



# 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

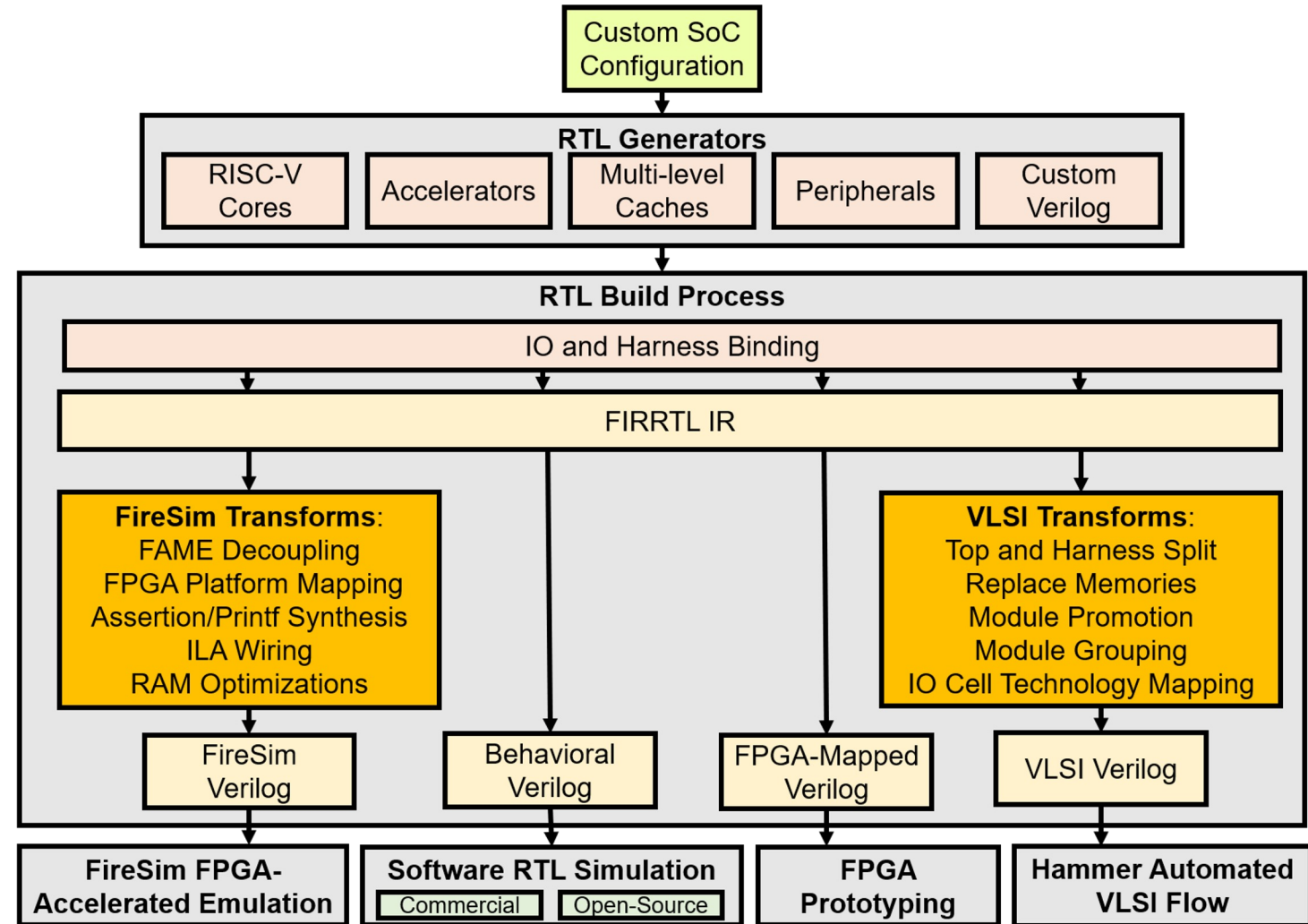




# CHIPYARD Organization

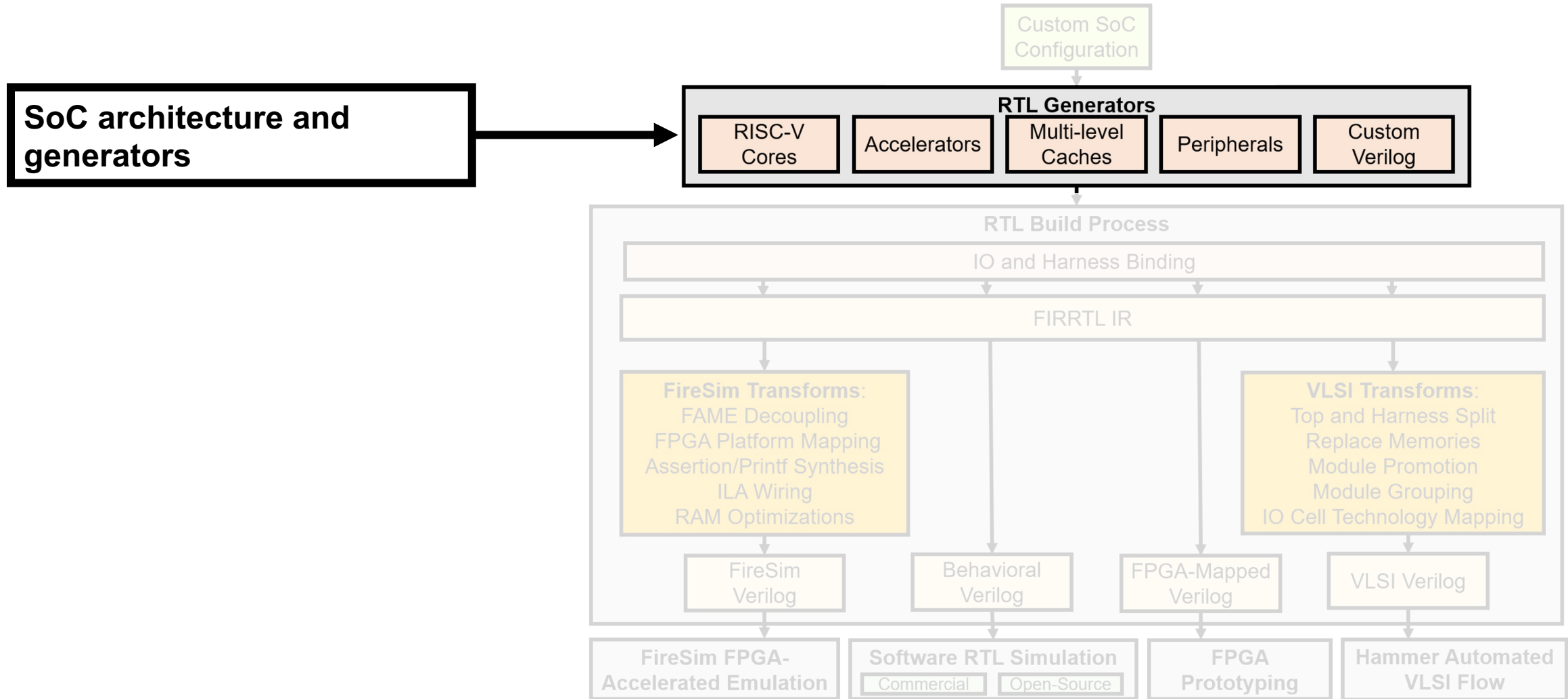
## What is Chipyard?

