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# Fast and Accurate IR-Driven Simulation for HLS System Design: Updates from the Bambu Framework

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31.01.2026 | Michele Fiorito, [Serena Curzel](#), Fabrizio Ferrandi



# Fast and Accurate IR-Driven Simulation for HLS System Design: Updates from the Bambu Framework

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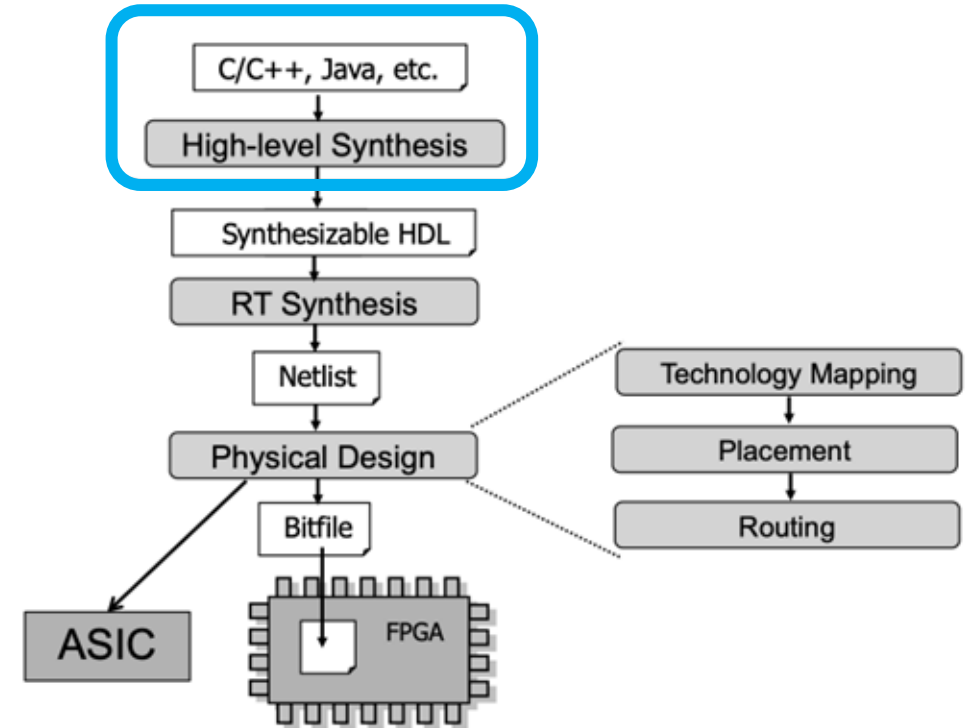
# Bambu: a modern open-source HLS tool

## High-Level Synthesis:

- High-level behavioral design through sw programming languages
- Automated translation to Register-Transfer Level
- Like compilers, but for hardware

→ Increased performance of FPGA/ASIC made available to software developers without hardware design expertise

Most popular tools provided within commercial EDA suites (Vitis HLS from AMD/Xilinx, Catapult from Siemens...)



# Bambu: a modern open-source HLS tool

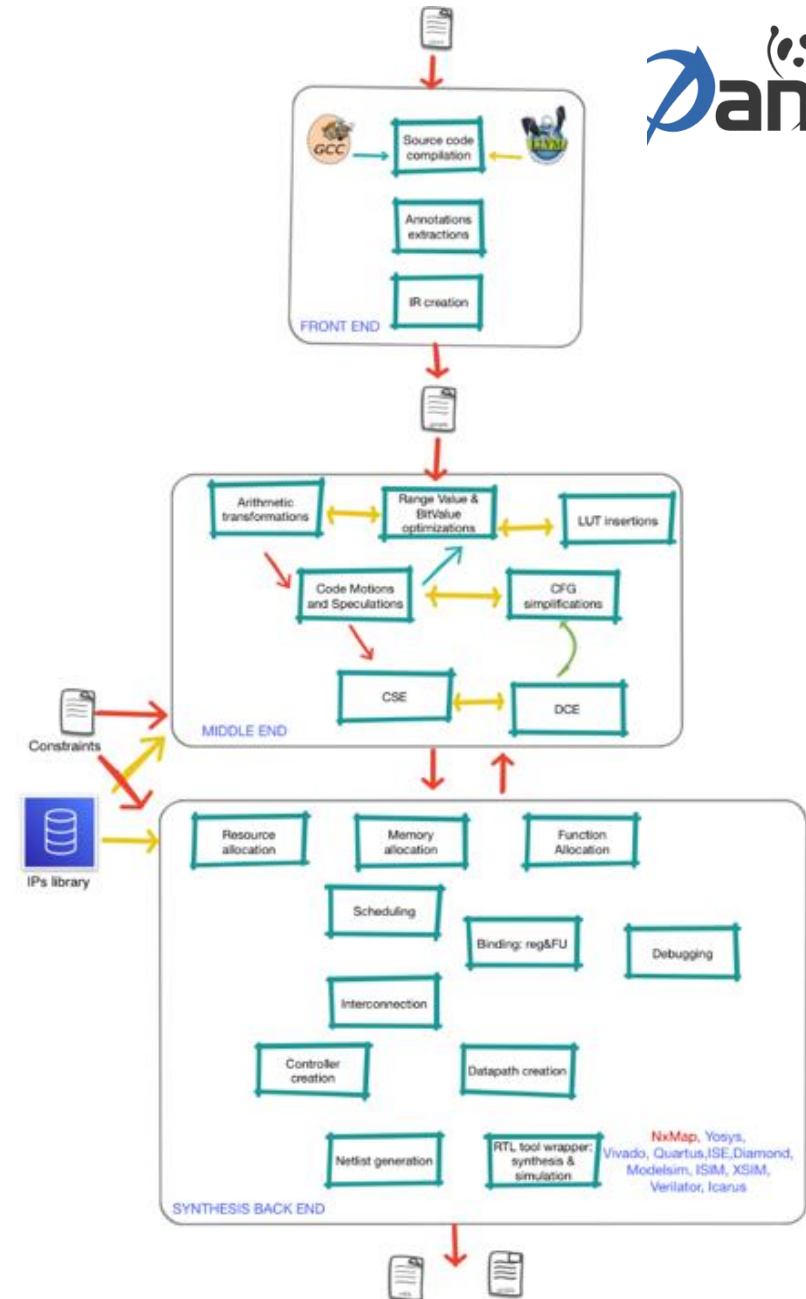


## Bambu HLS

- Developed and maintained by the PandA group at Politecnico di Milano since 15+ years
- Open-source

