



FireSim

A Brief Tour of FireSim:
The Manager & Compiler;
Building an FPGA image

<https://fires.im>



@firesimproject

ISCA 2021 Tutorial

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Berkeley Architecture Research



Agenda: What will we cover?

1) The Compiler → Golden Gate

- Invoke it on example RTL
- “Simulate the simulator” using Verilator

2) The Manager → `firesim`

- Explain how it's configured
- Demonstrate how it's used to build bitstreams



Where is FireSim in Chipyard?

With the software RTL simulators!

`~/chipyard/sims/firesim`

→ We will reference this as `$FDIR`



Example commands:

```
$ cd $FDIR
```

```
$ ls
```



FireSim's Directory Structure

`sim/`

- Golden Gate lives here
- Scala & C++ sources for additional FireSim models
- Make-based build system to invoke Golden Gate

`deploy/`

- Manager lives here
- FireSim workload definitions

`platforms/` → AWS FPGA/Vivado project definitions

`sw/` → target software & FireMarshal (more on this later)



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- Invoke it on example RTL
- “Simulate the simulator” using Verilator

2) The Manager → `firesim`

- Explain how it’s configured
- Demonstrate how it’s used to build bitstreams



Example commands:

```
$ cd $FDIR/sim
```

```
$ make DESIGN=FireSim
```



An Analogy

- Golden Gate is like Verilator but for FPGA-accelerated simulation

Verilator generates C++ sources to simulate your design.

→ Compile and run on a CPU-host

Golden Gate generates C++ & Verilog to simulate your design.

