Formal verification of hardware synthesis

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Coq Workshop 2012

Context

- Formally verified everything:
 - Compilers (CompCert [2006])
 - Operating Systems (Gypsy [1989]; seL4 [2009])
 - Static analysers
 - Hardware
- Verifying hardware with theorem provers
 - many shallow-embeddings of hardware description languages (ACL2 . HOL. PVS)
 - many shallow-embeddings of hardware designs (ACL2, HOL, PVS, Coq)
 - Floating-point operations verified at AMD using ACL2
 - VAMP [2003] (a pipelined micro-processor verified in PVS)
 - ▶ ...
- Industry shifts toward hardware synthesis
 - generates low-level code (RTL) from high-level HDLs
 - argue (in)formally that this synthesis is correct

Context

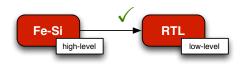
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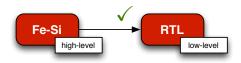
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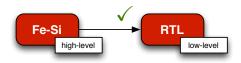
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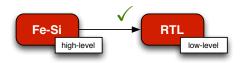
- Source language: Fe-Si (Featherweight Synthesis)
 - Stripped down and simplified version of Bluespec
 - Semantics based on "guarded atomic actions" (with a flavour of transactional memory)
- Target language: RTL
 - Combinational logic and next-state assignments for registers
 - No currents, no delays, single-clock
- We define deep-embeddings
 - Define data-structures to represent programs
 - Define what is a program's semantics (via an interpretation function)
 - Use parametric higher-order abstract syntax (PHOAS) to deal with binders



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A PHOAS primer

Use Coq bindings to represent the bindings of the object language.

```
Section t.  \mbox{Variable var: } \mbox{T} \rightarrow \mbox{Type}. \\ \mbox{Inductive term: } \mbox{T} \rightarrow \mbox{Type} := \\ |\mbox{Var: } \mbox{V} \mbox{t}, \mbox{var } \mbox{t} \rightarrow \mbox{term } \mbox{term } \mbox{g}) \rightarrow \mbox{term } (\alpha \mbox{$\Gamma$} \rightarrow \mbox{$\neg$} \beta) \\ |\mbox{App: ...} \\ \mbox{End t.} \\ \mbox{Definition Term: } = \mbox{$\forall$ (var: $\mbox{$T$} \rightarrow \mbox{$Type$})$, term var.} \\ \mbox{Example K } \alpha \mbox{$\beta$ : Term } (\alpha \mbox{$\Gamma$} \rightarrow \mbox{$\neg$} \beta \mbox{$\Gamma$} \rightarrow \mbox{$\neg$} \alpha) := \mbox{fun V} \Rightarrow \\ \mbox{Abs (fun x \Rightarrow Abs (fun y \Rightarrow \mbox{Var x)}).} \\ \mbox{}
```

- ► An intrinsic approaches (strongly typed syntax vs. syntax + typing judgement)
- Program transformations are easier to implement (and prove!)

with one caveat

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Outline

A glimpse of the languages and the compiler

Examples

Conclusion

08/2012

Fe-Si in a nutshell

Fe-Si programs:

update a set of memory elements Φ;

registers, register files, fifos, ...

are based on guarded atomic actions

do
$$n \leftarrow !x + 1$$
; $(y := 1; assert (n = 0))$ or $Else (y := 2)$

are endowed with a (simple) synchronous semantics

do
$$n \leftarrow !x; x := n + 1; do m \leftarrow !x; assert (n = m)$$

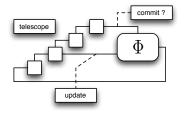
Fe-Si in a nutshell

```
Variable V: T \rightarrow Type.

Inductive A: T \rightarrow Type:=
|Return: \forall t, expr t \rightarrow A t
|Bind: \forall t u, A t \rightarrow (V t \rightarrow A u) \rightarrow A u
(** effects **)
|Primitive: ...
(** control-flow **)
|OrElse: \forall t, A t \rightarrow A t \rightarrow A t
|Assert: expr Tbool \rightarrow A Tunit
```

- Expressions are side-effects free.
- Primitives are operations on memory elements (dependent on Φ)
- ▶ Definition Eval Φ t (a: \forall V, \mathbb{A} V t): $\llbracket \Phi \rrbracket \rightarrow \text{option} (\llbracket t \rrbracket * \llbracket \Phi \rrbracket)$.

RTL in a nutshell



Variable V: $T \rightarrow Type$.

