Design Tools for Hardware

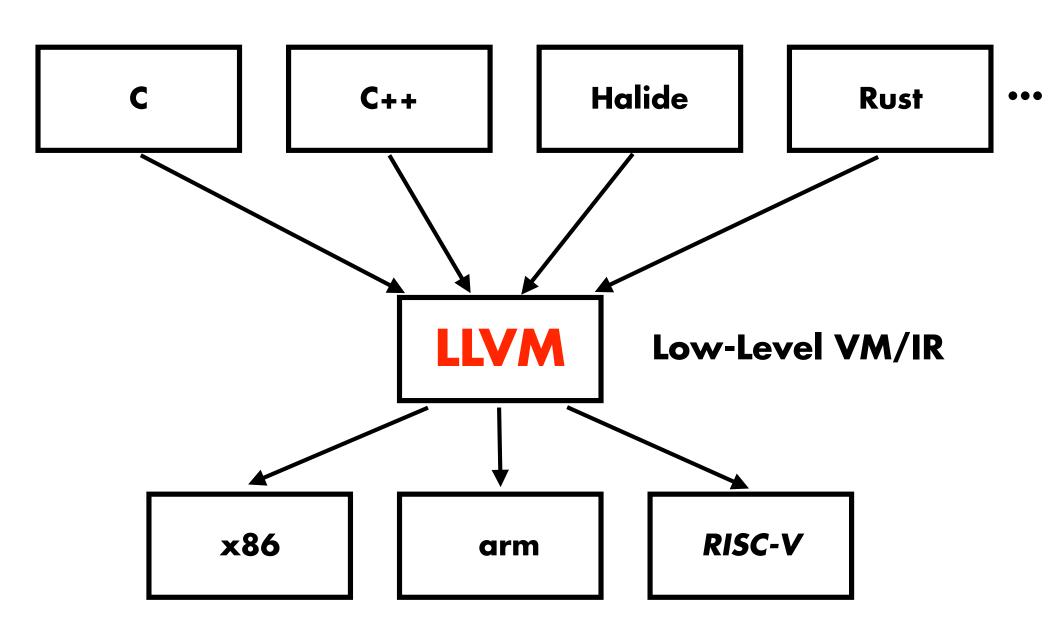
Pat Hanrahan

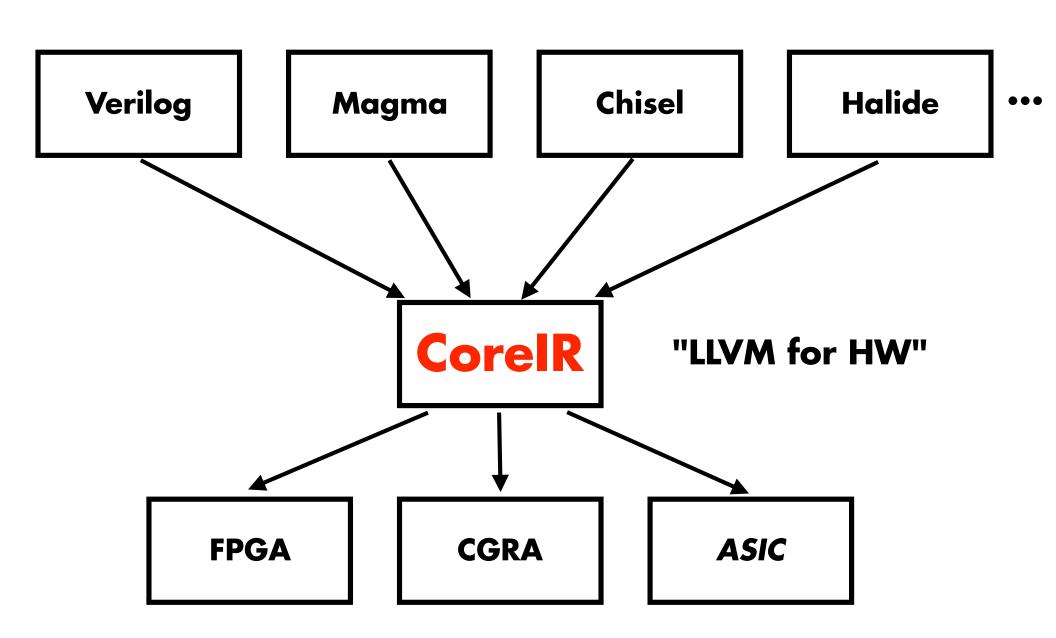
AHA Center Retreat

Asilomar

June 23, 2018

Hardware Compiler





Different Abstractions

LLVM - Processor + memory

■ ALU, registers, memory

CorelR - RTL

- Combination and sequential logic
- Distributed state / registers and memories
- Structural: DAG of operations (always synthesizable)
- Hierarchical modules
- Generators (parameterized modules)

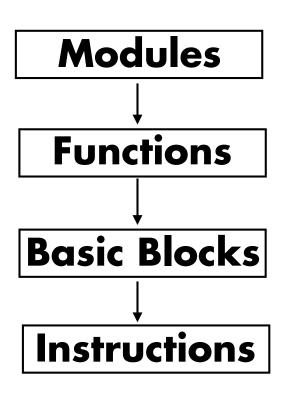
CorelR Primitives

```
buf, not,
Bitwise
                     and, or, xor, andr, orr, xorr,
                             shl, 1shr, ashr
                                   neg
Arithmetic
                             add, sub, mul
                     udiv, urem, sdiv, srem, smod
                                eq, neq,
                          slt, sgt, sle, sge,
Comp
                           ult, ugt, ule, uge
Stateful
                            reg, regrst, mem
                                  mux,
Other
                             slice, concat,
                               zext, sext
```

Cross-validate implementations: python, C++, verilog

https://github.com/StanfordAHA/Primitives/blob/master/coreirprims.csv

LLVM Pass Types



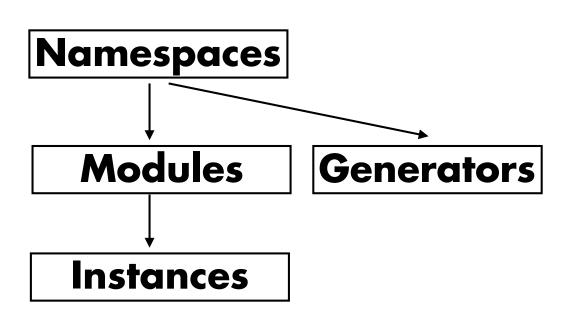
IR passes

- ModulePass
- CallGraphPass
- CallGraphSCCPass
- FunctionPass
- LoopPass
- RegionPass
- BasicBlockPass
- InstructionPass

