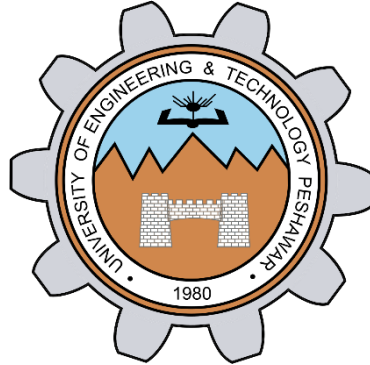


Integration of Bit-Serial SERV RISC-V Core into Chipyard: Expanding Open-Source SoC Ecosystems for Compact, Low-Power Designs



Submitted By

Group Number: 01

Name of Student

Ayesha Qazi

Humail Nawaz

Registration Number

21ABELT0895

21ABELT0892

Supervisor

Engr. Mehmoona Gul

Lecturer - Department of Electronic Engineering,
UET Peshawar - Abbottabad Campus

DEPARTMENT OF ELECTRONIC ENGINEERING
UNIVERSITY OF ENGINEERING AND TECHNOLOGY
PESHAWAR

August 2025

Integration of Bit-Serial SERV RISC-V Core into Chipyard: Expanding Open-Source SoC Ecosystems for Compact, Low-Power Designs

Submitted By

Name of Student	Registration Numbers
Humail Nawaz	21ABELT0892
Ayesha Qazi	21ABELT0895

A report submitted in partial fulfillment of the requirements for the degree of
B.Sc. Electronic Engineering

Supervisor

Engr. Mehmoona Gul

Lecturer - Department of Electronic Engineering,
UET Peshawar - Abbottabad Campus

Co-Supervisor

Dr. Anees Ullah

Assistant Professor - Department of Electronic Engineering,
UET Peshawar - Abbottabad Campus

Head of Department Signature: _____

External Examiner Signature: _____

Thesis Supervisor Signature: _____

DEPARTMENT OF ELECTRONIC ENGINEERING
UNIVERSITY OF ENGINEERING AND TECHNOLOGY
PESHAWAR - ABBOTTABAD CAMPUS

August 2025

Abstract

The call for energy-efficient processing, driven by the slowdown of Moore's Law demands system-on-chip architectures designed to optimize power and area utilization, yet deliver optimal performance metrics. Such systems-on-chip are the need of every device one comes across today. This effort addresses the limitations of the Chipyard System-on-Chip Framework to support and facilitate ultra-compact low-power SoCs by means of integrating bit-serial [3] RISC-V processor with Chipyard. This not only expands Chipyard's core ecosystem but also allows creation of resource-constrained lightweight SoCs. The integration has been carried out in incremental stages. This report comprehensively covers the integration approach, procedure, design modifications, challenges, iterative debugging, and most suitable solutions. The design, when completed, successfully enables reliable communication between the SERV core and Chipyard's SoC environment that included buses, interrupt controllers, BootROM and custom peripherals, validated through functional tests and simulation. This thesis not only delivers a functional low-power RISC-V SoC design but also provides a detailed methodology, enabling future researchers to extend and adapt the framework with minimal rework.

Keywords: RISC-V, System-on-Chip Design, Minimal Bit-Serial Processors, Chipyard, Wishbone, AXI, Tilelink, Chisel HDL, Verilog Blackbox, Finite State Machines, Tiles, Adapters

Innovation Points

First Ever Bit-Serial Processor in Chipyard

Ultra Minimalist Tile

Custom FSM-Based Bidirectional Protocol Conversion Bridge

Ecosystem Enhancement of Chipyard for Resource-Constrained Devices

List of Abbreviations

The following table describes the significance of various abbreviations and acronyms used throughout the thesis.