→ Compile and run on a hybrid CPU & FPGA host



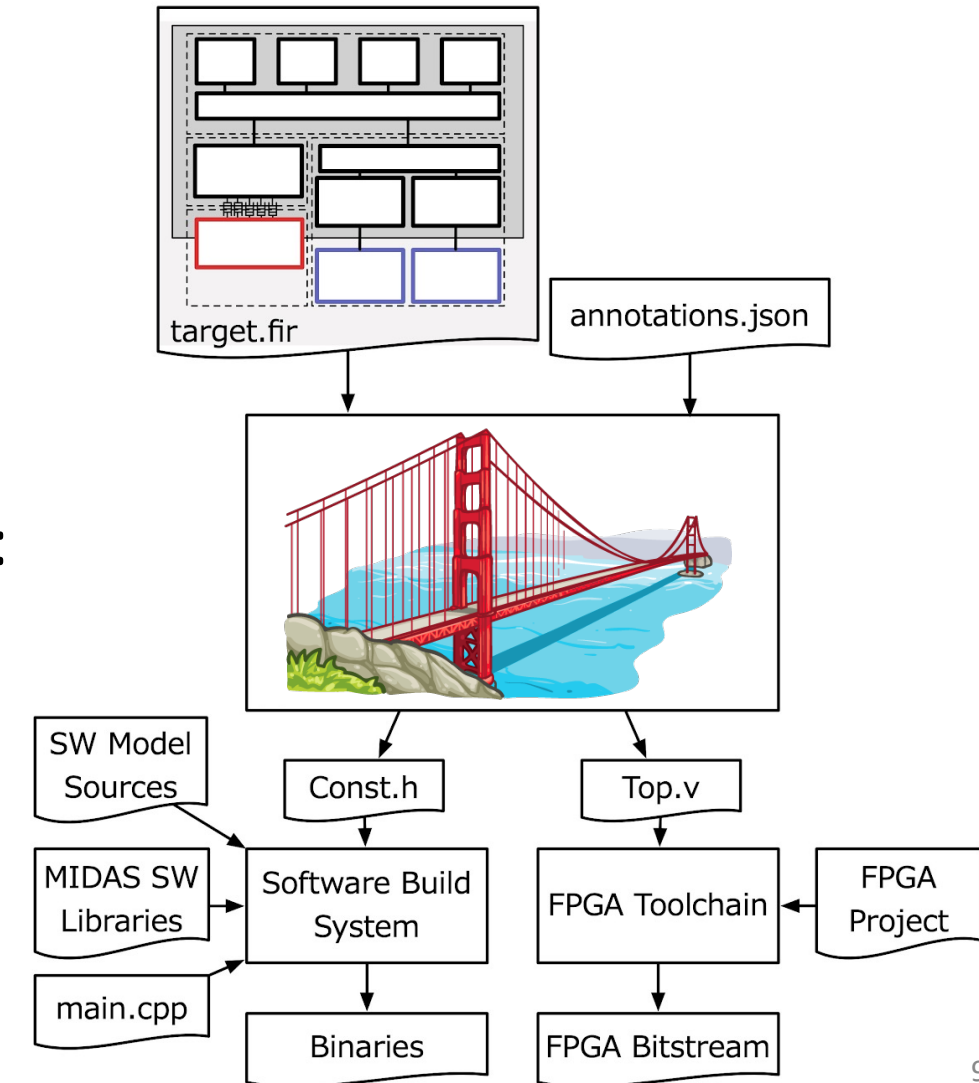
Golden Gate Compiler

Inputs:

- FIRRTL & annos from a Chipyard generator
- Compiler configuration

→ Produces sources for a simulator that are:

- deterministic
- support co-simulation of software models
- *area-optimized to fit more on the FPGA*





Plug: ICCAD 2019 Publication

GOLDEN GATE: Bridging The Resource-Efficiency Gap Between ASICs and FPGA Prototypes

Albert Magyar, David Biancolin, John Koenig, Sanjit Seshia, Jonathan Bachrach, Krste Asanović

Punchline:

- Can fit two more BOOM cores (4 -> 6)
- think: “-Os for FireSim”



Interacting with Golden Gate via Make

- Make invokes Golden Gate with three variables (the “Tuple”):

DESIGN :

- The top level module → MODEL in Chipyard

TARGET_CONFIG:

- The generator’s config → CONFIG in Chipyard

PLATFORM_CONFIG:

- Compiler options passed to Golden Gate



Example commands:

```
$ cd $FDIR/sim/generated-src/fl
```

```
# here you'll find output directories for all builds
```

```
$ cd <any-directory-here>
```

```
$ ls
```



Inspecting the Outputs

`<long-name>.fir & <long-name>.anno.json`

- Target's FIRRTL & annotations

`FPGATop.v`

- The compiled simulator

`$DESIGN-const.h`

- Simulator's memory map

`runtime.conf`

- A default runtime configuration for simulation



Agenda: What will we cover?

