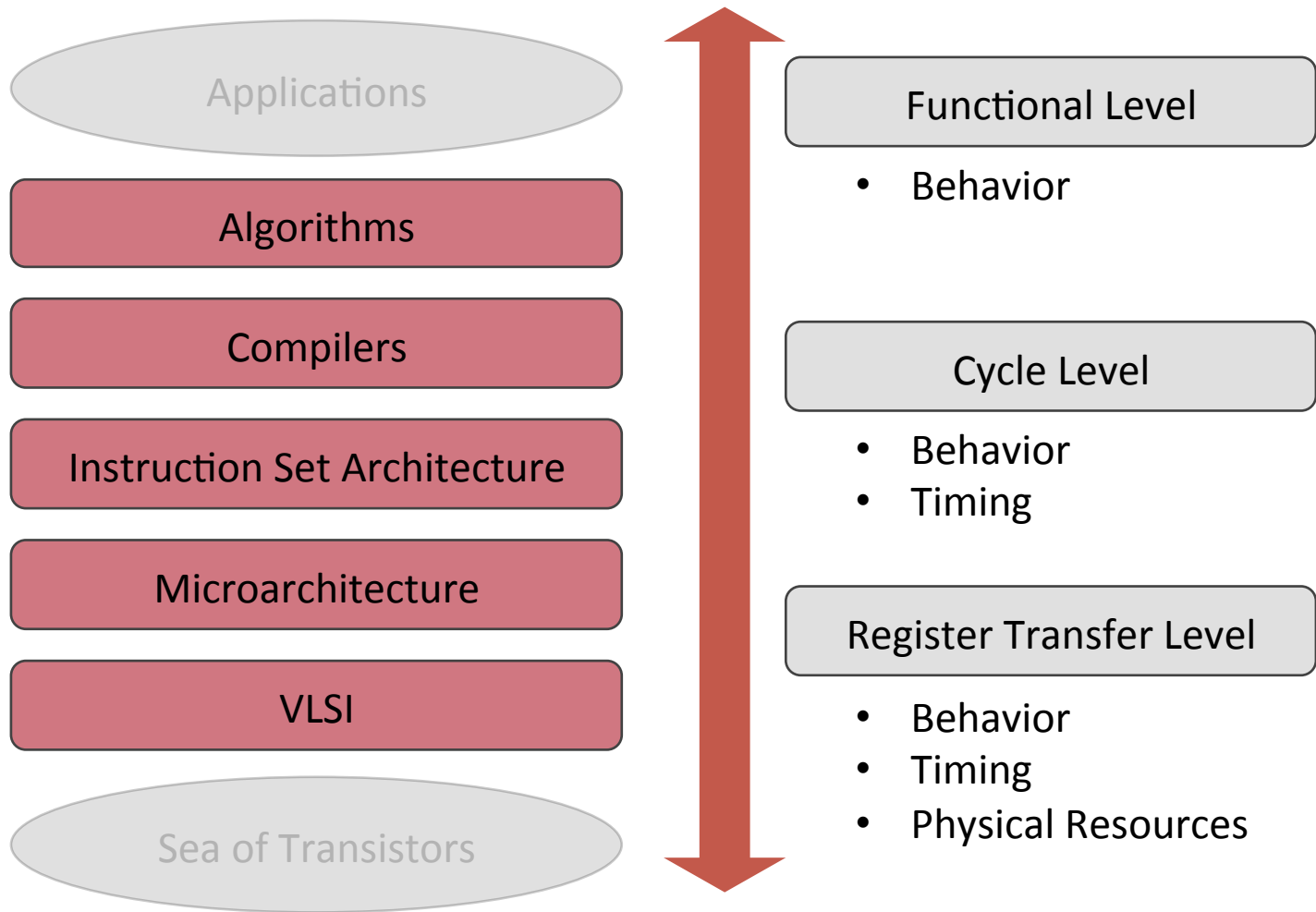


- Behavior
- Timing




# Modeling Towards Layout



Greater  
Simulation  
Speed



Greater  
Model  
Detail



Functional Level

Algorithm and ISA  
Development

Cycle Level

Design Space  
Exploration

Register Transfer Level

Area/Energy/Timing Validation  
and  
Prototype Development

