



# CHIP YARD

## SoC Architecture and Components

Jerry Zhao



# Use Cases

**Custom SoC architecture**  
New blocks + reusing  
existing blocks



**RTL Simulation** running test binaries/micro-benchmarks

**FPGA-accelerated simulation** running full workloads

**FPGA prototyping** for fast cool demos

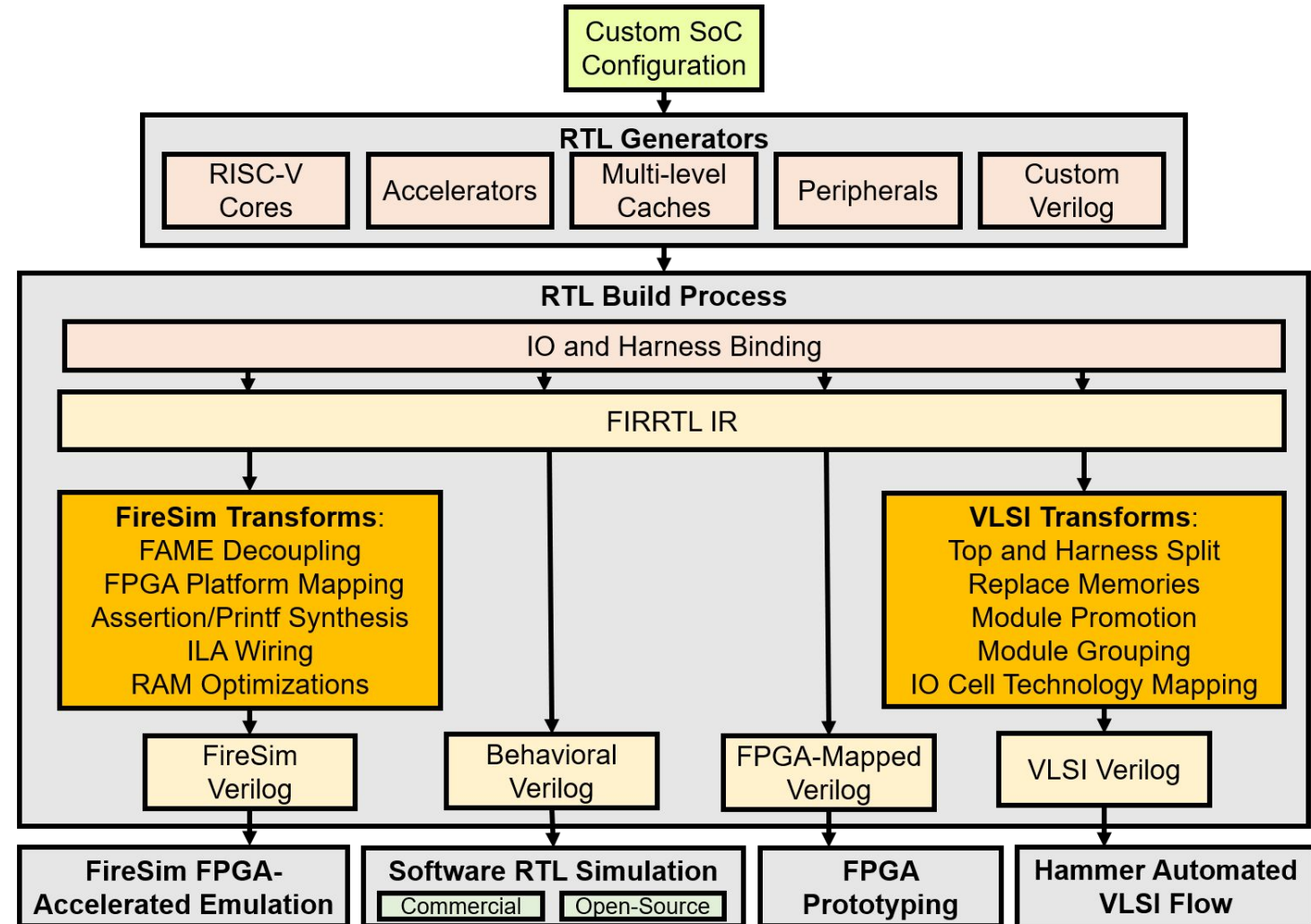
**Tape-out the SoC** to get actual silicon results



# CHIPYARD Organization

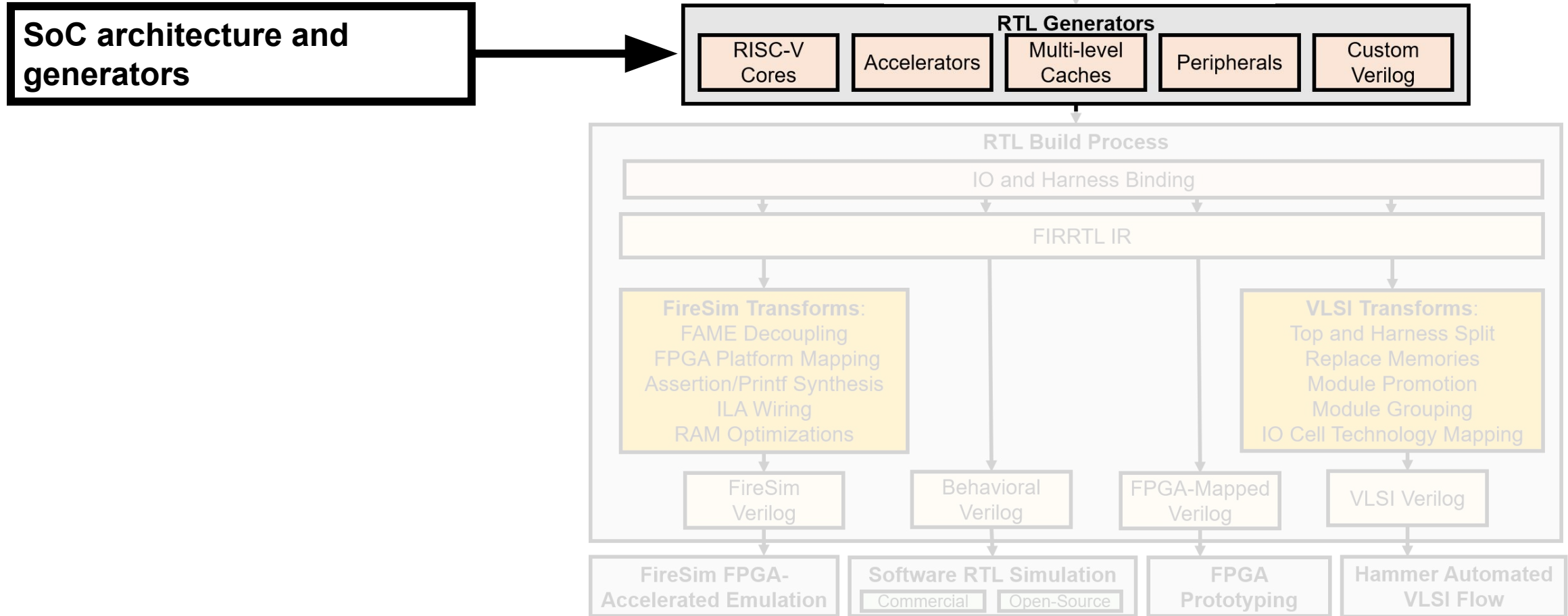
## What is Chipyard?

- An organized **framework** for various SoC design tools
- A **curated IP library** of open-source RISC-V SoC components
- A **methodology** for agile SoC architecture design, exploration, and evaluation
- A **tapeout-ready chassis** for custom RISC-V SoCs



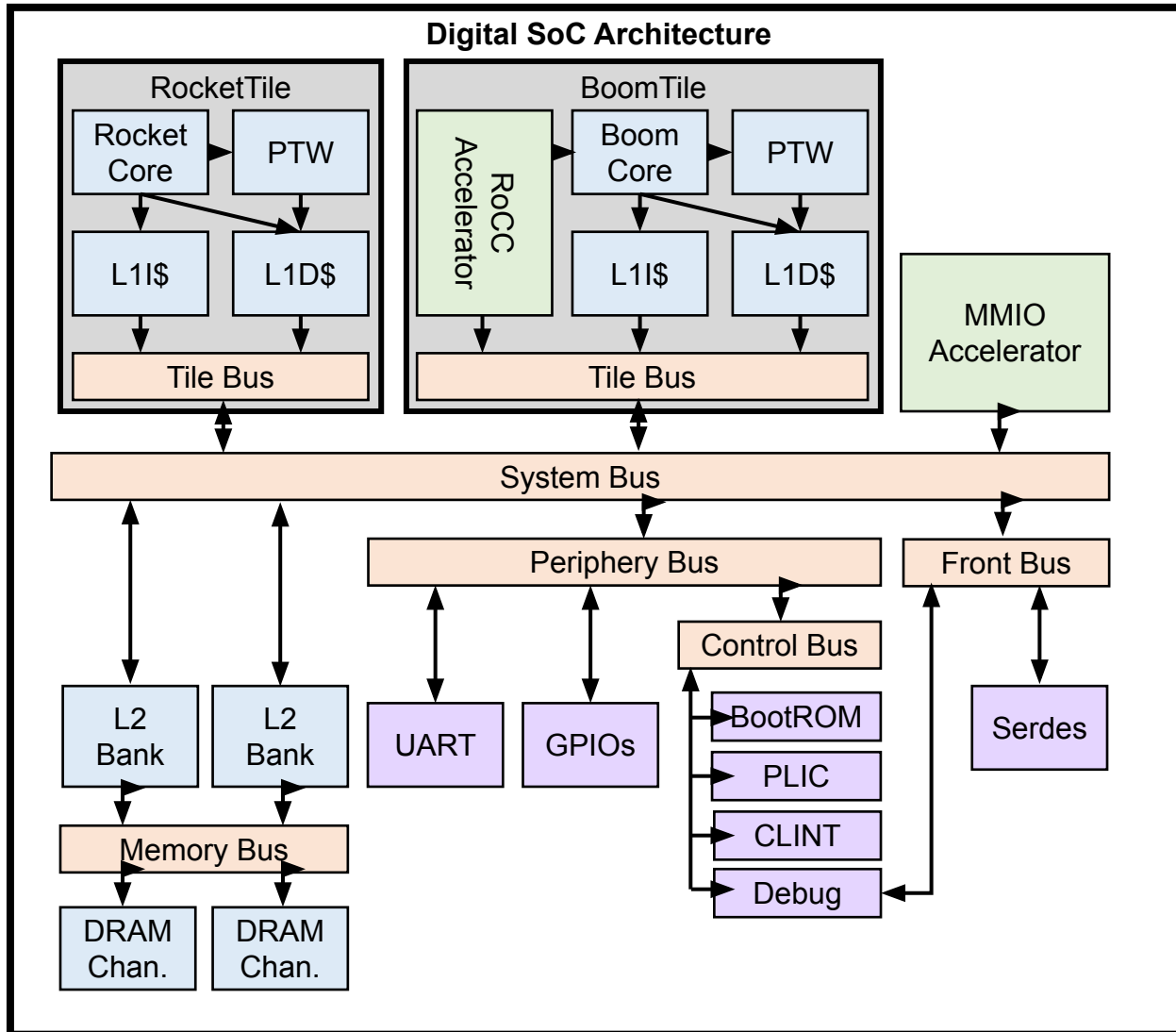


# CHIPYARD Organization



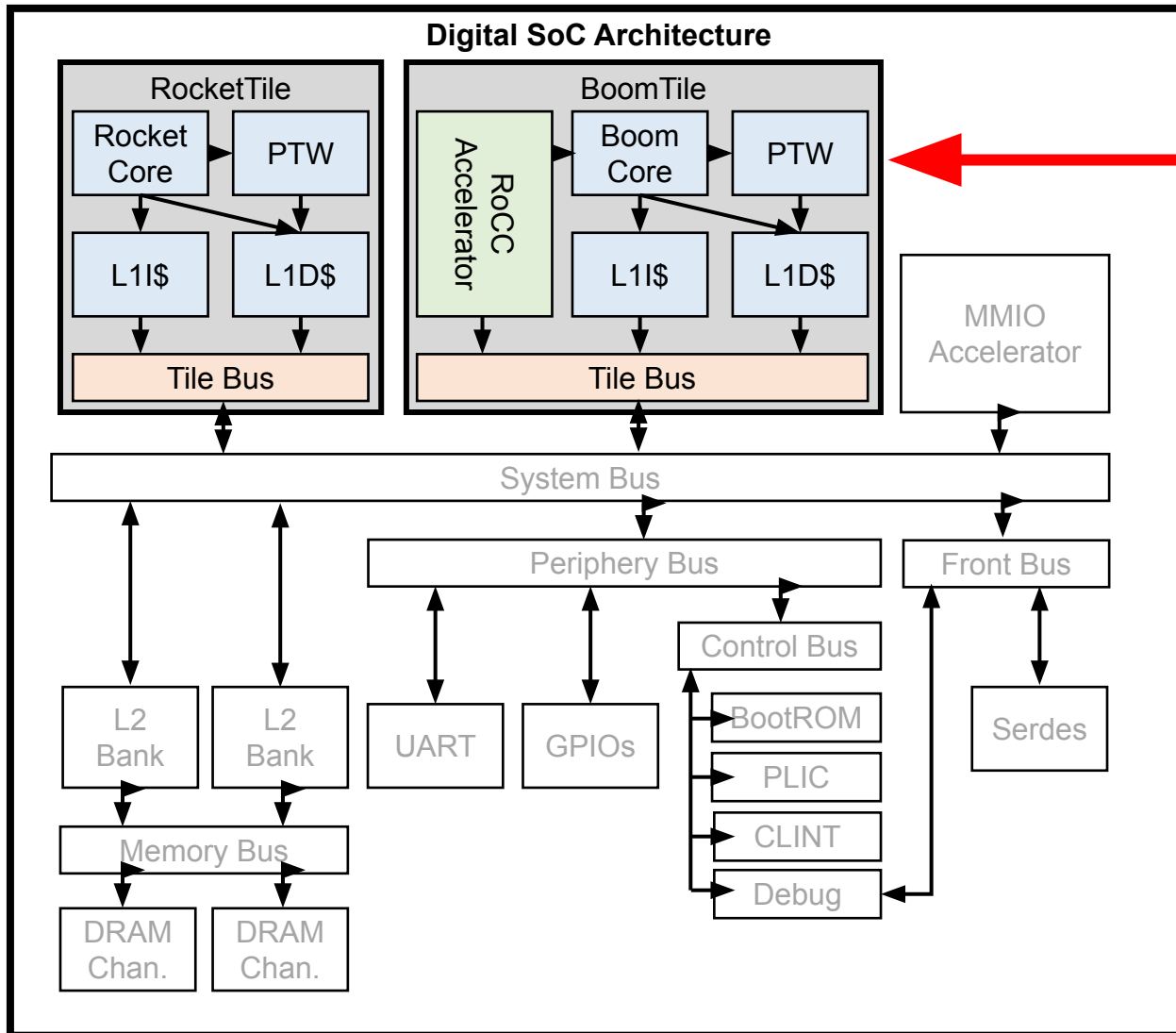


# SoC Architecture





# Tiles and Cores



## Tiles:

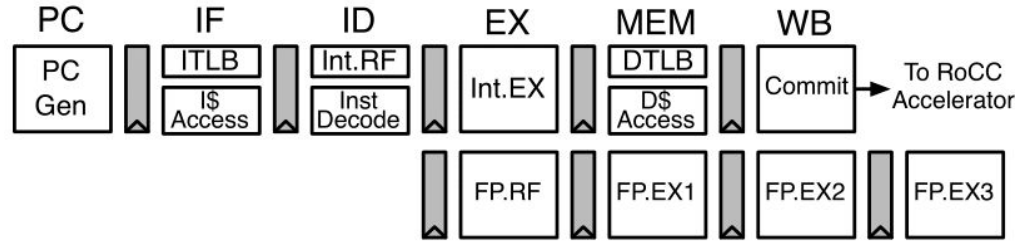
- Each Tile contains a RISC-V core and private caches
- Several varieties of Cores supported
- Interface supports integrating your own RISC-V core implementation



