

RepCut: Superlinear Parallel RTL Simulation with Replication-Aided Partitioning

By Haoyuan Wang, Scott Beamer

Presenter: Boyang Zhang, Department of ECE, UW Madison

bzhang523@wisc.edu





About me

- Education

- BS in School of Electronic and Information, South China University of Technology, China, 2020.
- MS in Department of ECE, Rutgers University, 2021.
- Second-year PhD student (supervisor: Prof. Tsung-Wei Huang).

- Current research

- Incremental task graph partitioning.
- A paper^[1] of task graph partitioning was accepted to DAC'24.
- I am submitting a paper to ICCAD'24.

[1] Boyang Zhang, Dian-Lun Lin, Che Chang, Cheng-Hsiang Chiu, Bojue Wang, Wan Luan Lee, Chih-Chun Chang, Donghao Fang, and Tsung-Wei Huang, "G-PASTA: GPU Accelerated Partitioning Algorithm for Static Timing Analysis," *ACM/IEEE Design Automation Conference (DAC)*, San Francisco, CA, 2024

Outline

- Introduction to RTL simulation
 - What is RTL simulation?
 - Why partitioning?
 - Partitioning challenges?
- Introduction to RepCut
 - Partitioning algorithm walkthrough
 - Scheduling the partitions
 - Experimental results
- Current research
 - Limitations of RepCut partitioning
 - PASTA partitioning

Introduction to RTL simulation



What is RTL simulation?

- A process to simulate the behaviors of a Register Transfer Level(RTL) design to verify its functionality.
- **Event-driven**(more accurate) or **full-cycle**(less time-consuming).
- Full-cycle simulator: Verilator^[2], **ESSENT**^[3](unoptimized).

[2] <https://github.com/verilator/verilator>

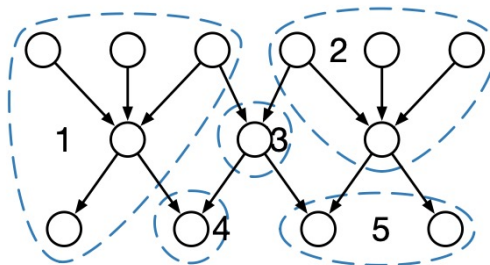
[3] <https://github.com/ucsc-vama/essent>

Why partitioning?

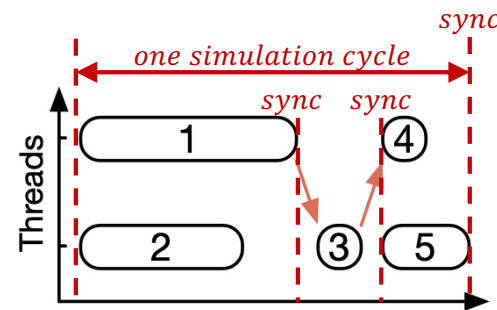
- RTL simulation is very **time-consuming** for large designs.
- RTL simulation in parallel?
- Represent the design as a task dependency graph(**TDG**).
 - Node: the simulation task of a logic gate/register.
 - Edge: the connection between logic gates/registers.
 - Too **fine-grained**.
 - Partition the TDG.

Partitioning challenges?

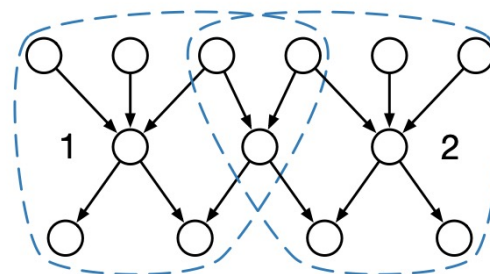
- Goal: **Balanced partitions** and **minimal synchronization effort**.



