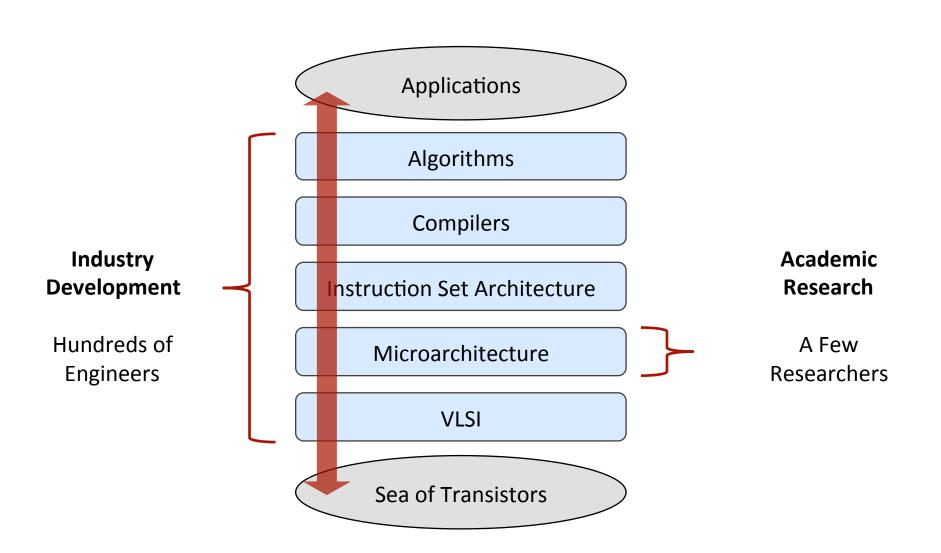
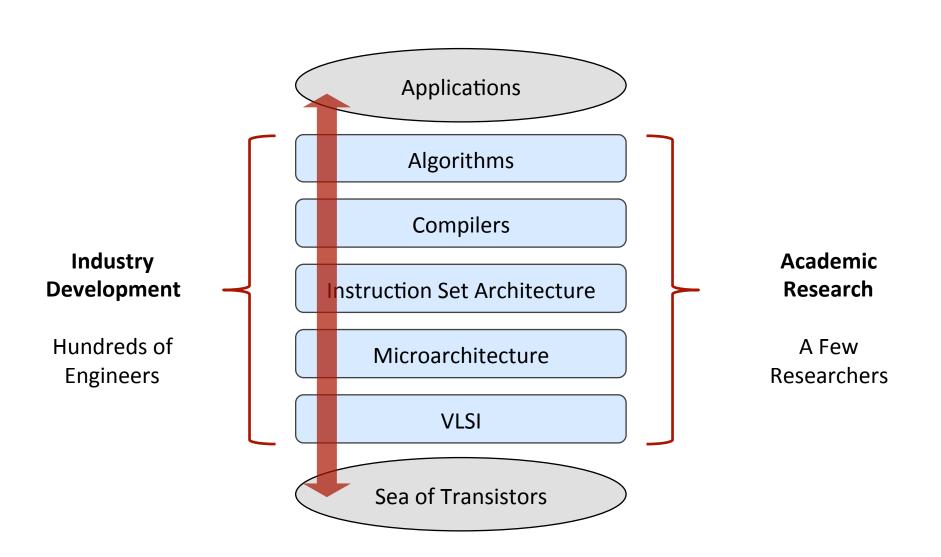
#### Computer Architecture Research Abstractions



#### Computer Architecture Research Abstractions



## Computer Architecture Research Methodologies

**Applications** 

Algorithms

Compilers

**Instruction Set Architecture** 

Microarchitecture

**VLSI** 

Sea of Transistors

Cycle Level

- Behavior
- Timing

#### Computer Architecture Research Methodologies

**Applications** 

Algorithms

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**Functional Level** 

Behavior

Cycle Level

- Behavior
- Timing

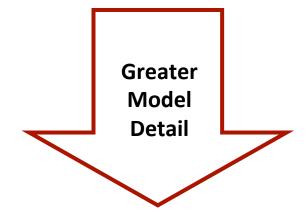
Register Transfer Level

- Behavior
- Timing
- Physical Resources

## Computer Architecture Research Methodologies



**Modeling Towards Layout** 



**Functional Level** 

Algorithm and ISA Development

Cycle Level

Design Space Exploration

Register Transfer Level

Area/Energy/Timing Validation and Prototype Development

## Computer Architecture Research Toolflows

MATLAB/Python Algorithm or C++ Instruction Set Simulator

C++ Computer Architecture Simulation Framework (Object-Oriented)

Verilog or VHDL Design with EDA Toolflow (Concurrent-Structural)

**Functional Level** 

Algorithm and ISA Development

Cycle Level

Design Space Exploration

Register Transfer Level

Area/Energy/Timing Validation and Prototype Development

## Computer Architecture Research Toolflows

Different languages, patterns, and tools!

