

Meta-Programming

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**CS448H: Agile Hardware Design
Winter 2017**

Magma Product Types

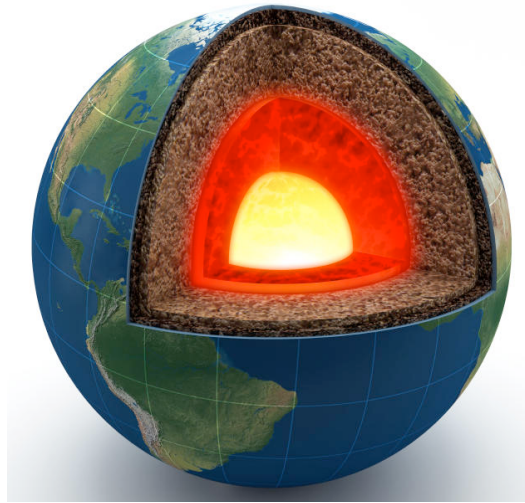
$T = \text{Bit} \mid \text{Array}(n, T) \mid \text{Tuple}(T_1, T_2, \dots, T_n)$

- **Recursive product type (not algebraic data type)**
- **All types have fixed size**

$\text{Array}(n, T)$

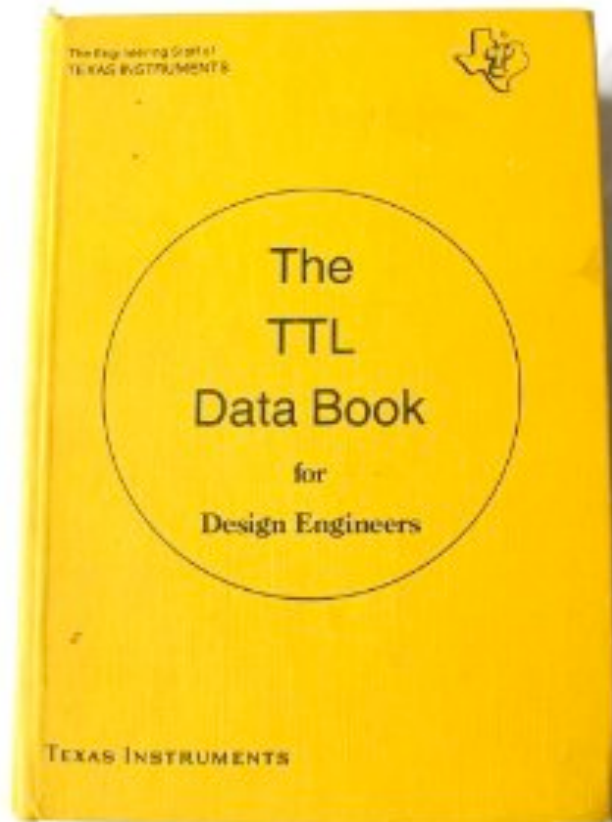
$\text{Tuple}(T_1, T_2, \dots, T_n)$

- **Calling these functions returns a type (class)**
- **Generalizes *higher-kinded* types**



Mantle

**Standard Low-Level Hardware Library
(think libc and libm, TTL 7400 / CMOS 4000)**



Mantle libc for hardware

**And, Or, Xor, ...
Add, Sub, ...
Mux,
Registers
Shift registers
Counters
Memories
...**

see mantle.md

Higher-Order Circuits

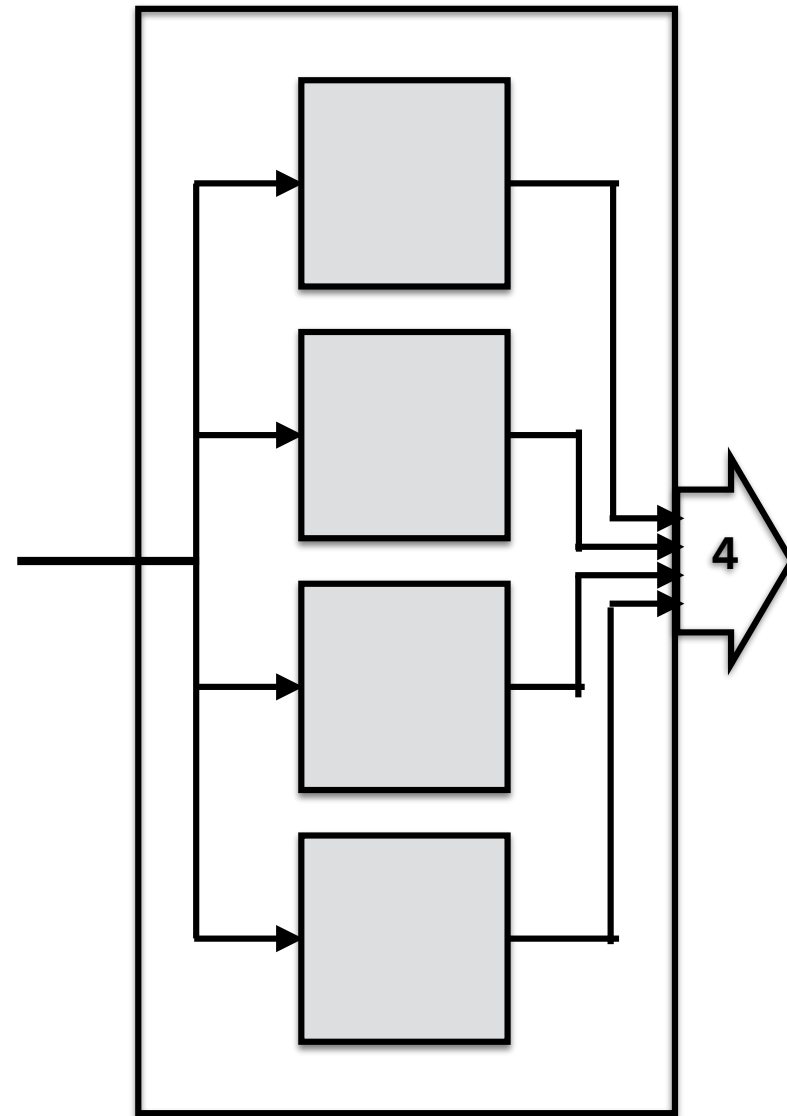
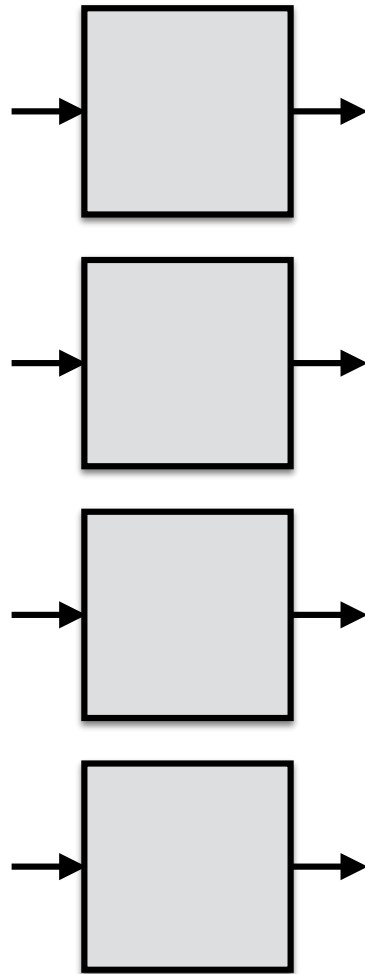
Instantiate Circuits

```
lut4 = LUT4(I0&I1)  
dff = DFF()
```