Abbreviation	Acronym
RISC-V	Reduced Instruction Set Computer (Fifth Generation)
ISA	Instruction Set Architecture
SoC	System-on-Chip
HDL	Hardware Description Language
HCL	Hardware Construction Language
SERV	Serial Risc-V
BOOM	Berkely Out-of-Order Machine
FESVR	Front-End Server
AXI	Advanced eXtensible Interface
AMBA	Advanced Microcontroller Bus Architecture
TL	Tilelink
DTS	Device Tree Source
PLIC	Platform Level Interrupt Controller
CLINT	Core Local Interrupt
FPGA	Field Programmable Gate Array
IP	Intellectual Property
CHISEL	Constructing Hardware in Scala Embedded Language
MDU	Multiply/Divide Unit
GPR	General Purpose Registers
CSRs	Control and Status Registers
DMA	Direct Memory Access
LUT	Look-up Table

List of Figures

Figure 1-1: Project Roadmap	I
Figure 2-1: First pipeline stage of Rocket Core	10
Figure 2-2: Rocket Core's complete pipeline	11
Figure 2-3: BOOM architecture and pipeline	12
Figure 2-4: CVA6 System level diagram	13
Figure 2-5: Tilelink Connectivity	15
Figure 2-6: TL-UL Messages	16
Figure 2-7: TL-UH Messages	18
Figure 2-8: TL-C Messages	20
Figure 2-9: Rocket Tile	21
Figure 3-1: Adder.scala File	27
Figure 3-2: Adder example in DigitalTop.scala	31
Figure 3-3: Adder Configs in MMIOAcceleratorConfigs	32
Figure 3-4: SERV SoC Make	33
Figure 3-5: SERV SoC Make successful	33
Figure 3-6: AdderTLRocketConfig	34
Figure 3-7: Adder binary and .riscv files generated	34
Figure 3-8: Adder peripheral verified	35
Figure 3-9: Request transaction from SoC to Adder	36
Figure 3-10: Response from Adder to SoC	36
Figure 3-11: Rocket Core's DTS includes Adder Peripheral	37
Figure 4-1: Integration Flow	38
Figure 4-2: Blackbox Block representation	39
Figure 4-3: AXI-Tilelink Adapter Chain	49
Figure 4-4: Tilelink-AXI Adapter Chain	50
Figure 4-5: Filesystem for Integration	51
Figure 5-1: SERV Top Block Diagram	52
Figure 5-2: SERV Schematic	55
Figure 5-3: SERV ALU Block Diagram	55
Figure 5-4: Addition/Subtraction Unit	56
Figure 5-5: Serv ALU Schematic	58
Figure 5-6: ALU Timing Diagram	58

Figure 5-7: SERV Bufreg Block Diagram	59
Figure 5-8: SERV Bufreg Schematic	59
Figure 5-9: SERV Bufreg Schematic	60
Figure 5-10: Bufreg2 Block Diagram	60
Figure 5-11: Bufreg2 Timing Diagram	61
Figure 5-12: Bufreg2 Schematic	61
Figure 5-13: SERV CSR Block Diagram	62
Figure 5-14: CSR Schematic	63
Figure 5-15: CSR Timing Diagram	64
Figure 5-16: Control Block Diagram	64
Figure 5-17: SERV Control Unit Logic	65
Figure 5-18: SERV Control Unit Schematic	66
Figure 5-19: Timing Diagram of serv_ctrl	66
Figure 5-20: Decode Unit Block Diagram	67
Figure 5-21: Decode logic representation	67
Figure 5-22: Decode Unit Timing Diagram	69
Figure 5-23: Immdec Block Diagram	70
Figure 5-24: Decode Logic	70
Figure 5-25: Immdec Unit Schematic	71
Figure 5-26: Immdec Unit Timing Diagram	71
Figure 5-27: SERV Memory Interface	72
Figure 5-28: Memory Interface Schematic	72
Figure 5-29: Logic Representation	73
Figure 5-30: Serv Memory Interface Timing Diagram	73
Figure 5-31: RF Interface Block Diagram	74
Figure 5-32: RF Interface Logic Representation	74
Figure 5-33: RF Interface Schematic	75
Figure 5-34: RF Interface Timing Diagram	75
Figure 5-35: SERV State Unit Timing Diagram	77
Figure 5-36: Instruction Fetch	78
Figure 5-37: Instruction Decode Timing Diagram	79
Figure 5-38: Handshake between wreq and rf_ready	79
Figure 5-39: Timing Diagram for single-stage execution	80