# Chisel Cores



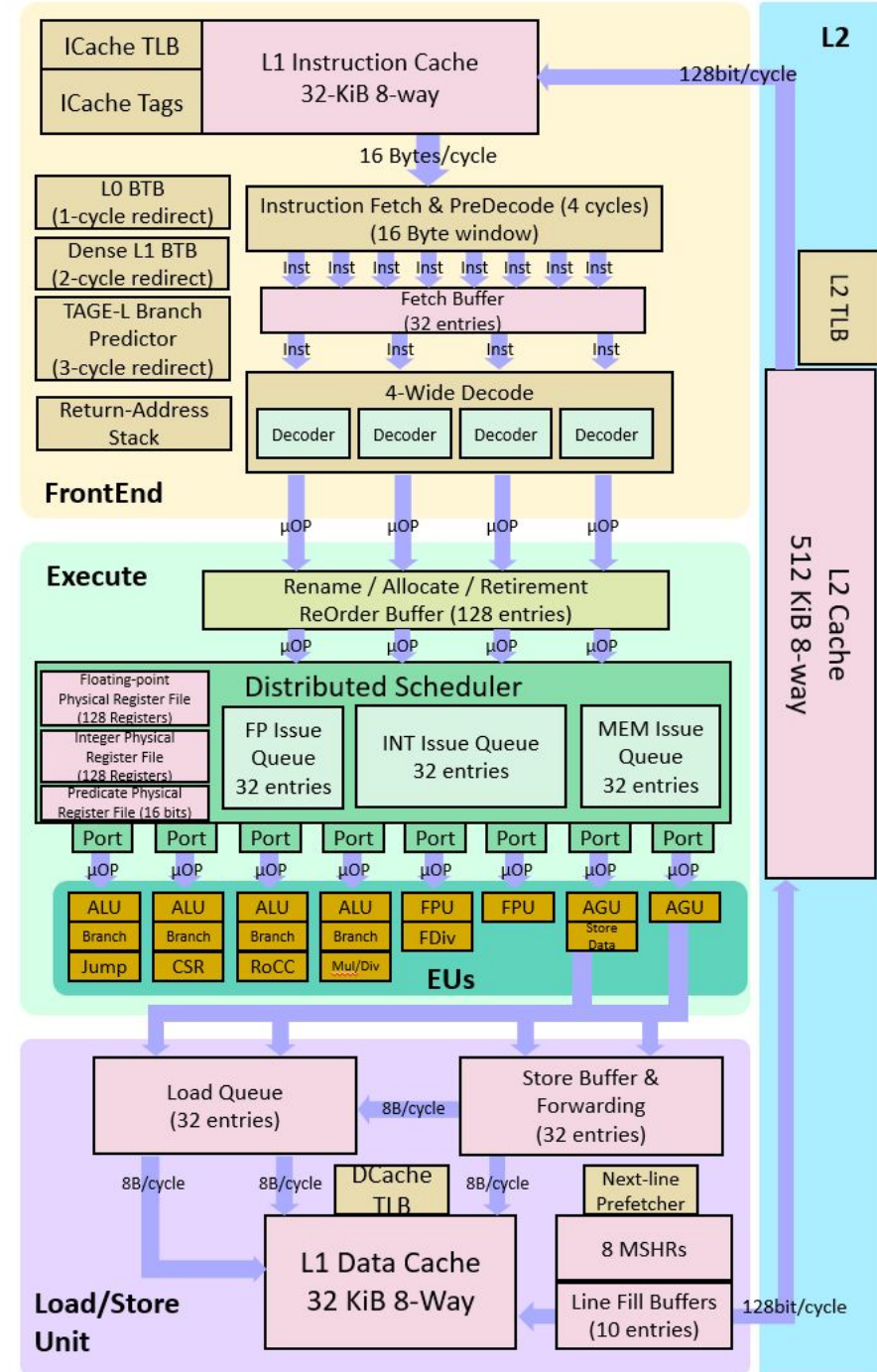
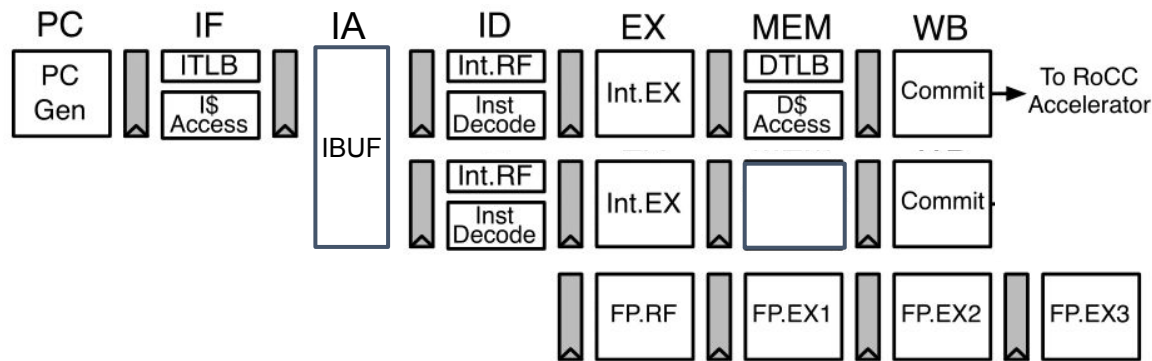
# Chisel RISC-V Cores



**Rocket:** 5-stage single-issue in-order

**SonicBOOM:** 12-stage superscalar out-of-order

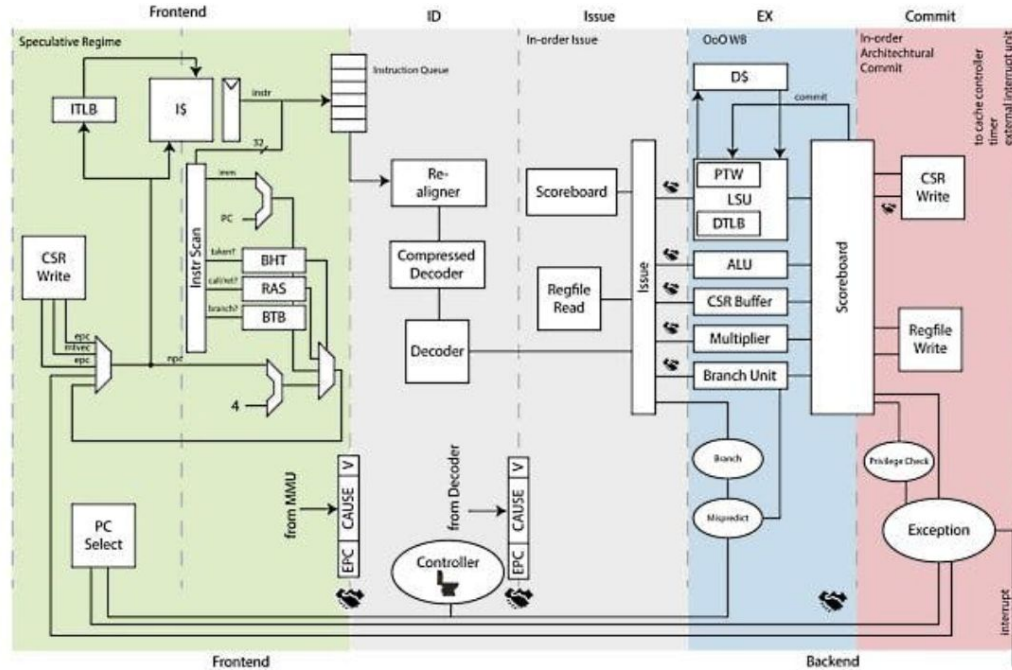
**Shuttle:** [NEW] 6-stage superscalar in-order





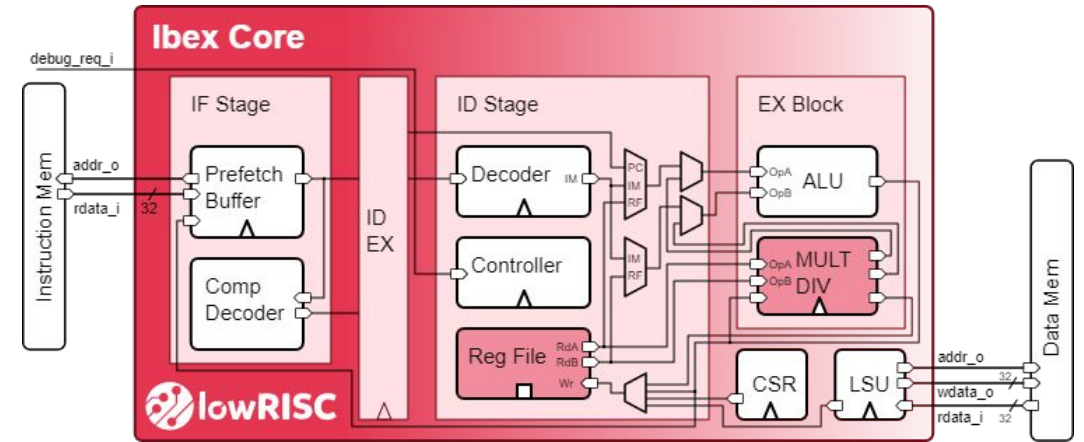


# PULP Cores in **CHIPYARD**



## CVA6 (Formerly Ariane):

- RV64IMAC 6-stage single-issue in-order core
- Open-source
- Implemented in SystemVerilog
- Developed at ETH Zurich as part of PULP,
- Now maintained by OpenHWGroup



## Ibex (Formerly Zero-RISCY):

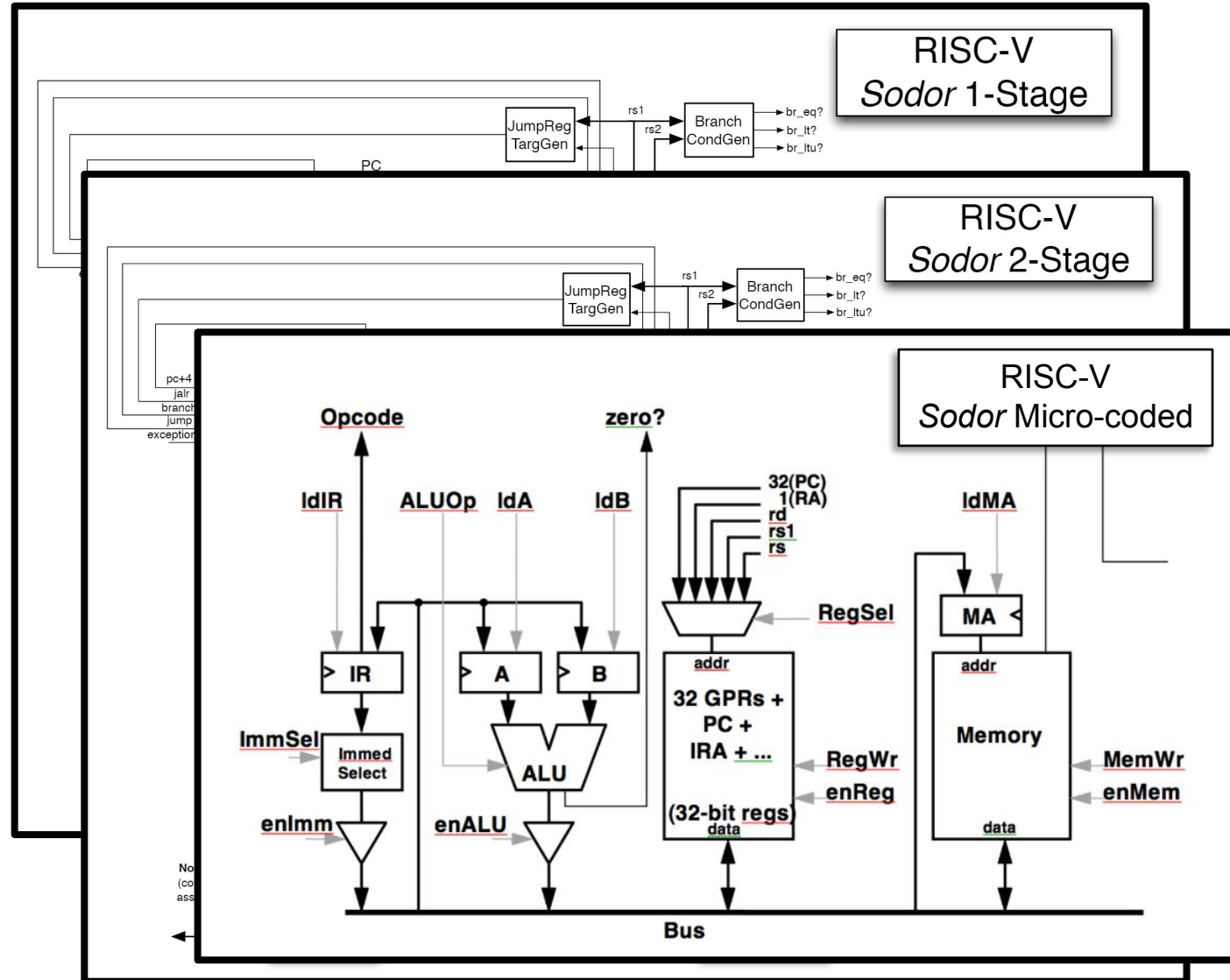
- RV64IMC 2-stage single-issue in-order core
- Open-source
- Implemented in SystemVerilog
- Developed at ETH Zurich as part of PULP
- Now maintained by lowRISC



# Sodor Education Cores

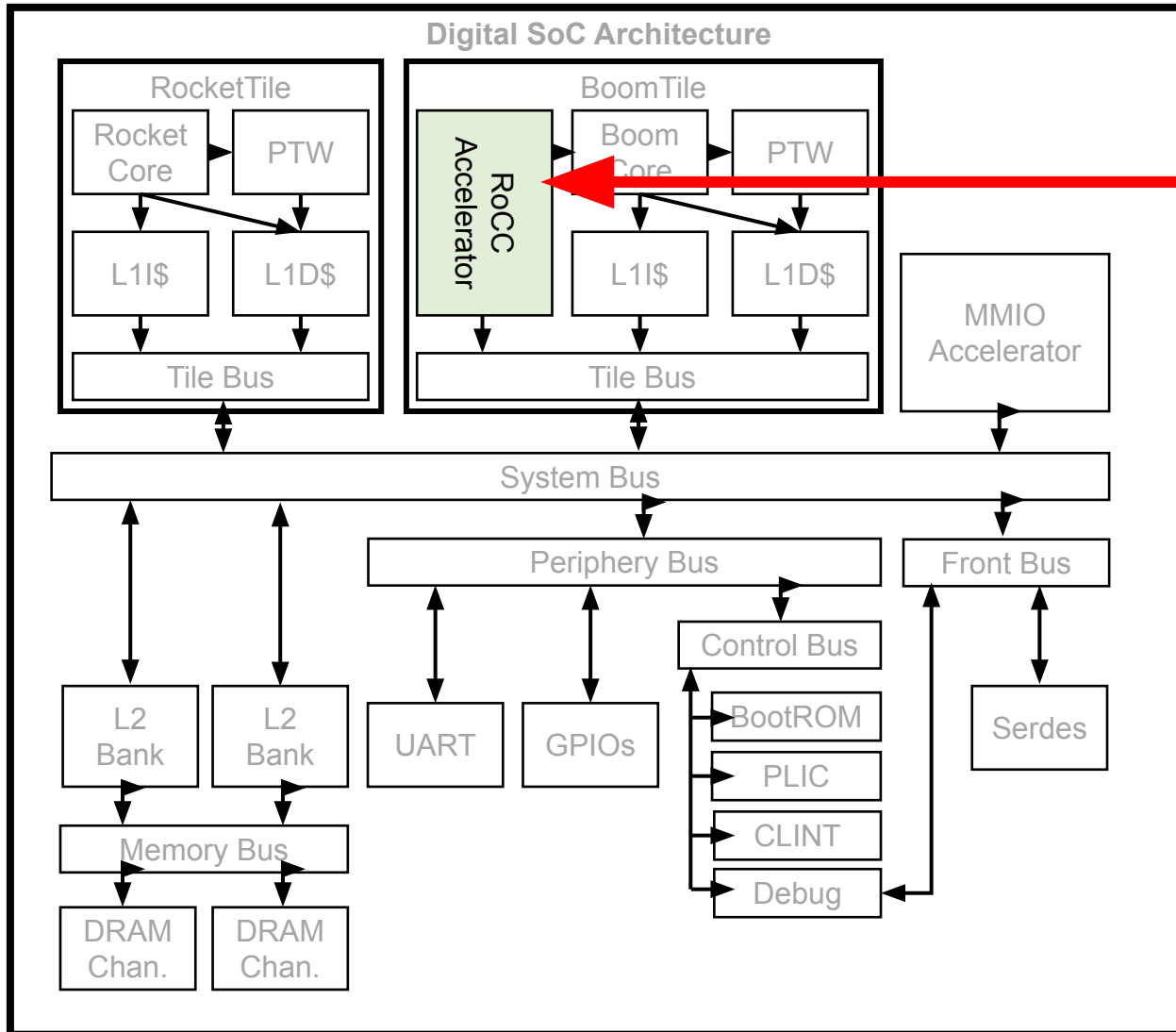
## Sodor Core Collection

- Collection of RV32IM cores for teaching and education
- 1-stage, 2-stage, 3-stage, 5-stage implementations
- Micro-coded “bus-based” implementation
- Used in introductory computer architecture courses at Berkeley



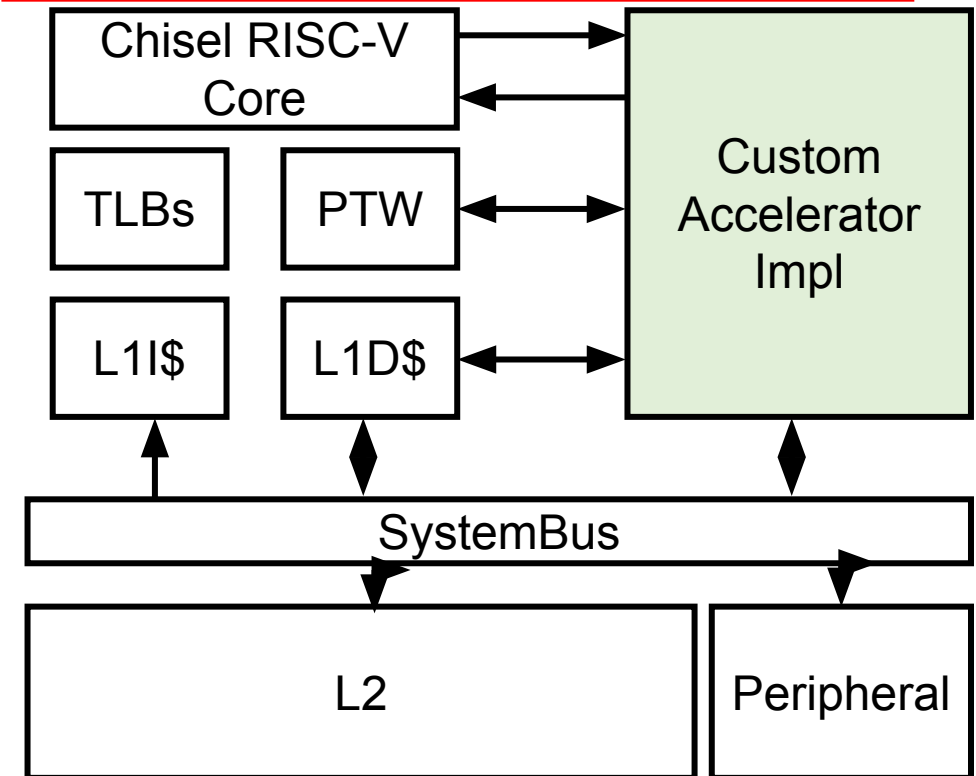


# RoCC Accelerators



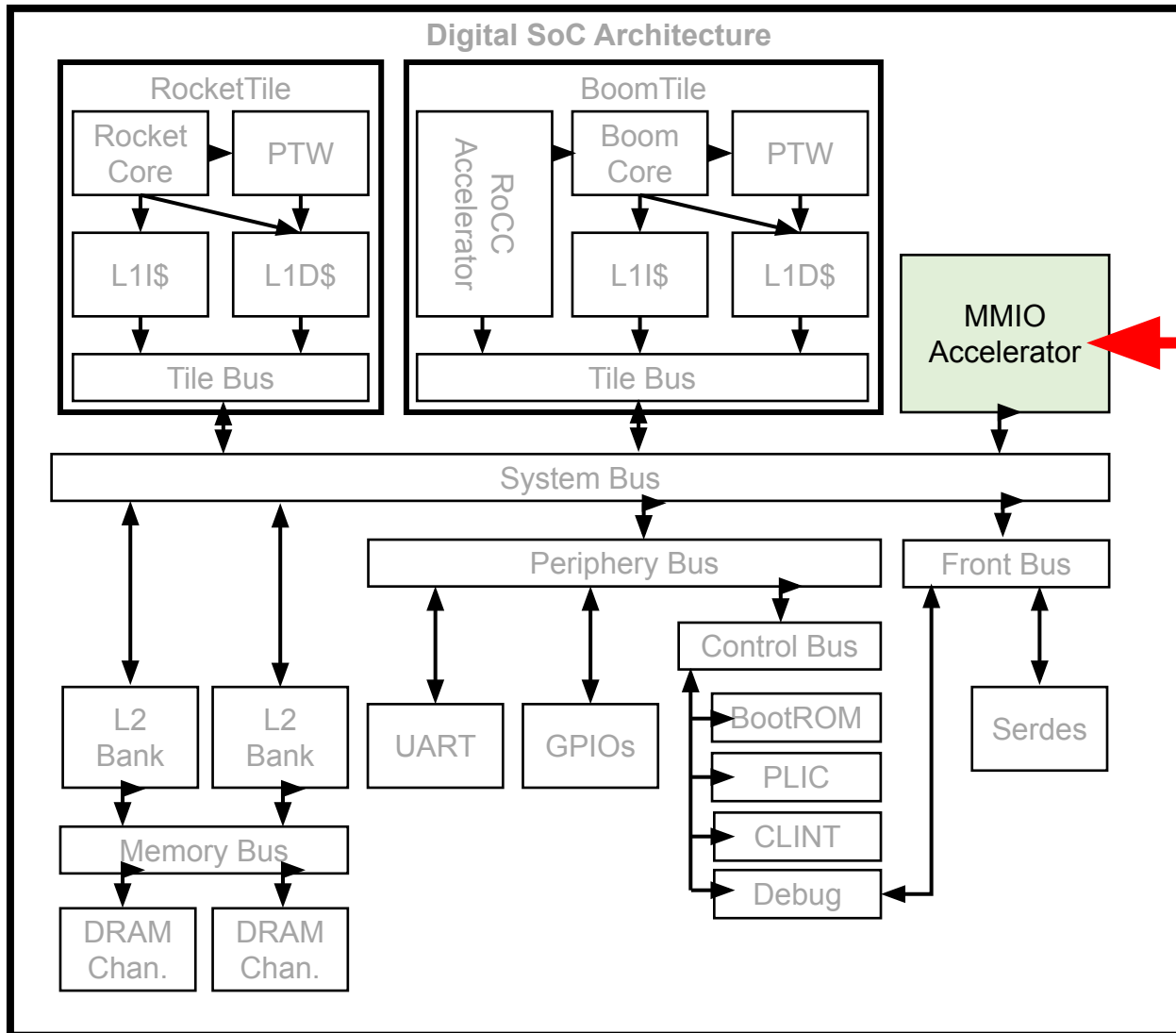
## RoCC Accelerators:

