Tutorial Conclusion

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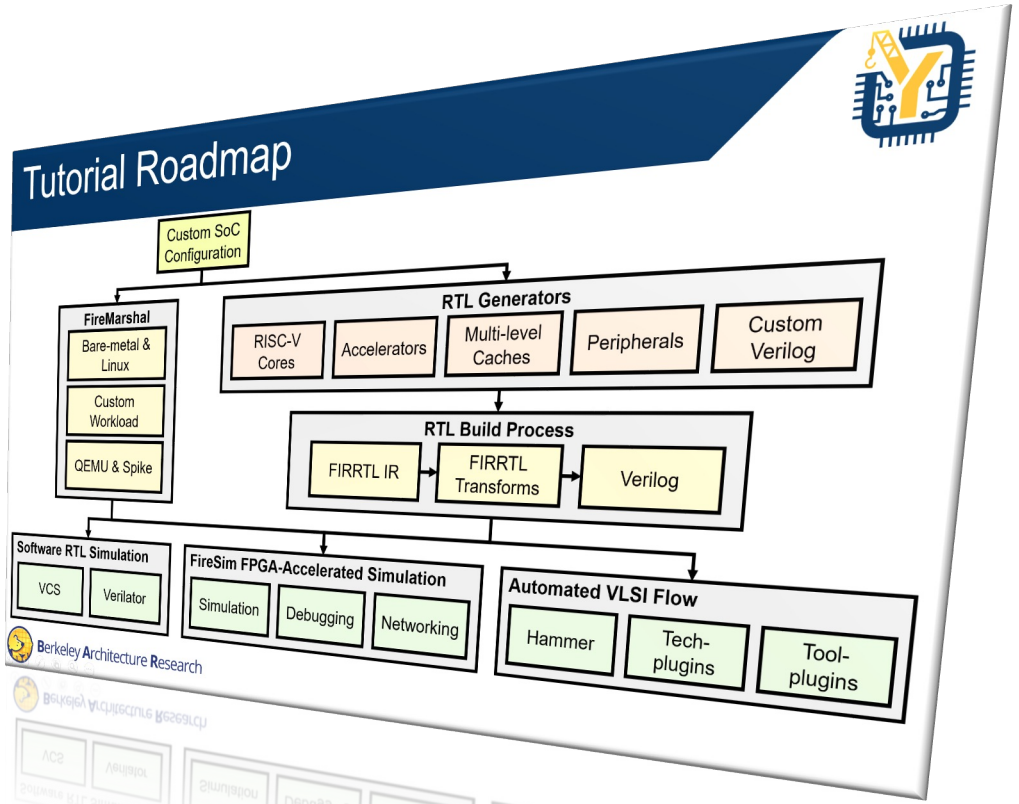
FireSim

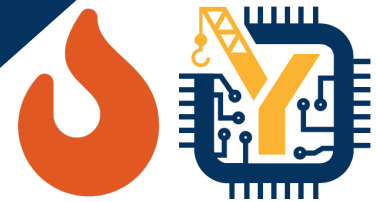
CHIPYARD

Recap

- Chipyard Basics
  - Composing SoC using generators
  - Configuring NoCs
  - RTL Simulation
  - **New!:** Chiplets!
- **New!:** Gemmini + AuRORA
  - Generate + run ML-accelerated code
  - Multi-CPU multi-Gemmini virtualized accelerator
- FireSim
  - Full-system FPGA-accelerated simulation
  - Linux-based software workloads
  - Debugging and instrumentation
  - Network simulation
  - **New!:** FireAxe multi-FPGA sims
  - **New!:** Decoupled from Chipyard

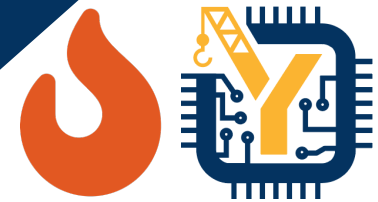


Join The Community!



- Used in industry and academia
- Development is all open-source and on GitHub
  - We recommend using “main” branch
    - Active development branch with most bugfixes
  - Tagged releases still exist for referencing/sharing
    - Chipyard 1.14 + FireSim 1.21 will be released by EOM
- 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/