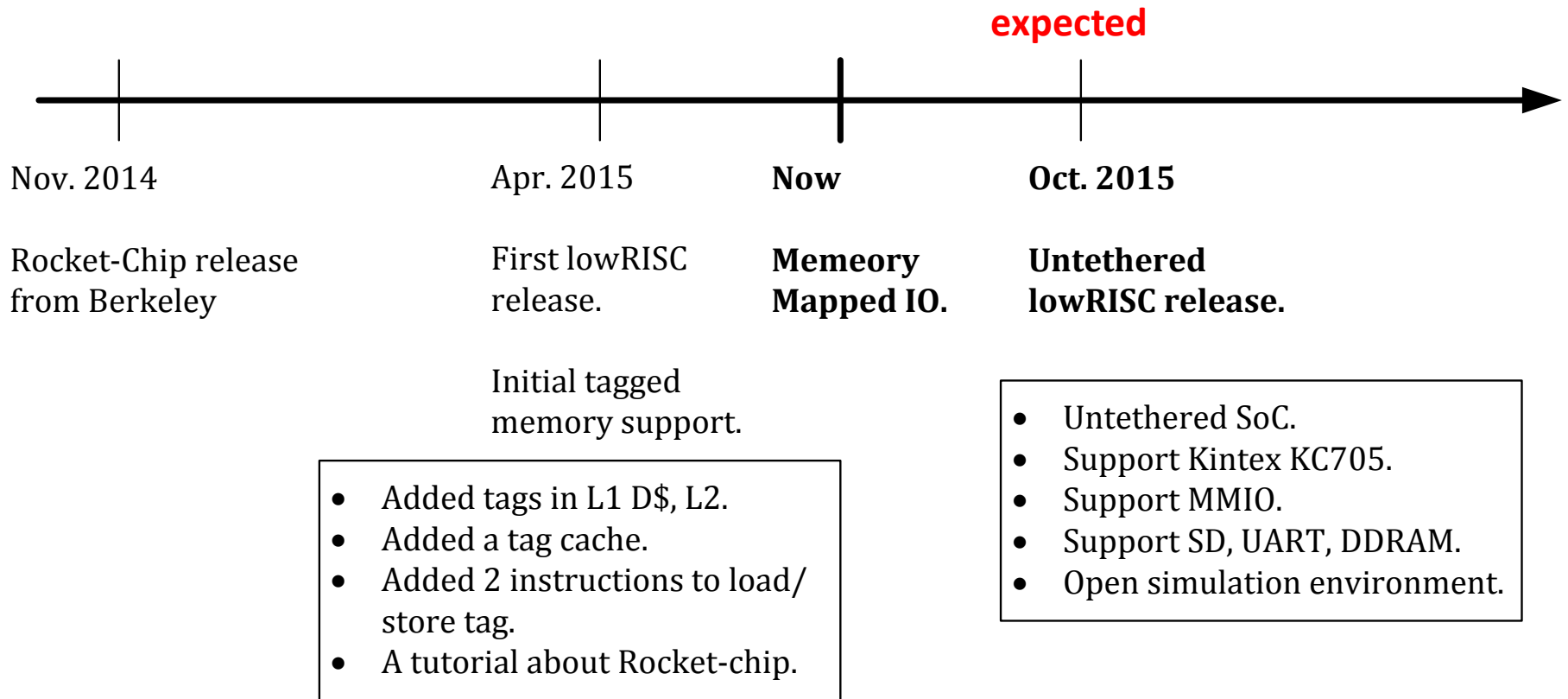


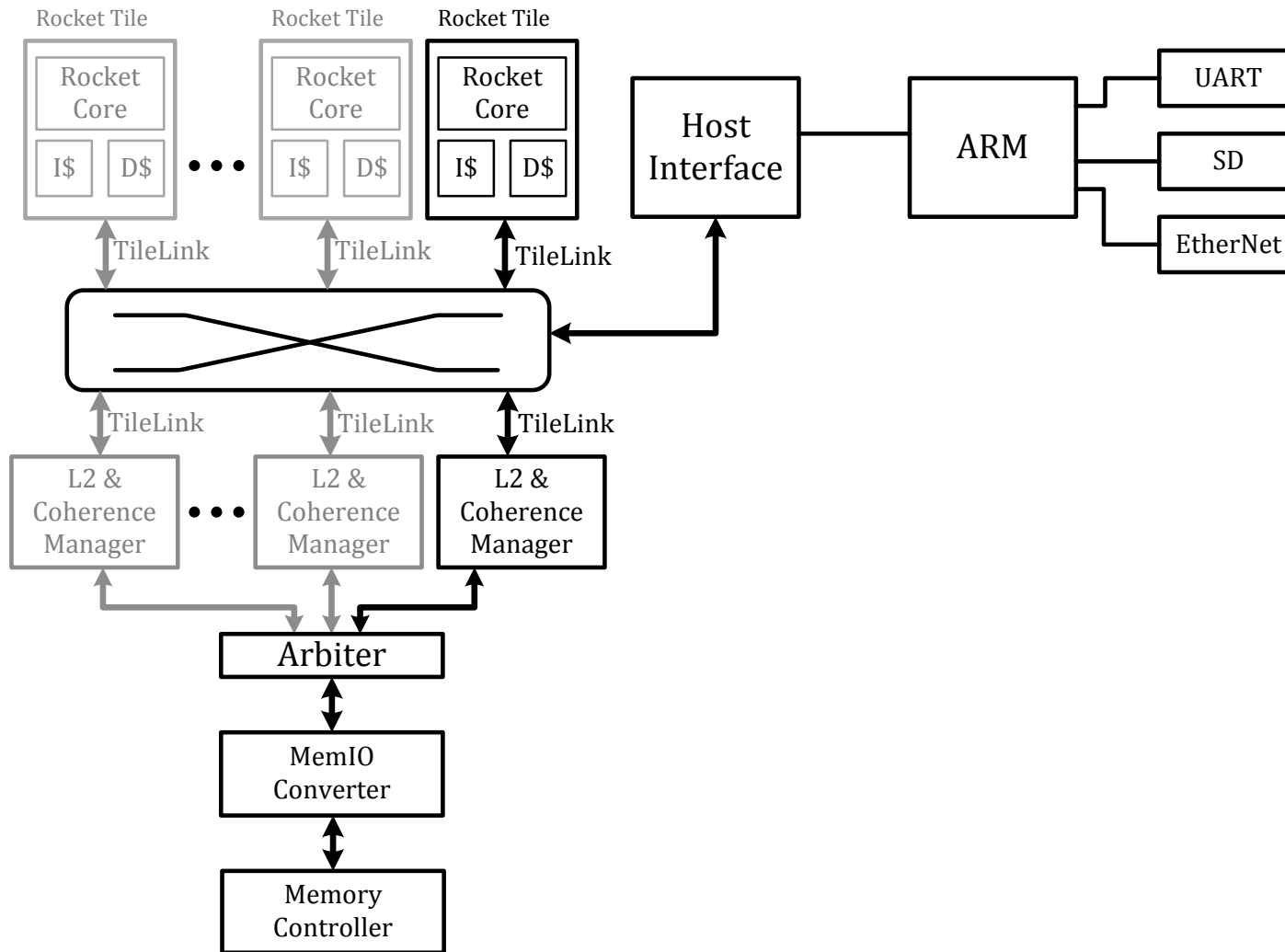
Untethered lowRISC, Memory Mapped IO and TileLink/AXI