- 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



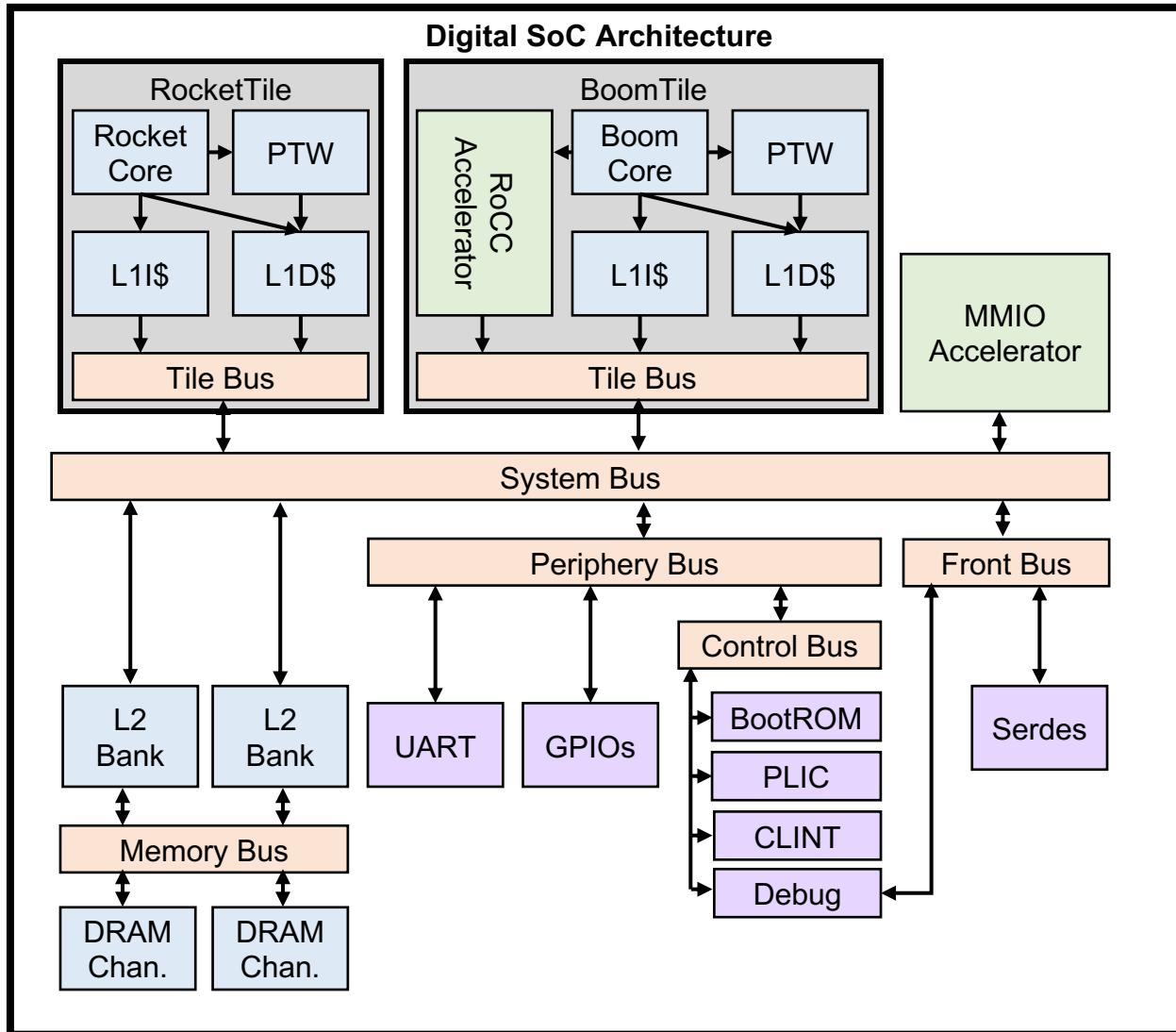


# CHIPYARD Organization



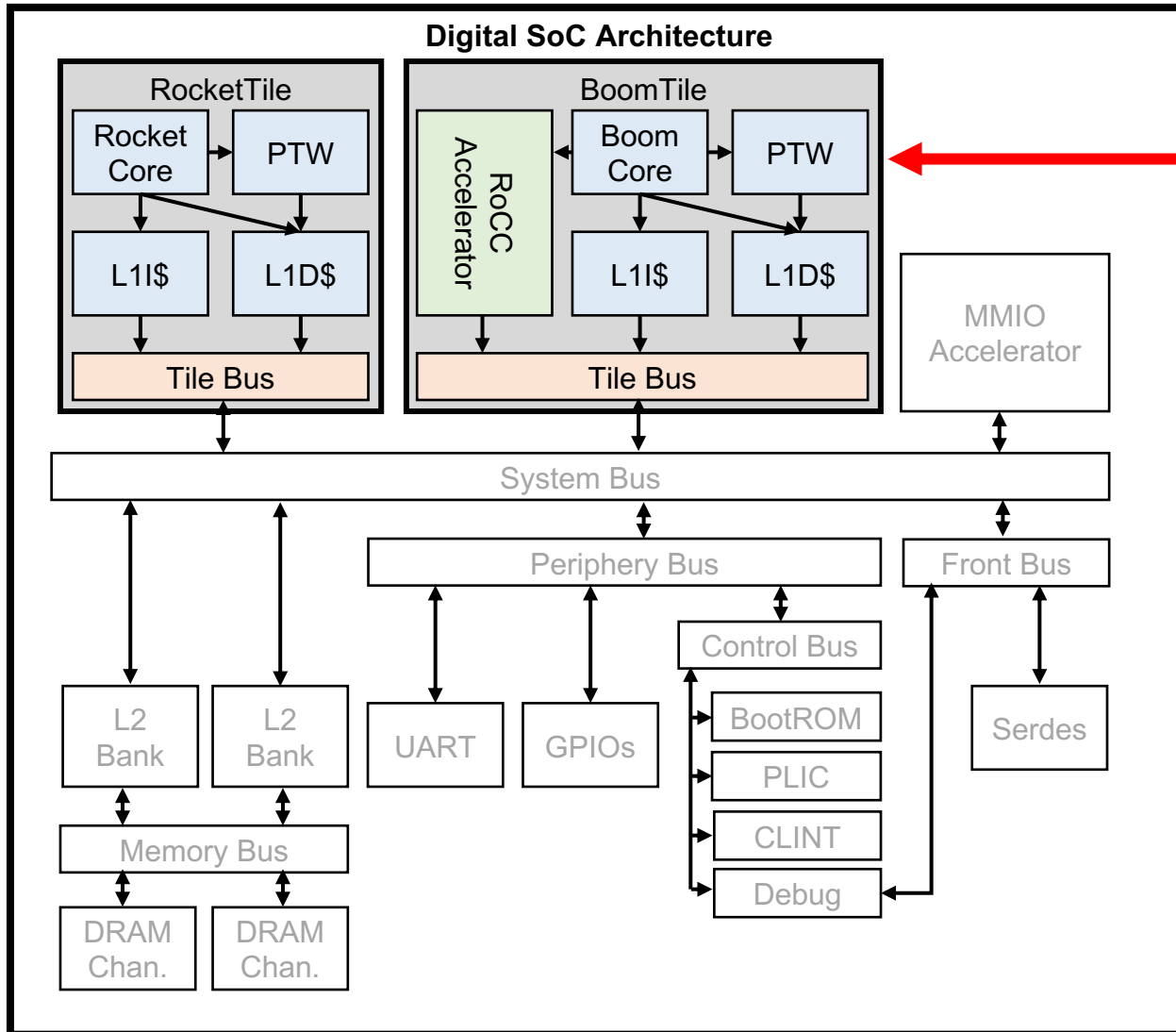


# SoC Architecture





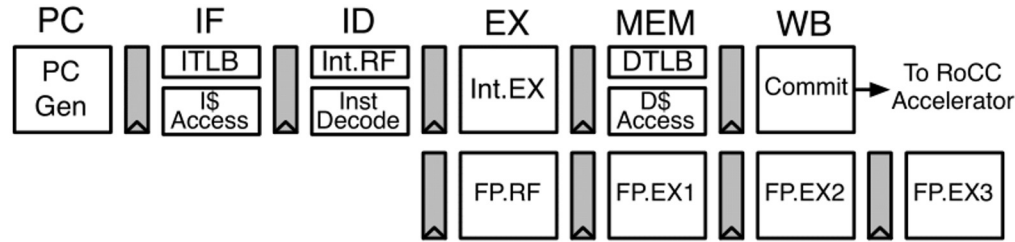
# Tiles and Cores



- 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



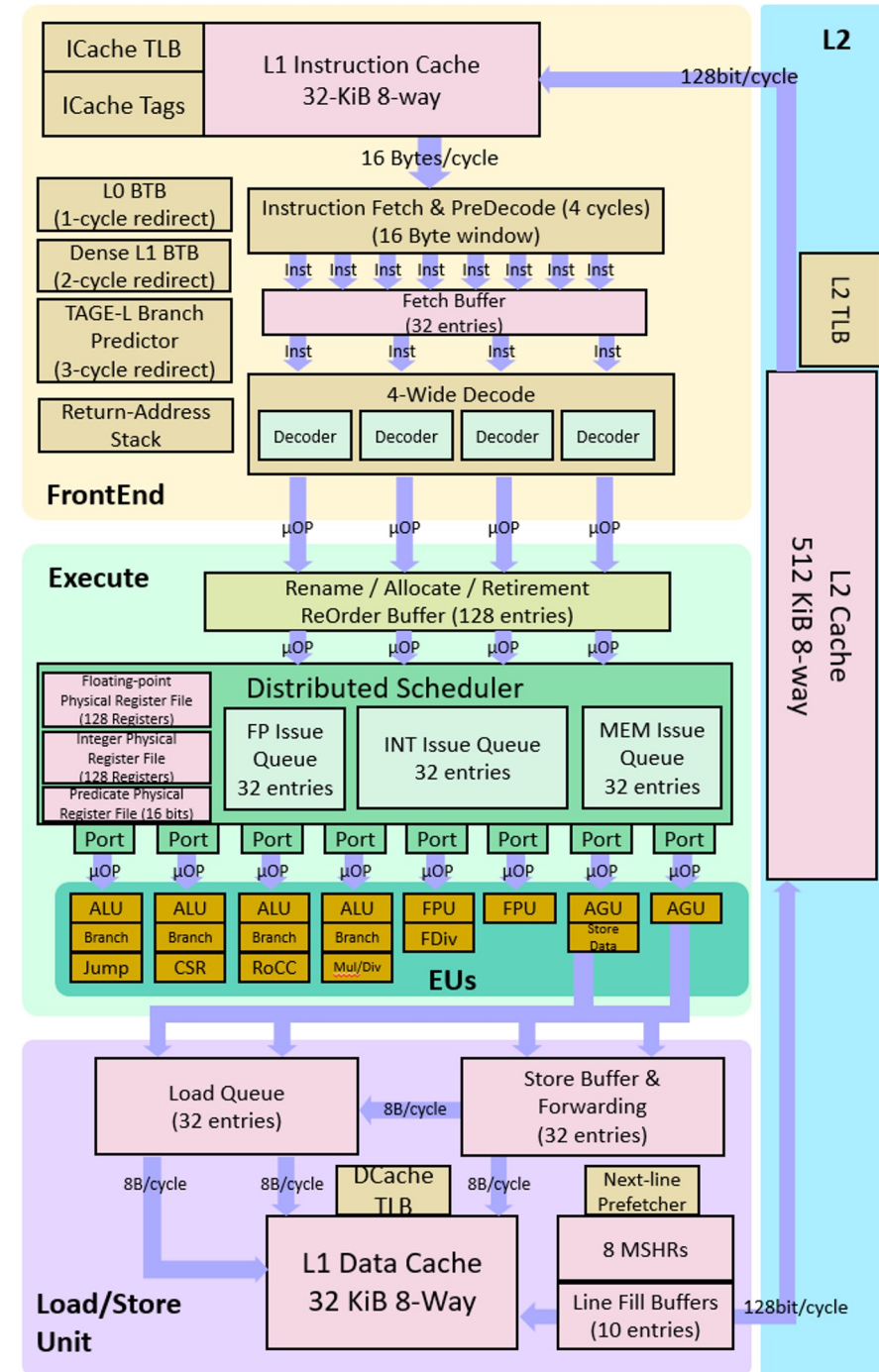
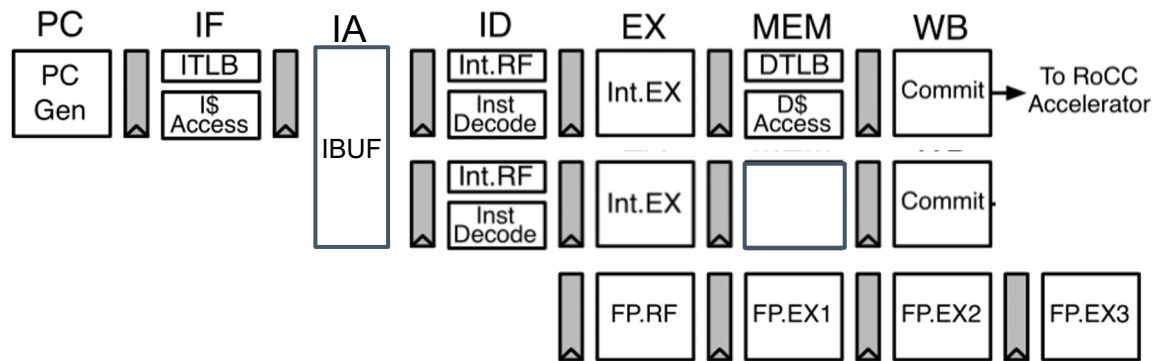
# Chisel RISC-V Cores



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

**Shuttle:** 6-stage superscalar in-order

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

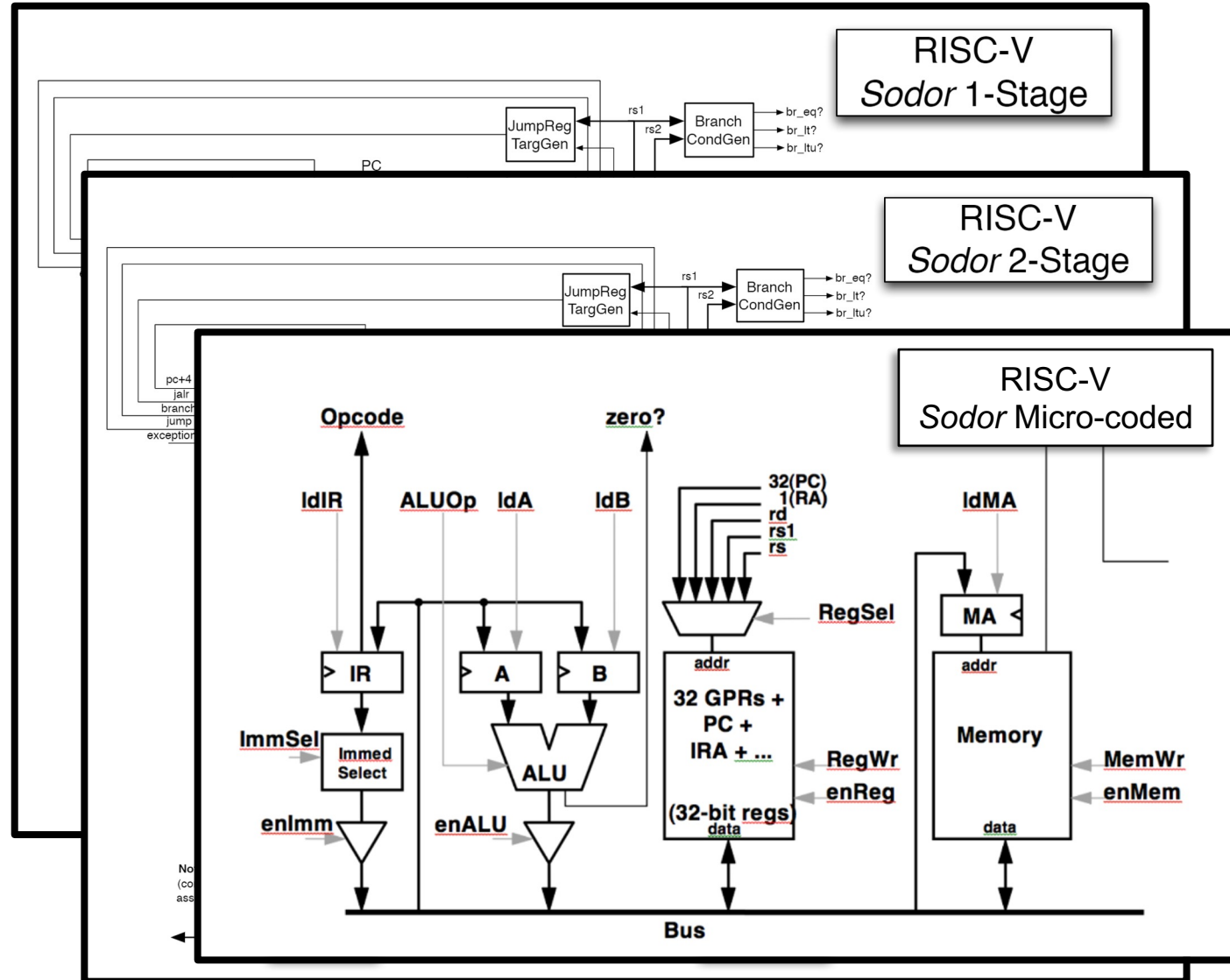




# Sodor Education Cores

## 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







# Non-Chisel Cores

## CVA6:

- RV64GC 6-stage single-issue in-order core
- SystemVerilog

## Ibex:

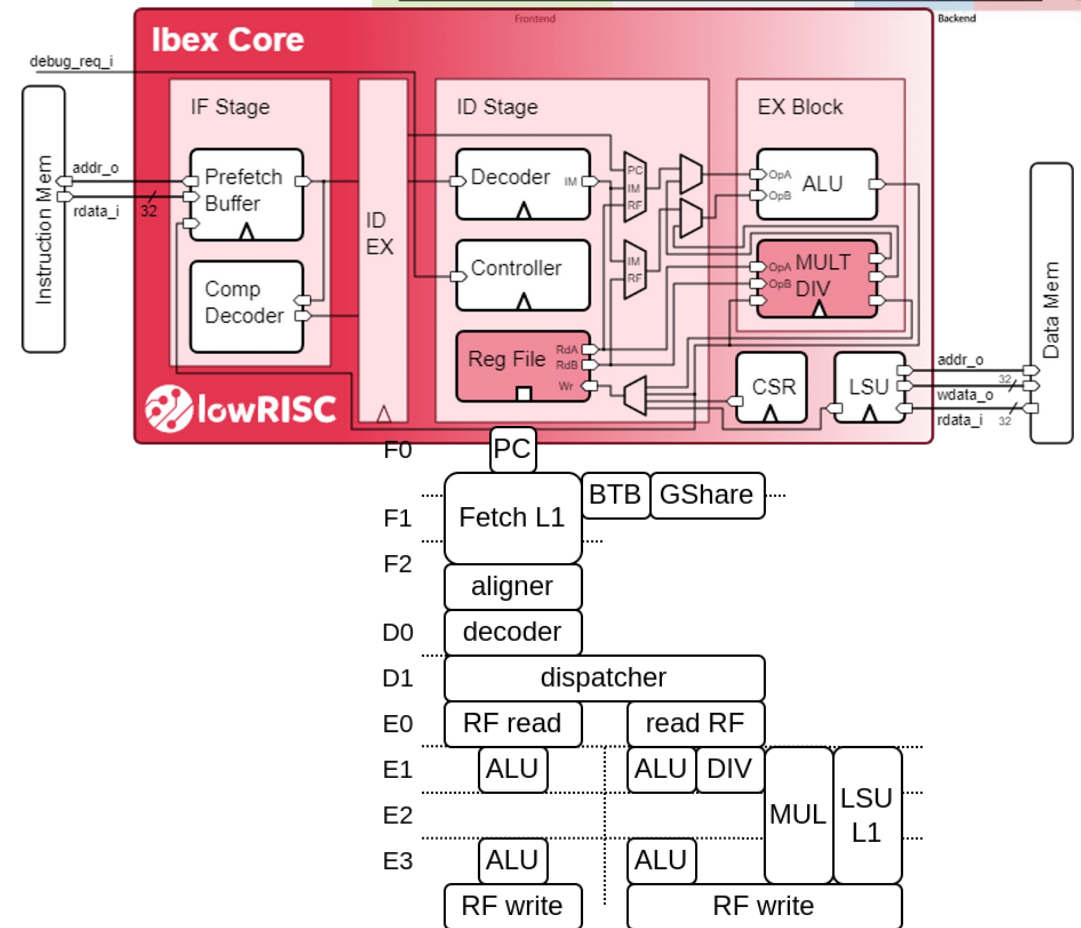
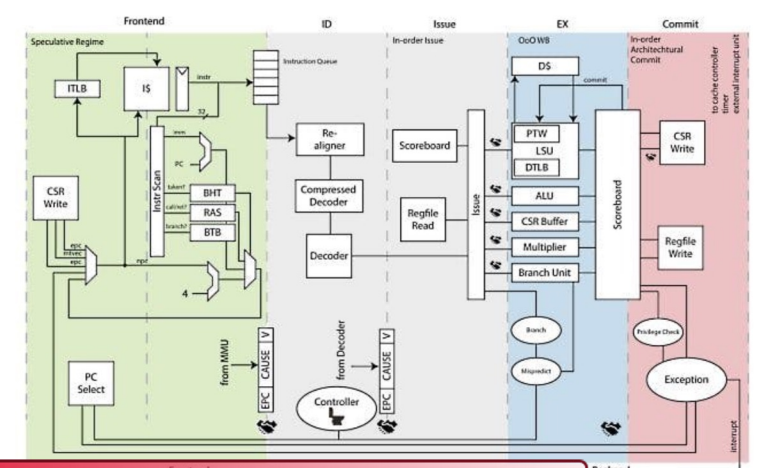
- RV64IMC 2-stage single-issue in-order core
- SystemVerilog

