

Fast End-to-End Simulation and Exploration of Many-RISCV-Core Baseband Transceivers for SDR-Access Networks

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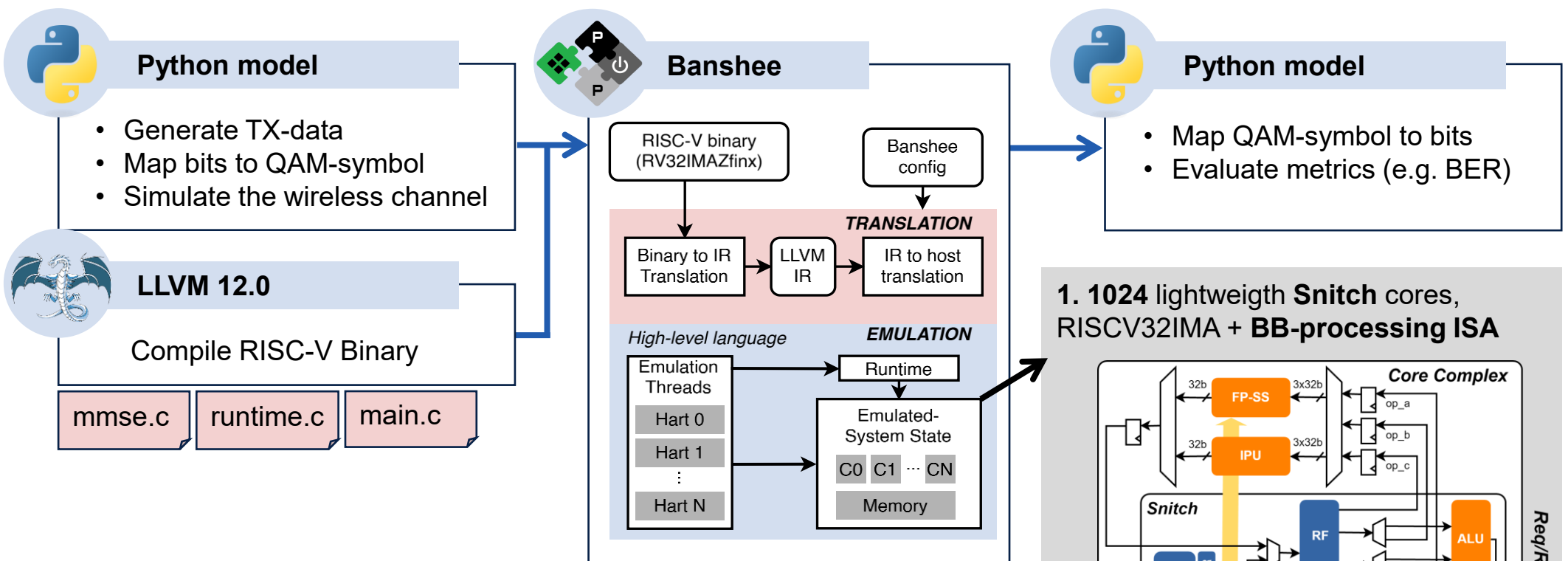
Software-defined 6G-baseband

- Multi-vendor components → Open hardware&software
- More network functions at the edge → Distributed intelligence
- Diverse scenarios and evolving standards → **Software-Defined**

Modeling&Simulation Requirements

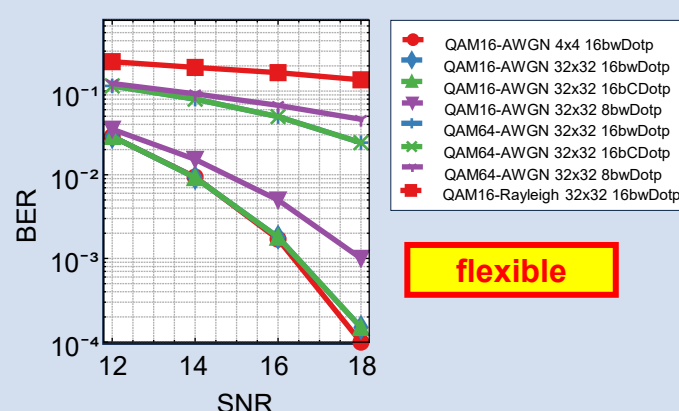
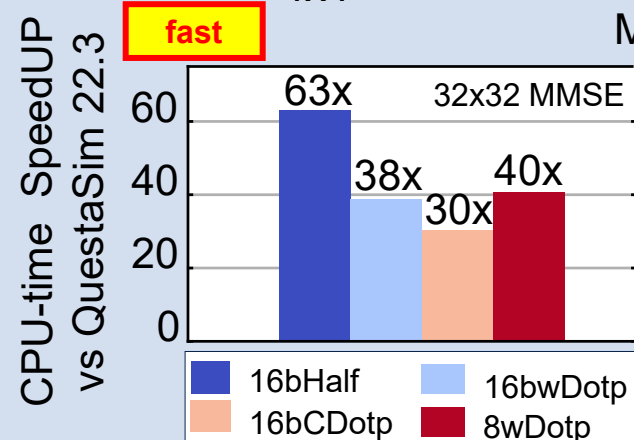
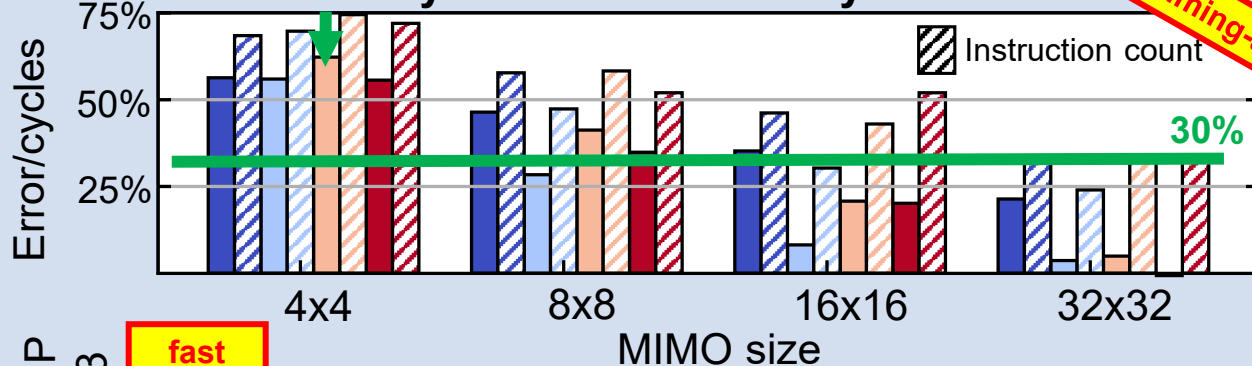
1. Deterministic behaviour
2. Flexibility to evolving standard
3. Awareness of Timing
4. Fast for Monte Carlo simulation

