- “Define Multiple AXI Master Interfaces in Reference Designs to access DUT AXI4 Slave Interface” on page 40-46
- “Program Target FPGA Boards or SoC Devices” on page 40-50
- “Generate Software Interface Script to Probe and Rapidly Prototype HDL IP Core” on page 40-54
- “Generate Software Interface Model to Probe and Rapidly Prototype HDL IP Core” on page 40-60
- “Create Software Interface Script to Control and Rapidly Prototype HDL IP Core” on page 40-66
- “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75
- “Getting Started with Targeting Zynq UltraScale+ MPSoC Platform” on page 40-94
- “Getting Started with Targeting Intel SoC Devices” on page 40-114
- “Getting Started with Targeting Intel Quartus Pro based Devices” on page 40-132
- “Save Target Hardware Settings in Model” on page 40-147
- “Generate Custom HDL IP Core for Blinking LED on FPGA Board” on page 40-153
- “Access DUT Registers on Xilinx Pure FPGA Board Using IP Core Generation Workflow” on page 40-162
- “Access DUT Registers on Intel Pure FPGA Board Using IP Core Generation Workflow” on page 40-173
- “IP Core Generation Workflow with a MicroBlaze processor: Xilinx Kintex-7 KC705” on page 40-183
- “Map Bus Data types to AXI4 Slave Interfaces” on page 40-206
- “Prototype FPGA Design on Hardware with Live Data by Using MATLAB Commands” on page 40-213

Hardware-Software Co-Design Workflow for SoC Platforms

The HDL Coder hardware-software co-design workflow helps automate the deployment of your MATLAB and Simulink design to a Zynq-7000 platform or Intel SoC platform. You can explore the best ways to partition and deploy your design by iterating through the following workflow.

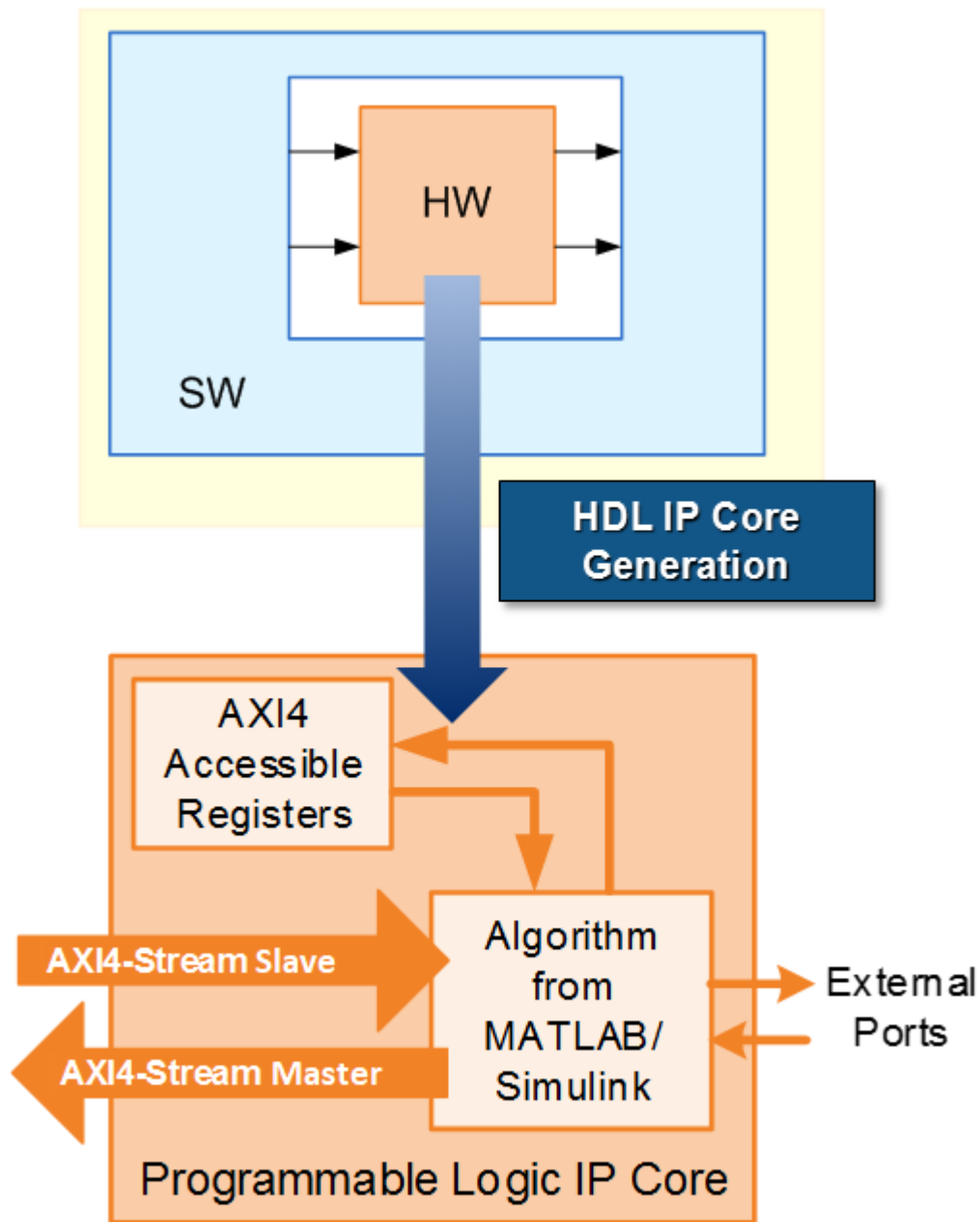


- 1 *MATLAB and Simulink Algorithm and System Design:* You begin by implementing your design in MATLAB or Simulink. When the design behavior meets your requirements, decide how to partition your design: which parts you want to run in hardware, and which parts you want to run in embedded software.

The part of the design that you want to run in hardware must use MATLAB syntax or Simulink blocks that are supported and configured for HDL code generation. See:

- “MATLAB Algorithm Design”
 - “Model and Architecture Design”
- 2** *HDL IP Core Generation*: Enclose the hardware part of your design in an atomic Subsystem block or MATLAB function, and use the HDL Workflow Advisor to define and generate an HDL IP core.

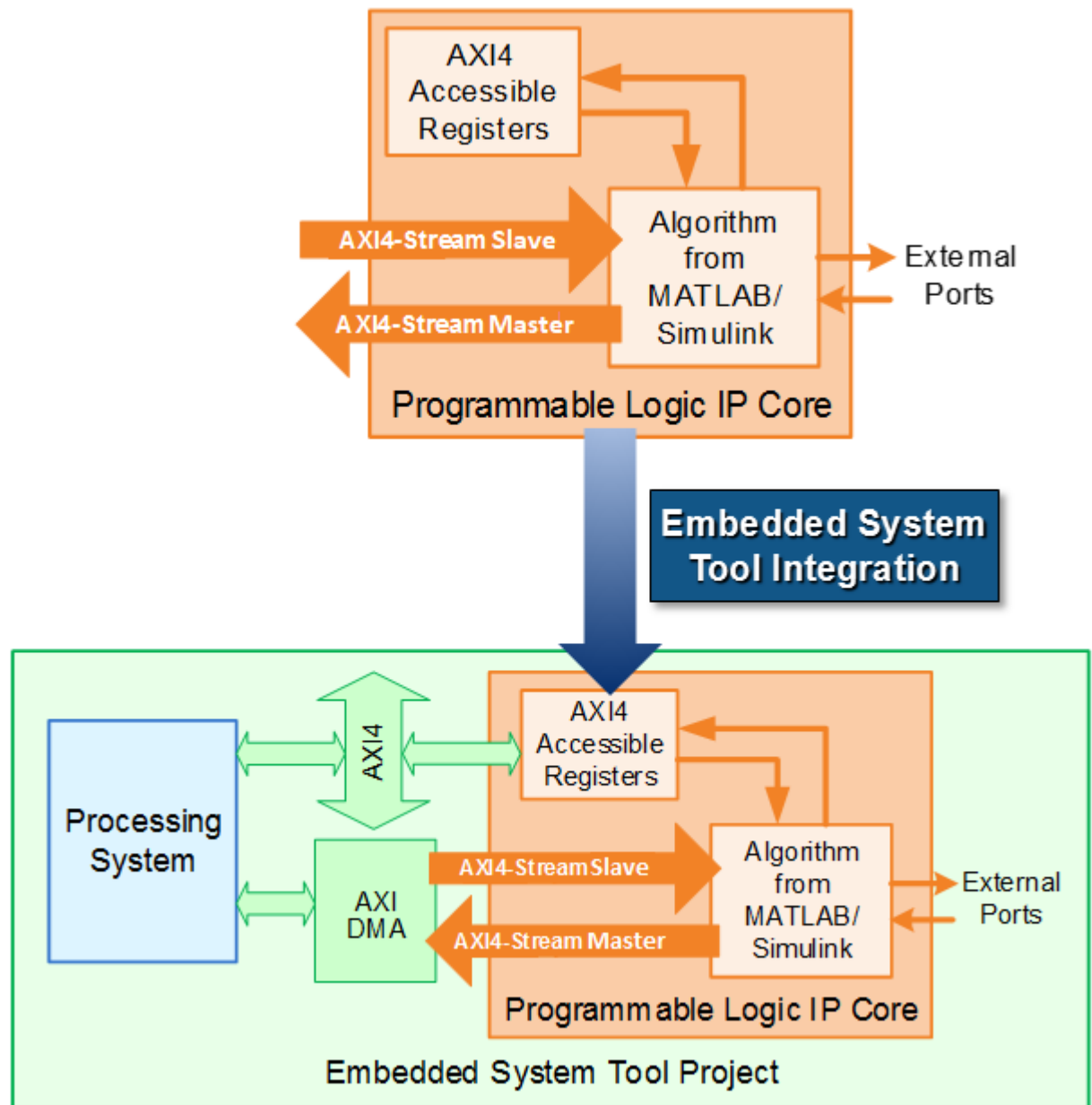
The following diagram shows a design that has been partitioned into a hardware part, in orange, and software part, in blue. HDL IP core generation creates an IP core from the hardware part of the model. The IP core includes hardware interface components such as AXI4 accessible registers, AXI4 or AXI4-Lite interfaces, AXI4-Stream or AXI4-Stream Video interfaces, AXI4 Master interfaces, and external ports.



- 3 *Embedded System Tool Integration:* As part of the HDL Workflow Advisor IP core generation workflow, you insert your generated IP core into a *reference design*, and generate an FPGA bitstream for the SoC hardware.

The *reference design* is a predefined embedded system integration project. It contains all elements the Intel or Xilinx software needs to deploy your design to the SoC platform, except for the custom IP core and embedded software that you generate.

The following diagram illustrates the relationship between the reference design, in green, and the generated IP core, in orange.

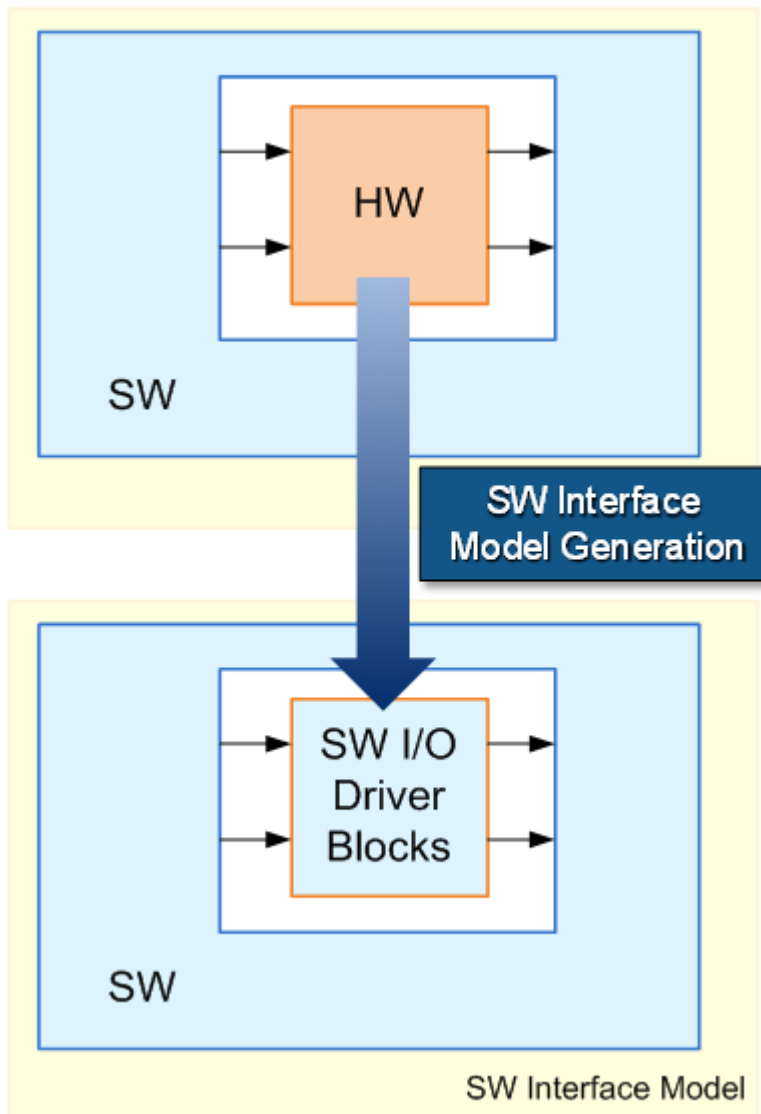


- 4 *SW Interface Generation* (requires a Simulink license and Embedded Coder license): In the HDL Workflow Advisor, after you generate the IP core and insert it into the reference design, you can optionally generate a software interface model and a software interface script. The software interface model is your original model with AXI driver blocks replacing the hardware part. The script is a MATLAB file that is generated based on the reference design and Target platform interface table settings. It contains commands that enable you to connect to the target hardware, and to write to or read from the generated IP core by using AXI driver blocks.

If you have an Embedded Coder license, you can automatically generate the software interface model and script, generate embedded code from it, and build and run the executable on the Linux kernel on the ARM® processor. The generated embedded software includes AXI driver code generated from the AXI driver blocks that controls the HDL IP core.

If you do not have an Embedded Coder license or Simulink license, you can write the embedded software and manually build it for the ARM processor. See “Generate Software Interface Script to Probe and Rapidly Prototype HDL IP Core” on page 40-54

The following diagram shows the difference between the original model and the software interface model.



- 5 *SoC Platform and External Mode PIL*: Using the HDL Workflow Advisor, you program your FPGA bitstream to the SoC platform. You can then run the software interface model in external mode, or processor-in-the-loop (PIL) mode, to test your deployed design.

If your deployed design does not meet your design requirements, you can repeat the workflow with a modified model, or a different hardware-software partition.

See Also

Related Examples

- “Xilinx Zynq Platform”
- “Intel SoC Devices”

Speedgoat FPGA Support with HDL Workflow Advisor

Use Simulink Real-Time and HDL Coder to implement Simulink algorithms and configure I/O functionality on Speedgoat Simulink-Programmable I/O modules. For an example that shows the development workflow for FPGA I/O modules, see “FPGA Programming and Configuration on Speedgoat Simulink-Programmable I/O Modules” on page 41-79.

When you open the HDL Workflow Advisor in HDL Coder and run the Simulink Real-Time FPGA I/O workflow, you generate a Simulink Real-Time interface subsystem. The subsystem mask controls the block parameters. Do not edit the parameters directly. The FPGA I/O board block descriptions are for informational purposes only.

Speedgoat Simulink-Programmable I/O Module Support

Speedgoat Simulink-Programmable I/O modules are part of Speedgoat target computer systems. To run the Simulink Real-Time FPGA I/O workflow, install the Speedgoat I/O Blockset and the Speedgoat HDL Coder Integration Packages. You can then choose the **Target platform** and run the workflow to generate a Simulink Real-Time interface subsystem. To see the documentation for the integration packages, enter this command at the MATLAB command prompt.

```
speedgoat.hdlc.doc
```

| To learn about | See links |
|--|--|
| The integration packages and how you can install them. | See Speedgoat - HDL Coder Integration Packages. |
| Speedgoat I/O modules that are supported with the HDL Workflow Advisor. | See Speedgoat Real-Time FPGA Application Support from HDL Coder. |
| Applications and use cases | See Common Use Cases and Applications. |
| Supported interfaces for various types of I/O connectivity and protocols as well as fundamental functionality such as PCIe read/write and DMA. | See Supported Interfaces. |
| Provided examples for all supported I/O modules and functionality | See Speedgoat I/O Examples. |

Prepare for FPGA Workflow

To work with FPGAs in the Simulink Real-Time environment, install:

- HDL Coder and Simulink Real-Time.
- Xilinx design tools with specific tool and version listed in “HDL Language Support and Supported Third-Party Tools and Hardware”. You must also set up the path to the tool by using the `hdlsetuptoolpath` function.
- Speedgoat I/O Blockset and the Speedgoat HDL Coder Integration Packages.
- Speedgoat FPGA I/O module in the Speedgoat target machine.

You can use the workflow in HDL Coder to generate HDL code for your FPGA target device.

See Also

Related Examples

- “FPGA Programming and Configuration on Speedgoat Simulink-Programmable I/O Modules” on page 41-79

More About

- “HDL Language Support and Supported Third-Party Tools and Hardware”
- “Tool Setup”

External Websites

- www.speedgoat.com

Custom IP Core Generation

In this section...

- “Custom IP Core Architectures” on page 40-10
- “Target Platform Interfaces” on page 40-10
- “Processor and FPGA Synchronization” on page 40-11
- “Custom IP Core Generated Files” on page 40-11
- “Restrictions” on page 40-11

Using the HDL Workflow Advisor, you can generate a custom IP core from a model or algorithm. The generated IP core is sharable and reusable. You can integrate it with a larger design by adding it in an embedded system integration environment, such as Intel Qsys, Xilinx EDK, or Xilinx IP Integrator.

To learn how to generate a custom IP core, see:

- “Generate Board-Independent HDL IP Core from Simulink Model” on page 40-20
- “Generate Board-Independent IP Core from MATLAB Algorithm” on page 5-35

Custom IP Core Architectures

You can generate an IP core:

- With an AXI4 or AXI4-Lite interface.



- With an AXI4 or AXI4-Lite interface and AXI4-Stream Video interfaces.



- Without any AXI4 or AXI4-Lite interfaces. To learn more, see “Generate Board-Independent HDL IP Core from Simulink Model” on page 40-20.

The Algorithm from MATLAB and Simulink block represents your DUT. HDL Coder generates the rest of the IP core based on your target platform interface settings and processor or FPGA synchronization mode.

Target Platform Interfaces

You can map each port in your DUT to one of these target platform interfaces in the IP core:

- AXI4-Lite: Use this interface to access control registers or for lightweight data transfer. HDL Coder generates memory-mapped registers and allocates address offsets for the ports.

- AXI4: Use this interface to connect to components that support burst data transmission. HDL Coder generates memory-mapped registers and allocates address offsets for the ports. In the generated HDL IP core, you can have either AXI4 or AXI4-Lite interface but not both interfaces.
- AXI4-Stream Video: Use this interface to send or receive a 32-bit scalar video data stream.
- External ports: Use external ports to connect to FPGA external IO pins or to other IP cores with external ports.
- FPGA Data Capture - JTAG: Use FPGA Data Capture over the JTAG interface to observe test point signals and signals at the DUT output ports while your design runs on the FPGA. For an example of marking internal signals as test points, see “Debug IP Core Using FPGA Data Capture” on page 41-269. For more information on capturing data, see “Data Capture Workflow” (HDL Verifier).

Note To use this interface, you must download a hardware support package for your FPGA board. See “Download FPGA Board Support Package” (HDL Verifier).

To learn more about the AXI4, AXI4-Lite, and AXI4-Stream Video protocols, refer to your target hardware documentation.

Processor and FPGA Synchronization

HDL Coder generates synchronization logic in the IP core based on the processor and FPGA synchronization mode that you choose.

When generating a custom IP core, these processor and FPGA synchronization options are available:

- Free running (default)
- Coprocessing – blocking

To learn more, see “Processor and FPGA Synchronization” on page 40-24.

Custom IP Core Generated Files

After you generate a custom IP core, the IP core files are in the `ipcore` folder within your project folder. In the HDL Workflow Advisor, you can view the IP core folder name in the **IP core folder** field of the **HDL Code Generation > Generate RTL Code and IP Core** task.

The IP core folder contains:

- IP core definition files.
- HDL source files (`.vhd` or `.v`).
- A C header file with the register address map.
- (Optional) An HTML report with instructions for using the core and integrating the IP core in your embedded system project.
- When you use the multicycle path constraints to meet the timing requirements, HDL Coder generates the constraints file of XDC format (`.xdc`) for Xilinx workflow and SDC format (`.sdc`) for Intel workflow.

Restrictions

The IP Core Generation workflow does not support :

- **RAM Architecture** set to Generic RAM without clock enable.
- Using different clocks for the IP core and the AXI interface. The `IPCore_Clk` and `AXILite_ACLK` must be synchronous and connected to the same clock source. The `IPCore_RESETN` and `AXILite_ARESETN` must be connected to the same reset source. See “Synchronization of Global Reset Signal to IP Core Clock Domain” on page 40-26.

See Also

Related Examples

- “Access DUT Registers on Xilinx Pure FPGA Board Using IP Core Generation Workflow” on page 40-162
- “Access DUT Registers on Intel Pure FPGA Board Using IP Core Generation Workflow” on page 40-173

More About

- “Multirate IP Core Generation” on page 41-51

Custom IP Core Report

In this section...

“Summary” on page 40-13
 “Target Interface Configuration” on page 40-13
 “Register Address Mapping” on page 40-14
 “Bit Packing Order” on page 40-15
 “IP Core User Guide” on page 40-16
 “IP Core File List” on page 40-19

You generate an HTML custom IP core report by default when you generate a custom IP core. The report describes the behavior and contents of the generated custom IP core.

Summary

The Summary section shows your coder settings when you generated the custom IP core.

The following figure is an example of a Summary section.

Summary

| | |
|-----------------------|--|
| IP core name | DUT_ip |
| IP core version | 1.0 |
| IP core folder | hdl_prj\ipcore\DUT_ip_v1_0 |
| Target platform | Arrow SoCKit development board |
| Target tool | Altera QUARTUS II |
| Target language | Verilog |
| Reference Design | Default system |
| Model | axi4_vec |
| Model version | 1.91 |
| HDL Coder version | 3.10 |
| IP core generated on | 10-Dec-2016 21:06:26 |
| IP core generated for | DUT |

Target Interface Configuration

The Target Interface Configuration section shows how your DUT ports map to the target hardware interface and the processor/FPGA synchronization mode.

The following figure is an example of a Target Interface Configuration section.

Target Interface Configuration

You chose the following target interface configuration for [axi4_vec](#) :

Processor/FPGA synchronization mode: **Free running**

Target platform interface table:

| Port Name | Port Type | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|----------------------|-----------|--------------|----------------------------|--------------------------------|
| In1 | Inport | uint8 (3) | AXI4 | x"100" |
| In2 | Inport | uint16 (100) | AXI4 | x"200" |
| In3 | Inport | single | AXI4 | x"114" |
| In4 | Inport | uint32 | AXI4 | x"118" |
| Out1 | Outport | uint8 (3) | AXI4 | x"160" |
| Out2 | Outport | uint16 (100) | AXI4 | x"A00" |
| Out3 | Outport | single | AXI4 | x"11C" |
| Out4 | Outport | uint32 | AXI4 | x"120" |

To learn more about processor/FPGA synchronization modes, see “Processor and FPGA Synchronization” on page 40-24.

To learn more about target platform interfaces, see “Custom IP Core Generation” on page 40-10.

Register Address Mapping

The Register Address Mapping section shows the address offsets for AXI4-Lite bus accessible registers in your custom IP core, and the name of the C header file that contains the same address offsets.

The following figure is an example of a Register Address Mapping section.

Register Address Mapping

The following AXI4 bus accessible registers were generated for this IP core:

| Register Name | Address Offset | Description |
|---------------|----------------|--|
| IPCore_Reset | 0x0 | write 0x1 to bit 0 to reset IP core |
| IPCore_Enable | 0x4 | enabled (by default) when bit 0 is 0x1 |
| In1_Data | 0x100 | data register for Inport In1, vector with 3 elements, address ends at 0x108 |
| In1_Strobe | 0x110 | strobe register for port In1 |
| In3_Data | 0x114 | data register for Inport In3 |
| In4_Data | 0x118 | data register for Inport In4 |
| Out3_Data | 0x11C | data register for Outputport Out3 |
| Out4_Data | 0x120 | data register for Outputport Out4 |
| Out1_Data | 0x160 | data register for Outputport Out1, vector with 3 elements, address ends at 0x168 |
| Out1_Strobe | 0x170 | strobe register for port Out1 |
| In2_Data | 0x200 | data register for Inport In2, vector with 100 elements, address ends at 0x38C |
| In2_Strobe | 0x400 | strobe register for port In2 |
| Out2_Data | 0xA00 | data register for Outputport Out2, vector with 100 elements, address ends at 0xB8C |
| Out2_Strobe | 0xC00 | strobe register for port Out2 |

The register address mapping is also in the following C header file for you to use when programming the processor:
[include\DUT_ip_addr.h](#)

The IP core name is appended to the register names to avoid name conflicts.

Bit Packing Order

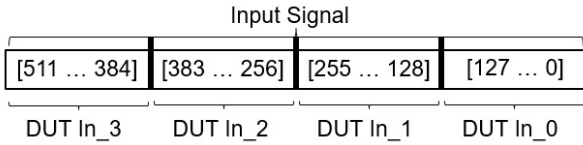
The Bit Packing Order section gives a high-level overview of the data packing order for vector inputs and outputs for Internal IO, External IO, and External port interfaces. This section only appears when the port width for Internal IO, External IO, and External ports are set to greater than 128 bits wide.

This image is an example of the Bit packing Order section:

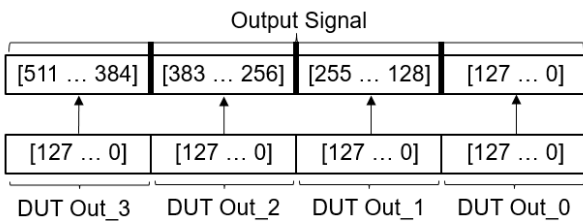
Bit Packing Order

Following is the general representation of data packing order and data unpacking order for Vector Input and output cases for Internal IO, External IO and External port interfaces. If it is assumed that an interface is mapped to one input(or output) port of the model which has a port width of 128 and port dimension of 4, then:

Following is the bit packing order to the DUT IP for Input vector case.



Following is the bit unpacking order from the DUT IP for Vector Output case.



It should be noted that the above instances are just for demonstration purpose and may not represent the actual mapped port width and port dimension.

IP Core User Guide

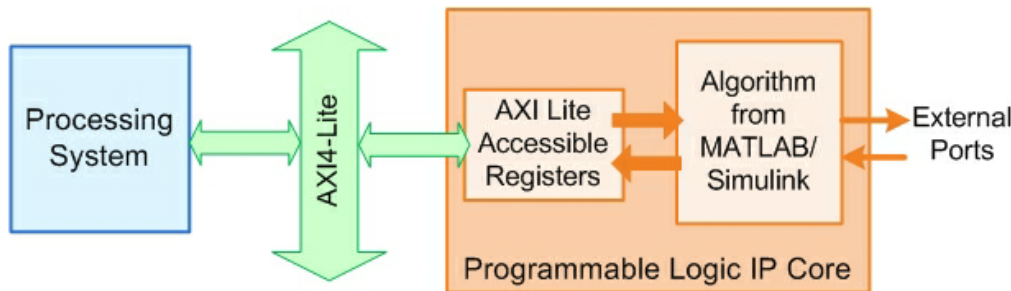
The IP Core User Guide section gives a high-level overview of the system architecture, describes the processor and FPGA synchronization mode, and gives instructions for integrating the IP core in your embedded system integration environment.

The following figure is an example of an IP Core User Guide system architecture description.

Theory of Operation

This IP core is designed to be connected to an embedded processor with an **AXI4-Lite bus**. The processor acts as bus master, and the IP core acts as slave. By accessing the generated registers via the AXI4-Lite bus, the processor can control the IP core, and read and write data from and to the IP core.

For example, to reset the IP core, write 0x1 to the bit 0 of IPCore_Reset register. To enable or disable the IP core, write 0x1 or 0x0 to the IPCore_Enable register. To access the data ports of the MATLAB/Simulink algorithm, read or write to the associated data registers.

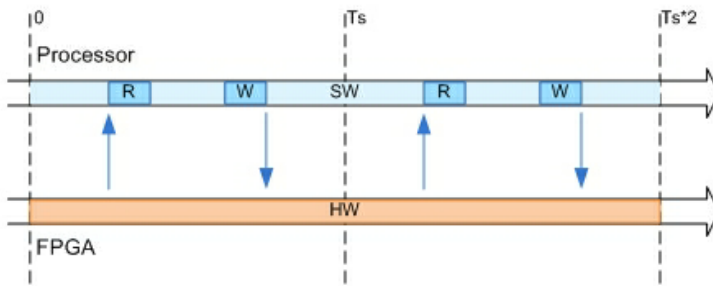


This IP core also support the **External Port** interface. To connect the external ports to the FPGA external IO pins, add FPGA pin assignment constraints in the Xilinx EDK environment.

The following figure is an example of a processor/FPGA synchronization description.

Processor/FPGA Synchronization

The **Free running** mode means there is no explicit synchronization between embedded processor software execution (SW) and the IP core (HW). SW and HW runs independently. The data written from the processor to IP core takes effect immediately, and the data read from the IP core is the latest data available on the IP core output ports.

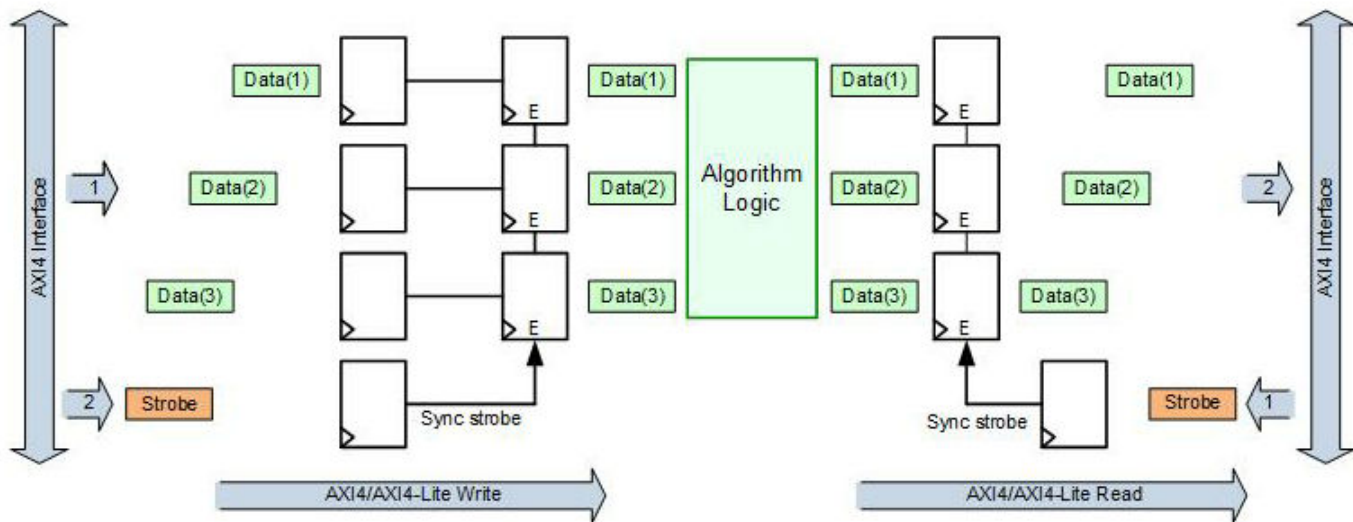


If you use vector data signals at the DUT interface, the IP core report displays this section that shows how the code generator synchronizes vector data across the AXI4 interface.

Vector Data Read/Write with Strobe Synchronization

All the elements of vector data are treated as synchronous to the IP core algorithm logic. Additional strobe registers added for each vector input and output port maintain this synchronization across multiple sequential AXI4 reads/writes. For input ports, the strobe register controls the enables on a set of shadow registers, allowing the IP core logic to see all the updated vector elements simultaneously. For output ports, the strobe register controls the synchronous capturing of vector data to be read.

To read a vector data port, first write the strobe address with 0x1, then read each desired data element from corresponding address range. To write a vector data port, first write each desired data element, then write 0x1 to the strobe address to complete the transaction.



The following figure is an example of instructions for integrating the IP core into your embedded system integration environment on the Xilinx platform. If you are targeting an Altera platform, the report displays similar instructions for integrating the IP core into the Altera Qsys environment.

EDK Environment Integration

This IP Core is generated for the Xilinx EDK environment. The following steps are an example showing how to add the IP core into the EDK environment:

1. Copy the IP core folder into the "pcores" folder in your Xilinx Platform Studio (XPS) project. This step adds the IP core into the XPS project user library.
2. In the XPS project, find the IP core in the user library and add the IP core to the design.
3. Connect the S_AXI port of the IP core to the embedded processor's AXI master port.
4. Connect the clock and reset ports of the IP core to the global clock and reset signals.
5. Assign a base address for the IP core.
6. Connect external ports and add FPGA pin assignment constraints.
7. Generate FPGA bitstream and download the bitstream to target device.

IP Core File List

The IP Core File List section lists the files and file folders that comprise your custom IP core.

The following figure is an example of an IP core file list.

IP Core File List

The IP core folder is located at:

[hdl_prj\ipcore\hdlcoder_led_blinking_led_counter_pcore_v1_00_a](#)

Following files are generated under this folder:

IP core definition files

[data\hdlcoder_led_blinking_led_counter_pcore_v2_1_0.mpd](#)

[data\hdlcoder_led_blinking_led_counter_pcore_v2_1_0.pao](#)

IP core report

[doc\hdlcoder_led_blinking_ip_core_report.html](#)

IP core HDL source files

[hdl\vhd\led_counter_pkg.vhd](#)

[hdl\vhd\led_counter.vhd](#)

[hdl\vhd\hdlcoder_led_blinking_led_counter_pcore_dut.vhd](#)

[hdl\vhd\hdlcoder_led_blinking_led_counter_pcore_axi_lite_module.vhd](#)

[hdl\vhd\hdlcoder_led_blinking_led_counter_pcore_addr_decoder.vhd](#)

[hdl\vhd\hdlcoder_led_blinking_led_counter_pcore_axi_lite.vhd](#)

[hdl\vhd\hdlcoder_led_blinking_led_counter_pcore.vhd](#)

IP core C header file

[include\hdlcoder_led_blinking_led_counter_pcore_addr.h](#)

See Also

More About

- “Custom IP Core Generation” on page 40-10
- “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2
- “Multirate IP Core Generation” on page 41-51

Generate Board-Independent HDL IP Core from Simulink Model

In this section...

“Generate Board-Independent IP Core” on page 40-20

“IP Core without AXI4 Slave Interfaces” on page 40-22

“Requirements and Limitations for IP Core Generation” on page 40-23

When you open the HDL Workflow Advisor and run the IP Core Generation workflow for your Simulink model, you can specify a generic Xilinx platform or a generic Intel platform. The workflow then generates a generic IP core that you can integrate into any target platform of your choice. For IP core integration, define and register a custom reference design for your target board by using the `hdlcoder.ReferenceDesign` class. To learn more, see:

- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230

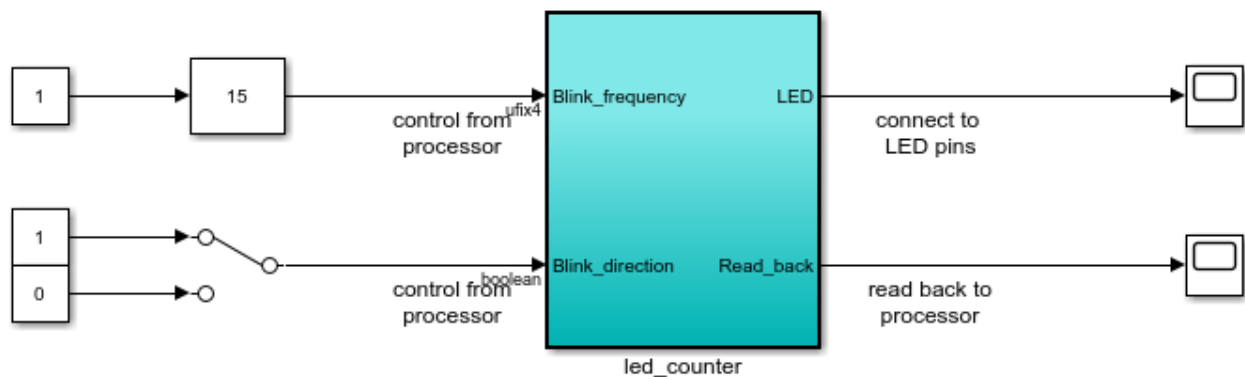
Generate Board-Independent IP Core

To generate a board-independent custom IP core to use in an embedded system integration environment, such as Intel Qsys, Xilinx EDK, or Xilinx IP Integrator:

- 1 Select DUT in Simulink model and open the HDL Workflow Advisor. For example, open the model `hdlcoder_led_blinking`.

```
open_system('hdlcoder_led_blinking')
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking/led_counter')`

Launch HDL Workflow Advisor

Run Demo

Copyright 2012 The MathWorks, Inc.

- 2 Set the path to the installed synthesis tool for the target device by using the `hdlsetuptoolpath` function. For example, if Xilinx Vivado is the synthesis tool, use the command:

```
hdlsetuptoolpath('ToolName','Xilinx Vivado','ToolPath',...
                'C:\Xilinx\Vivado\2018.2\bin\vivado.bat');
```

See “HDL Language Support and Supported Third-Party Tools and Hardware” for latest supported version of the synthesis tool.

- 3 Open the HDL Workflow Advisor for the DUT Subsystem. For the LED blinking model, the `led_counter` Subsystem is the DUT. In the **Set Target > Set Target Device and Synthesis Tool** task:
 - For **Target workflow**, select IP Core Generation.
 - For **Target platform**, depending on the synthesis tool and device that you are targeting, select Generic Altera Platform or Generic Xilinx Platform. Click **Run This Task**.
- 4 In the **Set Target > Set Target Interface** task, select a **Target Platform Interface** for each port, and then click **Apply**. You can map each DUT port to one of these interfaces: AXI4-Lite, AXI4, AXI4-Stream, AXI4-Stream Video, External Port, or FPGA Data Capture - JTAG. For more information about these interfaces, see “Target Platform Interfaces” on page 40-10.

You can also map the ports to multiple target platform interfaces. To learn more, see “Generate HDL IP Core with Multiple AXI4-Stream and AXI4 Master Interfaces” on page 41-20.

If you do not want to map the DUT ports to AXI4 slave interfaces, you can map them to External Port interfaces.

Target platform interface table

| Port Name | Port Type | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|-----------------|-----------|-----------|----------------------------|--------------------------------|
| Blink_frequency | Inport | ufix4 | External Port ▼ | |
| Blink_direction | Inport | boolean | External Port ▼ | |
| LED | Output | uint8 | External Port ▼ | |
| Read_back | Output | uint8 | External Port ▼ | |

- 5 Expand the **Set Code Generation Options** task. Right-click the **Set Optimization Options** task and select **Run to Selected Task**.
- 6 In the **HDL Code Generation > Generate RTL Code and IP Core** task, you can specify:
 - Whether you want to connect the DUT IP core to multiple AXI Master interfaces. By default, the **AXI4 Slave ID Width** value is 12, which enables you to connect the HDL IP core to one AXI Master interface. To connect the DUT IP core to multiple AXI Master interfaces, you may want to increase the **AXI4 Slave ID Width**. When you run this task, this setting is saved on the DUT as the HDL block property **AXI4SlaveIDWidth**.

To learn more, see “Define Multiple AXI Master Interfaces in Reference Designs to access DUT AXI4 Slave Interface” on page 40-46.

- Whether you want to generate the default AXI4 slave interface. By default, HDL Coder generates AXI4 slave interfaces for signals such as clock, reset, ready, timestamp, and so on.

If you do not want to generate any AXI4 slave interfaces, clear the **Generate default AXI4 slave interface** check box.

Note If you mapped any of the DUT ports to AXI4 slave interfaces in the **Set Target Interface** task, the code generator maps the ports to AXI4 slave interfaces, whether or not the **Generate default AXI4 slave interface** check box is cleared.

Click **Run This Task**. When you clear the check box and run the task, the code generator saves this setting on the DUT Subsystem as the HDL block property **GenerateDefaultAXI4Slave**.

- 7 After running the task, HDL Coder generates the IP core files in the output folder shown the **IP core folder** field, including the HTML documentation. To view the IP core report, click the link in the message window.

IP Core without AXI4 Slave Interfaces

When you run the IP Core Generation workflow, you can also generate an HDL IP core without any AXI4 slave interfaces in your reference design.

To run this workflow, open the HDL Workflow Advisor, specify **Generic Xilinx Platform** or **Generic Altera Platform** as the target platform, and map the DUT ports to only **External Port**, or **AXI4-Stream** interface with **TLAST** mapping. In addition, when you generate the HDL IP core, in the **Generate RTL Code and IP Core** task, clear the **Generate default AXI4 slave interface** check box, and then select **Run This Task**.

Use this capability when:

- You do not want to tune the IP core parameters by using the AXI4 slave interfaces.
- You want to create a custom reference design without AXI4 slave interfaces, such as standalone FPGA boards.

In addition, avoiding generation of the AXI4 slave interfaces in such cases reduces hardware resource usage and design complexity.

Note External IO and internal IO interfaces connect your HDL IP core to other existing IPs in your custom reference design. To define these interfaces, you use the `addInternalIOInterface` and `addExternalIOInterface` methods of the `hdlcoder.ReferenceDesign` class.

To integrate the HDL IP core, you can create a custom reference design without AXI4 slave interfaces. In the custom reference design, you can only use **External IO**, **Internal IO** or **AXI4-Stream** interface with **TLAST** mapping. For examples, see:

- “Access DUT Registers on Xilinx Pure FPGA Board Using IP Core Generation Workflow” on page 40-162
- “Access DUT Registers on Intel Pure FPGA Board Using IP Core Generation Workflow” on page 40-173

When you generate an HDL IP core without AXI4 slave interfaces, certain restrictions apply. See “IP Core without AXI4 Slave Interface Restrictions” on page 40-23.

Requirements and Limitations for IP Core Generation

Custom IP Core Generation Limitations

- The DUT must be an atomic system.
- The same IP core cannot use both an AXI4 interface and an AXI4-Lite interface.
- The DUT cannot contain Xilinx System Generator blocks or Intel DSP Builder Advanced blocks.
- If your target language is VHDL, and your synthesis tool is Xilinx ISE or Intel Quartus Prime, the DUT cannot contain a model reference.

AXI4-Lite Interface Restrictions

- The input and output ports must have a bit width less than or equal to 32 bits.
- The input and output ports must be scalar.

AXI4-Stream Video Interface Restrictions

- Ports must have a 32-bit width.
- Ports must be scalar.
- You can have a maximum of one input video port and one output video port.
- The AXI4-Stream Video interface is not supported in **Coprocessing – blocking mode**. **Processor/FPGA synchronization** must be set to **Free running mode**.

IP Core without AXI4 Slave Interface Restrictions

- You can only map the ports to External/Internal IO interfaces, or AXI4-Stream interface with TLAST mapping. Other interfaces that require AXI4 slave interfaces such as AXI4 Master, AXI4-Stream, and AXI4-Stream Video are not supported.
- You must use the **Free running mode** for **Processor/FPGA synchronization**. **Coprocessing – blocking mode** is not supported.

See Also

Classes

`hdlcoder.Board` | `hdlcoder.ReferenceDesign`

More About

- “Custom IP Core Generation” on page 40-10
- “Generate Board-Independent IP Core from MATLAB Algorithm” on page 5-35
- “Board and Reference Design Registration System” on page 41-55

Processor and FPGA Synchronization

In the HDL Workflow Advisor, you can choose a **Processor/FPGA synchronization mode** for your processor and FPGA when you generate a custom IP core to use in an embedded system integration project. The following synchronization modes are available:

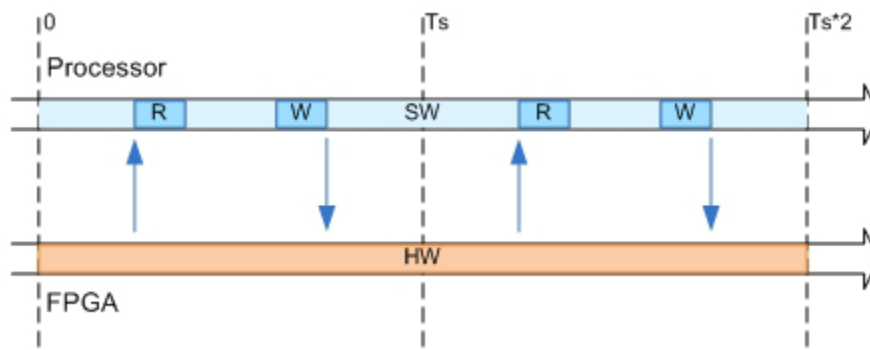
- Free running (default)
- Coprocessing – blocking
- Coprocessing – nonblocking with delay

Free Running Mode

In free running mode, the processor and FPGA each run nonsynchronized, continuously, and in parallel.

Select **Free running** as the **Processor/FPGA synchronization mode** when you do not want your processor and FPGA to be automatically synchronized.

The following diagram shows how the processor and FPGA can communicate in free running mode. The shaded areas indicate that the processor and FPGA are running continuously.

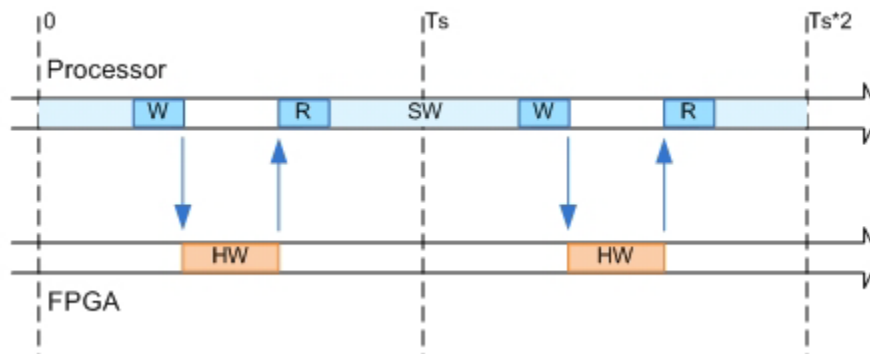


Coprocessing - Blocking Mode

In blocking coprocessor mode, HDL Coder automatically generates synchronization logic for the FPGA so that the processor and FPGA run in tandem.

Select **Coprocessing - blocking** as the **Processor/FPGA synchronization mode** when FPGA execution time is short relative to the processor sample time, and you want the FPGA to complete before the processor continues.

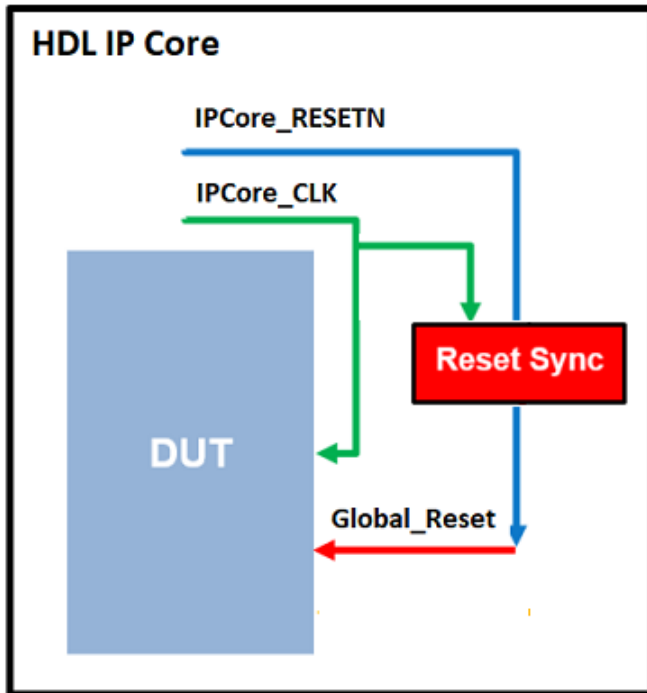
The following diagram shows how the processor and FPGA run in blocking coprocessing mode.



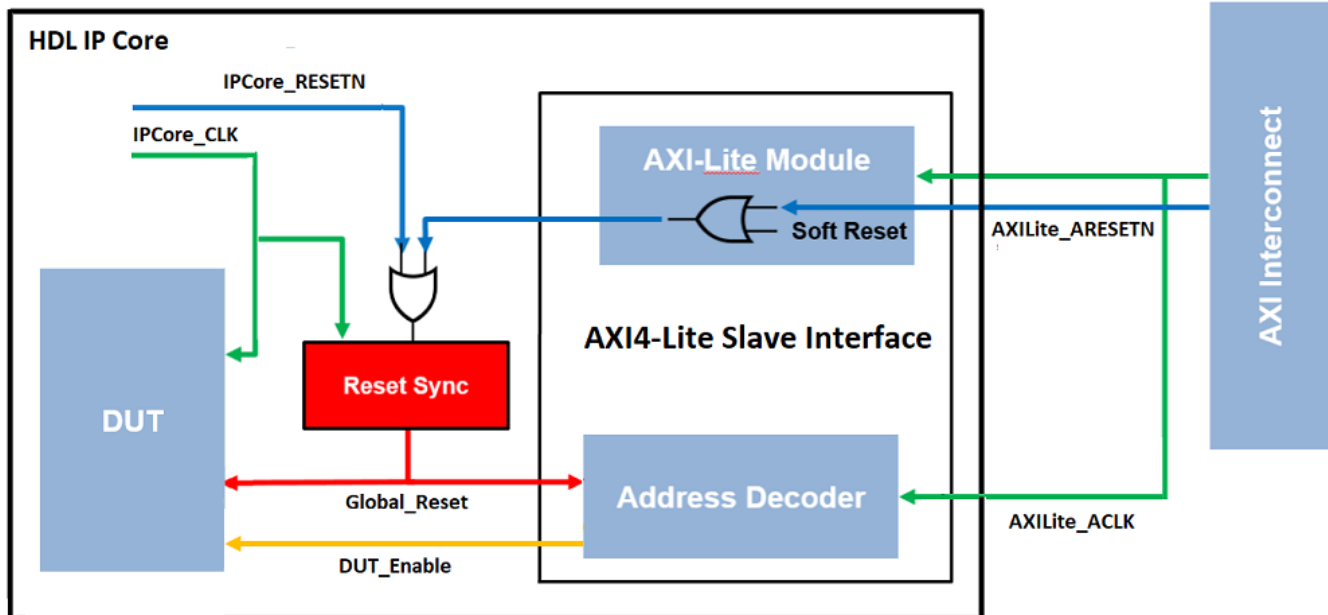
The shaded areas indicate when the processor and FPGA are running. During each sample time, the processor writes to the FPGA, then stops and waits for an indication that the FPGA has finished processing before continuing to run. Each time the FPGA runs, it executes the logic generated for one DUT subsystem sample time.

Synchronization of Global Reset Signal to IP Core Clock Domain

The HDL DUT IP core and the Address Decoder logic in the AXI4 Slave interface wrapper of the HDL IP core are driven by a global reset signal. If you generate an HDL IP core without any AXI4 slave interfaces, HDL Coder does not generate the AXI4 slave interface wrapper. The global reset signal becomes the same as the IP core reset signal and drives the HDL IP core for the DUT. To learn how you can generate an IP core without AXI4 slave interfaces, see “Generate Board-Independent HDL IP Core from Simulink Model” on page 40-20.



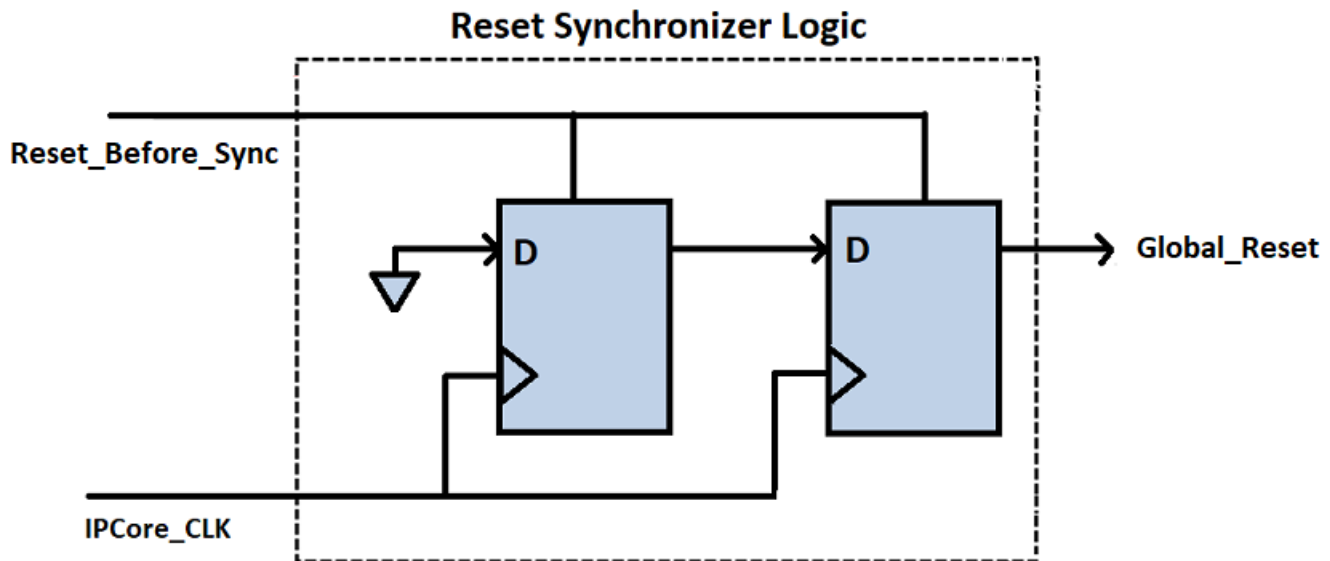
When you generate the AXI4 slave interfaces in the HDL IP core, the global reset signal is driven by three reset signals: the IP core external reset, the reset signal of the AXI interconnect, and the soft reset for the ARM processor core. The global reset signal in this case drives the HDL IP core for the DUT and the Address Decoder logic in the AXI4 slave wrapper.



The `IPCore_Clk` and `AXILite_ACLK` must be connected to the same clock source. The `IPCore_RESETN` and `AXILite_ARESETN` must be connected to the same reset source.

These reset signals can be either synchronous or asynchronous. Using asynchronous reset signals can be problematic and result in potential metastability issues in flipflops when the reset de-asserts within the latching window of the clock. To avoid generation of possible metastable values when combining the reset signals, HDL Coder automatically inserts a reset synchronization logic, as indicated by the `Reset Sync` block. The reset synchronization logic synchronizes the global reset signal to the IP core clock domain. This logic is inserted when you open the HDL Workflow Advisor and run the **Generate RTL Code and IP Core** task of the IP Core Generation workflow.

The reset synchronization logic contains two back-to-back flipflops that are synchronous to the `IPCore_CLK` signal. The flipflops make sure that de-assertion of the reset signal occurs after two clock cycles of when the `IPCore_CLK` signal becomes high. This synchronous de-assertion avoids generation of a global reset signal that has possible metastable values.



The logic works differently depending on whether you specify the **Reset type** as Synchronous or Asynchronous on the model. If your **Reset type** is Asynchronous, the synchronization logic asserts the reset signal asynchronously and de-asserts the reset signal synchronously. For example, this code illustrates the generated Verilog code for the reset synchronization logic when you generate the IP core with asynchronous reset.

...
...

```
reg_reset_pipe_process : PROCESS (clk, reset_in)
BEGIN
  IF reset_in = '1' THEN
    reset_pipe <= '1';
  ELSIF clk'EVENT AND clk = '1' THEN
    IF enb = '1' THEN
      reset_pipe <= const_0;
    END IF;
  END IF;
END PROCESS reg_reset_pipe_process;

reg_reset_delay_process : PROCESS (clk, reset_in)
BEGIN
  IF reset_in = '1' THEN
    reset_out <= '1';
  ELSIF clk'EVENT AND clk = '1' THEN
    IF enb = '1' THEN
      reset_out <= reset_pipe;
    END IF;
  END IF;
END PROCESS reg_reset_delay_process;
```

```
END rtl;
```

If your **Reset type** is Synchronous, the synchronization logic asserts and de-asserts the reset signal synchronously. For example, this code illustrates the generated Verilog code for the reset synchronization logic when you generate the IP core with synchronous reset.

```
...
...
reg_reset_pipe_process : PROCESS (clk)
BEGIN
  IF clk'EVENT AND clk = '1' THEN
    IF reset_in = '1' THEN
      reset_pipe <= '1';
    ELSIF enb = '1' THEN
      reset_pipe <= const_0;
    END IF;
  END IF;
END PROCESS reg_reset_pipe_process;

reg_reset_delay_process : PROCESS (clk)
BEGIN
  IF clk'EVENT AND clk = '1' THEN
    IF reset_in = '1' THEN
      reset_out <= '1';
    ELSIF enb = '1' THEN
      reset_out <= reset_pipe;
    END IF;
  END IF;
END PROCESS reg_reset_delay_process;

END rtl;
```

See Also

More About

- “Custom IP Core Generation” on page 40-10
- “Custom IP Core Report” on page 40-13
- “Processor and FPGA Synchronization” on page 40-24

IP Caching for Faster Reference Design Synthesis

In this section...

- “Requirements for Using IP Caching” on page 40-30
- “What Is an IP Cache?” on page 40-30
- “How IP Caching Works” on page 40-31
- “Enable IP Caching” on page 40-31
- “IP Caching in HDL Coder Reference Designs” on page 40-32
- “IP Caching in Custom Reference Designs” on page 40-33

For target platforms that support the IP Core Generation workflow with Xilinx Vivado, you can use IP caching. IP caching reduces the synthesis time of reference designs that have many IP modules or that have IP modules with a significant synthesis run time. When you enable IP caching, the Vivado project uses an out-of-context (OOC) workflow. This workflow synthesizes the IP in the reference design out of context from the top-level design. The OOC workflow accelerates project runs because the synthesis tool reuses the IP cache, and does not have to resynthesize the IP when you run the workflow.

If you do not enable IP caching, by default, the Vivado project uses the global synthesis flow. This flow synthesizes the IP modules in the reference design along with the top-level design. In subsequent project runs, this workflow resynthesizes the IP modules in the reference design.

Requirements for Using IP Caching

- **Target workflow:**
 - IP Core Generation
 - Simulink Real-Time FPGA I/O for Speedgoat boards that use Xilinx Vivado
- **Synthesis tool:** Xilinx Vivado

What Is an IP Cache?

An IP cache is a folder that consists of subfolders corresponding to IP modules in the reference design. Each subfolder is organized by a hash index that corresponds to the file name. For each IP module, the subfolder consists of Xilinx Core Instance (XCI) files, Design Checkpoint (DCP) files, and synthesis log files. The DCP is a container file that contains synthesized netlists, black box HDL stub files, and the output clock constraints.

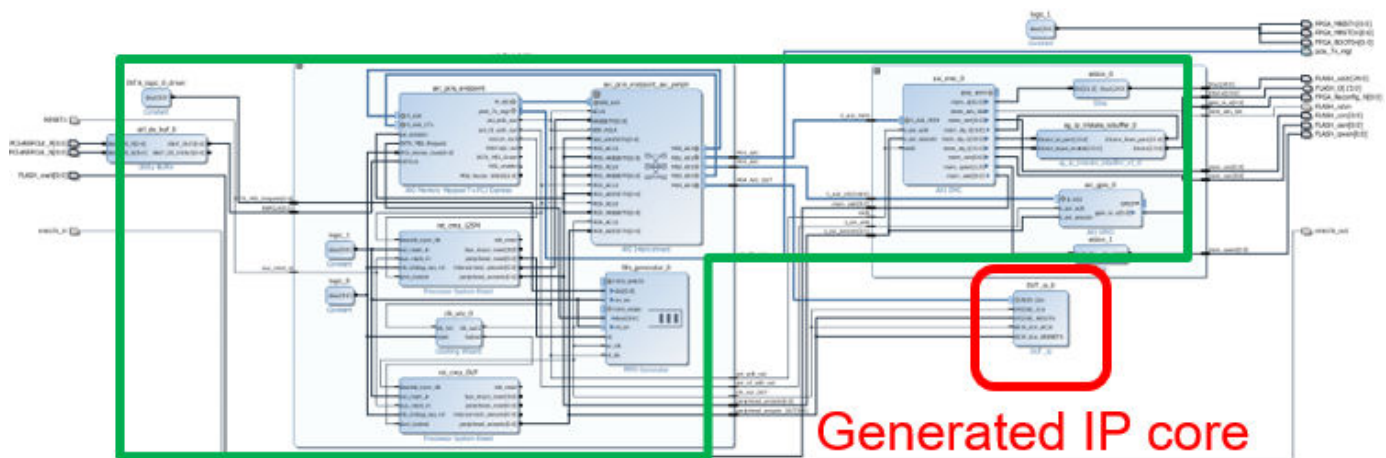
To reuse the IP cache when you run the workflow, the IP synthesis has to match the hash index in the IP cache. The hash index match corresponds to a hit in the IP cache. To hit the IP cache in subsequent runs, use the same:

- Part, language, and target platform settings
- Reference design version
- Target frequency
- `hdl_prj` folder when you created the IP cache

How IP Caching Works

When you enable IP caching, the Xilinx Vivado project uses an out-of-context (OOC) workflow. The OOC design flow is a bottom-up workflow that:

- 1 Synthesizes the IP modules in the reference design separately from the top-level design. The synthesis output is the Design Checkpoint (DCP) file.
- 2 Synthesizes your top-level design while treating the IP in the reference design as a black box by using the HDL stub files provided with the DCP.
- 3 Implements your design on the target device by linking the netlists from the IP design checkpoint files with your top-level netlist.



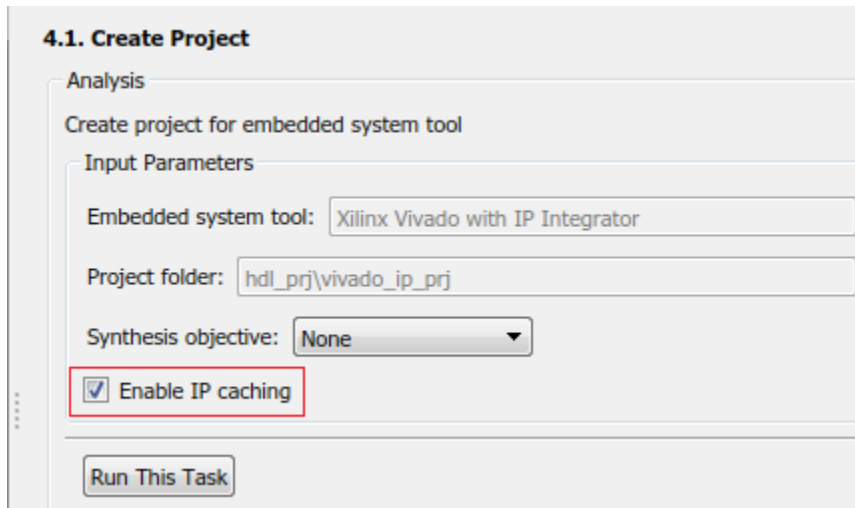
No need to re-synthesize

For large reference designs, the OOC flow improves synthesis run time, because you do not have to resynthesize the IP when you modify your design and run the workflow. To learn more about the OOC workflow and IP synthesis options, refer to the Xilinx documentation.

Enable IP Caching

Before you enable IP caching, specify IP Core Generation as the target workflow, and then specify the target platform settings. To enable IP caching:

- From the HDL Workflow Advisor, in the **Create Project** task, select the **Enable IP caching** check box.



- From the command line, use the `EnableIPCaching` property of the `hdlcoder.WorkflowConfig` class. To use this property, create an object of the `hdlcoder.WorkflowConfig` class, or export the HDL Workflow Advisor settings to a script.

```
hWC = hdlcoder.WorkflowConfig('SynthesisTool','Xilinx Vivado','TargetWorkflow','IP Core Generation');
% ...
% ...
hWC.EnableIPCaching = true;
```

IP Caching in HDL Coder Reference Designs

Use IP caching for large reference designs that have a significant synthesis time. For example, the HDL Coder reference design `Default video system` (requires `HDMI FMC module`) is a potential candidate for IP caching.

Note The `Speedgoat I0333-325K` board that you use with the `Simulink Real-Time FPGA I/O` workflow comes with an IP cache. The first time that you run the workflow, the code generator reuses this IP cache, which improves reference design synthesis time.

To enable IP caching, in the HDL Workflow Advisor, specify `IP Core Generation` as the target workflow, and then specify the target platform settings. Before you run the workflow for the first time:

- 1 In the **Create Project** task, select the **Enable IP caching** check box.

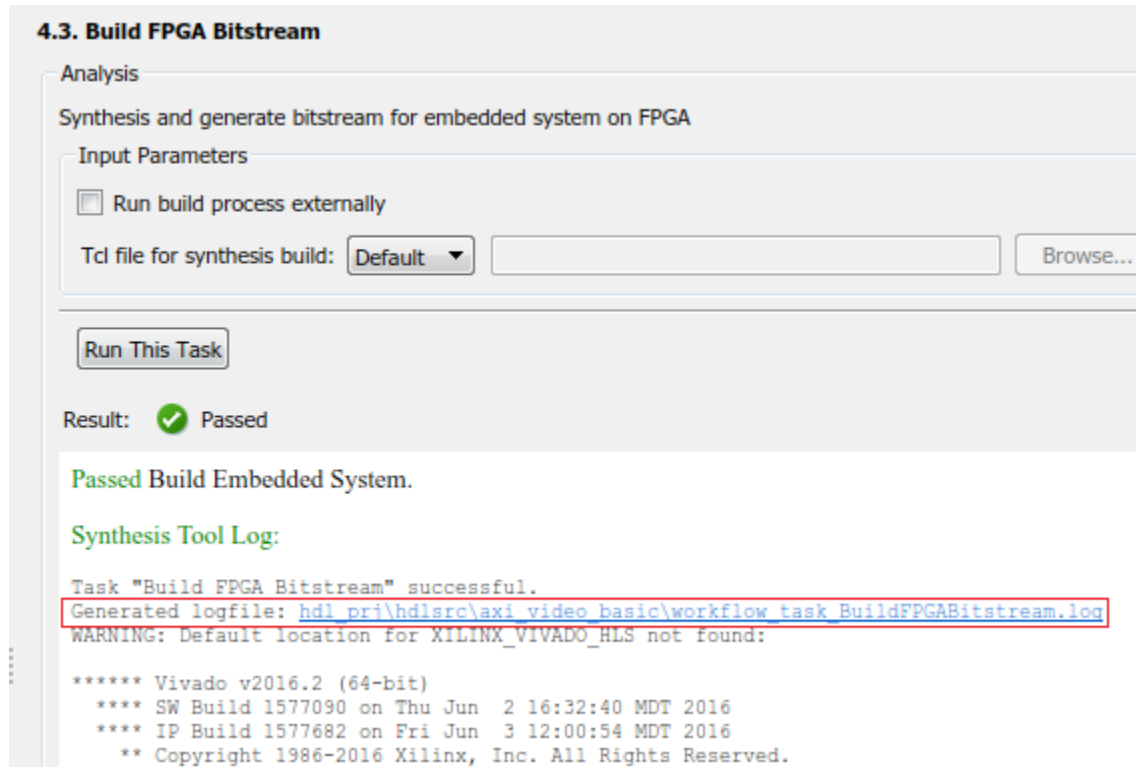
When you run this task, the workflow creates an empty IP cache folder. You can see the `ipcache` folder in the `hdl_prj/vivado_ip_prj` path.

- 2 Run the **Build FPGA Bitstream** task.

This task populates the IP cache folder with synthesis logs and design checkpoint files generated for the HDL IP core and other IP blocks in the reference design. When this task has run successfully, you can see the generated files in the `ipcache` folder.

When you run the `IP Core Generation` workflow a second time, in the **Build FPGA Bitstream** task, you can see an improvement in the task run time. Make sure that you use the same IP settings

and `hdl_prj` folder as the first time that you ran the workflow. When this task has run successfully, to see if your workflow reused the IP cache, open the `workflow_task_buildFPGABitstream.log` file.



This code snippet shows that the Vivado project launches a maximum number of jobs to synthesize the design and reuse the IP modules in the IP cache folder. You can see that the cacheID of the IP modules match the file names of the subfolders in the `ipcache` folder.

```
...
# reset_run impl_1
# reset_run synth_1
# launch_runs -jobs 4 synth_1
...
...
INFO: [IP_Flow 19-4760] Using cached IP synthesis design for IP system_top_RGBtoYCbCr_0_0, cacheID = 3575924730488800
INFO: [IP_Flow 19-4760] Using cached IP synthesis design for IP system_top_YCbCrtoRGB_0_0, cacheID = e71459f41e26e141
INFO: [IP_Flow 19-4760] Using cached IP synthesis design for IP system_top_xbar_0, cacheID = d0f0971cb77bcaed
INFO: [IP_Flow 19-4760] Using cached IP synthesis design for IP system_top_axis2hdmi_0_0, cacheID = 7601a322f9fd0ec4
...
```

IP Caching in Custom Reference Designs

If you are using your own custom reference design, IP caching can accelerate reference design synthesis when you run the workflow for the first time. To reuse the IP cache, create an IP cache zip file, and then make sure that the reference design definition file points to this zip file.

To create an IP cache zip file:

- 1 Open the HDL Workflow Advisor for any Simulink model that has a DUT subsystem, and then run the **IP Core Generation** workflow to the **Generate RTL Code and IP Core** task.

- 2 In the **Create Project** task, select the **Enable IP caching** check box, and then click **Run This Task**. This task creates an empty IP cache folder.
- 3 Run the workflow to the **Build FPGA Bitstream** task. This task populates the IP cache with the HDL IP core and the reference design IP modules.
- 4 In the IP cache folder, delete the IP core files generated for the DUT. Extract the remaining files from this folder into a zip file, name it `ipcache.zip`, and then save the file in the reference design folder.

To reuse the IP cache, in the reference design definition file `plugin_rd.m`, use the `IPCacheZipFile` property of the `hdlcoder.ReferenceDesign` class. By using that property, you add the `ipcache.zip` file to the Xilinx Vivado project.

```
function hRD = plugin_rd()
% Reference design definition

hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Xilinx Vivado');
% ...
% ...
hRD.IPCacheZipFile = 'ipcache.zip';
```

When you use the workflow to target your custom reference design, the code generator selects the **Enable IP caching** check box. To see the improvement in synthesis time, run the **Build FPGA Bitstream** task.

See Also

`hdlcoder.Board` | `hdlcoder.ReferenceDesign`

More About

- “Custom IP Core Generation” on page 40-10
- “Custom IP Core Report” on page 40-13
- “Board and Reference Design Registration System” on page 41-55
- “Run HDL Workflow with a Script” on page 31-54

Resolve Timing Failures in IP Core Generation and Simulink Real-Time FPGA I/O Workflows

In this section...

“Step 1: Identify the Timing Failure” on page 40-35

“Step 2: Find the Critical Path” on page 40-38

“Step 3: Resolve Timing Failures” on page 40-42

Synchronous circuits require that data propagates from a source register to a destination register within one clock cycle. For the synthesis tools, the Delay blocks that you add to your Simulink model run at the clock rate. The tools require data to travel between the blocks within one clock cycle. If the tool is unable to propagate the data between the registers for one or more signal paths in your model within one clock cycle, a timing failure occurs.

The tools report a slack information for each signal path, which corresponds to the difference between the required time and the arrival time. Required time is the expected time at which a signal must arrive at the destination register. Arrival time is the time elapsed for a signal to arrive at that point. A positive slack indicates that the signal arrived much faster than the required time, and the path passes the timing requirement. A negative slack indicates that the signal path is slower than the required time, and the path fails the timing requirement. To make sure that your design meets the timing requirements, speed up all signal paths that have a negative slack.

To identify if your design meets the timing requirements and how you can resolve timing failures, perform these steps.

Step 1: Identify the Timing Failure

When you run the IP Core Generation workflow or the Simulink Real-Time FPGA I/O workflow for Vivado-based boards, if your Simulink model does not meet the timing requirements, HDL Coder generates an error in the **Build FPGA Bitstream** step of the workflow. See:

- “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75 for information about how to run the IP Core Generation workflow.
- “FPGA Programming and Configuration on Speedgoat Simulink-Programmable I/O Modules” on page 41-79 for information about how to run the Simulink Real-Time FPGA I/O workflow. When you run this workflow, use a Speedgoat board that supports Xilinx Vivado as the synthesis tool.

When you run the **Build FPGA Bitstream** task, if you left the **Run build process externally** check box selected by default, whether or not there is a timing failure, HDL Coder displays the results as **Passed** and provides warning messages. View the build log in the external console to identify if there is a potential timing failure.

4.3. Build FPGA Bitstream

Analysis

Synthesis and generate bitstream for embedded system on FPGA

Input Parameters

Run build process externally

Tcl file for synthesis build: Default ▾ Browse...

Run This Task

Result: ✔ Passed

Warning Run build process externally: The system build has been launched in an external shell, please check the external console to make sure the bitstream generation is completed. The system build may fail if the timing constraints are not met by the synthesis tool. If a timing failure occurs, the bitstream will be renamed to "system_timingfailure.sof". For more details on how to resolve the timing failure, please follow the "[Article on timing failure](#)" and also read the "[timing report](#)" for details. The system build may also fail because of other reasons, please read the log in the external console to identify reason.

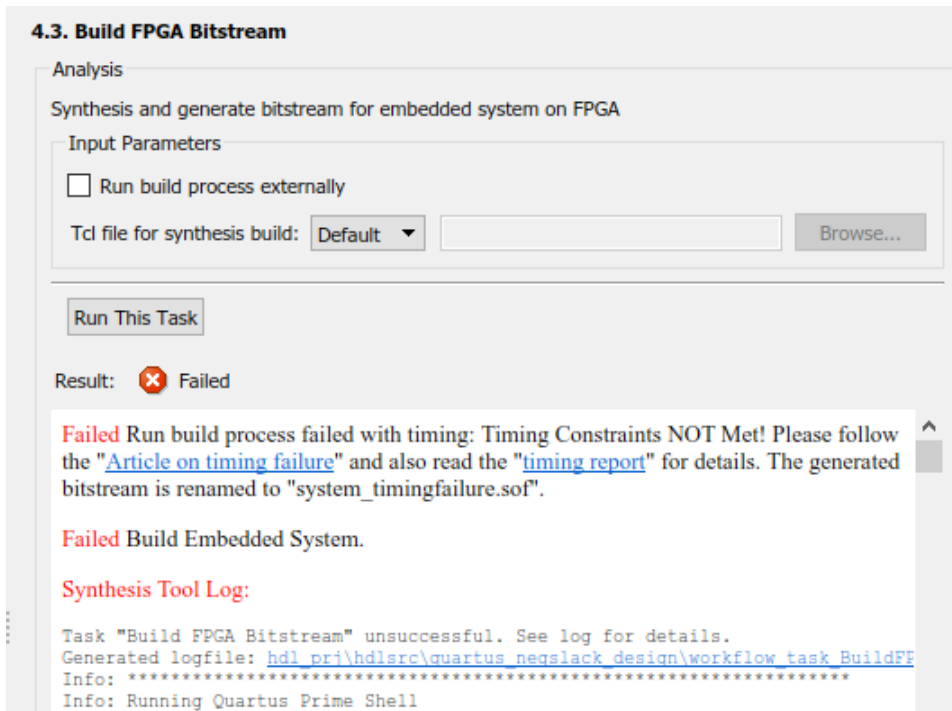
Passed Build Embedded System.

Synthesis Tool Log:

```
Task "Build FPGA Bitstream" successful.
Generated logfile: hdl_pri\hdlsrc\quartus_negslack_design\workflow_task_BuildFPGA
Running embedded system build outside MATLAB.
Please check external shell for system build progress.
```

In the external console, if there is a timing failure, you see the worst slack and this message: Timing constraints NOT met!

When you clear the **Run build process externally** check box, and then run the **Build FPGA Bitstream** task, if a timing failure occurs, the task fails, and you see these messages in the **Result** subpane.



In both cases, when there is a timing failure, the code generator replaces the previous bitstream with a bitstream that has the same name and the postfix `_timingfailure.bit` or `_timingfailure.sof` depending on whether you created a project by using Vivado or Quartus. For example, if the previous generated bitstream was called `system_top_wrapper.bit`, and if there is a timing failure, HDL Coder renames this bitstream to `system_top_wrapper_timingfailure.bit`.

If you run the **Program Target Device** task, the task fails.

Report Timing Failures as Warnings

If you have already implemented the custom logic to resolve the timing failures, you can specify the timing failures to be reported as warnings instead of errors. You can then continue the workflow and generate the FPGA bitstream. Before programming the target SoC device, it is recommended that you have resolved the timing failures.

After you have resolved the timing failures, to verify that the failures have been resolved, you can use the HDL Coder software. Change the timing failures to be reported as errors and then rerun the IP Core Generation workflow to ensure that the **Build FPGA Bitstream** task passes. If the **Build FPGA Bitstream** task still fails, perform the steps in the preceding sections to identify and resolve the timing failures.

To specify timing failures to be reported as warnings:

- After you run the **Build FPGA Bitstream** task, export the HDL Workflow Advisor to a script. In the script, to report timing failures as warnings, use the `ReportTimingFailure` property of the `hdlcoder.WorkflowConfig` class. You can then run the script or import the script to the HDL Workflow Advisor and then run the workflow.

```
hWC.ReportTimingFailure = hdlcoder.ReportTiming.Warning;
```

- If you are targeting a custom reference design that you have already defined for the board, to report timing failures as warnings, use the `ReportTimingFailure` property of the `hdlcoder.ReferenceDesign` class.

```
hRD.ReportTimingFailure = hdlcoder.ReportTiming.Warning;
```

To learn how you can identify the critical path and resolve the timing failures, perform the steps in the preceding sections.

Step 2: Find the Critical Path

Critical path is a combinational path between the input and the output that has the maximum delay. This path corresponds to the signal path that has the worst negative slack. By identifying and optimizing the critical path, you can resolve timing failures and improve the timing of your design. You can identify the critical path in your design by using either of these strategies.

Strategy 1: Check the Timing Report

In the **Result** subpane, to open the timing report that is generated by the synthesis tool, select the **timing_report** link. You can use the report to identify the critical path in your design. In the report, if you search for **Worst Slack**, you can identify the worst setup slack. Then, use the **Source** and **Destination** points to identify the critical path. For example, this report for the LED blinking model `hdlcoder_led_blinking` shows that the critical path is inside the HDL Counter block.

```
-----
From Clock:  clk_out1_system_top_clk_wiz_0_0
To Clock:    clk_out1_system_top_clk_wiz_0_0

Setup : 1193 Failing Endpoints, Worst Slack -2.478ns, Total Violation -1226.784ns
Hold  : 0 Failing Endpoints, Worst Slack 0.034ns, Total Violation 0.000ns
PW   : 2 Failing Endpoints, Worst Slack -0.576ns, Total Violation -0.731ns
-----

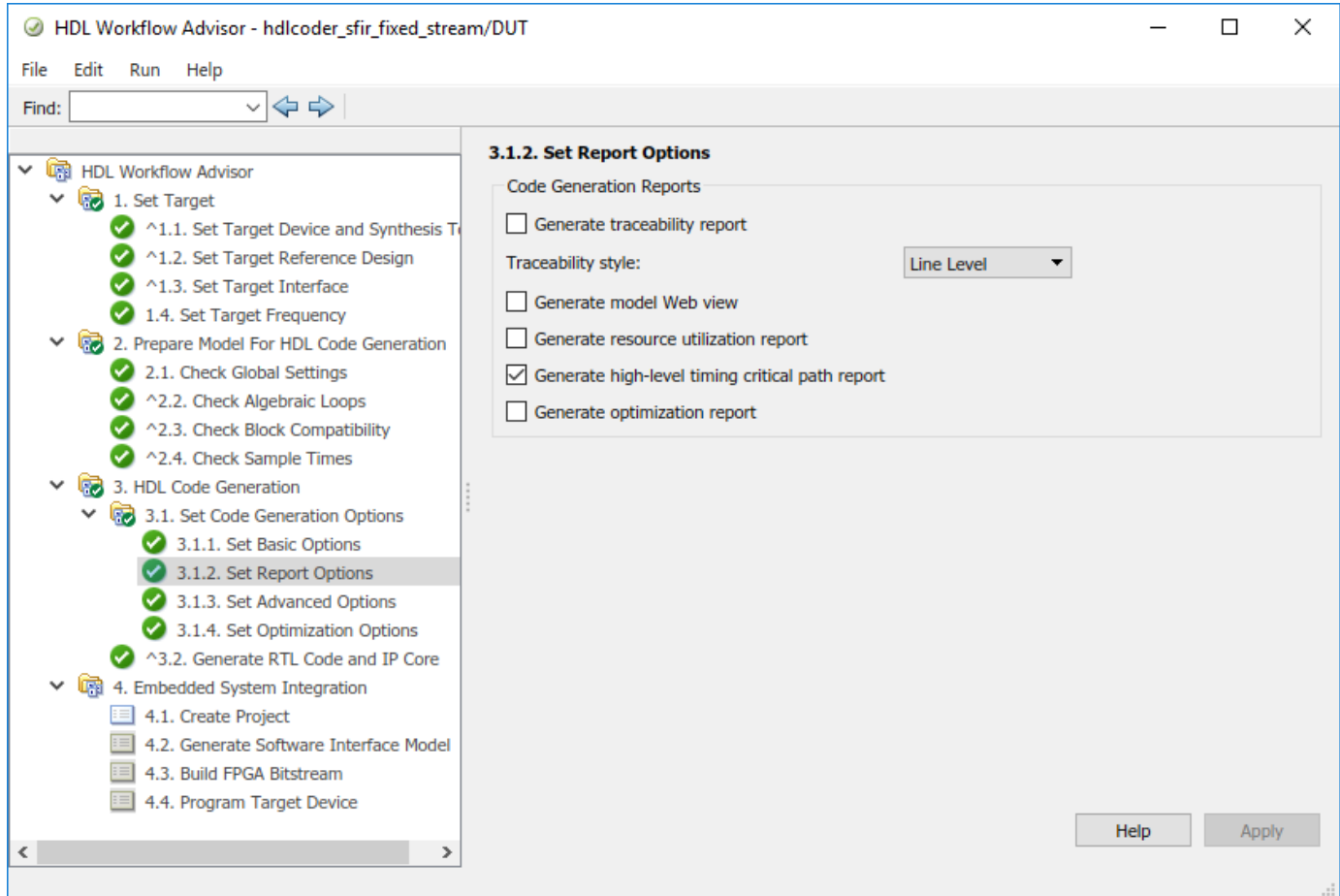
Max Delay Paths
-----
Slack (VIOLATED) : -2.478ns (required time - arrival time)
Source:          system_top_i/led_count_ip_0/U0/u_led_count_ip_dut_inst/
                  u_led_count_ip_src_led_counter/HDL_Counter1_out1_reg[0]/C
                  (rising edge-triggered cell FDRE clocked by clk_out1_system_top_clk_wiz_0_0
                   {rise@0.000ns fall@1.000ns period=2.000ns})
Destination:    system_top_i/led_count_ip_0/U0/u_led_count_ip_dut_inst/
                  u_led_count_ip_src_led_counter/HDL_Counter1_out1_reg[20]/R
                  (rising edge-triggered cell FDRE clocked by clk_out1_system_top_clk_wiz_0_0
                   {rise@0.000ns fall@1.000ns period=2.000ns})

Path Group:     clk_out1_system_top_clk_wiz_0_0
Path Type:      Setup (Max at Slow Process Corner)
Requirement:    2.000ns (clk_out1_system_top_clk_wiz_0_0 rise@2.000ns -
                  clk_out1_system_top_clk_wiz_0_0 rise@0.000ns)
Data Path Delay: 3.899ns (logic 1.412ns (36.211%) route 2.487ns (63.789%))
```

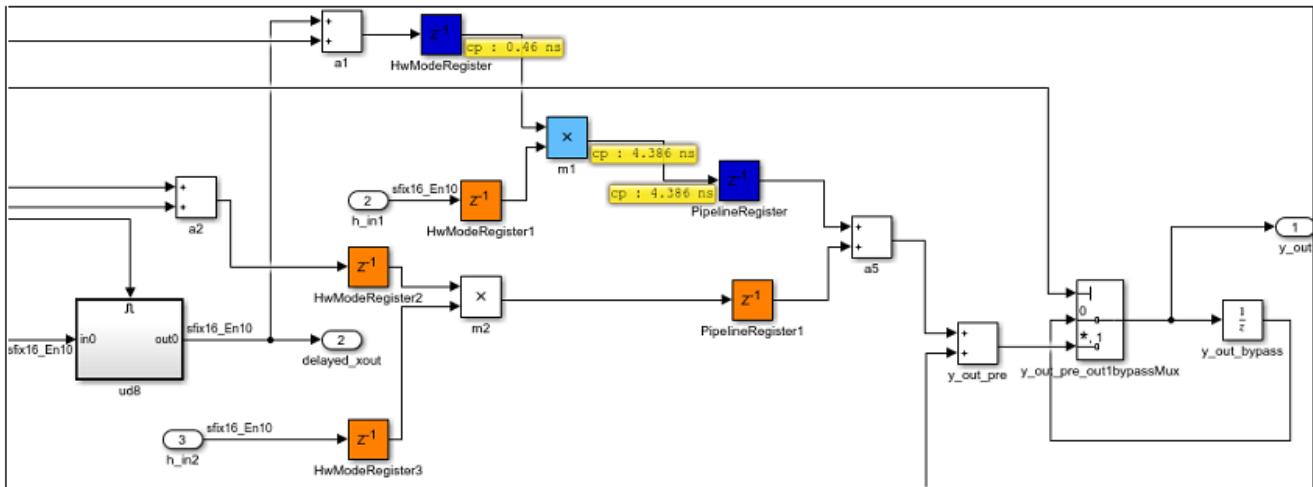
Strategy 2: Estimate Critical Path Without Running Synthesis

Use HDL Coder to estimate and highlight the critical path in your model without synthesizing your design. Critical path estimation identifies the critical path by performing static timing analysis with timing data from target-specific databases. Estimating the critical path without using synthesis tools can lead to inaccurate timing results. Critical path estimation speeds up the process of identifying and optimizing the critical path in your design. It is an alternative to performing **FPGA Synthesis and Analysis** with the HDL Workflow Advisor. To learn more, see “Critical Path Estimation Without Running Synthesis” on page 24-148.

To estimate the critical path, in the **Set Report Options** task, select the **Generate high-level timing critical path report** check box. Run the workflow to the **Generate RTL Code and IP Core** task.



HDL Coder generates a critical path estimation section in the Code Generation Report. On this section, when you select the link to the `criticalpathestimated` script, the code generator highlights the critical path in the generated model. This figure shows a section of the `hdlcoder_sfir_fixed_stream` model with the critical path highlighted.



Strategy 3: Annotate Critical Path By Using Backannotation

For more accurate critical path information and highlighting of critical path in your design, use backannotation. To use backannotation, you have to leave the current Workflow Advisor session, and then run the Generic ASIC/FPGA workflow to annotate the model with the synthesis results.

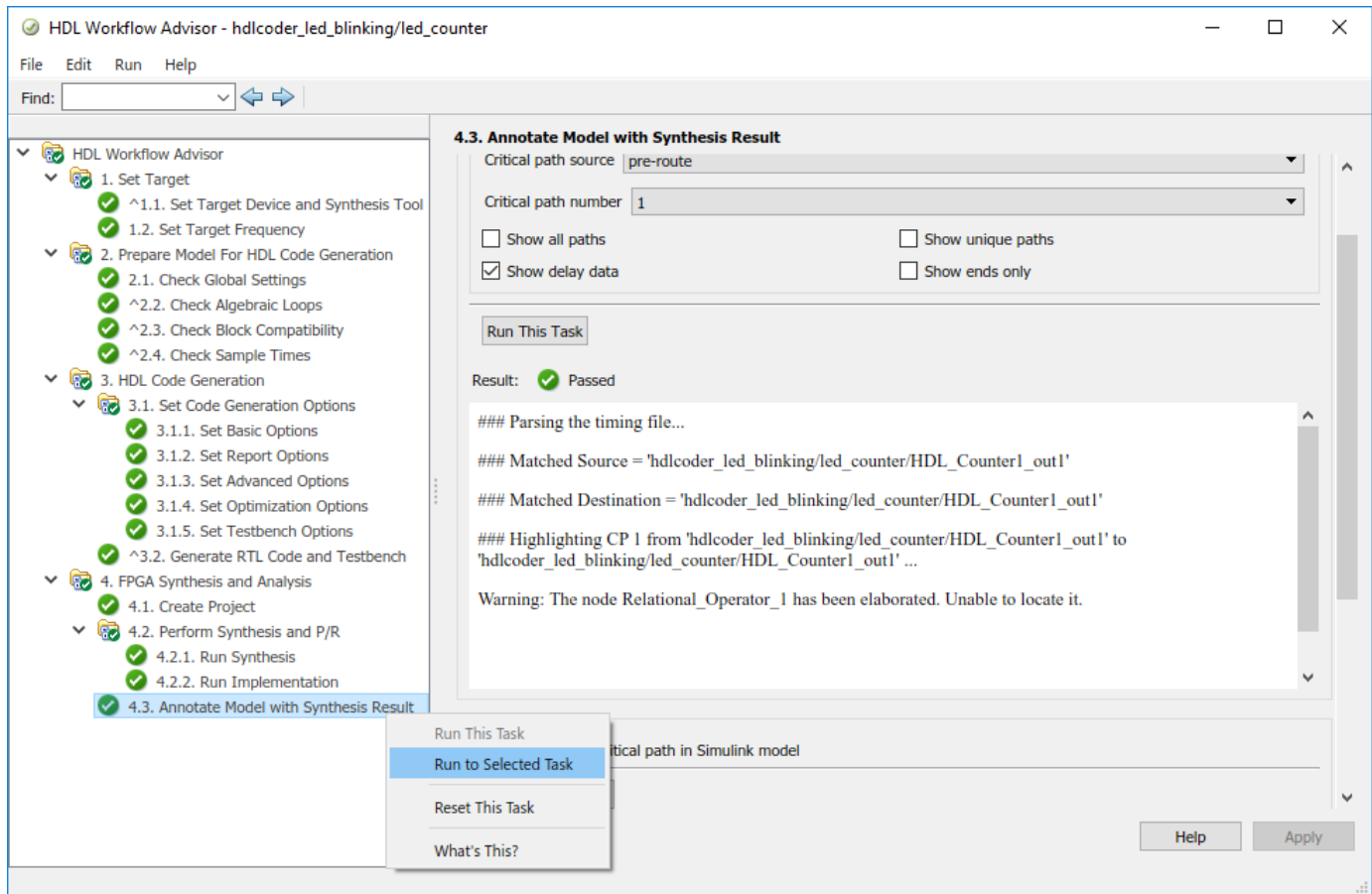
Before you use backannotation, it is recommended that you export the current HDL Workflow Advisor settings to a script. By exporting the settings to a script, you can iterate on the critical path and customize various settings to optimize your design until you meet the timing requirements. You can import the Workflow Advisor script to the HDL Workflow Advisor and then run the workflow. See also "Run HDL Workflow with a Script" on page 31-54.

To use backannotation:

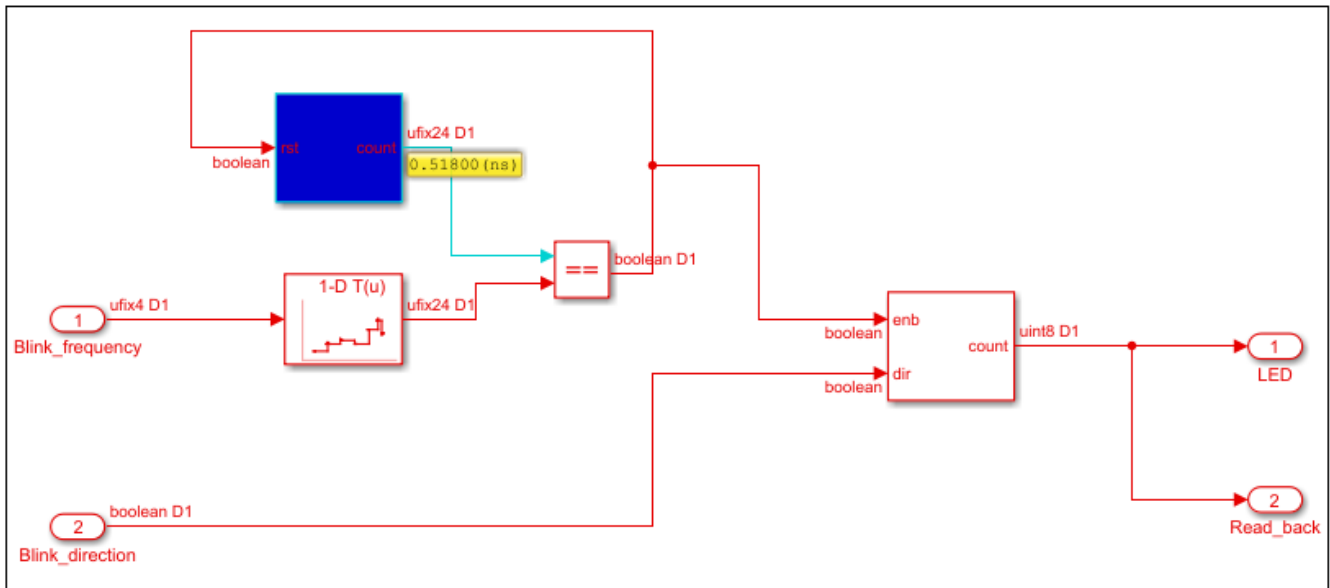
- 1 In the **Set Target Device and Synthesis Tool** task, select Generic ASIC/FPGA as the **Target workflow**. For **Synthesis tool**, specify the same tool that you used to run the IP Core Generation workflow.

When you specify these settings, HDL Coder resets this task and all tasks that follow it.

- 2 Select **Run This Task**.
- 3 In the **Set Target Frequency** task, specify the same target frequency that you used to run the IP Core Generation workflow. Select **Run This Task**.
- 4 Right-click the **Annotate Model with Synthesis Result** task and select **Run to Selected Task**.



When you run the link to the **Annotate Model with Synthesis Result** task, the code generator highlights the critical path in the generated model. This figure shows that the critical path in the `hdlcoder_led_blinking` model is inside the HDL Counter block.



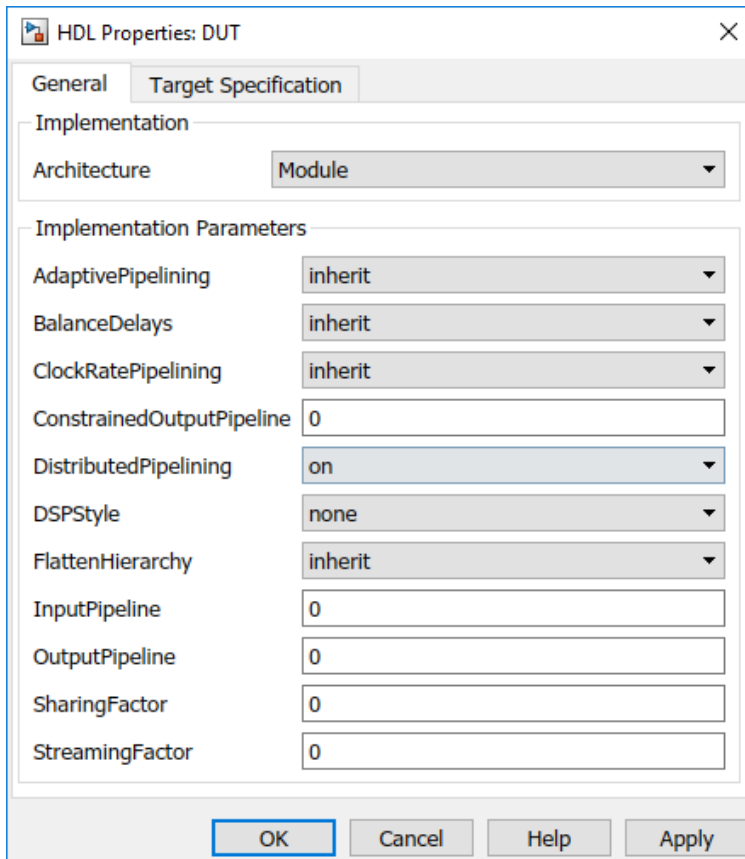
Step 3: Resolve Timing Failures

To resolve timing failures, you can use any of these recommendations or a combination of the recommendations until your design meets the target frequency.

Recommendation 1: Use Speed Optimizations

You can use speed optimizations such as distributed pipelining and clock-rate pipelining to break the critical path by adding pipeline registers while preserving the functional behavior. By reducing the critical path, you can achieve higher clock frequencies and increase the arrival time of the signal until it equals the required time and the slack becomes zero.

Distributed pipelining and hierarchical distributed pipelining optimizations move the existing delays you have in your design across the subsystem hierarchy. When you use hierarchical distributed pipelining enabled, make sure that all Subsystem blocks have DistributedPipelining enabled. If your design does not meet the timing requirements, you can add more pipelines by using **InputPipeline** or **OutputPipeline** block properties. You can specify these properties in the HDL Block Properties dialog box of the Subsystem.

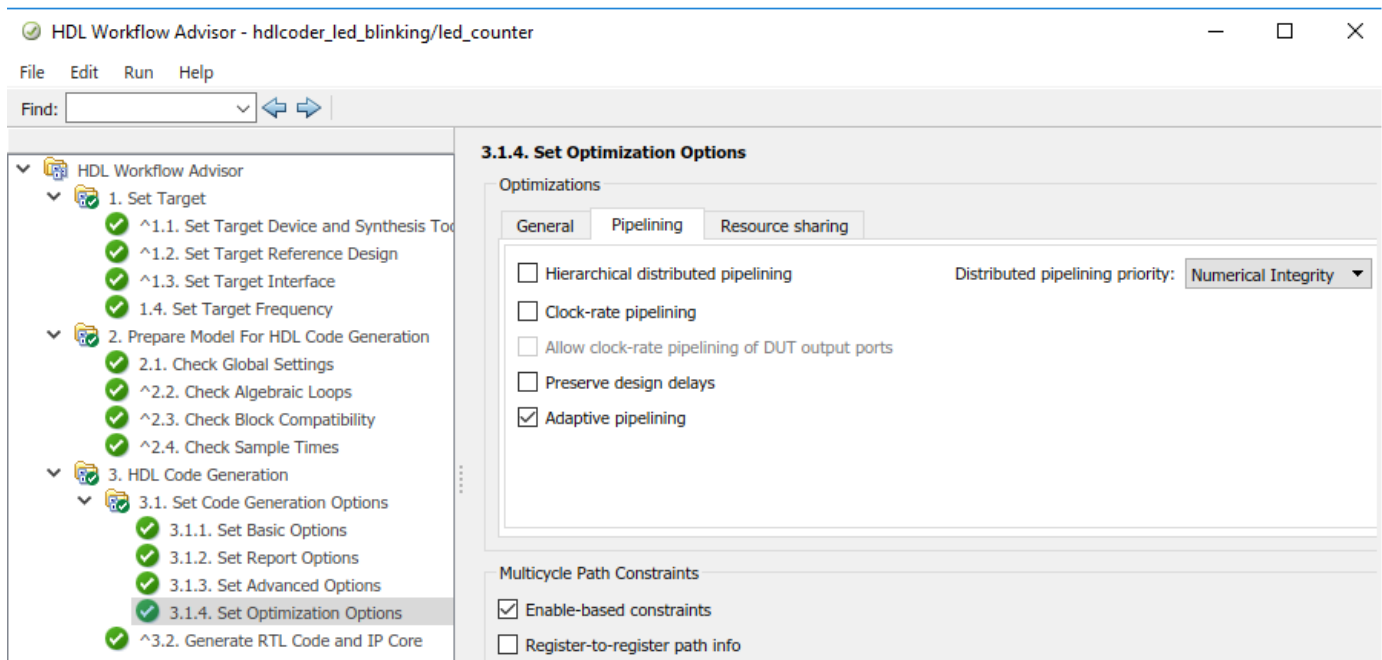


If distributed pipelining is unable to move the registers, you can add Delay blocks to your model, and then enable the **Preserve design delays** setting. Reset the **Check Global Settings** task and run the workflow to the **Build FPGA Bitstream** task. You can iterate on this approach and use other optimizations such as clock-rate pipelining with a large value for the **Oversampling factor** if the design does not meet the timing requirements. To specify these settings, use the **Pipelining** tab of the **Set Optimization Options** task in the HDL Workflow Advisor. For more information, see “Speed Optimization”.

Recommendation 2: Specify Enable-Based Multicycle Path Constraints

If your design contains multiple sample rates or uses certain HDL block implementations or speed optimizations that insert pipeline registers at a faster rate after code generation, your design can have multicycle paths. By default, HDL Coder uses a single clock mode that generates a master clock at the fastest sample rate and creates a timing controller entity. The timing controller generates a set of clock enables with the required rate and phase information to sample the clock signal for blocks that operate at a slower sample time.

If your critical path is on a slower signal rate, synthesis tools can fail to meet the timing requirements. A timing failure occurs because the tools cannot infer the sample rates from the generated HDL code and assume that these paths have to run at the fastest rate. You can use enable-based multicycle path constraints to generate a constraints file that enables the synthesis tool to ease the clock constraint on the multicycle paths. To specify generation of multicycle path constraints, in the **Set Optimization Options** task, select the **Enable-based constraints** check box. Run the workflow to the **Build FPGA Bitstream** task. For an example, see “Use Multicycle Path Constraints to Meet Timing for Slow Paths” on page 23-32.



Recommendation 3: Reduce the Target Frequency

Use the **Target Frequency (MHz)** setting to specify the target frequency for HDL Coder to modify the clock module setting in the reference design to produce the clock signal with that frequency. See also “Target Frequency Parameter” on page 14-8.

To resolve timing failures, reduce the **Target Frequency (MHz)** setting so that the synthesis tool can meet the timing constraint. To see what target frequency you can specify, use the slack and the critical path information from the synthesis tool timing report. Because slack is equal to the difference between the required time and arrival time, you can add the slack to the required time, and then use this sum as the **New required time**. Use the reciprocal of this **New required time** as the target frequency value to meet the timing requirements because the **New required time** equals the arrival time. To compute the target frequency, in the MATLAB Command Window, run this script.

```
% Specify the required time (ns) and slack (ns) using timing report
required_time = 2;
slack = 2.2;

% Slack is difference between required_time and arrival_time
% By adding slack to required_time you can resolve
New_required_time = required_time + slack;
Target_frequency = 1 / (New_required_time);

% Since we computed the new time in nanoseconds
Target_frequency_MHz = Target_frequency * 10^3;
```

In the **Set Target Frequency** task, specify this value for **Target Frequency (MHz)**, and then run the workflow to the **Build FPGA Bitstream** task. If you see a timing failure, you can use this approach to iterate on the target frequency value until your design meets the timing requirements and the slack becomes zero.

You can also export the HDL Workflow Advisor settings to a script and keep iterating on the target frequency value by specifying `Target_frequency_MHz` as the value for the `TargetFrequency` property. Then, run the script.

```
% Set this frequency as the new target frequency
hdlset_param('hdlcoder_led_blinking', 'TargetFrequency', Target_frequency_MHz);
```

See Also

`hdlcoder.Board` | `hdlcoder.ReferenceDesign`

More About

- “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2
- “Custom IP Core Generation” on page 40-10
- “IP Core Generation Workflow for Speedgoat Simulink-Programmable I/O Modules” on page 41-108
- “Program Target FPGA Boards or SoC Devices” on page 40-50

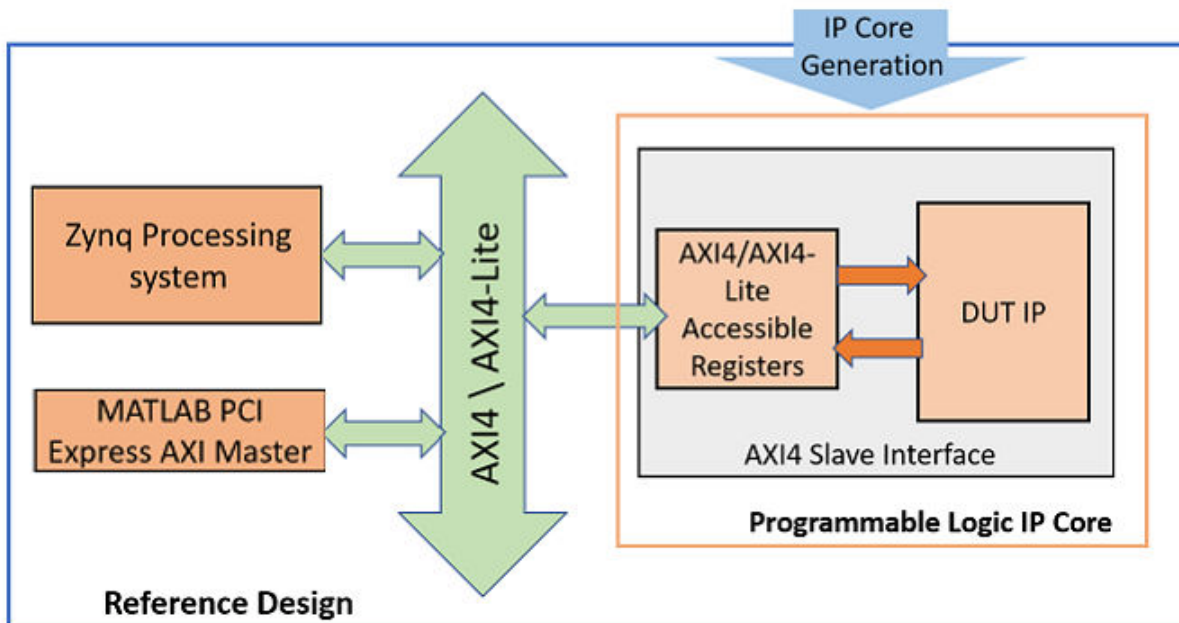
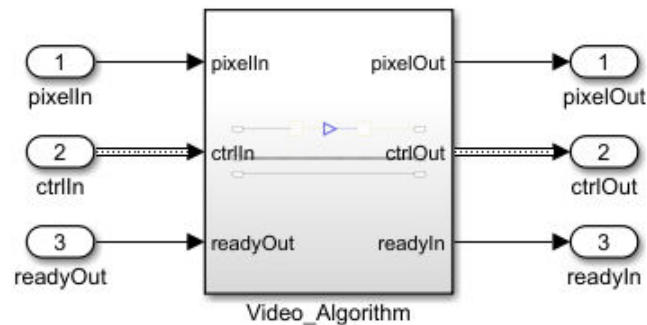
Define Multiple AXI Master Interfaces in Reference Designs to access DUT AXI4 Slave Interface

In this section...

“Vivado-Based Reference Designs” on page 40-46

“Qsys-Based Reference Designs” on page 40-48

You can define multiple AXI Master interfaces in your custom reference design and access the AXI4 slave interfaces in the generated HDL DUT IP core for the DUT. This capability enables you to simultaneously connect the HDL DUT IP core to two or more AXI Master IP in the reference design, such as the HDL Verifier JTAG AXI Master IP and the ARM processor in the Zynq processing system.



Vivado-Based Reference Designs

To define multiple AXI Master interfaces, you specify the `BaseAddressSpace` and `MasterAddressSpace` for each AXI Master instance, and also the `IDWidth` property.

IDWidth is the width of all ID signals, such as AWID, WID, ARID, and RID, specified as a positive integer. By default, the IDWidth is 12, which enables you to specify one AXI Master interface connection to the DUT IP core. To connect the DUT IP core to multiple AXI Master interfaces, you may have to increase the IDWidth. The IDWidth value is tool-specific. To see the value that you must use when specifying more than one AXI Master interface, refer to the documentation for that tool. If you use an incorrect ID width, the synthesis tool generates an error, and reports the correct IDWidth that you must use.

This code is the syntax for the MasterAddressSpace field when specifying multiple AXI Master interfaces in Vivado-based reference designs:

```
'MasterAddressSpace', ...
  {'AXI Master Instance Name1/Address Space of Instance Name1', ...
   'AXI Master Instance Name2/Address_Space of Instance Name2',...};
```

For example, this code illustrates how you can modify the plugin_rd file to define two AXI Master interfaces.

```
% ...

%% Add custom design files
% add custom Vivado design
hRD.addCustomVivadoDesign( ...
  'CustomBlockDesignTcl', 'system_top.tcl', ...
  'VivadoBoardPart',      'xilinx.com:zc706:part0:1.0');

% ...
% ...

% The DUT IP core in this reference design is connected
% to both Zynq Processing System and the MATLAB as AXI
% Master IP. Because of 2 AXI Master, ID width
% has to be increased from 12 to 13.
hRD.addAXI4SlaveInterface( ...
  'InterfaceConnection', 'axi_interconnect_0/M00_AXI', ...
  'BaseAddress',         {'0x40010000', '0x40010000'}, ...
  'MasterAddressSpace', {'processing_system7_0/Data', 'hdlverifier_axi_master_0/axi4m'}, ...
  'IDWidth',             13);

% ...
```

In this example, the two AXI Master IP are the HDL Verifier MATLAB as AXI Master IP and the ARM processor. Based on the syntax of the MasterAddressSpace, for the HDL Verifier MATLAB as AXI Master IP, the AXI Master Instance Name is hdlverifier_axi_master_0 and the Address_Space of Instance Name is axi4m.

The AXI4 slave interfaces in the HDL DUT IP core connect to the Xilinx AXI Interconnect IP that is defined by the InterfaceConnection property of the addAXI4SlaveInterface method. The AXI4 slave interfaces have a BaseAddress. This BaseAddress must map to the MasterAddressSpace for the two AXI Master IP, which is specified as a cell array of character vectors.

You must make sure that the AXI Master IPs have already been included in the Vivado reference design project. system_top.tcl is the TCL file that is defined by the CustomBlockDesignTcl property of the addCustomVivadoDesign method. In this TCL file, you must make sure that the two AXI Master IP are connected to the same Xilinx AXI Interconnect IP. The interconnects then connect the AXI Master IPs to the AXI4 slave interfaces in the HDL IP core.

After you run the IP Core Generation workflow and create the Vivado project, open the project. In the Vivado project, if you open the block design, you see the two AXI Master IP connected to the

HDL DUT IP core. If you select the **Address Editor** tab, you see the AXI Master instance names and the corresponding address spaces.

| Cell | Slave Interface | Base Name | Offset Address | Range | High Address |
|--|-----------------|-----------|----------------|-------|--------------|
| hdlverifier_axi_master_0 | | | | | |
| axi4m (32 address bits : 4G) | | | | | |
| led_count_ip_0 | AXI4_Lite | reg0 | 0x4001_0000 | 64K | 0x4001_FFFF |
| processing_system7_0 | | | | | |
| Data (32 address bits : 0x40000000 [1G]) | | | | | |
| led_count_ip_0 | AXI4_Lite | reg0 | 0x4001_0000 | 64K | 0x4001_FFFF |

Qsys-Based Reference Designs

To define multiple AXI Master interfaces, you specify the `InterfaceConnection` and `BaseAddressSpace` for each AXI Master instance, and also the `IDWidth` property. This code is the syntax for the `InterfaceConnection` field when specifying multiple AXI Master interfaces in Qsys-based reference designs:

```
'InterfaceConnection', ...
    {'AXI Master Instance Name1/Port name of Instance Name1', ...
     'AXI Master Instance Name2/Port name of Instance Name1', ...};
```

For example, this code illustrates how you can modify the `plugin_rd` file to define three AXI Master interfaces.

```
% ...

%% Add custom design files
% add custom Qsys design
hRD.addCustomQsysDesign('CustomQsysPrjFile', 'system_soc.qsys');
hRD.CustomConstraints = {'system_soc.sdc', 'system_setup.tcl'};

% ...

% add AXI4 slave interfaces
hRD.addAXI4SlaveInterface( ...
    'InterfaceConnection', {'hps_0.h2f_axi_master', 'master_0.master', 'MATLAB_as_AXI_Master_0.axm_m0'}, ...
    'BaseAddress',         {'0x0000_0000', '0x0000_0000', '0x0000_0000'}, ...
    'InterfaceType',      'AXI4' ...
    'IDWidth',            14);

% ...
```

Based on the syntax of the `InterfaceConnection` option, for the HDL Verifier MATLAB as AXI Master IP, the AXI Master Instance Name is `MATLAB_as_AXI_Master_0` and the Port name is `axm_m0`. For each AXI Master IP, the `BaseAddress` of the HDL IP core and `InterfaceConnection` must be specified as a cell array of character vectors.

You must make sure that the AXI Master IPs have already been included in the Qsys reference design project. `system_soc.qsys` is the file that is defined by the `CustomQsysPrjFile` property of the

addCustomQsysDesign method. In this file, you must make sure that the two AXI Master IP are connected to the same Qsys AXI Interconnect IP.

The interconnects then connect the AXI Master IPs to the AXI4 slave interfaces in the HDL IP core.

After you run the IP Core Generation workflow and create the Quartus project, open the project. In the Quartus project, you see the three AXI Master IP and the AXI Master interfaces connected to the HDL IP core for the DUT. If you select the **Address Map** tab, you see the AXI Master instance names, the port names, and the corresponding address spaces.

| System: system_soc Path: hps_0 | | | | |
|--------------------------------|-------------------------------|---------------------------|-------------------------|---------------------------|
| | MATLAB_as_AXI_Master_0.axm_m0 | hps_0.h2f_axi_master | hps_0.h2f_lw_axi_master | master_0.master |
| hps_0.f2h_axi_slave | | | | |
| led_count_ip_0.s_axi | 0x0000_0000 - 0x0000_ffff | 0x0000_0000 - 0x0000_ffff | | 0x0000_0000 - 0x0000_ffff |

See Also

hdlcoder.Board | hdlcoder.ReferenceDesign

Related Examples

- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230

More About

- “Board and Reference Design Registration System” on page 41-55
- “Register a Custom Board” on page 41-58
- “Register a Custom Reference Design” on page 41-61

Program Target FPGA Boards or SoC Devices

In this section...

“How to Program Target Device” on page 40-50

“Programming Methods” on page 40-51

To configure or program the connected target SoC device or FPGA board, use the IP Core Generation workflow in the HDL Workflow Advisor.

How to Program Target Device

Using the Workflow Advisor UI

- 1 Open the HDL Workflow Advisor. Right-click the DUT Subsystem that contains the algorithm to be deployed on the target FPGA, and select **HDL Code > HDL Workflow Advisor**.
- 2 In the **Set Target Device and Synthesis Tool** task, specify IP Core Generation as the **Target workflow**, and specify a **Target platform** other than the Generic Xilinx Platform or Generic Altera Platform.
- 3 Right-click the **Program Target Device** task and select **Run to Selected Task**.
- 4 In the **Program Target Device** task, specify the **Programming method**, and run this task.

To learn more about the HDL Workflow Advisor, see “Getting Started with the HDL Workflow Advisor” on page 31-6.

Using the Workflow Advisor Script

To program the target device at the command line, after you specify the target workflow and target platform in the **Set Target Device and Synthesis Tool** task, export the HDL Workflow Advisor settings to a script. In the HDL Workflow Advisor window, select **File > Export to Script**. The script creates and configures an `hdlcoder.WorkflowConfig` object that is denoted by `hWC`.

Before you run the script, you can specify how to program the target hardware by using the `ProgrammingMethod` property of the `WorkflowConfig` object. This code snippet shows an example script that is exported from the HDL Workflow Advisor when you use the default **Download Programming method**. To run the **Program Target Device** task, customize this script by setting the `RunTaskProgramTargetDevice` attribute of the `WorkflowConfig` object to `true`.


```
% This script was generated using the following parameter values:
% ...

% Set properties related to 'RunTaskProgramTargetDevice' Task
hWC.RunTaskProgramTargetDevice = true;
hWC.ProgrammingMethod = hdlcoder.ProgrammingMethod.Download;

% Validate the Workflow Configuration Object
hWC.validate;

%% Run the workflow
hdlcoder.runWorkflow('hdlcoder_led_blinking/led_counter', hWC);
```

After you run the **Build FPGA Bitstream** task, the Workflow Advisor provides you a link to generate a Workflow script that programs the target device without rerunning the previous tasks in the Workflow Advisor.

Result:  Passed

Passed Build Embedded System.

Synthesis Tool Log:

Task "Build FPGA Bitstream" successful.
Generated logfile: [hdl_prj\hdlsrc\hdlcoder_led_blinking\workflow_task_BuildFPGABitstream.log](#)

Running embedded system build outside MATLAB.
Please check external shell for system build progress.

The generated bitstream file is located at: hdl_prj\vivado_ip_prj\vivado_prj.runs\impl_1\system_top_wrapper.bit

Generate an HDL Workflow Command-Line Interface script to program the target device: [hdlworkflow_ProgramTargetDevice.m](#).

Click the link to open the script in the MATLAB Editor. This code snippet shows an example script that is generated by the HDL Workflow Advisor. If close the HDL Workflow Advisor, you can run the script to program the target hardware without running other workflow tasks.

```
% Load the Model
% ...

% Set Workflow tasks to run
hWC.RunTaskGenerateRTLCodeAndIPCore = false;
hWC.RunTaskCreateProject = false;
hWC.RunTaskGenerateSoftwareInterface = false;
hWC.RunTaskBuildFPGABitstream = false;
hWC.RunTaskProgramTargetDevice = true;

% Set properties related to 'RunTaskProgramTargetDevice' Task
hWC.ProgrammingMethod = hdlcoder.ProgrammingMethod.Download;

% Validate the Workflow Configuration Object
hWC.validate;
```

To learn more about the script-based workflow, see “Run HDL Workflow with a Script” on page 31-54.

Programming Methods

Download

If you use the reference designs for Zynq and Intel SoC hardware platforms, the code generator uses Download as the default **Programming method**.

When you use Download as the **Programming method** and run the **Program Target Device** task, HDL Coder copies the generated FPGA bitstream, Linux devicetree, and system initialization scripts to the SD card on the target board, and then keeps the bitstream on the SD card persistently. To use this programming method, you do not require an Embedded Coder license. You can create an SSH object by specifying the **IP Address**, **SSH Username**, and **SSH Password**. HDL Coder uses the SSH object to copy the bitstream to the SD card and reprogram the board.

It is recommended that you use the `Download` method, because this method programs the FPGA bitstream and loads the corresponding Linux devicetree before booting the Linux system. Therefore, the `Download` method is more robust and does not result in a kernel panic or kernel hang on boot up. During the Linux reboot, the FPGA bitstream is reprogrammed from the SD card automatically. To specify `Download` as the **Programming method** when you run the workflow using the Workflow Advisor script, before you run the script, make sure that the `ProgrammingMethod` property of the `WorkflowConfig` object, `hWC`, is set to `Download`.

```
hWC.ProgrammingMethod = hdlcoder.ProgrammingMethod.Download;
```

JTAG

When you specify JTAG as the **Programming method** and run the **Program Target Device** task, HDL Coder uses a JTAG cable to program the target SoC device. Use this method to program Intel and Xilinx SoC devices and standalone FPGA boards.

For programming SoC devices, it is recommended that you use the `Download` method. The JTAG mode does not involve the ARM processor and programs the onboard FPGA directly. This mode does not update the Linux devicetree, and can crash the Linux system or result in a kernel panic when the bitstream does not match the devicetree. To avoid this situation, use the `Download` method to program the SoC device.

The standalone Intel and Xilinx FPGA boards do not have an embedded ARM processor. JTAG is the default method that you use to program the FPGA boards.

To specify JTAG as the **Programming method** when you run the workflow using the Workflow Advisor script, before you run the script, change the `ProgrammingMethod` property of the `WorkflowConfig` object, `hWC`, to `JTAG`.

```
hWC.ProgrammingMethod = hdlcoder.ProgrammingMethod.JTAG;
```

Custom

To program the target device, you can specify a custom programming method when you create your own custom reference design. Use the `CallbackCustomProgrammingMethod` of the `hdlcoder.ReferenceDesign` class to register a function handle for the callback function that gets executed when running the **Program Target Device** task. To define your callback function, create a file that defines a MATLAB function and add the file to your MATLAB path.

This example code snippet shows a reference design definition file that uses a custom programming method. To learn more, see `CallbackCustomProgrammingMethod`.

```
unction hRD = plugin_rd()
% Reference design definition

% ...

% Construct reference design object
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Xilinx Vivado');

hRD.ReferenceDesignName = 'Parameter Callback Custom';
hRD.BoardName = 'ZedBoard';

% Tool information
hRD.SupportedToolVersion = {'2017.2'};
```

% ...

```
hRD.CallbackCustomProgrammingMethod =  
    @my_reference_design.callback_CustomProgrammingMethod;
```

See Also

Related Examples

- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230

More About

- “Program Target Device” on page 37-26
- “IP Core Generation Workflow for Standalone FPGA Devices” on page 41-104
- “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2

Generate Software Interface Script to Probe and Rapidly Prototype HDL IP Core

When you run the hardware-software co-design workflow for SoC platforms, you generate an HDL IP core for the DUT algorithm and then integrate the IP core into the reference design. See “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2.

To rapidly prototype and test the HDL IP core on the target hardware, you can generate a software interface script. The script contains the DUT ports and interface mapping information, which HDL Coder uses to create the AXI drivers and access the HDL IP core.

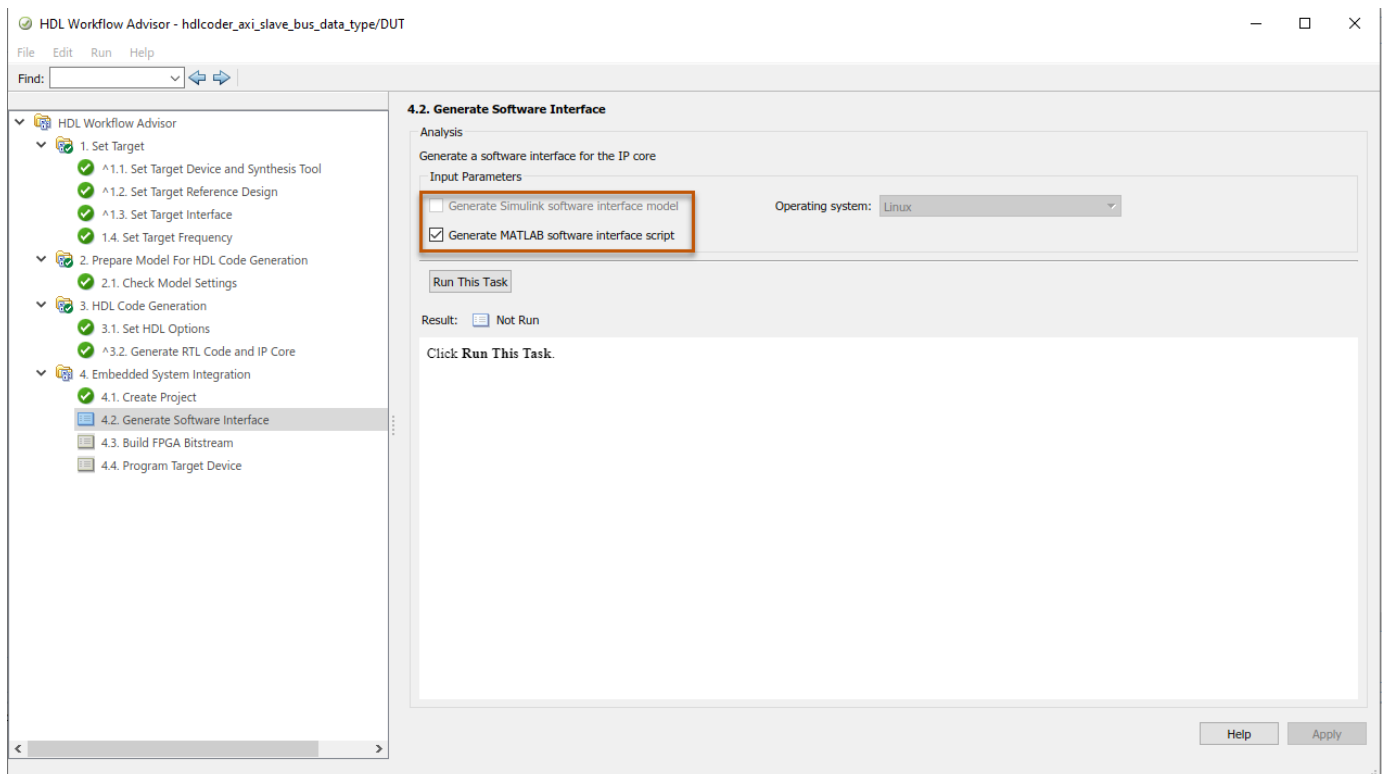
Prerequisites

- A target platform, such as ZedBoard, where you want to deploy your software interface model.
- The latest version of the third-party synthesis tool, such as Xilinx Vivado. See “HDL Language Support and Supported Third-Party Tools and Hardware”. In your MATLAB session, set the path to that installed synthesis tool by using the `hdlsetuptoolpath` function.

Generate Software Interface

When running the IP Core Generation workflow, you can generate a software interface script and model from the HDL Workflow Advisor UI or at the command line.

From the UI, in the **Embedded System Integration > Generate Software Interface** task, select the **Generate MATLAB software interface script** check box.



When you run the IP Core Generation workflow to the **Generate Software Interface** task and select the **Generate MATLAB software interface script** check box, two MATLAB files are generated:

- `gs_modelName_setup.m`, which is a setup script that adds the AXI4 slave and AXI4-Stream interfaces. The script also contains DUT port objects that have the port name, direction, data type, and interface mapping information. The script then maps the DUT ports to the corresponding interfaces.
- `gs_modelName_interface.m`, which creates a target object, instantiates the setup script `gs_modelName_setup.m`, and then connects to the target hardware. The script then sends read and write commands to the generated HDL IP core.

If you are targeting standalone FPGA boards, you cannot generate a software interface model. Instead, you can generate a software interface script and test the IP core by using the MATLAB AXI Master driver.

- 1 In the **Set Target Reference Design** task, set **Insert JTAG MATLAB as AXI Master** to on. Run the workflow to the **Generate Software Interface** task.
- 2 In the **Generate Software Interface** task, select the **Generate Software interface script** check box and run this task.

At the command line, export the HDL Workflow Advisor settings to a script, and then use these properties with the Workflow Configuration object. This script specifies running the software interface task by generating the model and script. If you skip the task by setting the `RunTaskGenerateSoftwareInterface` to false, then the model and script are not generated. See “Configure and Run IP Core Generation Workflow with a Script”.

```
% Export Workflow Configuration Script
% ...

%% Load the Model
load_system('hdlcoder_led_blinking');

%% Model HDL Parameters
% Set Model HDL parameters
% ...

hdlset_param('hdlcoder_led_blinking', 'SynthesisTool', 'Xilinx Vivado');
hdlset_param('hdlcoder_led_blinking', 'Workflow', 'IP Core Generation');

% ...

% Set Workflow tasks to run
hWC.RunTaskGenerateSoftwareInterface = true;
hWC.GenerateSoftwareInterfaceModel = true;
hWC.GenerateSoftwareInterfaceScript = true;

% ...

%% Run the workflow
hdlcoder.runWorkflow('hdlcoder_led_blinking/led_counter', hWC);
```

Software Interface Script

For rapid prototyping and testing the HDL IP core functionality, use the software interface script. The script is a MATLAB file that is generated based on the reference design and target platform interface table settings. It contains commands that enable you to connect to the target hardware, and write to or read from the generated IP core from MATLAB. For standalone FPGA boards, use the generated software interface script to verify the HDL IP core functionality by using the MATLAB AXI Master.

The software interface script has the same name as your original model with the prefix `gs_` and the postfix `_interface`. The script instantiates a setup function that is generated when you enable the generation of the software interface script. For example, this code shows the setup function generated for the model `hdlcoder_sfir_fixed_stream.slx`, with the reference design and target platform interface table settings previously specified. The setup function contains commands for the AXI4 slave and AXI4-Stream interfaces that HDL Coder uses to control the DUT ports in the generated HDL IP core that are mapped to the corresponding interfaces.

```
function gs_hdlcoder_sfir_fixed_stream_setup(hFPGA)
%-----
% Software Interface Script Setup
%
% Generated with MATLAB 9.10 (R2021a) at 09:13:05 on 10/07/2020.
% This function was created for the IP Core generated from design 'hdlcoder_sfir_fixed_stream'.
%
% Run this function on an "fpga" object to configure it with
% the same interfaces as the generated IP core.
%-----

%% AXI4-Lite
addAXI4SlaveInterface(hFPGA, ...
    "InterfaceID", "AXI4-Lite", ...
    "BaseAddress", 0xA0000000, ...
    "AddressRange", 0x10000);

hPort_h_in1 = hdlcoder.DUTPort("h_in1", ...
    "Direction", "IN", ...
    "DataType", numerictype(1,16,10), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4-Lite", ...
    "IOInterfaceMapping", "0x100");

hPort_h_in2 = hdlcoder.DUTPort("h_in2", ...
    "Direction", "IN", ...
    "DataType", numerictype(1,16,10), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4-Lite", ...
    "IOInterfaceMapping", "0x104");

hPort_h_in3 = hdlcoder.DUTPort("h_in3", ...
    "Direction", "IN", ...
    "DataType", numerictype(1,16,10), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4-Lite", ...
    "IOInterfaceMapping", "0x108");

hPort_h_in4 = hdlcoder.DUTPort("h_in4", ...
    "Direction", "IN", ...
    "DataType", numerictype(1,16,10), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4-Lite", ...
    "IOInterfaceMapping", "0x10C");

mapPort(hFPGA, [hPort_h_in1, hPort_h_in2, hPort_h_in3, hPort_h_in4]);

%% AXI4-Stream
addAXI4StreamInterface(hFPGA, ...
    "InterfaceID", "AXI4-Stream", ...
```



```

        "WriteEnable", true, ...
        "WriteFrameLength", 1024, ...
        "ReadEnable", true, ...
        "ReadFrameLength", 1024);

hPort_x_in_data = hdlcoder.DUTPort("x_in_data", ...
    "Direction", "IN", ...
    "DataType", numericitytype(1,16,10), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4-Stream");

hPort_y_out_data = hdlcoder.DUTPort("y_out_data", ...
    "Direction", "OUT", ...
    "DataType", numericitytype(1,32,20), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4-Stream");

mapPort(hFPGA, [hPort_x_in_data, hPort_y_out_data]);

end

```

This is an example setup function for a model with a bus mapped to an AXI4 slave interface. As shown in the script, bus elements are represented as subports of `hdlcoder.DUTPort` objects.

```

function gs_AXI4SlaveMultipleBus_setup(hFPGA)
%-----
% Software Interface Script Setup
%
% Generated with MATLAB 9.10 (R2021a) at 16:20:32 on 16/11/2020.
% This function was created for the IP Core generated from design 'AXI4SlaveMultipleBus'.
%
% Run this function on an "fpga" object to configure it with the same interfaces as the generated IP core.
%-----

%% AXI4
addAXI4SlaveInterface(hFPGA, ...
    "InterfaceID", "AXI4", ...
    "BaseAddress", 0x400D0000, ...
    "AddressRange", 0x10000);

hPort_bus1_in_scalar_in1 = hdlcoder.DUTPort("scalar_in1", ...
    "Direction", "IN", ...
    "DataType", numericitytype('single'), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4", ...
    "IOInterfaceMapping", "0x100");

hPort_bus1_in_scalar_in2 = hdlcoder.DUTPort("scalar_in2", ...
    "Direction", "IN", ...
    "DataType", numericitytype(1,8,0), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4", ...
    "IOInterfaceMapping", "0x104");

hPort_bus1_in_scalar_in3 = hdlcoder.DUTPort("scalar_in3", ...
    "Direction", "IN", ...
    "DataType", numericitytype(1,32,0), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4", ...
    "IOInterfaceMapping", "0x108");

hPort_bus1_in_scalar_in4 = hdlcoder.DUTPort("scalar_in4", ...
    "Direction", "IN", ...
    "DataType", numericitytype(1,16,10), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4", ...
    "IOInterfaceMapping", "0x10C");

hPort_bus1_in_vector_in = hdlcoder.DUTPort("vector_in", ...
    "Direction", "IN", ...
    "DataType", numericitytype(0,32,0), ...
    "Dimension", [1 2], ...

```

```

    "IOInterface", "AXI4", ...
    "IOInterfaceMapping", "0x110");

hPort_bus1_in = hdlcoder.DUTPort("bus1_in", ...
    "Direction", "IN", ...
    "DataType", "Bus", ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4", ...
    "SubPorts", [hPort_bus1_in_scalar_in1, hPort_bus1_in_scalar_in2, hPort_bus1_in_scalar_in3, hPort_bus1_in_scalar_in4,

```

The software interface script instantiates this setup function to connect to the target and send read or write commands. You can uncomment and send meaningful data by using the inputs to the DUT in your original model. After interfacing with the hardware, the script disconnects from the hardware resource associated with the `fpga` object.

```

%-----
% Software Interface Script
%
% Generated with MATLAB 9.10 (R2020b) at 09:13:10 on 10/07/2020.
% This script was created for the IP Core generated from design 'hdlcoder_sfir_fixed_stream'.
%
% Use this script to access DUT ports in the design mapped to compatible IP core interfaces.
% You can write to input ports in the design and read from output ports directly from MATLAB.
%
% To write to input ports, use the "writePort" command and specify port name and input data.
% The input data will be cast to the DUT port's data type before writing.
%
% To read from output ports, use the "readPort" command and specify the port name.
% The output data will be returned with the same data type as the DUT port.
%
% Use the "release" command to release MATLAB's control of the hardware resources.
%-----

%% Create fpga object
hFPGA = fpga("Xilinx");

%% Setup fpga object
% This function configures "fpga" object with same interfaces as the generated IP core
gs_hdlcoder_sfir_fixed_stream_setup(hFPGA);

%% Write/read DUT ports
% Uncomment the following lines to write/read DUT ports in the generated IP Core.
% Update the example data in the write commands with meaningful data to write to the DUT.
%% AXI4-Lite
writePort(hFPGA, "h_in1", zeros([1 1]));
writePort(hFPGA, "h_in2", zeros([1 1]));
writePort(hFPGA, "h_in3", zeros([1 1]));
writePort(hFPGA, "h_in4", zeros([1 1]));

%% AXI4-Stream
writePort(hFPGA, "x_in_data", zeros([1 1024]));
data_y_out_data = readPort(hFPGA, "y_out_data");

%% Release hardware resources
release(hFPGA)

```

See “Prototype FPGA Design on Hardware with Live Data by Using MATLAB Commands” on page 40-213

This is an example software interface script to read and write data for models that have bus data types mapped to AXI4 slave interfaces.

To write to a bus port, you can either:

- Write to individual subports by specifying the full subport name, such as `bus1_in.scalar_in1`.
- Write to the entire bus by specifying the top port name, such as `bus1_in`. Pass the data to be written as a struct whose field names match the subport names. Not all subport names need to be part of the struct. The subports without corresponding struct fields are skipped when writing to the port.

To read from a bus port, you can either:

- Read an individual subport by specifying the full subport name such as `bus1_out.scalar.in1`.
- Read the entire bus port by specifying the top port name such as `bus1_out`.

```

%-----
% Software Interface Script
%
% Generated with MATLAB 9.10 (R2021a) at 16:20:33 on 16/11/2020.
% This script was created for the IP Core generated from design 'AXI4SlaveMultipleBus'.
%
% Use this script to access DUT ports in the design that were mapped to compatible IP core interfaces.
% You can write to input ports in the design and read from output ports directly from MATLAB.
% To write to input ports, use the "writePort" command and specify the port name and input data. The input data will be
% To read from output ports, use the "readPort" command and specify the port name. The output data will be returned with
% Use the "release" command to release MATLAB's control of the hardware resources.
%-----

%% Create fpga object
hFPGA = fpga("Xilinx");

%% Setup fpga object
% This function configures the "fpga" object with the same interfaces as the generated IP core
gs_AXI4SlaveMultipleBus_setup(hFPGA);

%% Write/read DUT ports
% Uncomment the following lines to write/read DUT ports in the generated IP Core.
% Update the example data in the write commands with meaningful data to write to the DUT.
%% AXI4

% There are two ways to write a DUT bus ports
% (1). Prepare a struct value and write it to the whole bus port.
writePort(hFPGA, "bus1_in", struct());
% (2). Prepare a value for each member of the bus and write it individually.
writePort(hFPGA, "bus1_in.scalar_in1", zeros([1 1]));
writePort(hFPGA, "bus1_in.scalar_in2", zeros([1 1]));
writePort(hFPGA, "bus1_in.scalar_in3", zeros([1 1]));
writePort(hFPGA, "bus1_in.scalar_in4", zeros([1 1]));
writePort(hFPGA, "bus1_in.vector_in", zeros([1 2]));

```

See Also

Objects

`hdlcoder.WorkflowConfig` | `fpga`

Functions

`hdlcoder.runWorkflow`

More About

- “Model Design for AXI4-Stream Interface Generation” on page 41-11
- “Model Design for AXI4 Slave Interface Generation” on page 41-3
- “Create Software Interface Script to Control and Rapidly Prototype HDL IP Core” on page 40-66

Generate Software Interface Model to Probe and Rapidly Prototype HDL IP Core

When you run the hardware-software co-design workflow for SoC platforms, you generate an HDL IP core for the DUT algorithm, and then integrate the IP core into the reference design. See “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2.

To test the HDL IP core on the target hardware, generate a software interface model. The software interface model uses AXI driver blocks to test the HDL IP core functionality in external mode simulation.

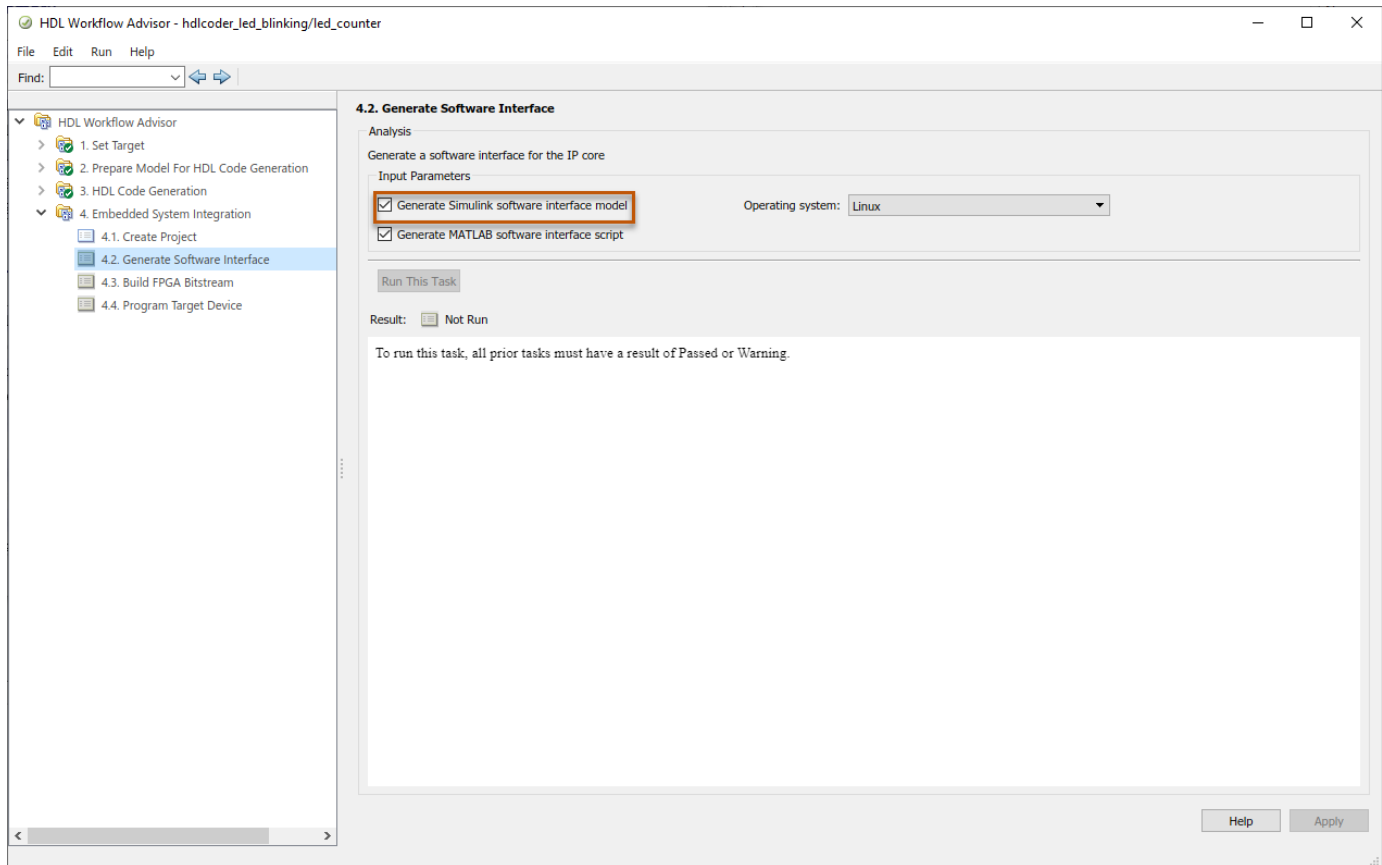
Prerequisites

- A target platform, such as ZedBoard, where you want to deploy your software interface model.
- The latest version of the third-party synthesis tool, such as Xilinx Vivado. See “HDL Language Support and Supported Third-Party Tools and Hardware”. In your MATLAB session, set the path to that installed synthesis tool by using the `hdlsetuptoolpath` function.
- If you are generating the software interface model, install Embedded Coder and Simulink Coder.
- Install the HDL Coder and Embedded Coder support packages for the target platform. On the MATLAB Toolstrip, click **Home > Add-Ons > Get Add-Ons** button. See “Get and Manage Add-Ons”.

Generate Software Interface

When running the IP core generation workflow, you can generate a software interface script and model from the HDL Workflow Advisor UI or at the command line.

From the UI, in the **Embedded System Integration > Generate Software Interface** task, select the **Generate Software interface model** check box.



If you are targeting standalone FPGA boards, you cannot generate a software interface model. Instead, you can generate a software interface script and test the IP core by using the MATLAB AXI Master driver.

- 1 In the **Set Target Reference Design** task, set **Insert JTAG MATLAB as AXI Master** to on. Run the workflow to the **Generate Software Interface** task.
- 2 In the **Generate Software Interface** task, select the **Generate Software interface script** check box and run this task.

At the command line, export the HDL Workflow Advisor settings to a script, and then use these properties with the Workflow Configuration object. This script specifies running the software interface task by generating the model and script. If you skip the task by setting `RunTaskGenerateSoftwareInterface` to false, then the model and script are not generated. See “Configure and Run IP Core Generation Workflow with a Script”.

```
% Export Workflow Configuration Script
% ...
%% Load the Model
load_system('hdlcoder_led_blinking');
%% Model HDL Parameters
% Set Model HDL parameters
```

```
% ...  
  
hdlset_param('hdlcoder_led_blinking', 'SynthesisTool', 'Xilinx Vivado');  
hdlset_param('hdlcoder_led_blinking', 'Workflow', 'IP Core Generation');  
  
% ...  
  
% Set Workflow tasks to run  
hWC.RunTaskGenerateSoftwareInterface = true;  
hWC.GenerateSoftwareInterfaceModel = true;  
hWC.GenerateSoftwareInterfaceScript = true;  
  
% ...  
  
%% Run the workflow  
hdlcoder.runWorkflow('hdlcoder_led_blinking/led_counter', hWC);
```

Software Interface Model

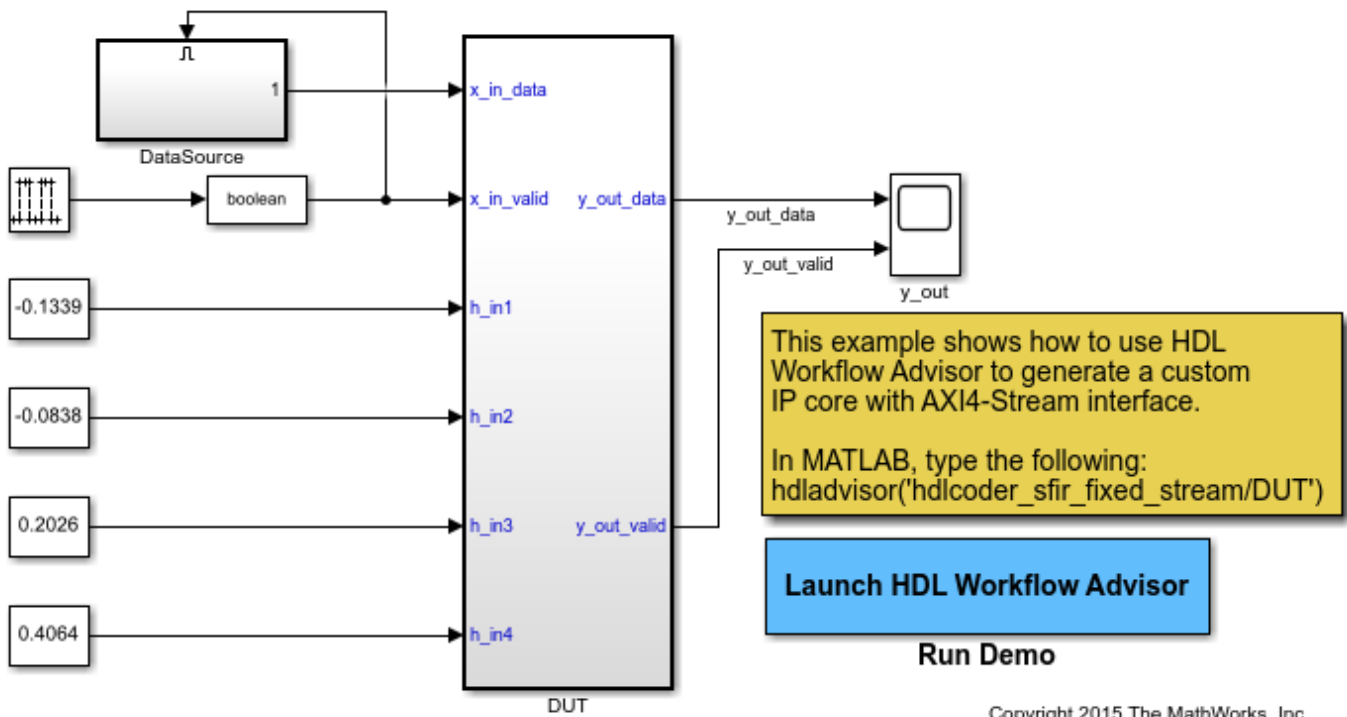
When you run the workflow for SoC platforms, a software interface model is generated to test the HDL IP core functionality. If you have Embedded Coder and Simulink Coder installed, you can generate embedded code from the model and build and run the executable on the ARM processor. When you target standalone FPGA boards, you cannot generate a software interface model because the boards do not have an embedded ARM processor. Instead, generate a software interface script to test the IP core by using the MATLAB AXI Master.

The generated software interface model replaces the DUT algorithm in your original model with AXI driver blocks based on the target platform interface table and reference design settings. To test the HDL IP core functionality, simulate the model in external mode to run on the target hardware. The model has concurrent execution enabled by default, which means that multiple tasks are executed concurrently by the processor on board the SoC platform.

The software interface model has the same name as your original model with the prefix `gm_` and the postfix `_interface`. The generated model from HDL code generation has the prefix `gm_`. To indicate that you are using this model as the software interface model, change the prefix to `sm_`.

Open the model `hdlcoder_sfir_fixed_stream`. This model maps the `sfir_fixed` model to the simplified AXI4-Stream protocol by inserting the `Valid` signal as an input control port.

```
open_system('hdlcoder_sfir_fixed_stream')
```



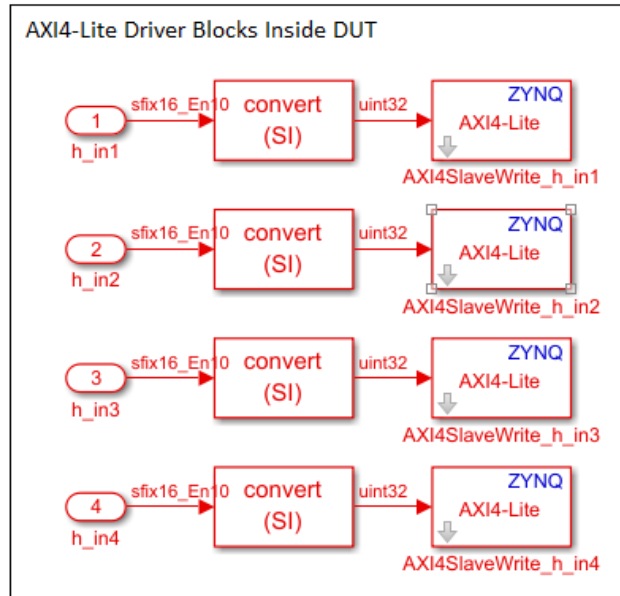
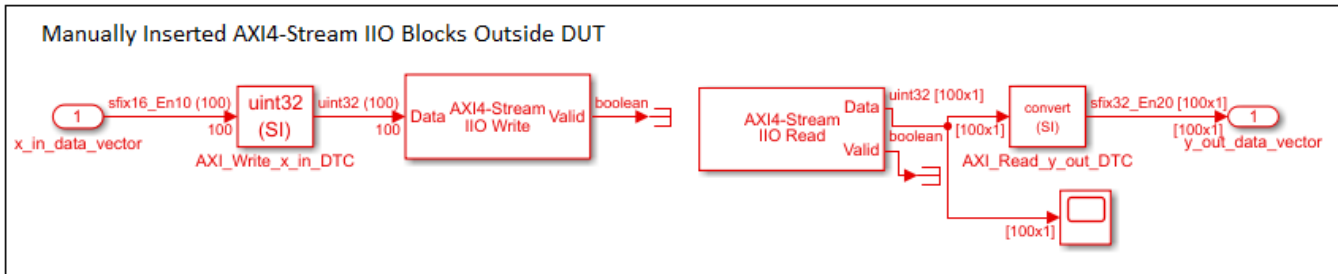
- 1 Open the HDL Workflow Advisor for the DUT subsystem. In the **Set Target Device and Synthesis Tool** task, specify IP Core Generation as **Target workflow** and ZedBoard as **Target platform**. Click **Run this task**.
- 2 In the **Set Target Reference Design** task, specify Default system with AXI4-Stream interface as the **Target Reference Design**. Click **Run this task**.
- 3 In the **Set Target Interface** task, map the DUT ports to target interfaces in the Target platform interface table. Click **Run this task**.

| Target platform interface table | | | | | |
|---------------------------------|-----------|--------------|----------------------------|-------------------|-------------------|
| Port Name | Port Type | Data Type | Target Platform Interfaces | Interface Mapping | Interface Options |
| x_in_data | Inport | sfix16_En... | AXI4-Stream Slave ▼ | Data ▼ | |
| x_in_valid | Inport | boolean | AXI4-Stream Slave ▼ | Valid ▼ | |
| h_in1 | Inport | sfix16_En... | AXI4-Lite ▼ | x"100" | Options... |
| h_in2 | Inport | sfix16_En... | AXI4-Lite ▼ | x"104" | Options... |
| h_in3 | Inport | sfix16_En... | AXI4-Lite ▼ | x"108" | Options... |
| h_in4 | Inport | sfix16_En... | AXI4-Lite ▼ | x"10C" | Options... |
| y_out_data | Output | sfix32_En... | AXI4-Stream Master ▼ | Data ▼ | |
| y_out_valid | Output | boolean | AXI4-Stream Master ▼ | Valid ▼ | |

- 4 Right-click the **Generate Software Interface** task and select **Run to selected task**. Run the workflow to generate the software interface model.

The generated software interface model has the name `gm_hdlcoder_sfir_fixed_stream_interface.slx`. Because your original model uses scalar ports for the data ports `x_in_data` and `y_out_data`, the **Generate software interface** task displays a warning that AXI4-Stream IIO driver blocks are not automatically generated in the software interface model. You can either insert the driver blocks from the Embedded Coder Support Package Library for the target platform in the Simulink Library Browser or rerun the workflow by mapping the data ports to vector signals. To see a software interface model that has the AXI4-Stream IIO driver blocks inserted in it, open `hdlcoder_sfir_fixed_stream_sw`. The model uses AXI4-Stream IIO Write and AXI4-Stream IIO Read blocks for the data ports. The filter ports are mapped to AXI4-Lite driver blocks.

```
open_system('hdlcoder_sfir_fixed_stream_sw')
```

Configure the model with a stop time of `inf`. On the **Hardware** tab, the hardware settings specified on the model. You can then connect, and build and run the application on the target platform to verify the HDL IP core functionality. See “Getting Started with AXI4-Stream Interface in Zynq Workflow” on page 41-152.

See Also

Objects

`hdlcoder.WorkflowConfig` | `fpga`

Functions

`hdlcoder.runWorkflow`

More About

- “Model Design for AXI4-Stream Interface Generation” on page 41-11
- “Model Design for AXI4 Slave Interface Generation” on page 41-3
- “Generate Software Interface Script to Probe and Rapidly Prototype HDL IP Core” on page 40-54
- “Create Software Interface Script to Control and Rapidly Prototype HDL IP Core” on page 40-66

Create Software Interface Script to Control and Rapidly Prototype HDL IP Core

Rapidly prototype the HDL IP core by interfacing with your target board over Ethernet or JTAG. Use an Ethernet connection for boards that have an ARM processor. Use a JTAG connection for boards that do not have an ARM processor.

Prerequisites

- A target platform, such as ZedBoard™, where you deploy your software interface model
- The latest version of the third-party synthesis tool, such as Xilinx Vivado. See “HDL Language Support and Supported Third-Party Tools and Hardware”. In your MATLAB session, set the path to that installed synthesis tool by using the `hdlsetuptoolpath` function.

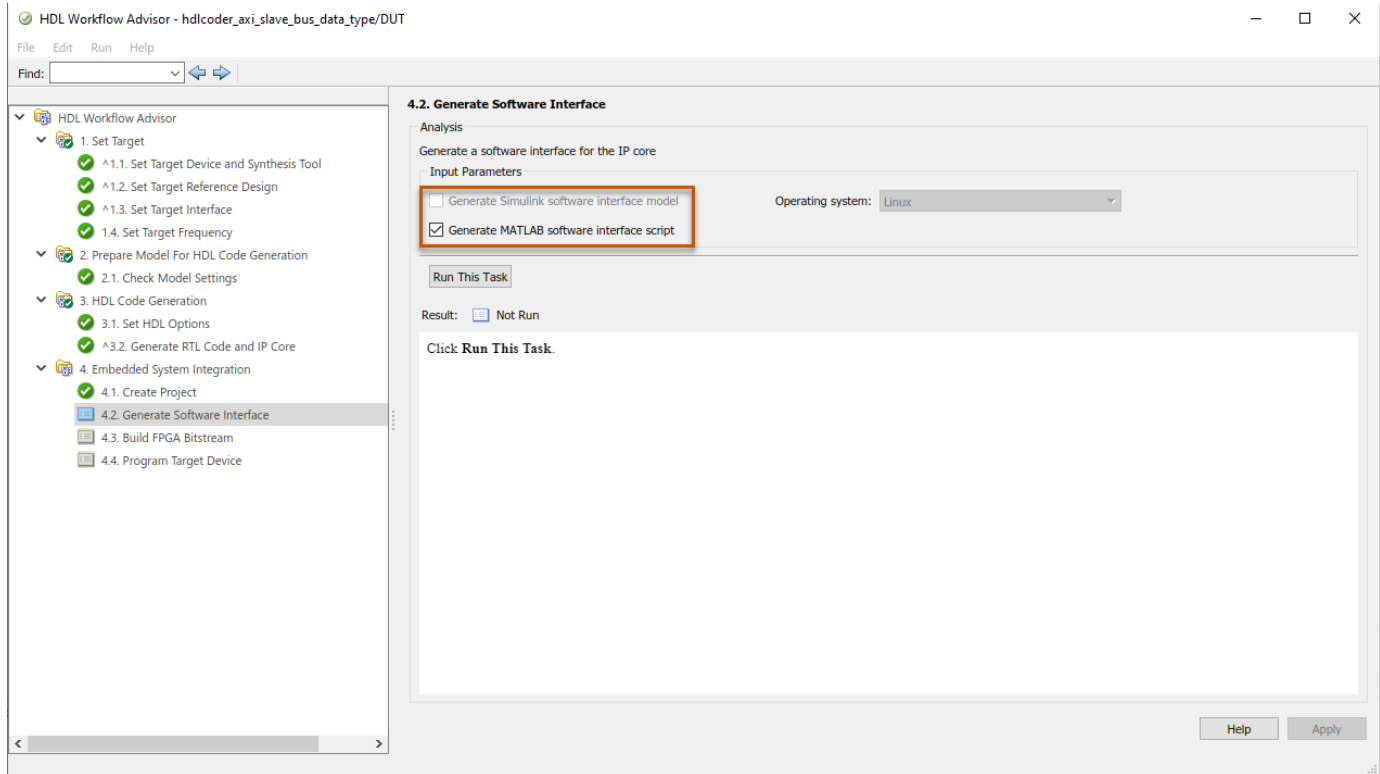
Ethernet-Based Interface

To use an Ethernet-based connection to your target hardware boards that have an embedded ARM processor, you can either generate a software interface script or create a custom software script. Before setting up the Ethernet-based interface, set up the board’s SD card with the MathWorks firmware image. To set up the firmware image for your target board:

- For Intel related boards, see “Guided SD Card Setup” (HDL Coder Support Package for Intel SoC Devices)
- For Xilinx related boards, see “Guided SD Card Setup” (HDL Coder Support Package for Xilinx Zynq Platform).

Software Interface Script

Run the **Generate Software Interface** task and select the **Generate MATLAB software interface script** check box.



The generated MATLAB files are:

- `gs_modelName_setup.m`, which is a setup script that adds the AXI4 slave and AXI4-Stream interfaces. The script also contains DUT port objects that have the port name, direction, data type, and interface mapping information. The script then maps the DUT ports to the corresponding interfaces.
- `gs_modelName_interface.m`, which creates a target object, instantiates the setup script `gs_modelName_setup.m`, and then connects to the target hardware. The script then sends read and write commands to the generated HDL IP core.

See “Generate Software Interface Script to Probe and Rapidly Prototype HDL IP Core” on page 40-54.

Customize the Software Interface Script

For rapid prototyping, customize the software interface script or create your own script based on how you modify your original design. Customize the script to specify:

- A target object for a different FPGA vendor.
- Additional interfaces or configure existing interfaces based on modifications to your original design. HDL Coder uses this information to create the IIO drivers to access the HDL IP core.
- Additional DUT port objects or remove existing objects based on how you modify your design, and then change the mapping information accordingly.

- Input data to write to the DUT ports and output data to read from the ports.

Develop Software Interface Script

You can customize the generated software script or create your own software interface script. To create a custom software script:

- 1 Create an fpga object for the target device and store in hFPGA.

```
hFPGA = fpga("Xilinx")

hFPGA =

    fpga with properties:

        Vendor: "Xilinx"
        Interfaces: [0x0 fpgaio.interface.InterfaceBase]
```

To Use an Intel target:

```
hFPGA = fpga("Intel")

hFPGA =

    fpga with properties:

        Vendor: "Intel"
        Interfaces: [0x0 fpgaio.interface.InterfaceBase]
```

- 2 Configure the AXI interfaces to map the DUT ports in the generated HDL IP core. You can add AXI4 slave and AXI4-Stream interfaces. To add AXI4 slave interfaces, use the `addAXI4SlaveInterface` function.

```
addAXI4SlaveInterface(hFPGA, ...
    ... % Interface properties
    "InterfaceID", "AXI4-Lite", ...
    "BaseAddress", 0xA0000000, ...
    "AddressRange", 0x10000, ...
    ... % Driver properties
    "WriteDeviceName", "mwipcore0:mmwr0", ...
    "ReadDeviceName", "mwipcore0:mrd0");
```

To add AXI4-Stream interfaces, use the `addAXI4StreamInterface` function.

```
addAXI4StreamInterface(hFPGA, ...
    ... % Interface properties
    "InterfaceID", "AXI4-Stream", ...
    "WriteEnable", true, ...
    "ReadEnable", true, ...
    "WriteFrameLength", 1024, ...
    "ReadFrameLength", 1024, ...
    ... % Driver properties
    "WriteDeviceName", "mwipcore0:mm2s0", ...
    "ReadDeviceName", "mwipcore0:s2mm0");
```

The interface mapping information that you specified is saved as a property on the `fpga` object, `hFPGA`.

```
hFPGA
```

```
hFPGA =
```

```
    fpga with properties:
```

```
        Vendor: "Xilinx"
        Interfaces: [1x2 fpgaio.interface.InterfaceBase]
```

For standalone FPGA boards that do not have an embedded ARM processor, you can create an object, and then use the `aximaster` object. Then use this object as the driver for the `addAXI4SlaveInterface` function. The `aximaster` object requires the HDL Verifier support package for the Intel or Xilinx FPGA board.

```
% Create an "aximaster" object
hAXIMDriver = aximaster("Xilinx");

% Pass it into the addInterface command
addAXI4SlaveInterface(hFPGA, ...
    ... % Interface properties
    "InterfaceID", "AXI4-Lite", ...
    "BaseAddress", 0xB0000000, ...
    "AddressRange", 0x10000, ...
    ... % Driver properties
    "WriteDriver", hAXIMDriver, ...
    "ReadDriver", hAXIMDriver, ...
    "DriverAddressMode", "Full");
```

- 3 Specify information about the DUT ports in the generated HDL IP core as a port object array by using the `hdlcoder.DUTPort` object. The object represents the ports of your DUT on the target hardware.

```
hPort_h_in1 = hdlcoder.DUTPort("h_in1", ...
    "Direction", "IN", ...
    "DataType", numerictype(1,16,10), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4-Lite", ...
    "IOInterfaceMapping", "0x100")
```

```
hPort_h_in1 =
```

```
    DUTPort with properties:
```

```
        Name: "h_in1"
        Direction: IN
        DataType: [1x1 embedded.numerictype]
        Dimension: [1 1]
        IOInterface: "AXI4-Lite"
        IOInterfaceMapping: "0x100"
```

To write to or read from the DUT ports in the generated HDL IP core, map the ports to the AXI interface by using the `mapPort` function. After you map the ports to the interfaces, this information is saved on the `fpga` object as the `Interfaces` property.

```
mapPort(hFPGA, hPort_h_in1);
hFPGA.Interfaces
```

```
ans =
```

```
AXI4Slave with properties:
```

```
    InterfaceID: "AXI4-Lite"
    BaseAddress: "0xA0000000"
    AddressRange: "0x10000"
    WriteDriver: [1x1 fpgaio.driver.AXIMemoryMappedIIOWrite]
    ReadDriver: [1x1 fpgaio.driver.AXIMemoryMappedIIOWrite]
    InputPorts: "h_in1"
    OutputPorts: [0x0 string]
```

You can also specify this information for ports mapped to AXI4-Stream interfaces.

```
hPort_x_in_data = hdlcoder.DUTPort("x_in_data", ...
    "Direction", "IN", ...
    "DataType", numerictype(1,16,10), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4-Stream");
```

```
hPort_y_out_data = hdlcoder.DUTPort("y_out_data", ...
    "Direction", "OUT", ...
    "DataType", numerictype(1,32,20), ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4-Stream");
```

To write to or read from the DUT ports in the generated HDL IP core, map the ports to the AXI interface by using the `mapPort` function.

```
mapPort(hFPGA, [hPort_x_in_data, hPort_y_out_data]);
```

After you map the ports to the interfaces, this information is saved on the `fpga` object as the `Interfaces` property.

```
hFPGA
```

```
hFPGA =
```

```
    fpga with properties:
```

```
        Vendor: "Xilinx"
        Interfaces: [1x2 fpgaio.interface.InterfaceBase]
```

```
hFPGA.Interfaces
```

```
ans =
```

```
AXI4Slave with properties:
```

```
    InterfaceID: "AXI4-Lite"
    BaseAddress: "0xA0000000"
```

```

AddressRange: "0x10000"
WriteDriver: [1x1 fpgaio.driver.AXIMemoryMappedIIOWrite]
ReadDriver: [1x1 fpgaio.driver.AXIMemoryMappedIIOWrite]
InputPorts: "h_in1"
OutputPorts: [0x0 string]

```

AXI4Stream with properties:

```

InterfaceID: "AXI4-Stream"
WriteEnable: 1
ReadEnable: 1
WriteFrameLength: 1024
ReadFrameLength: 1024
WriteDriver: [1x1 fpgaio.driver.AXIStreamIIOWrite]
ReadDriver: [1x1 fpgaio.driver.AXIStreamIIOWrite]
InputPorts: "x_in_data"
OutputPorts: "y_out_data"

```

- 4 To test the HDL IP core functionality, use the `readPort` and `writePort` functions to write data to or read data from these ports.

```

writePort(hFPGA, "h_in1", 5);

writePort(hFPGA, "x_in", sin(linspace(0, 2*pi, 1024)));
data = readPort(hFPGA, "y_out");

```

- 5 After you have tested the HDL IP core, you can release the hardware resource associated with the `fpga` object by using the `release` function.

```
release(hFPGA)
```

- 6 For an example on creating a custom interface script and prototyping your design on a target FPGA board over an Ethernet connection, see “Prototype FPGA Design on Hardware with Live Data by Using MATLAB Commands” on page 40-213.

JTAG Based Interface

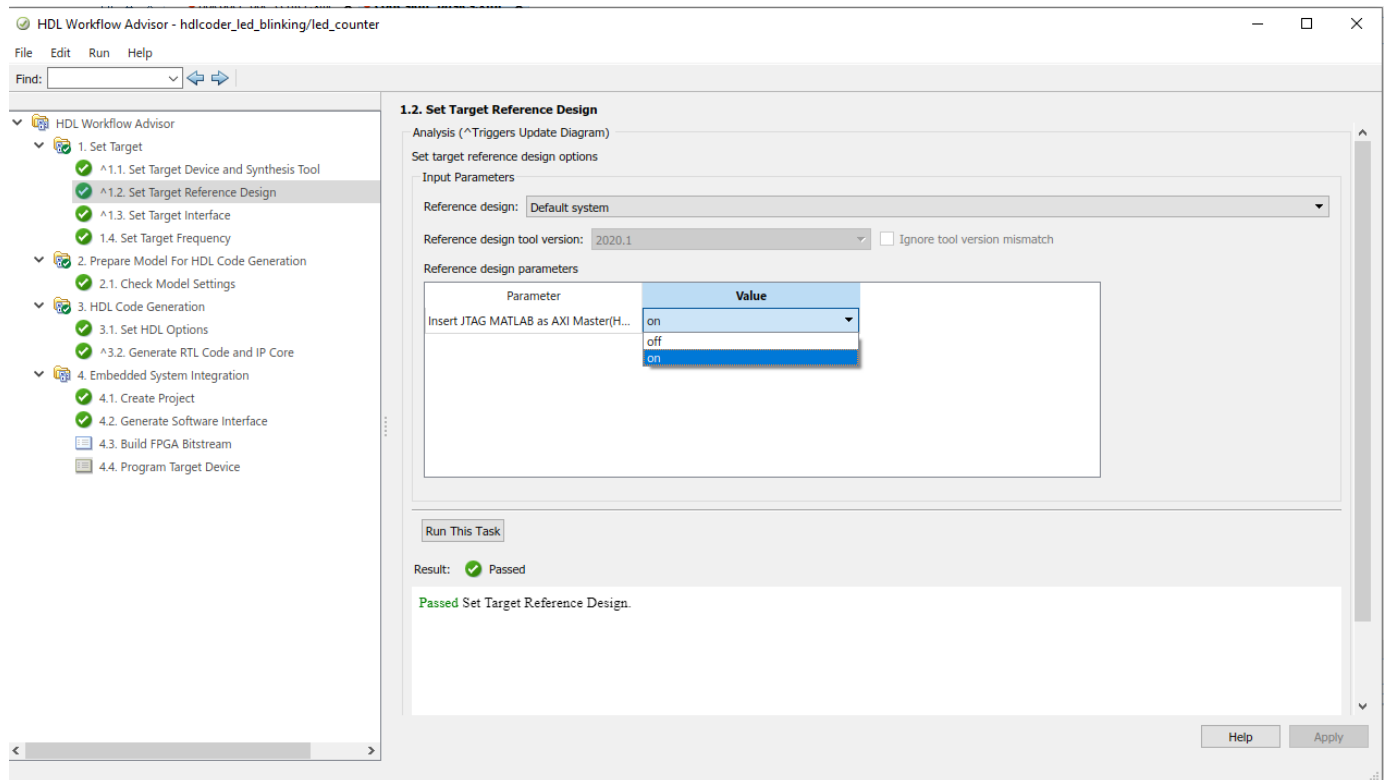
For standalone FPGA boards that do not have an embedded ARM processor, you can insert the JTAG MATLAB as AXI Master IP into your reference design. Create a script that uses the `aximaster` object that connects to the IP over a physical JTAG cable. This script enables read and write commands to slave memory locations from the MATLAB command line.

To use MATLAB as the AXI Master:

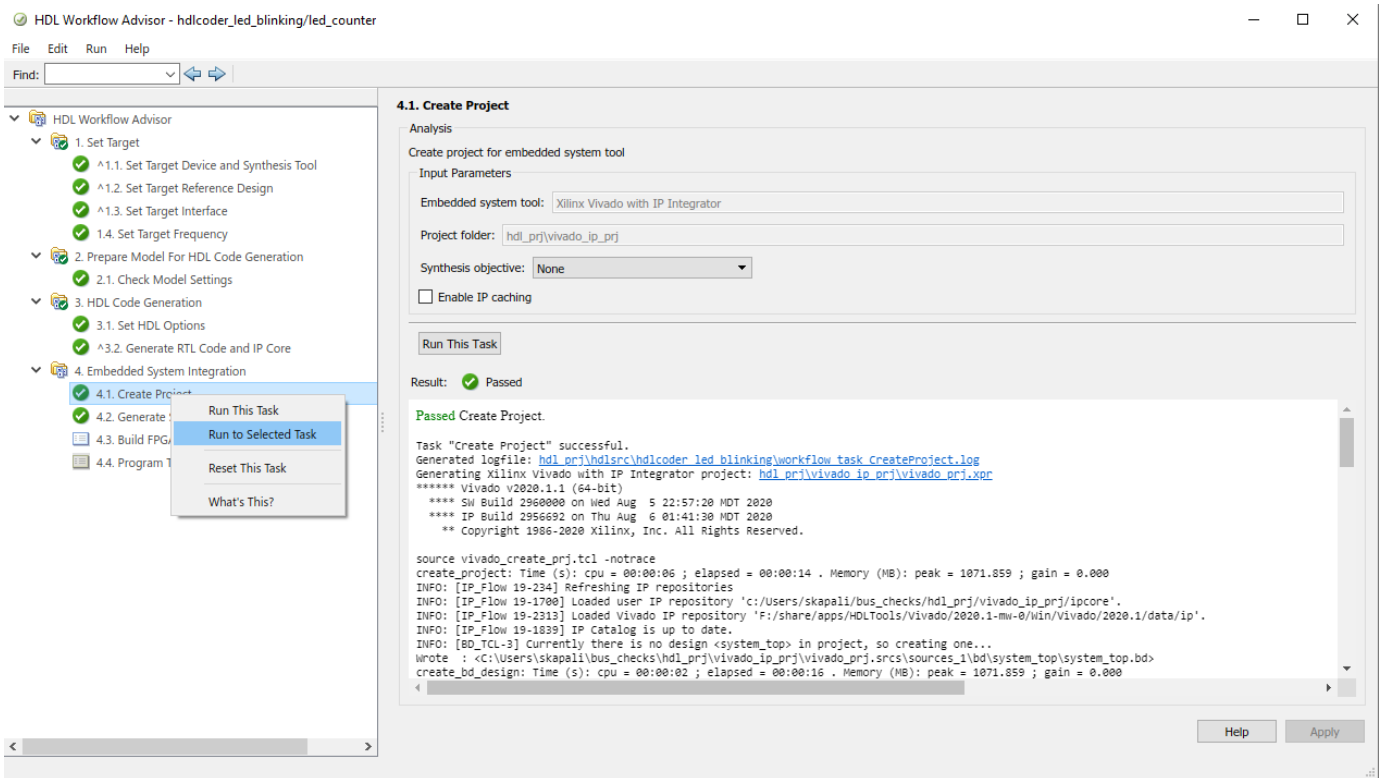
- Install the HDL Verifier hardware support packages.
- Do not target standalone boards that do not have the `hRD.AXI4SlaveInterface` functionality or boards that are based on Xilinx ISE.

Insert JTAG MATLAB as AXI Master

When you run the IP Core Generation workflow, in the **Set Target > Set Target Reference Design** task, choose **Default system** for **Reference Design** and set **Insert JTAG MATLAB as AXI Master** to on.



To generate the IP Core and create a project with AXI Master IP, right-click the **Create Project** task and select **Run to Selected Task**.



Control the HDL Coder IP Core at the MATLAB Command Line

You can now interact with your target FPGA board by using the JTAG MATLAB as AXI Master feature. Create an object by using the `aximaster` object. Use the created object as the driver for the `addAXI4SlaveInterface` function.

```
% Create an "aximaster" object
hAXIMDriver = aximaster("Xilinx");

% Pass it into the addInterface command
addAXI4SlaveInterface(hFPGA, ...
    ... % Interface properties
    "InterfaceID", "AXI4-Lite", ...
    "BaseAddress", 0xB0000000, ...
    "AddressRange", 0x10000, ...
    ... % Driver properties
    "WriteDriver", hAXIMDriver, ...
    "ReadDriver", hAXIMDriver, ...
    "DriverAddressMode", "Full");
```

For an example on how to interface with a target board over JTAG, see “Using JTAG MATLAB as AXI Master to control HDL Coder generated IP Core” on page 41-257.

See Also

More About

- “Generate Software Interface Script to Probe and Rapidly Prototype HDL IP Core” on page 40-54
- “Generate Software Interface Model to Probe and Rapidly Prototype HDL IP Core” on page 40-60
- “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2

Getting Started with Targeting Xilinx Zynq Platform

This example shows how to use the hardware-software co-design workflow to blink LEDs at various frequencies on the Xilinx® Zynq® ZC702 evaluation kit.

Introduction

This example is a step-by-step guide that helps you use HDL Coder™ to generate a custom HDL IP core which blinks LEDs on the Xilinx Zynq ZC702 evaluation kit, and shows how to use Embedded Coder® to generate C code that runs on the ARM® processor to control the LED blink frequency.

You can use MATLAB® and Simulink® to design, simulate, and verify your application, perform what-if scenarios with algorithms, and optimize parameters. You can then prepare your design for hardware and software implementation on the Zynq-7000 AP SoC by deciding which system elements will be performed by the programmable logic, and which system elements will run on the ARM Cortex-A9.

Using the guided workflow shown in this example, you automatically generate HDL code for the programmable logic using HDL Coder, generate C code for the ARM using Embedded Coder, and implement the design on the Xilinx Zynq Platform.

In this workflow, you perform the following steps:

- 1 Set up your Zynq hardware and tools.
- 2 Partition your design for hardware and software implementation.
- 3 Generate an HDL IP core using HDL Workflow Advisor.
- 4 Integrate the IP core into a Xilinx Vivado project and program the Zynq hardware.
- 5 Generate a software interface model.
- 6 Generate C code from the software interface model and run it on the ARM Cortex-A9 processor.
- 7 Tune parameters and capture results from the Zynq hardware using External Mode.

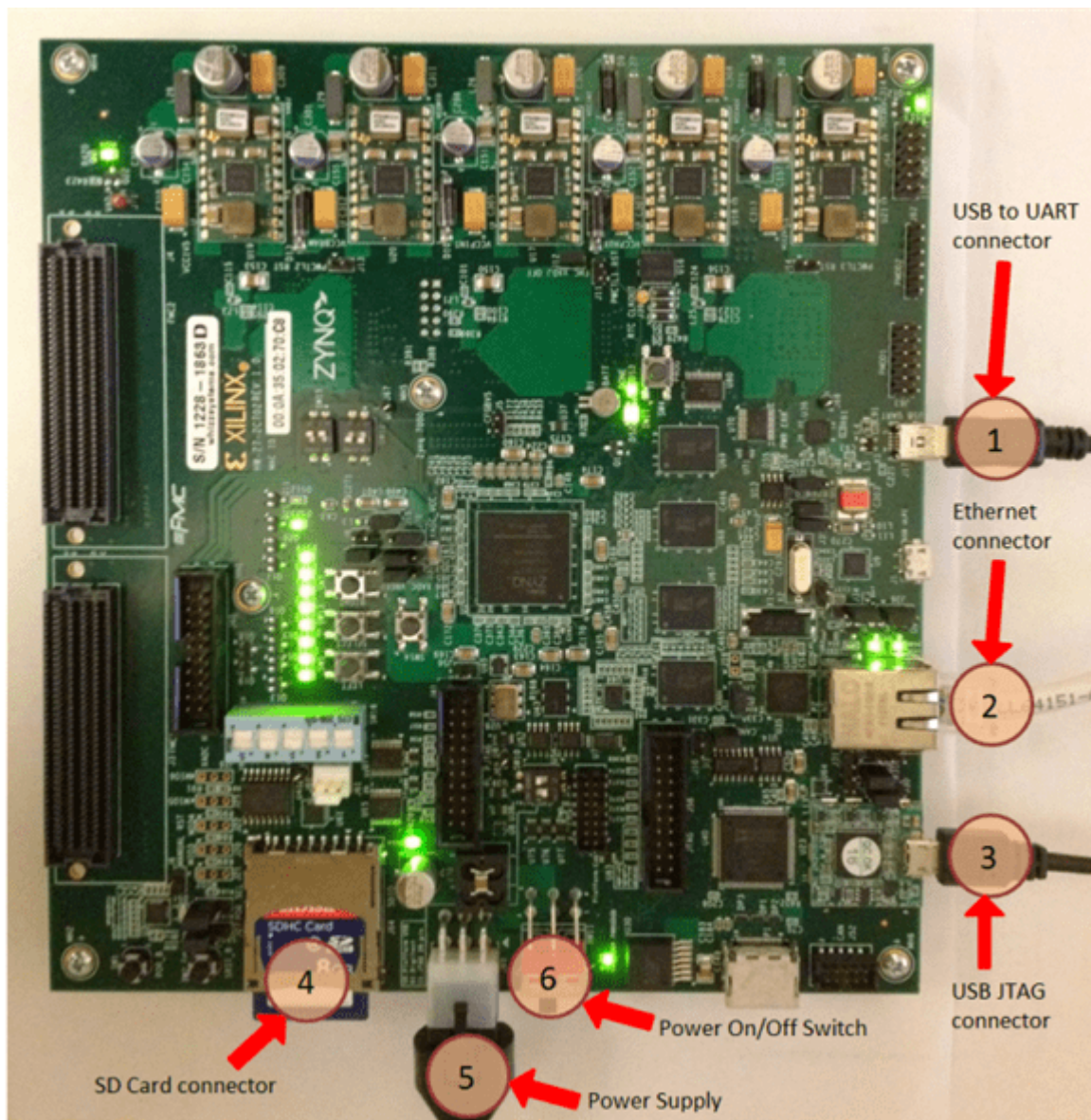
For more information, refer to other more advanced examples, and the HDL Coder and Embedded Coder documentation.

Requirements

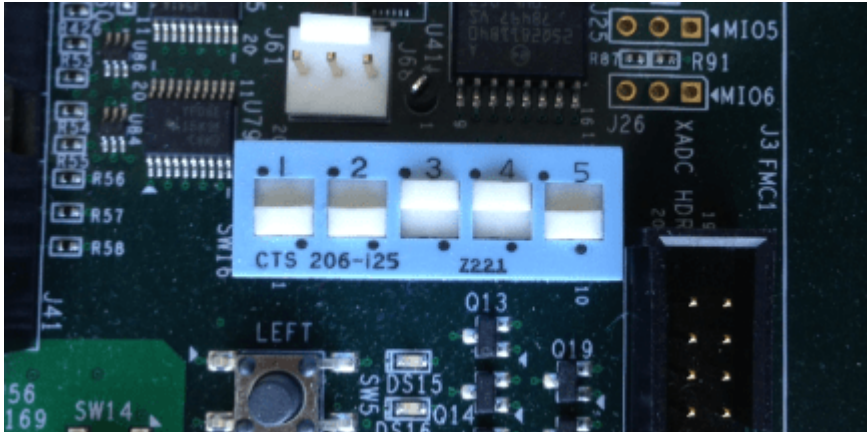
- 1 Xilinx Vivado Design Suite, with supported version listed in the HDL Coder documentation
- 2 Xilinx Zynq-7000 SoC ZC702 Evaluation Kit
- 3 HDL Coder Support Package for Xilinx Zynq Platform
- 4 Embedded Coder Support Package for Xilinx Zynq Platform

Set up Zynq hardware and tools

1. Set up the Xilinx Zynq ZC702 evaluation kit as shown in the figure below. To learn more about the ZC702 hardware setup, please refer to Xilinx documentation.



1.1. Make sure the SW16 switch is set as shown in the figure below, so you can boot Linux from the SD card.



1.2. Make sure the SW10 switch (JTAG chain input select two-position DIP switch) is set as shown in the figure below, so you can use the Digilent USB-to-JTAG interface (U23). Position 1: Off; Position 2: On.



1.3 Connect your computer to the USB UART connector using a Micro-USB cable. Make sure your USB device drivers, such as for the Silicon Labs CP210x USB to UART Bridge, are installed correctly. If not, search for the drivers online and install them.

1.4 Connect your computer and the Zynq board using an Ethernet cable.

2. Install the HDL Coder and Embedded Coder Support Packages for Xilinx Zynq Platform if you haven't already. To start the installer, go to the MATLAB toolstrip and click **Add-Ons > Get Hardware Support Packages**. For more information, please refer to the Support Package Installation documentation.

3. Make sure you are using the SD card image provided by the Embedded Coder Support Package for Xilinx Zynq Platform. If you need to update your SD card image, refer to the Hardware Setup section of this document.

4. Set up the Zynq hardware connection by entering the following command in the MATLAB command window:

```
h = zynq
```

The `zynq` function logs in to the hardware via COM port and runs the `ifconfig` command to obtain the IP address of the board. This function also tests the Ethernet connection.

5. You can optionally test the serial connection using the following configuration using a program such as PuTTY™. Baud rate: 115200; Data bits: 8; Stop bits: 1; Parity: None; Flow control: None. You should be able to observe Linux booting log on the serial console when you power cycle the Zynq board. You must close this serial connection before using the `zynq` function again.

6. Set up the Xilinx Vivado synthesis tool path using the following command in the MATLAB command window. Use your own Vivado installation path when you run the command.

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2019.1\bin\vivado.ba
```

Partition your design for hardware and software implementation

The first step of the Zynq hardware-software co-design workflow is to decide which parts of your design to implement on the programmable logic, and which parts to run on the ARM processor.

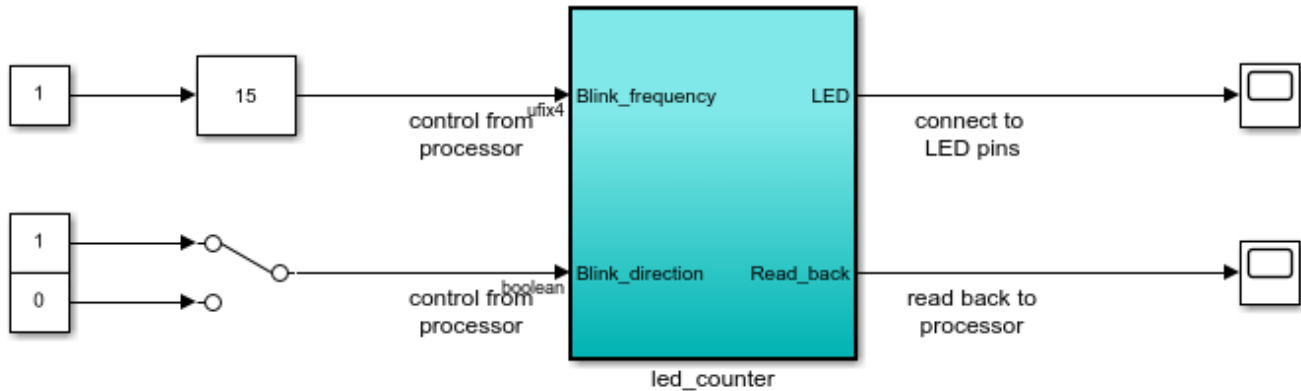
Group all the blocks you want to implement on programmable logic into an atomic subsystem. This atomic subsystem is the boundary of your hardware-software partition. All the blocks inside this subsystem will be implemented on programmable logic, and all the blocks outside this subsystem will run on the ARM processor.

In this example, the subsystem **led_counter** is the hardware subsystem. It models a counter that blinks the LEDs on an FPGA board. Two input ports, **Blink_frequency** and **Blink_direction**, are control ports that determine the LED blink frequency and direction. All the blocks outside of the subsystem **led_counter** are for software implementation.

