

# Learn RISC-V CPU Implementation and BSV

(BSV: a High-Level Hardware Design Language)

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L3: Structure of BSV Programs



# Reminders

Please git clone or git pull: [https://github.com/rsnikhil/Learn\\_Bluespec\\_and\\_RISCV\\_Design](https://github.com/rsnikhil/Learn_Bluespec_and_RISCV_Design)

```
./Book_BLang_RISCV.pdf
  Slides/
    Slides_01_Intro.pdf
    Slides_02_ISA.pdf
    ...
  Doc/Installing_bsc_Verilator_etc.{adoc,html}
  Exercises/
    Ex_03_B_Top_and_DUT/
    Ex_03_A_Hello_World/
    ...
  Code/
    src_Common/
    src_Drum/
    src_Fife/
    src_Top/
    ...
```

To compile and run the code for exercises, Drum and Fife, please make sure you have installed:

- *bsc* compiler (see <https://github.com/B-Lang-org/bsc>)
- Verilator compiler (see <https://www.verilator.org/>)

# Chapter Roadmap



# Strategy

We start learning **BSV** “from the outside in”, and with simple exercises, so that:

- you are very quickly able to start *reading* Drum and Fife code;
- you are very quickly able to run the codes and to get in the habit of compiling-and-running; and
- you are very quickly make small modifications,

even though it will take a little longer before you are able to code things yourself from scratch.

# BSV language, compiler and libraries documents

From the book, Appendix A.6.5:

- The “**BSV** Language Reference Guide”. This document describes the syntax and semantics of **BSV**.  
PDF: [https://github.com/B-Lang-org/bsc/releases/latest/download/BSV\\_lang\\_ref\\_guide.pdf](https://github.com/B-Lang-org/bsc/releases/latest/download/BSV_lang_ref_guide.pdf)
- The “BSC Libraries Reference Guide”. This document describes the extensive set of libraries and IP (Intellectual Property blocks) available to the **BSV** user.  
PDF: [https://github.com/B-Lang-org/bsc/releases/latest/download/bsc\\_libraries\\_ref\\_guide.pdf](https://github.com/B-Lang-org/bsc/releases/latest/download/bsc_libraries_ref_guide.pdf)
- The “BSC User Guide”. This document describes how to use the *bsc* compiler, which compiles our hardware descriptions written in **BSV** into Verilog (which can then be simulated or synthesizes using standard Verilog tools).  
PDF: [https://github.com/B-Lang-org/bsc/releases/latest/download/bsc\\_user\\_guide.pdf](https://github.com/B-Lang-org/bsc/releases/latest/download/bsc_user_guide.pdf)

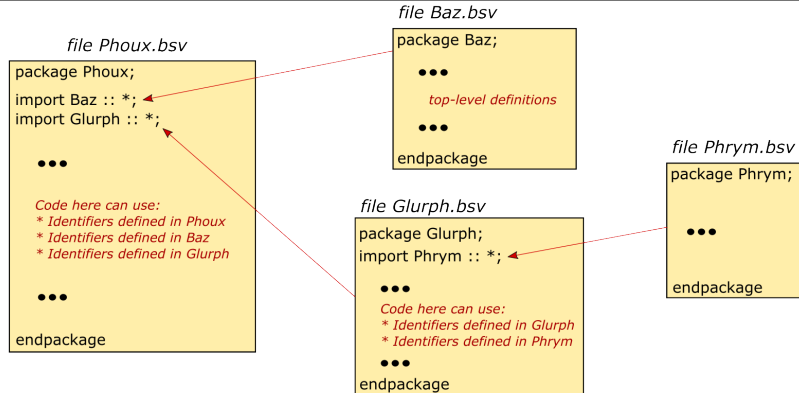
We will be using the Language Reference Guide and Librares Reference Guide extensively, so you may wish to download a copy for your laptop.



