Provably Correct Development of Reconfigurable Hardware Designs via Equational Reasoning

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Provably Correct Development, Bird-Wadler Style

Reference Specification

```
fib :: Int -> Int

fib 0 = 0

fib 1 = 1

fib (n+1) =

fib(n-1) + fib(n)
```

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Reference Specification

```
\begin{array}{lll} \text{fib} & \text{:: Int $->$ Int} \\ \text{fib } 0 & = 0 \\ \text{fib } 1 & = 1 \\ \text{fib } (n+1) = \\ & \text{fib} (n-1) + \text{fib} (n) \end{array}
```

Implementation

```
fib2 :: Int -> (Int,Int)

fib2 0 = (0,1)

fib2 n = (b,a+b)

where

(a,b) = fib2 (n-1)
```

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$\begin{array}{lll} \text{fib} & \text{:: Int $-$} & \text{Int} \\ \text{fib } 0 & = 0 \\ \text{fib } 1 & = 1 \\ \text{fib } (n+1) = \\ & \text{fib} (n-1) + \text{fib} (n) \end{array}$

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fib2 :: Int -> (Int, Int)

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where

(a,b) = fib2 (n-1)
```

Linking Theorem

For all
$$n \ge 0$$
, fib(n) = fst (fib2(n))

Equational Proof on the Code Itself

Lemma. For all $n \ge 0$, fib2(n) = (fib(n), fib(n + 1))

Proof by Induction.

Overview

Bridging the Semantic Gap

Pure functional languages support verification, HDLs don't.

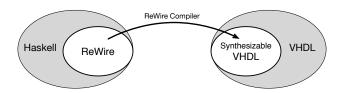
Experiment

- Salsa20, stream cipher developed by Daniel Bernstein
 - ECRYPT ESTREAM portfolio of cryptographic ciphers
- Derive verified Salsa20 implementations a' la Bird-Wadler in ReWire

Contributions

- Bird-Wadler Repurposed to HW Design
 - Pure Functional HDL ReWire supports equational reasoning
- Mixed functional/structural style with Connect Logic
 - E.g., pipeline structuring with Connect Logic
- Several performant implementations of Salsa20 stream cipher

ReWire Functional Hardware Description Language



- Inherits Haskell's good qualities
 - Pure functions & types, monads, equational reasoning, etc.
 - Formal denotational semantics [HarrisonKieburtz05, Harrison05]
- Types & operators for HW abstractions ("connect logic").
- Formalizing ReWire in Coq Theorem Proving System
 - Support proof checking & compiler verification

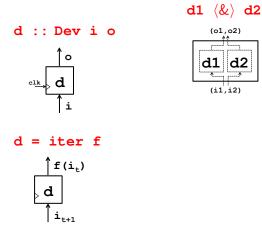
d :: Dev i o

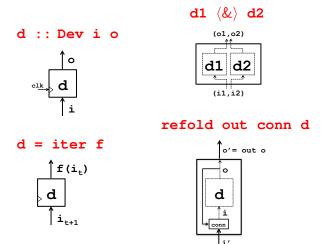
d :: Dev i o

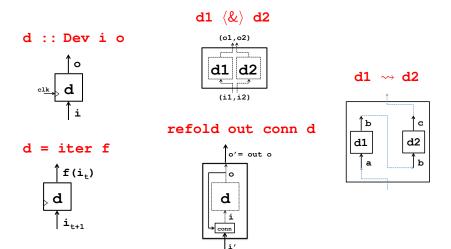


d = iter f









Salsa20 Hashing Algorithm

```
3 \begin{bmatrix} x[12] \oplus (x[8] \boxplus x[4]) \ll 13 & x[1] \oplus (x[13] \boxplus x[9]) \ll 13 \\ x[6] \oplus (x[2] \boxplus x[14]) \ll 13 & x[11] \oplus (x[7] \boxplus x[3]) \ll 13 \end{bmatrix}
                                 4 \left[ \begin{array}{ccc} x[0] \ \oplus = (x[12] \boxplus x[8]) \ll 18 & x[5] \ \oplus = (x[1] \boxplus x[13]) \ll 18 \\ x[10] \ \oplus = (x[6] \boxplus x[2]) \ll 18 & x[15] \ \oplus = (x[11] \boxplus x[7]) \ll 18 \end{array} \right.
                              \begin{array}{l} x[1] \oplus (x[0] \boxplus x[3]) \ll 7 \\ x[1] \oplus (x[0] \boxplus x[9]) \ll 7 \\ x[1] \oplus (x[0] \boxplus x[9]) \ll 7 \\ x[1] \oplus (x[1] \boxplus x[0]) \ll 9 \\ x[8] \oplus (x[11] \boxplus x[10]) \ll 9 \\ x[8] \oplus (x[11] \boxplus x[1]) \ll 13 \\ x[9] \oplus (x[8] \boxplus x[11]) \ll 13 \\ x[9] \oplus (x[8] \boxplus x[11]) \ll 13 \\ x[9] \oplus (x[8] \boxplus x[11]) \ll 13 \\ x[9] \oplus (x[9] \boxplus x[8]) \ll 18 \\ x[10] \oplus (x[9] \boxplus x[8]) \ll 18 \\ x[10] \oplus (x[9] \boxplus x[8]) \ll 18 \\ \end{array} \begin{array}{l} x[6] \oplus (x[5] \boxplus x[4]) \ll 7 \\ x[12] \oplus (x[5] \boxplus x[14]) \ll 7 \\ x[12] \oplus (x[5] \boxplus x[14]) \ll 9 \\ x[13] \oplus (x[2] \boxplus x[15]) \ll 9 \\ x[4] \oplus (x[13] \boxplus x[12]) \ll 13 \\ x[5] \oplus (x[4] \boxplus x[7]) \ll 18 \\ x[15] \oplus (x[4] \boxplus x[13]) \ll 18 \\ x[15] \oplus (x[4] \boxplus x[13]) \ll 18 \\ \end{array}
```

Remarks

- Assignments 1-8 are quarter rounds,
- Double round R_1 ; R_2 repeated ten times,
- x is 16-element array of 32 bit words.

Reference Specification for Salsa20 Hash Function

- Bernstein's functional spec. using Haskell syntax
- Not practical to synthesize as-is