In Simulink, you can use the **Slider Gain** or **Manual Switch** block to adjust the input values of the hardware subsystem. In the embedded software, this means the ARM processor controls the generated IP core by writing to the AXI interface accessible registers. The output port of the hardware subsystem, **LED**, connects to the LED hardware. The output port, **Read_Back**, can be used to read data back to the processor.

```
open_system('hdlcoder_led_blinking');
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking/led_counter')`

[Launch HDL Workflow Advisor](#)

Run Demo

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Generate an HDL IP core using the HDL Workflow Advisor

Using the IP Core Generation workflow in the HDL Workflow Advisor enables you to automatically generate a sharable and reusable IP core module from a Simulink model. The generated IP core is designed to be connected to an embedded processor on an FPGA device. HDL Coder generates HDL code from the Simulink blocks, and also generates HDL code for the AXI interface logic connecting the IP core to the embedded processor. HDL Coder packages all the generated files into an IP core folder. You can then integrate the generated IP core with a larger FPGA embedded design in the Xilinx Vivado environment.

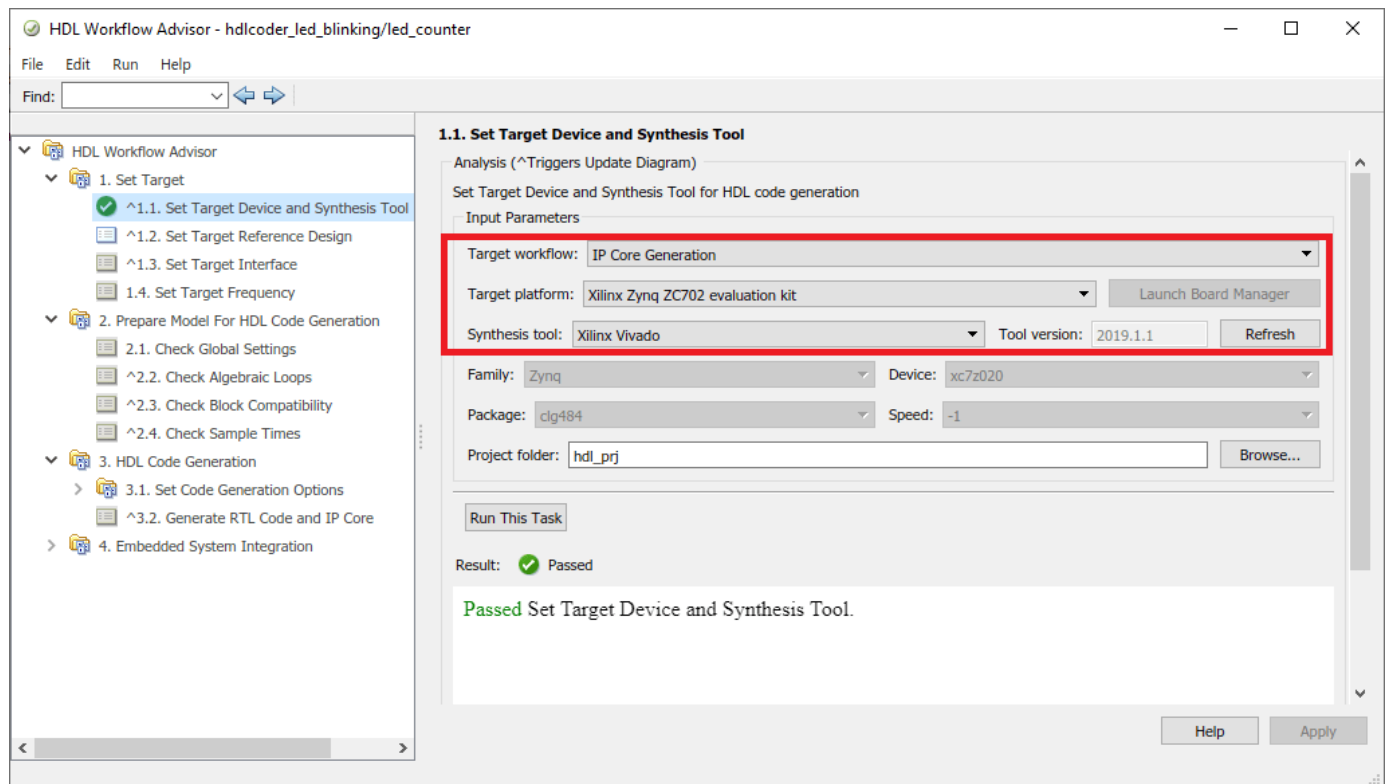
1. Start the IP core generation workflow.

1.1. Open the HDL Workflow Advisor from the `hdlcoder_led_blinking/led_counter` subsystem by right-clicking the `led_counter` subsystem, and choosing **HDL Code > HDL Workflow Advisor**.

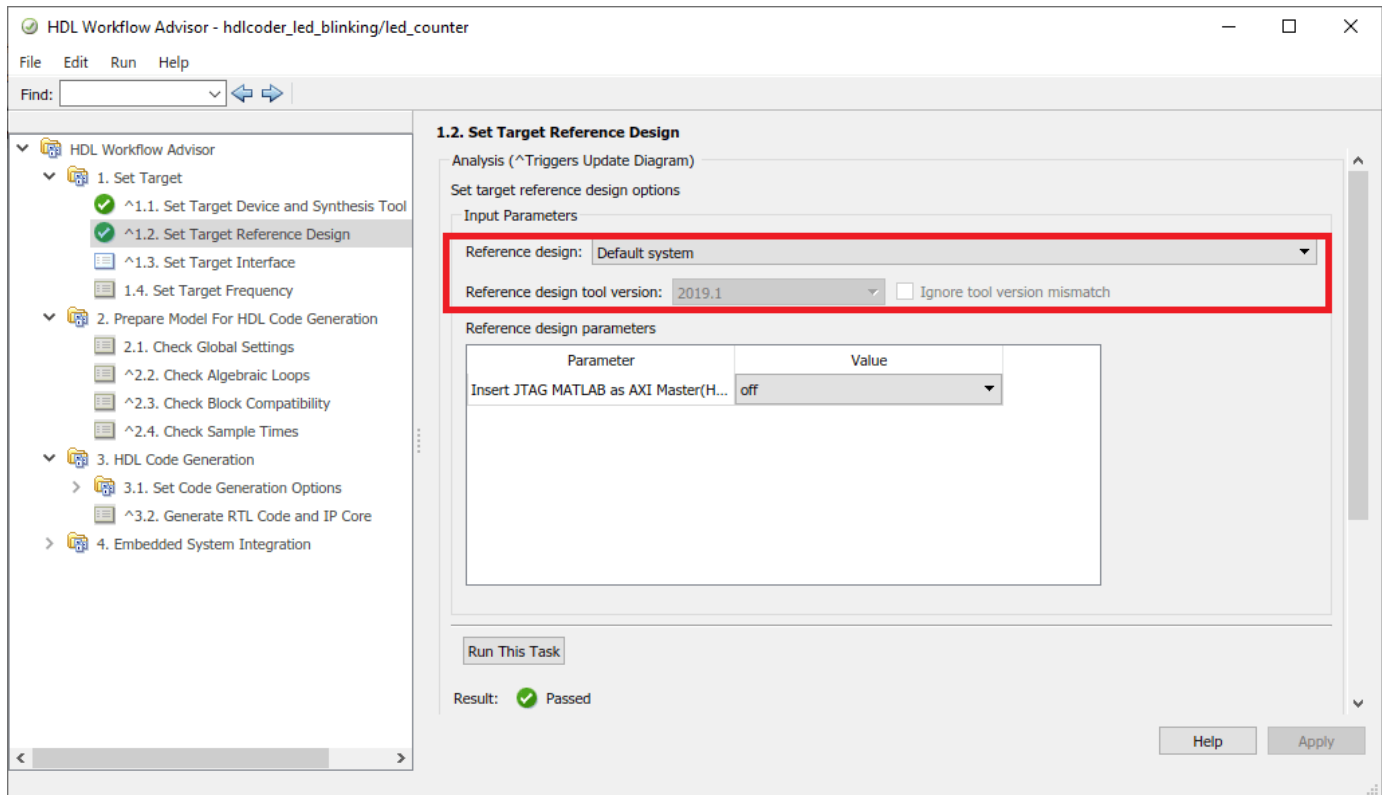
1.2. In the **Set Target > Set Target Device and Synthesis Tool** task, for **Target workflow**, select **IP Core Generation**.

1.3. For **Target platform**, select **Xilinx Zynq ZC702 evaluation kit**. If you don't have this option, select **Get more** to open the Support Package Installer. In the Support Package Installer, select Xilinx Zynq Platform and follow the instructions provided by the Support Package Installer to complete the installation.

1.4. Click **Run This Task** to run the **Set Target Device and Synthesis Tool** task.



1.5 In the **Set Target > Set Target Reference Design** task, choose **Default system**.



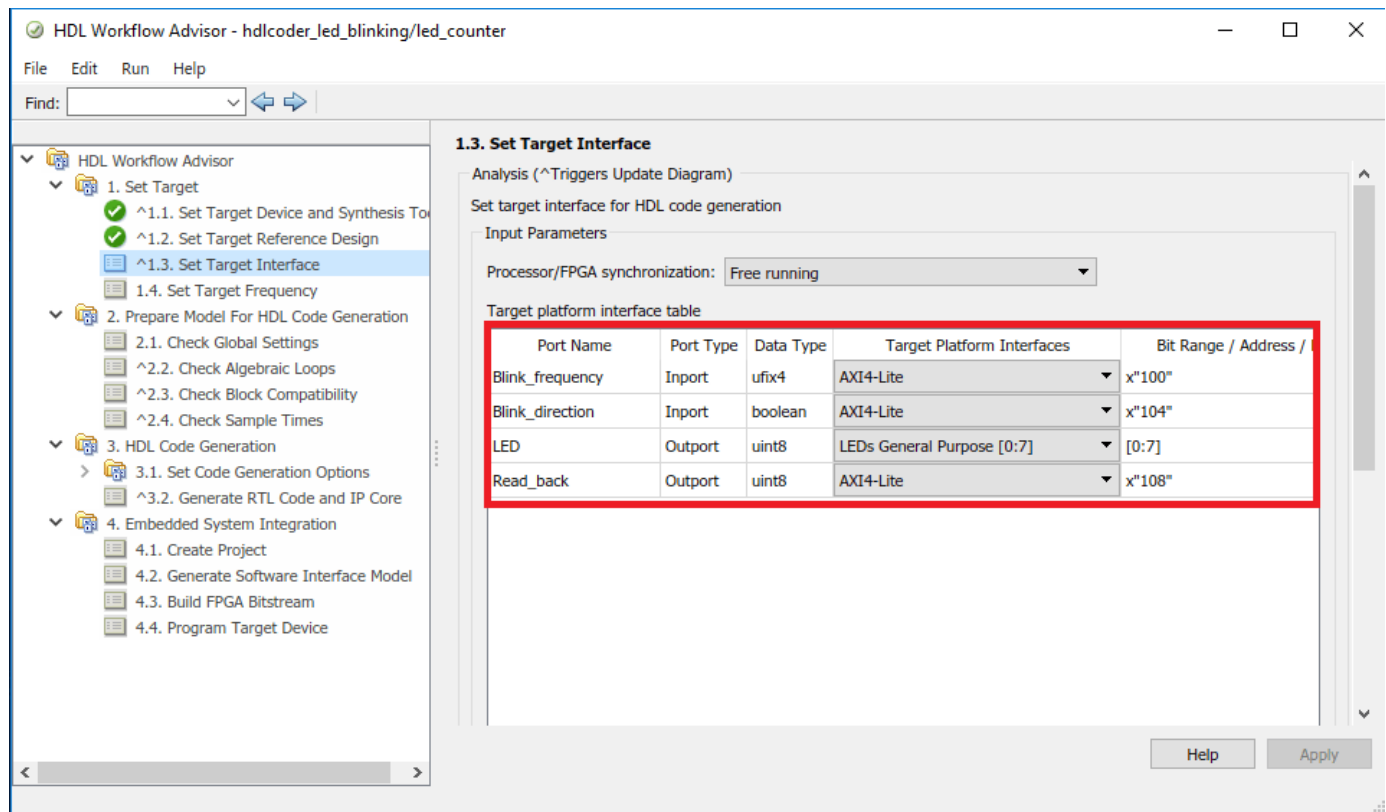
1.6. Click **Run This Task** to run the **Set Target Reference Design** task.

2. Configure the target interface.

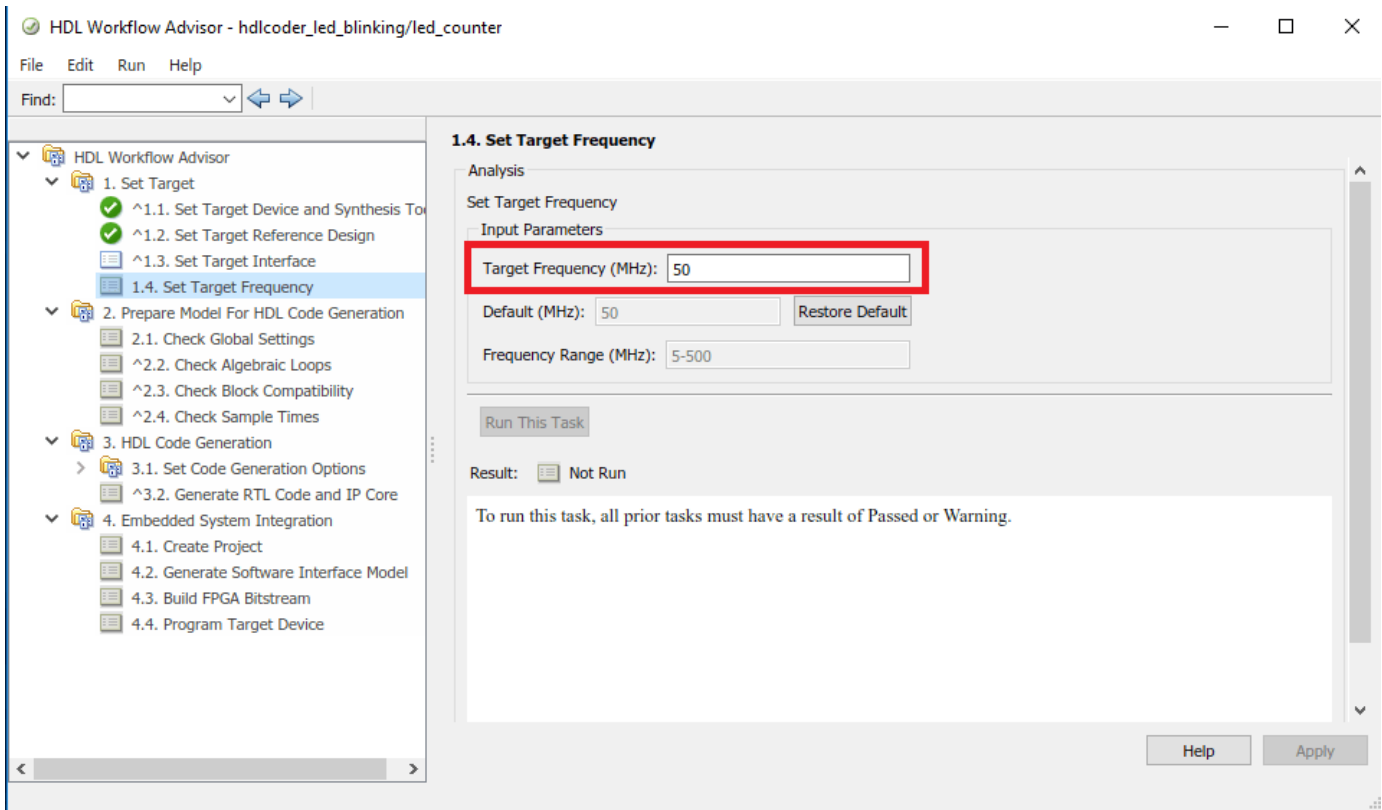
Map each port in your DUT to one of the IP core target interfaces. In this example, input ports **Blink_frequency** and **Blink_direction** are mapped to the AXI4-Lite interface, so HDL Coder generates AXI interface accessible registers for them. The **LED** output port is mapped to an external interface, **LEDs General Purpose [0:7]**, which connects to the LED hardware on the Zynq board.

2.1 In the **Set Target > Set Target Interface** task, choose **AXI4-Lite** for **Blink_frequency**, **Blink_direction**, and **Read_back**.

2.2 Choose **LEDs General Purpose [0:7]** for **LED**.

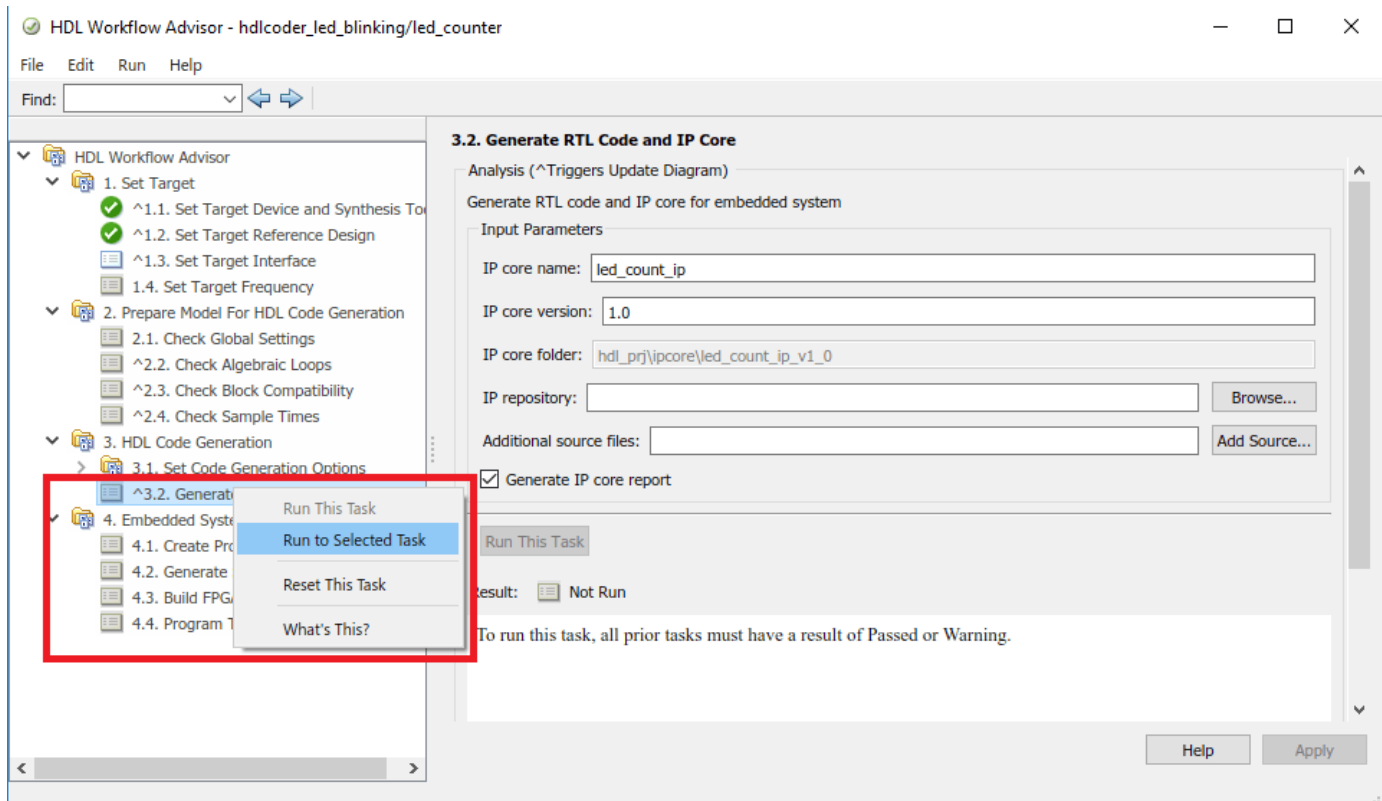


2.3 In the **Set Target** > **Set Target Frequency** task, choose **Target Frequency** as **50 MHz**.



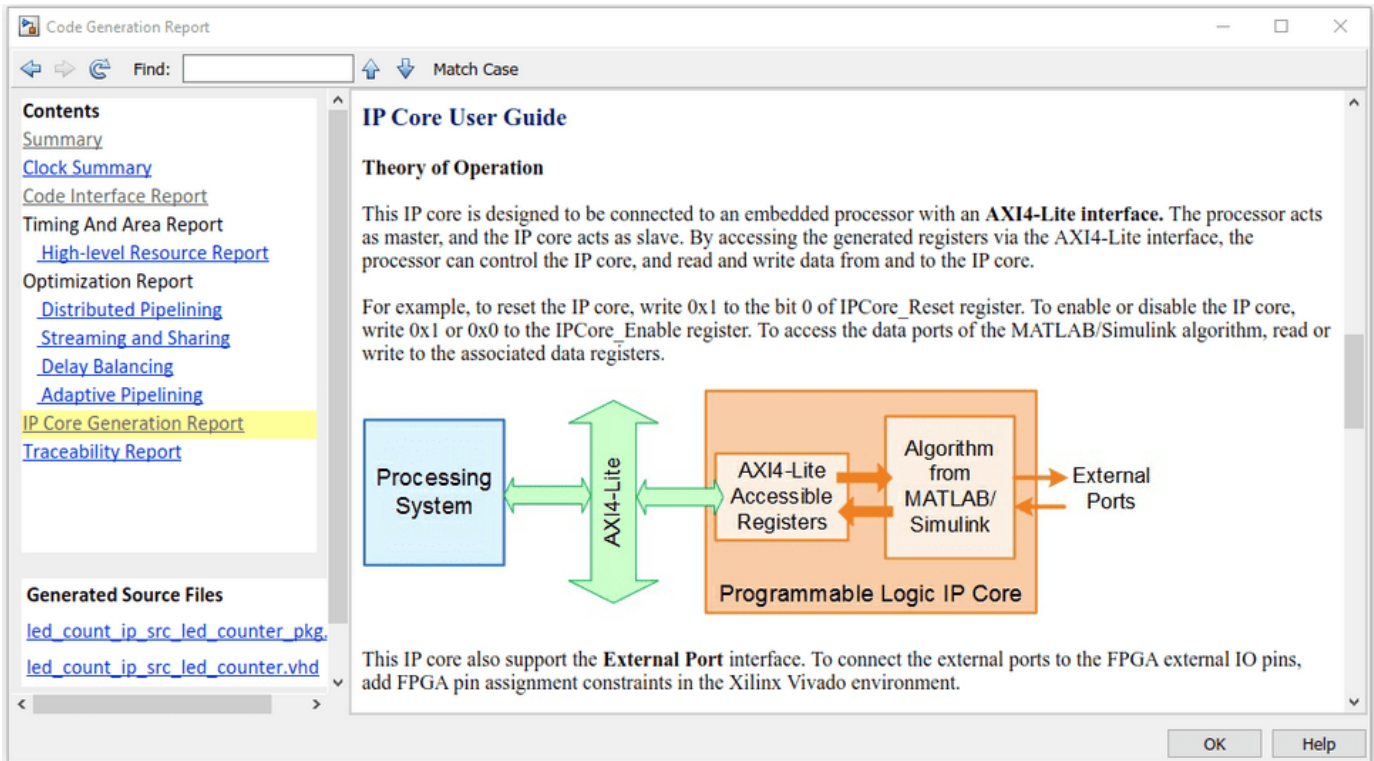
3. Generate the IP Core.

To generate the IP core, right-click the **Generate RTL Code and IP Core** task and select **Run to Selected Task**.



4. Generate and view the IP core report.

After you generate the custom IP core, the IP core files are in the **ipcore** folder within your project folder. An HTML custom IP core report is generated together with the custom IP core. The report describes the behavior and contents of the generated custom IP core.

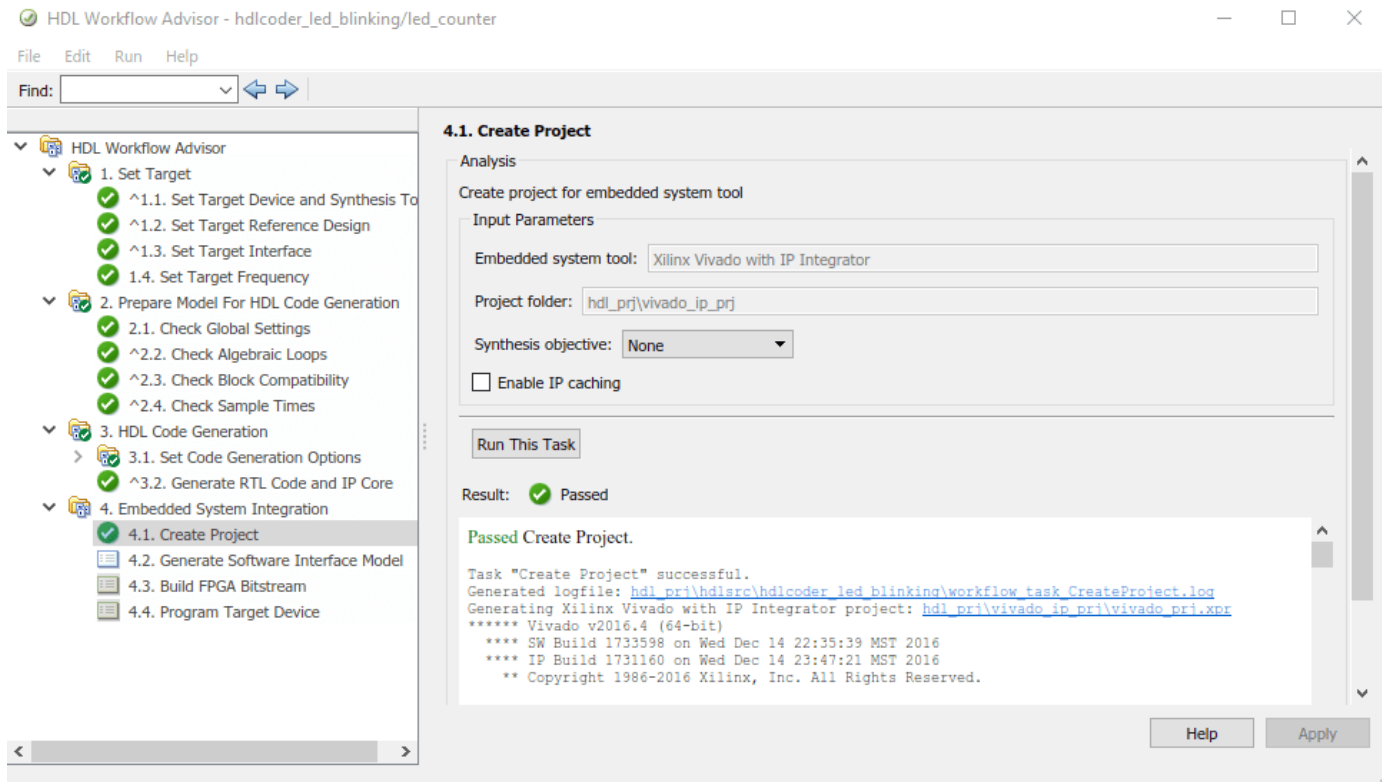


Integrate the IP core with the Xilinx Vivado environment

In this part of the workflow, you insert your generated IP core into a embedded system reference design, generate an FPGA bitstream, and download the bitstream to the Zynq hardware.

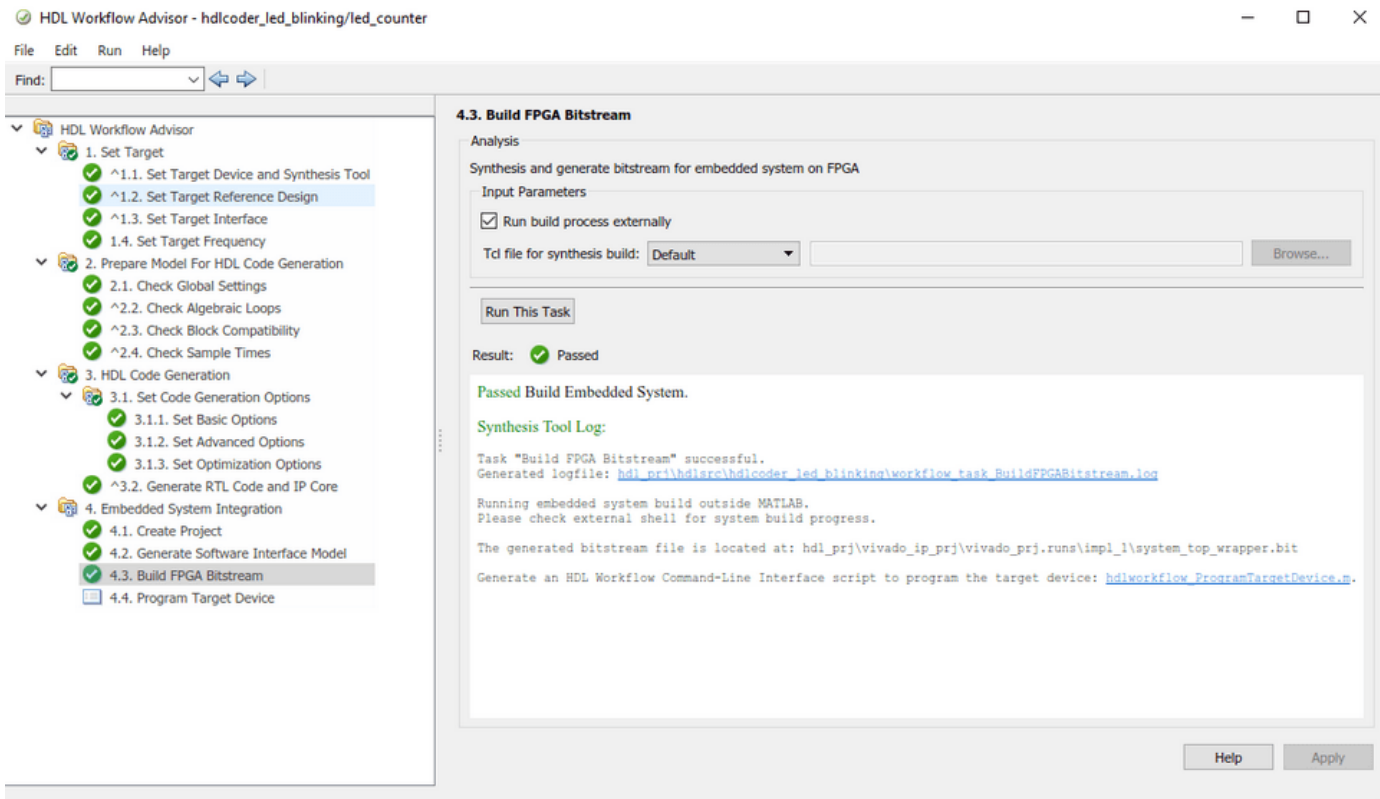
The reference design is a predefined Xilinx Vivado project. It contains all the elements the Xilinx software needs to deploy your design to the Zynq platform, except for the custom IP core and embedded software that you generate.

1. To integrate with the Xilinx Vivado environment, select the **Create Project** task under **Embedded System Integration**, and click **Run This Task**. A Xilinx Vivado project with IP Integrator embedded design is generated, and a link to the project is provided in the dialog window. You can optionally open up the project to take a look.

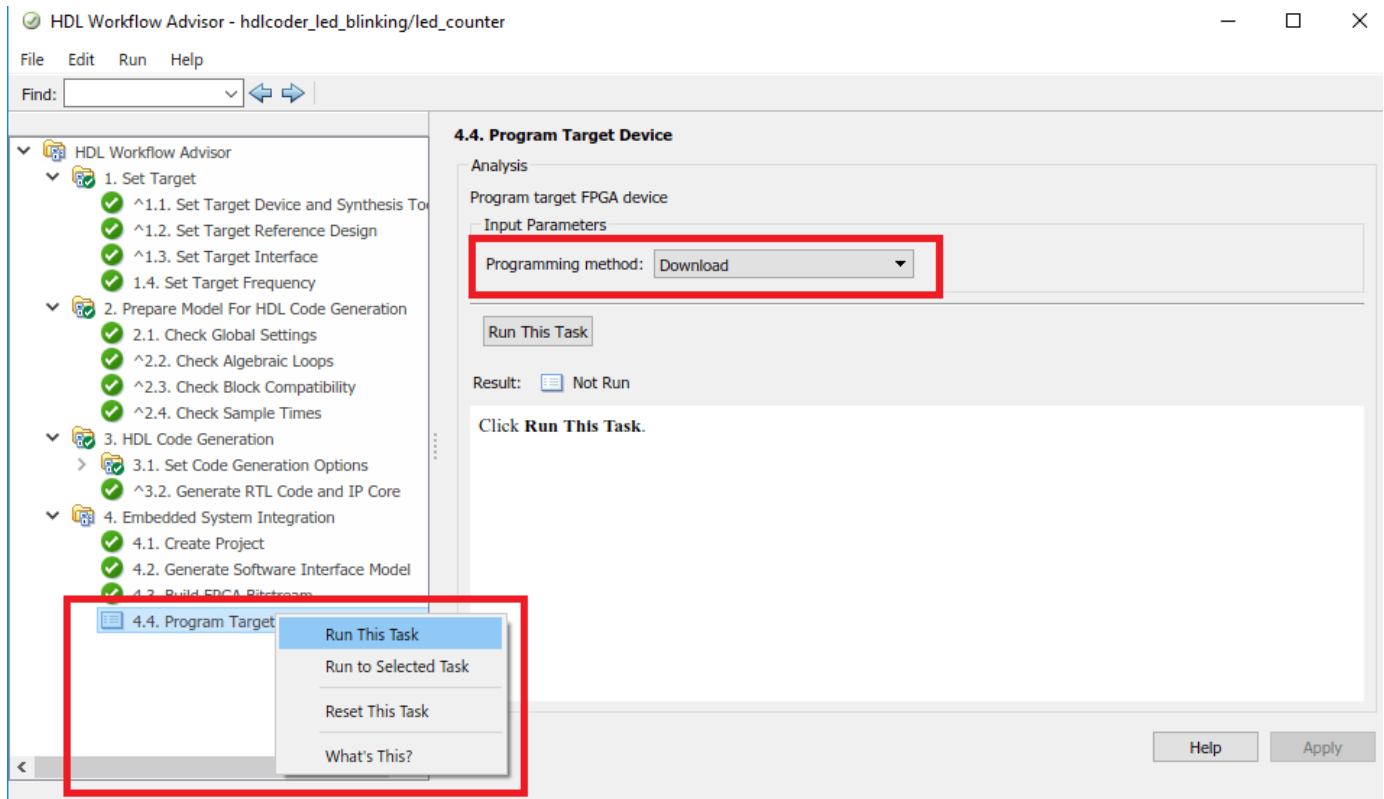


2. If you have an Embedded Coder license, you can generate a software interface model in the next task, **Generate Software Interface Model**. The details of the software interface model are explained in the next section of this example, "Generate a software interface model".

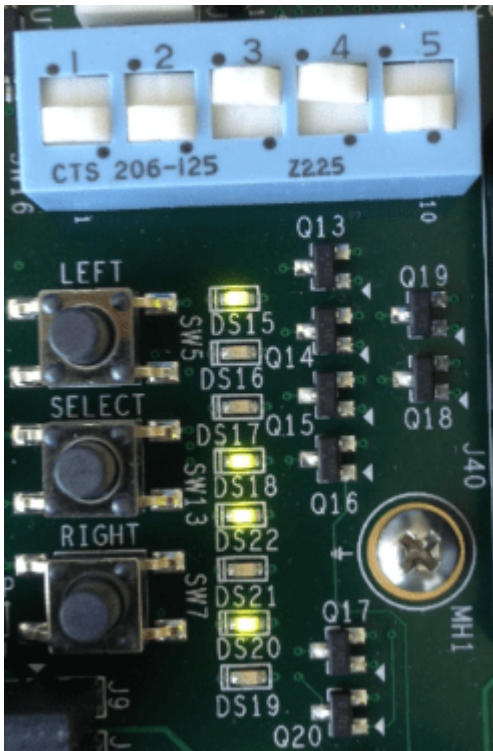
3. Build the FPGA bitstream in the **Build FPGA Bitstream** task. Make sure the **Run build process externally** option is checked, so the Xilinx synthesis tool will run in a separate process from MATLAB. Wait for the synthesis tool process to finish running in the external command window.



4. After the bitstream is generated, select the **Program Target Device** task. Choose **Download** for **Programming method** to download the FPGA bitstream onto the SD card on the Zynq board, so your design will be automatically reloaded when you power cycle the Zynq board. click **Run This Task** to program the Zynq hardware.



After you program the FPGA hardware, the LED starts blinking on your Zynq board.



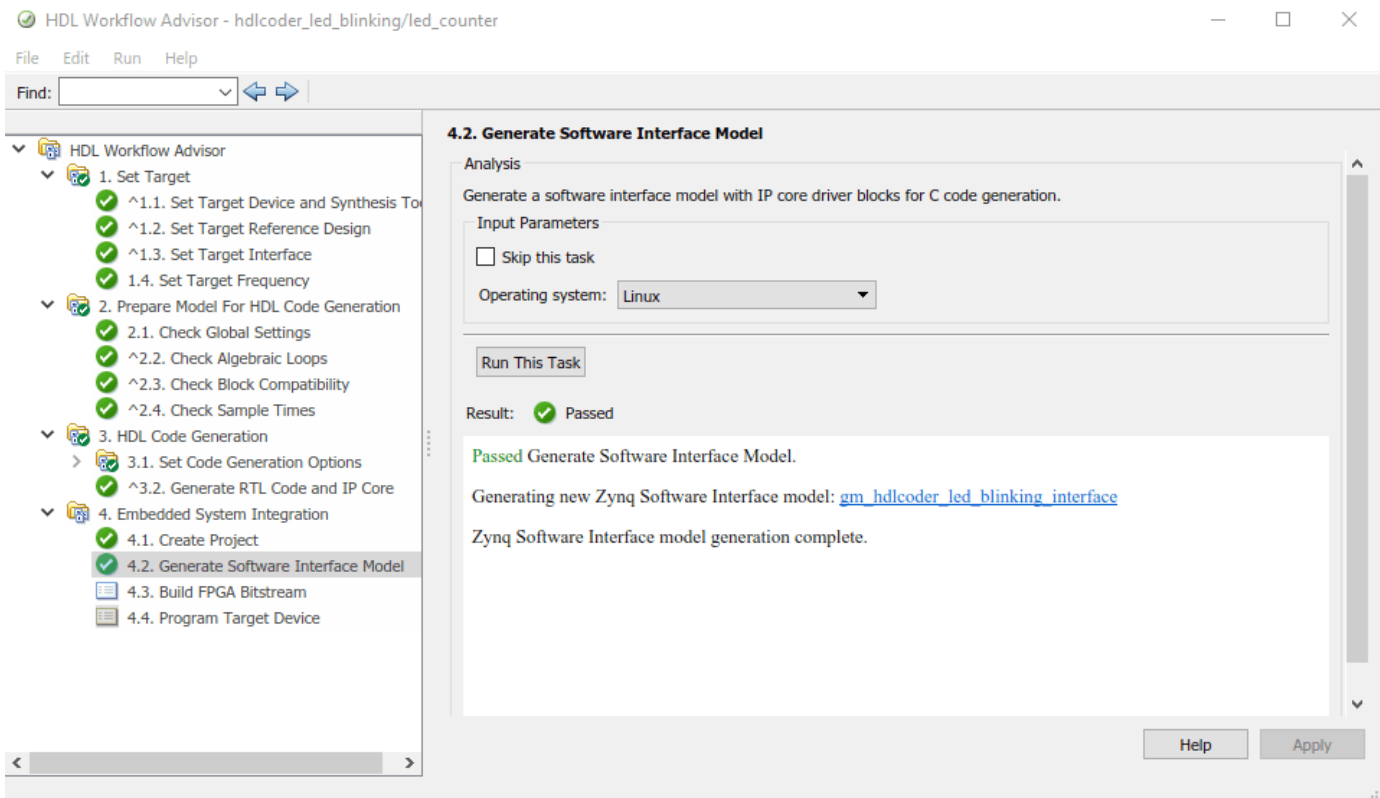
Next, you will generate C code to run on the ARM processor to control the LED blink frequency and direction.

Generate a software interface model

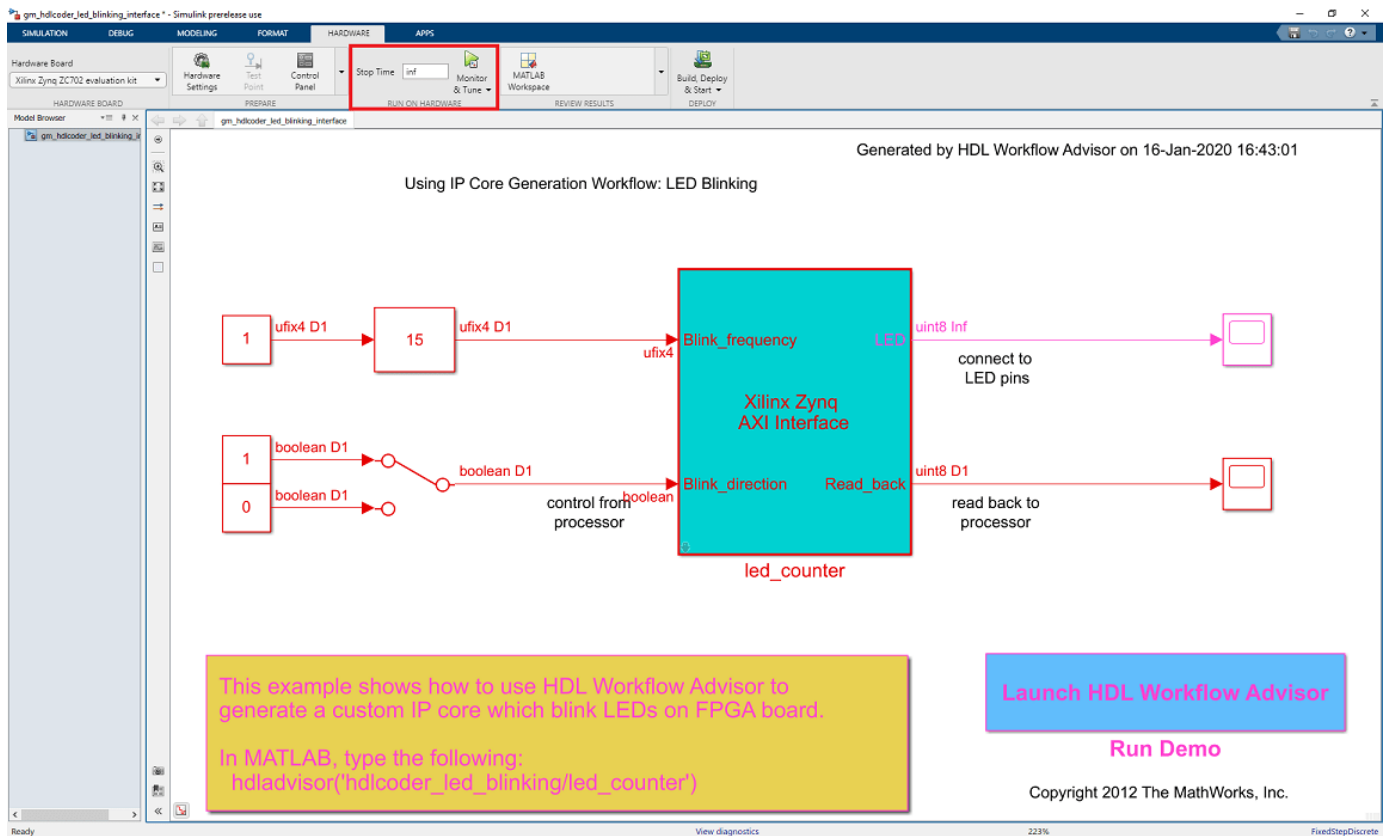
In the HDL Workflow Advisor, after you generate the IP core and insert it into the Vivado reference design, you can optionally generate a software interface model in the **Embedded System Integration > Generate Software Interface Model** task.

The software interface model contains the part of your design that runs in software. It includes all the blocks outside of the HDL subsystem, and replaces the HDL subsystem with AXI driver blocks. If you have an Embedded Coder license, you can automatically generate embedded code from the software interface model, build it, and run the executable on Linux on the ARM processor. The generated embedded software includes AXI driver code, generated from the AXI driver blocks, that controls the HDL IP core.

Run the **Generate Software Interface Model** task and see that a new model is generated. The task dialog shows a link to the model.



In the generated software interface model, the "led_counter" subsystem is replaced with the AXI driver blocks which generate the interface logic between the ARM processor and FPGA.

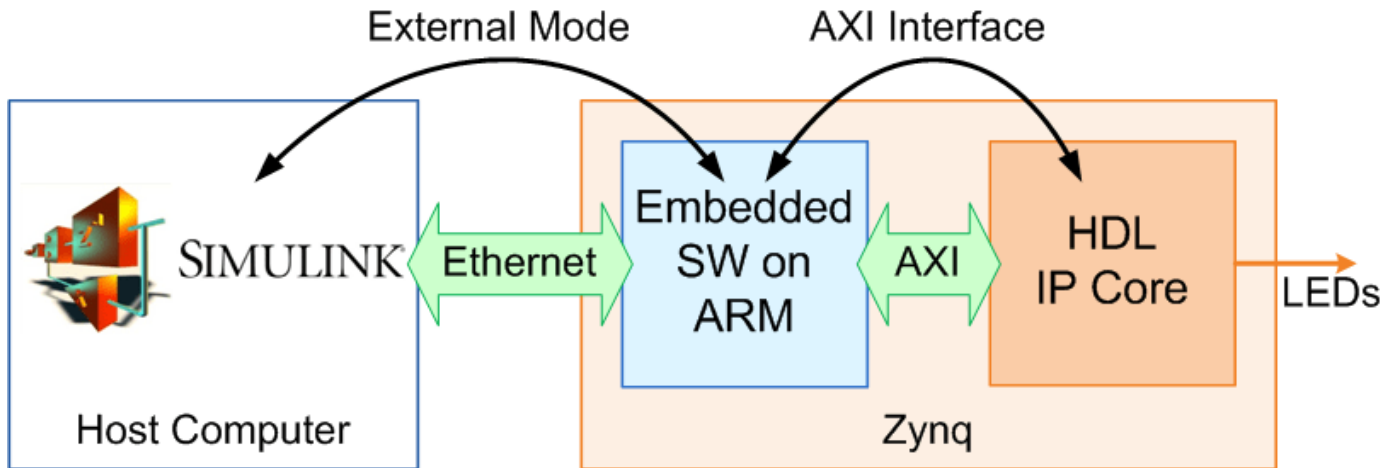


Run the software interface model on Zynq ZC702 hardware

In this part of the workflow, you configure the generated software interface model, automatically generate embedded C code, and run your model on the ARM processor in the Zynq hardware in External mode.

When you are prototyping and developing an algorithm, it is useful to monitor and tune the algorithm while it runs on hardware. The External mode feature in Simulink enables this capability. In this mode, your algorithm is first deployed to the ARM processor in the Zynq hardware, and then linked with the Simulink model on the host computer through an Ethernet connection.

The main role of the Simulink model is to tune and monitor the algorithm running on the hardware. Because the ARM processor is connected to the HDL IP core through the AXI interface, you can use External mode to tune parameters, and capture data from the FPGA.



- 1 In the generated model, click on Hardware pane and go to **Hardware settings** to open **Configuration Parameter** dialog box.
- 2 Select **Solver** and set "Stop Time" to "inf".
- 3 From the **HARDWARE** pane, click the **Monitor & Tune** button on the model toolstrip to run your model on the ARM processor in the Zynq ZC702 hardware in External mode. Embedded Coder builds the model, downloads the ARM executable to the Zynq ZC702 hardware, executes it, and connects the model to the executable running on the Zynq ZC702 hardware.
- 4 Double-click the **Slider Gain** block. Change the Slider Gain value and observe the change in frequency of the LED array blinking on the Zynq ZC702 hardware. Double-click the **Manual Switch** block to switch the direction of the blinking LEDs.
- 5 Double-click the scope connected to the **Read_back** output port and observe that the output data of the FPGA IP core is captured and sent back to the Simulink scope.
- 6 When you are done changing model parameters, click the **Stop** button on the model. Observe that the system command window opened in the previous step indicates that the model has been stopped. At this point, you can close the system command window.

Generated by HDL Workflow Advisor on 16-Jan-2020 16:43:01

Using IP Core Generation Workflow: LED Blinking

Block Parameters: Slider Gain
Slider Gain (mask) (link)
Move the slider to modify the scalar gain.
Parameters
0.0 15.0
6.900
OK Cancel Help Apply

1 ufix4 D1 6.9 ufix4 D1 Slider Gain

1 boolean D1 0 boolean D1 boolean D1 control from processor

Blink_frequency LED ufix4
Xilinx Zynq AXI Interface
Blink_direction Read_back uint8 D1 read back to processor

uint8 Inf connect to LED pins

led_counter

This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.
In MATLAB, type the following:
`hdladvisor('hdlcodder_led_blinking/led_counter')`

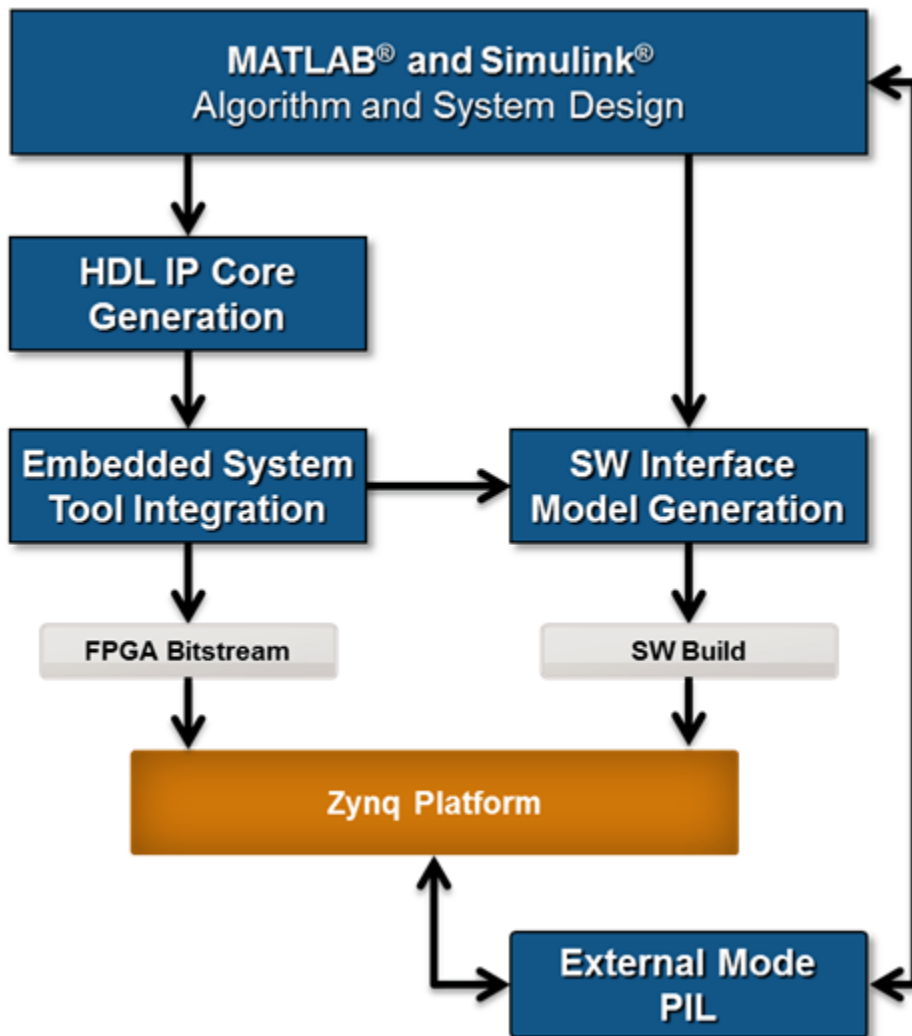
Launch HDL Workflow Advisor
Run Demo

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Summary

This example shows how the hardware and software co-design workflow helps automate the deployment of your MATLAB and Simulink design to a Zynq-7000 All Programmable SoC. You can explore the best ways to partition and deploy your design by iterating through the workflow.

The following diagram shows the high-level picture of the workflow you went through in this example. To learn more about the hardware and software co-design workflow, please refer to the HDL Coder documentation.



Getting Started with Targeting Zynq UltraScale+ MPSoC Platform

This example shows how to use the hardware-software co-design workflow to blink LEDs at various frequencies on the Xilinx® Zynq® UltraScale+ MPSoC.

Introduction

This example is a step-by-step guide that helps you use the HDL Coder™ software to generate a custom HDL IP core which blinks LEDs on the Xilinx Zynq UltraScale+ MPSoC ZCU102 evaluation kit, and shows how to use Embedded Coder® to generate C code that runs on the ARM® processor to control the LED blink frequency.

You can use MATLAB® and Simulink® to design, simulate, and verify your application, perform what-if scenarios with algorithms, and optimize parameters. You can then prepare your design for hardware and software implementation on the Xilinx Zynq UltraScale+ MPSoC by deciding which system elements will be performed by the programmable logic, and which system elements will run on the ARM Cortex-A53.

Using the guided workflow shown in this example, you automatically generate HDL code for the programmable logic using HDL Coder, generate C code for the ARM processor using Embedded Coder, and implement the design on the Xilinx Zynq UltraScale+ MPSoC Platform.

In this workflow, you perform the following steps:

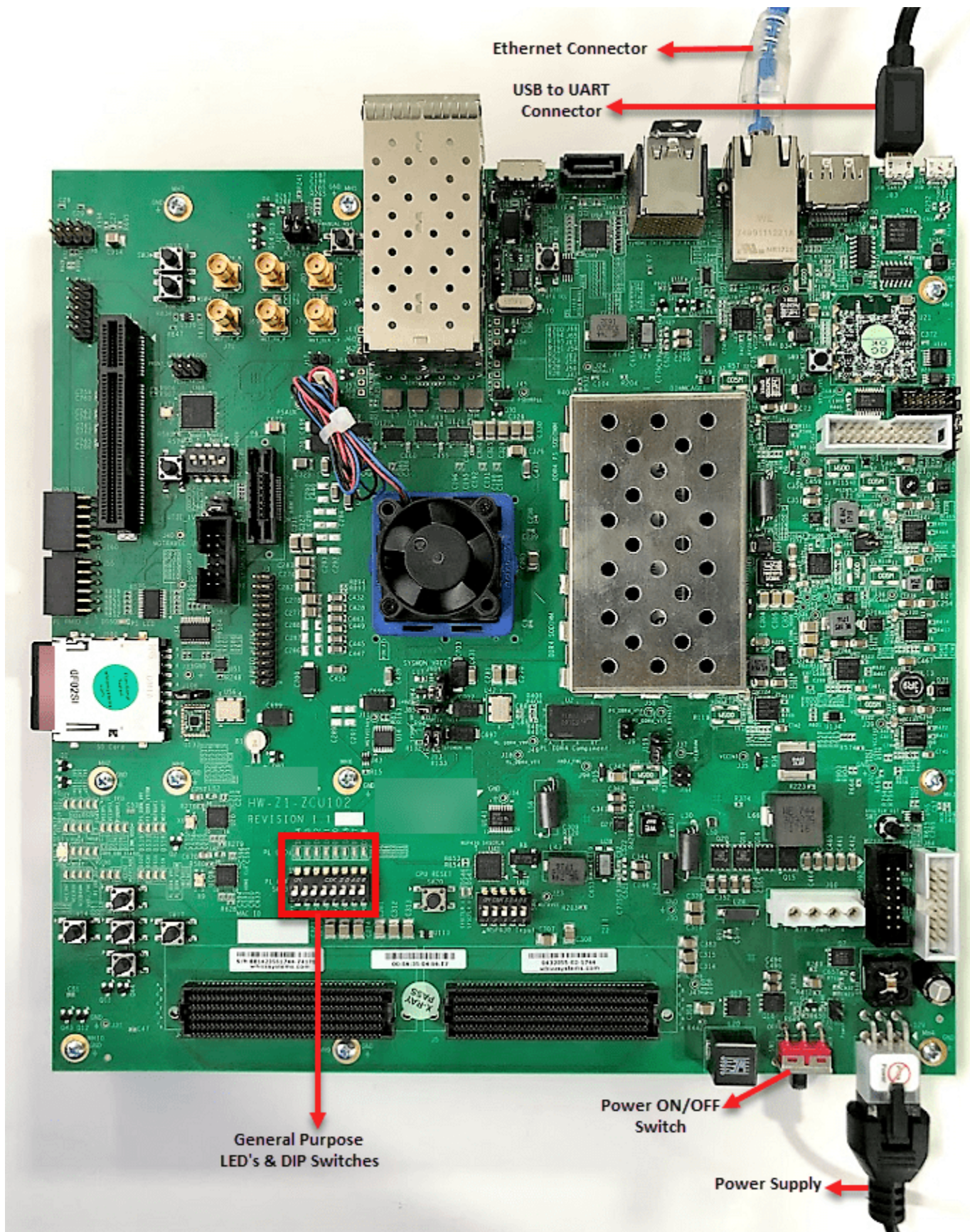
- 1 Set up your Xilinx Zynq UltraScale+ MPSoC ZCU102 hardware and tools.
- 2 Partition your design for hardware and software implementation.
- 3 Generate an HDL IP core using HDL Workflow Advisor.
- 4 Integrate the IP core into a Xilinx Vivado project and program the Xilinx Zynq UltraScale+ MPSoC hardware.
- 5 Generate a software interface model.
- 6 Generate C code from the software interface model and run it on the ARM Cortex-A53 processor.
- 7 Tune parameters and capture results from the Zynq hardware using External Mode.

Requirements

- 1 Xilinx Vivado Design Suite, with supported version listed in the HDL Coder documentation
- 2 Xilinx Zynq UltraScale+ MPSoC ZCU102 Evaluation Kit
- 3 HDL Coder Support Package for Xilinx Zynq Platform
- 4 Embedded Coder Support Package for Xilinx Zynq Platform

Set up your Xilinx Zynq UltraScale+ MPSoC hardware and tools

1. Set up the Xilinx Zynq UltraScale+ MPSoC ZCU102 evaluation kit as shown in the figure below. To learn more about the ZCU102 hardware setup, please refer to Xilinx documentation.



Ethernet Connector

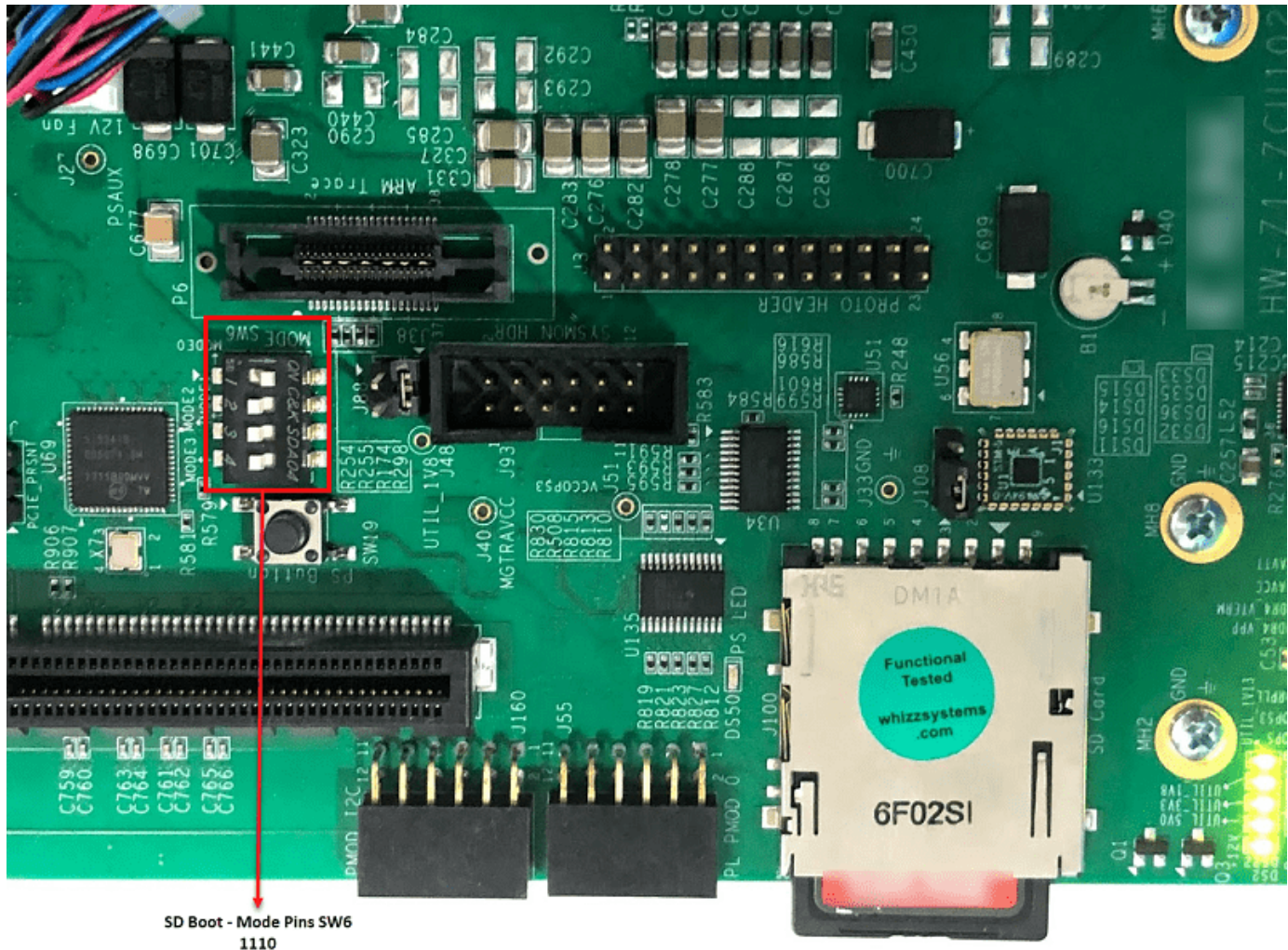
USB to UART
Connector

General Purpose
LED's & DIP Switches

Power ON/OFF
Switch

Power Supply

1.1. Make sure the SW6 switch is set as shown in the figure below, so you can boot up Linux from the SD card.



1.2 Connect your computer to the USB UART connector of ZCU102 using a Micro-USB cable. Make sure your USB device drivers, such as for the Silicon Labs CP210x USB to UART Bridge, are installed correctly. If not, search for the drivers online and install them.

1.3 Connect Xilinx Zynq UltraScale+ MPSoC board to your computer using an Ethernet cable.

2. Install the HDL Coder and Embedded Coder Support Packages for Xilinx Zynq Platform if you haven't already.

2.1 On the MATLAB **Home** tab in the **Environment** section, Click Add-Ons > Manage Add-Ons.

2.2 In the Add-On Manager, start the hardware setup process by clicking the setup button for Embedded Coder Support Package for Xilinx Zynq Platform.

3. Make sure you are using the SD card image provided by the Embedded Coder Support Package for Xilinx Zynq Platform.

4. Set up the Zynq hardware connection by entering the following command in the MATLAB command window:

```
h = zynq
```

The `zynq` function logs in to the hardware via COM port and runs the `ifconfig` command to obtain the IP address of the board. This function also tests the Ethernet connection.

5. You can optionally test the serial connection using the following configuration using a program such as PuTTY™. Baud rate: 115200; Data bits: 8; Stop bits: 1; Parity: None; Flow control: None. You should be able to observe Linux booting log on the serial console when you power cycle the MPSoC board. You must close this serial connection before using the `zynq` function again.

6. Set up the Xilinx Vivado synthesis tool path using the following command in the MATLAB command window. Use your own Vivado installation path when you run the command.

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2019.1\bin\vivado.ba
```

Partition your design for hardware and software implementation

The first step of the Zynq hardware-software co-design workflow is to decide which parts of your design to implement on the programmable logic, and which parts to run on the ARM processor.

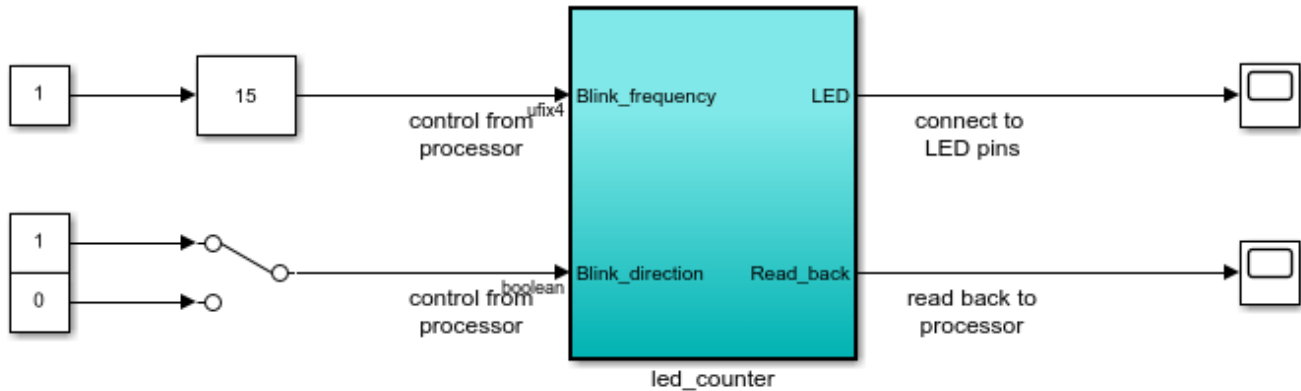
Group all the blocks you want to implement on programmable logic into an Atomic Subsystem. This Atomic Subsystem is the boundary of your hardware-software partition. All the blocks inside this subsystem will be implemented on programmable logic, and all the blocks outside this subsystem will run on the ARM processor.

In this example, the subsystem **led_counter** is the hardware subsystem. It models a counter that blinks the LEDs on an FPGA board. Two input ports, **Blink_frequency** and **Blink_direction**, are control ports that determine the LED blink frequency and direction. All the blocks outside of the subsystem **led_counter** are used for software implementation.

In Simulink, you can use the **Slider Gain** or **Manual Switch** block to adjust the input values of the hardware subsystem. In the embedded software, this means the ARM processor controls the generated IP core by writing to the AXI interface accessible registers. The output port of the hardware subsystem, **LED**, connects to the LED hardware. The output port, **Read_Back**, can be used to read data back to the processor.

```
open_system('hdlcoder_led_blinking');
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking/led_counter')`

[Launch HDL Workflow Advisor](#)

Run Demo

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Generate an HDL IP core using the HDL Workflow Advisor

Using the IP Core Generation workflow in the HDL Workflow Advisor enables you to automatically generate a sharable and reusable IP core module from a Simulink model. The generated IP core is designed to be connected to an embedded processor on an FPGA device. HDL Coder generates HDL code from the Simulink blocks, and also generates HDL code for the AXI interface logic connecting the IP core to the embedded processor. HDL Coder packages all the generated files into an IP core folder. You can then integrate the generated IP core with a larger FPGA embedded design in the Xilinx Vivado environment.

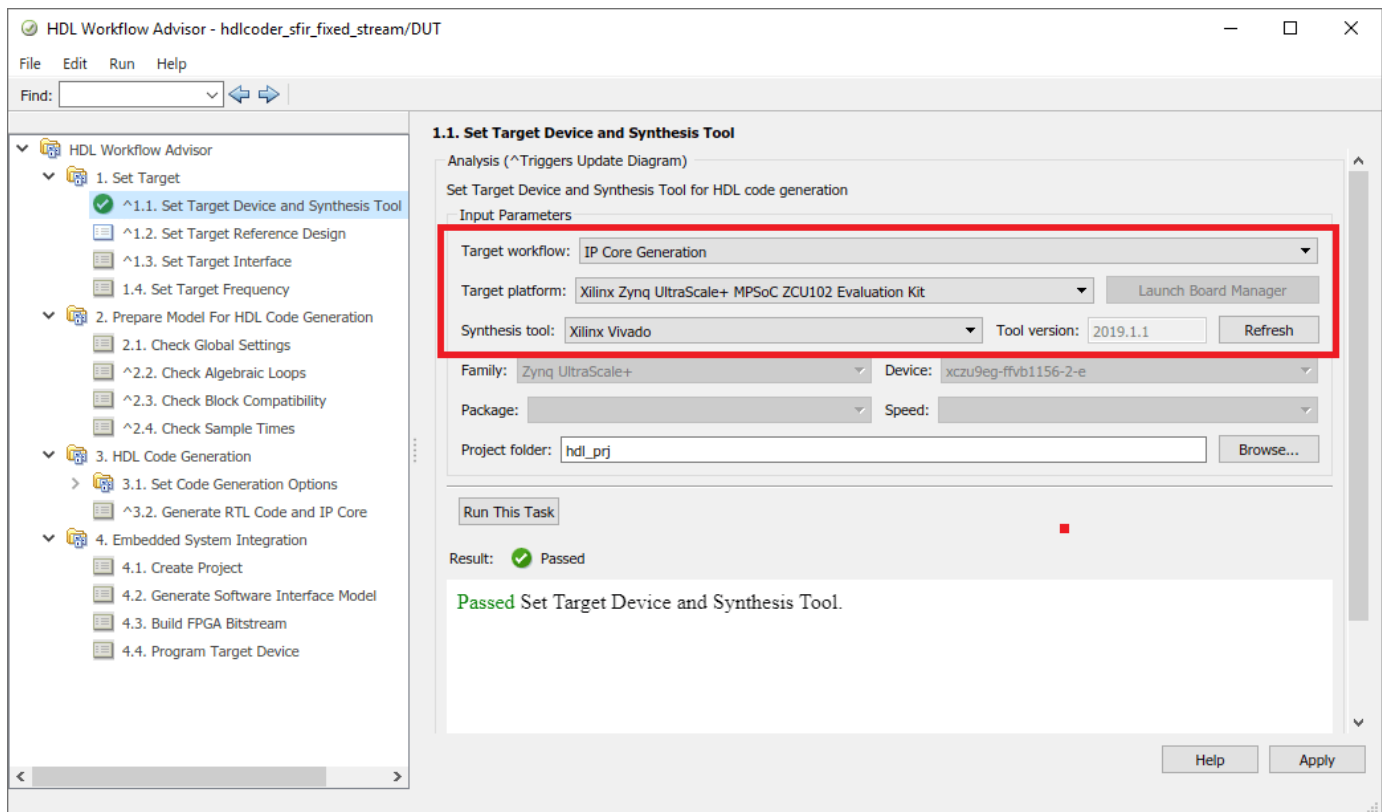
1. Start the IP core generation workflow.

1.1. Open the HDL Workflow Advisor from the `hdlcoder_led_blinking/led_counter` subsystem by right-clicking the `led_counter` subsystem, and choosing **HDL Code > HDL Workflow Advisor**.

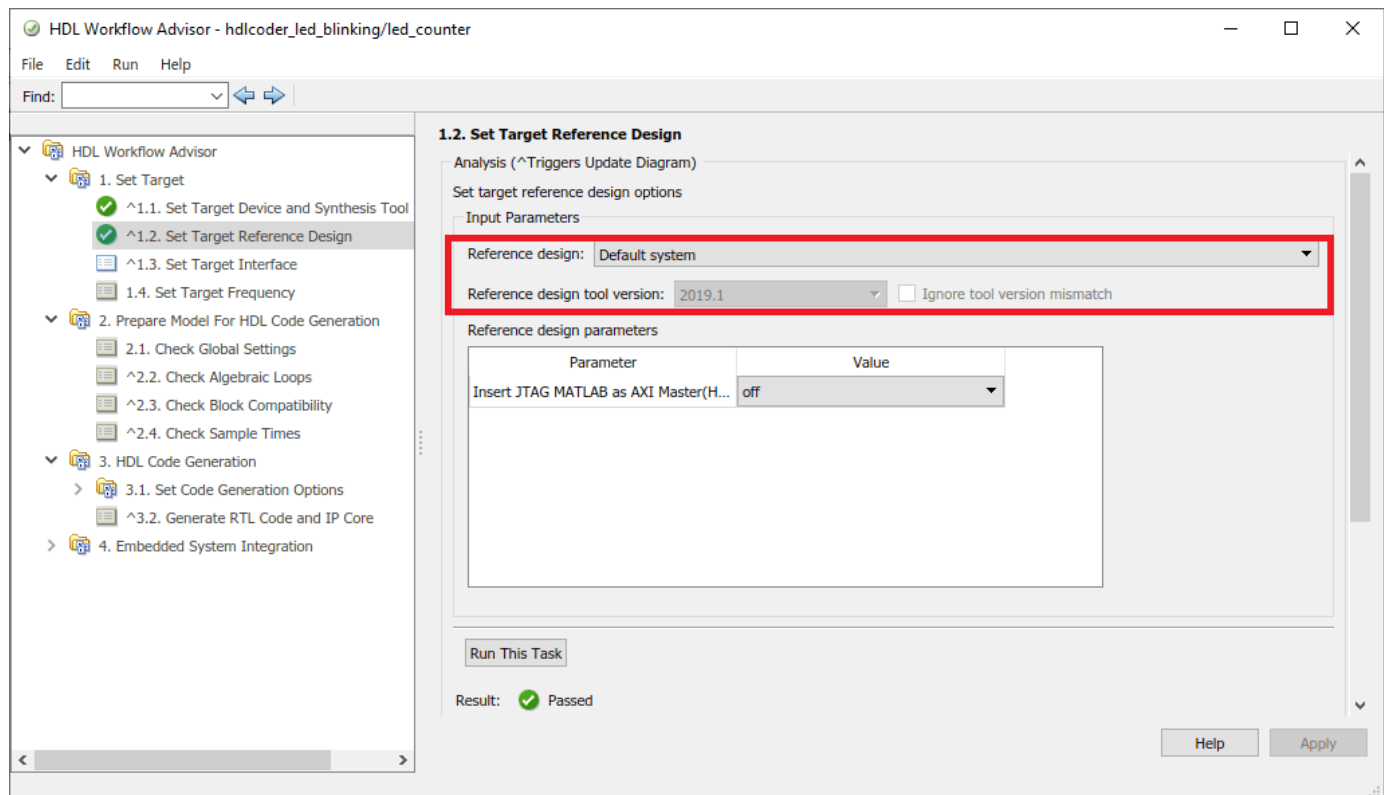
1.2. In the **Set Target > Set Target Device and Synthesis Tool** task, for **Target workflow**, select **IP Core Generation**.

1.3. For **Target platform**, select **Xilinx Zynq UltraScale+ MPSoC ZCU102 Evaluation Kit**. If you don't have this option, select **Get more** to open the Support Package Installer. In the Support Package Installer, select Xilinx Zynq Platform and follow the instructions provided by the Support Package Installer to complete the installation.

1.4. Click **Run This Task** to run the **Set Target Device and Synthesis Tool** task.



1.5 In the Set Target > Set Target Reference Design task, choose Default system.



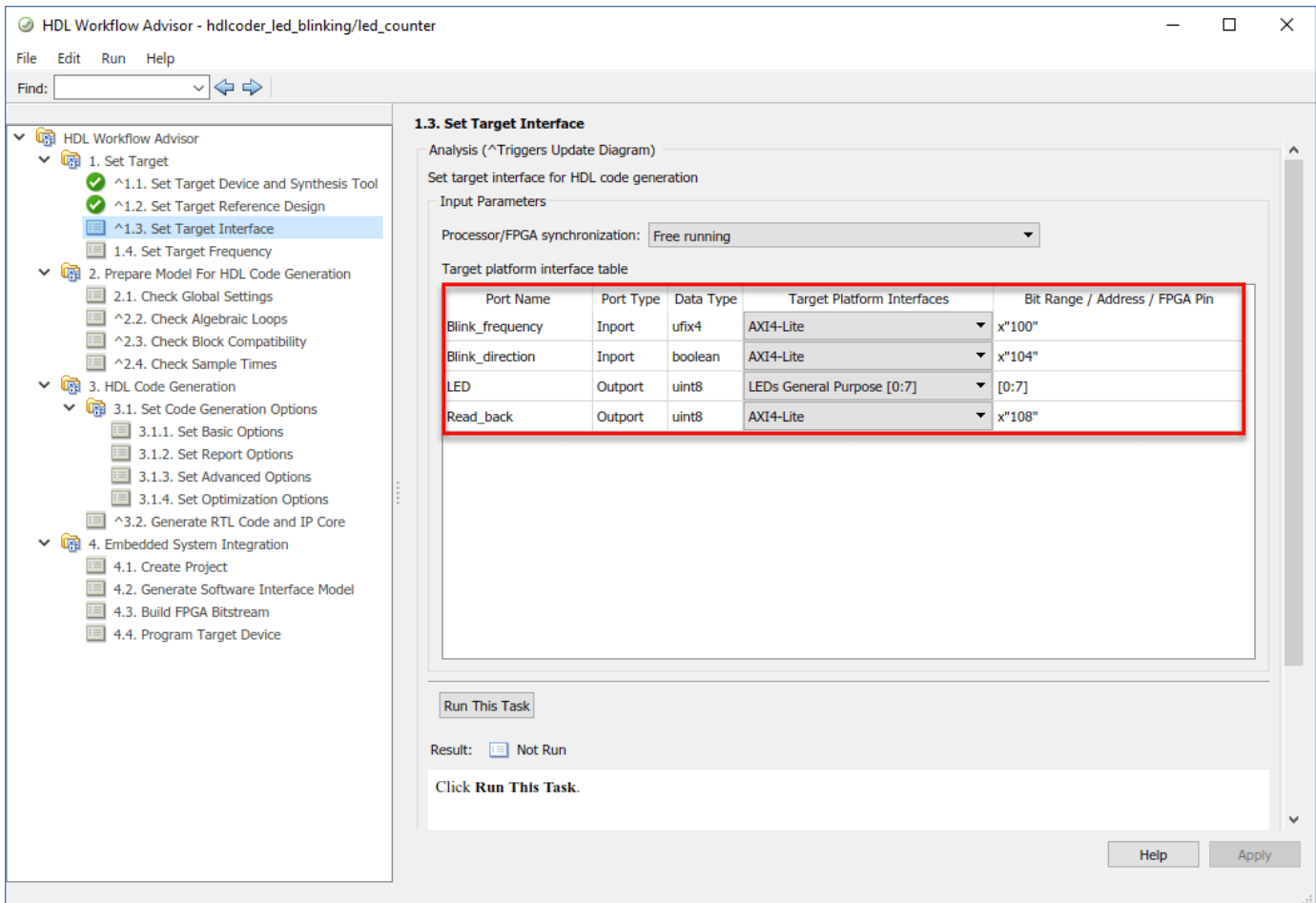
1.6. Click **Run This Task** to run the **Set Target Reference Design** task.

2. Configure the target interface.

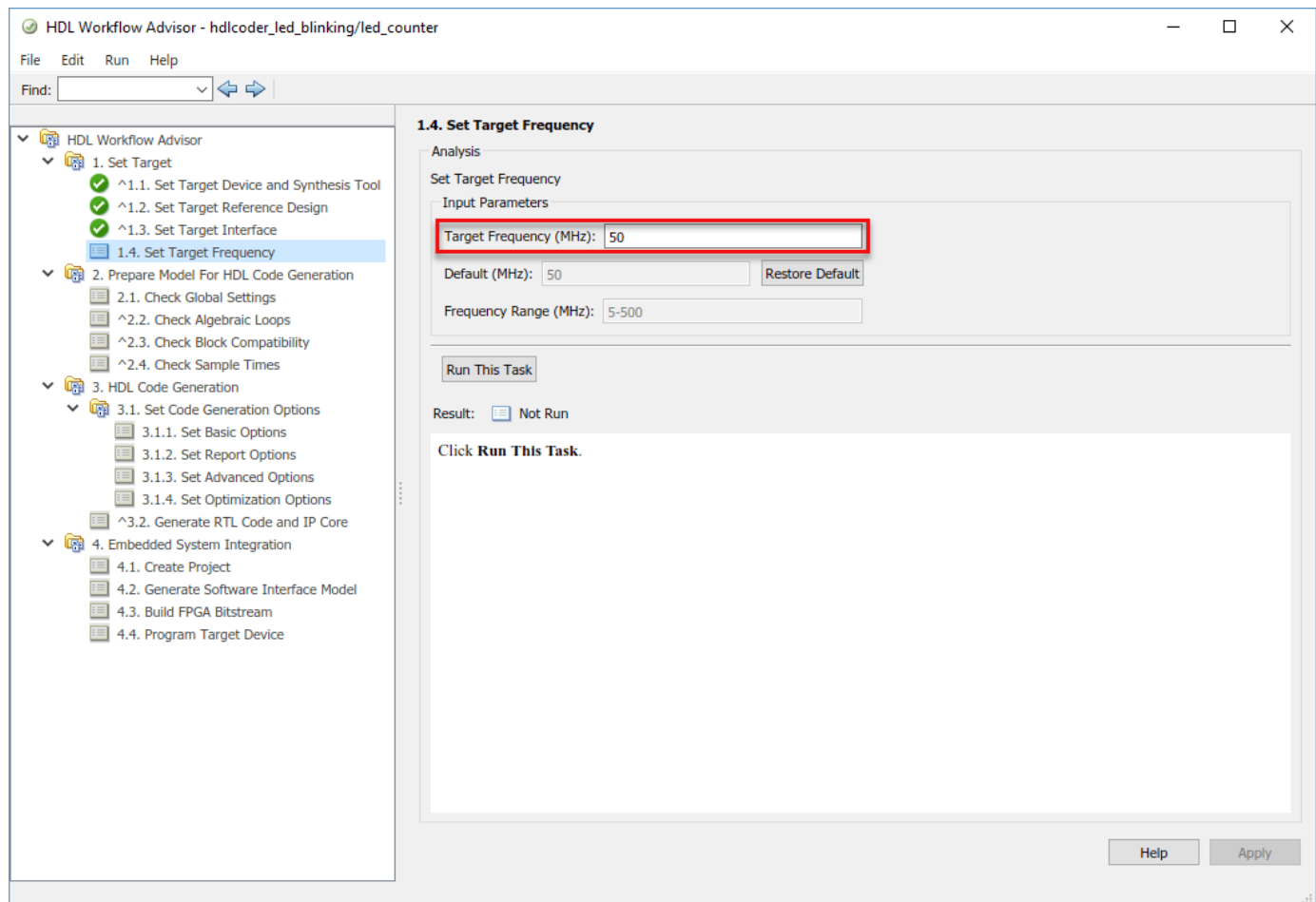
Map each port in your DUT to one of the IP core target interfaces. In this example, input ports **Blink_frequency** and **Blink_direction** are mapped to the AXI4-Lite interface, so HDL Coder generates AXI interface accessible registers for them. The **LED** output port is mapped to an external interface, **LEDs General Purpose [0:7]**, which connects to the LED hardware on the Zynq board.

2.1 In the **Set Target** > **Set Target Interface** task, choose **AXI4-Lite** for **Blink_frequency**, **Blink_direction**, and **Read_back**.

2.2 Choose **LEDs General Purpose [0:7]** for **LED**.

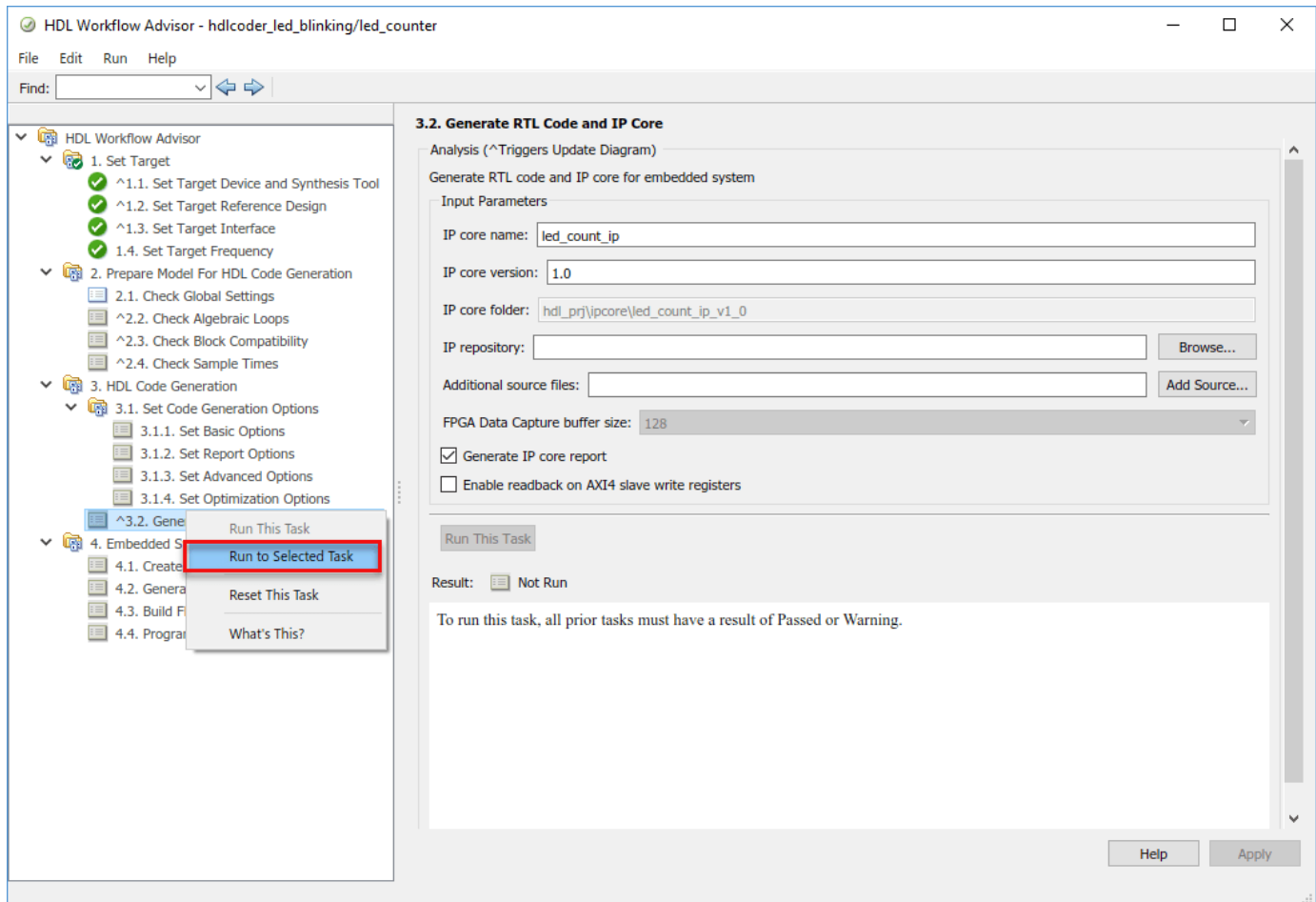


2.3 In the **Set Target > Set Target Frequency** task, choose **Target Frequency as 50 MHz**.



3. Generate the IP Core.

To generate the IP core, right-click the **Generate RTL Code and IP Core** task and select **Run to Selected Task**.



4. Generate and view the IP core report.

After you generate the custom IP core, the IP core files are in the **ipcore** folder within your project folder. An HTML custom IP core report is generated together with the custom IP core. The report describes the behavior and contents of the generated custom IP core.

Code Generation Report

Find: Match Case

Contents

- Summary
- [Clock Summary](#)
- [Code Interface Report](#)
- Timing And Area Report
 - [High-level Resource Report](#)
- Optimization Report
 - [Distributed Pipelining](#)
 - [Streaming and Sharing](#)
 - [Delay Balancing](#)
 - [Adaptive Pipelining](#)
 - IP Core Generation Report**
 - [Traceability Report](#)

Generated Source Files

- [led_count_ip_src_led_counter.pl](#)
- [led_count_ip_src_led_counter.vh](#)

Referenced Models

IP Core User Guide

Theory of Operation

This IP core is designed to be connected to an embedded processor with an **AXI4-Lite interface**. The processor acts as master, and the IP core acts as slave. By accessing the generated registers via the AXI4-Lite interface, the processor can control the IP core, and read and write data from and to the IP core.

For example, to reset the IP core, write 0x1 to the bit 0 of IPCore_Reset register. To enable or disable the IP core, write 0x1 or 0x0 to the IPCore_Enable register. To access the data ports of the MATLAB/Simulink algorithm, read or write to the associated data registers.

Diagram: A blue box labeled 'Processing System' is connected via a green double-headed arrow labeled 'AXI4-Lite' to an orange box labeled 'Programmable Logic IP Core'. Inside the IP core box, there is a sub-box 'AXI4-Lite Accessible Registers' connected to another sub-box 'Algorithm from MATLAB/Simulink'. The IP core box also has arrows pointing to 'External Ports'.

This IP core also support the **External Port** interface. To connect the external ports to the FPGA external IO pins, add FPGA pin assignment constraints in the Xilinx Vivado environment.

Processor/FPGA Synchronization

The **Free running** mode means there is no explicit synchronization between embedded processor software execution (SW) and the IP core (HW). SW and HW runs independently. The data written from the processor to IP core takes effect immediately, and the data read from the IP core is the latest

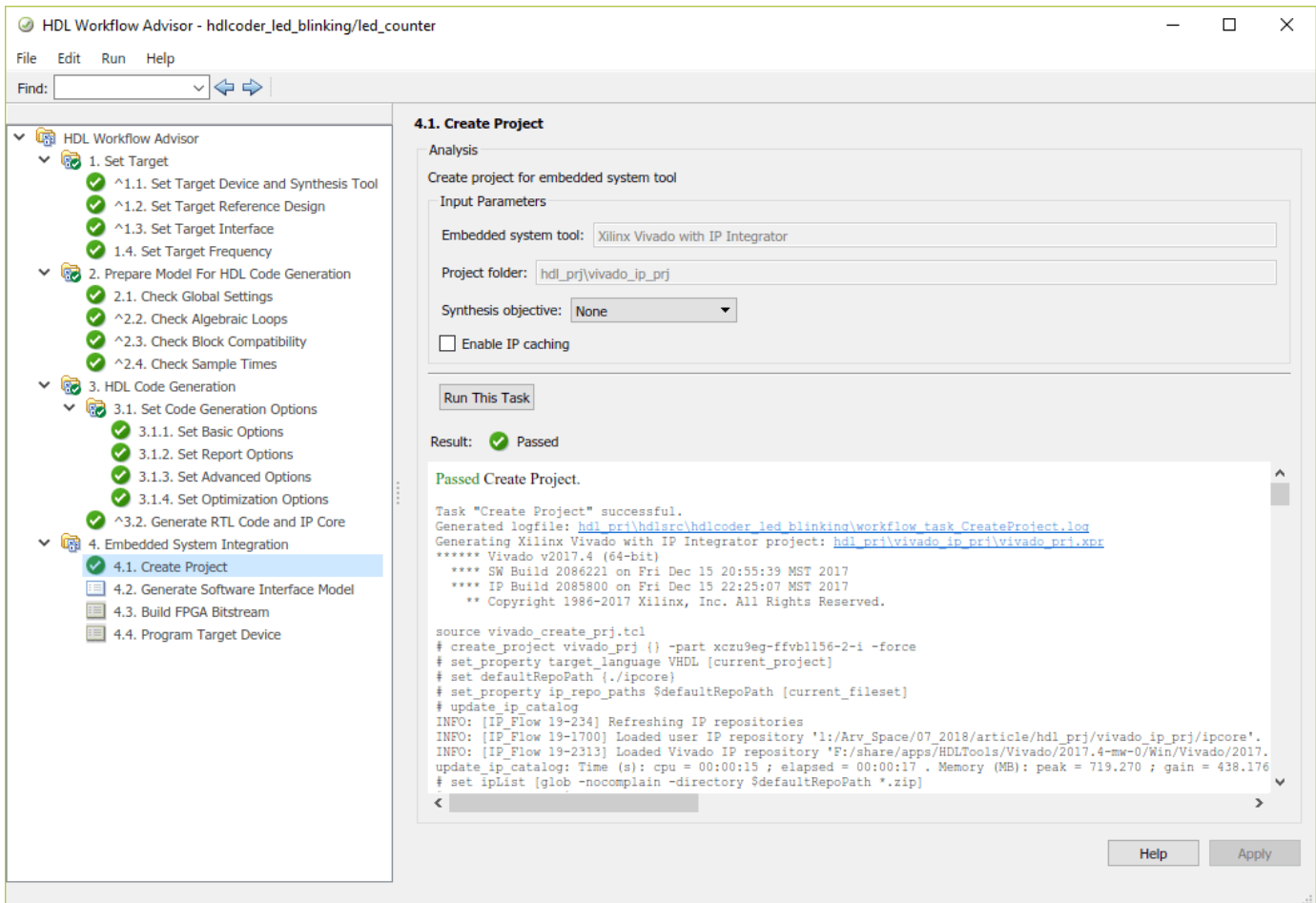
OK Help

Integrate the IP core with the Xilinx Vivado environment

In this part of the workflow, you insert your generated IP core into an embedded system reference design, generate an FPGA bitstream, and download the bitstream to the Zynq hardware.

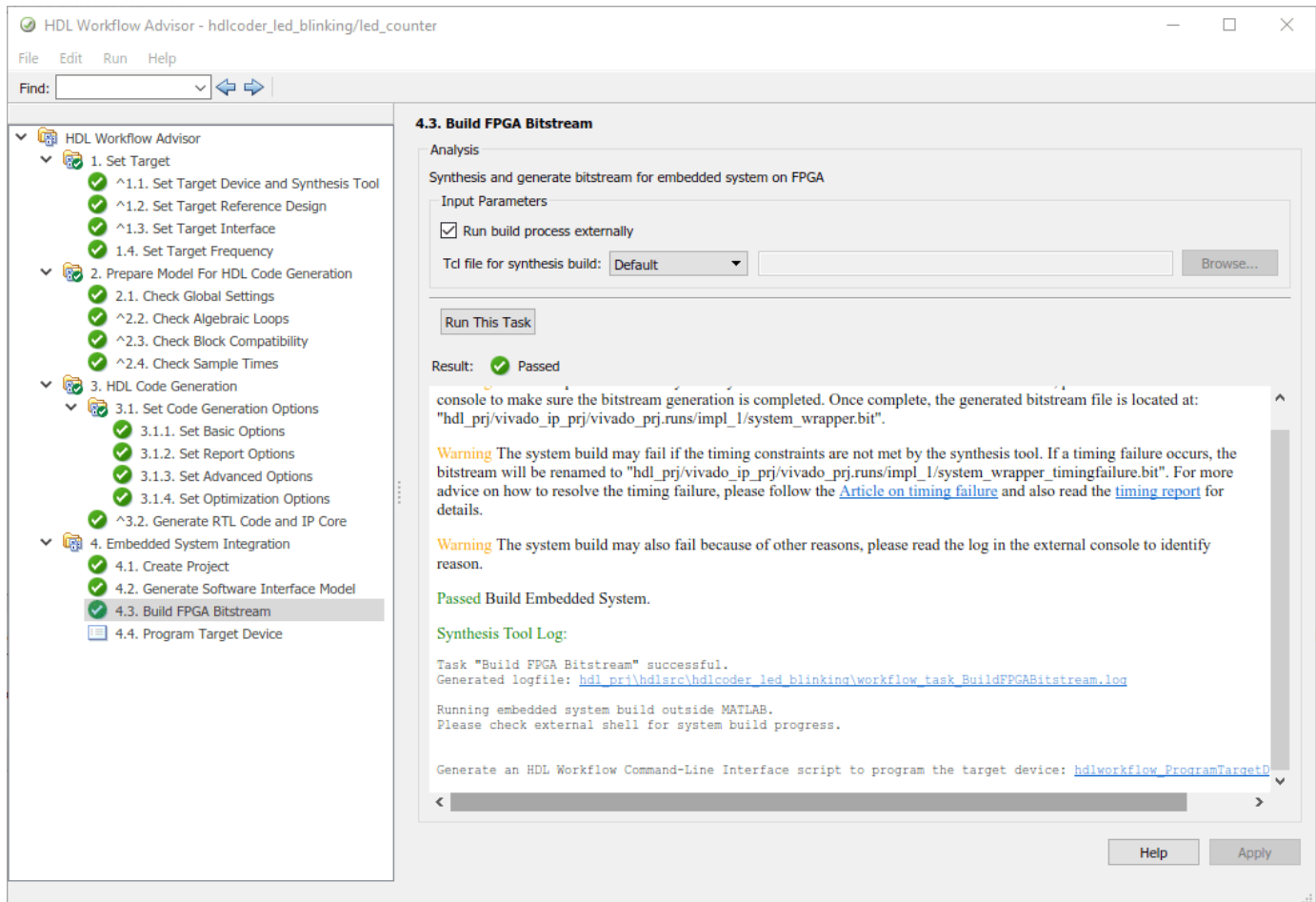
The reference design is a predefined Xilinx Vivado project. It contains all the elements the Xilinx software needs to deploy your design to the Zynq platform, except for the custom IP core and embedded software that you generate.

1. To integrate with the Xilinx Vivado environment, select the **Create Project** task under **Embedded System Integration**, and click **Run This Task**. A Xilinx Vivado project with IP Integrator embedded design is generated, and a link to the project is provided in the dialog window. You can optionally open up the project to take a look.

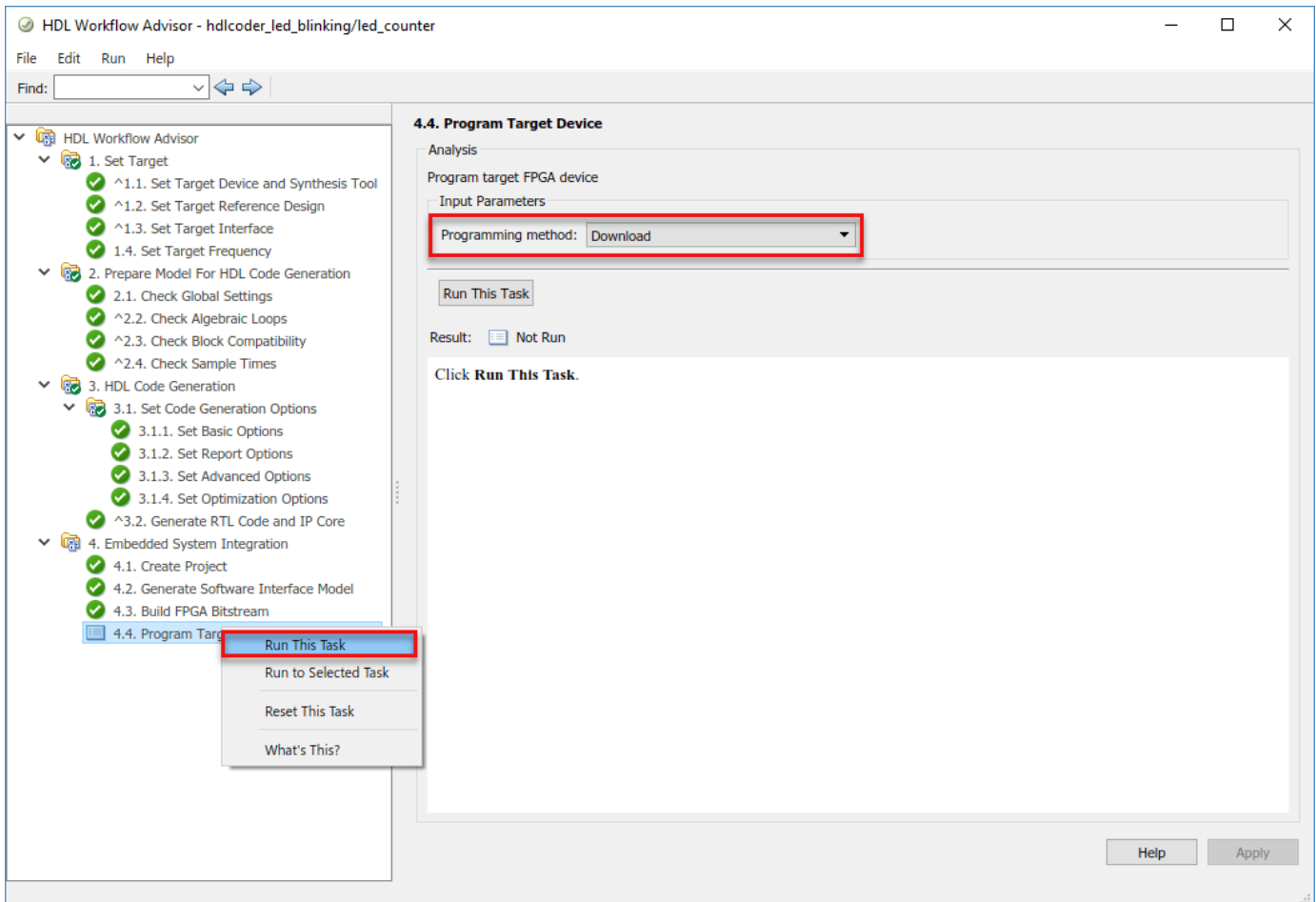


2. If you have an Embedded Coder license, you can generate a software interface model in the next task, **Generate Software Interface Model**. The details of the software interface model are explained in the next section of this example, "Generate a software interface model".

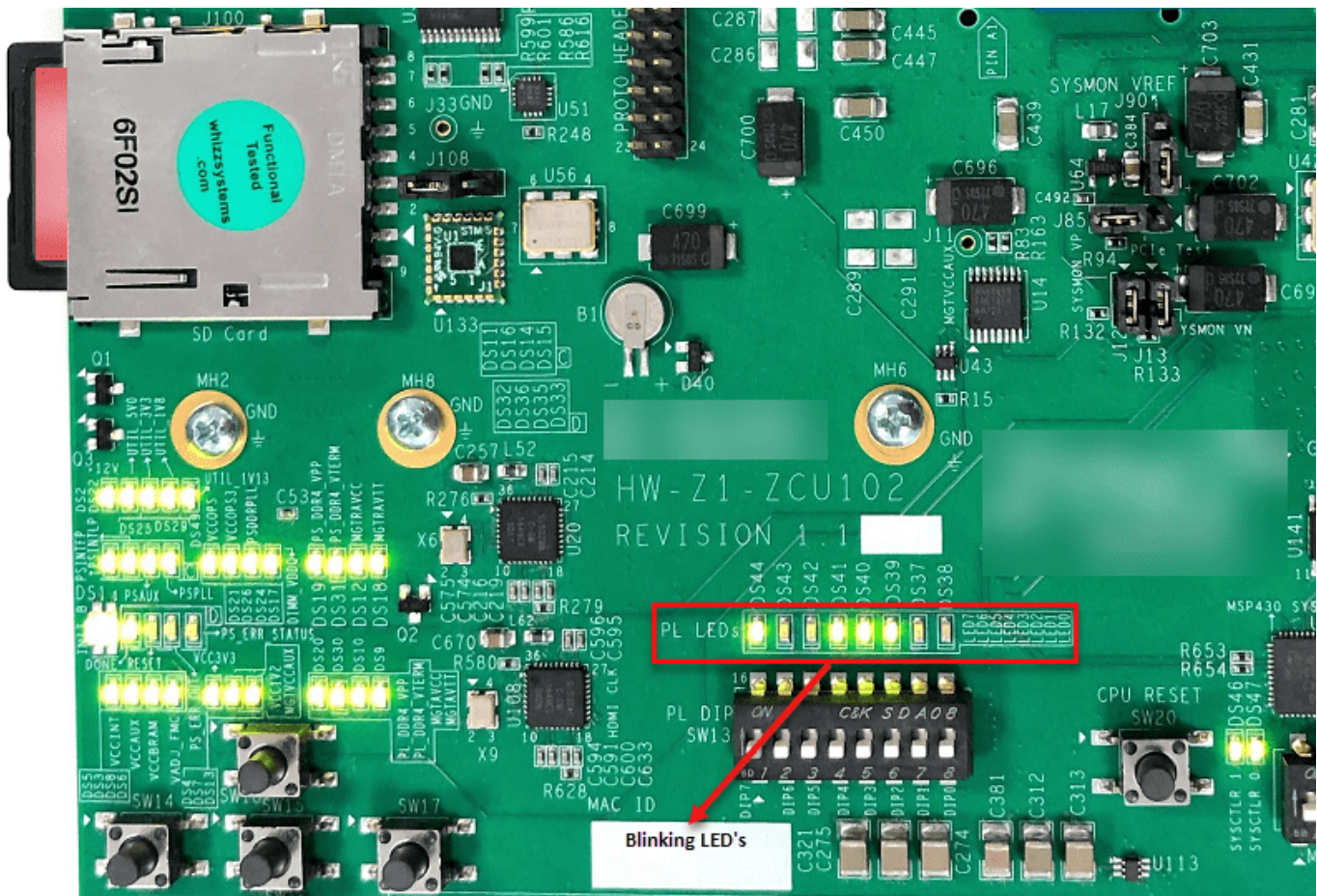
3. Build the FPGA bitstream in the **Build FPGA Bitstream** task. Make sure the **Run build process externally** option is checked, so the Xilinx synthesis tool will run in a separate process from MATLAB. Wait for the synthesis tool process to finish running in the external command window.



4. After the bitstream is generated, select the **Program Target Device** task. Choose **Download for Programming method** to download the FPGA bitstream onto the SD card on the Xilinx Zynq UltraScale+ MPSoC board, so your design will be automatically reloaded when you power cycle the Zynq board. click **Run This Task** to program the Zynq hardware.



After you program the FPGA hardware, the LED starts blinking on your Xilinx Zynq UltraScale+ MPSoC ZCU102 board.



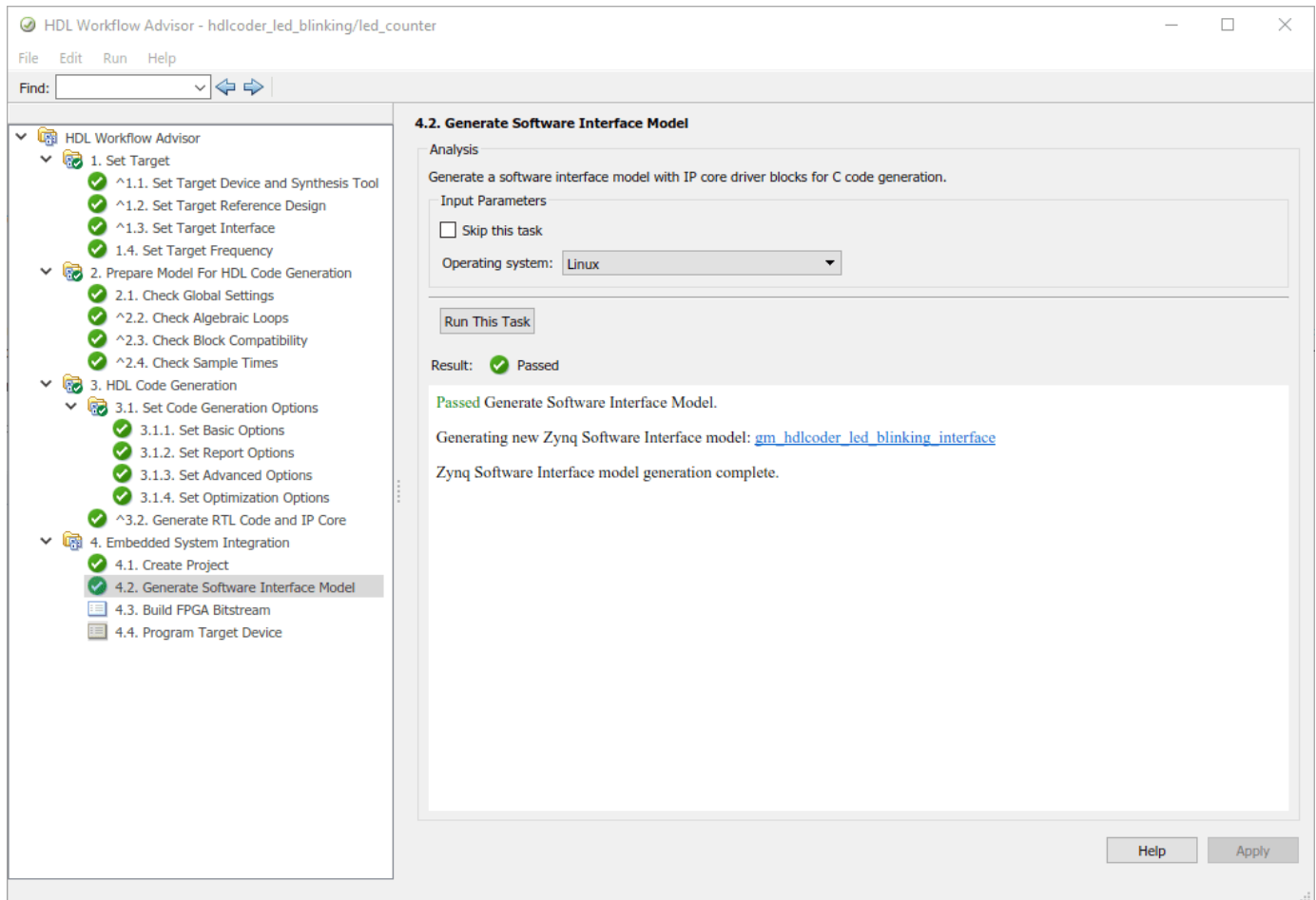
Next, you will generate C code to run on the ARM processor to control the LED blink frequency and direction.

Generate a software interface model

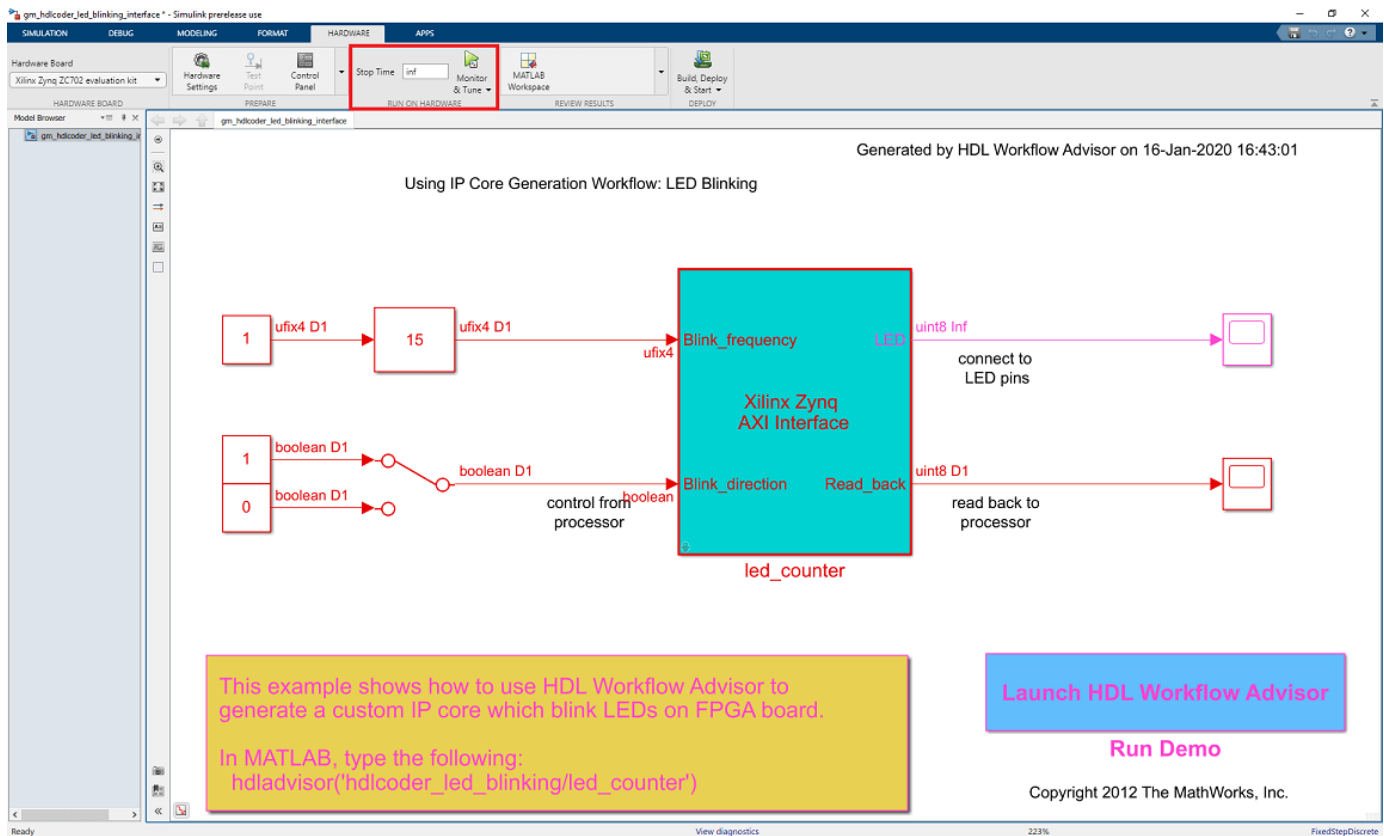
In the HDL Workflow Advisor, after you generate the IP core, you can create a Vivado project in step 4.1, you can optionally generate a software interface model in the **Embedded System Integration > Generate Software Interface Model** task.

The software interface model contains the part of your design that runs in software. It includes all the blocks outside of the HDL subsystem, and replaces the HDL subsystem with AXI driver blocks. If you have an Embedded Coder license, you can automatically generate embedded C code from the software interface model, build it, and run the executable on Linux on the ARM processor. The generated embedded software includes AXI driver code, generated from the AXI driver blocks, that controls the HDL IP core.

Run the **Generate Software Interface Model** task and see that a new model is generated. The task dialog shows a link to the model.



In the generated software interface model, the "led_counter" subsystem is replaced with the AXI driver blocks which generates the interface logic between the ARM processor and FPGA.

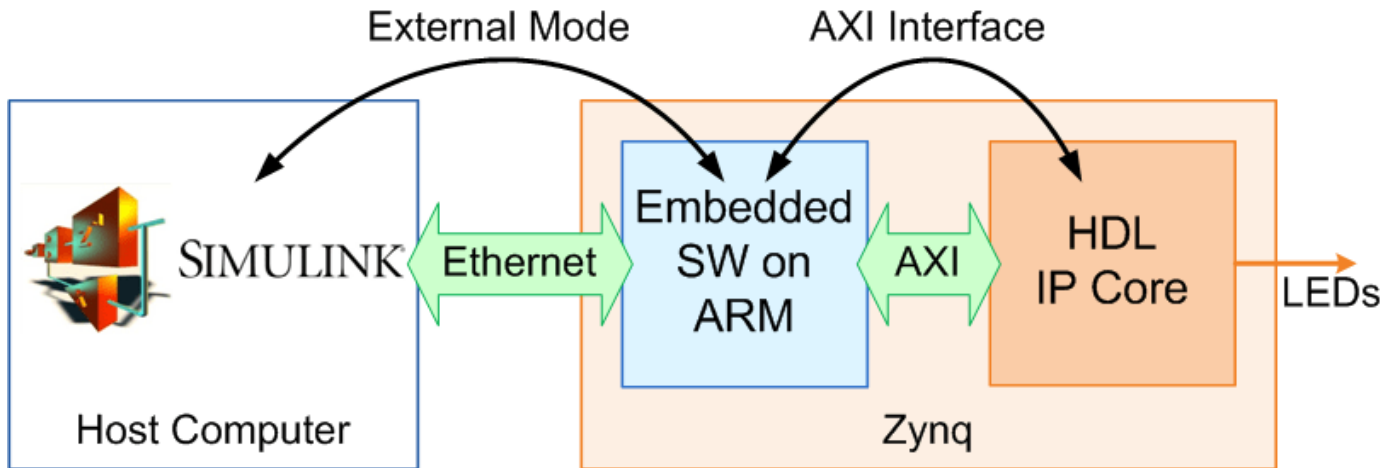


Run the software interface model on Zynq ZCU102 hardware

In this part of the workflow, you configure the generated software interface model, automatically generate embedded C code, and run your model on the ARM processor in the Zynq hardware in External mode.

When you are prototyping and developing an algorithm, it is useful to monitor and tune the algorithm while it runs on hardware. The External mode feature in Simulink enables this capability. In this mode, your algorithm is first deployed to the ARM processor in the Zynq hardware, and then linked with the Simulink model on the host computer through an Ethernet connection.

The main role of the Simulink model is to tune and monitor the algorithm running on the hardware. Because the ARM processor is connected to the HDL IP core through the AXI interface, you can use External mode to tune parameters, and capture data from the FPGA.



- 1 In the generated model, click on Hardware pane and go to **Hardware settings** to open **Configuration Parameter** dialog box.
- 2 Select **Solver** and set "Stop Time" to "inf".
- 3 Select **Hardware Implementation** and set "Feature set for selected hardware board" to "Embedded Coder Hardware Support Package".
- 4 From the **HARDWARE** menu, click the **Monitor & Tune** button on the model toolstrip to run your model on the ARM processor in the Zynq UltraScale+ MPSoC ZCU102 hardware in External mode. Embedded Coder builds the model, downloads the ARM executable to the Xilinx Zynq UltraScale+ MPSoC ZCU102 hardware, executes it, and connects the model to the executable running on the Zynq hardware.
- 5 Double-click the **Slider Gain** block. Change the Slider Gain value and observe the change in frequency of the LED array blinking on the Zynq hardware. Double-click the **Manual Switch** block to switch the direction of the blinking LEDs.
- 6 Double-click the scope connected to the **Read_back** output port and observe that the output data of the FPGA IP core is captured and sent back to the Simulink scope.
- 7 When you are done changing model parameters, click the **Stop** button on the model.

Generated by HDL Workflow Advisor on 16-Jan-2020 16:43:01

Using IP Core Generation Workflow: LED Blinking

Block Parameters: Slider Gain
Slider Gain (mask) (link)
Move the slider to modify the scalar gain.
Parameters: 0.0 15.0 6.900

1 ufix4 D1 → 6.9 ufix4 D1 → Slider Gain

1 boolean D1 → 0 boolean D1 → control from processor → boolean D1 → led_counter

Xilinx Zynq AXI Interface

led_counter

Blink_frequency LED

connect to LED pins

uint8 Inf

uint8 D1

read back to processor

This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking/led_counter')`

Launch HDL Workflow Advisor
Run Demo

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Generated by HDL Workflow Advisor on 18-Oct-2019 10:26:23

Using IP Core Generation Workflow: LED Blinking

Configuration Parameters: gm_hdlcoder_led_blinking_interface/ElaboratedModel/Configuration (Active)

Solver

Data Import/Export

Math and Data Types

Diagnostics

Hardware Implementation

Model Referencing

Simulation Target

Code Generation

Coverage

HDL Code Generation

Hardware board: Xilinx Zynq UltraScale+ MPSoC ZCU102 Evaluation Kit

Code Generation system target file: art.ti

Device vendor: ARM Compatible

Device type: ARM 64-bit (LP64)

Device details

Feature set for selected hardware board:

Embedded Coder Hardware Support Package

SoC Blockset

Hardware board settings

Operating system/scheduler

Target hardware resources

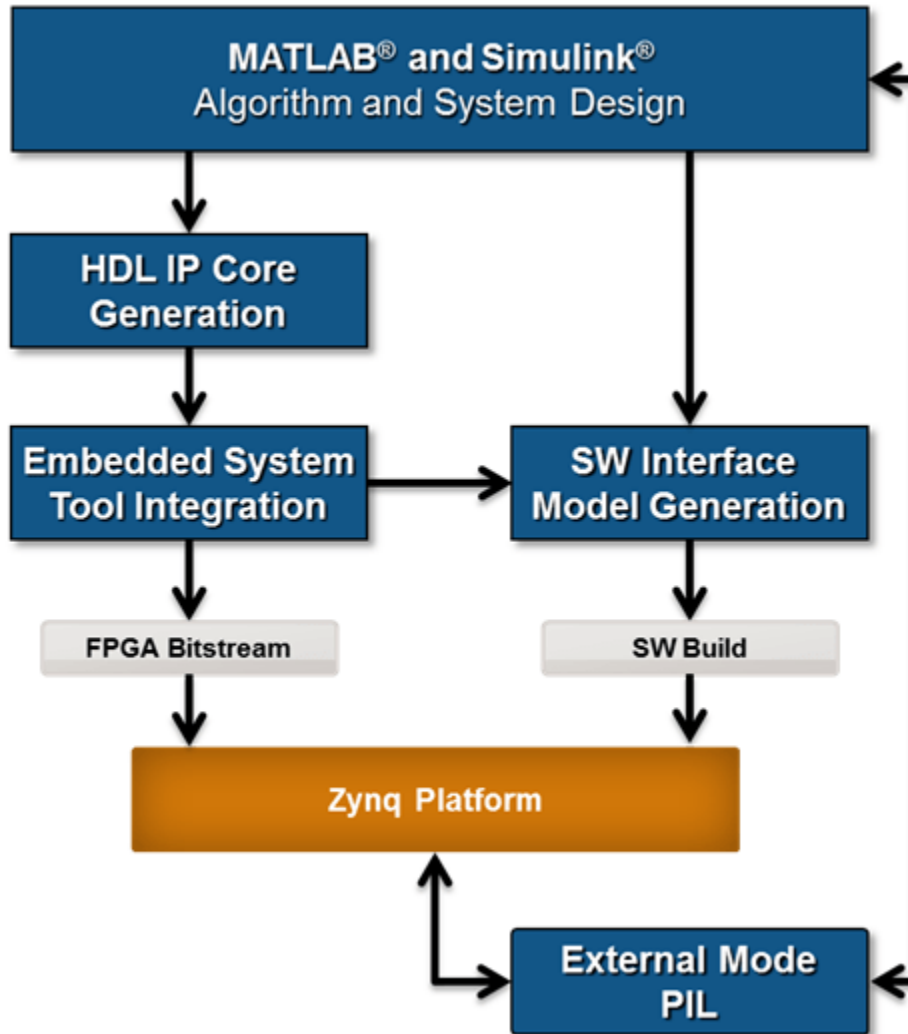
This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking/led_counter')`

Summary

This example shows how the hardware-software co-design workflow helps automate the deployment of your MATLAB and Simulink design to a Xilinx Zynq UltraScale+ MPSoC. You can explore the best ways to partition and deploy your design by iterating through the workflow.

The following diagram shows the high-level picture of the workflow you went through in this example. To learn more about the hardware and software co-design workflow, please refer to the HDL Coder documentation.



Getting Started with Targeting Intel SoC Devices

This example shows how to use the hardware-software co-design workflow to blink LEDs at various frequencies on the Arrow® SoCKit® evaluation kit.

Introduction

This example is a step-by-step guide that helps you use the HDL Coder™ software to generate a custom HDL IP core which blinks LEDs on the Arrow SoCKit evaluation kit, and shows how to use Embedded Coder® to generate C code that runs on the ARM® processor to control the LED blink frequency.

You can use MATLAB® and Simulink® to design, simulate, and verify your application, perform what-if scenarios with algorithms, and optimize parameters. You can then prepare your design for hardware and software implementation on the Altera Cyclone V SoC by deciding which system elements will be performed by the programmable logic, and which system elements will run on the ARM Cortex-A9.

Using the guided workflow shown in this example, you automatically generate HDL code for the programmable logic using HDL Coder, generate C code for the ARM using Embedded Coder, and implement the design on the Intel SoC devices.

In this workflow, you perform the following steps:

- 1 Set up your Intel SoC hardware and tools.
- 2 Partition your design for hardware and software implementation.
- 3 Generate an HDL IP core using HDL Workflow Advisor.
- 4 Integrate the IP core into a Intel Qsys project and program the Intel SoC hardware.
- 5 Generate a software interface model.
- 6 Generate C code from the software interface model and run it on the ARM Cortex-A9 processor.
- 7 Tune parameters and capture results from the Intel SoC hardware using External Mode.

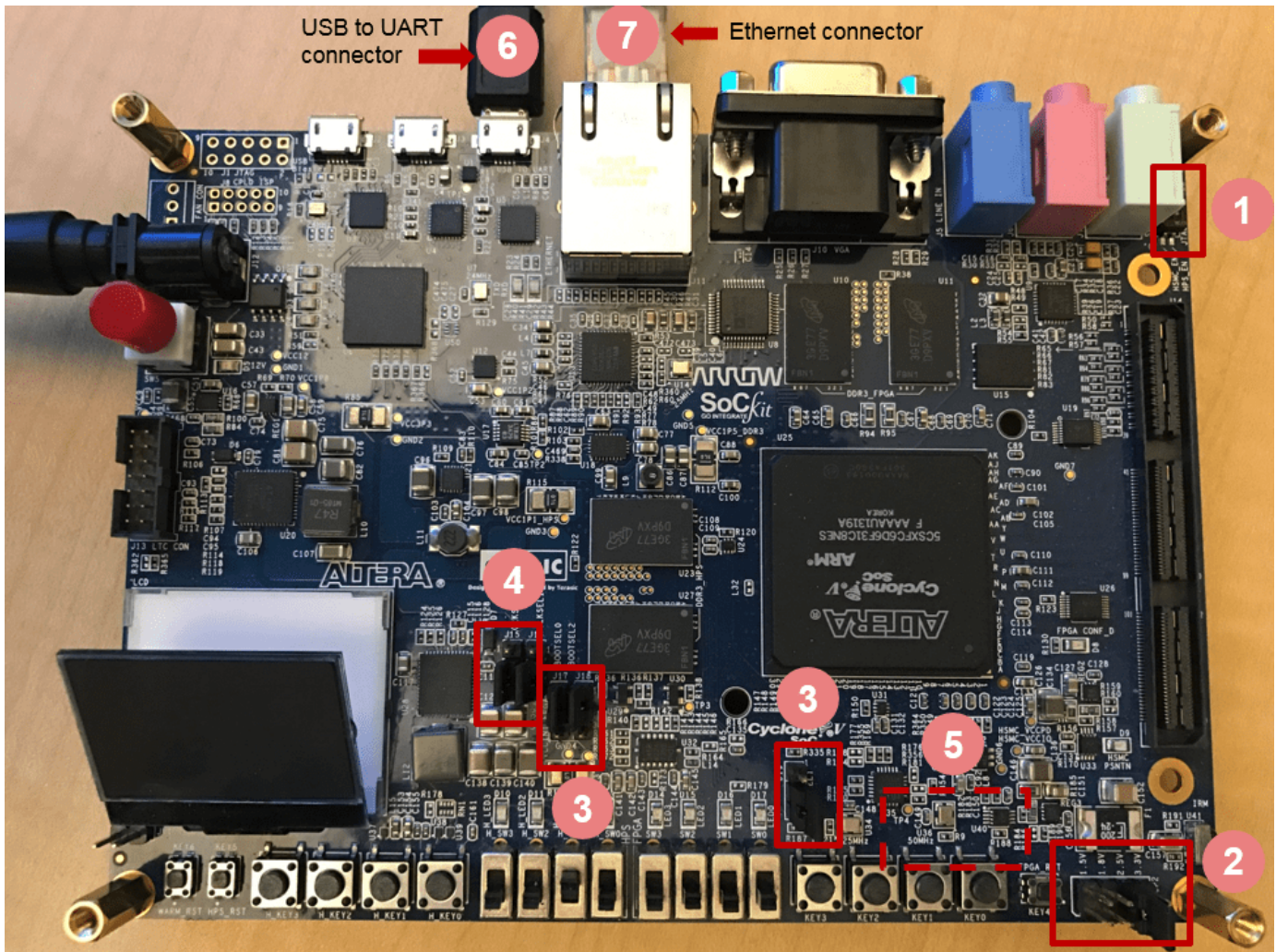
For more information, refer to other more advanced examples, and the HDL Coder and Embedded Coder documentation.

Requirements

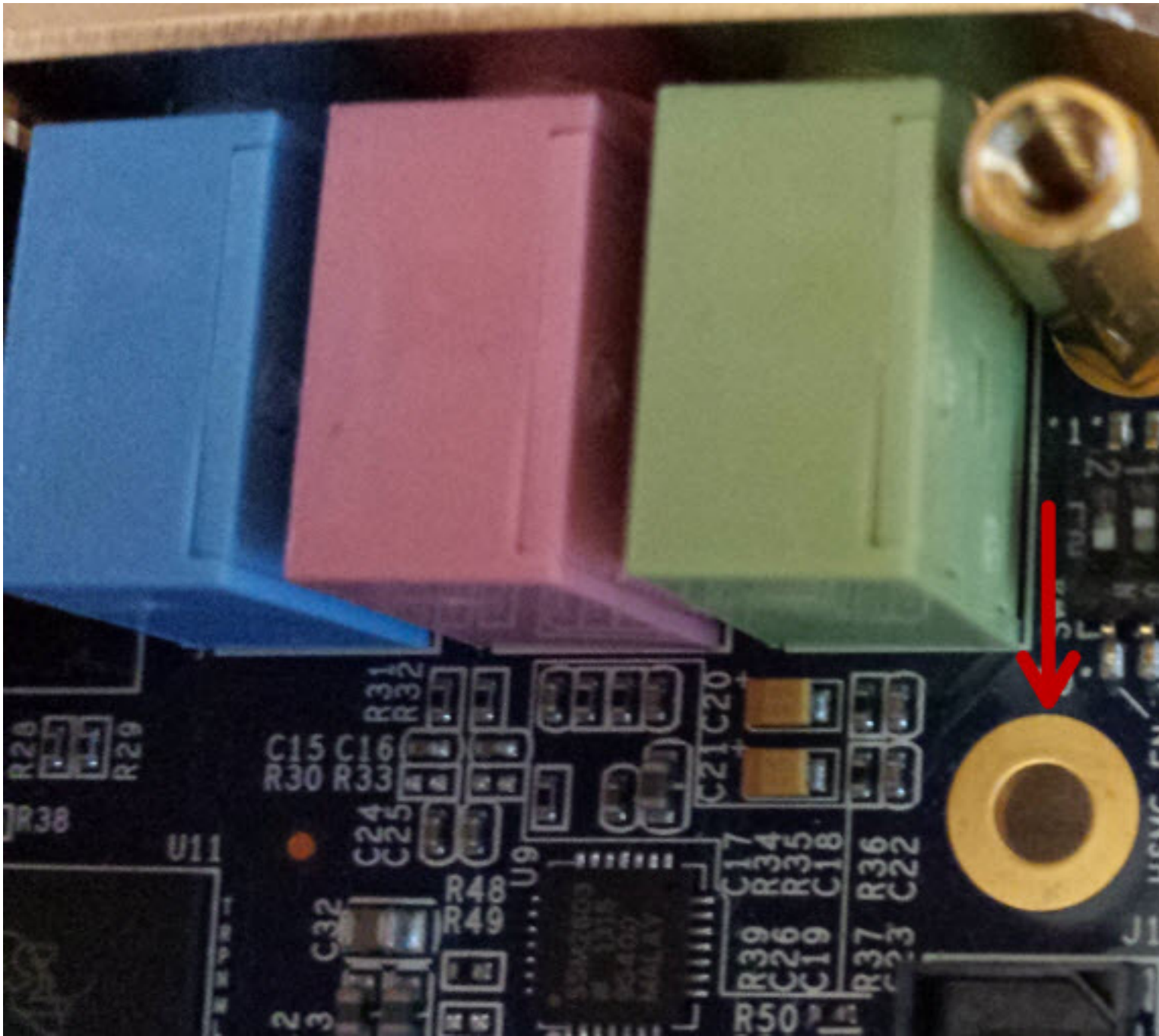
- 1 Intel Quartus Prime, with supported version listed in the HDL Coder documentation
- 2 Intel SoC Embedded Design Suite
- 3 Arrow SoCKit Cyclone V SoC evaluation kit
- 4 HDL Coder Support Package for Intel SoC Devices
- 5 Embedded Coder Support Package for Intel SoC Devices

Set up Intel SoC hardware and tools

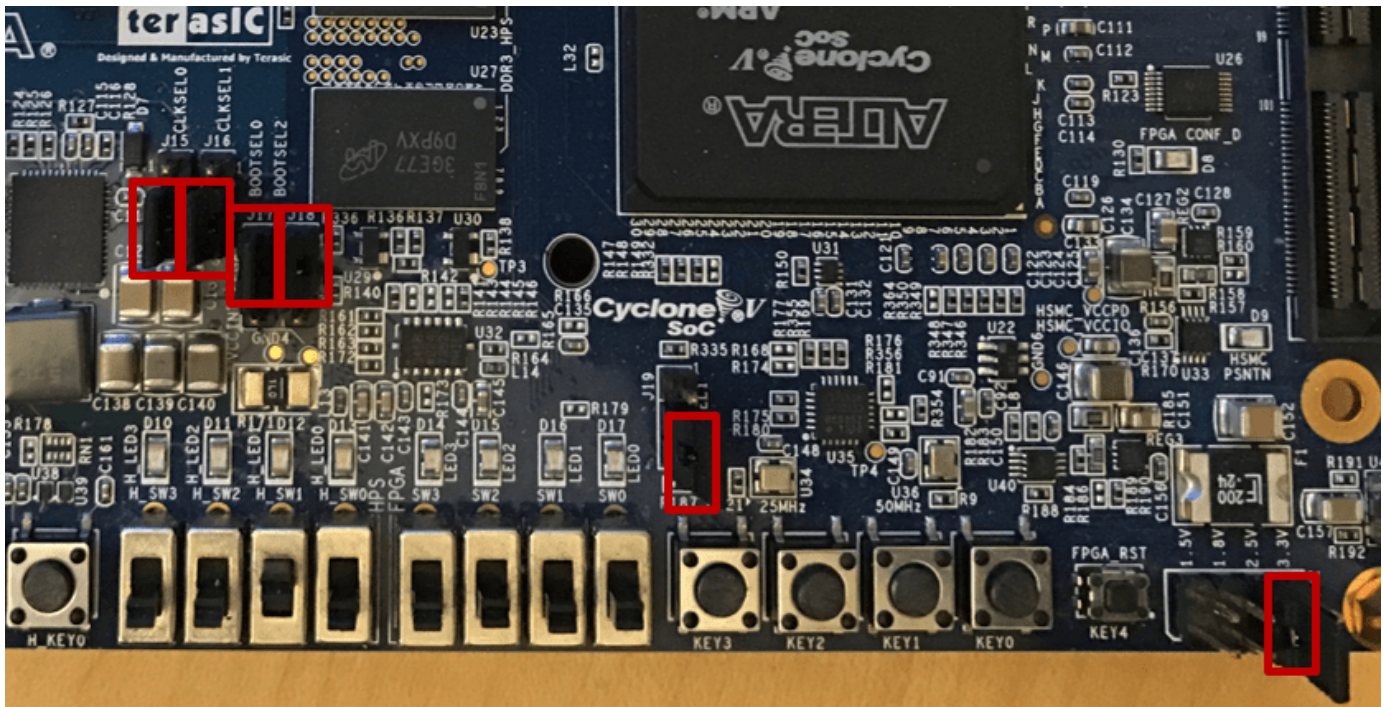
1. Set up the Arrow SoCKit evaluation kit as shown in the figure below. To learn more about the Arrow SoCKit hardware setup, please refer to the board documentation.



1.1 Set up SW4 switch (JTAG chain select) as shown in the figure below. Position 1 : OFF; Position 2 : ON. This configuration includes HPS in JTAG chain, and bypasses HSMC.



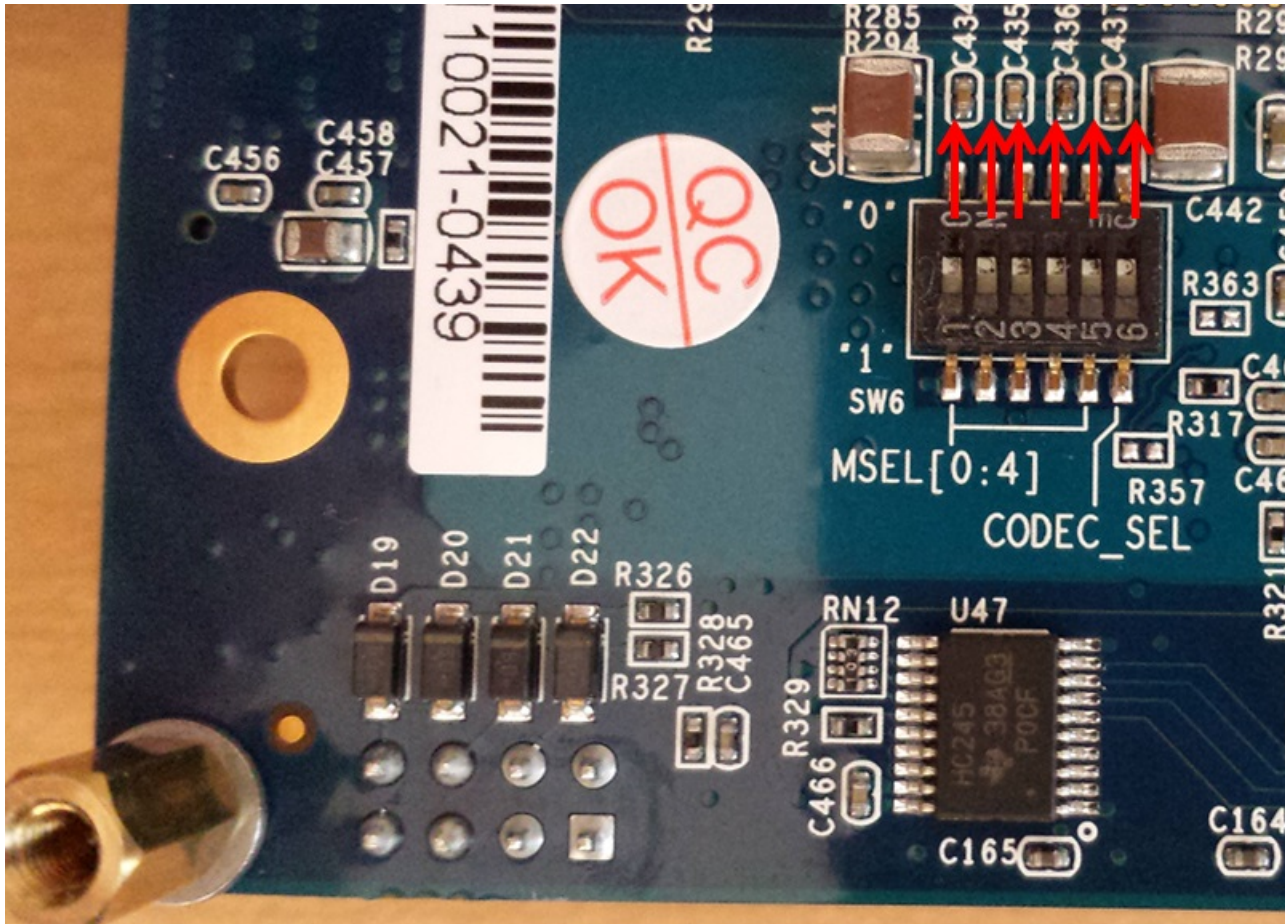
1.2 Set up JP2 as shown in the figure below to adjust the I/O Standard of the FPGA/HSMC pins. Short Pin 5 and 6 to set the I/O voltage to 2.5V.



1.3 Set up J17 - J19 as shown in the figure above to boot HPS from SD card. J17: Short Pin 1 and 2; J18: Short Pin 1 and 2; J19: Short Pin 2 and 3.

1.4 Set up J15 - J16 as shown in the figure above for HPS clock setting. J15: Short Pin 2 and 3; J16: Short Pin 2 and 3.

1.5 Set up SW6 on the back side of the board as shown in the figure below. This switch set the FPGA configuration mode. Set all 6 positions to ON.



1.6 Connect your computer to the USB UART connector using a Micro-USB cable. Make sure your USB device drivers, such as for the FTDI USB to UART, are installed correctly. If not, search for the drivers online and install them.

1.7 Connect your computer and the Arrow SoCKit board using an Ethernet cable.

2. Install the HDL Coder and Embedded Coder Support Packages for Intel SoC Devices if you haven't already. To start the installer, go to the MATLAB toolstrip and click **Add-Ons > Get Hardware Support Packages**. For more information, please refer to the Support Package Installation documentation.

3. Make sure you are using the SD card image provided by the Embedded Coder Support Package for Intel SoC Devices. If you need to update your SD card image, refer to the Hardware Setup section of this document.

4. Set up the Arrow SoCKit hardware connection by entering the following command in the MATLAB command window:

```
h = alterasoc
```

The `alterasoc` function logs in to the hardware via COM port and runs the `ifconfig` command to obtain the IP address of the board. This function also tests the Ethernet connection.

5. You can optionally test the serial connection using the following configuration using a program such as PuTTY™. Baud rate: 115200; Data bits: 8; Stop bits: 1; Parity: None; Flow control: None. You should be able to observe Linux booting log on the serial console when you power cycle the Arrow SoCKit board. You must close this serial connection before using the `alterasoc` function again.

6. Set up the Intel Quartus synthesis tool path using the following command in the MATLAB command window. Use your own Quartus installation path when you run the command.

```
hdlsetuptoolpath('ToolName', 'Altera Quartus II', 'ToolPath', 'C:\intelFPGA\18.0\quartus\bin64\q
```

Partition your design for hardware and software implementation

The first step of the Intel SoC hardware-software co-design workflow is to decide which parts of your design to implement on the programmable logic, and which parts to run on the ARM processor.

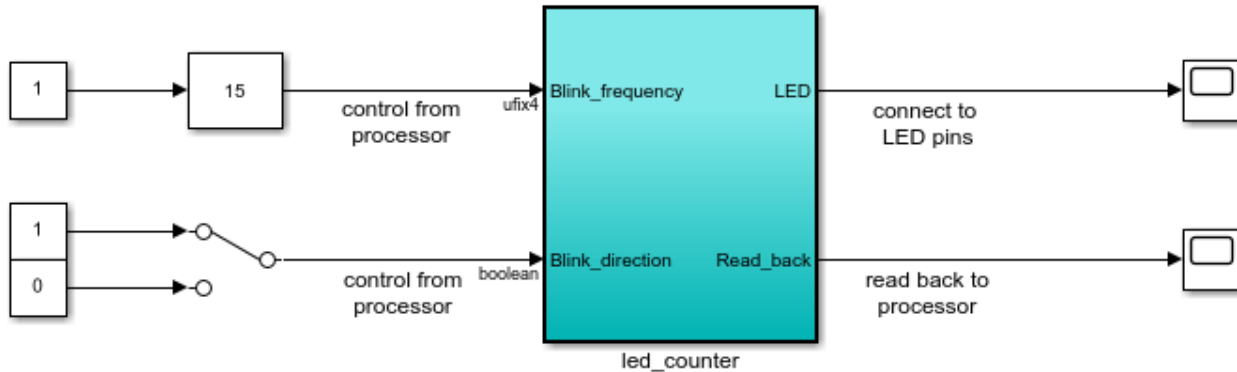
Group all the blocks you want to implement on programmable logic into an atomic subsystem. This atomic subsystem is the boundary of your hardware-software partition. All the blocks inside this subsystem will be implemented on programmable logic, and all the blocks outside this subsystem will run on the ARM processor.

In this example, the subsystem **led_counter** is the hardware subsystem. It models a counter that blinks the LEDs on an FPGA board. Two input ports, **Blink_frequency** and **Blink_direction**, are control ports that determine the LED blink frequency and direction. All the blocks outside of the subsystem **led_counter** are for software implementation.

In Simulink, you can use the **Slider Gain** or **Manual Switch** block to adjust the input values of the hardware subsystem. In the embedded software, this means the ARM processor controls the generated IP core by writing to the AXI interface accessible registers. The output port of the hardware subsystem, **LED**, connects to the LED hardware. The output port, **Read_Back**, can be used to read data back to the processor.

```
open_system('hdlcoder_led_blinking_4bit');
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking_4bit/led_counter')`

Launch HDL Workflow Advisor

Run Demo

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Generate an HDL IP core using the HDL Workflow Advisor

Using the IP Core Generation workflow in the HDL Workflow Advisor enables you to automatically generate a sharable and reusable IP core module from a Simulink model. The generated IP core is designed to be connected to an embedded processor on an FPGA device. HDL Coder generates HDL code from the Simulink blocks, and also generates HDL code for the AXI interface logic connecting the IP core to the embedded processor. HDL Coder packages all the generated files into an IP core folder. You can then integrate the generated IP core with a larger FPGA embedded design in the Intel Qsys environment.

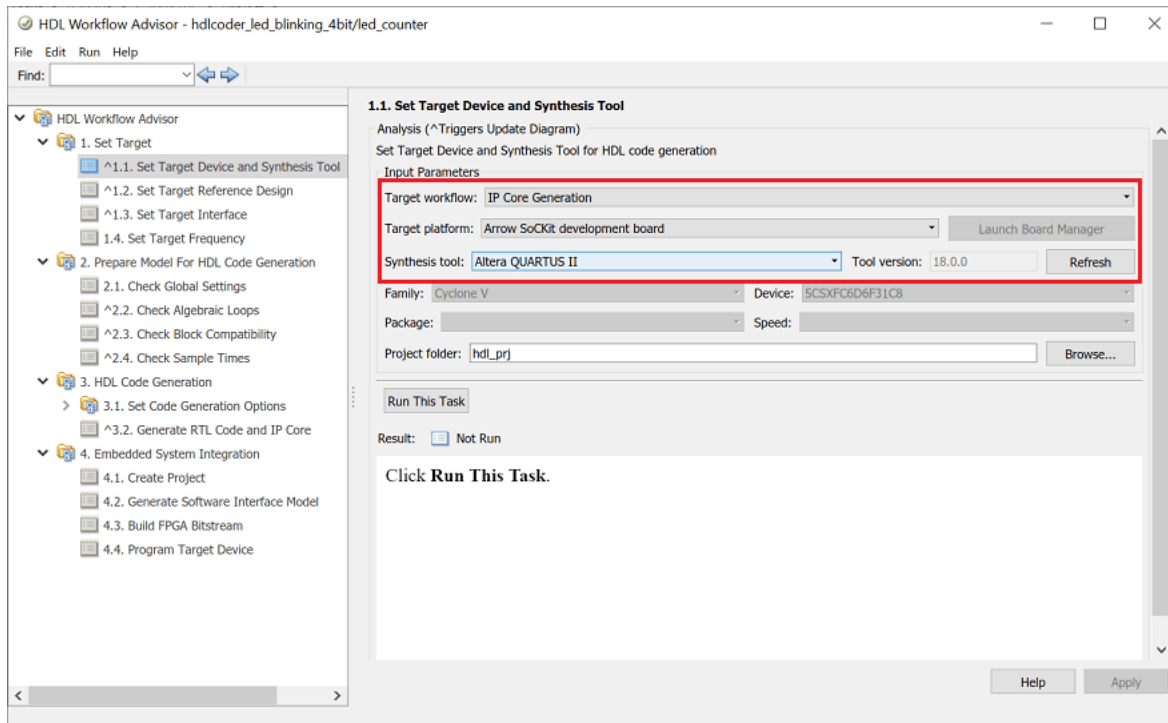
1. Start the IP core generation workflow.

1.1. Open the HDL Workflow Advisor from the `hdlcoder_led_blinking_4bit/led_counter` subsystem by right-clicking the `led_counter` subsystem, and choosing **HDL Code > HDL Workflow Advisor**.

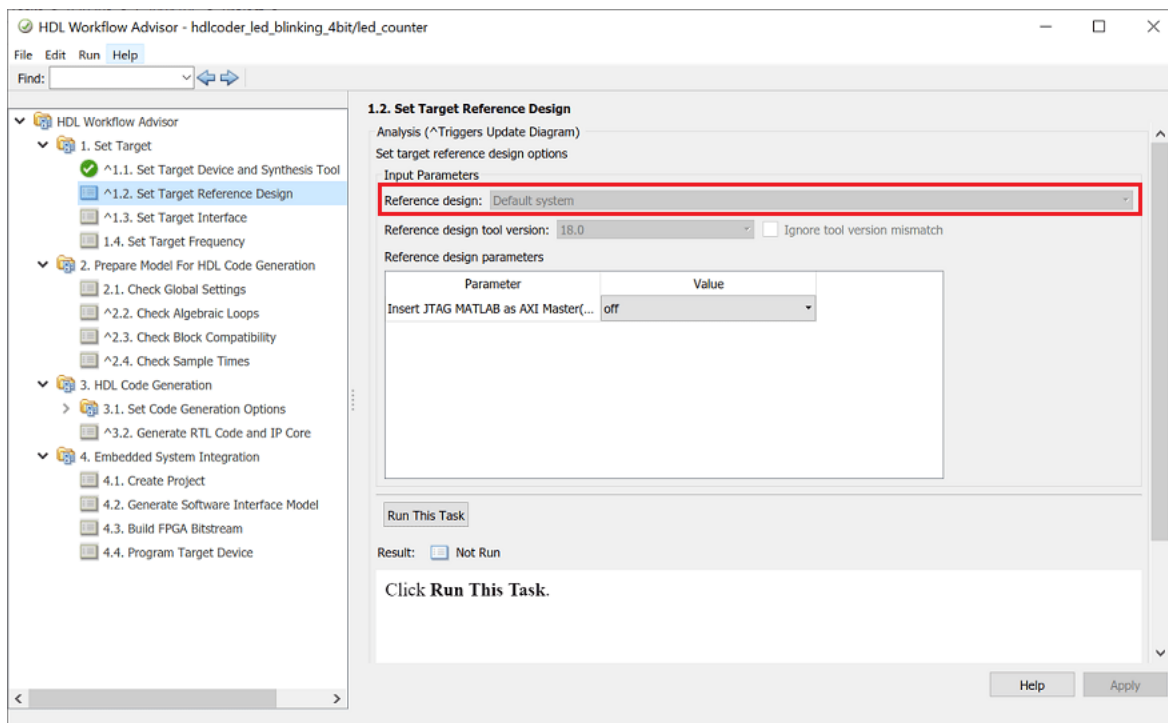
1.2. In the **Set Target > Set Target Device and Synthesis Tool** task, for **Target workflow**, select **IP Core Generation**.

1.3. For **Target platform**, select **Arrow SoCKit development board**. If you don't have this option, select **Get more** to open the Support Package Installer. In the Support Package Installer, select Intel SoC Devices and follow the instructions provided by the Support Package Installer to complete the installation.

1.4. Click **Run This Task** to run the **Set Target Device and Synthesis Tool** task.



1.5 In the **Set Target > Set Target Reference Design** task, choose **Default system**. For this example, it is selected by default



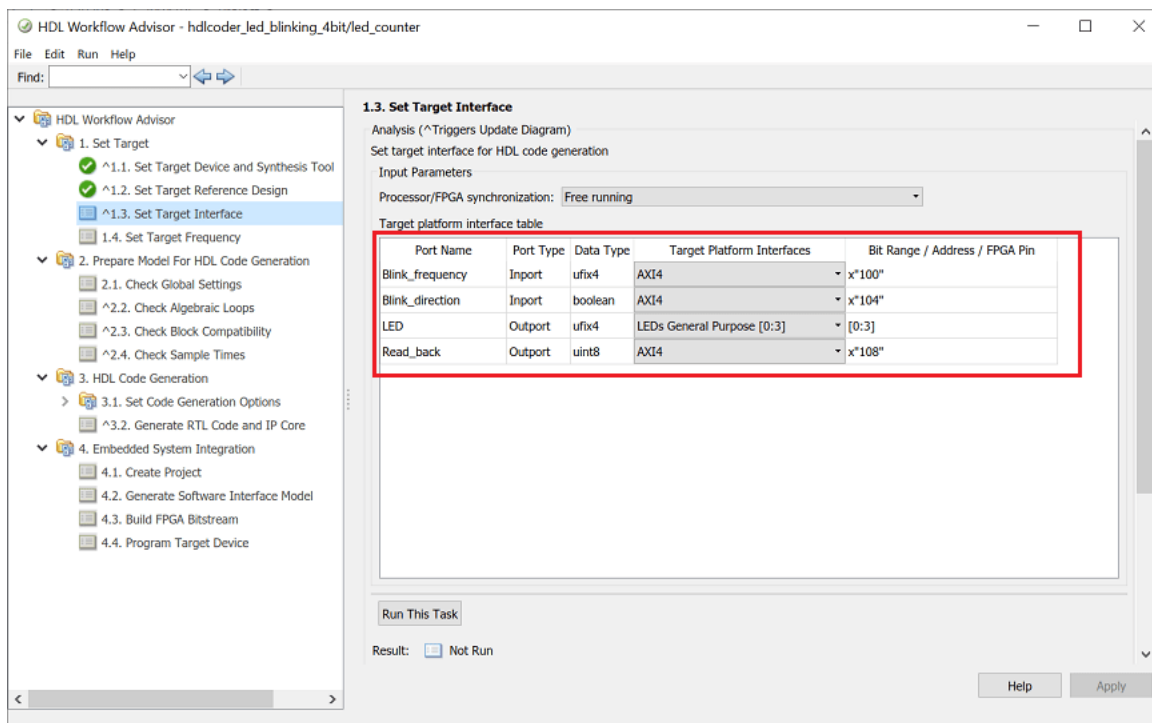
1.6. Click **Run This Task** to run the **Set Target Reference Design** task.

2. Configure the target interface.

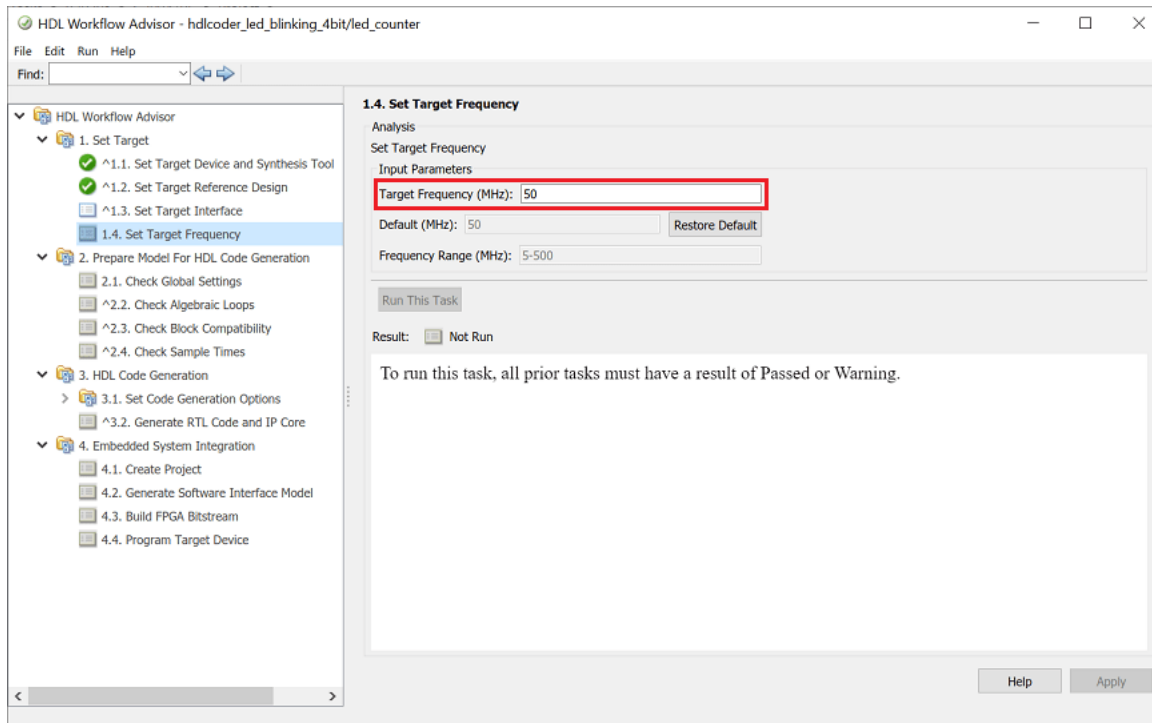
Map each port in your DUT to one of the IP core target interfaces. In this example, input ports **Blink_frequency** and **Blink_direction** are mapped to the AXI4 interface, so HDL Coder generates AXI interface accessible registers for them. The **LED** output port is mapped to an external interface, **LEDs General Purpose [0:3]**, which connects to the LED hardware on the Intel SoC board.

2.1 In the **Set Target > Set Target Interface** task, choose **AXI4** for **Blink_frequency**, **Blink_direction**, and **Read_back**.

2.2 Choose **LEDs General Purpose [0:3]** for **LED**.

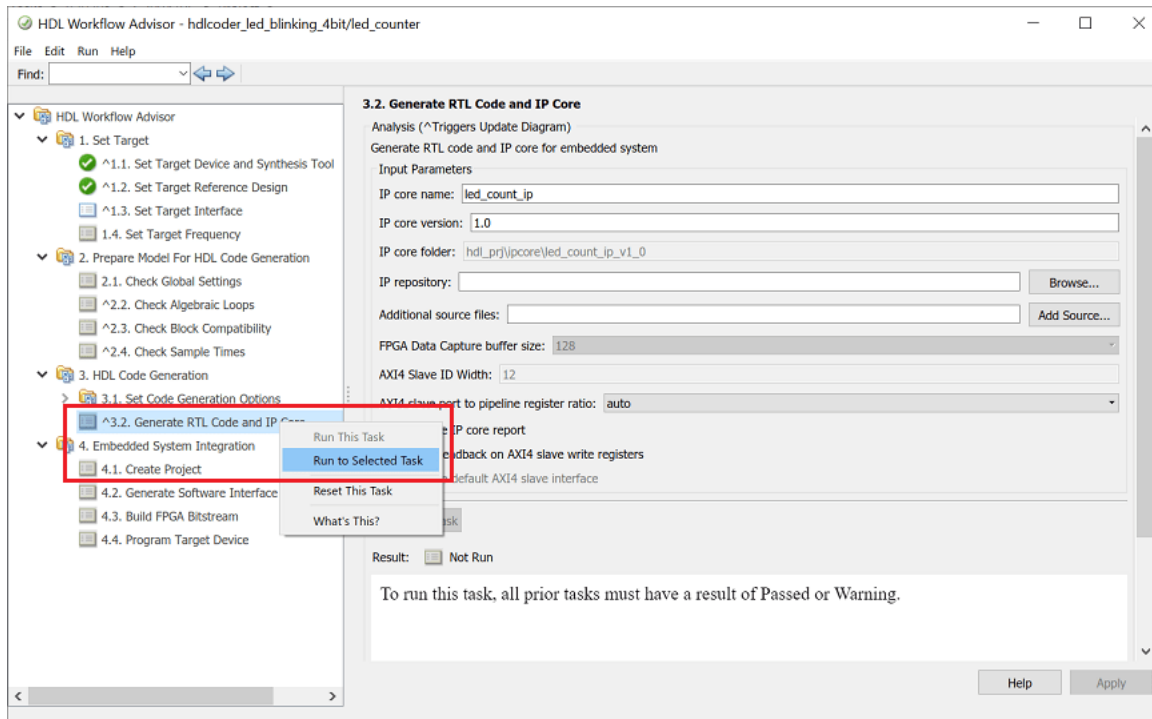


2.3 In the **Set Target > Set Target Frequency** task, choose **Target Frequency** as **50 MHz**.



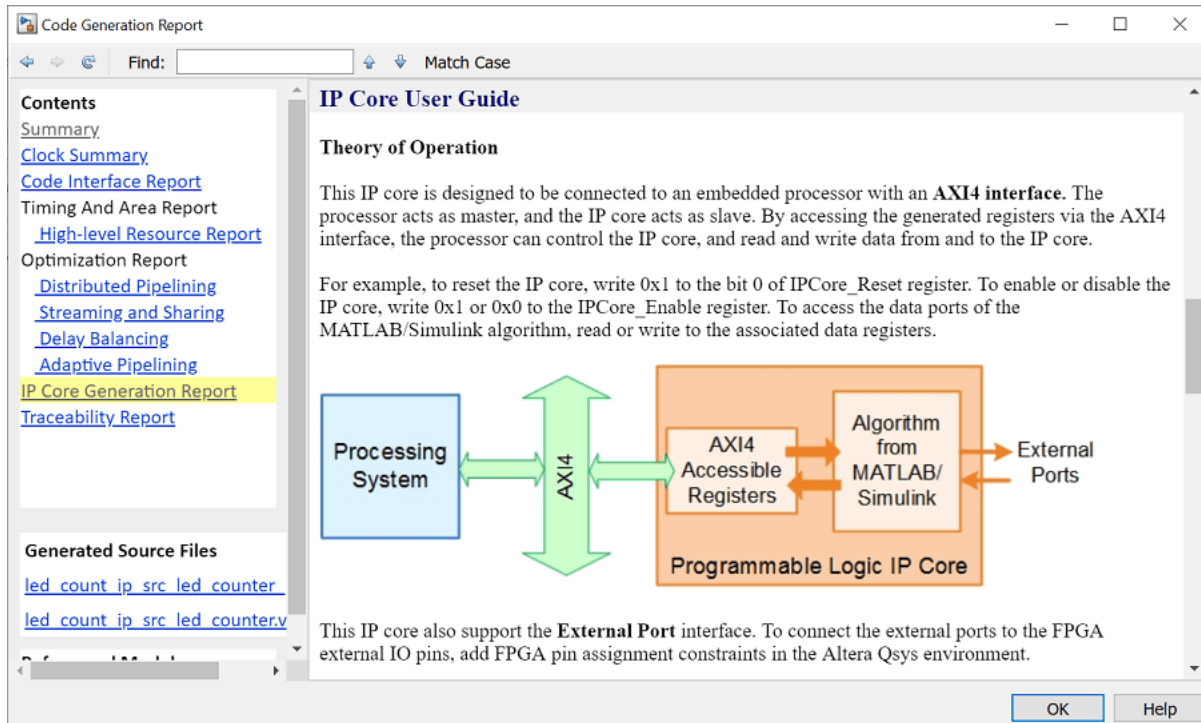
3. Generate the IP Core.

To generate the IP core, right-click the **Generate RTL Code and IP Core** task and select **Run to Selected Task**.



4. Generate and view the IP core report.

After you generate the custom IP core, the IP core files are in the **ipcore** folder within your project folder. An HTML custom IP core report is generated together with the custom IP core. The report describes the behavior and contents of the generated custom IP core.

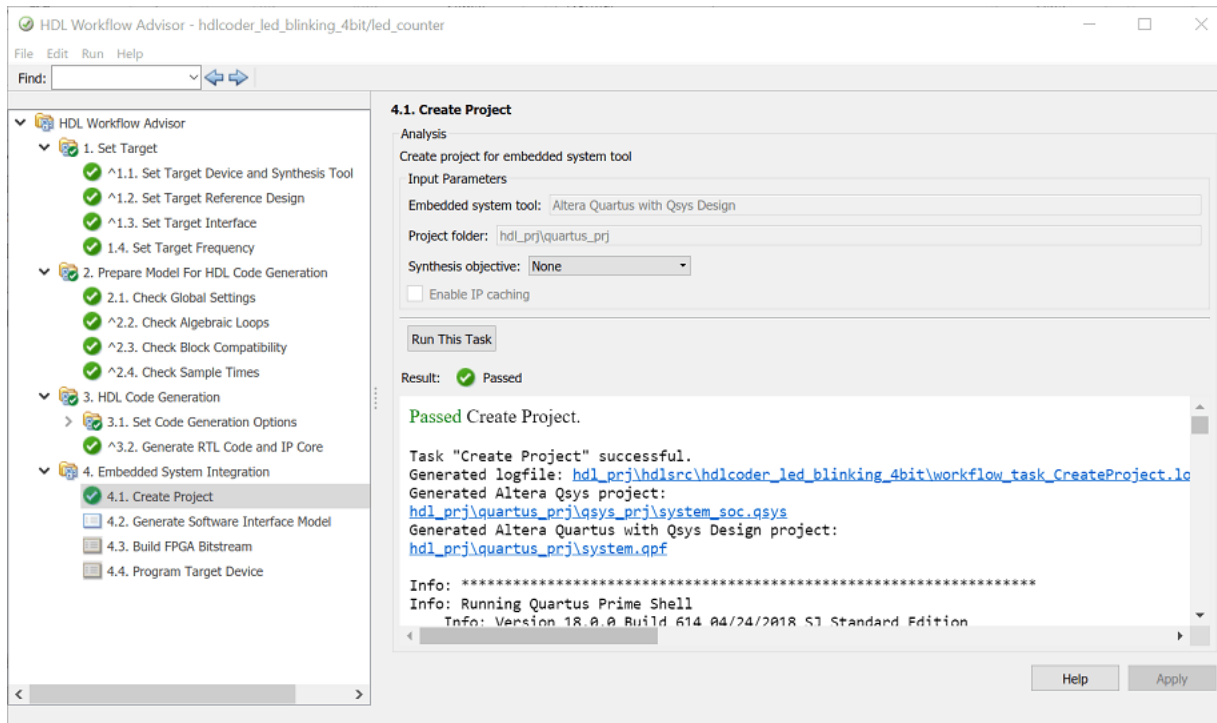


Integrate the IP core with the Intel Qsys environment

In this part of the workflow, you insert your generated IP core into an embedded system reference design, generate an FPGA bitstream, and download the bitstream to the Intel SoC hardware.

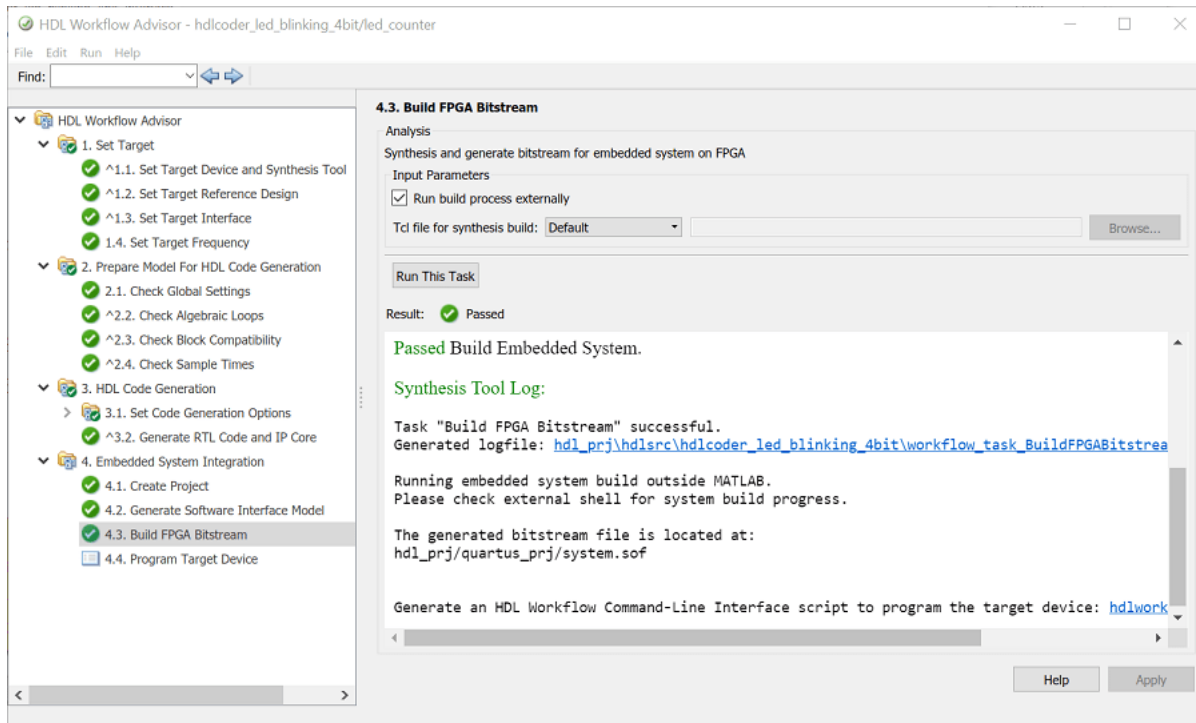
The reference design is a predefined Intel Qsys project. It contains all the elements the Intel software needs to deploy your design to the Intel SoC devices, except for the custom IP core and embedded software that you generate.

1. To integrate with the Intel Qsys environment, select the **Create Project** task under **Embedded System Integration**, and click **Run This Task**. Both an Intel Qsys project and an Intel Quartus project are generated, with links to the projects provided in the dialog window. You can optionally open up the projects to take a look.

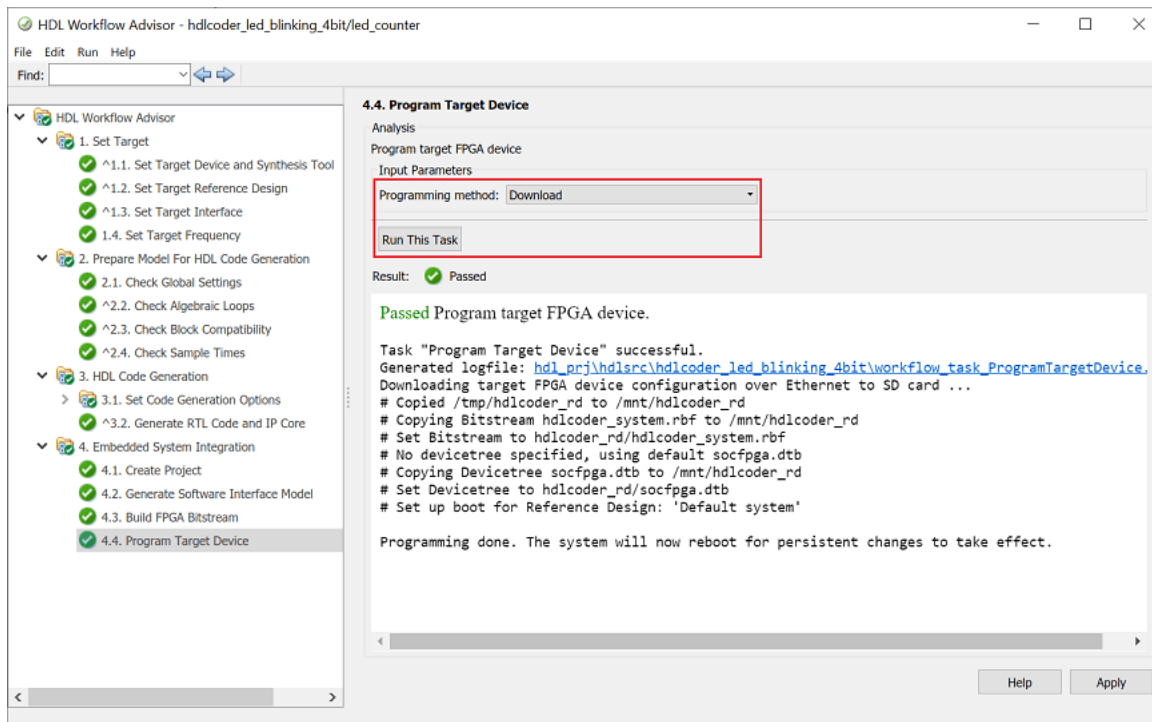


2. If you have an Embedded Coder license, you can generate a software interface model in the next task, **Generate Software Interface Model**. The details of the software interface model are explained in the next section of this example, "Generate a software interface model".

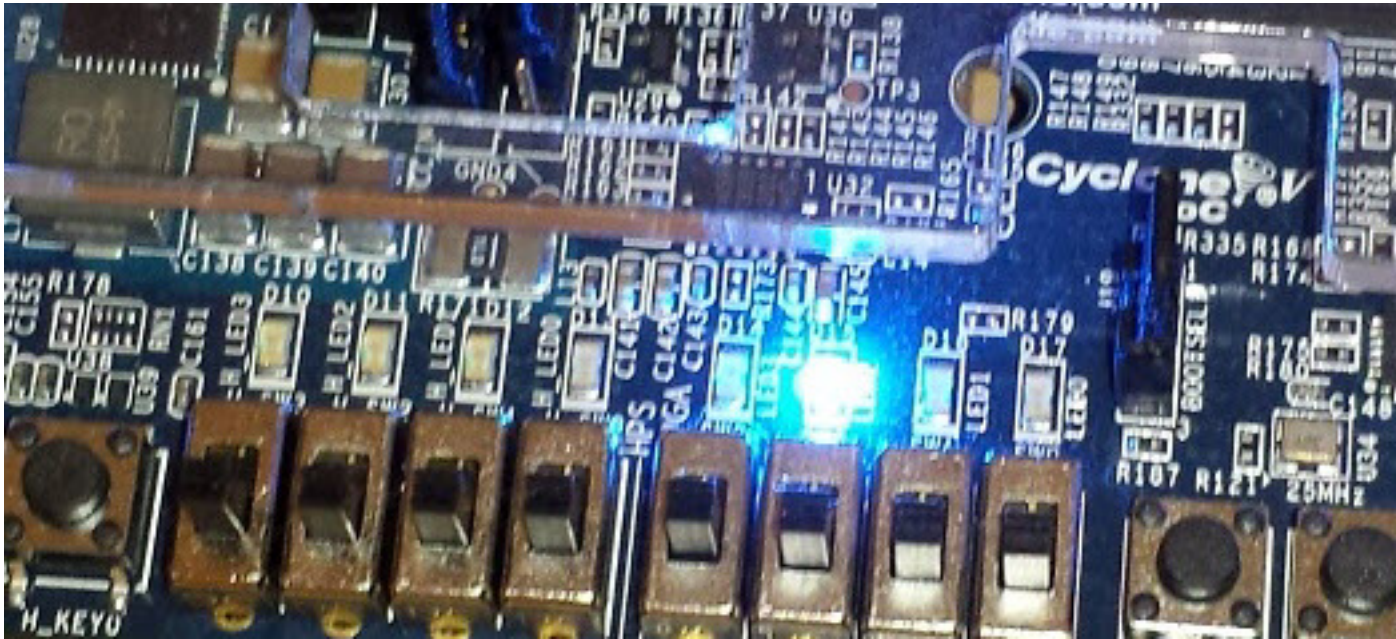
3. Build the FPGA bitstream in the **Build FPGA Bitstream** task. Make sure the **Run build process externally** option is checked, so the Intel synthesis tool will run in a separate process from MATLAB. Wait for the synthesis tool process to finish running in the external command window.



4. After the bitstream is generated, select the **Program Target Device** task. Choose **Download** for **Programming method** to download the FPGA bitstream onto the SD card on the Intel SoC board, so your design will be automatically reloaded when you power cycle the Intel SoC board. click **Run This Task** to program the Intel SoC hardware.



After you program the FPGA hardware, the LED starts blinking on your Intel SoC board.



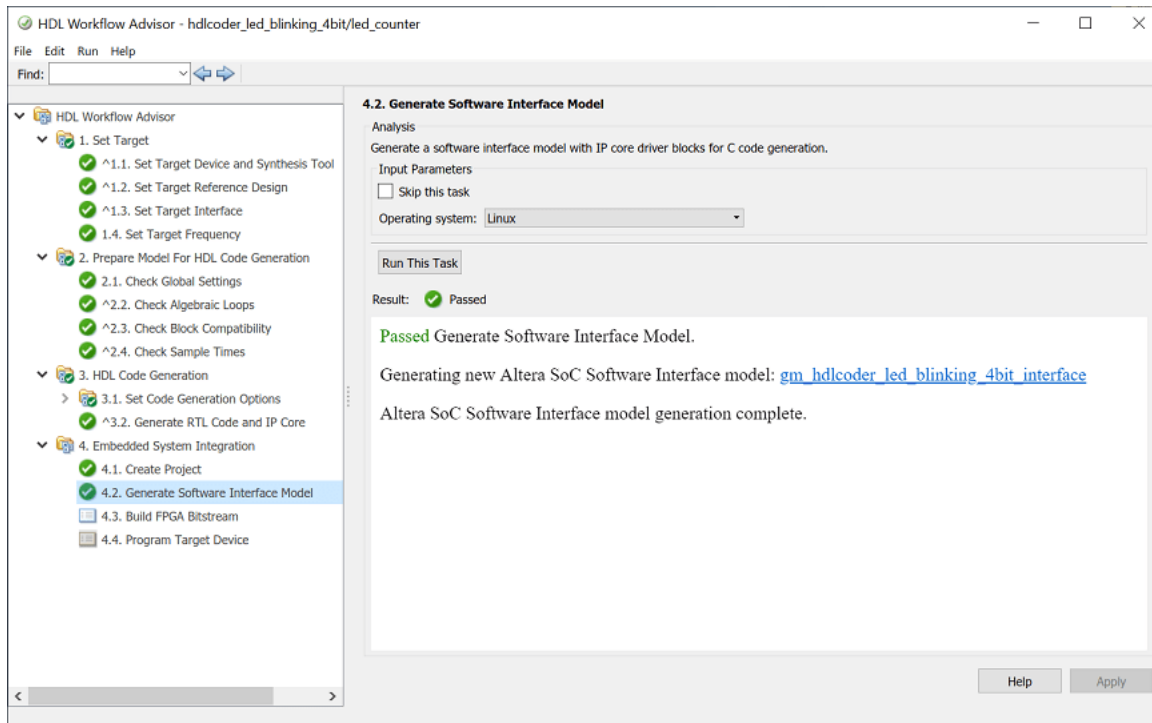
Next, you will generate C code to run on the ARM processor to control the LED blink frequency and direction.

Generate a software interface model

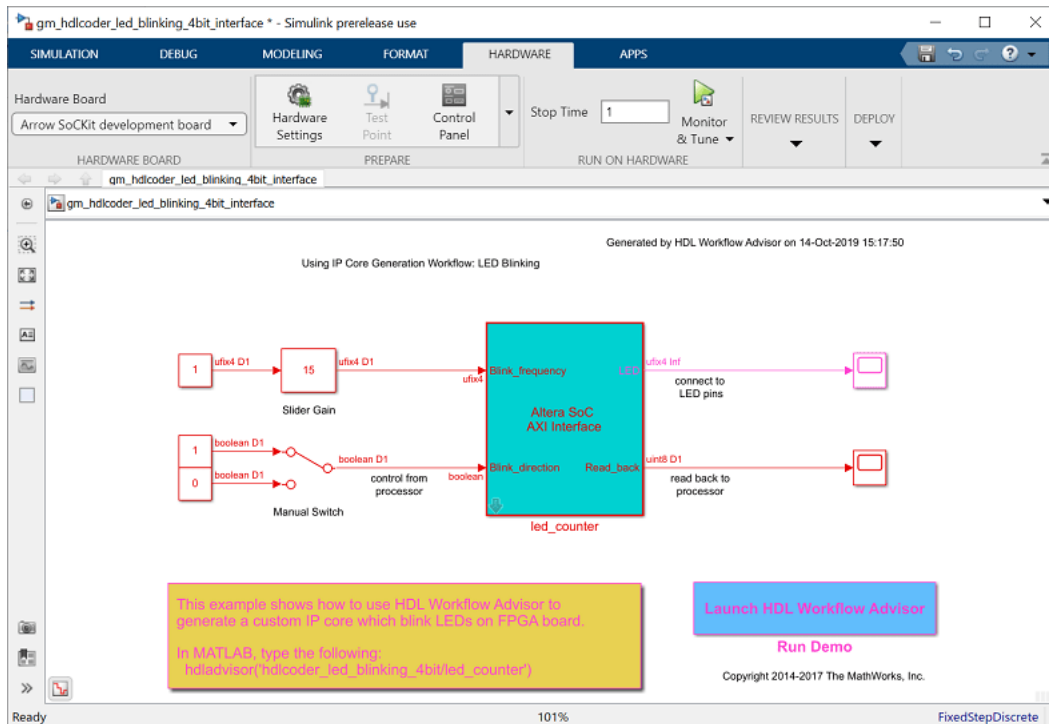
In the HDL Workflow Advisor, after you generate the IP core and insert it into the Qsys reference design, you can optionally generate a software interface model in the **Embedded System Integration > Generate Software Interface Model** task.

The software interface model contains the part of your design that runs in software. It includes all the blocks outside of the HDL subsystem, and replaces the HDL subsystem with AXI driver blocks. If you have an Embedded Coder license, you can automatically generate embedded code from the software interface model, build it, and run the executable on Linux on the ARM processor. The generated embedded software includes AXI driver code, generated from the AXI driver blocks, that controls the HDL IP core.

Run the **Generate Software Interface Model** task and see that a new model is generated. The task dialog shows a link to the model.



In the generated software interface model, the "led_counter" subsystem is replaced with the AXI driver blocks which generate the interface logic between the ARM processor and FPGA.

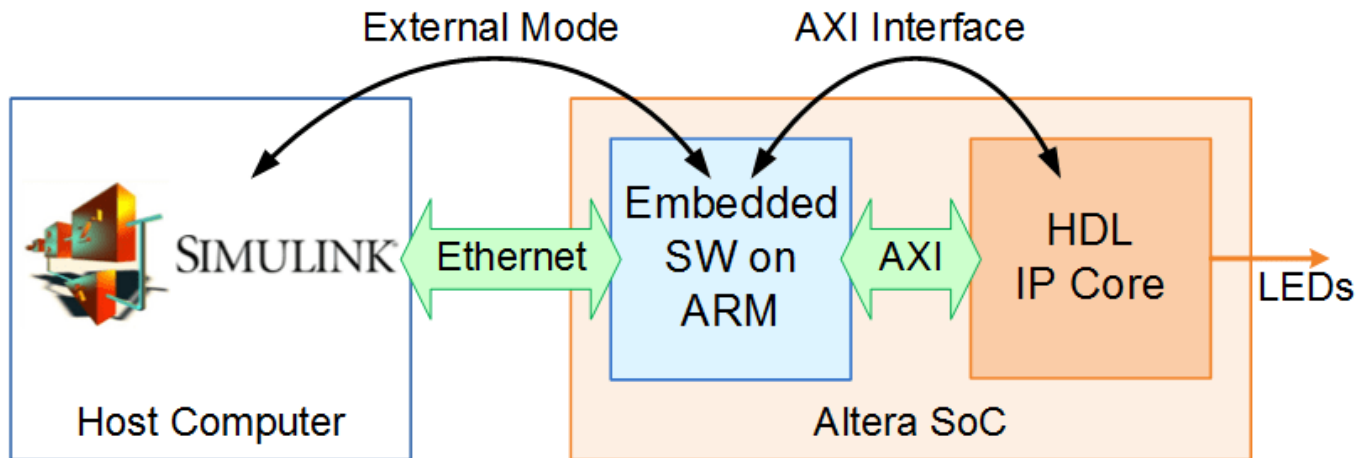


Run the software interface model on Intel SoC hardware

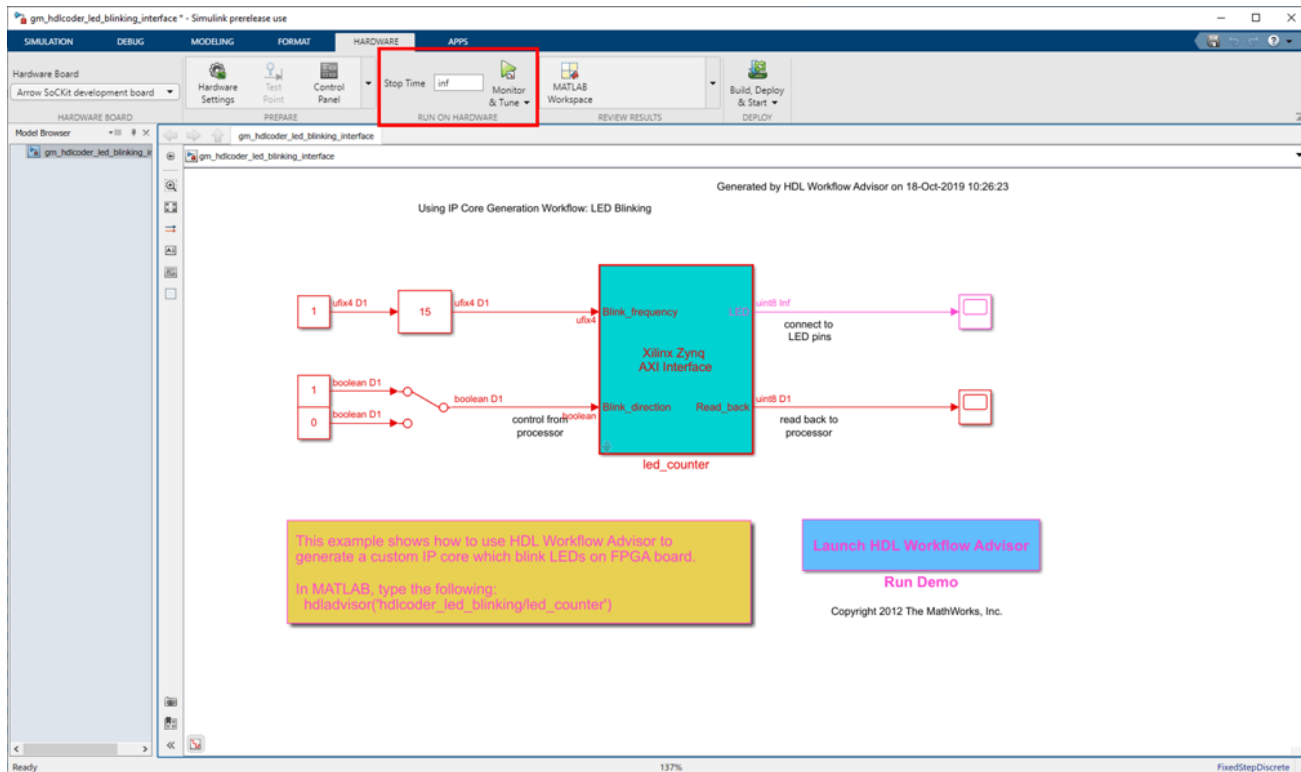
In this part of the workflow, you configure the generated software interface model, automatically generate embedded C code, and run your model on the ARM processor in the Intel SoC hardware in External mode.

When you are prototyping and developing an algorithm, it is useful to monitor and tune the algorithm while it runs on hardware. The External mode feature in Simulink enables this capability. In this mode, your algorithm is first deployed to the ARM processor in the Intel SoC hardware, and then linked with the Simulink model on the host computer through an Ethernet connection.

The main role of the Simulink model is to tune and monitor the algorithm running on the hardware. Because the ARM processor is connected to the HDL IP core through the AXI interface, you can use External mode to tune parameters, and capture data from the FPGA.



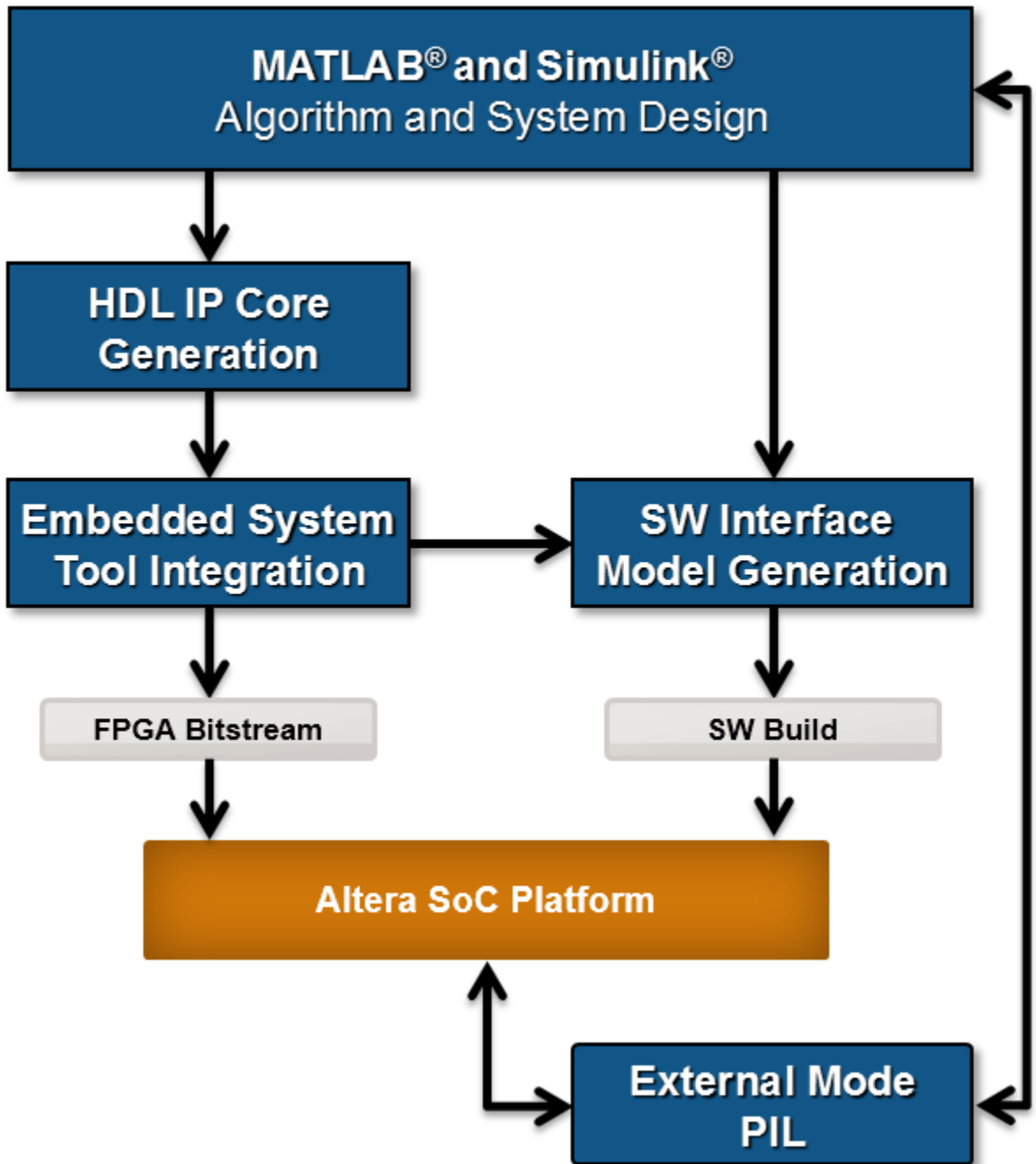
- 1 In the generated model, open the **Configuration Parameters** dialog box.
- 2 Select **Solver** and set "Stop Time" to "inf".
- 3 From the **HARDWARE** menu, click the **Monitor & Tune** button on the model toolstrip to run your model on the ARM processor in the Intel SoC hardware in External mode. Embedded Coder builds the model, downloads the ARM executable to the Intel SoC hardware, executes it, and connects the model to the executable running on the Intel SoC hardware.
- 4 Double-click the **Slider Gain** block. Change the Slider Gain value and observe the change in frequency of the LED array blinking on the Intel SoC hardware. Double-click the **Manual Switch** block to switch the direction of the blinking LEDs.
- 5 Double-click the scope connected to the **Read_back** output port and observe that the output data of the FPGA IP core is captured and sent back to the Simulink scope.
- 6 When you are done changing model parameters, click the **Stop** button on the model. Observe that the system command window opened in the previous step indicates that the model has been stopped. At this point, you can close the system command window.



Summary

This example shows how the hardware and software co-design workflow helps automate the deployment of your MATLAB and Simulink design to the Intel SoC devices. You can explore the best ways to partition and deploy your design by iterating through the workflow.

The following diagram shows the high-level picture of the workflow you went through in this example. To learn more about the hardware and software co-design workflow, please refer to the HDL Coder documentation.



Getting Started with Targeting Intel Quartus Pro based Devices

This example shows how to define and register the board and reference design for the Intel Arria10 SoC development kit and use the hardware-software co-design workflow to blink LEDs at various frequencies on the Intel Arria 10 SoC development kit.

Introduction

Using this example, you can register the Arria 10 SoC development kit and the reference design in the HDL Workflow Advisor. The reference design also shows the **Early I/O (Split bitstream)** feature supported by Intel Arria 10 SoC in HDL Workflow Advisor. This example is a step-by-step guide that helps you use the HDL Coder™ software to generate a custom HDL IP core which blinks LEDs on the Intel Arria 10 SoC development kit, and shows how to use Embedded Coder® to generate C code that runs on the ARM® processor to control the LED blink frequency.

You can use MATLAB® and Simulink® to design, simulate, and verify your application, perform what-if scenarios with algorithms, and optimize parameters. You can then prepare your design for hardware and software implementation on the Intel Arria 10 SoC by deciding which system elements are performed by the programmable logic, and which system elements will run on the ARM Cortex-A9.

In this workflow, you perform the following steps:

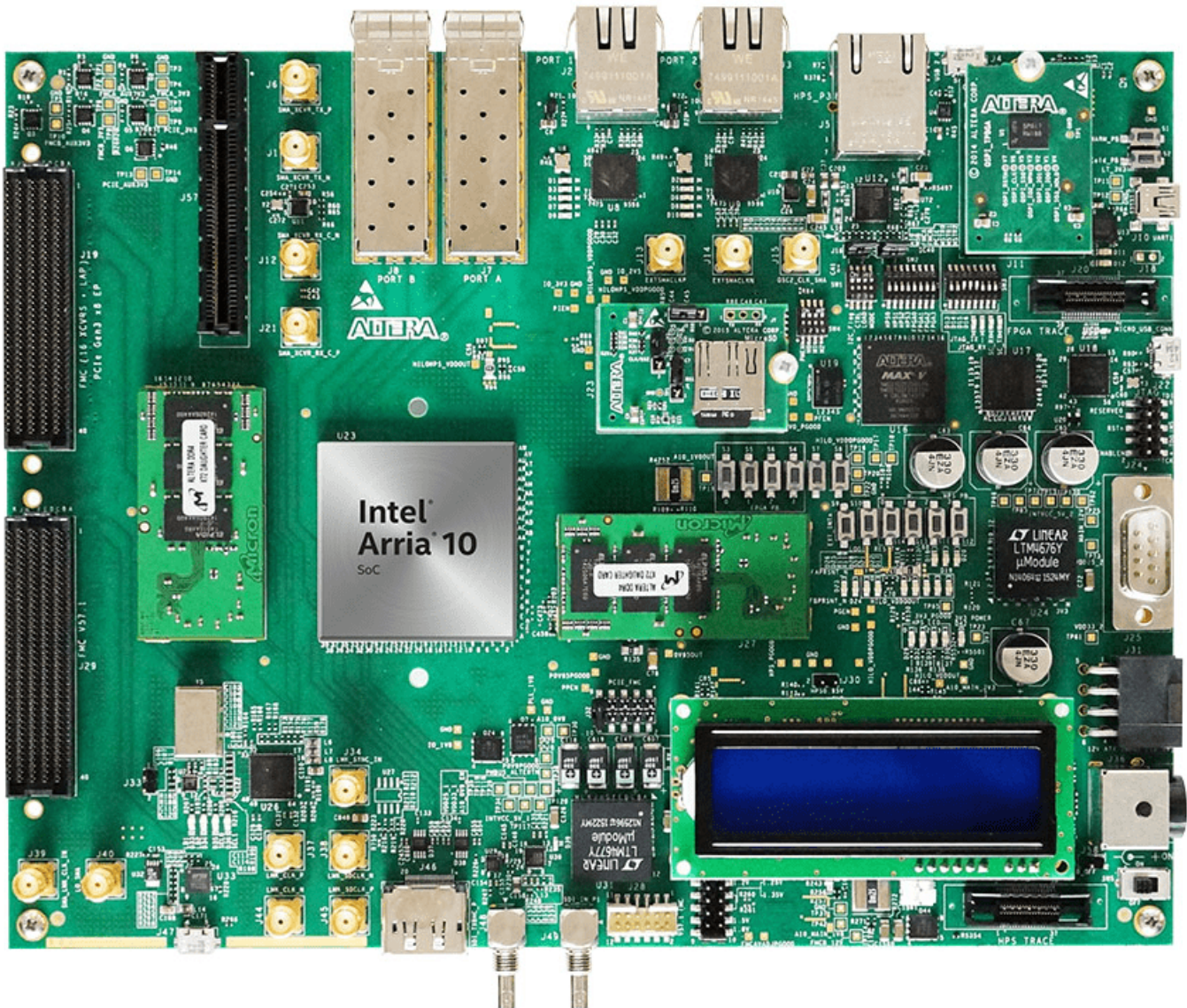
- 1 Set up your Intel SoC hardware and tools.
- 2 Create reference design for Intel Arria 10 SoC which uses the Early I/O feature.
- 3 Partition your design for hardware and software implementation.
- 4 Generate an HDL IP core using HDL Workflow Advisor.
- 5 Integrate the IP core into Intel Platform Designer Qsys project and program the Intel SoC hardware.
- 6 Generate a software interface model.
- 7 Generate C code from the software interface model and run it on the ARM Cortex-A9 processor.
- 8 Tune parameters and capture results from the Intel SoC hardware using External Mode.

Requirements

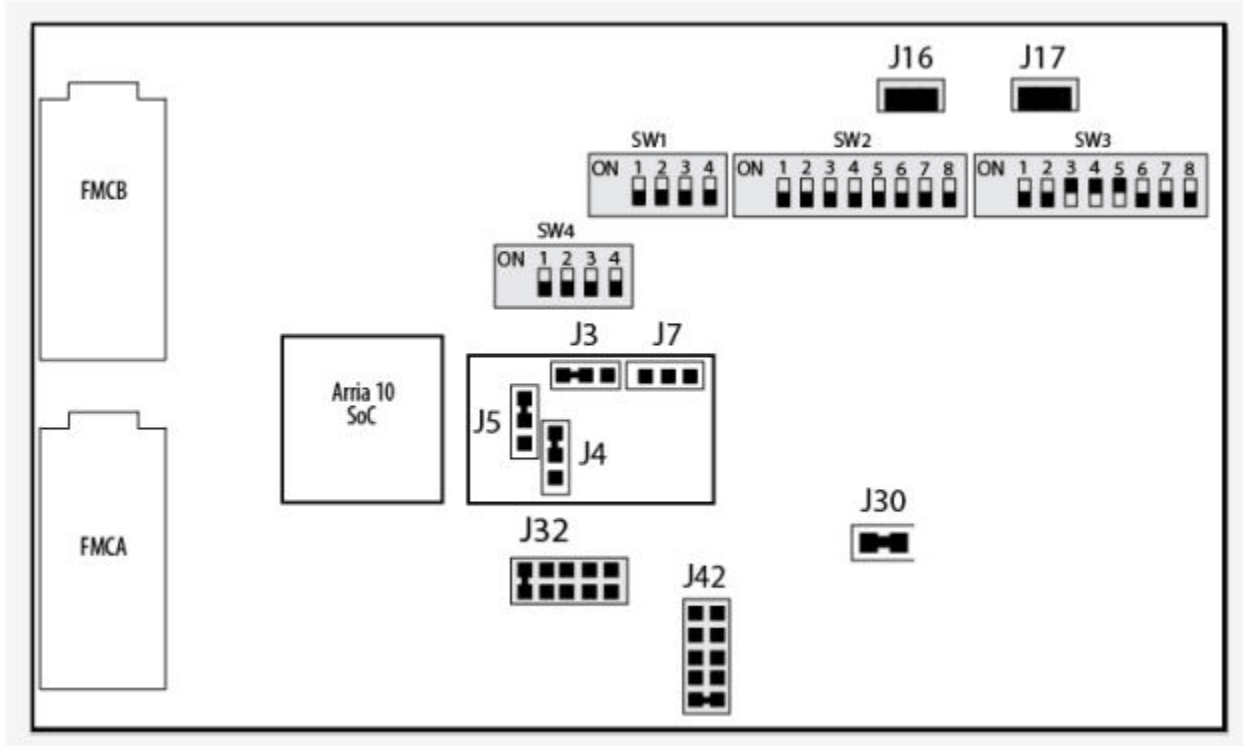
- 1 Intel Quartus Pro (or Intel QUARTUS II), with supported version listed in the HDL Coder documentation
- 2 Intel SoC Embedded Design Suite
- 3 Intel Arria 10 SoC development kit
- 4 HDL Coder Support Package for Intel SoC Devices
- 5 Embedded Coder Support Package for Intel SoC Devices

Set up Intel SoC hardware and tools

1. Set up the Arria 10 SoC as shown in the figure below. To learn more about the Arria 10 SoC hardware setup, please refer to the board documentation.



1.1 Set up DIP switches and Jumper settings as shown in the figure below.



1.2 Connect the Arria10 SoC Kit's USB UART using a Micro-USB cable to your computer. Make sure your USB device drivers, such as for the FTDI USB to UART, are installed correctly. If not, search for the drivers online and install them.

1.3 Connect the Arria10 SoC Kit to your computer using an Ethernet cable.

2. Install the HDL Coder and Embedded Coder Support Packages for Intel SoC Devices if you haven't already. To start the installer, go to the MATLAB toolstrip and click **Add-Ons > Get Hardware Support Packages**. For more information, please refer to the Support Package Installation documentation.

3. Make sure you are using the SD card image provided by the Embedded Coder Support Package for Intel SoC Devices. If you need to update your SD card image, refer to the Hardware Setup section of this document.

4. Set up the Arria10 SoC hardware connection by entering the following command in the MATLAB command window:

```
h = alterasoc
```

The `alterasoc` function logs in to the hardware via COM port and runs the `ifconfig` command to obtain the IP address of the board. This function also tests the Ethernet connection.

5. You can optionally test the serial connection using the following configuration using a program such as PuTTY™. Baud rate: 115200; Data bits: 8; Stop bits: 1; Parity: None; Flow control: None. You should be able to observe Linux booting log on the serial console when you power cycle the Arria10 SoCKit board. You must close this serial connection before using the `alterasoc` function again.

6. Set up the Intel Quartus Pro synthesis tool path using the following command in the MATLAB command window. Use your own Quartus installation path when you run the command.