Figure 5-40: Trap asserted for external interrupts and ecall/ebreak operations.....	80
Figure 5-41: Two-stage SERV operations representation	81
Figure 5-42: Servile Schematic.....	82
Figure 5-43: Servile Timing Diagram.....	83
Figure 5-44: Servile Mux Schematic	84
Figure 5-45: Servile Mux Timing Diagram	85
Figure 5-46: Servile Arbiter Schematic	86
Figure 5-47: Servile Arbiter Timing Diagram	86
Figure 5-48: RF RAM Interface Schematic.....	87
Figure 5-49: RF RAM Interface Timing Diagram.....	88
Figure 5-50: Serving Schematic.....	89
Figure 5-51: Serving RAM	91
Figure 5-52: Servile Mem Interface Schematic	91
Figure 5-53: Servile Mem Interface Timing Diagram	92
Figure 5-54: Modified Serving	94
Figure 5-55: Serving Timing Diagram.....	94
Figure 7-1: Bridge State Diagram.....	104
Figure 7-2: Bridge Testing with dummy Wishbone IP	105
Figure 7-3: AXI2WB Transaction verification	105
Figure 7-4: AXI Dummy IP for Testing WB2AXI Transactions	106
Figure 7-5: WB2AXI Verification	106
Figure 7-6: Serving connected to Bridge	107
Figure 7-7: AXI-Serving Write Transaction	108
Figure 7-8: AXI-Serving Read Transaction	109
Figure 7-9: Transactions propagated from Serving	110
Figure 7-10: Transactions translated into AXI.....	110
Figure 8-1: ConfigMixins.scala File	114
Figure 8-2: ServConfigs.scala File	114
Figure 8-3: Build.sbt in SERV	115
Figure 8-4: Addition of SERV to Chipyard's core list	115
Figure 8-5: SERV in Chipyard's main Build.sbt.....	115
Figure 8-6: SERV SoC Make.....	116
Figure 8-7: SERV SoC Make successful	116

Figure 8-8: SERV SoC Make successful	117
Figure 8-9: SERV DTS in Chipyard	117
Figure 8-10: SERV SoC Block Diagram	118
Figure 9-1: ServConfigs added to FPGA Configuration File	119
Figure 9-2: Make command for Bitstream Generation.....	120
Figure 9-3: Make flow in Vivado.....	120
Figure 9-4: Synthesis started.....	121
Figure 9-5: RTL Optimization Step	121
Figure 9-6: Synthesis Progress	122
Figure 9-7: Synthesis step completed	123
Figure 9-8: DRC step begins.....	123
Figure 9-9: Power Optimizations in Implementation	124
Figure 9-10: Design Rule Check completed.....	124
Figure 9-11: Placer Initialization	124
Figure 9-12: Global Placement	125
Figure 9-13: Detail Placement	125
Figure 9-14: Post Placement Optimization and Cleanup.....	125
Figure 9-15: Design Placement Successful.....	126
Figure 9-16: Routing Design	126
Figure 9-17: Design Routed successfully	126
Figure 9-18: Bitstream Generation completed.....	127
Figure 9-19: SERV SoC running on Arty A7 35T	127

List of Tables

Table 2-1: Tilelink Channels	15
Table 2-2: TL-UL Signals	17
Table 2-3: TL-UH Signals.....	18
Table 2-4: TL-C Signals.....	20
Table 5-1: Servile Parameters	82
Table 9-1: SERV SoC LUT Utilization.....	128