Circuits are "like" functions

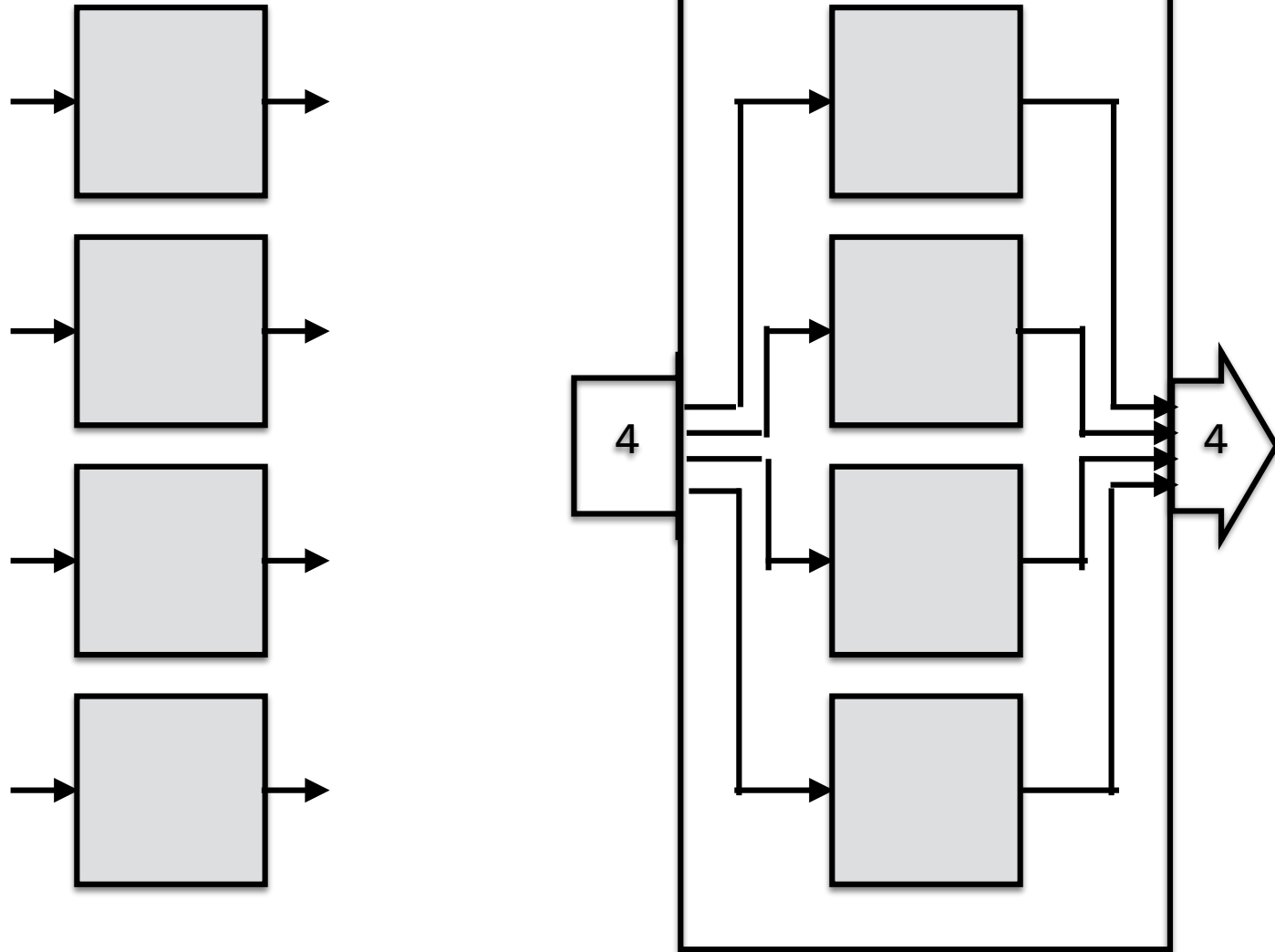
**Use higher-order operators to
constructor new circuits from other
circuits**