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

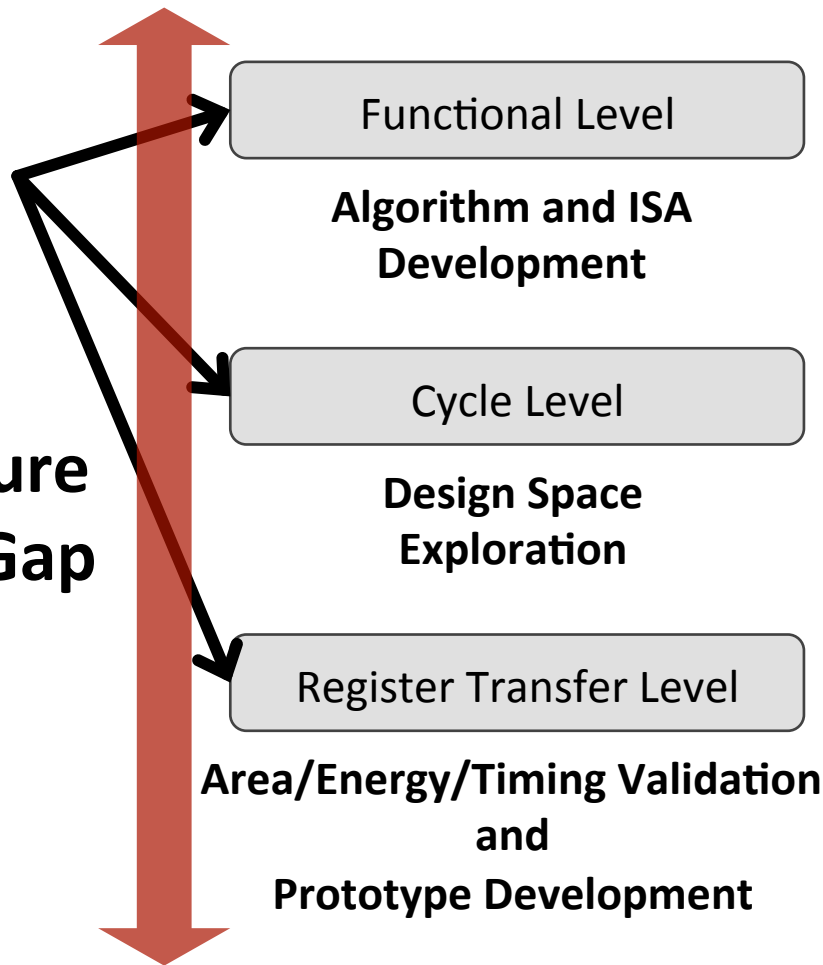
**Design Space  
Exploration**

Register Transfer Level

**Area/Energy/Timing Validation  
and  
Prototype Development**

Different languages,  
patterns, and tools!

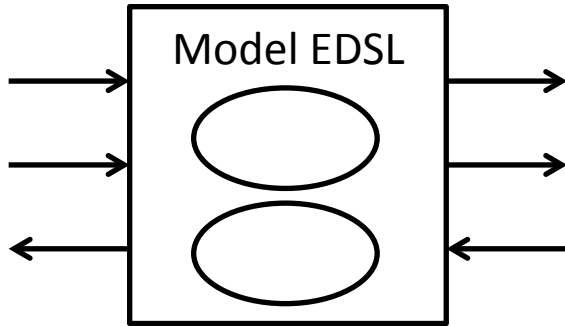
## The Computer Architecture Research Methodology Gap



