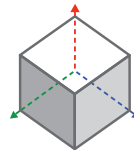




A Free and Open ISA
Enabling a Diversity of
CPU Cores and Accelerators

Guy Lemieux

CEO



VectorBlox
embedded supercomputing

Professor



a place of mind

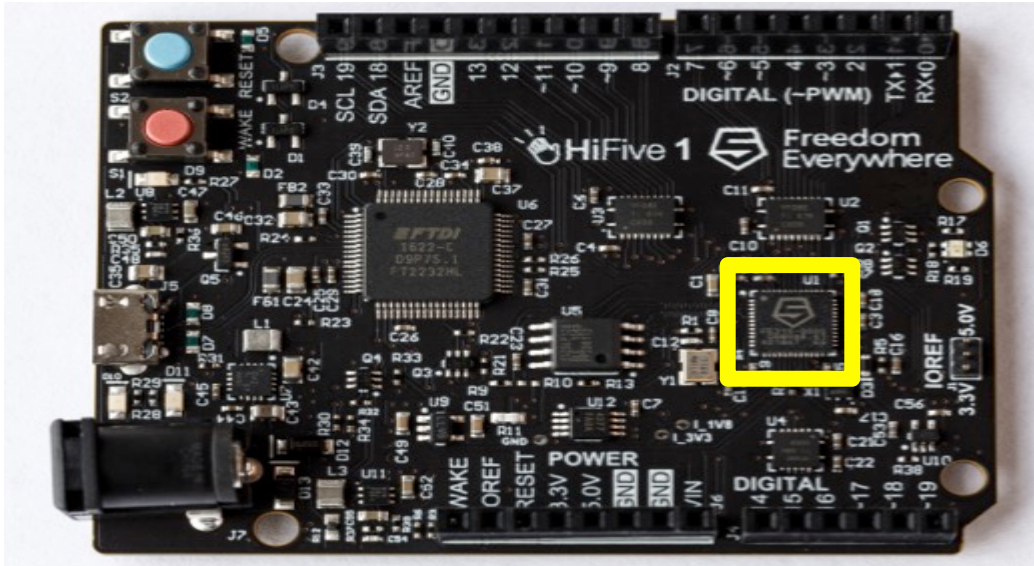
THE UNIVERSITY OF BRITISH COLUMBIA

RISC-V

*Not so long ago in
academia far, far away,
researchers at UC Berkeley
started a 3 month project
to design a new open ISA...*

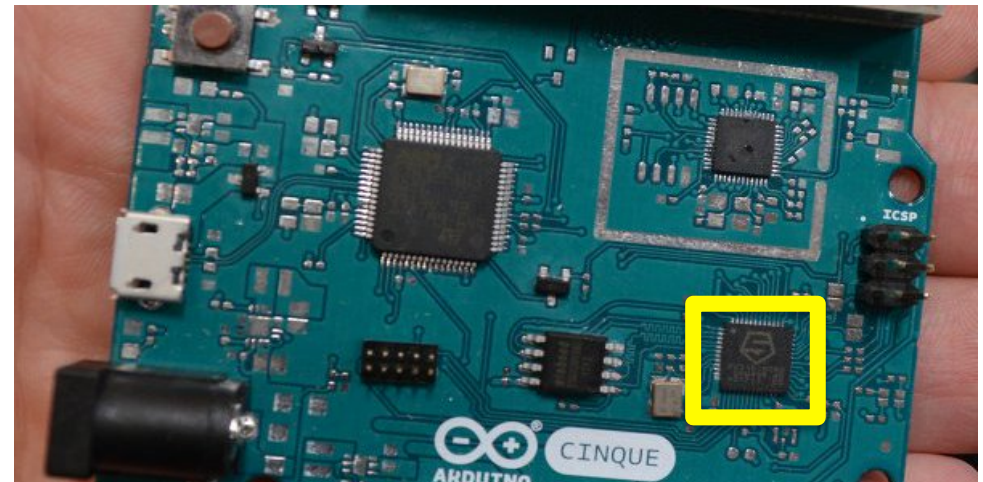
What is RISC-V?

- 5th generation RISC Instruction Set Architecture (UC Berkeley)
 - Andrew Waterman, Yunsup Lee, Dave Patterson, Krste Asanovic
 - First public specification released in May 2011
- High-quality, license-free, royalty-free ISA spec.
 - Microcontrollers to supercomputers
- Standard maintained by [RISC-V Foundation](#)



Arduino Cinque

Announced at Bay Area Maker Faire ,
May 20, 2017



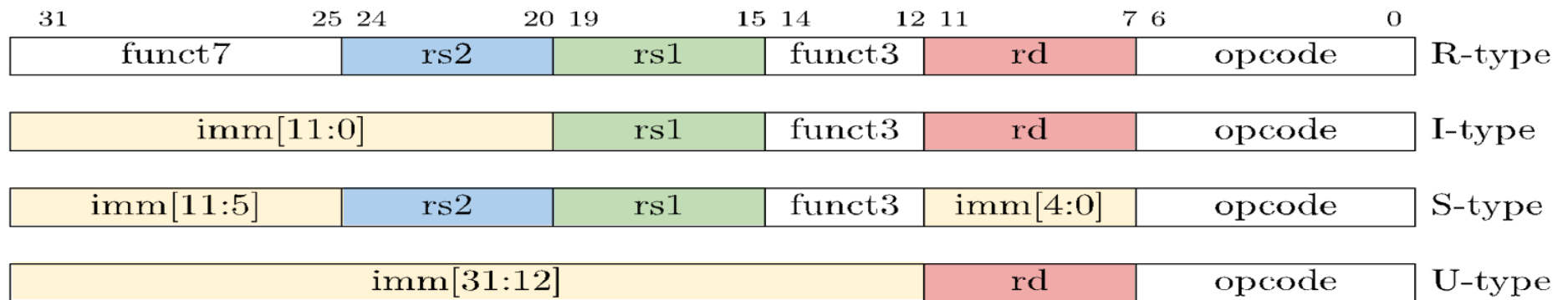
RISC-V ISA "Green Card"

