

Introduction to Chisel/FIRRTL Hardware Compiler Framework

Boyang Han
yqszxx@gmail.com

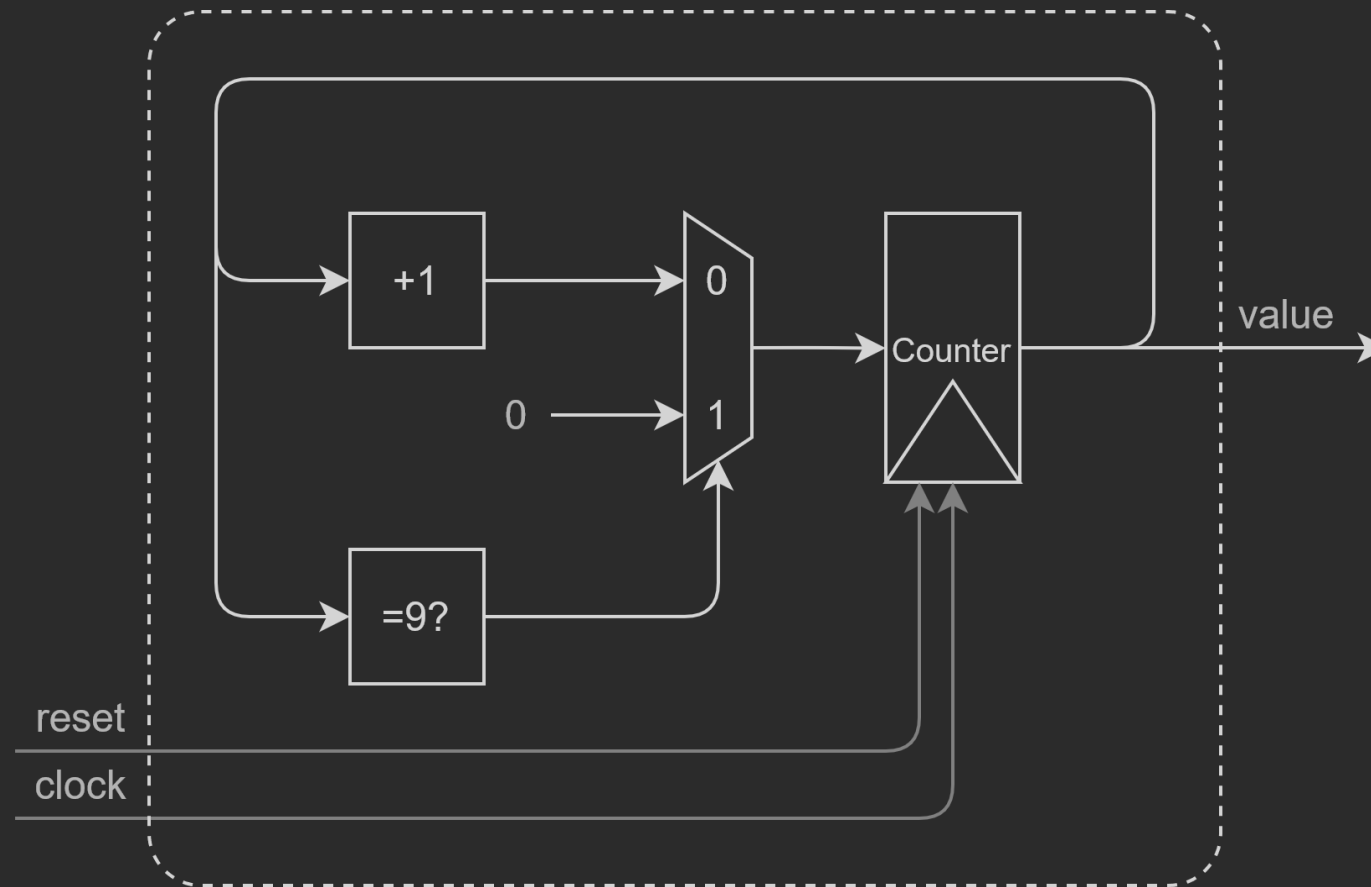
7/15/20

What is Chisel/FIRRTL HCF?