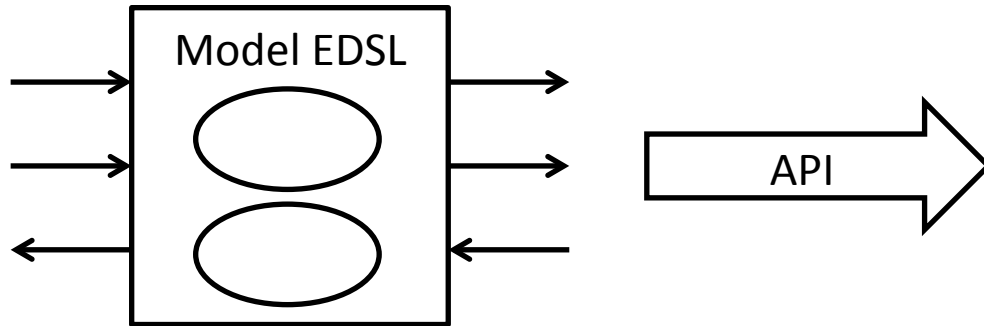
- **Concurrent-Structural Modeling**  
(Liberty, Cascade, SystemC) Consistent interfaces across abstractions
- **Unified Modeling Languages**  
(SystemC) Unified design environment for FL, CL, RTL
- **Hardware Generation Languages**  
(Chisel, Genesis2, BlueSpec, MyHDL) Productive RTL design space exploration
- **HDL-Integrated Simulation Frameworks**  
(Cascade) Productive RTL validation and cosimulation
- **Latency-Insensitive Interfaces**  
(Liberty, BlueSpec) Component and test bench reuse



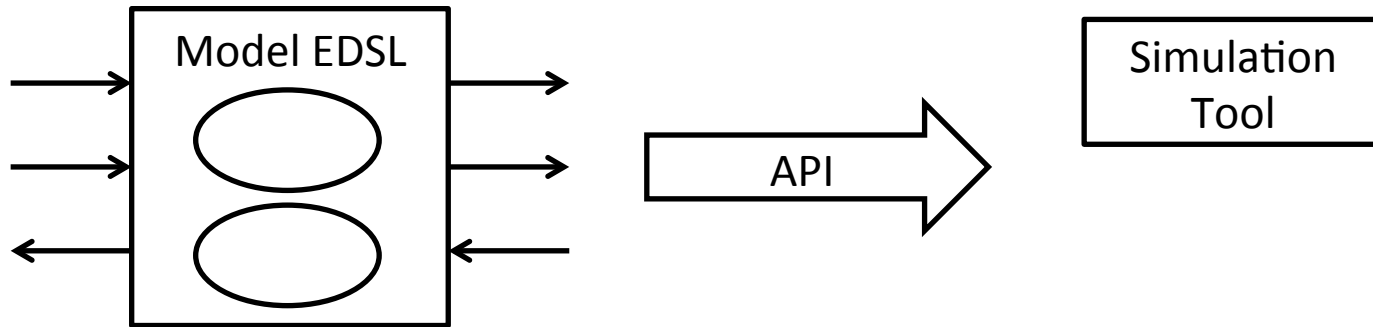
- A Python EDSL for concurrent-structural hardware modeling