The Computer Architecture Research Methodology Gap

**Functional Level** 

Algorithm and ISA Development

Cycle Level

Design Space Exploration

Register Transfer Level

Area/Energy/Timing Validation and Prototype Development

#### Great Ideas From Prior Frameworks

•	<b>Concurrent-Structural Modeling</b>
	(Liberty, Cascade, SystemC)

Consistent interfaces across abstractions

• Unified Modeling Languages (SystemC)

Unified design environment for FL, CL, RTL

 Hardware Generation Languages (Chisel, Genesis2, BlueSpec, MyHDL)

Productive RTL design space exploration

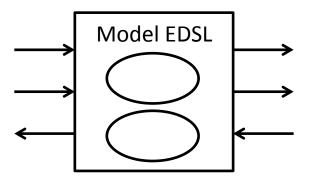
• HDL-Integrated Simulation Frameworks (Cascade)

Productive RTL validation and cosimulation

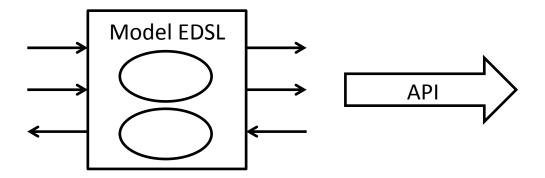
 Latency-Insensitive Interfaces (Liberty, BlueSpec)

Component and test bench reuse

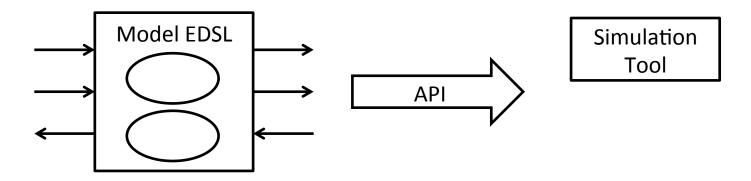
A Python EDSL for concurrent-structural hardware modeling



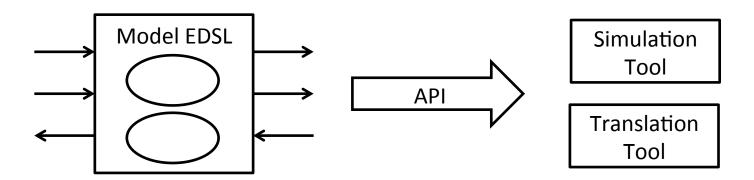
- A Python EDSL for concurrent-structural hardware modeling
- A Python API for analyzing models described in the PyMTL EDSL



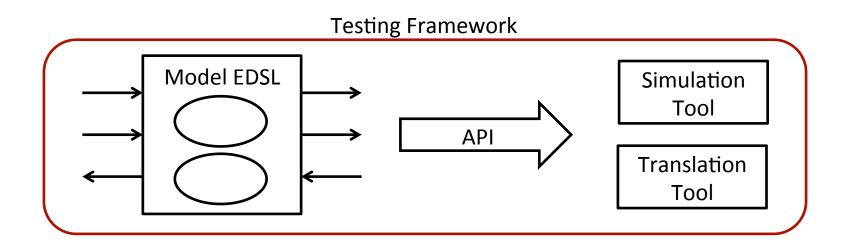
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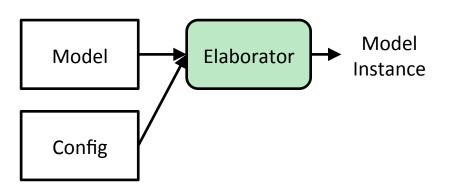
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- A Python tool for simulating PyMTL FL, CL, and RTL models
- A Python tool for translating PyMTL RTL models into Verilog
- A Python testing framework for model validation