 $\begin{array}{l} \text{Inductive \mathbb{T} (A: Type): Type:=} \\ | \ \text{Bind: } \forall \ \text{arg, expr arg} \rightarrow (V \ \text{arg} \rightarrow \mathbb{T} \ A) \rightarrow \mathbb{T} \ A \\ | \ \text{End: } A \rightarrow \mathbb{T} \ A. \end{array}$

 $\begin{array}{l} Inductive \; \mathbb{E} \colon \texttt{memory} \to \mathsf{Type} \colon \\ |\; \mathsf{write} \colon \forall \; \mathsf{t}, \; \forall \; \mathsf{t} \to \forall \; \mathsf{Tbool} \to \mathbb{E} \; (\mathsf{R} \; \mathsf{t}) \\ |\; \dots \end{array}$

Simple synchronous semantics

Definition Eval Φ t (a: \forall V, block V t): $\llbracket \Phi \rrbracket \rightarrow \text{option} (\llbracket t \rrbracket * \llbracket \Phi \rrbracket)$.

Running example:

$$\text{do } x \leftarrow ! \; \text{r1;if } (x <> 0) \; \text{then } \{\text{do } y \leftarrow ! \text{r2}; \, \text{r1} := x - 1; \, \text{r2} := y + 1\} \; \text{else} \; \{ \; y \leftarrow ! \text{r2}; \, \text{r1} := y \}$$

- 1. Pull out all bindings (that is, ANF
- Push down the nested conditions
- 3. Perform CSE (in 3-address code)
- 4. WIP: Boolean simplification

Running example:

```
\text{do } x \leftarrow \ ! \ r1; \\ \text{if } (x <> 0) \ \text{then } \\ \{\text{do } y \leftarrow \ !r2; \ r1 := x - 1; \ r2 := y + 1\} \ \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y\} \\ \text{do } x \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2; \ r1 := y + 1\} \\ \text{else} \ \{\ y \leftarrow \ !r2
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x0 \leftarrow ! r1;

x1 \leftarrow x0 \neq 0;

x2 \leftarrow !r2;

x3 \leftarrow x0 - 1;

x4 \leftarrow x2 + 1;

x5 \leftarrow !r2;

x6 \leftarrow x6;

begin

if x1 then (r1 := x3; r2 := x4);

if !x1 then (r1 := x6)
```

Running example:

$$\text{do } x \leftarrow \ ! \ r1; \\ \text{if } (x <> 0) \ \text{then } \\ \{\text{do } y \leftarrow \ !r2; \\ r1 := x - 1; \\ r2 := y + 1\} \ \text{else} \ \{\ y \leftarrow \ !r2; \\ r1 := y\}$$

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x5 \leftarrow !r2:
x6 \leftarrow x5:
x8 \leftarrow x1:
x9 \leftarrow x1:
x10 \leftarrow not x1:
x11 \leftarrow x8 \parallel x10;
x12 \leftarrow x8 ? x3 : x6;
begin
 r1 := x12 \text{ when } x11:
 r2 := x4 when x9
end
```

 $x0 \leftarrow !r1$:

Running example:

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x8 \leftarrow !r2:
x9 \leftarrow not x3:
x10 \leftarrow x3 \parallel x9
x11 \leftarrow x3 ? x6 : x8
begin
 r1 := x11 \text{ when } x10:
  r2 := x8 \text{ when } x3
end
```

Running example:

do
$$x \leftarrow ! r1; if (x <> 0)$$
 then {do $y \leftarrow !r2; r1 := x - 1; r2 := y + 1} else { $y \leftarrow !r2; r1 := y$ }$

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x7 \leftarrow x4 + x5:
x8 \leftarrow x3 ? x6 : x4
begin
 r1 := x8 when true:
 r2 := x4 \text{ when } x3
end
```

PHOAS in action

(Temporary) final result

```
Definition Compile \Phi t (a: \forall V, \mathbb{A} \Phi V t): \forall V, block V \Phi t:= let x:= Flat.Compile \Phi t (Push.Compile \Phi t (Pull.Compile \Phi t a)) in CSE.Compile \Phi t x.
```