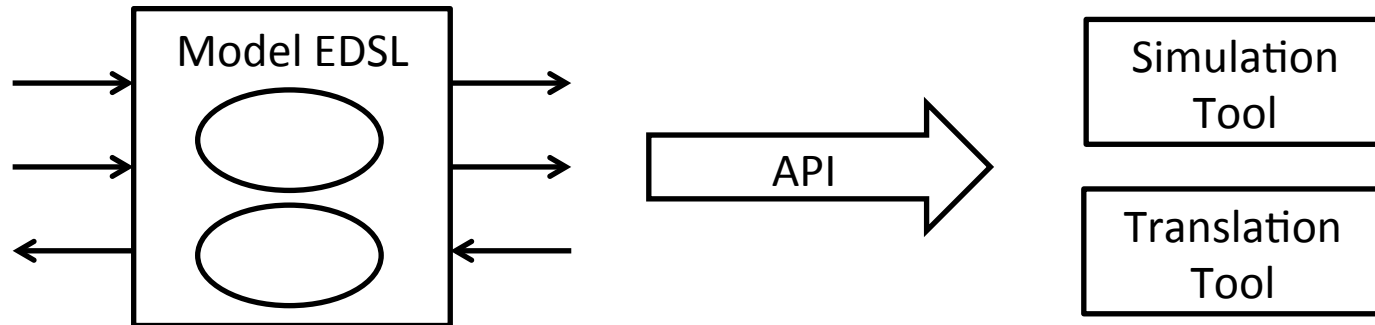
- A Python EDSL for concurrent-structural hardware modeling
- A Python API for analyzing models described in the PyMTL EDSL



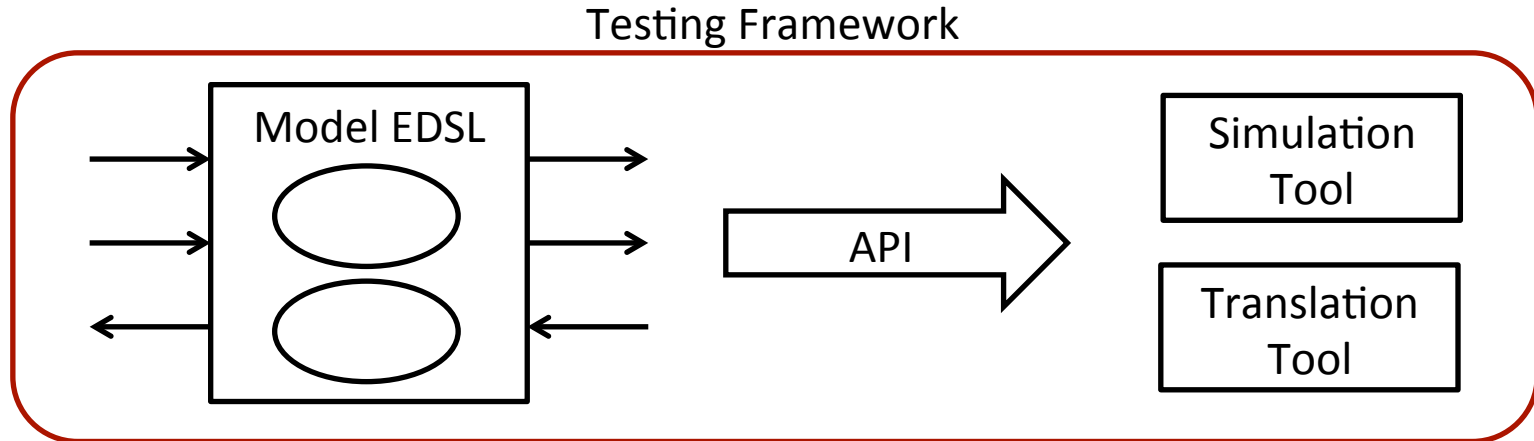
- A Python EDSL for concurrent-structural hardware modeling
- A Python API for analyzing models described in the PyMTL EDSL
- A Python tool for simulating PyMTL FL, CL, and RTL models