① Base Integer Instructions (32 64 128)				② RV Privileged Instructions (32 64 128)				③ 3 Optional FP Extensions: RV32{F D Q}				④ RISC-V Reference Card																												
Category	Name	Fmt	RV{32 64 128} Base	Category	Name	Fmt	RV mnemonic	Category	Name	Fmt	RV{F D Q} (HP/SP,DP,QP)	Category	Name	Fmt	RVC																									
Loads	Load Byte	I	LB rd,rs1,imm	CSR Access	Atomic R/W	R	CSRWR rd,csr,rs1	Load	Load	I	FL{W,D,Q} rd,rs1,imm	Stores	Load Word	CL	C.LW rd',rs1',imm																									
	Load Halfword	I	LH rd,rs1,imm		Atomic Read & Set Bit	R	CSRRS rd,csr,rs1		Store	Store	S		FS{W,D,Q} rs1,rs2,imm	Load Word SP	CI	C.LWSP rd,imm																								
	Load Word	I	LW{D Q} rd,rs1,imm		Atomic Read & Clear Bit	R	CSRRC rd,csr,rs1			Arithmetic	ADD		R	FADD.{S D Q} rd,rs1,rs2	Load Double	CL	C.LD rd',rs1',imm																							
	Load Byte Unsigned	I	LBU rd,rs1,imm		Atomic R/W Imm	R	CSRRWI rd,csr,imm				SUBtract		FSUB.{S D Q}	R	FSUB.{S D Q} rd,rs1,rs2	Load Double SP	CI	C.LWSP rd,imm																						
	Load Half Unsigned	I	LHU{W D U} rd,rs1,imm		Atomic Read & Set Bit Imm	R	CSRRSI rd,csr,imm						MULTiply	FMUL.{S D Q}	R	FMUL.{S D Q} rd,rs1,rs2	Load Quad	CL	C.LQ rd',rs1',imm																					
Stores	Store Byte	S	SB rs1,rs2,imm	Atomic Read & Clear Bit Imm	R	CSRRCI rd,csr,imm	DIVide	FDIV.{S D Q}				R		FDIV.{S D Q} rd,rs1,rs2	Load Quad SP	CI	C.LQSP rd,imm																							
	Store Halfword	S	SH rs1,rs2,imm	Change Level	Env. Call	R		ECALL	SQuare Root			FSORT.{S D Q}		R	FSORT.{S D Q} rd,rs1	Load Byte Unsigned	CL	C.LBU rd',rs1',imm																						
	Store Word	S	SW{D Q} rs1,rs2,imm		Environment Breakpoint	R		EBREAK		Mul-Add		FMADD.{S D Q}		R	FMADD.{S D Q} rd,rs1,rs2,rs3	Float Load Word	CL	C.FLW rd',rs1',imm																						
Shifts	Shift Left	R	SLL{W D} rd,rs1,rs2		Environment Return	R		ERET			MULTiply-SUBtract	FMSUB.{S D Q}		R	FMSUB.{S D Q} rd,rs1,rs2,rs3	Float Load Double	CL	C.FLD rd',rs1',imm																						
	Shift Left Immediate	I	SLLI{W D} rd,rs1,shamt	Trap Redirect	to Supervisor	R		MRTS				Negative MULTiply	FMSUBS.{S D Q}	R	FMSUBS.{S D Q} rd,rs1,rs2,rs3	Float Load Word SP	CI	C.FLWSP rd,imm																						
	Shift Right	R	SRL{W D} rd,rs1,rs2		Redirect Trap to Hypervisor	R	MRTSH	Negative MULTiply-ADD					FMNADD.{S D Q}	R	FMNADD.{S D Q} rd,rs1,rs2,rs3	Float Load Double SP	CI	C.FLDSP rd,imm																						
Shift Right Immediate	I	SRLI{W D} rd,rs1,shamt	Hypervisor Trap to Supervisor		R	HRTS	SIGN source		FSGNJ.{S D Q}				R	FSGNJ.{S D Q} rd,rs1,rs2	Stores	Store Word	CS	C.SW rs1',rs2',imm																						
Shift Right Arithmetic	R	SRA{W D} rd,rs1,rs2	Interrupt	Wait for Interrupt	R	WFI			Negative SIGN source	FSGNJN.{S D Q}			R	FSGNJN.{S D Q} rd,rs1,rs2		Store Word SP	CSS	C.SWSP rs2,imm																						
Shift Right Arith Imm	I	SRAI{W D} rd,rs1,shamt		Supervisor FENCE	R	SFENCE.VM rs1				Xor SIGN source	FSGNJX.{S D Q}		R	FSGNJX.{S D Q} rd,rs1,rs2		Store Double	CS	C.SD rs1',rs2',imm																						
Arithmetic	ADD	R		ADD{W D} rd,rs1,rs2	Optional Multiply-Divide Extension: RV32M						Min/Max	FMIN.{S D Q}	R	FMIN.{S D Q} rd,rs1,rs2		Store Double SP	CSS	C.SDSP rs2,imm																						
	ADD Immediate	I	ADDI{W D} rd,rs1,imm	Category	Name	Fmt		RV32M (Mult-Div)				MAXimum	FMAX.{S D Q}	R		FMAX.{S D Q} rd,rs1,rs2	Store Quad	CS	C.SQ rs1',rs2',imm																					
	SUBtract	R	SUB{W D} rd,rs1,rs2				MULTiply						R	MUL{W D} rd,rs1,rs2	Compare	FEQ.{S D Q}	R	FEQ.{S D Q} rd,rs1,rs2	Store Quad SP	CSS	C.SQSP rs2,imm																			
	Load Upper Imm	U	LUI rd,imm				MULTiply upper Half		R				MULH rd,rs1,rs2	Compare Float <		FLT.{S D Q}	R	FLT.{S D Q} rd,rs1,rs2	Float Store Word	CSS	C.FSW rd',rs1',imm																			
	Add Upper Imm to PC	U	AUIPC rd,imm				MULTiply Half Sign/Uns		R	MULHSU rd,rs1,rs2			Compare Float ≤			FLTE.{S D Q}	R	FLTE.{S D Q} rd,rs1,rs2	Float Store Double	CSS	C.FSD rd',rs1',imm																			
Logical	XOR	R	XOR rd,rs1,rs2				MULTiply upper Half Uns		R	MULHSU rd,rs1,rs2	Category					FCLASS.{S D Q}	R	FCLASS.{S D Q} rd,rs1	Float Store Word SP	CSS	C.FSWSP rd,imm																			
	XOR Immediate	I	XORI rd,rs1,imm	DIVide	DIVide	R	DIV{W D} rd,rs1,rs2	Move	FMV.S.X	R		FMV.S.X rd,rs1				Float Store Double SP	CSS	C.FSDSP rd,imm																						
	OR	R	OR rd,rs1,rs2		DIVide Unsigned	R	DIVU rd,rs1,rs2		Convert	FMV.X.S		R			FMV.X.S rd,rs1	Arithmetic	ADD	CR	C.ADD rd,rs1																					
	OR Immediate	I	ORI rd,rs1,imm		Remainder	REMAinder	R			REM{W D} rd,rs1,rs2		Convert from Integer		FCVTF.{S D Q}.W	R		FCVTF.{S D Q}.W rd,rs1	ADD Word	CR	C.ADDW rd',rs2'																				
	AND	R	AND rd,rs1,rs2	REMAinder Unsigned		R	REMU{W D} rd,rs1,rs2			Convert from Int Unsigned			FCVTF.{S D Q}.WU	R	FCVTF.{S D Q}.WU rd,rs1		ADD Immediate	CI	C.ADDI rd,imm																					
AND Immediate	I	ANDI rd,rs1,imm	Optional Atomic Instruction Extension: RVA				Convert to Integer				FCVTF.W.{S D Q}		R	FCVTF.W.{S D Q} rd,rs1	ADD Word Imm		CI	C.ADDIW rd,imm																						
Compare	Set <	R	SLT rd,rs1,rs2	Category	Name	Fmt		RV{32 64 128}A (Atomic)			Convert to Int Unsigned		FCVTF.WU.{S D Q}	R	FCVTF.WU.{S D Q} rd,rs1		ADD SP Imm * 16	CIW	C.ADDI16SP x0,imm																					
	Set < Immediate	I	SLTI rd,rs1,imm						Load				R	LR.{W D Q} rd,rs1	Configuration	Read Stat	R	FRCSR rd	ADD SP Imm * 4	CIW	C.ADDI4SPN rd',imm																			
	Set < Unsigned	R	SLTU rd,rs1,rs2						Store			R	SC.{W D Q} rd,rs1,rs2	Read Rounding Mode		FRRM	rd	LI	C.LI rd,imm																					
	Set < Imm Unsigned	I	SLTIU rd,rs1,imm						Swap	R		AMOSWAP.{W D Q} rd,rs1,rs2	Read Flags			FRFLAGS	rd	LIUI	C.LUI rd,imm																					
	Branches	Branch =	SB				BEQ rs1,rs2,imm		Add	ADD		R				AMOADD.{W D Q} rd,rs1,rs2	Swap Status Reg	FRSRM	rd,rs1	CR	C.MV rd,rs1																			
Branch ≠		SB	BNE rs1,rs2,imm	Logical	XOR	R	AMOXOR.{W D Q} rd,rs1,rs2	Swap Rounding Mode		FRSRM	rd,rs1	CR				C.SUB rd',rs2'																								
Branch <		SB	BLT rs1,rs2,imm		Min/Max	AND	R			AMOAND.{W D Q} rd,rs1,rs2	Swap Flags	FRSFLAGS			rd,rs1	CR		C.SUBW rd',rs2'																						
Branch ≥		SB	BGE rs1,rs2,imm			MINimum	OR			R		AMOOR.{W D Q} rd,rs1,rs2		Swap Rounding Mode Imm	FRSRMI	rd,imm		CS	C.XOR rd',rs2'																					
Branch > Unsigned		SB	BLTU rs1,rs2,imm				AMINimum			AMINimum		R	AMOMIN.{W D Q} rd,rs1,rs2		Swap Flags Imm	FRSFLAGSI		rd,imm	CS	C.OR rd',rs2'																				
Branch ≥ Unsigned	SB	BGEU rs1,rs2,imm	MAXimum						AMAXimum	R		AMOMAX.{W D Q} rd,rs1,rs2	3 Optional FP Extensions: RV{64 128}{F D Q}			Category	Name	Fmt	RV{F D Q} (HP/SP,DP,QP)	AND	CB	C.AND rd',rs2'																		
Jump & Link	J&L	UJ		JAL rd,imm				MINimum Unsigned	AMINimum Unsigned	R		AMOMINU.{W D Q} rd,rs1,rs2									Move	Move from Integer	Move to Integer	Convert from Int	Convert to Int	Convert to Int Unsigned	Convert to Int Unsigned	Convert to Int Unsigned												
	Jump & Link Register	I		JALR rd,rs1,imm	MAXimum Unsigned				AMAXimum Unsigned	R	AMOMAXU.{W D Q} rd,rs1,rs2	Convert from Int Unsigned																	Convert to Int	Convert to Int	Convert to Int	Convert to Int	Convert to Int	Convert to Int	Convert to Int					
	Synch	Synch thread		I		FENCE			16-bit (RVC) and 32-bit Instruction Formats					Convert from Int Unsigned																						Convert to Int	Convert to Int	Convert to Int	Convert to Int	Convert to Int
Synch Instr & Data		I		FENCE.I		CI	CSS		CW	CS	CL				CB																									
System		System CALL	I	SCALL									15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0			31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0																								
	System BREAK	I	SBREAK	func4 imm rd/rs1 rs2 op				func7 imm[11:0] rs2 rs1 func3 rd opcode																																
	Counters	Read CYCLE	I	RDCYCLE rd	func3 imm rd/rs1 rs2 op			imm[11:5] rs2 rs1 func3 imm[4:0] opcode																																
Read CYCLE upper Half		I	RDCYCLEH rd	func3 imm imm rs2 op	imm[12] imm[10:5] rs2 rs1 func3 imm[4:1] imm[11] opcode																																			
Read TIME		I	RDTIME rd	func3 imm rs1' imm rd' op	imm[20] imm[10:1] imm[11] imm[19:12] rd opcode																																			
Read TIME upper Half		I	RDTIMEH rd	func3 imm rs1' imm rs2' op																																				
Read INSTR RETired		I	RDINSTRET rd	func3 offset rs1' offset op																																				
Read INSTR upper Half	I	RDINSTRETH rd	func3 offset jump target op																																					