1) The Compiler → Golden Gate

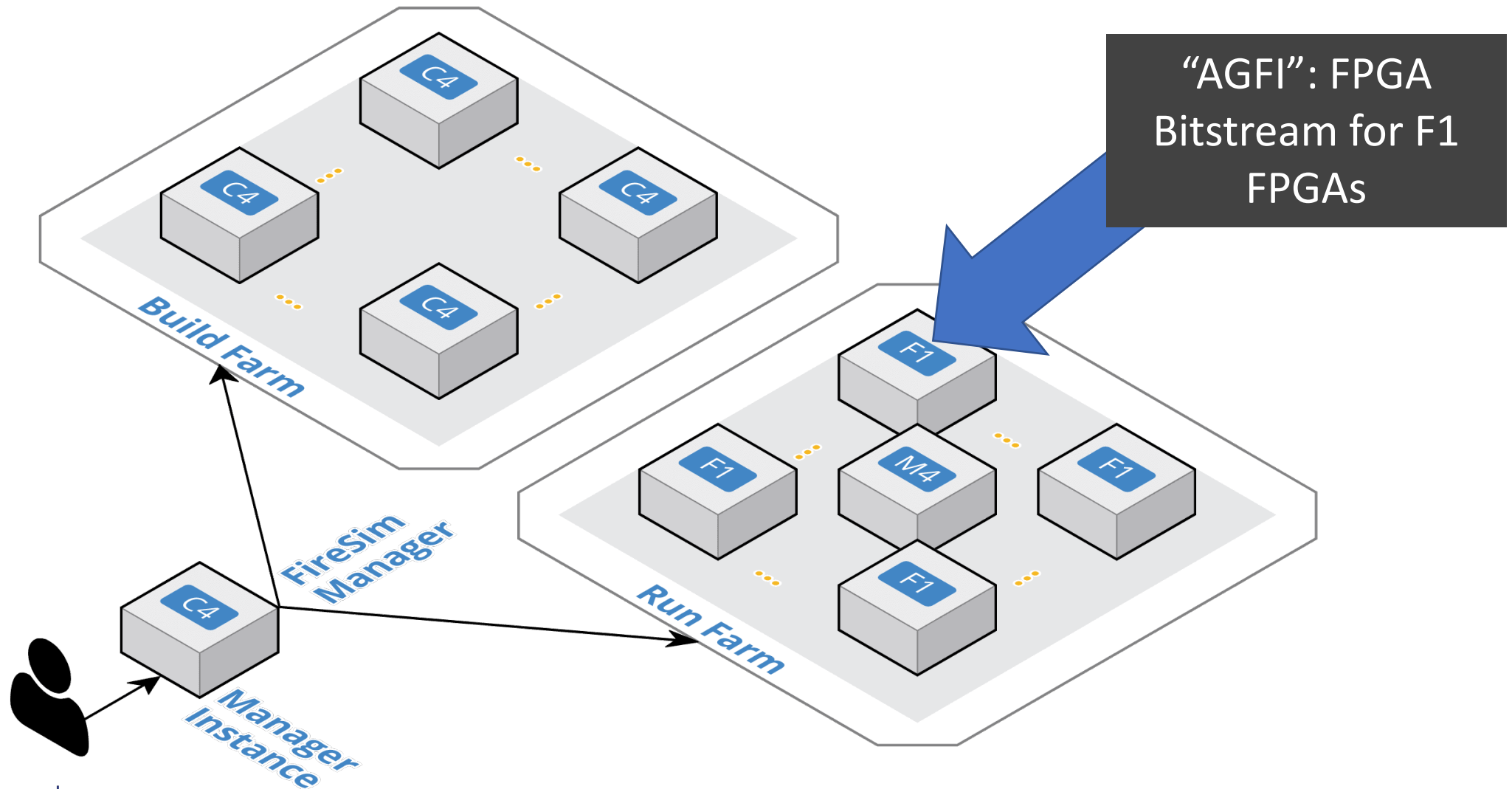
- Invoke it on example RTL
- Simulate the output in an RTL simulator

2) The Manager → `firesim`

- Explain how it's configured
- Demonstrate how it's used to build bitstreams



Background Terminology





Using the `firesim` manager command line

- sourcing `$FDIR/sourceme-fl-manager.sh` **puts** `firesim` on your path
- can call `firesim` from anywhere on the instance
- it will always run from the directory:

`$FDIR/deploy/`

After a fresh clone, need to call:

```
firesim managerinit
```




Example commands:

```
$ cd $FDIR/deploy
```

```
$ ls
```



Configuring the Manager. 4 files in firesim/deploy/

config_build_recipes.ini

```
config_build_recipes.ini
1 # See docs/Advanced-Usage/Manager/Manager-Configuration-Files.rst for documentation of all of
  these params.
2
3 # this file contains sections that describe hardware designs that /can/ be built.
4 # edit config_build.ini to actually "turn on" a config to be built when you run
5 # builddefi
6
7 [firesim-singlecore-no-nic-lbp]
8 DESIGN=FireSimNoNIC
9 TARGET_CONFIG=FireSimRocketChipSingleCoreConfig
10 PLATFORM_CONFIG=FireSimConfig
11instancetype=C4.4xlarge
12deploytriplet=None
13
14 [firesim-quadcore-nic-ddr3-11c4mb]
15 DESIGN=FireSim
16 TARGET_CONFIG=FireSimRocketChipQuadCoreConfig
17 PLATFORM_CONFIG=FireSimDDR3FRFCPLL4MBConfig
18instancetype=C4.4xlarge
19deploytriplet=None
20
21 [firesim-quadcore-no-nic-ddr3-11c4mb]
22 DESIGN=FireSimNoNIC
23 TARGET_CONFIG=FireSimRocketChipQuadCoreConfig
24 PLATFORM_CONFIG=FireSimDDR3FRFCPLL4MBConfig
25instancetype=C4.4xlarge
26deploytriplet=None
27
28 # BOOM-based targets
29 [fireboom-singlecore-no-nic-ddr3-11c4mb]
30 DESIGN=FireSimNoNIC
31 TARGET_CONFIG=FireSimBooMConfig
32 PLATFORM_CONFIG=FireSimDDR3FRFCPLL4MBConfig
33instancetype=C4.4xlarge
34deploytriplet=None
35
36 [fireboom-singlecore-nic-ddr3-11c4mb]
37 DESIGN=FireBooM
38 TARGET_CONFIG=FireSimBooMConfig
39 PLATFORM_CONFIG=FireSimDDR3FRFCPLL4MBConfig
40instancetype=C4.4xlarge
41deploytriplet=None
```