## Synthesis flow:

- Compilation and optimization of the intermediate representations (IR)
- Allocation of resources
- Scheduling of operations
- Binding operations to resources
- Generation of synthesizable RTL



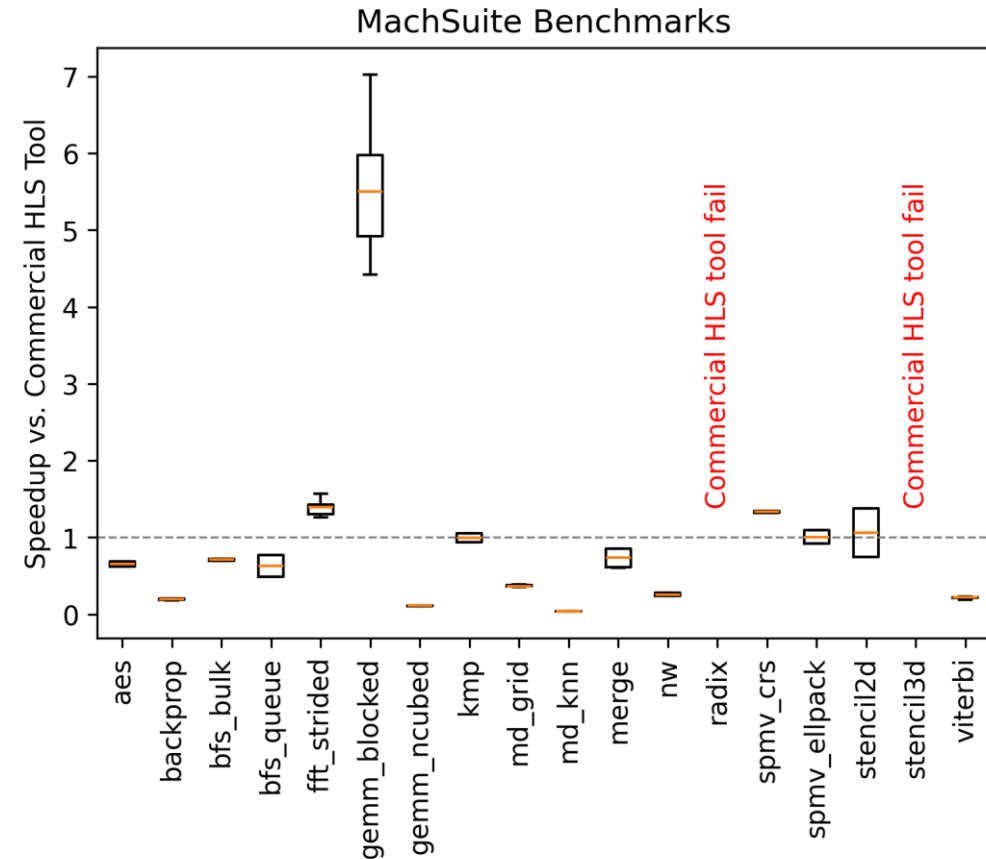
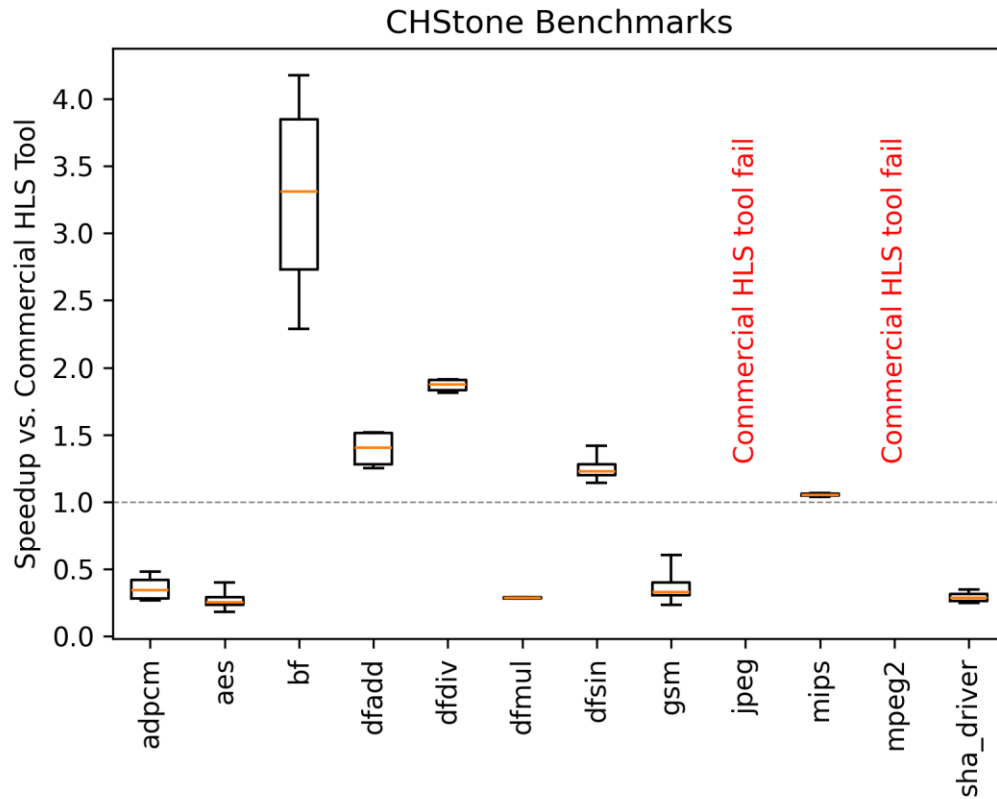