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

Specification

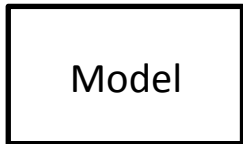


Tools



Output

Model

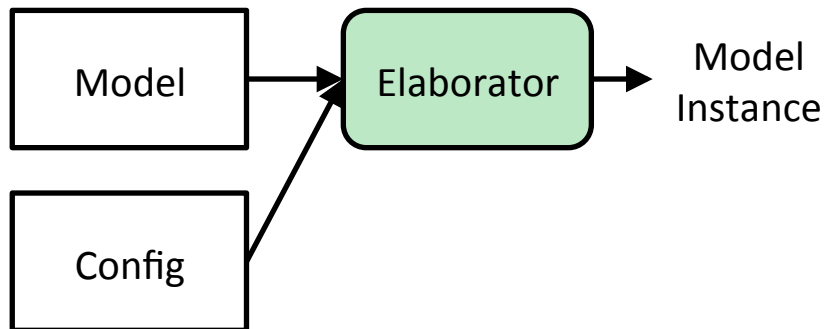


## Model / Tool Split

Specification

Tools

Output

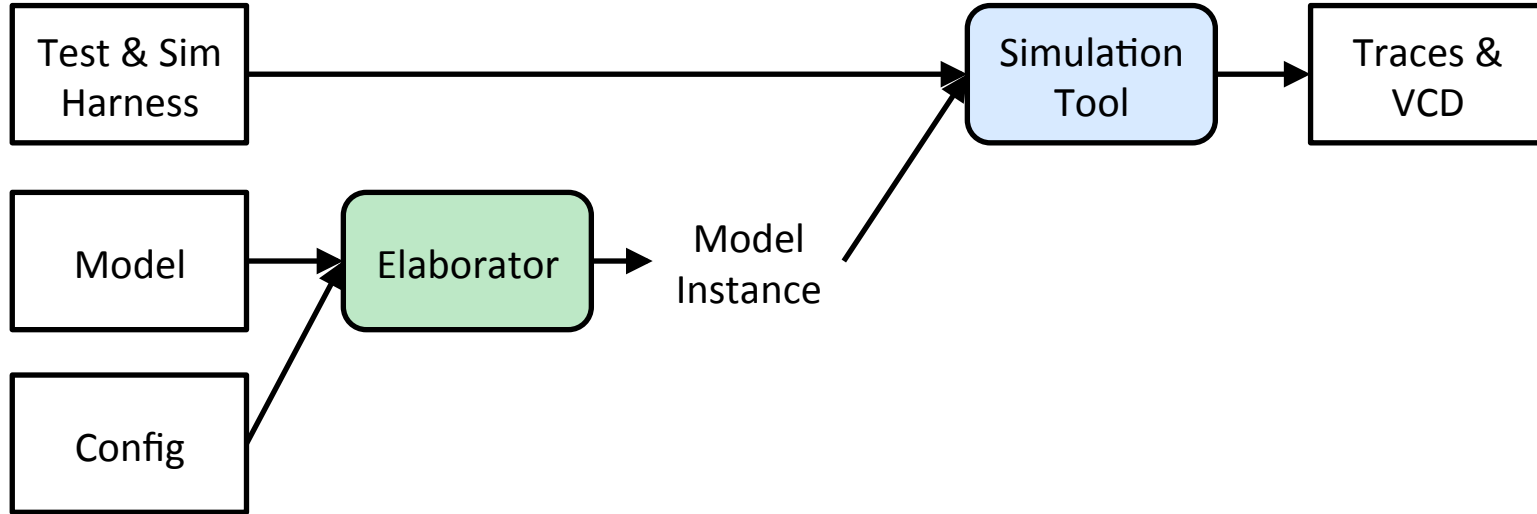


## Model / Tool Split

Specification

Tools

Output



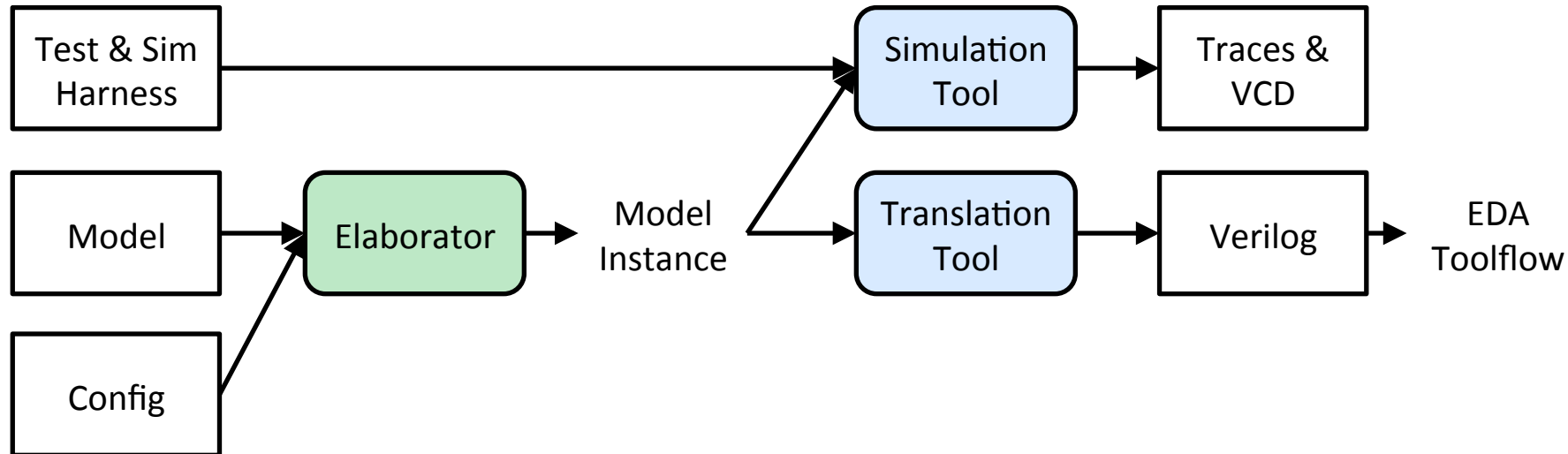


## Model / Tool Split

Specification

Tools

Output

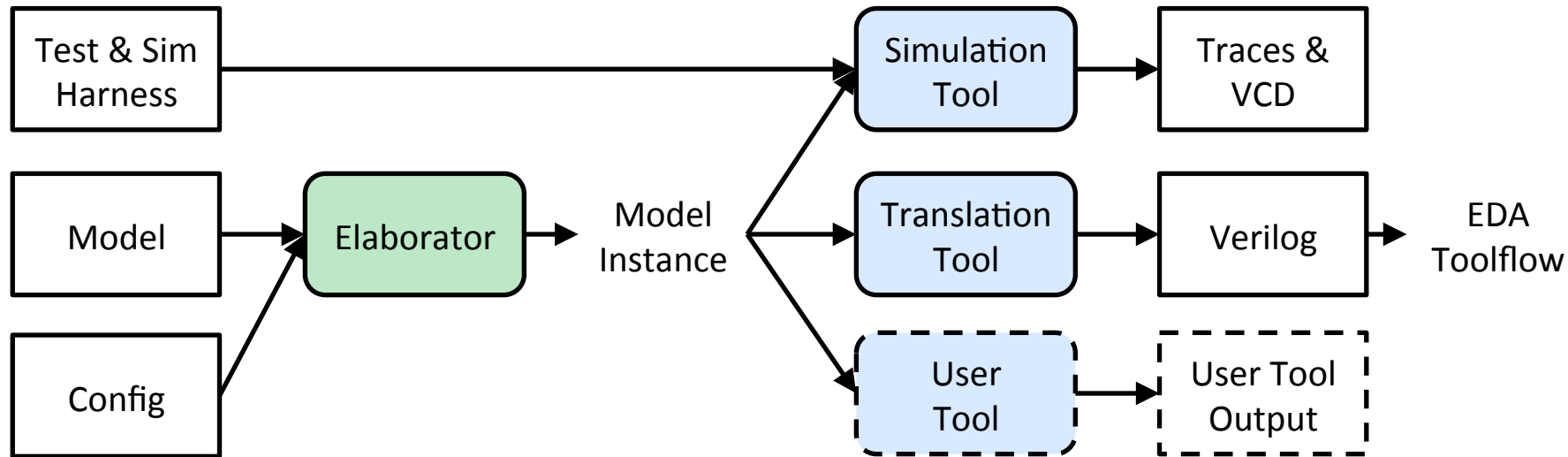