RISC-V Base + Standard Extensions

- Base < 50 instructions, 4 variants
 - 16 registers: RV32E
 - 32 registers: RV32I, RV64I, RV128I
- Standard extensions
 - M: Integer multiply/divide
 - A: Atomic memory operations (AMOs + LR/SC)
 - F: Single-precision floating-point
 - D: Double-precision floating-point
 - Q: Quad-precision floating-point
- Fairly standard RISC encoding 32-bit instruction format

Base ISA Encoding: Always 32 Bits



- 32b x 32 registers (32b x 16 in “embedded”)
 - 64b, 128b variants
- **rd/rs1/rs2** in fixed location, no implicit registers
- Immediate field (`instr[31]`) always sign-extended

Rich Instruction Encoding Space

16b: xxxxxxxxxxxxxxxxaa 16-bit ($aa \neq 11$)

32b: xxxxxxxxxxxxxxxx xxxxxxxxxxxbbb11 32-bit ($bbb \neq 111$)

Extra:

···xxxx	xxxxxxxxxxxxxxxx	xxxxxxxxxxx011111	48-bit
···xxxx	xxxxxxxxxxxxxxxx	xxxxxxxxxxx011111	64-bit
···xxxx	xxxxxxxxxxxxxxxx	xnnnxxxxx111111	$(80+16*nnn)$ -bit, $nnn \neq 111$
···xxxx	xxxxxxxxxxxxxxxx	x111xxxxx111111	Reserved for ≥ 192 -bits

base+4

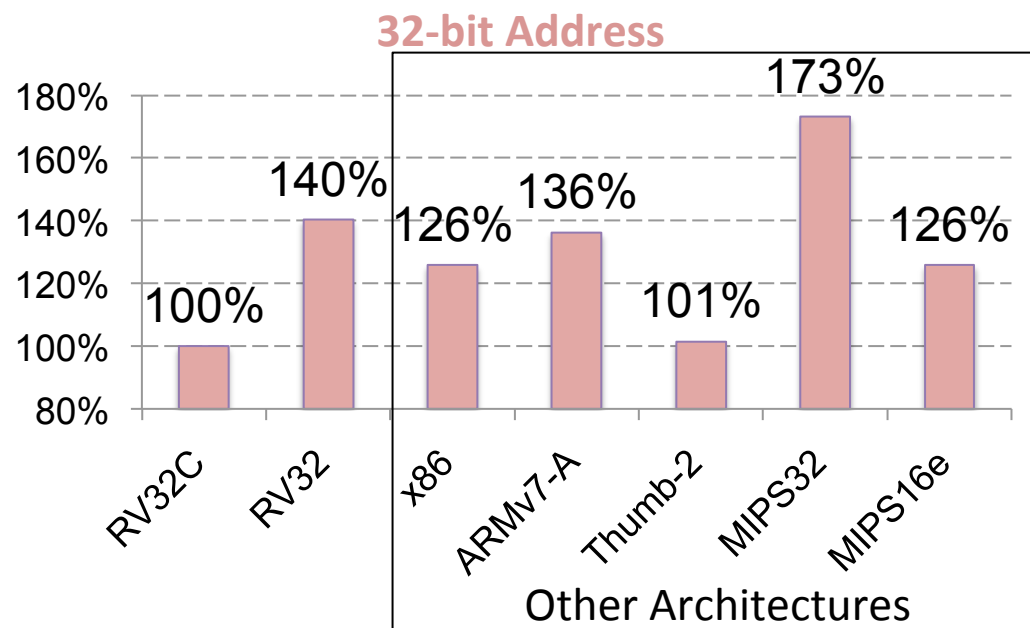
base+2

base



Compressed Instructions

- 16b encoding
 - Expands into one 32b instr.
 - 2-address forms (32 reg.)
 - 3-address forms (8 reg.)
- Implementation
 - Decoder ~700 gates
 - 16-bit instruction alignment
 - Compiler-oblivious

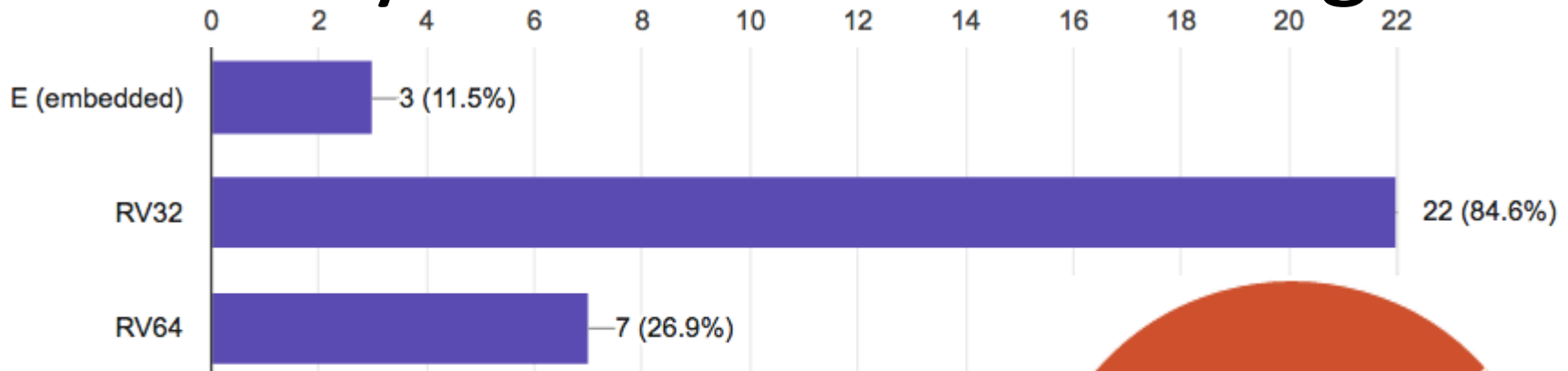


RISC-V smallest on SPECint2006

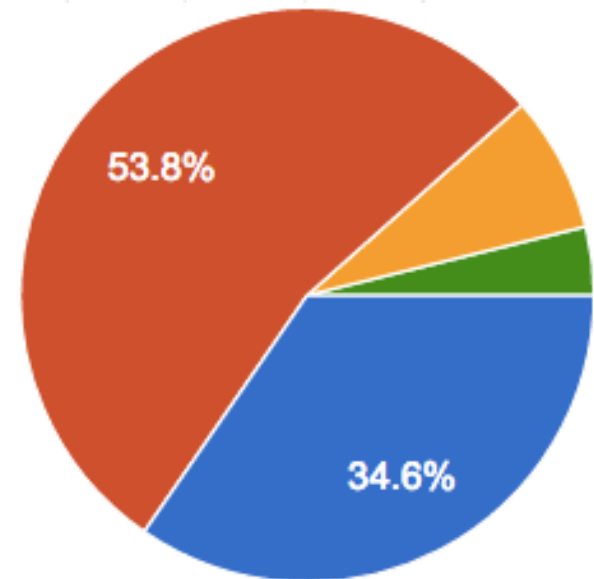
RISC-V Growth

- Rapid uptake in industry + academia
 - Google, Microsoft, IBM, Samsung, AMD, NVIDIA, ...
- Growing open software ecosystem
- Variety of proprietary + open-source cores
 - Seeded by Rocket SoC Generator (open source)