config_build.ini

```
config_build.ini
1 # See docs/Advanced-Usage/Manager/Manager-Configuration-Files.rst for documentation of all of
  these params.
2
3 [build]
4 #bucketname=firesim-721179603761
5 buildinstancetype=ondemand
6 spotinterruptionbehavior=terminate
7 spotmaxprice=ondemand
8
9 [builds]
10 # this section references builds defined in config_build_recipes.ini
11 # if you add a build here, it will be built when you run builddefi
12 firesim-singlecore-no-nic-lbp
13 firesim-quadcore-no-nic-ddr3-11c4mb
14 fireboom-singlecore-no-nic-ddr3-11c4mb
15 fireboom-singlecore-nic-ddr3-11c4mb
16 [agfistoshare]
17 firesim-singlecore-no-nic-lbp
18 firesim-quadcore-no-nic-ddr3-11c4mb
19 firesim-quadcore-nic-ddr3-11c4mb
20 fireboom-singlecore-no-nic-ddr3-11c4mb
21 fireboom-singlecore-nic-ddr3-11c4mb
22
23 [shareme[thaccunts]]
24 somebodyname=123456789012
```

config_hwdb.ini

```
config_hwdb.ini
1 # See docs/Advanced-Usage/Manager/Manager-Configuration-Files.rst for documentation of all of
  these params.
2
3 # Hardware configs represent a combination of an agfi, a deploytriplet override
4 # (if needed), and a custom runtime config (if needed)
5
6 # The AGFIs provided below are public and available to all users.
7 # Only AGFIs for the latest release of FireSim are guaranteed to be available.
8 # If you are using an older version of FireSim, you will need to generate your
9 # own images.
10
11 [firesim-singlecore-no-nic-lbp]
12 agfi=agfi-0584a1a71df6a005a
13 deploytripletoverride=None
14 customruntimeconfig=None
15
16 [firesim-quadcore-no-nic-ddr3-11c4mb]
17 agfi=agfi-06b9b705ab9af1238
18 deploytripletoverride=None
19 customruntimeconfig=None
20
21 [firesim-quadcore-nic-ddr3-11c4mb]
22 agfi=agfi-030b49bce9bd5ef96
23 deploytripletoverride=None
24 customruntimeconfig=None
25
26 [fireboom-singlecore-nic-ddr3-11c4mb]
27 agfi=agfi-090491454199fb160
28 deploytripletoverride=None
29 customruntimeconfig=None
30
31 [fireboom-singlecore-no-nic-ddr3-11c4mb]
32 agfi=agfi-0d9101df7b7ff708
33 deploytripletoverride=None
34 customruntimeconfig=None
35
```

config_runtime.ini

```
config_runtime.ini
1 # See docs/Advanced-Usage/Manager/Manager-Configuration-Files.rst for documentation of all of
  these params.
2
3 [runtime]
4 runtimeconfig=mainruntime
5
6 fl_16xlarge=0
7 m4_16xlarge=0
8 r1_2xlarge=1
9
10 mininstancetype=ondemand
11 spotinterruptionbehavior=terminate
12 spotmaxprice=ondemand
13
14 [targetconfig]
15 topology_to_net_config
16 no_net_num_nodes=1
17 linklatency=5485
18 switchinglatency=10
19 netbandwidth=200
20 profileinterval=1
21
22 # This references a section from config_hwconfigs.ini
23 # In homogeneous configurations, use this to set the hardware config deployed
24 # for all simulators
25 defaulthwconfig=firesim-quadcore-no-nic-ddr3-11c4mb
26
27 [tracing]
28 enable=no
29 startcycle=0
30 endcycle=1
31
32 [workload]
33 workloadname=linux-uniform.json
34 terminateoncompletion=no
```