- Tightly-coupled accelerator interface
- Attach custom accelerators to Rocket or BOOM cores
- Included example implementations





# MMIO Accelerators

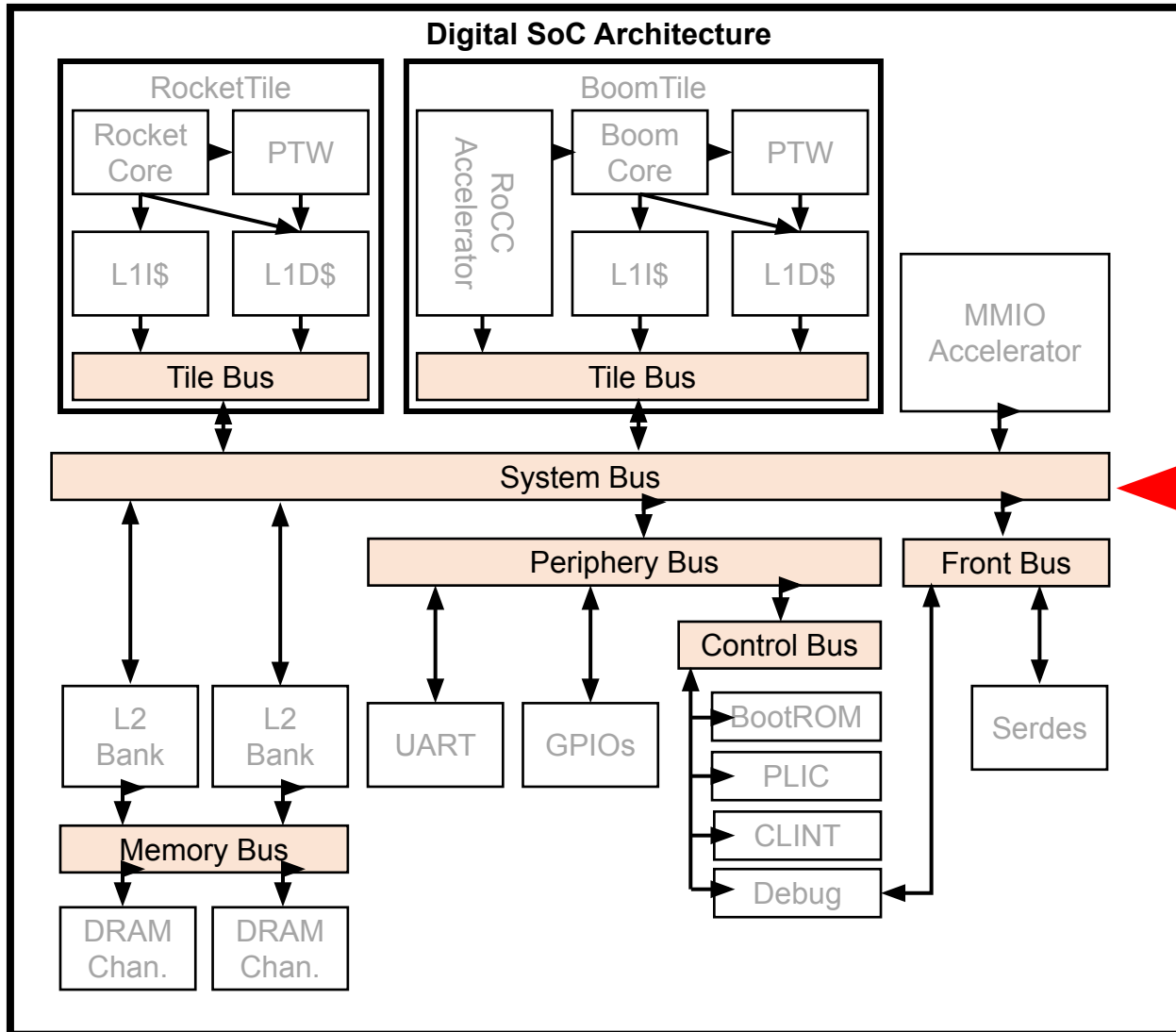


## MMIO Accelerators:

- Controlled by MMIO-mapped registers
- Supports DMA to memory system
- Examples:
  - Nvidia NVDLA accelerator
  - FFT accelerator generator



# Coherent Interconnect



## TileLink Standard:

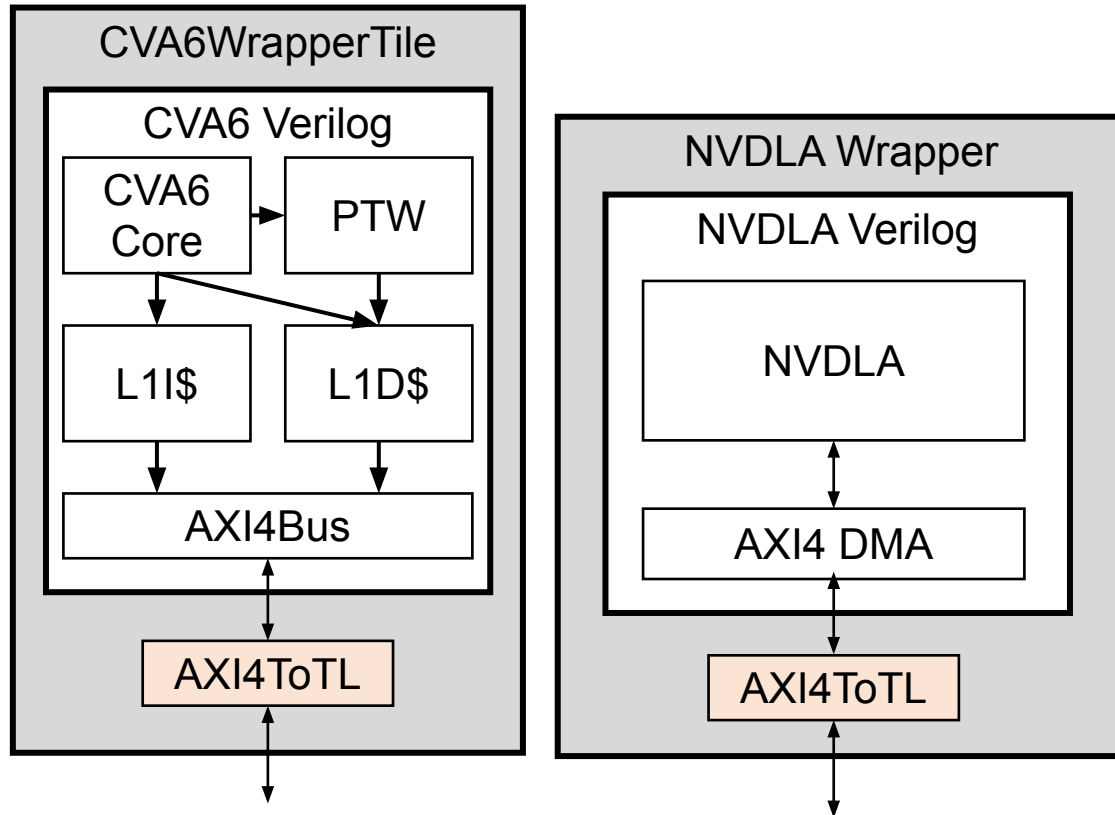
- TileLink is open-source chip-scale interconnect standard
- Comparable to AXI/ACE
- Supports multi-core, accelerators, peripherals, DMA, etc

## Interconnect IP:

- Library of TileLink RTL generators provided in RocketChip
- RTL generators for crossbar-based buses
- Width-adapters, clock-crossings, etc.
- Adapters to AXI4, APB
- **New:** Drop-in prefetchers



# Protocol Shims

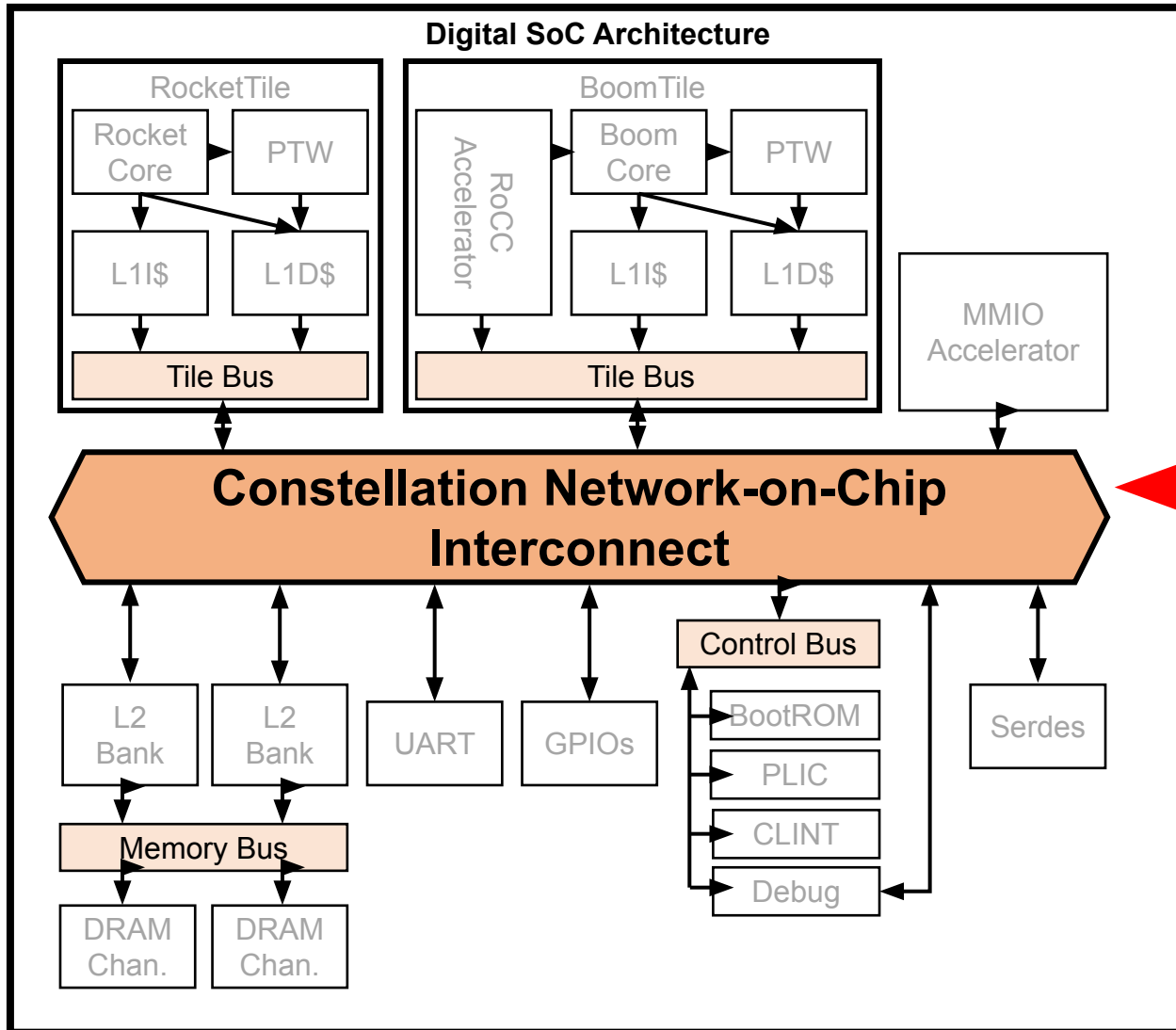


**AMBA-to-TileLink shims enable easy integration with existing IP**

- Works for cores/peripherals/accelerators
- Drop-in Verilog integration of CVA-6, NVDLA



# NoC Interconnect



**Constellation**

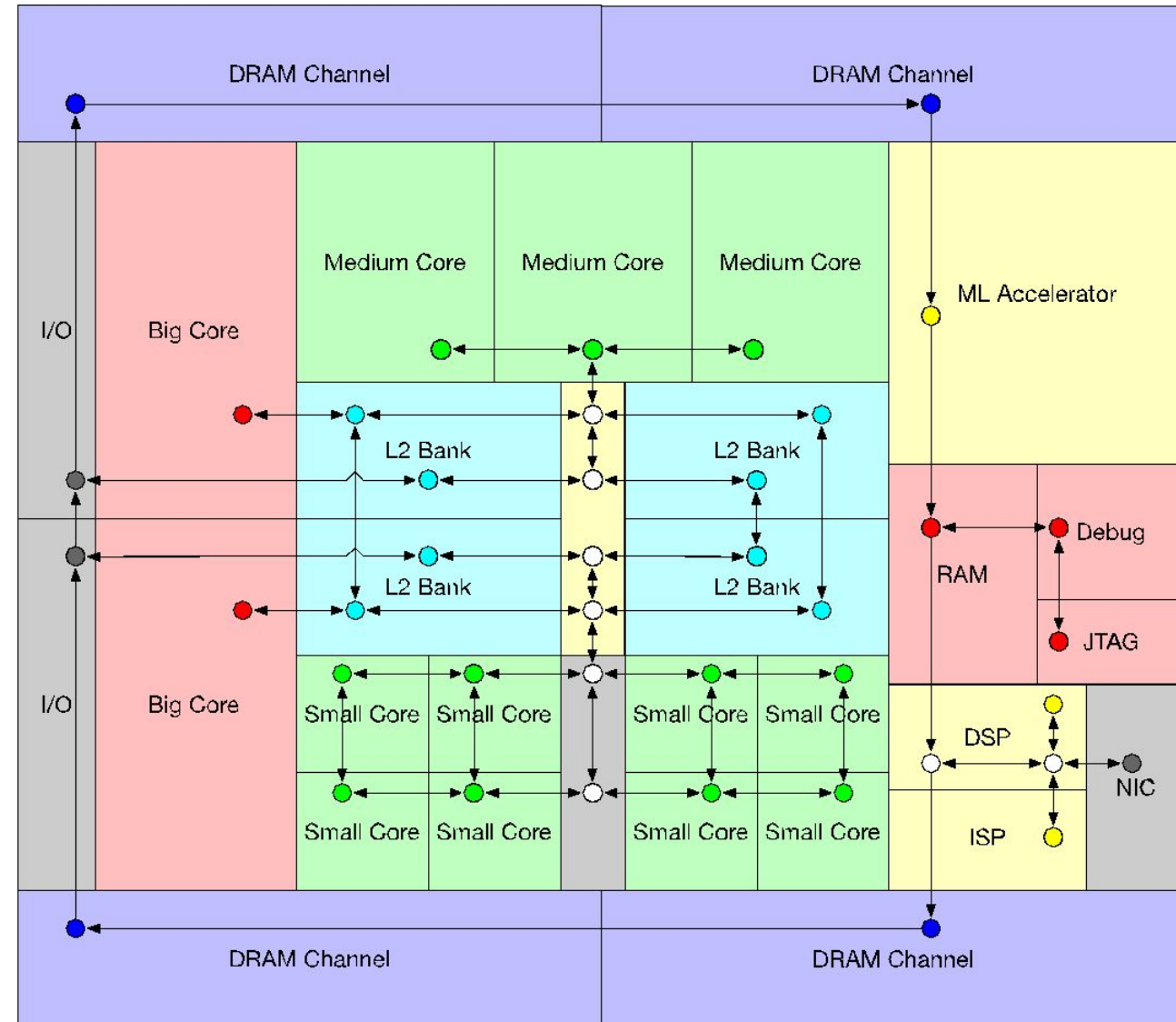
- Drop-in replacement for TileLink crossbar buses