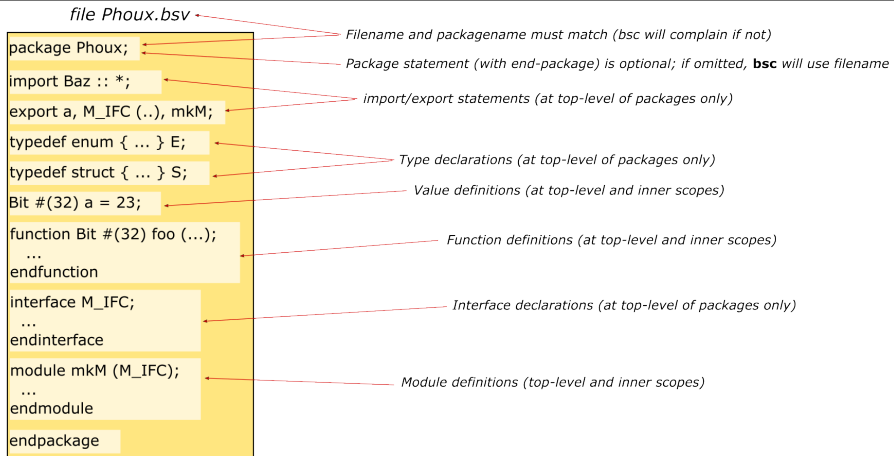
## Exercise break

Please see Book Appendix E, Section Ex-03-A-Hello-World.

# File-level view of a BSV program

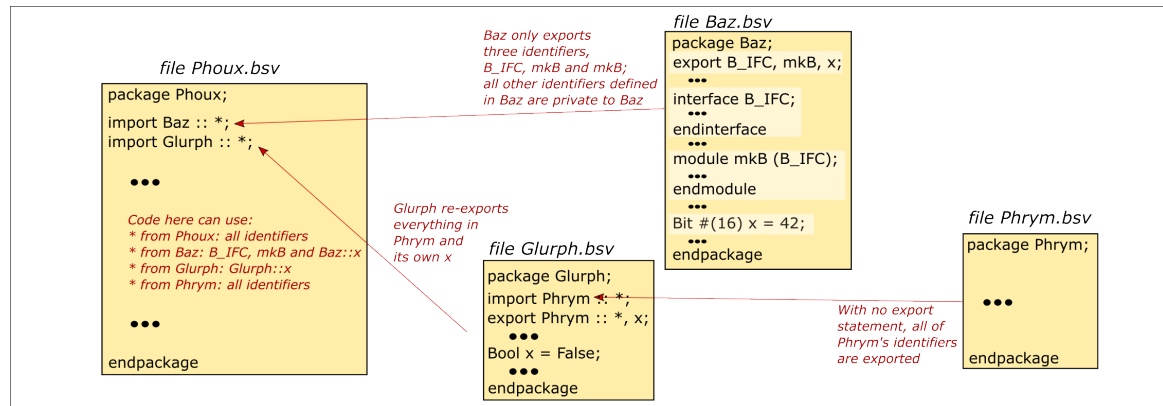


# What's in a BSV package/file?





# Namespace control with package imports and exports





## Exercise break

Please see Book Appendix E, Section Ex-03-B-Top-and-DUT.

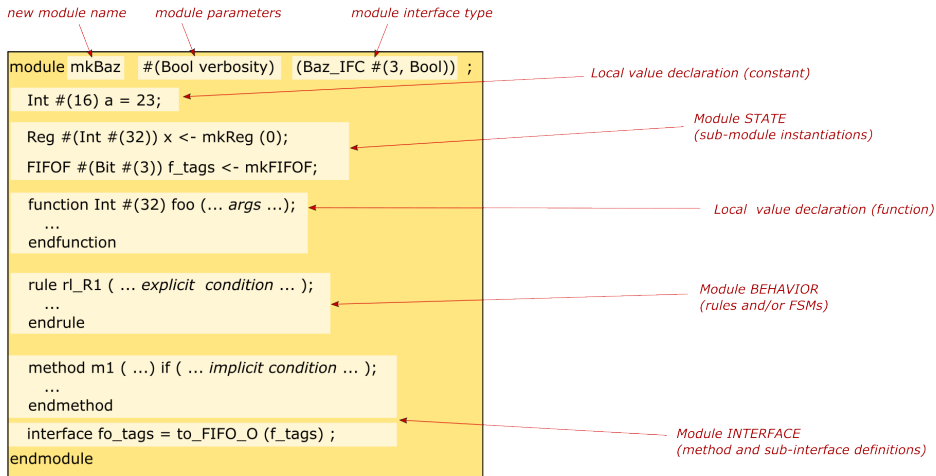
# What's in an Interface Declaration?