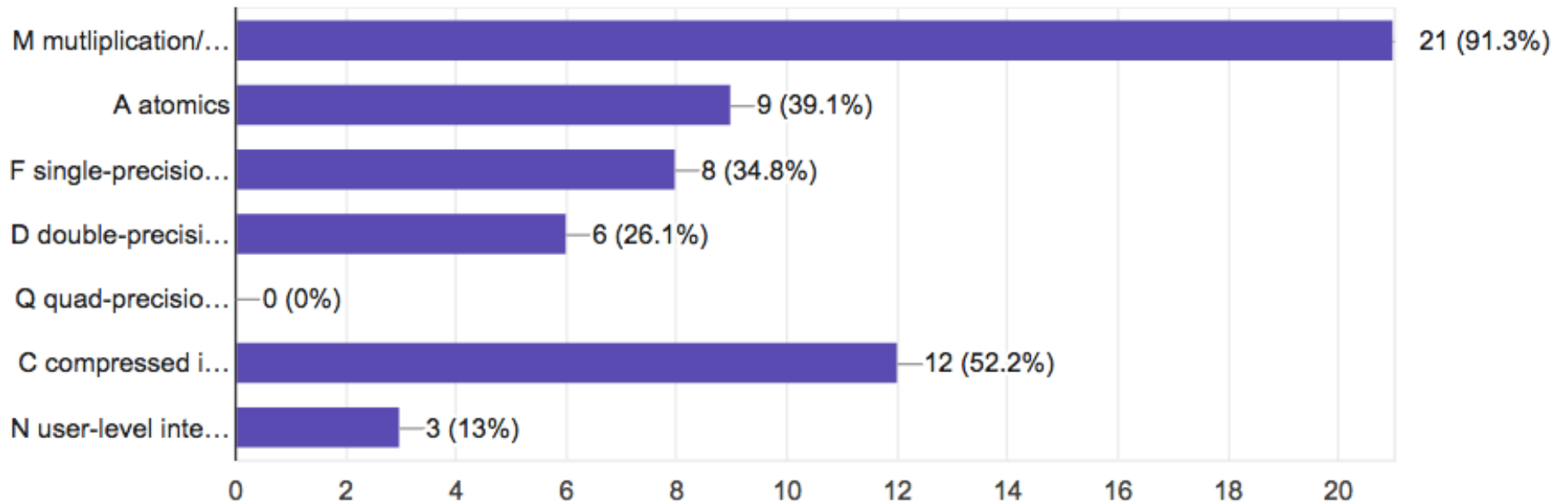
Survey: 26 RISC-V CPU Designs



- Low-performance microcontroller
- High-performance microcontroller / embedded CPU
- High-performance workstation class
- Enterprise class

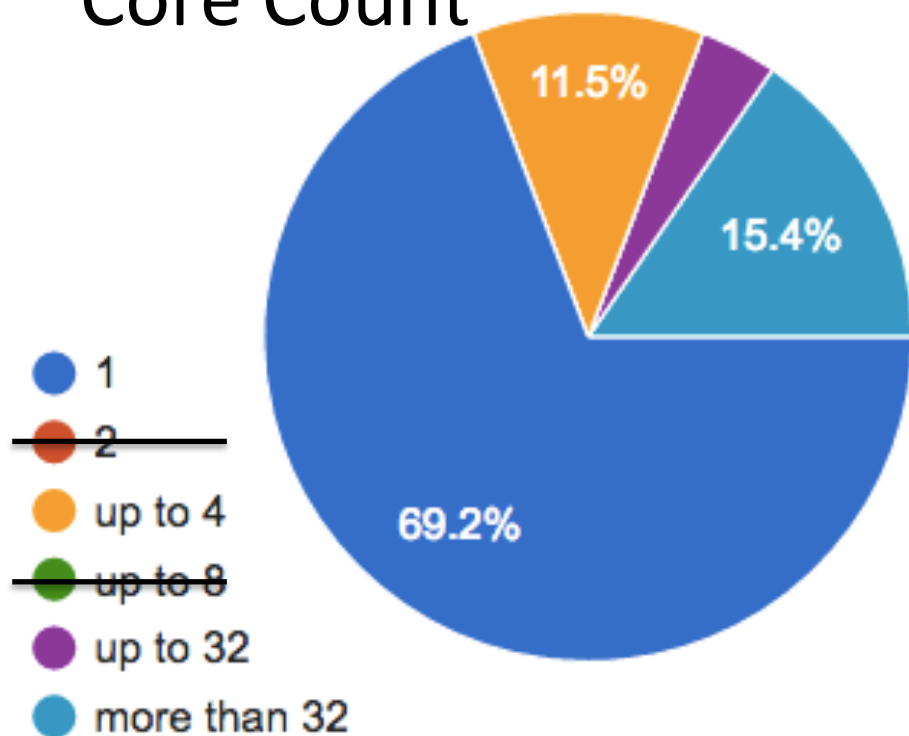


Survey: Standard Extensions

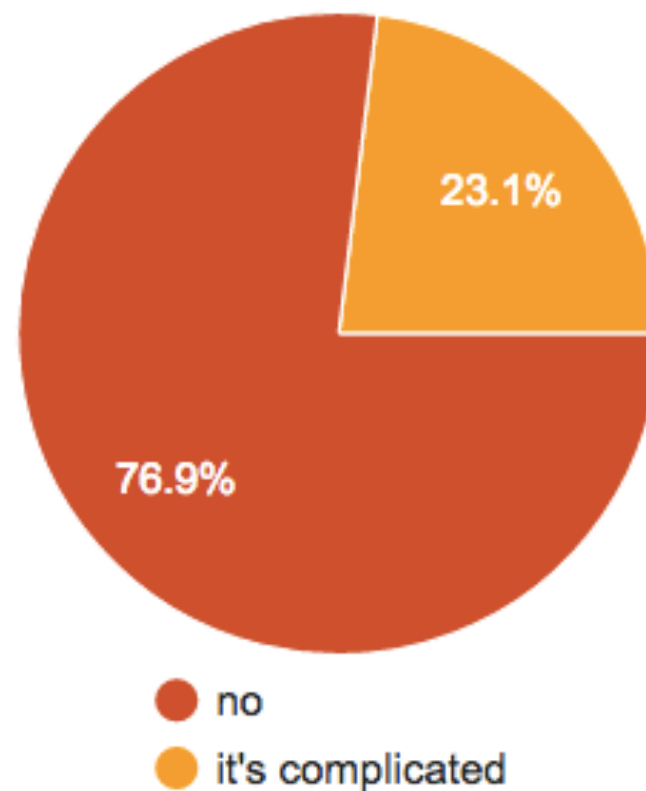


Survey: Multicore

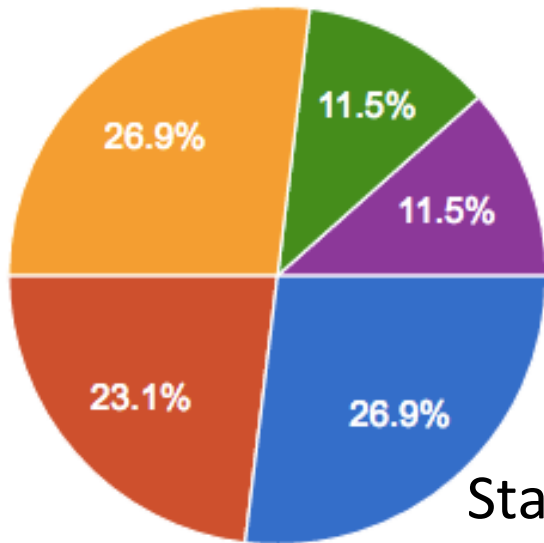
Core Count



big.LITTLE

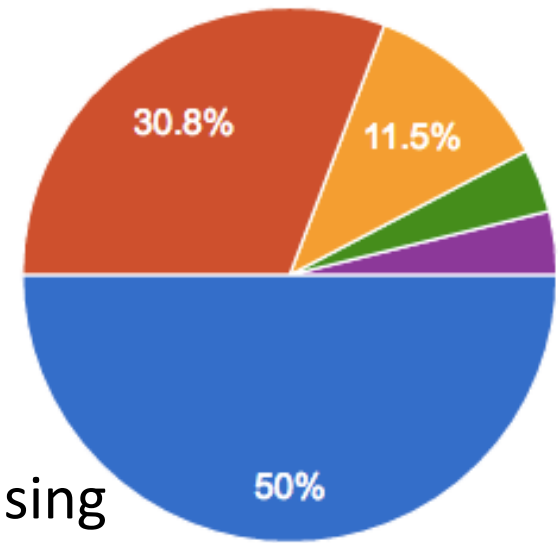


Survey: Availability



Status

- In development
- Works in research lab
- In a select few customer labs
- In many customer labs
- Fully shipping



Licensing

- open source
- for fee under license
- privately held / may be available at some point
- privately held / unavailable / please don't ask us
- it's complicated

Core and Accelerator Choices

RISC-V enables two kinds of choices...