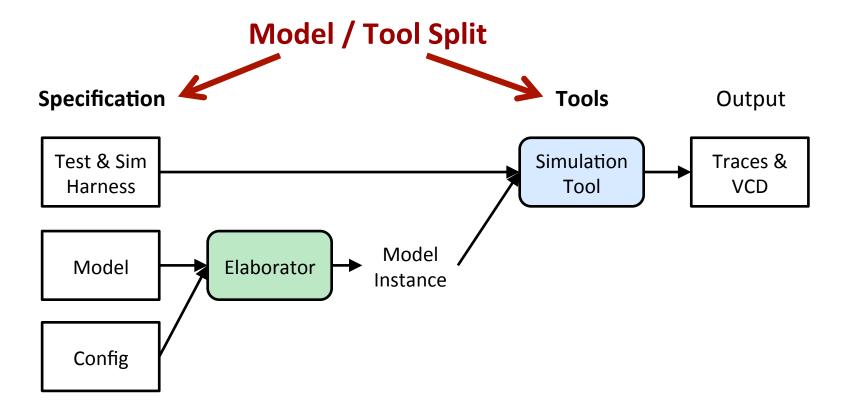


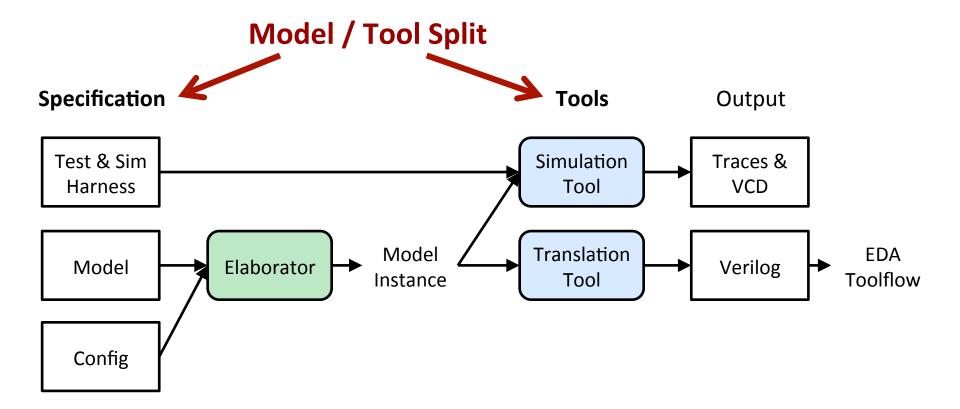


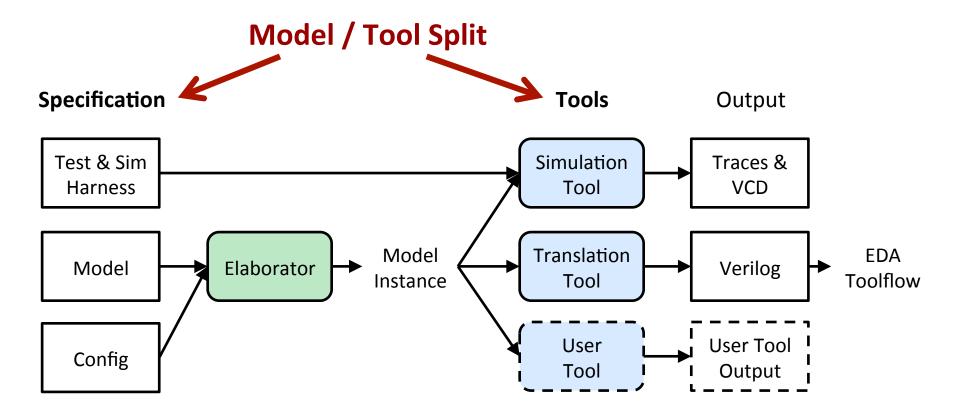
Model

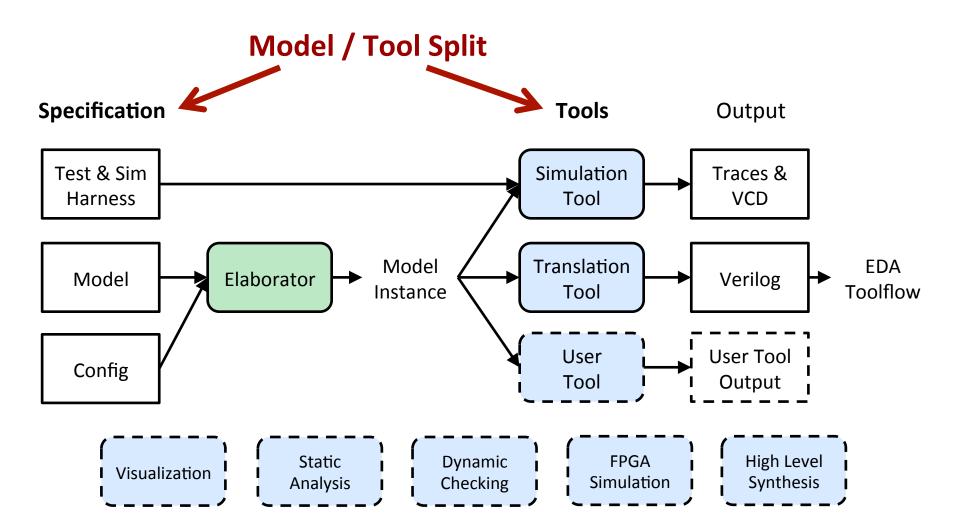












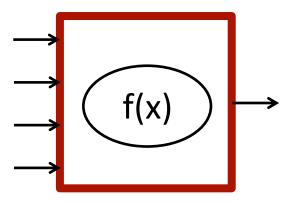
## PyMTL101: Traditional FL Model in Python

```
def max_unit( input_list ):
return max( input_list ) [3,1,2,0]---> f(x) ---> 3
```

```
def max_unit( input_list ):
    return max( input_list )

class MaxUnitFL( Model ):
```

$$[3, 1, 2, 0] \longrightarrow f(x) \longrightarrow 3$$



s.out.next = max( s.in\_ )

```
def sorter_network( input_list ):
  return sorted( input_list )
                                       [3, 1, 2, 0] \longrightarrow f(x) \longrightarrow [0, 1, 2, 3]
class MaxUnitFL( Model ):
  def __init__( s, nbits, nports ):
    s.in_ = InPort[nports]( nbits )
    s.out = OutPort( nbits )
    @s.tick_fl
    def logic():
       s.out.next = max( s.in_ )
```