# Constellation

## A parameterized Chisel generator for SoC interconnects

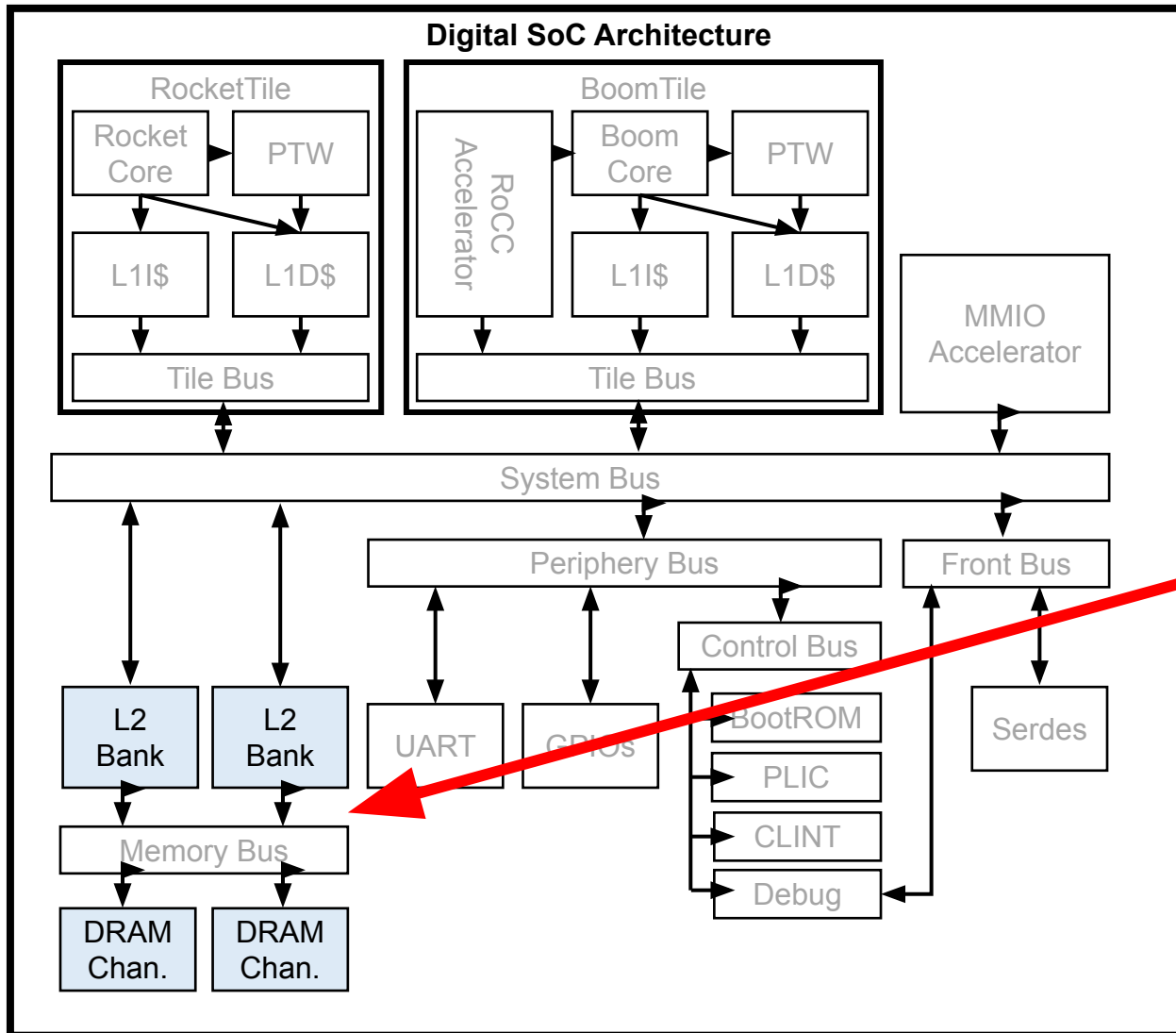
- Protocol-independent transport layer
- Supports TileLink, AXI-4
- Highly parameterized
- Deadlock-freedom
- Virtual-channel wormhole-routing







# L2/DRAM



## Shared memory:

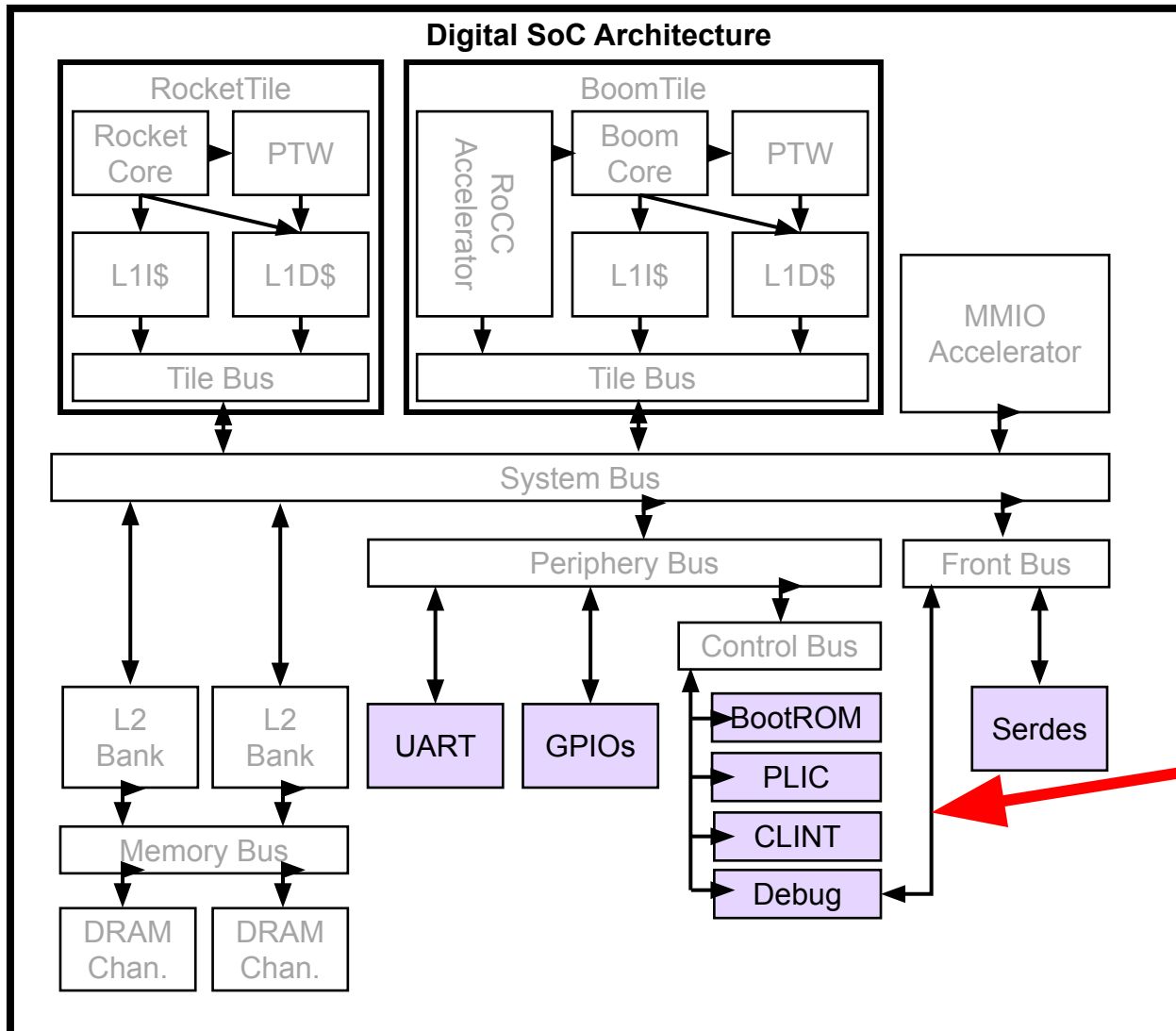
- Open-source TileLink L2 developed by SiFive
  - Directory-based coherence with MOESI-like protocol
  - Configurable capacity/banking
- Support broadcast-based coherence in no-L2 systems
- Support incoherent memory systems

## DRAM:

- AXI-4 DRAM interface to external memory controller
- Interfaces with DRAMSim



# Peripherals and IO

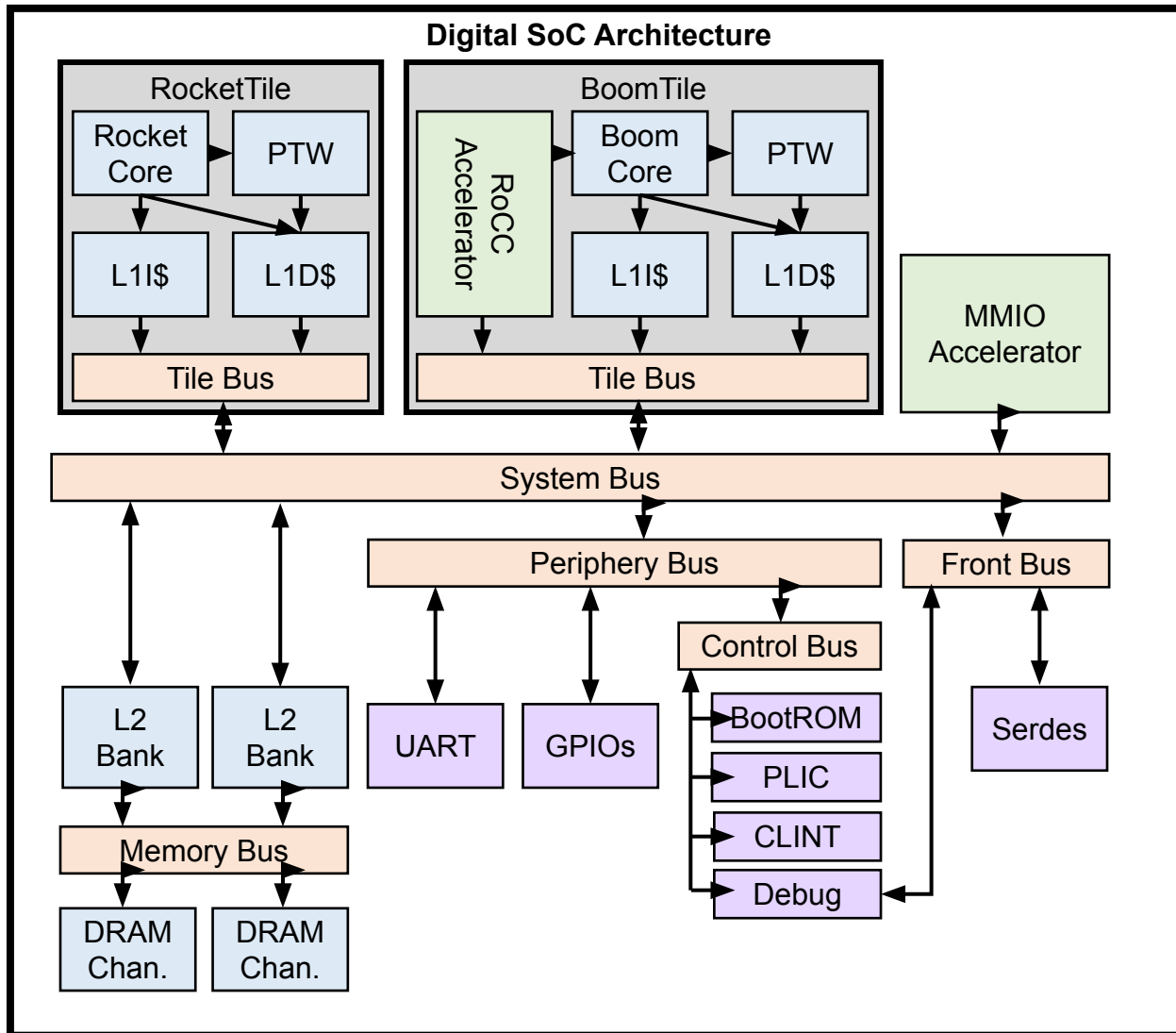


## Peripherals and IO:

- Open-source RocketChip blocks
  - Interrupt controllers
  - JTAG, Debug module, BootROM
  - UART, GPIOs, SPI, I2C, PWM, etc.
- TestChipIP: useful IP for test chips
  - Clock-management devices
  - SerDes
  - Scratchpads

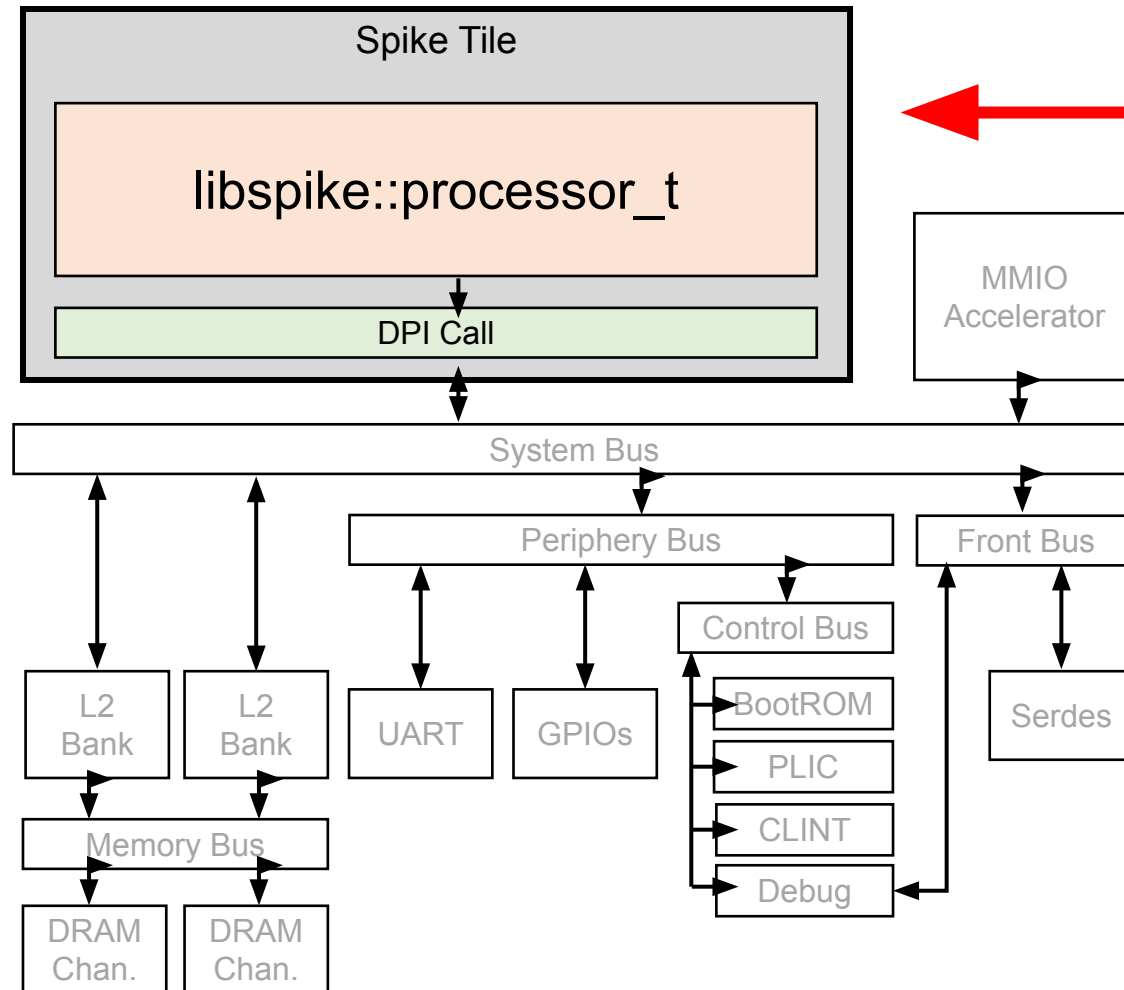


# SoC Architecture





# Spike Integration



## Spike-as-a-Tile:

- DPI interface between RTL SoC simulation and SoC functional model
- Spike “virtual platform”
- Enables testing of complex device software in RTL simulation



# Spike Integration

**Spike:** original fast C++ RISC-V functional model

**Spike-as-a-Tile (Spike Virtual Platform):**

- RTL-implemented memory system driven by Spike CPU model
- Useful for debugging/prototyping software for custom devices

**Spike-Cosimulation:**

- Lock-step commit-trace checking of a RTL core against Spike reference model
- Useful for debugging cores

**Spike-driven restartable architectural checkpointing:**

- Generate a checkpoint in Spike, replay it in RTL simulation
- Useful for fast-forwarding to interesting regions of long programs

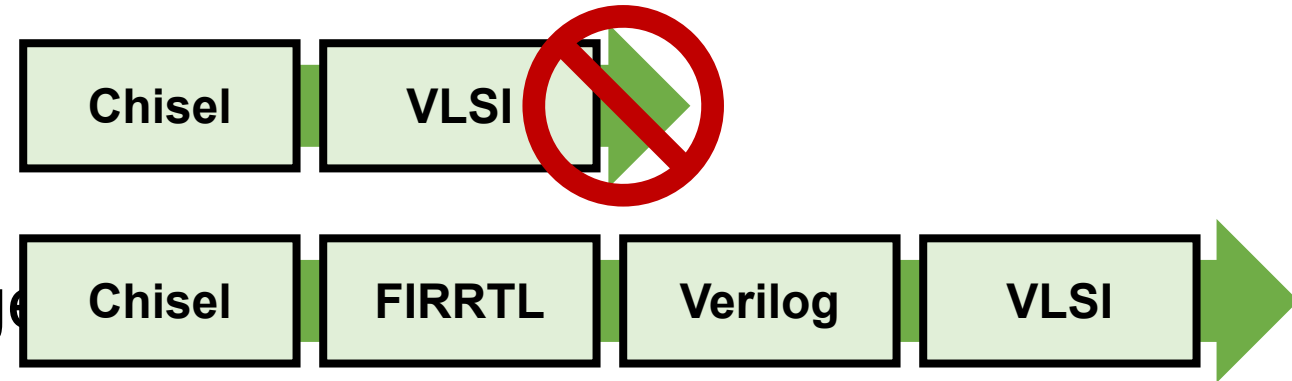


# Chisel

- Chisel – Hardware Construction Language built on Scala

- What Chisel **IS NOT**:

- **NOT** Scala-to-gates
- **NOT** HLS
- **NOT** tool-oriented language



- What Chisel **IS**:

- Productive language for **generating** hardware
- Leverage **OOP/Functional programming** paradigms
- Enables design of **parameterized generators**
- **Designer-friendly**: low barrier-to-entry, high reward
- **Backwards-compatible**: integrates with Verilog black-boxes



# Chisel Example

```
// Generalized FIR filter parameterized by coefficients
class FirFilter(bitWidth: Int, coeffs: Seq[Int]) {
  val io = IO(new Bundle {
    val in = Input(UInt(bitWidth.W))
    val out = Output(UInt(bitWidth.W))
  })
  val zs = Wire((coeffs.length, UInt(bitWidth.W)))
  zs(0) := io.in
  for (i <- 1 until coeffs.length) {
    zs(i) := RegNext(zs(i-1))
  }
  val products = zs zip coeffs map {
    case (z, c) => z * c.U
  }
  io.out := products.reduce(_ + _)
}
```

