

RTLog Framework

Yet another open HDL and compiler, this time for
Relative-Timing desing



What is RTLog?

- A Hardware Description Language
- Simpler than Verilog or VHDL. No overhead clauses in the syntax
- Pure RTL, does not require behavioral constructions
- Useful to describe asynchronous circuits

Keywords of RTLog

and	cat	if	natural	parameters	select
begin	constant	in	not	ports	when
block	end	for	or	reg	xor
case	else	logic	others	rep	xnor

Operations supported by RTLog

not or and xor	Logic NOT Logic OR Logic AND Logic XOR
+	Addition
+x	Addition with carry
-	Subtraction
-x	Subtraction with carry
>>	Right Shift
>>s	Right Shift signed
<<	Left Shift

*	Multiplication
*x	Signed Multiplication
==	Compare equal
!=	Compare defferent
<	Compare smaller
<=	Compare smaller or equal
>	Compare greater
>=	Compare greater or equal
cat	Concatenation
rep	Replication

I/O Ports and Simple Logic

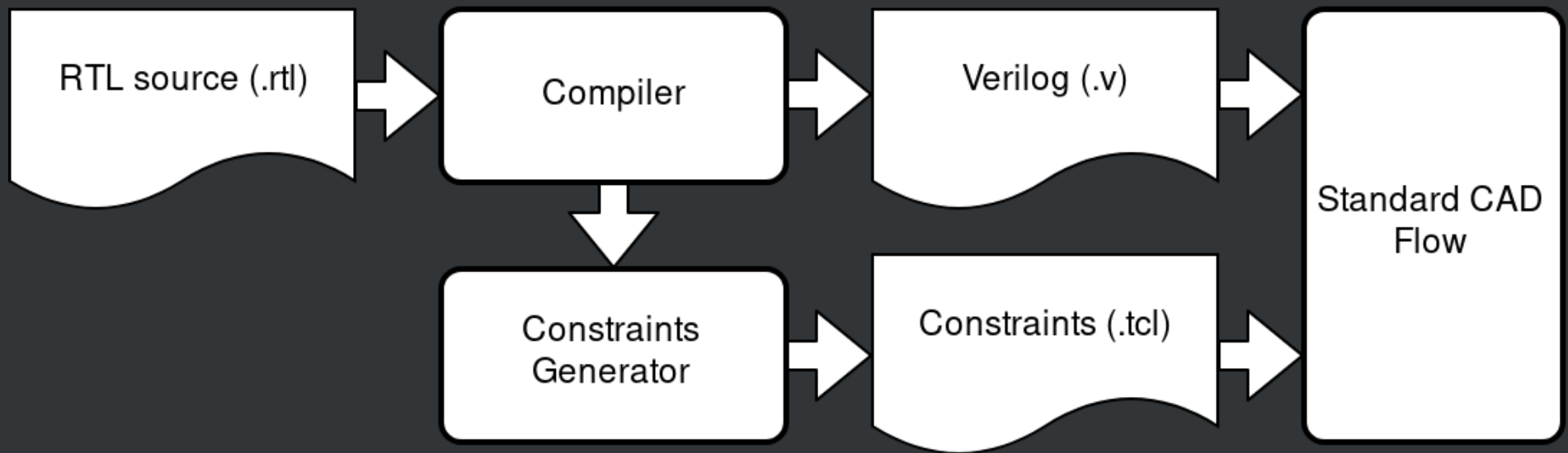
```
1  block simple_logic
2      ports
3      begin
4          input logic a, b
5          output logic d, e
6      end
7
8      begin
9          c = a or b
10         d = (a and b) and (not a and not b)
11     end
```

Registers and Signal Selection

```
1  block some_ff
2      ports
3      begin
4          input logic a,b
5          output logic c
6          output reg d
7      end
8
9      begin
10         reg e
11         c = e
12         e = a
13         d = a and b
14     end
```

