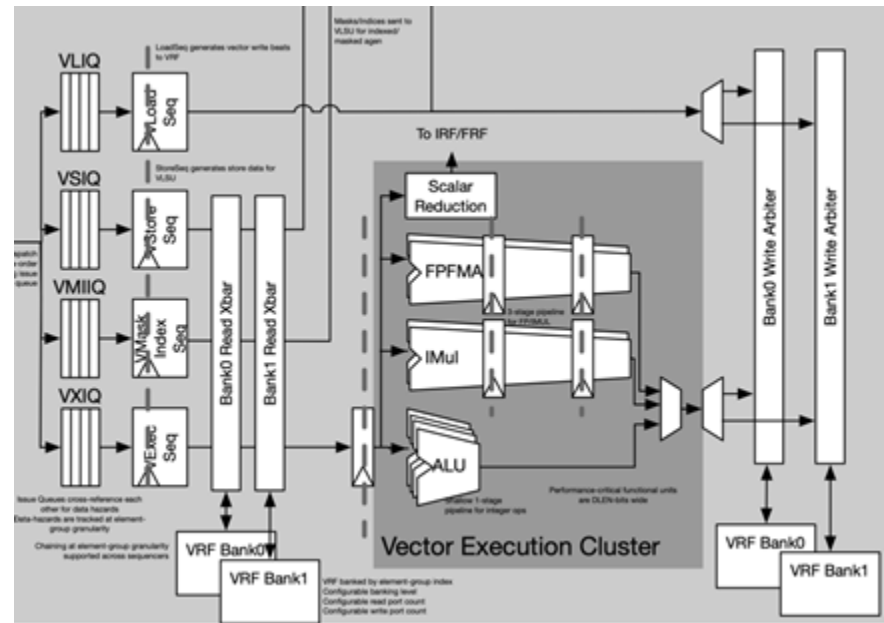




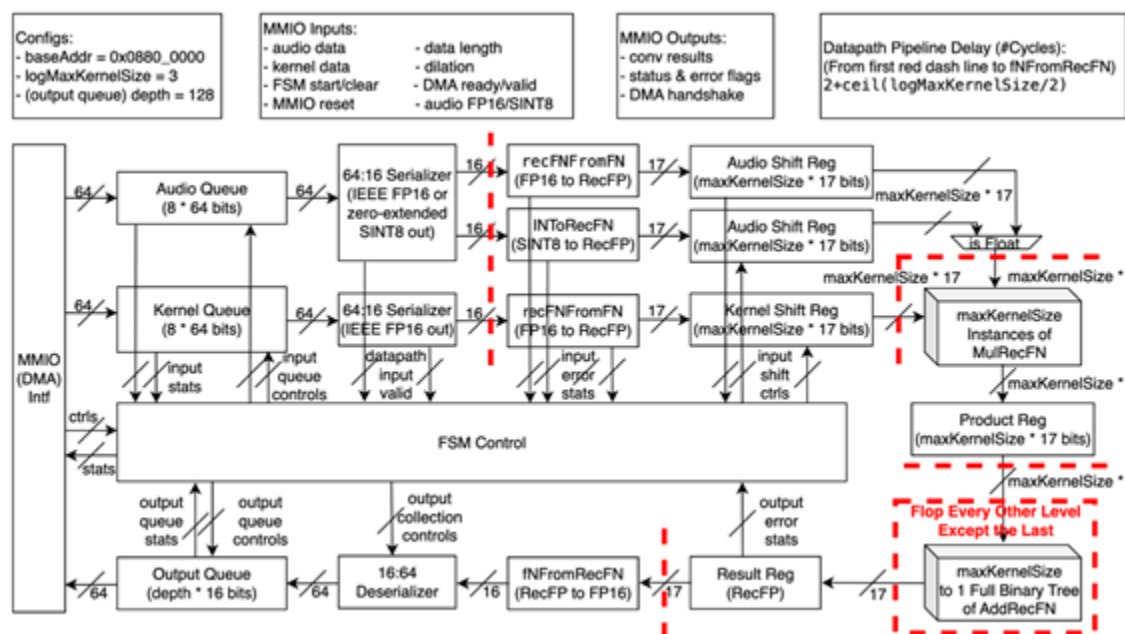
Saturn Vector Cores

- Rocket **in-order** cores with **256-bit Saturn Vector units**
- Direct-mapped 4 KiB ICache & 4 KiB DCache
- Minimal area configuration targeting integer operations
- RISC-V Vector Extension Version 1.0 compliant