- Chisel: Constructing Hardware In a Scala Embedded Language
- <https://github.com/freechipsproject/chisel3>
- FIRRTL: Flexible Internal Representation for RTL
- <https://github.com/freechipsproject/firrtl>



Example of the Day



Decimal Counter

What does Chisel code look like?

```
1 import chisel3._
2
3 class DecCounter extends Module {
4   val io = IO(new Bundle{
5     val value = Output(UInt(4.W))
6   })
7
8   val counter = RegInit(0.U(4.W))
9
10  io.value := counter
11
12  when (counter === 9.U) {
13    counter := 0.U
14  } otherwise {
15    counter := counter + 1.U
16  }
17 }
```

Get me the hardware!

```
1 object main extends App {  
2   import stage._  
3  
4   (new ChiselStage).execute(  
5     Array(  
6       "-X", "verilog",  
7     ),  
8     Seq(ChiselGeneratorAnnotation(()  
9       => new DecCounter))  
10  }
```

```
1 module DecCounter(  
2   input      clock,  
3   input      reset,  
4   output [3:0] io_value  
5 );  
6 reg [3:0] counter; // @[main.scala 8:24]  
7 wire _T = counter == 4'h9; // @[main.scala 12:17]  
8 wire [3:0] _T_2 = counter + 4'h1; // @[main.scala 15:24]  
9 assign io_value = counter; // @[main.scala 10:12]  
10 always @(posedge clock) begin  
11   if (reset) begin  
12     counter <= 4'h0;  
13   end else if (_T) begin  
14     counter <= 4'h0;  
15   end else begin  
16     counter <= _T_2;  
17   end  
18 end  
19 endmodule
```

Under the Hood

- Annotation: a piece of information about your design.
- AnnotationSeq: a sequence of annotations.
- Phase: a transform defined on AnnotationSeq and may have side effects.
 - e.g. a function looked like this:
$$f: \textit{AnnotationSeq} \rightarrow \textit{AnnotationSeq}$$
- Stage: a group of phases.

ChiselStage

```
17 class ChiselStage extends Stage with PreservesAll[Phase] {  
  .. .....  
21   val targets: Seq[Dependency[Phase]] =  
22     Seq( Dependency[chisel3.stage.phases.Checks],  
23         Dependency[chisel3.stage.phases.AddImplicitOutputFile],  
24         Dependency[chisel3.stage.phases.AddImplicitOutputAnnotationFile],  
25         Dependency[chisel3.stage.phases.MaybeAspectPhase],  
26         Dependency[chisel3.stage.phases.Emitter],  
27         Dependency[chisel3.stage.phases.Convert],  
28         Dependency[chisel3.stage.phases.MaybeFirrtlStage] )  
  .. .....  
111 }
```

chisel3.stage.phases.Checks

```
14 class Checks extends Phase with PreservesAll[Phase] {  
15  
16     override val dependents = Seq(Dependency[Elaborate])  
17     ...  
111 }
```


chisel3.stage.phases.Elaborate

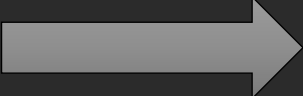
```
16 class Elaborate extends Phase with PreservesAll[Phase] {  
17  
18   def transform(annotations: AnnotationSeq): AnnotationSeq = annotations.flatMap {  
19     case a: ChiselGeneratorAnnotation => a.elaborate  
20     case a                             => Some(a)  
21   }  
22  
23 }
```

chisel3.stage.ChiselGeneratorAnnotation


```
45 case class ChiselGeneratorAnnotation(gen: () => RawModule) extends NoTargetAnnotation
    with Unserializable {
  .. .....
49   def elaborate: AnnotationSeq = try {
50     val (circuit, dut) = Builder.build(Module(gen()))
51     Seq(ChiselCircuitAnnotation(circuit), DesignAnnotation(dut))
52   } catch {
  .. .....
56   }
57
58 }
```

Let's walk through

```
1 object main extends App {  
2   import stage._  
3  
4   (new ChiselStage).execute(  
5     Array(  
6       "-X", "verilog",  
7     ),  
8     Seq(ChiselGeneratorAnnotation(() => new DecCounter))  
9   )  
10 }
```



CompilerAnnotation(compiler: Compiler =
new VerilogCompiler())



ChiselGeneratorAnnotation(gen: () => RawModule =
() => new DecCounter))

Let's walk through

```
ChiselGeneratorAnnotation(gen: () => RawModule = () => new DecCounter))
```

```
CompilerAnnotation(compiler: Compiler = new VerilogCompiler())
```



Elaborate

```
ChiselGeneratorAnnotation(gen: () => RawModule = () => new DecCounter))
```

```
ChiselCircuitAnnotation(circuit: Circuit = myCircuitDesign)
```

```
DesignAnnotation[DUT <: RawModule](design: DUT = myCircuitModule)
```

```
CompilerAnnotation(compiler: Compiler = new VerilogCompiler())
```

