Saurabh Shrikant Labde

Computer Architecture · Digital Design · Verification · System Software

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Education

North Carolina State University — *Raleigh, NC*

M.S. in Electrical and Computer Engineering — *Aug. 2017 - Expected May. 2019*

- **Relevant Courses:** Microprocessor Architecture, Architecture of Parallel Computers , Data Parallel Processor Architecture, ASIC and FPGA Design(Verilog), ASIC Verification(System Verilog), Advanced Verification with UVM, Operating Systems, Compiler Design

University Of Mumbai — *Mumbai, India*

B.S. in Electronics and Telecommunications Engineering — *Aug. 2013 - May.2017*

- **Relevant Courses:** Digital Electronics, VLSI Design, Neural Networks , Analog Electronics, Microprocessors and Microcontrollers

Skills

Languages	C, C++, Verilog, System Verilog, Python, Ruby, Perl, Assembly (x86, MIPS, ARM), Shell , CUDA, Java
Tools	ModelSim, QuestaSim, Veloce Emulator, Synopsys Design Vision, MATLAB, Xilinx ISE, Git, Make Utility, GDB, Valgrind, LLDB
Platforms	Linux, Unix(MAC OS), Windows, XINU-OS, GPGPU-sim, SNIPER-sim, GEM5-sim
Design	Logic Design, RTL Design, Synthesis, Clock Domain Crossing, Static Timing Analysis,FSM, Low Power Design
Verification	UVM Framework, Functional Verification , Assertions, Coverage, Constrained Random testing, Test Bench Design, Emulation
CPU/GPU	Multilevel Cache, Branch Prediction, Superscalar processors, Vector processors, GPGPU, SIMD, VLIW, Cache Coherence

Projects

Verification *(Tools: ModelSim, QuestaSim, Veloce Emulator. Languages: System Verilog , Python Scripting)*

Emulation Compatible Chip Level Verification Environment for LC3 Microcontroller using UVM Framework — *Dec. 2018*

- Constructed a hierarchical, re-usable and emulation compatible chip-level verification environment for LC3 Micro-controller using UVM class libraries which includes environments, subenvs, agents, drivers, monitors and BFM's, predictors and scoreboards.
- Designed a detailed test plan and achieved 100% coverage through constrained random testing, assertions and directed test cases.

UVM based Block Level Verification IP for AMBA-APB bus Protocol — *Aug. 2018*

- Designed and Implemented a hierarchical and re-usable verification environment for APB protocol using UVM class libraries
- The package includes APB bridge master and APB slave agents, drivers , monitors, environment, sequences and sequencers.

Functional Verification of Pipelined LC3 Micro-controller — *April. 2018*

- Designed a layered test bench and a cycle accurate behavioral model to verify the data and control path of LC3 micro-controller with a comprehensive instruction set. Full functional coverage was achieved using Constrained random testing and assertions.

RTL Design *(Tools: ModelSim, Synopsys Design Vision. Languages: Verilog)*

Hardware accelerator for simplified convolutional neural network — *Nov. 2017*

- Designed a synthesizable ASIC implementing the two staged convolutional neural network arithmetic on inputs read from SRAM .
- The design was verified for functional correctness and synthesized to achieve minimum area and clock period.

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Architectural Simulators *(Languages: C , C++. Platforms: GPGPU-Sim, Trace Driven Simulators.)*

Phase Aware Warp Schedulling (PAWS) — *May. 2017*

- Extended GPGPU-sim **(C++)** to include Phase Aware Warp schedulling policy which performs closer to the best of GTO and RR schedulling policies by leveraging phase information embedded in PTX-Assembly at compile Time.
- Benchmarked with CUDA SDK, Rodnia and Parboil kernels and achieved an improvement in IPC over RR and GTO policies.

Dynamic Instruction Schedulling in an OOO Superscalar Processor — *Nov. 2017*

- Implemented a trace driven simulator **(C)** for an out-of-order superscalar processor based on Tomasulo's algorithm that fetches, dispatches, issues and executes N instructions per cycle.The simulator successfully handled RAW, WAW and WAR hazards .

Multi-level Cache Hierarchy Simulator — *Sept. 2017*

- Modelled a trace driven, highly parameterized two-level cache hierarchy simulator **(C++)** with a support for L1 victim cache.
- Implemented LRU ,LFU cache replacement policies along with write through - not allocate and write back - allocate write policies.

Dynamic Branch Predictor Simulator — *Oct. 2017*

- Implemented a simulator **(C++)** to model bimodal, gshare and hybrid branch predictors with Branch Target Buffer(BTB).

Phase Aware Warp Schedulling (PAWS) — *May. 2017*

- Extended GPGPU-sim to include Phase Aware Warp schedulling policy which performs closer to the best of GTO

Work Experience

ARPERS Research Group - NC State University — *Raleigh, NC*

Research Student — *Jun. 2017 - Aug. 2018*

- Performed a detailed study and analysis of Sniper Multicore simulator and created a tutorial on it for the ARPERS team.
- Ported a set of persistent memory microbenchmarks to work with SNIPER multicore simulator using simulator hooks.
- Created Python scripts to automate the compilation and generation of CPI and power visualizations.