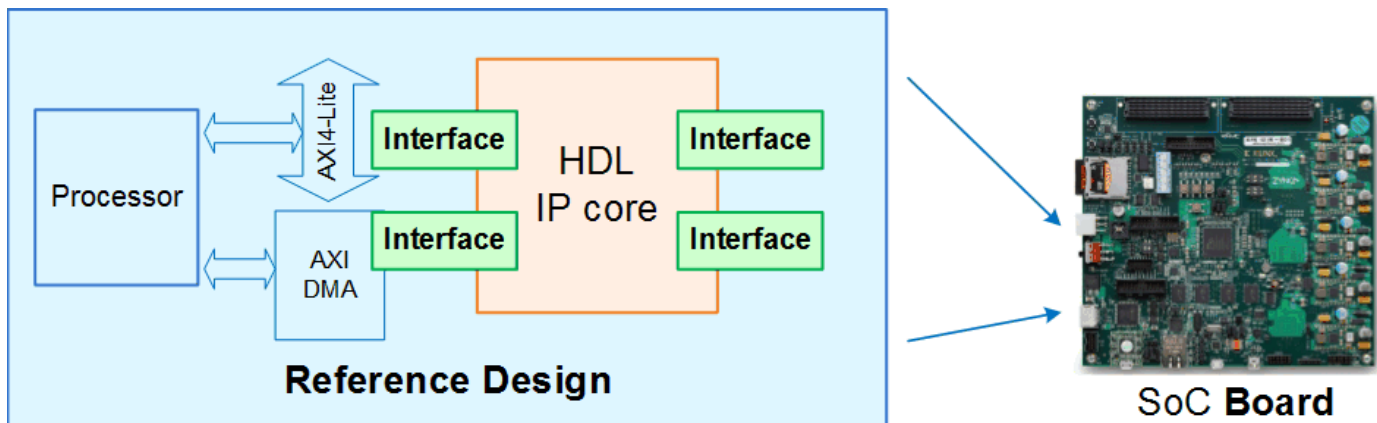
```
hdlsetuptoolpath('ToolName', 'Intel Quartus Pro', 'ToolPath', 'C:\intelFPGA\19.4\quartus\bin64\q
```

If you are using Intel QUARTUS II, Use the follow command:

```
hdlsetuptoolpath('ToolName', 'Intel QUARTUS II', 'ToolPath', 'C:\intelFPGA\18.1\quartus\bin64\qu
```

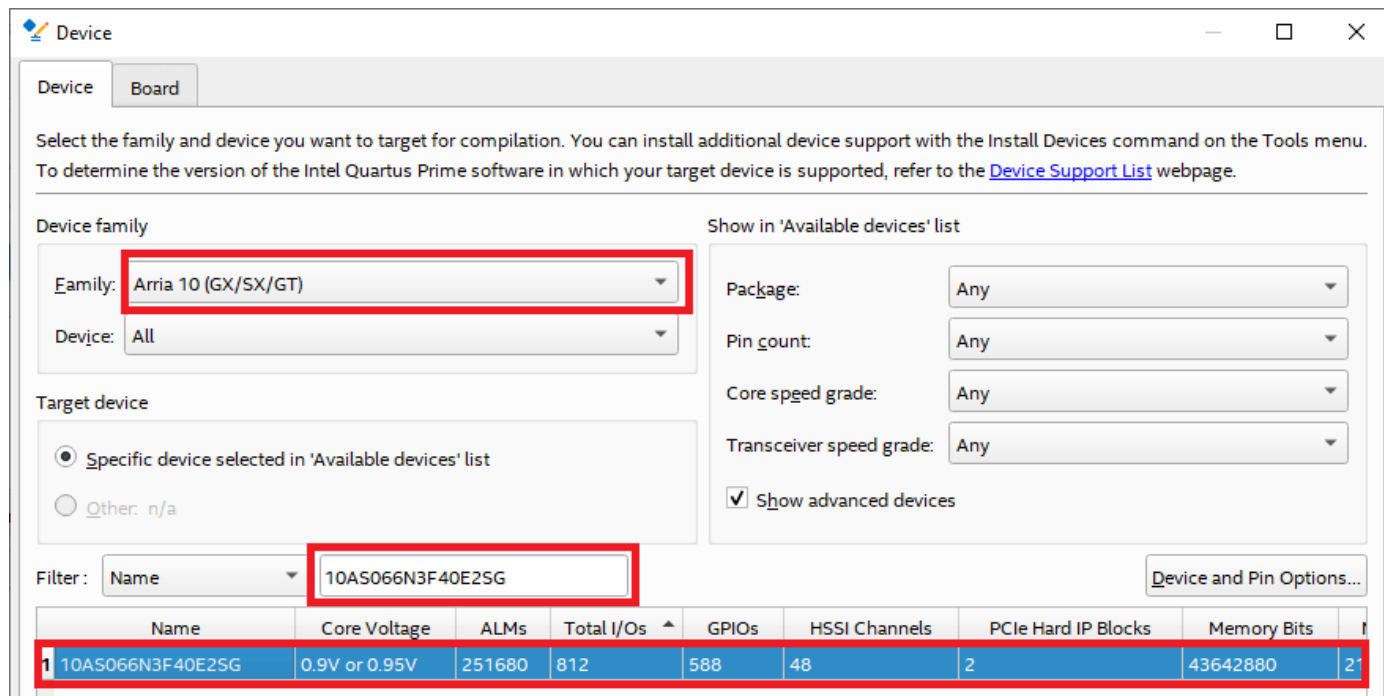
Reference design creation using Intel Quartus Pro

A reference design captures the complete structure of an SoC design, defining the different components and their interconnections. The HDL Coder SoC workflow generates an IP core that integrates with the reference design, and is then used to program an SoC board. The following figure describes the relationship between a reference design, an HDL IP core and an SoC board



In this section, we outline the basic steps necessary to create and export a simple reference design using the Intel Quartus Pro and Platform Designer (QSys) environment. For more information about the QSys system integration tool, refer to Intel documentation.

1. Create an empty Quartus project using the New project wizard with device part number as shown in the following figure.



Device family

Family: Arria 10 (GX/SX/GT)

Device: All

Target device

Specific device selected in 'Available devices' list

Other: n/a

Show in 'Available devices' list

Package: Any

Pin count: Any

Core speed grade: Any

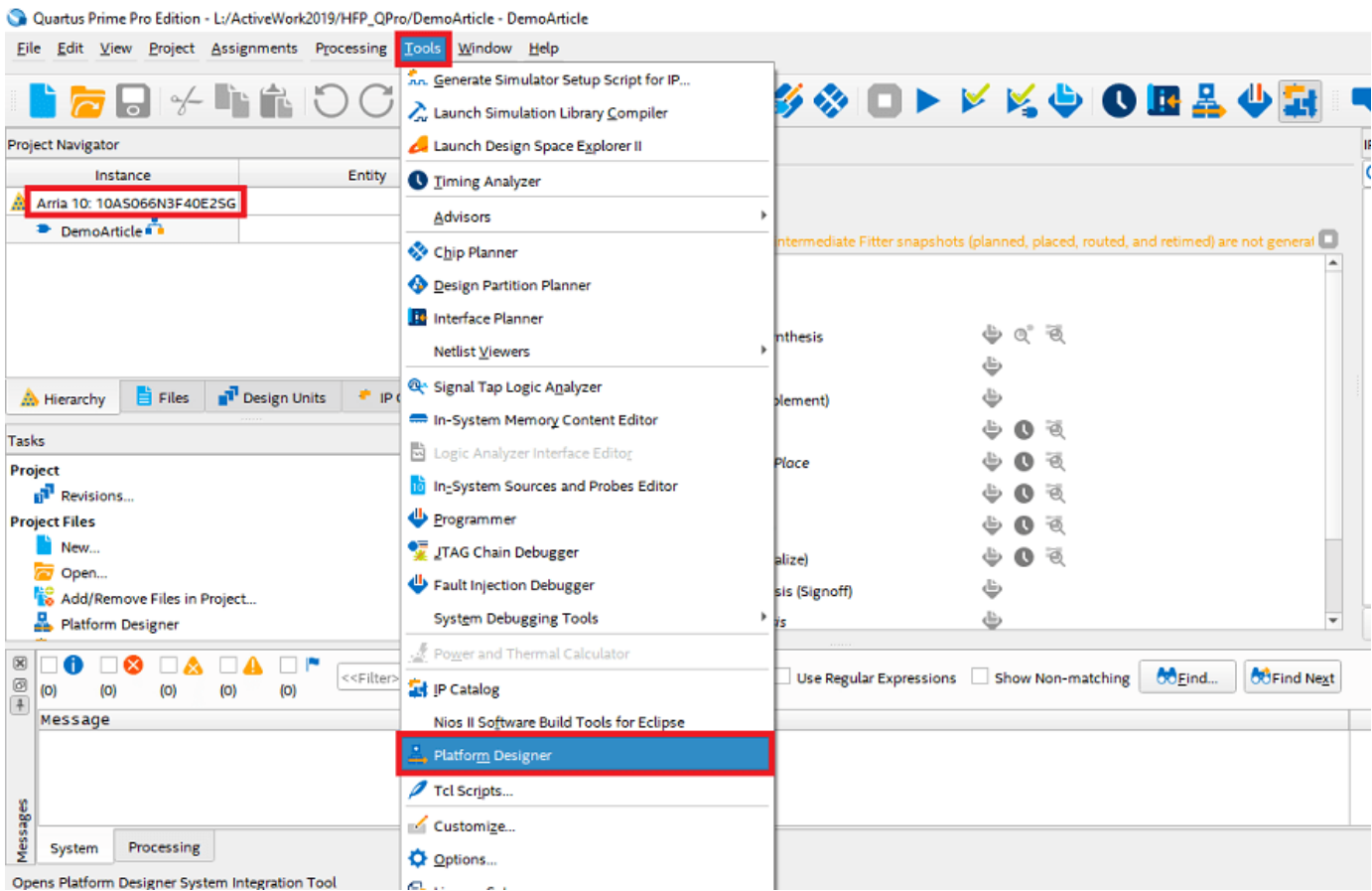
Transceiver speed grade: Any

Show advanced devices

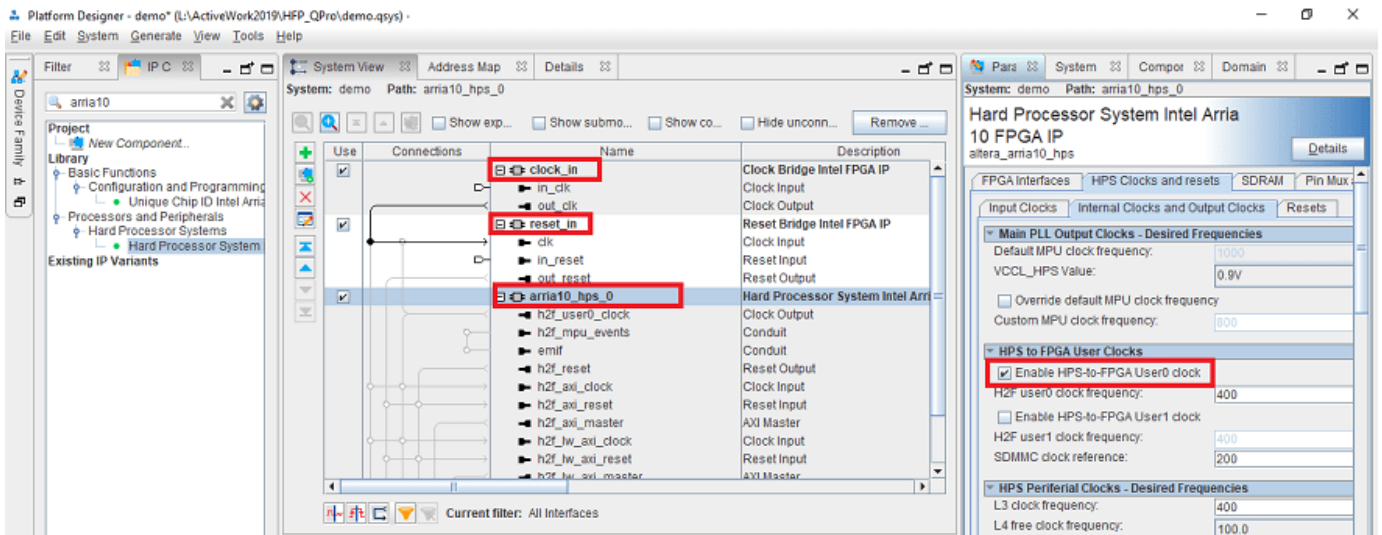
Filter: Name 10AS066N3F40E2SG

| | Name | Core Voltage | ALMs | Total I/Os | GPIOs | HSSI Channels | PCIe Hard IP Blocks | Memory Bits |
|---|------------------|---------------|--------|------------|-------|---------------|---------------------|-------------|
| 1 | 10AS066N3F40E2SG | 0.9V or 0.95V | 251680 | 812 | 588 | 48 | 2 | 43642880 |

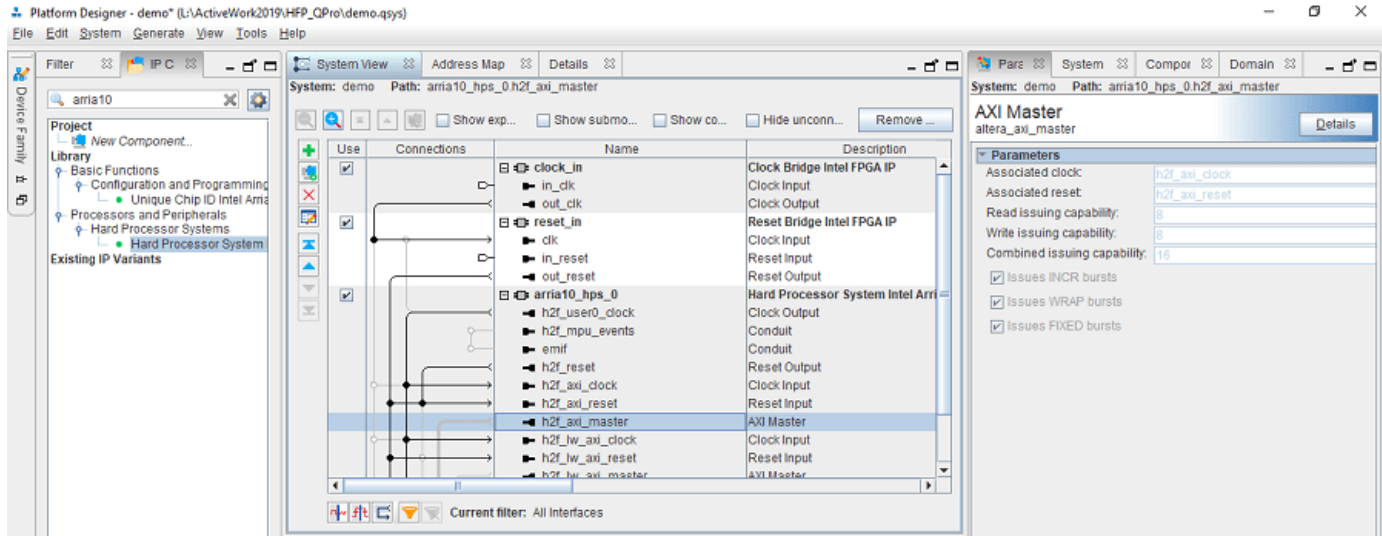
2. Initialize the Platform Designer(Qsys) in Quartus Pro by navigating to **Tools --> Platform Designer** as shown in the following figure.



3. Select Hard Processor System Intel Arria 10 FPGA IP(HPS), clock and reset IPs from IP catalog to the created Platform Designer project. Connect the required clocks and resets to the Arria 10 HPS IP as shown in the following figure. complete the other settings required for Arria 10 Hard Processor System such as Peripheral pin set and mode settings.



- Keep h2f_axi_master port connection open in order to connect to DUT IP during the process of workflow IP integration. Complete the rest of the connections between Altera PLL IP and HPS IP as shown in the following figure.



- Save the Qsys file. This file is used when you create reference design plugin.

Register the Intel Arria 10 SoC development kit.

In this section, You register the Intel Arria 10 SoC development kit in HDL Workflow Advisor.

- Create a board registration file with the name `hdlcoder_board_customization.m` and add it to the MATLAB path.

For more details on creating board registration file, refer to “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230.

- Create the board definition file.

A board definition file contains information about the SoC board.

For more details on creating board definition file, refer to “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230.

Register the custom reference design in HDL Workflow Advisor

In this section, You register the custom reference design in HDL Workflow Advisor.

- Create a reference design registration file named `hdlcoder_ref_design_customization.m` containing a list of reference design plugins associated with an SoC board.

For more details on creating custom reference design, refer to “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230.

- Create the reference design definition file.

A reference design definition file defines the interfaces between the custom reference design and the HDL IP core that is generated by the HDL Coder SoC workflow. For more details on creating the

reference design definition file, refer to “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230.

Early I/O for Arria 10: The Intel Arria 10 SoC FPGA device supports Early I/O Release.

Early IO release allows you to enable DDR functioning prior programming the core raw binary file (RBF) for speeding up the boot time. In this flow, the shared I/O and hard memory controller I/O are configured and released allowing HPS immediate access to them.

This feature splits the FPGA configuration sequence into two parts. The first part configures the FPGA I/O, the Shared I/O and also enables the HPS External Memory Interface (EMIF) if present. The second part of the sequence configures the core FPGA fabric. By splitting the configuration sequence, the Arria10 Hard Processing System now has access to Shared I/O and EMIF before the FPGA fabric is configured. This allows more flexibility for designs that need faster boot times or alternate boot sources. In this Early I/O, two Raw Binary Format (.rbf) files are generated: (1) **peripheral.rbf** file. (2) **core.rbf** file. Together, these configuration files contain the same data as a combined configuration .rbf file that is generated when the Early I/O Release feature is not used. The **peripheral.rbf** file is loaded first and configures the FPGA I/O, Shared I/O and HPS EMIF. The **core.rbf** is loaded next and completes the FPGA configuration sequence by configuring the FPGA fabric. After the **peripheral.rbf** is successfully loaded, the Intel Arria 10 SoC FPGA HPS EMIF pins are released and the interface begins calibration.

To use this feature, you need to enable a reference design parameter `hRD.GenerateSplitBitstream = true`; as shown in the below `plugin_rd` file. Accordingly if this reference design parameter is made true, it generates two .rbf files for configuring the FPGA as mentioned above.

The contents of this reference design definition file `plugin_rd.m` is similar to the Intel Quartus standard version, the differences for the Intel Quartus Pro are listed below.

```
function hRD = plugin_rd()
% Reference design definition

% Construct reference design object
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Intel Quartus Pro');

%% Add custom design files
% add custom Qsys design
hRD.addCustomQsysDesign( ...
    'CustomQsysPrjFile', 'system_soc.qsys');

% split the full rbf file into core and peripheral rbf files for Early I/O feature
hRD.GenerateSplitBitstream = true;
```

Partition your design for hardware and software implementation

The first step of the Intel SoC hardware-software co-design workflow is to decide which parts of your design to implement on the programmable logic, and which parts to run on the ARM processor.

Group all the blocks you want to implement on programmable logic into an atomic subsystem. This atomic subsystem is the boundary of your hardware-software partition. All the blocks inside this subsystem are implemented on programmable logic, and all the blocks outside this subsystem will run on the ARM processor.

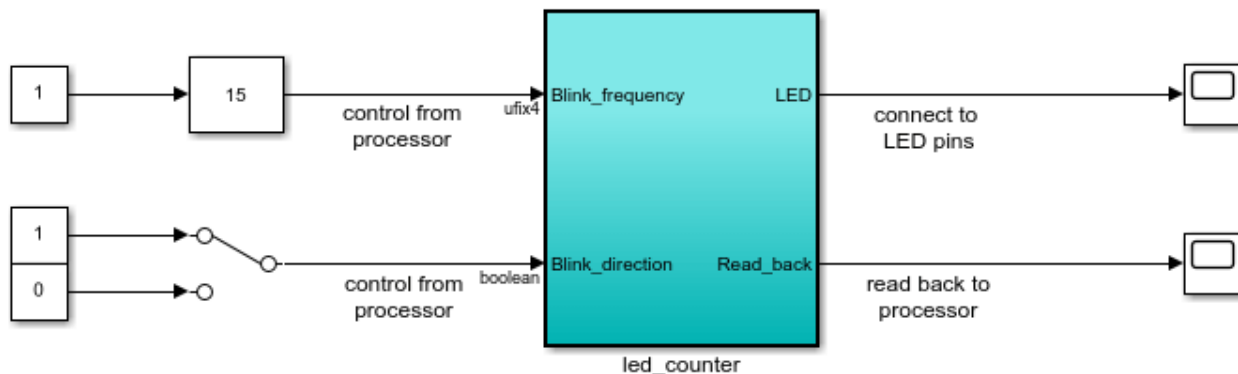
In this example, the subsystem **led_counter** is the hardware subsystem. It models a counter that blinks the LEDs on an FPGA board. Two input ports, **Blink_frequency** and **Blink_direction**, are

control ports that determine the LED blink frequency and direction. All the blocks outside of the subsystem **led_counter** are for software implementation.

In Simulink, you can use the **Slider Gain** or **Manual Switch** block to adjust the input values of the hardware subsystem. In the embedded software, this means the ARM processor controls the generated IP core by writing to the AXI interface accessible registers. The output port of the hardware subsystem, **LED**, connects to the LED hardware. The output port, **Read_Back**, can be used to read data back to the processor.

```
open_system('hdlcoder_led_blinking_4bit');
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking_4bit/led_counter')`

Launch HDL Workflow Advisor

Run Demo

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Generate an HDL IP core using the HDL Workflow Advisor

Using the IP Core Generation workflow in the HDL Workflow Advisor enables you to automatically generate a sharable and reusable IP core module from a Simulink model. The generated IP core is designed to be connected to an embedded processor on an FPGA device. HDL Coder generates HDL code from the Simulink blocks, and also generates HDL code for the AXI interface logic connecting the IP core to the embedded processor. HDL Coder packages all the generated files into an IP core folder. You can then integrate the generated IP core with a larger FPGA embedded design in the Intel Qsys environment.

1. Start the IP core generation workflow.

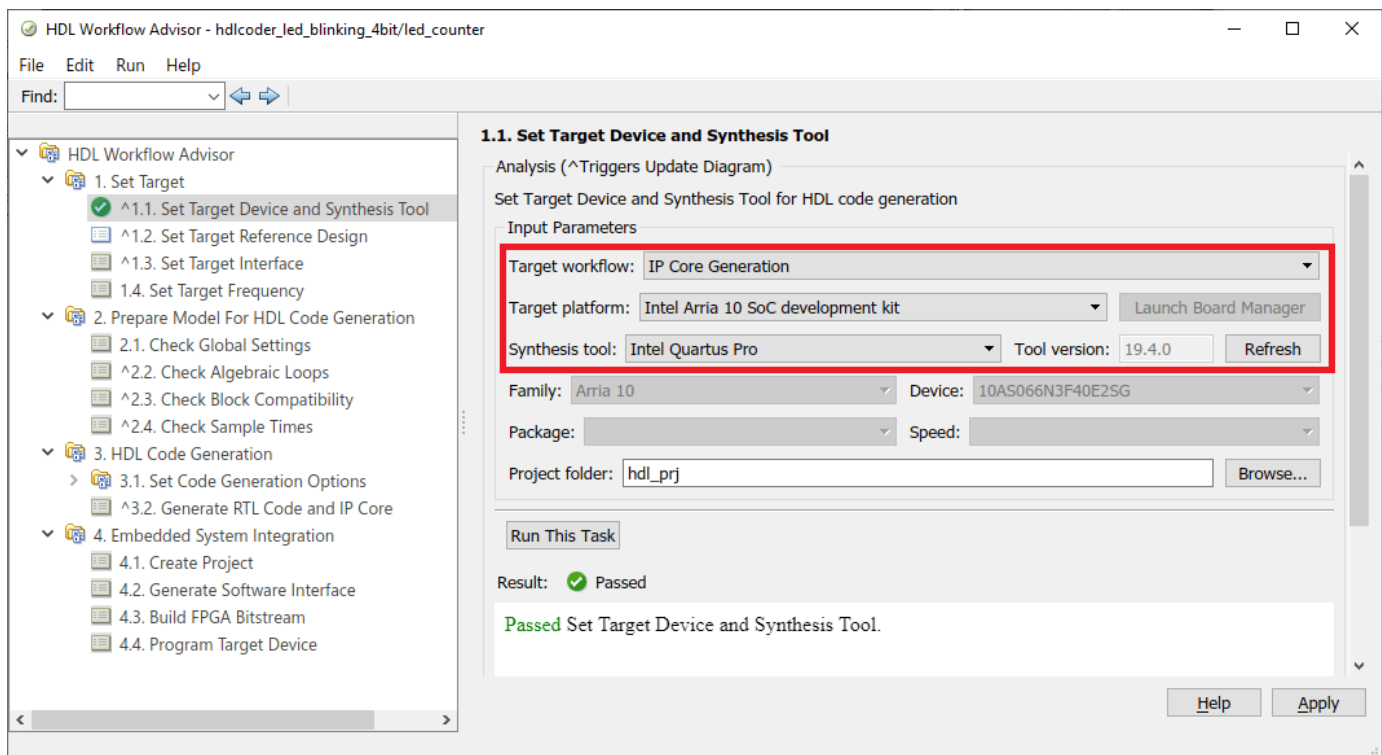
1.1. Open the HDL Workflow Advisor from the `hdlcoder_led_blinking_4bit/led_counter` subsystem by right-clicking the `led_counter` subsystem, and choosing **HDL Code > HDL Workflow Advisor**.

1.2. In the **Set Target > Set Target Device and Synthesis Tool** task, for **Target workflow**, select **IP Core Generation**.

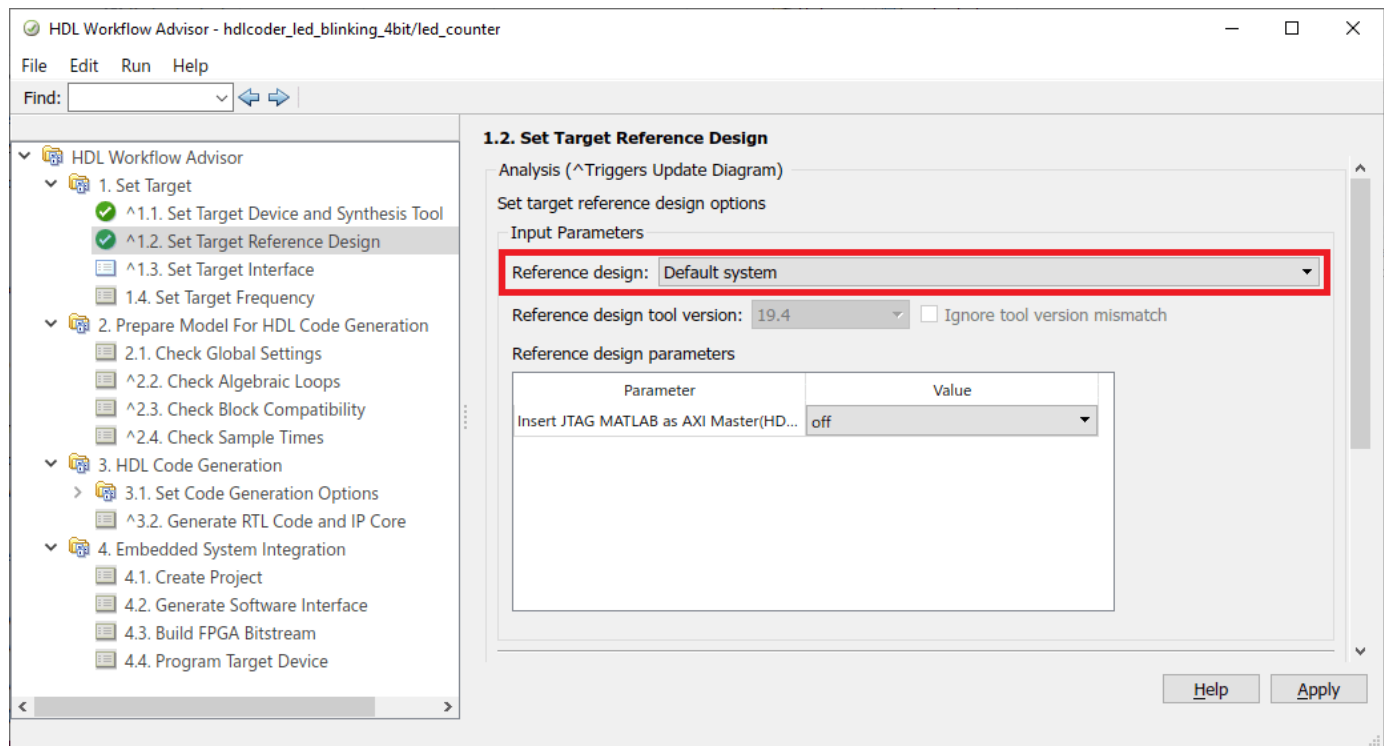
1.3. For **Target platform**, select **Intel Arria 10 SoC development kit**. If you don't have this option, select **Get more** to open the Support Package Installer. In the Support Package Installer, select Intel SoC Devices and follow the instructions provided by the Support Package Installer to complete the installation.

1.4. Select the **Synthesis tool** as **Intel Quartus Pro** (or **Altera QUARTUS II**)

1.5. Click **Run This Task** to run the **Set Target Device and Synthesis Tool** task.



1.6. In the **Set Target > Set Target Reference Design** task, choose **Default system**. For this example, it is selected by default.



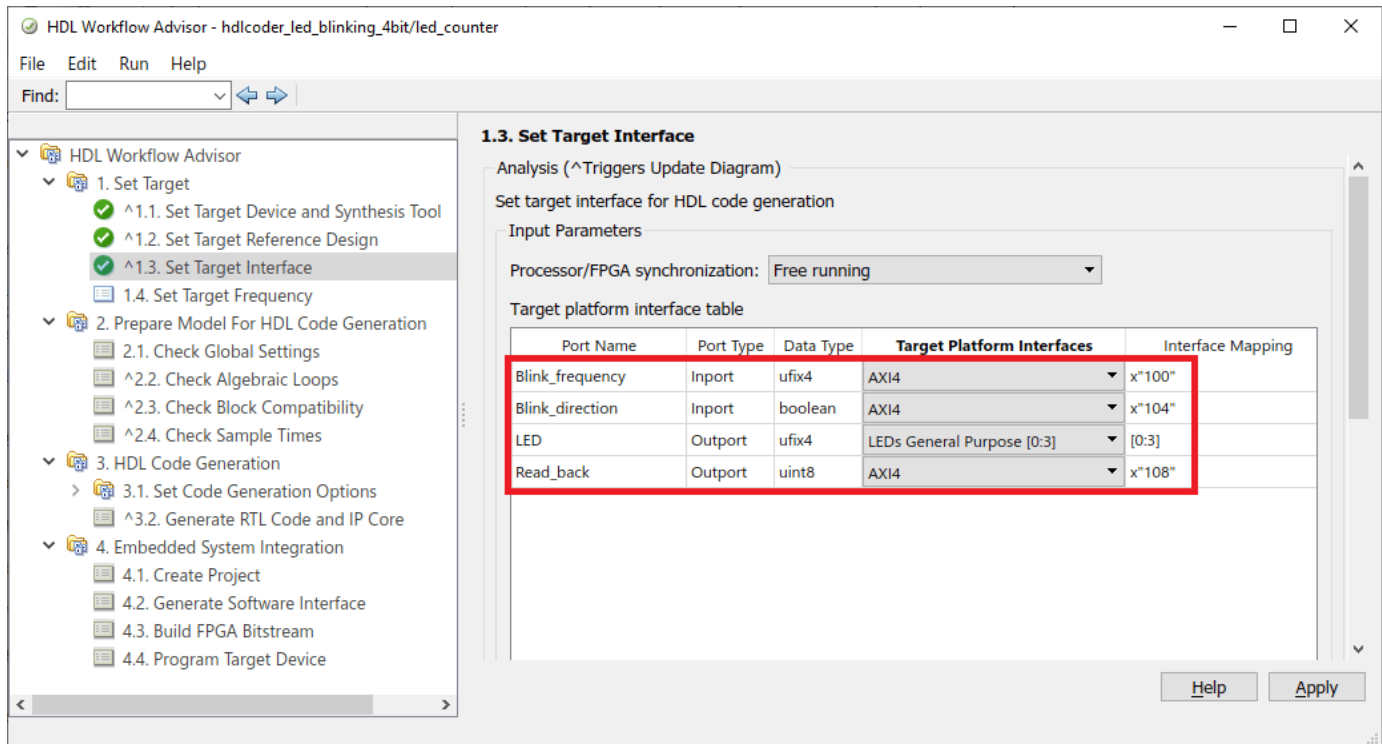
1.7. Click **Run This Task** to run the **Set Target Reference Design** task.

2. Configure the target interface.

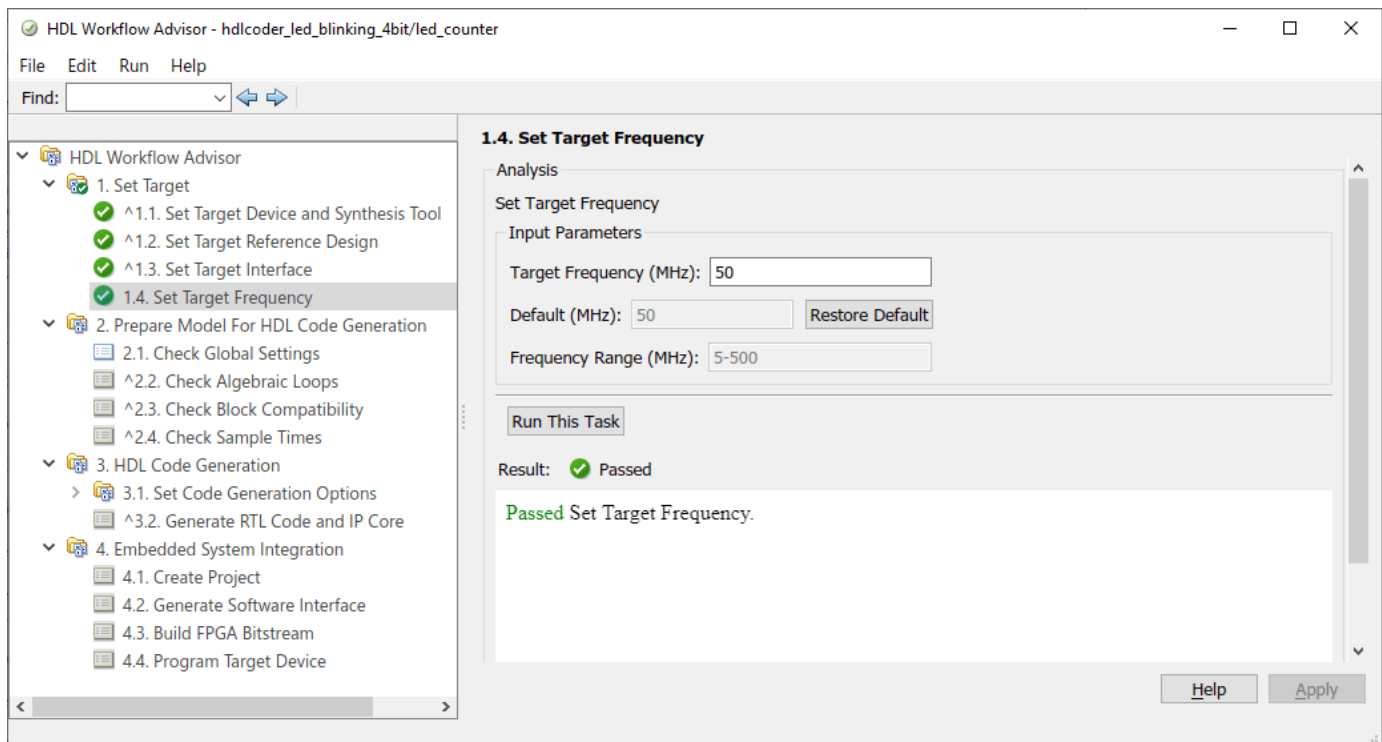
Map each port in your DUT to one of the IP core target interfaces. In this example, input ports **Blink_frequency** and **Blink_direction** are mapped to the AXI4 interface, so HDL Coder generates AXI interface accessible registers for them. The **LED** output port is mapped to an external interface, **LEDs General Purpose [0:3]**, which connects to the LED hardware on the Intel SoC board.

2.1 In the **Set Target > Set Target Interface** task, choose **AXI4** for **Blink_frequency**, **Blink_direction**, and **Read_back**.

2.2 Choose **LEDs General Purpose [0:3]** for **LED**.

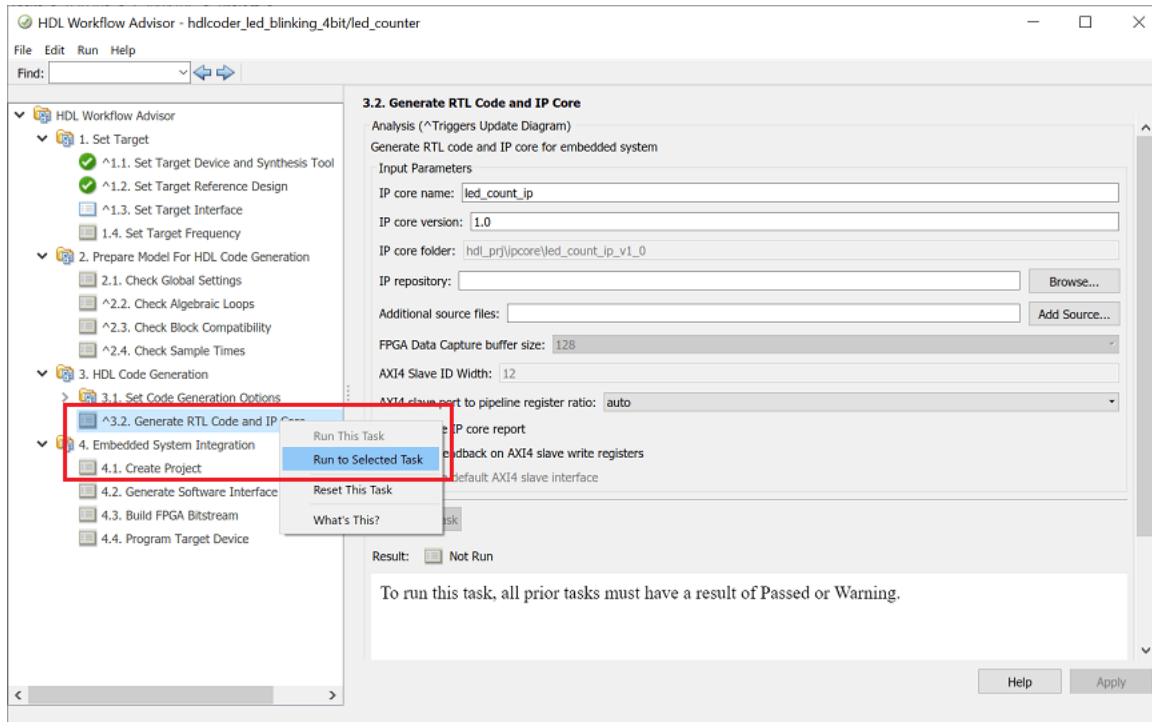


2.3 In the Set Target > Set Target Frequency task, choose Target Frequency as 50 MHz.



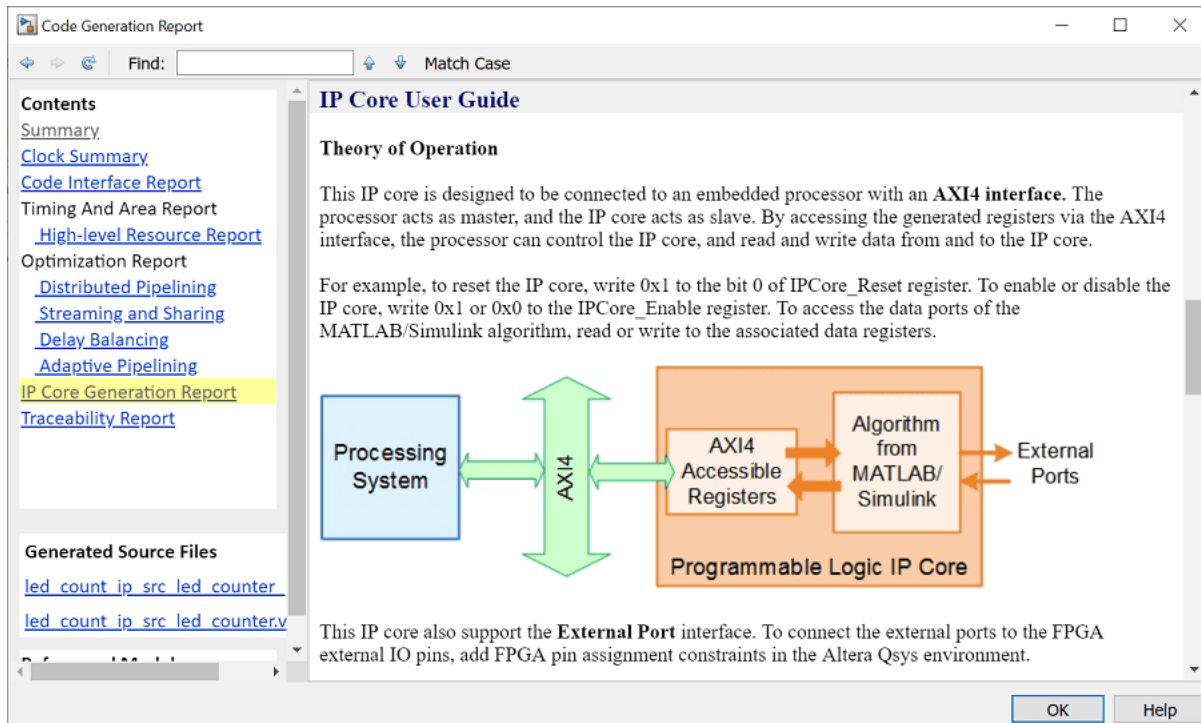
3. Generate the IP Core.

To generate the IP core, right-click the **Generate RTL Code and IP Core** task and select **Run to Selected Task**.



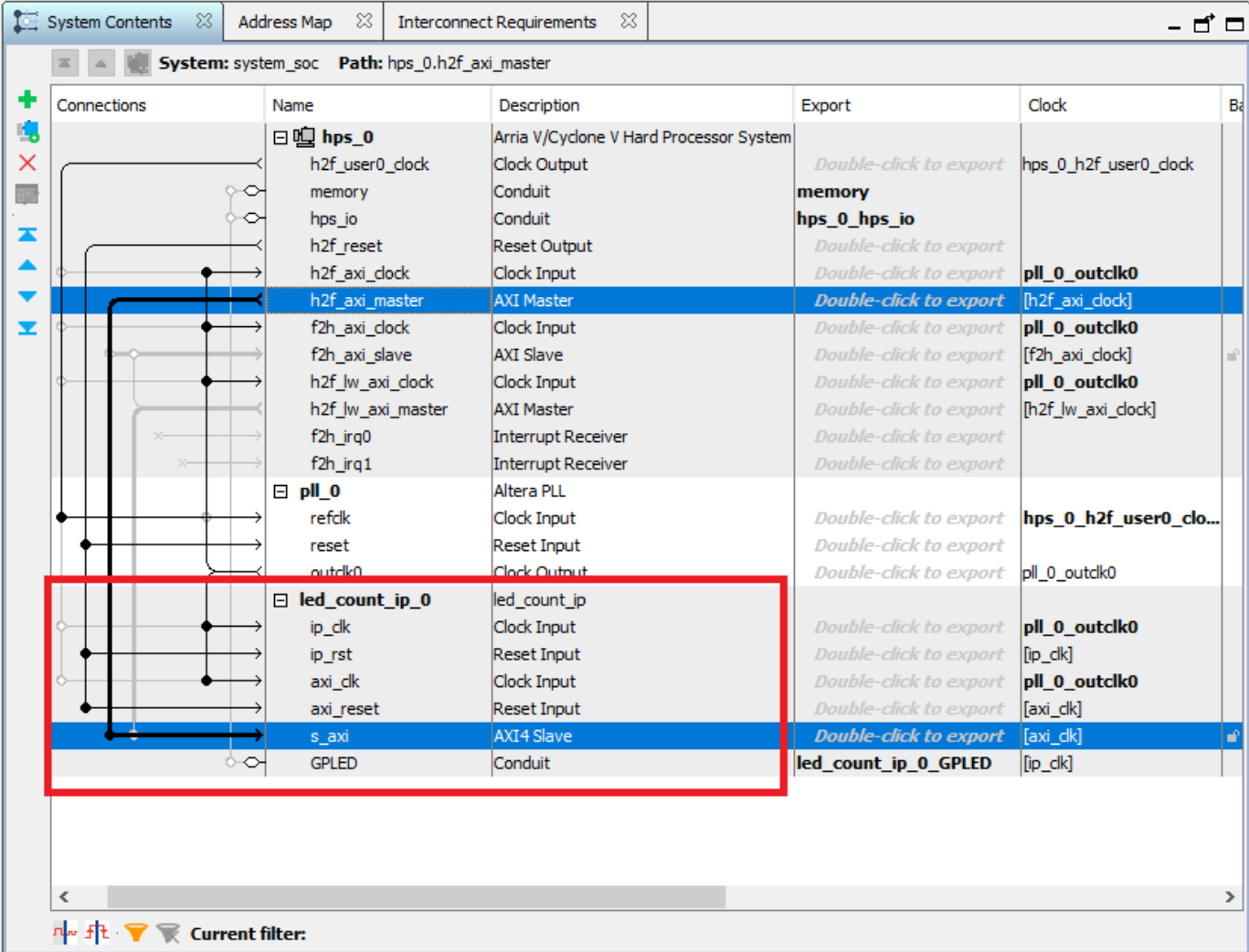
4. Generate and view the IP core report.

After you generate the custom IP core, the IP core files are in the **ipcore** folder within your project folder. An HTML custom IP core report is generated together with the custom IP core. The report describes the behavior and contents of the generated custom IP core.



5. Follow step 1 of **Integrate the IP core with the Intel Qsys environment** section of “Getting Started with Targeting Intel SoC Devices” on page 40-114 example to integrate the IP core in the reference design and create the Qsys project.

6. Now let us examine the Intel Qsys project created by the SoC workflow after completing the Create Project task under Embedded System Integration. The following figure shows the SoC project where we have highlighted the HDL IP Core. It is instructive to compare this project with the previous project used in the custom reference design plugin for a deeper understanding of the relationship between a custom reference design and an HDL IP Core.



| Connections | Name | Description | Export | Clock | Base |
|-------------|-------------------|---|------------------------|------------------------|------|
| | hps_0 | Arria V/Cyclone V Hard Processor System | | | |
| | h2f_user0_dclock | Clock Output | Double-click to export | hps_0_h2f_user0_dclock | |
| | memory | Conduit | memory | | |
| | hps_io | Conduit | hps_0_hps_io | | |
| | h2f_reset | Reset Output | Double-click to export | | |
| | h2f_axi_dclock | Clock Input | Double-click to export | pll_0_outclk0 | |
| | h2f_axi_master | AXI Master | Double-click to export | [h2f_axi_dclock] | |
| | f2h_axi_dclock | Clock Input | Double-click to export | pll_0_outclk0 | |
| | f2h_axi_slave | AXI Slave | Double-click to export | [f2h_axi_dclock] | mf |
| | h2f_lw_axi_dclock | Clock Input | Double-click to export | pll_0_outclk0 | |
| | h2f_lw_axi_master | AXI Master | Double-click to export | [h2f_lw_axi_dclock] | |
| | f2h_irq0 | Interrupt Receiver | Double-click to export | | |
| | f2h_irq1 | Interrupt Receiver | Double-click to export | | |
| | pll_0 | Altera PLL | | | |
| | refclk | Clock Input | Double-click to export | hps_0_h2f_user0_clo... | |
| | reset | Reset Input | Double-click to export | | |
| | outclk0 | Clock Output | Double-click to export | pll_0_outclk0 | |
| | led_count_ip_0 | led_count_ip | | | |
| | ip_clk | Clock Input | Double-click to export | pll_0_outclk0 | |
| | ip_rst | Reset Input | Double-click to export | [ip_clk] | |
| | axi_clk | Clock Input | Double-click to export | pll_0_outclk0 | |
| | axi_reset | Reset Input | Double-click to export | [axi_clk] | |
| | s_axi | AXI4 Slave | Double-click to export | [axi_clk] | mf |
| | GPLED | Conduit | led_count_ip_0_GPLED | [ip_clk] | |

7. Follow the steps 2, 3 and 4 of **Integrate the IP core with the Intel Qsys environment** section of “Getting Started with Targeting Intel SoC Devices” on page 40-114 example to generate software interface model, generate FPGA bitstream and program target device respectively.

8. The LEDs on the Arria 10 SoC will start blinking after loading the bitstream. In addition, you can control the LED blink frequency and direction by executing the software interface model. Refer to the example “Getting Started with Targeting Intel SoC Devices” on page 40-114 example to control the LED blink frequency and direction from the generated software interface model.

Save Target Hardware Settings in Model

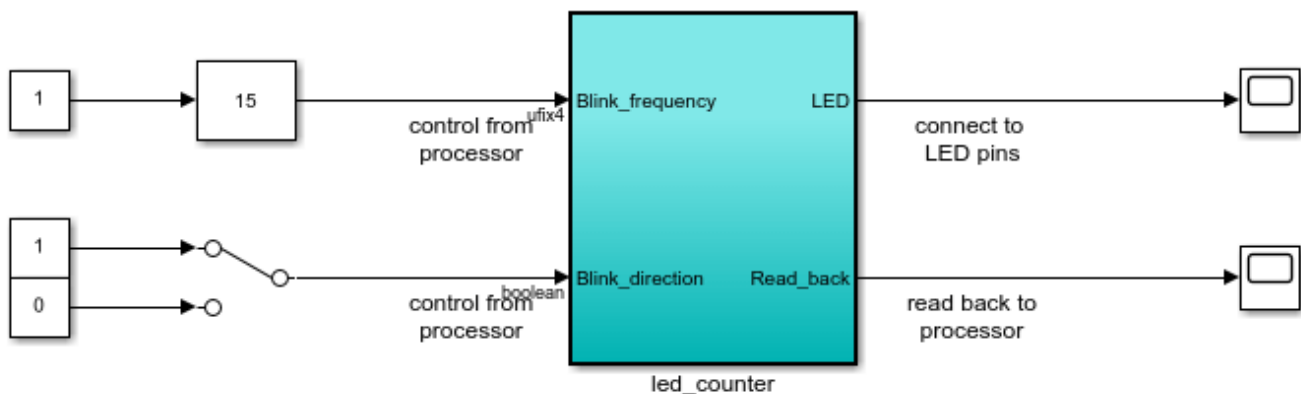
This example shows how to save your target hardware settings in a Simulink® model.

This example also shows different ways that you can export, modify, and import target hardware settings. This example uses the Xilinx Zynq platform, but in the same way, you can save target hardware settings in models that target the Intel SoC devices, FPGA Turnkey, and Simulink Real-Time FPGA I/O boards.

Open the Model

```
open_system('hdlcoder_led_blinking');
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking/led_counter')`

Launch HDL Workflow Advisor

Run Demo

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Configure the Target Hardware Settings

When you configure the target hardware settings, you modify the model. If you save the model, the target hardware settings are saved as part of the model.

You can configure the target hardware settings in three ways:

- HDL Workflow Advisor
- HDL Block Properties dialog box for Inport or Outport
- `hdlset_param`

Since the HDL Workflow Advisor provides a dropdown menu for each target hardware option, it is best to use the HDL Workflow Advisor when you configure the target hardware settings for the first

time. After you save the model with a valid configuration, you can view, modify, and apply settings from the command line.

Use HDL Workflow Advisor to configure model or port hardware settings

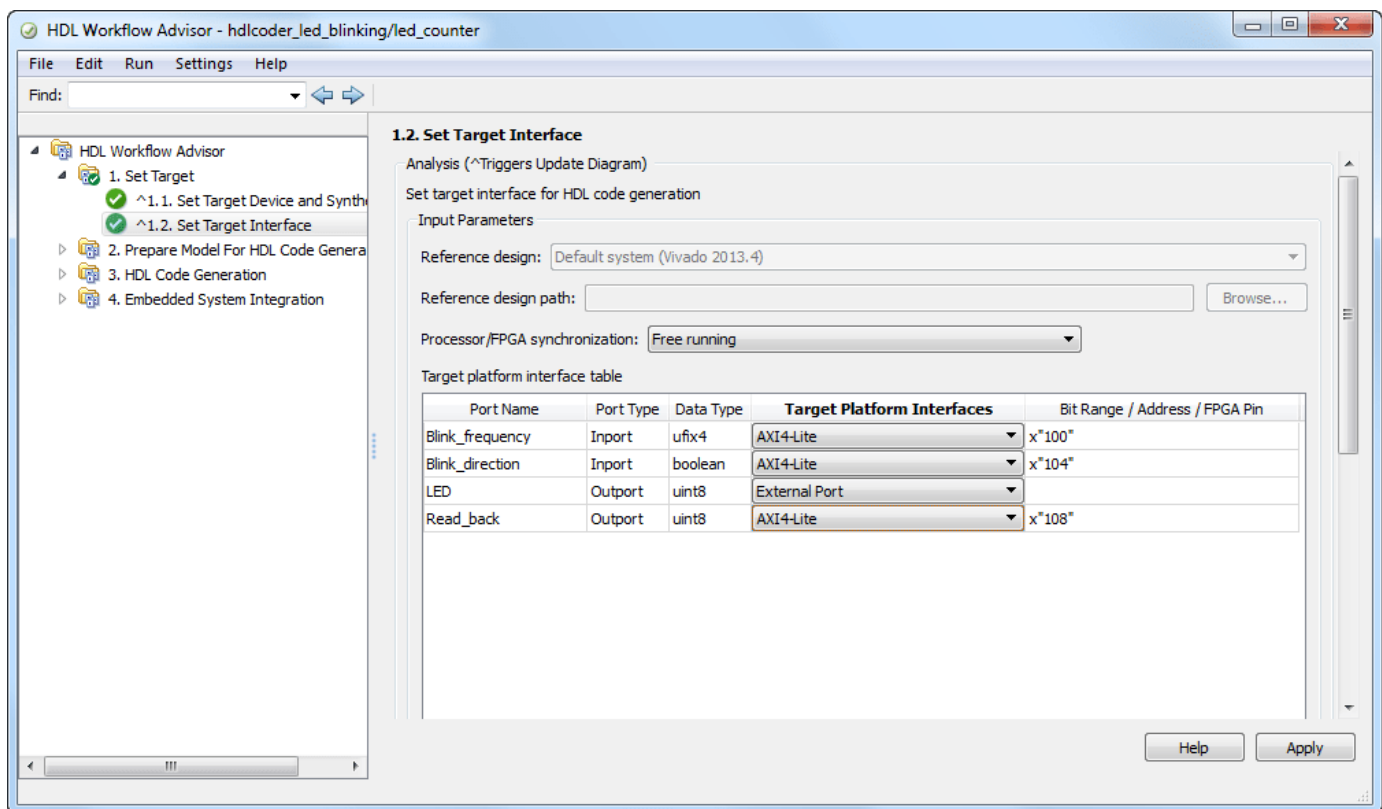
Open the HDL Workflow Advisor from the subsystem `hdlcoder_led_blinking/led_counter` and specify your target hardware settings in tasks 1.1 and 1.2.

In the **Set Target > Set Target Device and Synthesis Tool** task:

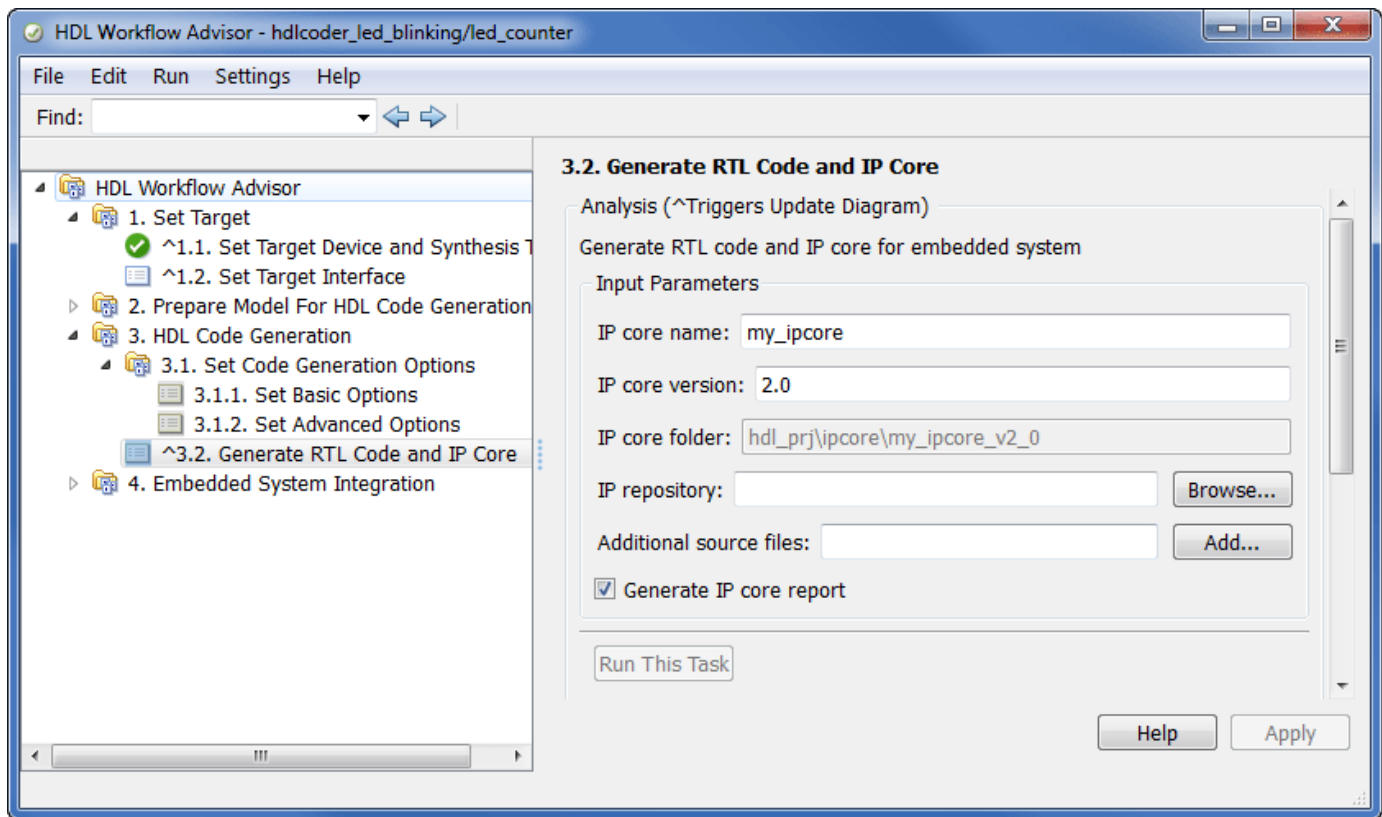
- For **Target workflow**, select IP Core Generation.
- For **Target platform**, select Xilinx Zynq ZC702 evaluation kit.

In the **Set Target > Set Target Interface** task, map the ports to interfaces as follows:

- For **Blink_frequency** and **Blink_direction** input ports, select the AXI4-Lite interface.
- For the **LED** output port, select External Port.
- For the **Read_back** output port, select the AXI4-Lite interface.



Specify HDL IP core name and version in task 3.2 **Generate RTL Code and IP Core**.



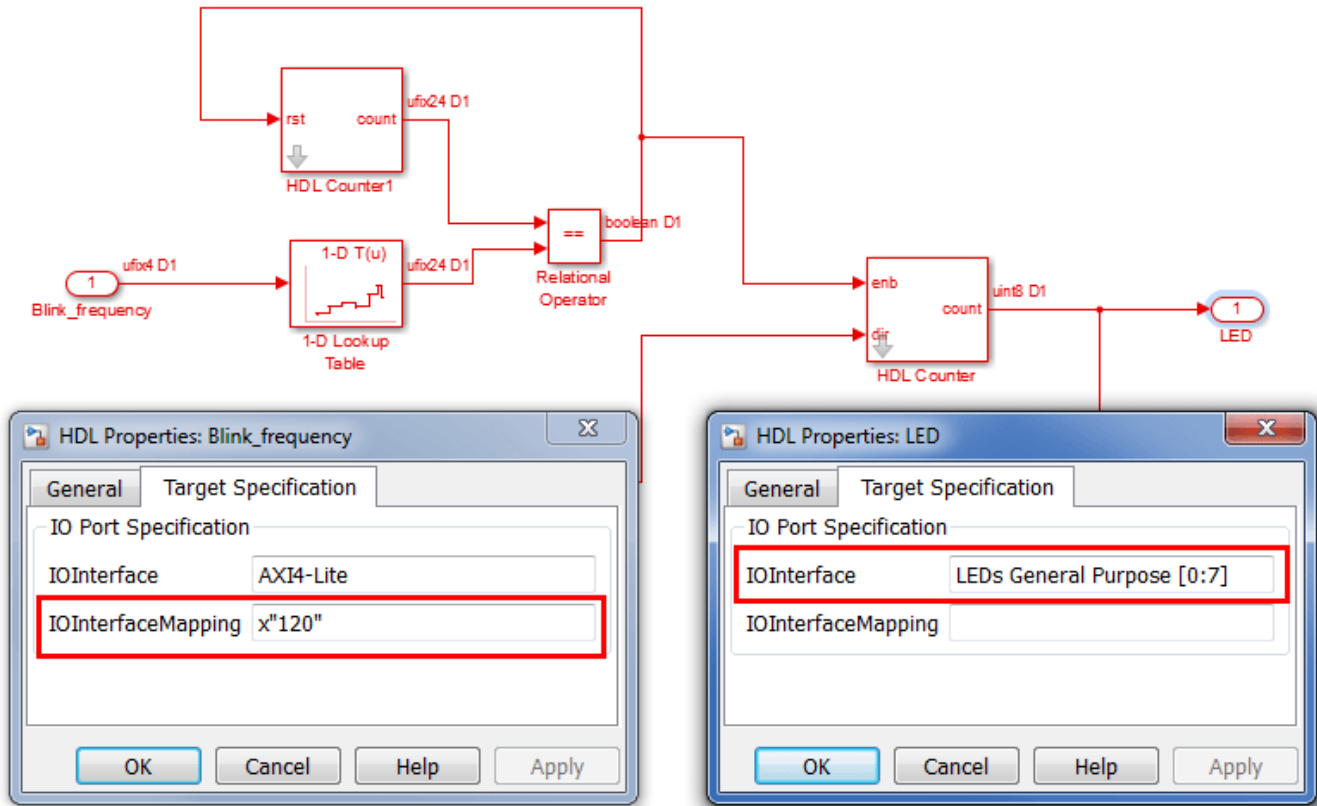
For details, see “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75.

Use HDL Block Properties dialog box to map DUT ports to target interface

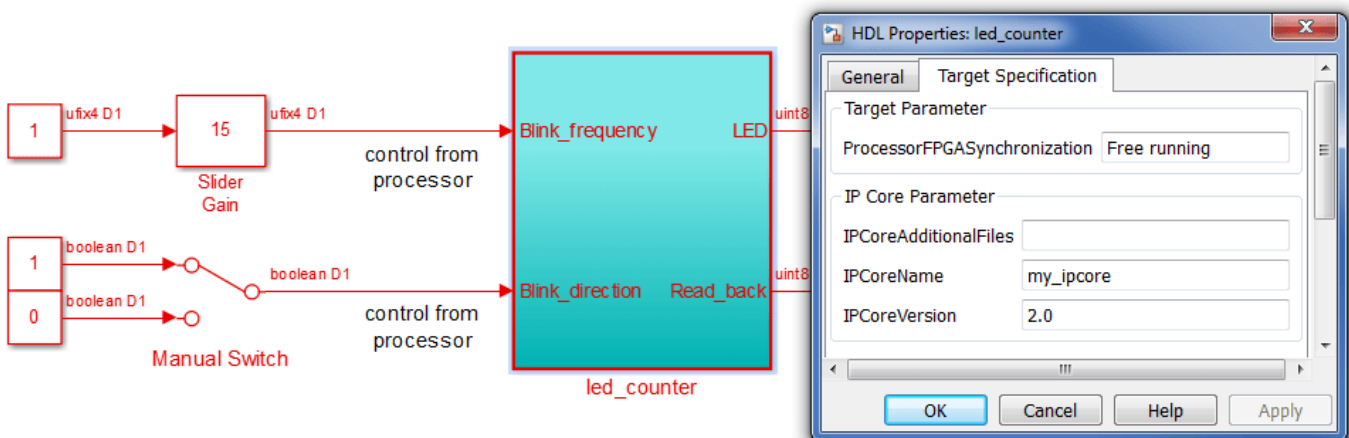
You can specify target interface settings for the DUT interface by using the HDL Block Properties dialog box for any Inport or Outport. You can also specify the HDL IP core settings by using the HDL Block Properties dialog box for the DUT subsystem. However, you can use the HDL Block Properties dialog box to configure only the DUT target interface and HDL IP core settings. Set other target hardware settings from the HDL Workflow Advisor, or by using `hdlset_param` at the command line.

For example, you can change the bit range of the **Blink_frequency** Inport to `x"120"` and remap the **LED** Outport to LEDs General Purpose [0:7]:

- 1 From the subsystem `hdlcoder_led_blinking/led_counter`, right-click the **Blink_frequency** Inport, and select **HDL Code > HDL Block Properties**. Click the **Target Specification** Tab. For **IOInterfaceMapping**, enter `x"120"`.
- 2 Similarly, for the **LED** Outport, for **IOInterface**, enter LEDs General Purpose [0:7].



Right-click the subsystem hdlcoder_led_blinking/led_counter, and select **HDL Code > HDL Block Properties**. Note you can change **IPCoreName** and **IPCoreVersion** under **Target Specification** Tab.



The target interface and HDL IP core settings you specify using the HDL Block Properties dialog box are validated when you open the HDL Workflow Advisor.

Use hdlset_param to configure model or DUT port hardware settings

To configure target hardware settings for your model or DUT ports, you can use `hdlset_param`.

For example, to change the **TargetPlatform** to Xilinx Zynq ZC706 evaluation kit, enter:

```
hdlset_param('hdlcoder_led_blinking', 'TargetPlatform', 'Xilinx Zynq ZC706 evaluation kit');
```

To set the Bit Range of **Blink frequency** Inport to `x"120"`; and set the **LED** Output to LEDs General Purpose [0:7], enter:

```
hdlset_param('hdlcoder_led_blinking/led_counter/Blink_frequency', 'IOInterfaceMapping', 'x"120"');
hdlset_param('hdlcoder_led_blinking/led_counter/LED', 'IOInterface', 'LEDs General Purpose [0:7]');
```

To set the IP core name and version, enter:

```
hdlset_param('hdlcoder_led_blinking/led_counter', 'IPCoreName', 'my_ipcore');
hdlset_param('hdlcoder_led_blinking/led_counter', 'IPCoreVersion', '2.0');
```

Export and Import Target Hardware Settings

To export all non-default HDL code generation options in your model, including the target hardware settings, you can use **hdlsaveparams** and **hdlrestoreparams**. You can modify the model settings in the saved MATLAB file, and apply the settings to the same model or to a different model.

For example, to export the settings from the `hdlcoder_led_blinking` model to a MATLAB file, `targetSetting.m`, enter:

```
hdlsaveparams('hdlcoder_led_blinking/led_counter', 'targetSetting.m')
```

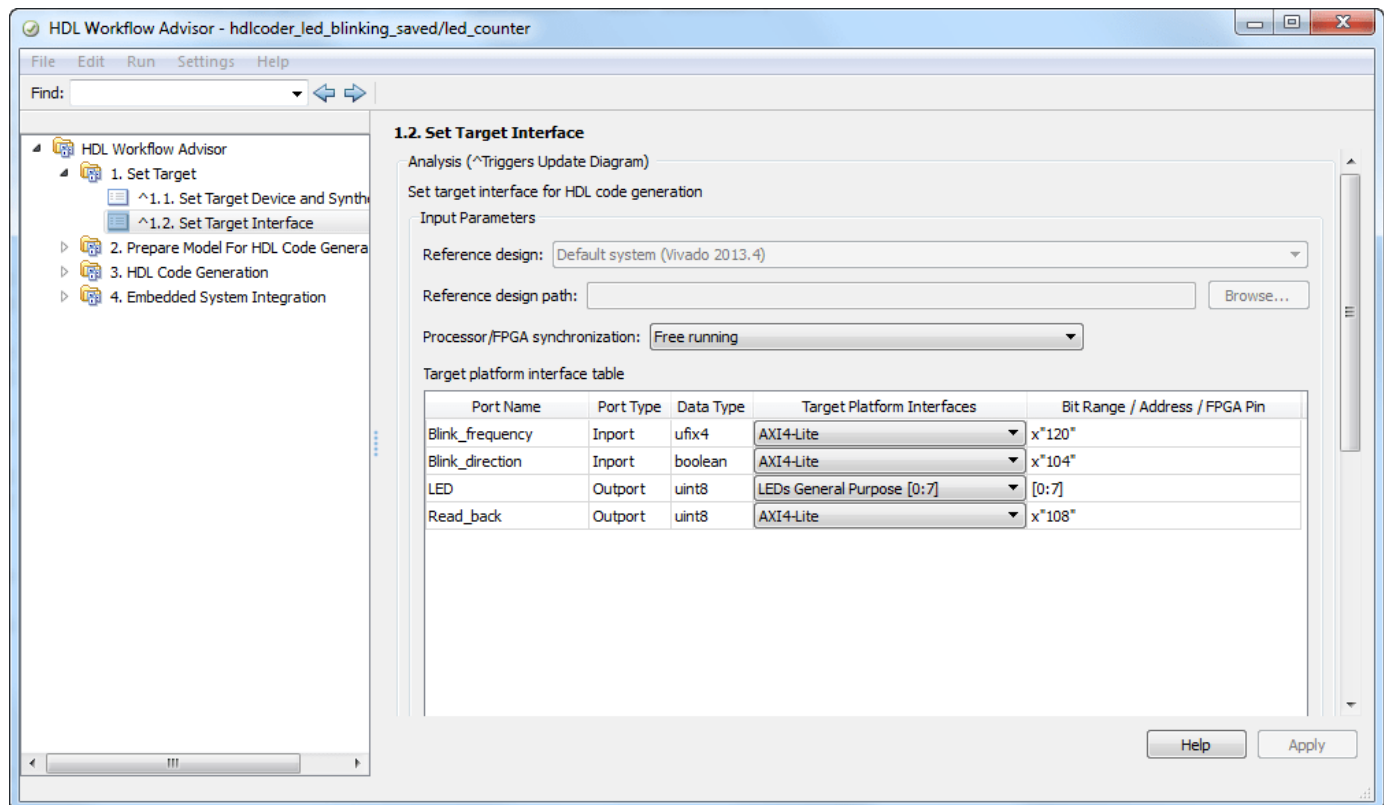
You can modify the settings in `targetSetting.m` as desired, then enter the following command to apply the settings to the model:

```
hdlrestoreparams('hdlcoder_led_blinking/led_counter', 'targetSetting.m')
```

Save and Reopen the Model

- 1 Save the model `hdlcoder_led_blinking` as `hdlcoder_led_blinking_saved`.
- 2 Open the saved model, `hdlcoder_led_blinking_saved`.
- 3 Open the HDL Workflow Advisor from the subsystem `hdlcoder_led_blinking_saved/led_counter`.

Notice that the modified settings are automatically loaded to tasks 1.1 and 1.2 in the HDL Workflow Advisor.



Generate Custom HDL IP Core for Blinking LED on FPGA Board

This example shows how to use the MATLAB® HDL Workflow Advisor to generate a custom HDL IP core that blinks LEDs on an FPGA board. You can use the generated IP on the Xilinx® Zynq® platform or on any Xilinx FPGA with the MicroBlaze processor.

Introduction

You can use MATLAB to design, simulate, and verify your application, perform what-if scenarios with algorithms, and optimize parameters. You can then prepare your application design for hardware and software implementation on the Zynq-7000 AP SoC by deciding which system elements are performed by the programmable logic and which system elements run on the ARM® Cortex-A9.

Using the guided workflow shown in this example, you can:

- * Automatically generate VHDL® code for the programmable logic using HDL Coder™.
- * Export hardware information from the automatically generated EDK project to an SDK project for integration of handwritten C code for the ARM processor.
- * Implement the design on the Xilinx Zynq Platform.

This example is a step-by-step guide that introduces you to the hardware and software co-design workflow. In this workflow, you perform these tasks:

- 1 Set up your Zynq hardware and tools.
- 2 Partition your design for hardware and software implementation.
- 3 Generate an HDL IP core by using the MATLAB HDL Workflow Advisor.
- 4 Integrate the IP core into a Xilinx EDK project and program the Zynq hardware.

Requirements

- Xilinx ISE 14.4
- Xilinx Zynq-7000 SoC ZC702 Evaluation Kit running the Linux® image in the Base Targeted Reference Design 14.4
- HDL Coder Support Package for Xilinx Zynq Platform

Set Up Zynq Hardware and Tools

1. Set up the Xilinx Zynq ZC702 evaluation kit. Follow the hardware setup steps in HDL Coder example "Getting Started with HW/SW Co-Design Workflow for Xilinx Zynq Platform".
2. Set up the Xilinx ISE synthesis tool path. In the MATLAB Command Window use this command. Use your own ISE installation path when you run the command.

```
hdlsetuptoolpath('ToolName', 'Xilinx ISE', 'ToolPath', 'C:\Xilinx\14.4\ISE_DS\ISE\bin\nt64\ise.exe')
```

Partition Design for Hardware and Software Implementation

You must decide which parts of your design to implement on the programmable logic and which parts to run on the ARM processor.

Group the parts of your algorithm that you want to implement on programmable logic into a MATLAB function. This function is the boundary of your hardware/software partition. All the MATLAB code within this function is implemented on programmable logic. You must provide C code that implements the MATLAB code outside this function to run on the ARM processor.

In this example, the function **mlhdlc_ip_core_led_blinking** is implemented on hardware. It models a counter that blinks the LEDs on an FPGA board. Two input ports, **Blink_frequency** and **Blink_direction**, are control ports that determine the LED blink frequency and direction. You can adjust the input values of the hardware subsystem through prompt options in the included embedded software, `mlhdlc_ip_core_led_blinking_driver.c` and `mlhdlc_ip_core_led_blinking_driver.h`. The embedded software, which runs on the ARM processor, controls the generated IP core by writing to the AXI interface accessible registers. The output port of the hardware subsystem, **LED**, connects to the LED hardware. You can use the output port, **Read_Back**, to read data back to the processor.

```
design_name = 'mlhdlc_ip_core_led_blinking';
testbench_name = 'mlhdlc_ip_core_led_blinking_tb';
sw_driver_name = 'mlhdlc_ip_core_led_blinking_driver.c';
sw_driver_header_name = 'mlhdlc_ip_core_led_blinking_driver.h';
```

Review the MATLAB design.

```
type(design_name);

function [LED, Read_back] = mlhdlc_ip_core_led_blinking(Blink_frequency, Blink_direction)
%
% Copyright 2013-2015 The MathWorks, Inc.

persistent freqCounter LEDCounter

if isempty(freqCounter)
    freqCounter = 0;
    LEDCounter = 255;
end

if Blink_frequency <= 0
    Blink_frequency = 0;
elseif Blink_frequency >= 15
    Blink_frequency = 15;
end

blinkFrequencyOut = LookupTable(Blink_frequency);
if blinkFrequencyOut == freqCounter
    freqMatch = 1;
else
    freqMatch = 0;
end

freqCounter = freqCounter + 1;

if freqMatch
    freqCounter = 0;
end

if Blink_direction
    LED = 255 - LEDCounter;
else
    LED = LEDCounter;
end

if LEDCounter == 255
    LEDCounter = 0;
```

```

elseif freqMatch
    LEDCounter = LEDCounter + 1;
end

Read_back = LED;
end

function y = LookupTable(idx)
s = 2.^(23:-1:8)';
y = s(idx+1);
end

type(testbench_name);

%

% Copyright 2013-2015 The MathWorks, Inc.

for i=1:16
    [yout, ~] = mlhdlc_ip_core_led_blinking(i-1, 0);
    [yout2, ~] = mlhdlc_ip_core_led_blinking(i-1, 1);
end

```

Set Up Directory and Files

Copy the example files into a temporary folder.

```

mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');
mlhdlc_temp_dir = [tempdir 'mlhdlc_ip_core_led_blinking'];

```

```

% Create a temporary folder and copy the MATLAB files.

```

```

cd(tempdir);
[~, ~, ~] = rmdir(mlhdlc_temp_dir, 's');
mkdir(mlhdlc_temp_dir);
cd(mlhdlc_temp_dir);

```

```

% Copy the design files to the temporary directory

```

```

copyfile(fullfile(mlhdlc_demo_dir, [design_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, [testbench_name, '.m*']), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, sw_driver_name), mlhdlc_temp_dir);
copyfile(fullfile(mlhdlc_demo_dir, sw_driver_header_name), mlhdlc_temp_dir);

```

Create HDL Coder Project

```

coder -hdlcoder -new mlhdlc_ip_core_led_blinking_prj

```

Add the file `mlhdlc_ip_core_led_blinking.m` to the project as the MATLAB Function and `mlhdlc_ip_core_led_blinking_tb.m` as the MATLAB Test Bench.

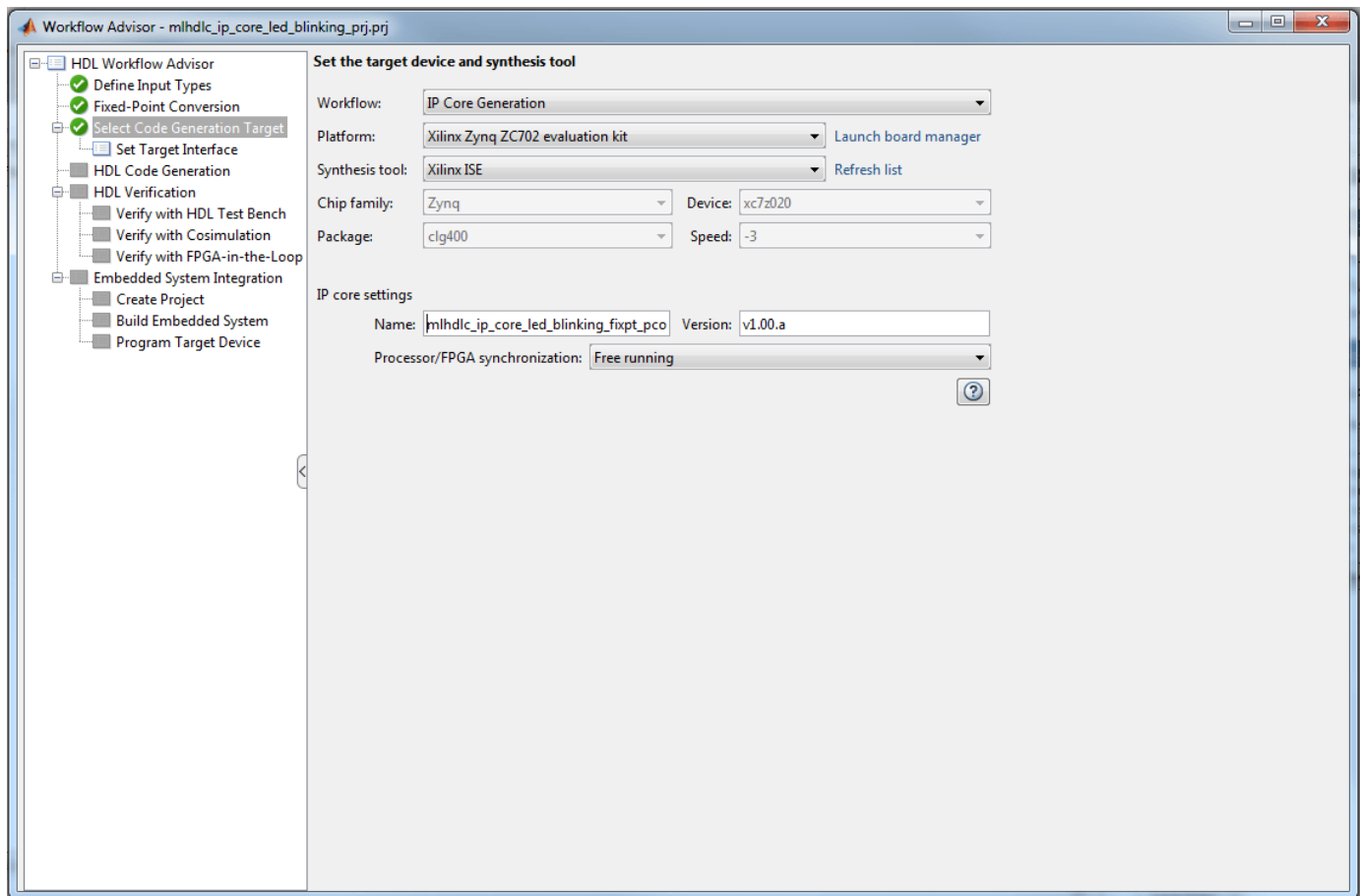
For a more complete tutorial on creating and populating MATLAB HDL Coder projects, see “Get Started with MATLAB to HDL Workflow”.

Select Code Generation Target

Using the IP Core Generation workflow in the HDL Workflow Advisor enables you to automatically generate a sharable and reusable IP core module from a MATLAB function. The generated IP core is designed to be connected to an embedded processor on an FPGA device. HDL Coder generates HDL code from the MATLAB design function and generates HDL code for the AXI interface logic connecting the IP core to the embedded processor. HDL Coder packages call the generated files into an IP core folder. You can then integrate the generated IP core with a larger FPGA embedded design in the Xilinx EDK environment.

To choose the IP Core Generation workflow:

1. Open the HDL Workflow Advisor and right-click **Select Code Generation Target**.
2. For **Workflow**, select **IP Core Generation**.



Select Platform

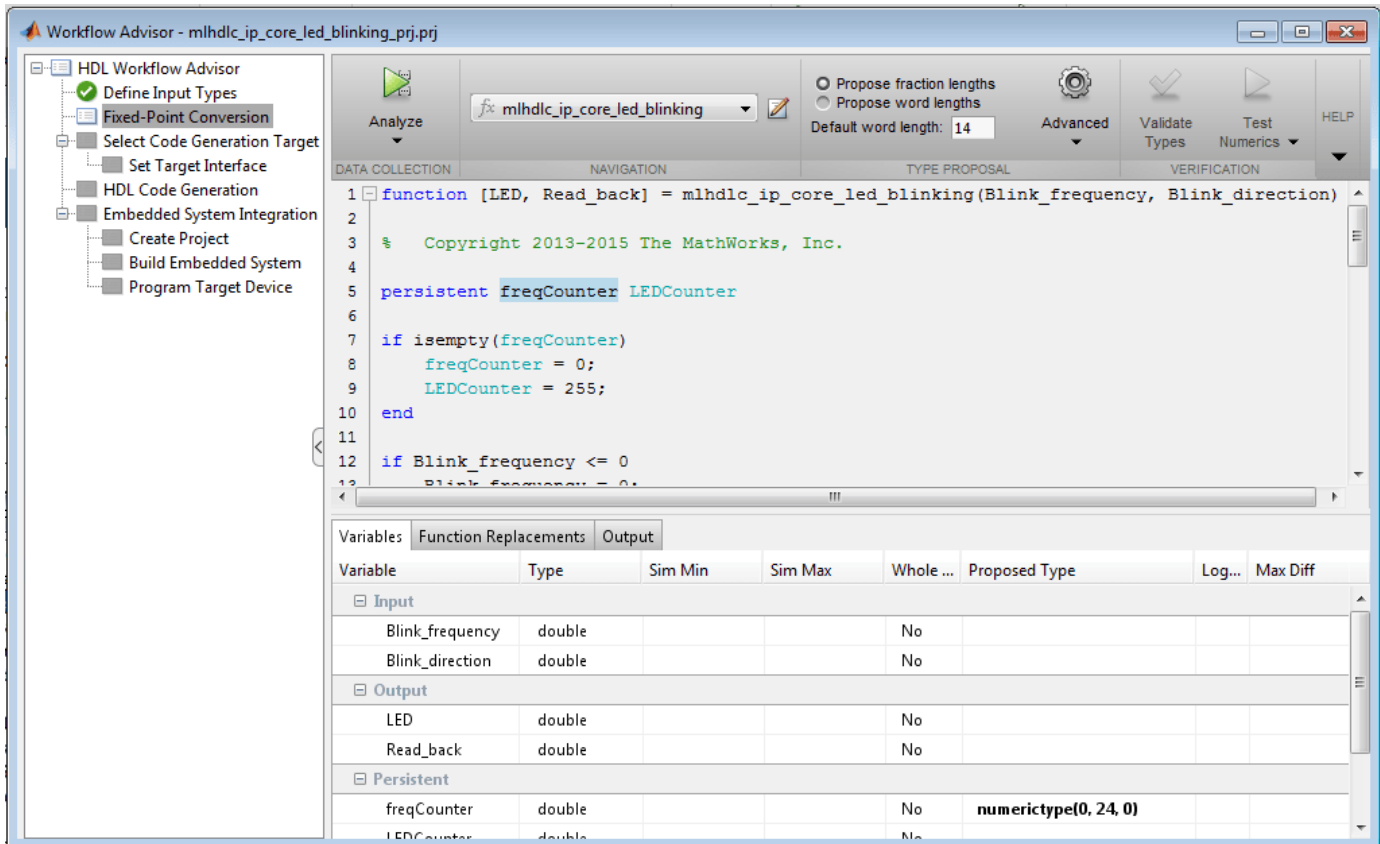
There is a generic option called **Generic Xilinx Platform** in the platform selection. This option is board-independent and generates a generic Xilinx IP core, which has to be manually integrated into your EDK environment.

The remaining options are board-specific and provide the additional capability of integrating the generated IP core into a Xilinx PlanAhead project, synthesize the project, and download the bitstream to FPGA within the HDL Workflow Advisor.

For **Platform**, select **Xilinx Zynq ZC702 evaluation kit**. If you do not have this option, select **Get more** to open the Support Package Installer. In the Support Package Installer, select Xilinx Zynq Platform and follow the instructions to complete the installation.

Convert Design to Fixed-Point Design

1. Right-click the **Define Input Types** task and select **Run This Task**.
2. In the **Fixed-Point Conversion** task, click **Advanced** and set the **Safety margin for sim min/max (%)** to 0.
3. In the Proposed Type column in the Variables tab, set the proposed type of the **freqCounter** variable to unsigned 24-bit integer by entering **numerictype(0, 24, 0)**.



The screenshot shows the HDL Workflow Advisor interface for a project named 'mldlc_ip_core_led_blinking'. The main window displays MATLAB code for a function named 'mldlc_ip_core_led_blinking'. Below the code, the 'Variables' tab is active, showing a table of variables and their proposed types. The 'freqCounter' variable is highlighted with a proposed type of 'numerictype(0, 24, 0)'.

| Variable | Type | Sim Min | Sim Max | Whole ... | Proposed Type | Log... | Max Diff |
|-------------------|--------|---------|---------|-----------|------------------------------|--------|----------|
| Input | | | | | | | |
| Blink_frequency | double | | | No | | | |
| Blink_direction | double | | | No | | | |
| Output | | | | | | | |
| LED | double | | | No | | | |
| Read_back | double | | | No | | | |
| Persistent | | | | | | | |
| freqCounter | double | | | No | numerictype(0, 24, 0) | | |
| LEDCounter | double | | | No | | | |

4. Right-click the **Fixed-Point Conversion** task and select **Run This Task**.

Configure Target Interface

Map each port in your MATLAB design function to one of the IP core target interfaces in the **Set Target Interface** subtask.

In this example, input ports **Blink_frequency** and **Blink_direction** are mapped to the AXI4-Lite interface and HDL Coder™ generates AXI interface accessible registers for them. The **LED** output

port is mapped to an external interface, **LEDs General Purpose [0:7]**, which connects to the LED hardware on the Zynq board.

The screenshot shows the Workflow Advisor interface for the project 'mlhdlc_ip_core_led_blinking_prj.prj'. The 'HDL Code Generation' step is selected and highlighted in blue. The main window displays the following Verilog code:

```

1 function [LED, Read_back] = mlhdlc_ip_core_led_blinking(Blink_frequency, Blink_direction)
2
3 persistent freqCounter LEDCounter
4
5 if isempty(freqCounter)
6     freqCounter = 0;
7     LEDCounter = 255;
8 end
9
10 if Blink_frequency <= 0
11     Blink_frequency = 0;
12 elseif Blink_frequency >= 15
13     Blink_frequency = 15;
14 end
15
16 blinkFrequencyOut = LookupTable(Blink_frequency);
17 if blinkFrequencyOut == freqCounter
18     freqMatch = 1;
19 else
20     freqMatch = 0;
21 end
22
23 freqCounter = freqCounter + 1;
24
25 if freqMatch
26     freqCounter = 0;
27 end
28

```

Below the code, the 'Ports' section is expanded to show a table of port definitions:

| Port Name | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|-------------------|----------------------|----------------------------|--------------------------------|
| ▲ Inport | | | |
| Blink_frequency_1 | numerictype(0, 4, 0) | AXI4-Lite | x"100" |
| Blink_direction | numerictype(0, 1, 0) | AXI4-Lite | x"104" |
| ▲ Outport | | | |
| LED | numerictype(0, 8, 0) | LEDs General Purpose [0:7] | [0:7] |
| Read_back | numerictype(0, 8, 0) | No Interface Specified | |

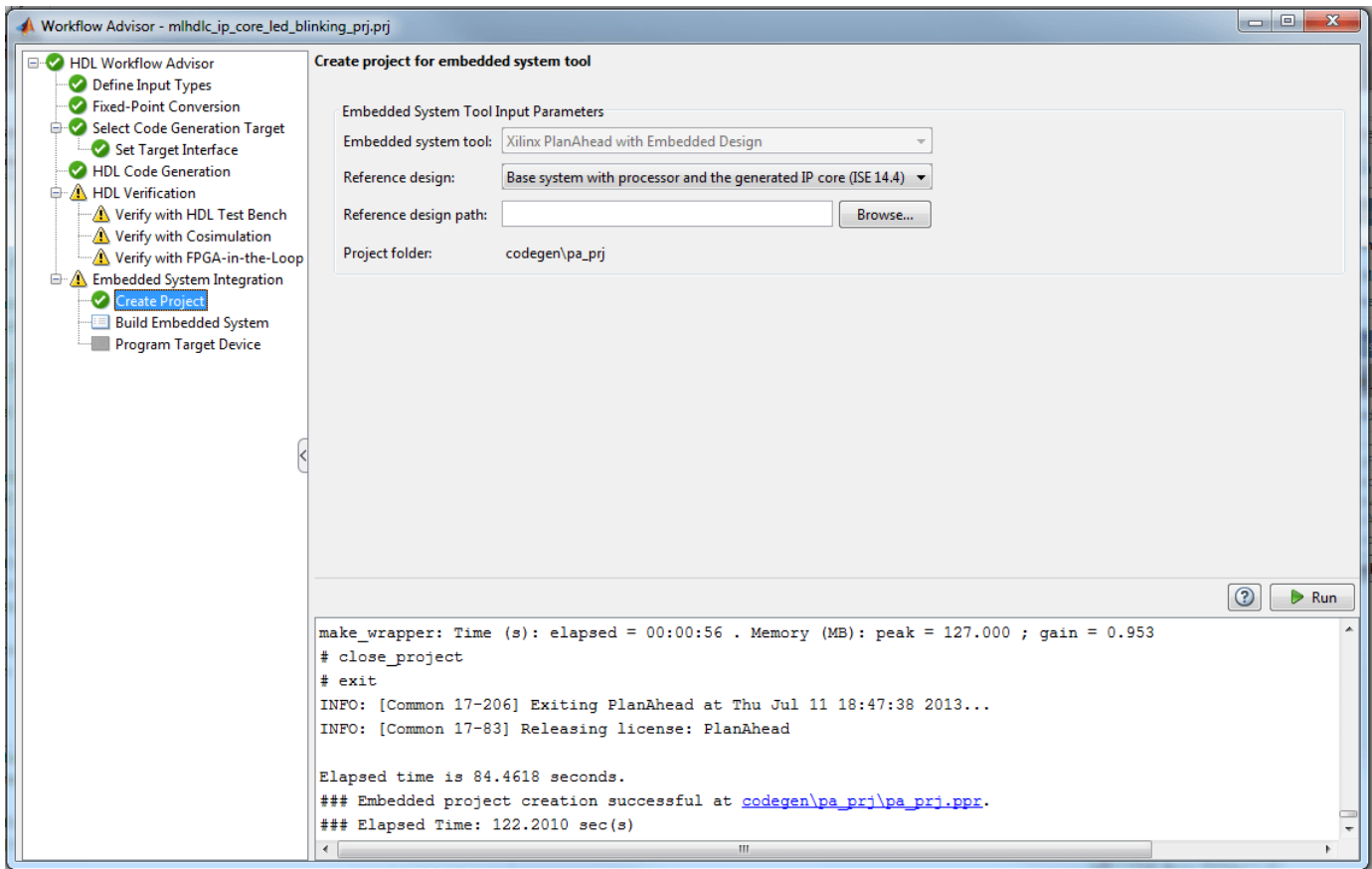
To generate the IP Core and IP Core report, right-click the **HDL Code Generation** step and select **Run this task**.

Integrate IP Core into with the Xilinx EDK Environment

Insert your generated IP core into a embedded system reference design, generate an FPGA bitstream, and download the bitstream to the Zynq hardware.

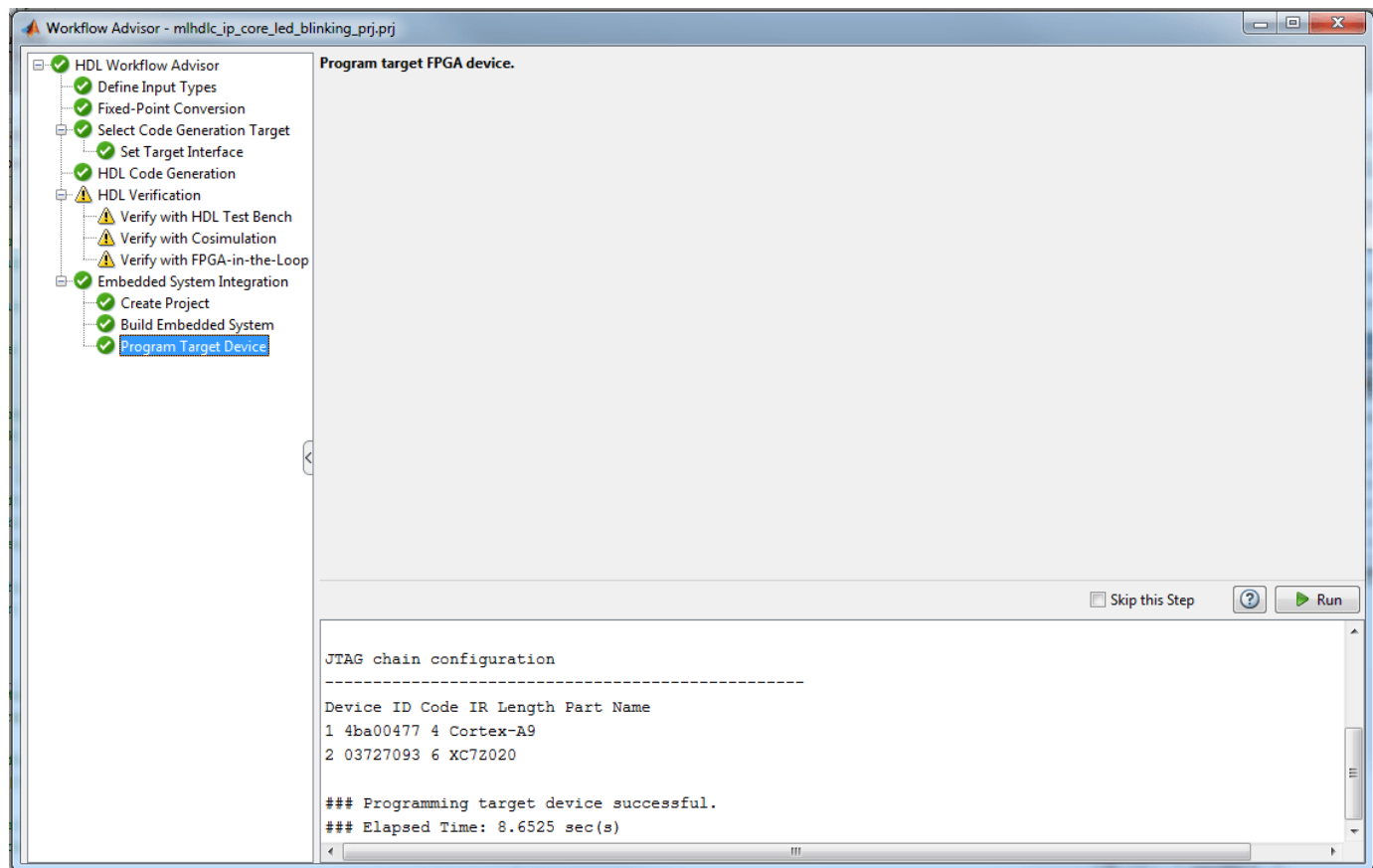
The reference design is a predefined Xilinx EDK project. It contains the elements the Xilinx software needs to deploy your design to the Zynq platform, except for the custom IP core and embedded software.

1. Under Embedded System Integration, right-click the **Create Project** step, and choose **Run This Task**. A Xilinx PlanAhead project with an EDK embedded design is generated. A link to the project is in the dialog box.



2. Build the FPGA bitstream in the **Build Embedded System** step. Make sure the **Run build process externally** option is selected. The Xilinx synthesis tool runs in a separate process from MATLAB. Wait for the synthesis tool process to finish running in the external command window.

3. After the bitstream is generated, right-click the **Program Target Device** step and choose the option **Run This Task** to program the Zynq hardware.



After you program the FPGA hardware, the LED starts blinking on your Zynq board.

Next, you integrate the included handwritten C code to run on the ARM processor to control the LED blink frequency and direction.

Run Software on Zynq ZC702 Hardware

The included C code files, `mlhdlc_ip_core_led_blinking_driver.c` and `mlhdlc_ip_core_led_blinking_driver.h`, implement a simple menu that enables you to set the LED blink frequency and direction. You can use them for your Linux-based SDK project.


```
----- MLHDLc LED Blinking IP: -----  
1 -> Change blinking frequency  
2 -> Change blinking direction  
0 -> Exit  
  
Enter your choice :1  
Please enter the frequency index [0:15]  
2  
  
Possible choices: 0, 1, 2  
  
----- MLHDLc LED Blinking IP: -----  
1 -> Change blinking frequency  
2 -> Change blinking direction  
0 -> Exit  
  
Enter your choice :2  
Please specify the blinking direction? (1 - up, 0 - down)  
0
```

For instructions on how to integrate the included C code into an SDK project and run it on Zynq ZC702 hardware, refer to the Xilinx documentation.

Clean Up Generated Files

To clean up the temporary project folder, run these commands:

```
mlhdlc_demo_dir = fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'matlabhdlcoderdemo');  
mlhdlc_temp_dir = [tempdir 'mlhdlc_ip_core_led_blinking'];  
clear mex;  
cd (mlhdlc_demo_dir);  
rmdir(mlhdlc_temp_dir, 's');
```

Access DUT Registers on Xilinx Pure FPGA Board Using IP Core Generation Workflow

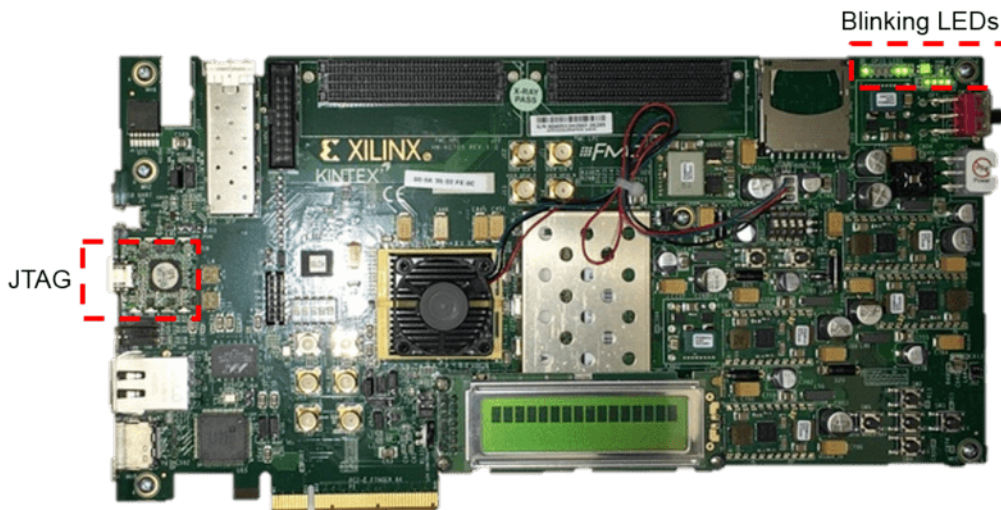
This example shows how to use the HDL Coder™ IP core generation workflow to develop reference designs for Xilinx® parts that do not use an embedded ARM® processor present but that still utilize the HDL Coder generated AXI interface to control the design under test (DUT). This example uses the HDL Verifier™ MATLAB® as AXI Master IP to access the HDL Coder generated DUT registers by enabling the reference design parameter option **Insert JTAG MATLAB as AXI Master**. You can then access DUT registers from MATLAB directly. Alternatively, you can use the Xilinx JTAG AXI Master to access the DUT registers using Vivado® Tcl console by writing Tcl commands. For the Xilinx JTAG AXI Master, you must create a custom reference design. The FPGA design is implemented on the Xilinx Kintex®-7 KC705 board.

Requirements

- Xilinx Vivado Design Suite, with a supported version listed in
- Xilinx Kintex-7 KC705 development board
- HDL Coder Support Package for Xilinx FPGA Boards
- HDL Verifier Support Package for Xilinx FPGA Boards

Xilinx Kintex-7 KC705 Development Board

This figure shows the Xilinx Kintex-7 KC705 development board.



Example Reference Designs

Designs that can benefit from using the HDL Coder IP core generation workflow without using either an embedded ARM processor or an Embedded Coder™ support package but still leverage the HDL Coder generated AXI4-Lite registers can include one of these IP sets.

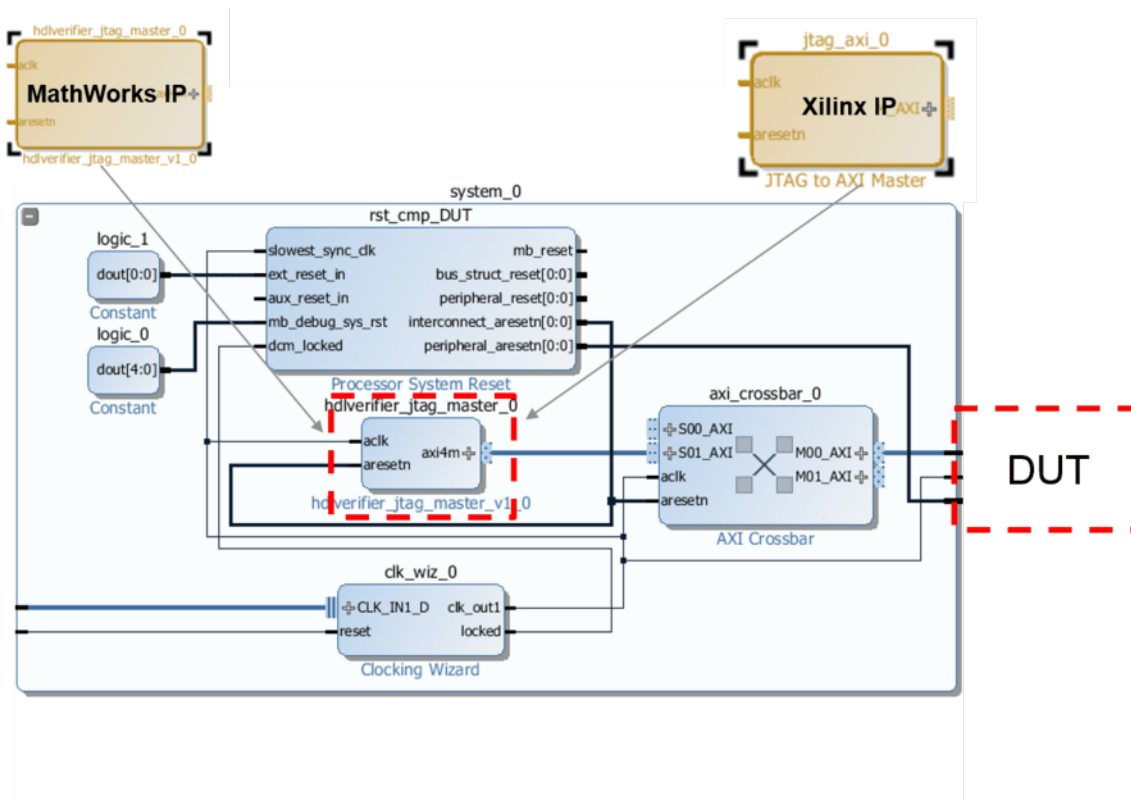
- HDL Verifier MATLAB as AXI Master + HDL Coder IP Core

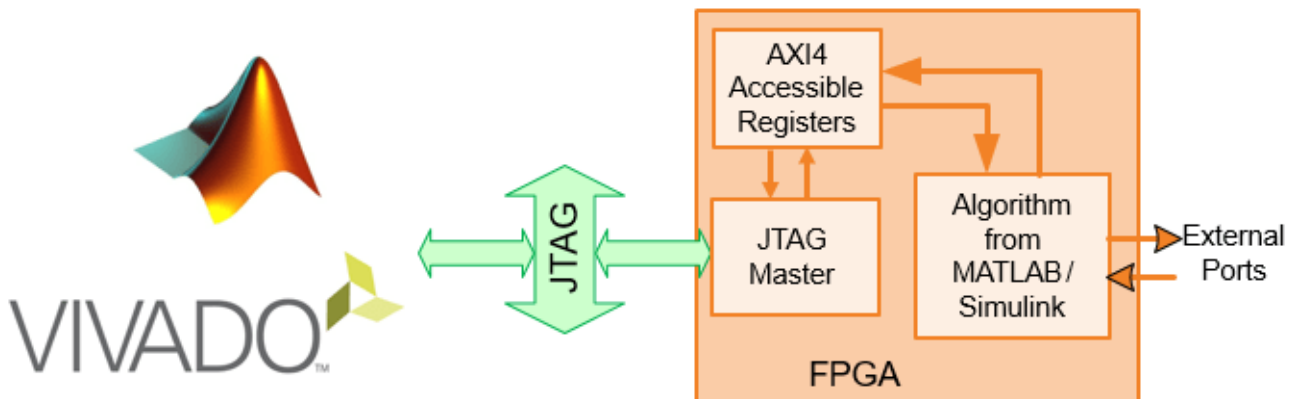
- Xilinx JTAG Master + HDL Coder IP Core
- MicroBlaze™ + HDL Coder IP Core
- PCIe Endpoint + HDL Coder IP Core

This example includes two reference designs.

- The Default System reference design uses MathWorks® IP and a MATLAB command line interface for issuing read and write commands by enabling the reference design parameter option **Insert JTAG MATLAB as AXI Master**. To use this parameter, you must have the HDL Verifier product.
- The Xilinx JTAG to AXI Master reference design uses Vivado IP for the JTAG to AXI Master and requires using the Vivado Tcl console to issue read and write commands.

The two reference designs differ by only the JTAG Master IP that they use, as this figure shows.





HDL Verifier MATLAB AXI Master Reference Design

In the IP core generation workflow of the HDL Workflow Advisor, in the **Set Target Reference Design** step, select the **Insert JTAG MATLAB as AXI Master (HDL Verifier required)** parameter. This option adds MATLAB as AXI Master IP automatically into the reference design and connects the added IP to the DUT IP using the AXI4-slave interface. The next section details the steps to auto-insert the JTAG MATLAB as AXI Master IP in the reference design.

Execute IP Core Workflow

Follow these steps to execute the IP core workflow for the Default System reference design, which uses JTAG MATLAB as AXI Master IP. Using this reference design, you can generate an HDL IP core that blinks LEDs on the KC705 board. To generate an HDL IP core, follow these steps.

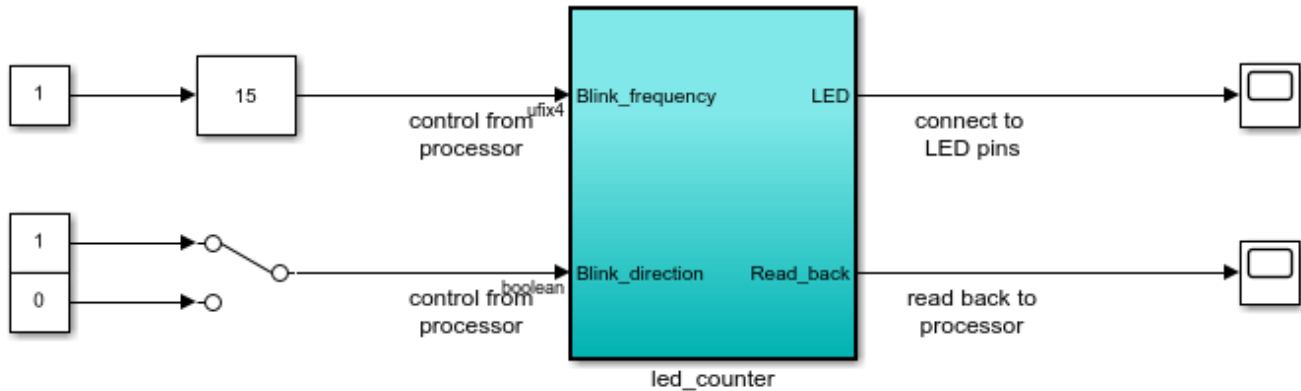
1. Set up the Xilinx Vivado tool path by executing this command in MATLAB. Use your own Xilinx Vivado installation path when executing the command.

```
hdlsetuptoolpath('ToolName','Xilinx Vivado','ToolPath','C:\Xilinx\Vivado\2019.1\bin\vivado.bat')
```

2. Open the Simulink model that implements LED blinking by executing this command in MATLAB.

```
open_system('hdlcoder_led_blinking')
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

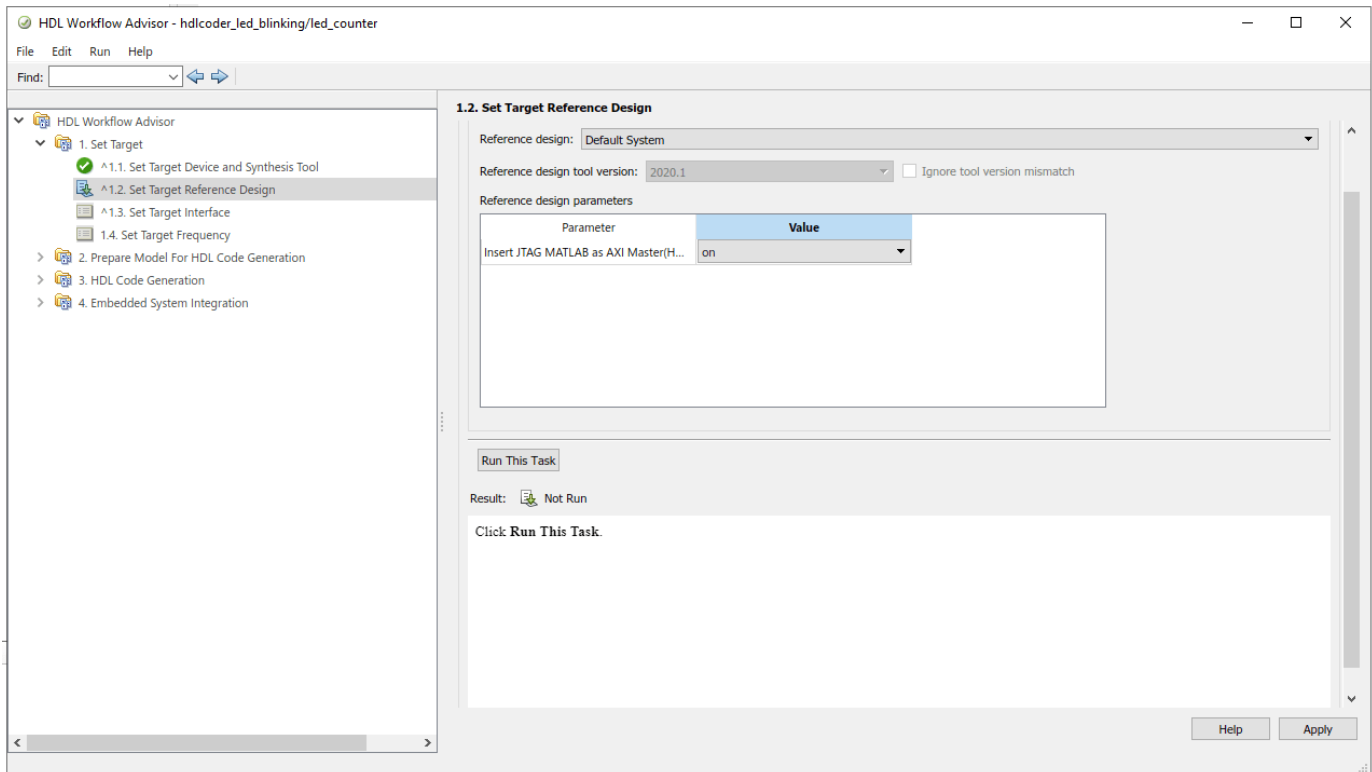
In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking/led_counter')`

Launch HDL Workflow Advisor

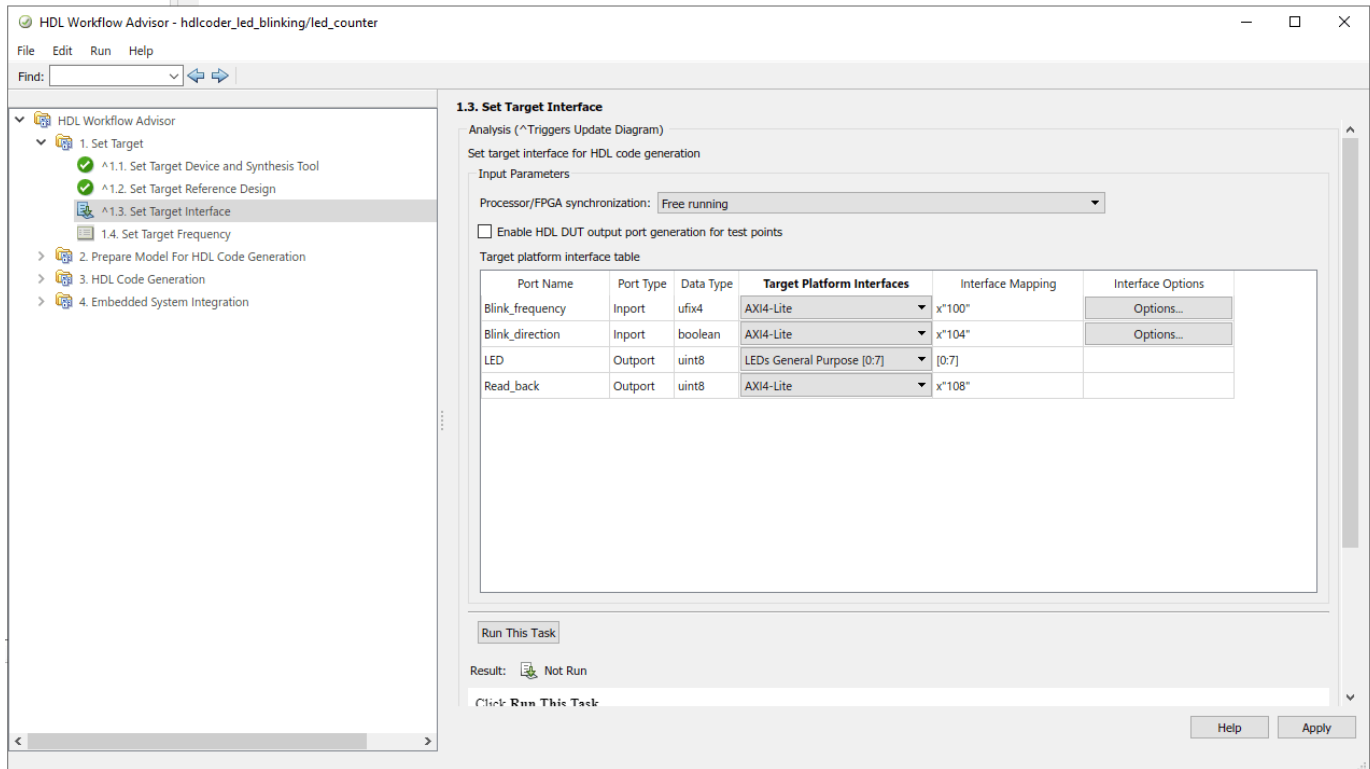
Run Demo

Copyright 2012 The MathWorks, Inc.

3. Launch HDL Workflow Advisor from the `hdlcoder_led_blinking/led_counter` subsystem by right-clicking the `led_counter` subsystem and selecting **HDL Code** followed by **HDL Workflow Advisor**.
4. In step 1.1, select **Target workflow** as IP Core Generation and **Target platform** as Xilinx Kintex-7 KC705 development board. Click **Run This Task**.
5. In step 1.2, select **Reference design** as Default System. Under **Reference design parameters**, select **Insert JTAG MATLAB as AXI Master (HDL Verifier required)** as on.

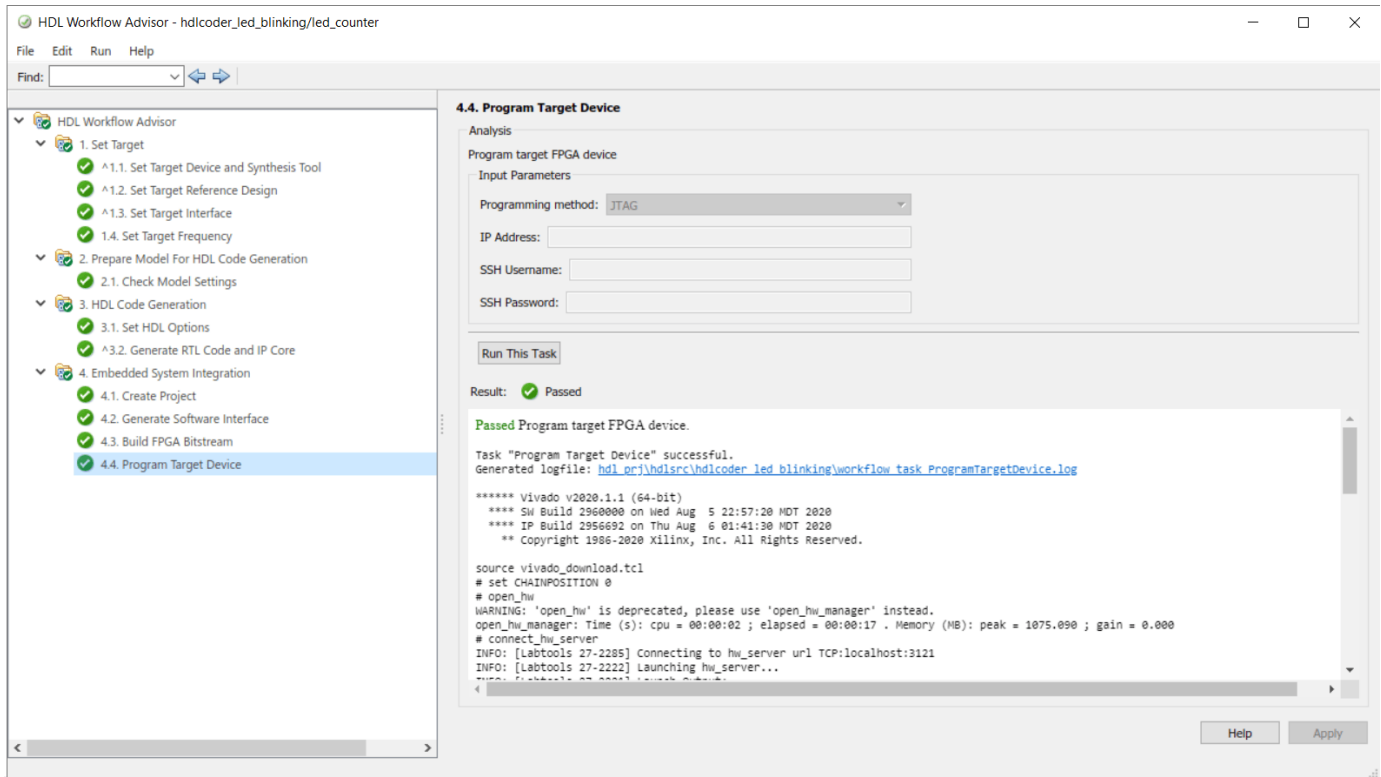


6. In step 1.3, assign `Blink_frequency`, `Blink_direction` and `Read_back` ports to the AXI4 interface. Assign the LED port to LEDs General Purpose [0:7].



7. Run the remaining steps in the workflow to generate a bitstream and program the target device.

Unlike the Zynq-based reference design, a **Generate Software Interface Model** task does not exist, as this figure shows.



Determine Addresses from IP Core Report

The base address for an HDL Coder IP core is defined as $0x40000000$ for the Default System reference design, which uses the MATLAB as AXI Master IP. You can see address setting in the generated IP core report as shown in this figure.

Code Generation Report

Find: Match Case

Contents

- Summary
- [Code Interface Report](#)
- Timing And Area Report
- [High-level Resource Report](#)
- Optimization Report
- [Distributed Pipelining](#)
- [Streaming and Sharing](#)
- [Delay Balancing](#)
- [Adaptive Pipelining](#)
- [Hierarchy Flattening](#)
- IP Core Generation Report**
- [Traceability Report](#)

Generated Source Files

- [led_count_ip_src_led_counter_pkg.vl](#)
- [led_count_ip_src_led_counter.vhd](#)

Referenced Models

Use JTAG AXI Master to control the IP core from MATLAB

In 1.2 Step "Set Target Reference design", "Insert JTAG MATLAB as AXI Master" is turned "on". This adds Matlab as an "AXI Master" to control the DUT IP core using AXI4 interface as shown.

Requires a HDL Verifier license to use this feature. After that use MATLAB® Command line interface to access the DUT IP core registers. **The Base Address of AXI4 Slave is 0x40000000.**

The IP core report register address mapping table shows the offsets.

Register Address Mapping

The following AXI4-Lite bus accessible registers were generated for this IP core:

| Register Name | Address Offset | Description |
|----------------------|----------------|---|
| IPCore_Reset | 0x0 | write 0x1 to bit 0 to reset IP core |
| IPCore_Enable | 0x4 | enabled (by default) when bit 0 is 0x1 |
| IPCore_Timestamp | 0x8 | contains unique IP timestamp (yymmddHHMM): 2106071025 |
| Blink_frequency_Data | 0x100 | data register for Inport Blink_frequency |
| Blink_direction_Data | 0x104 | data register for Inport Blink_direction |
| Read_back_Data | 0x108 | data register for Output Read_back |

Following are the AXI4 slave Base address and Master address space specified in the reference design:
Default System.

AXI4 Slave Base Address: **0x40000000**

AXI4 Slave Master connection: **hdlverifier_axi_mast/axi4m**

Use the AXI4 Slave Base Address plus Address offset to access the IP Core registers shown in Register Address Mapping table

The AXI4 slave write register readback is OFF for the IP core.

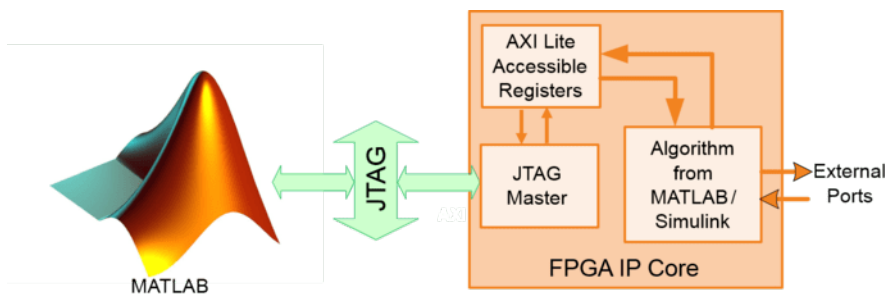
The register address mapping is also in the following C header file for you to use when programming the processor:

[include/led_count_ip_addr.h](#)

The IP core name is appended to the register names to avoid name conflicts.

HDL Verifier Command Line Interface

If you have the HDL Verifier support package for Xilinx FPGA boards, select the MATLAB as AXI Master reference design, then you can use MATLAB command line interface to access the IP core that is generated by the HDL Coder product.



To write and read from the DDR memory, follow these steps.

1. Create an AXI master object.

```
h = aximaster('Xilinx')
```

2. Issue a write command. For example, disable the DUT.

```
h.writememory('40000004',0)
```

3. Re-enable the DUT.

```
h.writememory('40000004',1)
```

4. Issue a read command. For example, read the current counter value.

```
h.readmemory('40000108',1)
```

5. Delete the object to free up the JTAG resource. If you do not delete the object, other JTAG operations, such as programming the FPGA, fail.

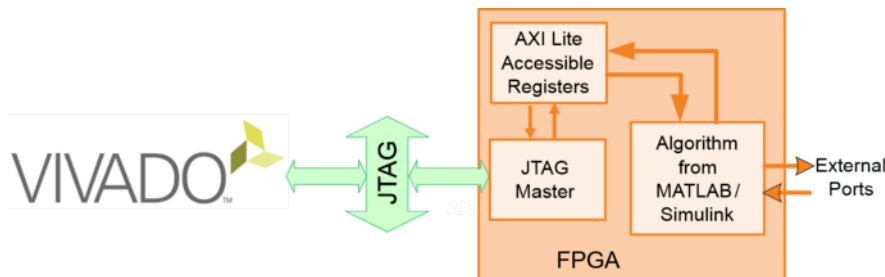
```
delete(h)
```

Xilinx JTAG to AXI Master Reference Design

Create a custom reference design to use the Xilinx JTAG to AXI Master IP in the reference design, and then add the reference design files to the MATLAB path using the `addpath` command.

Access the HDL Coder IP core registers using the Xilinx JTAG to AXI Master IP by using the base address that is defined in reference design plugin file.

Vivado Tcl Commands for AXI Read and Write



This example uses the standalone Vivado Tcl console for basic commands to issue reads and writes. You can use these commands to open the JTAG device and set up an "enable" and "disable" write to the DUT. You can enter these commands directly into the Vivado Tcl console or save them in a Tcl file and source them later. For simplicity, copy these Tcl commands into a file `open_jtag.tcl`.

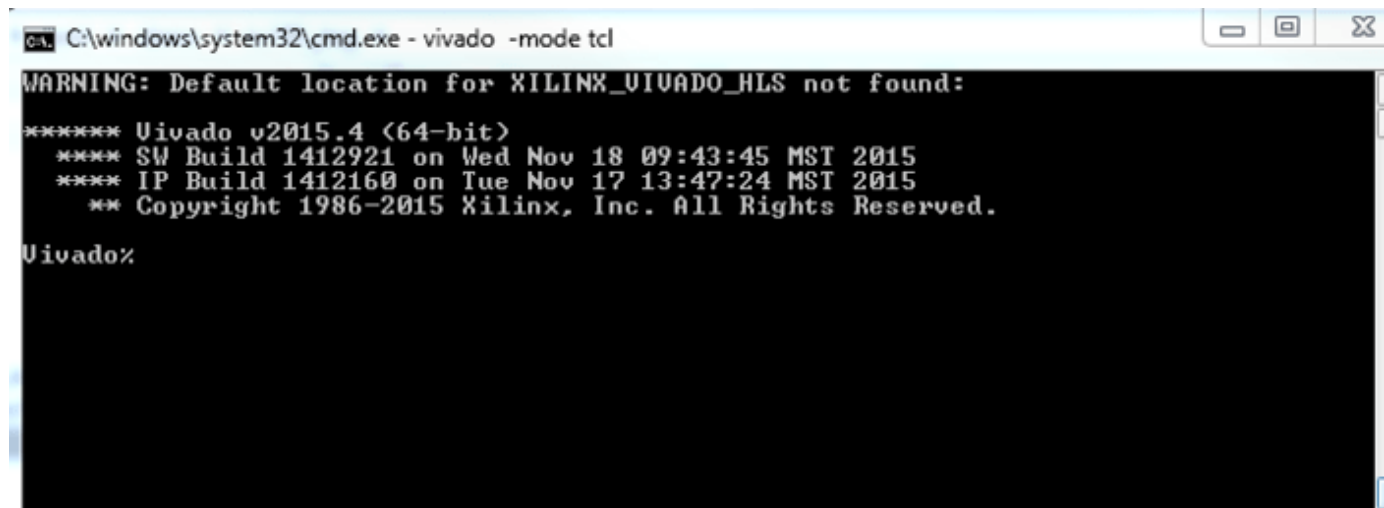
```
# Open connection to the JTAG Master
open_hw
connect_hw_server
open_hw_target
refresh_hw_device [lindex [get_hw_devices] 0]
```

```
# Create some reads/writes
```

```
create_hw_axi_txn wr_enable [get_hw_axis hw_axi_1] -address 44a0_0004 -data 0000_0001 -type write
create_hw_axi_txn wr_disable [get_hw_axis hw_axi_1] -address 44a0_0004 -data 0000_0000 -type write
```

Launch the Vivado Tcl console, sourcing the file you just created.

```
system('vivado -mode tcl -source open_jtag.tcl')
```



```
C:\windows\system32\cmd.exe - vivado -mode tcl
WARNING: Default location for XILINX_UIVADO_HLS not found:
***** Uivado v2015.4 (64-bit)
**** SW Build 1412921 on Wed Nov 18 09:43:45 MST 2015
**** IP Build 1412160 on Tue Nov 17 13:47:24 MST 2015
** Copyright 1986-2015 Xilinx, Inc. All Rights Reserved.
Uivado%
```

When you are done using the JTAG Master, close the connection by using these Tcl commands.

```
# Close and disconnect from the JTAG Master
close_hw_target;
disconnect_hw_server;
```

Summary

You can use a JTAG to AXI Master to interface with HDL Coder IP core registers in systems that do not have an embedded ARM processor, such as the Kintex-7. You can use this IP as a first step to debug standalone HDL Coder IP cores, prior to hand coding software for soft processors, (such as MicroBlaze), or as a way to tune parameters on a running system.

Access DUT Registers on Intel Pure FPGA Board Using IP Core Generation Workflow

This example shows how to use the HDL Coder™ IP core generation workflow to develop reference designs for Intel® parts that do not use an embedded ARM® processor present but that still utilize the HDL Coder generated AXI interface to control the design under test (DUT). This example uses the HDL Verifier™ MATLAB® as AXI Master IP to access the HDL Coder generated DUT registers by enabling the reference design parameter option **Insert JTAG MATLAB as AXI Master**. You can then access DUT registers from MATLAB directly. Alternatively, you can use the Intel Qsys JTAG to Avalon® Master Bridge IP to access the FPGA registers using Tcl commands in the Qsys system console. For the Intel JTAG AXI Master, you must create a custom reference design. The FPGA design is implemented on the Arrow® DECA MAX®-10 FPGA evaluation kit.

Requirements

- Intel Quartus Prime, with a supported version listed in
- Arrow DECA MAX 10 FPGA evaluation kit
- HDL Coder Support Package for Intel FPGA Boards
- HDL Verifier Support Package for Intel FPGA Boards
- HDL Coder Support Package for Intel SoC Devices (required only when you want to integrate the IP core into your own custom reference design)

Arrow DECA MAX 10 FPGA Evaluation Kit

This figure shows the Arrow DECA MAX 10 FPGA evaluation kit.



Example Reference Designs

Designs that can benefit from using the HDL Coder IP core generation workflow without using either an embedded ARM processor or an Embedded Coder™ support package but still leverage the HDL Coder generated AXI4 registers can include one of these IP sets.

- HDL Verifier MATLAB as AXI Master + HDL Coder IP Core
- JTAG Master + HDL Coder IP Core

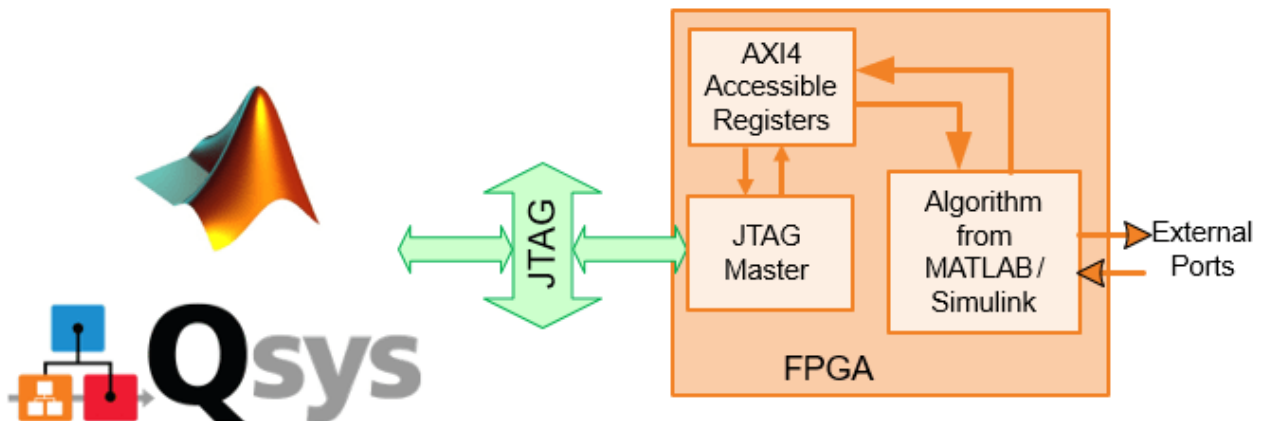
- Nios® II + HDL Coder IP Core
- PCIe® Endpoint + HDL Coder IP Core

This example includes two reference designs.

- The Default System reference design uses MathWorks® IP and a MATLAB command line interface for issuing read and write commands by enabling the reference design parameter option **Insert JTAG MATLAB as AXI Master**. To use this parameter, you must have the HDL Verifier product.
- The Intel JTAG to AXI Master reference design uses Quartus IP for the JTAG to AXI Master and requires using the Quartus Tcl console to issue read and write commands.

| Use | Connections | Name | Description | Export | Clock | Base | End |
|-------------------------------------|-------------|-----------------------|------------------------------|------------------------|-----------------|---------------|-------------|
| <input checked="" type="checkbox"/> | | clk_0 | Clock Source | | | | |
| | | clk_in | Clock Input | clk | exported | | |
| | | clk_in_reset | Reset Input | reset | [clk_in] | | |
| | | clk | Clock Output | Double-click to export | clk_0 | | |
| | | clk_reset | Reset Output | Double-click to export | clk_0 | | |
| <input checked="" type="checkbox"/> | | altpll_0 | Avalon ALTPLL | | | | |
| | | indk_interface | Clock Input | Double-click to export | clk_0 | | |
| | | indk_interface_reset | Reset Input | Double-click to export | [indk_interf... | | |
| | | pll_slave | Avalon Memory Mapped Slave | Double-click to export | [indk_interf... | | |
| | | c0 | Clock Output | Double-click to export | altpll_0_c0 | | |
| | | areset_conduit | Conduit | Double-click to export | | | |
| | | locked_conduit | Conduit | Double-click to export | | | |
| | | phasedone_conduit | Conduit | Double-click to export | | | |
| <input checked="" type="checkbox"/> | | master_0 | JTAG to Avalon Master Bridge | | | | |
| | | clk | Clock Input | Double-click to export | altpll_0_c0 | | |
| | | clk_reset | Reset Input | Double-click to export | | | |
| | | master | Avalon Memory Mapped Master | Double-click to export | [clk] | | |
| | | master_reset | Reset Output | Double-click to export | | | |
| <input checked="" type="checkbox"/> | | led_count_ip_0 | led_count_ip | | | | |
| | | ip_clk | Clock Input | Double-click to export | altpll_0_c0 | | |
| | | ip_rst | Reset Input | Double-click to export | [ip_clk] | | |
| | | axi_clk | Clock Input | Double-click to export | altpll_0_c0 | | |
| | | axi_reset | Reset Input | Double-click to export | [axi_clk] | | |
| | | s_axi | AXI4 Slave | Double-click to export | [axi_clk] | # 0x0000_0000 | 0x0000_ffff |
| | | GPLED | Conduit | led_count_ip_0_GPLED | [ip_clk] | | |

The two reference designs differ by only the JTAG Master IP that they use, as this figure shows.



HDL Verifier MATLAB AXI Master Reference Design

In the IP core generation workflow of the HDL Workflow Advisor, in the **Set Target Reference Design** step, select the **Insert JTAG MATLAB as AXI Master (HDL Verifier required)** parameter

This option adds MATLAB as AXI Master IP automatically into the reference design and connects the added IP to the DUT IP using the AXI4-slave interface. The next section details the steps to auto-insert the JTAG MATLAB as AXI Master IP in the reference design.

Execute IP Core Workflow

Follow these steps to execute the IP core workflow for the Default System reference design, which uses JTAG MATLAB as AXI Master IP. Using this reference design, you can generate an HDL IP core that blinks LEDs on the DECA board. To generate the HDL IP core, follow these steps.

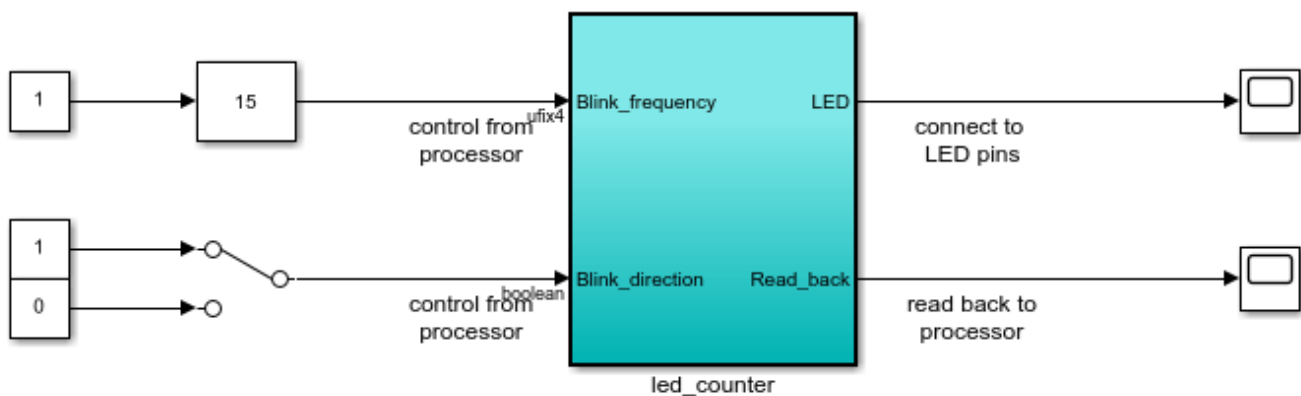
1. Set up the Intel Quartus® tool path. Use your own Intel Quartus installation path by executing this command in MATLAB.

```
hdlsetuptoolpath('ToolName','Altera QUARTUS II','ToolPath','C:\intelFPGA\18.1\quartus\bin64\quar
```

2. Open the Simulink model that implements LED blinking by executing this command in MATLAB.

```
open_system('hdlcoder_led_blinking')
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking/led_counter')`

Launch HDL Workflow Advisor
Run Demo

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3. Launch HDL Workflow Advisor from the hdlcoder_led_blinking/led_counter subsystem by right-clicking the led_counter subsystem and selecting **HDL Code** followed by **HDL Workflow Advisor**.

4. In step 1.1, select **Target workflow** as IP Core Generation and **Target platform** as Arrow DECA MAX 10 FPGA evaluation kit. Click **Run This Task**.

5. In step 1.2, select **Reference design** as Default System. Under **Reference design parameters**, select **Insert JTAG MATLAB as AXI Master (HDL Verifier required)** as on.

1.2. Set Target Reference Design

Analysis (^Triggers Update Diagram)

Set target reference design options

Input Parameters

Reference design:

Reference design tool version: Ignore tool version mismatch

Reference design parameters

| Parameter | Value |
|---------------------------------------|---------------------------------|
| Insert JTAG MATLAB as AXI Master(H... | <input type="text" value="on"/> |

6. In step 1.3, assign `Blink_frequency`, `Blink_direction` and `Read_back` ports to the AXI4 interface. Assign the LED port to LEDs General Purpose [0:7].

1.3. Set Target Interface

Analysis (^Triggers Update Diagram)

Set target interface for HDL code generation

Input Parameters

Processor/FPGA synchronization: Free running ▼

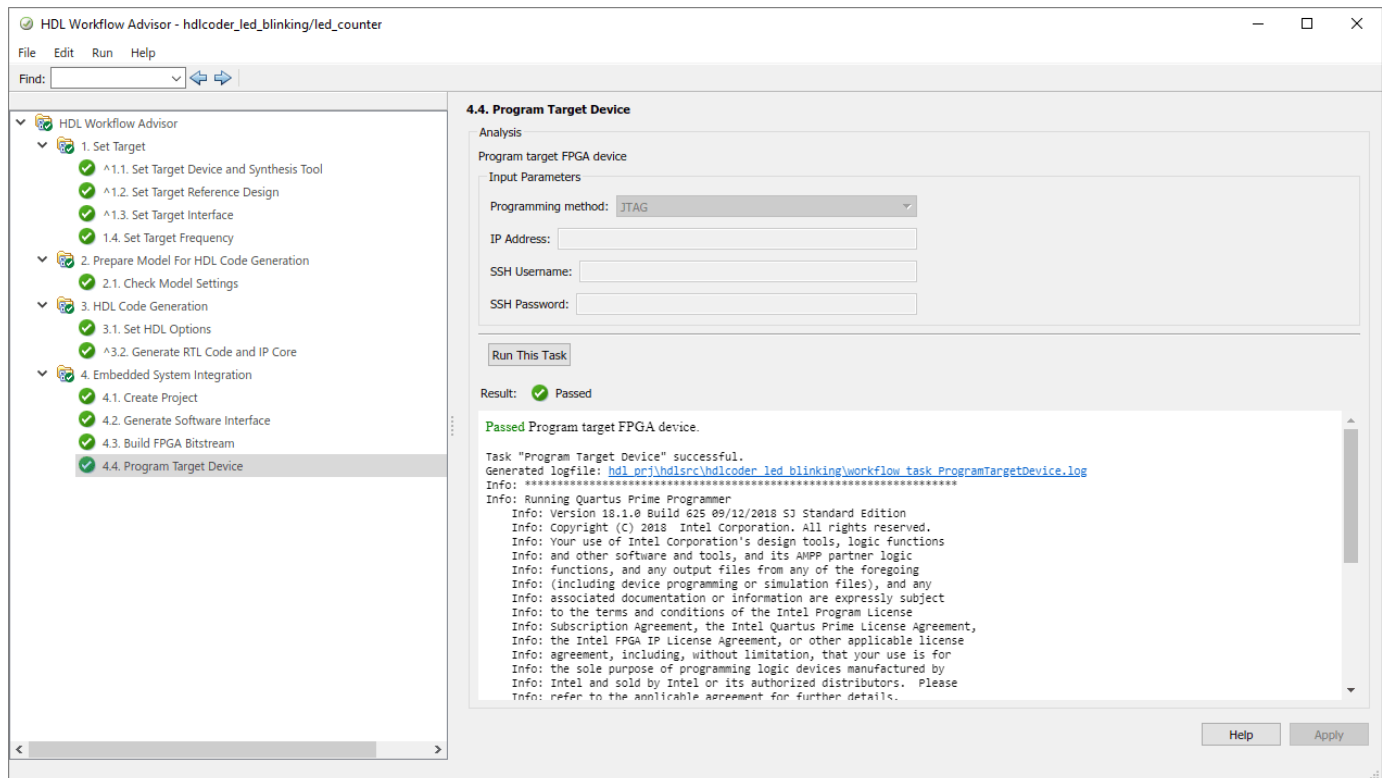
 Enable HDL DUT output port generation for test points

Target platform interface table

| Port Name | Port Type | Data Type | Target Platform Interfaces | Interface Mapping | Interface Options |
|-----------------|-----------|-----------|------------------------------|-------------------|-------------------|
| Blink_frequency | Inport | ufix4 | AXI4 ▼ | x"100" | Options... |
| Blink_direction | Inport | boolean | AXI4 ▼ | x"104" | Options... |
| LED | Outport | uint8 | LEDs General Purpose [0:7] ▼ | [0:7] | |
| Read_back | Outport | uint8 | AXI4 ▼ | x"108" | |

Run This Task

7. Run the remaining steps in the workflow to generate a bitstream and program the target device.



Determine Addresses from IP Core Report

The base address for an HDL Coder IP core is defined as $0x00000000$ for the Default System reference design, which uses the MATLAB as AXI Master IP. You can see address setting in the generated IP core report as shown this figure.

Code Generation Report

Find: Match Case

Contents

- Summary
- [Clock Summary](#)
- [Code Interface Report](#)
- Timing And Area Report
 - [High-level Resource Report](#)
- Optimization Report
 - [Distributed Pipelining](#)
 - [Streaming and Sharing](#)
 - [Delay Balancing](#)
 - [Adaptive Pipelining](#)
 - IP Core Generation Report**
 - [Traceability Report](#)

Generated Source Files

- [led_count_ip_src_led_counter_pk](#)
- [led_count_ip_src_led_counter.vho](#)

Referenced Models

Use JTAG AXI Master to control the IP core from MATLAB

In 1.2 Step "Set Target Reference design", "Insert JTAG MATLAB as AXI Master" is turned "on". This adds Matlab as an "AXI Master" to control the DUT IP core using AXI4 interface as shown.

JTAG Interface **AXI4 Interface**

The diagram illustrates the connection between MATLAB and the DUT IP Core. MATLAB is connected to the Reference Design via a JTAG interface. The Reference Design contains a MATLAB JTAG AXI Master IP, which is connected to the DUT IP Core via an AXI4 interface. The Reference Design is shown as a block containing the MATLAB JTAG AXI Master IP and the DUT IP Core. The JTAG interface is shown as a green double-headed arrow between MATLAB and the Reference Design. The AXI4 interface is shown as a red double-headed arrow between the MATLAB JTAG AXI Master IP and the DUT IP Core. A yellow arrow points from the DUT IP Core to the left edge of the Reference Design block.

Requires a HDL Verifier license to use this feature. After that use MATLAB® Command line interface to access the DUT IP core registers. **The Base Address of AXI4 Slave is 0x0000 0000 .**

OK Help

The IP core report register address mapping table shows the offsets.

Register Address Mapping

The following AXI4 bus accessible registers were generated for this IP core:

| Register Name | Address Offset | Description |
|----------------------|----------------|---|
| IPCore_Reset | 0x0 | write 0x1 to bit 0 to reset IP core |
| IPCore_Enable | 0x4 | enabled (by default) when bit 0 is 0x1 |
| IPCore_Timestamp | 0x8 | contains unique IP timestamp (yymmddHHMM): 2105261539 |
| Blink_frequency_Data | 0x100 | data register for Inport Blink_frequency |
| Blink_direction_Data | 0x104 | data register for Inport Blink_direction |
| Read_back_Data | 0x108 | data register for Output Read_back |

Following are the AXI4 slave Base address and Master address space specified in the reference design:

Default system.

AXI4 Slave Base Address: **0x0000 0000**

AXI4 Slave Master connection: **MATLAB_as_AXI_Master_0.axm_m0**

Use the AXI4 Slave Base Address plus Address offset to access the IP Core registers shown in Register Address Mapping table

The AXI4 slave write register readback is OFF for the IP core.

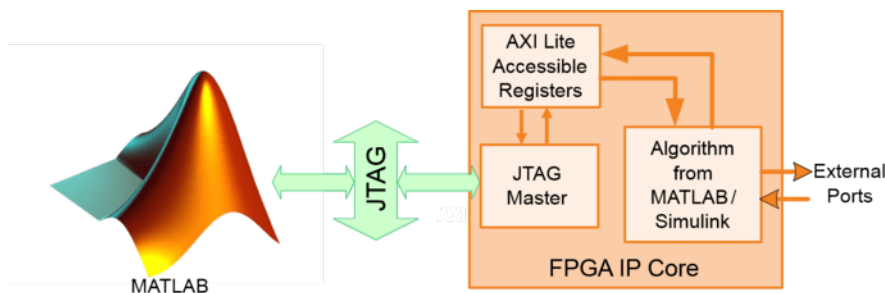
The register address mapping is also in the following C header file for you to use when programming the processor:

[include\led_count_ip_addr.h](#)

The IP core name is appended to the register names to avoid name conflicts.

HDL Verifier Command Line Interface

If you have the HDL Verifier support package for Intel FPGA boards and select the MATLAB as AXI Master reference design, then you can use the MATLAB command line interface to access the IP core that is generated by the HDL Coder product.



To write and read from the DDR memory, follow these steps.

1. Create an AXI master object.

```
h = aximaster('Altera')
```

2. Issue a write commands. For example, disable the DUT.

```
h.writememory('4',0)
```

3. Re-enable the DUT.

```
h.writememory('4',1)
```

4. Read the current counter value.

```
h.readmemory('108',1)
```

5. Delete the object to free up the JTAG resource. If you do not delete the object, other JTAG operations, such as programming the FPGA, fail.

```
delete(h)
```

Intel JTAG to AXI Master Reference Design

Create a custom reference design to use the Intel JTAG to AXI Master IP in the reference design, and then add reference design files to the MATLAB path using the `addpath` command.

Access the HDL Coder IP core registers using the Intel JTAG to AXI Master IP by using the base address that is defined in reference design plugin file.

Qsys System Console Tcl Commands for AXI Read and Write

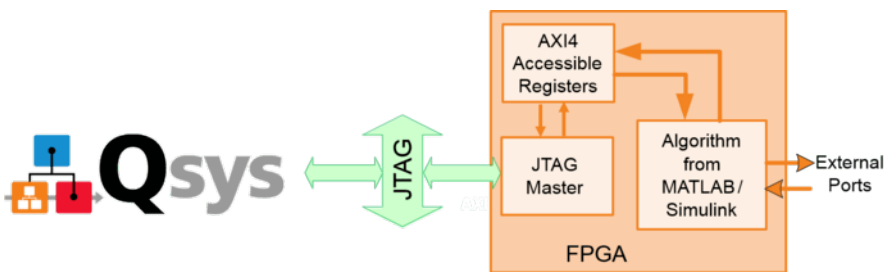
Before opening a system console, choose the appropriate Qsys read and write commands. For this example, because all of the HDL Coder generated IP core registers are currently 32 bits, use these read and write commands.

```
% master_write_32 <service-path> <start-address> <list-of-32-bit-values>
% master_read_32 <service-path> <start-address> <size-in-multiples-of-32-bits>
```

For example, write the 32 bit hex value 0x12345678 to the IP core register defined by offset 0x100 using a previously defined service path stored in the variable `$jtag`.

```
% master_write_32 $jtag 0x100 0x12345678
```

Before you can generate reads and writes, you must first launch a system console and open a connection to the JTAG Master that issues the register reads and writes.



To open a connection to the JTAG Master, first set a variable that stores the service path (in this case, only one master exists).

```
% set jtag [lindex [get_service_paths master] 0]
```

Use the variable to open the JTAG Master in master mode.

```
% open_service master $jtag
```

Launch the Altera® system console and enter the commands to open the JTAG Master.

```
system('C:\intelFPGA\17.1\quartus\sopc_builder\bin\system-console&')
```



```
Tcl Console
%
% set jtag [lindex [get_service_paths master] 0]
/devices/10M50DA(.|ES)|10M50DC@1#USB-1#Arrow MAX 10 DECA/(link)/JTAG/(110:132 v1 #0)/phy_0/master
% open_service master $jtag
% master_write_32 $jtag 0x04 0x00
% master_write_32 $jtag 0x04 0x01
% master_read_32 $jtag 0x108 1
0x000000f0
% close_service master $jtag
%
```

When you are done using the JTAG Master, close the connection by using this Tcl command.

```
close_service master $jtag
```

Summary

You can use a JTAG to AXI Master to interface with HDL Coder IP core registers in systems that do not have an embedded ARM processor, such as the MAX 10. You can use this IP as a first step to debug standalone HDL Coder IP cores, prior to hand coding software for soft processors, (such as Nios II), or as a way to tune parameters on a running system.

IP Core Generation Workflow with a MicroBlaze processor: Xilinx Kintex-7 KC705

This example shows how to use the HDL Coder™ IP Core Generation Workflow to develop reference designs for Xilinx® parts without an embedded ARM® processor present, but which still utilize the HDL Coder™ generated AXI interface to control the DUT. Specifically, this example will use the Xilinx Kintex-7 KC705 board and a MicroBlaze™ soft processor running a LightWeightIP (lwIP) based TCP/IP firmware server in the reference design to access the HDL Coder™ generated DUT registers from anywhere on the connected network. Further, this example will also highlight the difference between accessing data from a collection of registers implemented as multiple scalar ports and a collection of registers implemented as a single vector port.

Requirements

- Xilinx Vivado Design Suite, with supported version listed in the HDL Coder documentation
- Xilinx Kintex-7 KC705 development board
- HDL Coder™ support package for Xilinx FPGA Boards
- Ethernet connection

Xilinx Kintex-7 KC705 development board



Example Reference Designs

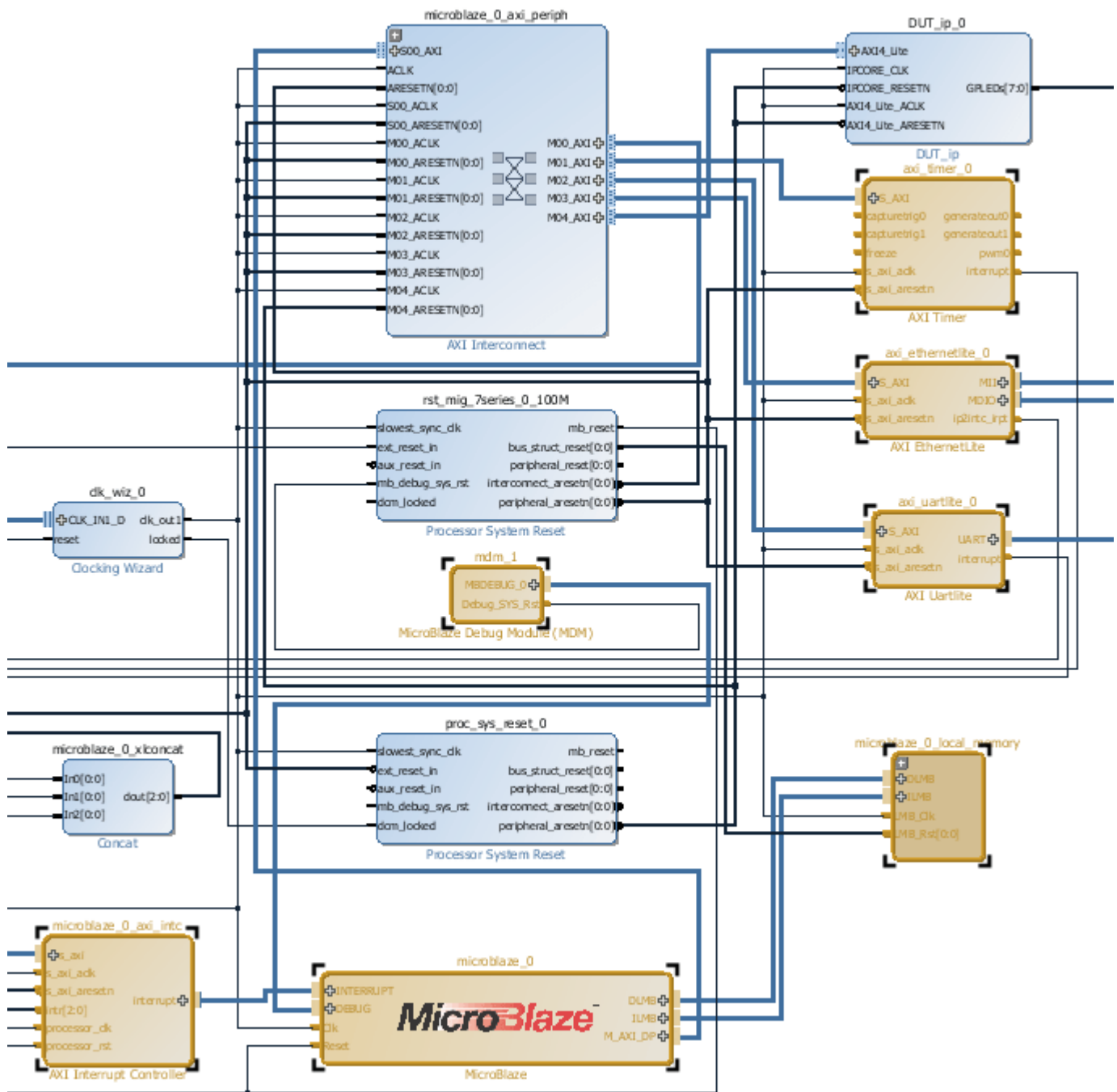
MicroBlaze is a simple, versatile soft-core processor that can be used in Xilinx FPGA only platforms, such as the Kintex-7, to perform the functionality a full-fledged processor, or as a flexible, programmable IP. When programs are small, the ELF can sit in BRAM and the design becomes completely self contained in the FPGA. There are many applications well suited to being implemented on a MicroBlaze. Here we list just a few:

- 1 Remote networked control of a deployed IP Core algorithm
- 2 Embedded web server for control and data display
- 3 Integration of existing software algorithms to hardware-only platforms

The following is a system level diagram for this MicroBlaze system:



The reference design, "Xilinx MicroBlaze TCP/IP to AXI4-Lite Master", uses Vivado™ MicroBlaze IP to translate TCP/IP packets into AXI4-Lite reads and writes. Below is a block diagram of the complete system, including all the peripherals required to operate the TCP/IP server and debug via the UART serial console.



MicroBlaze Setup

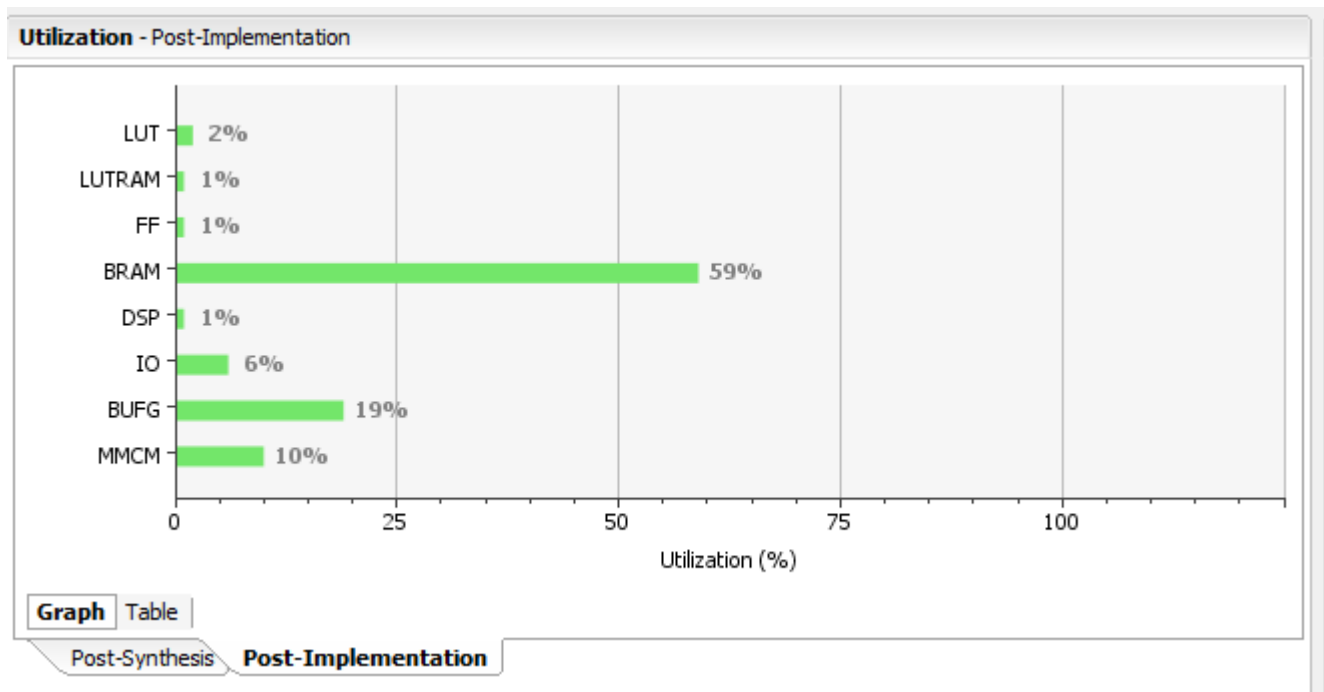
In order to operate the TCP/IP server, the MicroBlaze IP needs a few basic peripherals:

- local memory (BRAM) for data/instructions
- Ethernet core for transmitting and receiving frames
- UART core for sending debug messages
- Timer core for generating timeout interrupts
- Interrupt controller for handling interrupts from all these peripherals.

As can be seen in the address editor below, all these peripherals are connected to the MicroBlaze via AXI4 interfaces.

| Cell | Slave Interface | Base Name | Offset Address | Range | High Address |
|--|-----------------|-----------|----------------|-------|--------------|
| microblaze_0 | | | | | |
| Data (32 address bits : 4G) | | | | | |
| axi_ethernetlite_0 | S_AXI | Reg | 0x40E0_0000 | 64K | 0x40E0_FFFF |
| axi_timer_0 | S_AXI | Reg | 0x41C0_0000 | 64K | 0x41C0_FFFF |
| axi_uartlite_0 | S_AXI | Reg | 0x4060_0000 | 64K | 0x4060_FFFF |
| microblaze_0_local_memory/dlmb_bram_if_cntrl | SLMB | Mem | 0x0000_0000 | 1M | 0x000F_FFFF |
| microblaze_0_axi_intc | s_axi | Reg | 0x4120_0000 | 64K | 0x4120_FFFF |
| led_count_ip_0 | AXI4_Lite | reg0 | 0x44A0_0000 | 64K | 0x44A0_FFFF |
| Instruction (32 address bits : 4G) | | | | | |
| microblaze_0_local_memory/ilmb_bram_if_cntrl | SLMB | Mem | 0x0000_0000 | 1M | 0x000F_FFFF |

The amount of local memory allocated using BRAM is 1MB. This amount is needed to run the lwIP stack. The benefit of specifying BRAM for local memory is that the executable ELF can be included in the bitstream, which simplifies programming and enables targeting existing FPGA boards which may not have external DRAM memory. However, this convenience comes at a cost of increased utilization:



If BRAM utilization is a concern and DRAM resources are available, you may opt to replace local BRAM memory with external DRAM memory. See Xilinx app note "xapp1026" for more details on alternate configurations and application information.

Example Reference Design plugin_rd.m

The plugin_rd.m for this reference design is shown below:

```
function hRD = plugin_rd()
% Reference design definition

% Copyright 2014-2018 The MathWorks, Inc.

% Construct reference design object
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Xilinx Vivado');

hRD.ReferenceDesignName = 'Xilinx MicroBlaze TCP/IP to AXI4-Lite Master';
hRD.BoardName = 'Xilinx Kintex-7 KC705 development board';

% Tool information
hRD.SupportedToolVersion = {'2017.2', '2017.4'};

%% Add custom design files
% add custom Vivado design
hRD.addCustomVivadoDesign( ...
    'CustomBlockDesignTcl', 'system_top.tcl', ...
    'VivadoBoardPart', 'xilinx.com:kc705:part0:1.1');

% add custom files, use relative path
hRD.CustomFiles = {'mw_lwip_tcpip_axi4.elf'};

%% Add interfaces
% add clock interface
hRD.addClockInterface( ...
    'ClockConnection', 'clk_wiz_0/clk_out1', ...
    'ResetConnection', 'proc_sys_reset_0/peripheral_aresetn', ...
    'DefaultFrequencyMHz', 100, ...
    'MinFrequencyMHz', 100, ...
    'MaxFrequencyMHz', 100, ...
    'ClockNumber', 1, ...
    'ClockModuleInstance', 'clk_wiz_0');

% add AXI4 and AXI4-Lite slave interfaces
hRD.addAXI4SlaveInterface( ...
    'InterfaceConnection', 'microblaze_0_axi_periph/M04_AXI', ...
    'BaseAddress', '0x44A00000', ...
    'MasterAddressSpace', 'microblaze_0/Data', ...
    'InterfaceType', 'AXI4-Lite', ...
    'InterfaceID', 'MicroBlaze AXI4-Lite Interface');

hRD.HasProcessingSystem = false; % No hard processing system
```

Note that the reference design includes the MicroBlaze executable `mw_lwip_tcpip_axi4.elf` in the reference design property `CustomFiles`. This will copy the executable from the reference design to the Vivado project so that it can be associated with the MicroBlaze IP.

Additional code in 'system_top.tcl' to attach ELF to uBlaze

The 'system_top.tcl' file included in most reference designs is used to create the top level Vivado IP Integrator block diagram containing most of the reference design IP. Here we are adding some

additional Tcl code to this file after the block diagram has been created to associate the standalone MicroBlaze ELF executable with the MicroBlaze IP.

```
import_files -norecurse mw_lwip_tcpip_axi4.elf
generate_target all [get_files system_top.bd]
set_property SCOPED_TO_REF system_top [get_files -all -of_objects [get_fileset sources_1] {mw_
set_property SCOPED_TO_CELLS { microblaze_0 } [get_files -all -of_objects [get_fileset sources
```

Doing this allows the ELF to be packaged with the bitstream and programmed into the MicroBlaze BRAM memory at the same time as the FPGA.

Execute the IP Core Workflow

Using the above reference design you will generate an HDL IP Core that blinks LEDs on the KC705 board. You will then use `tcpclient` to send/receive formatted packets to the MicroBlaze to issue reads/writes over the AXI4-Lite interface to the generated HDL IP Core. The files used in the following demonstration are located at:

- `matlab/toolbox/hdlcoder/hdlcoderdemos/customboards/KC705`

1. Add the MicroBlaze reference design files to the MATLAB path using the command:

```
>> addpath(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'customboards', 'KC705'));
```

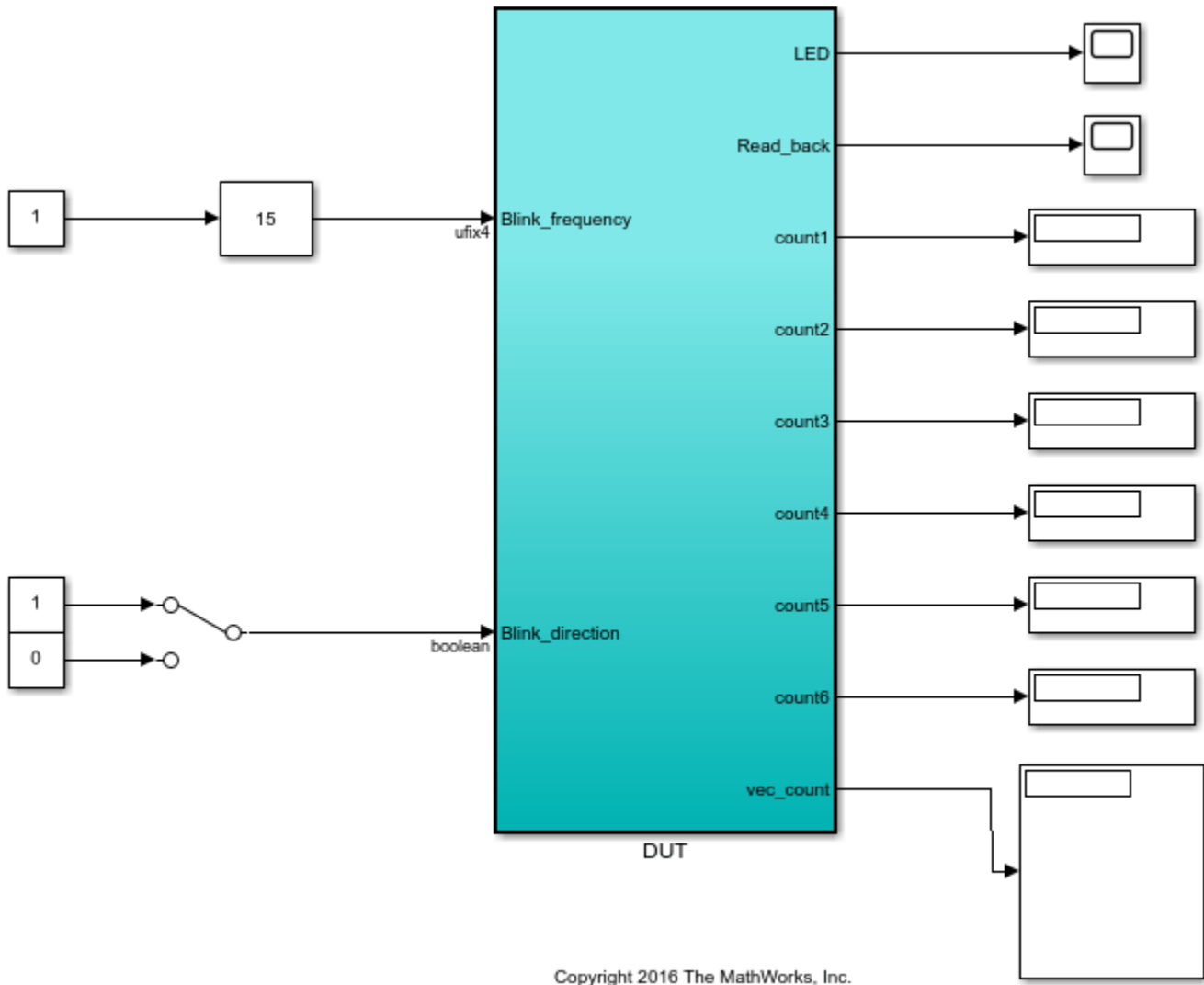
2. Set up the Xilinx Vivado™ tool path by using the following command:

```
>> hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2017.4\bin\vivado
```

Use your own Xilinx Vivado™ installation path when executing the command.

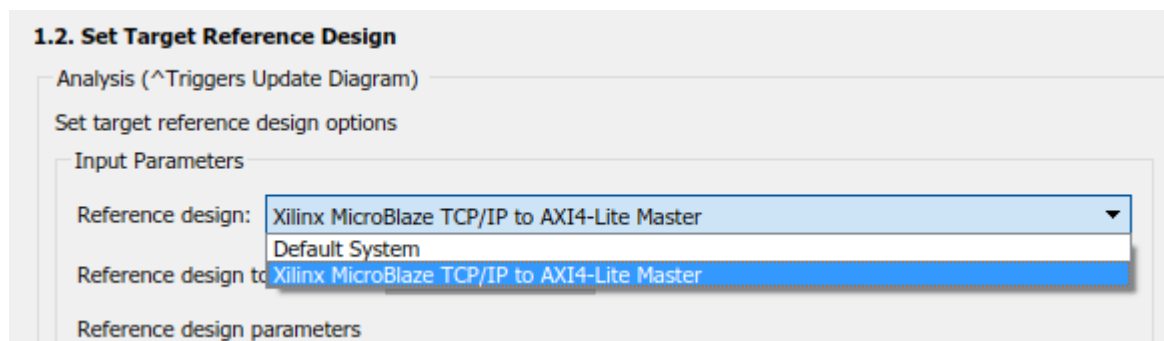
3. Open the Simulink model that implements LED blinking, as well as vector output ports for comparison to scalar ports, using the command:

```
open_system('hdlcoder_led_vector')
```



4. Launch HDL Workflow Advisor from the `hdlcoder_led_vector/DUT` subsystem by right-clicking the DUT subsystem, and selecting **HDL Code > HDL Workflow Advisor**.

5. Select reference design from the drop down in step 1.2



6. Assign register ports to the "MicroBlaze AXI4-Lite Interface". These will then be accessible at the hex offset shown in the table.

1.3. Set Target Interface

Analysis (^Triggers Update Diagram)

Set target interface for HDL code generation

Input Parameters

Processor/FPGA synchronization:

Target platform interface table

| Port Name | Port Type | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|-----------------|-----------|------------|--------------------------------|--------------------------------|
| Blink_frequency | Inport | ufix4 | MicroBlaze AXI4-Lite Interface | x"100" |
| Blink_direction | Inport | boolean | MicroBlaze AXI4-Lite Interface | x"104" |
| LED | Output | uint8 | LEDs General Purpose [0:7] | [0:7] |
| Read_back | Output | uint8 | MicroBlaze AXI4-Lite Interface | x"108" |
| count1 | Output | uint32 | MicroBlaze AXI4-Lite Interface | x"10C" |
| count2 | Output | uint32 | MicroBlaze AXI4-Lite Interface | x"110" |
| count3 | Output | uint32 | MicroBlaze AXI4-Lite Interface | x"114" |
| count4 | Output | uint32 | MicroBlaze AXI4-Lite Interface | x"118" |
| count5 | Output | uint32 | MicroBlaze AXI4-Lite Interface | x"11C" |
| count6 | Output | uint32 | MicroBlaze AXI4-Lite Interface | x"120" |
| vec_count | Output | uint32 (6) | MicroBlaze AXI4-Lite Interface | x"140" |

7. Run the remaining steps in the workflow to generate a bitstream and program the target device.

Determining Addresses from the IP Core Report

The Base Address for an HDL Coder™ IP Core is defined in the reference design plugin_rd.m with the following command:

```
% add AXI4 and AXI4-Lite slave interfaces
hRD.addAXI4SlaveInterface( ...
    'InterfaceConnection', 'microblaze_0_axi_periph/M04_AXI', ...
    'BaseAddress',        '0x44A00000', ...
    'MasterAddressSpace', 'microblaze_0/Data', ...
    'InterfaceType',      'AXI4-Lite', ...
    'InterfaceID',        'MicroBlaze AXI4-Lite Interface');
```

For this design, the base address is 0x44A0_0000. The offsets can be found in the IP Core Report Register Address Mapping table:

Register Address Mapping

The following AXI4-Lite bus accessible registers were generated for this IP core:

| Register Name | Address Offset | Description |
|----------------------|----------------|--|
| IPCore_Reset | 0x0 | write 0x1 to bit 0 to reset IP core |
| IPCore_Enable | 0x4 | enabled (by default) when bit 0 is 0x1 |
| Blink_frequency_Data | 0x100 | data register for Inport Blink_frequency |
| Blink_direction_Data | 0x104 | data register for Inport Blink_direction |
| Read_back_Data | 0x108 | data register for Outport Read_back |
| count1_Data | 0x10C | data register for Outport count1 |
| count2_Data | 0x110 | data register for Outport count2 |
| count3_Data | 0x114 | data register for Outport count3 |
| count4_Data | 0x118 | data register for Outport count4 |
| count5_Data | 0x11C | data register for Outport count5 |
| count6_Data | 0x120 | data register for Outport count6 |
| vec_count_Data | 0x140 | data register for Outport vec_count, vector with 6 elements, address ends at 0x154 |
| vec_count_Strobe | 0x160 | strobe register for port vec_count |

The register address mapping is also in the following C header file for you to use when programming the processor:

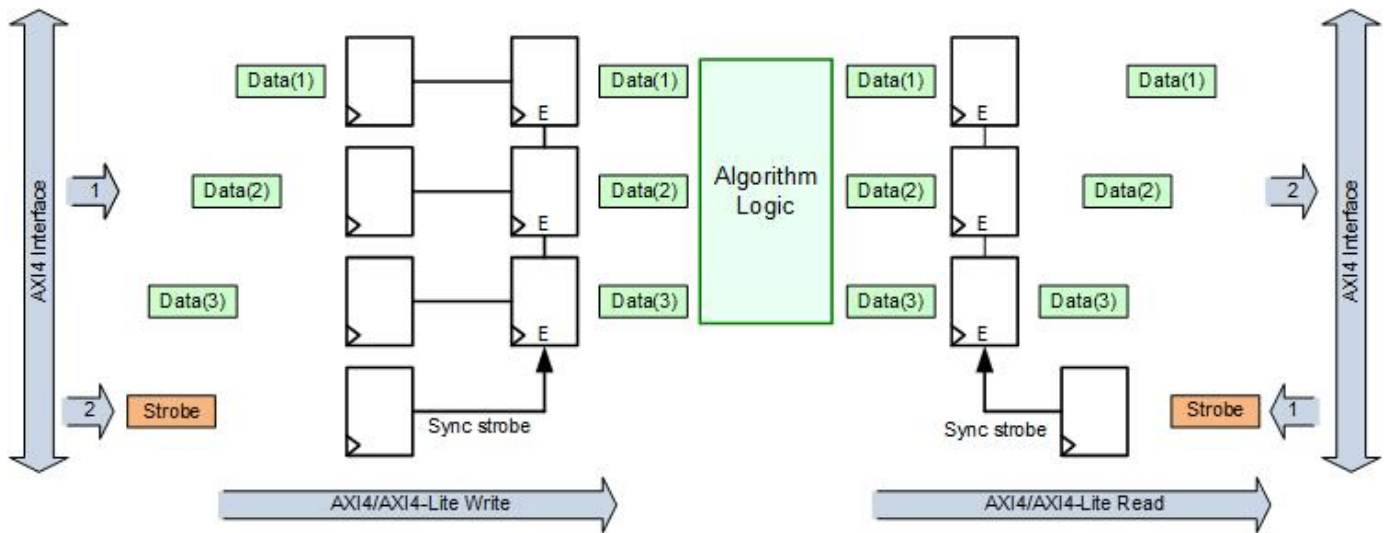
[include\DUT_ip_addr.h](#)

The IP core name is appended to the register names to avoid name conflicts.

Vector Data Read/Write with Strobe Synchronization

Vector data is supported on the AXI4/AXI4-Lite interfaces as of R2017a. Unlike a collection of scalar ports, all the elements of vector data are treated as synchronous to the IP Core algorithm logic. Additional strobe registers added for each vector input and output port maintain this synchronization across multiple sequential AXI4 reads/writes.

For input ports, the strobe register controls the enables on a set of shadow registers, allowing the IP core logic to see all the updated vector elements simultaneously. For output ports, the strobe register controls the synchronous capturing of vector data to be read. Below is a diagram of the synchronization logic generated with vector data:

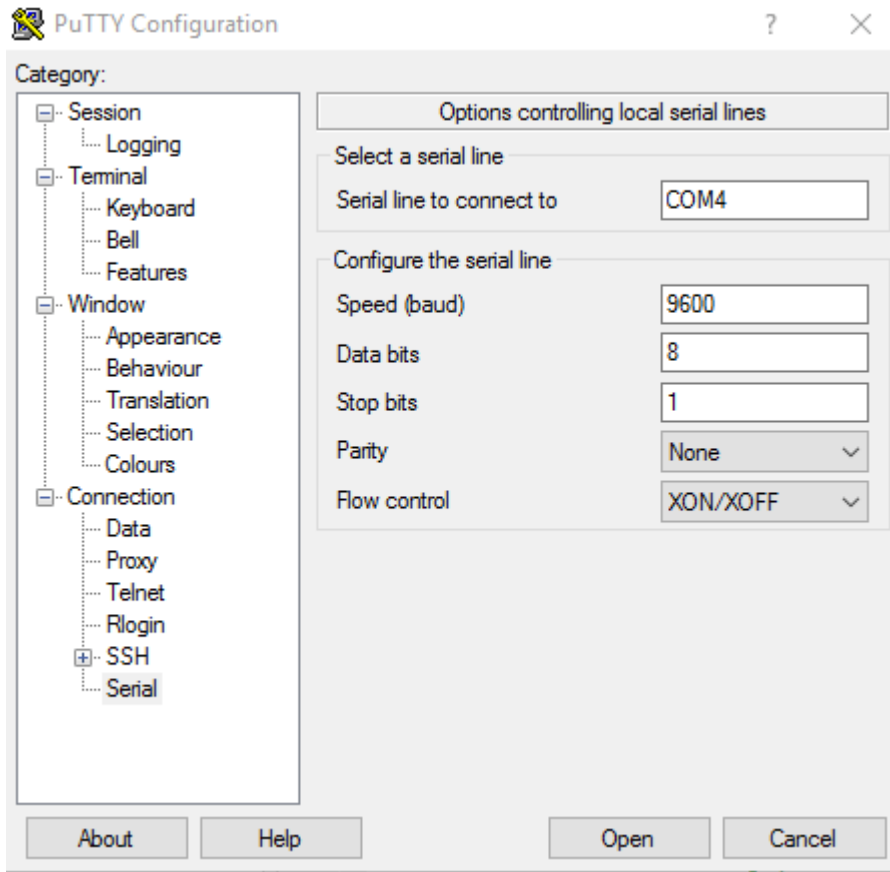


Connect to the TCP/IP server

To start interacting with the TCP/IP server running on the MicroBlaze, first connect the UART serial console to view debug messages, which will help ensure things are working as expected. First find the serial port that is connected to the UART on the board:

- ▼
🖨️ Ports (COM & LPT)
 - 🖨️ Communications Port (COM1)
 - 🖨️ Intel(R) Active Management Technology - SOL (COM3)
 - 🖨️ Silicon Labs CP210x USB to UART Bridge (COM4)

Then use this port to connect using a program such as PuTTY™:



Once connected to the UART serial console, run the `hdlworkflow_ProgramTargetDevice.m` script to reprogram the board.

```
>>hdlworkflow_ProgramTargetDevice
### Workflow begin.
### Loading settings from model.
### ++++++ Task Program Target Device ++++++
### Generated logfile: hdl_prj\hdlsrc\hdlcoder_led_vector\workflow_task_ProgramTargetDevice.l
### Task "Program Target Device" successful.
### Workflow complete.
```

In the console window, you should see the following header, displaying the IP address and port number the server is connected to.

```

-----MathWorks HDL Coder AXI4-Lite IP Core Read/Write Server -----
TCP packets sent to port 7 will be issued as AXI4-Lite Read/Writes

[ 32-bit address ] (Base Address = 0x44a0_0000)
[ 32-bit  cmd    ] (read = 0x00, write =0x01, debug = 0x03)
[ 32-bit  len    ] ( N<255)
[ 32-bit  data   ] (N 32-bit data values for write cmd)
-----

auto-negotiated link speed: 100
DHCP Timeout
Configuring default IP of 192.168.1.10
Board IP: 192.168.1.10
Netmask : 255.255.255.0
Gateway : 192.168.1.1
TCP AXI4-Lite server started @ port 7

```

NOTE: If the board is connected to a network with a DHCP server enabled, the IP information will be different than shown above. In this case, you will need to modify line 43 of the `read_write_test.m` script to connect to the correct IP address of the board:

```
t = tcpclient('192.168.1.10',7);
```

Sending AX4-Lite transactions to the MicroBlaze from MATLAB using `tcpipclient`

In order to issue reads and writes to the IP Core via TCP/IP and AXI4-Lite, the address, data and command to be performed must be encoded in the packet sent to the TCP/IP server. For this example, we use the following packet format:

```

[--Address--] 32-bits
[----Cmd----] lower byte of 32-bit word (READ = 0, WRITE = 1, DEBUG = 2)
[---Length---] lower byte of 32-bit work (N<255)
[----Data---] 32-bits, used only for WRITE cmd

```

For example, a packet issuing a read of 3 consecutive values starting at address 0x44a0010c:

```

[44 a0 01 0c]
[00 00 00 00]
[00 00 00 03]

```

This will return data at offsets 0x10c, 0x110, 0x114.

For example, a packet issuing a write of 0x0 to offset 0x04, would be:

```

[44 a0 00 04]
[00 00 00 01]
[00 00 00 01]
[00 00 00 00]

```

To change the debug level used to print to the console, send a debug cmd packet:

```
[xx xx xx xx]
[00 00 00 03]
[00 00 00 01] %0 = no msg, 1 = READ|WRITE, 2 = full pkt
```

Run the read_write_test.m script

This example includes a script which will setup a connection to the TCP/IP server running on the MicroBlaze, create commands to enable/disable the DUT, read 6 scalar ports and the same data as a vector port and compare the results.

1. To run this script, first copy it to your local directory

```
>> copyfile(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'ublaze_lwip_read_write_vec
```

and open the script in the editor:

```
>> edit('ublaze_test.m');
```

The script has three sections. The first section, connects to the board and sets up the commands that will be used. If required, update the IP address of the board on line 41.

2. Execute section 1. You will have generated the following commands as arrays of uint32 types:

```
read6_cmd      = uint32([hex2dec('44a0010c') 0 6]); %read 6 32-bit regs
read_vec_cmd   = uint32([hex2dec('44a00140') 0 6]); %read 6 elements of vec
strobe_vec_cmd = uint32([hex2dec('44a00160') 1 1 1]); %write strobe for vec
enable_cmd     = uint32([hex2dec('44a00004') 1 1 1]); %enable ip core
disable_cmd    = uint32([hex2dec('44a00004') 1 1 0]); %disable ip core
debug0_cmd     = uint32([hex2dec('00000000') 3 0]); %disable all debug printf
debug1_cmd     = uint32([hex2dec('00000000') 3 1]); %enable READ|WRITE printf
debug2_cmd     = uint32([hex2dec('00000000') 3 2]); %enable pkt printf
```

NOTE: these arrays store data in the endian format used by the local machine, which for many x86 systems is the little endian format. However, the TCP/IP server expects values in the big endian format (network byte order). As a result, if the system you are on is little endian, the bytes in each element must be swapped using `swapbytes`.

3. Execute section 2 to disable the DUT logic and read a single counter value connected to the 6 scalar ports as well as all 6 elements in the vector port. Notice that all the counter values match. This is because the same data is driven to all the ports and the DUT is disabled, so the asynchronous access across the AXI4 interface is not apparent.

```
Scalar port (top) vs vector port (bottom) access with DUT disabled:
 7e8aec14  7e8aec14  7e8aec14  7e8aec14  7e8aec14  7e8aec14
 7e8aec14  7e8aec14  7e8aec14  7e8aec14  7e8aec14  7e8aec14
```

4. Execute section 3 to re-enable the DUT logic and read the same counter values back. Notice that the 6 scalar ports all show different values, while the 6 elements of the vector port are all the same. This is due to the sequential access that must occur across the AXI4 interface and the lack of synchronization register in the scalar port case and the presence of an explicit synchronization register in the vector port case.

```
Scalar port (top) vs vector port (bottom) access with DUT enabled:
 7f7796dc  7fc70e4b  8016860a  8065fdce  80b5758d  8104ed4d
 815964dd  815964dd  815964dd  815964dd  815964dd  815964dd
```

The corresponding debug output on the serial console will be:

```

DEBUG | packet payload:
44 A0 00 04
00 00 00 01
00 00 00 01
00 00 00 00
WRITE | address: 0x44A00004, data[0]: 0x00000000
DEBUG | packet payload:
44 A0 01 0C
00 00 00 00
00 00 00 06
READ | address: 0x44A0010C, data[0]: 0x7E8AEC14
READ | address: 0x44A00110, data[1]: 0x7E8AEC14
READ | address: 0x44A00114, data[2]: 0x7E8AEC14
READ | address: 0x44A00118, data[3]: 0x7E8AEC14
READ | address: 0x44A0011C, data[4]: 0x7E8AEC14
READ | address: 0x44A00120, data[5]: 0x7E8AEC14
DEBUG | packet payload:
00 00 00 00
00 00 00 03
00 00 00 00
Debug level set to : 0x00
Debug level set to : 0x01
READ | address: 0x44A0010C, data[0]: 0x7F7796DC
READ | address: 0x44A00110, data[1]: 0x7FC70E4B
READ | address: 0x44A00114, data[2]: 0x8016860A
READ | address: 0x44A00118, data[3]: 0x8065FDCE
READ | address: 0x44A0011C, data[4]: 0x80B5758D
READ | address: 0x44A00120, data[5]: 0x8104ED4D
WRITE | address: 0x44A00160, data[0]: 0x00000001
READ | address: 0x44A00140, data[0]: 0x815964DD
READ | address: 0x44A00144, data[1]: 0x815964DD
READ | address: 0x44A00148, data[2]: 0x815964DD
READ | address: 0x44A0014C, data[3]: 0x815964DD
READ | address: 0x44A00150, data[4]: 0x815964DD
READ | address: 0x44A00154, data[5]: 0x815964DD

```

Summary

This demo highlighted the use of a MicroBlaze soft-core processor in FPGA only designs. The MicroBlaze is well suited to function as a full-fledged processor or as a flexible IP running legacy C code as a firmware application. This demo also showed the difference between a collection of scalar ports and a vector port in regards to data synchronization across the AXI4 interface.

Appendix A: Creating and editing a Xilinx SDK application

This section will show how to create a new Xilinx SDK project and incorporate the code from this example to then modify or extend.

1. Open the Xilinx Vivado project by clicking the link in HDL Workflow Advisor step 4.1 "Create Project" :

The screenshot displays the HDL Workflow Advisor window for the project 'hdlcoder_led_vector/DUT'. The left sidebar shows a tree view of the workflow steps, with '4.1. Create Project' selected and marked as completed. The main panel shows the configuration for this task, including input parameters and a terminal window with the execution log.

4.1. Create Project

Analysis

Create project for embedded system tool

Input Parameters

Embedded system tool: Xilinx Vivado with IP Integrator

Project folder: hdl_prj\vivado_ip_prj

Synthesis objective: None

Enable IP caching

Run This Task

Result: **Passed**

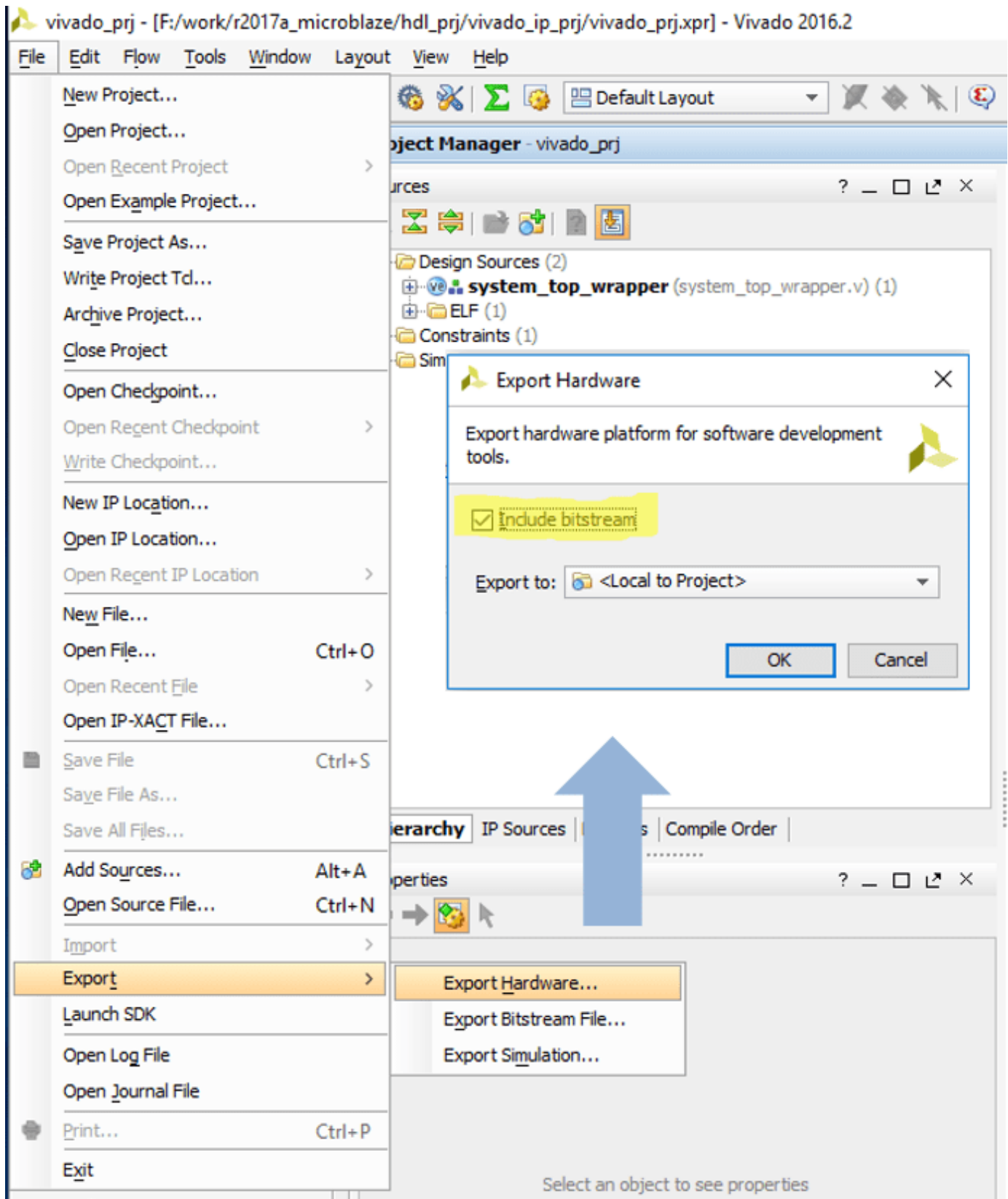
Passed Create Project.

Task "Create Project" successful.
 Generated logfile: [hdl_prj\hdlsrc\hdlcoder_led_vector\workflow_task_CreateProject.log](#)
 Generating Xilinx Vivado with IP Integrator project: [hdl_prj\vivado_ip_prj\vivado_prj.xpr](#)

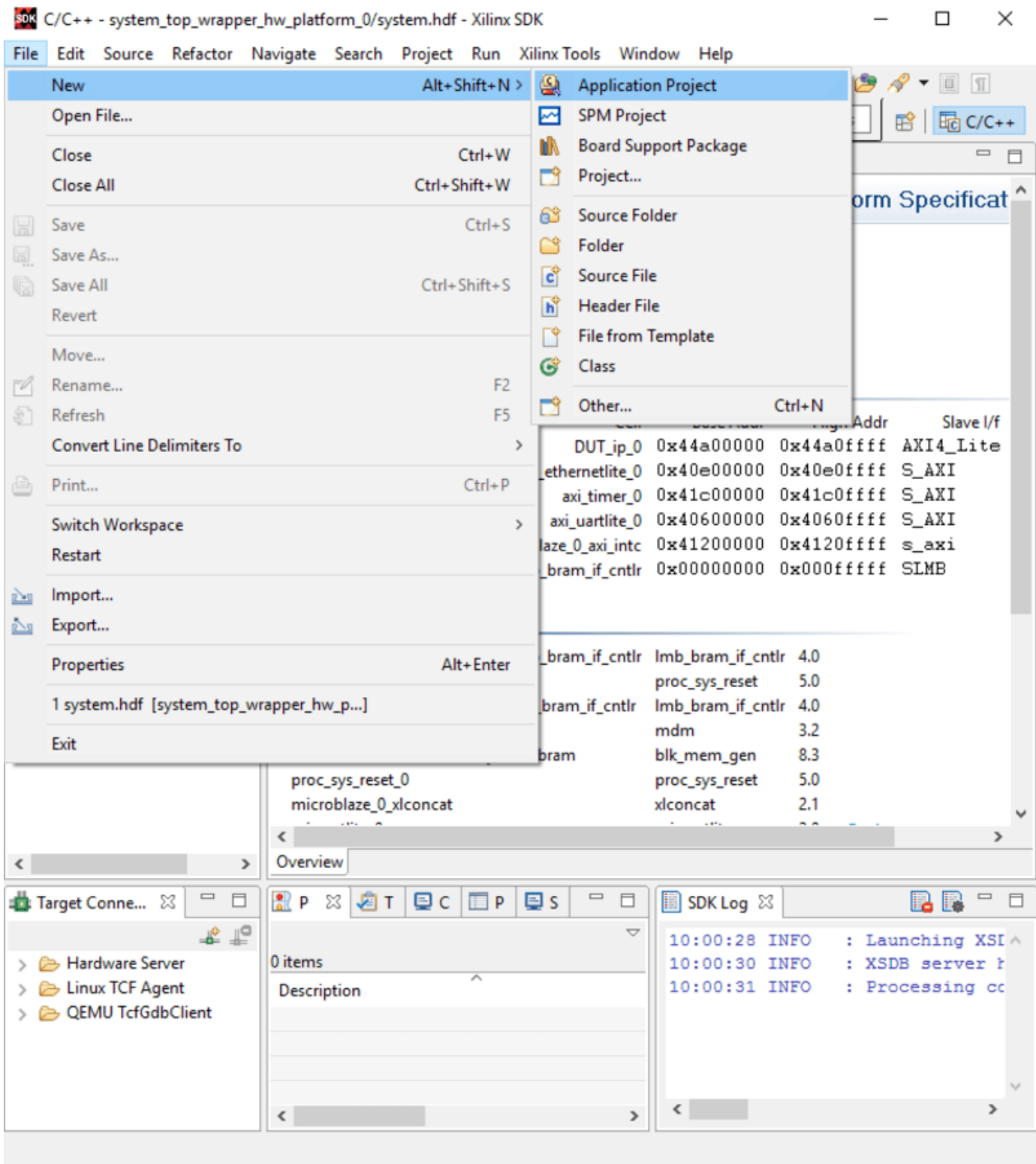
```
***** Vivado v2016.2 (64-bit)
**** SW Build 1577090 on Thu Jun  2 16:32:40 MDT 2016
**** IP Build 1577682 on Fri Jun  3 12:00:54 MDT 2016
** Copyright 1986-2016 Xilinx, Inc. All Rights Reserved.

source vivado_create_prj.tcl
# create_project vivado_prj {} -part xc7k325tffg900-2 -force
# set_property board_part xilinx.com:kc705:part0:1.1 [current_project]
# set_property target_language Verilog [current_project]
# set defaultRepoPath ./ipcore
# set_property ip_repo_paths $defaultRepoPath [current_fileset]
# update_ip_catalog
INFO: [IP_Flow 19-234] Refreshing IP repositories
INFO: [IP_Flow 19-1700] Loaded user IP repository 'f:/work/r2017a_microblaze/hdl_prj/vivado
INFO: [IP_Flow 19-2313] Loaded Vivado IP repository 'G:/share/apps/HDLTools/Vivado/2016.2-m
# set ipList [glob -nocomplain -directory $defaultRepoPath *.zip]
# foreach ipCore $ipList {
#   set folderList [glob -nocomplain -directory $defaultRepoPath -type d *]
#   if ([lsearch -exact $folderList [file rootname $ipCore]] == -1) {
#     catch {update_ip_catalog -add_ip $ipCore -repo_path $defaultRepoPath}
#   }
}
```

2. Export the existing design, including the generated bitstream, to a local folder. Once this is done, go ahead and "Launch SDK" as well.



