

Project Ideas

Pat Hanrahan

**CS448H: Agile Hardware Design
Winter 2017**

Types of Projects

DSLs and high-level libraries

Better programming models (magma++)

Compiler infrastructure (coreir, rigel)

Fast place and route

Debug and test

DSLs

Compile domain-specific languages to hardware

- **Signal and image processing (Darkroom, Rigel)**
- **Finite-state machines**
 - **co-routines**
 - **waveforms to fsms**
- **Monte-Carlo and Metropolis-Hastings**
- **Deep learning and CNNs**
- **Processor DSL**

Magma++

Experiment with programming models ...

Backends

- **Better mantle40 backend**
- **Altera port**

Full collection of peripherals

`logi2magma`

Coarse-Grain Recon Array (CGRA) overlay

Intermediate Repr

Implementing generators and optimization pass in coreir/rigél

Interface to magma and FIRRTL

Retiming

Optimal packing into LUT

Fast code generation (patch bitstream)

Incremental compiling and linking

Place and Route

DSLs with embedded PNR

- **Optimized placements of standard primitives**

Layout engine ala HTML Rendering

Support for location constraints in arachne-pnr

Programmed routing

Work on SMT-PNR

Debug and Test

Make it easier to display internal state

- **Connect internal state to J3 ...**

Automatic generation of unit tests

- **Compare to FPGA code to simulation**

Source-level debugger

- **Waveform viewers**

Floor planner