Entering FIRRTL domain

```
17 class ChiselStage extends Stage with PreservesAll[Phase] {  
  .. ..  
21   val targets: Seq[Dependency[Phase]] =  
22     Seq( Dependency[chisel3.stage.phases.Checks],  
23           Dependency[chisel3.stage.phases.AddImplicitOutputFile],  
24           Dependency[chisel3.stage.phases.AddImplicitOutputAnnotationFile],  
25           Dependency[chisel3.stage.phases.MaybeAspectPhase],  
26           Dependency[chisel3.stage.phases.Emitter],  
27           Dependency[chisel3.stage.phases.Convert],  
28           Dependency[chisel3.stage.phases.MaybeFirrtlStage] )  
  .. ..  
111 }
```


```
a: ChiselCircuitAnnotation =>  
Some(FirrtlCircuitAnnotation(Converter.convert(a.circuit))) ++ ...
```

Entering FIRRTL domain

```
ChiselCircuitAnnotation(circuit: Circuit = myCircuitDesign)
```

```
.....
```

```
CompilerAnnotation(compiler: Compiler = new VerilogCompiler())
```



Convert

```
ChiselCircuitAnnotation(circuit: Circuit = myCircuitDesign)
```

```
FirrtlCircuitAnnotation(circuit: Circuit = myCircuitDesignInFIRRTL)
```

```
.....
```

```
CompilerAnnotation(compiler: Compiler = new VerilogCompiler())
```

Entering FIRRTL domain

```
13 class MaybeFirrtlStage extends Phase with PreservesAll[Phase] {  
14  
15   override val prerequisites = Seq(Dependency[Convert])  
16  
17   def transform(annotations: AnnotationSeq): AnnotationSeq = annotations  
18     .collectFirst { case NoRunFirrtlCompilerAnnotation => annotations }  
19     .getOrElse     { (new FirrtlStage).transform(annotations) }  
20  
21 }
```

FIR

- Serialized form: .fir file,
<https://github.com/freechipsproject/firrtl/tree/master/spec>
Or formal lexical & syntax definition [@src/main/antlr4/FIRRTL.g4](#)

- Internal representation: `firrtl.ir.Circuit`

```
923 case class Circuit(info: Info, modules: Seq[DefModule], main: String) extends FirrtlNode with HasInfo {  
... ..  
933 }
```

- `CircuitState`: a wrapper of `firrtl.ir.Circuit` and its annotations.

FIRRTL Compiler Internals

- Pass / Transform: a transform defined on CircuitState.

e.g. a function looked like this:

$$f: \textit{CircuitState} \rightarrow \textit{CircuitState}$$

Circuit after `chisel3.stage.phases.Convert`

```
circuit DecCounter :  
  module DecCounter :  
    input clock : Clock  
    input reset : UInt<1>  
    output io : { value : UInt<4>}  
  
    reg counter : UInt<4>, clock with :  
      reset => (reset, UInt<4>("h0")) @[main.scala 8:24]  
    io.value <= counter @[main.scala 10:12]  
    node _T = eq(counter, UInt<4>("h9")) @[main.scala 12:17]  
    when _T : @[main.scala 12:26]  
      counter <= UInt<1>("h0") @[main.scala 13:13]  
    else :  
      node _T_1 = add(counter, UInt<1>("h1")) @[main.scala 15:24]  
      node _T_2 = tail(_T_1, 1) @[main.scala 15:24]  
      counter <= _T_2 @[main.scala 15:13]
```

Circuit after `firrtl.passes.ExpandWhensAndCheck`

```
circuit DecCounter :  
  module DecCounter :  
    input clock : Clock  
    input reset : UInt<1>  
    output io : { value : UInt<4>}  
  
    reg counter : UInt<4>, clock with :  
      reset => (reset, UInt<4>("h0")) @[main.scala 8:24]  
    node _T = eq(counter, UInt<4>("h9")) @[main.scala 12:17]  
    node _T_1 = add(counter, UInt<1>("h1")) @[main.scala 15:24]  
    node _T_2 = tail(_T_1, 1) @[main.scala 15:24]  
    node _GEN_0 = mux(_T, UInt<1>("h0"), _T_2) @[main.scala 12:26]  
    io.value <= counter @[main.scala 10:12]  
    counter <= _GEN_0 @[main.scala 13:13 main.scala 15:13]
```