Pass manager

- Executes passes in order
- Caches intermediates

CorelR Pass Types



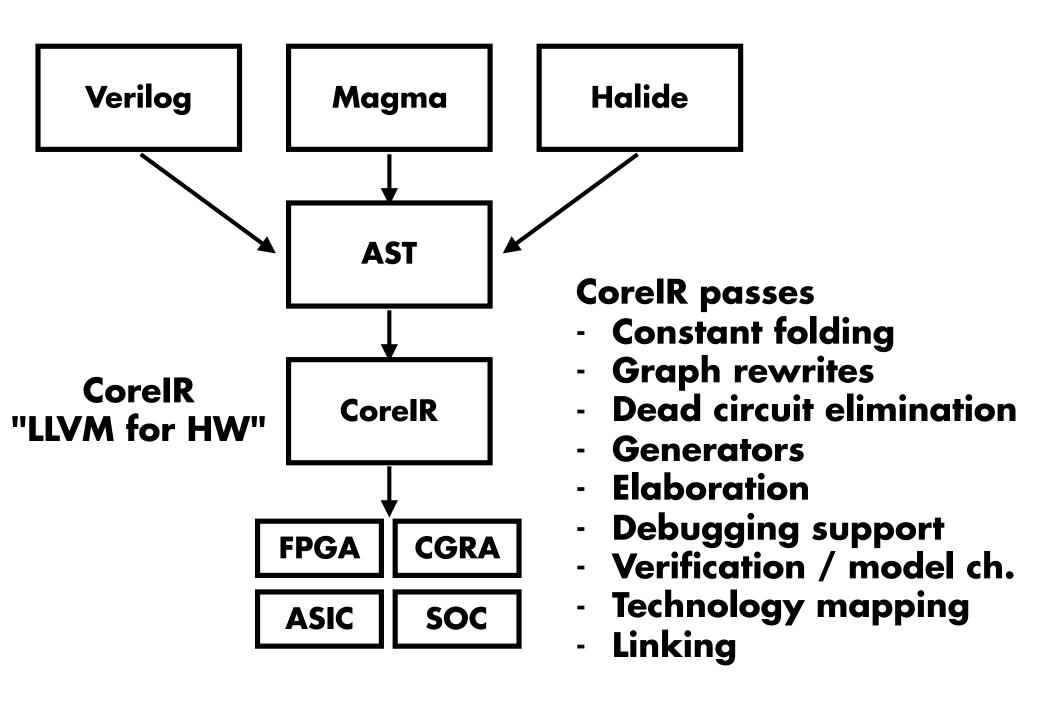
Direct Pass Types

- NamespacePass
- ModulePass
- InstancePass

Other Pass Types

- InstanceGraphPass
- InstanceVisitorPass

CorelR Passes



Incorporating Physical Design

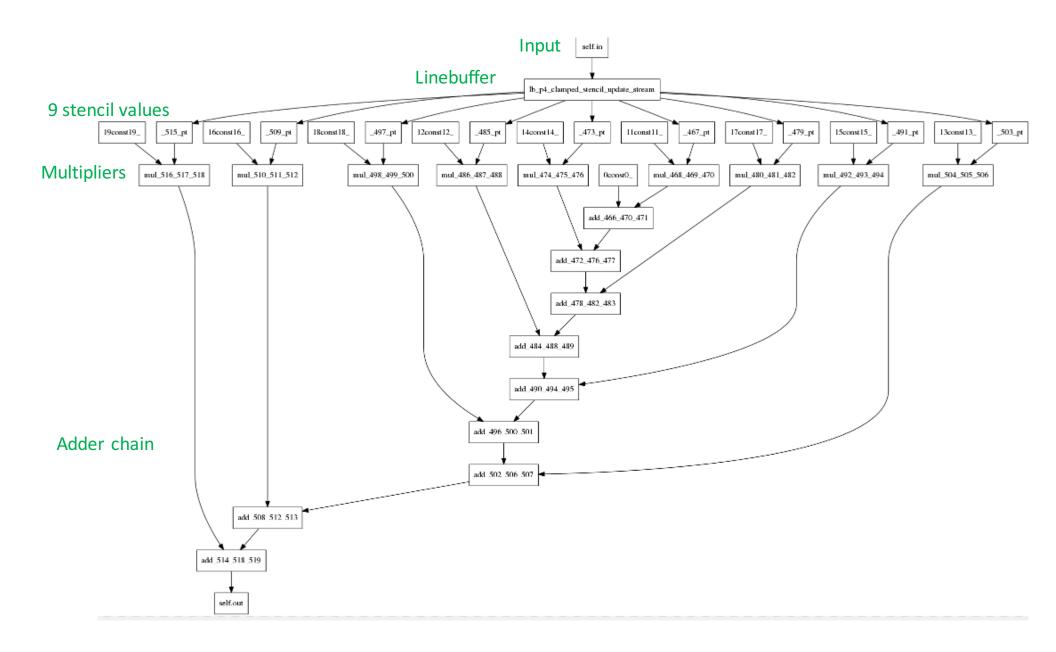
Physical design

- Floor plans
- Clock domains
- Power domains
- Global signals

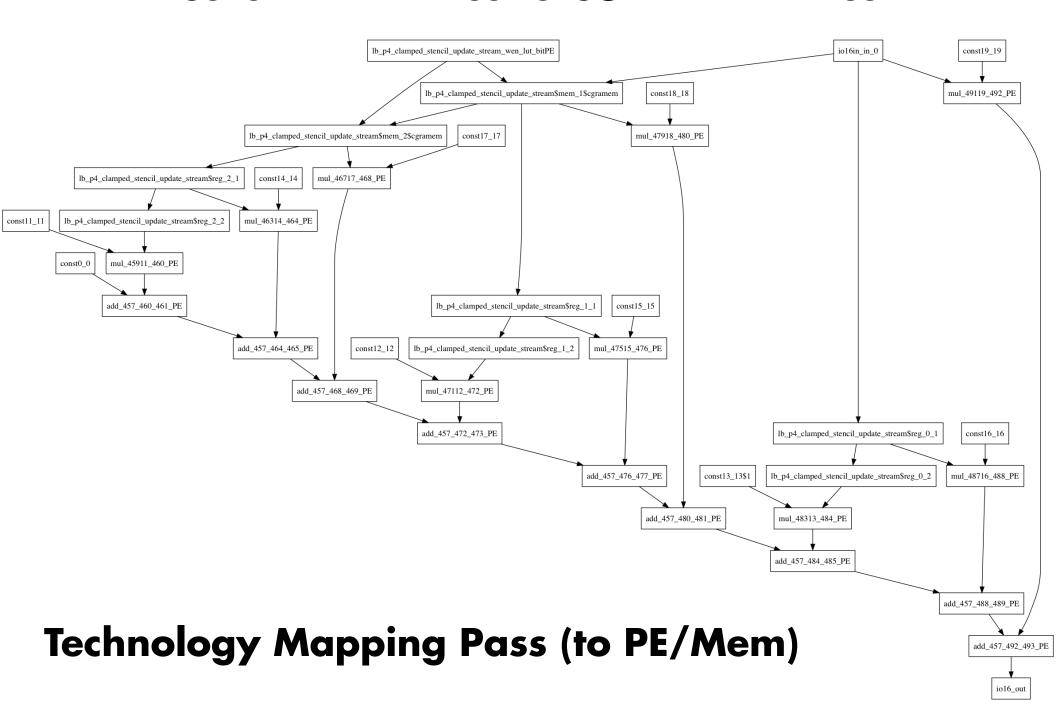
Leverage

- Types instead of names
- Meta-data annotations
- CorelR passes

Convolution in CorelR



CorelR Primitives to CGRA Primitives



Magma

https://github.com/phanrahan/magma

Generators

Generators widely used in hardware design

- Verilog parameters, generate statement
- Genesis2, ...
- coregen, rocketship, …
- **—** ...

Hardware design is meta-programming

- Hardware is a spatial "program"
- Hardware design language (HDL) is a program that generates a (HW) program

```
//A n-bit adder with carry in and carry out
class Adder(val n:Int) extends Module {
 val io = IO(new Bundle {
    val A = Input(UInt(n.W))
   val B = Input(UInt(n.W))
   val Cin = Input(UInt(1.W))
   val Sum = Output(UInt(n.W))
   val Cout = Output(UInt(1.W))
  })
 //create an Array of FullAdders
 val FAs = Array.fill(n)(Module(new FullAdder()).io)
 val carry = Wire(Vec(n+1, UInt(1.W)))
 val sum = Wire(Vec(n, Bool()))
 //first carry is the top level carry in
  carry(0) := io.Cin
  //wire up the ports of the full adders
  for (i <- 0 until n) {</pre>
    FAs(i).a := io.A(i)
    FAs(i).b := io.B(i)
    FAs(i).cin := carry(i)
    carry(i+1) := FAs(i).cout
    sum(i) := FAs(i).sum.toBool()
  io.Sum := sum.asUInt
  io.Cout := carry(n)
```