1. Choices as a user
 - Variety of RISC-V providers/products
 - Best selection / performance / availability / competitive prices
2. Choices a provider (SoC designer, cpu architect, ...)
 - Variety of design/implementation options
 - More value to users

FPGA Soft Processor Choices

	ISA	Interconnect	Tool
Intel/Altera	Nios II	Avalon	Qsys
Xilinx	MicroBlaze	AXI	IPI
Lattice	Mico32	Wishbone3	MicoSystemBuilder
Microsemi	ARM M1	APB/AHP/AXI	SystemBuilder

- Highly fractured
 - No common ISA, closed-source CPUs
 - No common interconnect
 - No common system build tools
 - No common IP or software

How is any
IP Ecosystem
going to thrive?

FPGAs + RISC-V

- **Healthy shared ecosystem, cross-platform potential (all vendors)**
- Members of RISC-V Foundation
 - Microsemi Rocket chip + SoftConsole IDE
 - Lattice
- FPGA-optimized soft cores
 - ORCA VectorBlox 200 MHz pipelined (all vendors)
 - PicoRV32 Clifford Wolf 300+ MHz multicycle (Xilinx)
 - GRVI Jan Gray 1,000+ pipelined cores (Xilinx)

Case Study

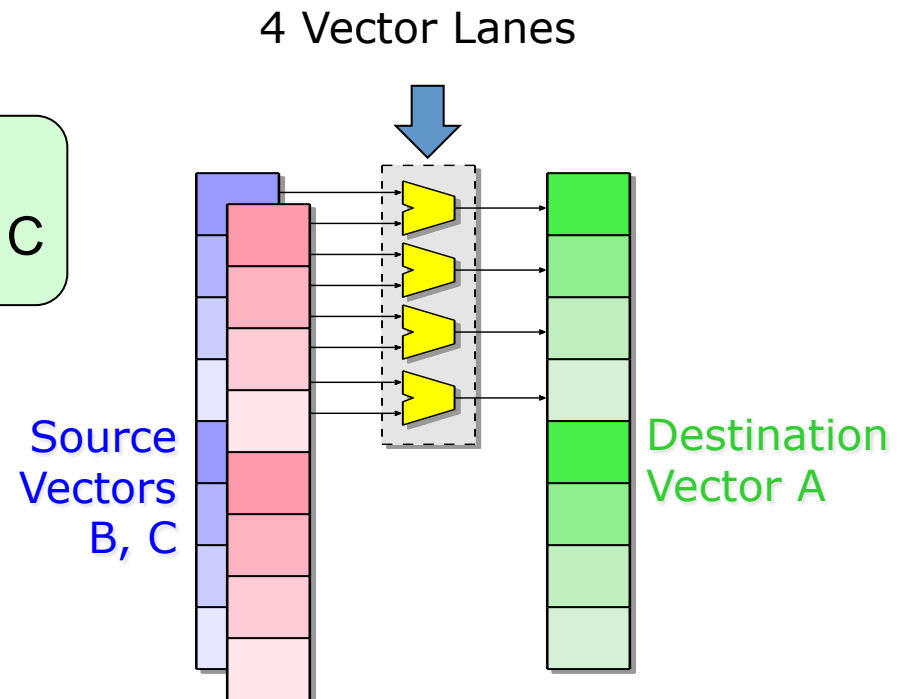
- VectorBlox mission
 - Design custom vector accelerators
- But...
 - No access to soft processor source code
 - Hard ARM cores are inflexible
 - Fragmented ecosystems – very costly/risky for small IP Vendors
- VectorBlox ORCA <http://www.github.com/vectorblox/orca>
 - Open source RISC-V, optional proprietary extensions
 - Lightweight vector: share the RISC-V ALU
 - Full vector: up to 256 parallel ALUs

Vector Programming

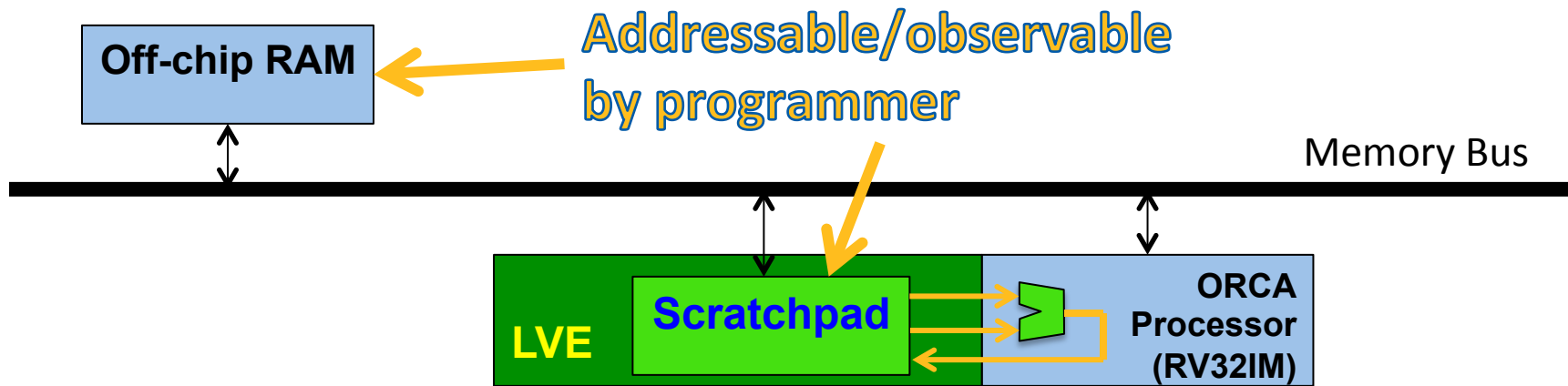
Data-level parallelism

```
for ( i=0; i<8; i++ )  
  A[i] = B[i] * C[i];
```

→ set VL, 8
vmult A, B, C



System Model



- Vector instructions **operate only on scratchpad**
 - Stream data through RISC V ALU
 - Address generators in hardware

Lightweight Vector Extension (LVE)

```
Vadd   Vsub           // RV32I base (vectorized)
Vsll   Vsrl   Vsra
Vxor   Vor     Vand
Vslt   Vsltu

Vmul   Vmulh       // RV32M multiplication (vectorized)
Vdiv   Vrem

Vcmv_z Vcmv_nz    // VectorBlox: conditional move
Vtype           // VectorBlox: data type, vector length
```

FIR filter (12x speedup)

- RV32IM

```

00000030 <scalar_fir(long*, long*, long*, int, int)>:
30: 40e686b3      sub    a3,a3,a4
34: 06d05263      blez   a3,98 <.L6>
38: 00269693      slli   a3,a3,0x2
3c: 00271e13      slli   t3,a4,0x2
40: 00d50eb3      add    t4,a0,a3
44: 01c60e33      add    t3,a2,t3
48: 00100f13      li     t5,1
    
```

```

0000004c <.L10>:
4c: 0005a683      lw     a3,0(a1)
50: 00062803      lw     a6,0(a2)
54: 00460793      addi   a5,a2,4
58: 00058893      mv     a7,a1
5c: 03068833      mul    a6,a3,a6
60: 01052023      sw     a6,0(a0)
64: 02ef5263      ble    a4,t5,88 <.L11>
    
```

```

00000068 <.L13>:
68: 0048a683      lw     a3,4(a7)
6c: 0007a303      lw     t1,0(a5)
70: 00478793      addi   a5,a5,4
74: 00488893      addi   a7,a7,4
78: 026686b3      mul    a3,a3,t1
7c: 00d80833      add    a6,a6,a3
80: 01052023      sw     a6,0(a0)
84: fefe12e3      bne    t3,a5,68 <.L13>
    
```

```

00000088 <.L11>:
88: 00450513      addi   a0,a0,4
8c: 00458593      addi   a1,a1,4
90: faae9ee3      bne    t4,a0,4c <.L10>
94: 00008067      ret
    
```