FullAdder - fulladder/fulladder.py



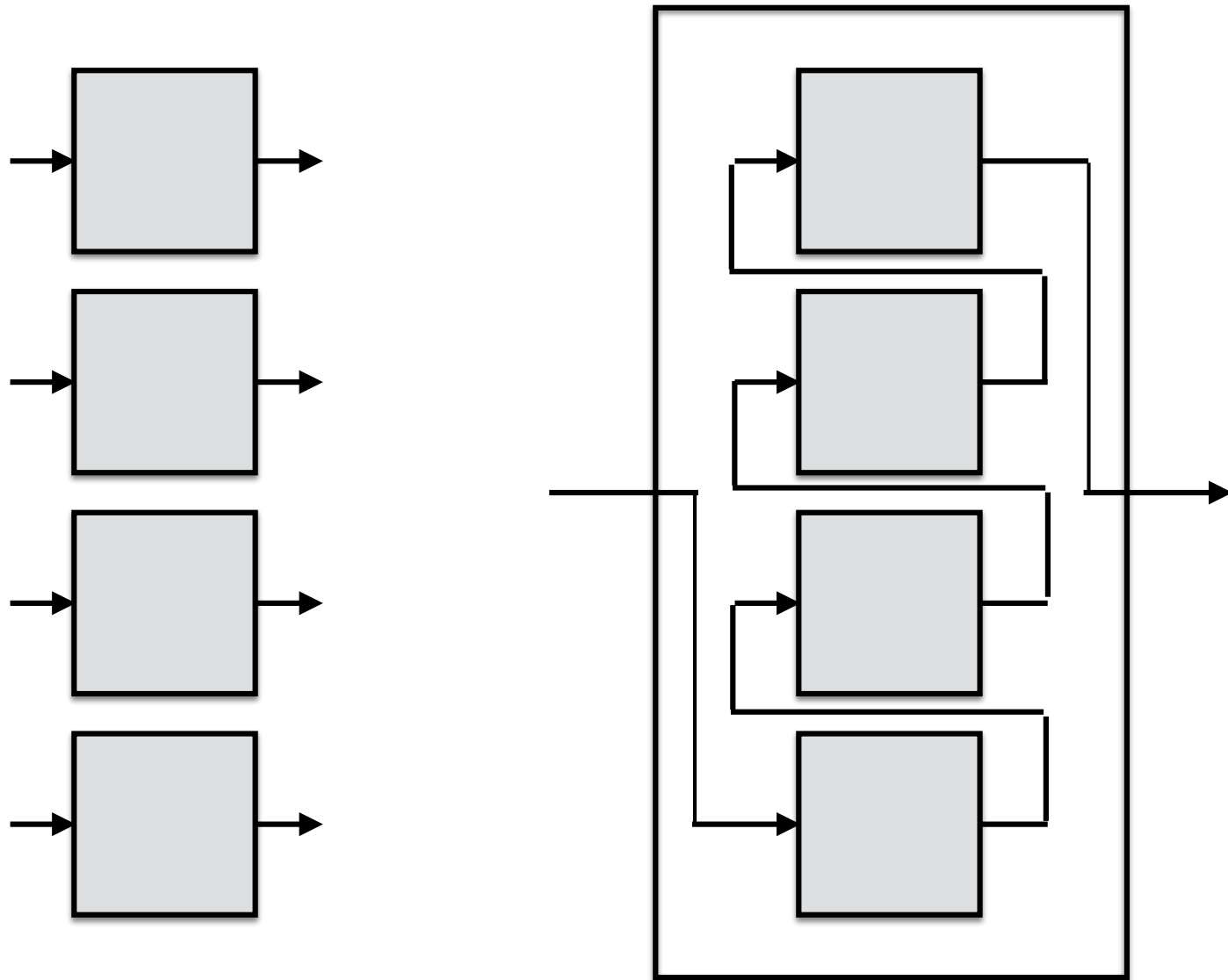
fork

And(n) - and/and.py

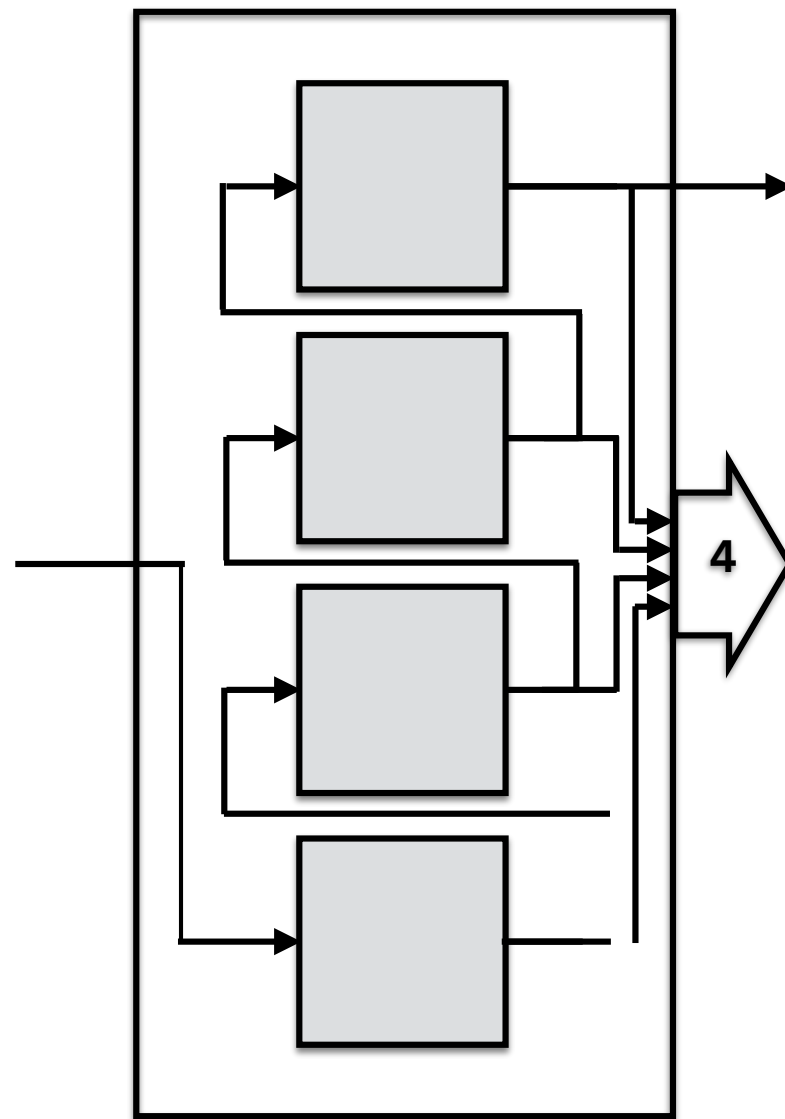
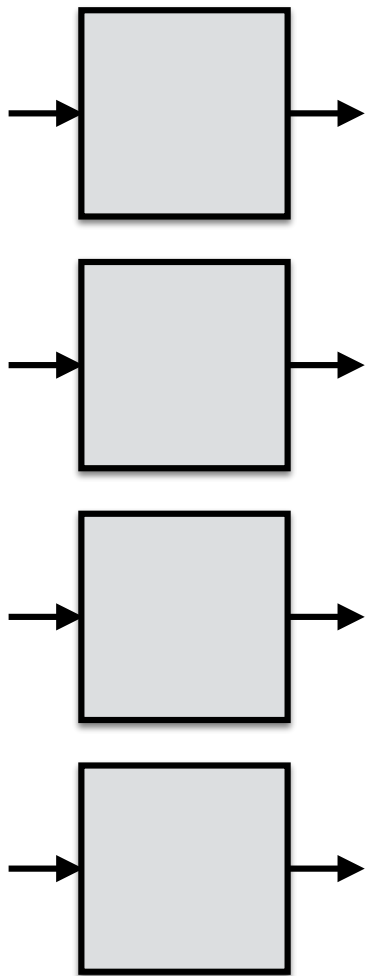