Configuring a Build

```
0 / mosh-client (tmux) #1
config_build_recipes.ini buffers
1 # Build-time design configuration for the FireSim Simulation Manager
1 # See docs/Advanced-Usage/Manager/Manager-Configuration-Files.rst for documentation of all of
  these params.
2
3 # this file contains sections that describe hardware designs that /can/ be built.
4 # edit config_build.ini to actually "turn on" a config to be built when you run
5 # buildafi
6
7 [firesim-singlecore-no-nic-lbp]
8 DESIGN=FireSimNoNIC
9 TARGET_CONFIG=FireSimRocketChipSingleCoreConfig
10 PLATFORM_CONFIG=FireSimConfig
11 instancetype=c4.4xlarge
12 deploytriplet=None
13
14 [firesim-quadcore-nic-ddr3-1lc4mb]
15 DESIGN=FireSim
16 TARGET_CONFIG=FireSimRocketChipQuadCoreConfig
17 PLATFORM_CONFIG=FireSimDDR3FRFCFSLLC4MBConfig
18 instancetype=c4.4xlarge
19 deploytriplet=None
20
21 [firesim-quadcore-no-nic-ddr3-1lc4mb]
22 DESIGN=FireSimNoNIC
23 TARGET_CONFIG=FireSimRocketChipQuadCoreConfig
24 PLATFORM_CONFIG=FireSimDDR3FRFCFSLLC4MBConfig
25 instancetype=c4.4xlarge
26 deploytriplet=None
27
28 # BOOM-based targets
29 [fireboom-singlecore-no-nic-ddr3-1lc4mb]
30 DESIGN=FireBoomNoNIC
31 TARGET_CONFIG=FireSimBoomConfig
32 PLATFORM_CONFIG=FireSimDDR3FRFCFSLLC4MBConfig
33 instancetype=c4.4xlarge
34 deploytriplet=None
35
36 [fireboom-singlecore-nic-ddr3-1lc4mb]
37 DESIGN=FireBoom
38 TARGET_CONFIG=FireSimBoomConfig
```

```
0 / mosh-client (tmux) #1
config_build.ini buffers
2 # BUILDTIME/AGFI management configuration for the FireSim Simulation Manager
1 # See docs/Advanced-Usage/Manager/Manager-Configuration-Files.rst for documentation of all of
  these params.
3
1 [afibuild]
2 s3bucketname=firesim-721179603761
3 buildinstancemarket=ondemand
4 spotinterruptionbehavior=terminate
5 spotmaxprice=ondemand
6
7 [builds]
8 # this section references builds defined in config_build_recipes.ini
9 # if you add a build here, it will be built when you run buildafi
10 firesim-singlecore-no-nic-lbp
11 firesim-quadcore-no-nic-ddr3-1lc4mb
12 firesim-quadcore-nic-ddr3-1lc4mb
13 fireboom-singlecore-no-nic-ddr3-1lc4mb
14 fireboom-singlecore-nic-ddr3-1lc4mb
15
16 [agfistoshare]
17 firesim-singlecore-no-nic-lbp
18 firesim-quadcore-no-nic-ddr3-1lc4mb
19 firesim-quadcore-nic-ddr3-1lc4mb
20 fireboom-singlecore-no-nic-ddr3-1lc4mb
21 fireboom-singlecore-nic-ddr3-1lc4mb
22
23 [sharewithaccounts]
24 somebodyaname=123456789012
~
~
~
~
~
~
~
~
~
~
```



Anatomy of a Build Recipe

Consists of:

```
[firesim-singlecore-no-nic-lbp]  
DESIGN=FireSimNoNIC  
TARGET_CONFIG=FireSimRocketChipSingleCoreConfig  
PLATFORM_CONFIG=FireSimConfig  
instancetype=c4.xlarge  
deploytriplet=None
```