Chisel

```
class FullAdder(Circuit):
    IO = ["a", In(Bit), "b", In(Bit), "cin", In(Bit),
          "out", Out(Bit), "cout", Out(Bit)]
    @classmethod
    def definition(io):
        _sum = io.a ^ io.b ^ io.cin
        wire( sum, io.out)
        carry = io.a & io.b | io.b & io.cin | io.a & io.cin
        wire(carry, io.cout)
def DefineAdder(N):
    T = UInt(N)
    class Adder(Circuit):
        name = f"Adder{N}"
        IO = ["a", In(T), "b", In(T), cin", In(Bit),
              "out", Out(T), "cout", Out(Bit)]
        @classmethod
        def definition(io):
            adders = col(FullAdder, N)
            circ = fold(adders, {"cin":"cout"})
            wire(io.a, circ.a); wire(io.b, circ.b)
            wire(io.cin, circ.cin)
            wire(io.cout, circ.cout)
            wire(io.out, circ.out)
    return Adder
Adder4 = DefineAdder(4)
adder = Adder4()
wire(main.I0, adder.a)
wire(main.I1, adder.b)
```

Magma



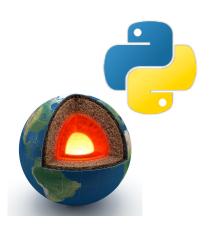
Python

- Dynamically-typed, polymorphic
- Popular, with extensive libraries



Magma - "Chisel in Python"

- Static product data types
- Circuits, instances, and wiring



Python-Magma system

- Python meta-programs Magma
- Enables embedded DSLs

Linking with Generators

Linking

- Encourages modularity and reuse
- Incremental builds

CorelR "object" files contain generator instances

Required to interoperate with verilog designs

Issues

- Type checking generators
 - Type signature of a module interface could be any function of the parameters
- Expanding generators
 - Run generator code while linking
 - Supporting generators in different languages, different execution contexts

