ECE 497: Special Project Weekly Report

Week 03

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What We Did

- Attempted to flash default chip to Alex's FPGA.
- ► Generate a non-default chip
- Run the asm tests on the non-default chip
- Went spelunking through the repository to find options, their definitions, and their overrides.

What We Did

- Successfully passed USB connection to FPGA through to VirtualBox VM, interfaced with FPGA in Vivado
- Conducted "Hello World" project on FPGA to ensure that bitstream was being sent to FPGA correctly.
- Used FPGA Prototyping Flow in Chipyard to generate a bitstream for the Arty FPGA board. Strangely, the default "example" project for the Arty did not pass all timing constraints. Will require investigation
- When creating bitstream in Chipyard, Vivado runs several tests on the design and produces detailed reports in a Chipyard folder.

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Figure: Block Diagram for Example FPGA Design

Figure: Utilization Report Overview

What We Learned

- ► The repository is incredibly complicated
- ▶ **VERY** deep directory nesting (Partly due to Scala/Java project directory conventions).
- ▶ Putting the generated chip on an FPGA seems to be much more difficult than originally thought.
- Generating a non-default chip can be very easy or very hard.
 - Some of the options that must be overridden to ensure a different chip is built and simulated/benchmarked are not easy to understand or find.

Next Steps

- Continue trying to write the default chip out to Alex's FPGA and test.
- Practice generating other non-default chips to understand all the options used when generating a new chip.
- ► Hopefully, start defining a new, custom, chip using what we know, and building a *very* small proof-of-concept.

References



Alon Amid et al. "Chipyard: Integrated Design, Simulation, and Implementation Framework for Custom SoCs." In: *IEEE Micro* 40.4 (2020), pp. 10–21. ISSN: 1937-4143, DOI: 10.1109/MM.2020.2996616.