```
salsa20 :: W128 -> Hex W32

salsa20 nonce = hash (initialize key0 key1 nonce)

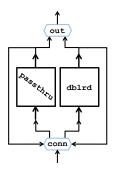
hash :: Hex W32 -> Hex W32

hash x = x + \underbrace{\text{doubleround}(\cdots(\text{doubleround}(x))\cdots)}_{10}
```

doubleround :: $\text{Hex W32} \rightarrow \text{Hex W32}$ doubleround x = rowround (columnround x)

```
quarterround :: Quad W32 -> Quad W32 quarterround (y_0, y_1, y_2, y_3) = \dots rowround :: Hex W32 -> Hex W32 rowround (y_0, \dots, y_{15}) = \dots columnround :: Hex W32 -> Hex W32 columnround (x_0, \dots, x_{15}) = \dots
```

Iterative Salsa20 Hashing Device



```
sls20dev :: Dev (Bit, W128) (Hex W32)
sls20dev = refold out conn (passthru (&) dblrd)
dblrd
           :: Dev (Hex W32) (Hex W32)
dblrd = iter doubleround (doubleround zeros)
passthru :: Dev (Hex W32) (Hex W32)
passthru = iter id zeros
zeros :: Hex W32
zeros = \(\lambda \)...sixteen all zero words...\
out :: (Hex W32, Hex W32) -> Hex W32
out ((x_0, \ldots, x_{15}), (y_0, \ldots, y_{15})) = (x_0 + y_0, \ldots, x_{15} + y_{15})
conn :: (Hex W32, Hex W32) ->
          (Bit, W128) \rightarrow (Hex W32, Hex W32)
conn (o_1, o_2) (Low, nonce) = (o_1, o_2)
conn(o_1, o_2) (High, nonce)) = (x, x)
  where
    x = initialize key_0 key_1 nonce
```

Theorem (Correctness of Iterative Salsa20)

For all nonces n, n_0, \ldots, n_9 :: W128 and input streams is of the form $[(High, n), (Low, n_0), \cdots, (Low, n_9), \ldots]$, then:

salsa20 n = nth 10 (feed is sls20dev)

Automated Testing with QuickCheck

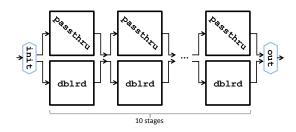
Test Harness

```
test :: W128 -> Bool
test n = reference == iterative
    where
        reference = salsa20 n
        iterative = nth 10 (feed is sls20dev)
        is = (High,n) : repeat (Low, undefined)
```

Running QuickCheck

```
GHCi, version 7.10.1.
*Salsa20> quickCheck test
+++ OK, passed 100 tests.
*Salsa20>
```

10 Stage Pipelined Salsa20



```
pipe10 :: Dev W128 (Hex W32)
pipe10 = refold out inpt tenstage
  where
    tenstage = stage →···→ stage
                          10
    stage = passthru \langle \& \rangle dblrd
```

20 Stage Pipelined Salsa20

```
crstage = passthru \langle \& \rangle crdev
   where
       crdev = iter columnround (columnround zeros)
 rrstage = passthru \langle \& \rangle rrdev
   where
       rrdev = iter rowround (rowround zeros)
pipe20 = \begin{pmatrix} crstage & rrstage & \\ \vdots & \\ crstage & rrstage & \\ crstage & rrstage & \end{pmatrix} (\times 10)
```

Correctness of Pipelining

Theorem (Correctness of Pipelining)

Assuming $f = f_1 \circ \cdots \circ f_n$ and 1 is an infinite stream, then:

```
map f l
  = drop n (feed l (iter f_n o_n \rightsquigarrow \cdots \rightsquigarrow iter f_1 o_1))
```

Remarks

 Correctness of 10- and 20-stage pipelined versions of Salsa20 are direct consequences of this theorem.

Resource usage, Fmax, and throughput

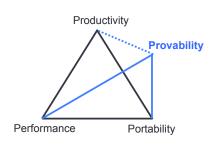
	LUTs	Slices	Fmax (MHz)	T (Gbit/s)
Iterative	3459	651	99.4	5.1
10 Stage	22840	6019	97.5	49.9
20 Stage	25519	12309	167.4	85.7

Remarks

- Using XiLinx ISE, targeting Kintex 7 FPGA
- Compares favorably with published hand-crafted Salsa20 VHDL implementation [Sugier 2013].

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Related Work



- HW Synthesis from DSLs
 - Delite [Olukotun, lenne, et al.]
 - DSLs and Language Virtualization
 - The "Three P's" + Provability
- Functional HDLs
 - Chisel, Bluespec, Lava
 - ReWire design motivated by formal methods & security
- [Procter et al., 2015] produce a verified secure dual-core processor in ReWire
- Cryptol

Summary, Conclusions & Future Work

- ReWire artifacts verified as ordinary functional programs
 - Traditional HW verification "handcrafts" formal system models
 - "Bird-Wadler" style eliminates this requirement
 - Enabled by functional HDL ReWire
- Approach relies on semantically-faithful compiler
 - Mechanization in Cog; Compiler Verification
- Rewire is open source:

https://github.com/mu-chaco/ReWire

THANKS!

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