## Flexible parameters:

- Enables development of highly flexible, parameterized HW generators

## HDL, not HLS:

- Designers reason about wires, registers, gates, IO, etc.
- Familiar Wire, Reg, IO constructs makes Chisel beginner-friendly

## Designer-friendly features

- Powerful OOP/functional programming paradigms
- Strict type-checking encourages “correct-by-construction” design



# Learning Chisel

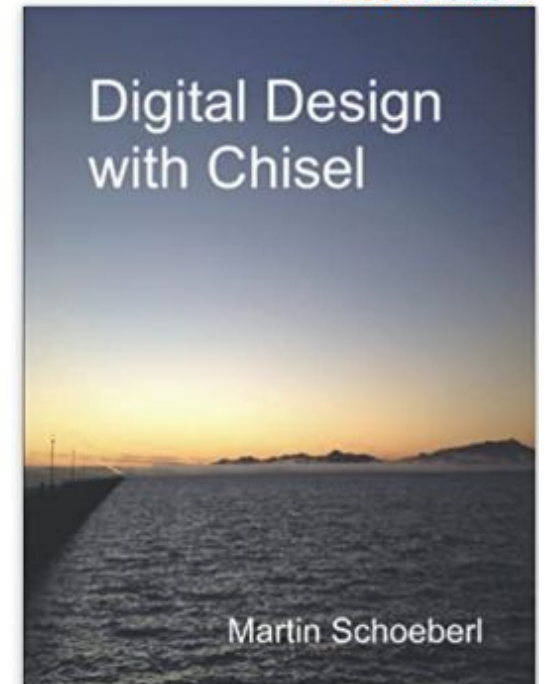
This tutorial does not expect any familiarity of Chisel

## Many resources for learning Chisel

- Step-by-step tutorial:  
<https://github.com/ucb-bar/chisel-tutorial>
- Jupyter notebook:  
<https://github.com/freechipsproject/chisel-bootcamp>
- Chisel Textbook:  
<https://www.imm.dtu.dk/~masca/chisel-book.html>

Books › Computers & Technology › Programmir

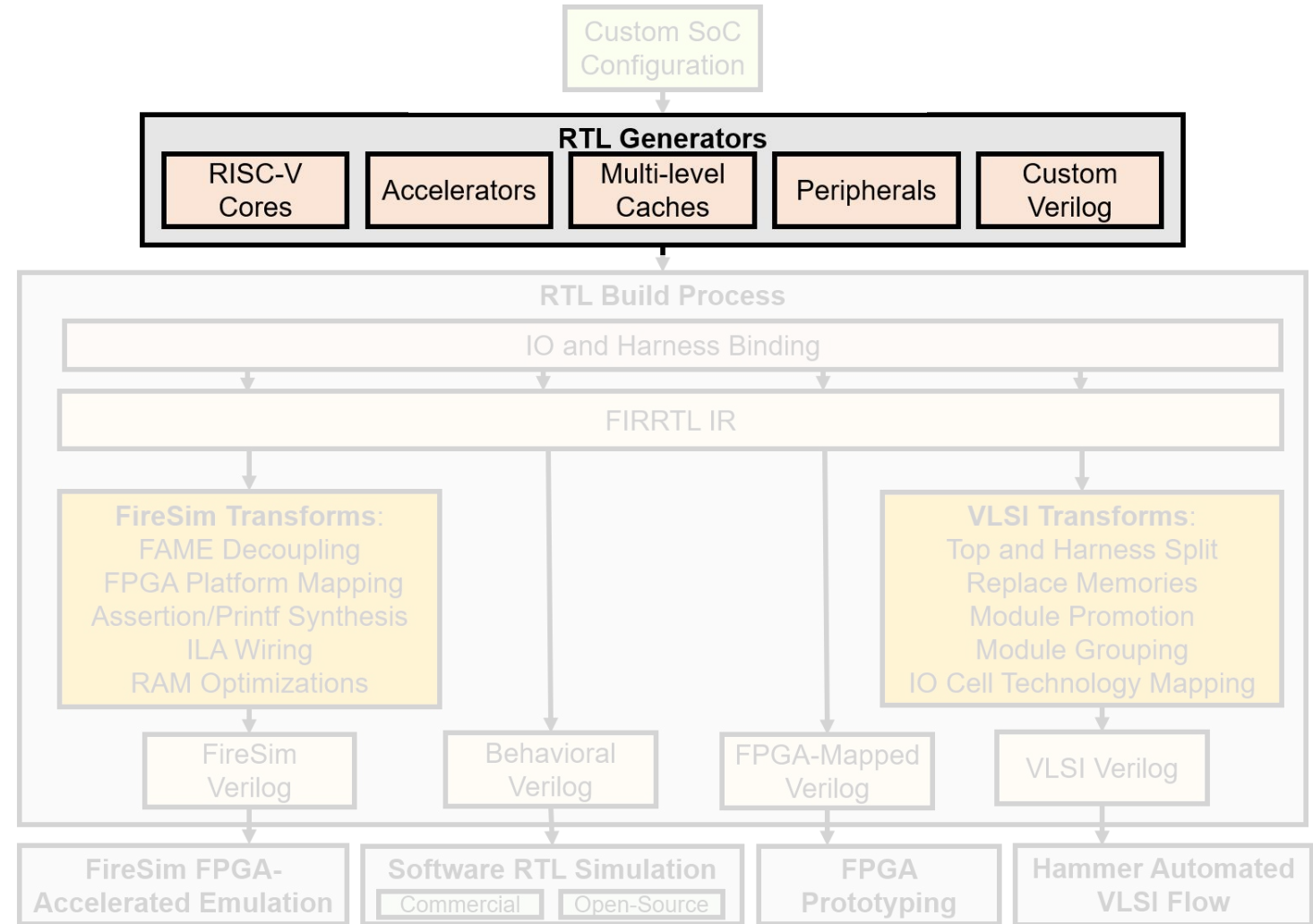
Look inside ↓





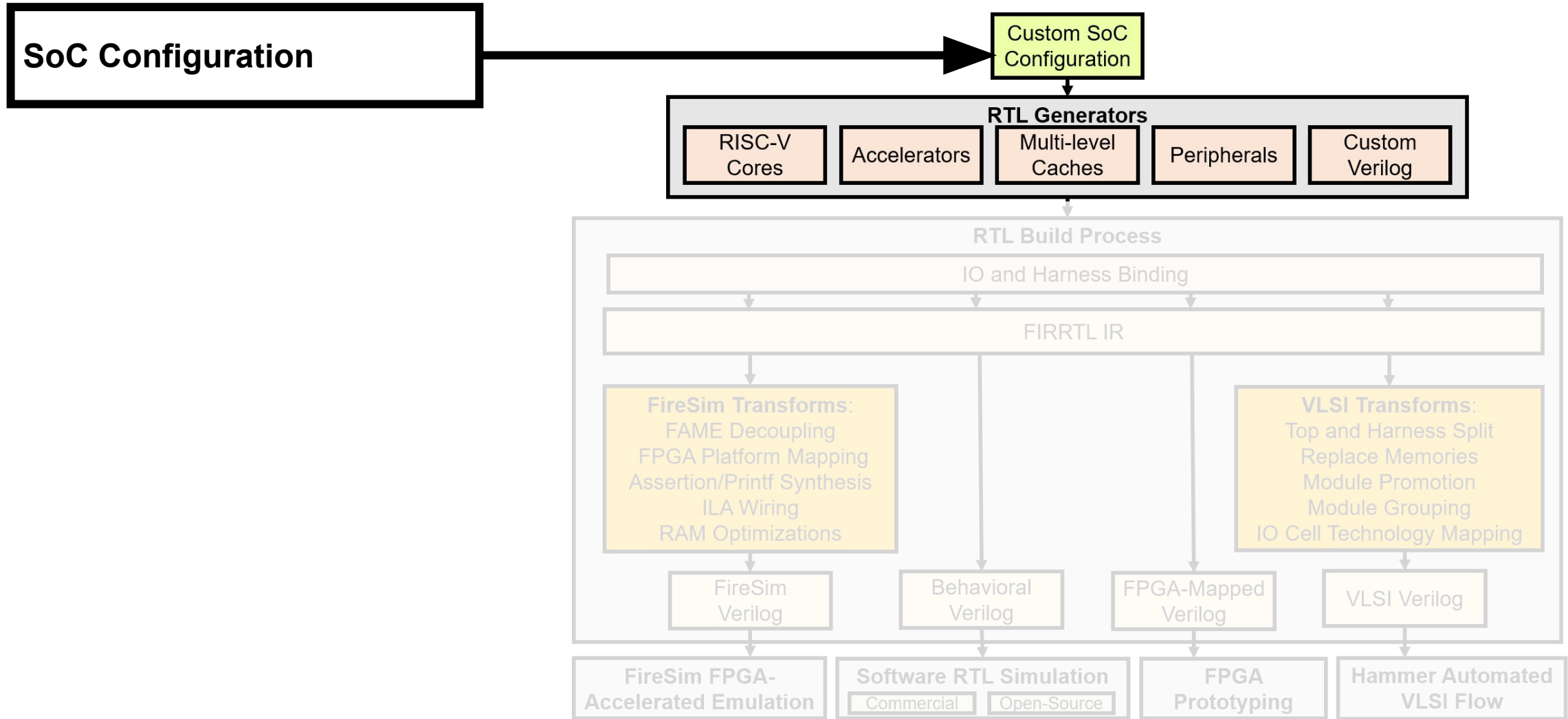


# CHIPYARD Organization



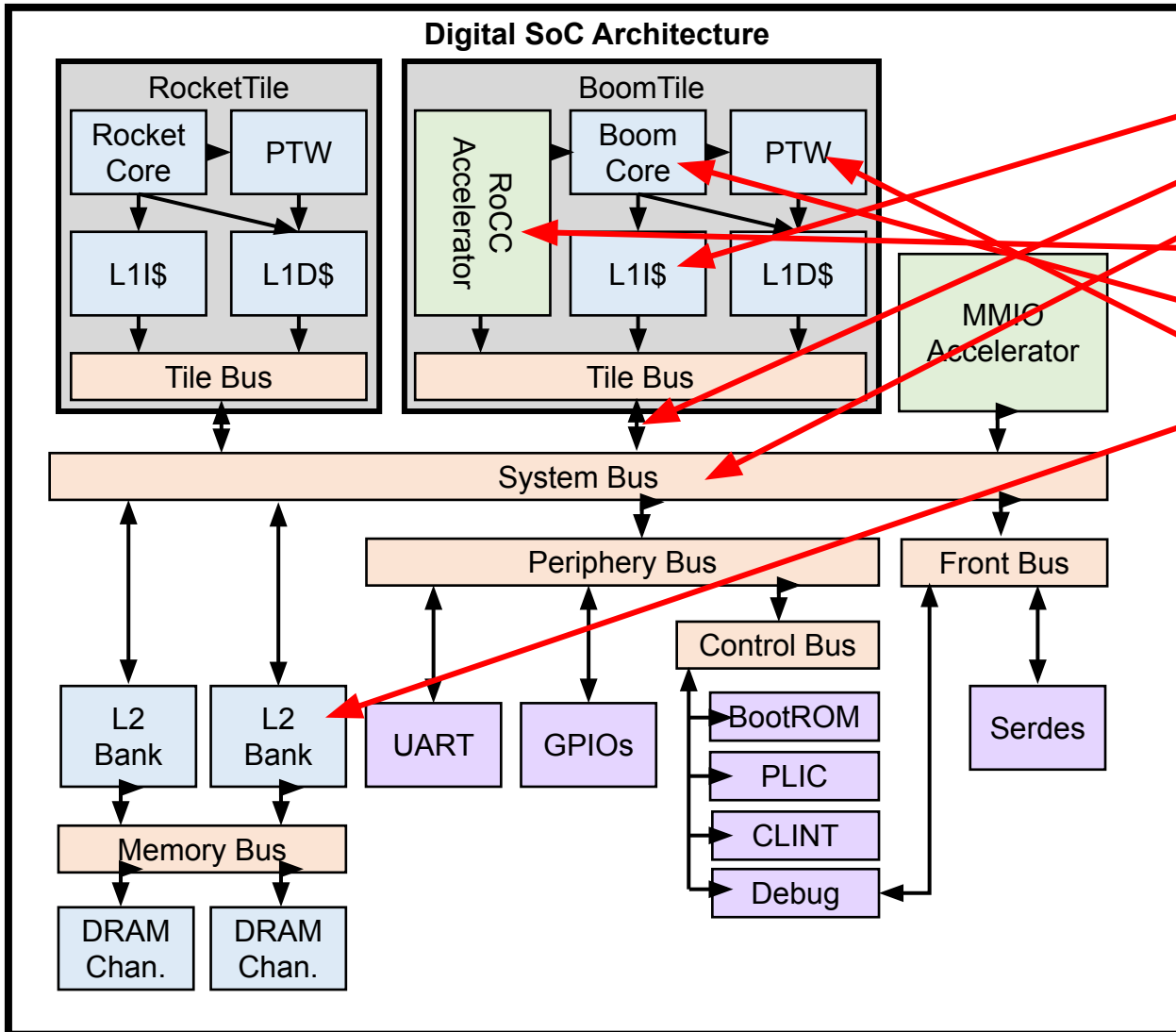


# CHIPYARD Organization





# Composable Configurations



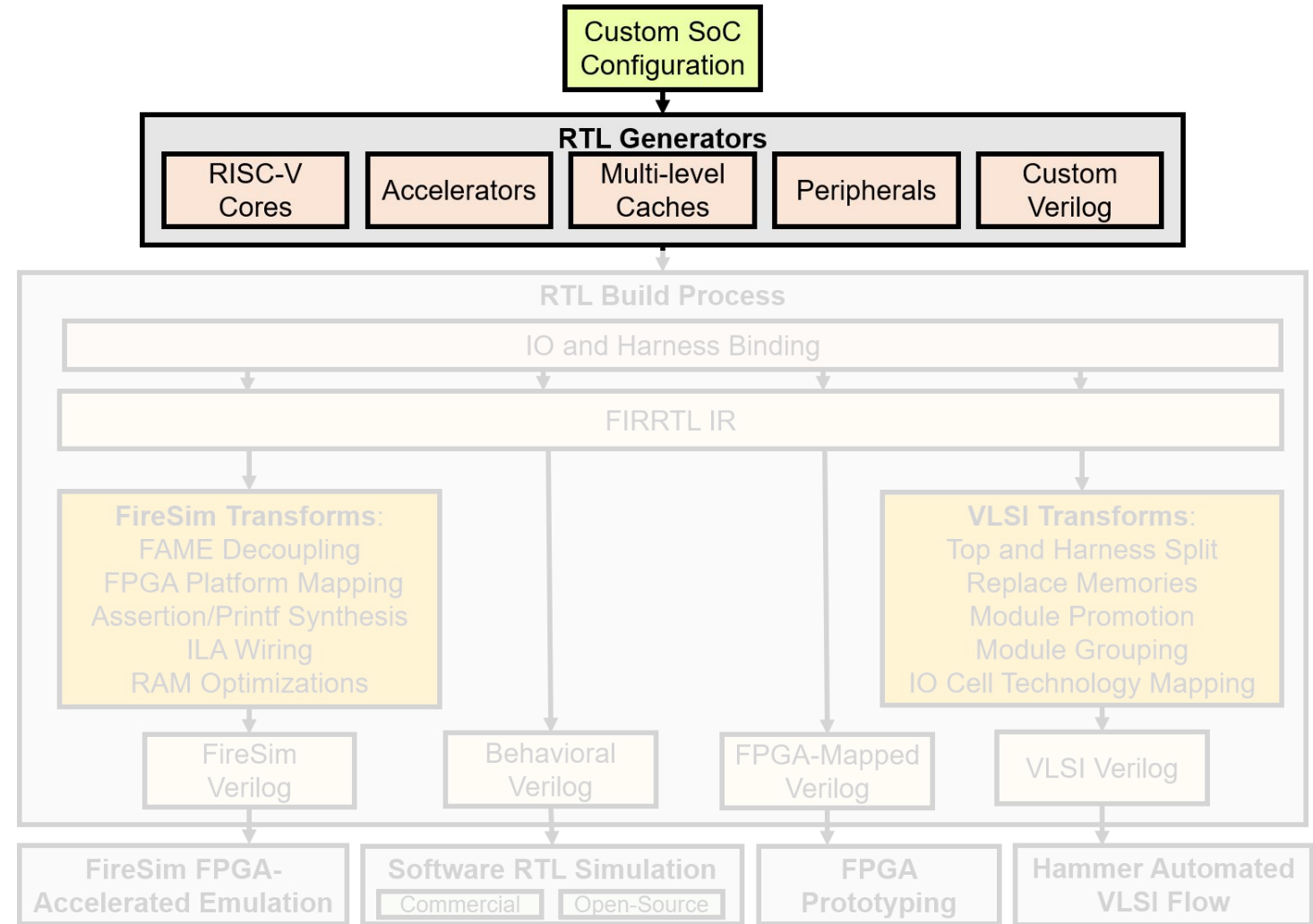
```

class CustomConfig extends Config(
  new WithL1CacheWays(4) ++
  new WithAsyncTiles ++
  new WithSystemBusWidth(128) +
  new WithFPGemmini ++
  new With3WideBooms ++
  new WithL2TLBs(512) ++
  new WithL2Sets(1024) ++

  new WithDefaultGemmini ++
  new WithNRocketCores(1) ++
  new WithNBoomCores(1) ++
  new WithBootROM ++
  new WithUART ++
  new WithJtagDTM ++
  new WithGPIOs ++
  new WithInclusiveCache(512) ++
)
  