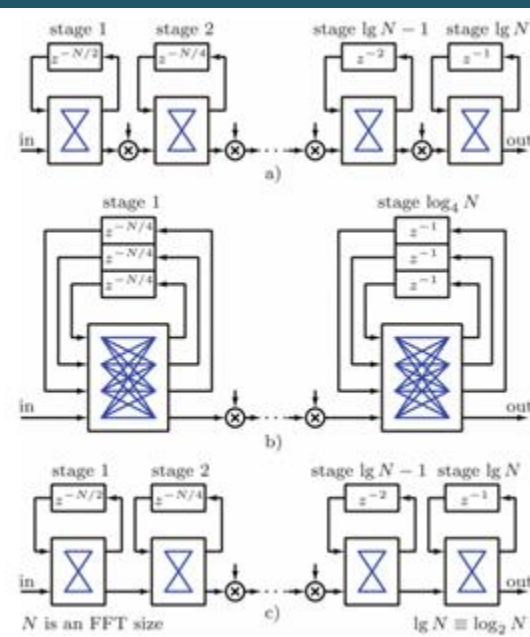
Convolution Accelerator

- **1D dilated conv. engine** to alter, classify, and detect audio
- Fully custom design that contains four pipeline stages, mixed width queues, audio input format toggle, and parameterized scalability
- 190x performance speedup over Rocket core



SDF-FFT Accelerator

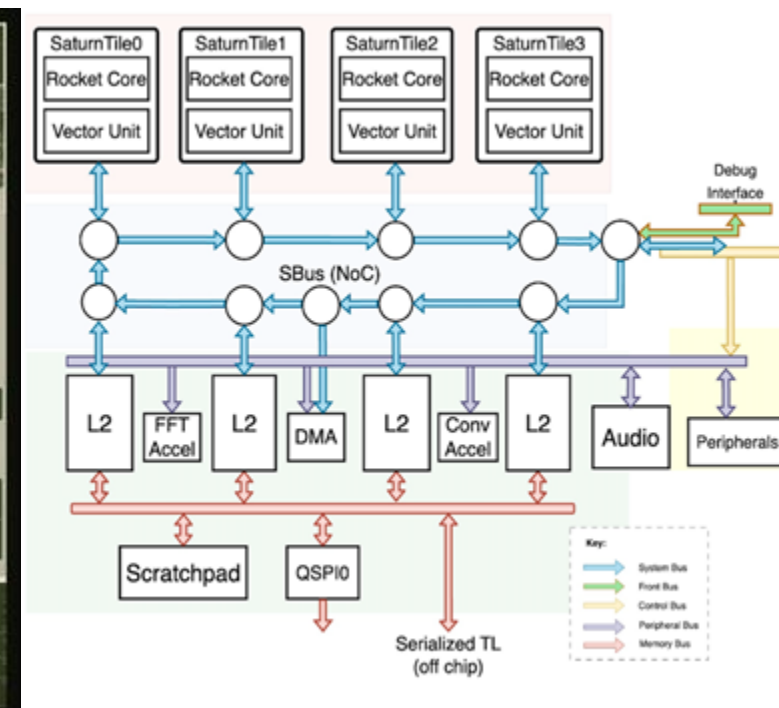
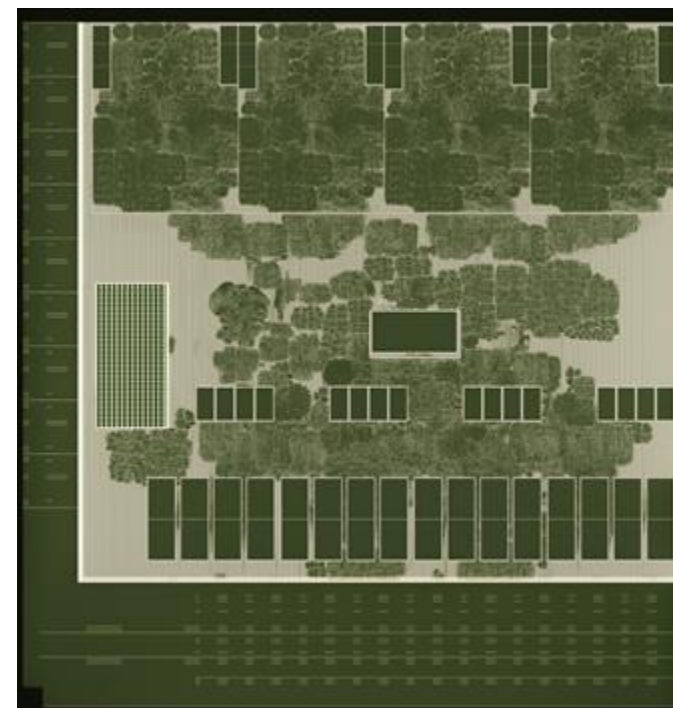
- Chipyard integration of the 128-bit **SDF-FFT generator** by Vladimir Milovanović and Nikola Petrovic
- Drastically smaller than the chipyard FFT generator
- Custom TileLink Front-end with input and output buffers



