

SODA Toolchain & DeCoDe

Open-Source EDA, Data, and Collaboration BoF DAC 2025 June 24, 2025

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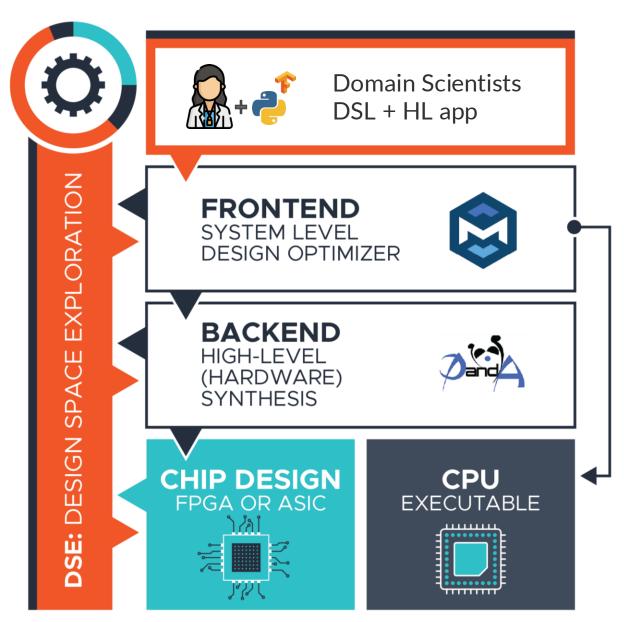


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SODA Toolchain to design custom accelerators

- SODA: Software-defined Architectures
 - Open-source, multi-level compiler toolchain to automatically generate hardware designs from high-level programming frameworks
- Compiler-based frontend, SODA-OPT: Search, Outline, Dispatch, Accelerate frontend optimizer generates the "soda" High-Level IR
 - Interfaces with high-level ML frameworks leveraging MLIR bridges (e.g., libraries, rewriters)
 - Compiler optimization passes to identify dataflow segments, perform high-level optimizations, and generate host/runtime calls
- Compiler-based backend, Bambu HLS: generates hardware designs
 - Targets FPGAs and ASICs
- Supports automated design space exploration



SODA-OPT & Bambu HLS





SODA-OPT

Bambu HLS

SODA-OPT optimization passes:

Single basic block containing the compute intensive part of the kernel

More freedom to schedule operations

Increased instruction-level parallelism Schedule independent arithmetic operations on the same cycle when their inputs are available

Increased data-level parallelism
Schedule operations into different memory units on
the same cycle

Avoid unnecessary reads from kernel arguments Reduce expensive accesses to external memory Structural

Tiling

Unrolling

Memory

Temporary Buffer Allocation

Alloca Buffer Promotion

Avoid Redundancy and Promote Reuse

Scalar Replacement of Aggregates

Early Alias Analysis

Outlining

Avoid Unnecessary Operations

Dead Code Elimination

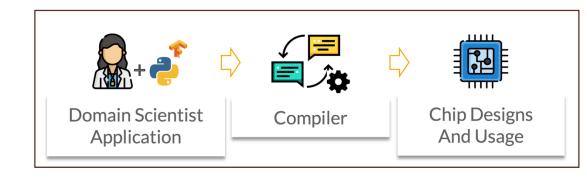
Common Sub-expression Elimination Reuse read results, aggregate on scalars Save scalar values loaded from memory and intermediate results in registers rather than performing repeated memory accesses

Early alias analysis Schedule memory operations independently on regions that don't alias

Remove redundant or unnecessary operations

Avoid wasting resources





- Focuses on lowering the cost of developing and deploying open-source, optimized hardware designs
- Support PCAST CHIPS Act advice on computing innovations:
 - Target goals for energy-efficient computing
 - Drive the co-design of heterogeneous processors.
- Democratizing hardware prototyping through open-source co-design tools:
 - Energy-efficient accelerators and software
 - Hardware analysis, hardware design, and hardware generators with software stack
 - Pursue open chiplet ecosystem standards
- Integrate energy efficient analog accelerator concepts into heterogeneous architectures:
 - Hyperdimensional Compute, Resistively-coupled Dynamical System Unit accelerators
 - Address DOE's Energy-Efficient Computing (EEC) objectives while retaining general-purpose for diverse scientific workloads

DeCoDe Team Capabilities















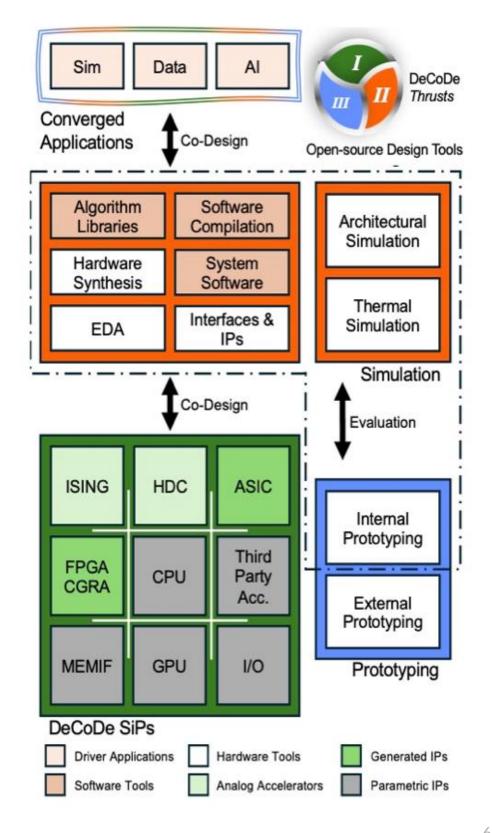




	NATIONAL LABORATORY	N DIEGO		ш	ARVARU	- 1			KOCHESTER
	PNNL	UCSD	Zero ASIC	TCL	Harvard	Columbia	WSU	UMN	Rochester
PI's and SKP	James Ang, Antonino Tumeo	Andrew Kahng, Tajana Rosing	Andreas Olofsson, Peter Gadfort	John Leidel, David Donofrio	David Brooks, Gu-Yeon Wei	Luca Carloni	Partha Pande, Jana Doppa	Yu (Kevin) Cao	Tong (Tony) Geng
Novel Analog Accelerators		X							X
Algorithm Libraries	X	X							Х
Compilers for Heterogeneous Systems	X			X					
EDA Tools		X	X						
HLS Tools	X								
Hardware Generators	X		X	X					
Architectural Simulation Frameworks	X			X	X				
Thermal Simulation Models							X	X	
Chiplet Ecosystem Standards			X						
Prototyping Platforms	Х		X			X			
Tapeout Experience		X	X		X	X		X	X

DeCoDe Approach

- Approach to generating Proof-of-Concept System Testbeds
- Thrust 1: Co-designing Energy-Efficient SiPs
 - Develop robust, versatile hardware for DOE scientific computing needs, integrating:
 - ✓ Analog accelerators (Hyperdimensional Computing & Resistively-coupled Dynamical System Machines), and
 - ✓ Conventional accelerators (CPUs, GPUs, Domain-specific accelerators)
- Thrust 2: Expanding our Open-Source Co-Design Tools
 - Build an integrated, interoperable toolchain including:
 - ✓ Energy-efficient algorithms for analog accelerators
 - ✓ Compiler framework & accelerator generators
 - ✓ Architectural and thermal simulators for heterogeneous SiPs
 - ✓ Chiplet packaging, 2.5D integration, and Interface Generator
- Thrust 3: Prototyping and Chiplet Integration
 - Establish in-house prototyping and tapeout capabilities, leveraging CHIPS Act resources



Thank you!