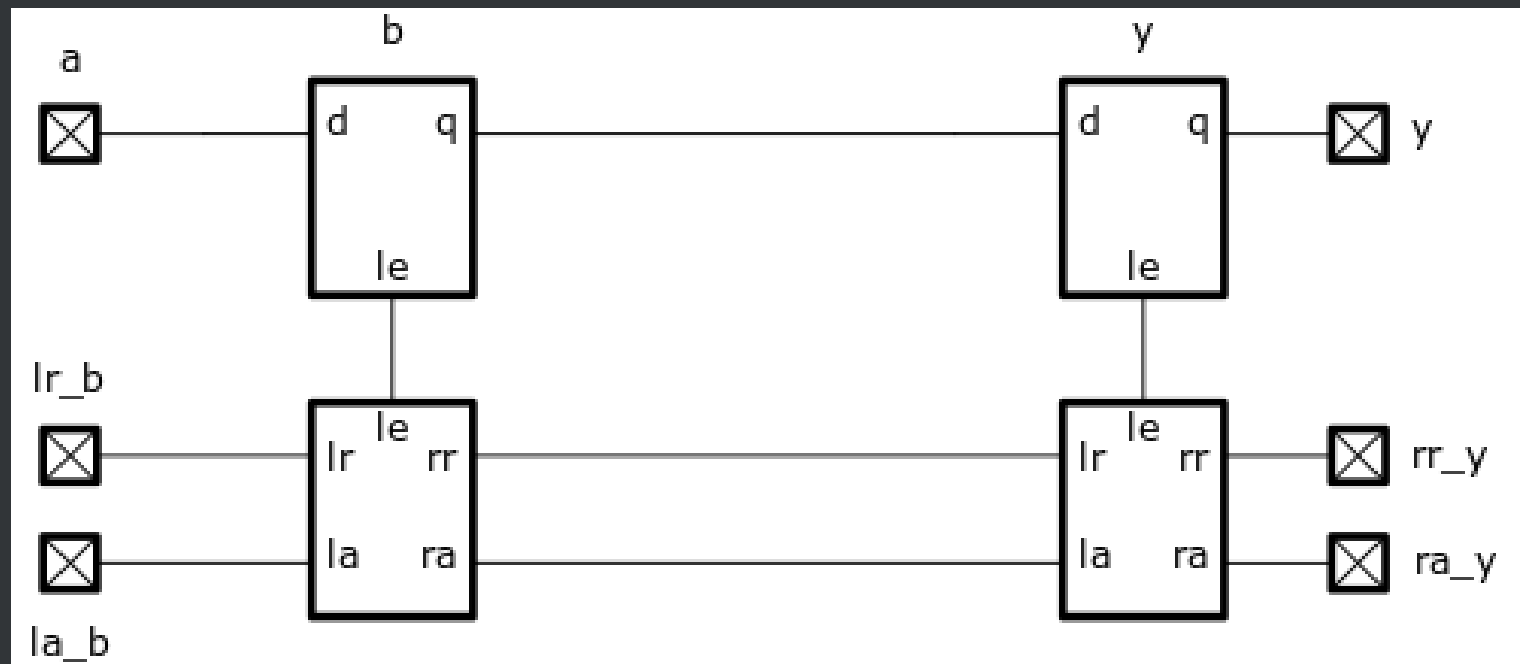
```
1  block selection
2      ports
3      ...
4      if (a)
5      begin
6          if (b == c)
7          begin
8              d = h
9          end
10         else
11         begin
12             d = 0
13         end