## VexiiRiscv:

- RV64IMAFDBC 6-stage dual-issue in-order core
- SpinalHDL

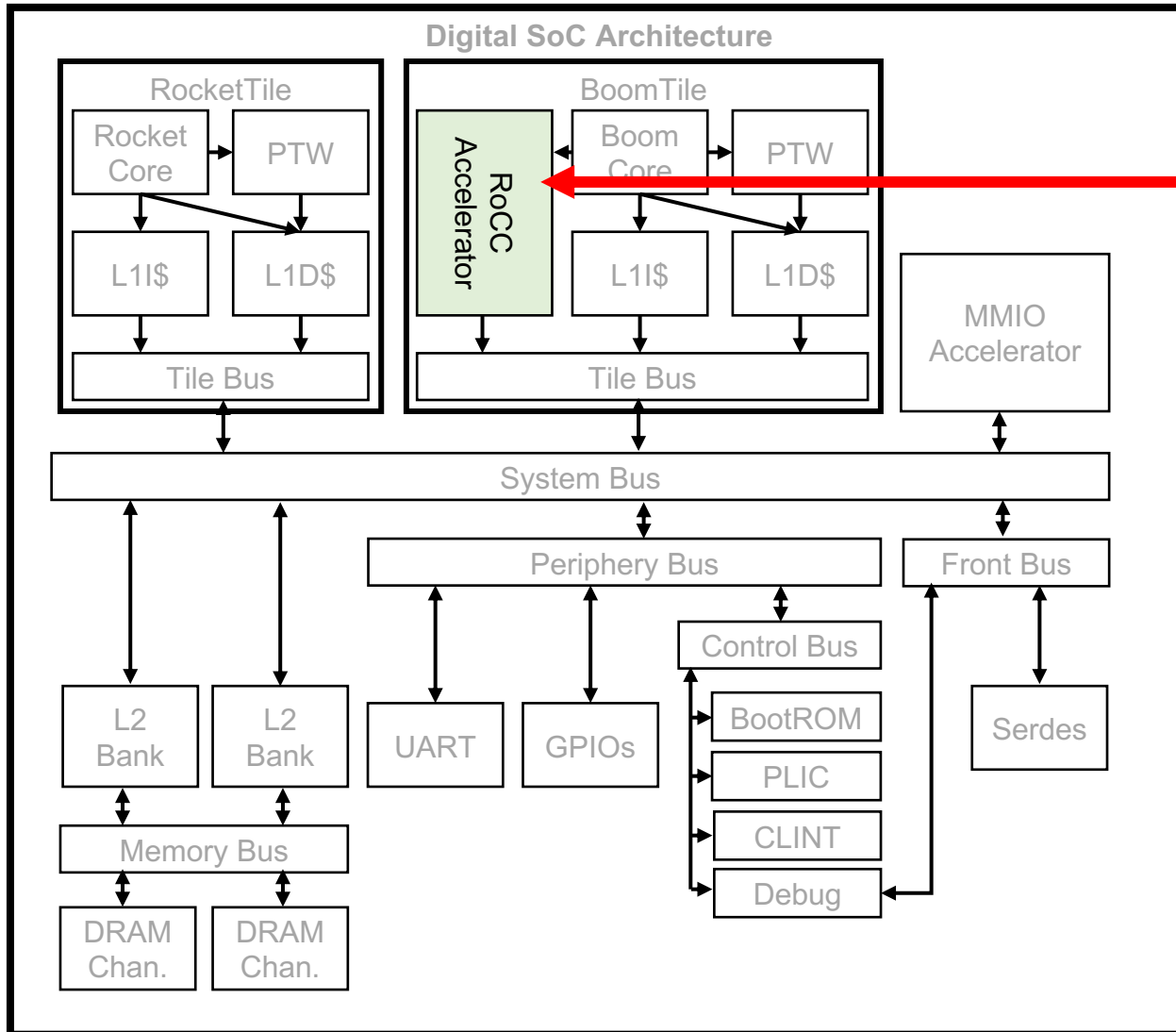
## SpikeTile:

- RV64IMAFDCBV core ISS model
- C++ with DPI interface to Verilog/Chisel

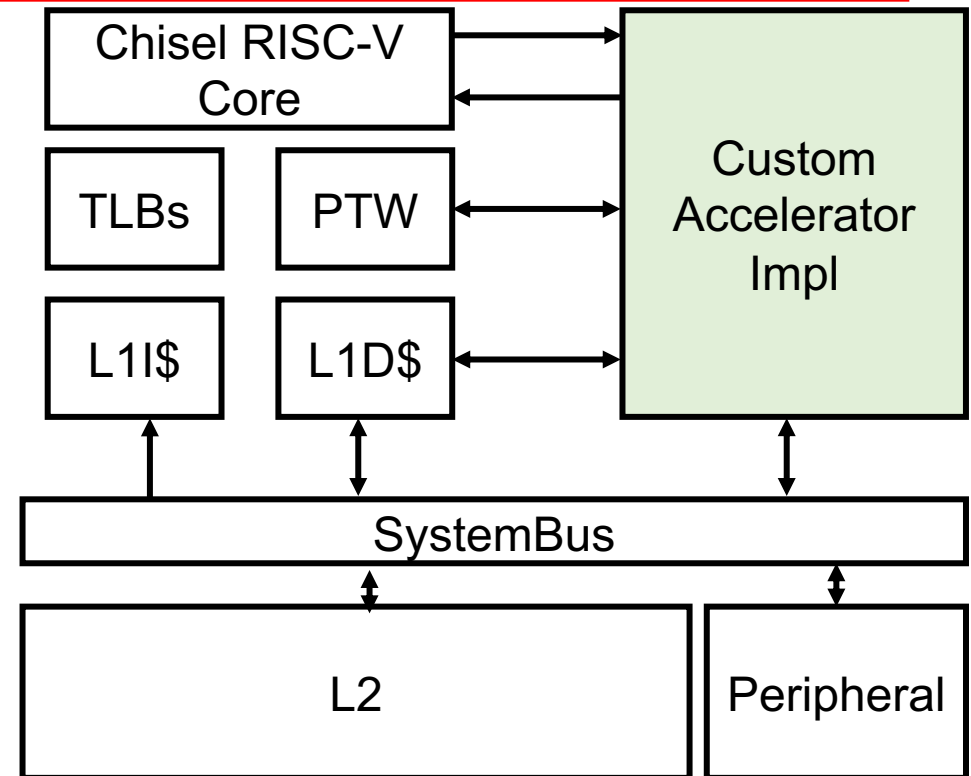




# RoCC Accelerators

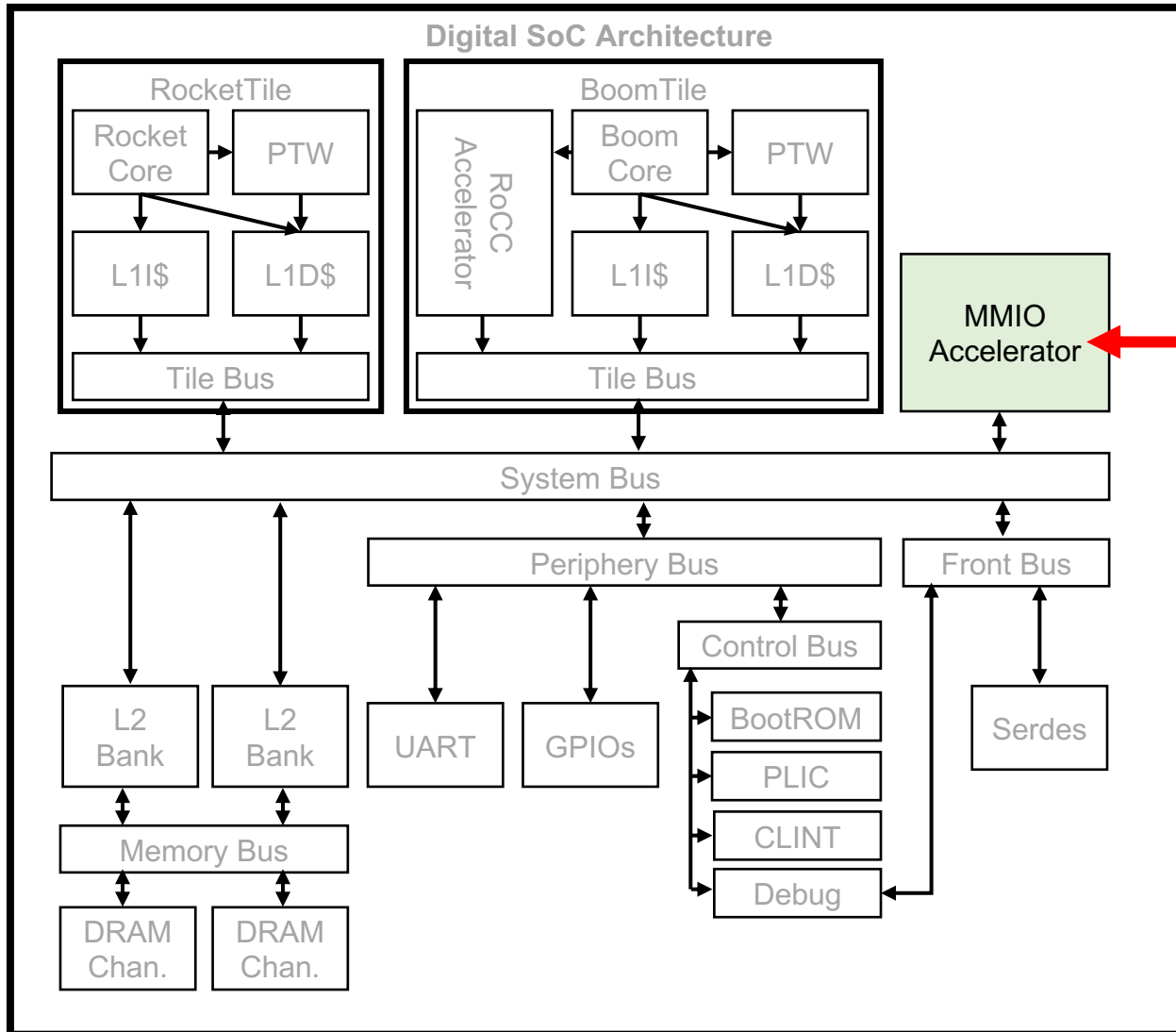


- RoCC Accelerators:**
- Tightly-coupled accelerator interface
  - Attach custom accelerators to Rocket or BOOM cores
  - Included example implementations





# MMIO Accelerators

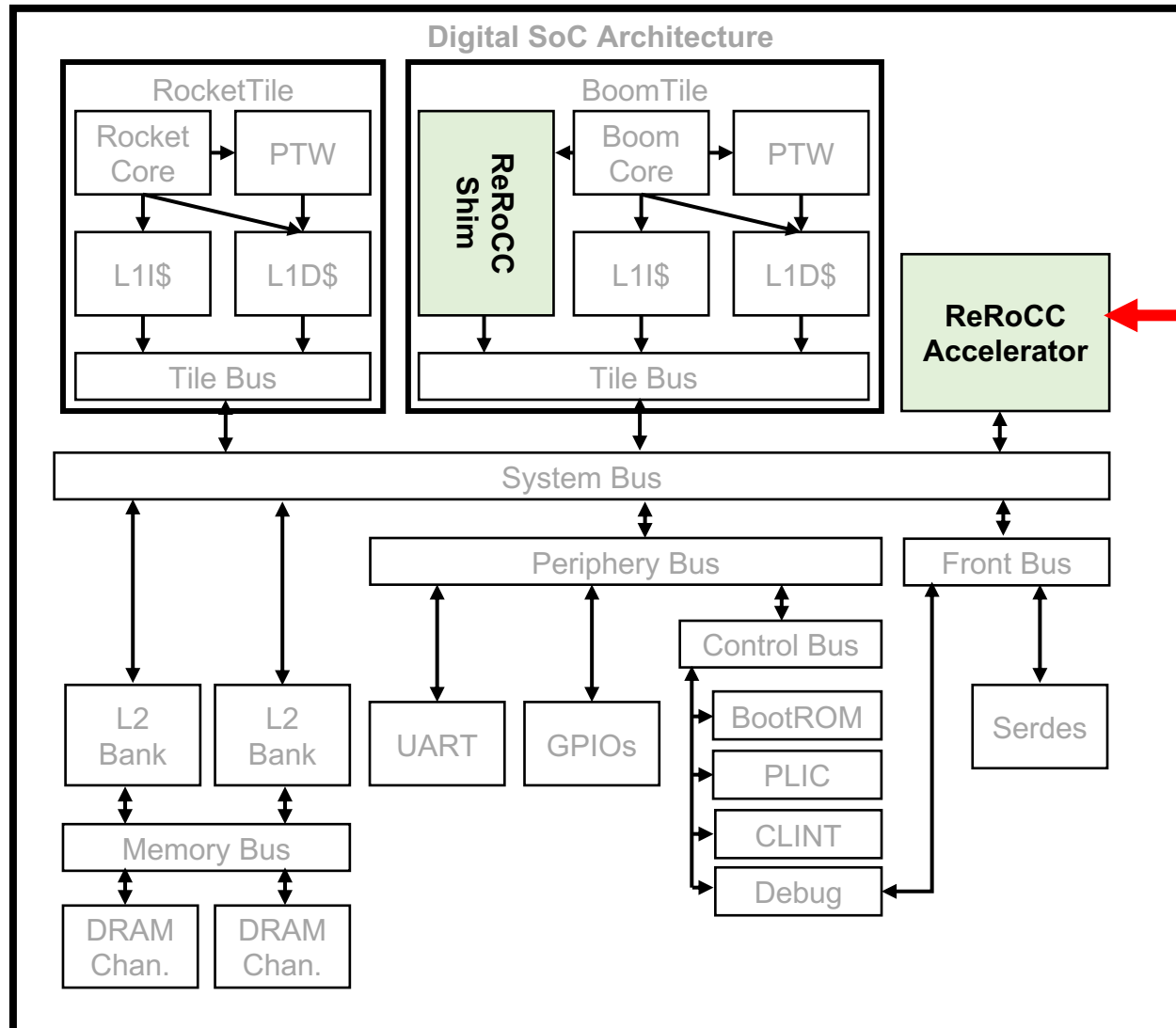


## MMIO Accelerators:

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



# New: Remote RoCC Accelerators



## Remote RoCC Accelerators:

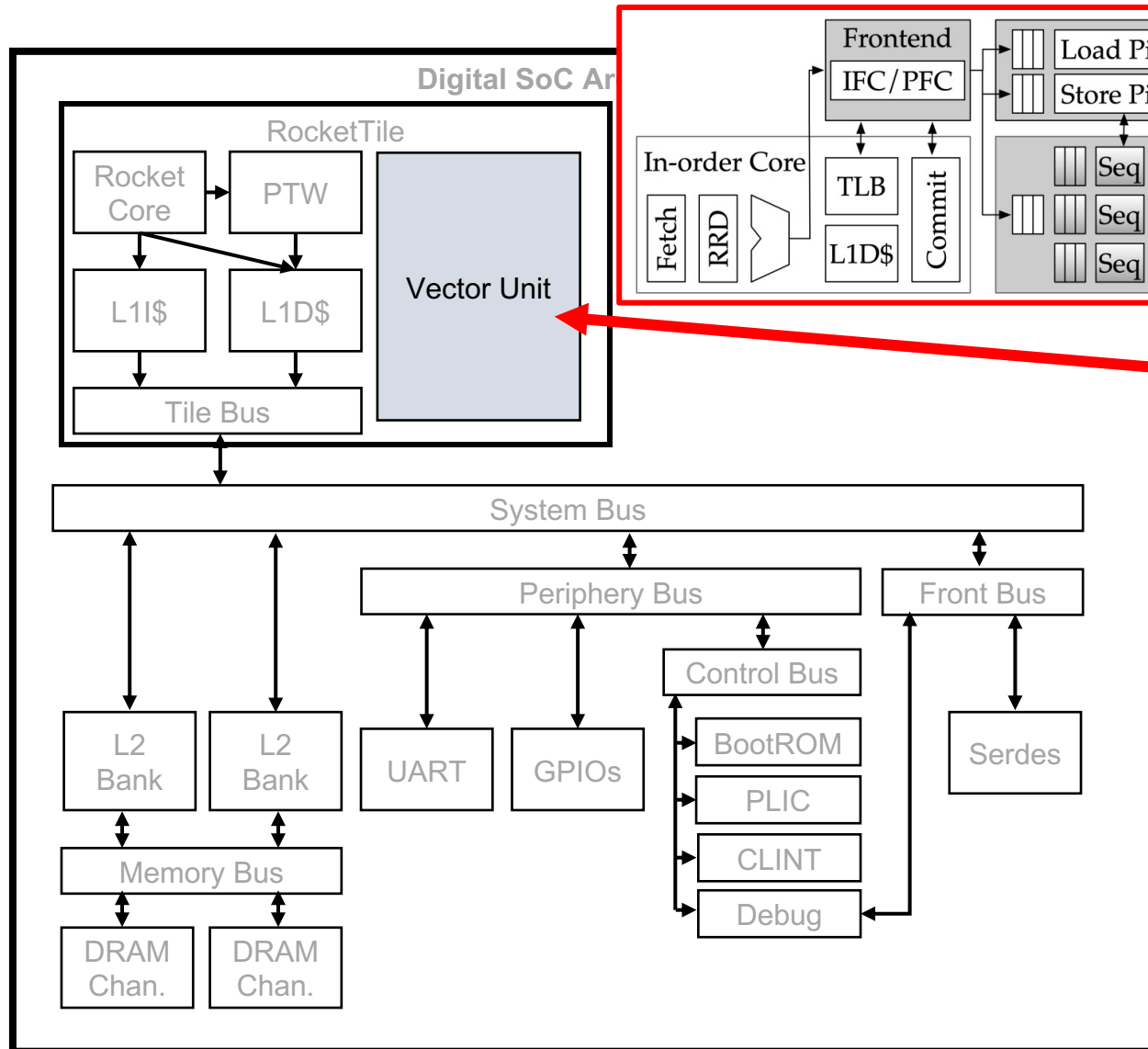
- Disaggregate standard RoCC accelerators over a system-wide interconnect
- Enables software-managed accelerator sharing of RoCC accels.
- Reuse existing RoCC accelerators + software