- RV32IM + LVE

```

00000000 <vector_fir(long*, long*, long*, int, int)>:
0: 000007b7      lui    a5,0x0
4: 00e7a023      sw     a4,0(a5)
8: 40e686b3      sub    a3,a3,a4
c: 02d05063      blez   a3,2c <.L1>
10: 00269693      slli   a3,a3,0x2
14: 00d586b3      add    a3,a1,a3
    
```

```

00000018 <.L3>:
18: 08c5fe2b      vtype.www a1,a2
1c: a6e50cab      vmul.vv.ld.sss.acc a0,a4
20: 00458593      addi   a1,a1,4
24: 00450513      addi   a0,a0,4
28: fed598e3      bne    a1,a3,18 <.L3>
    
```

```

0000002c <.L1>:
2c: 00008067      ret
    
```

Vectors

1 instruction, 0 stalls

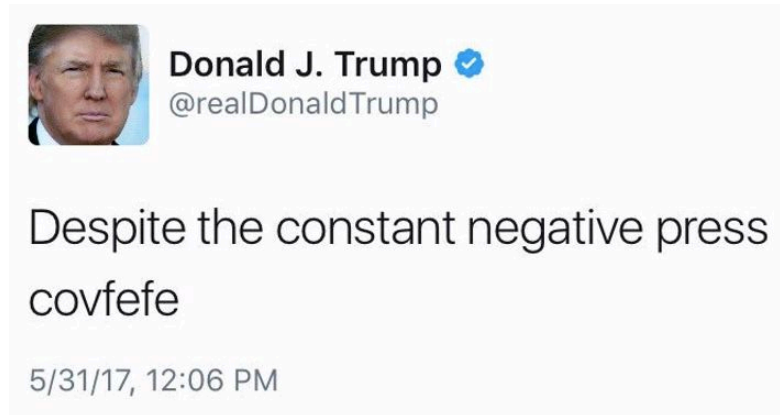
20 bytes code for 2 loops

No vectors

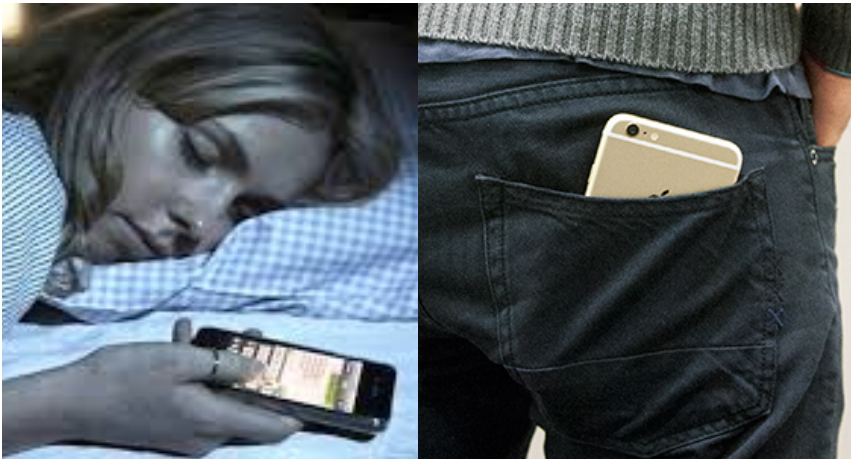
8 instructions, N stalls

72 bytes code for 2 loops

Real application:
“butt-posting”
“butt-tweeting”
cause?



solution!



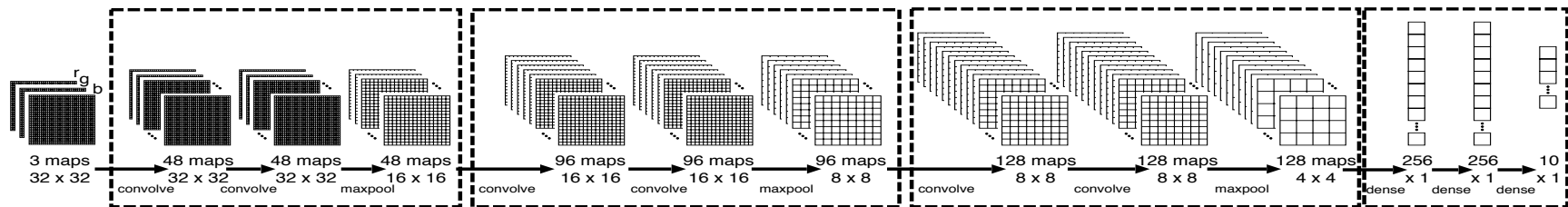
Deep Learning: Face Detector



Built using
ORCA RISC-V
+
Lightweight
Vectors
+
BNN Accel.

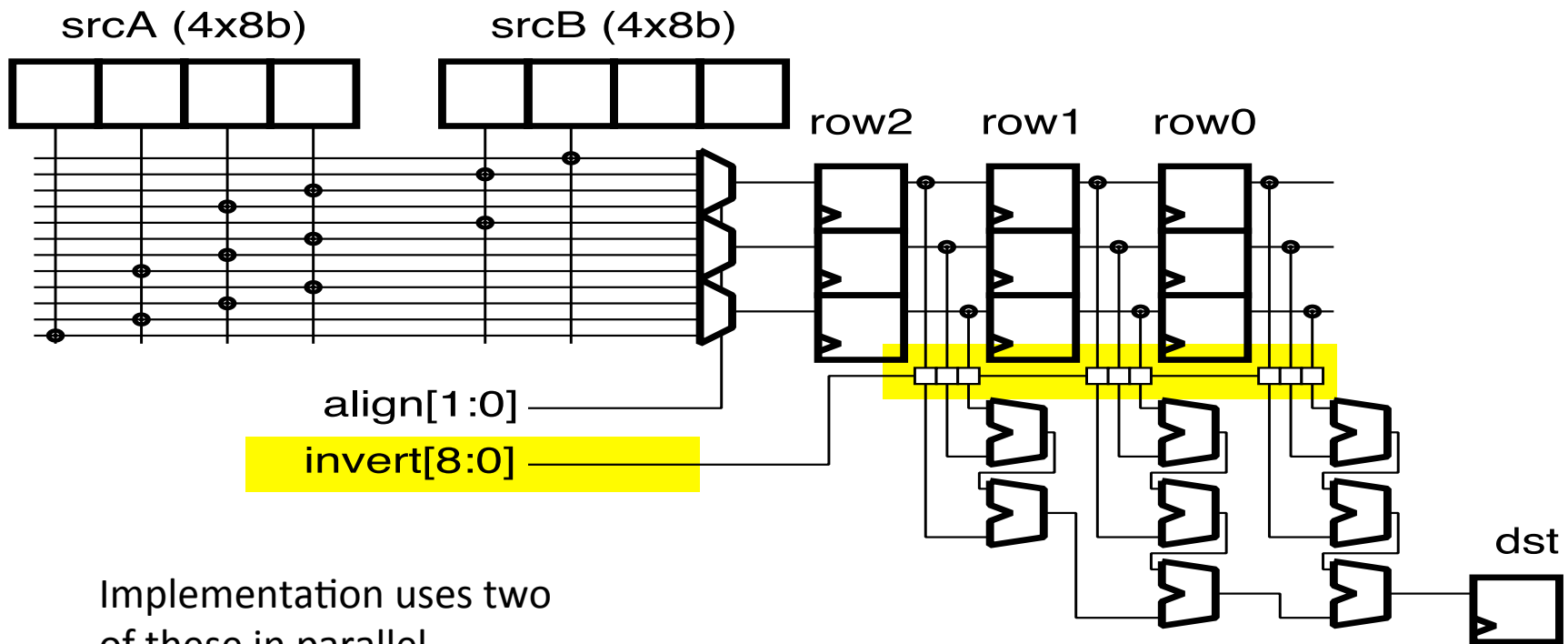
https://www.youtube.com/watch?v=_0rWDrOGqrk

Deep Learning w/ Binary Weights



- Binary weights: only +1/-1, no *
- Database > 75,000 face images
- Trained 99% accurate