32 bit value
Real (fixed-point16) Imaginary (fixed-point16)

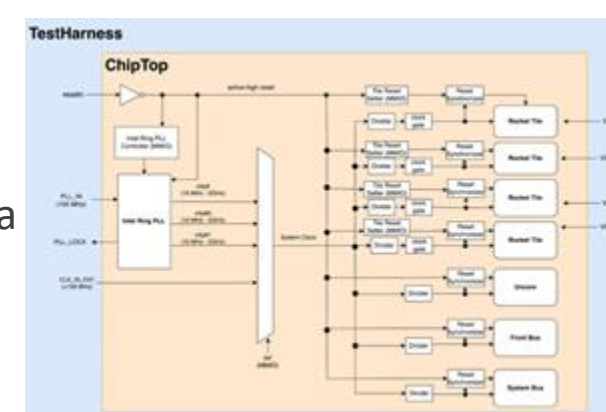
Overview

- Design and tapeout a **RISC-V SoC** suitable for **audio effects processing applications** in Intel 16
- Feature new custom designs of SDF-FFT, convolution accelerators, and general DMA engine targeting audio application performances
- Design and integrate a fully custom **8-channel audio subsystem**
 - Consist of I²S audio interface and Sigma-Delta DAC
- Improve compute performance by integrating Saturn vector units on four in-order rocket tiles that optimize VLEN=128, 256 instr.
- 32KB scratchpad, 256KB L2, and all four Saturn vector cores on a 128-bits Constellation 1D torus NoC
 - Upgrade from 64-bits in previous tapeout iterations
- 19x GPIO, 4x I²S, 2x ΔΣ DAC, 4x PWM, 3x UART, 2x QSPI, 1x SPI, 2x I²C, 1x 8-bit SerialTL, 1x 1-bit Peripheral SerialTL, 1x JTAG



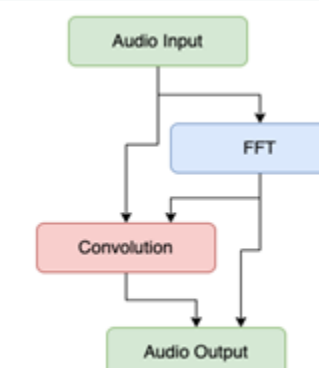
Clocking Spec

- DSP top level operates at 500MHz clock, generated by Intel Ring PLL
- The Internal ring oscillator provides clocks from 10MHz to 2GHz, tunable via custom MMIO interface
- Externally controlled clock muxes to support post-silicon debug