join

Add(n) - add/{add1,add2}.py



fold



scan

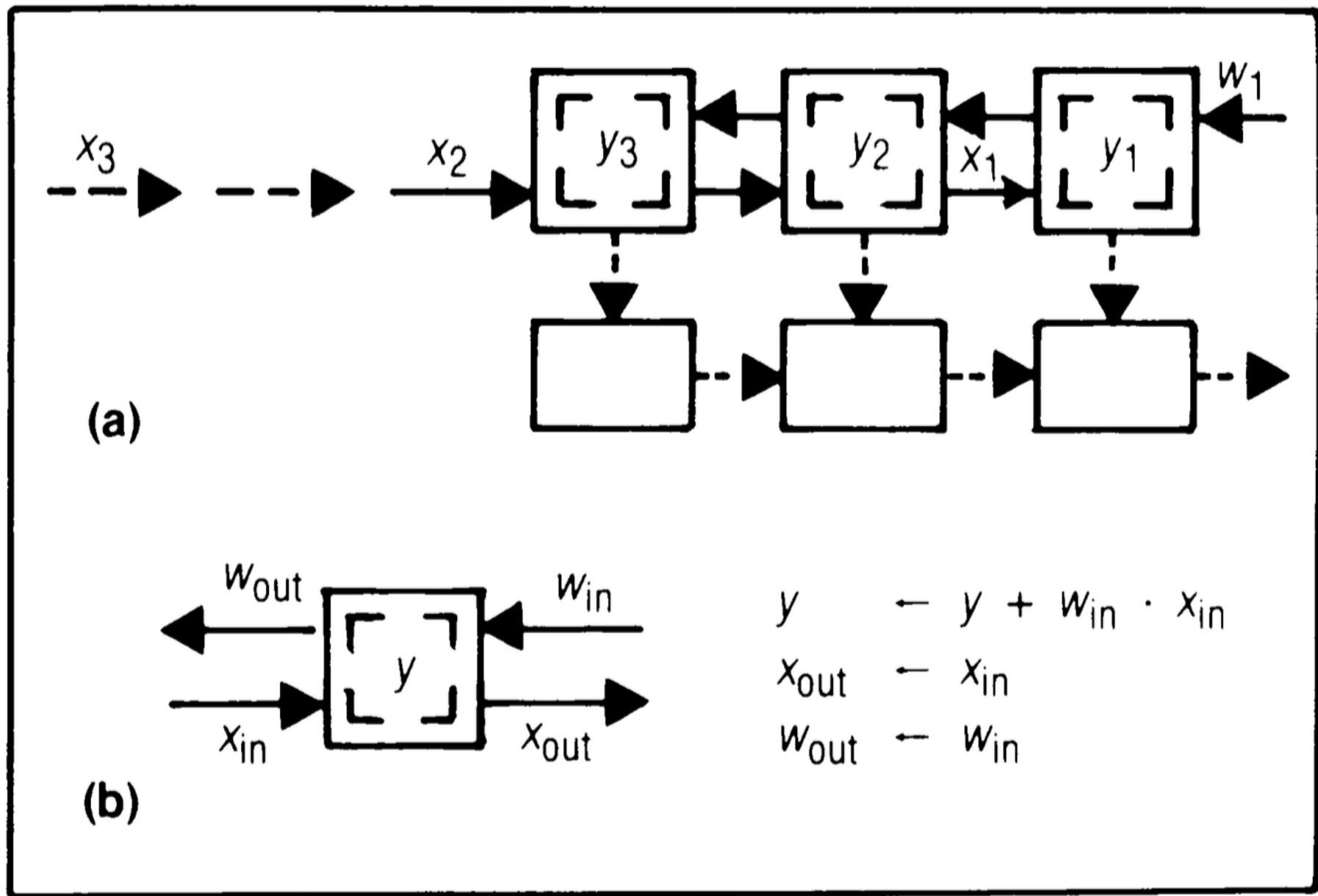


Figure 6. Design R1: systolic convolution array (a) and cell (b) where y_i 's stay and x_i 's and y_i 's move in opposite directions systolically.

Beyond functional programming ...

Higher-order circuits

```
def braid(circuits,  
    joinargs=[],  
    flatargs=[],  
    forkargs=[],  
    foldargs={}, rfoldargs={},  
    scanargs={}, rscanargs={}):
```

...

easily generalized to 2D

Circuit Definitions

(Modules)

Circuit Definition

1. Generate Circuit class (new type)

```
Register2 = DefineRegister(2)
```

2. Instance Circuit

```
register2 = Register2()
```

3. Wire circuit instances

```
0 = register2(I)
```

```
def DefineRegister(n):  
    reg = DefineCircuit('Register'+str(n),  
                        "I", In(Array(n,Bit)),  
                        "O", In(Array(n,Bit)),  
                        "CLK", In(Bit))  
  
    ffs = join(col(FF, n))  
    wire(ffs(reg.I), reg.O)  
    wire(reg.CLK, ffs.CLK)  
  
    EndCircuit()  
    return reg  
  
Register2 = DefineRegister(2)  
register = Register2()  
wire(register(I), 0)
```

```
def DefineRegister(n):  
  
    T = In(Array(n, Bit))  
    class _Register(Circuit):  
        name = 'Register'+str(n)  
        IO = ["I",T,  
              "O",T,  
              "CLK", In(Bit)]  
  
        @classmethod  
        def definition(reg):  
            ffs = join(FFs(n))  
            wire(ffs(reg.I), reg.O)  
            wire(reg.CLK, ffs.CLK)  
  
    return _Register
```



```

def DefineSISO(n):
    """
        Generate Serial-In, Serial-Out shift register.

        I : Bit -> O : Bit
    """
    class _SISO(Circuit):
        name = 'SISO'+str(n)
        IO = ['input I',Bit, 'output O',Bit]+ClockInterface()

        @classmethod
        def definition(sono):
            ffs = FFs(n)
            reg = braid(ffs, foldargs={"I":"O"})
            reg(sono.I)
            wire(reg.0, sono.0)
            wireclock(sono, reg)

    return _SISO