```



# CHIPYARD Organization





# CHIPYARD Organization

## SW RTL Simulation:

- RTL-level simulation with Verilator or VCS
- Hands-on tutorial next

## FPGA prototyping:

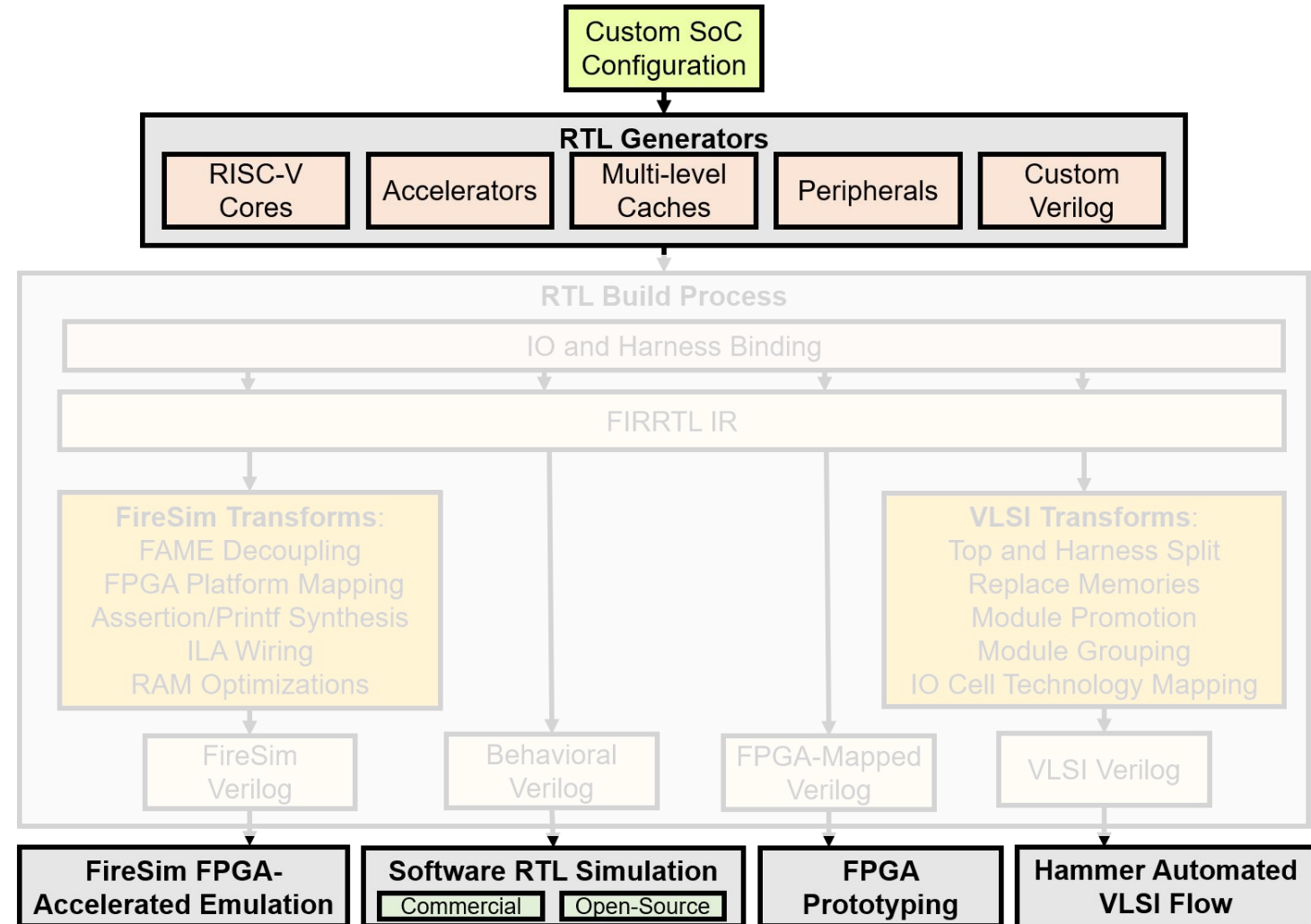
- Fast, non-deterministic prototypes
- Bringup platform for taped-out chips

## Hammer VLSI flow:

- Tapeout a custom config in some process technology
- Overview of flow later

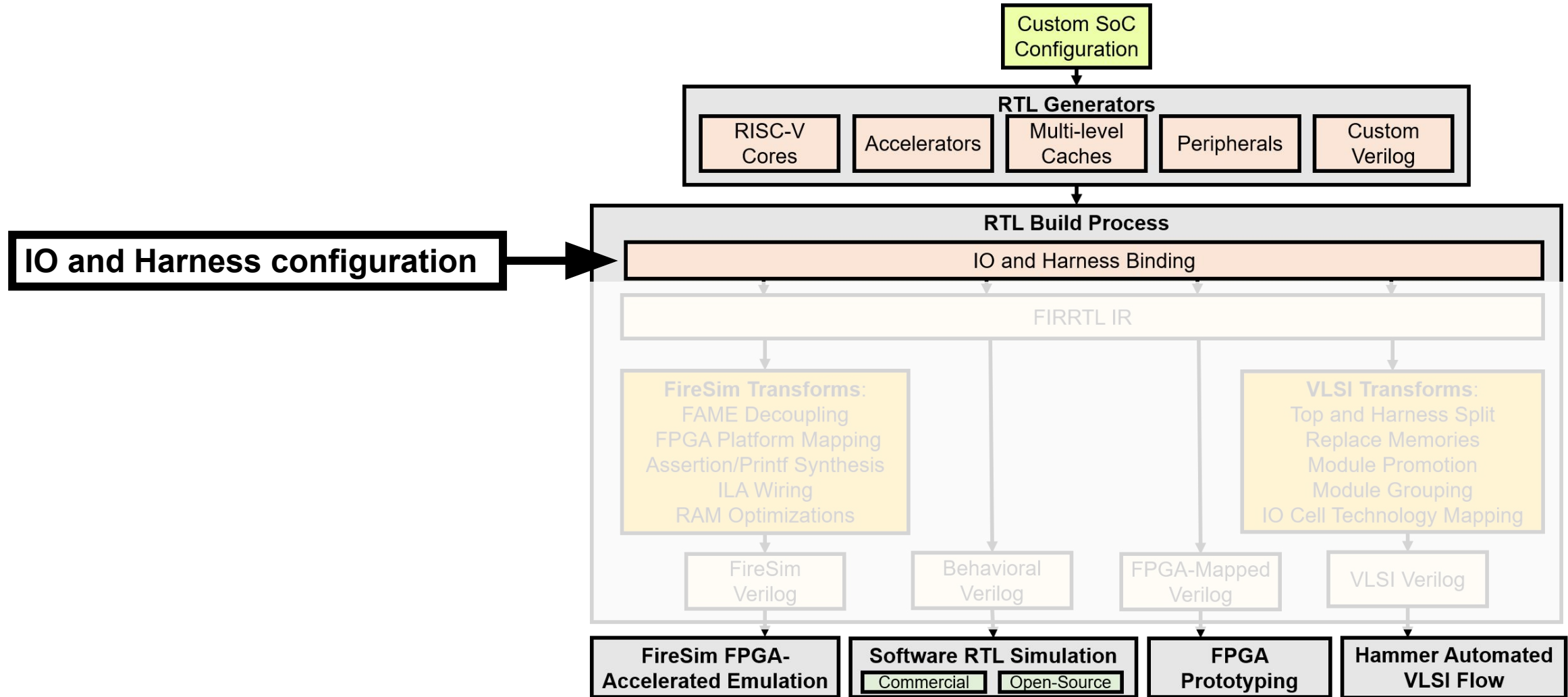
## FireSim:

- Fast, accurate FPGA-accelerated simulations
- Hands-on tutorial later



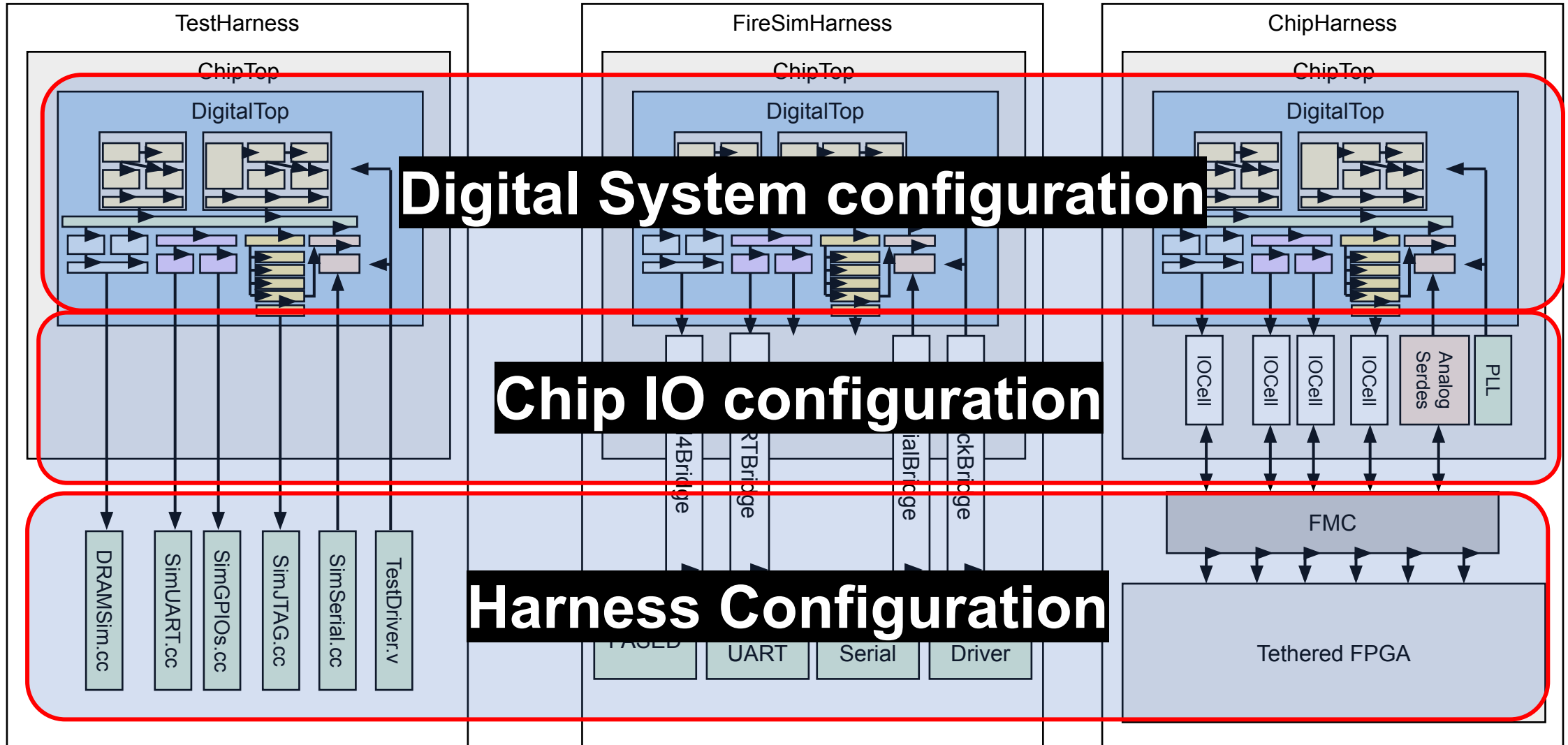


# CHIPYARD Organization



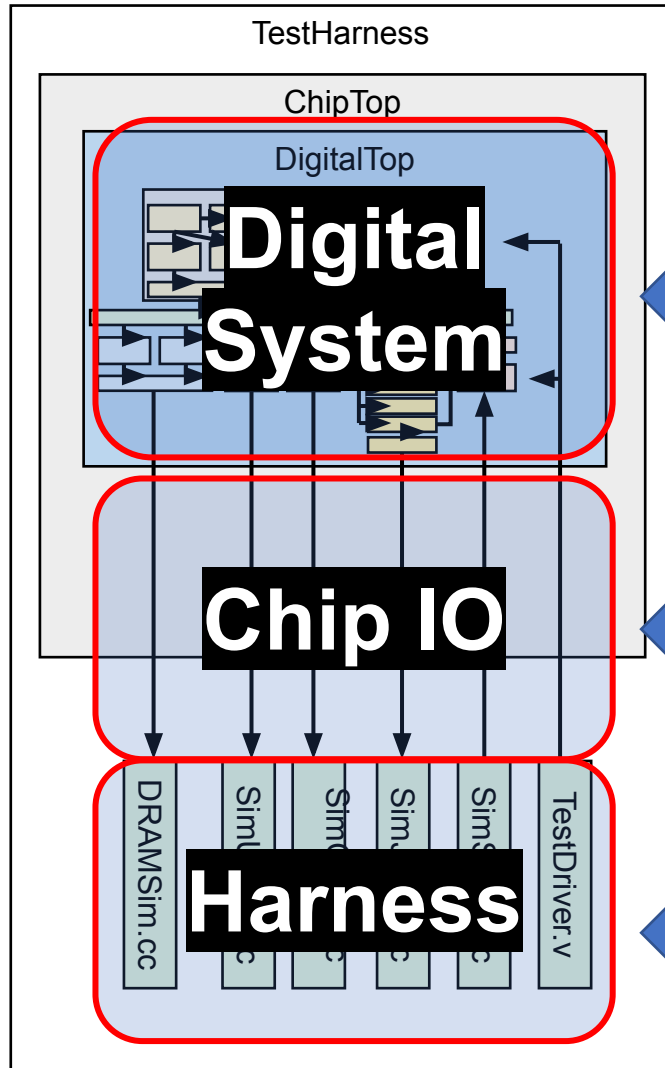


# Multipurpose





# Configuring IO + Harness

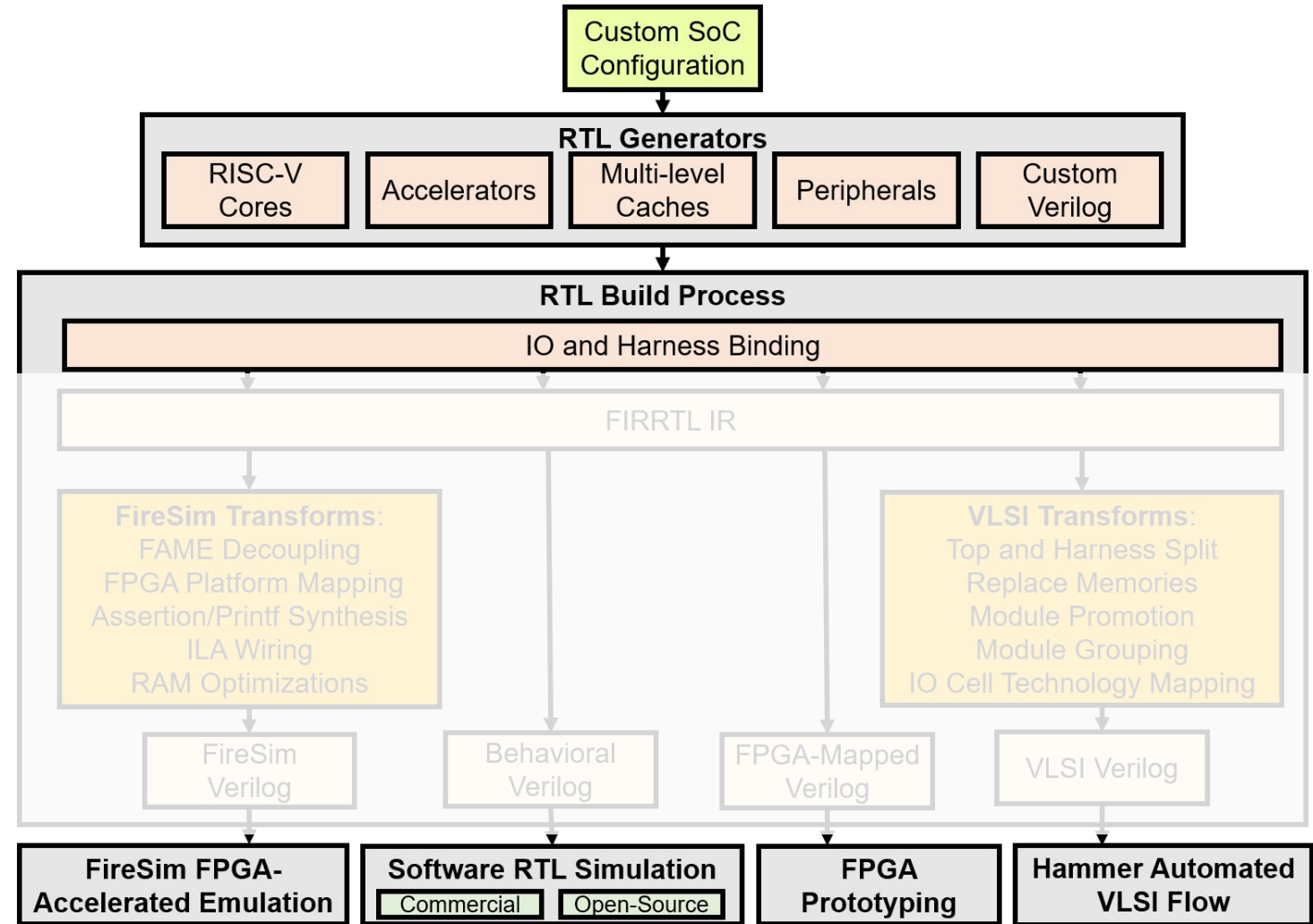


```
class CustomConfig extends Config(  
  new WithDefaultGemmini ++  
  new WithNRocketCores(1) ++  
  new WithNBoomCores(1) ++  
  new WithBootROM ++  
  new WithUART ++  
  new WithJtagDTM ++  
  new WithGPIOs ++  
  new WithInclusiveCache(512) ++  
  
  new WithIOCellModels ++  
  
  new WithDRAMSim ++  
  new WithSimUART ++  
  new WithSimJTAG ++  
  new WithSimSerial
```