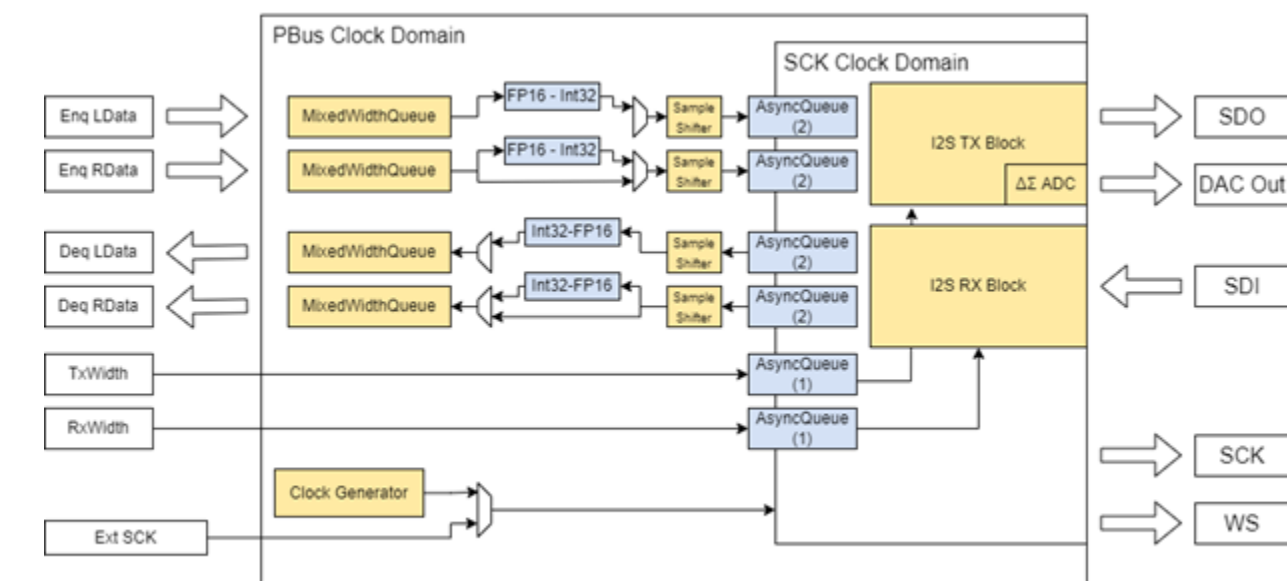
Next Steps

- **Bringup and validate taped out functionality**
- Investigate basic digital signs of life
- Validate digital accelerators and cores, new audio IO peripherals and non-core peripherals
- Verify clock and power subsystems
- Test QSPI and JTAG boot



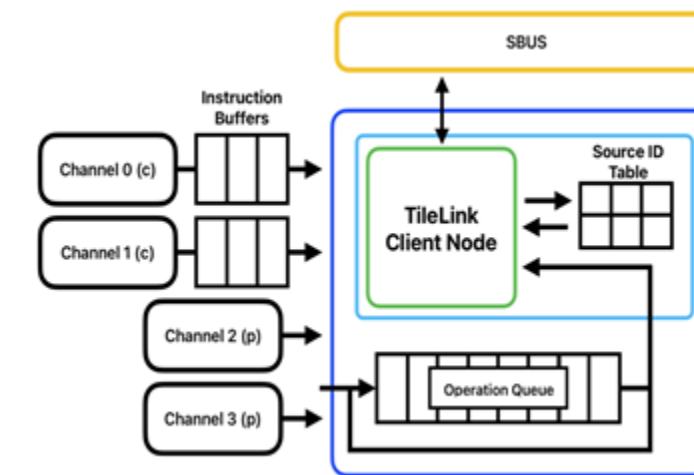
Audio Interface

- 8 Channel Full-Duplex Audio Interface
- Stereo Delta-Sigma DAC for audio output without external components
- 4 Independent Stereo I²S Channels for External CODECs
- 8,16,24,32 Bit Int or FP16 Samples supported for Tx + Rx
- 120Hz-4MHz Sample Rate w/ internal clock
- Supports I²S Peripheral mode w/ external clock source
- Programmable Watermark signal for DMA audio control



DMA Engine

- General DMA built for:
 - Memory → Memory
 - Peripheral → Memory
 - Memory → Peripheral
- Config contains:
 - 3 CPU Channels
 - 4 Peripheral Channels
 - 8 In-flight Instructions
- Supports:
 - Multiple channels with load balancing and Double-buffering
 - Peripheral polling
 - Variable transfer width/length
 - Variable stride on read and write
 - Multiple inflight operations



Acknowledgements

We would like to extend a special thanks to our course instructors Borivoje Nikolic and Kris Pister, GSIs Ken Ho, Ella Schwarz, Bryan Ngo, Viansa Schmulbach, Nikhil Jha, Yuanhan Li, Daniel Lovell, Maithili Bapat, and BWRC staff.