Table of Contents

Abstract.....	III
Innovation Points	IV
List of Abbreviations.....	V
Table of Contents	XI
1 Introduction and Background	1
1.1 Overview of the Project	1
1.1.1 Project Motivation	1
1.1.2 Problem Statement	1
1.1.2.1 Research Questions.....	2
1.1.2.2 Scope of the Project.....	2
1.2 Background	3
1.3 Objectives of Thesis.....	3
1.4 Project Roadmap	4
1.4.1 Features of the Project	4
1.5 Goals and Milestones Achieved.....	5
1.5.1 Key Goals Set	5
1.5.2 Milestones Achieved.....	5
1.6 Difficulties	6
1.7 Outline of Dissertation.....	6
2 Chipyard.....	9
2.1 Introduction.....	9
2.1.1 What is Chipyard	9
2.1.2 The Need for Chipyard	9
2.2 Chipyard Ecosystem	9

2.2.1	Cores	9
2.2.1.1	Rocket Core:	9
2.2.1.2	BOOM:	11
2.2.1.3	CVA6:	13
2.2.1.4	Ibex:	13
2.2.2	Accelerators	13
2.2.3	Toolchains	14
2.2.4	Sims.....	14
2.3	SoC Architecture in Chipyard.....	14
2.3.1	TileLink Interconnect Overview [2]	14
2.3.1.1	Channels	15
2.3.1.2	Conformance Levels and Messages	16
2.3.2	Tile Structure.....	21
2.3.3	Memory Hierarchy and Buses	22
2.3.4	Diplomatic Widgets and Adapters	23
2.3.4.1	TLBuffer	23
2.3.4.2	TLFragmenter	23
2.3.4.3	TLSourceShrinker	23
2.3.4.4	TLWidthWidget	23
2.3.4.5	TLFIFOFixer	23
2.3.4.6	AXI4Fragmenter.....	24
2.3.4.7	AXI4Buffer.....	24
2.3.4.8	AXI4UserYanker	24
2.3.4.9	AXI4Deinterleaver	24
2.3.4.10	AXI4IdIndexer.....	24
2.3.4.11	TLToAXI4 and AXI4ToTL.....	24

2.4	CHISEL: Chipyard's Primary Hardware Construction Language.....	25
2.4.1	Overview of CHISEL	25
2.4.2	Rationale for Using Chisel in Chipyard.....	25
2.4.3	Key Benefits for SoC Design.....	25
2.4.4	Chisel in the Chipyard Ecosystem	25
2.5	Simulation and Prototyping Flows	26
2.5.1	Software RTL Simulation with Verilator	26
2.5.2	FPGA Prototyping using FPGA Shells	26
2.6	Chapter Summary	26
3	Peripheral Integration with Chipyard.....	27
3.1	Introduction.....	27
3.2	Designing the Peripheral.....	27
3.2.1	Overview of the Adder Peripheral	27
3.2.2	Chisel Implementation	27
3.3	Configuring Chipyard for the Peripheral	31
3.3.1	Inclusion in Digital Top:	31
3.3.2	Modifying MMIO Accelerator Configs	32
3.4	Adder BlackBox.....	32
3.5	Simulation Workflow	33
3.5.1	Building the SoC with the Peripheral	33
3.5.2	Preparing the Test Program in C	34
3.5.3	Compiling and Linking for RISC-V	34
3.5.4	Running the Binary in Verilator	35
3.6	Results and Observations.....	35
3.6.1	Addition Verification:	35
3.6.2	Communication Path: Rocket Core to Adder Peripheral	35