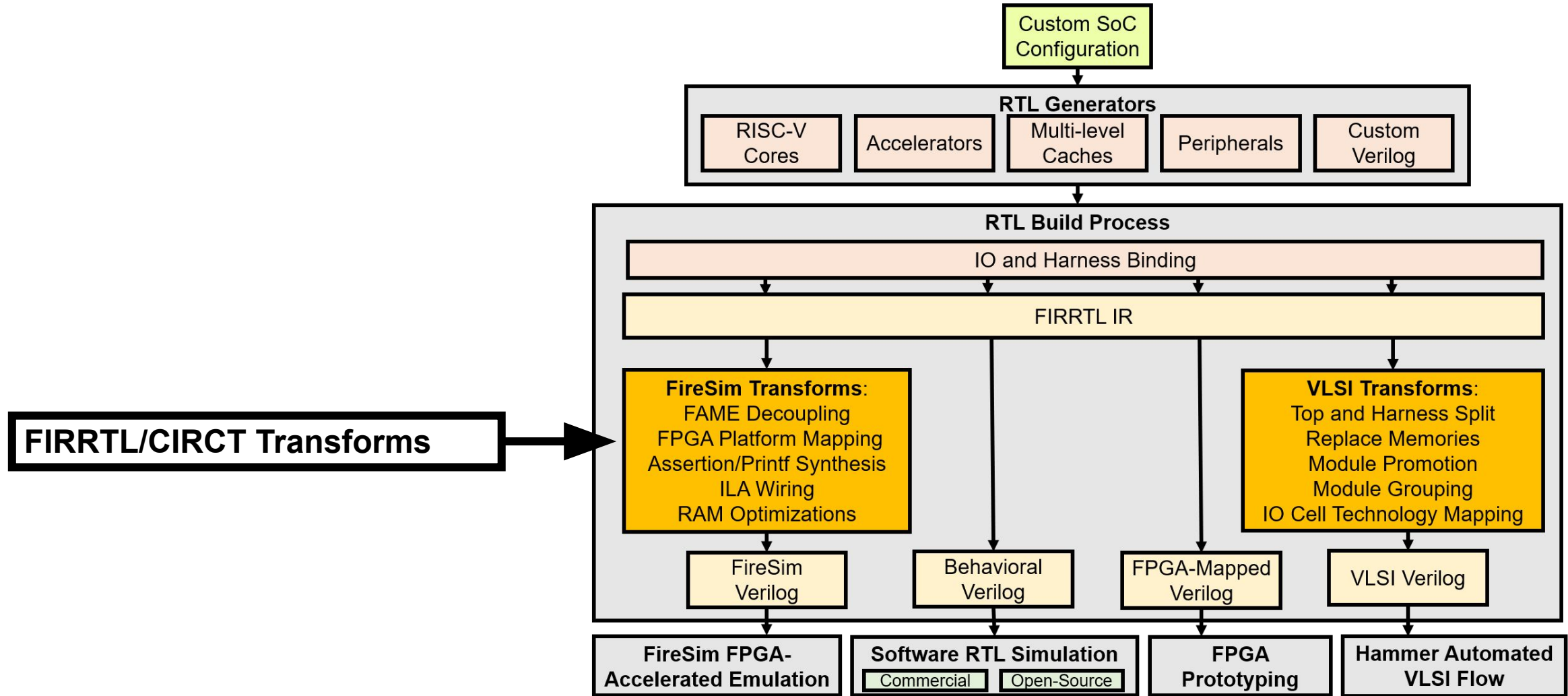


# CHIPYARD Organization





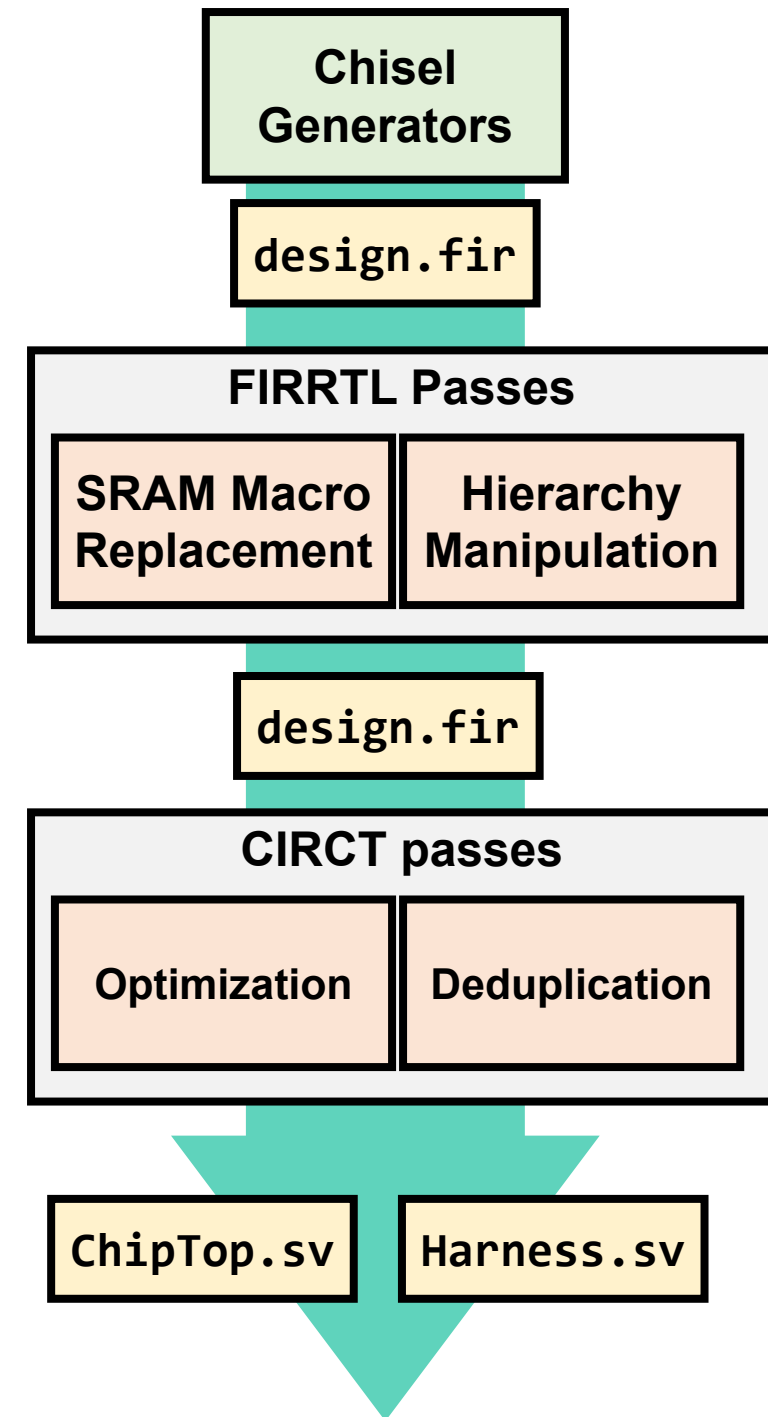
# CHIPYARD Organization





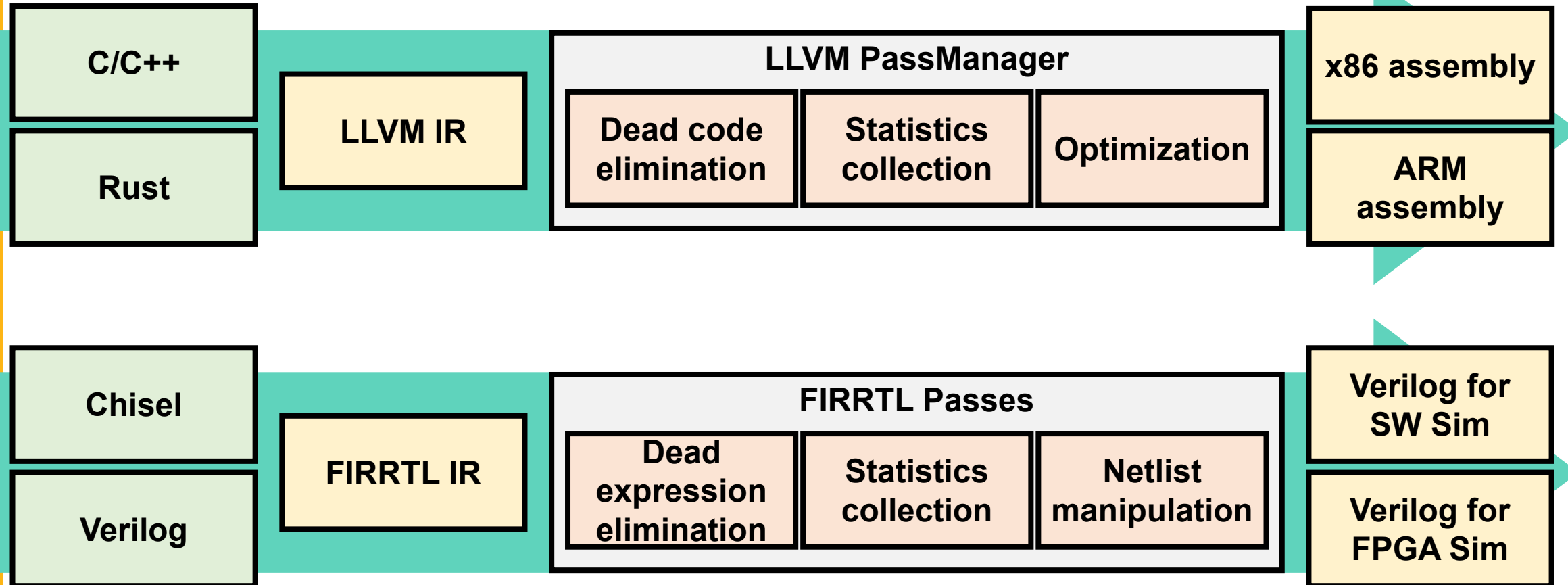
# Elaboration Flow

- **Chisel** programs generate **FIRRTL** representations of hardware
- **FIRRTL passes** transform the target netlist
  - FireSim's AutoCounter/AutoILA/Printf use FIRRTL passes
  - VLSI flows can use FIRRTL passes to adjust the module hierarchy
- **NEW in Chipyard 1.9.1: CIRCT Backend**
  - CIRCT generates tool-friendly synthesizable Verilog from FIRRTL
  - Very fast/powerful FIRRTL compiler





# FIRRTL



FIRRTL emits **tool-friendly, synthesizable** Verilog



# FIRRTL Passes

## FireSim passes:

- Bridge target assertions/printfs to be visible on the host PC
- Provide FPGA utilization optimizations
- Implement debugging and analysis features (AutoILA, AutoCounter)

## VLSI passes:

- Restructure module hierarchy
- Replace target memories with foundry SRAMs

FIRRTL provides an **abstraction layer** between **implementation** and **tooling**



# CHIPYARD Organization

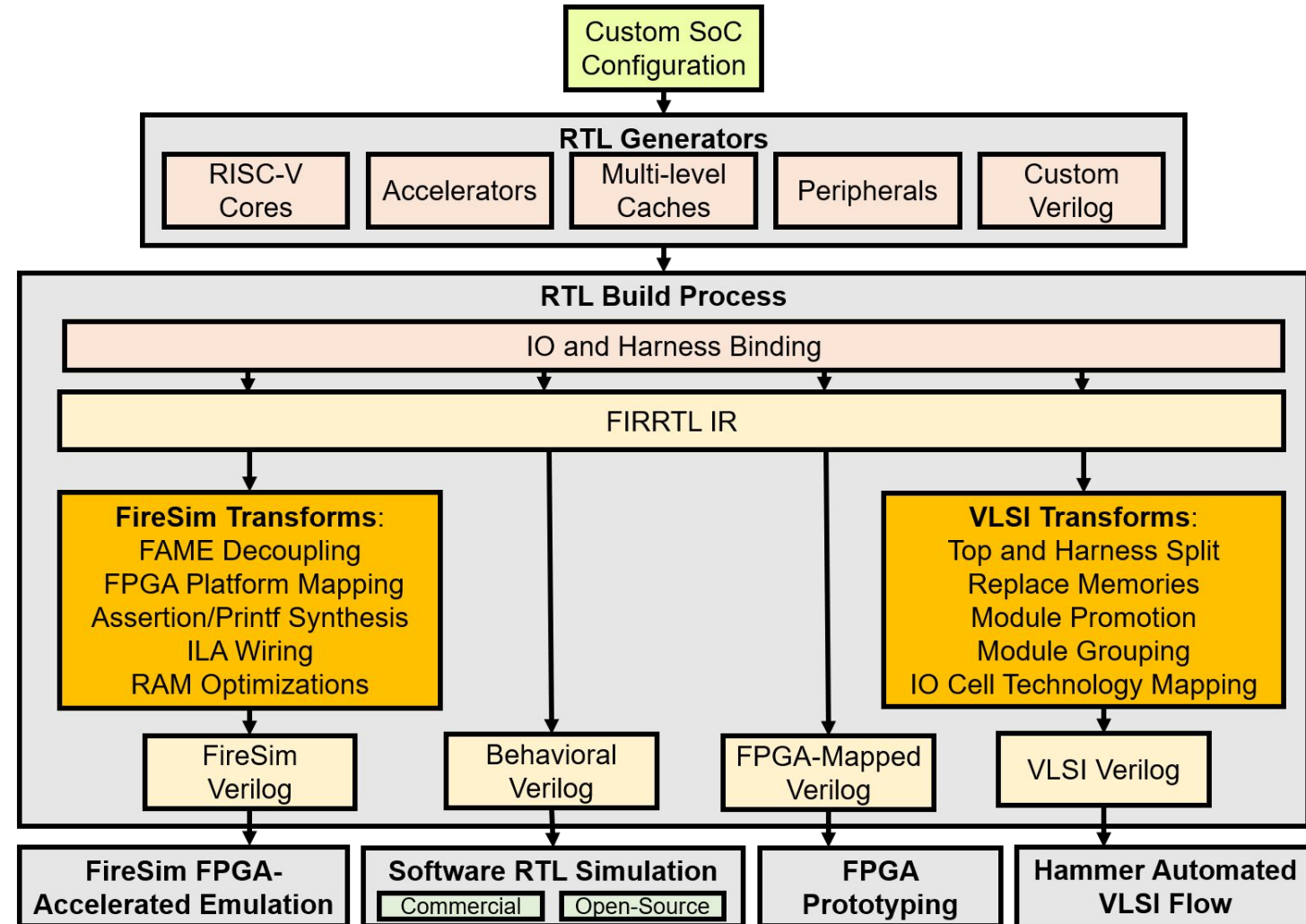
**Configs:** Describe parameterization of a multi-generator SoC

**Generators:** Flexible, reusable library of open-source Chisel generators (and Verilog too)

**IOBinders/HarnessBinders:** Enable configuring IO strategy and Harness features

**FIRRTL/CIRCT Passes:** Structured mechanism for supporting multiple flows

**Target flows:** Different use-cases for different types of users







# CHIPYARD Learning Curve

## Advanced-level

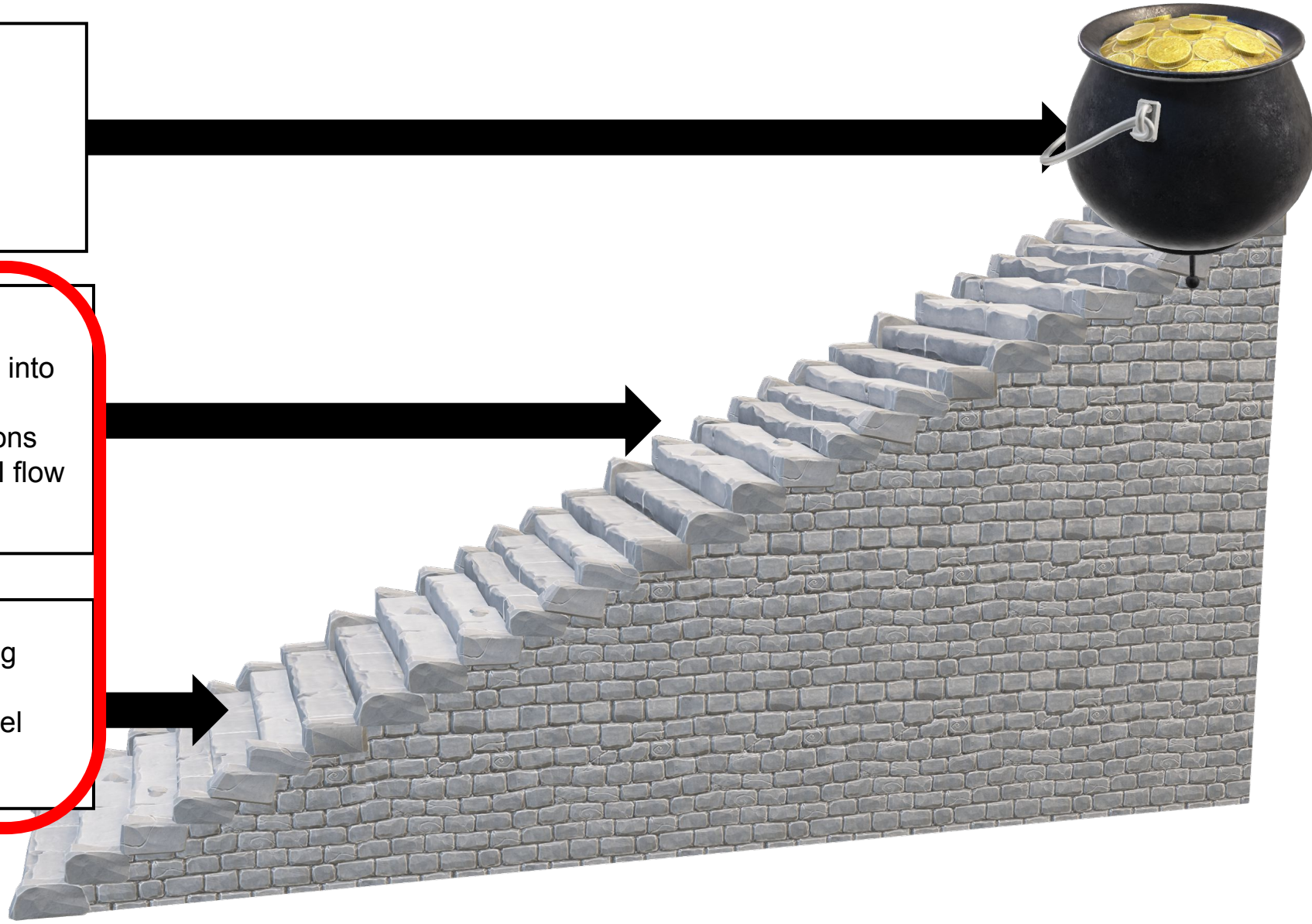
- Configure custom IO/clocking setups
- Develop custom FireSim extensions
- Integrate and tape-out a complete SoC

## Evaluation-level

- Integrate or develop custom hardware IP into Chipyard
- Run FireSim FPGA-accelerated simulations
- Push a design through the Hammer VLSI flow
- Build your own system

## Exploratory-level

- Configure a custom SoC from pre-existing components
- Generate RTL, and simulate it in RTL level simulation
- Evaluate existing RISC-V designs