3. From within the SDK, create a new application project



4. You will then have the option of naming the project and creating a new bsp

SDK New Project

Application Project
Create a managed make application project.

Project name:

Use default location

Location:

Choose file system:

OS Platform:

Target Hardware

Hardware Platform:

Processor:

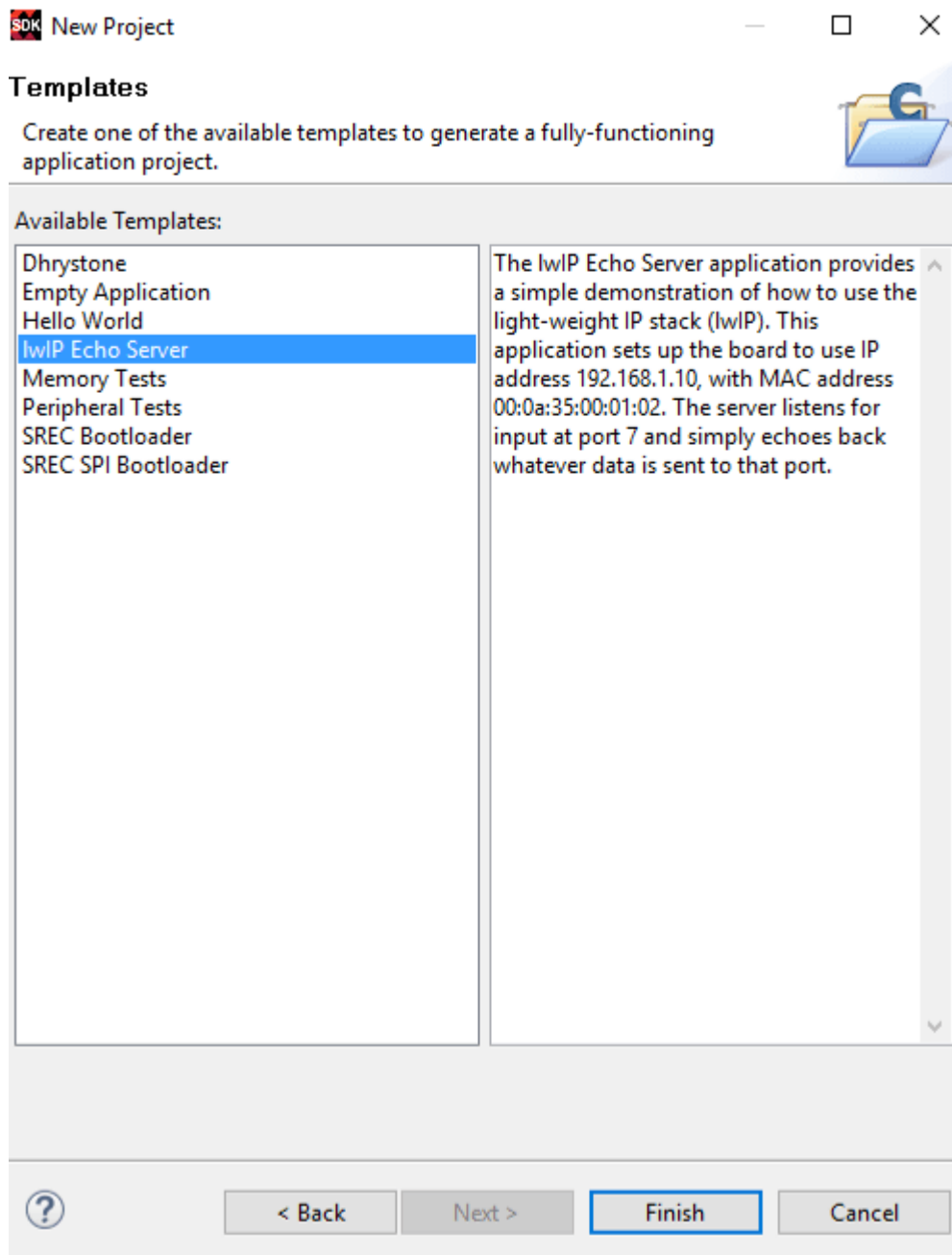
Target Software

Language: C C++

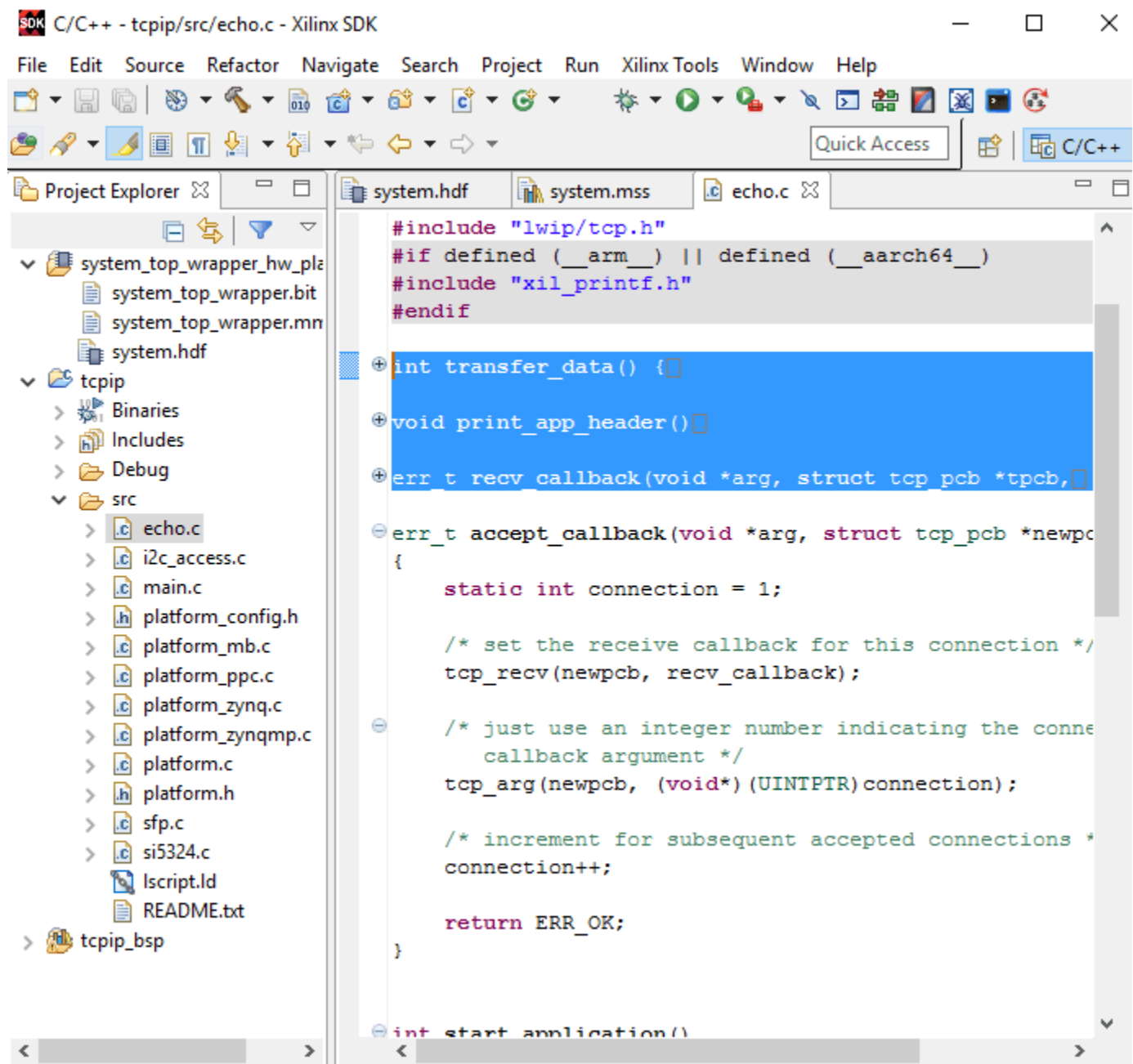
Compiler:

Board Support Package: Create New
 Use existing

Next you can choose from a few pre-configured example/template projects to get started. This example is built off of the "lwIP Echo Server" project, so select that now.



5. Using the echo server as a template, you can replace the following 3 methods with the code snippet below to modify the behavior of the server



Appendix B: Copy C file contents to project

```

/* Copyright 2016-2020 The MathWorks, Inc. */
#define IPCOREBASE 0x44a00000
#define WRITE 0x01
#define READ 0x00
#define DEBUG 0x03

int transfer_data() {
    return 0;
}

```

```

}

void print_app_header()
{
    xil_printf("\n\r\n\r-----MathWorks HDL Coder AXI4-Lite IP Core Read/Write Server -----\n\r");
    xil_printf("  TCP packets sent to port 7 will be issued as AXI4-Lite Read/Writes\n\r");
    xil_printf("\n\r");
    xil_printf("  [ 32-bit address ] (Base Address = 0x44a0_0000)\n\r");
    xil_printf("  [ 32-bit  cmd   ] (read = 0x00, write =0x01, debug = 0x03)\n\r");
    xil_printf("  [ 32-bit  len   ] ( N<255)\n\r");
    xil_printf("  [ 32-bit  data  ] (N 32-bit data values for write cmd)\n\r");
    xil_printf("-----\n\r");
}

void print_packet(struct pbuf *p) {
    u16 ii;
    u8 *pktPtr;

    pktPtr = p->payload;
    xil_printf("DEBUG | packet payload:\n\r");
    for (ii=0;ii<p->len;ii+=4) {
        xil_printf("%02x %02x %02x %02x\n\r",*(pktPtr+ii),*(pktPtr+ii+1),*(pktPtr+ii+2),*(pktPtr+ii+3));
    }
}

err_t recv_callback(void *arg, struct tcp_pcb *tpcb,
                    struct pbuf *p, err_t err)
{
    u8 *pktPtr,*pktEnd;
    volatile u32 *addr;
    u32 data[255],cmd;
    u16 len;
    int ii;
    static u8 debug = 3;

    /* do not read the packet if we are not in ESTABLISHED state */
    if (!p) {
        tcp_close(tpcb);
        tcp_recv(tpcb, NULL);
        return ERR_OK;
    }

    /* indicate that the packet has been received */
    tcp_recved(tpcb, p->len);
    if (debug > 1) print_packet(p);

    //[ 32 bits address ]
    //[ 32 bits read = 0x00, write =0x01]
    //[ 32 bits length ]
    //[ 32 bits write data]
    pktPtr = p->payload;
    pktEnd = pktPtr+p->len;

    /* could be multiple commands per packet */
    while ( pktPtr < pktEnd) {

```

```

addr = (u32*) (pktPtr[0]<<24 | pktPtr[1]<<16 | pktPtr[2]<<8 | pktPtr[3]);
cmd = (u32) pktPtr[7]; // cmd is 32 bits, but only 1st byte used, ignore rest
pktPtr += 8;

switch(cmd) {
case WRITE :
    len = (u32) pktPtr[3]; // len is 32 bits, but only 1st byte used, ignore rest
    pktPtr += 4;
    for (ii=0;ii<len; ii++) {
        data[0] = (u32) (pktPtr[0]<<24 | pktPtr[1]<<16 | pktPtr[2]<<8 | pktPtr[3]);
        *addr = data[0];
        if (debug > 0) xil_printf("WRITE | address: 0x%08x, data[0]: 0x%08x\r\n",addr,data[0]);
        addr++;
        pktPtr += 4;
    }
    break;
case READ :
    len = (u32) pktPtr[3]; // len is 32 bits, but only 1st byte used, ignore rest
    pktPtr += 4;
    for (ii=0;ii<len; ii++) {
        data[ii] = *addr;
        if (debug > 0) xil_printf("READ | address: 0x%08x, data[%d]: 0x%08x\r\n",addr,ii,data[ii]);
        addr++;
    }
    /* send the packet back */
    if (tcp_sndbuf(tpcb) > p->len)
        err = tcp_write(tpcb, data, 4*len, 1);
    else
        xil_printf("no space in tcp_sndbuf\n\r");
    break;
case DEBUG:
    debug = pktPtr[3]; // only need the low byte
    pktPtr += 4;
    xil_printf("Debug level set to : 0x%02x\r\n",debug);
    break;
default :
    xil_printf("INVALID | cmd: 0x%08x\r\n",cmd);
}
}
/* free the received pbuf */
pbuf_free(p);

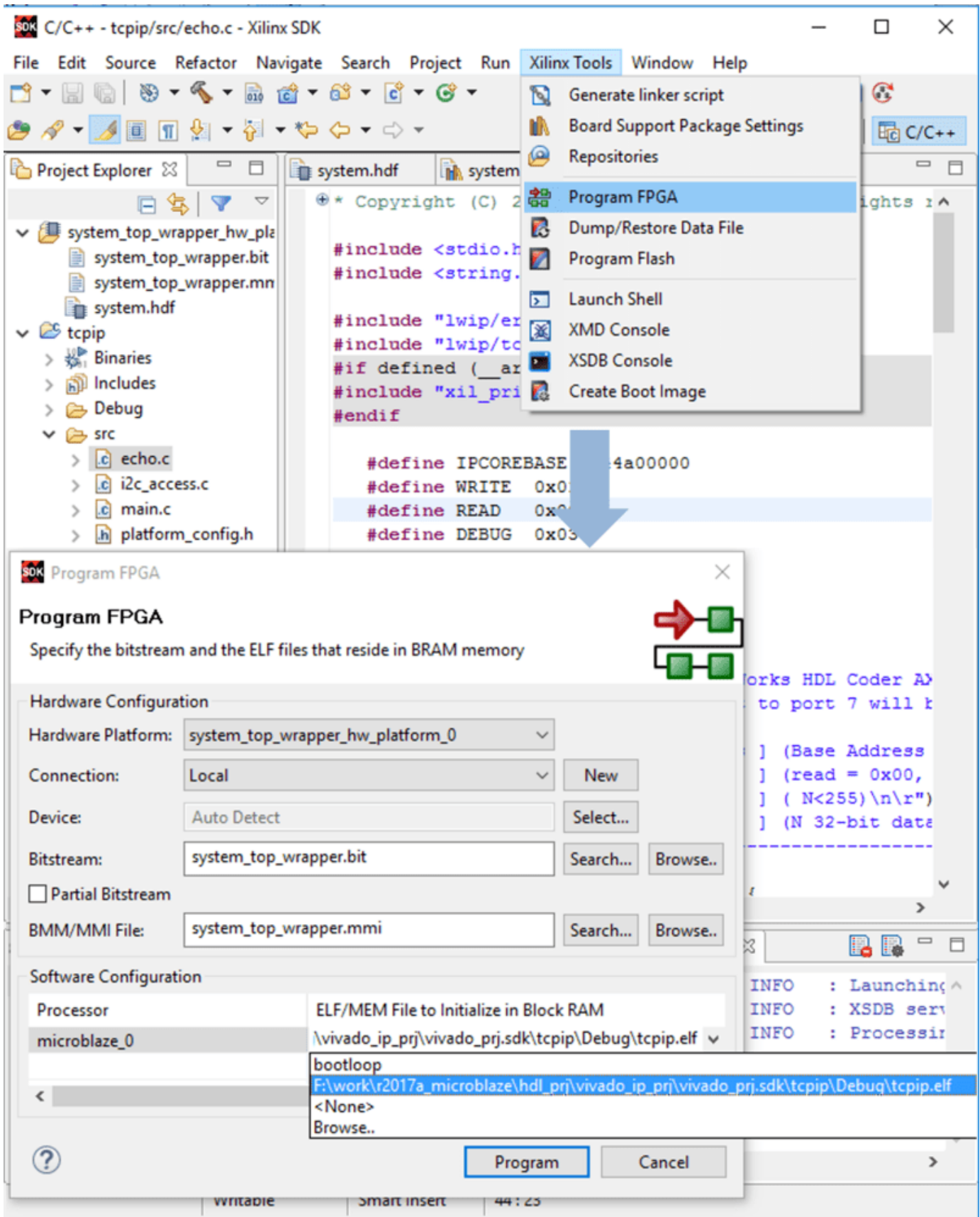
return ERR_OK;
}

```

6. Save the modified echo.c file and the application will be rebuilt.

Appendix C: Program the FPGA with ELF and bitstream

Now, you can program the FPGA using the exported bitstream and the newly created ELF file.



Map Bus Data types to AXI4 Slave Interfaces

This example shows how to map bus data types to an AXI4 slave interface, generate an HDL IP core with a AXI4 Master interface, perform matrix multiplication in HDL IP core, and write the output result to DDR memory.

Before You Begin

For this example, you must have the following software and hardware installed and set up:

- Xilinx Vivado Design Suite, with the supported version listed in “HDL Language Support and Supported Third-Party Tools and Hardware”
- Xilinx Zynq Ultrascale+ MPSoC ZCU102 Evaluation Kit
- HDL Coder Support Package for Xilinx Zynq Platform
- HDL Verifier Support Package for Xilinx FPGA Boards

Introduction

In this example, you:

- 1 Create a bus element by using bus creator blocks and map the bus element to an AXI4 slave interface.
- 2 Generate an HDL IP core with AXI4 Master interface.
- 3 Access large matrices from the external DDR4 memory on the Xilinx Zynq Ultrascale+ MPSoC ZCU102 Evaluation Kit board using the AXI4 Master interface.
- 4 Perform matrix vector multiplication in the HDL IP core and write the output result back to the DDR memory using the AXI4 Master interface.

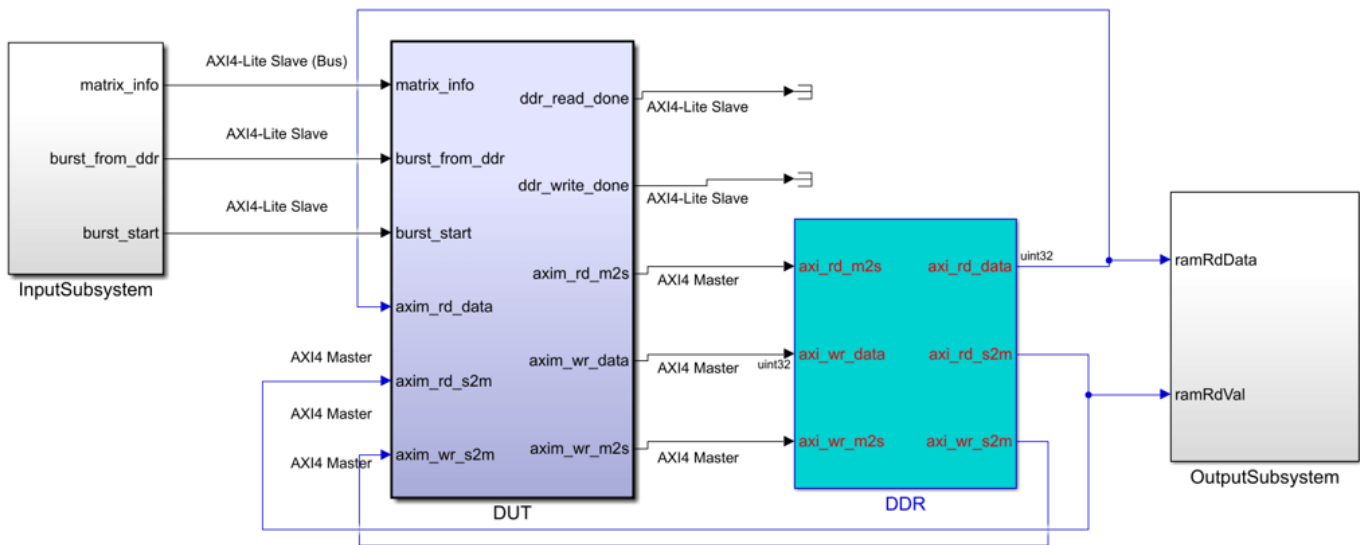
This example models a matrix vector multiplication algorithm and implements the algorithm on the Xilinx Zynq FPGA board. Large matrices might not map efficiently to Block RAMs on the FPGA fabric. Instead, store the matrices in the external DDR memory on the FPGA board. The AXI4 Master interface can access the data by communicating with vendor-provided memory interface IP cores that interface with the DDR memory. This capability enables you to model algorithms that involve large data processing and requires high-throughput DDR access, such as matrix operations, computer vision algorithms, and so on.

The matrix vector multiplication module supports fixed-point matrix vector multiplication, with a configurable matrix size of 2 to 4000. The size of the matrix is run-time configurable through the AXI4 accessible register.

```
modelName = 'hdlcoder_axi_slave_bus_data_type';
open_system(modelname);

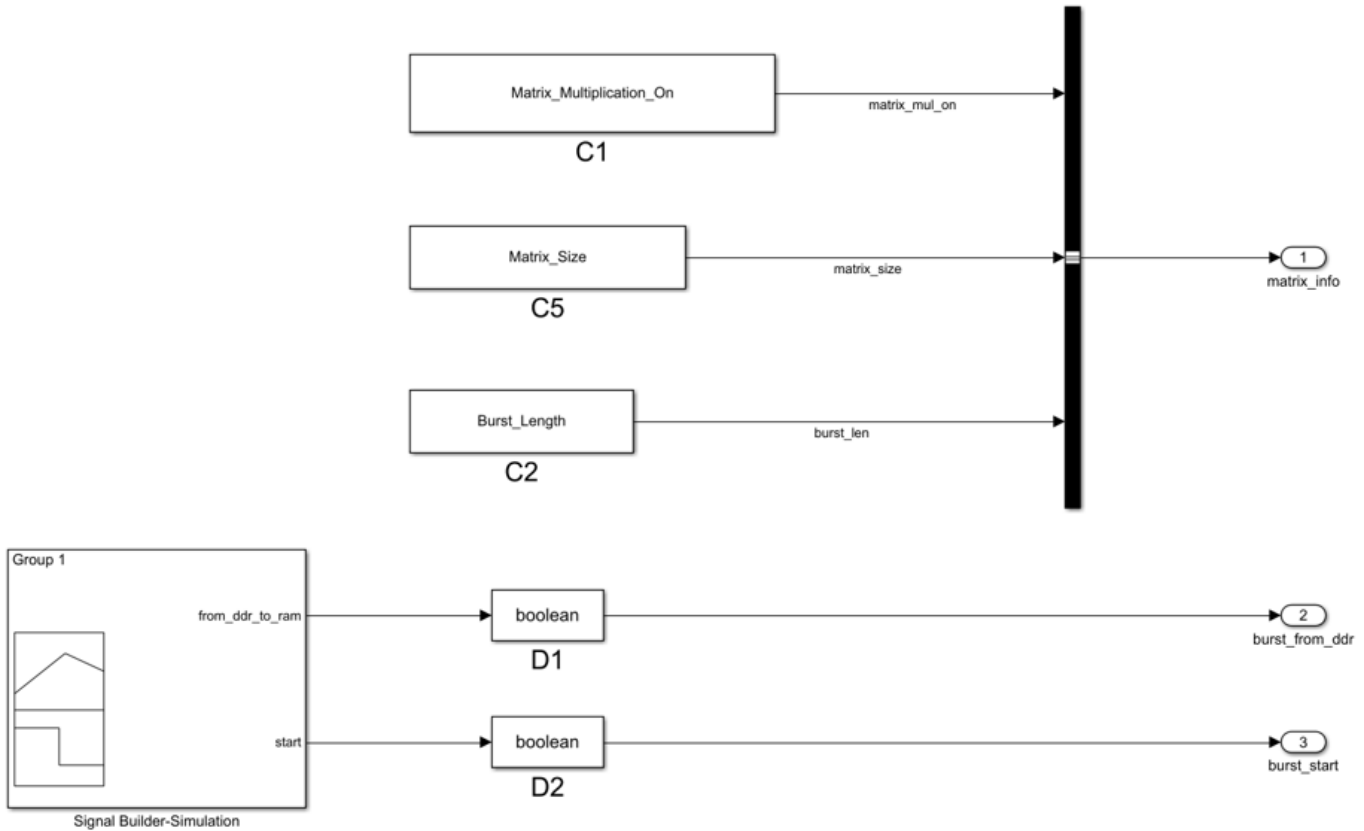
%
% Use HDL Coder to generate a custom IP core that performs large matrix
% operations on FPGAs by using external memory. In MATLAB, type:
%   hdladvisor('hdlcoder_axi_slave_bus_data_type/DUT')
```

IP Core Generation Workflow: External Memory Access

**Create Bus Element**

Use a bus creator block to combine `Matrix_Multiplication_On`, `Matrix_Size`, and `Burst_Length` into a bus data type element. For more information on the bus creator block, see [Bus Creator](#)

```
open_system('hdlcoder_axi_slave_bus_data_type/InputSubsystem')
%
```



Functional Simulation in Simulink

You can simulate this example model and verify the simulation result by running this script in MATLAB:

```
hdlcoder_axi_slave_bus_data_type_simulation;
```

This script first initializes the parameters like `Matrix_Size`. By default, the `Matrix_Size` is 64, which means a 64-by-64 matrix. The default `Matrix_Size` is kept small for a faster simulation. After the DUT is implemented onto the FPGA board, the larger `Matrix_Size` is used as the FPGA calculation is much faster. You can also adjust these parameters in the script.

The script then simulates the model and verifies the result by comparing the logged simulation result to the expected value.

```
>> hdlcoder_axi_slave_bus_data_type_simulation
PASSED: DDR initialization data matches.
PASSED: Matrix vector multiplication output matches with the expected data
>>
```

By default, the `Matrix_Multiplication_On` is true. The script verifies the matrix vector multiplication result.

When the `Matrix_Multiplication_On` is false, the script verifies the loop back mode, which means that the DUT read `Burst_Length` amount of data from DDR, and then wrote the data back to DDR.

Generate HDL IP Core with AXI4 Master Interface

Next, we start the HDL Workflow Advisor and use the IP Core Generation workflow to deploy the DUT on the Zynq hardware. For a more detailed step-by-step guide, refer to the “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75 example.

1. Set up the Xilinx Vivado synthesis tool path. Use your own Vivado installation path when you run the command. In the MATLAB command window type: `hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2020.1\bin\vivado.bat')`
2. Start the HDL Workflow Advisor from the DUT subsystem `hdlcoder_axi_slave_bus_data_type/DUT`. The target interface settings are saved on the model. The **Target workflow** is IP Core Generation, and the **Target platform** is Xilinx Zynq Ultrascale+ MPSoC ZCU102 Evaluation Kit. The **Reference Design** is Default System with External DDR4 memory access and **Target platform interface table** settings are as shown

The screenshot shows the HDL Workflow Advisor interface for the project `hdlcoder_axi_slave_bus_data_type/DUT`. The left sidebar shows the workflow steps, with '1.3. Set Target Interface' selected. The main window displays the configuration for this step, including a table for the target platform interface table.

| Port Name | Port Type | Data Type | Target Platform Interfaces | Interface Mapping | Interface Options |
|-----------------------------|-----------|-----------|----------------------------|--------------------------|-------------------|
| <code>matrix_info</code> | Inport | bus | AXI4 | <code>x"100"</code> | Options... |
| <code>burst_from_ddr</code> | Inport | boolean | AXI4 | <code>x"10C"</code> | Options... |
| <code>burst_start</code> | Inport | boolean | AXI4 | <code>x"110"</code> | Options... |
| <code>axim_rd_data</code> | Inport | uint32 | AXI4 Master Read | Data | |
| <code>axim_rd_s2m</code> | Inport | bus | AXI4 Master Read | Read Slave to Master Bi | |
| <code>axim_wr_s2m</code> | Inport | bus | AXI4 Master Write | Write Slave to Master Bi | |
| <code>ddr_read_done</code> | Output | boolean | AXI4 | <code>x"114"</code> | |
| <code>ddr_write_done</code> | Output | boolean | AXI4 | <code>x"118"</code> | |
| <code>axim_rd_m2s</code> | Output | bus | AXI4 Master Read | Read Master to Slave Bi | |
| <code>axim_wr_data</code> | Output | uint32 | AXI4 Master Write | Data | |
| <code>axim_wr_m2s</code> | Output | bus | AXI4 Master Write | Write Master to Slave Bi | |

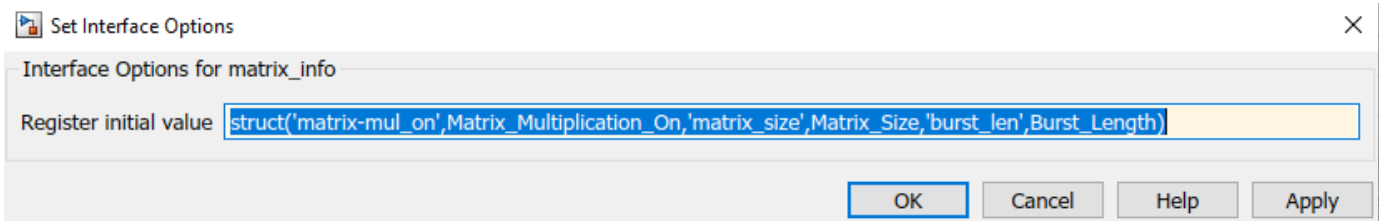
Below the table, there is a 'Run This Task' button and a 'Result: Passed' status indicator. The task name is 'Passed Set Target Interface Table'.

In this example, the bus datatype ports like `matrix_info` and input parameter ports like `burst_from_ddr` and `burst_start` are mapped to the AXI4 interface. HDL Coder generates the AXI4 interface accessible registers for these ports. Later, you can use MATLAB to tune these parameters at run time when the design is running on FPGA board.

You can specify the bus data type initial values in the **Target platform interface table** by specifying either the initial values directly or by creating a variable to store the initial values in a struct data

type and then using the variable name in the **Interface Options** window. To specify the initial value, click Options under the **Interface Options** column in the **Target platform interface table**.

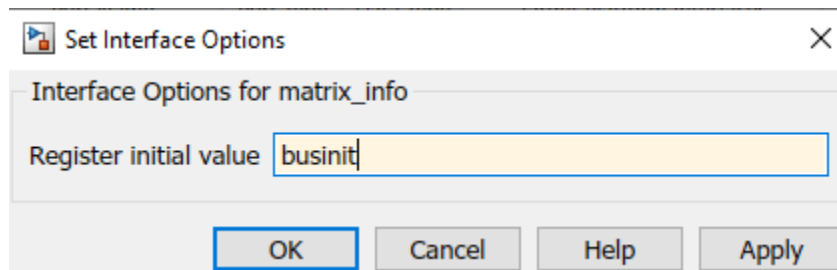
Specify the initial values directly in the **Interface Options** window.



To store the bus data type initial values in a variable called businit, run this code:

```
businit = struct('matrix_mul_on', Matrix_Multiplication_On, 'matrix_size', Matrix_Size, 'burst_len', Burst_Length);
```

To specify the businit variable in the **Interface Options** window.



The AXI4 Master interface has separate read and write channels. The read channel ports like axim_rd_data, axim_rd_s2m, axim_rd_m2s are mapped to the AXI4 Master Read interface. The write channel ports like axim_wr_data, axim_wr_s2m, axim_wr_m2s are mapped to the AXI4 Master Write interface.

3. Right-click Generate RTL Code and IP Core, and then select **Run to Selected Task** to generate the IP core. You can find the register address mapping and other documentation for the IP core in the generated IP Core Report.

The report shows the individual bus elements and their address mappings:

Target Interface Configuration

You chose the following target interface configuration for [hdlcoder_axi_slave_bus_data_type](#):

Processor/FPGA synchronization mode: **Free running**

Target platform interface table:

| Port Name | Port Type | Data Type | Target Platform Interfaces | Interface Mapping | Interface Options |
|-----------------------------|-------------|-----------|----------------------------|---------------------------|------------------------|
| matrix_info | Import | bus | AXI4 | | RegisterInitialValue 0 |
| > matrix_info.matrix_mul_on | Bus element | boolean | AXI4 | x"100" | |
| > matrix_info.matrix_size | Bus element | uint32 | AXI4 | x"104" | |
| > matrix_info.burst_len | Bus element | uint32 | AXI4 | x"108" | |
| burst_from_ddr | Import | boolean | AXI4 | x"10C" | RegisterInitialValue 0 |
| burst_start | Import | boolean | AXI4 | x"110" | |
| axim_rd_data | Import | uint32 | AXI4 Master Read | Data | |
| axim_rd_s2m | Import | bus | AXI4 Master Read | Read Slave to Master Bus | |
| axim_wr_s2m | Import | bus | AXI4 Master Write | Write Slave to Master Bus | |
| ddr_read_done | Output | boolean | AXI4 | x"114" | |
| ddr_write_done | Output | boolean | AXI4 | x"118" | |
| axim_rd_m2s | Output | bus | AXI4 Master Read | Read Master to Slave Bus | |
| axim_wr_data | Output | uint32 | AXI4 Master Write | Data | |
| axim_wr_m2s | Output | bus | AXI4 Master Write | Write Master to Slave Bus | |

If you specified the initial value for the bus element using the `businit` variable, the generated IP core report shows the bus element initial values.

Target Interface Configuration

You chose the following target interface configuration for [hdlcoder_axi_slave_bus_data_type](#) :

Processor/FPGA synchronization mode: **Free running**

Target platform interface table:

| Port Name | Port Type | Data Type | Target Platform Interfaces | Interface Mapping | Interface Options |
|---|-------------|-----------|----------------------------|---------------------------|------------------------------|
| matrix_info | Inport | bus | AXI4 | | RegisterInitialValue businit |
| > matrix_info.matrix_mul_on | Bus element | boolean | AXI4 | x"100" | RegisterInitialValue 1 |
| > matrix_info.matrix_size | Bus element | uint32 | AXI4 | x"104" | RegisterInitialValue 64 |
| > matrix_info.burst_len | Bus element | uint32 | AXI4 | x"108" | RegisterInitialValue 4160 |
| burst_from_ddr | Inport | boolean | AXI4 | x"10C" | |
| burst_start | Inport | boolean | AXI4 | x"110" | |
| axim_rd_data | Inport | uint32 | AXI4 Master Read | Data | |
| axim_rd_s2m | Inport | bus | AXI4 Master Read | Read Slave to Master Bus | |
| axim_wr_s2m | Inport | bus | AXI4 Master Write | Write Slave to Master Bus | |
| ddr_read_done | Output | boolean | AXI4 | x"114" | |
| ddr_write_done | Output | boolean | AXI4 | x"118" | |
| axim_rd_m2s | Output | bus | AXI4 Master Read | Read Master to Slave Bus | |
| axim_wr_data | Output | uint32 | AXI4 Master Write | Data | |
| axim_wr_m2s | Output | bus | AXI4 Master Write | Write Master to Slave Bus | |

4. Right-click **Build FPGA Bitstream, and then select **Run to Selected Task** to generate the Vivado project. Build the FPGA bitstream.**

During the project creation, the generated DUT IP core is integrated into the **Default System with External DDR4 Memory Access** reference design. This reference design is comprised of a Xilinx Memory Interface Generator IP to communicate with the onboard external DDR4 memory on the ZCU102 platform. The MATLAB as AXI Master IP is also added to enable MATLAB to control the DUT IP and to initialize and verify the DDR memory content.

Run FPGA Implementation on Xilinx Zynq Ultrascale+ MPSoC ZCU102 Evaluation Kit

After the FPGA bitstream is generated, run **Program Target Device** to program the FPGA board through the JTAG cable.

You can then run the FPGA implementation and verify the hardware result by running this script in MATLAB:

```
hdlcoder_axi_slave_bus_data_type_hw_run_ZCU102.m
```

This script first initializes the `Matrix_Size` to 2000, which means a 2000-by-2000 matrix. You can adjust the `Matrix_Size` up to 4000.

The AXI4 Master read and write channel base addresses are then configured. These addresses define the base address that DUT reads from the external DDR memory, and writes to external DDR memory. In this script, the DUT reads from base address '80000000', and write to the base address '90000000'.

The MATLAB as AXI Master initializes the external DDR4 memory with input vector and matrix data and clears the output DDR memory location.

The DUT calculation is started by controlling the AXI4 accessible registers. The DUT IP core first reads input data from the DDR memory, performs the matrix vector multiplication, and then writes the result back to the DDR memory.

The output result is read back to MATLAB and compared to the expected value. The hardware results are verified in MATLAB.

```
>> hdlcoder_axi_slave_bus_data_type_hw_run_ZCU102
Initializing external DDR4 memory (data size 4002000) ...
Starting DUT IP core processing ...
Verifying result ...
PASSED: Matrix vector multiplication output matches with the expected data.
```

See Also

More About

- “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75
- “Map Bus Data Types to AXI4 Slave Interface” on page 41-5

Prototype FPGA Design on Hardware with Live Data by Using MATLAB Commands

This example shows how to use MATLAB to prototype an algorithm running on FPGA hardware from your host computer.

Introduction

At many stages in the design process it can be useful to interact with an FPGA design that is running directly on hardware. Working with hardware enables you to rapidly prototype designs, verify functionality, tune key parameters, connect to real-world signals, collect data for analysis, and much more.

This example shows you how to connect MATLAB on your host computer to your FPGA hardware. Use MATLAB to:

- Write input signals to your FPGA algorithm.
- Capture output signals from your FPGA for analysis.
- Read from and write to registers in your FPGA design.

As part of this example, you:

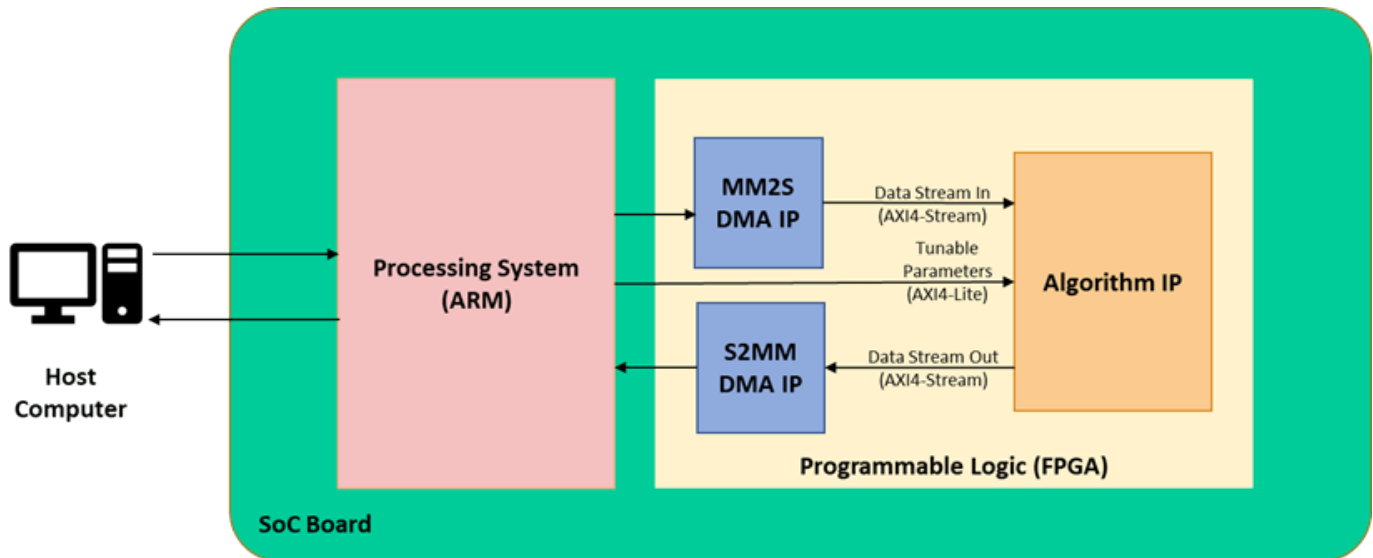
- 1 Generate and deploy a simple algorithm on hardware.
- 2 Create a hardware object to establish a connection to your FPGA.
- 3 Use a simple script to prototype the design running on hardware with live data.

Before You Begin

To run this example, install and set up:

- HDL Coder Support Package for Xilinx Zynq Platform
- Xilinx Vivado (version indicated in [Supported Third-Party Tools and Hardware](#))
- Xilinx SoC board. This example uses the ZedBoard.
- MathWorks firmware image on the board's SD card. For help with SD card setup, see [Guided SD Card Setup](#) (HDL Coder Support Package for Xilinx Zynq Platform).

System Architecture



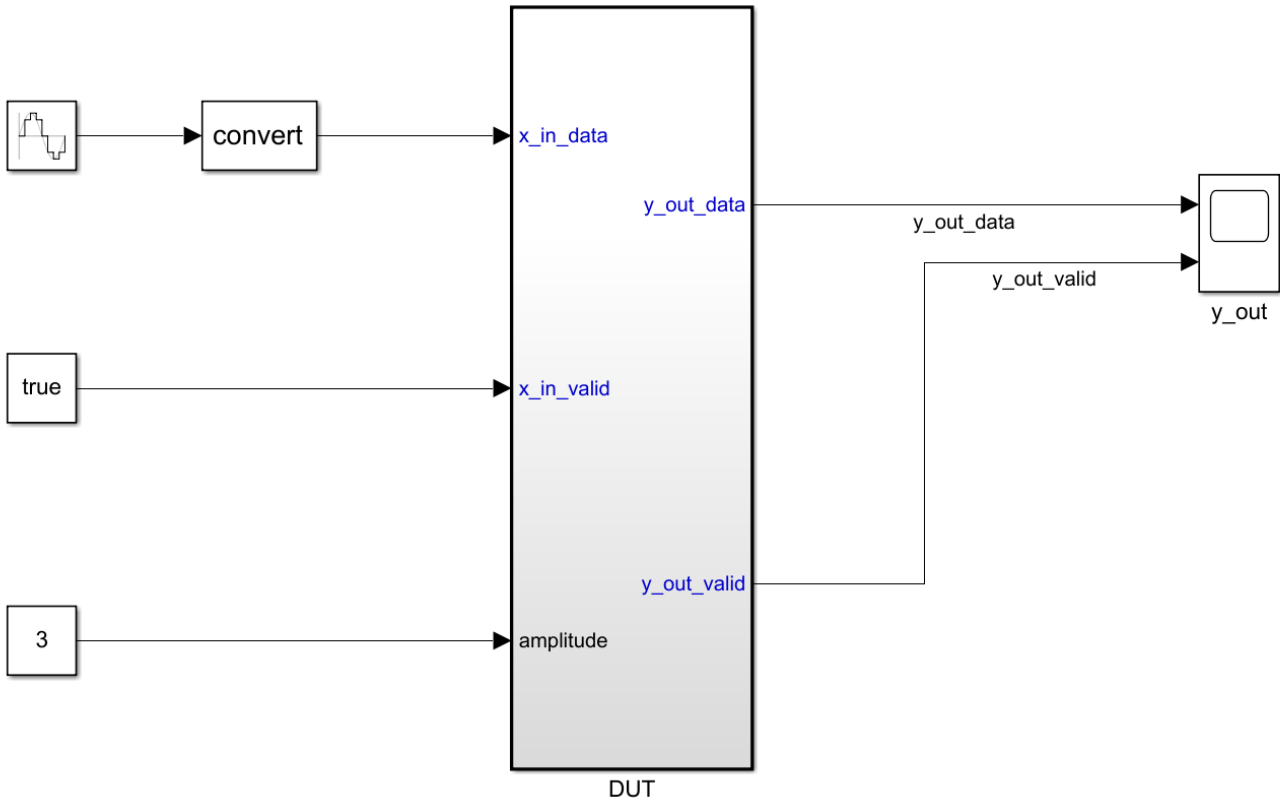
The preceding image shows the high-level architecture of the system. The host computer communicates to the FPGA through the processing system on the System on Chip (SoC) board. The host computer can send and receive frames of data, which are translated to and from streaming data by the Direct Memory Access (DMA) IPs. The host computer can also tune parameters by writing to AXI4-Lite registers within the algorithm IP core.

FPGA Algorithm

The algorithm deployed to the FPGA is a simple streaming algorithm that scales the amplitude of the input signal by a constant. The streaming data is modeled with data and valid signals. The amplitude signal is modeled as a constant.

Open the model. The model consists of the design under test (DUT) and the testbench. The DUT contains the algorithm that is deployed to the FPGA. The testbench exercises the DUT during simulation by providing inputs and capturing outputs for display.

```
% open_system hdlcoder_scale_amplitude.slx
```



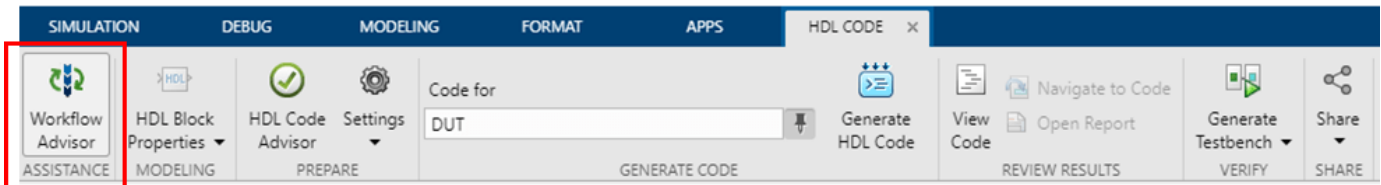
Generate HDL IP Core

To generate an IP core from the DUT by using the HDL Workflow Advisor:

1. Set up the Xilinx Vivado synthesis tool path using the following command in the MATLAB Command Window. Use your own Vivado installation path when you run the command.

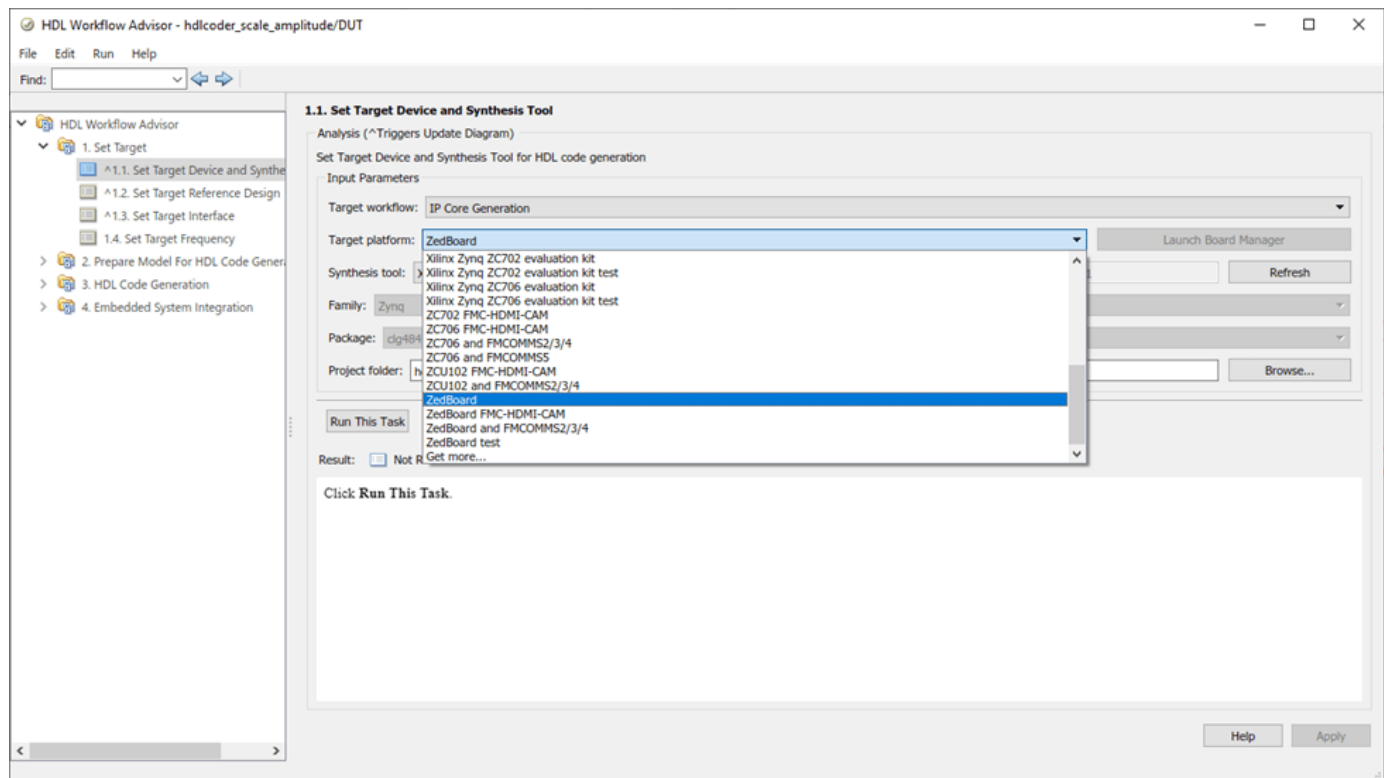
```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2020.1\bin\vivado.ba
```

2. Open the HDL Coder toolstrip app from **Apps > HDL Coder**. Click the toolstrip icon to open the Workflow Advisor.



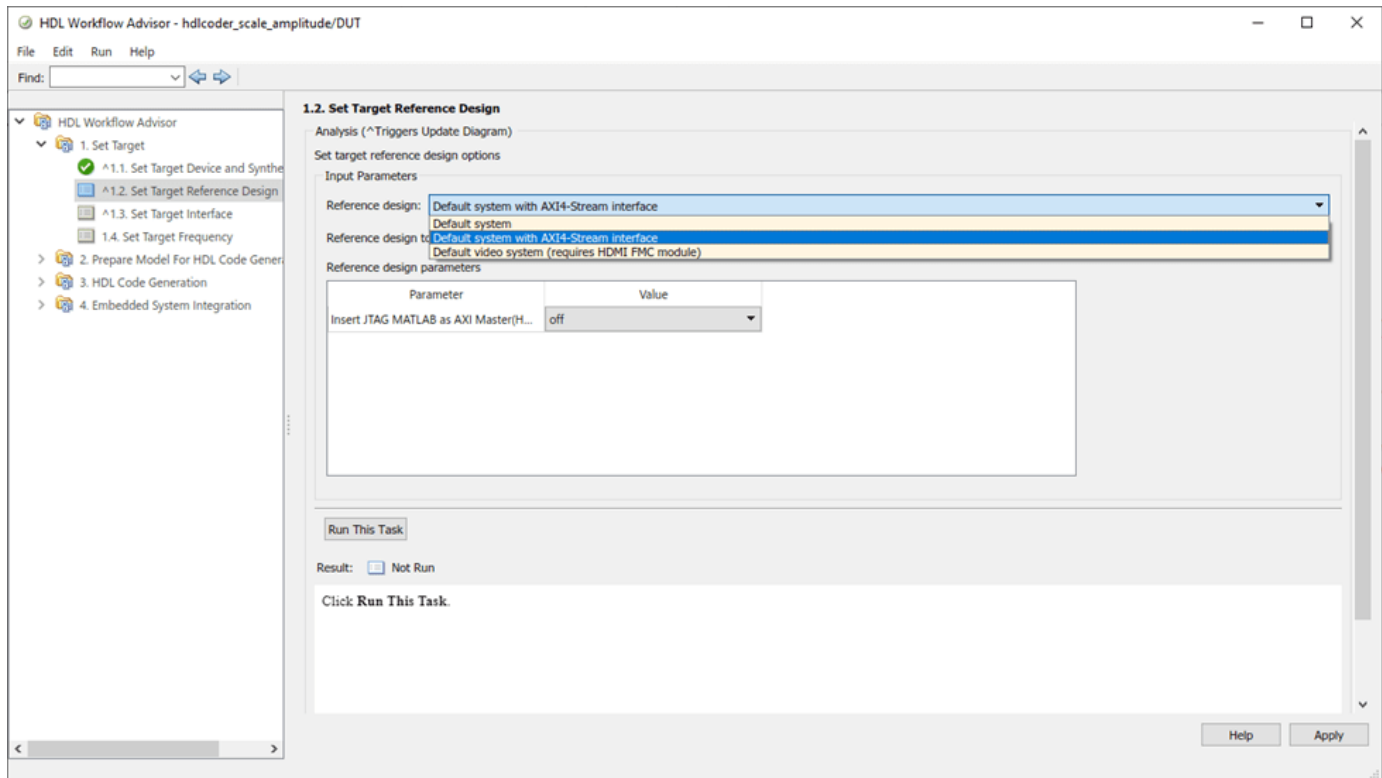
3. In the **Set Target Device and Synthesis Tool** task, select **IP Core Generation** for **Target workflow** and **ZedBoard** for **Target platform**. If you are targeting a different Xilinx SoC, choose your board from the Target platform context menu.

Click **Run This Task**.



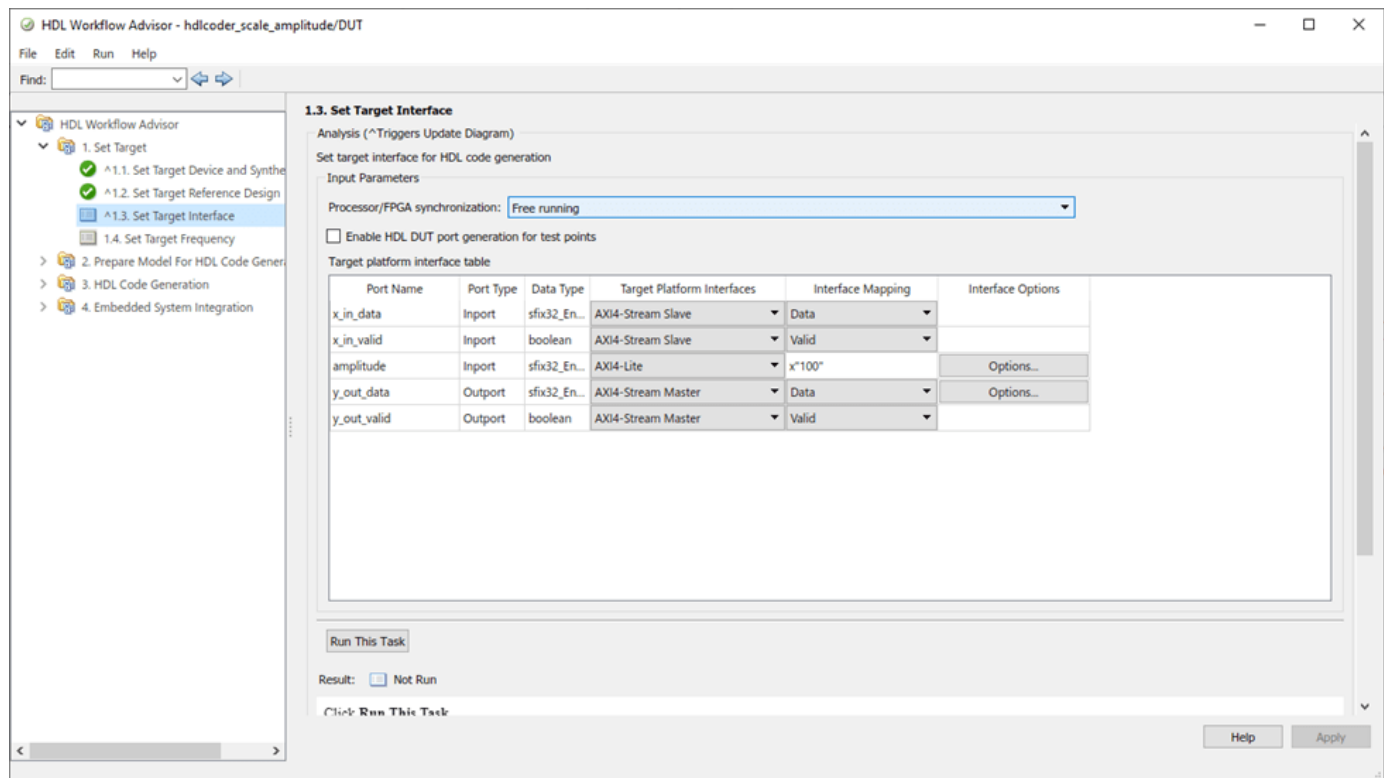
4. In the **Set Target Reference Design** task, select **Default System with AXI4-Stream interface** for **Reference Design**.

Click **Run This Task**.

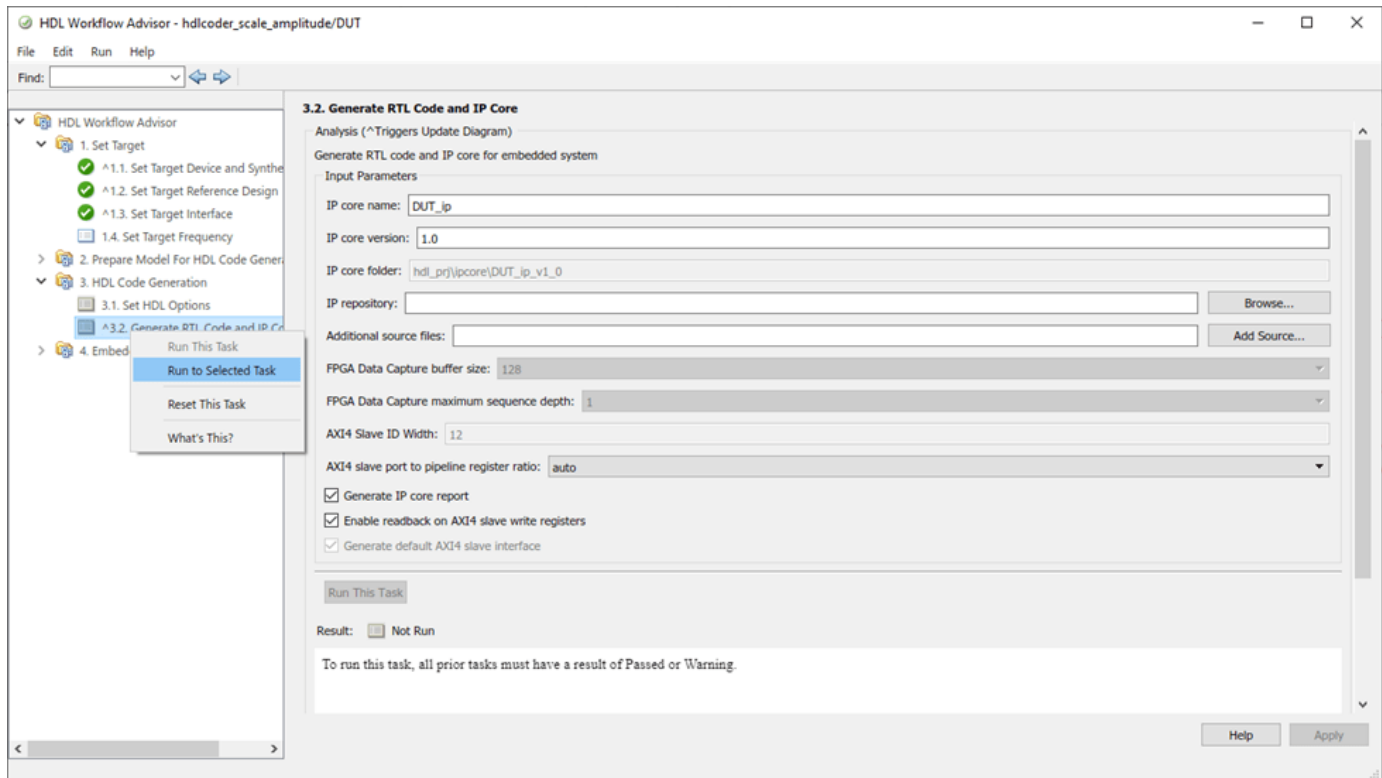


5. In **Set Target Interface** task, the ports of the **DUT** subsystem are mapped to IP Core interfaces. The input data and valid ports are mapped to **AXI4-Stream Slave**. The output data and valid ports are mapped to **AXI4-Stream Master**. The amplitude signal is mapped to **AXI4-Lite**.

Click **Run This Task**.



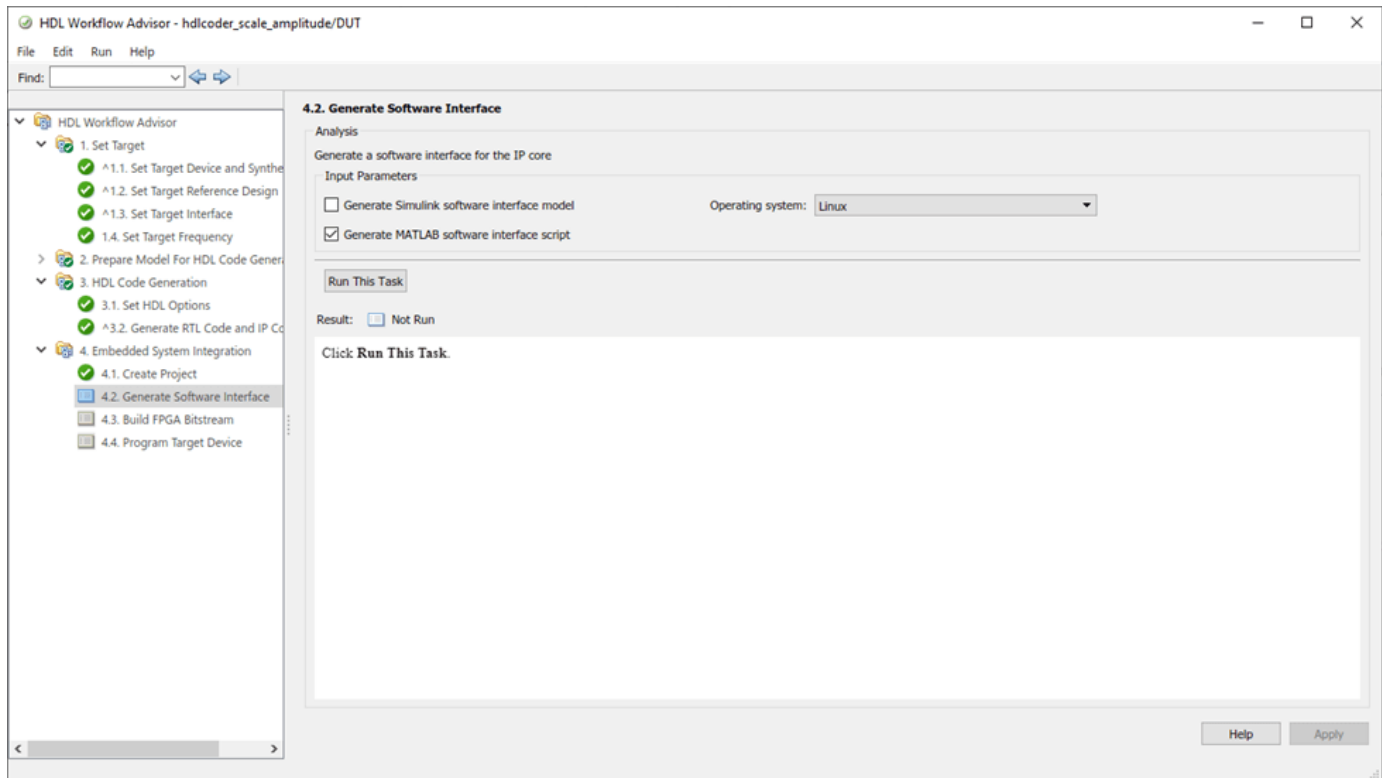
6) Right-click the **Generate RTL Code and IP Core** task, and select **Run to Selected Task** to generate the IP core.



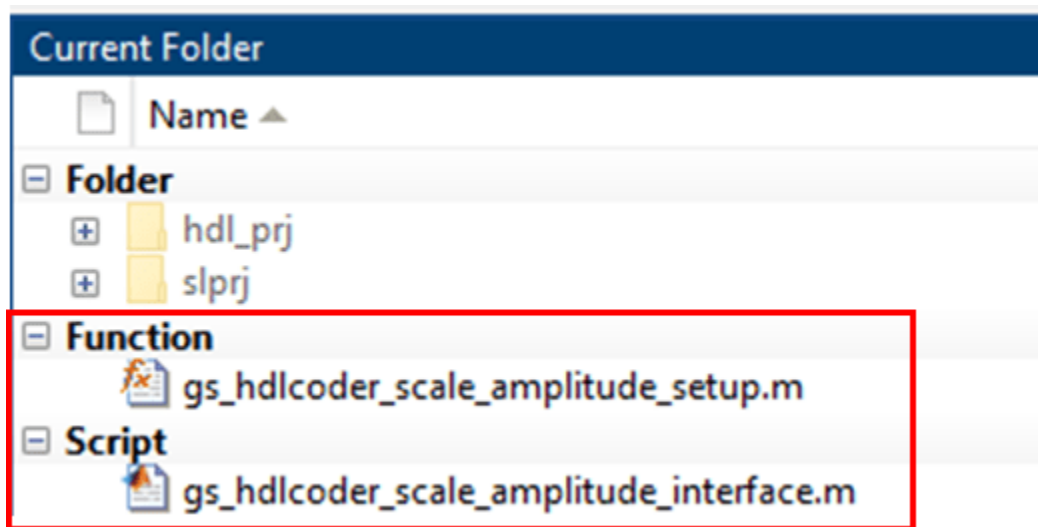
Generate Interface Between Host Computer and IP Core

To generate a host computer interface to the IP core and deploy the design to the target hardware board:

1. Run the **Create Project** task. This task inserts the generated IP core for the FPGA algorithm into the reference design to create the system shown in the System Architecture diagram.
2. In the **Generate Software Interface** task, select the box for **Generate MATLAB software interface script** then run this task.

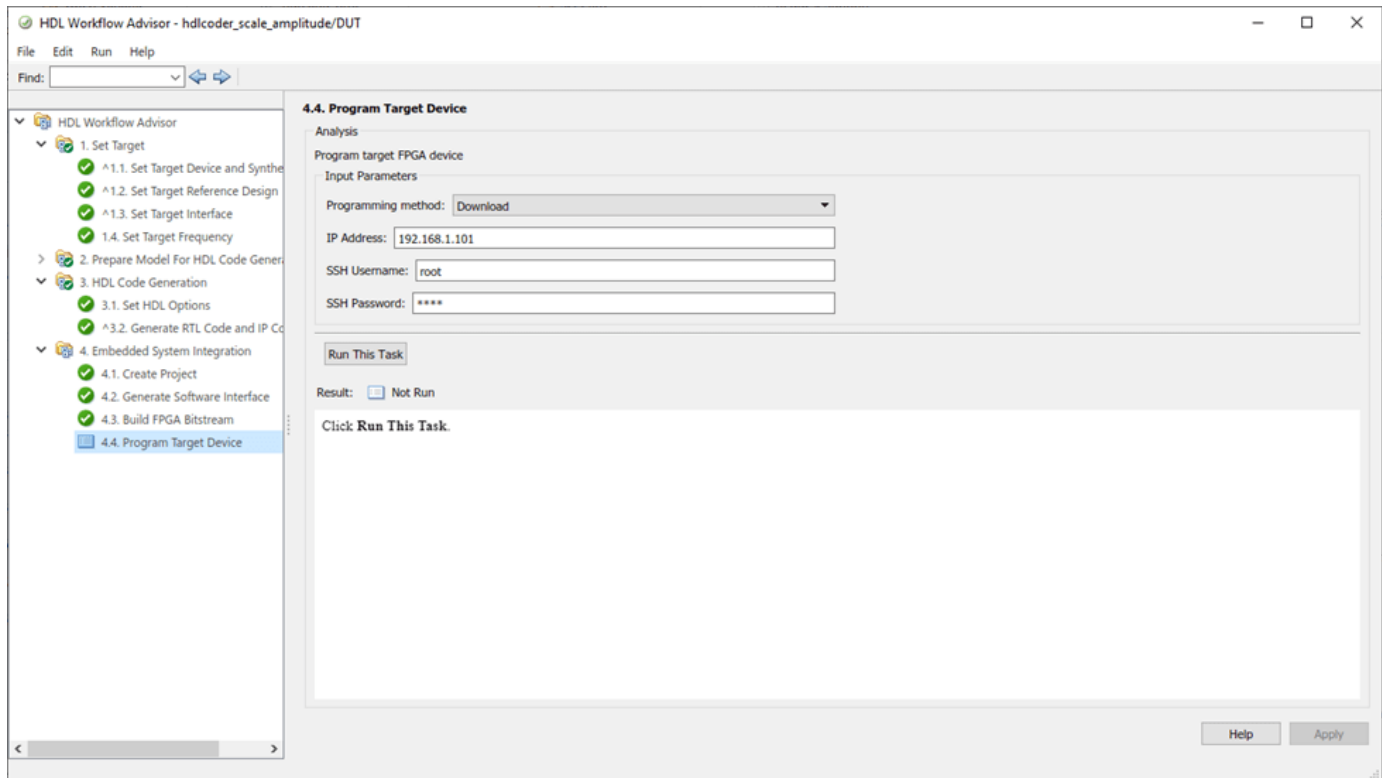


3. Two MATLAB files are generated in your current folder that enable you to prototype your generated IP core directly from MATLAB.



4. Inspect these generated files in Interact with FPGA Design from Host Computer. on page 40-0 First, complete the remaining Workflow Advisor tasks. Run the **Build FPGA Bitstream** task, which might take some time to finish.

5. Run the **Program Target Device** task to program the FPGA algorithm onto the board. Choose the **Download** programming method, which downloads the FPGA bitstream onto the SD card and configures the ARM processing system to start up properly.



Interact with FPGA Design from Host Computer

Interact with the FPGA design by reading and writing data from MATLAB on the host computer.

Open the generated script file:

open `gs_hdlcoder_scale_amplitude_interface.m`

This file creates a connection to your FPGA hardware for reading and writing data.

- 1 Creates an “fpga” hardware object, which represents a connection to the FPGA on your hardware board.
- 2 Configures the “fpga” object with the desired hardware interfaces and ports from your DUT algorithm.
- 3 Reads and writes data to DUT ports to exercise your algorithm running on hardware.
- 4 Releases any hardware resources used by the fpga object to clean up the connection.

```
14 %% Create fpga object
15 hFPGA = fpga("Xilinx");
16
17 %% Setup fpga object
18 % This function configures the "fpga" object with the same interfaces as the generated IP core
19 gs_hdlcoder_scale_amplitude_setup(hFPGA);
20
21 %% Write/read DUT ports
22 % Uncomment the following lines to write/read DUT ports in the generated IP Core.
23 % Update the example data in the write commands with meaningful data to write to the DUT.
24 %% AXI4-Lite
25 % writePort(hFPGA, "amplitude", zeros([1 1]));
26
27 %% AXI4-Stream
28 % writePort(hFPGA, "x_in_data", zeros([1 1024]));
29 % data_y_out_data = readPort(hFPGA, "y_out_data");
30
31 %% Release hardware resources
32 release(hFPGA);
```

Open the generated setup function:

open `gs_hdlcoder_scale_amplitude_interface.m`

This function configures the fpga hardware object with the same ports and interfaces that were mapped in the **Set Target Interface** task. You can reuse this function can be reused in your own scripts to recreate this configuration.

| | |
|---|--|
| <pre> 1 function gs_hdlcoder_scale_amplitude_setup(hFPGA) 2 %----- 3 % Software Interface Script Setup 4 % 5 % Generated with MATLAB 9.10 (R2021a) at 12:58:24 on 23/11/2020. 6 % This function was created for the IP Core generated from design 'hdlcoder_scale_amplitude'. 7 % 8 % Run this function on an "fpga" object to configure it with the same interfaces as the generated IP core. 9 %----- 10 11 %% AXI4-Lite 12 addAXI4SlaveInterface(hFPGA, ... 13 "InterfaceID", "AXI4-Lite", ... 14 "BaseAddress", 0x400D0000, ... 15 "AddressRange", 0x10000); 16 17 DUTPort_amplitude = hdlcoder.DUTPort("amplitude", ... 18 "Direction", "IN", ... 19 "DataType", numerictype(1,32,16), ... 20 "Dimension", [1 1], ... 21 "IOInterface", "AXI4-Lite", ... 22 "IOInterfaceMapping", "0x100"); 23 24 mapPort(hFPGA, [DUTPort_amplitude]); 25 26 %% AXI4-Stream 27 addAXI4StreamInterface(hFPGA, ... 28 "InterfaceID", "AXI4-Stream", ... 29 "WriteEnable", true, ... 30 "WriteFrameLength", 1024, ... 31 "ReadEnable", true, ... 32 "ReadFrameLength", 1024); 33 34 DUTPort_x_in_data = hdlcoder.DUTPort("x_in_data", ... 35 "Direction", "IN", ... 36 "DataType", numerictype(1,32,16), ... 37 "Dimension", [1 1], ... 38 "IOInterface", "AXI4-Stream"); 39 40 DUTPort_y_out_data = hdlcoder.DUTPort("y_out_data", ... 41 "Direction", "OUT", ... 42 "DataType", numerictype(1,32,16), ... 43 "Dimension", [1 1], ... 44 "IOInterface", "AXI4-Stream"); 45 46 mapPort(hFPGA, [DUTPort_x_in_data, DUTPort_y_out_data]); 47 48 end </pre> | <p>DUT input port "amplitude" is mapped to an AXI register</p> <p>DUT input and output streaming ports</p> |
|---|--|

You can modify the generated script file to exercise the algorithm running on hardware. A live script has been prepared, which you can open by running this command:

```
open hdlcoder_scale_amplitude_script.mlx
```

Change the slider value and observe how the output data (orange) changes in the graph below it. As the slider moves, the code below it is executed. Each execution of the code:

- Writes the new amplitude value from the slider to an AXI register in the IP core.
- Writes one frame of the input signal.

- Reads one frame of output signal.
- Plots the input and output signals on the same graph to show the difference in amplitude.


Prepare input signal frame

Create a frame of data for the input signal. This frame is written to the AXI4-Stream interface on the IP core. The DMA on the hardware will take care of translating the frame-based data to sample-based (streaming) data.

A sine wave is being used as the input signal. Try using other MATLAB functions to generate different input signals and observe the output. The input signal must be a vector of length 1024.

```
t = linspace(0, 1, 1024);
w = 2*pi*10;
data_in = sin(w*t);
```

AXI4-Lite

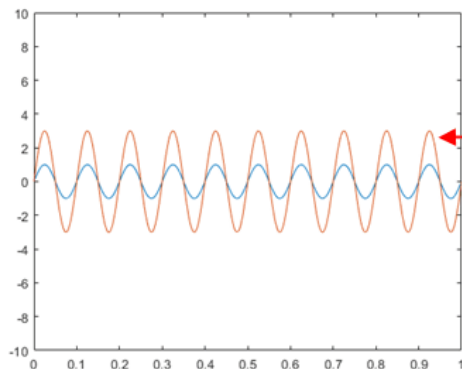
```
ampl = 3 ;  ;  Change the slider value
writePort(hFPGA, "amplitude", ampl);
```


AXI4-Stream

```
writePort(hFPGA, "x_in_data", data_in);
data_y_out_data = readPort(hFPGA, "y_out_data");
```

Plot data

```
plot(t, data_in, t, data_y_out_data);
ylim([-10 10])
```



 Observe changes in the output signal

When finished, run the last line of the script to release any hardware resources used by the `fpga` object for clean up:

```
release(hFPGA);
```

Next Steps

Experiment further with the generated script:

- Change the MATLAB function used to produce the input signal data on the line 7 of the live script. Some other functions to try are `cos`, `square`, and `sawtooth`.
- Use [App Designer](#) to create a custom app with the commands from this script. Add User Interface (UI) components for interacting with the algorithm as it runs on the hardware.
- Follow the steps from this example with your own model. Use the generated script to prototype your algorithm on hardware.

Target SoC Platforms and Speedgoat Boards

- “Model Design for AXI4 Slave Interface Generation” on page 41-3
- “Model Design for AXI4-Stream Interface Generation” on page 41-11
- “Generate HDL IP Core with Multiple AXI4-Stream and AXI4 Master Interfaces” on page 41-20
- “Running Audio Filter with Multiple AXI4-Stream Channels on ZedBoard” on page 41-25
- “Enable Readback on AXI4 Slave Input Registers to Inspect Written Values” on page 41-38
- “Multirate IP Core Generation” on page 41-51
- “Board and Reference Design Registration System” on page 41-55
- “Register a Custom Board” on page 41-58
- “Register a Custom Reference Design” on page 41-61
- “Define Custom Parameters and Callback Functions for Custom Reference Design” on page 41-64
- “Customize Reference Design Dynamically Based on Reference Design Parameters” on page 41-70
- “Define and Add IP Repository to Custom Reference Design” on page 41-75
- “FPGA Programming and Configuration on Speedgoat Simulink-Programmable I/O Modules” on page 41-79
- “Model Design for AXI4-Stream Video Interface Generation” on page 41-84
- “Model Design for AXI4 Master Interface Generation” on page 41-93
- “IP Core Generation Workflow for Standalone FPGA Devices” on page 41-104
- “IP Core Generation Workflow for Speedgoat Simulink-Programmable I/O Modules” on page 41-108
- “IP Core Generation of an I2C Controller IP to Configure the Audio Codec Chip” on page 41-111
- “Running an Audio Filter on Live Audio Input using Intel Board” on page 41-131
- “Running an Audio Filter on Live Audio Input Using a Zynq Board” on page 41-141
- “Getting Started with AXI4-Stream Interface in Zynq Workflow” on page 41-152
- “Getting Started with AXI4-Stream Video Interface in Zynq Workflow” on page 41-167
- “Performing Large Matrix Operation on FPGA using External Memory” on page 41-177
- “Authoring a Reference Design for Audio System on a Zynq Board” on page 41-185
- “Authoring a Reference Design for Audio System on a ZYBO Board” on page 41-195
- “Authoring a Reference Design for Audio System on Intel Board” on page 41-201
- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230
- “Dynamically Create Reference Design with Master Only or Slave Only AXI4-Stream Interface” on page 41-244

- “Using JTAG MATLAB as AXI Master to control HDL Coder generated IP Core” on page 41-257
- “Debug a Zynq Design Using HDL Coder and Embedded Coder” on page 41-264
- “Debug IP Core Using FPGA Data Capture” on page 41-269

Model Design for AXI4 Slave Interface Generation

In this section...

“Considerations” on page 41-3

“Map Scalar Ports to AXI4 Slave Interface” on page 41-3

“Map Vector Ports to AXI4 Slave Interface” on page 41-4

“Map Bus Data Types to AXI4 Slave Interface” on page 41-5

“Specify Initial Value of AXI4 Slave Registers” on page 41-6

“Read Back Value of AXI4 Slave Interfaces” on page 41-8

“Optimize AXI4 Slave Read Logic” on page 41-10

To perform lightweight data transfer or to access control registers, use AXI4 slave interfaces. The AXI4 slave interfaces include the AXI4 and AXI4-Lite interfaces. With the HDL Coder software, you don't have to implement AXI4 or AXI4-Lite protocol in your model. The software generates AXI4 or AXI4-Lite interfaces in the HDL IP core.

When you model your design, specify the data ports, you want to map to the AXI4 slave interfaces. HDL Coder then maps the data ports to memory-mapped registers and allocates address offsets for the ports.

Considerations

When you map your DUT ports to AXI4 or AXI4-Lite interfaces:

- You can map all scalar, vector, or bus ports in your design to either AXI4 or AXI4-Lite interfaces.
- You cannot map some DUT ports to AXI4 interfaces and other DUT ports to AXI4-Lite interfaces for the same design.

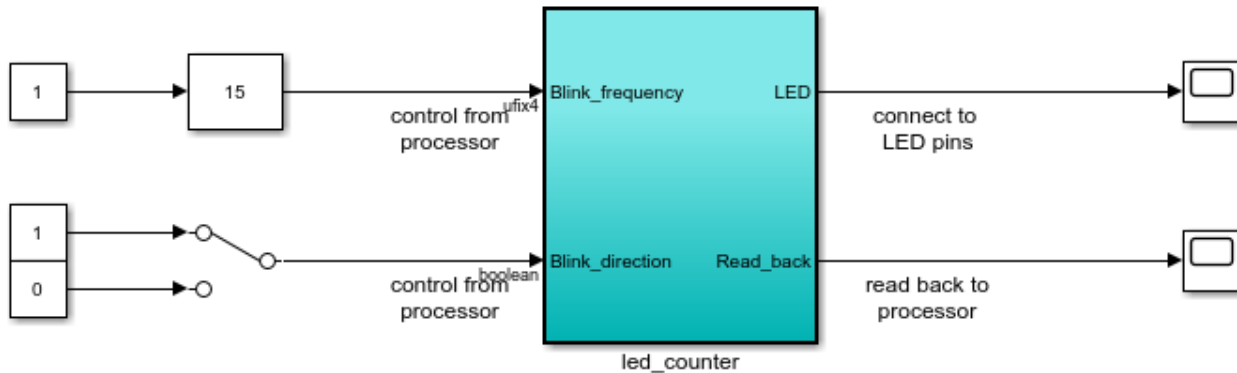
Map Scalar Ports to AXI4 Slave Interface

When you use scalar data types at the DUT interface ports, you can directly map the interface ports to AXI4 or AXI4-Lite interfaces. The code generator assigns a unique address to each data port that you want to map to the AXI4 interface.

For an example that shows how to map scalar ports to AXI4-Lite interfaces, open the model `hdlcoder_led_blinking`.

```
open_system('hdlcoder_led_blinking')
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking/led_counter')`

Launch HDL Workflow Advisor

Run Demo

Copyright 2012 The MathWorks, Inc.

In this model, the subsystem `led_counter` is the hardware subsystem. It models a counter that blinks the LEDs on an FPGA board. Two input ports, `Blink_frequency` and `Blink_direction`, are control ports that determine the LED blink frequency and direction. All the blocks outside of the subsystem `led_counter` are for software implementation.

In Simulink, you can use the Slider Gain block or the Manual Switch block to adjust the hardware subsystem's input values. The ARM processor controls the generated IP core by writing to the AXI interface accessible registers in the embedded software. The output port of the hardware subsystem connects to the LED hardware. You can use the output port `Read_back` to read data back to the processor.

When you run the IP Core Generation workflow, in the **Set Target Interface** task, you see that the ports `Blink_frequency`, `Blink_direction`, and `Read_back` map to AXI4-Lite interfaces.

To learn more about this example, see:

- “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75
- “Getting Started with Targeting Intel SoC Devices” on page 40-114

Map Vector Ports to AXI4 Slave Interface

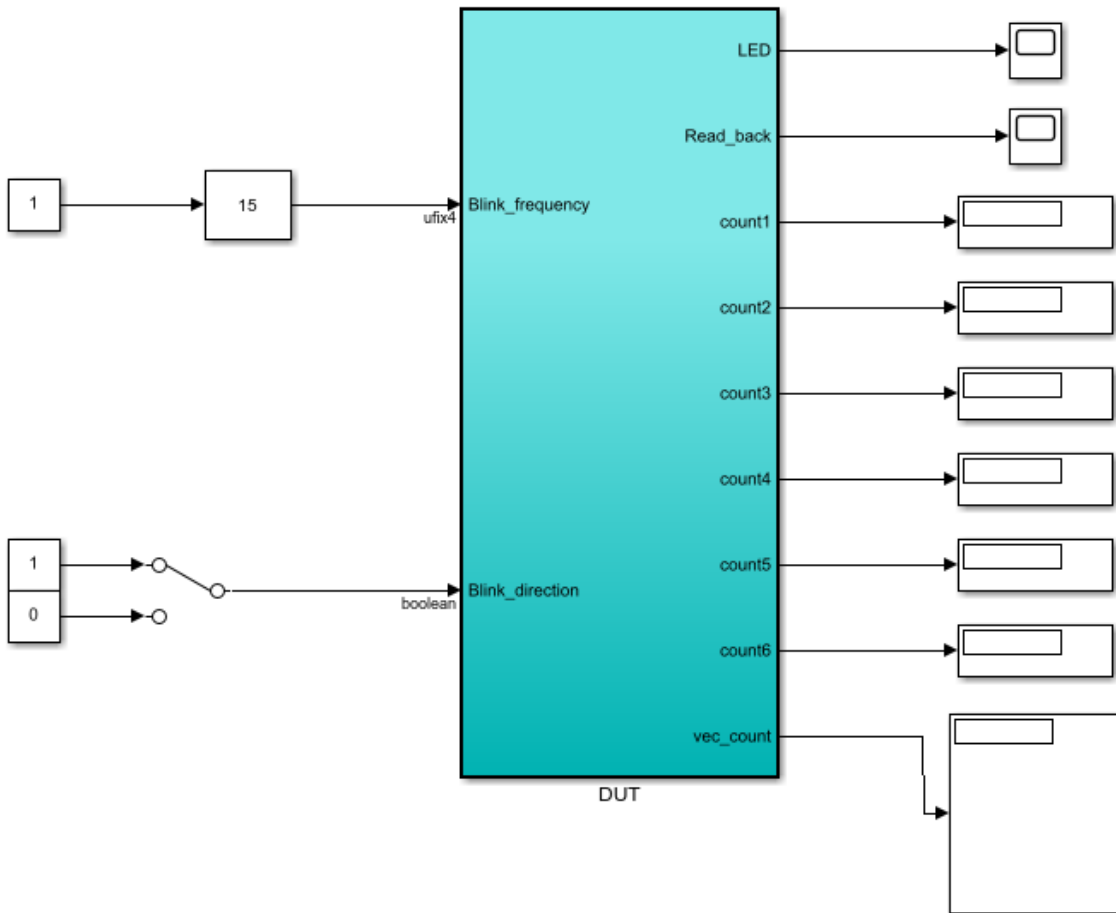
When you use vector data types at the DUT interface ports, you can directly map the interface ports to AXI4 or AXI4-Lite interfaces. The code generator assigns a unique address for each data port that you want to map to the AXI4 interface.

When you map vector ports, HDL Coder uses additional strobe registers for each port to maintain the synchronization with the IP core algorithm logic. For input ports, the strobe registers control the

enable signals for a set of shadow registers, making the IP core algorithm logic see the updated vector elements simultaneously. For output ports, the strobe registers make sure that the vector data to be read is captured synchronously.

For an example that shows how to map vector ports to AXI4-Lite interfaces, open the model `hdlcoder_led_vector`.

```
open_system('hdlcoder_led_vector')
```



In this model, the subsystem DUT implements the LED blinking algorithm and has vector output ports. When you run the IP Core Generation workflow, you see that the input ports and output ports map to AXI4-Lite interfaces in the **Set Target Interface** task.

To learn more, see “IP Core Generation Workflow with a MicroBlaze processor: Xilinx Kintex-7 KC705” on page 40-183.

Map Bus Data Types to AXI4 Slave Interface

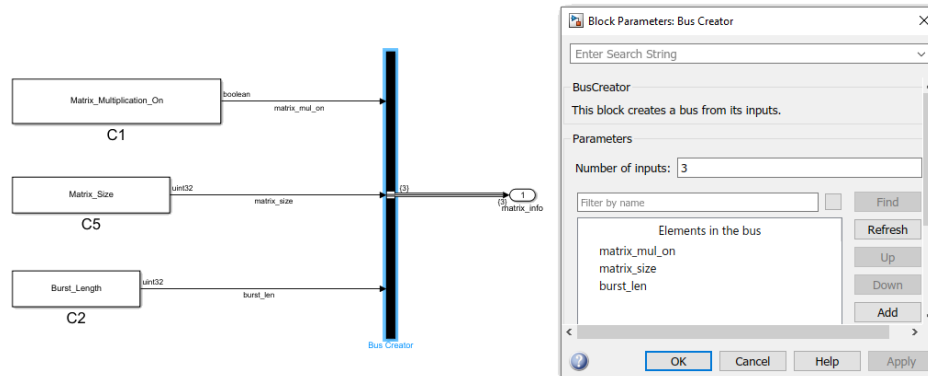
When you use bus data types at the DUT interface ports, you can directly map the interface ports to AXI4 or AXI4-Lite interfaces.

When you map bus data types, HDL Coder assigns a unique address for each data port that you want to map to the AXI4 interface. The top-level and sub-level buses do not have a register offset address. The address mapping for separate scalar or vector bus elements is not contiguous.

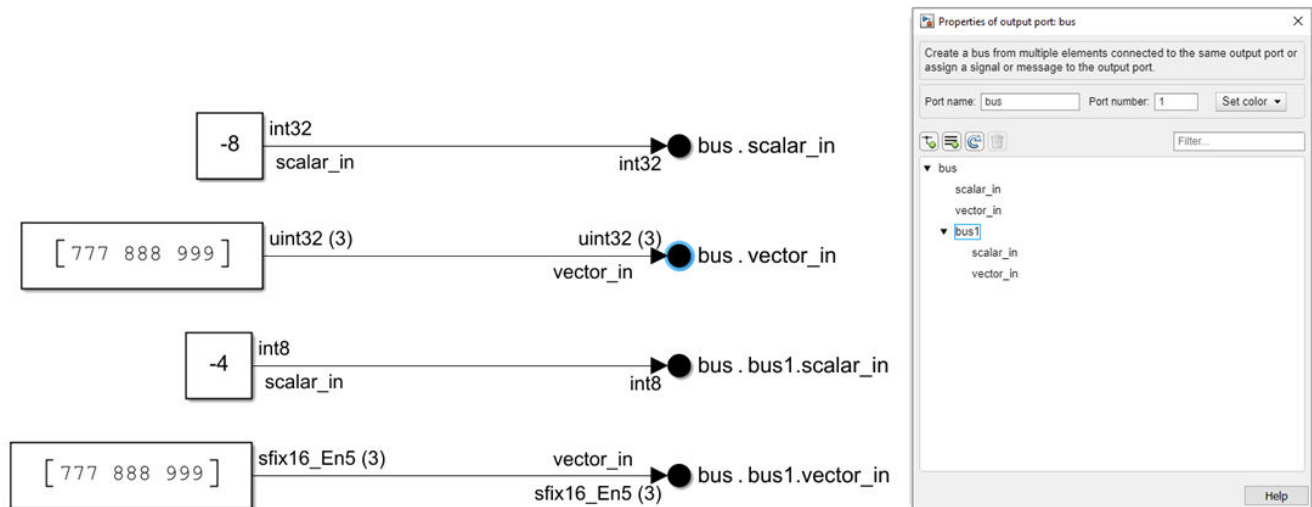
Model Bus Element

Model a bus element by using a bus creator block or bus element block to create a bus port.

Model a bus element by using a bus creator block.



Model a bus element by using bus element blocks:



For more information, see “Map Bus Data types to AXI4 Slave Interfaces” on page 40-206.

Specify Initial Value of AXI4 Slave Registers

When you run the IP Core Generation workflow or the Simulink Real-Time FPGA I/O workflow, you can specify an initial value for input ports mapped to the AXI4 slave registers. You can specify an initial value when mapping to these target interfaces:

- AXI4
- AXI4-Lite
- PCIe

By default, the initial value is zero. To specify a nonzero value:

- 1 In the target platform interface table, when you map an input DUT port to an AXI4 slave interface, an **Options** button appears in the **Interface Options** column.
- 2 Click the **Options** button, and then specify the **RegisterInitialValue**.

The specified value is saved on the DUT Inport blocks as the HDL block property **IOInterfaceOptions** in the **Target Specification** tab. For example, if you map a DUT input port to AXI4-Lite interface, set **RegisterInitialValue** to 5, and then run the **Set Target Interface** task, the **IOInterfaceOptions** property of that input port is saved with the value `{'RegisterInitialValue', '5'}`.

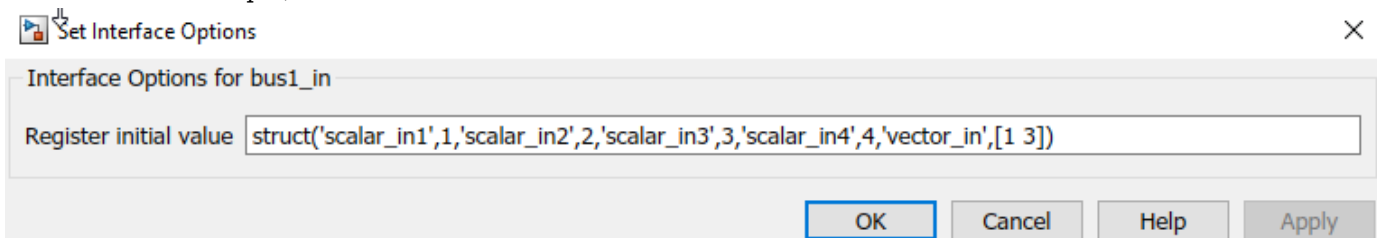
To view the `IOInterfaceOptions` value, if the full path to your DUT port is `hdlcoder_led_blinking/led_counter/LED`, enter:

```
hdlget_param('hdlcoder_led_blinking/led_counter/LED', ...
            'IOInterfaceOptions')
```

Specify the initial value for scalar ports.

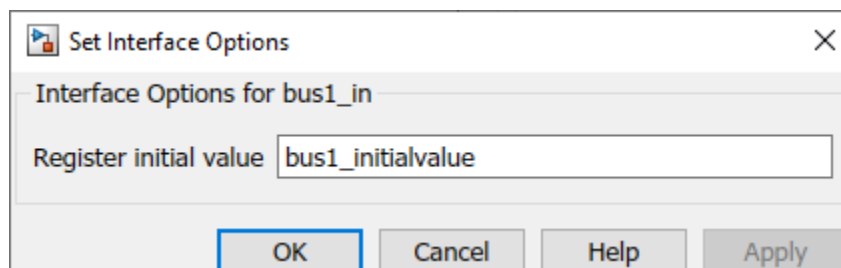
```
hdlset_param('hdlcoder_led_blinking/led_counter/LED', ...
            'IOInterfaceOptions', {'RegisterInitialValue', '5'});
```

To set the initial value for a bus, specify a struct whose field names match the bus element names. For example,



You can also specify the initial value by using a variable defined in the MATLAB workspace. For example:

```
bus1_initialvalue = struct('scalar_in1',1,'scalar_in2',2,'scalar_in3',3,'scalar_in4',4,'vector_in',[1 3])
```



Read Back Value of AXI4 Slave Interfaces

When you run the IP Core Generation workflow, you can read back the value that is written to the AXI4 slave registers by using the AXI4 slave interface. For example, you can read back the values that are written to the AXI4 slave registers by using the `devmem` command in the Linux console of the ARM processor. If you have HDL Verifier installed, you can use the MATLAB as AXI Master IP to read back the values.

To use this capability, in the **Generate RTL Code and IP Core** task of the IP Core Generation workflow, select the **Enable read back on AXI4 slave write registers** check box, and then run the **Generate RTL Code and IP Core** task

3.2. Generate RTL Code and IP Core

Analysis (^Triggers Update Diagram)

Generate RTL code and IP core for embedded system

Input Parameters

IP core name:

IP core version:

IP core folder:

IP repository:

Additional source files:

FPGA Data Capture buffer size:

Generate IP core report

Enable readback on AXI4 slave write registers

When you run this task, HDL Coder saves the read back setting that you enabled on the model. In the HDL Block Properties of the DUT Subsystem, on the **IP Core Parameter** section of the **Target Specification** tab, you see a parameter **AXI4RegisterReadback** set to on. If you export the HDL Workflow Advisor run to a script, you see this setting saved on the model by using `hdlset_param`.

```
hdlset_param('hdlcoder_led_vector/DUT', 'AXI4RegisterReadback', 'on');
```

These examples show how you can read back values by using the `devmem` command in the Linux console with a program such as PuTTY.

To read back values when mapping scalar ports to AXI4 interfaces, you first write values to the AXI4 registers, and then read back the values. You can see the memory address of the AXI4 registers in the IP Core Generation report.


```
COM7 - PuTTY
zynq>
zynq>
zynq>
zynq> devmem 0x400d0100
0x00000000
zynq> devmem 0x400d0100 w 0x1
zynq> devmem 0x400d0100
0x00000001
zynq> devmem 0x400d0100 w 0x2
zynq> devmem 0x400d0100
0x00000002
zynq>
```

To read back values when mapping vector ports to AXI4 interfaces, you first write to the AXI4 registers, then write the strobe register address with `0x1`, and then read back the values. You can see the memory address of the AXI4 registers and the strobe register in the IP Core Generation report.

```
COM7 - PuTTY
zynq>
zynq>
zynq>
zynq> devmem 0x400d0100
0x00000000
zynq> devmem 0x400d0104
0x00000000
zynq> devmem 0x400d0100 w 0x2
zynq> devmem 0x400d0110 w 0x1
zynq> devmem 0x400d0100
0x00000002
zynq> devmem 0x400d0104 w 0x3
zynq> devmem 0x400d0110 w 0x1
zynq> devmem 0x400d0104
0x00000003
zynq>
```

Optimize AXI4 Slave Read Logic

When your model contains several output registers and you want to read back data from multiple AXI4 slave registers, the read back logic becomes a long mux chain that can reduce the synthesis frequency. If you select the **Enable readback on AXI4 slave write registers** setting in the **Generate RTL Code and IP Core** task, HDL Coder adds a mux for each AXI4 register in the Address Decoder logic. As the number of AXI4 slave registers increases, the mux chain becomes longer, which further reduces the synthesis frequency.

You can optimize the readback logic and achieve the target frequency that you want. When you run the **IP Core Generation** workflow, in the **Generate RTL Code and IP Core** task, you see a setting **AX4 slave port to pipeline register ratio**. The default value of this setting is `auto`. This setting indicates how many AXI4 slave registers a pipeline register is inserted for. For example, an **AX4 slave port to pipeline register ratio** of 20 means that one pipeline register is inserted for every 20 AXI slave registers. The `auto` setting means that the code generator inserts a certain number of pipelines for the AXI4 slave ports depending on the number of ports and the synthesis tool that you specify. You can disable this setting or select a number between 5 and 50 for this ratio.

When you run this task, HDL Coder saves the value that you specified for the setting on the model. In the HDL Block Properties of the DUT Subsystem, on the **IP Core Parameter** section of the **Target Specification** tab, you see a parameter **AX4SlavePortToPipelineRegisterRatio** set to the value that you specified. If you export the HDL Workflow Advisor run to a script, you see this setting saved on the model by using `hdlset_param`.

```
hdlset_param('hdlcoder_led_vector/DUT', ...  
            'AXI4SlavePortToPipelineRegisterRatio', '20');
```

See Also

More About

- “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2
- “Custom IP Core Generation” on page 40-10

Model Design for AXI4-Stream Interface Generation

In this section...

“Simplified Streaming Protocol” on page 41-11
 “Sample-Based Modeling” on page 41-12
 “Frame-Based Modeling” on page 41-15
 “Model Designs with Multiple Streaming Channels” on page 41-16
 “Model Designs That Have Multiple Sample Rates” on page 41-17
 “Interface Options for AXI4 Stream Data” on page 41-17
 “Restrictions” on page 41-19

With the HDL Coder software, you can implement a simplified, streaming protocol in your model. The software generates AXI4-Stream interfaces in the IP core.

Simplified Streaming Protocol

To map the design under test (DUT) ports to AXI4-Stream interfaces, use the simplified AXI4-Stream protocol. You do not have to model the actual AXI4-Stream protocol and instead you can use the simplified protocol. When you run the IP Core Generation workflow, the generated HDL code contains wrapper logic that translates between the simplified protocol and the actual AXI4-Stream protocol. The simplified protocol requires fewer protocol signals, eases the handshaking mechanism between valid and ready signals, and supports bursts of arbitrary lengths.

Use the simplified AXI4-Stream protocol for write and read transactions. When you want to generate an AXI4-Stream interface in your IP core, in your DUT interface, implement the following signals:

- Data
- Valid

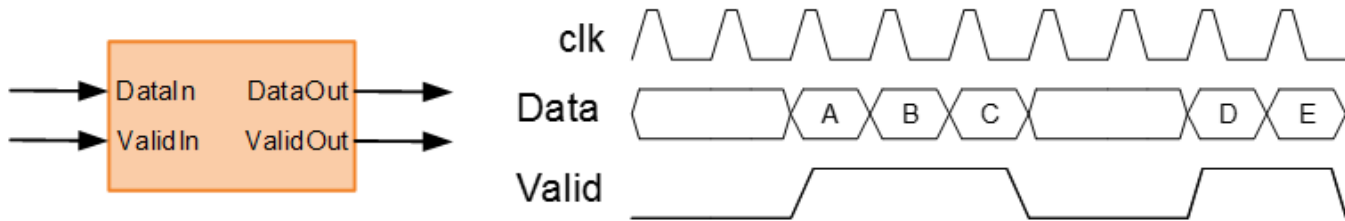
Optionally, when you map scalar DUT ports to an AXI4-Stream interface, you can model the following signals:

- Ready
- Other protocol signals, such as:
 - TSRTB
 - TKEEP
 - TLAST
 - TID
 - TDEST
 - TUSER

Data and Valid Signals

When the Data signal is valid, the Valid signal is asserted. This diagram illustrates the Data and Valid signal relationship according to the simplified streaming protocol. When you run the IP core generation workflow, HDL Coder adds a streaming interface module in the HDL IP core that

translates the simplified protocol to the full AXI4-stream protocol. In this diagram the clock signal is represented by clk.



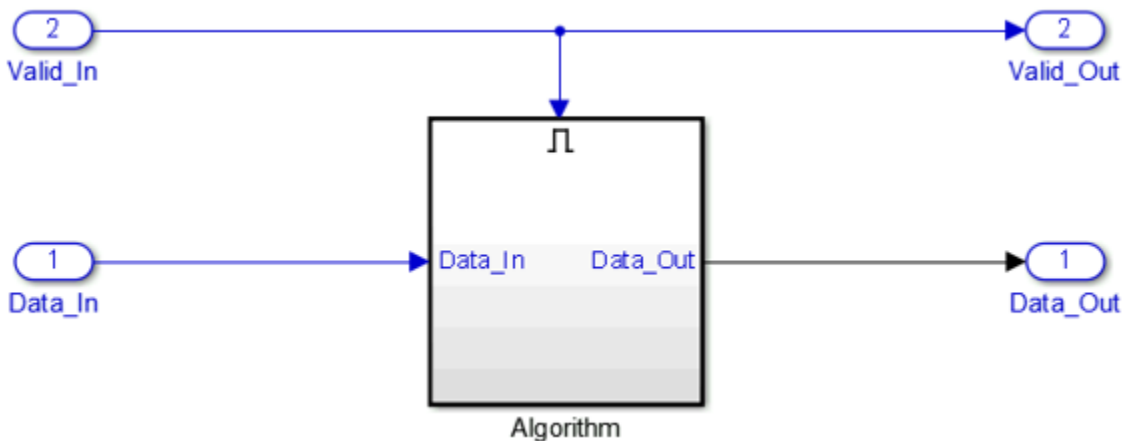
Sample-Based Modeling

When you want to simulate the data signal as a stream of samples on the DUT boundary, model in sample-based mode. In sample-based mode you can model the data signal as either a scalar or a vector. If you model the data signal as a vector, set the Sample Packing Dimension to All. In the generated HDL code, the vector elements are packed together and the entire vector is treated as a single sample. You can specify how the data is packed by using the “Packing Mode” on page 41-18. See “Sample Packing Dimension” on page 41-18.

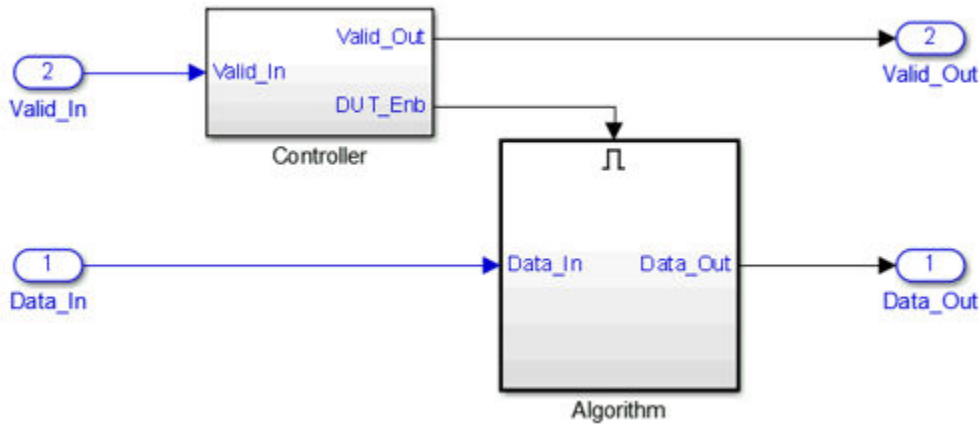
Model Data and Valid Signals in Simulink

- 1 Enclose the algorithm that processes the Data signal by using an enabled subsystem.
- 2 Control the enable port of the enabled subsystem by using the Valid signal.

For example, you can directly connect the Valid signal to the enable port.



You can also use a controller in your DUT that generates an enable signal for the enabled subsystem.

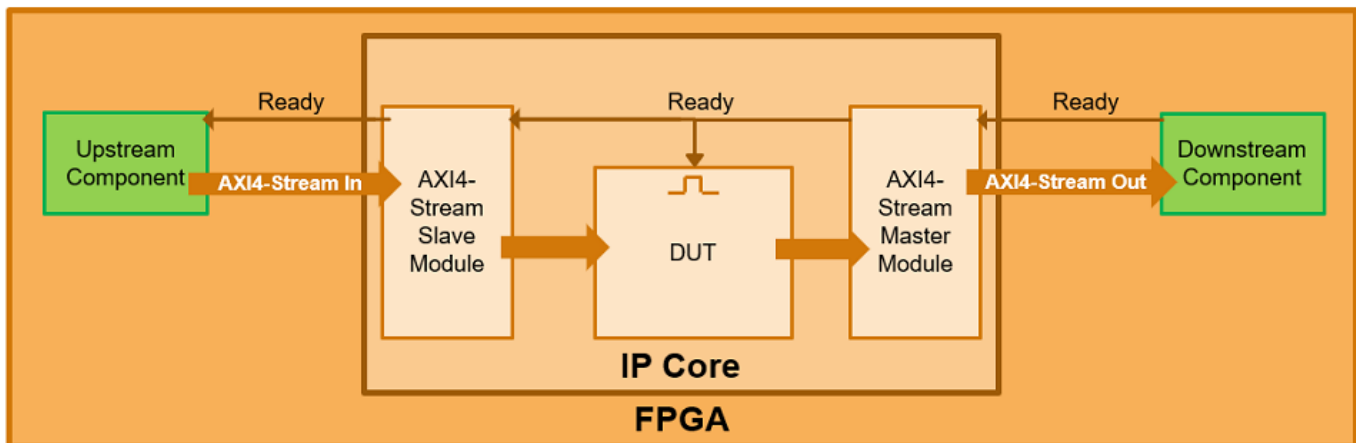


Ready Signal (Optional)

Back pressure is used by downstream components to tell upstream components they are not ready to receive data. The AXI4-Stream interfaces in your DUT can optionally include a Ready signal.. Use the Ready signal to:

- Apply back pressure in an AXI4-Stream slave interface. For example, drop the Ready signal when the downstream component is not ready to receive data.
- Respond to back pressure in an AXI4-Stream master interface. For example, stop sending data when the downstream component Ready signal is low.

When you use a single streaming channel, by default, HDL Coder generates the Ready signal and the logic to handle the back pressure. The back pressure logic ties the Ready signal to the DUT Enable signal. When the input master Ready signal is low, the DUT is disabled, and the output slave Ready signal is driven low. Because, HDL Coder generates the back pressure logic and Ready signal, when you use a single streaming channel, the Ready signal is optional and you do not have to model this signal at the DUT port.



When you use multiple streaming channels, HDL Coder generates a ready signal and does not generate the back pressure logic. In a DUT with multiple streaming channels:

- The master channel ignores the Ready signal from downstream components.
- The slave channel Ready signal is high which causes upstream components to continue sending data.

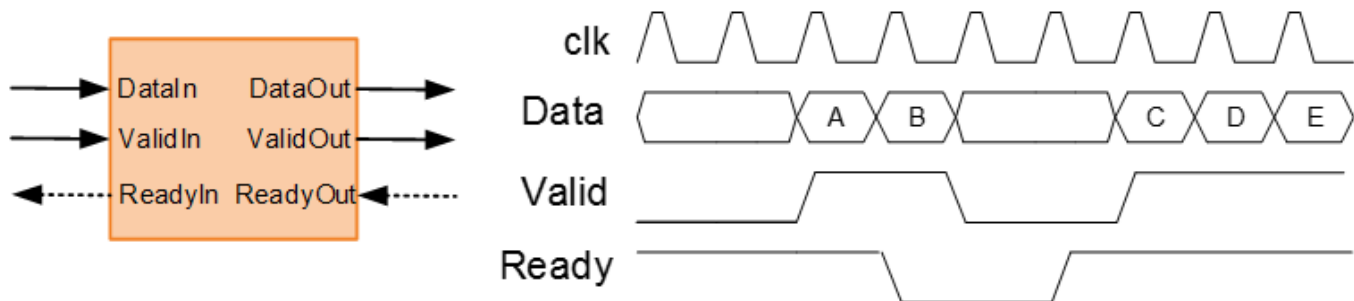
The absence of a back pressure logic could result in data being dropped. To avoid data loss and to apply back pressure on the slave interface or respond to back pressure from the master interface in your design:

- Model the Ready signal for each additional stream interface.
- Map the modeled Ready signal to a DUT port for the additional interface.

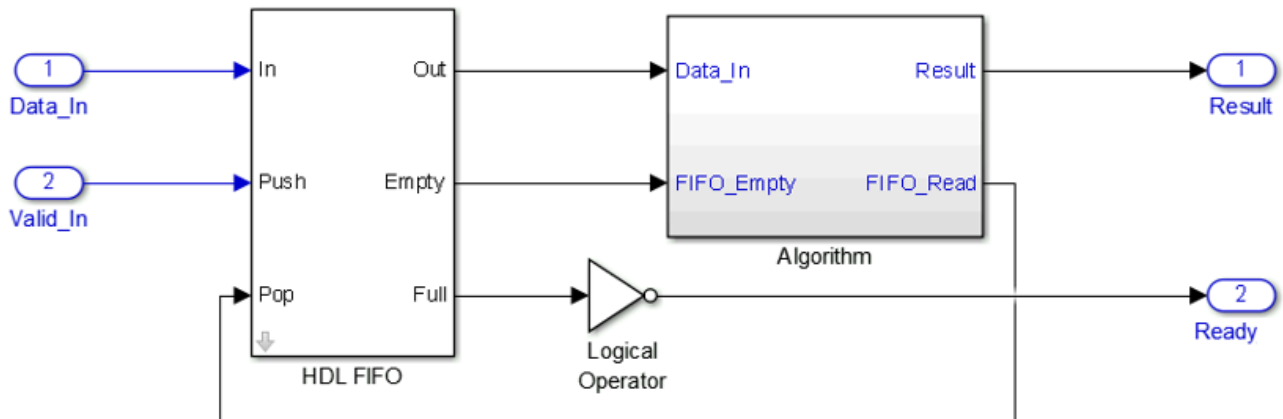
When you do not model the Ready signal, the **Set Target Interface** task displays a warning that provides names of interfaces that require a Ready port. If your design does not require applying or responding to back pressure, ignore this warning.

If you model the Ready signal in your AXI4-Stream interfaces, your master interface ignores the Data and Valid signals one clock cycle after the Ready signal is de-asserted. You can start sending Data and Valid signals once the Ready signal is asserted. After the Ready signal is de-asserted, you can send one more Data and Valid signal.

If you do not model the Ready signal, HDL Coder generates the signal and the associated back pressure logic. This diagram illustrates the relationship between the Data, Valid, and Ready signals according to the simplified streaming protocol. When you run the IP core generation workflow, HDL Coder adds a streaming interface module in the HDL IP core that translates the simplified protocol to the full AXI4-stream protocol. In this diagram the clock signal is represented by clk.



For example, if you have a first in first out (FIFO) in your DUT to store a frame of data, to apply back pressure to the upstream component, model the Ready signal based on the FIFO Full signal.



Note If you enable delay balancing, the coder inserts one or more delays on the Ready signal. Disable delay balancing for the Ready signal path.

TLAST Signal (optional)

The AXI4-Stream interface on your DUT can optionally model a TLAST signal, which is used to indicate the end of a frame of data. If you do not model this signal, HDL Coder generates it for you. On the AXI4-Stream Slave interface, the incoming TLAST signal is ignored. On the AXI4-Stream Master interface, the auto-generated TLAST signal is asserted when the number of valid samples counts up to the default frame length value. The default frame length value can be set using the AXI4-Stream interface options in the Target Interface Table. See, “Interface Options for AXI4 Stream Data” on page 41-17.

When the IP core has an AXI4 Slave interface, the default frame length value is stored in a programmable register in the IP core. You can change the default frame length during runtime. When the default frame length register is changed in the middle of a frame, the TLAST counter state is reset to zero and the TLAST signal is asserted early. You can find the address for the programmable TLAST register in the IP core generation report.

Frame-Based Modeling

When you want to simulate the data signal as a frame on the DUT boundary, model in frame-based mode. In frame-based mode, model the data signal as a vector and set the Sample Packing Dimension to None. See “Sample Packing Dimension” on page 41-18.

Frame-based mode is useful for modeling and simulating the system interaction between hardware and software and generating code for the software driver.

Data and Valid Signal Modeling Requirements

When you map vector ports to AXI4-Stream interfaces:

- Connect each DUT input vector data port to a Serializer1D block.

The Serializer1D block must have a ValidOut port and the Ratio set to the vector bit width.

- Connect each DUT output vector data port to a Deserializer1D block.

The Deserializer1D block must have a ValidIn port and the Ratio set to the vector bit width.

- Connect each scalar port that maps to an AXI4-Lite interface to a Rate Transition block.

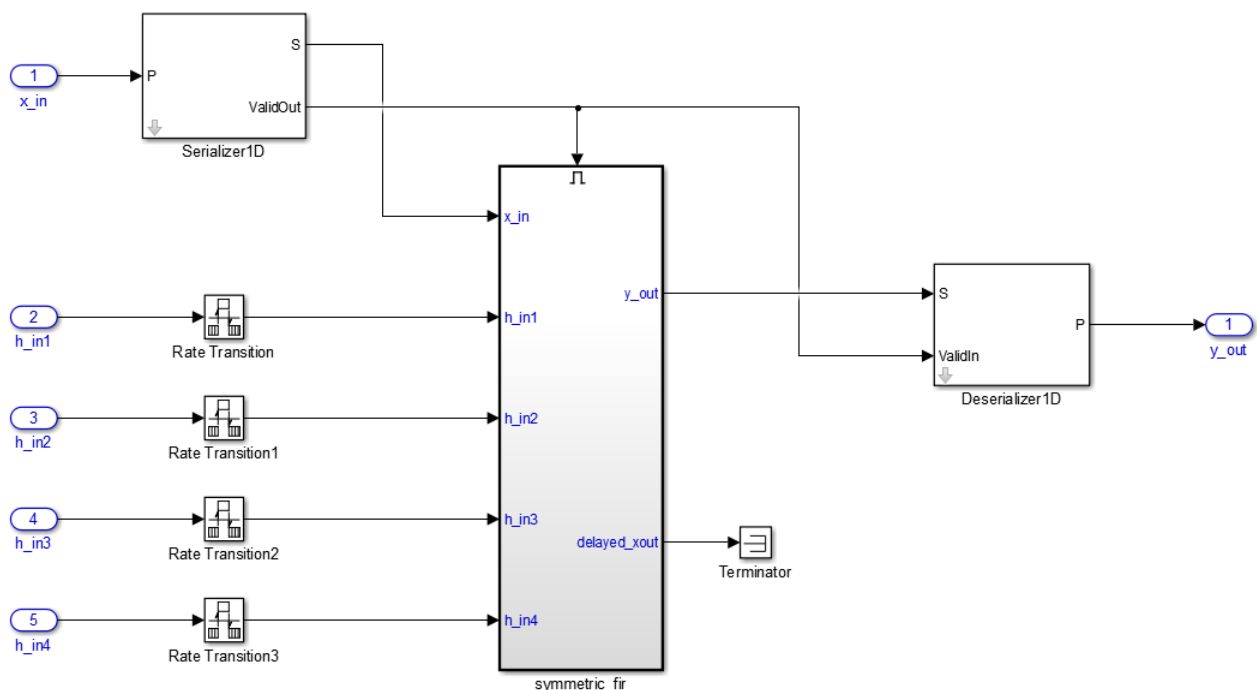
The ratio in the Rate Transition block must match the ratio in the Serializer1D and Deserializer1D blocks.

- Each scalar port that maps to an external port must have the same sample time as the streaming algorithm subsystem.

The streaming algorithm subsystem follows the same Data and Valid signal modeling pattern as the pattern for mapping scalar ports to an AXI4-Stream interfaces. See “Model Data and Valid Signals in Simulink” on page 41-12.

Example

To map vector ports to AXI4-Stream interfaces, open the `hdlcoder_sfir_fixed_vector.slx` model. In the `hdlcoder_sfir_fixed_vector.slx` model, the `symmetric_fir` block is the streaming algorithm subsystem.



Model Designs with Multiple Streaming Channels

When you run the IP Core Generation workflow, you can map multiple scalar DUT ports to AXI4-Stream Master and AXI4-Stream Slave channels. When you use vector ports, you can map the ports to at most one AXI4-Stream Master channel and one AXI4-Stream Slave channel.

Note If you use multiple streaming channels, HDL Coder generates the Ready signal but does not generate the back pressure logic. If you want your design to handle back pressure, model the Ready signal in your design.

To learn more, see “Generate HDL IP Core with Multiple AXI4-Stream and AXI4 Master Interfaces” on page 41-20.

Model Designs That Have Multiple Sample Rates

When you run the IP Core Generation workflow, use the HDL Coder software for designs that have multiple sample rates. When you map the interface ports to AXI4-Stream Master or AXI4-Stream Slave interfaces, to use multiple sample rates, map the DUT ports that map to these AXI4 interfaces to run at the fastest rate of the design or at rates slower than the design rate.

HDL Coder runs the DUT ports mapped to AXI4-Stream master and slave interfaces at rates slower than the model design rate by:

- Setting the AXI4-Stream master channel valid signal to high at the first cycle every N clock cycles. For example, if the design rate is eight times faster than the slow rate DUT ports, the valid signal is high for the first clock cycle every eight clock cycles.
- Asserting back pressure on the AXI4-Stream slave interface to make sure that the incoming data is streamed at the rate of one data frame every N clock cycles. For example, if the design rate is eight times faster than the slow rate DUT ports, the first frame is streamed at clock cycle one, the second frame at clock cycle nine, and so on.

When you map the AXI4-Stream Interface DUT port to the fastest rate in the design, the valid signal is high always making sure there is no back pressure on the AXI4-Stream slave interface.

When designing models that have multiple sample rates, all AXI4-Stream master interface mapped DUT ports must run at the same rate. All AXI4-Stream slave interface mapped DUT ports must run at the same rate.

To learn more, see “Multirate IP Core Generation” on page 41-51.

Interface Options for AXI4 Stream Data

When you run the IP Core Generation workflow on a model that has vector data, you can specify how the vector data is treated as a sample or as a frame by using the **Sample Packing Dimension**. When the vector data is treated as a sample, you can specify how the vector elements are packed together by using the **Packing mode** option.

When you run the IP Core Generation workflow on a model that has AXI4 Stream interface with none of the signals mapped to TLAST, you can specify the TLAST register value by using the **DefaultFrameLength** option.

Default Frame Length

Specify the default frame length (TLAST) value for the AXI4 Stream Master interface when you do not model the TLAST signal. The TLAST signal is created for you in the generated IP core and the signal is asserted when the number of valid samples counts up to the value in the default frame length counter. When the generated IP core has an AXI4 Slave interface, HDL Coder generates the default frame length as a programmable register. When the default frame length register is changed in the middle of a frame, the TLAST counter state is reset to zero and the TLAST signal is asserted early. For more information, see “TLAST Signal (optional)” on page 41-15. When you do not select the **Generate default AXI4 slave interface** the default frame length is generated as a constant value and not as a programmable register.

Sample Packing Dimension

Specify if the vector data is treated as a sample or as a frame.

- None. This is the default value. When you specify None, vectors are treated as frames and vector elements are streamed one after the other. For example, when the input is a six-by-one vector in the first clock cycle, the first vector element is streamed, the second vector element, in the second clock cycle, and so on. The model must contain a Serializer block for inputs and a Deserializer block for the outputs to use this mode. The **Packing mode** is not available when the **Sample Packing Dimension** is set to None.
- All. When you specify All, the vectors are packed together and streamed in a single clock cycle. For example, when the input is a six-by-one vector all vector elements are packed together and streamed in a single clock cycle. In this case, you can specify how the vector elements are packed by using the **Packing mode** option.

Packing Mode

Specify how vector elements are packed together when the **Sample Packing Dimension** is set to All. The packing mode applies to the AXI4-Stream slave and master channels. On the master channel, the data is packed using the Bit Aligned or Power of 2 Aligned formats. On the slave channel, the data is unpacked based on the master channel packing format.

- Bit Aligned. In this mode the vector elements are packed directly next to each other. If the packed bit width is less than the AXI4-Stream channel width, then the packed data is padded with zeros to match the channel width.

For example:

- AXI4-Stream channel width is 256 bits.
- Vectors are 30 bits long and there are 4 vector frames. The total data width is 120 bits.

When the packing mode is set to Bit Aligned, the AXI4-Stream data is packed as in this diagram



- Power of 2 Aligned. In this mode, the vector elements are first padded with zeros to the closest power of two boundary. Then, the padded elements are packed together. If the packed vector bit width is less than the AXI4-Stream channel width, then the packed data is padded with zeros to match the channel width.

For example:

- AXI4-Stream channel width is 256 bits.
- Vectors are 30 bits long and there are 4 vector frames. The total data width is 120 bits.

When the packing mode is set to Power of 2 Aligned the AXI4-Stream data is packed as shown in this diagram:



Each vector element of bit width 30 is padded with zeros of bit width two to extend it to 32, the nearest power of two boundary.

Restrictions

When you map scalar or vector DUT ports to AXI4-Stream interfaces:

- Xilinx Zynq-7000 or Intel Quartus Prime must be your target platform.
- Xilinx Vivado or Intel Quartus Prime must be your synthesis tool.
- **Processor/FPGA synchronization** must be Free Running.

When you use frame-based modeling, you cannot use protocol signals other than Data and Valid. For example, Ready and TLAST are not supported.

See Also

More About

- “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2
- “Generate Board-Independent HDL IP Core from Simulink Model” on page 40-20

See Also

Related Examples

- “Getting Started with AXI4-Stream Interface in Zynq Workflow” on page 41-152
- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230

Generate HDL IP Core with Multiple AXI4-Stream and AXI4 Master Interfaces

When you run the generic IP Core Generation workflow for your Simulink model or target your own custom reference design that you authored, you can generate an HDL IP core with multiple AXI4-Stream interfaces, AXI4-Stream Video interfaces, or AXI4 Master interfaces. To learn about these interfaces, see “Target Platform Interfaces” on page 40-10.

Why Use Multiple AXI4 Interfaces

You can use multiple streaming interfaces to facilitate high-speed data transfer in various applications such as:

- Transferring data between A/D and D/A converters
- Software-defined radio algorithms that process multiple transceiver channels
- Vision algorithms that perform image annotation or object detection

Specify Multiple AXI4 Interfaces in Generic IP Core Generation Workflow

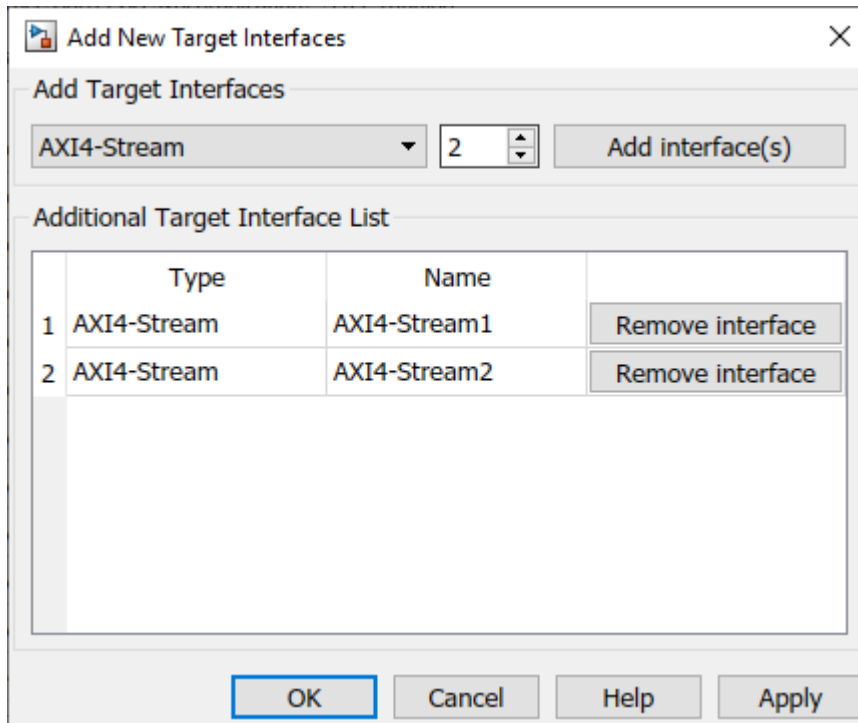
To specify more than one AXI4-Stream, AXI4-Stream Video, or AXI4 Master channel:

- 1 In the **Set Target Device and Synthesis Tool** task, select IP Core Generation as the **Target workflow** and Generic Xilinx Platform or Generic Altera Platform as the **Target platform**. Run this task.
- 2 To add multiple target interfaces, in the **Set Target Interface** task, on the **Target Platform Interfaces** section of the Target platform interface table, select **Add more ...**.

Target platform interface table

| Port Name | Port Type | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|--------------|-----------|-------------|----------------------------|--------------------------------|
| x_in_data | Inport | sfix16_E... | AXI4-Stream Slave | Data |
| x_in_valid | Inport | boolean | No Interface Specified | Valid |
| x_in_ready | Inport | boolean | AXI4 | Ready (optional) |
| x_in_data1 | Inport | sfix16_E... | AXI4-Stream Master | Data |
| x_in_valid1 | Inport | boolean | AXI4-Stream Slave | Valid |
| x_in_ready1 | Inport | boolean | External Port | |
| y_out_data | Outport | sfix32_E... | AXI4 Master Read | |
| y_out_valid | Outport | boolean | AXI4 Master Write | |
| y_out_ready | Outport | boolean | AXI4-Stream1 Master | |
| y_out_data1 | Outport | sfix32_E... | AXI4-Stream1 Slave | |
| y_out_valid1 | Outport | boolean | Add more... | |
| y_out_ready1 | Outport | boolean | AXI4-Stream master | Data |
| | | | AXI4-Stream Master | Valid |
| | | | AXI4-Stream Slave | Ready (optional) |
| | | | AXI4-Stream1 Master | Data |
| | | | AXI4-Stream1 Master | Valid |
| | | | No Interface Specified | |

- 3 You can then add more interfaces in the Add New Target Interfaces dialog box. Specify the type of interface you want to add, the number of interfaces, and a custom name for each additional interface.



After you apply the settings, the interfaces you created appear in the Target platform interface table. After you run this task, the additional interfaces specified are saved on the DUT subsystem as the HDL block property **AdditionalTargetInterfaces**.

If you modify the additional interfaces that were already mapped to DUT ports such as deleting or renaming an interface that was already mapped, the previous interface mapping information might be lost. The ports then become unmapped to interfaces and the **Target platform interfaces** section displays `No interface specified`. Therefore, if you make changes to the additional target interfaces, verify that the DUT ports are mapped to the correct target interfaces.

Specify Multiple AXI4 Interfaces in Custom Reference Designs

When you create your own custom reference design, you can add multiple AXI4-Stream, AXI4-Stream Video, and AXI4 Master interfaces. Depending on the interface type you want to add, specify additional interfaces by using the `addAXI4StreamInterface`, `addAXI4StreamVideoInterface`, or `addAXI4MasterInterface` methods of the `hdlcoder.ReferenceDesign` class.

To add more interfaces, in the `plugin_rd` file, call the interface method each time you want to add more interfaces. This example shows how to add two AXI4-Stream interfaces.

```
function hRD = plugin_rd()
% Reference design definition

% Copyright 2017-2019 The MathWorks, Inc.

% Construct reference design object
hRD = hldcoder.ReferenceDesign('SynthesisTool', 'Xilinx Vivado');

hRD.ReferenceDesignName = 'Multiple Interface Reference Design';
hRD.BoardName = 'ZedBoard';
```

```

% Tool information
hRD.SupportedToolVersion = {'2019.1'};

% ...
% ...

% Add AXI4-Stream interface 1
hRD.addAXI4StreamInterface (...
    'MasterChannelEnable', true, ...
    'SlaveChannelEnable', true, ...
    'MasterChannelConnection', 'axi_dma_s2mm/S_AXIS_S2MM', ...
    'SlaveChannelConnection', 'axi_dma_mm2s/M_AXIS_MM2S', ...
    'MasterChannelDataWidth', 32, ...
    'SlaveChannelDataWidth', 32, ...
    'InterfaceID', 'AXI4-Stream1');

% Add AXI4-Stream interface 2
hRD.addAXI4StreamInterface (...
    'MasterChannelEnable', true, ...
    'SlaveChannelEnable', true, ...
    'MasterChannelConnection', 'ADC/S_AXIS_S2MM', ...
    'SlaveChannelConnection', 'DAC/M_AXIS_MM2S', ...
    'MasterChannelDataWidth', 32, ...
    'SlaveChannelDataWidth', 32, ...
    'InterfaceID', 'AXI4-Stream2');

% ...
% ...

```

When you run the IP Core Generation workflow and target the custom reference design Multiple Interface Reference Design, in the **Set Target Interface** task, you can map the DUT ports to AXI4-Stream1 Master and Slave channels and AXI4-Stream2 Master and Slave channels.

Target platform interface table

| Port Name | Port Type | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|-------------|-----------|-------------|----------------------------|--------------------------------|
| x_in_data | Inport | sfix16_E... | AXI4-Stream1 Slave | Data |
| x_in_valid | Inport | boolean | AXI4-Stream1 Slave | Valid |
| x_in_ready | Inport | boolean | AXI4-Stream1 Master | Ready (optional) |
| h_in1 | Inport | sfix16_E... | AXI4-Lite | x"100" |
| h_in2 | Inport | sfix16_E... | AXI4-Lite | x"104" |
| h_in3 | Inport | sfix16_E... | AXI4-Lite | x"108" |
| h_in4 | Inport | sfix16_E... | AXI4-Lite | x"10C" |
| x_in_data1 | Inport | sfix16_E... | AXI4-Stream2 Slave | Data |
| x_in_valid1 | Inport | boolean | AXI4-Stream2 Slave | Valid |
| x_in_ready1 | Inport | boolean | AXI4-Stream2 Master | Ready (optional) |
| h_in5 | Inport | sfix16_E... | AXI4-Lite | x"110" |
| h_in6 | Inport | sfix16_E... | AXI4-Lite | x"114" |

Note When you target your own custom reference design and map the additional interfaces to DUT ports in the **Set Target Interfaces** task, the additional interfaces are not saved on the model as the **AdditionalTargetInterfaces** HDL block property. Instead, the additional interfaces are saved on the custom reference design in the `plugin_rd.m` file.

You can also dynamically customize the reference design to specify the number of interfaces you want to add and the interface properties.

- 1 In the `plugin_rd` file, create a reference design parameter for the number of additional interfaces you want to add.
- 2 Create a callback function that has different choices for the number of interfaces you want to add and then reference the function in the `plugin_rd` file by using the `CustomizeReferenceDesignFcn` method of the `hdlcoder.ReferenceDesign` class.

To learn more, see “Customize Reference Design Dynamically Based on Reference Design Parameters” on page 41-70.

Ready Signal Mapping for Multiple Streaming Interfaces

When you use a single streaming channel, HDL Coder automatically generates the Ready signal and the associated back pressure logic.

If you use multiple streaming channels, HDL Coder does not automatically generate the back pressure logic. In this case, the Ready signal is generated but the master Ready signal at the input is ignored and the slave Ready signal at the output is tied to high value. The absence of a back pressure logic can result in samples being dropped. If you want your design to apply back pressure on the Slave interface or respond to back pressure from the Master interface, you must model the Ready signal for each additional interface and then map the port to the Ready signal for that interface. When you do not model, the **Set Target Interface** task displays a warning that provides names of interfaces that require a Ready port. If your design does not need to apply or respond to back pressure, you can ignore this warning and you do not have to model the Ready signal.

When using multiple AXI4-Stream interfaces, if you want your design to apply back pressure on the Slave interface or respond to back pressure from the Master interface, you must model the Ready signal for each additional interface and then map the port to the Ready signal for that interface. To learn how the back pressure logic is generated for a single streaming channel and how to model the Ready signal, see “Ready Signal (Optional)” on page 41-13.

Restrictions

- When you run the generic IP Core Generation workflow, you can specify the interface type and a custom interface ID for each additional interface. Other interface properties such as the data width cannot be customized and use default values. When you create your own custom reference design, you can customize the interface name and interface properties.
- When mapping your DUT ports to multiple AXI4-Stream interface channels, you can only use scalar ports. Vector ports can have at most one AXI4-Stream Master channel and one AXI4-Stream Slave channel.
- Xilinx Zynq-7000 or Intel Quartus Prime must be your target platform.
- **Processor/FPGA synchronization** must be Free running.

- Xilinx Vivado or Intel Quartus Prime must be your synthesis tool.

See Also

More About

- “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2
- “Generate Board-Independent HDL IP Core from Simulink Model” on page 40-20

See Also

Related Examples

- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230
- “Enable Readback on AXI4 Slave Input Registers to Inspect Written Values” on page 41-38

Running Audio Filter with Multiple AXI4-Stream Channels on ZedBoard

This example shows how to model an audio system with multiple AXI4-Stream channels and deploy it on a ZedBoard™ by using an audio reference design.

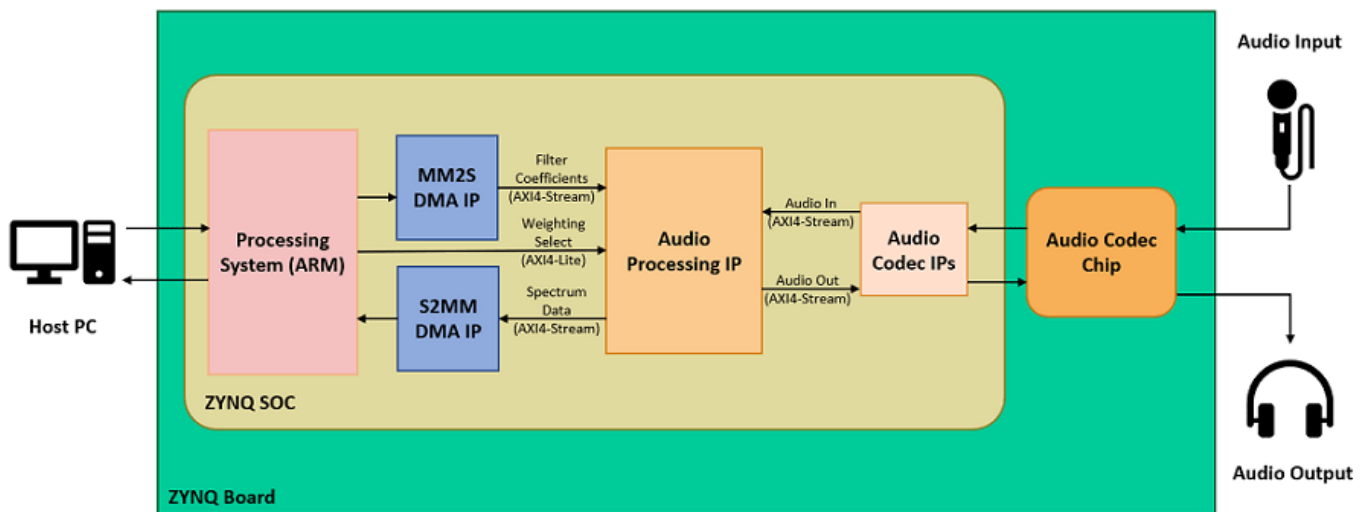
Introduction

In this example, you model a programmable audio filter with spectrogram using multiple AXI4-Stream channels and advanced AXI4-Stream signals Ready and TLAST. One AXI4-Stream channel transfers data between the filter and the audio codec. The other AXI4-Stream channel interfaces with the Processing System to program filter coefficients and transmit spectrogram data to the host computer for analysis.

You can then run the IP Core Generation workflow to generate an HDL IP core and deploy the algorithm on a ZedBoard by using an audio reference design.

System Architecture

This figure shows the high-level architecture of the system.



The **Audio Codec IPs** configure the audio codec and transfer audio data between the ZedBoard and audio codec. The Audio Processing IP generated by HDL Coder™ performs filtering and spectrum analysis. The DMA IPs transfer AXI4-Stream data between the Processing System and the FPGA. The stream data transmitted from the Processing System through the **MM2S DMA IP** programs the filter coefficients on the FPGA. The stream data received by the Processing System through the **S2MM DMA IP** contains the spectrogram data computed on the FPGA. The Processing System also configures the weighting curve for spectrum analysis using an AXI4-Lite interface.

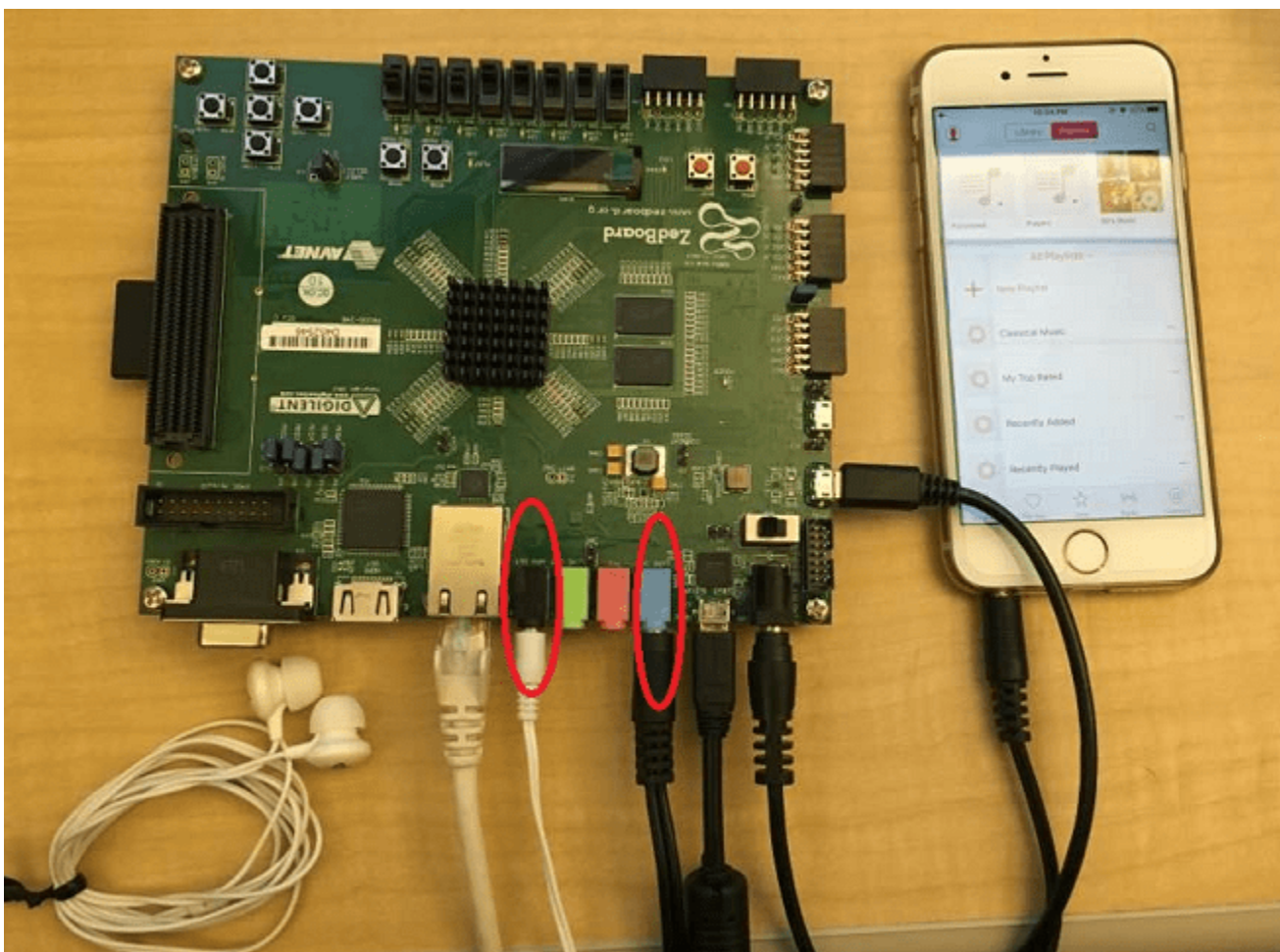
Prerequisites

This example extends the audio filter on live input example to use multiple streaming channels. To learn about the example that uses a single streaming channel, see “Running an Audio Filter on Live Audio Input Using a Zynq Board” on page 41-141.

To run this example, you must have the following software and hardware installed and set up:

- HDL Coder Support Package for Xilinx® Zynq® Platform
- Embedded Coder® Support Package for Xilinx Zynq Platform
- Xilinx Vivado® Design Suite latest version, as mentioned in “HDL Language Support and Supported Third-Party Tools and Hardware”
- ZedBoard

To setup the ZedBoard, refer to the *Set up Zynq hardware and tools* section in the “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75 example. Connect an audio input from a mobile or an MP3 player to the **LINE IN** jack and either earphones or speakers to the **HPH OUT** jack on the ZedBoard as shown below.

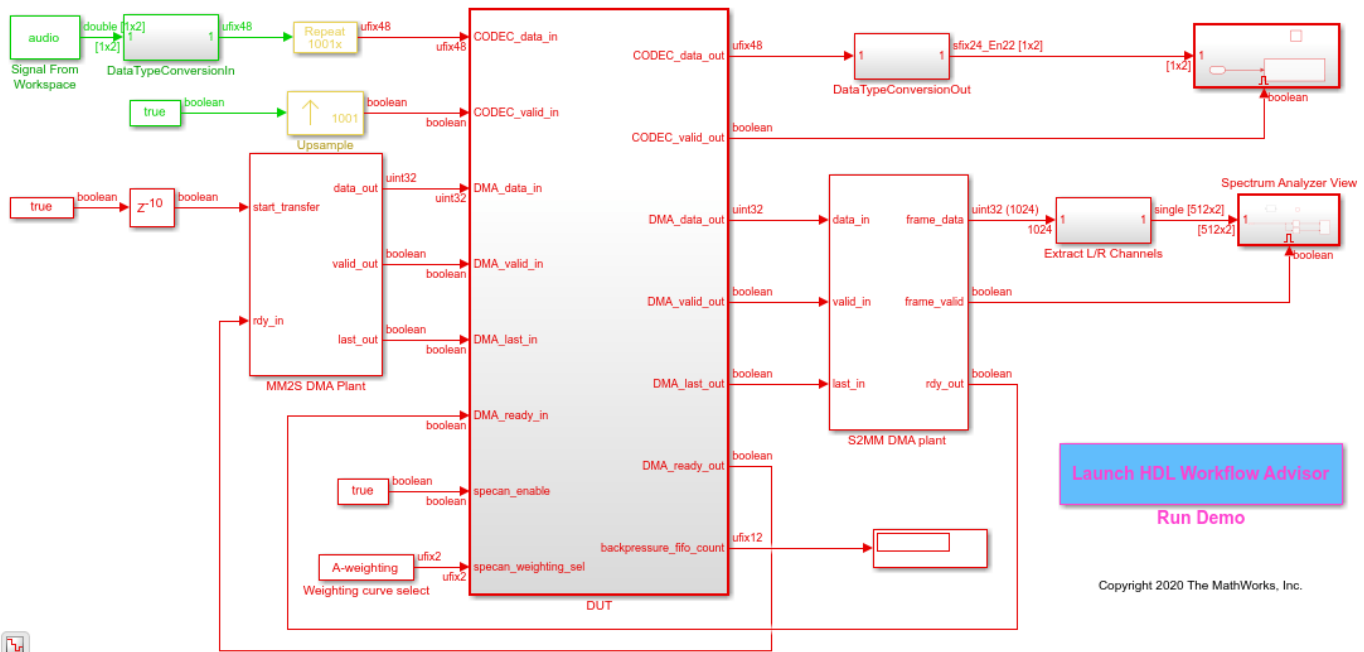


Model Audio Processing Algorithm

Open the model `hdlcoder_audio_filter_multistream`.

```
open_system('hdlcoder_audio_filter_multistream')
set_param('hdlcoder_audio_filter_multistream', 'SimulationCommand', 'Update')
```

Audio programmable FIR filter with spectrogram



The model contains the DUT subsystem for audio processing, source and sink blocks for simulating the audio, and plant models for DMAs that transfer stream data between the Processing System and FPGA.

Rate Considerations

For audio applications running on the FPGA, the FPGA clock rate is several times faster than the audio sample rate. The ratio of the FPGA clock rate to the audio data sample rate is the **Oversampling factor**. In this example, the **Oversampling factor** is modeled by using Repeat and Upsample blocks.

Modeling your design at the FPGA clock rate allows you to optimize resource usage on the target hardware platform by leveraging idle clock cycles and reusing various components. The audio application illustrated in this example uses an audio sample rate of 48kHz and an FPGA clock rate of 96MHz. The **Oversampling factor** in this case is 2000. Such a large value of **Oversampling factor** slows down the Simulink simulation significantly.

To reduce the simulation time, instead of using the **Oversampling factor** setting, you can model your design at the minimum **Oversampling factor** that is required by the design. The minimum required **Oversampling factor** for the design can be determined by the length of the audio filter, which is 1001. This value reduces the simulation time by half and provides sufficient idle cycles between the data samples for the serial filter logic.

Audio Filter

Inside the DUT subsystem, the FIR filter processes data from the audio codec AXI4-Stream channel. The filter coefficients are generated in MATLAB® and programmed by using the second AXI4-Stream interface that interfaces with the Processing System. The filtered audio output is streamed back to the audio codec.

The audio filter is a fully serial implementation of an FIR filter. This filter structure is best suited for audio applications that require large **Oversampling factor** because the filter uses a multiply accumulate (MAC) operation for each channel. The filter also uses RAM blocks to implement the data delay line and the coefficient source. This implementation saves area by avoiding the high slice logic usage of high-order filters.

Spectrum Analyzer

The audio signal is fed into a spectrum analyzer after passing through the FIR filter. The spectrum analyzer computes the FFT of the filtered signal, applies a weighting function, and converts the result to dBm. You can program the type of weighting to be performed by using the AXI4-Lite interface as either No-weighting, A-weighting, C-weighting, or K-weighting. The actual weighting functions are implemented using lookup tables that have been generated by using Audio Toolbox™ function `weightingFilter`.

Model AXI4-Stream Interfaces

The model contains two AXI4-Stream interfaces. One AXI4-Stream interface communicates with the audio codec. The other AXI4-Stream interface communicates with the Processing System through the DMAs. The audio codec interface only requires the `Data` and `Valid` signals. The DMA interface, on the other hand, additionally uses the `Ready` and `TLAST` signals of the AXI4-Stream protocol.

To learn more about the signals used in AXI4-Stream modeling, see “Model Design for AXI4-Stream Interface Generation” on page 41-11.

Ready Signal

In an AXI4-Stream interface, you use the `Ready` signal to apply or respond to back pressure. The model uses the `Ready` signal on the AXI4-Stream Master channel from the FPGA to the Processing System to respond to back pressure from the DMA. When the downstream DMA cannot receive more spectrogram samples, it de-asserts the input `Ready` signal on the AXI4-Stream Master channel. To ensure that the spectrogram samples are not dropped, the model buffers the data in a FIFO until the `Ready` signal is asserted, indicating that the DMA is ready to receive samples again.

The AXI4-Stream Slave channel from the Processing System to the FPGA does not have to apply back pressure, and hence its `Ready` signal is always asserted. The audio codec does not process back pressure and does not use its `Ready` signal on either channel. To learn more about the `Ready` signal in AXI4-Stream modeling, see “Ready Signal (Optional)” on page 41-13.

TLAST Signal

The `TLAST` signal is used to indicate the last sample of a frame. The model uses the `TLAST` signal on the AXI4-Stream Slave channel as an indicator that it has received a full set of filter coefficients. On the AXI4-Stream Master channel, the `TLAST` signal is used to indicate the end of a spectrum analyzer frame. To learn more about the `TLAST` signal in AXI4-Stream modeling, see “TLAST Signal (optional)” on page 41-15.

Customize the Model for ZedBoard

To implement this model on the ZedBoard, you must first have a reference design in Vivado that receives audio input on the ZedBoard and transmits the processed audio data out of the ZedBoard. For details on how to create a reference design which interfaces with the audio codec on the ZedBoard, see “Authoring a Reference Design for Audio System on a Zynq Board” on page 41-185. This example extends the reference design in that example by adding DMA IPs for communication with the Processing System.

In the reference design, left and right channel audio data are combined to form a single channel such that the lower 24 bits form the left channel and upper 24 bits form the right channel. In the Simulink® model shown above, CODEC_data_in is split into left and right channels. Filtering is done on each channel individually. The channels are then concatenated to form a single channel for CODEC_data_out.

Generate HDL IP Core with AXI4-Stream Interfaces

Next, you can start the HDL Workflow Advisor and use the Zynq hardware-software co-design workflow to deploy this design on the Zynq hardware. For a more detailed step-by-step guide, you can refer to the Getting Started with HW/SW Co-design Workflow for Xilinx Zynq Platform example.

1. Set up the Xilinx Vivado synthesis tool path using the following command in the MATLAB command window. Use your own Vivado installation path when you run the command.

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', ...
    'ToolPath', 'C:\Xilinx\Vivado\2019.1\bin\vivado.bat');
```

2. Add both the IP repository folder and the ZedBoard registration file to the MATLAB path using following commands:

```
addpath(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'customboards', 'ipcore'));
addpath(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'customboards', 'ZedBoard'));
```

3. Open the HDL Workflow Advisor from the DUT subsystem, hdlcoder_audio_filter_multistream/DUT or double-click the **Launch HDL Workflow Advisor** box in the model.

The target interface settings are already saved for ZedBoard in this example model, so the settings in tasks **1.1** to **1.3** are automatically loaded. To learn more about saving target interface settings in the model, you can refer to the Save Target Hardware Settings in Model example.

4. Run the **Set Target Device and Synthesis Tool** task.

In this task, IP Core Generation is selected for **Target workflow**, and ZedBoard is selected for **Target platform**.

1.1. Set Target Device and Synthesis Tool

Analysis (^Triggers Update Diagram)

Set Target Device and Synthesis Tool for HDL code generation

Input Parameters

Target workflow: IP Core Generation

Target platform: ZedBoard Launch Board Manager

Synthesis tool: Xilinx Vivado Tool version: 2019.1.1 Refresh

Family: Zynq Device: xc7z020

Package: clg484 Speed: -1

Project folder: hdl_prj Browse...

Run This Task

Result: ✔ Passed

Passed Set Target Device and Synthesis Tool.

5. Run the **Set Target Reference Design** task. Audio system with DMA Interface is selected as the **Reference Design**.

1.2. Set Target Reference Design

Analysis (^Triggers Update Diagram)

Set target reference design options

Input Parameters

Reference design: Audio System with AXI DMA interface

Reference design tool version: 2019.1 Ignore tool version mismatch

Reference design parameters

| Parameter | Value |
|---------------------------------------|-------|
| Insert JTAG MATLAB as AXI Master(H... | off |

Run This Task

Result: ✔ Passed

Passed Set Target Reference Design.

6. Run the **Set Target Interface** task.

In this task, the ports of the DUT subsystem are mapped to the IP Core interfaces. The audio codec ports are mapped to the Audio Interface and the DMA ports are mapped to the AXI DMA interface. These are both AXI4-Stream interfaces. The AXI4-Stream interface communicates in master/slave

mode, where the master device sends data to the slave device. Therefore, if a data port is an input port, it is assigned to an AXI4-Stream Slave interface, and if a data port is output port, it is assigned to an AXI4-Stream Master interface. The exception to this is the **Ready** signal. The AXI4-Stream Master Ready signal is an input to the model, and the AXI4-Stream Slave Ready signal is an output of the model. The spectrum analyzer control ports are mapped to AXI4-Lite.

1.3. Set Target Interface

Analysis (^Triggers Update Diagram)

Set target interface for HDL code generation

Input Parameters

Processor/FPGA synchronization:

Target platform interface table

| Port Name | Port Type | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|----------------------|-----------|-----------|----------------------------|--------------------------------|
| CODEC_data_in | Inport | ufix48 | Audio Interface Slave | Data |
| CODEC_valid_in | Inport | boolean | Audio Interface Slave | Valid |
| DMA_data_in | Inport | uint32 | AXI DMA Slave | Data |
| DMA_valid_in | Inport | boolean | AXI DMA Slave | Valid |
| DMA_last_in | Inport | boolean | AXI DMA Slave | TLAST (optional) |
| DMA_ready_in | Inport | boolean | AXI DMA Master | Ready (optional) |
| specan_enable | Inport | boolean | AXI4-Lite | x"100" |
| specan_weighting_sel | Inport | ufix2 | AXI4-Lite | x"104" |
| CODEC_data_out | Output | ufix48 | Audio Interface Master | Data |
| CODEC_valid_out | Output | boolean | Audio Interface Master | Valid |
| DMA_data_out | Output | uint32 | AXI DMA Master | Data |
| DMA_valid_out | Output | boolean | AXI DMA Master | Valid |

Run This Task

Result:  Passed

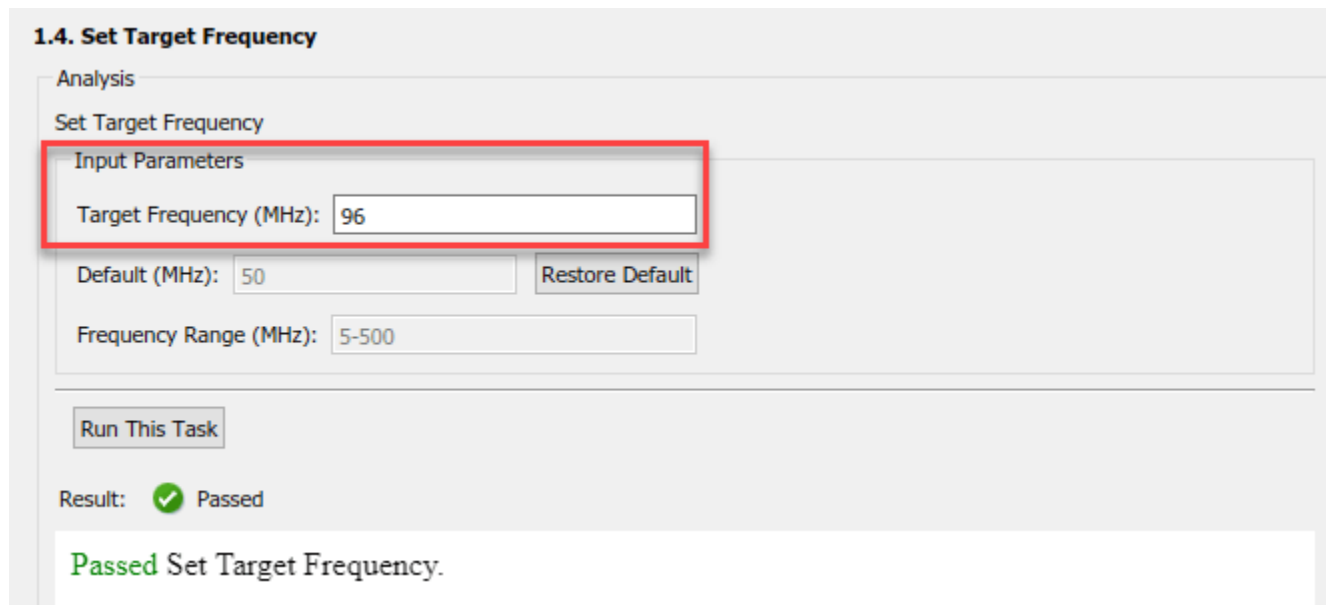
Warning Auto-generation of the Ready signal on AXI4-Stream interfaces has been disabled because multiple AXI4-Stream interfaces are in use. When multiple AXI4-Stream interfaces are in use and not all interfaces assign a port to the Ready signal, HDL Coder generates the signal, but does not generate back pressure logic, which can result in samples being dropped. Interfaces without their Ready port assigned are: Audio Interface Master, Audio Interface Slave. It is recommended that you model the Ready port on these interfaces if your design needs to apply back pressure on the Slave interface or respond to back pressure on the Master interface.

Passed Set Target Interface Table.

Running this task issues a warning that auto-generation of the **Ready** signal is disabled, and that the **Audio Interface** does not assign a **Ready** port. You can ignore the warning for this design, because back pressure has already been accounted for. Namely, the design addressed back pressure on the DMA interface by using a FIFO. On the audio codec interface, back pressure cannot be applied, so no **Ready** signal logic is needed.

7. In the **Set Target Frequency** task, set the **Target Frequency (MHz)** to 96. Run this task.

This target frequency value makes the **Oversampling factor** an even integer relative to the audio sample rate of 48kHz.



1.4. Set Target Frequency

Analysis

Set Target Frequency

Input Parameters

Target Frequency (MHz): 96

Default (MHz): 50

Frequency Range (MHz): 5-500

Result: ✔ Passed

Passed Set Target Frequency.

8. Right-click the **Generate RTL Code and IP Core** task and select **Run to Selected Task**.

You can find the register address mapping and other documentation for the IP core in the generated IP Core Report.

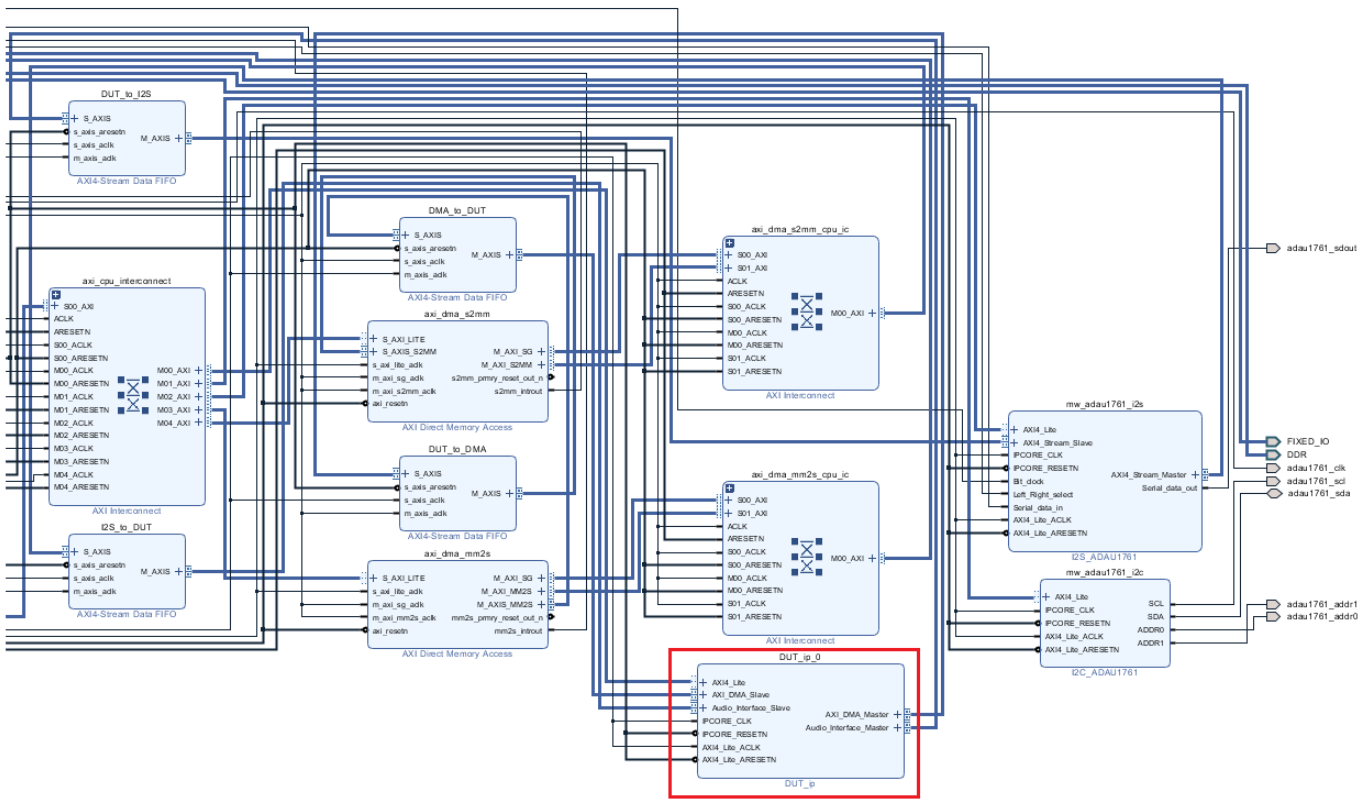
Integrate IP into AXI4-Stream Audio-Compatible Reference Design

Next, in the HDL Workflow Advisor, you run the **Embedded System Integration** tasks to deploy the generated HDL IP core on Zynq® hardware.

1. Run the **Create Project** task.

This task inserts the generated IP core into the Audio System with AXI DMA Interface reference design. As shown in the first diagram, this reference design contains the IPs to handle streaming audio data in and out of ZedBoard, and for streaming data in and out of the Processing System. The generated project is a complete ZedBoard design. It includes the algorithm part, which is the generated DUT algorithm IP, and the platform part, which is the reference design.

2. Click the link in the **Result** pane to open the generated Vivado project. In the Vivado tool, click **Open Block Design** to view the Zynq design diagram, which includes the generated HDL IP core, other audio processing IPs and the Zynq processor.



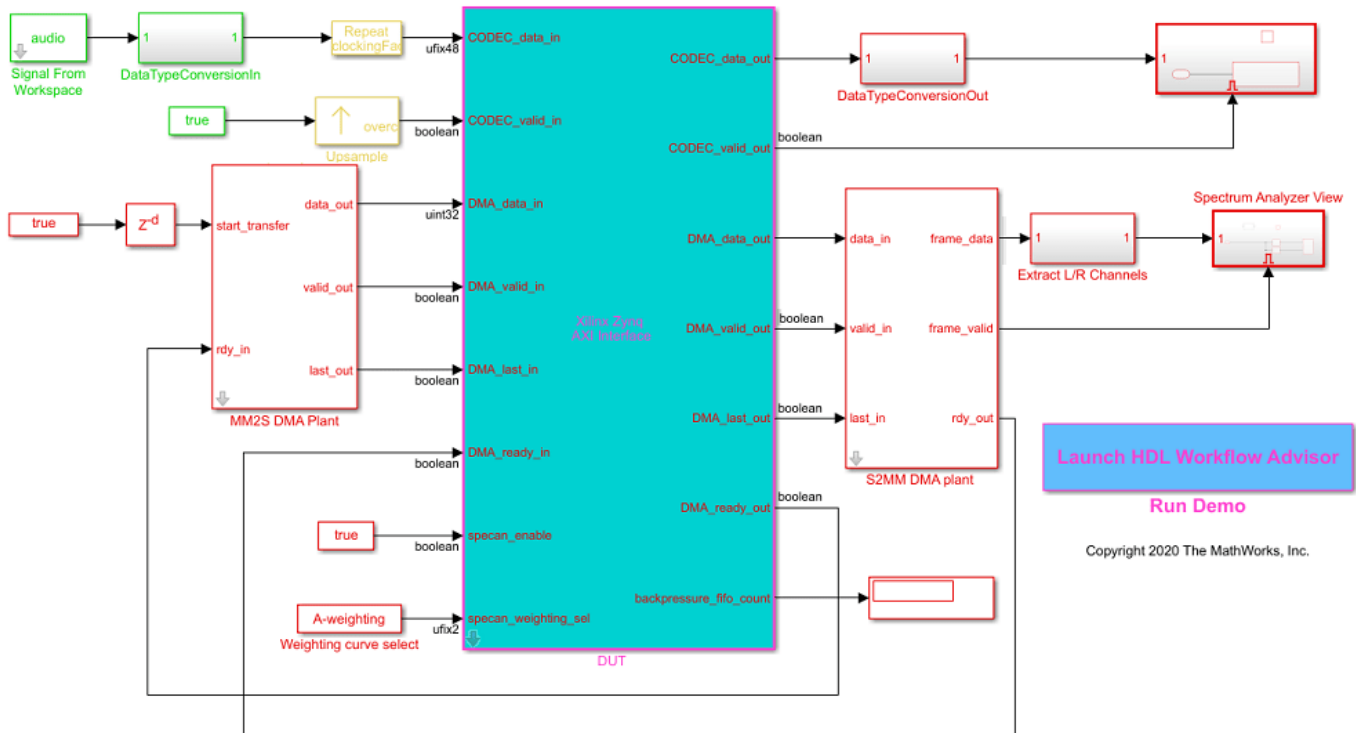
3. In the HDL Workflow Advisor, run the remaining tasks to generate the software interface model, and build and download the FPGA bitstream. Choose Download programming method in the task **Program Target Device** to download the FPGA bitstream onto the SD card on the Zynq board. Your design is then automatically reloaded when you power cycle the Zynq board.

Generate ARM Executable to Tune Parameters on FPGA Fabric

In task **Generate Software Interface Model**, a software interface model is generated.

Audio programmable FIR filter with spectrogram

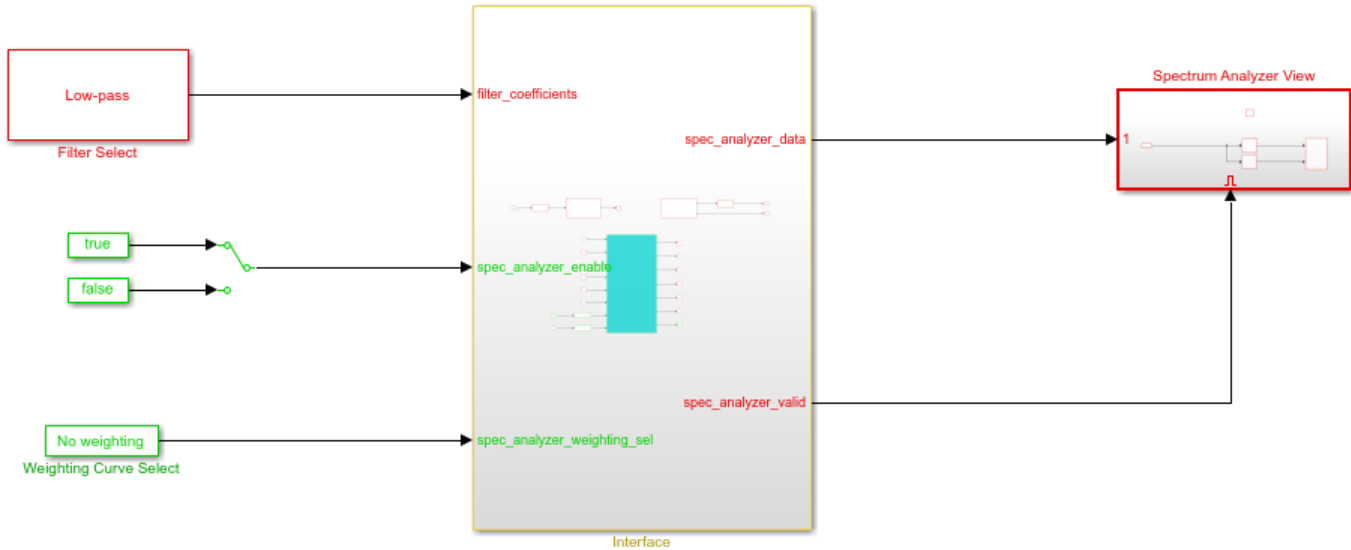
Generated by HDL Workflow Advisor on 03-Jan-2020 16:59:15



In the generated model, AXI4-Lite driver blocks have been automatically added. However, AXI4-Stream driver blocks cannot be automatically generated, because the driver blocks expect vector inputs on the software side, but the DMA DUT ports are scalar ports. For details on how to update the software interface model with the correct driver blocks, refer to “Getting Started with AXI4-Stream Interface in Zynq Workflow” on page 41-152.

For this example, you use an updated software interface model. To open this model, run:

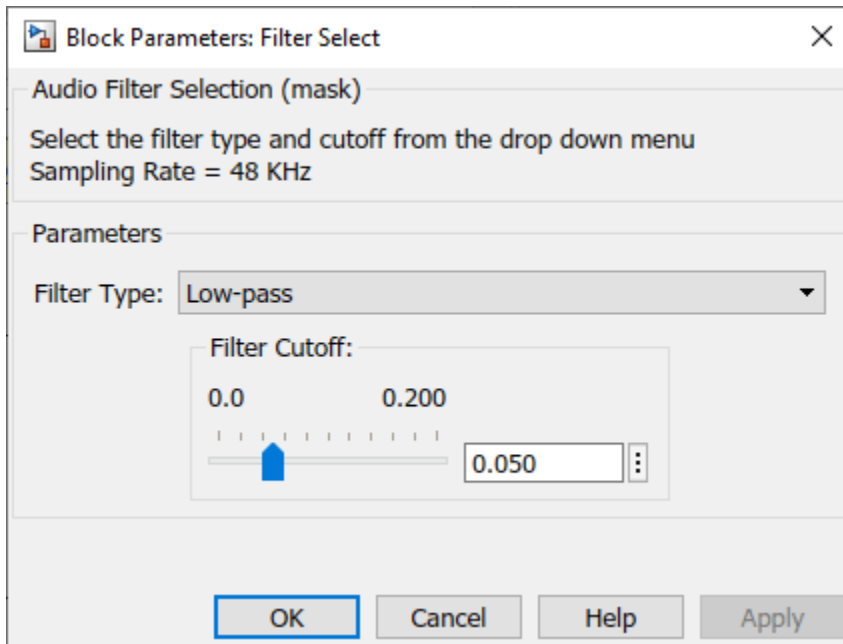
```
open_system('hdlcoder_audio_filter_multistream_sw');
```



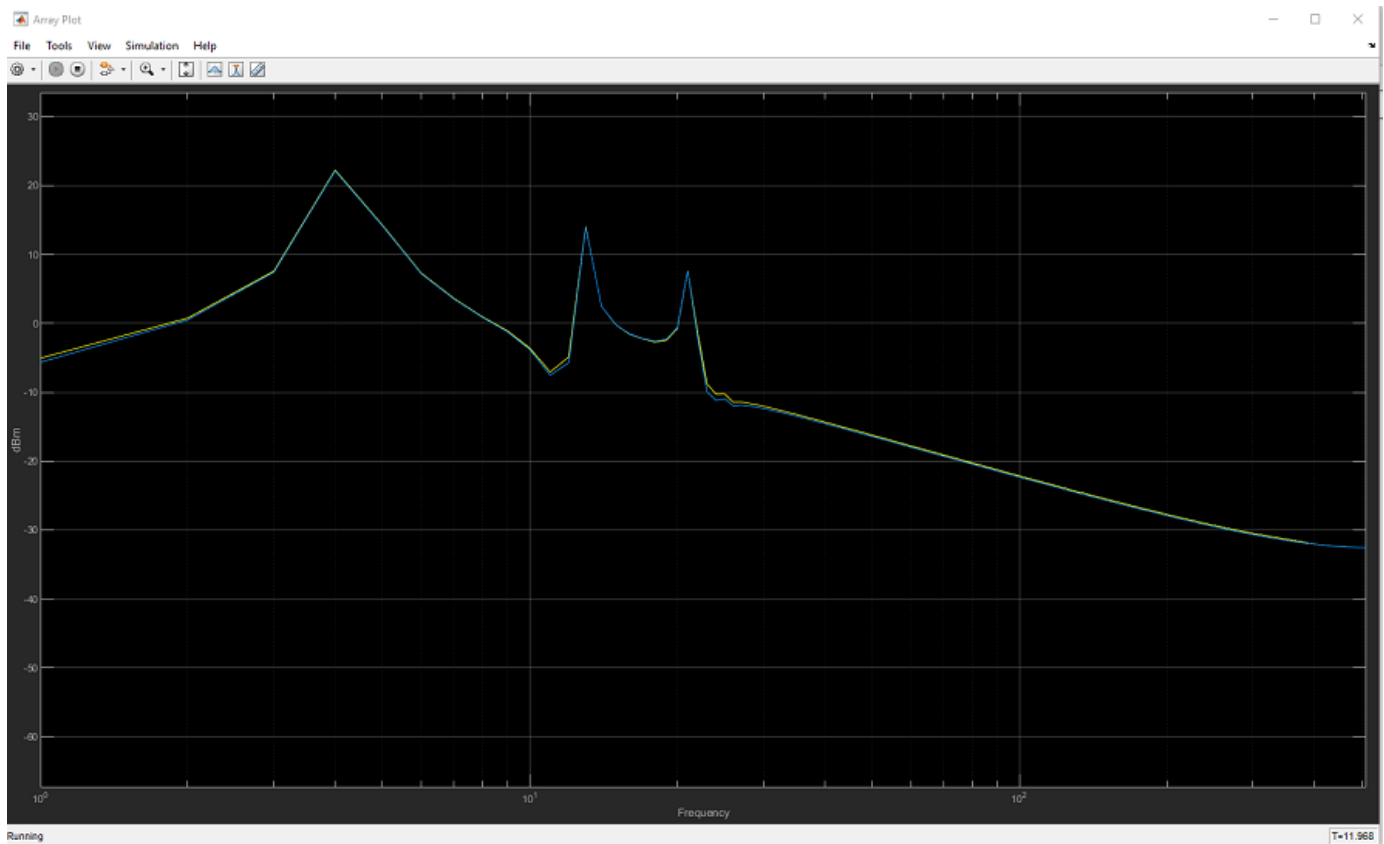
Copyright 2020 The MathWorks, Inc.

To tune the parameters:

1. Click the **Monitor & Tune** button on the **Hardware** tab of model toolstrip. Embedded Coder builds the model, downloads the ARM® executable to the ZedBoard hardware, executes it, and connects the model to the running executable. While the model is running, different parameters can be tuned.
2. You can select the type of filter by using the **Filter Type** block parameter of the Filter Select block. The filter coefficients are calculated in this block using the `fir1` function from Signal Processing Toolbox™. The coefficients are sent from the Processing System to the FPGA by using the AXI4-Stream IIO Write block, which communicates through the **MM2S DMA IP**.



3. The weighting curve used by the spectrum analyzer can be selected using the **Curve** block parameter of the Weighting Curve Select block. The selection is sent to the from the Processing System to the FPGA using the AXI4-Lite interface.
4. The spectrum analyzer output can be viewed in the Array Plot. Select a different filter type or modify the weighting curve and observe how the spectrum data changes.



The filtered audio output can be heard by plugging earphones or speakers to **HPH OUT** jack on the ZedBoard.

See Also

More About

- “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2
- “Custom IP Core Generation” on page 40-10
- “Generate HDL IP Core with Multiple AXI4-Stream and AXI4 Master Interfaces” on page 41-20

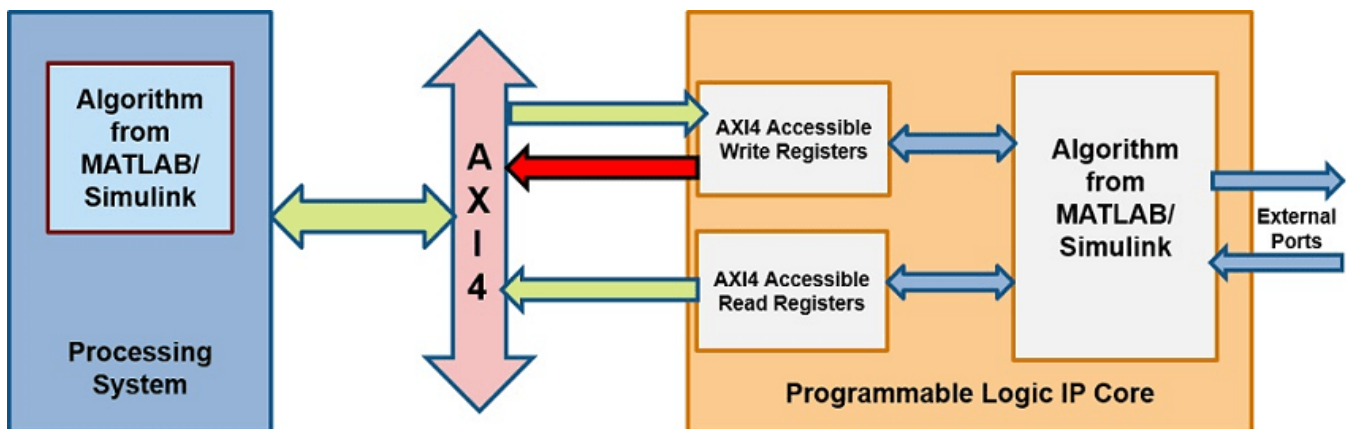
See Also

Enable Readback on AXI4 Slave Input Registers to Inspect Written Values

This example describes the different techniques to read the AXI4 slave input registers in your design. It shows the process of how to enable readback on AXI4 slave input registers and read the values of AXI4 slave input registers for your design.

Introduction

You can select the AXI4 or AXI4-Lite interface in the IP core generation or Simulink Real-Time FPGA I/O workflow in HDL Workflow Advisor. By default, your IP will be generated without the readback capability of the AXI4 or AXI4-Lite input registers. When the readback feature is enabled from HDL Workflow Advisor or from command line interface, you can read the values of input registers. This is very useful technique for debugging the input values which are written into AXI4 or AXI4-Lite interface. The figure shows the AXI4 slave interface and its registers.

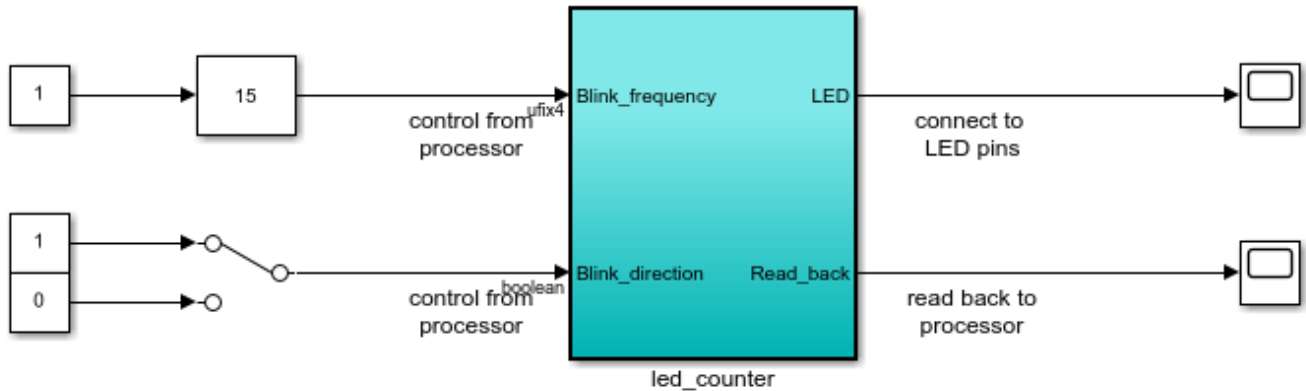


Enabling AXI4 Slave Input Register Readback

1. Readback of AXI4 slave registers can be performed when your design contains AXI4 or AXI4-Lite interface. You can use any model which has these interface. Use **hdlcoder_led_blinking** or **hdlcoder_led_blinking_4bit** model. Open the Simulink model that implements LED blinking using the command,

```
open_system('hdlcoder_led_blinking');
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking/led_counter')`

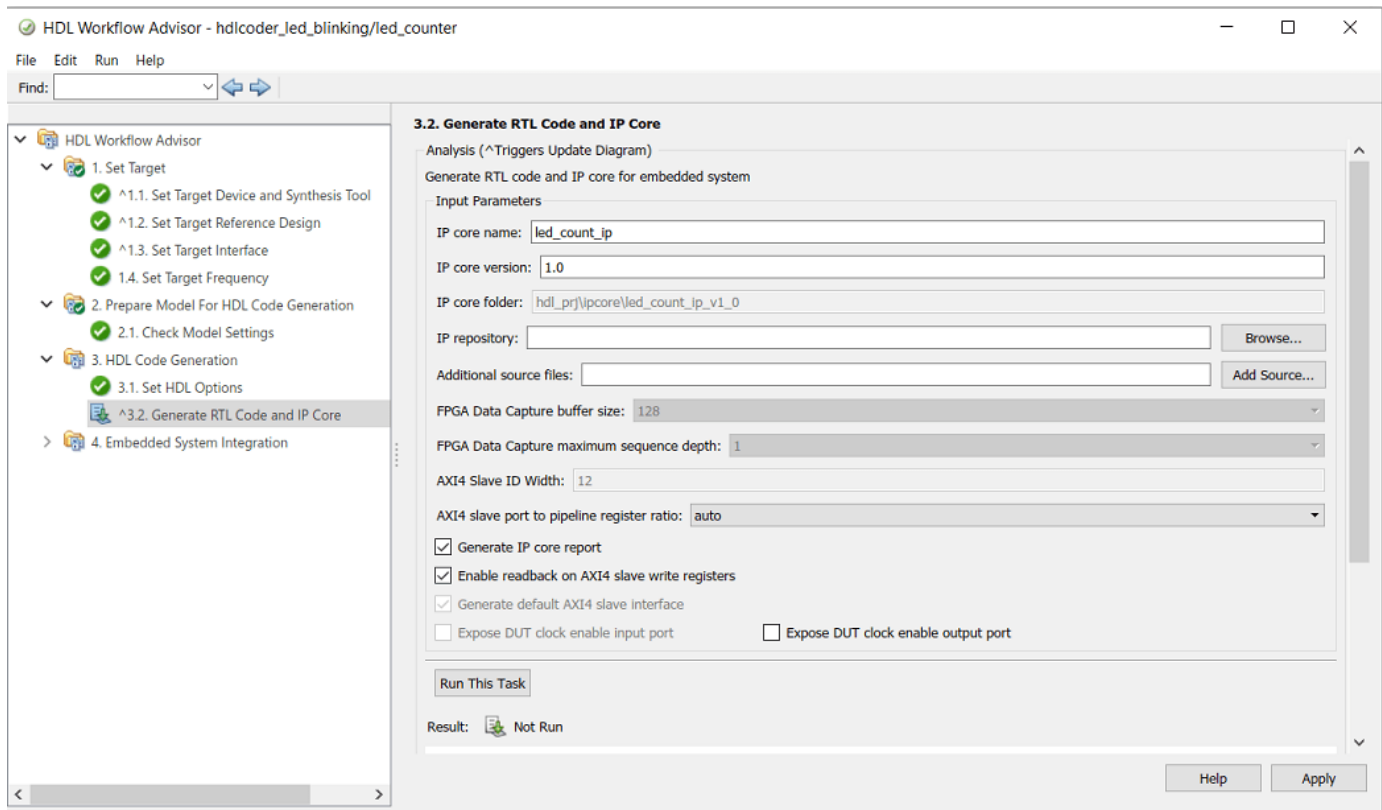
[Launch HDL Workflow Advisor](#)

Run Demo

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2. Run all the Tasks till Task 3.1, Set HDL Options.

3. Readback on AXI4 slave input registers can be turned ON by using HDL workflow Advisor or using command line interface. In Task 3.2, Generate RTL Code and IP Core, by default readback on AXI4 slave input register is turned OFF. To enable this option, select **Enable readback on AXI4 slave write registers** in Task 3.2 Generate RTL Code and IP Core of HDL Workflow Advisor.



You can also enable the readback option in MATLAB command line interface by using `hdlset_param` function. The figure shows the command to set 'AXI4RegisterReadback' parameter in `hdlset_param`. The default value is 'off'.

% Set SubSystem HDL parameters

```
hdlset_param('hdlcoder_led_blinking/led_counter', 'AXI4RegisterReadback', 'on');
hdlset_param('hdlcoder_led_blinking/led_counter', 'AXI4SlaveIDWidth', '12');
hdlset_param('hdlcoder_led_blinking/led_counter', 'ProcessorFPGASynchronization',
```

Read Values of the AXI4 Slave input registers

After setting the readback option for your model, Generate RTL code and IP Core using Task 3.2 option in HDL Workflow Advisor or through command line interface. Once IP core is generated, IP Core Generation Report is generated in the code generation report. IP Core Generation Report contains the details about Target Platform Interface of your model. The figure shows the AXI-Lite interface mapped to the `hdlcoder_led_blinking` model ports. The table in IP Core Generation Report shows the interface mapping address of each AXI4 slave register. These addresses are used to read the AXI4 slave input registers.

The screenshot shows the 'Code Generation Report' window. The left sidebar contains a 'Contents' section with links to various reports, including 'IP Core Generation Report' which is highlighted. The main content area displays the 'Target platform interface table' and 'Register Address Mapping'.

Target platform interface table:

| Port Name | Port Type | Data Type | Target Platform Interfaces | Interface Mapping | Interface Options |
|---------------------------------|-----------|-----------|----------------------------|-------------------|-------------------|
| Blink_frequency | Inport | ufix4 | AXI4-Lite | x"100" | |
| Blink_direction | Inport | boolean | AXI4-Lite | x"104" | |
| LED | Output | uint8 | LEDs General Purpose [0:7] | [0:7] | |
| Read_back | Output | uint8 | AXI4-Lite | x"108" | |

Register Address Mapping

The following AXI4-Lite bus accessible registers were generated for this IP core:

| Register Name | Address Offset | Description |
|----------------------|----------------|--|
| IPCore_Reset | 0x0 | write 0x1 to bit 0 to reset IP core |
| IPCore_Enable | 0x4 | enabled (by default) when bit 0 is 0x1 |
| IPCore_Timestamp | 0x8 | contains unique IP timestamp (yyymmddHHMM): 2106141555 |
| Blink_frequency_Data | 0x100 | data register for Inport Blink_frequency |
| Blink_direction_Data | 0x104 | data register for Inport Blink_direction |
| Read_back_Data | 0x108 | data register for Output Read_back |

Following are the AXI4 slave Base address and Master address space specified in the reference design:
Default system.
 AXI4 Slave Base Address: **0x400D0000**
 AXI4 Slave Master connection: **sys_cpu/Data**
 Use the AXI4 Slave Base Address plus Address offset to access the IP Core registers shown in Register Address Mapping table

The AXI4 slave write register readback is ON for the IP core.
 The register address mapping is also in the following C header file for you to use when programming

Buttons: OK, Help

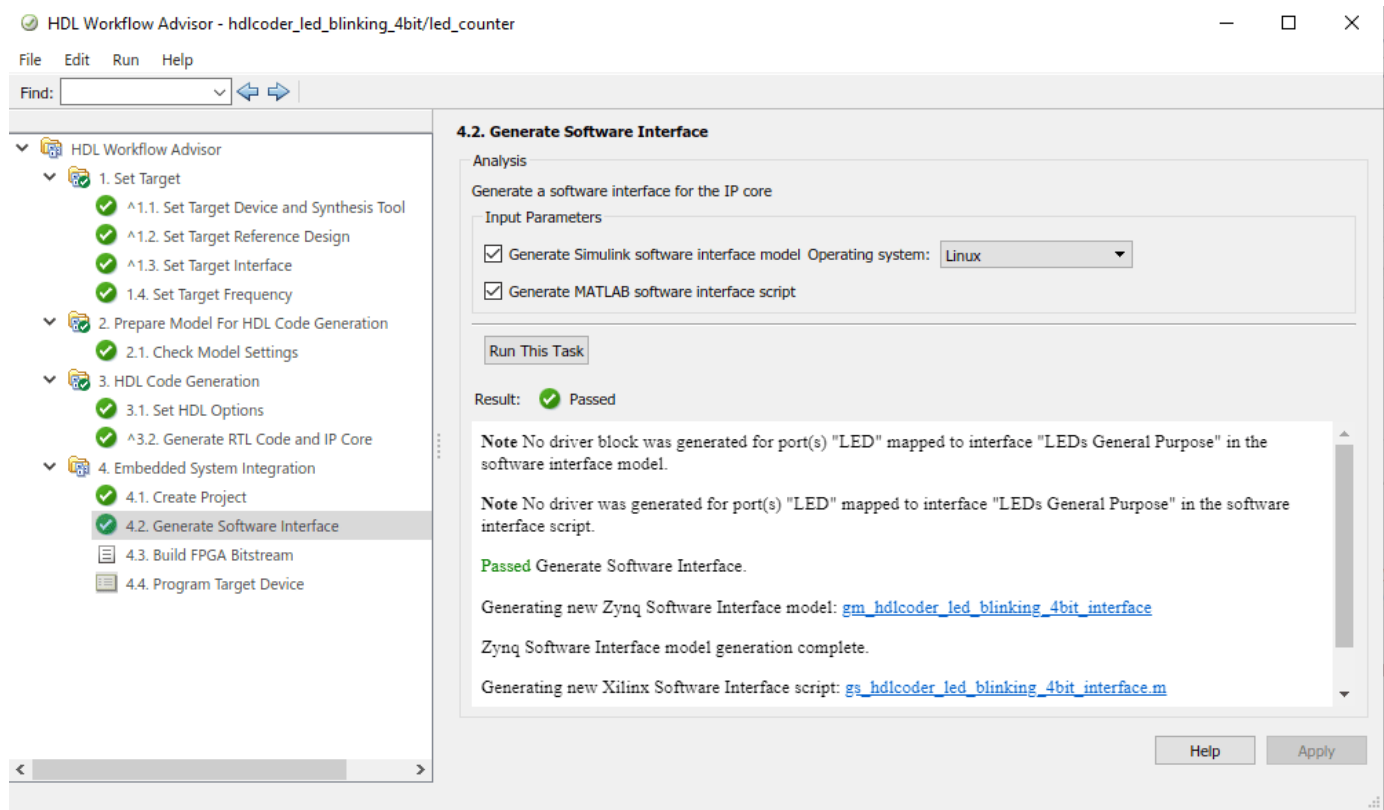
The AXI4 slave base address is used together with interface mapping address to read the value of AXI4 slave input registers. These address mapping details are used to read the AXI4 slave registers. Readback of input registers can be performed in three ways.

1. Using MATLAB FPGA Prototyping API Script
2. Using JTAG MATLAB as AXI Master
3. Using Devmem command to probe the registers from target

To read the value, you can use any of the above techniques. After that you must complete all the steps in HDL Workflow Advisor. Once bitstream is generated and programmed into the target device, perform readback of input registers.

Readback of AXI4 Slave Input Registers Using MATLAB FPGA Prototyping API Script

AXI4 Slave input registers can be read using MATLAB FPGA prototyping API scripts. Once RTL Code and IP core is generated, MATLAB Software interface scripts can be generated in Task 4.2 Generate Software Interface from HDL Workflow Advisor. The option Generate MATLAB software interface scripts generates the MATLAB prototyping API scripts. See figure below.



This option generates two scripts, that are interface and setup scripts which is as shown below for `hdlcoder_led_blinking_4bit` model.

[gs_hdlcoder_led_blinking_4bit_interface.m](#)
[gs_hdlcoder_led_blinking_4bit_setup.m](#)

The setup function contains commands for the AXI4 slave interfaces that HDL Coder uses to control the DUT ports in the generated HDL IP core that are mapped to the corresponding interfaces.

```
function gs_hdlcoder_led_blinking_4bit_setup(hFPGA)
%-----
% Software Interface Script Setup
%
% Generated with MATLAB 9.12 (R2022a) at 18:15:57 on 14/06/2021.
% This function was created for the IP Core generated from design 'hdlcoder_led_blinking_4bit'.
%
% Run this function on an "fpga" object to configure it with the same interfaces as the generated IP core.
%-----

%% AXI4-Lite
addAXI4SlaveInterface(hFPGA, ...
    "InterfaceID", "AXI4-Lite", ...
    "BaseAddress", 0x40010000, ...
    "AddressRange", 0x10000);

DUTPort_blink_frequency = hdlcoder.DUTPort("Blink_frequency", ...
    "Direction", "INOUT", ...
    "DataType", numerictype(0,4,0), ...
    "IsComplex", false, ...
    "Dimension", [1 1], ...
    "IOInterface", "AXI4-Lite", ...
    "IOInterfaceMapping", "0x100");

DUTPort_blink_direction = hdlcoder.DUTPort("Blink_direction", ...
    "Direction", "INOUT", ...
    "DataType", "logical", ...
```

The software interface script instantiates this setup function to connect to the target and send read or write commands. You can uncomment and send meaningful data by using the inputs to the DUT in your original model. After interfacing with the hardware, the script disconnects from the hardware resource associated with the FPGA object.

```
% Use this script to access DUT ports in the design that were mapped to compatible IP core interfaces.
% You can write to input ports in the design and read from output ports directly from MATLAB.
% To write to input ports, use the "writePort" command and specify the port name and input data. The input data will be cast to the DUT port's data type before writing.
% To read from output ports, use the "readPort" command and specify the port name. The output data will be returned with the same data type as the DUT port.
% Use the "release" command to release MATLAB's control of the hardware resources.
%-----

%% Create fpga object
hFPGA = fpga("Xilinx");

%% Setup fpga object
% This function configures the "fpga" object with the same interfaces as the generated IP core
gs_hdlcoder_led_blinking_4bit_setup(hFPGA);

%% Write/read DUT ports
% Uncomment the following lines to write/read DUT ports in the generated IP Core.
% Update the example data in the write commands with meaningful data to write to the DUT.
%% AXI4-Lite
% writePort(hFPGA, "Blink_frequency", zeros([1 1]));
% writePort(hFPGA, "Blink_direction", zeros([1 1]));
% data_Read_back = readPort(hFPGA, "Read_back");

%% Release hardware resources
release(hFPGA);
```

Now generate the bitstream and program the target device. In order to write and read the data for `blink_frequency`, modify the interface script as shown below and run the script. You can see that value 10 is written to the `blink_frequency` and `axi4read` shows the readback of `blink_frequency`.

