

CachePool: Many-core cluster of customizable, lightweight scalar-vector PEs for irregular L2 data-plane workloads

Integrated Systems Laboratory (ETH Zürich)

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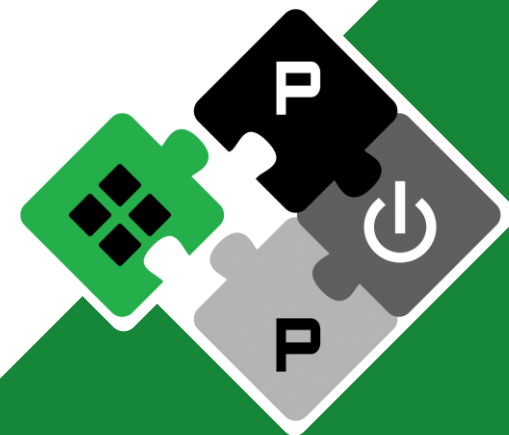
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PULP Platform

Open Source Hardware, the way it should be!



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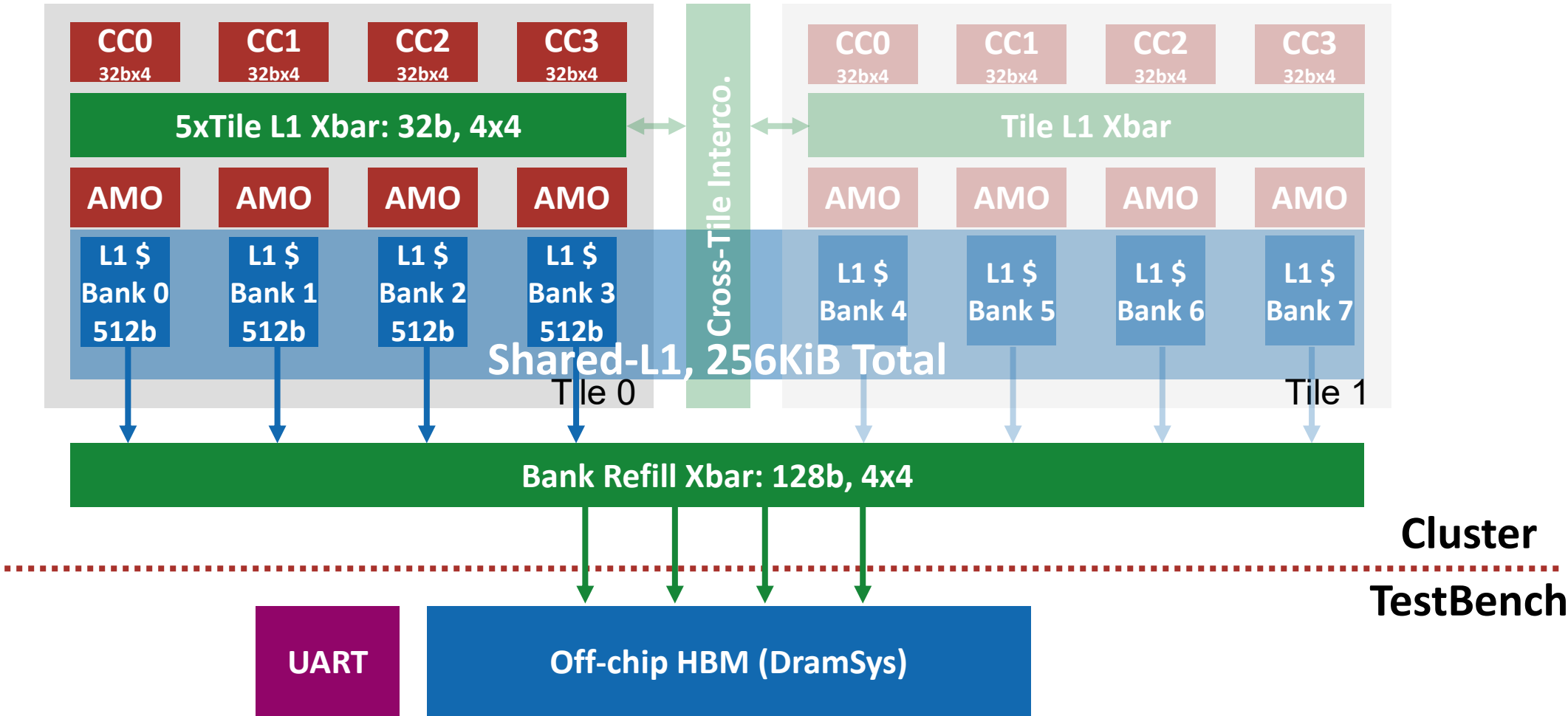
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Hardware Development

