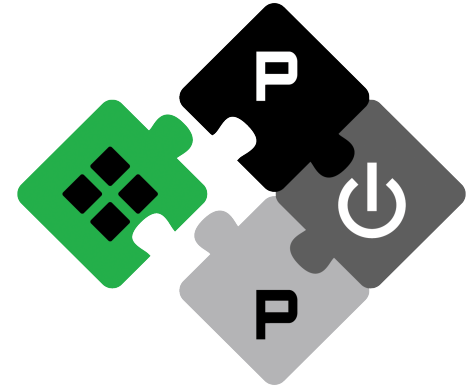


PULP tutorial

how to compile and simulate software on platform

What is PULP?

- Parallel Ultra-Low Platform
- Aim to: edge computing devices
 - Signal processing
 - Low energy consumption

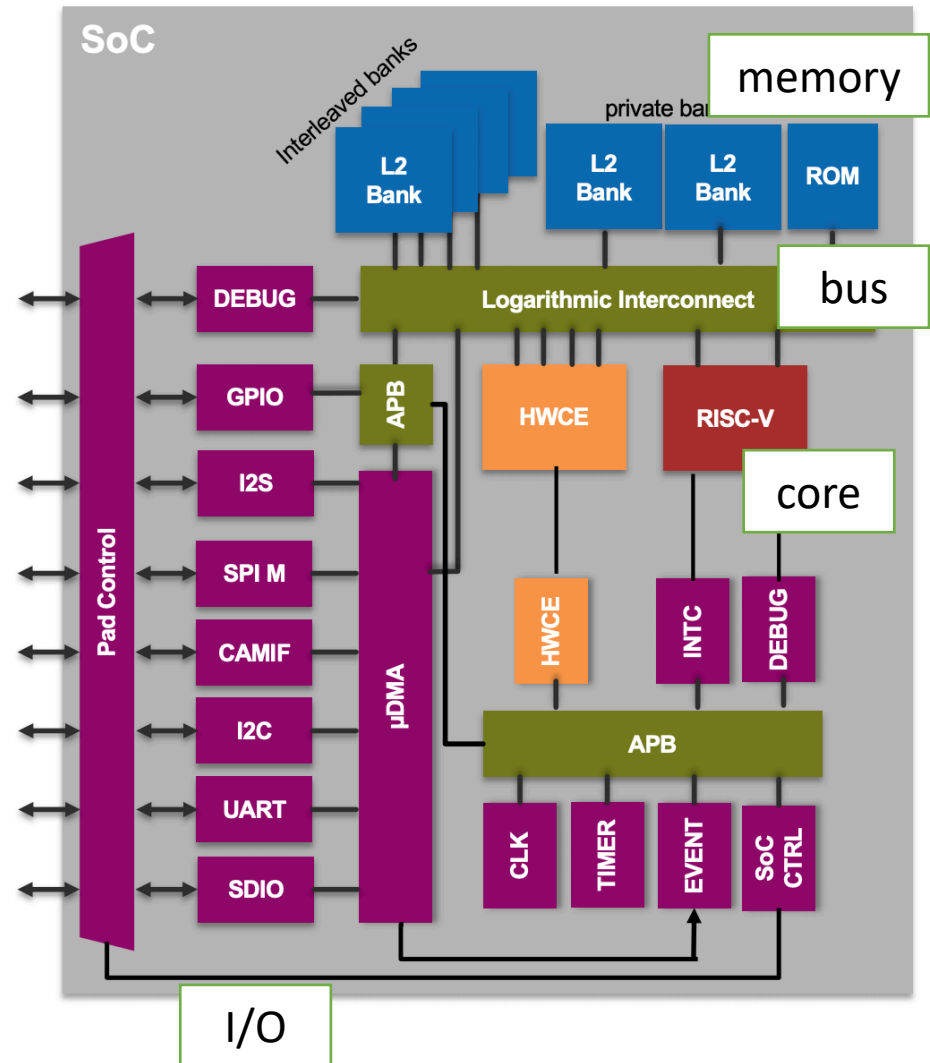


1 * board + N * sensors → need to process the signal more efficiently!

What is PULP?