# Model / Tool Split

Specification

Tools

Output

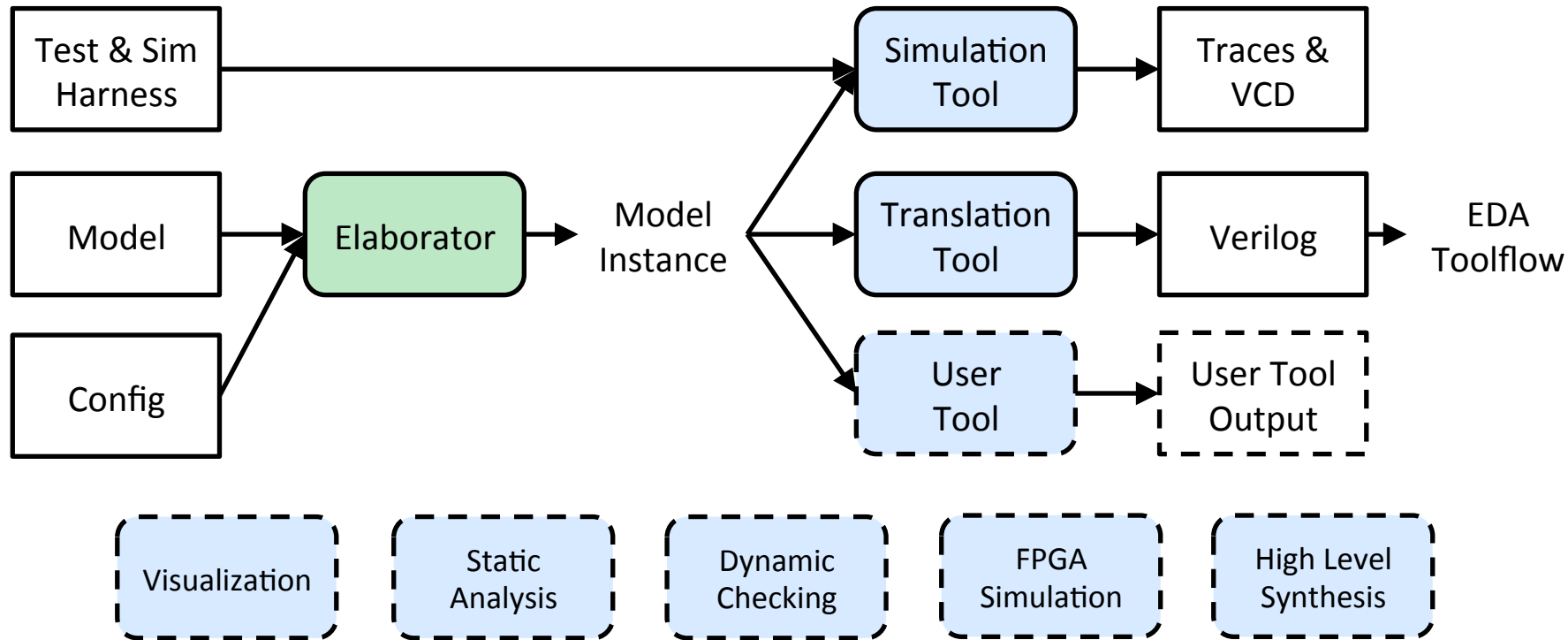


# Model / Tool Split

Specification

Tools

Output



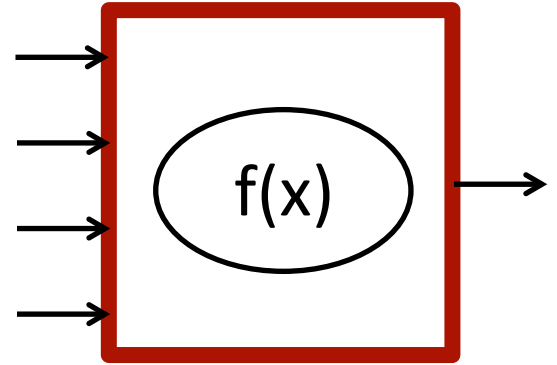
```
def max_unit( input_list ):  
    return max( input_list )
```