Wei Song
27/07/2015

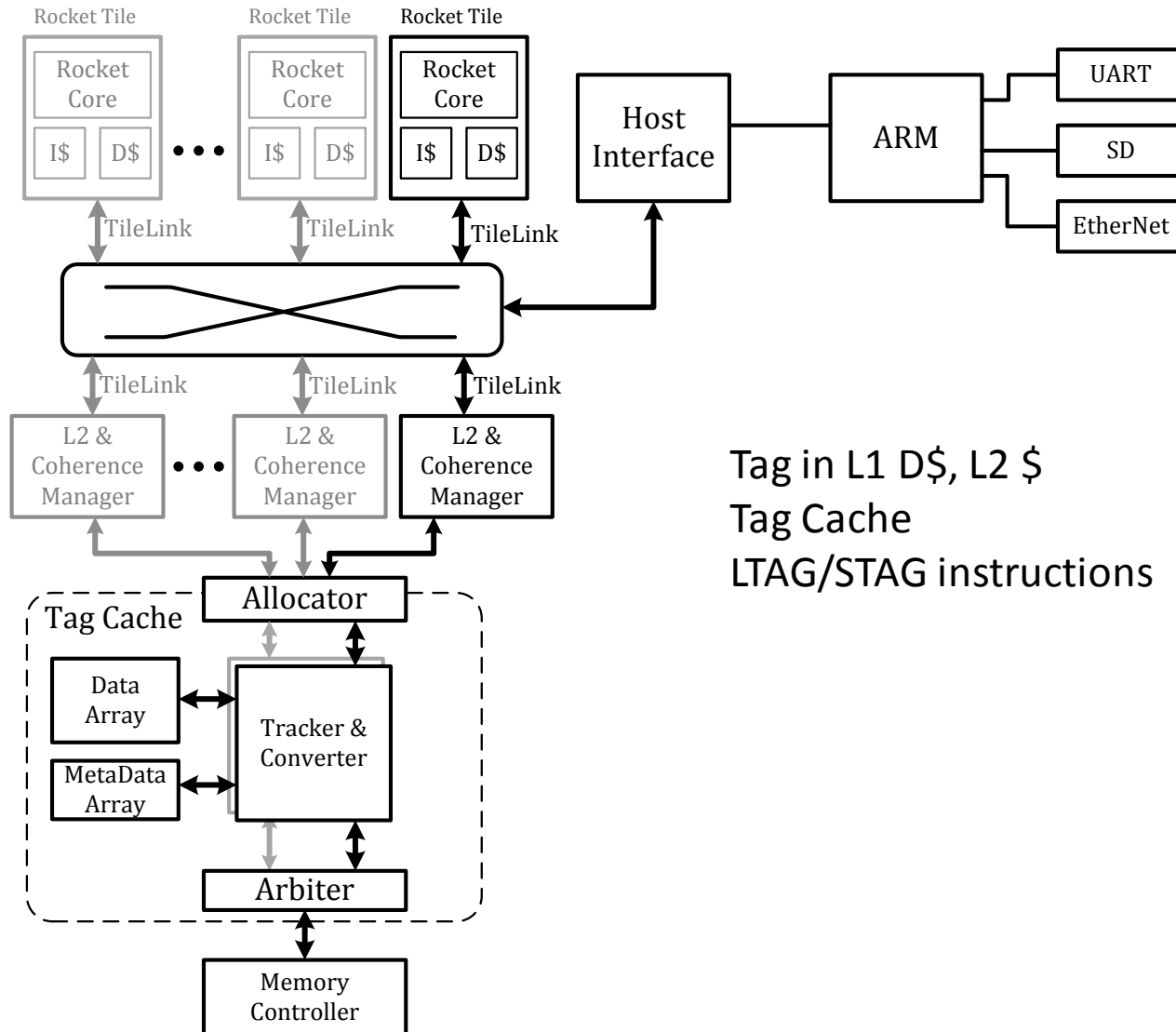
Time Line



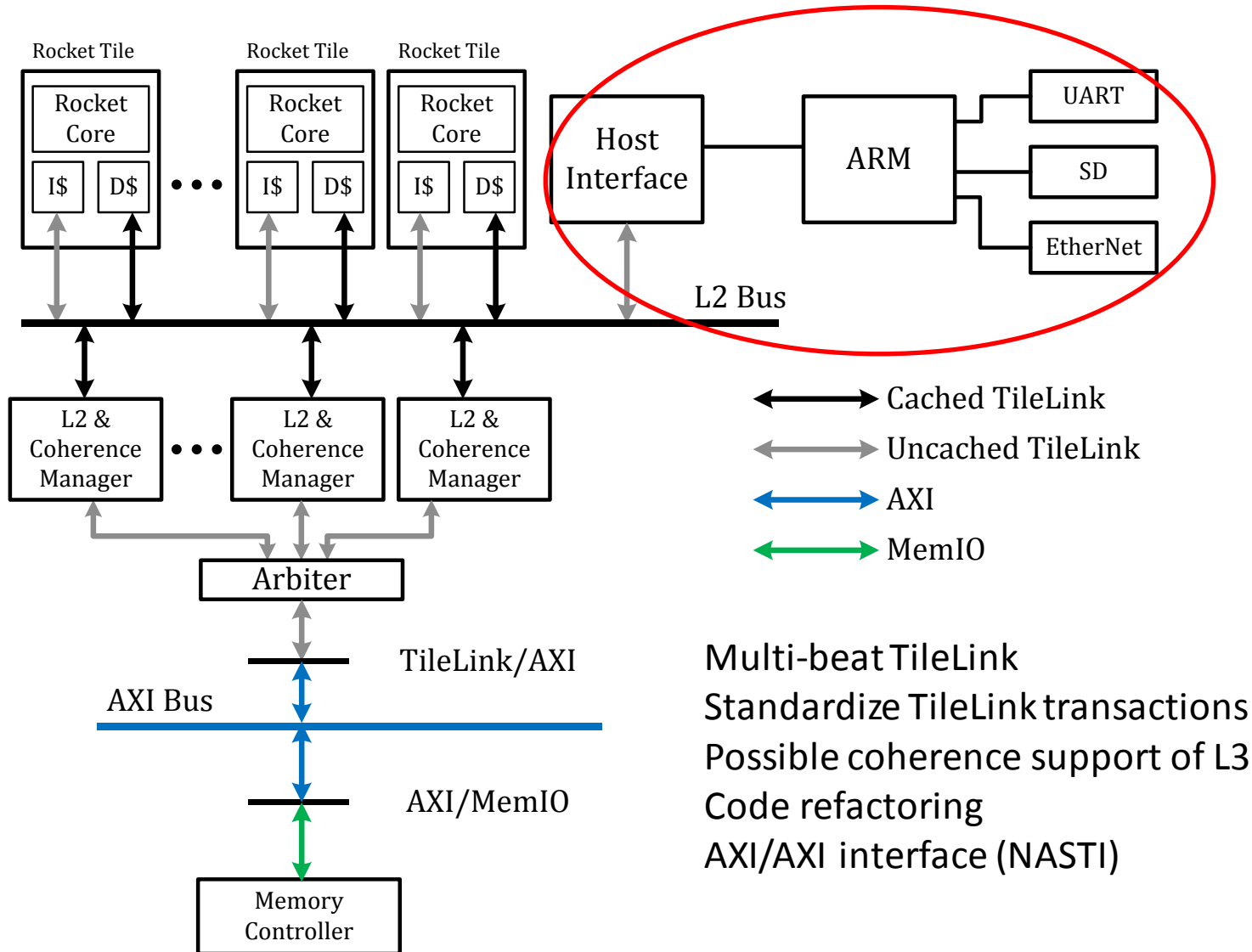