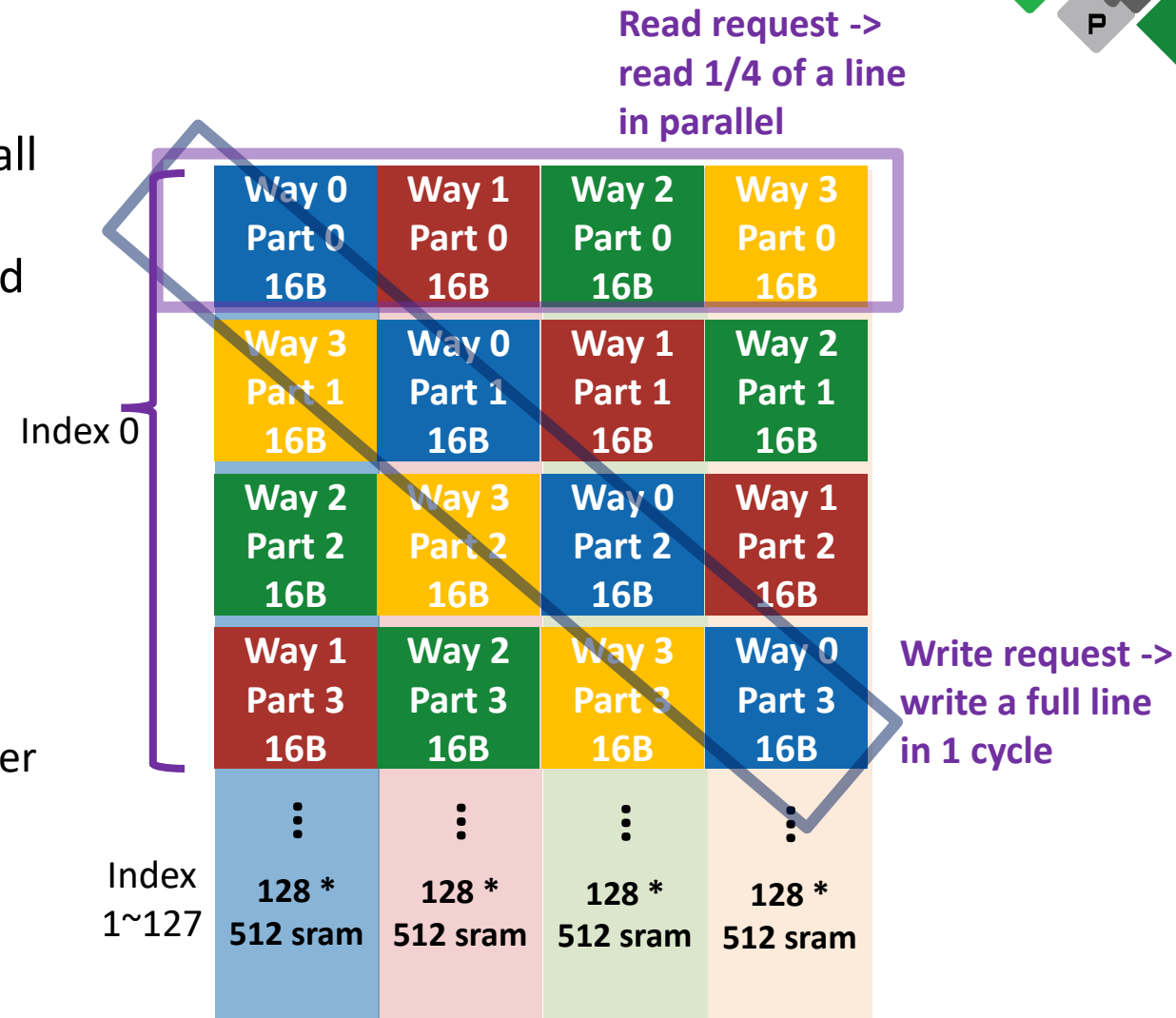


Task 1: Cache Optimization



- **Folded Data SRAM**

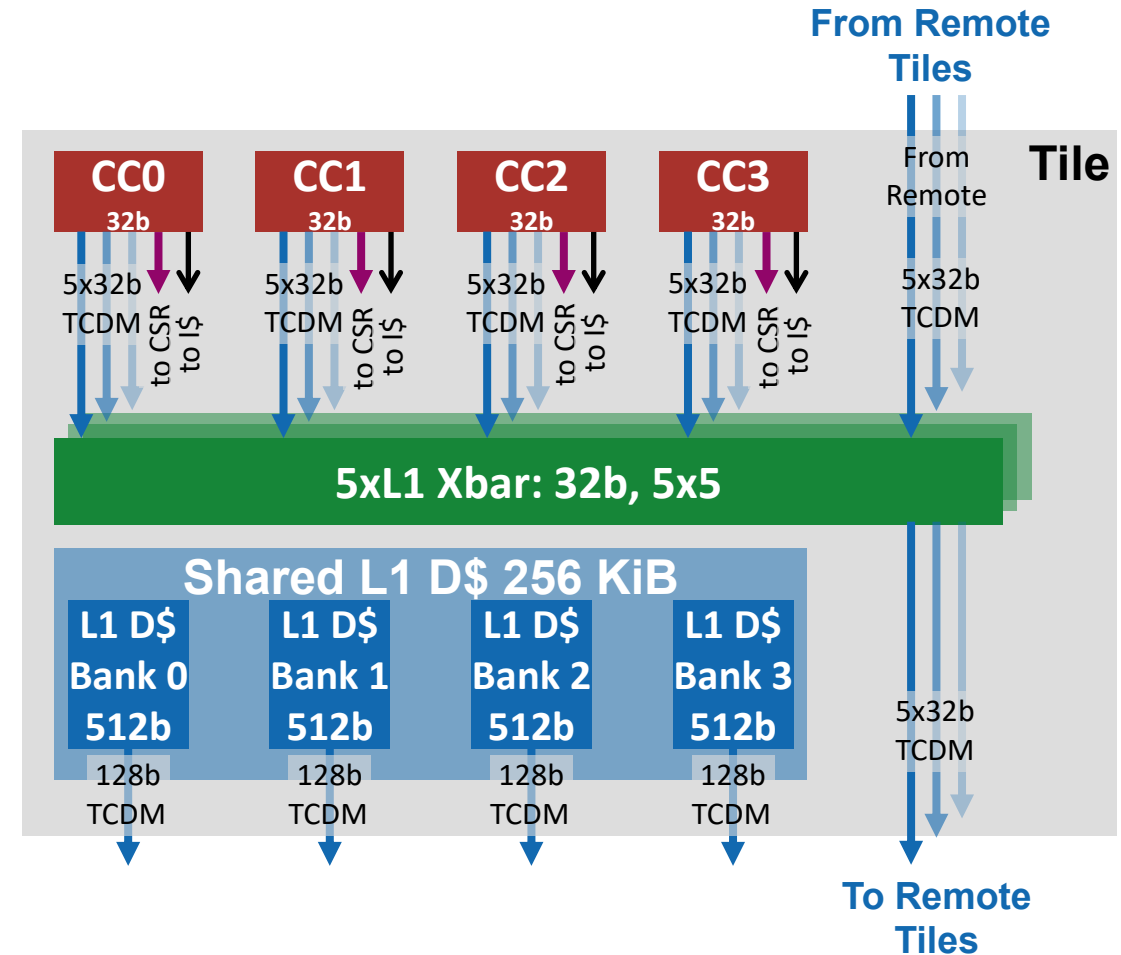
- **Idea:** Store the same slice (e.g., first 16 B) of all ways in one shared bank. For 4-way, can get banks that are 4× deeper, 4× narrower instead of per-way wide (64B) macros.
- **Performance**
 - 1 cycle refill: Write full line in 1 cycle across multiple banks.
 - 1 cycle read: Read 1 slice from all ways.
- **Advantages**
 - **Better Area Efficiency:** Uses narrower and deeper SRAMs
 - **Better Energy Efficiency:** Only 1 slice per way accessed per lookup, not full line.