```

17 % Setup fpga object
18 % This function configures the "fpga" object with the same interfaces as the generated IP core
19 gs_hdlcoder_led_blinking_4bit_setup(hFPGA);
20
21 %% Write/read DUT ports
22 % Uncomment the following lines to write/read DUT ports in the generated IP Core.
23 % Update the example data in the write commands with meaningful data to write to the DUT.
24 %% AXI4-Lite
25 writePort(hFPGA, "Blink_frequency", 10);
26 axi4read = readPort(hFPGA, "Blink_frequency");
27 % writePort(hFPGA, "Blink_direction", zeros([1 1]));
28 % data_Read_back = readPort(hFPGA, "Read_back");
29
30 %% Release hardware resources
31 release(hFPGA);
32

```

Command Window

```

axi4read =
    10

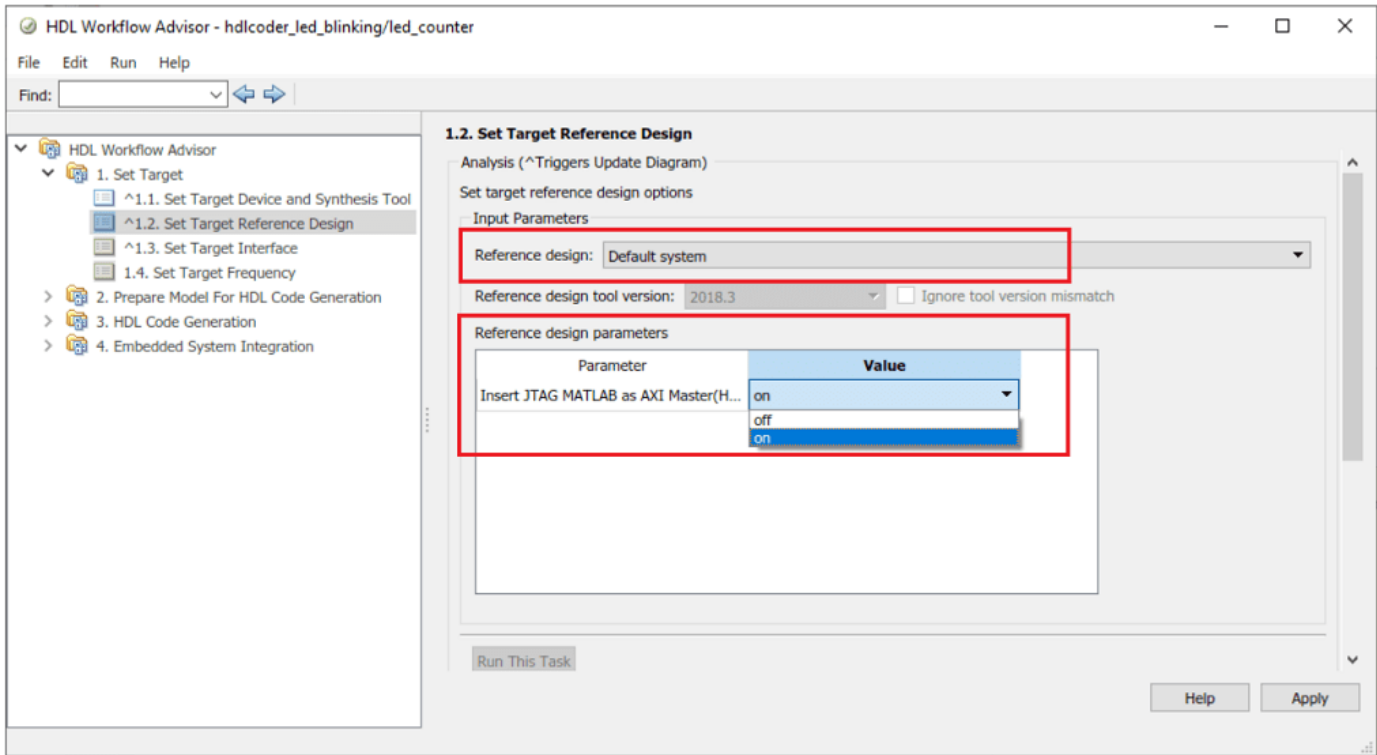
    DataTypeMode: Fixed-point: binary point scaling
    Signedness: Unsigned
    WordLength: 4
    FractionLength: 0

```

MATLAB prototyping API uses JTAG MATLAB as AXI Master for readback of AXI4 slave input registers. For more details, see “Generate Software Interface Script to Probe and Rapidly Prototype HDL IP Core” on page 40-54.

Readback of AXI4 Slave Input Registers using JTAG MATLAB as AXI Master.

JTAG MATLAB as AXI Master can also be used separately for readback of AXI4 slave input registers. To use JTAG MATLAB as AXI Master, JTAG MATLAB as AXI Master IP must be inserted into reference design. The figure shows the Task 1.2 Set Target Reference Design of HDL Workflow Advisor to set insert JTAG MATLAB as AXI Master in your reference design.



Now set the necessary options for enabling readback as mentioned in earlier section and follow the example “Using JTAG MATLAB as AXI Master to control HDL Coder generated IP Core” on page 41-257 for more details.

Readback of AXI4 Slave Input Registers Using Devmem Command (Probe Registers from Target)

Devmem command can be used in Putty or Hyper Terminal. Once the bitstream is programmed into the target device, open Putty or hyper terminal using serial interface. To use devmem command for the hdlcoder_led_blinking model use these steps.

1. Read the data from address '400D0100' using following command.

```
devmem 0x400D0100
```

you will get the value as 0x00000000

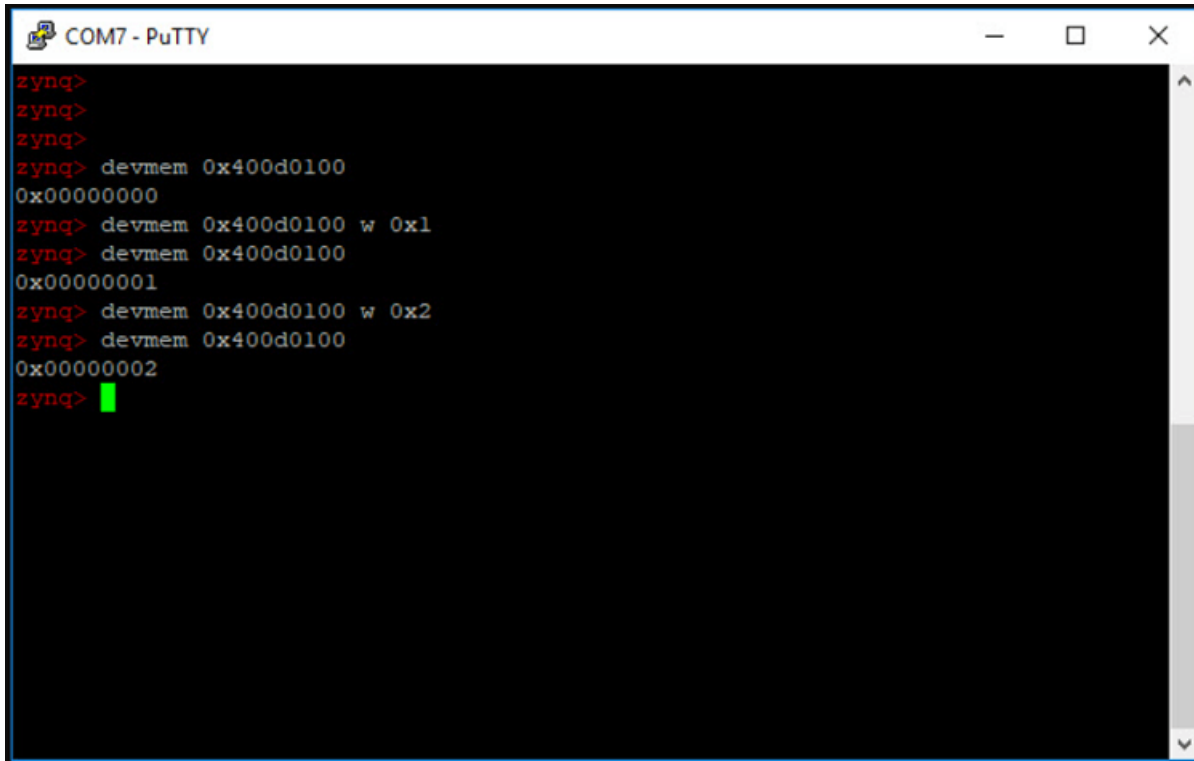
2. Write some value in address '400D0100' using following command.

```
devmem 0x400D0100 w 0x1
```

3. Again read the address '400D0100'.

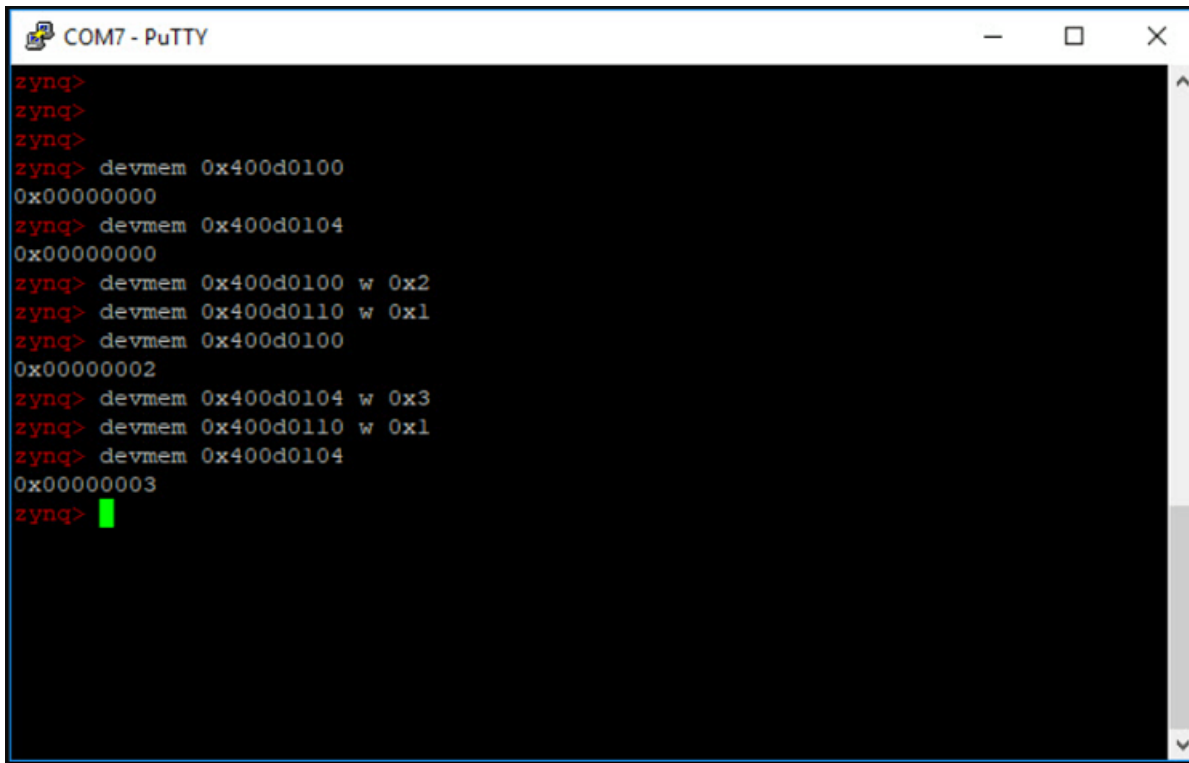
```
devmem 0x400D0100
```

Now you will get value as 0x00000001. For more details see the figure below.



```
COM7 - PuTTY
zynq>
zynq>
zynq>
zynq> devmem 0x400d0100
0x00000000
zynq> devmem 0x400d0100 w 0x1
zynq> devmem 0x400d0100
0x00000001
zynq> devmem 0x400d0100 w 0x2
zynq> devmem 0x400d0100
0x00000002
zynq>
```

In this way scalars can be read. In the vector data type, you first need to write the data on the register and then write 0x1 to the strobe address as in vector mode strobe synchronization is done for writing. After writing on strobe address customer reads the data on register using same address. The figure shows the writing and reading of the values in the vector data type using devmem.

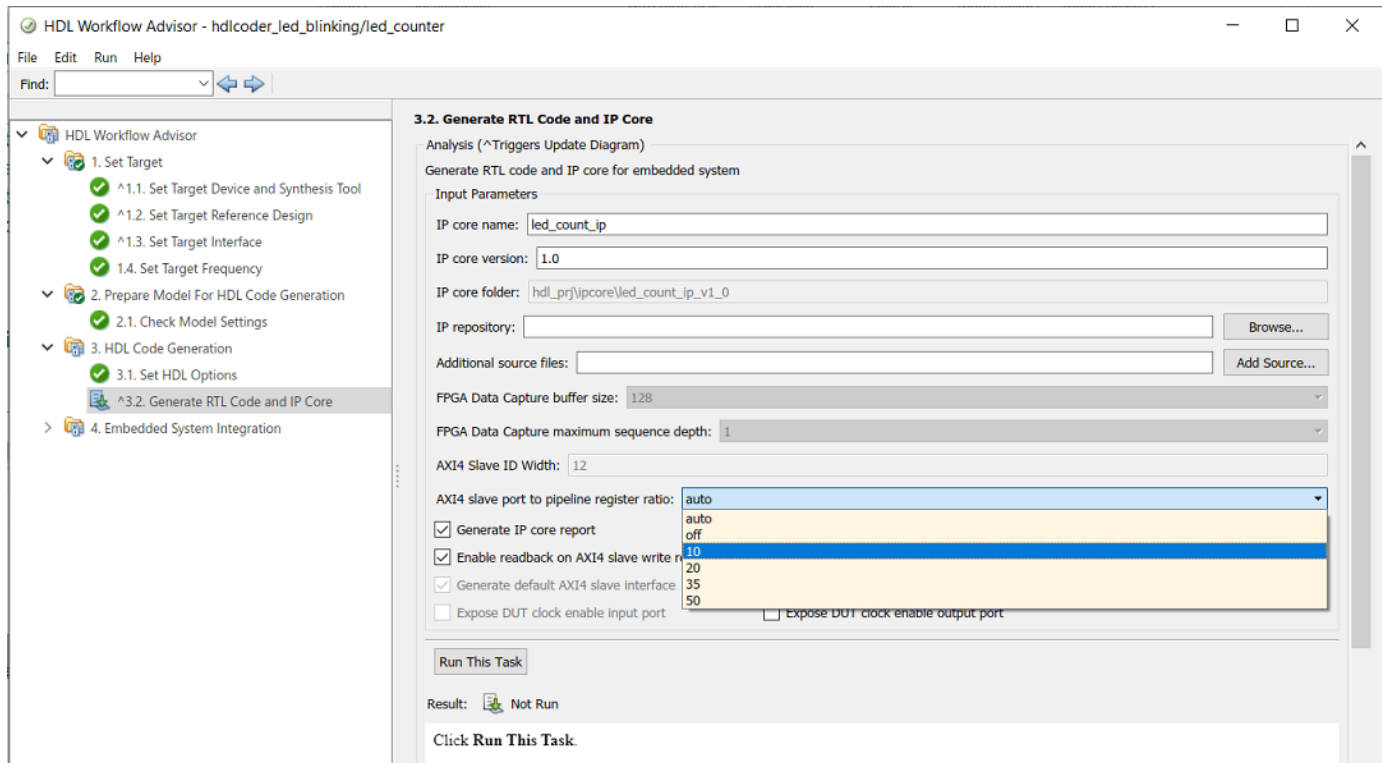


```
COM7 - PuTTY
zynq>
zynq>
zynq>
zynq> devmem 0x400d0100
0x00000000
zynq> devmem 0x400d0104
0x00000000
zynq> devmem 0x400d0100 w 0x2
zynq> devmem 0x400d0110 w 0x1
zynq> devmem 0x400d0100
0x00000002
zynq> devmem 0x400d0104 w 0x3
zynq> devmem 0x400d0110 w 0x1
zynq> devmem 0x400d0104
0x00000003
zynq> █
```

1. Try to read the address 0x400D0100 and 0x400D0104 which shows as 0 as nothing is written in those registers.
2. Try writing 0x2 on address 0x400D0100 and then write 0x1 on strobe address 0x400D0110.
3. Now read the data on address 0x400D0100 and it shows as 0x00000002.
4. Similarly write 0x3 on address 0x400D0104 and then write 0x1 on strobe address 0x400D0110.
5. Now read the data on address 0x400D0104 and it shows 0x00000003.

Using AXI4 Slave Port to Pipeline Register Ratio.

This is an additional option to optimize your design to meet desired Frequency. When you have considerable number of AXI4 slave input ports in the design and AXI4 slave readback of input register is turned on, the design becomes complex and you might not get desired timing requirements. To optimize the readback capability of the AXI4 slave input registers, pipelined registers can be inserted for number of AXI4 slave ports. You can set **AXI4 slave port to pipeline register ratio** option from HDL Workflow Advisor, Command Line Interface or from HDL Block properties of the DUT subsystem. The figure shows the HDL Workflow Advisor for Task 3.2 to set **AXI4 slave port to pipeline register ratio** option.



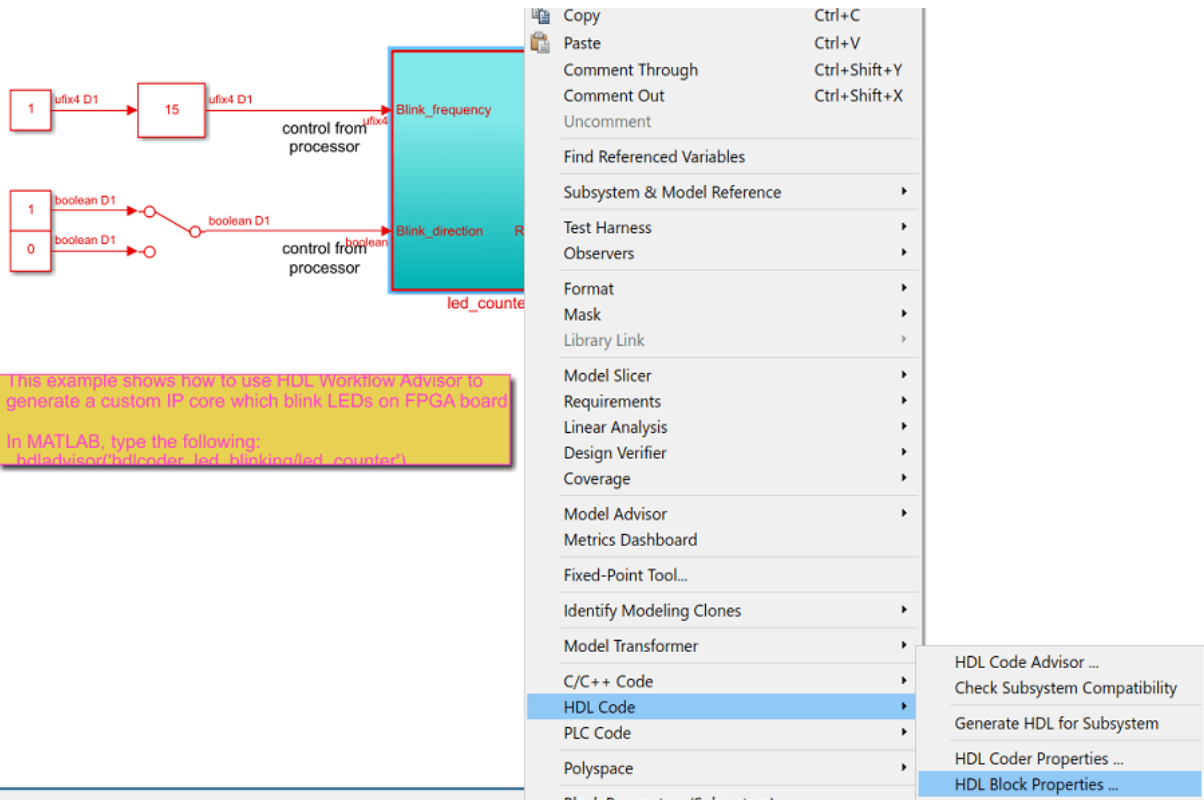
The table shows the drop-down options available in **AXI4 slave port to pipeline ratio**

| Sr. No | Dropdown Item | Description |
|--------|---------------|---|
| 1 | Off | Pipelining Register insertion is set to off and no register will be inserted in the mux chain of port |
| 2 | Auto | One pipelining register will be inserted per 35 AXI4 ports. It is default option |
| 3 | 10 | One pipelining register will be inserted per 10 AXI4 ports |
| 4 | 20 | One pipelining register will be inserted per 20 AXI4 ports |
| 5 | 35 | One pipelining register will be inserted per 35 AXI4 ports |
| 6 | 50 | One pipelining register will be inserted per 50 AXI4 ports |

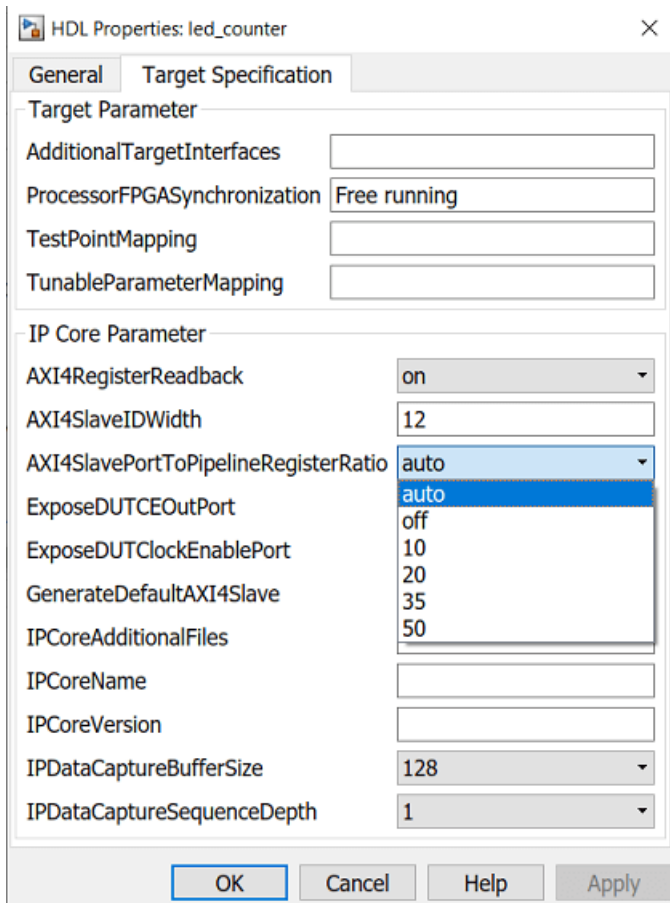
You can also set this option in MATLAB command line interface by using `hdlset_param` function. The figure shows the command to set 'AXI4SlavePortToPipelineRegisterRatio' parameter in `hdlset_param`. The default value is 'auto'.

```
% Set SubSystem HDL parameters
hdlset_param('hdlcoder_led_blinking/led_counter', 'AXI4RegisterReadback', 'on');
hdlset_param('hdlcoder_led_blinking/led_counter', 'AXI4SlaveIDWidth', '12');
hdlset_param('hdlcoder_led_blinking/led_counter', 'AXI4SlavePortToPipelineRegisterRatio', '10');
hdlset_param('hdlcoder_led_blinking/led_counter', 'ProcessorFPGASynchronization', 'Free running');
```


To select this option using HDL Block properties, right click on DUT subsystem and select HDL Code > HDL Block Properties. See figure below.



In HDL Block Properties, chose Target Specification tab and set 'AXI4SlavePortToPipelineRegisterRatio' in IP Core Parameter section. See figure below.



Once you set the **AXI4 slave port to pipeline register ratio** using one of the above options, you can follow the steps for the readback mentioned in section **Read Values of the AXI4 Slave input registers**.

Multirate IP Core Generation

This example shows HDL Coder™ supports designs with multiple sample rates when you run the IP Core Generation workflow.

If you are only using AXI4 slave interfaces such as AXI4 or AXI4-Lite, and when you use Free running for **Processor/FPGA Synchronization**, you can use multiple sample rates in your design without restrictions.

When you map the interface ports to AXI4-Stream, AXI4-Stream Video, or AXI4 Master interfaces, to use multiple sample rates, make sure that the DUT ports that map to the AXI4 interfaces run at the fastest rate of the design after HDL code generation.

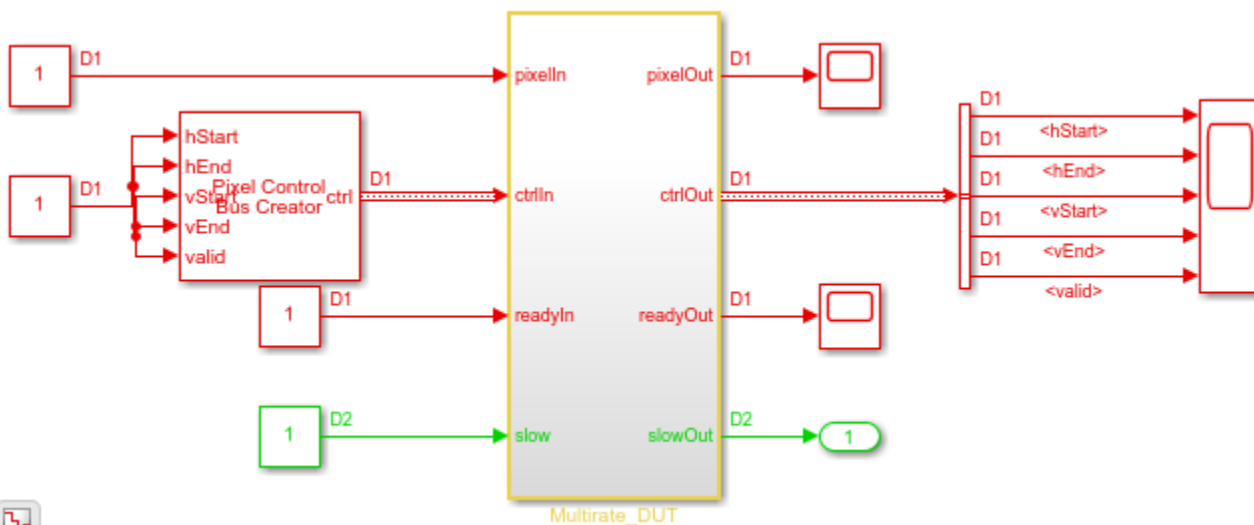
These examples illustrate how you can model your design with multiple sample rates when using AXI4-Stream, AXI4-Stream Video, or AXI4-Master Master interfaces.

Run Part of Design at Slower Rate

You can run part of the design at a slower rate while making sure that the DUT ports that map to the interface run at the fastest rate. This example illustrates mapping to AXI4-Stream Video interfaces but you can map to AXI4-Stream or AXI4 Master interfaces by using this approach.

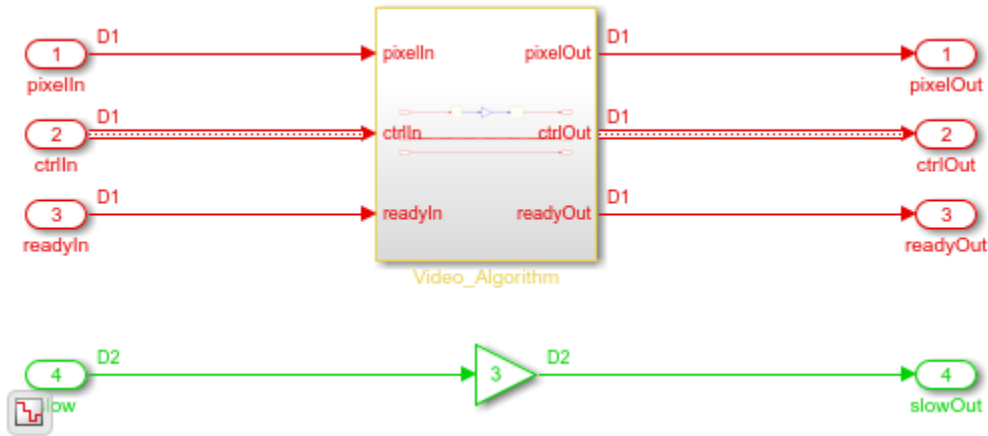
For an example, open the model `hdlcoder_axi_video_multirate`.

```
load_system('hdlcoder_axi_video_multirate')
set_param('hdlcoder_axi_video_multirate', 'SimulationCommand', 'update')
open_system('hdlcoder_axi_video_multirate')
```



In this model, the DUT ports corresponding to inputs and outputs of the Video_Algorithm run at the fastest rate.

```
open_system('hdlcoder_axi_video_multirate/Multirate_DUT')
```



These ports can therefore map to AXI4-Stream Video interfaces. Part of the design running outside this algorithm corresponding to input `slow` and output `slowOut` running at a slower rate can map to AXI4 or AXI4-Lite interfaces. This figure shows an example of the target platform interface mapping for this model.

Target platform interface table

| Port Name | Port Type | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|-----------|-----------|-----------|----------------------------|--------------------------------|
| pixelIn | Inport | uint16 | AXI4-Stream Video Slave | Pixel Data |
| ctrlIn | Inport | bus | AXI4-Stream Video Slave | Pixel Control Bus |
| readyIn | Inport | boolean | AXI4-Stream Video Master | Ready (optional) |
| slow | Inport | uint16 | AXI4-Lite | x"100" |
| pixelOut | Outport | uint16 | AXI4-Stream Video Master | Pixel Data |
| ctrlOut | Outport | bus | AXI4-Stream Video Master | Pixel Control Bus |
| readyOut | Outport | boolean | AXI4-Stream Video Slave | Ready (optional) |
| slowOut | Outport | uint16 | AXI4-Lite | x"104" |

Note: To use the Pixel Control Bus Creator and Pixel Control Bus Selector blocks, you must have Vision HDL Toolbox™ installed. If you do not have Vision HDL Toolbox, use Bus Creator and Bus Selector blocks instead.

See also “Model Design for AXI4-Stream Video Interface Generation” on page 41-84.

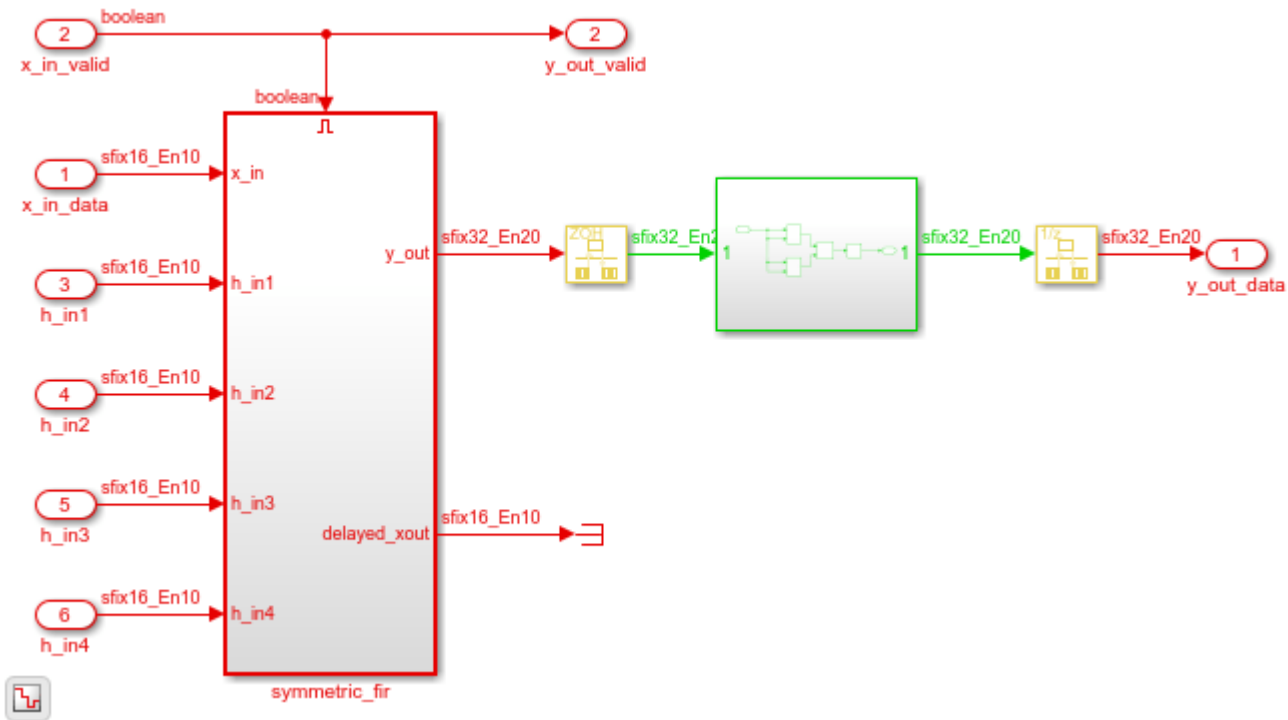
Apply Optimizations to Part of Design Running at Slow Rate

With multirate support, you can apply optimizations such as resource sharing to a part of the design running at a slower rate. Make sure that the optimizations do not introduce a faster rate in your

Simulink™ model. This example illustrates mapping to AXI4-Stream interfaces but you can map to AXI4-Stream Video or AXI4 Master interfaces by using this approach.

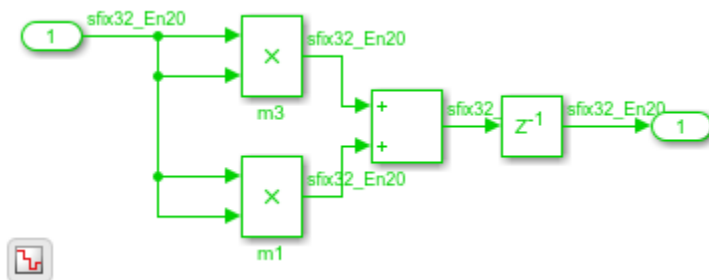
For an example, open the model `hdlcoder_axi_multirate_sharing`

```
load_system('hdlcoder_axi_multirate_sharing')
set_param('hdlcoder_axi_multirate_sharing','SimulationCommand','update')
open_system('hdlcoder_axi_multirate_sharing/DUT')
```



In this model, the Subsystem contains a simple multiply-add algorithm running at a slower rate.

```
open_system('hdlcoder_axi_multirate_sharing/DUT/Subsystem')
```



Resource sharing can be applied to this part of the design. To see the parameters saved on this Subsystem, run `hdlsaveparams`.

```
hdlsaveparams('hdlcoder_axi_multirate_sharing/DUT/Subsystem')
```

```
%% Set Model 'hdlcoder_axi_multirate_sharing' HDL parameters
hdlset_param('hdlcoder_axi_multirate_sharing', 'HDLSubsystem', 'hdlcoder_axi_multirate_sharing/DUT/Subsystem')
```

```

hdlset_param('hdlcoder_axi_multirate_sharing', 'ReferenceDesign', 'Default system with AXI4-Stream');
hdlset_param('hdlcoder_axi_multirate_sharing', 'ResetType', 'Synchronous');
hdlset_param('hdlcoder_axi_multirate_sharing', 'SynthesisTool', 'Xilinx Vivado');
hdlset_param('hdlcoder_axi_multirate_sharing', 'SynthesisToolChipFamily', 'Zynq');
hdlset_param('hdlcoder_axi_multirate_sharing', 'SynthesisToolDeviceName', 'xc7z020');
hdlset_param('hdlcoder_axi_multirate_sharing', 'SynthesisToolPackageName', 'clg484');
hdlset_param('hdlcoder_axi_multirate_sharing', 'SynthesisToolSpeedValue', '-1');
hdlset_param('hdlcoder_axi_multirate_sharing', 'TargetDirectory', 'hdl_prj\hdlsrc');
hdlset_param('hdlcoder_axi_multirate_sharing', 'TargetFrequency', 50);
hdlset_param('hdlcoder_axi_multirate_sharing', 'TargetPlatform', 'ZedBoard');
hdlset_param('hdlcoder_axi_multirate_sharing', 'Workflow', 'IP Core Generation');

% Set SubSystem HDL parameters
hdlset_param('hdlcoder_axi_multirate_sharing/DUT/Subsystem', 'SharingFactor', 3);

```

You can map the DUT interface ports to AXI4-Stream Master or AXI4-Stream Slave interfaces. This figure shows an example of the target platform interface mapping for this model.

Target platform interface table

| Port Name | Port Type | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|-------------|-----------|-------------|----------------------------|--------------------------------|
| x_in_data | Inport | sfix16_E... | AXI4-Stream Slave | Data |
| x_in_valid | Inport | boolean | AXI4-Stream Slave | Valid |
| h_in1 | Inport | sfix16_E... | AXI4-Lite | x"100" |
| h_in2 | Inport | sfix16_E... | AXI4-Lite | x"104" |
| h_in3 | Inport | sfix16_E... | AXI4-Lite | x"108" |
| h_in4 | Inport | sfix16_E... | AXI4-Lite | x"10C" |
| y_out_data | Outport | sfix32_E... | AXI4-Stream Master | Data |
| y_out_valid | Outport | boolean | AXI4-Stream Master | Valid |

See also “Model Design for AXI4-Stream Interface Generation” on page 41-11.

See Also

More About

- “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2
- “Custom IP Core Generation” on page 40-10

Board and Reference Design Registration System

In this section...

“Board, IP Core, and Reference Design Definitions” on page 41-55

“Board Registration Files” on page 41-55

“Reference Design Registration Files” on page 41-56

“Predefined Board and Reference Design Examples” on page 41-57

You can define custom boards and custom reference designs so that they are available as target hardware options in the SoC workflow. Custom boards and custom reference targets use the same system that HDL Coder uses for predefined board and reference design targets.

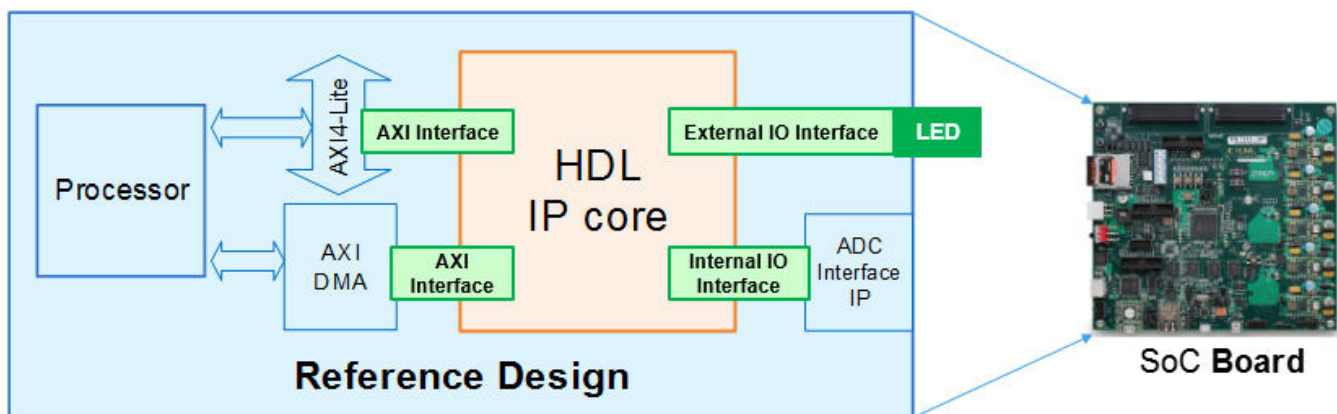
Board, IP Core, and Reference Design Definitions

A reference design is the embedded system design that your generated IP core integrates with. The board is the SoC platform.

For a custom board or custom reference design, you can define different kinds of interfaces:

- *AXI interface*: an interface between your generated IP core and an AXI4 or AXI4-Lite interface.
- *External IO interface*: an interface between your generated IP core and an external interface.
- *Internal IO interface*: an interface between your generated IP core and another IP core in the reference design.

After you integrate your reference design and IP core in an embedded system design project, you can program the board with the embedded system design.



Board Registration Files

To define and register a board, you must have a board definition, a board plugin, and a board registration file.

Board Definition

A board definition is a file that defines the characteristics of a board. You can define more than one custom board.

Board Plugin

A board plugin is a package folder that contains:

- The board definition.
- All reference design plugins that are associated with the board.

A board plugin has one board definition, but can have multiple reference designs.

Board Registration File

A board registration file is always named `hdlcoder_board_customization.m`, and contains a list of board plugins. There can be multiple board registration files on your MATLAB path, but a board plugin cannot be listed in more than one board registration file.

When the HDL Workflow Advisor opens, it searches the MATLAB path for files named `hdlcoder_board_customization.m`, and uses the information to populate the target board options. Interfaces you add and define for the board appear as options in the **Target Platform Interface** dropdown list.

Reference Design Registration Files

To define and register a reference design, you must have a reference design definition, a reference design plugin, and a reference design registration file.

Reference Design Definition

A reference design definition is a file that defines the characteristics of a reference design, including its associated board and interfaces. You can define multiple custom reference designs per board.

Reference Design Plugin

A reference design plugin is a package folder that contains:

- The reference design definition.
- Files that are part of the embedded system design project, and are specific to your third-party synthesis tool, including Tcl, project, and design files.

A reference design plugin has one reference design definition and is associated with one board.

Reference Design Registration File

A reference design registration file is always named `hdlcoder_ref_design_customization.m`, and contains a list of reference design plugins for a specific board. There can be multiple reference design registration files for a specific board on your MATLAB path, but a reference design plugin cannot be listed in more than one reference design plugin registration file.

When the HDL Workflow Advisor opens, it searches the MATLAB path for files named `hdlcoder_ref_design_customization.m`, and uses the information to populate the reference

design options for each board. Interfaces you add and define for the reference design appear as options in the **Target Platform Interface** dropdown list.

Predefined Board and Reference Design Examples

For examples of working board and reference design definitions, refer to the predefined Altera SoC and Xilinx Zynq board plugins that include predefined reference design plugins:

- *support_package_installation_folder/toolbox/hdlcoder/supportpackages/zynq7000/+ZedBoard/*
- *support_package_installation_folder/toolbox/hdlcoder/supportpackages/zynq7000/+ZynqZC702/*
- *support_package_installation_folder/toolbox/hdlcoder/supportpackages/alterasoc/+AlteraCycloneV/*
- *support_package_installation_folder/toolbox/hdlcoder/supportpackages/alterasoc/+ArrowSoCKit/*

See Also

hdlcoder.Board | hdlcoder.ReferenceDesign

Related Examples

- “Register a Custom Board” on page 41-58
- “Register a Custom Reference Design” on page 41-61
- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230

Register a Custom Board

In this section...

“Define a Board” on page 41-58

“Create a Board Plugin” on page 41-59

“Define a Board Registration Function” on page 41-59

To register a custom board, you must:

- 1 Define a board.
- 2 Create a board plugin.
- 3 Define a board registration function, or add the new board plugin to an existing board registration function.

Define a Board

Before you begin, have the board documentation at hand so you can refer to the details of the board.

Requirements

A board definition must be:

- A MATLAB function that returns an `hdlcoder.Board` object.
The board definition function can have any name.
- In its board plugin folder.

How To Define A Board

- 1 Create a new file that defines a MATLAB function with any name.
- 2 In the MATLAB function, create an `hdlcoder.Board` object and specify its properties and interfaces according the characteristics of your custom board.
- 3 Optionally, to check that the definition is complete, run the `validateBoard` method.

For example, the following code defines a board:

```
function hB = plugin_board()
% Board definition

% Construct board object
hB = hdlcoder.Board;

hB.BoardName    = 'Digilent Zynq ZyBo';

% FPGA device information
hB.FPGAVendor   = 'Xilinx';
hB.FPGAFamily   = 'Zynq';
hB.FPGADevice   = 'xc7z010';
hB.FGAPackage   = 'clg400';
hB.FPGASpeed    = '-2';

% Tool information
```

```

hB.SupportedTool = {'Xilinx Vivado'};

% FPGA JTAG chain position
hB.JTAGChainPosition = 2;

%% Add interfaces
% Standard "External Port" interface
hB.addExternalPortInterface( ...
    'IOPadConstraint', {'IOSTANDARD = LVCMOS33'});

```

Create a Board Plugin

Requirements

A board plugin:

- Must be a package folder that contains the board definition file.

A package folder has a + prefix before the folder name. For example, the board plugin can be a folder named +ZedBoard.

- Must be on the MATLAB path.
- Can contain one or more reference design plugins.

How To Create a Board Plugin

- 1 Create a folder that has a name with a + prefix.
- 2 Save your board definition file to the folder.
- 3 Add the folder to your MATLAB path.

Define a Board Registration Function

Requirements

A board registration function:

- Must be named `hdlcoder_board_customization.m`.
- Returns a list of board plugins, specified as a cell array of character vectors.
- Must be on the MATLAB path.

How To Define a Board Registration Function

- 1 Create a file named `hdlcoder_board_customization.m` and save it anywhere on the MATLAB path.
- 2 In `hdlcoder_board_customization.m`, define a function that returns a list of board plugins as a cell array of character vectors.

For example, the following code defines a board registration function.

```

function r = hdlcoder_board_customization
% Board plugin registration files
% Format: % board_folder.board_definition_function

```

```
r = {'ZyboRegistration.plugin_board'};  
end
```

See Also

`hdlcoder.Board` | `hdlcoder.ReferenceDesign`

Related Examples

- “Register a Custom Reference Design” on page 41-61
- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230

More About

- “Board and Reference Design Registration System” on page 41-55

Register a Custom Reference Design

In this section...

“Define a Reference Design” on page 41-61

“Create a Reference Design Plugin” on page 41-62

“Define a Reference Design Registration Function” on page 41-62

To register a custom reference design:

- 1 Define a reference design.
- 2 Create a reference design plugin.
- 3 Define a reference design registration function, or add the new reference design plugin to an existing reference design registration function.

Define a Reference Design

A reference design definition must be a MATLAB function that returns an `hdlcoder.ReferenceDesign` object. Create the reference design definition function in the reference design plugin folder. You can use any name for the reference design definition function.

To create a reference design definition:

- 1 Create a new file that defines a MATLAB function with any name.
- 2 In the MATLAB function, create an `hdlcoder.ReferenceDesign` object and specify its properties and interfaces according to the characteristics of your embedded system design.
- 3 If you want to check that the definition is complete, run the `validateReferenceDesign` method.

This MATLAB function defines a custom reference design:

```
function hRD = plugin_rd()
% Reference design definition

% Construct reference design object
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Xilinx Vivado');

hRD.ReferenceDesignName = 'Demo system (Vivado 2014.2)';
hRD.BoardName = 'Digilent Zynq ZyBo';

% Tool information
% It is recommended to use a tool version that is compatible with the supported tool
% version. If you choose a different tool version, it is possible that HDL Coder is
% unable to create the reference design project for IP core integration.
hRD.SupportedToolVersion = {'2015.4'};

%% Add custom design files
% add custom Vivado design
hRD.addCustomVivadoDesign( ...
    'CustomBlockDesignTcl', 'design_led.tcl');

hRD.CustomFiles = {'ZYBO_zynq_def.xml'};
%% Add interfaces
% add clock interface
hRD.addClockInterface( ...
    'ClockConnection', 'clk_wiz_0/clk_out1', ...
    'ResetConnection', 'proc_sys_reset_0/peripheral_aresetn');

% add AXI4 and AXI4-Lite slave interfaces
```

```
hRD.addAXI4SlaveInterface( ...
    'InterfaceConnection', 'axi_interconnect_0/M00_AXI', ...
    'BaseAddress', '0x40010000', ...
    'MasterAddressSpace', 'processing_system7_0/Data');
```

By default, HDL Coder generates an IP core with the default settings and integrates it into the reference design project. To customize these default settings, use the properties in the `hdlcoder.ReferenceDesign` object to define custom parameters and to register the function handle of the custom callback functions. For more information, see “Define Custom Parameters and Callback Functions for Custom Reference Design” on page 41-64.

Create a Reference Design Plugin

A reference design plugin is a package folder that you define on the MATLAB path. The folder contains the board definition file and any custom callback functions.

To create a reference design plugin:

- 1 In the board plugin folder for the associated board, create a new folder that has a name with a + prefix.
For example, the reference design plugin can be a folder named `+vivado_base_ref_design`.
- 2 In the new folder, save your reference design definition file and any custom callback functions that you create.
- 3 In the new folder, save any files that are required by the embedded system design project, and are specific to your third-party synthesis tool, including Tcl, project, and design files.
- 4 Add the folder to your MATLAB path.

Define a Reference Design Registration Function

A reference design registration function contains a list of reference design functions and the associated board name. You must name the function `hdlcoder_ref_design_customization.m`. When the HDL Workflow Advisor opens, it searches the MATLAB path for files named `hdlcoder_ref_design_customization.m`, and uses the information to populate the reference design options for each board.

To define a reference design registration function:

- 1 Create a file named `hdlcoder_ref_design_customization.m` and save it anywhere on the MATLAB path.
- 2 In `hdlcoder_board_customization.m`, define a function that returns the associated board name, specified as a character vector, and a list of reference design plugins, specified as a cell array of character vectors.

For example, the following code defines a reference design registration function.

```
function [rd, boardName] = hdlcoder_ref_design_customization
% Reference design plugin registration file

rd = {'ZyBoRegistration.Vivado2015_4.plugin_rd', ...
     };

boardName = 'Digilent Zynq ZyBo';
```

end

The reference design registration function returns the associated board name, specified as a character vector, and a list of reference design plugins, specified as a cell array of character vectors.

See Also

`hdlcoder.Board` | `hdlcoder.ReferenceDesign`

Related Examples

- “Register a Custom Board” on page 41-58
- “Define Custom Parameters and Callback Functions for Custom Reference Design” on page 41-64
- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230

More About

- “Board and Reference Design Registration System” on page 41-55

Define Custom Parameters and Callback Functions for Custom Reference Design

In this section...

“Define Custom Parameters and Register Callback Function Handle” on page 41-64

“Define Custom Callback Functions” on page 41-68

When you define your custom reference design, you can optionally use the properties in the `hdlcoder.ReferenceDesign` object to define custom parameters and callback functions.

Define Custom Parameters and Register Callback Function Handle

This MATLAB code shows how to define custom parameters and register the function handle of the custom callback functions in the reference design definition function.

```
function hRD = plugin_rd()
% Reference design definition

% Construct reference design object
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Xilinx Vivado');
hRD.ReferenceDesignName = 'My Reference Design';
hRD.BoardName = 'ZedBoard';

% Tool information
hRD.SupportedToolVersion = {'2018.3'};

%% Add custom design files
% ...
% ...

%% Add optional custom parameters by using addParameter property.
% Specify custom 'DUT path' and 'Channel Mapping' parameters.
% The parameters get populated in the 'Set Target Reference Design'
% task of the HDL Workflow Advisor.
hRD.addParameter( ...
    'ParameterID', 'DutPath', ...
    'DisplayName', 'Dut Path', ...
    'DefaultValue', 'Rx', ...
    'ParameterType', hdlcoder.ParameterType.DropDown, ...
    'Choice', {'Rx', 'Tx'});
hRD.addParameter( ...
    'ParameterID', 'ChannelMapping', ...
    'DisplayName', 'Channel Mapping', ...
    'DefaultValue', '1');

%% Enable JTAG MATLAB as AXI Master IP Insertion. The IP
% insertion setting is visible in the 'Set Target Reference Design'
% task of the HDL Workflow Advisor. By default, the
% AddJTAGMATLABasAXIMasterParameter property is set to 'true'.
hRD.AddJTAGMATLABasAXIMasterParameter = 'true';
hRD.JTAGMATLABasAXIMasterDefaultValue = 'on';

%% Add custom callback functions. These are optional.
% With the callback functions, you can enable custom
% validations, customize the project creation, software
% interface model generation, and the bistream build.
% Register the function handle of these callback functions.

% Specify an optional callback for 'Set Target Reference Design'
% task in Workflow Advisor. Use property name
% 'PostTargetReferenceDesignFcn'.
hRD.PostTargetReferenceDesignFcn = ...
    @my_reference_design.callback_PostTargetReferenceDesign;
```



```

% Specify an optional callback for 'Set Target Interface' task in Workflow Advisor.
% Use the property name 'PostTargetInterfaceFcn'.
hRD.PostTargetInterfaceFcn = ...
    @my_reference_design.callback_PostTargetInterface;

% Specify an optional callback for 'Create Project' task
% Use the property name 'PostCreateProjectFcn' for the ref design object.
hRD.PostCreateProjectFcn = ...
    @my_reference_design.callback_PostCreateProject;

% Specify an optional callback for 'Generate Software Interface Model' task
% Use the property name 'PostSWInterfaceFcn' for the ref design object.
hRD.PostSWInterfaceFcn = ...
    @my_reference_design.callback_PostSWInterface;

% Specify an optional callback for 'Build FPGA Bitstream' task
% Use the property name 'PostBuildBitstreamFcn' for the ref design object.
hRD.PostBuildBitstreamFcn = ...
    @my_reference_design.callback_PostBuildBitstream;

% Specify an optional callback for 'Program Target Device'
% task to use a custom programming method.
hRD.CallbackCustomProgrammingMethod = ...
    @my_reference_design.callback_CustomProgrammingMethod;

%% Add interfaces
% ...
% ...

```

Define Custom Parameters

With the `addParameter` method of the `hdlcoder.ReferenceDesign` class, you can define custom parameters. In the preceding example code, the reference design defines two custom parameters, DUT Path and Channel Mapping. To learn more about the `addParameter` method, see `addParameter`.

Specify Insertion of JTAG MATLAB as AXI Master IP

By default, HDL Coder adds a parameter **Insert JTAG MATLAB as AXI Master (HDL Verifier Required)** to all reference designs. When you set this parameter to on, the code generator automatically inserts the JTAG MATLAB AXI Master IP into your reference design. By using the JTAG MATLAB AXI Master IP, you can easily access the AXI registers in the generated DUT IP core on an FPGA board from MATLAB through the JTAG connection. See also “Set Up for MATLAB AXI Master” (HDL Verifier).

To use this capability, you must have the HDL Verifier hardware support packages installed and downloaded. See “Download FPGA Board Support Package” (HDL Verifier).

The code generator adjusts the **AXI4 Slave ID Width** to accommodate the MATLAB as AXI Master IP connection. After you generate the HDL IP core and create the reference design project, you can open the Vivado block design to see the JTAG MATLAB AXI Master IP inserted in the reference design.

In the previous example code, the reference design defines the `AddJTAGMATLABasAXIMasterParameter` and `JTAGMATLABasAXIMasterDefaultValue` properties of the `hdlcoder.ReferenceDesign` class. These properties control the default behavior of the **Insert JTAG MATLAB as AXI Master (HDL Verifier Required)** setting in the **Set Target Reference Design** task of the HDL Workflow Advisor. If you do not specify any of these properties in the `hdlcoder.ReferenceDesign` class, the **Insert JTAG MATLAB as AXI Master (HDL Verifier**

Required) parameter is displayed in the **Set Target Reference Design** task and the value is set to off. This example code illustrates the default behavior.

```
%% Default behavior of Insert JTAG as AXI Master option

% This parameter controls visibility of the option in
% 'Set Target Reference Design Task' of HDL Workflow Advisor
% By default, the parameter value is set to 'true',
% which means that the option is displayed in the UI. If
% you do not want the parameter to be displayed, set this
% value to 'false'.
hRD.AddJTAGMATLABasAXIMasterParameter = 'true';

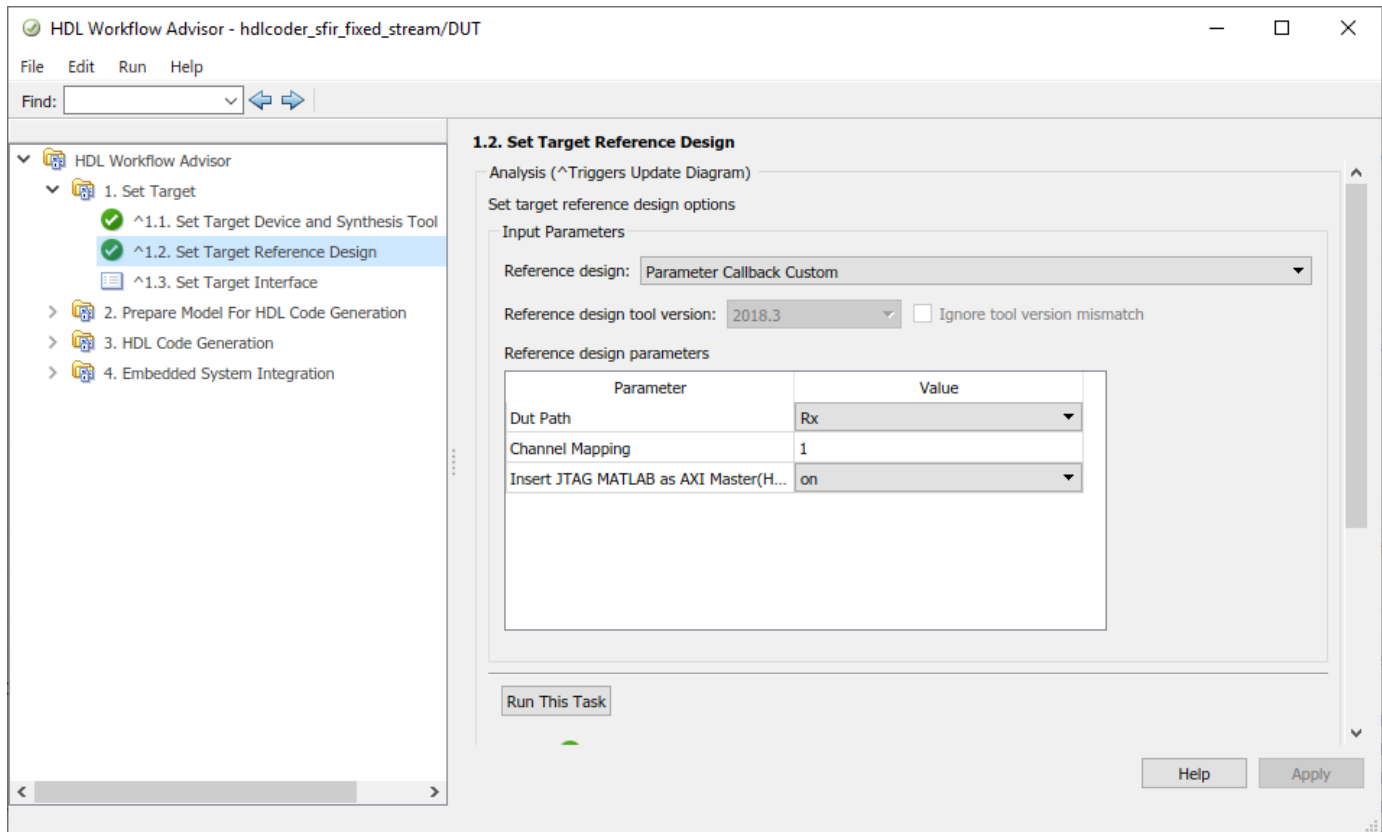
% This parameter controls the value of the option in the
% the 'Set Target Reference Design Task' task. By default,
% the value is 'off', which means that the parameter is
% displayed in the task and the value is off. To enable
% automatic insertion of JTAG AXI Master IP in the reference
% design, set this value to 'on'. In that case, the
% AddJTAGMATLABasAXIMasterParameter must be set to 'true'.
hRD.JTAGMATLABasAXIMasterDefaultValue = 'off';
```

For examples, see:

- Using JTAG MATLAB as AXI Master to control the HDL Coder IP Core on page 41-257
- “Access DUT Registers on Xilinx Pure FPGA Board Using IP Core Generation Workflow” on page 40-162

Run IP Core Generation Workflow

When you open the HDL Workflow Advisor, HDL Coder populates the **Set Target Reference Design** task with the reference design name, tool version, custom parameters that you specified, and the **Insert JTAG MATLAB as AXI Master (HDL Verifier Required)** option set to on.



HDL Coder then passes these parameter values to the callback functions in the input structure.

If your synthesis tool is Xilinx Vivado, HDL Coder sets the reference design parameter values to variables. The variables are then input to the block design Tcl file. This code snippet is an example from the reference design project creation Tcl file.

```
update_ip_catalog
set DutPath {Rx}
set ChannelMapping {1}
source vivado_custom_block_design.tcl
```

The code shows how HDL Coder sets the reference design parameters before sourcing the custom block design Tcl file.

Register Callback Function Handles

In the reference design definition, you can register the function handle to reference the custom callback functions. You then can:

- Enable custom validations.
- Customize the reference design dynamically.
- Customize the reference design project creation settings.
- Change the generated software interface model.
- Customize the FPGA bitstream build process.

- Specify custom FPGA programming method.

With the `hdlcoder.ReferenceDesign` class, you can define callback property names. The callback properties have a naming convention. The callback functions can have any name. In the HDL Workflow Advisor, you can define callback functions to customize these tasks.

| Workflow Advisor Task | Callback Property Name | Functionality |
|-----------------------------|---|--|
| Set Target Reference Design | <ul style="list-style-type: none"> • <code>CustomizeReferenceDesignFcn</code> • <code>PostTargetReferenceDesignFcn</code> | <ul style="list-style-type: none"> • <code>CustomizeReferenceDesignFcn</code> enables customization of the reference design dynamically. By using this callback function, you can customize the block design Tcl file, reference design interfaces, reference design interface properties, and IP repositories in your reference design. See “Customize Reference Design Dynamically Based on Reference Design Parameters” on page 41-70. • <code>PostTargetReferenceDesignFcn</code> enables custom validations. For an example that shows how you can validate that the Reset type is Synchronous, see <code>PostTargetReferenceDesignFcn</code>. |
| Set Target Interface | <code>PostTargetInterfaceFcn</code> | Enable custom validations. For an example that shows how you can validate not choosing a certain interface for a certain custom parameter setting, see <code>PostTargetInterfaceFcn</code> . |
| Create Project | <code>PostCreateProjectFcn</code> | Specify custom settings when HDL Coder creates the project. For an example, see <code>PostCreateProjectFcn</code> . |
| Generate Software Interface | <code>PostSWInterfaceFcn</code> | Change the generated software interface model. For an example, see <code>PostSWInterfaceFcn</code> . |
| Build FPGA Bitstream | <code>PostBuildBitstreamFcn</code> | Specify custom settings when you build the FPGA bitstream. When you use this function, the build process cannot be run externally. You must run the build process within the HDL Workflow Advisor by clearing the Run build process externally check box in the Build FPGA Bitstream task. For an example, see <code>PostBuildBitstreamFcn</code> . |
| Program Target Device | <code>CallbackCustomProgrammingMethod</code> | Specify a custom FPGA programming method. For an example, see <code>CallbackCustomProgrammingMethod</code> . |

Define Custom Callback Functions

- 1 For each of the callback function that you want HDL Coder to execute after running a task, create a file that defines a MATLAB function with any name.
- 2 Make sure that the callback function has the documented input and output arguments.
- 3 Verify that the functions are accessible from the MATLAB path.
- 4 Register the function handle of the callback functions in the reference design definition function.
- 5 Follow the naming conventions for the callback property names.

To learn more about these callback functions, see `hdlcoder.ReferenceDesign`.

See Also

`hdlcoder.Board` | `hdlcoder.ReferenceDesign`

Related Examples

- “Register a Custom Board” on page 41-58
- “Register a Custom Reference Design” on page 41-61
- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230

More About

- “Board and Reference Design Registration System” on page 41-55

Customize Reference Design Dynamically Based on Reference Design Parameters

In this section...

“Why Customize the Reference Design” on page 41-70

“How Reference Design Customization Works” on page 41-70

“Customizable Reference Design Parameters” on page 41-71

“Example: Create Master Only or Slave Only or Both Slave and Master Reference Designs” on page 41-72

When you define your own custom reference design, you can dynamically customize the reference design by using the `CustomizeReferenceDesignFcn` method of the `hdlcoder.ReferenceDesign` class.

Why Customize the Reference Design

By customizing the reference design parameters, instead of maintaining separate reference designs that have different interface choices, data widths, or I/O plugins, create one reference design that has different interface choices or data widths as parameters. You can then use the `CustomizeReferenceDesignFcn` method to reference the callback function that has different choices for interfaces or data widths.

For example, instead of creating separate reference designs that have different data widths for the interfaces, you can parameterize the data width and then create a reference design parameter. When you run the IP Core Generation workflow, you can use the parameter to select the data width that you want to use. Similarly, instead of using multiple reference designs, you can create one reference design that has only AXI4-Stream Master or only AXI4-Stream Slave or both AXI4-Stream Master and AXI4-Stream Slave interfaces.

How Reference Design Customization Works

To define the callback function:

- 1 In the `plugin_rd` file, define the reference design parameters you want to customize by using the `addParameter` method.
- 2 Create a MATLAB file that defines the callback function. You can use any arbitrary name for the callback function.
- 3 Save the callback function in the same folder as the `plugin_rd.m` file.
- 4 Register the function handle of the callback function in the reference design definition `plugin_rd` file by using the `CustomizeReferenceDesignFcn` method.

To use the different reference design customizations:

- 1 Open the HDL Workflow Advisor. In the **Set Target Device and Synthesis Tool** task, select IP Core Generation as the **Target workflow** and then select the target board for which you created your own custom reference design as the **Target platform**.
- 2 In the **Set Target Reference Design** task, when you select the custom reference design that you want to customize for the target board, HDL Coder populates the reference design

parameters. Depending on the parameter choices such as the interface types you specify, the callback function is evaluated. Run this task.

- 3 Select the **Set Target Interface** task. Depending on the parameter you selected in the previous step, the target interface selection is populated in the Target platform interface table.

Customizable Reference Design Parameters

In the callback function, you can customize these reference design parameters. Do not specify these parameters in the `plugin_rd` file.

- Block design Tcl file

```
% ...
% if ~isempty(ParamValue)
    hRD.addCustomVivadoDesign( ...
        'CustomBlockDesignTcl', 'system_top.tcl', ...
        'VivadoBoardPart',     'xilinx.com:zc706:part0:1.0');
% ...
```

- Reference design interfaces and reference design interface properties

For example, you can parameterize the data width of the AXI4-Stream Master Channel. In this case, use the `addAXI4StreamInterface` method in the callback function instead of the `plugin_rd` file.

```
% ...
% Add AXI4-Stream interface by parameterizing data width
DataWidth = hRD.getParamValue(paramValue)

if ~isempty(DataWidth)
    hRD.addAXI4StreamInterface(
        'MasterChannelEnable', 'true', ...
        'SlaveChannelEnable', 'true', ...
        'MasterChannelConnection', 'ByPass_0.AXI4_Stream_Slave', ...
        'SlaveChannelConnection', 'ByPass_0.AXI4_Stream_Master', ...
        'MasterChannelDataWidth', DataWidth, ...
        'SlaveChannelDataWidth', DataWidth);
end
% ...
```

- IP repositories

In the callback function, you must specify the block design Tcl file when you add IP repositories.

```
% ...
%% Add IP Repository
hRD.addIPRepository(...
    'IPListFunction', 'mathworks.hdlcoder.vivado.hdlcoder_video_ip_list',
    'NotExistMessage', 'IP repository not found');

%% Add custom design files
hRD.addCustomVivadoDesign( ...
    'CustomBlockDesignTcl', 'system_top.tcl', ...
    'VivadoBoardPart',     'em.avnet.com:zed:part0:1.0');

% ...
```

Note You cannot modify the reference design name, board name, and supported tool versions in the callback function. These parameters are used in the **Set Target Device and Synthesis Tool** task

before the callback function is evaluated when the target reference design is selected in the **Set Target Reference Design** task.

Example: Create Master Only or Slave Only or Both Slave and Master Reference Designs

Instead of using multiple reference designs, you can create one reference design that has only AXI4-Stream Master or only AXI4-Stream Slave or both AXI4-Stream Master and AXI4-Stream Slave interfaces. This example shows how you can customize the AXI4-Stream interface channels you want to use when targeting your own reference design for the Xilinx Zynq ZC706 evaluation kit.

This code shows the reference design parameter and interface choices for the reference design `my_reference_design` specified by using the `addParameter` method in the `plugin_rd` file. The `CustomizeReferenceDesignFcn` method references a callback function that has the name `customcallback_axistreamchannel`.

```
function hRD = plugin_rd()
% Reference design definition

% Copyright 2017-2019 The MathWorks, Inc.

% Construct reference design object
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Xilinx Vivado');

hRD.ReferenceDesignName = 'Vivado Custom Reference Design';
hRD.BoardName = 'Xilinx Zynq ZC706 evaluation kit';

% Tool information
hRD.SupportedToolVersion = {'2019.1'};

% ...
% ...

% Parameter For calling AXI4 Master
interface from Callback function
hRD.addParameter ...
('ParameterID'      , 'stream_channel', ...
 'DisplayName'      , 'Stream Channel', ...
 'DefaultValue'     , 'Both Master and Slave',...
 'ParameterType'    , hdlcoder.ParameterType.DropDown, ...
 'Choice'           , {'Both Master and Slave','Master Only','Slave Only'});

% Reference the callback function.
hRD.CustomizeReferenceDesignFcn = @my_reference_design.customcallback_axistreamchannel;

% ...
```

When you create the callback function, pass the `infoStruct` argument to the function. The argument contains the reference design and board information in a structure format. This code shows the callback function `customcallback_axistreamchannel` that has the AXI4-Stream Master or Slave Channels or both channels specified by using the `addAXI4StreamInterface` method.

```
% Control AXI Master or Slave channel selection by using callback function

function customcallback_axistreamchannel(infoStruct)
%% Reference design callback run at the end of the task Set Target Reference Design
%
% infoStruct: information in structure format
% infoStruct.ReferenceDesignObject: current reference design registration object
% infoStruct.BoardObject: current board registration object
% infoStruct.ParameterStruct: custom parameters of the current reference design, in struct format
% infoStruct.HDLModelDutPath: the block path to the HDL DUT subsystem
```



```

% infoStruct.ReferenceDesignToolVersion: Reference design Tool Version set in 1.2 Task

paramStruct = infoStruct.ParameterStruct;

if ~isempty(paramStruct)
    paramIDCell = fieldnames(paramStruct);
    paramValue = '';
    for ii = 1:length(paramIDCell)
        paramID = paramIDCell(ii);
        if strcmp(paramID, 'Both Master and Slave')
            paramValue = paramStruct.paramID;
            break;
        elseif strcmp(paramID, 'Master Only')
            paramValue = paramStruct.paramID;
            break;
        elseif strcmp(paramID, 'Slave Only')
            paramValue = paramStruct.paramID;
            break;
        end
    end
end
interface_type = str2double(paramValue);

if ~isempty(interface_type)

    if strcmp(interface_type, 'Both Master and Slave')

        % add custom vivado design
        hRD.addCustomVivadoDesign( ...
            'CustomBlockDesignTcl', 'system_top.tcl', ...
            'VivadoBoardPart', 'xilinx.com:zc706:part0:1.0');

        hRD.addAXI4StreamInterface( ...
            'MasterChannelEnable', 'true', ...
            'SlaveChannelEnable', 'true', ...
            'MasterChannelConnection', 'axi_dma_s2mm/S_AXIS_S2MM', ...
            'SlaveChannelConnection', 'axi_dma_mm2s/M_AXIS_MM2S', ...
            'MasterChannelDataWidth', 32, ...
            'SlaveChannelDataWidth', 32);

    elseif strcmp(interface_type, 'Master Only')

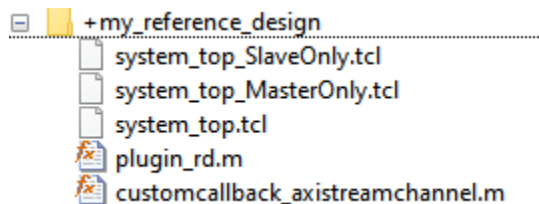
        % add custom vivado design
        hRD.addCustomVivadoDesign( ...
            'CustomBlockDesignTcl', 'system_top.tcl', ...
            'VivadoBoardPart', 'xilinx.com:zc706:part0:1.0');

        hRD.addAXI4StreamInterface( ...
            'MasterChannelEnable', true, ...
            'MasterChannelConnection', 'axi_dma_s2mm/S_AXIS_S2MM', ...
            'MasterChannelDataWidth', 32);

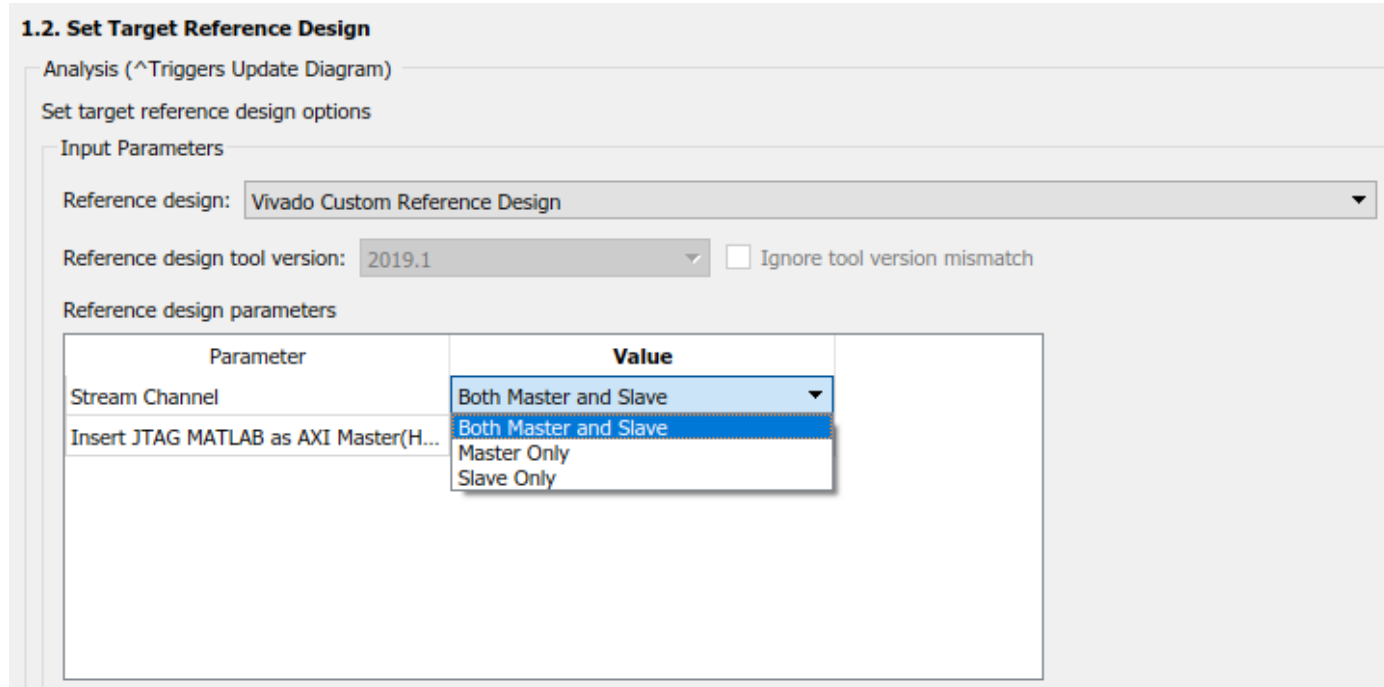
    % ...

```

Save the callback function in the same folder as the plugin_rd file.



When you run the IP Core Generation workflow with Xilinx Zynq ZC706 evaluation kit as the **Target platform**, you see the parameter **Stream Channel** displayed in the **Set Target Reference Design** task.



You can specify the reference design type you want to use and then run the workflow to specify the target platform interfaces and then generate the HDL IP core and then integrate the IP core into the reference design.

See Also

`hdlcoder.Board` | `hdlcoder.ReferenceDesign`

Related Examples

- “Register a Custom Board” on page 41-58
- “Register a Custom Reference Design” on page 41-61
- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230

More About

- “Board and Reference Design Registration System” on page 41-55

Define and Add IP Repository to Custom Reference Design

In this section...

“Create an IP Repository Folder Structure” on page 41-75

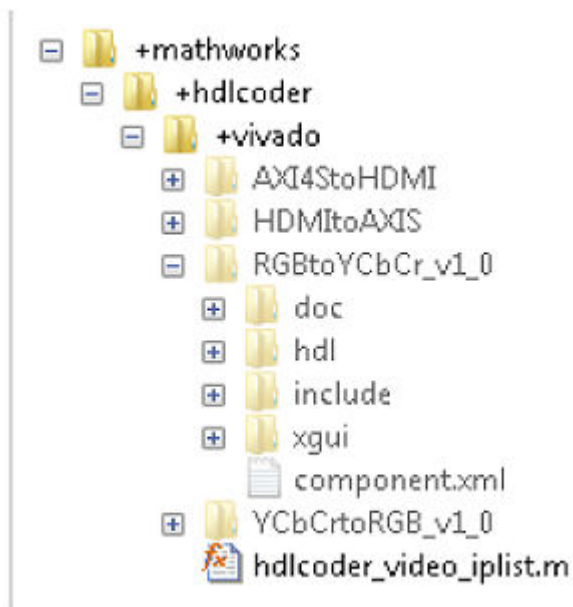
“Define IP List Function” on page 41-76

“Add IP List Function to Reference Design Project” on page 41-77

When you create your custom reference design, you might require custom IP modules that do not come with Altera Qsys or Xilinx Vivado. To use custom IP modules, create your own IP repository folder that contains IP module subfolders. The IP Core Generation workflow then uses these custom IP modules when creating the reference design project. You can create multiple IP repositories and add all or some of the IP modules in each repository to your custom reference design project. You can also reuse and share IP repositories across multiple reference designs.

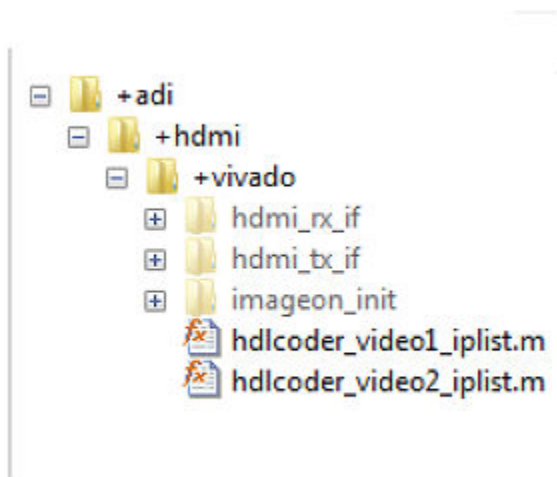
Create an IP Repository Folder Structure

Create an IP repository folder anywhere on the MATLAB path. This figure shows a typical IP repository folder structure.



When you create the folder structure, use the naming convention +(company)/+(product)/+(tool). In this example, the folder structure is +(mathworks)/+(hdlcoder)/+(vivado). The folder +vivado acts as the IP repository. This folder contains subfolders corresponding to IP modules such as AXI4StoHDMI and HDMItoAXIS. The folder also contains a hdlcoder_video_ipolist MATLAB function. Using this function, specify the IP modules to add to the reference design.

The same repository folder can have multiple MATLAB functions. This figure shows two MATLAB functions, hdlcoder_video1_ipolist and hdlcoder_video2_list, in the +vivado folder. The functions can share the same IP modules or point to different IP modules in the repository.



Note If your synthesis tool is Xilinx Vivado, the IP modules in the repository folder can be in zip file format.

Define IP List Function

Create a MATLAB function that specifies the IP modules to add to the reference design. Save this function in the IP repository folder. For the function name, use the naming convention `hdlcoder_<specific_use>_iplist`. This example uses `hdlcoder_video_ipList` as the function name because it targets video applications. Using this function, specify whether you want to add all or some of the IP modules in the repository to the reference design project. To add all IP modules, use an empty cell array for `ipList`. This MATLAB code shows how to add all IP modules in the repository to the reference design.

```
function [ipList] = hdlcoder_video_ipList( )
% All IP modules in the repository folder.

ipList = {};
```

You can specify the root directory as an optional second output argument to the IP list function. In this case, the IP modules do not have to be located in a path relative to the IP list function. The IP repository can also be located outside the MATLAB path.

If you do not specify the root directory, the function searches for IP modules relative to its location.

```
function [ipList, rootDir] = hdlcoder_video_ipList( )
% All IP modules with a root directory.

ipList = {};
```

To add some of the IP modules that are in the folder, specify the IP modules as a cell array of character vectors. This MATLAB code specifies the AXI4StoHDMI IP and the HDMItoAXIS IP as the IP modules to add to your custom reference design.

```
function [ipList] = hdlcoder_video_ipList( )
% AXI4StoHDMI and HDMItoAXIS IP in the repository folder.

ipList = {'AXI4StoHDMI','HDMItoAXIS'};
```

Add IP List Function to Reference Design Project

Using the `addIPRepository` method of the `hdlcoder.ReferenceDesign` class, add the IP list function to your custom reference design. This example reference design adds `hdlcoder_video_ipList` to the custom reference design `My Reference Design`.

```
function hRD = plugin_rd()
% Reference design definition

% Construct reference design object
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Xilinx Vivado');
hRD.ReferenceDesignName = 'My Reference Design';
hRD.BoardName = 'ZedBoard'

% Tool information
hRD.SupportedToolVersion = {'2016.2'};

%% Add custom design files
hRD.addCustomVivadoDesign( ...
    'CustomBlockDesignTcl', 'system_top.tcl', ...
    'VivadoBoardPart',      'em.avnet.com:zed:part0:1.0');

% Add IP Repository
hRD.addIPRepository(...
    'IPListFunction', 'mathworks.hdlcoder.vivado.hdlcoder_video_ipList',
    'NotExistMessage', 'IP repository not found');

% ...
% ...
```

To use the IP modules when the code generator creates the project, open the HDL Workflow Advisor, and run the IP Core Generation workflow to the **Create Project** task. After running this task, you can see the IP module subfolders in the repository copied over to the `ipcore` folder of the project. The `CustomBlockDesignTcl` can then use these IP modules.

See Also

`hdlcoder.Board` | `hdlcoder.ReferenceDesign`

Related Examples

- “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211
- “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230

More About

- “Board and Reference Design Registration System” on page 41-55

- “Register a Custom Reference Design” on page 41-61
- “Customize Reference Design Dynamically Based on Reference Design Parameters” on page 41-70

FPGA Programming and Configuration on Speedgoat Simulink-Programmable I/O Modules

This example shows how to implement a Simulink® algorithm on a Speedgoat Simulink-programmable I/O module by using the HDL Workflow Advisor. You run the Simulink Real-Time FPGA I/O workflow to:

- 1 Specify an FPGA I/O module and its interfaces.
- 2 Synthesize the Simulink algorithm for FPGA programming.
- 3 Generate a Simulink® Real-Time™ interface subsystem model.

The interface subsystem model contains blocks to program the FPGA and communicate with the FPGA module through the PCIe bus during real-time application execution. You add the generated subsystem to your Simulink Real-Time domain model.

This example uses the Speedgoat IO397-50k module. See “Speedgoat FPGA Support with HDL Workflow Advisor” on page 40-8.

Setup and Configuration

Before deploying your algorithm on the Speedgoat IO module:

1. Install the latest version of Xilinx® Vivado® as listed in “HDL Language Support and Supported Third-Party Tools and Hardware”.

Then, set the tool path to the installed Xilinx Vivado executable by using the `hdlsetuptoolpath` function.

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2019.2\bin\vivado.bat')
```

2. For real-time simulation, set up the development environment and target computer settings. See “Get Started with Simulink Real-Time” (Simulink Real-Time).
3. Install the Speedgoat Library and the Speedgoat HDL Coder Integration packages. See Install Speedgoat HDL Coder Integration Packages.

HDL Workflow Advisor

The HDL Workflow Advisor guides you through HDL code generation and the FPGA design process. Use the Advisor to:

- Check the model for HDL code generation compatibility and fix incompatible settings.
- Generate HDL code, test bench, and scripts to build and run the code and test bench.
- Perform synthesis and timing analysis.
- Deploy the generated code on SoCs, FPGAs, and Speedgoat I/O modules.

To open the HDL Workflow Advisor for a subsystem inside the model, use the `hdladvisor` function.

```
load_system('sschdlexTwoLevelConverterIgbtExample')
hdladvisor('sschdlexTwoLevelConverterIgbtExample/Simscape_system')
```

The left pane of the Advisor contains folders that represent a group of related tasks. Expanding the folders and selecting a task displays information about that task in the right pane. The right pane

contains simple controls for running the task to advanced parameters and option settings that control HDL code and test bench generation. To learn more about each task, right-click that task, and select **What's This?**. See “Getting Started with the HDL Workflow Advisor” on page 31-6.

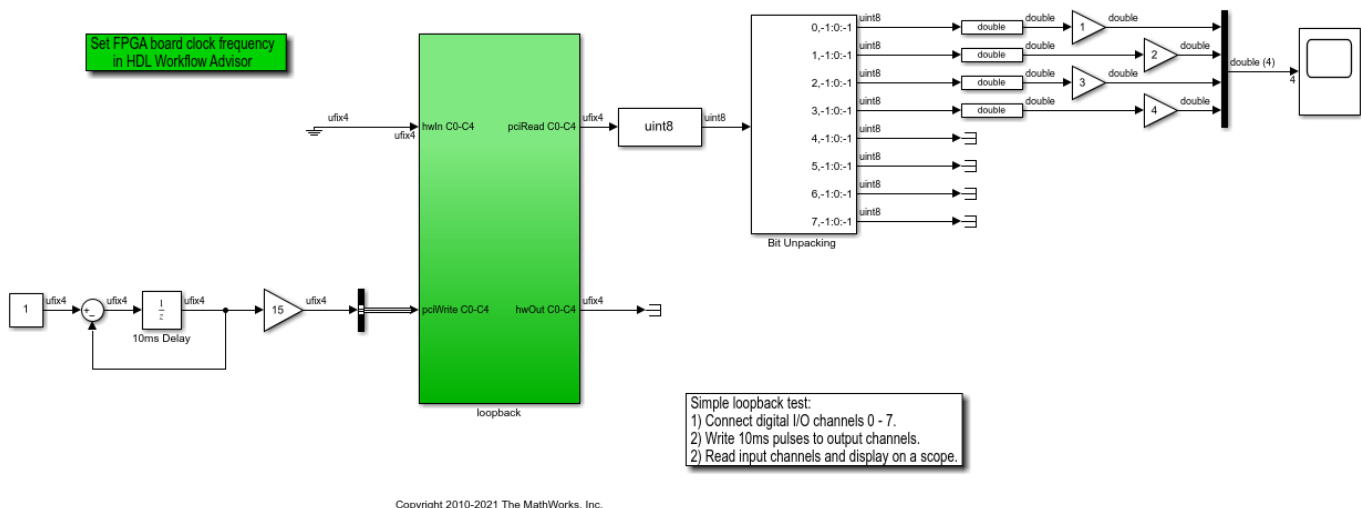
Simulink Loopback Domain Model

The Simulink domain model has a subsystem that contains the algorithm to program onto the FPGA chip. Use this model to test your FPGA algorithm in a simulation environment before you download the algorithm to an FPGA board. In this case, the model is a loopback test.

```
open_system('dslrtSGFPGAloopback_fpga')
```

This model is your FPGA domain model. It represents the simulation sample rate of the clock on your FPGA board. The `loopback` subsystem contains the algorithm to load on the FPGA. The data type and the number of input and output lines of the model are configured to fit the Speedgoat IO397-50k platform.

```
open_system('hdlcoder_slrt_loopback')
set_param('hdlcoder_slrt_loopback', 'SimulationCommand', 'Update')
```



Generate Simulink Real-Time Interface Model for Speedgoat IO397 Platform

1. Open the HDL Workflow Advisor for the `loopback` subsystem. This subsystem is loaded on the FPGA.

```
hdladvisor('hdlcoder_slrt_loopback/loopback')
```

2. Expand the **Set Target** folder. In the **Set Target Device and Synthesis Tool** task, specify **Target workflow** as Simulink Real-Time FPGA I/O and **Target platform** as Speedgoat IO397-50k. Right-click the **Set Target Reference Design** task and select **Run to Selected Task**.

1.1. Set Target Device and Synthesis Tool

Analysis (^Triggers Update Diagram)

Set Target Device and Synthesis Tool for HDL code generation

Input Parameters

Target workflow: Simulink Real-Time FPGA I/O

Target platform: Speedgoat IO397-50k Launch Board ManagerSynthesis tool: Xilinx Vivado Tool version: 2019.2.1 RefreshFamily: Artix7 Device: xc7a50tPackage: csg325 Speed: -2Project folder: hdl_prj Browse...Run This TaskResult: ✓ Passed**Passed** Set Target Device and Synthesis Tool.

3. In the **Set Target Interface** task, map ports hwIn and hwOut to IO397_TTL [0:13] and pciRead C0-C4 and pciWrite C0-C4 to PCIe interface. Click **Run This Task**.

1.3. Set Target Interface

Target platform interface table

| Port Name | Port Type | Data Type | Target Platform Interfaces | Interface Mapping | Interface Options |
|----------------|-----------|-----------|----------------------------|-------------------|-------------------------|
| hwIn C0-C4 | Inport | ufix4 | IO397 TTL [0:13] | [0:3] | |
| pciWrite C0-C4 | Inport | bus | PCIe Interface | x"100" | Options... |
| pciRead C0-C4 | Output | ufix4 | PCIe Interface | x"104" | |
| hwOut C0-C4 | Output | ufix4 | IO397 TTL [0:13] | [8:11] | |

Run This TaskResult: ✓ Passed**Passed** Set Target Interface Table.

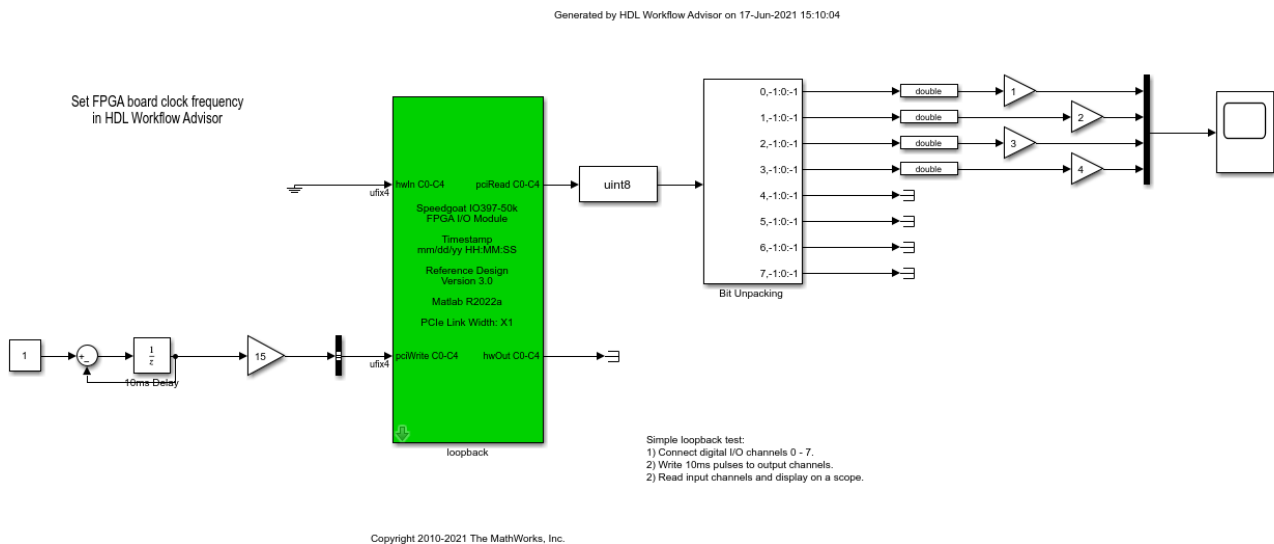
4. Run the **Set Target Frequency** task with the default value set for **Target Frequency (MHz)**. The target frequency must be in the range **Frequency Range (MHz)**.

5. Expand the **Download to Target** task. Right-click the **Generate Simulink Real-Time interface** task and select **Run to Selected Task**.

This task generates RTL code and IP core, FPGA bitstream, and the Simulink Real-Time Interface model. In the **Create Project** task, open the Vivado project to see the implemented block design.

Real-Time Subsystem Integration and Execution

After the **Generate Simulink Real-Time interface** task passes, click the link to open the Simulink Real-Time interface model.



The Simulink-Real Time Interface model contains a masked subsystem that has the same name as the subsystem in the Simulink FPGA domain model. This subsystem is the Simulink Real-Time Interface subsystem that contains the algorithm which is loaded onto the FPGA. Use the generated Simulink Real-Time Interface model or create a Simulink Real-Time Domain model and copy the Simulink Real-Time Interface subsystem into that model to simulate your FPGA algorithm on the Speedgoat target machine.

In the Simulink Real-Time interface subsystem mask, set three parameters:

- Device index
- PCI slot
- Sample time

When the target has a single FPGA I/O board, leave the device index to the default value. For multiple FPGA I/O boards, specify a unique device index. If two or more boards are of the same type, specify the PCI slot for each board.

For real-time testing, you can log the signals and view the simulation results on the Simulation Data Inspector.

- 1 On the **REAL-TIME** tab, open the Simulink Real-Time Explorer and specify the target interface connection settings. For an example, see “Hardware-in-the-Loop Implementation of Simscape Model on Speedgoat FPGA I/O Modules” on page 32-90.
- 2 On the **REAL-TIME** tab, click **Run on Target** to build and download the Simulink Real-Time application. The real-time application loads onto the Speedgoat target machine and the FPGA algorithm bitstream loads onto the FPGA.

You can then view the simulation results on the Simulation Data Inspector.

See Also

Related Examples

- “Processor and FPGA Synchronization” on page 40-24
- “IP Core Generation Workflow for Speedgoat Simulink-Programmable I/O Modules” on page 41-108
- “Hardware-Software Co-Design Workflow for SoC Platforms” on page 40-2
- Speedgoat I/O Examples

Model Design for AXI4-Stream Video Interface Generation

In this section...

“Streaming Pixel Protocol” on page 41-84
 “Protocol Signals and Timing Diagrams” on page 41-84
 “Model Data and Control Bus Signals” on page 41-86
 “Map DUT Ports to Multiple Channels” on page 41-90
 “Model Designs with Multiple Sample Rates” on page 41-90
 “Video Porch Insertion Logic” on page 41-90
 “Default Video System Reference Design” on page 41-91
 “Restrictions” on page 41-92

With the HDL Coder software, you can implement a simplified, streaming pixel protocol in your model. The software generates an HDL IP core with AXI4-Stream Video interfaces.

Streaming Pixel Protocol

You can use the streaming pixel protocol for AXI4-Stream Video interface mapping. Video algorithms process data serially and generate video data as a serial stream of pixel data and control signals. To learn about the streaming pixel protocol, see “Streaming Pixel Interface” (Vision HDL Toolbox).

To generate an IP core with AXI4-Stream Video interfaces, in your DUT interface, implement these signals:

- Pixel Data
- Pixel Control Bus

The **Pixel Control Bus** is a bus that has these signals:

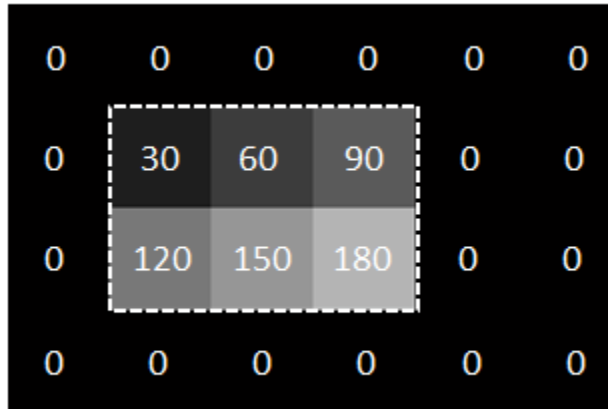
- `hStart`
- `hEnd`
- `vStart`
- `vEnd`
- `valid`

The signals **hStart** and **hEnd** represent the start of an active line and the end of an active line respectively. The signals **vStart** and **vEnd** represent the start of a frame and the end of a frame.

You can optionally model the backpressure signal, **Ready**, and map it to the AXI4-Stream Video interface.

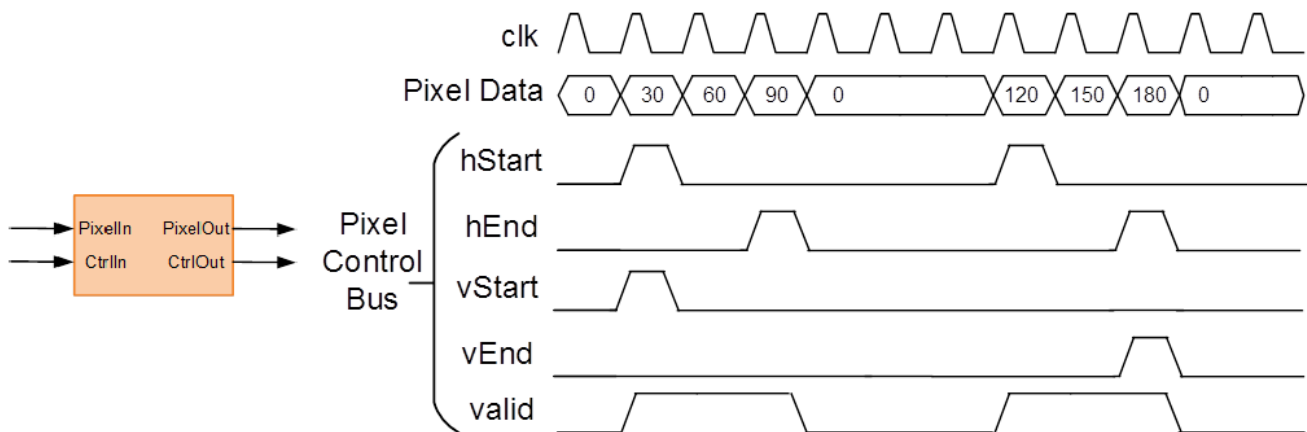
Protocol Signals and Timing Diagrams

This figure is a 2-by-3 pixel image. The active image area is the rectangle with a dashed line around it and the inactive pixels that surround it. The pixels are labeled with their grayscale values.



Pixel Data and Pixel Control Bus

This figure shows the timing diagram for the **Pixel Data** and **Pixel Control Bus** signals that you model at the DUT interface.



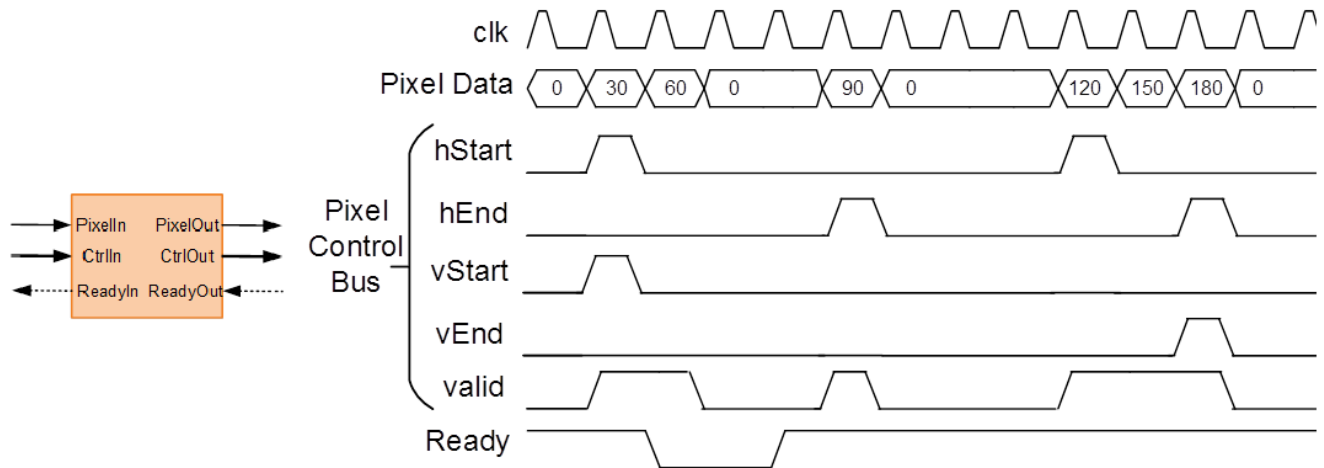
The **Pixel Data** signal is the primary video signal that is transferred across the AXI4-Stream Video interface. When the **Pixel Data** signal is valid, the **valid** signal is asserted.

The **hStart** signal becomes high at the start of the active lines. The **hEnd** signal becomes high at the end of the active lines.

The **vStart** signal becomes high at the start of the active frame in the second line. The **vEnd** signal becomes high at the end of the active frame in the third line.

Optional Ready Signal

This figure shows the timing diagram for the **Pixel Data**, the **Pixel Control Bus**, and the **Ready** signal that you model at the DUT interface.



When you map the DUT ports to an AXI4-Stream Video interface, you can optionally model the backpressure signal, **Ready**, and map it to the AXI4-Stream Video interface.

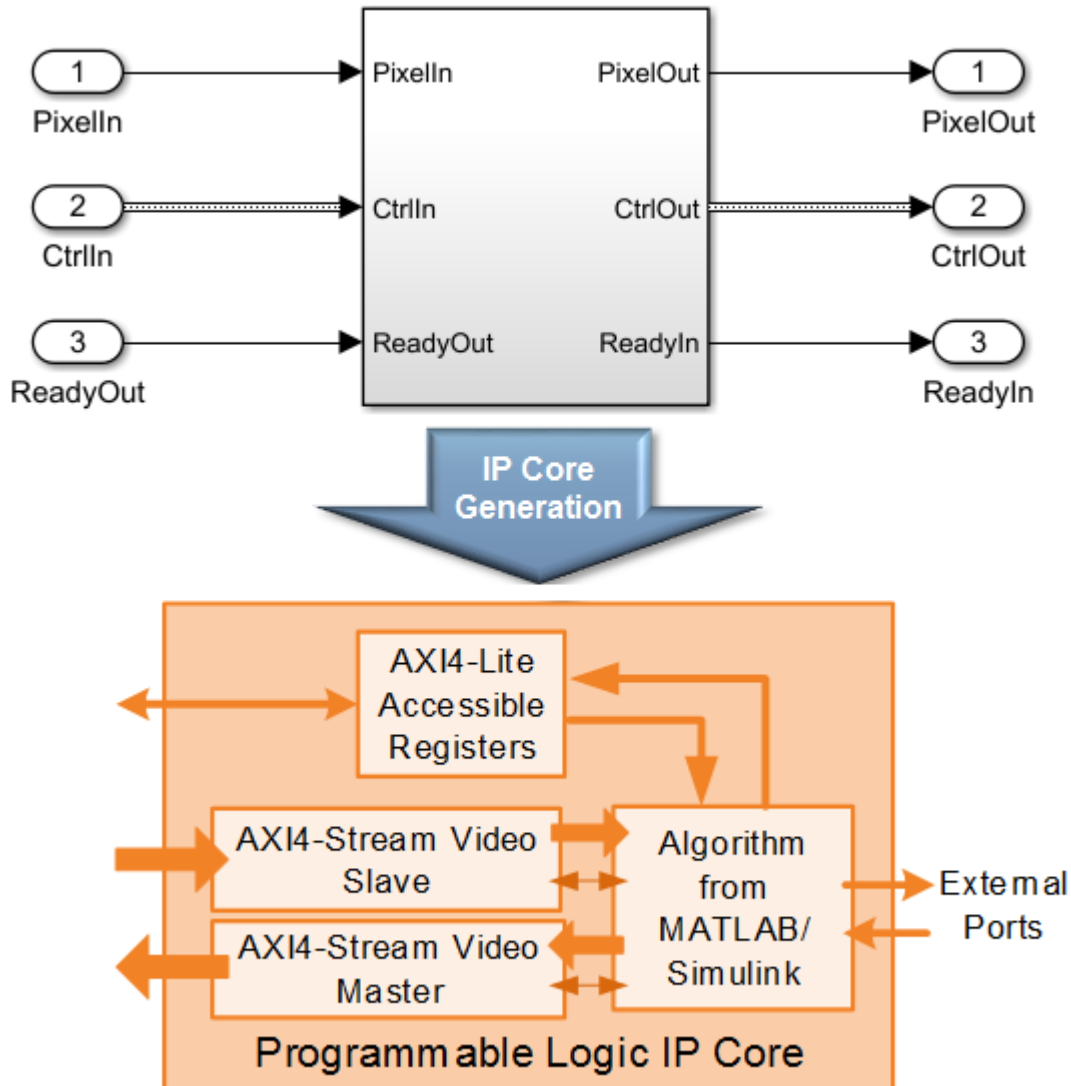
In a Slave interface, with the **Ready** signal, you can apply back pressure. In a Master interface, with the **Ready** signal, you can respond to back pressure.

If you model the **Ready** signal in your AXI4-Stream Video interfaces, your Master interface must deassert its **valid** signal one cycle after the **Ready** signal is deasserted.

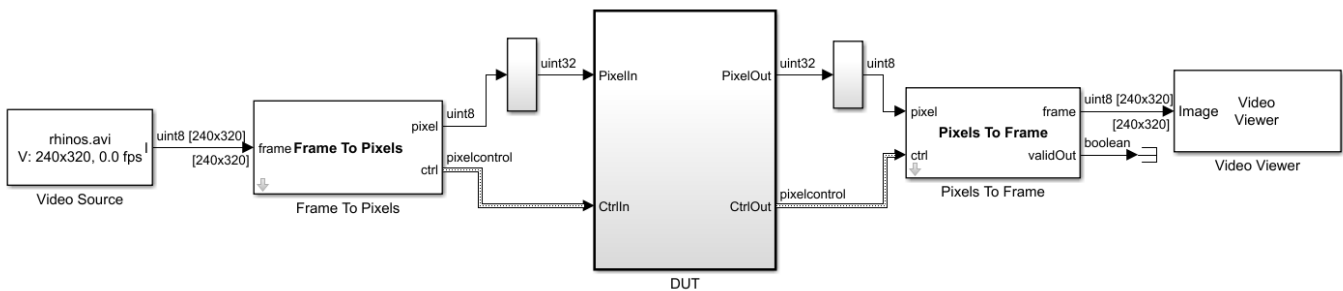
If you do not model the **Ready** signal, HDL Coder generates the associated backpressure logic.

Model Data and Control Bus Signals

You can model your video algorithm with **Pixel Data** and **Pixel Control Bus** signals at the DUT ports and map the signals to AXI4-Stream Video interfaces. You can optionally model the backpressure signal, **Ready**, and map it to the AXI4-Stream Video interface.



This figure shows an example of a top-level Simulink model with a Video Source input.

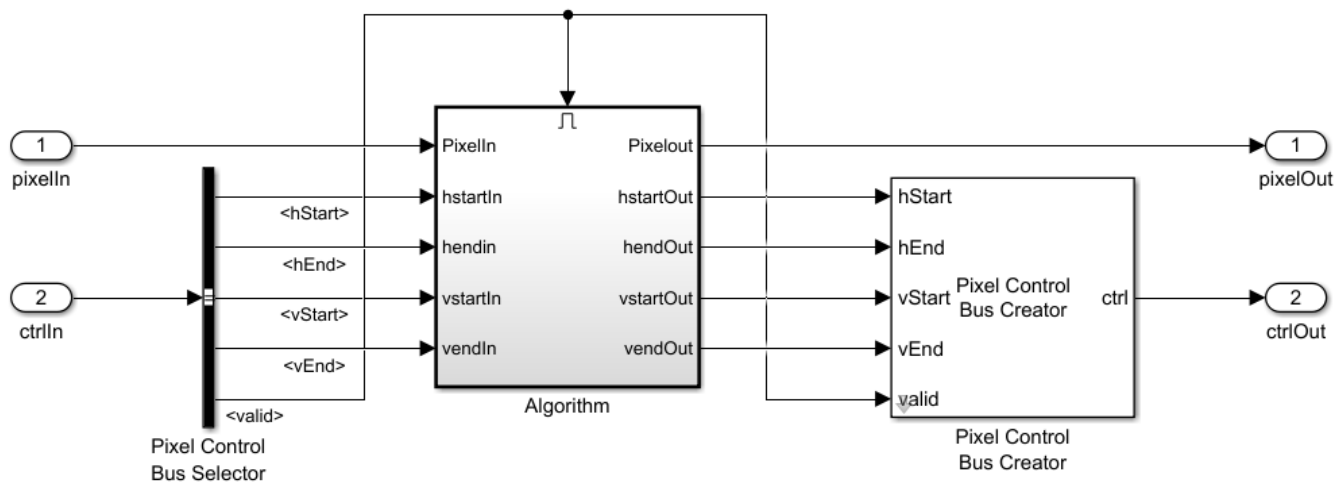


The Frame To Pixels and Pixels To Frame blocks perform the conversion between the video frames and the **Pixel Data** and **Pixel Control Bus** at the DUT interface. To use these blocks, you must have the Vision HDL Toolbox installed.

See also Frame To Pixels and Pixels To Frame.

Pixel Data and Pixel Control Bus Modeling

This figure shows how to model the **Pixel Data** and **Pixel Control Bus** signals inside the **DUT** subsystem.



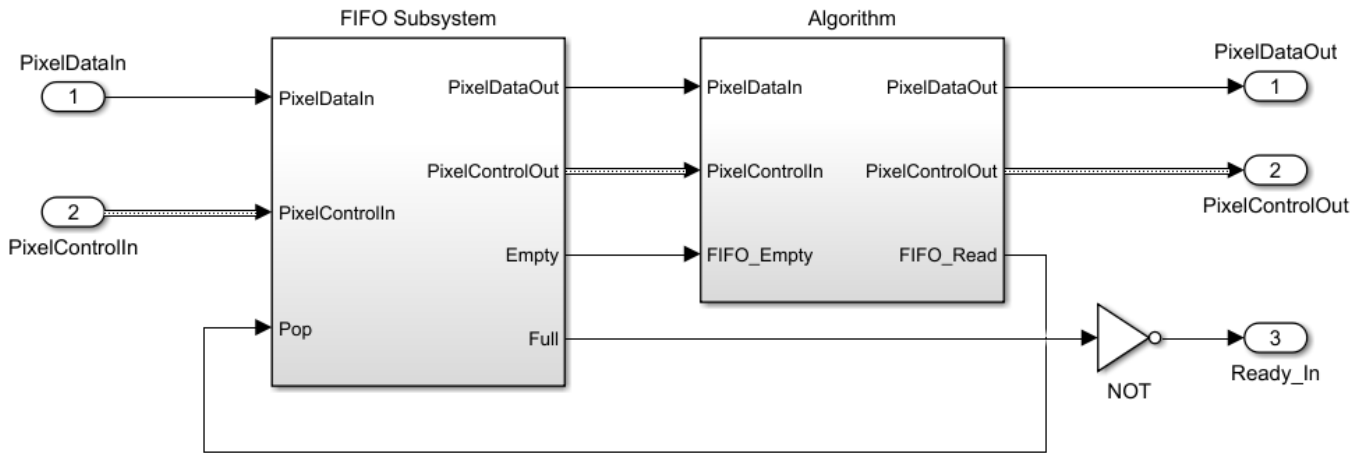
You can directly connect the **valid** signal from the **Pixel Control Bus** to the Enable port. If you do not have the Vision HDL Toolbox software, replace the Pixel Control Bus Selector and Pixel Control Bus Creator blocks with the Bus Selector and Bus Creator blocks respectively.

Ready Signal Modeling

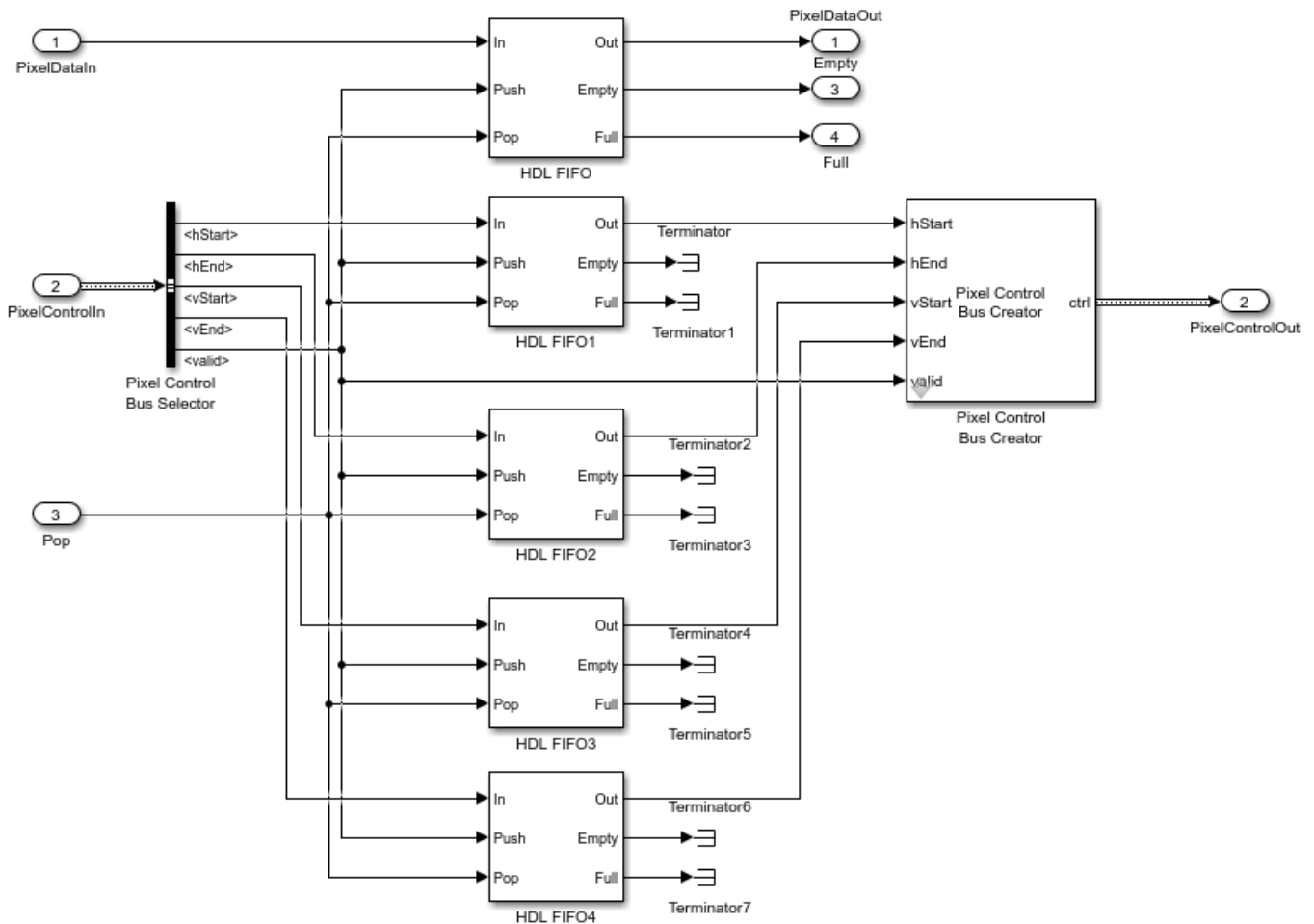
The AXI4-Stream Video interfaces in your DUT can optionally include a **Ready** signal.

For example, you can have a FIFO in your DUT to store some video data before processing the signals. Use a **FIFO Subsystem** that contains HDL FIFO blocks to store the **Pixel Data** and the **Pixel Control Bus** signals. To apply the backpressure to the upstream component, model the **Ready** signal based on the FIFO Full signal.

This figure shows how to model the **Ready** signal inside the **DUT** subsystem.



The **FIFO Subsystem** block uses HDL FIFO blocks for the **Pixel Data** and for the **Pixel Control Bus** signals.



Disable delay balancing for the **Ready** signal path. If you enable delay balancing, the coder can insert one or more delays on the **Ready** signal.

Map DUT Ports to Multiple Channels

When you run the IP Core Generation workflow, you can map multiple DUT ports to AXI4-Stream Video Master and AXI4-Stream Video Slave channels. The DUT ports mapped to multiple interface channels must use scalar data type. When you use vector ports, you can map the ports to at most one AXI4-Stream Video Master channel and one AXI4-Stream Video Slave channel.

To learn more, see “Generate HDL IP Core with Multiple AXI4-Stream and AXI4 Master Interfaces” on page 41-20.

Model Designs with Multiple Sample Rates

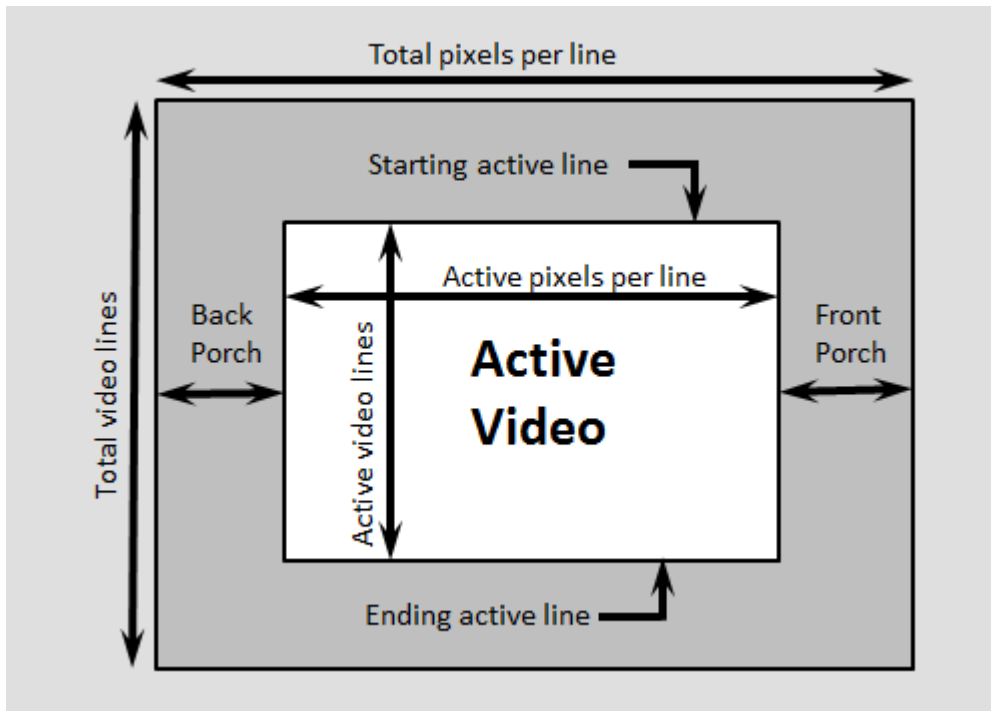
The HDL Coder software supports designs with multiple sample rates when you run the IP Core Generation workflow. When you map the interface ports to AXI4-Stream Video Master or AXI4-Stream Video Slave interfaces, to use multiple sample rates, ensure that the DUT ports that map to these AXI4 interfaces run at the fastest rate of the design after HDL code generation.

To learn more, see “Multirate IP Core Generation” on page 41-51.

Video Porch Insertion Logic

Video capture systems scan video signals from left to right and from top to bottom. As these systems scan, they generate inactive intervals between lines and frames of active video. This inactive interval is called a video porch. The horizontal porch consists of inactive cycles between the end of one line and the beginning of next line. The vertical porch consists of inactive cycles between the ending active line of one frame and the starting active line of next frame.

This figure shows a video frame with the horizontal porch split into a front and a back porch.



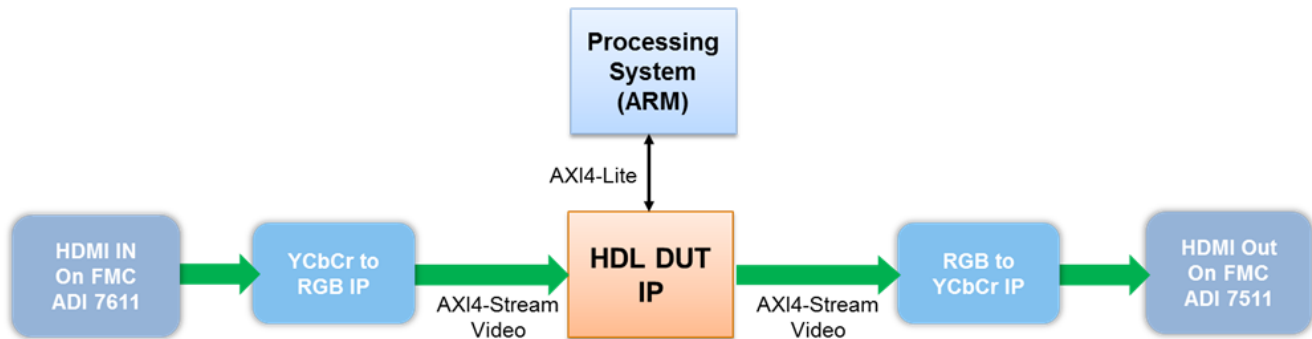
The AXI4-Stream Video interface does not require a video porch, but Vision HDL Toolbox algorithms require a porch for processing video streams. If the incoming pixel stream does not have a sufficient porch, HDL Coder inserts the required amount of porch to the pixel stream. By using the AXI4-Lite registers in the generated IP core, you can customize these porch parameters for each video frame:

- Active pixels per line (Default: 1920)
- Active video lines: (Default: 1080)
- Horizontal porch length (Default: 280)
- Vertical porch length (Default: 45)

Default Video System Reference Design

You can integrate the generated HDL IP core with AXI4-Stream Video interfaces into the Default video system reference design.

This figure is a block diagram of the Default video system reference design architecture.



You can use this `Default video system` reference design architecture with these target platforms:

- Xilinx Zynq ZC702 evaluation kit
- Xilinx Zynq ZC706 evaluation kit
- ZedBoard

To use the `Default video system` reference design, you must install the Support Package for Vision HDL Toolbox Support Package for Xilinx Zynq-Based Hardware.

Restrictions

When you map the DUT ports to AXI4-Stream Video interfaces:

- The DUT port mapped to the **Pixel Data** signal must use a scalar data type.
- Xilinx Zynq-7000 must be your target platform.
- You must use Xilinx Vivado as your synthesis tool.
- **Processor/FPGA synchronization** must be `Free running`.

See Also

More About

- “Model Design for AXI4-Stream Interface Generation” on page 41-11
- “Streaming Pixel Interface” (Vision HDL Toolbox)

See Also

Related Examples

- “Getting Started with AXI4-Stream Video Interface in Zynq Workflow” on page 41-167

Model Design for AXI4 Master Interface Generation

In this section...

- “Simplified AXI4 Master Protocol - Write Channel” on page 41-93
- “Simplified AXI4 Master Protocol - Read Channel” on page 41-95
- “Base Address Register Calculation” on page 41-96
- “Specify Initial Value of AXI4 Master Read and Write Base Address” on page 41-97
- “Modeling for AXI4 Master Interfaces” on page 41-97
- “Map Vector Ports to AXI4 Master Interfaces” on page 41-99
- “Model Designs with Multiple Sample Rates” on page 41-101
- “Reference Designs for IP Core Integration” on page 41-102
- “Restrictions” on page 41-103

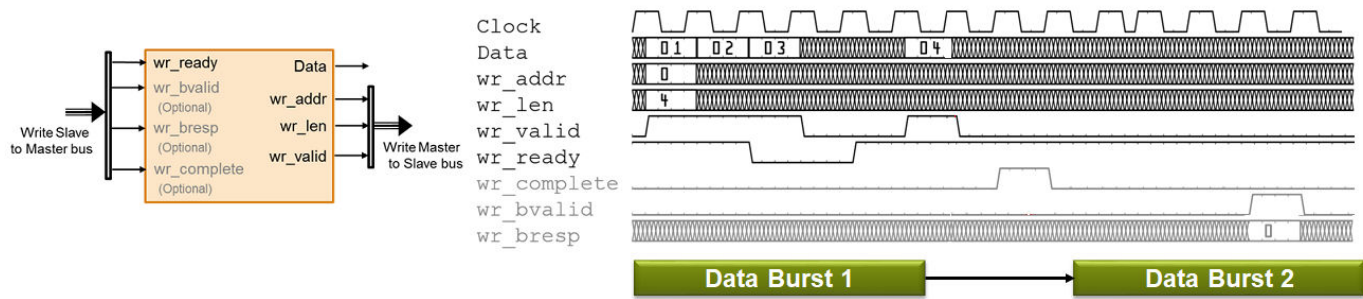
For designs that require accessing large data sets from an external memory, model your algorithm with a simplified AXI4 Master protocol. When you run the `IP Core Generation` workflow, HDL Coder generates an IP core with AXI4 Master interfaces. The AXI4 Master interface can communicate between your design and the external memory controller IP by using the AXI4 Master protocol. Use the AXI4 Master interface when your:

- Design targets multi-frame video processing applications. You can store the image data in external memory, such as a DDR3 memory on board, and then read or write the images to your design in a burst fashion for high-speed processing.
- Algorithm must access memory data in a non-streaming arbitrary pattern.
- DUT IP core must control other IPs with the AXI4 slave interface in the system. This capability is especially useful in standalone FPGA devices.

Simplified AXI4 Master Protocol - Write Channel

To map the DUT ports to AXI4 Master interfaces, use the simplified AXI4 Master protocol. You do not have to model the actual AXI4 Master protocol and instead you can use the simplified protocol. When you run the `IP Core Generation` workflow, the generated HDL code contains a wrapper logic that translates between the simplified protocol and the actual AXI4 Master protocol. The simplified protocol requires you to use less protocol signals, eases the handshaking mechanism between valid and ready signals, and supports bursts of arbitrary lengths.

Use the simplified AXI4 Master write protocol for a write transaction and the simplified AXI4 Master read protocol for a read transaction. This figure shows the timing diagram for the signals that you model at the DUT input and output interfaces for an AXI4 Master write transaction.



The DUT waits for `wr_ready` to become high to initiate a write request. When `wr_ready` becomes high, the DUT can send out the write request. The write request consists of the `Data` and `Write Master to Slave bus` signals. This bus consists of `wr_len`, `wr_addr`, and `wr_valid`. `wr_addr` specifies the starting address that DUT wants to write to. The `wr_len` signal corresponds to the number of data elements in this write transaction. `Data` can be sent as long as `wr_valid` is high. When `wr_ready` becomes low, the DUT must stop sending data within one clock cycle, and the `Data` signal becomes invalid. If the DUT continues to send data after one clock cycle, the data is ignored.

The simplified AXI4 Master Protocol supports pipelined requests, so it is not required to wait for the `wr_complete` signal to be high before issuing a subsequent write request. The interface supports up to 16 transactions (or 16 data words) before the pipeline stalls and the `wr_ready` signal goes low.

Output Signals

Model the `Data` and `Write Master to Slave bus` signals at the DUT output interface.

- `Data`: The data that you want to transfer, valid each cycle of the transaction.
- `Write Master to Slave bus` that consists of:
 - `wr_addr`: Starting address of the write transaction that is sampled at the first cycle of the transaction. The address is specified in bytes.
 - `wr_len`: The number of data values that you want to transfer, sampled at the first cycle of the transaction. The `wr_len` signal is specified in words. This means each unit of `wr_len` is a complete data element. For example, when `wr_len` is 2, and the bit width of data is 128 bit, two 128-bit data elements are written.
 - `wr_valid`: When this control signal becomes high, it indicates that the `Data` signal sampled at the output is valid.

Input Signals

Model the `Write Slave to Master bus` that consists of:

- `wr_complete` (optional signal): Control signal that when remains high for one clock cycle indicates that the write transaction has completed. The next burst of data can be sent after `wr_complete` asserts. The early assertion of `wr_complete` makes the average latency nearly 3 clock cycles between two bursts, which makes the write operation pipelined and improves the write throughput.
- `wr_ready`: This signal corresponds to the back pressure from the slave IP core or external memory. When this control signal goes high, it indicates that data can be sent. When `wr_ready` is low, the DUT must stop sending data within one clock cycle. You can also use the `wr_ready` signal to determine whether the DUT can send a second burst signal immediately after the first burst

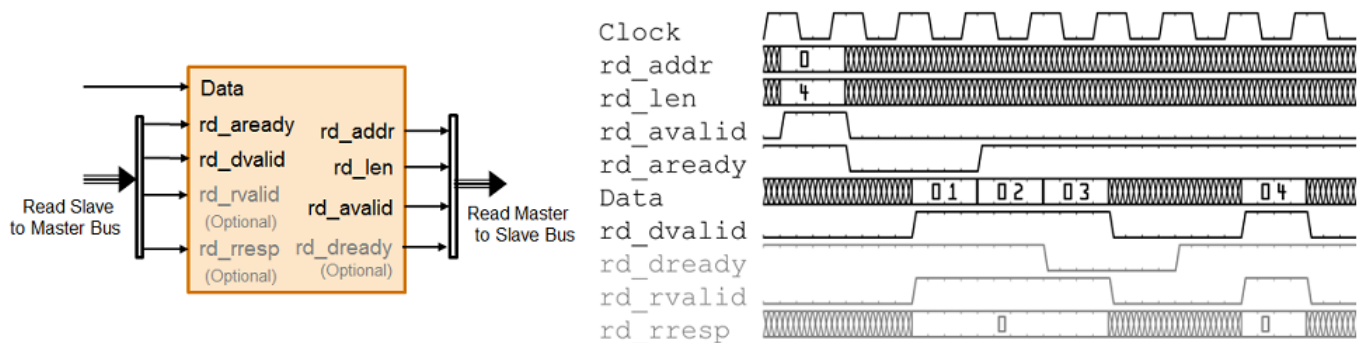
signal has been sent. Multiple burst signals are supported, which means that the `wr_ready` signal remains high to accept the second burst immediately after the last element of the first burst has been accepted. Using `wr_ready` to determine when to start the next burst can reduce the average latency between two bursts to less than 3 clock cycles.

- `wr_bvalid` (optional signal): Response signal from the slave IP core that you can use for diagnosis purposes. The `wr_bvalid` signal becomes high after the AXI4 interconnect accepts each burst transaction. If `wr_len` is greater than 256, the AXI4 Master write module splits the large burst signal into 256-sized bursts. `wr_bvalid` becomes high for each 256-sized burst.
- `wr_bresp` (optional signal): Response signal from the slave IP core that you can use for diagnosis purposes. Use this signal with the `wr_bvalid` signal.

The AXI4 Master protocol supports a maximum burst size of 256. When you have a large burst of size greater than 256, the AXI Master interface in the generated HDL IP core divides the large burst into multiple smaller bursts with size 256. Therefore, even for large bursts of data, you see an improved write throughput.

Simplified AXI4 Master Protocol - Read Channel

This figure shows the timing diagram for the signals that you model at the DUT input and output interfaces for an AXI4 Master read transaction. These signals include the Data, Read Master to Slave Bus, and Read Slave to Master Bus.



The DUT waits for `rd_avalid` to become high to initiate a read request. When `rd_avalid` is high, the DUT can send out the read request. The read request consists of the `rd_addr`, `rd_len`, and `rd_avalid` signals of the Read Master to Slave bus. The slave IP or the external memory responds to the read request by sending the Data at each clock cycle. The `rd_len` signal corresponds to the number of data values to read. The DUT can receive Data as long as `rd_dvalid` is high.

Read Request

To model a read request, at the DUT output interface, model the Read Master to Slave bus that consists of:

- `rd_addr`: Starting address for the read transaction that is sampled at the first cycle of the transaction. The address is specified in bytes.
- `rd_len`: The number of data values that you want to read, sampled at the first cycle of the transaction. The `rd_len` signal is specified in words. This means each unit of `rd_len` is a complete data element. For example, when `rd_len` is 2, and the bit width of data is 128 bit, two 128-bit data elements are read.

- `rd_avalid`: Control signal that specifies whether the read request is valid.

At the DUT input interface, implement the `rd_aredy` signal. This signal is part of the `Read Slave to Master bus` and indicates when to accept read requests. You can monitor the `rd_aredy` signal to determine whether the DUT can send consecutive burst requests. When `rd_aredy` becomes high, it indicates that the DUT can send a read request in the next clock cycle.

The simplified AXI4 Master Protocol supports pipelined requests, so it is not required to wait for the read response to complete before issuing a subsequent read request. The interface supports up to 4 read transactions before the pipeline stalls and the `rd_aredy` signal goes low.

Read Response

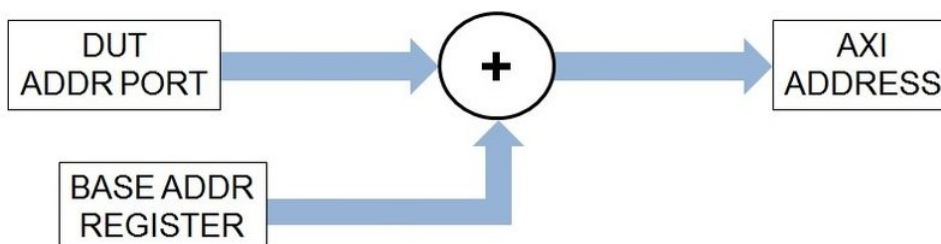
At the DUT input interface, model the `Data` and `Read Slave to Master bus` signals.

- `Data`: The data that is returned from the read request.
- `Read Slave to Master bus` that consists of:
 - `rd_dvalid`: Control signal which indicates that the `Data` returned from the read request is valid.
 - `rd_rvalid` (optional signal): response signal from the slave IP core that you can use for diagnosis purposes.
 - `rd_rresp` (optional signal): Response signal from the slave IP core that indicates the status of the read transaction.

At the DUT output interface, you can optionally implement the `rd_dready` signal. This signal is part of the `Read Master to Slave bus` and indicates when the DUT can start accepting data. By default, if you do not map this signal to the AXI4 Master read interface, the generated HDL IP core ties `rd_dready` to logic high.

Base Address Register Calculation

For IP cores that you generate, HDL Coder includes a base address register to support driver authoring for both the AXI4 Master read and write channels. The base address register is added to the address that is specified by the DUT `ADDR` port to form the AXI4 Master address. This capability enables the driver to use an addressing mode that programs a fixed register address with the base address of a buffer. The programmed address together with the DUT `ADDR` port is used to index the buffer. By default, the registers take a value of zero, if you do not use them.



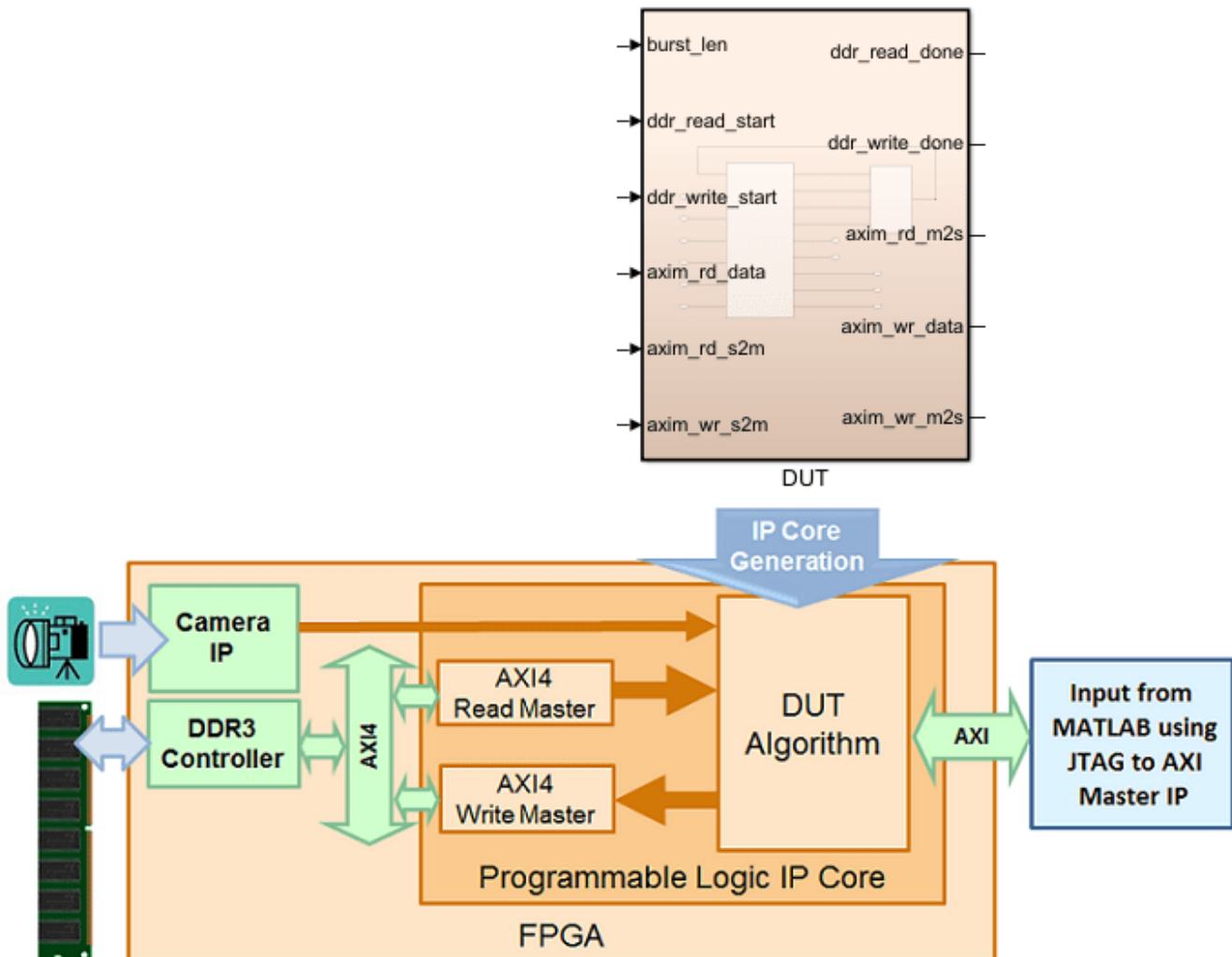
Specify Initial Value of AXI4 Master Read and Write Base Address

When you run the IP Core Generation workflow or the Simulink Real-Time FPGA I/O workflow, you can specify an initial value for the AXI4 master data read and write base address registers. By default, the initial value is zero. To specify a nonzero value:

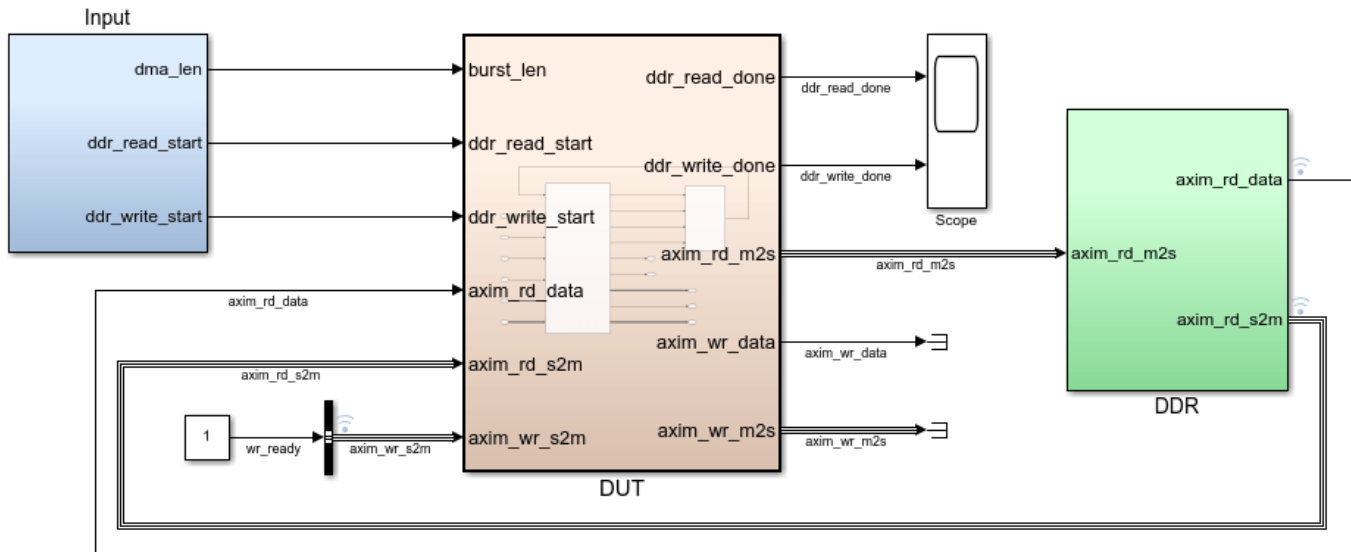
- 1 In the target platform interface table, when you map an input DUT port to an AXI4 Master Read data port, or an output DUT port to an AXI4 Master Write data port interface, an **Options** button appears in the **Interface Options** column.
- 2 Click the **Options** button, and then specify the **DefaultReadBaseAddress** or **DefaultWriteBaseAddress**.

Modeling for AXI4 Master Interfaces

You can model your algorithm with Data and AXI4 Master protocol signals at the DUT ports and then map the signals to AXI4 Master interfaces.



To learn how to model your DUT algorithm for AXI4 Master interface mapping, open this Simulink® model. The DUT Subsystem contains a simple algorithm that reads data from the DDR and writes the data back to a different address in the DDR memory.



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Double-click the DUT Subsystem. The DDR Access Controller Subsystem models the AXI Master read and write channels and has a Simple Dual Port RAM that calculates the `wr_data` signal. If you double-click the DDR Access Controller Subsystem, you see two Edge Detection Subsystem blocks that generate the two start pulses as input to each MATLAB Function block. One Edge Detection Subsystem and DDR Read Controller MATLAB Function models the read transaction. The other Edge Detection Subsystem and DDR Write Controller MATLAB Function models the write transaction. You can modify this design to model only the write transaction or the read transaction by using one Edge Detection Subsystem and the corresponding MATLAB Function block.

Read Channel

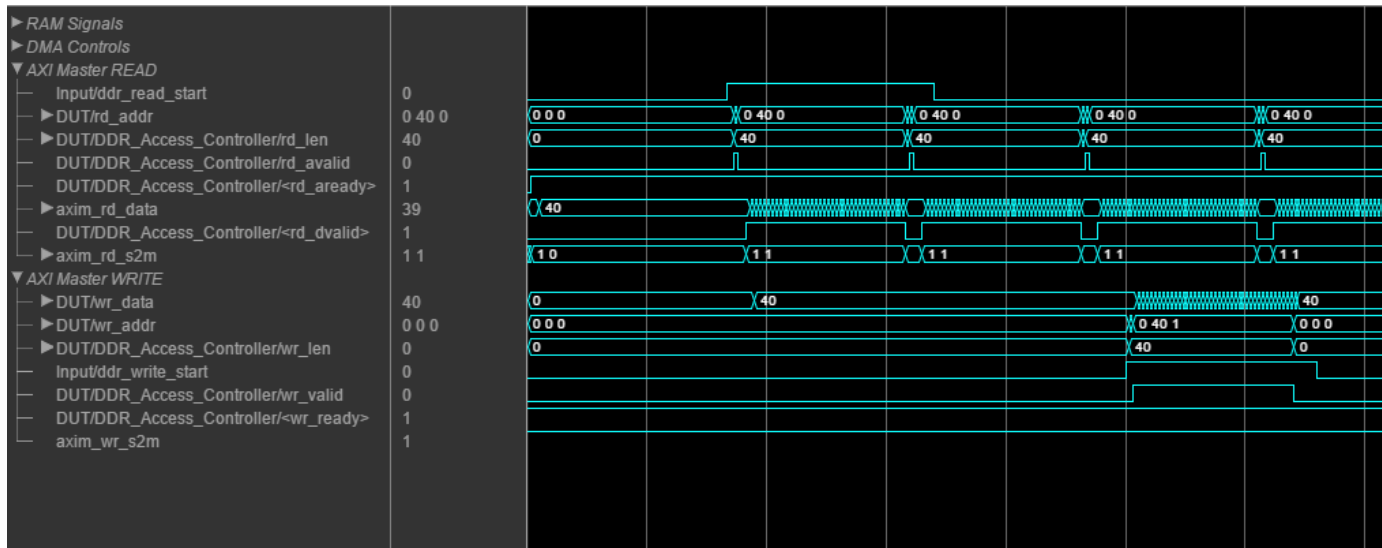
The DDR Read Controller is modeled as a state machine with four states: INIT, IDLE, READ_BURST_START, and DATA_COUNT. The INIT state initializes the read signals and the RAM input signals. When the start signal goes high, the state machine switches to the IDLE state, and then waits for the `rd_a_ready` signal to become high. When `rd_a_ready` becomes high, the state machine transitions to the READ_BURST_START state and the DUT starts reading data. The state machine then unconditionally switches to the DATA_COUNT state and continues to read data till `rd_avalid` goes low.

Write Channel

The DDR Write Controller is modeled similar to the Read channel as a state machine with four states : IDLE, WRITE_BURST_START, DATA_COUNT, and ACK_WAIT. The DUT is in the IDLE state and then switches to the WRITE_BURST_START state where it waits for the `wr_ready` signal. When `wr_ready` becomes high, the state machine switches to the DATA_COUNT state and starts writing data. The data is valid when `wr_valid` is high. The DUT continues to write data when `wr_ready` is high. As

`wr_ready` becomes low, the state machine switches to the `ACK_WAIT` state and then waits for the ready signal to initiate the next write transaction.

To see the simplified AXI4 Master protocol in effect, simulate the model. If you have DSP System Toolbox™ installed, you can view and analyze the results in the Logic Analyzer.



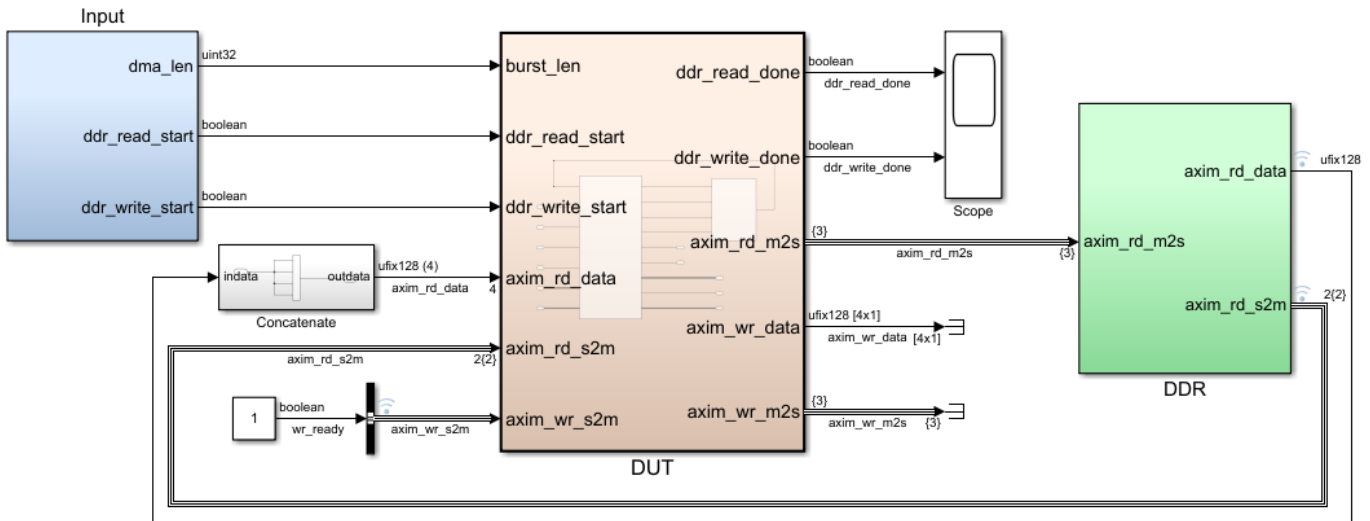
You can use the IP Core Generation workflow to generate an HDL IP core with the AXI4 Master interface. If you have HDL Verifier™ installed, and you use the Xilinx Zynq ZC706 board, then you can integrate the IP core into the Default System with External DDR3 memory access reference design.

Map Vector Ports to AXI4 Master Interfaces

To integrate your HDL IP core into larger reference designs, and to achieve higher throughput when you use the AXI4 Master port to access external DDR memory, you may want to use larger bit widths on the Data port. The AXI4 Master interface bus supports a maximum bit width of 1024 bits.

Simulink supports fixed-point data types that have word length of up to 128 bits. To model your DUT ports with word lengths greater than 128 bits, use vector data types. If you use a vector port such that the combined bit width of all the elements in the vector is greater than 1024 bits, the **Set Target Interface** task displays an error.

For example, in the `hdlcoder_axi_master` model, to expand the bit width of the `axim_rd_data` port to 512 bits, change the `ddr_data` parameter inside the DDR to `fi([40:-1:1],0,128,0)` and then concatenate the 128-bit input four times to generate an output of 512 bits. You can use a Vector Concatenate block to output a combined bit width of 512 bits. To simulate the model, replace the Simple Dual Port RAM block inside the DUT subsystem with a Simple Dual port RAM System.



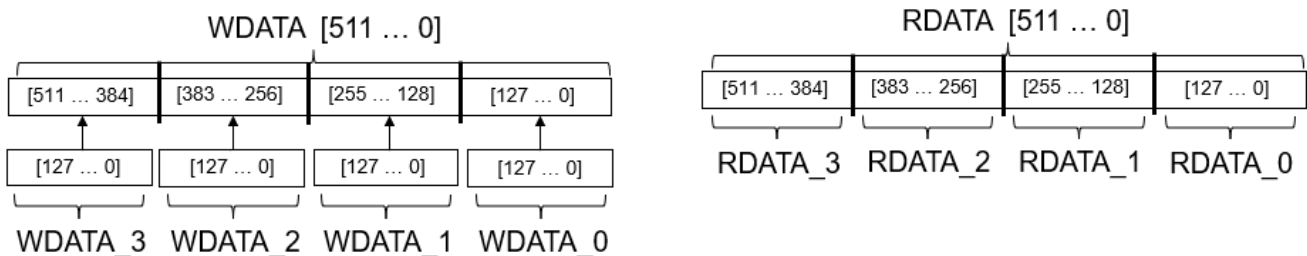
You can then map these DUT Data ports to AXI4 Master Read or AXI Master Write ports in the Target platform interface table, generate the HDL IP core, and integrate the IP core into your Vivado or Qsys reference designs. In the generated HDL code for the DUT IP core, the Data ports are mapped to 512-bit interfaces. Multiple FIFO blocks are generated corresponding to each element of the vector input.

```

ENTITY DUT_ip IS
  PORT( IPCORE_CLK          : IN    std_logic; -- ufix1
        IPCORE_RESETN      : IN    std_logic; -- ufix1
        AXI4_Master_Rd_RDATA : IN    std_logic_vector(511 DOWNTO 0); -- ufix256
        ...
        AXI4_Master_Wr_WDATA : OUT   std_logic_vector(511 DOWNTO 0); -- ufix256
        ...
  );
END DUT_ip;

```

This figure illustrates the order in which the vector data is written to and read form.



In the HDL code for the DUT IP core, you can see how the AXI4_Master_Rd_RDATA and AXI4_master_wr_WDATA interfaces are mapped to the DUT ports and the order in which data is written to the AXI4 Master interface and then read back.

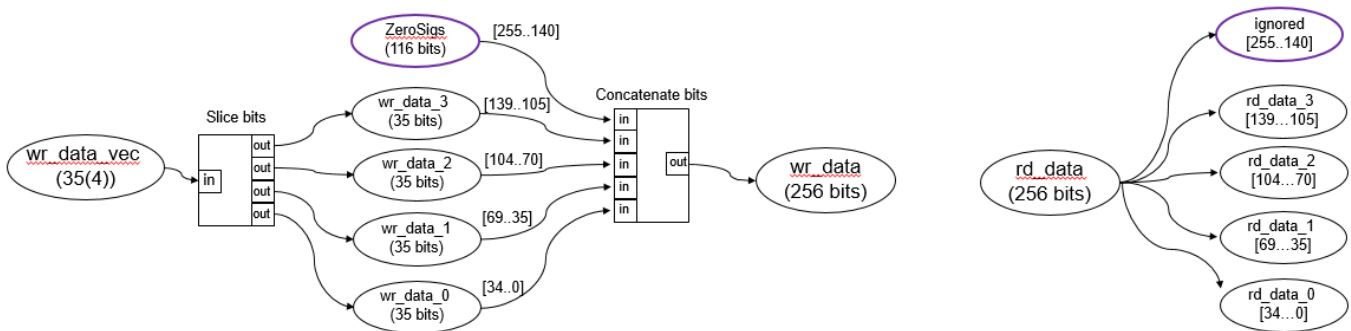
```

...
...
-----
AXI4 Master Read Sequence
-----
AXI4_Master_Rd_RDATA_0 <= AXI4_Master_Rd_RDATA_unsigned(127 DOWNTO 0);
AXI4_Master_Rd_RDATA_1 <= AXI4_Master_Rd_RDATA_unsigned_1(255 DOWNTO 128);
AXI4_Master_Rd_RDATA_2 <= AXI4_Master_Rd_RDATA_unsigned_7(383 DOWNTO 256);
AXI4_Master_Rd_RDATA_3 <= AXI4_Master_Rd_RDATA_unsigned_7(511 DOWNTO 384);
-----
AXI4 Master Write Sequence
-----
AXI4_Master_Wr_WDATA_tmp <= unsigned(AXI4_Master_Wr_WDATA_Vec_3) &
                             unsigned(AXI4_Master_Wr_WDATA_Vec_2) &
                             unsigned(AXI4_Master_Wr_WDATA_Vec_1) &
                             unsigned(AXI4_Master_Wr_WDATA_Vec_0);

AXI4_Master_Wr_WDATA <= std_logic_vector(AXI4_Master_Wr_WDATA_tmp);
...
...

```

If you use a nonstandard bit width for the AXI4 Master Data port, the Data port is upgraded to a standard bit width container that has a bigger size. Standard bit widths include 32, 64, 128, 256, 512, and 1024 bits. For example, if you use a vector that has four 35-bit elements, the resulting bit width of 140 bits (35x4) is mapped to a 256-bit AXI4 Master interface. At the Write channel Data port, bits 255 to 141 are padded with zeroes. At the Read channel Data port, bits 255 to 141 are ignored.



Using nonstandard bit widths can have a performance impact because the entire bandwidth of the AXI4 Master interface is not used. To avoid performance hits, use standard AXI bit widths.

Model Designs with Multiple Sample Rates

The HDL Coder software supports designs with multiple sample rates when you run the IP Core Generation workflow. When you map the interface ports to AXI4 Master interfaces, to use multiple sample rates, ensure that the DUT ports that map to these AXI4 interfaces run at the fastest rate of the design after HDL code generation.

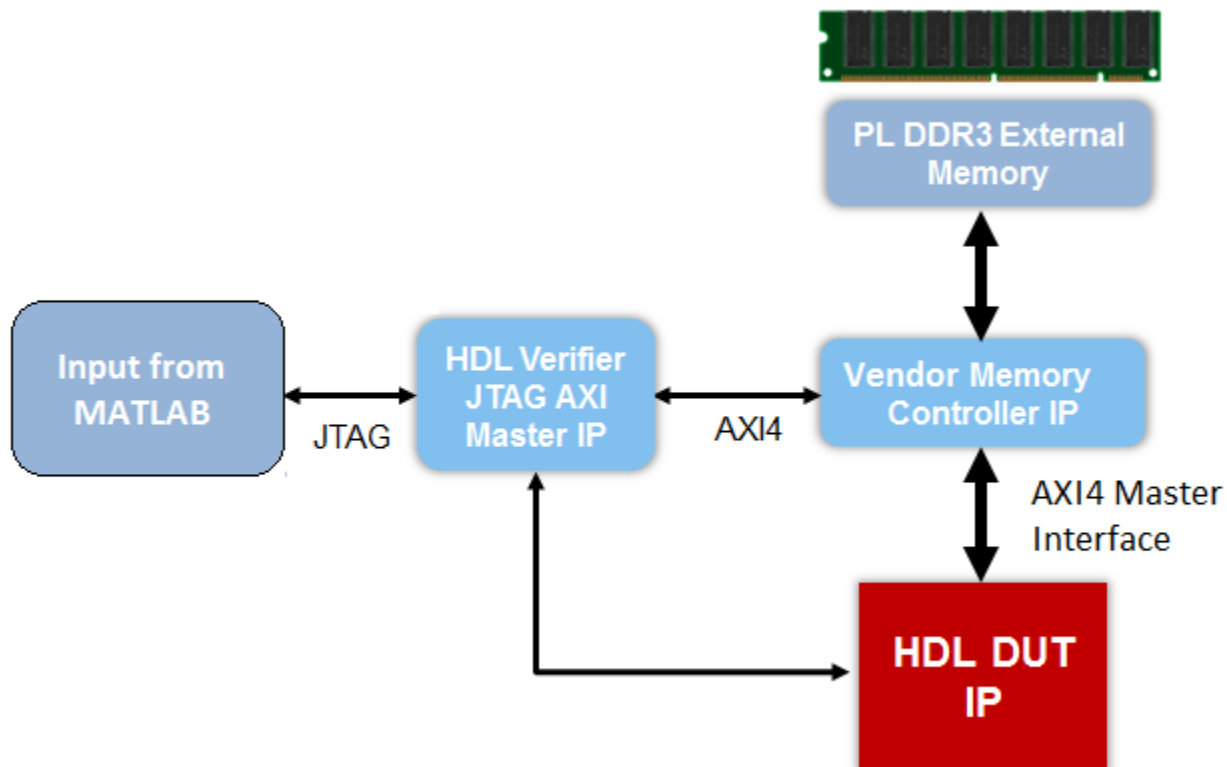
To learn more, see “Multirate IP Core Generation” on page 41-51.

Reference Designs for IP Core Integration

You can integrate the generated HDL IP core with AXI4 Master interfaces into these HDL Coder reference designs:

- Default System with External DDR3 Memory Access: When your target platform is Xilinx Zynq ZC706 evaluation kit.
- Default System with External DDR4 Memory Access: When your target platform is Altera Arria10 SoC development kit.

To use these reference designs, you must have HDL Verifier installed. This figure shows a high level block diagram of the reference design architecture.



In this architecture, the HDL DUT IP block corresponds to the IP core that is generated from the IP Core Generation workflow. Other blocks in the architecture represent the predefined reference design, that consists of a MATLAB based JTAG AXI Master IP that is provided by HDL Verifier. After you run the FPGA design on the board, using the JTAG AXI Master IP, you can use the input data in MATLAB to initialize the onboard DDR3 external memory. The HDL DUT IP core reads the input data from the external memory via the AXI4 Master interface. The IP core then performs the algorithm computation and writes the result to DDR3 memory via the AXI4 Master interface. The JTAG AXI Master IP can read the result from DDR3 memory and then verify the result in MATLAB.

Using the `addAXI4MasterInterface` method of the `hdlcoder.ReferenceDesign` class, you can integrate the IP core with AXI4 Master Interface into your own custom reference design.

Restrictions

- **Synthesis tool:** Must be Xilinx Vivado or Altera QUARTUS II. Xilinx ISE is not supported.
- **Target workflow:** Use the IP Core Generation workflow. To run the workflow, open the HDL Workflow Advisor from your DUT algorithm in Simulink. MATLAB to HDL workflow is not supported.
- **Processor/FPGA synchronization:** Must be Free running mode.

See Also

Related Examples

- “Performing Large Matrix Operation on FPGA using External Memory” on page 41-177

More About

- “Model Design for AXI4-Stream Interface Generation” on page 41-11
- “Streaming Pixel Interface” (Vision HDL Toolbox)

IP Core Generation Workflow for Standalone FPGA Devices

In this section...

“Targeting FPGA Reference Designs with AXI4 Interface” on page 41-105

“Targeting FPGA Reference Designs Without AXI4 Interface” on page 41-107

“Board Support” on page 41-107

“Restrictions” on page 41-107

You can generate a reusable HDL IP core for any supported Xilinx or Altera FPGA device. The workflow produces an IP core report that displays the target interface configuration and the coder settings that you specify. See “Custom IP Core Generation” on page 40-10.

You can optionally build your own custom reference designs and integrate the generated IP core into the reference design. The workflow does not require the Embedded Coder software, because you need not generate the embedded code that is run on the processor. This means that the workflow has a **Generate Software Interface** task, but you cannot generate a software interface model. If you have HDL Verifier installed, on the **Set Target Reference Design** task, set **Insert JTAG MATLAB as AXI Master (HDL Verifier Required)** to on. You can then generate a software interface script in the **Generate Software Interface** task to rapidly prototype and test the HDL IP core functionality by using the MATLAB AXI Master. See “Generate Software Interface Script to Probe and Rapidly Prototype HDL IP Core” on page 40-54.

4.2. Generate Software Interface

Analysis

Generate a software interface for the IP core

Input Parameters

Generate Simulink software interface model

Operating system: ▼

Generate MATLAB software interface script

Result: ✔ Passed

Note No driver was generated for port(s) "LED" mapped to interface "LEDs General Purpose" in the software interface script.

Passed Generate Software Interface.

Generating new Zynq Software Interface script: [gs_hdlcoder_led_vector_interface.m](#)

Zynq Software Interface script generation complete.

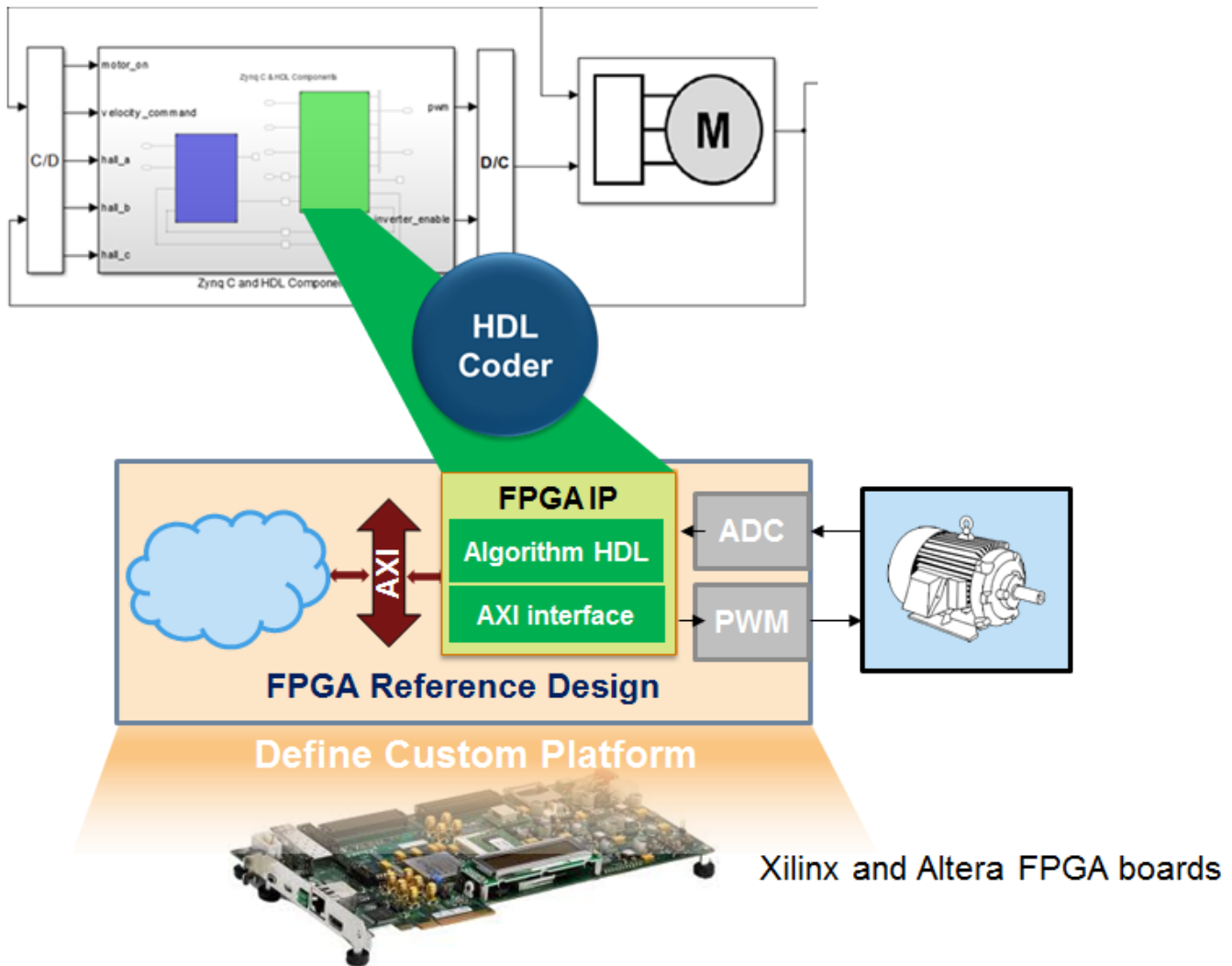
The workflow for the FPGA boards has these features:

- **Set Target Reference Design** task. Populates the reference design, its tool version, and the parameters that you specify.
- **Set Target Interface** task. Map your DUT ports to the interfaces on the target platform.
- **Set Target Frequency** task. Specifies the **Target Frequency (MHz)** to modify the clock module in the reference design to produce a clock signal with that frequency.
- **Generate RTL Code and IP Core** task. Generates a reusable and sharable IP core. The IP core packages the RTL code, a C header file, and the IP core definition files.
- **Create Project** task. Creates a project for integrating the IP core into the predefined reference designs.

You can generate an IP core with an optional AXI4 or an AXI4-Lite interface.

Targeting FPGA Reference Designs with AXI4 Interface

This figure shows how HDL Coder generates an IP core with an AXI4 interface and integrates the IP core into the FPGA reference design. See “Board and Reference Design Registration System” on page 41-55.



Use the HDL Coder generated AXI4-Lite interface to connect the IP core with an AXI4 or AXI4-Lite Master device such as:

- MicroBlaze processor.
- Nios II processor.
- PCIe Endpoint that connects to an external processor.
- JTAG Master.

When you connect the HDL IP core to a processor such as the MicroBlaze, you must integrate the handwritten C code to run on the processor. The generated IP core report displays the register address mapping information. To find the register offsets in the IP core register space, use this mapping information. To get the memory address of each register, add the register offset to the base address that you specify in your reference design. You can also find the register offsets in the C header file in the generated IP core folder.

Targeting FPGA Reference Designs Without AXI4 Interface

In the reference design definition function, you can create your own custom reference designs without the AXI4 slave interface. See also `addAXI4SlaveInterface`.

When creating a custom reference design, to target a standalone FPGA board, use the `EmbeddedCoderSupportPackage` method of the `hdlcoder.ReferenceDesign` class:

```
hRD.EmbeddedCoderSupportPackage = ...
    hdlcoder.EmbeddedCoderSupportPackage.None;
```

See `EmbeddedCoderSupportPackage`.

Board Support

HDL Coder supports these FPGA boards with the IP Core Generation workflow:

- Xilinx Kintex-7 KC705 development board
- Arrow DECA MAX 10 FPGA evaluation kit

Using these boards, you can integrate the generated IP core into the default system reference design. By default, this reference design does not have an AXI4 slave interface. Optionally, you can add the interface in the reference design definition function.

Restrictions

IP Core Generation workflow does not support :

- **RAM Architecture** set to Generic RAM without clock enable.
- Using different clocks for the IP core and the AXI interface. The `IPCore_Clk` and `AXILite_ACLK` must be synchronous and connected to the same clock source. The `IPCore_RESETN` and `AXILite_ARESETN` must be connected to the same reset source. See “Synchronization of Global Reset Signal to IP Core Clock Domain” on page 40-26.

See Also

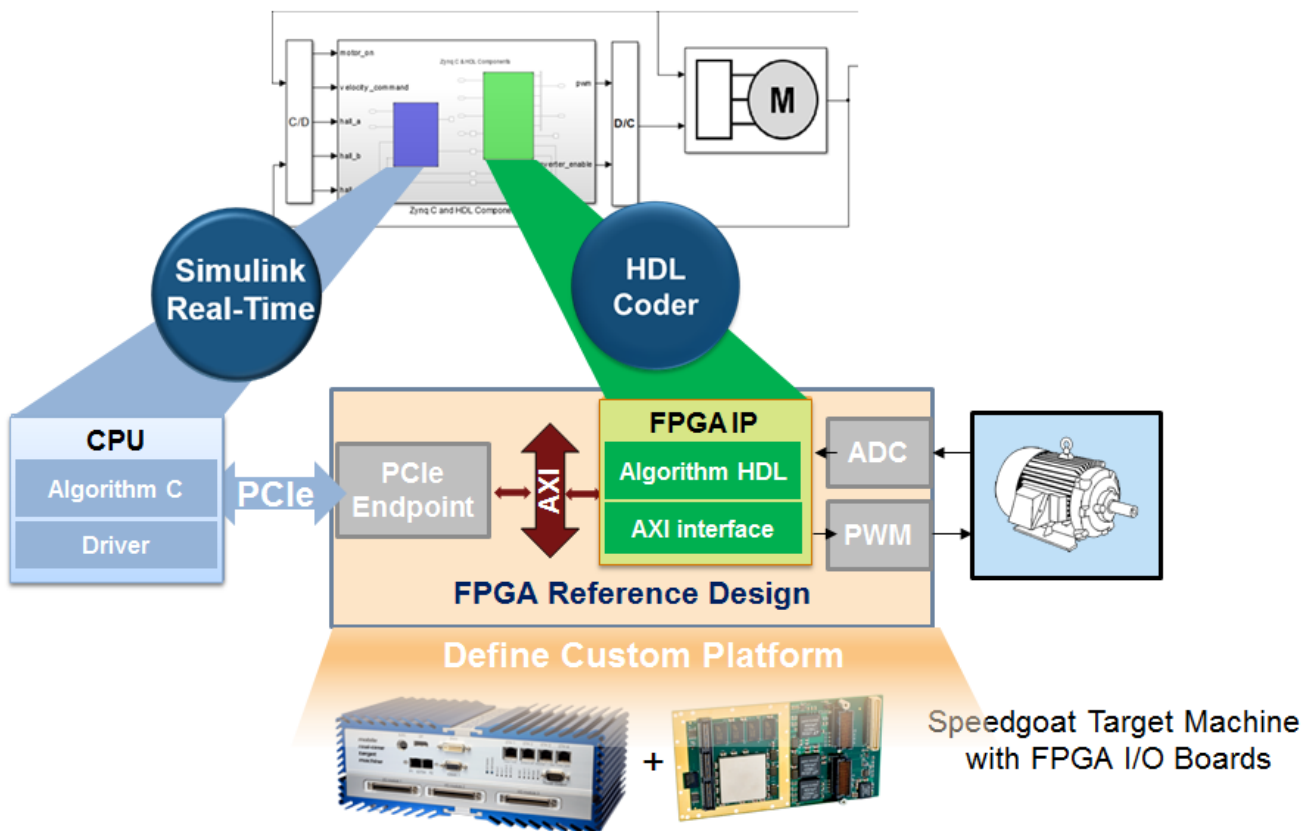
Related Examples

- “Access DUT Registers on Xilinx Pure FPGA Board Using IP Core Generation Workflow” on page 40-162

IP Core Generation Workflow for Speedgoat Simulink-Programmable I/O Modules

HDL Coder uses the IP Core Generation workflow infrastructure to generate a reusable HDL IP core for the Speedgoat Simulink-Programmable I/O modules that support Xilinx Vivado. The workflow produces an IP core report that displays the target interface configuration and the code generator settings that you specify. You can integrate the IP core into a larger design by adding it in an embedded system integration environment. See “Custom IP Core Generation” on page 40-10.

This figure shows how the software generates an IP core with an AXI interface and integrates the IP core into the FPGA reference design.



Supported I/O Modules

To learn about I/O modules that HDL Coder supports with the Simulink Real-Time FPGA I/O workflow, see “Speedgoat FPGA Support with HDL Workflow Advisor” on page 40-8.

IP Core Generation Workflow

This workflow has these key features:

- Uses Xilinx Vivado as the synthesis tool.
- Generates a reusable and sharable IP core. The IP core packages the RTL code, a C header file, and the IP core definition files.
- Creates a project for integrating the IP core into the Speedgoat reference design.
- Generates an FPGA bitstream and downloads the bitstream to the target hardware.

1.1. Set Target Device and Synthesis Tool

Analysis (^Triggers Update Diagram)

Set Target Device and Synthesis Tool for HDL code generation

Input Parameters

Target workflow: Simulink Real-Time FPGA I/O

Target platform: Speedgoat IO397-50k Launch Board Manager

Synthesis tool: Xilinx Vivado Tool version: 2019.2.1 Refresh

Family: Artix7 Device: xc7a50t

Package: csg325 Speed: -2

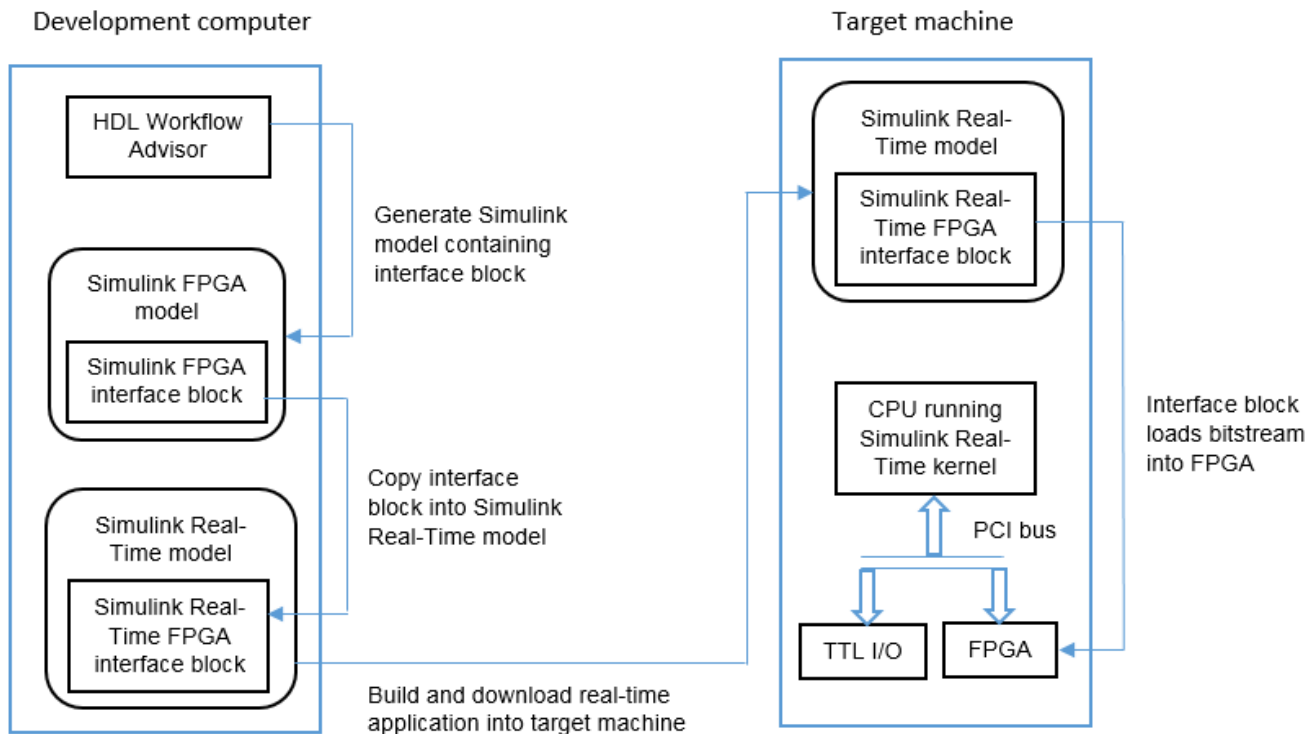
Project folder: hdl_prj Browse...

Run This Task

Result: ✓ Passed

Passed Set Target Device and Synthesis Tool.

After building the FPGA bitstream, the workflow generates a Simulink Real-Time model. The model is an interface subsystem model that contains the blocks to program the FPGA and communicate with the I/O module through the PCIe bus during real-time execution.



Restrictions

IP Core Generation workflow does not support :

- **RAM Architecture** set to Generic RAM without clock enable.
- Using different clocks for the IP core and the AXI interface. The `IPCore_Clk` and `AXILite_ACLK` must be synchronous and connected to the same clock source. The `IPCore_RESETN` and `AXILite_ARESETN` must be connected to the same reset source. See “Synchronization of Global Reset Signal to IP Core Clock Domain” on page 40-26.

See Also

More About

- “Speedgoat FPGA Support with HDL Workflow Advisor” on page 40-8
- “FPGA Programming and Configuration on Speedgoat Simulink-Programmable I/O Modules” on page 41-79
- “Custom IP Core Generation” on page 40-10

External Websites

- www.speedgoat.com/support

IP Core Generation of an I2C Controller IP to Configure the Audio Codec Chip

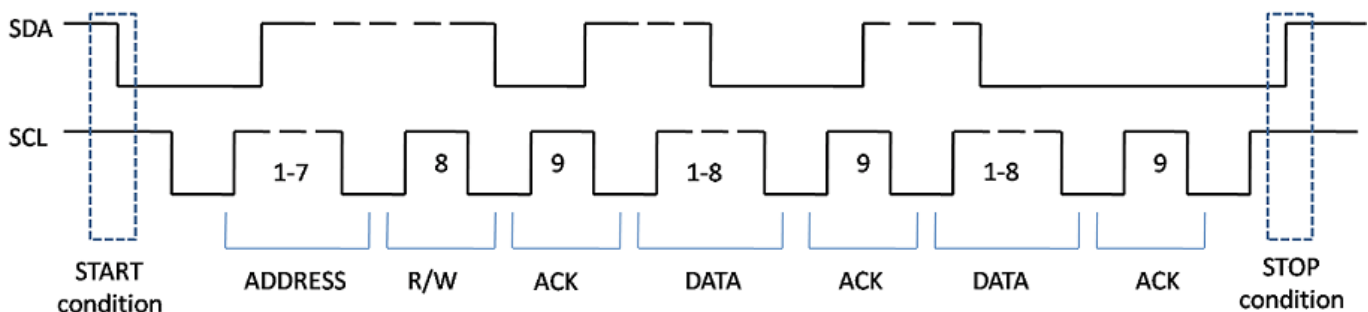
This example illustrates how to model an I2C controller using an I2C Master controller modeled using Stateflow™ blocks for configuring the audio codec chip.

In this example, you:

- 1 Model the I2C Master Controller using Stateflow® blocks in Simulink®
- 2 Model the I2C Controller using the I2C Master Controller block for configuring the Audio Codec Chip
- 3 Use the blackbox subsystem and bidirectional port features to handle tri-state logic in I2C IP core
- 4 Use the IP Core Generation workflow to generate an IP core for the I2C Controller

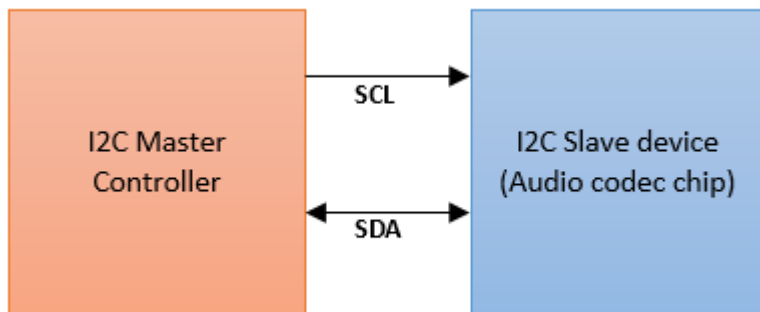
1. Overview of I2C protocol

I2C bus, also called Inter-IC bus, is a simple, multi-master, multi-slave, bidirectional two-wire bus, that consists of serial data (SDA) and serial clock (SCL) lines. Each device connected to the bus is software addressable by a unique 7-bit or 10-bit address, and maintains a simple master-slave relationship. Serial, 8-bit oriented, bi-directional data transfers can be made at up to 100 kbit/s in the Standard mode, up to 400 kbit/s in the Fast-mode, or up to 3.4 Mbit/s in the High-speed mode. I2C bus has two nodes: master node and slave node. The master node generates clock and initiates communication with the slave. The slave node which is addressed by the master receives clock and responds to the master during acknowledgment. There are four modes of operation which are master transmit, master receive, slave transmit and slave receive. The master starts the communication by sending start bit followed by 7 or 10 bit address of the slave followed by read(1) or write(0) bit. If the slave corresponding to that address is present, then it responds with ACK bit. The master continues communication in transmit or receive mode based on the read or write bit. Similarly, the slave continues its operation based on the read or write instruction from the master. The figure below shows the timing diagram of I2C protocol.

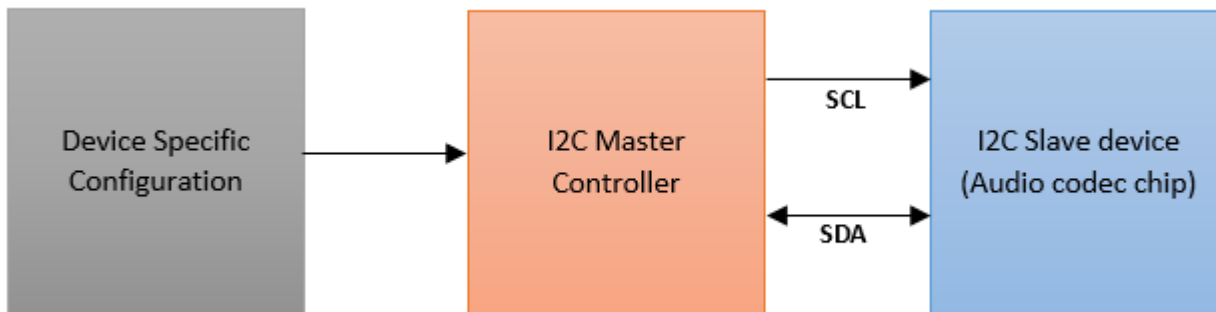


2. Modeling Generalized I2C Master Controller in Simulink Using Stateflow Blocks

Configuring multiple peripherals in the design can be a cumbersome and tedious process. Instead, create a generic I2C Master Controller that you can directly use to configure the audio codec chips. The figure below shows the architecture of the Generalized I2C Master Controller which is implemented using Stateflow blocks in Simulink.

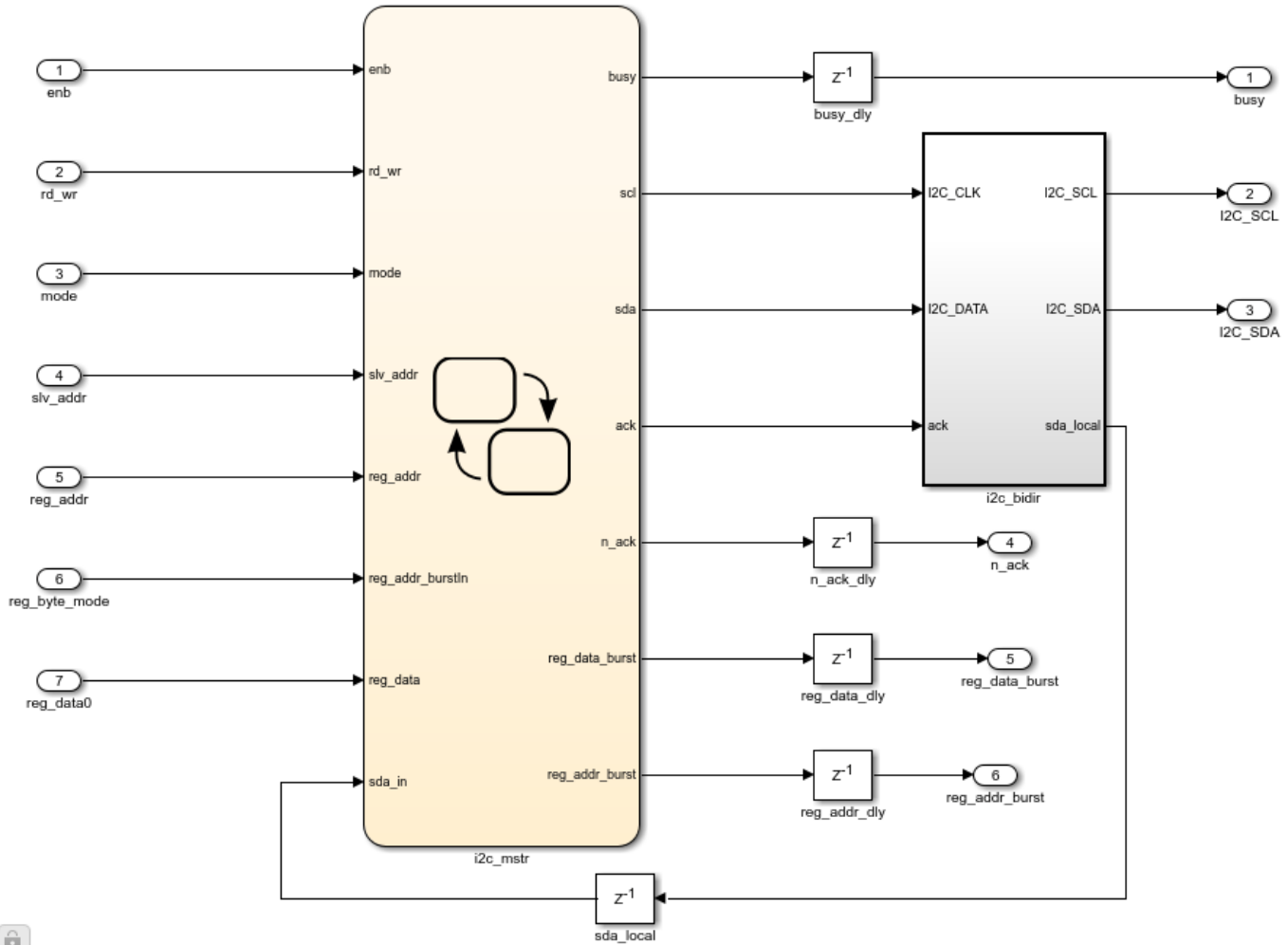


The above part shows the I2C Master Controller block. To configure the peripheral, you must provide device-specific configuration to the I2C Master Controller block. The block diagram to configure the audio codec chip using I2C Master Controller is as shown below.



The below model shows the I2C Master Controller which is modeled in Simulink using Stateflow blocks.

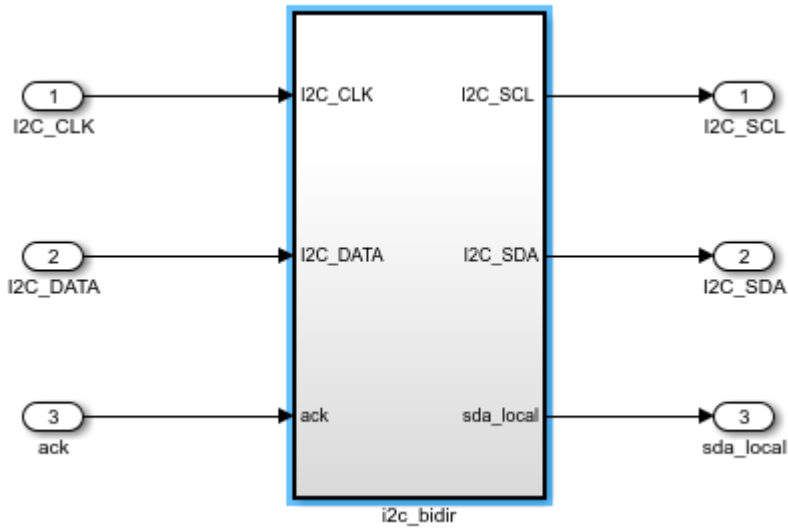
```
modelname = 'hdlcoder_I2C_master_controller';
open_system(modelname);
open_system('hdlcoder_I2C_master_controller/I2C_MasterController');
```

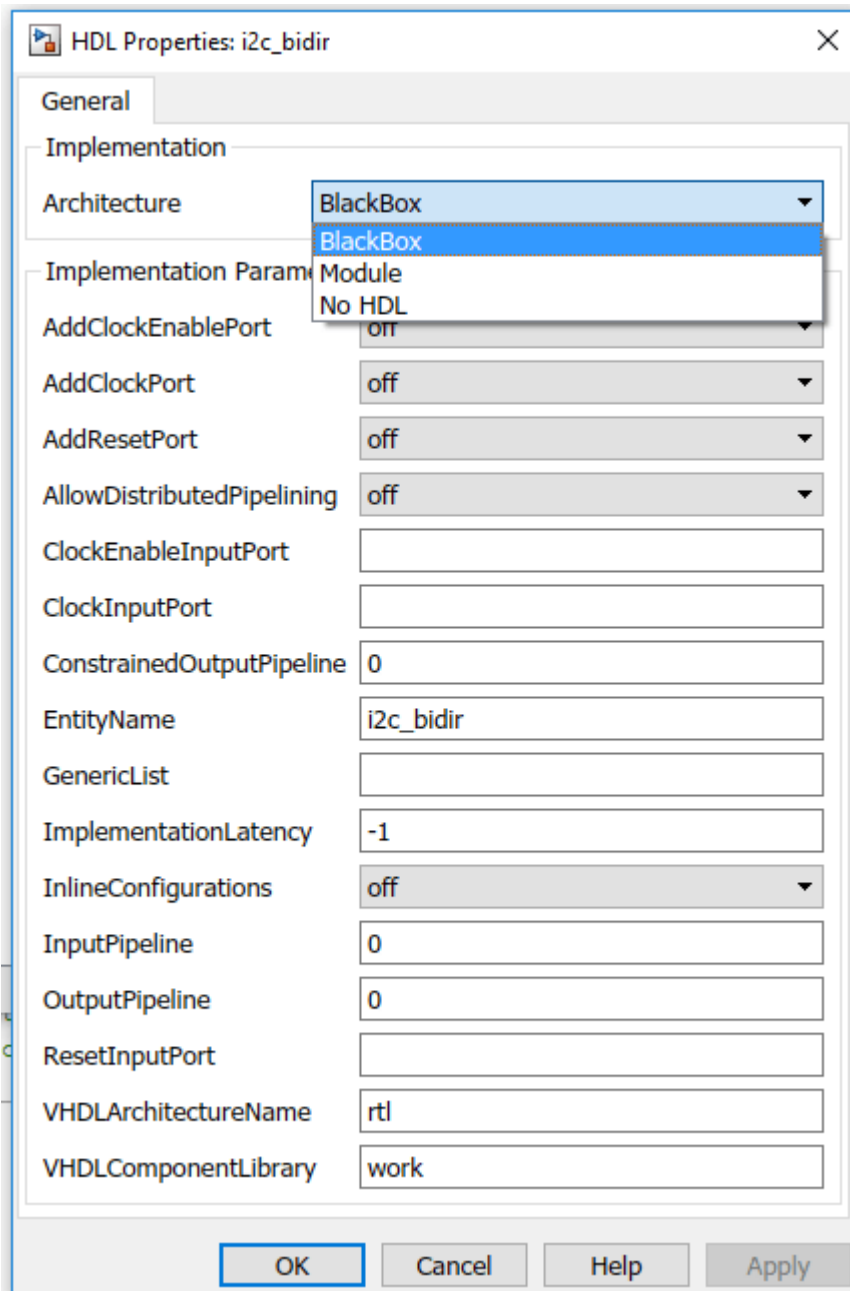
The I2C Master Controller only supports I2C write and doesn't support I2C readback currently. I2C Master Controller consists of two parts, I2C Master Controller chart and tristate buffer blackbox. I2C Master Controller chart provides serial data, SDA and serial clock, SCL to slave device through the tristate buffer blackbox. Tristate buffer blackbox uses the handwritten VHDL code and used for the bidirectional functionality of the SDA port. Tristate buffer blackbox is added in the model as Simulink doesn't support bidirectional port modeling.

To create a blackbox use the following steps.

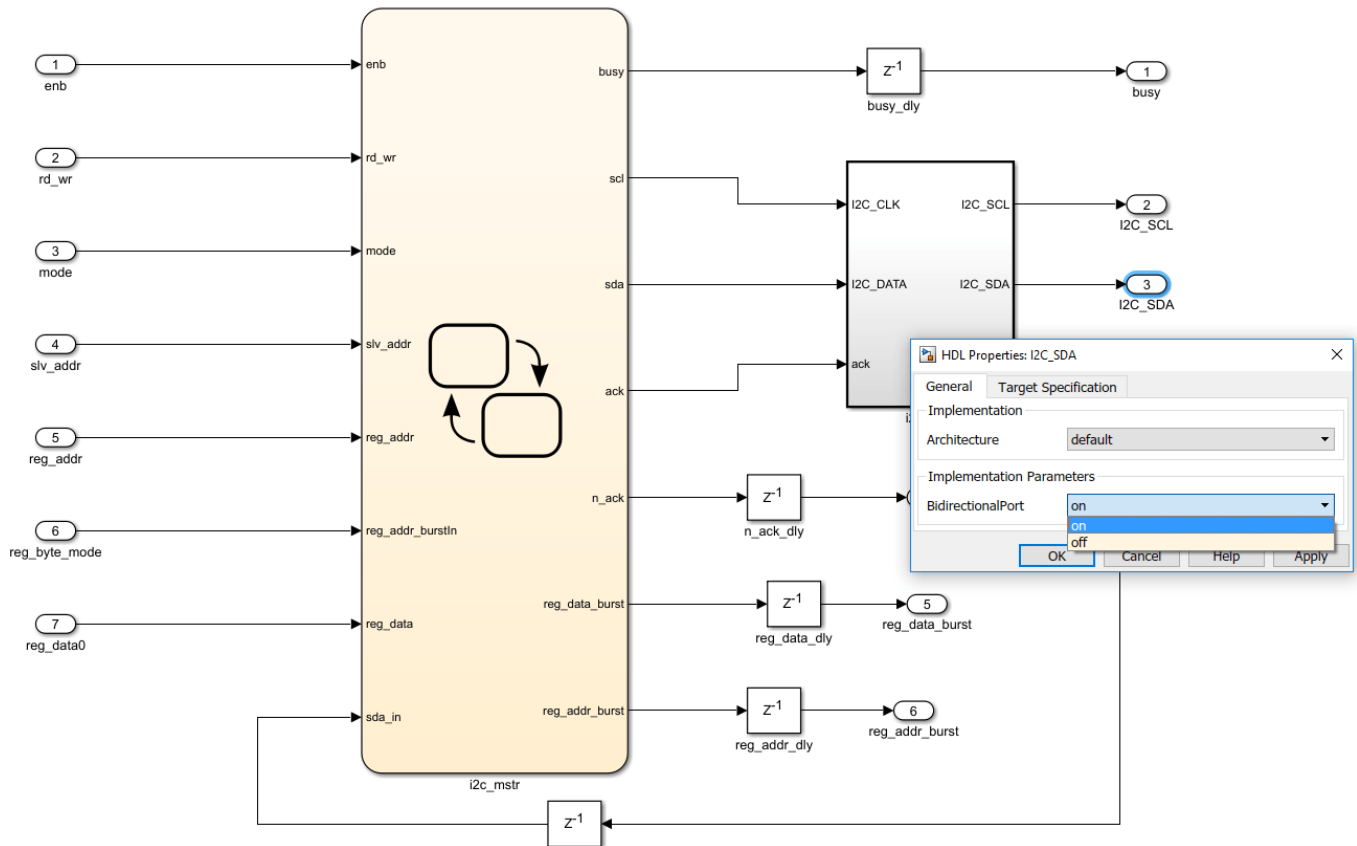
1. Make a subsystem which contains input and output ports of the HDL source code which you want to import for the blackbox creation. The I2C tristate buffer blackbox is as shown below.