Rocket-Chip Release (Berkeley)



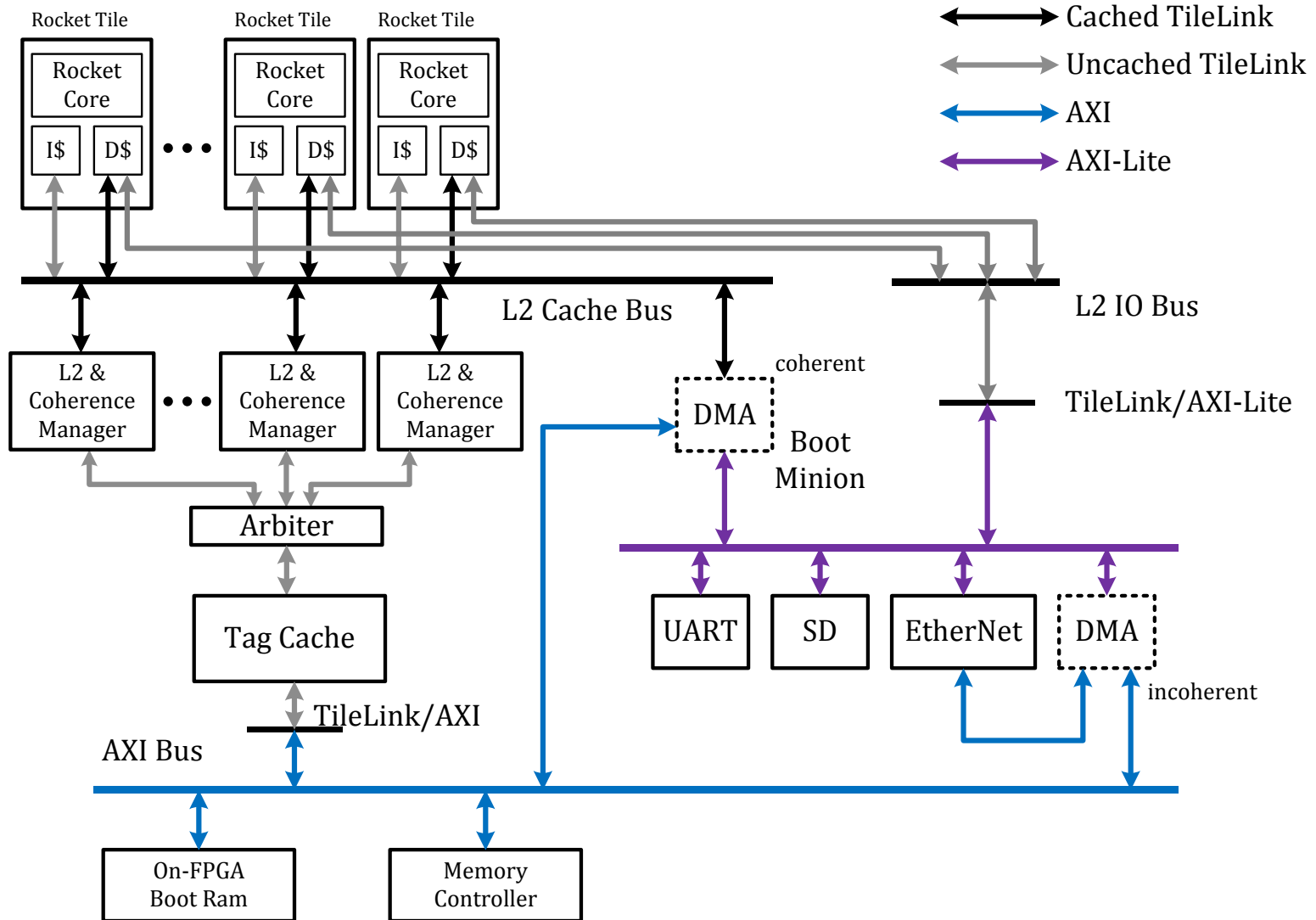
lowRISC Release (tagged memory)