Binary-weight NN Accelerator



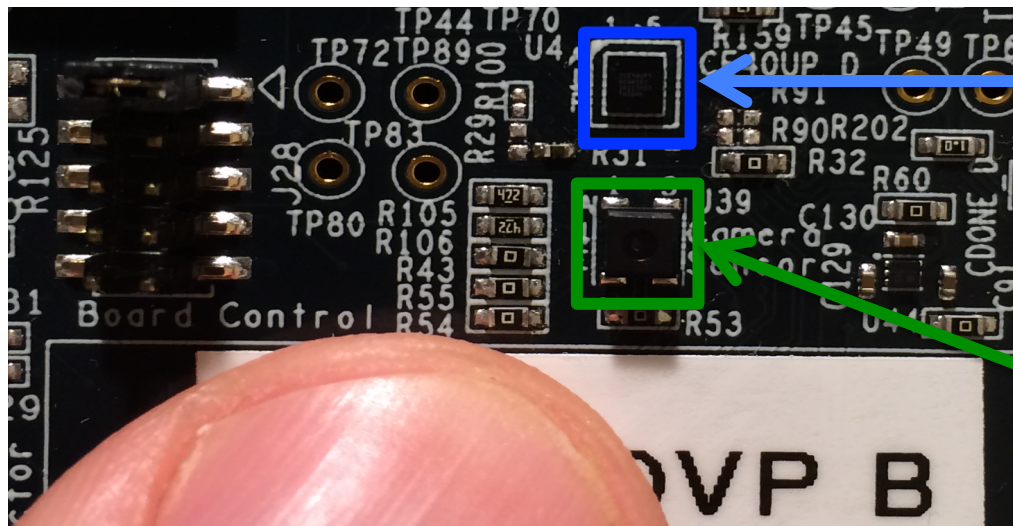
Face Detector

- 7.3s RISC-V soft core (unaccelerated)
- 0.1s + vector + BNN accel. (71x)
- 1.0s + power-optimized (< 5mW)

VectorBlox ORCA



5,280 LUTs



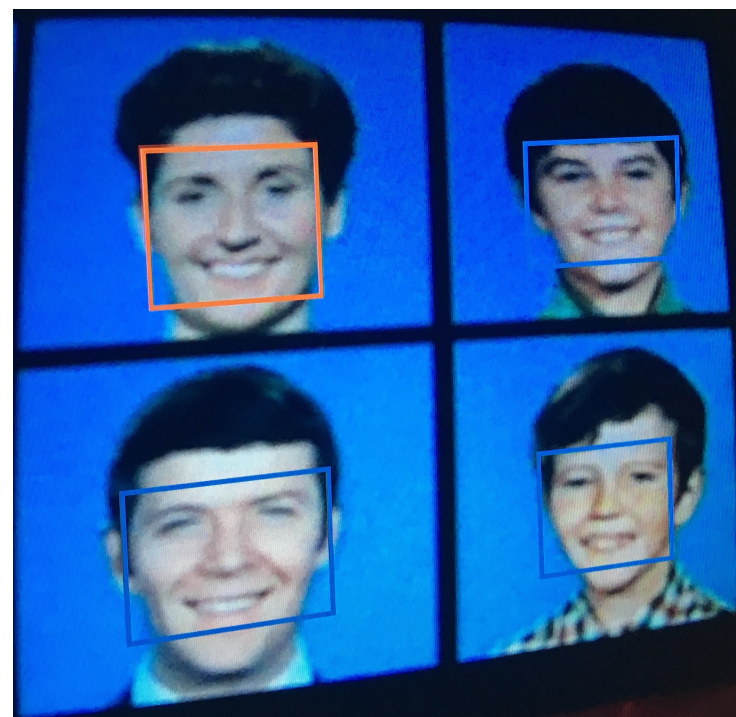
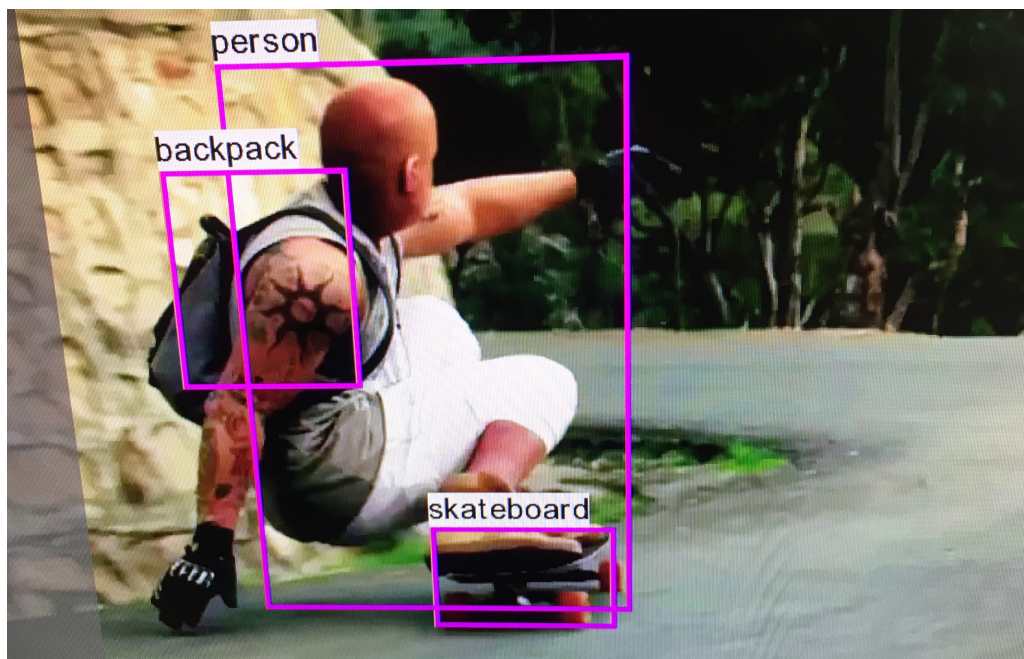
FPGA

VGA Camera
(3mm x 3mm)

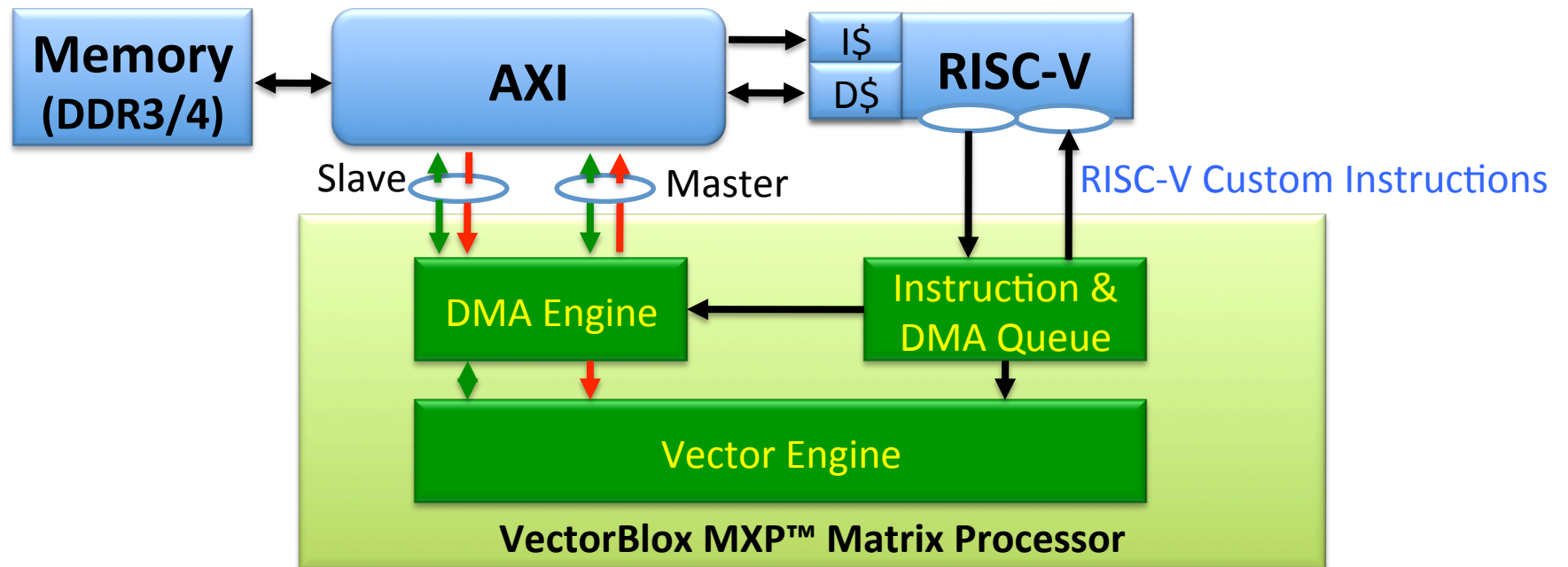
Low-power Face Detection

- RISC-V made this possible!
 - Open ISA → FPGA-based CPU + gcc
 - Lightweight vectors → 10x performance \ 70x
 - BNN accelerator → 73x performance / combined
 - Power optimizations → about 15x lower power
- Not possible with closed-source CPUs
 - Could not add lightweight vectors
 - Could not add BNN accelerator
 - Could not make power optimizations