2. To specify your subsystem as a black box interface, right click on the subsystem and select **HDL Code > HDL Block Properties** and set the Architecture to Blackbox as shown in the following figure.



3. The data port **I2C_SDA** of I2C Master Controller is bidirectional. To set the port as bidirectional, right click on the **I2C_SDA** port and click on HDL block properties and set the BidirectionalPort on as shown below.



4. During simulation, the actual content inside of the blackbox subsystem will be used for simulation.

During code generation, HDL Coder will not generate the code under the blackbox subsystem. Instead, the code generator integrates your hand-written HDL code into the IP core. Inputs to the I2C Master Controller block can be provided by adding a device specific configuration chart at the input. This chart contains details about the registers that need to be configured for your slave device. More about device configuration is covered in the section of Zedboard, Zybo board and Arrow SoC Development Kit Audio Codec configuration using I2C Master Controller.

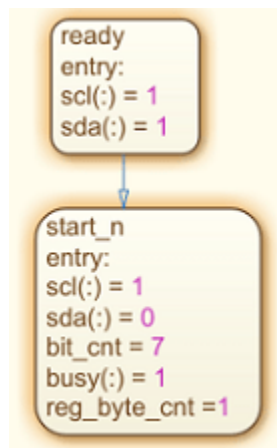
2.1 I/O Description of I2C Master Controller block

The following figure gives the details about input and output ports of the I2C Master Controller block.

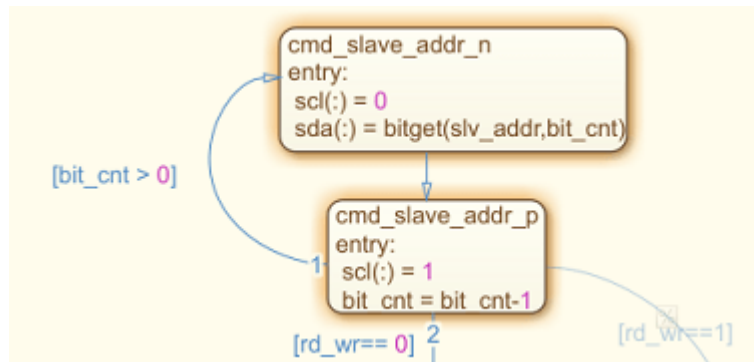
| Name | Type | Width (in bits) | Description |
|----------------|--------|-----------------|--|
| enb | Input | 1 | I2C master controller enable |
| rd_wr | Input | 1 | Read/Write cycle |
| mode | Input | 1 | Mode of operation Normal = 0 Burst = 1 |
| slv_addr | Input | 8 | Device address |
| reg_addr | Input | 8 | Device register address |
| reg_byte_mode | Input | 1 | Register address mode Byte = 0 Burst = 1 |
| reg_data0 | Input | 8 | Device register data |
| busy | Output | 1 | Status signal of the master controller chart |
| I2C_SCL | Output | 1 | Serial clock to slave device |
| I2C_SDA | Output | 1 | Serial data to slave device |
| n_ack | Output | 1 | No acknowledgment |
| reg_data_burst | Output | 1 | Burst data enable signal |
| Reg_addr_burst | Output | 1 | Burst address enable signal |

2.2 Description of I2C Master Controller Stateflow chart

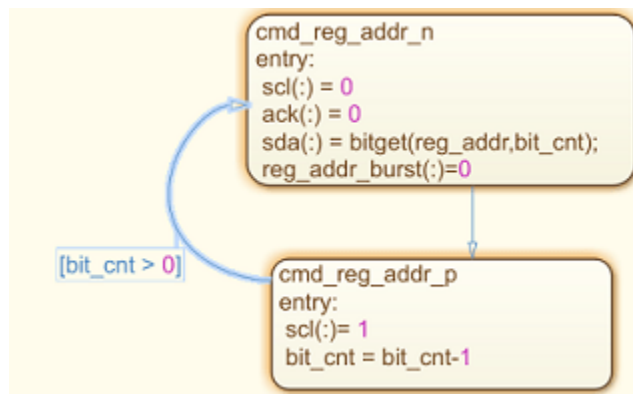
I2C Master Controller chart is made in such a way that in all the states required clock (SCL) is generated and data is provided as per the I2C protocol through serial data (SDA) port. Following states shows the generation of the clock and start bit.



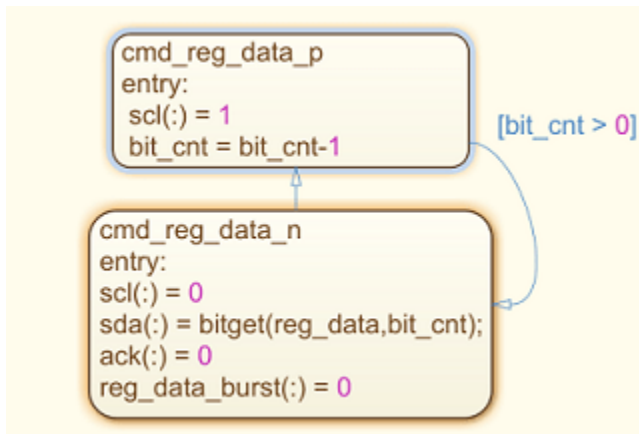
The following states are used to send 7-bit address of the slave device.



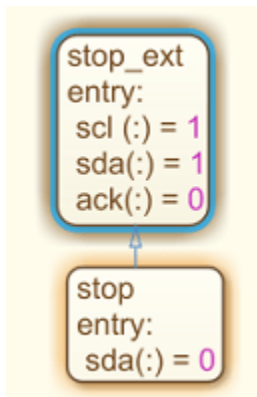
The function **bitget** is used to send bits serially to SDA port. It allows user to get bit value at specified position of the integer mentioned in its argument list. The transition from one state to other state depends on execution order specified for the transition conditions. As shown in the above figure the transition from **cmd_slave_addr_p** to the **cmd_slave_addr_n** state occurs based on the transition condition ($\text{bit_cnt} > 0$). The value of bit_cnt keeps decrementing until the transition condition satisfies. The value of bit_cnt is initialized to '7' and its value decrements till it becomes '1' which is used to send 7-bit address of slave device on SDA port. For HDL code generation, supported data types must be used. Colon(:) operator as shown in the states which is a typecasting operator used in cmd_slave_addr_n state ($\text{scl}(:) = 0$) converts a value of type 'double' to a type 'logical' (SCL is the logical datatype in the states shown). The states shown below are used to send register address to the slave device.



The states shown below are used to send register data to the slave device.



Following states shows the stop bit generation.



3. Configuring audio codec ADAU1761 on Zedboard using I2C Master Controller library block

This section shows how to:

- 1 Model audio codec ADAU1761 device configuration chart using Stateflow blocks in Simulink.
- 2 Use I2C Master controller library block to configure audio codec ADAU1761.
- 3 Perform simulation of created model.

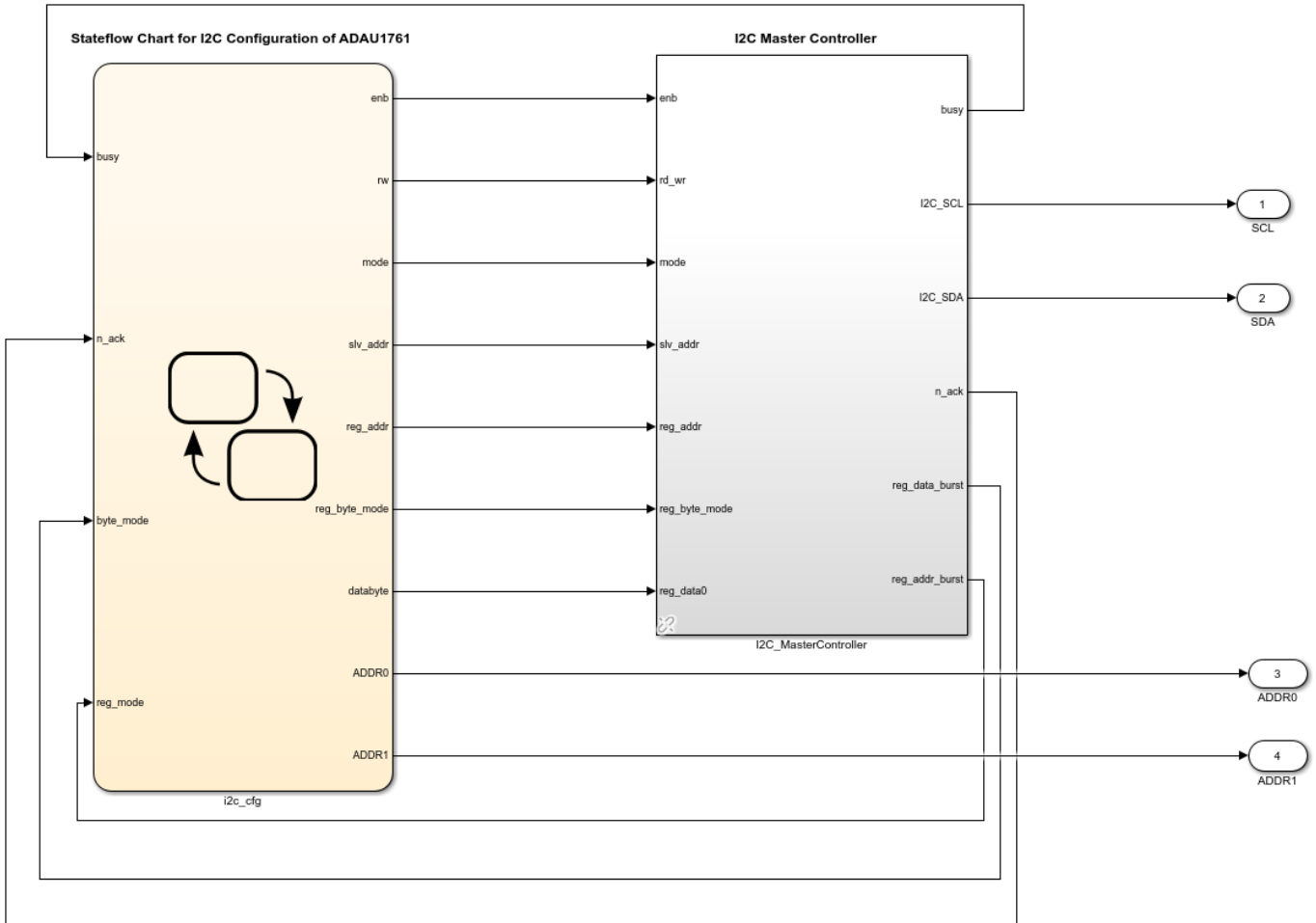
As mentioned earlier to configure the audio codec ADAU1761 on Zedboard, device configuration chart for ADAU1761 need to be created. This chart should be connected to the I2C Master controller library block created earlier.

Note: You have to create device configuration chart for your own device. This example is to show how the I2C Master Controller library block can be used to configure audio codec devices. The device configuration chart used for ADAU1761 is specific to this device and can't be used to configure other devices.

The configuration model created for ADAU1761 is as shown below.

```

modelName = 'hdlcoder_I2C_adau1761';
open_system(modelname);
  
```



3.1 Simulating audio codec ADAU1761 configuration model

For Audio codec chip ADAU1761, 20 registers need to be configured. Few of them have to be written by I2C Master Controller in burst mode and few in byte mode. The first register is written in byte mode, second in burst mode of length 6-bytes. Remaining 18 registers are written in byte mode.

Simulation waveform for configuration of audio codec ADAU1761 is as shown below.

Byte mode transfer between I2C Master Controller and audio codec chip ADAU1761 is shown in the following figure.

Below simulation shows sending of start bit, followed by 7-bit address of the slave device(0x3B), followed by write(0) bit, followed by 16-bit register address(0x4000), followed by 8-bit register data(0x0E) and acknowledgements from the slave device.



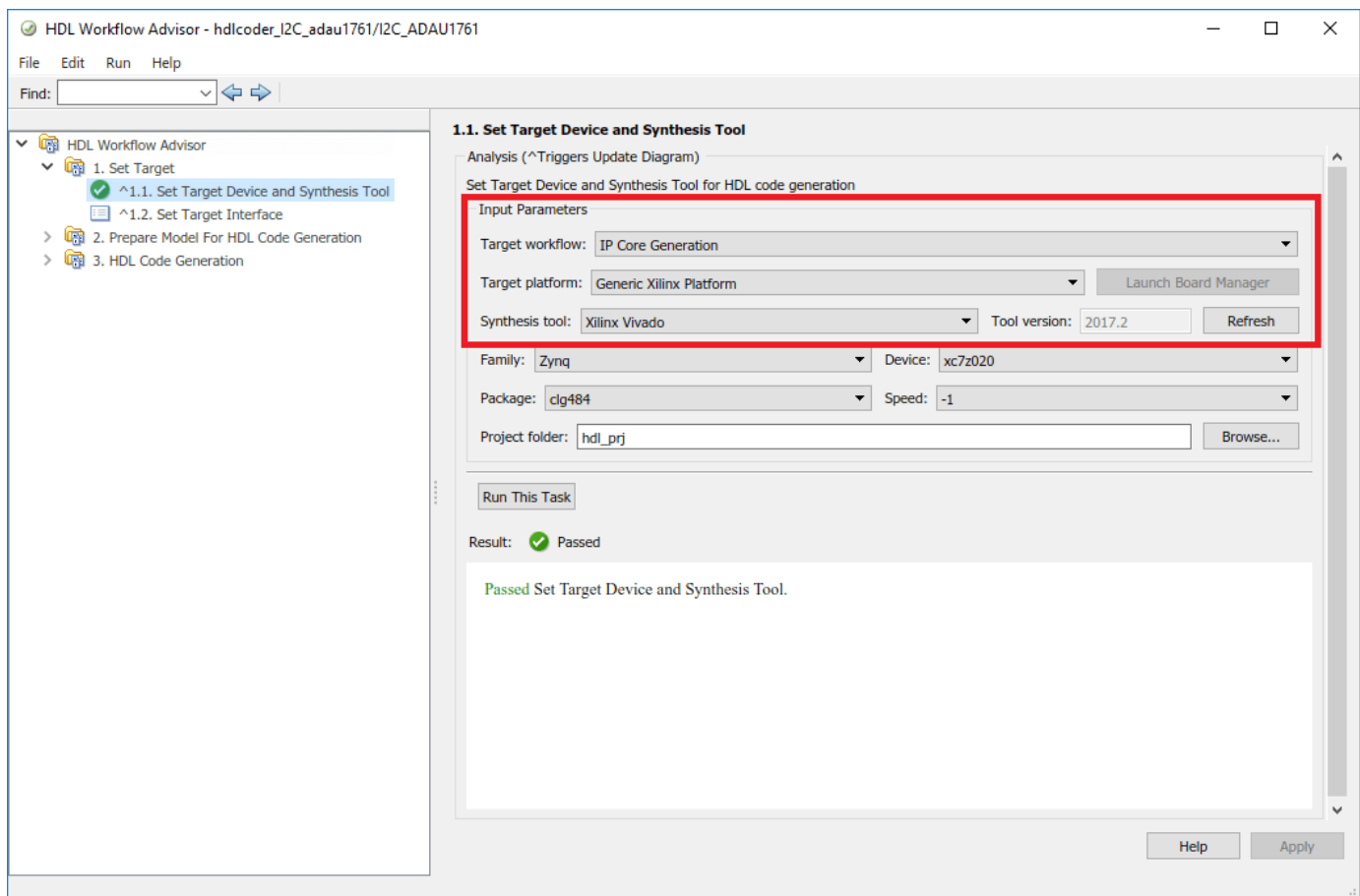
3.2 IP Core generation workflow

To generate the audio codec ADAU1761 configuration HDL IP core, follow the steps given below.

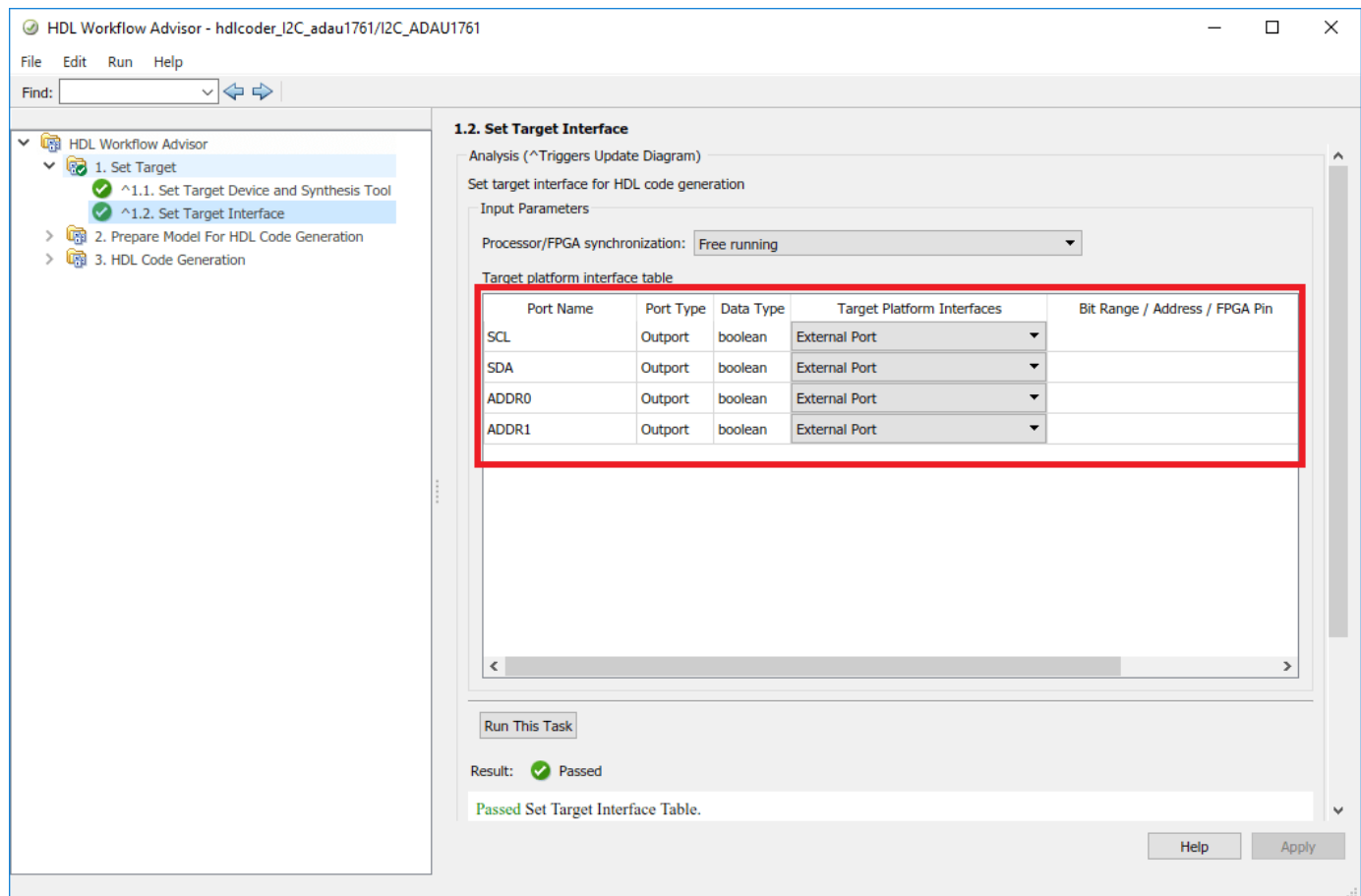
1. Set up the Xilinx Vivado synthesis tool path using the following command in the MATLAB command window. Use your own Vivado installation path when you run the command

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2017.4\bin\vivado.ba
```

2. In the ADAU1761 configuration model, select I2C_IP subsystem and by right clicking open HDL workflow advisor. In Task 1.1, Select **IP Core Generation** for Target workflow, **Generic Xilinx Platform** for Target platform and **Xilinx Vivado** for Synthesis Tool. Also select family, device, package and speed as shown in the figure below.



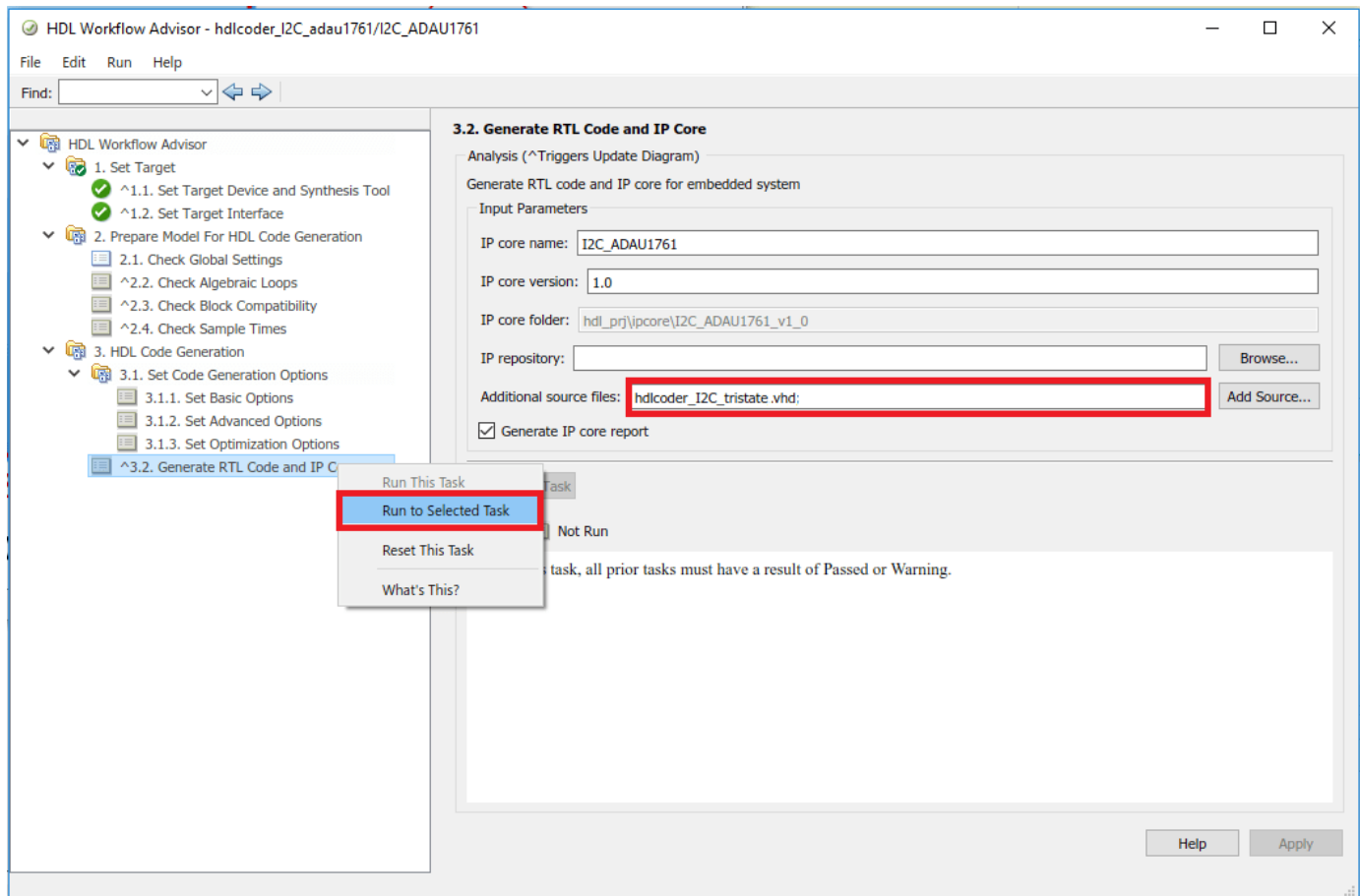
3. In Task 1.2, set the Target Platform Interfaces to "External Port" for all the ports.



4. The Tristate HDL logic is present in the VHDL file `hdlcoder_I2C_tristate.vhd`. Copy it into your current working directory.

```
copyfile(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'hdlcoder_I2C_tristate.vhd'),
'hdlcoder_I2C_tristate.vhd');
```

5. In Task 3.2, add the tristate buffer VHDL file in the additional source files. Then right click on Generate RTL code and IP Core and click on Run to Selected Task.



I2C IP Core for configuration of ADAU1761 will be generated. Below figure shows the IP Core generation report.

IP Core Generation Report for hdlcoder_I2C_adau1761

Summary

| | |
|-----------------------|----------------------------------|
| IP core name | I2C_ADAU1761 |
| IP core version | 1.0 |
| IP core folder | hdl_prj\ipcore\I2C_ADAU1761_v1_0 |
| IP core zip file name | I2C_ADAU1761_v1_0.zip |
| Target platform | Generic Xilinx Platform |
| Target tool | Xilinx Vivado |
| Target language | VHDL |
| Model | hdlcoder_I2C_adau1761 |
| Model version | 1.455 |
| HDL Coder version | 3.11 |
| IP core generated on | 13-Oct-2017 12:07:53 |
| IP core generated for | I2C_ADAU1761 |

Target Interface Configuration

You chose the following target interface configuration for [hdlcoder_I2C_adau1761](#) :

Processor/FPGA synchronization mode: **Free running**

Target platform interface table:

| Port Name | Port Type | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|-----------------------|-----------|-----------|----------------------------|--------------------------------|
| SCL | Output | boolean | External Port | |
| SDA | Output | boolean | External Port | |
| ADDR0 | Output | boolean | External Port | |
| ADDR1 | Output | boolean | External Port | |

Register Address Mapping

The following AXI4-Lite bus accessible registers were generated for this IP core:

| Register Name | Address Offset | Description |
|------------------|----------------|--|
| IPCore_Reset | 0x0 | write 0x1 to bit 0 to reset IP core |
| IPCore_Enable | 0x4 | enabled (by default) when bit 0 is 0x1 |
| IPCore_Timestamp | 0x8 | contains unique IP timestamp (yyymmddHHMM): 1710131207 |

Generated IP core can be used in user reference designs. For creating the reference design, refer to “Authoring a Reference Design for Audio System on a Zynq Board” on page 41-185.

4. Configuring audio codec SSM2603 on Zybo board using I2C Master Controller library block

This section shows how to:

- 1 Model audio codec SSM2603 device configuration chart using Stateflow blocks in Simulink.
- 2 Use I2C Master controller library block to configure audio codec SSM2603.
- 3 Perform simulation of created model.

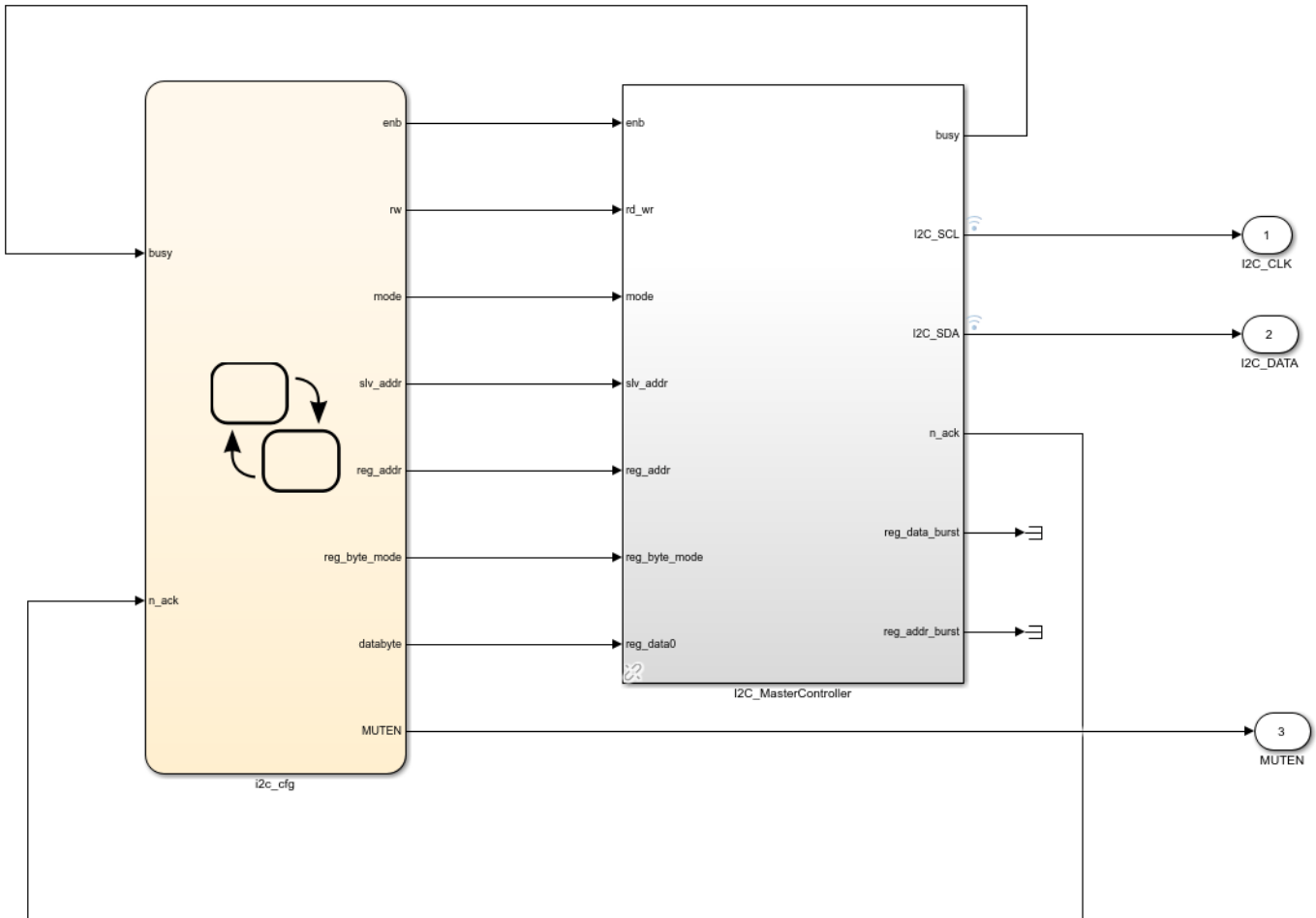
To configure the audio codec SSM2603 on Zybo board, device configuration chart for SSM2603 need to be created. This chart should be connected to the I2C Master controller library block created earlier.

Note: The device configuration chart used for SSM2603 is specific to this device and can't be used to configure other devices.

The configuration model created for SSM2603 is as shown below.

```

modelName = 'hdlcoder_I2C_ssm2603';
open_system(modelname);
    
```

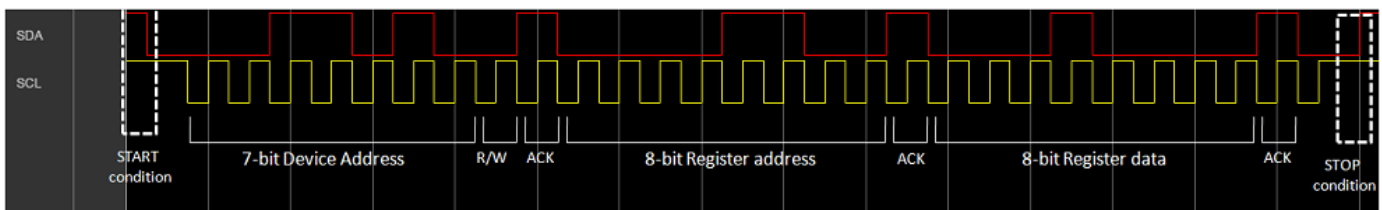


4.1 Simulating audio codec SSM2603 configuration model

For Audio codec chip SSM2603, 11 registers need to be configured. All the to be written in byte mode.

Simulation waveform for configuration of audio codec SSM2603 is as shown below.

Below simulation shows sending of start bit, followed by 7-bit address of the slave device(0x1A), followed by write(0) bit, followed by 8-bit register address(0x0C), followed by 8-bit register data(0x10) and acknowledgments from the slave device.



4.2 IP Core generation workflow

IP Core generation steps for SSM2603 configuration model are same as the steps mentioned above in section 3.2, IP Core generation workflow. Generated IP core can be used in user reference designs. For creating the reference design, refer to “Authoring a Reference Design for Audio System on a ZYBO Board” on page 41-195.

5 Configuring audio codec SSM2603 on Arrow SoC Development Kit using I2C Master Controller library block

This section shows how to:

- 1 Model audio codec SSM2603 device configuration chart using Stateflow blocks in simulink.
- 2 Use I2C Master controller library block to configure audio codec SSM2603.
- 3 Perform simulation of created model.

To configure the audio codec SSM2603 on Arrow SoC Development Kit, device configuration chart for SSM2603 need to be created. This chart should be connected to the I2C Master controller library block created earlier.

Note: The device configuration chart used for SSM2603 is specific to this device and can't be used to configure other devices.

The configuration model for SSM2603 on Arrow SoC Development Kit is same as configuration model for SSM2603 on Zybo board. Please refer to section 4 of this article for SSM2603 configuration model.

5.1 Simulating audio codec SSM2603 configuration model

The audio codec chip SSM2603 configuration on Arrow SoC Development Kit is same as audio codec chip SSM2603 configuration on Zybo board. Please refer to section 4.1 of this article for simulation.

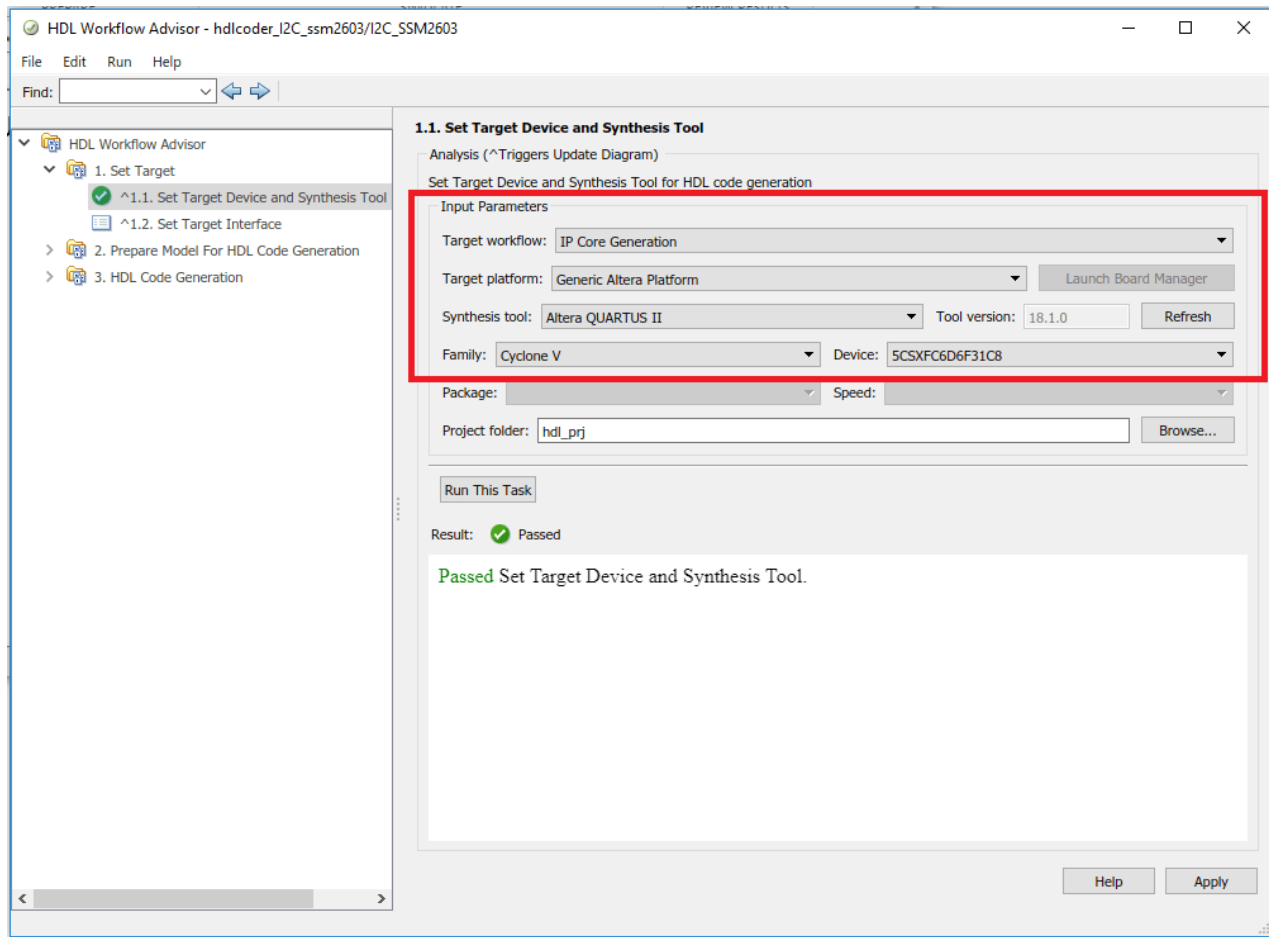
5.2 IP Core generation workflow

To generate the audio codec SSM2603 configuration HDL IP core, follow the steps given below.

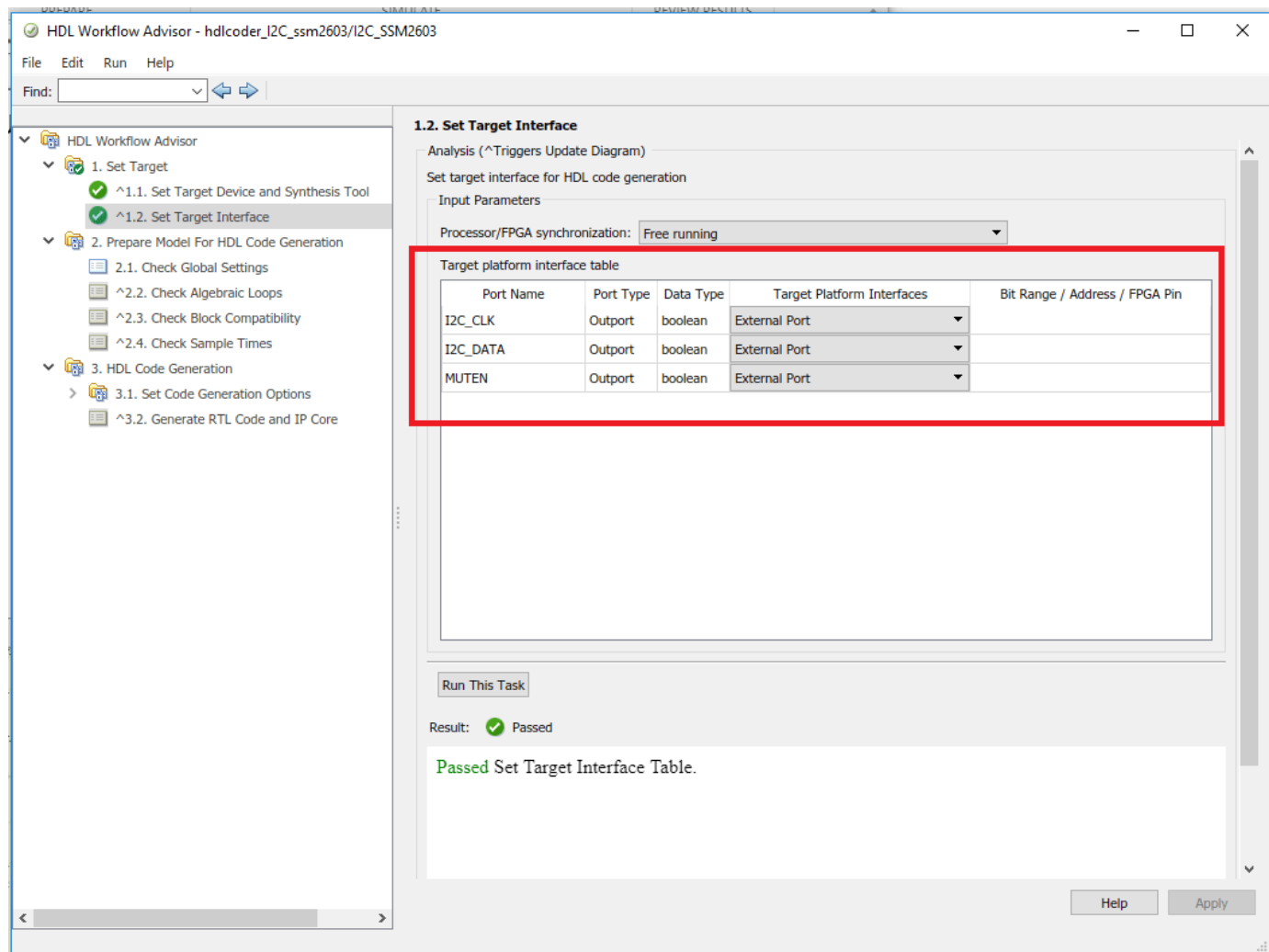
1. Set up the Intel Quartus tool path using the following command in the MATLAB command window. Use your own Quartus installation path when you run the command

```
hdlsetuptoolpath('ToolName', 'Altera Quartus II', 'ToolPath', 'C:\intel\FPGA\18.1\quartus\bin64\q
```

2. In the SSM2603 configuration model, select I2C_SSM2603 subsystem and by right clicking open HDL workflow advisor. In Task 1.1, Select **IP Core Generation** for Target workflow, **Generic Altera Platform** for Target platform and **Altera QUARTUS II** for Synthesis Tool. Also select family, device, package and speed as shown in the figure below.



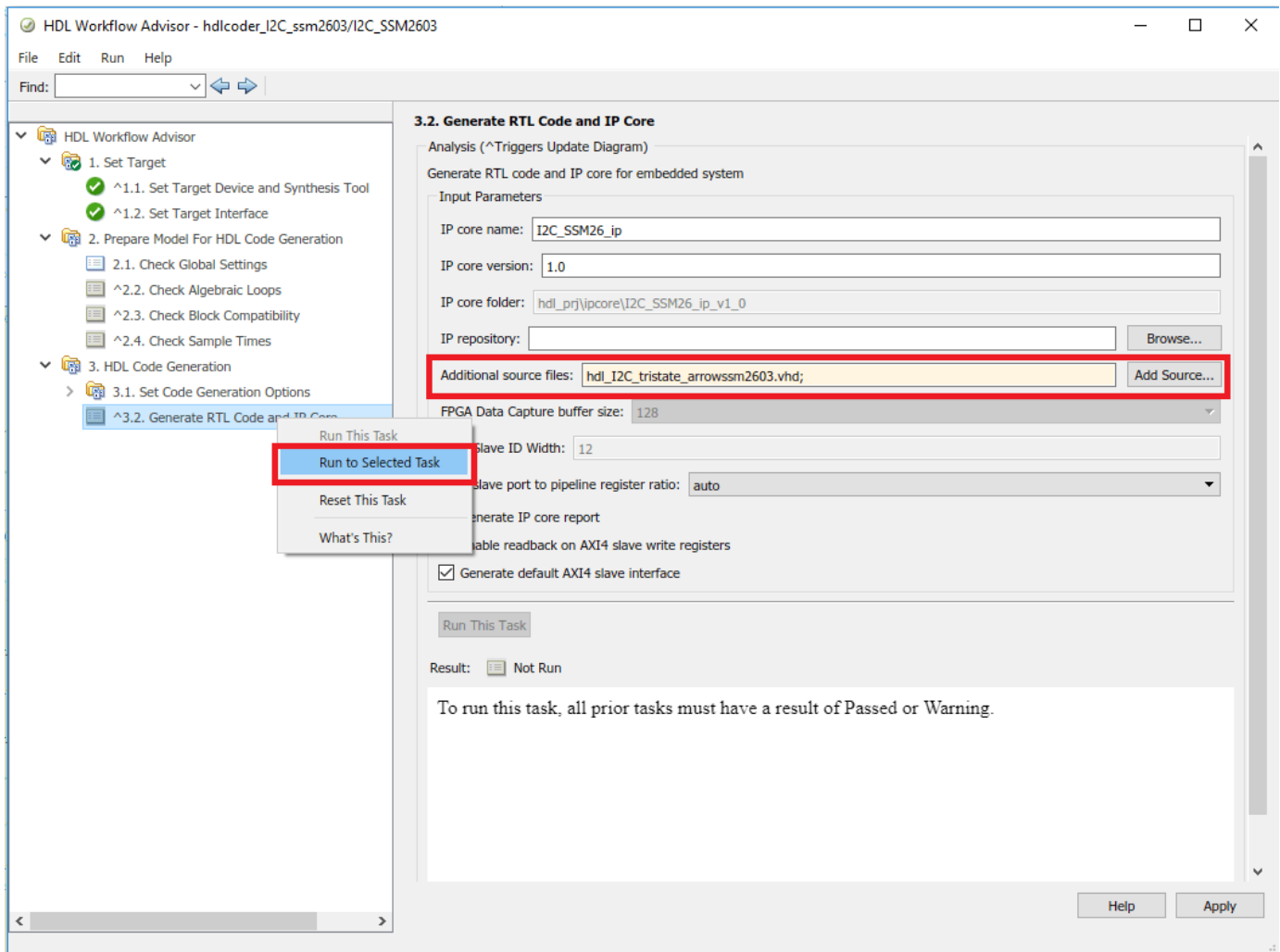
3. In Task 1.2, set the Target Platform Interfaces to "External Port" for all the ports.



4. The Tristate HDL logic is present in the Verilog file `hdlcoder_I2C_tristate_arrowssm2603.vhd`. Copy it into your current working directory.

```
copyfile(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos',
'hdl_I2C_tristate_arrowssm2603.vhd'), 'hdl_I2C_tristate_arrowssm2603.vhd');
```

5. In Task 3.2, add the tristate buffer Verilog file in the additional source files. Then right click on Generate RTL code and IP Core and click on Run to Selected Task.



I2C IP Core for configuration of SSM2603 will be generated. Below figure shows the IP Core generation report.

Code Generation Report

Find: Match Case

Contents

- Summary
- [Clock Summary](#)
- [Code Interface Report](#)
- Timing And Area Report
 - [High-level Resource Report](#)
 - [Critical Path Estimation](#)
- Optimization Report
 - [Distributed Pipelining](#)
 - [Streaming and Sharing](#)
 - [Delay Balancing](#)
 - [Adaptive Pipelining](#)
 - IP Core Generation Report**
 - [Traceability Report](#)

Generated Source Files

- [I2C_SSM26_ip_src_I2C_SSM2603_pkg.vhd](#)
- [I2C_SSM26_ip_src_i2c_mstr.vhd](#)
- [I2C_SSM26_ip_src_I2C_MasterController.vhd](#)
- [I2C_SSM26_ip_src_i2c_cfg.vhd](#)
- [I2C_SSM26_ip_src_I2C_SSM2603_tc.vhd](#)
- [I2C_SSM26_ip_src_I2C_SSM2603.vhd](#)

Referenced Models

IP Core Generation Report for hdlcoder_I2C_ssm2603

Summary

| | |
|-----------------------|----------------------------------|
| IP core name | I2C_SSM26_ip |
| IP core version | 1.0 |
| IP core folder | hdl_prj\ipcore\I2C_SSM26_ip_v1_0 |
| Target platform | Generic Altera Platform |
| Target tool | Altera QUARTUS II |
| Target language | VHDL |
| Model | hdlcoder_I2C_ssm2603 |
| Model version | 1.477 |
| HDL Coder version | 3.16 |
| IP core generated on | 14-Jan-2020 11:40:49 |
| IP core generated for | I2C_SSM2603 |

Target Interface Configuration

You chose the following target interface configuration for [hdlcoder_I2C_ssm2603](#) :

Processor/FPGA synchronization mode: **Free running**

Target platform interface table:

| Port Name | Port Type | Data Type | Target Platform Interfaces | Bit Range / Address / FPGA Pin |
|--------------------------|-----------|-----------|----------------------------|--------------------------------|
| I2C_CLK | Output | boolean | External Port | |
| I2C_DATA | Output | boolean | External Port | |
| MUTEN | Output | boolean | External Port | |

Register Address Mapping

The following AXI4 bus accessible registers were generated for this IP core:

| Register Name | Address Offset | Description |
|------------------|----------------|--|
| IPCore_Reset | 0x0 | write 0x1 to bit 0 to reset IP core |
| IPCore_Enable | 0x4 | enabled (by default) when bit 0 is 0x1 |
| IPCore_Timestamp | 0x8 | contains unique IP timestamp (yyymmddHHMM): 2001141140 |

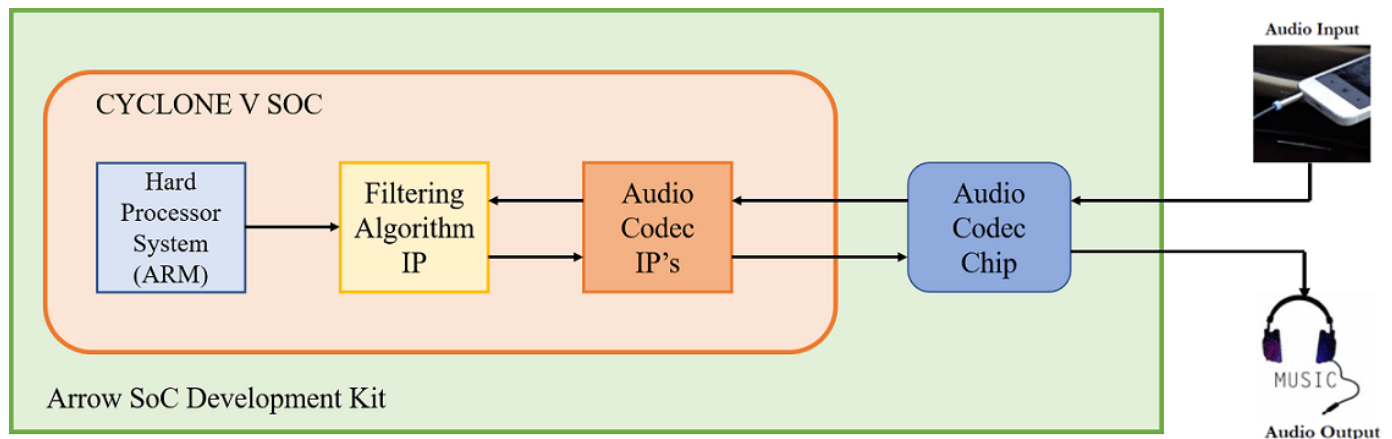
OK Help

Generated IP core can be used in user reference designs. For creating the reference design, refer to “Authoring a Reference Design for Audio System on Intel Board” on page 41-201.

Running an Audio Filter on Live Audio Input using Intel Board

In this example, we illustrate how to:

- 1 Model an audio system with Low pass and Band pass filters
- 2 Implement it on a Intel board using an audio reference design



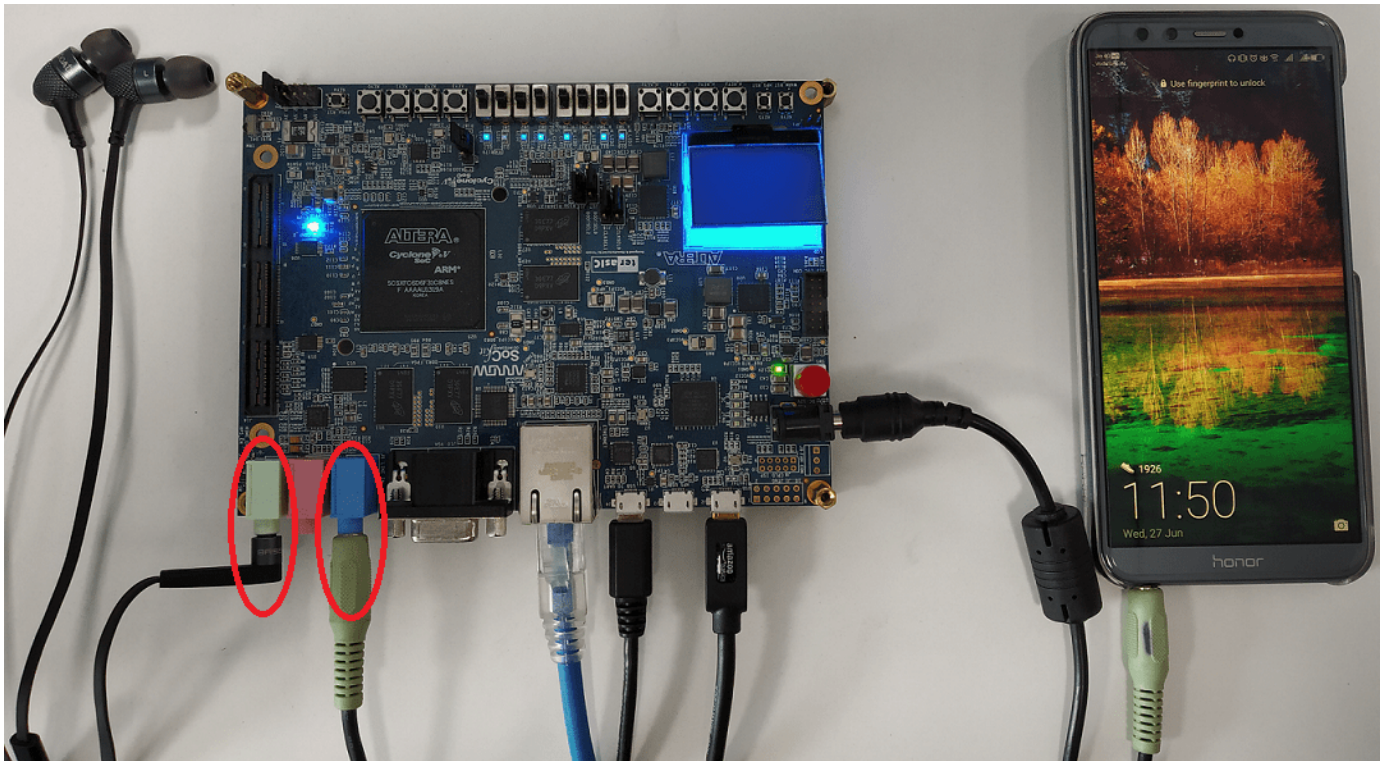
The objective of this example is to receive audio input through Arrow SoC Development Kit's line input, process it on the FPGA and transmit the processed audio to a speaker. The above figure shows the high-level architecture of such a system. It uses an audio codec to interface to the peripherals and to convert analog to digital signals and vice-versa. The Audio Codec IPs are used to configure the audio codec and for transferring audio data between Intel SoC and audio codec. The Filter IP is used for audio processing. ARM processor is used to control the type of filter to be used i.e. low pass or band pass.

Before You Begin

To run this example, you must have the following software and hardware installed and set up:

- HDL Coder Support Package for Intel SoC Devices
- Embedded Coder Support Package for Intel SoC Devices
- Intel Quartus Prime Standard, with supported version listed in "HDL Language Support and Supported Third-Party Tools and Hardware"
- Intel SoC Embedded Design Suite
- Arrow SoC Development Kit

To setup the Arrow SoC Development Kit, refer to the "Set up Intel SoC hardware and tools" section in the "Hardware-Software Co-Design Workflow for SoC Platforms" on page 40-2 example. Connect an audio input from a mobile or an MP3 player to **LINE IN** jack and either earphones or speakers to **LINE OUT** jack on the Arrow SoC as shown below.

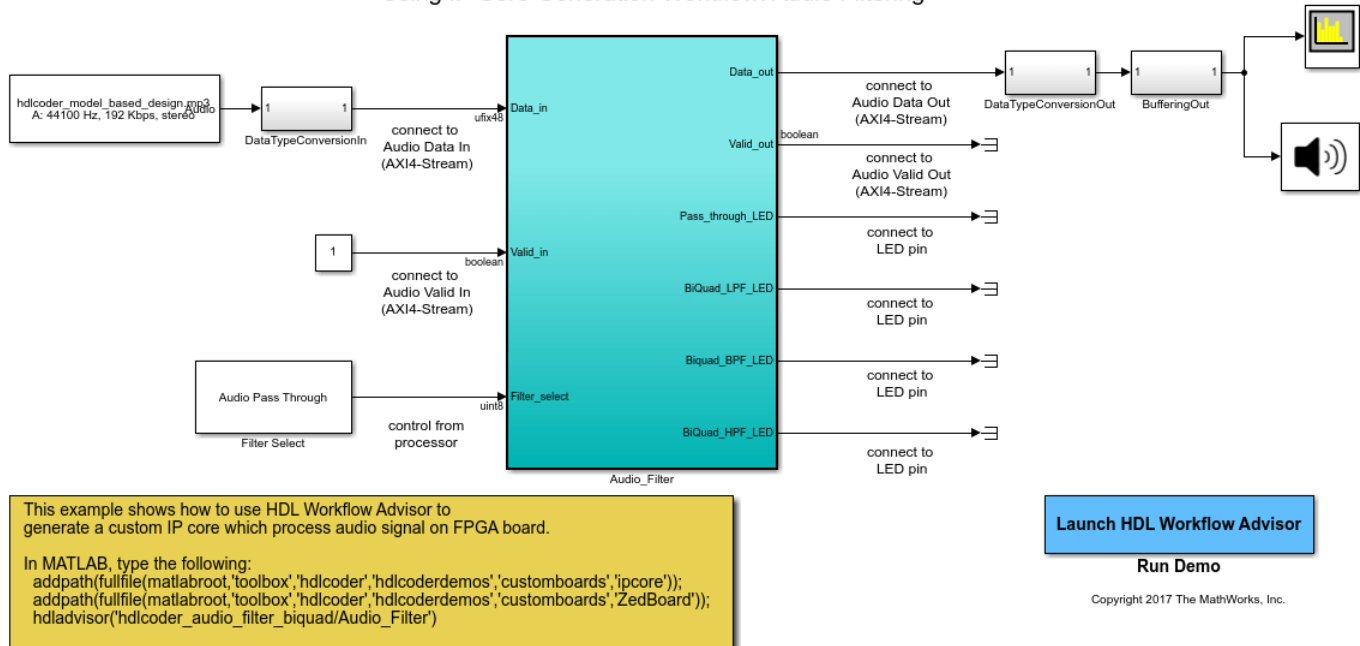


Introduction

In the following model, an audio file is used as input to the DUT subsystem, **Audio_filter**. On simulating this model in Simulink, the processed audio effect can be heard through the **Audio Device Writer** block and **Spectrum Analyzer** block displays the spectrogram of the filtered audio output.

```
modelName = 'hdlcoder_audio_filter_biquad';  
open_system(modelname);
```

Using IP Core Generation Workflow: Audio Filtering



Model a System with Low pass and Band pass Filters

Filter coefficients may be generated using a matlab function or in Simulink. In this model, filterDesigner (DSP System Toolbox) tool is used to generate the filter coefficients for each type of filter. Then these filter coefficients are exported and stored as a matlab file. These coefficients will be used to design the filters in Simulink. In this model, discrete IIR filter blocks from Simulink® are used as Biquad low pass or band pass filters depending on the corresponding filter coefficients.

You can test this model by simulating the model in Simulink. The range of frequencies seen on the Spectrum Analyzer and the audio effect heard through the Audio Device Writer block should vary depending on the type of filter selected. **Filter Select** block is used to select the type of filtering to be done on the audio input.

Customize the Model for Arrow SoC Development Kit

In order to implement this model on Arrow SoC, you must first create a reference design in Qsys which receives audio input on Arrow SoC and transmits the processed audio data out of Arrow SoC. For details on how to create a reference design which integrates the audio filter model, refer to “Authoring a Reference Design for Audio System on Intel Board” on page 41-201 example.

In the reference design, left and right channel audio data are combined to form a single channel. They are concatenated such that lower 24 bits is the left channel and upper 24 bits is the right channel. In the Simulink model shown above, Data_in is split into 2 channels i.e. left and right accordingly. Their magnitude is divided by 2 and the 2 channels are added together to form a single channel. Filtering is done on this channel.

Data_in and **Valid_in** are the AXI4-Stream signals. **Data_in** contains the audio data to be processed and **Valid_in** acts as the enable signal. Each filter is mapped to an LED on Arrow SoC to visually indicate whether the filter is on or off.

FilterSelect input is controlled via AXI4 interface.

Generate HDL IP core with AXI4-Stream Interface

Next, you can start the HDL Workflow Advisor and use the Intel® hardware-software co-design workflow to deploy this design on the Intel hardware. For a more detailed step-by-step guide, you can refer to the “Getting Started with Targeting Intel SoC Devices” on page 40-114 example.

1. Set up the Intel Quartus synthesis tool path using the following command in the MATLAB command window. Use your own Intel Quartus installation path when you run the command. For example:

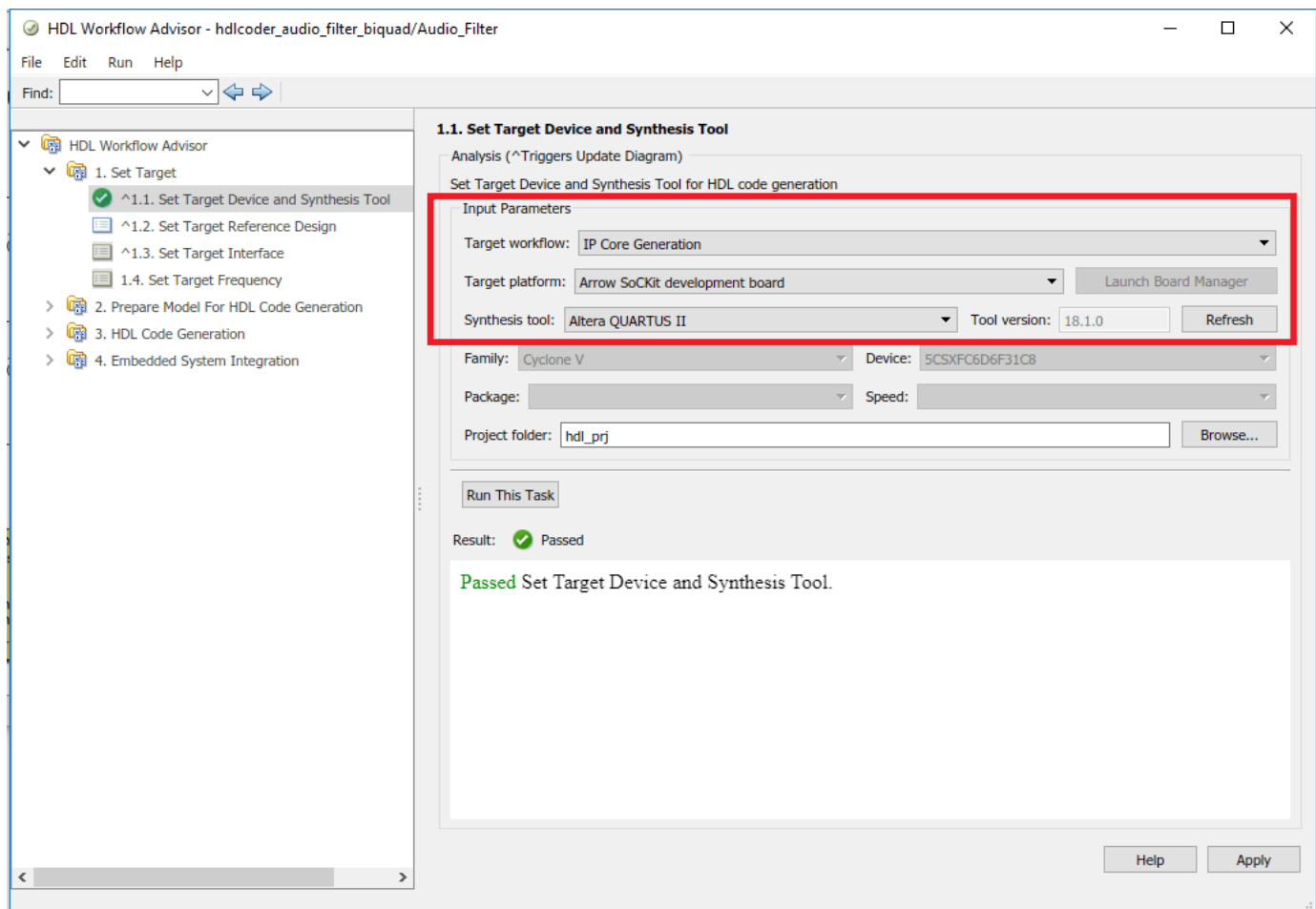
```
hdlsetuptoolpath('ToolName', 'Altera Quartus II', 'ToolPath', 'C:\intelFPGA\18.1\quartus\bin64\q
```

2. Add both the IP repository folder and the Arrow SoC Development Kit registration file to the MATLAB path using following commands:

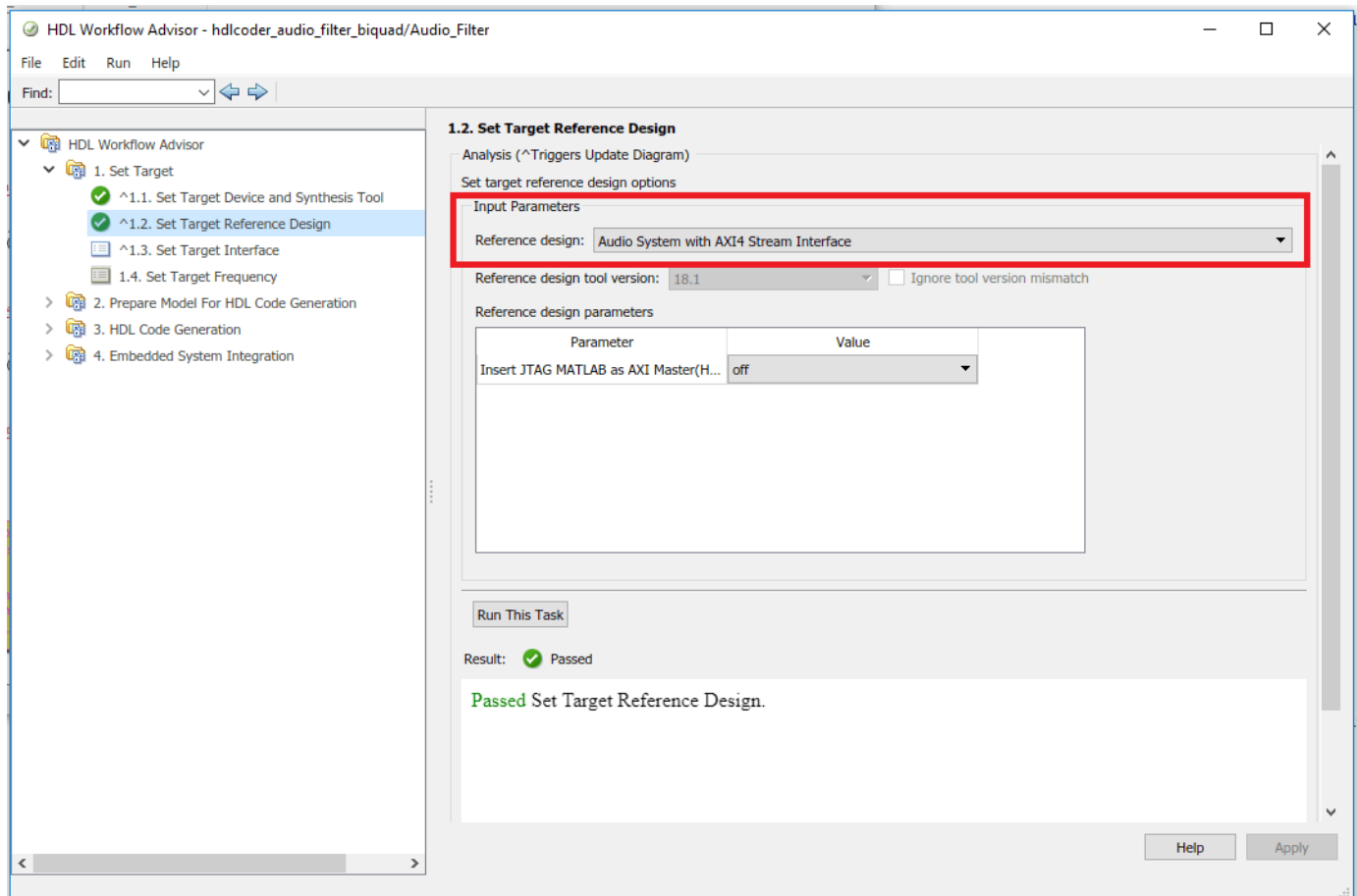
```
addpath(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'customboards', 'ipcore'));
addpath(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'customboards', 'ArrowSoC'));
```

3. Start the HDL Workflow Advisor from the DUT subsystem, hdlcoder_audio_filter_biquad/ Audio_filter or by double-clicking the Launch HDL Workflow Advisor box in the model.

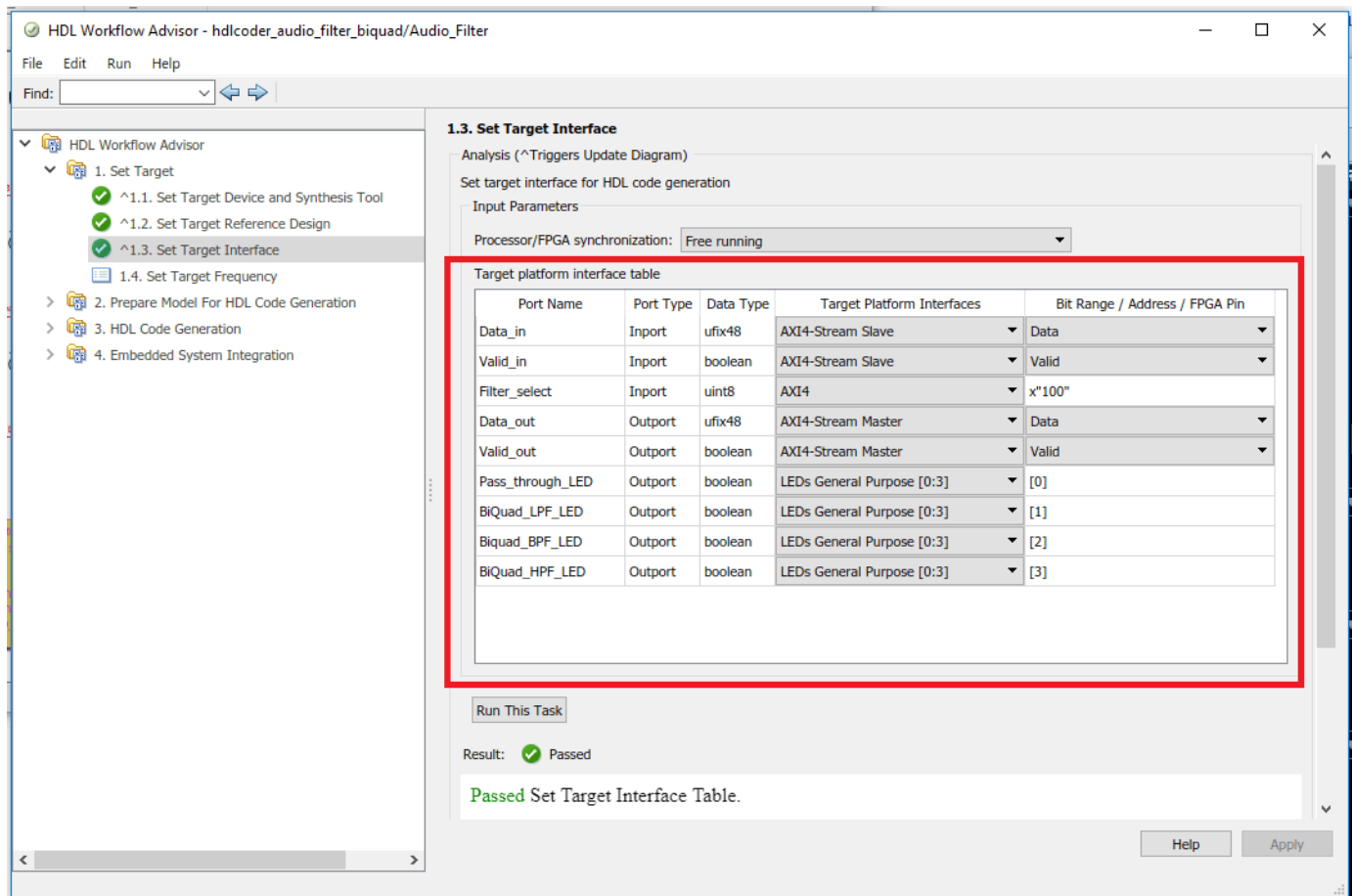
In Task 1.1, select **IP Core Generation** for **Target workflow**, and select Arrow SoC Development Kit for **Target platform**.



In Task 1.2, Audio System with AXI4 Stream Interface is selected for **Reference Design**.



The AXI4-Stream interface is used for transferring audio data between the reference design and the filtering algorithm IP. The AXI4-Stream interface contains data (**Data**) and control signals such as data valid (**Valid**), back pressure (**Ready**), and data boundary (**TLAST**). At least **Data** and **Valid** signals are required for AXI4-Stream IP core generation. In Task 1.3, the **Target platform interface table** is loaded as shown in the following picture. The audio data stream ports, **Valid_in**, **Data_in**, **Valid_out** and **Data_out**, are mapped to the AXI4-Stream interfaces, **Pass_through_LED**, **BiQuad_LPF_LED**, **BiQuad_BPF_LED** are mapped to the LEDs on Arrow SoC and the control parameter port **Filter_select** is mapped to the AXI4 interface.



The AXI4-Stream interface communicates in master/slave mode, where the master device sends data to the slave device. Therefore, if a data port is an input port, assign it to an **AXI4-Stream Slave** interface, and if a data port is output port, assign it to an **AXI4-Stream Master** interface.

3. Right-click Task 3.2, **Generate RTL Code and IP Core**, and select **Run to Selected Task** to generate the IP core. You can find the register address mapping and other documentation for the IP core in the generated IP Core Report.

Integrate IP Into AXI4-Stream Audio Compatible Reference Design

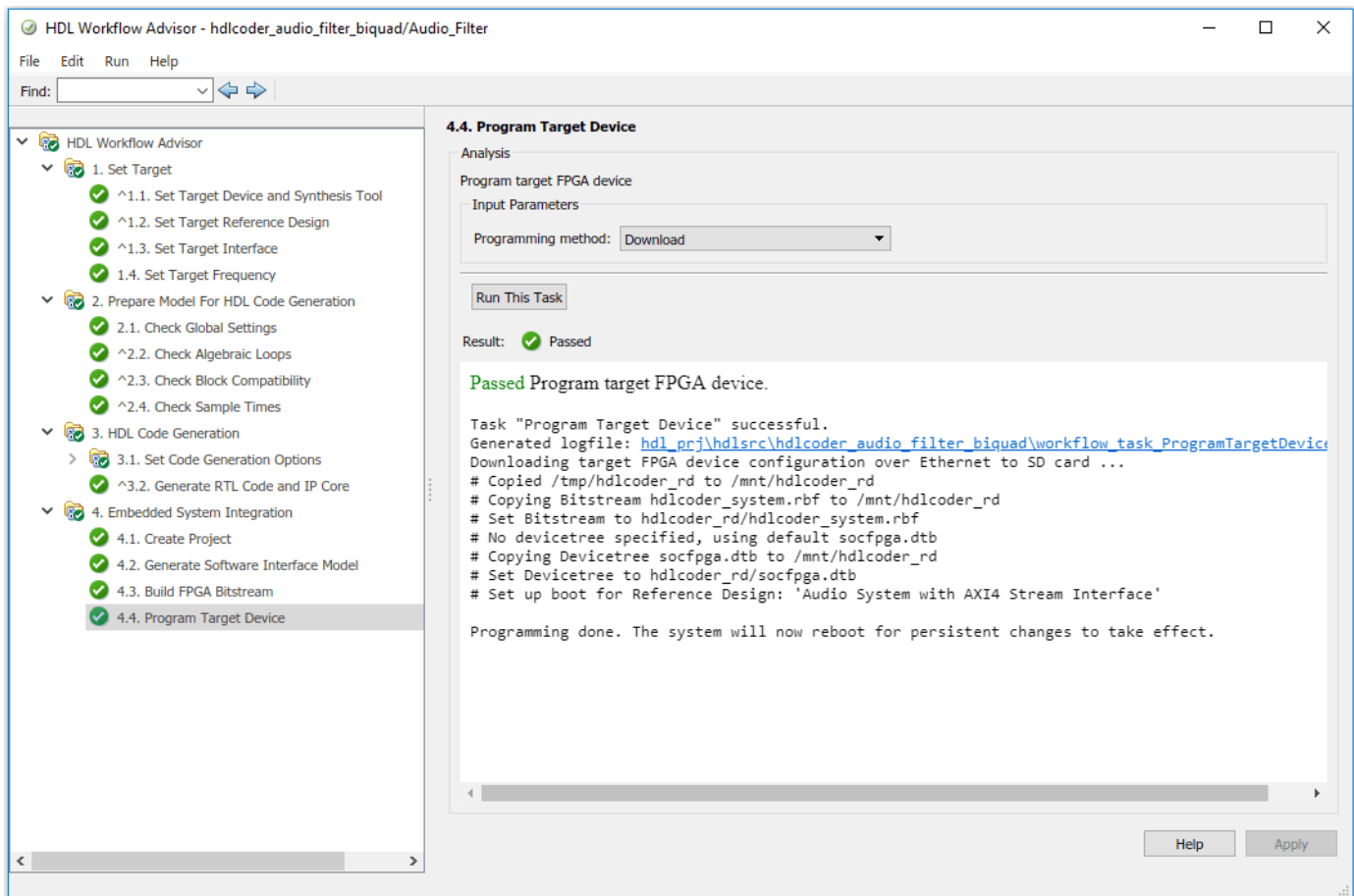
Next, in the HDL Workflow Advisor, you run the **Embedded System Integration** tasks to deploy the generated HDL IP core on Intel SoC.

1. Run Task 4.1, **Create Project**. This task inserts the generated IP core into the **Audio System with AXI4 Stream Interface** reference design. As shown in the first diagram, this reference design contains the IPs to handle audio data in and out of Arrow SOC. The generated project is a complete design, including the algorithm part (the generated DUT algorithm IP), and the platform part (the reference design). For details on how to create a reference design which integrates the audio filter model, refer to "Authoring a Reference Design for Audio System on Intel Board" on page 41-201 example.

2. Click on the "Generated Altera Qsys project" link in the Result pane to open the generated platform designer Qsys project.

| Use | Connections | Name | Description | Export | Clock | Base | End | IRQ | Tags | Opcode Name |
|-------------------------------------|--------------------------|---------------------|-----------------------------------|------------------------------|------------------------|-----------------------|-------------|-------|--------|-------------|
| <input checked="" type="checkbox"/> | | audio_pll_0 | Audio Clock for DE-series Boards | | | | | | | |
| <input checked="" type="checkbox"/> | | ref_clk | Clock Input | | Double-click to export | pll_0_outclk0 | | | | |
| <input checked="" type="checkbox"/> | | ref_reset | Reset Input | | Double-click to export | | | | | |
| <input checked="" type="checkbox"/> | | audio_clk | Clock Output | | audio_pll_0_audio_clk | | | | | |
| <input checked="" type="checkbox"/> | | reset_source | Reset Output | | Double-click to export | | | | | |
| <input checked="" type="checkbox"/> | | hps_0 | Arria V/Cyclone V Hard Process... | | | | | | | |
| <input checked="" type="checkbox"/> | | h2f_user2_clock | Clock Output | | Double-click to export | hps_0_h2f_user2_clock | | | | |
| <input checked="" type="checkbox"/> | | memory | Conduit | | memory | | | | | |
| <input checked="" type="checkbox"/> | | hps_io | Conduit | | hps_0_hps_io | | | | | |
| <input checked="" type="checkbox"/> | | h2f_reset | Reset Output | | Double-click to export | | | | | |
| <input checked="" type="checkbox"/> | | h2f_axi_clock | Clock Input | | Double-click to export | pll_0_outclk0 | | | | |
| <input checked="" type="checkbox"/> | | h2f_axi_master | AXI Master | | Double-click to export | [h2f_axi_clock] | | | | |
| <input checked="" type="checkbox"/> | | f2h_axi_clock | Clock Input | | Double-click to export | pll_0_outclk0 | | | | |
| <input checked="" type="checkbox"/> | | f2h_axi_slave | AXI Slave | | Double-click to export | [f2h_axi_clock] | | | | |
| <input checked="" type="checkbox"/> | | h2f_lw_axi_clock | Clock Input | | Double-click to export | pll_0_outclk0 | | | | |
| <input checked="" type="checkbox"/> | h2f_lw_axi_master | AXI Master | | Double-click to export | [h2f_lw_axi_clock] | | | | | |
| <input checked="" type="checkbox"/> | f2h_irq0 | Interrupt Receiver | | Double-click to export | | | | IRQ 0 | IRQ 31 | |
| <input checked="" type="checkbox"/> | f2h_irq1 | Interrupt Receiver | | Double-click to export | | | | IRQ 0 | IRQ 31 | |
| <input checked="" type="checkbox"/> | pll_0 | PLL Intel FPGA IP | | | | | | | | |
| <input checked="" type="checkbox"/> | refclk | Clock Input | | Double-click to export | hps_0_h2f_user2_clock | | | | | |
| <input checked="" type="checkbox"/> | reset | Reset Input | | Double-click to export | | | | | | |
| <input checked="" type="checkbox"/> | outclk0 | Clock Output | | Double-click to export | pll_0_outclk0 | | | | | |
| <input checked="" type="checkbox"/> | I2C_SSM2603_0 | I2C_SSM2603 | | | | | | | | |
| <input checked="" type="checkbox"/> | ip_clk | Clock Input | | Double-click to export | pll_0_outclk0 | | | | | |
| <input checked="" type="checkbox"/> | ip_rst | Reset Input | | Double-click to export | [ip_clk] | | | | | |
| <input checked="" type="checkbox"/> | axi_clk | Clock Input | | Double-click to export | pll_0_outclk0 | | | | | |
| <input checked="" type="checkbox"/> | axi_reset | Reset Input | | Double-click to export | [axi_clk] | | | | | |
| <input checked="" type="checkbox"/> | s_axi | AXI4 Slave | | Double-click to export | [axi_clk] | 0x0001_0000 | 0x0001_ffff | | | |
| <input checked="" type="checkbox"/> | I2C_CLK | Conduit | | i2c_ssm2603_0_i2c_clk | | | | | | |
| <input checked="" type="checkbox"/> | I2C_DATA | Conduit | | i2c_ssm2603_0_i2c_data | | | | | | |
| <input checked="" type="checkbox"/> | MUTEN | Conduit | | i2c_ssm2603_0_muten | | | | | | |
| <input checked="" type="checkbox"/> | I2S_SSM2603_0 | I2S_SSM2603 | | | | | | | | |
| <input checked="" type="checkbox"/> | ip_clk | Clock Input | | Double-click to export | pll_0_outclk0 | | | | | |
| <input checked="" type="checkbox"/> | ip_rst | Reset Input | | Double-click to export | [ip_clk] | | | | | |
| <input checked="" type="checkbox"/> | axi_clk | Clock Input | | Double-click to export | pll_0_outclk0 | | | | | |
| <input checked="" type="checkbox"/> | axi_reset | Reset Input | | Double-click to export | [axi_clk] | | | | | |
| <input checked="" type="checkbox"/> | s_axi | AXI4 Slave | | Double-click to export | [axi_clk] | 0x0002_0000 | 0x0002_ffff | | | |
| <input checked="" type="checkbox"/> | AXI4_Stream_Mas... | AXI 4 Stream Master | | Double-click to export | [ip_clk] | | | | | |
| <input checked="" type="checkbox"/> | AXI4_Stream_Slave | AXI 4 Stream Slave | | Double-click to export | [ip_clk] | | | | | |
| <input checked="" type="checkbox"/> | Bit_clock | Conduit | | i2s_ssm2603_0_bit_clock | | | | | | |
| <input checked="" type="checkbox"/> | Serial_data_in | Conduit | | i2s_ssm2603_0_reclk | | | | | | |
| <input checked="" type="checkbox"/> | FBCLK | Conduit | | i2s_ssm2603_0_serial_data... | | | | | | |
| <input checked="" type="checkbox"/> | Serial_data_out | Conduit | | i2s_ssm2603_0_pbclk | | | | | | |
| <input checked="" type="checkbox"/> | Audio_Filter_IP_0 | Audio_Filter_IP | | | | | | | | |
| <input checked="" type="checkbox"/> | ip_clk | Clock Input | | Double-click to export | pll_0_outclk0 | | | | | |
| <input checked="" type="checkbox"/> | ip_rst | Reset Input | | Double-click to export | [ip_clk] | | | | | |
| <input checked="" type="checkbox"/> | axi_clk | Clock Input | | Double-click to export | pll_0_outclk0 | | | | | |
| <input checked="" type="checkbox"/> | axi_reset | Reset Input | | Double-click to export | [axi_clk] | | | | | |
| <input checked="" type="checkbox"/> | s_axi | AXI4 Slave | | Double-click to export | [axi_clk] | 0x0000_0000 | 0x0000_ffff | | | |
| <input checked="" type="checkbox"/> | AXI4_Stream_Mas... | AXI 4 Stream Master | | Double-click to export | [ip_clk] | | | | | |
| <input checked="" type="checkbox"/> | AXI4_Stream_Slave | AXI 4 Stream Slave | | Double-click to export | [ip_clk] | | | | | |
| <input checked="" type="checkbox"/> | GPLED | Conduit | | Audio_Filter_IP_0_GPLED | | | | | | |

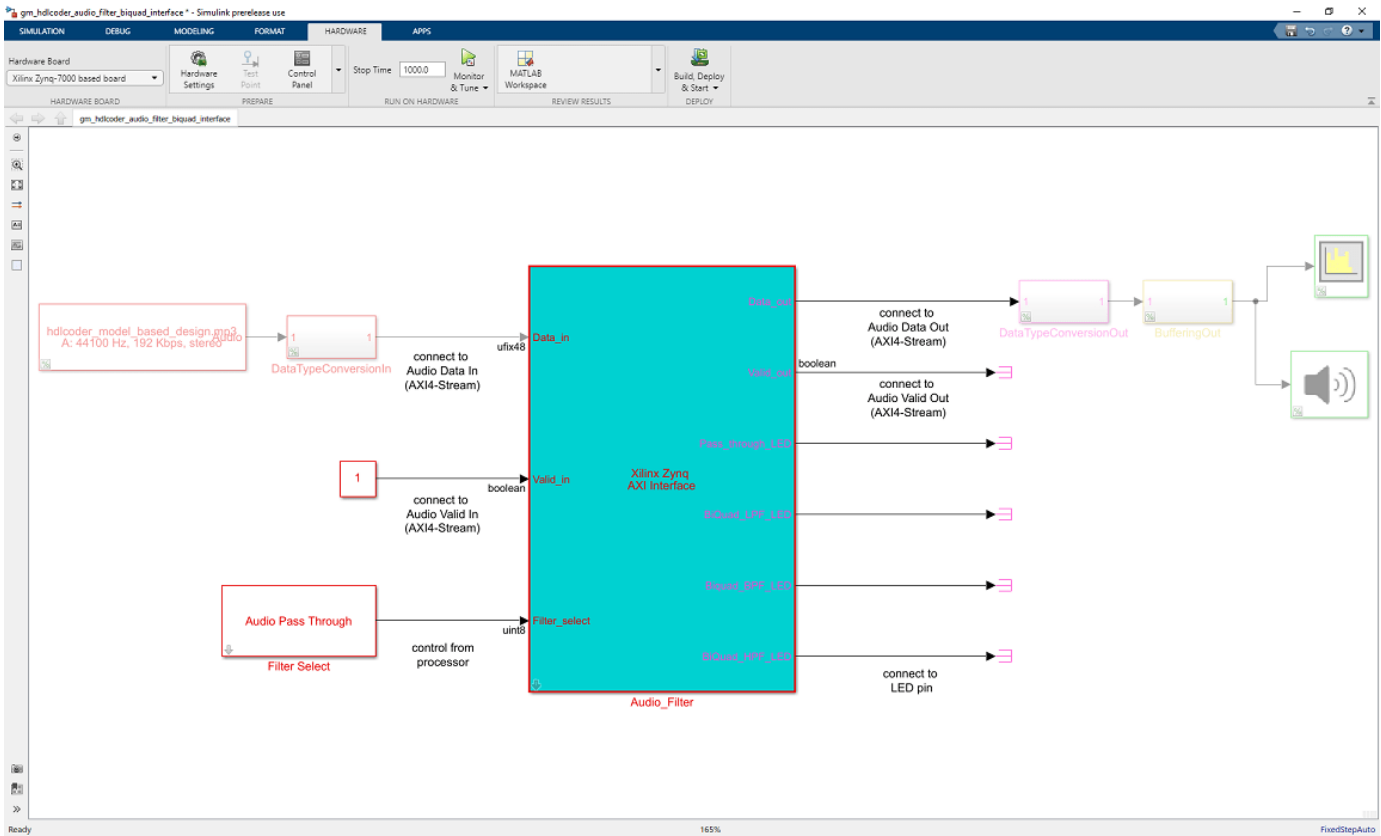
3. In the HDL Workflow Advisor, run the rest of the tasks to generate the software interface model, and build and download the FPGA bitstream. Choose **Download** programming method in the task **Program Target Device** to download the FPGA bitstream onto the SD card on the Intel board, so your design will be automatically reloaded when you power cycle the Intel board.



Generate ARM executable to Tune Parameters on the FPGA Fabric

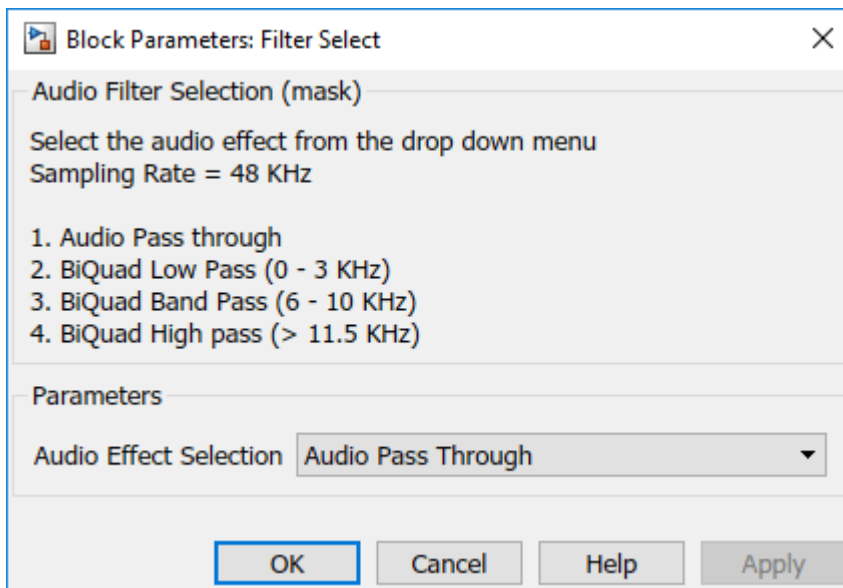
A software interface model is generated in Task 4.2, **Generate Software Interface Model**.

1. Before you generate code from the software interface model, comment out the audio input source and audio output sink i.e From Multimedia File, Data Type Conversion, Buffer, Audio Device Writer and Spectrum Analyzer Blocks. These blocks do not need to be run on the ARM processor. The Audio_filter IP is running as "Filtering_Algorithm" on FPGA fabric. The ARM processor is using AXI4 interface for selecting the filter type i.e. Biquad Low pass, Band pass or Pass Through.



- 1 In the generated model, go to **Hardware** pane and then open the Configuration Parameters dialog box by clicking on **Hardware Settings**.
- 1 Select **Solver** and set "Stop Time" to "inf".
- 2 Then in the **Hardware Pane**, Click on **Monitor & Tune** button. Embedded Coder builds the model, downloads the ARM executable to the Intel board hardware, executes it, and connects the model to the executable running on the Intel board hardware. Then you can tune model parameters.

The type of filter to be used can be selected using the drop down options in **Filter Select** block



The filtered audio output can be heard by plugging earphones or speakers to **LINE OUT** jack on the Arrow SoC. Depending on the filter selected, the corresponding LED on the Arrow SoC turns on. In this example, LD0 turns on when Pass through (No filter used) option is selected, LD1 turns on when Biquad Low pass filter is selected, LD2 turns on when Biquad Band pass filter is selected.

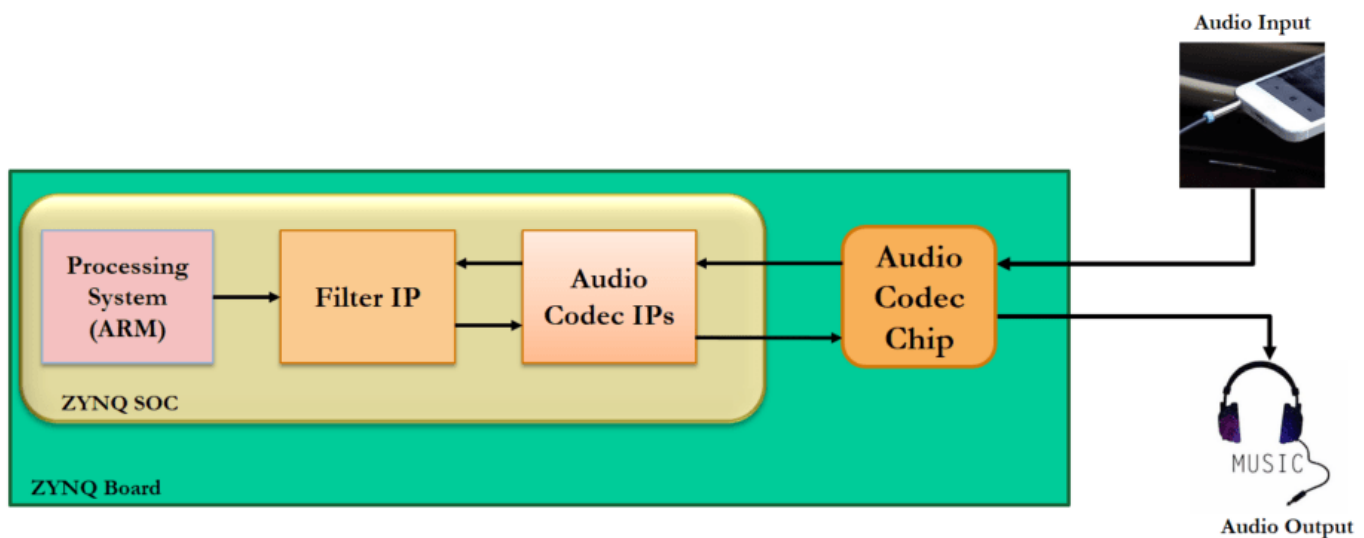
Running an Audio Filter on Live Audio Input Using a Zynq Board

This example shows how to model an audio system and implement it on a Zynq® board using an audio reference design.

Introduction

In this example, you:

- 1 Model an audio system with Low pass, Band pass and High pass filters
- 2 Implement it on a Zynq board using an audio reference design



The objective of this example is to receive audio input through Zedboard or Zybo board's line input, process it on the FPGA and transmit the processed audio to a speaker. The above figure shows the high-level architecture of such a system. It uses an audio codec to interface to the peripherals and to convert analog to digital signals and vice-versa. The Audio Codec IPs are used to configure the audio codec and for transferring audio data between Zynq Soc and audio codec. The Filter IP is used for audio processing. ARM processor is used to control the type of filter to be used i.e. low pass, band pass or high pass.

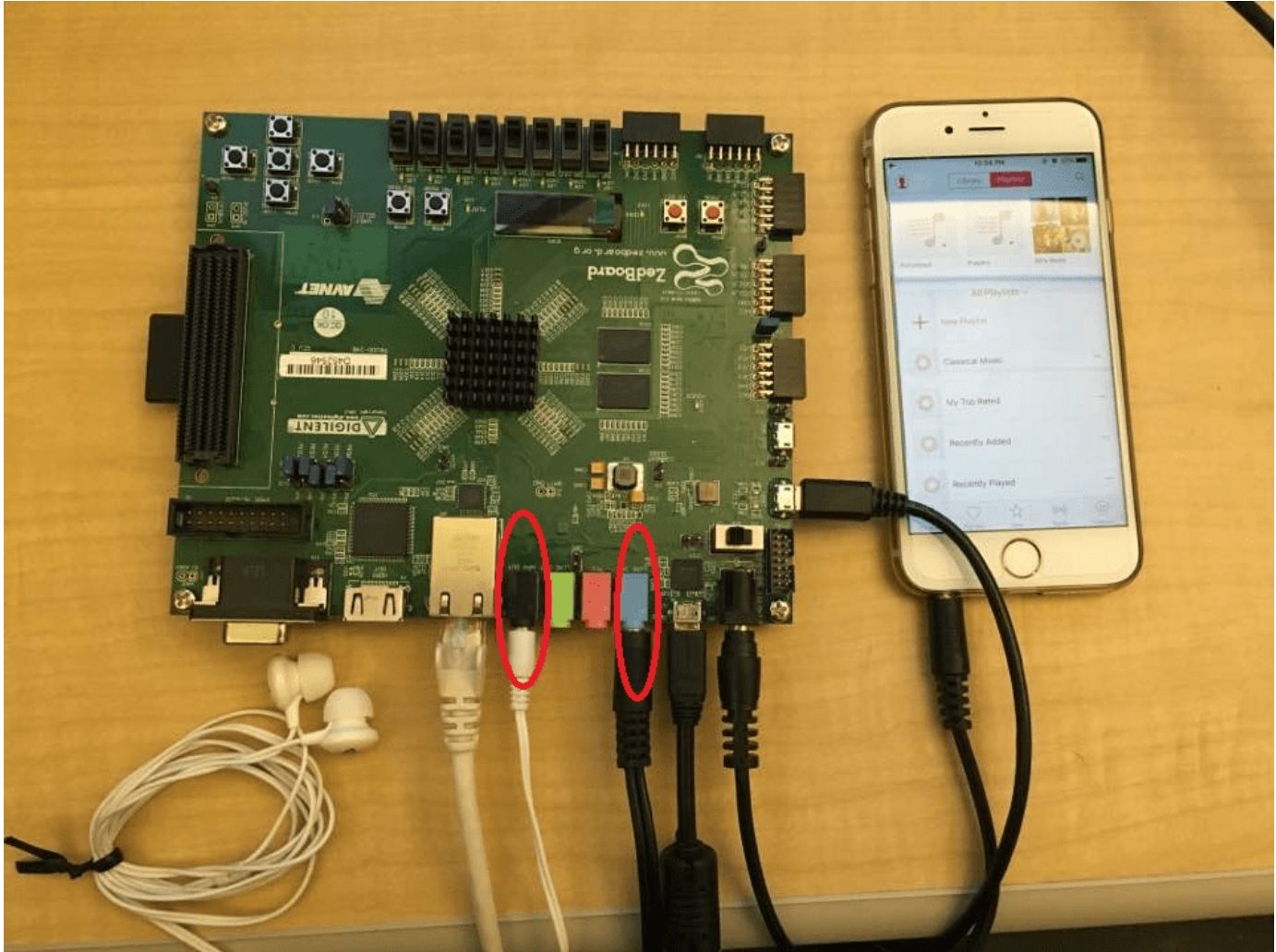
Before You Begin

To run this example, you must have the following software and hardware installed and set up:

- HDL Coder Support Package for Xilinx Zynq Platform
- Embedded Coder Support Package for Xilinx Zynq Platform
- Xilinx Vivado version 2019.1
- ZedBoard or Zybo Board

To setup the Zedboard board, refer to the *Set up Zynq hardware and tools* section in the "Getting Started with Targeting Xilinx Zynq Platform" on page 40-75 example. Connect an audio input from a mobile or an MP3 player to **LINE IN** jack and either earphones or speakers to **HPH OUT** jack on the

Zedboard as shown below. Similar setup can be done on Zybo board. For Zybo board setup, refer to *Set up the Zybo board* section in the “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211 example.

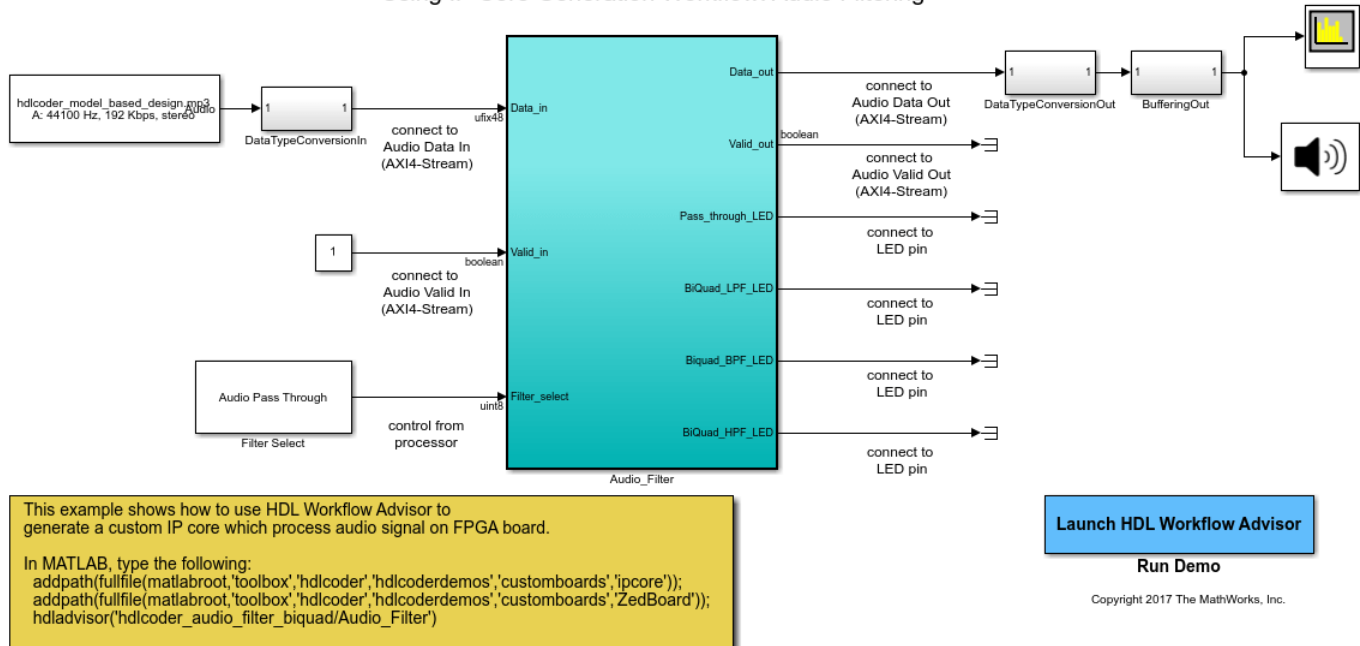


Introduction

In the following model, an audio file is used as input to the DUT subsystem, **Audio_filter**. On simulating this model in Simulink, the processed audio effect can be heard through the **Audio Device Writer** block and **Spectrum Analyzer** block displays the spectrogram of the filtered audio output.

```
modelName = 'hdlcoder_audio_filter_biquad';  
open_system(modelname);
```

Using IP Core Generation Workflow: Audio Filtering



Model a system with Low pass, Band pass and High pass filters

Filter coefficients may be generated using a MATLAB® function or in Simulink®. In this model, filterDesigner tool is used to generate the filter coefficients for each type of filter. Then these filter coefficients are exported and stored as a MATLAB file. These coefficients will be used to design the filters in Simulink. In this model, discrete IIR filter blocks from Simulink are used as Biquad low pass, band pass or high pass filters depending on the corresponding filter coefficients.

You can test this model by simulating the model in Simulink. The range of frequencies seen on the Spectrum Analyzer and the audio effect heard through the Audio Device Writer block should vary depending on the type of filter selected. **Filter Select** block is used to select the type of filtering to be done on the audio input.

Customize the model for Zynq board

In order to implement this model on Zedboard, you must first create a reference design in Vivado which receives audio input on Zedboard and transmits the processed audio data out of Zedboard. For details on how to create a reference design which integrates the audio filter model, refer to “Authoring a Reference Design for Audio System on a Zynq Board” on page 41-185 example.

For Zybo board, refer to “Authoring a Reference Design for Audio System on a ZYBO Board” on page 41-195.

In the reference design, left and right channel audio data are combined together to form a single channel. They are concatenated such that lower 24 bits is the left channel and upper 24 bits is the right channel. In the Simulink model shown above, Data_in is split into 2 channels i.e. left and right accordingly. Their magnitude is divided by 2 and the 2 channels are added together to form a single channel. Filtering is done on this channel.

Data_in and **Valid_in** are the AXI4-Stream signals. To understand how AXI4-stream interface is used, refer to *Model Streaming Algorithm with Simplified Streaming Protocol* section in “Getting Started

with AXI4-Stream Interface in Zynq Workflow” on page 41-152 example. **Data_in** contains the audio data to be processed and **Valid_in** acts as the enable signal. Each filter is mapped to an LED on Zedboard or Zybo board to visually indicate whether the filter is on or off.

FilterSelect input is controlled via AXI4 LITE interface.

Generate HDL IP core with AXI4-Stream Interface

Next, you can start the HDL Workflow Advisor and use the Zynq hardware-software co-design workflow to deploy this design on the Zynq hardware. For a more detailed step-by-step guide, you can refer to the “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75 example.

1. Set up the Xilinx Vivado synthesis tool path using the following command in the MATLAB command window. Use your own Vivado installation path when you run the command.

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2019.1\bin\vivado.ba
```

2. Add both the IP repository folder and the Zedboard registration file to the MATLAB path using following commands:

```
addpath(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'customboards', 'ipcore'));  
addpath(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'customboards', 'ZedBoard'));
```

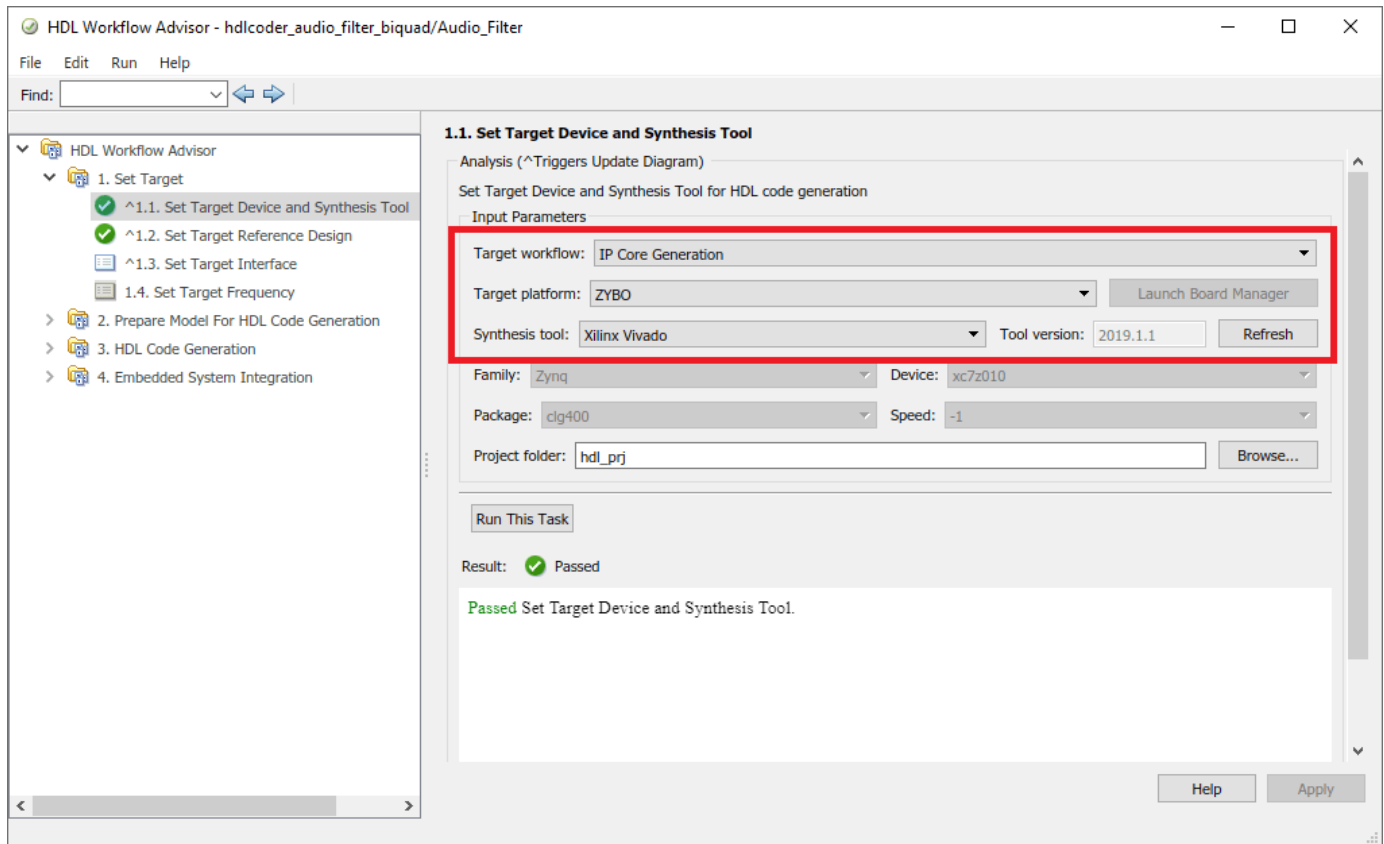
For Zybo board use the following commands.

```
addpath(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'customboards', 'ipcore'));  
addpath(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'customboards', 'ZYBO'));
```

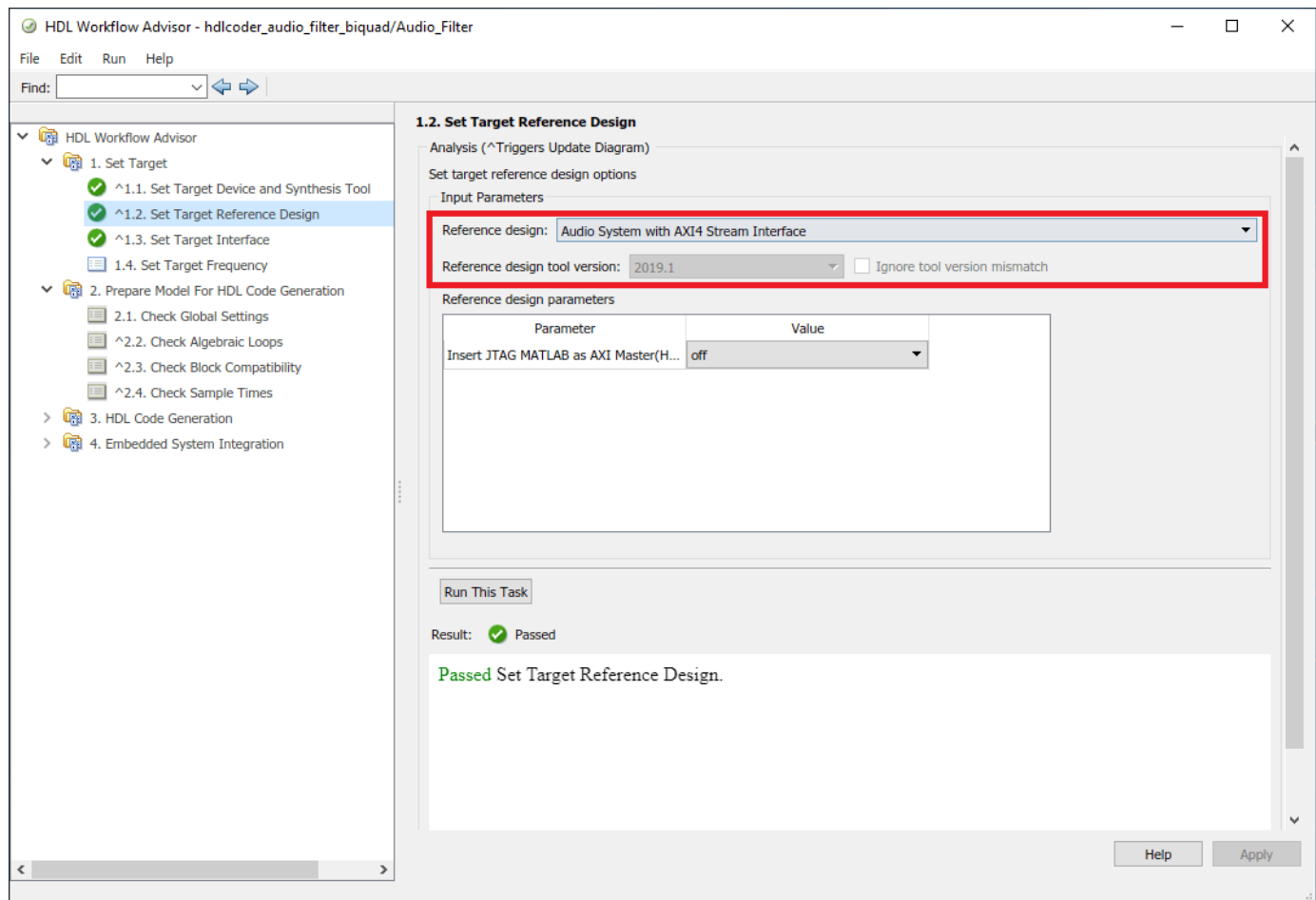
3. Start the HDL Workflow Advisor from the DUT subsystem, `hdlcoder_audio_filter_biquad/` `Audio_filter` or by double clicking on the Launch HDL Workflow Advisor box in the model.

The target interface settings are already saved for Zedboard in this example model, so the settings in Task 1.1 to 1.3 are automatically loaded. To learn more about saving target interface settings in the model, you can refer to the “Save Target Hardware Settings in Model” on page 40-147 example.

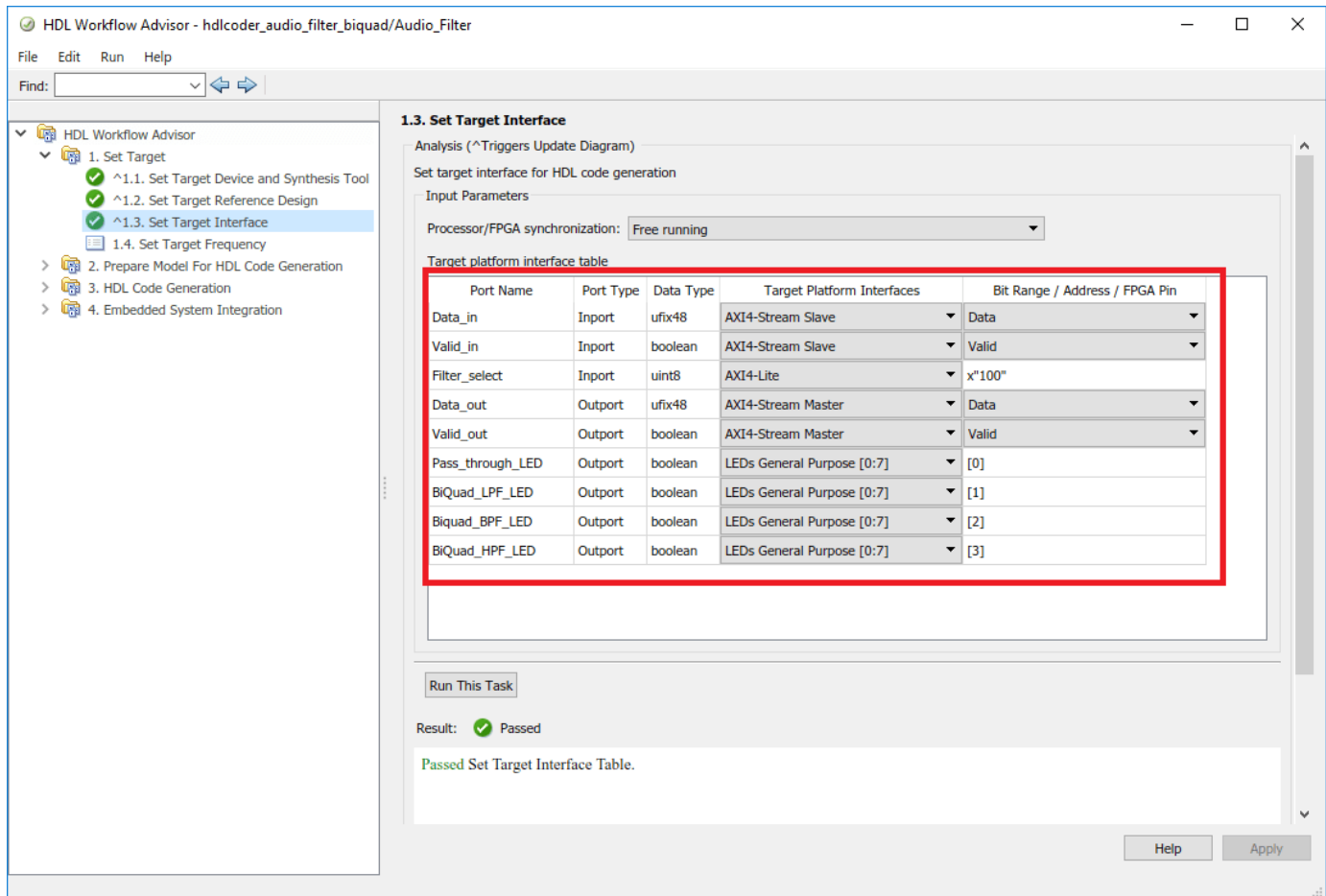
In Task 1.1, **IP Core Generation** is selected for **Target workflow**, and **ZedBoard** is selected for **Target platform**. If you are using Zybo board then select **ZYBO** as **Target Platform** instead of Zedboard.



In Task 1.2, **Audio System with AXI4 Stream Interface** is selected for **Reference Design**.



The AXI4-Stream interface is used for transferring audio data between the reference design and the filtering algorithm IP. The AXI4-Stream interface contains data (**Data**) and control signals such as data valid (**Valid**), back pressure (**Ready**), and data boundary (**TLAST**). At least **Data** and **Valid** signals are required for AXI4-Stream IP core generation. In Task 1.3, the **Target platform interface table** is loaded as shown in the following picture. The audio data stream ports, **Valid_in**, **Data_in**, **Valid_out** and **Data_out**, are mapped to the AXI4-Stream interfaces, **Pass_through_LED**, **BiQuad_LPF_LED**, **BiQuad_BPF_LED**, **BiQuad_HPF_LED** are mapped to the LEDs on Zedboard and the control parameter port **Filter_select** is mapped to the AXI4-Lite interface. If you are using Zybo board then map the LEDs to the filter manually by selecting **LEDs General Purpose[0:4]**.



The AXI4-Stream interface communicates in master/slave mode, where the master device sends data to the slave device. Therefore, if a data port is an input port, assign it to an **AXI4-Stream Slave** interface, and if a data port is output port, assign it to an **AXI4-Stream Master** interface.

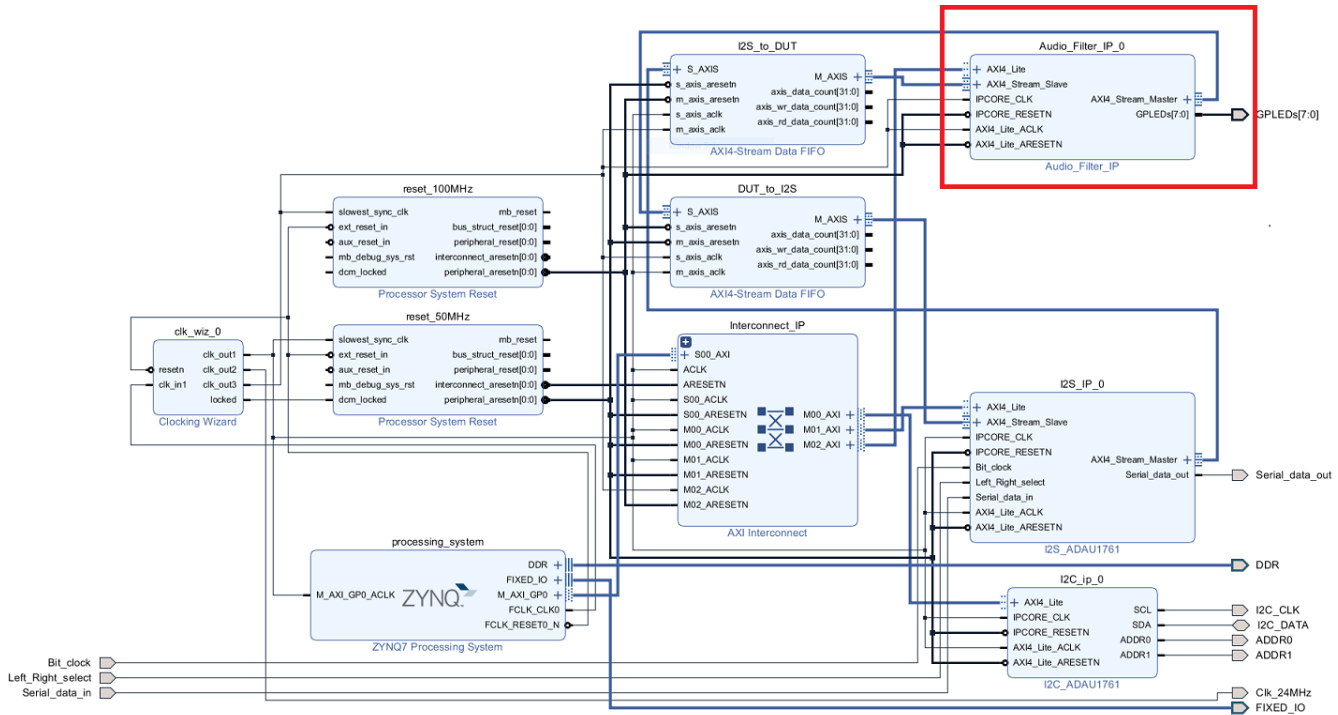
3. Right-click Task 3.2, Generate RTL Code and IP Core, and select Run to Selected Task to generate the IP core. You can find the register address mapping and other documentation for the IP core in the generated IP Core Report.

Integrate IP Into AXI4-Stream Audio Compatible Reference Design

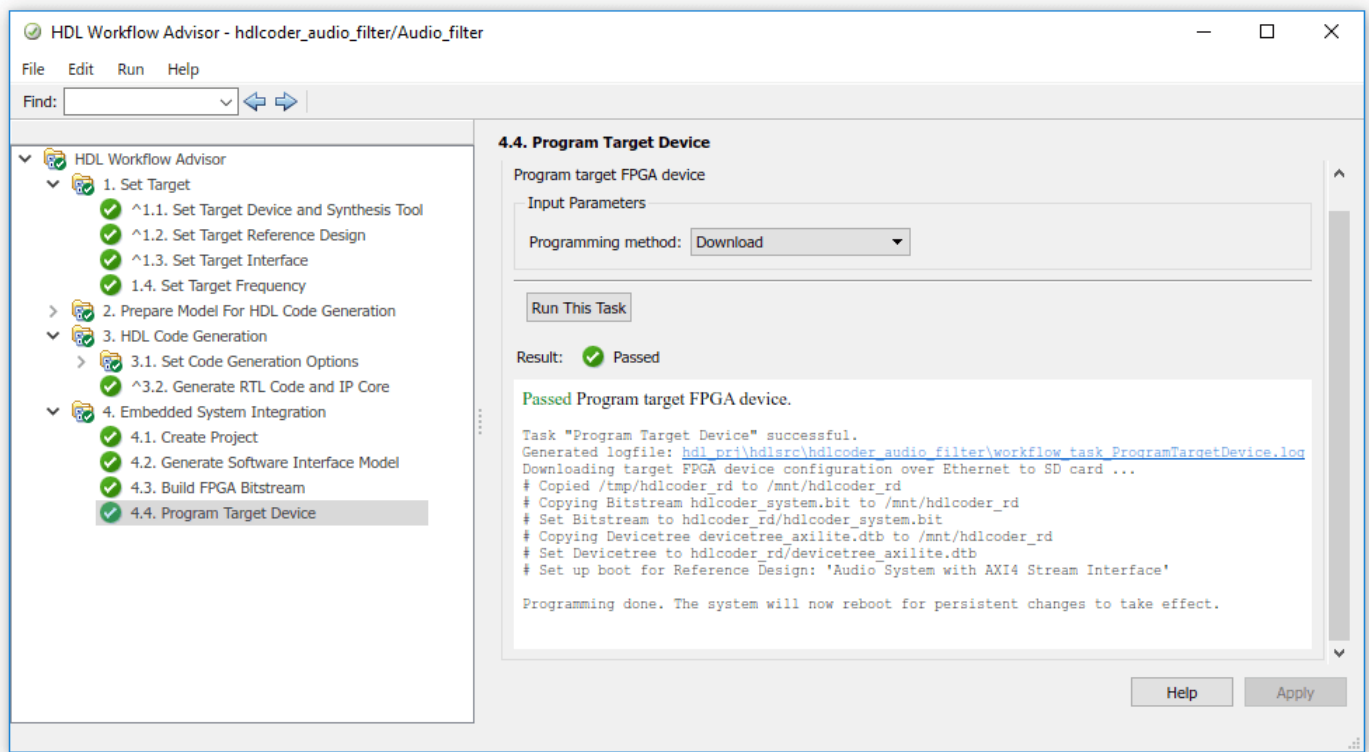
Next, in the HDL Workflow Advisor, you run the **Embedded System Integration** tasks to deploy the generated HDL IP core on Zynq hardware.

1. Run Task 4.1, Create Project. This task inserts the generated IP core into the **Audio System with AXI4 Stream Interface** reference design. As shown in the first diagram, this reference design contains the IPs to handle audio data in and out of Zedboard. The generated project is a complete Zynq design, including the algorithm part (the generated DUT algorithm IP), and the platform part (the reference design). For details on how to create a reference design which integrates the audio filter model, refer to "Authoring a Reference Design for Audio System on a Zynq Board" on page 41-185 or "Authoring a Reference Design for Audio System on a ZYBO Board" on page 41-195 example.

2. Click the link in the Result pane to open the generated Vivado project. In the Vivado tool, click **Open Block Design** to view the Zynq design diagram, which includes the generated HDL IP core, other audio processing IPs and the Zynq processor.



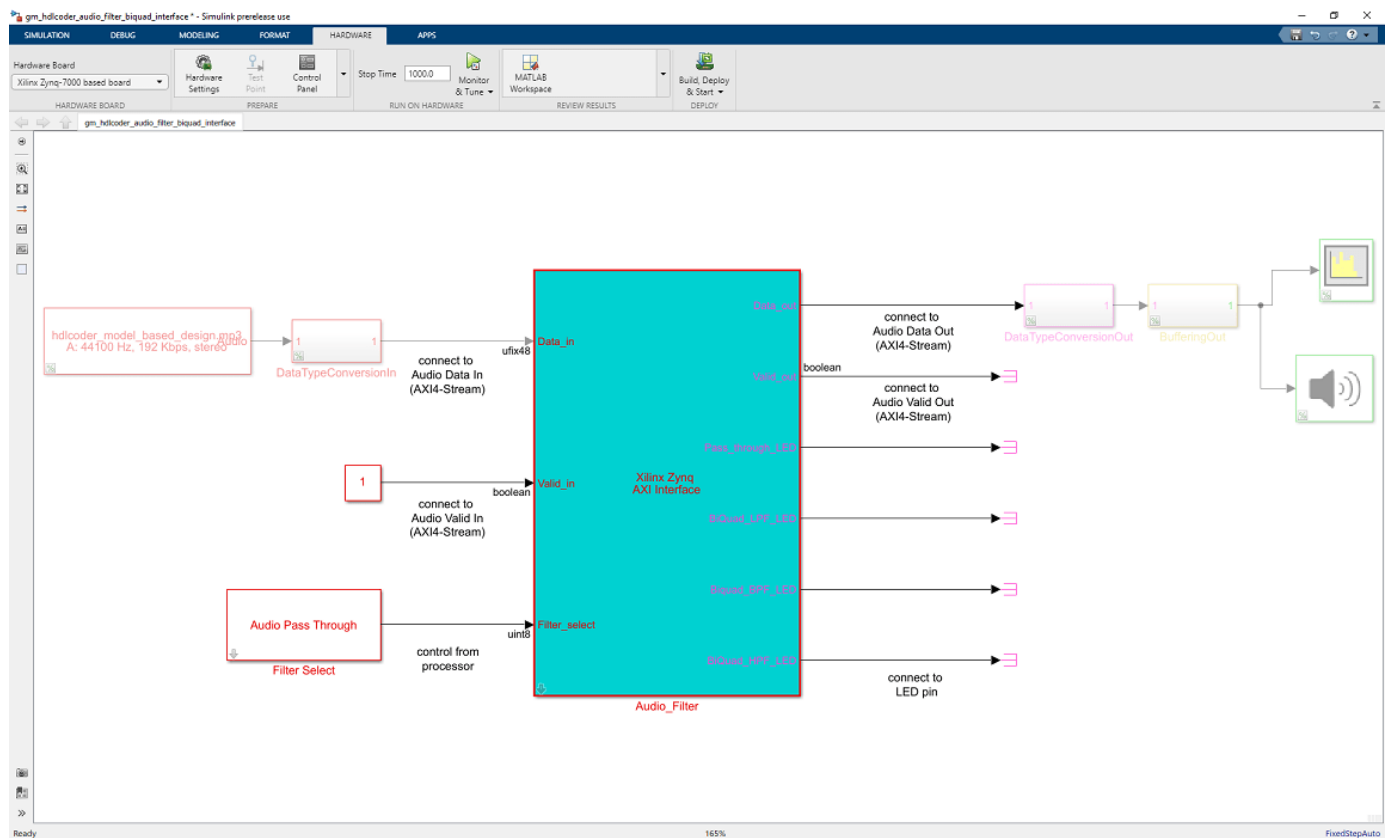
3. In the HDL Workflow Advisor, run the rest of the tasks to generate the software interface model, and build and download the FPGA bitstream. Choose **Download** programming method in the task **Program Target Device** to download the FPGA bitstream onto the SD card on the Zynq board, so your design will be automatically reloaded when you power cycle the Zynq board.



Generate ARM executable to Tune Parameters on the FPGA Fabric

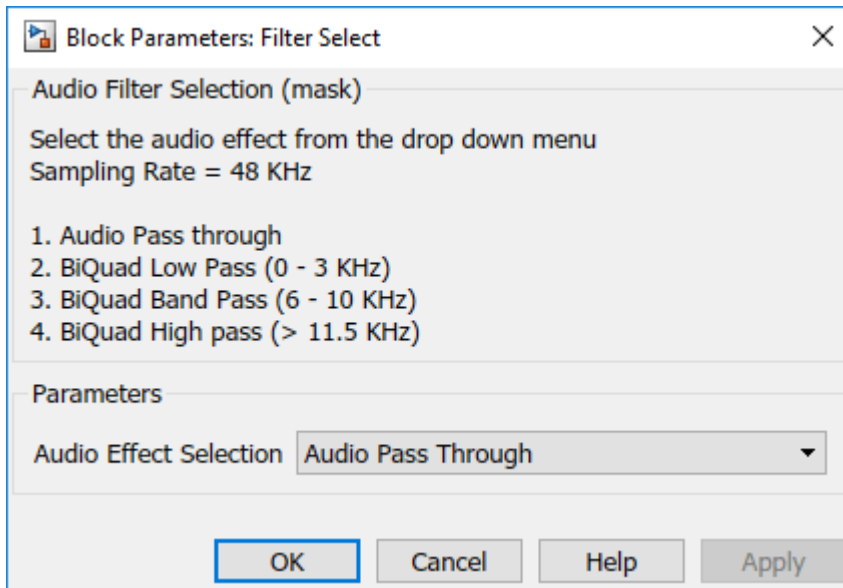
A software interface model is generated in Task 4.2, **Generate Software Interface Model**.

1. Before you generate code from the software interface model, comment out the audio input source and audio output sink i.e From Multimedia File, Data Type Conversion, Buffer, Audio Device Writer and Spectrum Analyzer Blocks. These blocks do not need to be run on the ARM processor. The Audio_filter IP is running as "Filtering_Algorithm" on FPGA fabric. The ARM processor is using AXI4-Lite interface for selecting the filter type i.e. Biquad Low pass, band pass, High pass or Pass Through.



- 1 In the generated model, click on Hardware pane and go to **Hardware settings** to open **Configuration Parameter** dialog box.
- 2 Select **Solver** and set "Stop Time" to "inf" and click ok.
- 3 From the Hardware pane, click the **Monitor and Tune** button.
- 4 Click the **Run** button on the model toolstrip. Embedded Coder builds the model, downloads the ARM executable to the Zynq board hardware, executes it, and connects the model to the executable running on the Zynq board hardware.

The type of filter to be used can be selected using the drop down options in **Filter Select** block



The filtered audio output can be heard by plugging earphones or speakers to **HPH OUT** jack on the Zynq board. Depending on the filter selected, the corresponding LED on the Zynq board turns on. In this example, LD0 turns on when Pass through (No filter used) option is selected, LD1 turns on when Biquad Low pass filter is selected, LD2 turns on when Biquad Band pass filter is selected and LD3 turns on when Biquad High pass filter is selected.

Getting Started with AXI4-Stream Interface in Zynq Workflow

This example shows how to use the AXI4-Stream interface to enable high speed data transfer between the processor and FPGA on Zynq hardware.

Before You Begin

To run this example, you must have the following software and hardware installed and set up:

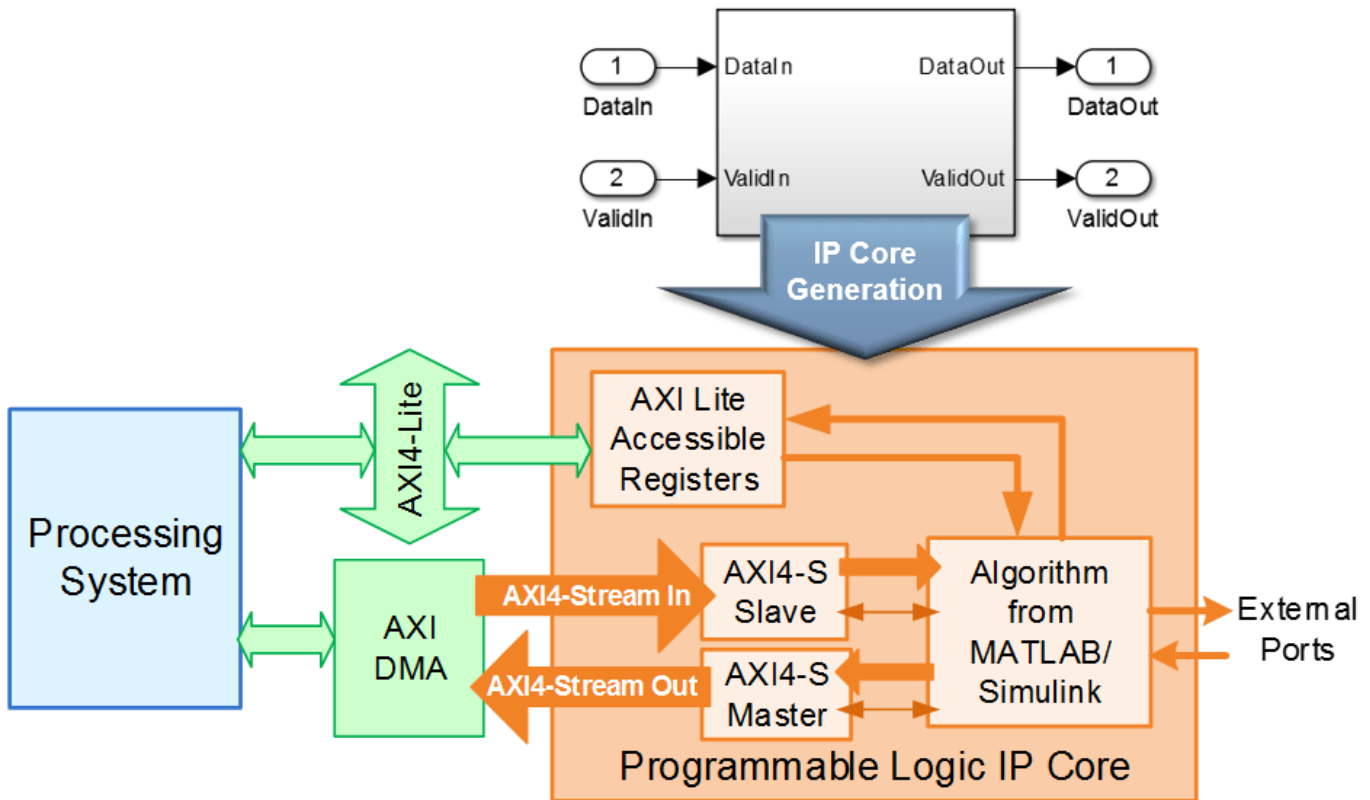
- HDL Coder Support Package for Xilinx Zynq Platform
- Embedded Coder Support Package for Xilinx Zynq Platform
- Xilinx Vivado Design Suite, with supported version listed in “HDL Language Support and Supported Third-Party Tools and Hardware”
- Zedboard

To setup the Zedboard, refer to the *Set up Zynq hardware and tools* section in the example “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75.

Introduction

This example shows how to:

- 1** Model a streaming algorithm using a simplified streaming protocol.
- 2** Generate an HDL IP core with AXI4-Stream interface.
- 3** Integrate the generated IP core into a Zedboard reference design with DMA controller.
- 4** Use the AXI4-Stream driver block to generate C code that runs on an ARM processor.



The picture above is a high level architecture diagram that shows a streaming data transfer between the processor and FPGA fabric on Zynq platform. Typically, the AXI4-Stream interface is used together with a DMA controller to transfer a large chunk of data from the processor to FPGA. The data is usually represented as vector data on the software side. The DMA controller reads the vector data from memory, and "streams" it to the FPGA IP through the AXI4-Stream interface. The "streaming" process sends one data element per sample, which means the data path of the streaming algorithm in the FPGA IP is using a scalar data type.

The FPGA IP can also include an AXI4-Lite interface for control signals or parameter tuning. Compared to the AXI4-Lite interface, the AXI4-Stream interface transfers data much faster, making it more suitable for the data path of an algorithm.

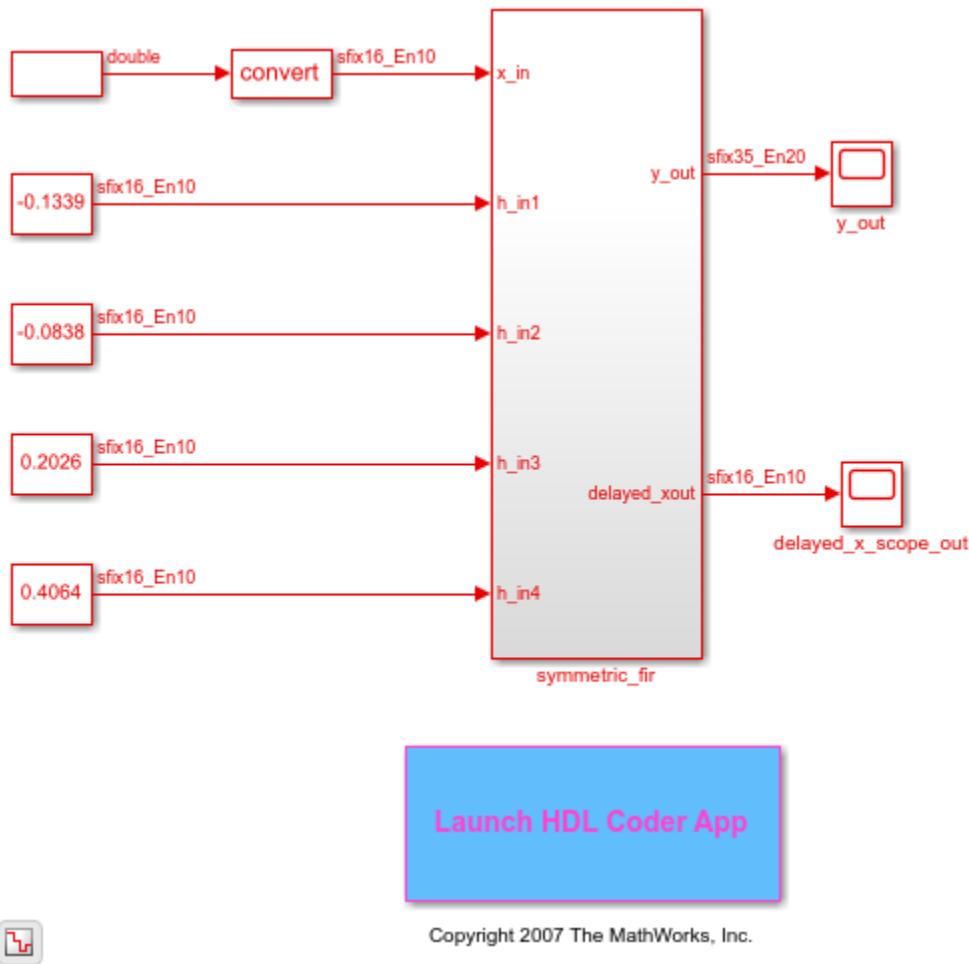
Other than connecting to processor, the FPGA IP with AXI4-Stream interface can also be connected with other IPs with AXI4-Stream interface to transfer data inside of FPGA.

Model Streaming Algorithm with Simplified Streaming Protocol

Suppose we want to deploy a simple symmetric FIR filter on Zynq. We want to implement the filter on FPGA. And the ARM processor generates the source data to stream it to FPGA through the AXI4-Stream interface.

Let's start with the `sfir_fixed` model.

```
open_system('sfir_fixed')
set_param('sfir_fixed', 'SimulationCommand', 'Update')
```

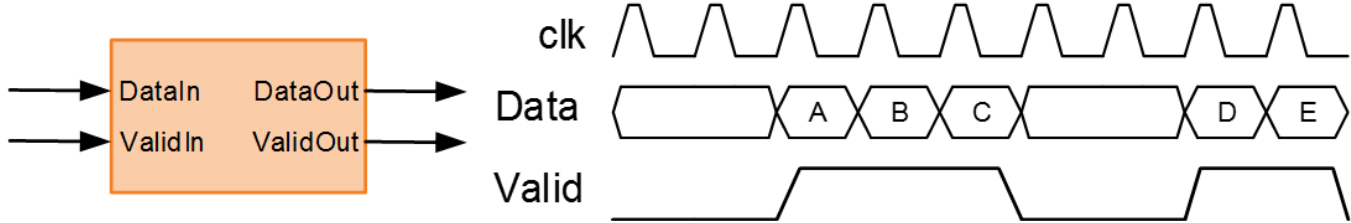


Note that the data path of this model (from **x_in** to **y_out**) is processing scalar input data, which is suitable for a streaming interface.

In order to enable data transfer from the software to the filter algorithm, we need to map the data path ports to the AXI4-Stream interface. The AXI4-Stream interface contains data (**Data**) and control signals such as data valid (**Valid**), back pressure (**Ready**), and data boundary (**TLAST**).

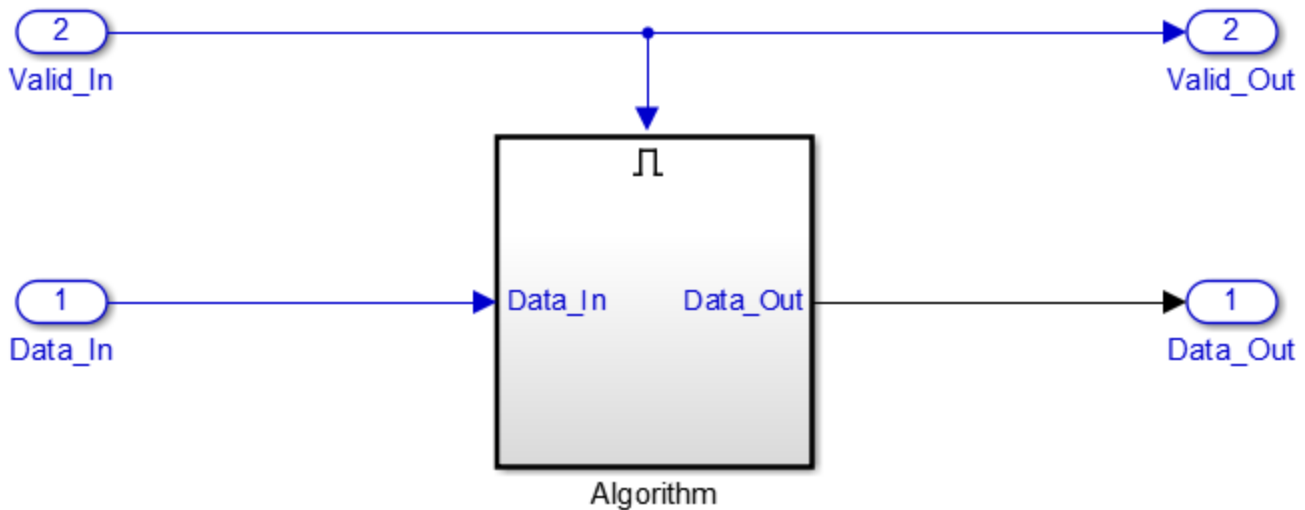
The AXI4-Stream IP core generation feature requires at least the **Data** and **Valid** signals to be modeled in the DUT. The **Data** signal is the primary payload to send across the interface. The **Valid** signal indicates when the **Data** signal is valid. Other control signals are optional.

Note: For IP core generation, Data and Valid follow a simplified streaming protocol. You don't need to model the full AXI4-Stream protocol, which is more complicated. HDL Coder automatically generates a streaming interface module in the HDL IP core to translate the simplified streaming protocol into the full AXI4-Stream protocol. As shown in the picture below, the protocol is simple: whenever the Data signal is valid, the Valid signal must also be asserted.



So, in order to map `sfir_fixed` algorithm to the simplified streaming protocol, a **Valid** signal needs to be added. To add the **Valid** signal to your model, we recommend following modeling pattern:

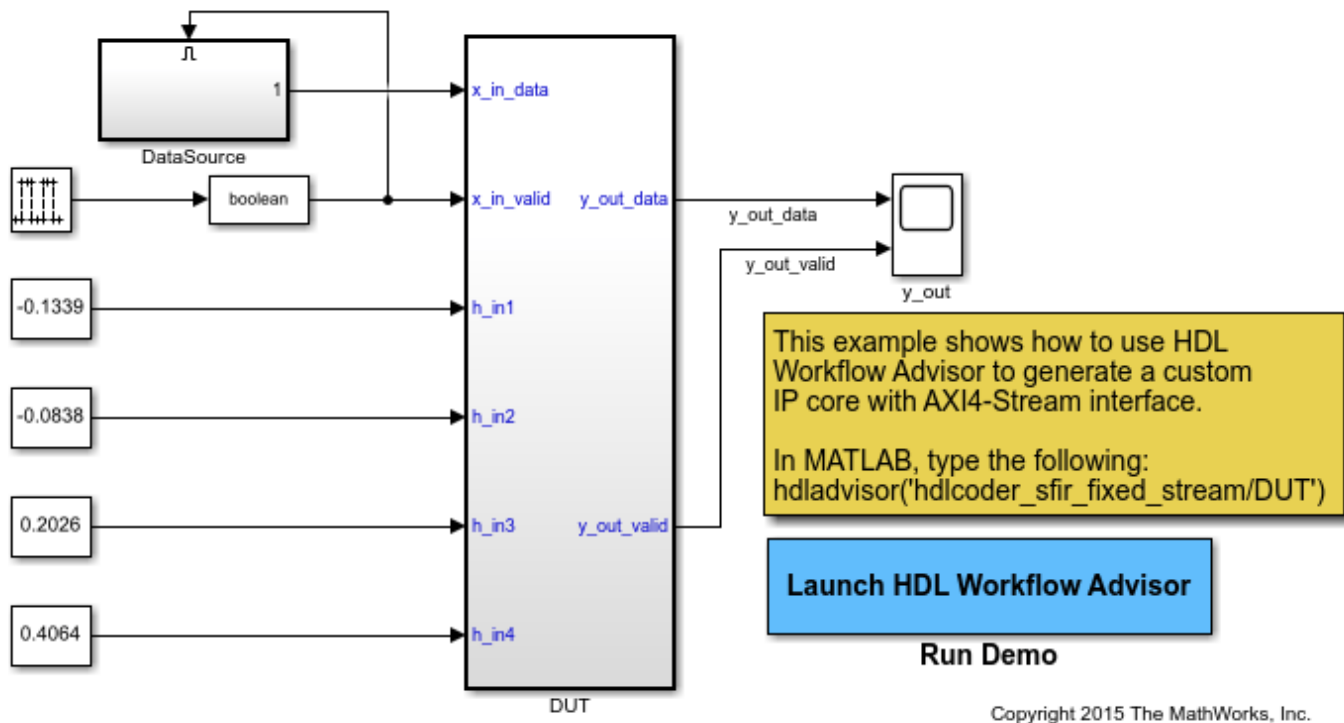
- 1 Convert the algorithm subsystem into an enabled subsystem.
- 2 Add an input control port, `Valid_In`, and output control port, `Valid_Out`.
- 3 Use `Valid_In` to drive both the algorithm subsystem's enable port and `Valid_Out`.



In this pattern, both the input streaming channel and output streaming channel follow the simplified streaming protocol.

Now, let's look at the example model.

```
open_system('hdlcoder_sfir_fixed_stream');
```

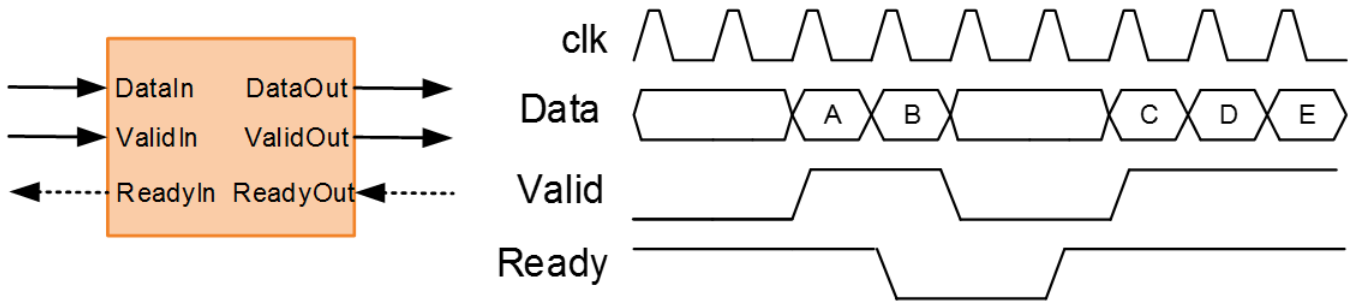


The subsystem **DUT** is the hardware subsystem targeting the FPGA fabric. Inside this subsystem, the **symmetric_fir** subsystem represents the filter algorithm. The input ports, **x_in_data** and **x_in_valid**, and output ports, **y_out_data** and **y_out_valid**, are the data path ports of the filter. The other input ports, such as **h_in1**, are control ports that tune the filter parameters.

The model follows the modeling pattern for simplified streaming protocol. The **symmetric_fir** subsystem is an enabled subsystem. The input control signal, **x_in_valid**, controls the **symmetric_fir** subsystem's enable port and also drives the output control signal, **y_out_valid**.

With AXI4-Stream IP core generation, you can optionally model other streaming control signals. For example, you can model the back pressure signal, **Ready**. The AXI4-Stream interface communicates in master/slave mode, where the master device sends data to the slave device. The **Ready** signal is a back pressure signal from the slave device to master device that indicates whether the slave device can accept new data. As shown in following diagram, the **Ready** signal is asserted when the slave device can accept new data. When the slave device can no longer accept new data, it needs to deassert the **Ready** signal. When the master device sees that the **Ready** signal is deasserted, it stops the data transfer at most one sample later. This one sample allowance is built into the protocol.

Note: This diagram illustrates the relationship between the Data, Valid, and Ready signals according to the simplified streaming protocol. When you run the IP Core Generation workflow, the code generator adds a streaming interface module in the HDL IP core that translates the simplified protocol to the full streaming protocol.



For example, you can use the **Ready** signal when you use a FIFO block to collect a frame of incoming streaming data, which is then processed with your algorithm. During data processing, you deassert the **Ready** signal to prevent further incoming data.

Generate HDL IP core with AXI4-Stream Interface

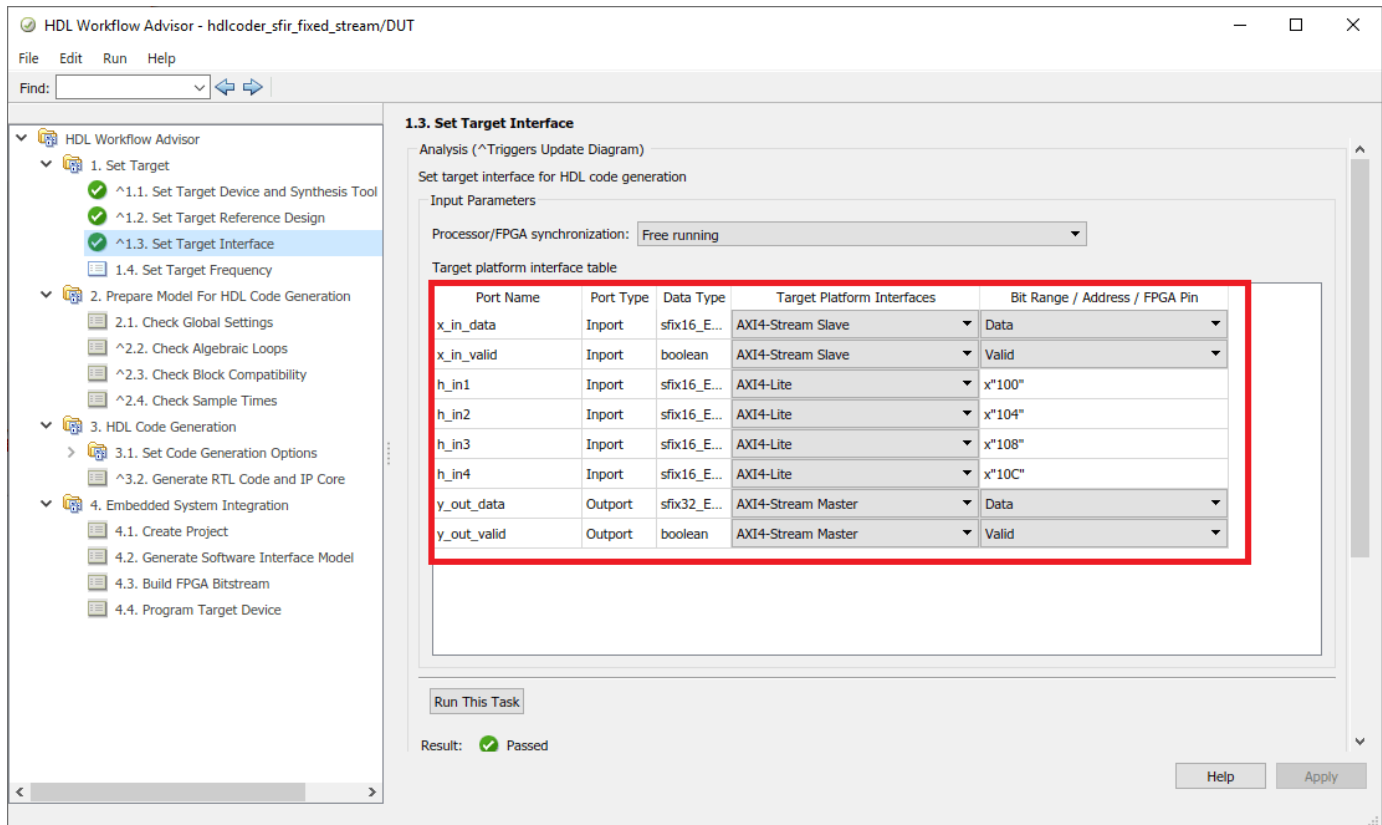
Next, we start the HDL Workflow Advisor and use the Zynq hardware-software co-design workflow to deploy this design on the Zynq hardware. For a more detailed step-by-step guide, you can refer to the “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75 example.

1. Set up the Xilinx Vivado synthesis tool path using the following command in the MATLAB command window. Use your own Vivado installation path when you run the command.

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2019.1\bin\vivado.l
```

2. Start the HDL Workflow Advisor from the DUT subsystem, `hdlcoder_sfir_fixed_stream/DUT`. The target interface settings are already saved in this example model, so the settings in Task 1.1 and 1.2 are automatically loaded. To learn more about saving target interface settings in the model, you can refer to the “Save Target Hardware Settings in Model” on page 40-147 example.

In Task 1.1, **IP Core Generation** is selected for **Target workflow**, and **Zedboard** is selected for **Target platform**. In Task 1.2, **Default system with AXI4-Stream interface** is selected for **Reference Design**, and the **Target platform interface table** is loaded as shown in the following picture. The data path ports, **x_in_data**, **x_in_valid**, **y_out_data**, and **y_out_valid**, are mapped to the AXI4-Stream interfaces, and the control parameter ports, such as **h_in1**, are mapped to the AXI4-Lite interface.



The AXI4-Stream interface communicates in master/slave mode, where the master device sends data to the slave device. Therefore, if a data port is an input port, assign it to an **AXI4-Stream Slave** interface, and if a data port is output port, assign it to an **AXI4-Stream Master** interface.

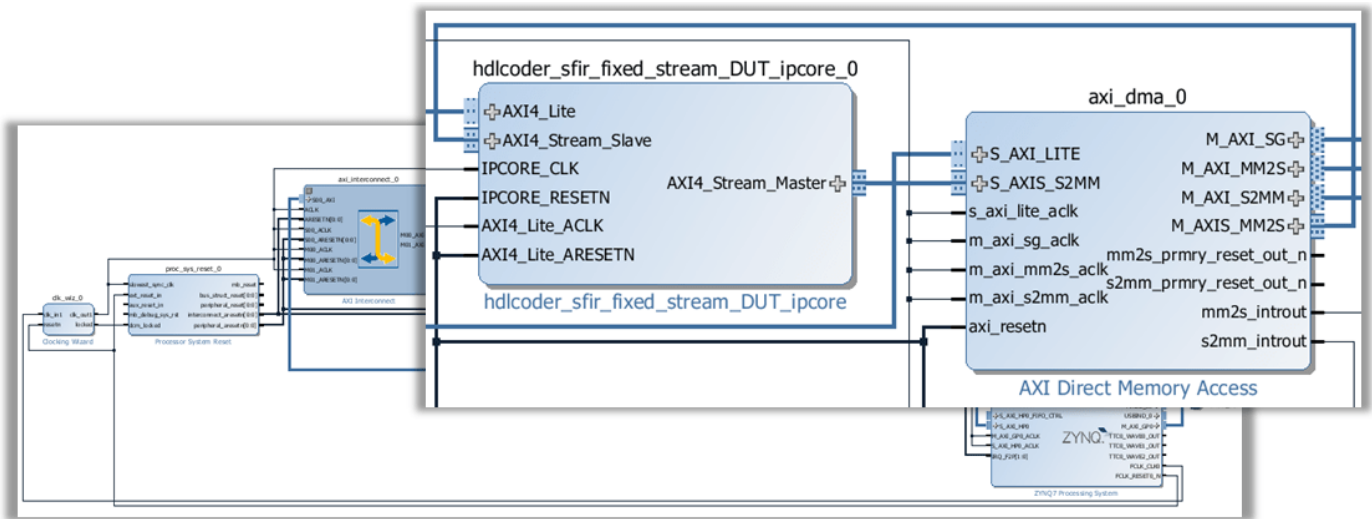
3. Right-click Task 3.2, **Generate RTL Code and IP Core**, and select **Run to Selected Task** to generate the IP core. You can find the register address mapping and other documentation for the IP core in the generated IP Core Report.

Integrate IP Into AXI4-Stream Compatible Reference Design

Next, in the HDL Workflow Advisor, we run the **Embedded System Integration** tasks to deploy the generated HDL IP core on Zynq hardware.

1. Run Task 4.1, **Create Project**. This task inserts the generated IP core into the **Default system with AXI4-Stream interface** reference design. This reference design contains Xilinx AXI DMA IP to handle the processor to FPGA fabric data streaming. As shown in the first diagram, or in the IP core report, the data is sent from the ARM processing system, through the DMA controller and AXI4-Stream interface, to the generated HDL FIR filter IP core. The output of the filter IP core is then sent back to the processing system.

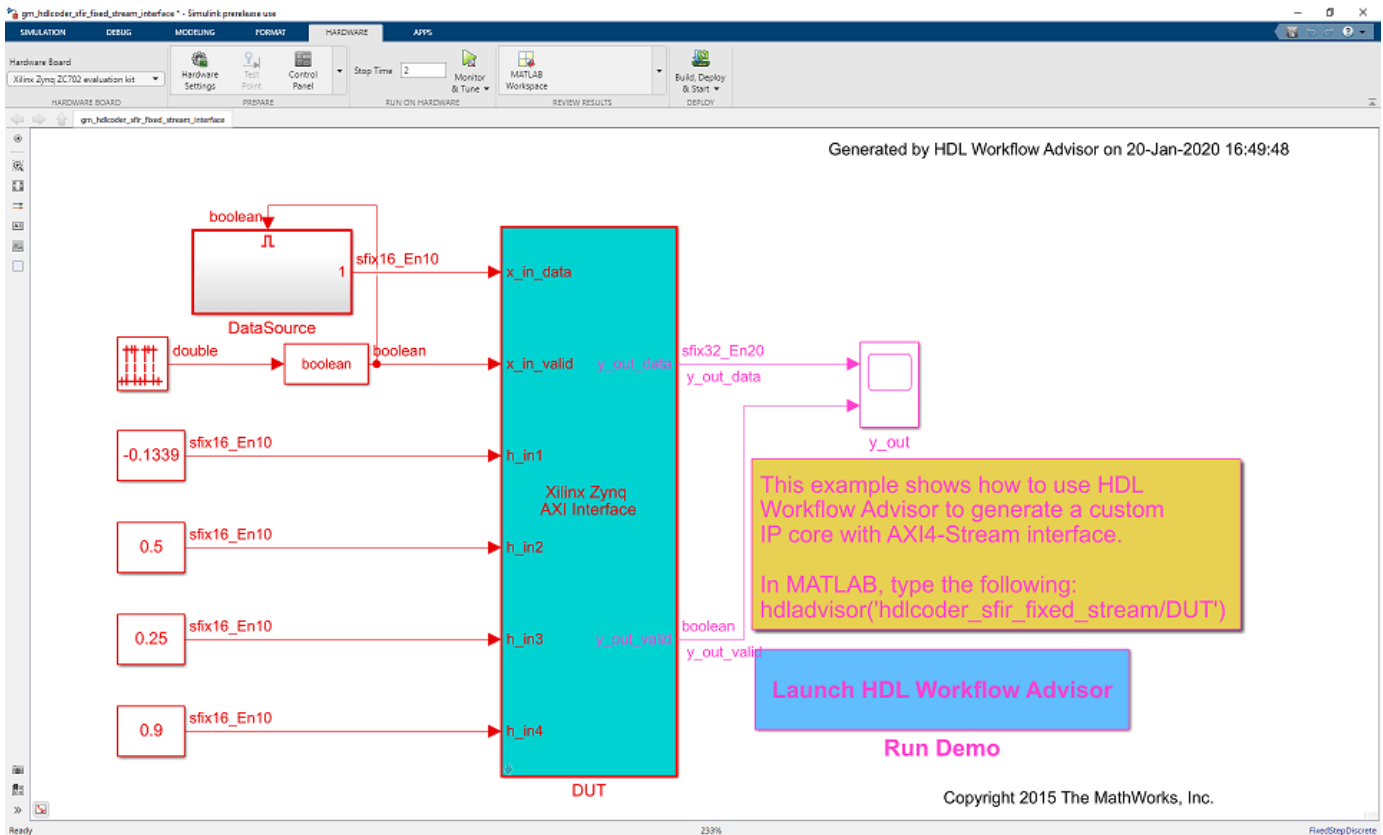
2. Optionally click the link in the Result pane to open the generated Vivado project. In the Vivado tool, click **Open Block Design** to view the Zynq design diagram, which includes the generated HDL IP core, AXI DMA controller and the processor.



3. In the HDL Workflow Advisor, run the rest of the tasks to generate the software interface model, and build and download the FPGA bitstream.

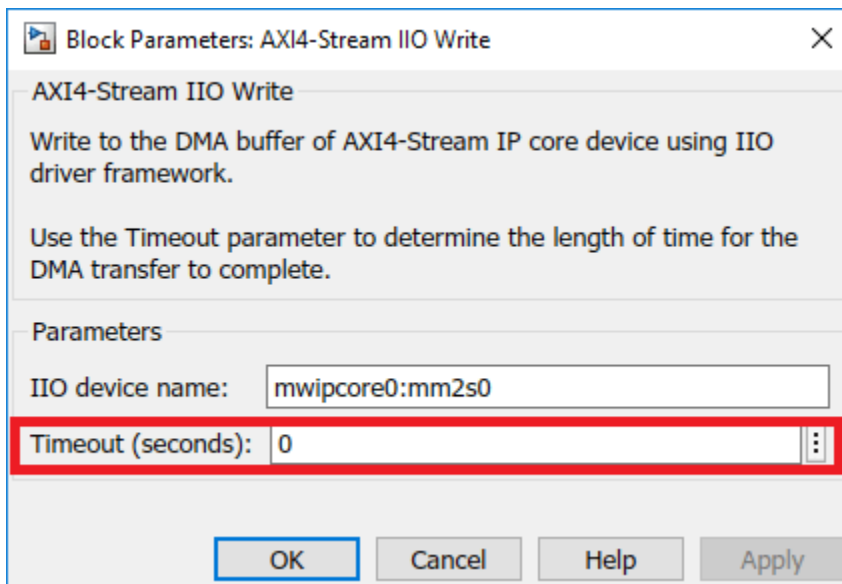
Generate ARM executable Using AXI4-Stream Driver Block

A software interface model is generated in Task 4.2, **Generate Software Interface Model**, as shown in the following picture.

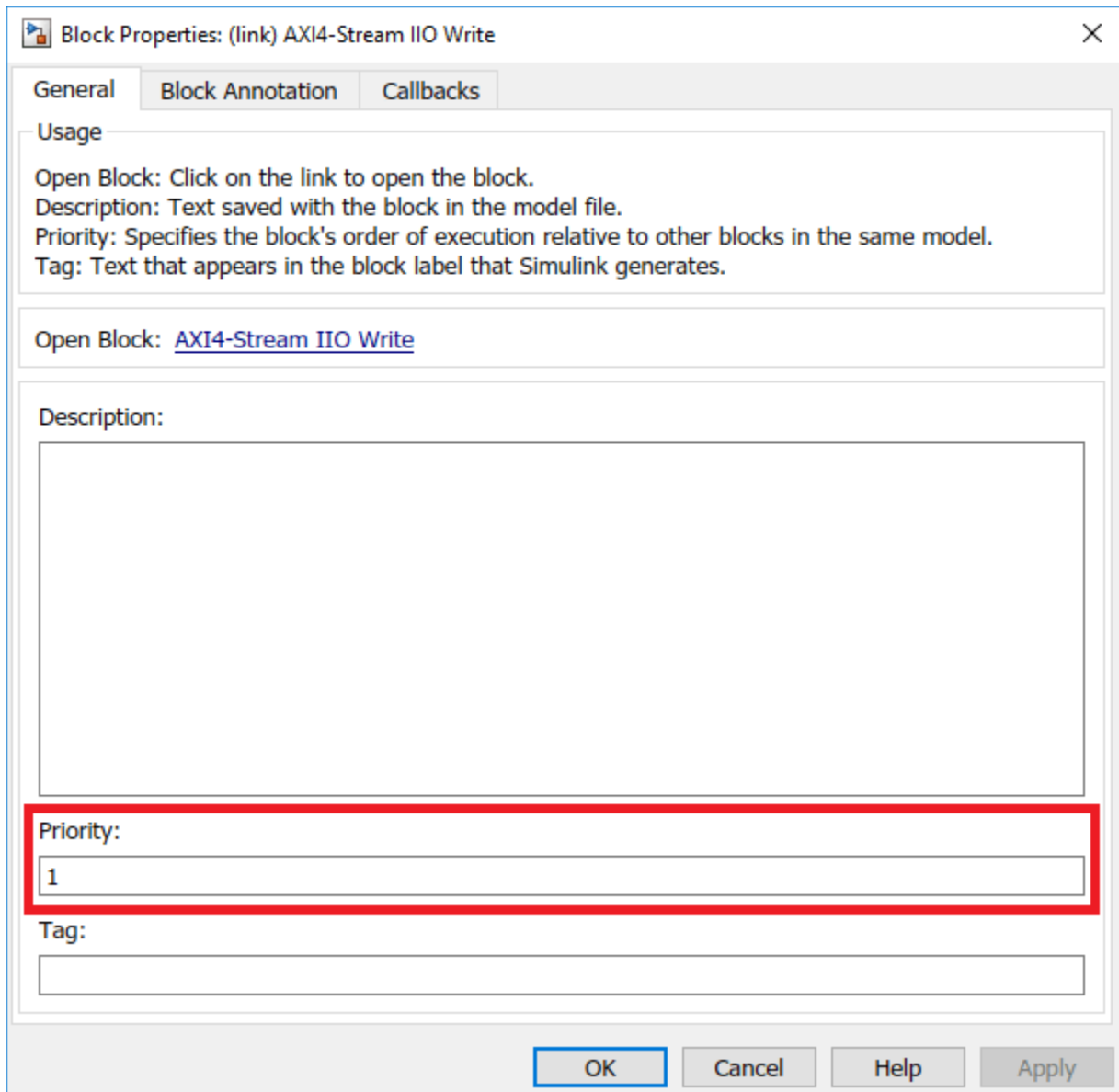


Although the AXI4-Lite driver is automatically generated in the software interface model, the AXI4-Stream driver block cannot be automatically generated. The reason is that the AXI4-Stream driver block expects to be connected to a vector port on the software side, but the **x_in_data** DUT port is a scalar port.

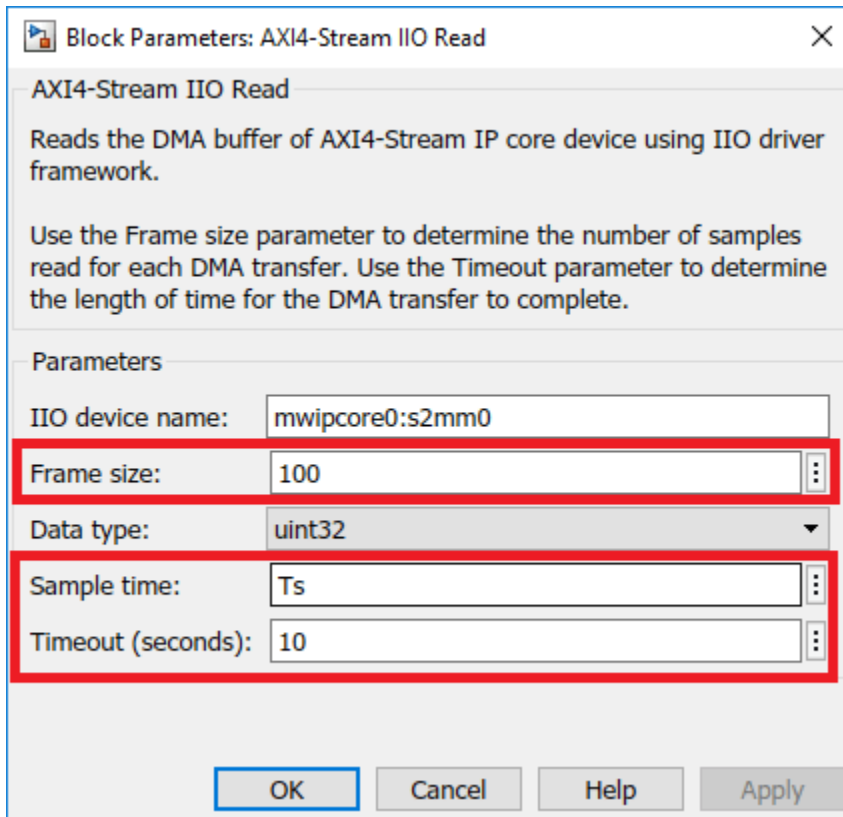
1. Before you generate code from the software interface model:
 - 1 Add the **AXI4-Stream IIO Read** and **AXI4-Stream IIO Write** driver blocks from **Simulink Library Browser -> Embedded Coder Support Package for Xilinx Zynq Platform** library.
 - 2 Use a vector data source to drive the **x_in_data** port.
 - 3 Connect the **x_in_data** port to the driver block.
 - 4 Double click on the **AXI4-Stream IIO Write** block and set the Timeout to 0 instead of inf. This is as shown below.



5. Set the priority of the **AXI4-Stream IIO Write** block to 1 to make sure that write happens before read. To set the priority, right click on the block and open properties, set the priority to 1. This is as shown below.

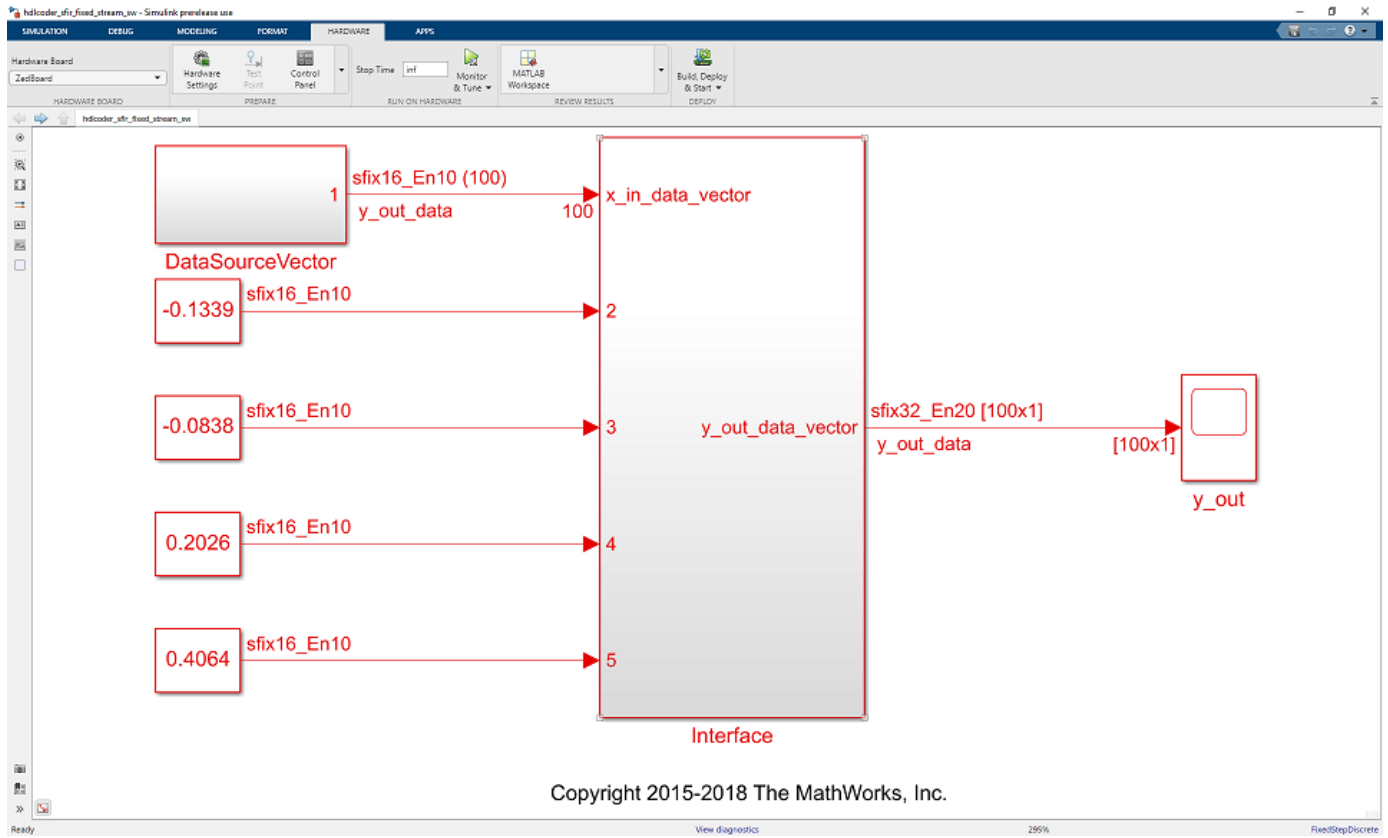


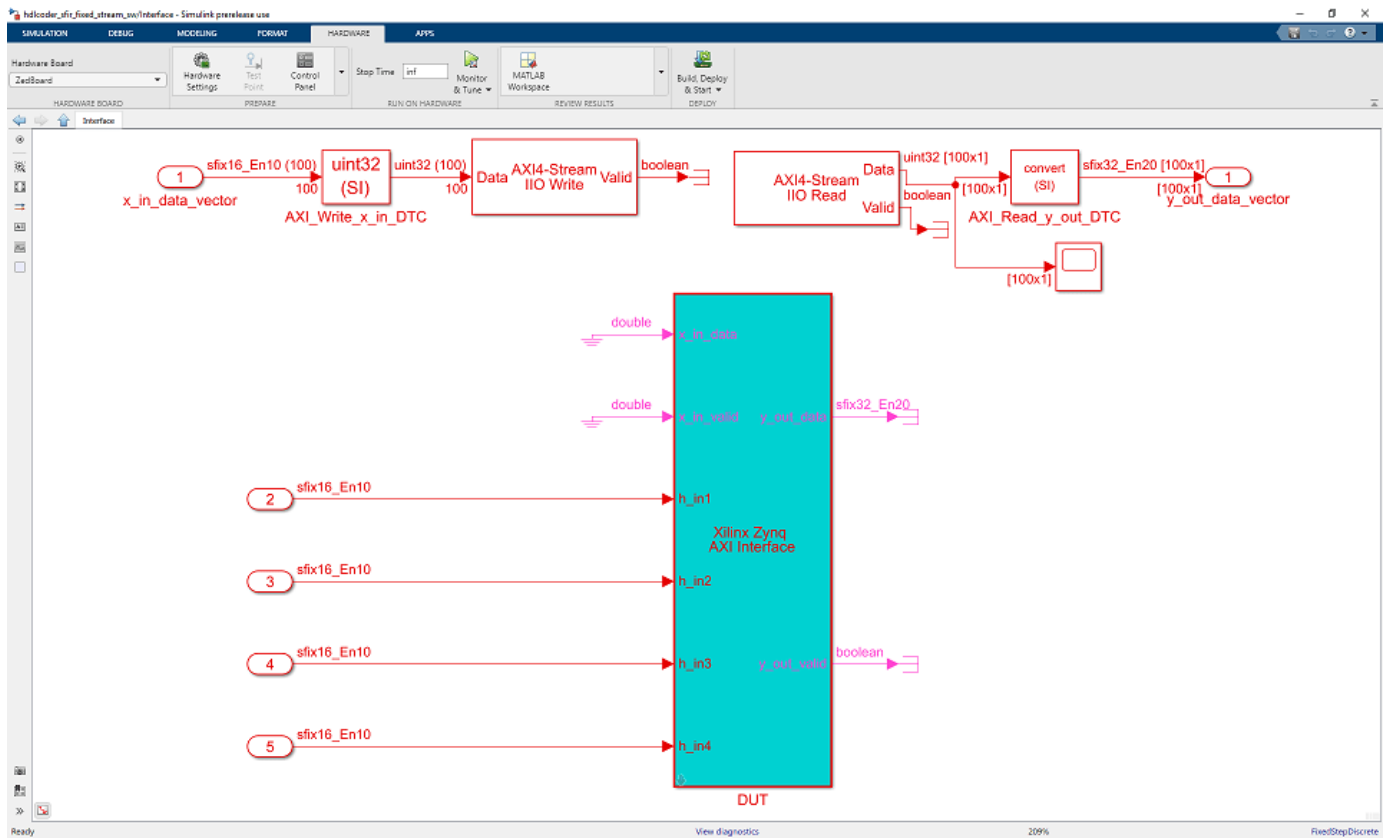
6. Now double click on the **AXI4-Stream IIO Read** block and set the frame size to 100, Sample time to Ts and Timeout to 10. This is as shown below.



7. The priority of the **AXI4-Stream IIO Read** block need not to be set. Setting the priority for write block to 1 alone already ensure that write happens before read.

For this example, the updated software interface model is provided: `hdlcoder_sfir_fixed_stream_sw.slx`. A vector data source with 100 data elements is used in this model, and is connected to the AXI4-Stream DMA driver block. This means that for each processor sample time, the DMA controller will stream 100 32-bit data samples to the HDL IP core via the AXI4-Stream interface, and receive 100 32-bit streaming data samples.

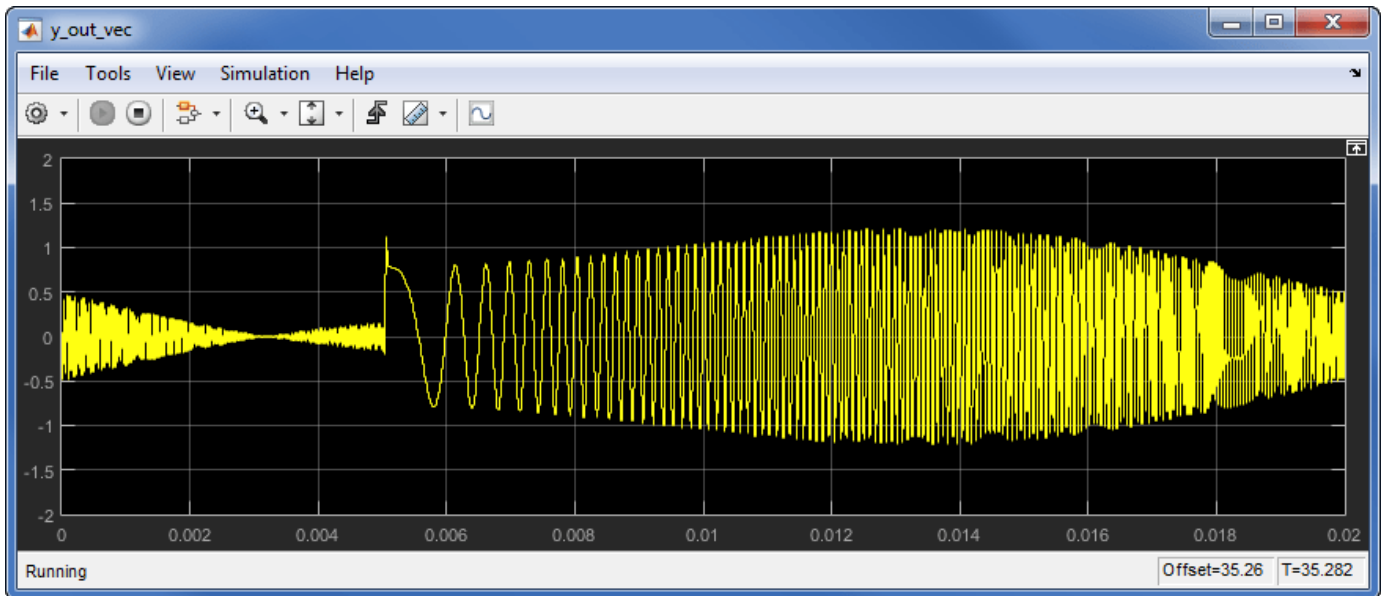




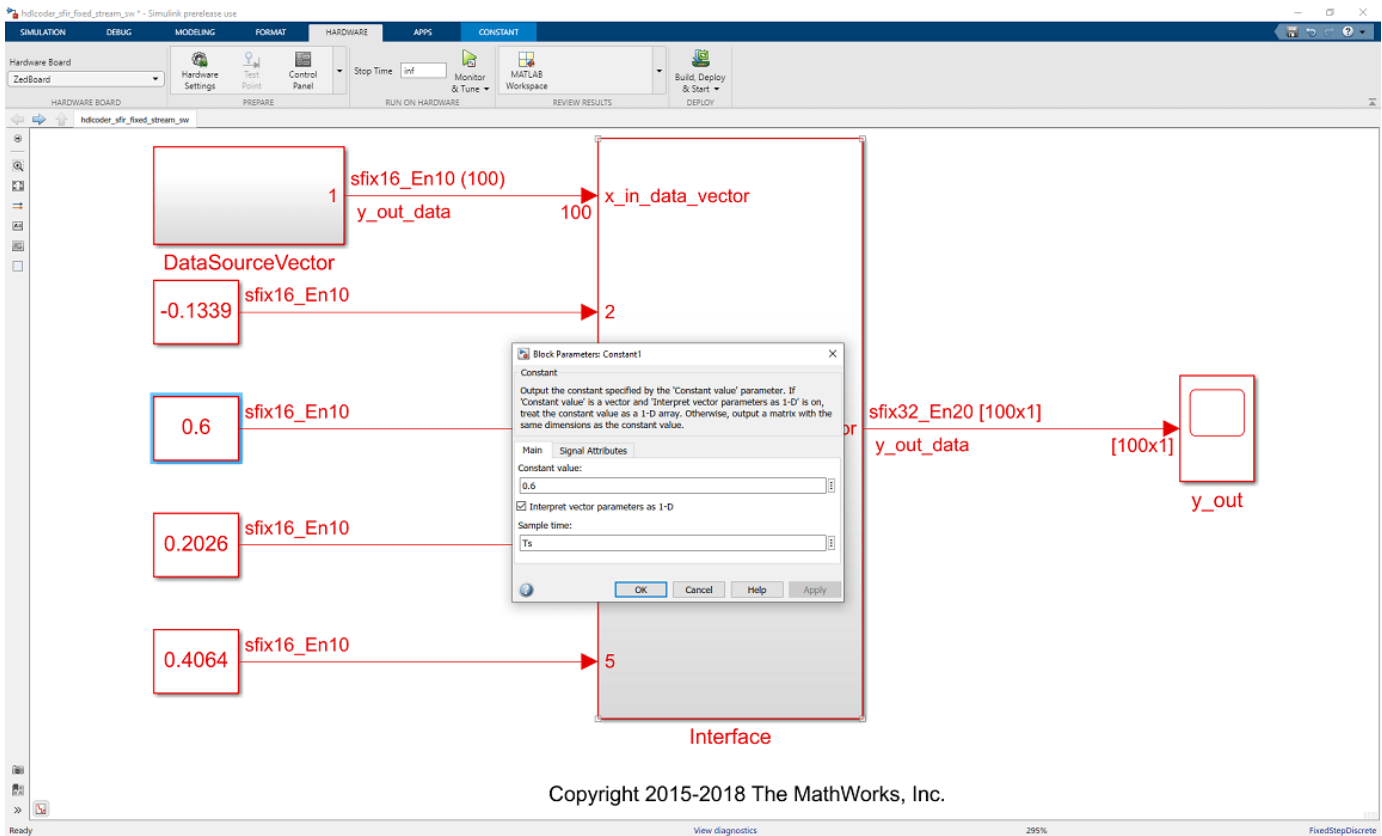
2. Configure and build the software interface model for external mode:

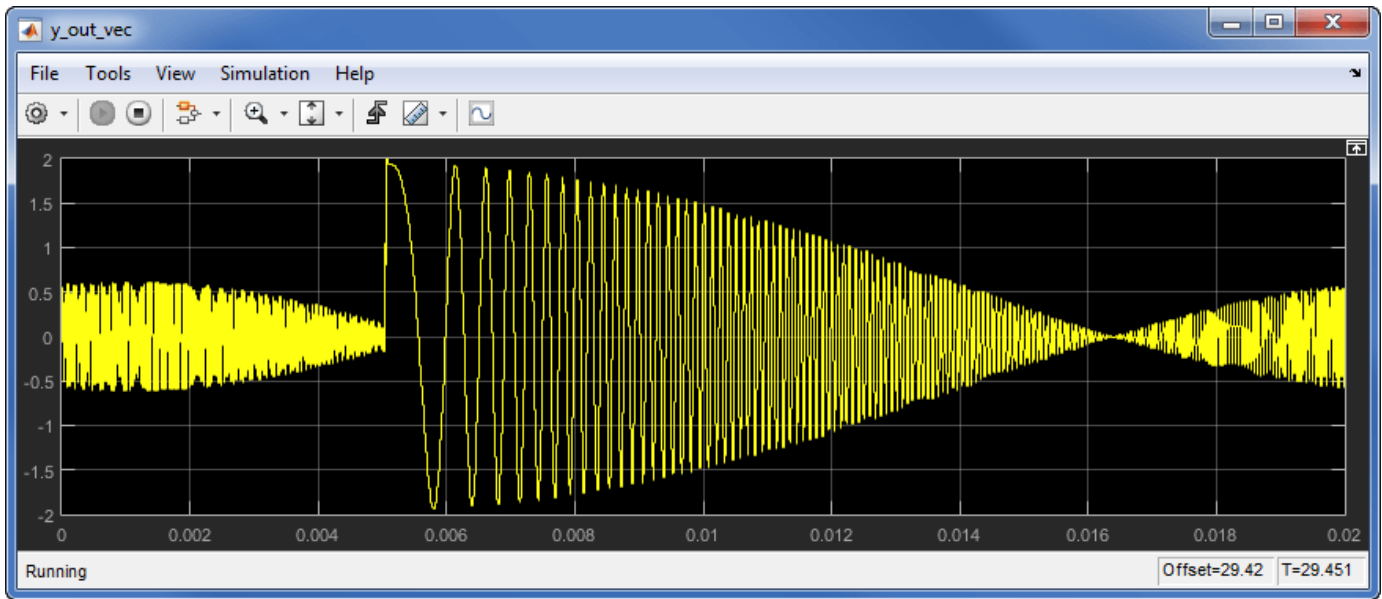
- 1 In the generated model, click on Hardware pane and go to **Hardware settings** to open **Configuration Parameter** dialog box.
- 2 Select **Solver** and set "Stop Time" to "inf".
- 3 From the Hardware pane, click the **Monitor and Tune** button.
- 4 Click the **Run** button on the model toolstrip. Embedded Coder builds the model, downloads the ARM executable to the Zedboard hardware, executes it, and connects the model to the executable running on the Zedboard hardware.

3. Now, both the hardware and software parts of the design are running on Zynq hardware. The ARM processor sends the source data to the FPGA IP, through the DMA controller and the AXI4-Stream interface. The ARM processor receives the filter result data from the FPGA IP, and sends the result data to Simulink via external mode. Observe the output of the FIR filter IP core from the Zynq hardware on the Time Scope **y_out**.



4. Tune the FIR filter parameters in the software interface model and observe how the output of the FIR filter changes as you tune the parameters. The parameter values are sent to the Zynq hardware via external mode and the AXI4-Lite interface.





Getting Started with AXI4-Stream Video Interface in Zynq Workflow

This example shows how to use the AXI4-Stream Video interface to enable high speed video streaming on the generated HDL IP core.

Before You Begin

To run this example, you must have the following software and hardware installed and set up:

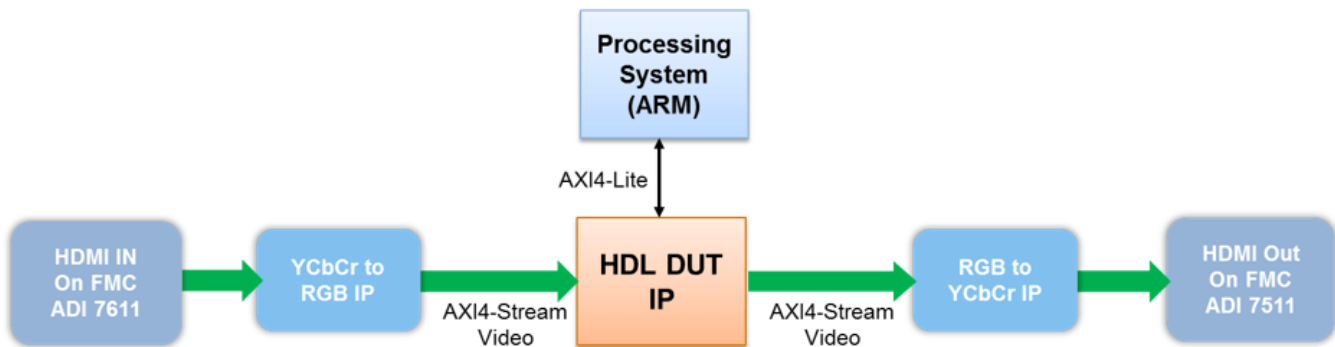
- HDL Coder Support Package for Xilinx Zynq Platform
- Embedded Coder Support Package for Xilinx Zynq Platform
- Computer Vision System Toolbox Support Package for Xilinx Zynq-Based Hardware
- Vision HDL Toolbox
- Xilinx Vivado Design Suite, with supported version listed in “HDL Language Support and Supported Third-Party Tools and Hardware”
- ZedBoard
- FMC HDMI I/O card (FMC-HDMI-CAM or FMC-IMAGEON)

To setup the ZedBoard, refer to the *Set up Zynq hardware and tools* section in this example.

Introduction

This example shows how to:

- 1 Model a video streaming algorithm using the streaming pixel protocol.
- 2 Generate an HDL IP core with AXI4-Stream Video interface.
- 3 Integrate the generated IP core into a ZedBoard video reference design with access to HDMI interfaces.
- 4 Use the ARM® processor to tune the parameters on the FPGA fabric to change the live video output.
- 5 Create your own custom video reference design.



The picture above is a high level architecture diagram that shows how the generated HDL DUT IP core works in a pre-defined video reference design. In this diagram, the **HDL DUT IP** block is the IP core that is generated from the IP core generation workflow. The rest of the diagram represents the

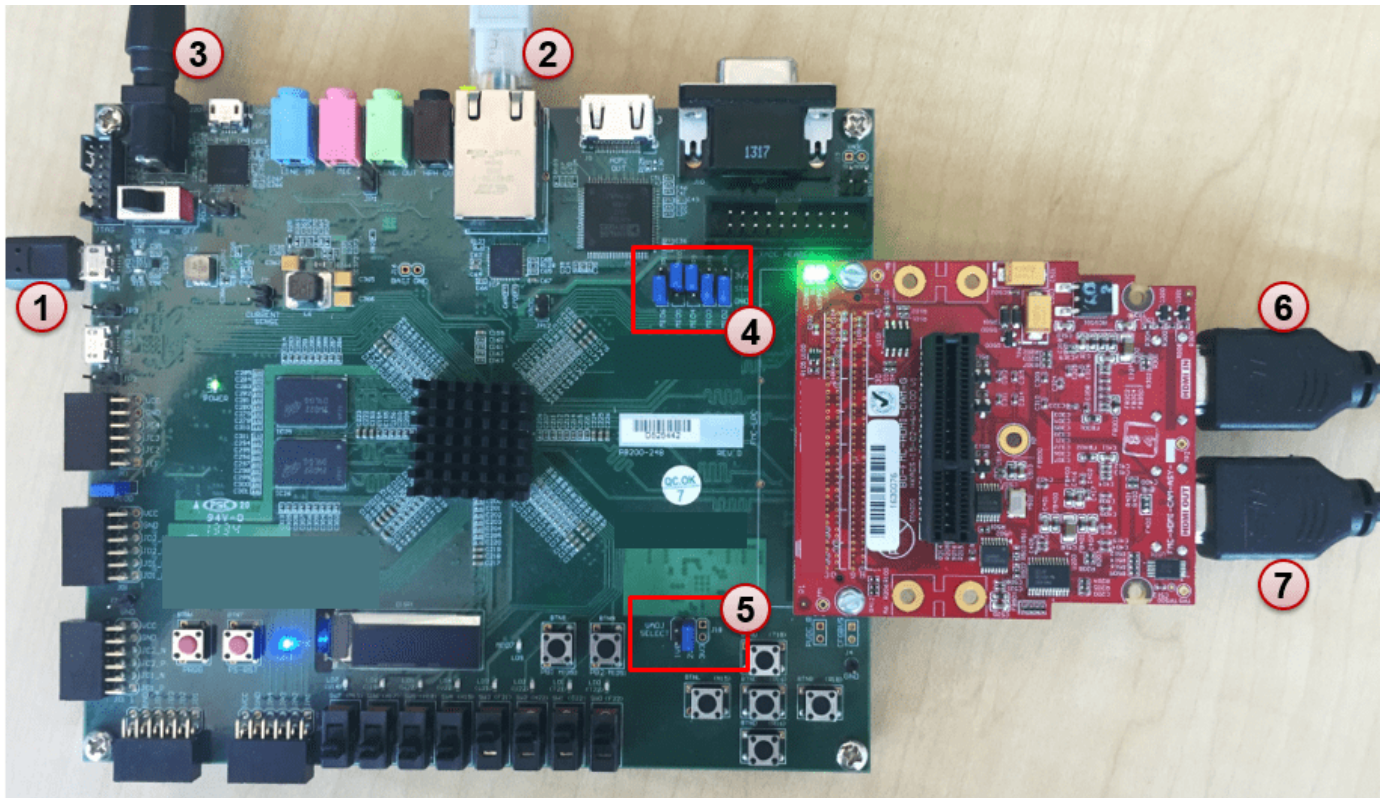
pre-defined video reference design, which contains other IPs to handle the HDMI input and output interfaces.

The **HDL DUT IP** processes a video stream coming from the HDMI input IP, generates an output video stream, and sends it to the HDMI output IP. All of these video streams are transferred in AXI4-Stream Video interface.

The **HDL DUT IP** can also include an AXI4-Lite interface for parameter tuning. Compared to the AXI4-Lite interface, the AXI4-Stream Video interface transfers data much faster, making it more suitable for the data path of the video algorithm.

Set up Zynq hardware and tools

1. Set up the ZedBoard and the FMC HDMI I/O card as shown in the figure below. To learn more about the ZedBoard hardware setup, please refer to the board documentation.



1.1. Connect the USB UART cable, the Ethernet cable and the power cable as shown in the figure above (marker 1 to 3).

1.2. Make sure the JP7 to JP11 jumpers are set as shown in the figure above (marker 4), so you can boot Linux from the SD card. JP7: down; JP8: down; JP9: up; JP10: up; JP11: down.

1.3. Make sure the J18 jumper are set on 2V5 as shown in the figure above (marker 5).

1.4. Connect HDMI video source to the FMC HDMI I/O card as shown in the figure above (marker 6). The video source must be able to provide 1080p video output, for example, it could be a video camera, smart phone, tablet, or your computer's HDMI output.

1.5. Connect a monitor to the FMC HDMI I/O card as shown in the figure above (marker 7). The monitor must be able to support 1080p display.

2. If you haven't already, install the HDL Coder and Embedded Coder Support Packages for Xilinx Zynq Platform, and Computer Vision System Toolbox Support Package for Xilinx Zynq-Based Hardware. To install the support package, go to the MATLAB® toolstrip and click **Add-Ons > Get Hardware Support Packages**.

3. Make sure you are using the SD card image provided by the Embedded Coder Support Package for Xilinx Zynq Platform. If you need to update your SD card image, run the following command at the MATLAB prompt:

```
targetupdater
```

4. Set up the Zynq hardware connection by entering the following command in the MATLAB command window:

```
h = zynq
```

The `zynq` function logs in to the hardware via COM port and runs the `ifconfig` command to obtain the IP address of the board. This function also tests the Ethernet connection.

5. Set up the Xilinx Vivado synthesis tool path using the following command in the MATLAB command window. Use your own Vivado installation path when you run the command.

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2017.4\bin\vivado.f
```

Model Video Streaming Algorithm using the Streaming Pixel Protocol

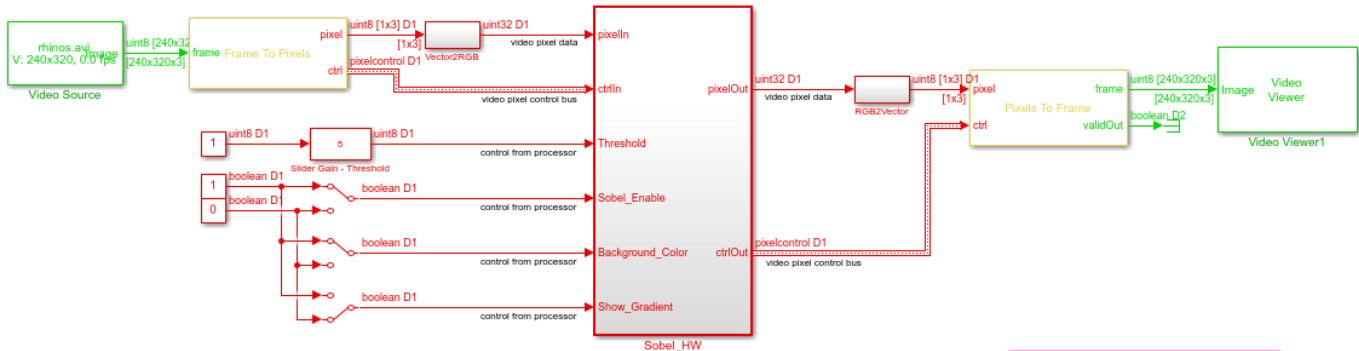
To deploy a simple Sobel edge detection algorithm on Zynq, the first step is to determine which part of the design to be run on FPGA, and which part of the design to be run on the ARM processor. In this example, we want to implement the edge detector on FPGA to process the incoming video stream in AXI4-Stream Video protocol. And we want to use the ARM processor to tune the parameters on FPGA to change the live video output.