# Bambu HLS Quality of Results

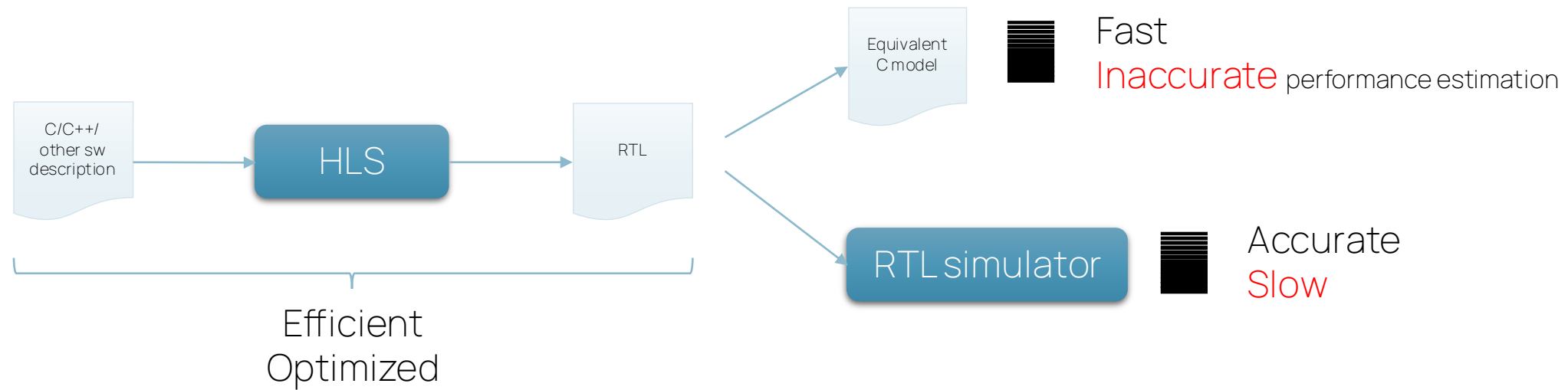
Speedup and area consumption over commercial HLS tool across different Bambu configurations.

*Latency is measured in ns (clock cycles \* achieved period post-implementation). > 1 is better.*

*Area is measured in Equivalent LUTs (BRAMs \* 40 + DRAMs \* 40 + DSPs \* 40 + Registers \* 0.5 + LUTs). < 1 is better.*



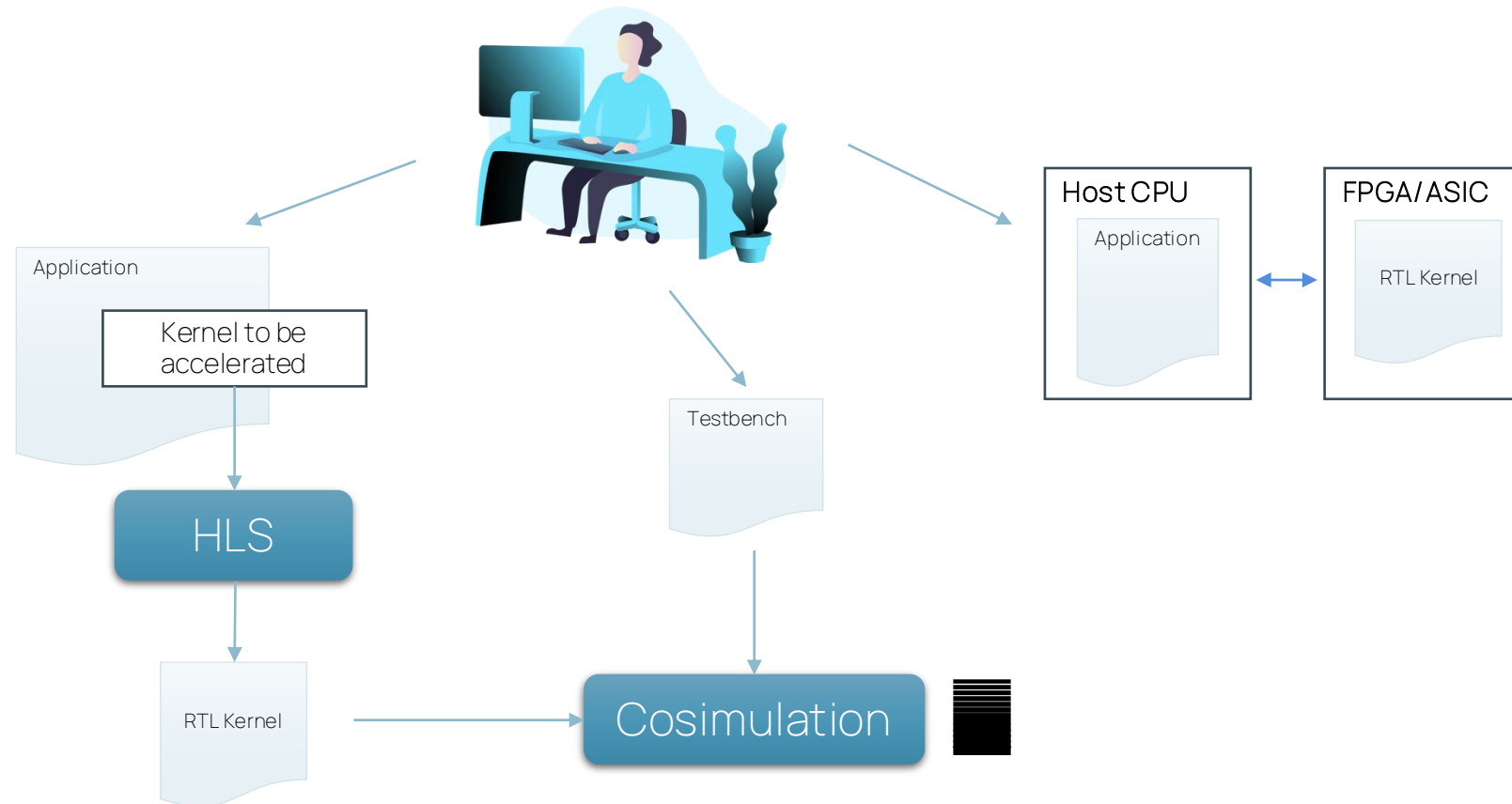
# Verification of HLS-Generated Accelerators



## Challenge 1:

We need a *fast and accurate* verification methodology for HLS-generated accelerators to assess their correctness and performance.

# Verification of HLS-Generated Accelerators



## Challenge 2:

We need an *automated* framework for *system-level* HW/SW simulation that can model interactions with the host application.