```

```

def DefineSIP0(n):
    """
        Generate Serial-In, Parallel-Out shift register.

        I : Bit -> 0 : Array(n, Bit)
    """
    T = Array(n, Bit)
    class _SIP0(Circuit):
        name = 'SIP0'+str(n)
        IO = ['input I',Bit,'output 0',T]+ClockInterface()

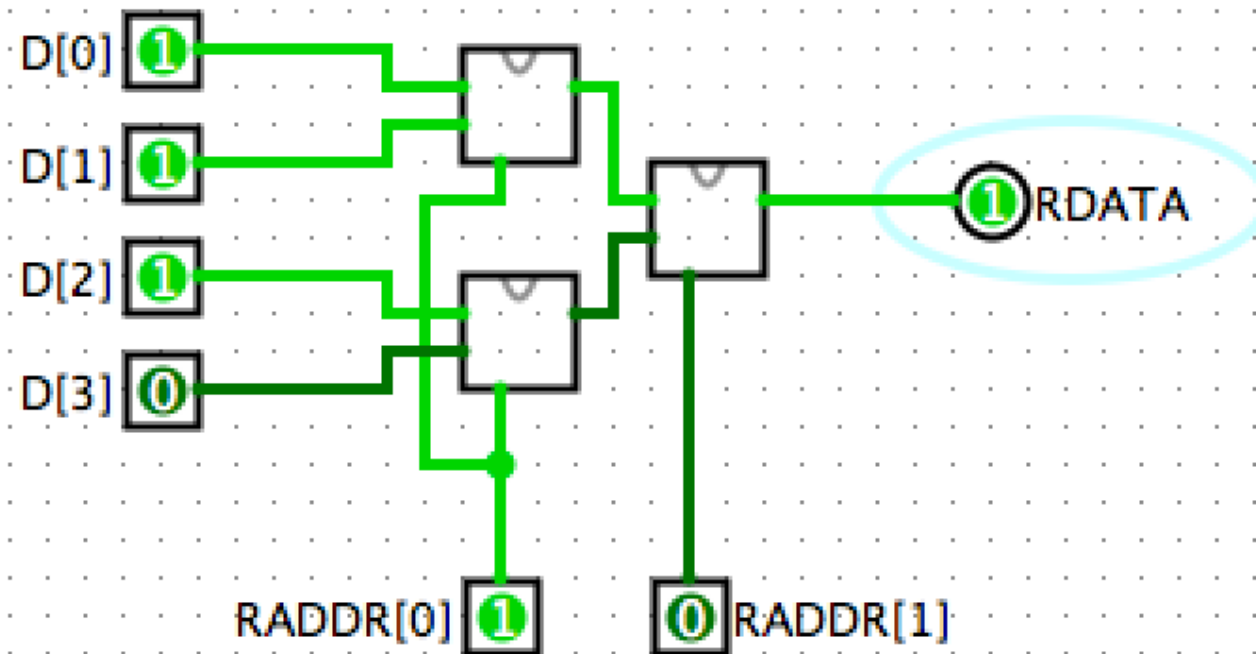
        @classmethod
        def definition(sipo):
            ffs = FFs(n)
            reg = braid(ffs, scanargs={"I":"0"})
            wire(sipo.I, reg.I)
            wire(reg.0, sipo.0)
            wireclock(sipo, reg)

    return _SIP0

```

ROM and RAM

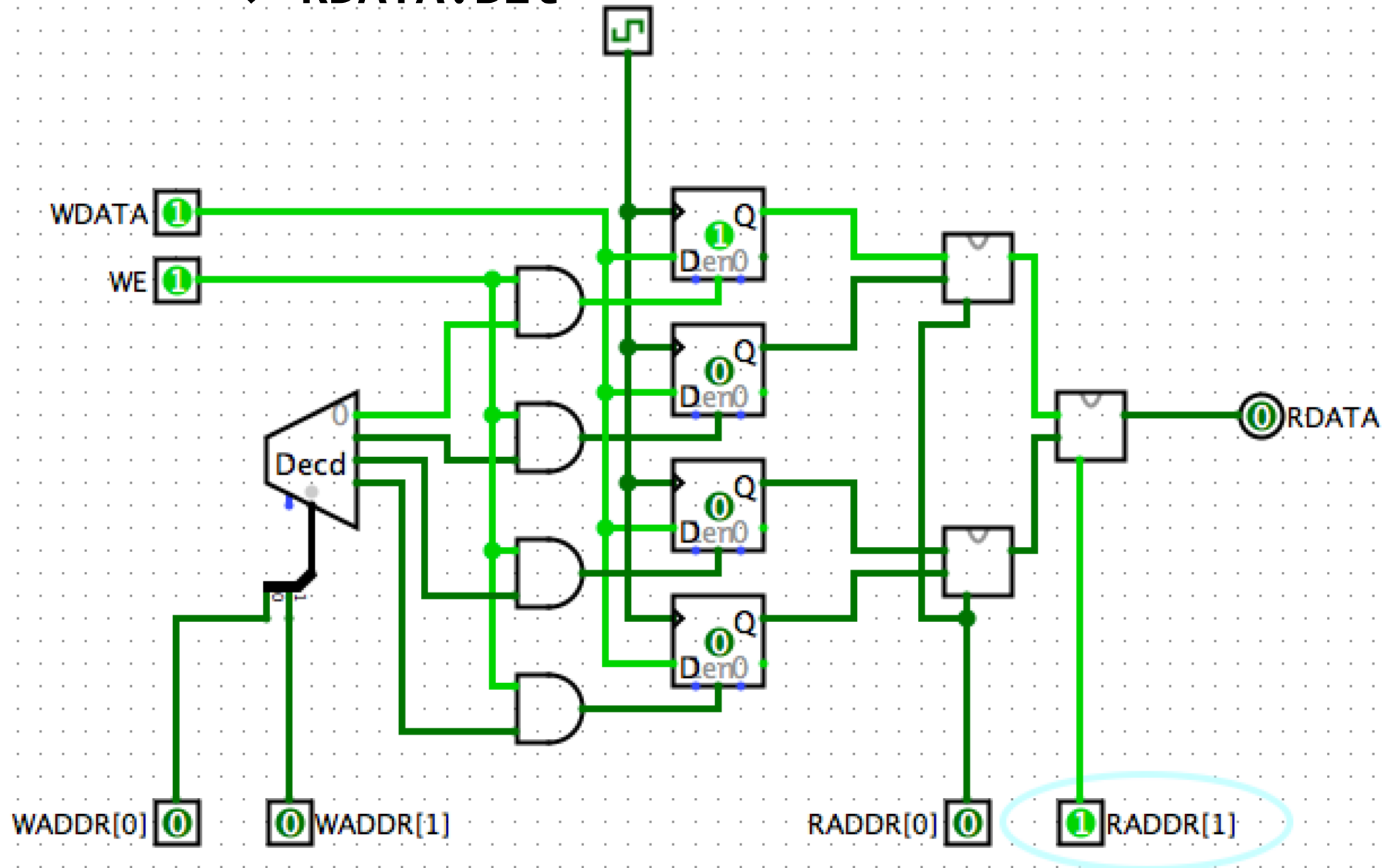
ROM(2) :: RADDR:Array(4,Bit) -> RDATA:Bit



```

RAM(2) :: RADDR:Array(4,Bit),
          WDATA:Bit, WADDR:Array(4,Bit), WE:Bit
-> RDATA:Bit

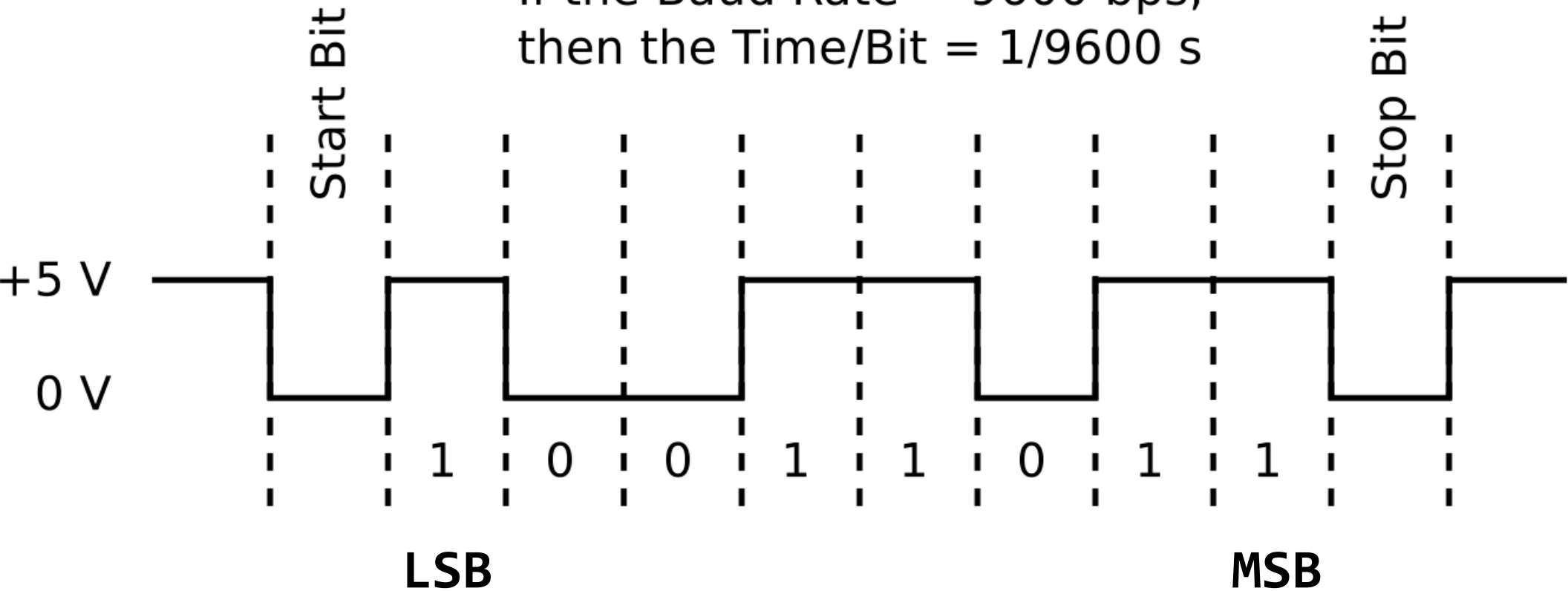
```