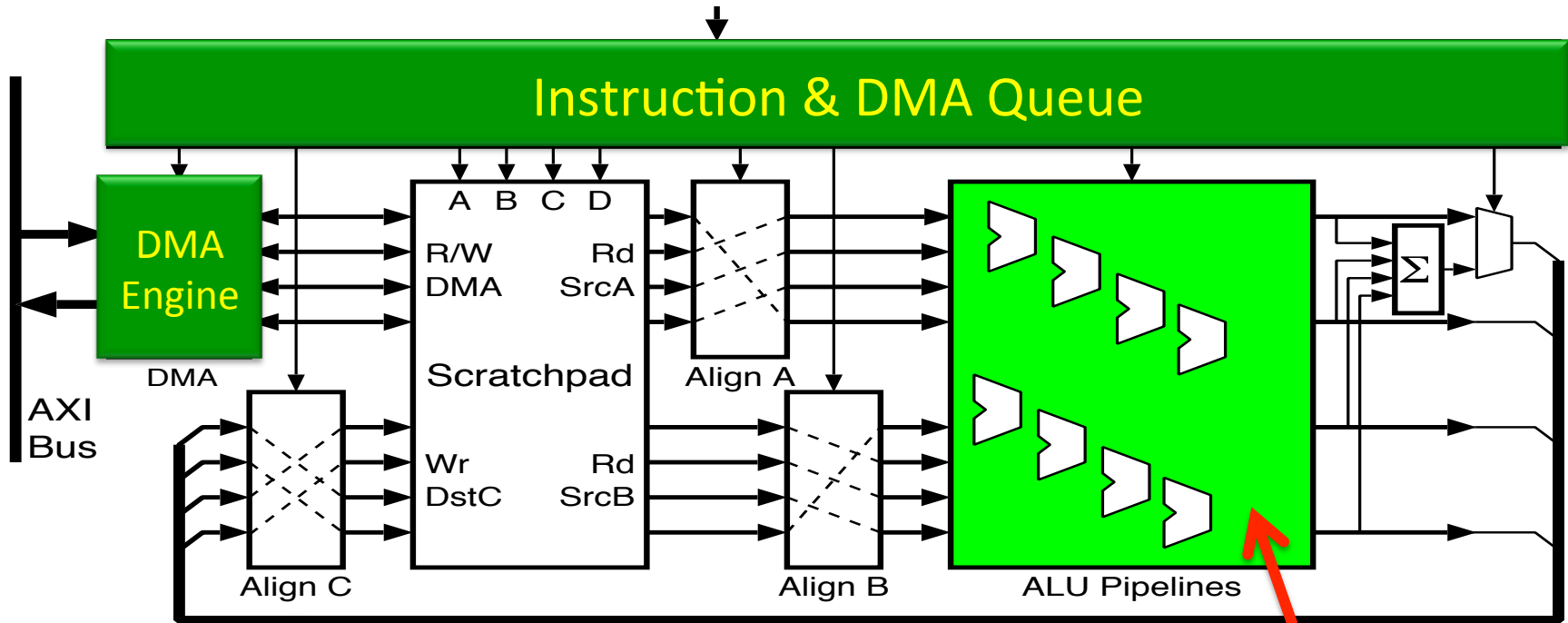
Deep Learning Application: YOLO



Full Vector Extension (MXP)



Inside the VectorBlox MXP (2)

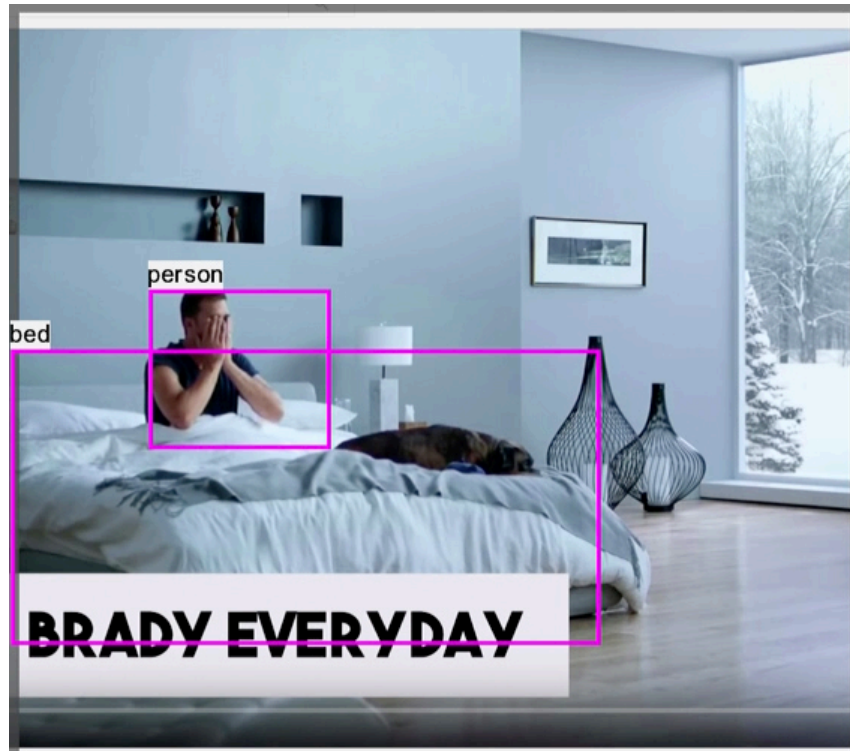


**+ CNN Accelerator
2000 ops/cycle**

Deep Learning Performance

- Same 28nm FPGA
 - ARM Cortex A9 **667 MHz**
 - VectorBlox MXP **160 MHz** (1/4 of Cortex A9)
- About 300x speedup over A9
 - RISC-V Custom Instructions: **Vectors + CNN Accel.**
 - Parallelism: **2,000 operations / clock cycle**

Deep Learning on VectorBlox



<https://www.youtube.com/watch?v=SS2Rc5zpwxs>

Summary

- RISC-V is a free and open ISA
 - Enables healthy software (and hardware) ecosystems
 - Variety of cores available / in development
- Impact on VectorBlox
 - Single ecosystem for all FPGA Vendors
 - Shared SW + HW costs, leverage open source contributions
 - Access to CPU internals → performance + power
 - Full vectors (MXP) → 10x to 10,000x performance (vs. soft core)
 - CNN application → about 300x performance (vs. hard ARM)
 - Lightweight vectors (LVE) → 10x performance
 - BNN application → 70x performance
 - Power optimizations → about 15x lower power

RISC-V CPU Survey Respondents

Rocket	github.com/freechipsproject/	RV01	n/a
Freedom Everywhere	SiFive.com	IntenCore	intensivate.com
Mythic IPU	mythic-ai.com	YARVI	github.com/tommythorn/yarvi
riscV	n/a	RISCVBusiness	purduesoceet.github.io
PulpTR	ankasys.com	GRVI Phalanx	fpga.org/gray-research-llc
proc_rv32ec_p2	astc-design.com	SCR1	syntacore.com
proc_rv32ic_p5	astc-design.com	SCR2	syntacore.com
KCP53000	kestrelcomputer.github.io/kestrel	SCR3	syntacore.com
RV12	roalogic.com	SCR4	syntacore.com
PicoRV32	github.com/cliffordwolf/picorv32	SCR5	syntacore.com
Klessydra processing core	en.uniroma1.it	Celerity	n/a
BOOM	ucb-bar.github.io/riscv-boom	riscv-lanzones	github.com/e19293001/riscv-lanzones
PULP	github.com/pulp-platform	ORCA	github.com/vectorblox/orca