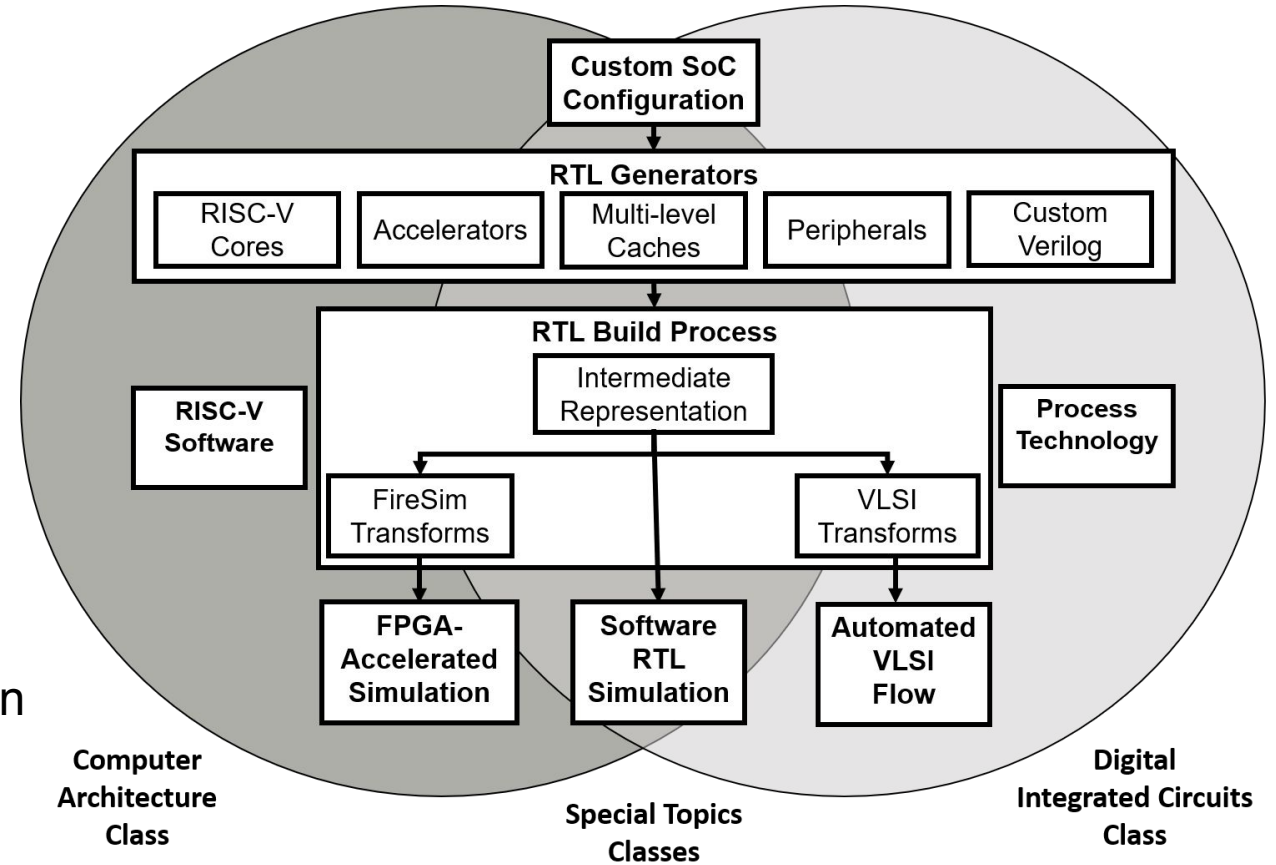
# CHIPYARD For Education

Proven in many Berkeley Architecture courses

- Hardware for Machine Learning
- Undergraduate Computer Architecture
- Graduate Computer Architecture
- Advanced Digital ICs
- Tapeout HW design course

Advantages of common shared HW framework

- Reduced ramp-up time for students
- Students learn framework once, reuse it in later courses
- Enables more advanced course projects (tapeout a chip in 1 semester)







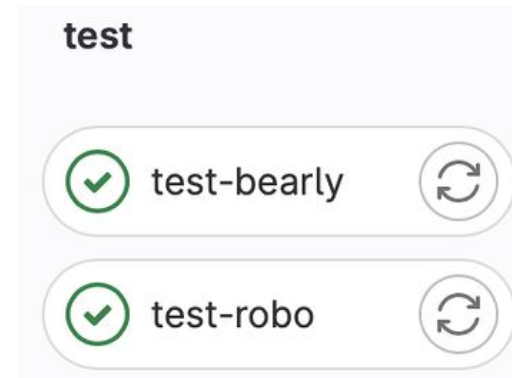
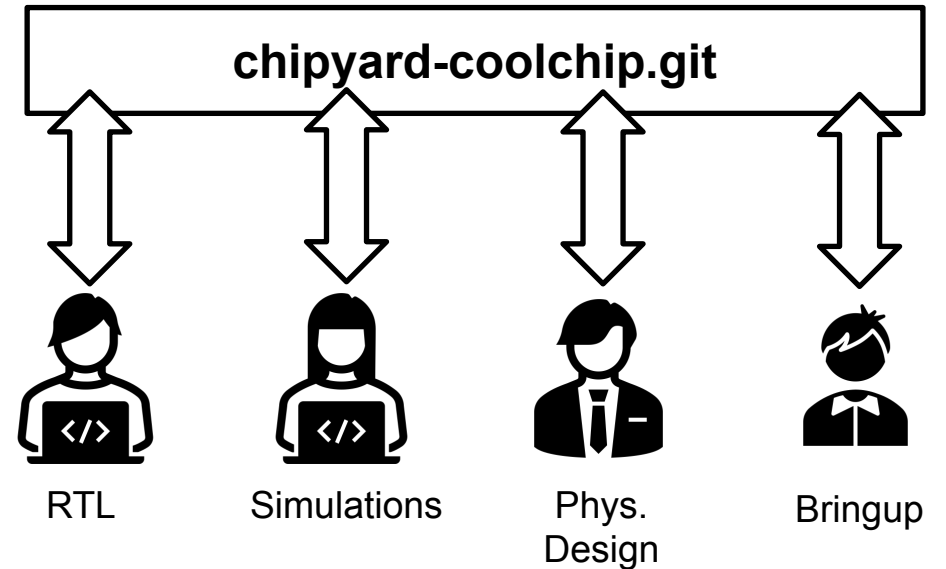
# CHIPYARD For Tapeouts

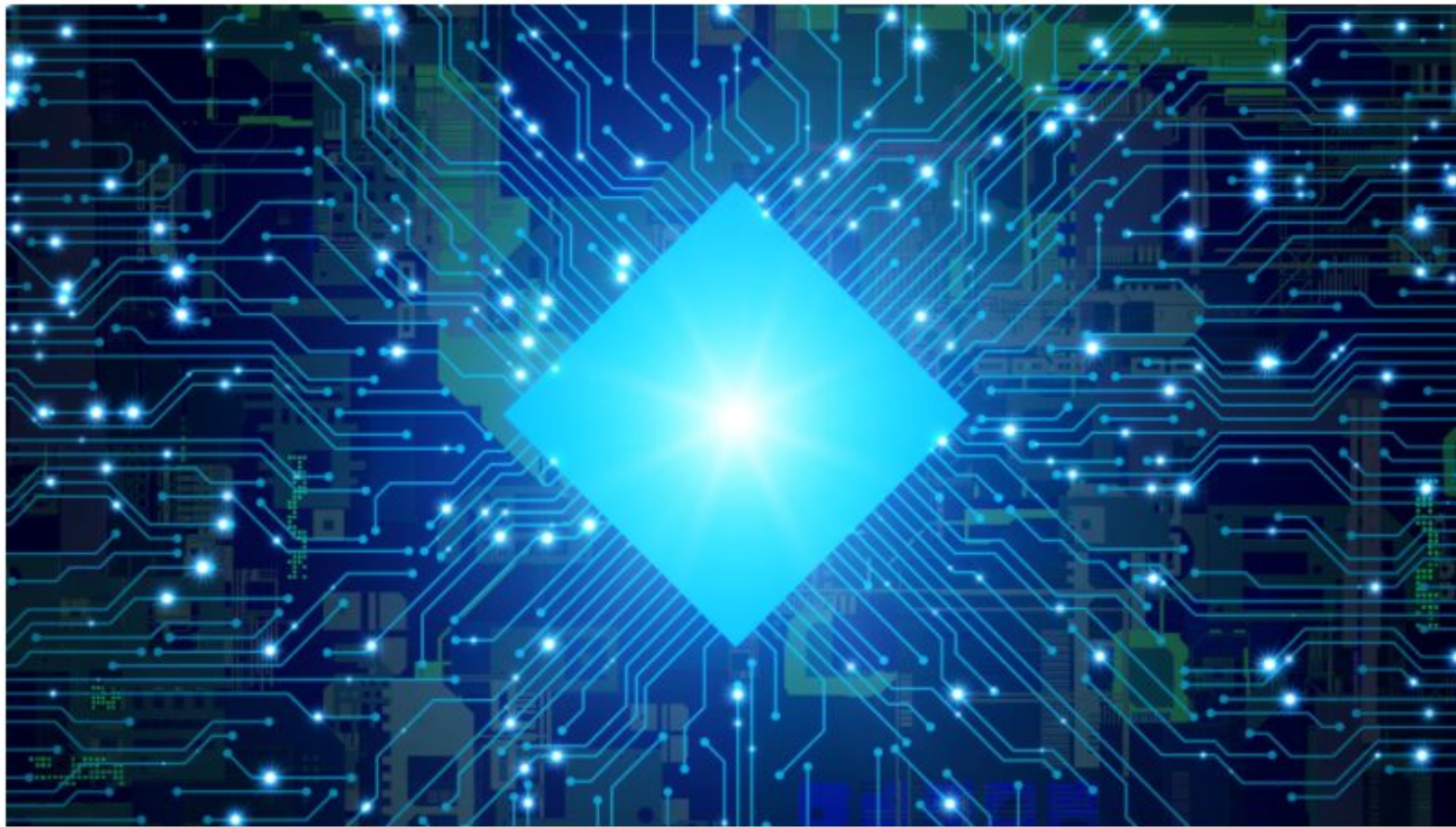
## Standard Chipyard “Flow” For Tapeout

1. **RTL Development** – Develop new accelerators/devices and test rapidly
2. **FireSim** – Evaluate your design on real workloads
3. **Hammer** - Reusable/extensible VLSI flow
4. **Bringup** – generate FPGA bringup platforms using Chipyard

## Chipyard is a single-source-of-truth for a chip

- Enables parallel workflows across different parts of the flow
- Reproducible environments simplify debugging
- Continuous integration for tapeouts





*Berkeley Engineering students pull off novel chip design in a single semester. The class shows successful model for expanding entry into field of semiconductor design*

## **Berkeley engineering students pull off novel chip design in a single semester**

Class shows successful model for expanding entry into field of semiconductor design

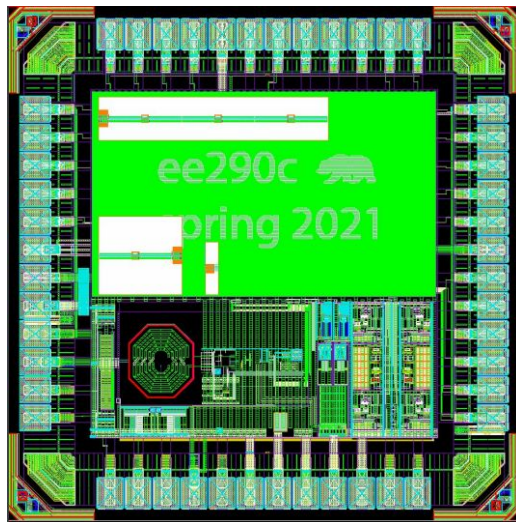




# Taping-out Chips in Class

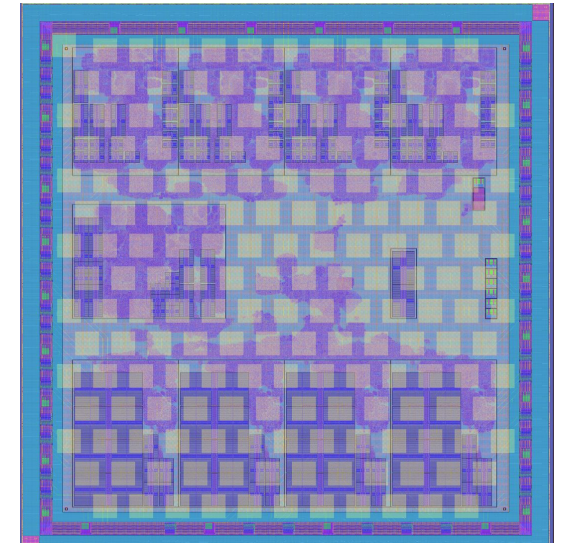
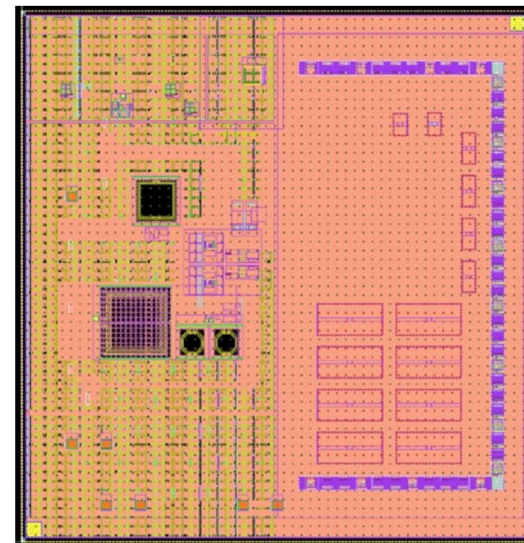
## Spring 2021

- **18** mostly masters/PhD
- **1 mm<sup>2</sup>** TSMC 28nm
- **16 weeks** from architecture to tapeout
- BLE mixed-signal IoT chip



## Spring 2022

- **~40** mostly undergrads
- **2 x 4 mm<sup>2</sup>** Intel 16nm
- **16 weeks** from architecture to tapeout
- BLE mixed-signal IoT chip
- Heterogeneous RISC-V SoC for sparse-ML and ISP





# CHIPYARD For Research

- Add new accelerators for emerging applications
- Modify OS/driver/software
- Perform design-space exploration across many parameters
- Test and evaluate in RTL-simulation, FireSim
- Tapeout using HAMMER VLSI flow



# CHIPYARD Community

## Documentation:

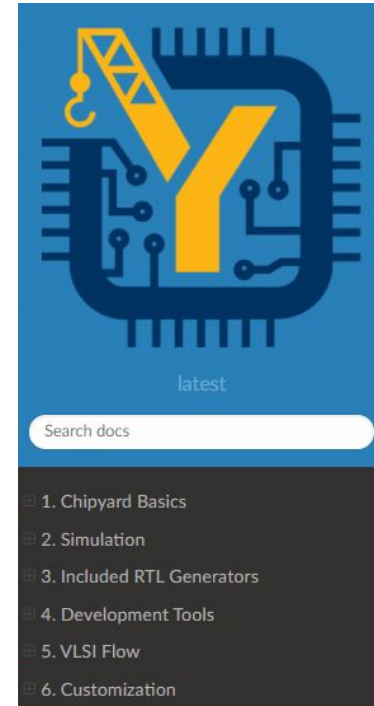
- <https://chipyard.readthedocs.io/en/dev/>
- 133 pages
- Most of today's tutorial content is covered there

## Mailing List:

- [google.com/forum/#!forum/chipyard](https://google.com/forum/#!forum/chipyard)

## Open-sourced:

- All code is hosted on GitHub
- Issues, feature-requests, PRs are welcomed



Docs » Welcome to Chipyard's documentation!

[Edit on GitHub](#)

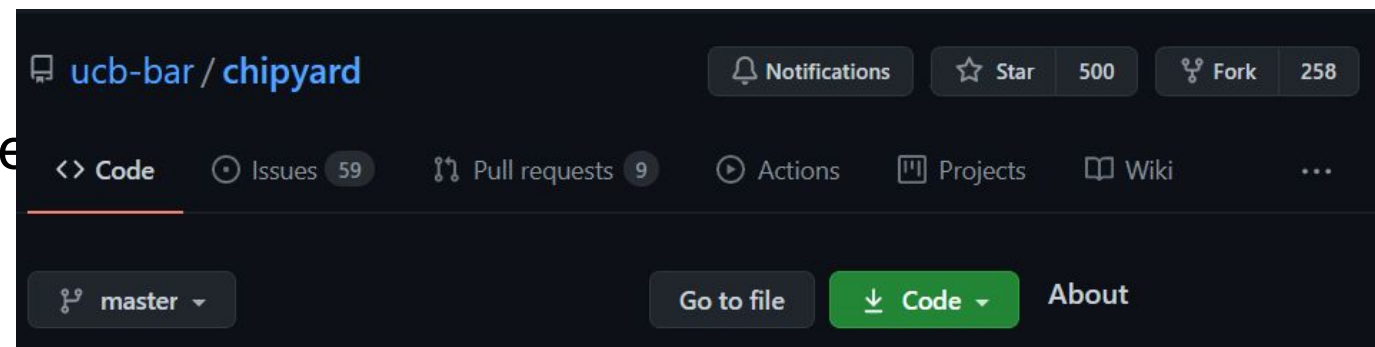
Welcome to Chipyard's documentation!



Chipyard is a framework for designing and evaluating full-system hardware using agile teams. It is composed of a collection of tools and libraries designed to provide an integration between open-source and commercial tools for the development of systems-on-chip.

### Important

New to Chipyard? Jump to the [Initial Repository Setup](#) page for setup instructions.

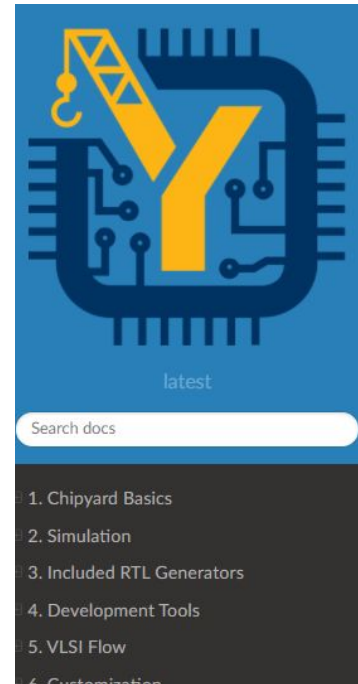




# CHIPYARD

An open, extensible research and design platform for RISC-V SoCs

- Unified framework of parameterized generators
- One-stop-shop for RISC-V SoC design exploration
- Supports variety of flows for multiple use cases
- Open-sourced, community and research-friendly



Docs » Welcome to Chipyard's documentation!

[Edit on GitHub](#)

Welcome to Chipyard's documentation!



Chipyard is a framework for designing and evaluating full-system hardware using agile teams. It is composed of a collection of tools and libraries designed to provide an integration between open-source and commercial tools for the development of systems-on-chip.

## Important

New to Chipyard? Jump to the [Initial Repository Setup](#) page for setup instructions.