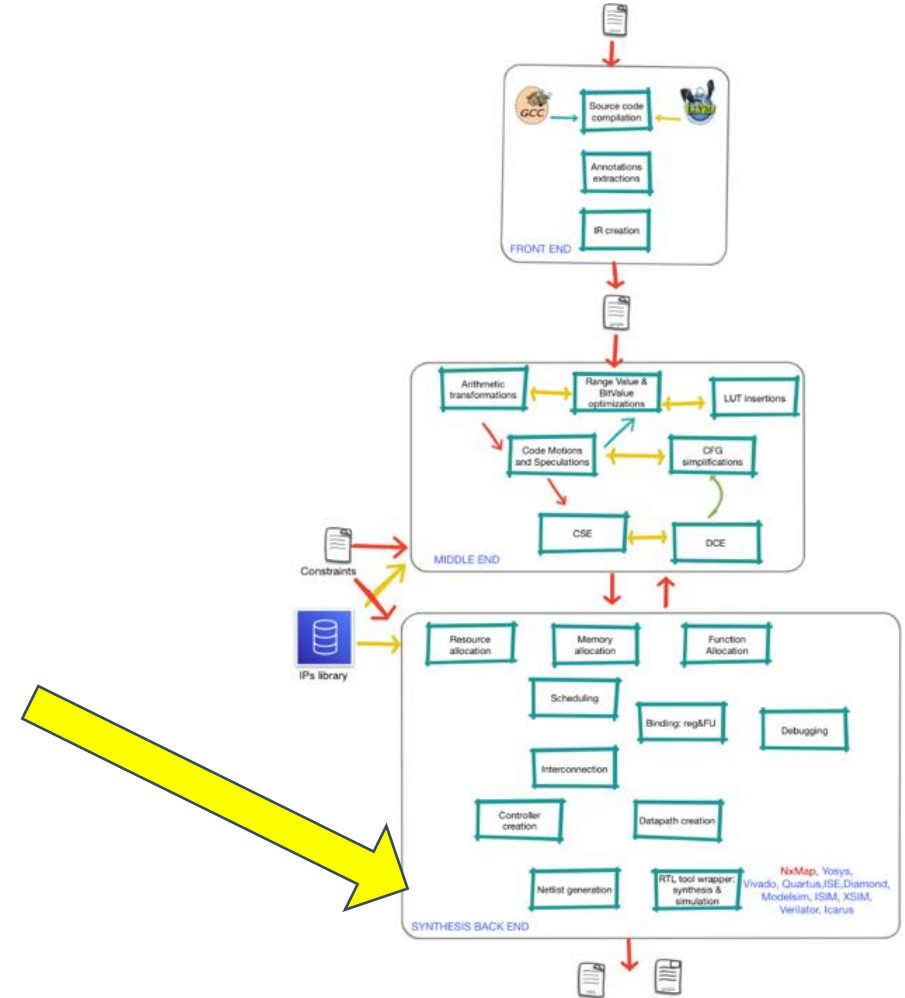
# Fast and Accurate Functional Verification

## Key insight:

- Use an HLS IR (see also FLASH [TCAD '20], LightningSimV2 [FPGA '24])

## Our solution:

- Extract the Bambu IR just before it is translated to Verilog/VHDL
  - Open-source HLS tool
  - All optimizations have already been applied!
- Generate a C version, compile, and run
  - More human-readable than RTL
  - Can be used to debug HLS errors
  - Annotated with timing information from the scheduling phase
  - Bit-accurate **and** orders of magnitude faster than RTL simulation



[TCAD '20] Y.-K. Choi, Y. Chi, J. Wang, and J. Cong, "FLASH: Fast, parallel, and accurate simulator for hls," *IEEE Transactions on Computer-Aided Design of Integrated Circuits and Systems*, vol. 39, no. 12, pp. 4828–4841, 2020.

[FPGA '24] R. Sarkar, R. Paul, and C. C. Hao, "LightningSimV2: Faster and Scalable Simulation for High-Level Synthesis via Graph Compilation and Optimization," in *2024 IEEE 32nd Annual International Symposium on Field-Programmable Custom Computing Machines (FCCM)*, 2024, pp. 104–114.



# Fast and Accurate Functional Verification

## IR instrumentation:

- At conditional statements, to update a clock cycle count *online* during execution

### Input source

```
void aes_addRoundKey(uint8_t *buf, uint8_t *key)
{
    register uint8_t i = 16;
    addkey: while (i--) buf[i] ^= key[i];
}
```

### Scheduled CFG



### C simulation model

```
bambu_csim_trace(38438, 22, 0);
BB_LABEL_22_0:
__t_42120_0 = _10819;
/* __t_42120_0 = gimple_phi(<16u, BB23>, <_10820, BB22>) */
_10820 = (unsigned int)(__t_42120_0 + (4294967295u));
_10821 = (struct aes256_context*)((unsigned char*)ctx + _10820);
_10822 = ctx_bambu_artificial_ParmMgr_Read(0u, 8u, 0u, _10821);
_10823 = buf + _10820;
_10824 = buf_bambu_artificial_ParmMgr_Read(0u, 8u, 0u, _10823);
_11155 = (bool)((((unsigned long long int)(_10820) >> 0LLU) & 1);
_11156 = (bool)((((unsigned long long int)(_10820) >> 1LLU) & 1);
_11157 = (bool)((((unsigned long long int)(_10820) >> 2LLU) & 1);
_11158 = (bool)((((unsigned long long int)(_10820) >> 3LLU) & 1);
_10825 = (((((_11158) << 3) | ((_11157) << 2) | ((_11156) << 1) | (_11155))) & 1);
_10826 = (_10931) << (1u << 1);
_10825 = _10824 ^ _10822;
buf_bambu_artificial_ParmMgr_Write(1u, 8u, _10825, _10823);
_10819 = _10820;
if (_10826)
{
    bambu_csim_trace(38438, 25, 0);
}
else
{
    bambu_csim_trace(38438, 22, 0);
    goto BB_LABEL_22_0; /*goto7*/
}
```