Next-Gen Generators Plans

Evolve designs

Genesis2

Existing CGRA Design

Genesis3

■ Genesis2 in python

Magma

From text processing to circuits / wiring

DSLs

■ PE, Memory, Interconnect, SOC

DSLs

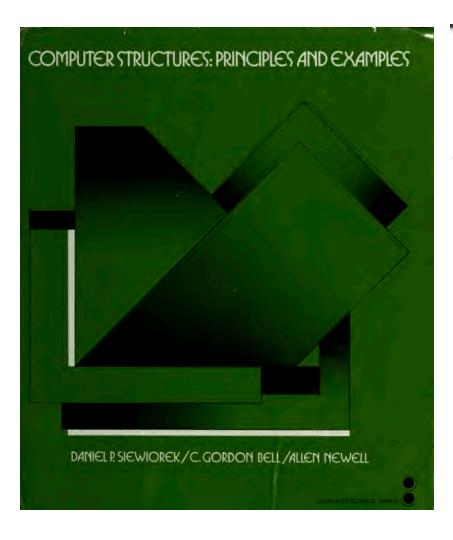
DSLs

Image processing - halide

Hardware

- Processing element PE
- **■** Memory
- **■** Interconnect
- SOC

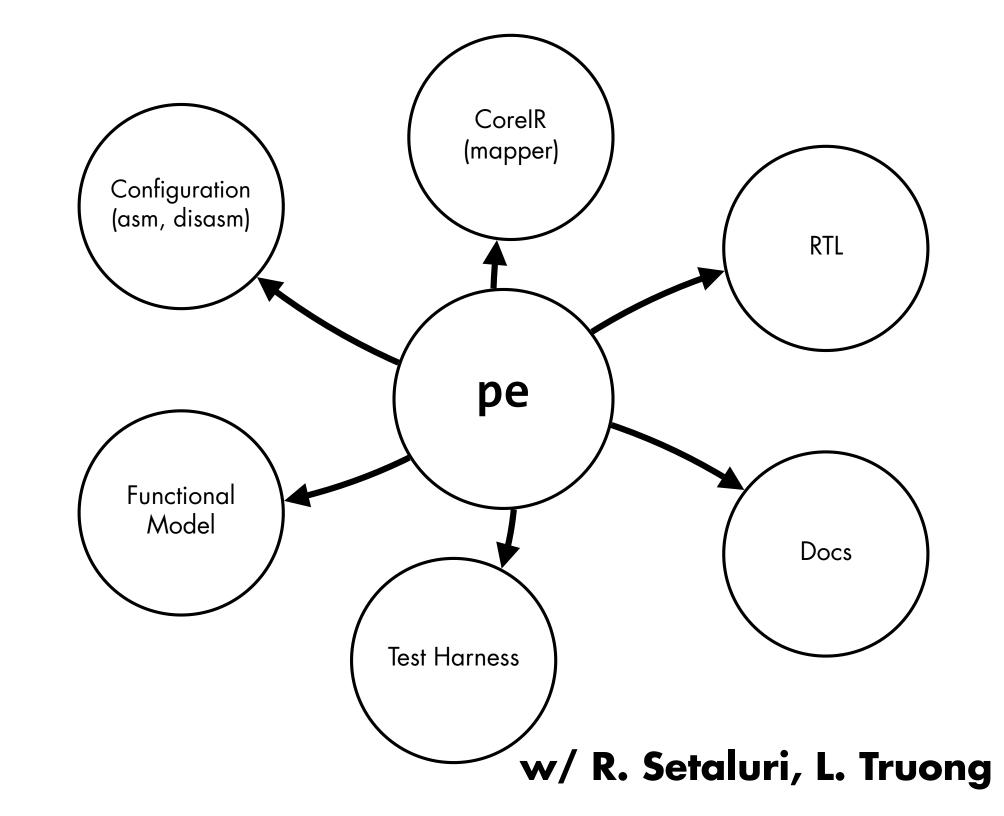
Finite state machines - silica (co-routines)
Testing - fault



ISP Also Tensilica TIE

```
Register Declarations
A\Accumulator<0:17>;
D\Program.Counter<0:11>;
R\Instruction.Register<0:17>;
F<0:5> := R<0:5>;
C\Address<0:11> := R<6:17>;
G\Go;
Primary Memory
M[0:4096]<0:17>;
Console Switches
Power.on:
Start.on:
Stop.on;
Interpreter
Console.activity := (Power.on => G←0; NEXT
              (Stop.on=>G\leftarrow 0);(Start.on=>G\leftarrow 1;NEXT Interpreter); NEXT
              Console.activity );
Interpreter:=(R \leftarrow M[C]; D \leftarrow D+1; NEXT Execute.Instruction);
Instruction Set
Execute.Instruction := (
              Add := (F = 0 \Rightarrow A \leftarrow A + M[C]);
              Sub := (F = 1 \Rightarrow A \leftarrow A - M[C]);
              Jop := (F = 2 \land A<0> \Rightarrow D \leftarrow Address);
              Sto := ( F = 3 \Rightarrow M[C] \leftarrow A);
              Jmp := (F = 4 \Rightarrow D \leftarrow Address);
              Shr := (F = 5 \Rightarrow A \leftarrow Shift.right A);
                                                         A<0>);
              Cil := (F = 6 \Rightarrow A \leftarrow A<1:17>
              Cla := (F = 7 \Rightarrow A \leftarrow 0; NEXT A \leftarrow M[C]);
              Stp := (F = 8 \Rightarrow G \leftarrow 0; NEXT Hold);
                         (F = 9 \Rightarrow );
                         (F = 10 \Rightarrow Hold);
                         (F \ge 11 \implies );
              NEXT Share):
Share := ((G \Rightarrow Interpret); (\neg G \Rightarrow Hold));
Hold := ((\neg G \Rightarrow C \leftarrow 0; D \leftarrow 0); (G \Rightarrow Share))
```

ISP Description of a Pedagogical Computer, (Chu, 1970).



Hardware Design Tools

Magma - Chisel in python
CorelR optimizing compiler for RTL
Cross-language linking of generators
Complete OSS tool-chain for CGRA
Next-gen generator in python
Parameterized SOC generator from DSLs

Also

- Debugger and breakpoints
- **■** Testing
- PNR

Collaborative Projects: Get Involved!

HLS front-end to CorelR?
Reusable components?
Participate in hackathons?

New applications?

Thank You