## AuRORA

- Demonstrates ReRoCC for multi-tenant ML workloads on a multi-accelerator system
- IEEE MICRO Top Picks
- Hands-on tutorial later



# NEW: RISC-V Vector Units



## Standard RVV vector units:

### Saturn – Newly developed RVV 1.0

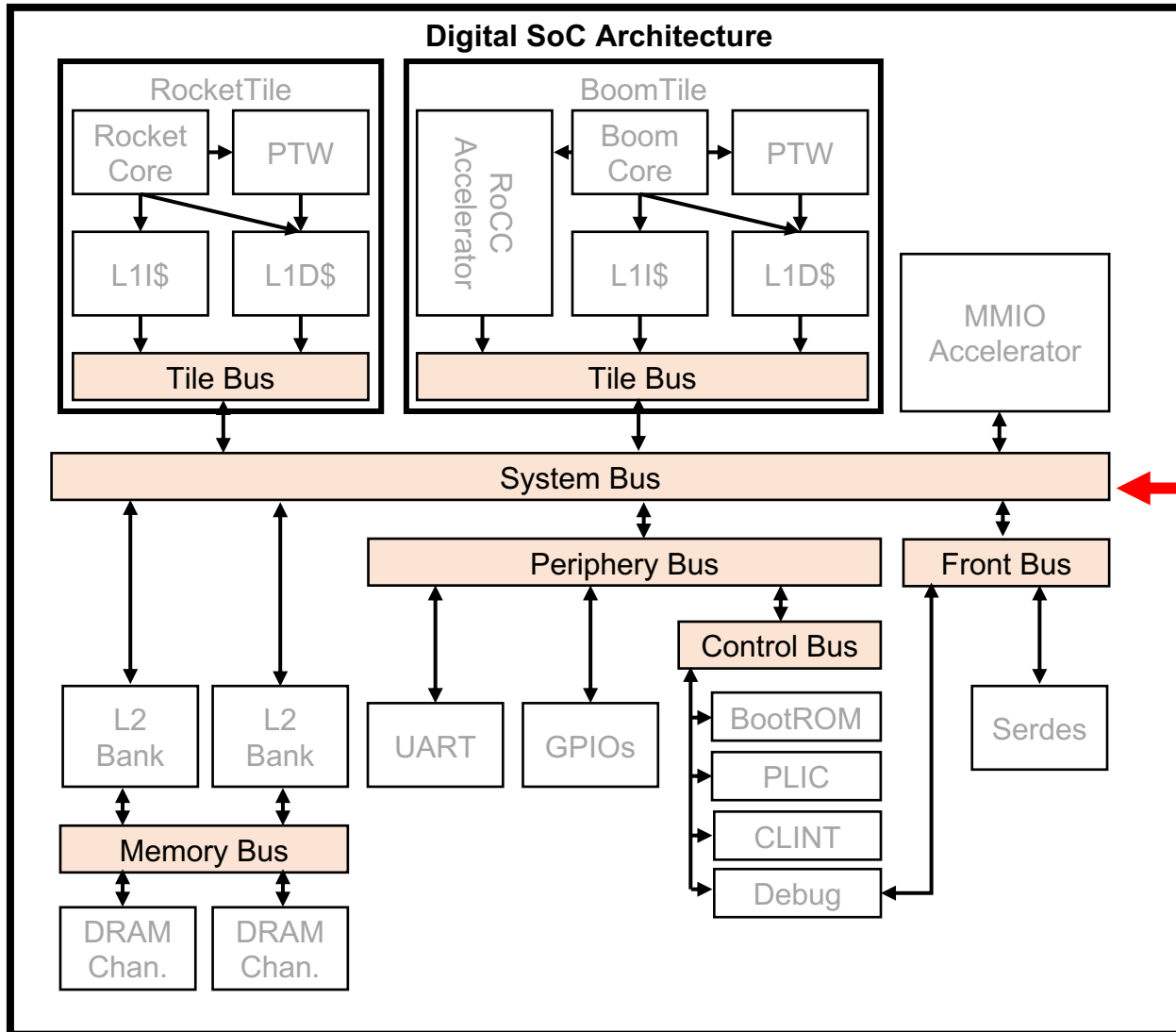
- Integrates with Rocket + Shuttle cores
- Supports all RVV 1.0 instructions
- Supports Zvfh half-prec
- Supports Zvbb vector bit-manip
- Supports virtual memory + precise traps
- [github.com/ucb-bar/saturn-vectors](https://github.com/ucb-bar/saturn-vectors)

### Ara – SystemVerilog vector unit

- SystemVerilog vector unit
- Integrates with Rocket + Shuttle cores



# Coherent Interconnect



## TileLink Standard:

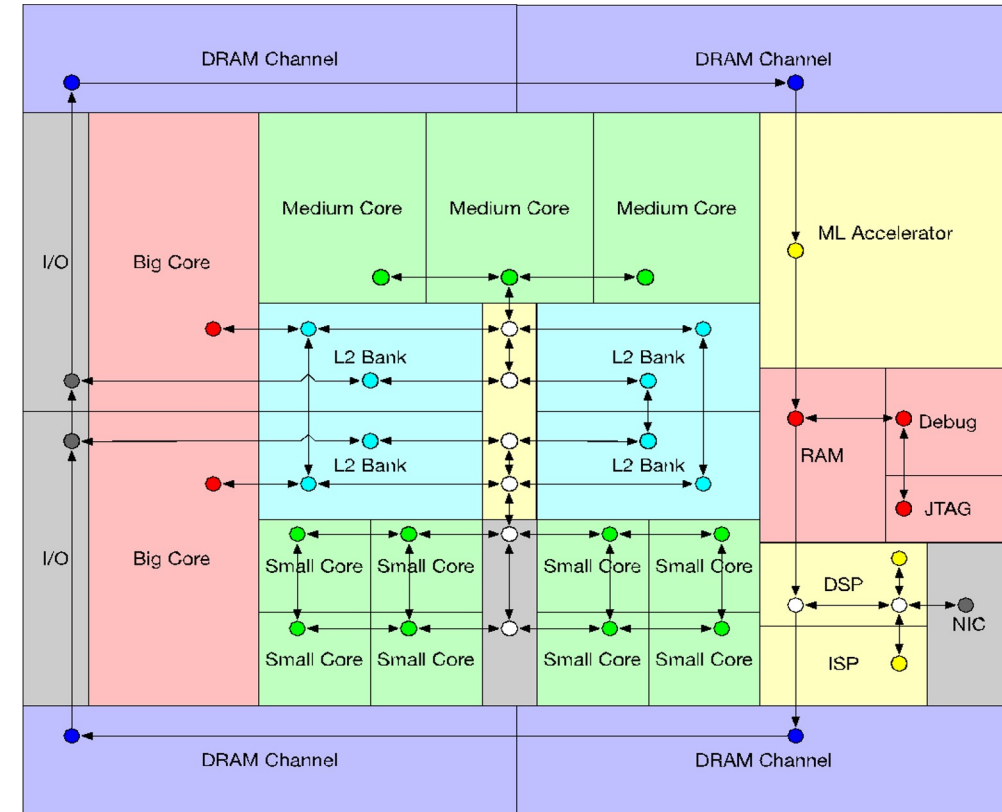
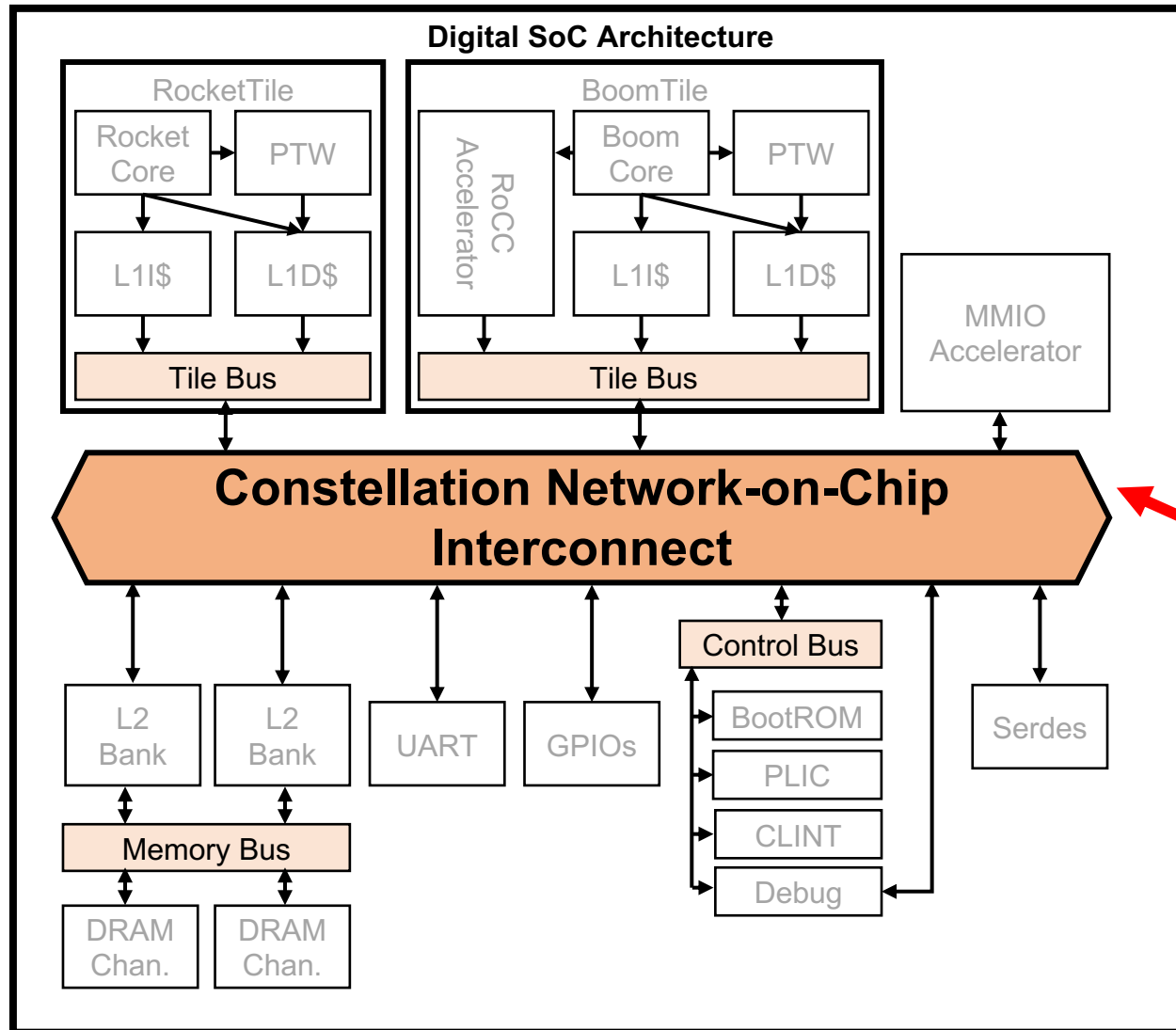
- TileLink is open-source chip-scale interconnect standard
- Comparable to AXI/ACE
- Supports multi-core, accelerators, peripherals, DMA, etc

## 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



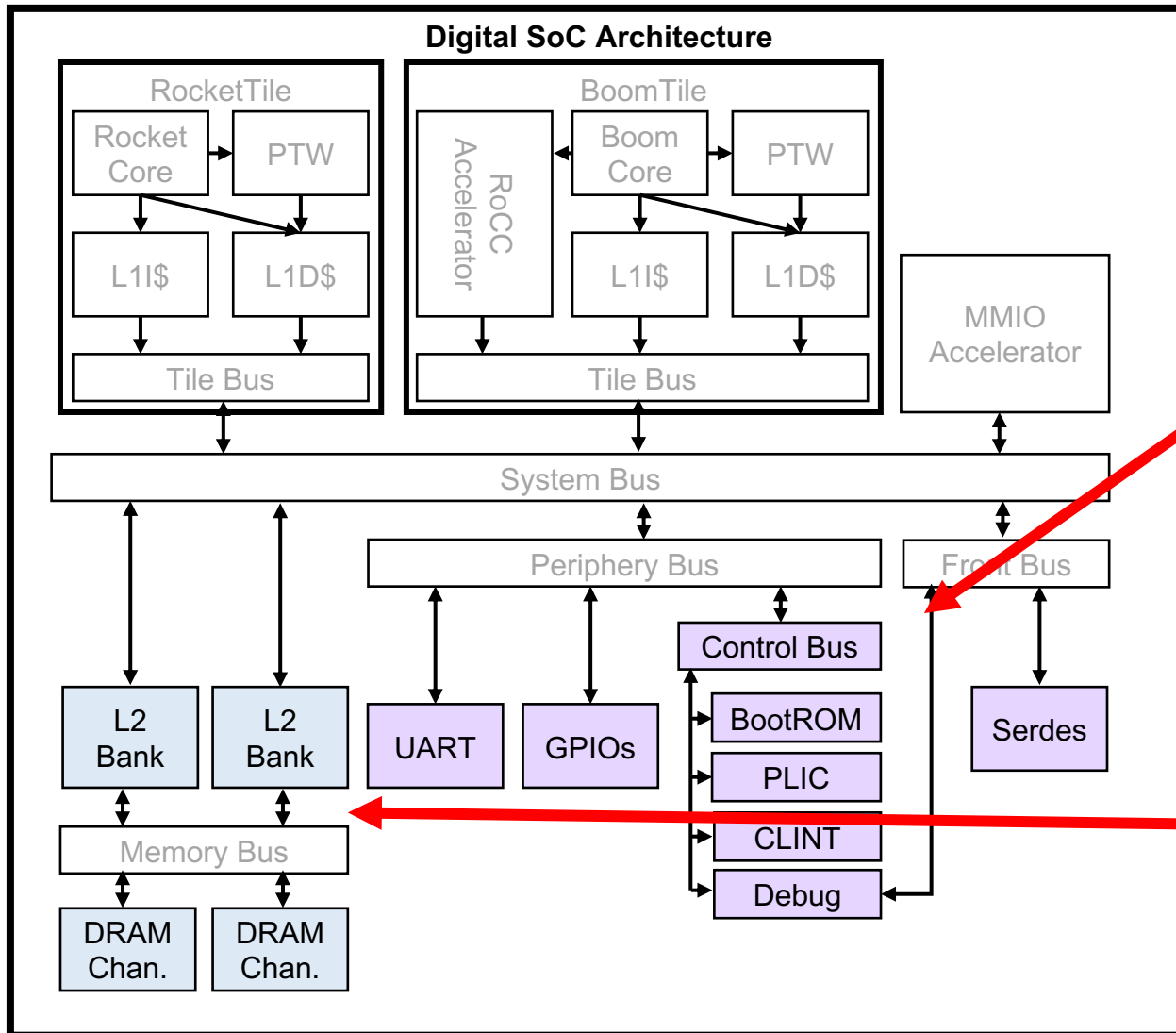
# NoC Interconnect



- Constellation**
- Drop-in replacement for TileLink crossbar buses
  - Build multi-NoC, irregular topology interconnects
  - Deadlock-free wormhole routing with virtual channels
  - Tapeout-proven



