



RISC-V at BOSC: Achievements and Challenges

Shan Liu, Senior Design Engineer, BOSC

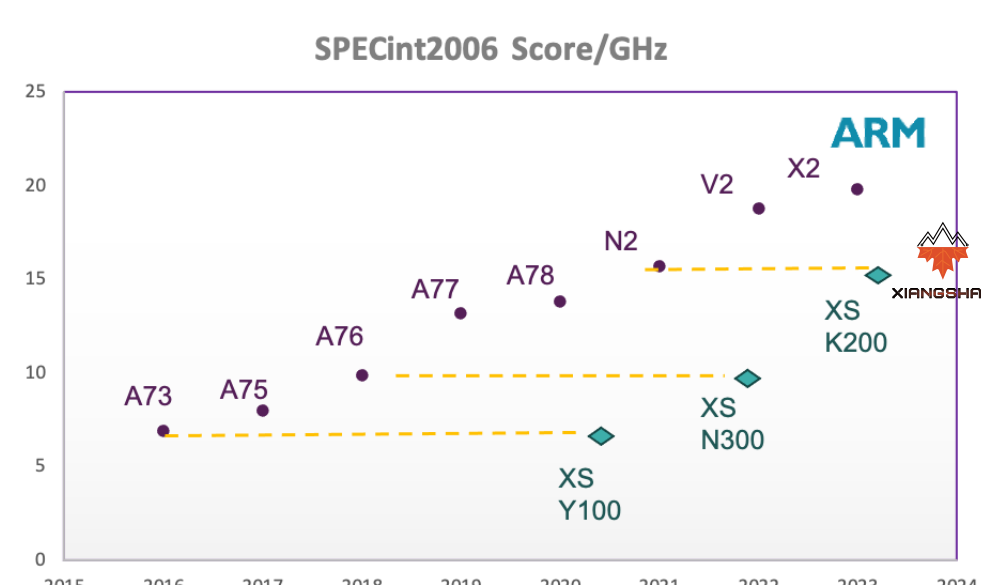
BOSC Introduction

Missions

Mission 1: Develop open-source & high-performance RISC-V CPUs --- Xiangshan CPU family.

Mission 2: Build-up open-source RISC-V ecosystem.

- Development infrastructure & tools
- Chip design methodologies: open-source verification & Agile(a.k.a Minjin) development flow



Partnership & Cooperation

Ecosystem Partner



International cooperation of RISC-V

BOSC is deeply involved in community organizations such as the RISC-V International, and becoming its Premier member as well as a member of the RISE Foundation. It is also a member of OpenHW and a partner of embedded world China, and is actively participating in the strategic planning and technical route formulation of international RISC-V open source organizations.



Achievements

Xiangshan CPU Family

2021 XS Y100

1.3 GHz @ 28nm, 7.01/GHz
EOL

2022 XS N300

2.1GHz @ 14nm, 9.55/GHz
Balanced Perf & Efficiency (v.s. ARM A76)