14     end
15 else
16 begin
17     d = e
18 end
19 end
```

RTLog desing flow



What about asynchronous circuits?

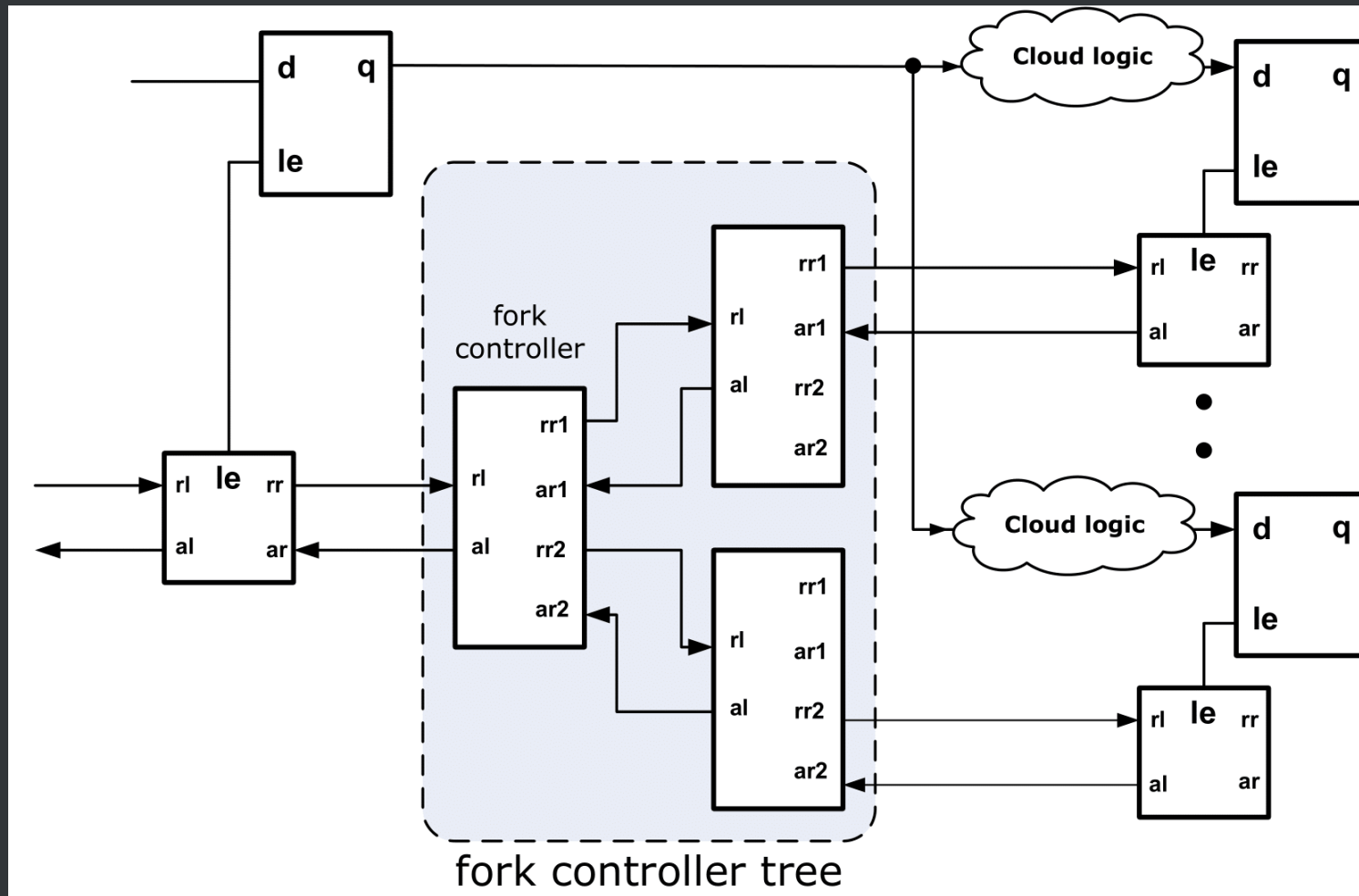
RTlog facilitates the implementation of asynchronous pipeline stages using a 4-phase handshake protocol