= next BB takes 22 cycles



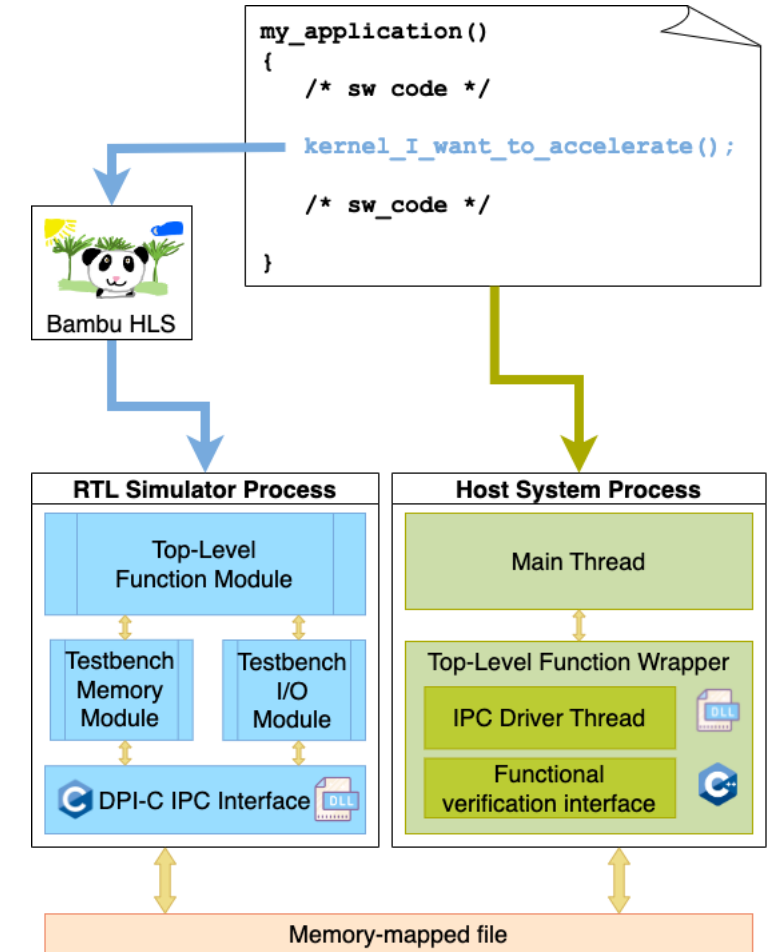
# System-Level Verification

## Key insight:

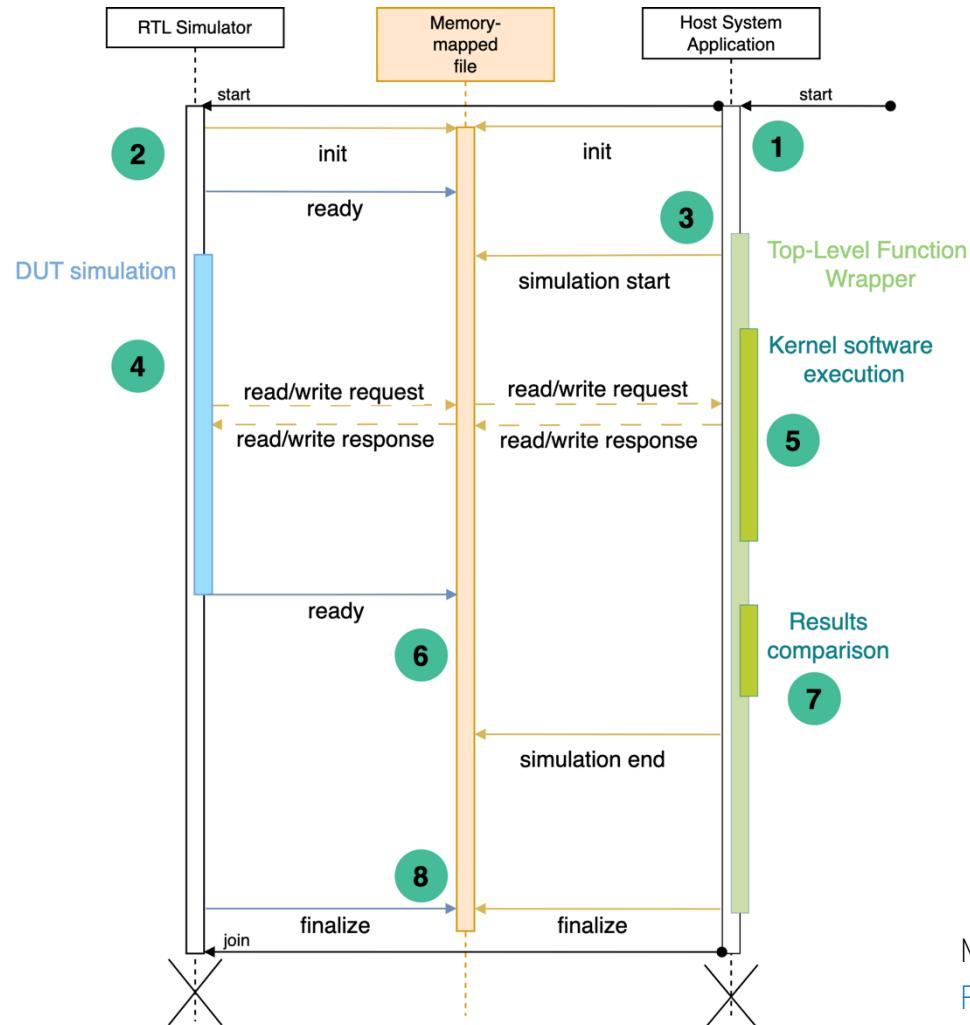
- Inter-Process Communication (IPC) to integrate host application and RTL simulation

## Our solution:

- Use the same application to
  - Extract kernels to be synthesized
  - Verify correctness of results
  - Simulate host-accelerator interactions
- Required infrastructure is automatically generated by Bambu
  - Kernel function replaced by wrapper communicating with simulator process
  - RTL testbench, I/O modules, DPI-C interface
  - Automated comparison against software execution



# System-Level Verification



- 1 IPC environment setup, RTL simulator started as a child process.
- 2 RTL simulator synchronizes with the shared memory file, resets the DUT and waits for a request.
- 3 The host application runs until it calls the Top-Level Function that has been synthesized and requests the simulator to start.
- 4 The simulation runs the DUT, possibly interacting with the host to exchange data.
- 5 The host process runs the original software version of the Top-Level Function.
- 6 At the end of the DUT simulation, the FSM finalizes the execution and waits for the next request.
- 7 The host process compares results generated from the DUT simulation and from the software execution; if there are discrepancies, the co-simulation terminates with an error.
- 8 Finalization routines dispose of the generated environment and report timing information to the user.