In the example model, the DUT subsystem, **Sobel_HW**, uses a edge detector block to implement the Sobel edge detection algorithm. The video data and control signals are modeled in the video streaming pixel protocol, which is used by all the blocks in Vision HDL Toolbox. **pixelIn** and **pixelOut** are data ports for video streams. **ctrlIn** and **ctrlOut** are control ports for video streams. They are modeled using a bus data type (**Pixel Control Bus**) which contains following signals: **hStart**, **hEnd**, **vStart**, **vEnd**, **valid**.

Four input ports, **Threshold**, **Sobel_Enable**, **Background_Color** and **Show_Gradient**, are control ports to adjust the parameters the Sobel edge detection algorithms. You can use the **Slider Gain** or **Manual Switch** block to adjust the input values of these ports. After mapping these ports to AXI4-Lite interface, the ARM processor can control the generated IP core by writing to the generated AXI interface accessible registers.

```
modelName = 'hdlcoder_sobel_video_stream';
open_system(modelname);
sim(modelname);
```

Using IP Core Generation Workflow: Sobel Edge Detection



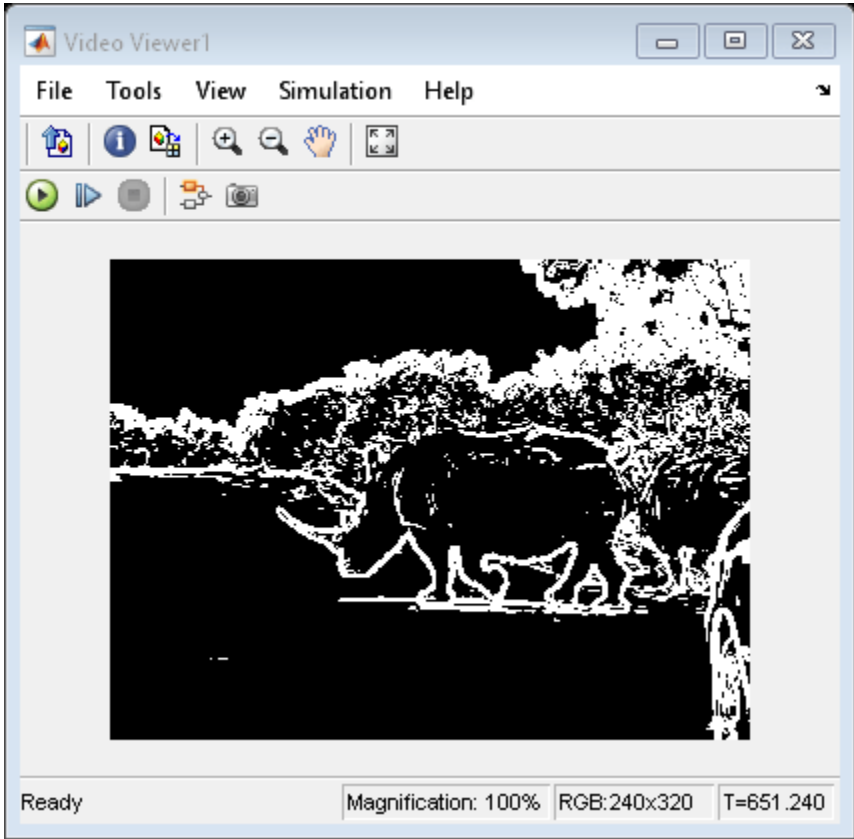
This example shows how to use HDL Code to generate a custom IP core which perform Sobel edge detection processing on streaming video.

In MATLAB, type the following:
`hdladvisor('hdlcoder_sobel_video_stream/Sobel_HW')`

Launch HDL Workflow Advisor

Run Demo

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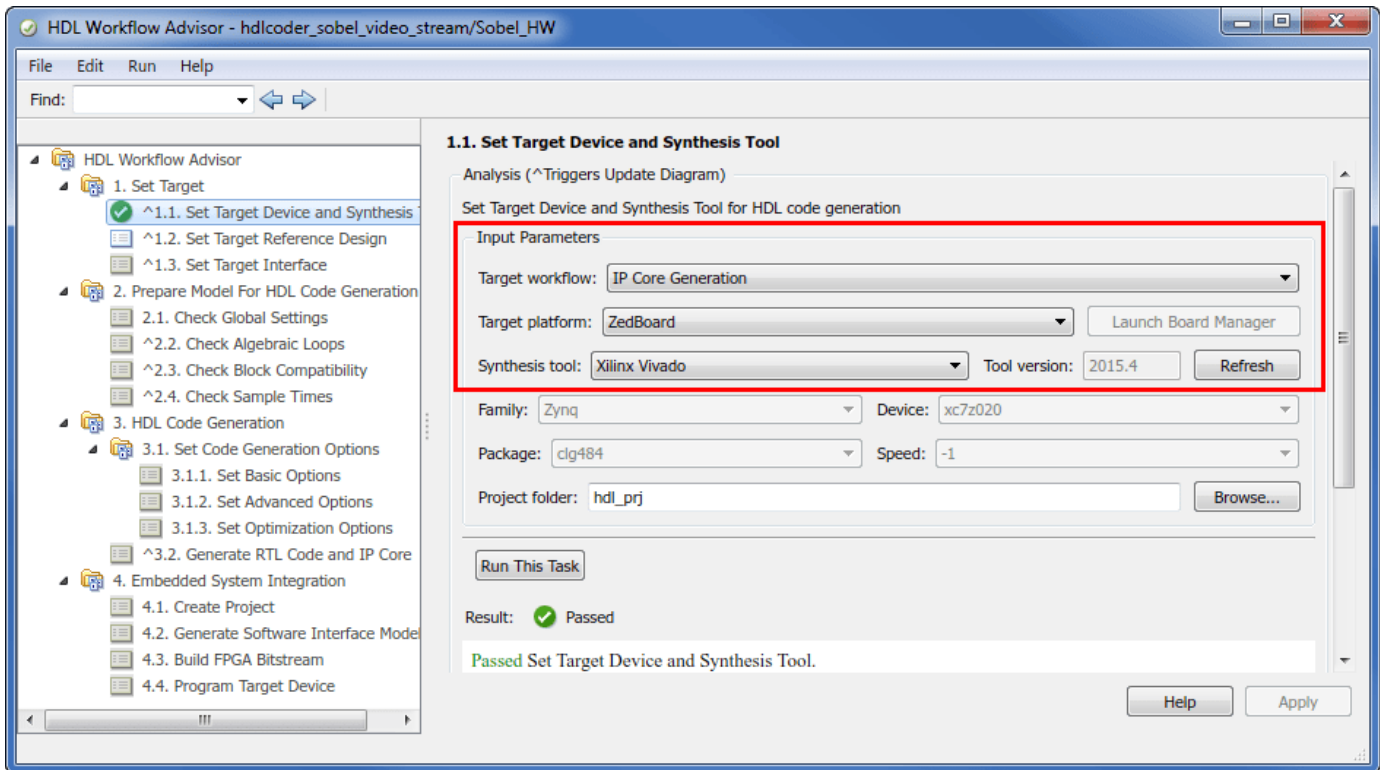


Generate HDL IP core with AXI4-Stream Video Interface

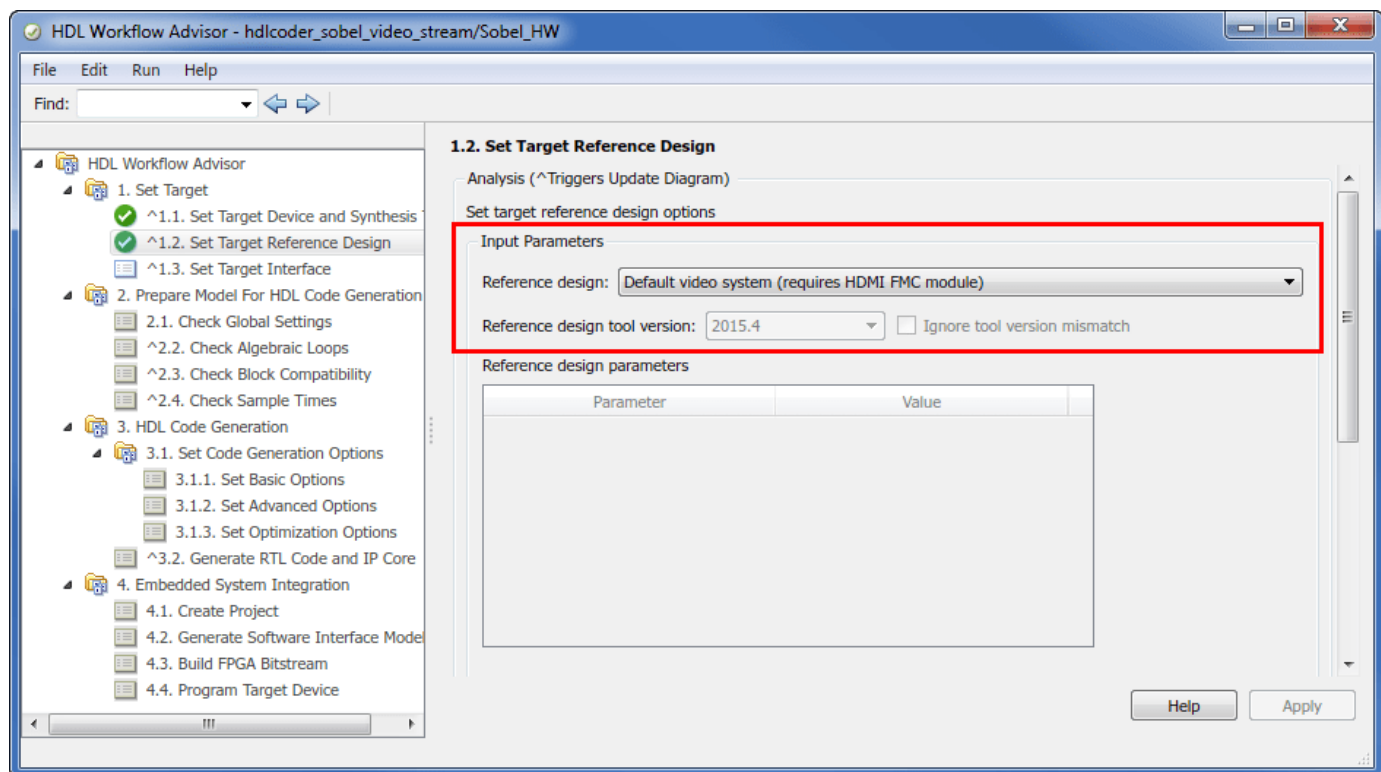
Next, we start the HDL Workflow Advisor and use the Zynq hardware-software co-design workflow to deploy this design on the Zynq hardware. For a more detailed step-by-step guide, you can refer to the “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75 example.

1. Start the HDL Workflow Advisor from the DUT subsystem, `hdlcoder_sobel_video_stream/Sobel_HW`. The target interface settings are already saved in this example model, so the settings in Task 1.1 to 1.3 are automatically loaded. To learn more about saving target interface settings in the model, you can refer to the “Save Target Hardware Settings in Model” on page 40-147 example.

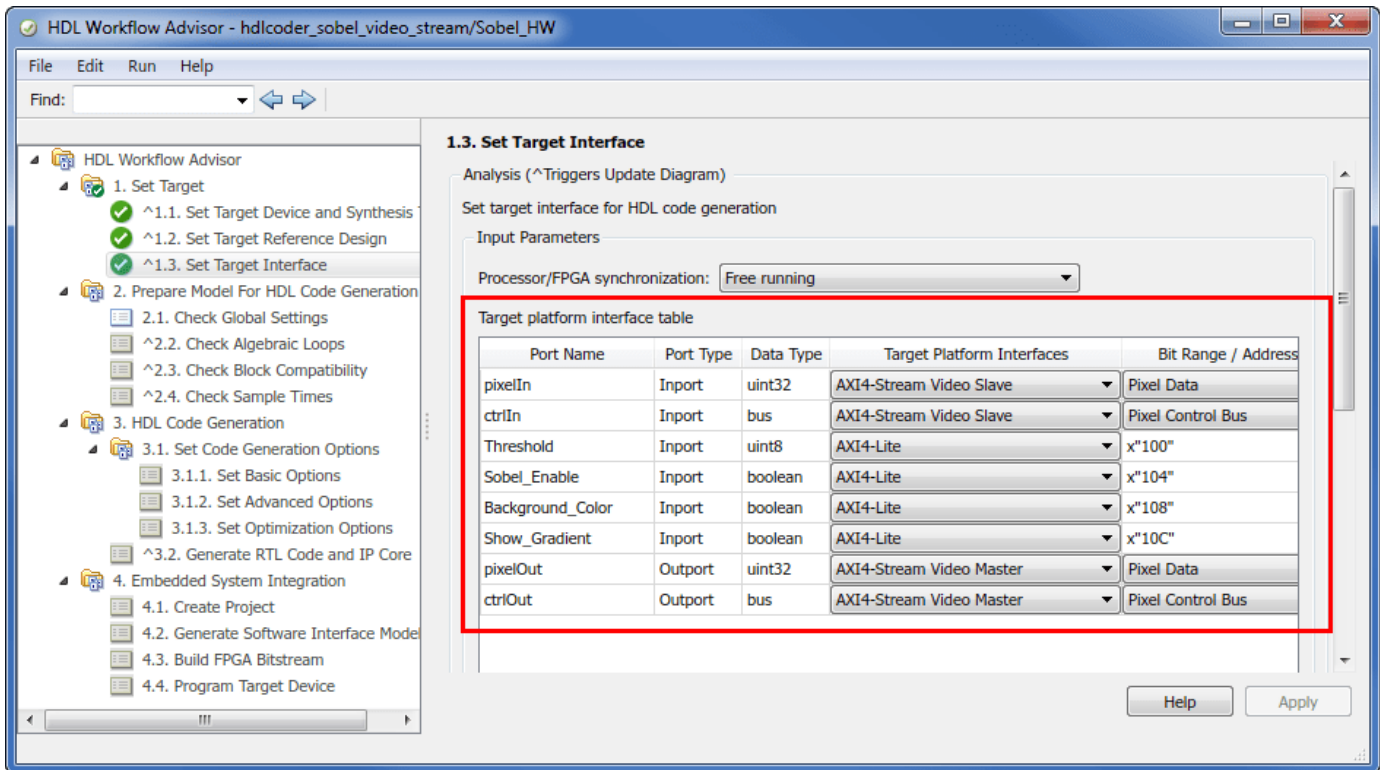
In Task 1.1, **IP Core Generation** is selected for **Target workflow**, and **ZedBoard** is selected for **Target platform**.



In Task 1.2, **Default video system (requires HDMI FMC module)** is selected for **Reference Design**.



In Task 1.3, the **Target platform interface table** is loaded as shown in the following picture. The video data stream ports, **pixelIn**, **ctrlIn**, **pixelOut**, and **ctrlOut**, are mapped to the AXI4-Stream Video interfaces, and the control parameter ports, such as **Threshold**, are mapped to the AXI4-Lite interface.



The AXI4-Stream Video interface communicates in master/slave mode, where the master device sends data to the slave device. Therefore, if a data port is an input port, assign it to an **AXI4-Stream Video Slave** interface, and if a data port is output port, assign it to an **AXI4-Stream Video Master** interface.

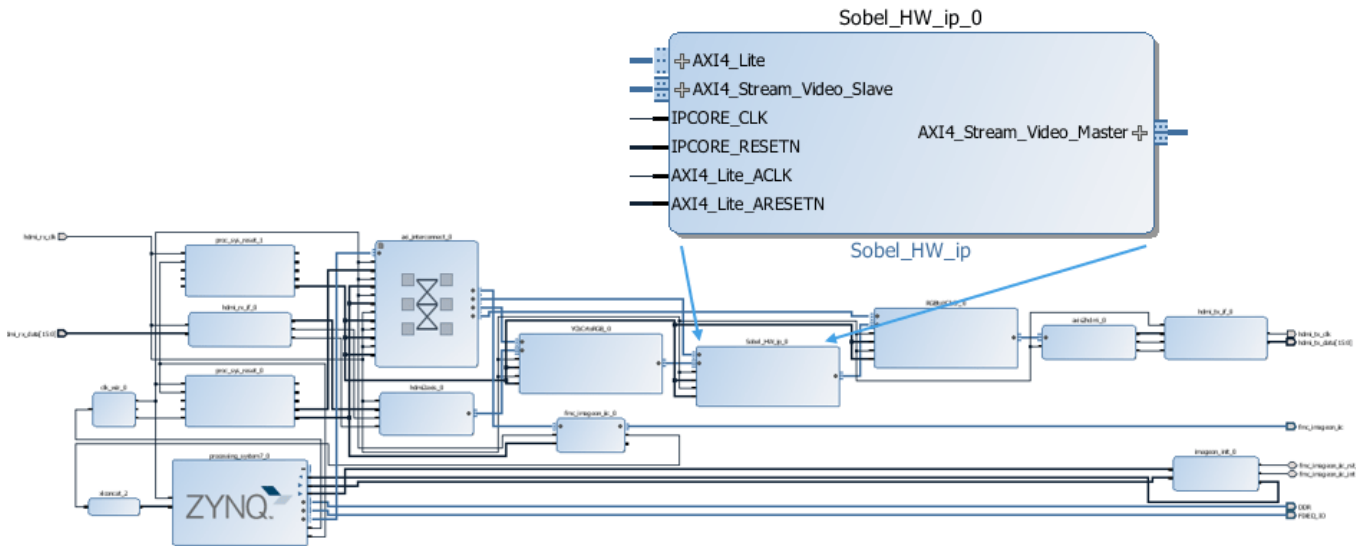
2. Right-click Task 3.2, **Generate RTL Code and IP Core**, and select **Run to Selected Task** to generate the IP core. You can find the register address mapping and other documentation for the IP core in the generated IP Core Report.

Integrate IP Into AXI4-Stream Video Compatible Reference Design

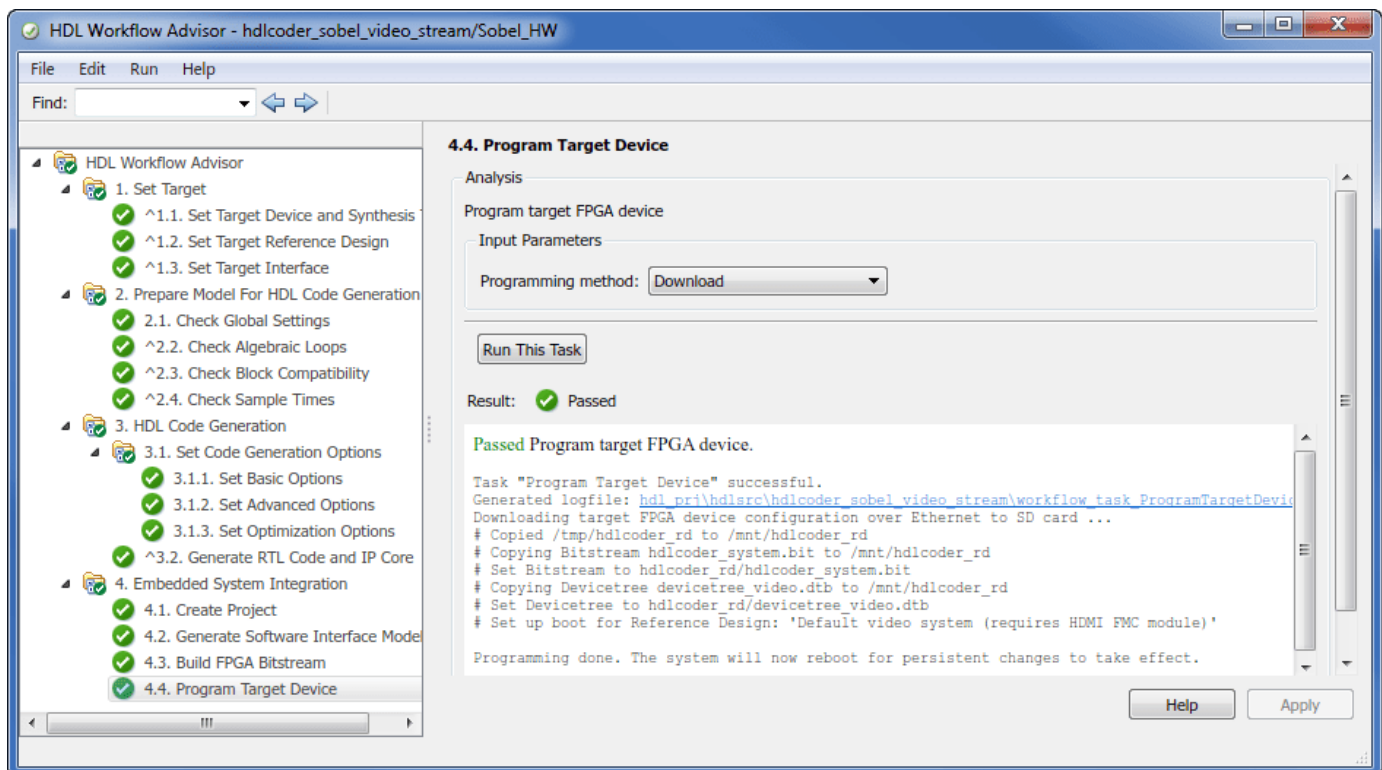
Next, in the HDL Workflow Advisor, we run the **Embedded System Integration** tasks to deploy the generated HDL IP core on Zynq hardware.

1. Run Task 4.1, **Create Project**. This task inserts the generated IP core into the **Default video system** reference design. As shown in the first diagram, this reference design contains the IPs to handle HDMI input and output interfaces. It also contains the IPs to do color space conversion from YCbCr to RGB. The generated project is a complete Zynq design, including the algorithm part (the generated DUT algorithm IP), and the platform part (the reference design).

2. Click the link in the Result pane to open the generated Vivado project. In the Vivado tool, click **Open Block Design** to view the Zynq design diagram, which includes the generated HDL IP core, other video pipelining IPs and the Zynq processor.



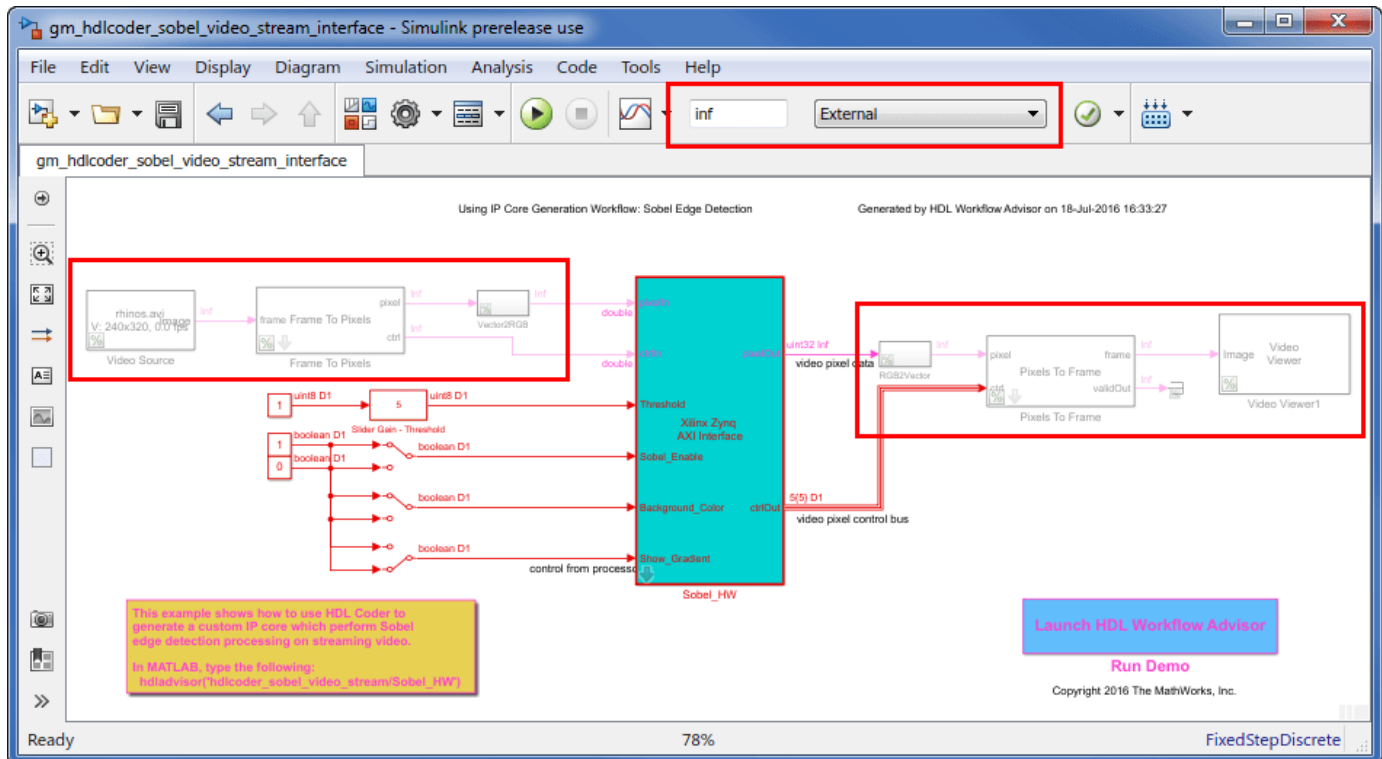
3. In the HDL Workflow Advisor, run the rest of the tasks to generate the software interface model, and build and download the FPGA bitstream. Choose **Download** programming method in the task **Program Target Device** to download the FPGA bitstream onto the SD card on the ZedBoard, so your design will be automatically reloaded when you power cycle the ZedBoard.



Generate ARM executable to Tune Parameters on the FPGA Fabric

A software interface model is generated in Task 4.2, **Generate Software Interface Model**.

1. Before you generate code from the software interface model, comment out the **Video Source** and **Video Viewer** in the generated model, as shown in the following picture. These blocks do not need to be run on the ARM processor. The ARM processor is using AXI4-Lite interface to control the FPGA fabric. The actual video source and display interface are all running on the FPGA fabric. The video source comes from the HDMI input, and the video output will be sent to the monitor connected to the HDMI output.



2. Configure and build the software interface model for external mode:

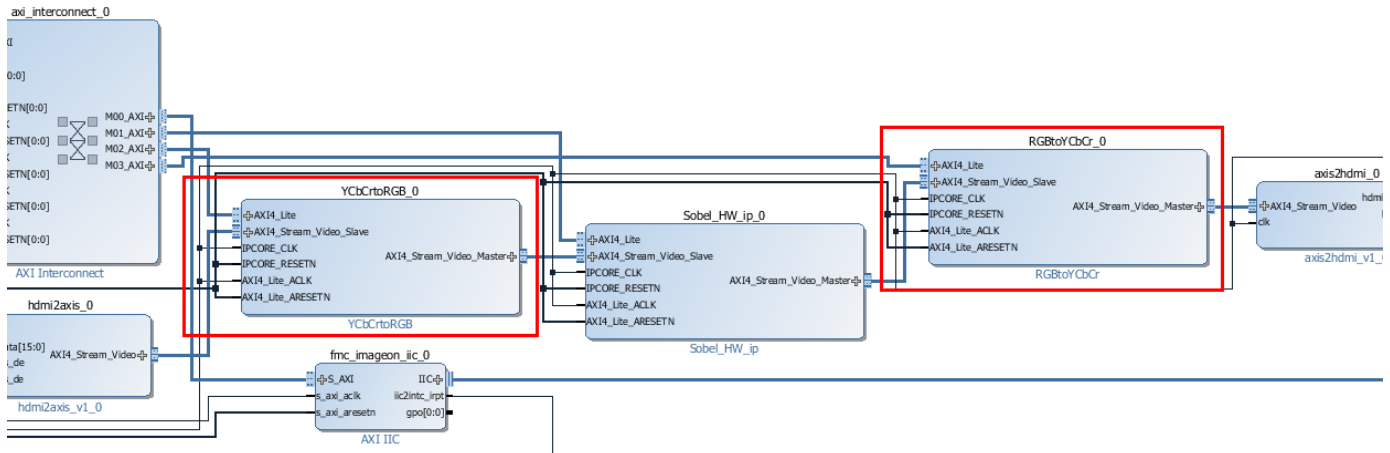
- 1 In the generated model, open the **Configuration Parameters** dialog box.
- 2 Select **Solver** and set "Stop Time" to "inf".
- 3 From the model menu, select **Simulation > Mode > External**.
- 4 Click the **Run** button on the model toolstrip. Embedded Coder builds the model, downloads the ARM executable to the ZedBoard hardware, executes it, and connects the model to the executable running on the ZedBoard hardware.

3. Now, both the hardware and software parts of the design are running on Zynq hardware. Use the **Sobel_Enable** switch to observe that the live video output switches between the edge detector output and the original video. Use the **Threshold** or **Background_Color** switch to see the different edge detection effects on the live video output. These parameter values are sent to the Zynq hardware via external mode and the AXI4-Lite interface.

Customize your video reference design

You may want to extend the existing **Default video system** reference design to add additional pre-processing or post-processing camera pipelining IPs, or you may want to use a different SoC hardware or video camera interface. The **Default video system** reference design is an example or a starting point to create your own custom reference design.

For example, the **Default video system** reference design contains two IP cores to do color space conversion from YCbCr to RGB, as shown in following picture. These two IP cores are generated by HDL Coder as well using the IP Core Generation workflow. You can optionally generate other pre-processing or post-processing camera pipelining IP cores, and add them into a custom reference design to extend your video platform.



For more details on creating your own custom reference design, you can refer to the “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211 example.

Performing Large Matrix Operation on FPGA using External Memory

This example shows how to generate an HDL IP core with AXI4 Master interface, perform matrix multiplication in HDL IP core, and write output result to DDR memory.

Before You Begin

To run this example, you must have the following software and hardware installed and set up:

- Xilinx Vivado Design Suite, with supported version listed in “HDL Language Support and Supported Third-Party Tools and Hardware”
- Xilinx Zynq ZC706 Evaluation Kit
- HDL Coder Support Package for Xilinx Zynq Platform
- HDL Verifier Support Package for Xilinx FPGA Boards
- This example can also be run on a Xilinx Zynq Ultrascale+ MPSoC ZCU102 Evaluation Kit

Introduction

In this example, you:

- 1 Generate an HDL IP core with AXI4 Master interface.
- 2 Access large matrices from the external DDR3 memory on the Xilinx Zynq ZC706 board using the AXI4 Master interface.
- 3 Perform matrix vector multiplication in the HDL IP core and write the output result back to the DDR memory using the AXI4 Master interface.

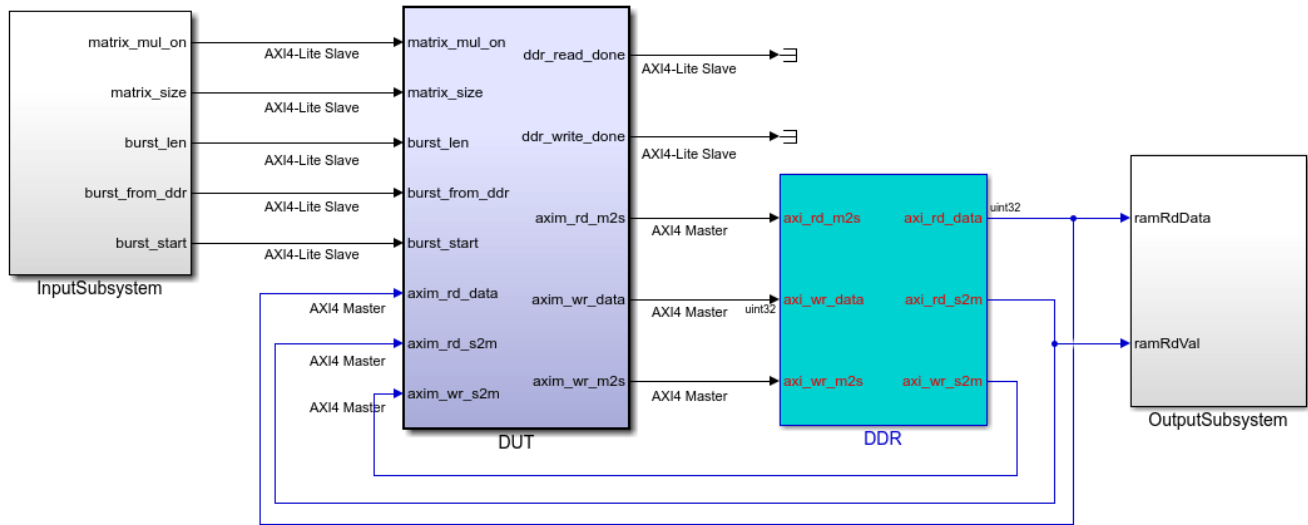
This example can also be run on a Xilinx Zynq Ultrascale+ MPSoC ZCU102 Evaluation Kit, to access the external DDR4 memory.

This example models a matrix vector multiplication algorithm and implements the algorithm on the Xilinx Zynq FPGA board. Large matrices may not map efficiently to Block RAMs on the FPGA fabric. Instead, we can store the matrices in the external DDR memory on the FPGA board. The AXI4 Master interface can access the data by communicating with vendor-provided memory interface IP cores that interface with the DDR memory. This capability enables you to model algorithms that involve large data processing and requires high-throughput DDR access, such as matrix operations, computer vision algorithms, and so on.

The matrix vector multiplication module supports fixed point matrix vector multiplication, with a configurable matrix size ranging from 2 to 4000. The size of the matrix is run-time configurable through AXI4 accessible register.

```
modelName = 'hdlcoder_external_memory';  
open_system(modelName);
```

Using IP Core Generation Workflow: External Memory Access



This example shows how to use HDL Code to generate a custom IP core which perform large matrix operations on FPGAs using external memory.

In MATLAB, type the following:
`hdladvisor('hdlcoder_external_memory/DUT')`

Launch HDL Workflow Advisor

Run Demo

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Model Algorithm Using AXI4 Master Protocol

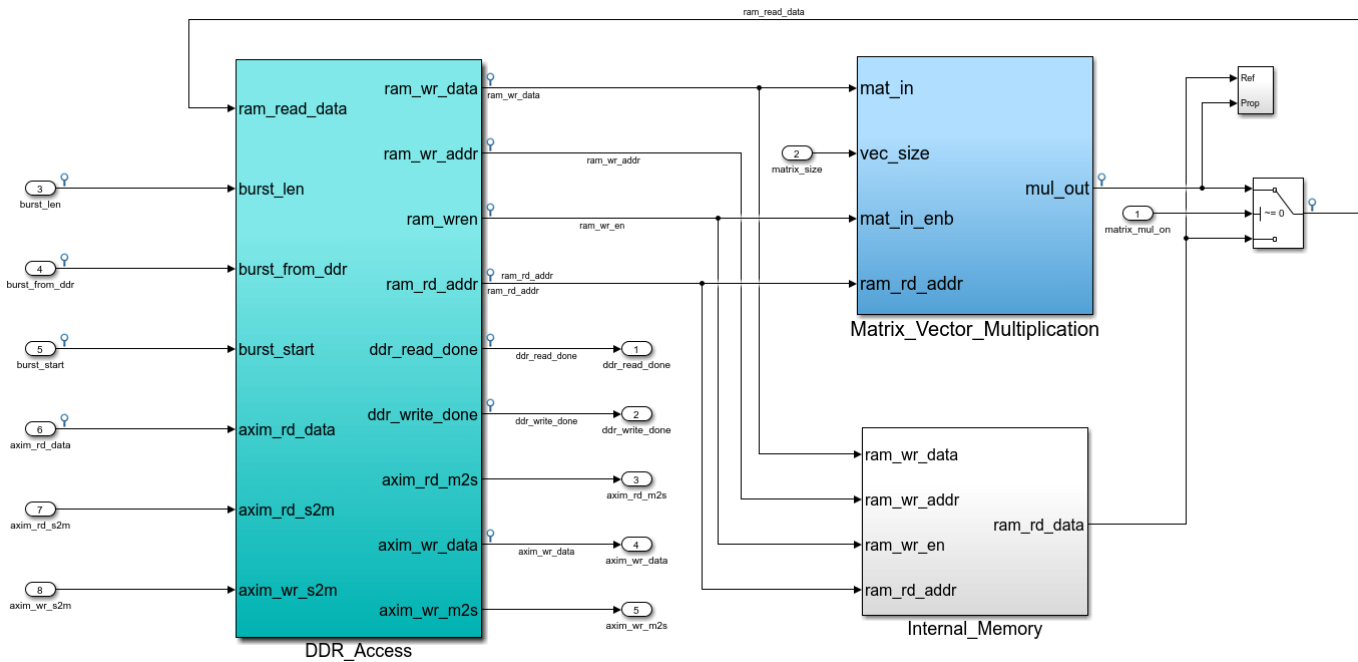
This example model includes the FPGA implementable DUT (Design under test) block, the DDR functional behavior block and the test environment to drive inputs and verify the expected outputs.

The DUT subsystem contains the AXI4 Master read/write controller along with the matrix vector multiplication module. Using the AXI4 Master interface, the DUT subsystem reads data from the external DDR memory, feed the data into the `Matrix_Vector_Multiplication` module, and then write the output data to the external DDR memory using AXI4 Master interface. The DUT module also has several parameter ports. These ports will be mapped to AXI4-Lite accessible registers, so you can adjust these parameters from MATLAB, even after you implement the design onto the FPGA.

The DDR module represents the external DDR memory in simulation environment. The interface between the DUT and DDR modules are the simplified AXI4 Master protocol.

One of the parameter port `matrix_mul_on` controls whether to run the `Matrix_Vector_Multiplication` module. When the input to `matrix_mul_on` is true, the DUT subsystem performs matrix vector multiplication as describe above. When the input to `matrix_mul_on` is false, the DUT subsystem perform a data loop back mode. In this mode, the DUT subsystem read data from the external DDR memory, write it into the `Internal_Memory` module, and then write the same data back to the external DDR memory. The data loop back mode is a simple way to verify the functionality of the AXI4 Master external DDR memory access.

```
open_system('hdlcoder_external_memory/DUT');
```



Inside the DUT subsystem, the `DDR_Access` module models the simplified AXI4 Master protocol, and use it to read and writes data on DDR. During the IP Core Generation workflow, HDL Coder will then generate the translator between the simplified AXI4 Master protocol and the actual AXI4 Master protocol in the generated HDL IP core. For more information on the simplified AXI4 Master protocol, refer to the “Model Design for AXI4 Master Interface Generation” on page 41-93 documentation.

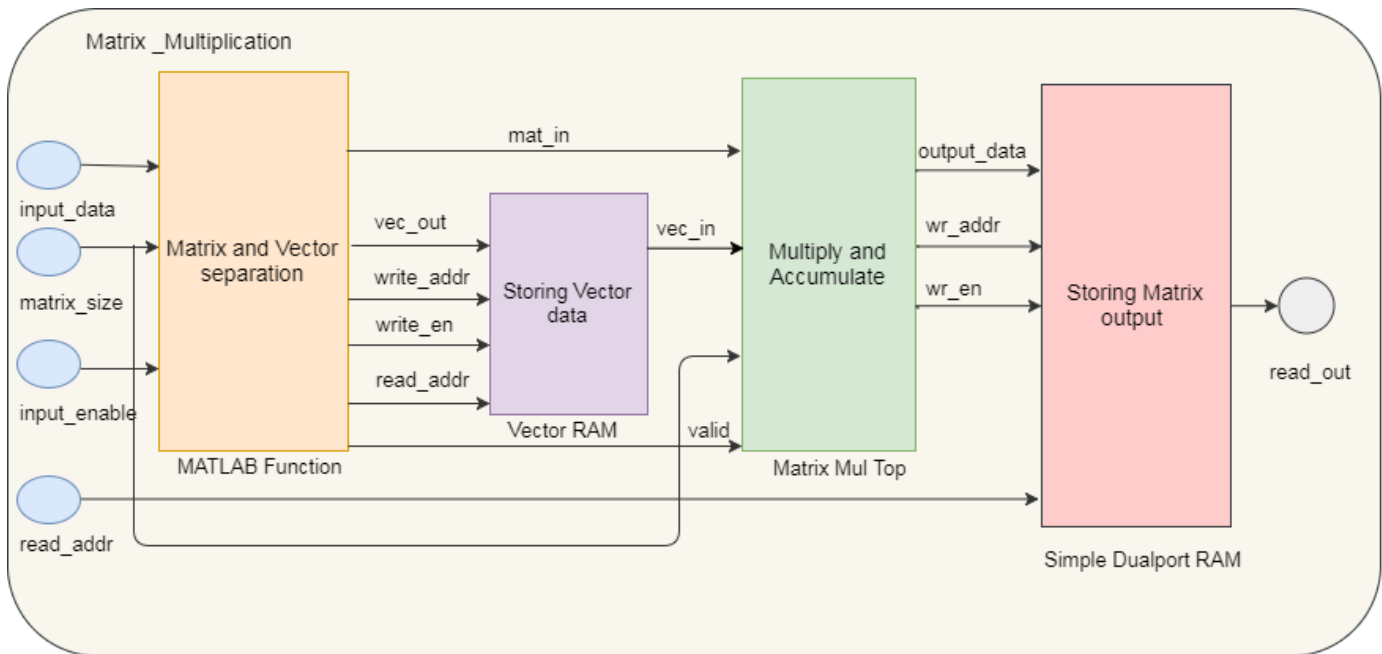
Also inside the DUT subsystem, the `Matrix_Vector_Multiplication` module uses a multiply-add block to implement a streaming dot-product computation for the inner-product of the matrix vector multiplication.

Lets say, A be a matrix of size $N \times N$ and B is a vector of size $N \times 1$

Then, matrix vector multiplication output will be: $Z = A * B$, of size $N \times 1$

The first N values from the DDR are treated as the $N \times 1$ size vector, followed by $N \times N$ size matrix data. First N values (vector data) are stored into a RAM. From $N+1$ values onwards, data is directly streamed as matrix data. Vector data will be read from the `Vector_RAM` in parallel. Both matrix and vector inputs are fed into the `Matrix_mul_top` subsystem. The first matrix output is available after N clock cycles and will be stored into output RAM. Again, vector RAM read address is reinitialized to 0 and starts reading same vector data corresponding to new matrix stream. This operation is repeated for all the rows of the matrix.

The follow diagram shows the architecture of the `Matrix_Vector_Multiplication` module.



Functional Simulation in Simulink

You can simulate this example model, and verify the simulation result by running following script in MATLAB:

```
hdlcoder_external_memory_simulation;
```

```
PASSED: DDR initialization data matches.
```

```
PASSED: Matrix vector multiplication output matches with the expected data
```

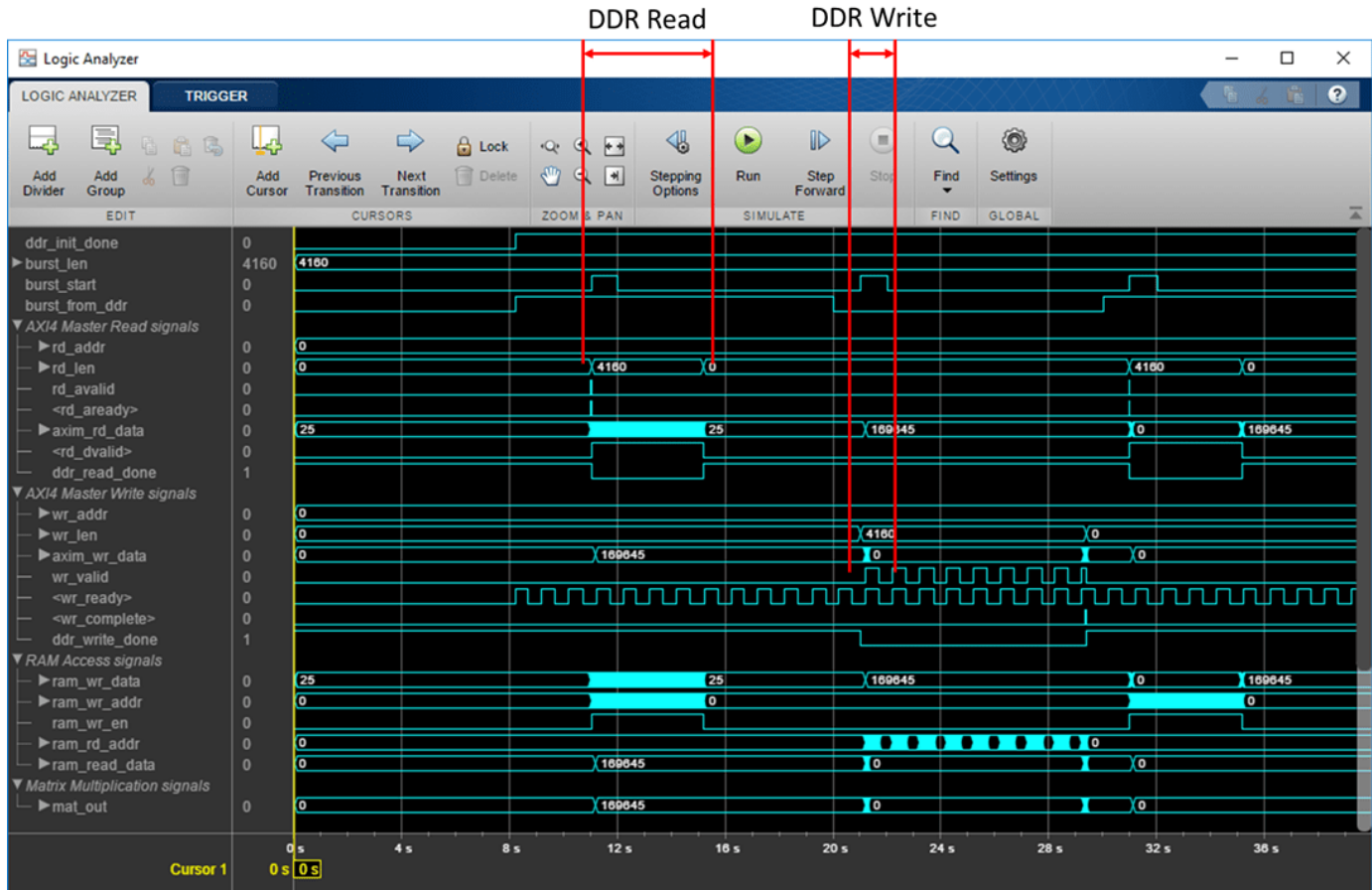
This script first initializes the parameters like `Matrix_Size`. By default the `Matrix_Size` is 64, which means a 64x64 matrix. The default `Matrix_Size` is kept small so the simulation is faster. After the DUT is implemented onto the FPGA board, larger `Matrix_Size` then can be used as the FPGA calculation is much faster. You can also adjust these parameters in the script.

The script then simulates the model, and verifies the result by comparing the logged simulation result with the expected value.

By default, the `Matrix_Multiplication_On` is true, the script verifies the matrix vector multiplication result.

When the `Matrix_Multiplication_On` is false, the script verifies the loop back mode, which means the DUT read `Burst_Length` amount of data from DDR, and write the data back to DDR.

If you have a DSP System Toolbox license, you can view the model signals over time using the Logic Analyzer.



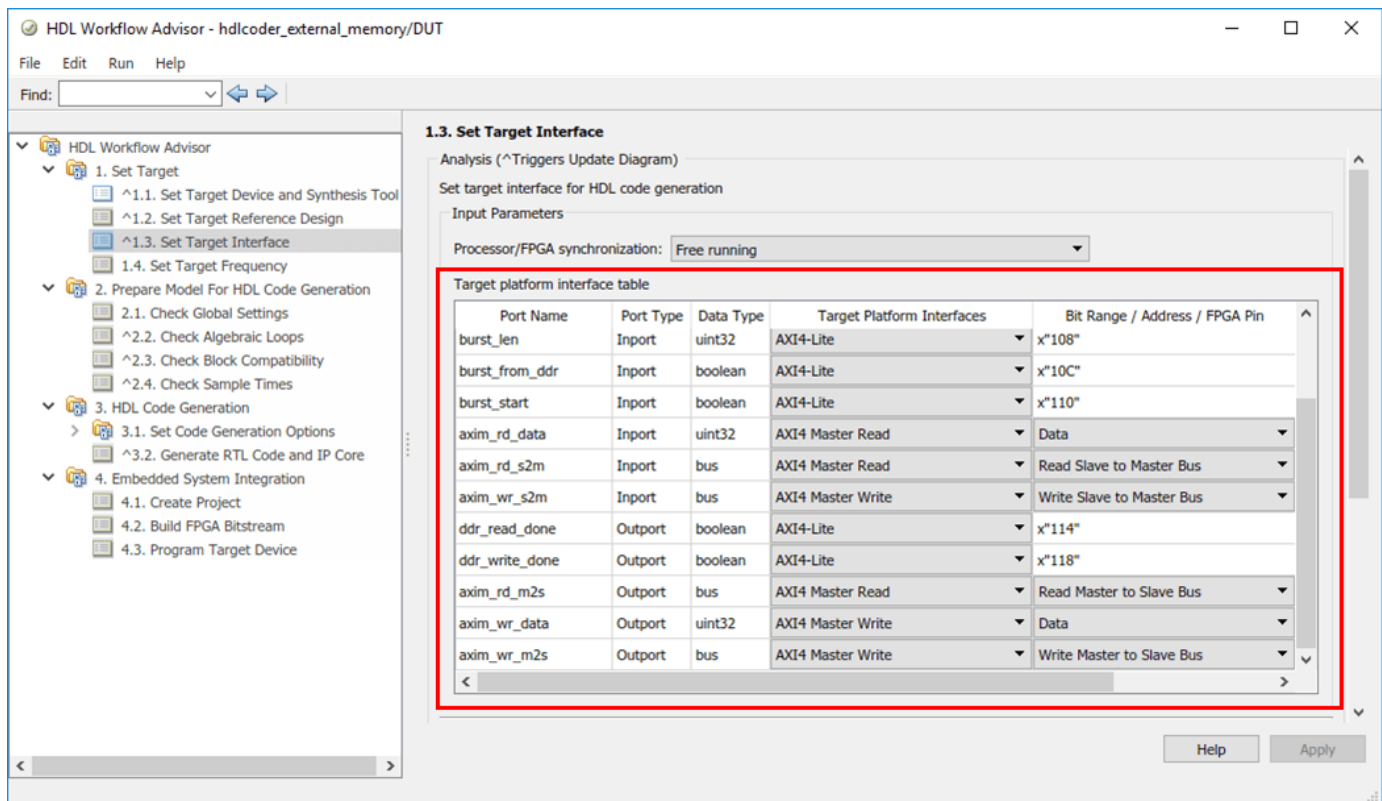
Generate HDL IP core with AXI4 Master Interface

Next, we start the HDL Workflow Advisor and use the IP Core Generation workflow to deploy this design on the Zynq hardware. For a more detailed step-by-step guide, you can refer to the “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75 example.

1. Set up the Xilinx Vivado synthesis tool path using the following command in the MATLAB command window. Use your own Vivado installation path when you run the command.

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2018.2\bin\vivado.l
```

2. Start the HDL Workflow Advisor from the DUT subsystem, hdlcoder_external_memory/DUT. The target interface settings are saved on the model. Notice that **Target workflow** is IP Core Generation, **Target platform** is Xilinx Zynq ZC706 evaluation kit, **Reference Design** is Default System with External DDR3 memory access, and **Target platform interface table** settings are as shown below.



In this example, the input parameter ports like `matrix_mul_on`, `matrix_size`, `burst_len`, `burst_from_ddr` and `burst_start` are mapped to the AXI4-Lite interface. HDL Coder will generate AXI4 interface accessible registers for these ports. Later, you can use MATLAB to tune these parameters at run-time when the design is running on FPGA board.

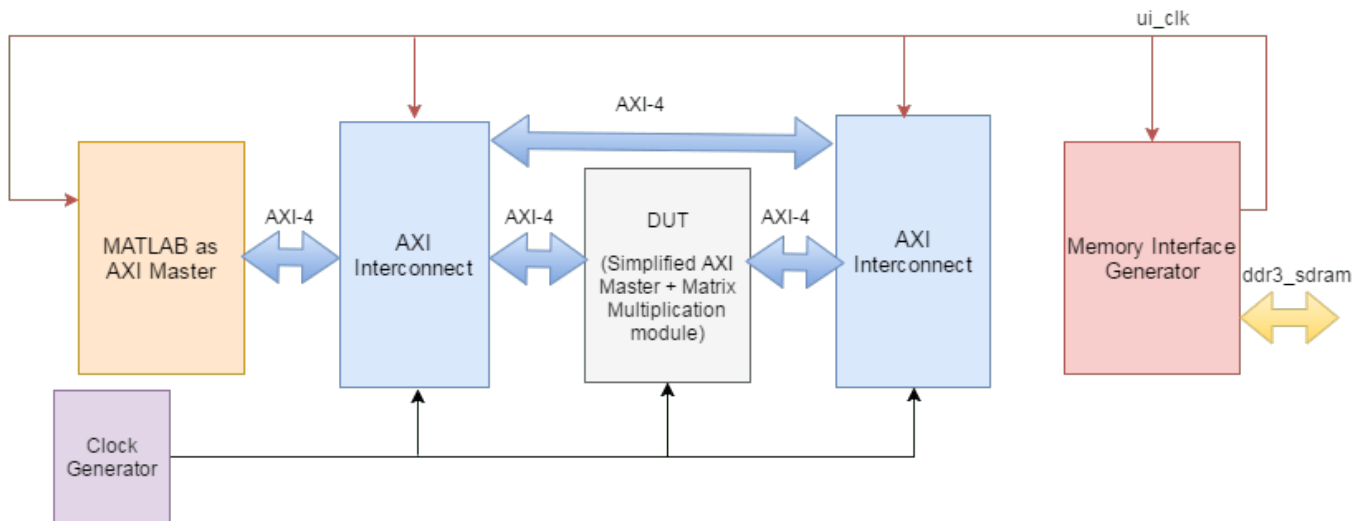
The AXI4 Master interface has separate Read and Write channels. The read channel ports like `axim_rd_data`, `axim_rd_s2m`, `axim_rd_m2s` are mapped to AXI4 Master Read interface. The write channel ports like `axim_wr_data`, `axim_wr_s2m`, `axim_wr_m2s` are mapped to AXI4 Master Write interface.

3. Right-click Task 3.2, **Generate RTL Code and IP Core**, and select **Run to Selected Task** to generate the IP core. You can find the register address mapping and other documentation for the IP core in the generated IP Core Report.

4. Now Right-click Task 4.2 **Build FPGA Bitstream**, and select **Run to Selected Task** to generate the Vivado project, and then build the FPGA bitstream.

During the project creation, the generated DUT IP core is integrated into the **Default System with External DDR3 Memory Access** reference design. This reference design comprises of a Xilinx Memory Interface Generator IP to communicate with the on-board external DDR3 memory on ZC706 platform. The MATLAB as AXI Master IP is also added to enable MATLAB to control the DUT IP, and to initialize and verify the DDR memory content.

You can click the link in the result window in Task 4.1 "Create Project" to view the generate Vivado project. If you open the Vivado block design, the generated reference design project looks similar to this architecture diagram.



Run FPGA Implementation on Xilinx Zynq ZC706 Evaluation Kit

After the FPGA bitstream is generated, you can run Task 4.3 **Program Target Device** to program the FPGA board through JTAG cable.

You can then run the FPGA implementation, and verify the hardware result by running following script in MATLAB

```
hdlcoder_external_memory_hw_run
```

This script first initializes the `Matrix_Size` to 500, which means a 500x500 matrix. You can adjust the `Matrix_Size` up to 4000.

The AXI4 Master Read and Write channel base addresses are then configured. These addresses defines the base address that DUT reads from, and writes to external DDR memory. In this script, the DUT is reading from base address '40000000', and write to base address '50000000'.

Then the MATLAB as AXI Master feature is used to initialize the external DDR3 memory with input vector and matrix data, and also clear the output DDR memory location.

Then the DUT calculation is started by controlling the AXI4-Lite accessible registers. The DUT IP core first read input data from the DDR memory, perform the matrix vector multiplication, and then write the result back to the DDR memory.

Finally, the output result is read back to MATLAB, and compared with the expected value. In this way, the hardware results are verified in MATLAB.

```
>> hdlcoder_external_memory_hw_run
Initializing external DDR3 memory (data size 250500) ...
Starting DUT IP core processing ...
Verifying result ...
PASSED: Matrix vector multiplication output matches with the expected data.
```

Accessing External DDR4 memory on Xilinx Zynq Ultrascale+ MPSoC ZCU102 Evaluation Kit

1. Use the same model `hdlcoder_external_memory` to access external DDR4 memory on ZCU102 using HDL Coder IP core generation workflow.
2. Start the HDL Workflow Advisor from the DUT subsystem, `hdlcoder_external_memory/DUT`. In Task 1.1 Set **Target platform** as Xilinx Zynq Ultrascale+ MPSoC ZCU102 Evaluation Kit and in Task 1.2 set **Reference Design** as Default System with External DDR4 Memory Access
3. Now Right-click Task 4.2 **Build FPGA Bitstream**, and select **Run to Selected Task** to generate the Vivado project, and then build the FPGA bitstream.
4. You can run Task 4.3 **Program Target Device** to program the device and verify the hardware result by running following script in MATLAB:

```
hdlcoder_external_memory_hw_run_ZCU102
```

This script first initializes the `Matrix_Size` to 2000, which means a 2000x2000 matrix. In this script, the DUT is reading from base address '80000000', and write to base address '90000000'.

Finally, the output result is read back to MATLAB, and compared with the expected value. In this way, the hardware results are verified in MATLAB.

```
>> hdlcoder_external_memory_hw_run_ZCU102
Initializing external DDR4 memory (data size 4002000) ...
Starting DUT IP core processing ...
Verifying result ...
PASSED: Matrix vector multiplication output matches with the expected data.
```


Authoring a Reference Design for Audio System on a Zynq Board

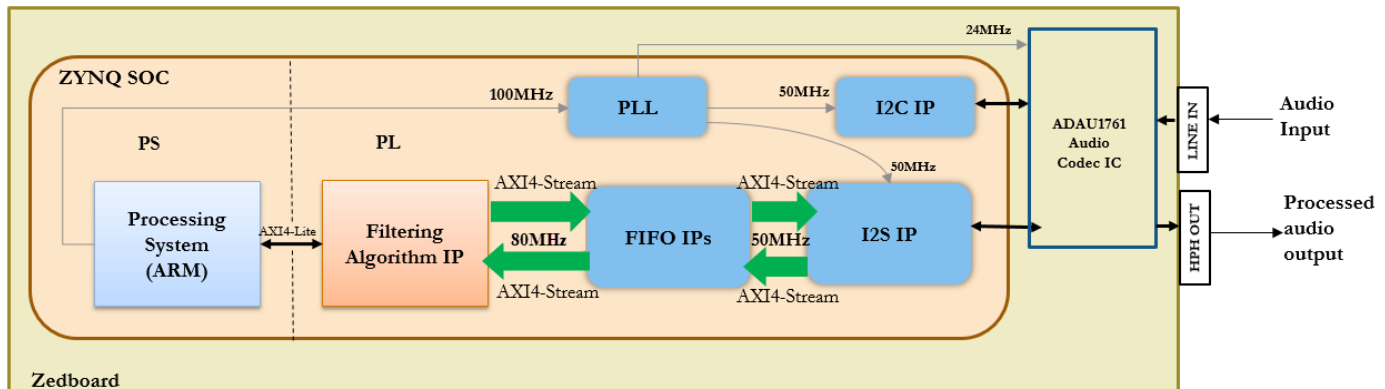
This example shows how to build a reference design to run an audio algorithm and access audio input and output on a Zynq® board.

Introduction

In this example you will create a reference design which receives audio input from Zedboard, performs some processing on it and transmits the processed audio data out of Zedboard. You also generate IP cores for peripheral interfaces using **HDL Workflow Advisor**.

To perform audio processing on Zedboard, you need the following 2 protocols:

- 1 I2C to configure the ADAU1761 audio codec chip on Zedboard.
- 2 I2S to stream the digitized audio data between the codec chip and Zynq fabric.



The above figure is a high level architecture diagram that shows how the reference design is used by the Filtering Algorithm IP. I2S IP operates at 50MHz frequency whereas one may want to run the Filtering Algorithm IP at a higher frequency. This frequency is controlled in Step 1.4 in **HDL Workflow Advisor**. In this example, assume that the filter operates at 80MHz. Since I2S and Filtering Algorithm IPs operate at different frequencies, we need FIFOs to handle clock domain crossing. Depending on the type of filter selected, Filtering Algorithm IP filters a range of frequencies from the incoming audio data and passes the filtered audio data out. In the above figure, the Filtering Algorithm IP is our main algorithm that we are modeling in Simulink. While FIFO IP is provided in Vivado, the I2C and I2S IPs need to be created. Here, the user has 3 choices: (a) use pre-packaged IP, e.g., if one exists, (b) model it in Simulink and generate an IP core using IP core generation workflow or (c) use legacy HDL code. To create an IP out of legacy HDL code, use a Simulink model to black box the HDL code and generate IP core from it. FIFO IPs handle the clock domain crossing between incoming audio data at 50MHz and the filter IP running at 80MHz. I2C, I2S, PLL, FIFO IPs and Processing System form a part of the reference design.

The following steps are used to create the reference design described above:

- 1 Generate IP Cores for peripheral interfaces
- 2 Create a custom audio codec reference design in Vivado
- 3 Create the reference design definition file

4 Verify the reference design

1. Generate IP Cores for peripheral interfaces using HDL Workflow Advisor

In this example,

- 1 I2C IP is developed by modeling it using Stateflow blocks, and also using legacy VHDL code for tristate buffer.
- 2 I2S IP is developed by modeling it in Simulink.

1.1 Creation of I2C IP

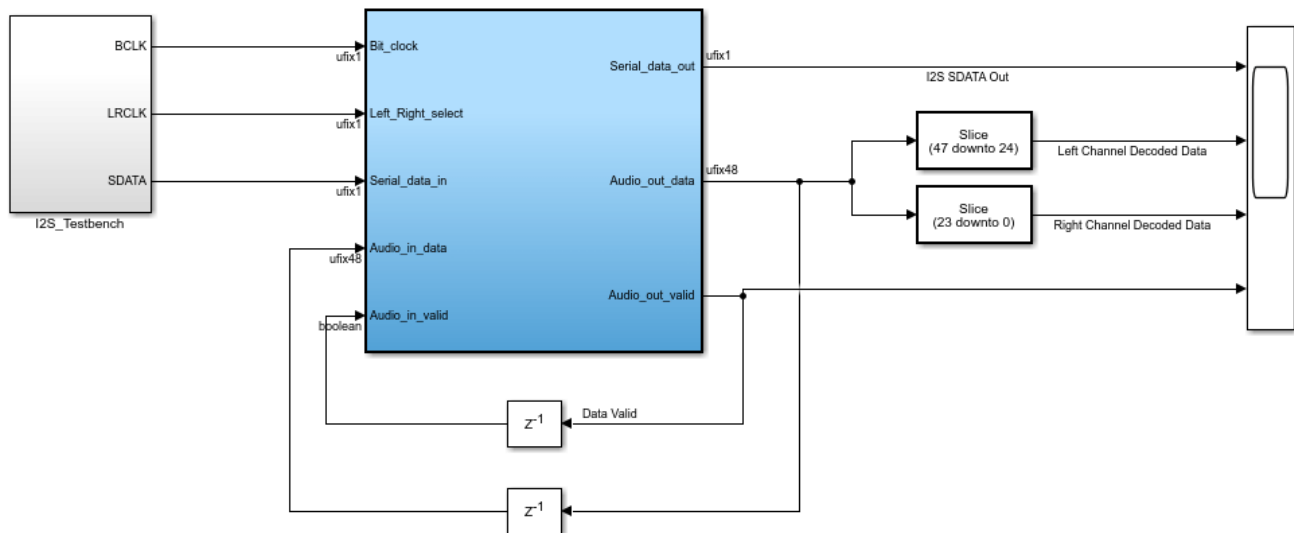
For creation of I2C IP to configure Audio Codec ADAU1761, refer to “IP Core Generation of an I2C Controller IP to Configure the Audio Codec Chip” on page 41-111 article.

1.2 Creation of I2S IP

Design a model in Simulink with a matlab function which implements the I2S protocol.

```
modelName = 'hdlcoder_I2S_adau1761';
open_system(modelname);
```

Using IP Core Generation Workflow: I2S IP generation



This example shows how to use HDL Workflow Advisor to generate a custom IP core for implementing I2S protocol

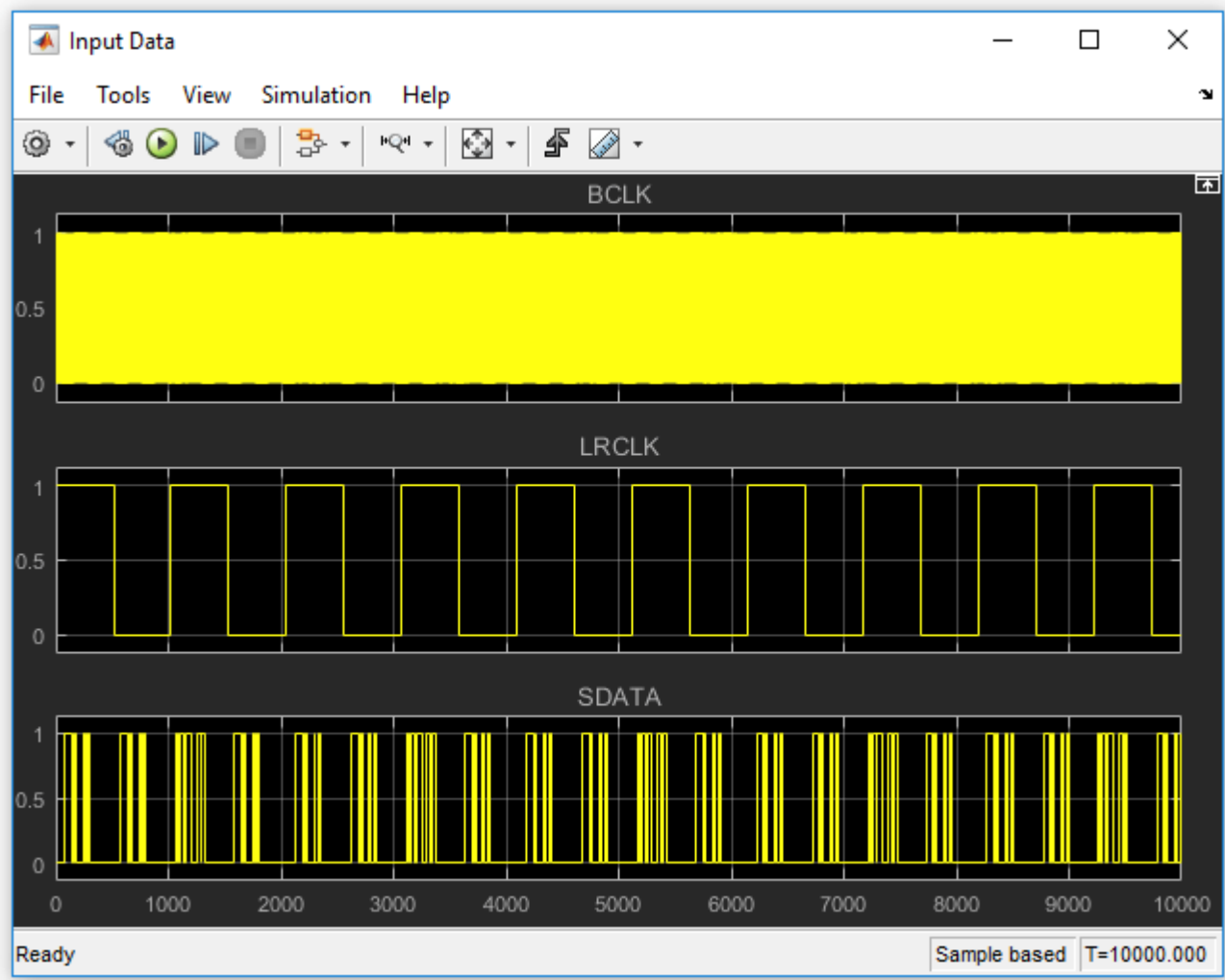
In MATLAB, type the following:
hdladvisor('hdlcoder_I2S_adau1761/Subsystem')

Launch HDL Workflow Advisor

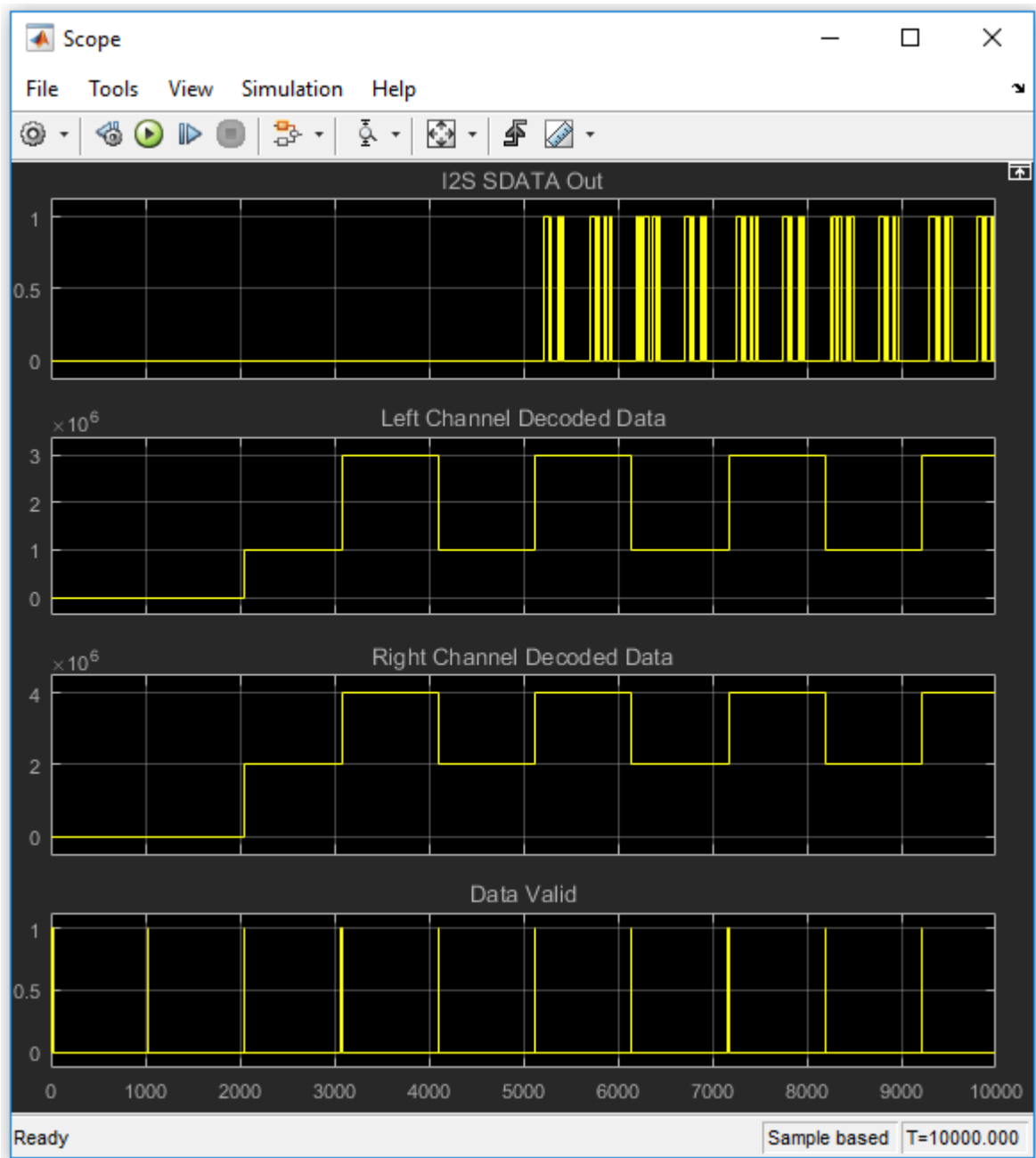
Run Demo

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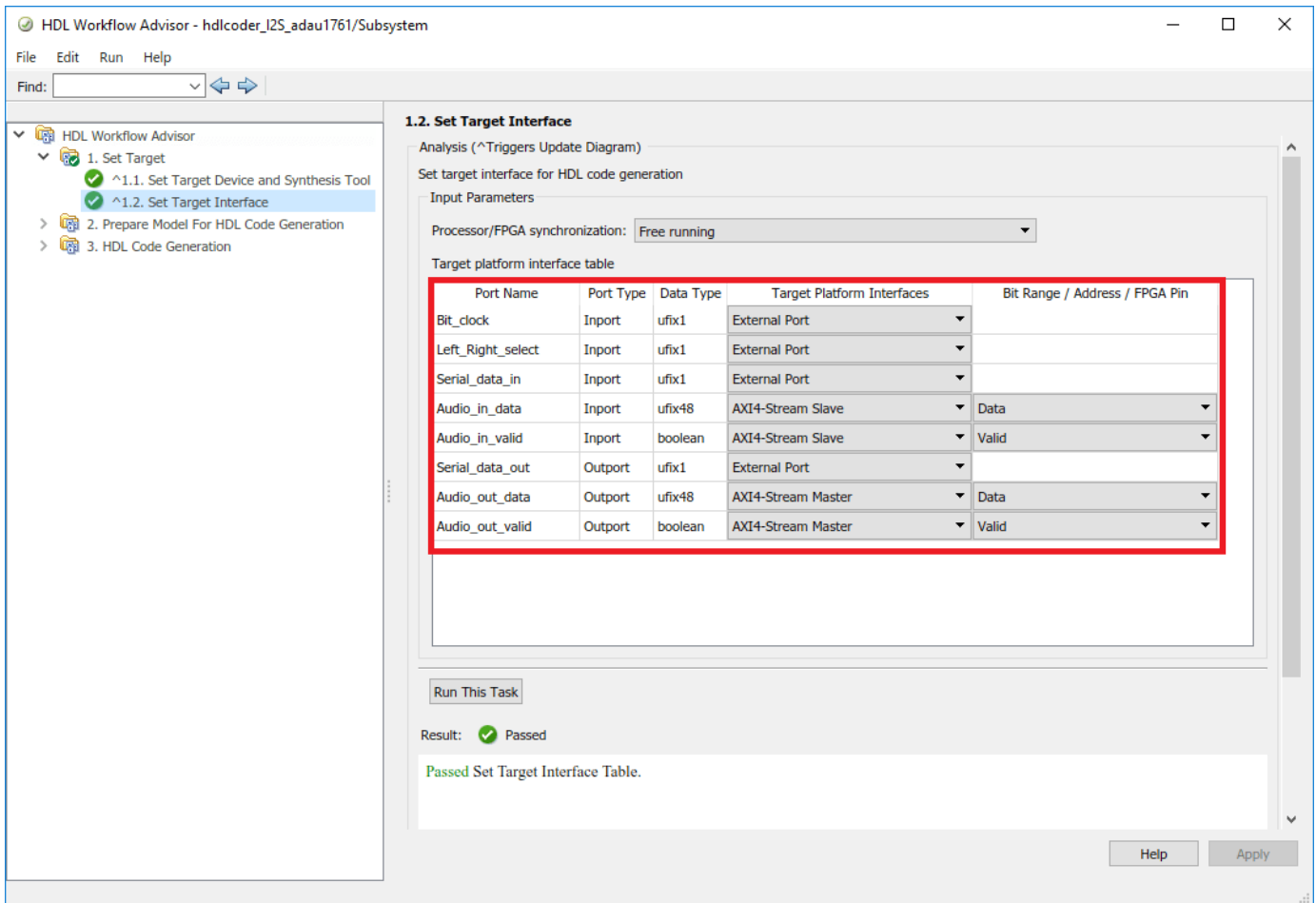
Create a test bench in the model to mimic the incoming audio data from the codec.



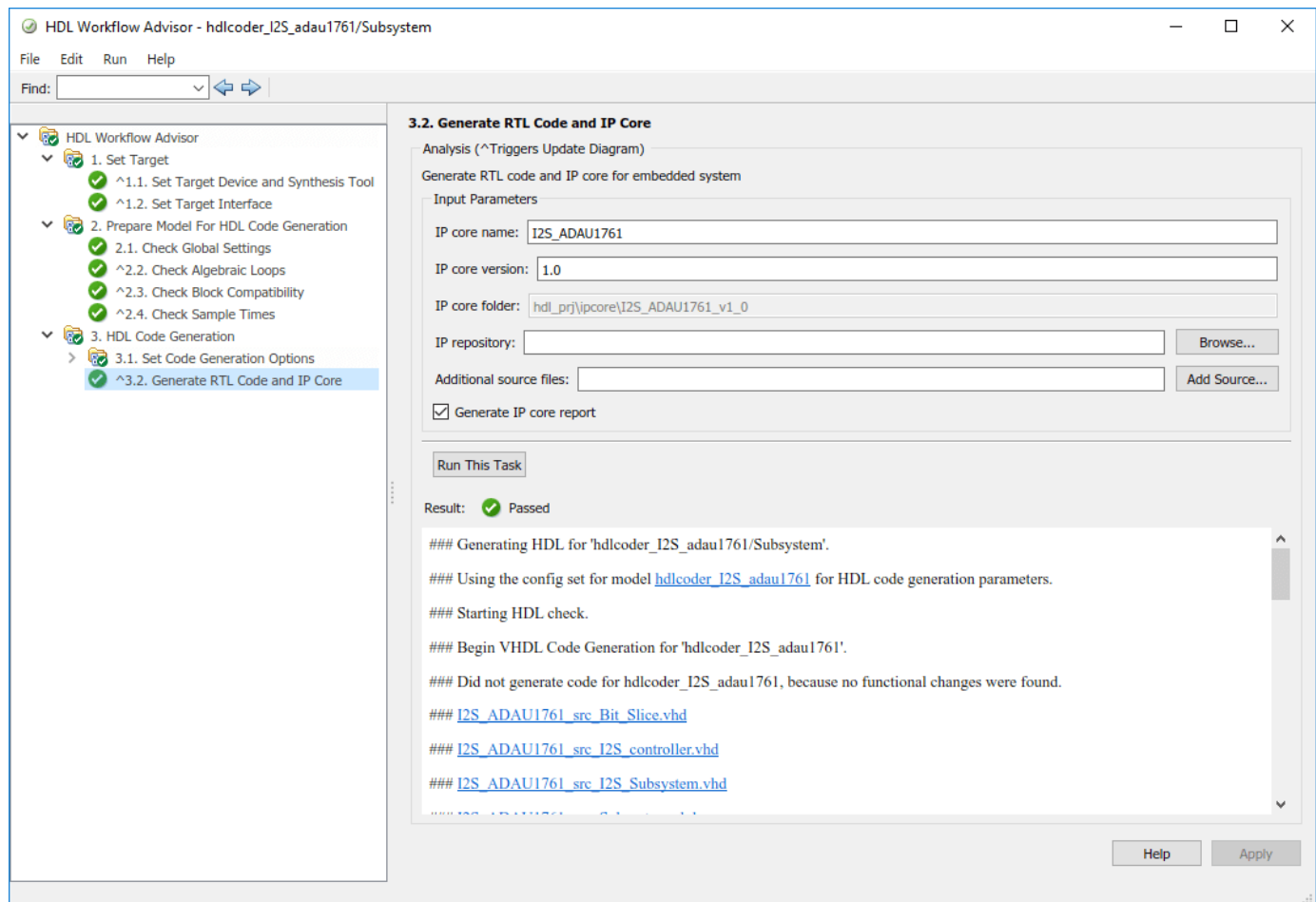
Feed this data to the Subsystem block which does the I2S operation. Verify the output of the Subsystem on a Scope.



Start the HDL Workflow Advisor from the DUT subsystem. In Task 1.1, keep the same settings as those of I2C IP generated earlier. In Task 1.2, set the Target Platform Interfaces as shown below:



Run Task 3.2 and generate the ip core.



2. Create a custom audio codec reference design in Vivado

I2C, I2S and FIFO IPs are incorporated in the custom reference design. To create a custom reference design, refer to the "Create and export a custom reference design using Xilinx Vivado" section in "Define Custom Board and Reference Design for Zynq Workflow" on page 41-211.

Key points to be noted while creating this custom reference design:

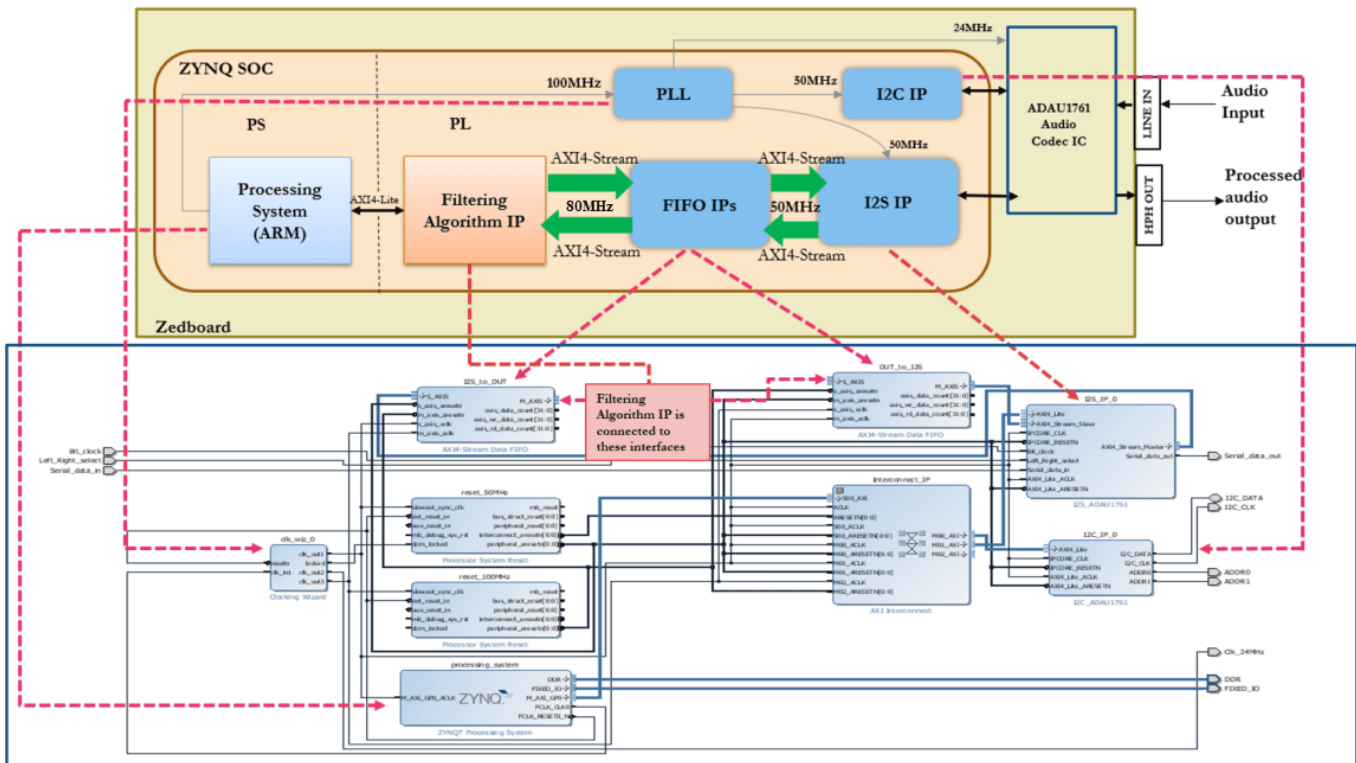
- 1 We must understand the theory of operation of the audio codec chip on the Zedboard.
- 2 The FIFOs are set to default values for their configuration.
- 3 For the IP cores generated using HDL Workflow Advisor, **IPCORE_CLK** and **AXI4_Lite_ACLK** should be connected to the same clock source.
- 4 On validating the block design in Vivado, there should be no critical warnings except for the unconnected ports.
- 5 In this reference design, the audio codec is configured to operate in the Master mode.

The following signals run between the reference design on Zynq Soc and the audio codec on Zedboard:

- 1 **Bit_clock** is the product of the sampling frequency, the number of bits per channel and the number of channels. It is driven by the audio codec in master mode. In this example, Sampling frequency is 48KHz, No of channels is 2, Number of bits per channel is 24.

- 2 **Left_right_select** is to distinguish between left audio channel data and right audio channel data. It is in sync with the Bit clock.
- 3 **Serial_data_in** is the analog to digital converted audio data from the codec.
- 4 **Serial_data_out** is the digital audio data going to codec to be converted into analog form.
- 5 **I2C_CLK** and **I2C_DATA** are standard I2C signals
- 6 **ADDR0** and **ADDR1** are the I2C Address Bits.
- 7 **Clk_24MHz** is the 24MHz clock signal required by the codec.

The custom audio codec reference design created for this example is shown below:



3. Create the reference design definition file

The following code describes the contents of the Zedboard reference design definition file **plugin_rd.m** for the above reference design. For more details on how to define and register custom board, refer to “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211 example.

```

function hRD = plugin_rd()
% Reference design definition

% Copyright 2016-2018 The MathWorks, Inc.

% Construct reference design object
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Xilinx Vivado');

hRD.ReferenceDesignName = 'Audio System with AXI4 Stream Interface';
hRD.BoardName = 'ZedBoard';

%% Tool information
hRD.SupportedToolVersion = {'2017.2', '2017.4'};

%% Add custom design files
% add custom Vivado design
hRD.addCustomVivadoDesign( ...
    'CustomBlockDesignTcl', 'system_top.tcl', ...
    'VivadoBoardPart',      'em.avnet.com:zed:part0:1.0');

hRD.addIPRepository(...
    'IPListFunction', 'mathworks.hdlcoderdemo.vivado.hdlcoderdemo_adaul761_iplist');

% Add constraint files
hRD.CustomConstraints = {'Audio_Filter_Demo.xdc'};

%% Add interfaces
% add clock interface
hRD.addClockInterface( ...
    'ClockConnection',      'clk_wiz_0/clk_out3', ...
    'ResetConnection',      'reset_100MHz/peripheral_aresetn',...
    'DefaultFrequencyMHz',  80,...
    'MinFrequencyMHz',      5,...
    'MaxFrequencyMHz',      500,...
    'ClockModuleInstance',  'clk_wiz_0',...
    'ClockNumber',          3);

% add AXI4 and AXI4-Lite slave interfaces
hRD.addAXI4SlaveInterface( ...
    'InterfaceConnection',  'Interconnect_IP/M02_AXI', ...
    'BaseAddress',          '0x400D0000', ...
    'MasterAddressSpace',   'processing_system/Data');

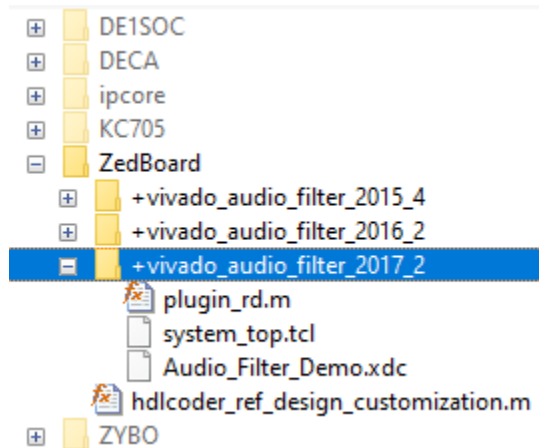
% add AXI4-Stream interface
hRD.addAXI4StreamInterface( ...
    'MasterChannelNumber',  1, ...
    'SlaveChannelNumber',   1, ...
    'MasterChannelConnection', 'DUT_to_I2S/S_AXIS', ...
    'SlaveChannelConnection', 'I2S_to_DUT/M_AXIS', ...
    'MasterChannelDataWidth', 48, ...
    'SlaveChannelDataWidth', 48 ...

```


Go to **Zedboard** folder using the following command:

```
cd ([matlabroot ' /toolbox/hdlcoder/hdlcoderdemos/customboards/Zedboard' ]);
```

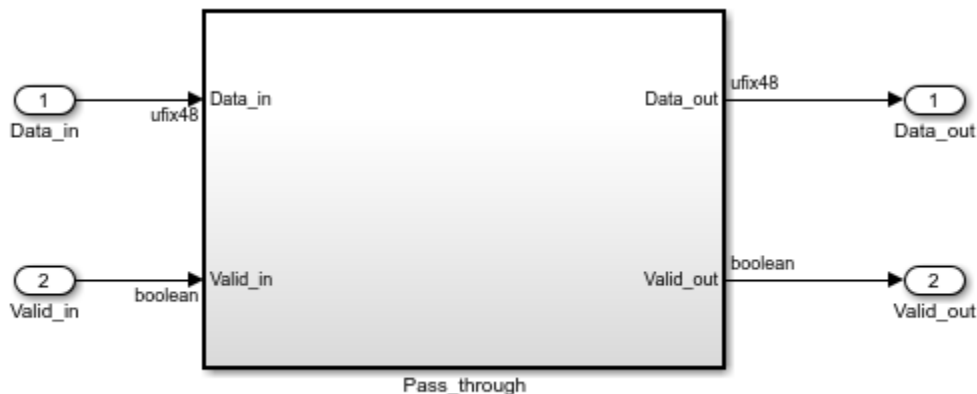
All files that are required for the reference design such as IP core files, XDC files, plugin_rd file etc should be added to the matlab path, inside **Zedboard** folder using the hierarchy shown below. The user generated IP core files should be in **+vivado** folder. plugin_rd.m, tcl files and xdc files should be in the reference design plugin folder, for example, **+vivado_audio_filter_2017_2** folder.



4. Verify the reference design

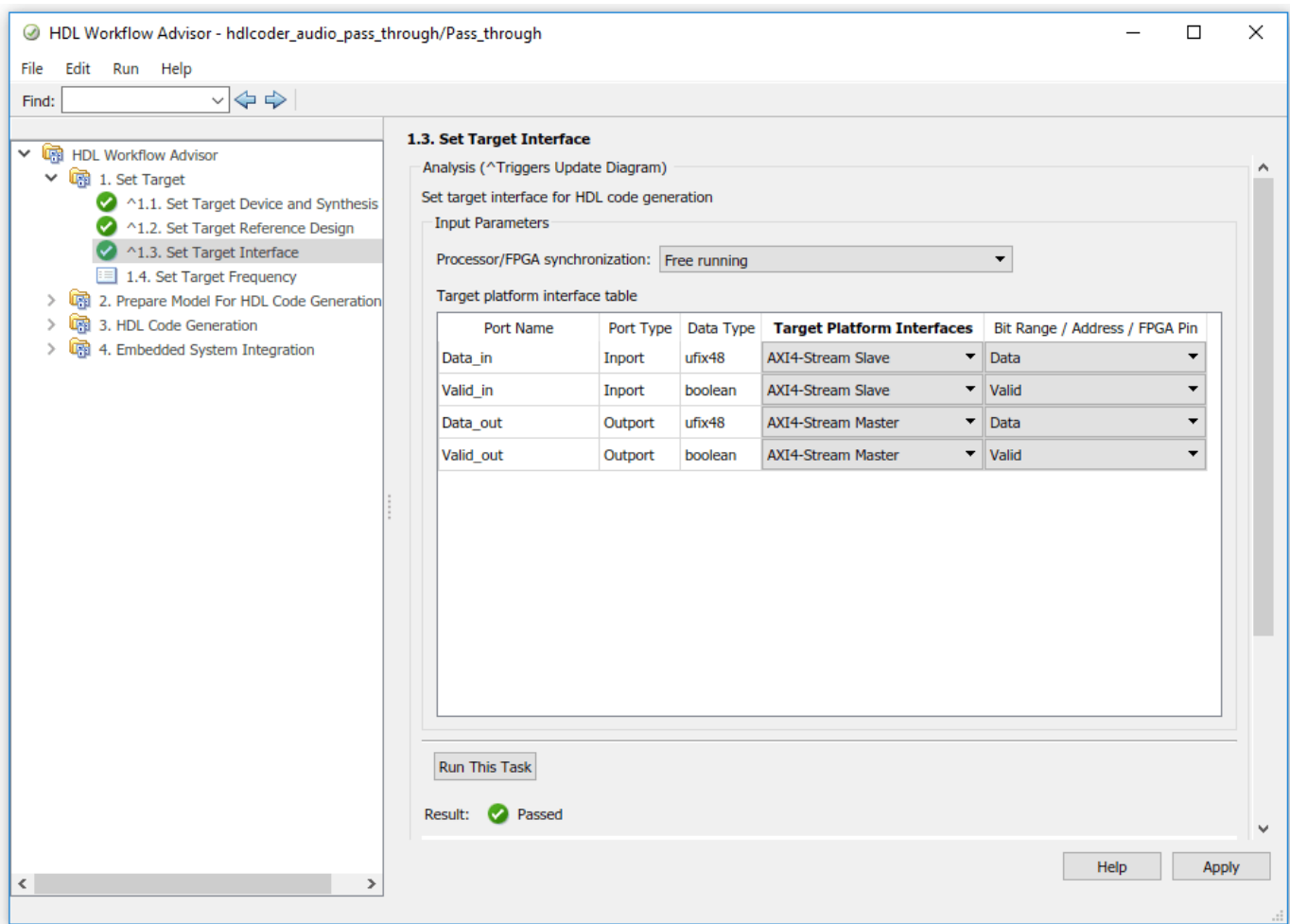
In order to ensure that the reference design and the interfaces in the reference design work as expected, design a Simulink model which just sends the audio through the Algorithm IP, integrate it with the reference design and test it on Zedboard. The user should be able to hear the audio loop back.

```
modelname = 'hdlcoder_audio_pass_through';  
open_system(modelname);
```



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The interfaces in the model should be selected as shown below:



To generate IP core from a model and integrate it with the audio codec reference design, refer to “Running an Audio Filter on Live Audio Input Using a Zynq Board” on page 41-141 example.

Authoring a Reference Design for Audio System on a ZYBO Board

This example shows how to build a reference design to run an audio algorithm and access audio input and output on ZYBO board.

Before You Begin

To run this example, you must have the following software and hardware installed and set up:

- HDL Coder Support Package for Xilinx Zynq Platform
- Embedded Coder Support Package for Xilinx Zynq Platform
- Xilinx Vivado, with latest version mentioned in the documentation
- Digilent® Zybo Zynq™ development board with the accessory kit

Note: This example uses Digilent® Zybo Zynq-7000 ARM/FPGA SoC trainer board. This example does not work on Digilent® Zybo Z7: Zynq-7000 ARM/FPGA SoC development board which have two variants Zybo Z7-10 and Zybo Z7-20.

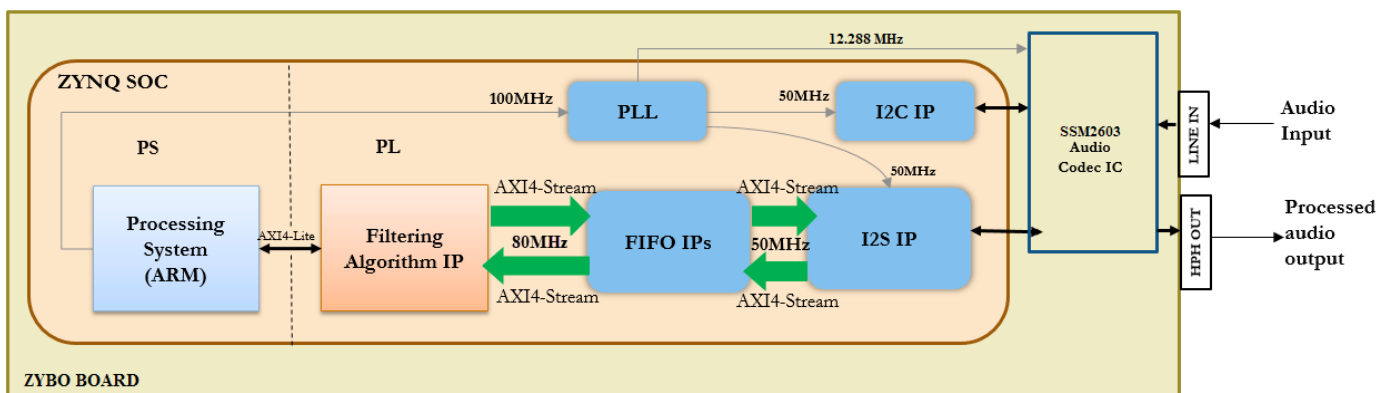
To setup the ZYBO board, refer to the *Set up the Zybo board* section in the “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211 article.

Introduction

In this example you will create a reference design which receives audio input from ZYBO board, performs some processing on it and transmits the processed audio data out of ZYBO board. You also generate IP cores for peripheral interfaces using **HDL Workflow Advisor**.

To perform audio processing on ZYBO board, following 2 protocols are needed:

- 1 I2C to configure the SSM2603 audio codec chip on ZYBO board.
- 2 I2S to stream the digitized audio data between the codec chip and zynq fabric.



The above figure is a high level architecture diagram that shows how the reference design is used by the Filtering Algorithm IP on ZYBO board. This example is similar to the audio system reference design for Zedboard except that the ZYBO board uses a SSM2603 audio codec chip where as the Zedboard uses ADAU1761 audio codec chip. Rest of the operating parameters are same as the Audio System reference design for Zedboard. For more details, please refer to “Authoring a Reference Design for Audio System on a Zynq Board” on page 41-185 example.

The following steps are used to create the reference design described above:

- 1 Generate IP Cores for peripheral interfaces
- 2 Create a custom audio codec reference design in Vivado
- 3 Create the reference design definition file
- 4 Verify the reference design

1. Generate IP Cores for peripheral interfaces using HDL Workflow Advisor

In this example,

- 1 I2C IP is developed using stateflow blocks & legacy VHDL code for tristate buffer.
- 2 I2S IP is developed by modelling it in Simulink.

1.1 Creation of I2C IP

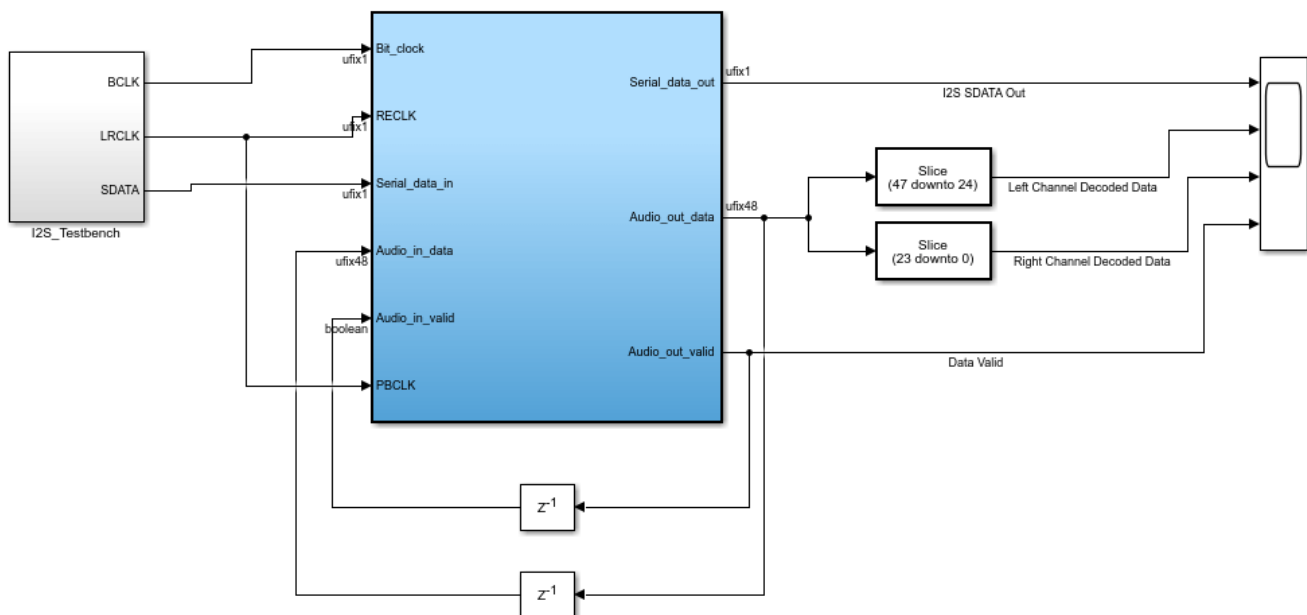
For creation of I2C IP to configure Audio Codec SSM2603, refer to “IP Core Generation of an I2C Controller IP to Configure the Audio Codec Chip” on page 41-111 article.

1.2 Creation of I2S IP

Design a model in Simulink with a matlab function which implements the I2S protocol.

```
modelName = 'hdlcoder_I2S_ssm2603';
open_system(modelName);
```

Using IP Core Generation Workflow: I2S IP generation for Zybo / ArrowSoCKit



This example shows how to use HDL Workflow Advisor to generate a custom IP core for implementing I2S protocol

In MATLAB, type the following:
hdladvisor('hdlcoder_I2S_ssm2603/Subsystem')

Launch HDL Workflow Advisor

Run Demo

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Testing and IP core generation steps are same as Zedboard I2S model. For generation of I2S IP, see "Authoring a Reference Design for Audio System on a Zynq Board" on page 41-185 example.

2. Create a custom audio codec reference design in Vivado

I2C, I2S and FIFO IPs are incorporated in the custom reference design. To create a custom reference design, refer to the "Create and export a custom reference design using Xilinx Vivado" section in "Define Custom Board and Reference Design for Zynq Workflow" on page 41-211.

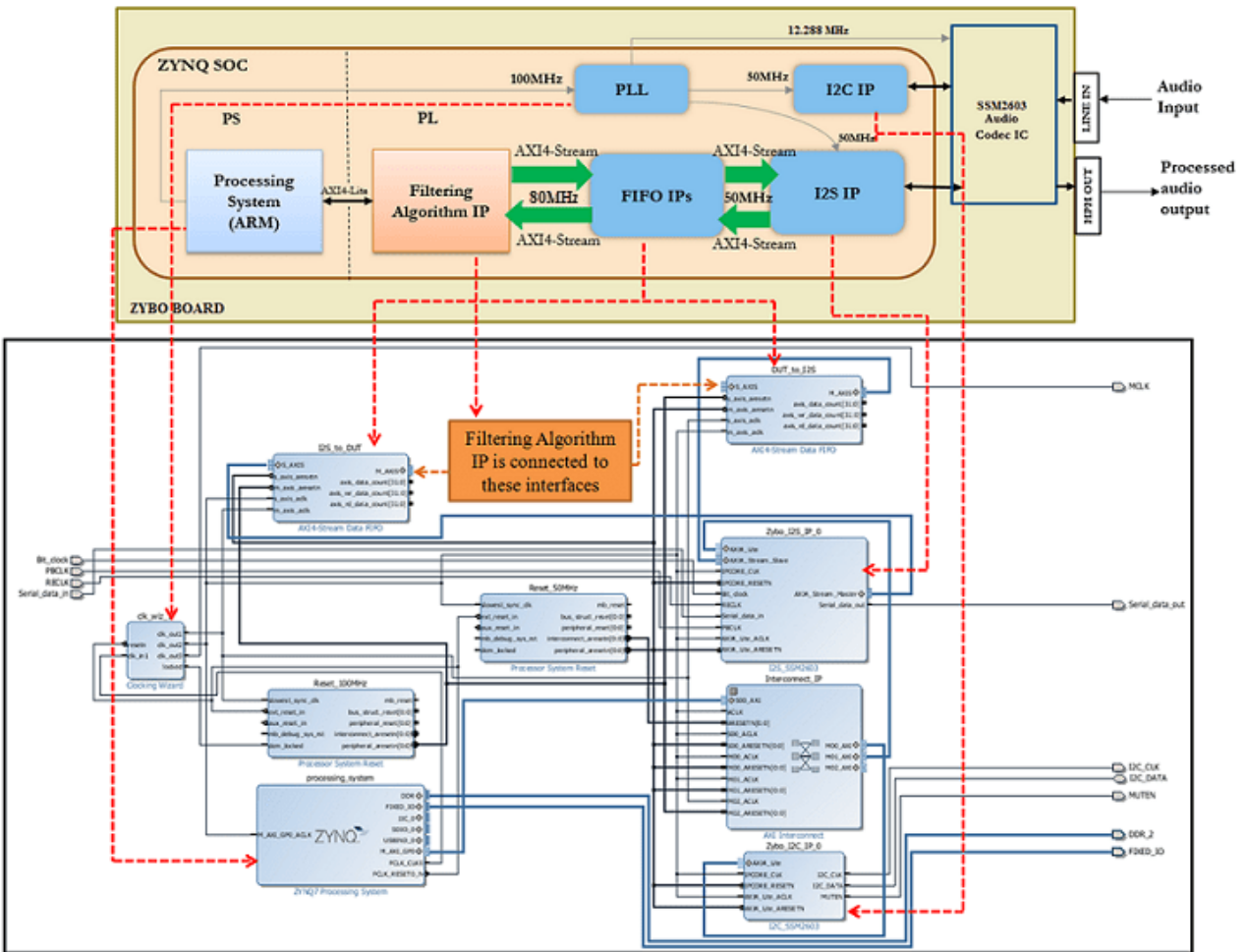
Key points to be noted while creating this custom reference design:

- 1 We must understand the theory of operation of the audio codec chip on the ZYBO board.
- 2 The FIFOs are set to default values for their configuration.
- 3 For the IP cores generated using HDL Workflow Advisor, **IPCORE_CLK** and **AXI4_Lite_ACLK** should be connected to the same clock source.
- 4 On validating the block design in Vivado, there should be no critical warnings except for the unconnected ports.
- 5 In this reference design, the audio codec is configured to operate in the Master mode.

The following signals run between the reference design on Zynq Soc and the audio codec on ZYBO board:

- 1 **Bit_clock** is the product of the sampling frequency, the number of bits per channel and the number of channels. It is driven by the audio codec in master mode. In this example, Sampling frequency is 48KHz, No of channels is 2, Number of bits per channel is 24.
- 2 **Serial_data_in** is the analog to digital converted audio data from the codec.
- 3 **Serial_data_out** is the digital audio data going to codec to be converted into analog form.
- 4 **I2C_CLK** and **I2C_DATA** are standard I2C signals
- 5 **MUTEN** is the Hardware mute pin connected to audio codec SSM2603.
- 6 **MCLK** is the 12.288MHz clock signal required by the codec.

The custom audio codec reference design created for this example is shown below:



3. Create the reference design definition file

The following code describes the contents of the ZYBO board reference design definition file **plugin_rd.m** for the above reference design. For more details on how to define and register custom board, refer to “Define Custom Board and Reference Design for Zynq Workflow” on page 41-211 example.

```

function hRD = plugin_rd()
% Reference design definition

% Copyright 2017-2018 The MathWorks, Inc.

% Construct reference design object
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Xilinx Vivado');

hRD.ReferenceDesignName = 'Audio System with AXI4 Stream Interface';
hRD.BoardName = 'ZYBO';

%% Tool information
hRD.SupportedToolVersion = {'2017.2', '2017.4'};

%% Add custom design files
% add custom Vivado design
hRD.addCustomVivadoDesign( ...
    'CustomBlockDesignTcl', 'system_top.tcl', ...
    'VivadoBoardPart',     'digilentinc.com:zybo:part0:1.0');

hRD.addIPRepository(...
    'IPListFunction', 'mathworks.hdlcoderdemo.vivado.hdlcoderdemo_ssm2603_iplist');

% Add constraint files
hRD.CustomConstraints = {'ZYBO_audio_filter_demo.xdc'};

%% Add interfaces
% add clock interface
hRD.addClockInterface( ...
    'ClockConnection',     'clk_wiz_0/clk_out1', ...
    'ResetConnection',     'reset_100MHz/peripheral_aresetn',...
    'DefaultFrequencyMHz', 80,...
    'MinFrequencyMHz',     5,...
    'MaxFrequencyMHz',     500,...
    'ClockModuleInstance', 'clk_wiz_0',...
    'ClockNumber',         1);

% add AXI4 and AXI4-Lite slave interfaces
hRD.addAXI4SlaveInterface( ...
    'InterfaceConnection', 'Interconnect_IP/M02_AXI', ...
    'BaseAddress',         '0x40010000', ...
    'MasterAddressSpace', 'processing_system/Data');

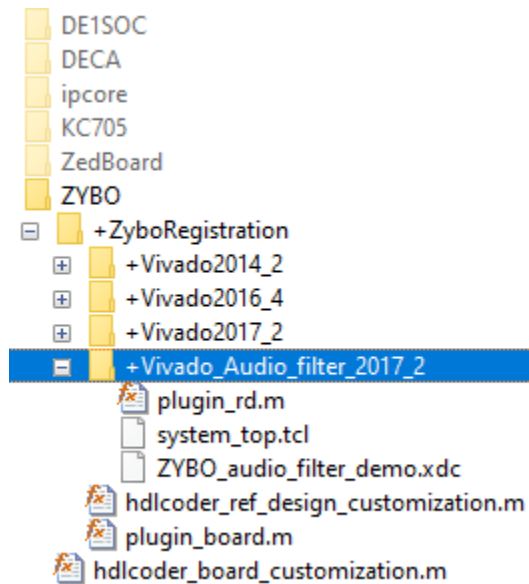
% add AXI4-Stream interface
hRD.addAXI4StreamInterface( ...
    'MasterChannelNumber', 1, ...
    'SlaveChannelNumber', 1, ...
    'MasterChannelConnection', 'DUT_to_I2S/S_AXIS', ...
    'SlaveChannelConnection', 'I2S_to_DUT/M_AXIS', ...
    'MasterChannelDataWidth', 48, ...
    'SlaveChannelDataWidth', 48 ...
);

```

Go to **ZYBO** folder using the following command:

```
cd ([matlabroot ' /toolbox/hdlcoder/hdlcoderdemos/customboards/ZYBO' ]);
```

All files that are required for the reference design such as IP core files, XDC files, plugin_rd file etc should be added to the matlab path, inside **ZYBO** folder using the hierarchy shown below. The user generated IP core files should be in **+vivado** folder. plugin_rd.m, tcl files and xdc files should be in **+vivado_audio_filter_2017_2** folder.



4. Verify the reference design

To verify the reference design, to generate Audio Filter IP core from a model and integrate it with the audio codec reference design, refer to “Running an Audio Filter on Live Audio Input Using a Zynq Board” on page 41-141 example.

- 3 Create the reference design definition file
- 4 Verify the reference design

1. Generate IP Cores for peripheral interfaces using HDL Workflow Advisor

In this example,

- 1 I2C IP is developed by modeling it using Stateflow blocks, and also using legacy VHDL code for tristate buffer.
- 2 I2S IP is developed by modeling it in Simulink.

1.1 Creation of I2C IP

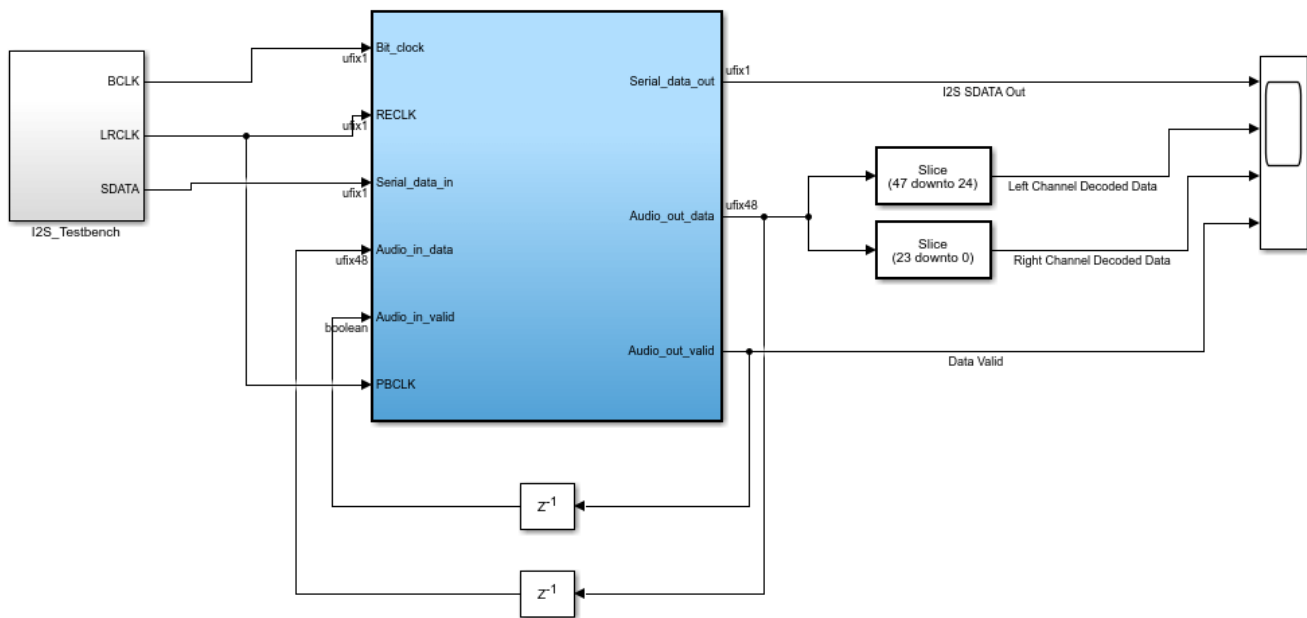
For creation of I2C IP to configure Audio Codec SSM2603, refer to “IP Core Generation of an I2C Controller IP to Configure the Audio Codec Chip” on page 41-111.

1.2 Creation of I2S IP

Design a model in Simulink with a matlab function which implements the I2S protocol.

```
modelName = 'hdlcoder_I2S_ssm2603';
open_system(modelname);
```

Using IP Core Generation Workflow: I2S IP generation for Zybo / ArrowSoCKit



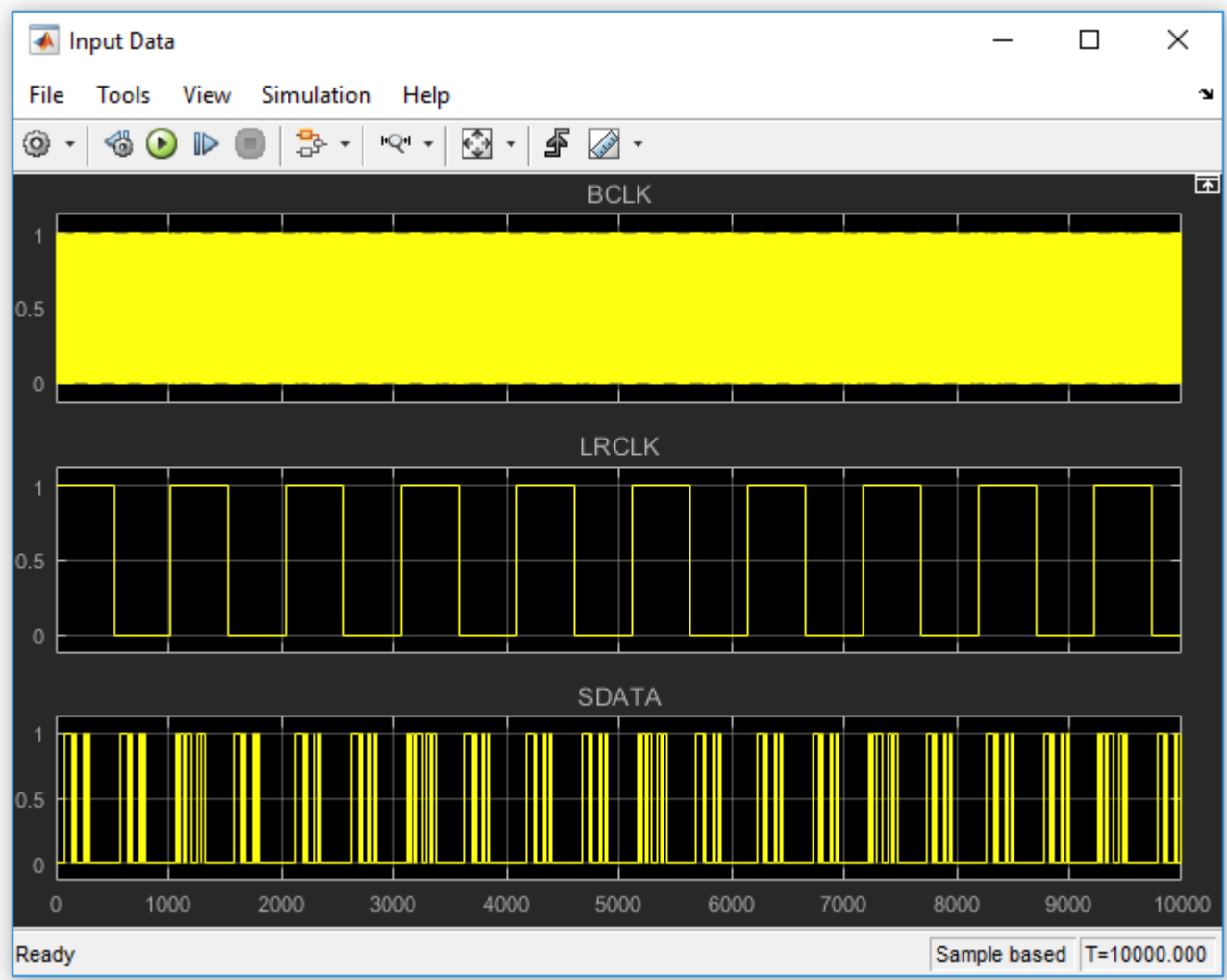
This example shows how to use HDL Workflow Advisor to generate a custom IP core for implementing I2S protocol

In MATLAB, type the following:
`hdladvisor('hdlcoder_I2S_ssm2603/Subsystem')`

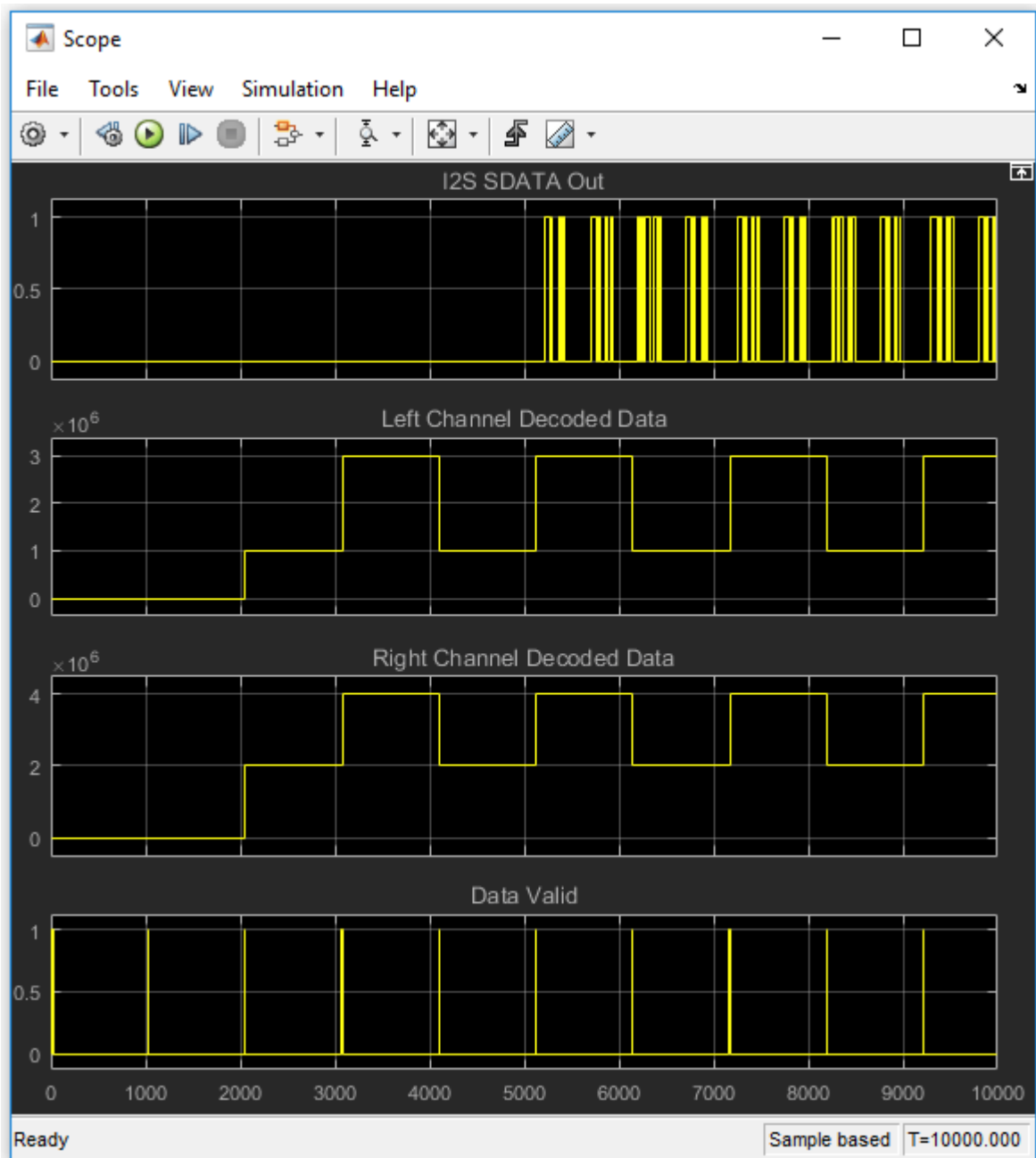
Launch HDL Workflow Advisor
Run Demo

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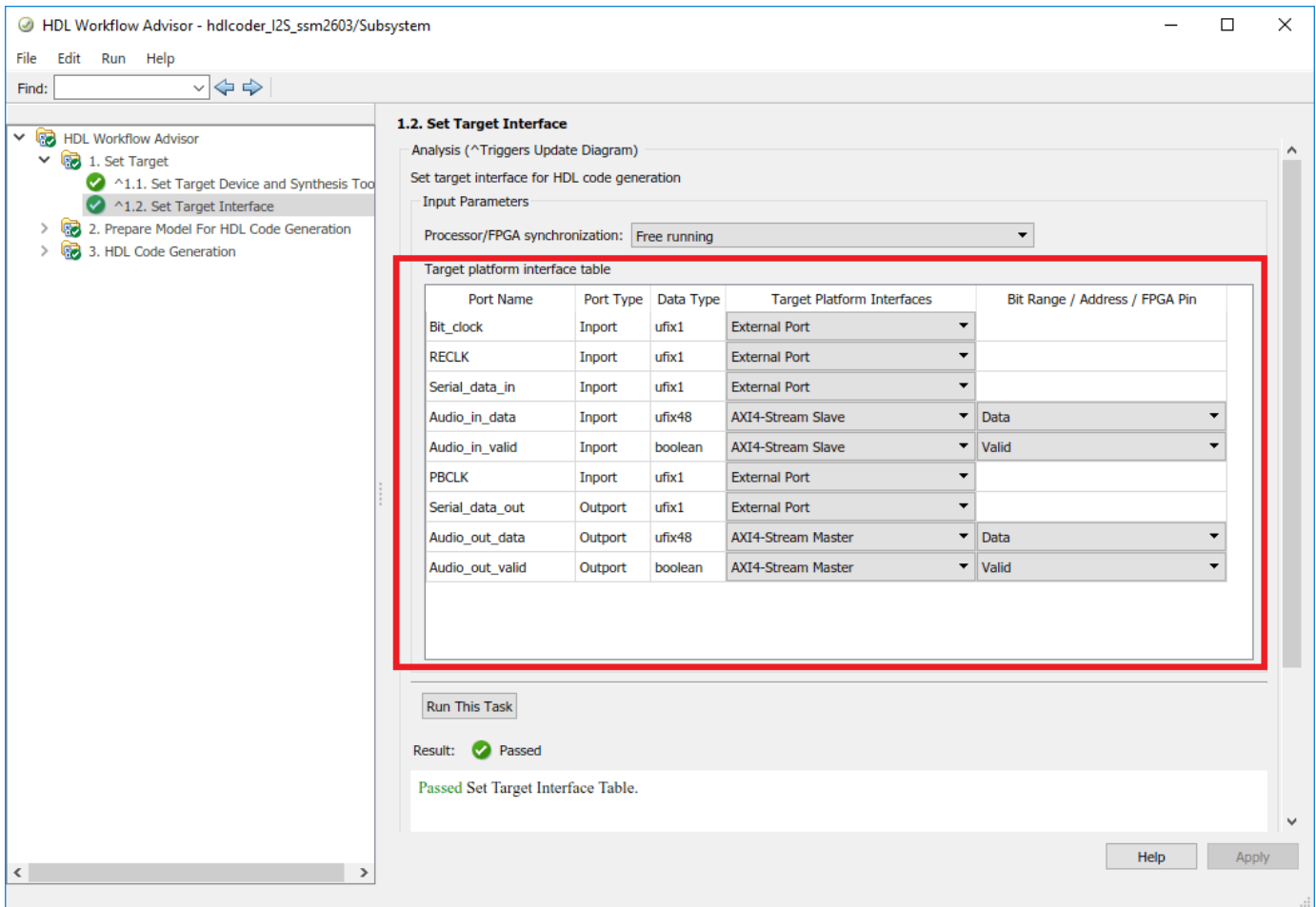
Create a test bench in the model to mimic the incoming audio data from the codec.



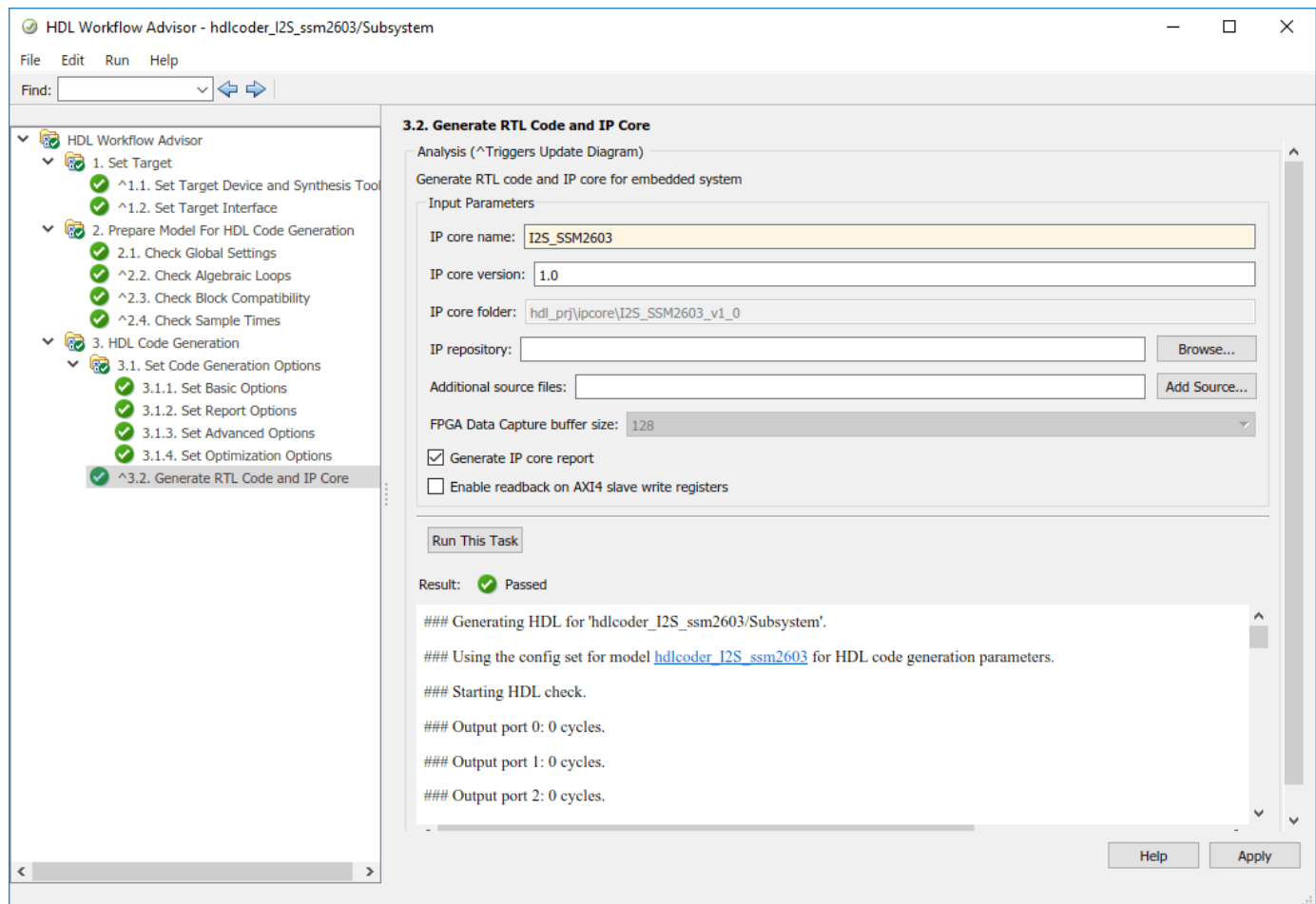
Feed this data to the Subsystem block which does the I2S operation. Verify the output of the Subsystem on a Scope.



Start the HDL Workflow Advisor from the DUT subsystem. In Task 1.1, keep the same settings as those of I2C IP generated earlier. In Task 1.2, set the Target Platform Interfaces as shown below:



Run Task 3.2 and generate the ip core.



2. Create a custom audio codec reference design in Qsys

I2C and I2S IPs are incorporated in the custom reference design. To create a custom reference design, refer to the **Reference Design creation using Intel Quartus Prime** section in “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230.

Key points to be noted while creating this custom reference design:

- 1 We must understand the theory of operation of the audio codec chip on the Arrow SoC.
- 2 For the IP cores generated using HDL Workflow Advisor, **IPCORE_CLK** and **AXI4_ACLK** should be connected to the same clock source.
- 3 In this reference design, the audio codec is configured to operate in the Master mode.

The following signals run between the reference design on Intel SoC and the audio codec on Arrow SoC:

- 1 **Bit_clock** is the product of the sampling frequency, the number of bits per channel and the number of channels. It is driven by the audio codec in master mode. In this example, Sampling frequency is 48KHz, No of channels is 2, Number of bits per channel is 24.
- 2 **Left_right_select** is to distinguish between left audio channel data and right audio channel data. It is in sync with the Bit clock.

- 3 **Serial_data_in** is the analog to digital converted audio data from the codec.
- 4 **Serial_data_out** is the digital audio data going to codec to be converted into analog form.
- 5 **I2C_CLK** and **I2C_DATA** are standard I2C signals
- 6 **ADDR0** and **ADDR1** are the I2C Address Bits.
- 7 **Clk_24MHz** is the 24MHz clock signal required by the codec.

The custom audio codec reference design created for this example is shown below:

| Use | Connections | Name | Description | Export | Clock | Base | End | IRQ | Tags | Opcode Name |
|-------------------------------------|-------------|--|---|---|--|------------------------------|-----|----------------|------|-------------|
| <input checked="" type="checkbox"/> | | hps_0 h2f_user0_clock memory hps_io h2f_reset h2f_axi_clock h2f_axi_master f2h_axi_clock f2h_axi_slave h2f_lw_axi_clock h2f_lw_axi_master f2h_irq0 f2h_irq1 | Arria V/Cyclone V Hard Processor System Clock Output Conduit Conduit Reset Output Clock Input AXI Master Clock Input AXI Slave Clock Input AXI Master Interrupt Receiver Interrupt Receiver | <i>Double-click to export</i> memory hps_0_hps_io <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> | hps_0_h2f_... [h2f_axi_clo... pll_0_outcl... pll_0_outcl... [f2h_axi_clo... pll_0_outcl... [h2f_lw_axi... IRQ 0 IRQ 0 | | | IRQ 0 IRQ 0 | | |
| <input checked="" type="checkbox"/> | | pll_0 refclk reset outclk0 | Altera PLL Clock Input Reset Input Clock Output | <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> | hps_0_h2f... pll_0_outclk0 | | | | | |
| <input checked="" type="checkbox"/> | | I2C_SSM2603_0 ip_clk ip_rst axi_clk axi_reset s_axi I2C_CLK I2C_DATA MUTEIN | I2C_SSM2603 Clock Input Reset Input Clock Input Reset Input AXI4 Slave Conduit Conduit Conduit | <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> i2c_ssm2603_0_i2c_clk i2c_ssm2603_0_i2c_data i2c_ssm2603_0_muten | pll_0_outcl... [ip_clk] pll_0_outcl... [axi_clk] [axi_clk] # 0x0002_0000 [ip_clk] [ip_clk] [ip_clk] | # 0x0002_0000 0x0002_ffff | | | | |
| <input checked="" type="checkbox"/> | | I2S_SSM2603_0 ip_clk ip_rst axi_clk axi_reset s_axi AXI4_Stream_Master AXI4_Stream_Slave Bit_clock RECLK Serial_data_in PBCLK Serial_data_out | I2S_SSM2603 Clock Input Reset Input Clock Input Reset Input AXI4 Slave AXI4 Stream Master AXI4 Stream Slave Conduit Conduit Conduit Conduit Conduit | <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> <i>Double-click to export</i> i2s_ssm2603_0_bit_clock i2s_ssm2603_0_reclk i2s_ssm2603_0_serial... i2s_ssm2603_0_pbclk i2s_ssm2603_0_serial... | pll_0_outcl... [ip_clk] pll_0_outcl... [axi_clk] [ip_clk] [ip_clk] # 0x0001_0000 [ip_clk] [ip_clk] [ip_clk] [ip_clk] [ip_clk] | # 0x0001_0000 0x0001_ffff | | | | |
| <input checked="" type="checkbox"/> | | audio_pll_0 ref_clk ref_reset audio_clk reset_source | Audio Clock for DE-series Boards Clock Input Reset Input Clock Output Reset Output | <i>Double-click to export</i> <i>Double-click to export</i> audio_pll_0_audio_clk <i>Double-click to export</i> | pll_0_outcl... audio_pll_0_... | | | | | |

3. Create the reference design definition file

The following code describes the contents of the Arrow SoC Development Kit reference design definition file **plugin_rd.m** for the above reference design. For more details on how to define and register custom board, refer to “Define Custom Board and Reference Design for Intel SoC Workflow” on page 41-230.

```

function hRD = plugin_rd()
% Reference design definition

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% Construct reference design object
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Altera QUARTUS II');

hRD.ReferenceDesignName = 'Audio System with AXI4 Stream Interface';

hRD.BoardName = 'Arrow SoCKit development board';

% Tool information
hRD.SupportedToolVersion = {'18.1'};

%% Add custom design files
% add custom Qsys design
hRD.addCustomQsysDesign( ...
    'CustomQsysPrjFile', 'system_soc.qsys');

hRD.addIPRepository(...
    'IPListFunction', 'mathworks.hdlcoderdemo.quartus.hdlcoderdemo_ssm2603_quartus_iplist');

% Add constraint files
hRD.CustomConstraints = {'system_soc.tcl'};

%% Add interfaces
% add clock interface
hRD.addClockInterface( ...
    'ClockConnection',    'pll_0.outclk0', ...
    'ResetConnection',    'hps_0.h2f_reset',...
    'DefaultFrequencyMHz', 50,...
    'MinFrequencyMHz',     5,...
    'MaxFrequencyMHz',     500,...
    'ClockModuleInstance', 'pll_0',...
    'ClockNumber',        0);

% add AXI4 slave interfaces
hRD.addAXI4SlaveInterface( ...
    'InterfaceConnection', 'hps_0.h2f_axi_master', ...
    'BaseAddress',         '0x0000');

% add AXI4-Stream interface
hRD.addAXI4StreamInterface( ...
    'MasterChannelEnable',    true, ...
    'SlaveChannelEnable',     true, ...
    'MasterChannelConnection', 'I2S_SSM2603_0.AXI4_Stream_Slave', ...
    'SlaveChannelConnection', 'I2S_SSM2603_0.AXI4_Stream_Master', ...
    'MasterChannelDataWidth', 48, ...
    'SlaveChannelDataWidth',  48 ...
);

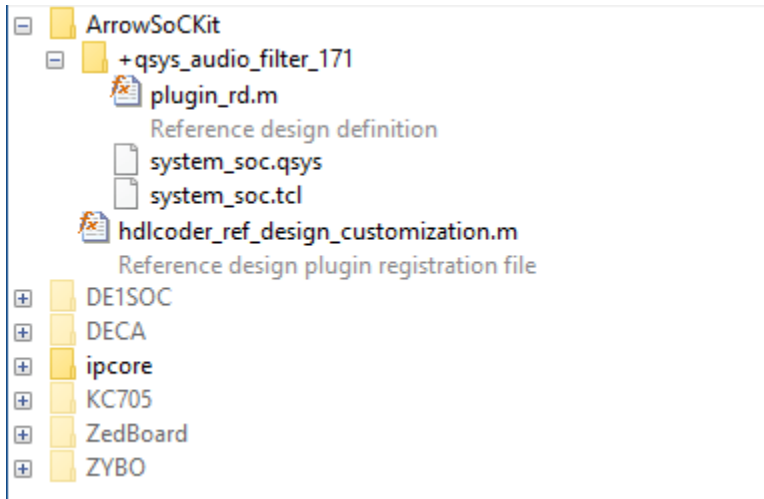
```

Go to **ArrowSoC** folder using the following command:

```
cd ([matlabroot ']/toolbox/hdlcoder/hdlcoderdemos/customboards/ArrowSoC');
```

All files that are required for the reference design such as IP core files, qsys file, tcl file, plugin_rd file etc should be added to the matlab path, inside **ArrowSoC** folder using the hierarchy shown below.

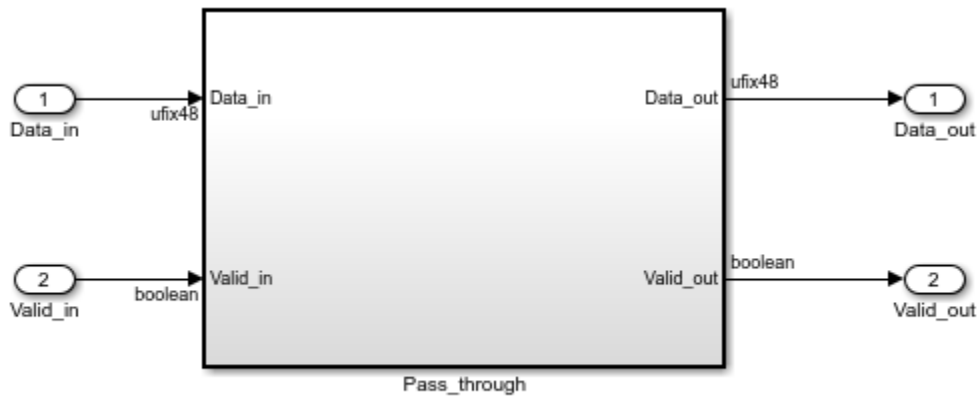
The user generated IP core files should be in **+quartus** folder. plugin_rd.m, tcl files and qsys files should be in the reference design plugin folder, for example, **+qsys_audio_filter_18_1** folder.



4. Verify the reference design

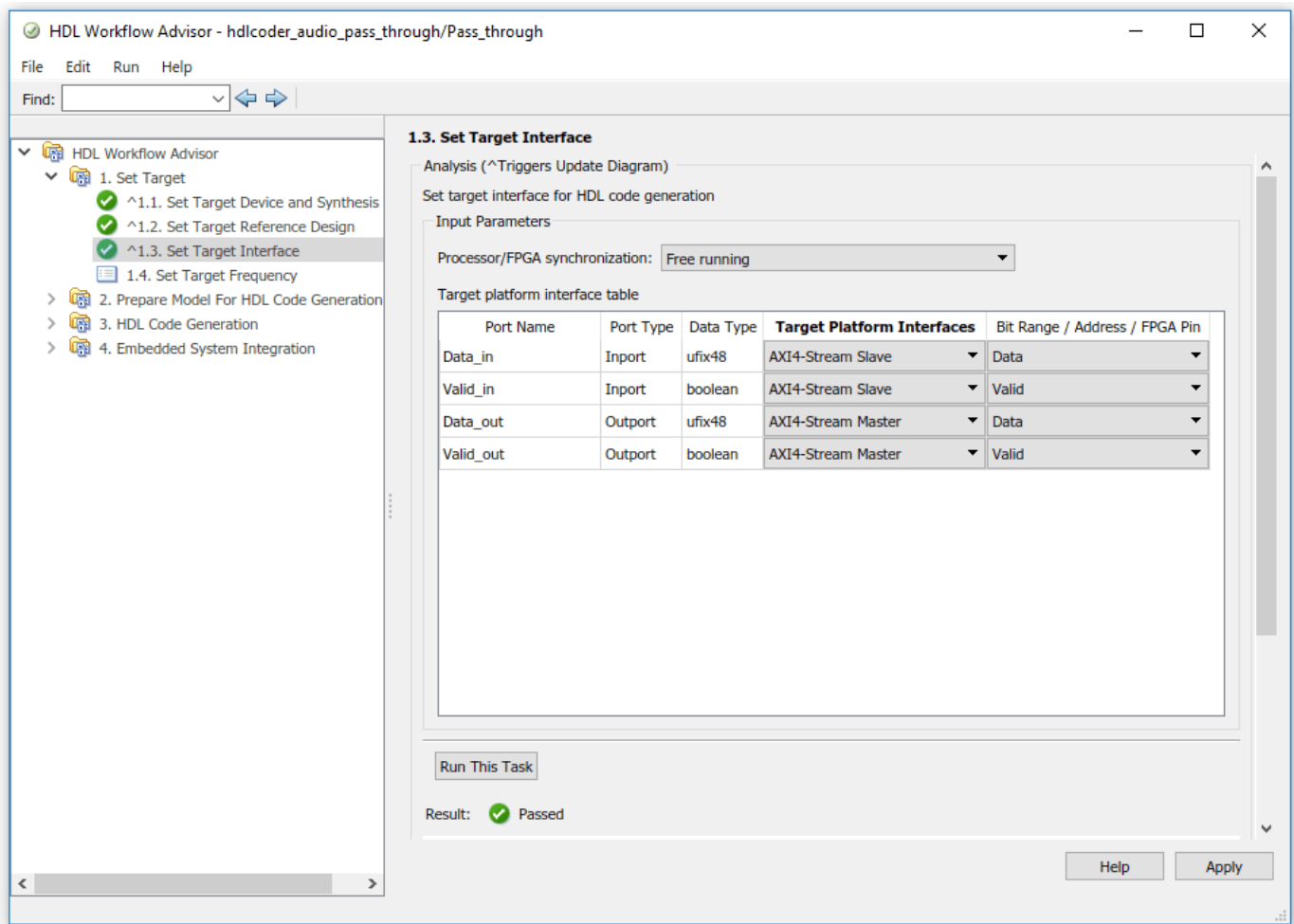
In order to ensure that the reference design and the interfaces in the reference design work as expected, design a Simulink model which just sends the audio through the Algorithm IP, integrate it with the reference design and test it on Arrow SoC. You should be able to hear the audio loop back.

```
modelname = 'hdlcoder_audio_pass_through';
open_system(modelname);
```



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The interfaces in the model should be selected as shown below:



To generate IP core from a model and integrate it with the audio codec reference design, refer to “Running an Audio Filter on Live Audio Input using Intel Board” on page 41-131.

Define Custom Board and Reference Design for Zynq Workflow

This example shows how to define and register a custom board and reference design in the Zynq® workflow.

Introduction

Using this example, you will be able to register the Digilent® Zybo Zynq development board and a custom reference design in the HDL Workflow Advisor for the Zynq workflow.

This example uses a Zybo Zynq board, but in the same way, you can define and register a custom board or a custom reference design for other Zynq platforms.

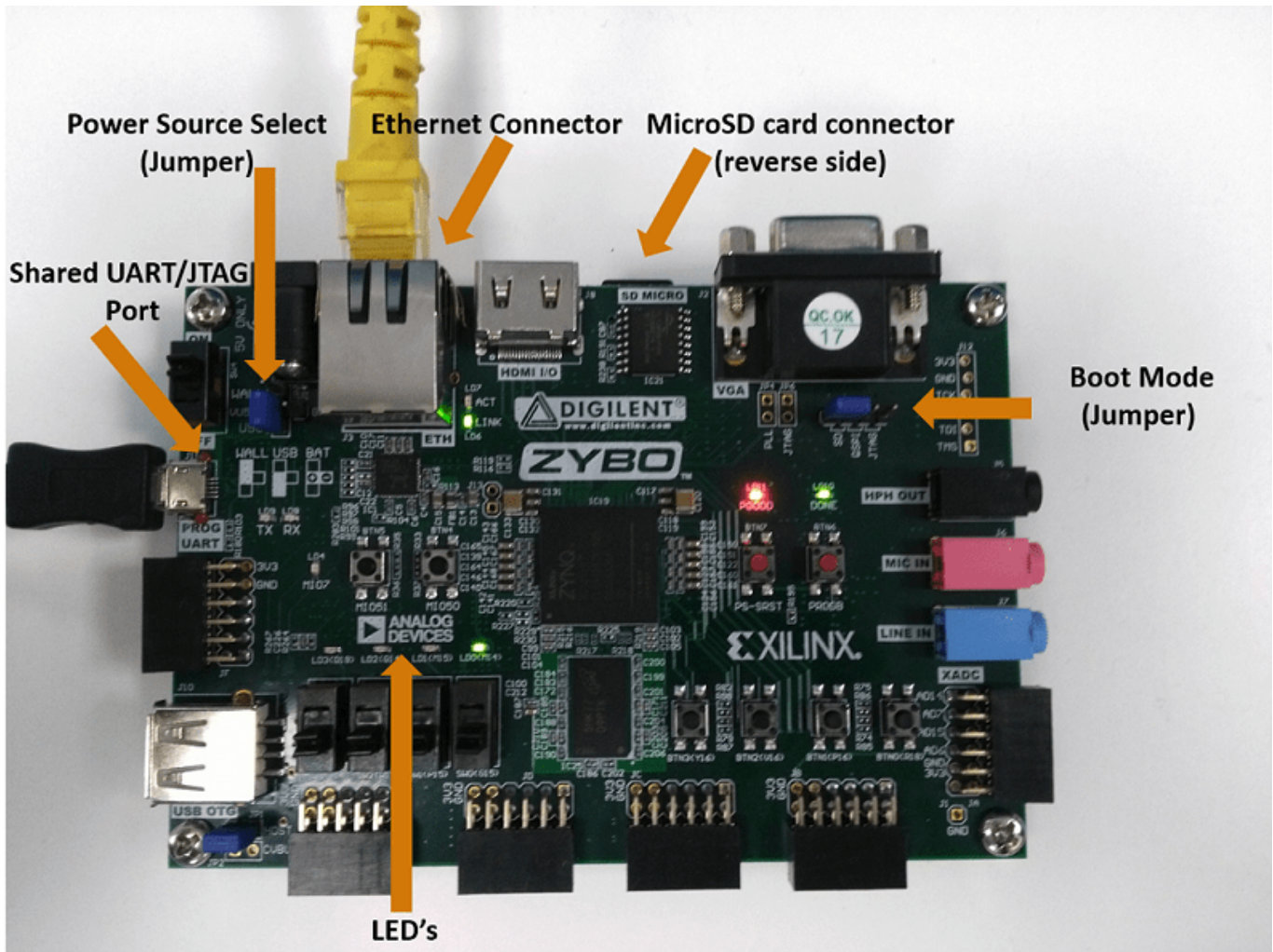
Requirements

- Xilinx Vivado Design Suite, with supported version listed in the HDL Coder documentation
- Digilent® Zybo Zynq™ development board with the accessory kit
- HDL Coder support package for Xilinx Zynq Platform
- Embedded Coder support package for Xilinx Zynq Platform

Note: This example uses Digilent® Zybo Zynq-7000 ARM/FPGA SoC trainer board. This example does not work on Digilent® Zybo Z7: Zynq-7000 ARM/FPGA SoC development board which have two variants Zybo Z7-10 and Zybo Z7-20.

Set up the Zybo board

1. Understand the features available on the Zybo board by reading the Zybo board reference manual.
2. Set up the Zybo board as shown in the following figure:

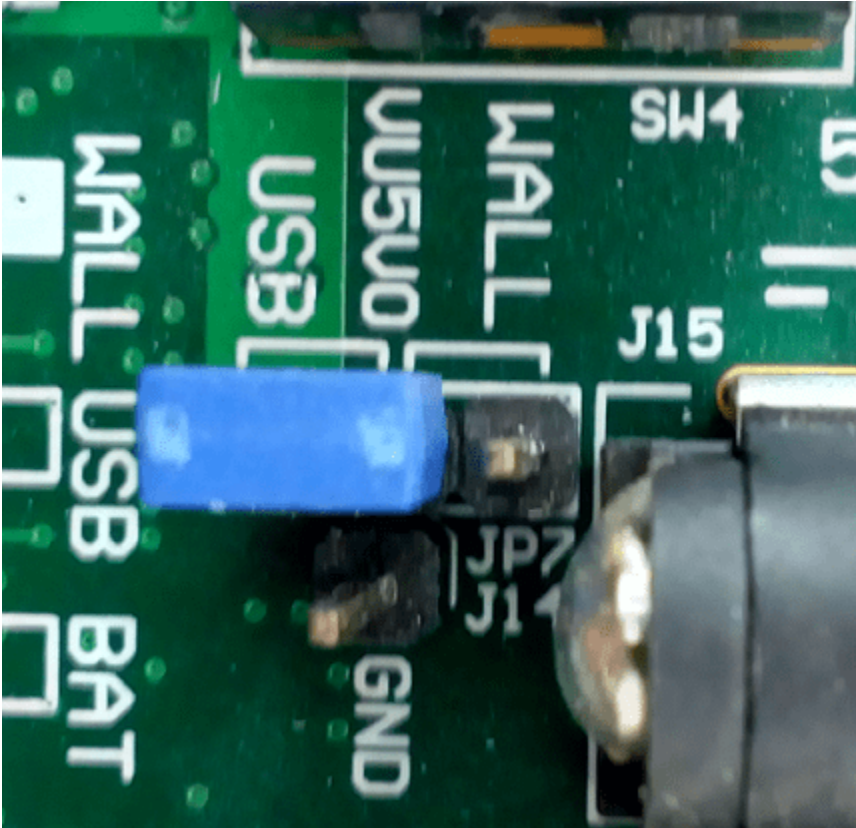


3. Ensure that you have properly installed the USB COM port device drivers on your computer.

4. Configure the JP5 boot mode jumper to enable the loading of a Zynq Linux image from a microSD card connected to connector J4 as shown in the following figure.



5. Configure the JP7 power source select jumper to use USB as the power source as shown in the following figure.



6. Connect the shared UART/JTAG USB port on the Zybo board to your computer.
7. Connect the Zybo board to your computer using an Ethernet cable. The default Zybo IP address is 192.168.1.110.
8. Download the Zybo Zynq Linux image, extract the Zip archive and copy the contents to the microSD card. Insert the microSD card in connector J4.
9. Set up the Xilinx Vivado tool path by using the following command:

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2017.4\bin\vivado.ba
```

Use your own Xilinx Vivado installation path when executing the command.

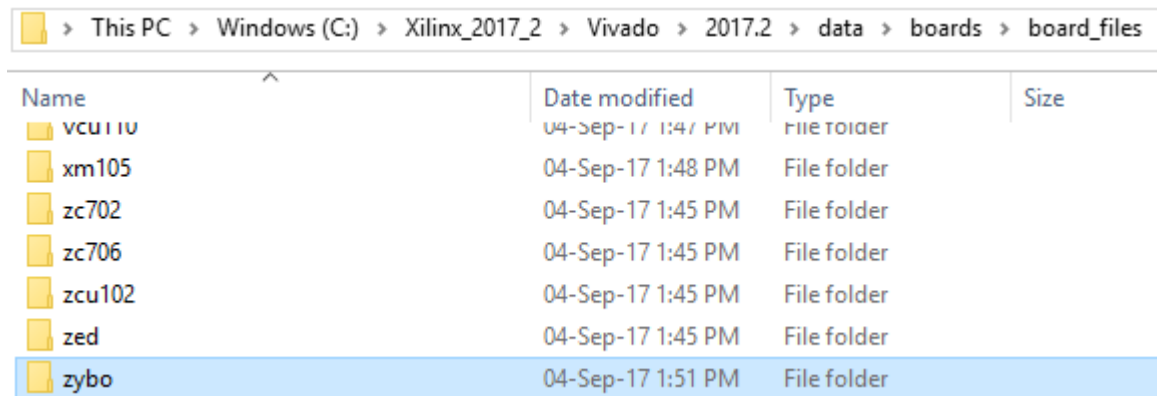
10. Set up the Zynq hardware connection by using the following command:

```
h = zynq();
```

Register the Zybo board part in Xilinx Vivado tool

By Default Installation, Vivado 2017.4 tool will not have the Zybo board part pre-installed. These files must be downloaded from the Digilent website. So unzip the content and navigate to the installation directory of Vivado given below and copy the updated Zybo board files to xilinx vivado tools manually.

C:\Xilinx\Vivado\2017.4\data\boards\board_files



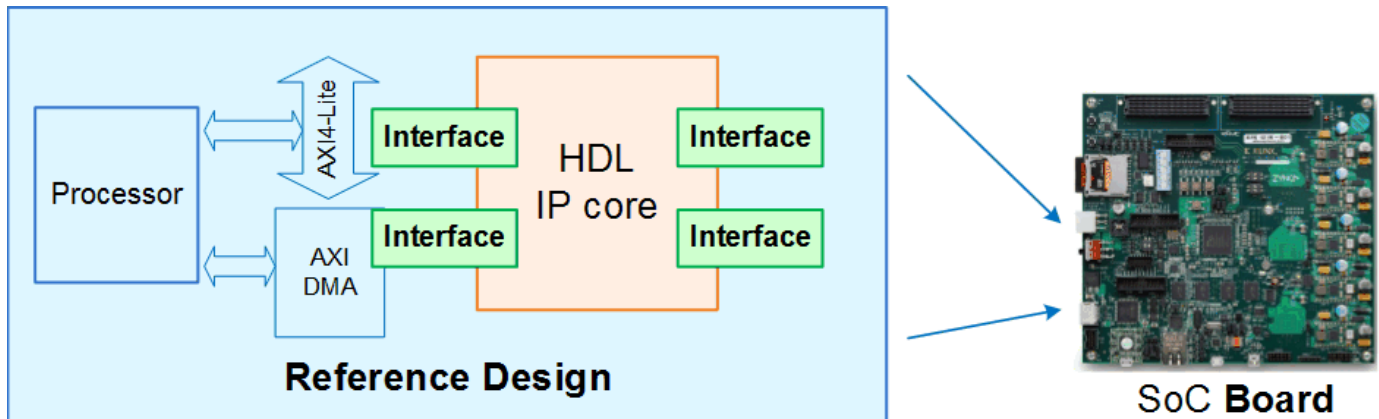
| Name | Date modified | Type | Size |
|--------|-------------------|-------------|------|
| vcu110 | 04-Sep-17 1:47 PM | File folder | |
| xm105 | 04-Sep-17 1:48 PM | File folder | |
| zc702 | 04-Sep-17 1:45 PM | File folder | |
| zc706 | 04-Sep-17 1:45 PM | File folder | |
| zcu102 | 04-Sep-17 1:45 PM | File folder | |
| zed | 04-Sep-17 1:45 PM | File folder | |
| zybo | 04-Sep-17 1:51 PM | File folder | |

as the result of this step, Zybo board part is added to list of development boards while creating vivado project specific to board.

Note: In case above link is unavailable, get Zybo board files from Digilent website.

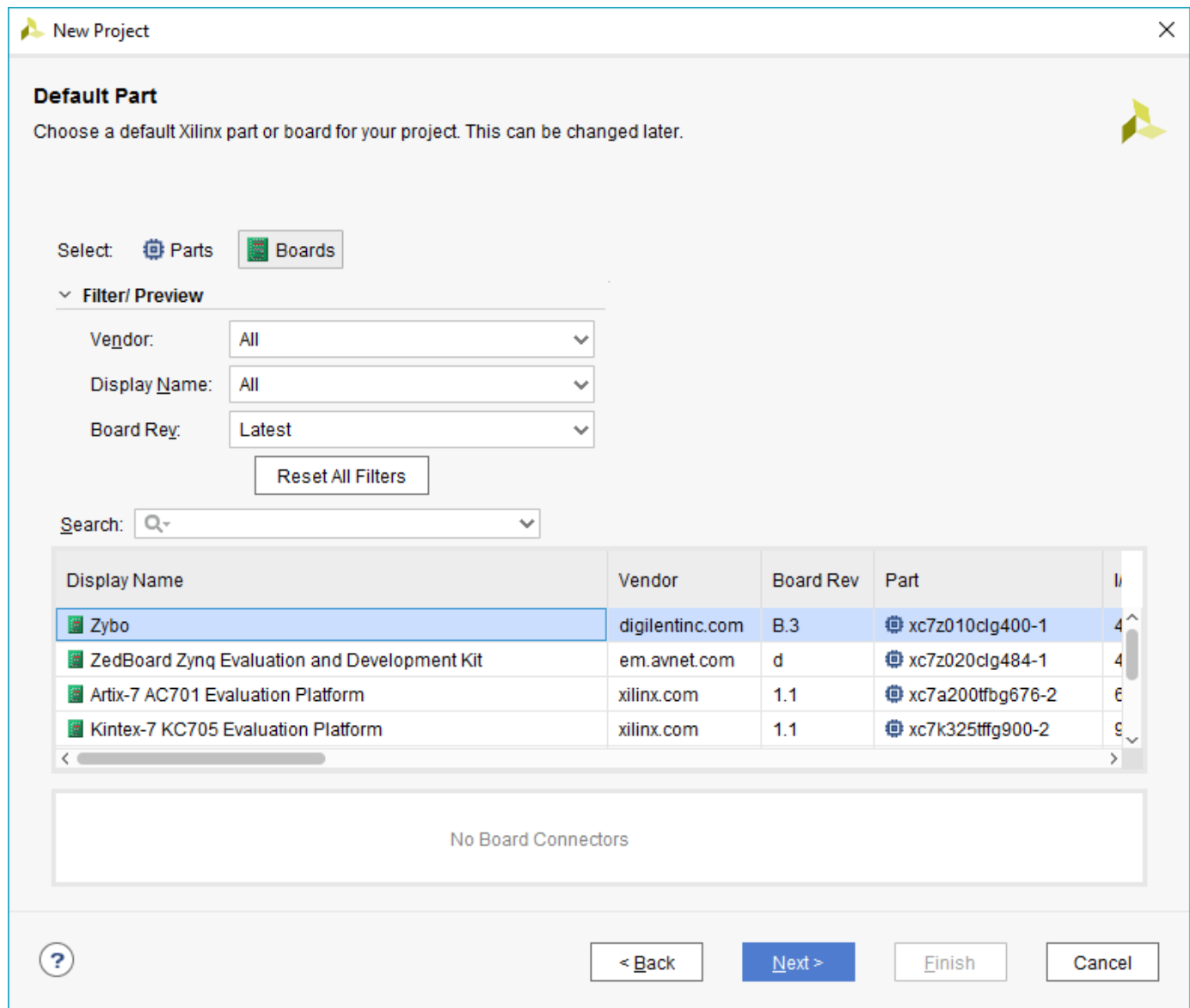
Create and export a custom reference design using Xilinx Vivado

A reference design captures the complete structure of an SoC design, defining the different components and their interconnections. The HDL Coder SoC workflow generates an IP core that integrates with the reference design, and is then used to program an SoC board. The following figure describes the relationship between a reference design, an HDL IP core and an SoC board.

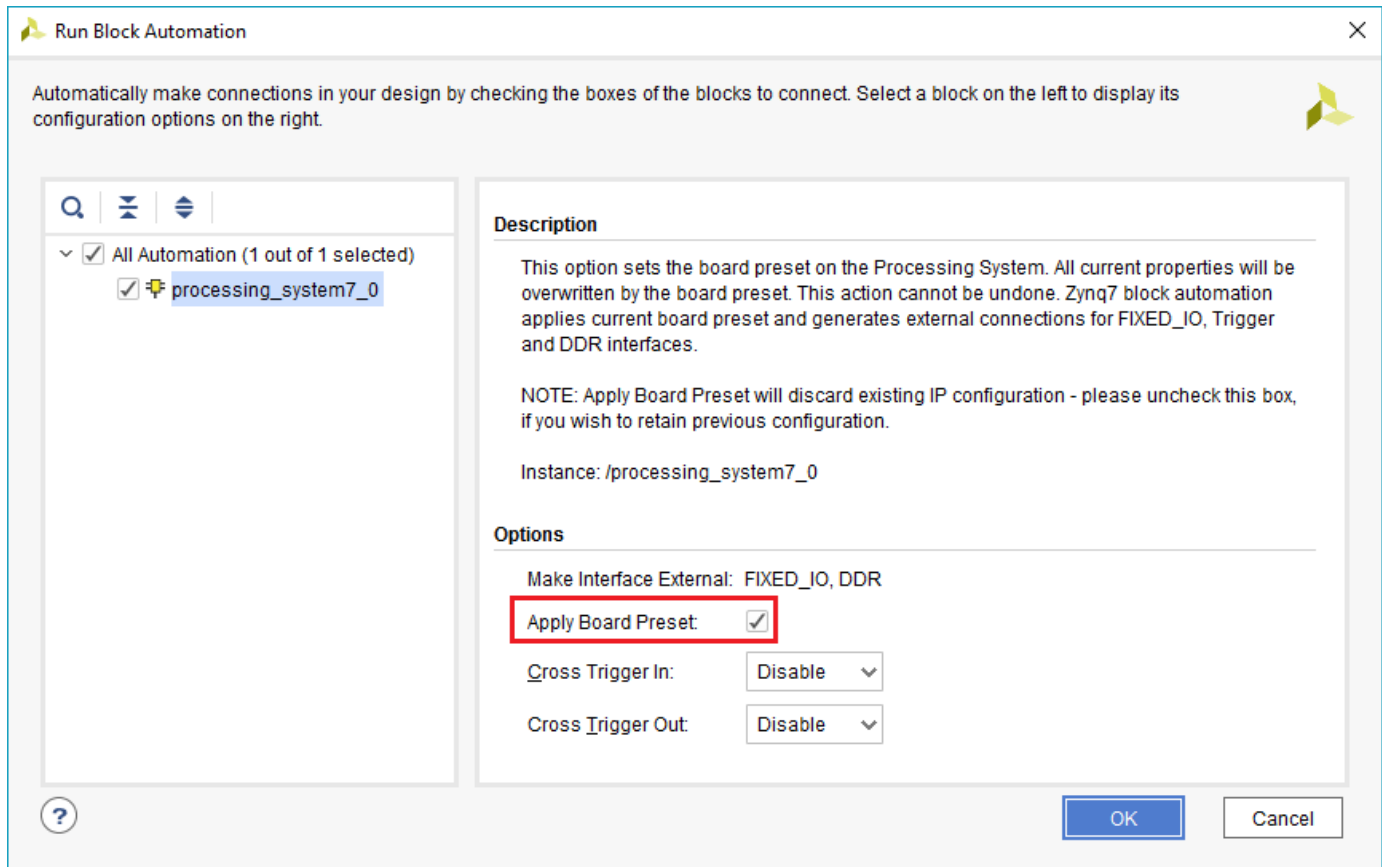


In this section, we outline the basic steps necessary to create and export a simple reference design using the Xilinx Vivado IP Integrator environment. For more information about the IP Integrator tool, refer to Xilinx documentation.

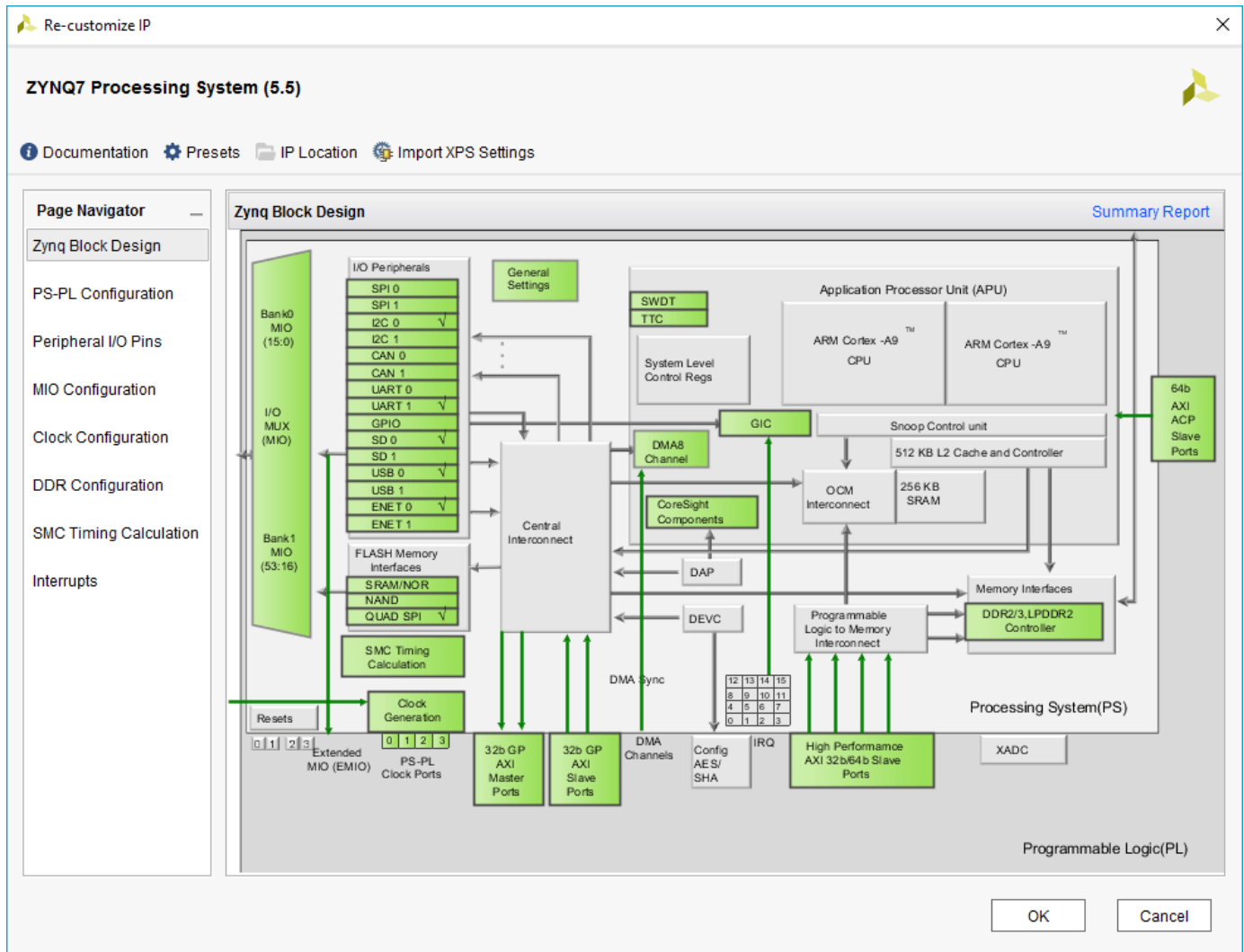
1. Create an empty Xilinx Vivado RTL project using board part **Zybo** as the default board part as shown in the following figure:



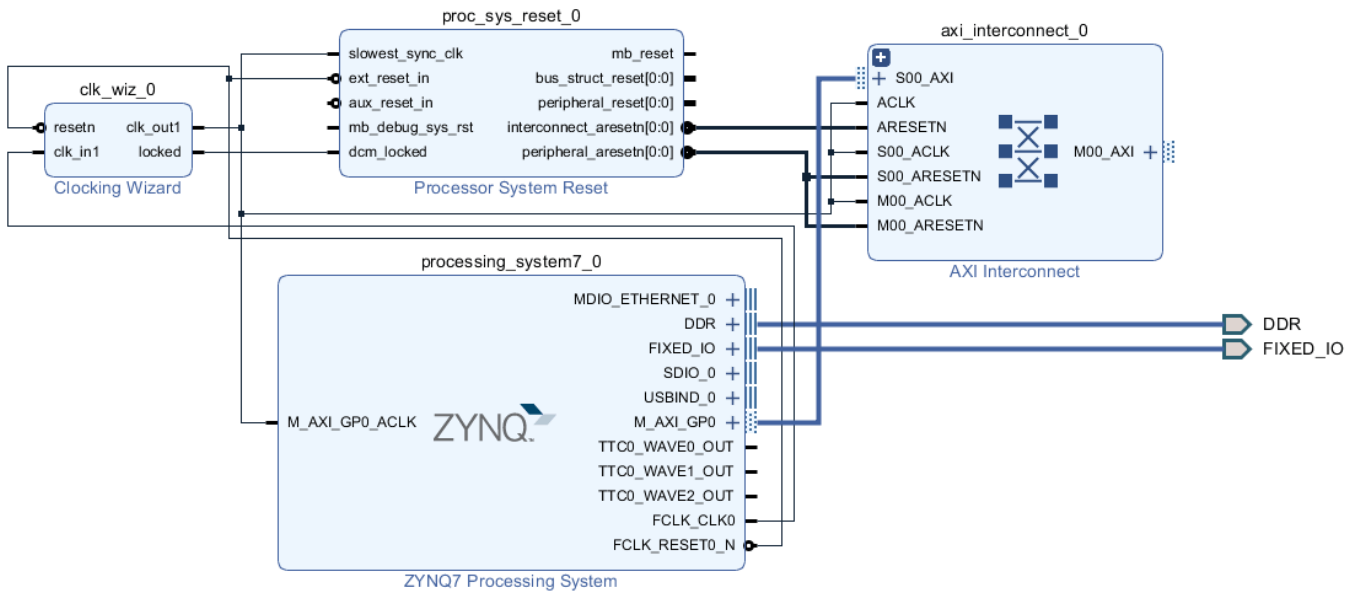
2. Create an empty block design and add the **ZYNQ7 Processing System** IP block. Run block automation as shown in the figure to set board preset for Zybo which contains the parameters for ZYNQ7 Processing system IP related to MIO Configuration, Clock configuration and DDR Configuration.



In the following figure you can see the MIO peripherals are been marked accordance to the Zybo board definition as the result of apply board preset.

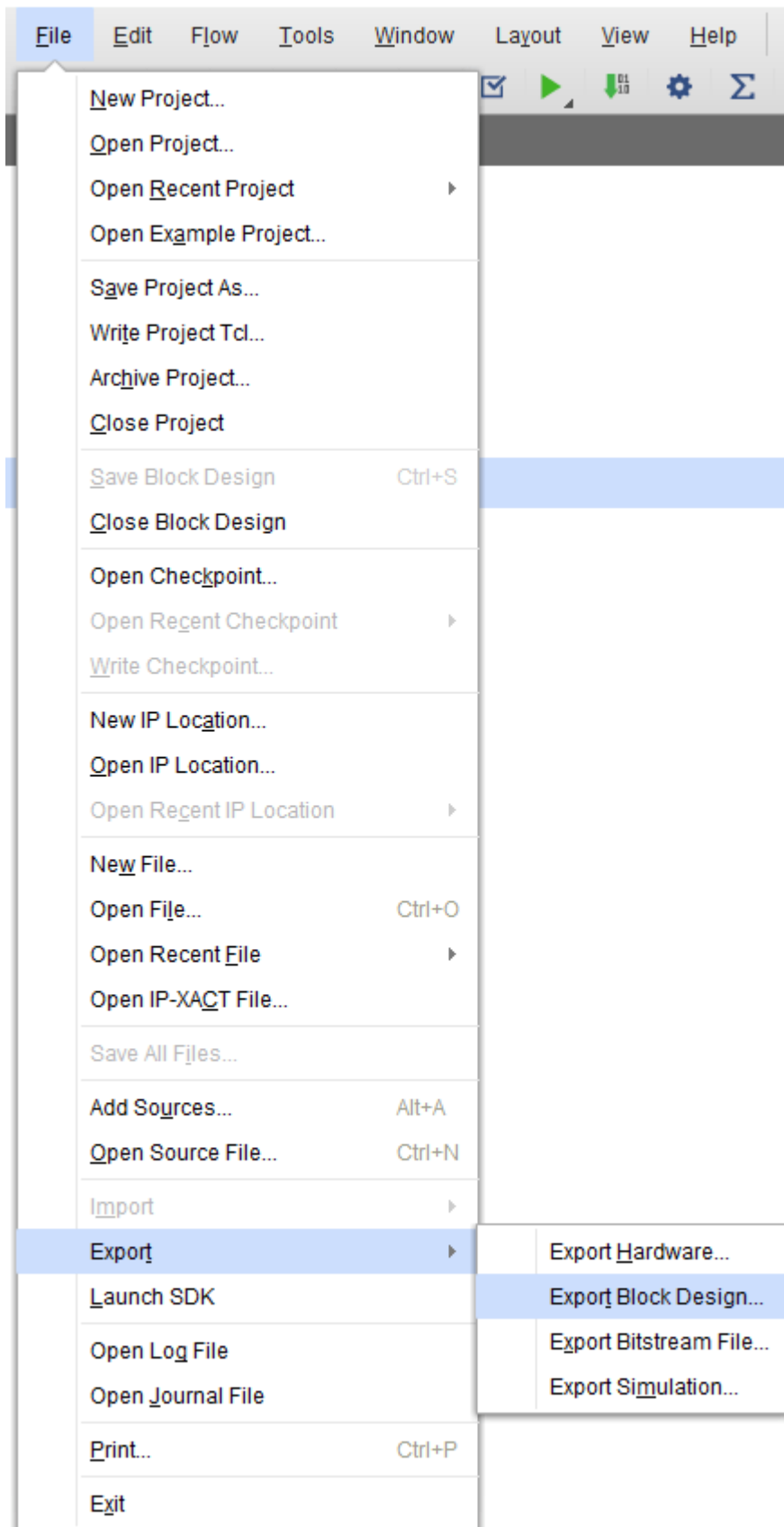


3. Complete the block design as shown in the following figure:



Notice that the block design does not contain any information about the HDL IP core.

4. Export the completed block design as a Tcl script `design_led.tcl` as shown in the following figure:



The exported Tcl script (`design_led.tcl`) constitute the custom reference design. The Tcl script will be used in the HDL Coder SoC workflow to re-create the block design and integrate the generated HDL IP core with the block design in a Xilinx Vivado project.

Register the Zybo board in HDL Workflow Advisor

In this section, we outline the steps necessary to register the Zybo board in HDL Workflow Advisor.

1. Create a board registration file with the name `hdlcoder_board_customization.m` and add it to the MATLAB path.

A board registration file contains a list of board plugins. A board plugin is a MATLAB package folder containing a board definition file and all reference design plugins associated with the board.

The following code describes the contents of a board registration file that contains the board plugin `ZyboRegistration` to register the Zybo board in HDL Workflow Advisor.

```
function r = hdlcoder_board_customization
% Board plugin registration file
% 1. Any registration file with this name on MATLAB path will be picked up
% 2. Registration file returns a cell array pointing to the location of
%    the board plugins
% 3. Board plugin must be a package folder accessible from MATLAB path,
%    and contains a board definition file

r = { ...
    'ZyboRegistration.plugin_board', ...
    };
end
```

2. Create the board definition file.

A board definition file contains information about the SoC board.

The following code describes the contents of the Zybo board definition file `plugin_board.m` that resides inside the board plugin `ZyboRegistration`.

Information about the FPGA I/O pin locations ('`FPGAPin`') and standards ('`IOSTANDARD`') is obtained from the Zybo master constraints file from Digilent.

The property `BoardName` defines the name of the Zybo board as `ZYBO` in HDL Workflow Advisor.

```
function hB = plugin_board()
% Board definition

% Construct board object
hB = hdlcoder.Board;

hB.BoardName    = 'ZYBO';

% FPGA device information
hB.FPGAVendor   = 'Xilinx';
hB.FPGAFamily   = 'Zynq';
hB.FPGADevice    = 'xc7z010';
hB.FPGAPackage  = 'clg400';
hB.FPGASpeed    = '-1';

% Tool information
hB.SupportedTool = {'Xilinx Vivado'};
```

```

% FPGA JTAG chain position
hB.JTAGChainPosition = 2;

%% Add interfaces
% Standard "External Port" interface
hB.addExternalPortInterface( ...
    'IOPadConstraint', {'IOSTANDARD = LVCMOS33'});

% Custom board external I/O interface
hB.addExternalIOInterface( ...
    'InterfaceID',    'LEDs General Purpose', ...
    'InterfaceType', 'OUT', ...
    'PortName',      'LEDs', ...
    'PortWidth',     4, ...
    'FPGAPin',       {'M14', 'M15', 'G14', 'D18'}, ...
    'IOPadConstraint', {'IOSTANDARD = LVCMOS33'});

hB.addExternalIOInterface( ...
    'InterfaceID',    'Push Buttons', ...
    'InterfaceType', 'IN', ...
    'PortName',      'PushButtons', ...
    'PortWidth',     4, ...
    'FPGAPin',       {'R18', 'P16', 'V16', 'Y16'}, ...
    'IOPadConstraint', {'IOSTANDARD = LVCMOS33'});

```

Register the custom reference design in HDL Workflow Advisor

In this section, we outline the steps necessary to register the custom reference design in HDL Workflow Advisor.

1. Create a reference design registration file named `hdlcoder_ref_design_customization.m` containing a list of reference design plugins associated with an SoC board.

A reference design plugin is a MATLAB package folder containing the reference design definition file and all files associated with the SoC design project. A reference design registration file must also contain the name of the associated board.

The following code describes the contents of a Zybo reference design registration file containing the reference design plugin `ZyboRegistration.Vivado2017_2` associated with the board ZYB0.

```

function [rd, boardName] = hdlcoder_ref_design_customization
% Reference design plugin registration file
% 1. The registration file with this name inside of a board plugin folder
%    will be picked up
% 2. Any registration file with this name on MATLAB path will also be picked up
% 3. The registration file returns a cell array pointing to the location of
%    the reference design plugins
% 4. The registration file also returns its associated board name
% 5. Reference design plugin must be a package folder accessible from
%    MATLAB path, and contains a reference design definition file

rd = {'ZyboRegistration.Vivado2017_2.plugin_rd', ...
    };

boardName = 'ZYB0';
end

```

2. Create the reference design definition file.

A reference design definition file defines the interfaces between the custom reference design and the HDL IP core that will be generated by the HDL Coder SoC workflow.

The following code describes the contents of the Zybo reference design definition file `plugin_rd.m` associated with the board ZYB0 that resides inside the reference design plugin `ZyboRegistration.Vivado2017_2`. The property `ReferenceDesignName` defines the name of the reference design as `Demo system` in HDL Workflow Advisor.

```
function hRD = plugin_rd()
% Reference design definition

% Construct reference design object
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Xilinx Vivado');

hRD.ReferenceDesignName = 'Demo system';
hRD.BoardName = 'ZYB0';

% Tool information
hRD.SupportedToolVersion = {'2017.2', '2017.4'};

% add custom Vivado design
hRD.addCustomVivadoDesign( ...
    'CustomBlockDesignTcl', 'design_led.tcl', ...
    'VivadoBoardPart', 'digilentinc.com:zybo:part0:1.0');

%% Add interfaces
% add clock interface
hRD.addClockInterface( ...
    'ClockConnection', 'clk_wiz_0/clk_out1', ...
    'ResetConnection', 'proc_sys_reset_0/peripheral_aresetn');

% add AXI4 and AXI4-Lite slave interfaces
hRD.addAXI4SlaveInterface( ...
    'InterfaceConnection', 'axi_interconnect_0/M00_AXI', ...
    'BaseAddress', '0x40010000', ...
    'MasterAddressSpace', 'processing_system7_0/Data');
```

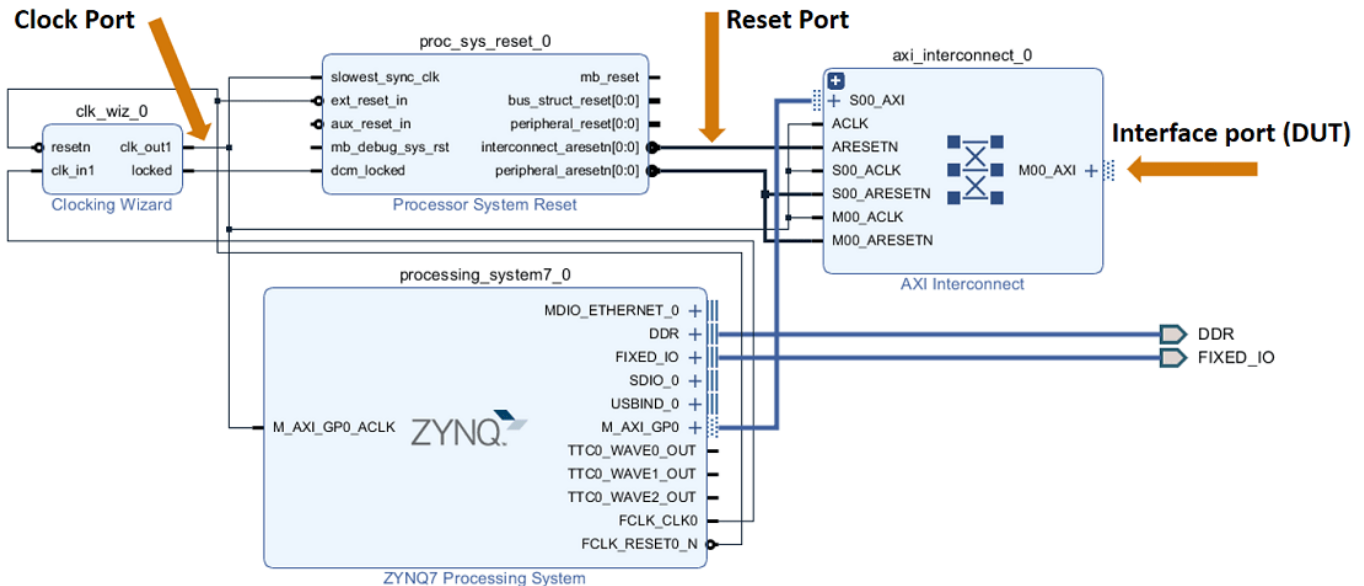
In addition to the reference design definition file, a reference design plugin must also contain the SoC design project files.

The Zybo reference design plugin folder `ZyboRegistration.Vivado2017_2` must contain the Tcl script `design_led.tcl` exported previously from the Xilinx Vivado project. The Zybo reference design definition file `plugin_rd.m` identifies the SoC design project file via the following statement:

```
hRD.addCustomVivadoDesign('CustomBlockDesignTcl', 'design_led.tcl');
```

In addition to the SoC design project files, `plugin_rd.m` also defines the interface connections between the custom reference design and the HDL IP core indicated in the following figure via the statements:

```
hRD.addClockInterface( ...
    'ClockConnection', 'clk_wiz_0/clk_out1', ...
    'ResetConnection', 'proc_sys_reset_0/peripheral_aresetn');
hRD.addAXI4SlaveInterface( ...
    'InterfaceConnection', 'axi_interconnect_0/M00_AXI', ...
    'BaseAddress', '0x40010000', ...
    'MasterAddressSpace', 'processing_system7_0/Data');
```



Caution: The 'BaseAddress' of the AXI4 interface must be a valid address in the 'MasterAddressSpace' and should not create any address conflict with other address based peripherals in the custom reference design.