Task 2: Multi-Tile Scaling (Single Group)

- **Scale to “Group” level**

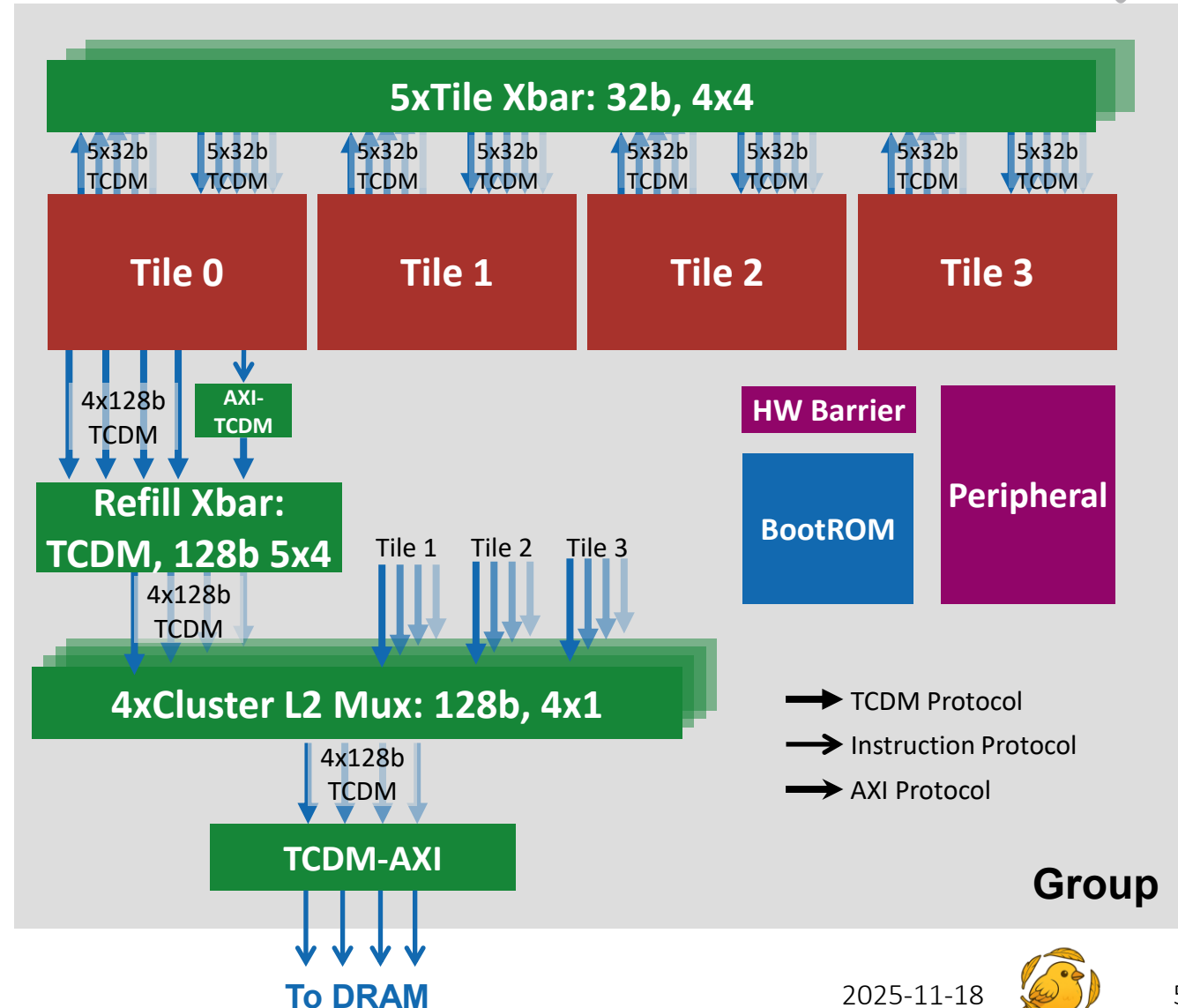
- Current Plan: Pack 4 Tiles as a Group
- Connected via xbar
- Add partition support
- **GVSoc** modeling will be in parallel developed and calibrated with RTL