Banshee: Static Binary Translation based simulator for design-space exploration on TeraPool, a 1024-cores RISC-V 6G BB-receiver

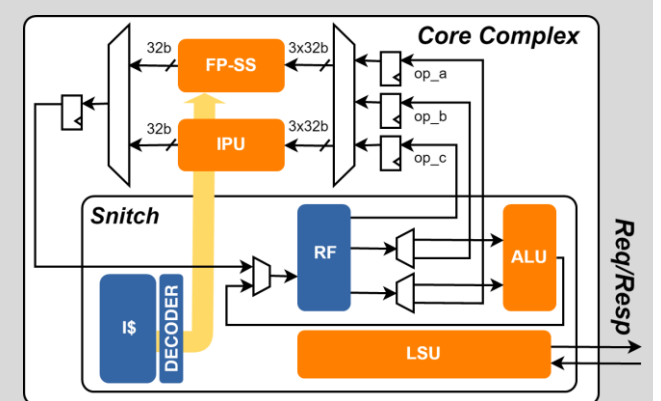


- Less than **30%** average cycle-count error, **12%** smaller than instr.-count
- Parallel NxM MMSE: 63x** faster than Questasim 22.3, **< 2m:45s** wall-clk time
- Single-Snitch 1638-subcarriers MC-itr:**
9.44s/itr (4x4 MMSE) **3min/itr** (32x32 MMSE)

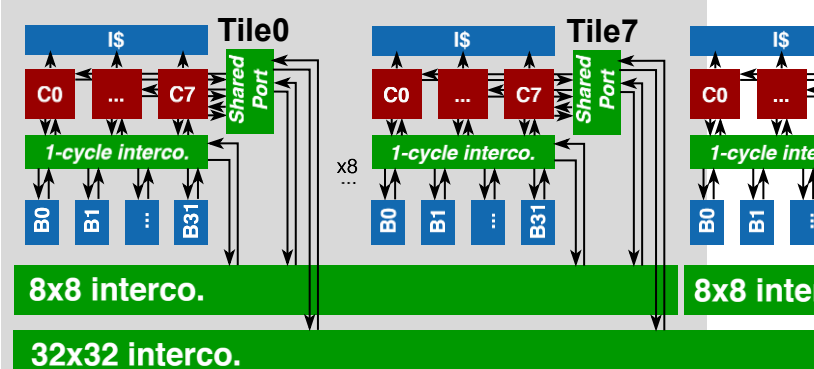
-12% Cycle-count error vs cycles-RTL



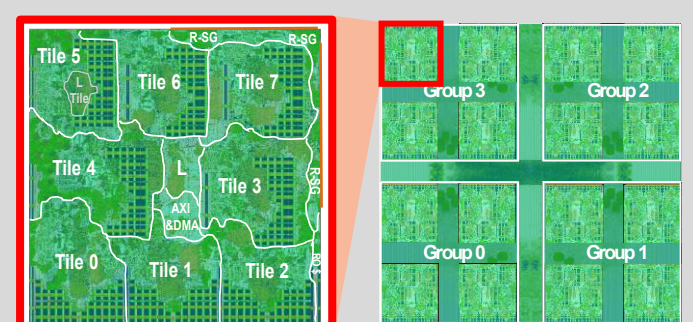
1. 1024 lightweight Snitch cores, RISC-V32IMA + BB-processing ISA



2. Hierarchical interconnect



3. Physically feasible



GF12 910MHz @25°C, 0.8V