UART

Serial Protocol

If the Baud Rate = 9600 bps,
then the Time/Bit = $1/9600$ s



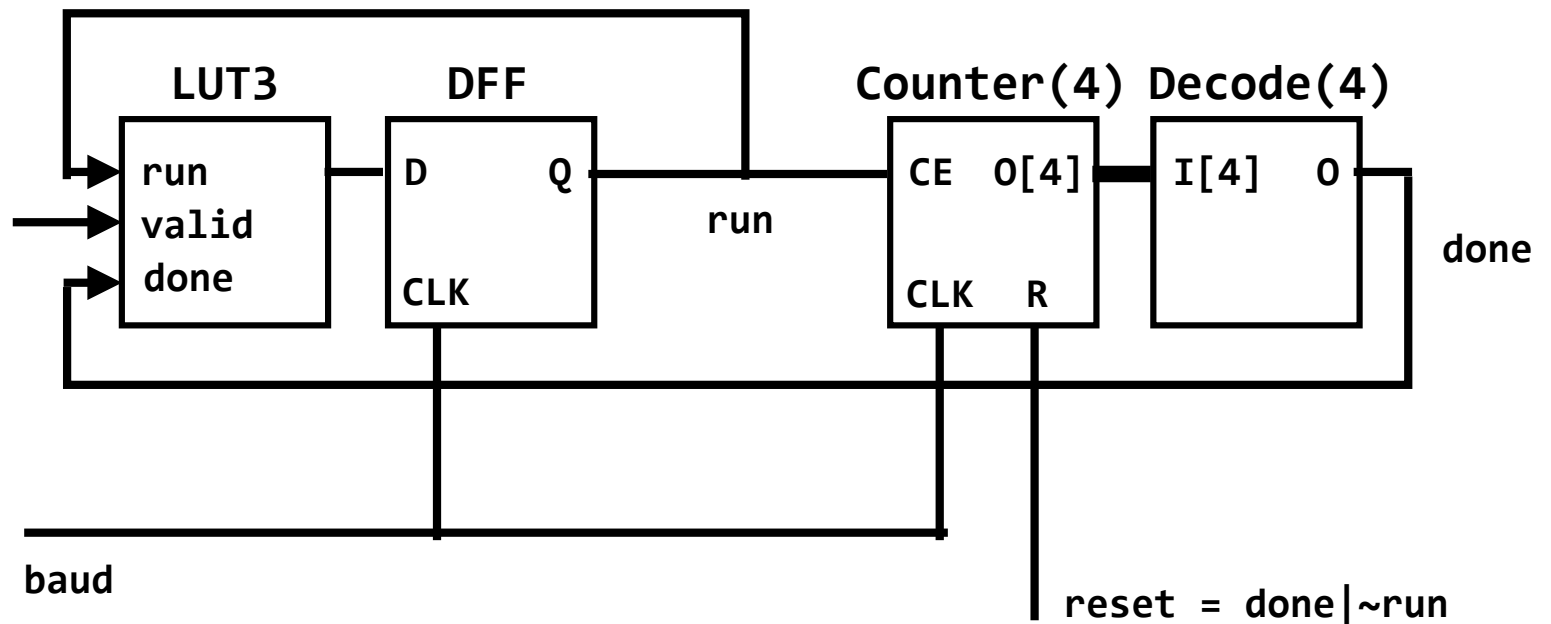
```
void bit(int val)
{
    gpio_write(pin, val);
    delay_us(DELAY);
}

void putc(int c)
{
    bit(0); // start bit
    // output 8-bits, lsb first
    for ( int i = 0; i < 8; i++ ) {
        bit(c & 0x1);
        c >>= 1;
    }
    bit(1); // 2 stop bits
    bit(1);
}
```