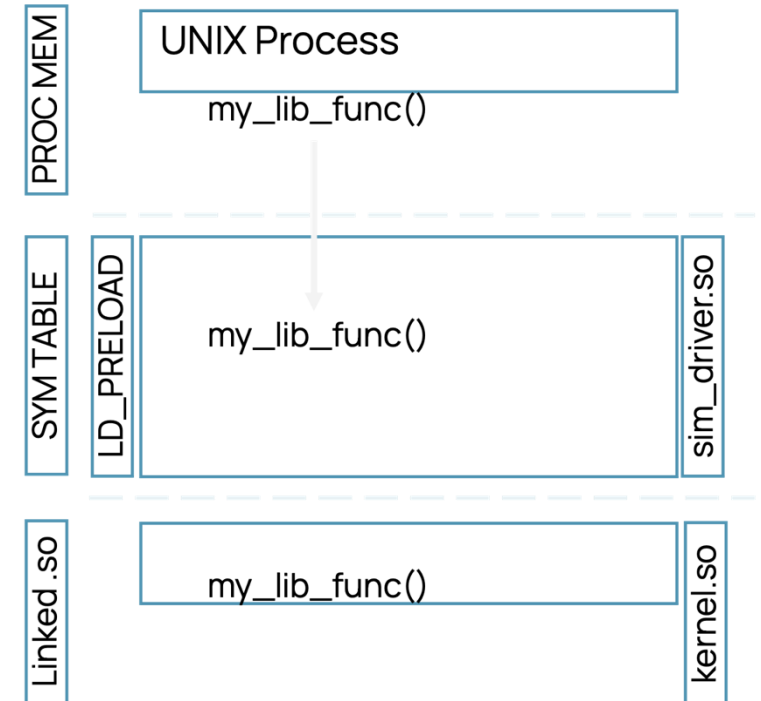
M. Fiorito et al., POSTER: [A System-level HW/SW Co-simulation Framework for HLS-generated Accelerator](#), Proceedings of the 22nd ACM International Conference on Computing Frontiers. 2025.



# System-Level Verification

## Bonus:

- Use the generated kernel wrapper to run co-simulation with an application written in a *different language* (must have C bindings)
  - The Top-Level Function wrapper replaces the original implementation
  - Dynamically linked executable looks for dynamic symbols at runtime
  - Shared object preload forces the system to initialize the symbols table of a process with given symbols
  - When the process looks for the dynamically linked symbol, the preloaded symbol is executed.



# Experimental results

Our work improves

- *Developer productivity*, e.g.:
  - No manual testbench development
  - Easier HLS debugging
- Performance estimation *speed*

} *Qualitative*  
improvement

↓  
Needs to consider differences  
between generated accelerators

- Clock cycles reported by XSIM
- Slices as a proxy for design complexity
- Two metrics: **Simulation Speed** (SC/s)  
and **Simulation Power** (AC/s)

Experimental setup:

- MachSuite HLS benchmark kernels
- Bambu 2024.10 (modified)
- XSIM for RTL simulation
- Virtex7 FPGA target
- Comparison against:
  - LightningSimV2 (LSV2)
  - Vitis HLS 2022.2 cosim



# Experimental results

Comparison between HLS IR simulation methodologies in terms of [performance estimation accuracy](#) with respect to the RTL simulation (XSIM) baseline:

| <b>Benchmark</b> | <b><i>LightningSimV2</i></b> |        | <b><i>This work</i></b> |        |
|------------------|------------------------------|--------|-------------------------|--------|
|                  | Cycles                       | Error  | Cycles                  | Error  |
| aes              | 1230                         | -8.35% | 3039                    | 0.00%  |
| backprop         | 4474188                      | 0.00%  | 21932644                | -3.49% |
| bfs_bulk         | 11965                        | -0.05% | 20164                   | 0.00%  |
| bfs_queue        | 13687                        | 0.00%  | 18248                   | 0.00%  |
| fft_strided      | 97301                        | 0.00%  | 76822                   | 0.00%  |
| fft_transpose    | 12340                        | 0.00%  | 104216                  | -3.46% |
| gemm_block       | 262154                       | 0.00%  | 1642570                 | 0.00%  |
| gemm_nc          | 131366                       | 0.00%  | 548930                  | 0.00%  |
| kmp              | 195362                       | 0.00%  | 163981                  | 0.00%  |
| md_grid          | 395321                       | -0.28% | 600020                  | 0.00%  |
| md_knn           | 2462                         | 0.00%  | 54786                   | 0.00%  |
| merge            | 65560                        | 3.22%  | 81926                   | 0.00%  |
| nw               | 33931                        | 0.00%  | 67018                   | 0.00%  |
| spmv_crs         | 13087                        | -0.02% | 6793                    | 0.00%  |
| spmv_lpack       | 25689                        | 0.00%  | 13340                   | 0.00%  |
| stencil2d        | 101557                       | 0.00%  | 132932                  | 0.00%  |
| stencil3d        | 22722                        | 0.00%  | 55210                   | 0.00%  |
| viterbi          | 294447                       | 0.00%  | 1202134                 | 0.00%  |
| <b>Average</b>   | -                            | 0.66%  | -                       | 0.39%  |