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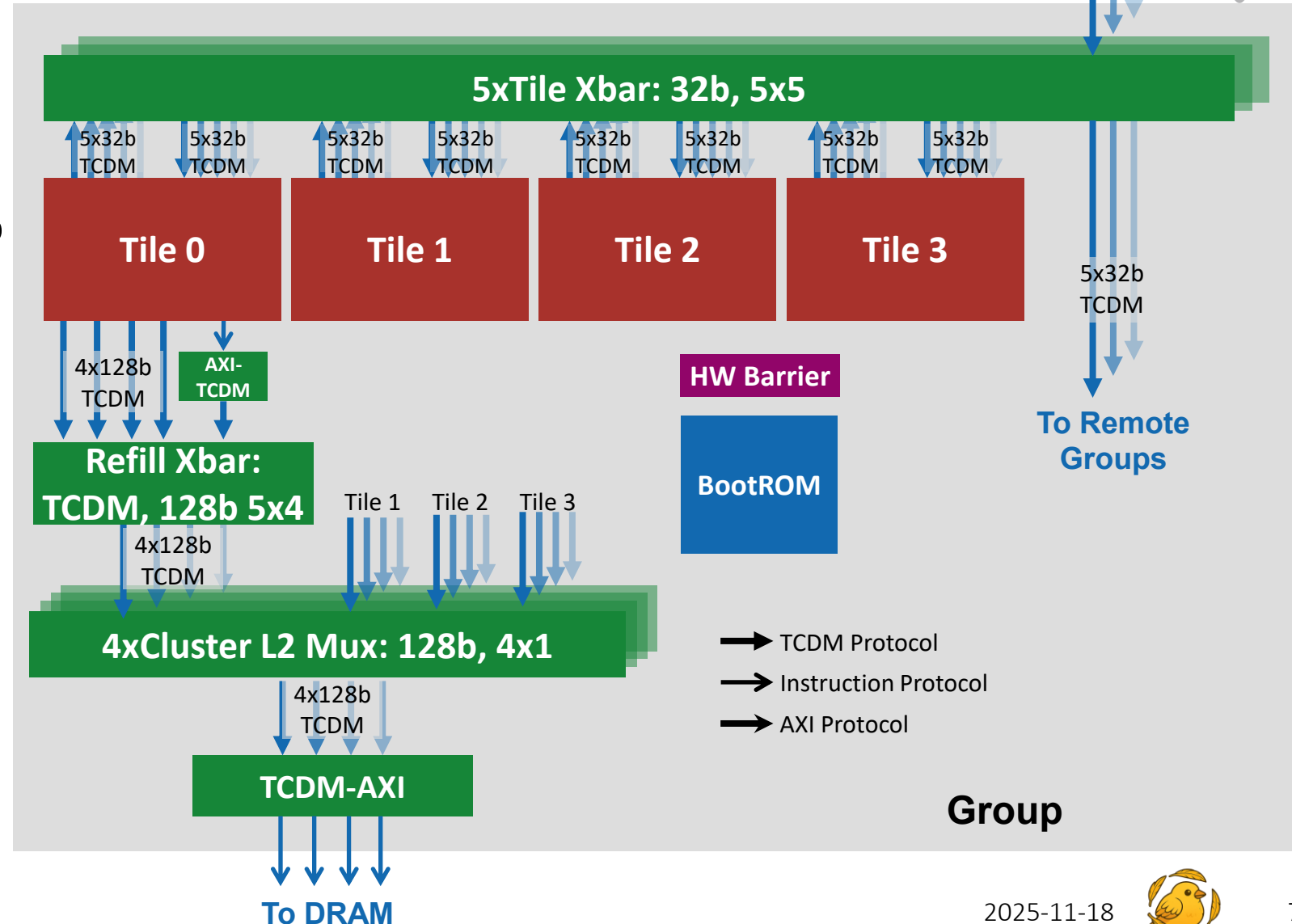
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- The diagram illustrates the L1 cache architecture. At the top, four CCs (CC0, CC1, CC2, CC3) are shown, each with a 32b TCDM and a 5x32b TCDM. Each CC has a 32b TCDM and a 5x32b TCDM. The CCs are connected to a 5xTile L1 Xbar: 32b, 6x6. Below the Xbar is a Shared L1 D\$ (256 KiB) with four banks (Bank 0, Bank 1, Bank 2, Bank 3). Each bank has a 512b TCDM and a 128b TCDM. The diagram also shows connections to Remote Tiles and Remote Groups.

