

Tutorial Conclusion

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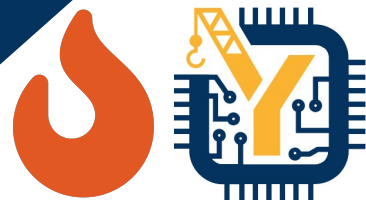
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Berkeley
Architecture
Research



Recap

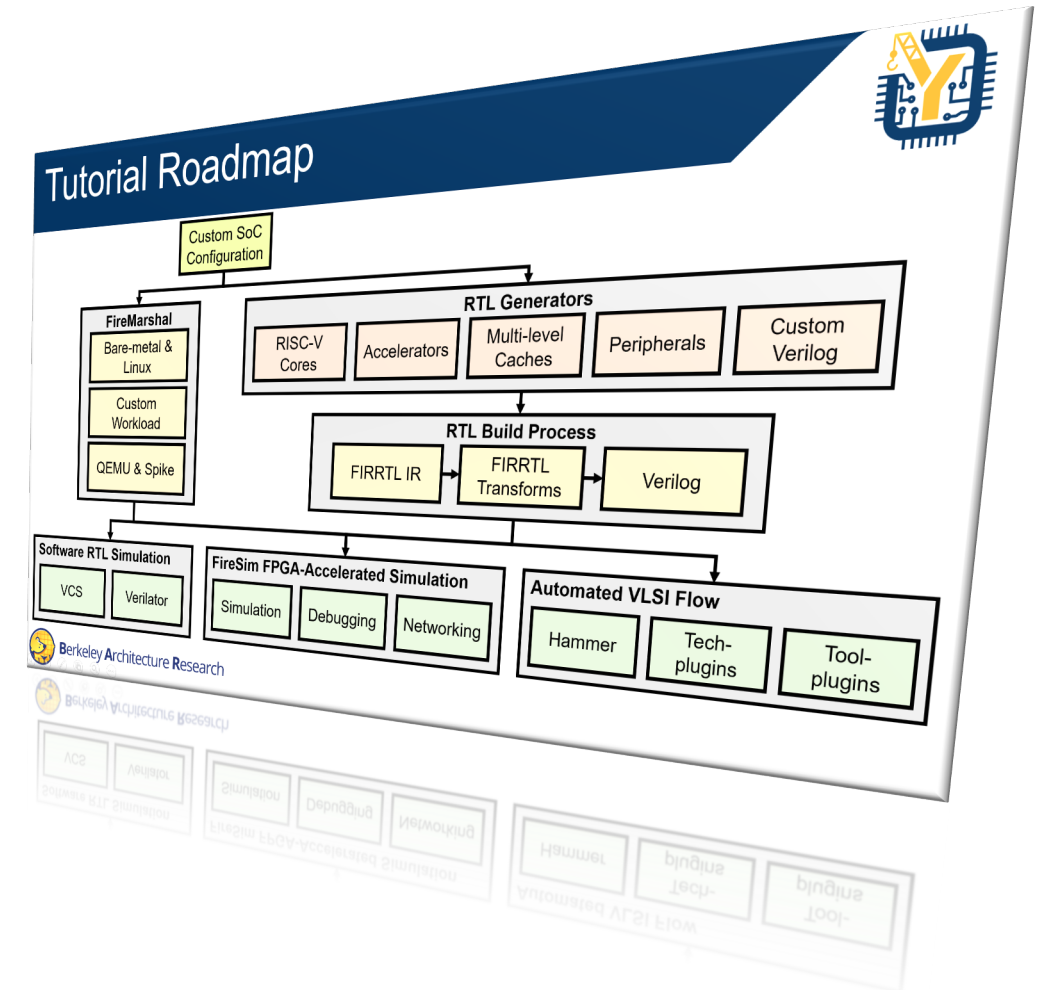


- Chipyard Basics

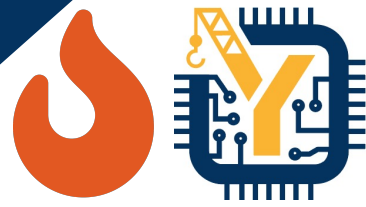
- Composing SoC using generators
- Adding custom accelerators
- Simulation
- VLSI flow

- FireSim

- Full-system FPGA-accelerated simulation
- Linux-based software workloads
- Debugging and instrumentation
- Network simulation



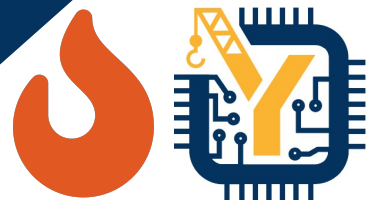
Join The Community!



- Used in industry and academia
- Development is all open-source and on Github
 - “main” branch is active development, may be unstable
 - We recommend using tagged releases (e.g. Chipyard 1.6.2 / FireSim 1.13.3 released this morning 😊)
- Sub-projects managed using submodules
- Hundreds of pages of documentation!
 - If something isn't clear, please let us know
- We appreciate feedback! We appreciate PRs even more!
- Thank you for attending!



Learn More



- Chipyard

- Github: <https://github.com/ucb-bar/chipyard/>
- Docs: <https://chipyard.readthedocs.io/en/latest/index.html>
- Mailing List: <https://groups.google.com/forum/#!forum/chipyard>



- FireSim

- Website: <https://fires.im/>
- Github: <https://github.com/firesim/firesim/>
- Docs: <https://docs.fires.im/en/latest/>
- Mailing List: <https://groups.google.com/forum/#!forum/firesim>



Tutorial Feedback:

<https://fires.im/tutorial-feedback/>