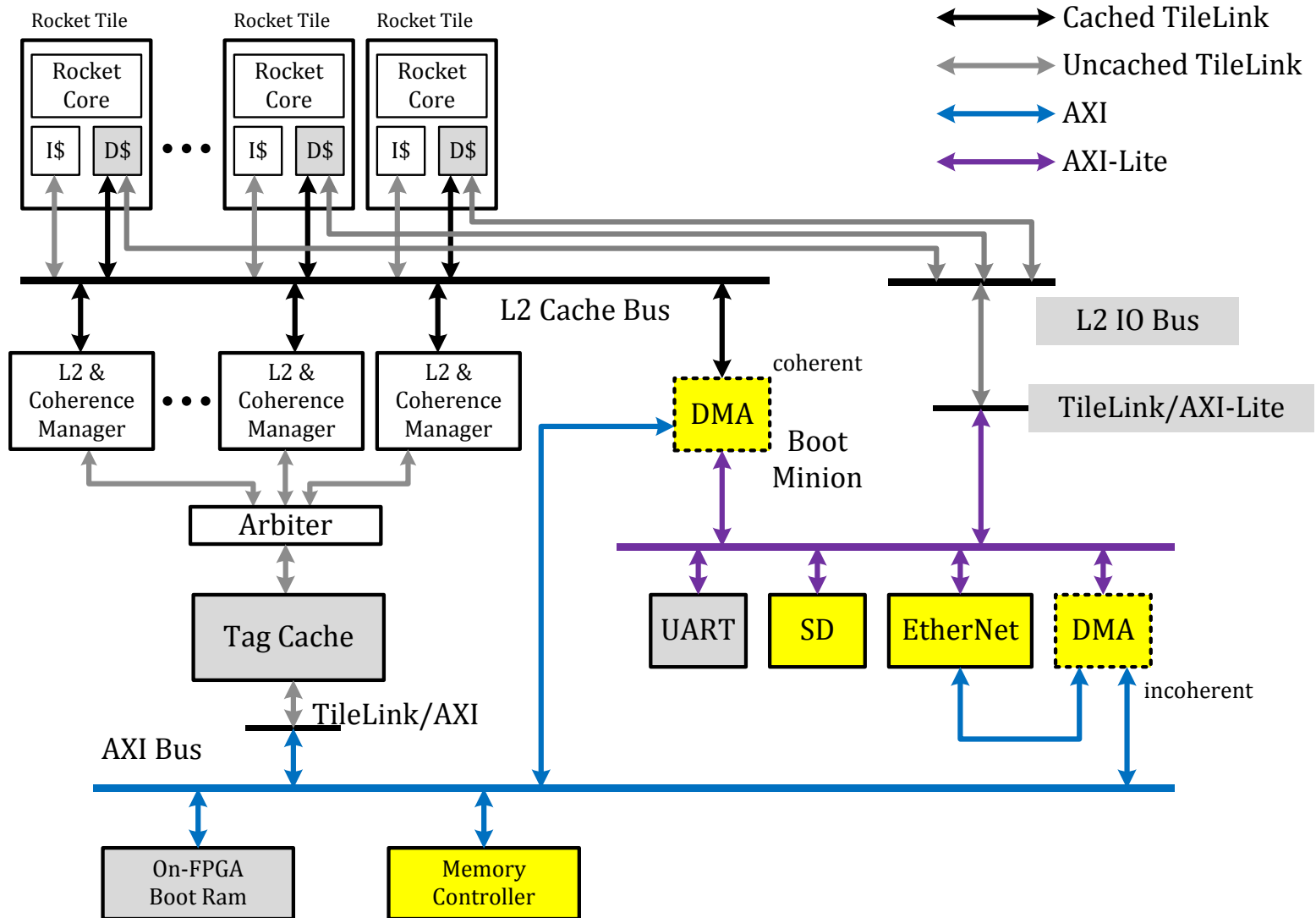
Latest Rocket-Chip (Berkeley)



Untethered lowRISC SoC (First Version)



