

# Palmer Dabbelt

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Looking for a bigger challenge.

## Experience

- 2019-current*      **RISC-V Foundation**  
*Chair of UNIX-Class Platform Specification*  
In the process of defining a specification for Linux-capable systems
- 2018-current*      **SiFive**      **San Mateo, CA**  
*Director of Software*  
Technical lead and manager for all software at SiFive  
Scaled the software team from one engineer to thirty, across five offices  
In charge of ten direct reports  
Responsible for two acqui-hires of software teams  
Responsible for software product definition and implementation
- 2017-current*      **SiFive**      **San Mateo, CA**  
*Software Engineer*  
Maintainer of the RISC-V ports of binutils, GDB, GCC, glibc, Linux, and QEMU  
Pre-silicon verification sign-off for SiFive chips  
Wrote the manufacturing test suite for the HiFive Unleashed  
Responsible for solving customer-specific software emergencies  
Author of "All Aboard", a technical series of RISC-V blogs
- 2016-current*      **RISC-V Foundation**  
*Vice-chair of Software Working Group*  
Coordinate the RISC-V software ecosystem  
Give talks around the world to evangelize RISC-V  
Major success: RISC-V Fedora and Debian ports
- 2013-2014*      **CS194-24 TA**      **Berkeley, CA**  
*TA (Class Title: Operating Systems)*  
The course is really "intro to Linux hacking", some QEMU development  
Wrote labs, ran discussion section, wrote/graded exams  
Labs: HTTP server, file system, scheduler, ethernet driver
- 2011-2013*      **Tilera**      **Westborough, MA**  
*Software Engineer*  
Ported the Hotspot JVM to Tilera's Tile-Gx processors
- 2009-11*      **Nuvixa**      **Champaign, IL**  
*Software Engineer*  
Startup doing depth assisted image processing  
Optimization of code for x86 processors  
Network video streaming protocol
- 2009-11*      **ECE391 Lab TA**      **Champaign, IL**  
*Lab TA (Class Title: Computer Systems Engineering)*  
Write a single user, multi tasking (with virtual memory) OS  
I help students with debugging code and learn concepts

## Projects

- Original co-chain of Embench, an embedded benchmark suite, along with Dave Patterson from UC Berkeley.
- Original author of Freedom Metal, SiFive's bare-metal portability library.
- Announced the first Linux-capable RISC-V chip, in addition to bringing up the software for it and writing the first manufacturing test bench for the eventual production run of the board.
- Original contributor and maintainer of the RISC-V ports of binutils, GDB, GCC, glibc, Linux and QEMU.
- Architecture/RTL lead on a RISC-V processor on TSMC's 16nm FinFET+ process that includes some DSP extensions.
- RTL lead on a dual-core RISC-V processor with integrated vector units on ST's 28nm FDSOI process that includes integrated power management features and low-speed serial links.
- Ported the Hotspot JVM (and Sun's OpenJDK) to Tiler's Tile-Gx processors. Our team consisted of two people. I started mid-way through the process, with a functional port of Hotspot's interpreter to Tile-Pro (the previous generation of Tiler chips), but I the two of us ported Hotspot's interpreter and the C2 server compiler to Tile-Gx.
- Created a superscalar out of order implementation of the LC3b processor in VHDL. The processor has split L1 caches and a unified L2 cache. It uses Tomasulo's algorithm to achieve out of order execution. This was a group project which ended up winning me the 411 design competition.
- Single user cluster operating system using serial interconnects for x86. Written in C and x86 ASM. In addition, for this project I wrote an implementation of packet-switched networking over serial ports, a network aware scheduler, synchronization constructs, and an implementation of shared memory over the network. This project won me honorable mention in the ECE391 Programming Contest.
- Created and implemented a real-time video streaming protocol over UDP on GNU/Linux. Written in C. In addition, I wrote code to interface with V4L USB video capture on Linux and code to interface with OpenGL on Linux.
- Created and implemented a real-time background subtraction algorithm using depth cameras. I wrote an implementation using C on GNU/Linux and am currently working on an implementation using C++ on Win32, which will be commercial quality code. I have a patent on this algorithm.

## Awards

- EE Times "Most Respected Private Semiconductor Company" awarded to SiFive, 2018
- EE Times "Design Team of the Year" awarded to Tiler, 2012
- 4<sup>th</sup> in ECE498 (CUDA) Programming Contest, Spring 2010
- Won ECE411 Design Competition, Fall 2009
- Honorable Mention in ECE391 Programming Contest, Spring 2009

## Education

<i>August 2012 - March 2017</i>	<b>University of California</b> <i>MS Computer Science</i>	<b>Berkeley, CA</b>
<i>August 2008 - June 2011</i>	<b>University of Illinois</b> <i>BS Computer Engineering</i> GPA: 3.6	<b>Champaign, IL</b>