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

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

```
class MaxUnitFL( Model ):
```

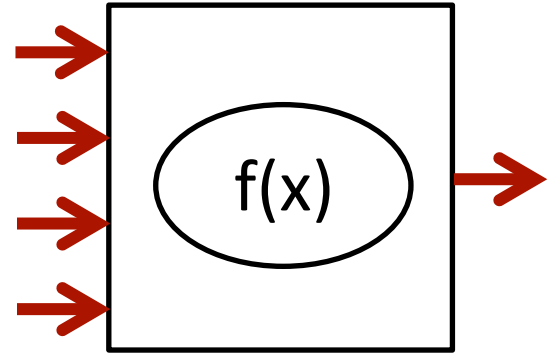
$[3, 1, 2, 0] \rightarrow f(x) \rightarrow 3$



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

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

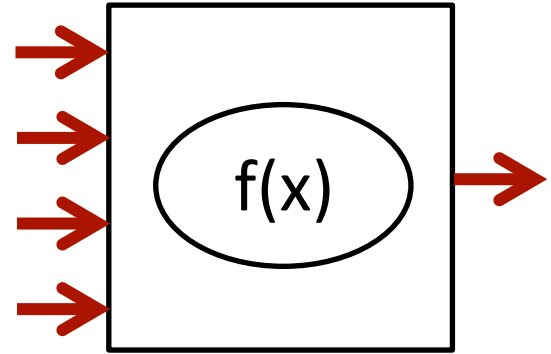
```
class MaxUnitFL( Model ):  
    def __init__( s, nbits, nports ):  
        dtype = Bits( nbits )  
        s.in_ = InPort[nports]( dtype )  
        s.out = OutPort( dtype )
```



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

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

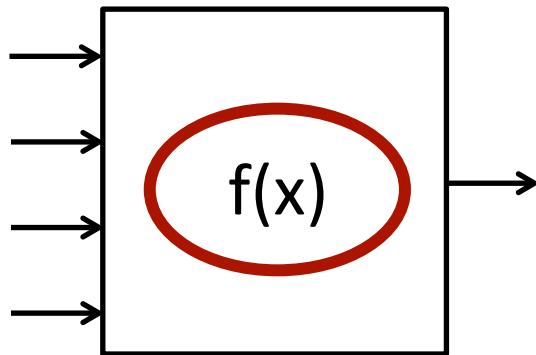
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        s.in_  = InPort[nports]( nbits )  
        s.out  = OutPort( nbits )  
  
    @s.tick_fl  
    def logic():
```

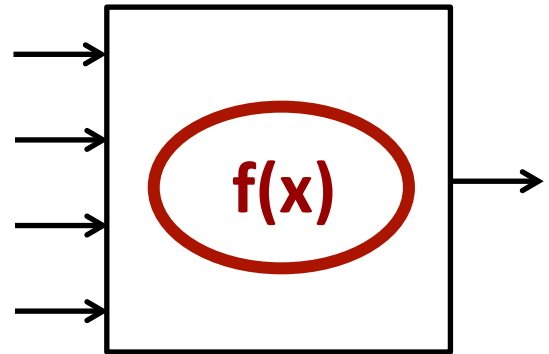




```
def max_unit( input_list ):  
    return max( input_list )
```

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

```
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_ )
```



```
def sorter_network( input_list ):  
    return sorted( input_list )
```

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

```
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_ )
```