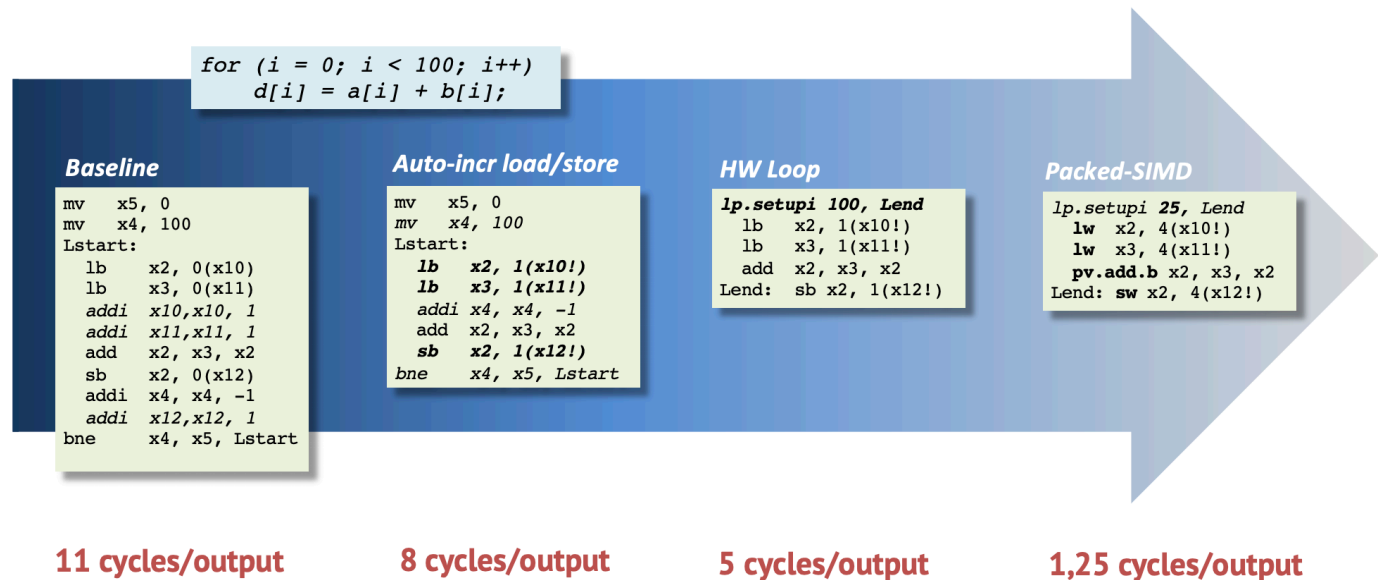
- Platform

- RISC-V based core
- Memory model
- Interconnect (bus)
- DMA
- I/O
- ...



Core – RI5CY

- 4-stage pipeline
- RV32IMFC + **Xpulp** extension
 - Memory Access Extensions
 - Hardware loops extensions
 - DSP extensions



Get Started

Get PULPissimo platform source code.

Use software tool the simulate the program result.

Prerequisites

- CAD tool
 - ModelSim or QuestaSim
- Compiler
 - Pulp-riscv-gnu-toolchain
 - <https://github.com/pulp-platform/pulp-riscv-gnu-toolchain>

3 Steps

1. Install Pulp-riscv-gnu-toolchain (**Compiler**)

- <https://github.com/pulp-platform/pulp-riscv-gnu-toolchain>

2. Get PULPissimo RTL source code & PULP SDK

- <https://github.com/pulp-platform/pulpissimo>

3. Write your C program and run simulation

Environment

- Login to EEWS/CSWS
- For EEWS: ws32

```
-----Resource Monitoring Bulletin Board-----
The following users please go check and kill your dead
process as soon as possible. The administrator will clear the
processes/jobs running exceeding 4 days. If you must run for
a long period, please notify the administrator for keeping your
process alive thru email (opr@ee.nthu.edu.tw or ylchen@ee.nthu.edu.tw).
Thanks.

Note:
1. Commands 'ps -aux' or 'top' could help look up the process ID (PID)
   of a running process.
2. Command 'kill -9 PID' can kill the process with PID.
3. Command 'grep' helps extract wanted information.
   For example, 'ps aux | grep u1234567' extracts all process of the user
   u1234567

-----
USER                PID      CPU(%)  Time(min)      Host      Prog. name
-----
u104061203@ws32    ~
```


1. Pulp-riscv-gnu-toolchain

1. Copy prebuilt toolchain zip

```
$ cp ~ee345000/riscv_toolchain_pulpissimo.zip ~/
```

2. Unzip (extract)

```
$ unzip ~/riscv_toolchain_pulpissimo.zip -d ~/
```

3. Set environment variable (set)

```
$ echo "setenv PULP_RISCV_GCC_TOOLCHAIN $HOME/toolchain" >> ~/.cshrc
```

2. RTL source code & SDK

- 1. Clone repo from github
 - <https://github.com/pulp-platform/pulpissimo>

```
$ git clone https://github.com/pulp-platform/pulpissimo &&  
cd pulpissimo
```

- 2. Read README.md carefully!
- 3. Download IPs / SDK












```
$ make checkout sdk
```

- 4. Synthesis RTL

```
$ cd sim && make lib build opt
```

3. Write C program


- Run C example program provided by official
 - <https://github.com/pulp-platform/pulp-rt-examples>

 accelerators/hwme	Add support for matrix vector multiplication
 bridge	Extend framebuffer example to work with raw bayer camera mode
 chips	Example using a local linker script
 cluster	Added task example
 coremark	Added feedbacks to compile coremark with gcc 7
 gpio	Added examples for virtual timers
 hello	Fixed wrong makefile in hello
 openmp/simple	Added missing file
 perf	Added example for gvsoc user VCD traces
 periph	Now capturing 10 images
 time	Added examples for virtual timers




3. Write C program

- HelloWorld program

Branch: master ▾ [pulp-rt-examples](#) / [hello](#) /

 **Germain Haugou** Fixed wrong makefile in hello

..

 Makefile	Fixed wrong makefile in hello
 test.c	Added hello
 testset.cfg	Added hello

Test.c

```
17  #include <stdio.h>
18
19  int main()
20  {
21      printf("Hello !\n");
22
23      return 0;
24  }
```

Makefile

- Recommend: copy one as template

```
1  PULP_APP = test
2  PULP_APP_FC_SRCS = test.c
3
4  PULP_CFLAGS = -O3 -g
5
6  include $(PULP_SDK_HOME)/install/rules/pulp_rt.mk
```

Compile C code

- Run command:

```
$ make clean all
```

- Start simulation (no GUI):

```
$ make run
```

- Start simulation (GUI, to see waveform)

```
$ make run gui=1
```

Directory Structure

pulpiSSIMO

—	ips	--> Most of the actual logic of the platform
—	pulp-builder	--> PULP SDK
—	rtl	--> top-level RTL codes (testbench, I/O IPs)
—	sim	--> ModelSim, QuestaSim simulation files

Reference

- <https://pulp-platform.org/>
- <https://github.com/pulp-platform/pulpissimo>
- https://pulp-platform.org/docs/riscv_workshop_zurich/schiavone_wosh2019_tutorial.pdf