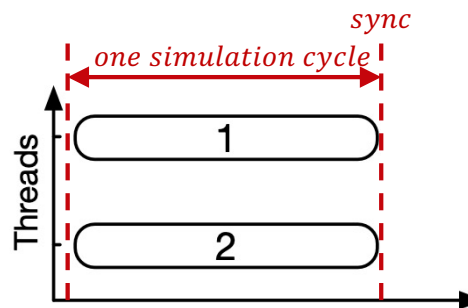
(a) Verilator Partitioning



(b) Verilator Schedule



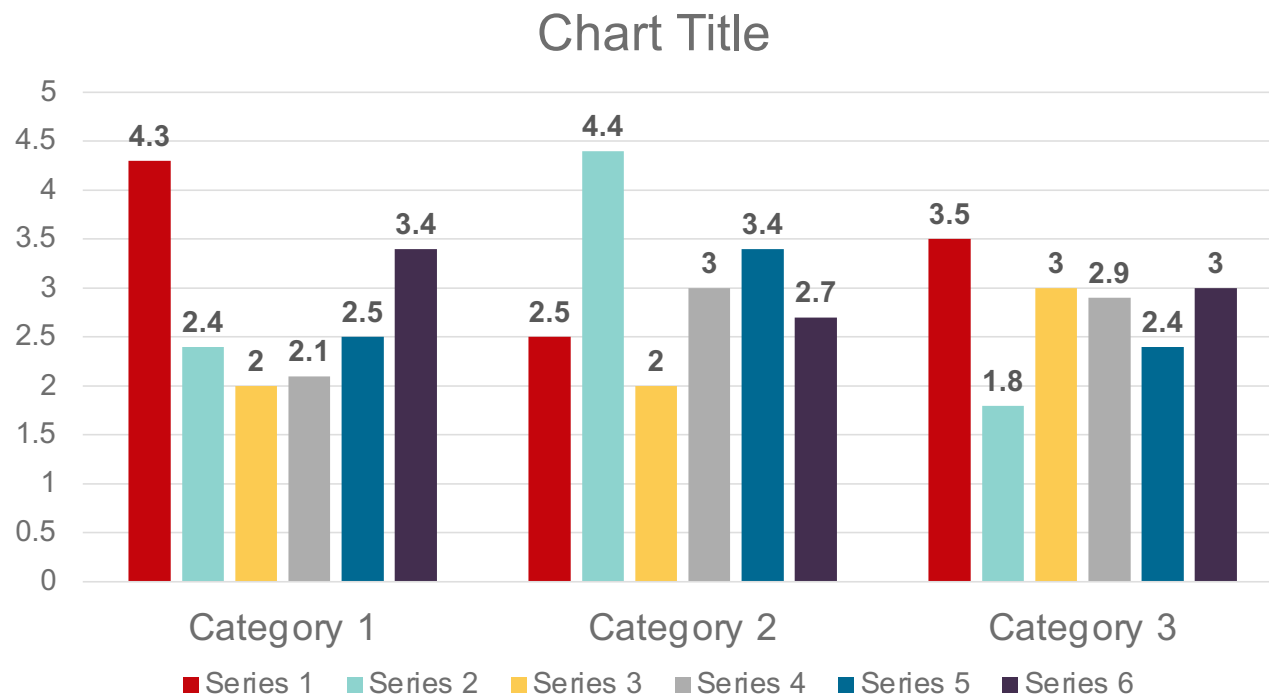
(c) RepCut Partitioning