2024 XS K200

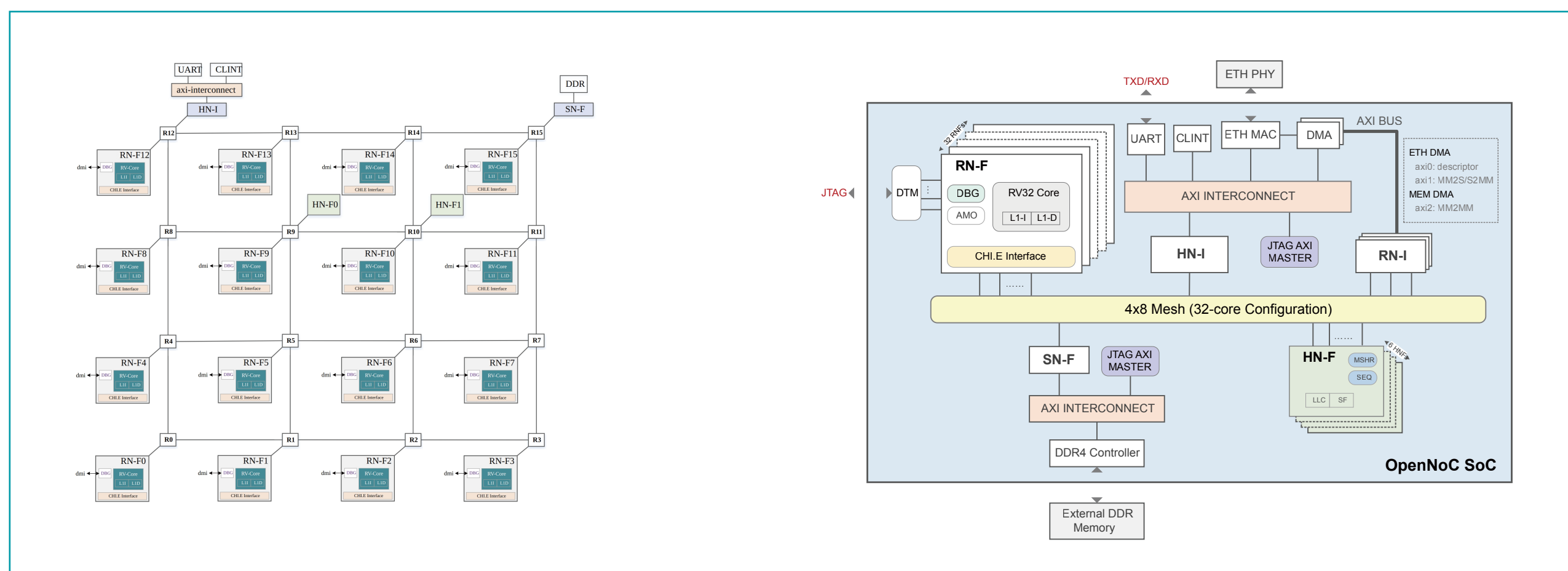
3GHz @ 7nm, 15/GHz
Ultimate Performance (v.s. ARM N2)

Xiangshan CPU Feature List

Feature	YQH	NH	KMH
Pipeline depth	12	12	12
Rename width	4	4	6
ROB size	192	192	256+
ALUs	4	4	4
L1 instr cache	16KB	64KB	64KB
L1 data cache	32KB	64KB	64KB
L2 cache	1024KB	256KB	1024KB
L3 cache	NA	Up to 4MB	Up to 16MB
NoC support	N	N	WIP
ITLB	32	32	48
DTLB	32	128 direct mapped	48
L2 TLB	2048	2048	2048
Vector	N	Y	Y
Virtualization	N	N	Y
ECC support	N	Y	Y
PMA/PMP support	N	Y	Y
Debug support	N	Y	Y
External interface	AXI4	AXI4	AXI4/CHI
ISA	RV64GC	RV64GCBKV	RV64GCBKVH
Frequency@Process	1.3GHz@28nm	2GHz@14nm	3GHz@7nm
SPECint 2k6	7/ GHz	10/ GHz	15/ GHz

Open Network-on-Chip

- ARM AMBA 5 CHI 0050E.b
- MESI based Cache coherency
- Use Non-inclusive, Non-Exclusive policy
- Support SF (Snoop Filter), maximum size 8MB
- Support end-to-end QoS (Quality of Service)
- Up to 8x8 Mesh
- Up to 128 RN-F nodes
- Up to 16 NH-F nodes, with each HN-F's LLC size ranging from 0 to 32MB
- Up to 32 DDR channel
- 256-bit data channel



Challenges

Challenge 1: CPU Development Flow

Traditional hardware development flow:

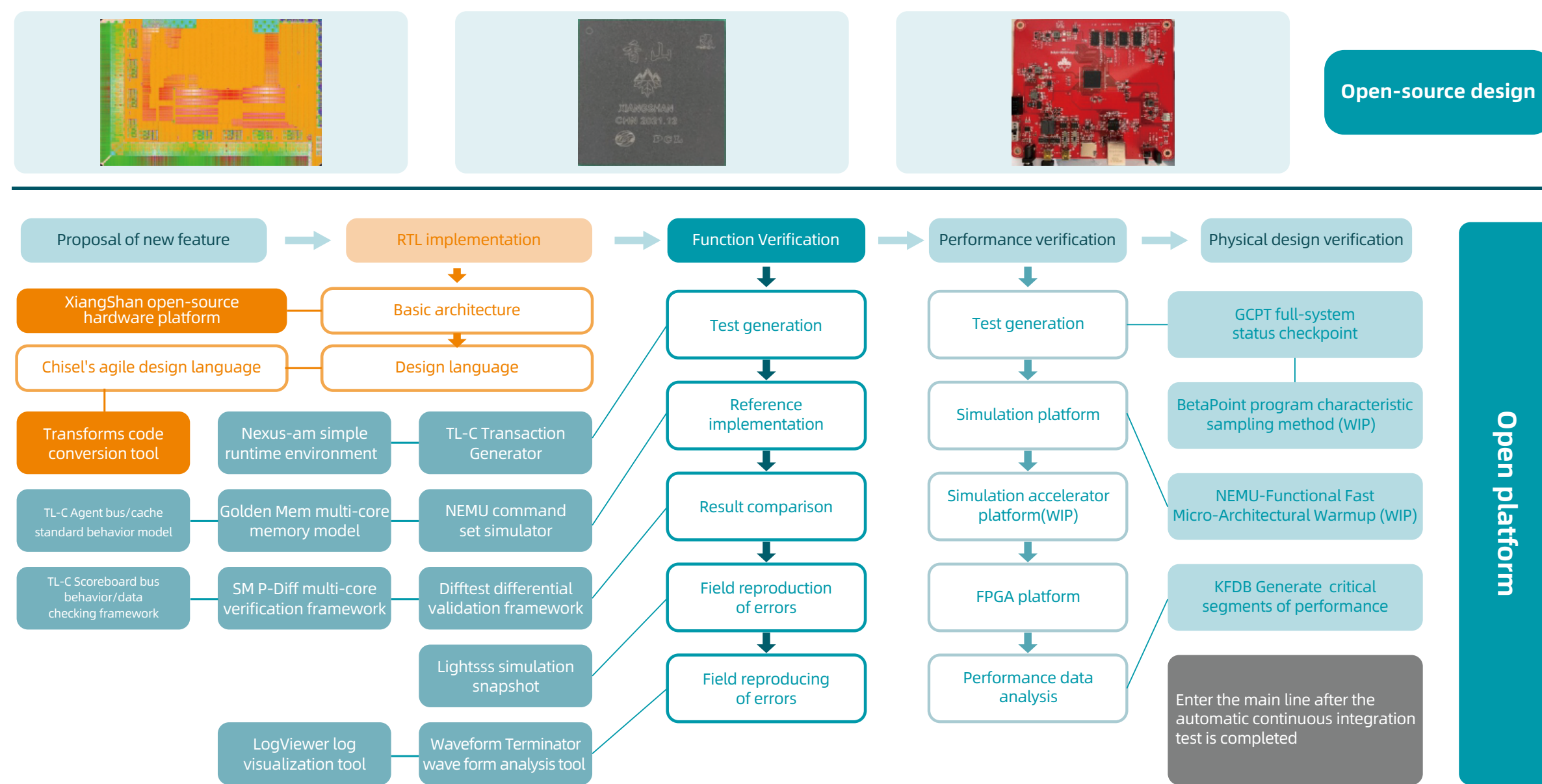
- Long development cycle: ~1.5-2 years
- High cost: involves hundreds of engineers
- Lengthy debug/verification infrastructure
- Self-maintained/developed infra/platform



Agile development flow:

- In-house developed infrastructure -- DiffTest
- Over 20 proprietary tools for testing
- One of the 12 Top Picks in Architecture in IEEE Micro 2022