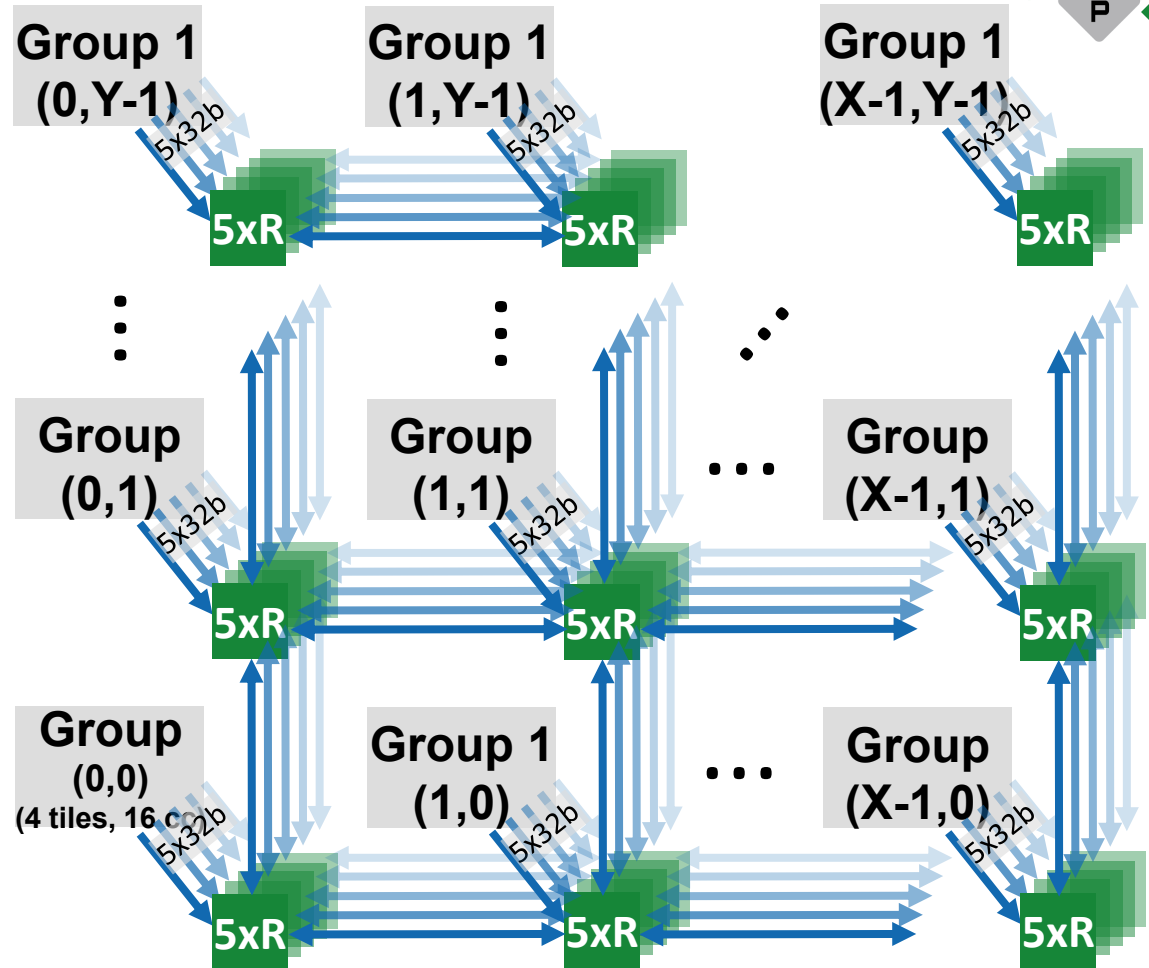
Task 3: Multi-Group Scaling

- Scale to “Multi-Group” level
 - On group side: Add ports to remote groups on the group xbar