- A label
- The tuple from before
- The EC2 instance type you'd like to use



Defining a Build Job: config_build.ini

```
1 [afibuild]
2 s3bucketname=firesim-721179603761
3 buildinstancetype=ondemand
4 spotinterruptionbehavior=terminate
5 spotmaxprice=ondemand
6
7 [builds]
8 # this section references builds defined in config_build_recipes.ini
9 # if you add a build here, it will be built when you run buildafi
10 firesim-singlecore-no-nic-lbp
11 firesim-quadcore-no-nic-ddr3-llc4mb
12 firesim-quadcore-nic-ddr3-llc4mb
13 fireboom-singlecore-no-nic-ddr3-llc4mb
14 fireboom-singlecore-nic-ddr3-llc4mb
15
16 [agfistoshare]
17 firesim-singlecore-no-nic-lbp
18 firesim-quadcore-no-nic-ddr3-llc4mb
19 firesim-quadcore-nic-ddr3-llc4mb
20 fireboom-singlecore-no-nic-ddr3-llc4mb
21 fireboom-singlecore-nic-ddr3-llc4mb
22
23 [sharewithaccounts]
24 somebodyname=123456789012
25
26 }
```

Consists of:

- More instance configurations
- A list of recipes you'd like to batch out to a build farm

Once you're done with builds:

- A list of recipes you'd like to share with other users



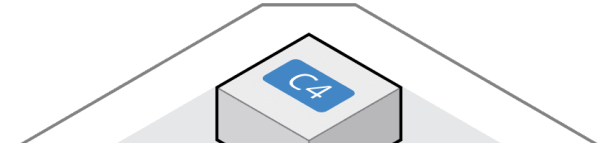


Running builds

- Once we've configured **what** we want to build, let's build it

```
$ firesim buildafi
```

- This completely automates the process. For each design, in-parallel:
 - Launch a build instance
 - Generate target RTL & invokes Golden Gate
 - Ship infrastructure to build instances, run Vivado FPGA builds in parallel
 - Collect results back onto manager instance
 - \$FDIR/deploy/results-build/<TIMESTAMP>-<tuple>/
 - Email you the entry to put into config_hwdb.ini
 - Terminate the build instance



AWS Notifications <no-reply@sns.amazonaws.com>
to me ▼

Your AGFI has been created!

Add

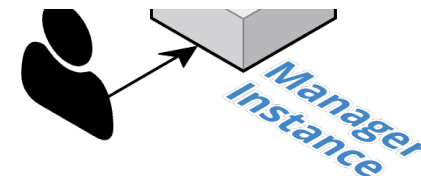
[firesim-singlecore-sha3-l2-no-nic-ddr3-llc4mb]

agfi=agfi-0679d5d17ba885886

deploytripletooverride=None

customruntimeconfig=None

to your config_hwdb.ini to use this hardware configuration.





Example commands:

```
$ cd $FDIR/deploy
```

```
$ cd results-build/<name>/cl_firesim
```

```
$ ls
```



Captured Build Outputs

`design/`

- The source files for the build;

`build/scripts/<timestamp>.vivado.log`

- Log of the entire vivado build process

`build/reports/`

- Timing and utilization reports from various stages

`build/checkpoints/`

- Design checkpoints (*.dcp); can reopen in Vivado to debug a build



Example commands:

```
$ cd $FDIR/deploy
```

```
$ cat built-hwdb-entries/* >> config_hwdb.ini
```

```
$ tail config_hwdb.ini
```



Anatomy of a HWDB Entry

```
[fireboom-singlecore-no-nic-ddr3-1lc4mb]  
agfi=agfi-0df9101df7b7ff708  
deploytripletooverride=None  
customruntimeconfig=None
```

- Same label as before
- The FPGA image

Hooks to change:

- Software models
- Runtime arguments

→ *Without FPGA recompilation*



Simulating the Simulator

- Can simulate Golden Gate's output *without* doing an FPGA-build
 - Runs with all the same models you'd have on the FPGA
 - Should produce target-cycle-exact behavior as an FPGA simulation
- outputs in output/f1/<tuple>



Summary

- Don't fret if you didn't catch everything, everything we showed you today is documented in excruciating detail at <http://docs.fires.im>
- We learned how to:
 - Build FireSim FPGA images for a set of targets
 - <http://docs.fires.im/en/latest/Building-a-FireSim-AFI.html>



Backup Slides