# L2/DRAM/Peripherals/IO



## Peripherals and IO:

- Interrupt controllers
- JTAG
- UART, GPIOs, SPI, I2C, PWM, etc.
- Clock-management devices
- SerDes
- Scratchpads

## Shared memory:

- Open-source directory-based LLC
- Optional broadcast-based coherence
- Optional incoherent memory systems

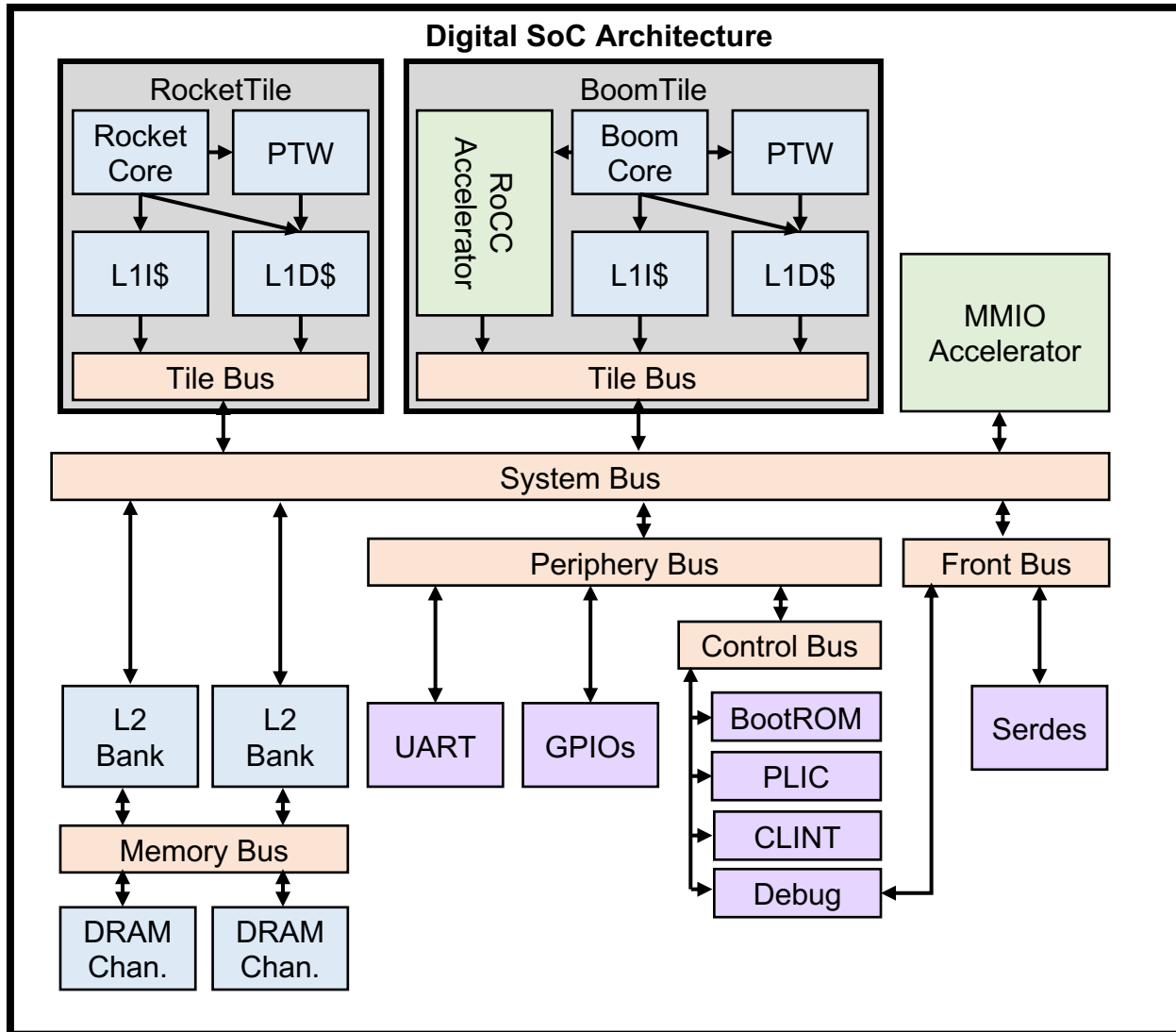
## DRAM:

- DRAMSim-backed DRAM model for RTL sim
- FPGA DRAM models in Firesim



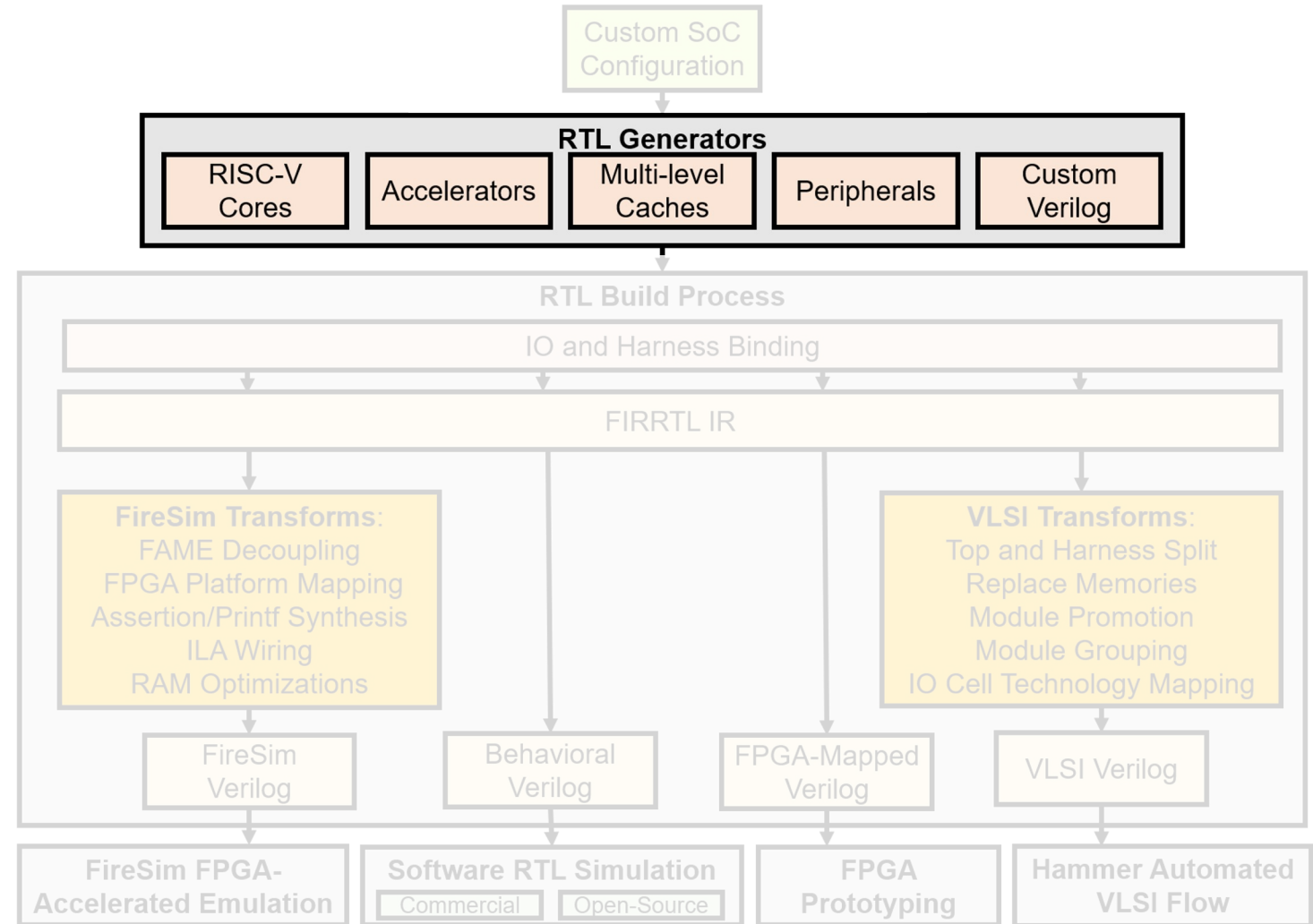


# SoC Architecture



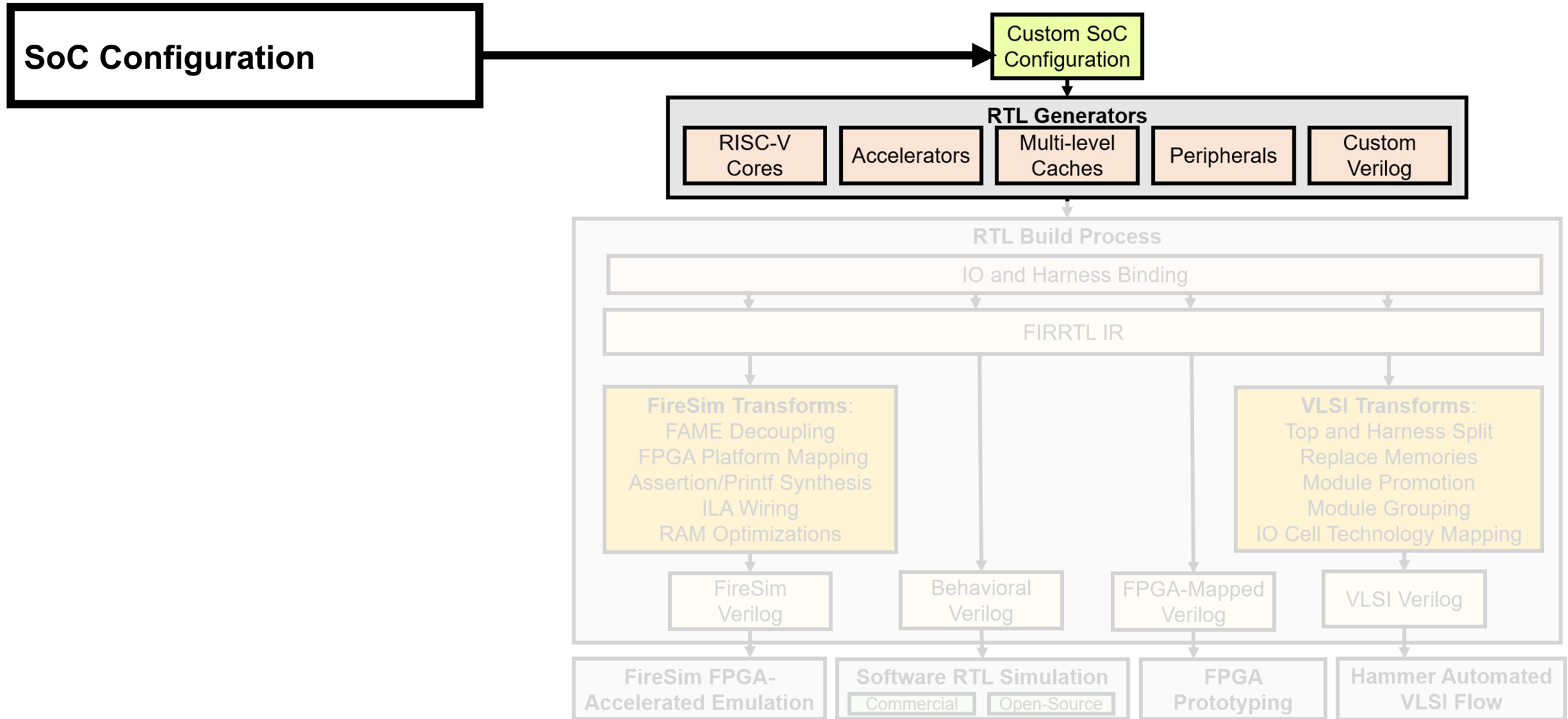


# CHIPYARD Organization



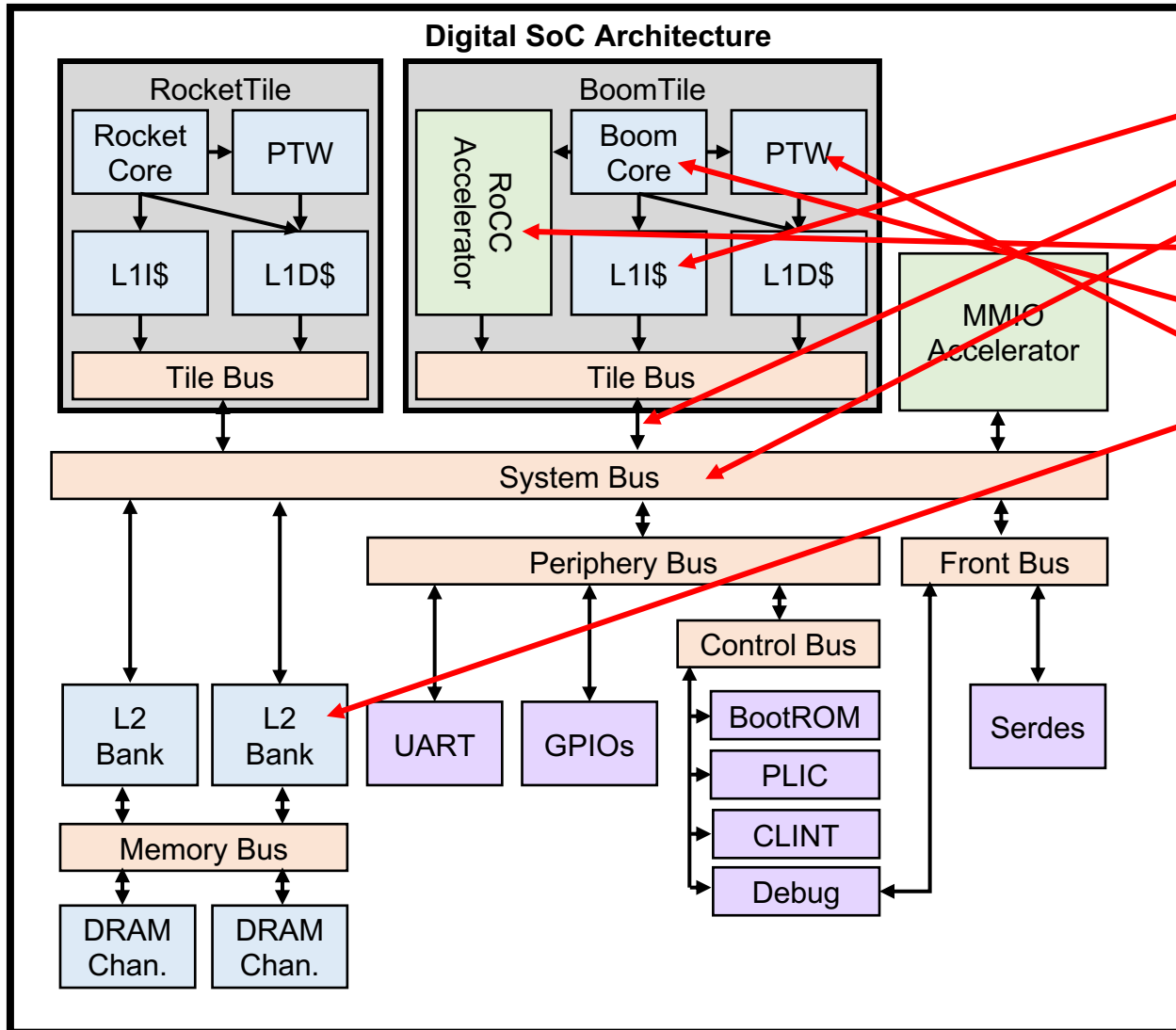


# CHIPYARD Organization





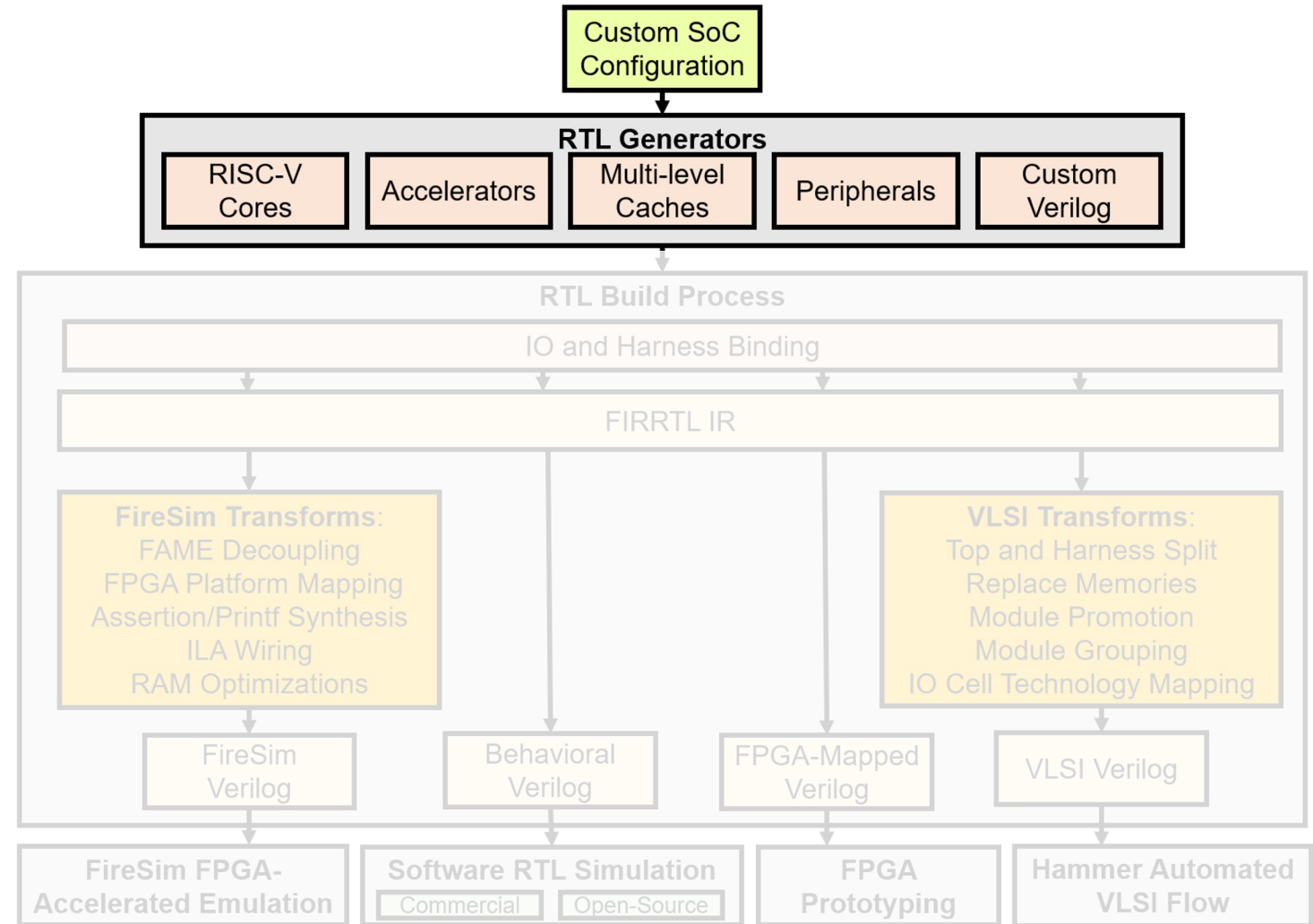
# Composable Configurations



```
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:

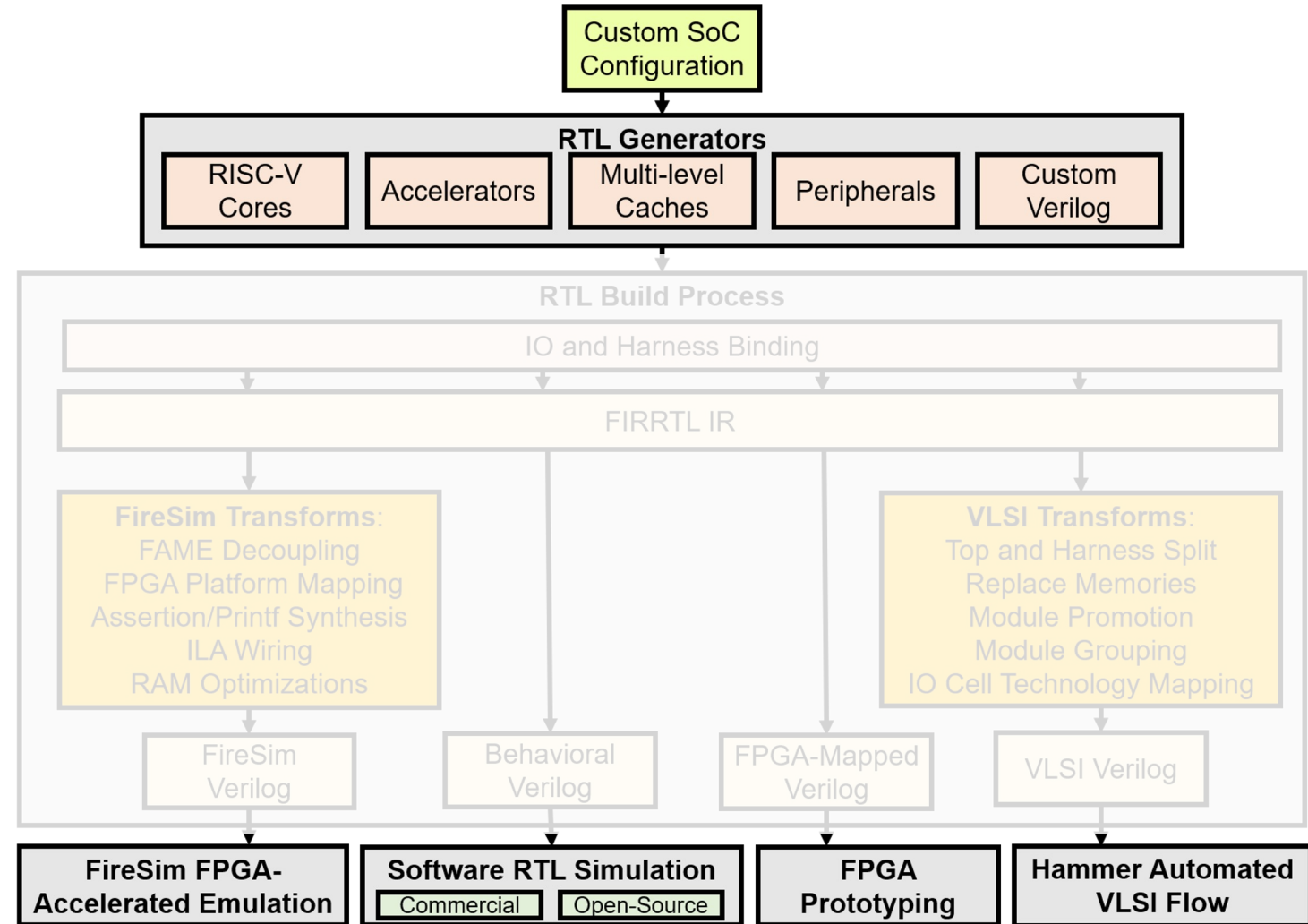
- Fast, non-deterministic prototypes