Execute the SoC workflow for the Zybo board

The preceding sections discussed the steps to define and register the Zybo board and a custom reference design in the HDL Workflow Advisor for the SoC workflow. In this section, we use the custom board and reference design registration system to generate an HDL IP core that blinks LEDs on the Zybo board. The files used in the following demonstration are located at,

- matlab/toolbox/hdlcoder/hdlcoderdemos/customboards/ZYB0

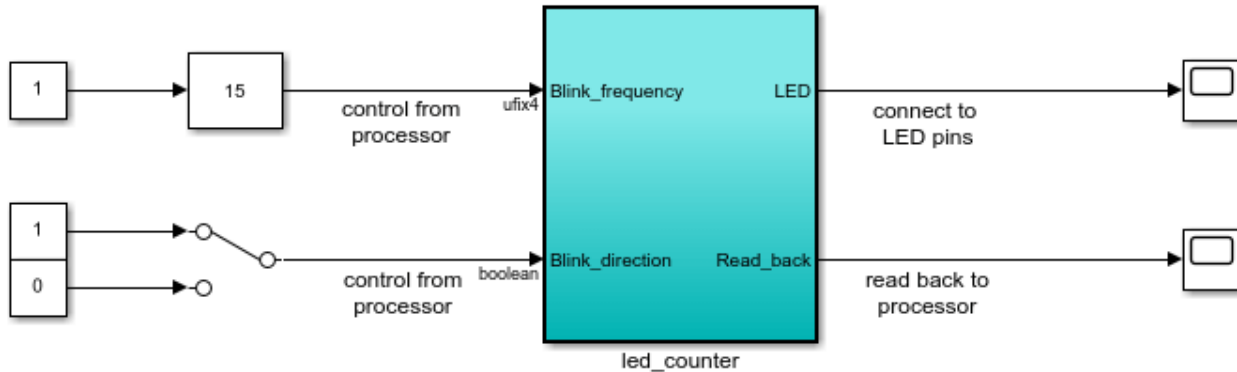
1. Add the Zybo board registration file to the MATLAB path using the command,

```
addpath(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'customboards', 'ZYB0'));
```

2. Open the Simulink model that implements LED blinking using the command,

```
open_system('hdlcoder_led_blinking_4bit');
```


Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking_4bit/led_counter')`

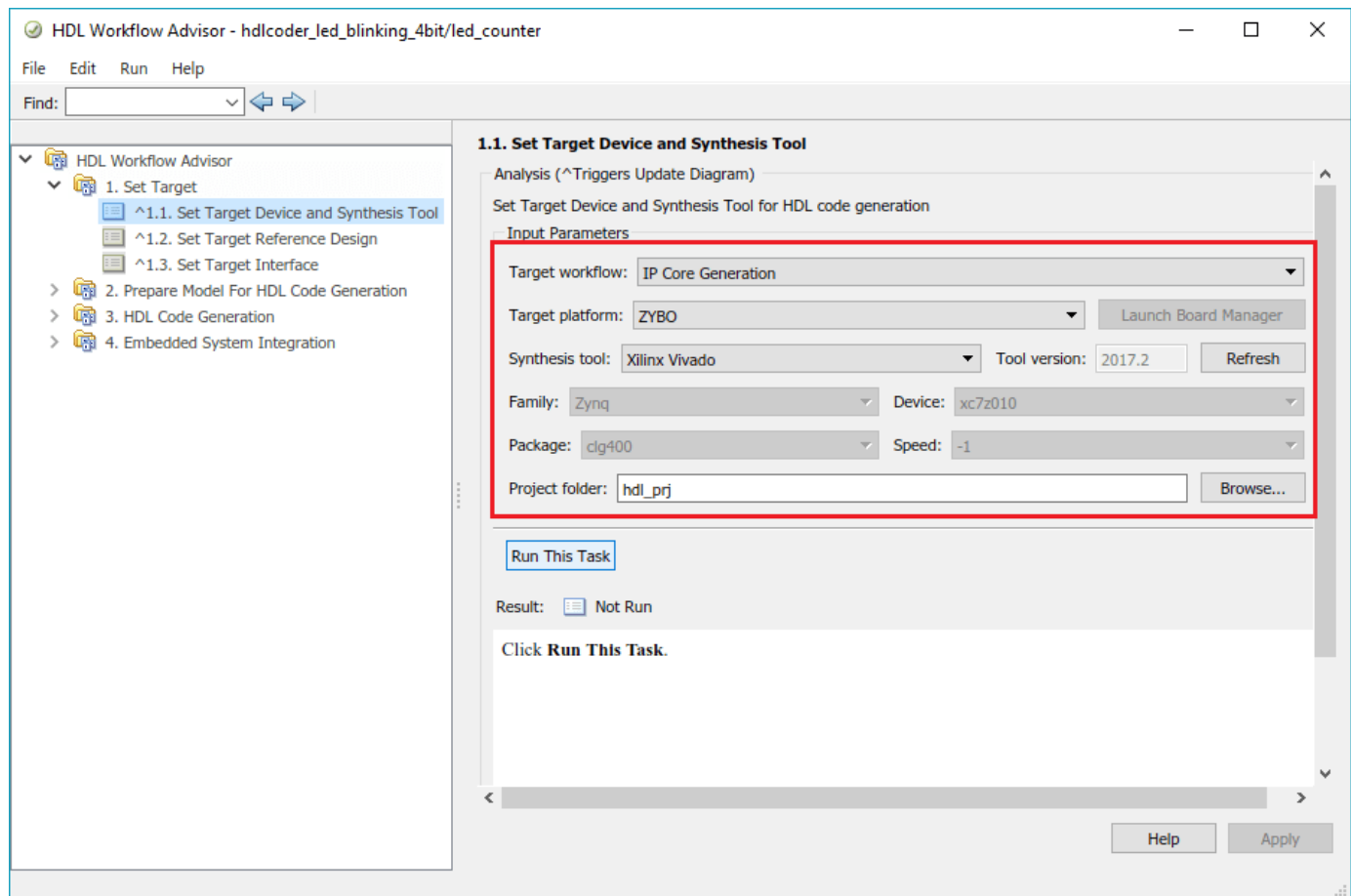
Launch HDL Workflow Advisor

Run Demo

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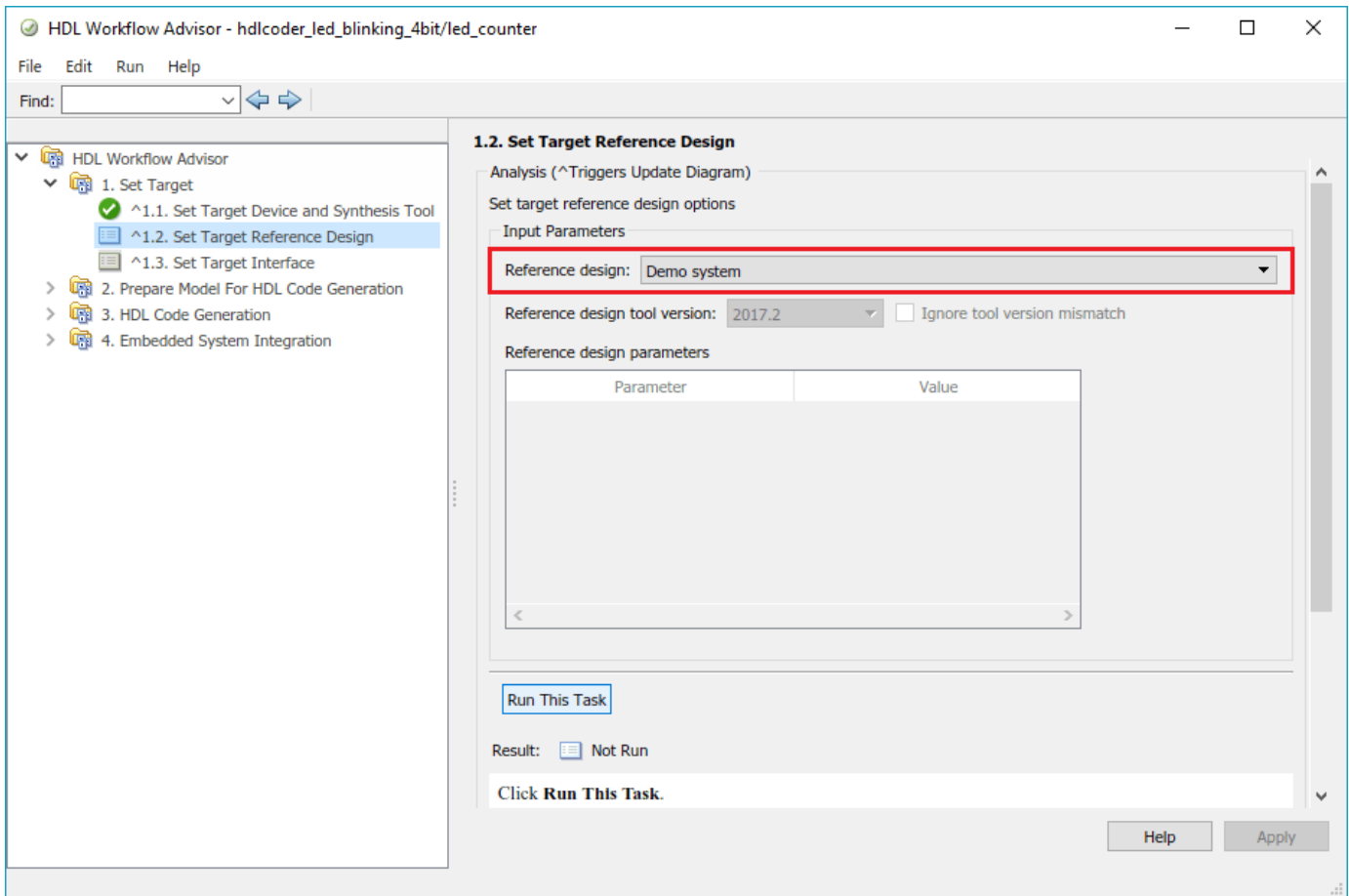
3. Launch HDL Workflow Advisor from the `hdlcoder_led_blinking_4bit/led_counter` subsystem by right-clicking the `led_counter` subsystem, and selecting **HDL Code > HDL Workflow Advisor** or just click **Launch HDL Workflow Advisor** box in the model.

In the **Set Target > Set Target Device and Synthesis Tool** task, select **IP Core Generation** for the **Target workflow**. ZYB0 now appears in the drop-down list **Target Platform**. Select ZYB0 as a **Target Platform**.

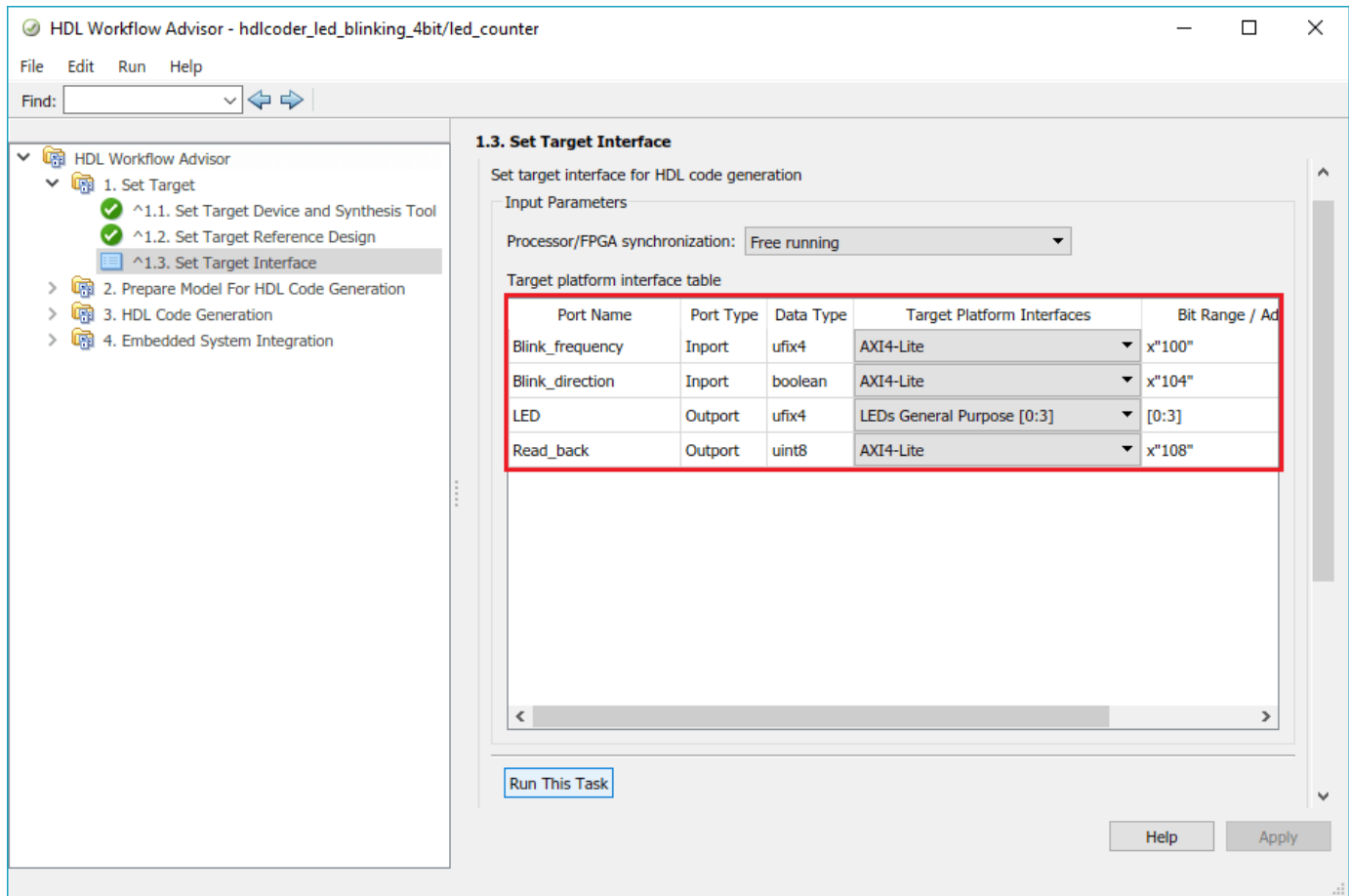


4. Click **Run This Task** to complete the **Set Target Device and Synthesis Tool** task.

5. In the **Set Target > Set Target Reference Design** task, the custom reference design Demo system now appears against the **Reference design** field. Select Demo system and click on **Run This Task**.



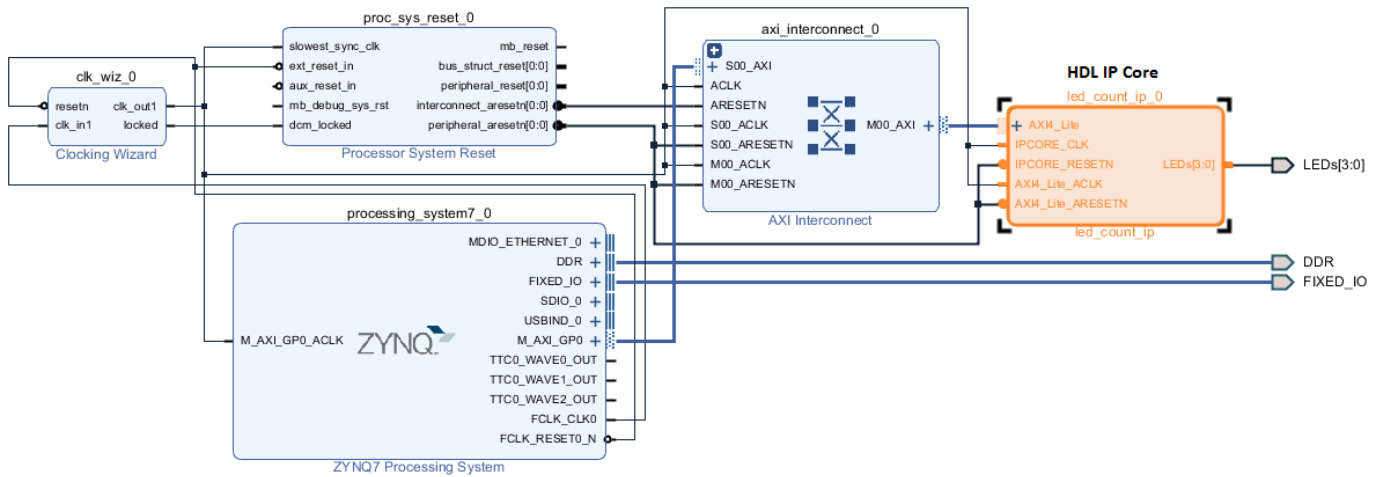
6. In Task 1.3 **Set Target Interface**, select the connections as shown in the figure below and then click on **Run This Task**.



7. Follow step 3 and step 4 of **Generate an HDL IP core using the HDL Workflow Advisor** section of “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75 example to generate IP core and view the IP core generation report.

8. Follow step 1 of **Integrate the IP core with the Xilinx Vivado environment** section of “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75 example to integrate the IP core in the reference design and create the vivado project.

9. Now let us examine the Xilinx Vivado project created by the SoC workflow after completing the **Create Project** task under **Embedded System Integration**. The following figure shows the block design of the SoC project where we have highlighted the HDL IP Core. It is instructive to compare this block design with the previous block design used to export the custom reference design for a deeper understanding of the relationship between a custom reference design and an HDL IP Core.



10. Follow the steps 2, 3 and 4 of **Integrate the IP core with the Xilinx Vivado environment** section of “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75 example to generate software interface model, generate FPGA bitstream and program target device respectively.

11. The LEDs on the Zybo board will now start blinking after loading the bitstream. In addition, you will be able to control the LED blink frequency and direction by executing the software interface model on the Zynq ARM processor. Refer to **Generate a software interface model** section of “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75 example to control the LED blink frequency and direction from the generated software interface model.

Define Custom Board and Reference Design for Intel SoC Workflow

This example shows how to define and register a custom board and reference design in the HDL Coder™ Intel SoC workflow.

Introduction

Using this example, you will be able to register the Terasic DE1-SoC development kit and a custom reference design in the HDL Workflow Advisor for the Intel SoC workflow.

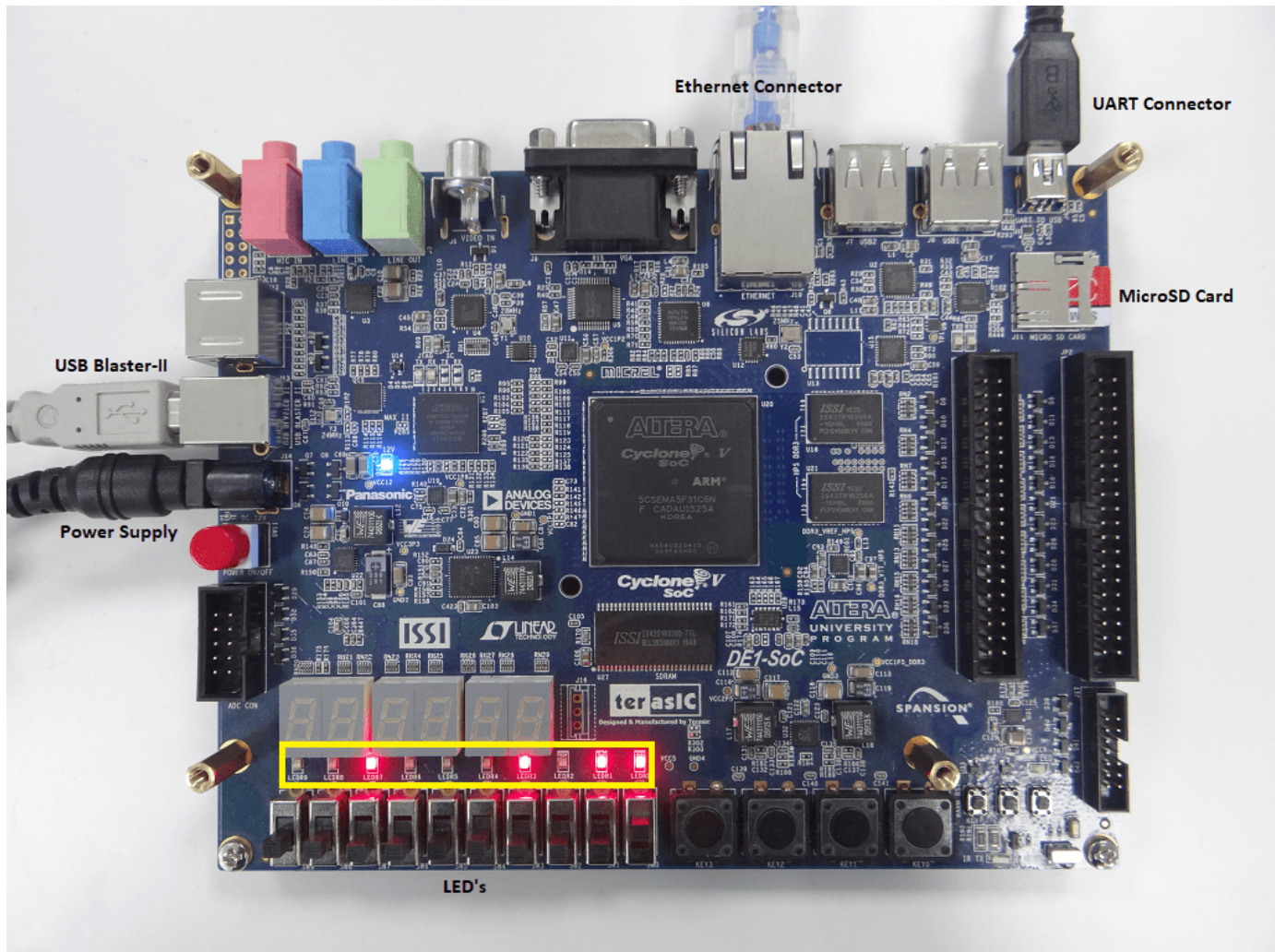
This example uses Terasic DE-1 SoC, but in the same way, you can define and register a custom board or a custom reference design for other Intel SoC devices.

Requirements

- 1 Intel Quartus Prime, with supported version listed in the HDL Coder documentation
- 2 Intel SoC Embedded Design Suite
- 3 Terasic DE1-SoC development Kit
- 4 HDL Coder Support Package for Intel SoC Devices
- 5 Embedded Coder Support Package for Intel SoC Devices

Set up Intel SoC hardware and tools

1. Understand the features available on the Terasic DE1-SoC by reading the board reference manual.
2. Set up the Terasic DE1-SoC as shown in the following figure:



3. Ensure that you have properly installed the USB COM port device drivers on your computer.
4. Connect the UART and USB blaster port on the Terasic DE1-SoC to your computer.
5. Connect the Terasic DE1-SoC to your computer using an Ethernet cable. The default Terasic DE1-SoC IP address is 192.168.1.101.
6. Download the Terasic DE1-SoC Linux image file, extract the GZ archive, and then write the raw disc image file to the microSD card. Insert the microSD card in connector J11.
7. Set up the Intel Quartus tool path by using the following command:

```
hdlsetuptoolpath('ToolName', 'Altera Quartus II', 'ToolPath', 'C:\intelFPGA\17.1\quartus\bin
```

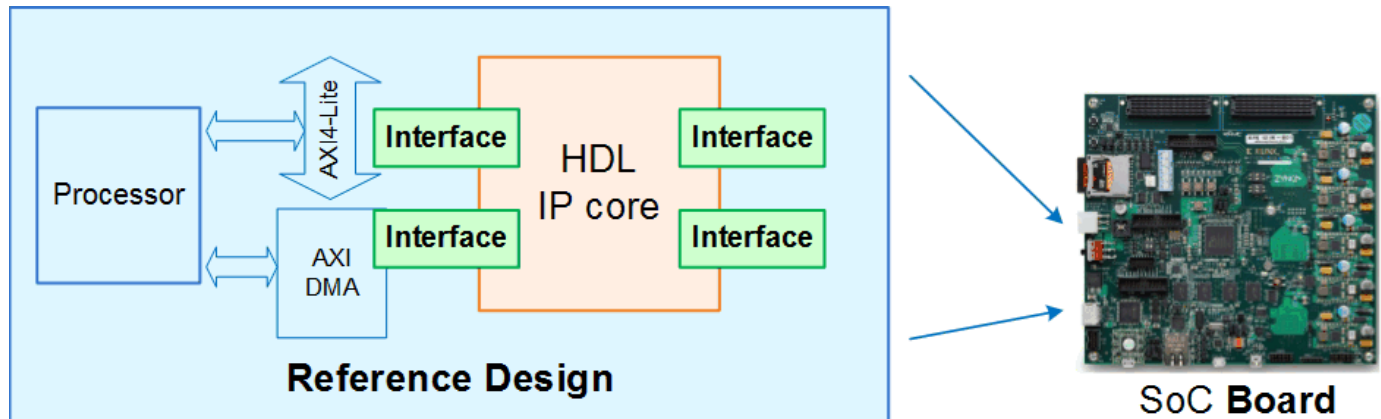
Use your own Intel Quartus installation path when executing the command.

8. Set up the Terasic DE1-SoC hardware connection by using the following command:

```
h = alterasoc('192.168.1.101', 'root', 'cyclonevso');
```

Reference Design creation using Intel Quartus Prime

A reference design captures the complete structure of an SoC design, defining the different components and their interconnections. The HDL Coder SoC workflow generates an IP core that integrates with the reference design, and is then used to program an SoC board. The following figure describes the relationship between a reference design, an HDL IP core and an SoC board



In this section, we outline the basic steps necessary to create and export a simple reference design using the Intel Quartus and QSys environment. For more information about the QSys system integration tool, refer to Altera/Intel documentation.

1. Create an empty Quartus project using the New project wizard with device part number as shown in the following figure

New Project Wizard

Family, Device & Board Settings

Device Board

Select the family and device you want to target for compilation.
You can install additional device support with the Install Devices command on the Tools menu.

To determine the version of the Quartus Prime software in which your target device is supported, refer to the [Device Support List](#) webpage.

Device family

Family: Cyclone V (E/GX/GT/SX/SE/ST)

Device: All

Target device

Auto device selected by the Fitter

Specific device selected in 'Available devices' list

Other: n/a

Show in 'Available devices' list

Package: Any

Pin count: Any

Core speed grade: Any

Name filter: 5CSEMA5F31C6

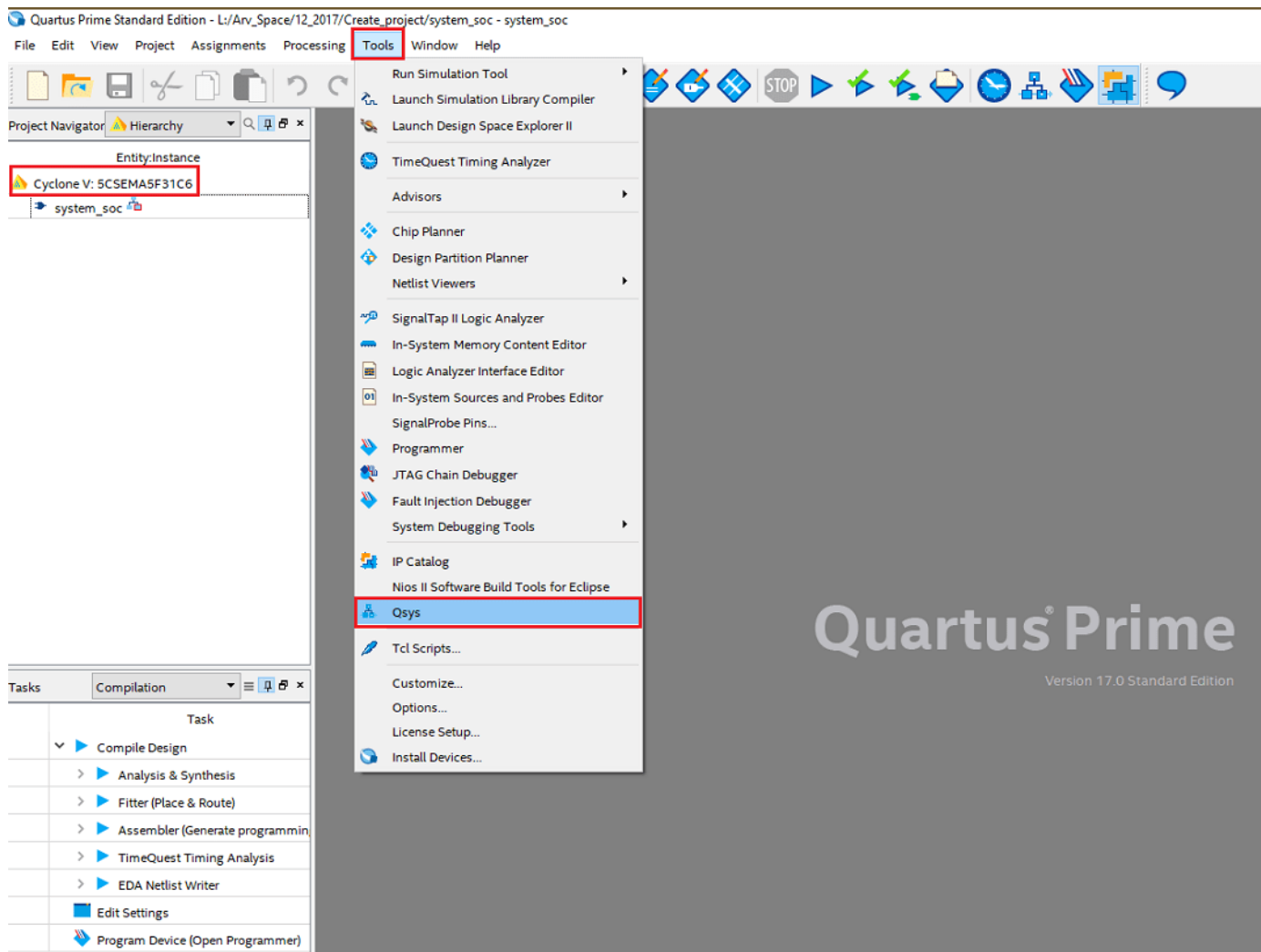
Show advanced devices

Available devices:

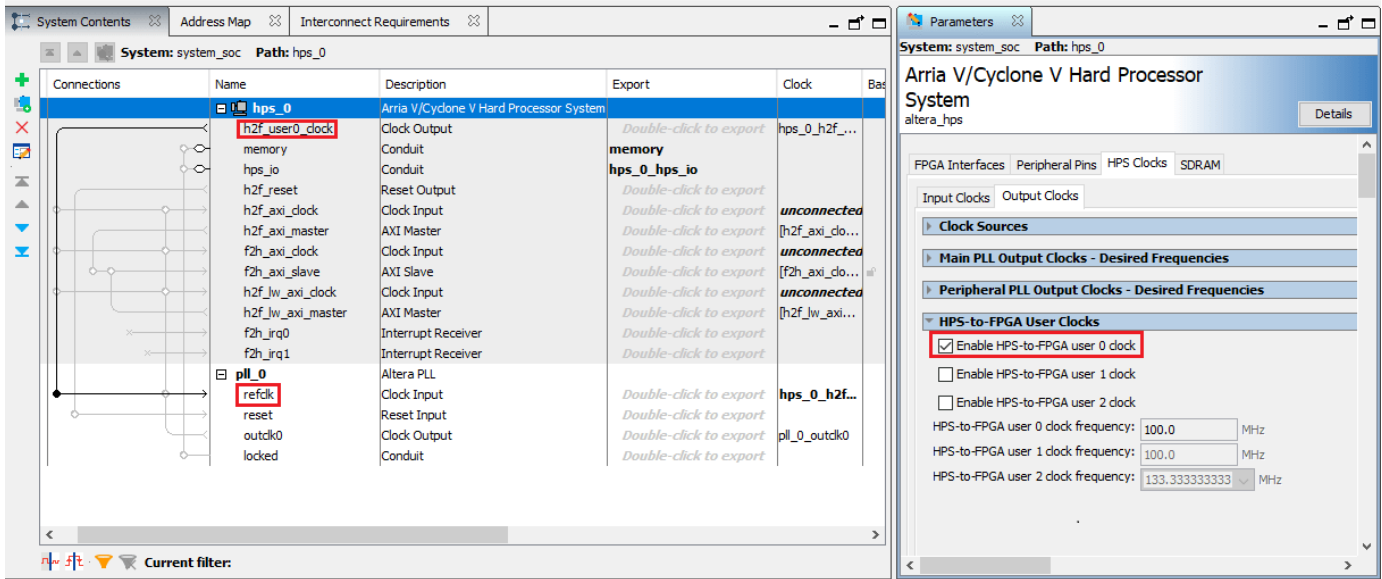
| Name | Core Voltage | ALMs | Total I/Os | GPIOs | GXB Channel PMA | GXB Channel PCS |
|--------------|--------------|-------|------------|-------|-----------------|-----------------|
| 5CSEMA5F31C6 | 1.1V | 32070 | 457 | 457 | 0 | 0 |

< Back Next > Finish Cancel Help

2. Initialize the Qsys in Quartus by navigating **Tools --> Qsys** as shown in the following figure

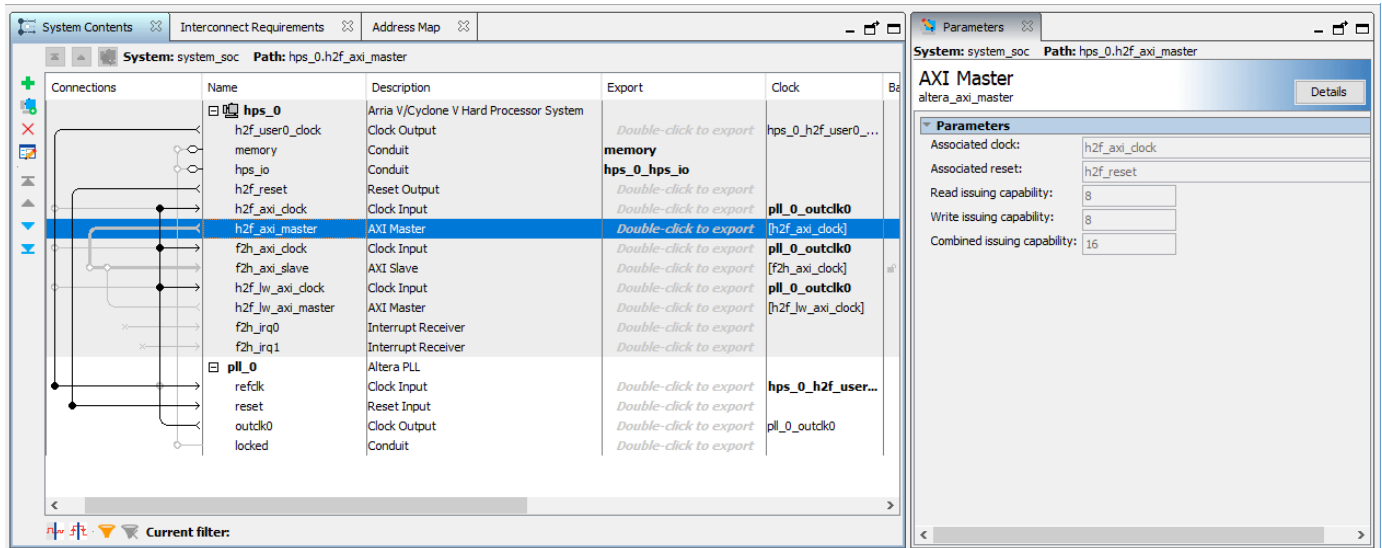


3. Select **Cyclone-V Hard Processor System(HPS)** & **Altera PLL** IP's from IP catalog to the created Qsys project. Enable HPS-to-FPGA user 0 clock (h2f_user0_clock) and connect that to refclk of Altera PLL as shown in the following figure



complete the other settings required for Hard Processor System such as Peripheral pin set and mode settings.

4. keep h2f_axi_master port connection open in order to connect to DUT IP during the process of workflow IP integration. Complete the rest of the connections between Altera PLL IP and HPS IP as shown in the following figure



5. Save the Qsys file. This file will be used while you create reference design plugin.

Register the DE1-SoC board in HDL Workflow Advisor

In this section, we outline the steps necessary to register the Terasic DE1-SoC development kit in HDL Workflow Advisor.

1. Create a board registration file with the name `hdlcoder_board_customization.m` and add it to the MATLAB path.

A board registration file contains a list of board plug-ins. A board plugin is a MATLAB package folder containing a board definition file and all reference design plug-ins associated with the board.

The following code describes the contents of a board registration file that contains the board plugin `DE1SoCRegistration` to register the Terasic DE1-SoC development kit in HDL Workflow Advisor.

```
function r = hdlcoder_board_customization
% Board plugin registration file
% 1. Any registration file with this name on MATLAB path will be picked up
% 2. Registration file returns a cell array pointing to the location of
%    the board plugin
% 3. Board plugin must be a package folder accessible from MATLAB path,
%    and contains a board definition file

r = { ...
    'DE1SoCRegistration.plugin_board', ...
    };
end
```

2. Create the board definition file.

A board definition file contains information about the SoC board.

The following code describes the contents of the DE1-SoC board definition file `plugin_board.m` that resides inside the board plugin `DE1SoCRegistration`.

Information about the FPGA I/O pin locations ('`FPGAPin`') and standards ('`IOSTANDARD`') is obtained from the Pin Planner of Intel Quartus-II.

The property `BoardName` defines the name of the DE-1 SoC board as Terasic DE1-SoC development Kit in HDL Workflow Advisor.

```
function hB = plugin_board()
% Board definition

% Construct board object
hB = hdlcoder.Board;

hB.BoardName = 'Terasic DE1-SoC development Kit';

% FPGA device information
hB.FPGAVendor = 'Altera';
hB.FPGAFamily = 'Cyclone V';
hB.FPGADevice = '5CSEMA5F31C6';
hB.FGAPackage = '';
hB.FGASpeed = '';

% Tool information
hB.SupportedTool = {'Altera QUARTUS II'};

% FPGA JTAG chain position
hB.JTAGChainPosition = 2;

%% Add interfaces
% Standard "External Port" interface
hB.addExternalPortInterface( ...
    'IOPadConstraint', {'IO_STANDARD "2.5V"});

% Custom board external I/O interface
hB.addExternalIOInterface( ...
```

```

'InterfaceID',    'LEDs General Purpose', ...
'InterfaceType', 'OUT', ...
'PortName',      'GPLED', ...
'PortWidth',     10, ...
'FPGAPin',       {'V16', 'W16', 'V17', 'V18', 'W17', 'W19', 'Y19', 'W20', 'W21', 'Y21'}, ...
'IOPadConstraint', {'IO_STANDARD "3.3-V LVTTL"});

hB.addExternalIOInterface( ...
'InterfaceID',    'Switches', ...
'InterfaceType', 'IN', ...
'PortName',      'SW', ...
'PortWidth',     10, ...
'FPGAPin',       {'AB12', 'AC12', 'AF9', 'AF10', 'AD11', 'AD12', 'AE11', 'AC9', 'AD10', 'AE12',
'IOPadConstraint', {'IO_STANDARD "3.3-V LVTTL"});

hB.addExternalIOInterface( ...
'InterfaceID',    'Push Buttons', ...
'InterfaceType', 'IN', ...
'PortName',      'KEY', ...
'PortWidth',     4, ...
'FPGAPin',       {'AA14', 'AA15', 'W15', 'Y16'}, ...
'IOPadConstraint', {'IO_STANDARD "3.3-V LVTTL"});

```

Register the custom reference design in HDL Workflow Advisor

In this section, we outline the steps necessary to register the custom reference design in HDL Workflow Advisor.

1. Create a reference design registration file named `hdlcoder_ref_design_customization.m` containing a list of reference design plugins associated with an SoC board.

A reference design plugin is a MATLAB package folder containing the reference design definition file and all files associated with the SoC design project. A reference design registration file must also contain the name of the associated board.

The following code describes the contents of a DE1-SoC reference design registration file containing the reference design plugin `DE1SoCRegistration.qsys_base_170` associated with the board Terasic DE1-SoC development Kit.

```

function [rd, boardName] = hdlcoder_ref_design_customization
% Reference design plugin registration file
% 1. The registration file with this name inside of a board plugin folder
%    will be picked up
% 2. Any registration file with this name on MATLAB path will also be picked up
% 3. The registration file returns a cell array pointing to the location of
%    the reference design plugins
% 4. The registration file also returns its associated board name
% 5. Reference design plugin must be a package folder accessible from
%    MATLAB path, and contains a reference design definition file

rd = {'DE1SoCRegistration.qsys_base_170.plugin_rd', ...
};

boardName = 'Terasic DE1-SoC development Kit';
end

```

2. Create the reference design definition file.

A reference design definition file defines the interfaces between the custom reference design and the HDL IP core that will be generated by the HDL Coder SoC workflow.

The following code describes the contents of the DE1-SoC reference design definition file `plugin_rd.m` associated with the board Terasic DE1-SoC development Kit that resides inside the reference design plugin `DE1SoCRegistration.qsys_base_170`. The property `ReferenceDesignName` defines the name of the reference design as `Demo system` in HDL Workflow Advisor.

```
function hRD = plugin_rd()
% Reference design definition

% Construct reference design object
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Altera QUARTUS II');

hRD.ReferenceDesignName = 'Demo system';
hRD.BoardName = 'Terasic DE1-SoC development Kit';

% Tool information
hRD.SupportedToolVersion = {'17.0','17.1'};

%% Add custom design files
% add custom Qsys design
hRD.addCustomQsysDesign( ...
    'CustomQsysPrjFile', 'system_soc.qsys');

%% Add interfaces
% add clock interface
hRD.addClockInterface( ...
    'ClockConnection', 'pll_0.outclk0', ...
    'ResetConnection', 'hps_0.h2f_reset',...
    'DefaultFrequencyMHz', 50,...
    'MinFrequencyMHz', 5,...
    'MaxFrequencyMHz', 500,...
    'ClockModuleInstance', 'pll_0',...
    'ClockNumber', 0);

% add AXI4 and AXI4-Lite slave interfaces
hRD.addAXI4SlaveInterface( ...
    'InterfaceConnection', 'hps_0.h2f_axi_master', ...
    'BaseAddress', '0x0000');
```

The DE1-SoC reference design plugin folder `DE1SoCRegistration.qsys_base_170` must contain the Qsys file `system_soc.qsys` saved previously from the Intel Quartus Prime project. The DE1-SoC reference design definition file `plugin_rd.m` identifies the SoC design project file via the following statement:

```
hRD.addCustomQsysDesign('CustomQsysPrjFile', 'system_soc.qsys');
```

In addition to the SoC design project files, `plugin_rd.m` also defines the interface connections between the custom reference design and the HDL IP core indicated in the following figure via the statements:

```
hRD.addClockInterface( ...
    'ClockConnection', 'pll_0.outclk0', ...
    'ResetConnection', 'hps_0.h2f_reset',...
    'DefaultFrequencyMHz', 50,...
    'MinFrequencyMHz', 5,...
```

```

'MaxFrequencyMHz',    500,...
'ClockModuleInstance', 'pll_0',...
'ClockNumber',       0);
hRD.addAXI4SlaveInterface( ...
'InterfaceConnection', 'hps_0.h2f_axi_master', ...
'BaseAddress',         '0x0000');

```

Execute the SoC workflow for the Terasic DE1-SoC

The preceding sections discussed the steps to define and register the Terasic DE1-SoC and a custom reference design in the HDL Workflow Advisor for the SoC workflow. In this section, we use the custom board and reference design registration system to generate an HDL IP core that blinks LEDs on the Terasic DE1-SoC. The files used in the following demonstration are located at,

- matlab/toolbox/hdlcoder/hdlcoderdemos/customboards/DE1SOC

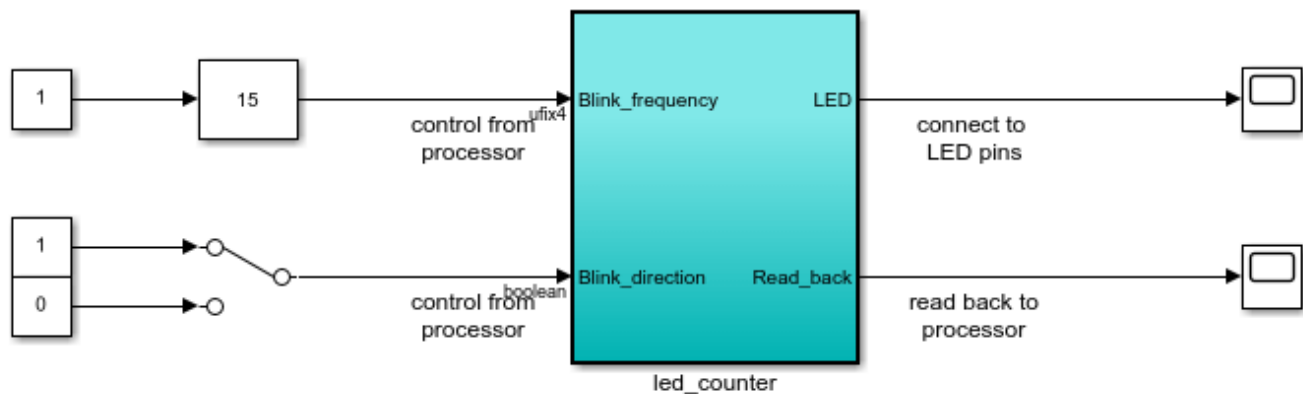
1. Add the Terasic DE1-SoC registration file to the MATLAB path using the command,

```
addpath(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'customboards', 'DE1SOC'));
```

2. Open the Simulink model that implements LED blinking using the command,

```
open_system('hdlcoder_led_blinking');
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking/led_counter')`

Launch HDL Workflow Advisor

Run Demo

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Generate an HDL IP core using the HDL Workflow Advisor

1. Using the IP Core Generation workflow in the HDL Workflow Advisor enables you to automatically generate a sharable and reusable IP core module from a Simulink model. HDL Coder generates HDL

code from the Simulink blocks, and also generates HDL code for the AXI interface logic connecting the IP core to the embedded processor. HDL Coder packages all the generated files into an IP core folder. You can then integrate the generated IP core with a larger FPGA embedded design in the Intel Qsys environment.

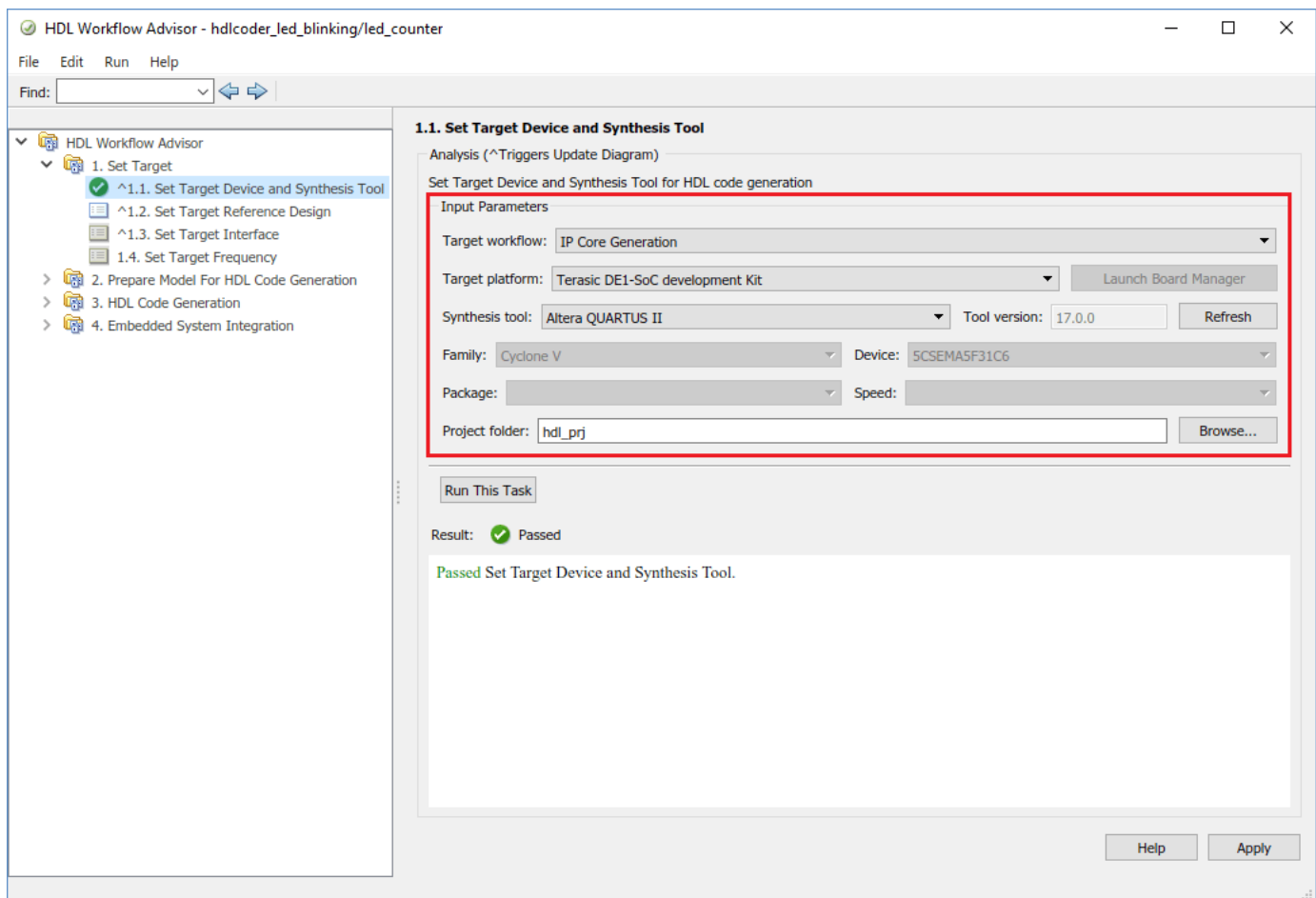
2. Start the IP core generation workflow.

2.1. Open the HDL Workflow Advisor from the `hdlcoder_led_blinking/led_counter` subsystem by right-clicking the `led_counter` subsystem, and choosing **HDL Code > HDL Workflow Advisor**.

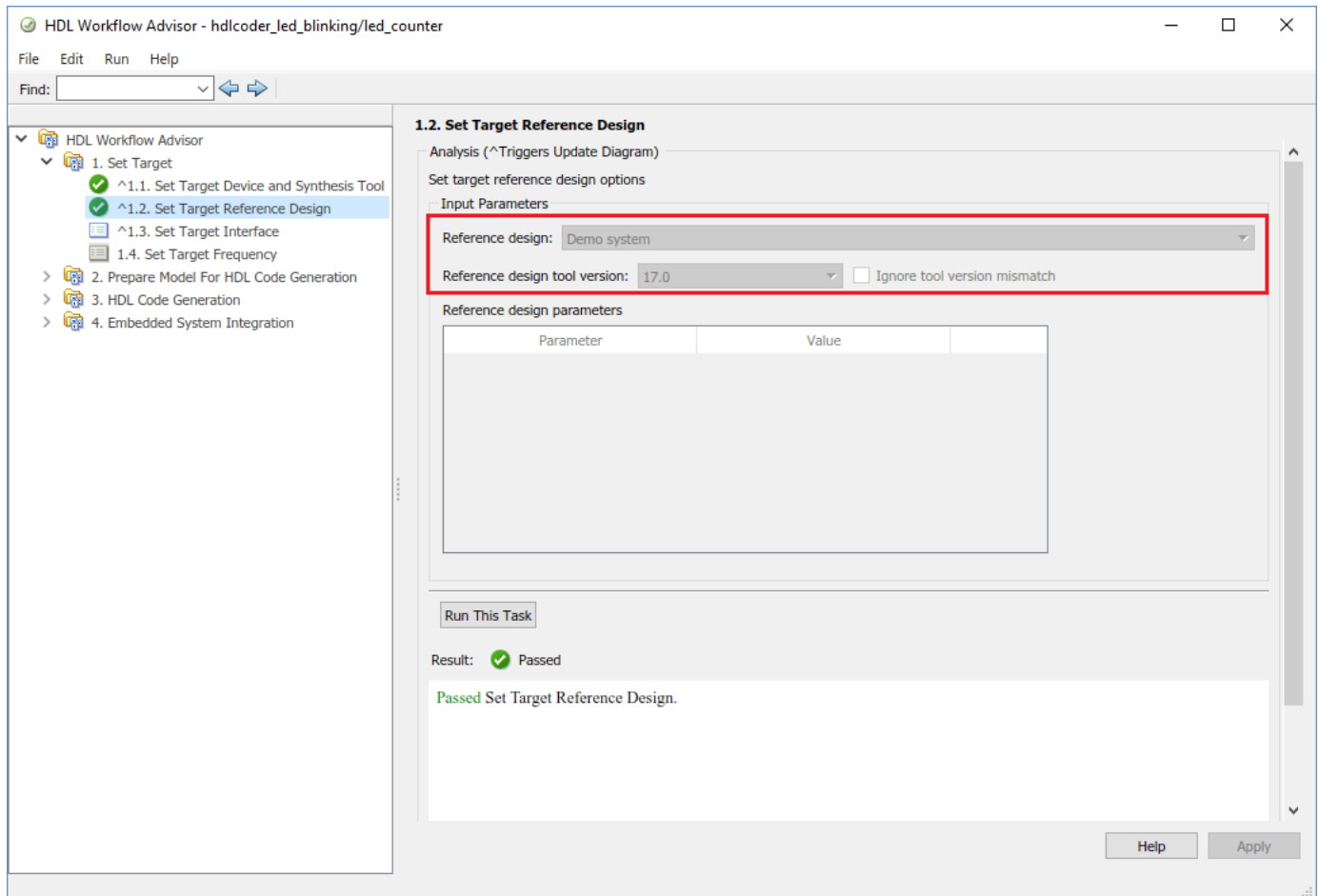
2.2. In the **Set Target > Set Target Device and Synthesis Tool** task, for **Target workflow**, select **IP Core Generation**.

2.3. For **Target platform**, select **Terasic DE1-SoC development Kit**.

2.4. Click **Run This Task** to run the **Set Target Device and Synthesis Tool** task.

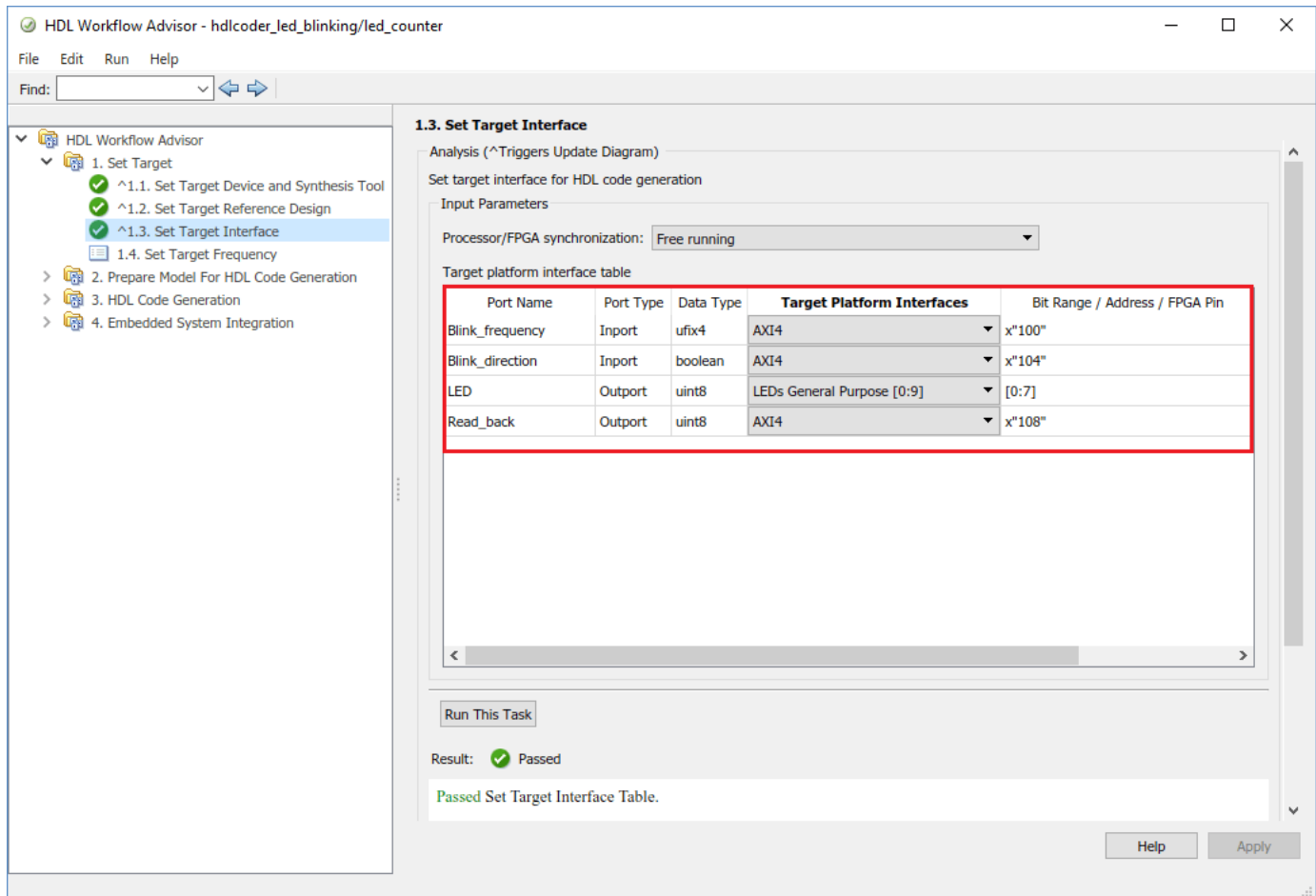


3. In the task 1.2, set target reference design default system is selected. click on **Run This Task**.



4. Configure the Target Interface.

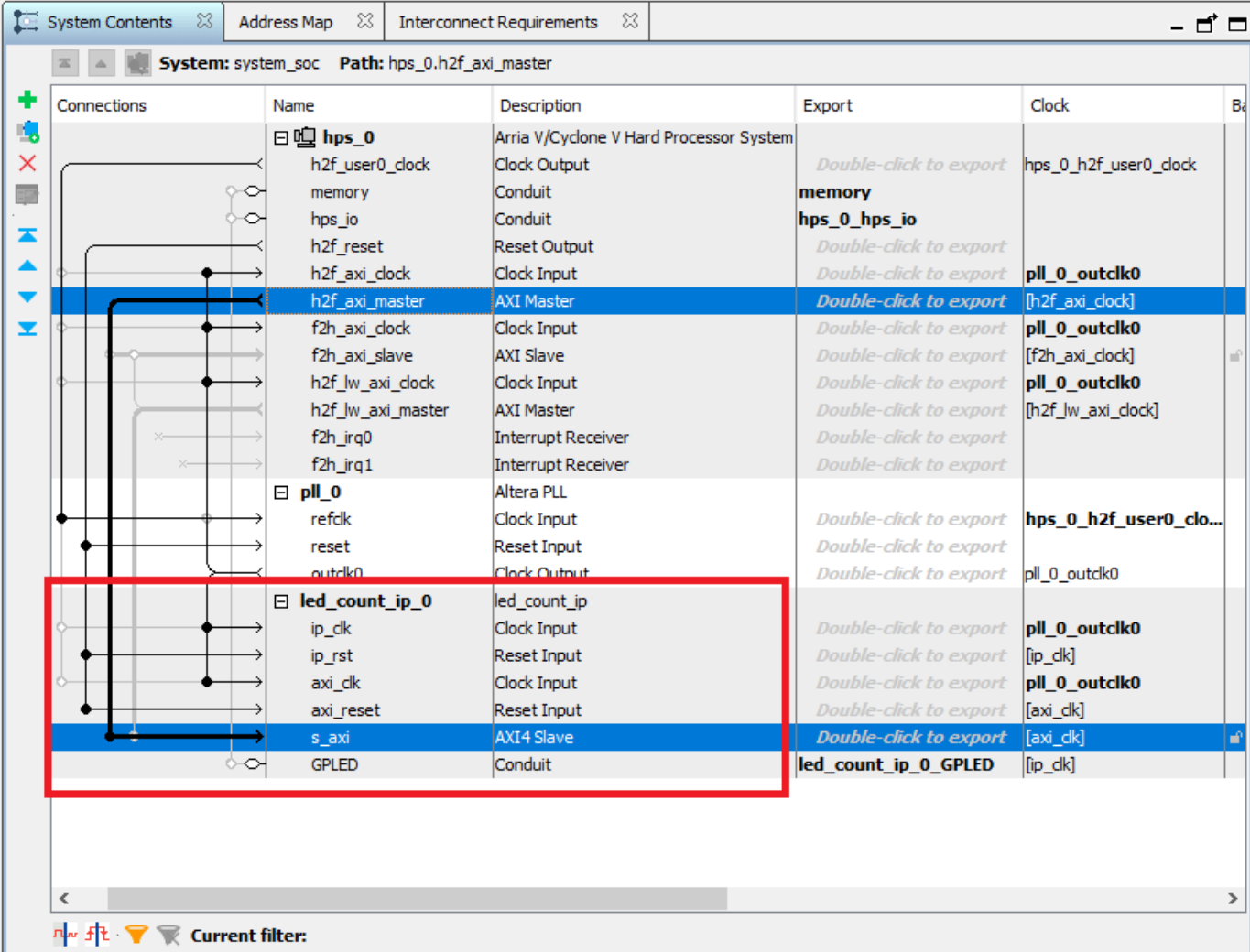
Map each port in your DUT to one of the IP core target interfaces. In this example, input ports **Blink_frequency** and **Blink_direction** are mapped to **AXI4**. The **LED** output port is mapped to an external interface, **LEDs General Purpose [0:9]**, which connects to the LED hardware on the Terasic DE1-SoC development Kit.



5. Follow step 3 and step 4 of **Generate an HDL IP core using the HDL Workflow Advisor** section of “Getting Started with Targeting Intel SoC Devices” on page 40-114 example to generate IP core and view the IP core generation report.

6. Follow step 1 of **Integrate the IP core with the Intel Qsys environment** section of “Getting Started with Targeting Intel SoC Devices” on page 40-114 example to integrate the IP core in the reference design and create the Qsys project.

7. Now let us examine the Intel Qsys project created by the SoC workflow after completing the **Create Project** task under **Embedded System Integration**. The following figure shows the SoC project where we have highlighted the HDL IP Core. It is instructive to compare this project with the previous project used in the custom reference design plugin for a deeper understanding of the relationship between a custom reference design and an HDL IP Core.



| Connections | Name | Description | Export | Clock | Base |
|-------------|-------------------|---|------------------------|-----------------------|------|
| | hps_0 | Arria V/Cyclone V Hard Processor System | | | |
| | h2f_user0_dock | Clock Output | Double-click to export | hps_0_h2f_user0_clock | |
| | memory | Conduit | memory | | |
| | hps_io | Conduit | hps_0_hps_io | | |
| | h2f_reset | Reset Output | Double-click to export | | |
| | h2f_axi_clock | Clock Input | Double-click to export | pll_0_outclk0 | |
| | h2f_axi_master | AXI Master | Double-click to export | [h2f_axi_clock] | |
| | f2h_axi_clock | Clock Input | Double-click to export | pll_0_outclk0 | |
| | f2h_axi_slave | AXI Slave | Double-click to export | [f2h_axi_clock] | mf |
| | h2f_lw_axi_clock | Clock Input | Double-click to export | pll_0_outclk0 | |
| | h2f_lw_axi_master | AXI Master | Double-click to export | [h2f_lw_axi_clock] | |
| | f2h_irq0 | Interrupt Receiver | Double-click to export | | |
| | f2h_irq1 | Interrupt Receiver | Double-click to export | | |
| | pll_0 | Altera PLL | | | |
| | refclk | Clock Input | Double-click to export | hps_0_h2f_user0_clock | |
| | reset | Reset Input | Double-click to export | | |
| | outclk0 | Clock Output | Double-click to export | pll_0_outclk0 | |
| | led_count_ip_0 | led_count_ip | | | |
| | ip_clk | Clock Input | Double-click to export | pll_0_outclk0 | |
| | ip_rst | Reset Input | Double-click to export | [ip_clk] | |
| | axi_clk | Clock Input | Double-click to export | pll_0_outclk0 | |
| | axi_reset | Reset Input | Double-click to export | [axi_clk] | |
| | s_axi | AXI4 Slave | Double-click to export | [axi_clk] | mf |
| | GPLED | Conduit | led_count_ip_0_GPLED | [ip_clk] | |

8. Follow the steps 2, 3 and 4 of **Integrate the IP core with the Intel Qsys environment** section of “Getting Started with Targeting Intel SoC Devices” on page 40-114 example to generate software interface model, generate FPGA bitstream and program target device respectively.

9. The LEDs on the Terasic DE1-SoC will start blinking after loading the bitstream. In addition, you will be able to control the LED blink frequency and direction by executing the software interface model. Refer to **Generate a software interface model** section of “Getting Started with Targeting Intel SoC Devices” on page 40-114 example to control the LED blink frequency and direction from the generated software interface model.

Dynamically Create Reference Design with Master Only or Slave Only AXI4-Stream Interface

This example illustrates how to customize the reference design dynamically by using a callback function based on the reference design parameter options. Also, this example shows how you can customize the number of AXI4-Stream interface channels in your reference design to be Only AXI4-Stream Master interface, Only AXI4-Stream Slave interface or both the interfaces.

Prerequisites

To run this example, you must have the following software and hardware installed and set up:

- HDL Coder Support Package for Xilinx Zynq Platform
- Embedded Coder Support Package for Xilinx Zynq Platform
- Xilinx Vivado Design Suite, with supported version listed in “HDL Language Support and Supported Third-Party Tools and Hardware”
- Xilinx Zynq-7000 SoC ZC706 Evaluation Kit
- Latest SD image from ECoder support package setup wizard

Introduction

Instead of creating multiple reference designs that have different interface choices, data widths, or I/O plugins now you have an option of creating one reference design that has different interface choices or data widths as parameters. You can use the `CustomizeReferenceDesignFcn` method to reference the callback function that has different choices for interfaces or data widths in your reference design. For example, you can create one reference design and select the reference design parameter choice that has only AXI4-Stream Master or only AXI4-Stream Slave or both AXI4-Stream Master and AXI4-Stream Slave interfaces instead of creating three separate reference designs.

Create Reference Design Definition File and Callback Function

For this demo, you can consider Xilinx Zynq ZC706 AXI4-Stream reference design which consists of two Xilinx AXI DMAs to handle the data transfer from Processor to FPGA and vice versa using AXI4-Stream Master and Slave interfaces. In this example you customize the number of AXI4-Stream interface channels with a single reference design by creating a callback function. The different interface channels in the callback code shown below uses the different device tree. Similarly, you can modify your created reference design definition file to select different reference design parameter choices using the callback function.

The picture below shows the **Stream_Channel** reference design parameter and interface choices for the **AXI4-Stream interface with Stream channel Selection** reference design specified by using the `addParameter` method. The `CustomizeReferenceDesignFcn` method references a callback function that has the name `callback_CustomizeReferenceDesign`.

```

function hRD = plugin_rd()
hRD = hdlcoder.ReferenceDesign('SynthesisTool', 'Xilinx Vivado');
hRD.ReferenceDesignName = 'AXI4-Stream interface with Stream channel Selection';
hRD.BoardName = 'Xilinx Zynq ZC706 evaluation kit';
% Tool information
hRD.SupportedToolVersion = {'2018.2','2018.3','2019.1','2019.2'};
% add clock interface
hRD.addClockInterface( ...
    'ClockConnection',    'core_clkwiz/clk_out1', ...
    'ResetConnection',    'sys_core_rstgen/peripheral_aresetn',...
    'DefaultFrequencyMHz', 50,...
    'MinFrequencyMHz',    5,...
    'MaxFrequencyMHz',    500,...
    'ClockModuleInstance', 'core_clkwiz',...
    'ClockNumber',        1);
% add AXI4 and AXI4-Lite slave interfaces
hRD.addAXI4SlaveInterface( ...
    'InterfaceConnection', 'axi_cpu_interconnect/M00_AXI', ...
    'BaseAddress',         '0x40010000', ...
    'MasterAddressSpace',  'sys_cpu/Data');
hRD.addParameter( ...
    'ParameterID',        'StreamChanel', ...
    'DisplayName',        'Stream Channel', ...
    'DefaultValue',       'Both Master & Slave', ...
    'ParameterType',      hdlcoder.ParameterType.Dropdown, ...
    'Choice',             {'Master Only','Slave Only','Both Master & Slave'});
hRD.CustomizeReferenceDesignFcn = ...
    @Stream_ChannelSelection.callback_CustomizeReferenceDesign;

```

The code below shows the callback function `callback_CustomizeReferenceDesign` that has the AXI4-Stream Master or Slave Channels or both channels specified by using the `addAXI4StreamInterface` method. The `DeviceTreeName` method shown below in the callback is to specify the device tree file, which is different for different stream channels.

```

function callback_CustomizeReferenceDesign(infoStruct)
% Reference design callback run at the end of the task Set Target Reference Design

% infoStruct: information in structure format
% infoStruct.ReferenceDesignObject: current reference design registration object
% infoStruct.BoardObject: current board registration object
% infoStruct.ParameterStruct: custom parameters of the current reference design, in struct format
% infoStruct.HDLModelDutPath: the block path to the HDL DUT subsystem
% infoStruct.ReferenceDesignToolVersion: Reference design Tool Version set in 1.2 Task

hRD = infoStruct.ReferenceDesignObject;
paramStruct = infoStruct.ParameterStruct;

% get the reference design parameter value
ParamValue = paramStruct.StreamChanel;

```

```

% Add the reference design interface into interface list table baed on the
% reference design Parameter value

if strcmp(ParamValue, 'Both Master & Slave')
% add custom Vivado design
hRD.addCustomVivadoDesign( ...
    'CustomBlockDesignTcl', 'system_top.tcl', ...
    'VivadoBoardPart',     'xilinx.com:zc706:part0:1.0');
hRD.addAXI4StreamInterface( ...
    'MasterChannelEnable',    true, ...
    'SlaveChannelEnable',    true, ...
    'MasterChannelConnection', 'axi_dma_s2mm/S_AXIS_S2MM', ...
    'SlaveChannelConnection', 'axi_dma_mm2s/M_AXIS_MM2S', ...
    'MasterChannelDataWidth', 32, ...
    'SlaveChannelDataWidth',  32, ...
    'HasDMAConnection',      true);
hRD.DeviceTreeName = 'devicetree_axistream_io.dtb';

elseif strcmp(ParamValue, 'Master Only')
% Block design TCL for Master Only reference design
hRD.addCustomVivadoDesign( ...
    'CustomBlockDesignTcl', 'system_top_masteronly.tcl', ...
    'VivadoBoardPart',     'xilinx.com:zc706:part0:1.0');

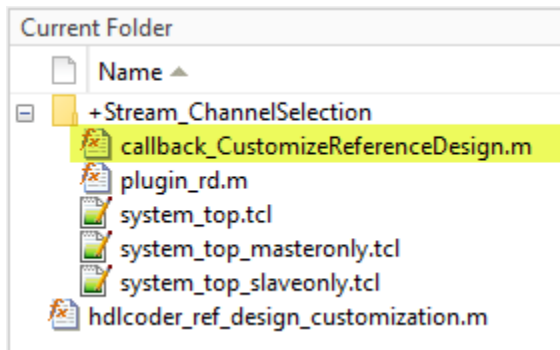
    hRD.addAXI4StreamInterface( ...
        'MasterChannelEnable',    true, ...
        'SlaveChannelEnable',    false, ...
        'MasterChannelConnection', 'axi_dma_s2mm/S_AXIS_S2MM', ...
        'MasterChannelDataWidth', 32, ...
        'HasDMAConnection',      true);
    hRD.DeviceTreeName = 'devicetree_axistream_MasterOnly_io.dtb';

elseif strcmp(ParamValue, 'Slave Only')
% Block design TCL for Slave Only reference design
hRD.addCustomVivadoDesign( ...
    'CustomBlockDesignTcl', 'system_top_slaveonly.tcl', ...
    'VivadoBoardPart',     'xilinx.com:zc706:part0:1.0');

% add AXI4-Stream Slave only interface
hRD.addAXI4StreamInterface( ...
    'MasterChannelEnable',    false, ...
    'SlaveChannelEnable',    true, ...
    'SlaveChannelConnection', 'axi_dma_mm2s/M_AXIS_MM2S', ...
    'SlaveChannelDataWidth', 32, ...
    'HasDMAConnection',      true);
hRD.DeviceTreeName = 'devicetree_axistream_SlaveOnly_io.dtb';
end
end

```

So, create the callback function like as shown above and pass the infoStruct argument to the callback function. The argument contains reference design customization information in a structure format. Save the created callback function in the reference design folder like as shown below or you can save anywhere and add the file to MATLAB path.



Generate HDL IP core with Only AXI4-Stream Master/Only AXI4-Stream Slave Interface

1. Set up the Xilinx Vivado synthesis tool path using the following command in the MATLAB command window. Use your own Vivado installation path when you run the command.

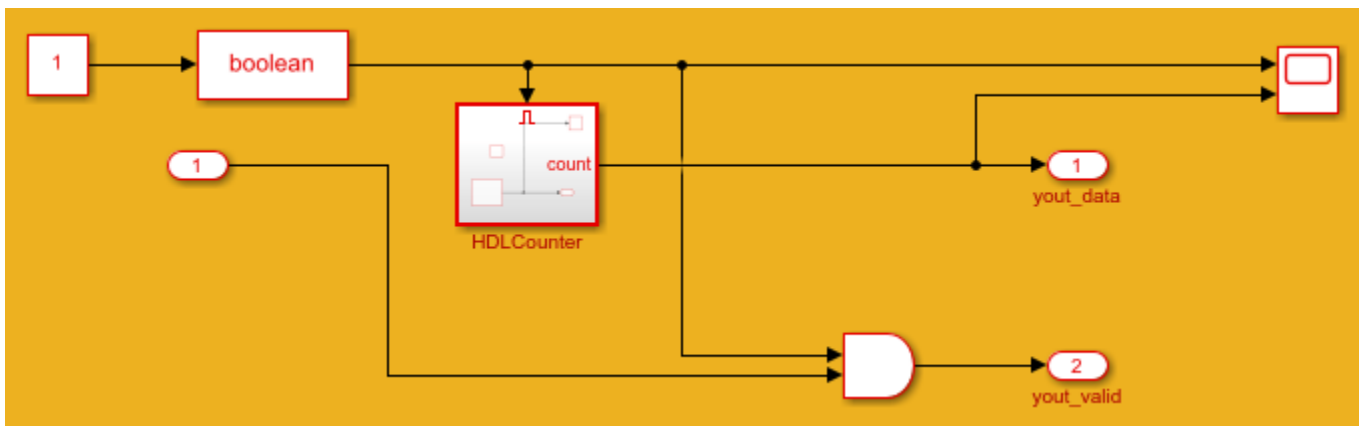
```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2019.2\bin\vivado.ba
```

2. Add the demo reference design folder to the MATLAB path using following command:

```
addpath(fullfile(matlabroot, 'toolbox', 'hdlcoder', 'hdlcoderdemos', 'customboards', 'ZC706'));
```

3. Open AXI4-Stream Master only model using following command:

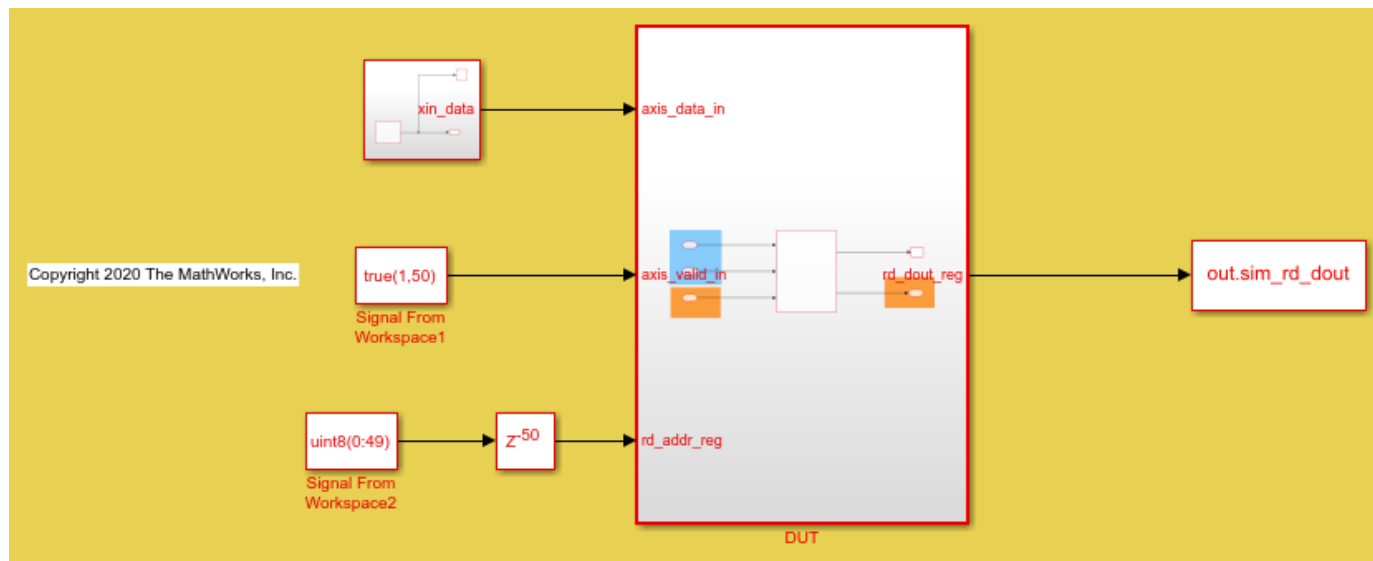
```
open_system('hdlcoder_AXI4StreamMaster');
```



The **DUT** is the hardware subsystem targeting the FPGA fabric. Inside this DUT, the **HDL Counter** subsystem acts as master. This counter counts from 1 to 50 and is connected to **yout_data** output signal which is mapped to AXI4-Stream master interface.

You can also use AXI4 Slave only model. Use the following command to open the model:

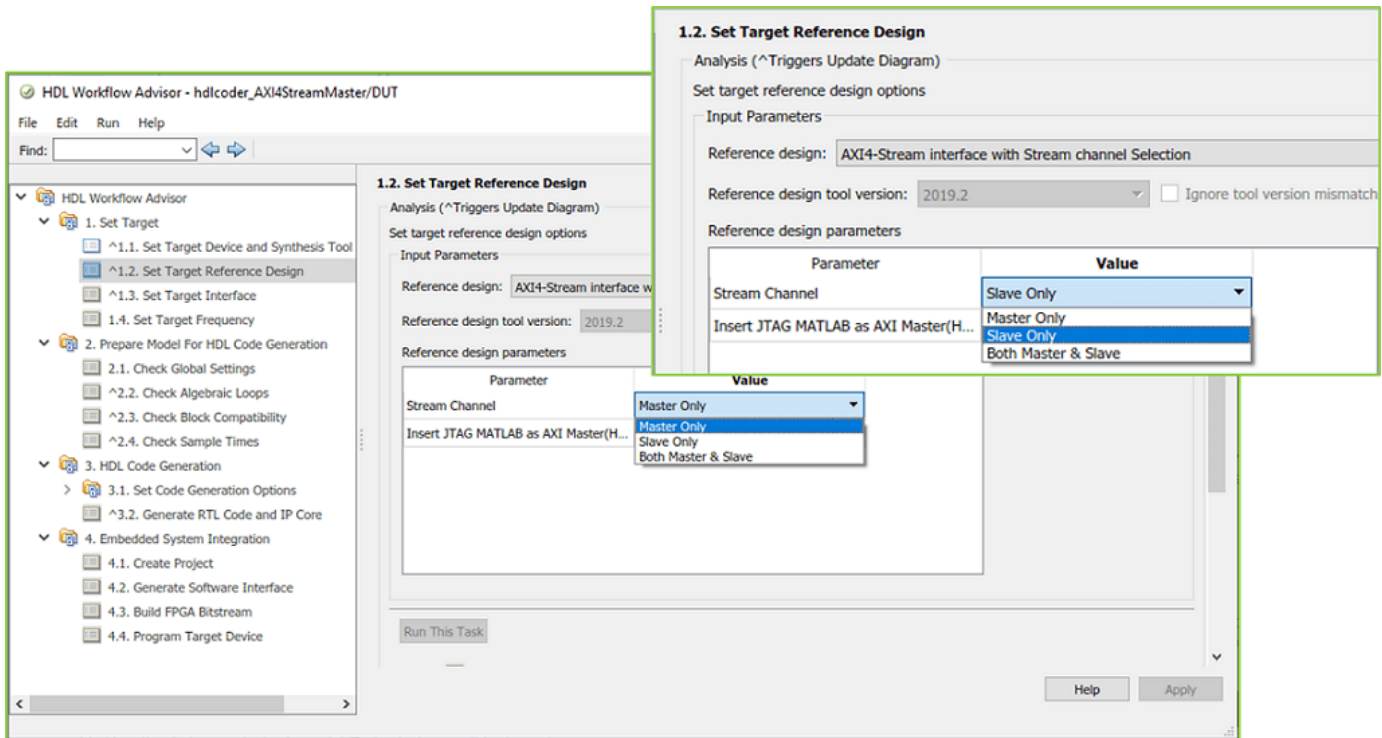
```
open_system('hdlcoder_AXI4StreamSlave');
```



As shown above **DUT** has a **Dual Port RAM** which acts as slave and receives data using AXI4-Stream Slave interface through **axis_data_in** input signal.

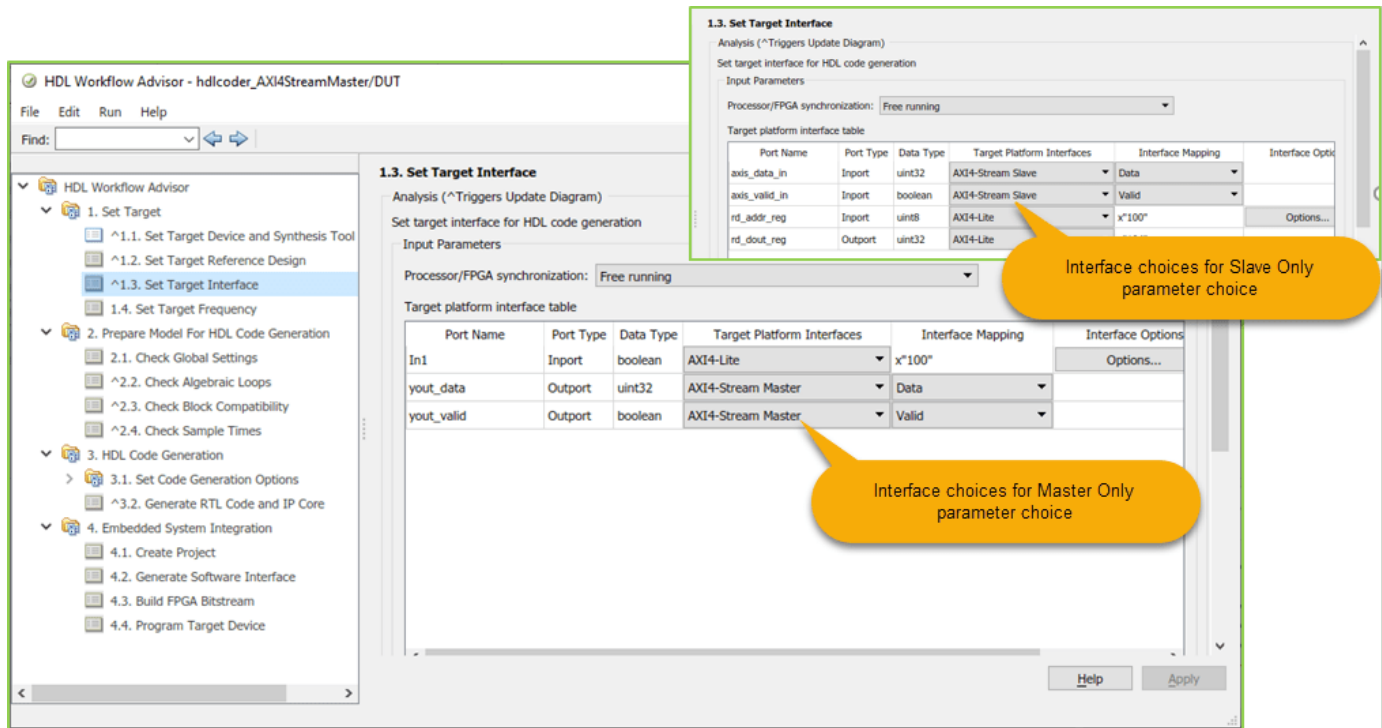
4. Start the HDL Workflow Advisor from the DUT subsystem, `hdlcoder_AXI4StreamMaster/DUT` for AXI4-Stream Master only demo. Similarly Open HDL Workflow Advisor from the DUT subsystem, `hdlcoder_AXI4StreamSlave/DUT` for AXI4-Stream Slave only demo.

The target interface settings are already saved for **ZC706** in these models, so the settings in Task 1.1 to 1.3 are automatically loaded. In Task 1.1, **IP Core Generation** is selected for Target workflow, and **Xilinx Zynq ZC706 evaluation kit** is selected for Target platform. In task 1.2, **AXI4-Stream interface with Stream channel Selection** is selected for reference design. Select **Stream Channel** reference design parameter choice as **Master Only** for AXI4-Stream Master only demo and choose **Slave Only** as parameter choice for AXI4-Stream Slave only demo.



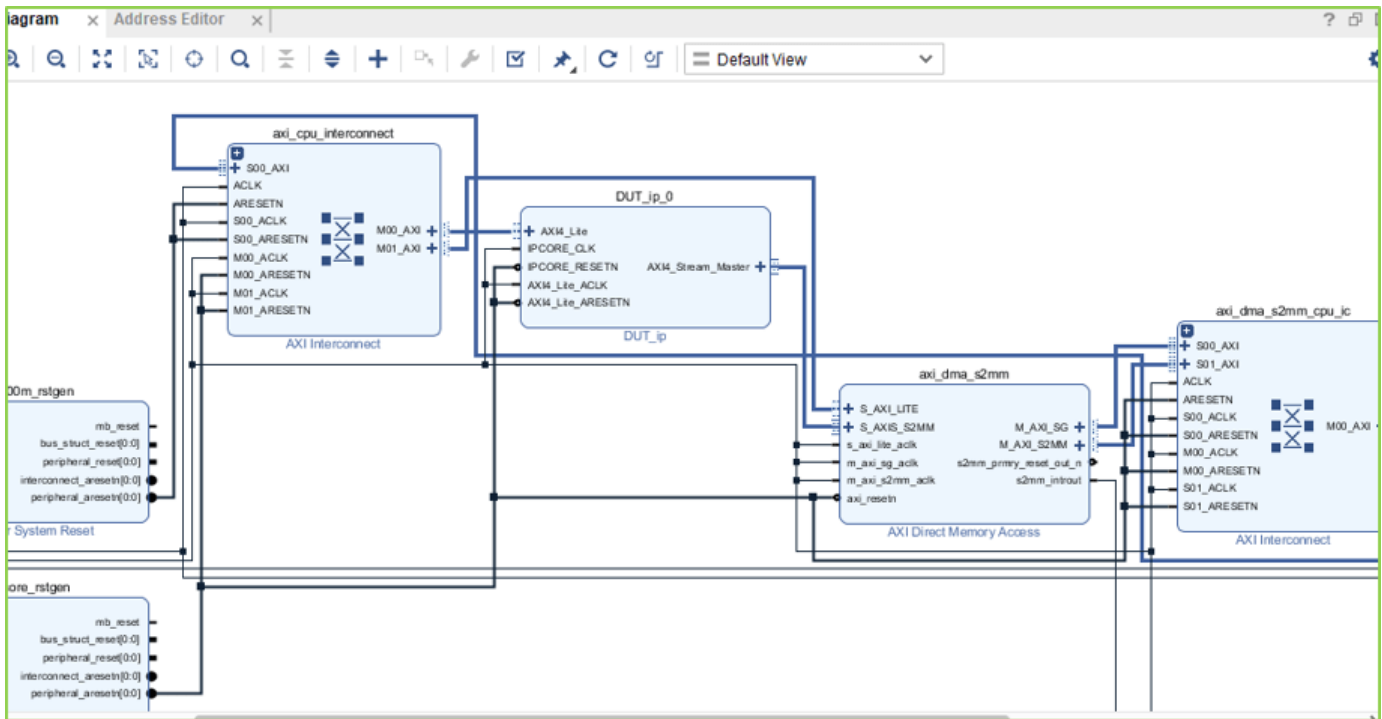
As shown in the figure above you can customize the reference design to Only AXI4-Stream Master or Only Slave or both AXI4-Stream Master and Slave by selecting the **Stream Channel** reference design parameter choice. Callback function with corresponding Tcl gets evaluated at the end of the **Set Target Reference Design** task.

5. If the parameter choice selected as **Master Only**, then the interface choice in task 1.3 shows as **AXI4 Stream Master**. Here, the AXI4-Stream interface communicates in master mode and sends data to AXI4_Stream Slave IP through **yout_data** signal. Similarly, If **Slave Only** parameter choice is selected, then the interface choice shows as **AXI4 Stream Slave**. Where, the AXI4-Stream interface communicates in slave mode and receives data through **axis_data_in** signal as shown below.

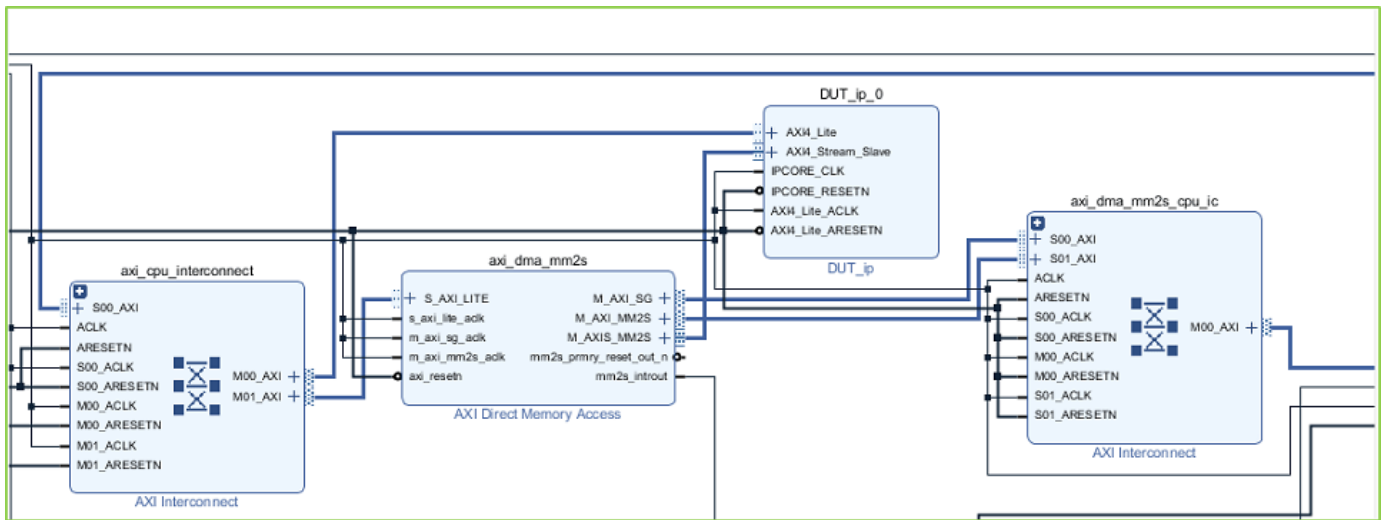


6. Right-click task 4.1, **Create Project**, and select **Run to Selected Task** to insert the generated IP core into the **AXI4-Stream interface with Stream channel Selection** reference design. The reference design contains Xilinx AXI DMA IP to handle the data streaming between FPGA fabric and processor or vice versa based on the reference design interface either Only AXI4-Stream master or only AXI4-Stream Slave.

Following diagram shows the generated vivado project with **AXI4-Stream Master only** interface choice, and you can see the connection between HDL coder generated DUT IP and slave to memory mapped Xilinx AXI DMA IP. In this reference design, DMA Controller reads the data from FPGA IP.



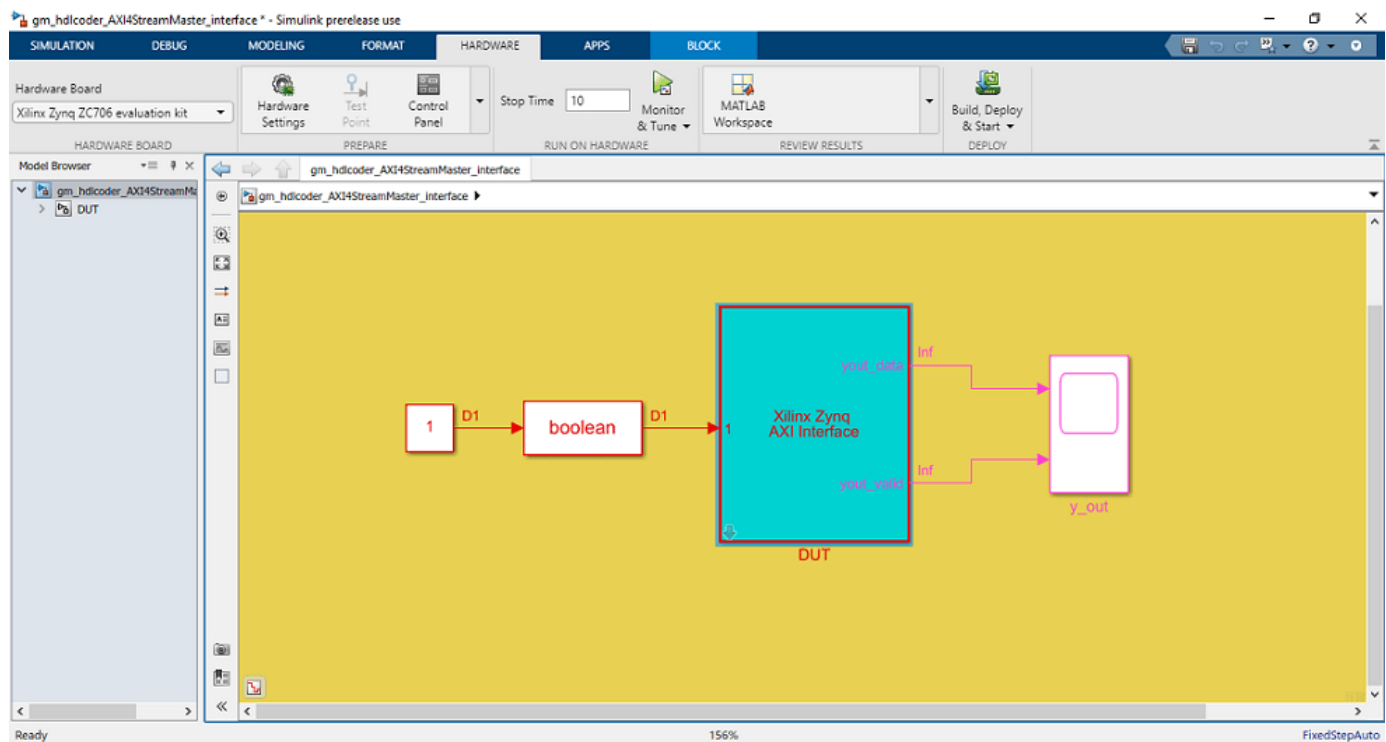
Similarly, following diagram shows the generated vivado project with **AXI4-Stream Slave only** interface choice, where the FPGA IP receives streaming data from DMA Controller.



7. In the HDL Workflow Advisor, run the rest of the tasks to generate the software interface model, and build and download the FPGA bitstream.

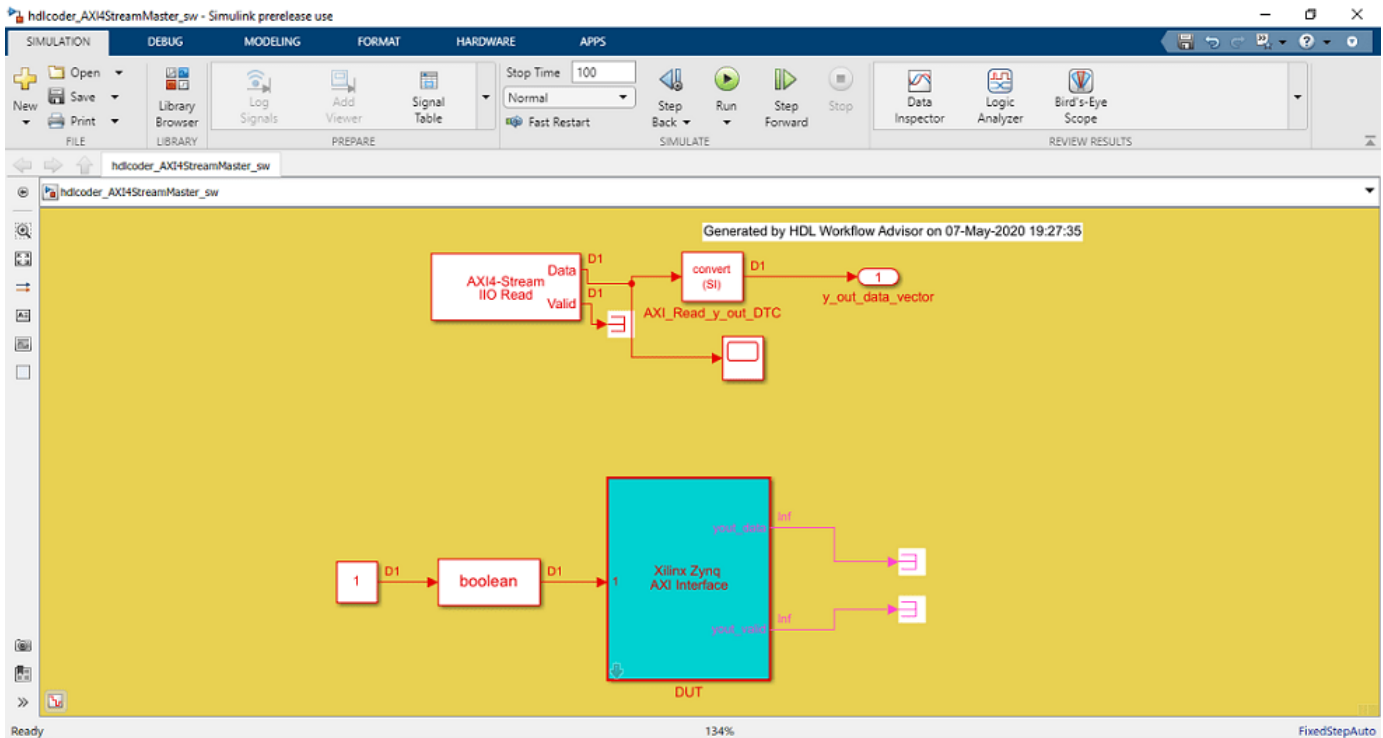
Generate ARM executable Using AXI4-Stream Driver Block for AXI4-Stream Master only reference design

A software interface model is generated in Task 4.2, **Generate Software Interface Model**, as shown in the following picture.

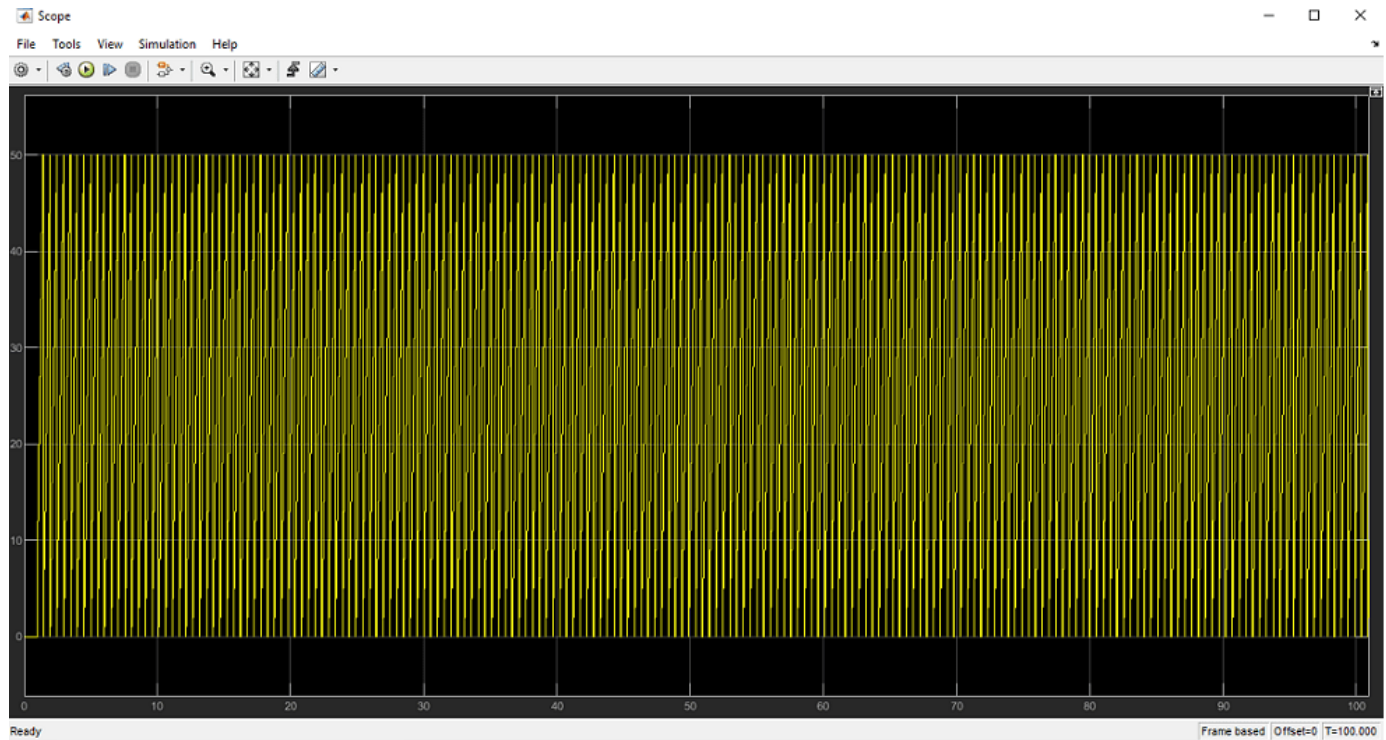


The AXI4-Stream IIO driver block cannot be automatically generated in the software interface model when a scalar port **yout_data** is mapped to AXI4-Stream interface "AXI4-Stream Master". Before you generate code from the software interface model, add the AXI4-Stream IIO Read driver block from the **Embedded Coder Support Package for Xilinx Zynq Platform** Library in the Simulink Library Browser.

The updated software interface model for AXI4-Stream Master only reference designs are provided: `hdlcoder_AXI4StreamMaster_sw.slx` Continuous data of count 0 to 50 is used in this model, and is connected to AXI4 Stream DMA driver block.

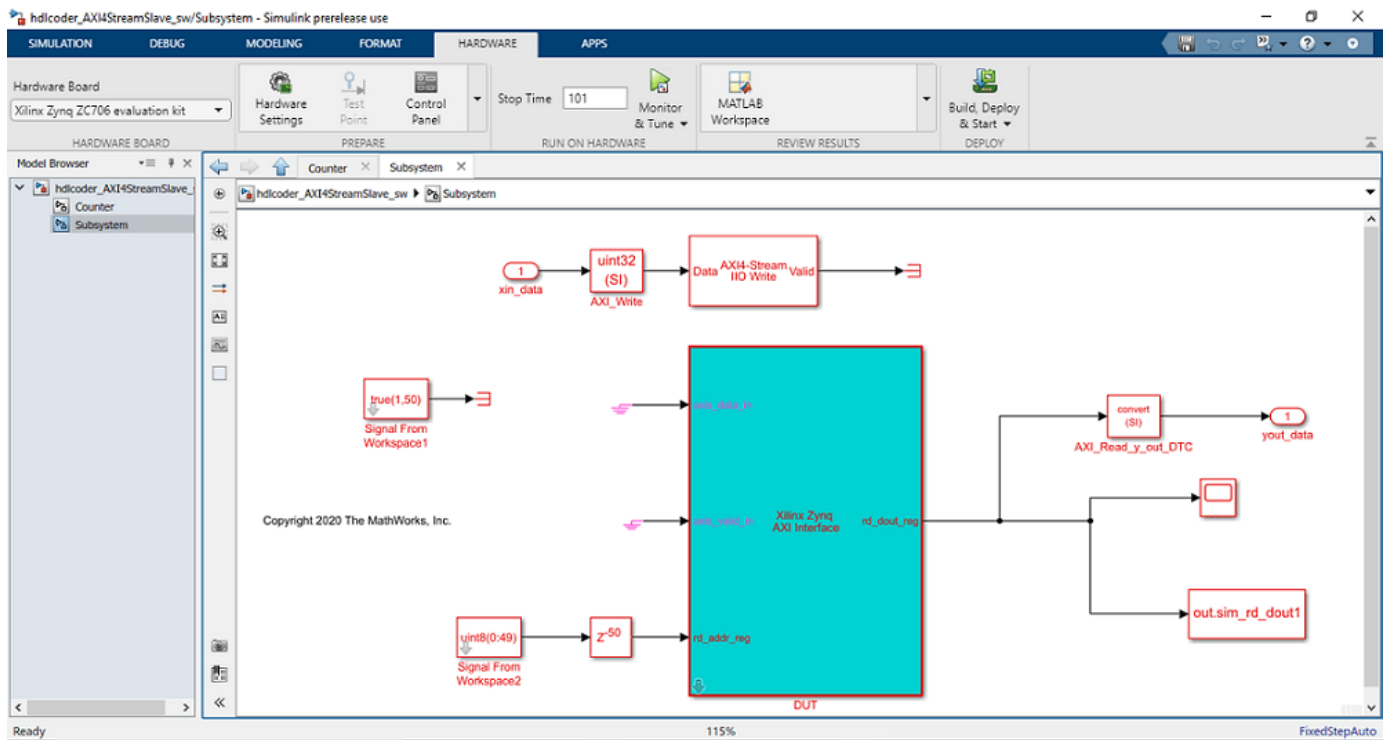


Click the **Monitor & Tune button** on the **Hardware** tab of Simulink Toolstrip. Embedded Coder builds the model, downloads the ARM executable to the Zc706 hardware. Now, both the hardware and software parts of the design are running on Zynq hardware. The FPGA IP sends the source data through the DMA controller and the AXI4-Stream interface. The ARM processor receives the data from the FPGA IP, and sends the result data to Simulink via external mode. Observe the output from the Zynq hardware on the time Scope `y_out`.

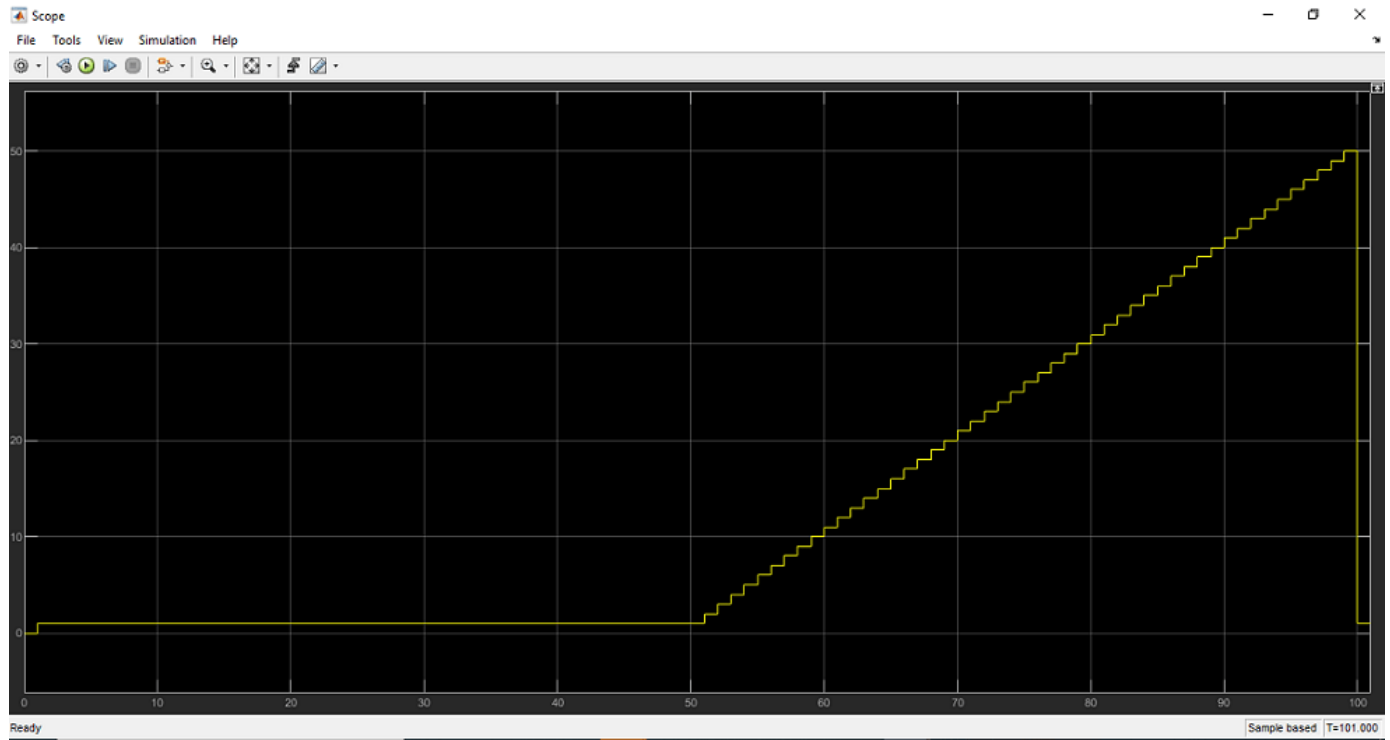


Generate ARM executable Using AXI4-Stream Driver Block for AXI4-Stream Slave only reference design

The updated software interface model for only AXI4-Stream Slave reference design is provided: `hdlcoder_AXI4StreamSlave_sw.slx` In this model, a counter block which generates 1 to 50 incremental data is connected to AXI4-Stream Write DMA driver block. This means the DMA controller will stream count data samples to the HDL IP core via the AXI4-Stream Slave interface.



Click the **Monitor & Tune button** on the Hardware tab of model toolstrip. Embedded Coder builds the model, downloads the ARM executable to the Zc706 hardware. Now, both the hardware and software parts of the design are running on Zynq hardware. The ARM processor sends the source data to the FPGA IP, through the DMA controller and the AXI4-Stream interface. Observe the output of the IP core from the Zynq hardware on the Time Scope `y_out`.



Using JTAG MATLAB as AXI Master to control HDL Coder generated IP Core

This example illustrates how to automatically insert the JTAG MATLAB as AXI Master IP into your reference design, and use MATLAB to prototype your HDL Coder generated FPGA IP Core.

Introduction and Prerequisites

To access onboard memory locations and quickly probe or control the FPGA logic from MATLAB, use the JTAG MATLAB as AXI master IP. The object connects to the IP over a physical JTAG cable, and allows read and write commands to slave memory locations from the MATLAB command line.

You can insert the JTAG MATLAB as AXI Master IP when running the **Set Target Reference Design** task of the IP Core Generation workflow.

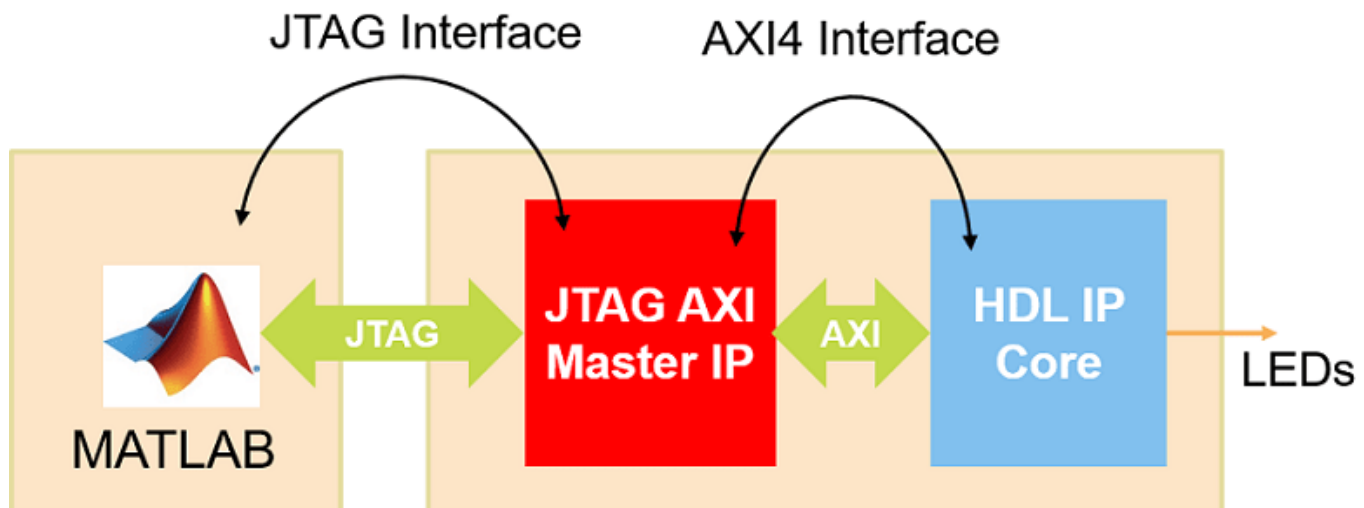
To use this capability:

- You must have the HDL Verifier™ hardware support packages installed and downloaded.
- You must not target standalone boards that do not have the `hRD.addAXI4SlaveInterface` or boards that are based on Xilinx ISE.

This example uses the ZedBoard™. Before you run the workflow, you must:

- 1 Install Xilinx Vivado™ Design Suite, with supported version listed in the HDL Coder documentation
- 2 Setup the Zynq board for the JTAG MATLAB as AXI Master IP insertion. To learn how to set up the ZedBoard, refer to the Set up Zynq hardware and tools section in the Getting Started with HW/SW Co-design Workflow for Xilinx Zynq Platform example.
- 3 Download and install the HDL Verifier hardware support package for Xilinx FPGA Boards. See setup and configuration section in HDL Verifier Support Package for Xilinx FPGA Boards.
- 4 Set up the path to the synthesis tool by using `hdlsetuptoolpath`. as shown below:

```
hdlsetuptoolpath('ToolName', 'Xilinx Vivado', 'ToolPath', 'C:\Xilinx\Vivado\2018.3\bin\vivado.ba
```

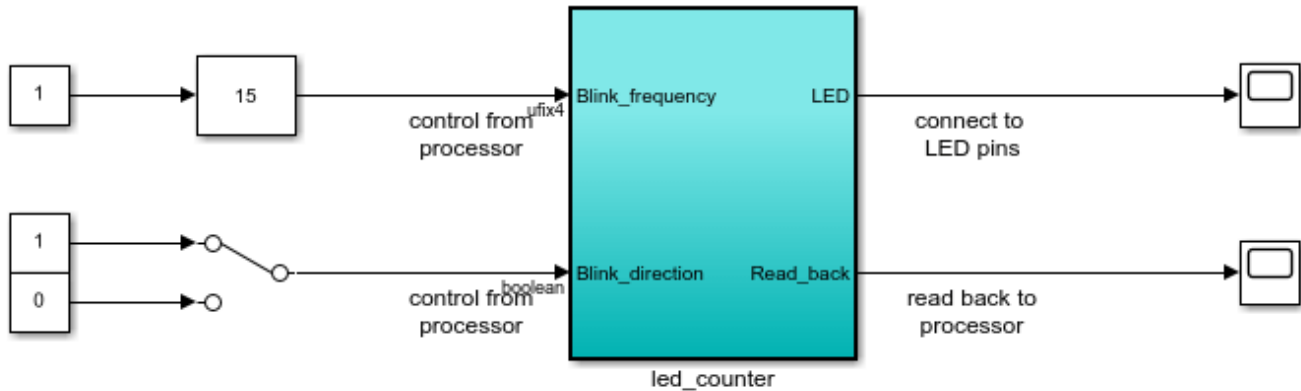


Enable Insertion of JTAG MATLAB as AXI Master

1. Open hdlcoder_led_blinking demo using following command:

```
open_system('hdlcoder_led_blinking')
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

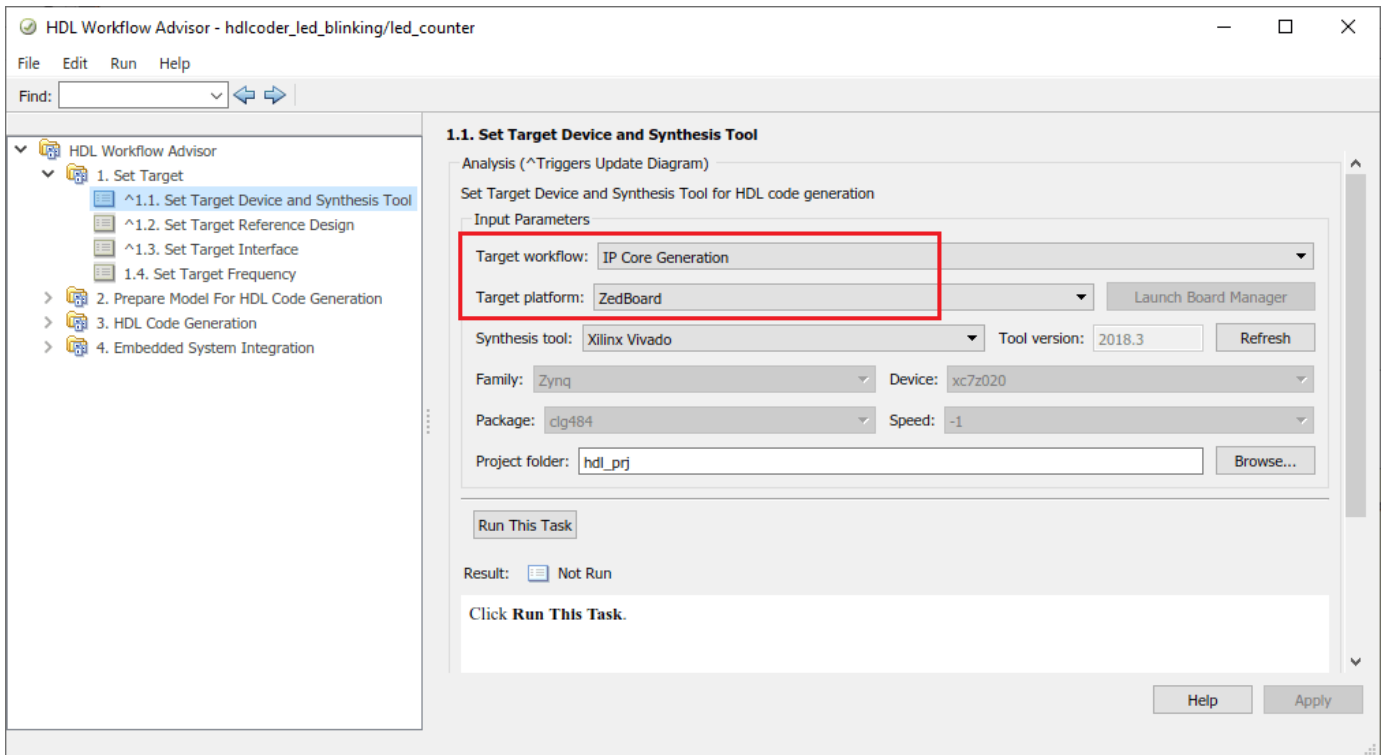
In MATLAB, type the following:
`hdladvisor('hdlcoder_led_blinking/led_counter')`

Launch HDL Workflow Advisor

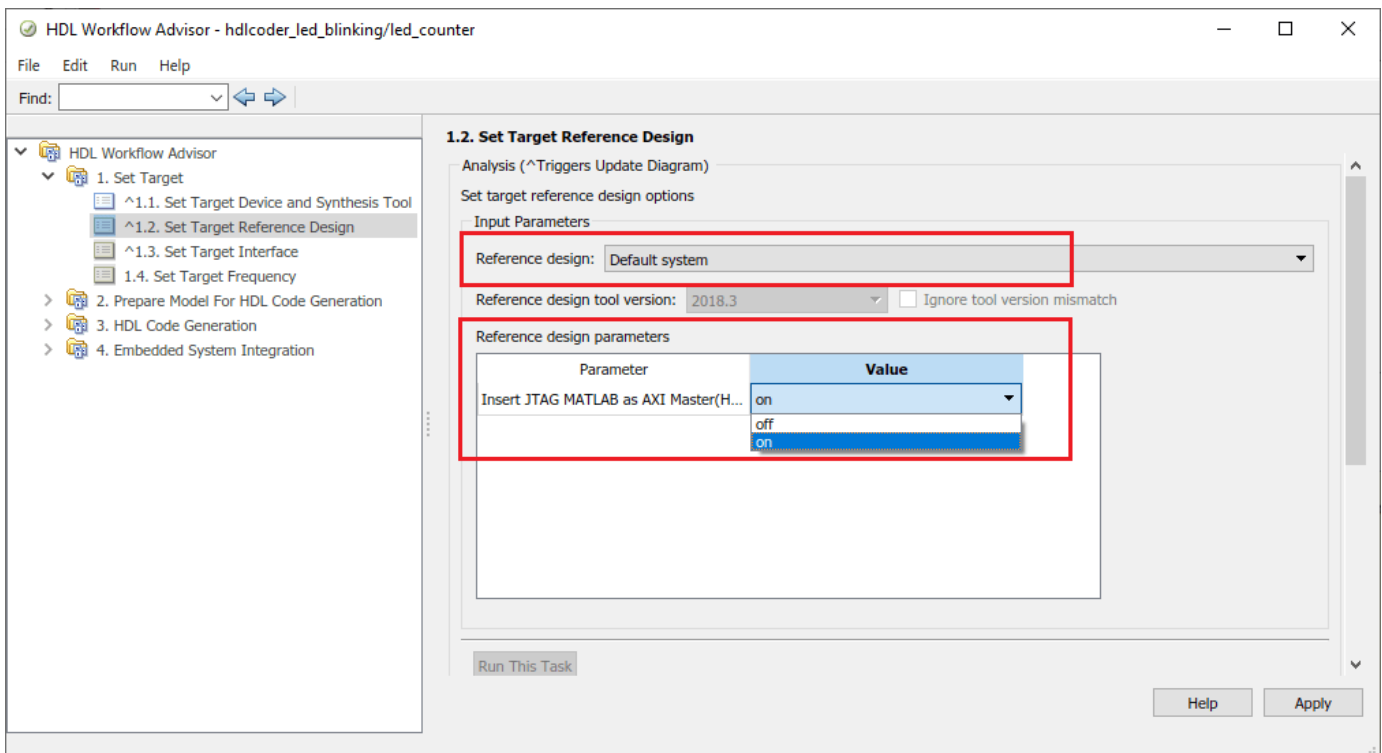
Run Demo

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2. Open the HDL Workflow Advisor from the hdlcoder_led_blinking/led_counter subsystem by right-clicking the led_counter subsystem, and choosing **HDL Code > HDL Workflow Advisor**.
3. In the **Set Target > Set Target Device and Synthesis Tool** task, for **Target workflow**, select **IP Core Generation**.
4. For **Target platform**, select **ZedBoard**. If you don't have this option, select **Get more** to open the Support Package Installer. In the Support Package Installer, select Xilinx Zynq™ Platform and follow the instructions provided by the Support Package Installer to complete the installation.
5. Click **Run This Task** to run the **Set Target Device and Synthesis Tool** task.



6. In the **Set Target > Set Target Reference Design** task, choose **Default system** and set **Insert JTAG MATLAB as AXI Master** dropdown choice to **on** which is present in the reference design parameter options.



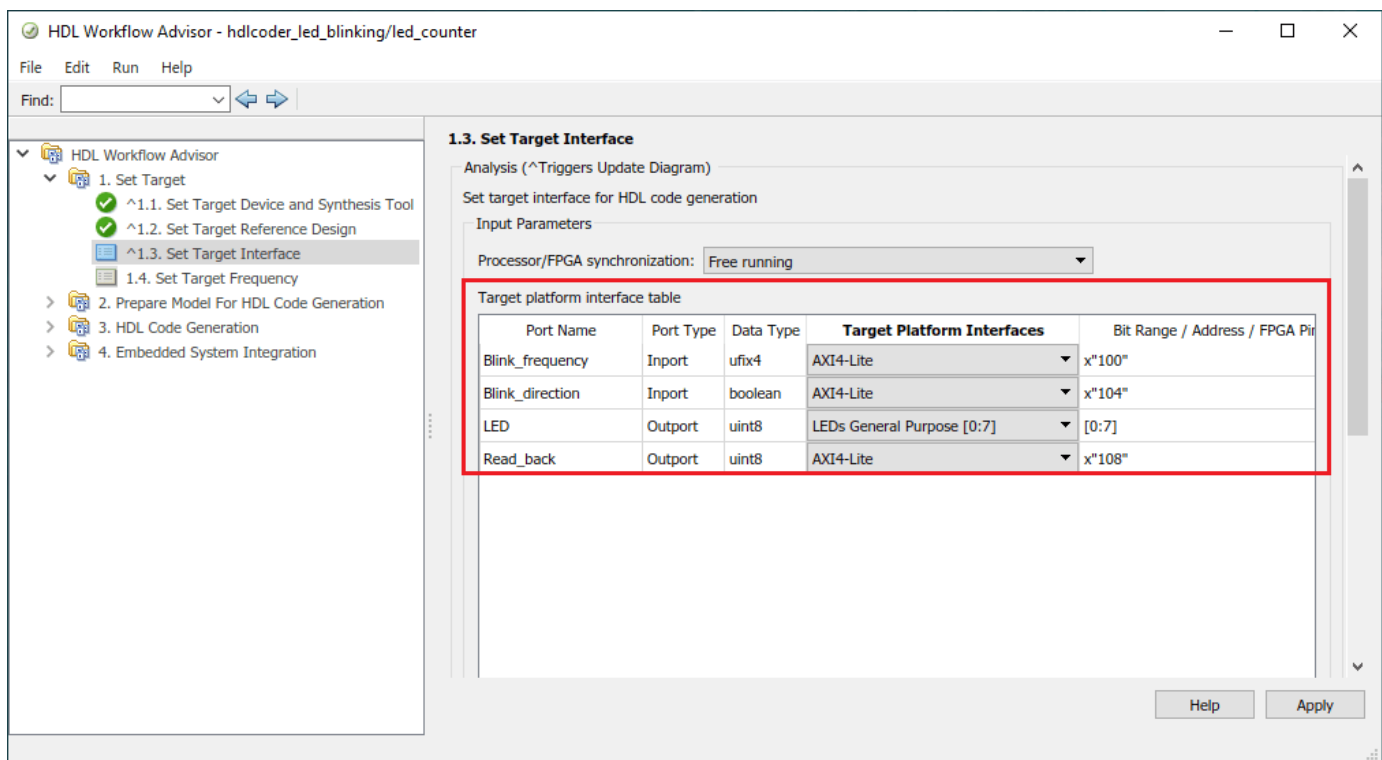
7. Click **Run This Task** to run the **Set Target Reference Design** task.

Generate HDL IP Core and Create Project with AXI Master IP

Map each port in your DUT to one of the IP core target interfaces. In this example, input ports **Blink_frequency** and **Blink_direction** are mapped to the AXI4-Lite interface, so HDL Coder generates AXI interface accessible registers for them. The **LED** output port is mapped to an external interface, **LEDs General Purpose [0:7]**, which connects to the LED hardware on the Zynq board.

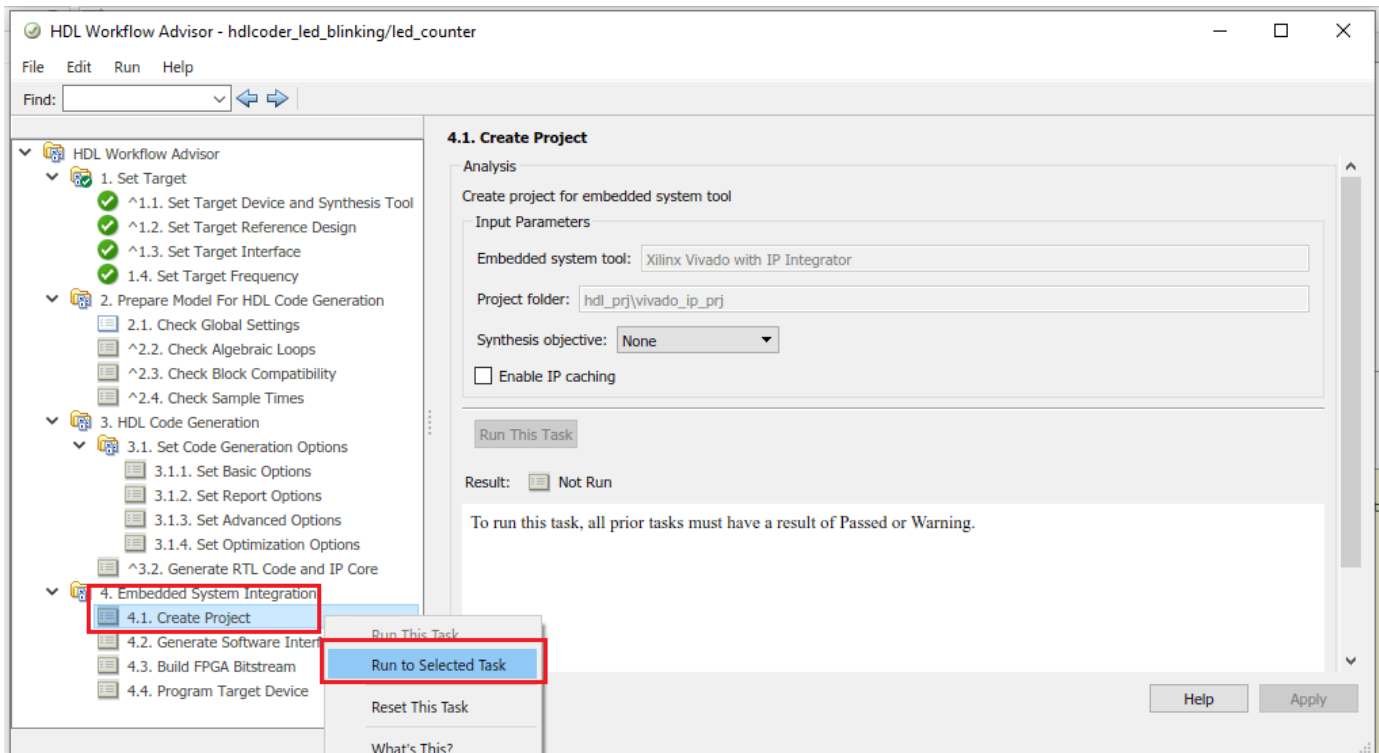
1. In the **Set Target > Set Target Interface** task, choose AXI4-Lite for **Blink_frequency**, **Blink_direction**, and **Read_back**.

2. Choose LEDs General Purpose [0:7] for **LED**.

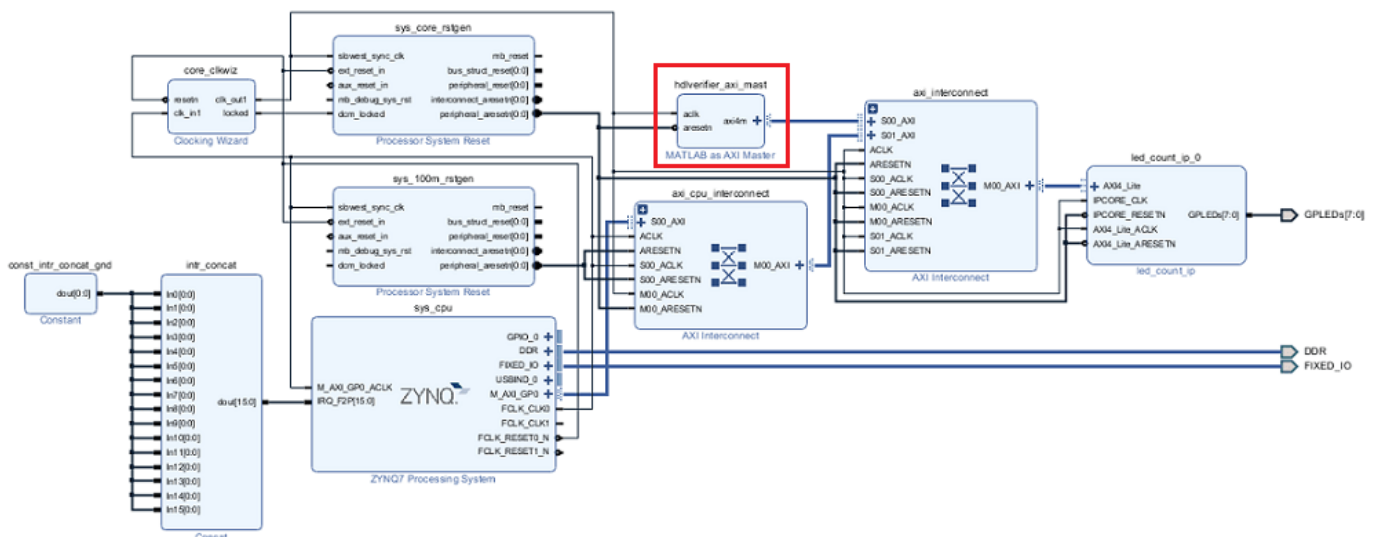


3. Create the reference design project which includes JTAG MATLAB as AXI Master.

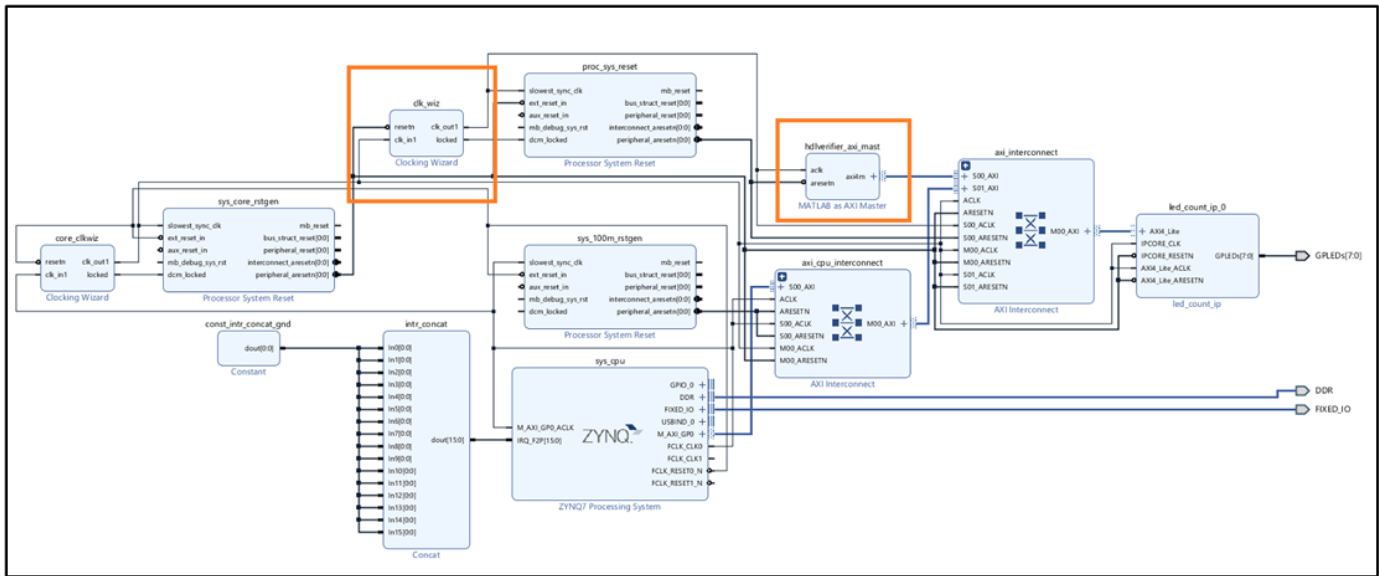
To create the project, right-click the **Create Project** task and select **Run to Selected Task**.



"In the Vivado project, you see the JTAG MATLAB as AXI Master IP inserted in the reference design".



Above project shows the reference design when you set the target frequency in Task 1.4 **Set Target Frequency** is less than or equal to 100 MHz. In case your design target frequency is greater than 100 MHz, following reference design is created.



In order to avoid timing failures in the high frequency designs, MATLAB JTAG as AXI Master is driven by the 50 MHz fixed clock which is generated by **clk_wiz** IP as shown in the above reference design.

If your design target frequency is greater than 100 MHz in Task 1.4 **Set Target Frequency**, MATLAB JTAG as AXI Master is always driven by 50 MHz fixed clock frequency and if your design target frequency is less than or equal to 100 MHz then MATLAB JTAG as AXI Master is driven by the same frequency as target frequency.

Using JTAG MATLAB as AXI Master to Control the HDL Coder IP core

In order to use this feature, you require a HDL Verifier license. After that a simple MATLAB® command line interface can be used to access the IP core generated by HDL Coder.

In the MATLAB command window:

1. Create the AXI master object

```
h = aximaster('Xilinx')
```

2. Input a write command to change the LED Blinking frequency

```
h.writememory('400D0100', 0)
```

Observe the LED blinking frequency is low. Try change the value in AXI Master write command from 0 to 15 to increase the LED blinking frequency.

```
h.writememory('400D0100', 15)
```

3. Input a read command to read the current counter value

```
h.readmemory('400D0108', 1)
```

4. Delete the object when done to free up the JTAG resource. If the object is not deleted, other JTAG operations such as programming the FPGA will fail.

```
delete(h)
```

This demonstration shows how you can easily prototype your FPGA IP core from MATLAB.

JTAG MATLAB as AXI Master in Custom Reference Designs

The "Insert JTAG MATLAB as AXI Master(HDL Verifier required)" reference design parameter is by default added to your custom reference design. The default value for the parameter is "off".

If you want to control these default behaviour for your reference design, you can use following two optional reference design properties:

AddJTAGMATLABasAXIMasterParameter and **JTAGMATLABasAXIMasterDefaultValue** where the reference design author can set those properties to turn off or even disable the parameter option to not to appear in HDL Workflow Advisor.

```
% Insert JTAG MATLAB as AXI Master in reference designs
hRD.AddJTAGMATLABasAXIMasterParameter = true;
hRD.JTAGMATLABasAXIMasterDefaultValue = 'on';
```

1. Parameter visibility option in HDLWA: If you don't want the JTAG MATLAB as AXI Master IP to be inserted in the reference design that you authored, disable this property:
hRD.AddJTAGMATLABasAXIMasterParameter to **false**.

2. Default value of parameter: In the reference design that you authored, you can control the property **hRD.JTAGMATLABasAXIMasterDefaultValue** to 'on' or 'off'.

Debug a Zynq Design Using HDL Coder and Embedded Coder

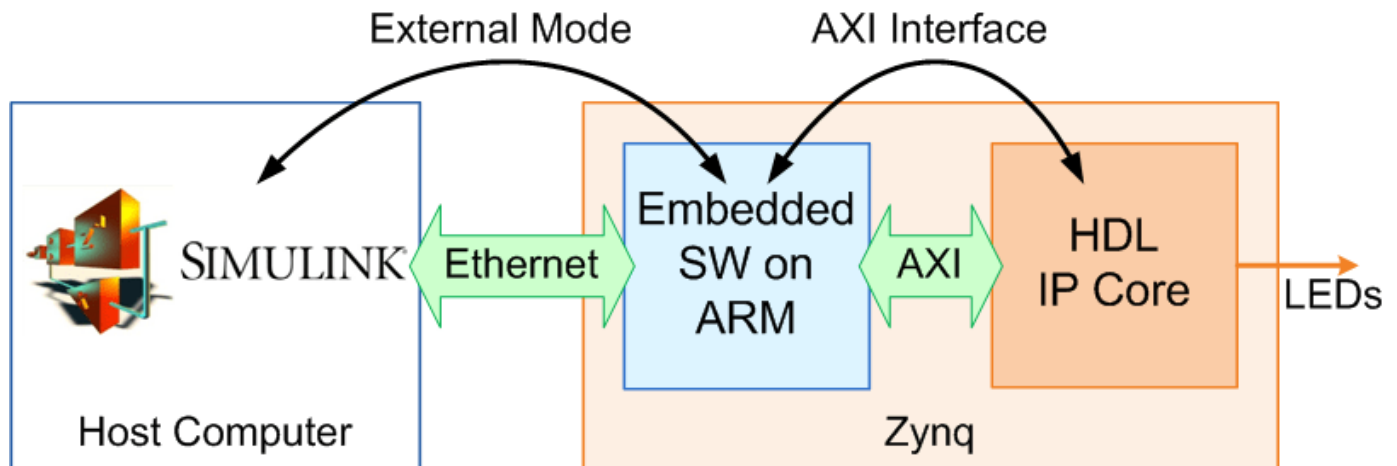
This example shows how to debug a Zynq design using HDL Coder™ and Embedded Coder® features.

Requirements

- Xilinx Zynq-7000 SoC ZC702 Evaluation Kit
- HDL Coder Support Package for Xilinx Zynq Platform
- Embedded Coder Support Package for Xilinx Zynq Platform
- Follow the "Set up Zynq hardware and tools" section in "Getting Started with Targeting Xilinx Zynq Platform" on page 40-75 to setup ZC702 hardware.

Introduction

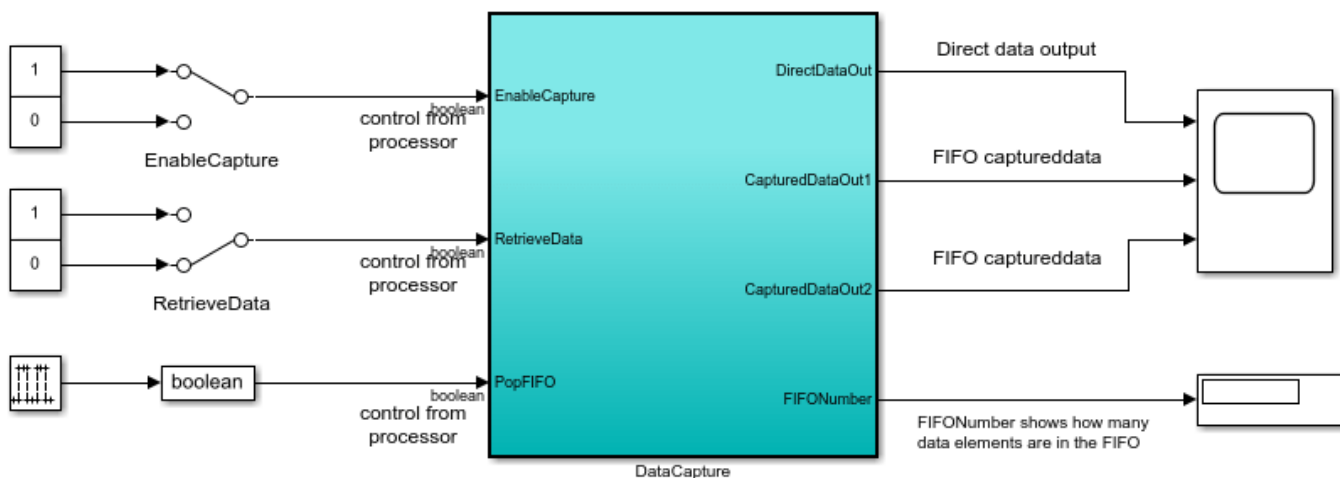
When you are prototyping and developing an algorithm for Zynq platform, it is useful to monitor, tune, and debug the algorithm while it runs on hardware. This example shows how to use features like external mode, AXI interface and HDL FIFO blocks to probe into the Zynq design. Using the external mode feature, you can probe the internal data in the software running on the ARM processor. And because the ARM processor is connected to the FPGA through AXI interface, you can monitor and tune the parameters on FPGA as well. Together with HDL FIFO blocks, you can capture fast FPGA data and retrieve it back to Simulink for analysis.



Let's get started by looking at the example model.

```
open_system('hdlcoder_data_capture');
```


Data Capture In FPGA



This example shows how to use FIFO block to capture FPGA internal data and then retrieve the captured data later.

In MATLAB, type the following:
`hdladvisor('hdlcoder_data_capture/DataCapture')`

[Launch HDL Workflow Advisor](#)

[Run Demo](#)

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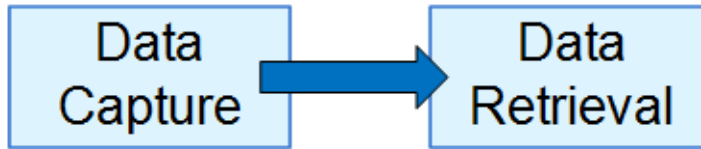
The subsystem **DataCapture** is the hardware subsystem targeting the FPGA fabric. Inside this subsystem, the **OriginalDUT** subsystem contains a **Trigonometric Function** block, which generates fast sine and cosine data streams. The **OriginalDUT** subsystem represents our algorithm design. If we want to debug this design, how do we capture and monitor this fast data stream?

The FPGA runs at a much faster clock frequency than the software code on the ARM processor. External mode can be used with the software running on the ARM processor to monitor slow-changing status parameters, such as FIFO status, but the sample rate of the software code, for example, 1KHz, is not fast enough to capture the fast-changing data in the FPGA, for example, 50MHz.

This example shows how to use a FIFO block to capture the fast FPGA data, and then use the software on the ARM processor to retrieve the captured data through the AXI interface and external mode.

For debugging purposes, we add the subsystem **Debug_FIFOs** to the DUT. This subsystem uses two HDL FIFO blocks to capture the fast data streams for future retrieval. The control signal inputs to the **Debug_FIFOs** subsystem are connected to the DUT interface, and are connected to the ARM processor via the AXI interface.

At the top level of the example model, when the **EnableCapture** switch is turned on, and **RetrieveData** switch is turned off, the **Debug_FIFOs** module will capture 1000 data samples into the **HDL FIFO** blocks. This is the data capture phase. Then, when the **EnableCapture** switch is kept on, and the **RetrieveData** switch is turned back on, the **Debug_FIFOs** module will transfer the captured data back to the ARM processor. This is the data retrieval phase. You can use the manual switches to switch between these two phases to capture and monitor the internal FPGA data.



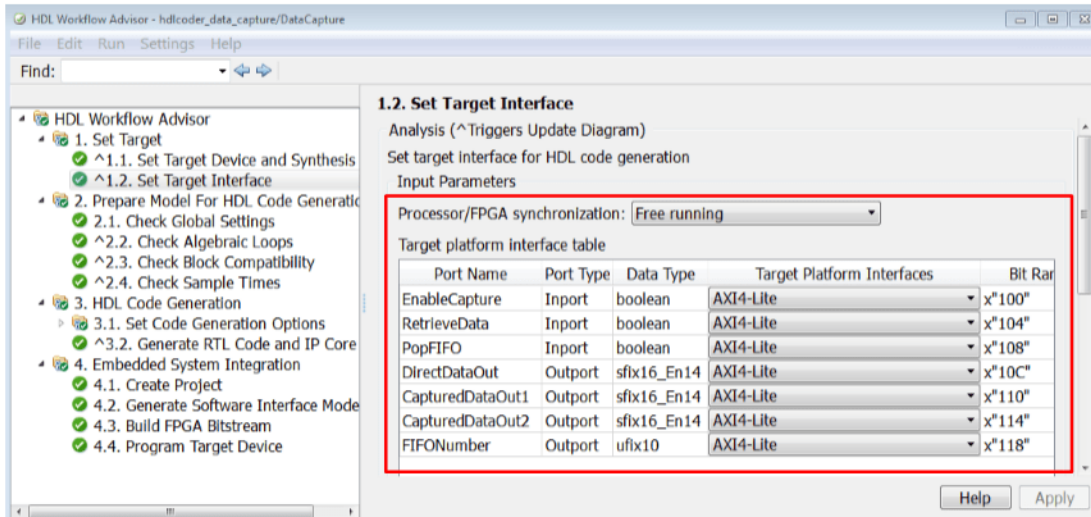
Thus, for every signal you want to monitor, you can insert more **Debug_FIFO** modules to your design to capture and retrieve the data back to Simulink. You can also use your own control signals, or extend this example with your own triggers, or qualifiers.

The output port of the hardware subsystem, **DirectDataOut**, outputs data directly to the AXI interface. In contrast, the output ports **CapturedDataOut1** and **CapturedDataOut2** outputs captured data from the FIFOs. We will compare the results of these two outputs in the last section.

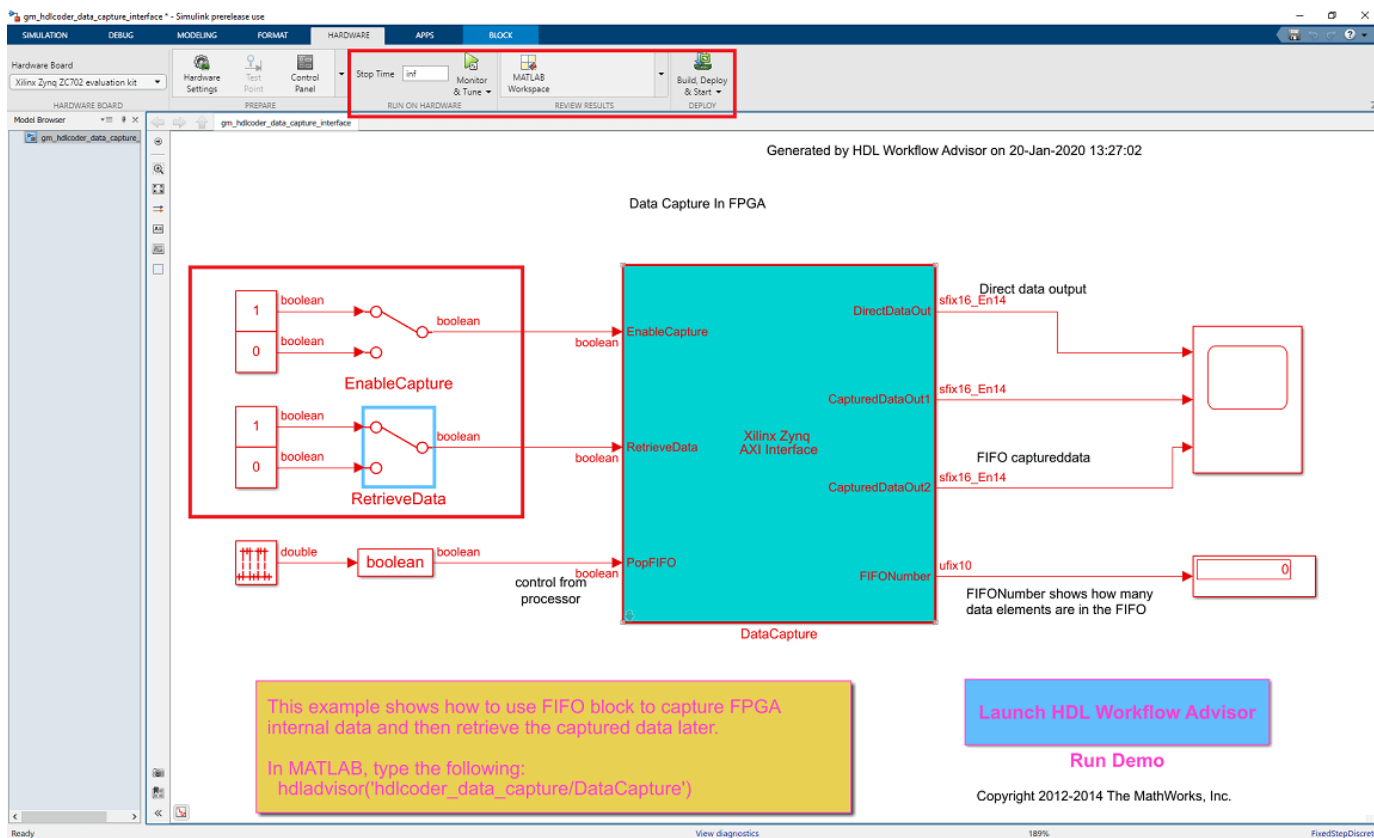
Deploy the design on Zynq hardware

Next, we will start HDL Workflow Advisor from the model and run through the Zynq HW/SW co-design workflow to deploy this design on Zynq hardware. For a detailed step by step guide, please refer to the example “Getting Started with Targeting Xilinx Zynq Platform” on page 40-75.

1. In the **Set Target > Set Target Device and Synthesis Tool** task, for **Target workflow**, select **IP Core Generation**. For **Target platform**, select **Xilinx Zynq ZC702 evaluation kit**. Run this task.
2. In the **Set Target > Set Target Interface** task, choose **AXI4-Lite** for all the input and output ports.



3. Then run through all the workflow steps to generate HDL IP, create an EDK project, generate the software interface model, and build and download the FPGA bitstream. The generated software interface model is shown in following picture:



4. Configure and build the software interface model for external mode:

- 1 In the generated model, click on Hardware pane and go to **Hardware settings** to open **Configuration Parameter** dialog box.
- 2 Select **Solver** and set "Stop Time" to "inf".
- 3 From the Hardware pane, click the **Monitor and Tune** button.
- 4 Click the **Run** button on the model toolstrip. Embedded Coder builds the model, downloads the ARM executable to the Zynq ZC702 hardware, executes it, and connects the model to the executable running on the Zynq ZC702 hardware.

Capture and display data from Zynq hardware

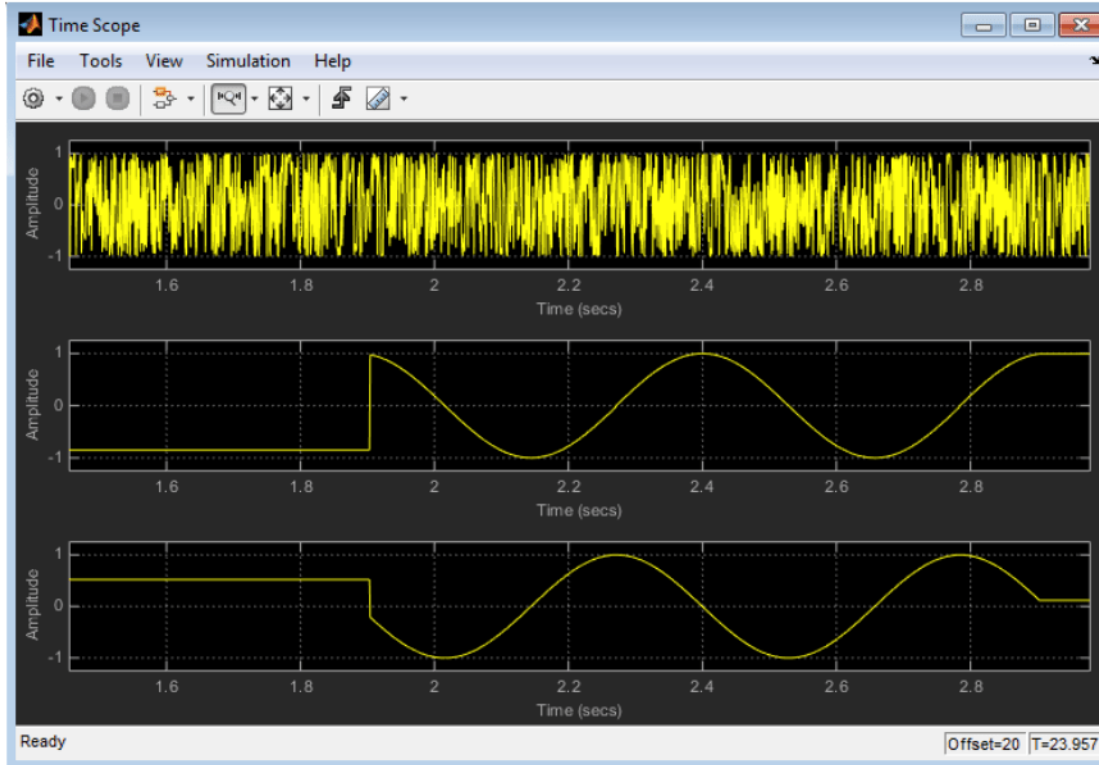
Now both the hardware and software parts of the design are running on Zynq hardware, the next step is to capture and retrieve data from the Zynq board.

Once the external mode is connected, make sure the **EnableCapture** switch is in the **1** position, and the **RetrieveData** switch is in the **0** position. Notice the **FIFONumber** display box increases to 1000 almost immediately. This means the FIFO inside the FPGA fabric started capturing data and was quickly filled with 1000 data samples.

Open the **Time Scope** block and observe the **DirectDataOut** output in the first row. Notice the received data is a seemingly random waveform between -1 and 1. This is because the FPGA is running at a much faster frequency than software is running on the ARM processor. Directly using external mode to monitor fast FPGA data means sampling a fast sine waveform at a very slow rate, which generates a random waveform between -1 and 1.

Now double-click the **RetrieveData** switch to enable data readout. The **EnableCapture** switch needs to be kept on. When the **RetrieveData** switch is turned on, the internal logic modeled in this example sends out the captured data samples one by one from FIFO to the ARM processor, through the AXI interface. These data samples are then sent from ARM processor to Simulink via external mode. Notice the **FIFONumber** display box decreases to 0.

Open the **Time Scope** block, the second and third row of the scope now shows the sine and cosine wave we captured in the FIFO. Following picture shows the scope waveforms.



Summary

This example shows how to use features like external mode, AXI interface and HDL FIFO blocks to probe into the Zynq design, capture fast FPGA data, and retrieve it back to Simulink for analysis. You can also do similar monitoring with FPGA vendor tools like ChipScope™ or SignalTap™. But the strength of this approach is that you can get all the visualization benefits of Simulink, like various scope blocks, and you can also build your own custom controls, triggers, or qualifiers in Simulink.

Debug IP Core Using FPGA Data Capture

This example shows how to debug HDL Coder generated IP Core using HDL Verifier's FPGA Data Capture feature.

Requirements

- Xilinx Zynq ZC702 evaluation kit
- HDL Coder Support Package for Xilinx Zynq Platform
- HDL Verifier Support Package for Xilinx FPGA Boards
- (Optional) Embedded Coder Support Package for Xilinx Zynq Platform
- (Optional) DSP System Toolbox
- Follow the "Set up Zynq hardware and tools" section in HDL Coder example "Getting Started with Targeting Xilinx Zynq Platform" on page 40-75 to setup ZC702 hardware.

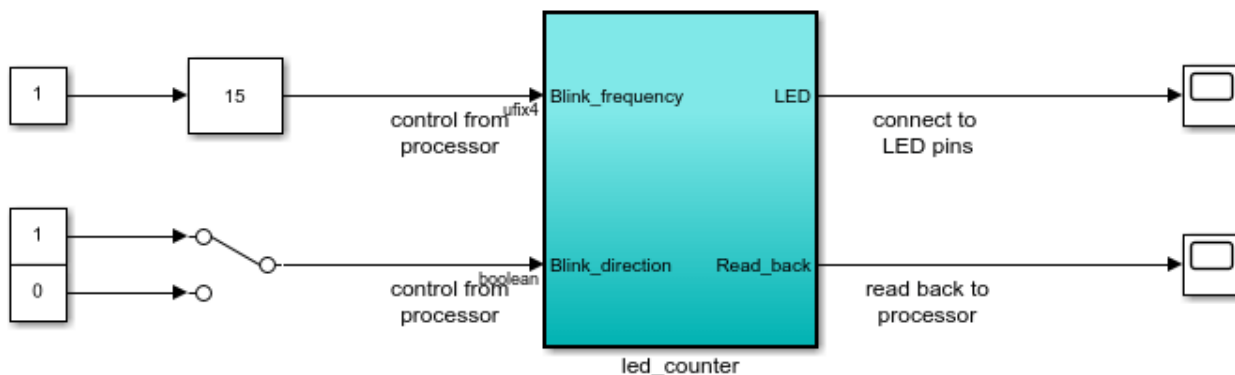
Introduction

When you debug the generated IP Core from HDL Coder, it is useful to monitor the IP Core internal signals when it is running on the real hardware. This example shows how to use the HDL Verifier's FPGA Data Capture to capture such signals into MATLAB for debugging analysis.

Start by looking at the example model:

```
open_system('hdlcoder_led_blinking_data_capture');
```

Using IP Core Generation Workflow: LED Blinking



This example shows how to use HDL Workflow Advisor to generate a custom IP core which blink LEDs on FPGA board.

In MATLAB, type the following:

```
hdladvisor('hdlcoder_led_blinking_data_capture/led_counter')
```

Launch HDL Workflow Advisor

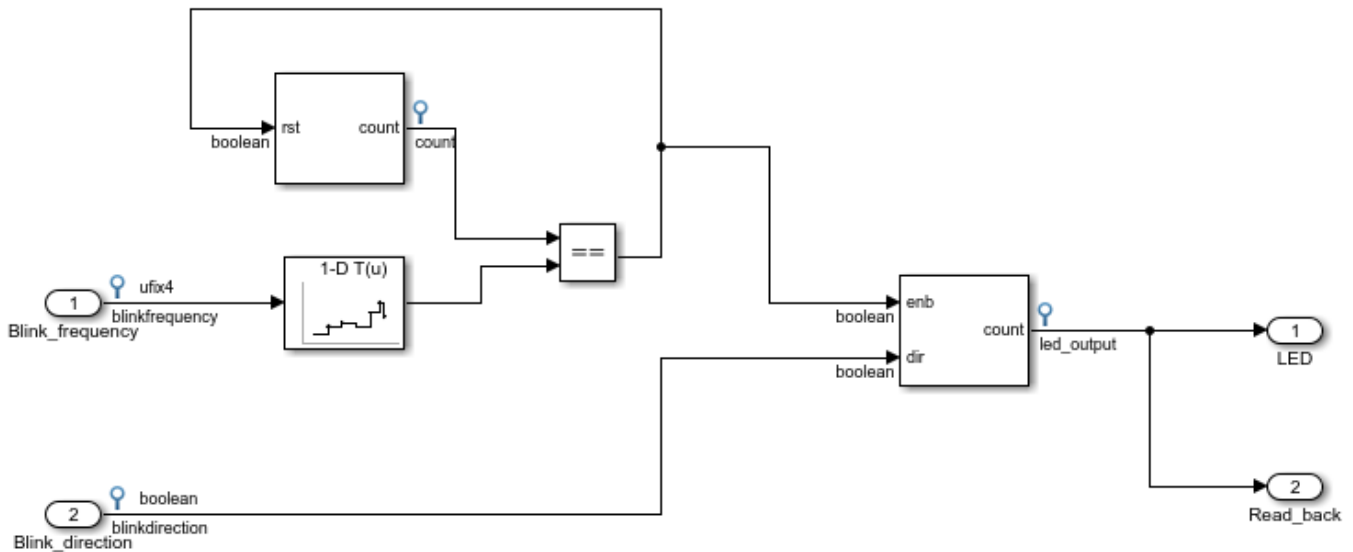
Run Demo

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The subsystem `led_counter` is the hardware subsystem targeting the FPGA fabric. Inside this subsystem, we marked several internal signals as test points. HDL Coder will route those internal

signals out of the DUT and into the IP Core wrapper so that the signals can be connected to the FPGA Data Capture HDL IP.

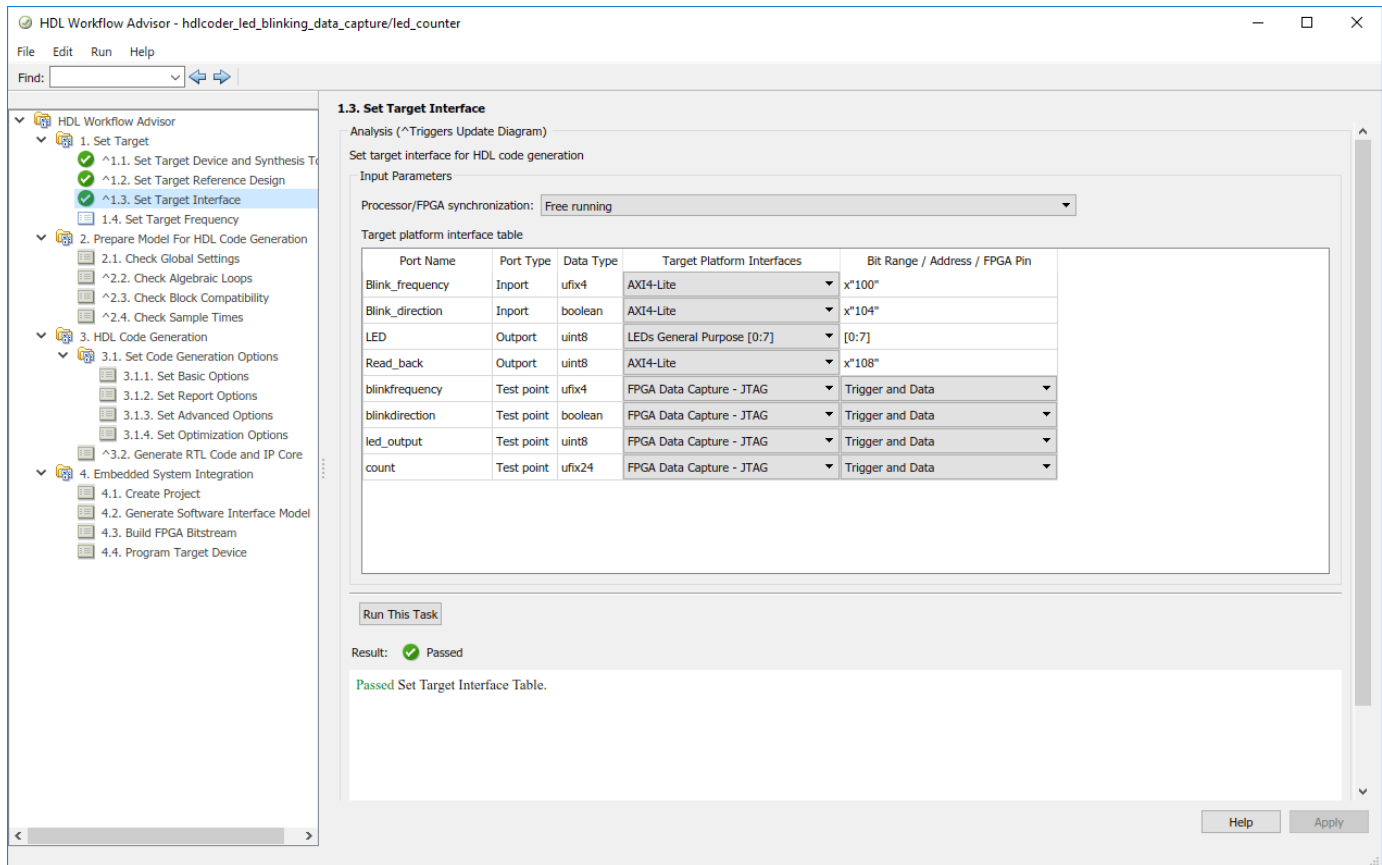
```
open_system('hdlcoder_led_blinking_data_capture/led_counter');
```



Generate HDL IP Core

Start HDL Workflow Advisor from the model and run through the IP Core Generation workflow. For a detailed step by step guide, please refer to the example "Getting Started with Targeting Xilinx Zynq Platform" on page 40-75

1. In step 1.1., select IP Core Generation in the Target workflow. For "Target Platform", select "Xilinx Zynq ZC702 evaluation kit"
2. In step 3.1.3, under "Ports" tab check the "Enable HDL DUT port generation for test points"
3. In Step 1.3, select "FPGA Data Capture - JTAG" interface for blinkfrequency, blinkdirection, led_output, and count ports.



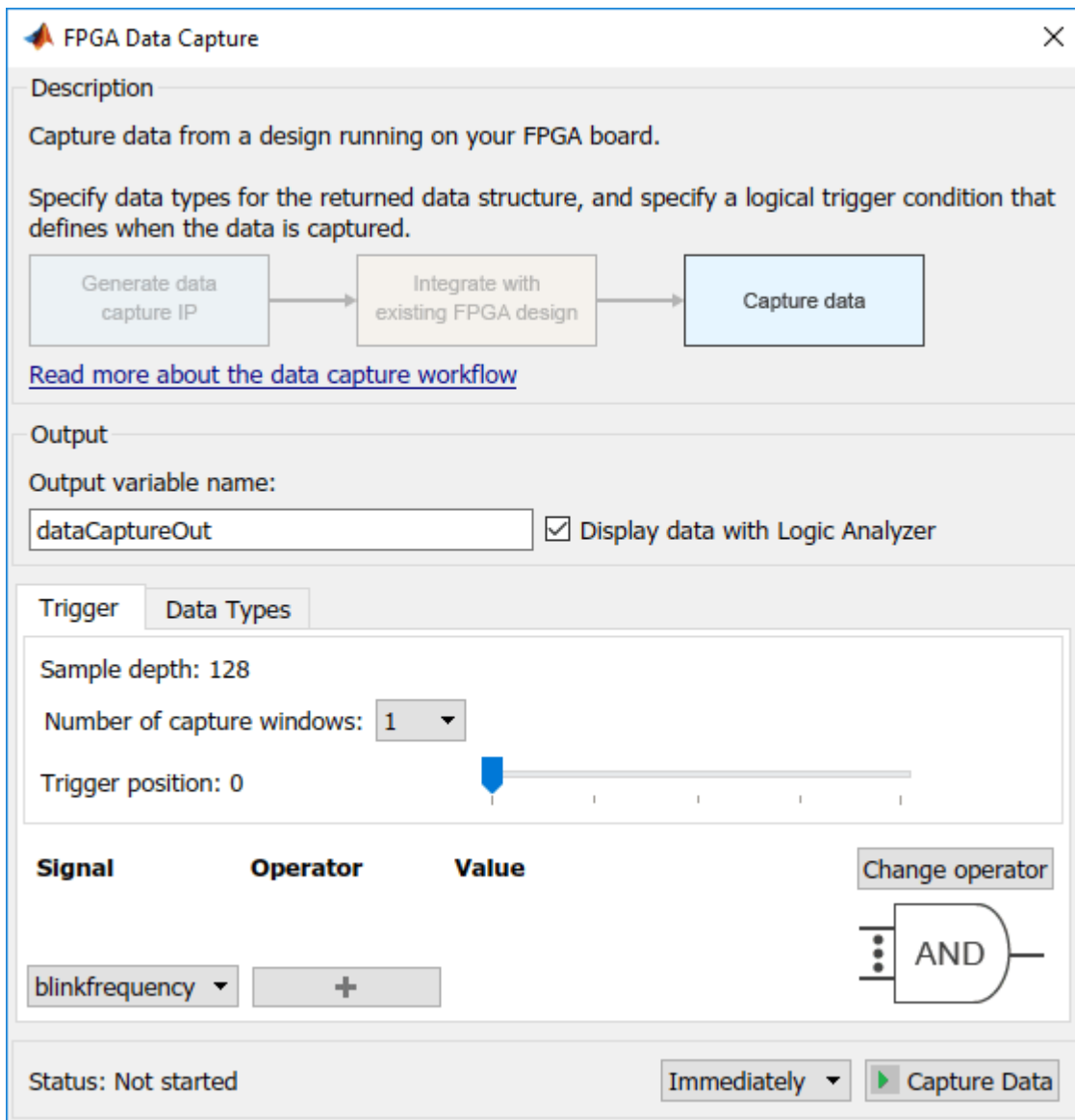
4. Run through the remaining workflow steps to generate HDL IP, and program the target device.

Capture and display data from IP Core

Now FPGA fabric has been programmed and running, the next step is to capture the data from the Zynq board.

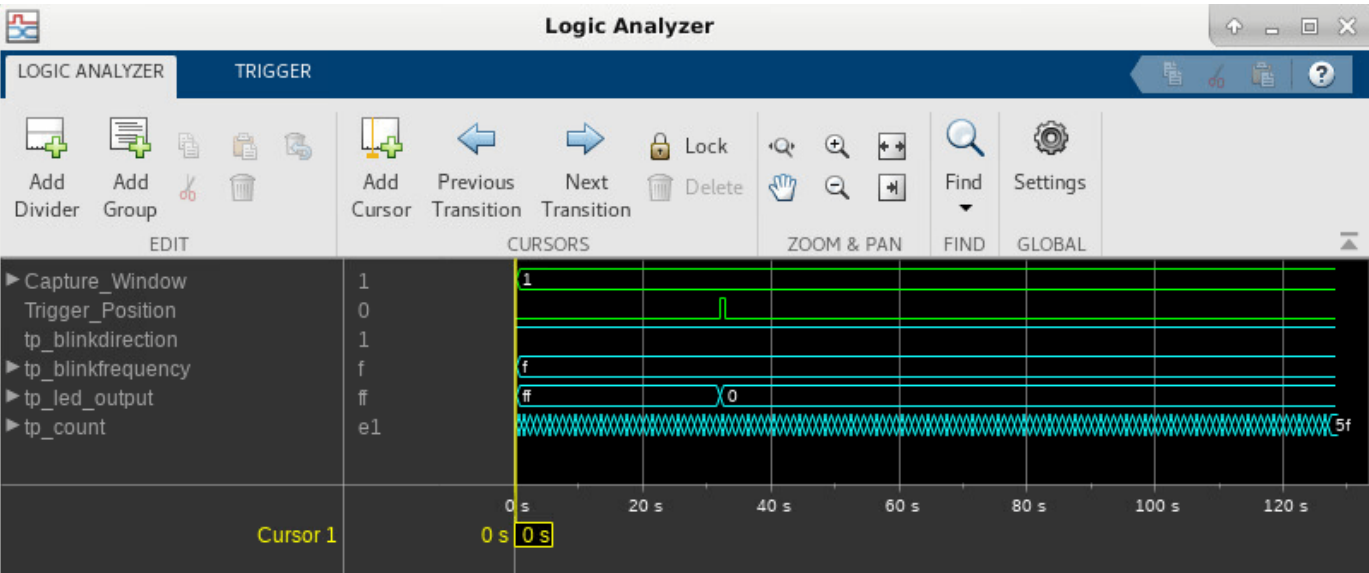
First, locate the FPGA Data Capture launch script. In this example, the script is in your HDL code generation directory: `hdl_prj/ip_core/led_count_ip_v1_0/fpga_data_capture/launchDataCaptureApp.m`. You can also locate this script in the code generation report.

Next, run this script in MATLAB. You will need to add the directory where this script is located to the MATLAB path or change your current folder.



After executing this script, the FPGA Data Capture App is launched. You can click the "Capture Data" button to capture data from FPGA without setting up any triggers.

Alternatively, you can setup a trigger condition where `led_counter==0`, and trigger position of 32. Then click "Capture Data" button again.



Device tree Generation

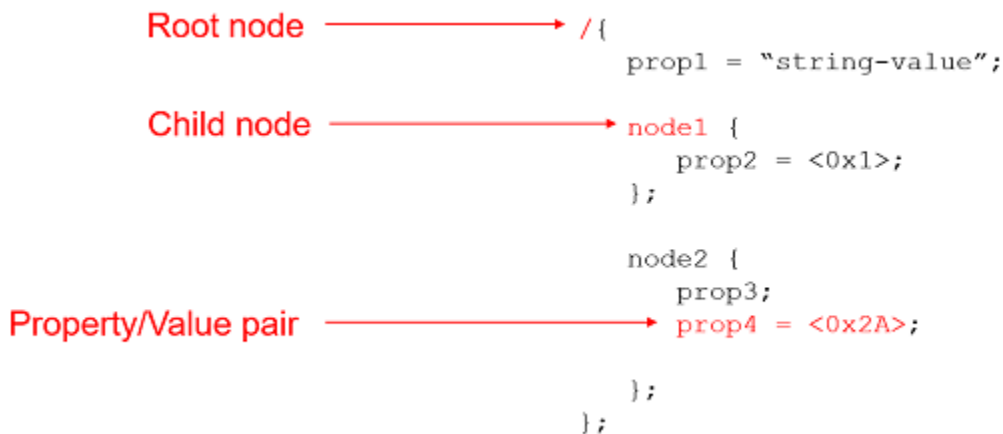
Generate Device tree for IP Core

Dynamically generate device trees that include nodes for the HDL Coder generated IP core by using the HDL Coder IP Core generation workflow. The generated device tree also includes nodes for your board peripherals, reference design IP cores, and reference design interfaces that access the processing system (PS) of your target field programmable gate array (FPGA) or system on a chip (SoC) board. Program your target board with the generated device tree and bitstream.

Get Started with device trees

A device tree is a data structure that describes hardware devices to the operating system running on the target board. The operating system kernel uses the device tree description to manage the available hardware devices. For example, the operating system uses the device tree to load the correct device driver for a given hardware device.

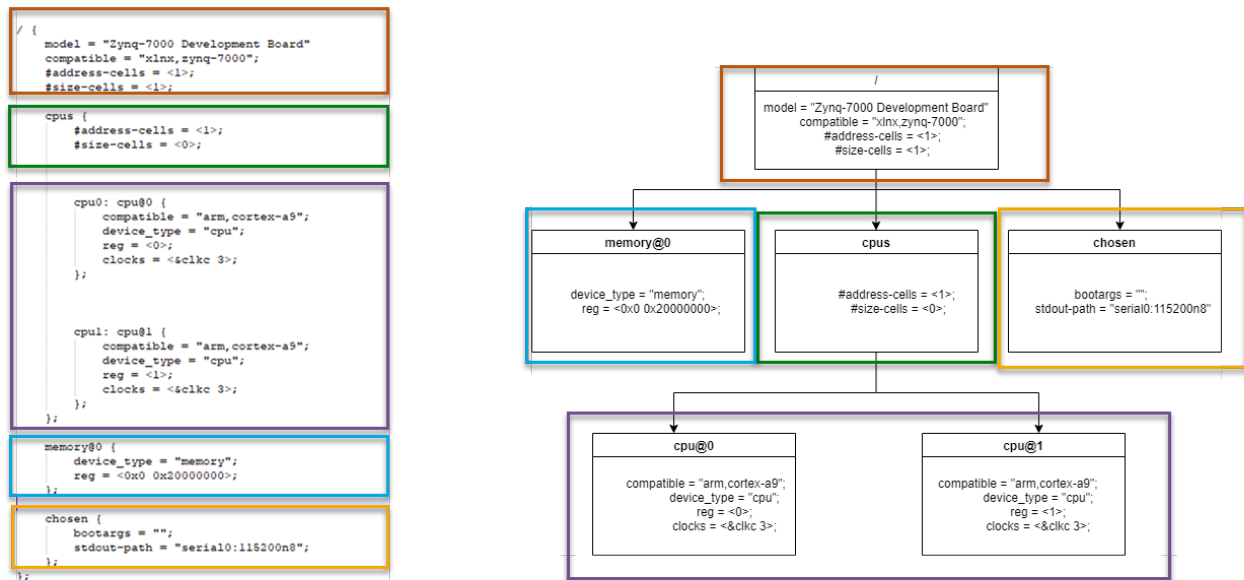
The device tree has a tree data structure format consisting of nodes and properties. The image shows these components of a device tree.



In the device tree:

- Nodes represent devices in the system.
- Each node has properties specified as property-value pairs that describe the characteristics of the device.
- Each node has exactly one parent, except for the root node, which has no parent. The root node is designated by using a forward slash.

This image shows an example device tree. The left side shows the device tree source file. The right side shows a conceptual diagram of the tree structure with nodes and properties. The names of the boxes represent the node names and the text in the box represents the property-value pairs of the nodes.



Use device trees with IP Core Generation Workflow

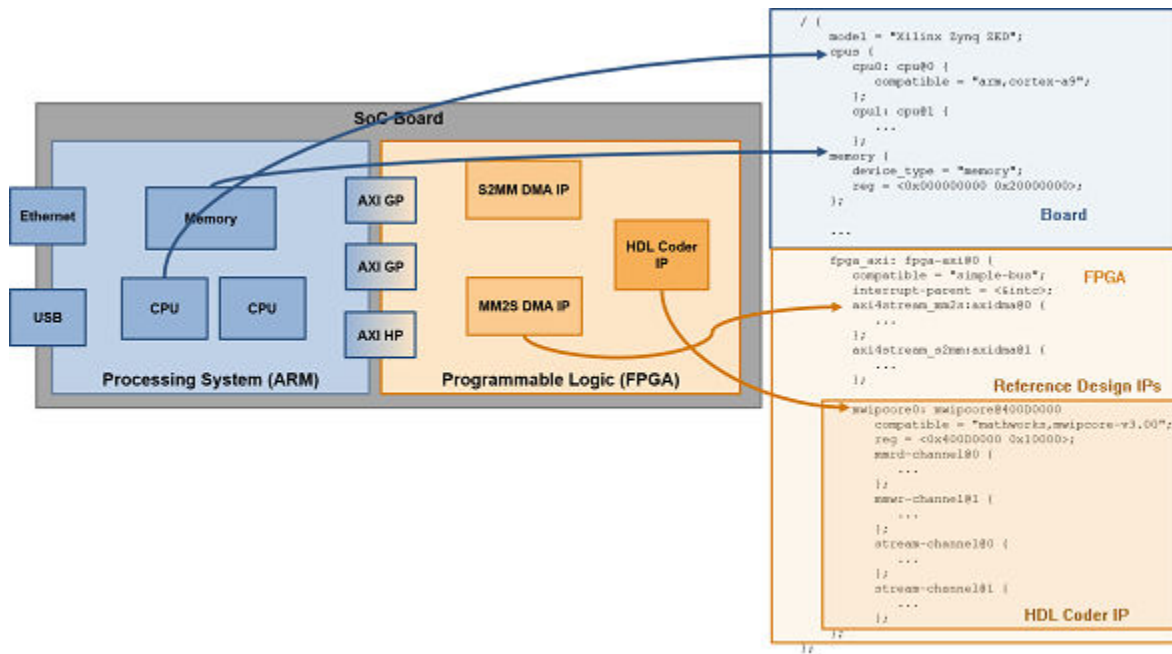
When you deploy a hardware/software design to a SoC device, the device tree informs the PS about IP cores available in the bitstream. The IP cores appear to the PS as devices, which can be accessed from the software application by using device drivers. Therefore, the device tree and bitstream must be synchronized.

You can generate device tree nodes corresponding to the generated IP core by using the IP core generation workflow. The workflow keeps the device tree and bitstream in sync by updating the device tree whenever your IP core changes.

To enable generation of device tree nodes for the HDL Coder generated IP cores, HDL Coder separates the device tree into three distinct segments:

- Board segment— Device tree nodes corresponding to fixed hardware on your board, such as the central processing unit (CPU) and processor peripherals. The board device tree is typically obtained from the board vendor.
- Reference design segment— Device tree nodes corresponding to IP cores in your reference design. This segment of the device tree is typically created when you author a reference design.
- HDL Coder IP Core segment— Device tree nodes corresponding to the IP core generated by HDL Coder. This segment of the device tree does not need to be authored as it can be dynamically generated by HDL Coder.

This image shows an SoC board with its individual device tree segments.

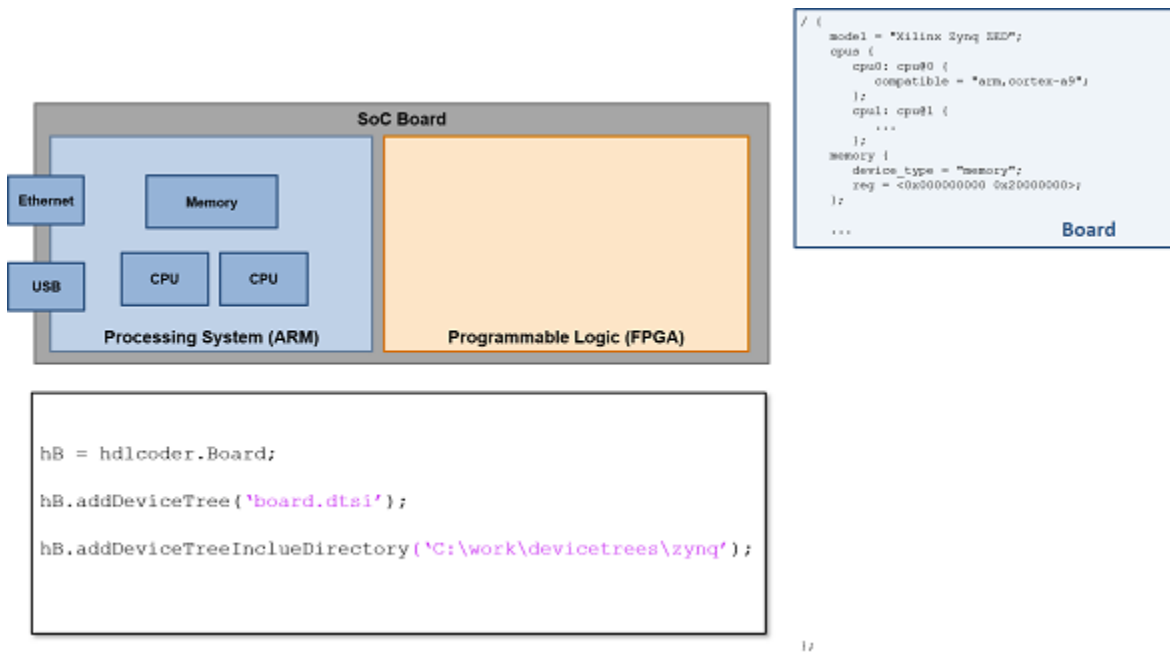


When you deploy your design to the target, HDL Coder automatically combines these segments together into a complete device tree that is used to program the target. These sections walk you through the process of registering and generating the different segments of your device tree.

Register Device tree for Custom Board

Register the board device tree to your custom board design by using the `adddevice tree` and `adddevice treeIncludeDirectory` methods of the `hdlcoder.Board` object. For more information, see `hdlcoder.Board`, `addDeviceTree`, and `addDeviceTreeIncludeDirectory`.

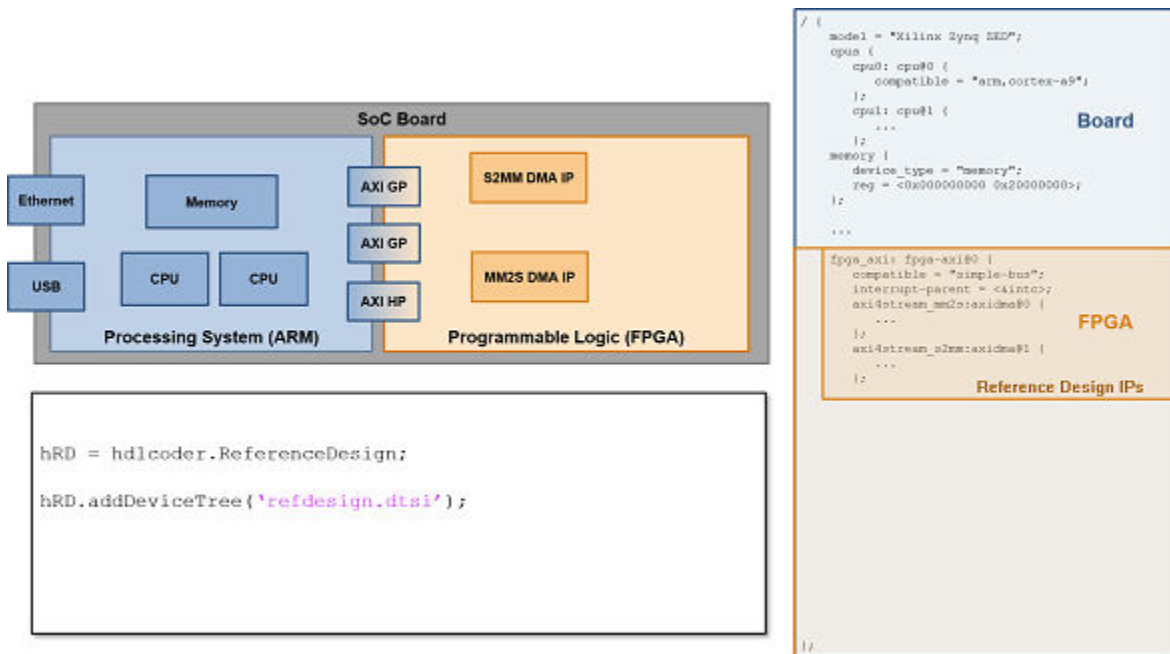
This image shows the board device tree registered to your custom board.



Register Device tree for Custom Reference Design

Register the reference design portion of your device tree when authoring a reference design by using the `adddevice tree` and `adddevice treeIncludeDirectory` methods of the `hdlcoder.ReferenceDesign` object. To register a device tree, your reference design must contain a processing system IP. Enable the `HasProcessingSystem` property of the `hdlcoder.ReferenceDesign` object. See `hdlcoder.ReferenceDesign`, `addDeviceTree`, and `addDeviceTreeIncludeDirectory`.

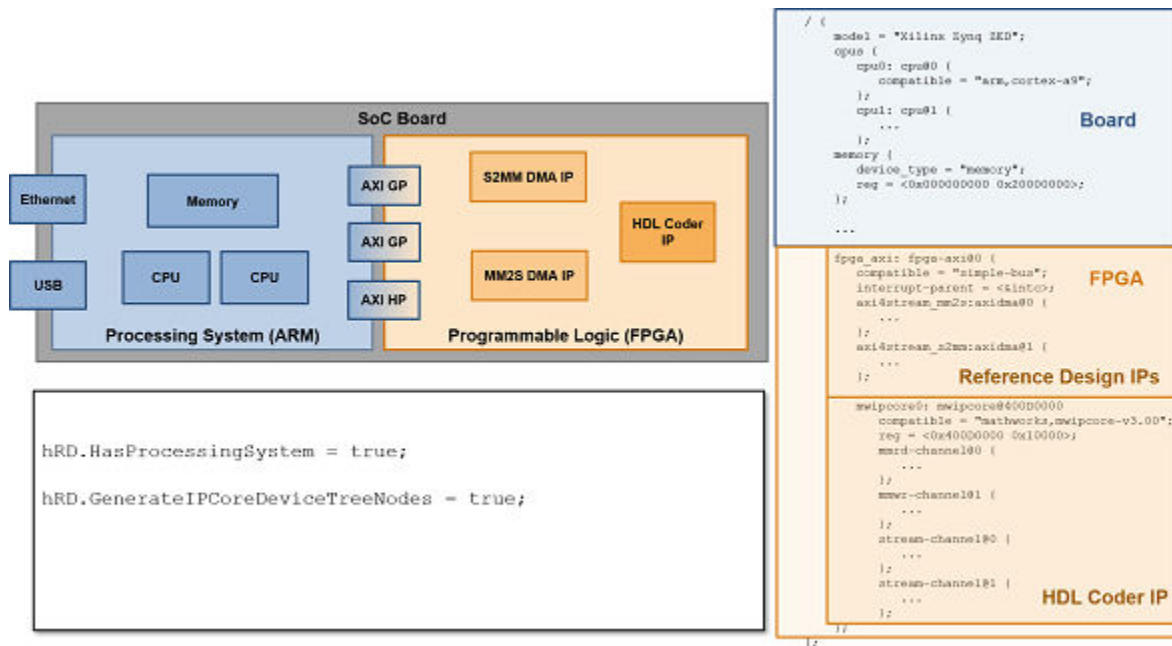
This image shows the reference design for a device tree registered to your custom reference design.



Generate IP Core Device tree Node

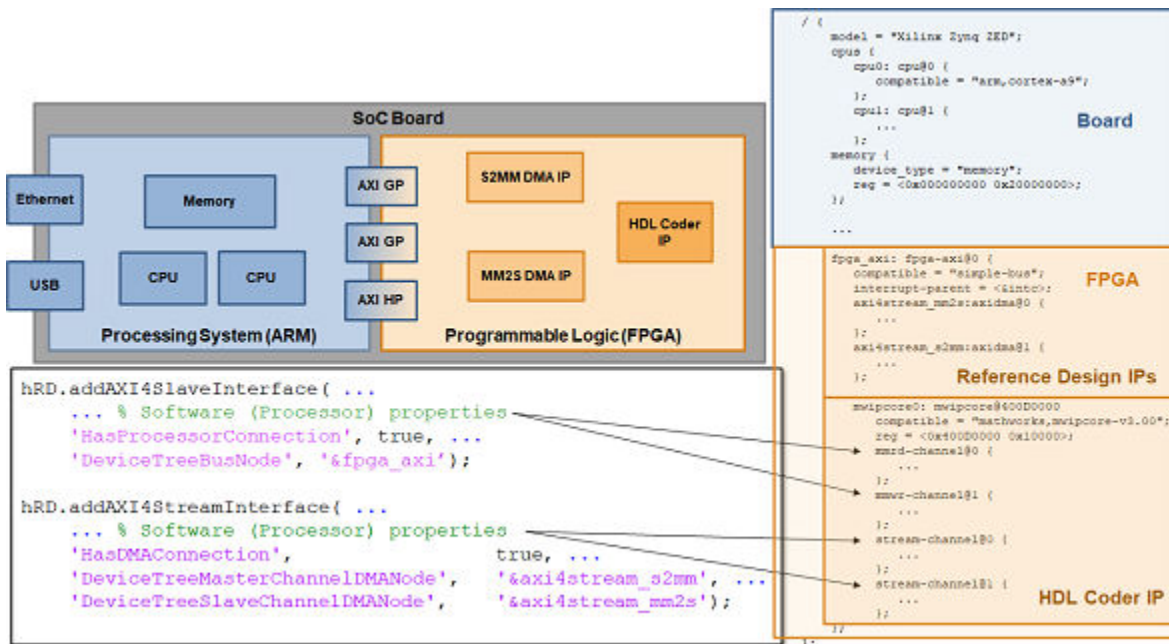
During the IP core generation workflow, HDL Coder generates an IP core and inserts it into your reference design. HDL Coder can also generate corresponding device tree nodes for this IP core and combine them with the board and reference design device trees. Generate the device tree node for your IP core by using the HDL Coder IP core generation workflow. Enable the `GenerateIPCoredevice_treeNodes` property of the `hdlcoder.ReferenceDesign` object to generate the device tree nodes for your IP core.

This image shows the reference design for a device tree when generating and adding device tree nodes is enabled for your IP core.



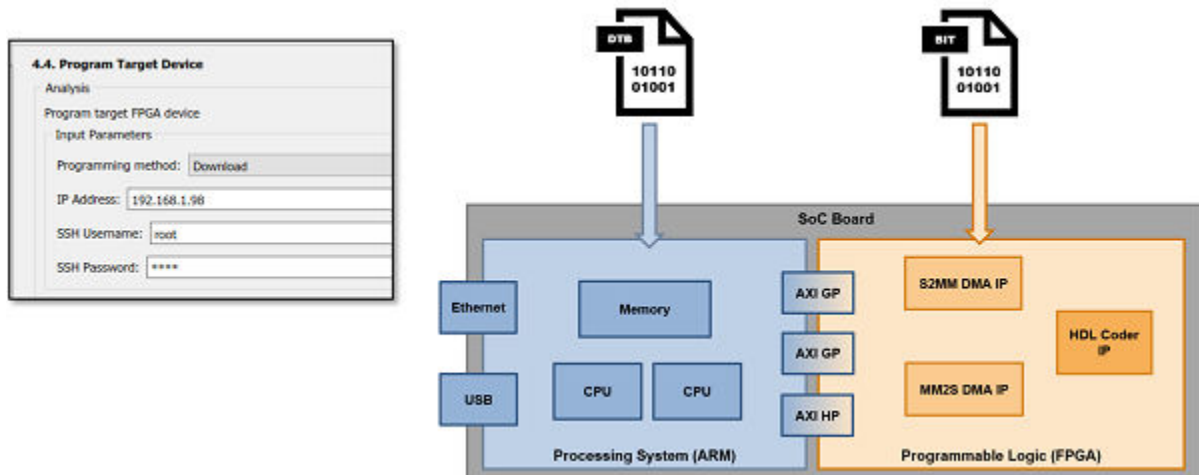
To enable correct device tree generation for your IP core, you must specify the relevant information for the reference design interfaces that connect to the processing system. Enable the generation of device tree nodes by specifying information for the interfaces that connect to the PS on your target device. Interfaces specify references to other device tree nodes. To enable device tree generation for the AXI4 slave interface, enable the `HasProcessorConnection` property and specify the value for the device `treeBusNode` property of the `addAXI4SlaveInterface` method for the `hdlcoder.ReferenceDesign` object. See `addAXI4SlaveInterface`. Enable device tree generation for the AXI4 Stream interface by enabling the `HasDMAConnection` and specifying values for the device `treeMasterChannelDMANode` and device `treeSlaveChannelDMANode`. See `addAXI4StreamInterface`.

This image shows the device tree node generation enabled for the IP Core AXI4 slave and AXI4 stream interfaces.



Deploy Device tree and Bitstream

Download the generated device tree and bitstream for your custom board, reference design, and IP core to the target device by using the HDL Coder IP core generation workflow. The IP core generation workflow compiles the board, reference design, and IP core device trees into a single device tree and then programs them onto the target device along with the generated bitstream. This image shows the generated device tree and bitstream programmed onto the target device.



During the download, HDL Coder uses the device tree compiler on the target board to combine the board device tree, reference design device tree, and IP core device tree. HDL Coder then copies the compiled device tree files back to your host computer.

The following device tree files are generated during the IP Core Generation workflow:

- `devicetree_<model-name>.dtb`— The binary device tree file used to program the board. This file is generated by the device tree compiler.
- `devicetree_<model-name>.dts`— The source device tree file provided as an input to the device tree compiler. This file is generated by HDL Coder.
- `devicetree_<model-name>.output.dts`— A combined source file which contains information for the board device tree, reference design device tree, and your IP core device tree. This file can be used for debugging, and is generated by the device tree compiler.
- `<ip-core-name>.dtsi`: The IP core segment of the device tree. This file is generated by HDL Coder.

The image shows the folder location of the generated device tree files for a sample IP core.



Sample Device tree

The image shows your reference design file with the interface details. On the left is an example of a reference design file with interface details. On the right is the generated device tree file.

```
hRD = hdlcoder.ReferenceDesign;
hRD.addDeviceTree("refdesign.dtsi");
hRD.HasProcessingSystem = true;
hRD.GenerateIPCoreDeviceTreeNodes = true;
hRD.addAXI4StreamInterface(...
... % Hardware (FPGA) properties
'MasterChannelEnable', true,...
'SlaveChannelEnable', true, ...
'MasterChannelConnection', 'axi_dma_s2mm/S_AXIS_S2MM', ...
'SlaveChannelConnection', 'axi_dma_mm2s/M_AXIS_MM2S', ...
'MasterChannelDataWidth', 32, ...
'SlaveChannelDataWidth', 32, ...
... % Software (Processor) properties
'HasDMAConnection', true, ...
'DeviceTreeMasterChannelIDMANode', '&axi4stream_s2mm', ...
'DeviceTreeSlaveChannelIDMANode', '&axi4stream_mm2s');
```

```
&mwipcore0 {
    stream-channel@1 {
        reg = <0x1>;
        #address-cells = <1>;
        #size-cells = <0>;
        compatible = "mathworks,axi4stream-s2mm-channel-v1.00";
        dma-names = "s2mm";
        dmas = <&axi4stream_s2mm 0>;
        mathworks,dev-name = "s2mm0";
        mathworks,sample-cnt-reg = <0x8>;

        data-channel@0 {
            compatible = "mathworks,iio-data-channel-v1.00";
            mathworks,data-format = u32/32>0;
            reg = <0x0>;
        };
    };
};
```

See Also

`addDeviceTree` | `addDeviceTreeIncludeDirectory` | `addDeviceTree` |
`addDeviceTreeIncludeDirectory` | `"HasDMAConnection"` |
`"DeviceTreeMasterChannelDMANode"` | `"DeviceTreeSlaveChannelDMANode"`

External Websites

- <https://www.devicetree.org>