3.6.3	Adder Peripheral in the Device Tree Source (DTS)	37
3.7	Chapter Summary	37
4	Core Integration Overview	38
4.1	Introduction.....	38
4.1.1	Purpose and importance of integrating a custom core into Chipyard.....	38
4.1.2	Overview of integration steps	38
4.2	BlackBox Wrapping for Core Integration.....	39
4.2.1	Verilog BlackBox Wrapping.....	39
4.2.2	Scala BlackBox Definition	39
4.2.3	Practical Considerations and Limitations	41
4.3	Defining Core and Tile Parameters.....	41
4.3.1	Crafting CoreParams and TileParams case classes.....	41
4.3.2	InstantiableTileParams.....	42
4.3.3	Documentation and handling of “Rocket-specific” parameters.....	43
4.4	The Tile Class	43
4.4.1	Custom Class	43
4.4.2	Connecting TileLink master/slave nodes to diplomatic fabric	44
4.4.3	Handling device description and resource registration.....	45
4.5	Tile Module Implementation	45
4.5.1	TileModuleImp	45
4.5.2	Connecting core blackbox to TileLink or AXI interfaces.....	46
4.5.3	Interrupt Handling.....	47
4.6	Configuring Core in Chipyard Build Flow	47
4.6.1	Writing Config Fragments to modify TilesLocated.....	48
4.6.2	CanAttachTile and TileAttachParams.....	48
4.7	Protocol Bridging (if Non–TileLink Core)	49

4.7.1	Identifying interface mismatches	49
4.7.2	Inserting diplomatic adapters	49
4.8	Integration Validation.....	50
4.9	Chapter Summary	51
5	SERV Core.....	52
5.1	Introduction.....	52
5.2	SERV Architecture	52
5.3	SERV Instruction Cycle:.....	78
5.3.1	Instruction Fetch:	78
5.3.2	Instruction Decode:	78
5.3.3	Execution:	79
5.3.3.1	One-stage instructions	80
5.3.3.2	Interrupts and ecall/ebreak.....	80
5.3.3.3	Two-stage operations	81
5.4	Servile: The Convenience Wrapper	81
5.4.1	Components of SERVILE:.....	84
5.4.1.1	Multiplexer	84
5.4.1.2	Arbiter.....	85
5.4.1.3	RF RAM Interface	87
5.4.1.4	SERV Top (CPU):.....	89
5.5	Serving SoClet	89
5.5.1	Components of The Serving SoClet:	90
5.5.1.1	Serving RAM:.....	90
5.5.1.2	Servile Memory Interface	91
5.5.1.3	Servile.....	92
5.5.2	Modifications in Serving.....	93

5.6	Chapter Summary	95
6	Integration Challenges	96
6.1	Introduction.....	96
6.2	Language Mismatch.....	96
6.3	Communication Protocol	96
6.4	Bridge Integration	97
6.5	Chapter Summary	97
7	Protocol Conversion.....	98
7.1	Introduction.....	98
7.2	Protocols	98
7.2.1	AXI	98
7.2.2	Wishbone	98
7.3	Conversion Bridge	99
7.3.1	Architecture.....	99
7.3.2	Finite State Machine (FSM).....	99
7.3.3	AXI-Wishbone	105
7.3.3.1	Design.....	105
7.3.3.2	Verification	105
7.3.4	Wishbone-AXI.....	106
7.3.4.1	Design.....	106
7.3.4.2	Verification	106
7.4	System Top.....	107
7.5	Chapter Summary	110
8	SERV Inside Chipyard.....	111
8.1	Introduction.....	111
8.2	Blackboxes.....	111

8.2.1	Verilog Blackbox	111
8.2.2	Scala Blackbox.....	112
8.3	SERV Tile	113
8.3.1	Core Params	113
8.3.2	Tile Params	113
8.4	Custom Configurations	114
8.5	Makefile	114
8.6	Build Script	115
8.7	Results.....	116
8.8	Chpater Summary	118
9	FPGA Implementation	119
9.1	Introduction.....	119
9.2	Environment.....	119
9.3	SoC Configuration for FPGA	119
9.4	Bitstream Generation Flow	120
9.5	FPGA Programming and Verification	127
9.6	Results and Observations.....	128
10	Conclusions and Future Work.....	129
10.1	Conclusion	129
10.2	Future Work:	130
	References.....	131