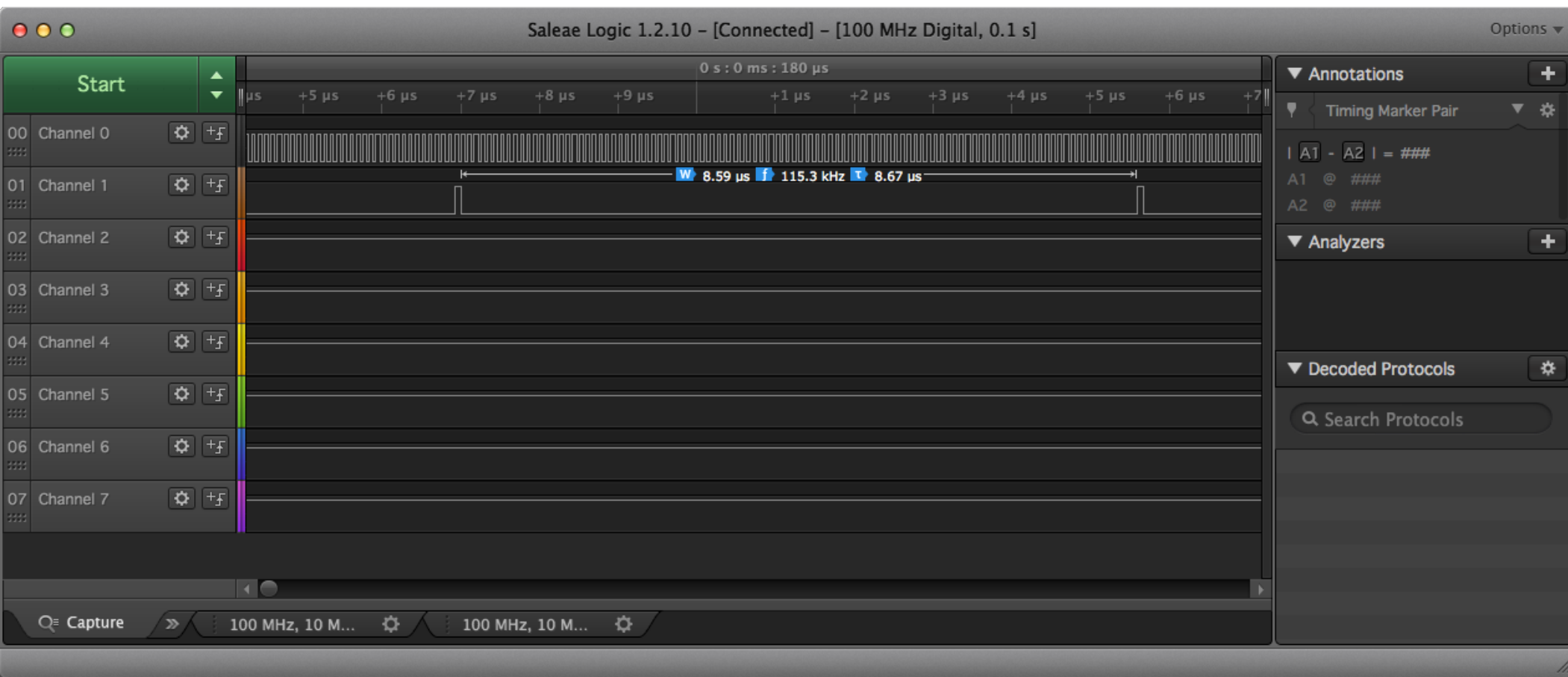

fsm.py

RVD R'

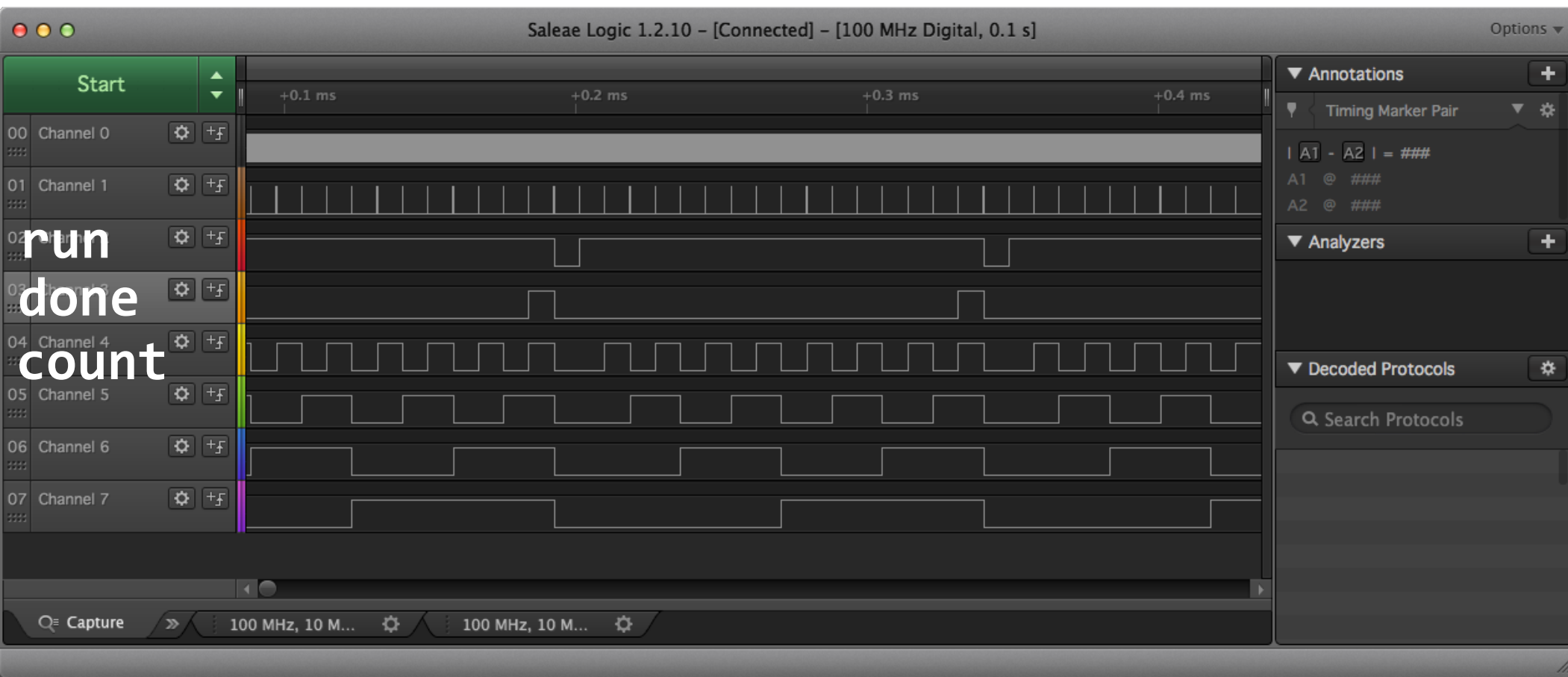
000	0
001	0
010	1
011	0
100	1
101	0
110	1
111	0