- Bringup platform for taped-out chips

## Hammer VLSI flow:

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

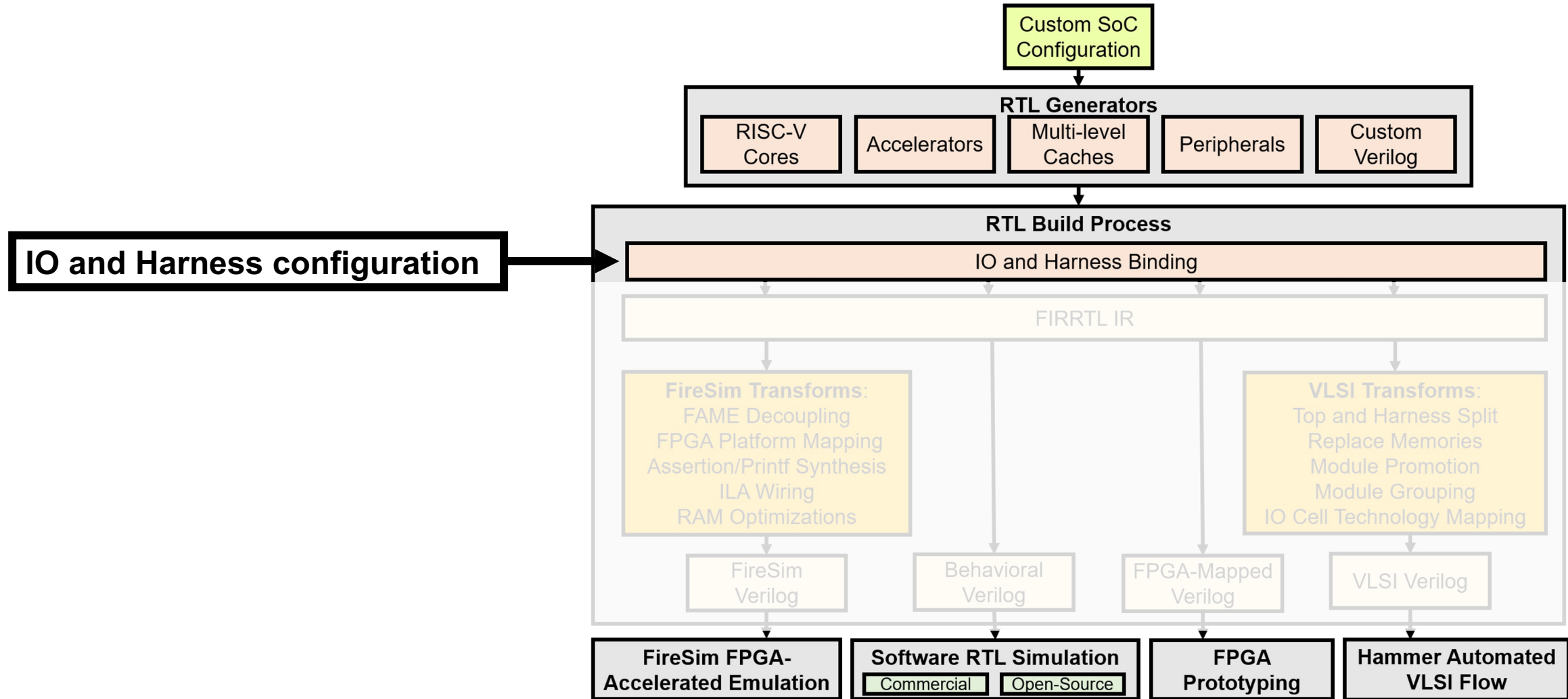
## FireSim:

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



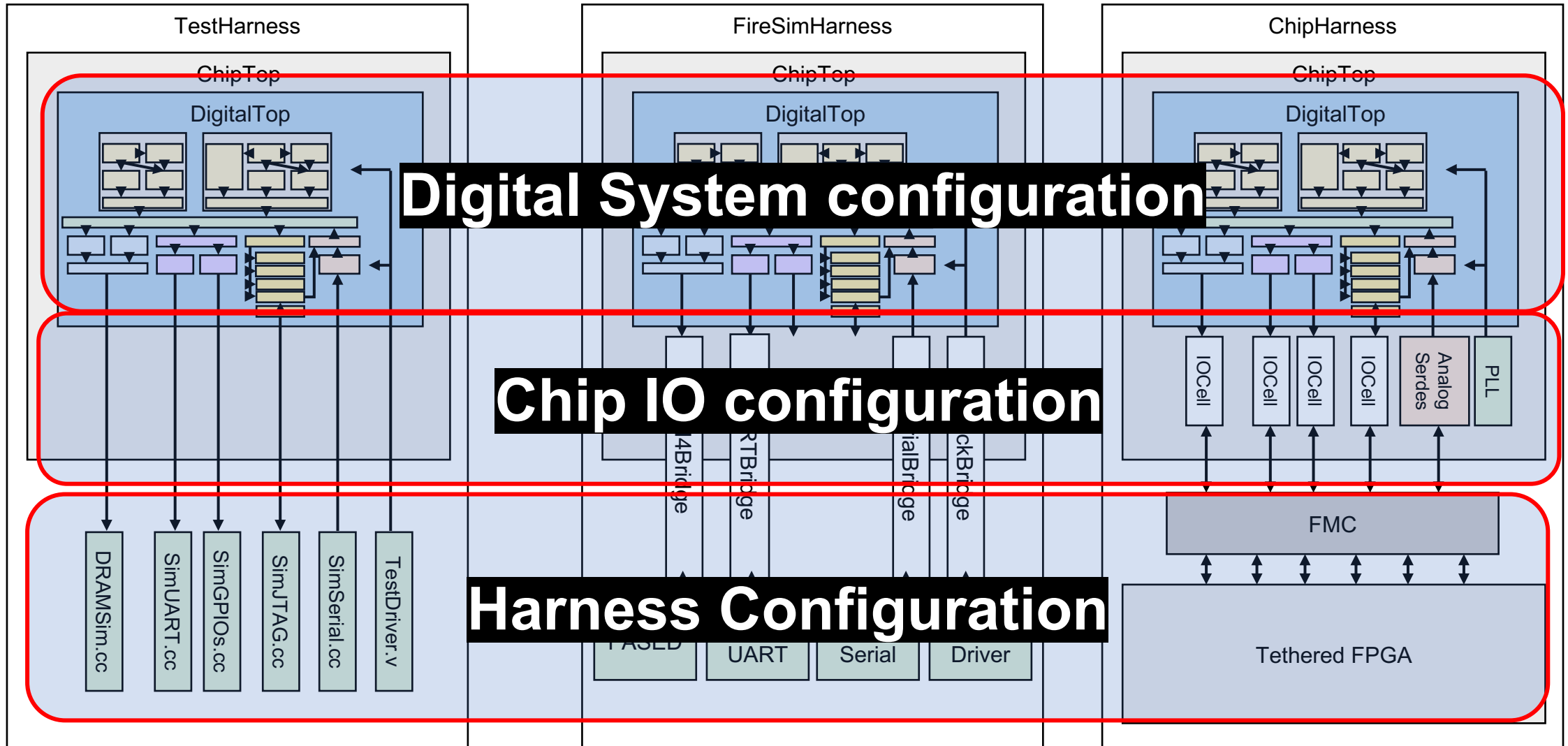


# CHIPYARD Organization





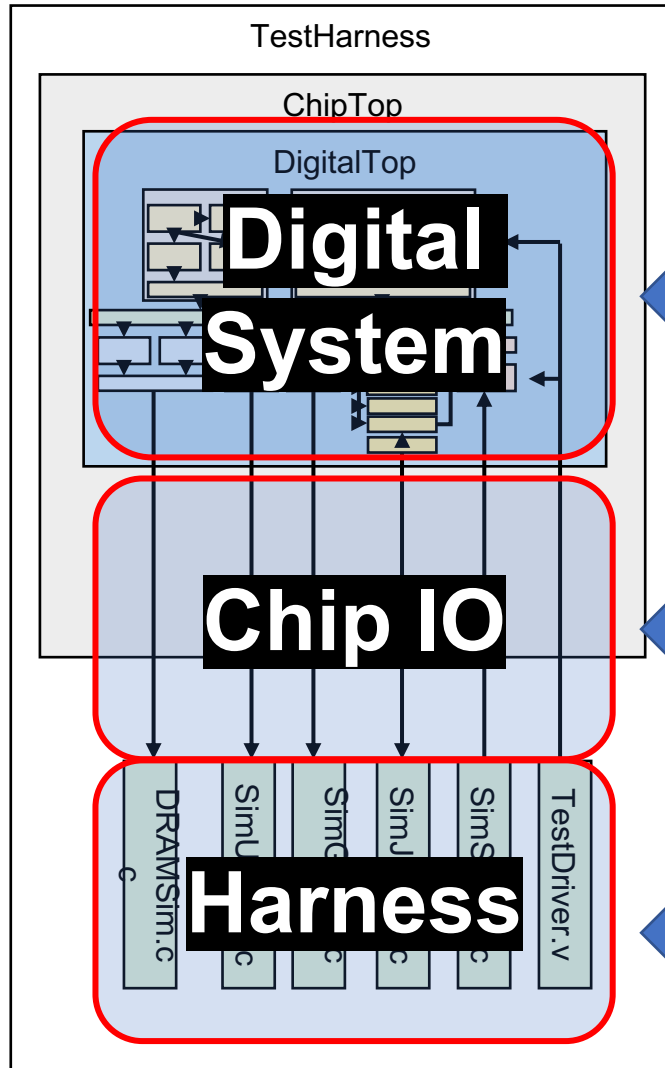
# Multipurpose







# Configuring IO + Harness



Digital Config

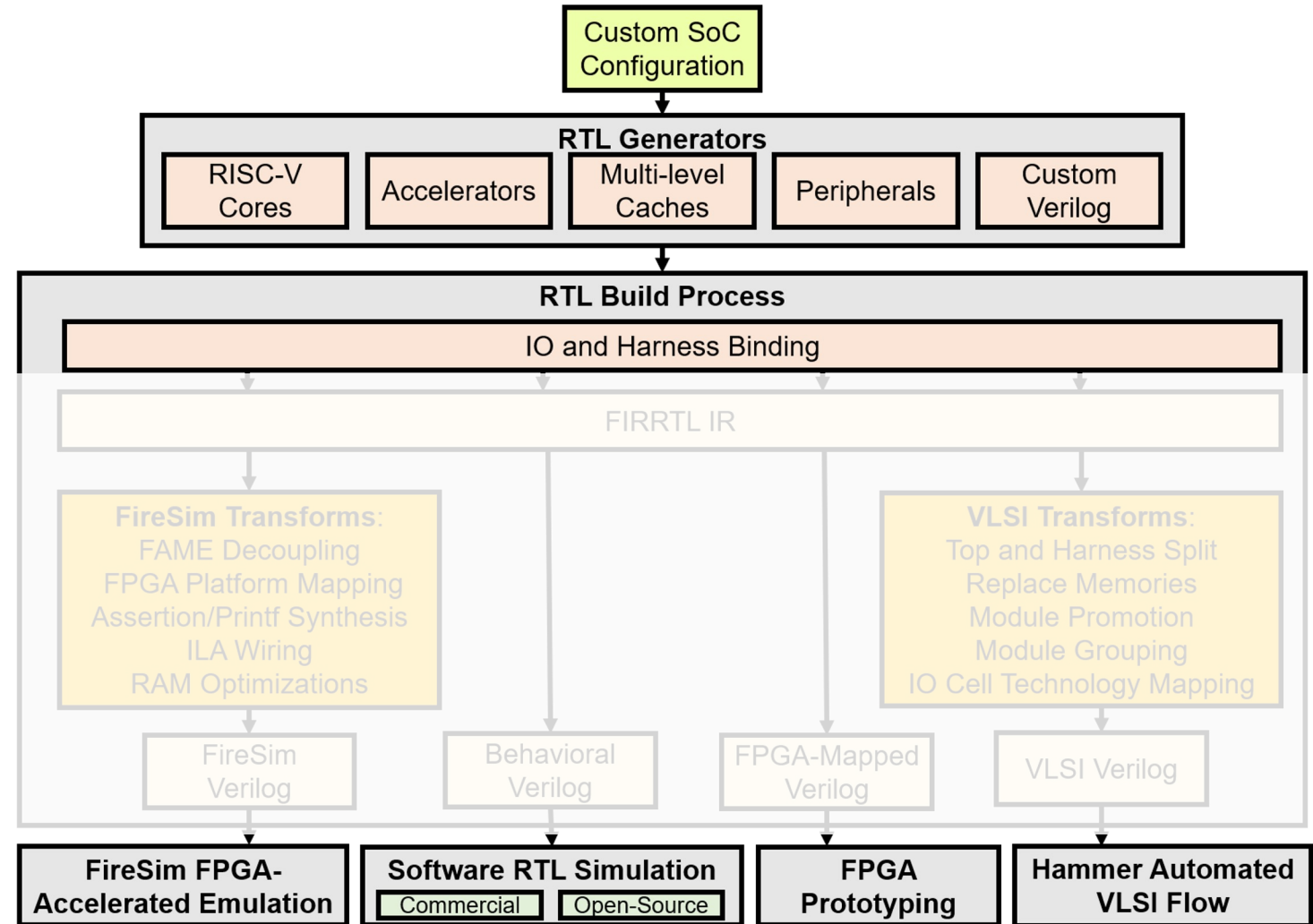
IO Binders

Harness Binders