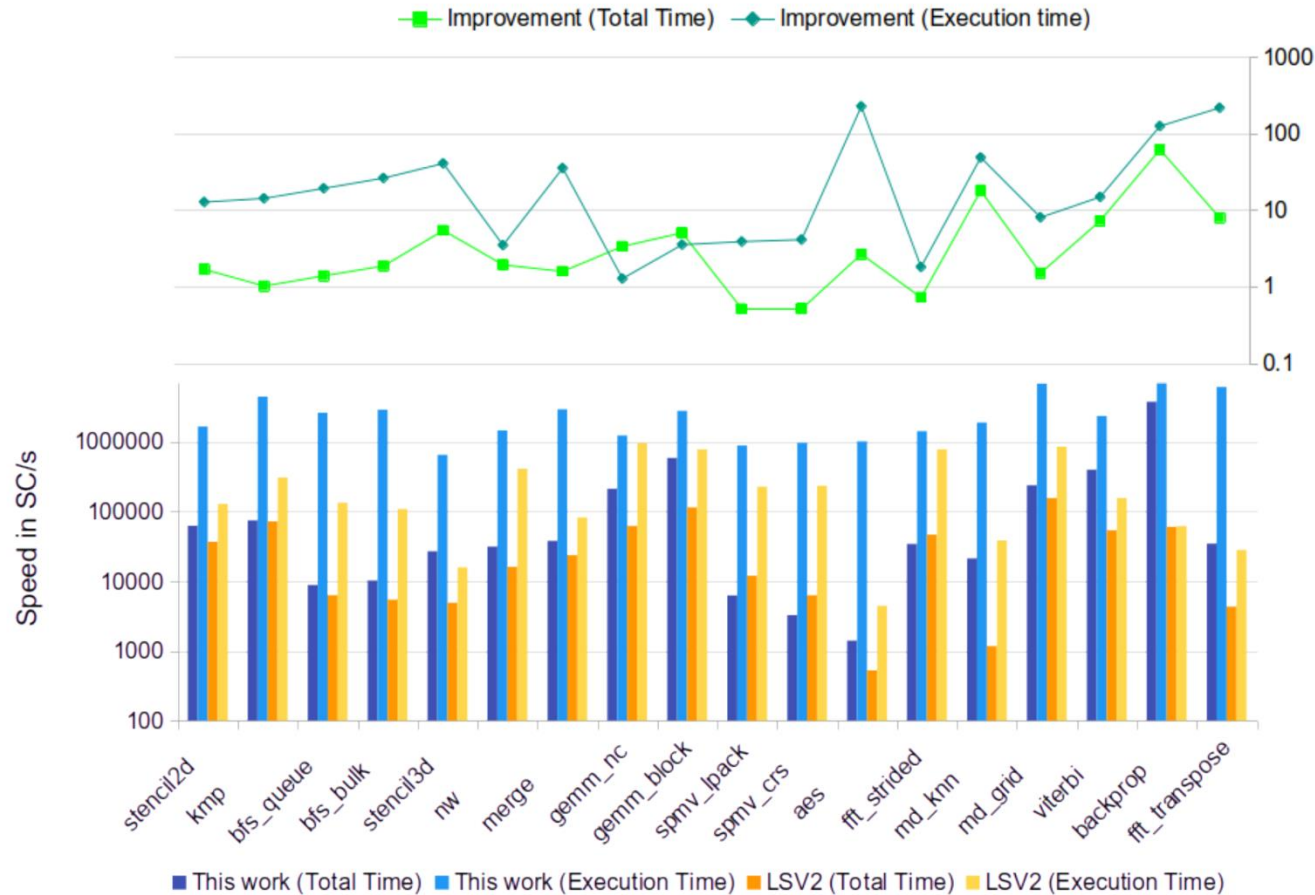
- Consistently small errors
- LSV2 makes mistakes because it evaluates an IR before scheduling
- Our method makes mistakes because of slightly oversimplified assumptions about pipelining

M. Fiorito et al., [Augmented Co-Simulation for Fast Functional and System-Level Verification of HLS Accelerators](#), 44th IEEE/ACM International Conference on Computer-Aided Design (ICCAD), 2025.

(Average among absolute error values)



# Experimental results



Comparison between our work and LSV2 in terms of **Simulation Speed**:

- **Execution Time** (run simulation, generate and parse traces)
- **Total Time** (Execution Time + compilation)