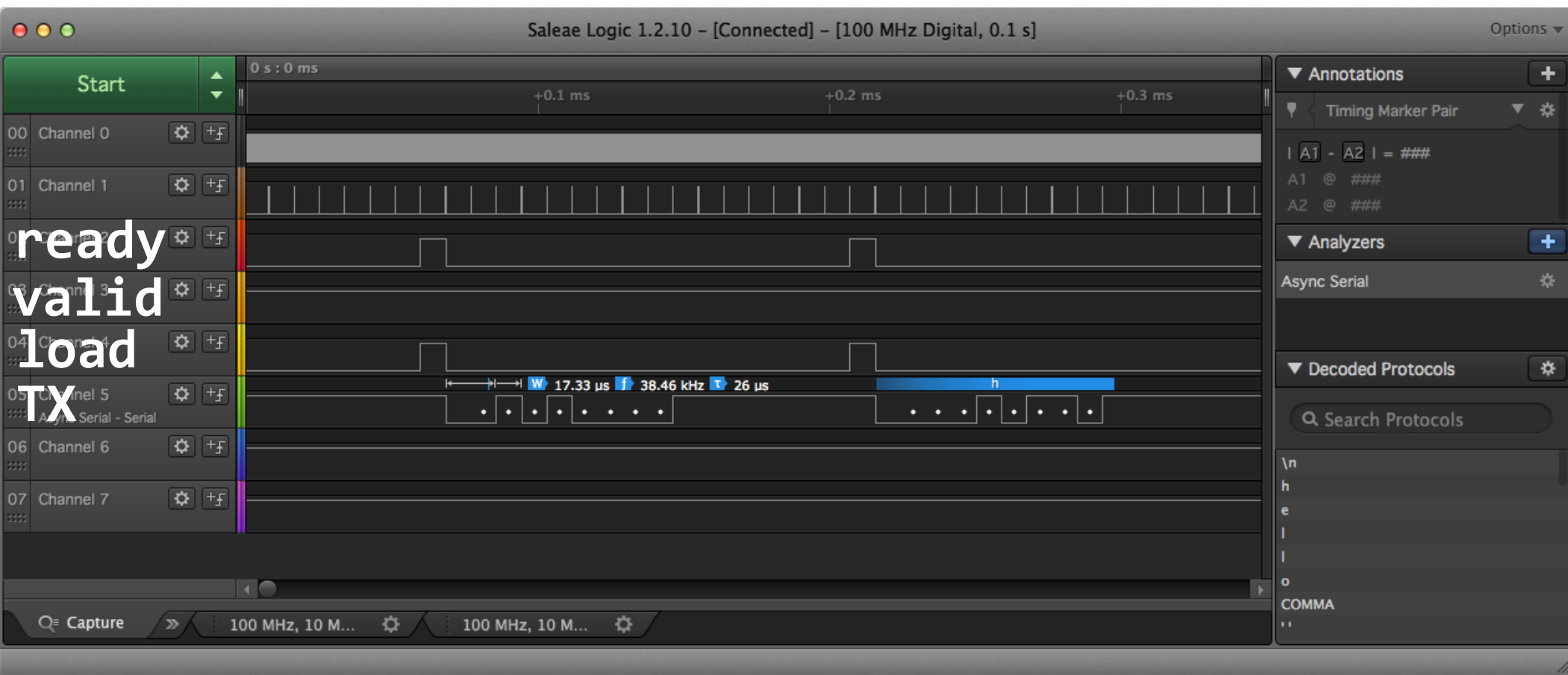
baud.py



fsm.py

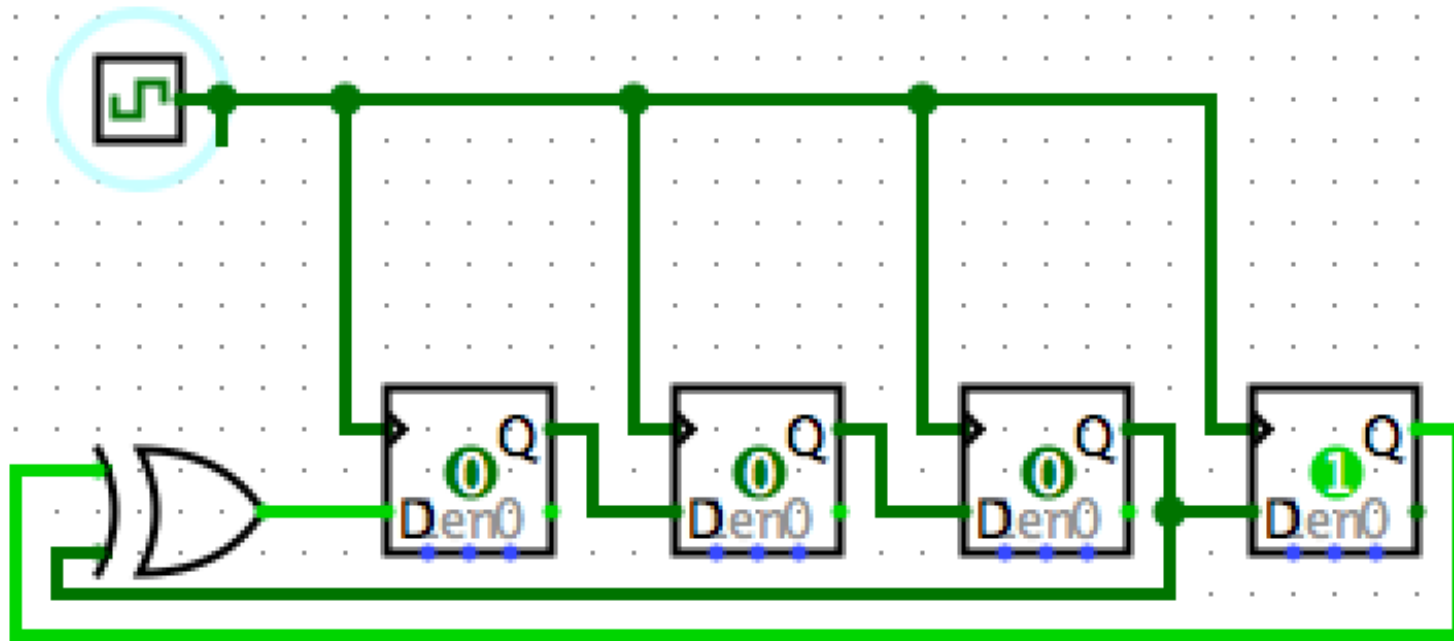


uart.py



LFSR

Linear Feedback Shift Register



0001
1000
0100
0010
1001
1100
0110
1011
0101
1010
1101
1110
1111
0111
0011
0001

BITS, TAPS

3, "3, 2"

4, "4, 3"

5, "5, 3"

6, "6, 5"

7, "7, 6"

8, "8, 6, 5, 4"

9, "9, 5"

10, "10, 7"

11, "11, 9"

12, "12, 6, 4, 1"

13, "13, 4, 3, 1"

14, "14, 5, 3, 1"

15, "15, 14"

16, "16, 15, 13, 4"

17, "17, 14"

18, "18, 11"

19, "19, 6, 2, 1"

20, "20, 17"

21, "21, 19"

22, "22, 21"

23, "23, 18"

24, "24, 23, 22, 17"

25, "25, 22"

26, "26, 6, 2, 1"

27, "27, 5, 2, 1"

28, "28, 25"

29, "29, 27"

30, "30, 6, 4, 1"

31, "31, 28"

32, "32, 22, 2, 1"