Agile Infrastructure



Challenge 2: Verification

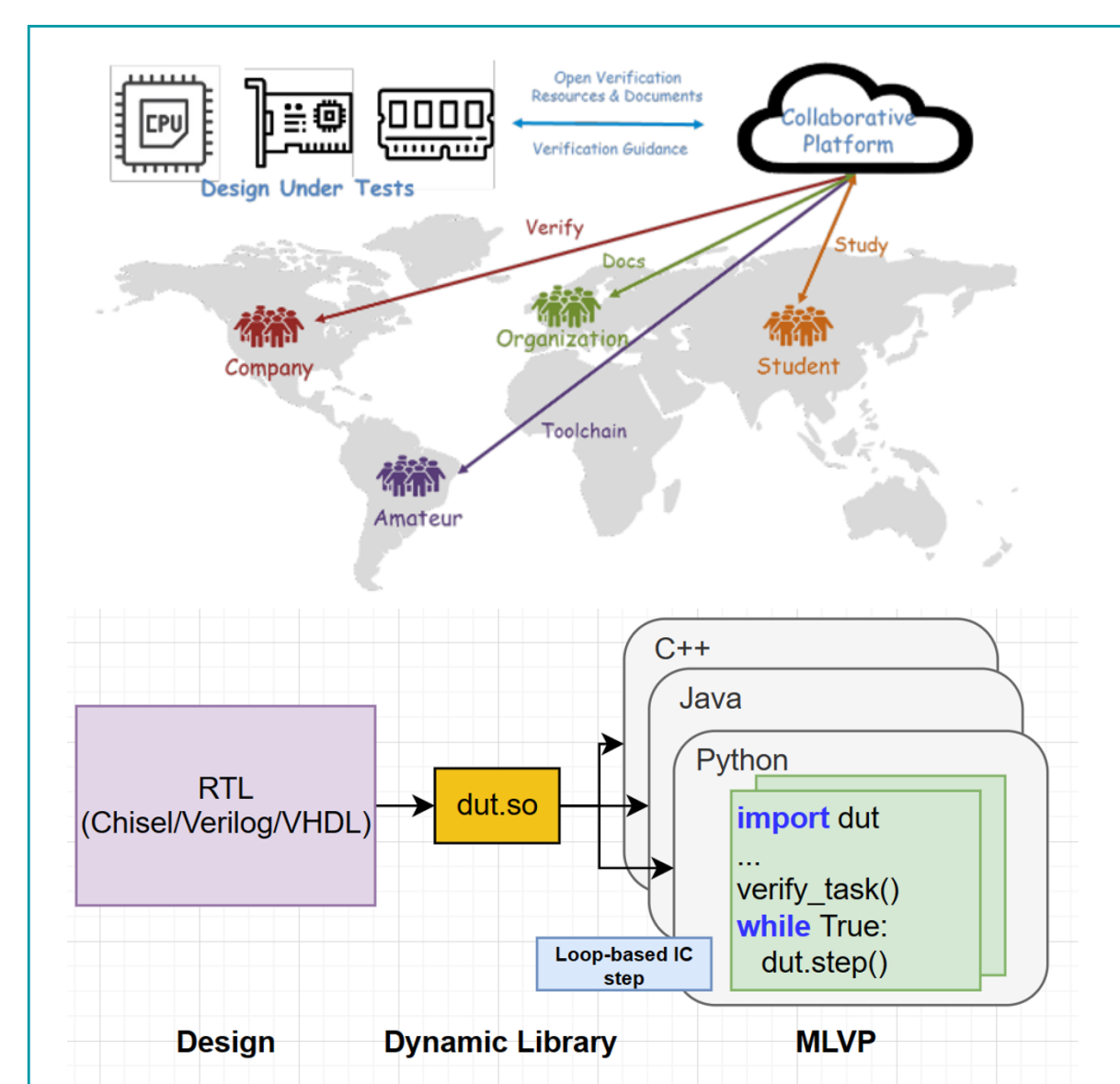
Traditional verification:

- High expense: verification engineers >= design engineers
- Language barrier: RTL expert
- Non-uniformed infrastructure or platform



UnityChip verification:

- Standard & free verification platform
- Test cases using high-level languages (e.g. python) or RTL
- Multi-language support

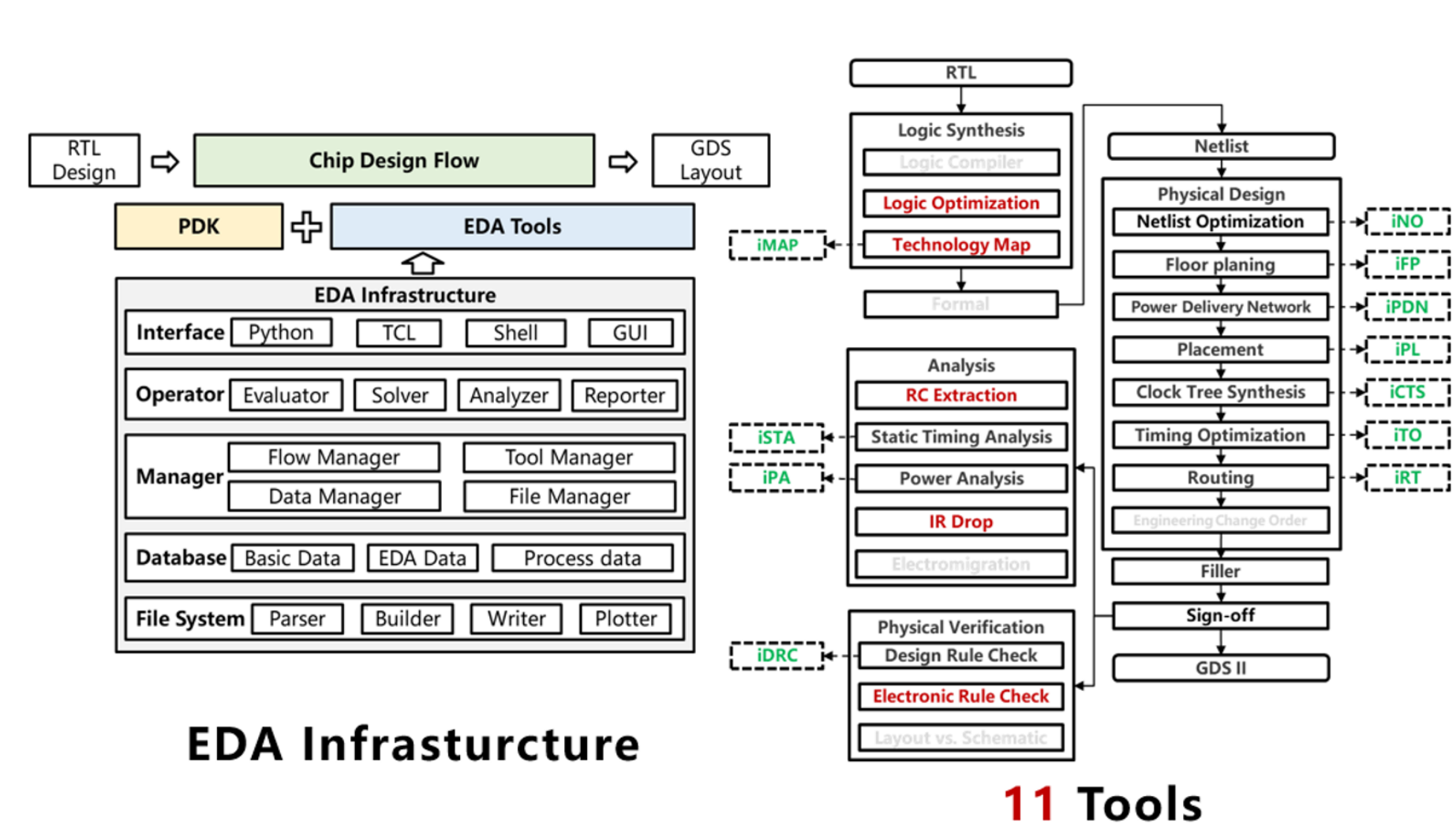


Case Study

- We have used UnityChip to verify the branch predictor unit submodule in the front end of the Xiangshan Kunminghu processor. During the verification process, we divided the module into six subtasks: uFTB, Tage-SC, FTB, ITTAGE, RAS, and BPU Top.
- We have collected verification data such as code coverage and functional coverage. We can also map this coverage data to specific lines of code to selectively improve them.
- Five undergrads utilized a pytest-based verification environment which identified some bugs and achieved coverage results comparable to those of traditional verification teams.