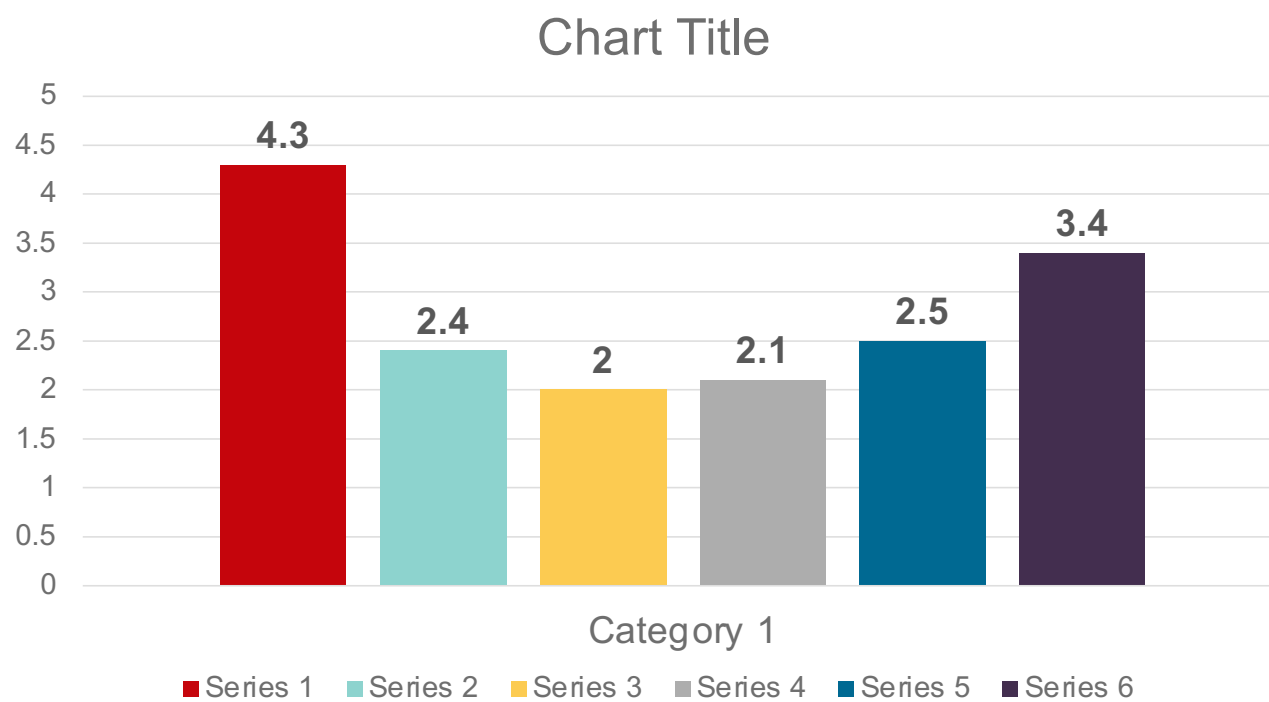


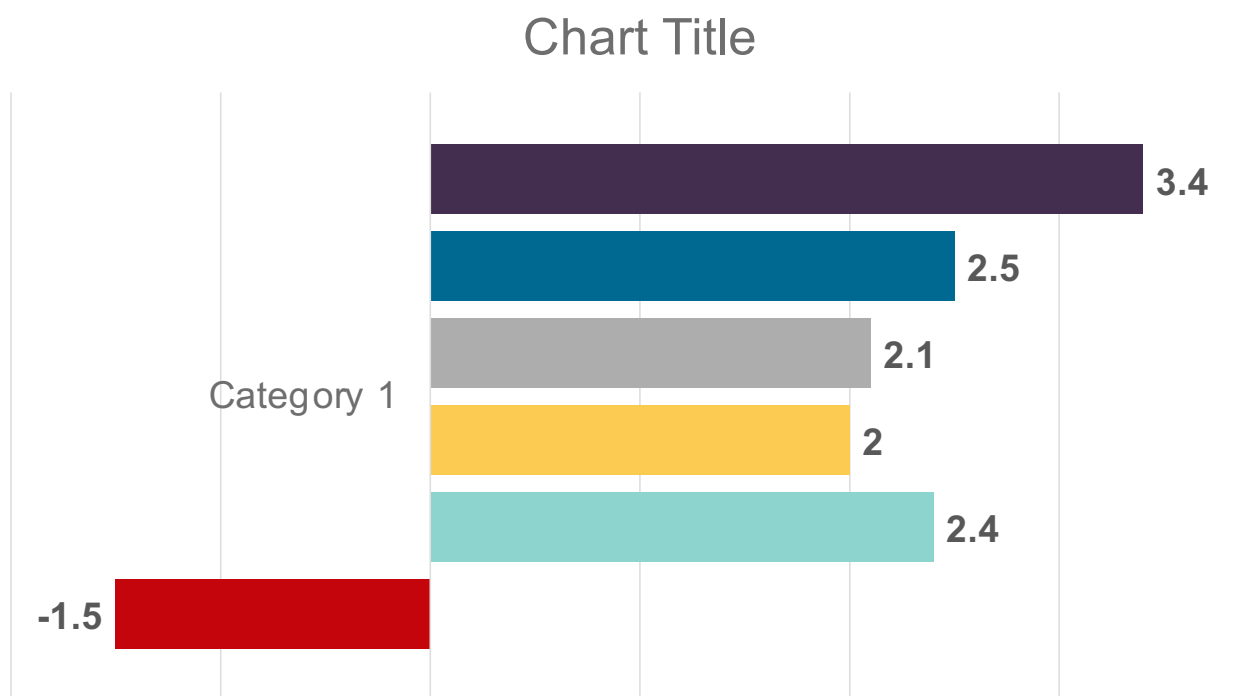
(d) RepCut Schedule

Introduction to RepCut









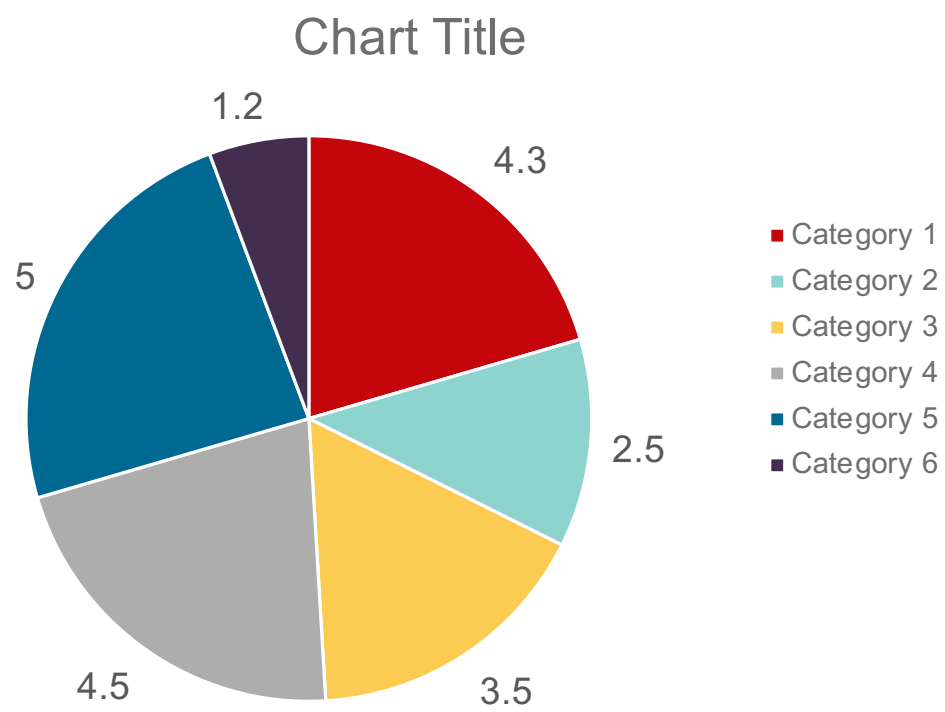


Chart Title