```
Theorem Compile_correct \Phi t a: let x := Flat.Compile \Phi t (Push.Compile \Phi t (Pull.Compile \Phi t a)) in WF \Phi t x \to \forall (st:[\![\Phi]\!]), Eval \Phi t (CSE.Compile \Phi t x) st = Eval \Phi t a st.
```

- No need to prove lemmas about substitutions
- What about WF Φ t x ?

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- What about WF Φ t x ?

Well-formedness

- WF Φ t x states that x is parametric w.r.t. the instantiation of V.
- We may:
 - ► posit ∀ x, WF Φ t x as an axiom (informed parties think that this is consistent with Coq)
 - or define what is WF for each language, prove that compilation preserves WF and prove that each starting program is WF
 - rgenerates WF Φ t x as a proof-obligation, and discharge it using tactics

PHOAS in action (2)

- PHOAS shines when defining examples of circuits inside Coq:
 - makes it possible to use fancy coq notations

```
Notation "'DO' X \leftarrow A; B'' := (Bind A (fun <math>X \Rightarrow B)) (...)
```

- other solutions (e.g., dependently typed de Bruijn indices) would not scale
- keep all the benefits of deep-embeddings!

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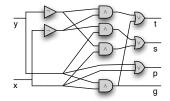
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Recursive circuits: A divide and conquer adder (without pain)

Meta-programming for free



Variable $V: T \rightarrow Type$.

```
Fixpoint add \Phi n (x: V \text{ (Tint } [2^n])) (y: V \text{ (Tint } [2^n])) := \text{match } with 
|0 \Rightarrow \text{Return } ((x = 1) \lor (y = 1); 
(x = 1) \land (y = 1); x + y; x + y + 1)
```

```
\begin{split} \mid S & n \Rightarrow \\ & DO \left(xL,xH\right) \leftarrow (low \, x, \, high \, x); \\ & DO \left(yL,yH\right) \leftarrow (low \, y, \, high \, y); \\ & DO \left(pL, \, gL, \, sL, \, tL\right) \leftarrow add \, n \, xL \, yL; \\ & DO \left(pH, \, gH, \, sH, \, tH\right) \leftarrow add \, n \, xH \, yH; \\ & DO \, sH' \leftarrow \left(gL ? \, tH : sH); \\ & DO \, tH' \leftarrow \left(pL ? \, tH : sH); \\ & DO \, pH' \leftarrow \left(gH \vee \left(pH \wedge gH\right)\right); \\ & DO \, gH' \leftarrow \left(gH \vee \left(pH \wedge gL\right)\right); \\ & Return \left(pH'; \, gH'; \, sL \otimes sH' \; ; \, tL \otimes tH'\right) \\ end. \end{split}
```

builds a 4-uple: carry-propagate, carry-generate, sum w/ carry, sum w/o carry

Processor designs

Easy translation from old Bluespec papers

```
(** Rule B7 taken **)
Definition bz :=
                                    Proc(PC.RF.IMEM.DMEM)
D0 pc \leftarrow ! PC
                                    if (RF[r1] = 0) where BZ(r1.r2) = IMEM[PC]
DO I \leftarrow IMEM.[pc];
                                    → Proc(RF[r2],RF,IMEM,DMEM)
WHEN (opcode I = 3):
D0 r1 \leftarrow RF.[r1 I];
                                    (** Rule BZ not taken **)
D0 r2 \leftarrow RF.[r2 I];
                                    Proc(PC,RF,IMEM,DMEM)
If r1 = 0 \{ PC := r2 \}
                                    if (RF[r1] <> 0) where BZ(r1,r2) = IMEM[PC]
Else \{PC := pc + 1\}
                                    \rightarrow Proc(PC + 1,RF,IMEM,DMEM)
```

- ▶ Definition isa := loadi ⊕ loadpc ⊕ add ⊕ bz ⊕ load ⊕ store
- Use a mixture of notations and intermediate definitions
- (Not yet tried to prove anything about this one)

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Stepping back

- Bluespec started as an HDL deeply embedded in Haskell
- Lava [1998] is another HDL deeply embedded in Haskell
- Fe-Si is "just" another HDL, deeply embedded in Coq
 - semantics (i.e., interpreter), compiler and programs are integrated seamlessly
 - use of computation inside Coq to dump compiled programs
 - dependent types capture some interesting properties in hardware

Future work

- Improve on the language (inputs, FIFOs, schedulers)
- Better compiler (boolean optimisations/BDDs)
- Extraction/plugin to output actual VHDL/Verilog
- Prove some designs correct (w.r.t. specifications as Moore automata)

- Could really use some help from SMT solvers to solve bitvector arithmetic goals
- Generated induction principles useless
- Mutual fixpoints and inner fixpoints being not equivalent

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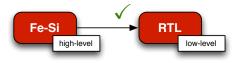
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Thank you for your attention



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