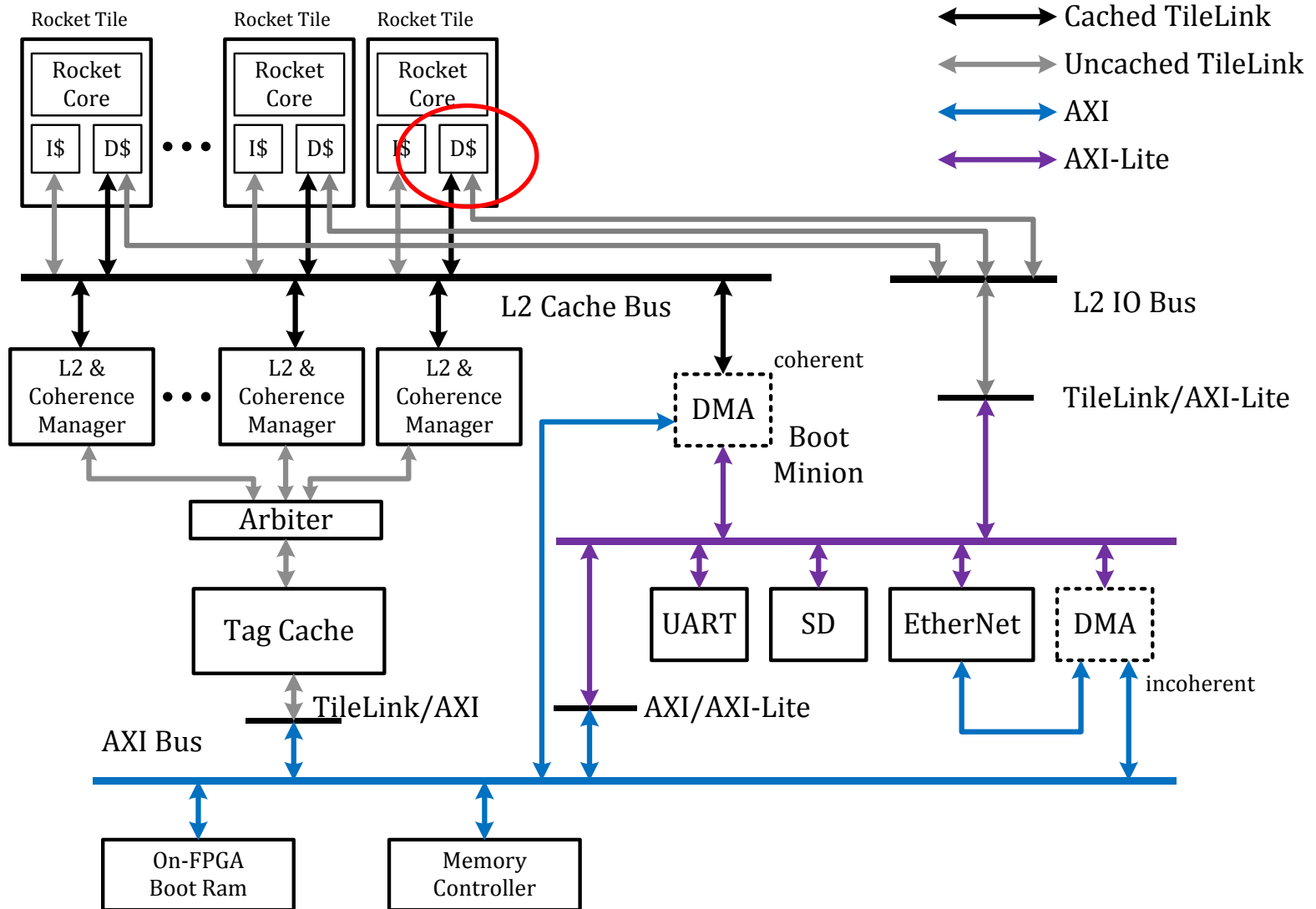
Current Status



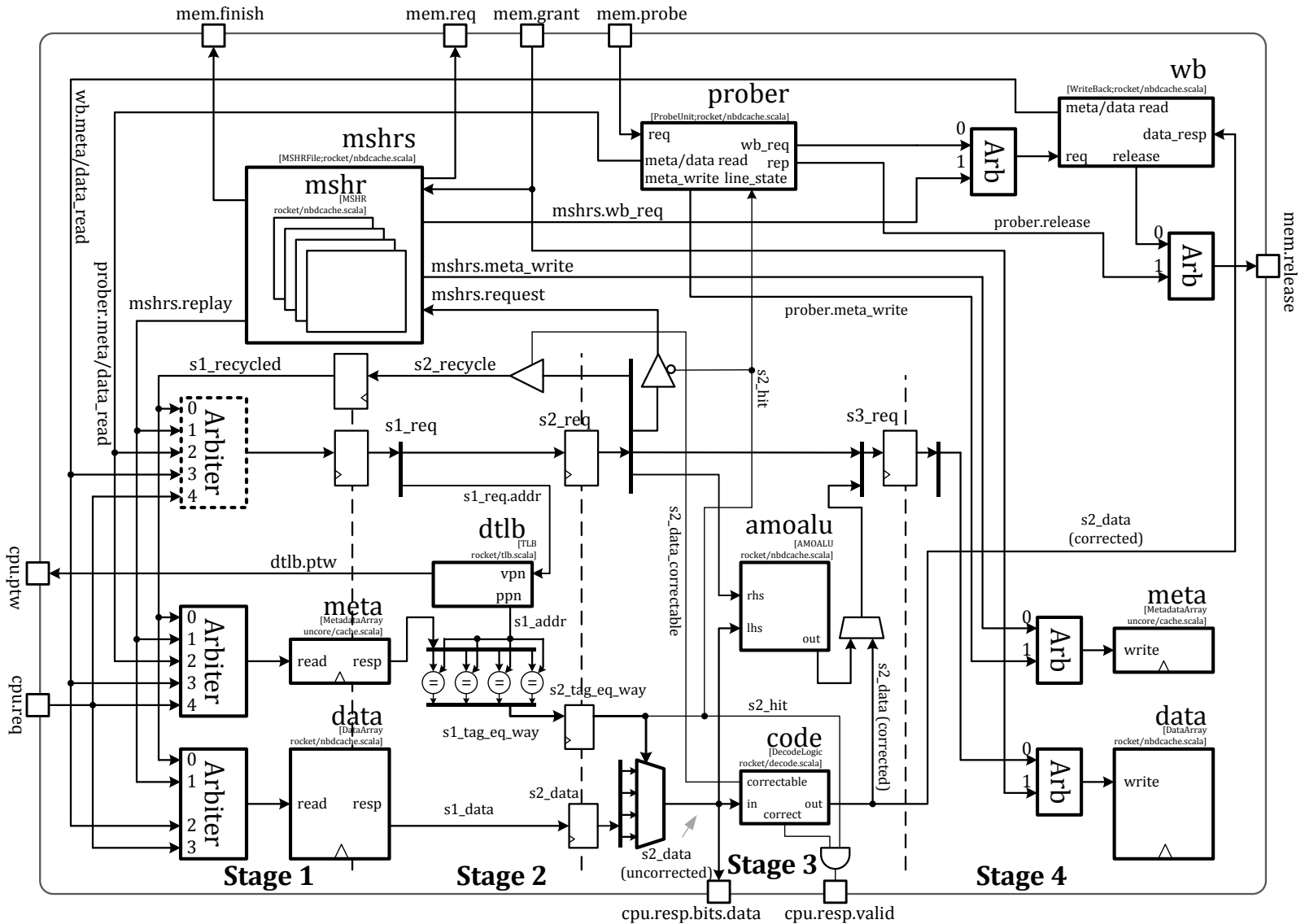
Memory Mapped IO

- Target
 - IO load/write (B/HW/W/DW)
 - In-order uncached load/store
 - Side effect
 - None for all write in units of byte
 - None for all read in units of word (32-bit AXI-Lite)
 - No change in current L2 coherent manager