Challenge 3: Hardware Design EDA Tools

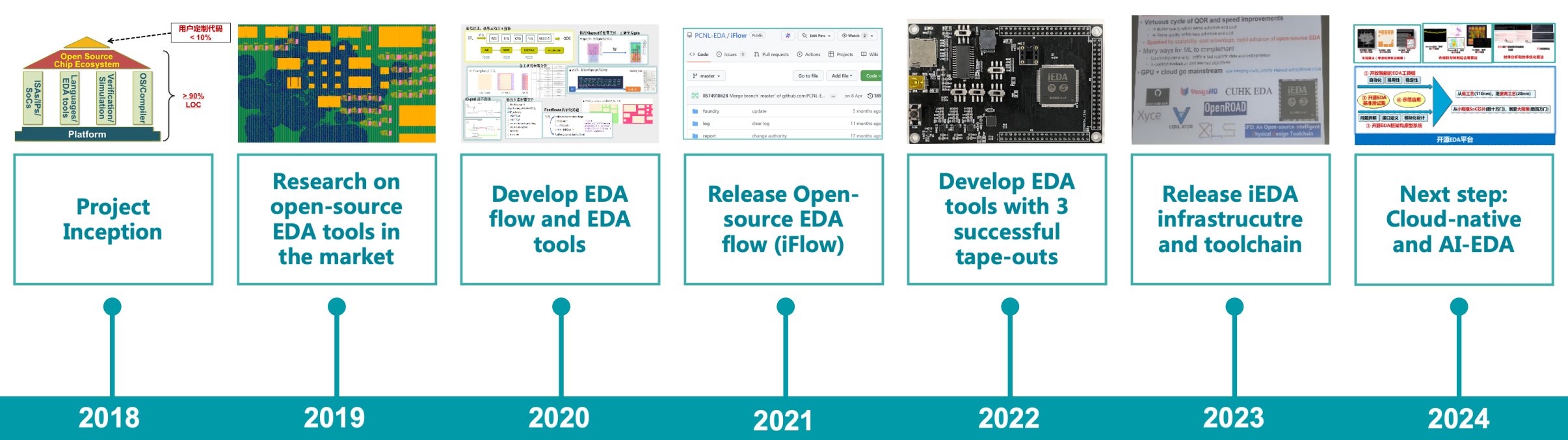
iEDA is an open-source digital chip design platform.



EDA Infrastructure

11 Tools

iEDA Milestones



For Your Information

<https://www.bosc.ac.cn>
<https://open-verify.cc/en>
<https://github.com/OpenXiangShan>
<https://Xiangshan-doc.readthedocs.io>



BOSC Wechat Official



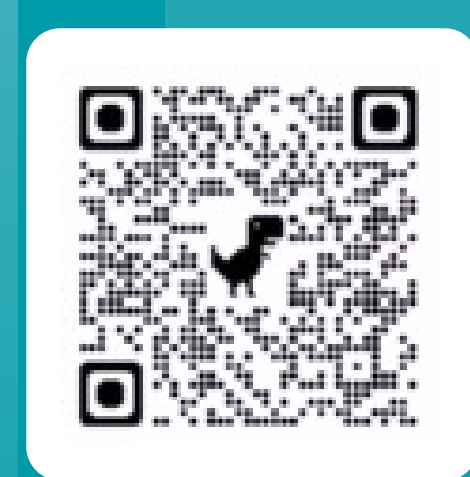
Xiangshan Wechat Official



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UnityChip Verification



Xiangshan Git Repo



iEDA Git Repo