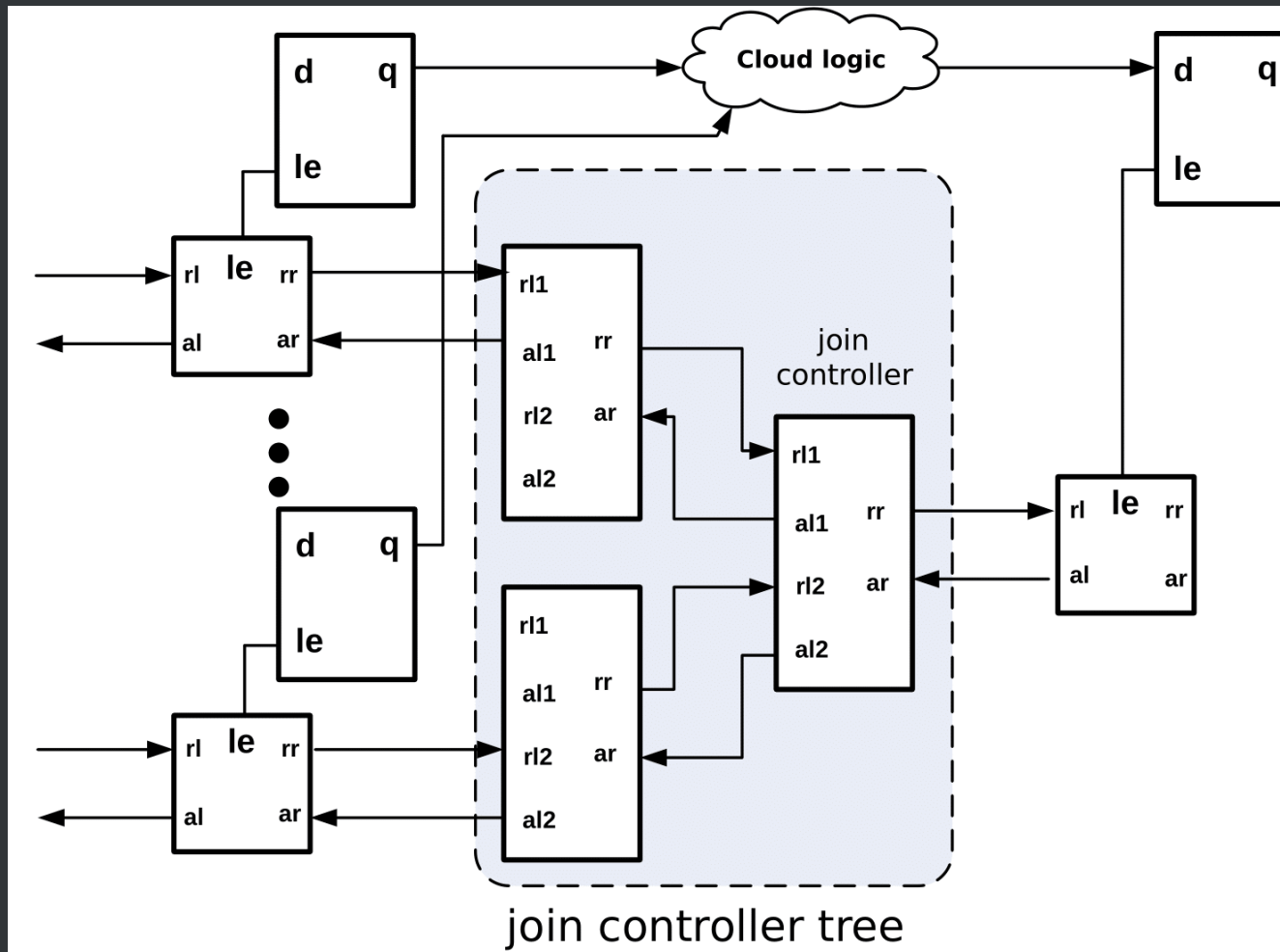
Relative timing circuit generation

- Find all register-to-register paths
- Replace the registers by latches
- For each latch, add a templated linear controller
- Wire request and acknowledge signals
- Add input and output handshake ports
- Connect ports to the corresponding latches

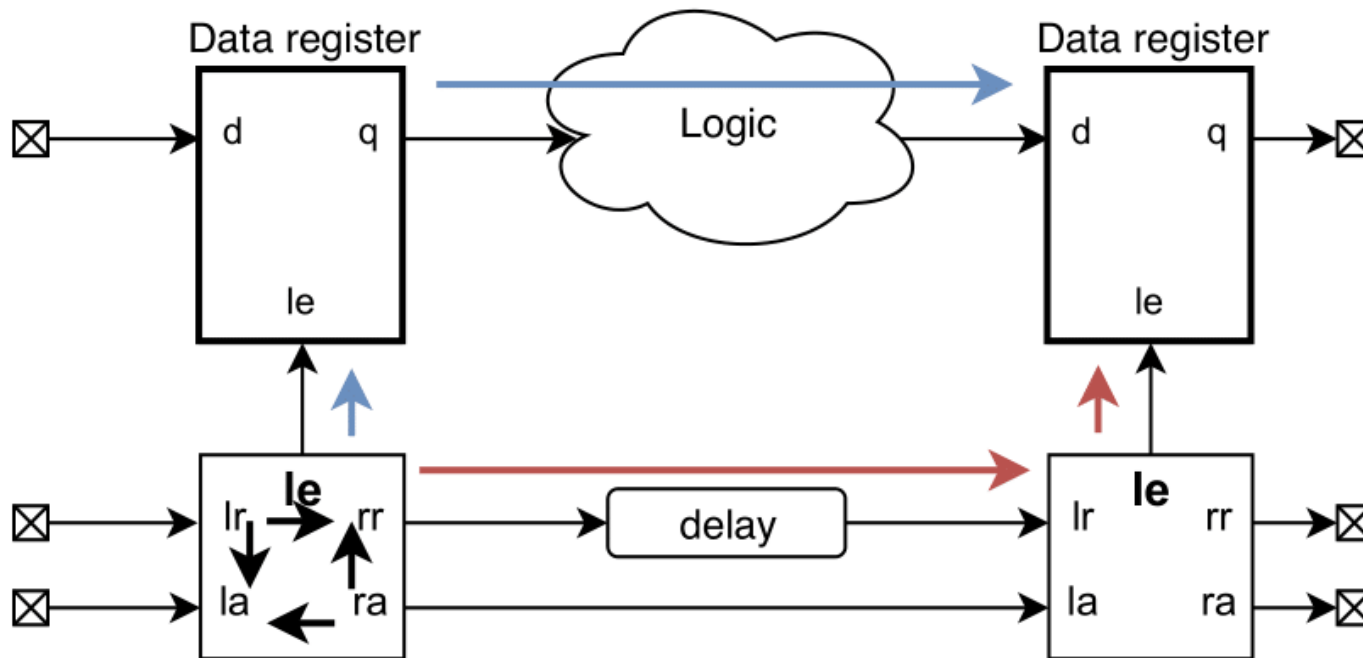
Fork and join controllers



Fork and join controllers



Relative timing constraints



Data path, design variable

Capture path, design variable

Internals, technology dependant

Future work

- Language extension (*case* statement and two-dimensional array)
- Integration with synthesis and STA OpenSource tools
- Iterative PrimeTime runs for performance and power optimizations

Thank you for listening



*[https://github.com/
VLSI-UTN-
FRBA/RTLog](https://github.com/VLSI-UTN-FRBA/RTLog)*