Task 3: Multi-Group Scaling

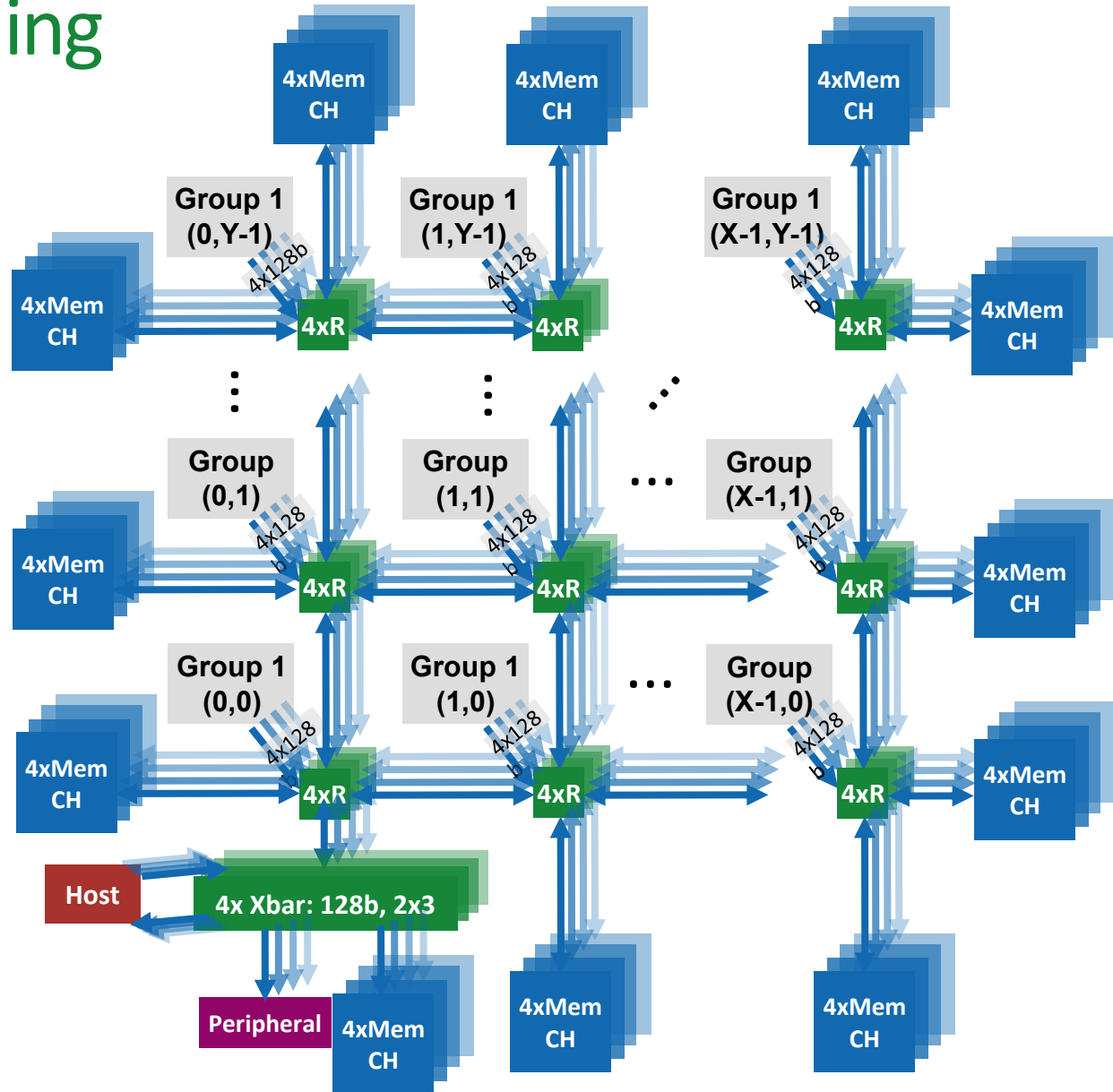
- **L1 cache NoC**
 - Connect Cores to L1\$ banks
 - Mesh-based NoC, w/ package switching routers
 - Use multiple word-width (32b) sub-NoC
 - The number of sub-NoC to be explored (BW vs. physical feasibility)
- **Co-design with GVSoc**
 - GVSoc model will be developed in parallel with previous tasks
 - Early architecture verification
 - Reduce simulation time



Task 3: Multi-Group Scaling

- **Refill NoC (L2 NoC)**

- Connect L1\$ banks to memory, and cores to peripheral
- Mesh-based NoC, w/ package switching routers
- Use wide NoC (128b), the number of NoC to be explored (BW vs. physical feasibility)



Task 4: Design Space Exploration



- **Use the same structure as in Task 3**
 - Increasing Group counts => try to scale beyond 500 cores
 - Heterogenous tile design
 - Increase number of Snitch cores inside tile
 - Use RTL + GVSoC performance model to explore the sweetpoint configuration



Task 5: Software Development



- **In parallel with all tasks**
- **RLC Kernel**
 - Test and evaluate all user cases
 - Optimize algorithm
- **Vector Kernel**
 - Finish and benchmark the remaining kernels
 - Combine into a kernel chain



Timeline



		2025						2026						
		11	12	1	2	3	4	5	6	7	8	9	10	11
Task 1	Cache Controller Optimization [RTL]													
Task 2	Multi-Tile Scaling (Group) [RTL]													
Task 3	4/16-Group Scaling [RTL & GVSoC]													
Task 4	Design Space Exploration [RTL & GVSoC]													
Task 5	Software Development													
	Report													



Thank you!

Q&A