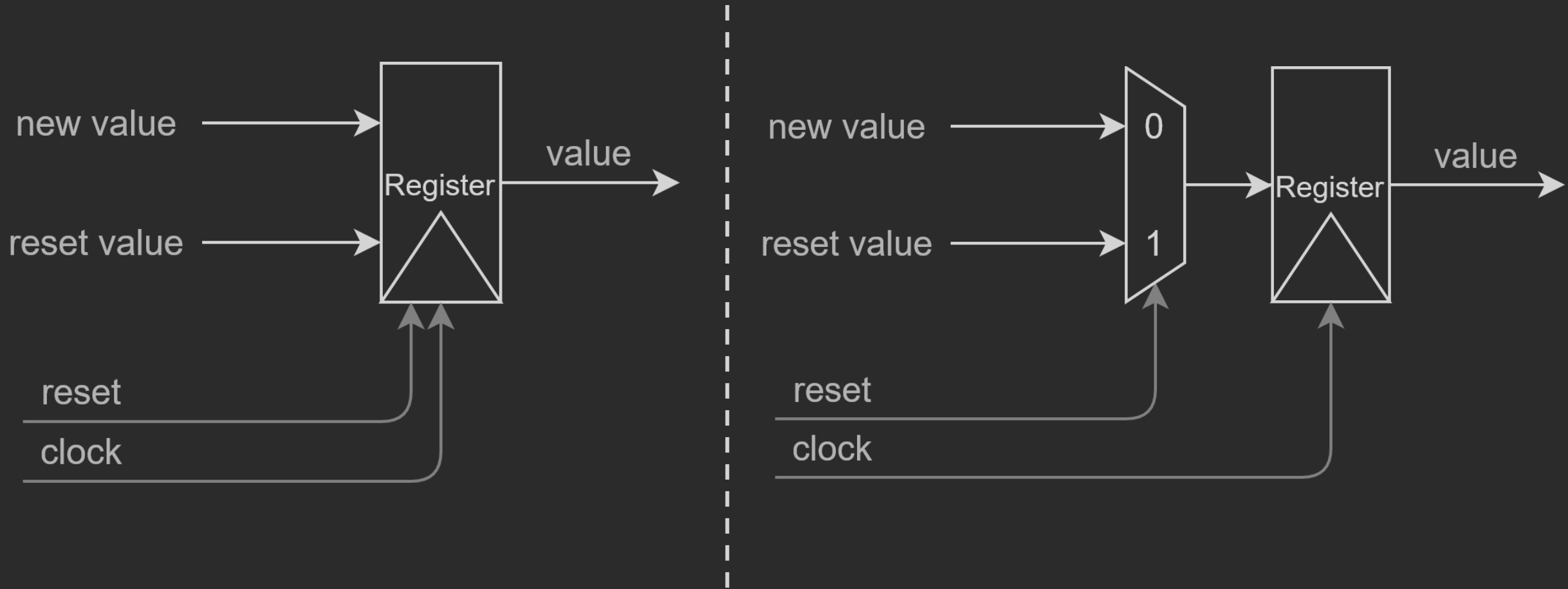
Circuit after firrtl.passes.LowerTypes

```
circuit DecCounter :  
  module DecCounter :  
    input clock : Clock  
    input reset : UInt<1>  
    output io_value : UInt<4>  
  
    reg counter : UInt<4>, clock with :  
      reset => (reset, UInt<4>("h0")) @[main.scala 8:24]  
    node _T = eq(counter, UInt<4>("h9")) @[main.scala 12:17]  
    node _T_1 = add(counter, UInt<1>("h1")) @[main.scala 15:24]  
    node _T_2 = tail(_T_1, 1) @[main.scala 15:24]  
    node _GEN_0 = mux(_T, UInt<1>("h0"), _T_2) @[main.scala 12:26]  
    io_value <= counter @[main.scala 10:12]  
    counter <= _GEN_0 @[main.scala 13:13 main.scala 15:13]
```

Circuit after `firrtl.transforms.RemoveReset`

```
circuit DecCounter :  
  module DecCounter :  
    input clock : Clock  
    input reset : UInt<1>  
    output io_value : UInt<4>  
  
    reg counter : UInt<4>, clock with :  
      reset => (UInt<1>("h0"), counter) @[main.scala 8:24]  
    node _T = eq(counter, UInt<4>("h9")) @[main.scala 12:17]  
    node _T_1 = add(counter, UInt<1>("h1")) @[main.scala 15:24]  
    node _T_2 = tail(_T_1, 1) @[main.scala 15:24]  
    node _GEN_0 = mux(_T, UInt<1>("h0"), _T_2) @[main.scala 12:26]  
    io_value <= counter @[main.scala 10:12]  
    counter <= mux(reset, UInt<4>("h0"), _GEN_0) @[main.scala 13:13 main.scala 15:13]
```

firrtl.transforms.RemoveReset



firrtl.transforms.RemoveReset

Create an empty $Map[String \rightarrow Reset]$, M

For all registers r with reset:

$M[r.name] \leftarrow r.reset$

$r.reset \leftarrow 0$

For all connections c which is an input of a register with reset:

$originalReset \leftarrow M[c.out.name]$

replace c with

$Mux(originalReset.active, c.in, originalReset.value)$

One step further

- How does Chisel capture my design?
- How was dependencies between Chisel Phases, FIRRTL passes / transforms resolved?
- How annotations, FIR serialization & deserialization works?
-

Q & A

Thanks!

Boyang Han
yqszxx@gmail.com