The diagram shows an interface declaration for `Baz_IFC` with several annotations pointing to its components:

- `interface`: new interface type
- `Baz_IFC`: numeric type parameter declaration
- `numeric type n`: value type parameter declaration
- `type t`: value type parameter declaration
- `method Action m1 (Int #(32) x, Bool y, t z);`: Action method declaration (methods can have arguments)
- `method ActionValue #(Bit #(16)) m2 (... args ...);`: ActionValue method declaration
- `method Bit #(16) m3 (... args ...);`: Value method declaration (return type is not Action or ActionValue)
- `interface FIFO_O #(Bit #(n)) fo_tags;`: Nested sub-interface declaration
- `endinterface`: Existing interface type

```
interface Baz_IFC #( numeric type n, type t );  
  method Action m1 (Int #(32) x, Bool y, t z);  
  method ActionValue #(Bit #(16)) m2 (... args ...);  
  method Bit #(16) m3 (... args ...);  
  
  interface FIFO_O #(Bit #(n)) fo_tags;  
endinterface
```

# What's in a Module Declaration?





## Exercise break

Please see Book Appendix E, Section Ex-03-C-Module-and-Interface.

# What's in a Rule?

*new rule name*

*rule condition ("explicit condition")*

```
rule rl_Fetch_req ( rg_running
                    && (! f_Fetch_from_Retire.notEmpty) );

  let pred_pc = rg_pc + 4;
  let y       = fn_Fetch (rg_pc, pred_pc, rg_epoch, rg_inum);

  f_Fetch_to_Decode.enq (y.to_D);
  f_Fetch_to_IMem.enq (y.mem_req);

  rg_pc  <= pred_pc;
  rg_inum <= rg_inum + 1;
endrule
```

*Two local variable definitions*

*Two Actions  
(invocations of FIFO ".enq" methods)*

*Two Actions  
(invocations of register ".\_write" methods)*

# What's in an Interface Definition?

The diagram shows two BSV method definitions within a yellow box. Red arrows point from text labels to specific parts of the code. The first method is 'init', an Action method with a condition. The second method is 'read\_epc', a Value method with a return statement.

```
method Action init ( Initial_Params initial_params ) if ( ! rg_running );  
  rg_pc      <= initial_params.pc_reset_value;  
  rg_running <= True;  
endmethod  
  
method Bit #(XLEN) read_epc;  
  return csr_mepc;  
endmethod
```

*method name*

*method arguments*

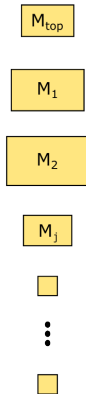
*method condition ("implicit condition")*

*method body*  
(Action and ActionValue methods can contain Actions;  
Value methods cannot contain Actions)

*return statement*  
(in Value-methods and ActionValue methods  
but not in Action methods)

# Static elaboration

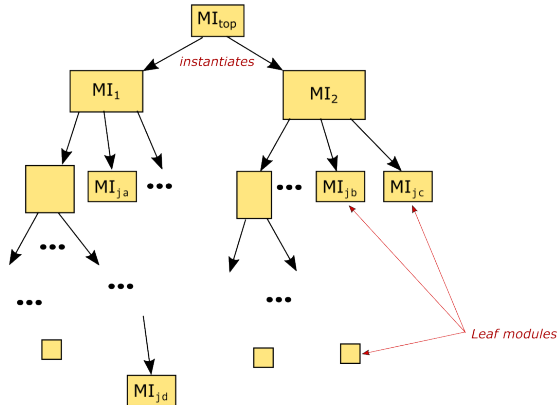
*module definitions*



Static Elaboration

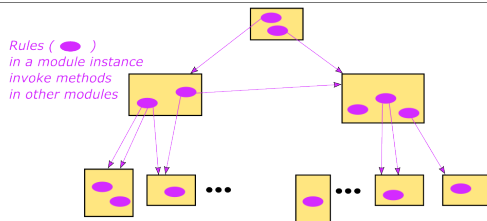


*module instance hierarchy*





# Module interaction



End