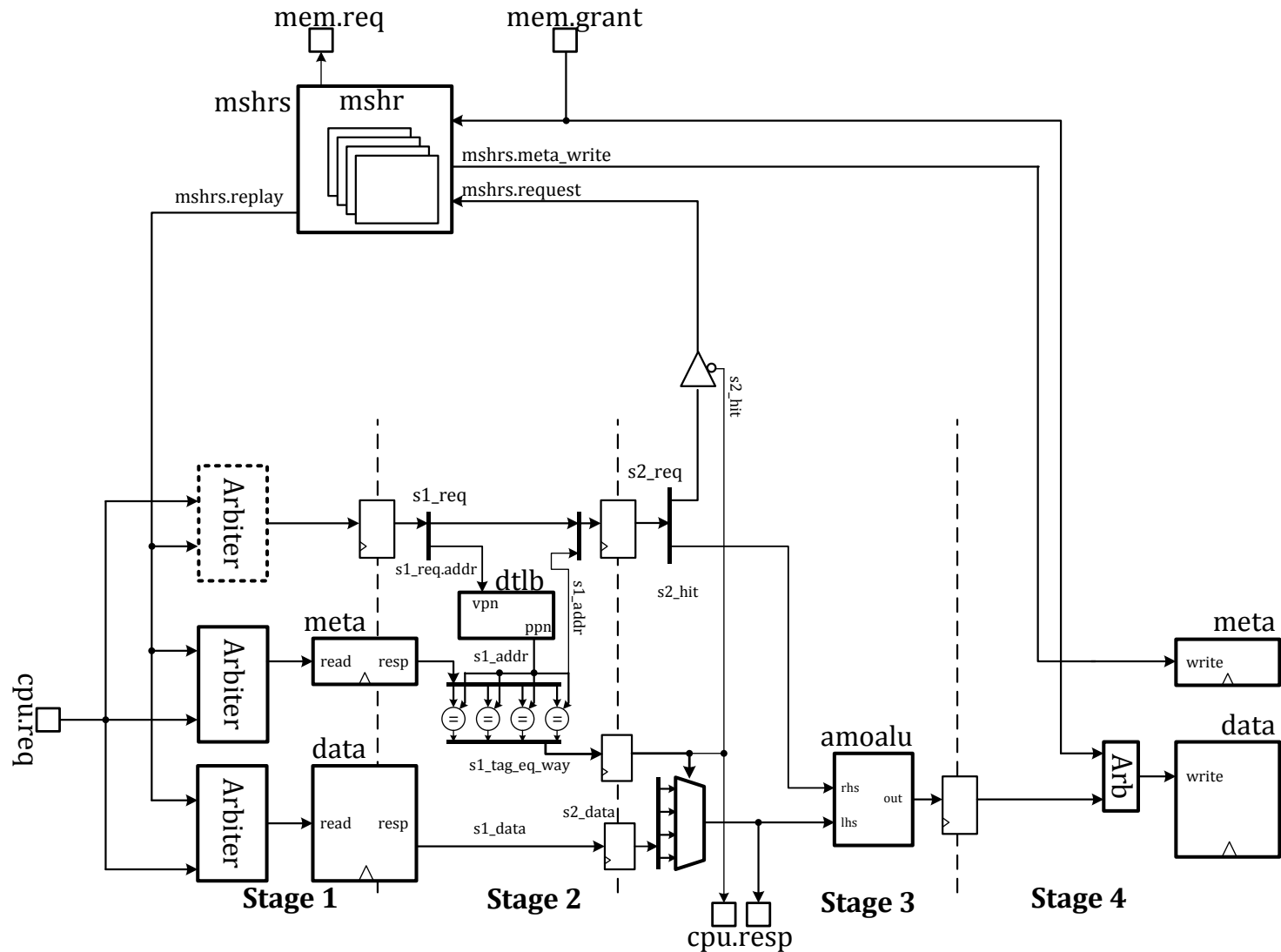
Untethered lowRISC SoC (First Version)



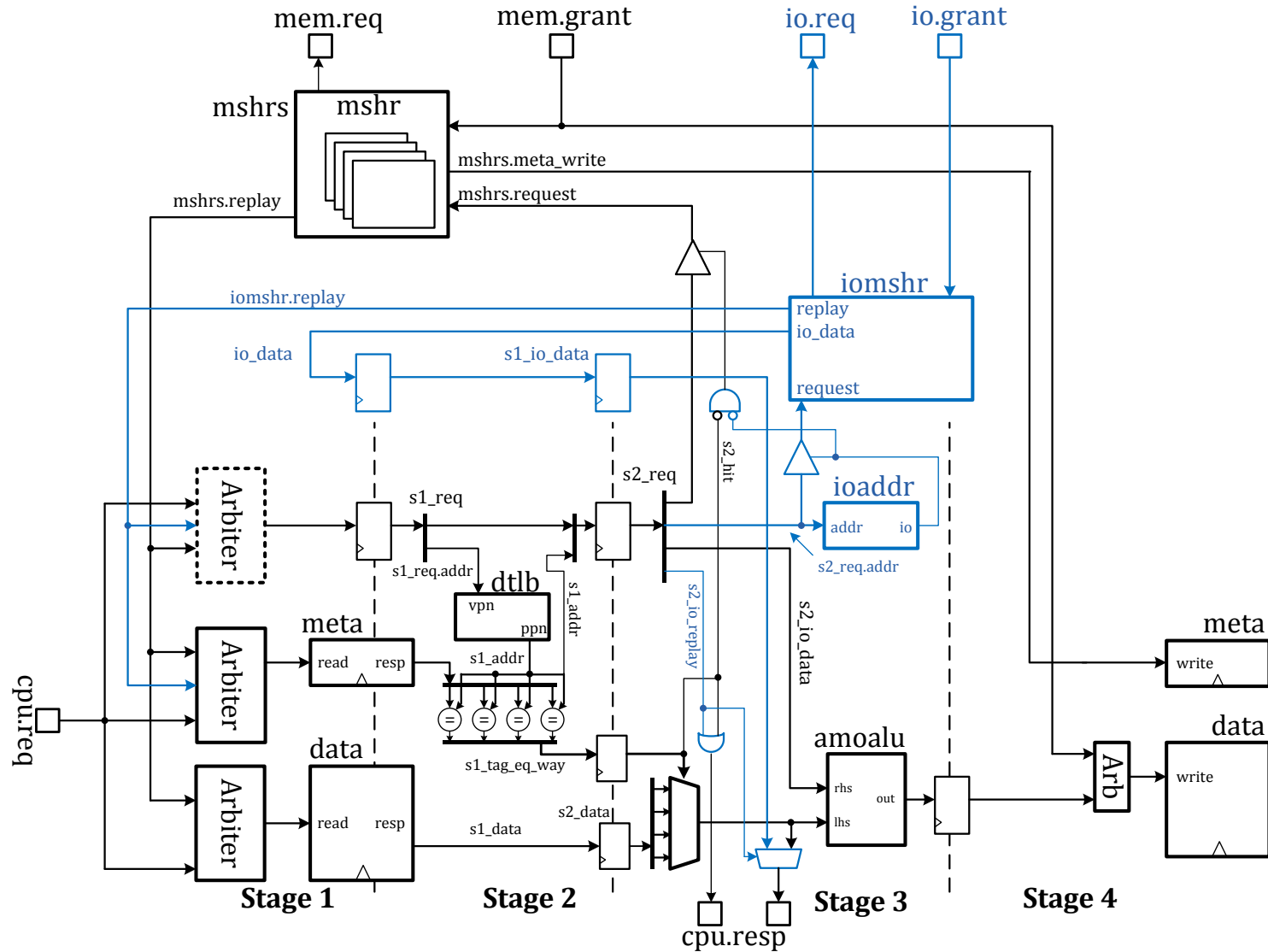
L1 Data Cache



L1 Data Cache (simplified)