```
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
```

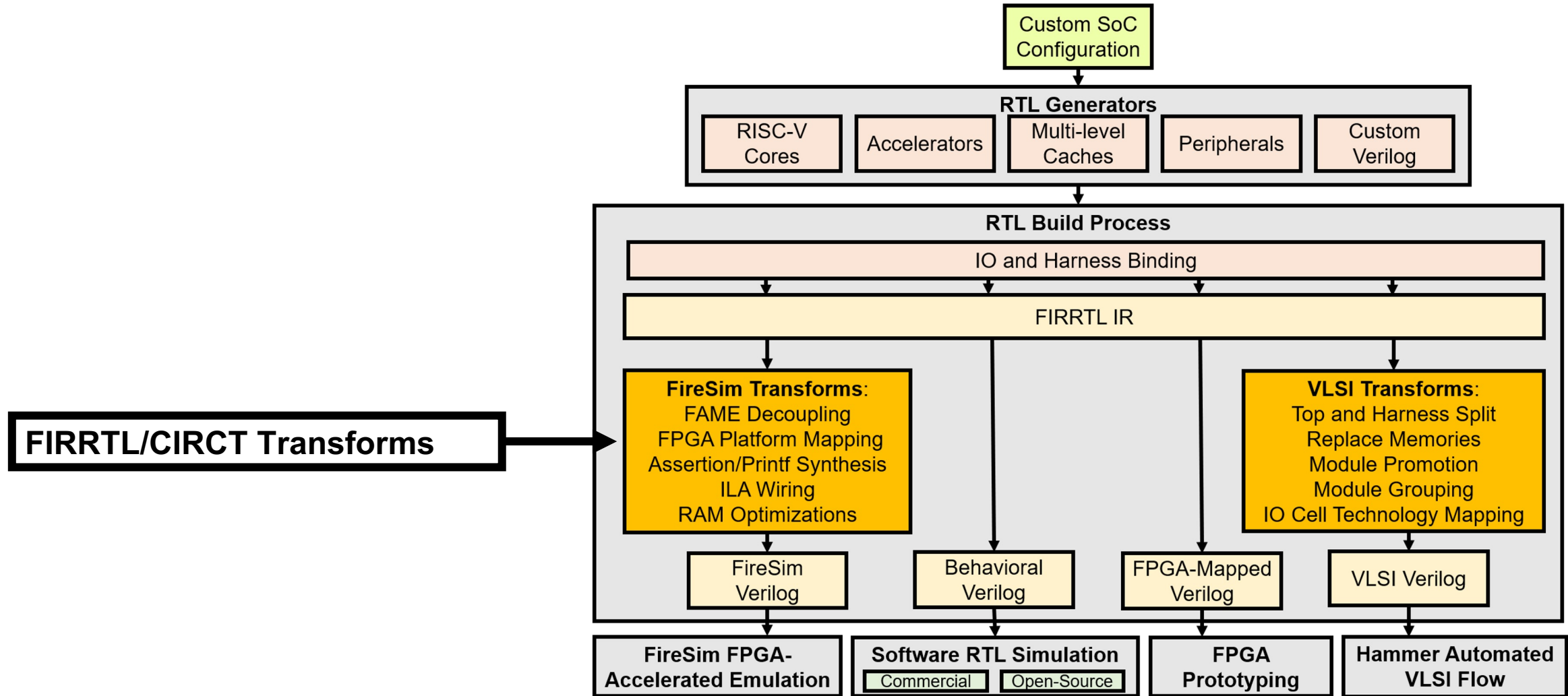


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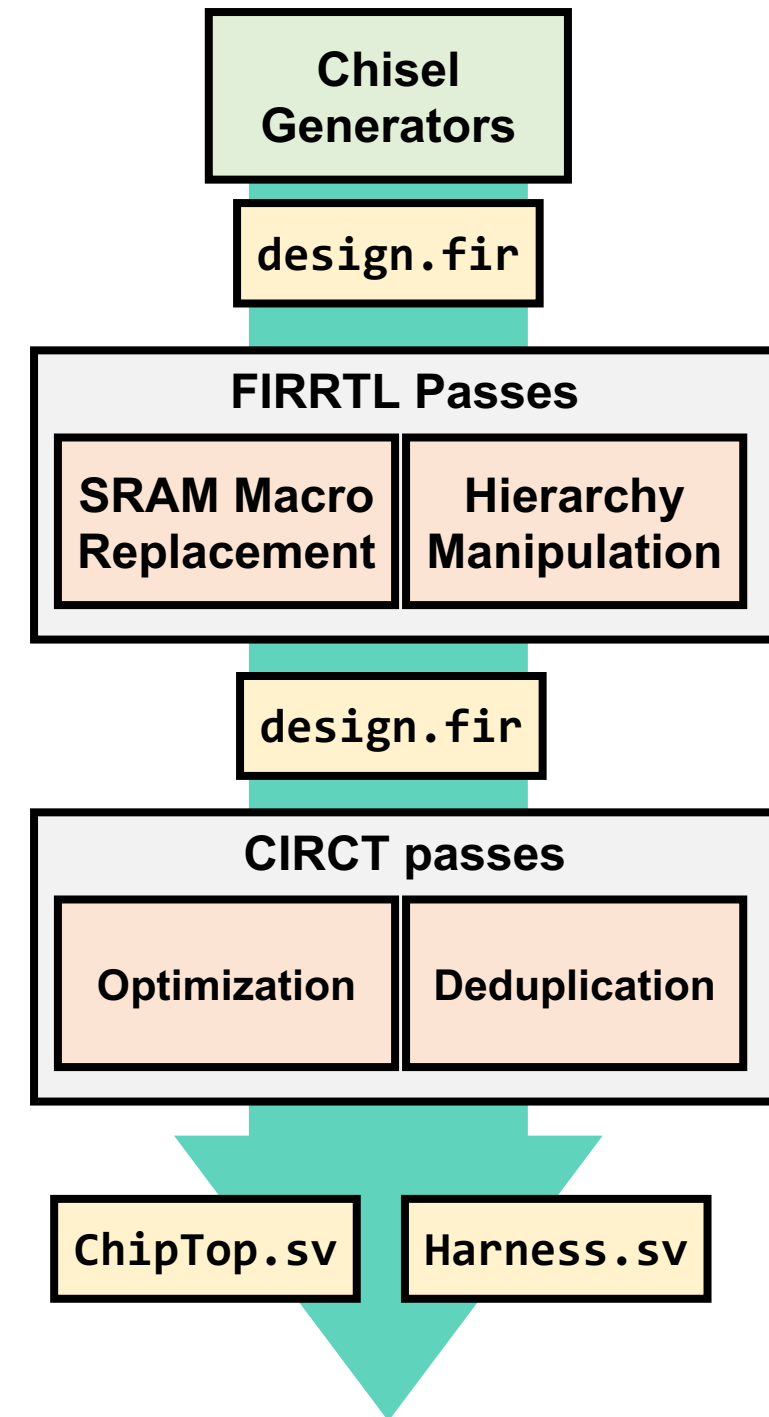
# CHIPYARD Organization





# 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
- **CIRCT Backend**
  - CIRCT generates tool-friendly synthesizable Verilog from FIRRTL
  - Very fast/powerful FIRRTL compiler





# CHIPYARD Organization

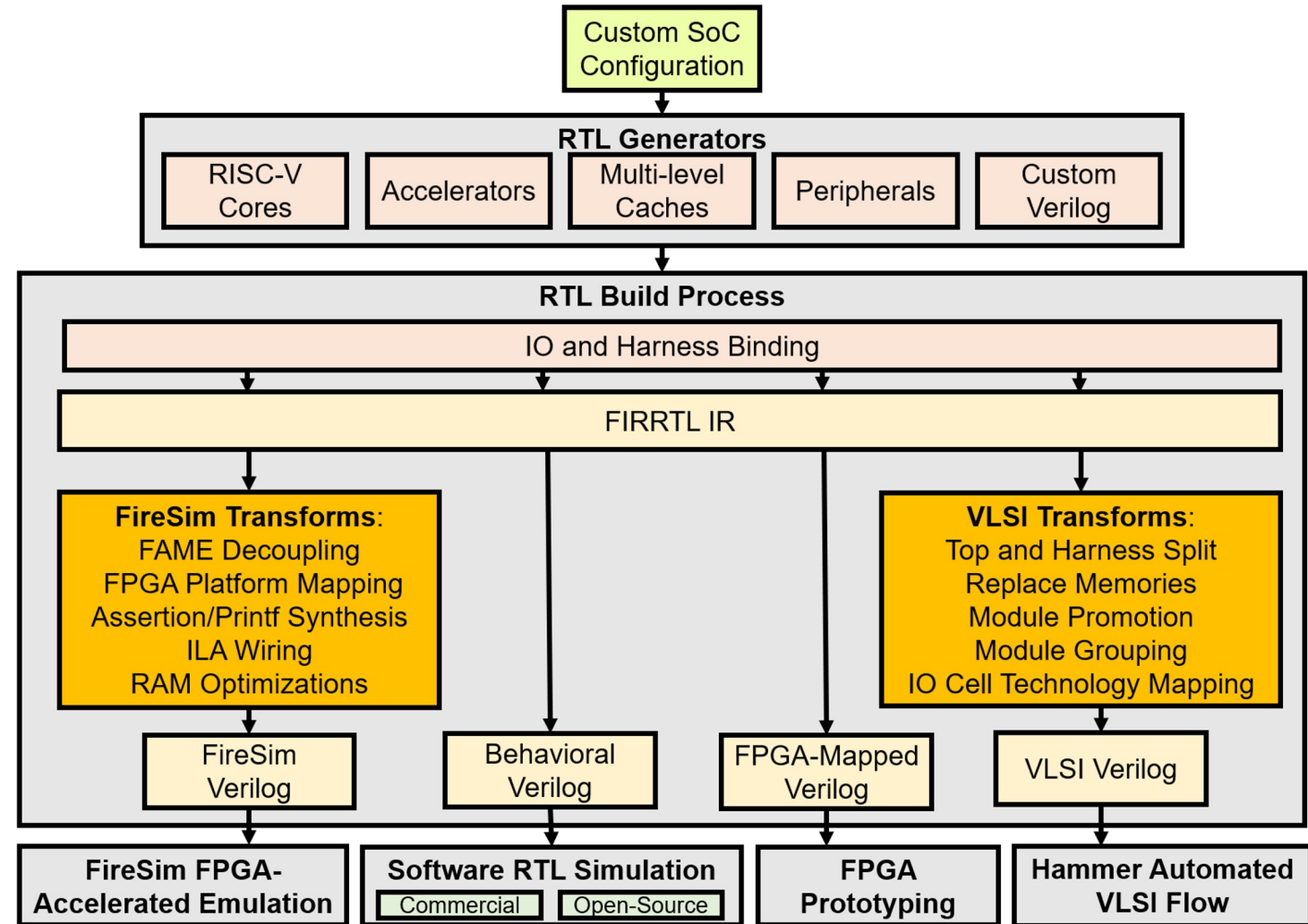
**Configs:** Describe parameterization of a multi-generator SoC

**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

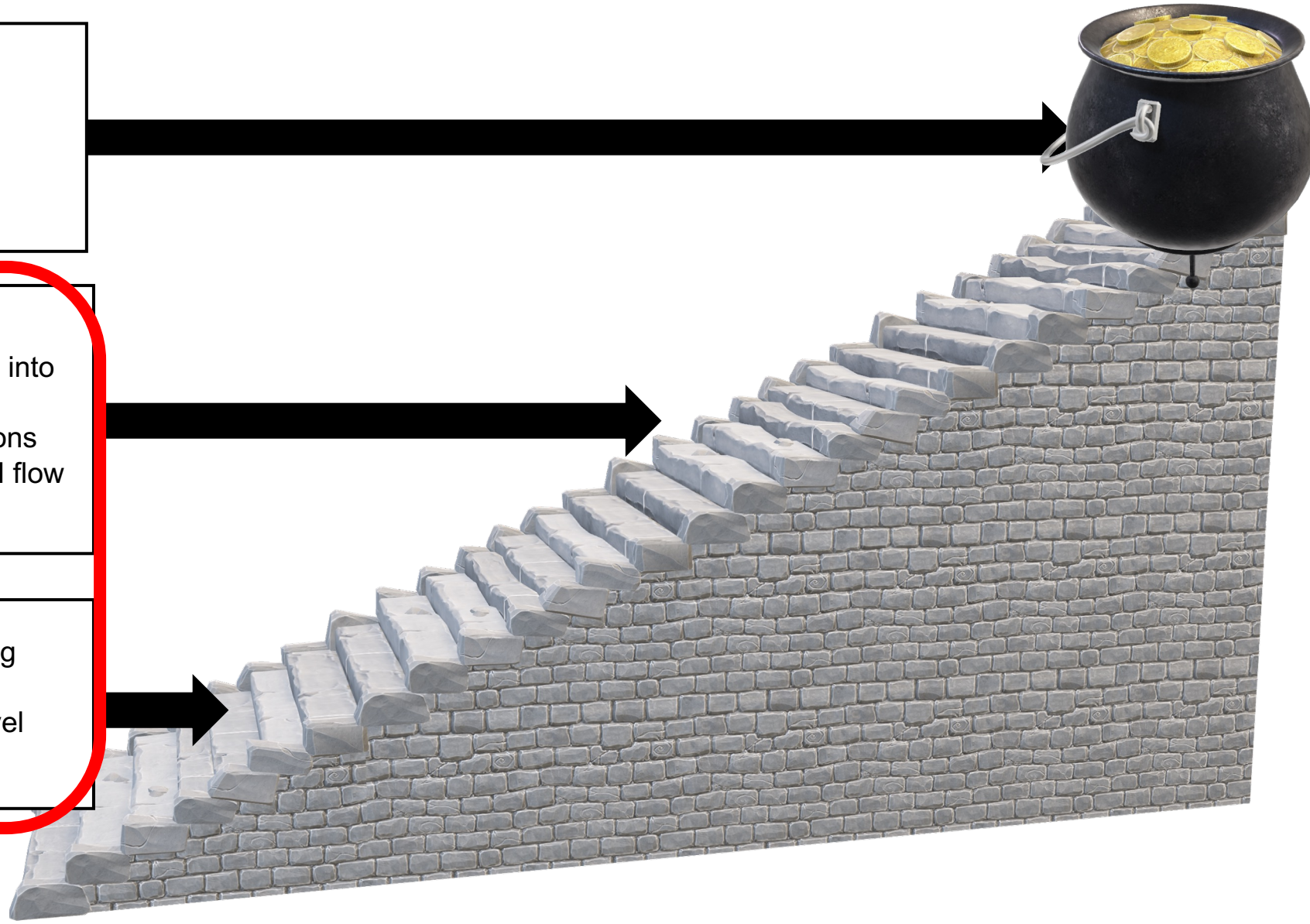
- Configure custom IO/clocking setups
- Develop custom FireSim extensions
- Integrate and tape-out a complete SoC

## 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





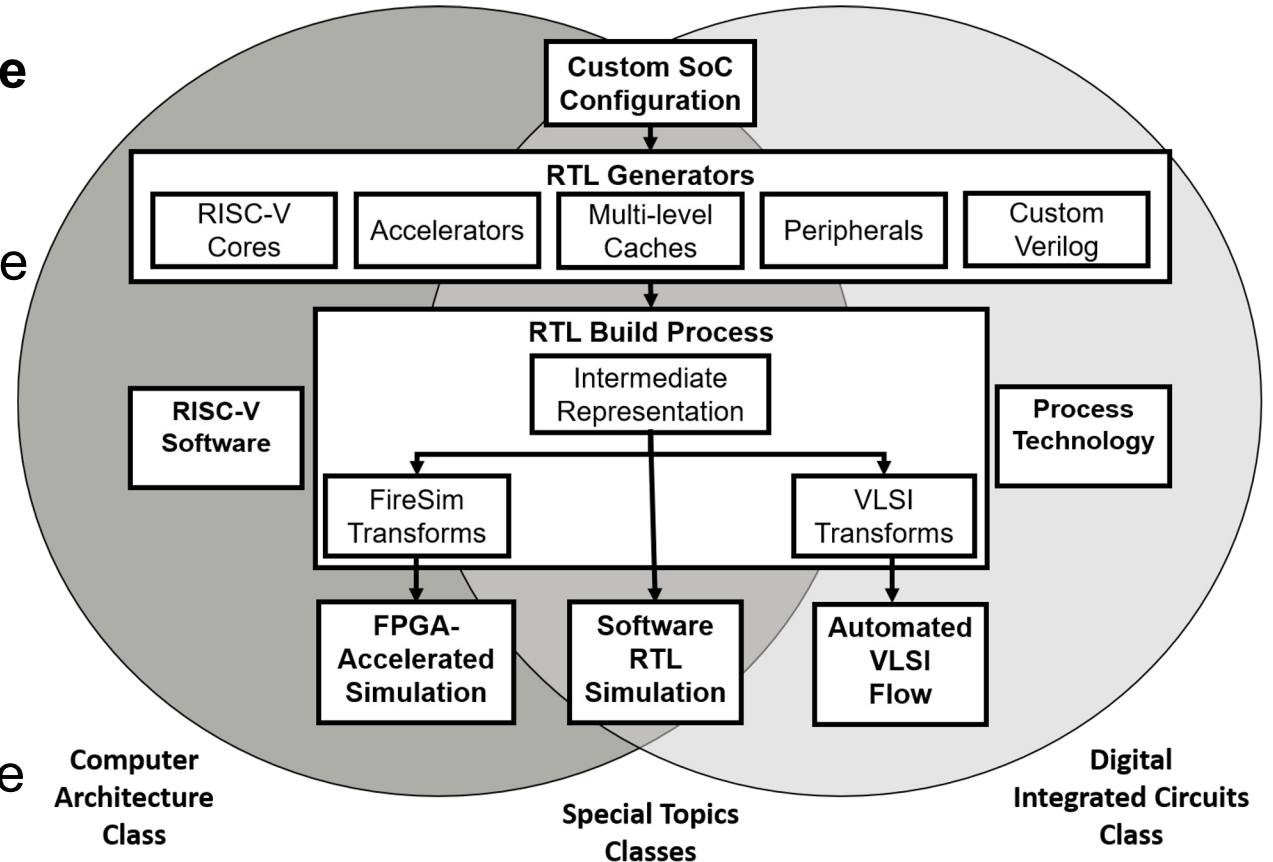
# CHIPYARD For Education

## 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)





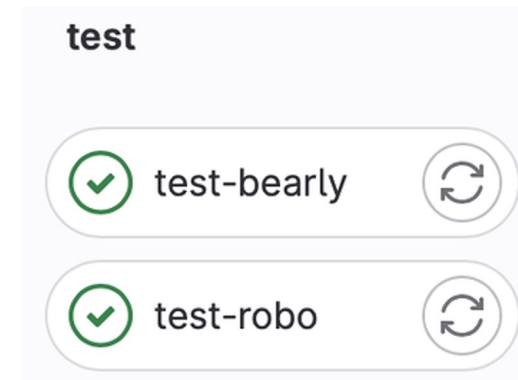
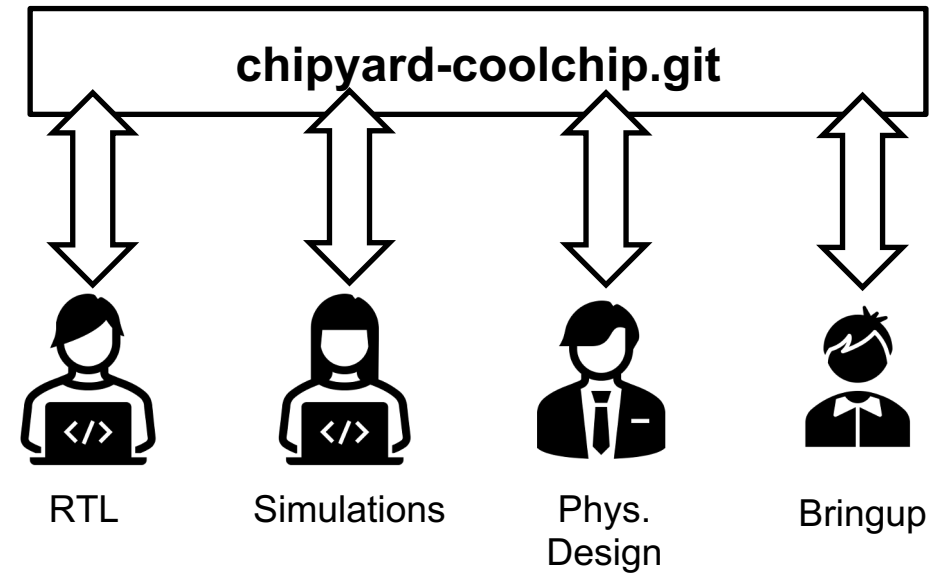
# CHIPYARD For Tapeouts

## 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







# CHIPYARD Community

## Documentation:

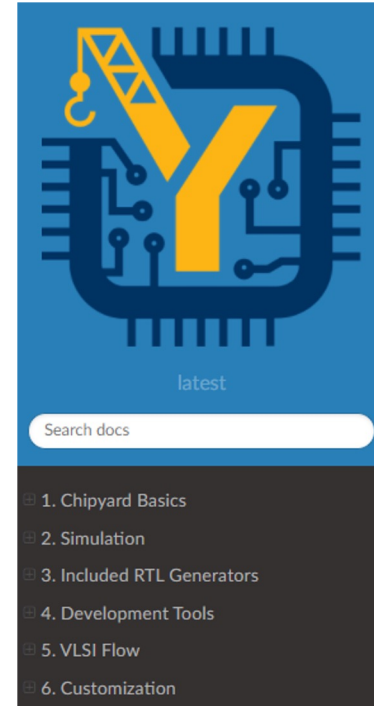
- <https://chipyard.readthedocs.io/en/dev/>
- 133 pages
- Most of today's tutorial content is covered there

## 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!

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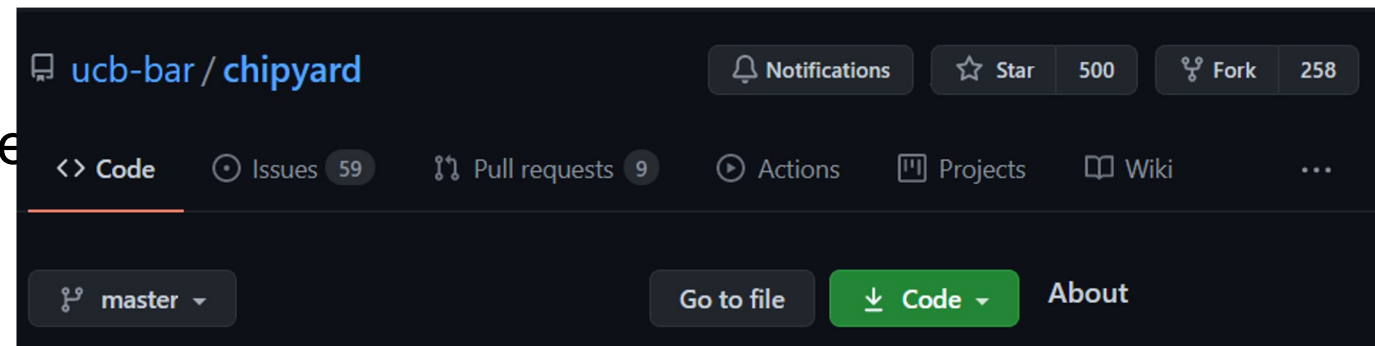
Welcome to Chipyard's documentation!



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.

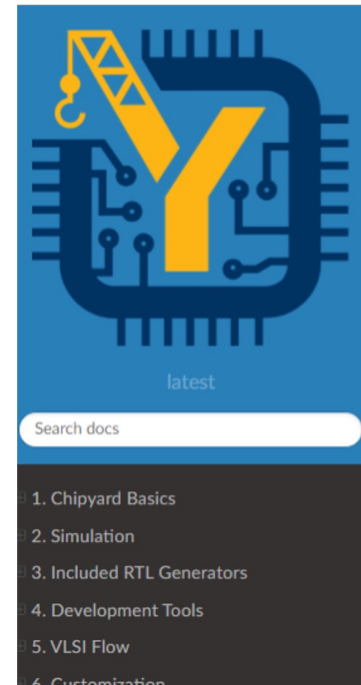




# CHIPYARD

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



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