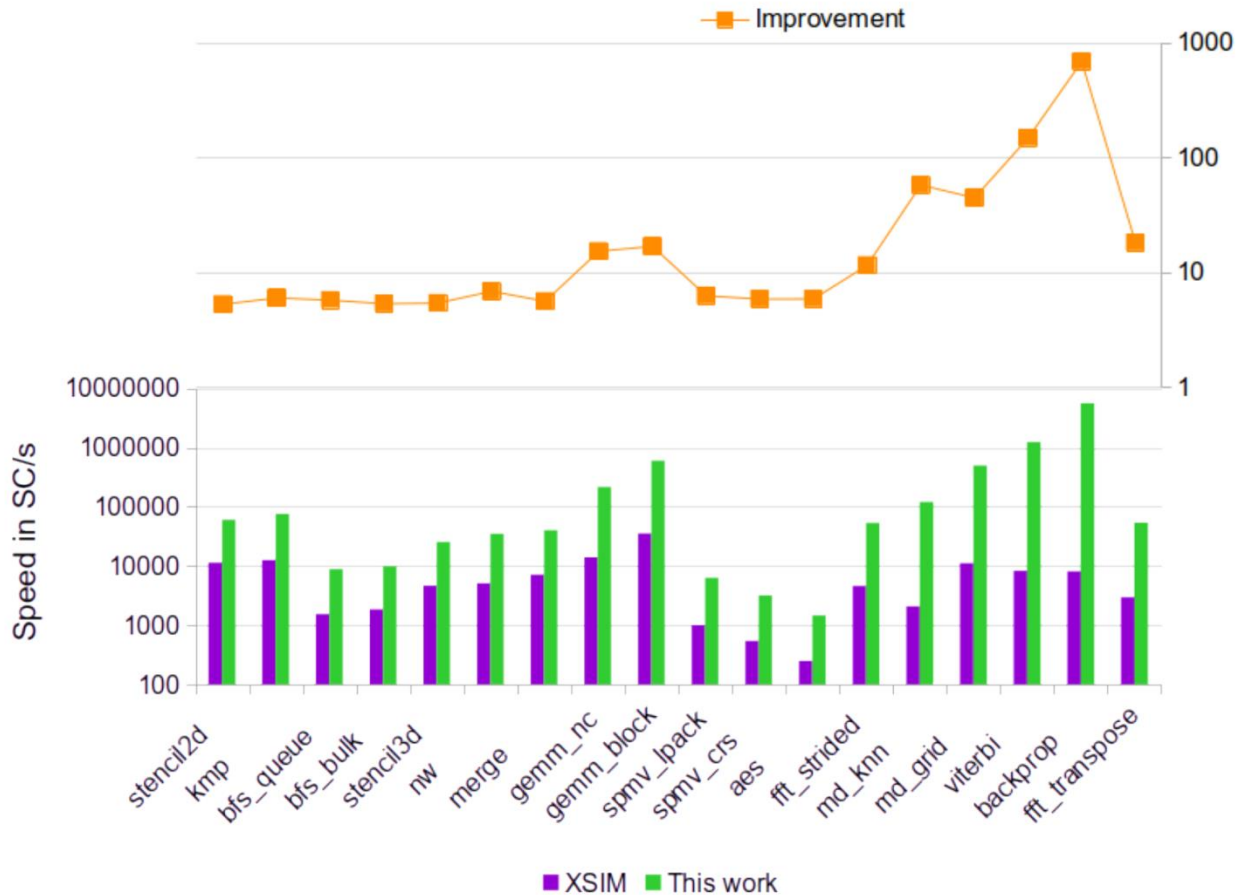
• Benchmarks ordered by area

Our method **clearly outperforms LSV2**

- Avg 7.0x, geomean 2.7x higher simulation speed
- Small kernels, less than 1s simulation time
- 1.8x faster Total Time and 15.4x faster Execution Time even considering raw simulation time



# Experimental results



Comparison between our work and RTL simulation in terms of **Simulation Speed**:

- XSIM only reports Total Time
- Benchmarks ordered by area

Our method is significantly **faster than RTL simulation**

- Avg 36.2x, geomean 10.9x higher simulation speed
- Advantage increasingly evident as complexity (~area) increases

# Experimental results

Comparison between our [system-level cosimulation](#) and Vitis HLS cosim:

- Benchmarks in bold have similar characteristics synthesized by Bambu HLS and Vitis HLS

| Benchmark           | Total Time (s) |           |         | Simulation Speed (SC/s) |           |         | Simulation Power (AC/s) |           |         |
|---------------------|----------------|-----------|---------|-------------------------|-----------|---------|-------------------------|-----------|---------|
|                     | Vitis cosim    | This work | Speedup | Vitis cosim             | This work | Speedup | Vitis cosim             | This work | Speedup |
| aes                 | 32.82          | 12.28     | 2.67x   | 40.89                   | 247.39    | 6.05x   | 0.82                    | 1.04      | 1.26x   |
| backprop            | 23727.90       | 2812.11   | 8.44x   | 188.56                  | 8081.35   | 42.86x  | 56.89                   | 866.08    | 15.22x  |
| <b>bfs_bulk</b>     | 31.00          | 10.97     | 2.83x   | 386.16                  | 1838.48   | 4.76x   | 0.72                    | 3.59      | 4.99x   |
| <b>bfs_queue</b>    | 30.64          | 11.91     | 2.57x   | 446.70                  | 1532.71   | 3.43x   | 0.51                    | 2.24      | 4.39x   |
| fft_strided         | 153.89         | 16.73     | 9.20x   | 632.28                  | 4593.17   | 7.26x   | 6.54                    | 33.99     | 5.20x   |
| fft_transpose       | 120.34         | 36.47     | 3.30x   | 102.54                  | 2960.35   | 28.87x  | 14.42                   | 892.10    | 61.87x  |
| gemm_blocked        | 600.37         | 46.54     | 12.90x  | 436.65                  | 35295.39  | 80.83x  | 3.03                    | 142.59    | 47.05x  |
| gemm_ncubed         | 712.70         | 39.12     | 18.22x  | 184.32                  | 14032.79  | 76.13x  | 4.65                    | 48.97     | 10.54x  |
| <b>kmp</b>          | 32.62          | 13.14     | 2.48x   | 5989.03                 | 12483.31  | 2.08x   | 8.32                    | 14.36     | 1.72x   |
| <b>md_grid</b>      | 808.32         | 59.58     | 13.57x  | 490.45                  | 11078.39  | 22.59x  | 15.44                   | 427.29    | 27.67x  |
| md_knn              | 261.14         | 26.43     | 9.88x   | 9.43                    | 2072.74   | 219.85x | 1.30                    | 75.92     | 58.31x  |
| <b>merge</b>        | 31.15          | 11.56     | 2.69x   | 2038.94                 | 7086.56   | 3.48x   | 4.69                    | 21.61     | 4.61x   |
| <b>nw</b>           | 30.27          | 13.23     | 2.29x   | 1120.94                 | 5065.09   | 4.52x   | 3.40                    | 13.83     | 4.07x   |
| <b>spmv_crs</b>     | 69.15          | 12.59     | 5.49x   | 189.30                  | 539.67    | 2.85x   | 0.75                    | 2.06      | 2.76x   |
| <b>spmv_ellpack</b> | 81.34          | 13.32     | 6.11x   | 315.82                  | 1001.64   | 3.17x   | 1.26                    | 3.85      | 3.05x   |
| <b>stencil2d</b>    | 32.10          | 11.75     | 2.73x   | 3163.77                 | 11314.17  | 3.58x   | 1.30                    | 4.30      | 3.31x   |
| stencil3d           | 41.64          | 11.87     | 3.51x   | 545.68                  | 4651.38   | 8.52x   | 58.39                   | 6.93      | 0.12x   |
| viterbi             | 363.63         | 144.78    | 2.51x   | 809.74                  | 8302.91   | 10.25x  | 75.57                   | 760.55    | 10.06x  |
| Average             | 1508.946       | 183.575   | 6.189x  | 949.512                 | 7343.193  | 29.505x | 14.333                  | 184.516   | 14.789x |
| Geometric mean      | 129.439        | 26.879    | 4.816x  | 386.309                 | 4065.859  | 10.525x | 4.362                   | 26.371    | 6.046x  |

Our method **outperforms Vitis HLS cosim**

- Vitis cosim is closed-source, so unclear where exactly the advantage comes from



# Conclusions

Limitations of current verification methods for HLS-generated accelerators:

- Trade-off between **speed and accuracy**
- Limited **automation**

What we propose:

- Simulation of **C model derived from HLS IR** after all optimizations have been applied
- **System-level** HW/SW co-simulation with all infrastructure automatically generated

What we achieved:

- C simulation: average **7.0x improvement in simulation speed** compared to state-of-the-art tools
- System-level co-simulation: average **6.2x reduced simulation time** compared to commercial tools
- Increase in **productivity** for HLS users and developers

Next steps:

- Fix discrepancies in accuracy
- Apply to larger designs
- Include coverage measurement





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# Thank you!

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<https://github.com/ferrandi/PandA-bambu>