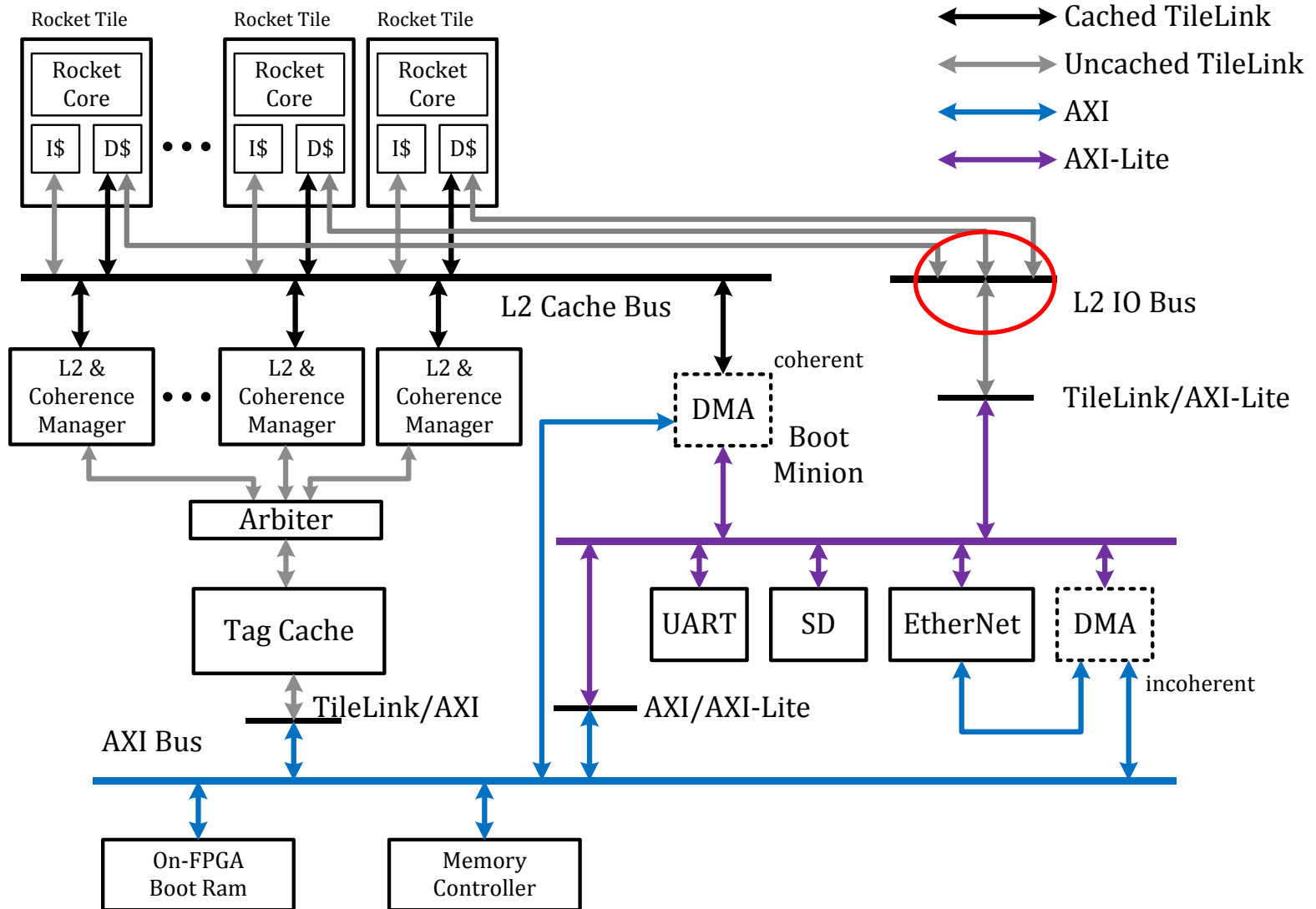
L1 Data Cache with IO Handler



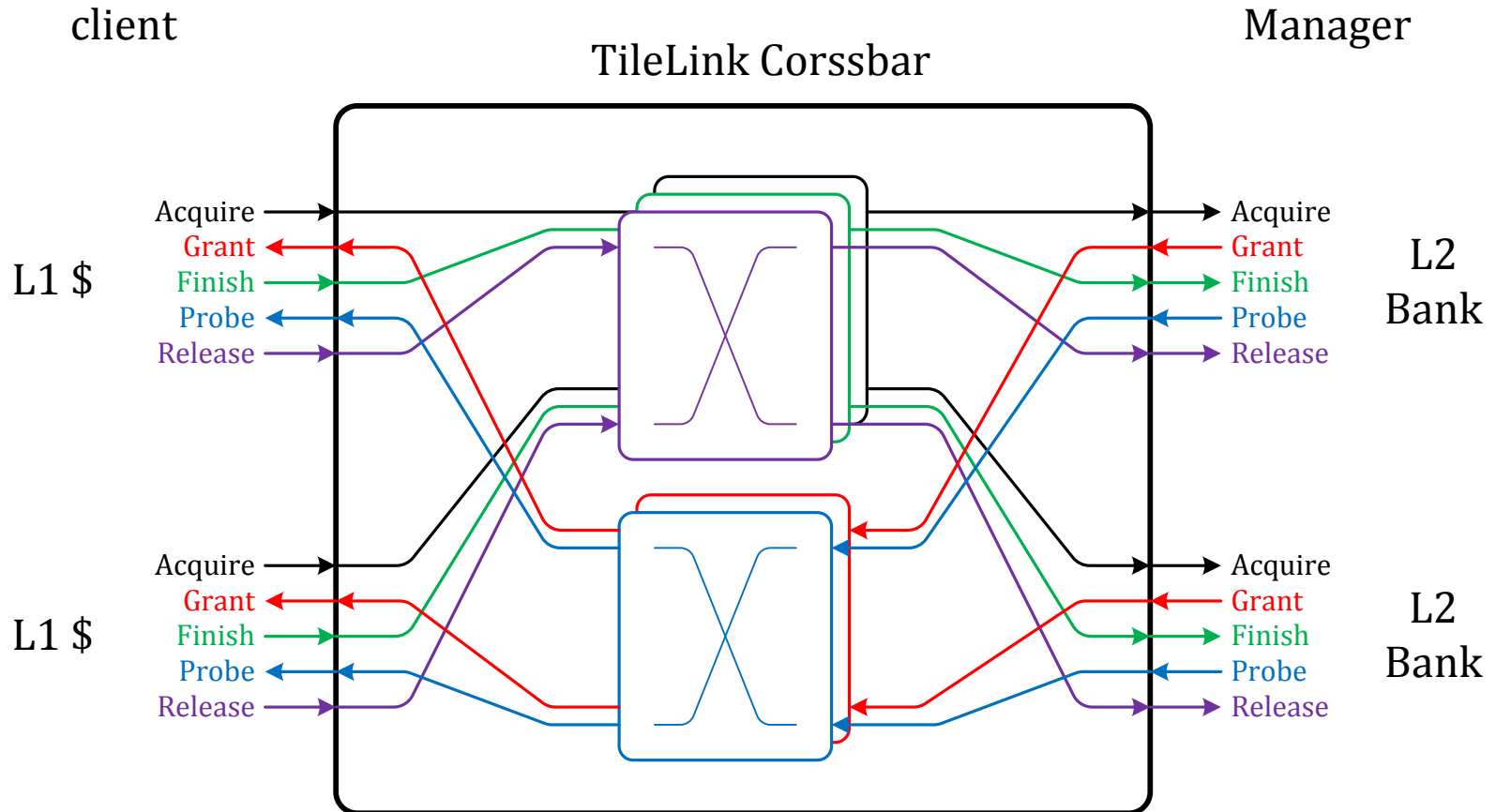
TileLink Channels

- Manager/Client
 - Manager: Coherent manager or next level cache/device
 - Client: upper level cache
- 5 Channels
 - Acquire: [C -> M]
 - Read, uncached write (write-through, IO), permission update
 - Grant: [M -> C]
 - Ack to Acquire (with data when read)
 - Finish: [C -> M]
 - Finish a transaction
 - Probe: [M -> C]
 - Coherence probe (snoop, invalidate)
 - Release: [C -> M]
 - Write-back (replace or invalidate)

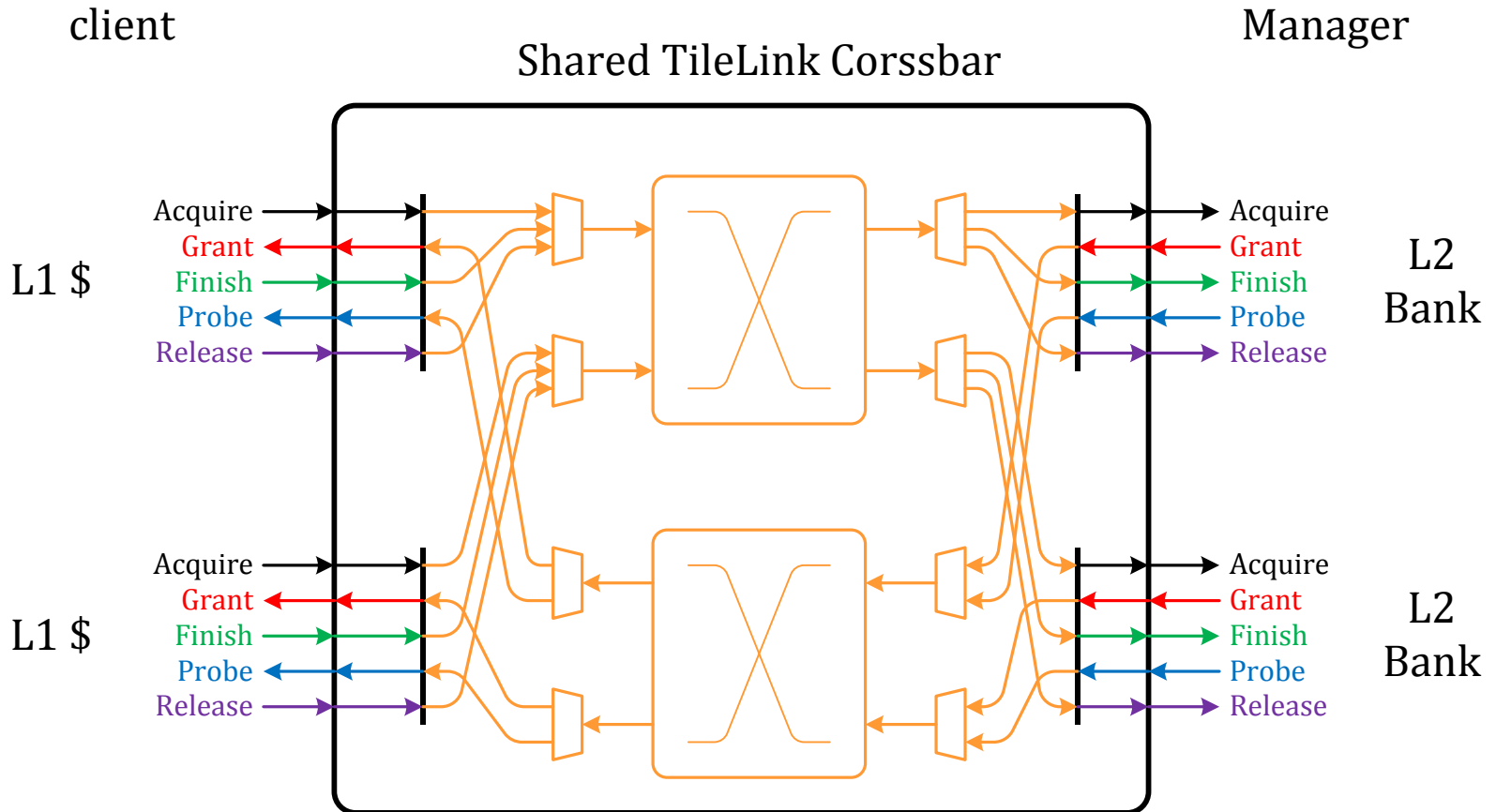
Untethered lowRISC SoC (First Version)



TileLink Corssbar



Shared TileLink Corssbar



Use a SuperChannel to store all types of TileLink channels.

Current Status of TileLink/AXI

- TileLink/AXI (Berkeley, Rocket-chip)
 - only a whole cache line
- TileLink/AXI-Lite (lowRISC)
 - 1,2,4,8 byte write; 4,8 byte read
- AHB/APB (Berkeley, Z-Scale)

- Still needed:
 - AXI/AXI-Lite compatible, auto width SerDes switch
 - The AXI-Node from PULP
 - May be in Chisel for its parameterization capability
 - AXI/Wishbone, TileLink/Wishbone

Remain Issues

- Interrupt controller
- Open Sourced, License compatible IPs
 - UART (Flexpret, BSD)
 - SD host controller
 - Ethernet controller (Xilinx IP for now)
 - Memory controller (difficult to get)
- Open Source EDA tools
 - Current environment:
 - VCS (DRAMSim, Front-end server, DirectC)
 - Vivado+SDK (SDK not available for Kintex)
 - Target environment:
 - Verilator (SystemVerilog 2009, SystemC, VPI, DPI)
 - Vivado only

After the Untethered SoC

- Implementing the hierarchical tag cache (hardware)
- Debug interface
- Integrating minions (PULP)
- Tag support in Rocket cores (Lucas)